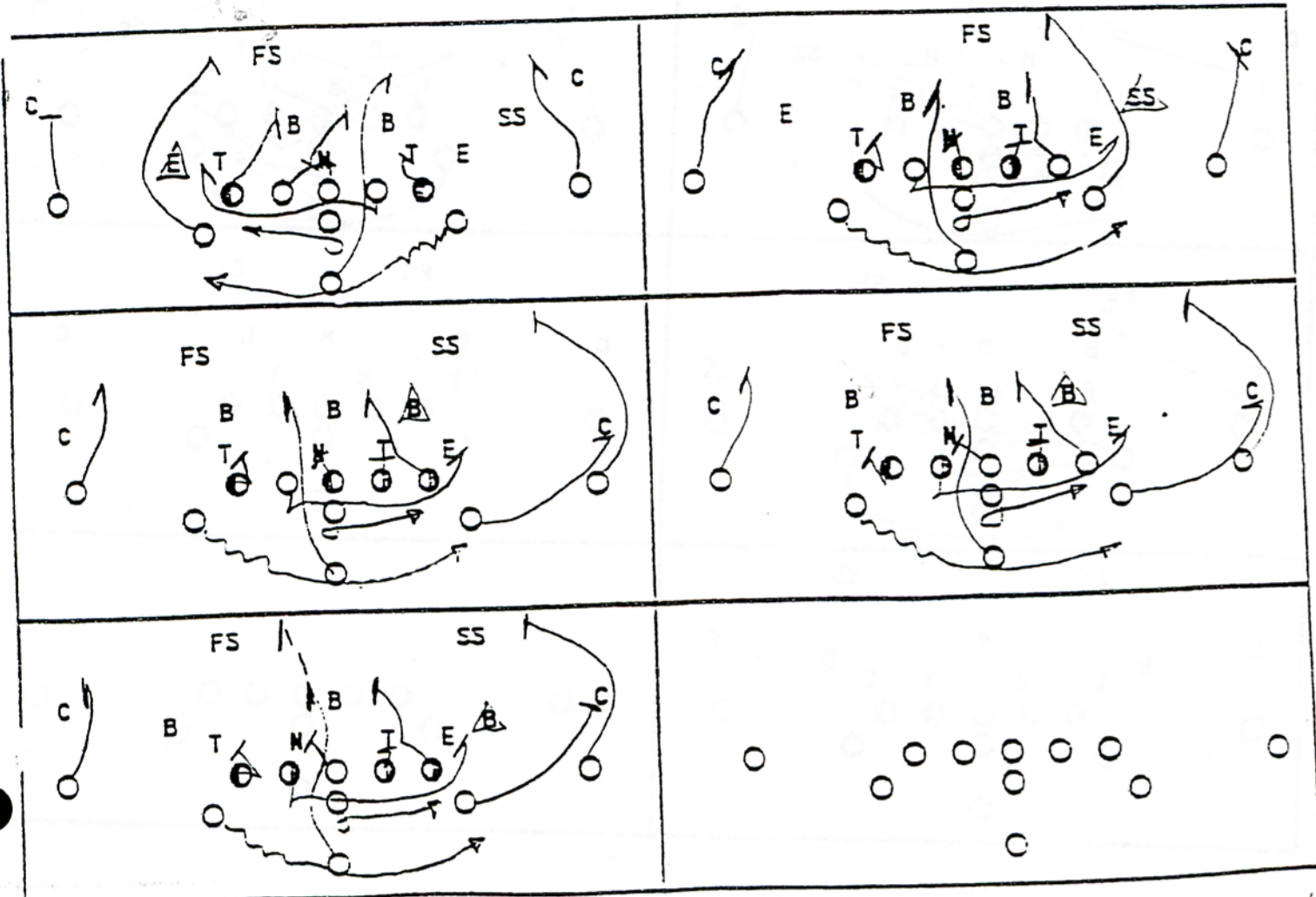
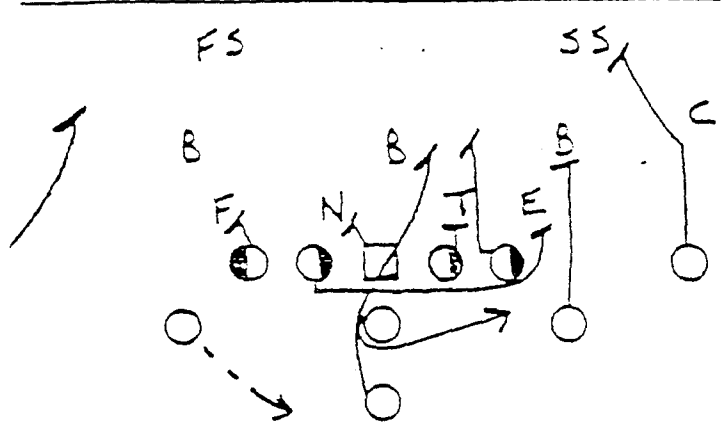
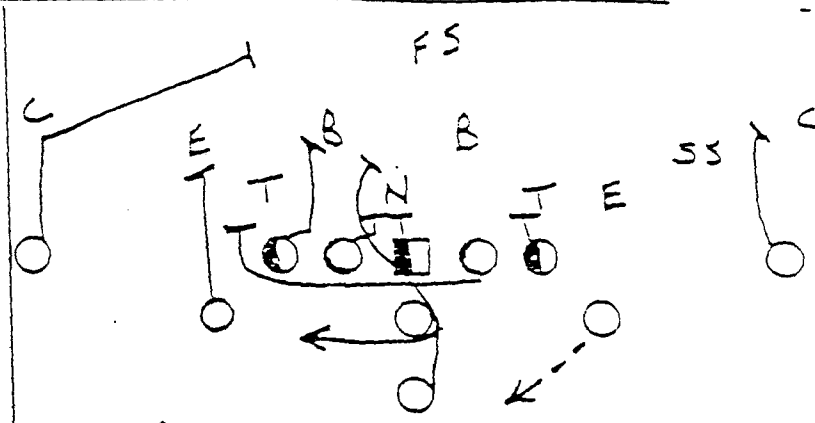


Z	Push Stalk
PSA	Arc for #3 ; In trips, you become pitch man with twirl motion.
PST	Veer for PSLB'er; base 4i
PSG	Base to ACE
C	I'm Back to a 3 Technique
BSG	Pull for #1 unless you have a 4i then go to PSLB'er.
BST	Anchor Down from a 4i out
BSA	Run Pitch Route; when in trips block #3
X	Across Field Technique
B	Step Midline with Playside foot, step to BSG inside hip with Opposite foot roll over this step get fake inside hand off; find hole and get BSLB
QB	Take 12/13 Step then counter around 360* get around Pulling guards block on #1 and option off of #2; if #2 is on the line don't Twirl 360*.

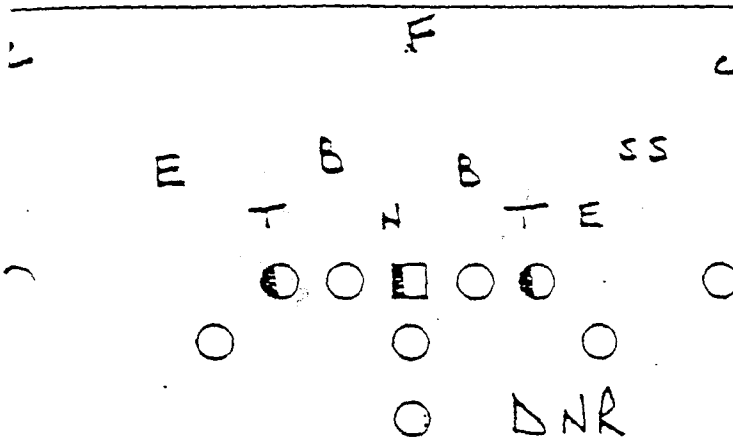




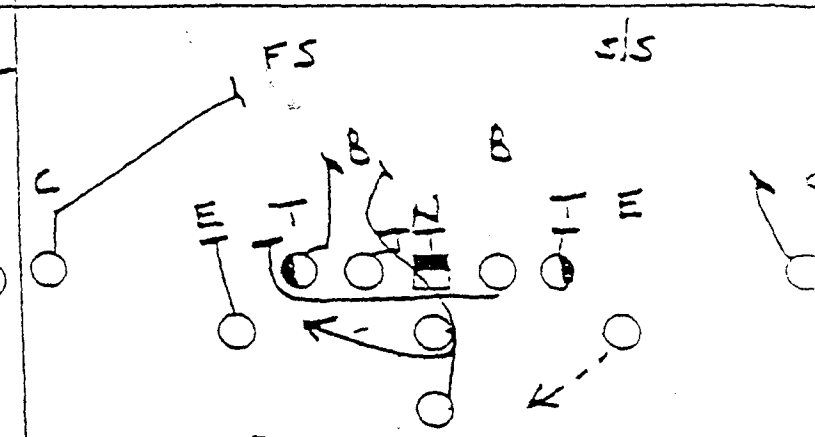
38 Block



39 Block



38 Block



39 Block

POSITION-

ASSIGNMENTS

QB - Reverse pivot two 6 o'clock steps Option #3 - C.P. if #2 threatens must ✓

E-Back - 32-33 Steps, BSLB to Safety

PA-Back - Block #2 (High)

Ri-Back - Tail motion - Run Pitch Route

X - Cut off backside CB

Z - Push Crack; unless inverted safety, then block straight up

PT - Veer In (9 Strong, George, Crash, 5 Call, 7 Call, Eagle, Tom)

PG - Base to Ace to Railroad

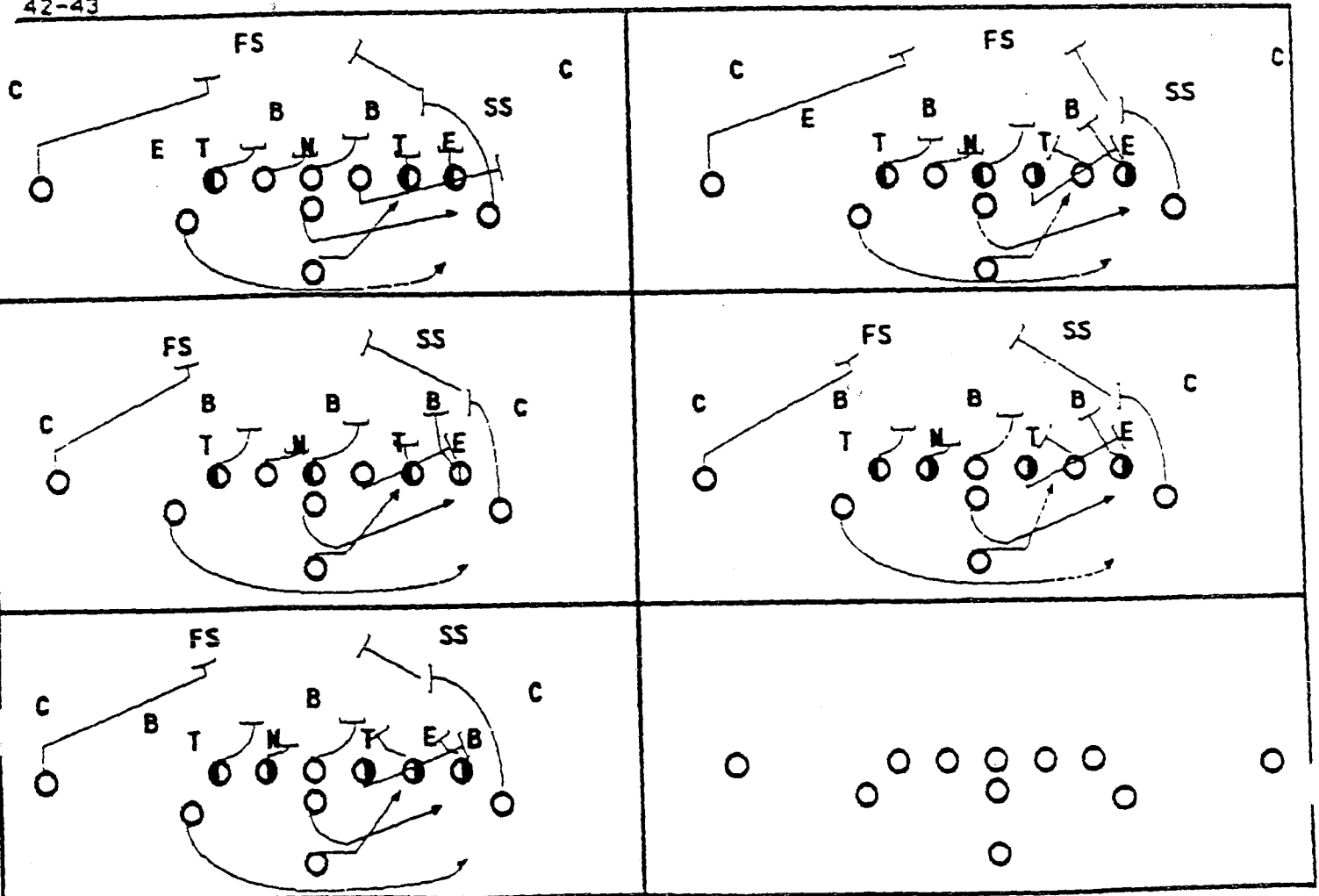
C - I'm Back to a 3 Tech

BG - Pull and Cut 5 Tech

BT - Anchor Down to Stack Rule

Z	Tight End- Base 7 Technuque; should PST be uncovered JAP step 6-9; 5TQ double to pressure(may come off for PSLB'er).
V	Release like Load block PSLB'er to FS.
F	Base to Down; 5TQ double to PSLB'er
G	Pull for 1st man head up to outside TE trap him; with 7 trap what shows outside
	Wide Scoop for PSA
XG	Scoop
ST	Scoop
SA	Run Pitch Route
X	Across Field Technique
B	Open flat then down hill at inside hip of PST
CB	Reverse out and step to 3 or 9; hand the ball as deep as you can to B-back. With a 7 TQ and 9 reverse out and get ball back to B-back carry out fake

42-43



Scoop/ White

Block PSLB'er to FS. Your loading with B-back

Base for B-gap to Down

Pull for 1st man head up to outside TE log him to PSLB'er to FS. 7=log C gap to PSLB

Wide Scoop for PSA-gap

Scoop/ White

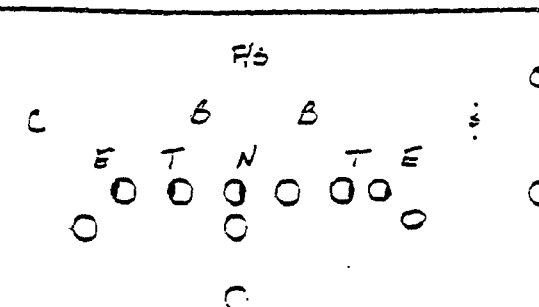
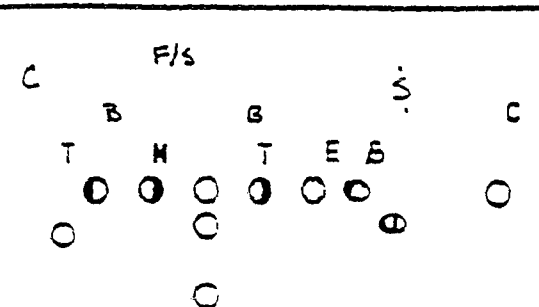
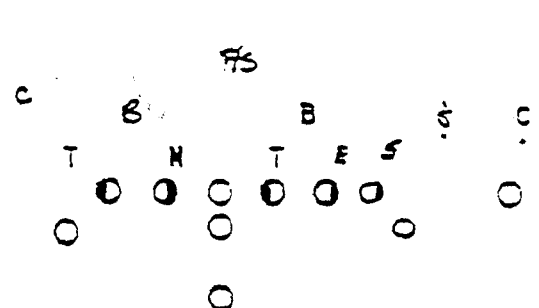
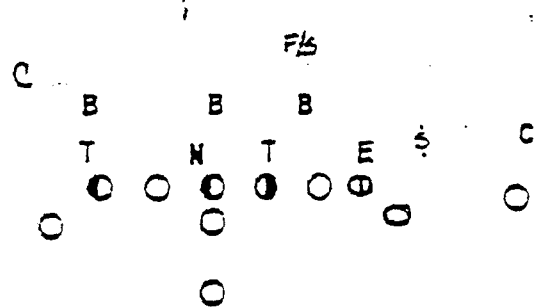
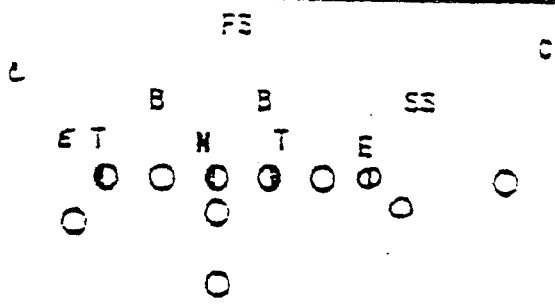
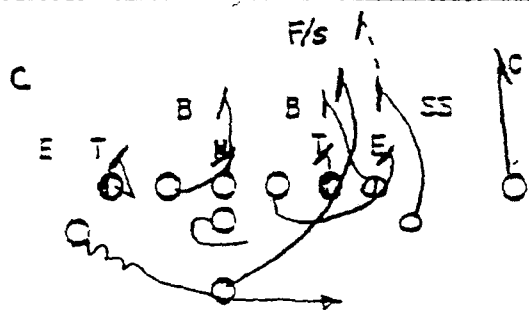
OT-block down step, Secure C Gap to LB'er to FS

Run Pitch Route

White to Scoop

Open flat then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.

Reverse out, come off the line; flash ball to B. Get down hill and pitch off #2. Always COUNTING FROM THE TTQ out #3 must be inside Tackle Box



F-U

Play 83-84

Run Defender off

Fake hinge Load PSLB'er to BSLB'er/ vs 5&9 Block 5

Double 3 TQ to Mike/ BSLB'er

Base to ACE

Base to Ace

Base to Reverse Ace to White

Base to White

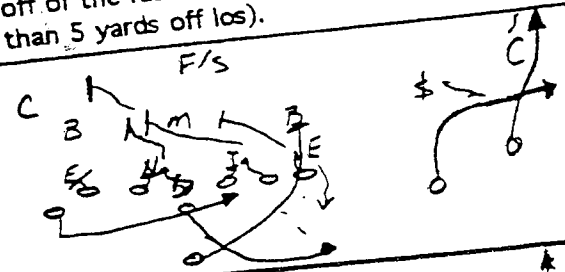
~~Drop~~ step and ~~run~~ expect pitch this is wider than 81-82

Run Defender off

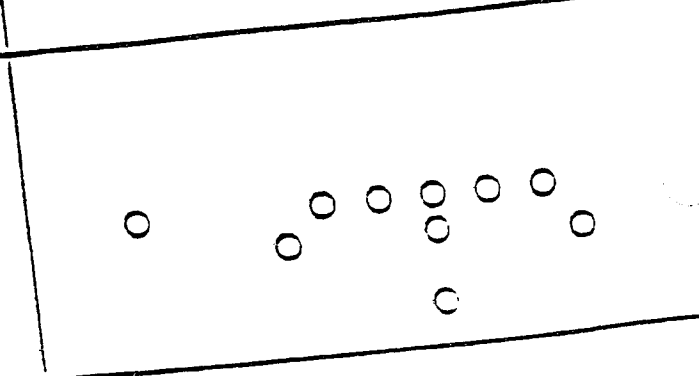
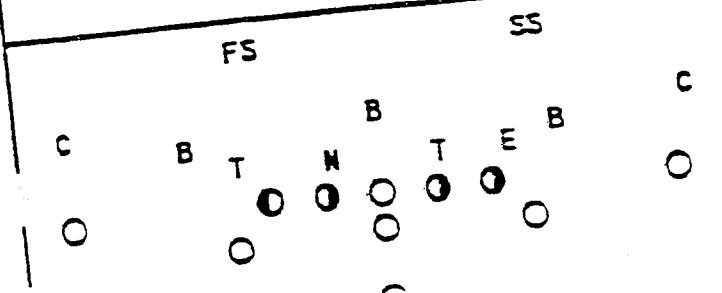
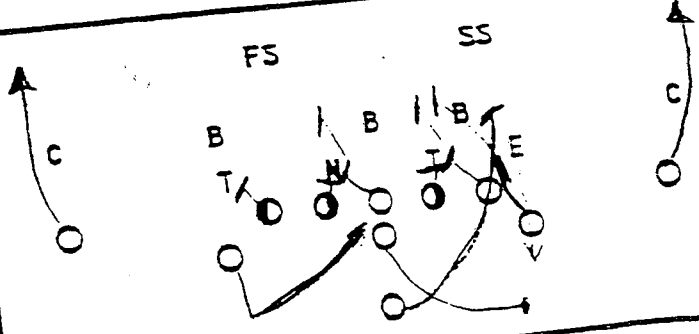
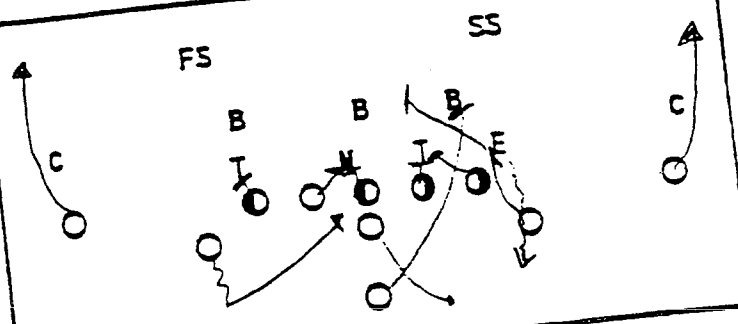
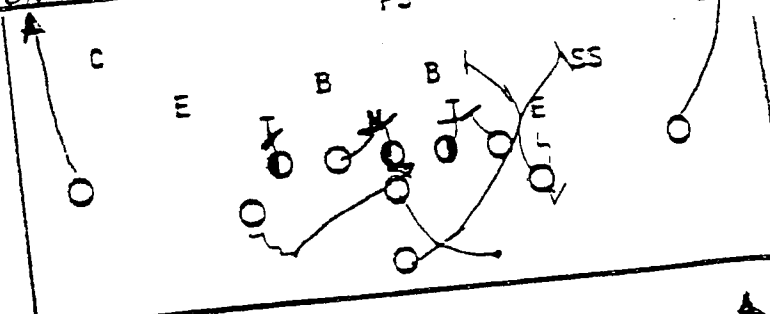
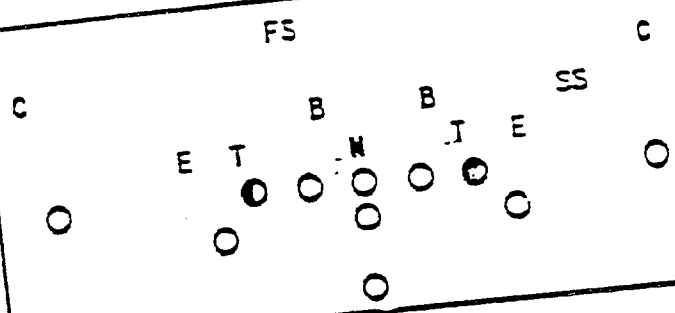
Release for Flat Defender.

Open playside like 60-70 for 3 steps and shuttle ball to BSA off of the rush of the 7 TQ. Attack outside shoulder of Edge rusher 9 (no deeper than 5 yards off los).

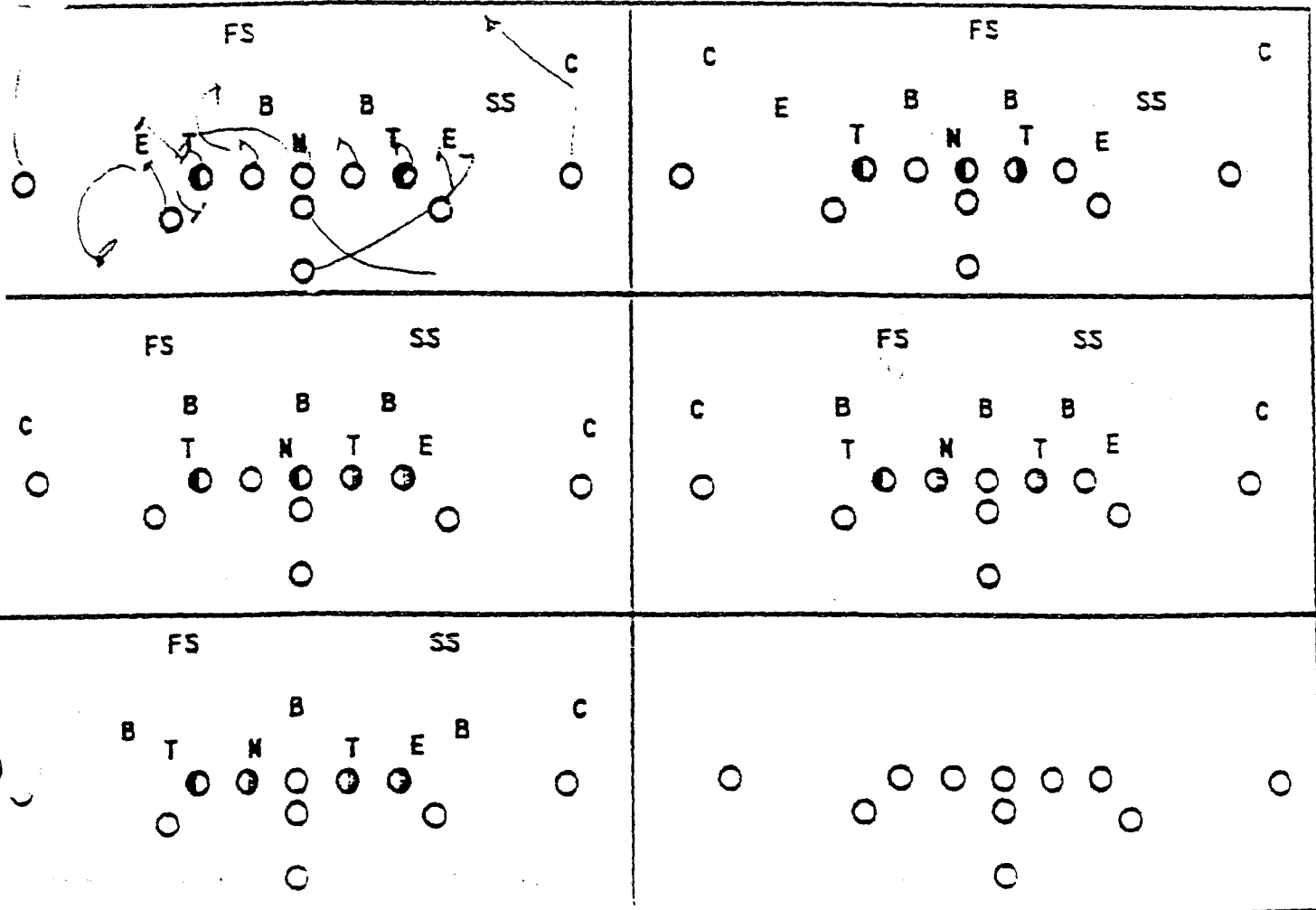
OPTION END MAN



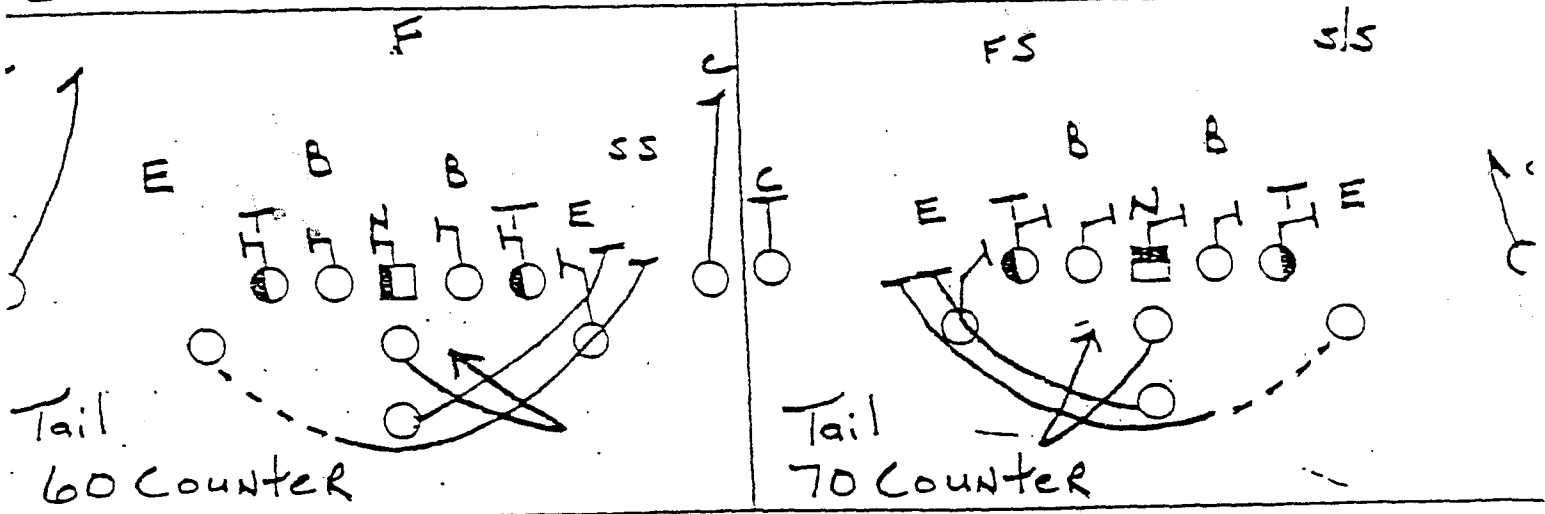
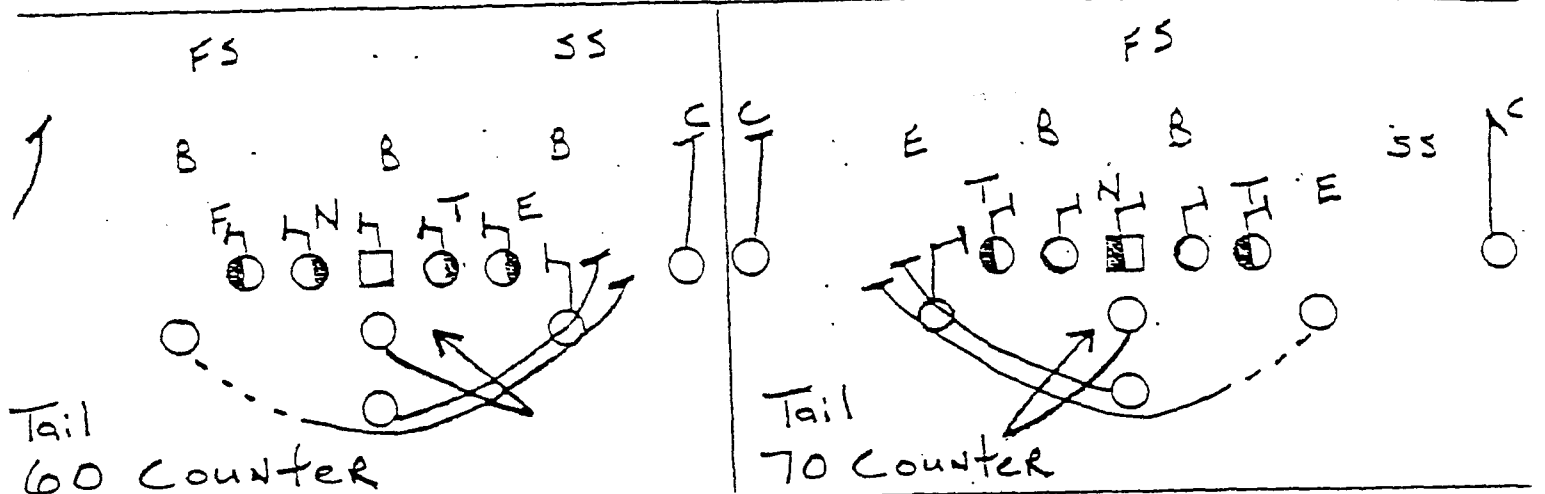
ORG 84



	Run Switch Route
A	Hinge Protection 2 counts and cut any Defender
F	Hinge Protection 2 counts and cut any Defender
G	Hinge Protection 2 counts and cut any Defender
	2 Count Screen block Protection and Peel for Pursuit
SG	2 Count Screen block Protection and Seal PSLB'er
ST	2 Count Screen block Protection and Trap Flat Defender
SA	2 Count Screen block Protection and look back for the ball
X	Run Defender off/ In Over set run Switch
B	Use 60-70 protection technique
QB	Sell 60-70 drop, set feet, drop back again and deliver ball back to BSA



GEORGIA SOUTHERN EAGLES
PLAY (60-70) Counter



POSITION

ASSIGNMENTS

QB 60-70 7 Steps, run to daylight CP- sell run

B-Back 60-70 to safety

PA-Back Tail- secure outside BS-A

BA-Back Hinge- 7call punch, 5 call cut now

X Strong release, run-off, stalk man on

Z Strong release, run-off, stalk man on

PT Hinge to fold player

PG Hinge to fold player

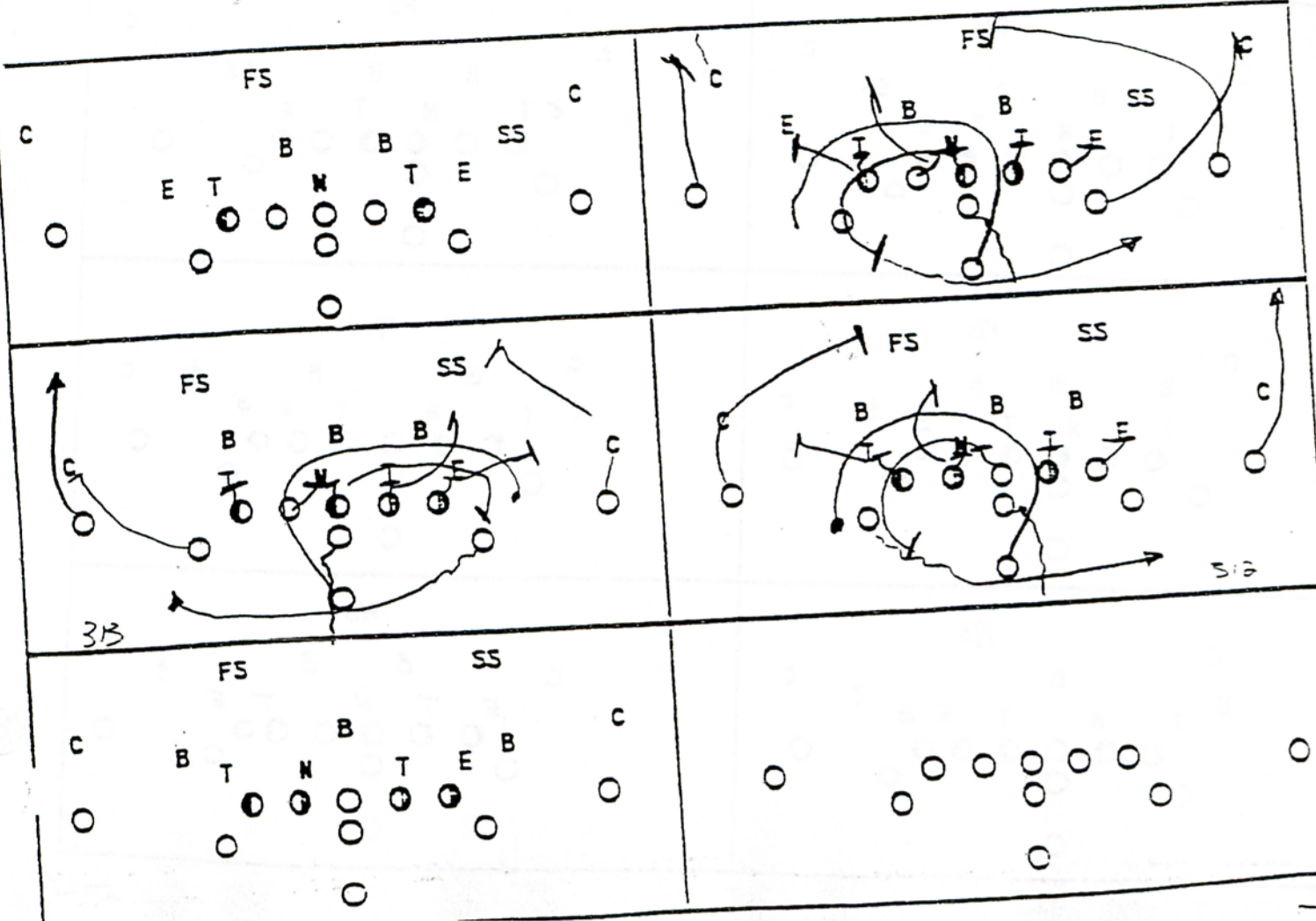
C Hinge to MLB to backside LB

BG Hinge to seal

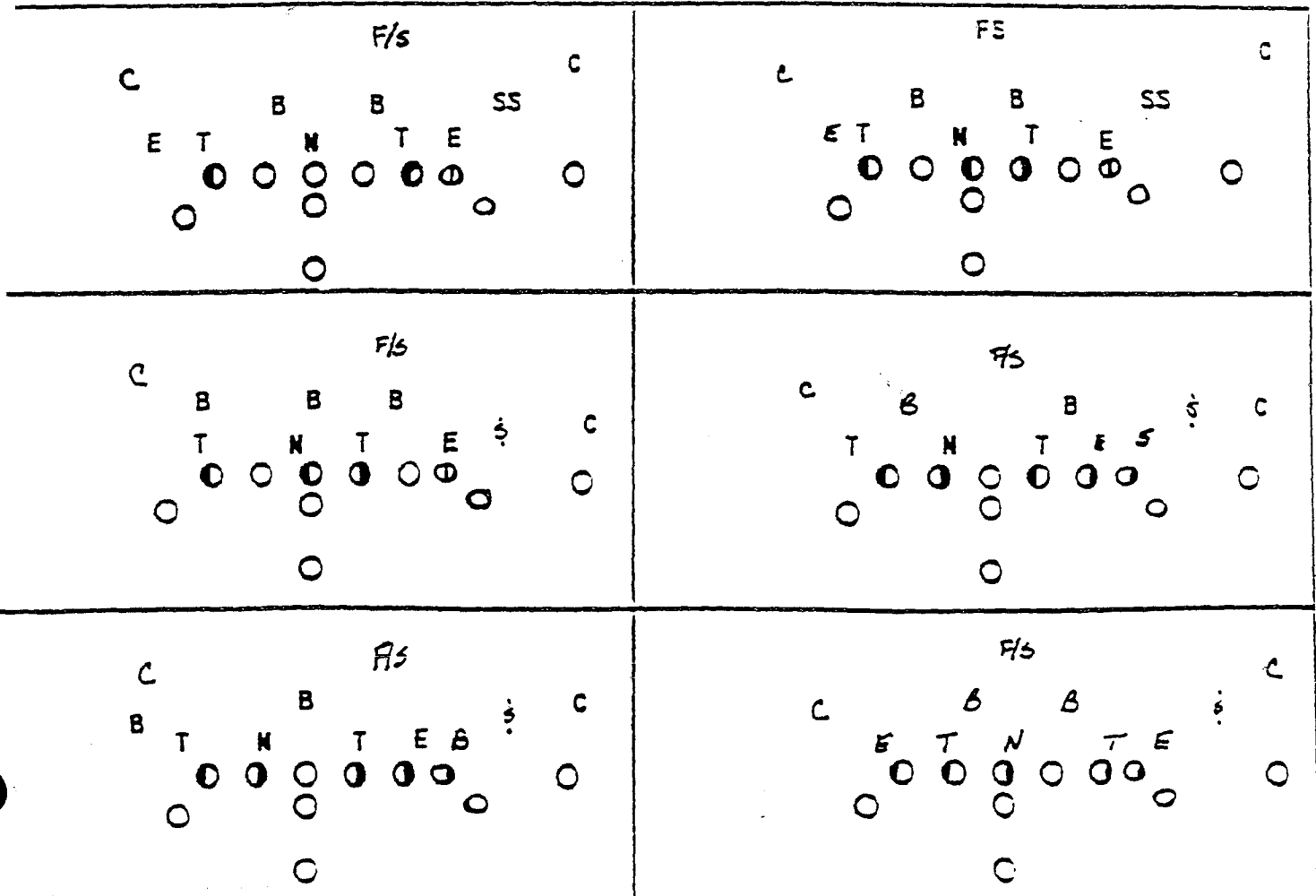
BT Hinge to seal

Play 312-313 B Screen

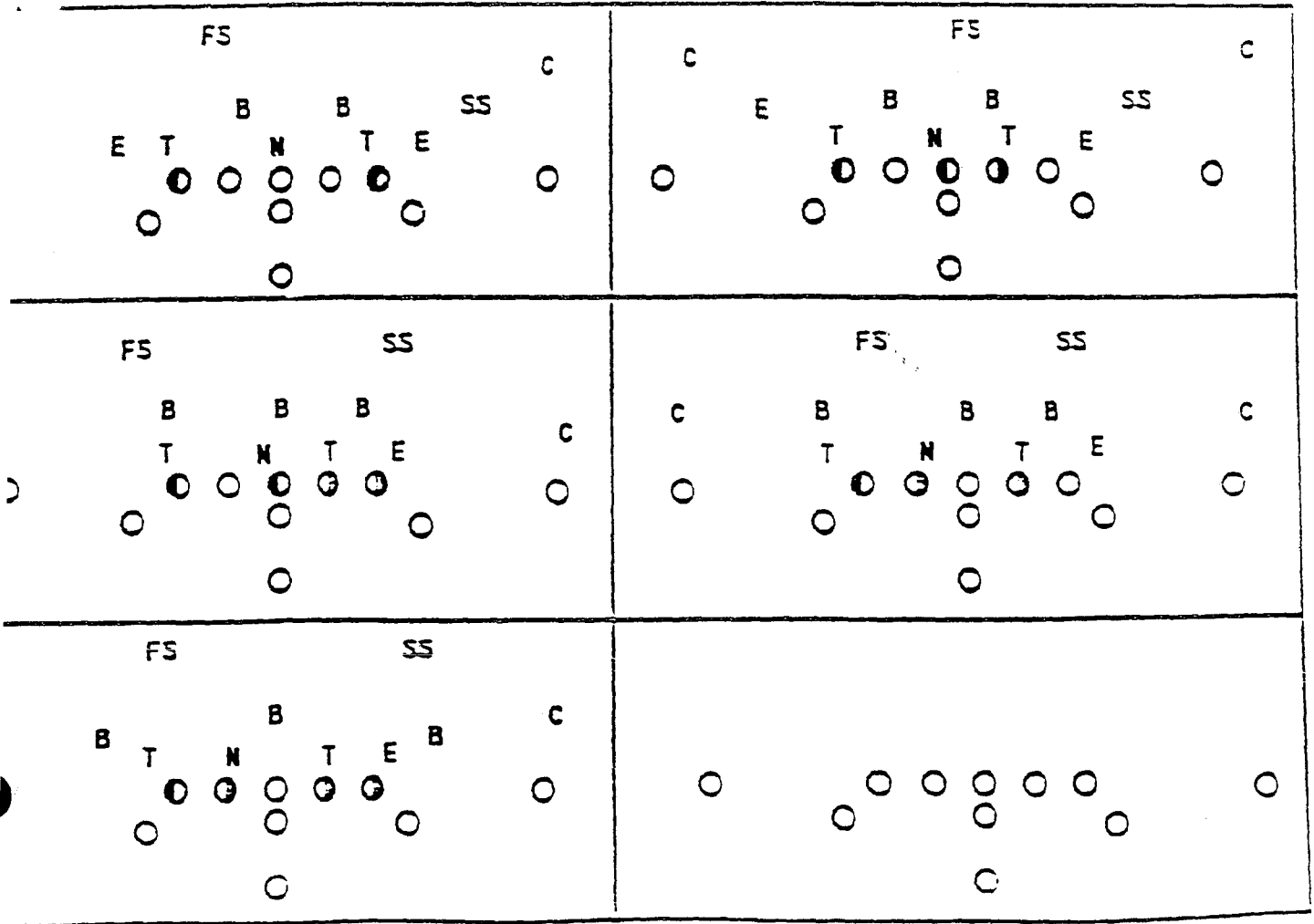
	Run Switch Route
	Run Switch Route
PSA	Run 312-313 Protection for 2 Counts
PST	Run 312-313 Protection for 2 Counts
PSG	2 Count Screen block Protection and Peel for pursuit ; Unless Edge rusher comes
C	2 Count Screen block Protection and Seal PSLB'er/ Unless Edge rusher comes.
BSG	2 Count Screen block Protection and Trap Flat Defender
BST	Run Pitch Route and become safety valve
BSA	Run Defender off
X	
B	Run 312 -313 protection for 1 Count the slip out the back to receive ball, to where BSA was.
QB	Use 312-313 drop, set feet, and drop back again and deliver ball to B-Back backside



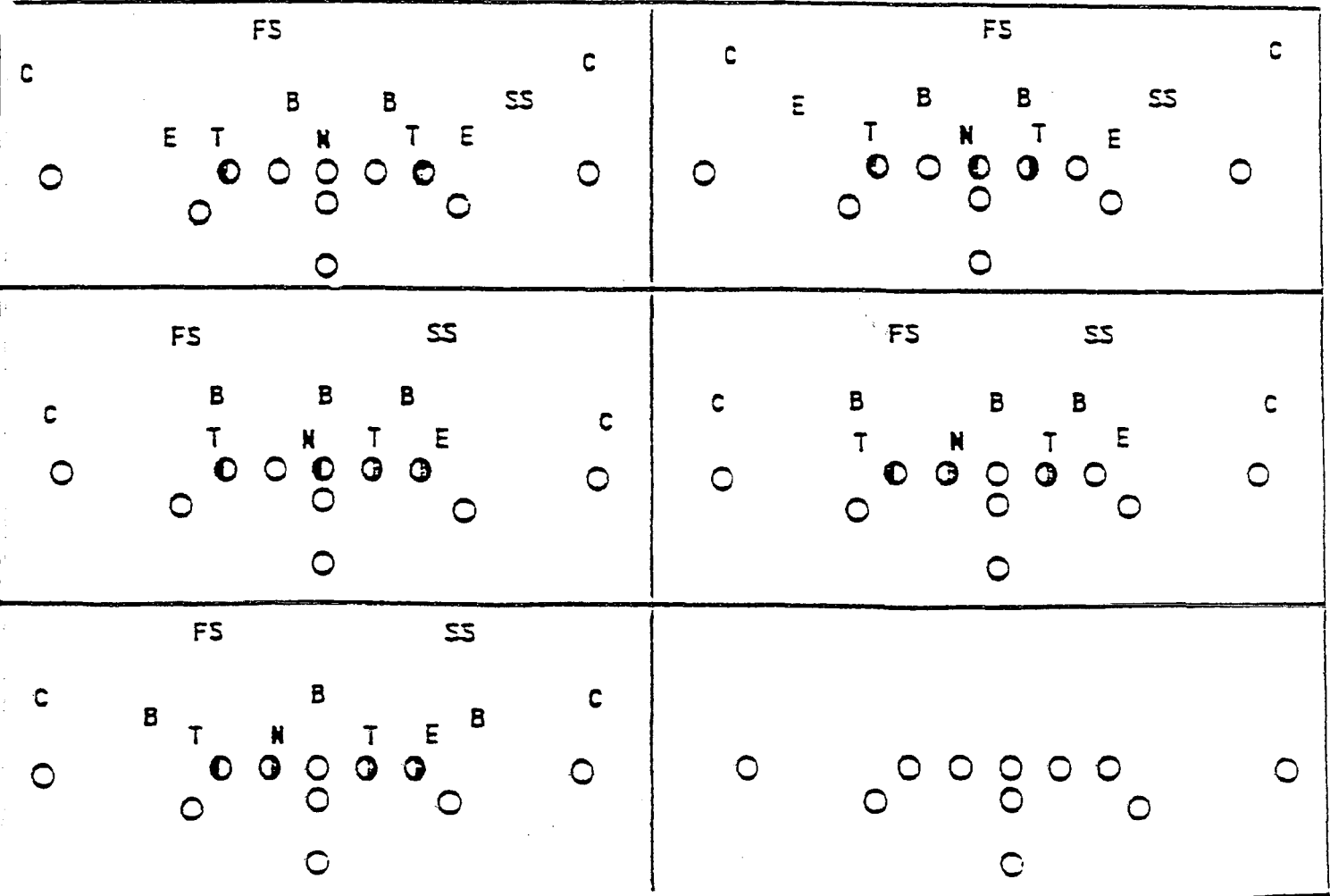
Z	Run Pass Route According to Coverage or Pass Route called
PSA	Bench Route or Route called
PST	Base to White (360-370 principals)
PSG	Base to Down (360-370 principals)
C	Base to Out for Edge Rusher
BSG	Base to Out for Edge Rusher; Unless there is a 4i then White
BST	Base to White (360-370 Protection)
BSA	Run Pitch Route and become safety Valve
X	Base to White Pass Protect
B	Sell the Triple and Spy the PSLB'er, He drops help inside or immediate threat
QB	Open up like Veer Flash the B-back the Ball and drop back to set up for Pass Route called. With 3 DLM playside tell BSA Special; start him early and use him for protection



- Run Pass Route called
- Run Pass Route called
- Base to Down
- Base to Down
- I'm Back to a 4i, to Ace for Scan
- Pull for #1 unless you have a 4i then go to next man out, help inside.
- Base to White from 4 out.
- Run Pass Route called
- Run the appropriate route
- Run Play Action fake and block BSLB'er except on 316-317 you're the Safety Valve
- Fake Backfield Action Called and go through Reads. Be Aware of Defensive looks we don't want to pull Guards with Middle Blitzes or 2 Outsides.



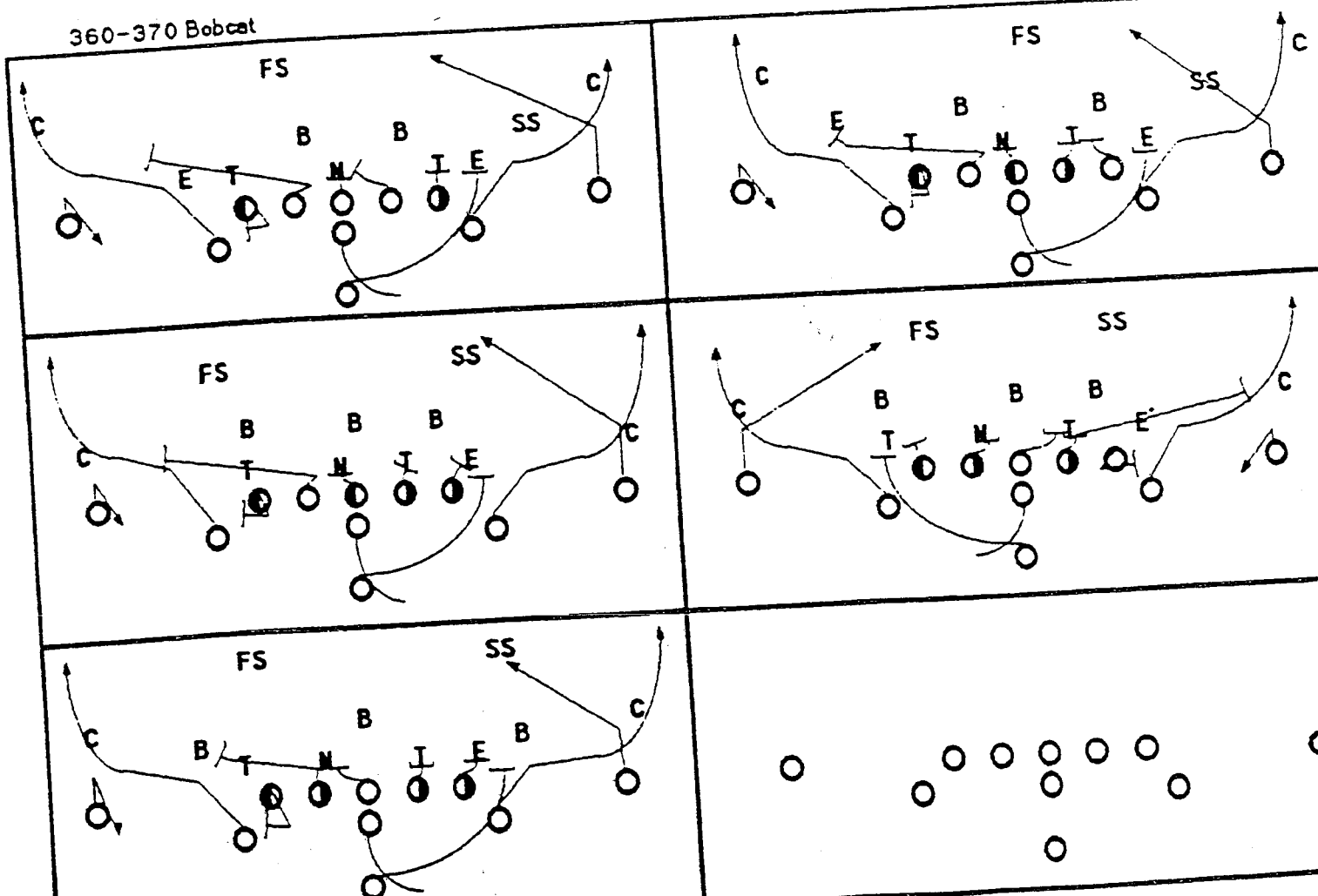
Z	Run Pass Route Called
PSA	Run Pass Route Called
PST	Base to Down; Unless 2 on the Line Outside then make a "2 OUTSIDE" call
PSG	Base to Down; On "3 DOWN" call Set up 3 and block down for PS A-Gap
C	You/ Me Scan w/ BSG; a 7-3-0 Defense call "3 Down" deliver nose to PSG and you're responsible for BS
BSG	You/Me Scan with C;
BST	Base to White
BSA	Run Pass Route Called
X	Run Pass Route Called
B	Block 1st Man outside the PST; No man there set up on inside leg of PST and help inside
QB	5 step drop behind inside leg of PSG; read the defense with the Route called



Play | 360-370 Bobcat

Z	Run Switch get FS
PSA	In Spread run Switch; In trips vertical to FS
PST	Block 360- 370 Pro
PSG	Block 360- 370 Pro
C	Whoever has the scan between C and BSG shows and gets BSLB'er
BSG	Set up and go through #'s of 2nd from EMOL and trap Flat Defender
BST	Show cut the edge rusher
BSA	In Spread run Switch get Corner; In trips run Switch get Corner
X	Two steps upfield then back to QB work behind line of scrimmage
B	Block 360- 370 Pro
QB	3 step set up to call side, set feet and throw to Backside receiver

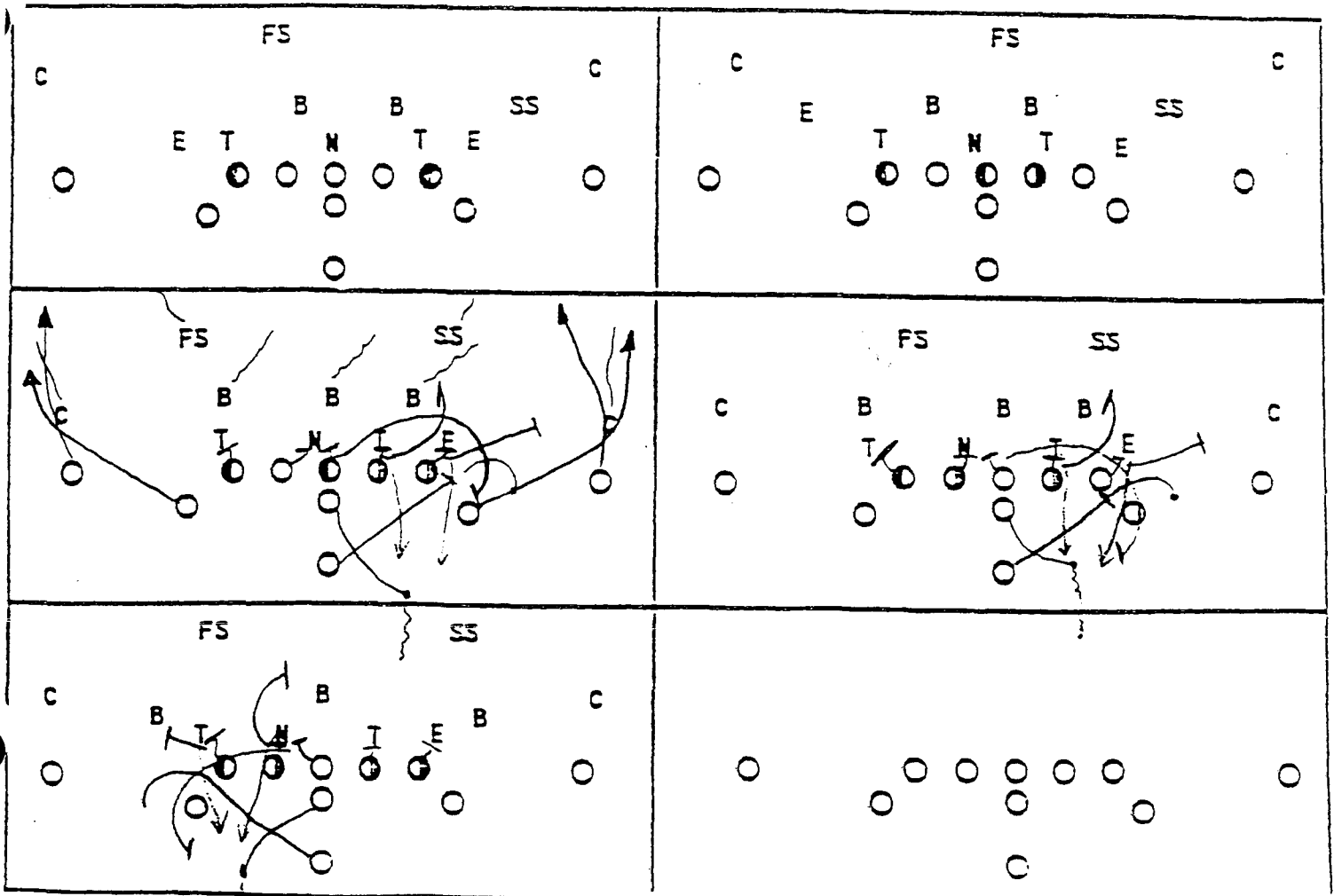
360-370 Bobcat



Play

380-390 (Crack)

Z	Run Switch Route
PSA	Run Switch Route; On CRACK block the PSLB'er
PST	2 Count Screen block Protection and <u>Trap</u> Flat Defender
PSG	2 Count Screen block Protection and <u>Seal</u> PSLB'er
C	2 Count Screen block Protection and <u>Peel</u> for Defenders chasing screen; unless Edge Rusher comes
BSG	Block protection called
BST	Block protection called
BSA	Run Switch Route
X	Run Defender off
B	1 Count Screen block Protection, Stone and go set up where PSA was look for Ball
QB	Sell 360-370 5 step drop, set feet drop back again to avoid rush and deliver ball playside to B-back

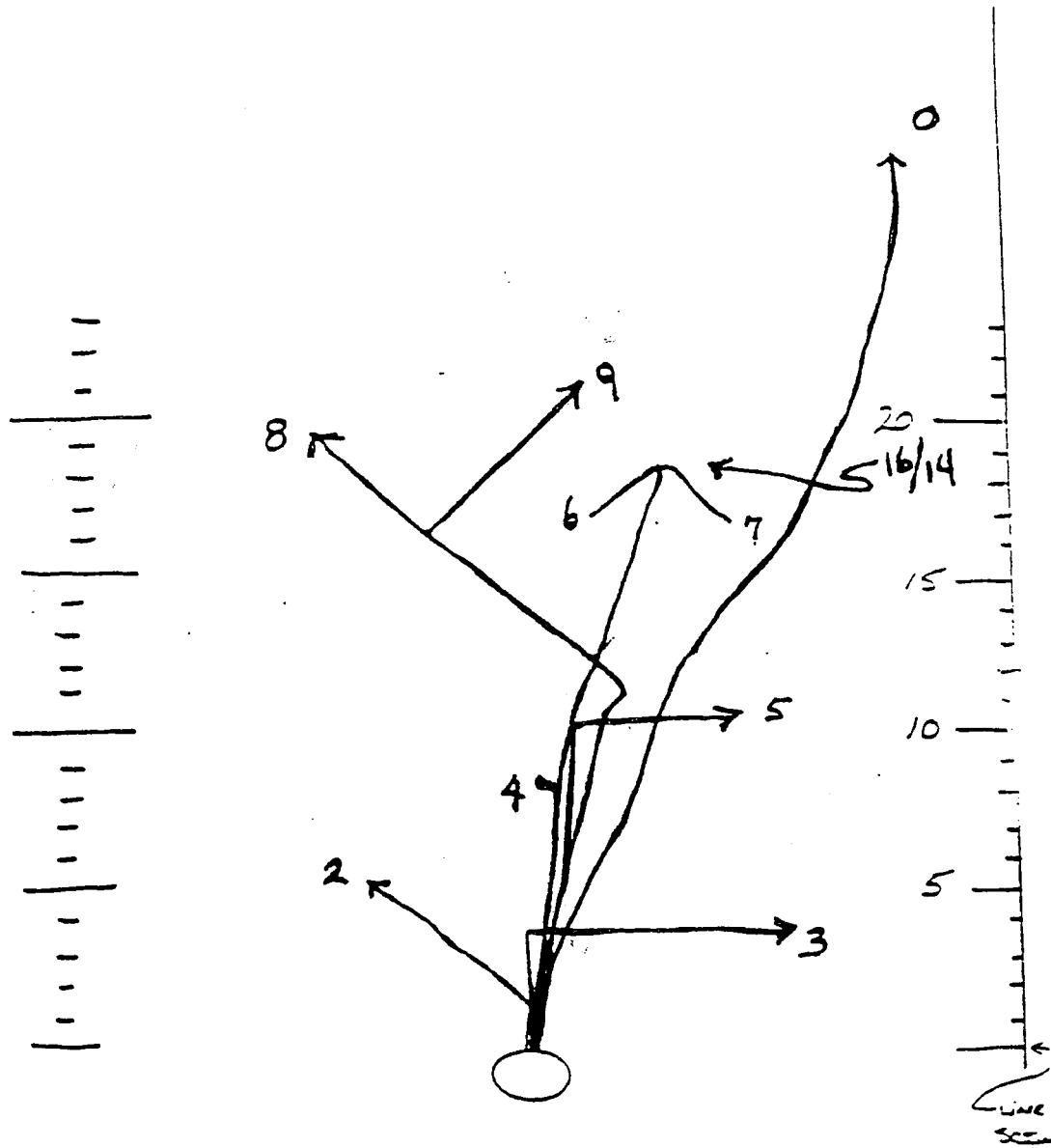


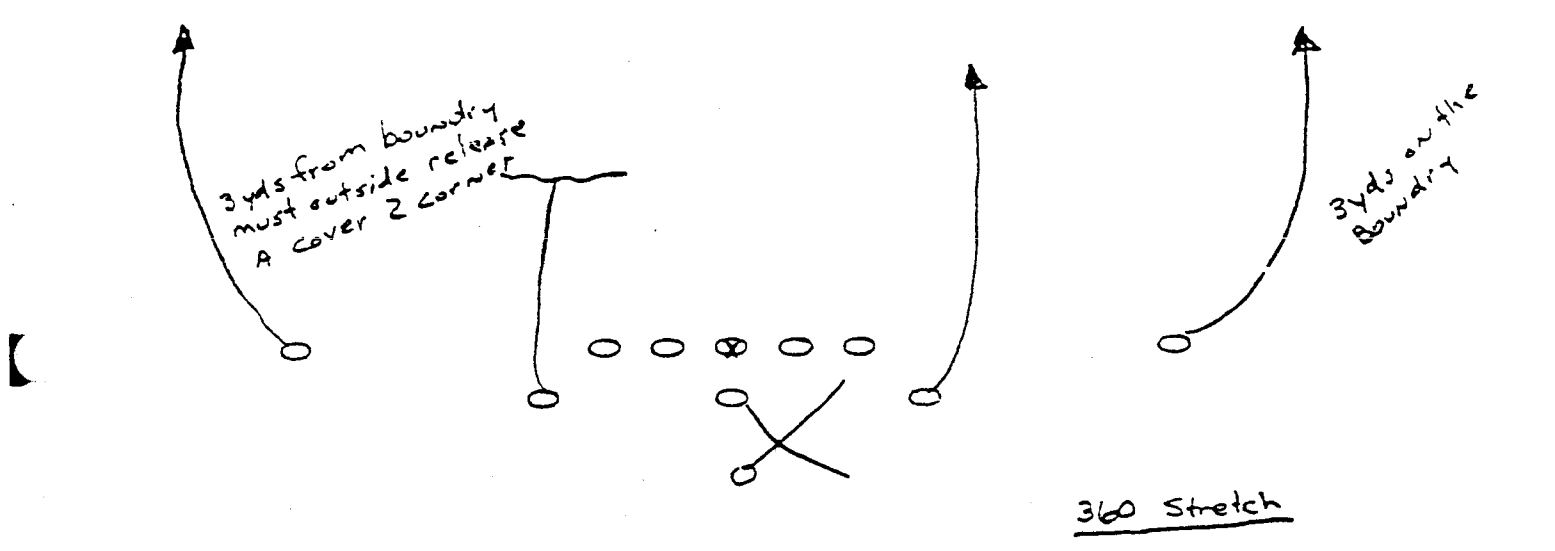
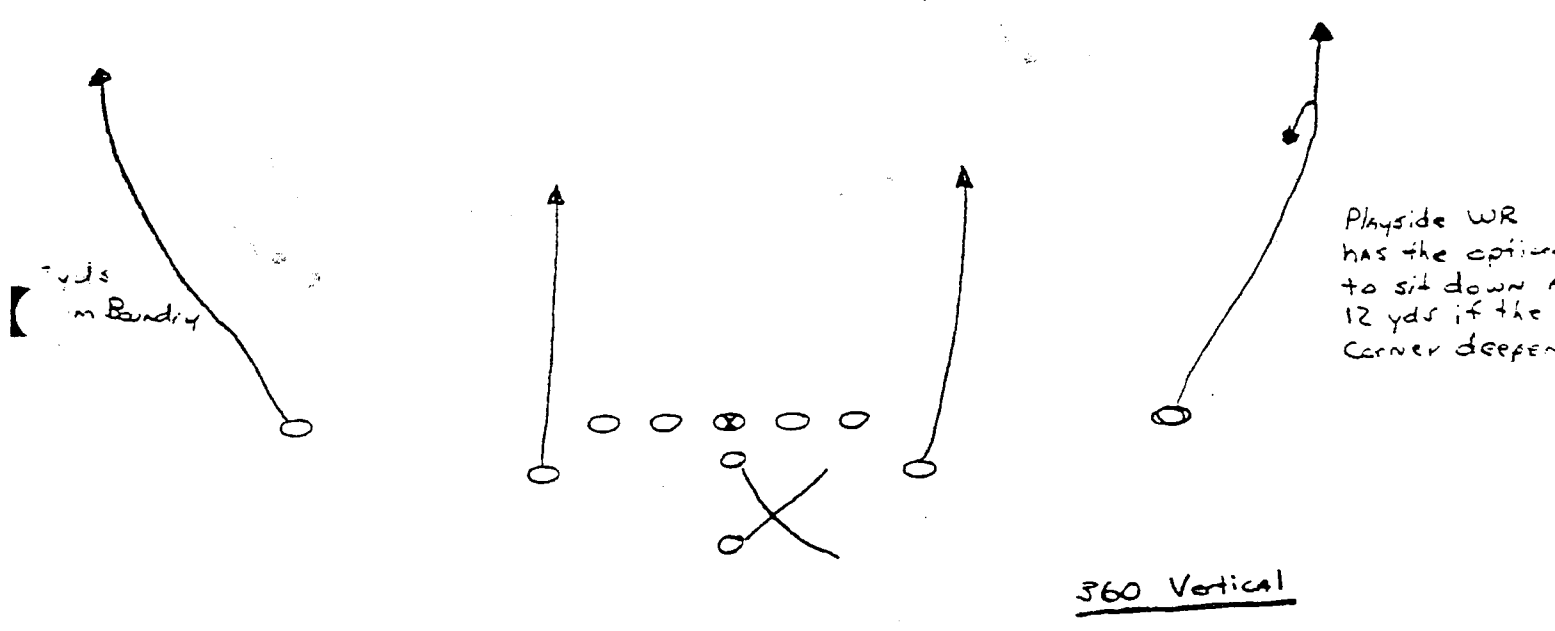
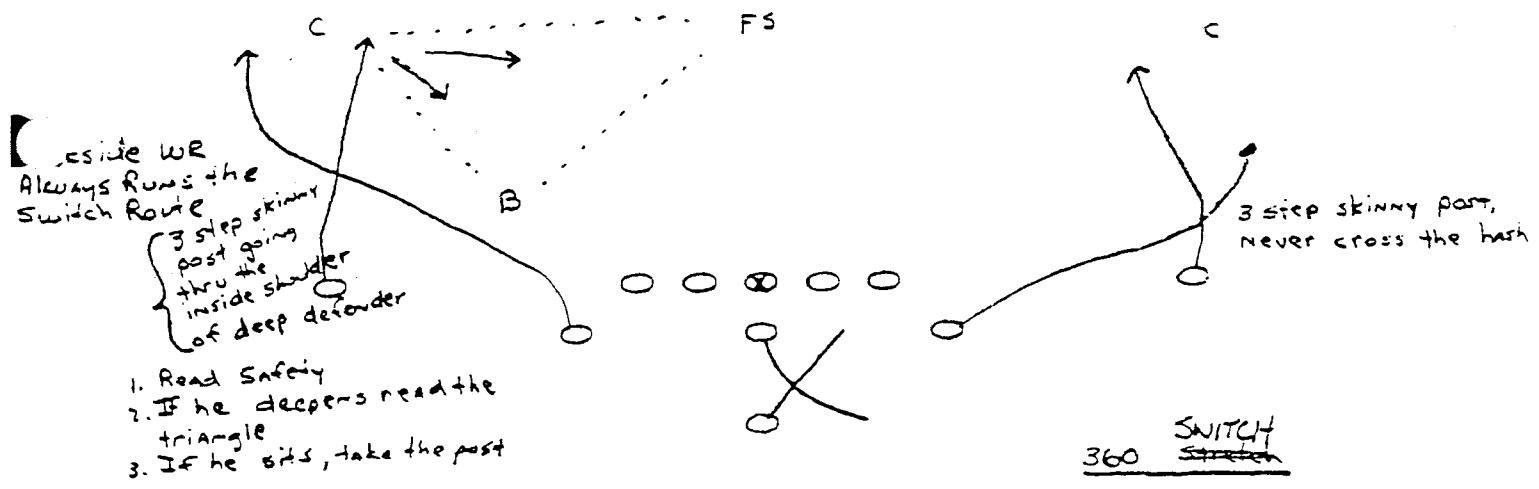
Passing Plays

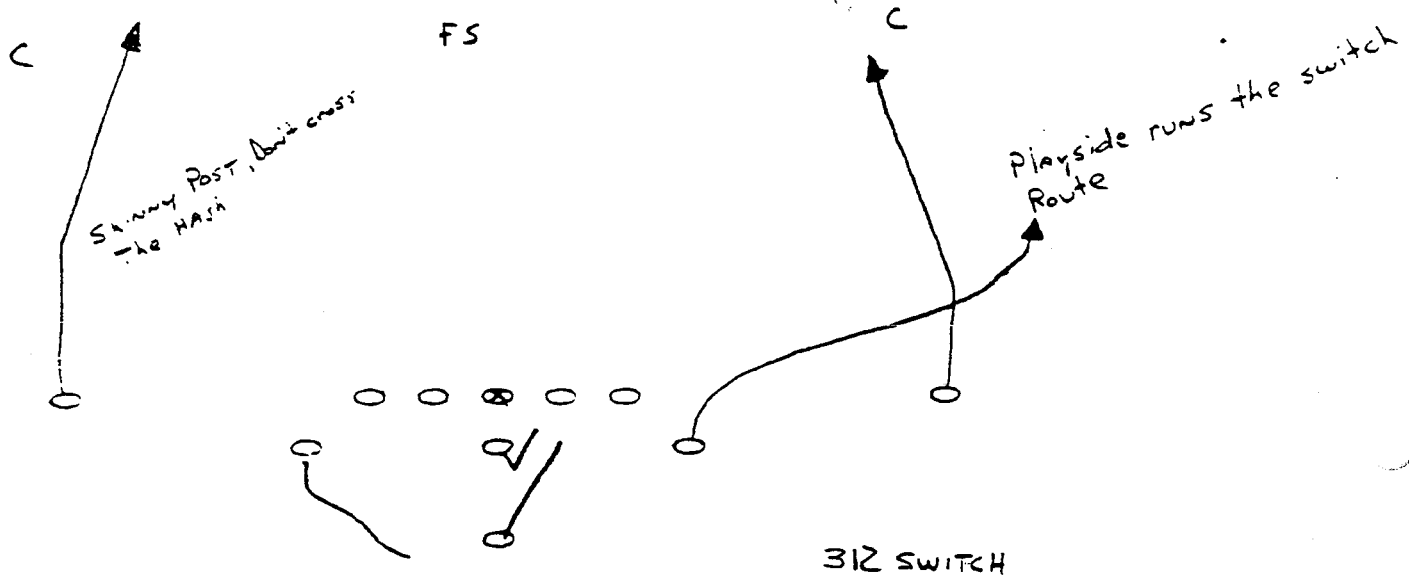
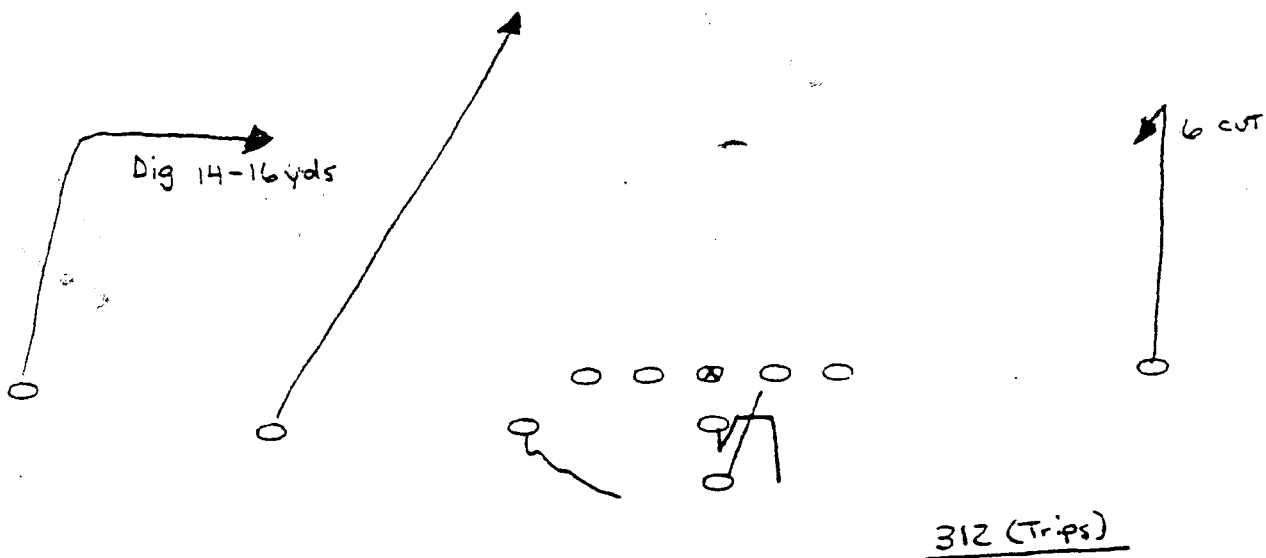
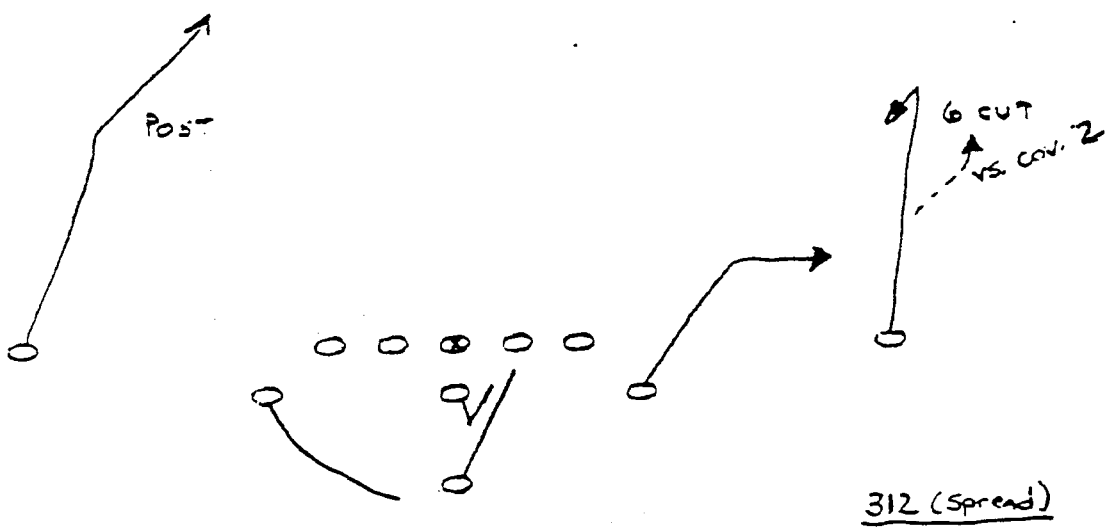
96.	363-373 Take Off
97.	364-374 Cut
98.	365-375
99.	66-76
100.	67-77
101-102.	68-78
103.	69-79
104.	60-70 Titan
105.	Vertical
106.	Dart
107.	Cougar
108.	Switch
109.	Slide
110.	Go
111.	Lob
112.	Over
113.	Pick
114.	Double Titan
115.	Go Fade
116.	Under
117.	Stretch
118.	Duck
119.	Spartan
120.	Throwback
121.	Jarman
122.	512-513
123.	512-513 Cougar
124.	Y Switch
125.	Tiger
126.	302-303 Back Judge
127.	Falcon

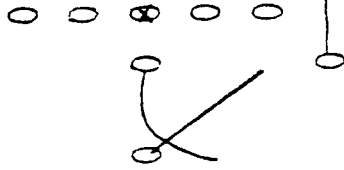
THE PASSING TREE

A passing tree is a designed route called for with a complimentary route to create a stretch in a defenders zone. Our tree routes can be called in our sprint series (60-70) or $\frac{1}{2}$ sprint to the single receiver side. Our tree is designed so that even numbered routes break back to the ball and odd numbered routes to the sideline. The depth of the receivers route is imperative and designed so as to time out with the quarterback's backfield action. This is our tree route:



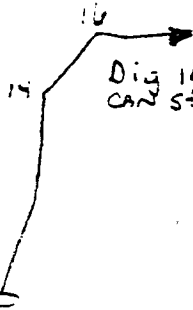




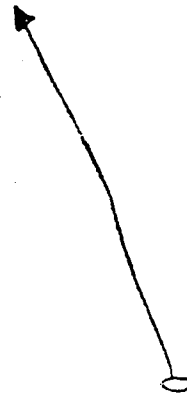
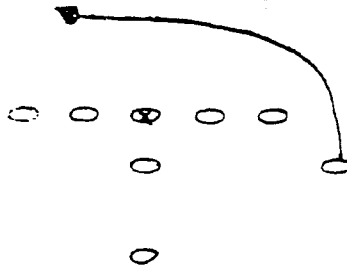


10 yd speed
out sitting 3
yds from
boundary

360 TITAN

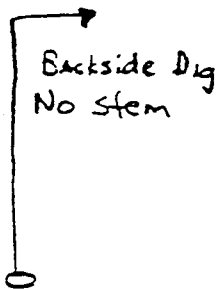


Dig 14-16 yds
CAN stem if you want

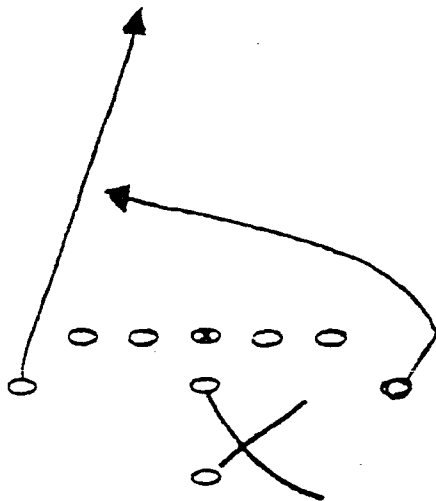


Stop r
8 yds

360 SPARTAN



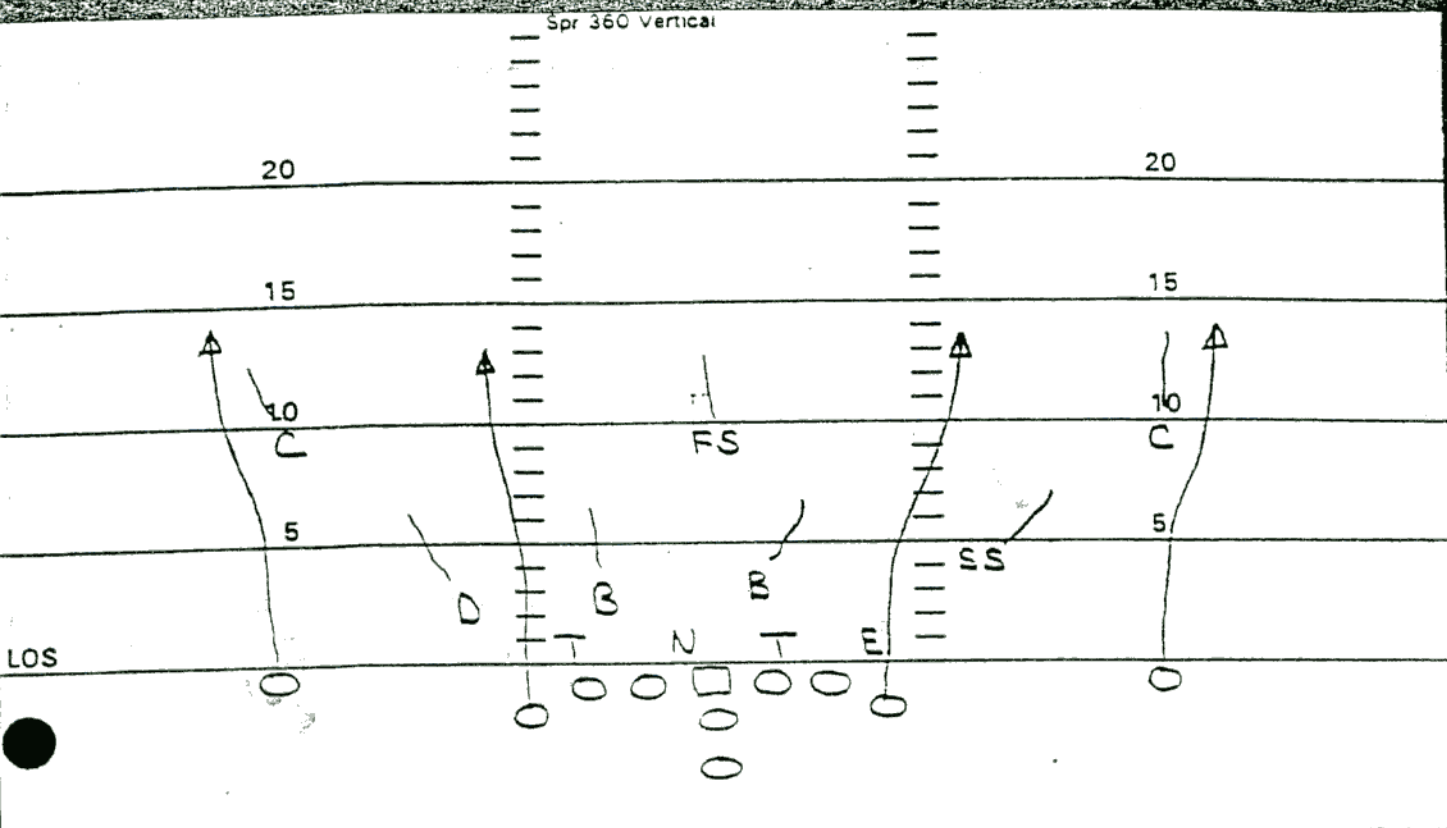
Backside Dig
No stem



7 CUT playside

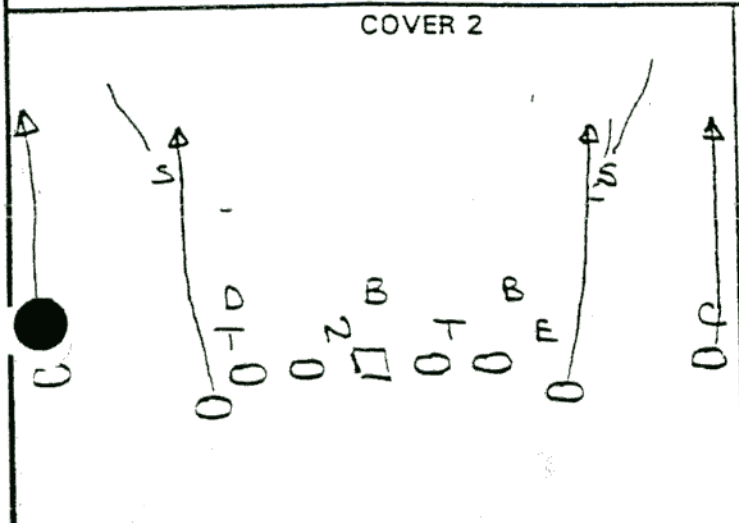
360 Duck

PLAY: Vertical	FORMS/MOTION	PASS	PROTECTIONS:
QB Reads:	Spread	360-370	
	Trips		



- PSWR
- BSWR
- PSA
- BSA
- B
- QB

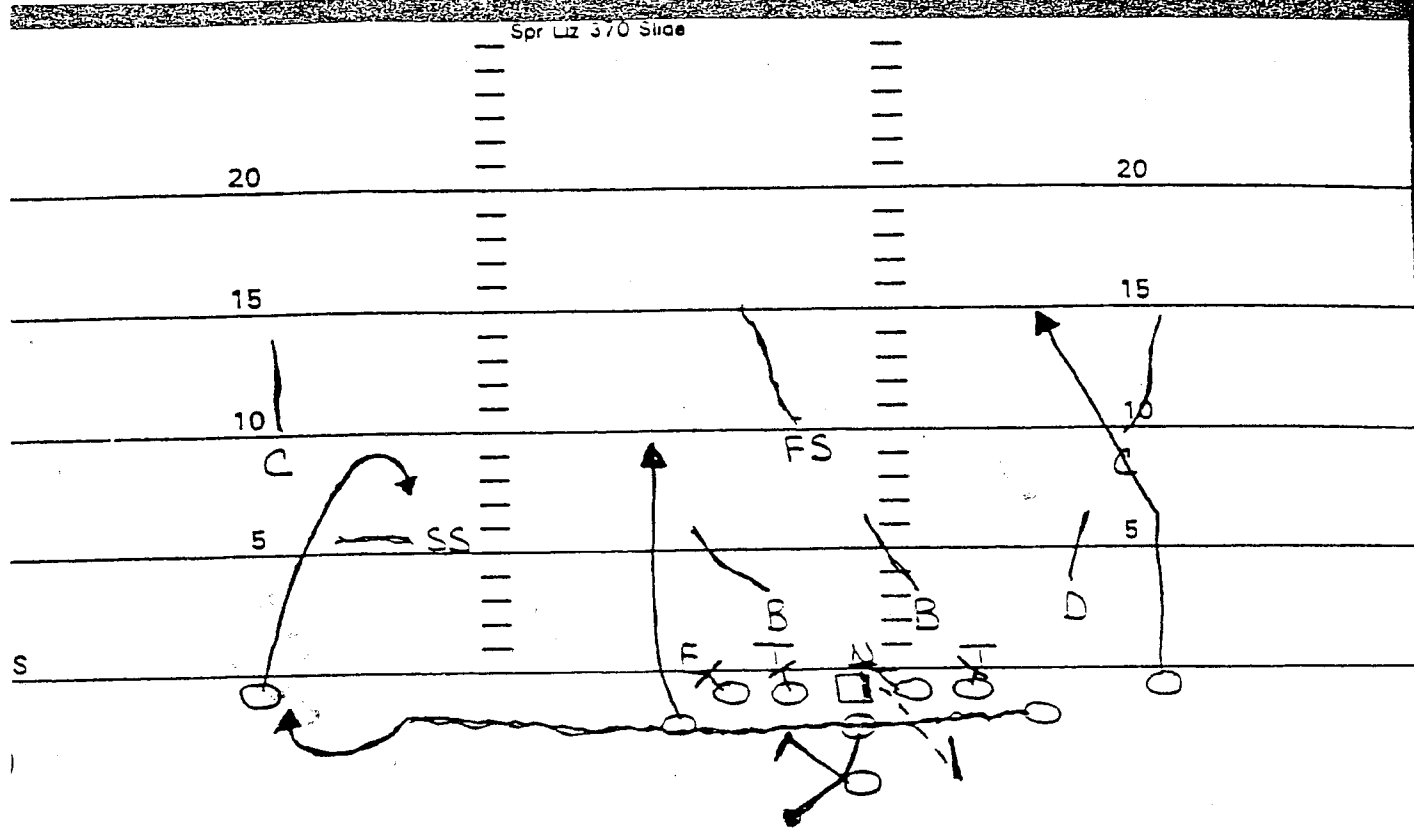
Use your eyes to move FS vs. 3 deep.
 Complete prior to 25 yards past LOS.
 Vs. 3, Work Slots off FS to the Backside Corner.
 Vs. 2, Think backside off the 1/2 Safety.
 Vs. Man, Pick best matchup.



MAN

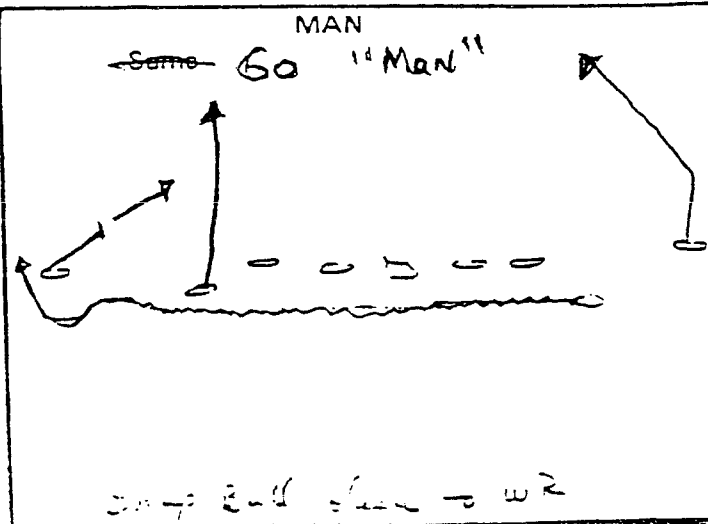
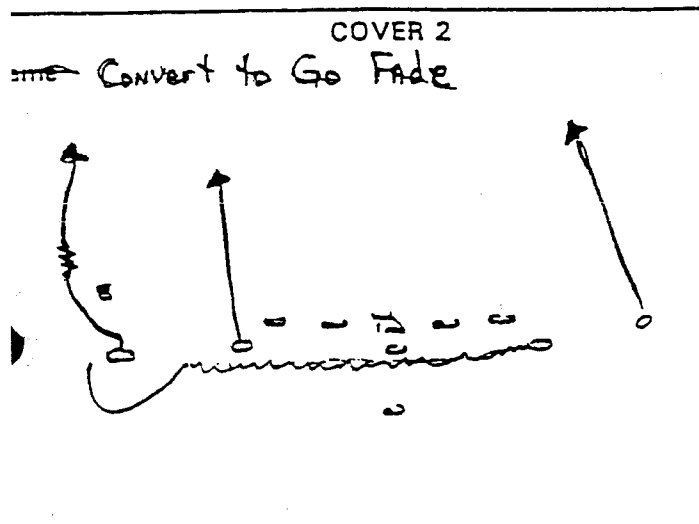
Pick best Matchup
 - May be slot away from SS since
 he may be matched by LB

PLAY: Slide	FORMS/MOTION	PASS: 360 - 370	PROTECTIONS:
Reads:	Spread/Rip-Liz	460 - 470	
Defender	Trips		
	Spread/B Mo		

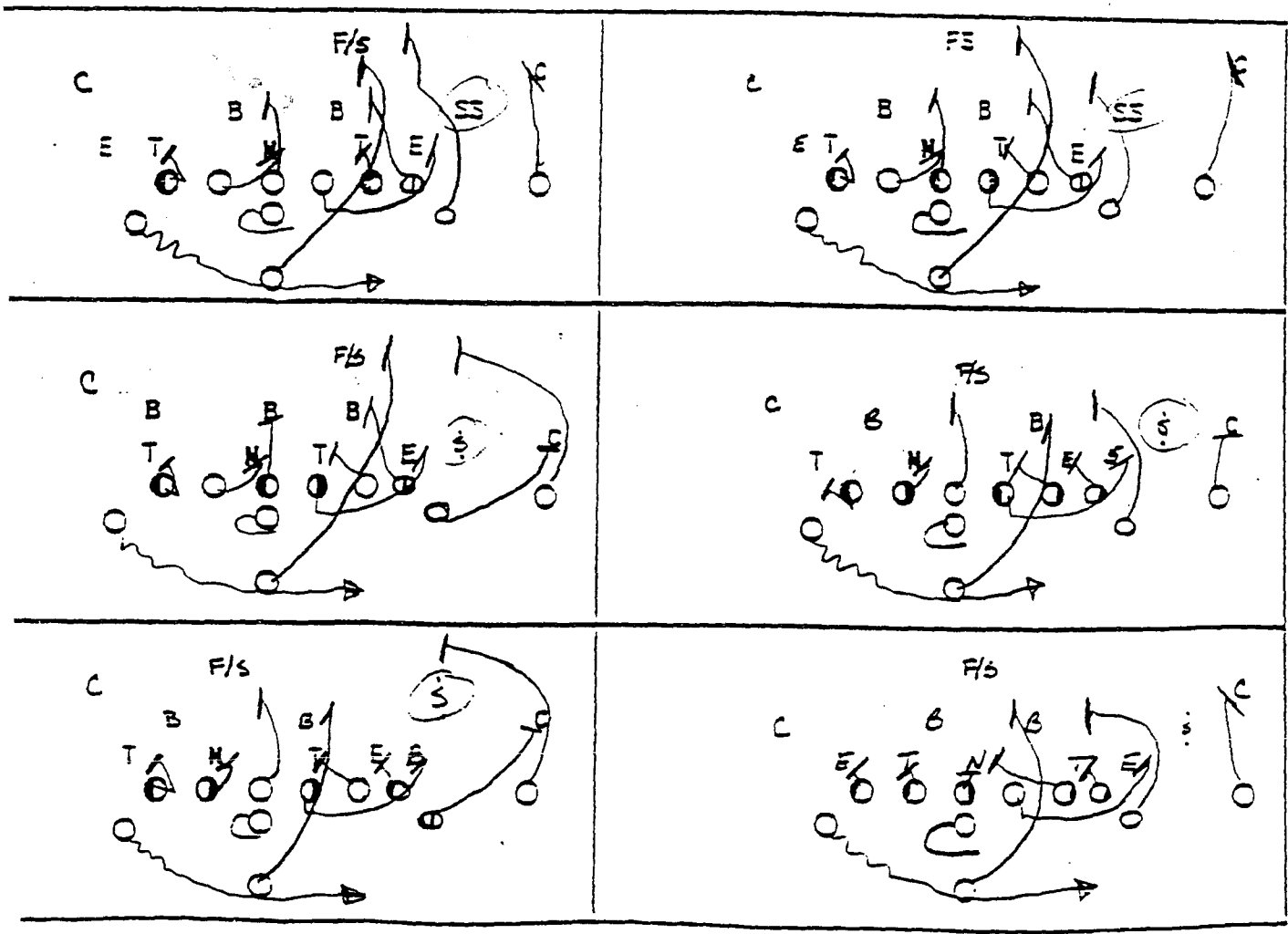


PSWB	Curl inside flat defender's shoulder
PSWR	Post
PSA	Seam
BSA	Bubble
B	Protection/Motion to Bubble
QB	

trap when motion is past, split difference
 PSA runs seam; if it's open, hit it
 read width & depth of Flat player



PSA	Drop Step cross over and arc for #3 counting from 7 TQ out.
PST	Base for 8-gap to Down
PSG	Pull for 1st man head up to outside OT log him to PSLB'er to FS, 7=log c gap to PSLB
C	Wide Scoop for PSA-gap
BSG	Scoop/ White
BST	OT-block down step, Secure C Gap to LB'er to FS
BSA	Run Pitch Route
X	White to Scoop
B	Open laterally then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.
QB	Reverse out, come off the line; flash bail to B. Get down hill and pitch off #2. Always COUNT STARTS FROM 7TQ OUT.



7 U

Scoop/ White

Release like Load block PSLB'er to FS.

Base for B-gap to Down

Pull for 1st man head up to outside OT trap him; with 7 trap what shows outside

Scoop to Wide Scoop

Scoop/ White

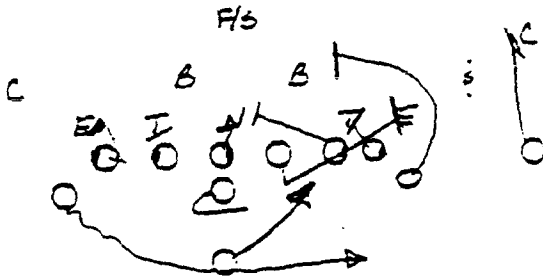
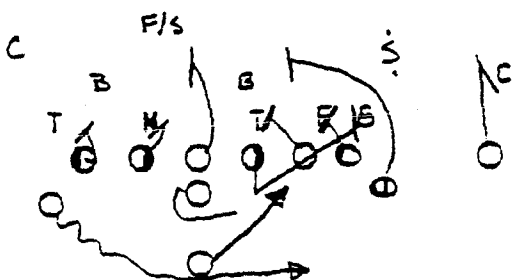
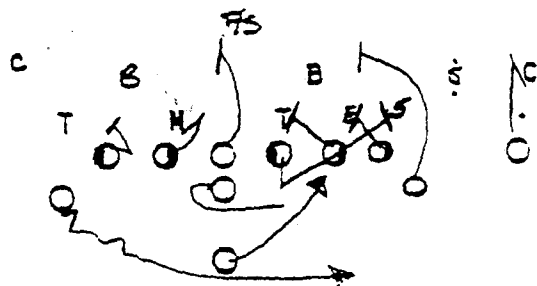
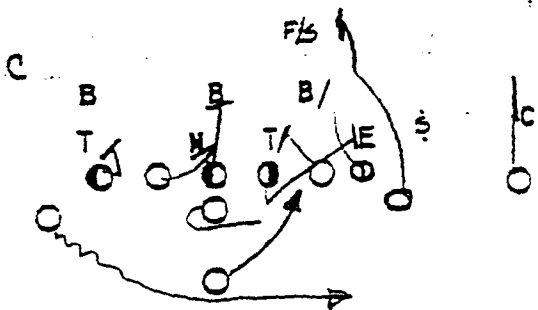
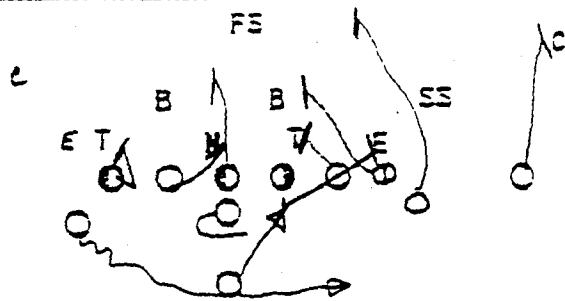
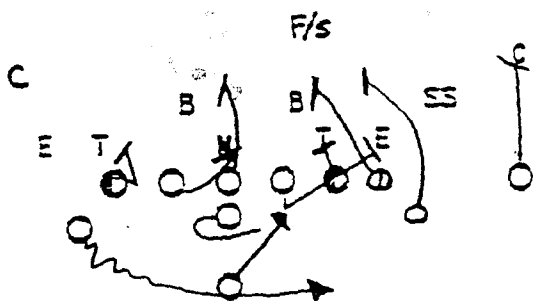
OT- Veer release through C-gap take what shows

Run Pitch Route

White to Scoop

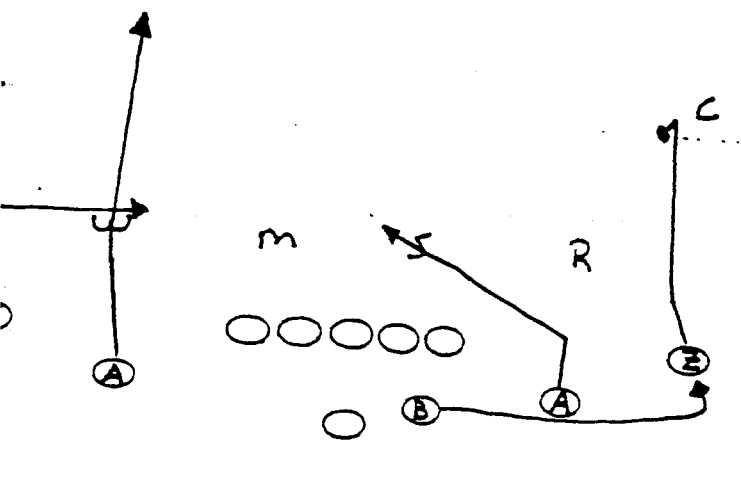
Open laterally then down hill at inside hip of PST run through ball; run inside pulling Guards block

Reverse out to where 1st step on 12 -13 would be to callside; hand the ball as deep as you can to B-back

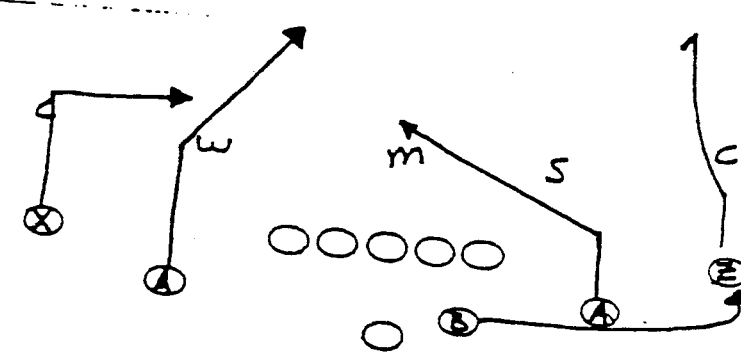


74

F/S

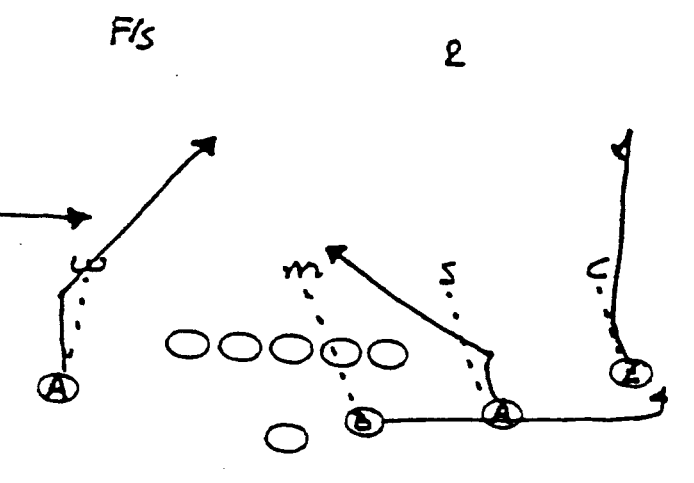


F/S

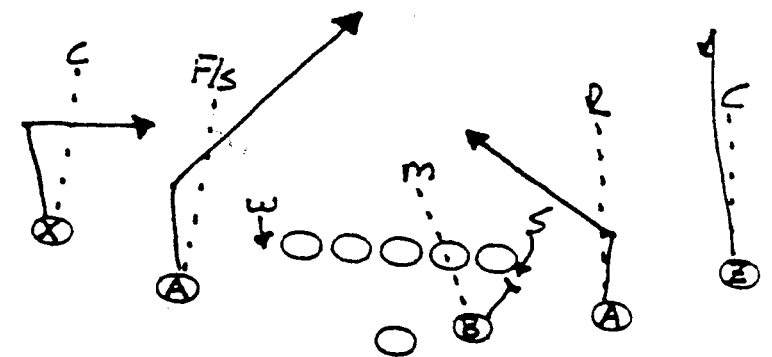


POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Curl	R	1WK	In	w-m	1S	Curl	S	1WK	In	w-m
2S	Shallow cross		2WK	Bench		2S	Shallow cross		2WK	Bench	w-m
			QB	Frontside High-low		3S	Flare		QB	Front side combination	
	Flare			Flat Defender							

AY
Coverage
2 Man

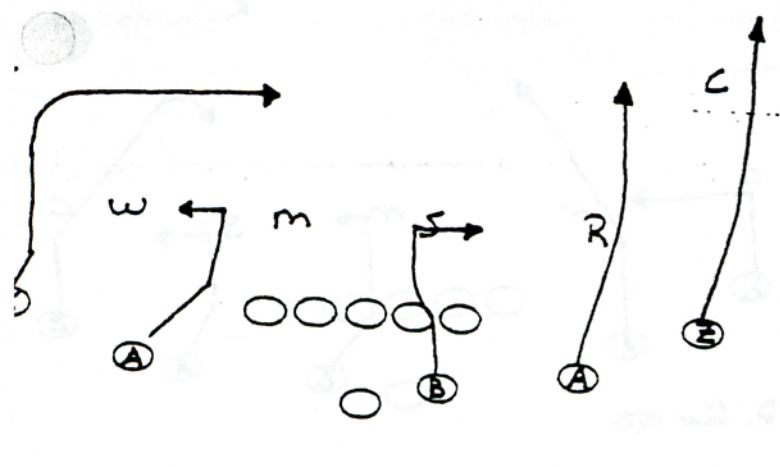


Play
SHACK 360
Coverage
0

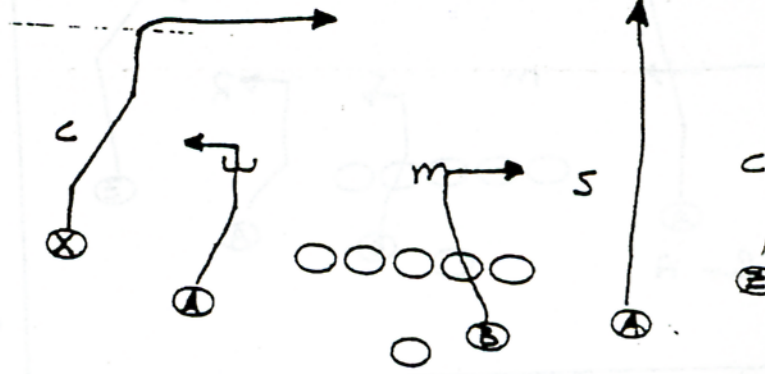


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Curl	man	1WK	In	man	1S	Curl	man	1WK	In	man-hot
Shallow cross	man	2WK	Bench	man	2S	Shallow cross	man-hot	2WK	Bench	man-hot
Flare		QB	good man-under route - man blockers		3S	Protect		QB	THrow hot	
			Be decisive						3 Different hot routes	

F/S



F/S



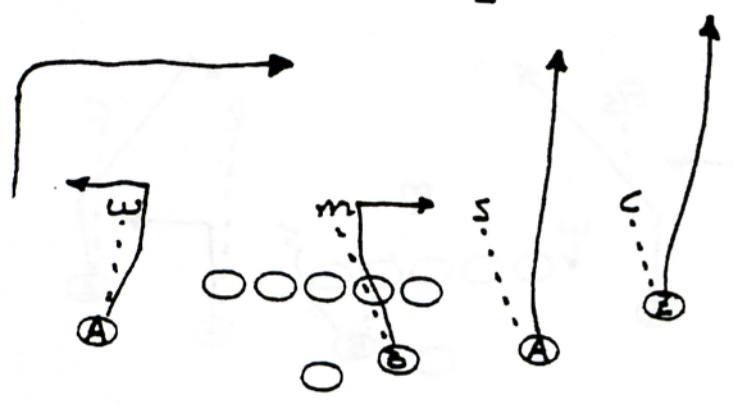
POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
S	Vertical	land-mark	1WK	Crosser	m
S	Vertical	land-mark	2WK	Choice	m-w
S	option	S-R	QB	Backside High-low Curl Defender X to A	

POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Vertical	land-mark	1WK	Crosser	w-m
2S	Vertical	land-mark	2WK	Choice	w
3S	option	M-S	QB	Backside High-low curl Defender X to A	

Coverage

2 Man

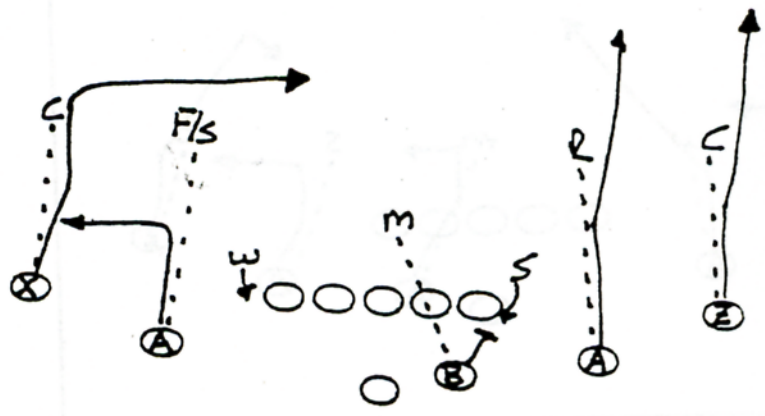
F/S



Play
Hornet 360

Coverage

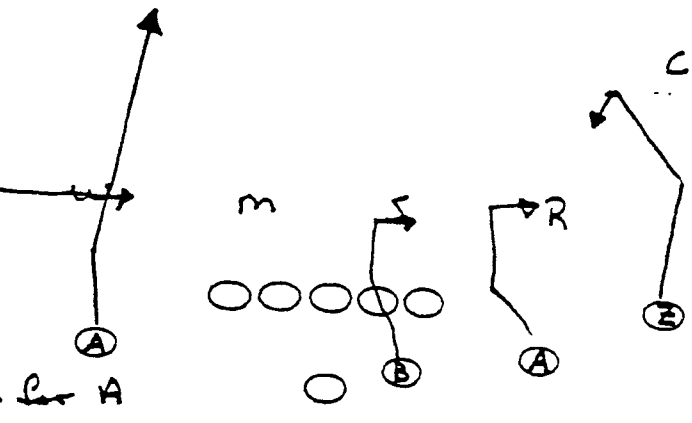
0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS
Vertical	land-mark	1WK	Crosser	man	1S
Vertical	land-mark	2WK	Choice	man	2S
option	man	QB	Backside man Bowler's Crosser to Choice		3S

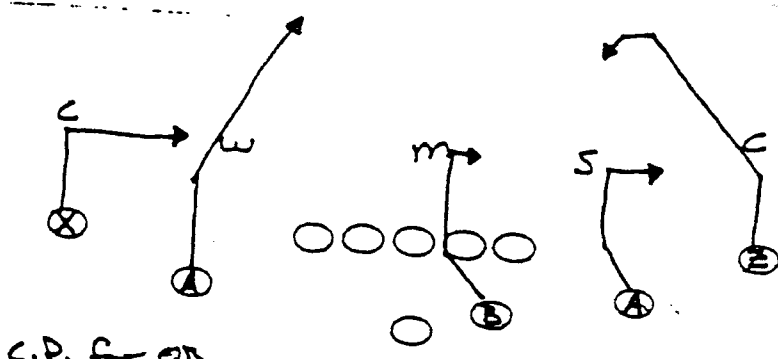
ROUTE	WINDOW	POS	ROUTE	WINDOW	POS
GO	man	1WK	Crosser	man	1WK
GO	man	2WK	Choice	Ho	2WK
Protect		QB	throw Hot Backside A		QB

F/S



for A

F/S

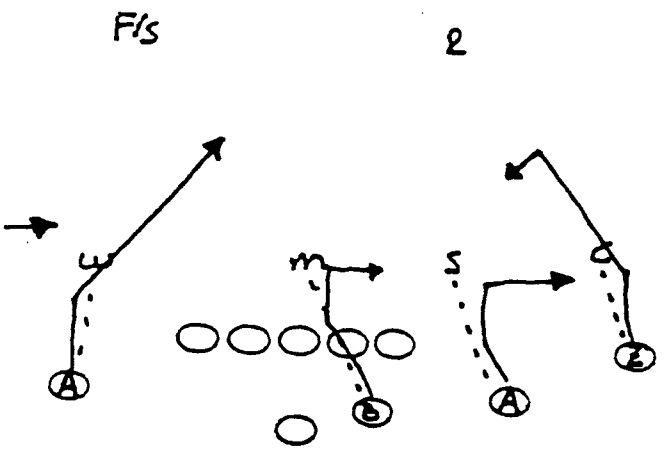


C.P. for QB

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
CoBra	R	1WK	In	w-m	1S	CoBra	S	1WK	In	w-m
Choice	S-R	2WK	Bench Vertical		2S	Choice	S	2WK	Bench	w-m
option	S-R	QB	Strong side Throw off flat Defender A to Z to B		3S	option	M-S	QB	Strong side Throw off curl Defender A to Z to B	

EV
COBRA 360

Coverage
2 Man

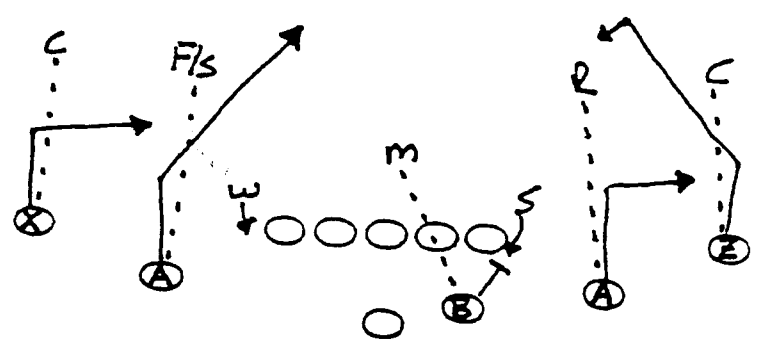


F/S

2

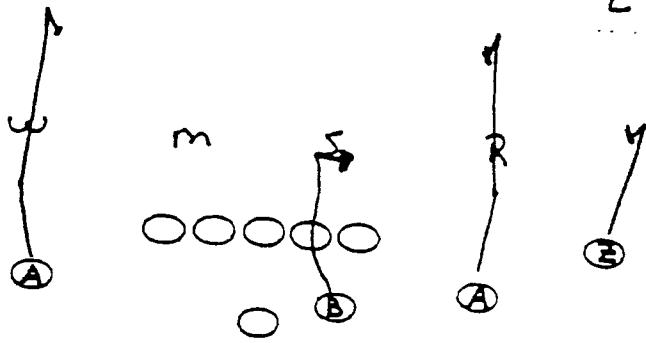
Play
COBRA 360

Coverage
0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
CoBra	man	1WK	In	man	1S	CoBra	Hot	1WK	In	Hot
Choice	man	2WK	Bench	man	2S	Choice	Hot	2WK	Bench	Hot
option	man	QB	great man under Play. Man Defenses All Routes Be Decisive		3S	Protect		QB	great Blitz Play Throw Hot Both A's and X	

F/S



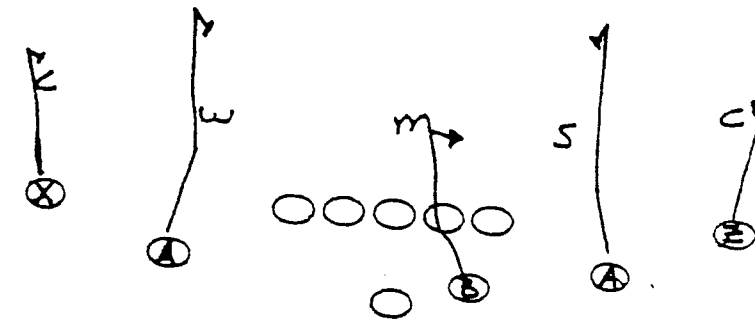
Hook 360

83

COVERAGE

2

F/S

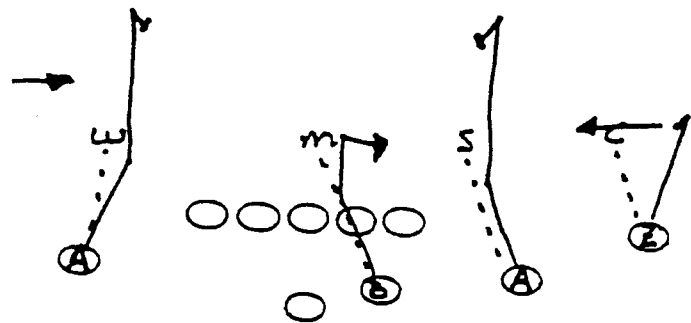


POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Hitch		1WK	Hitch		1S	Hitch		1WK	Hitch	
	Hook	R-S	2WK	Hook	w-m	2S	Hook	S	2WK	Hook	w
	option	S-R	QB	Pick A side Hash - shortest throw Throw off flat Defender		3S	option	m-S	QB	Pick A side Hash - shortest throw Hook Route to B	

ay
360
Coverage
2 Man

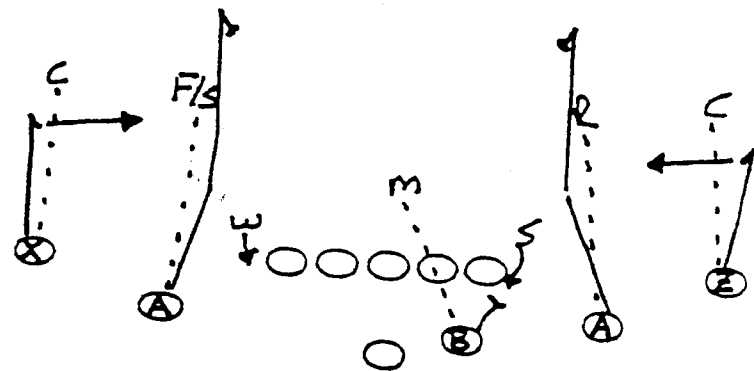
F/S

2



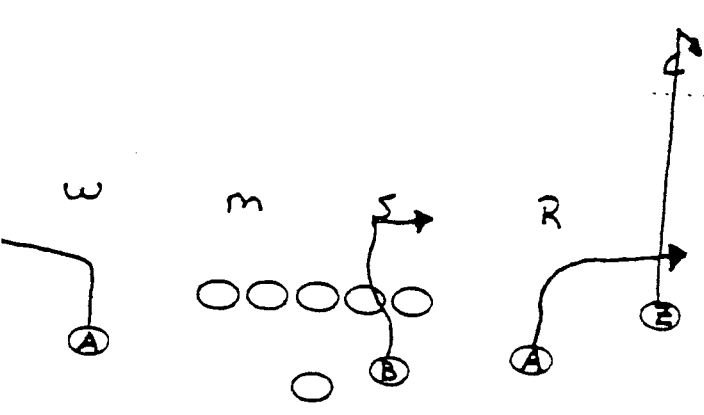
Play
Hook 360

Coverage
0

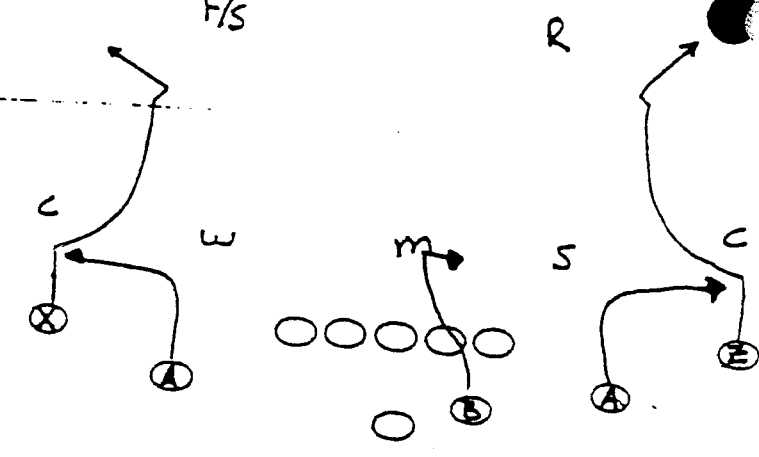


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch	man	1WK	Hitch	man	1S	Hitch	man - Hot	1WK	Hitch	man - Hot
Hook	man	2WK	Hook	man	2S	Hook	man	2WK	Hook	man
option	man	QB	Pick A side Hash - shortest throw Hook to Hitch to B		3S	Protect		QB	Throw Hot Hitch routes X or Z	

F/S



F/S



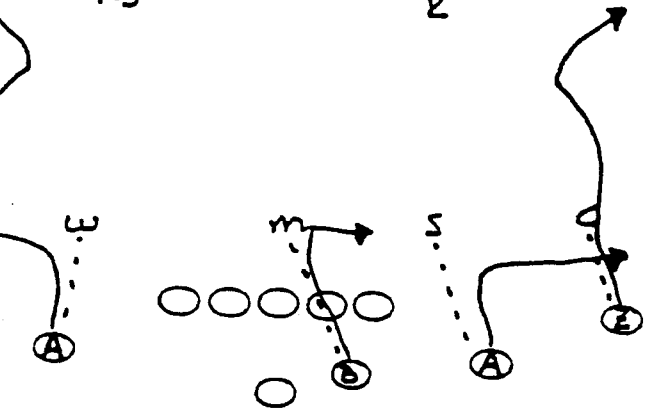
ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Come Back		1WK	Come Back		1S	Corner		1WK	Corner	
Arrow		2WK	Arrow		2S	Arrow		2WK	Arrow	
Option		QB	Pick A side Hush-startest throw Come Back to Arrow		3S	option	m-S	QB	Pick A side Hush-startest throw High low Corner	

Coverage

2 Man

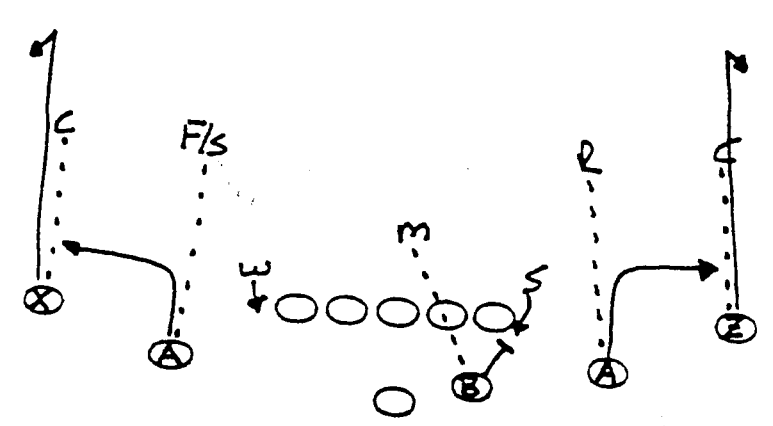
F/S

2



Coverage

0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Learn Corner	man	1WK	Learn Corner	man	1S	Come Back	man	1WK	Come Back	man
Arrow		2WK	Arrow		2S	Arrow	Hot	2WK	Arrow	Hot
Option	man	QB	Pick A side Hush-startest throw Learn Corner to B		3S	Protect		QB	THrow Hot Arrow Route A's	