

Offensive Philosophy

Our offense is based on ball control and option football. We will use motion, multiple formations, trapping and angle blocking schemes to accomplish our objectives. We must be able to execute our plays to perfection; we must have the basics; blocking, assignments, hard running, catching and throwing the football. We will never stop ourselves by mistakes.

We will also use a short controlled passing game to keep our opponents honest on defense. We must use the clock to our advantage and keep our defense off the field; which at the same time will cause our opponents defense to fatigue. You must believe in what we are doing in order for us to succeed.

If we are RELENTLESS---go full speed till the whistle---and practice like we play in the game---PLAY with a great deal of INTENSITY---ALWAYS Be ready---MENTALLY PREPARED---Not being laid back but getting after it AGGRESIVELY remaining POISED under pressure---CONFIDENT in knowing we can and will succeed---and believe in each other and doing it TOGETHER

The Multiple Veer Offense

WHY RUN THE VEER ?

- 1) It gives us the best chance to WIN!!
- 2) We can control the clock.
- 3) It is different.
- 4) It fits our personnel better.
- 5) We can protect our defense.
- 6) It is a hard nosed offense and allows us to be aggressive.
- 7) It stays the same from week to week;
- 8) Therefore, the game plan stays the same
It allows us to dictate the game not the defense.
- 9) Opponents must take extra practice time to stop us.

PROGRAM GOALS

Short-term goals for the program:

- HAVE FUN!
- Get players out for football and keep them out.
- Instill a sense of Pride within each athlete and the program.
- Get the players and coaches believing in what we are doing.
- GET BETTER every practice/every game at every level. (This is one step at a time; one foot at a time---day by day---week by week. If we do this we will be successful.)

We need to see improvement as a team.

We need to see improvement as a coaching staff.

Intermediate goals for the program:

- Win no less than four games at the varsity level
- Have an off-season program that is second to none.
- Vast knowledge by the coaching staff and the players of the entire program that we are running.
- Maintain a strong number of players within the program.

Long-term goals for the program:

- Have consistent winning seasons at all levels.
- Challenge for a league title ever year.
- Have a “successful” program that starts at the lower levels.
- Develop a program that is respected and feared by all opponents.
- Develop a program that graduates “CHAMPIONS” who excel in everything they do in life.

Lifetime Achievement goals for our athletes:

- To understand what commitment is-and to live it.
- To develop self-discipline.
- To work hard at everything they do.

FOOTBALL OFFENSIVE HUDDLE PROCEDURE

THE OFFESIVE HUDDLE FORMATION WILLBE AS FOLLOWS:

The CENTER will call for the huddle 8 yards from the line of scrimmage on every play.

The front row will have their hands on their knees, the back row will stand straight up. The QB will get the call from the side of the huddle from the play runner or coach, and go to the center the huddle at the front. NO ONE EXCEPT THE QB WILL TALK IN THE HUDDLE!!

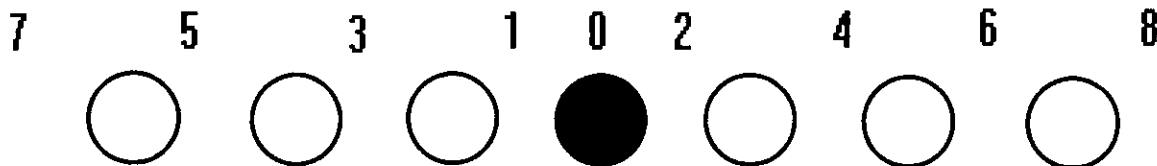
The QB will make the play call and the snap count twice (ex. Veer Right, Veer Right; on 1, on 1 READY). The huddle will then clap saying "BREAK" and procede to DESTROY the defense.

X Y RBLB Z
T G C G T
QB

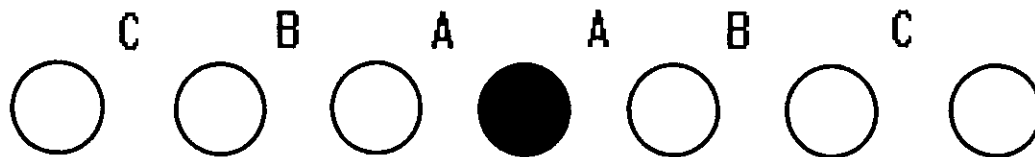
TERMINOLOGY

We will use the following terminology for the Gaps, Shades, and Holes.

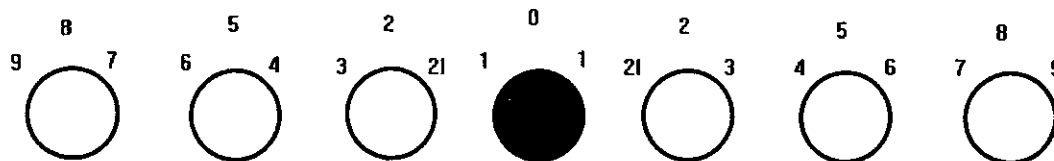
HOLE NUMBERING:



GAPS:



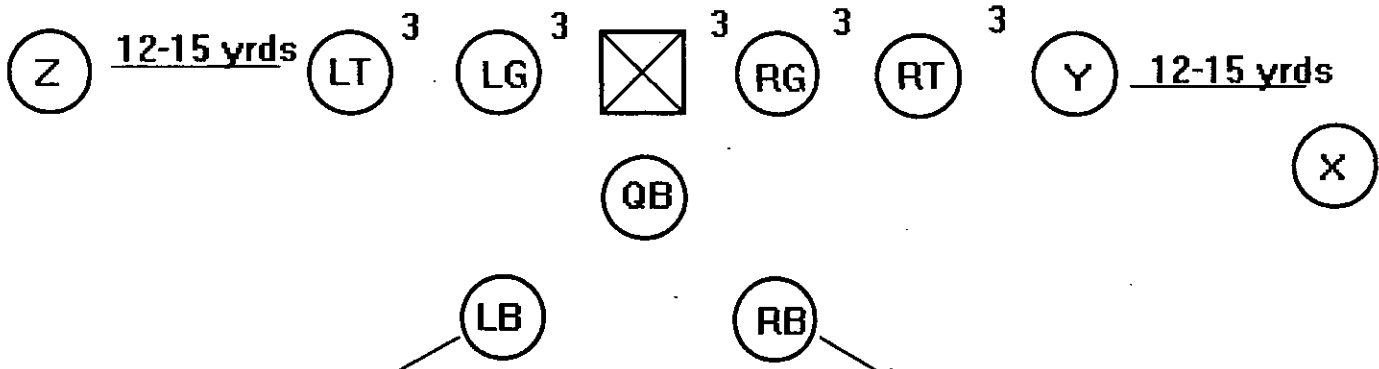
DEFENSIVE SHADES:



LINE SPLITS AND BACK DEPTH

Z- split the distance between the sideline and the nearest down lineman or "on the numbers" if the field is so marked. If tight, align 3 feet from the tackle. Splits across the line may be shortened or widened in certain situations.

Splits in Feet

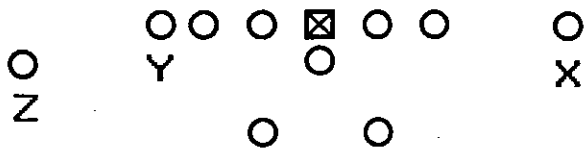


LB- align 4 1/2 yds from the LOS directly behind the LG in a 3 point stance

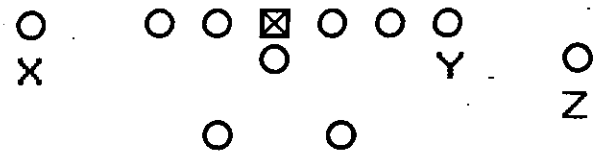
RB- align 4 1/2 yds from the LOS directly behind the RG in a 3 point stance

OFFENSIVE FORMATIONS

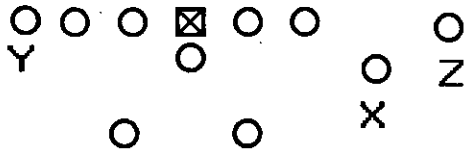
BLACK



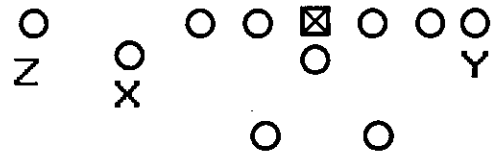
BROWN



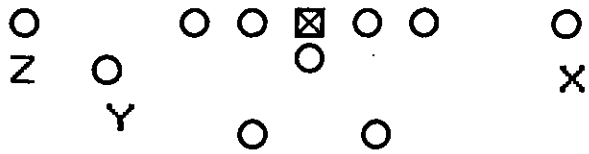
BLUE



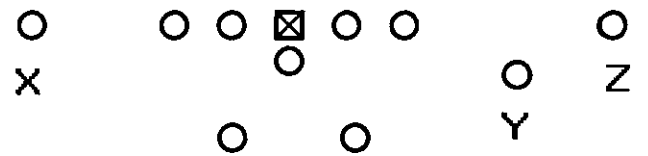
RED



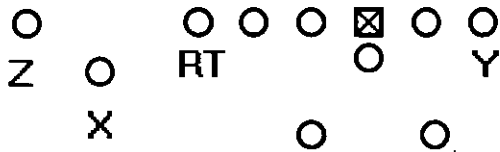
QUEEN



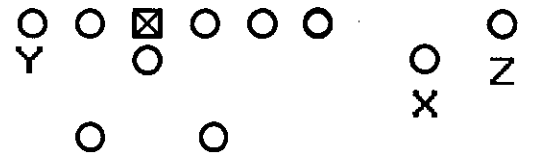
KING



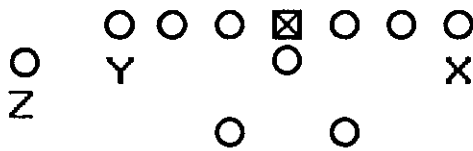
BLACK TEX



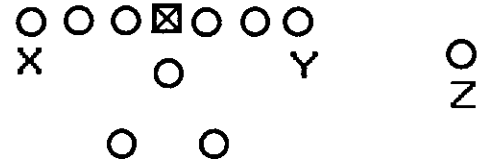
BROWN TEX



TIGHT BLACK

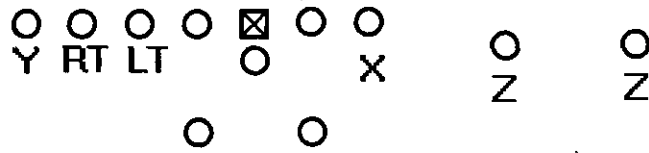


TIGHT BROWN

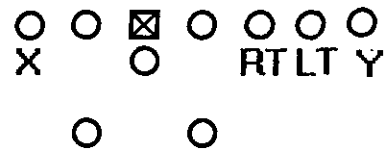


OFFENSIVE FORMATIONS

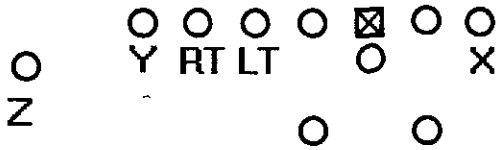
LION



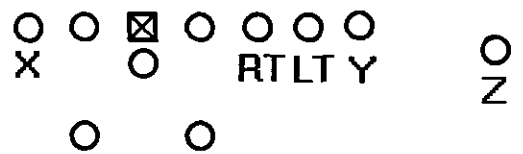
RAM



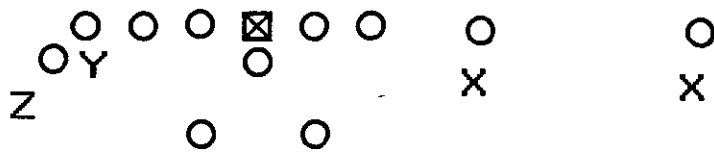
LION OVER



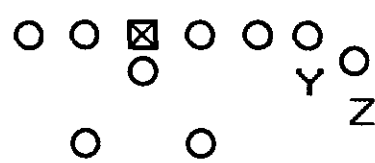
RAM OVER



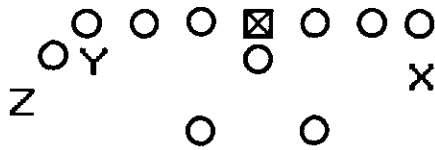
GOLD



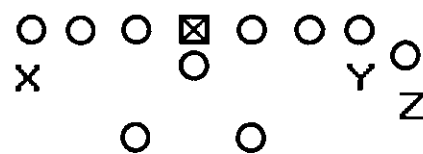
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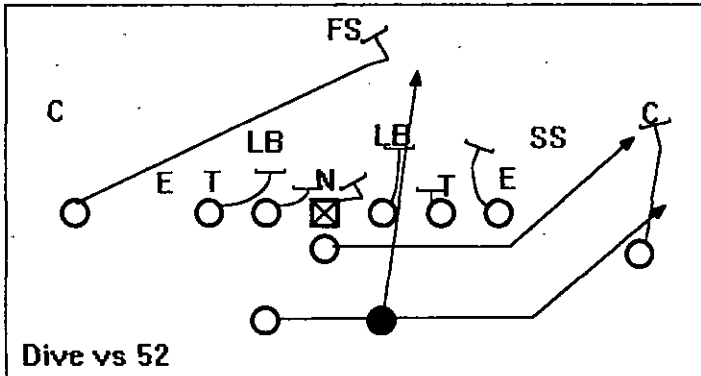
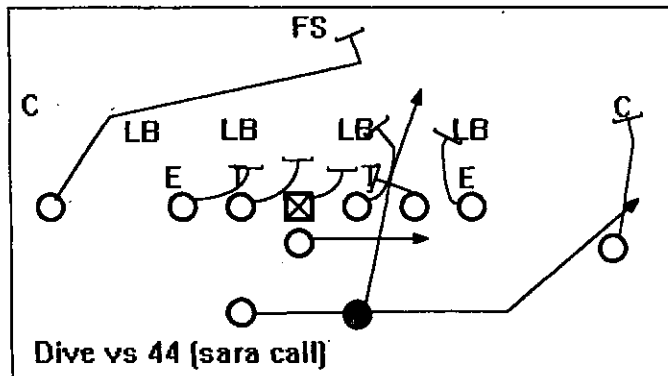
TIGHT GOLD



TIGHT GREEN



DIVE



Variations: Arc/TOM This can be run to the weakside

BST-scoop

BSG-scoop

C-scoop

PSG-base, may seal with tackle vs 44 (SARA CALL), base, may fold with tackle vs 52 (FRED CALL)

PST-base, If TE, may seal with tackle vs 44 (SARA CALL), base, may fold with tackle vs 52 (FRED CALL)

Y-playside-release inside to OLB, TOM (base DE), backside-cut off

BSR-middle 1/3

PSR-stalk, crack, (your block is the difference between a good and great play!)

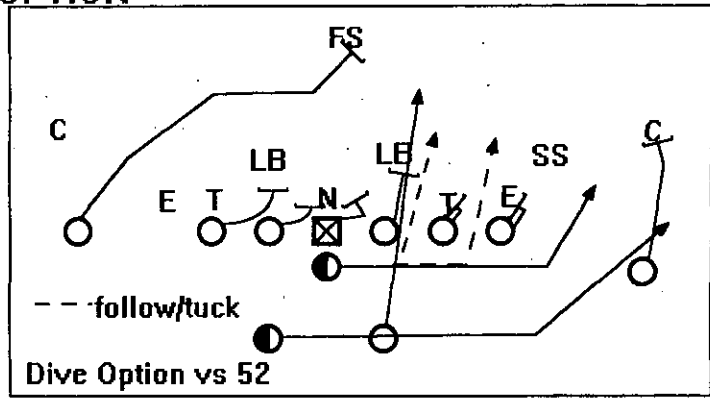
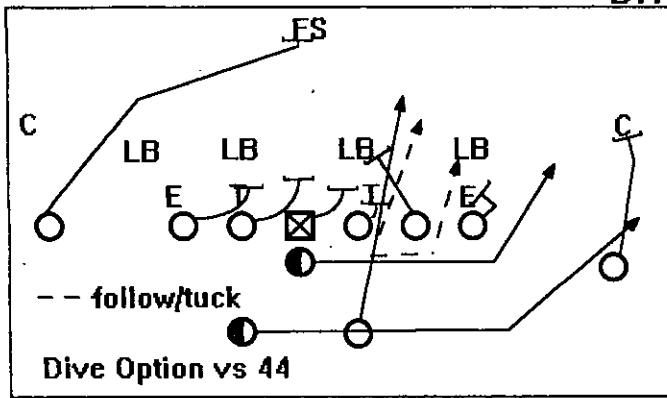
QB-open step sprint down the line give ball to DB, fake pitch

RB-step playside with inside foot, sprint to the outside leg of the guard. Read the block of the tackle. Run to daylight!

LB-get in pitch relationship 6x1

NOTES: FB's aiming point is the outside check of PSG

DIVE OPTION



Variations: Arc (used if you want to get the ball to PB), follow- QB will duck between tackle and TE; this can also be run to the weakside, but the pitch may come quick

BST-scoop cut across field

BSG-scoop

C-scoop

PSG-base vs 52 and 44 may (seal with tackle vs 44 (SARA CALL) or combo w/tackle

PST-base vs 52 and 44, may (seal with tackle vs 44 (SARA CALL) or combo w/guard

Y- playside- TOM (base DE), backside-cut off

BSR-middle 1/3

PSR-stalk, crack, (your block is the difference between a good and great play!)

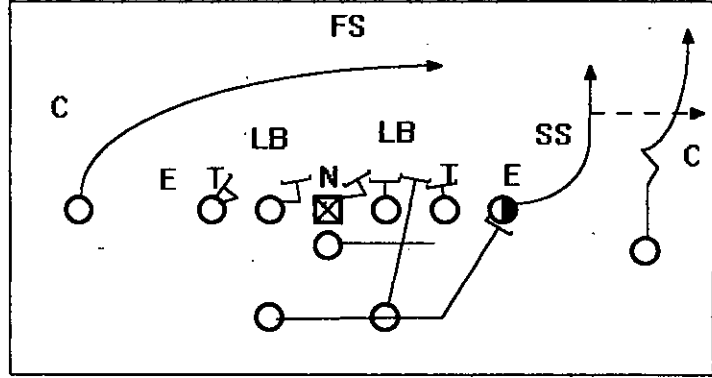
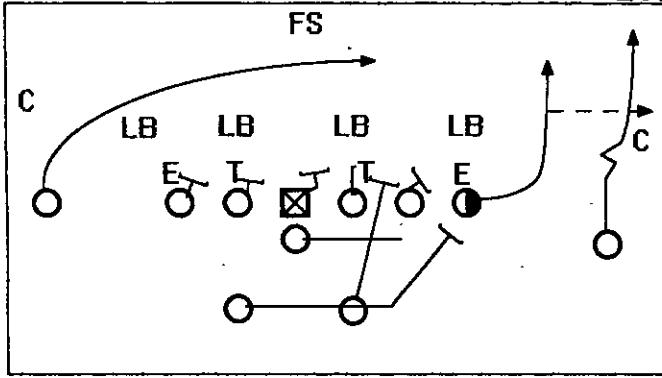
QB-open step mesh fake with DB, get around the corner, pitch of OLB, if tuck call follow RB throw the B gap; if follow is called, go one hole past mesh and cut up between the tackle and TE

RB-step playside with inside foot, sprint to the outside leg of the guard. Read the block of the tackle. Run to daylight!

LB-get in pitch relationship 6x1

NOTES: RB's aiming point is the outside check of PSG

DIVE PASS



Note: this can be run to a backside TE and out of Red/Blue

BST-jewel

BSG-jewel

C-jewel

PSG-jewel

PST-jewel

Y-playside-release outside to OLB on a wide arc path, look NOW FOR THE PASS! If QB doesn't hit you turn your route into a bench route!

BSR-middle 1/3; sell block and get open

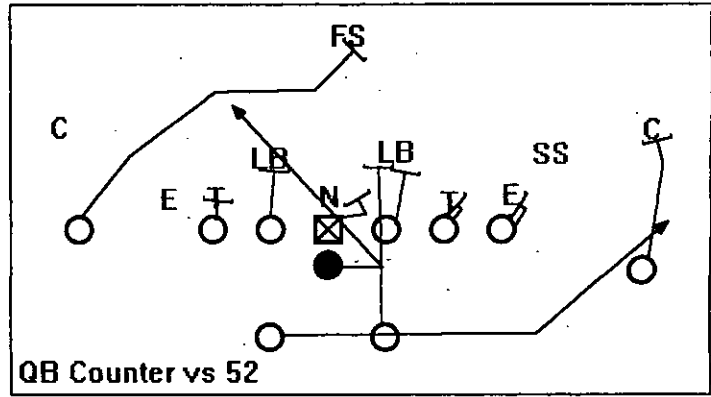
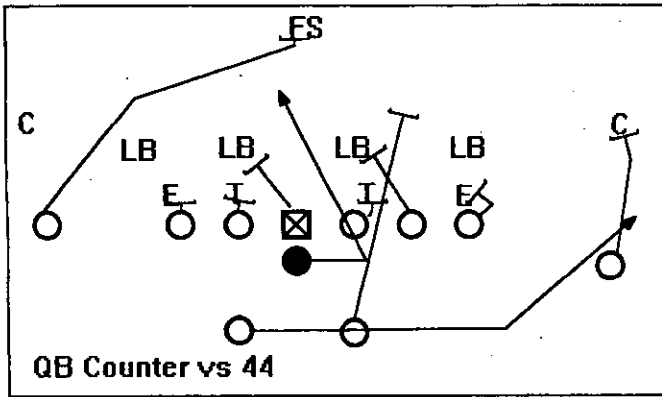
PSR-sell stalk, and blow past the corner!

QB-open step good fake dive (don't rush it), look to TE; TE is the only real receiver; if he is not open in the dump try to hit him in the flat; if he is covered run!

RB-step playside with outside foot, sprint to the outside leg of the guard and block and threat

LB-get in pitch relationship 6x1, sell option but pull up short and block the DE

QB COUNTER



Variation: trap

BST- base (oil)

BSG- base (oil)

C- base (oil) vs 52; playside LB vs 44 may fold with PSG vs 2i.

PSG-base (oil) vs 44; LB vs 52

PST-base (oil) vs 52; LB vs 44,

Y- playside- TOM (base DE), backside-cut off

BSR-stalk

PSR-stalk, crack, (your block is the difference between a good and great play!)

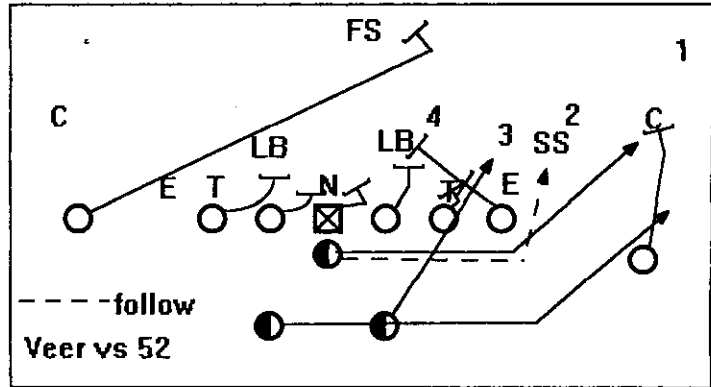
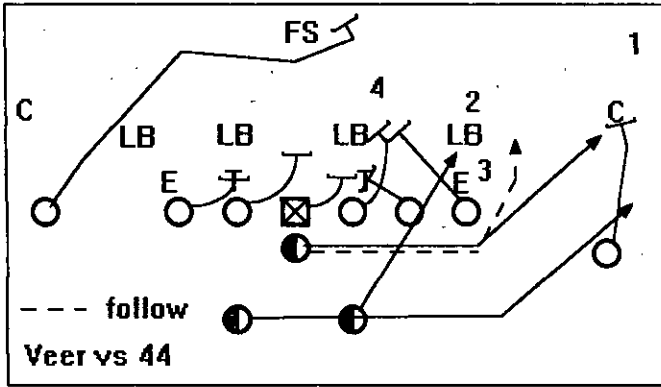
QB-open step good mesh fake with RB, plant with outside foot and cutback threw the A gap

RB-step playside with inside foot, sprint to the outside leg of the guard great fake and block

LB-get in pitch relationship 6x1

NOTES: RB's aiming point is the outside check of PSG

VEER



Variations: Arc (used when you want to get the ball to HB), TOM (used when you want the QB to run with the ball or when DE is giving you trouble and you want to give to the FB), G (used to give to FB and kick out DE,) QB follow (with TOM & crack when defense is keying FB), crack (by WR), and switch (TE blocks #1 and WR #2) *** when running veer to weak side, FB aims at inside leg of the tackle. Also need to cheat backs up.

BST-scoop cut across field

BSG-scoop

C-scoop

PSG-base,combo, may seal with tackle vs 44 or 3 tech. May prefer combo to weakside

PST-base,combo, may seal with tackle vs 44 or 3 tech. May prefer combo to weakside

Y- playside-gap, down, backer, Arc (block #2), TOM (base DE), backside-cut off

BSR-middle 1/3

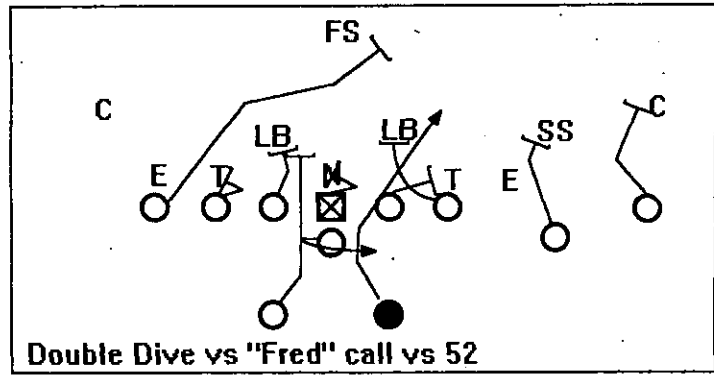
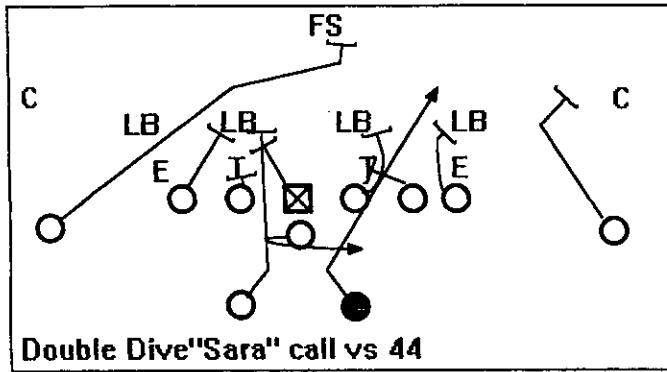
PSR-stalk, crack, switch (your block is the difference between a good and great play!)

QB-open step sprint down the line and read DE

RB-step playside with inside foot, sprint to the outside leg of the tackle. Read the block of the TE. Run the 40 yard dash!

LB-get in pitch relationship 6x1

DOUBLE DIVE



Variations:

BST- base vs 52, BILB vs 44

BSG-base (can fold (FRED CALL) w/center on backside vs 44)

C-base vs 52, backside ILB vs 44 (can fold (FREDD CALL) w/BSG vs 44)

PSG-base vs 52 (PILB) may fold w/tackle (FRED CALL), base vs 44 may seal w/tackle (SARA CALL)

PST- base, vs 52 may fold (FRED CALL w/tackle, base (PILB) vs 44 may seal w/guard (SARA CALL)

Y- playside- release inside to OLB, backside-cut off

BSR-middle1/3

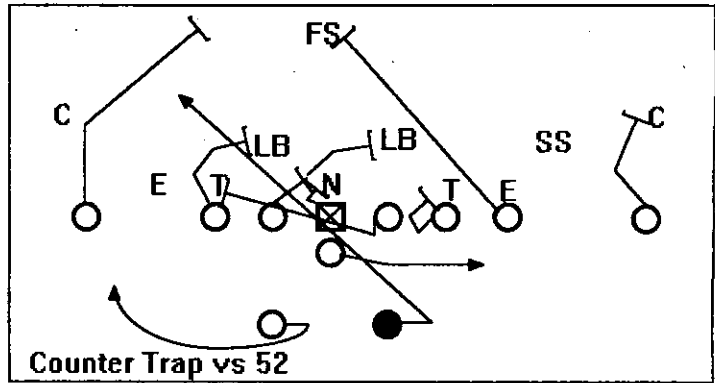
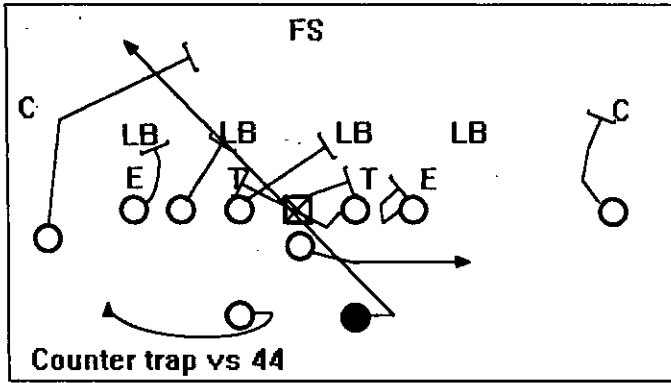
PSR-stalk (your block is the difference between a good and great play!)

QB-open backside fake to PB, spin around and hand off to RB. Carry out option fake; on follow call keep ball and follow RB threw the hole

RB-jab step toward the center, receive ball and cut off the guards block veering to the outside a little, run north and south to daylight; on follow call fake hand off and block for QB.

LB-jab step run hard giving great fake and become an excellent blocker

DELAY TRAP



Variations: this is best run to the weakside

BST-seal & wheel

BSG-pull, trap first man past center

C-base vs 52, fill for PSG vs 44

PSG-combo to BSB vs 52, block BILB vs 44, [a "wide" call tells everyone you have a 2I. You will now base and we will trap the next man on the LOS]

PST-release to PILB vs 52 & 44

Y- playside- release inside to OLB, backside-cut off

BSR-stalk

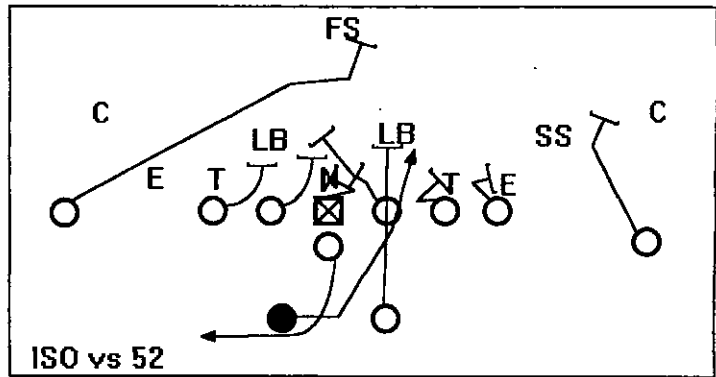
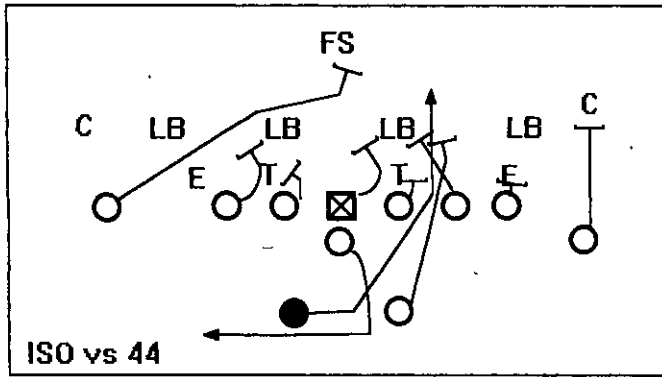
PSR-middle 1/3 [your block is the difference between a good and great play!]

QB-open out, step towards and hand ball off to RB, continue down the line and fake option

RB- counter step then slice inside over center, read pulling guards block and cut it up field and run. Listen for a "wide" call.

LB-crossover step like on pitch path then reverse field 360* faking a quick pitch

ISO



Variations: ISO QB keep

BST- scoop, base

BSG-scoop, base

C-base vs 52, scoop to BILB vs 44

PSG-combo w/ Center to BILB vs 52 base, may crossblock w/ tackle vs 44 (CHARLIE CALL), if run weakside; TE and 3 tech, may (SARA CALL)

PST- base, inside position vs 52 base, may (FRED CALL vs 3 tech) crossbock w/guard vs 44 (CHARLIE CALL), if run weakside

Y- playside- TOM block inside position, backside-cut off

BSR-middle1/3

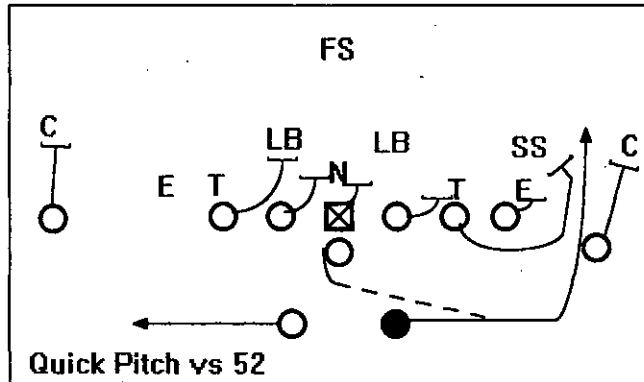
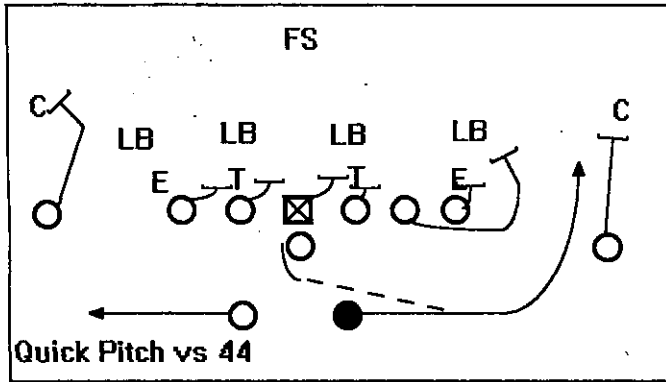
PSR-stalk (your block is the difference between a good and great play!)

QB- open up, hand off to PB, bootleg. On keep call make great fake and get outside quickly

RB-open step, receive hand off follow through the hole.

LB-dive through the hole and attack the PILB. YOU MUST DRIVE HIM BACK!

QUICK PITCH



Variations: this can also be run to the weakside out of Red/Blue and King/Queen. When run to the weakside vs 44 PST must reach, vs 52 logs the DE.

BST- scoop

BSG-scoop

C- scoop

PSG- reach

PST- pull and log the first man you see

Y- backside- scoop; playside- reach

BSR-stalk

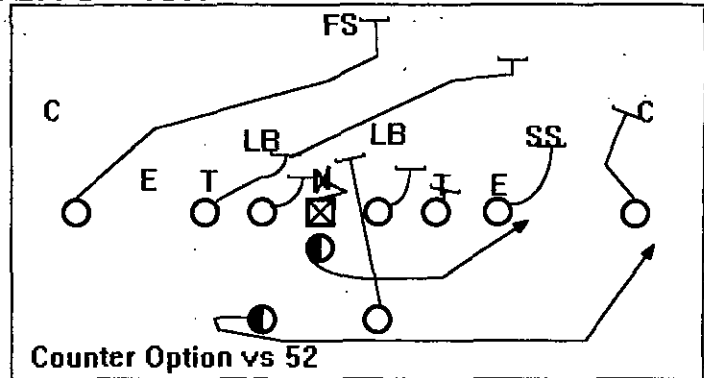
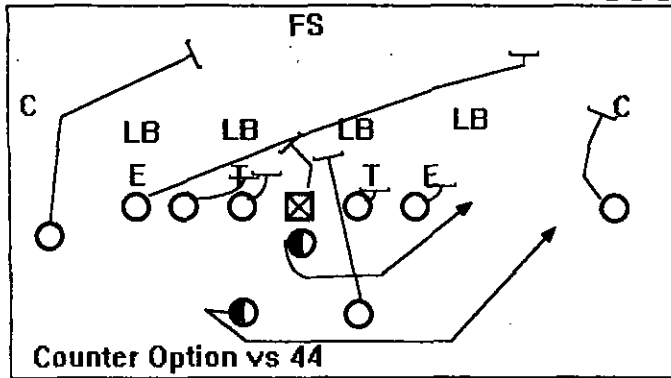
PSR- stalk

QB- reverse pivot, toss and boot

RB- crossover step stay parallel to LOS, take pitch and get outside; read block of PST

LB- fake Quick Pitch the opposite direction

COUNTER OPTION



Variations: TOM, this is mainly a weakside play

BST- sc oop across field

BSG-scoop

C-base vs 52, backside ILB vs 44

PSG-scoop protect B gap vs 52, base, reach vs 44

PST- base, reach vs 52, base, reach vs 44

Y- playside- release outside to OLB, backside-cut off

BSR-middle 1/3

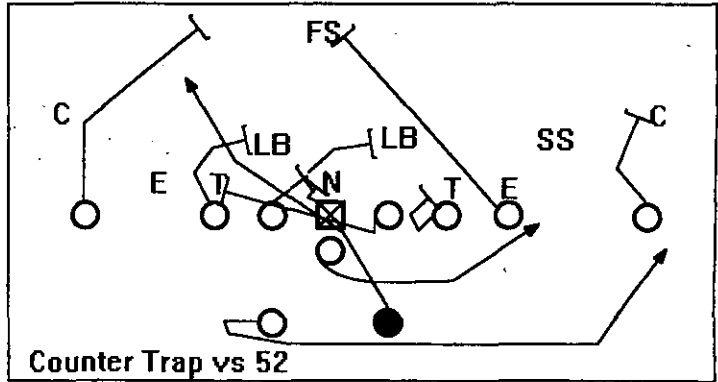
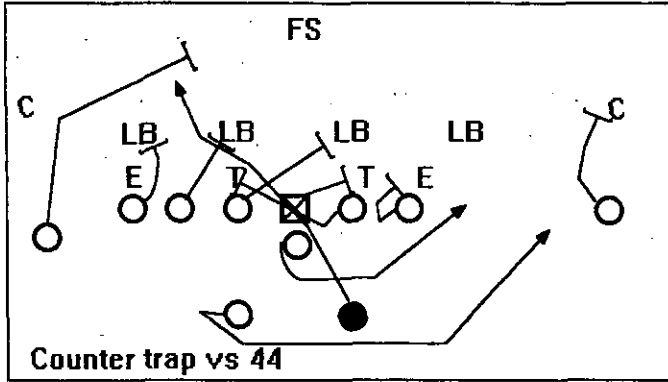
PSR-stalk [your block is the difference between a good and great play!]

QB-reverse out quick mesh with FB, get around the corner, attack and read POLB. Usually a pitch. Cut up if POLB goes to pitch

RB-slice inside over center, aggressively block playside A gap .

LB-jab step, reverse field and continue on your pitch path

COUNTER TRAP



Variations:

BST-seal & wheel

BSG-pull, trap first man past center

C-base vs 52, fill for PSG vs 44

PSG-combo to BSB vs 52, block BILB vs 44, (a "wide" call tells everyone you have a 2I. You will now base and we will trap the next man on the LOS)

PST-release to PILB vs 52 & 44

Y- playside- release inside to OLB, backside-cut off

BSR-stalk

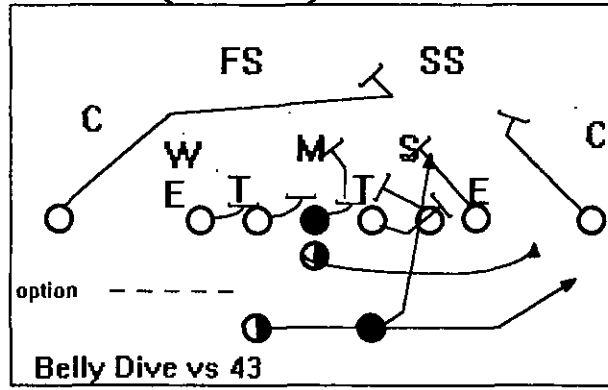
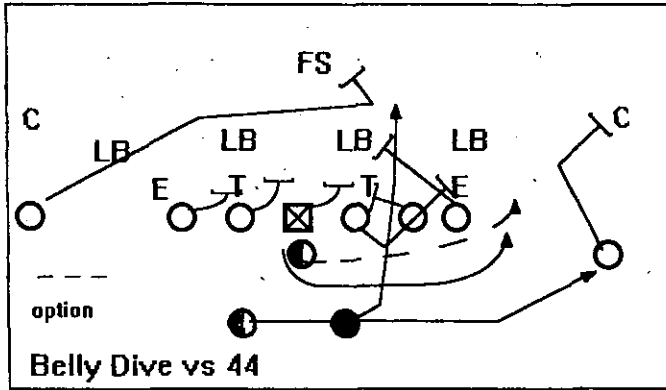
PSR-middle 1/3 (your block is the difference between a good and great play!)

QB-reverse out hand ball off to DB, continue down the line and fake option

RB-slice inside over center, read pulling guards block and cut it outside and run. Listen for a "wide" call.

LB-jab step, reverse field and continue on your pitch path

INSIDE BELLY DIVE (OPTION)



Variations: this is run only vs 40 fronts; Outside Belly Dive vs 50 fronts;

Belly Keep;

BST- scoop

BSG-scoop

C- scoop

PSG- pull and kick out DE. When run to TE- If DE in 7 tech. block must be quick; on Belly Option, log EMLOS

PST- down block on guards man. Get you head across his body

Y- backside- release inside and block middle 1/3; playside- down to PILB. If DE in 7 tech., pump him quickly then go to PILB

BSR-cut off

PSR-stalk, crack (your block is the difference between a good and great play!)

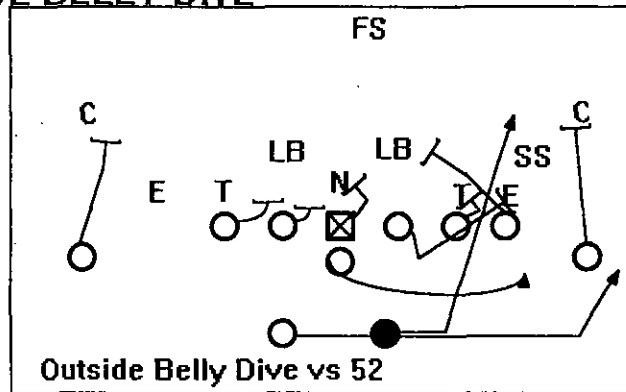
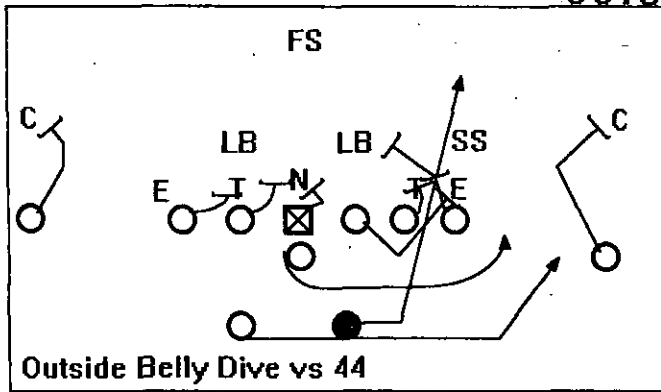
QB- reverse out quickly, hand ball off to FB, continue option fake

RB- open step at 45°, read block of pulling guard and cut threw the hole. Run north and south to Daylight!; on Belly Option, great fake and block PILB

LB-get in pitch relationship 6x1

NOTES: on Belly Option QB meshes with FB, then gets around the end and options first man. IF PSG cannot log EMLOS, then he will PUT HIM IN THE BLEACHERS!! QB will then cut up field

OUTSIDE BELLY DIVE



Variations: this is run only vs 50 fronts; Inside Belly vs 40 fronts; this belly is mainly a strongside play; if reduced front to weakside you may want to run the Inside Belly Dive to that side

BST- scoop

BSG-scoop

C- base

PSG- pull and kick out DE. When run to TE- If DE in 7 tech. block must be quick

PST- base, reach

Y- backside- release inside and block middle 1/3; playside- down to PILB, combo. If DE in 7 tech., pump him quickly then go to PILB

BSR-stalk

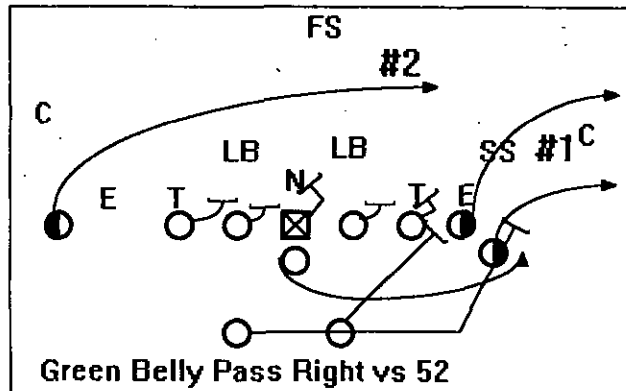
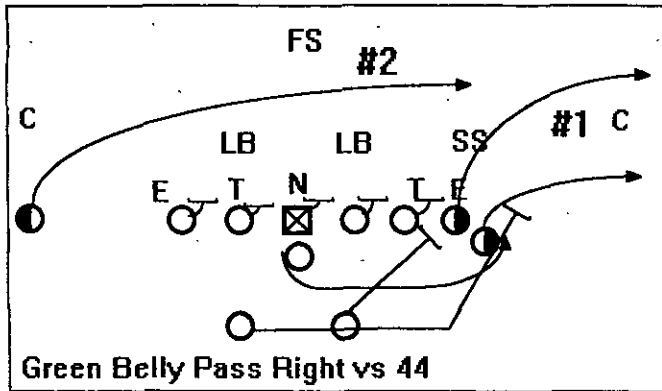
PSR-stalk, crack (your block is the difference between a good and great play!)

QB- reverse out quickly, hand ball off to FB, continue option fake

RB- open step wide at 45°, read block of pulling guard and cut threw the hole. Run north and south to Daylight!

LB-get in pitch relationship 6x1

BELLY PASS



Variations: in Tight Green/Tight Gold formation a "stay" call may be given and Z with stay in and block

BST- pass scoop

BSG- pass scoop

C- pass reach

PSG- jewel

PST- jewel

Y- playside- 10 yard banana route

BSR- drag or if tight may "stay" and block DE

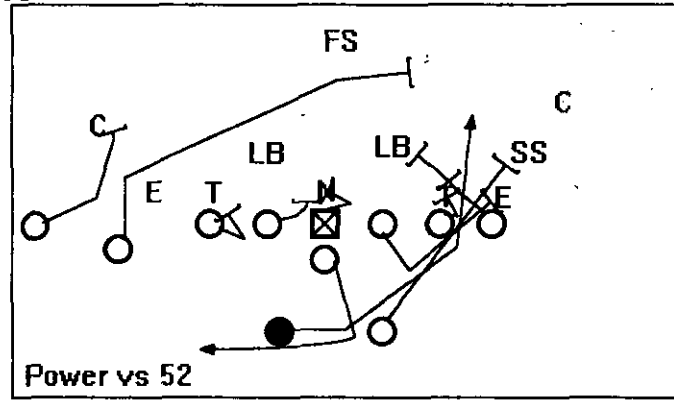
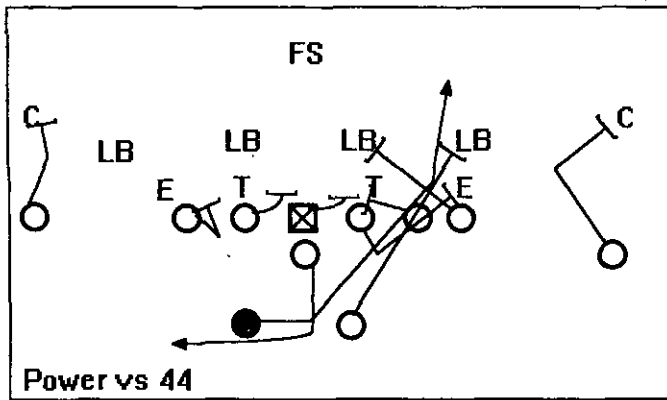
PSR- come in tight as a wing; 3 yrd quick bench

QB- reverse out quickly, fake to RB, look far to near; IF NO ONE IS OPEN RUN!!

RB- open step wide at 45°, fill & hook block DE for Y

LB- get in pitch relationship 6x1 sell option first; then cut inside QB and block for him

POWER



Variations: This is a Strong Formation play only!

BST- seal & wheel

BSG-scoop

C-base, reach vs 52, scoop to BILB vs 44

PSG-pull kick out DE. If both you and the tackle covered base, reach. (BOB CALL)

PST- base vs 52 down block vs 44. If both you and the guard are called base, reach. (BOB CALL)

Y- playside- release inside and block PILB

BSR-middle1/3

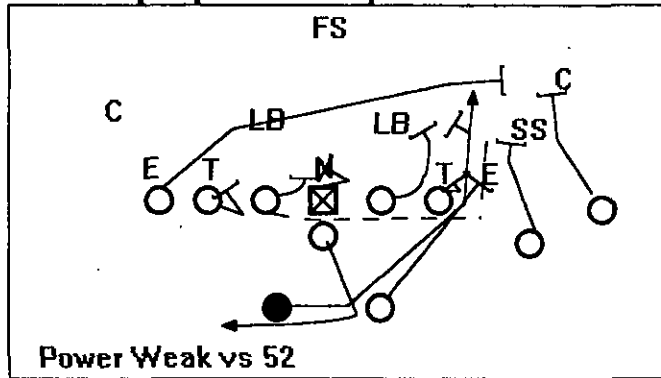
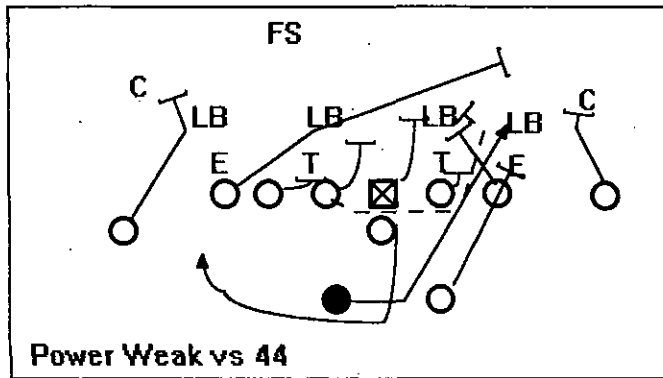
PSR-stalk [your block is the difference between a good and great play!]

QB- open up, hand off to PB, bootleg. On keep call make great fake and get outside quickly

RB-dive through the hole and attack the POLB. YOU MUST DRIVE HIM BACK !

LB-crossover step receive hand off, run parralel to LOS for two steps, read guards block, cut up and follow FB through the hole

POWER WEAK (Super Power)



Variations: crack, "SARA CALL", "CHARLIE CALL.;" SUPER POWER WEAK- backside guard pulls. This is a Weakside Formation play only!

BST- seal & wheel; on Super Power fill for BSG

BSG-scoop; on Super Power Weak pull and lead threw the hole

C-base, reach vs 52, scoop to BILB vs 44

PSG-base, reach vs 52,base, reach vs 44 may seal with tackle vs 3 tech [SARA CALL]; may cross w/tackle [CHARLIE CALL]

PST- base vs 52, down, bounce vs 44; may seal vs 3 tech; may cross w/ tackle [Charlie call]

Y- backside- release inside and block PILB; on keep TOM

BSR-middle1/3.

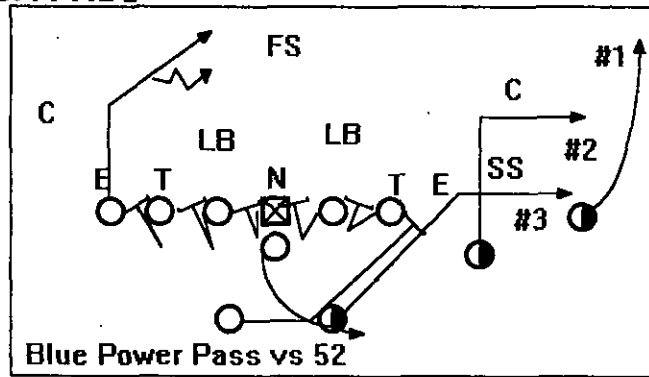
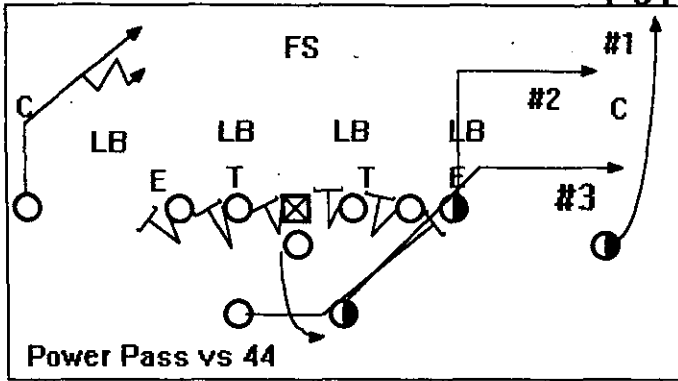
PSR-stalk, crack (your block is the difference between a good and great play!)

QB- open up, hand off to PB,bootleg. On keep call make great fake and get outside quickly

RB-Open step attack EMLOS inside out. YOU MUST KICK HIM OUT! If "cross call" lead block throught the hole and ATTACK AND DRIVE THE PLB BACK!

LB- crossover step receive the hand off, run parallel to LOS for two steps,cut inside HB block attack the hole read the tackles block. RUN TO DAYLIGHT!

POWER PASS



Variations: Y Settle "backside" call-hook backside; Y GO/Z CURL; Y OUT/FB GO

BST- dropstep outside foot protect backside C gap

BSG- dropstep outside foot, protect backside B gap

C-protect backside A Gap

PSG-drop step inside foot, protect playside A gap

PST- drop step inside foot, protect playside B gap

Y- backside- post; frontside 7 yrd out

BSR-run post. If in slot run 7 yrd out

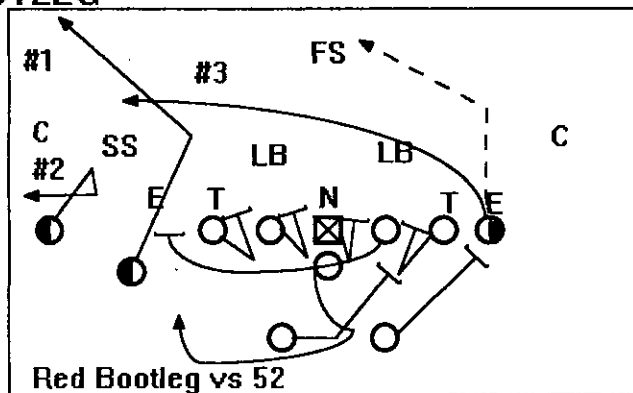
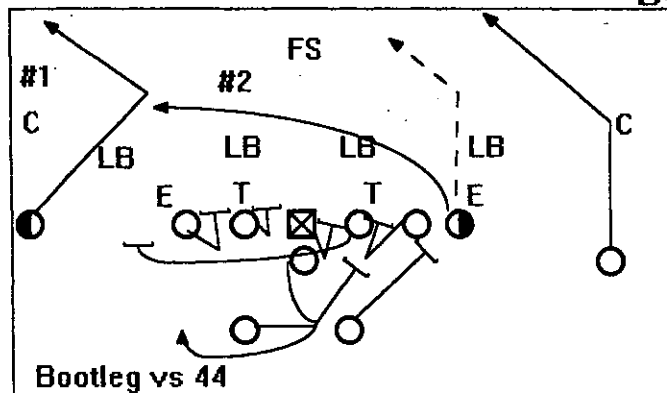
PSR-fade

QB- reverse out, great fake. read far to near

RB- open step, bump any pressure outside the tackle release 3 yds into the flat.

LB-fake hand off, block C gap!

BOOTLEG



Variations: Y Post; X Bench

BST- seal & wheel

BSG- pull get depth log block EMLOS

C-protect backside A Gap

PSG-dropstep inside foot protect playside A gap

PST- drop step inside foot, protect playside B gap

Y- backside- 8 yrd drag route

BSR- run Post; if in slot run 15 yrd Z out; cut at 12

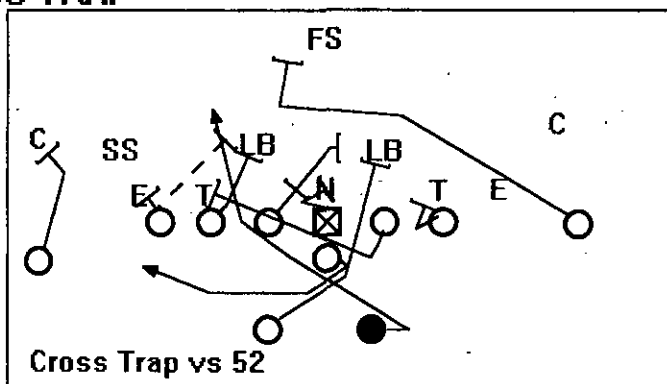
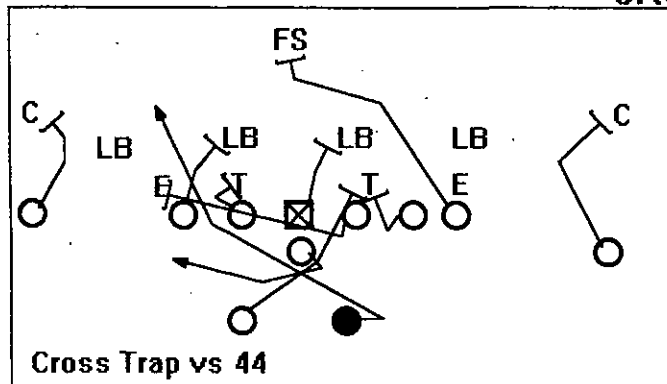
PSR- run 15 yrd Z-out; cut at 12; if there is a slot receiver run 7 yrd pigtail route

QB- reverse out, great fake, boot read far to near; IF NO ONE IS OPEN RUN!!!

RB- open step, block inside out outside from tackle out.

LB-fake hand off, block inside out from guard out.

CROSS TRAP



Variations:

BST- seal & wheel

BSG-pull, trap first man on or past the playside guard

C-base, reach vs 52, BILB vs 44

PSG-combo to BILB vs 52, base, reach vs 44 may seal with tackle vs 3 tech (SARA CALL)

PST- down to PILB vs 52, down to PILB, combo vs 44; may seal vs 3 tech (SARA CALL)

Y- backside- release inside and block middle 1/3; playside- TOM, don't let DE cross your face. Block him out; may block PILB

BSR- cut off

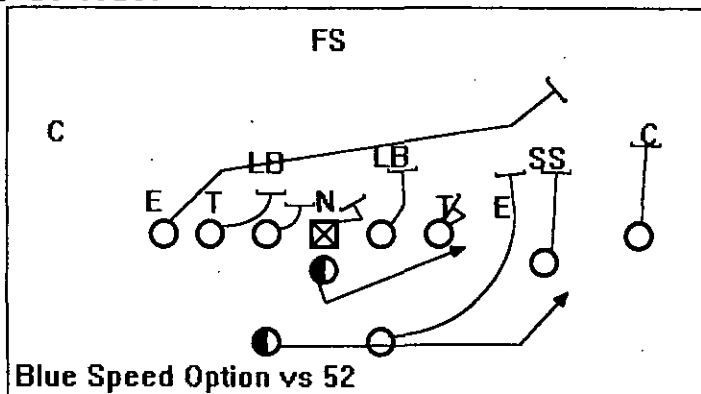
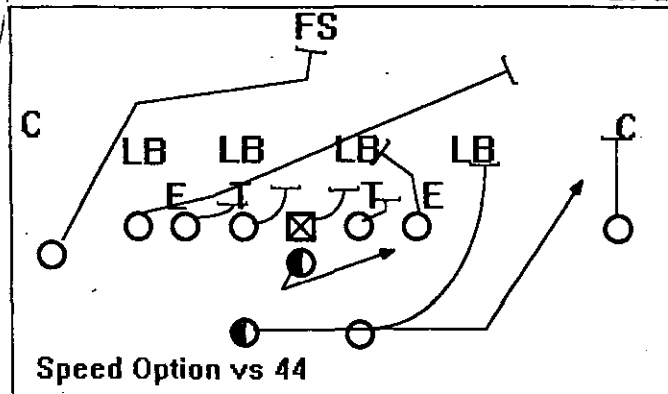
PSR-stalk, crack (your block is the difference between a good and great play!)

QB- open out, fake hand off to HB, spin around and hand ball off to FB

RB- jab step, take path tight to QB, read block of pulling guard and cut threw the hole. Run north and south to Daylight!

LB-Open step attack. GREAT FAKE, fill for pulling guard

SPEED OPTION



Variations: base, this is a weak side play! only!

BST-scoop cut across field

BSG-scoop

C-scoop

PSG-base, reach vs 52, combo vs 44, may (seal with tackle vs 44 (SARA CALL)

PST-base, reach vs 52, combo vs 44 , may (seal with guard vs 44 (SARA CALL),
may base (BOB CALL)

Y- backside-cut off

BSR-middle 1/3, if in slot-stalk

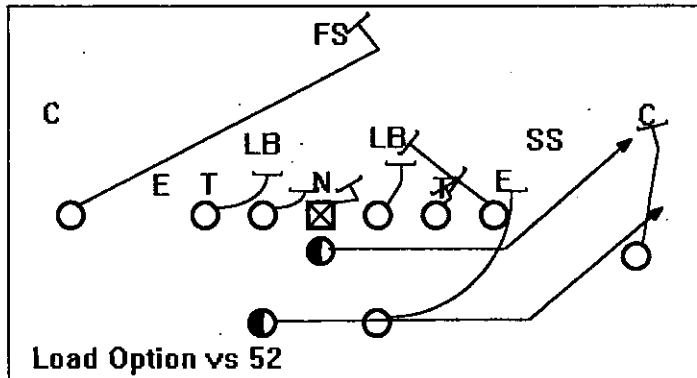
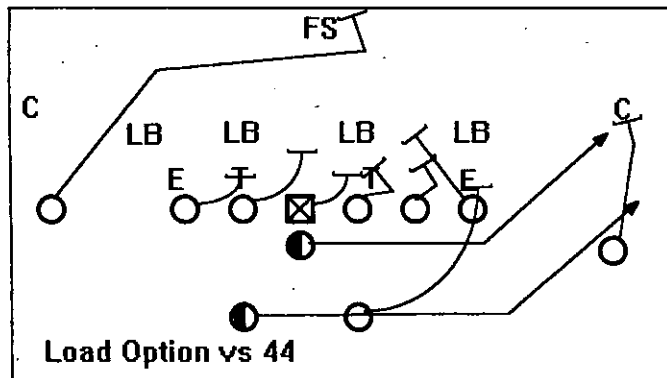
PSR-stalk, crack, (your block is the difference between a good and great play!)

QB-open drop step sprint down the line attack and read DE, usually a pitch

RB-step playside with outside foot, sprint outside of pitch key and block the first man you see, if no threat look inside for flowing LB.

LB-get in pitch relationship 6x1

LOAD OPTION



Variations: Arc (seal OLB, TOM (DB goes to LB), crack (option corner)

BST-scoop cut across field

BSG-scoop cut across field

C-scoop

PSG-base,reach

PST-base,reach

Y- playside-gap, down, backer, Arc (block #2), TOM (base DE), backside-cut off

BSR-middle 1/3

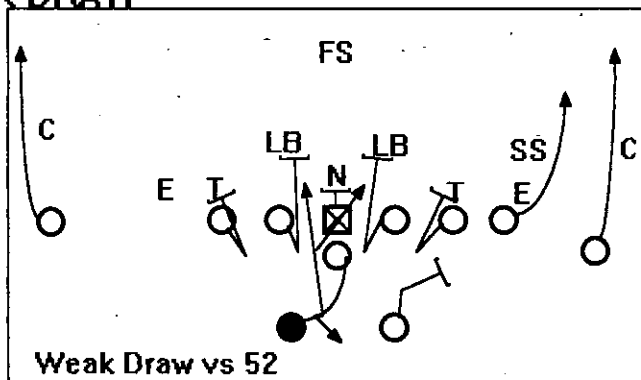
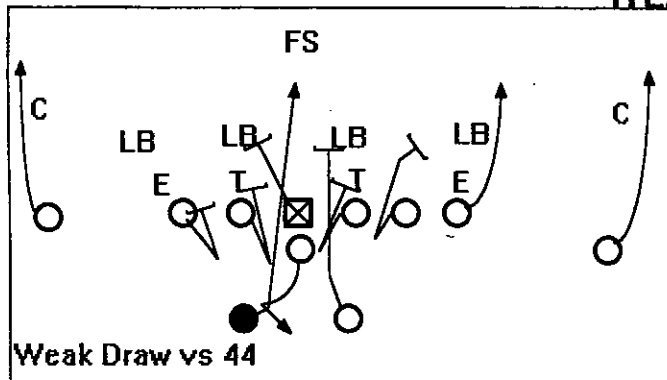
PSR-stalk, crack, switch (your block is the difference between a good and great play!)

QB-open, drop step, sprint down the line and option force man

RB- open step and load DE. if you can't log him push him into the bleachers! If TOM call-load OLB

LB-get in pitch relationship 6x1

WEAK DRAW



Variations: You can also run a Strong Draw with the backs switching assignments if you want the FB to get the ball; especially if you get too much pressure from the weakside

BST- pass set, influence you man out

BSG- pass set, influence you man out

C- base vs 50, take nosw where he wants to go; PILB vs 44

PSG- pass set, influence you man out

PST- pass set, influence you man out

Y- backside- vertical route, block when man recognizes draw; playside- vertical route, block when man recognizes draw

BSR- sell fade; block when man recognizes draw

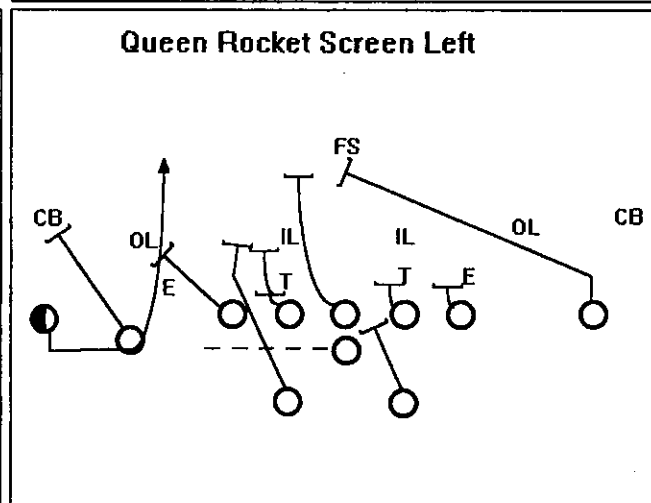
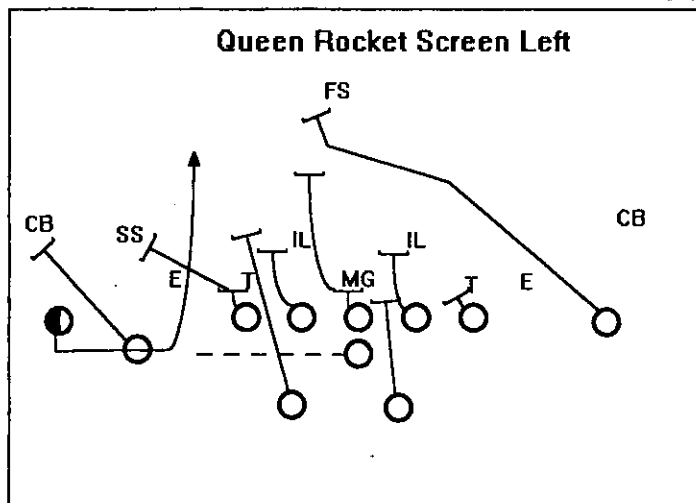
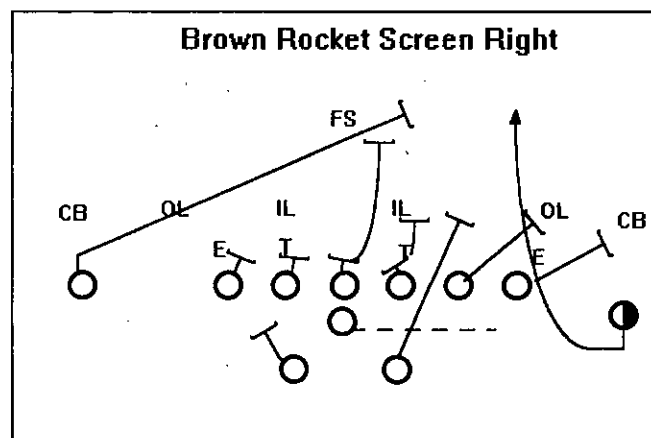
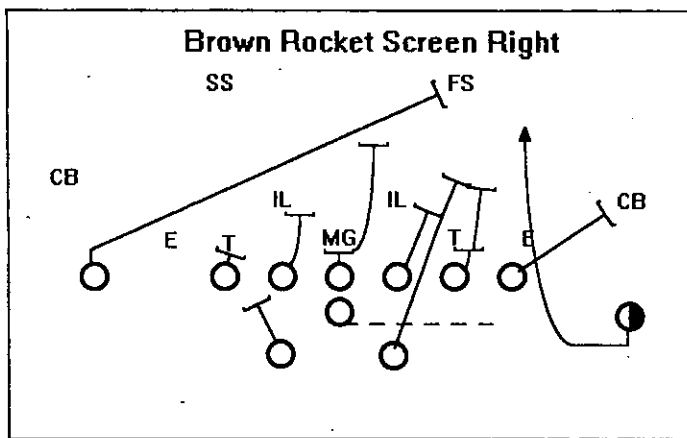
PSR- sell fade; block when man recognizes draw

QB- 5 step drop with ball high as if to pass, look down field; when you reach HB drop quickly and hand off, fake pass

RB- pass set block playside vs 52; block PILB vs 44

LB- slip step to inside fake pass block, receive hand off and hit the hole. Read block of center vs 52

Rocket Screen



Rules:

BSR- cut off far safety

BST- base

PSG- base

C- base 2 count; release to middle area

PSG- base 2 count; release and block ILB area

PST- block OLB area

Y- block corner

SB- QUICKLY attack B gap area and block first threat

WB- block weakside

QB- open up, wait for SB and FIRE ball to wing

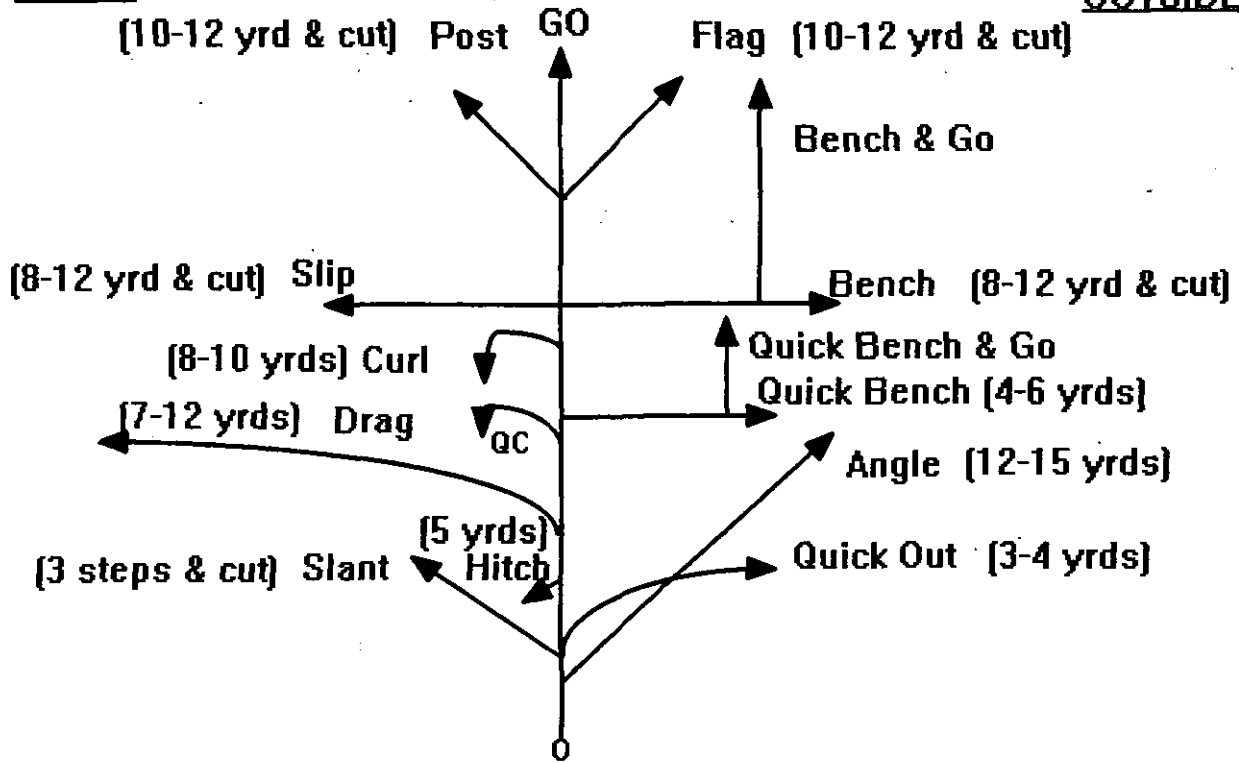
PSR- drop step and run towards QB; catch pass and run up through the hole

notes: ball is live. We must cover in case of fumble.

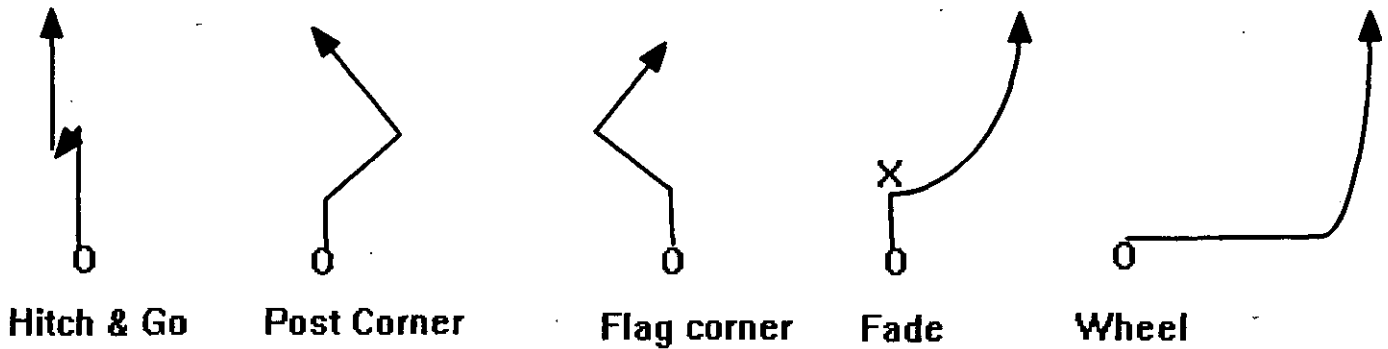
INSIDE

BASIC ROUTES FOR X, Y & Z

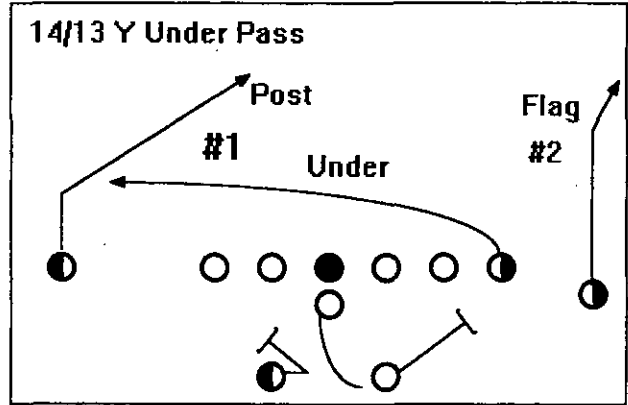
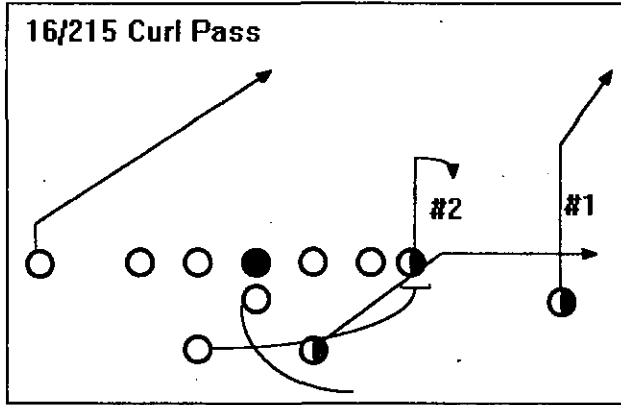
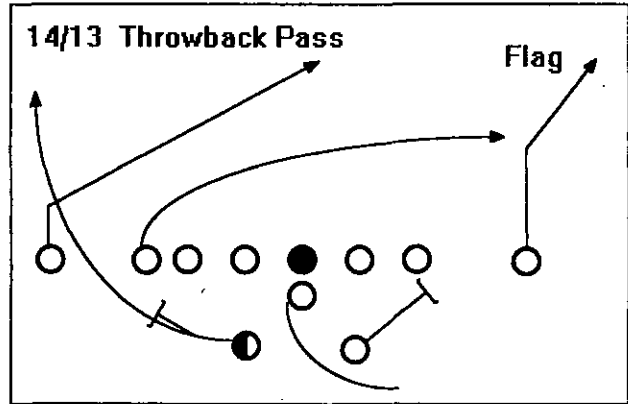
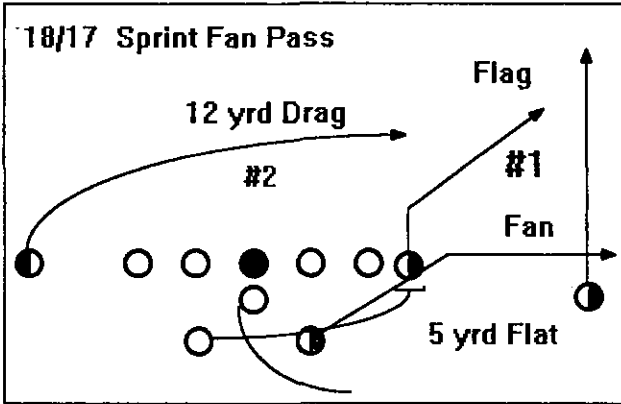
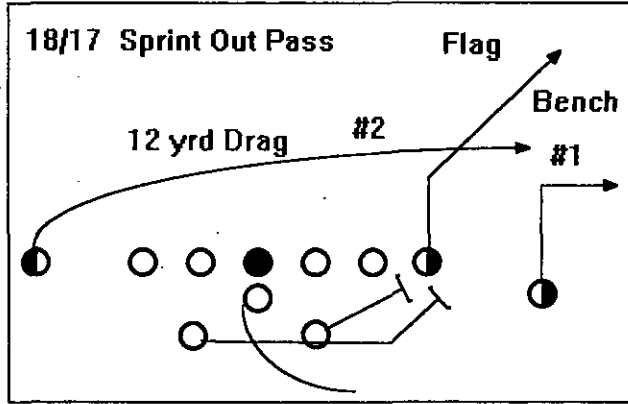
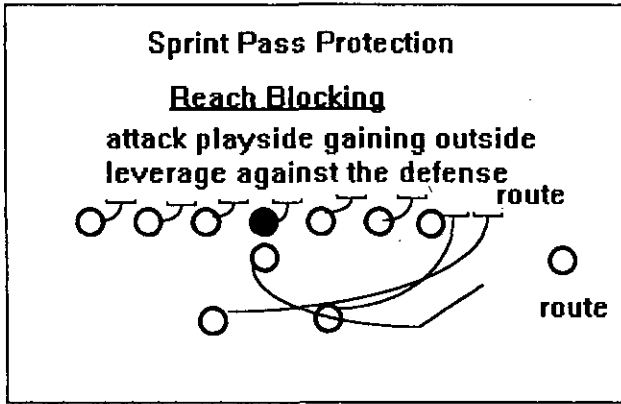
OUTSIDE



SPECIAL ROUTES FOR X & Z



SPRINT OUT PASSING GAME

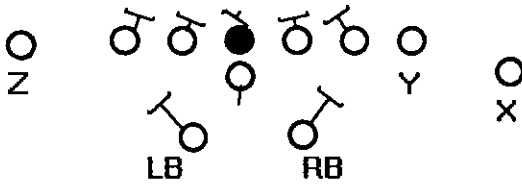


Note; these plays are drawn from Brown formation. They can also be run from Black formation Red/Blue, King/Queen. The QB must reverse pivot and sprint playside attacking down hill. IF NO ONE IS OPEN HE MUST RUN!!

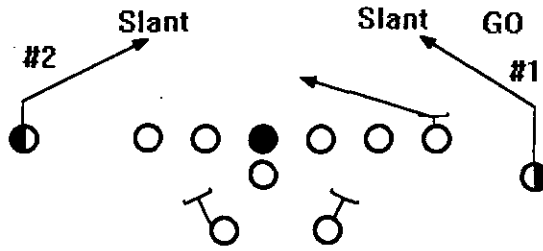
90 Quick Passing Game

Quick Pass Protection

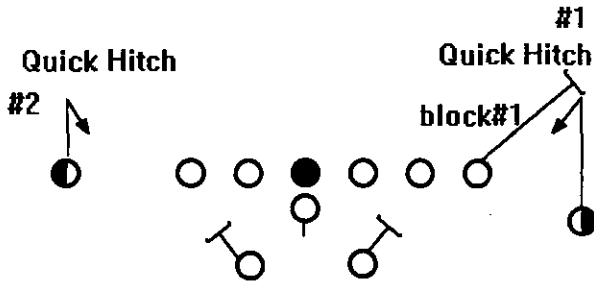
****All linemen fire out low and jewel block hard on the inside of your man****



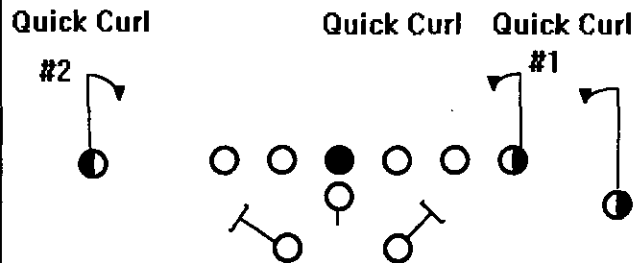
Brown/Black 90 Quick Slant



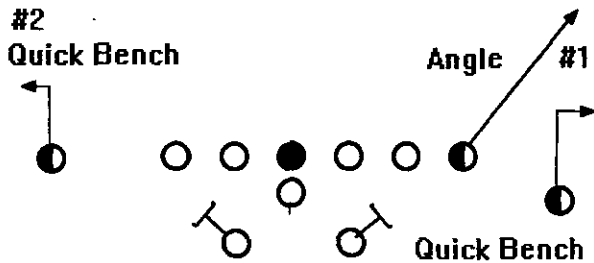
Brown/Black 90 Quick Hitch



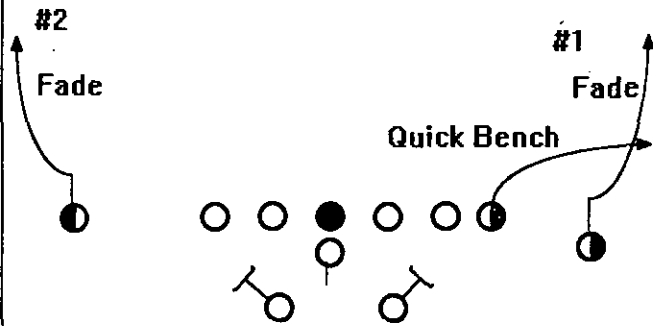
Brown/Black 90 Quick Curl



Brown/Black 90 Quick Bench



Brown/Black 90 Quick Fade



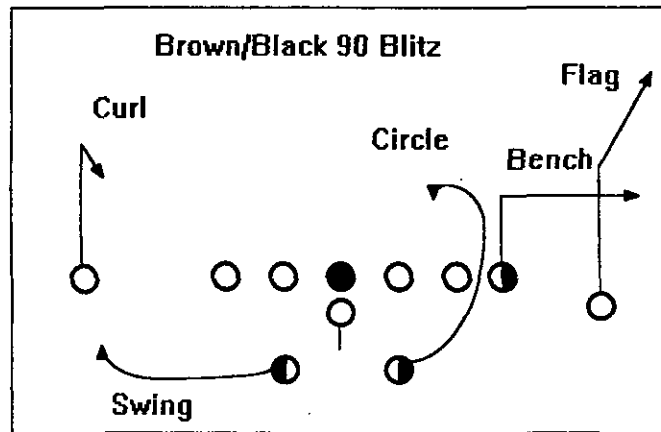
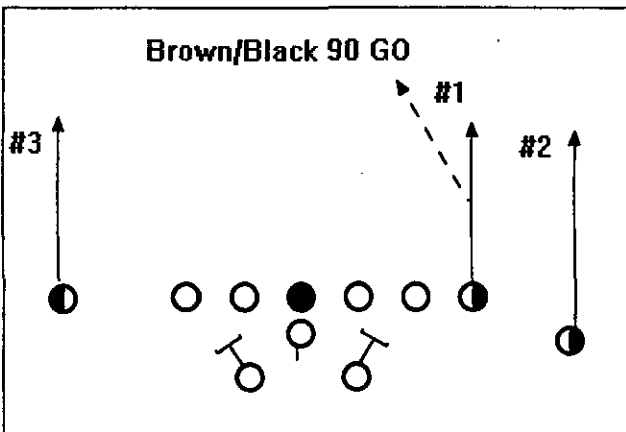
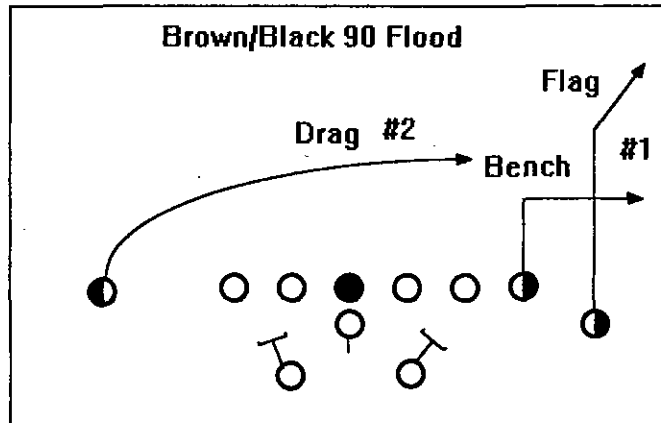
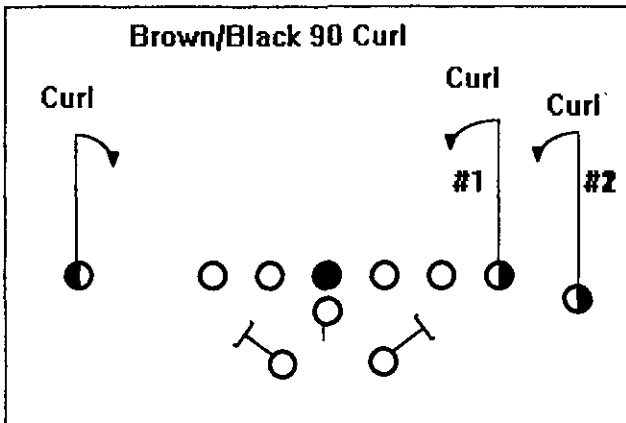
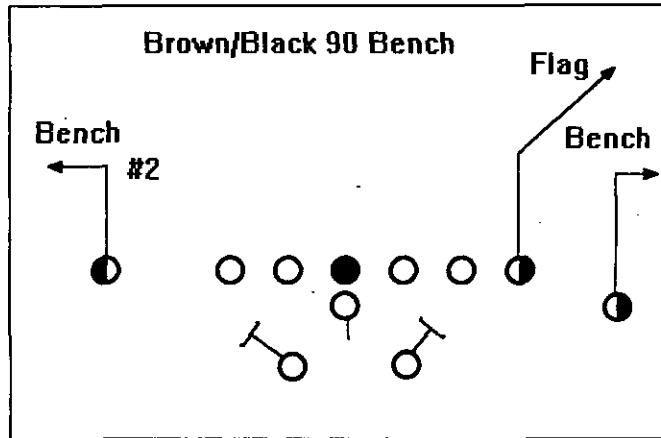
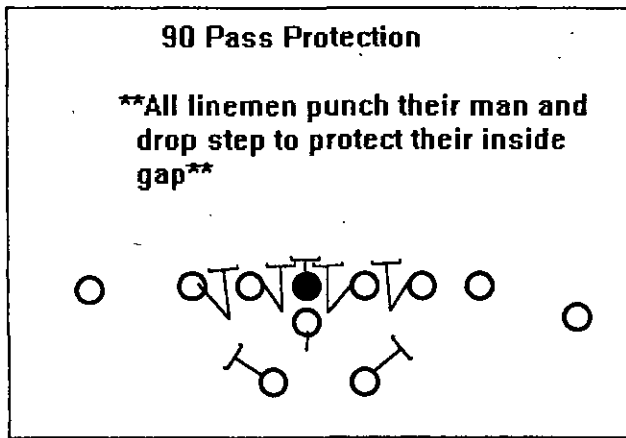
Note: these are drawn Brown. We can also run these out of Black, Red, Blue, and King and Queen. Out Tex, King and Queen, the inside receiver runs the TE route. The backside route stays the same whether or not the receiver is split or tight.

QB- three step drop

On 93 Call- LB runs a swing

On 92 call- RB runs a swing

90 PASSING GAME



Note: these are drawn in Brown. We can also run these out of Black, Red/Blue and King/Queen. Out of Red/Blue, the inside receiver runs the TE route. The backside route stays the same whether or not the receiver is split or tight.

QB- 5 step drop

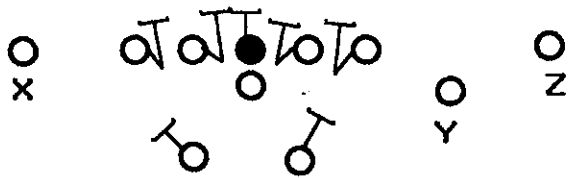
On 93 Call- LB runs a swing

On 92 call-RB runs a swing

KING/QUEEN PASSING GAME

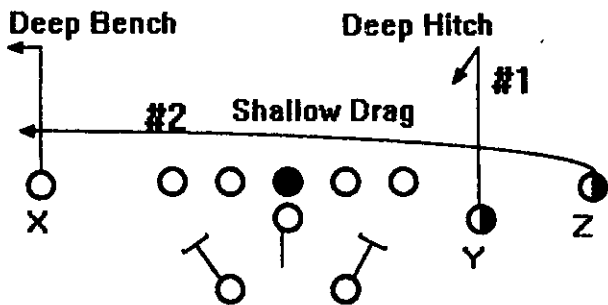
90 Pass Protection

**All linemen punch their man
and drop to protect their inside gap**

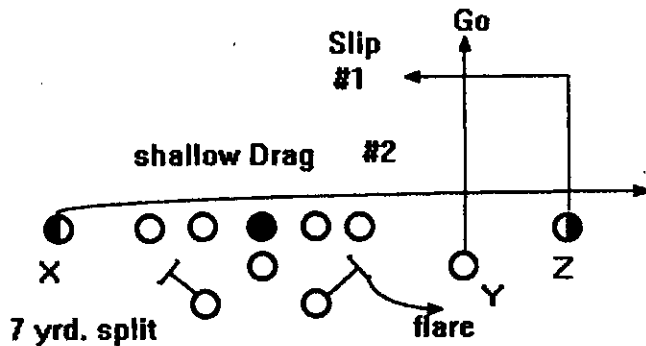


90 Deep Bench

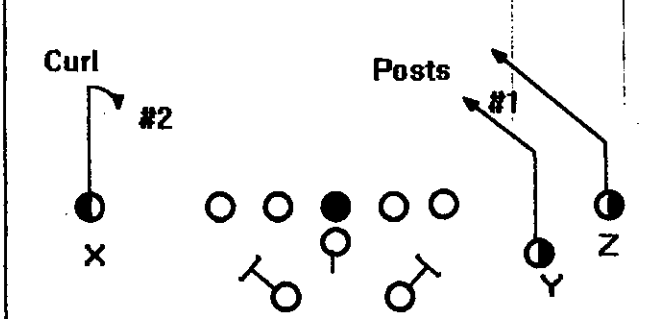
90 Shallow Pass



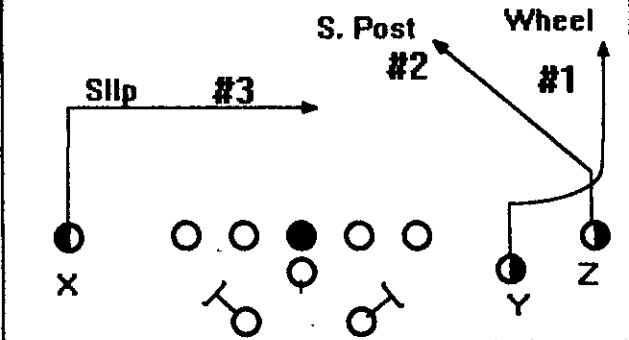
90 Dig Pass



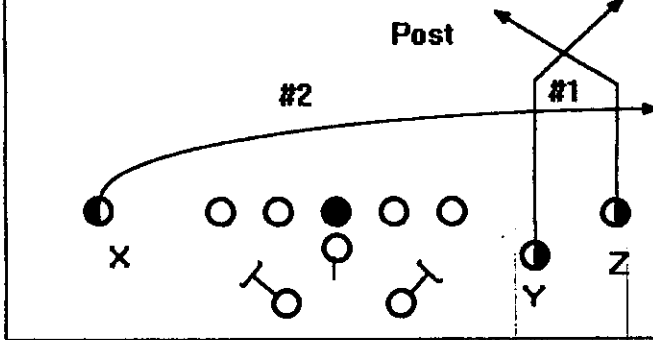
90 Double Posts



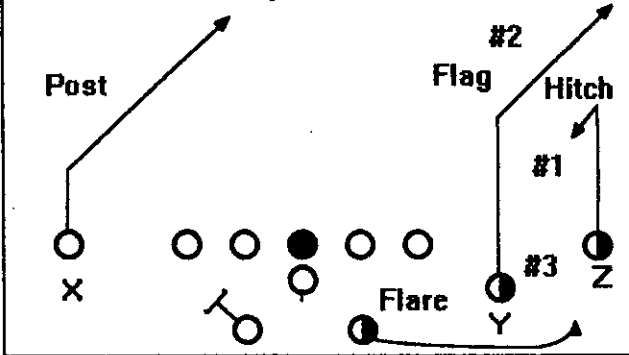
90 Wheel Pass



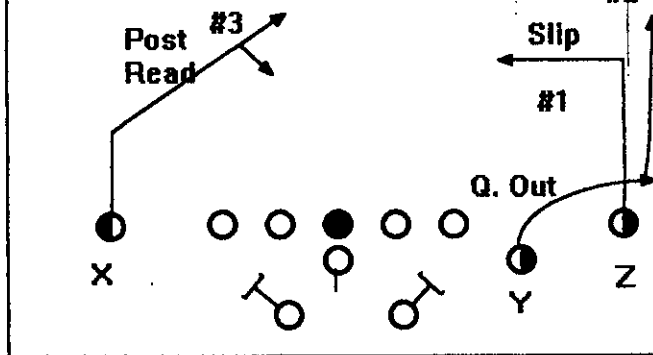
90 Scissors Pass



92/93 Corner Pass



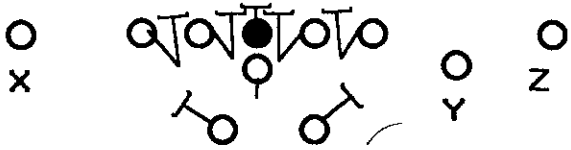
90 Choice



KING/QUEEN 90 PASSING GAME

90 Pass Protection

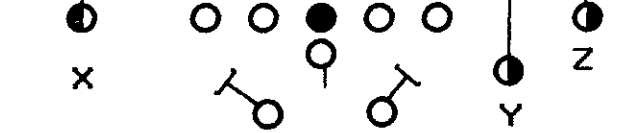
****All linemen punch their man and drop step to protect their inside gap****



King/Queen 90 Bench

Bench #2

Flag
Bench #1

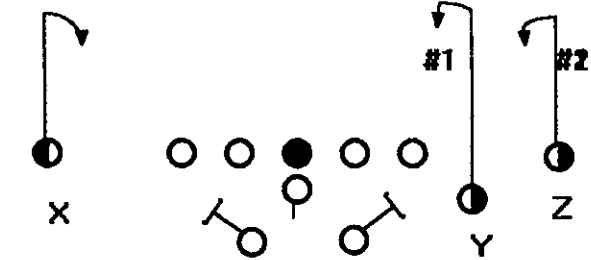


King/Queen 90 Curl

Curl

Curl

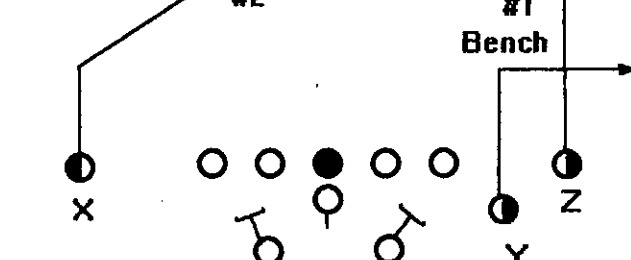
Curl



King/Queen 90 Flag

Post #2

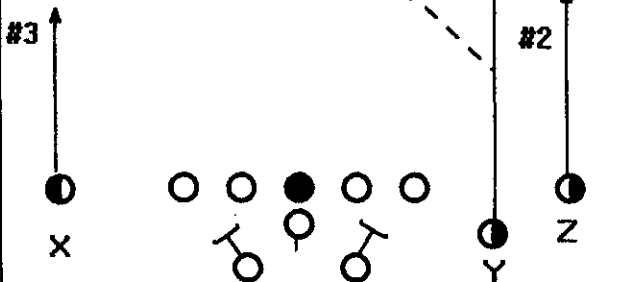
Flag
#1
Bench



King/Queen 90 GO

#3

#2



King/Queen 90 Blitz

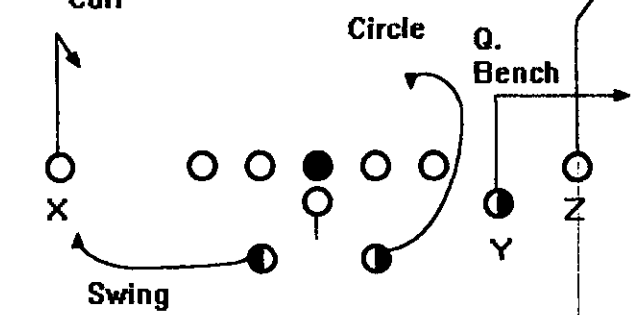
Curl

Circle

Flag

Q.
Bench

Swing



ADDITIONAL PASS PLAYS

