

# OFFENSIVE PLAYBOOK 2002

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# HUDDLE & CADENCE

## HOLE DIRECTION AND POSITION IDENTIFICATION



## I. Direction System

- A. Direction to the right of the center are even. (2-6)
- B. Direction to the left of the center are odd. (1-5)
- C. (1-2) = Tight End Side and (5-6) = Split End Side.

## II. Position Identification

A. Our running backs are termed "Fullback" or the letter

"F", and "Tailback" or the letter "T".

- B. The split end is referred to by the letter "X".
- C. The tightend is referred to by the letter "Y"
- D. The flanker is referred to by the letter "Z".
- E. The quarterback is referred to by the letter "Q".

## HUDDLE FORMATION

<u>L.O.S.</u>

The offensive play starts in the huddle. A team that is disorganized when it leaves the huddle will probably run a poorly executed play.

- 1. The center forms the huddle five yards from the line of scrimmage. Everyone must get back to the huddle as soon as possible.
- 2. Do your resting in the huddle, not on the way back to it. The quarterback will be the last man to enter the huddle.
- 3. Everyone stands erect with hands at their sides and their eyes directed toward the guarterback.

## HUDDLE PROCEDURES

- 1. The quarterback will do all of the talking in the huddle. Any information that can be helpful should be relayed to the quarterback outside of the huddle or through the coaches on the sideline.
- 2. The quarterback will call formation, play and snap count. If motion is called, it will be called between the formation and the play.
- 3. If you do not hear the play, call "Check".

## BREAKING THE HUDDLE

- After saying the snap count, the quarterback says, "Ready", at which time the remaining players will break the huddle by clapping their hands and saying the word, "Break".
- All players will <u>hustle</u> to the L.O.S. and assume their positions in a minimum amount of time. <u>NEVER LOAF</u>.

REMEMBER: We only have 25 seconds to snap the ball after the referee blows his whistle.

QB/OC - Know where the 25 second clock is.

## HUDDLE PROCEDURE

- 1. The center will put his hands above his head and give the command "Huddle". The offense will then take their positions in the huddle.
- 2. When the quarterback enters the huddle, all heads will be up and looking at the quarterback.
- 3. The huddle call sequence is as follows:

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Shift Formation (T.E. Direction) Set (Backfield Formation) Motion Play Snap Count (If Applicable) "Ready, Break" (Clap hands on break)

Example: Rt, 12/5, Ready, Break.





## QUARTERBACK PROCEDURE ON THE LINE OF SCRIMMAGE

- Linemen assume their positions in a three-point stance. The line will always stay in two-point stance in Gun="Ray" or "Lee"
- 2. All motion will be initiated by the quarterback's heel or hand movement.

#### CADENCE

- 1. Our cadence will begin by the QB giving a directional call twice: Right, Left, or middle.
- 2. Phase Two of our cadence is a color followed by a number or word. (opposite or check) This is said twice. We will always use a dummy color (e.g., color # color #). The audible color will be GOLD.
- 3. Phase Three of our cadence entails a series of "Huts" which will determine the snap count.
- 4. The entire cadence sounds like this:
  - "Right--Right, Green 9-2 Green 9-2, (Pause), Hut".

"Middle--Middle, Red Opposite Red Opposite, (Pause), Hut".

- 5. If opposite or check (✓) is included in the call, it will follow the color: "Right--Right, Brown ✓ Brown ✓ (Pause), Hut".
  "Middle--Middle, Yellow Opposite Yellow Opposite, (Pause), Hut". (Possible Dummy or Opposite Calls On Pass Plays)
- 6. The following snap counts will be used.
   A. <u>Go:</u> The QB will give directional call, then say "Go"-- E.G. "Right, Right, (pause) Go"
  - B. <u>Assumed:</u> There will be no snap count called in the huddle. It is assumed we are going on the first "Hut".

E.G. - "Middle--Middle, Black 14 Black 14, (Pause), "Hut"--

C. <u>On Freeze:</u> No play is called in the huddle. The center will snap the ball when the defense jumps into the neutral zone. When this happens, the QB will go to a knee. E.G. - "Left--Left, Black 21 Black 21, (Pause), Hut, Hut--Hut"; the defense jumps--The ball is snapped; the QB goes to one knee. No one else moves until the whistle blows.

The QB will call a play if it is obvious the defense is not going to jump offsides. E.G. - The play, then--"Hut"--The ball is snapped. <u>No color will be used</u>.

### CADENCE

Page 2

- D. <u>After Blue:</u> A play is called in the huddle and will be run on the first "Hut" after the color Blue is said. E.G. - "Middle--Middle, Black 30 Black 30, (Pause), Hut, Hut--Hut, Blue, Hut The ball is snapped.
- If an audible is called, the snap count is automatically on first "Hut".
   E.G. "Right--Right, GOLD 12/5 GOLD 12/5, (Pause)--Hut
- 8. If count is not assumed the QB will say the next play is on "Go" or "after Blue".
- 9. Disregard the audible means run the play called in the huddle.



#### FORMATIONS AND SETS

In our system of terminology, formation "strength" is determined by the side of the tightend.

The "strong side" of the formation is the side of the Y receiver. The side opposite the Y receiver is termed the " weakside."

Our "formation" term dictates the deployment of X, Y, and Z: Right/Left and Ray/Lee.

The "set" term affects only the tailback and fullback. This allows us to attain great flexibility in alignments.

## SUBSTITUTION GROUP TERMINOLOGY

(R)	Regular	= 2 WR's, 1 TE', 2 RB's
(E)	Eagle	= TE Out, WR In (E) = (3 WR's, 0 TE's, 2 RB's)
(U)	Rhino	= X Out, TE In (U) = (1 WR, 2 TE's, 2 RB's)
(Z)	Zebra	= Z Out, TE In (Z) = (1 WR, 2 TE's, 2 RB's)
(ST)	Stallion	= X + Z Out, 2 TE's In (U-Z) = (0 WR's, 3 TE's, 2 RB's)
(S)	Speed	= F + Y Out, 2 WR's In = (4 WR's, 0 TE's, 1 RB)
(H)	Hippo	= FB Out, H In = (2 WR's, 2 TE's, 1RB)
(F)	Falcon	= FB Out, FA In = (3 WR's, 1 TE, 1 RB)
(EL)	Elephant	= FB Out, H-Back In = (2 WR's, 1 H-Back, 1 TE, 1 RB)
(B)	Bronco	= FB+Z Out, 2 TE's In = (1 WR, 1 RB, 3 TE's)
(L)	Lion	= FB Out, TB In = (2 TB's, 2 WR's, 1 TE)

#### BACKFIELD ALIGNMENT

I = F behind QB, T behind F

**Split** = F strong splittling leg of OT, T weak splitting leg of OT

Heavy = F toward Y, splitting inside leg of strongside tackle. T in I.

Lite = F away from Y, splitting inside leg of weakside tackle. T in I.

Weak = T weakside, splitting leg of tackle. F behind QB.

**Strong** = T strongside, splitting inside leg of tackle, F behind QB.

**Trip** = F strongside, one yard outside TE or OT. T behind QB.

**Triple** = F strongside, splitting distance between TE and WR. T behind QB.

**Trio** = F strongside, outside WR (width may vary). T behind QB.

**Double** = F weakside, one yard outside of the TE (H) or OT. T in I.

Single = F weakside, splitting distance between OT and WR. T in I.

**Pair** = F weakside, outside WR (width will vary). T in I.

**Crease** = F strongside, between TE and OT. T behind QB.

**Change** = F and T switch positions.



Flanker/Zebra Formations





Fullback/Falcon Sets





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Hippo--<u>Rt</u>/Lt Ace



















MOTIONS

#### MOTIONS

- 1. The initiation of the motion will begin with a heel lift by the QB to the side from which the motion will originate.
- 2. The termination of motion will be controlled by the QB calling the snap count.
- 3. The offensive unit must be set for one second prior to the initiation of the motion.
- 4. <u>All motion will be behind the receiver off the L.O.S.</u>
- 5. If WR sees RB is not set for one second, he will not go in motion until legal.

Note: All motions must be parallel or away from L.O.S.

## **DEFINITIONS OF TYPES OF MOTION**

PLAYER Flanker (Z) Zebra (ZB)	<u>CALL</u> Zoom	TYPES OF MOTION Tells the Z to motion across the formation into the formation called.
Stallion (ST)	Z Return	Tells the Z to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came, <u>not turning his back</u> to the defense.
	Z Crack	Tells the Z to motion back towards the formation, but not across it.
	Zip	Tells the Z to motion into the formation from the backfield.
Tight End (Y) (These motions also	Yum	Tells the Y to motion across the formation into the formation called.
refer to "Eagle") (E)	Y Return	Tells the Y to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came, not turning his back to the defense.
	Y Crack	Tells Y to motion back towards the formation from a wide alignment.
Tailback (TB)	Тоу	Tells the TB to motion toward the tightend (Y). However, his initial three steps will be toward the L.O.S. at the butt of the tackle starting with off-side foot.
	Tex	Tells the TB to motion towards the split end (X).
	Tack	Tells the TB to motion back.

	T Return	Tells the T to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came, not turning his back to the defense.
ion	Fay	Tells the FB to motion towards the tightend (Y).
	Fox	Tells the FB to motion toward the split end (X)
	Fly	Tells the FB to motion from heavy to light or light to heavy.
	F Return	Tells the FB to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came not turning his back to the defense.
	Fack	Tells FB to motion back.
	Fuzz	Tells Falcon to motion Across formation <u>into</u> formation called.
·	F-Return	Tells Falcon to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came not turning his back to the defense.
	Xmo	Tells the split end to motion across the formation into the formation linto the formation called.
	X Return	Tells the X to start motioning across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came, not turning his back to the defense.

#### Fullback (FB) Elephant and Lion

Falcon (F)

Split End (X)

X Crack

Tells the X to motion back toward the formation, but not across it.

Move TE (H)

Haze

Tells the H to motion across the formation into the formation called.

H Return

Tells the H to motion across the formation no further than the onside guard, and then reverse his motion toward the direction from which he came, not turning his back to the defense.

## **Z MOTIONS**

Zoom--Z changes strength





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#### MOTIONS

#### Fullback Motions


### MOTIONS

#### Tailback /Motions



# TERMINOLOGY

#### OFFENSIVE TERMINOLOGY

<u>"A" Gap</u>	The area between center and guard.
Act	Play-Action pass with QB dropping straight back.
Aiming Point	Reference point on the L.O.S. toward which an offensive back will run from his backfield set. The aiming point determines a back's path on a given play.
Attack Offense	Our no-huddle offense.
<u>Audible</u>	A verbal command by the quarterback given at the L.O.S. to change the play called in the huddle.
<u>"B" Gap</u>	The area between guard and tackle.
<u>Bootleg (Boot) Pass</u>	Backs fake run to one side, quarterback fakes run, then rolls out in the opposite direction with the ball. Also referred to as an Identical or Similarity.
Box	Focal point in the middle of the field for pass. Also the area between tackles and tightend for run.
Buzz	The drop of underneath coverage.
<u>"C" Gap</u>	The area between tackle and end.
Check-with-me (CWM)	Two plays called in the huddle.
Cloud	Cornerback force.
Clutch Series	Our two-minute offense.
<u>Contain Man</u>	Defender responsible for keeping the ball from getting outside on a play.
Counter	A delayed play, hitting opposite the direction of initial flow.
Crackback	Wide receiver blocks safety or linebacker aligned inside of him.
<u>"D" Gap</u>	The area between the end and outside.
Draw	Fake pass that ends up with a back running the ball.
Eight-Man Front	Any defensive alignment having a three-deep secondary alignment.
<u>"F"</u>	The name given to our fullback. Also a blocking scheme on Counter play.
<u>Fist</u>	On pass, strong back stays in and blocks if assignment drops. (Normally Fullback)

Offensive Terminolog Page Two	у
Freeze	Two-man play between center and quarterback. If defense jumps offside, everyone else freezes until they hear the whistle.
<u>Gap Defense</u>	A defensive alignment which places the down lineman and/or linebackers between offensive lineman rather than in front of them.
<u>Gun</u>	Shotgun formation with the quarterback five yards deep (Ray-Lee).
<u>Split</u>	Triangle look with weakside LB'er in the A-gap.
<u>Hold</u>	Both backs stay in and block if assignment drops.
Hot	A receiver looking quick versus Dog.
Influence	A maneuver taken by an offensive player to cause a defender to react in a desired manner.
Inside	Run area inside of offensive tackles.
Inside Handoff	A handoff in which the quarterback gives the ball to the ballcarrier who is breaking between the quarterback and the L.O.S.
Invert	Safety aligned more shallow than corners="Sky" or "Safety" alignment.
Knife	Turn upfield and sprint with the ball splitting the defenders.
LOS	Line of scrimmage
Liz	Quick pass protection sliding left on weakside defensive end.
Lock	Sam covers the tightend man to man
Loose Alignment	An outside shade on a blocker slightly wider than normal. (3, 6 & 9 technique).
Lucky	Slide protection left
Mike	Inside linebacker to the tightend side in a 50 or an 80 or Middle LB'er in a 40.
<u>Man Coverage</u>	Defensive coverage which assigns specific defenders to cover specific receivers.
<u>Max</u>	Maximum protection means keeping both backs and tightend in. Also a coverage with only a 3 man rush.
Move	Designated players move from the formation called.
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#### Offensive Terminology Page Three

Offside	The side away from the side of the POA.
Onside	Side of the formation that is being attacked.
Outside Handoff	An exchange which calls for the quarterback to give the ball to the ballcarrier when the quarterback is between him and the L.O.S.
<u>Perimeter</u>	Defensive people assigned to deep and outside segments of pass coverage.
Play-Action Pass (PAP)	Backfield fakes a running play before pass develops.
<u>P.O.A.</u>	Point of attack.
Red Zone	Plus twenty to six.
Reduction	Triangle look weakside.
Ringo	Slide protection right
Rip	Quick pass protection sliding right.
Roll out	Quarterback sets up behind the tightend to pass.
Roque	Strong safety lined up on the tightend. With outside rushers
Ruff	Strong safety lined up on the LOS outside tightend.
Rock	Offside tightend block backside protection, don't release.
<u>Stay</u>	Onside tightend stays in (72-3 & Similarity).
<u>Safety</u>	Safety inverting weakside.
Sam	Name of the outside linebacker on the tightend side of the formation.
Scat	A back free releasing in pass protection (54-5).
<u>Seam</u>	The area dividing two pass defense zones horizontally.
Seven-Man Front	Any defense having a Four-Deep secondary.
Shift	Designated players move and reset into the formation called.
Sight	Quarterback and wide receiver beat unblocked defender with Quick route.

#### Offensive Terminology Page Four

Slide	A form of dropback protection (Lucky/Ringo, Liz/Rip, Larry/Roger).
Sprint	Quarterback attacks the perimeter to pass.
<u>"T"</u>	Name given to our tailback.
Tank	On pass, weakback stays in and blocks if assigment drops. (Normally tailback)
Triangle	Reduced side of defense.
Tuff	Tightend and strong back stay in protection.
<u>"U"</u>	Second tightend replacing the splitend (Rhino/Stallion).
<u>Uncovered</u>	A term describing an offensive lineman who is not across the L.O.S. from a down lineman. It is also a receiver that is not being covered.
<u>Will</u>	Name given the weakside linebacker.
Y	Name given to the tightend.
<u>Y Side</u>	Tightend-side of formation.
<u>x</u>	Name given to the split end.
Zone Coverage	A defensive pass coverage calling for defenders to defend certain areas.
Zone Blitz	Linebackers dogging with defensive linemen dropping into coverage.

# DEFENSES

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In referring to our opponent's defensive front alighnment, we are concerned with three things: deployment of the defenders in the middle of our formation; deployment of the defenders to the three-lineman side.

At UCLA we will express these alignments by using a double-digit number and a term (e.g., 56 Eagle). The sequence that we will be concerned with is the middle, then the three-man side, and then the two-man side.

#### Middle

Defensive fronts can be grouped into three general categories relative to the defensive look that we encounter over our center. Our thinking is that the center can be covered (1) by a linebacker; (3) by no one at all.

When our center is covered by a down lineman, we term this an Odd (Middle) defender. It is called a <u>50 Front.</u>

When the center is opposite a middle linebacker, we consider ths an Even (Middle) defender and call it a <u>40 Front.</u>

When there is no defender opposite the area between the center's feet, it generally indicates that there are four men to one or both sides of thte center. If the defense is an overshifted seven-man front, it is termed a <u>20 Front</u>. If the defense is aligned in an undershift eight-man front, it is called an <u>80 Front</u>.



#### THREE MAN SIDE

The second digit in our sequence of naming alignments refers to the placement of the defensive end.



#### TWO MAN SIDE

Since the vast majority of conventional defenses deploy the short-side linemen and linebackers in a limited number of ways, we describe the entire package with one term. The basic short-side deployments are:



#### AUDITIONAL TERMS

At times, the two-man side is tied in with the middle look, particularly with overshifting (20) fronts. Example



Other terms will be used to indicate special alignments of the X-side outside linebacker. Examples:



Still other terms may be employed to designate specific adjustments on the Y side. Examples:



When a defense has three down linemen, the two closet to the sidelines are termed ENDS, while the iniddle lineman is called NOSE, symbolized with the letter "N".



here are four down linemen, the outside two are ENDS while the inside people are both called TACKLES.



### LINEBACKER DESIGNATION

Linebackers are named and designated as follows:

Mike ("M")		Strongside ILB in a 50, 20, and 80 defense MLB in a 40 defense
Will ("W")	-	Weakside LB
Liz ("L")		Weakside OLB in 50 and 80
Sam ("S")		Strongside OLB
Brute ("B")		Extra lineman (i.e., substitution)

### **DEFENSIVE BACK DESIGNATION**

Defensive backs are designated as follows:

Corner ("C")	Cornerbacks
• .	"SC" Strong Corner:
	Two receiver side FC (Field)
	"WC" Weak Corner:
	One-receiver side (Boundary)
Strong Safety ("SS")	Strong Safety

- Safety ("F") -- Free Safety
- Nickel ("N") -- Fifth DB

Dime ("D") -- Sixth DB

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# STUNTS/DOGS/ BLITZES

Strongside Dog Gap Letters	Weakside Dog Gap Letters
all out Blitz to Dog/Stunt. II Dogs/Stunts start strong side to weak side. II Fronts start strong side to weak side.	
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50 SIUNTS

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	$\begin{array}{cccc} W & T \\ L & E & N \\ O & O & O \\ O & $
In O	In Strong
$\begin{array}{cccc} W & M \\ L & E \\ O & O \\ O \\ O \end{array} \\ O \\ O \\ O \\ O \\ O \\ O \\ O$	$W \qquad M$
Double In	Double Pinch
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Pinch	Pinch Strong
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Slant	Angle
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ant Full	Angle Full





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RAC Ruff	RAC Rogue
W L E N M E S O O O O O O	W M E T T S E O O O O O O
Macho	S Macho
L E W N E S O O O O O O	L E W N M E S
	W L E N E S
AD O	WAC
→ W M E S → O O O O O O O O O O O O O	
ch (Sam in 7 technique)	6



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# COVERAGES

## Zone = Numbers (Cloud, Sky, Stay, and Safety)

2	=	Two-Deep Double Corner Roll (May Sky, Stay or safety)	4-5-2 Ratio
2 Max	<b>.</b>	Two-Deep Double Corner Roll (Maximum defend rush three)	3-6-2 Ratio
2 Max R	obber	=Two-Deep Double Corner Roll (Maximum defend rush three robber in hole)	3-5-1-2 Ratio
3	=	Three-Deep Strong Zone (Sky is understood, may Cloud; Liz may rush.)	4-4-3 Ratio
3 Field	=	To wide side of field	4-4-3 Ratio
3 Max	=	Three-Deep Strong Zone (May Cloud or Stay maximum defend rush three; may Press.)	3-5-3 Ratio
4	=	Three-Deep Weak Zone (Cloud Weak, FS = ½, SS, and Corner = Quarters)	4-4-3 Ratio
5		Three-Deep Weak Zone (S/S and Both Corners = Thirds) (Safety is understood; may cloud.)	4-4-3 Ratio
6	-	Two-Deep unbalanced secondary (Cloud is understood; may Sky.)	4-5-2 Ratio
8	=	Four-Deep with safeties and corners(May Safety)	4-3-4 Ratio
10	=	Double Invert (Corners 1/2)	4-5-2 Ratio
<u>MAN</u> =	Color	s (May Banjo)	
Silver =		Man with free safety. (F May X-Y-Z or Rover May Rogue.)	5-5-1 Ratio
Blue =		Man with no free safety. (May Blue Y.)	6-5 Ratio
Orange =	-	Man with two free safeties. (May Sky or Bracket.)	4-5-2 Ratio
Black =		Unbalanced secondary man with safety and Corner free.	4-5-2 Ratio
Red =		Man with secondary blitz. (Rush 6+)	6-5 Ratio
Green =		Maximum defend man with Three-Deep Zone.	3-5-3 Ratio
White =		Man with free safety and free LBer (May Robber)	4-6-1 Ratio

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Red w/Chop



Red w/Stick



### Red w/Rifle



Red w/Rap









# PLAY CODE

#### <u>CODE</u>

- 1. Zone 1-2
- 2. Sweep 1-2 (Insert) Toss 5-6
- Quick Pass (Rip/Liz)
  32-33
  38-39
  366-7
- 4. 48-49 (Turnback Protection)
- DBP (Basic Protection)
  52-53 (Basic) Tank, Fist, Hold, Rock
  54-55 (Scat) Tank, Rock
  58-59 (Basic Max)
- DBP (Slide Weak)
  64-65 (Full/Split Flow) Fist
  66-67 (5 Release)
- 7. DBP (Weak Flood) 72-73 Tank
- 8. Slant 1-2 (Lead)
- 9. Stretch 1-2 (Lead) Hand 5-6

- 10. Slice 1-2 (Solid)
- 11. Iso (G.L.) 1-2
- 12. Wham 5-6
- 13. Load 1-2
- 14. Hammer 1-2 Kick 5-6
- 15. Counter 1-2 (Bat, F) Gap 5-6
- 16. N/A
- 17. Counter Sweep 1-2, 5-6
- 18. Lead Option 1-2 (2 Back)
- 19. Speed Option 1-2 (1 Back)
- 20. Trap (Flick) 1-2 Draw Trap 5-6

Wedgewood 1-2

17/1-2 Rev Rt/Lt

Baker 1-2 (Tease), Toss Baker 1-2

Paint 5-6

Fog 1-2

Pitch 1-2

## **RUNNING GAME**

PLAY Baker 1	-2 (Tease)	
FORMATI		$ \leq 7 \leq 1 $
2 Back	"I"	$\leq \neq$
BLOCKIN	G	
Zone wi	th combo blocks.	<u> </u>
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Support	
FST	Block # 2 area. Possible Tag with FSG or EAT with FSTE when either Ray/Luke is called. Base read man on or EAT with FSTE.	Possible Fan call to FSTE
FSG	<u>Block # 1 area</u> . Possible Tag with FST. When Ray/Luke is called, Combo with center.	
CTR	<u>Block middle</u> . When using Ray/Luke calls, combo with FSG.	
BSG	Block #1 B.S. area. Base cut off; possible Ice with center; possible Gut with BST.	*Gut call made based on LB' er alignment
BST	Block # 2 B. S. area. Base cut off based on defensive alignment. Possible Wall/Max with BSTE.	Possible "Gut"
FSTE	Block # 3 area. Base read; possible EAT with FST.	Possible Solid Fan call from FST.
BSTE	<u>Block # 3 B.S. area</u> . Base cut off or Sift. Possible Wall or Max with BST.	
QB	Reverse pivot at 4/8. Hand ball to FB. Boot away.	· · · ·
RB	Heels at 7 1/2 yards. Fake sweep. Show your hands accelerate outside.	
FB	Heels at 5 1/2 yards. Open crossover. Get square to LOS. A.P. Outside leg of the guard.	Read 1st defender playside of center. Think cut-back.
BS REC	Cut off.	Always cut when possible.

### TEASE: RB and QB fake pitch opposite way.

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PLAY	F Zw M	× s			
1/1-2 (2		T E C			
FORMATIC					
1 or 2 H	1 or 2 Back				
BLOCKIN	3				
Zone- wit	h Combo Blocks				
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS			
FS REC	Support				
FST	<u>Block # 2 area.</u> Possible Tag with FSG or EAT with FSTE when either Ray/Luke is called. Base read man on or EAT with FSTE.	Possible Fan call to FSTE			
FSG	<u>Block # 1 area</u> . Possible Tag with FST. When Ray/Luke is called, Combo with center.				
CTR	<u>Block middle</u> . When using Ray/Luke calls, combo with FSG.				
BSG	Block #1 B.S. area. Base cut off; possible Ice *Gut call made based on with center; possible Gut with BST. LB' er alignment				
BST	Block # 2 B. S. area. Base cut off based on Possible "Gut" defensive alignment. Possible Wall/Max with BSTE.				
FSTE	Block # 3 alea. Base leud, poblible en	Possible Solid Fan call from FST.			
BSTE	<u>Block # 3 B.S. area</u> . Base cut off or Sift. Possible Wall or Max with BST.				
QB	Open at 6. Give ball deep and boot away.	Call White side. If two white sides call at 7- Technique. Audible versus Bear. If two red sides, let call go.			
RB	Heels at 7 yards. Open crossover. Start downhill to LOS. AP outside leg of playside guard.	Read 1st defender playside of center. If Shade, think frontside unless Shade crosses your face. C.P. vs. 40 defense, feel the Mike LB'er and press the LOS.			
FB	Heels at 5 yards. Hold off inside leg of Tackle with near shoulder away from TE.	(2 backs)			
BS REC	Cut off.	Always cut when possible.			

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F-Come

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**F-Around** 



PLAY		5 55			
2/1-2 (Sweep) Support = 1 Bac E T T E c					
FORMATI	FORMATIONS OCTO				
2 or 1	Back				
BLOCKIN	IG (Insert)				
Reach So	cheme/Possible Man Scheme				
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS			
FS REC	Alley unless Support call.				
FST	<u>Covered:</u> Rip through man over. <u>Uncovered:</u> Drop step, cross over, block #3.				
FSG	<u>Covered:</u> Rip through man over. <u>Uncovered:</u> Drop step, cross over, block #3.				
CTR	Choke "A" Gap.				
BSG	Cut off, possible Gut, Max, Super				
BST	Cut off, possible Gut, Max, Super				
FSTE	Rip through man over.	Possible EAT, over EAT			
BSTE	Super cut off, possible Max, Super.				
a QB ∘	Reverse pivot 4/8. pitch to TB. Boot away. If Ray/Lee, hand ball underneath and boot away.				
RB	Heels at 7 1/2 yards. Timer step. Aim one yard outside TE. Think outside to daylight.	Key TE's block			
FB	Heels at 5 yds. Aim one yard outside TE. Block alley.	Cut Block.			
BS REC	Cut-off.				

VS. Overshift ✓ Toss or Slice



PLAY 2/5-6 (					
FORMATI					
2 Back	2 Back				
BLOCKIN	G				
Man					
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS			
FS REC	Support.				
FST	Block man on, outside	Reach Technique			
FSG	Man on, possible Ace with center. Possible Zone with Center.				
CTR	Power with BSG. Possible Ace with FSG. Possible Zone with Guard.	When uncovered, block away.			
BSG	Backside wallcutoff. Possible Power with center. Possible Gut with BST.				
BST	Backside cutoff. Possible Gut with BSG.				
BSTE	Backside cut off. Possible Max with BST.	Wall or Outside call with BST.			
QB	Reverse pivot at 4/8 o'clock. Pitch to TB. Boot away.	Never into WAC or 4 weak.			
RB	Heels at 7 1/2 yds; timer step. Key tackle's block. Aim one yard outside tackle. Think outside to daylight.	Key tackles block.			
ГВ	Heel at 5 yds; timer step. Aim one yard outside tackle. Block first onside LB'er.	you were ball carrier. Lead and cut LB'er. Never block A-Gap.			
BS REC	Cut-off.	Always cut whenever possible.			

### VS. 4 Weak AUD./ Sweep Or Slice

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Play: 9/1-2 WO/RO/SO/CO (Stretch) <u>(Support)</u>	E T	M (X)	s T	E C
FORMATIONS		×		
1 or 2 Backs		$\rightarrow$		
BLOCKING		<u> </u>		

Reach Scheme / Possible Man Scheme ASSIGNMENT AND TECHNIQUE COACHING POINTS POS Alley possible Support. FS REC Covered: Rip through man over. <u>Uncovered:</u> Drop step, cross over, block #3. FST Possible "G" Call Covered: Rip through man over. Uncovered: Drop step, cross over, block #3. FSG Choke "A" Gap. CTR Cut off, possible Gut, Max, Super BSG Cut off, possible Gut, Max, Super - . BST Possible "G" Call Rip through man over. FSTE Super cut off, possible Max, Super. BSTE Open at 4/8. Hand to TB. Drop Back. If Ray/Lee, Possible / or audible. hand ball underneath and boot away. QB Heels at 7 1/2 yards. Drop step. Aim one yard Read TE's block. Feel FSG's with Man Scheme. outside TE. Think outside to daylight. RB Heels at 5 yds. Aim one yard outside TE. Block Hold off weak if support is called. alley. FB Cut-off. BS REC

Weak 9/1-2: Center/Guard block triangle weak.

VS. Overshift **√**Hand or Slice



,			
PLAY		c FS W	a st ss
9/5-6 (Hand)		E E	
FORMATI	ONS		
2 Back			
BLOCKIN	IG		
Man			
POS	ASSIGNMEN	T AND TECHNIQUE	COACHING POINTS
FS Rec	Support.		
PST	Block man on, outside	Reach Technique	
FSG	Man on, possible Ace w with Center.		
CTR	Power with BSG. Possi Zone with Guard.		
BSG	Backside wallcutoff. center. Possible Gut		
BST	Backside cutoff. Poss		
BSTE	Backside cut off. Pos	Wall or Outside call with BST.	
QВ	Open at 5/7 O'clock.	Never into WAC or 4 Weak.	
RB	Heels at 7 1/2 yds. Dro the tackle.Think outsid	Key tackles block.	
УB	Heels at 5yds. Aim 1 y Block first onside LBe	Read tackles block as if you were ball carrier. Lead & cut Lber. Never block "A" gap.	
BS REC	Cut-off.	-	Always cut whenever possible.

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VS. 4 Weak AUD. / Stretch Or Slice

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FORMAT		
2 Back		
BLOCKI	NG	
Insert	(Possible solid call)	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS	Support.	1
REC		
	On, inside. Possible Got-It, Alert Solid, Eat,	1
FST	Fan vs. 7-Tech.	
	On, inside. Possible Got-It with FST; possible	
FSG	Ace with center.	
	On, first BSLB'er. Possible Ace. Alert to Sink.	Possible Power.
CTR		
	OnBackside: Block #1 on LOS to backside.	
BSG	Possible Big/Power or Ice. Alert Sink.	
	<u>OnBackside:</u> Block #2 on LOS to backside.	Shot put technique.
BST	Possible Big. Alert Sink.	
	Reach influence # 3; Possible Solid, Fan, Eat.	
PSTE		
	Wall with possible Max.	
BSTE		
	Open at 6 o"clock. Hand ball deep to TB.	Audible vs. Bear/Any
QB	Dropback. If Split, show pass before hand off.	Pressure. Fake Exactly
	Ray/Lee, underneath hand off.	action if no time to audible vs. Bear.
	Heels at 7 1/2 yds. Slide shuffle to B gap. Read	audibie vs. bedi.
RB	1st down lineman frontside.	
	Heels at 5 yds. Slide shuffle to B gap. Read 1st	Alert:
FB	down lineman to block frontside LB'er.	"Solid"
10		"Eat"
		"Fan" Always cut whenever
BS	Cut-off.	possible.
REC		F
	· · ·	
		····
		·



<b></b>		F
PLAY 12/5-6	(Wham) CONS	T T E
FORMATI		
2 Back	$\bigcirc$	
BLOCKIN	1G	
Insert		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Support.	
FST	Block man on, outside	Possible Fan
FSG	Man on, possible Ace with center. Possible Zone with Center.	Possible Fan
CTR	Power with BSG. Possible Ace with FSG. Possible Zone with Guard.	Uncovered, Power back with BSG.
BSG	Backside wallcutoff. Possible Power with center. Possible Gut with BST.	
BST	Backside cutoff. Possible Gut with BSG.	Wall or Max call with BSTE possible "outside" call
FSTE	Arc to #4	
BSTE	Backside cut off. Possible Max with BST.	Wall or Outside call with BST.
QB	Open at 6. Give ball to TB deep. Fake pass.	Audible vs. 4 weak/wac
RB	Heels at 7 1/2 yds. Open Cross over and follow FB. Aim outside leg of FSG	
FB	Heels at 5 yds. Key block of 1st down lineman. Block frontside LB.	
BS REC	Cut-off	

### VS. 4 Weak AUD./ Stretch Or Slice


FORMAT	IONS	d $d$ $d$	-8 - 6 - 6 -
2 Back		59	
BLOCKI	NG	of	- <u> </u>
Gap		•	<u>Y</u>
POS		AND TECHNIQUE	COACHING POINTS
FS REC	Support.	·	
fst	On, inside. Possible T calls you down. Possib TE.	rey with TE unless FSG le Down and Deuce calls to	Do not allow penetration Eyes inside to BSLB'er.
FSG	On, inside. Possible De calls you down Swipe/Cag		Do not allow penetration Eyes inside to BSLB'er.
CTR	On, 1st DL away. Possib	ole Swipe or Cage to BS.	Possible "You-me" Possible "smash"
BSG	Pull and kick 1st defend team.	ler to show off double	
BST	Seal to inside; blunt in	nside area out.	Possible "You-me" Possible "Smash"
FSTE	Block gap. Possible Trey Cram, Kelton, Down.	with tackle. Possible	
BSTE	Wall man on- possible ar	c to #4.	
QB	Open 6 o'clock. Hand ba	ll to TB. Drop back.	
RB	Heels at 7 1/2 yds.Open Guard. Stay inside of Pu		
FB	Heels at 41/2 yds. AP in inside-out angle. Kick		Stay on track
BS REC	Cut-off.		Always cut when possible

# QUICK PASSES



LAY	IVI	V V
8-49	SE	NL
ORMATIC	DNS Back	$\mathcal{A} \cup \mathcal{O}$
or 2 1	Back	$\sim Q$ .
LOCKIN	G	Xo
urnbac	k Protection	$\bigcirc$
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS Smash, Cob (Jet), Bench,
FS REC	Route	Fork.
FST	Slide, Block inside gap.	Rip/Liz
FSG	Slide, Block inside gap.	Rip/Liz
CTR	Block Backside "A" gap	Build a wall.
BSG	Block Backside "B" gap	Build a wall.
BST	Block Backside "C" gap.	Build a wall.
FSTE	Slide, Block inside gap.	
BSTE	Block Backside "D" gap, unless route called.	Build a wall.
QB	5/7 Steps to called side. Set up at "B" Gap.	
RB	Block playside LB from "C" gap to outside. If there is nobody to block, help FB.	Alert any secondary blitz • Look "D" to "C"
FB	Block EMOL inside out.	Aim at outside leg of defender to log influence
BS REC	Run route	Smash, Cob (Jet), Bench, Fork.



Smoke 5 FORMATI		
l or 2 Ba	ack 🔅 👘	ź.
BLOCKIN		F
Sprint O	ut	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Slide to call; block C-gap.	
FSG	Slide to call; block B-gap.	
CTR	Slide to call; block A-gap.	
BSG	Slide to call; block A-gap; Hingeblock area.	
BST	Slide to call; block B-gap; Hingeblock area.	
FSTE		
BSTE	Slide to call; block C-gap; Hingeblock area.	
QВ	Sprint to six-yard arc.	
Far Back	Check B-gap out away from call side.	If displaced by formation/motion, run Shallow Cross.
Near Back	Block First Man Outside FST.	Cut block 2 outside tack
BS REC	Route.	

## POCKET MOVEMENT



FORMATI		
1 or 2	Back	
BLOCKIN	ag 🦾	
Gap		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS	Support.	
REC		
	On, inside. Possible Trey with FSTE unless FSG	Must not allow penetra
PST	calls you down (Deuce/Solid). Possible Down call	eyes inside.
	to FSTE.	
	On, inside. Possible Deuce with FST unless OC	Must not allow penetra eyes inside.
FSG	calls you down (Swipe/Cage).	
	On, 1st D.L. away. Possible Swipe or Cage to BS.	Possible Me/You versus
CTR		
	Pull and trap EMOL.	
BSG		
	Pull and lead through offensive tackle's hole.	Get deep enough to rea
BST	Block first defender to show inside out.	Guard's block.
	Block gap. Possible Trey with tackle to BSLB'er.	Possible Chip and Cram
FSTE	Possible Kelton, Otis, or Down.	
	Pull and seal C gap to center. Possible Super	Possible You/Me versus
BSTE	seal.	
	Open at 6:00 away from hole. Boot away. In	
<b>QB</b>	Ray/Lee or Split, open to B.C. Boot away.	
······································	Heels at 7 1/2 yds. Fake stretch. Get hand off.	See the A gap.
RB	Get on tackle's outside hip. Run off tackle's lead block. A.P. butt of guard.	
		·
	Heels at 5 yds. Hold off the backside. Block the lst thing that shows off the tackle's butt.	
FB	InSplit or Ray/Lee, when you are ball carrier,	
	slide shuffle, feather near foot, and run off	
	tackle's lead block. Cut-off.	· · · · · · · · · · · · · · · · · · ·
BS		
REC		
	·	*. <b>*</b>



FORMATI	Back C	THE C
BLOCKIN		
Angle/G	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
POS		
FS REC	Support	
FST	Block on, inside. Possible Deuce with FSG.	Versus White: Flash and release inside to BSLB'er.
FSG	Block on, inside. Possible Deuce with FST unless OC calls Swipe/Cage.	
CTR	On, 1st D.L. away. Possible Swipe or Cage to backside.	You/Me to BSTE.
BSG	Pull and trap EMOL.	
BST	Pull and lead through offensive tackle's hole. Block first defender to show inside out.	Get deep enough to read guard's block.
FSTE	Arc to #4.	Possible Man-On versus under or 50 look.
BSTE	Seal pull C gap to C. Possible Super Seal.	Possible You/Me versus Rec
QB	In Ray/Lee or Split, open to back. Boot away. In I looks, open at 5:30 away from hole. Boot away.	
RB	Heels at 8 yds. Stretch step. Get hand off. Get on tackle's outside hip. Run off tackle's lead block. A.P. butt of guard. In Split or Ray/Lee heels at 5 yds. Slide step shuffle, feather near foot, and run off tackle's lead block.	#4
FB	Heels at 5 yds. Hold off backside. Block 1st thing that shows off tackle's butt. In Split or Ray/Lee whe you are ball carrier, slide shuffle, feather near foot, and run off of tackle's lead block.	Bat: Bluff EMOL. Block #4 Always cut whenever
BS REC	Cut-off.	possible.

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FORMATI	(Lead Options)	
2 Back		
BLOCKIN	G	
Reach		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
<u></u>	Alley	
FS REC		
	Covered (6tech): Drive-it.	
FST	Uncovered: Eat or Pick.	
		Possible tag to BSLBer
	Covered: Rip through # 2 area.	Possible tag to balber
FSG	Uncovered: Tag with Tackle	
	Choke A gap	
CTR		
	Super	
BSG		
	Super	
BST		
	Tackle covered (6tech): Drive-it	Possible Eat or Pick
FSTE	Tackle uncovered: Rip through # 3 area	Possible "Stick" or Arc.
	Super.	
BSTE		
	Step back with frontside foot. Push with backside	
QB	foot. Option first man to show.	
	Jab step. Maintain pitch relation with QB.	
RB		
	10 17E	Rifle: SS becomes pitch
	Arc release. Block support (Corner). (If rifle, block FS)	man.
FB		
	Cut-off.	Cut backside.
BS REC		
		•



FORMATI		
1 Back		
BLOCKIN	IG T	
Stretch	n/Zone/Man	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Man On.	
PST	<u>Covered:</u> Drive it (6 tech) <u>Uncovered</u> : Eat or Pick	Possible "Got It"
PSG	<u>Covered:</u> Rip through # 2 area. <u>Uncovered</u> : Tag with tackle.	Possible tag to BSLBer
CTR	Choke 'A' Gap.	
BSG	Super.	
BST	Super.	
PSTE	Tackle covered: Drive it. Tackle uncovered: Eat or Pick.	Possible Arc.
BSTE	Super.	Possible Lane backside
QB	Step back with frontside foot. Push with backside foot. Option first man to show.	Possible "Cinch" opposi
RB	Heels at 8 yds. Work to get in good pitch relationship with the QB. Stay flat; don't lose ground.	
FB		
BS REC	Cut-off.	Always cut whenever possible.

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I	Trap (Plick)	M SS T E
FORMATI		k000
1 or 2		
BLOCKIN	T.	
	ed Opposite)	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Man On.	
FST	Release and block 1st inside LB'er. No LB'er sift to Fold Player.	
PSG	<u>Red:</u> Influence and block middle to BSLB. <u>White:</u> Listen for Cage call from center.	
CTR	1st D.L. away from call. Possible Cage call.	
BSG	Pull and trap 1st down lineman to callside.	
BST	Release and block 1st inside LB'er. No LB sift to Fold Player.	
FSTE	Base read.	
BSTE	Block man on, outside. Possible Lane to safety vs. 40 Def.	
QB	Open away from call at 6:00. Hand ball off with right hand on 22, left hand on 21. Flick=Skip step=roll toward callside.	Run at Red. Audible vs. Bear.
RB	Align 6 yds. Step to QB's foot callside. Flick=Run Option callside. A.P. playside foot of center.	
FB	Flick = step downhill away from callside. Aiming point same as TB.	
BS REC	Man On.	Always cut whenever possible.

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Paint FORMAT		
2 Back		
BLOCKI	NG	
Draw (1	Like 12/5-6)	<u>\</u>
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Support.	
FST	Set and block man on/over. Possible Big. Switch call versus tackle uncovered.	
FSG	Man on, possible Ace with center. Possible Zone with Center.	
CTR	Power with BSG. Possible Ace with FSG. Possible Zone with Guard.	Uncovered, Power back with BSG.
BSG	Backside Wall-Cutoff. Possible Power with center. Possible Gut with BST.	
BST	Set and block man on/outside Possible Big	Possible Switch
FSTE		
BSTE	Set quickly and block man on.	Shot Put technique Possible Switch
QB	Dropback. Show pass arm side. Give ball between 2nd and 3rd steps. Fake pass.	Direct to Y
RB	Heels at 7 1/2 yds. Shuffle. A.P. playside foot of the center. Run to daylight.	If Split, block directional call LBer
FB	Heels at 5 yds. Shuffle and block directional call LBer.	If Split/Ray/Lee, you become ball carrier
bs REC	Cut off.	

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FORMATIC		F SS ~
Bunch/C	luster ×	N/ ELSATY
BLOCKING		
Man Sche	me	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
	Block first man outside TE. Crack block.	
PS REC		
	Pull and block the alley. Man rules.	Possible: Tackle call.
FST		
	Man rules.	Possible: Tackle call.
FSG		
	Choke.	
CTR		
	Super	
BSG		
	Super	
BST		
	Block first down man on inside.	
FSTE	BLOCK THISE HOWN Man on Instact	
BSTE		
	Reverse pivot 4/8. Pitch to TB. Boot away.	
QB		
-		
	Heels at 7 yards. Catch Pitch. Think outsid daylight.	
RB		
	Pull for corner	
FA or Wing	support.	
	Cut-Off	
BS		
REC		
L		
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## PASS PROTECTIONS

### QUICK PROTECTION

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33 Rip/Liz    T    T    E      MATIONS    Side Three-step Dropback    T    T    E      OS    ASSIGNMENT AND TECHNIQUE    Side away from call; block B-gap.    Rip/Liz      SI ide away from call; block A-gap.    Rip/Liz    Side away from call; block A-gap.    Rip/Liz      SI ide away from call; block A-gap.    Rip/Liz    Side away from call; block A-gap.    Rip/Liz      SI ide away from call; block A-gap.    Rip/Liz    Side away from call; block C-gap.    Rip/Liz      SI ide away from call; block C-gap.    Rip/Liz    Side away from call; block C-gap.    Rip/Liz      SI ide away from call; block C-gap.    Rip/Liz    Side away from call; block C-gap.    Rip/Liz      SI ide away from call; block C-gap.    Rip/Liz    Side away from call; block C-gap.    Sigram      SI ide away from call; block C-gap.    Rip/Liz    Sigram    Sigram      Route.    Sigram    Sigram    Sigram    Sigram      Route.    Sigram    Sigram    Sigram    Sigram      RB    Check D gap to route.    Sigram    Sigram    Sigram      Sigram    Cut first pan outside FST.    Sigram    Sigram    Sigra	x		
MATIONS CKING 1 Slide;Three-step Dropback CS ASSIGNMENT AND TECHNIQUE PS Route. EC Slide away from call; block B-gap. Slide away from call; block A-gap. Slide away from call; block A-gap. Slide away from call; block B-gap. Slide away from call; block B-gap. Slide away from call; block C-gap. Slide away from call; block C-gap. Rip/Liz Slide away from call; block C-gap. TR Route. STE Check D gap to route. RB Check D gap to route. Cut first man outside FST.	33 Ri	p/Liz $E T E$	
1 Slide;Three-step Dropback    Image: Constraint of the state of t	MATIO		
OS  ASSIGNMENT AND TECHNIQUE    Route.  Rup/Liz    FS  Slide away from call; block B-gap.    'ST  Slide away from call; block A-gap.    7SG  Slide away from call; block A-gap.    Slide away from call; block A-gap.  Rip/Liz    'ST  Slide away from call; block A-gap.    Slide away from call; block A-gap.  Rip/Liz    SSG  Slide away from call; block C-gap.    ST  Slide away from call; block C-gap.    T  Slide away from call; block C-gap.    STE  If i-back formation, cut first man outside FST.	CKING		
Route.    Rip/Liz      'ST    Slide away from call; block B-gap.      'SG    Slide away from call; block A-gap.      'SG    Slide away from call; block A-gap.      'SG    Slide away from call; block A-gap.      'STR    Slide away from call; block A-gap.      Slide away from call; block A-gap.    Rip/Liz      'STR    Slide away from call; block C-gap.      Slide away from call; block C-gap.    Rip/Liz      'STE    Slide away from call; block C-gap.      'STE    Intree-step drop.      QB    Three-step drop.      Cut first man outside FST.    If 1-back formation, cut first man outside FST.	l Slic		
FS    Slide away from call; block B-gap.    Rip/Liz      'ST    Slide away from call; block A-gap.    Rip/Liz      'SG    Slide away from call; block A-gap.    Rip/Liz      'TR    Slide away from call; block A-gap.    Rip/Liz      'SG    Slide away from call; block A-gap.    Rip/Liz      'SG    Slide away from call; block B-gap.    Rip/Liz      'ST    Slide away from call; block C-gap.    Rip/Liz      'STE    Slide away from call; block C-gap.    If I-back formation, cut first man outside FST.      Cut first man outside FST.    Cut first man outside FST.    Stick formation, cut first man outside FST.	os	ASSIGNMENT AND TECHNIQUE	
'ST    Rip/Liz      'SG    Slide away from call; block A-gap.      'SG    Slide away from call; block A-gap.      Slide away from call; block A-gap.    Rip/Liz      STR    Slide away from call; block B-gap.      Slide away from call; block B-gap.    Rip/Liz      SSG    Slide away from call; block C-gap.      ST    Slide away from call; block C-gap.      STE    Rip/Liz      STE    Intee-step drop.      OB    Check D gap to route.      RB    Check D gap to route.      Cut first man outside FST.    If 1-back formation, cut first man outside FST.	FS	Route.	
'ST    Slide away from call; block A-gap.    Rip/Liz      'SG    Slide away from call; block A-gap.    Rip/Liz      JTR    Slide away from call; block B-gap.    Rip/Liz      SG    Slide away from call; block C-gap.    Rip/Liz      JT    Slide away from call; block C-gap.    Rip/Liz      STE		alide even from calle block B-gap	Rip/Liz
Slide away from call; block A-gap.    Rip/Liz      Slide away from call; block A-gap.    Rip/Liz      Slide away from call; block B-gap.    Rip/Liz      SSG    Slide away from call; block C-gap.      ST    Slide away from call; block C-gap.      ST    Route.      STE    If 1-back formation, cut first man outside FST.      Cut first man outside FST.    Cut first man outside FST.		Silde away from carr, brock b ser	
PSG  Slide away from call; block A-gap.  Rip/Liz    STR  Slide away from call; block B-gap.  Rip/Liz    BSG  Slide away from call; block C-gap.  Rip/Liz    3T  Slide away from call; block C-gap.  Rip/Liz    STE	<u></u>	Slide away from call; block A-gap.	Rip/Liz
Slide away from Call; Block A-gap.      Slide away from call; block B-gap.      Slide away from call; block C-gap.      ST      Route.      STE      Intree-step drop.      QB      Check D gap to route.      RB      Cut first man outside FST.	?SG		
Slide away from call; block B-gap.    Rip/Liz      3T    Slide away from call; block C-gap.    Rip/Liz      3T    Route.    -      STE    -    -      Mathematical Street		Slide away from call; block A-gap.	Rip/Liz
Slide away from call; block p-gap. Slide away from call; block C-gap. Rip/Liz Route. STE Route. STE Infinite-step drop. QB Check D gap to route. RB Check D gap to route. Cut first man outside FST. Cut first man outside FST.	CTR		
JT  Slide away from call; block C-gap.  Rip/Liz    JT  Route.	,	Slide away from call; block B-gap.	Rip/Liz
Slide away from call; block C-gap.    ST    Route.    'STE    Intree-step drop.    QB    Check D gap to route.    RB    Check D gap to route.    If 1-back formation, cut first man outside FST.	BSG		
Route.    'STE    ISTE    ISTE    IThree-step drop.    QB    Check D gap to route.    RB    Check D gap to route.    Check D gap to route.    If 1-back formation, cut first man outside FST.		Slide away from call; block C-gap.	Rip/Liz -
'STE	3T		
Image: STE  Image: STE    Image: STE  Image: STE    QB  Three-step drop.    QB  If 1-back    RB  Check D gap to route.    Cut first man outside FST.  If 1-back    Cut first man outside FST.  FST.	10002	Route.	
QB  Three-step drop.    QB  If 1-back    Check D gap to route.  If 1-back    RB  formation, cut    Cut first man outside FST.  FST.	DIE		
QB  If 1-back    RB  Check D gap to route.  If 1-back    Cut first man outside FST.  FST.	STE		
RB    If 1-back formation, cut first man outside FST.      Cut first man outside FST.    FST.	. <u></u>	Three-step drop.	
RB    formation, cut      first man outside    FST.      Cut first man outside FST.    FST.	QB		
RB  first man outside    Cut first man outside FST.		Check D gap to route.	14 14
	RB		first man outside
FB	-	Cut first man outside FST.	
	FB		
Route. BS	BS	Route.	
REC			



ORMATI	E T X	
LOCKIN		
	ide; Three-step Dropback	$\sim$
	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
POS	Route.	
FS REC		
	Slide away from call; block B-gap.	Rip/Liz
FST		
	Slide away from call; block A-gap.	Rip/Liz
FSG		
· · ·	Slide away from call; block A-gap.	Rip/Liz
CTR		
···· · · · · · · · · · · · · · · · · ·	Slide away from call; block B-gap.	Rip/Liz
BSG		
	Slide away from call; block C-gap.	Rip/Liz _
BST		
	Slide away from call; C-gap.	Rip/Liz
FSTE		
	Check D-Gap to Route.	Possible Rock Call
BSTE		
	3 Step Drop.	
QB		
	D-Gap	Never cut on Jet.
RB		If I-back Formation cut first man outside FTSE.
FB	Block first man to show outside FSTE.	Never cut on Jet
	Route.	*
BS		1



### DROPBACK PROTECTION

FORMATI	$\frac{1}{2}$	M E S C
-		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS. Possible Big, Apple, Switch or Fan.	Possible River/Lake vs. Bear.
FSG	On, Over=Listen for directional help call.	Right, Left, or Middle call. Possible River/Lake vs. Bear.
CTR	On, Over=Listen for directional help call. Go to call.	Pop-It possible.
BSG	On, Over=Listen for directional help call.	
BST	On, outside on LOS.	Listen for calls.
FSTE	Free release. Check protect if Middle, or call Away.	Middle, Right, or Left. Possible Switch.
BSTE	Check release. Possible Fire call with BST (Rock).	
QB	5 step drop.	Possible sight.
RB	Block first LB'er weakside of the directional call.	
FB	Block first LB'er strongside of the directional call.	
BS REC	Route.	Possible sight.



54-55		F		• SS
FORMAT	IONS		- <del>z</del>	
BLOCKI	BLOCKING		Ŷ	
Dual R	ead		↓ ▼	
POS	ASSIGNME	NT AND TECHNIQUE		COACHING POINTS
FS REC	Route.			
FST	On, outside on LOS.			Possible River/Lake.
FSG	Covered: Block on. Uncovered: Duel read.	Mike to Sam.		Possible Big.
CTR	Listen for directional Middle. Possible "Cru	call. Right, Left z" call.	or	
BSG	On, over.			
BST	On, outside on LOS.			
FSTE	Free release. Possible	≘ "Hot"		
BSTE	Free release.			
QB	DBP alert "Hot".			With direction Away, ILB is free.
RB	Block first LB'er weaks call.	ide of the directional		
FB	Free release. Possible	"Hot".		
BS REC	Route.		I	Possible "Sight".



FORMAT	<u>364/5 = 3 step drop)</u>	
BLOCKII Slide W		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS.	Possible Big.
FSG	On, inside.	Possible Big. Possible Apple.
CTR	On backside, first backside LB'er.	Possible Sink. Possible Gilligan vs.
BSG	Fan #1 (B-Gap Area) on LOS. Possible off call from tackle.	Possible Sink, Flip, O
BST	Fan #2 (A-Gap Area) on LOS. Possible off call to guard.	Possible Sink, Flip, O
FSTE	Free release. Possible "Hot".	
BSTE		
QB	DBP hot strongside.	Possible "sight" weak.
RB	Free release, and run assigned route. Possible "Hot".	
FB	Strongside double read inside out. Route.	Possible Gilligan, or Roger/Larry vs.Bear.
BS	Route.	Possible "sight"

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66-67	Lucky/Ringo R E	M
FORMA	N E S	
BLOCKI		0 / 0
(Possi	ble 366-367) Slide Weak	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS.	Possible Big.
	On, inside, first backside LB'er.	Possible Big.
FSG		Possible "Apple".
CTR	On, backside, first backside LB'er.	Possible Sink. Gillian vs. Bear
BSG	Fan #1 (B-Gap Area) on LOS. Possible "Off" call from tackle.	Possible Sink, Flip, Off.
BST	Fan #2 (C-Gap Area) on LOS. Possible "Off" call to guard.	Possible Sink, Flip, Off.
FSTE	Free release. Possible "Hot".	
	Free release.	
BSTE		
QB	DBP. Red Hot strongside.	Possible "Sight".
RB	Single back, free release hot. Run assigned route.	
FB	Route.	
BS REC	Route.	Possible "Sight".








Ε

"Flip"



SS

72-73 FORMAT	IONS NG (Full flow weak)	
Dropba	ck Protection	¥ ′
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS.	Possible Big, Fan, and Fire calls.
FSG	On, over.	Possible Big call.
CTR	On, over. Uncovered: Listen for directional call.	
BSG	On, over.	Possible Big call.
BST	On, outside on LOS.	Possible Big call.
FSTE	Block fourth defender strong, listen to directional call. Possible Block #3 with call away.	Possible Fire call from FST.
BSTE		
QB	Dropback	Direct protection Middle or Callside.
RB	Check directional call away from callside route. Possible "Tank".	If Ray/Lee, offset weak.
FB	Route.	
BS REC	Route.	



## PAP

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Act 12/5-6	E	S M	т	E
FORMATIONS		2 <u>7</u> ®		
BLOCKING			+	
POS ASSIGN	MENT AND TECHNIQUE		COACHIN	G POINTS
Route. FS REC				
Block the 12 play. FST	Don't go downfield.	- · ·	QB will stay	in the pocket.
Block the 12 play. FSG	Don't go downfield.	(	QB will stay	in the pocket.
Block the 12 play.	Don't go downfield.		QB will stay	in the pocket.
Block the 12 play. BSG	Don't go downfield.		QB will stay	in the pocket.
Block the 12 play. BST	Don't go downfield.		QB will stay	in the pocket.
FSTE				
Block man on, outsi BSTE	de. Possible outsi	de call.		
Fake 12/5-6. Set u QB	p inside FST.			
Fake 12/5-6 to slow RB	Flat.		Block 4th man	weak.
Block 12/5-6 to Lea	.k.		Block playsic	e ilB
Route. BS REC				



Act 9/1 FORMATI		T E S
BLOCKIN		$\sim$
P.A.P.		т [
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Block the 9 play. Don't go downfield.	Block back vs. 60.
FSG	Block the 9 play. Don't go downfield.	Block back vs. 80. Only full vs. Red.
CTR	Block the 9 play. Don't go downfield.	Block back vs. 80.
BSG	Block the 9 play. Don't go downfield.	Block back vs. bu.
BST	Block the 9 play. Don't go downfield.	Block back vs. 80. Always block #1 & #2 from outside in.
FSTE	Block the 9 play.	Block back vs. 80.
BSTE	Block the 9 play.	Block back vs. 8C. Always block #1 & #2 fro outside in.
QB	Fake 9/1-2. Set up inside TE.	
RB	Run 9/1-2. Check #4 to Flat.	
FB		
BS REC	Route.	



Burn 10 FORMATI		
BLOCKIN		
Slide P	rotection (Solid)	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, inside, first backside LB'er.	Possible "Big" call.
FSG	On, inside, first backside LB'er.	
CTR	On, first backside LB'er.	Ringo/Lucky calls.
BSG	Fan #1 on LOS.	
BST	Fan #2 on LOS.	
FSTE	Free release.	Solid call: Stay in.
BSTE	Check #4.	
QB	Fake 10/1-2 Dropback pass	Sight X.
RB	Block 1st ILB'er callside.	Vs. 2 oustside, Abort. Solid Call: Check Rifle
FB	Block EMOL callside or 1st outside LB'er.	Solid call: Block Mike
BS REC	Route.	Sight.

## Solid Burn 1-2 in ACE Formation



Barnya	ard 1/1-2	M S
FORMAT		
BLOCKI	NG	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Block the 1 play. Don't go downfield.	QB will set up in pocket.
FSG	Block the 1 play. Don't go downfield.	QB will set up in pocket.
CTR	Block away from callside. Don't go downfield.	QB will set up in pocket.
BSG	Block the 1 play. Don't go downfield.	QB will set up in pocket.
BST	Block the 1 play. Don't go downfield.	QB will set up in pocket.
FSTE	Route.	
BSTE	Check #4 to route.	**************************************
QB	Fake 1/1-2 DBP.	
RB	Fake 1/1-2Route.	
BS REC	Route.	



'LAY		M S E
Jual 2/1-2		T E C
ORMATIC		
RT/LT (A	lso 9/1-2)	
3LOCKING		
Play Acti	on Reach	COACHING POINTS
POS	ASSIGNMENT AND TECHNIQUE	COACHING FOINTE
FS REC	Route.	
FST	Block the 2 play only don't go downfield.	Sell run.
FSG	Block the 2 play only don't go downfield.	Sell Run.
CTR	Block the 2 play only don't go downfield.	Sell run.
BSG	Big or possible tight hinge.	Sell run.
BST	Big or possible tight hinge.	Sell run.
FSTE	Reach the D GAP / Possible EAT with tackle.	Sell run.
BSTE	Big or possible tight hinge.	
. QB	Fake 2/1-2, 5 step drop.	
RB	Sell the run. Fake 2/1-2	
FB	Free release flat route.	
BS REC	Route.	Built in sight adjustment



Fire 14	/1-2	N E S
FORMATI		
Rt/Lt,		
BLOCKIN		
14/1-2		<u></u>
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS	Run Route	Like Rip/Liz Make <u>all</u> calls
REC		Like Rip/Liz
FST	Block like the play	Make <u>all</u> calls
FSG	Block like the play. "C" Gap.	Like Rip/Liz Make <u>all</u> calls
CTR	Block #1 on LOS from inside out.	
BSG	Block like the play .	
BSŤ	#2 on LOS from inside out	
FSTE	Free release. Run route	
BSTE		
QB	Fake 14/1-2. 5 long shuffle.	Sight #4 weak. Throw from behind FSG.
RB	Fake 14/1-2	
FB	Block EMOL Inside Out. "D" Gap.	
BS REC	Run Route	



Exactly	$\frac{14/1-2}{E}$	M S E
FORMATIC		. 6
BLOCKIN	3	
Play act	tion roll out	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Block the 14 play. Don't go downfield.	QB will try to break contain.
FSG	Block the 14 play. Don't go downfield.	QB will try to break contain.
CTR	Block #1 on LOS from inside out. Don't go downfield.	QB will try to break contain.
BSG	Block the 14 play. Don't go downfield.	QB will try to break contain.
BST	Block #2 on LOS from inside out. Don't go downfield.	QB will try to break contain.
FSTE	Block the 14 play. Don't go downfield.	Always Cram
BSTE	If Rhino, hinge.	
QB .	Fake 14/1-2 nine-yard arc.	Try to break contain.
RB	Fake 14/1-2 to slow Flat.	
FB	Block 14/1-2. Don't go downfield.	
BS REC	Route.	



Identical FORMATI		
BLOCKIN		
Bootleg		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS.	QB will try to break contain.
FSG	Pull to TE areapersonal protector for QB.	
CTR	Block the #1 on LOS from inside out. Fill for pulling guard.	
BSG	Block A-gap to callside.	
BST	Block #2 on LOS from inside out.	
FSTE	Clobber.	
BSTE	Route.	
QB	Fake 1/1-2 nine-yard arc.	ID 2/5-6 : Skip Step, Fake Toss, Bootleg Away.
RB	Fake 1/1-2. Check B-gap to screen.	ID 2/5-6 : Fake Play.
FB	Clobber.	ID 2/5-6 : Check B Gap.
BS REC	Route.	



II		⇒ <b>⊺</b>
Mallard	$E^{-1-2}$ (5-6 = Twin)	Т/ Е/ 🥣
FORMATI		
2 Back		
BLOCKIN	ig 🗸	
Rip-Liz	Č –	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Dip Route	
FST	Rip-Liz Protection	
FSG	Rip-Liz Protection	
CTR	Rip-Líz Protection	
BSG	Rip-Liz Protection	
BST	Rip-Liz Protection	
FSTE	8 yard banana route.	
BSTE		
QB	Open at 5/7 o'clock and 5 quick step drop. Be ready to get rid of the ball.	
RB	Fake 9/5-6. Cut block the 1st defender off the tackles outside hip.	
FB	Free realease flat route.	
BS REC	Route	



PLAY	▲	×
Simila	rity 9/1-2	
FORMAT		TE
BLOCKI		
Naked		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Drop step and run in direction of call. Block first thing to show.	
FSG	Drop step and run in direction of call. Block first thing to show.	
CTR	Drop step and run in direction of call. Block first thing to show.	
BSG	Drop step and run in direction of call. Block first thing to show.	
BST	Drop step and run in direction of call. Block first thing to show.	
FSTE	Clobber.	
BSTE	Route.	
QB	Fake 9/1-2 nine-yard arc.	
RB	Fake 9/1-2. Check #4. Route.	
FB	Clobber. (If 2 Backs)	
BS REC	Route.	



FORMAT		
BLOCKI	NG	
Naked		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	Block 15. Don't go downfield.	Qb will try to break contain.
FSG	Block 15. Don't go downfield.	Qb will try to break contain.
CTR	Block 15. Don't go downfield. Personal protector for QB.	Qb will try to break contain.
BSG	Block 15. Don't go downfield.	Qb will try to break contain.
BST	Block 15. Don't go downfield.	Qb will try to break contain.
FSTE	Clobber.	
BSTE	Route.	· ·
QВ	Fake 15/1-2 nine-yard arc.	
RB	Fake 15/1-2look outside.	
FB	Clobber.	
BS REC	Route.	



PLAY Wag 1-2	(5-6) W M	s J
FORMATI		
BLOCKIN	IG	
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS REC	Route.	
FST	On, outside on LOS.	QB will try to break contain.
FSG	On, inside.	Possible Cage call. QB will try to break contain.
CTR	Block #1 on LOS from inside out. Fill for pulling guard.	Possible Cage call. QB will try to break contain.
BSG	Pull to TE area. Personal protector for QB.	QB will try to break contain.
BST	Block #2 on LOS from inside out.	Possible down vs. Bear. QB will try to break contain.
FSTE	Route.	
BSTE	Route.	···
QB	Fake 15 nine-yard arc.	
RB	Fake 15 away from call. Check B-gap to screen.	
FB	Routethrough B-gap.	Go D-gap vs. outside pressure. (SAD/WAC) and Lite.
BS REC	Route.	



## 32-3 Houston (Regular)



	3 Okie (Regul	,						
Vs. CR				,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Vs. CR			
1	x (2			2	Z 1			
CONCEPT: (	One-On-One							
	FOR: Loose Co	verage						
	OAL: Hit X or							
PROTECTIO				~				
	ORMATION: R/I	. Split						
AUDIBLE:								
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM			
<u> </u>		Top (12)		5-6 Yards	Fade vs. CR			
	Quick Out	Outside (12)		5-6 Yards	Fade vs. CR			
<u>Z</u> <u>C</u>	Quick Out	GULDIUC (12/			E-Hitch in Eagle			
Y I	Look Out			6 Yards				
F	32-3 Pro							
TB	Sit		Check 4	3 Yards				
OUARTERBACK:								
OUARTERBA	CV:	FOOTWORK: 3 Quick						
FOOTWORK:	3 Quick	oth						
FOOTWORK: CLUE: PSL	3 Quick - Corner Dep			н 				
FOOTWORK: CLUE: PSL MOVEMENT	3 Quick	Eender	.: X/Z 2:	т/у 3:				

.

Play: 32	-3 Dallas (Regu	ılar)				
2		$\bigcirc \bigcirc \bigotimes$	O O Y	1	2 Z	
CONCEPT:	Delta FOR: Three-De	ep/Man Covera	age			
	GOAL: Hit X or		-			
	ON/S: 32-3					
VANILLA	FORMATION: Rt/	Lt, Ace				
AUDIBLE:				השטעו	ADJUST/COM	
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	Mini Curl vs.	
<u> </u>	Slant	Bottom (14)		12 Yards	Hash Defender Mini Curl vs.	
<u>Z</u>	Slant	W Divide (16	5) 	12 Yards	Hash Defender	
Y	Arrow			3 Yards		
F	32-3 Pro					
тв	Shallow Flat		Check #4	1 Yard		
QUARTERB						
FOOTWORK						
CLUE: PS	-					
	' KEY: Curl def	ender				
READ PROGRESSION: HOT: None 1: X/Z 2: T/Y 3:						
COMMENTS	•					

		2 J J T	× 5 5		
			/		
CONCEPT :	One-On-One		-		
	One-On-One FOR: Aggressi	ve Retreat	Coverage		
DESIGNEI			Coverage		-
DESIGNEI PRIMARY	) FOR: Aggressi GOAL: Hit X or		Coverage		- - -
DESIGNEI PRIMARY PROTECTI	) FOR: Aggressi GOAL: Hit X or CON/S: 38-39	Z	Coverage		- - -
DESIGNEI PRIMARY PROTECTI VANILLA	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L	Z	Coverage		-
DESIGNEI PRIMARY PROTECTI	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L	Z	Coverage DOG/BLITZ	DEPTH	ADJUST/COM
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L ROUTE	Z SPLIT			ADJUST/COM Fade vs. CR
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L ROUTE Houston Jet	SPLIT Bottom		35 Yards	
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L ROUTE	Z SPLIT			Fade vs. CR
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L ROUTE Houston Jet	SPLIT Bottom		35 Yards	Fade vs. CR
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z	FOR: Aggressi GOAL: Hit X or CON/S: 38-39 FORMATION: R/L ROUTE Houston Jet Houston Jet	SPLIT Bottom	DOG/BLITZ	35 Yards 35 Yards	Fade vs. CR
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L ROUTE Houston Jet Houston Jet 38-39 Prot.	SPLIT Bottom	DOG/BLITZ 38-39 Prot.	35 Yards 35 Yards	Fade vs. CR Fade vs. CR
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB	FOR: Aggressi GOAL: Hit X or CON/S: 38-39 FORMATION: R/L HOUSTON JET HOUSTON JET 38-39 Prot. 38-39 Prot. Sit	SPLIT Bottom	DOG/BLITZ 38-39 Prot. V outside TE	35 Yards 35 Yards	Fade vs. CR Fade vs. CR Do Not Cut
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB DUARTERE	FOR: Aggressi GOAL: Hit X or ON/S: 38-39 FORMATION: R/L HOUSTON JET HOUSTON JET HOUSTON JET 38-39 Prot. 38-39 Prot. Sit	SPLIT Bottom Divide	DOG/BLITZ 38-39 Prot. V outside TE	35 Yards 35 Yards	Fade vs. CR Fade vs. CR Do Not Cut
DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB DUARTERE	O FOR: Aggressi GOAL: Hit X or CON/S: 38-39 FORMATION: R/L HOUSTON JET HOUSTON JET HOUSTON JET 38-39 Prot. 38-39 Prot. Sit ACK: : 3 QuickFla	SPLIT Bottom Divide	DOG/BLITZ 38-39 Prot. V outside TE	35 Yards 35 Yards	Fade vs. CR Fade vs. CR Do Not Cut

LTAX: 20-22 Darras ner (vedarar)



	***********	
$\langle 0 \rangle \otimes 0 \rangle$	Z	$\times$
F T		

CONCEPT: Delta

DESIGNED FOR: Three-Deep/Man Coverage

PRIMARY GOAL: Hit X

PROTECTION/S: 38-9

VANILLA FORMATION: R/L Twin

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM		
x	Slant	W Divide (16)		12 Yards	Mini Curl vs. Zone		
Z	Arrow	< Inside (7)		3 Yards	Mini Curl vs. Zone		
Y	38-9 Pro		C-Gap				
F	38-9 Pro						
TB	Flat		, ,	3 Yards			
QUARTERB	ACK:						
FOOTWORK	FOOTWORK: 3 Long						
CLUE: PSL - Strong Safety							
MOVEMENT KEY: Curl defender							
READ PRO	READ PROGRESSION: HOT:None 1:X 2: Z 3:						

COMMENTS:

DESIGNEI	: One-On-One D FOR: Goal Lin GOAL: Hit X on		X ( F		Z
ļ	ION/S: 38-9 FORMATION: Rt,	/Lt (Split)	~		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
Х	Fade	Тор			
Z	Fade	Onside			
Y	38-9 Pro				
FB	38-9 Pro				
TB	38-9 Pro				
DUARTERB	ACK:				
FOOTWORK	: 1 Step (40 Y	d. Line), 3	Quick ( $\geq$ 10	yd. Yd. Li	ine)
CLUE: Coi	rner Match-up				
IOVEMENT	KEY:				
EAD PROC	GRESSION: HO	T:None 1:	X/Z 2:	3:	
OMMENTS:					

CONCEPT: One-On-One	
DESIGNED FOR: Aggressive Retreat Coverage	

PRIMARY GOAL: Hit X or Z

PROTECTION/S: 38-9

VANILLA FORMATION: Rt/Lt (Split)

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM		
				Technique			
X	Mini-Cork	Тор		Tecimityde			
Z	Mini-Cork	Divide		Technique			
Y	38-9 Pro						
FB	38-9 Pro						
TB	38-9 Pro						
OUARTERB	ACK:						
FOOTWORK	FOOTWORK: 3 Long						
CLUE: Corner Match-up							
MOVEMENT KEY:							
READ PRO	READ PROGRESSION: HOT:None 1: X/Z 2: 3:						
COMMENTS:							
Play:	364-5 Dallas	(Falcon)			· · · · · · · · · · · · · · · · · · ·		
---	---	---	-----------------------------------	--	---		
×	F				Z		
CONCEPT :	: Delta						
ii '							
DESIGNEI	D FOR: 3 Dee	≥p					
	D FOR: 3 Dee GOAL: Hit 3			-			
	GOAL: Hit >	( or Z		-			
PRIMARY PROTECTI	GOAL: Hit >	( or Z		-			
PRIMARY PROTECTI	GOAL: Hit X ION/S: 364-5 FORMATION:	Cor Z		-			
PRIMARY PROTECTI VANILLA	GOAL: Hit X ION/S: 364-5 FORMATION:	Cor Z	DOG/BLITZ	DEPTH	ADJUST/COM		
PRIMARY PROTECTI VANILLA AUDIBLE :	GOAL: Hit X ION/S: 364-5 FORMATION: :	{ or Z Single	DOG/BLITZ	DEPTH 12 YDS.	MINI-CURL VS. HASH DEFENDER		
PRIMARY PROTECTI VANILLA AUDIBLE : REC	GOAL: Hit X ION/S: 364-5 FORMATION: : ROUTE	<pre>% or Z % or Z % Single % SPLIT</pre>	DOG/BLITZ		MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z	GOAL: Hit X ION/S: 364-5 FORMATION: : ROUTE SLANT	<pre>% or Z % or Z % Single % SPLIT % DIVIDE</pre>	DOG/BLITZ	12 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E	GOAL: Hit 2 ION/S: 364-5 FORMATION: : ROUTE SLANT SLANT	<pre>% or Z % or Z % Single % SPLIT % DIVIDE</pre>		12 YDS. 12 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA	GOAL: Hit 2 ION/S: 364-5 FORMATION: : SLANT SLANT ARROW ARROW	<pre>% or Z % or Z % Single % SPLIT % DIVIDE BOTTOM</pre>	DOG/BLITZ CHECK INSIDE- OUT	12 YDS. 12 YDS. 3 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA TB	GOAL: Hit 2 ION/S: 364-5 FORMATION: : : SLANT SLANT SLANT ARROW ARROW LEAK	<pre>% or Z % or Z % Single % SPLIT % DIVIDE BOTTOM</pre>	CHECK INSIDE-	12 YDS. 12 YDS. 3 YDS. 3 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA TB QUARTERI	GOAL: Hit X ION/S: 364-5 FORMATION: : SLANT SLANT ARROW ARROW LEAK BACK:	<pre>% or Z % or Z % Single % SPLIT % DIVIDE BOTTOM</pre>	CHECK INSIDE-	12 YDS. 12 YDS. 3 YDS. 3 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA TB QUARTERI FOOTWORH	GOAL: Hit X ION/S: 364-5 FORMATION: : ROUTE SLANT SLANT SLANT ARROW ARROW LEAK BACK: K: 3 Long	<pre>% or Z % or Z % Single % SPLIT % DIVIDE BOTTOM</pre>	CHECK INSIDE-	12 YDS. 12 YDS. 3 YDS. 3 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA TB QUARTERI FOOTWORI CLUE:	GOAL: Hit X ION/S: 364-5 FORMATION: : ROUTE SLANT SLANT SLANT ARROW ARROW LEAK BACK: K: 3 Long PSL	K or Z Single W. DIVIDE BOTTOM INSIDE	CHECK INSIDE-	12 YDS. 12 YDS. 3 YDS. 3 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FA TB QUARTERI FOOTWORI CLUE: MOVEMENT	GOAL: Hit X ION/S: 364-5 FORMATION: : ROUTE SLANT SLANT SLANT ARROW ARROW LEAK BACK: K: 3 Long	K or Z Single W. DIVIDE BOTTOM INSIDE INSIDE	CHECK INSIDE- OUT	12 YDS. 12 YDS. 3 YDS. 3 YDS. 5 YDS.	MINI-CURL VS. HASH DEFENDER MINI-CURL VS.		

Play:	304-5 Denver	(speea)			
×	F				
CONCEPT :	l on l				
DESIGNED	FOR: MAN CO	VERAGES / 2	DEEP / BRACK	ETS / 4 / 8	
PRIMARY	GOAL: HIT X	OR Z	n		
PROTECTI	ON/S: 364-5				
	FORMATION: S	PREAD, SINGL	E, ACE		
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	SLANT	W. DIVIDE		12 YDS.	
Z	SLANT	BOTTOM		12 YDS.	
Y/E	CLEAR OUT	INSIDE		DEEP	MUST COME UNDER
FA	CLEAR OUT	4 YDS.		DEEP	MUST COME UNDER
ТВ	TANK		CHECK INSIDE- OUT		
QUARTERB	ACK:				
	: 3 Long Ho	ld throw			
	PSL - SINGLE I			•	
	KEY: CURL I		SINGLE LB'E	R	
	GRESSION: HO				
		LB'ER DEFENS			

Play: 366-367 Stick (Falcon)



CONCEPT: One-On-One

DESIGNED FOR: Multiple

PRIMARY GOAL: Hit Y/FA

PROTECTION/S: 366-367

VANILLA FORMATION: Single Strong

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Q Out	Top (12)		5 Yards	Fade vs. CR Keep on vs. Bump
z	Outside Streak	W. Divide		Run Off	
					Set vs. Curl defender
Y	Stick		Hot unless	5-6 Yards	Possible Pull Out
FA	Quick Angle	4 Yards	Gun	5 Yards	
					No upfield push
RB	Shallow Flat	Cheat Out		1 Yard	

## QUARTERBACK:

FOOTWORK: 3 Long Plant throw

CLUE: PSL - Hook Defender

MOVEMENT KEY: Curl defender

READ PROGRESSION: HOT: Y 1: Y/FA 2: T/X 3: FA COMMENTS: Key ILB'er. Work FA/X if he goes strong. X will not Fade vs. Bump.

## DROPBACK PASSING GAME

Play:	52-3 Pole (Re	gular) (Eagl	e)		
X			() ()<	Y	
	FOR: COVER GOAL: HIT Z ON/S: 52-3 FORMATION: R				
AUDIBLE:	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X	SHALLOW CROSS		SIGHT #4	6 YDS.	SET @ WIDTH OF
X	CURL	DIVIDE		12 YDS.	
Y/E	POLE	and the Window State		RUN OFF	
FB	SWING	<u></u>	DIR. CALL	L.O.S.	
TB	FLAT		DIR. CALL	3-5 YDS.	
CLUE: F MOVEMENI	: 5 LONG		-Z 2-FB 3-X		

•

n X					
			F		Z
	D FOR: COV 3 GOAL: HIT 2 ION/S: 52-3 FORMATION: S	2	Lite		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	OUTLET	BOTTOM	SIGHT #4	16 YDS.	
Z	CURL	DIVIDE		12 YDS.	
Y/E	ARROW			3-5 YDS.	
FB	LEAK		DIR. CALL	5 YDS.	,,,,,,,,,
тв	FLAT B-GAP		DIR. CALL	3-5 YDS.	
QUARTERI FOOTWORI CLUE:	K: 5 LONG				

READ PROGRESSION: HOT-NONE 1-Z 2-Y 3-TB

COMMENTS:

Play: 52-3 Oscar (Regular) (Eagle)

CONCEPT: One-On-One

DESIGNED FOR: Retreat Coverage

PRIMARY GOAL: Hit X or Z

PROTECTION/S: 52-3

VANILLA FORMATION: Split

AUDIBLE:

AUDIBLE:					I
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
					Fade vs. CR
x	Out	Top (12)	Sight #4	12 Yards	Curl vs. Bump
<u>^</u>					Fade vs. CR
z	Out	Outside (12)		12 Yards	Curl vs. Bump
<u> </u>					Break off vs.
				18-23 Yds	FS = Broken
Y/E	Mid Streak	5 Yards		10.23 100	Arrow
FB	Stop		Dir. Call	3-5 Yards	Burst vs. Man
тв	Stop		Dir. Call	3-5 Yards	Burst vs. Man
CLUE: PS	1: 5 Quick SL - Corner dep				
	KEY: Flat de:				
READ PRO	GRESSION: H	DT: None 1	: X/Z 2: T/	F 3: Y	

COMMENTS: Time it -- Think Y vs. Two-Deep

52-3 Stor	m (Regular)	(Eagle)	·		
				Y	
DESIGNED	One-on-One FOR: Tight Co		ſe		
PROTECTI	GOAL: Hit X 0: ON/S: 52-3 FORMATION: Rt				
AUDIBLE:	ronningen, me	, <del>-</del> -			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Streak	Top (12)	Sight #4	44 Yards	
Z	Streak	Outside (12)		44 Yards	Break off vs.
Y	Mid Streak	5 Yards		18-23 Yards	FS
F	Cross		Dir. Call	5 Yards	T Under F
ТВ	Cross		Dir. Call	3 Yards	T Under F
CLUE: PS	BACK: C: 5 Long Shuf SL - Strong Sa C KEY: Corner	fety	Quick		
	DGRESSION: H S: Think Y ver			r 3:Y	

Play:	52-3	Depot	(Regular) (Eagie)	
-------	------	-------	-------------------	--

	-3 Depot (Regu	lar)(Eagie)			
X					
DESIGNED PRIMARY PROTECTI VANILLA	Delta/One-On FOR: FS defei GOAL: Hit X o CON/S: 52-3 FORMATION: Sp	nses with Ret r Z	reat coverage	9	
AUDIBLE:		SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	ROUTE Post	Bottom (16)		22 Yards	Angle vs. CR
X Z	Post	W Divide (16		22 Yards	Duck under vs. Bump Angle vs. CR
 Y/E	Arrow			3-5 Yards	
			Dir. Call	5 Yards	
F	Leak		Dir. Call	3-5 Yards	
TB	Flat				
OUARTER					
FOOTWOR	K: 5 Quick				
11	ree Safety				
	T KEY: Middle				
READ PR	OGRESSION:	HOT: None 1:	X/Z 2: T/Y	Y 3: FB	
COMMENT	S: Hold Middl	e Safety with	your eyes; a	adjust to 5	Long vs. CK.

Play: 5 <u>2</u>	-3 Swap (Regul	ar) (Eagle)			
PRIMARY PROTECTI	Delta Delta FOR: Long Yar GOAL: Hit Y or CON/S: 52-3 FORMATION: Spl	<b>z</b>	ges		
AUDIBLE:	1			1	
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM Fade vs. CR
x	Rd. Streak	Bottom (12)	Sight #4	Run off	
Z	In	W Divide (16)	)	16 Yards	Find hole
Y/E	In			12 Yards	ETHO HOTE
F	Flat	·	Dir. Call	3-5 Yards	
TB	Flat B gap		Dir. Call	3-5 Yards	
MOVEMENT READ PRO	C: Gun SL - Strong Sat C KEY: Hook to OGRESSION: HO	Curl defende	:Y 2:Z	3: FB	

	52-3 Shark (I	Regular/Eagle)		Ť	
×				O/Y F	
CONCEPT: DESIGNEI	: China ) FOR: Multip	le			
PROTECTI		or Y plit, Heavy (	Change)		
PROTECT] VANILLA	ION/S: 52-3 FORMATION: S	. ·	Change) DOG/BLITZ	DEPTH	ADJUST/COM
PROTECTI VANILLA AUDIBLE :	ION/S: 52-3 FORMATION: S	plit, Heavy (		DEPTH 16 Yards	
PROTECTI VANILLA AUDIBLE: REC X	ION/S: 52-3 FORMATION: S ROUTE	plit, Heavy ( SPLIT W. Divide		16 Yards	ADJUST/COM Sneak vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z	ION/S: 52-3 FORMATION: S ROUTE Outlet Smash	plit, Heavy ( 		16 Yards 5 Yards	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE : REC X Z Z Y/E	ION/S: 52-3 FORMATION: S ROUTE Outlet Smash Corner	plit, Heavy ( SPLIT W. Divide	DOG/BLITZ	16 Yards	Sneak vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y/E F	ION/S: 52-3 FORMATION: S ROUTE Outlet Smash Corner Pole	plit, Heavy ( SPLIT W. Divide	DOG/BLITZ	16 Yards 5 Yards 22-25 Yds	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE: REC X Z Y/E F TB	Formation: S Formation: S ROUTE Outlet Smash Corner Pole Flat	plit, Heavy ( SPLIT W. Divide	DOG/BLITZ	16 Yards 5 Yards 22-25 Yds Run Off	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE : REC X Z Y/E F TB OUARTERI	Formation: S Formation: S ROUTE Outlet Smash Corner Pole Flat BACK:	plit, Heavy ( SPLIT W. Divide Inside	DOG/BLITZ	16 Yards 5 Yards 22-25 Yds Run Off	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE : REC X Z Y/E F TB QUARTERI	FORMATION: S FORMATION: S ROUTE Outlet Smash Corner Pole Flat BACK: K: 5 Long-Gun	plit, Heavy ( SPLIT W. Divide Inside	DOG/BLITZ	16 Yards 5 Yards 22-25 Yds Run Off	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE: REC X Z Y/E F TB QUARTERI FOOTWORI CLUE: PS	FORMATION: S FORMATION: S ROUTE Outlet Smash Corner Pole Flat BACK: K: 5 Long-Gun SL - 3 over 2	plit, Heavy ( SPLIT W. Divide Inside	DOG/BLITZ	16 Yards 5 Yards 22-25 Yds Run Off	Sneak vs. Bump Flag Vs. Deep
PROTECTI VANILLA AUDIBLE: REC X Z Y/E F TB OUARTERI FOOTWORI CLUE: PS MOVEMENT	ION/S: 52-3 FORMATION: S ROUTE Outlet Smash Corner Pole Flat BACK: K: 5 Long-Gun SL - 3 over 2 F KEY: Key th	plit, Heavy ( SPLIT W. Divide Inside	DOG/BLITZ Dir. Call Dir. Call	16 Yards 5 Yards 22-25 Yds Run Off 3-5 Yards	Sneak vs. Bump Flag Vs. Deep

CONCEPT	: China D FOR: Multip	le			
PRIMARY PROTECT	GOAL: Hit Z ( ION/S: 52-3 FORMATION: R, :				
PRIMARY PROTECT VANILLA	ION/S: 52-3 FORMATION: R,		DOG/BLITZ	DEPTH	ADJUST/COM
PRIMARY PROTECT VANILLA AUDIBLE	ION/S: 52-3 FORMATION: R, :	/L Twin	DOG/BLITZ	DEPTH 5 Yards	
PRIMARY PROTECT VANILLA AUDIBLE REC	ION/S: 52-3 FORMATION: R, : ROUTE	/L Twin SPLIT	DOG/BLITZ		ADJUST/COM Flag vs. Deep 1/3 Defender
PRIMARY PROTECT VANILLA AUDIBLE REC X	ION/S: 52-3 FORMATION: R, : ROUTE Smash	/L Twin SPLIT W. Divide	DOG/BLITZ	5 Yards	Flag vs. Deep
PRIMARY PROTECT VANILLA AUDIBLE REC X Z	ION/S: 52-3 FORMATION: R, : ROUTE Smash Corner Corner	/L Twin SPLIT W. Divide	DOG/BLITZ	5 Yards 16 Yards	Flag vs. Deep 1/3 Defender
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y/E	ION/S: 52-3 FORMATION: R, : ROUTE Smash Corner	/L Twin SPLIT W. Divide	Dir. Call	5 Yards 16 Yards 22-25 Yds	Flag vs. Deep

||FIAY: 32-3 COTK (REGULAT) (EAGLE)



CONCEPT: One-On-One

DESIGNED FOR: Long Yardage Coverages

PRIMARY GOAL: Hit X/Z

PROTECTION/S: 52-3

VANILLA FORMATION: Ray/Lee

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Cork	Top (12)	Sight #4	22-25 Yds	Angle vs. CR/Bump
Z	Cork	Divide (12)		22-25 Yds	Angle vs. CR/Bump
Y/E	Mid Streak	5 Yards		18-23 Yds	Break off vs. FS
F	Flat		Dir. Call	3-5 Yards	
тв	Flat		Dir. Call	3-5 Yards	
QUARTERB	ACK:				
FOOTWORK	: Gun				
CLUE: PS	L				

MOVEMENT KEY: Deep 1/3 Defender

READ PROGRESSION: HOT: None 1: X/Z 2: T/F 3: Y

COMMENTS: Think Y vs. Two-Deep.

Play: 5 <u>2</u> -3 Out	let (Reguiar)	~
$\times$		Z
	T F	

CONCEPT: One-On-One

DESIGNED FOR: Retreat Coverage/Long Yardage

PRIMARY GOAL: Hit X/Z

PROTECTION/S: 52-3

VANILLA FORMATION: Ray/Lee

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Outlet	Bottom (14)	Sight #4	16 Yards	
	Outlet	Divide (14)		16 Yards	
Y	Mid Streak			18-23 Yds	Break off vs. FS
F	Cross	Bingo	Dir. Call	3-5 Yards	
TB	Cross		Dir. Call	3-5 Yards	<u> </u>

QUARTERBACK:

FOOTWORK: Gun

CLUE: PSL

MOVEMENT KEY: Curl defender

READ PROGRESSION: HOT: None 1: X/Z 2: T/F 3: Y

COMMENTS: Think Y vs. Two-Deep.

Play: 5	2-3 Shoot (Re	gular) (Eagi	······		
X					
	GOAL: Hit Z ON/S: 52-3	Split, Ray/L	Jee		
AUDIBLE:				DEPTH	
		CDITT	DOG/BLITZ		ADJUST/COM
REC X	ROUTE Rd. Streak	Bottom	DOG/BLITZ Sight #4	Run off	Hang=Outside Streak Staircase vs.
					Hang=Outside Streak
x	Rd. Streak	Bottom		Run off	Hang=Outside Streak Staircase vs.
X Z Y/E	Rd. Streak Shoot S. Cross	Bottom		Run off 25 Yds.	Hang=Outside Streak Staircase vs.
X Z	Rd. Streak Shoot	Bottom	Sight #4	Run off 25 Yds. 5-6 Yds.	Hang=Outside Streak Staircase vs.

.

Play: 52	-3 Charger (Re	gular) (Eag	le)		
$\overline{\mathbf{X}}$				F	
	One-On-One FOR: Red Zone	e/FS defense	es with retrea	t coverage	
	GOAL: Hit Z				
		~			**
	ON/S: 52-3				
	FORMATION: R/	L, RT/LT			
AUDIBLE:				DEPTH	ADJUST/COM
REC	ROUTE	SPLIT	DOG/BLITZ		Set vs. Zone
<u> </u>	S Cross	6 Yards	Sight #4	6 Yards	Fade vs.
Z	Bolt	W Divide (:	16)	25 Yards	Bump CR Cross FS's
Y/E	Far Hash			17 Yards	face
F	Swing		Dir. Call	LOS	
TB	Flat		Dir. Call	3-5 Yards	
OUARTERE	BACK:				
	(: 5 Long				
	SL - Free Safe	ty			
	r KEY: Middle		Defender		
	GRESSION: H			3: FB	
	GRESSION: A				
COMMENTS	s: IL I LLASHE	o urcar, III	لي <u>للم</u> الم 1 م		

FIAY: ⊃ <u>4</u>	-> DASE (FIAL)	(Regular) (			
n ×			) () () ) (F)-	Ý) +	Z
CONCEPT :	Delta				
	FOR: Cover 3				
	GOAL: Hit Z				
^	ON/S: 52-3			agar '	
	FORMATION: Sp	lit. Split R	'L Change, Li	te, Heavy	
AUDIBLE:		110,,	2		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Outlet	Bottom (14)	Sight #4	16 Yards	
Z	Curl	Outside (12)		12 Yards	
				6-8 Yards	Don't move until QB
Y/E	Pull out		Dir Coll	LOS	looks at you
F	Swing		Dir. Call	3-5 Yards	
TB	Flat		Dir. Call	13-5 TALUS	<u></u>
OUARTERE	BACK:				
FOOTWORK	(: 5 Long				
CLUE: PS	SL - Strong Sa	afety			
MOVEMENT	r KEY: Curl de	efender			
READ PRO	GRESSION:	HOT: None 1	: Z 2: FB	3: Y	
COMMENTS	S: Y will not	move until y	ou make eye d	contact with	him.

Play: 5 <u>2</u>	-3 Razor (Reg	ular-Twin)	·		
	: One-on-One ) FOR: Man Co	verages-Red 2	Zone		
	GOAL: Hit X	и			
	LON/S: 52-3				
	FORMATION: S	plit Twin			
AUDIBLE		-			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
				25 Yards	Angle vs. CR
X	Cork	Divide			Breakoff vs. FS
Z	Post	Inside		22 Yards	
<u> </u>	Corner			20 Yards	
F	Under		Dir. Call	3 Yards	
TB	Flat		Dir. Call	3-5 Yards	<u> </u>
QUARTER	BACK:				
FOOTWOR	K: 5 Long				
CLUE: 3	over 2				
MOVEMEN	T KEY: Middle	e 1/3 to outs	ide 1/3 defen	der	
11			Z/Y 2: X/FB		
	S: Think Y-s:				
L					

<u>91ay: 52</u> -	3 Scissor (Re	gular-Twin)			
$\bigotimes$	Z	C		) (F	
	One-on-One ) FOR: Man Cov	erages-Red Z	one		
PRIMARY PROTECTI VANILLA	GOAL: Hit Z CON/S: 52-3 FORMATION: Sp			<u> </u>	-
AUDIBLE	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC X	Post	Divide		22 Yards	Breakoff vs. FS
	Corner	Inside		22-25 Yds	
Y	Fork			20 Yards	
F	Under		Dir. Call	3 Yards	
TB	Flat		Dir. Call	3-5 Yards	
QUARTER FOOTWOR CLUE: P MOVEMEN	BACK: K: 5 Long SL - 3 over 2 TT KEY: Middle	1/3 to outs	ide 1/3 defend		
11	OGRESSION: H		X/Z 2: Y/FB r 2	~	

Play: 52-3 Bolt (Regular-Twin)



CONCEPT: One-on-One

DESIGNED FOR: Retreat Coverages

PRIMARY GOAL: Hit X

PROTECTION/S: 52-3

VANILLA FORMATION: Twin

AUDIBLE:

AUDIDDE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Bolt	Divide		25 Yards	
Z	Far Hash	Inside		Run off	
Y	S. Cross		Dir. Call	6 Yards	
FB	Flat			5 Yards	
тв	Swing		Dir. Call	LOS	
QUARTERE	BACK :				
FOOTWORK	: 5 Long				
CLUE: PS	SL				
MOVEMENI	KEY: Middle	1/3 to Curl	defender		

READ PROGRESSION: HOT: None 1: X 2: Y 3: T

COMMENTS: If Z flashes clear, hit him

RECROUTESPLITDOG/DERIESXOutletBottom (14)Sight #416 YardsZCurlOutside (12)12 YardsYPull outHot inside6-8 YardsQB looks at yoFSwingHot outsideLOSTBB gap FlatDir. Call3-5 YardsQUARTERBACK:FOOTWORK:5 LongCLUE:PSL - Strong SafetyMOVEMENTKEY:Curl defender		5 Base (Regula	ar)(Eagie)			
DESIGNED FOR: Cover 3 PRIMARY GOAL: Hit Z PROTECTION/S: 54-5 VANILLA FORMATION: Split, Split Change, Lite, Heavy AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Outlet Bottom (14) Sight #4 16 Yards Z Curl Outside (12) 12 Yards Don't move unt Y Pull out Hot inside 6-8 Yards OB looks at yo F Swing Hot outside LOS Don't move unt GB looks at yo F Swing Dir. Call 3-5 Yards QUARTERBACK: FOOTWORK: 5 Long CLUE: FSL - Strong Safety MOVEMENT KEY: Curl defender	X			) () (F)	Ŷ	Z
RECROUTESPLITDOG/BLITZDEPTHADJUST/COMXOutletBottom (14)Sight #416 Yards	DESIGNED PRIMARY PROTECTI VANILLA	FOR: Cover 3 GOAL: Hit Z ON/S: 54-5 FORMATION: Sp	lit, Split Ch	ange, Lite, H	łeavy	-
XOutletBottom (14)Sight #416 YardsZCurlOutside (12)12 YardsDon't move untYPull outHot inside6-8 YardsQB looks at yoFSwingHot outsideLOSInsideTBB gap FlatDir. Call3-5 YardsInsideQUARTERBACK:FOOTWORK: 5 LongInside5 LongInsideCLUE:PSL - Strong SafetyMOVEMENT KEY: Curl defenderInsideInside		1	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X       Outside       12       Yards         Z       Curl       Outside (12)       12 Yards       Don't move unt QB looks at yo         Y       Pull out       Hot inside       6-8 Yards       Den't move unt QB looks at yo         F       Swing       Hot outside       LOS       Inside       Second         TB       B gap Flat       Dir. Call       3-5 Yards       Inside       Second       Sec			Bottom (14)	Ciabt #4		
Y       Pull out       Hot inside       6-8 Yards       QB looks at yo         F       Swing       Hot outside       LOS         TB       B gap Flat       Dir. Call       3-5 Yards         QUARTERBACK:       FOOTWORK:       5 Long         CLUE:       PSL - Strong Safety         MOVEMENT       KEY:       Curl defender		11		SIGIC #4	16 Yards	
F     Swillig       TB     B gap Flat       QUARTERBACK:       FOOTWORK:       5       LUE:       PSL       -       Strong       Safety       MOVEMENT       KEY:       Curl defender		Curl				Don't move until
TB B gap Flat QUARTERBACK: FOOTWORK: 5 Long CLUE: PSL - Strong Safety MOVEMENT KEY: Curl defender	Z				12 Yards	Don't move until QB looks at you
QUARTERBACK: FOOTWORK: 5 Long CLUE: PSL - Strong Safety MOVEMENT KEY: Curl defender	Z Y	Pull out		Hot inside	12 Yards 6-8 Yards	
READ PROGRESSION: HOT: Y/F 1: Z 2: FB 3: Y 4: X/T COMMENTS: Y will not move until you make eye contact with him.	Z Y F	Pull out Swing		Hot inside Hot outside	12 Yards 6-8 Yards LOS	

Play: 5 <u>4</u> -	5 Base Flat				
n ×					
PRIMARY PROTECTI VANILLA	FOR: 3-Deep GOAL: Hit Z ON/S: 54-5 FORMATION: Sp	lit, Split Ch	ange, Heavy	r	
AUDIBLE:	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X	Curl	Bottom (12)	Sight #4	12 Yards	
	Curl	Outside (12)		12 Yards	
Y	Center		Hot inside	6 Yards	
F	Flat		Hot outside	3-5 Yards	
TB	B gap Flat		Dir. Call	3-5 Yards	
OUARTERI FOOTWORI CLUE : PS	BACK: K: 5 Long	o Curl defend	er		

ASIGNED FOR: COVER 4 OR 1 AIMARY GOAL: HIT Z ADTECTION/S: 54-5 ANILLA FORMATION: R/L, LITE TDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X SHALLOW CROSS TOP SIGHT #4 6 YDS. 'Y' Z CURL DIVIDE 12 YDS. SET @ WIDTH OF Y/E POLE HOT INSIDE RUN OFF I FB SWING HOT OUTSIDE L.O.S. I FB SWING HOT OUTSIDE L.O.S. I FB SWING DIR. CALL 3-5 YDS. I UARTERBACK: COTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X			ular)(Eag⊥e			
SIGNED FOR: COVER 4 OR 1 SIGNED FOR: COVER 4 OR 1 SIGNED FOR: HIT Z SOTECTION/S: 54-5 NILLA FORMATION: R/L, LITE DIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X SHALLOW CROSS TOP SIGHT #4 6 YDS. 'Y' Z CURL DIVIDE 12 YDS. SET @ WIDTH OF Y/E POLE HOT INSIDE RUN OFF I FB SWING HOT OUTSIDE L.O.S. I FB SWING HOT OUTSIDE L.O.S. I DIR. CALL 3-5 YDS. I UARTERBACK: COTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X)			) () () ) (F)	Y	
SIGNED FOR: COVER 4 OR 1 SIGNED FOR: COVER 4 OR 1 SIGNED FOR: HIT Z SOTECTION/S: 54-5 NILLA FORMATION: R/L, LITE DIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X SHALLOW CROSS TOP SIGHT #4 6 YDS. 'Y' Z CURL DIVIDE 12 YDS. SET @ WIDTH OF Y/E POLE HOT INSIDE RUN OFF I FB SWING HOT OUTSIDE L.O.S. I FB SWING HOT OUTSIDE L.O.S. I DIR. CALL 3-5 YDS. I UARTERBACK: COTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X			*			
ATMARY GOAL: HIT Z COTECTION/S: 54-5 ANILLA FORMATION: R/L, LITE TDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X SHALLOW CROSS TOP SIGHT #4 6 YDS. 'Y' Z CURL DIVIDE 12 YDS. SET @ WIDTH OF Y/E POLE HOT INSIDE RUN OFF I FB SWING HOT OUTSIDE L.O.S. I FB FLAT DIR. CALL 3-5 YDS. I UARTERBACK: COTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	ONCEPT:		4 OP 1			
ROTECTION/S:       54-5         INILLA FORMATION:       R/L, LITE         DIBLE:       DOG/BLITZ       DEPTH       ADJUST/COM         REC       ROUTE       SPLIT       DOG/BLITZ       DEPTH       ADJUST/COM         X       SHALLOW CROSS TOP       SIGHT #4       6 YDS.       'Y'         Z       CURL       DIVIDE       12 YDS.			4 OK 1			
NILLA FORMATION:       R/L, LITE         DIBLE:       DOG/BLITZ       DEPTH       ADJUST/COM         REC       ROUTE       SPLIT       DOG/BLITZ       DEPTH       ADJUST/COM         X       SHALLOW CROSS       TOP       SIGHT #4       6 YDS.       'Y'         Z       CURL       DIVIDE       12 YDS.       'Y'         Z       CURL       DIVIDE       HOT INSIDE       RUN OFF       -         Y/E       POLE       HOT OUTSIDE       L.O.S.       -       -         FB       SWING       HOT OUTSIDE       L.O.S.       -       -         TB       FLAT       DIR. CALL       3-5 YDS.       -       -         UARTERBACK:       COTWORK:       5 LONG       -					٨	
DIBLE:       REC     ROUTE     SPLIT     DOG/BLITZ     DEPTH     ADJUST/COM       X     SHALLOW CROSS     TOP     SIGHT #4     6 YDS.     SET @ WIDTH OF       Z     CURL     DIVIDE     12 YDS.     'Y'       Y/E     POLE     HOT INSIDE     RUN OFF       FB     SWING     HOT OUTSIDE     L.O.S.     Include       TB     FLAT     DIR. CALL     3-5 YDS.     Include		··•	·/T. T.T.T.T.			
RECROUTESPLITDOG/BLITZDEPTHADJUST/COMXSHALLOW CROSSTOPSIGHT #46 YDS.SET @ WIDTH OFZCURLDIVIDE12 YDS.12 YDSY/EPOLEHOT INSIDERUN OFFFBSWINGHOT OUTSIDEL.O.STBFLATDIR. CALL3-5 YDSUARTERBACK:OUTWORK:5 LONGLUE:PSL - SSOVEMENT KEY:CURL DEFENDERL-Z 2-FB 3-X						
X       SHALLOW CROSS TOP       SIGHT #4       6 YDS.       SET @ HDIN OF         Z       CURL       DIVIDE       12 YDS.       I2         Y/E       POLE       HOT INSIDE       RUN OFF       I2         FB       SWING       HOT OUTSIDE       L.O.S.       I2         FB       SWING       HOT OUTSIDE       L.O.S.       I2         TB       FLAT       DIR. CALL       3-5 YDS.       I2         UARTERBACK:       DOTWORK:       5 LONG       I2       YDS.       I2         ULE:       PSL - SS       SS       I2       SS       I2       SS         OVEMENT       KEY:       CURL DEFENDER       I-Z       2-FB       3-X					האהמשת	
ZCURLDIVIDE12 YDS.Y/EPOLEHOT INSIDERUN OFFFBSWINGHOT OUTSIDEL.O.S.TBFLATDIR. CALL3-5 YDS.UARTERBACK:DOTWORK:5 LONGLUE:PSL - SSOVEMENT KEY:CURL DEFENDEREAD PROGRESSION:HOT-Y/FB1-Z2-FB	REC	ROUTE	SPULL	DOG/BLITZ	DEFIN	ADJUST/COM
J       DORNE       HOT INSIDE       RUN OFF         Y/E       POLE       HOT OUTSIDE       L.O.S.         FB       SWING       DIR. CALL       3-5 YDS.         TB       FLAT       DIR. CALL       3-5 YDS.         UARTERBACK:       DOTWORK:       5 LONG         LUE:       PSL - SS       DIRENDER         EAD PROGRESSION:       HOT-Y/FB       1-Z       2-FB       3-X						SET @ WIDTH OF
FBSWINGHOT OUTSIDEL.O.S.TBFLATDIR. CALL3-5 YDS.UARTERBACK: DOTWORK:5 LONGLUE:PSL - SSOVEMENT KEY:CURL DEFENDEREAD PROGRESSION:HOT-Y/FB1-Z2-FB3-53-X	X	SHALLOW CROSS	TOP		6 YDS.	SET @ WIDTH OF
TBFLATDIR. CALL3-5 YDS.UARTERBACK:DOTWORK:5 LONGLUE:PSL - SSOVEMENT KEY:CURL DEFENDEREAD PROGRESSION:HOT-Y/FB1-Z2-FB3-X	X Z	SHALLOW CROSS	TOP	SIGHT #4	6 YDS. 12 YDS.	SET @ WIDTH OF
UARTERBACK: DOTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X Z Y/E	SHALLOW CROSS CURL POLE	TOP	SIGHT #4 HOT INSIDE	6 YDS. 12 YDS. RUN OFF	SET @ WIDTH OF
DOTWORK: 5 LONG LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X Z Y/E FB	SHALLOW CROSS CURL POLE SWING	TOP	SIGHT #4 HOT INSIDE HOT OUTSIDE	6 YDS. 12 YDS. RUN OFF L.O.S.	SET @ WIDTH OF
LUE: PSL - SS OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X Z Y/E FB TB	SHALLOW CROSS CURL POLE SWING FLAT	TOP	SIGHT #4 HOT INSIDE HOT OUTSIDE	6 YDS. 12 YDS. RUN OFF L.O.S.	SET @ WIDTH OF
OVEMENT KEY: CURL DEFENDER EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X Z Y/E FB TB QUARTER	SHALLOW CROSS CURL POLE SWING FLAT BACK:	TOP	SIGHT #4 HOT INSIDE HOT OUTSIDE	6 YDS. 12 YDS. RUN OFF L.O.S.	SET @ WIDTH OF
EAD PROGRESSION: HOT-Y/FB 1-Z 2-FB 3-X	X Z Y/E FB TB DUARTER FOOTWOR	SHALLOW CROSS CURL POLE SWING FLAT BACK: K: 5 LONG	TOP	SIGHT #4 HOT INSIDE HOT OUTSIDE	6 YDS. 12 YDS. RUN OFF L.O.S.	SET @ WIDTH OF
	X Z Y/E FB TB QUARTER FOOTWOR	SHALLOW CROSS CURL POLE SWING FLAT BACK: K: 5 LONG PSL - SS	TOP DIVIDE	SIGHT #4 HOT INSIDE HOT OUTSIDE	6 YDS. 12 YDS. RUN OFF L.O.S.	SET @ WIDTH OF
OMMENTS: IF 2 DEFENDERS OUTSIDE Y, HIT 'X'	X Z Y/E FB TB DUARTER FOOTWOR CLUE:	SHALLOW CROSS CURL POLE SWING FLAT BACK: K: 5 LONG PSL - SS T KEY: CURL	TOP DIVIDE DIVIDE	SIGHT #4 HOT INSIDE HOT OUTSIDE DIR. CALL	6 YDS. 12 YDS. RUN OFF L.O.S. 3-5 YDS.	SET @ WIDTH OF

Play: 5 <u>4</u> -	5 Texas (Regu	11ar)			
M X				Y	Z
PRIMARY PROTECTI	FOR: Multipl GOAL: Hit und ON/S: 54-5 FORMATION: Sp	ler	Нуу		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Outlet	Bottom (14)	Sight #4	16 Yards	
Z	Hook	W. Divide (16)		12 Yards	Pull out
Y	Hide		Hot inside	10 Yards	Mid streak vs. Cover 2
F	Under		Hot breakoff	3 Yards	Break off vs outside blitz
TB	Flat		Dir. Call	3-5 Yards	Influence Will
CLUE: PS	(: 5 Long 3L - Strong Sa 7 KEY: Hook de	efender to Cu			
READ PRO	GRESSION:HOT	: Y/FB 1: FB	2: Y 3: Z	4. X/TB	

M X			() (Y F		Z
CONCEPT: DESIGNED PRIMARY	GOAL: HIT Y	LE COVERAGES			
VANILLA		PLIT, HVY			
PROTECTI VANILLA AUDIBLE: REC		PLIT, HVY SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
VANILLA AUDIBLE: REC	FORMATION: S ROUTE		DOG/BLITZ SIGHT #4	DEPTH 16 YDS.	ADJUST/COM
VANILLA AUDIBLE: REC X	FORMATION: S ROUTE	SPLIT BOTTOM			
VANILLA AUDIBLE: REC X Z	FORMATION: S ROUTE OUTLET OUTSIDE STREAK	SPLIT BOTTOM		16 YDS.	ADJUST/COM 2-WAY CUT ON MIKE LB'ER
VANILLA AUDIBLE: REC X Z Y/E	FORMATION: S ROUTE OUTLET OUTSIDE STREAK CHOICE	SPLIT BOTTOM	SIGHT #4 HOT INSIDE	16 YDS. RUN OFF 8-10 YDS.	2-WAY CUT ON
VANILLA AUDIBLE: REC X Z	FORMATION: S ROUTE OUTLET OUTSIDE STREAK	SPLIT BOTTOM	SIGHT #4 HOT INSIDE	16 YDS. RUN OFF 8-10 YDS.	2-WAY CUT ON
VANILLA AUDIBLE: REC X Z Y/E FB TB QUARTERE FOOTWORK CLUE: F MOVEMENT	FORMATION: S ROUTE OUTLET OUTSIDE STREAK CHOICE FLAT FLAT B GAP BACK: C: 5 LONG SHU	SPLIT BOTTOM W. DIVIDE JFFLE DEFENDER	SIGHT #4 HOT INSIDE HOT OUTSIDE DIR. CALL	16 YDS. RUN OFF 8-10 YDS. 3-5 YDS. 3-5 YDS.	2-WAY CUT ON

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		$+$ $\subset$	$\supset$		Z
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			,		
CONCEPT :	Crossing				
DESIGNEI	•	nder			
PRIMARY	×				
PROTECTI					
	FORMATION:	Split (Ra-Le	2)		
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	
				T	ADJUST/COM
<u> </u>	Outlet	Bottom		16 Yards	ADJUST/COM
Z	Outlet S. Cross	Bottom Outside	Hot	16 Yards 6 Yards	
			Hot		ADJUST/COM Widen to outside align
Z	S. Cross	Outside	Hot Release	6 Yards	Widen to outside
Z Y/E	S. Cross Curl	Outside		6 Yards 12 Yards	Widen to outside
Z Y/E F	S. Cross Curl Swing Flat	Outside	Release	6 Yards 12 Yards LOS	Widen to outside
Z Y/E F TB QUARTERE	S. Cross Curl Swing Flat	Outside	Release	6 Yards 12 Yards LOS	Widen to outside
Z Y/E F TB QUARTERE FOOTWORE	S. Cross Curl Swing Flat BACK:	Outside	Release	6 Yards 12 Yards LOS	Widen to outside
Z Y/E F TB QUARTERE FOOTWORE CLUE:	S. Cross Curl Swing Flat BACK: C: 5 Long	Outside Inside	Release	6 Yards 12 Yards LOS	Widen to outside
Z Y/E F TB QUARTERE FOOTWORE CLUE: MOVEMENT	S. Cross Curl Swing Flat Flat ACK: C: 5 Long PSL - SS	Outside Inside defender	Release Dir. Call	6 Yards 12 Yards LOS	Widen to outside

					Z
CONCEPT				•	
PRIMARY PROTECT	D FOR: MULT GOAL: HIT ION/S: 54-5 FORMATION:	<b>Z</b> .			
PRIMARY PROTECT VANILLA AUDIBLE	GOAL: HIT 2 ION/S: 54-5 FORMATION: :	Z R/L SPLIT, S	STRONG	הפסייע	AD.TIIST /COM
PRIMARY PROTECT VANILLA AUDIBLE REC	GOAL: HIT 2 ION/S: 54-5 FORMATION: : ROUTE	Z R/L SPLIT, S SPLIT	STRONG DOG/BLITZ	DEPTH	ADJUST/COM FADE VS. BUMP
PRIMARY PROTECT VANILLA AUDIBLE REC X	GOAL: HIT 2 ION/S: 54-5 FORMATION: : ROUTE POST	R/L SPLIT, S SPLIT BOTTOM	STRONG DOG/BLITZ SIGHT #4	22 YDS.	FADE VS. BUMP ANGLE VS. CR HOT-KEEP COMING
PRIMARY PROTECT VANILLA AUDIBLE REC X Z	GOAL: HIT 2 ION/S: 54-5 FORMATION: : POST SNEAK	Z R/L SPLIT, S SPLIT BOTTOM OUTSIDE	STRONG DOG/BLITZ	22 YDS. 5 YARDS	FADE VS. BUMP ANGLE VS. CR HOT-KEEP COMING
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y/E	GOAL: HIT 2 ION/S: 54-5 FORMATION: : POST SNEAK CORNER	R/L SPLIT, S SPLIT BOTTOM	STRONG DOG/BLITZ SIGHT #4 HOT	22 YDS. 5 YARDS 25 YARDS	FADE VS. BUMP ANGLE VS. CR
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y/E FB	GOAL: HIT 2 ION/S: 54-5 FORMATION: : POST SNEAK CORNER FLAT	Z R/L SPLIT, S SPLIT BOTTOM OUTSIDE	STRONG DOG/BLITZ SIGHT #4 HOT RELEASE	22 YDS. 5 YARDS 25 YARDS LOS	FADE VS. BUMP ANGLE VS. CR HOT-KEEP COMING
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y/E	GOAL: HIT 2 ION/S: 54-5 FORMATION: : POST SNEAK CORNER FLAT FLAT	Z R/L SPLIT, S SPLIT BOTTOM OUTSIDE	STRONG DOG/BLITZ SIGHT #4 HOT	22 YDS. 5 YARDS 25 YARDS	FADE VS. BUMP ANGLE VS. CR HOT-KEEP COMING

Play: 54-5 Ram (Flat) (Regular)

CONCEPT: Option

DESIGNED FOR: Multiple

PRIMARY GOAL: Hit Y

PROTECTION/S: 54-5

VANILLA FORMATION: Split Twin (possible Split Twin change), Twin Hvy

AUDIBLE:

	*				l l
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
					Set vs. Zone
X	S. Cross	Outside (12)	Sight #4	6 Yards	
z	In	< Inside (6)		14 Yards	
Y	Hide		Hot Inside	8-10 Yards	
F	Rail		Hot Outside	LOS & Up	Bottom of #'s
ТВ	Swing		Dir. Call	LOS	
QUARTERB	ACK:				
FOOTWORK	: 5 Long				
CLUE: PS	L - Corner				
MOVEMENT	KEY: Corner				
READ PRO	GRESSION: HC	DT: Y/F 1: Y	2:F 3:	X 4: Z	
COMMENTS	: Key corner's	movement. X	may set dow	n vs. Zone	

Play: 5 <u>4</u> -	5 Ram Pump (R	egular)			
	Z			Y	
DESIGNED PRIMARY PROTECTI VANILLA		e HłTwin (Chang	e), Twin Hvy		
AUDIBLE:		SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	ROUTE	Outside (12)		6 Yards	Set vs. Zone
X Z Y F	S Cross Seam Pump Rail	< Inside (6)	Hot Inside Hot Outside		
TB	Swing		Dir. Call	LOS	
<u>QUARTER</u> FOOTWOR CLUE: P	K: 5 Long				

Fidy:	<u>54-5 Shark (r</u>				
n ×					FZ
CONCEPT: DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE:	OFOR: Multi GOAL: HIT F CON/S: 54-5 FORMATION:	ple Coverage Triple	2 <b>8</b>	-	
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Outlet	Bottom		16 Yards	
<u>⊼</u>	Smash	W. Divide	· · · · · · · · · · · · · · · · · · ·	6 Yards	-
		IN. DIVING	Hot	Run off	
<u> </u>	Pole			25 Yards	Flag vs. Deep 1/3 Defender
FA TB	Corner Flat		Dir. Call	3 Yards	1/J Derender
<u>ouarterf</u> footwork Clue : movement	BACK: C: 5 Long		defender	<u>,</u>	
COMMENTS	5:				

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Play: 5	9 <u>4</u> -9 <u>IIAIN</u> (Fa	(1011)			
×	) (			Y	
PROTECTI	GOAL: HIT F ON/S: 54-5 FORMATION:	/MAN COVERAG ALCON TRIPLE FUZZ	ES		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
	СОВ	TOP	SIGHT #4	17 YDS.	FADE VS. HANG
 Z	СОВ	DIVIDE		17 YDS.	FADE VS. HANG
 Y/E	CROSS		HOT INSIDE	10 YDS.	LOOK FOR BALL OVER WK TACKLE
	TRAIN	3-4 YDS. OUTSIDE Y		10 YDS.	BREAK OFF 3-5 YDS. VS. MAN
FA TB	SWING		DIR. CALL	L.O.S.	
CLUE: 1	K: 5 LONG-MU PSL - SS I KEY: CURL	DEFENDER	OW .		

Play:	<u>J</u> -J HIGE (Fait				
n X				Y) (F)	
CONCEPT: DESIGNED PRIMARY PROTECTI VANILLA AUDIBLE:	FOR: Multip GOAL: Hit Y ON/S: 54-5 FORMATION: T	le Coverages Triple	3		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
	Outlet	Bottom		16 Yards	
Z	Outside Streak	W. Divide		Run off	
Y	Hide			8-10 Yds	
FA	Out	4 Yards		12-14 Yds	
TB	Flat		Dir. Call	3-5 Yards	
CLUE : MOVEMENT	K: 5 Long PSL - SS F KEY: Flat t				
READ PRO	GRESSION: HO	DT-None 1-	Z 2-Y 3-X/	ſ	

		F	4	
FOR: 3 De SOAL: Hit DNS: 64-5 FORMATION: H		-		
ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
Curl	Bottom (14)	Sight #4	12 yds.	
Outlet	Divide (14)		16 yds.	Don't move
		Hot Y	6-8 yds.	until QB looks
Pull Out		Check Inside Out	3-5 yds.	
Pull Out Flat			L.O.S.	
Flat		5 Long	5 Long	

Play: 64-5 Cowboy (Regular)

Х F CONCEPT: Delta DESIGNED FOR: Cover 4/8 PRIMARY GOAL: Hit Z PROTECTION/S: 64-5 VANILLA FORMATION: Heavy AUDIBLE: ADJUST/COM DEPTH DOG/BLITZ SPLIT ROUTE REC 16 Yards Bottom (14) Sight #4 Outlet х 12 Yards Divide (14) Curl Z Run off Hot Inside Pole Y/E 3 Yards Flat FB 1 LB: 2 way go Check inside 2 LB: go strong 3-5 Yards out Choice TB QUARTERBACK: FOOTWORK: 5 Long CLUE: PSL - Strong Safety MOVEMENT KEY: Curl defender READ PROGRESSION: HOT: Y 1: Z 2: FB 3: TB

COMMENTS: Think Curl vs. 2 LBer defense.

Play: 6 <u>4</u> -	-5 Chase (Faic	on)		,	
CONCEPT: C	rossing		OB READ		
DESIGNED F	OR: Man-Under		1) 3 Deep - X (	On Post 1st Rea	ad
PRIMARY GO	AL: Hit Falcon		2) Read Hook De	efenders Weak '	To Strong
ROTECTION	/S: 64-5		3) No Weak Hool	c - Hit Z	
VANILLA FO	RMATION: R-L Bund	ch	4) Weak Hook -	Work Off Strop	ng Hook Defender
AUDIBLE:			F		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Post	Bottom (16)	Sight #4	22 Yards	Angle vs CR
Z	Shallow Cross	4 Yards	Hot Inside	6 Yards	No set down Run like M/M
Y/E	Corner		Y Not Hot	20 Yards	
F	Under			3 Wide 1 Deep	Chase Z
			1		1 I

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Post	Bottom (16)	Sight #4	22 Yards	Angle vs CR
Z	Shallow Cross	4 Yards	Hot Inside	6 Yards	No set down Run like M/M
Y/E	Corner		Y Not Hot	20 Yards	
F	Under			3 Wide 1 Deep	Chase Z
Т	Swing		Inside Out	LOS	

## QUARTERBACK:

FOOTWORK: 5 Long

CLUE: PSL - Strong Safety

MOVEMENT KEY: Weak Hook defender to Strong Hook Defender

LEAD PROGRESSION: HOT-Z 1: Z 2: F 3: Y/T

COMMENTS: If FS cheats strong, hit X on Post. Five-step hot vs. dog to Z

Play: 6 <u>4</u> -5 Chase (Reg)						
*						
X					Z	
CONCEPT: Crossing OB READ						
DESIGNED FOR: Man-Under			1) 3 Deep - X On Post 1st Read			
PRIMARY GOAL: Hit T			2) Read Hook Defenders Weak To Strong			
ROTECTION/S: 64-5			3) No Weak Hook - Hit Z			
VANILLA FORMATION: R-L Strong 4) Weak Hook - Work Off Strong Hook Defender						
VARIABLE CO	AUDIBLE:					
а.						
а.	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM	
AUDIBLE:	ROUTE	SPLIT Bottom (16)	DOG/BLITZ Sight #4	DEPTH 22 Yards	Angle vs CR	
AUDIBLE: REC						
AUDIBLE: REC X	Post	Bottom (16)	Sight #4 Hot Inside Y Not Hot	22 Yards	Angle vs CR No set down	
AUDIBLE: REC X Z	Post Shallow Cross	Bottom (16)	Sight #4 Hot Inside	22 Yards 6 Yards	Angle vs CR No set down	
AUDIBLE: REC X Z Y/E	Post Shallow Cross Corner	Bottom (16)	Sight #4 Hot Inside Y Not Hot Check Inside	22 Yards 6 Yards 20 Yards	Angle vs CR No set down	

## OUARTERBACK:

FOOTWORK: 5 Long

CLUE: PSL - Strong Safety

MOVEMENT KEY: Weak Hook defender to Strong Hook Defender

'EAD PROGRESSION: HOT-Z 1: Z 2: T 3: Y/F

COMMENTS: If FS cheats strong, hit X on Post. Five-step hot vs. dog to Z
Play:	6 <u>4</u> -5	Dip	(Falcon)
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Play:6 <u>4</u> -5	Play:6 <u>4</u> -5 Dip (Falcon)					
X				P F	Ì	
PRIMARY O	China FOR: Multiple GOAL: Hit Z DN/S: 64-5 (Al DRMATION: Bunc	so 54-5)	Fuzz)			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM	
x	Post	Bottom	Sight #4	22 Yards	Angle vs. CR	
z	Dip	4 Yards		4-6 Dip	Pull out if nec.	
Y Y	Corner			20 Yards	Outside release	
T	Cross		Check Inside Out	3 Yards	Set vs. Zone	
F	Flat		Hot	3-5 Yards		
QUARTERB						
FOOTWORK	FOOTWORK: 5 Long CLUE: PSL - Strong Safety MOVEMENT KEY: Deep 1/3 to hook defender					
	GRESSION: HC		Y 2: Z 3:	F/TB		
COMMENTS: If F Flanks the defense, hit him first						



CONCEPT: China

DESIGNED FOR: Multiple Coverages

PRIMARY GOAL: Hit Z

PROTECTION/S: 64-5 (Also 54-5)

VANILLA FORMATION: Strong (Z-Crack)

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM	
x	Post	Bottom	Sight #4	22 Yards	Angle vs. CR	
z	Dip	4 Yards	••••	4-6 Dip	Pull out if nec.	
Y	Corner	······································		20 Yards	Outside release	
FB	Cross		Check Inside Out	3 Yards	Set vs. Zone	
TB	Flat	·	Hot	3-5 Yards		
QUARTERBACK:						
FOOTWORK: 5 Long						
CLUE: PSL - Strong Safety						

MOVEMENT KEY: Deep 1/3 to hook defender

READ PROGRESSION: HOT: TB 1: Y 2: Z 3: FB/TB

COMMENTS: If TB Flanks the defense, hit him first

|Play: 64-65 Frisco (Falcon)



	•						
DESIGNEI PRIMARY PROTECTI		-	Rg) / Bunch (	Fa)			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM		
x	Post	Bottom	Sight #4	22 Yds.	Angle vs. CR		
Z	S. Cross	4 Yards	Hot	4-6 Yds.	Settle vs. Zope		
Y/E	In			10-12 Yds.	Release outside		
F	Stop			3-5 Yds.			
ТВ	Corner			20 Yds	Break at 10 yards		
OUARTERE	OUARTERBACK:						
FOOTWORK	: 5 Long Hold	1					
CLUE: PS	L						
MOVEMENI	KEY: Weak Ho	ook Defender					
READ PRC	GRESSION: H	IOT: Z 1: Z	2:Y 3:T	4.FB			
COMMENTS	COMMENTS: If FS cheats strong, think X on Post						

CONCEPT: CHINA / OPTION / 1 ON 1	<u>QB Read</u>
DESIGNED FOR: MULTIPLE COVERAGES	1) 3 on 2 to X-F - Work Y
PRIMARY GOAL: Work Best Side	2) 2 on 2 to X-F - Work X-F
ROTECTION/S: 64-5	3) Retreat to Z - Work Z

VANILLA FORMATION: SINGLE

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
				1	BUMP - SNEAK
					RETREAT - HITCH
х	SMASH	DIVIDE	SIGHT #4	5 YDS.	
Z	OUT	TOP		12 YDS.	FADE VS CR
					2-WAY CUT
Y/E	CHOICE		HOT	8-10 YDS.	
					POST W/ OPEN MIDDLE
FA	FORK	4 YARDS	SIGHT #4	25 YDS.	(NO POST W/ PUMP)
			CHECK INSIDE-		
TB	MEDIUM		OUT	LOS	

OUARTERBACK:

FOOTWORK: 5 LONG, IF DOGS/BLITZ - 5 L, HOLD, PT

CLUE: PSL - COVERAGE ON Z, 3 OVER 2

OVEMENT KEY: DECISION SIDE DEFENDERS

||READ PROGRESSION: HOT-Y

COMMENTS: IF NO FS, HIT FA ON POST

	<u> </u>					
×	F				Z	
CONCEPT: 1	l on 1		OB READ			
DESIGNED H	DESIGNED FOR: Multiple 1) No Hot - No Sight					
PRIMARY GO	DAL: Hit any Hoo)		2) Retreat - Wo	ork Outside Rec	iever	
PROTECTION	N/S: 64-5		3) Hang - Work	Inside Recieve	r	
	ORMATION: Single	Ra-Le	4) No Shuffle -	Takes Away RA	C Yards	
AUDIBLE:	DOUTE	CDI.TT	DOG/BLITZ	DEPTH	ADJUST/COM	
REC	ROUTE	SPLIT				
X	Curl	W. Divide		10-12 Yds.	<u></u>	
Z	Curl	Bottom		10-12 Yds.		
¥	Curl		·	10-12 Yds.		
FA	Curl	4 Yds.	Check Inside-	10-12 Yds.		
TB	Swing		Out	LOS		
QUARTER	BACK:					
FOOTWORN	(: Gun - 3 Q I	T				
CLUE: PS	SL - Retreat /	Hang CB's				
	r key: CB / Ir		According To	PSL		
	GRESSION: H					
11	Go away from Bu				4 Wide)	

		i	T)		
PRIMARY G PROTECTIC VANILLA F	FOR: Man GOAL: Hit FA DN/S: 64-5	ingle (Y-Fiel	.d)		·
AUDIBLE:	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC		Divide		Run off	
	Rd Streak	Bottom		16 Yards	
	In			6 Yards	Over Falcon
Y	S. Cross		Hot	5 Yards	Under Y
FA	S. Cross	4 Yards			
тв	Leak			5 Yards	
QUARTERB FOOTWORK CLUE: PS	: 5 Long	lofender			

READ PROGRESSION: HOT: Y 1: FA 2: Z

COMMENTS :

CONCEPT: One on One / Triangle

DESIGNED FOR: Cover 8 / Multiple

PRIMARY GOAL: Hit X

PROTECTIONS: 64-5

VANILLA FORMATION: Single

## AUDIBLE:

DEC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC X	Pole	Divide		Run Off	Fade vs. Bump
 Z	S. Cross	Outside	Hot inside	6 yds.	
Y/E	Curl			12 yds.	
FA	Hook	Inside	Sight #4	10-12 yds.	
ТВ	Swing				
QUARTERI	BACK:				
FOOTWOR	K: 5 Long				
CLUE:	PSL				
MOVEMEN	T KEY: Middl	.e 1/3 defend	er		
READ PR	OGRESSION:	HOT: Z	1: X/F	2: Y/Z	

COMMENTS:

riay. V <u>i</u>					
×	F				Z
	Four Vertica	115			
	FOR: 3 Deep	or FA			
	GOAL: Hit Y				
	ION/S: 64-5	] •			
	FORMATION: S	ingie			
AUDIBLE		SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	ROUTE	Divide		17 Yards	Fade vs. CR
<u> </u>	Cob	Top		17 Yards	Fade vs. CR
Z		<u></u>		Run off	
Y	Seam/Hash			Run off	
FA	Hash	4 Yards		3-5 Yards	Burst vs. Man
TB	Leak				
QUARTER	BACK:				
FOOTWOR	K: 5 Long				
CLUE: F					
11	TT KEY: Middle				
READ PF	OGRESSION:	HOT: Y 1: 3	FA/Y 2: X/Z	3: T .	
COMMENT	rs :				

Play: 6	64-5 India Y-Cros	5					
		•					
×	F				Z		
CONCEPT: DESIGNED PRIMARY PROTECTI	GOAL: Hit FA	Cover					
VANILLA AUDIBLE:	VANILLA FORMATION: Single						
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM		
x	In	Divide		16 yds.			
Z	Outlet	Divide		16 yds.			
Y/E	S. Cross		Hot Inside	6 yds.			
FA	Pole	Inside	Sight #4	Run Off	No Break Off		
тв	Swing						
QUARTERE	BACK:						
FOOTWORN	C: 5 Long						
CLUE:	PSL						
MOVEMENT	r KEY: Deep	1/3 to Curl.			<b>4</b>		
READ PRO	OGRESSION:	HOT: Y	1: FA	<b>2:</b> X	3. Y/Z		
11	S:						

	$X + O \times O$								
CONCEPT: Flood DESIGNED FOR: Multiple Coverages PRIMARY GOAL: Hit T PROTECTION/S: 64-5									
VANILLA FORMATION: Split									
	AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM								
REC	ROUTE Rd Streak	Divide	<u> </u>	Run off	Fade vs. CR				
	In	Bottom		16 Yards					
	Shoot		Hot Inside	15-17 Yds					
F	Shoot     Hot filside     15-17 ids       Swing     Inside Out     LOS								
TB     Option     Hot Breakoff     5-6 Yards									
QUARTERBACK:									
FOOTWORK: 5 Long									
CLUE: PS	CLUE: PSL								
MOVEMENT	KEY: Weak H	ook							
READ PRC	GRESSION:	HOT: Y 1: T	2:Y 3:	Z					
COMMENTS	S: Hit X if F	ree Safety ju	mps Y.						

II									
<b>A</b>	F		$\mathbf{X}$ $\mathbf{O}$ $\mathbf{O}$		Z				
				<u></u>					
CONCEPT:	CONCEPT: One-On-One								
DESIGNED	DESIGNED FOR: Retreat coverage								
PRIMARY	GOAL: Hit X o	r Z	 						
PROTECTI	ON/S: 72-3								
VANILLA	FORMATION: S	ingle							
AUDIBLE:									
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM				
		Outside		12 Yards	Fade vs. CR Curl vs. Bump				
X	Out				Fade vs. CR				
<u>Z</u>	Out	Тор		12 Yards	Curl vs. Bump Burst vs. Man				
Y	Stop		Dir. Call	3 Yards	Break off vs.				
FA	Middle Strk	Inside	Sight #4	18-23 Yds.	FS				
TB Stop Dir. Call 3 Yards Burst vs. Man									
QUARTERI	BACK:								
	(: 5 Quick								
CLUE: PS		e 1							
	F KEY: Flat de		_	/ <b>_</b>					
READ PRO	OGRESSION: H	OT: None	1: X/Z 2: T/	Y 3: FA					
COMMENTS	S: Think Falco	n vs. Two-De	eep						

	• • • • • • • • • • • •	-			
	F				Z
CONCEPT	One-On-One				
	FOR: Tight Co	orner coverag	e		
	GOAL: Hit X or				
	CON/S: 72-3				
	FORMATION: Rt,	/Lt Single			
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Streak	Outside(12)	Sight #4	44 Yards	
Z	Streak	Тор		44 Yards	
	S. Cross		Dir. Call	5 Yards	
Y III	Middle Strk	4 yards		18-23 Yds	Break off vs. FS
FA TB	Cross		Dir. Call	3 Yards	T Under Y
		.1		<u> </u>	
QUARTERI					
	K: 5 Long SL - Strong Sa	fetv			
	SL - Strong Sa T KEY: Deep 1/				
11	T KEY: Deep 17 OGRESSION: H		: X/Z 2:	Y/T 3: FA	
KEAD PR	OGREGATOR: 1				

	12-0 UWAP (I A	ioorij						
	F			Ŷ	Z			
CONCEPT :								
	FOR: Long yar	daga gayara	700					
			900					
	GOAL: Hit FA c	rX	-	•				
	ON/S: 72-3	· .						
VANILLA	FORMATION: Si	ngle						
AUDIBLE:	1			1				
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM			
x	In	Bottom		16 Yards				
Z	Rd Streak	Bottom	· · · · · · · · · · · · · · · · · · ·	Run Off				
Y	Arrow		Dir. Call	3-5 Yards				
FA	FA In 4 Yards Sight #4 12 Yards Find Hole							
TB Flat Dir. Call 3-5 Yards								
OUARTERBACK:								
FOOTWORK: 5 Long								
CLUE: PS								
	- KEY: Hook to	curl defende	er					
	GRESSION: HO			FB 4.Z				
COMMENTS								

I		e				
×	F			Y Y		
CONCEPT :	China					
DESIGNED	FOR: Multiple	Coverages				
PRIMARY	GOAL: Hit X or	FA				
PROTECTION/S: 72-3						
VANILLA	FORMATION: Si	ngle				
AUDIBLE:			****	1		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM	
x	Smash	Divide		5 Yards	Sneak vs. Bump	
Z	Outlet	Bottom		16 Yards		
Y	Arrow		Dir. Call	3-5 Yards		
FA	Corner	4 Yards	Sight #4	25 Yards	Flag vs. 1/3 Def.	
	Sit	Offset Weak	Dir. Call	3-5 Yards		

.

QUARTERBACK:

FOOTWORK: 5 Long

CLUE: PSL

MOVEMENT KEY: Corner

READ PROGRESSION: HOT-None 1: FA 2: X 3: Z/Y

. . .

COMMENTS:

×	72-3 India (Fa			Y	Z				
CONCEPT: Delta DESIGNED FOR: 3 Deep Coverages PRIMARY GOAL: Hit FA or X PROTECTION/S: 72-3 VANILLA FORMATION: Single AUDIBLE:									
REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM									
x	In	Divide	· · · · · · · · · · · · · · · · · · ·	16 Yards					
Z	Outlet	Bottom		16 Yards					
Y	Arrow		Dir. Call	3-5 Yards					
FA									
TB   Flat   Dir. Call   3-5 Yards									
DUARTERBACK: FOOTWORK: 5 Long CLUE: PSL MOVEMENT KEY: Deep 1/3 to Curl Coverage READ PROGRESSION: HOT-None 1: FA 2: X 3: TB 4. Z									

7	72-3 Lorraine (Faicon)								
	F			P					
CONCEPT: Flood DESIGNED FOR: Three-Deep Coverages									
	GOAL: Hit X or								
	n.				-				
	ON/S: 72-3 FORMATION: Sir	nale							
AUDIBLE:	FORMATION: 511			T					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM				
	Rd. Streak	Divide		Run off					
<u>X</u>	Outlet	Bottom		16 Yards					
			Dir. Call	3-5 Yards					
	Y Allow A Vards Sight #4 20 Yards								
FA Clease Dir. Call LOS									
TB FIAC									
	OUARTERBACK:								
	(: 5 Long								
CLUE: P	SL		- mlat defend	ler					
MOVEMEN'	I KEY: Deep 1/3	detender t	O FIAL GELEIN	TR 4 7.					
READ PR	OGRESSION: HC	)T-None 1:	X 2: FA 3:						
COMMENT	S :								

Image: Second State Sta	Play: 72-	3 Depot (Falco	on)			
DESIGNED FOR: Three-Deep Coverages PRIMARY GOAL: Hit X or Z PROTECTION/S: 72-3 VANILLA FORMATION: Single AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Post Divide 22 Yards Angle vs. CR Z Post Bottom 22 Yards Angle vs. CR Z Post Bottom 22 Yards Y Arrow Dir. Call 3-5 Yards FA Arrow 4 Yards Sight #4 3-5 Yards TB Leak Dir. Call 5 Yards		F			Ŷ	
RECROUTESPLITDOG/BLITZDEPTHADJUST/COMXPostDivide22 YardsAngle vs. CRZPostBottom22 YardsAngle vs. CRYArrowDir. Call3-5 Yards	DESIGNED PRIMARY G PROTECTIC VANILLA F	FOR: Three-De GOAL: Hit X or DN/S: 72-3	ep Coverages Z	· · · · · · · · · · · · · · · · · · ·		
XPostDivide22 YardsAngle VS. CRZPostBottom22 YardsAngle vs. CRYArrowDir. Call3-5 Yards	<u> </u>	ROUTE	SPLIT	DOG/BLITZ	DEPTH	
APostBottom22 YardsYArrowDir. Call3-5 YardsFAArrow4 YardsSight #43-5 YardsTBLeakDir. Call5 Yards			Divide		22 Yards	
Z     FOST     DOLLOM       Y     Arrow     Dir. Call     3-5 Yards       FA     Arrow     4 Yards     Sight #4     3-5 Yards       TB     Leak     Dir. Call     5 Yards			·····		22 Yards	Angle vs. CR
Y     Afrow     Dir. Call       FA     Arrow     4 Yards       TB     Leak     Dir. Call			BOLLOIII	Dir. Call		
FA     Allow     Falled       TB     Leak     Dir. Call     5 Yards			A Varde			
			1 14140			
FOOTWORK: 5 Quick CLUE: PSL	<u>OUARTERB</u> FOOTWORK CLUE : PS	ACK: : 5 Quick L	1		nder	
MOVEMENT KEY: Middle 1/3 defender to curl defender	1					
READ PROGRESSION: HOT-None 1: X/Z 2: FA/Y 3: TB COMMENTS: Duck Under Post vs. Bump.	1					

Play: 72-3 Base (Falcon)								
X	F			Ý	Z.			
PRIMARY PROTECTI	Delta FOR: 3 Deep o GOAL: Hit X ON/S: 72-3 FORMATION: S:			-	-			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM			
x	Curl	Outside		12 Yards				
Z	Outlet	Bottom		16 Yards				
Y	Arrow		Dir. Call	3 Yards	Don't move			
	Pullout	4 Yards	Sight #4	6-8 Yards	until QB			
TB Swing Dir. Call L.O.S.								
OUARTERB FOOTWORK CLUE: PS MOVEMENT	ACK: 5 Long 1 - Strong Sa 7 KEY: Curl de 9 GRESSION: H	fender	: X/Z 2: FA	А. З: Ү				

## PLAY ACTION PASSES

	ACT 9 / 1-2 (Hip	p <b>o</b> )		<b>↑</b>				
$\mathbf{X}$	H C			P >	Z			
		Ţ						
CONCEPT:	One-On-One							
DESIGNED	FOR: Cov 4/8/3	2						
PRIMARY	GOAL: Hit on s	ide recieve:	<u>-</u>					
PROTECTI	ON/S: Act 9/1-2	2						
	FORMATION: Ace							
AUDIBLE:								
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM			
x	In	Тор		16 Yards				
z	Crack and Go	Outside		Run off	Corner if no bite			
Y	Act 9/1-2 Protection	<u>., </u>	Act 9/1-2					
Act 9/1-2								
H     Protection     Act 9/1-2       TB     Act 9 Flat     5 Yards     Check #4								
TB	Act 9 Flat		<u> </u>	5 Yards	спеск #4			
<u>OUARTERB</u>								
FOOTWORK	: Act 9/1-2	Set up on t	cackle; five-s	step drop.				
CLUE: PS	L							
MOVEMENT	KEY: Near Safe	ety						
READ PRO	GRESSION: HOT	-None 1: Or	nside WR 2: (	Offensive WF	3: TB			
001000000	: Great Fake							

AC	T 12 / 5-6 (Regular)			1	*				
	► 2			L'M					
Z	T Y C			► 3	×				
	T								
CONCEPT: One-On-One									
DESIGNED FOR: Cov 4/8/2									
PRIMARY GOAL: Hit X									
	ON/S: Act 12/5								
	FORMATION: Rt/	ЪГ							
AUDIBLE:		SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM				
REC	ROUTE			Run Off	Run Corner if				
<u> </u>	Crack and Go	10p (12) Outside (12)	)	16 Yards					
Z	In	UULDIUC (12.	· <u>····································</u>	· .					
Y	ACT 12/5-6 Protection		ACT 12/5-6						
FB	Leak		Will LB	5 Yards	Abort vs. 4				
TB Slow Flat Release 3 Yards Rush									
OUARTERBACK:									
	K: Act 12/5-6;	five-step d	rop						
CLUE: P									
\$1	T KEY: Near sa	fety to Curl	coverage						
READ PR	OGRESSION: H	OT: None 1	.: X 2: Z	3: TB/F					
COMMENT									



Burr	n 10 / 1 - 2 Oscar (F	tegular)		2	
	X	Vs	open middle		Z
DESIGNED PRIMARY PROTECTI VANILLA	One-On-One FOR: Retreat GOAL: Hit Z/X ON/S: Burn/Ton FORMATION: Rt,	rch 10/1-2	~		
AUDIBLE: REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X	Out	Top (12)	Sight #4	12 Yards	Fade vs. CR Bump & Curl
		Outside (12		12 Yards	Fade vs. CR Bump & Curl
Z	Out	Junistne (12			Broken Arrow svs. mid 1/3
<u>Y</u>	Middle Strk Burn 10/1-2			3 Yards	
F	Slow Flat Burn 10/1-2			5 Yards	Abort Vs. #5 Rush
TB	Leak			JO LALUS	
CLUE: P	K: Burn 10/1-2	efender	IGHT: X l: Z	/X 2:Y	3: T/F

	Burn 10/1-2	Poker (Regula	r)		
X					Z
DESIGNED PRIMARY PROTECTI	One-On-One FOR: Multiple GOAL: Hit X ON/S: Burn 10/ FORMATION: Rig	1-2			
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
	Cork	Top (12)	Sight #4	25 Yards	Angle vs CR/Bump
x					
X Z	In	Outside (12)		16 Yards	
	In S Cross Burn 10/1-2 Slow Flat Burn 10 Leak				Abort vs. #5 Rush

Bu	rn 10 / 1 - 2 Storm (	(Regular)					
		Vs. open middle	3 X F T				
	One-On-One	<i>,</i> _					
DESIGNED	FOR: Tight Co	verages/Cove	r 2				
PRIMARY (	GOAL: Deep Pas	S					
PROTECTI	ON/S: Burn 10/	1-2					
VANILLA	FORMATION: Rt/	Lt					
AUDIBLE:							
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM		
x	Streak	Top (12)	Sight 4	44 Yards	CR-Fade		
		Outside (12)		44 Yards	CR-Fade		
				10 00 8	Broken Arrow vs. Mid 1/3		
YY	Middle Streak		······································	18-23 Yards			
FB .	Slow Flat		Burn 10/1-2	3 Yards			
			Burn 10/1-2	5 Yards	Abort vs. #5 Rush		
	Leak						
QUARTERB							
FOOTWORK	: Solid Burn 1	.0/1-2 = 5 LC	ong				
CLUE: PS	5L						
6	KEY: Deep 1/3				<i>_</i>		
READ PRC	GRESSION: HC	)T-None SI(	GHT: X 1:	X/Z 2:Y 3	B: TB/FB		
COMMENTS							

Play:	BURN 10/1-2 0	Cougar		······································	٢
	×			4,	
CONCEPT: DESIGNEI PRIMARY PROTECTI VANILLA AUDIBLE:	GOAL: Hit Z		•		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Outlet	Bottom (14)	Sight #4	16 yds.	
Z	Pole	Divide (14)		Run Off	Fade vs. Bump
Y	Pivot		· · · ·	10-12 yds.	
FB	Arrow		Burn 10	3-5 yds.	
ТВ	Cross	,	Burn 10	3 yds.	
CLUE: MOVEMENT	: Burn 10/1- <b>PSL</b> <b>KEY:</b> Deep 1	/3 defender			
READ PRO	GRESSION: : Think Y to		1: Z FS defenses		3: FB/TB

Play: Solid Burn 10/1-2 Storm (Regular)

CONCEPT: One-On-One

DESIGNED FOR: Tight Coverages

PRIMARY GOAL: Hit X

PROTECTION/S: Burn 10/1-2

VANILLA FORMATION: Rt/Lt

AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Streak	Top (12)	Sight 4	44 Yards	
Z	Streak	Outside (12)		44 Yards	
¥	Solid 10/1-2				
FB	Leak	-	Solid Burn 10/1-2	5 Yards	
TB	Slow Flat		Solid Burn 10/1-2	3 Yards	

OUARTERBACK:

FOOTWORK: Solid Burn 10/1-2 = 5 Long

CLUE: SS/Corner Depth = PSL

MOVEMENT KEY: Deep 1/3 Coverage

READ PROGRESSION: HOT-None 1: X/Z 2: TB/FB

COMMENTS:



CONCEPT: One-On-One

DESIGNED FOR: FS Defenses

PRIMARY GOAL: Hit Y or H

PROTECTION/S: Barnyard 1/1-2

VANILLA FORMATION: Ace

AUDIBLE:

ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
Hitch	Bottom (16)	Sight #4	5-6 yards	Fade versu: CR or Bump
Hitch	W Divide (16)		5-6 yards	Fade versu: CR or Bump
Hash			18-23 yards	
Hash			18-23 yards	
Leak		Inside LB'er	5 yards	
	Hitch Hash Hash	Hitch Bottom (16) Hitch W Divide (16) Hash Hash	Hitch Bottom (16) Sight #4 Hitch W Divide (16) Hash Hash	ROUTESPHITDocy DataHitchBottom (16)Sight #45-6 yardsHitchW Divide (16)5-6 yardsHash18-23 yardsHash18-23 yards

OUARTERBACK:

FOOTWORK: Token Fake 1/1-2, 5 quick steps

CLUE: Free Safety

MOVEMENT KEY: Middle Safety

READ PROGRESSION: HOT: None 1: Y/H 2: Z/X 3: T

242

COMMENTS: Hit Z/X quick versus Dog/Blitz.

Play: Du	ial 2/1-2 (9/1-2)				
X		) C (T		J.	
DESIGNED PRIMARY G PROTECTIC VANILLA H	One-On-One FOR: Cover 8, SOAL: Hit Z DN/S: Dual 2/1- FORMATION: Rt/I	-2			
AUDIBLE:	DOTIME	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	ROUTE				Curl
ł		Detter	Built in CA	10 vards	
X	POC	Bottom	Built in S.A.	10 yards Run Off	Corner it
X 	Crack and Go	Outside		10 yards Run Off	
		Outside			Corner it
Z	Crack and Go	Outside			Corner it
Z Y	Crack and Go Reach Hard D (	Outside		Run Off	Corner it
Z Y FB TB QUARTERB FOOTWORK CLUE: PS MOVEMENT	Crack and Go Reach Hard D ( Flat Sell Fake ACK: : Set up behin	Outside Gap / Possib d tackle: 5 tey	ble EAT	Run Off 3-5 Yards	Corner it No Bite

Dlave Frag	ctly 14/1-2 (1	Regular)			
Play: Exa			······		
1					2
Z	3	X	× F		×
	·		Τ		
CONCEPT:	One-On-One				
DESIGNED	FOR: OLB'er w	ho spill off	-tackle plays		
PRIMARY G	OAL: Hit Z				
PROTECTIC	N/S: Exactly	14/1-2			
	ORMATION: Rt/				
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	In	Top (12)		16 Yards	
Z	Сор	Divide (14)		17 Yards	Stay on route with pocket movement
Y	Block		Sell 14/1-2		
FB	Block		Sell 14/1-2		
TB	Slow Flat		Sell 14/1-2	3 Yards	
OUARTERB	ACK:				
	: Fake 14/1-2	Roll to nine	e-yard Arc.		
CLUE: PS					
	- KEY: Flat de	fender			
	GRESSION: H		Z 2: TB	3: X	
	: Audible vs.			ible 2 on J	et

Play: H	Fire 14 - 1/2				
					Z
(			$\odot$		
CONCEPT:		ossing / 3 L		-	
DESIGNED	FOR:Cov. 8 &	aggressive Wi	ll LB and Safe	ties trying	to stop 14-1/2
PRIMARY	GOAL: Hit X	or Z			
PROTECTI	ON/S: Fire	14-1/2			
VANILLA	FORMATION:	Rt/Lt = Shoo	t Twin =	Lorraine	
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Read Streak	Bottom		Run off	Sight #4
z	Shoot	Outside		25 Yds	
Y	S. Cross			6 Yds	
	Block EMOL				
FB	Fake 14-1/2		Block Will backside		Abort Rifle
TB					
QUARTER					
	K: 5 Long				
	PSL				
1	T KEY: Middl				
READ PR	OGRESSION: H	HOT-None 1	-X 2-Z 3-Y		
COMMENT	S: Sight #4 W	Veak			

Play: I	dentical 1/1-2	(Hippo)			
Z	4 Y (			2 H	x 1 3
	One-On-One FOR: Multiple	e Zone Cover	ages		
PROTECTI VANILLA	GOAL: Hit Ons CON/S: Identica FORMATION: Ace	al 1/1-2	iever		
PROTECTI	ON/S: Identica FORMATION: Ace	al 1/1-2	DOG/BLITZ	DEPTH	ADJUST/COM
PROTECTI VANILLA AUDIBLE:	CON/S: Identica FORMATION: Acc ROUTE	al 1/1-2 e		DEPTH 17 Yards	Stay on rte.
PROTECTI VANILLA AUDIBLE: REC	CON/S: Identica FORMATION: Act ROUTE Cob	al 1/1-2 e SPLIT	DOG/BLITZ		
PROTECTI VANILLA AUDIBLE: REC Onside Offside Offside TE	CON/S: Identica FORMATION: Acc ROUTE Cob In	al 1/1-2 e SPLIT Top (14)	DOG/BLITZ	17 Yards	Stay on rte. Vs. Hang Idle vs. Zone
PROTECTI VANILLA AUDIBLE: REC Onside Offside Offside	TON/S: Identica FORMATION: Acc ROUTE Cob In	al 1/1-2 e SPLIT Top (14)	DOG/BLITZ	17 Yards 16 Yards 10-12 Yards	Stay on rte. Vs. Hang Idle vs. Zone
PROTECTI VANILLA AUDIBLE: REC Onside Offside TE Onside TE	TON/S: Identica FORMATION: Act ROUTE Cob In Cross	al 1/1-2 e SPLIT Top (14)	DOG/BLITZ	17 Yards 16 Yards 10-12 Yards	Stay on rte. Vs. Hang Idle vs. Zone
PROTECTI VANILLA AUDIBLE: REC Onside Offside Offside TE Onside TE TB DUARTERB FOOTWORK	CON/S: Identication FORMATION: Accord ROUTE Cob In Cross Clobber Id 1/1-2 ACK: : Id 1/1-2 nim	al 1/1-2 e SPLIT Top (14) Outside (12	DOG/BLITZ ) Hot outside	17 Yards 16 Yards 10-12 Yards 3-5 Yards	Stay on rte. Vs. Hang Idle vs. Zone
PROTECTI VANILLA AUDIBLE: REC Onside Offside Offside TE Onside TE DUARTERB FOOTWORK CLUE: PS MOVEMENT	CON/S: Identication FORMATION: Accord ROUTE Cob In Cross Clobber Id 1/1-2 ACK: : Id 1/1-2 nin L KEY: Flat def	al 1/1-2 e SPLIT Top (14) Outside (12 ne-yard Arc	DOG/BLITZ ) Hot outside B-gap out	17 Yards 16 Yards 10-12 Yards 3-5 Yards	Stay on rte. Vs. Hang Idle vs. Zone

Play: Ide	entical 1/1-2	Lorraine (Hi	ppo)		
				Z	CR 1 Vs. Hang 1 1 1 1 1 1 1 1 1 1 1 1 1
CONCEPT:	Flood				
DESIGNED	FOR: Multiple	e Zone Covera	iges		
PRIMARY (	GOAL: Hit X				
PROTECTIO	ON/S: Identica	al 1/1-2			
VANILLA	FORMATION: Kin	ng, Ace, Twir	1		
AUDIBLE:		1	I	1	
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X	Read Streak	W Divide (10	5)	40 Yards	Set outside
Z	Crease	< Inside (?)	) <u>.</u>	20 Yards	hash vs. Hang
Y	In			16 Yards	
Н	Clobber			3-5 Yards	
TB	Id 1/1-2				
OUARTERB	ACK:				
FOOTWORK	: Id 1/1-2 ni	ne-yard Arc			
CLUE: PS	Ľ				
MOVEMENT	KEY: Deep 1/	3 to Flat de	fender		
READ PRC	GRESSION: H	OT: Y 1: X	2: Z 3: Y		

Play: Ide	entical 2/5-6	(Regular)	(9/5-6) (12/5	-6)	
	► 3				1
X		) × () 			→ 2 Z
DEŚIGNEL PRIMARY PROTECTI	One-On-One FOR: Multiple GOAL: Hit Z ION/S: Identica FORMATION: Rt	al 2/5-6			
AUDIBLE		T	I		ADJUST/COM
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
X	In	Top (12)		16 Yards 17 Yards	No adjust vs. Hang
<u>Z</u>	Cob	Divide (14)	Hot Outside		
<u>Y</u>	Clobber		HOT OULSIDE	3-5 14145	Block outside tackle
FB	Id. 2/5-6				Block D Gap
TB	Id. 2/5-6				10100x 2 0xp
CLUE: F	K: Identical 2	efender			
	rs: Audible ou				
Play: Mal	lard 1-2				
-------------------------------	------------	-------------	-----------	----------	------------
	GOAL: FB			۰. ۱	
AUDIBLE:		SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	ROUTE			16 yds.	
<u> </u>	In	Bottom		5-6 yds.	
Z	Dip	Outside		8 yds.	
Y/E	Banana			3-5 yds.	
FB	Flat				
TB	Block			1	
QUARTERI FOOTWORI CLUE:					
MOVEMEN		Flat Defend			
READ PR	OGRESSION:	HOT: None	1: FB	2: Z	
COMMENT	S:				

-	: Mallard 5-6				
()				₹	
ONCEPT:		e ple Cov.			<u> </u>
RIMARY ROTECTI	GOAL: FB CONS: Rip-L: FORMATION: To		· · ·		
PRIMARY PROTECTI VANILLA	GOAL: FB CONS: Rip-L: FORMATION: To		DOG/BLITZ	DEPTH	ADJUST/COM
PRIMARY PROTECTI VANILLA AUDIBLE :	GOAL: FB IONS: Rip-L: FORMATION: To	win	DOG/BLITZ	DEPTH 16 yds.	Bump-Fade/Retreat-And
RIMARY ROTECTI VANILLA AUDIBLE: REC	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle	win SPLIT	DOG/BLITZ		Bump-Fade/Retreat-An
RIMARY PROTECTI VANILLA AUDIBLE : REC X Z	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle Dip	win SPLIT Divide	DOG/BLITZ	16 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz	win SPLIT Divide		16 yds.	
PRIMARY PROTECTI VANILLA AUDIBLE : REC X Z Y/E FB	GOAL: FB CONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz Flat	win SPLIT Divide		16 yds. 4-6 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FB TB	GOAL: FB IONS: Rip-L: FORMATION: Tr ROUTE Angle Dip Rip - Liz Flat Block	win SPLIT Divide		16 yds. 4-6 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE REC X Z Y/E FB TB QUARTER	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz Flat Block BACK:	win <u>SPLIT</u> Divide 4 yds.		16 yds. 4-6 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE : REC X Z Y/E FB TB QUARTER FOOTWOR	GOAL: FB CONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz Flat Block BACK: K: Fake 9/5	win <u>SPLIT</u> Divide 4 yds.		16 yds. 4-6 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FB TB QUARTER FOOTWOR CLUE:	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz Flat Block BACK: K: Fake 9/5 Flat	win SPLIT Divide 4 yds.	5 Quick	16 yds. 4-6 yds.	Bump-Fade/Retreat-An
PRIMARY PROTECTI VANILLA AUDIBLE: REC X Z Y/E FB TB QUARTER FOOTWOR CLUE: MOVEMEN	GOAL: FB IONS: Rip-L: FORMATION: To ROUTE Angle Dip Rip - Liz Flat Block BACK: K: Fake 9/5 Flat T KEY:	Flat Defen	5 Quick	16 yds. 4-6 yds. 3-5 yds.	Bump-Fade/Retreat-An Pull out if ne

1	2 H	2 R Q Q T	22	3	
DESIGNEI	: Crossing D FOR: Zone Cov GOAL: Hit H	verages			
PROTECT: VANILLA	ION/S: Similari FORMATION: Ace				
PROTECTI VANILLA AUDIBLE	FORMATION: Ace :	e T	DOG/BLITZ	DEPTH	ADJUST/CO
PROTECTI VANILLA AUDIBLE REC	FORMATION: Ace	SPLIT	DOG/BLITZ	DEPTH 44 Yards	ADJUST/C
PROTECT VANILLA AUDIBLE REC X	FORMATION: Ace ROUTE	SPLIT Bottom (16)			
PROTECTI VANILLA AUDIBLE REC X Z	FORMATION: Ace ROUTE Outside Strk In	SPLIT		44 Yards	Idle vs. Z
PROTECT VANILLA AUDIBLE REC X Z Y	FORMATION: Ace ROUTE Outside Strk In Cross	SPLIT Bottom (16)		44 Yards 16 Yards 10-12 Yards	Idle vs. Z
PROTECT VANILLA AUDIBLE REC X Z Y H	FORMATION: Ace ROUTE Outside Strk In Cross Clobber	SPLIT Bottom (16)		44 Yards 16 Yards 10-12 Yards	Idle vs. Z
PROTECT VANILLA AUDIBLE REC X Z Y H H TB	FORMATION: Ace ROUTE Outside Strk In Cross Clobber Wheel	SPLIT Bottom (16)	Hot Outside	44 Yards 16 Yards 10-12 Yards 3-5 Yards	Idle vs. 2
PROTECT VANILLA AUDIBLE REC X Z Y H TB OUARTER	FORMATION: Ace ROUTE Outside Strk In Cross Clobber Wheel BACK:	SPLIT Bottom (16) Outside (12)	Hot Outside Check #5	44 Yards 16 Yards 10-12 Yards 3-5 Yards	Idle vs. 2
PROTECT VANILLA AUDIBLE REC X Z Y H TB OUARTERI	FORMATION: Ace ROUTE Outside Strk In Cross Clobber Wheel BACK: K: Similarity S	SPLIT Bottom (16) Outside (12)	Hot Outside Check #5	44 Yards 16 Yards 10-12 Yards 3-5 Yards	Idle vs. 2
PROTECT VANILLA AUDIBLE REC X Z Y H TB QUARTERI FOOTWOR CLUE : P	FORMATION: Ace ROUTE Outside Strk In Cross Clobber Wheel BACK: K: Similarity S	SPLIT Bottom (16) Outside (12)	Hot Outside Check #5 ard Arc	44 Yards 16 Yards 10-12 Yards 3-5 Yards	Idle vs. 2
PROTECT VANILLA AUDIBLE REC X Z Y H TB OUARTERI FOOTWOR CLUE : P MOVEMEN	FORMATION: Ace ROUTE Outside Strk In Cross Clobber Wheel BACK: K: Similarity S	SPLIT Bottom (16) Outside (12) 9/1-2 nine-ya fender to Hoo	Hot Outside Check #5 ard Arc ok defender	44 Yards 16 Yards 10-12 Yards 3-5 Yards Run Off	Idle vs. 2

Play:	STAY SIM 9/1-	2 (Hippo)	<u>, , , , , , , , , , , , , , , , , , , </u>		
×	3 H	Q.Q.X O T	2		Z
CONCEPT :	. One-on-One				
	) FOR: Aggre		ance		
	GOAL: Hit T				
	IONS: Stay S				
	FORMATION: R	t/Lt Ace			
AUDIBLE	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC				17 Yards	No adjustment
X	Cob	Top		Run Off	vs. CR
Z	Pole	Outside (12	2)		Idle vs. Zone
Y	Cross				fule vs. home
H	Stay	1	Hot Outside		
TB	Wheel		Block #4	18-22 yards	3
OUARTERI					
FOOTWOR	K: Sim 9/1-2	set at w	width of tackl	e	
CLUE:	PSL				
E1	T KEY: Middl				
READ PR	OGRESSION:	HOT: H	1: TB	2: Z	3: Y 4: X
COMMENT	S: Be alert	for hot.			

Play: Sim:	llarity 9/1-2	(Regular)	· · · ·		
	2	F T		3	z
CONCEDE	Crossing		-		
	FOR: Zone Cov	erages			
	GOAL: Hit F				
		+ + 9/1-2			
	DN/S: Similari				
	FORMATION: Lit	e			
AUDIBLE:	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
REC	Outside Strk			44 Yards	
<u> </u>		Outside (12)		16 Yards	
Z	In				Idle vs. Zone
Y	Cross			10-12 Yards	
F	Clobber		Hot Outside	3-5 Yards	
TB	Wheel		Check #5		Stay Wide
OUARTERE	ACK :				
1	: Similarity	9/1-2 nine-ya	ard Arc		
CLUE: PS		-			
11	KEY: Flat to	Hook defend	er		
	GRESSION: H			Run	
IKEAD PRO	VORESSION, II				

	milarity 15/1-	2 (HIPPO)			<u>.</u>	
1	2 H		× TOTO		3	z
CONCEDT.	Crossing				<u></u>	
	) FOR: Multiple	2				
	GOAL: Hit Clob	~				
	ION/S: Sim 15/1					
	FORMATION: Ace	5		×		
AUDIBLE	:				א דד רז ג	ST/COM
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADUU	
X	Outside Strk	Bottom (16)	L	44 Yards		
Z	In	Outside (12)	I	44 Yards	Idle v	s. Zone
1				10-12 Yards		
Y	Concert					
<u>Ү</u> Н	Clobber		Hot Outside			
			Fake 15 Block			
Ĥ	Clobber Block		Fake 15			
H TB QUARTERI	Clobber Block	nine yard	Fake 15 Block Outside			
H TB QUARTERI	Clobber Block BACK: K: Fake 15/1-2	nine yard	Fake 15 Block Outside			
H TB OUARTERI FOOTWORI CLUE : Pi	Clobber Block BACK: K: Fake 15/1-2 SL		Fake 15 Block Outside Arc			
H TB QUARTERJ FOOTWORJ CLUE : PJ MOVEMEN	Clobber Block BACK: K: Fake 15/1-2	Hook defende	Fake 15 Block Outside Arc	3-5 Yds.		

3       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       2         2       3         3       3         2       3         3       3         3       3         3       3         4       4         4       4         4       4         4       4         4       4         4       4         4       4         4       4         4       4         4       4         4       4         5       4         4       4         2	Play: Sin	milarity 15/1-	2 (Regular)			
DESIGNED FOR: Multiple PRIMARY GOAL: Hit Clobber PROTECTION/S: Sim 15/1-2 VANILLA FORMATION: Lite AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Oustsie Strk Bottom (16) 44 Yards Z In Outside (12) 16 Yards Z In Outside (12) 16 Yards J Cross I 10-12 Yards FB Clobber Hot outside 3-5 Yards I Idle vs. Zone 10-12 Yards FB Clobber Fake 15- Block Outside- OUARTEREACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	Z			F	2	
DESIGNED FOR: Multiple PRIMARY GOAL: Hit Clobber PROTECTION/S: Sim 15/1-2 VANILLA FORMATION: Lite AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Oustsie Strk Bottom (16) 44 Yards Z In Outside (12) 16 Yards Idle vs. Zone Y Cross Idle vs. Zone 10-12 Yards FB Clobber Hot outside 3-5 Yards Idle vs. Zone TB Block Outside- OUARTEREACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL			Т			
PRIMARY GOAL: Hit Clobber PROTECTION/S: Sim 15/1-2 VANILLA FORMATION: Lite AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Oustsie Strk Bottom (16) 44 Yards Z In Outside (12) 16 Yards I Outside (12) 16 Yards FB Clobber I Idle vs. Zone 10-12 Yards FB Clobber Fake 15- Block 0utside- OUARTERBACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	CONCEPT:	Crossing				
PROTECTION/S: Sim 15/1-2 VANILLA FORMATION: Lite AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Oustsie Strk Bottom (16) 44 Yards Z In Outside (12) 16 Yards Idle vs. Zone Y Cross I III Outside 3-5 Yards FB Clobber Hot outside 3-5 Yards Block OUTSIDE- TB Block OUTSIDE- OUARTERBACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	DESIGNED	) FOR: Multiple	5			
VANILLA FORMATION: Lite AUDIBLE: REC ROUTE SPLIT DOG/BLITZ DEPTH ADJUST/COM X Oustsie Strk Bottom (16) 44 Yards Z In Outside (12) 16 Yards Idle vs. Zone Y Cross In Idle vs. Zone Y Cross In Idle vs. Zone FB Clobber Hot outside 3-5 Yards Idle vs. Zone Block OUTSIDE- OUARTERBACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	PRIMARY	GOAL: Hit Clob	ober	•		
AUDIBLE:       ROUTE       SPLIT       DOG/BLITZ       DEPTH       ADJUST/COM         X       Oustsie Strk       Bottom (16)       44 Yards	PROTECTI	ON/S: Sim 15/3	1-2			
RECROUTESPLITDOG/BLITZDEPTHADJUST/COMXOustsie StrkBottom (16)44 Yards44 YardsZInOutside (12)16 YardsIdle vs. ZoneYCrossInIn10-12 YardsFBClobberHot outside3-5 YardsIdle vs. ZoneFBBlockFake 15- BlockIdle vs. ZoneIdle vs. ZoneOUTSIGE-OUTSIGE-OUTSIGE-CLUE: PSL	VANILLA	FORMATION: Lit	ce			
REC       ROUTE       OTHER       OTHER       OTHER         X       Oustsie Strk       Bottom (16)       44 Yards       Intervalue         Z       In       Outside (12)       16 Yards       Idle vs. Zone         Y       Cross       Intervalue       10-12 Yards       Idle vs. Zone         Y       Cross       Hot outside       3-5 Yards       Idle vs. Zone         FB       Clobber       Hot outside       3-5 Yards       Intervalue         TB       Block       Outside-       Outside-       Intervalue         OUARTERBACK:       Fake 15/1-2nine yare Arc       CLUE: PSL       Fake 15/1-2nine yare Arc	AUDIBLE:				1	
X       Outsite Stik       Doctor (107)       16 Yards         Z       In       Outside (12)       16 Yards       Idle vs. Zone         Y       Cross       10-12 Yards       10-12 Yards         FB       Clobber       Hot outside       3-5 Yards         TB       Block       Fake 15- Block       Outside-         OUARTERBACK:       FooTWORK:       Fake 15/1-2nine yare Arc         CLUE:       PSL	REC <sup>.</sup>	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
Z       In       Outside (12)       16 Yards       Idle vs. Zone         Y       Cross       10-12 Yards       10-12 Yards         FB       Clobber       Hot outside       3-5 Yards       Idle vs. Zone         TB       Block       Fake 15- Block       Idle vs. Zone         OUARTERBACK:       FooTWORK: Fake 15/1-2nine yare Arc       CLUE: PSL	x	Oustsie Strk	Bottom (16)		44 Yards	
YCross10-12 YardsFBClobberHot outside3-5 YardsTBBlockFake 15- BlockOutside-OUTSIDE-OUTSIDE-CLUE: PSL				)	16 Yards	Idle ve Zone
Y       Cross       Hot outside       3-5 Yards         FB       Clobber       Hot outside       3-5 Yards         TB       Block       Fake 15- Block       Block         OUARTERBACK:       Outside-         FOOTWORK:       Fake 15/1-2nine yare Arc         CLUE:       PSL						
TB     Elobbel       TB     Block       OUARTERBACK:       FOOTWORK:       Fake       15/1-2       CLUE:       PSL	Y	Cross				
TB Block Block OUARTERBACK: FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	FB	Clobber			3-5 Yards	
OUTSIDE- OUTSIDE- OUTSIDE- FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL	ТВ	Block		Block		
FOOTWORK: Fake 15/1-2nine yare Arc CLUE: PSL				outside-	,	
CLUE: PSL			nine yare	Arc		
			-			
MUAPAPINI VEI: LIGG CO HOOL TE			hook defend	er		
READ PROGRESSION: HOT: F 1: F 2: Y 3: Z		1				
	1					
	COMMENT	S: Alert outsi	<u>ae pressure</u>			

Play: Wag	1-2 (Regular)				
×	4			2 Vs. Hang	Z
		Ť			
CONCEPT:	Flood	·		•	
	FOR: Multiple	Zone Covera	ges		
	GOAL: Hit Z		•		
	DN/S: Wag 1-2				
1	FORMATION: Rig	ht/Left			
AUDIBLE:					
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	In	Top (8)		16 Yards	
Z	Read Strk	Divide (16)		40+ Yards	Settle
	Grando			20 Yards	outside hash
Y	Crease				Through B-gap unless
F	Flat			3-5 Yards	
<u> </u>	Wag 1-2 to	_			
TB	Screen	- -	Block B-Gap	1	1
OUARTERB	ACK:				
FOOTWORK	: Wag 1-2, nir	ne-yard Arc			
CLUE: PS					
MOVEMENT	KEY: Deep 1/3	B to Flat def	Eender		
1	GRESSION: HO			F/X	
11	: Evaluate com				ck

	5-6 (Regular	······································		1	
Z				2	3 X
		Т			
CONCEPT:					
DESIGNED	FOR: Multiple	e Zone Coverag	ges		
PRIMARY (	GOAL: Hit X			~~	
PROTECTI	ON/S: Wag 5-6				
PROTECTIO VANILLA					
PROTECTI VANILLA AUDIBLE:	ON/S: Wag 5-6 FORMATION: Rt		DOG/BLITZ	DEPTH	the second se
PROTECTION VANILLA AUDIBLE: REC	ON/S: Wag 5-6 FORMATION: Rt ROUTE	/Lt SPLIT	DOG/BLITZ	DEPTH 40+ Yards	ADJUST/ Fade v CR/But
PROTECTION VANILLA AUDIBLE: REC X	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk	/Lt SPLIT Bottom (14)	DOG/BLITZ		Fade v CR/But
PROTECTION VANILLA AUDIBLE: REC X Z	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In	/Lt SPLIT	DOG/BLITZ	40+ Yards 16 Yards	Fade v CR/Bur Staircas
PROTECTION VANILLA AUDIBLE: REC X	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk	/Lt SPLIT Bottom (14)	DOG/BLITZ	40+ Yards	Fade v CR/Bur Staircas Covera D ga
PROTECTION VANILLA AUDIBLE: REC X Z Y	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease	/Lt SPLIT Bottom (14)	DOG/BLITZ	40+ Yards 16 Yards 18 Yards	Fade v
PROTECTION VANILLA AUDIBLE: REC X Z Y FB	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease Flat	/Lt SPLIT Bottom (14) Outside (12)		40+ Yards 16 Yards	Fade v CR/Bur Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease	/Lt SPLIT Bottom (14) Outside (12)	DOG/BLITZ B-Gap	40+ Yards 16 Yards 18 Yards	Fade v CR/Bur Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y FB	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease Flat Wag 5-6 Scrn	/Lt SPLIT Bottom (14) Outside (12)		40+ Yards 16 Yards 18 Yards	Fade v CR/Bu Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y FB TB OUARTERE	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease Flat Wag 5-6 Scrn	/Lt SPLIT Bottom (14) Outside (12)	B-Gap	40+ Yards 16 Yards 18 Yards	Fade v CR/Bu Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y FB TB OUARTERE	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease Flat Wag 5-6 Scrr BACK: K: Wag 5-6	/Lt SPLIT Bottom (14) Outside (12)	B-Gap	40+ Yards 16 Yards 18 Yards	Fade v CR/Bu Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y FB TB OUARTERE FOOTWORF CLUE: PS	ON/S: Wag 5-6 FORMATION: Rt Read Strk In Crease Flat Wag 5-6 Scrr BACK: C: Wag 5-6	/Lt <u>SPLIT</u> <u>Bottom (14)</u> <u>Outside (12)</u> n n n n n yard Arc	B-Gap	40+ Yards 16 Yards 18 Yards	Fade v CR/Bu Staircas Covera D ga vs.outs
PROTECTION VANILLA AUDIBLE: REC X Z Y FB TB QUARTERE FOOTWORF CLUE: PS MOVEMENT	ON/S: Wag 5-6 FORMATION: Rt ROUTE Read Strk In Crease Flat Wag 5-6 Scrr BACK: K: Wag 5-6	/Lt <u>SPLIT</u> <u>Bottom (14)</u> <u>Outside (12)</u> n nine yard Arc /3 to Flat def	B-Gap Eender	40+ Yards 16 Yards 18 Yards 3-5 Yards	Fade v CR/Bur Staircas Covera D ga vs.outs

lay: Wag	5-6 (Reg) Twi	n			1
					2
		4	ſ		
	~				
				► 3	×
Y (	$\bigcirc \bigcirc \bigcirc \bigotimes$	$-\sqrt{O}$	→ z		
í	$\langle \langle \rangle$				
	F				
	F				
			*****		
CONCEPT:	Flood FOR: Multiple	Coverages			
	GOAL: Hit X	000010301			
	ON/S: Wag 5-6				
	FORMATION: Rt/	Lt Twin			
AUDIBLE:					T
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM Fade vs. CR bump
x	Read Streak	W. Divide		40+ Yards	Set vs. Cover 2
Z	Crease	Inside	· · · · · · · · · · · · · · · · · · ·	20 Yards	
Y	In			16 Yards	Through B-gap
				3-5 Yards	outside D-gap
FB	Arrow		B-Gap		
TB	Screen	<u> </u>	L b-Gap	<u></u>	
QUARTERI					
	K: Wag 5-6n:	ine yara Arc			
CLUE: P			fonder		
	T KEY: Deep 1/3		: X 2: Z 3:	FB	
	OGRESSION: H		; A 2; 4 3;		
CONTENT	S: Alert outsi	de pressure			

## POCKET MOVEMENT

Acres 1

Play:	SMOKE 5-6 STU	JTTER (REG)			
			] () () - ) (F)	Z	
CONCEPT:	One-on-One				
	FOR: Man co	verages	•	· •	
	GOAL: Hit Z				
	ON/S: Smoke	5 6		χ.	
AUDIBLE:	FORMATION:	Split Iwin	cnange		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
		· · · · · · · · · · · · · · · · · · ·			Force defender
X	Rub	Outside (12)		15 yds.	to Bubble
<b>Z</b>	Stutter Flat	< Inside (6)		3-5 yds.	
<u>.</u>	Stay		Hinge		
FB	Smoke 5-6	······································	Outside FST		May Motion/
TB	B gap out			1	Shift
QUARTERB.	ACK:				
FOOTWORK	: 6 yard Arc				
CLUE:	PSL				
MOVEMENT	KEY: Flat d	efender			
READ PROG	GRESSION:	HOT: None	1: Z	2: X	3: Run
COMMENTS	: If by formatior	n we have a backs	side receiver, l	ne will_Shallo	w Cross

•

					. •
-					
$(\mathbf{X})$			$-\bigcirc\bigcirc$		$) \bigcirc ($
	$(\mathbf{Z})$		$\backslash$	$\bigcirc$	[]
			(È)		$(\uparrow)$
CONCEPT	: One-on-One				
DESIGNE	<b>D FOR:</b> Man co	overages			
		overages	· ·		
PRIMARY		-			
PRIMARY PROTECT	GOAL: Hit Z	5-6	nange		
PRIMARY PROTECT VANILLA	GOAL: Hit Z ION/S: Smoke FORMATION:	5-6	nange		
PRIMARY PROTECT VANILLA	GOAL: Hit Z ION/S: Smoke FORMATION:	5-6	nange DOG/BLITZ	DEPTH	ADJUST/
PRIMARY PROTECT VANILLA AUDIBLE	GOAL: Hit Z ION/S: Smoke FORMATION: :	5-6 R/L Twin cl		DEPTH 12 yds.	
PRIMARY PROTECT VANILLA AUDIBLE REC	GOAL: Hit Z ION/S: Smoke FORMATION: : ROUTE	5-6 R/L Twin cl SPLIT Outside (12)			ADJUST/ Fade vs. I
PRIMARY PROTECT VANILLA AUDIBLE REC X	GOAL: Hit Z ION/S: Smoke FORMATION: : ROUTE Hook Stutter Flat	5-6 R/L Twin cl SPLIT Outside (12)		12 yds.	
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y	GOAL: Hit Z ION/S: Smoke FORMATION: : Hook Stutter Flat Stay	5-6 R/L Twin cl SPLIT Outside (12)	DOG/BLITZ	12 yds.	Fade vs. 1
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y FB	GOAL: Hit Z ION/S: Smoke FORMATION: : Hook Stutter Flat Stay Smoke 5-6	5-6 R/L Twin cl SPLIT Outside (12)	DOG/BLITZ Hinge	12 yds.	
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y FB TB	GOAL: Hit Z ION/S: Smoke FORMATION: : Hook Stutter Flat Stay Smoke 5-6 B gap out	5-6 R/L Twin cl SPLIT Outside (12)	DOG/BLITZ Hinge	12 yds.	Fade vs.
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y FB TB QUARTER	GOAL: Hit Z ION/S: Smoke FORMATION: : HOOK Stutter Flat Stay Smoke 5-6 B gap out BACK:	5-6 R/L Twin cl SPLIT Outside (12) < Inside (6)	DOG/BLITZ Hinge	12 yds.	Fade vs.
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y FB TB QUARTER FOOTWOR	GOAL: Hit Z ION/S: Smoke FORMATION: : HOOK Stutter Flat Stay Smoke 5-6 B gap out BACK: K: 6 yard Arc	5-6 R/L Twin cl SPLIT Outside (12) < Inside (6)	DOG/BLITZ Hinge	12 yds.	Fade vs. May Motio
PRIMARY PROTECT VANILLA AUDIBLE REC X Z Y FB TB QUARTER FOOTWOR CLUE:	GOAL: Hit Z ION/S: Smoke FORMATION: : HOOK Stutter Flat Stay Smoke 5-6 B gap out BACK: K: 6 yard Arc	5-6 R/L Twin cl SPLIT Outside (12) < Inside (6)	DOG/BLITZ Hinge	12 yds.	Fade vs. May Motio

Play:	48-9 Shark For	rk (Reg) (Eagl	e)		
CONCEPT:		ole coverages			
					~
	GOAL: Hit Z/	Δ			
PROTECTI			m		
		Rt/Lt Lite	IWIN		
AUDIBLE:				דייייי	ADJUST/COM
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	Widen on
<u> </u>	Smash	Divide	· · · · · · · · · · · · · · · · · ·	5-6 Yds	release
Z	Corner	Inside		20 Yards	Flag vs. 1/3
Y	Fork			20 Yards	
FB	Block EMOL				
			_		
	D to C Gap				
	D to C Gap				
TB OUARTERE	D to C Gap	)0, Set Up Ove	er B Gap. 5 S	tep Drop.	
TB OUARTERE	D to C Gap BACK: C: Open @ 6:0	00, Set Up Ove	er B Gap. 5 S	tep Drop.	
TB <u>OUARTERE</u> FOOTWORK CLUE:	D to C Gap BACK: C: Open @ 6:0		er B Gap. 5 S	tep Drop.	
TB OUARTERE FOOTWORK CLUE : MOVEMENT	D to C Gap BACK: C: Open @ 6:0 PSL	n Movement			3: Y

	. 40 0 0 0 0 0 0	Out (Reg)			
X	Z		F		
CONCEPT:	One-on-One			<u> </u>	
DESIGNED	FOR: Retrea	at Coverage			
PRIMARY					
PRIMARI	GOAL: HIT A	or Z			
PRIMARI		or Z			
PROTECTI		or Z Rt/Lt Lite	e Twin		
PROTECTI	ON/S: 48-9 FORMATION:		e Twin	1	
PROTECTI VANILLA	ON/S: 48-9 FORMATION:		e Twin DOG/BLITZ	DEPTH	ADJUST/COM
PROTECTI VANILLA AUDIBLE:	ON/S: 48-9 FORMATION:	Rt/Lt Lite		DEPTH 12 Yards	ADJUST/COM Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC	ON/S: 48-9 FORMATION: ROUTE	Rt/Lt Lite			Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X	ON/S: 48-9 FORMATION: ROUTE	Rt/Lt Lite <b>SPLIT</b> Divide		12 Yards	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y	ON/S: 48-9 FORMATION: ROUTE Out Hook Out	Rt/Lt Lite <b>SPLIT</b> Divide		12 Yards	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z	ON/S: 48-9 FORMATION: ROUTE Out Hook	Rt/Lt Lite <b>SPLIT</b> Divide		12 Yards	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB	ON/S: 48-9 FORMATION: Out Hook Out Block EMOL D Gap to C Gap	Rt/Lt Lite <b>SPLIT</b> Divide		12 Yards	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB QUARTERI	ON/S: 48-9 FORMATION: Out Out Hook Out Block EMOL D Gap to C Gap	Rt/Lt Lite <u>SPLIT</u> Divide Inside	DOG/BLITZ	12 Yards 10 to 12 Yard 10 to 12 Yard	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB QUARTERI FOOTWORI	ON/S: 48-9 FORMATION: Out Hook Out Block EMOL D Gap to C Gap	Rt/Lt Lite <u>SPLIT</u> Divide Inside	DOG/BLITZ	12 Yards 10 to 12 Yard 10 to 12 Yard	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB QUARTERI FOOTWORI CLUE:	ON/S: 48-9 FORMATION: Out Out Hook Out Block EMOL D Gap to C Gap BACK: K: Open @ 6: PSL	Rt/Lt Lite SPLIT Divide Inside 00, Set Up O	DOG/BLITZ	12 Yards 10 to 12 Yard 10 to 12 Yard	Curl vs. Bump
PROTECTI VANILLA AUDIBLE: REC X Z Y FB TB QUARTERI FOOTWORI CLUE: MOVEMENT	ON/S: 48-9 FORMATION: Out Out Hook Out Block EMOL D Gap to C Gap BACK: K: Open @ 6:	Rt/Lt Lite SPLIT Divide Inside 00, Set Up O Defender.	DOG/BLITZ	12 Yards 10 to 12 Yard 10 to 12 Yard 0 to 12 Yard	Curl vs. Bump

Play: 4	18-9 Cob IN (F	Reg) (Eagle)		<u>an manan da ya yang kini sana P</u> erana kini kini	
×	Z				
				T	
DESIGNEI PRIMARY PROTECT: VANILLA AUDIBLE	GOAL: Hit X ION/S: 48-9 FORMATION:	overages /Z Rt/Lt Lite	e Twin	-	
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Cob	Divide		17 Yards	
z	Deep Hook	Inside		15 Yards	
Y.	In			16 Yards	
FB	Block EMOL				
TB	D Gap to C Gap				
QUARTER FOOTWOR CLUE:	<u>BACK:</u> K: Open@6: PSL	00, Set Up Or	ver B Gap, 7 S	Step Drop.	
					11
	T KEY: Flat				
	T KEY: Flat OGRESSION:		1: X	<b>2:</b> Z	3: Y

. .

		rner (Reg)			
	Z	•			
-					
ذنذا الذات للداب ونداب	<b>FOR:</b> Aggres				
PRIMARY PROTECT:	GOAL: Hit Z/ ION/S: 48-9 FORMATION:		e Twin		
PRIMARY PROTECT: VANILLA AUDIBLE	ION/S: 48-9 FORMATION: :	Rt/Lt Lite	T	DEPTH	ADJUST/COM
PRIMARY PROTECT: VANILLA AUDIBLE REC	ION/S: 48-9 FORMATION: : ROUTE	Rt/Lt Lite SPLIT	e Twin DOG/BLITZ	DEPTH	Set Vs, Deep
PRIMARY PROTECT: VANILLA AUDIBLE REC X	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go	Rt/Lt Lite SPLIT Divide	T	44 Yards	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC	ION/S: 48-9 FORMATION: : ROUTE	Rt/Lt Lite SPLIT Divide	T	44 Yards Run Off	Set Vs, Deep
PRIMARY PROTECT: VANILLA AUDIBLE REC X	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner	Rt/Lt Lite SPLIT Divide	T	44 Yards	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner Block EMOL	Rt/Lt Lite SPLIT Divide	T	44 Yards Run Off	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner	Rt/Lt Lite SPLIT Divide	T	44 Yards Run Off	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y FB	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner Block EMOL D Gap to C Gap	Rt/Lt Lite SPLIT Divide Inside	DOG/BLITZ	44 Yards Run Off 16 Yards	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y FB TB	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner Block EMOL D Gap to C Gap	Rt/Lt Lite SPLIT Divide Inside	T	44 Yards Run Off 16 Yards	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y FB TB QUARTER	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner Block EMOL D Gap to C Gap	Rt/Lt Lite SPLIT Divide Inside	DOG/BLITZ	44 Yards Run Off 16 Yards	Set Vs, Deep Corner
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y FB TB QUARTER FOOTWOR CLUE : MOVEMEN	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Corner Block EMOL D Gap to C Gap BACK: EK: Open @ 6:0 PSL T KEY: Corne:	Rt/Lt Lite SPLIT Divide Inside 00, Set Up O	DOG/BLITZ	44 Yards Run Off 16 Yards Step Drop.	Set Vs, Deep Corner Cross FS's Fac
PRIMARY PROTECT: VANILLA AUDIBLE REC X Z Y FB TB QUARTER FOOTWOR CLUE : MOVEMEN	ION/S: 48-9 FORMATION: : ROUTE Comeback and Go Comeback and Go Comeback and Go Corner Block EMOL D Gap to C Gap BACK: K: Open @ 6:0	Rt/Lt Lite SPLIT Divide Inside 00, Set Up O	DOG/BLITZ	44 Yards Run Off 16 Yards Step Drop.	Set Vs, Deep Corner Cross FS's Fac

	ay: 48-9 Bench (F	(eg)			
$\mathbf{X}$	Z	F			
CONCEPT DESIGNEI PRIMARY		ple			: 
	ION/S: 48-9 FORMATION:	Rt/Lt Lite	Twin		
VANILLA	FORMATION:	1	1		
VANILLA AUDIBLE REC	FORMATION:	SPLIT	Twin DOG/BLITZ		ADJUST/COM Don't go to
VANILLA	FORMATION:	1	1	DEPTH 12 Yards	
VANILLA AUDIBLE REC	FORMATION:	SPLIT	1		Don't go to far inside.
VANILLA AUDIBLE REC X	FORMATION: : ROUTE Curl	SPLIT Divide	1	12 Yards	Don't go to far inside. No conversion
VANILLA AUDIBLE REC X Z	FORMATION: ROUTE Curl Bench	SPLIT Divide	1	12 Yards	Don't go to far inside. No conversion
VANILLA AUDIBLE REC X Z Z Y	FORMATION: ROUTE Curl Bench Block	SPLIT Divide	1	12 Yards	Don't go to far inside. No conversio
VANILLA AUDIBLE REC X Z Y FB TB QUARTERI FOOTWORN CLUE:	FORMATION: ROUTE Curl Bench Block Block Block EMOL D Gap to C Gap BACK: C: Open @ 6: PSL	SPLIT Divide Inside	DOG/BLITZ	12 Yards 16 Yards	Don't go to far inside. No conversio
VANILLA AUDIBLE REC X Z Y FB TB QUARTERI FOOTWORI CLUE: MOVEMENT	FORMATION: ROUTE Curl Bench Block Block Block EMOL D Gap to C Gap BACK: X: Open @ 6:	SPLIT Divide Inside 00, Set Up Ov Defender	DOG/BLITZ	12 Yards 16 Yards	Don't go to far inside. No conversio vs. hang

				$\bigcirc \bigotimes_{\downarrow}$	
×	Z		$\circ \square \circ$	$\bigcirc \bigvee_{\searrow}$	
		Ē			
VANILLA	GOAL: Hit Z ON/S: 48-9 FORMATION:	ple Rt/Lt Lite	Twin DOG/BLITZ	DEPTH	ADJUST
REC	ROUTE	SPLIT	DOG/BLITZ		Don't g
x	Curl	Divide		12 Yards	far ins Go outs
Z	Wheel	Inside		Run Off	hang com
Y	Block				
FB	Block EMOL				
	D Gap to C Gap				<u> </u>
TB					
TB QUARTERB	ACK:				
QUARTERB	<u>ACK:</u> : Open @ 6:	00, Set Up Or	ver B Gap, 7 S	Step Drop.	
<u>QUARTERB</u> FOOTWORK		00, Set Up Or	ver B Gap, 7 S	Step Drop.	
QUARTERB FOOTWORK CLUE :	: Open @ 6:			Step Drop.	

Play: 48-9	Fin (Falcon)				
X	FA			→ )	Z
DESIGNED	One-On-One/De FOR: Multiple				
PROTECTI		ingle Strong	[		
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	S. Cross	Outside		6 Yards	Set vs. Zone
					Fade vs. Bump
Z	Out	Inside		12 Yards	
Y	Block				
FA	In	< Inside	Sight #4	14 Yards	-
ТВ	Block	l	1	<u> </u>	
QUARTERB	ACK:				
FOOTWORK	: 5 Quick/Long	9			
CLUE: CO	rner				
	KEY: Corner				
READ PRO	GRESSION: HO	DT: None 1	: X/Z 2: FA	3:	
COMMENTS	*				

## SCREENS



QB: Five-step drop. Retreat two steps and throw.

- TB: 64-5. If LB'er comes bump him. If LB'er drops, set inside and release to screen. (2 count)
   Catch ball 4 yards outside tackle and 2 yards deep. Do not get width.
- FB: Free release flat route. Possible hot outside. Block flat defender.
- X: Run off. Sight 4 weak.
- Y/E: Pole route.
- Z: Run off. Block deep 1/3.
- FST: Block 64-5 Protection. On, outside. Set deep; bring your man up the field.
- FSG: Block 64-5 Protection. Covered: Hit, Extend, Go. Uncovered: Two-count. Release to Hook.
- C: Block 64-5 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to Will.
- **BSG:** Block 64-5 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to FST area, and block chaser.
- BST: Block 64-5 Protection. On, outside.
- <u>NOTES:</u> All downfield blocks should be full speed and throw. No double teams on protection. Don't chase any line change variations.



QB: Five-step drop. Retreat two steps and throw.

- **TB:** Basic. If LB'er comes, chip him. If LB'er drops, set inside and release with guard. Catch ball 4 yards outside tackle and 2 yards deep. Do not get width.
- FB: Basic. If LB'er drops, release block direction call.
- **X:** Block deep one-third. Crack = block 1st defender inside.
- Y/E: Pull Out route. Block backside.
- Z: Block deep one-third.
- FST: Block 52-3 Protection. On, outside. Set deep; bring your man up the field.
- **FSG:** Block 52-3 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to Flat. Eyeball Will.
- C: Block 52-3 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to Curl.
- **BSG:** Block 52-3 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to FST area, and block chaser.
- BST: Block 52-3 Protection. On, outside.
- NOTES: All downfield blocks should be full speed and throw. No double teams on protection. Audible Vs. Blue

## FRESNO SCREEN (Y)

QB: Five-step drop. Flag away from Screen side, and two steps and throw.

- TB: Basic. If LB'er drops, run Screen.
- **FB:** Basic. If LB'er comes, bump him. If LB'er drops, set inside and release with guard. Catch ball 4 yards outside tackle and 2 yards deep. Do not get width.
- X: Block deep one-third.
- Y/E: Block Mike.
- Z: Block deep one-third.
- FST: Block 52-3 Protection. On, outside. Set deep; bring your man up the field.
- FSG: Block 52-3 Protection. Covered: Hit, Extend, Go. Uncovered: Two-count. Release to Flat.
- C: Block 52-3 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to Curl.
- **BSG:** Block 52-3 Protection. <u>Covered</u>: Hit, Extend, Go. <u>Uncovered</u>: Two-count. Release to FST area, and block chaser.
- BST: Block 52-3 Protection. On, outside.
- <u>NOTES:</u> All downfield blocks should be full speed and throw. No double teams on protection. Don't chase any line change variations.

This is our wide receiver Screen. <u>Malibu 5</u> is thrown to our <u>left</u>, and <u>Mailbu 6</u>. is thrown to our <u>right</u>. (Sun<u>screen</u> on the <u>beach</u>.) The play is thrown to the widest receiver.

- **QB:** Five-quick-step drop. Throw ball when fifth step hits ground while running away from LOS. Look for throwing lane. Ball can't be thrown over LOS because lineman are downfield.
- **FB:** Run 9/5-6 or 2/1-2 path.
- **TB:** In "I" formation, Swing away from Screen. Look for pass.
  - Y/Slot: Block #1 defender or corner if covering Z man.
  - Z: Run Screen if called toward you; otherwise, Streak.
  - X: Run Screen if called toward you unless a WR is outside of you, in which case you will block the DB covering the WR.
  - Linemen: 52-3 Protection assignment. Punch one count, then release if onside. Hit and extend if Screen is away.
  - FST: Flash, release, and block defender over receiver to callside.
  - **FSG:** Flash, release, and block callside LB'er area. CP: Be congnizant of where you are on the field.
  - C: Flash and release to the middle of the field. Block Mike LB'er area to free safety. CP: Be cognizant of where you are on the field.
  - **BSG:** Hit and extend; release straight upfield.
  - **BST:** Hit and extend, release straight upfield.

Play:	Hawaii (2)				
	5				-1
		<u>`</u>	<u> </u>		, − . New York (New York), (Ne
CONCEPT					
DESIGNEI	FOR: Multipl	e coverages.			
PRIMARY	GOAL: Hit TB				
PROTECTI	CON/S: Hawaii	2			
VANILLA	FORMATION: Rt	Lite			
AUDIBLE					T
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
x	Screen	14 Yards		LOS	
Z	Streak	14 Yards		Run off	Pole if Trey
Y/E	Block Mike				
FB	Peel				
тв	Swing			5 Yds deep	<u> </u>
QUARTER					
	K: 5 Quick				
	Outside press	ure			
11	T KEY: Wide r		wing lane to	x	
	OGRESSION: HO				
COMMENT					
CONTRENT					

## <u>HAWAII</u>(2)

This is our tailback screen to the right combined with a Malibu screen to the left.

**QB:** Five-quick-step drop. <u>Look</u> at the TE. Throw off balance to the TB. May drift back if throwing Malibu

If EMOL drops or rushes = throw Hawaii If EMOL covers TB = throw Malibu

- **TB:** Swing to the right. Aim five yards deep and five yards outside of the TE. Look to the QB after three steps.
- X: Run slow Malibu 5.
- Z: If on the right side = Block deep Third If on the left side = Block defender on X.

TE: Block MLB'er

FB: Block defender over WR (X).

RT: Flash and block flat area.

RG: Flask and block curl area "Alley".

C: Punch and block left hook area / #3.

LG: Punch and block left curl area / #2.

LT: Basic 52 protection

\* Could run Rt- Single Ace King Trey

	<b>4</b>		590		
CONCEPT	: Screen			-	
DESIGNE	FOR: Multiple	Coverages			
PRIMARY	GOAL: Hit X			4	
1					
PROTECT:	ION/S: Venice <u>5</u>	- 6			
	ION/S: Venice <u>5</u> FORMATION: R/L		Single		
	FORMATION: R/L		Single	1	
VANILLA	FORMATION: R/L		DOG/BLITZ	DEPTH	ADJUST/C
VANILLA AUDIBLE	FORMATION: R/L :	, Ray/Lee, S	T	DEPTH Behind LOS	
VANILLA AUDIBLE REC	FORMATION: R/L : ROUTE	, Ray/Lee, S SPLIT	T		
VANILLA AUDIBLE REC X	FORMATION: R/L : ROUTE Screen	, Ray/Lee, S SPLIT 14 Yards 14 Yards	T	Behind LOS	
VANILLA AUDIBLE REC X Z	FORMATION: R/L : ROUTE Screen Streak	, Ray/Lee, S SPLIT 14 Yards 14 Yards	T	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E	FORMATION: R/L : ROUTE Screen Streak Middle Streak	, Ray/Lee, S SPLIT 14 Yards 14 Yards	T	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E FB	FORMATION: R/L ROUTE Screen Streak Middle Streak Block 52-3 Block #1	, Ray/Lee, S SPLIT 14 Yards 14 Yards	T	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E FB TB OUARTER	FORMATION: R/L ROUTE Screen Streak Middle Streak Block 52-3 Block #1	, Ray/Lee, S SPLIT 14 Yards 14 Yards	DOG/BLITZ	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E FB TB OUARTERI FOOTWOR	FORMATION: R/L ROUTE Screen Streak Middle Streak Block 52-3 Block #1 BACK:	, Ray/Lee, S SPLIT 14 Yards 14 Yards	DOG/BLITZ	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E FB TB OUARTERI FOOTWOR	FORMATION: R/L ROUTE Screen Streak Middle Streak Block 52-3 Block #1 BACK: K: Drop Step Op Box	, Ray/Lee, S SPLIT 14 Yards 14 Yards	DOG/BLITZ	Behind LOS	
VANILLA AUDIBLE REC X Z Y/E FB TB OUARTER FOOTWOR CLUE :	FORMATION: R/L ROUTE Screen Streak Middle Streak Block 52-3 Block #1 BACK: K: Drop Step Op Box	, Ray/Lee, S SPLIT 14 Yards 14 Yards en and Throw	DOG/BLITZ	Behind LOS	

Venice 5-6

FS REC: Run off

If Twin or Single Block #1 Over X

- FST: Pass Set & Chop
- FSG: Flash & Block #2 From Outside/IN
- CTR: Flash & Block #3 From Outside/IN
- BSG: Flash & Block #4 From Outside/IN
- BST: Pass Set & Chop
- FSTE: Free Release Middle Streak
- BSTE:
- QB: Drop Step, Open, and Throw to X
- RB: Block #1 Over X

Any Slot Formation Block #2

FB: Block 52-3

BS REC: Catch Screen

GOALLINE

PLAY		C		V	$\sim$	Μ	ss
2/2	-1 (Sweep)		в		~ ~~		ş
FORMAT	IONS		$\bigcirc$	OC	$\sum_{i=1}^{\infty}$	$\circ QC$	20/
Rt/Lt(	Zoom)				Ç	)	
BLOCKI	4G				$\mathcal{D}$	~~```	
Man				-			
POS	ASSIGNME	NT AND TECHNIC	TUE			COAC	HING POIL
ST	Reach Support.						
FST	Man on, inside. Poss:	ible Down.					
FSG	Pull block FSLBer.						
CTR	Choke.			anayyaya an ingi da si sayba		<u></u>	
BSG	Ram.			*****		<del></del>	
BST	Ram.	in production of the second		**************************************		<u></u>	<u></u>
FSTE	Reach man on. Possib	le base read.	Possił	ole dow	n .		
BSTE	Ram.		<u></u>	****			
QB	Reverse turn and toss	ball to TB, B	oot awa	ay.			
RB	Heels at 8 yd. Timer stallion. Run for the	step, aim l y e flag.	d outs:	ide		******* *******	
FB	Heels at 5 yd. Open o of stallion. Block A	cross over, le lley.	ad l yo	d outsi	de		
BS						-	



PLAY		c	Y	~ <u>,</u>	M	SS	
1/2-1 (	Iso)		₽_ E		r E	s <u>F</u>	ç
PORMATIC	ONS		$\bigcirc \bigcirc $		$\sum_{T}$	$\bigcirc$	$\sim$
Rt/Lt Zo	DOT			Å	/.	•	
BLOCKING	]			$\sim$			
Iso				<u> </u>	<u>\</u>		
POS	ASSIGNME	NT AND TECHNIQUE			COACHING	POINT	S
ST	Block 1st man outside	TE					-
FST	On, inside. Possible vs. 7 tech.			an			
FSG	On, Inside. Possible	Ace. Possible	Ray/Luke.				
CTR	On, 1st BSLBer. Poss Alert to sink.	ible Ace		Possi	ble Ram.		
BSG	On, Backside: Block # Possible Big, Power,	l on LOS to backs Sink.	ide ·	Possil	ble Ram		
BST	On, Backside: Block # Possible Big. Alert S	2 on LOS to backs ink.	ide.	Possil	ble Ram		
FSTE	Block Man on Inside.			Possii	ble Fan,	Eat. S	olid
BSTE	On Backside.			Possi.	ble Wall,	Ram	<u> </u>
QB	Reverse turn at 6:00 tuck.	give to tailback,	drop and	Zach	<b>ๆ</b> - วทะาำ	the tree	~
RB	Heels at 6 1/2 drop s	tep for outside :	leg of FSG.		w FB, Hit cut bac)		st.
FB	Heels at 5 yd. Open Key block of 1st cove 1st LB playside.	step at outside : ered down lineman	foot of FSC P.S. Block	3. :			
BS REC							

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PLAY	c w	
Power 1	-2 B E T	TATO OT
FORMATI	сио	0 - 0
Rt/Lt		
BLOCKIN	IG	
"G"		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
ST	it.	pin inside.
FST	On, inside. Possible drive-1t. Possible down call.	
FSG	Pull and kick 1st defender outside stallion.	
CTR	Choke.	
BSG	Ram.	
BST	Ram.	
FSTE	Block inside. Possible Drive-it. Possible Bust- it. Possible Down.	
BSTE	Ram.	
QB	Open at 5/7. Give ball to TB and follow.	NU MUTIENU
RB	Heels at Byds. Drop step, aiming point outside leg of FST.	Press hole. Never cut back.
FB	Heels at 5 yd. Step at inside leg of Tackle. Widen track to block 1st man to show inside of FSG block.	
BS REC		

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PLAY		M SS .
Operate		TESC
FORMATI		$ \otimes$ $\circ$ $\circ$ $\circ$ $\sim$ $\sim$
Rt/Lt		$\overline{\mathbf{O}}$ . $\underline{\mathbf{O}}$
BLOCKIN	G	
Reach		
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
ST	Ram.	
FST	Reach man on. Possible Tag, Possible Eat, Possible over Eat.	
FSG	Reach man on. Possible Tag. Possible Ray/Luke.	
CTR	Choke .	
BSG	Ram.	
BST	Ram.	- -
FSTE	Base read. Possible Eat. Possible over Eat.	
BSTE	Ram.	
QB	Open at 45. Ríde FB's hip. Option 1st man outside U end.	
RB	Heels at 8 yd. Timer step. Keep pitch relationship with QB.	
FB	Heels at 5 yd. Step at outside leg of FSG. Sell the dive fake. After fake widen track to block FSLBer.	
BS REC		



FORMATI		WOOR O
Rt/Lt		X.
BLOCKIN	G X	
۳G۳		Y
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
ST	Ram.	
24		
FST	Man on, inside. Possible Down. Possible Eat.	
-	Pull and kick 1st defender outside of u end.	
FSG		
	Choke.	
CTR		
	Ram.	
BSG		
	Ram.	
BST		
	Base read man on. Possible Eat.	
FSTE		
	Ram.	
BSTE		
QB	Reverse turn at 6:00. Give ball to TB and bootleg. $2\omega^{-1}$	
RB	Heels at 8 yd. Drop step A.P. outside leg of FST. Follow FB, press the hole.	Press hole, Never cut ba
FB	Heels at 5 yds. Step at inside leg of tackle. Widen track to block 1st man that shows inside of FSG block.	
BS		
REC		

•



DESIGNED	<b>FOR:</b> Goalli	ne			
PRIMARY	GOAL: Run ba	ll in endzon	le		
PROTECTI	ON/S: Jump k	eep Rt/Lt			
VANILLA	FORMATION: H	t/Lt			
AUDIBLE:	·				
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
U	Hinge		C gap		
S	Corner	Wing		Corner of endzone	2 yds. inside end line
Y/E	Delay Arrow		Block man over two counts	l yd inside cone	
F	J.K. Prot.		Fake Iso		Cheat up
тв	J.K. Prot.		Fake Iso		Cheat up
QUARTERI	BACK:				
	K: Open and I		l Arc		
	Outside Press				
MOVEMENT	<b>F KEY:</b> Flat o	lefender			
READ PRO	OGRESSION: HO	DT:None 1:	Run 2:Y 3:	S	
COMMENTS	5:				

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71-12

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CONCEPT: One-on-one

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CONCEPT	Crossing				· · ·
DESIGNEI	<b>FOR:</b> Goallin	e			
PRIMARY	GOAL: Hit Y				
PROTECTI	ION/S: Similar	ity 9/5-6		•	
VANILLA	FORMATION: Rt	/Lt			uu.
AUDIBLE:	•				
REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
U	Cross			10 yds.	
S	Corner			Corner of endzone	
Y/E	Delay Arrow			l yd inside cone	
F	Sm 9/5-6 Pro				
ТВ	Sm 9/5-6 Pro				
QUARTERE	BACK:				
FOOTWORK	<b>:</b> Fake 9/1-2	9-yd. Arc			
CLUE:	Outside Pressur	e			
MOVEMENT	<b>KEY:</b> Flat de	fender			
READ PRO	GRESSION: HOT	:None 1	:Y 2:S 3:U/	Run	
COMMENTS					

CONCEPT: One-on-one

DESIGNED FOR: Goalline/Short Yardage

PRIMARY GOAL: Hit FB

PROTECTION/S: Smoke 1-2

VANILLA FORMATION: R/L Zip

### AUDIBLE:

REC	ROUTE	SPLIT	DOG/BLITZ	DEPTH	ADJUST/COM
U	Hinge				
U	<u>IIIIIge</u>				wall SS no
		Motion to 5		2 yds from	closer than 2
S/T	Corner	yards from Y		End Line	yds.
		1			Must release
	Hook out on			l yd inside	outside wall Sam
Y	hash			cone	to Mike
FB	Arrow				
	Smoke 1-2		Cut first		
TB	Protection	Cheat over BSG	EMLOS		
OUARTERB	ACK:			,	
FOOTWORK	: 9-yard ard	2			
CLUE:	Outside Pressu	ire			
MOVEMENT	KEY: Flat	lefender			
READ PRO	GRESSION: HO	DT:None 1:	FB 2:Stalli	on 3:Y	
COMMENTS	:				

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### "CLUTCH" OFFENSE

- 1. Must get ball out of bounds whenever possible.
- 2. Don't struggle for yards. Saving time is crucial.
- Know what stops the clock until the next play.
  - a. Out of Bounds.
  - b. Incomplete Pass.
  - c. Time Out.
- 4. Know what stops the clock temporarily.
  - a. Injury. Be alert for official's signal to start the clock when the field is cleared of an injured player.
  - b. First Down. Clock will restart when chains are set.
  - c. Offensive or Defensive Penalty. Clock starts when officials give the signal.

\* Important note: Anytime the clock is stopped temporarily, we should be on the line of scrimmage with the play called. This will allow us to snap the ball as soon as the official signals the ball is ready.

- 5. At the conclusion of each play, every offensive player must listen to the quarterback. The quarterback will tell us our approach to the next play. Here are his commands:
  - a. "Clock"--Get on the line of scrimmage; quarterback will spike the ball.
  - b. "Huddle"-- Huddle up.
  - c. "Time out"--Huddle up.
- Following this command and assuming we are on the line of scrimmage, the quarterback will call the formation two times (e.g., Right, Left, Ray, Lee). This will be dictated based on the play he is about to call.
- 7. As we deploy the formation, the quarterback will call the play twice and signal to receivers as he does so.

- 8. The quarterback will then give a quick directional call (e.g., Right, Left, Rip, Liz, Ringo, Lucky), and the ball will be snapped on the next sound.
- 9. Basic points to remember when we are on the L.O.S. with the clock running:
  - a. Runningbacks assume RT/LT Split unless QB puts you "I"
  - b. Wide receivers must hustle to their alignments when the play is called. If the wide receiver is having trouble hearing, he should look for the guarterback's signal.
  - 10. Here are some key elements of a successful "Clutch" offense:
    - a. Ball security.
    - b. Clock management.
    - c. Make routine plays.
    - d. Hustle! Don't make the offense wait on you. Get aligned quickly.
    - e. Be quick to unpile.
    - f. Listen closely to the play called. If you can't hear, look for signal from the quarterback. Anticipate where ball will be set.
  - 11. At the conclusion of the game, we may be attempting to run the clock down for a last-second field goal. We do not want to be forced to run another play following the field goal attempt. Runningbacks: Be aware of "centering" the ball for the kicker. The quarterback will be in charge of calling time out. At the conclusion of the running play, the quarterback will find the referee (the offical in the offensive backfield) to immediately alert him of his intentions. Once the clock flashes five seconds, the quarterback will call and signal time out to the referee.

# RUNNING BACK PASS ROUTES

### RUNNING BACK ROUTE TREE



- 1. Stop
- 2. Flat
- 3. Shallow Flat
- 4. Under
- 5. Leak
- 6. Swing
- 7. Corner
- 8. Cross
- 9. Turn Out

- 10. Fresno
- 11. Tulsa
- 12. M-Route
- 13. Rail
- 14. Wheel
- 15. Clobber
- 16. Sit
- 17. Slow Flat



Leak Route: Release through the B-gap and work to a depth of five yards. Turn inside and square your shoulders to the quarterback.
Swing Route: Open three hard steps to get width toward the sideline. Lose two yards to help. Open shoulders to catch the ball. Turn up two yards outside the widest receiver on the LOS. C.P. versus outside blitz/dog, look quickly over inside shoulder.
<ul> <li><u>Swing Route from I Position:</u> Open and sprint toward the sideline. Lose two yards to help. Don't lose any ground. Open shoulders, and turn up at the widest receiver on the LOS.</li> <li>C.P. versus outside blitz/dog, look quickly over inside shoulder.</li> </ul>
<u>Corner Route:</u> Release outside the end man on the line. Get vertical, and push up to ten yards deep. Plant on your inside foot, and angle to the corner. Keep the angle high.

CROSS 00000 00000	<u>Cross Route:</u> Release through the B-gap or A-gap to get into route to cross the formation. FB: Work to five yards deep, running over Will's toes. Continue to run versus Man and Zone. TB: Same release as FB, but try to cross underneath FB as closely as possible. Continue to Run versus Man and sit down over the TE position versus Zone coverage.
	<u><b>Turn Out Route:</b></u> Release through the B- gap or A-gap. Work to a depth of six yards and turn out. Versus Man, break and run to open area.
	Fresno Route: Basic. If LB'er comes, bump him. If LB'ers drop, set inside and release with guard. Catch ball four yards outside tackle and two yards deep. Don't out run your guard.
$\circ$	
	<u><b>Tulsa Route:</b></u> Basic. If LB'er comes, bump him. If LB'er drops, set inside and release with guard. Catch ball four yards outside the tackle and two yards deep. Don't out run your guard.

<b>M-Route:</b> Step to blocking assignment with inside foot. Lose two yards and get three yards wide. A.P. split the inside WR and the weakside tackle.
<b>Rail Route:</b> Release outside of the TE. A.P. four yards outside of the TE's alignment. Work to get to the bottom of numbers. Continue upfield. Sit down versus deep Zone coverage.
Wheel Route: Release outside the EMOL. Sell the Flat route for a couple of steps. Plant on your outside foot, and get upfield no closer than four yards from the sideline.
<u>Clobber Route:</u> Step up outside weakside tackle. Bump EMOL with inside shoulder. Release to flat, and look for ball. C.P. stay flat. Don't lose ground. Throttle down four yards from sideline.





# WIDE RECEIVER SPACING CHART

Assuming the ball is on the hash, we will align using the following field positions spacing on all of our routes. As the ball moves off the hash, we will adjust our (e.g., Inside, Outside, Divide, Wide Divide, Top, and Bottom) as landmarks for spacing accordingly, never going wider than the bottom of the numbers.



**Explanation:** Release at defender taking two full steps upfield on outside foot. Depth should be 5-6 yds. The QB will attempt to throw at outside hip in order to aid an outside break on collapsing defender.



Hitch: Timing route. Plant, turn, and expect ball quickly.

Key elements:

1. Think lateral spin after catch to make corner miss, staying outside.

### Route: Slant

**Explanation:** Release at defender without chasing him outside. Plant on second outside step. Burst at angle toward the Post clearing the underneath coverage. Mini-Curl in window versus safeties on hash look (CR).



Slant: Timing route. Plant and break in seam. Stay away from safety.

- 1. Line corner up before break.
- 2. Expect ball off break.
- 3. Must come underneath corner.
- 4. Must beat press corner inside.

### Route: Quick Out

### Explanation:

Release at corner's outside hip to a depth of 5-6 yards. Make 90 degree cut on second inside step.



**Q. Out:** Timing route. Make sharp cut out of break. Expect ball quickly.

Key elements:

1. Keep eyes downfield (to sell fade) until second inside step.

2. Make sharp cut for seperation.

### Route: Curl

**Explanation:** Stem defender while pushing to a depth of 12 yards. Pivot step off your outside foot. Expect the ball quickly. Route will be slightly shortened versus any type of press coverage.



### <u>Curl</u>

- 1. Line defender up.
- 2. Expect ball quickly vs. man.
- 3. Do not run deeper than 12 yards.

### Route: Streak

**Explanation:** Stem defender. Get as close as possible to him without risking collision. "Nose to nose, step on toes." Give one good headstick inside before breaking around defender to the outside. If defender is too wide, however, slip inside and stay skinny.



Streak: Stem defender before releasing outside.

- 1. Must challenge defenders leverage and remain a two-way threat.
- 2. Turn defender with headstick.
- 3. Stay vertical and away from "sideline squeeze".

### Route: Post

**Explanation:** Release to a point 2 yards outside original alignment 10 to 12 yards downfield. Plant off the fourth outside step **in front of** the defender. Snap head on break and expect ball to be in flight.

			7
3. Look for ball out of break.	$\mathbf{V}$	3. Possible headstick inside before break to corner.	20-22 yards
2. Plant off 4th outside step.		2. Last 5 yards must be vertical.	
1. Widen defender with release.		1. Convert to Angle route.	$\left( \bigtriangledown \right)$
			6
Retreat	<u> </u>	Hang (CR)	
4. Break to corner		3. Break to Post.	
<ol> <li>"Swat" w/inside release or "shoulder-ride" w/outside release.</li> </ol>		<ol> <li>If defender on hip, swat and duck under.</li> </ol>	
2. Take best possible release.	$\checkmark$	1. Outside release.	7
1. Convert to Angle route.	6		0
Engage (CR)		Bump	

### Post:

- 1. Must widen Cornerback to provide throwing lane.
- 2. Always cut across defender's face regardless of leverage.
- 3. Expect ball out of break.

### Route: Cork

**Explanation:** Stem defender. Line him up and make a move toward the Post off the third outside step (8-10 yards). Turn his hips inside. Demand the ball with your eyes. Running under control on the post part of the route, plant off the second inside step, and break back to the corner at a depth of approximately 25 yards deep.



**Cork:** Sell Post. You must be deceiving. Second cut must be as sharp as possible with little loss of speed.

- 1. Demand ball with your eyes on Post move.
- 2. Avoid collision with DB on corner move.

# **Explanation:** Stem defender's outside hip. Begin break with 45 degrees angle off third inside step. Complete break on fourth inside step, running parallel to LOS. Keep your shoulders down, snap your chin. Expect the ball quickly. Routh should be at about 12 yards depth.

<ol> <li>Flatten out and snap head back off 4th inside step.</li> <li>Speed turn off 3rd inside step.</li> <li>Stem defenders outside hip.</li> <li>Retreat</li> </ol>		<ol> <li>Ball should be thrown 18-22 yards downfield.</li> <li>Get vertical.</li> <li>Release outside.</li> <li>Hang (CR)</li> </ol>
<ol> <li>Ball should be thrown 18-22 yards downfield.</li> <li>Get vertical.</li> <li>Release outside.</li> <li>Engage (CR)</li> </ol>	18-22 yards	<ul> <li>3. Swat and Curl.</li> <li>2. Get vertical.</li> <li>1. Release outside.</li> <li>Bump</li> </ul>

Out: Stem the outside hip of defender, never chasing inside.

- 1. Footwork and timing are key.
- 2. Don't lean into break.
- 3. Don't look back until fourth inside step
- 4. Expect ball in flight on break.

### Route: Cob

**Explanation:** Drive hard at the defender, closing the cushion as quickly as possible. Force the defender out of his backpedal by selling the streak. At 17 yards upfield, pivot step off inside foot and break back at a 135 degree angle, accelerating out of the break. Route may be slightly shortened versus any type of press coverage.

3. Pivot step off inside foot.	yds.	3. Keep 4 yard mimimum cushion from SL.
<ol> <li>Must sell streak. Turn defender out of backpedal.</li> </ol>		2. Get vertical.
1. Burst hard off the ball.		1. Release outside.
Retreat	-	Hang (CR)
		4. Drive back @ 135 degree angle.
<ol> <li>Break back for ball.</li> <li>"Shake" at top of route</li> </ol>		3. "Shoulder-drive" vs. "side to side" defender or "shake" vs. "trail" defender.
to lose "trail" defender.		2. Drive back inside to dictate
2. Sell streak.		course of defenders momentum.
1, Release outside.	▼	1. Release outside.
Engage (CR)	U	Bump

### Cob:

- 1. Turn defender (sell streak).
- 2. Make break with minimum number of little steps.
- 3. Pivot step out of break @ 135 degrees.

## BLOCKING VARIATIONS

	TERMS	PAGE 1
"RED" SIDE		This indicates there is a defensive lineman aligned in the B-Gap.
"WHITE" SIDE		This indicates there is a defensive lineman aligned in the A-gap.
		3

RONTSIDE LI	NE RUN CALLS/TECHN	QUES PAGE 2	
ONE		Frontside guard and center block a Zone scheme from down defender to linebacker. This call will work in association with a Ray and Luke call. Ray: Zone with center and right guard. Luke: Zone with center and left guard.	
ĀG		Frontside guard and tackle block a Zone scheme on DT and frontside linebacker. The OT will block DT unless he slants inside. The OG will block frontside linebacker.	
ΞΑΤ		Frontside tight end and tackle work together on defensive end and inside linebacker. Zone scheme.	
GOT-IT		Double team between frontside guard and tackle to the frontside linebacker. The guard and tackle read the reaction of the frontside linebacker. The guard will handle A-gap run-through.	
DRIVE-IT		Double team between the frontside tackle and tight end to block the frontside linebacker. The OT will block the DT unles the frontside linebacker enters the B-gap.	
ACE		Double team between frontside guard and center to the backside linebacker. The center will eyeball and protect backside A-gap run-through.	
DEUCE		Double team between frontside guard and tackle to the backside linebacker. The guard will eyeball to protect the A-gap run-through.	
DOWN	0000	A blocking scheme used when a frontsi lineman blocks the defender to his insid Usually used in conjunction with a com block and a defender threatens inside g	

RONTSIDE		Double team between the frontside tackle and the tight end to the backside
REY		linebacker. The tackle will eyeball to protect the B-gap run-through.
GUARD		Frontside block between the frontside guard and center. The guard will go first and block the down man. The center will pull around for the linebacker.
FACKLE		Frontside block between the frontside guard and tackle. Tackle will go first and block the down man. The guard will pull around for the frontside linebacker.
TED		Frontside block between the frontside tackle and tight end. Tight end goes first and blocks the down man. The tackle will pull around for the 9-Technique end.
BASE STRAIGHT BLOCKING	FACTOR C	Call or term used to indicate man blocking for all linemen.
SOLID OR FAN		Call that puts the guard on the #1 down defender, the tackle on the #2 down defender, and the end on the # 3 down defender.
BASE READ		Base block assignment on 7-8-9 techniques for tight end and 4-5-6 techniques for tackle. Semiaggressive technique to determine defensive technique.

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RONTSIDELL	NE RUN CALLS/TECHN	IIQUES PAGE 4
EDGE		Three-Man block between TE/FST/FSG on the 4-5-6 technique to FSLB.
NSERT		Directs the line from the uncovered man to the backside. Insert also directs the back insert at the point of the first uncovered lineman. This always directs the center away from the middle man in a seven-man front.
NG-ON		Call for the splitend-side guard and tackle to fit them on the big defenders in the defense.
GAP	ZZZZ ZZZZ	Block to your inside gap. Center will be blocking back to the backside A-gap.
POWER REACH	00000	A block used by the FST where he concentrates totally on reaching the defender and is not concerned about line movement. Steps and aiming points change.
CAT	TTO TTO	A blocking scheme between the center an FST. The FST insures the center's block

BACI	KSIDE LINE CALLS/TE	CHNIQUES PAGE 5		
ICE		Center and backside guard working together on nose and backside linebacker. Guard will protect A-gap run through.		
SUPER ICE		Center and backside guard working together on nose and backside linebacker. Center will not get as much of the nose. Guard works to take over nose quickly.		
SUPER		A backside scheme by center, backside guard and backside tackle reaching fast to the frontside.		
CENTER -		A backside scheme between center and guard. Center blocks back first and guard folds around for the linebacker.		
POWER		A combination block for the backside guard and center on a down man to the backside linebacker. Backside guard protects the B-gap run through.		
GUT	V V V I I I I I	Backside guard and backside tackle working on a defensive tackle and backside linebacker. The backside tackle will protect the B-gap on a linebacker run through.		
MAX		Backside tackle and tight end work together on a defensive tackle and outside linebacker or fourth defender. The tight end will protect the C-gap run-through.		

BA	CKSIDE LINE CALLS	
BLUNT		Backside tackle has B-gap blocking responsibility first, then he can work to C-gap.
YOU/ME"		A call used by the center to indicate who is blocking the B-gap.
POP-IT	QI I	The center blocks back, and the backside guard folds around for the linebacker. This is usually used with the Draw.
RAM	JJJ &	Hard, flat cut-off on your inside gap allowing no defender to cross your face. Usually used on goalline or short yardage.
OUTSIDE	0033	A call for the backside tackle and tight end to handle the DE and 4th defender when #4 is on the line.

PAS	SS PROTECTION CALLS	
PPLE		The guard will block the A-gap rusher regardless of any other defensive alignments.
/ER/LAKE		The center, guard, and tackle work together to block the DL over the guard and the LB stacked behind the DL.
IRE		The tackle and tight end work together to block the DE and the LB to their side. If the LB drops to coverage, then the tackle blocks the DE and the TE releases. If the LB rushes, then the TE stays in and blocks.
UAL READ		An offensive lineman has two blocking responsibilities. The offensive lineman blocks the LB over him if he rushes. If the LB over him drops, then he blocks an outside rusher. "Cruise" - This would indicate that the center has the dual read.
ILLIGAN	0999900 A A A A A	All five offensive lineman are responsible for blocking five pass rushers on the LOS. This call is used vs. a Bear defense.
OGER/LARRY		Full line slide protection where all offensive lineman protect one gap in the direction of the call. This is used with regular five-step dropback passing game.
STAY		This call is used with Similarity 9/1-2. All lineman except the BST and TE sell run three steps and stop. BST and TE firm man-to-man. If BST is uncovered, block down.
PASS PROTECTION CALL	S PAGE 8	
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	Call for the guard and tackle to fit them on the big defenders in the defense.	
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# CHARACTERISTICS OF A UCLA TE

A.Great desire to a good player

1. A player who is tough and plays physical-aggressive.

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- 2. A player who has great ball security and is prepared to punish a defender who attempts to tackle him.
- 3. A player who is unselfish and truly cares about winning regardless of who gets the credit.
- 4. A player who is loyal to UCLA, Coach Toledo, the coaching staff, and teammates in good times and tough times.
- 5. A player who possess the skills of blocking, catching the football, route running, and running with the football that can win the Pac 10 Championship.

## FOUR ADVANTAGES A BLOCKER HAS

- 1. SNAP COUNT
- 2. DIRECTION OF THE BALL
- 3. PROPER USE OF LEVERAGE- VERTICAL- HORIZONTAL
- 4. PROPER ALIGNMENT

#### **BLOCKING OBJECTIVES**

- 1. CORRECT HELMET POSITION- LANDMARK
- 2. FOOTWORK DEPTH- DIRECTION
- 3. HAND POSITION- LEVERAGE
- 4. BASE/KNEE BEND/SUSTAINMENT

# TEACHING THE DRIVE BLOCK

- 1. THEORY OF HITTING POSITION
- 2. STANCE
- 3. TAKE OFF
- 4. CHUTE PROGRESSION
  - A) FIT POSTION- POWER PRODUCING ANGLES
  - B) CONTACT FIT WALK- STRAIN THROUGH DEFEND 2 STEP HIT HOLD 2 STEP HANDS AND COLL DURING
    - 2 STEP HANDS AND COIL PUNCH
  - C) HIT AND DRIVE
  - D) FINISH-ESCAPE-SPIN
  - E) ESCAPE-PULLING W-BOARDS
  - F) MATTRESS DRILL-FINISH

# FINISH BLOCKS- ATTITUDE-EFFORT- DESIDE

# BE PHYSICAL TOUGH AGGRESSIVE

- -

# PROPER ALIGNMENT

### **DEFINITION:**

Includes the alignment of our Eagle position (feet, hips and shoulders) parallel to our desired line of force.

# "Line of Force"

Heel of Hands, head and shoulder is our blocking surface

Feet are the wheels/accelerate on contact

## MAXIMIZE OUR ENERGY POTENTIAL

- 1. Proper alignment of feet, legs, hips, forearms, shoulders and head.
- 2. Parallel to our line of force.

# TIGHT END RUN GAME TERMS

#### FRONT SIDE

Individual Blocks Base Block Fan Base Read Reach Reach Influence Cram Otis Kelton Low Reach

# MAN COMBINATIONS

Guard (L/G) Tackle (G/T) Ted (T/TE) Trey (T/TE) Duece (G/T) Ace (L/G) Got It (G/T) Switch (T/TE) Bust It (TE/Wing)

## ZONE COMBINATIONS

Ray-Luke (C/G) Tag (G/T) Eat (T/TE) Drive It (T/TE) Wedge (T/TE)

#### BACKSIDE

Individual Blocks Wall Seal-Super Seal Outside Sift Low Cutoff

## MAN COMBINATIONS

Max (T/TE) Tex (T/TE) Gut (G/T) Power (C/G) You-Me (C/TE)

## ZONE COMBINATIONS

Super Ram Ice

	FRONTSIDE LINE	RUN CALLS	PAGE 1
BASE STRAIGHT BLOCKING		Double team between the and tight end to the backs The tackle will eyeball to p run through	ide linebacker.
SOLID OR FAN		Call that puts the guard or defender, the tackle on the defender, and the end on defender.	e#2 down
BASE READ		Base block assignment or Techniques. Semi-aggres defensive technique.	
TED		Frontside block between t tackle and tight end. Tigh and blocks the down man pull around for the 9-Tech scheme is for 50 defense and 9-Technique.	t end goes first . The tackle will nique end. Ted
TACKLE		Frontside block between t guard and tackle. Tackle block the down man. The around for the frontside lir	will go first and guard will pull
GUARD		Frontside block between t guard and center. Guard block the down man. The around for the linebacker.	will go first and center will pull
TREY		Double team between the and tight end to the backs The tackle will eyeball to p run through.	ide linebacker.

F	RONTSIDE LINE RUN	CALLS PAGE 2
DRIVE-IT		Double team between the frontside guard and tackle to the frontside linebacker. The guard and tackle read the reaction of the frontside linebacker. The guard will handle A-gap run through.
DEUCE	$\nabla \cdot \cdot \cdot \cdot \cdot \cdot \nabla \cdot \nabla \cdot \nabla \cdot \nabla \cdot \nabla \cdot \nabla \cdot \nabla$	Double team between frontside guard and tackle to the backside linebacker. The guard will eyeball to protect the A-gap run through.
GOT-IT		Double team between frontside guard and tackle to the frontside linebacker. The guard and tackle read the reaction of the frontside linebacker. The guard will handle A-gap run through.
ACE		Double team between frontside guard and center to the backside linebacker. The center will eyeball and protect backside A-gap run through.
EAT		Frontside tight end and tackle work together on defensive end and inside linebacker. Zone scheme.
TAG		Frontside guard and tackle block a Zone scheme on DT and frontside linebacker. OT will block DT unless he slants inside. OG will block frontside linebacker.
RAY LUKE		Frontside guard and center blocking a Zone scheme from down defender to linebacker. This call will work in association with a Lucky and Ringo call.

	FRONTSIDE LINE RUN CALLS	PAGE 3
SWITCH CALL	TE/Tackie call. and Tackie sets	Tight End goes to FSLB and blocks wide end.
POWER REACH	Man Block vs. A Very aggressive outside armpit.	OLB aligned in a 9 Tech. reaching to defenders
REACH NFLUENCE	Very similar to R	OLB aligned in a 9 tech. each, however on 3rd ste rm and turn defender out.
CRAM	Flat inside releas LB.	e to middle or backside
TIS	Inside aggressive communicates to TE is blocking end	BSG or FB, that
ELTON	TE will arc outside leaving man on alc	and block 4 defender one.
DWN	Everybody on line	blocks gap inside.
DGE	3 Man scheme with	guard and tackle.

FRON	TSIDE LINE RUN CALL	
	×.,	TE/Wing compo to the FSLB.
BUST IT		
		· ·
		-
Anna ann an		
·. ·		

BACKSIDE LINE CALLS		
ICE		Center and backside guard working together on nose and backside linebacker. Guard will protect A-gap run through.
SUPER	YYYI	Center and backside guard working together on nose and backside linebacker. Center will not get as much of the nose. Guard works to take over nose quickly. Tackle blocks through B Gap. TE blocks through C Gap.
THREE-MAN SUPER	Jos J	A backside scheme by center, backside guard and backside tackle reaching fast to the frontside. Big Zone unit.
RAM		Hard, flat cut off on your inside gap allowing no defender to cross your face. Usually on the goal line or short yardage.
CENTER		A backside fold between center and guard. Center blocks back first and guard folds around for the linebacker.
POWER		A combination block for the backside guard and center on a down man to the backside linebacker. Backside guard protects the B-gap on a linebacker run through.
GUT	J J	Backside guard and backside tackle working on a defensive tackle and backside linebacker. The backside tackle will protect the B-gap on a linebacker run through. TE will block man on outside.

	BACKSIDE LINI	E CALLS
MAX	V71 000	Backside tackle and tight end working together on a defensive tackle and outside linebacker or fourth defender. The tight end will protect the C-gap run through.
TEX		Backside fold scheme by tackle and tight end. The tackle will block back first, and the tight end will fold around for the linebacker or fourth defender.
SIFT		Backside tackle or tight end zoning off the B- or C-gap area by himself.
SEAL		Tight end on the backside of the counter or off-tackle play, and th eC-gap for the tight end. Aggressive Rip with backside arm-shoulder. * Super Seal vs. 6 Tech
HINGE		Step slide inside, secure C-gap, hinge back to secure D-gap if no one shows.
CHIP CHASE	Y Y J	A call for the backside tackle on the Sweep when the backside guard is uncovered. Tackle will cross the field to help seal the defense.
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# DOWNFIELD BLOCKING SITUATION

If the Tight End under any circumstances is downfield in front of a ball carrier or pass receiver that has just caught the football, he should block upfield ahead of the ball. NEVER COME BACK TO THROW A BLOCK. Never block behind a ball carrier in the open field. Be heads up and smart. Usually occurs on backside of option plays.

Block Middle 1/3



#### Backside 1/3 Super



	PASS GAME NUMBERI	
0 PASS		Tight end has free release with no protection responsibility.
30 PASS		Tight end free releases. Possible 38/39 call which keeps TE in, and now TE must block Rip and Liz with line.
40 PASS		Tight end check releases into route. Block fourth defender. Middle Lt/Rt. Possible Fire call.
52/53		Free release when call is to you. If call is Middle or Away, check fourth defender.
54/55		Free release. Possible Hot off FSLB and Sam LB. <u>Scat</u> protection.
58/59		Tight end must block fourth defender. Middle Left Right. Possible Fire call. If release late, run a throw down.
64/65		Tight end free releases Hot off FSLB and fourth defender if both come. Slide protection.

	PASS GAME NUMB	ERING AND CALLS Page
66/67		Tight end must block fourth defender Middle Left Right Possible Fire call. If release late, run a throw down.
68/69		Tight end must block fourth defender. Middle Left Righ call. Possible Fire call. If release late, run throw down.
WAGGLE		Tight end always releases inside unless 7-Technique. Run 18- to 20-yard crease.
SIMILARITY AND IDENTICAL		Frontside: Clobber 2 to 4 yards. Free release always. Backside: Cross route 12 to 14 yards. Must go under first linebacker.
SMOKE	$\nabla \nabla $	Frontside: Reach pass into front- side D-gap. Backside: Reach pass pro back- side C-gap.
ACT PASS		Frontside: Block the play aggres- sively. Base read. Backside: Block the play aggres- sively four seconds. Run throw down.
STAY		Huddle call or quarterback call at the LOS to keep the tight end in protection.

#### TIGHT END RELEASES

Your release is the key to your success as a receiver. You must release with as little contact as possible. Use the following tactics to attain clean releases.

The three basic releases are inside, outside, and Arc release. Two keys to the release: Come off the ball <u>aggressively</u> and <u>quickly</u>. <u>Head fakes</u> should be a primary move in releasing also. Know the defenders alignment



Know technique of defender before ball is snapped. Defender's technique will often determine which was the TE will need to release. Remember aggressiveness, quickness, and use of head fakes are keys to successful releases.

Outside Release (from Right Formation) With aggressive arm rip.

Step with outside foot as you drive off inside foot. Get outside position quickly. Throw inside arm outside and past the defensive end. Lower the shoulder to the side of the defender as you take the first step and thrust your forearm up with your shoulders on the second step. Pull yourself past him

Head Fake (from Right Formation)



Step with the opposite foot from the direction of the releases. Make a definite head and, shoulder move to opposite direction. Then, drive off of that first step and use the arms and body to cause separation from the end. The head fake should widen defender.

#### Slam & Spin



Deliver a blow to the defensive man over and then spin releases downfield.

#### Swim

As you come out of your stance, place the hand to the side you wish to release on outside of the defender" upper arm to that same side. Clamp his arm down as you bring your other arm up and over his head. As you bring your arm over in a swimming motion, be sure to pull the shoulder of.

# PASSING TREE FOR THE TIGHT ENDS



7. Pole

14. Yahtzee



CROSS		
CROSS		Inside release unless 7-Techniqu 12 to 14 yards crossing the fiel under FSLB. Behind BSLB, gain depth and find flat defender. Usually used with play-action pa game.
RAM PUMP		Route starts just like Ram at 8 12 yards. Give the linebacker a hard outside pump like the tight end is breaking on Ram. As the tight end works upfield, he shou avoid contact with the linebacker and work to a point of 2 yards from hash at a point of 17 to 22 yards downfield.
CROSS HASH		17 yards working up the field, cross the face of the free safety Inside release unless 7-Technique
	000	
CORNER	000	Work vertically 10 to 12 yards. Break hard to a point at the back flag of end zone.
PULL OUT	▼ ▼ □000	Work to the backside A-gap 6 to 8 yards under FSLB. Hook up and wait for the quarterback's eyes t pull away from closest defender. Inside release unless 7-Technique
HOT	TH DOOD	Replace the FSLB at 4 to 6 yards. Shoulders are upfield. Stay front side of center, looking immedi- ately for blitz by linebacker. Inside release unless 7-Technique
CENTER		Six-yard route under linebackers. Sit directly over the ball. Look quickly for quick pass. Don't drift. Inside release unless 7-Technique.



		· ·
CROSS		Inside release unless 7-Technique 12 to 14 yards crossing the field under FSLB. Behind BSLB, gain depth and find flat defender. Usually used with play-action pas game.
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CENTER		Six-yard route under linebackers. Sit directly over the ball. Look quickly for quick pass. Don't drift. Inside release unless 7-Technique.



## MIDDLE READ

Check pre-snap coverage. Easiest release. Must push vertically upfield. Tight end's landmark is the near upright. At 12 yards, read the middle box, which is 2 yards inside each hash all the way down field vertically. Stay vertical down on the upright. The quarterback will bring you inside toward the pole.

## MIDDLE AREA

Versus a middle third defender, break inside at 12 yards working to 17-20 yards on an angle across the field.

	TIGHT ENI	D PASS
RAM		8- TO 10-yard route, working to outside armpit of FSLB or MLB. Pull upfield, and break back under flat cover. Never go inside or overrun the defender. If man-to-man, pick linebacker.
YAHTZEE		TE option or choice route. 7 - to 10-yards working off the technique of the FSLB or Mike LB. If man-to-man, route may be run versus a Safety or Rouge defender.



ELEPHANT PASS PROTECTION				
52/53		<u>Middle Call</u> / First linebacker on side scan outside to 4th defender. If LB does not come, chip and release.		
52/53		Right Call/ Check outside to 4th defender, if # 4 does not come, chip and release.		
52/53		Left Call/ Check first linebacker on side, scan outside to 4th defender if LB does not come chip and releas		
30 Pass		Listen for Rip-Liz call. Block outside OT. Be on the L.O.S. aggressively		
Smoke		Aggressive reach pass pro. Block outside tackles, blocking C Gap aggressively.		

#### TIGHT END PASS SETS

<u>PASS SETS</u>: Ability to protect the quarterback, maintaining proper body position between defender and your quarterback.

Pass protection will come about when certain pass protection calls are made to involve the tight end. Overload situations presented by the defense will cause the quarterback to involve the TE. In addition certain formations will create pass blocking situations.

<u>VS 6 TECH</u>: Hard lateral step to cut off 6 Tech, staying square.



VS 8 TECH: Set inside and back to attain inside number position.



VS 9 TECH: Set back and slightly outside on defender inside number.



HINGE: Backside of two tight, bucket step and quarter turn getting depth and hugging the hip of the BST checking two defenders. Usually 2 TE situations.





# MOTIONS

STALLION:3 TITE2 BACKS0 W.R.ZOOM:ACROSS FORMATIONZ RETURN: HALF WAY AND BACK

ZEBRA:2 TITE2 BACKS1 W.R.ZOOM:ACROSS FORMATIONZ RETURN:HALF WAY AND BACK

HIPPO:2 TITE1 BACK2 W.R.FAY:ACROSS FORMATIONFOX:TOWARD THE TE (Y)F RETURN:TOWARD THE SPLIT END (X)

**REGULAR:**1 TITE2 BACKS2 W.R.YUM:ACROSS FORMATIONY CRACK:OUTSIDE FORMATION INWARDY RETURN:HALF WAY AND BACK

FALCON:	1 TITE	1 BACK	3 W.R.
YUM:		FORMATION	
YELL:	OUTSIDE	E FORMATIO	N INWARD
YAP:	HALF WA	AY BACK	

RHINO:2 TITE2 BACKS1 W.R.UZ:ACROSS FORMATIONU RETURN: HALF WAY AND BACK

MIANI U-3

# DEFENSE

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#### BULLOOD FOOTBALL DEFENSIVE PHILOSOPHY

- SWNDM This is the first and foremost principle of our defense. Great swarm prevents scores. In the final analysis, the effectiveness of a defensive team is measured by the number of points scored against it. This is also the best way to "intimidate" an offense.
- 2. "OUT PHYSICAL" THE OPPONENT Every Saturday our opponents must fear the idea of playing against a tough physical defense. There is a direct correlation between this and our swarming ability. This also pertains to being a great tackling team. We must tackle in a hard, aggressive, wrapping fashion. Mistackles will not be tolerated. Mistackles is a disease that can completely cripple a defense.
- 3. ASSIGNMENT EXECUTION Each man must know his individual assignment responsibility on every defense and execute, to the best of his ability, each play. Iny gamble or hunch defense by an individual can only lead to a breakdown of our team effort and cause a long run or pass.
- 4. <u>NO LONG RUNS OR PASSES</u> Through team effort we will keep all gains to a minimum and prevent the long run or pass for a score or force an offensive error or turnover. Disciplined technique will eliminate the big play.
- 5. <u>CONFIDENCE</u> When we break the huddle, we are confident in what we are doing. Confidence is contagious. Cockiness is stupidity. We have a confident, fearless attitude about playing this game. We will be a great defense.

# OTSEGO BULLDOG DEFENSE

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#### GOALS

OBJECTIVE GOALS

1. LEAD THE WLOY IN DEFENSE AGAINST THE SCORE

2. LEAD THE (CHF IN TURNOVERS (TAKE AWAYS)

3. LEAD THE LONF IN TOTAL DEFENSE

SUBJECTIVE GOALS

- 1. BE THE BEST PURSUIT TEAM
- 2. BE A GREAT TACKLING TEAM
- 3. INTIMIDATE OPPONENT WITH PHYSICAL PLAY

# THAT MAKES & SUCCESSFUL TEAM DEFENSE

- Each individual must believe in our defense. Each individual must have confidence in himself - "I, personally, will not let the ball over the goalline!"
- On every offensive play or pass, eleven defensive men have an assignment to carry out. If one man fails, all eleven fail.
- Pursuit and gang tackling are the two most important parts of our team defense.
  - a. It is difficult for the ball carrier to get loose when 5 or 6 players are trying to get a piece of him.
    b. Demoralize the ball carrier.
- 4. Aggressiveness must be developed and maintained. Anyone can play; defense is reaction, movement and hitting.
- 5. We must STOP the third down play.
- 6. We stop all teams inside our 10. THEY SHALL NOT SCORE!
- 7. Overall team speed, quickness and lateral movement must receive top priority.
- 8. Each defense has its strengths and weaknesses, know them.
- 9. When a sudden change or hurry situation occurs, we must mentally arise to the occasion.

#### THE KEYS

- 1. MAKE THINGS HAPPEN
- 2. TAKE CHARGE OF SUDDEN CHANGE SITUATIONS
- 3. NEVER ALLOW THE BIG PLAY AGAINST US
- 4. PROPER KICX-OFF COVERAGE
- 5. NO MISTAKES ON PUNT RETURN
- 6. TEAM UNITY
- 7. PRIDE AND POISE

#### GENERAL THOUGHTS

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a construction of the second . . . Things we should know and be constantly aware of:

- DEFENSIVE CALL Never leave the huddle without knowing the call. Listen and concentrate on the call. Do not 1. let your mind wander.
- 2 CALL KNOWLEDGE Know what you do in pass and run. Know what you priority is. Know your alignment and any adjustments that could come about. Also know why and when we call it. Know the coaches' thoughts as to why we called it.
- STRENGTH AND WEAKNESS OF OUR DEFENSE Know, pertaining to your position, the strengths and weaknesses of what 3. you must do and what can happen to you. Example: Strong safety in Cover 9. This is called for stronger run support versus run and #2 receiver vertical threat verses pass.
- KNOW SITUATIONS 4.
  - DOWN AND DISTANCE You should always know the down and distance. Every defense called will be predicted λ. by down and distance too. Know what to expect of each down and distance situation according to field position.
  - B. FIELD POSITION This is equally or even more important than down and distance. You should know what the opponent will do backed up on his own goal line. Will he gamble? At what position on the field will he run his regular offense; what position will he use trick plays, and gamble on the 4th down, etc.
  - KNOW THE QUARTER AND TIME REMAINING Many a game has c. been lost because a team misjudged the time left to play in each half and what an opponent does during this time. In games where two teams are equal, the time employed intelligently by a team often determines the winner. Our defensive play can determine whether or not the offense can control the time.

#### TENDENCIES 5.

FORMATIONS - What is the opponent's tendency by formation? Does he run to or away from his λ. formation? Every formation has a favorite play from it, and you should know this play or plays. We will stop this favorite play by formation and force him to run something which will not win for him.

B. <u>HASHMARK TENDENCIES</u> - Not only do formations tell you a great deal, but a team may have a hashmark tendency. Scouting reports will tell you exactly what the tendency has been up until our game on the hashmark. Many teams prefer to run to the wide side, yet others have what we call a hashmark or short side attack.

#### 6. OPPONENT'S OFFENSE

- A. <u>HUDDLE</u> Know where their people line up in their huddle (to determine strength quickly). You should always be aware of a no-huddle play when the opponent is behind and time is running out.
- B. <u>ALIGNMENT</u> Know if they run from pre-shift formation. Know if they like to go on a quick or long count and in what situation do they do this. Know if they take unusually large line splits. This may encourage certain stunts if the splits are above average.

#### 7. SPECIAL SITUATIONS

- A. Know who the opponent calls on in the clutch.
- B. Know how the change of quarterback affects the game.
- C. Be aware of a play run at our new substitute after an injury to one of our own men.
- D. Watch for the home-run play after we have lost the ball on a sudden change.
- E. Every time the opponent puts in a substitute, be sure to recognize his number and position. This could constitute a change in our defense.
- F. Be aware of our substitution and who is in the game for us.

#### DOWN AND DISTANCE THEORY

As a Defensive Unit, we must at all times know the down and distance situation. Our opponents will, in most instances, classify themselves according to down and distance as to the formations they will use, and the type of play (pass) or (run-inside or outside) we should be expecting. With this in mind, you should memorize the following down and distance chart to better help you understand how we try to act our Defenses up and to help you prepare yourself for the situations that will present themselves.

1 & 10
2 & 3 + 4 + 5 + 6 (Normal)
2 & +7 or more (Long)
3 & +1+2+3 (Short)
3 & +3 +4 +5 +6 (Normal)
3 & +7 or more (Long)

#### A. 1st Down and 10

We must expect in this instance either pass or run and use one of our combination defenses which gives us an excellent running defense plus a strong passing defense. At times, due to calculated frequencies through our scouting system, we may concentrate more emphasis on one phase of their attack rather than the other in this particular down and distance. Good time to offset or use sound stunt to cause blocking problems.

#### B. 2nd Down and 1 or 2 - Waste Down

Many teams have a tendency to go for a home run play on 2nd down and one or two.

#### C. 2nd Down and Medium 3, 4, 5, 5 yards to go

In this situation percentages tend to show that most teams will favor their running attacks, although this does not eliminate the possibility of a bass. Due to such a percentage, we would tend to select one of our running defenses that is designed to impair our opponents running game, but still dives us ample pass doverage.

#### D. 2nd Down and Long 7 or more yards to co

Due to a high frequency of pass plays by most teams in a 2nd and long situation, we will concentrate our defenses on stroping the passing game. Good time to rush passer.

#### E. Bho Down and Short 1, 2 or 3 yards to co

We must expect our opponents to select their best offensive play in this situation. We will definitely concentrate on stopping their best play with our best running defense. Our theory is to meet strength with strength in this situation. We must stop their offense for no gain or a loss in this situation.

# DOWN AND DISTANCE THEORY (Cont's)

# F. 3rd Down and Medium 4. 5. 6 yards to do

We regard this situation in theory the same as 2nd Down and normal, but whatever the offense selects to run against us, we must nold them to less than 6 yards to force them into a kicking situation.

# G. 3rd Down and Long 7 or more yards to go

In this situation we find through percentages that most of our opponents tend to rely upon their passing game more frequently than their running game. With this in mind we will select one of our defenses that is designed to give us maximum pass coverage. In other instances, we may select one of our blitzing defenses to cause the opposing quarterback to suffer from undue pressure, thus disturbing the timing of their passing attack.
# DEPENSE TERMINOLOGY

	ALIGNMENT - Assuming a specific position in relation to
1.	an offensive player or formation.
	ARC - Wide release by Tight End (option).
2.	ARC - Wide release by light Line (operation)
з.	ARC - Wide feledst by fight erence. ATMING POINT - Point of reference. BALL - Call used when ball is in air or loose ball on
4.	BAIL - Call used when Dall is in die
	the ground.
5.	the ground. BACK SIDE LEVERAGE - Control used by back side defenders
	when play is away.
6.	
7	BUMP - Technique used by corners in man echnique end. BLOOD - Aggressive inside charge by 5 technique end.
~	DICT DIADCON FRONT USED VELOCO DOULLE
о. а	BASE - Balanced House han coverage. BLITZ - Team stunt with man coverage.
· ·	BLITZ - Team stunt with man coverage. BUTT TECHNIQUE - Driving of forehead under facemask of
11.	<u>CONTAIN</u> - Defender assigned to knock the receivers off <u>COLLISION</u> - Technique used to knock the receivers off
	pattern. CROSS - Stunt by Sam Backer to strong side "A" gap.
13.	CROSS - Stunt by Sam Backer to Berong Plan when you get
14.	CHASE CONTAIN - PURSUIC DI UEICHSIVE CHI I P
15.	fast flow away. <u>CRASH</u> - Goalline blitz involving both corners.
16.	<u>CRASH</u> - Goalline biltz involving both contained hook <u>CURL</u> - 12 - 15 yards deep between the flat and hook
17	
12	<u>CLOUD</u> - 3 deep zone disguised by a cover by defenders. <u>COMBO</u> - Inside-Outside coverage used by two defenders.
10.	
20	between defender and point of accaent DOWN BLOCK - Release by your key to block an inside
	de fondor
	DRIVE BLOCK - Straight one on one block.
22.	. <u>DOUBLE TEAM</u> - A two on one brock. . <u>FLEX</u> - Term used when tight end is outside the end by 4
23.	FIEX - Term used when cight chid is
	feet.
24.	Feet. <u>FUNNEL</u> - Technique used by corners in cover 2. <u>FOLD</u> - The OT blocks sown on 3 technique and OG steps
25.	. FOID - The OT blocks sown on 5 cechnique and the
	around and normally looks to block on LB.
~ ·	
27	. FIRE MAR - Schield J mark in one zone.
28	TTAT - Specific area on freid ubdutti
29	
	. FLOW - Primary direction of Education end and . FIVE MAN (Switch) - Stunt between 5 technique end and
77	
75	constrict running lane and has pitch on option.
33	. <u>GAPS</u> - Areas of responsibility to detend in, a vards deep. . <u>HOOK</u> - Jone between the hole and curl 8 - 10 yards deep.
34	. HOOK - Jone between the hole did built yardage sit.
75	nuthis - blezznie defense anen tu putte i

adi. Mana				
				, û ,
			· · · · · · · · · · · · · · · · · · ·	
_	one area located i	n the middle of	the field	
36. HOLE - ZC	one area located 1 between linebacker	and secondary (	coverage.	
37. INFLUENC	g - False reau giv	G., -1		
up somet	hing else. ffensive player wh	no's movement wi	ll indicate a	
$33. \underline{KEVS} = 0.$	by the defender.		cive lineman or	
39. KICKOUT	- An inside-out bi	Lock by an offen		
running	mark blog	cking the defend	er who is	
40. <u>LOAD</u> - A Tesponsi	ble for QB on opti	ion play.	that covers the	
41. LINE OF	SCRIMMAGE (LUS)	Turadaree		
tips of	the football. An alignment used	by DE where he	is in a ghost	
alignmen	τ.		r cide.	
43. LAKER -	t. An eagle adjustme man to man cover	nt derense to 1-	safeties to play	
44. IQCX - P	man co man cove			
45. MOVE TO	- Call used when	stemming up from	replace LB.	
46. NICKEL -	- Calloused when • Use of fifth def Call yelled out w	hen a defender	intercepts the	
47. <u>OSKIE</u> -	Call Yerred ode -			
48. OVER - 1	Defensive front th	at adjusts to s	sure tackle of a	
49. PURSUIT	- The proper and	0 00		
ball ca	- 11 ad by UP	B to stay in cov	erage called.	
51. PRESS -	A tight alignment	used by second	ary. to gain position	
52. REACH -	The orrenarve pro	rlet r		
to our	shade side. An offensive bloc	cking scheme whe	re OL steps to	
play si	de.		S UD.	
54. <u>SKY</u> - A	de. disguised coverage call used in two-	ge where 35 1011 -minute situation	on indicating 3	
55. <u>SAL</u> - A solid i	s the coverage.		and will	
56. <u>solid</u> -	A call indication	g that the cover	rage called with	
not be	changed. technique used b	v defender to ta	ike away a	
57. SPY = A	c offensive playe	r.	L COVETAGE	
58. TANGO -	c offensive playe - Call in two-minu	te used for dua. will or Sam LB	to a TE.	
59. <u>TITE</u> -	Technique useu »			
61. UNDER	3 - Stunt by the S - Front used with	a two technique	tacxie.	
63. <u>ZONE</u> -	Coverage of areas			

#### DEPENSIVE HUDDLE

# WC FS Hawk SC Will E T T E Mike Sam

#### General Rules:

- 1. Get back to the huddle as soon as possible after play is over. We want to be ready when the offense breaks their huddle.
- The front 5 need to have hands on knees flat back -head up.
- 3. No one should talk except MIKE and SAM.
- 4. SAM gives down and distance and position of ball on the field (hashmark or middle).
- 5. MIKE gives defense once and coverage call once.

Example: "Base - 23"

# FULL TEAM DEFENSIVE PURSUIT and RUN COORDINATION

Full team defensive pursuit means that every defender must strive to be within five yards of the ball when the whistle blows. You must secure your initial area of responsibility first, then go to the ball, taking a proper pursuit angle and sprinting 100%. This is the single most important thing we must do to be a truly great defensive team.

As part of our team pursuit, we must be able to coordinate responsibilities against a wide run so that all threats are protected against. A wide run could be a sweep run, an option, or a QB bootleg. Run support vs. a wide run is a coordinated effort of the following defenders.

- I. <u>Initial Force</u> This is the player responsible for meeting the wide run in its formative stages and making the tackle, forcing the cutback or forcing the ball carrier so deep that he is vulnerable to pursuit (usually Sam or Will). The initial force man is responsible for the "LANE" area then working from inside out to the "ALLEY" area.
  - 1. Constrict the running lane keep the cutback area small.
  - 2. Meet and defeat the lead blocker before he can turn the corner. Do not make a one-for-one trade. You must alter the course of the runner.
- II. <u>Contain Force</u> This is the player responsible for making the tackle, closing off the running lane to the inside, and keeping the ball from getting outside. The contain force man is responsible for the "CONTAIN" area, working from the outside in to the "ALLEY" area.
- III. <u>Play Pass</u> Responsible for defending the play action pass and the run pass. After eliminating all such threats, support where needed. The "Play-Pass" man can never allow the ball to get outside of him.
  - IV. <u>Cutback</u> This is an area of varying width depending on coverage and reaction of initial and contain force man. It is the area between the initial force man and the contain force man. He is normally the third man in our support pattern. Recognize the difference between sweep and off-tackle play and inside run. Be in position to play ball carrier from inside out, keeping leverage on ball. Control any blocker that attacks you, but do not allow this control effort to take you out of the cutback area (i.e. don't take a side).
    - V. Deep Pursuit On play away you are the last man in our pattern. You must take a proper course (different on every play) that will enable you to make the play if no one else does.

Utilize the sideline, if you are too flat you will end up in a chase. If you are too deep, you will be vulnerable to the cutback. This is very often an effort that isn't needed, but lack of effort here, on one play, can cost us a T.D., a game, a season!

The objective of the entire defense, regardless of the type of play, is to form a "CUP" around the ball, surrounding it with full team pursuit. This will enable us to STOP the BIG PLAY. The offside defensive end will prove <u>Chase Contain</u> while

# DECLARATION RULES AND COMMUNICATIONS

#### I. Declaration Pules

- Hawk declares offensive formation strength by calling "left" or "right" twice. Hawk and wide corner will align to formation strength. Free Safety and short corner will align away from formation strength. Hawk declares formation strength according to the following rules:
  - a. On hashmark declaration of strength is always to the wide side of the field. The ball is considered to be on the hashmark unless it rests between the legs of the goalposts.
  - b. In the middle of the field declaration will be to the two receiver side with a two back set. With a one back set Hawk should declare to the trips side or to the TE. If there are two TE's declaration will be determined by game plan.
- E. After declaring offensive strength Hawk checks coverage according to call in huddle. If there has been a dual coverage call basic rules are to check an even coverage versus a formation with double width and an odd coverage versus a formation with a single width.
- Hawk is then responsible for calling out the formation set to the rest of the secondary. Other DB's should echo his call.
- Versus receiver motion the Hawk will communicate any check in coverage.
- 5. Versus set back motion or a pne back set hawk and Free Safety are responsible for making "Fire" call to linebackers. "Fire" indicates a one back set and the necessity to use LB displacement rules.

#### 11 . Cotion Communications

Easy calls are made in situations where a defensive back is not in good position to play pitch or would have to cover a TE arc release. The Sam or Will must then slow play bitch while the Free Safety and Mike will fill inside dut for DB. Easy call situations are:

1. Weakside of Cover 3

#### ::. TE Identification

1. Sam LB is responsible for identifying the TE by calling "Sam or right or left." In any defense without a Sam the Nickel Back takes over this responsibility and should call "Nickel right"

# Option Responsibilities

Basic Responsibilities:

Dive: Tackles, Mike, Ends QB: Sam, Will Pitch: Contain Force Defender: Press Corner or Tuff Hawk



Responsibilities will change for certain variations of the option. For example:

 Outside Veer - Dive is wider and attacks normal QB defender. QB(Sam & Will) and Dive (Mike) responsibilities are exchanged.



2. Lead option - No Dive Threat: Dive defenders are free to help out on QE



3. Trap (Counter) Option - Dive threat is on opposite side of ball. End normally responsible for dive may now help with QS.







COACHING POINTS:



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#### COVER 2 CORNER TECHNIQUE

Align 1 yard outside and 2-5 yards off of wide receiver and facing inside. Look through receiver to the ball. If run flow is to you, use one of the following techniques:

- 1. Speed Technique Outrun receiver inside and contain.
- 2. Outside Force Meet receiver outside-in, then move around him quickly and force back inside.
- Outside Fake Make an upfield move to receiver's outside and make him commit. Then beat him with an inside move.
- Grab and Pull Hand sniver receiver head up. Then pull and swim over either inside or outside.

After you have cleared the block of the receiver, take on force hard and you must turn the ball inside.

If run flow is away, start back giving ground and holding a position on receiver for play pass. After run is definitely away, take proper pursuit angle. You will be the last man for run support.

If it is pass, either DBP or flow pass to you, you must contact receiver and funnel him inside looking for  $\pm 2$ . If  $\pm 2$  remains up, you should squeeze receiver inside looking for any threat coming back at you from the inside. When you lose contact with receiver and you have no inside threat, you must sink back so the post-corner route must be thrown over you and underneath the safety.

If the receiver releases outside so wide that he cannot be funneled inside, you must contact him with hands and force num outside; then roll back inside, getting depth with receiver, taking away whole route. If =2 preaks outside, you must level and play #2.

If you have pass flow away, you must get depth with receiver and play nim like man to man, keeping inside position, if possible.

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COVERAGE CALLS: PRESS

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GOALINE AND SHORT YARDAGE DEFENSE 46 Goaline 14-ds - Align in A Gap. As ball gets closer to goaline, tighten alignment towards center. Explode on movement and penetrate A gap. Do not allow center to reach you. Be aware of QB sneak. Ackles- Align and play 4 Technique (B Gap). Attack offensive lineman and fight to ball. Align and play 6 Technique to TE, "Ghost" 6 to SE. nds Responsible for: 1. Mesh point on option. (Hard Technique) 2. Contain QB on pass. 3. Initial Force on Run to you. 4. Squeeze Inside Run. 5. Chase Contain Run Away from you ike - Align opposite center 2-2 1/2 yards deep (do not align in end rone). Responsible for: 1. Dive to QB on Option. 2. Pass: a. Cover #3 receiver frontside. b. If "Combo" call - take #2 or #3 inside man for man. c. Middle 1/5 area in zone coverage. am  $\xi$  - Align in C Gap 2-2 1/2 yards deep (do not align in <u>Will</u> end ane). Responsible for: 1. QB to Ritch on Option. 2. Pass: a. #2 receiver man to man. b. If "Combo" call - take #1 or #2 inside man to man. c. Play 1/5 in zone coverage. 3. Contain Force on Run to you. 4. Check for Cutback, then pursue Run Away from you. 5. Squeeze inside run. <u>orners</u> - Align opposite #1 receiver to your side, 1. If TE: Align 2 yards deep and 2 yards outside. 2. If SE: Align 2 yards deep and 1 yard inside receiver in trail position. 3. Never align in end zone. Pass Responsibility: #1 receiver man to man. 1. <u>Y5. single TE:</u> possible combo call with stud on #1 and #2. Α. With combo call play outside release of either #1 or 2.

2. Play #1 and #2 man to man vs. twins. 3. Play outside 1/5 in zone coverage.

#### Run Responsibility: Э.

- 1. vs. wide receiver play pass.
- TE: Contain Force. Pitch vs. option.
- 2.  $v_{S}$ . TE: Contain Force. Pitch VS. Obtion: 3. vs. Twins: Corner over contain and play pitch.
- 4. Pass:

5º Goaline

- a. Cover #1 man for man.
- b. Make "Compo" call to Stud with TE/Near Back formation. Cover #1 or #2 outside man for man.



Guards - same as 40. Tackles - Align and play 5 technique (C gap) Fnds - Align and play 9 technique. Play QB on option. ike - same as 46. m & Will - Align in B gap. Play dive on option. Step us versus side run. Corners - same as 40.

Adjustment to TE with Receiver Formation

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Ends - a. to TE - Play & Technique, Force TE dutside release. to SE - Play "Ghost" 9 and play Contain Force 5. & Pitch vs. Run to you.

Sam &- a. to Te - Play Trail Technique vs. TE. Align two <u>Will</u> yards deep on TE's outside shoulder.

D. to <u>SE</u> - Align opposite back to your side, splitting guard ys. I formation. Mike - Align opposite back to your side, splitting guard vs. I formation.





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#### PRESSURE BLITT PACKAGE

The 11 Defense is a pressure blitz package that utilizes a combination of different blitzes from an eight man on the line of scrimmage look. It is designed to create protection and timing problems for the offense in both run and pass situations. Four defenders are assigned "BLITZER" responsibility but on any given blitz they will either blitz or perform as a "HUGGER." Assignments will vary depending on the blitz that is called. Cover 1 "man to man" coverage will be played in conjunction with most all the blitzes.

The blitz package can be run from a pre-aligned set or by "WALKING TO" a blitz front, usually from Base. Stunts can be run within a blitz to change rush lanes. In addition we will at times show blitz, then "JUMP" out of it, usually to a nickel defense and coverage.

#### BASIC BLITZER/HUGGER RULES

Free Blitzers: Those defenders, who, by call, are assigned to rush through a pre-determined gap or area on the snap of the ball. Responsibilities will differ according to the blitz called.

<u>Hudders:</u> Those defenders, who, by call are assigned to back away from the line of scrimmage on the snap of the ball. Hugger responsibility demands being up in the line of scrimmage so that the offense HAS TO PLAN ON YOU BLITZING. Therefore they need to plan to block you which may free up someone else. After backing out on the snap react accordingly to run or pass.

RUN

React to ball and pursue



1. Intercept back when he is involved in a pass route.



#### 11 DEFENSE Pressure blitz package



3. Become a "second wave" blitzer when back sets insides and actively blocks one of our defenders in pass protection or both backs go away.



#### PRE-ALIGN/WALK TO

If blitz is called by itself in the huddle we will automatically pre-adign in a blitz look. Blitzers will adign according to the following rules:

a.		Outside
b.	TΞ	Inside
с.		Inside
d.	SE	Outside



If blitz call in huddle is preceeded by the words "WALK TO" we will pre-align in Base Cover 3 and walk to the blitz front. The key for movement will be determined weekly based on the opposing QB's habits. There is no call made to begin

Blitzers should align according to the following movement. rules:

- TE Outside align 5x5 to TE. æ.
- TE Inside align as Sam LB. È.
- SE Inside align as Mike LB. с.
- SE Outside align as Will LB. đ.

Secondary alignment rules are as follows:

- a. Free Safety align as in Cover 3 and walk to man position on TE.
- Corners align as in Cover 3 and walk to man 5. position on WR's.



#### COVERAGE

Coverage in all blitzes (except 5 Man and No Gc) is straight man to man - Cover 1. Rules are as follows:

- Huggers: assigned to backs (refer to Hugger assignments). Versus one back set outside blitzers may need to walk out and cover # 2 depending on opponent.
- Free Safety assigned to Cover TE. Vary alignment from 7-3 yards to 3-4 yards. Always take away 2 . inside release by TE. Cover him immediately - do not give ground.



FIS Support as necessary. Key TE block vs Run. "R.N. RUN" assigned to cover wide receiver man to man. 3. Corners -

Different situations will demand the use of both man and trail technique. Reduce cushion deep in our own territory. Support late vs run. Both corners over versus twins.



#### FORMATION ADJUSTMENTS

Two Tight Ends: TE to the two receiver side should be treated as the true TE. Short corner has coverage responsibility on the single TE. Blitzers and Free Safety align according to the true TE.





Versus TE Delay move up and actively cover him.



#### ష్ట్ర బాలి జిలియా PRESSURE BLITE PACKAGE

TE Flex: Defensive end and blitzer kick down. Free safety move up to line of scrimmage and take inside б. position on TE.



Unbalanced: Move the entire front over 1 man. Be aware 7. eligibility of receivers.



ONE BACK SET/TRIPS - FIRE BLITZ FIRE Blitz will be our adjustment to any one back set/trips formation. This adjustment will be put into effect if the offense comes out of the huddle and pre-aligns in a one back set OR if they shift or motion to a one back set. FIRE blitz supercedes any other blitz vs any one back set.

Alignment rules are as follows:

Corners - basic alignment rules. Both corners over with no wide receivers to one side (i.e. twins trips). Run with any motion by wide receiver.

Free Safety - adjust alignment and coverage responsibility based on formation. Cover #2 vs pro trips, #3 vs twins \_\_\_\_\_ trips. Versus balanced one back set cover #2 away from TE. Other formations will be based on game plan. Run with any motion by wide receiver.

# PRESSURE BLITE PACKAGE

Elister and the

Outside Blitzers - align according to basic TE/SE rules. TE Outside should move inside to cover TE as in Steeler blitz. SE outside align in normal position and execute blitzer assignment.



TE Inside Blitzer - with "FIRE" call you automatically become a blitzer REGARDLESS OF blitz called in huddle. "FIRE"

SE Inside Blitzer - with "FIRE" call you automatically become a hugger regardless of blitz called in huddle.



Defensive Ends:

TE (6 technique) - move outside TE as in Steeler blitz and rush hard off corner.



SE (5 technique) - Execute basic Ram blitz.



# ILLUSTRATIONS OF FIRE BLITZ

1. Pro - Twins



# 2. Pro - Twins Motion to Trips



3. Double Pro



# 4. Pro - motion to Trips



5. Pro - motion to one back set.



6. Twins - motion to trips.



7. Twins - motion to one back set.



8. Double Twins



9. Double Twins - motion to Trips.



10. Pro Trips



11. Pro Trips - motion back to one back



#### 12. Twins Trips



13. Twins Trips - motion back to one back.


11 DEFENSE PRESSURE BLITZ PACKAGE

14. Walk to versus Pro Trips.



15. Walk to versus Twins Trips.



16. Walk to versus one back - Pro-Twins.



# 11 DEFENSE PRESSURE BLITE PACKAGE

2. <u>Backfield Motion creating Trips:</u> Free safety run with motion. Front 8 adjust to Fire blitz.



3. Backfield motion creating One Back Set:

 $\left( \begin{array}{c} \cdot \end{array} \right)$ 

a. with corners on each side of ball: Free safety run with motion. Front 8 adjust to Fire blitz.



b. with corners over: Free Safety run with motion. Front 8 adjust to Fire blitz.



FIS.

Receiver motion in one back set creating Trips: Corner or Free safety run with motion. FIRE blitt call.



# MAN FOR MAN PASS DEPENSE

Two types of man-to-man pass techniques are used. The linebacker will play a cautious man-for-man when he does not have help in the deep zones. This will be called <u>Blitz and</u> <u>Engage Technique</u>. When the linebacker has deep help, he can play more underneath and reckless. This will be called <u>Car</u> <u>Technique</u>.

# I. BLITZ AND ENGAGE TECHNIQUE (MAN)

- A. Align normal for defense called do not give it away but try to have inside position on your back.
- B. Read run or pass on first step. First move slide <u>up</u> and <u>in</u> as if you were blitzing.
  - 1. <u>Concentrate</u> hard on the <u>receiver</u> do not look at the QB.
  - 2. <u>Build a wall and take away the inside</u>. Keep shoulders and feet square.
- C. If your back blocks go to him and engage (hug) him. This turns into a blitz technique except you must maintain contact and take him with you to the QB. Do not run by him or let him go. You must hold him and take him with you. Go as far as you can when closing but always be under control.
- D. If your back releases:
  - You must force receiver outside. Build a wall outside. Get on his <u>inside shoulder</u> and deny an inside release.
  - Maintain a 3-4 yard cushion on the receiver. Never let him get closer than 3 yards to you or he will run by you. Give up the short pass rather than 6 points.
  - 3. Collision receiver if he tries to run <u>inside</u> or upfield. Then get into his <u>hip pocket</u>. Turn towards him.

- 4. If he breaks out laterally, break parallel to him. Make your angle deep enough to maintain a 4 1/2 yard cushion. If he breaks upfield, you will be in position to break with him. <u>OVERPLAY HIM</u> INSIDE!!
- 5. Look for the ball when the receiver looks and when you hear a "Ball" called. Glance quickly to the QB for the ball.
  - 6. Play through the receiver with your inside arm in front. Keep your outside arm behind him to make the tackle.
  - 7. If receiver is running up the sideline when the ball is thrown, look over your shoulder for the ball and reach up with your outside arm. This helps you keep your balance and running stride.

### **II**.

. . ....

- A. Align normal for defense called. Concentrate on the receiver once pass shows.
  - 1. Deny inside releases build a wall.
  - Play more underneath you have deep help so do not cushion as in regular man. Move up toward him and do not let him inside.
  - 3. Chase the receiver staying inside and underneath get in his hip pocket.
  - 4. Never drop back, always close up.
  - 5. Never look back at QB. Concentrate on receiver.

center flat down the LOS and come off his backside running. Always looking for the cut back. Rush passer in proper lane, checking for HB-FB draw.

(Key Helmet -- ATTACK IT) KEYS AND REACTIONS IV.

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- If center drives straight ahead into you, destroy à. his block with your charge and find the ball. (Drive block)
  - 1. Shed blocker and get separation, so you can tackle ball carrier. Ball will be coming at vou.
  - Keep shoulder square, and do not pick a side 2. until you find the ball.



- If center drives straight ahead into you and you Б. feel pressure from one of the guards, play double team block.
  - 1. Attack the seam and split it.
  - Stay low and work upfield. (Get down if you 2. have to.)
  - Be sure that guard is actually blocking you 3. before you go down.



If center sets for pass, drive him back hard and then find the ball. с.

- Drive center back and then guickly shed him to 1. find ball.
- Check for draw. 2.
- If center lead blocks to either side, squeeze him D. flat down the LOS.
  - 1. Ball will be going in direction of center's block.
  - Deliver blow to neutralize center's charge.
  - Get control of center's block, keeping shoulder 3. parallel to LOS and nose up on center.
    - a. Stay on LOS as you control block.
  - Once you get control of center, locate ball. 4.

a. Keep inside-out leverage on ball and be alert for <u>cutback</u>.

YOU HAVE ALL B.S. CUTY

### "1" TECHNIQUE

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### I. STANCE AND ALIGNMENT

A. Stance same as 3 Tech.

- B. Alignment may vary.
- C. Step with the foot that's covered by the man.

### II. MOVEMENT AND BLOW

- A. Key centers helmet and attack it.
- B. Blow same as 3 Tech.
- C. Keep shade side arm and leg free.
- D. If helmet comes to your shaded side, attack it and keep A Gap arm and leg free.
- E. If helmet goes away from your shaded side, attack it and squeeze center keeping him off the backside LB. (Scoop Block) After squeezing, come of tail of center flat down LOS looking for cutbacks.
- F. If helmet comes straight at you, attack center. Get separation and find the ball. Expect to be double teamed when drive block occurs. You can go down if you feel pressure from guard.
- G. Keep shoulder square all the time.



### III. RESPONSIBILITIES

A. Protect A to the called side. Squeeze backside A Gap on flow away.

- B. Keep call side arm and leg free.
- C. Put the center in the backfield.
- D. Keep center off LB.
- E. Always pursue flat down LOS.
- F. Rush passer in proper lane, check for draw.

### "2" TECHNIQUE

## I. STANCE AND ALIGNMENT

- A. Line up in a three or four point stance
- B. Outside foot should split the crotch of the guard

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- with your outside foot slightly back.
- .C. Tighten alignment toward LOS.

### II. MOVEMENT AND BLOW

- A. Key helmet of guard and attack it.
- B. If guard goes outside or straight ahead, attack his inside breast and keep your inside arm and leg free.
- C. If guard goes inside, fight across his head keeping inside arm and leg free.
- D. If guard gives you soft read, check inside for possible trap.
- E. Always be ready for double team or combo blocks.

## III. RESPONSIBILITIES

- A. Protect A Gap.
- B. Keep inside arm and leg free.
- C. Keep guard off LB.
- D. Do not get cut off by guard on plays away. Pursue flat down LOS and take all cutbacks plays away.
- E. Rush passer in proper lane, check for draw.

## IV. KEYS & REACTIONS

- A. If guard fires straight out into you, destroy his block, shed and get to the football. (Drive block).
  - 1. Keep a good wide base.
  - 2. Keep feet moving with inside arm and leg free.
  - 3. Put the guard in the backfield.



- B. If guard fires out low and hard to your inside trying to get his head across, defeat the block and get to the football. (Cutoff block).
  - 1. Attack up the field stepping with the out foct.
  - 2. Keep shoulders square as you work down LOS.
  - 3. If blocker gets his head across, drive him down the LOS.
    - 4. Keep inside arm and leg free.

C. If guard sets up to show pass then blocks out, beware (Influence block).

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- 1. Get a pre snap read.
- As you attack up the field, snap your head to 2. the inside, trapper will be coming.

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- Take your outside arm and rip through the 3. trapper.
- If you penetrate deep into the backfield before ÷. you realize you're being influenced, you must react a lot guicker. Push off hard with your outside foot and throw your body into and across the trapper.
- 5. You must stay low.



- If guard pulls to the inside, be ready for center D. blocking back on you. (Block back).
  - Get a pre snap read of guard pulling. 1.
  - When guard pulls inside, step towards the 2.
  - center attacking him, squeezing him in.
  - Use crossface technique upon initial reaction. 3.



- If blocker drives hard to your outside, a couple Ξ. things can happen:
  - Scoop block. 1.

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- a. Center will fire out flat and hard to your outside leg. Attack up the field not letting the center get his head across.
- Influence out block 2.

a. Because you have inside responsibility, the blocker will try to get you to go out with him, widing the hole.

b. Step directly upfield and jab him with your outside hand. Do not over-extend.

2. Pro

c. Immediately snap your head inside locking for someone coming to kick you out?

d. Stay low and keep your shoulders square.

### "3" TECHNIQUE

#### STANCE & ALIGNMENT. I.

Line up in three or four point stance, inside foot A. back, distance may vary.

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Shoulders parallel to ground. в.

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- Head natural extension so you can see guard and С. lineman to either side.
- Arms extended straight down from shoulders with D. elbows straight.
- Back flat, tail slightly up and knees bent so you Ε. are ready to uncoil.
- Feet should be wider than shoulder width and up under you with weight on the ball of foct. Heels F. should clear the ground.
- Should have weight equally distributed on hands and G. feet.
- Line up tight to the LOS with your inside leg splitting the crotch of the offensive guard. н.

#### MOVEMENT & BLOW

- Key movement of the helmet of the offensive guard Α. to indicate your movement.
- When helmet moves attack it. Э.
  - Always take a 6 inch power step towards the 1. offensive guard on his initial move.
    - If helmet goes inside, drive off the inside foot and explode into the guards outside breast 2. with your hands, keeping shoulders square.
    - If helmet goes outside drive straight ahead into the offensive guard you must destroy his 3. block first, then work outside. Your alignment will allow you to attack straight up field.
    - If helmet comes straight at you, attack the outside breast with facemask and hands keeping 4. your outside hand free, work for separation.
  - As you charge, deliver the blow with your facemask С. and hands into guard.
    - Your aiming point is the outside breast of the 1. offensive guard.
    - You must get your shoulders and facemask under 2. his shoulders and straighten him up.
    - Keep arms close to your sides and drive them up 3. through the guards chest.
    - As you deliver the blow, uncoil hips and arch back. Want to deliver blow with force and 4. snap, hitting from low to high.
    - Always get a piece of offensive guard. Keep 5. him off the LB.
    - After delivering the blow, push off with hands to get separation from offensive guard so you 6. can flow to the ball. (Shed blocker).

# PRESSURE BLITE PACKAGE



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### BUITCES

RAM

	11 R.1-M
2.	11 STORM
3.	11 3020
	11 OPPONENT
5.	FIRE BLITZ

6. FAKE BLICE

PRE-ALIGN OR WALK TO



OUTSIDE BLITTERS: ALIGN ON THE LINE OF SCRIMMAGE TWO YARDS OUTSIDE THE TACKLE OR TIGHT END. STUNT HARD OFF THE CORNER AIMING FOR A POINT THREE MARDS BEHIND THE OFFENSIVE TACKLE. READ ON THE RUN AND ADJUST YOUR PATH TO THE PLAY:

- CONTAIN WIDE RUN AND QB ON PASS
- BEND TO PITCH VS OPTION UNLESS TO SINGLE TE æ.
- È. SQUEELE INSIDE RUN
- с.
- CHASE RUN AWAY d.

INSIDE BLITTER: ALIGN IN B GAP AS IF YOU WERE GOING TO BLITT. BACK OUT TWO YARDS ON THE SNAP OF THE BALL. PLAY BASIC HUGGER MECHNIQUE.

ENDS - ANGLE HARD TO INSIDE GAP TACKLES - ALIGN IN A GAP - PENETRATE HARD SECONDARY - COVER 1

11 DEFENSE PRESSURE BLITZ PACKAGE . Town



INSIDE BLITTERS - ALIGN IN AND BLITZ THROUGH B GAPS.

ENDS - ALIGN IN 6 TECHNIQUE TO TE AND 5 TO SE. PENETRATE STRAIGHT UPFIELD.

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OUTSIDE BLITTER TO TE - ALIGN IN NORMAL POSITION. FAKE BLITZ TAKE BOUNCE STEPS ON SNAP AND PLAY HUGGER TECHNIQUE

END TO TE BIDE - ALIGN IN 6 TECH AND EXECUTE RAM.

INSIDE BLITTER TO TE - ALIGN IN AND BLITZ THROUGH B GAP.

INSIDE BLITZER TO SE - ALIGN IN B GAP AND EXECUTE RAM. HUGGER TECHNIQUE.

END TO SE SIDE - ALIGN IN 3 TECH AND EXECUTE RAM.

OUTSIDE BLITZER TO SE - EXECUTE RAM BLITZ. ATTACK OFF THE EDGE.

# 11 DEFENSE PRESSEURE BLITZ PACKAGE



TE OUTSIDE - ALIGN IN NORMAL OUTSIDE POSITION. BLITZ ON SNAP OF BALL. IF BACK CROSSES YOUR FACE YOU MUST COVER HIM.

TE INSIDE - ALIGN IN NORMAL INSIDE POSITION. BLITS THROUGH B GAP ON SNAP OF BALL.

SE INSIDE - ALIGN HEAD UP CENTER. BLITZ STRAIGHT UPFIELD.

SE OUTSIDE - ALIGN IN NORMAL OUTSIDE POSITION. BLITE ON SNAP OF BALL. IF BACK CROSSES YOUR FACE YOU MUST COVER HIM.

ENDS - EXECUTE RAM BLITZ.

TACKLES - TO TE SIDE - NORMAL A GAP PENETRATION. TO SE SIDE - ALIGN HEAD UP GUARD. ATTACK STRAIGHT

AHEAD.

SECONDARY - NORMAL COVER 1



TE OUTSIDE - ALIGN IN INSIDE POSITION ON TE AND COVER MAN TO MAN.

TE INSIDE - ALIGN IN B GAP. EXECUTE BLITZER TECHNIQUE ON SNAP OF BALL.

SE INSIDE - ALIGN IN B GAP AND EXECUTE HUGGER TECHNIQUE ON SNAP OF BALL.

SE OUTSIDE - ALIGN IN OUTSIDE POSITION AND EXECUTE RAM BLITE

ON SNAP OF BALL.

ENDS - TO TE SIDE : ALIGN IN & TECHNIQUE AND ASSUME OUTSIDE BLITDER TECHNIQUE. WAIT FOR "BUMP" CALL BY STRONG SAFETY AND BLITD HARD OFF THE CORNER. TO SE SIDE : EXECUTE RAM BLITD.

TACKLES - NORMAL BLITE RESPONSIBILITIES.

SECONDARY - COVER 1 WITH FREE SAFETY PLAYING THIRD ELIGIABLE RECEIVER OR MOTION.

## 11 DEFENSE PRESSURE BLITZ PACKAGE



Align in Blitz look and run to base defense and coverage called on move call. We could jump to any front or coverage simply by designating as such.

TACKLES		Align in A Gap. On "move" call slide out to
		l tochnique
ENDS		Align in 6 and 5 technique. Play normal
		responsibilities on snap of ball.
MIKE	-	Align in B gap to SE side. On move call jump
		back to basic position. Play coverage
		called. Responsible for "MOVE" call. Align in blitz position to SE side. On move
W		call jump back to basic position and play
		call jump back to basic posicion and part
		coverage called. Align in B gap to TE side. On move call jump
SAM		Lask to bacic position. Play coverage career.
		The is blief position to the side. Un move
HAME		
		Dian in position to cover "A as in Dian
مەرب شىتە:		package. On "move" call RUN back to position
		in an actionade called.
COPNERS	-	which in man position on Wal. On "Move" care
		move to coverage called. Play appropriate
		technique.
BLITE PACKA	GΞ	CHANGEUPS
3. Barrel		3. Switch

2. Twist 4. Exchange

 Barrel: exchange of gaps and responsibilities between both tackles. Tackles should use basic barrel rules to determine execution of stunt. CAN BE RUN WITH ANY BLITZ EXCEPT OPPONENT.



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## 11 JERLAN PRESSURE BLITE PACKAGE

1. Twist: exchange of gaps and responsibilities between a defensive tackle and an inside blitzer. Tackle goes first with blitzer coming behind. CAN BE RUN WITH THE FOLLOWING BLITZES: STORM (both sides), OPPONENT (TE side only).



3. Switch: exchange of gaps and responsibilities between a defensive end and an outside blitzer. End goes first with blitzer coming behind to inside. CAN BE RUN WITH THE FOLLOWING BLITZES: RAM (Both Sides), STEELER (SE side only), OPPONENT (both sides).



4. Exchange: switch in alignment between TE outside blitzer and DE. Used with Ram blitz.



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# BLITZ PACKAGE FROM BASIC DEFENSES

In addition to blitzing from 11 defense we can also blitz from any of our basic defenses. All calls and assignments are the same as 11 package - we just start from a normal alignment.



BASE STORM



ALIGRENT	KEY	RESPORSIBILITY
<u>50 - 90</u>	BACK UNCOV.	DEPENDS ON STUNT
<u>MIRE</u> 10 - 20	BACK UNCOV. LINEMAN	DEFENDS ON STURT
<b>*</b> 90	BACK UNCOV. LINEMAN	DEPENDS ON STUNI
<u>S. CORNER</u> INSIDE TECH X5 YDS. DISGUISE	#1 RECEIVER	MAN TO MAN #1
HAWE CUTSIDE TECH. ON #2 UNLESS #2 is split(inside)	#2 RECEIVER	MAN TO MAN #2 (COMBO WITH SAM) VS. FRO
F. SAFETY TAUXLE TO TACKLE X 10 - 12	PALL TO ELIGIELE RECEIVERS	FREE
<u>W. CORNER</u> INSIDE TEDH. X5 DISCUISE	#1 RECEIVER	MAR TO MAN #1

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COVER 1



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COVER 1 IS A HLITZ COVERAGE WITH INSIDE MAN TO MAN TECHNIQUE. IT MAY BE RUN FROM A COVER 2 OR COVER 3 LOOK.

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ALIGNMENT	REY	RESPONSIEILITY	
<u>SAM</u> 50 - 90	D.O.3.	DEPENDS ON ELITE	,
<u>* * * * * * * * * * * * * * * * * * * </u>	D.C.3.	DEPENDS ON ELITE	
10 - 20			
<u> </u>	2.0.3.	DEPENDS ON BLITS	
<u>S. CORNER</u> INSIDE TECH. X 5 YDS. (DISGUISE)	#1 RECEIVER	MAN TO MAN #1	-
HAVE INSIDE TECH. X 5 YDS.	#2 RECEIVER	MAN TO MAN #2	<b>.</b> .
F. SAFETY INSIDE TECH ON FIRST EACE TO X 10 YDS. DEEP.	FIRST BACK TO X	FIRST BACK TO X MAN TO MAN	
W. COPNER INSIDE TECH X 5 YDS. (DISQUIEE)	#1 RECEIVER	MAN TO MAN #1	



FLAT

COVER 2 IS A 2 DEEP, 5 SHORT ZONE COVERAGE. BOTH SAFETTES ARE RESPONSIBLE FOR ONE-HALF OF THE FIELD. THE CORNERS AND LINEBACKERS ARE RESPONSIBLE FOR THE 5 UNDERNEATH ZONEE.

# COVER 2

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ALIGRMENT	KEY	RESPORSIBILITY
<u>SAM</u> 50	BACE,	OPEN STRONG WALL OFF T.E. WORE TO CURL 12 - 14 TES. IF T.E. RUNS UP GO WITH.
	UNCOVERED LEXEMAN	
<u>*∏≅</u> ÷€0 - 20	BACK, UNCOVERED LINEMAN	OPEN STRONG, WORK TO MIDDLE HOLE AREA 10 - 12 yds. DEEP. CHECK FOR BACK DELAYS /SCREENS. LOOK FOR WALL OF T.E. #3 STRONG
VILL 90	BACK	WEAK SIDE CURL 12 - 14 DEEF. IF #2 RES UP, RUN WITH HIM.
<u>S. CORNER</u> OUTSIDE POSITION 2 - 6 YDS.	SEE #2 & #3	FLAT, COLLISION #1 AND FORCE INSIDE. CLUE #2 IF #2 IS OUT SINK FOR VOID AND BREAK ON ARM. IF #2 IS UP GET DEPTH, FAXE AWAY, FLY FROM #1.
HANT HASH 12 YBS.	#2 TO BALL SEE #1 & #3 FOR TOTAL PICT	DEEP 2, IF #2 OR #3 ARE UP MAINTAIN POSITION AND BREAK ON BALL. IF #2 IS OUT LEAN ON #1.
F. SAFETY HASH 12 YDS.	BALL THROUGH WEAVEIDE LINEMAN SEE #1 & #2 FCR TOTAL FIOTURE	DEEP 7; IF #2 IS UP MAINTAIN POSITION AND HEEAX ON BALL. IF #2 ELOUXE OR IS OUT LEAN ON #1.
N. CORNER OUTSIDE POSITION 2 - 6 YDS.	#1 TO BALL SEE #2 & #3 FOR TOTAL FIOT	FLAT RESPONSIBILITIES, COLLISION #1 AND FORCE INSIDE, CLUE #2. IF #2 IS OUT SINK FOR VOLD BREAK ON ARM. IF #2 IS UP DET DEFTH AND TAKE AWAY FLY FROM #1. FLAY ACTION AWAY OR ROLE OUT LOOK ON #1.

# BASICS OF SONE DEPENSE

### LINEBACKER KEYS AND TECHNIQUES Ξ.

- Pre-Snap λ.
  - 1. Find your drop point.
  - 2. Know how many eligible receivers.
  - 3. Be aware of down and distance.
- Play Recognition в.
  - 1. When pass action is read make a verbal call "PASS-PASS"1
  - 2. Conscious of draw until QB passes deepest back in the backfield.
- Proper Techniques C.
  - 1. <u>Pivot</u> a 45 degree hop step to the side back key designates.
  - 2. Dig crossover technique to your drop area while reading receivers.
  - 3. Level Off squaring up at proper depth once quarterback has set for pass. Slide toward nearest receiver.
  - 4. <u>Break</u> planting and driving toward receiver once the quarterback has indicated receiver he is throwing to (read eyes-shoulders-hand-stride).
- PASS JONE SPOTS AND TERMS ----
  - Vertical Stretch Α.
    - 1. When a receiver runs straight up the middle of the field vs. a 2 deep coverage.
    - 2. Linebacker should "hammer" taking away the inside as much as possible. 3. Stay with receiver up to 17 yards.
  - Second Contain в.
    - 1. When inside linebacker must contain rush quarterback on sprint out pass action.
    - 2. Linebacker must attack from inside/out forcing the quarterback to throw or eat the ball.

# COVER 2 FREE SAFETY & STRONG SAFETY TECHNIQUE

Run flow to your side, you should force to a point outside and behind corner support. You must make the play if the runner breaks outside contianment or breaks inside containment, then outside. If a run flow is away from you, force the ball from inside out. You must make the play if the ball breaks inside the containment and up the field or back inside.

Pass flow to your side or DBP, you must maintain position on receivers, being as deep as the deepest man in your zone and being able to break on either receiver if the ball is thrown deep. You push off of hash if #2 is no threat up inside.

Pass flow away from you - know that the short cover man is getting depth to your side and is playing man on wide receiver if there is no threat back in his face. Therefore, you can push off of hash if it is full sprint flow away.

You must know receivers in your zone and have eyes on quarterback and break quick on arm.



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COVER 2 SWITCH IS THE FREE SAFETY AND WEAK CORNER PLAYING COVER 2, AND THE STRONG CORNER AND STRONG SAFETY PLAYING 'S DEPENDING ON THE ROUTE OF # 2 STRONG. IT ALLOWS THE STRONG SAFETY TO BE A ROBBER ON INSIDE ROUTES OF # 1, AND ALLOWS THE STRONG CORNER TO TAKE AWAY THE OUTSIDE SEAM ROUTE AND FOST CORNER WHICH HURT COVER 2.

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ALIGRMENT	KEY	RESPORSIELLITY
<u>sam</u> 50 - 90	BACK, UNCOVERED LINEMAN	DROP CURL TO FLAT IF #2 RUNS ARROW GO DIRECTLY TO F
<u>x</u> 10 - 20	BACK, UNCOVERED LINEMAN	OPEN STRONG, WORK TO MIDDLE HOLE IN 10 YLS DEEP. IF T.E. RELEASES INSIDE WALL HIM OFF. IF #3 GOES UP GO WITH HIM.
<u>WILL</u> 90	BACK, BALL	WEARSIDE CURL 12 - 14 YDS. IF #2 GOES UP RUN WITH HIM. NEVER DROP OUTSIDE THE HASH.
<u>S. CORNER</u> INSIDE POSITION 4 - 6 YDS.	#2:TO BALL	INSIDE MAN ON #1 if #2 RUNS ARROW WORK TO GET OUTSIDE #1.
HAWK SAME AS COVER #2, ALIGN	#2 TO BALL	IF #2 COMES UP YOU HAVE #2, IS HE BREAKS OUT OR GOES UNDER ROB INSIDE OF #1.
T <u>F. SAFETY</u> COVER #2 LOCK	#2 <b>1</b> 0 EAIL	THEP - RESPONSIBILITIES, SAME AS COVER #2.
<u>V. CORNEP</u>	SAME AS	COVER 2

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COVER 2 LOCK



THIS IS A 2 DEEP ZONE WITH 5 UNDERNEATH MAN TO MAN COVERAGE. SAFETIES EACH PLAY ONE-HALF OF THE FIELD, AND CORNERS AND LINEBACKERS PLAY MAN TO MAN WITH INSIDE TECHNIQUE. NORMALLY USED WITH NICKEL PACKAGE. COVER 3 & COVER 3 PRESS



COVER 3 IS A 3 DEEP STRONG SILE COVERAGE. THERE ARE 3 DEEP ZONES WITH 4 SHORT ZONES UNDERNEATH. STRONG SAFETY MAKES CURL OR FLAT CALL DEPENDING ON GAME SITUATION.

ALIGNERT	KEY .	RESPONSIBILITY
<u>50 - 90</u>	BACK UNCOVERED LINEMAN	STRONG SIDE CURL DROP 12 - 14 YDS. IF T.E. GCES UP, WALL OFF AND CONTINUE TO CUPL DROP.
<u>MTRE</u> 10 - 20	BACK UNCOVERED LINEMAN	OFEN TO WEAKSIDE OF PASSING STRENGTH, WORK TU CURL 10 - 12 YDS DEEP.
<u>VTLL</u> 90	BACK, EAIL	WEAK SIDE CURL, FLAT GET UNDER THE OUT NO DEEPER THAN 8 YDS.
S. CORNER OUTSIDE POSITION 7 - 8 YDS.	#1. TO BALL MUST SEE #2 & #3 FOR TOTAL FICTURE	DEEP OUTSIDE 1/3 FLAY OUTSIDE TECHNIQUE. SEE #2 FOR DEEP THREAT (OUT AND UP OR FLAG)
$\frac{HAWK}{5 \times 5 \text{ YDS}}.$	#2 TO BALL	CURL TO FLAT. DROP TO CURL, BUY TIME FOR SAM THEN DROP TO FLAT.
F. SAFETY MIDELE OF FORMATION 10 YDS.	BALL THROUGH WEAVSIDE LINEMAN	THEF MIDDLE 1/3, READ BALL AND Q.E. THINK OF POST FROM #1 ELTHER SIDE. DO NOT JUMP SHORT CROSSING ROUTES.
<u>X. CORNEF</u> CUISIDE POSITION 7 - 8 YDS.	#1 to BALL SEE #2 FOR TOTAL FLOTURE	DEEP OUTSIDE 1/3, PLAY OUTSIDE TECHNIQUE. SEE #2 ON DEEP THREAT (OUT AND UP OR FLAG) *BALL ON HASH FLAY INSIDE TECHNIQUE.



COVER 3 CLOUD IS A PREDETERMINED, 3 DEEP STRONG ROTATION COVERAGE. THE ALIGNMENT WILL BE A COVER 2 LOOK, AND THEN MOVE TO COVER 3 CLOUD ON THE SMAP. THE MORE THE COVERAGE LOOKS LIKE COVER 2 ON ALIGNMENT, THE MORE ENTROTIVE IT WILL BE. ON BACK MOTION TO TRIPS, LINEBACKER MUST COVER DOWN LIKE COVER 2 RULES.

3 CLOUD

ALIGNMENT	KEN	RESPONSIBILITY
SAM	EACX	STRONG SIDE CURL DROP 12 - 14 YDS.
<u>s.v.</u> 50 - 90	1	IF T.E. GOES UP WALL OFF AND CONTINUE
	LINEMAN	CURL DROP.
X	BACT	OPEN TO WEAK SIDE OF PASSING STRENGTH
10 - 20	UNC OVERED	WORK HOCK TO CURL 10 - 12 YDS.
	LINEMAN	
	•	
VTTT.	BACH, BALL	WEAKSIDE CURL TO FLAT DROP GET UNDER OUT,
WIIL 90		NO DEEPER THAN 8 YDS, READ # 2 FOR COMBO.
	1	
S. CORNER	l l l l l l l l l l l l l l l l l l l	FLAT, COLLISION # 1 FORCE INSIDE THEN CLUE
OUTSIDE	SEE #2 & #3	# 2 & # 3. IF # 1 & # 2 ARE UP GET DEPTH,
POSITION	FOR TOTAL PICT	IF 3 SWIMS FREAK UP ON ARM, IF # 2 IS OUT
2-5 YDS.		JUMP HIM QUICK.
i F F		
HANN	# 2 to EALL	DEEP OUTSIDE 1/3 AND RUN TO RESPOND AND PLAY
HASH 12 YDS.	# 2 to BALL CLUE # 1 ON	LIKE S. CORNER IN COVER 3.
9 1 9	ROTATION.	
F. SAFETY	WEAKSIDE	DEEP MIDDLE 1/3 AND RUN TO RESPOND. FLAY COVER 3.
HAEH 12 YDS.		
	TO BALL	
¥. CORNER	#1 to BALL	THE OUTSILE 1/3 COVER 2 LOCK ON ALIGNMENT FLAY
	E SEE # 2 FOR	COVER 3 ON SNAP.
5 YDS. IEEP		
1		
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COVER 3 SIT



COVER 3 SMY IS A 3 DEEP COVERAGE DISGUISED WITH A COVER 2 LOOK. USED WHEN I STRETCHES GUR CORNER TOWARD THE SILELINE.

# 3 SIT

	XTY	RESPORSIBILITY
ALIGRMENT 50 - 90	BACK UNDERCOVER LINEMAN	SAME AS CLOUD
<u>* 10</u> - 20	BACIN UNDERCOVER LINEMAN	SAME AS CLOUD
90 90	BACK, BALL	SAME AS CLOUD
<u>S. CORNER</u> OUTSIDE POSITION 4 - 5 YDS.	#1 to BALL SEE #2 & #3 FOR TOTAL FICTURE	DEEP OUTSILE 1/3, FLAY SAME AS COVER 3.
HAWK HASH 10 YDS	#2 to BAIL	CURL TO FLAT, EUY TIME FOR SAM, TAKE AWAY FLAT (DISGUISE)
F. SAFETY FASH 12 YDS	BALL THROUGH	DEEP MIDDLE 1/3, FLAY SAME AS COVER 3.
<u>W. CORNER</u> SAME	AS	ದರ್

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- 7. If guard tries to block low, (helmet attacks below your waist), deliver hand shiver in a downward direction, forcing guard down to ground. Work feet to clear block. Play aggressively. Attack guard.
- ε. Low man wins. 9.
- Stay Low Remember our motto: D. Head Up

## Shoulder Square

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- RESPONSIBILITIES III.
  - Protect B Gap. Α.
  - Do not get driven off LOS by double team or single з. block.
  - Constrict inside plays through the offensive guard. С.
  - Keep outside leg and arm free. D.
  - E. Rush passer in proper lane.
  - Pursue flat on all plays away. F.
  - KEYS & REACTIONS (Key Helmet -- ATTACK IT) IV.
    - If guard fires straight out into you, destroy his А. block, shed, pursue and tackle (Drive block).
      - Step straight ahead with inside foot and 1. collision guard with facemask and hand.
      - Stay low and beat block first before you look 2. for ball. Shed him quickly, then find ball. It is coming right at you.
      - Don't allow guard to turn you out. Squeeze З. through his head keeping should square.
      - Never commit to inside until ball crosses LOS. 4. Defend B Gap first.

If guard releases inside to block down or goes з. across field, treat it as a: (Down block).

- 1. Step with the inside foot attacking the cutside shoulder of the guard.
- Using your hands, you must get a good piece of ~ • the guard to keep him off LB.
- Keep your shoulders square. 3.
- When guard clears, you disengage and pursue to the football down the LOS. ÷.

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- If guard tries to hook you, keep outside leg and с. arm free. (Reach Block).
  - 1. Step with inside foot toward outside breast of guard.
  - Deliver a good blow with your facemask and hand 2. under the chin of the guard.
  - Keep your shoulder square and work the guard. 3. Drive him back keeping outside leverage.



- If guard fires straight out into you and you see D. and feel pressure from the tackle. (Double Team).
  - Attack the guard 1st, when you see and feel pressure, turn your shoulders and split it. 1.
  - 2. Must stay low.
  - Can also drop to a knee when you feel the 3. double team but fight to get to your feet and split it.



- If offensive guard steps down to inside and then turns out on you to stay between you and the ball, Ξ. drive him down to center's position, squeeze. (Turn Out Block).
  - 1. Play is being run away from you.
  - Should be able to recognize this block by the pressure the offensive guard applies as he
  - tries to stay between you and the ball. Be alert for cutbacks. з.



- If offensive guard pulls inside, be ready for Ξ. center blocking back on you. (Block Back). 1. Get a pre snap read of guard pulling.
  - When guard pulls inside, step towards the 2.
  - center attacking him, squeezing him in.