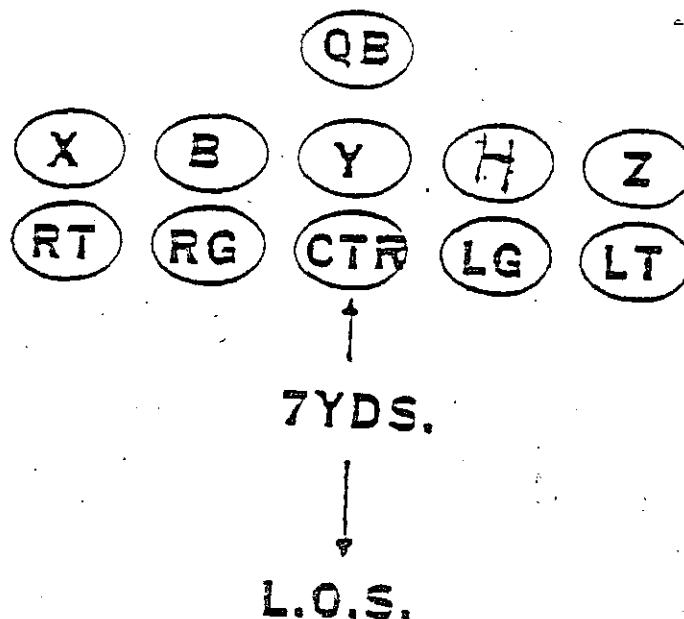


92 U of COLORADO ONE-BACK  
(BILL McCARTNEY)

# OFFENSIVE MECHANICS

A-1

"THE HUDDLE"



PUTTING TEAM IN ACTION

A. FORMING THE HUDDLE

- 1) Center forms huddle 7 yards from ball.
- 2) Position in huddle - take a comfortable stance, feet one foot apart. Lineman assume erect stance. Ends and backs slightly bent over.
- 3) Quarterback has complete control in huddle.
- 4) Everyone put your eyes on mouth of the QB. When in huddle see what you hear. If you do not hear, call "Check".
- 5) All move quickly to the line of scrimmage. Sense of Urgency!

6) QB WILL GIVE THE INFORMATION AND SNAP COUNT THEN SAY  
"READY BREAK!"

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

CALLING THE PLAY IN THE HUDDLE

The quarterback will call the plays in the following sequence.

1) FORMATION - (PLAY NUMBER) ON (STARTING COUNT) (READY-BREAK!)

Note: The information, formation, play number and snap count will be given. The word "READY" allows a last chance to "CHECK"

Example:

SINGLE RIGHT - 8 - ON ONE - READY - BREAK

If for some unusual or exceptional reason, you missed all or part of the play calling information call "CHECK". Check tells the QB not to break the huddle and to repeat formation, play and snap count. Call check during ready of the pause after ready before break. Don't go to the L.O.S. without all the play calling information.

CADENCE

Our cadence is a rhythmic - non rhythmic count, that coordinates our simultaneous movement off the football.

SET - COLOR # - COLOR # - GO - GO - GO

1. 1st Sound = SET
2. 2nd Sound = COLOR Example - "SET BLUE"
3. Never snap ball on the numbers
4. ON ONE = 1st GO Example - SET BLUE 9 - BLUE 9 "GO"
5. ON TWO = 2nd GO Example - SET RED 4 - RED 4 - GO "GO"

We can snap the ball on SET - COLOR - ONE - TWO - THREE

A. REPEAT CADENCE:

1. QB calls play in huddle and gives cadence "ON REPEAT"  
Example: Single RT 2 - 8 CWM on Repeat
2. At the L.O.S. He will call:  
SET BLUE 4 - BLUE 4 = FALSE CADENCE  
RED 8 - RED 8 "GO"  
Ball is always snapped on 1st sound "GO" and we will run  
a play

B. HARD COUNT

1. QB calls play in Huddle and gives cadence "on Hard Count"  
Example: Single RT 73 (3) on Hard Count
2. At the L.O.S. He will call:  
SET RED 3 - RED 3 - GO "GO"
3. Ball is always snapped on two
4. QB use of voice on one helps vs teams rolling on one and  
can force them to jump and or reset.

AUDIBLE SYSTEM

1. "Check with me": This procedure gives the information and two or more plays in the huddle. The QB can call any of these plays at the L.O.S.

Example: In the huddle: QB says

*QB*  
Formation - Play - 8/9 or 93(1) CWM-Cadence  
At the L.O.S. the QB will call:  
SET RED 9 - RED 9 - "GO"

We will run the 9 play on one

\*We would prefer to use the CWM system with our  
"REPEAT CADENCE"

2. "Opposite":

The word "opposite" is used in the huddle to refer to a play's corresponding play (i.e. 4-5, 8-9, etc. . . ) Alerts you to the original play or its opposite may be run. If the word "opposite" is called at the L.O.S. it alerts and informs the offensive unit the corresponding play is desired and is now being run in the opposite direction.

Example: QB in the huddle calls:

1. Single RT - 8 - opposite on color
2. At the L.O.S. the QB calls "SET - BLUE - Play Run is 8

or

The QB calls opposite - opposite before cadence, then calls "SET - BLUE - Play Run is 8

Red Opposite: Play is to be run to the reduction.

Example to the 3tech or 4tech (34 Def).

Same as opposite procedure

3. "Check Series": The QB will call two plays in the huddle, the first play we want to run vs a defense that we anticipate seeing. The second play is an alternate play that we have selected to run

*AGAINST* a different defense. The word is check used to separate the two plays.

Example: QB says in huddle 4 Check 5.. on the L.O.S. The QB looks at the defense and knows we can run 4 he will say nothing but the cadence. SET-BLUE If he finds a defense that he cannot run 4 against, he will say CHECK-CHECK that will change the play to 5. He will then continue with cadence SET-BLUE.

4. "EASY": This is a part of our audible system to be used when we have a play called on "set" (1st sound)

that we do not want to run. The QB changes plays by backing away from center and carefully says EASY-EASY and change one play at the

L.O.S. The ball will be snapped on "SET BLUE" (QB must allow time for the thought process of

the new play)

5. "GOLD"

This is an alert to our offensive unit that we cannot run the play called in the huddle. At the L.O.S. the QB will call:

GOLD - GOLD BLUE 20 - BLUE 20

We will run 20 at the L.O.S. on one

6. "BLACK"

This is an alert to our offensive unit that we cannot run the play called in the huddle vs the 46 DEFENSE.

At the L.O.S. the QB will call:

BLACK - BLACK RED 8 - RED 8

We will run 8 at the L.O.S. on one

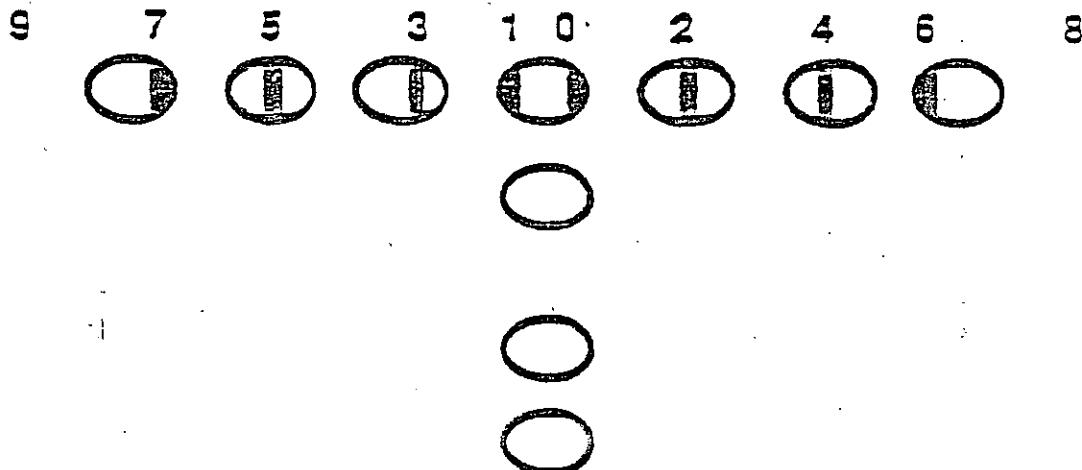
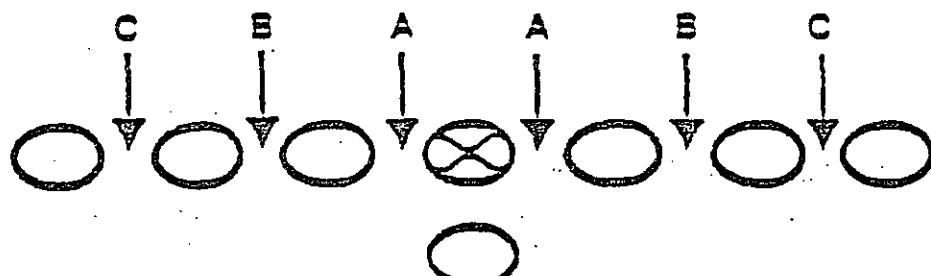
PROCEDURE FOR UNCOVERED RECEIVER

1. "ICE"

The word ice is used by the QB at the L.O.S. prior to the snap to alert an uncovered receiver that the ball will be thrown to him after the ball is snapped on set (1st Sound). The term ice also alerts the offensive line that the ball will be snapped on set (1st Sound). It is important that both the QB and receiver make hand signal or eye contact to confirm both parties are ready.

**OFFENSIVE HOLE NUMBERING**

1. EVEN numbered plays go to the **RIGHT** side.
2. ODD numbered plays go to the **LEFT** side.

**GAPS**

**A-1**

OFFENSIVE NUMBERING SYSTEM

- A. 1-9 - SINGLE BACK RUNNING GAME (i.e., 2-9 is Slant)
- B. TEENS - SINGLE BACK RUNNING GAME WITH MOTION (i.e., 18-19)
- C. 20's - DRAW, TRAP, POWER SERIES
- D. 30's - TWO BACK RUNNING GAME - OPTION (38-39)
- E. 40's - SINGLE BACK RUNNING GAME - OPTION (48-49)

PASSING

- A. 100 SERIES - NAKED PASSES
- B. 200 SERIES - BOOT PASSES
- C. 300 SERIES - 7 STEP - PLAY ACTION PASSES
- D. 50 SERIES - 3 STEP - 6 MAN PROTECTION - ZERO FORMATION
- E. 60 SERIES - 5 STEP - 6 MAN PROTECTION - ZERO FORMATION
- F. 70 SERIES - 5 STEP - 7 MAN PROTECTION - ALL FORMATIONS
- G. 80 SERIES - ROLL 5 STEP - 7 MAN PROTECTION - ALL FORMATIONS
- H. 90 SERIES - 3 STEP DROP - 7 MAN PROTECTION - ALL FORMATIONS

SCREENS

- A. DOUBLE READ RT.
- B. MISSILE

OFFENSIVE PERSONNEL AND MOVEMENTS

- A) "Right" or "Left" is used to designate strength (Y).
- B) Formation Categories
  - 1) "Base" Personnel (Single or Double) 2 WR, 2 TE, 1 BACK
  - 2) "Tough" Personnel (Con RT/or LT) 2 TE, 2 BACKS, 1 WR
  - 3) "Viper" Personnel (Trips or Duces) 3 WR, 1 TE, 1 BACK
  - 4) "Jets" Personnel (Jets RT/LT) 4 WR, 1 BACK

POSITIONAL TERMINOLOGY

<u>S (BACK)</u>	<u>Y (TE)</u>	<u>H (H BACK)</u>	<u>Z (FLANKER)</u>	<u>W (WING)</u>	<u>X (SE)</u>
-----------------	---------------	-------------------	--------------------	-----------------	---------------

## Motions:

Bill	Tac	Hac	Zac	Was	Exact
Burr	Turn	Huzl	Zip	Win	Exit
	Rock	Rock		Whizl	
				Mingo	

## Shifts:

Jumps

## Alignments:

Jack

Queen

King

Joker

Zero

# A-C

## CENTER - QB EXCHANGE

1. The ball should be placed with the strings up or on the left side for left-handed QB.
2. Feet slightly wider than the shoulders.
3. Left hand on the ground first with weight on this hand or hand on thigh board.
4. Right hand up on the ball.
5. Both heels off the ground slightly, moving forward as the ball is snapped.
6. Back parallel with the head slightly up.
7. Shift weight from lead leg to drive leg before jab in direction you are going.
8. Bring the ball up with stiff wrist and a lifting, pumping action.
9. The ball will turn 1/2 naturally. Always fill top hand.
10. Should hear the ball POP.
11. Keep tail steady (same height when hitting cut).
12. On Pocket Protection, keep weight off balls of feet.

## QB STANCE

1. Parallel stance - weight on balls of feet (not heels).
2. Distribute the weight properly for carrying out your technique.
3. Right hand is wrist deep - fingers spread naturally.
4. Apply pressure with bottom hand out and up.
5. Left hand comes under and joins at the thumbs' natural grooves.
6. Slight bend at the elbow with the right arm.
7. As ball is snapped, move with the C and close left hand on ball.
8. Slight bend at the knees.
9. Bring the ball to the stomach first and then carry out the technique except on quick pitches.

RECEIVER SPLIT ALIGNMENTS

A-10

Midfield

Min = 6 yds. from TE.

Normal = 3 yds. inside  
of numbers

Wide = Top of Numbers



Hash Field

Min = 6 yds. from TE.

Norm = 1 yd. outside Hash

Wide = Split numbers and Hash

Boundary

Min = Top of Numbers

Norm = Split Sideline

Wide = Split Numbers

## TE &amp; HE ALIGNMENT

A-71



yds. Split

(Jack)

1. 1 yd. by 1 yd.
2. Away from TE

(Queen)

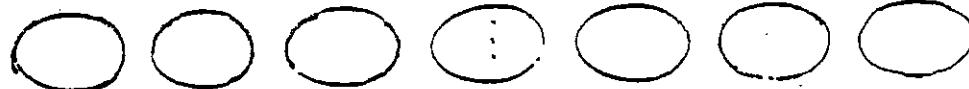
1. Heels at 5 yds.
2. Outside leg splits stretch  
of OT
3. Line up away  
from TE



(King)

1. Same rules as Queen
2. Line up to TE

1. 1 yd. by 1 yd.
2. Always to TE



Zero Alignment

- Minimum 6-8 yds.
- Normal 9-12 yds. } from TE/T
- Wide 13-15 yds.



Normal

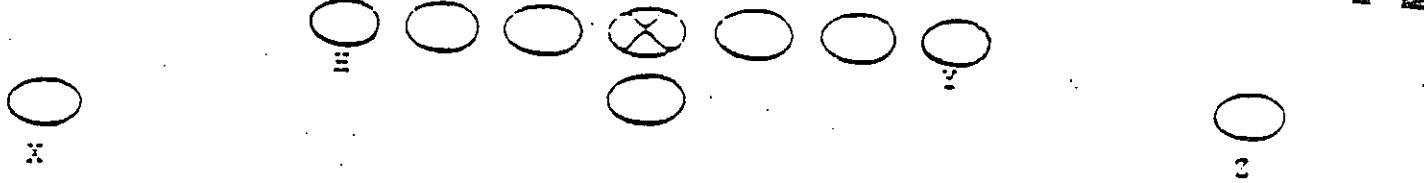
Alignment Toes at 7 yds from L.O.S.



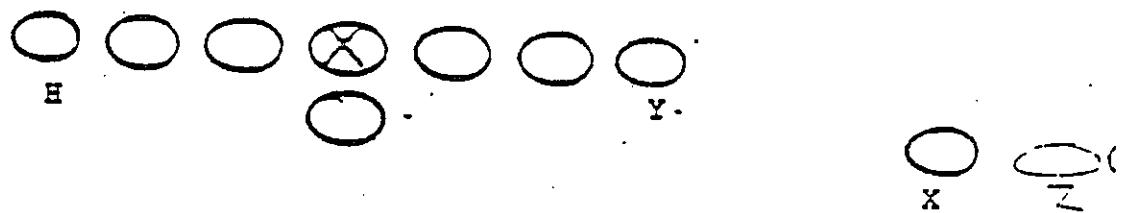
&lt; Two Back Depth = Toes at 8 yds from

SINGLE RT

A-12



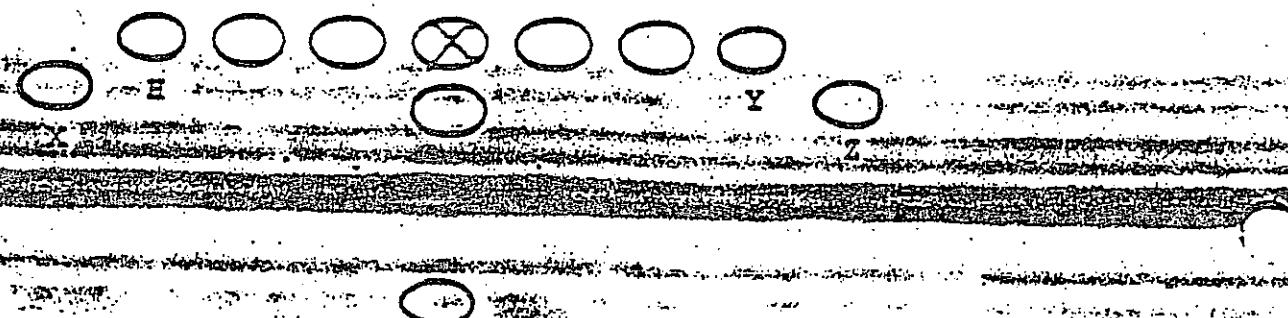
DOUBLE RT



SINGLE RT WING



DOUBLE WING RT

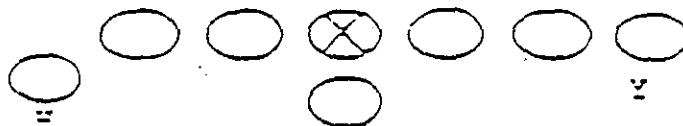


ZERO RT

A-14



S BE ON LOS



H

V



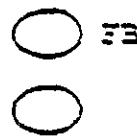
X

CON RT



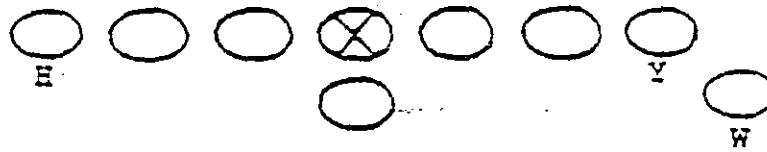
H

Y



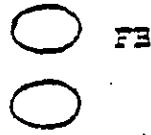
PB

CON RT WING



H

W



PB

TRIPS RT



H

V



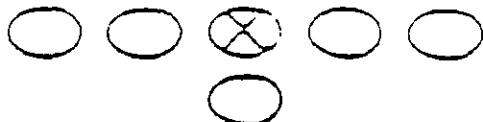
A-1E



X



W



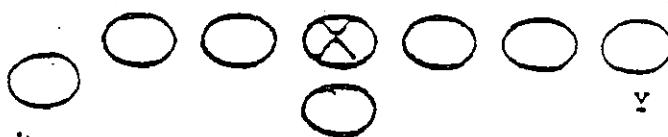
Z

JETS RT

---



E



H

V

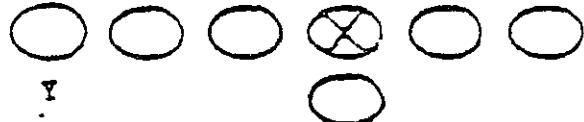


ZERO RT

---



H



V



Z

DEUCE LT - E OUT

---



H

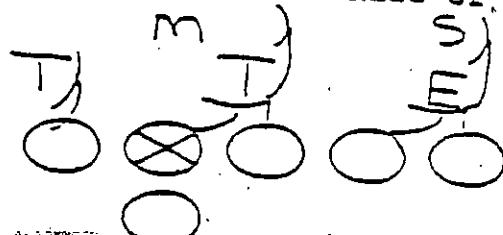


DST EIGHT - E OUT

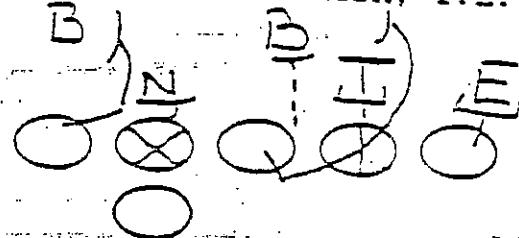
LINE CALLSDEFINITION:

Our Off. Tackle calls are for Frontside Blocking Schemes used in the Running Game. Backside or Off. Line blocks Rule of Play. There are always two calls. Frontside is live, Backside is a dummy call. We also make two calls when we pass, these are False Calls.

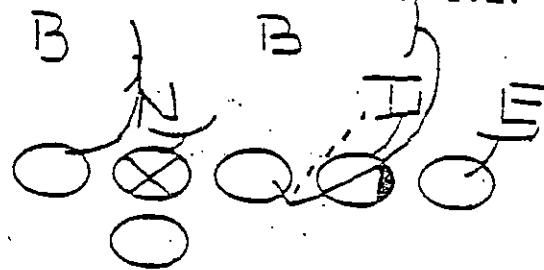
- 1) 3 CALL: Zone Scheme, T.E.- Blocks Rule of Play.



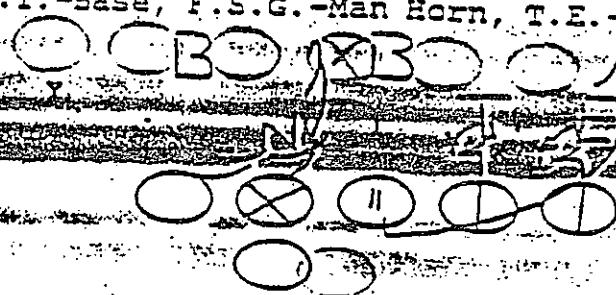
- 2) 4 CALL: F.S.T.-Base, F.S.G.-Base Horn, T.E.-Blocks Rule of Play.



- 3) 5 CALL: F.S.T.-Leads, F.S.G.-Lead Horn, T.E.-Blocks Rule of Play.



- 4) 6 CALL: F.S.T.-Base, F.S.G.-Man Horn, T.E.-Base (S.Y. Call)



# O-LINE TECHNIQUES

## Base Block:

PURPOSE: The block is used at the point of attack when you have the option to take defender in any direction.

## Coaching Points:

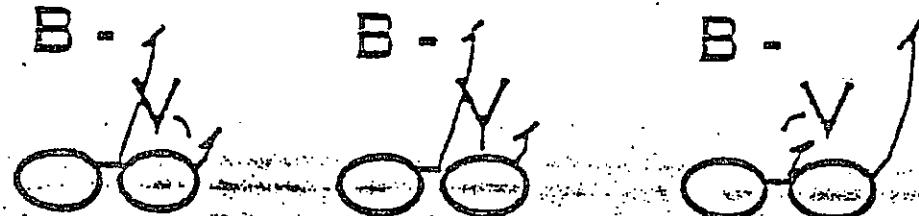
1. Lineman over
2. Lineman outside shoulder
3. Lineman inside shoulder
4. Linebacker over
5. Defender angling in
6. Defender angling out
7. "Read Base" vs. Angle/Slant and Simulating a run block on a Play Action Pass

## Lead

PURPOSE: A lead block used to create a seam on quick interior plays.

## Coaching Points:

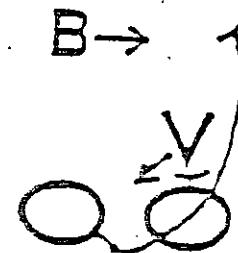
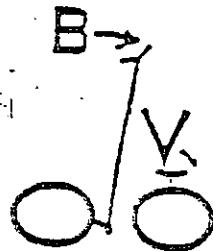
1. Covered lineman - read defender's charge
  - a. Defender works front side or straight - base him - POA - FS Armpit
  - b. Defender works backside - work to LB level
2. Uncovered lineman - step to defender's foot
  - a. Defender works straight for front side - second step up field to LB level
  - b. Defender works backside - make contact and work up field staying locked on



### Horn

PURPOSE: To enable lineman to block linebacker going under or around the blocker to his outside.

- A. Uncovered lineman, set with depth. (Covered lineman, drive block).
- B. Keep shoulders square and read defensive tackle
- C. If tackle plays straight or outside, take easiest course to LB
- D. If tackle comes inside, release around drive block for LB
- E. Sustain contact, smother LB

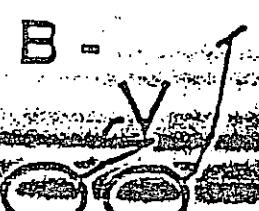
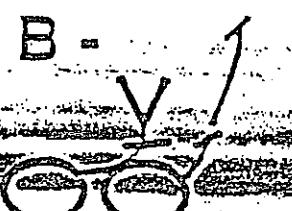
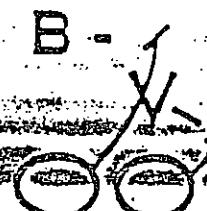


### Swipe

PURPOSE: A Swipe Block used to secure front side gaps.

Coaching Points:

1. Covered Lineman - read defender's charge
  - a. Defender works front side - cut him - POA FS hip
  - b. Defender work straight or backside - work to LB level
2. Uncovered Lineman - step to defender's far foot
  - a. Defender works front side - run through heels to LB level
  - b. Defender works straight or backside - make contact and work up field staying locked on

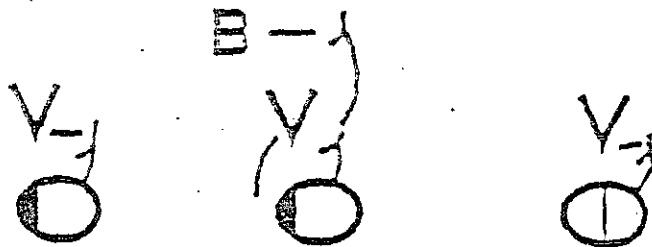


Cut Off:

PURPOSE: A backside block used to stop lateral pursuit of defender to play side. Play has no cutback possibility

Coaching Points:

1. Down Lineman - point of aim is a point past knee of defender. This point will vary with type of play defend uses. Block is initiated by quick step with front side foot. Drive backside shoulder through defender's front side knee. Scramble to keep position between ball and carrier and defender.
2. Off Outside Backer - hit through inside number of 4 or 5 technique. Continue down field and aim for play side number of backer. Use same technique described above only drive off LOS at an angle which allows you to intercept the backer as he reacts to the play.
3. Inside Technique - drive shoulders past man's inside knee, executing normal cutoff block. The key is quickness of the move inside and the total commitment to get the head past the defender.
4. Use higher point of aim if defender is playing to your outside.



## Power

PURPOSE: A backside block used to secure down defender and stop pursuit of the backside linebacker.

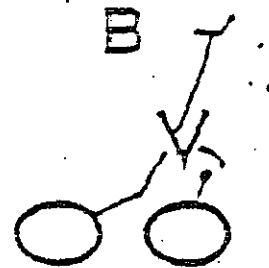
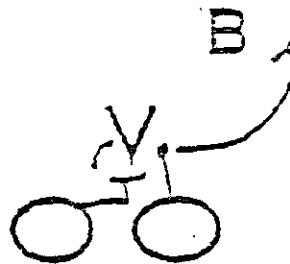
### Coaching Points:

#### A. Inside Blocker

1. POA is front side number of down defender, step with near foot
2. Then release through down defender, POA is armpit of LB. Cut pursuit of LB, sustain contact.
3. If down defender fights your pressure, use cut techniques on down defender

#### B. Outside Blocker

1. POA is front side hip of down defender. Step flat, turn shoulders
2. If down defender plays straight or comes your direction, cut defender by scrambling to front side hip.
3. If down defender plays on block, release up to LB. Expect LB to show quickly.



Scoop Guard and Tackle Team (Backside Three Lineman)

PURPOSE: Use when a backside lineman is covered, head up or outside alignment. This brings the outside man/men on a cut off block on the down defender(s) and sends the inside man to cut off the ESLB.

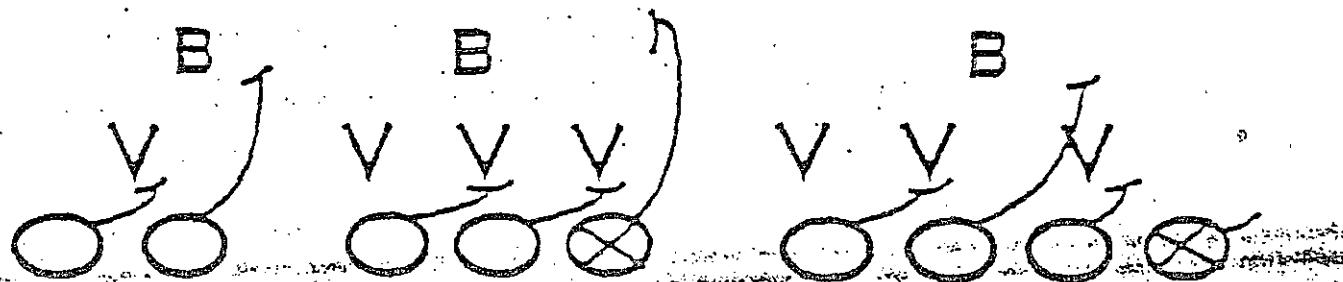
Coaching Points:

A. Inside

1. Step to point 8" beyond the play side knee cap of down defender
2. Second step: cross over and dip the backside shoulder to avoid defender
3. We want to block the ESLB
4. If you feel pressure: defender crossing your face, you must block him insuring the play side gap.
5. No pressure: continue on to ESLB and chop the knee or block the play side armpit according to the play

B. Outside

1. Flat lateral step for the far hand of down defender
2. POA 4" above the play side knee cap
3. Upon making contact use a good cut off technique
4. Allow no penetration and work defender off LOS
5. If defender slants across the inside man's face, go up on to the LB

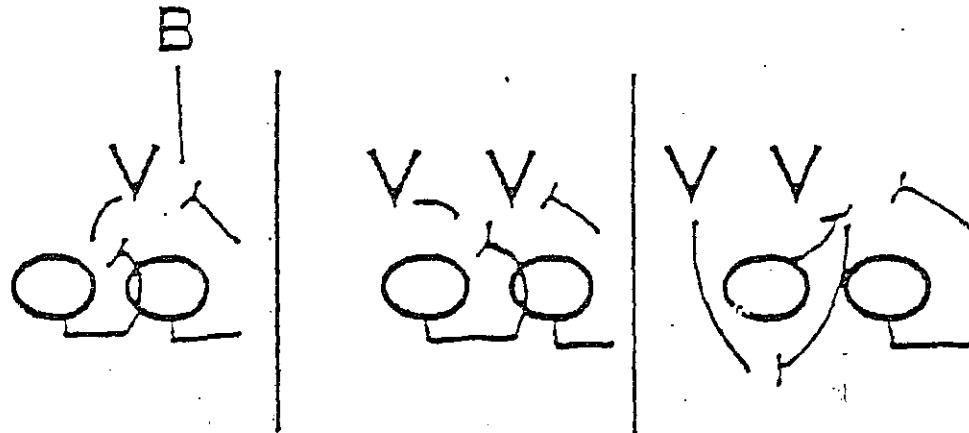


### Funnel-Since

PURPOSE: Backside block used by tackle to secure backside gaps when guard is pulling

Coaching Points:

1. Guard covered - pull three steps down LOS turn and seal
2. Guard uncovered - cut off till you feel center chip, turn and seal defensive end



### Gap Block

PURPOSE: To control the inside gaps which enables us to run off tackle hole.

Coaching Points:

1. Vs. Down Lineman: Gap step with inside foot - 3" on "chip" technique. Step up field with inside foot - turn shoulders 20 degrees. Rip with outside shoulder while your eyes are on the LB. Block FSLB to BSLB. Never cross the numbers of Defensive LB. Aim nose through near armpit.
2. Vs. Inside "Gap" Man: Slide with inside foot, 3". Keep shoulders parallel. Eye down lineman. If he reads or steps out, bring up back foot and drive nose through near armpit. Do not cross numbers of down lineman. If Defensive man comes across LOS cross over step and rip head and arms across in front. Do not let him penetrate.

### Pulling:

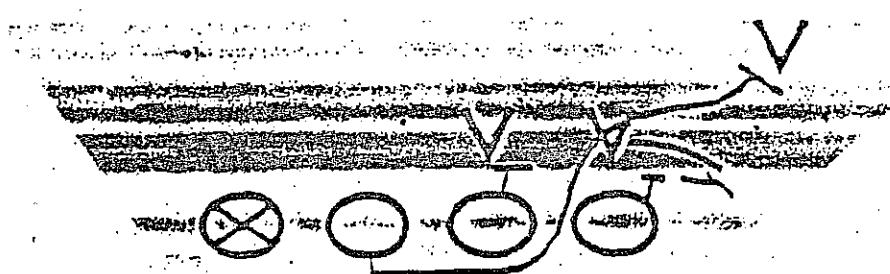
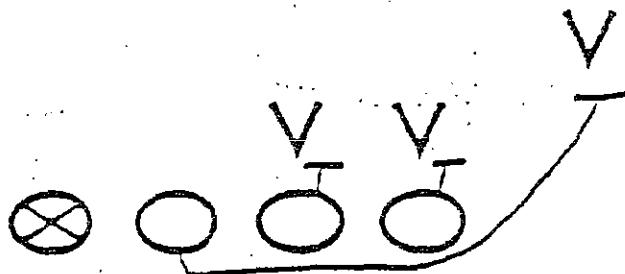
PURPOSE: To enable us to get more man at the point of attack or to trap an isolated defender.

### Coaching Points:

1. Shift weight mentally to the push foot
2. Do not tip your stance
3. Rip the arm in direction of pull and put it in the hip pocket. Bring "back arm" across body as you drive near arm
4. The player is only able to run after he gets the weight of his shoulders over his knees
5. Do not hesitate on the first step; second step is normal
6. Player must run in a low position which enables him to get into a hitting position at all times
7. Never pass up anyone who is penetrating in front of you
8. Pulling right - direction step with right foot
9. Pulling left - direction step with left foot

### PULLS:

1. Used by the FSG to block first support
2. First Step:
  - a. point toe to sideline and parallel with LOS
  - b. snap head, arms and shoulders
  - c. numbers over the knees
  - d. have support located
3. Second step:
  - a. accelerate
  - b. read defensive end for course adjustment
4. Third step:
  - a. shoulders square to sideline
  - b. locate support man
  - c. if defensive end gets up field, go underneath to first support

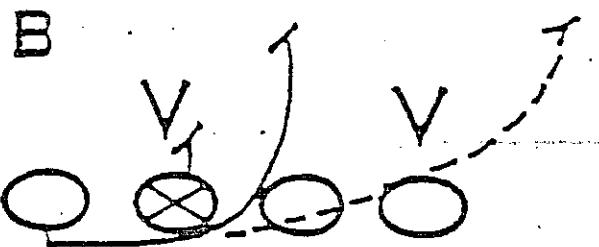


### 1st Seam Pull

1. Used by backside guard and tackle on sweep play
2. Pull flat down the line
3. Turn up at first opening at 60° to seal linebacker level
4. Never let opponent cross your face

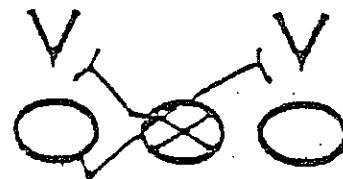
### Short Trap Pull

1. Used by guard to trap first opponent beyond the football
2. Take a 6" directional step into the line of scrimmage
3. Use an inside out course
4. Point of aim is inside number, get head into hole using outside shoulder
5. Expect quick contact, get feet out of hole



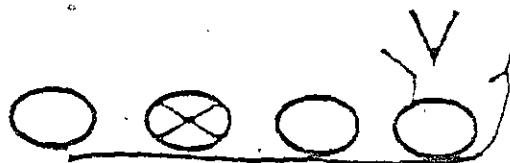
### Long Trap Pull

1. Use by guard to trap tackle area
2. Take a 6" directional step through feet of center
3. Use an inside out course
4. Point of aim is inside number, get head into hole using outside shoulder
5. Get movement after contact

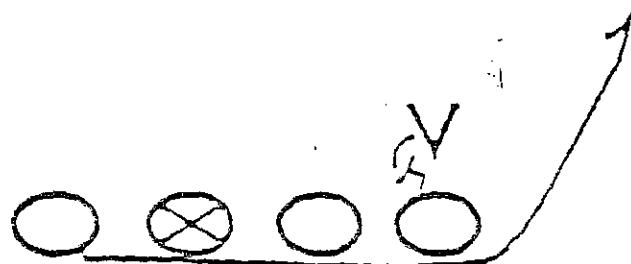


Long Pull:

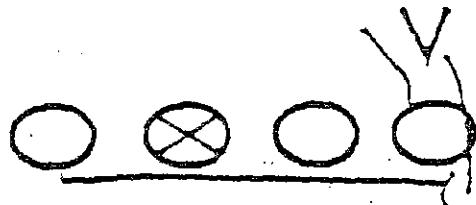
1. Used by backside guard option
2. Step flat down ICS through heels of center
3. Key defensive tackle
  - a. if his shoulders are square, point of aim is play side hip. Stay low under strength of DT



- b. if he is locked in with OT, turn up at 60° looking for LB

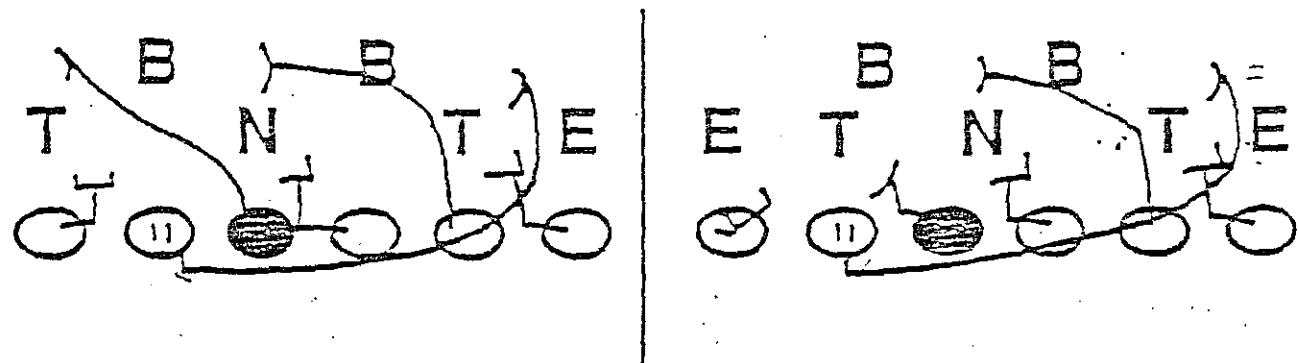


- c. if he gets up field with both numbers facing you, kick him out



### Boot Pull (Sickle Technique)

1. Used by backsides guard on all boots
2. Take first two step flat down LOS
3. Push off inside foot and get 1 yard depth on third step
4. Level at 5 yards depth and locate EOL
5. Sustain contact on EOL if he skates



3 block any man that crosses your face, this is a zone block.

**IDENTIFICATION**

**OF**

**DEFENSES**

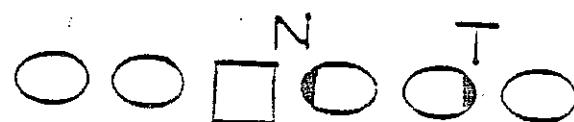
Defensive Line Technique



6 - 5 Technique



OFFSET - 5 Technique



1 - 5 Technique



3 - 5 Technique  
Reduction



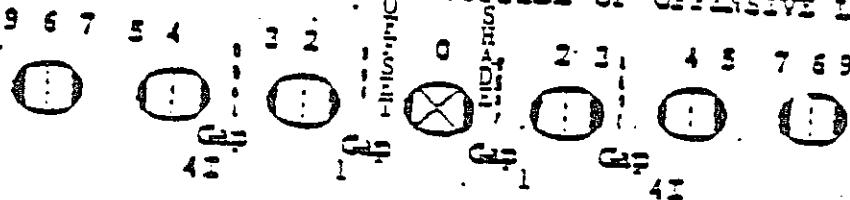
3 - 6 Technique  
Reduction



3 - 7 Technique

## DEFENSIVE ALIGNMENTS

THE ALIGNMENT OF A DEFENSIVE PLAYER ON AN OFFENSIVE PLAYER IS IDENTIFIED WITH TERMS 1 THRU 9. THE DEFENDER MAY LINE UP ON INSIDE SEADE, HEAD UP OR OUTSIDE OF OFFENSIVE LINEMAN.



### I. DEFENSIVE ALIGNMENTS DESIGNATED FOR THE CENTER.

- 0 - HEAD UP ALIGNMENT
- BACK
- INSIDE SEADE
- FRONTSIDE-OFFSET



### II. DEFENSIVE ALIGNMENTS DESIGNATED FOR THE OFFENSIVE GUARD.

- 1 - AN INSIDE SEADE GUARD



- 2 - HEAD UP ALIGNMENT



- 3 - AN OUTSIDE SEADE



### III. DEFENSIVE ALIGNMENTS DESIGNATED FOR THE OFFENSIVE TACKLE

- 42 - AN INSIDE SEADE



- 4 - HEAD UP ALIGNMENT

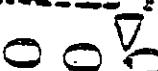


- 5 - AN OUTSIDE SEADE

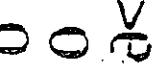


### IV. DEFENSIVE ALIGNMENTS DESIGNATED FOR THE OFFENSIVE END

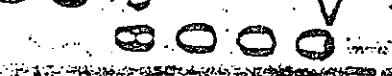
- 7 - AN INSIDE SEADE



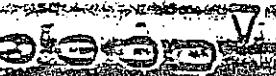
- 6 - HEAD UP ALIGNMENT



- 9 - AN OUTSIDE SEADE

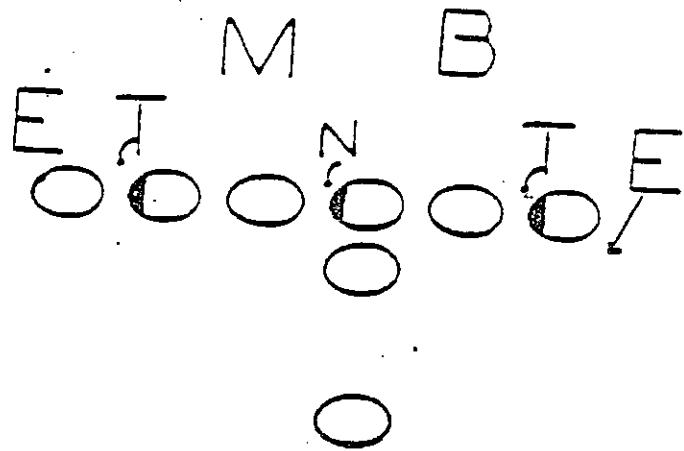


- 9 - A LINE SIDE ALIGNMENT

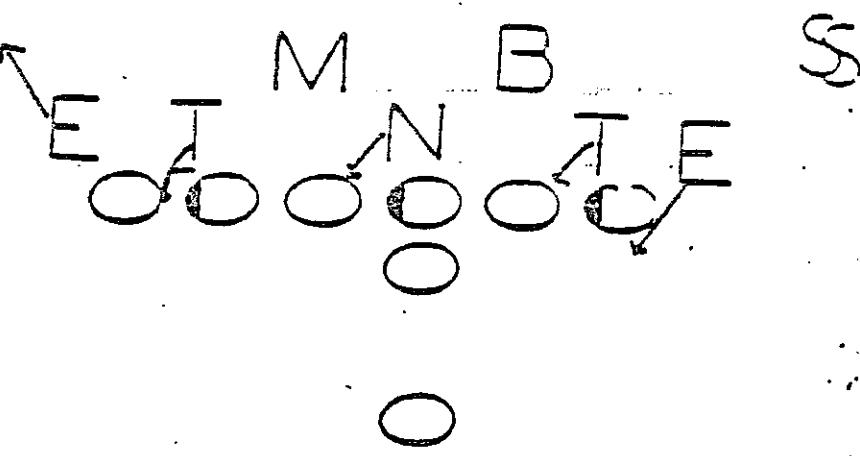


(Hidden)

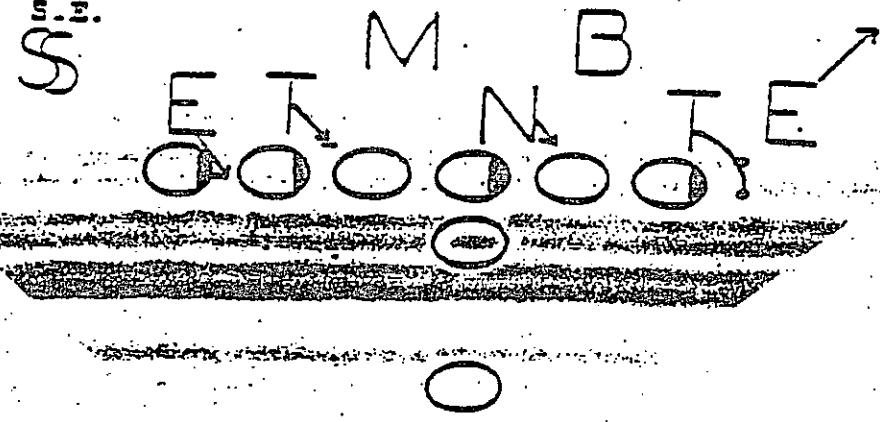
34



34 SLANT TO I.E.

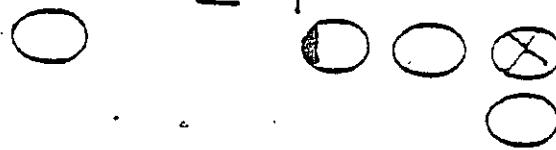


34 SLANT TO S.E.

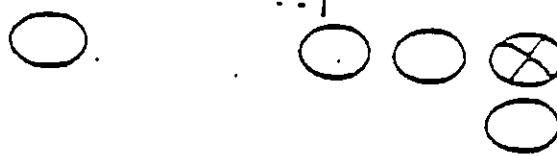


END (OLB) ALIGNMENT

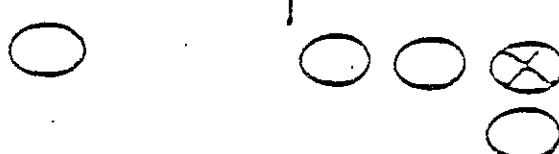
E T NORMAL (ON LOS)



E RTP



E STACK



WALK

1/2 WAY  
BETWEEN

E PRESS  
ON NOSE  
OF WR T



B  
M  
T  
N  
T  
W  
θ

B  
M  
T  
N  
T  
W  
θ

B5

53

35

B  
M  
T  
N  
T  
W  
θ

B  
M  
T  
N  
T  
W  
θ

53-G

35-G

B  
M  
T  
N  
T  
E  
θ

↓  
ss  
B  
M  
T  
N  
T  
E  
θ

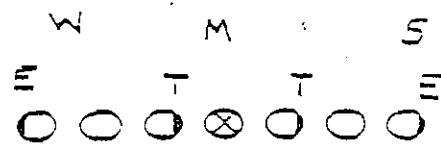
OVER STACK

34 STACK

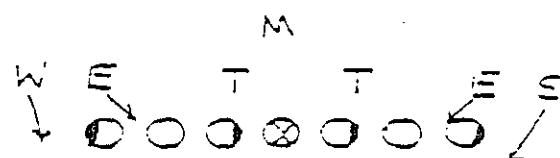
ss  
B  
M  
T  
N  
T  
E  
θ

ss  
B  
M  
T  
N  
T  
E  
θ

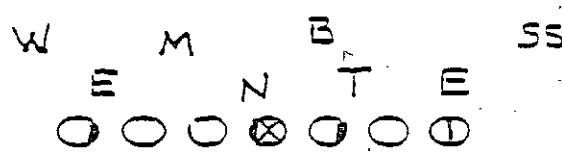
W



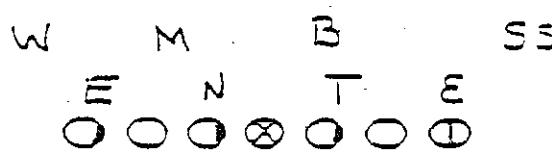
4-3



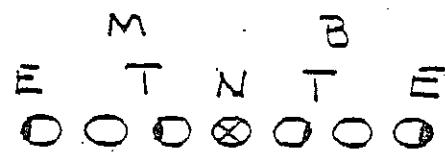
4-1



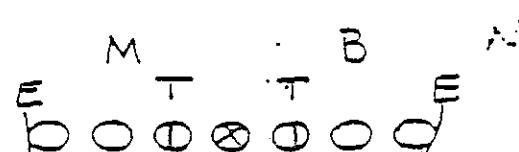
42 (EAGLE)



42-G (EAGLE)



DBL EAGLE



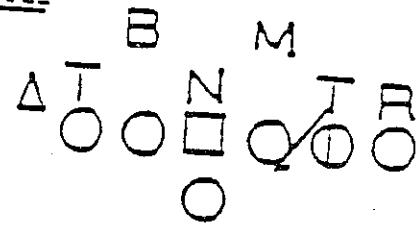
42 NICKEL

M M B

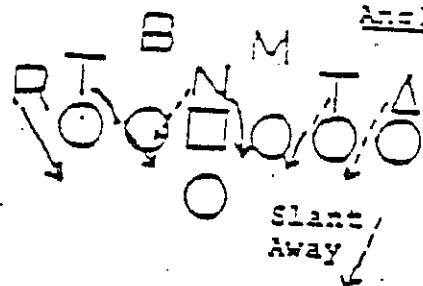
B M B

Side Veer

LINE STOPS

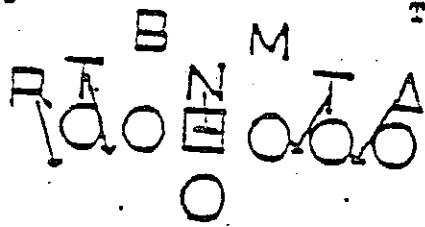


Angle T

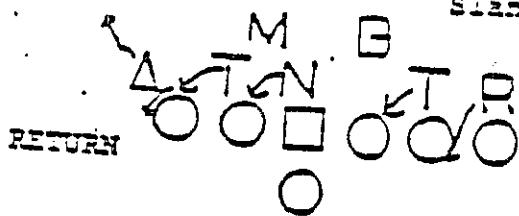


Split Dog

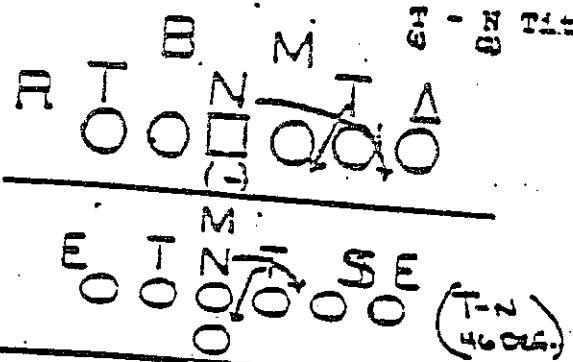
Tite Dog



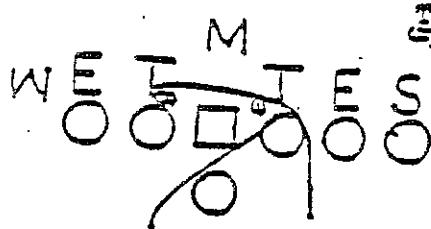
Slant SE



E - N Tite

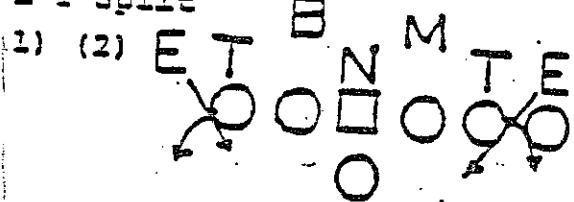


E - S Tite

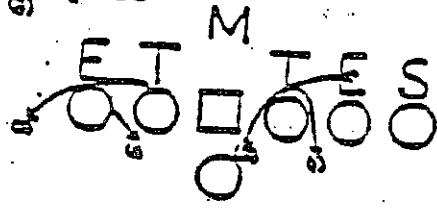


E-T Split

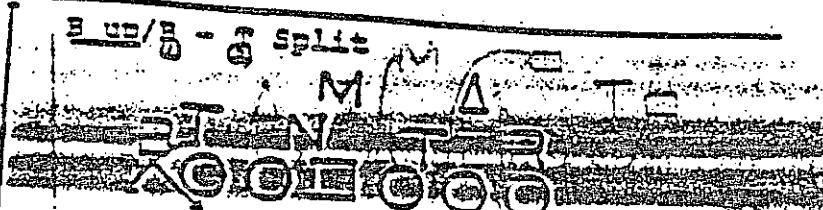
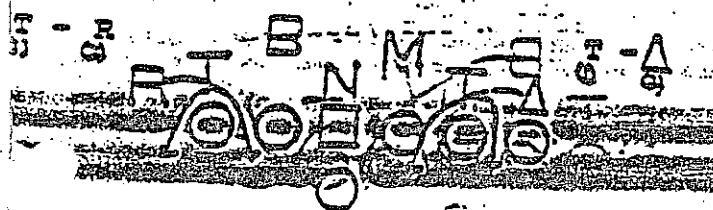
E-T tite



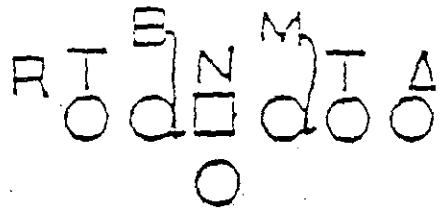
E - G split



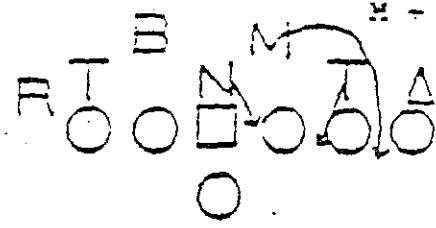
E - S Split



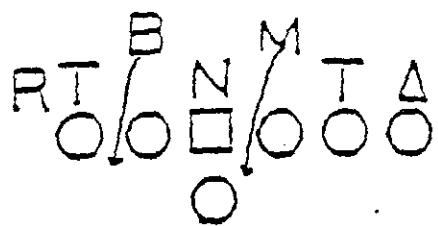
B - A      M + B      LINEBACKER      DOGS



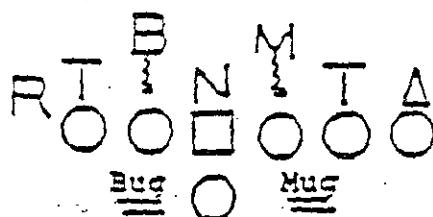
M + C



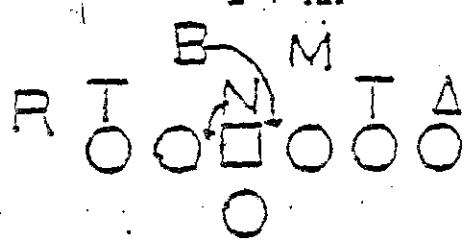
B - B      M + A



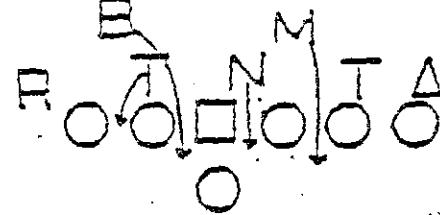
B/M Walk Up Tite



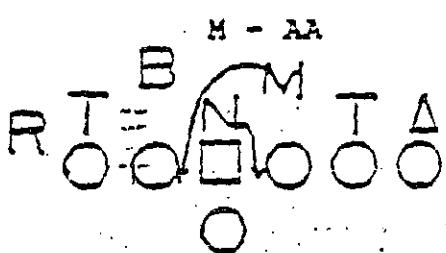
B + AA



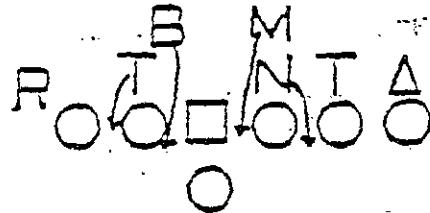
B - A      M + B



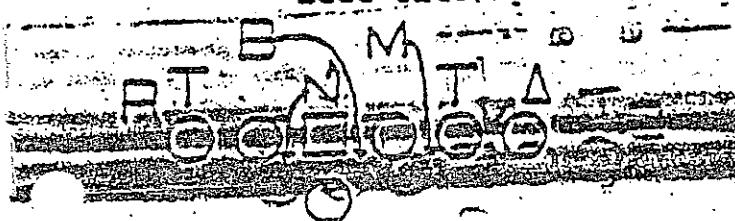
M - AA



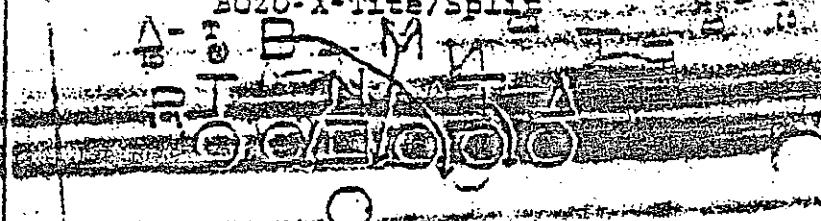
B - A      M + X



BOZO Tite/Split



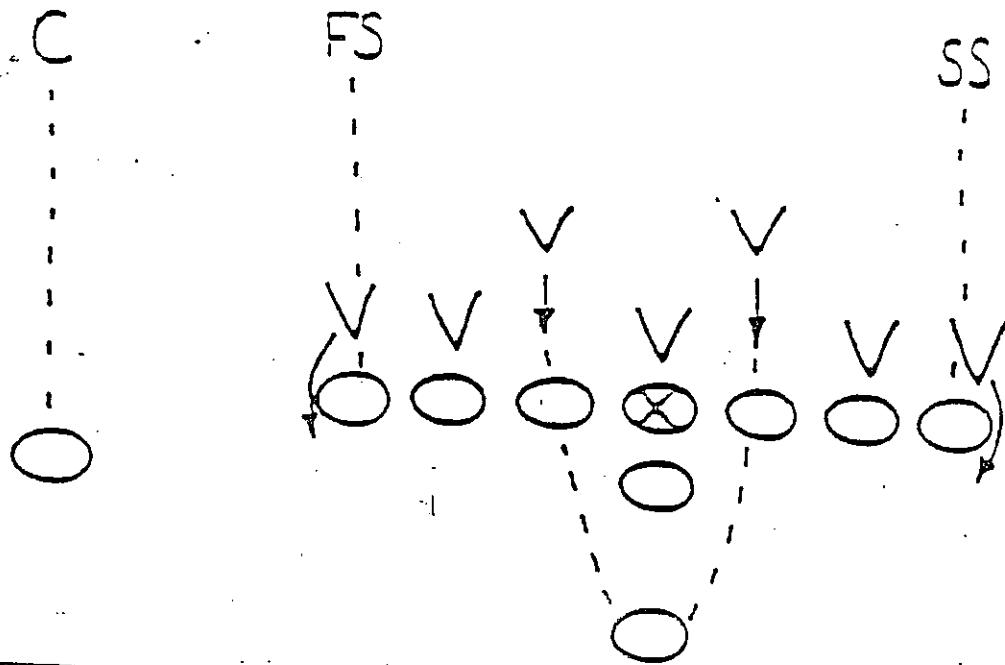
BOZO-X-Tite/Split



SECONDARY  
COVERAGES

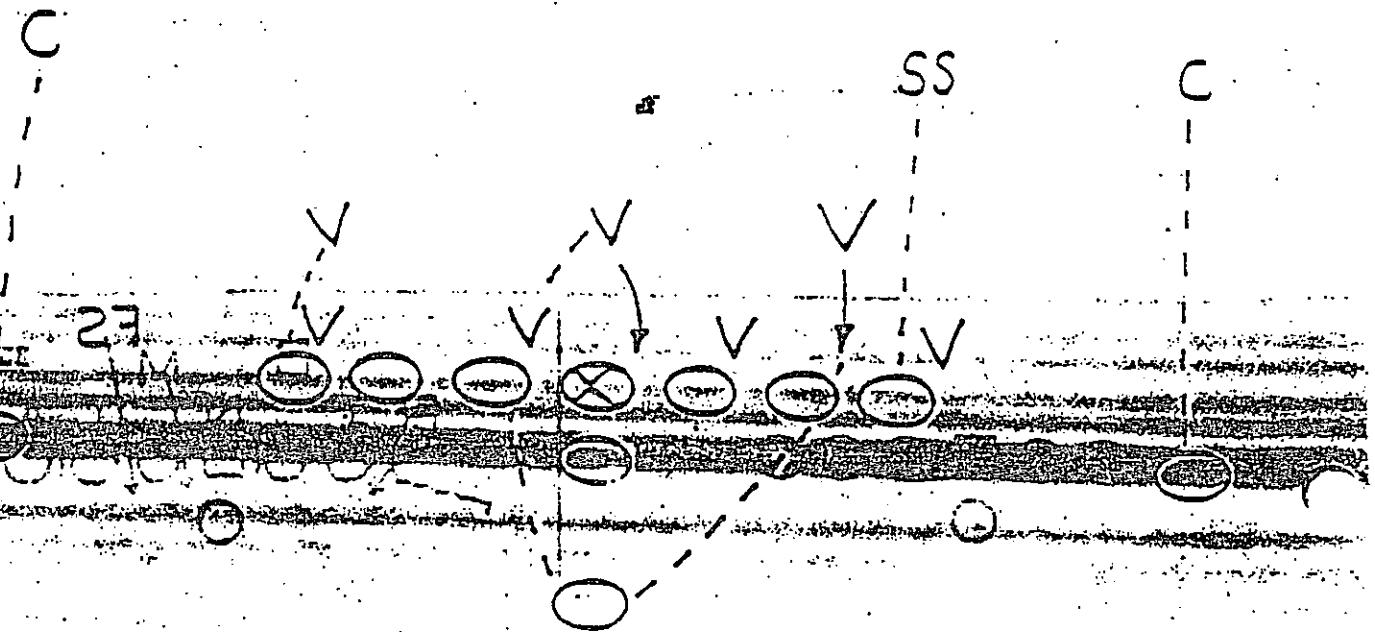
B-1

C-0 (Elites)



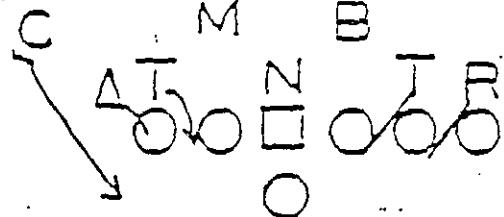
C-1 (Free)

↑  
FS

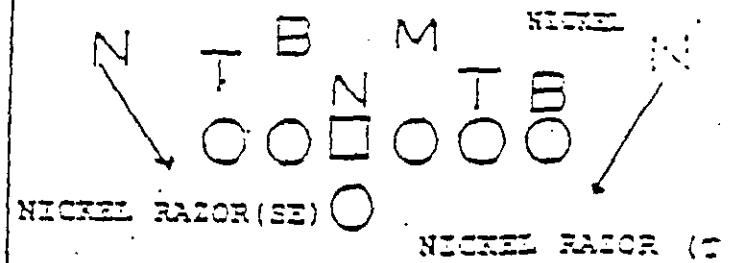


CB CRAZE BOUNDARY (OUTSIDE)

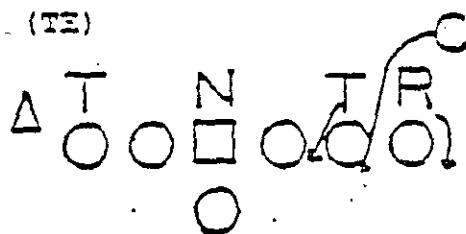
SECONDARY



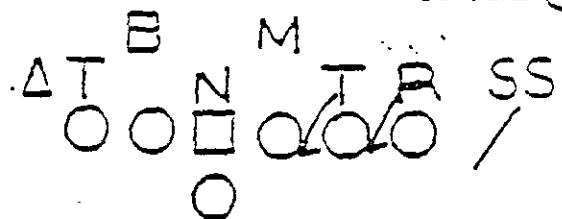
SLICES



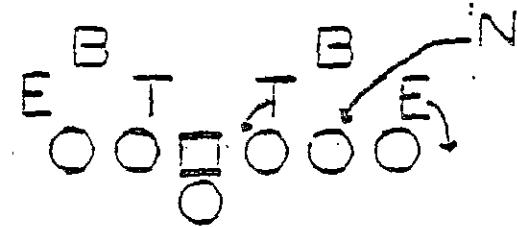
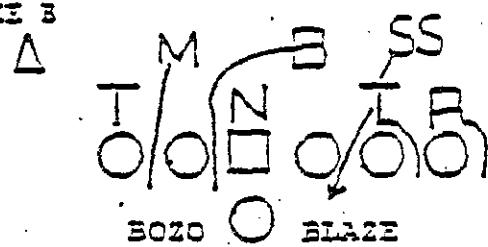
CB BLAZE (TE)



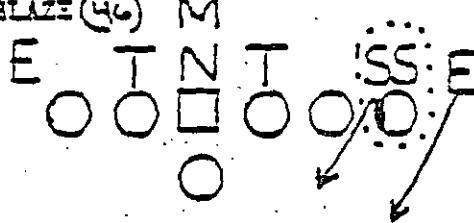
SS FIRE (C)



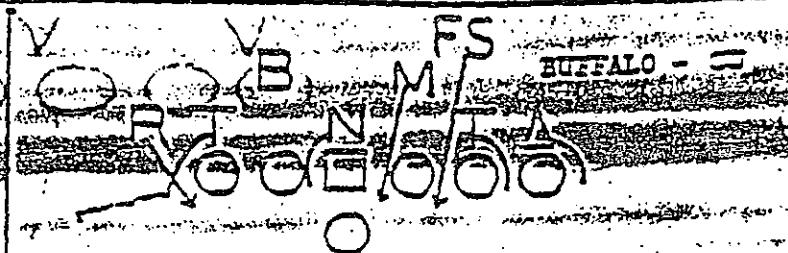
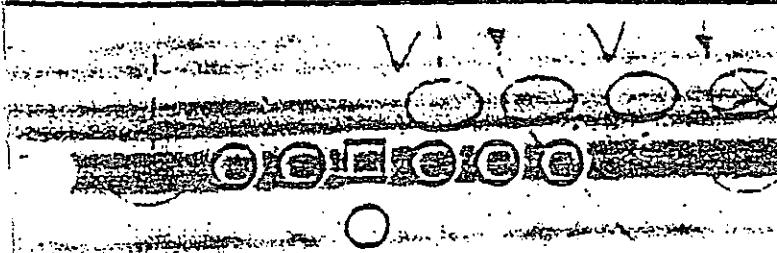
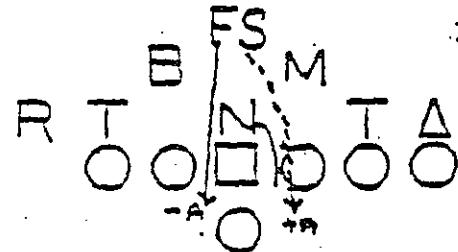
SS BLAZE 3



SS PRESS BLAZE (40)



F.S. ZIE -



C-2

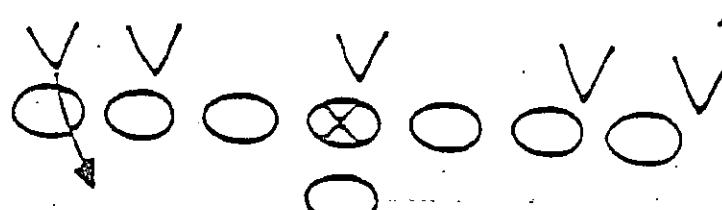
B-11

S

S

L C

O



L C

O

O

S

S

L C



L C

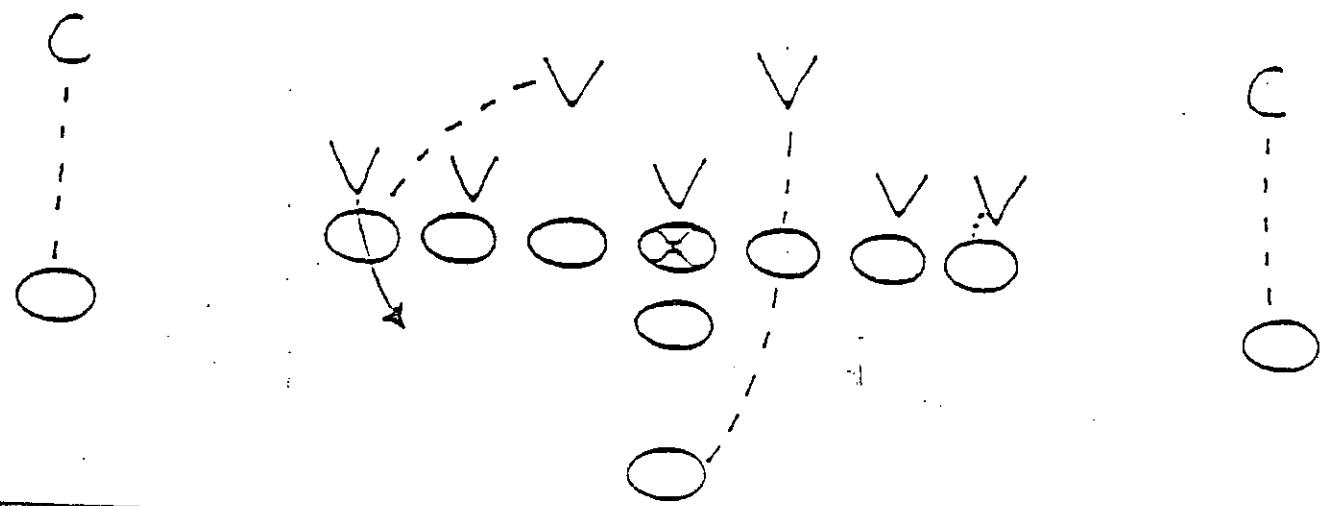
O

C-2 (MAN)

B-12

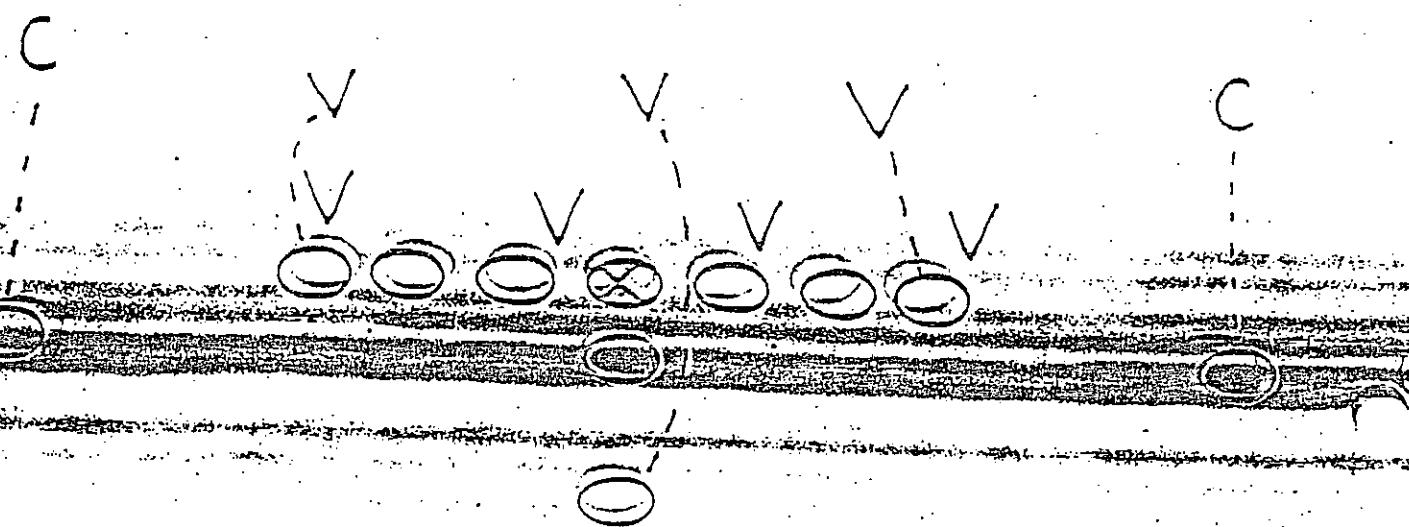
↑  
FS

↑  
S/S



↑  
FS

↑  
S/S



C-3

B-1

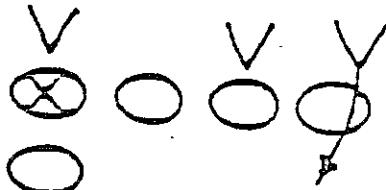
FS

C

O



O



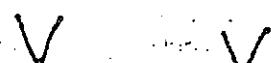
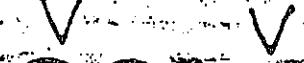
S/S →

C

O

FS

C



S/S →

C

O

B-14

C-4

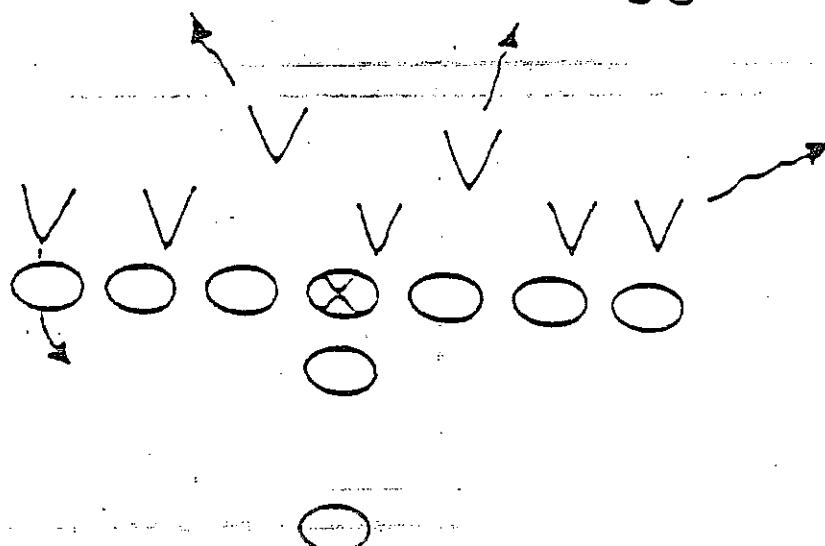
FS

SS

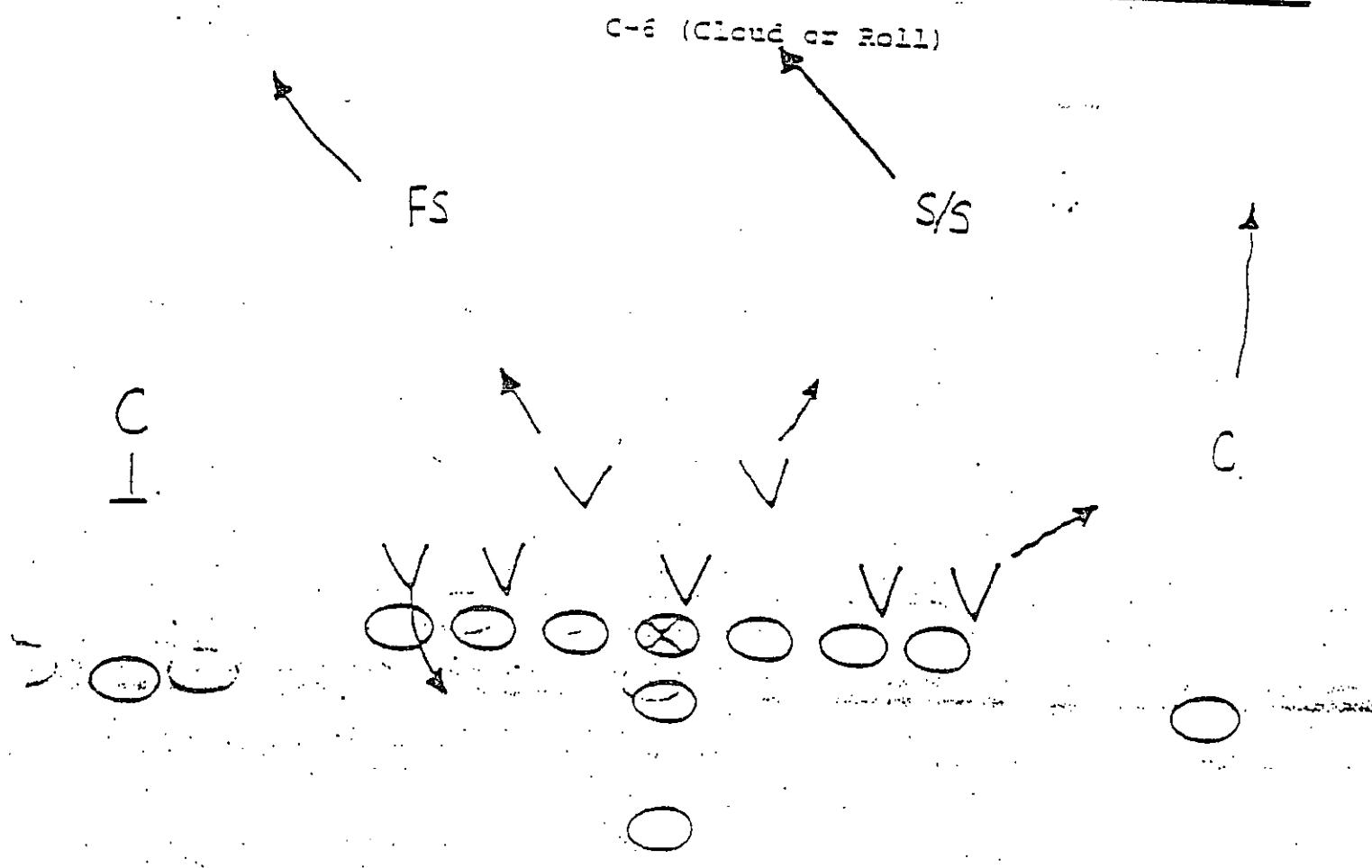
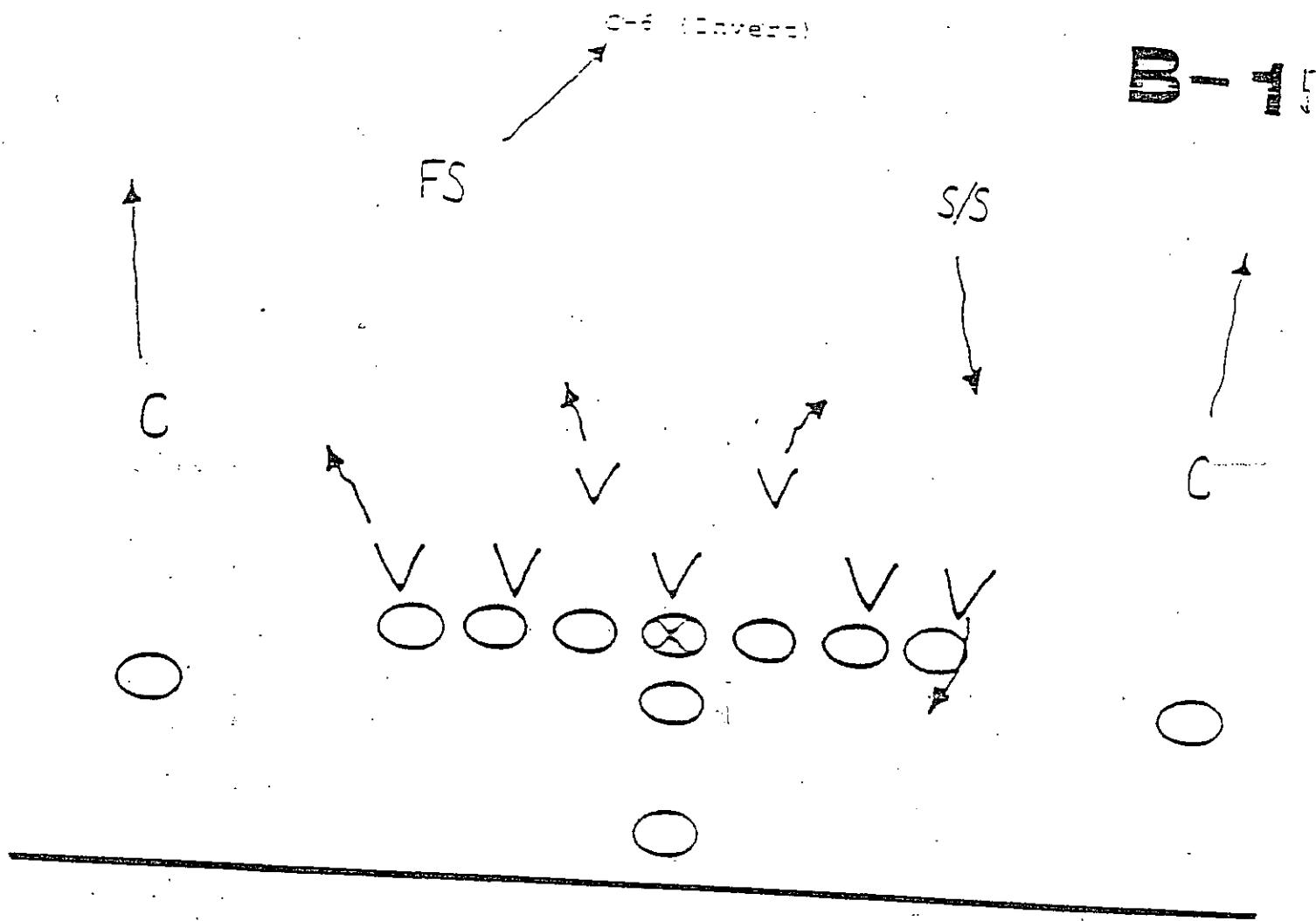
C

FC

O



O



B - 1 C

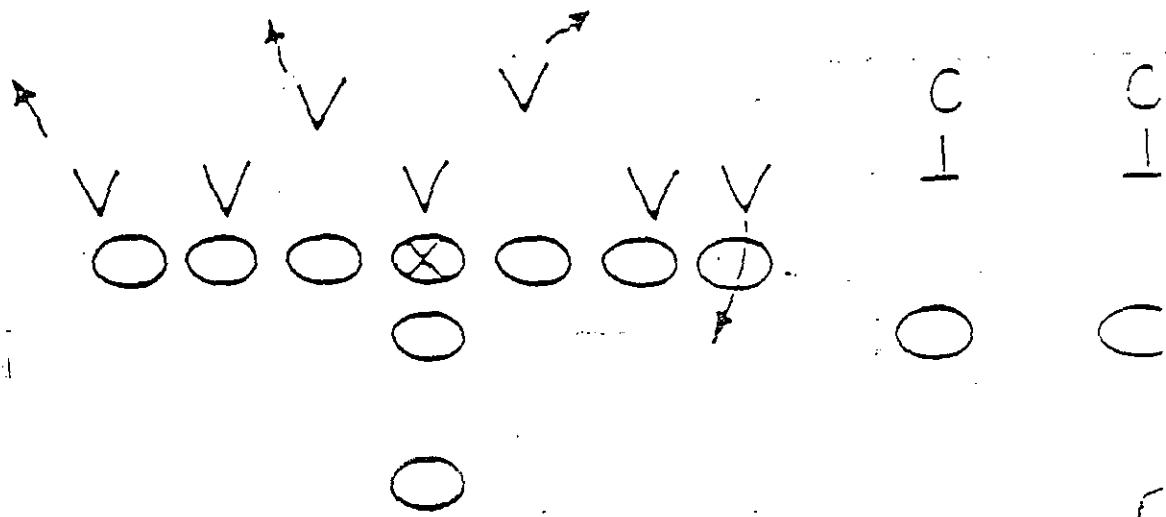
C-7



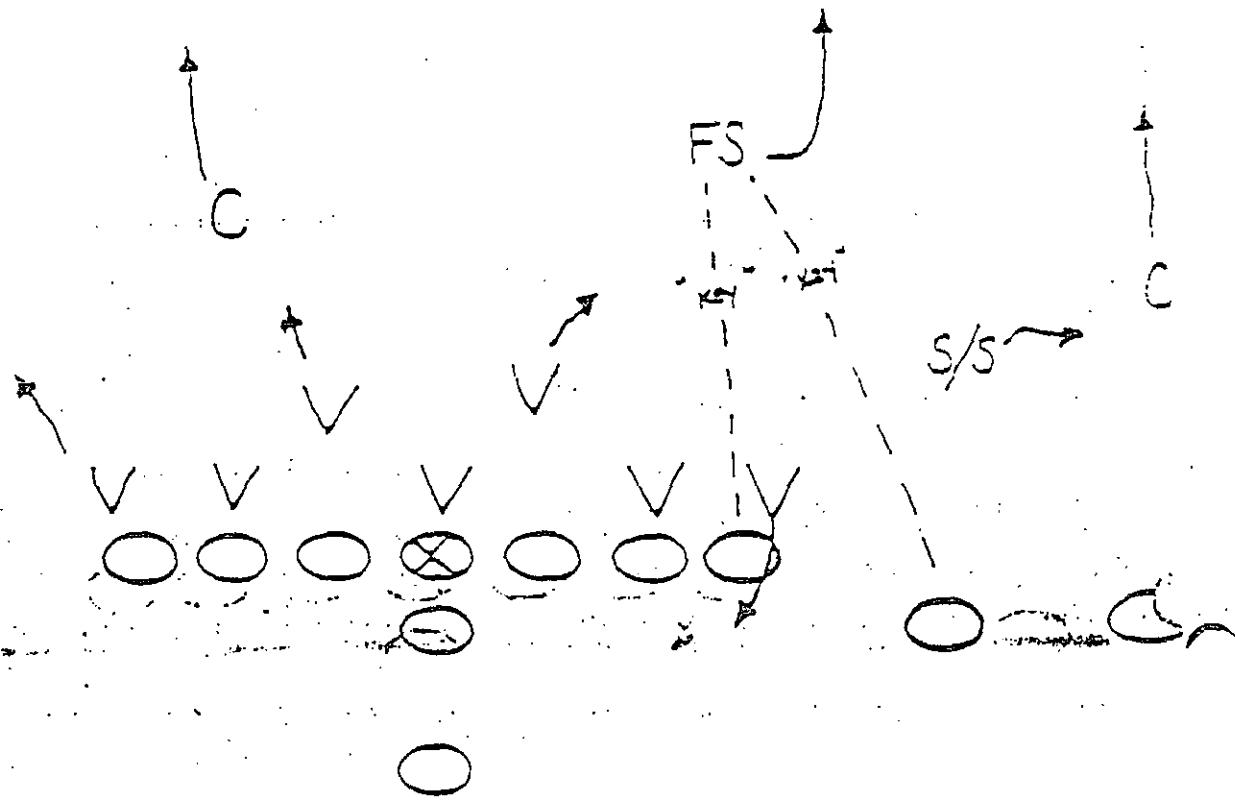
S/S



FS

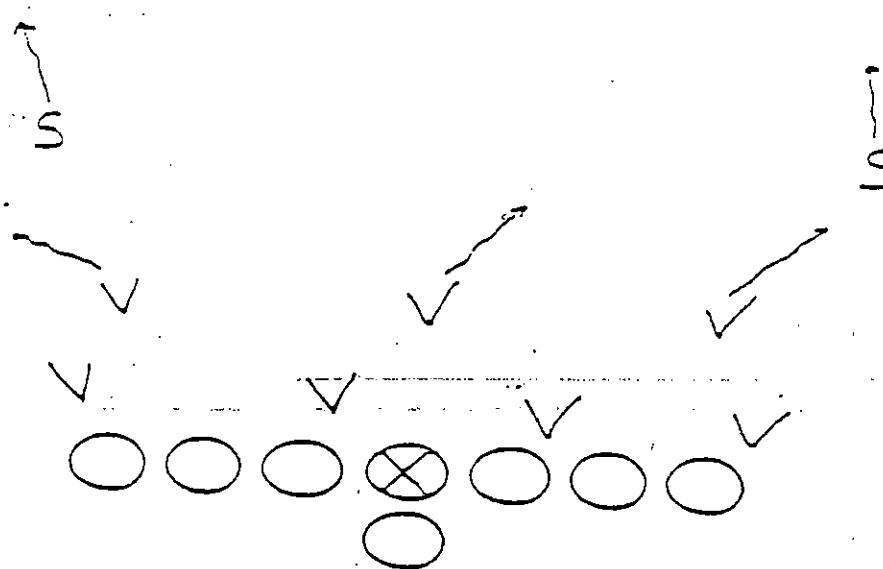


C-5

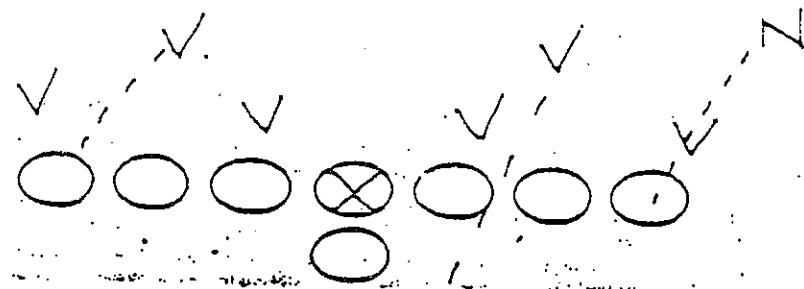
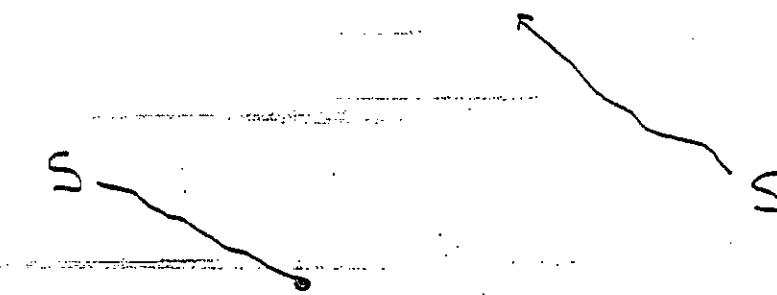


B-1

1/4 COV. (Q)



ROBBER COV.



**RUNNING  
GAME**

C -

RUNNING INDEX

<u>PLAY</u>	<u>FORMATION</u>	<u>DESCRIPTION</u>
2/3	ONE BACK	CUT BACK
4/5	ONE BACK	OFF TACKLE
6/7	ONE BACK	COUNTER
8/9	ONE BACK	SLANT
18/19	ONE/TWO BACK	SLANT
20/21	ONE BACK	DRAW TRAP
24/25	ONE BACK	DRAW
26/27	ONE/TWO BACK	POWER
48/49	ONE BACK	OPTION
C4/C5	ONE BACK	COUNTER TRAP

SPECIAL PLAYS

1. REVERSE OFF OF 48/49
2. QB DRAW (20/21)
3. QB COUNTER (6/7)

SHORT YARDAGE/GOAL LINE

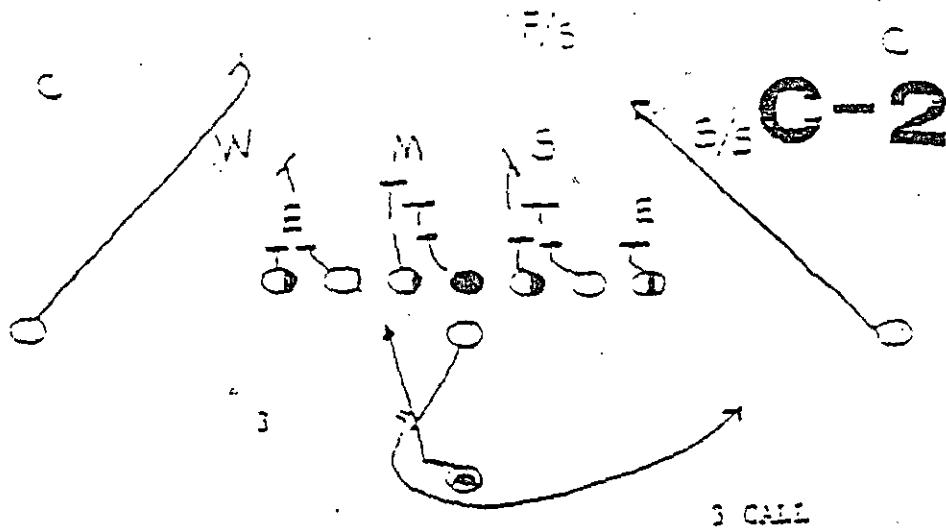
1. 14/15
2. 18/19
3. 20 TRAP/21 TRAP
4. 38 BASE/39 BASE

PLAY 3/3

FORMATION SINGLE  
DOUBLE

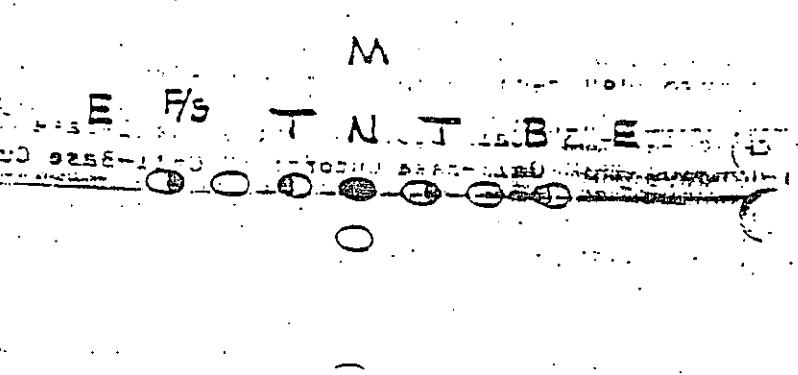
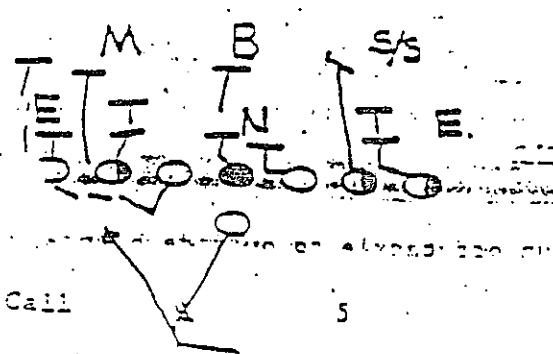
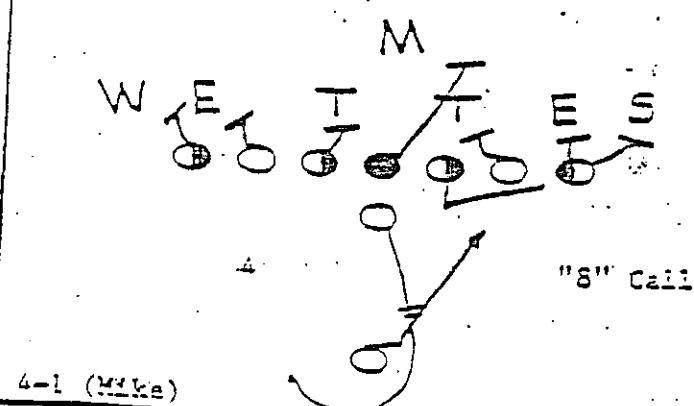
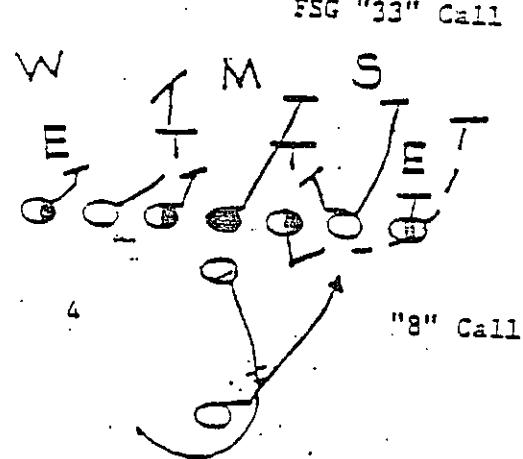
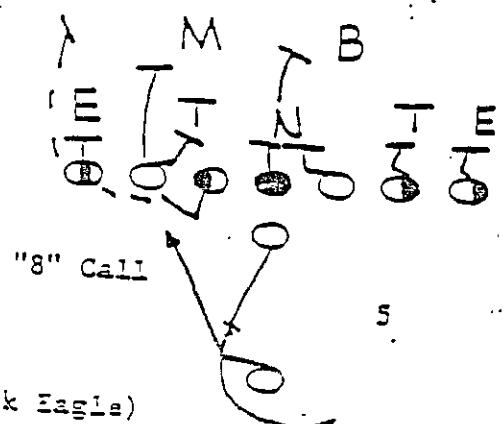
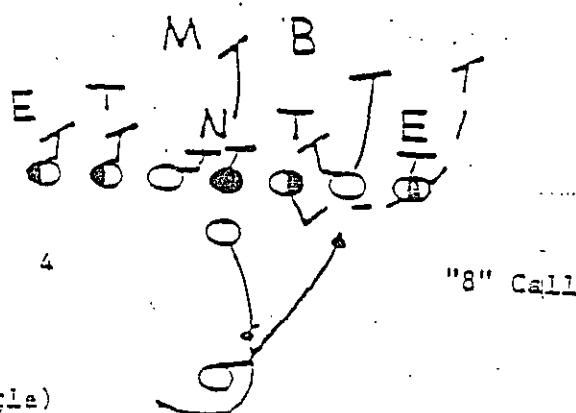
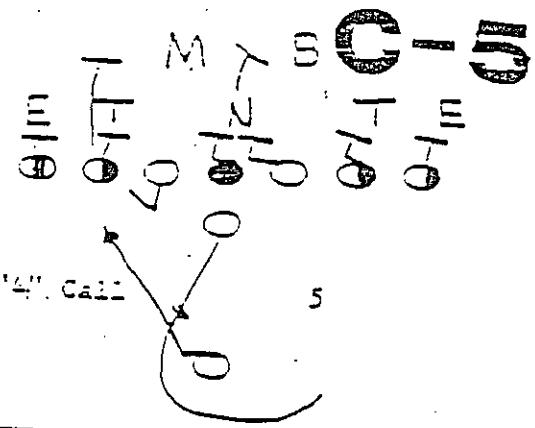
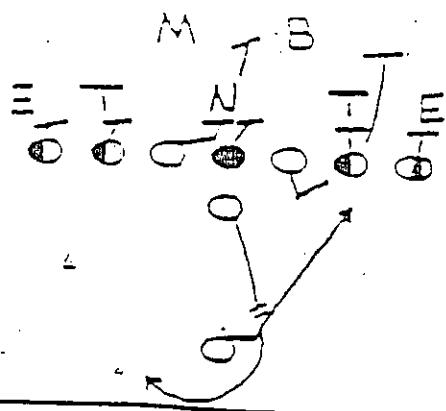
JACK &amp; JOKER

BLOCKING ZONE,  
"BLACK" VS BEAR  
(IN MOST CASES)  
"STACK" C.W.M.



### DS ASSIGNMENT AND TECHNIQUE                          COACHING POINTS

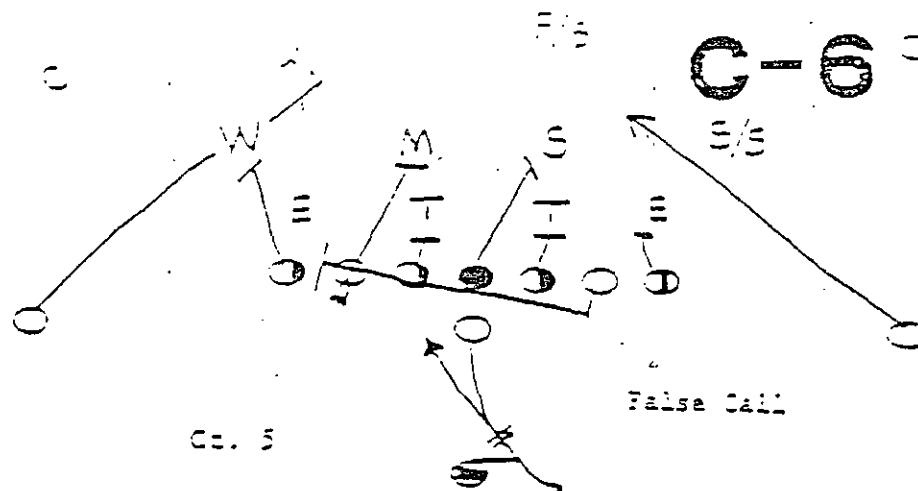
Block Primary Support	DIG OUT TECH
RED - "8" Call-Gap 3 Tech; "4" Call-Base WHITE - "3" Call-Zone w/T. End; "5" Call Lead D.T. "8" Call Gap 3 Tech to Mike BEAR. F.S.G. MIKE - Makes "22" or "33" Call.	STACK "C.W.M." BEAR "Black" ("3" Call Zone w/F.S.T.E.)
RED - "8" Call Horn; "4" Call-Horn WHITE - "3" Zone w/Center; "5" Call-Lead Horn "8" Call-Horn; Make "33" or "22" Call to MIKE - Help Center & Tackie.	STACK BEAR ("3" Call Zone w/F.S.G.)
RED - "8" Call-COG w/B.S.G.; "4" Call-Scoop w/B.S.G. WHITE - "3" Call-Zone w/F.S.G.; "5" Call-Scoop w/ "8" Call-Zone 3 Tech & Mike MIKE - 8 S + "7" Call-Zone w/F.S.G.	STACK BEAR.
RED - "8" Call-COG w/Center; "4" Call-scoop w/Center WHITE - "3" Call-Scoop w/B.S.T.; "5" Call Scoop w/ MIKE - "3" Call-Scoop w/B.S.T.; "8" Call- Center Base Cutoff Man on.	STACK BEAR.
RED - "8" Call TOE w/B.S.T.; "4" Call-Base Cutoff. WHITE - "3" Call-Scoop w/B.S.G.; "5" Call-Base Cut- Off. "8" Call-Scoop w/B.S.G.; "8" Call- Base off.	STACK BEAR
RED - Read Base WHITE - "3" Call-Zone w/F.S.T.; "5" Call-Read Base. "8" Call-Zone w/F.S.T.; "8" Call-Read Base.	STACK BEAR
Open up to 5/7 O'Clock Taked Naked	Check away from Bear.
RED - "8" Call-TOE w/B.S.T.; "4" Call-Base Cutoff. WHITE - "3" Call-Base Cutoff; "5" Call-Base Cutoff. "8" Call-Base Cutoff; "8" Call-Base Cutoff.	STACK BEAR
Footwork=Open Crossover. CA=Inside foot of F.S.T.	Key first Def. Line inside. Run opposite technique, play can cueback.



C-6

SQUATIONS SINGLE,  
ONE  
NOTE SIDE PLAY ONLY)

LOCKING TACKLE TRAP



## S ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

## Primary Support

## Dig Out Tech

RED - Will not run vs. this look.

STACK

WHITE - Release block 1st inside L.E.E.R.

BEAR

WHITE - Release block 1st inside L.E.E.R. (White side).

RED - Will not run vs. this look.

STACK

WHITE - Read Base man on.

BEAR

WHITE - Read Base Man on.

RED - Will not run vs. this look.

STACK

WHITE - Block 1st Backside L.E.E.R.

BEAR

WHITE - Block 1st Backside L.E.E.R. (White side).

RED - Will not run vs. this look.

STACK

WHITE - Read base man on.

BEAR

WHITE - Read Base man on (White side).

RED - Will not run vs. this look.

STACK

WHITE - Pull &amp; Trap 1st Defender outside P.S.T.E.'s

BEAR

WHITE - Pull &amp; Trap 1st Defender outside areas.

RED - Will not run vs. this look.

STACK

WHITE - Set-Release opposite man on and block will

BEAR

WHITE - Set-Release opposite man on and

WHITE - Set-Release (White side).

Open away from Hole with Drop Back action.

Continue with 324/325 Fake.

RED - Will not run vs. this look.

STACK

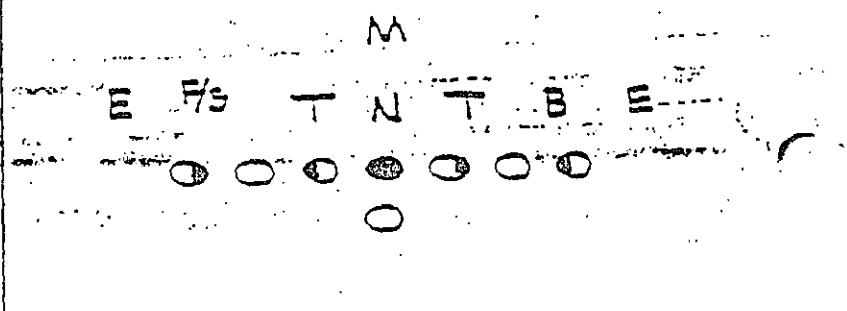
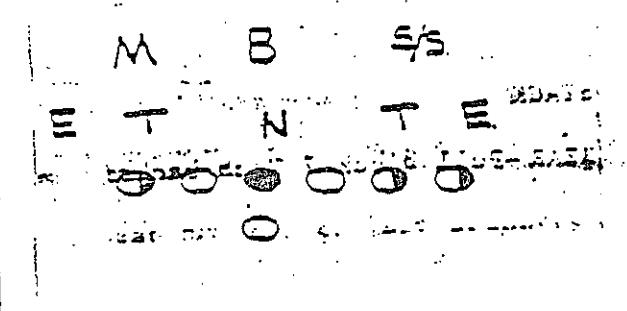
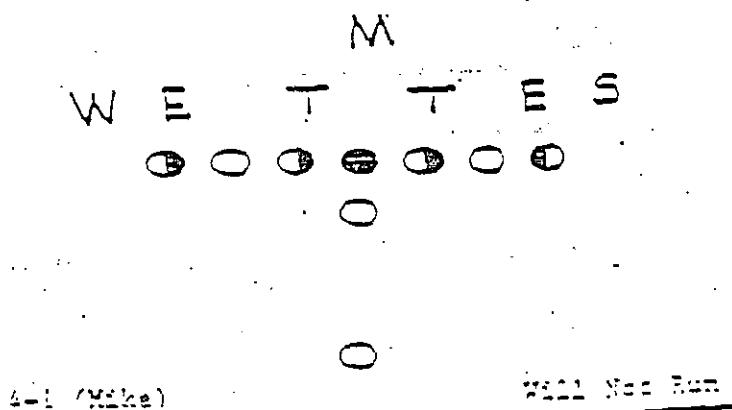
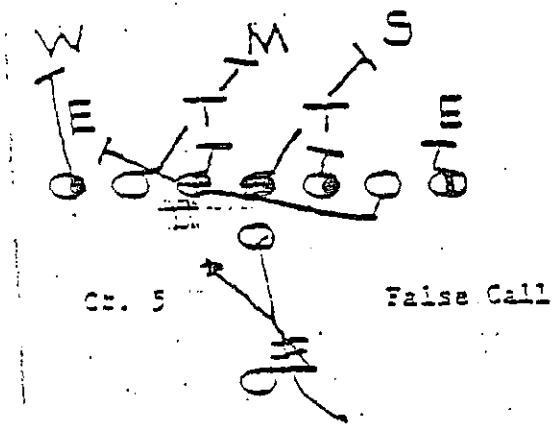
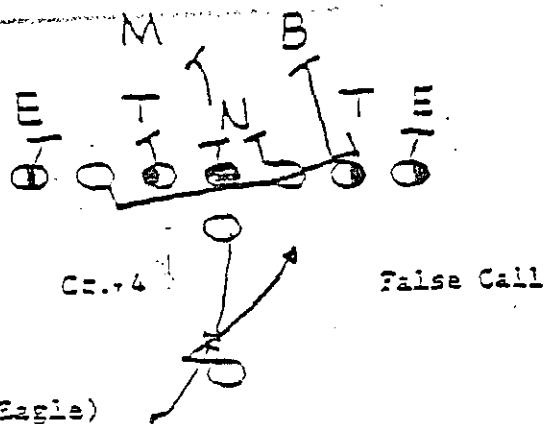
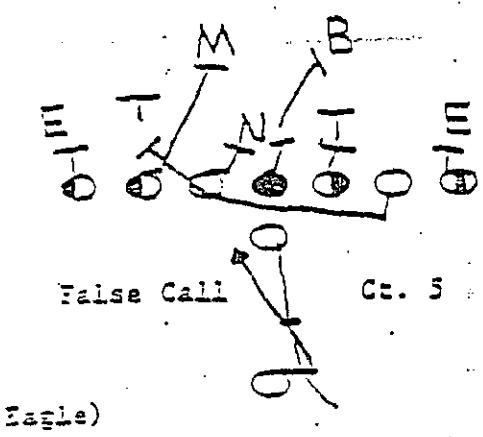
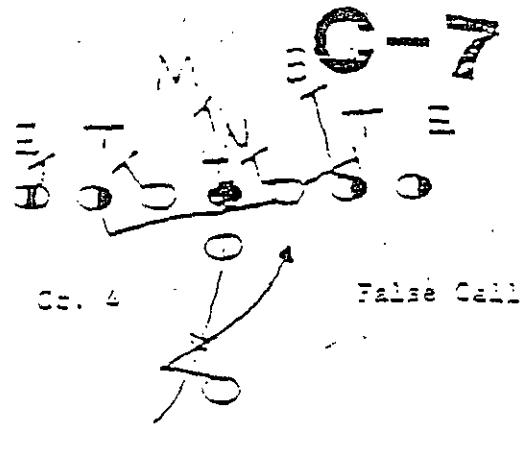
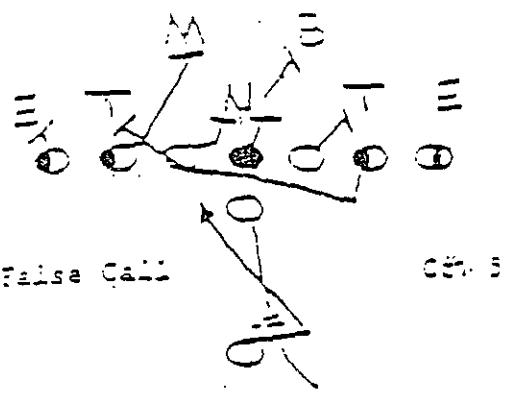
WHITE - Read Base man on.

BEAR

WHITE - Read Base man on.

Footwork=2/3 Footwork Read Cutback Lane.

Long Trap-Must read Trap Block.



PLAY 15/16

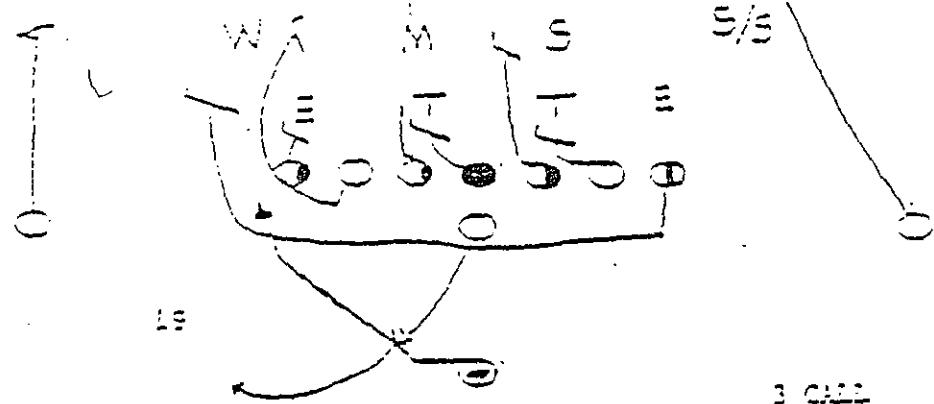
P/S

C-9

S/S

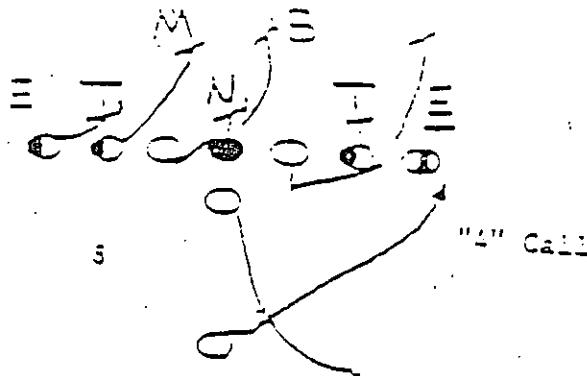
FORMATION: WIDE,  
IN, HAC & SAC  
MOTIONS:

BLOCKING ZONE, LEAD &  
HORN, CAP & HORN, BASE  
& HORN

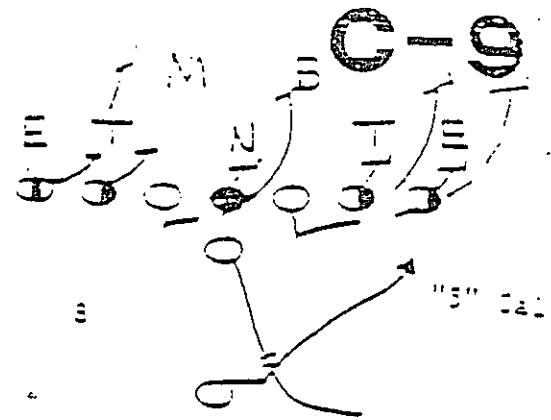


**POS ASSIGNMENT AND TECHNIQUE**      **COACHING POINTS**

PS	Primary Support	
S/T	RED - "8" Call-Gap, "4" Call Lead Base WHITE - "3" Call-Pull ✓ H.S. to F.S.; "5" Call-Lead DT. HORN - "3" Call-Zone w/Cut, 22 or 33; "10" Call-Horn	STACK
S/G	RED - "8" Call-Horn; "4" Call-Horn WHITE - "3" Call-Zone w/Center to F.S.; "5" Call-Lead HORN - "3" Call-Zone	STACK
T/R	RED - "8" Call-Scoop Back; "4" Call-Scoop w/B.S.G. WHITE - "3" Call-Zone w/Guard to F.S.; "5" Call-Scoop w/B.S.G. HORN - "8" Call-Zone w/F.S.T.; "3" Call-Scoop BL.	STACK
S/G	RED - "8" Call-Pull Scoop w/Center; "4" Call-Scoop w/Cut WHITE - "3" Call-Scoop 3 Tech w/B.S.T.; "5" Call-Scoop w/Cut HORN - "8" Call-Scoop w/B.S.T.; "3" Call-Scoop w/B.S.T.	STACK
T/R	RED - "8" Call-Running Cutoff; "4" Call-Running Cutoff WHITE - "3" Call-Scoop 3 Tech; "5" Call-Running Cutoff HORN - "8" Call-Scoop w/B.S.G.; "3" Call-Scoop w/B.S.G.	STACK
W/R	RED - Read Base WHITE - Read Base HORN - Read Base	STACK
Open at 4/8 O'Clock - Continue on 318/319 Take.		BEAR
S	RED - "8" Call-Running Cutoff; "4" Call-Pull Block D.T. ✓ H.S. to F.S. WHITE - "3" Call-Running Cutoff; "5" Call-Pull ✓ DT. downfield HORN - "8" Call-Cutoff Tech; "3" Call-Running Cutoff	STACK
Same as S/9		BEAR



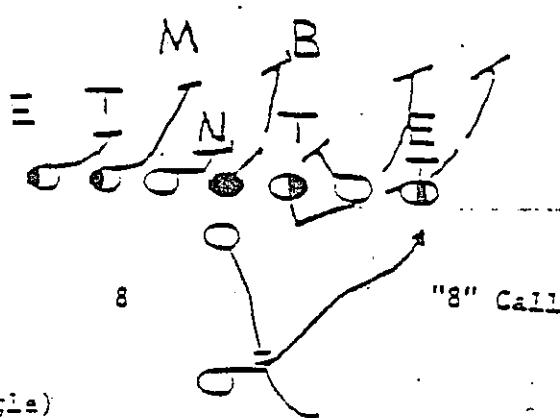
"4" Call



"5" Call

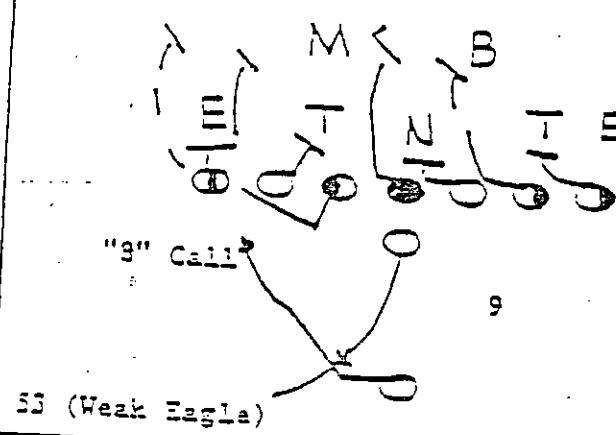
Node

54 Shade



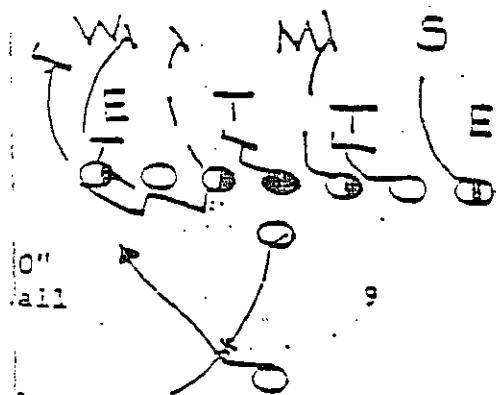
"8" Call

(Eagle)



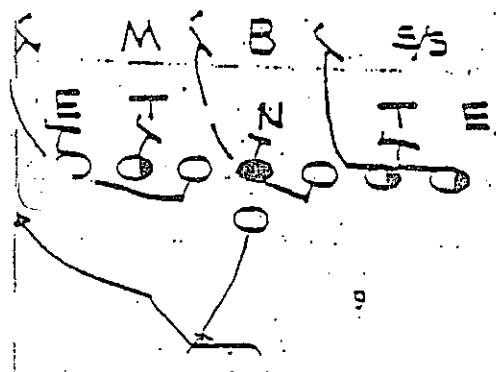
"3" Call

53 (Weak Eagle)

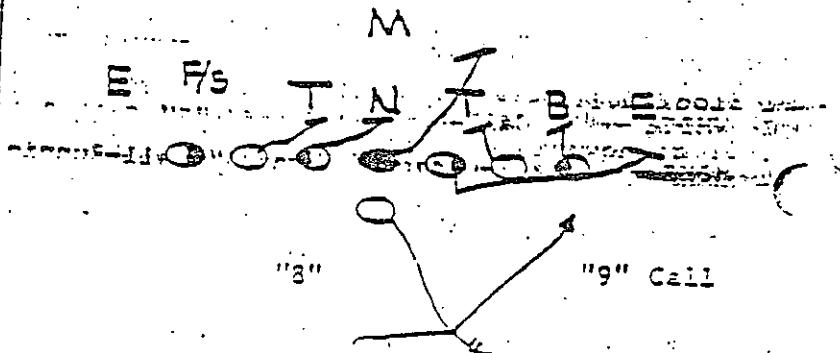


"10" Call

4-1 (Mike)



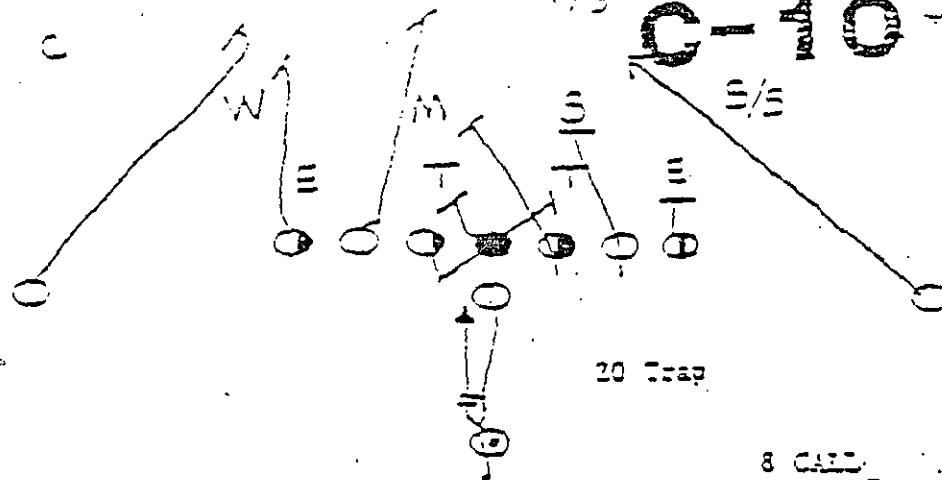
"9" Call



"9" Call

FORMATIONS SINGLE.

TIE, JACK

LOCKING TRAP RULES  
(IN TO 3 OR 4 DEESES.  
RED SIDE)

## S ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

Primary Support

RED - "8" Call-Sec Blk 1st LSEE; "4" Call-Sec Release opposite DT to 1st LSEE.  
WHITE - "3" or "5" Call Will ✓ opposite.  
WINE - "8" Call-Sec Blk 1st LSEE; "3" Call-Will ✓

STACK

BEAR

RED - "8" Call-Sec Blk ESEE; "4" Call-Sec Blk.  
WHITE - "3" or "5" Call Will ✓ Nose to ESEE  
opposite.  
WINE - "8" Call-Sec Blk 1st LSEE; "3" Call-Will ✓

STACK

BEAR

RED - "8" Call-Sec ESEE back; "4" Call-Sec Dri Nose.  
WHITE - "3" or "5" Call Will ✓ opposite.  
WINE - "8" Call-Sec Blk Back; "3" Call-Will ✓

STACK

BEAR

RED - Sec-Trap 1st down lineman pass ball.  
WHITE - Sec-Trap 1st down lineman pass ball.  
WINE - Sec-Trap 1st down lineman pass ball.

STACK

BEAR

RED - "8" Call-Sec Release✓ LSEE; "4" Call-J and Blk man on.  
WHITE - "3" or "5" - Will ✓ opposite.  
WINE - "8" Call-Sec Release✓ LSEE; "3" Call-Willy

STACK

BEAR

RED - Sec Blk man on  
WHITE - Will ✓ opposite  
WINE - "8" Call-Sec Blk man on; "3" will ✓

STACK

BEAR

Stop back snap to 6 O'Clock - Hand off with  
right hand on 20, Left hand on 21.

Mesh should occur with QB at  
3½ yards deep.

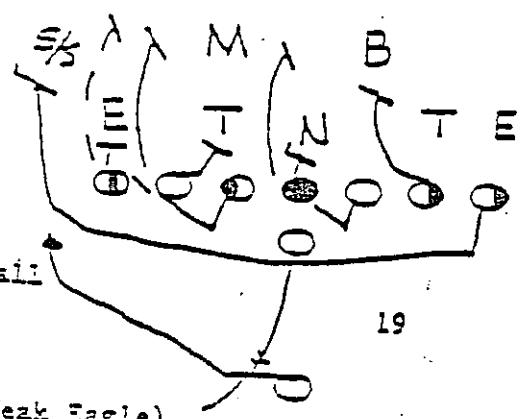
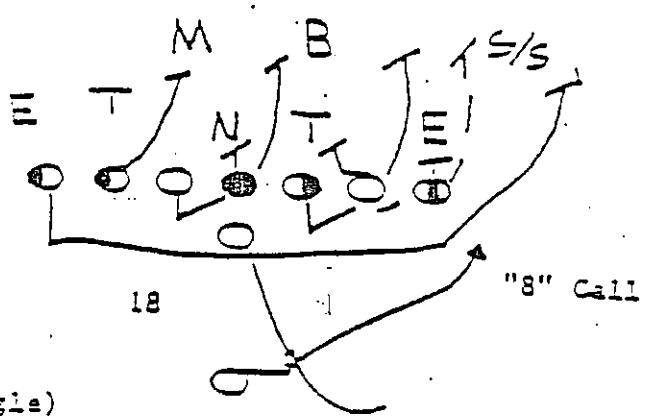
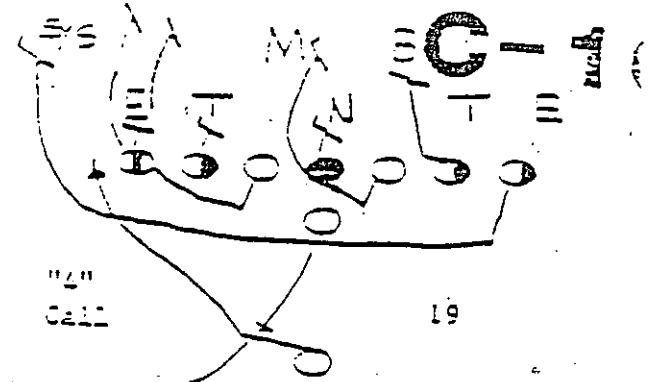
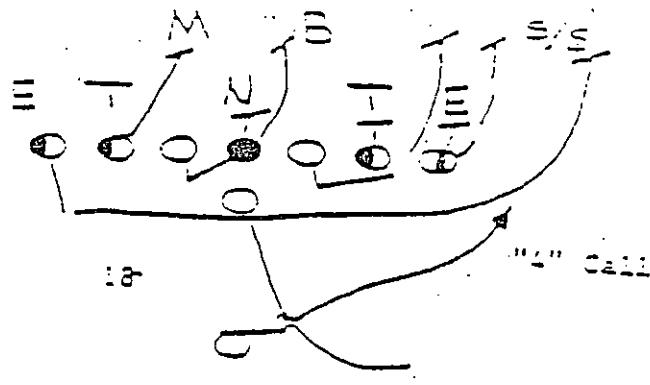
RED - Sec, Release based and alignment downfield  
- Will ✓ opposite  
WINE - Sec, Release based on alignment downfield

STACK

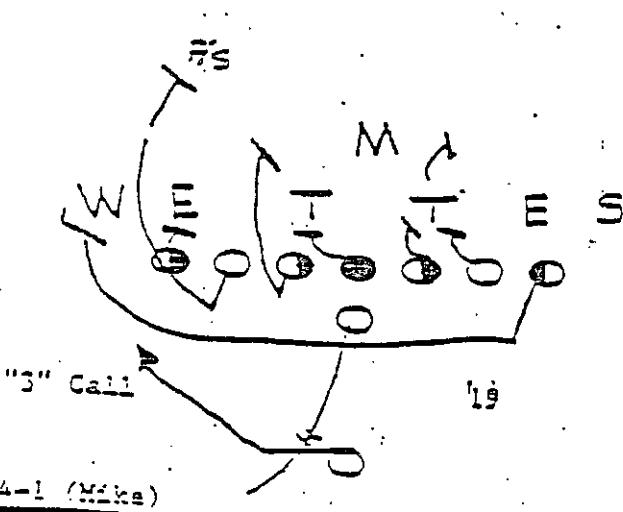
BEAR

oclock-Sec hard and quick downhill opposite.  
Ball side gain ground to 3½ yards for mesh  
with QB.

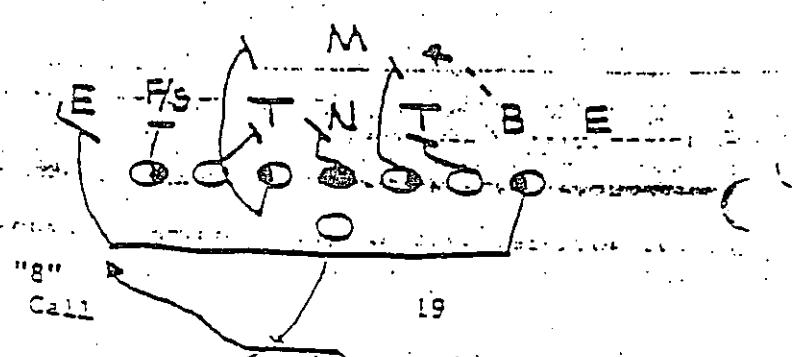
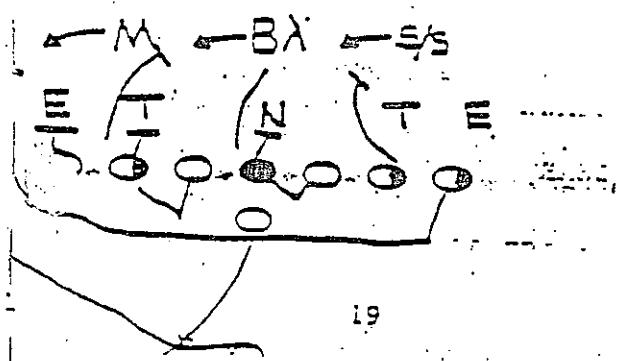
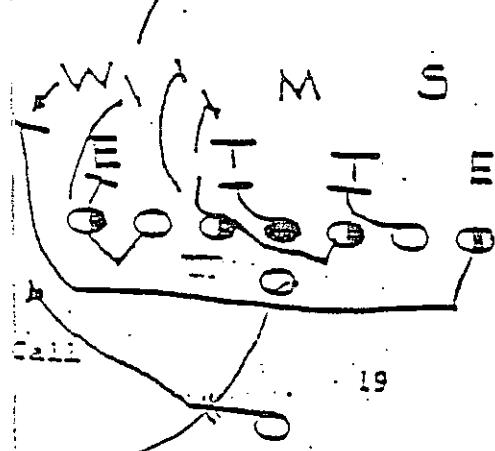
Align at 6-yds depth-on play



(Eagle)

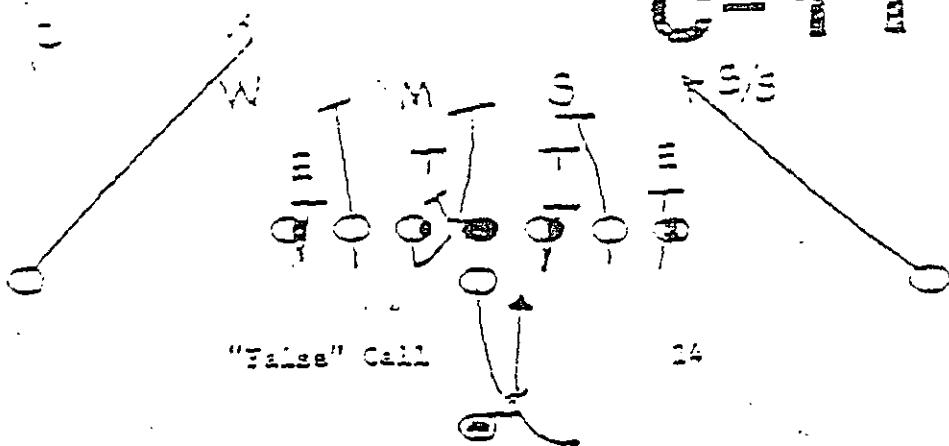


4-1 (Mike)



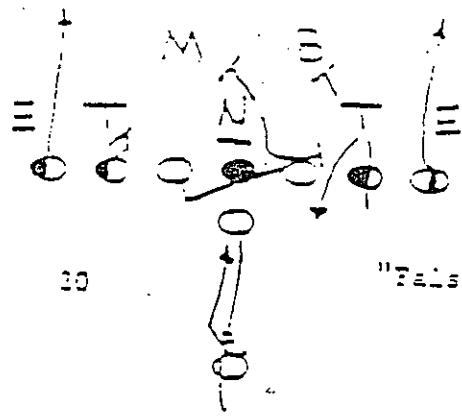
INATIONS SINGLE.  
SINGLE

LOCKING DRAW BLOCKING

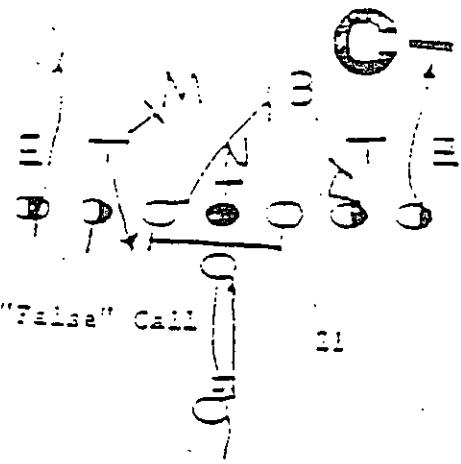


## S ASSIGNMENT AND TECHNIQUE COACHING POINTS

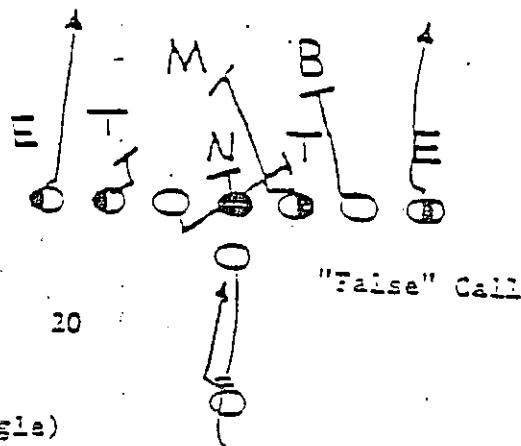
Primary Support	Dig Out Tech
RED - "3" Call-Sec, B1k 1st LEER; "4" Call-Sec, B1k WHTIE - "3" Call-Sec, B1k 1st LEER; "5" Call-Sec; B1k man on.	STACK
WHITE - "3" Call-Sec, B1k 1st LEER; B1k 1st LEER	BEAR
RED - "8" Call-Sec, B1k 3 Tech; "4" Call-Sec, B1k WHTIE - "3" Call-Sec fold LEER thru or around B1k BSLER; B1k 3rd Call-Sec, B1k 2I; "3" Call-Sec B1k 2I	STACK
RED - "8" Call-Sec Block Back, 2I; "4" Call-Sec call side Zone w/B.S.G.	STACK
WHTIE - "3" Call-Sec Block 2I; "5" Call-Sec call side Zone w/B.S.G.	BEAR
WHITE - "8" Call-Sec, B1k 2I; "3" Call-Sec B1k 2I	STACK
RED - "8" Call-Sec fold B1k BSLER; "4" Call-Sec Zone N to BSLER w/Center	STACK
WHTIE - "3" Call-Sec fold B1k BSLER; "5" Call-Sec Zone N to BSLER w/Center	BEAR
WHITE - "8" Call-Sec fold B1k Mike; "3" Call-Sec fold B1k Mike	STACK
RED - "8" Call-Sec, B1k 1st LEER; "4" Call-Sec, B1k B1k man on.	STACK
WHTIE - "3" Call-Sec B1k 1st LEER; "5" Call-Sec, B1k man on.	BEAR
WHITE - "8" Call-Sec, B1k man on.	STACK
Drop back to 5-Gap mesh point. Continue on 124/125 Take:	
RED - Sec, Block man on WHTIE - Sec, Block man on WHITE - Sec, Block man on	STACK
Footwork=Open step outside leg of F.S.G., wait for QB to bring ball to depth. P.O.A.=Read first D-Lineman inside.	vs. SO Front:Blink D-Tackle read D-Nose



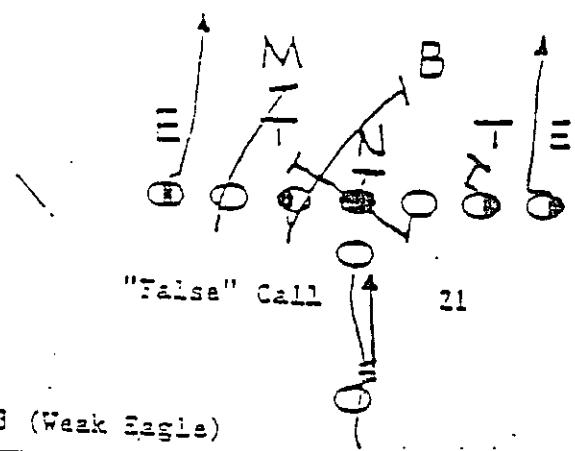
Shade



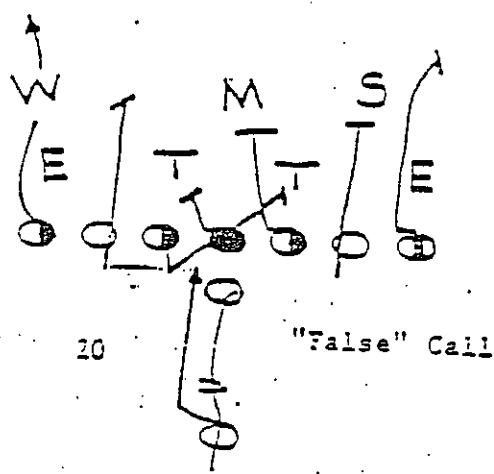
Shade



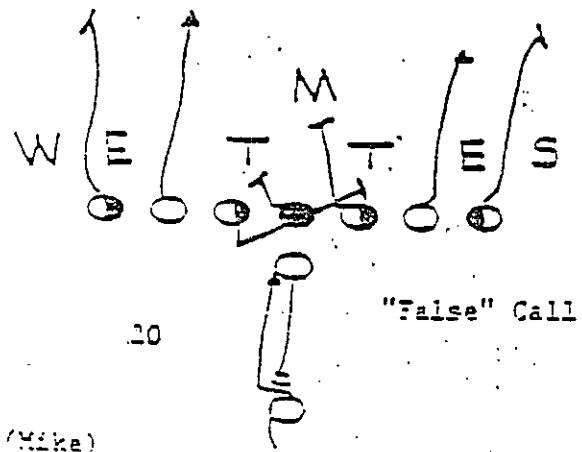
Set Eagle)



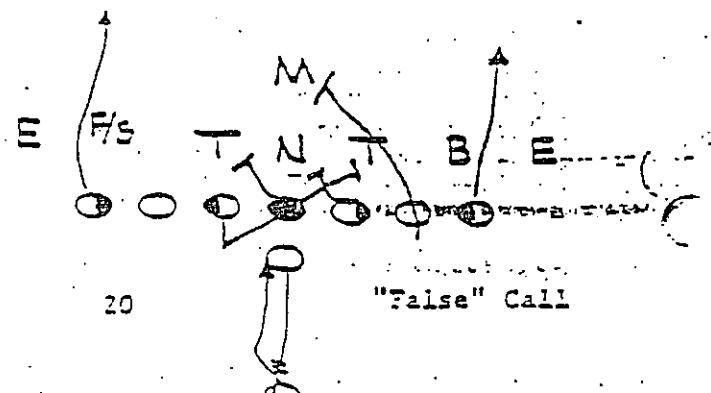
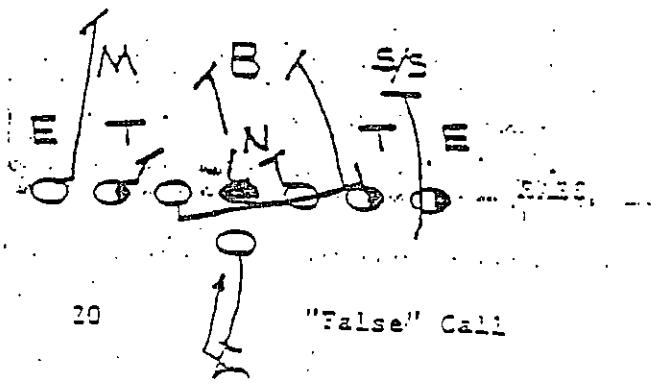
53 (Weak Eagle)



like



4-1 (Mike)

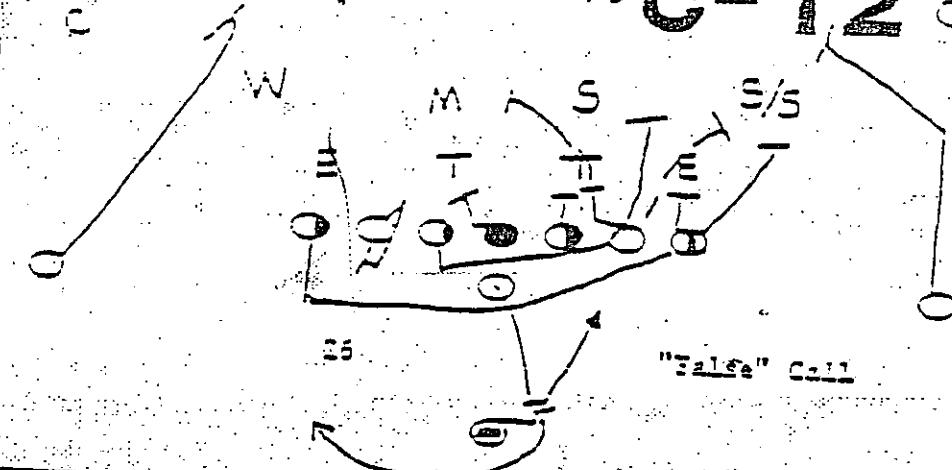


PLAY - 18-07

F/S C-12

FORMATIONS: WIDE  
TAC & TAC;

BLOCKING: GAP & B.S.  
GUARD & T. END PULL &  
LEAD

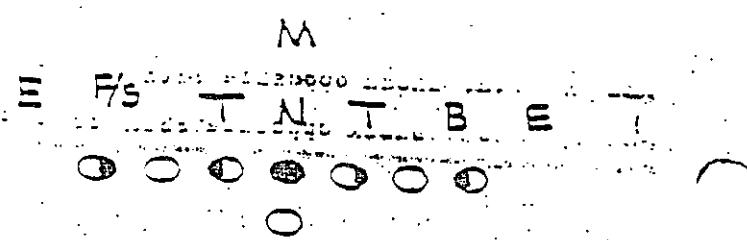
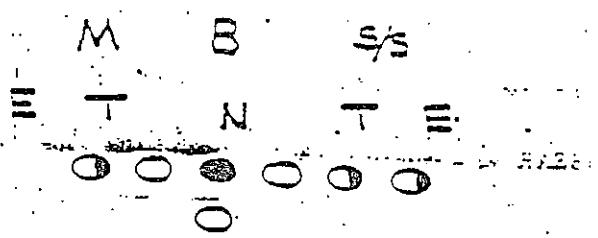
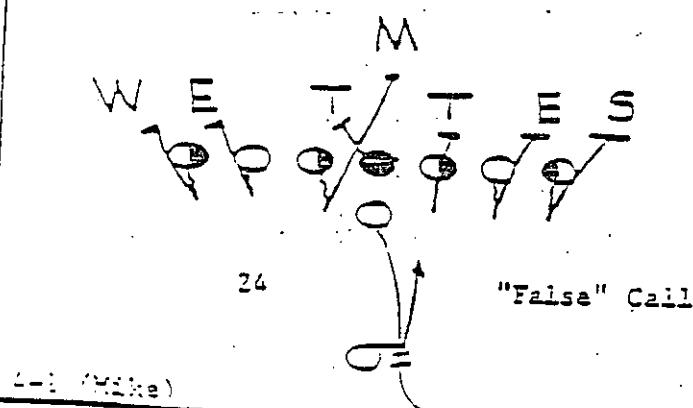
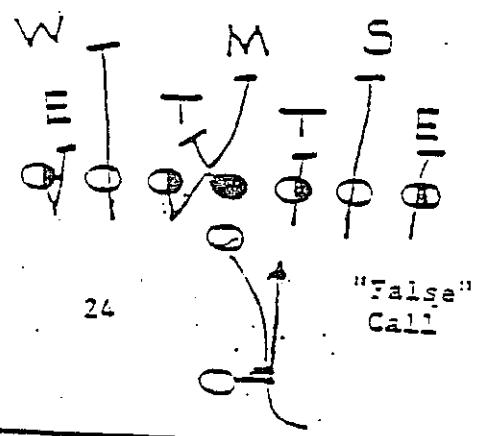
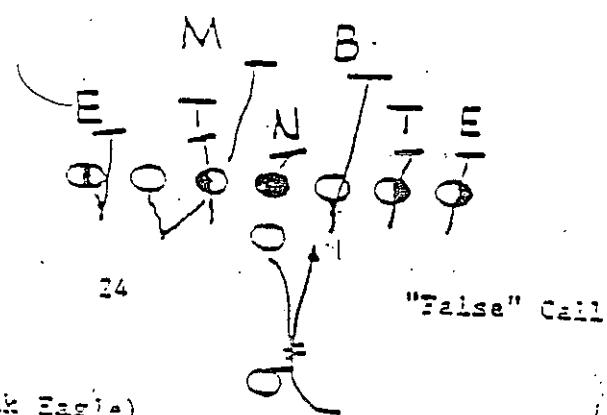
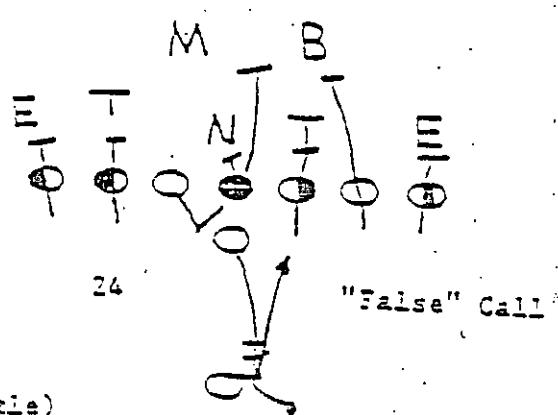
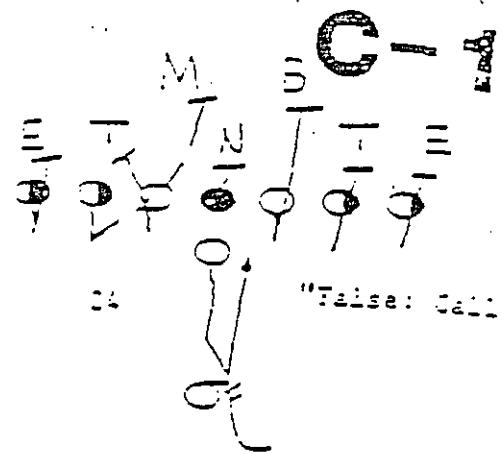
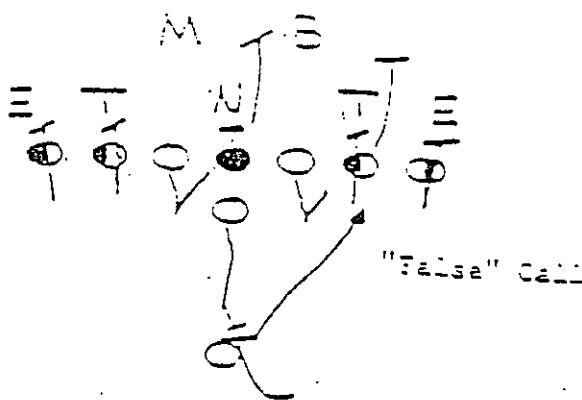


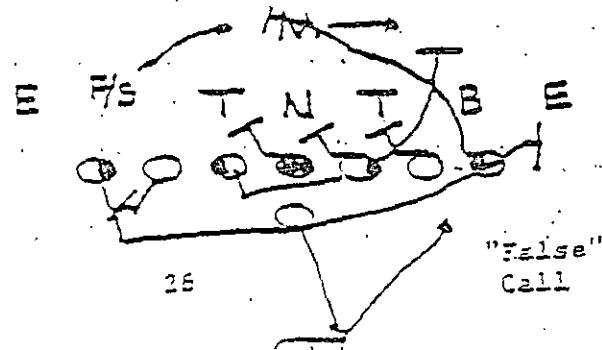
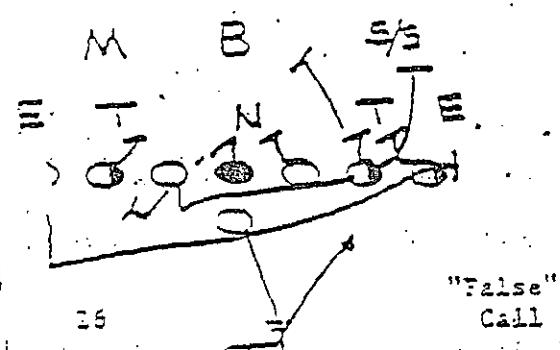
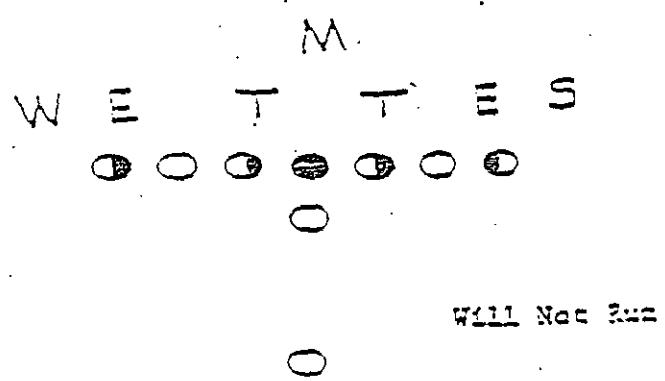
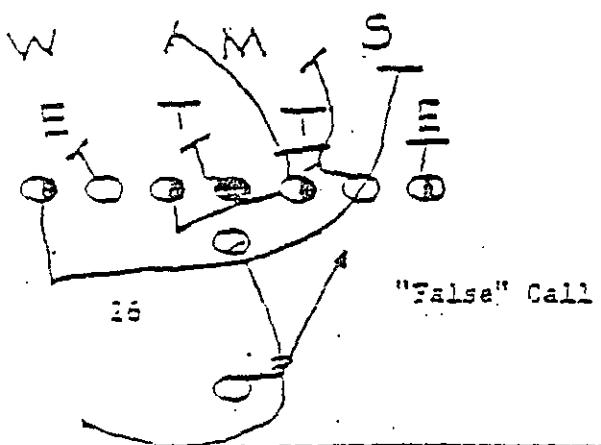
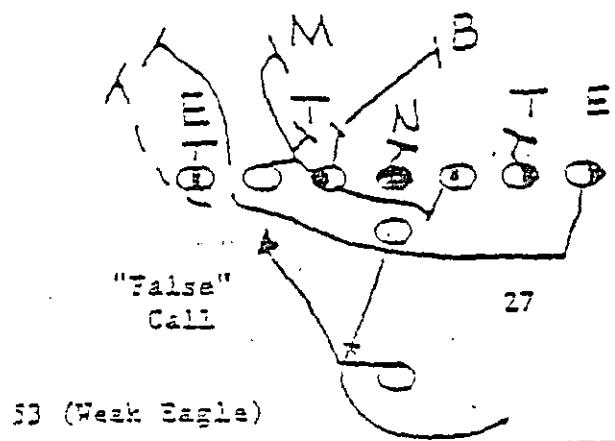
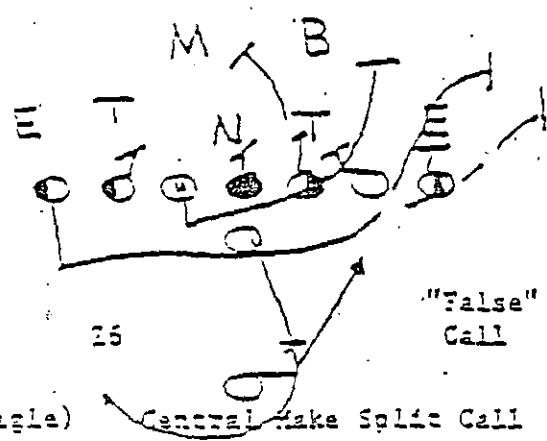
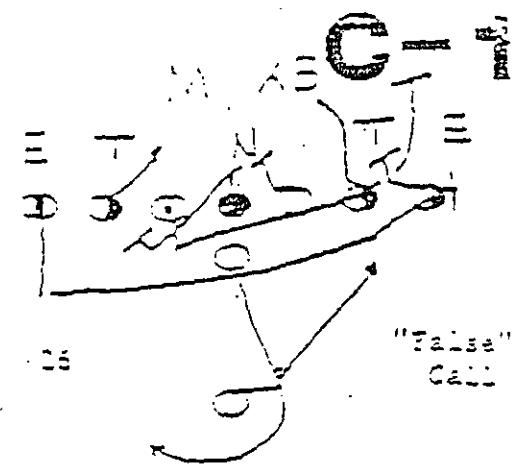
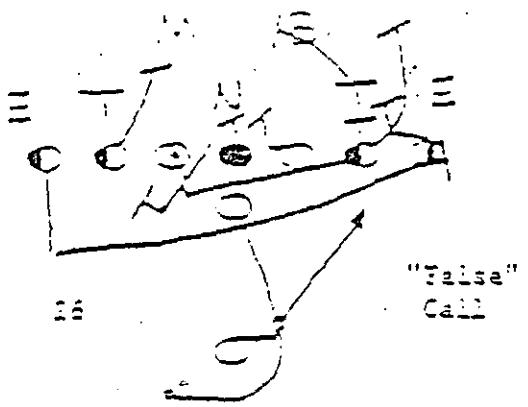
## FC'S ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

Primary Support

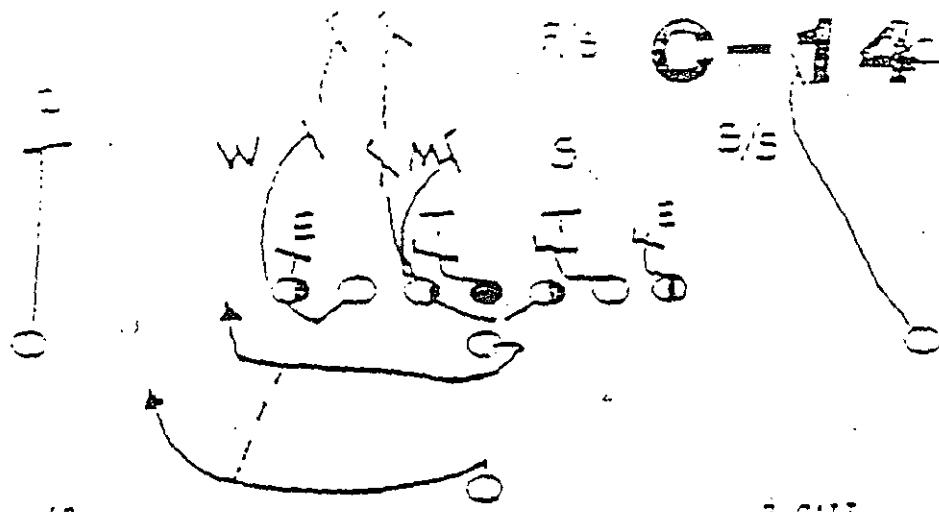
ST	RED - "8" Call-Gap MOG to ESLBER; "4" Call-Gap man on to ESLBER.	STACK
ST	WHITE - "3" Call-Gap MOG to ESLBER; "5" Call-Gap man to ESLBER.	BEAR
SG	WHITE - "8" Call-Gap MOG to ESLBER; to ESLBER	STACK
SG	RED - "8" Call-Gap man on to ESLBER; "4" Call-Gap man on to ESLBER; Nose to Will	BEAR
SG	WHITE - "3" Call-Gap man on to Nose to Will	STACK
TR	WHITE - "5" Call-Gap Nose to Will	BEAR
TR	WHITE - "3" Call-Gap man on to ESLBER; "4" Call-Gap Nose to Will	STACK
TR	WHITE - "3" Call-Gap man on to ESLBER; "4" Call-Gap Nose to Will	BEAR
TR	WHITE - "3" Call-Gap man on to ESLBER; "4" Call-Gap Nose to Will	STACK
TR	WHITE - "3" Call-Gap man on to ESLBER; "4" Call-Gap Nose to Will	BEAR
SG	WHITE - Pull & Lead. Block 1st LBER	STACK
SG	WHITE - Pull & Lead. Block 1st LBER	BEAR
ST	RED - "8" Call-Gap & Hinge; "4" Call-Running Cutoff	STACK
ST	WHITE - "3" Call-Funnel & Hinge; "5" Call-Running Cutoff	BEAR
ST	WHITE - "8" Call-Gap & Hinge; "3" Call-Funnel & Hinge	STACK
ST	WHITE - Read Base Man On	BEAR
ST	WHITE - Read Base Man On	STACK
ST	WHITE - Read Base Man ON	BEAR
ST	Open to S/T O'Clock. Take Naked	
ST	RED Motion; Block opposite ESTE to 1st Support	STACK
ST	WHITE Motion; Block opposite ESTE to 1st Support	BEAR
ST	WHITE Motion; Block opposite ESTE to 1st Support	BEAR
ST	Footwork=1st step open parallel to I.O.S. R.O.A.=2nd step to out of F.S.T.	Read block on E.O.L. run opposite block





FORMATIONS: SINGLE  
SCOUTS, TWINS

BLOCKING RULE  
WILL RUN VS. 46



49

3 CALL

POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
PS	Field-Push Crack	
REC	Boundary-Block Man on	
PST	RED - "8" Call-Gap 3 Tech; "4" Call-Will not run. WHITE - "3" Call-Zone ✓ Hazer to F.S.; "5" Call-Will not run. MIKE - "3" Call-Zone 3 Tech & Mike "3" Call-Horn	STACK
SG	RED - "8" Call-Horn Blk 1st BLER; "4" Call-Will w/Center to F.S.; "5" Call-Horn Blk 1st BLER; "3" Call-Horn Blk 1st BLER w/F.S.G.; "3" Call-Horn Blk 1st BLER w/F.S.T.	BEAR
TR	RED - "8" Call-Slack Blk 1st BLER; "4" Call-Will not run. WHITE - "3" Call-Swipe 2I to BLER w/F.S.G.; "5" Call-Willy; "8" Call-Zone 3 Tech & Mike w/F.S.T. MIKE - "3" Call-Swipe w/Center.	STACK
SG	RED - "8" Call-Horn Block BLER; "4" Call-Will not run. WHITE - "3" Call-Pull Blk BLER; "5" Call-Will ✓ MIKE - "8" Call-Cutoff 2I; "3" Call-Pull Blk BLER.	BEAR
T	RED - "8" Call-Scoop w/B.S.S. 2I to BLER; "4" Call will not run. WHITE - "3" Call-Pull Blk 3 Tech; "5" Call-Will ✓ MIKE -	STACK
TR	RED - Head Base Man on. WHITE - Head Base Man on. MIKE - Head Base Man on.	BEAR
W	Reverse pivot into backside "A" gap-pause-attack the fourth defender's upfield shoulder. Pitch or keep.	
G	RED - Base Cutoff. WHITE - Base Cutoff. MIKE - Base Cutoff.	STACK
F	Focus on freeze one counts. Get into 4 x 4 pitch phase.	BEAR
		Must know pitch key and make pitch call.

PLAY REVERSE RT.  
REVERSE LT.

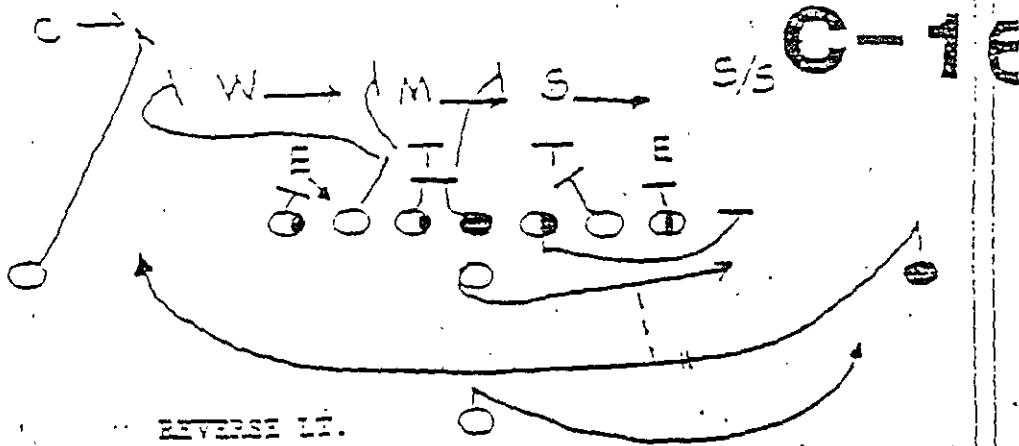
FORMATION SINGLE

BLOCKING REVERSE  
BLOCKING

R/S

S/S

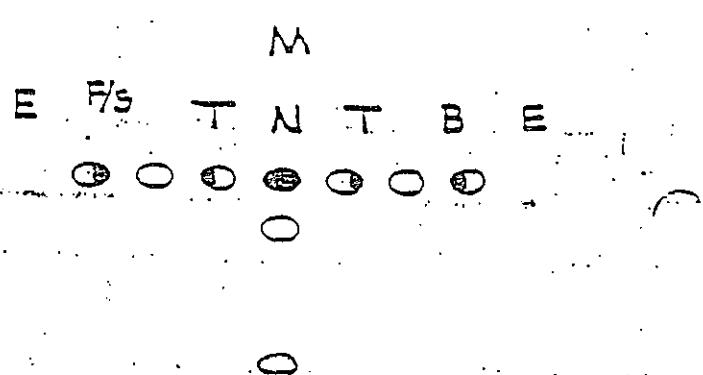
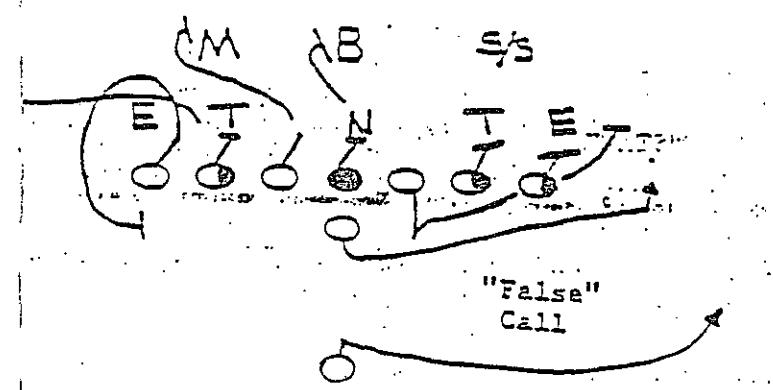
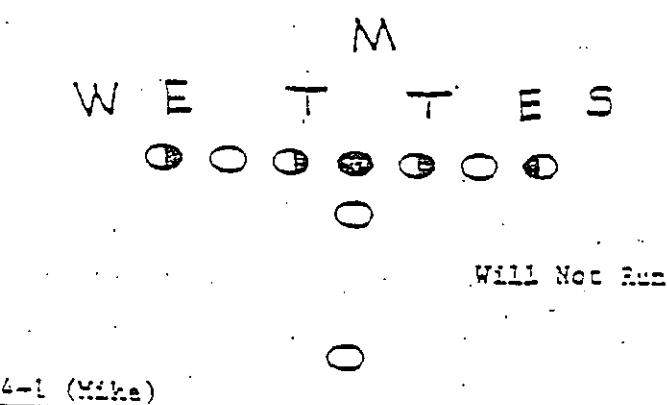
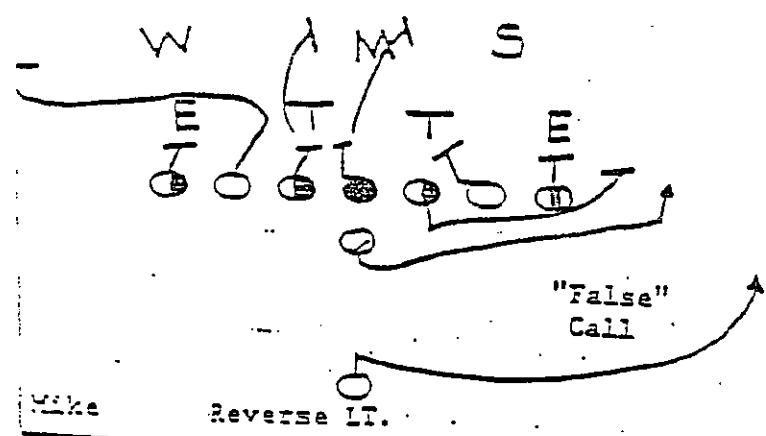
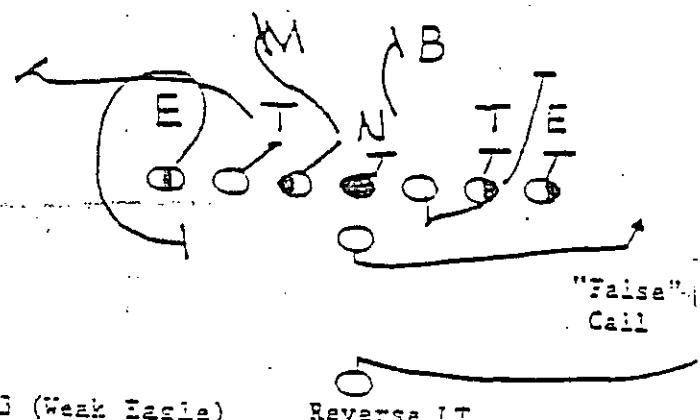
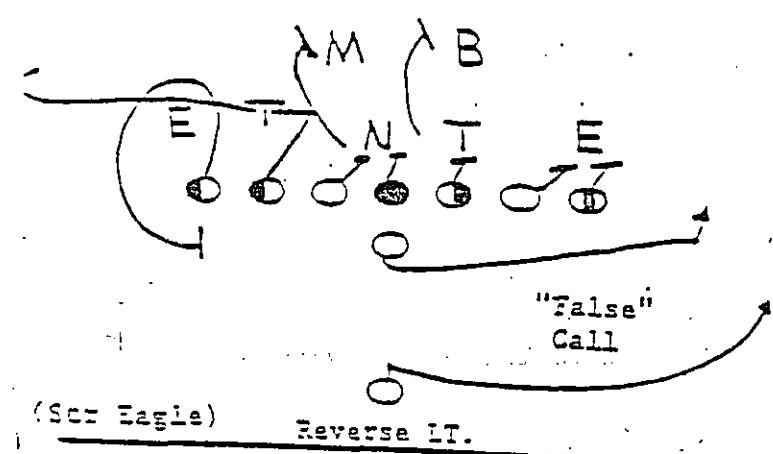
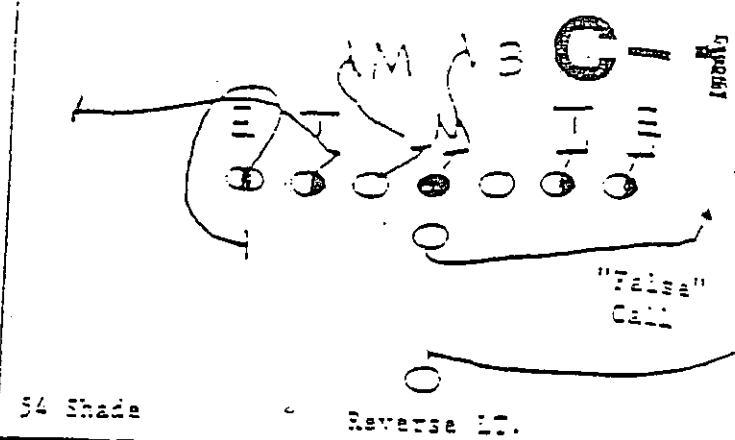
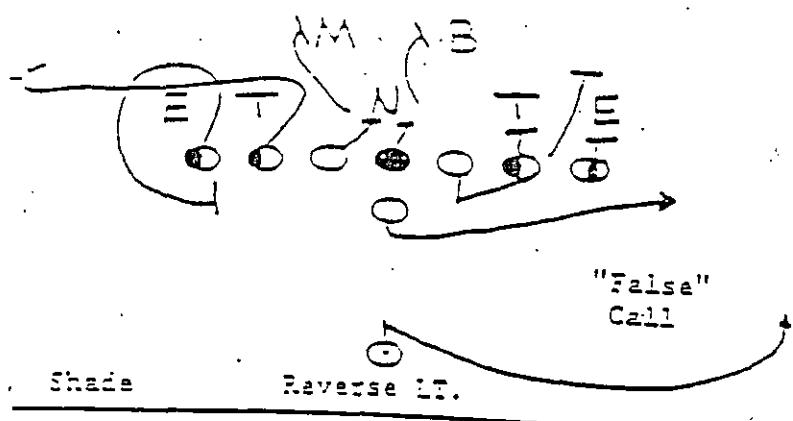
C-1



### DS ASSIGNMENT AND TECHNIQUE

### COACHING POINTS

	BLOCK MAN ON	
	RED -Punch 3 Tech, Release & Seal S/S.	STACK
	WHITE -Secure 2I, Release & Block Will.	BEAR
	WHITE -Secure 2I, Release & Block Will.	
G	RED -Punch thru 3 Tech, Seal 1st LBZR.	STACK
	WHITE -Punch 2I, Release and Block LBZR.	
	WHITE -Punch thru 3 Tech, Release Block Sam.	BEAR
	RED -Secure 2I, Release Seal 1st LBZR backside.	STACK
	WHITE -Secure 2I, Release Seal 1st LBZR Backside.	BEAR
	WHITE - "8" Call-Secure 2I Seal Mike , "3" Call	
	RED - "6" Call-Born V S/S size.	STACK
G	WHITE - "10" Call-Secure 2I Release Seal LBZR. "8" Call-Born V S/S size; "10" Call-Secure	
	WHITE - "8" Call-Gap;"10" Call-Pull J Will.	BEAR
	RED - "6" Call Gap 3 Tech.	STACK
	WHITE - "10" Call-Pull J Will.	
	WHITE - "8" Call-Gap;"10" Call-Pull J Will.	BEAR
	RED - "6" Call-Zero Block 9 or 6; Read Base 7 Tech.	STACK
	WHITE - "10" Call-Read Base.	BEAR
	WHITE - "8" Call-Zero Block 9 or 6; Read Base.	
	Use 48/49 footwork and pitch to receiver running reverse course.	Check away vs. Bear
	RED -Read Base Man on	STACK
	WHITE -Read Base Man on	BEAR
	WHITE -Read Base Man on	
	Footwork=Freeze-open step crossover. P.O.A.=4 x 4 pitch phase.	Give ground on option course to avoid receiver.

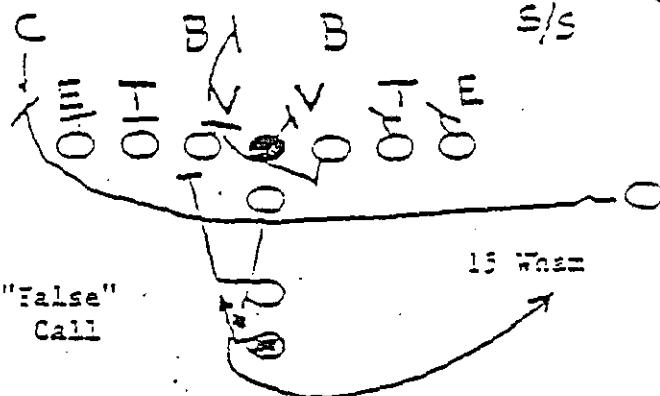


C-18

## FORMATIONS CON

WAG) MOTION

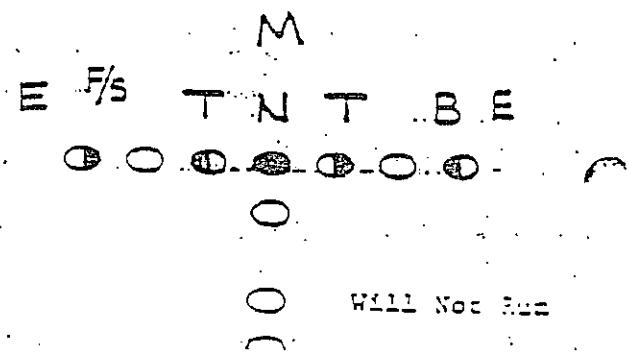
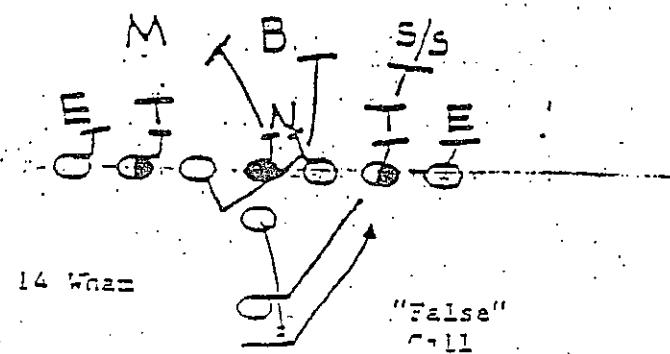
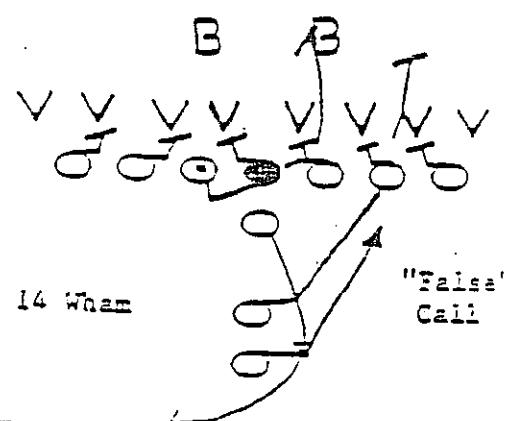
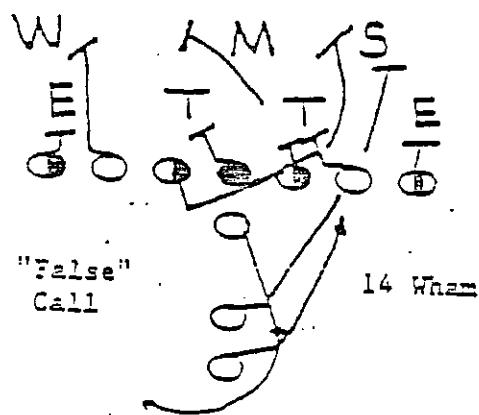
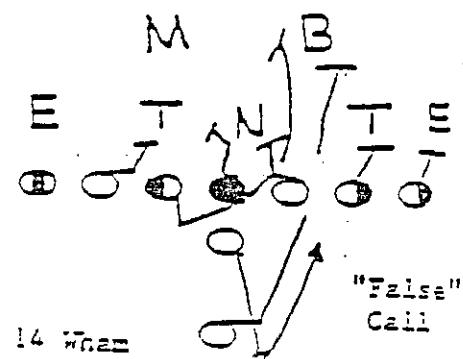
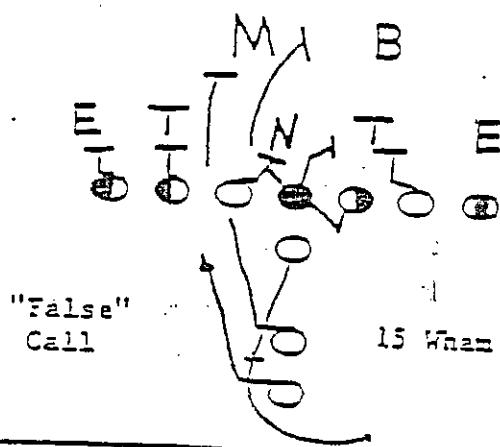
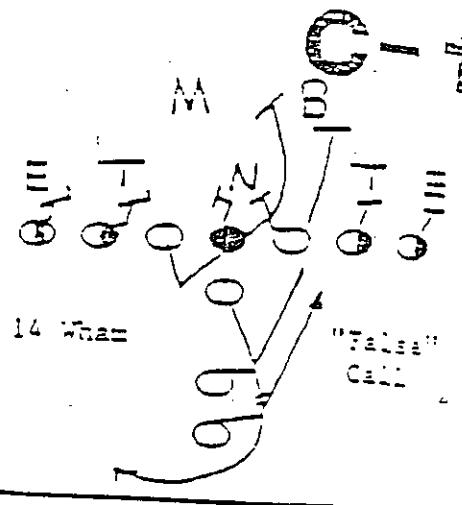
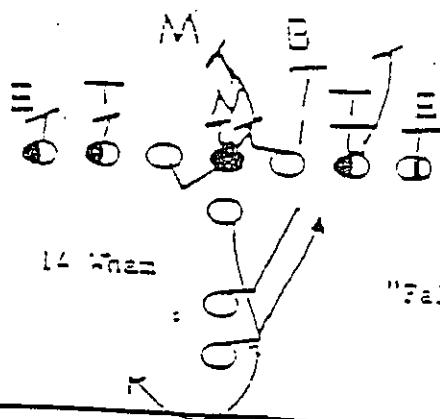
## BLOCKING ISO



S/S

## POS ASSIGNMENT AND TECHNIQUE COACHING POINTS

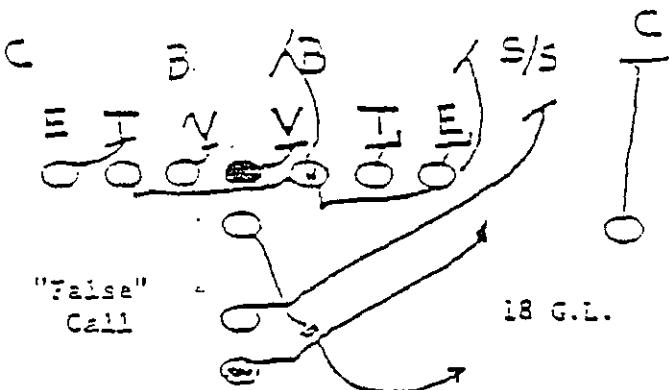
FB	34 -Read Base 6-2-Read Base GAP 6-Base 7 Tech	STACK BEAR
FST	34 -Read Base 6-2-Read Base GAP 8 -Gap	STACK BEAR
FSG	34 -Gap to Nose 6-2-Read Base 2I GAP 8-Swipe to B.S. LEER	STACK BEAR
JTR	34 -Blunt Nose to B.S. Gap 6-2-Block, Block on 2I GAP 8-Flare Frontside	STACK BEAR
SSC	34 -Horn For B.S. LEER 6-2-Horns For B.S. LEER GAP 8-Base Cutoff	STACK BEAR
ST	34 -Base Cutoff 6-2 -Base Cutoff GAP 8-Base Cutoff	STACK BEAR
TE	34-Base Cutoff 6-2-Base Cutoff GAP 8-Base Cutoff	STACK BEAR
S	Reverse cut and get the ball as deep as possible to the TB. Take Naked.	Make sure you time the motion so that the Wing can get his block.
FB	FB=Isolation block FSLEER. P.O.A.=Attack opposite 1st covered O-lineman's block.	FB=Must read odd or even front.
B	Footwork=Drop step playside foot. P.O.A.=Run opposite first covered lineman's block.	FB=must read inside block silk outside D-line technique.
	Block 1st man outside TE.	Con Formation Frontside



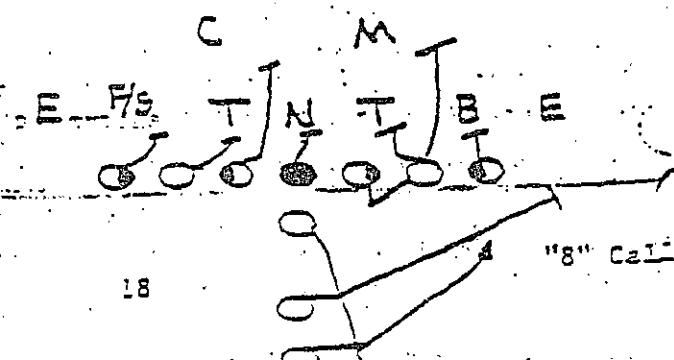
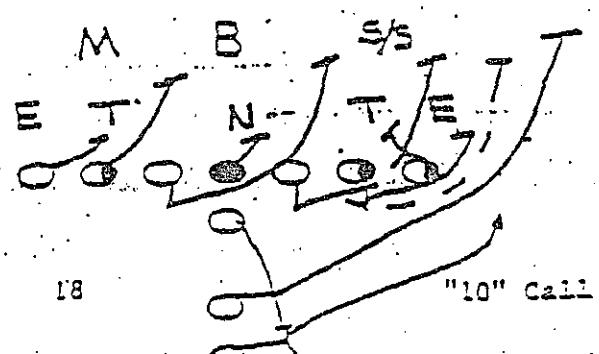
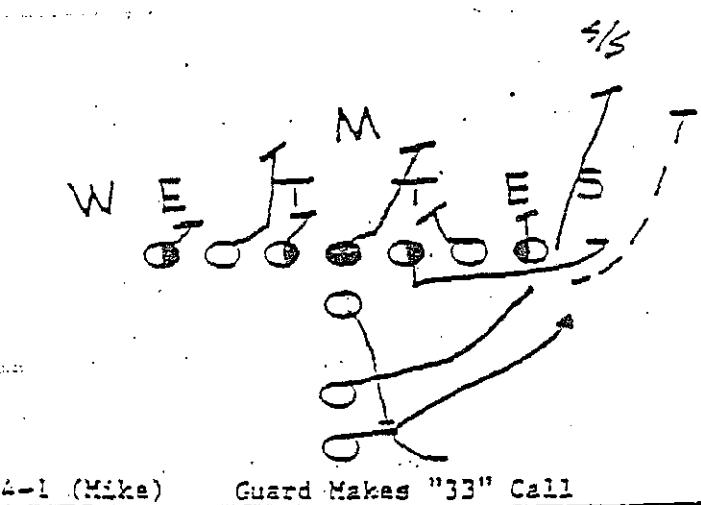
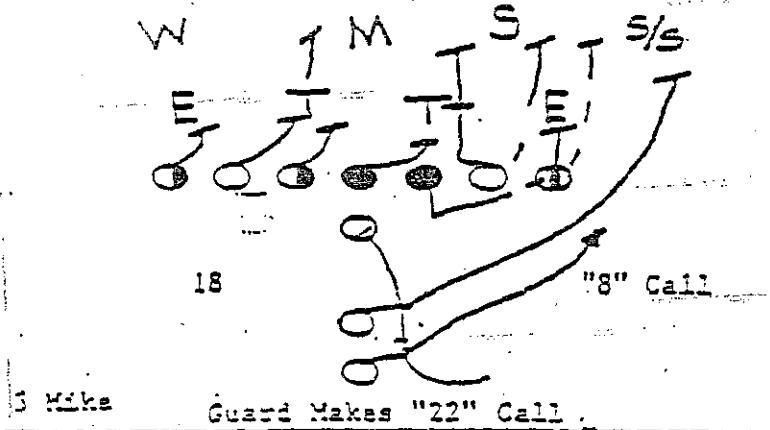
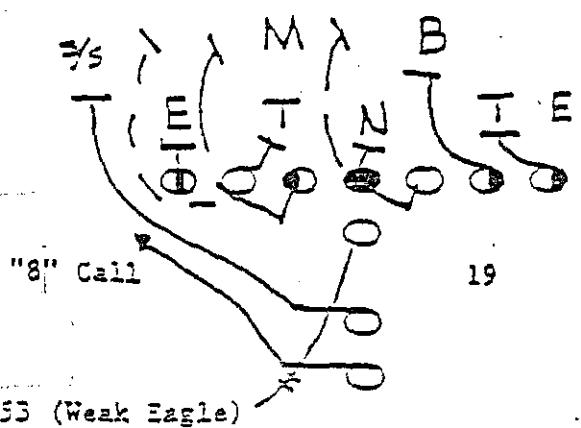
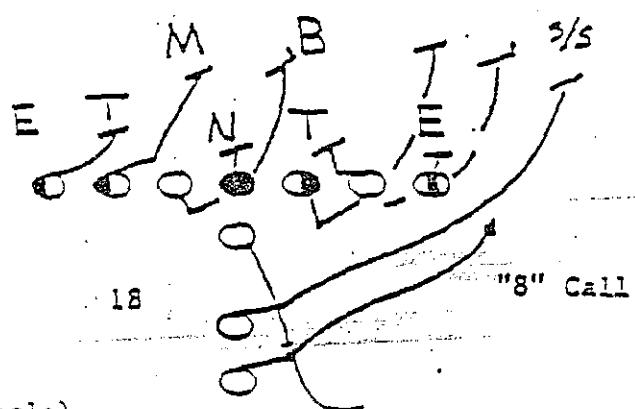
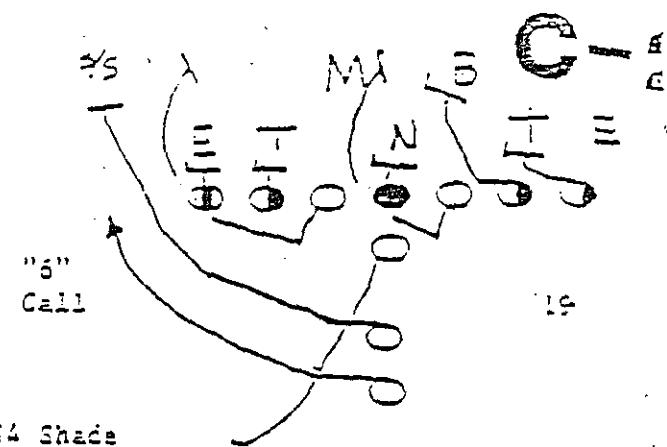
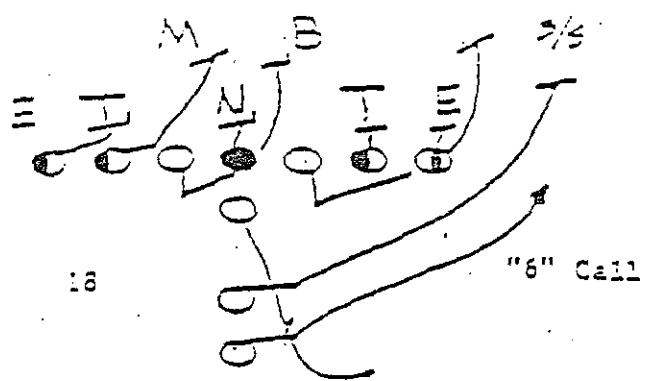
## FORMATIONS FOR

RE/17

## BLOCKING BASE FORM



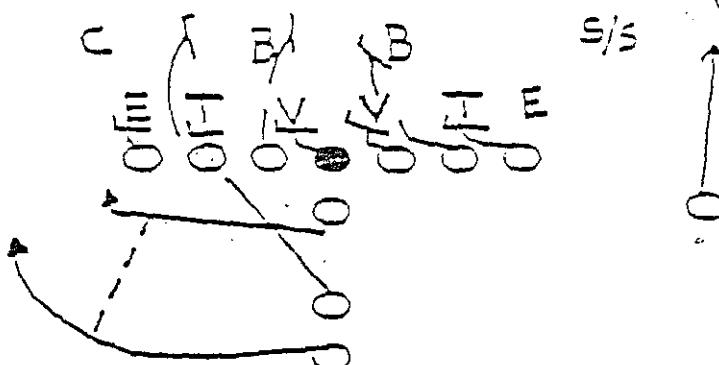
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FST	34 - Read Base Man on. 6-2 - Read Base Man on. GAP 8-Gap 7 Tech.	STACK BEAR
FST	34 - "4" Call Read Base; "5" Call-Lead. 6-2 - Read Base Man on. GAP 8-Gap 4 Tech.	STACK BEAR
FSG	34 - "4" Call-Block LEER; "5" Call-Lead both. 6-2 - Both Block LEER thru or ground. GAP 8 - Full Trap Block, 9 Tech.	STACK BEAR
CTR	34 - Lead Nose 6-2 - Flare 2I Frontside. GAP 8-Flare 2I Frontside.	STACK BEAR
SSG	34 - Lead Hook Nose. 6-2 - Cutoff 2I GAP 8-Swoop	STACK BEAR
ST	34 - Cutoff 6-2 - Pull outside Block 3.S. LEER. GAP 8-Swoop	STACK BEAR
TE	34 - Cutoff 6-2 - Cutoff Backside 5 Tech Area GAP 8-Swoop	STACK BEAR
FB	Exactly 8-9 play footwork. Open at 4-6 O'Clock and then fake 318-319.	Footwork reverts to 4-3 play footwork vs. Bear.
FB	P.O.A. *Attack opposite TE's block and block first defender outside TE alignment.	FB Must be under control and make proper read.
WR	Same as 8/9	



## PLAY 10-10 BASE

C-2

## FORMATIONS

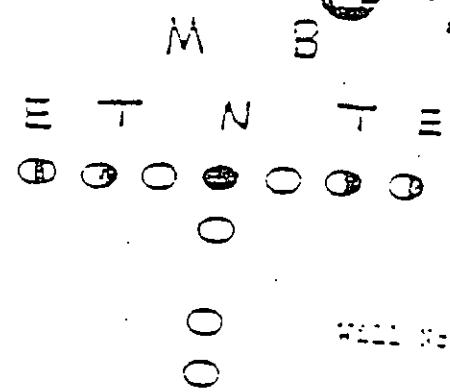
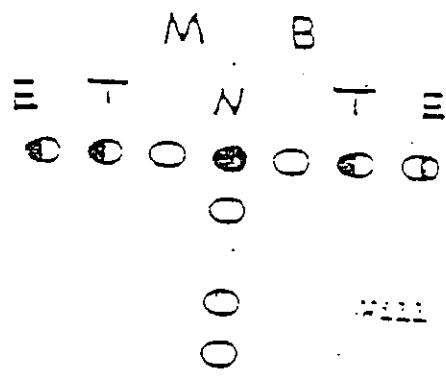
CON RT/LT  
CON/VINGBLOCKING BASE & ZONE  
L-END AND R-BLOCK  
FRONTSIDE

## POS ASSIGNMENT AND TECHNIQUE

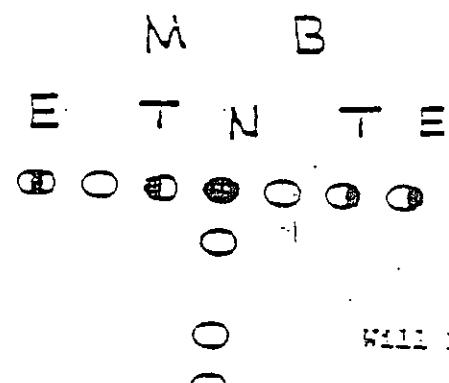
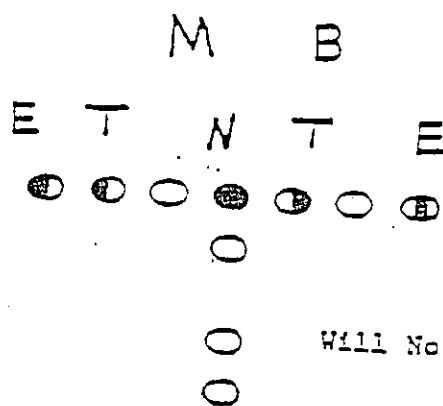
## COACHING POINTS

TIE	34 -Will not run 6-2 -Read Base man on GAP 8-Gap	STACK BEAR
ST	34 -Will not run 6-2 -Read Base man on GAP 8-Gap	STACK BEAR
SG	34 -Will not run 6-2 -Swipe to FS/ER GAP 8-Gap	STACK BEAR
TR	34 -Will not run 6-2 -Swipe to FS. 2I GAP 8	STACK BEAR
SG	34 -Will not run 6-2 -Swoop GAP 8 -Swoop	STACK BEAR
ST	34 -Will not run 6-2 -Swoop GAP 8 -Swoop	STACK BEAR
TE	34 -Will not run 6-2 -Swoop GAP 8 -Swoop	STACK BEAR
S	Flash Dive Take, Blink Def. Tackle to TE's block for running lane. Option 1st defender past TE's block.	
B	P.O.A.-Attack C-Gap or wider to block FS/ER-if LSER run thru flatten to block safety support.	
	Footwork-open, crossover, get into pitch phase. 4 x 4.	

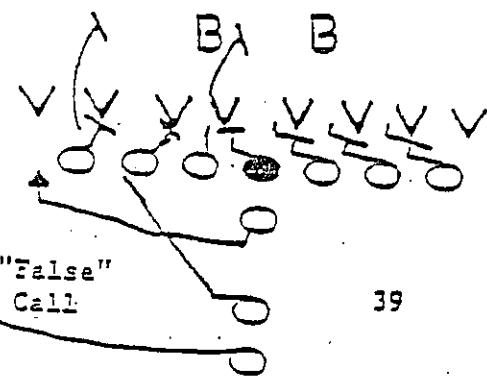
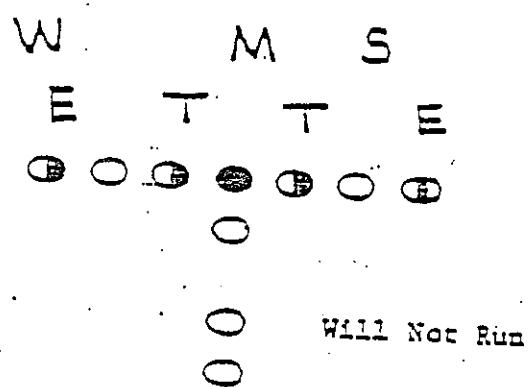
C-2



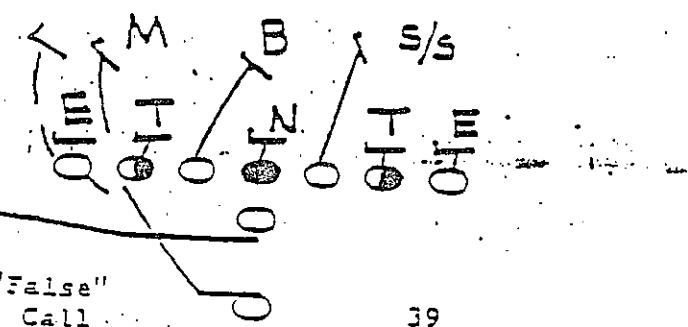
54



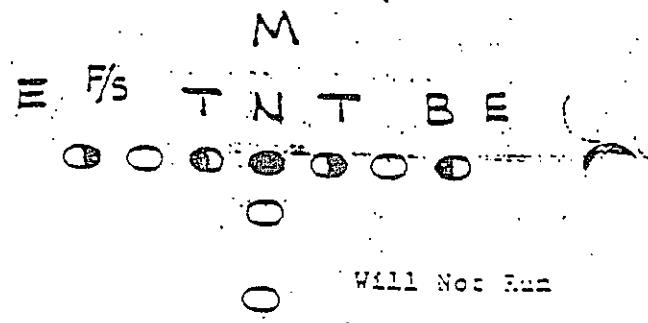
53



39



39



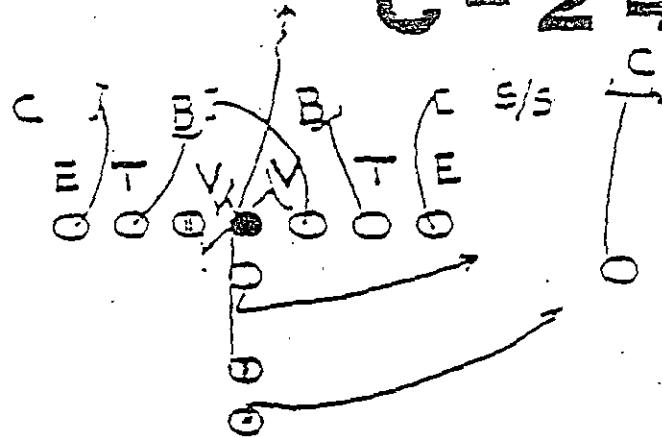
# C - 24

20 TRAP/ON TRAP

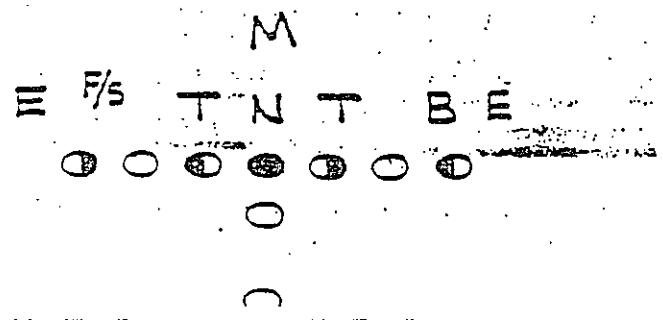
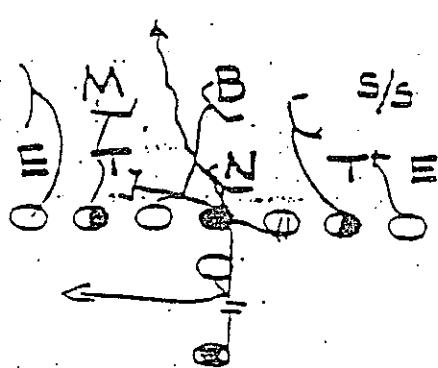
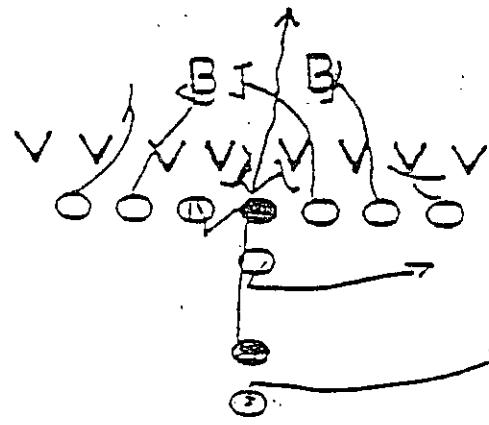
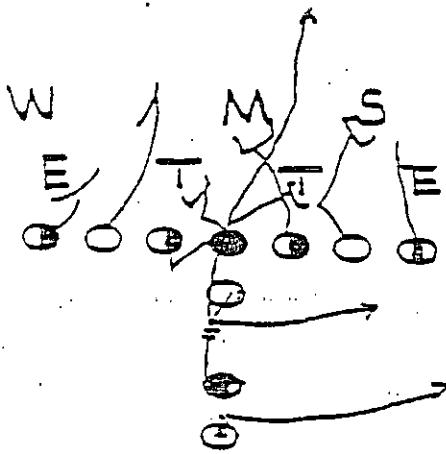
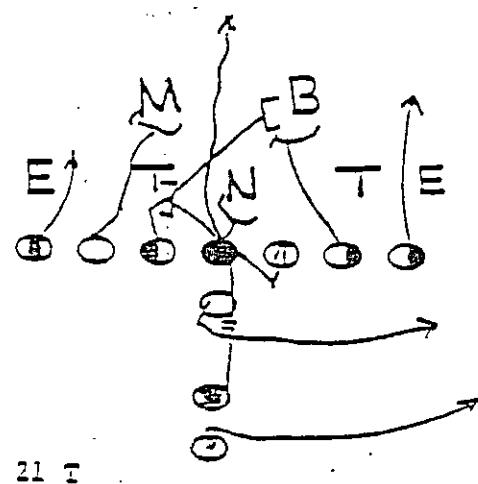
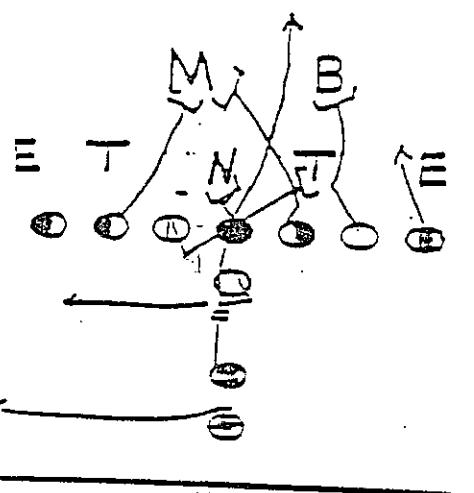
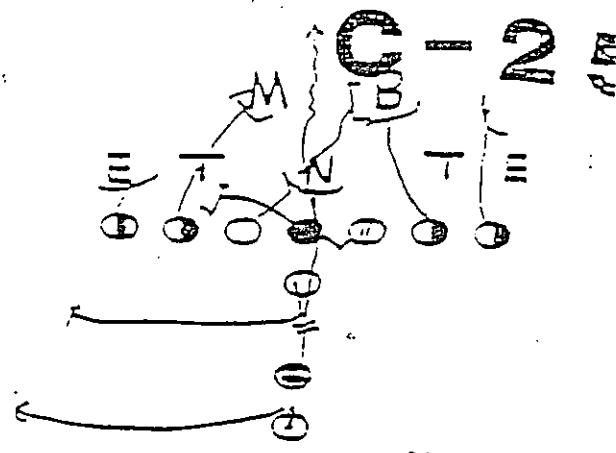
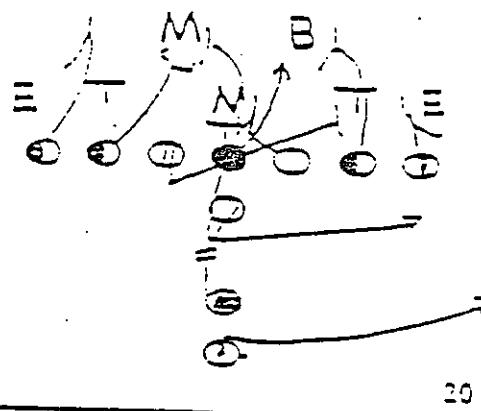
FORMATIONS CON  
AWAY FROM CON  
WING MOTION

BLOCKING

"QUICK" TRAP RULES



POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
STE	34-Base 6-2 -Inside Release-Block 1st Support. GAP 8 -Cutoff inside Gap.	STACK BEAR
FST	34-Rip thru FS/B.S.LBER. 6-2-Rip Thru inside, Block F.S.LBER. GAP 8 -Rip Thru, Block F.S.LBER.	STACK BEAR
SG	34-Combo to B.S.LBER. 6-2-Release by Alignment, Block B.S.LBER. GAP 8 -Release outside A Gap Player, Blk B.S.LBER.	STACK BEAR
	34-Combo to B.S.LBER. 6-2-Block Back side D.L.M. GAP 8 -Block Back side D.L.M.	STACK BEAR
SG	34-Trap 1st Man past ball. 6-2-Trap 1st Man past ball, ✓ for "Oranges". GAP 6-Trap 1st Man past ball.	STACK BEAR
ST	34-Rip Thru inside, block B.S.LBER. 6-2 -Rip Thru inside, Block LBER backside. GAP 8 -Rip Thru, Block LBER backside.	STACK BEAR
TE	34 -Inside Release, Block 1st Support. 6-2 -Inside Release, Block 1st Support. GAP 8 -Cutoff Inside Gap.	STACK BEAR
W	Open, Ball, 48/49 Footwork, Get Depth.	
S	Dive hard to B.S. leg of Center, Read Center's Block to trap for cut in hole.	
S	Pause, Run 48/49 Course opposite dive or Fullback.	
	Vs. Zone block 1st man your side.	



D

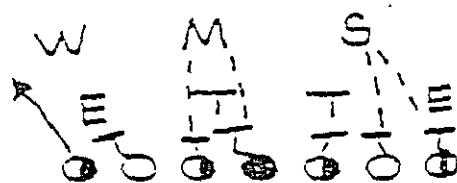
# PASS PROTECTIONS

PLAY SC PROTECTION

F/S

D-3

FORMATIONS ETC



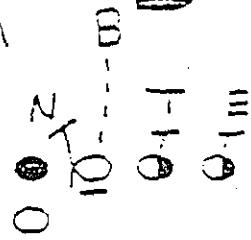
S/S

BLOCKING FREIGHT  
(AGGRESSIVE) PROTECTION"False"  
Call

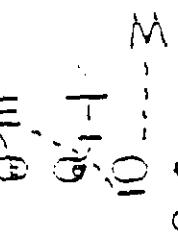
## POS ASSIGNMENT AND TECHNIQUE COACHING POINTS

FS		
REC	Rouge	
FST	RED - "5" Call-Gap Aggressively; "4" Call-Set man on aggressively. WHITE - "3" Call-Gap Aggressively; "5" Call-Set Man MIKE - "8" or "3" Call-Gap Aggressively.	STACK BEAR
FSG	RED - "8" Call-Set Man on aggressively; "4" Call-✓ LBEK, Gap Aggressively. WHITE - "3" Call-Set Man on aggressively; "5" Call-✓ LBEK, MIKE - "8" or "3" Call-Set Man on.	STACK Gap Aggressively. BEAR
R	RED - "8" Call-Gap Aggressively; "4" Call-Set Man on aggressively ✓ Backside Gap. WHITE - "3" Call-Gap Aggressively; "5" Call-Set Man on aggressively ✓ Backside Gap. MIKE - "8" or "3" Call-Gap Aggressively.	STACK BEAR
SSG	RED - "8" Call-Set Man on aggressively; "4" Call-✓ LBEK to OLE aggressively. WHITE - "3" Call-Set man on aggressively; "5" Call-✓ LBEK to OLE. MIKE - "8" or "3" Call-Gap Aggressively.	STACK BEAR
SST	RED - "8" Call-Set man outside aggressively; "4" Call-Set man on aggressively. WHITE - "3" Call-Set man outside aggressively; "5" Call-Set man on aggressively. MIKE - "8" or "3" Call-Set man outside aggressively.	STACK BEAR
S/T	RED - Base Man on aggressively. WHITE - Base Man on aggressively. MIKE - Base Man on aggressively.	STACK BEAR
S		
ST	RED WHITE Route MIKE	STACK BEAR
S/C	Rouge	
S/C	Rouge	

D-2

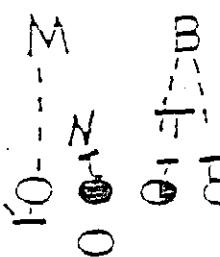


"False" Call



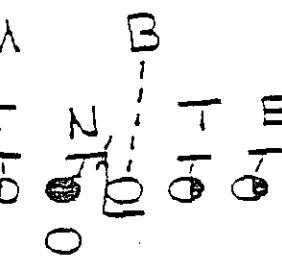
S2

"False" Call



S2

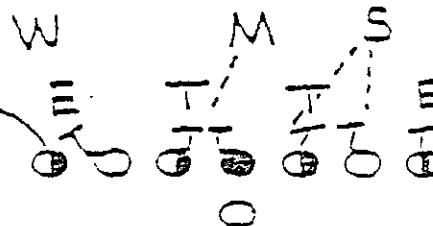
"False" Call



S2

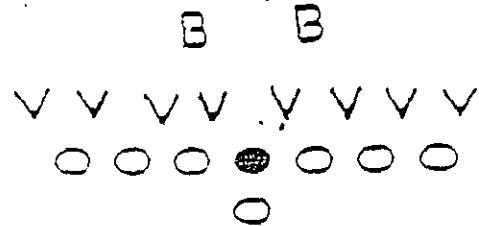
"False" Call

S3



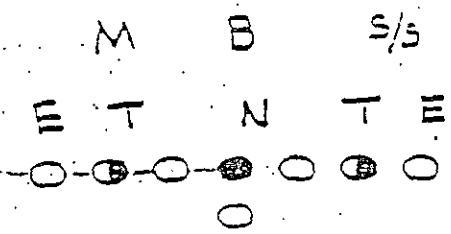
S2

"False" Call

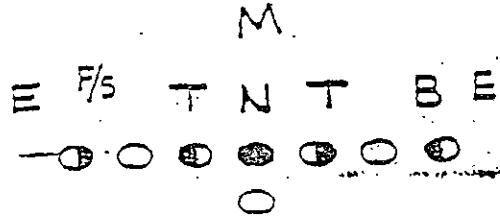


Will Not Run

Gap 6



Will Not Run



Will Not Run

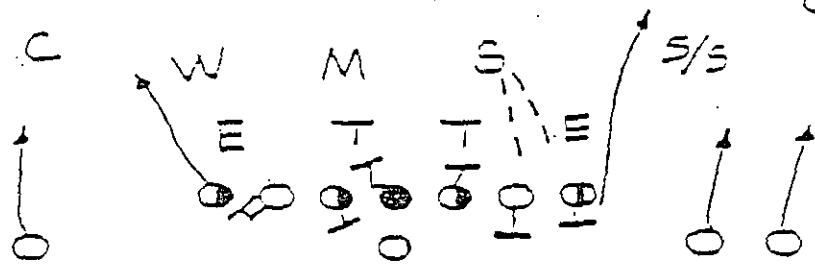
PLAY TO PROTECTION

F/S

D-3

FORMATIONS 227

BLOCKING POCKET

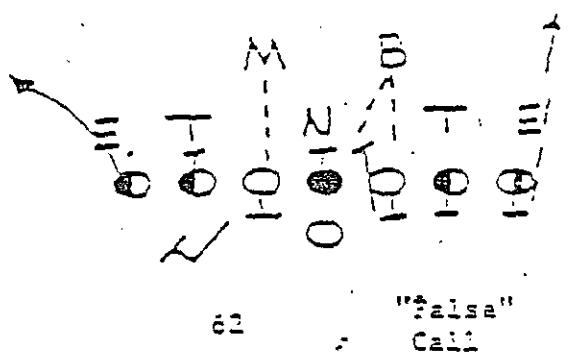


"False"  
Call

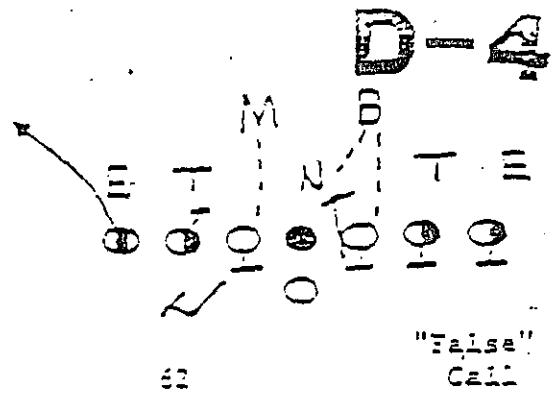
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS		
REC	Route	
X		
PST	RED - "8" Call-Set ✓ LEER to OLE; "4" Call-Set Man on. WHITE - "3" Call-Set ✓ Will to OLE; "5" Call-Set Man on. MIKE - "8" or "3" Call-Set ✓ Will or LEER to OLE.	STACK BEAR
SG	RED - "8" Call-Set Man on; "4" Call-Set ✓ LEER to Nose. WHITE - "3" Call-Set Man on to LEER; "5" Call-Set ✓ LEER to Nose. MIKE - "8" or "3" Call-Set Man on.	STACK BEAR
TR	RED - "8" Call-Set opposite Call, ✓ 2I to LEER; "4" Call-Set Nose. WHITE - "3" Call-Set opposite call, ✓ 2I to LEER; "5" Call-Set Nose. Set ✓ opposite Call MIKE - "8" or "3" Call-Set ✓ 2I to LEER.	STACK BEAR
SG	RED - "8" Call-Set Man on; "4" Call-Dbl Read ILB to ILB. WHITE - "3" Call-Set Man on; "5" Call-Dbl Read ILB to ILB MIKE - "8" or "3" Call-Set Man on.	STACK BEAR
ST	RED - "8" Call-Set 1st Man outside; "4" Call-Set Man on. WHITE - "3" Call-Set 1st Man outside; "5" Call-Set Man on. MIKE - "8" or "3" Call-Set 1st Man outside.	STACK BEAR
DE	RED - "8" Call-Set ✓ Release off ILB; "4" Call-Set Release off Man on. WHITE - "3" Call-Set ✓ Release off Will; "5" Call-Set ✓ Release off Man on. MIKE - "8" or "3" Call-Set ✓ Release off ILB or Will.	STACK BEAR
S		
F	RED - Route WHITE - Route MIKE - Route	STACK BEAR
	Route	

STACK

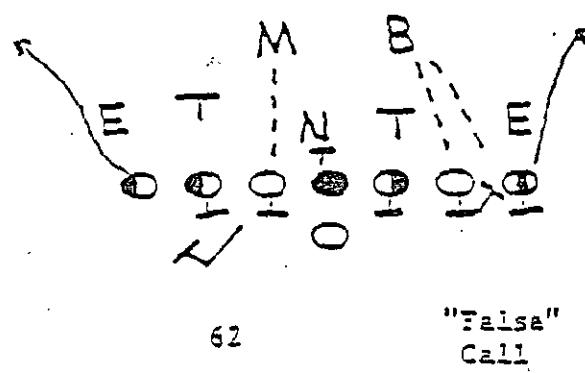
BEAR



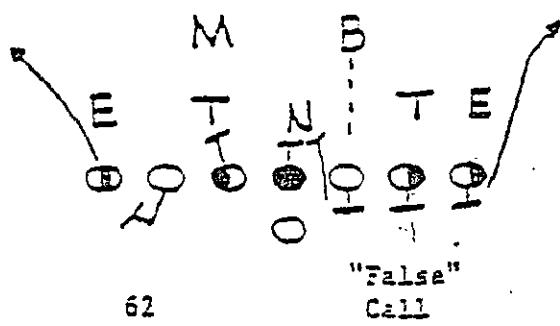
5:25-2



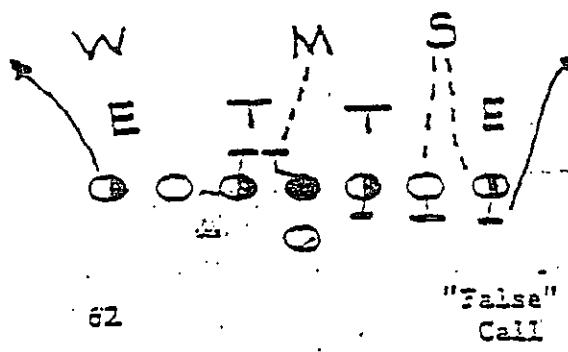
54 *Shade*



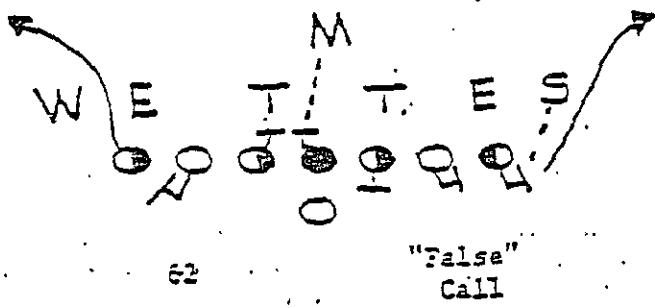
See Eagle)



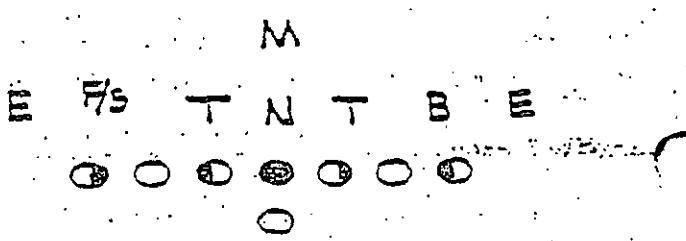
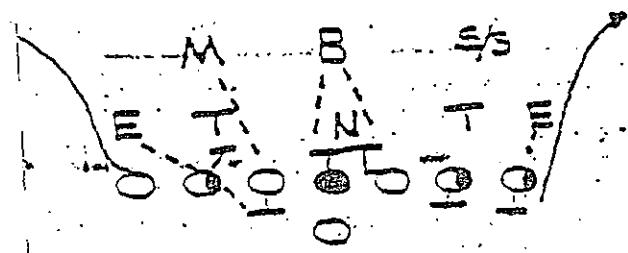
53 (Weak Eagle)



三



4-1 (W-12)

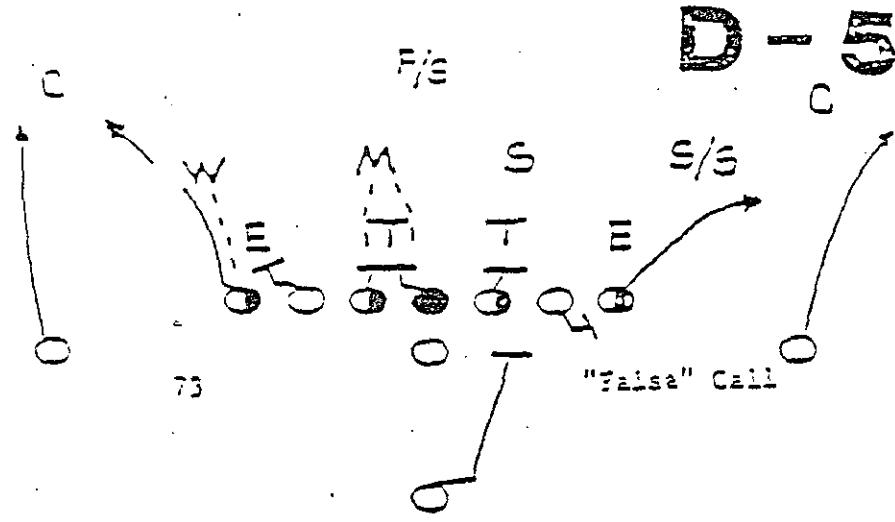


PLAY

TO's PASS PROTECTION

FORMATIONS ALL

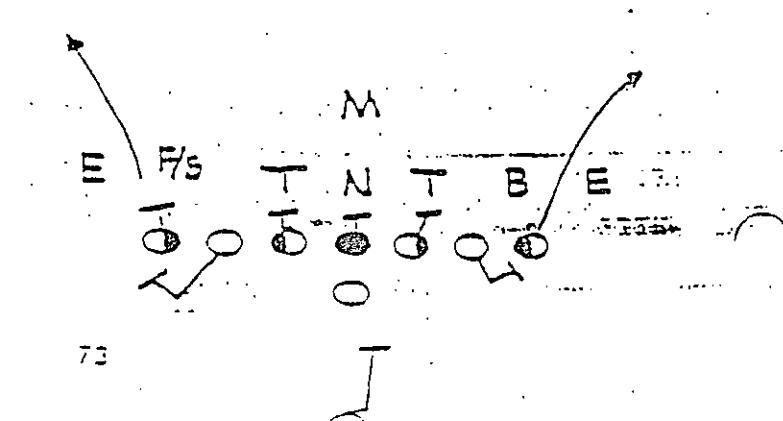
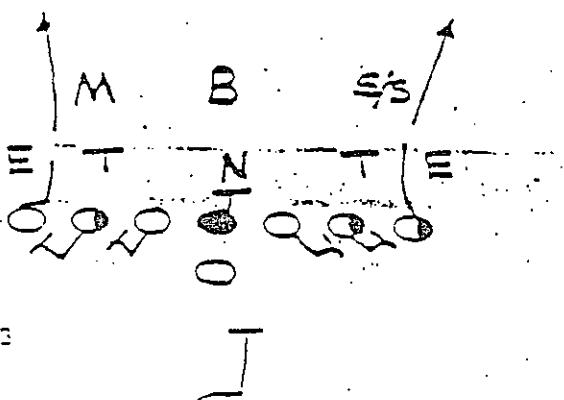
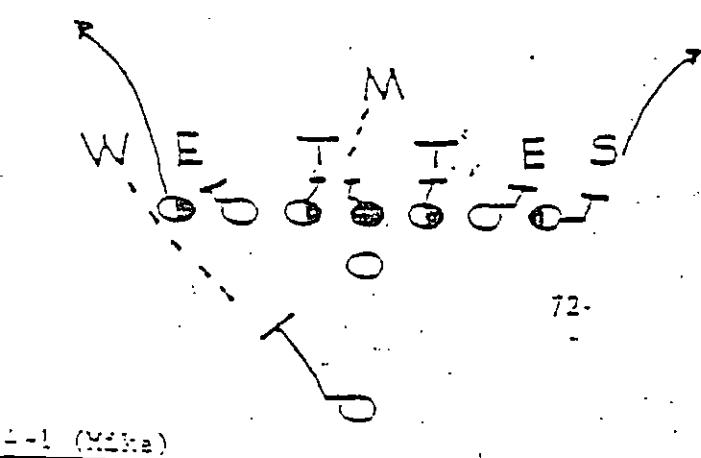
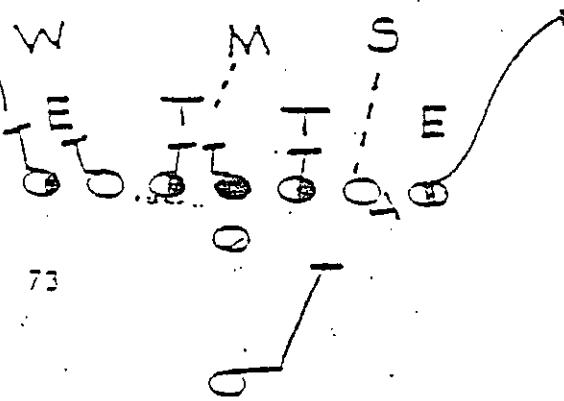
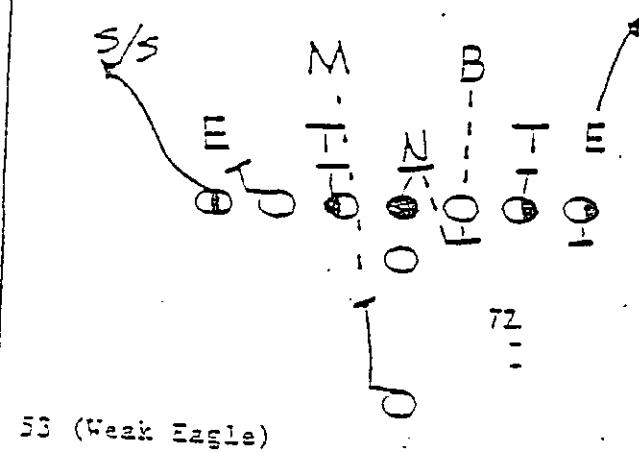
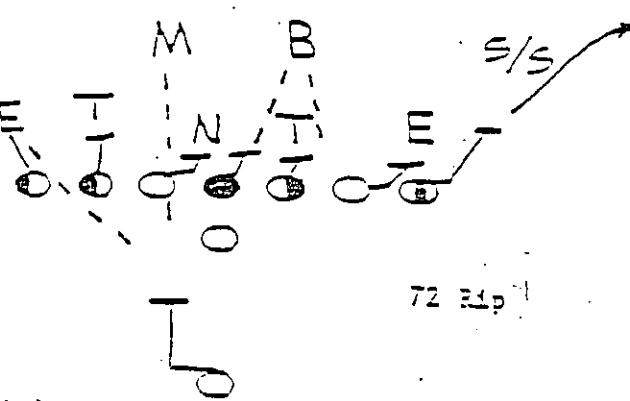
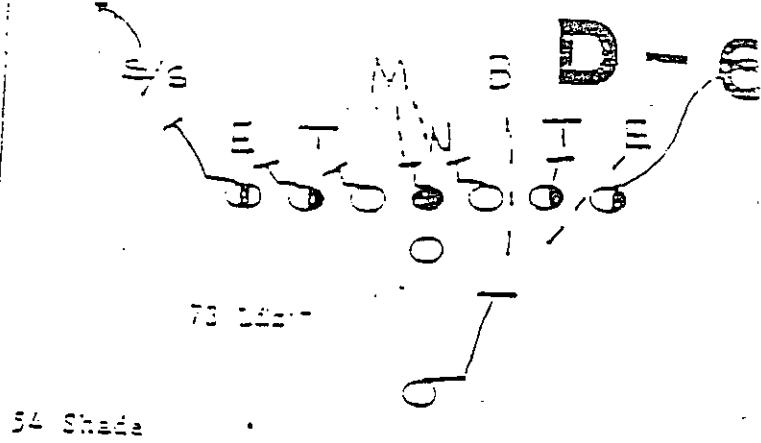
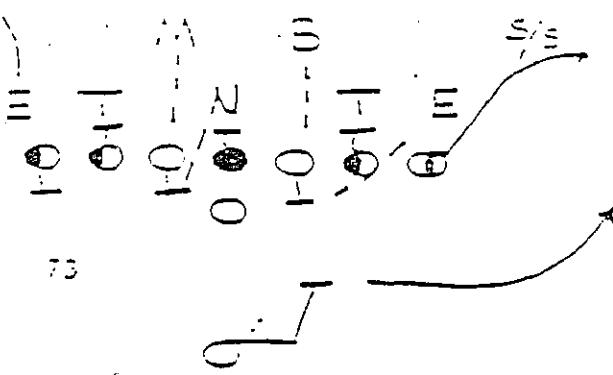
BLOCKING POCKET PROTECTION



D - 5

POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS		
REC	Route	
X		
FST	<del>RED</del> - "8" Call-Sec √ LBER, he drops, block E.O.L. "4" Call-Sec Block Man ON. <del>WHITE</del> - "3" Call-Sec block E.O.L.; "5" Call-Sec block man on. <del>WHITE</del> - "8" Call-Sec √ LBER to E.O.L.; Sec E.O.L.	STACK (Rip or Liz "Call") BEAR Sec E.O.L.
W	<del>RED</del> - "8" Call-Sec man on; "4" Call-Sec √ LBER to Nose. <del>WHITE</del> - "3" Call-Sec 2I & LBER w/Center; "5" Call-Sec √ LBER to Nose. <del>WHITE</del> - "8" Call-Sec Man on; 4 LBER w/Center.	STACK (Rip or Liz "Call") Set 1st Down Lineman BEAR Zone 3 Tech & LBER w/Center.
TR	<del>RED</del> - "8" Call-Sec 2I & LBER w/Guard; "4" Call-Sec man on. <del>WHITE</del> - "3" Call-Sec 2I & LBER w/Guard; "5" Call- Sec man on. <del>WHITE</del> - "8" or "3" Call-Sec 2I √ NTB.	STACK (Rip or Liz "Call") Covered-Sec-F.S. A Gap Uncovered-Sec Man on to NTB BEAR
SCG	<del>RED</del> - "8" Call-Sec 2I & LBER w/Center; "4" Call-Sec √ LBER to E.O.L. (DBL Read). <del>WHITE</del> - "3" Call-Sec man on; "5" Call-Sec √ LBER to E.O.L. (DBL Read). <del>WHITE</del> - "8" Call-Sec man on; LBER w/Center.	STACK (Rip or Liz "Call") Covered-Sec man on Uncovered-Sec Nose, Zone Nose & Call Side L'BER.
S/T	<del>RED</del> - "8" Call-Sec E.O.L.; "4" Call-Sec Man on. <del>WHITE</del> - "3" Call-Sec E.O.L.; "5" Call-Sec Man on. <del>WHITE</del> - "8" or "3" Call-Sec E.O.L.	STACK (Rip or Liz "Call") Covered-Sec man on Uncovered-Sec 1st man outside
T/T	<del>RED</del> - "8" Call-Sec √ Release off LBER; "4" Call-Sec Release off man on. <del>WHITE</del> - "3" Call-Sec √ Release off Will; "5" Call- Sec √ Release off man on √ Release off Will	STACK (Rip or Liz "Call") ✓ Release off #4
M		
REC		
WHITE	Route	STACK
WHITE		BEAR

FS		
REC	Route	
X		
FST	<del>RED</del> - "8" Call-Sec √ LBER, he drops, block E.O.L. "4" Call-Sec Block Man ON. <del>WHITE</del> - "3" Call-Sec block E.O.L.; "5" Call-Sec block man on. <del>WHITE</del> - "8" Call-Sec √ LBER to E.O.L.; Sec E.O.L.	STACK (Rip or Liz "Call") BEAR Sec E.O.L.
W	<del>RED</del> - "8" Call-Sec man on; "4" Call-Sec √ LBER to Nose. <del>WHITE</del> - "3" Call-Sec 2I & LBER w/Center; "5" Call-Sec √ LBER to Nose. <del>WHITE</del> - "8" Call-Sec Man on; 4 LBER w/Center.	STACK (Rip or Liz "Call") Set 1st Down Lineman BEAR Zone 3 Tech & LBER w/Center.
TR	<del>RED</del> - "8" Call-Sec 2I & LBER w/Guard; "4" Call-Sec man on. <del>WHITE</del> - "3" Call-Sec 2I & LBER w/Guard; "5" Call- Sec man on. <del>WHITE</del> - "8" or "3" Call-Sec 2I √ NTB.	STACK (Rip or Liz "Call") Covered-Sec-F.S. A Gap Uncovered-Sec Man on to NTB BEAR
SCG	<del>RED</del> - "8" Call-Sec 2I & LBER w/Center; "4" Call-Sec √ LBER to E.O.L. (DBL Read). <del>WHITE</del> - "3" Call-Sec man on; "5" Call-Sec √ LBER to E.O.L. (DBL Read). <del>WHITE</del> - "8" Call-Sec man on; LBER w/Center.	STACK (Rip or Liz "Call") Covered-Sec man on Uncovered-Sec Nose, Zone Nose & Call Side L'BER.
S/T	<del>RED</del> - "8" Call-Sec E.O.L.; "4" Call-Sec Man on. <del>WHITE</del> - "3" Call-Sec E.O.L.; "5" Call-Sec Man on. <del>WHITE</del> - "8" or "3" Call-Sec E.O.L.	STACK (Rip or Liz "Call") Covered-Sec man on Uncovered-Sec 1st man outside
T/T	<del>RED</del> - "8" Call-Sec √ Release off LBER; "4" Call-Sec Release off man on. <del>WHITE</del> - "3" Call-Sec √ Release off Will; "5" Call- Sec √ Release off man on √ Release off Will	STACK (Rip or Liz "Call") ✓ Release off #4
M		
REC		
WHITE	Route	STACK
WHITE		BEAR



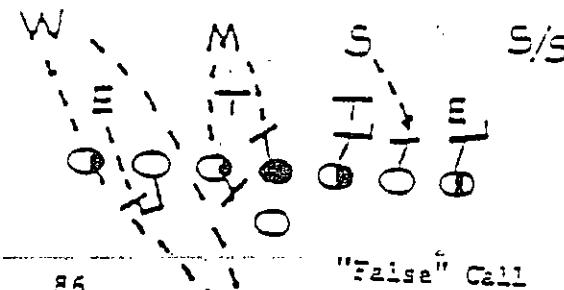
L.A.Y. Set/et

P/S

D-7

MATIONS SINGLE

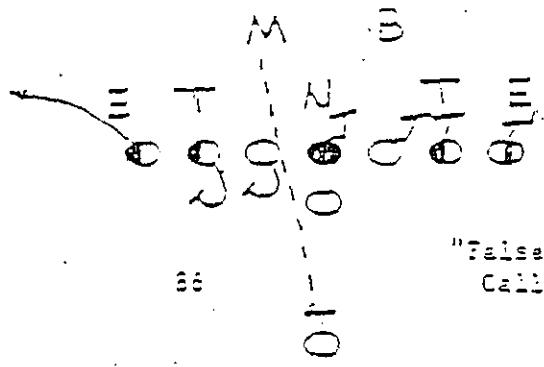
LOCKING JAB/HINGE



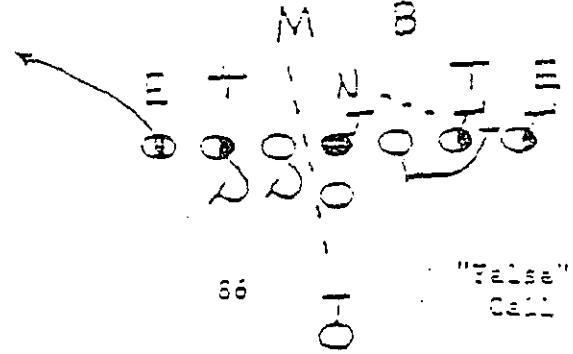
## S ASSIGNMENT AND TECHNIQUE      COACHING POINTS

RED-Jab by Sam's Alignment; He drops Seal M.O.G.	STACK
WHITE-Jab Zone End & will w/ T.END.	BEAR
WHITE-Jab to "C" Gap / Sam; Zone Stunt w/T.END.	STACK
RED -Jab 3 Tech; Zone stunt w/TAC.	BEAR
WHITE -Jab 1 Tech to NLBER; Zone stunt w/CTR.	STACK
WHITE-Jab 1 Tech to "Mike" LBER.	BEAR
RED -Jab 1 Tech to NLBER.	STACK
WHITE -Jab 1 Tech to NLBER.	BEAR
WHITE-Jab 1 Tech to Mike.	STACK
RED -Hinge 1 Tech to NLBER.	BEAR
WHITE-Hinge 1 Tech to NLBER.	STACK
WHITE-Hinge 1 Tech to Mike.	BEAR
RED - Set E.O.L.	
WHITE-Set E.O.L.	STACK
WHITE-Set E.O.L.	BEAR
RED -Read Base Man On, Zone Stunt.	
WHITE -Read Base Man On, Zone Stunt.	STACK
WHITE-Read Base Man On, Zone Stunt.	BEAR
Set up behind inside leg of Tackle. Sight Adjust on #4.	
RED	
ROUTE	STACK
LINE	BEAR
ass Pro-Vs. 3 LBER look-block Will or Sam vs; -2 will out-block Mike/Will or Sam/Strong safety.	RE-Must recognize LBER looks and stunts.

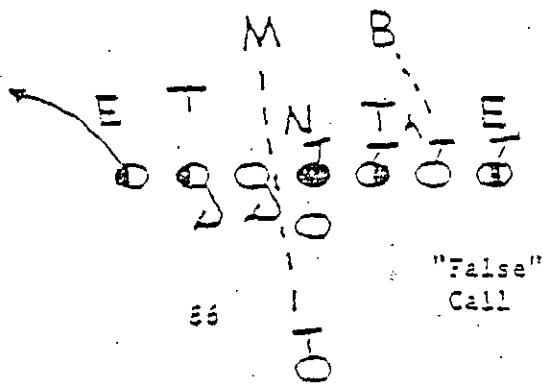
D- $\infty$



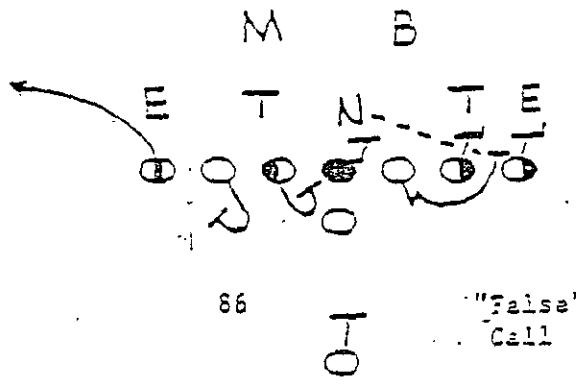
55 Shade



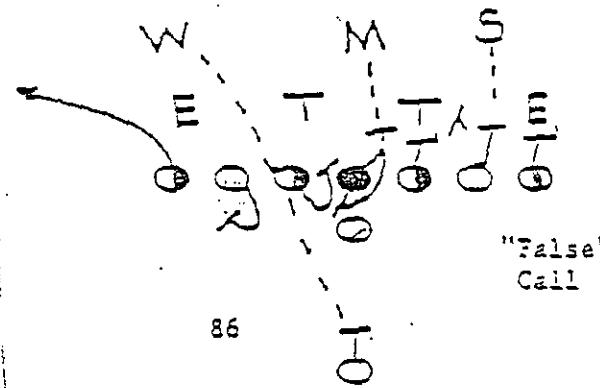
56 Shade



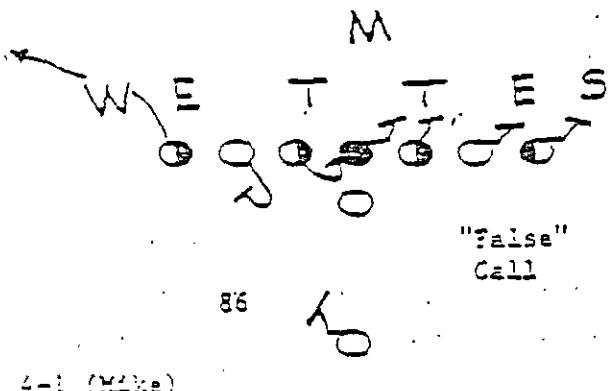
(Star Eagle)



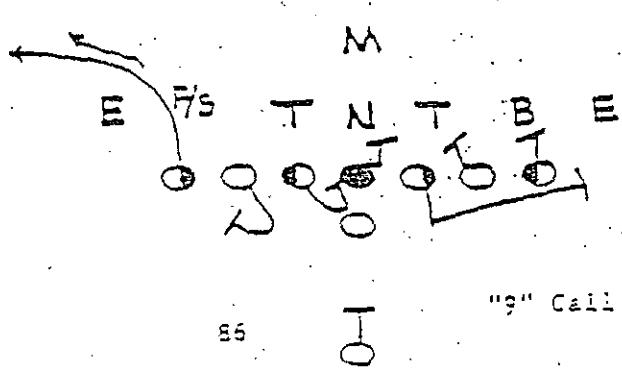
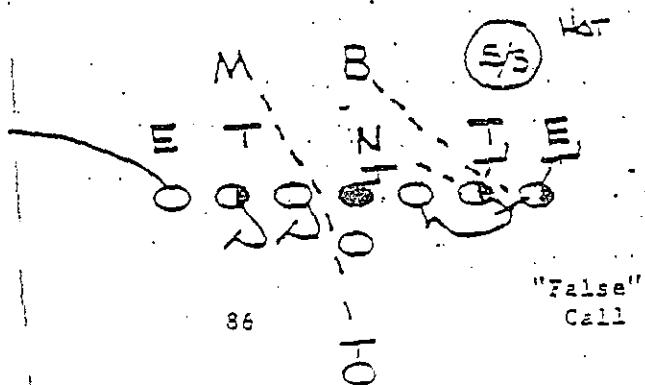
58 (Weak Eagle)



59 Spike



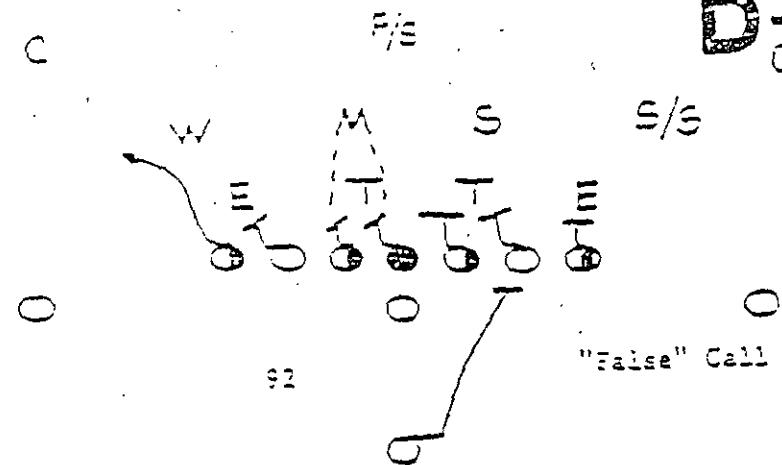
60 (M Spike)



D-9

PLAY

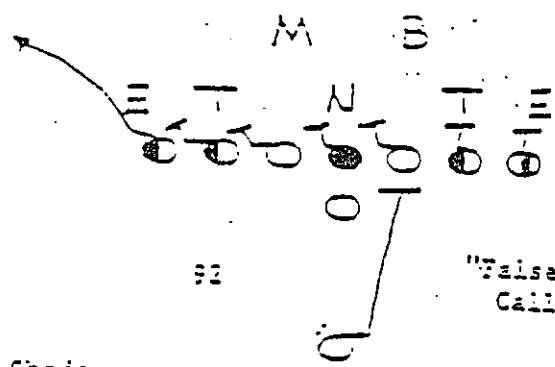
ONE PASS PROTECTION

FORMATIONS SINGLE  
STACKBLOCKING AGGRESSIVE  
(TIRE-OUT) SLIDE  
PROTECTION

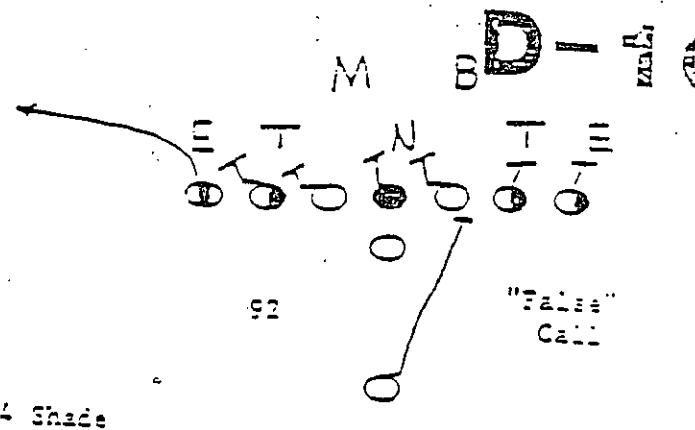
## POS ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

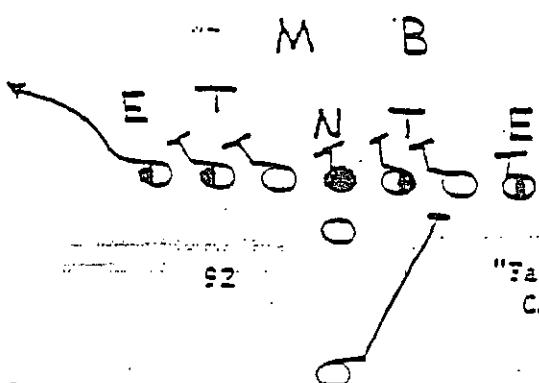
FS		
W		
D		
X		
S	RED - "8" Call-Aggressively Gap M.O.G.; "4" Call- Block Man on aggressively. WHITE - "3" Call-Aggressively Gap M.O.G.; "5" Call- Block Man on aggressively. WHITE - "8" or "3" Call-Gap M.O.G. aggressively.	STACK
G	RED - "8" Call-Aggressively Block a Gap; "4" Call- aggressively A Gap (Nose). WHITE - "3" Call-Aggressively Block a Gap; "5" Call- aggressively A Gap (Nose). WHITE - "8" or "3" Call-Gap M.O.G. aggressively.	BEAR
T	RED - "8" or "4" Call-Aggressively Block B.S. A Gap WHITE - "3" or "5" Call-Aggressively Block B.S. A Gap. WHITE - "8" or "3" Call-Aggressively Block B.S. A Gap.	STACK
G	RED - "8" or "4" Call-Aggressively block B.S. B Gap WHITE - "3" or "5" Call-Aggressively block B.S. B Gap. WHITE - "8" or "3" Call-Aggressively block B.S. B Gap.	BEAR
T	RED - "8" or "4" Call-Aggressively block B.S. C Gap WHITE - "3" or "5" -Aggressively block B.S. C Gap. WHITE - "8" or "3" Call-Aggressively block B.S. C Gap.	STACK
D	RED - Read Base Man On WHITE - Read Base Man On WHITE - Read Base Man On	BEAR
E	RED WHITE ROUTE WHITE	STACK BEAR



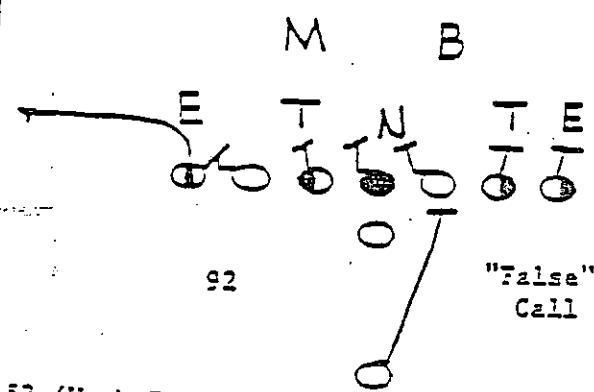
43 Shade



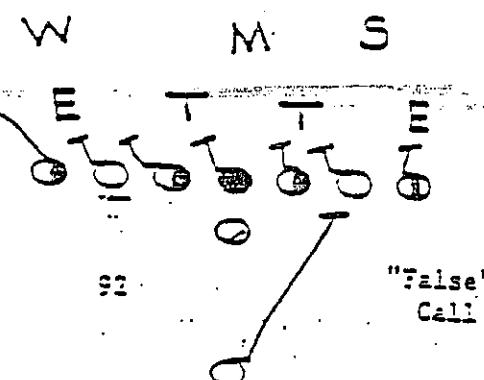
54 Shade



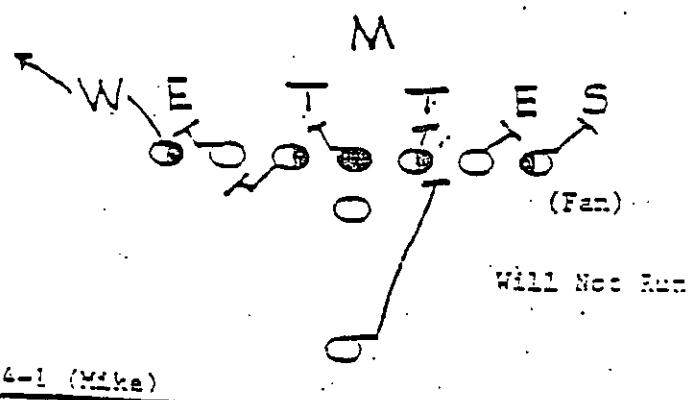
(Set Eagle)



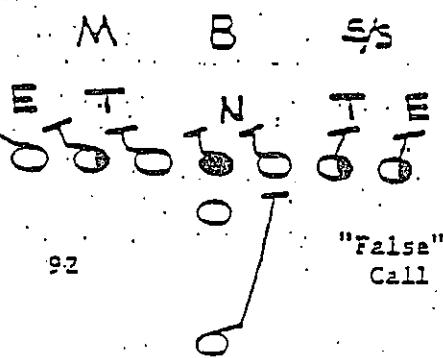
53 (Weak Eagle)



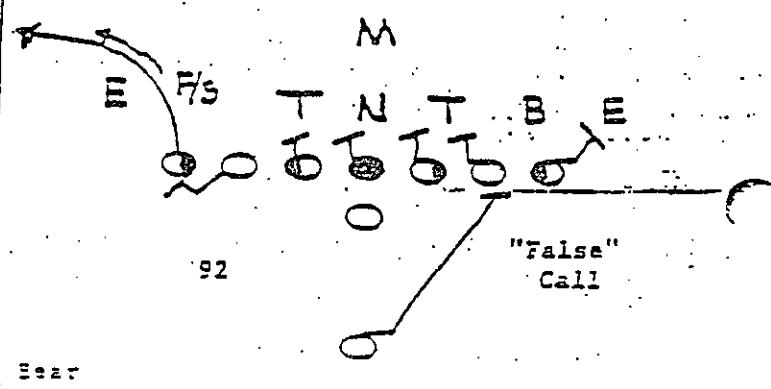
2 Mike



4-1 (Mike)



ok



Beat

PLAY NUMBER

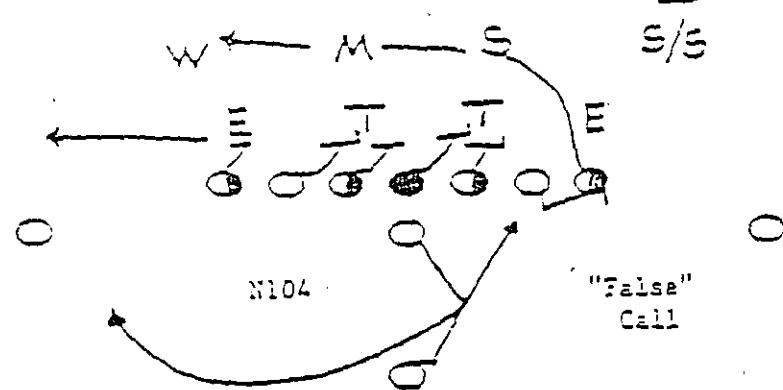
C

E/S

D-C-1

FORMATIONS SINGLE,  
JACK, CON

BLOCKING NEEDED.

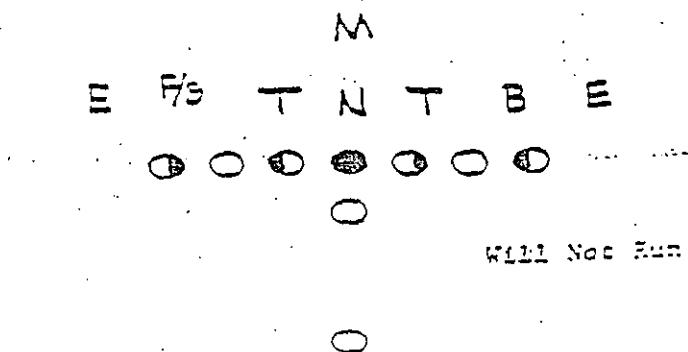
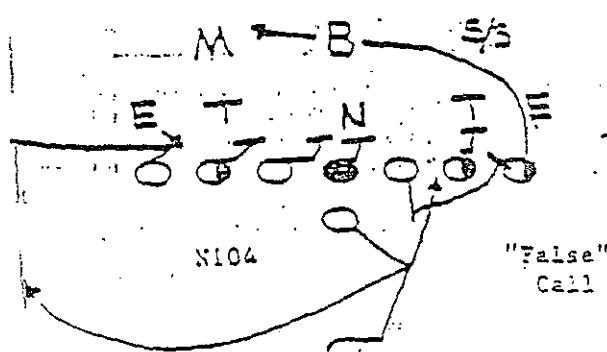
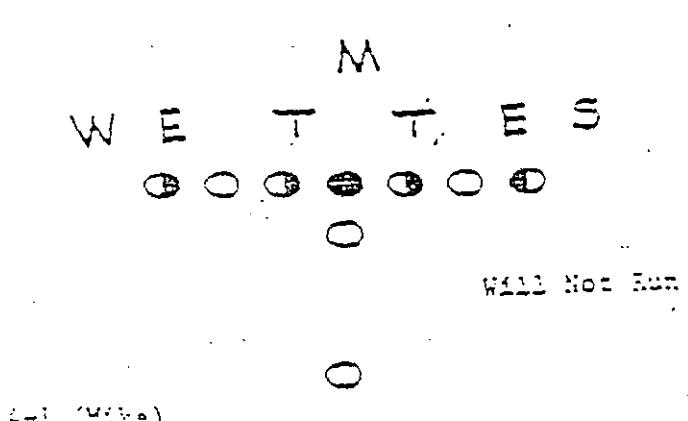
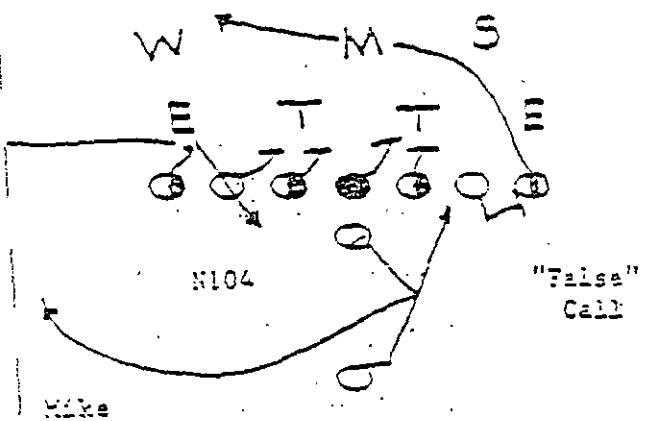
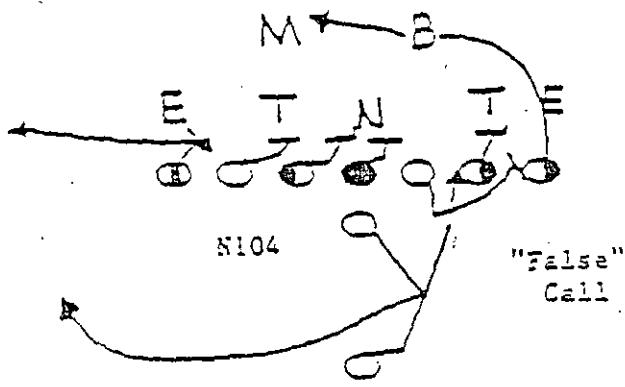
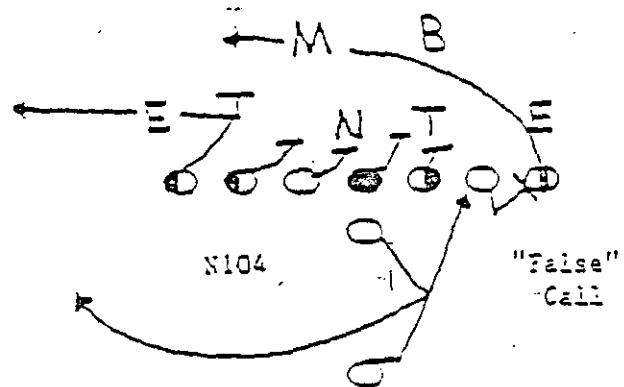
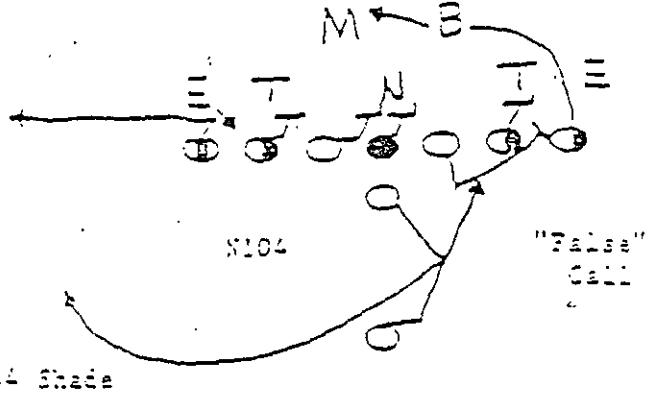
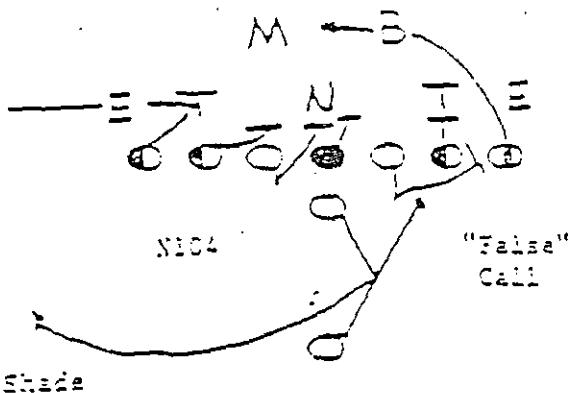


## OS ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

FS	RED WHITE WHITE	ROUTES	
S T	RED WHITE	BLOCK THE RUN WHITE	STACK BEAR
S Q	RED WHITE	BLOCK THE RUN WHITE	STACK BEAR
T R	RED WHITE	BLOCK THE RUN WHITE	STACK BEAR
S G	RED WHITE	BLOCK THE RUN WHITE	STACK BEAR
T	RED WHITE	BLOCK THE RUN WHITE	STACK BEAR
G H	RED WHITE WHITE	ROUTES	STACK BEAR
Open same as Run, seat ball, fake hand off. Get head & shoulders ground quickly, roll backside and follow route progression.			
E	RED WHITE WHITE	ROUTES	STACK BEAR
GREAT RUN FAKE			

D-12

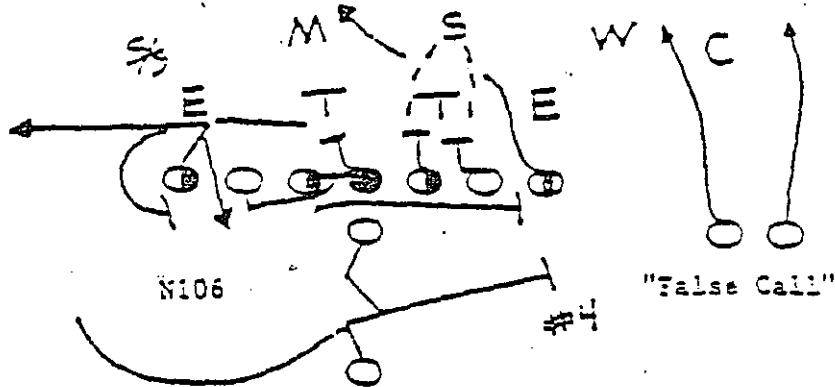


PLAY: N106/N107

F/S

D-13

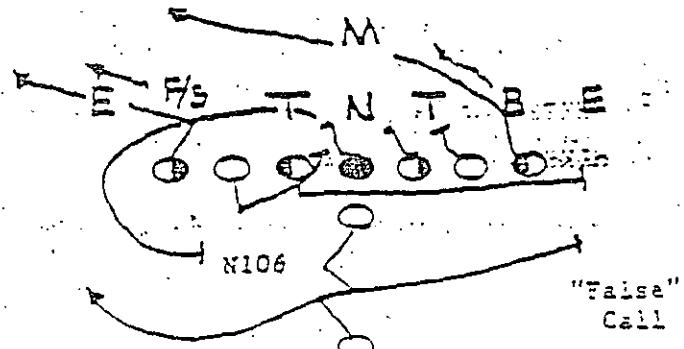
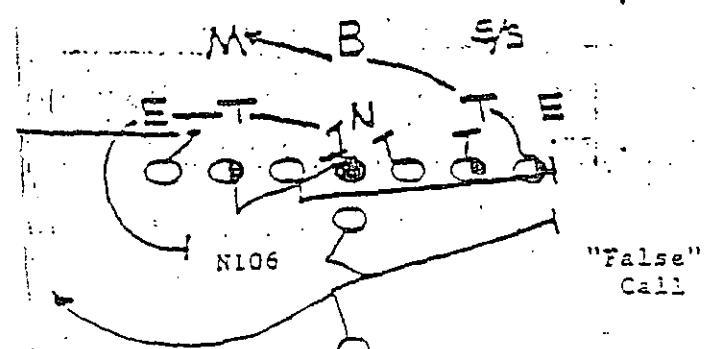
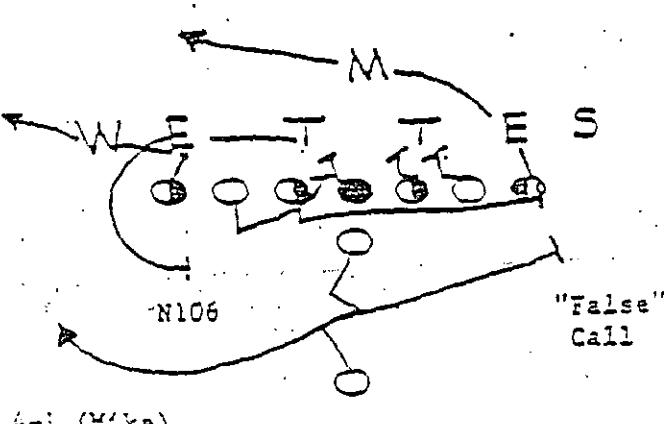
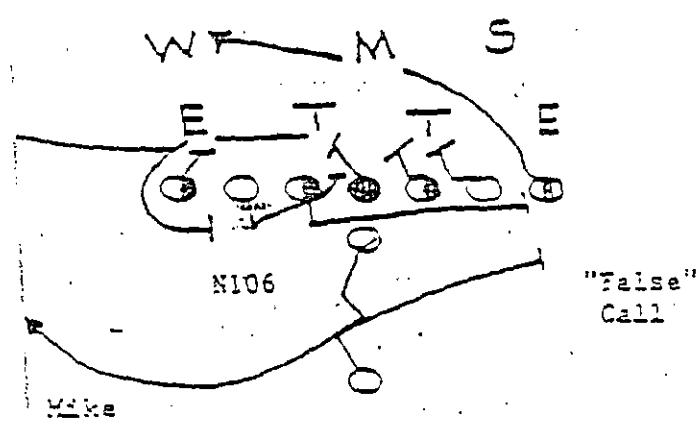
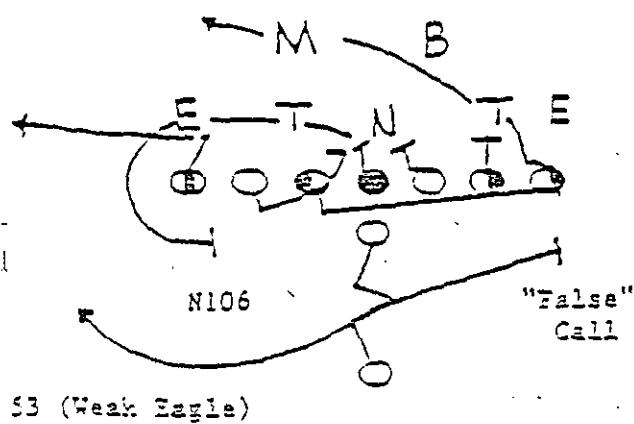
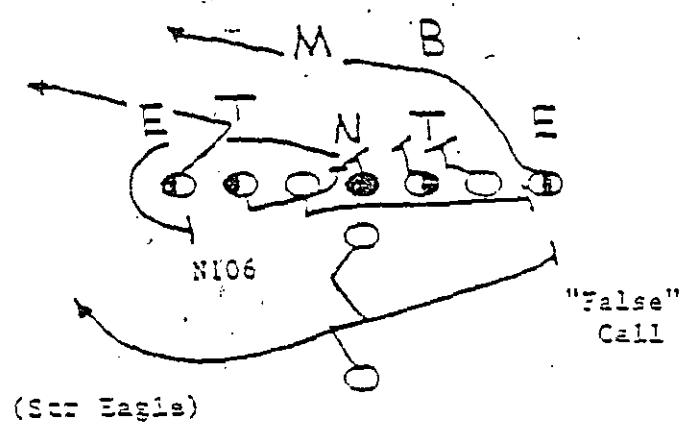
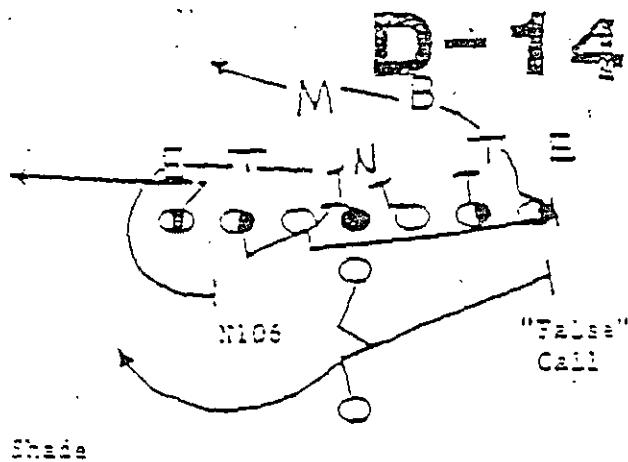
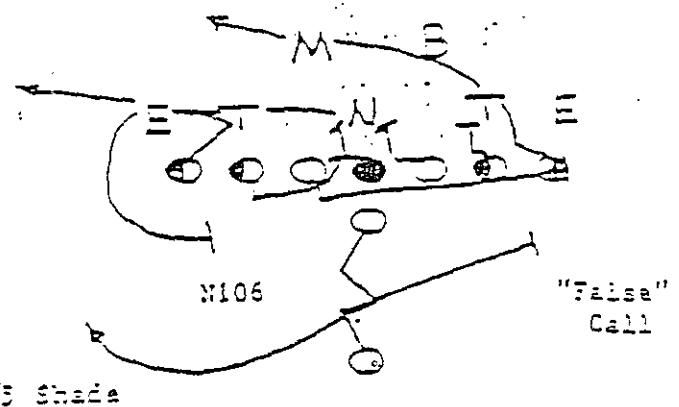
FORMATIONS DOUBLE

BLOCKING SAILED  
B.S. GUARD &  
TACKLE PULLS

## POS ASSIGNMENT AND TECHNIQUE

## COACHING POINTS

FS	Rouge	
REC		
X	RED - "8" or "3" Call-Gap (Combo) A&S Gap w/F.S.G. WHITE - "4" or "5" Call Read Base. MIXE -	STACK
FST		BEAR
FSG	RED - "8" or "3" Call-Gap (Combo) A&S Gap w/F.S.G. WHITE - "4" or "5" Call Gap to Nose MIXE	STACK
CTR	RED - "8" or "3" Call-Blunt Backside Gap-Leak Playside over top, circle & seal E.O.L. WHITE - "4" or "5" Call-Blunt Nose leak Playside over top, circle & seal E.O.L. MIXE	STACK BEAR
BSG	RED - Pull Trap E.O.L. to Call Side. WHITE - Pull Trap E.O.L. to Call Side. MIXE - Pull Trap E.O.L. to Call Side.	STACK BEAR
SST	RED - Pull seal B.S. "A" Gap. Pin any Defender that shows WHITE - Pull seal B.S. "A" Gap, pin any Defender that shows MIXE	STACK BEAR
STO	RED WHITE - Rouge MIXE	STACK BEAR - Check Away vs. Bear.
CS		
CTE	RED WHITE - Rouge MIXE	STACK BEAR
FB	<u>GREAT FAKE!</u> Block #4 to "CALL SIDE".	
BS		



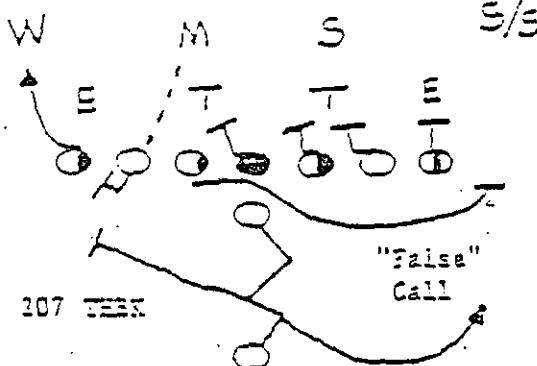
PLAY 206/207  
(THROWBACK)

F/S

**D-15**

FORMATIONS SINGLE

SLOCKING BOOT LEG

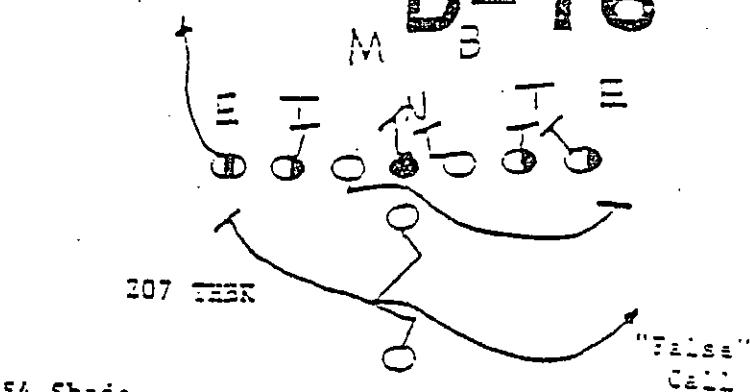
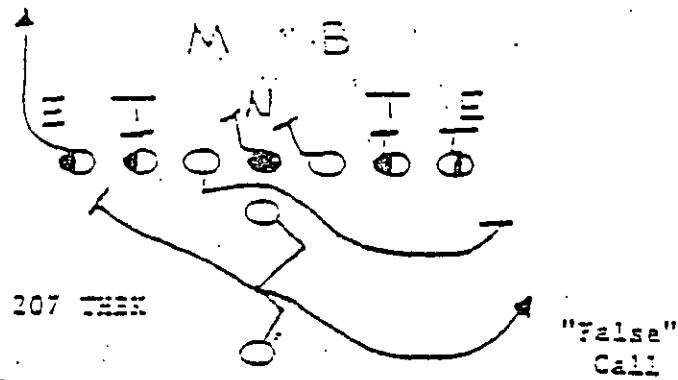


POS. ASSIGNMENT AND TECHNIQUE

COACHING POINTS

FS		
REC	Route	
FST	RED - "S" Call-Gap; "4" Call-Base man on (use Base Cutoff Tech) WHITE - "3" Call-Gap; "5" Call-Base man on (use Base Cutoff Tech) MINE - "8" or "3" Call-Gap.	STACK BEAR
SSG	RED - "8" or "4" Call-Gap. WHITE - "3" or "5" Call-Gap. MINE - "8" or "3" Call-Gap.	STACK BEAR
CTR	RED - "8" Call-Gap; "4" Call-Blunt Nose Gap B.S. A WHITE - "3" Call-Gap; "5" Call-Blunt Nose Gap Gap. B.S. A Gap. MINE - "8" or "3" Gap.	STACK BEAR
SSG	RED - Pull-Block 1st Defender Pass T. End's Block. WHITE - Pull-Block 1st Defender Pass T. End's Block MINE - Pull-Block 1st Defender Pass T. End's Block.	STACK BEAR
BST	RED - "8" Call-Gap, Hinge; "4" Call-Base man on. WHITE - "3" Call-Funnel-Hinge; "5" Call-Base man on. MINE - "8" or "3" Call-Funnel or Gap & Hinge.	STACK BEAR
STS	RED - Block man on. V.S. Cov 1 BIK Down WHITE - Block man on. Cov. 3 MAN on MINE - Block man on.	STACK BEAR
VS	V.S. STACK Alert BIK like 43 DEF.	
TE	RED - Route WHITE - Route MINE - Route	STACK BEAR
TE		

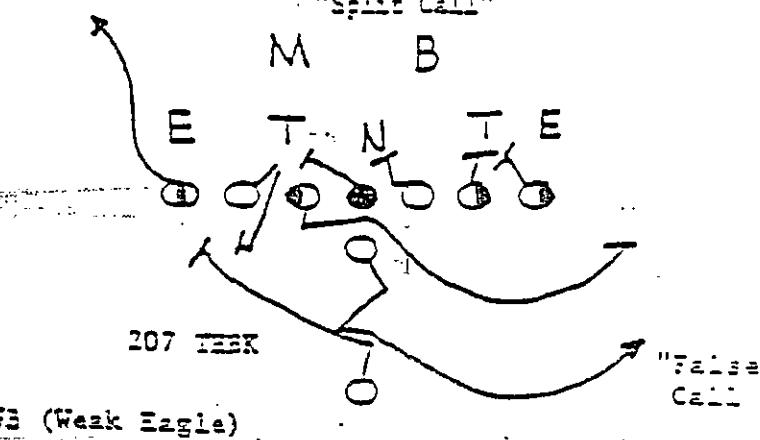
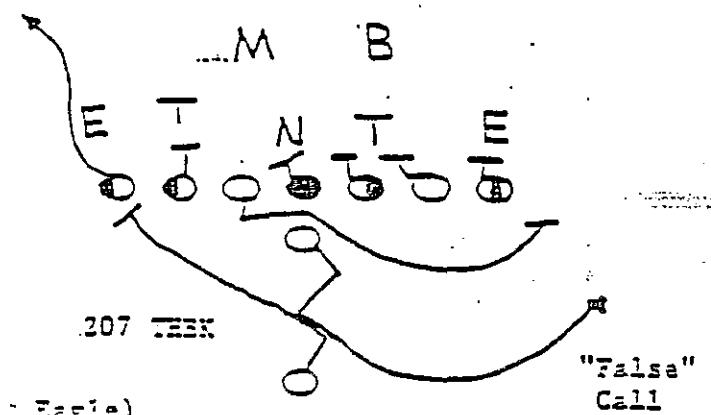
D-16



Shade

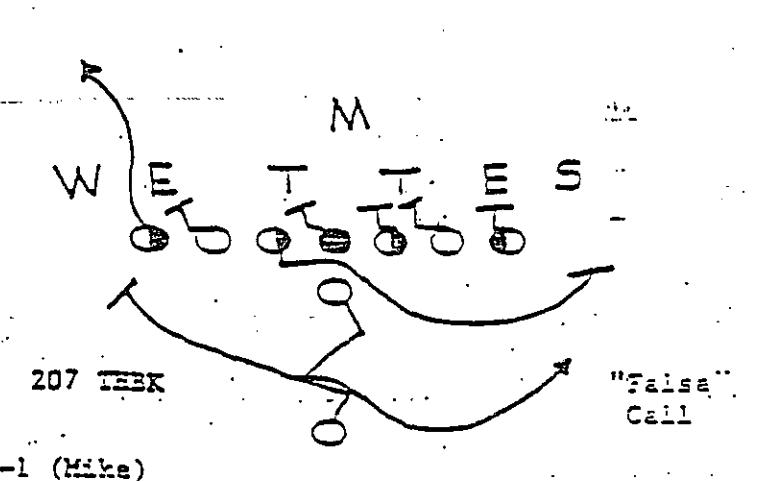
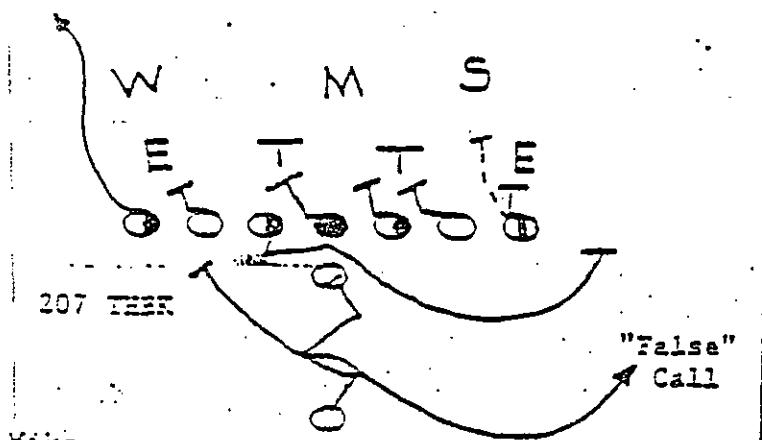
54 Shade

Cancer Makes  
"Split Call"



Eagle)

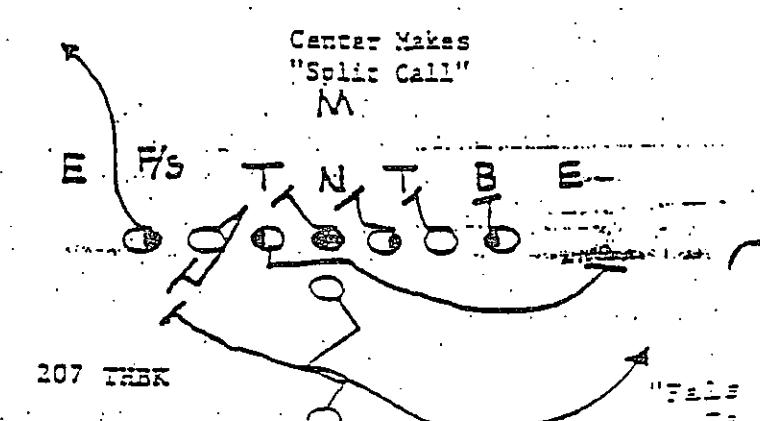
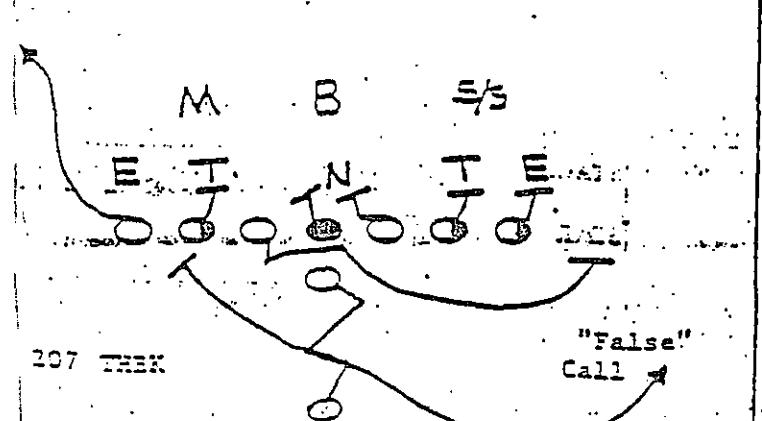
53 (Weak Eagle)



Mike

4-1 (Mike)

Cancer Makes  
"Split Call"



PLAY 308/309

P/S

D-17

FORMATIONS SINGLE,  
DOUBLE, JACKBLOCKING "BLOCK THE  
SIN (FRONTSIDE),  
HINGE (BACKSIDE)

W M S S/S

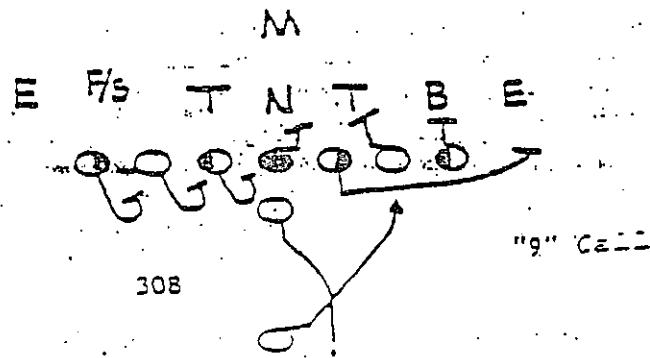
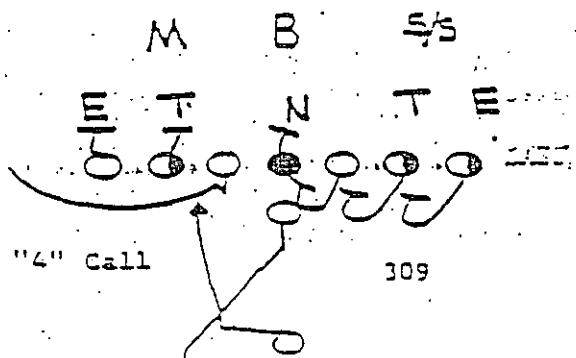
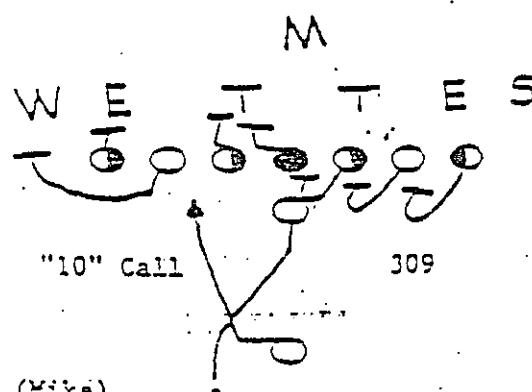
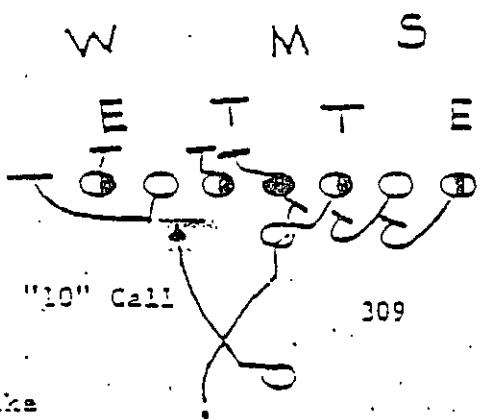
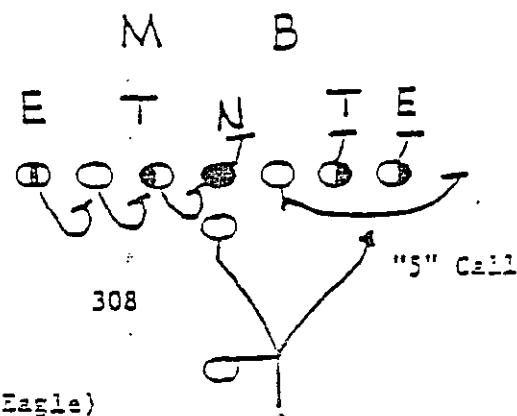
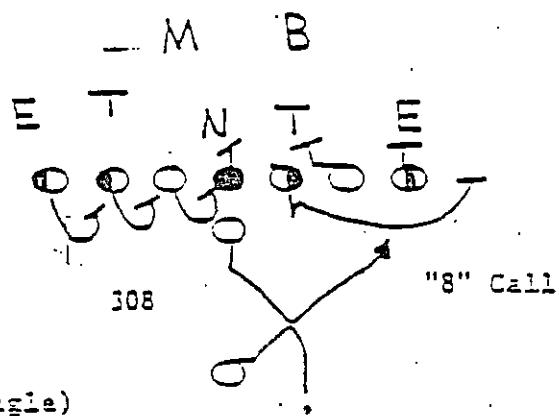
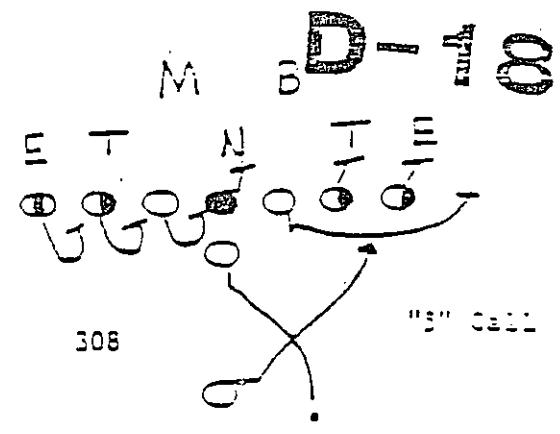
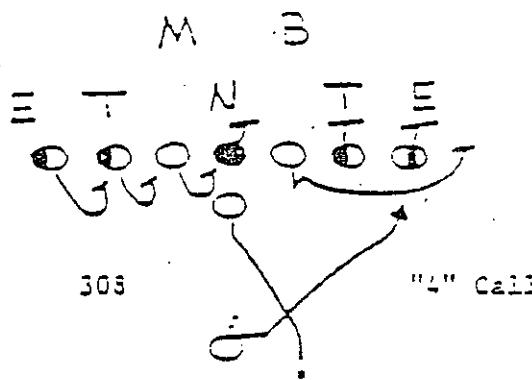


"S" Call

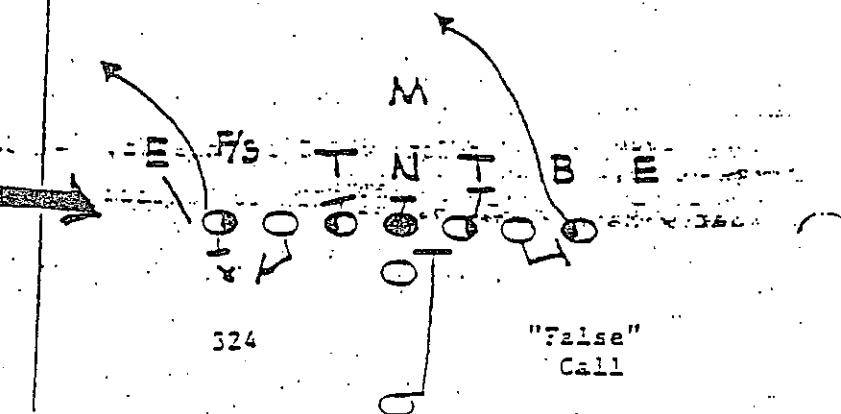
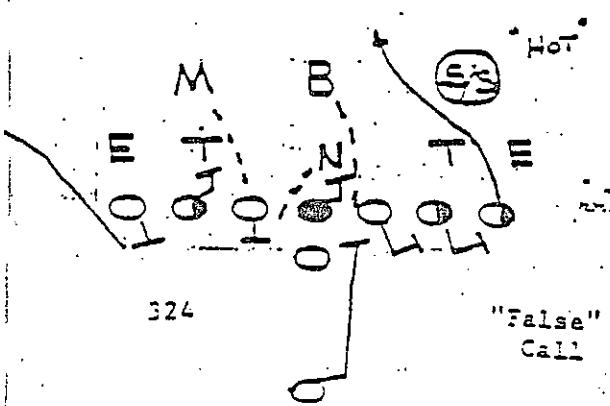
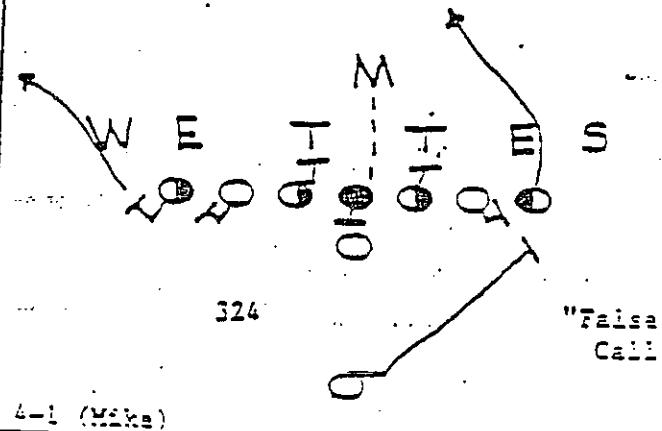
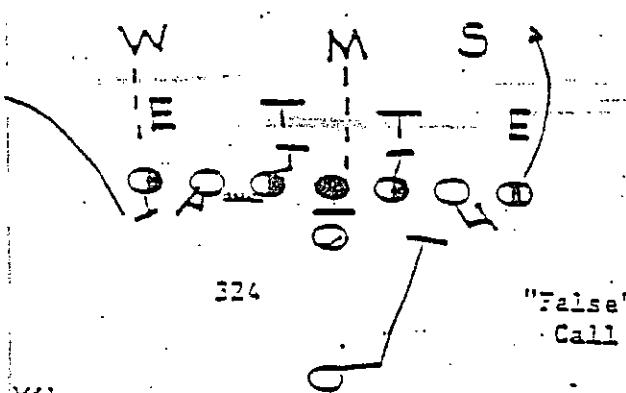
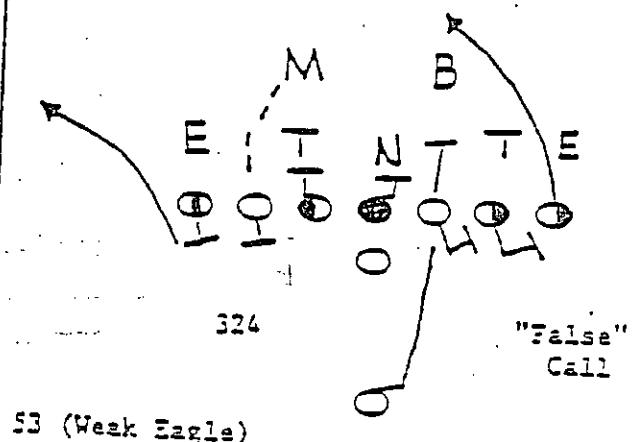
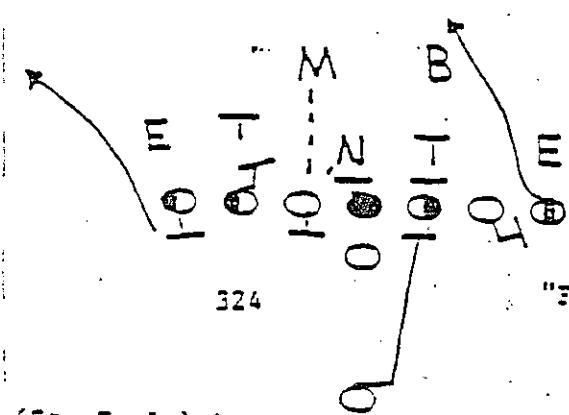
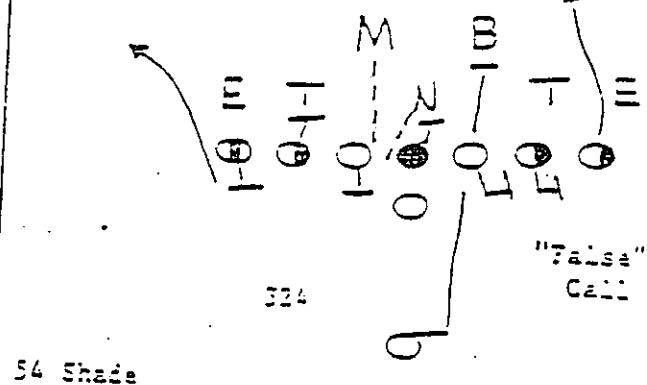
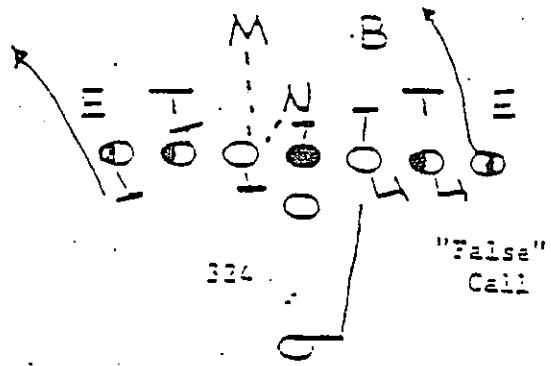
308

## POS ASSIGNMENT AND TECHNIQUE COACHING POINTS

FS		
RE	O Rousers	
X		
PST	RED -Frontside-block the Call. WHITE	STACK
	HINGE	BEAR
	RED -Frontside-block the Call. WHITE	STACK
	HINGE	BEAR
CTR	RED -Frontside-block the Call. WHITE	STACK
	HINGE	BEAR
BIG	RED -Backside-Hinge WHITE	STACK
	HINGE	BEAR
EST	RED -Backside-Hinge WHITE	STACK
	HINGE	BEAR
S/T	RED -Frontside-Block the Call. WHITE	STACK
	HINGE	BEAR
FB	Great Fake. Read two man route.	
TE	RED -Frontside-Block the Call. WHITE -Backside-Hinge HINGE	STACK BEAR
TE	Great Fake	



D-20

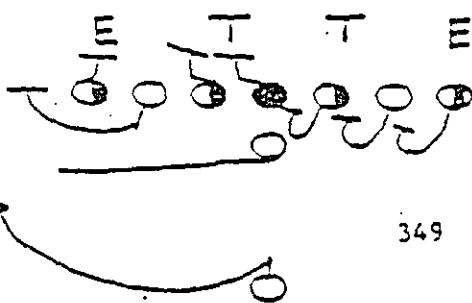


PLAY 348/349

P/S

D-21

W M S S/S



349

## FORMATIONS SINGLE

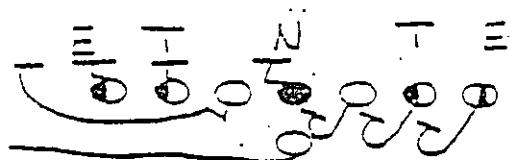
BLOCKING RUN TO WHITE-SIDE OR AWAY FROM P.S.  
FRONTSIDE BLOCK 48/49  
BACKSIDE HINGE

## POS ASSIGNMENT AND TECHNIQUE COACHING POINTS.

FS		
RFB	Route	
*		
FST	RED - "8" Call-Gap; "4" Call-Base. WHITE - "3" Call-Horn ✓ Will; "5" Call Base. WHITE - "8" Call-Gap; "3" Call Horn ✓ Will.	STACK BEAR
FSG	RED - "8" Call-Horn; "4" Call Horn. WHITE - "3" Call-Zone w/Ctr.; "5" Call-Horn. WHITE - "8" Call-Horn; "3" Call-Zone w/Ctr.	STACK BEAR
CTR	RED - "8" Call-Zone w/B.S.G.; "4" Call-Zone w/B.S.G. WHITE - "3" Call-Zone w/F.S.G.; "5" Call-Zone w/B.S.G. WHITE - "8" Call-Zone w/B.S.G.; "3" Call-Zone w/F.S.G.	STACK BEAR
SSG	RED WHITE Hinge Backside WHITE	STACK BEAR
FST	RED WHITE Hinge Backside WHITE	STACK BEAR
STC	RED - Read Base WHITE - Read Base WHITE - Read Base	STACK BEAR
PS		
S	RED WHITE Hinge Backside WHITE	STACK BEAR
in		

D-22

M T B

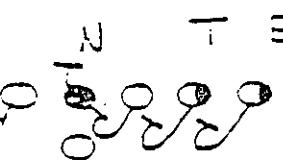


"False"  
Call

349

Shade

M T

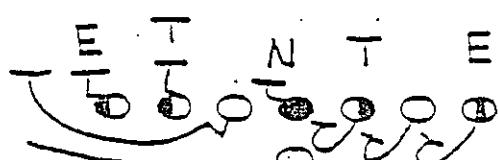


"False"  
Call

349

54 Shade

M B



"False"  
Call

349

53 (Weak Eagle)

M B

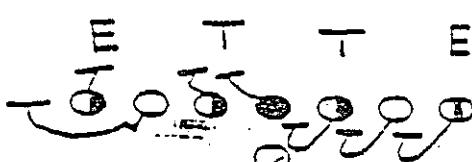


"False"  
Call

349

53 (Weak Eagle)

W M S

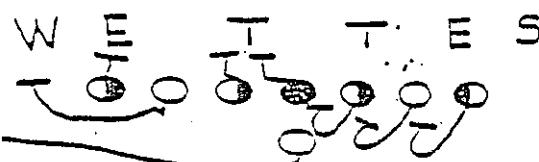


"False"  
Call

349

Mike

M

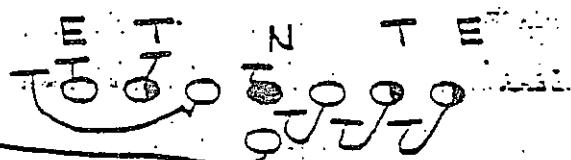


"False"  
Call

349

4-1 (Mike)

M B S/S



"False"  
Call

349

M E S/T N T B E

○ ○ ○ ○ ○ ○

Will Not Run

PLAY DOUBLE SCREEN

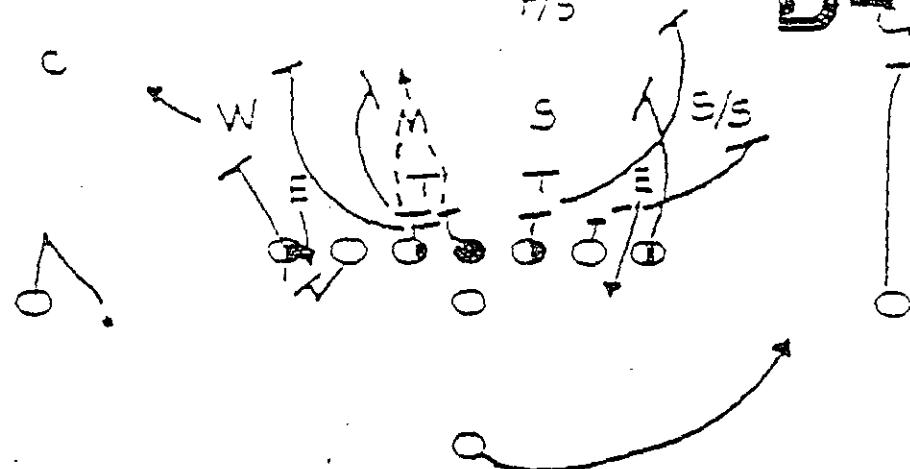
RT Only

MISSION LEFT  
FORMATIONS SINGLE  
DOUBLE

BLOCKING MISSILE  
BLOCKING (LT)  
QUICK SCREEN  
BLOCKING (RT)

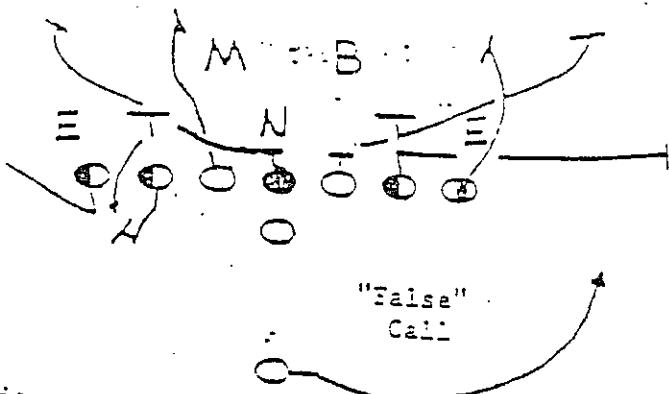
F/S

D-2C

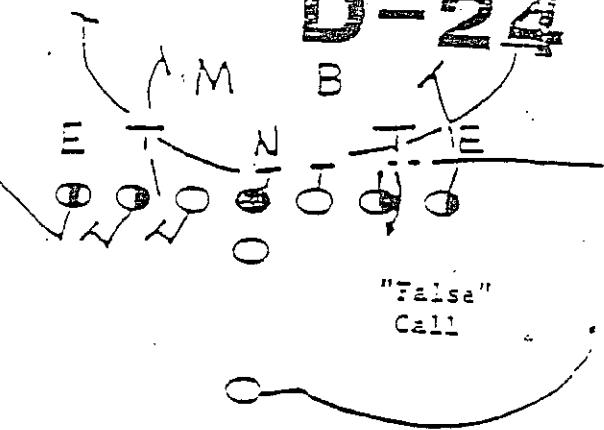


POS.	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
FS		
REC	MISSILE	
FST	RED - Set-Release opposite D.T. or D.E. for 1st Support. WHITE - Set-Release opposite D.E. or D.T. for 1st Support. MIKE - Set-Release opposite D.E. for 1st Support.	STACK
S.S.	RED - Set-Release Run Funnel outside Y's Seal. WHITE - Set-Release Run Funnel outside Y's Seal. MIKE - Set-Release Run Funnel outside Y's Seal.	STACK
LTR	RED - Set-Block 2 Counts, Release Run Funnel / outside Guard's Seal. WHITE - Set-To 1 Tech / Near LBER 2 Counts, Release Run Funnel outside Guard's Seal. MIKE -	STACK
SG	RED - Set-1st Down Lineman 2 Counts, Release seal LBER to Missile side. WHITE - Set-1st Down Lineman to NLBER 2 Counts, then Release seal LBER to Missile side.	STACK
ST	RED - Set-2nd Down Lineman @ 3 yds. cut him @ 5 yds WHITE - Set-2nd Down Lineman @ 3 yds. cut him @ 5 yds.	STACK
TE	RED WHITE Take easiest release and seal 1st inside LBER.	STACK
WR	If End rushes, throw Quick Screen. If End drops, throw Missile.	Don't Take Sack! ABORT
T	RED - Set! Then Release Block 1st Support WHITE to the Missile side. MIKE -	STACK
RE	Swing Re. using drop step to gain depth. Re must get to 5 yds. outside T.E. Alignment.	SEAR

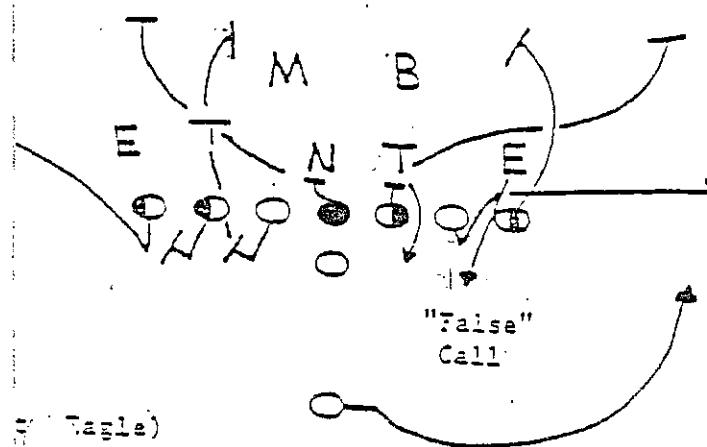
D-24



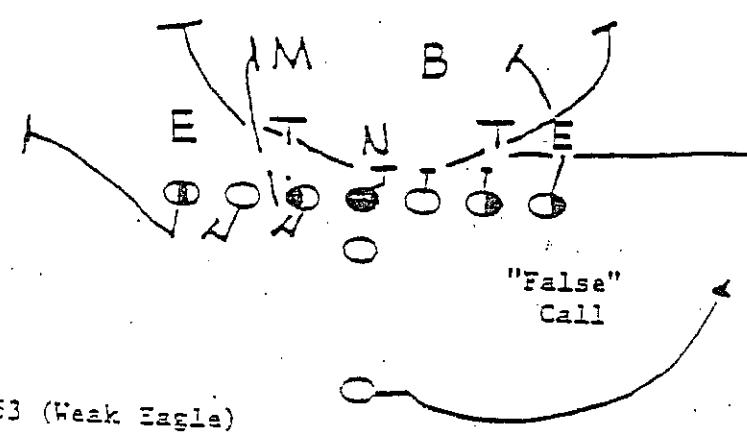
54 Shade



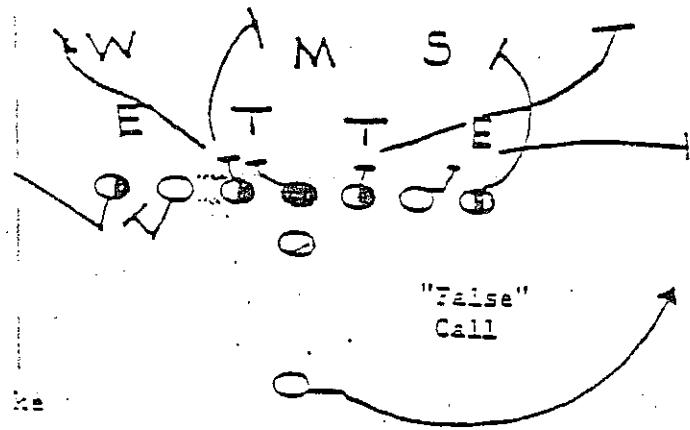
Shade



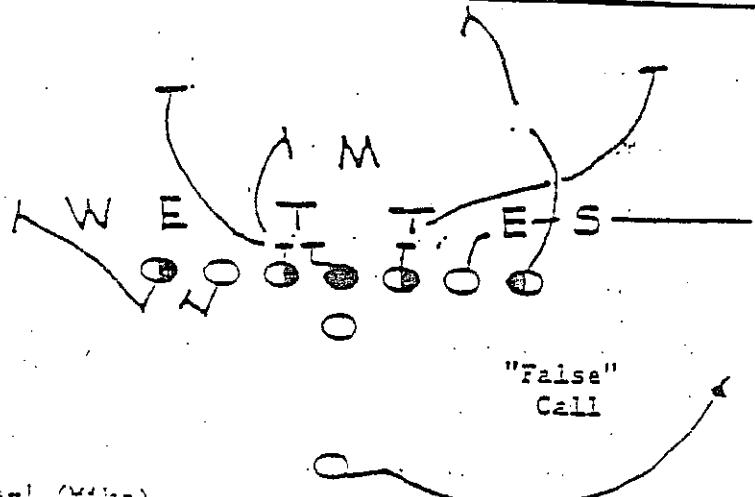
Eagle)



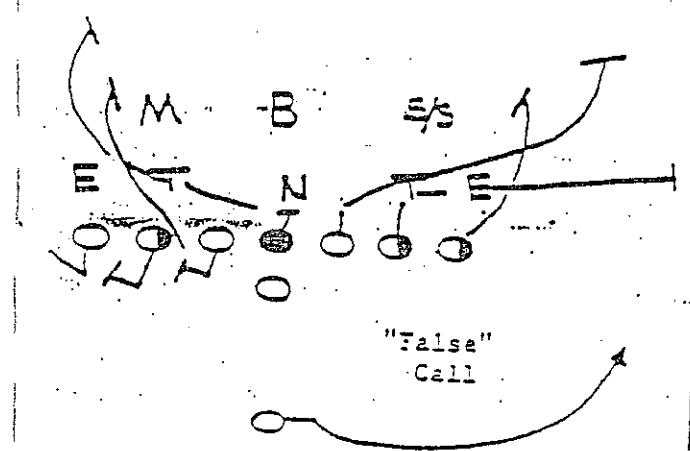
53 (Weak Eagle)



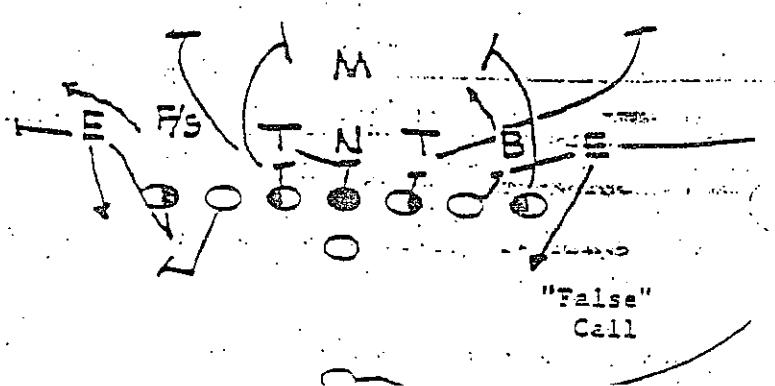
W



4-1 (Mike)



W

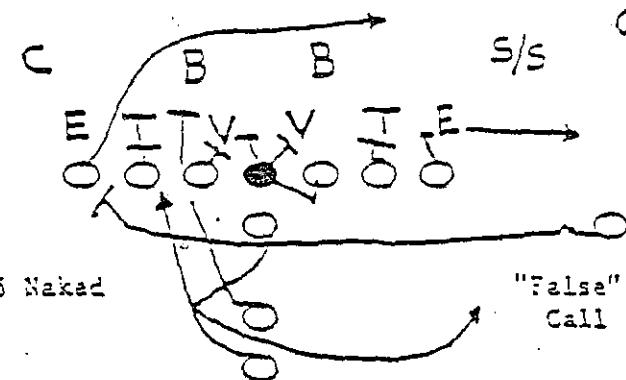


PLAY 114/115  
(NAKED)

D-25

FORMATIONS CON RT. &  
LT. (WING) MOTION

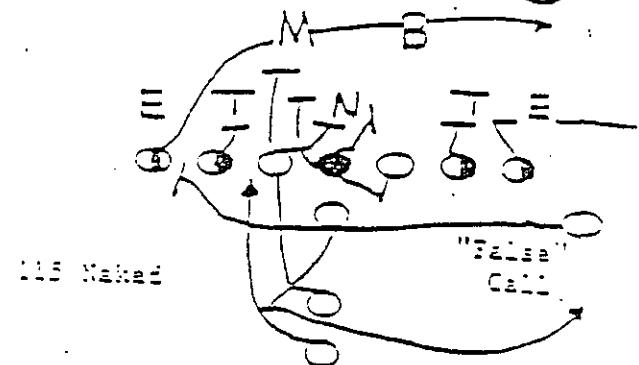
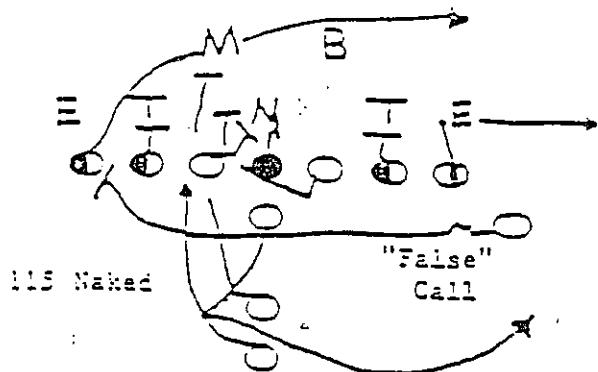
BLOCKING ISO BLOCKING  
NAKED BOOTLEG



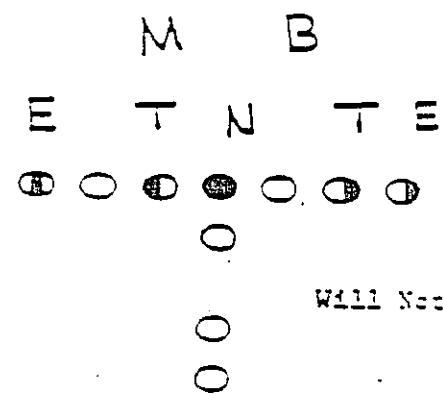
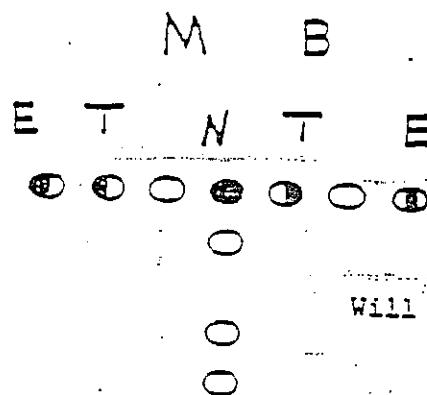
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
PETE	34 6-2 Route GAP 8	STACK BEAR
FST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man inside.	STACK BEAR
PSG	34 -Gap Nose. 6-2 -Base 2I. GAP 8 -Base 2I.	STACK BEAR
CTR	34 -Blunt Nose to BELSER. 6-2 -Block Back to Man on B.S. Guard. GAP 8 -Block Back to Man on B.S. Guard.	STACK BEAR
HSG	34 -Horn Frontside. 6-2 -Horn Frontside. GAP 8 -Horn Frontside.	STACK BEAR
IST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man inside.	STACK BEAR
STE	34 6-2 Route GAP 8	STACK BEAR
FB		
QB		
WR		
TE		

PETE	34 6-2 Route GAP 8	STACK BEAR
FST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man inside.	STACK BEAR
PSG	34 -Gap Nose. 6-2 -Base 2I. GAP 8 -Base 2I.	STACK BEAR
CTR	34 -Blunt Nose to BELSER. 6-2 -Block Back to Man on B.S. Guard. GAP 8 -Block Back to Man on B.S. Guard.	STACK BEAR
HSG	34 -Horn Frontside. 6-2 -Horn Frontside. GAP 8 -Horn Frontside.	STACK BEAR
IST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man inside.	STACK BEAR
STE	34 6-2 Route GAP 8	STACK BEAR
FB		
QB		
WR		
TE		

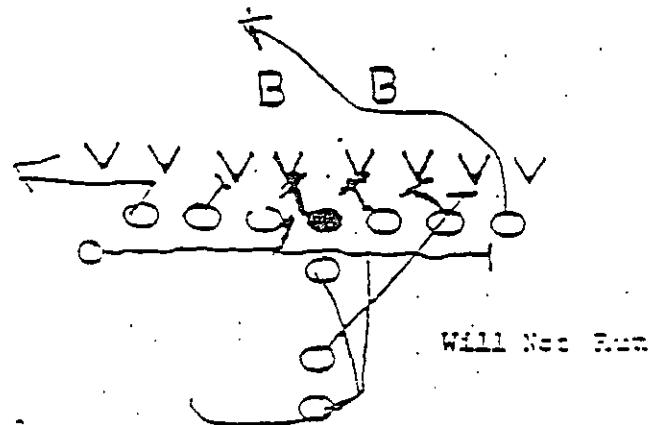
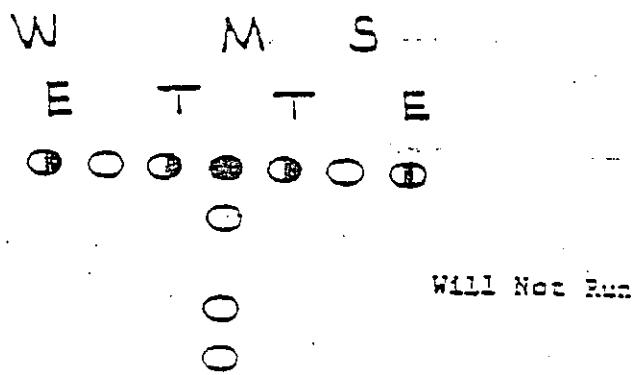
D-26



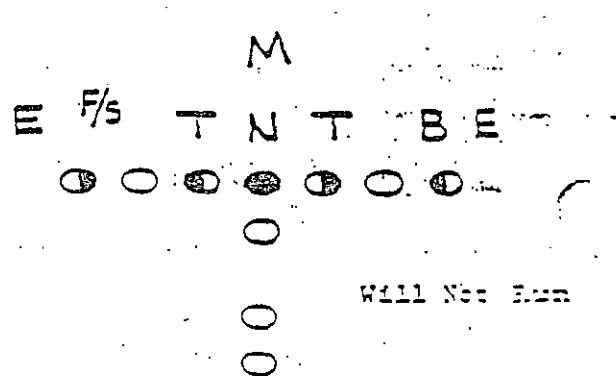
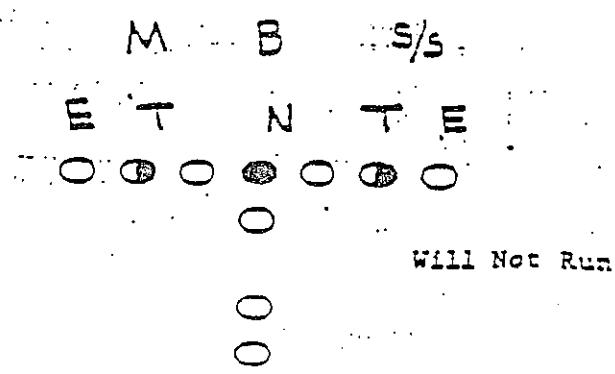
54



53



Gap 3



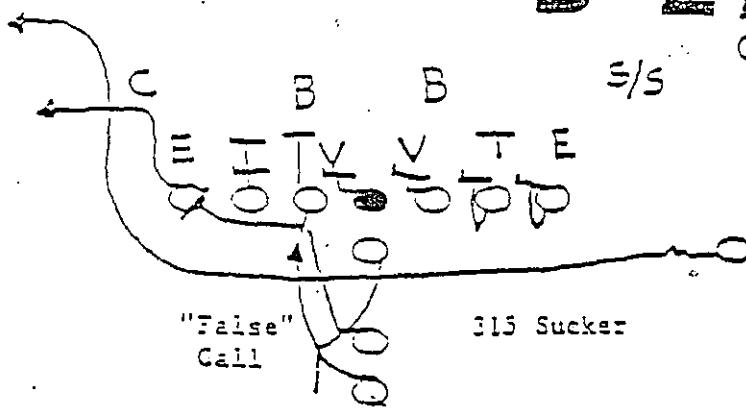
Best

PLAY 314/315  
(SUCKER)

D-27

FORMATION CON RE.  
a. LT. WING (MOTION)

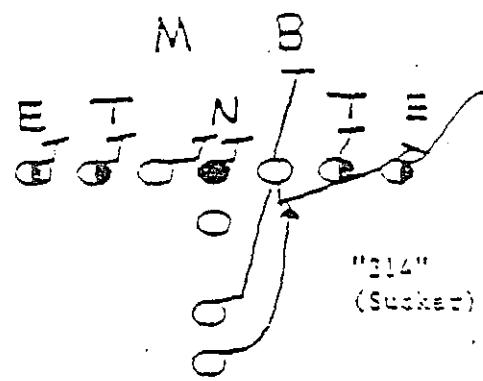
BLOCKING ISO BLOCKING  
FRONTSIDE GUARD PULLS



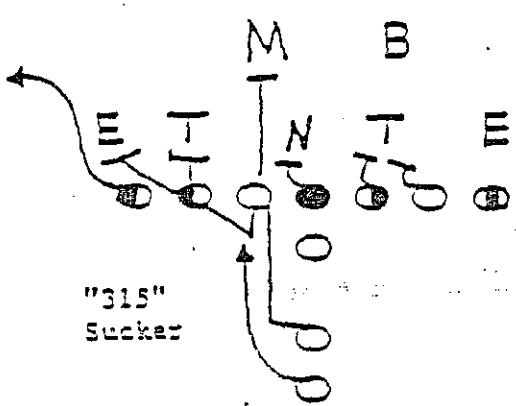
POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
STE	34 6-2 Rouca GAP 8	STACK BEAR
FST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man on.	STACK BEAR
FSG	34 -Pull Blocks E.O.L. 6-2 -Pull Blocks E.O.L. GAP 8 -Pull Blocks E.O.L.	STACK BEAR
STR	34 -Zone w/B.S.G. 6-2 -Flare Frontside 2I. GAP 8 -Flare Frontside 2I.	STACK BEAR
S SG	34 -Zone w/Csr. 6-2 -Base Man on. GAP 8 -Base Man on.	STACK BEAR
ST	34 -Base Man on. 6-2 -Gap & Hinge. GAP 8 -Base 4I.	STACK BEAR
SE	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base 7 Tack.	STACK BEAR
FB		
SB		

POS	ASSIGNMENT AND TECHNIQUE	COACHING POINTS
STE	34 6-2 Rouca GAP 8	STACK BEAR
FST	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base Man on.	STACK BEAR
FSG	34 -Pull Blocks E.O.L. 6-2 -Pull Blocks E.O.L. GAP 8 -Pull Blocks E.O.L.	STACK BEAR
STR	34 -Zone w/B.S.G. 6-2 -Flare Frontside 2I. GAP 8 -Flare Frontside 2I.	STACK BEAR
S SG	34 -Zone w/Csr. 6-2 -Base Man on. GAP 8 -Base Man on.	STACK BEAR
ST	34 -Base Man on. 6-2 -Gap & Hinge. GAP 8 -Base 4I.	STACK BEAR
SE	34 -Base Man on. 6-2 -Base Man on. GAP 8 -Base 7 Tack.	STACK BEAR
FB		
SB		

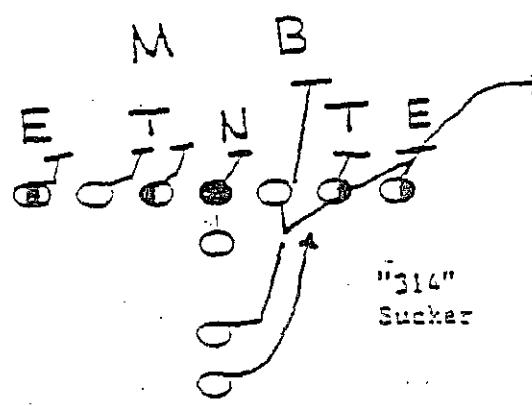
D-28



54



53



W M S  
E T T E  
O O O O O  
O O O O  
O O O O

B B  
V V V V V V V V  
O O O O O O O O  
O O O O

Gap 6

M-B-S/s  
E T N T E  
O O O O  
O O O O

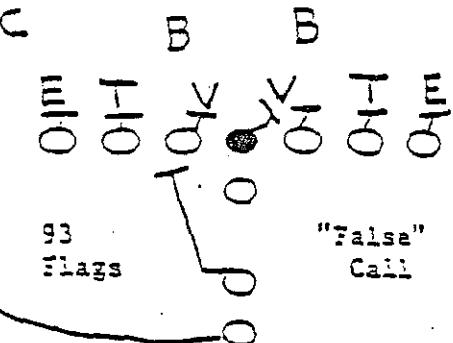
M  
E F/s T N T B E  
O O O O O O O O  
O O O O

Gap 6

PLAY 92/93 FLAGS

D-29

S/S

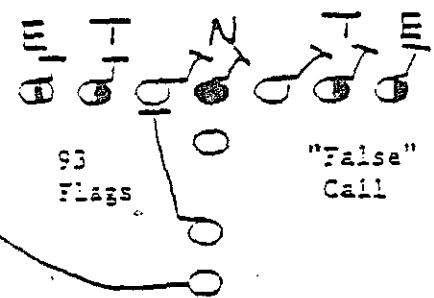
FORMATIONS CON  
R.T. & L.T.BLOCKING FIREOUT  
(AGGRESSIVE) T. ENDS BLOCK

## POS ASSIGNMENT AND TECHNIQUE COACHING POINTS

FST	34 - Base Man on. 6-2-Base Man on. GAP 8 - Base 7 Tech.	STACK BEAR
FST	34 - Base Man on. 6-2- Base Man on. GAP 8 - Base 4I.	STACK BEAR
FSG	34 - Gap Nose. 6-2- Base 2I. GAP 8 - Base 2I.	STACK BEAR
CTR	34 - Blunt Nose to Backside Gap. 6-2- Base Backside 2I. GAP 8 - Base Backside 2I.	STACK BEAR
SSG	34 - Block Backside "B" Gap Aggressively. 6-2- Block Backside "B" Gap Aggressively. GAP 8 - Block Backside "B" Gap Aggressively.	STACK BEAR
SST	34 - Base Man on. 6-2-Base Man on. GAP 8 - Block Backside "C" Gap Aggressively.	STACK BEAR
STE	34 - Base Man on. 6-2-Base Man on. GAP 8 - Block Backside "D" Gap Aggressively.	STACK BEAR
QB		
FB	Block-Callside B Gap Aggressively. Swing-Callside ✓ any Rusher outside callside T. End's Blocking.	
RS		

D-30

M B



54

M B

E T N T E

O O O O O O

O

O

M B

E T N T E

O O O O O O

O

O

O

O

O

O

53

W M S

E T T E

O O O O O O

O

O

O

B B

V V V V V V V V

O O O O O O O O

O

O

O

O

O

Gap 5

M B S/S

E T N T E

O O O O O O

O

O

O

M

E F/S T N T B E

O O O O O O

O

O

O

O

Beat

**PASS  
ROUTES**

## E - 1

### SUPER PASSING ATTACK

#### I. Basic Procedure in Calling Pass Plays:

- A. We will employ the three digit system in calling our pass plays. Each digit indicates a specific in the pass play. Play action passes are exceptions.
  1. First digit indicates pass protection
  2. Second digit indicates pass action and direction
  3. Third digit controls routes to be run
- B. Pass plays can be called in the huddle and pass protection in the Huddle or called at the line of scrimmage depending on the defensive alignment.

#### II. Basic Terminology Used in The Passing Game:

- A. The pass protections will be numbered as follows:

100 - Naked Pass Protection  
200 - Boot Action Protection  
300 - Run Action Protection  
50 - 3 Step Quick Protection (Pocket)-Zero  
60 - 5 Step Protection (Pocket)-Zero  
70 - 5 Step Protection (Pocket)  
80 - 5 Step Rail Protection  
90 - 3 Step Quick Protection

- B. Pass actions will be numbered the following series:

##### 1. 2-3 Pocket Pass Series

- a. 52/53 - 3 Step
- b. 62/63 - 5 Step
- c. 72/73 - 5 Step
- d. 92/93 - 3 Step

2. 36-37 - QB sets up over inside leg of OT
- a. 36(1)-37(1) -

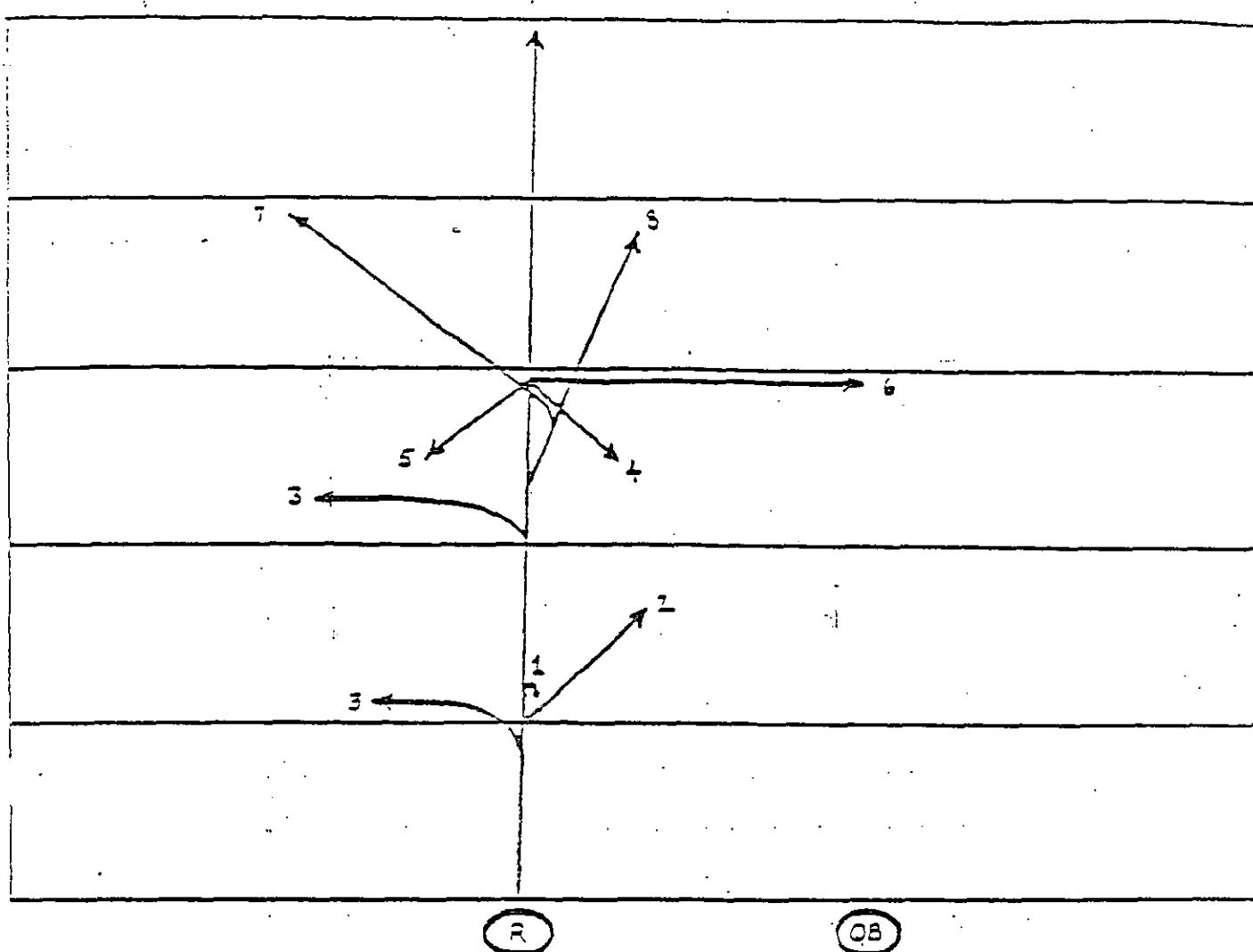
3. 324/325 - QB sets up over inside leg of O.T. after Draw Fake

- a. 324(6)/325(6)

4. Play Action Passes - Specific pass action off of called play:
  - a. QB Pass Action varies with play called
  - b. Even number - frontside right  
Odd number - frontside left
  - c. Counter passes - frontside call
  - d. Basic protections - 100 - 200 - 300
  - e. Example: N.109 or S.109
- C. Pass patterns will be designed by a single digit number. Third will indicate the route to be run by the flanker - all other receivers run complimentary routes.
  1. Pass call can be supplemented by calling specific route for any receiver (X-Y-Z-H-TB). All other receivers run complimentary routes.
  2. Some patterns are indicated routes in conjunction with protection called.
  3. Play action passes normally involve specific routes by designated receivers.

## RECEIVER ROUTE TREE

E-3

Route Tree

1-Hitch (6 yards) - OUTSIDE RELEASE 5 STEPS

2-Slant (3 steps or 5 yards)

3-Out (Speed out 5 steps by QB; 10-12 yds. by WR) or QR Out (4-6 yds.)

4-Hook (14 yards)

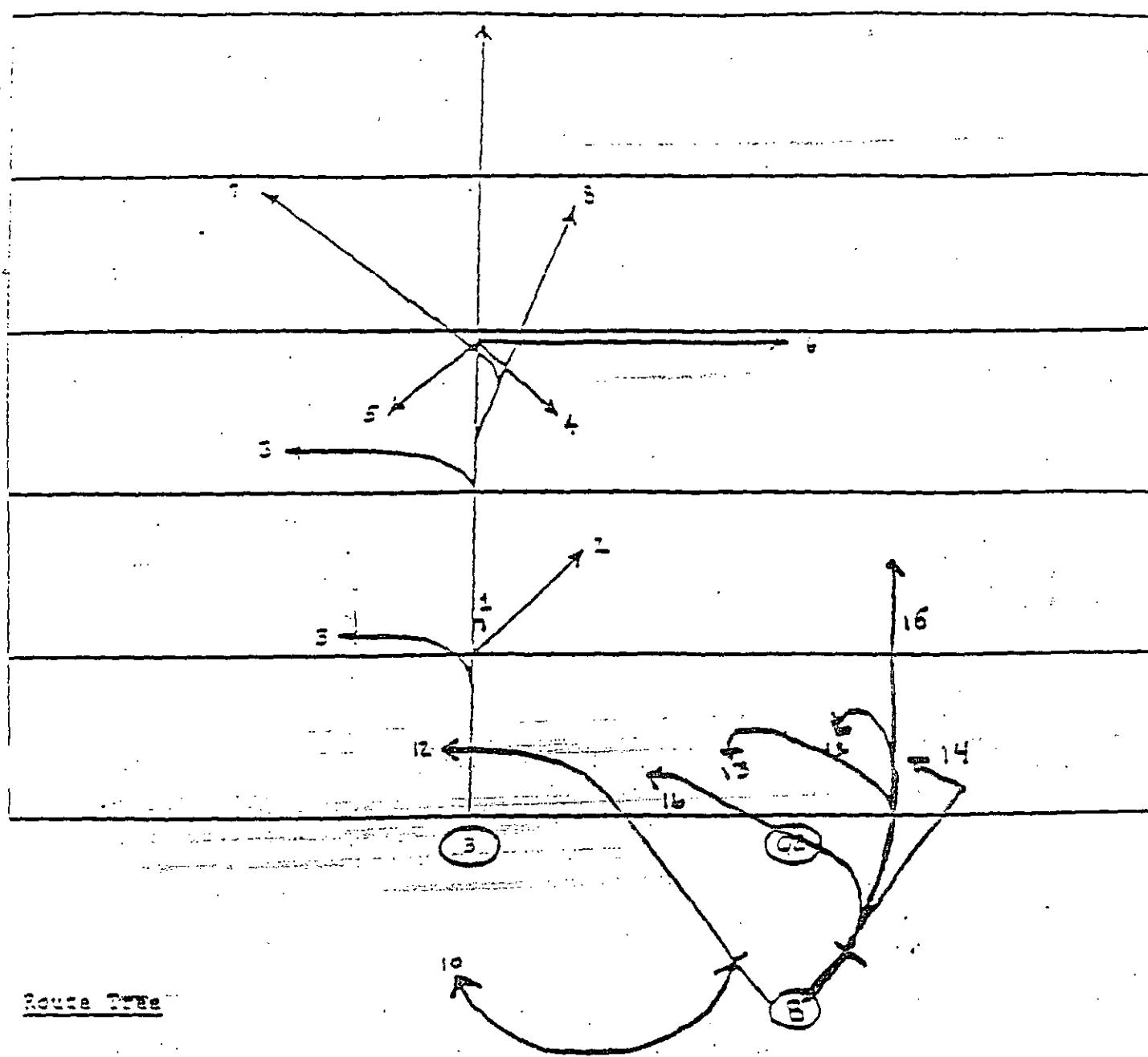
5-Comeback Out (14 yards)

6-Dig (14 yards)

7-Post Corner (12-14 yards break)

8-Post (12 yards)

9-Sweat (Deep)

Route Tree

1-Hitch (6 yards)

2-Slant (3 steps of 5 yards)

3-Out (Speed out 5 steps by QB; 10-12 yds. by WR) or QK Out (4-6 yds.)

4-Hook (14 yards)

5-Comeback Out (14 yards)

6-Dig (14 yards)

7-Post-Corner (12-14 yards break)

8-Post (12 yards)

9-Screak (Deep)

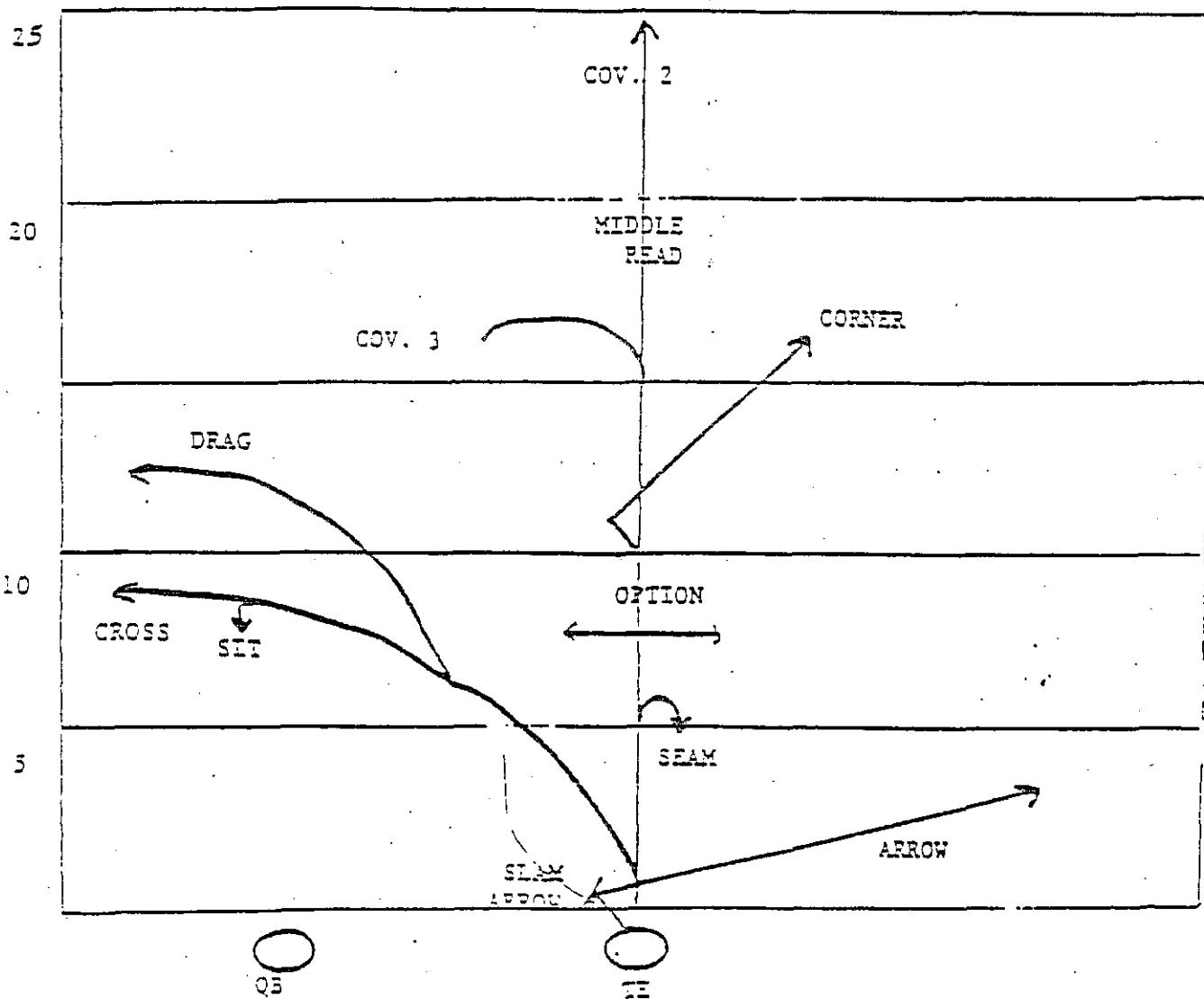
10-Check Swing

11-Check Thru

13-Under

14-Divide

## RIGHT END ROUTE TREE



Divide  
Nod  
Middle READ  
Chair  
BANK

E-C

PASSING INDEX

I. PLAY ACTION PASS PACKAGE

1. NAKED BOOT (X IS DIRECTION)

N104/N105 (5)

N104/N105 PEAK

N104/N105 4 ✓ SMASH

N106/N107

B206/B207 THROWBACK

2. FRONTSIDE (BLOCK LIKE RUN)

308/309(7)

308/309(6)

318/319(4)

348/349

348/349 HB PASS

324/325(5) (Y CHECK)

324/325(7)

324/325(8)

324/325(9)

324/325(9) SWITCH

324/325(8) X DIGG

324/325(8) X OUT

324/325(6) X OUT

324/325 MIDDLE READ

324/325 4 ✓ SMASH

II. SO PACKAGE (3 STEP FROM ZERO)

1. S2/S3(1)

E-7

III. 60 PACKAGE (5 Step From Seto)

1. 62/63 Option
2. 62/63 SMASH
3. 62/63(9)
4. 62/63(9) STOP
5. 62/63(4)

IV. 70 PROTECTION (5 Step)

1. 72/73(3)
2. 72/73(9)
3. 72/73(9) STOP
4. 72/73 TE OPT ✓W.M.
5. 72/73 TE DIVIDE ✓W.M.
6. 72/73 TB DIVIDE ✓W.M.
7. 72/73 SMASH

V. 80 PACKAGE (ROLL 3 TO 5 STEP)

1. 86/87(3)
2. 86/87(4)
3. 86/87 Y DELAY
4. 86/87 SHOVEL
5. 86/87(9) STUTTER

VI. 90 PACKAGE (3 STEP)

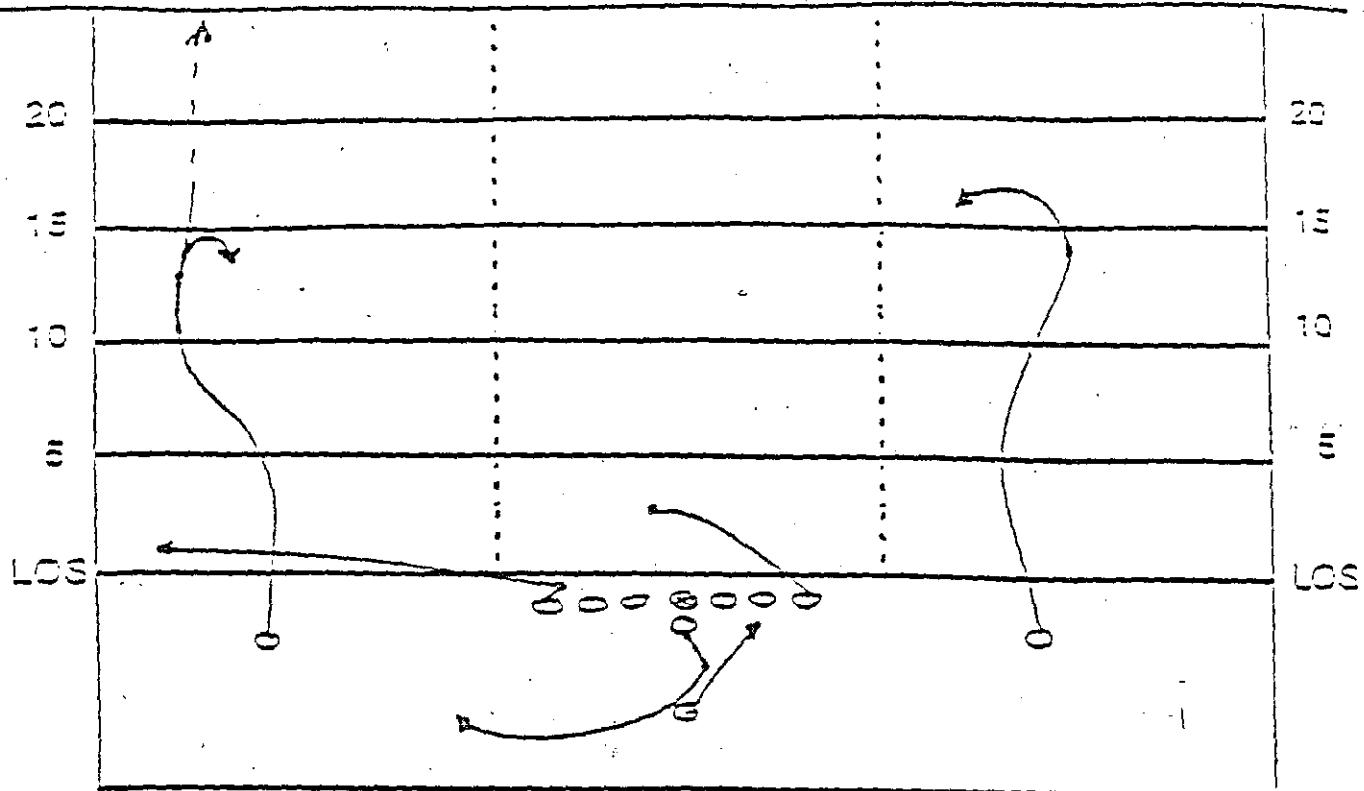
1. 92/93(1)
2. 92/93(2)

VII. SCREEN PACKAGE

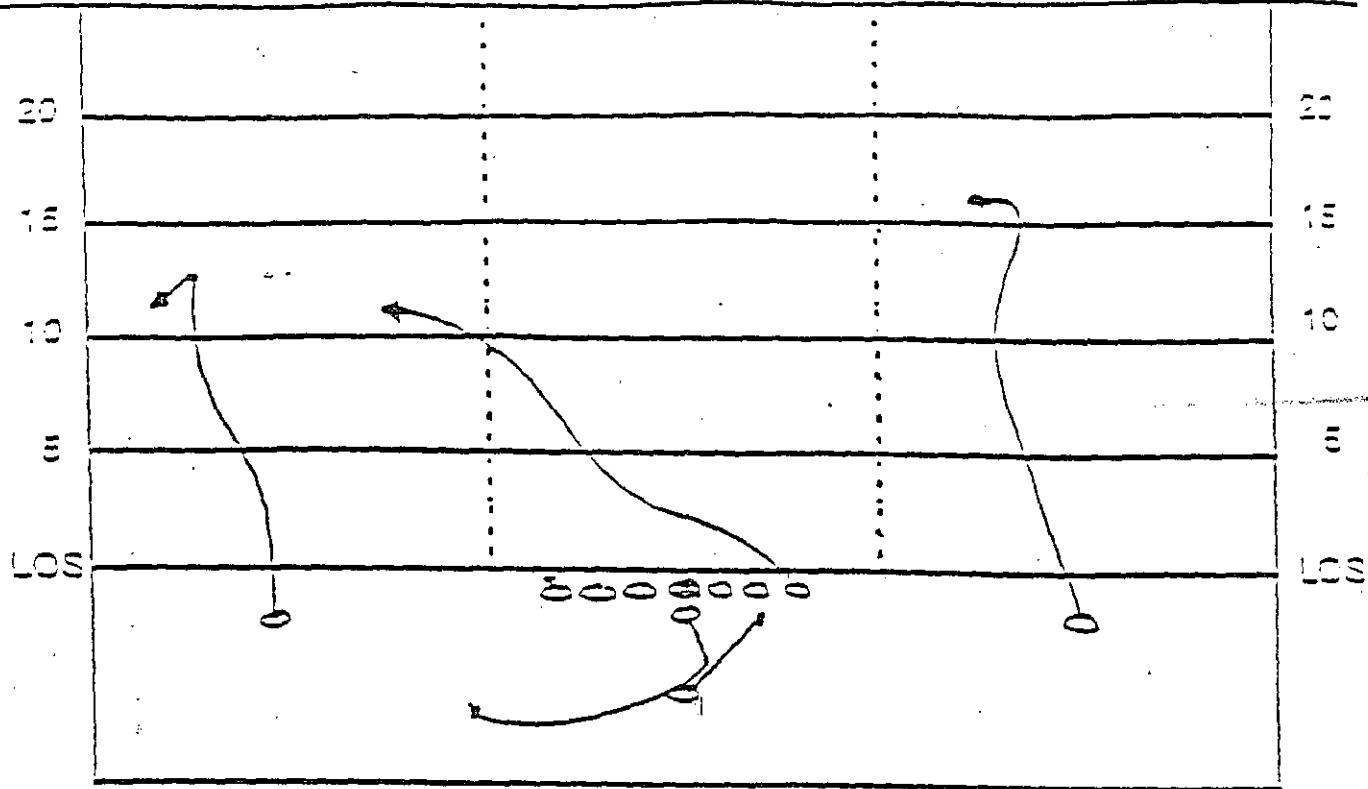
1. DOUBLE SCREEN
2. MISSILE SCREEN

VIII. GOAL LINE PASSING

1. N114/N115 +
2. 314/315 SUCKER
3. 92/93 FLAGS



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSHR	Outlet		1. Be ready if QB gets pulled up.
FSTE	Sit		
BSWR	Peek		1. Watch to see if BSTE is open. If so, keep going on a 9. If not, run a 4' at 14 yards.
BSTE	Siam Arrow		1. Don't worry about Depth. Accelerate to arrow. Don't stop!
RB	Take 4, Block		
QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Take 4 Peek Mountain	Weak Flat	1. Siam Arrow 2. Peek 3. Run	1. Take the Gimme - 4 won't be there if arrow is open. 2. Outlet is available if you're pulled up. 3. Don't forget run threat.
ROUTE VARIATION:			

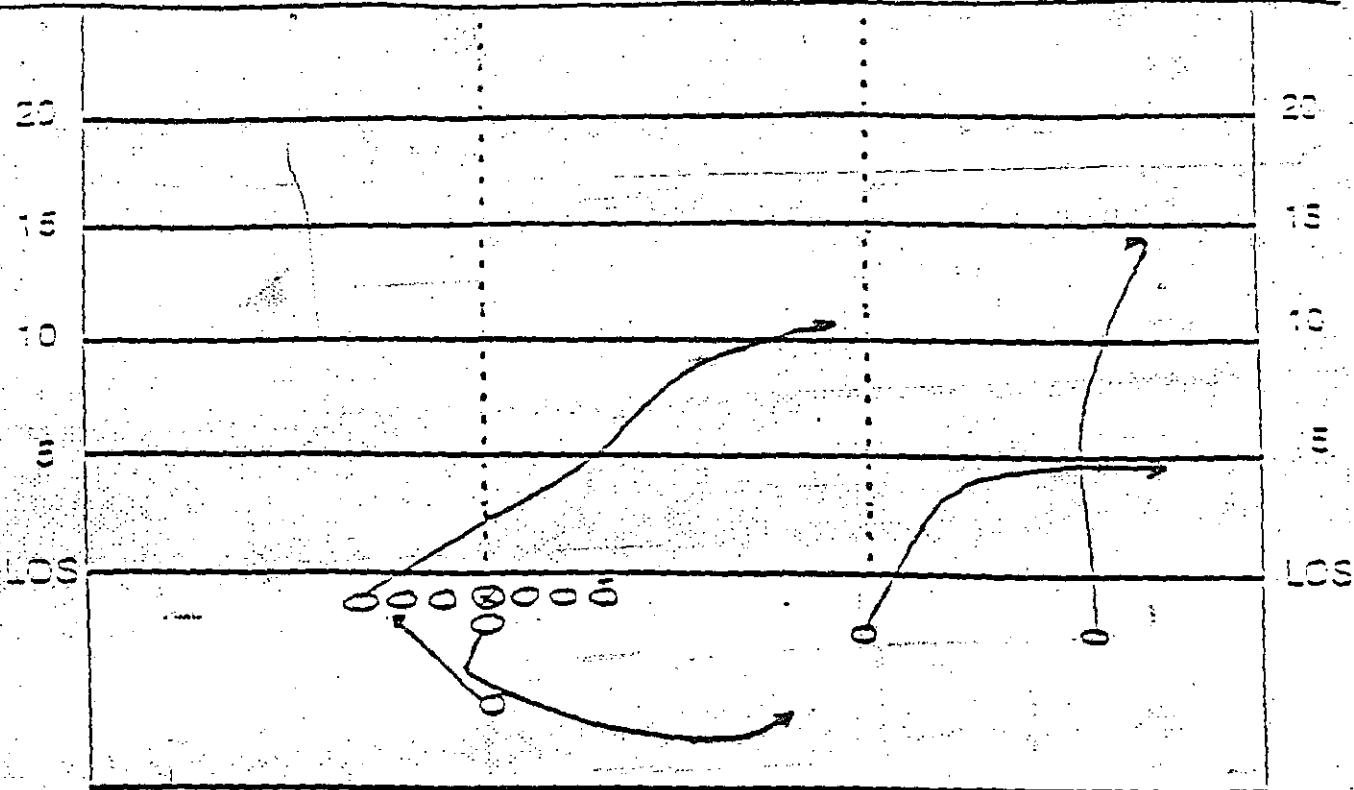


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Outlet		1. Be available if QB gets pulled up.
FSTE	Drag		1. Get behind far inside LB and move with QB. Communicate with hands.
BSWR	Comeback Out		1. Comeback out stays on regardless of coverage. 2. Always Outside Release.
BSTE	Block		
FB	Fake 4, Block		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
4	Weak	1. Comeback Out 2. Drag/Outlet 3. Run	1. Comeback must get first down yardage. 2. Outlet available if pulled up. 3. Don't forget run threat.
4	Weak Flat		
5	Strong		

ROUTE VARIATION:



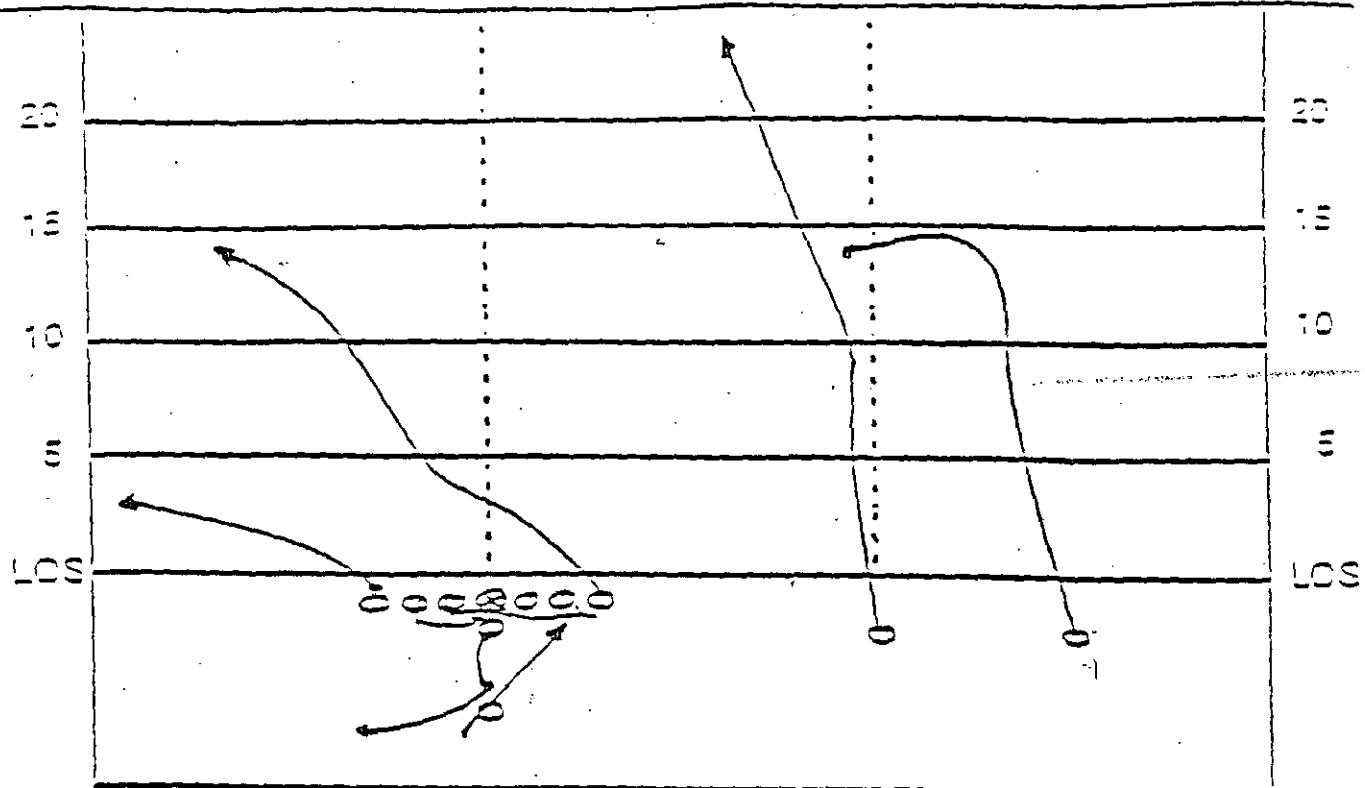
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hook		1. Stay wide! Use numbers as reference point. 2. Possible smash check.
X	Quick Out		1. Possible Smash Check.
Y	Block		
S	Drag		1. Get behind far inside LB and move with QB - communicate with hands.
R3	Fake , Block		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Take 5 Break Or Chain	Strong Flat	1. Hook/Quick Out 2. Drag 3. Run	1. Check to Smash vs. Cover 2 look. 2. Smash read is High/Low on Corner. 3. Don't forget run threat.

ROUTE VARIATION:

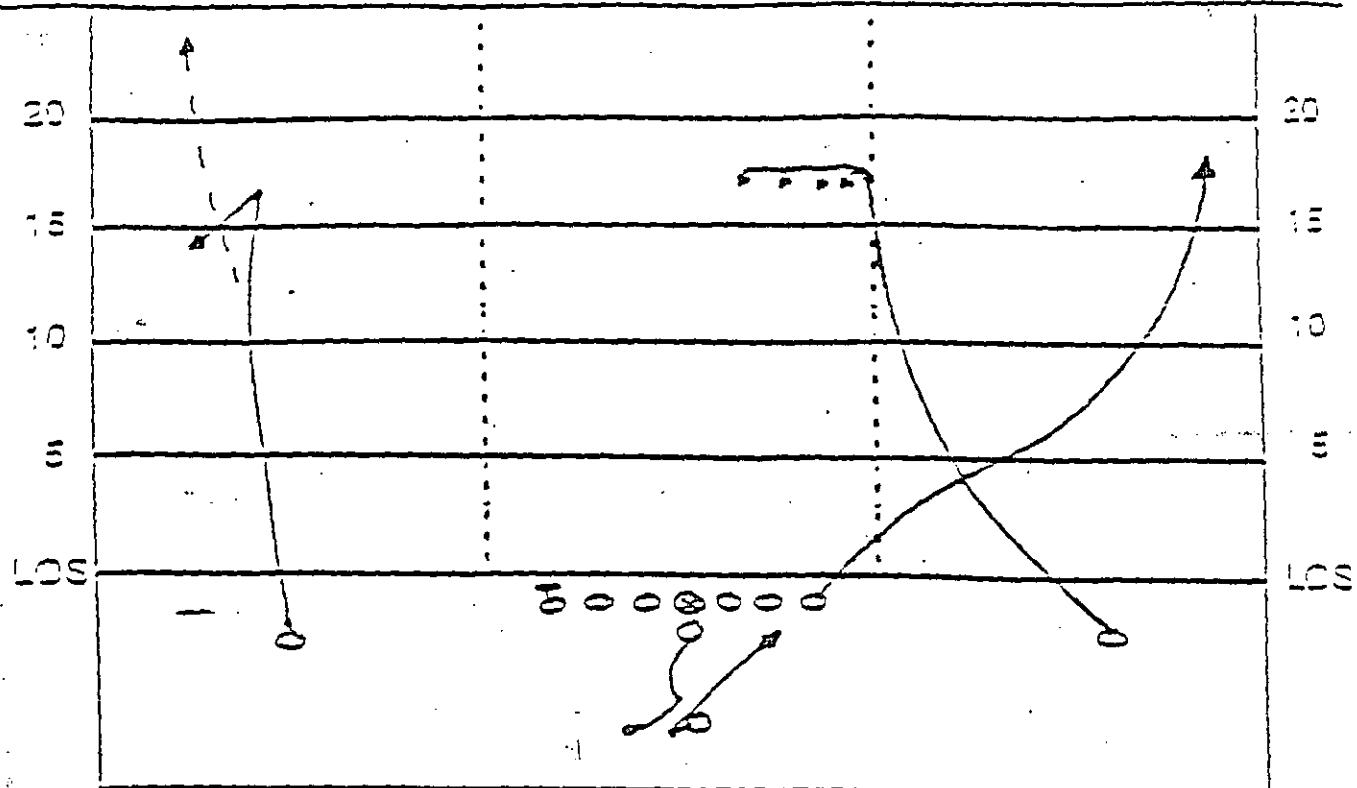
Possible Smash Check



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Outlet		
X	Clear		
Y	Drag		1. Get behind far inside LB and work for Depth.
H	Slam Arrow		1. Sell Run and accelerate to arrow.
FB	Fake G, Block		

## QUARTERBACK

CROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Weak contain	6 Weak Flat	1. Slam Arrow/Drag 2. Outlet 3. Run	1. Work High/Low on weak flat defender. 2. Outlet available if you're pulled up. 3. Don't forget run threat.
SITE VARIATION:			

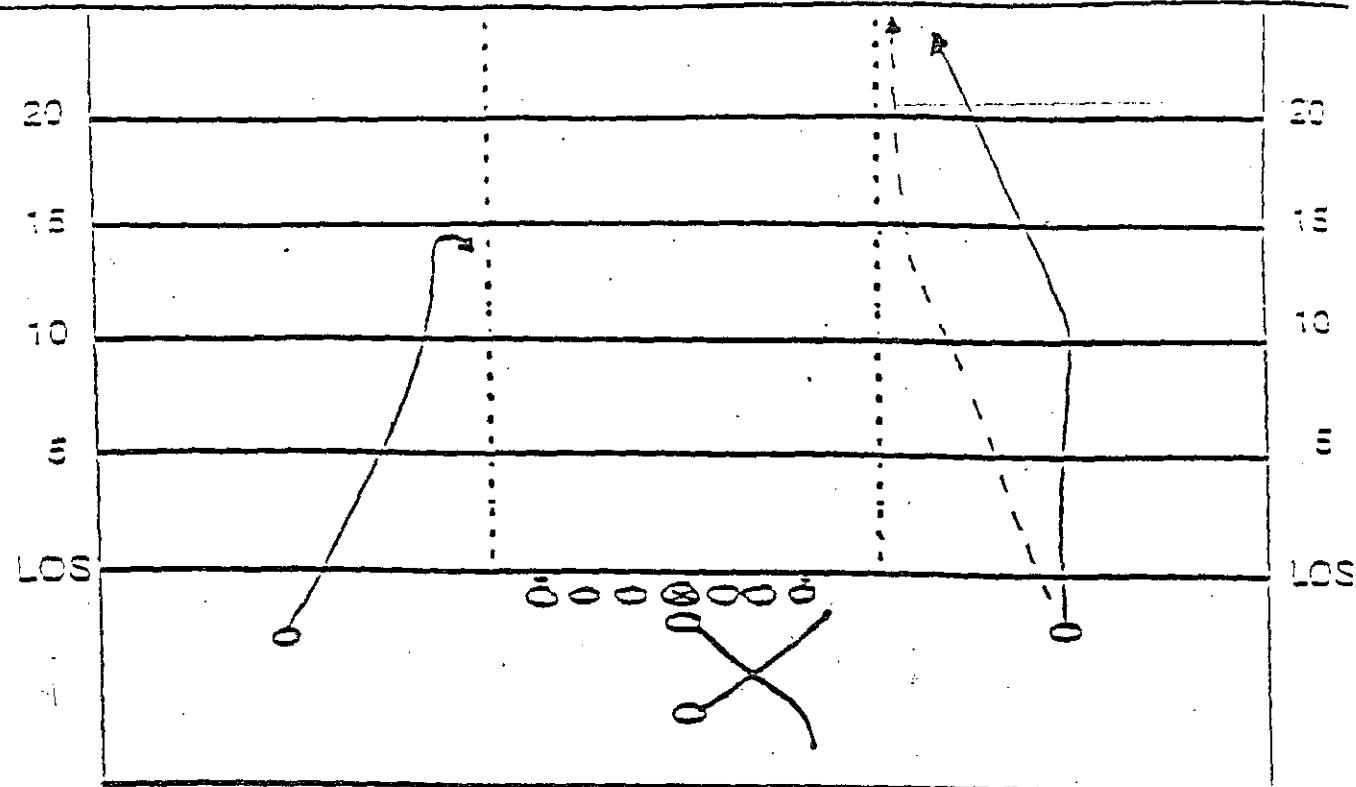


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Outlet	Cut Split	1. Work off of Inside LB, communicate with hands. Don't cover yourself.
FSTE	Chair		1. Stay at least 4 yards from sideline.
BSWR	Comeback Out		1. Run Fade vs. Cover 2.
BSTE	Block		1. Cov. 2 Block Down 2. Cov. 3 Block man on
RB	Take 6, Block		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Take 6 Strong Side	Strong Flanker	1. Comeback Out 2. Outlet/Chair 3. Abort	1. If strong corner rolls, work to backside combination immediately
ROUTE VARIATION: H Past			

308 (8)



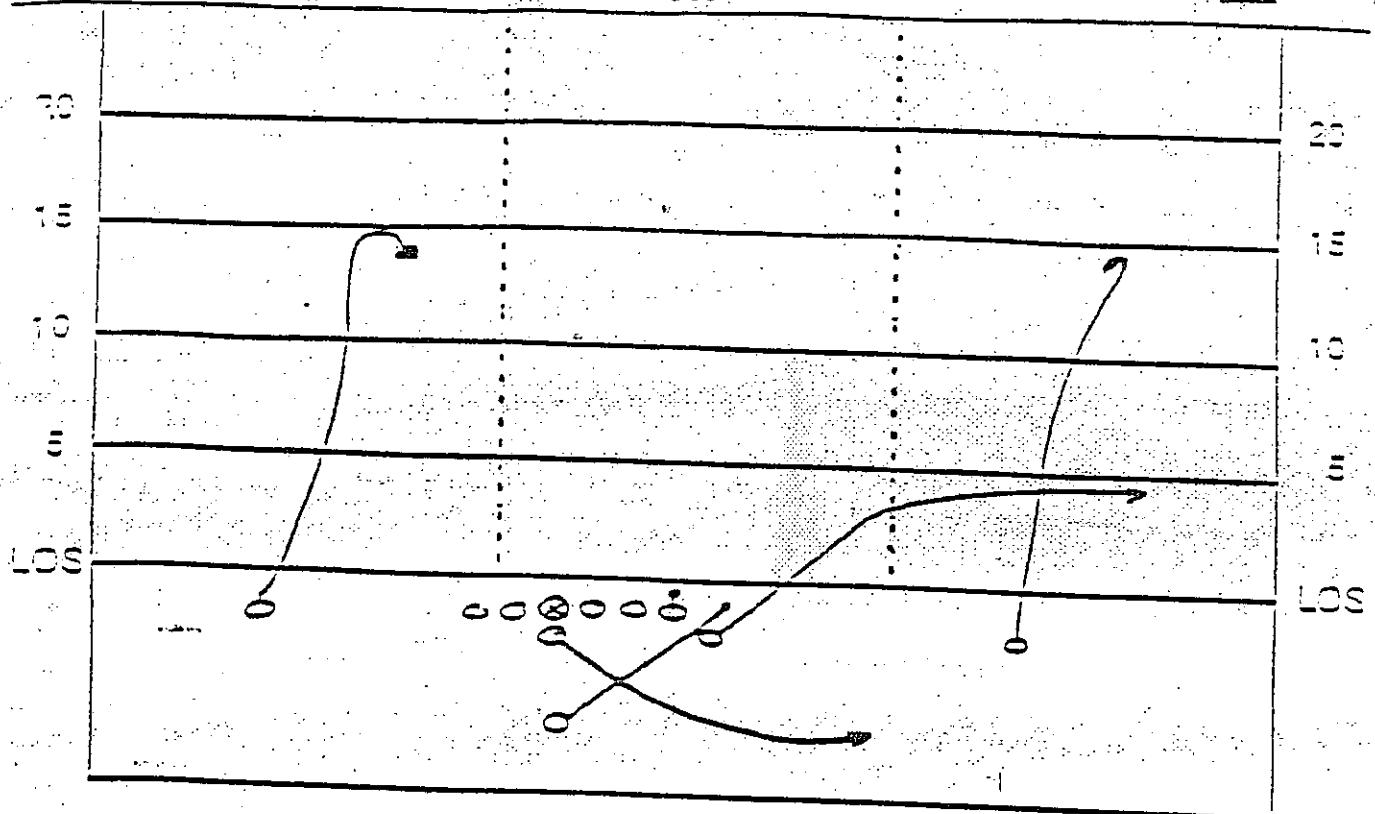
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Post/Corner		1. Run your post off defender who takes you deep. 2. Possible Corner Route.
FSEI	Block		
BSWR	Outlet		1. Possible Corner Route adjustment. 2. Possible Post adjustment.
BSEI	Block		
PB	Fake 8, Block		

## QUARTERBACK

DROP	ZONE-AREA-KEY	PROGRESSION	COACHING POINTS/READS
8 top Back	Strong Deep Defender	1. Post 2. Outlet 3. Abort	1. This play requires a great fake. 2. Do not take sack. 3. Double Wing possibility.

ROUTE VARIATION:

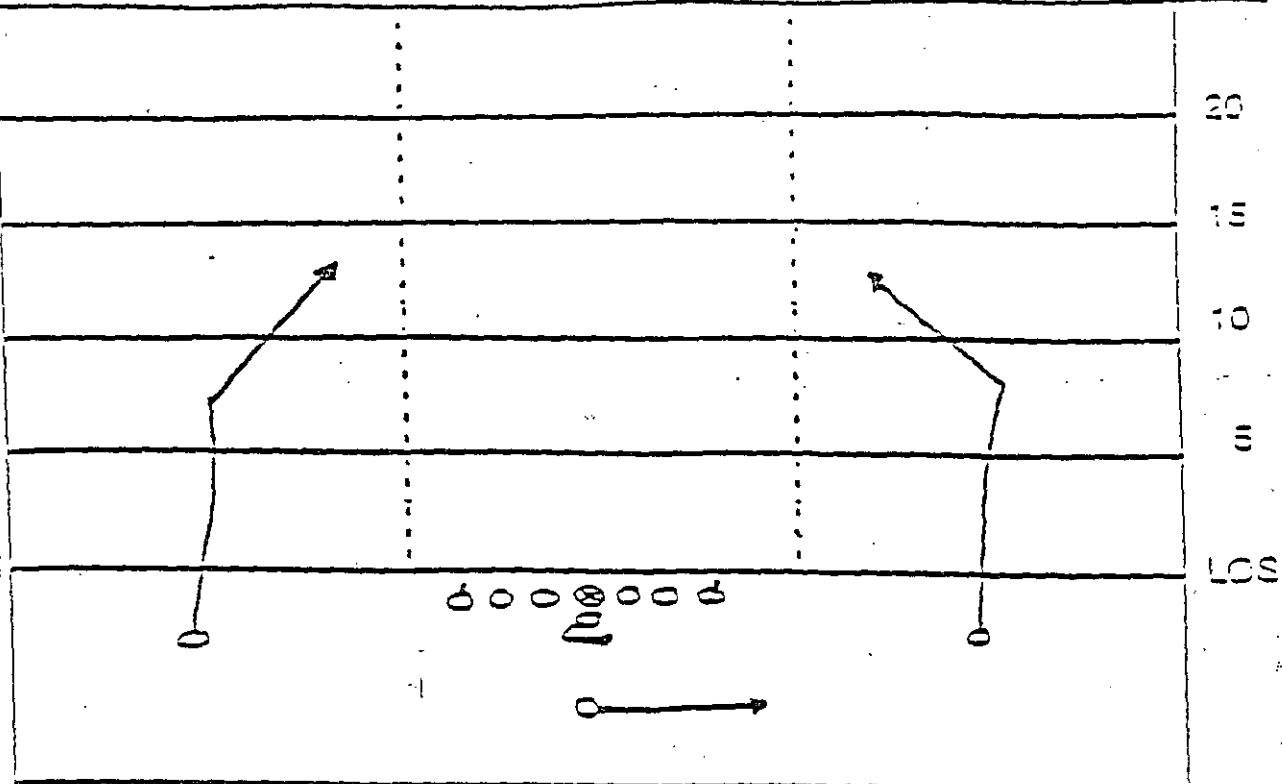
308(8) X Corner, 308(7) X Post



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hook		1. Stay wide! Use numbers as a reference point.
Y	Block		
X	Outlet		
H	Arrow		1. Possible Mac Motion. 2. Do not stop, accelerate.
F3	Fake 18, Block		1. Help seal the SOL with the FZ.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
fake 18	1. HOOK 2. GIMME	1. Hook/Arrow 2. Run	1. A great fake is paramount. 2. Take the Gimme, don't wait for Hook. 3. Don't forget run threat.
Strong flat			
in pass			
TE VARIATION:			

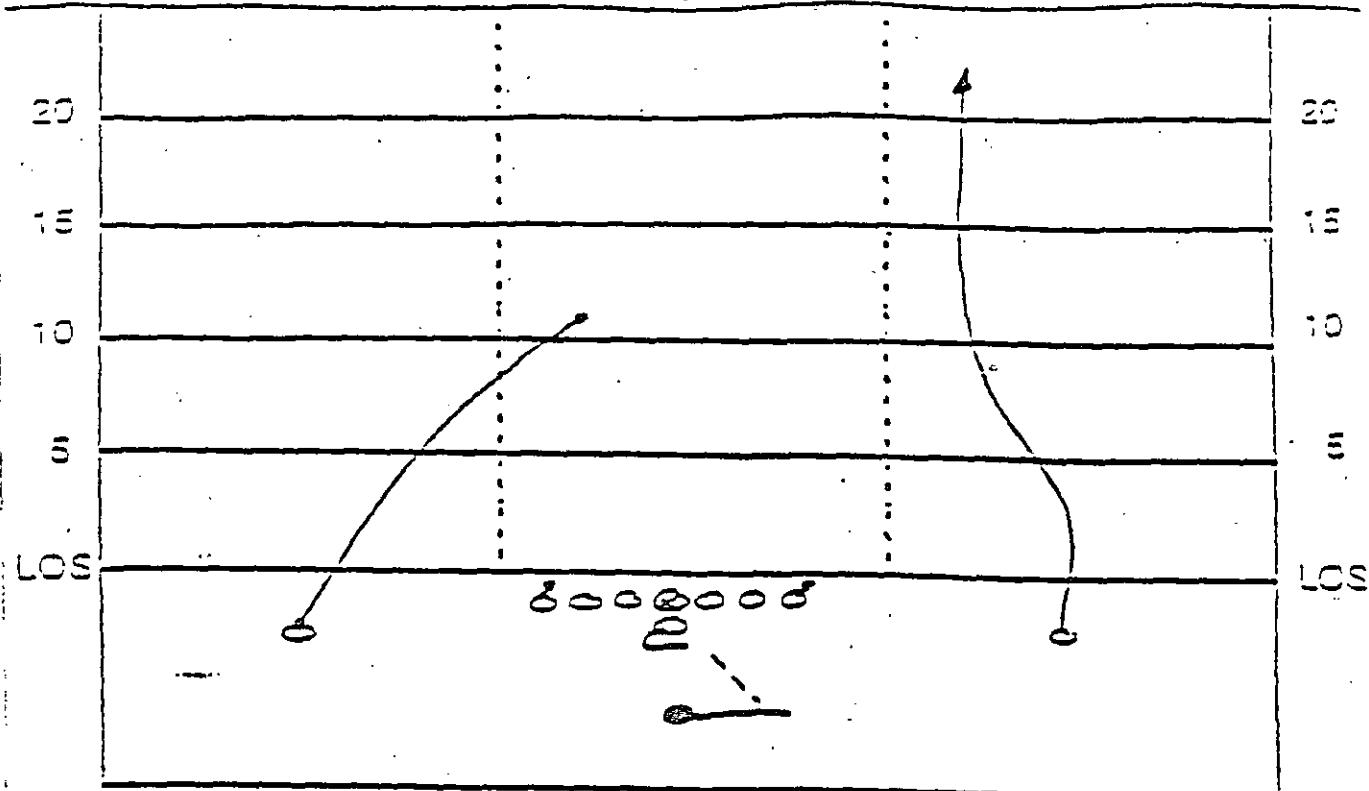


IN	ROUTE	ALIGNMENT	COACHING POINTS
	5 Step Post		1. Outside shoulder aiming point.
	Block		
	5 Step Post		1. Inside shoulder aiming post.
	Block		SET INSIDE
	Fake 48		

## QUARTERBACK

AREA KEY	PROGRESSION	COACHING POINTS/READS
X Strong Flat	1. 5 Step. Post. 2. Pitch	1. Make sure Run and Pass footwork are identical. 2. Stay on LOS to throw ball. 3. If in doubt, pitch ball.

INITIATION:



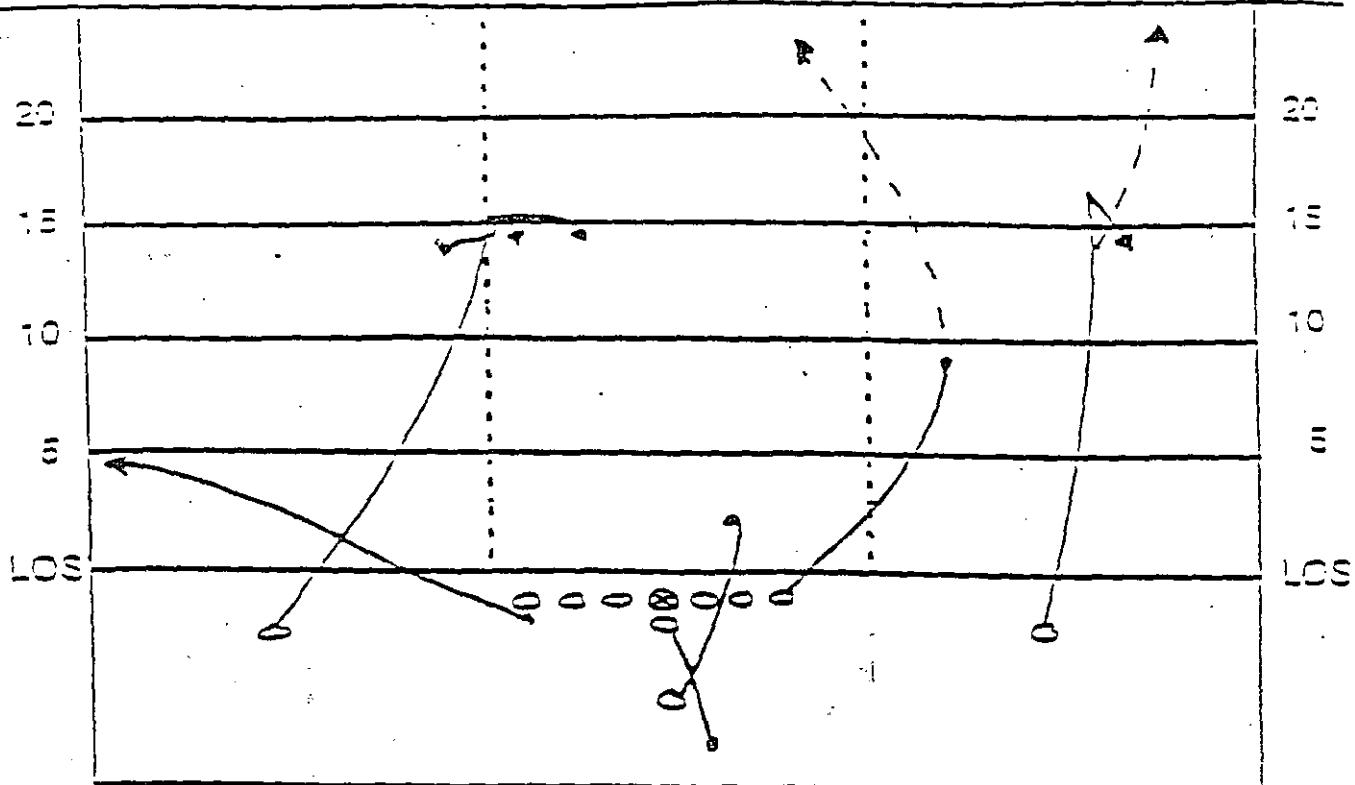
SECTION	ROUTE	ALIGNMENT	COACHING POINTS
WR	Push & Crack Post		1. Sell run block on deep defender and run post.
SIZ	Block		
SWR	Streak		1. Keep safety away from frontside post.
SIZ	Block		1. SET INSIDE
B	48 Course, Make good throw		

## QUARTERBACK

ROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
TE VARIATION:	RECEIVER	CONTACT	1. Make pitch early. Don't hesitate. WHEN ABSENT
TE VARIATION:			

E-17

324(5)



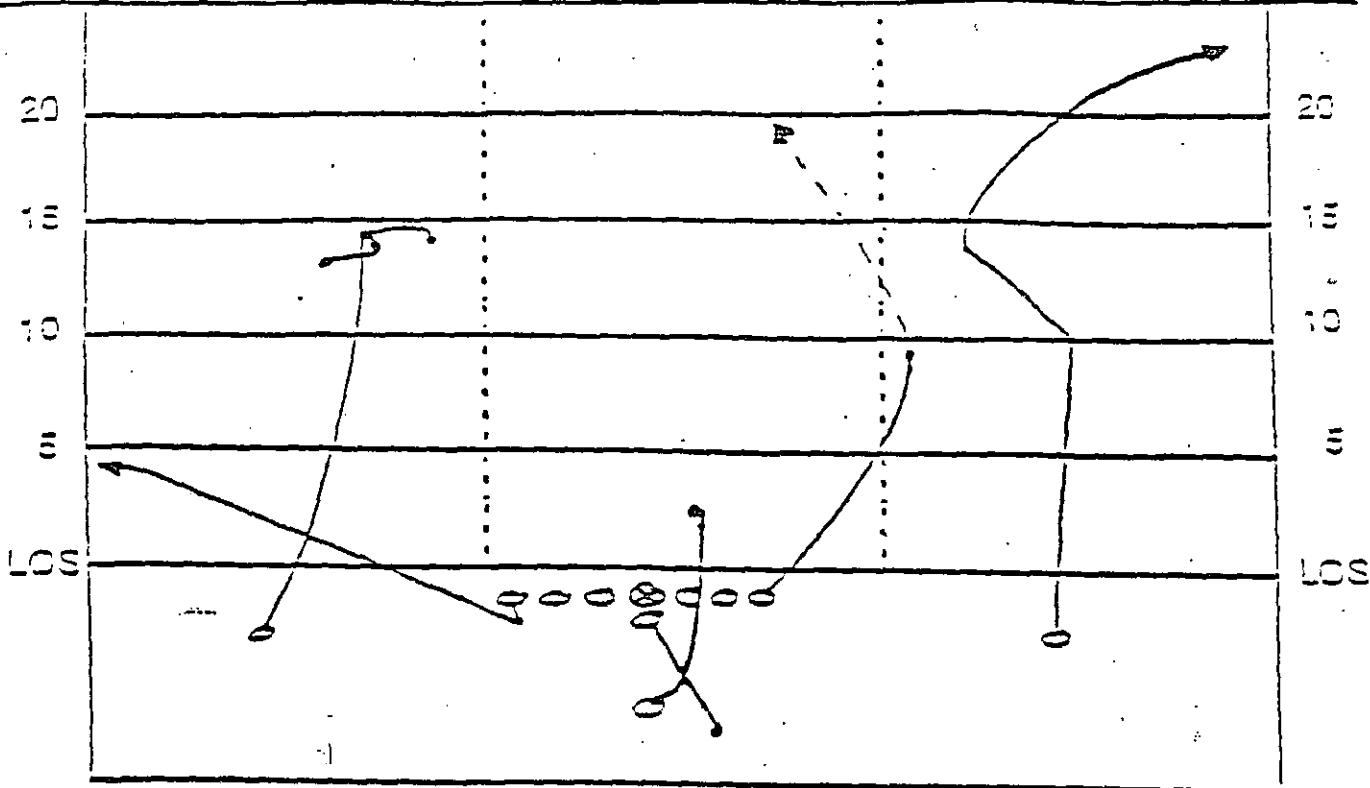
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Comeback out/Fade		1. Always outside release vs. rolled corner. 2. Sight adjust vs. #4 unless "check" call is made.
PSITE	Seal		1. Pipe vs. Cover 2. 2. Possible <del>"Check"</del> call - puts you on SS.
SWR	Outlet		1. Get open off of Inside LB.
SITE	Check Arrow		
SW	Check Through		

#### QUARTERBACK

PROG	AREA KEY	PROGRESSION	COACHING POINTS/READS
Pop	Catch Arrow Seal	1. Comeback/Seal 2. Through 3. Outlet/Arrow	1. Throw comeback off of pop-up step... 2. vs. Cover 2; work High/Low off inside LB. 3. Don't forget sight adjust.
Step	Strong Flat		

TE VARIATION:

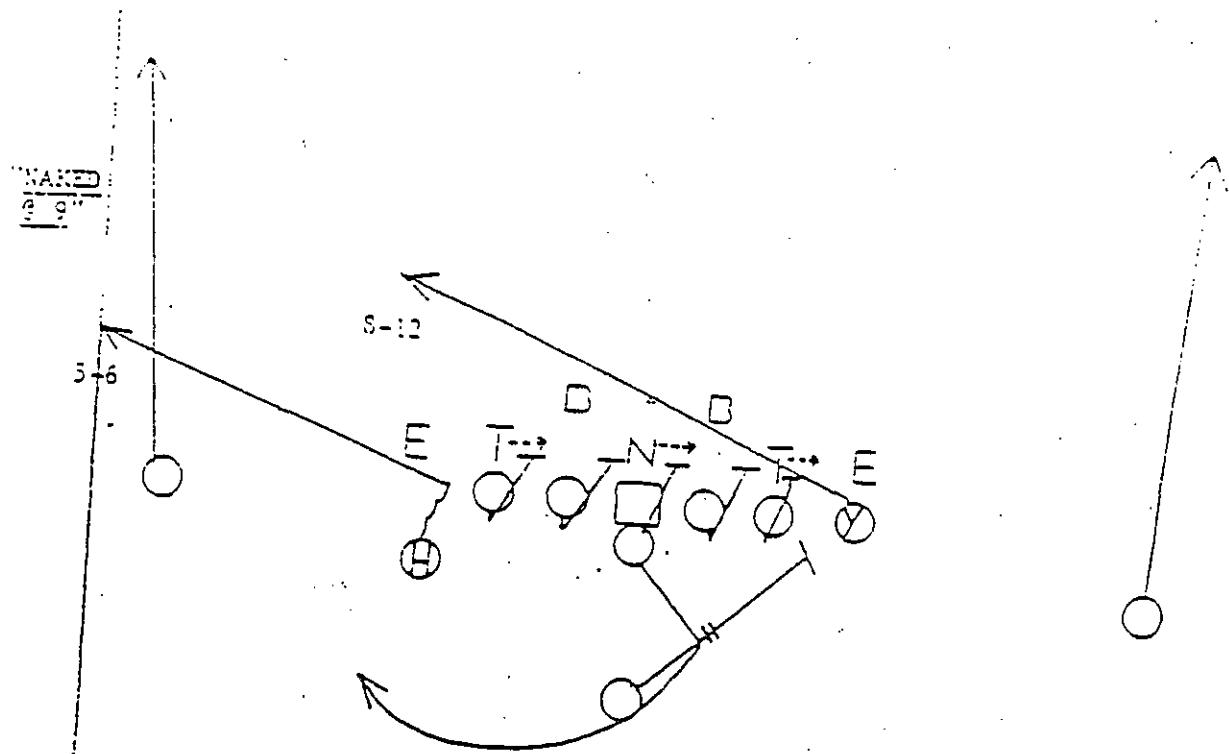
Possible 2 Screen



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Post Corner		1. Always be underneath single defenders feet. 2. Sight Adjust vs. #4. 3. Pipe vs. Cover 2.
FSTE	Seal		
BSWR	Outlet		1. Get open off of Inside LB..
BSTE	Check Arrow		
QB	Check Through		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
P	POSS		1. Only drop 5 steps to throw PC. 2. 1st-Cover 2 work High/Downfield of Inside LB. 3. Don't forget sight adjust.
ROUTE VARIATION:			
Possible (8) vs. Quarters			

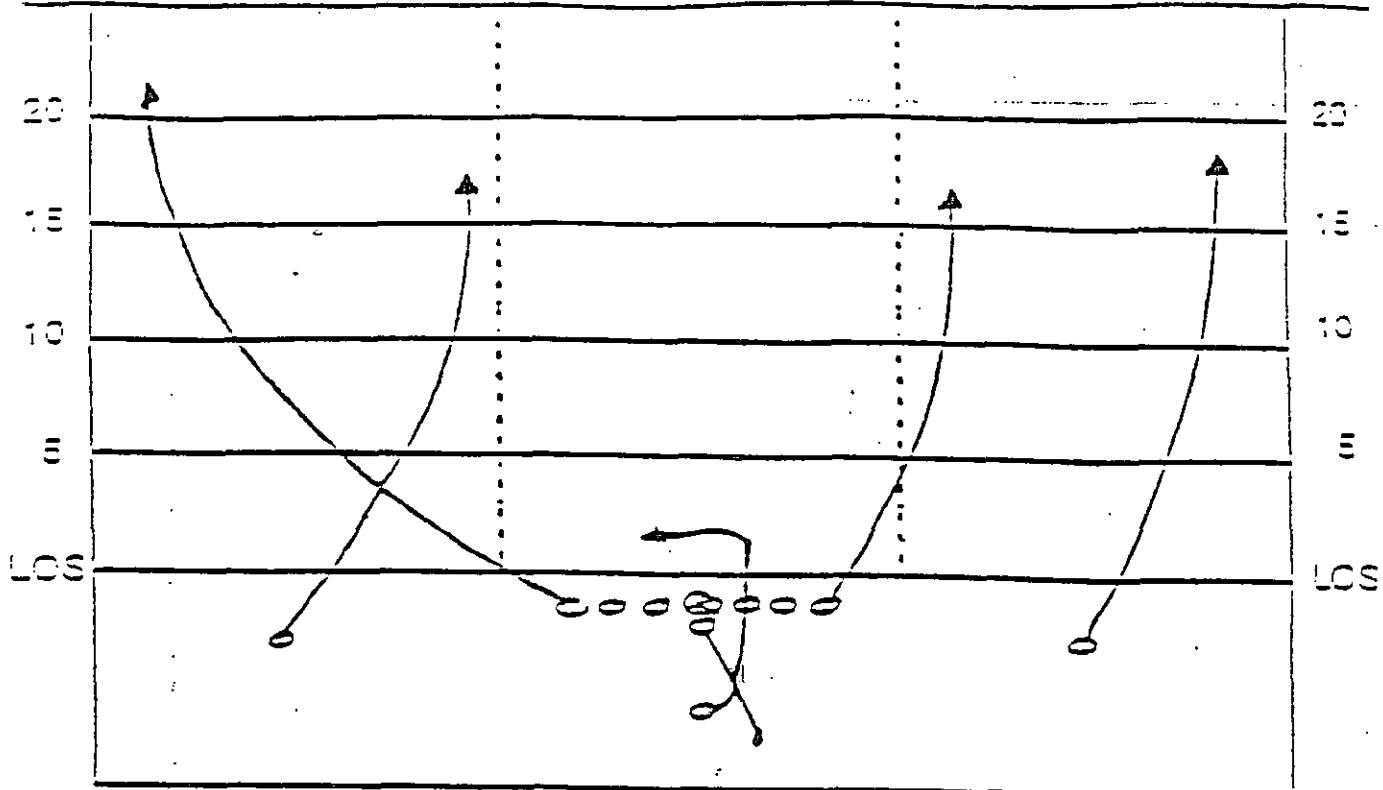


- A) QB: SUPER FAKE OF 6 OUTSIDE - THEN COME FLYING OUT OF FAKE & BE READY TO THROW QUICK IN CASE DE IS HANGING FOR
- B) HB: MUST DELAY 3 COUNTS - SQUEEZE C GAP TO GIVE APPEARANCE OF BLOCKING ON OFFSIDE LIKE RUNNING PLAY.
- C) T: SAME AS 6-7 COUNTER WAGGLE PASS: CLEAR ILB's & FIND WINDOW TO QB (KEEP VERTICAL RELATIONSHIP BY MIRRORING QB).

NOTE: RUN FROM "UP" FORMATION AS A PART OF OUR "CHECK WITH ME" SERIES.  
(CHECK AWAY FROM "MONSTER", ETC.)



## 324(9) Switch



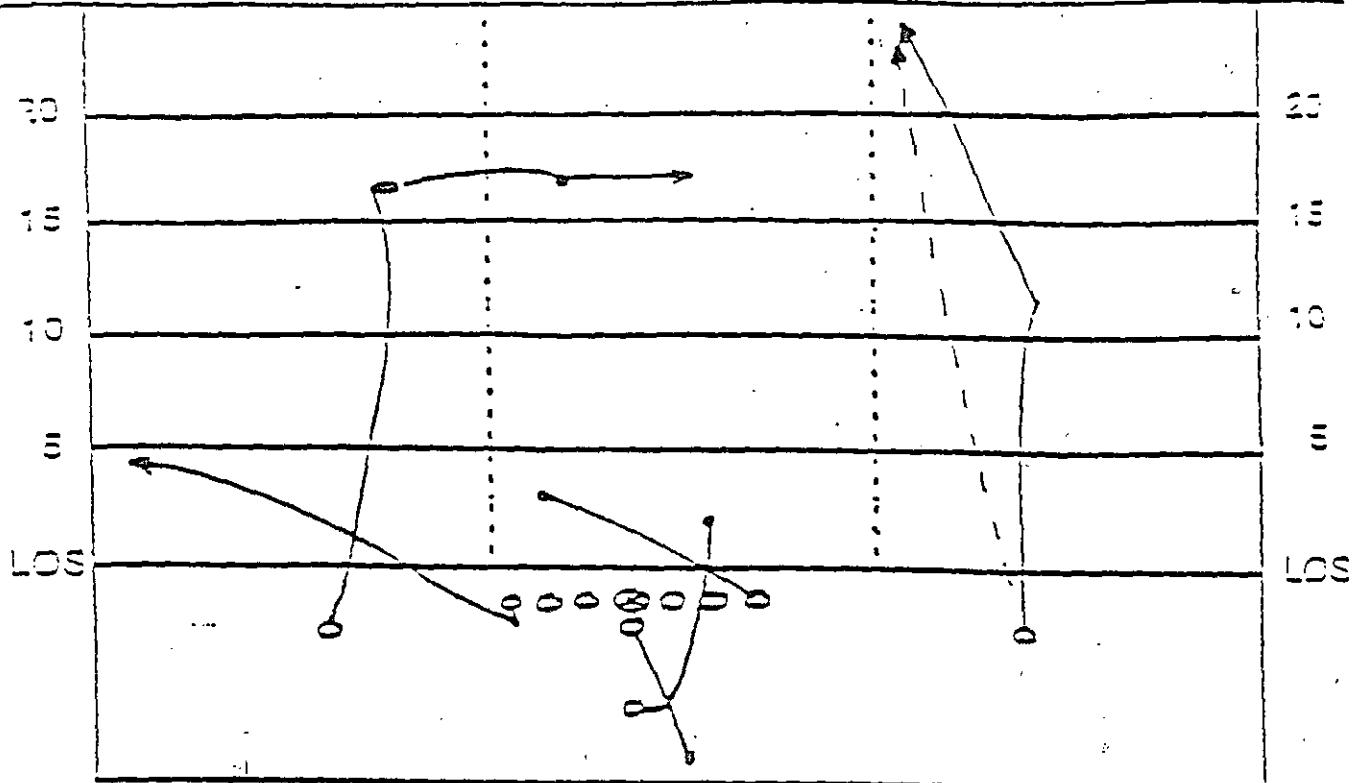
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FWR	Fade		1. Landmark is 4 yards from sideline. 2. Sight adjust vs. #4.
FTE	Hash		1. Landmark is 2 yards outside Hash. 2 yds inside Hash when Ball is Far away
BWR	Hash		1. Avoid contact - Landmark is 2 yards outside hash.
BTE	Chair		1. Landmark is 4 yards from sideline. 2. Free release if (9) stays on!
RS	Check Under		1. Break away from man coverage.

## QUARTERBACK

TOP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Line, Line, Line Free Safety	1. Hash/Hash 2. Chair 3. Under	1. 5-Step drop for all 9 routes. 2. Ok to show fade if pre-snap indicates. 3. Don't forget Sight adjust.

ROUTE VARIATION:

Only put up COVER 3



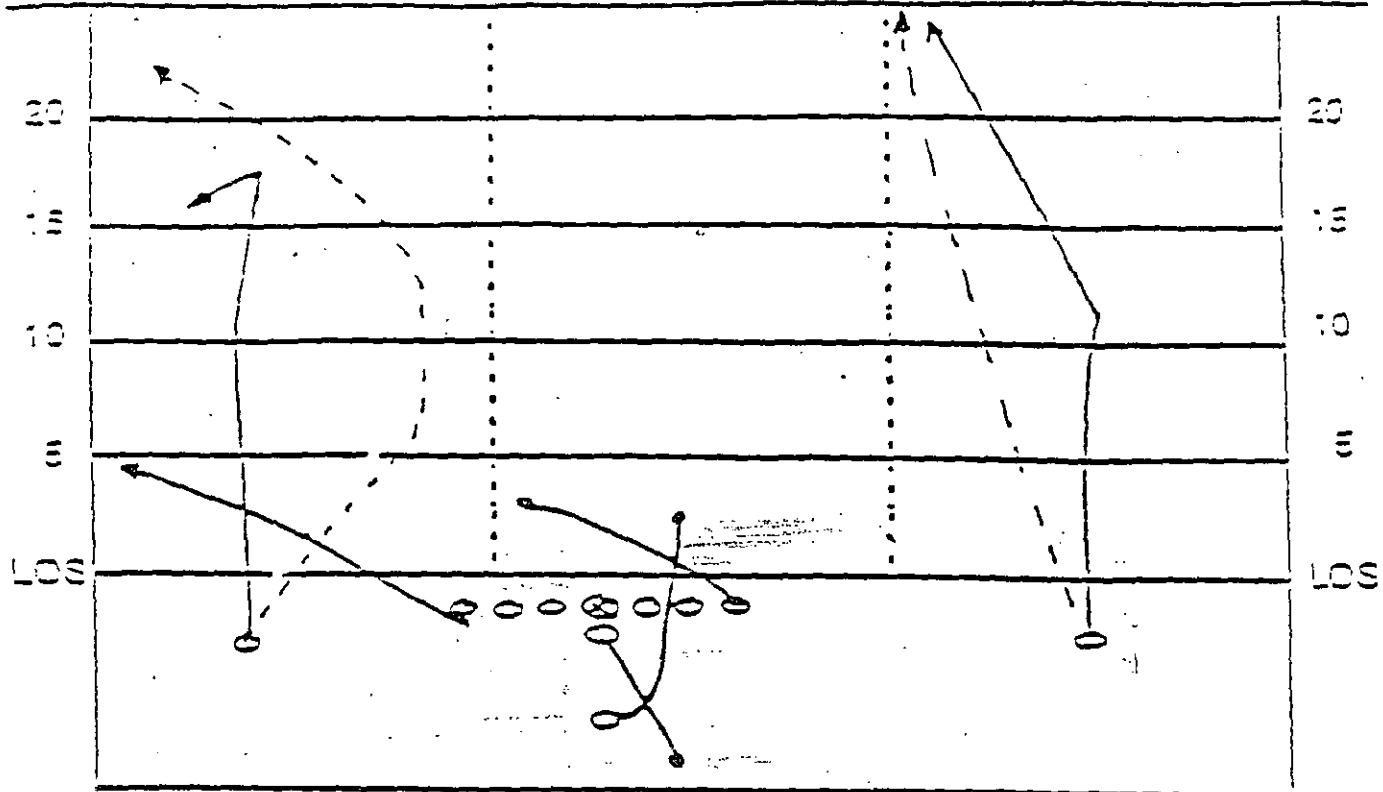
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Post		1. Run post off of Deep Defender. 2. Sight adjust on #4.
PTEZ	Siz		1. Stay underneath backside inside LB. 6 yd. C gap AREA
PSWR	Dig		1. Aim stem at Defender who takes you deep. 2. Communicate with hands-Don't overrun windows.
PTEZ	Check Arrow		
PTEZ	Check Through		

## QUARTERBACK

ROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Rep	Middle Layer	1. Dig 2. Siz 3. Through	1. Take post if Pre-Snap indicates. 2. Work High/Low off of backside inside LB. 3. Don't forget Sight Adjust.
TE VARIATION: 6 X POST VS. 2 BUZZ			

**E-24**

324-(5) Y-OUT



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Post		1. Run post off of defender who takes you deep. 2. Sight adjust off of #4.
PSTE	Siz		1. Stay underneath backside inside 13.
BSEW	Comeback out/ Post Corner		1. Run Post Corner vs. Rolled Corner.
BSTE	Check Arrow		1. Do not go deeper than 5 yards.
RB	Check Through		

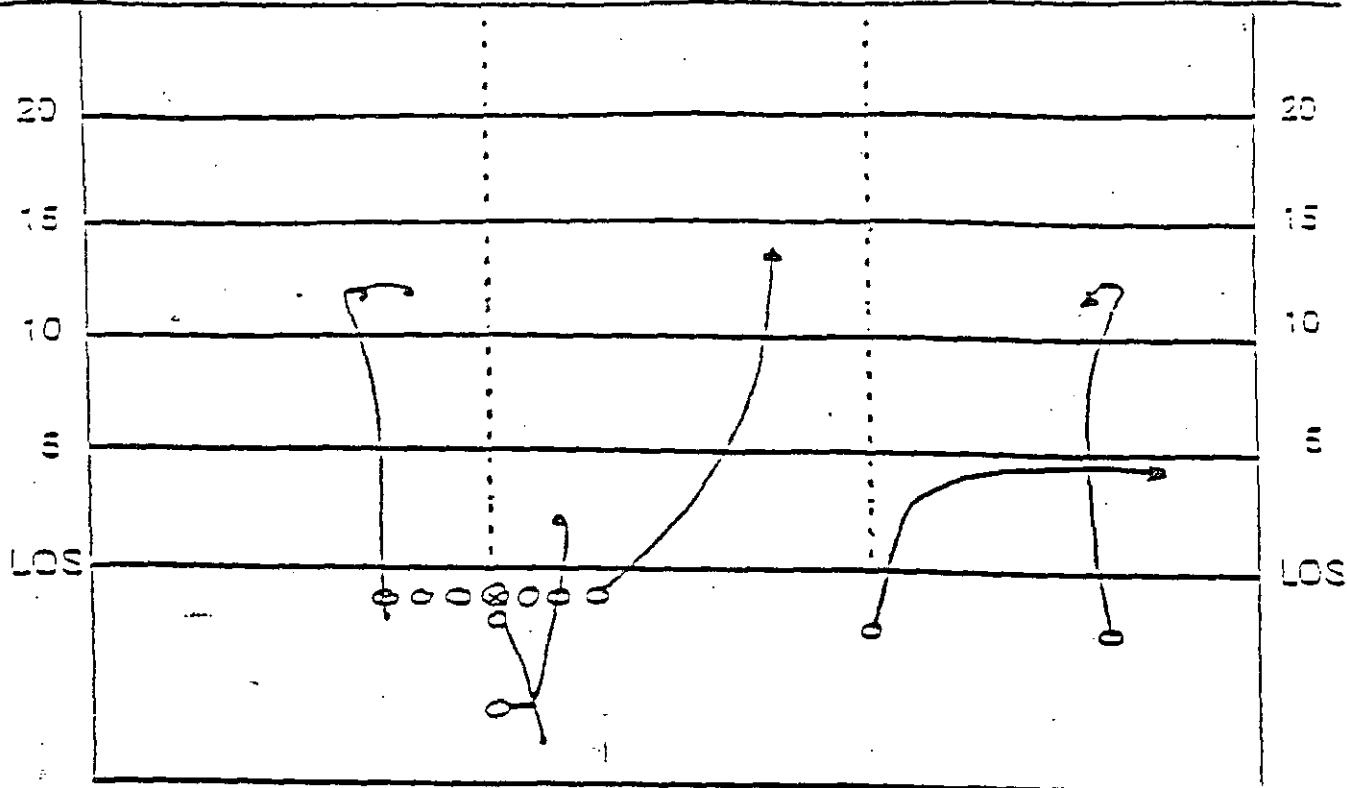
**QUARTERBACK**

STEP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Weak Flat	1. Comeback/Corner... 2. Arrow 3. Siz	1. Throw post if pre-snap indicates. 2. Work High/Low on weak flat. 3. Don't forget sight adjust.

ROUTE VARIATION:

(6) Y-OUT

DOUBLE SCREEN



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hook		1. Get inside flat defender-Do not let one defender Cover 2.
Y	Seal		1. Pipe vs. Cover 2. 2. SEAL vs All OTHER Cov.
X	Quick Out		1. Accelerate to Sideline. 2. Sight Adjust on #4.
H	Check Outlet		1. Stay wide.
RB	Check Through		

## QUARTERBACK

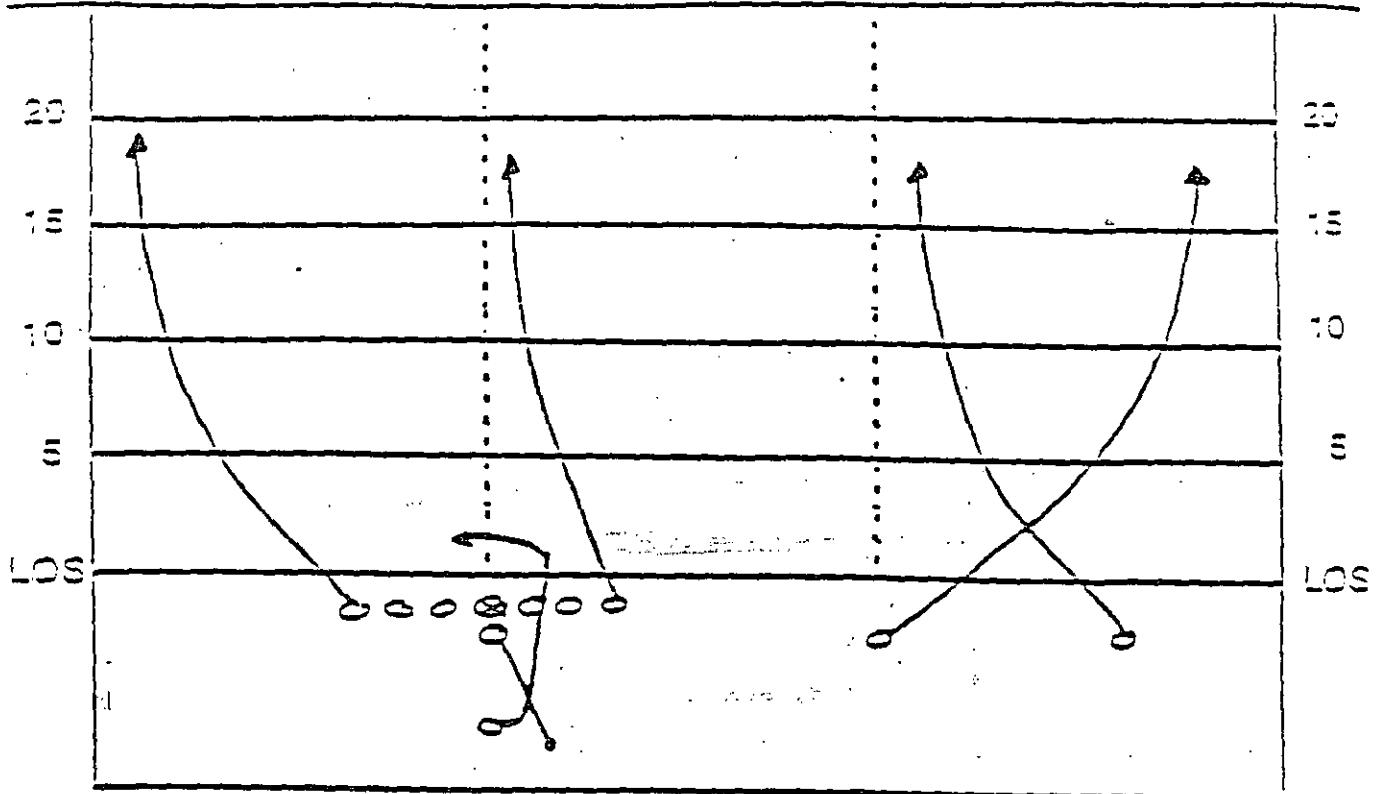
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
1st & 10 2nd & 8 3rd & 7	SCREENG, flat	1. Hook/Quick Out 2. Seal/Through 3. Outlet	1. Only 5 step drop. 2. Lateral vs. 3. High/Low vs. 2. 3. Don't forget sight adjust.

ROUTE VARIATION:

We will run 4 routes from Single.

E-23

DOUBLE 324(9) SWITCH



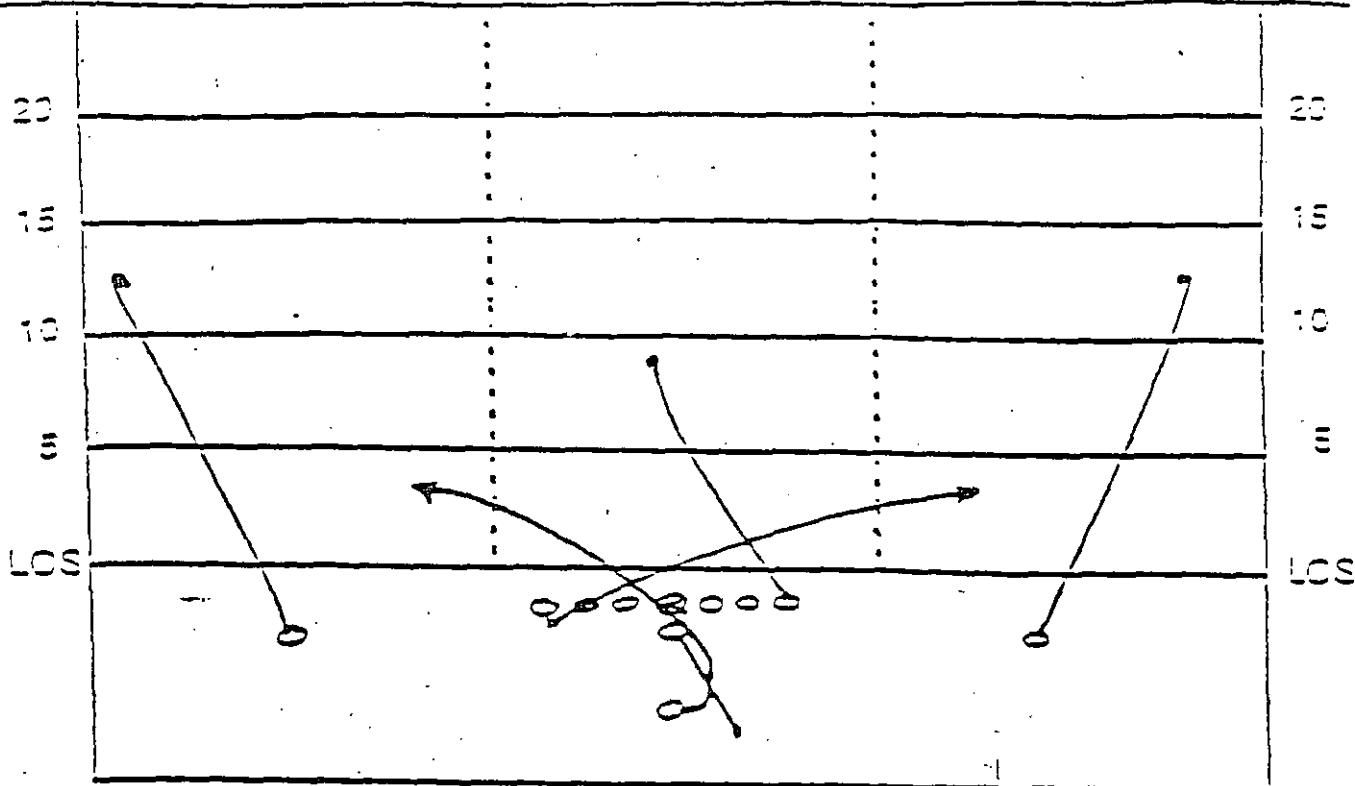
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hash		1. Landmark is 2 yards outside hash-avoid collision.
Y	Inside Hash		1. 5 yds inside HASH Look over inside shoulder
X	Chair		1. Landmark is 4 yards from sideline. 2. Sight adjust vs. #4.
A	<del>Left</del> 9 Rte		4 yds from SIDELINE
ZB	Under		1. Break away from man coverage.

QUARTERBACK

STEP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Scop	Down-Down-Down Free Safety	1. Hash/Hash 2. Chair 3. Under	1. Ceiling on a hash route is 22 yds. 2. Don't forget sight adjust.

TE VARIATION:

Call 1 or 2 vs. Cover 1

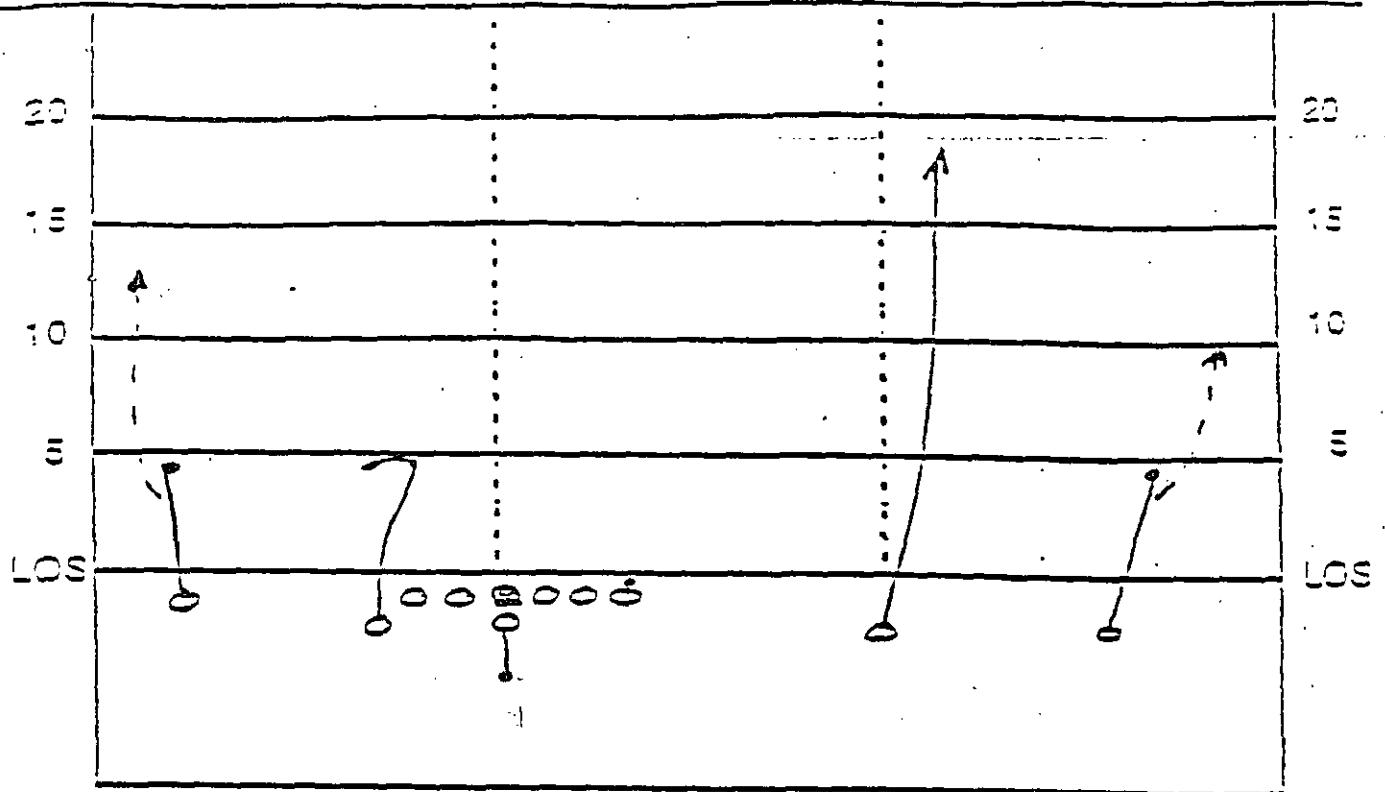


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Wide Hook		1. Stay wide! Use numbers as a reference. 2. Sight adjust vs. #4.
FSTE	Middle		1. Get 8-10 yards deep right between inside backers.
BSWR	Wide Hook		1. Stay wide! Use numbers as a reference. 2. THROTTLE FAR C GAP
FSTE	Check Across		1. Stay shallow - No deeper than 3 yards.
RB	Check Across		1. Avoid collision in backfield-probably cut behind Center's block.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Mini-Field FACTY	1. Middle 2. Across/Across 3. Wide Hook/Wide Hook	1. 5 Step drop. 2. Read, squeeze on middle to determine second and third choice. 3. Don't forget sight adjust.
ROUTE VARIATION:		Send play toward rush end side	

52(1)



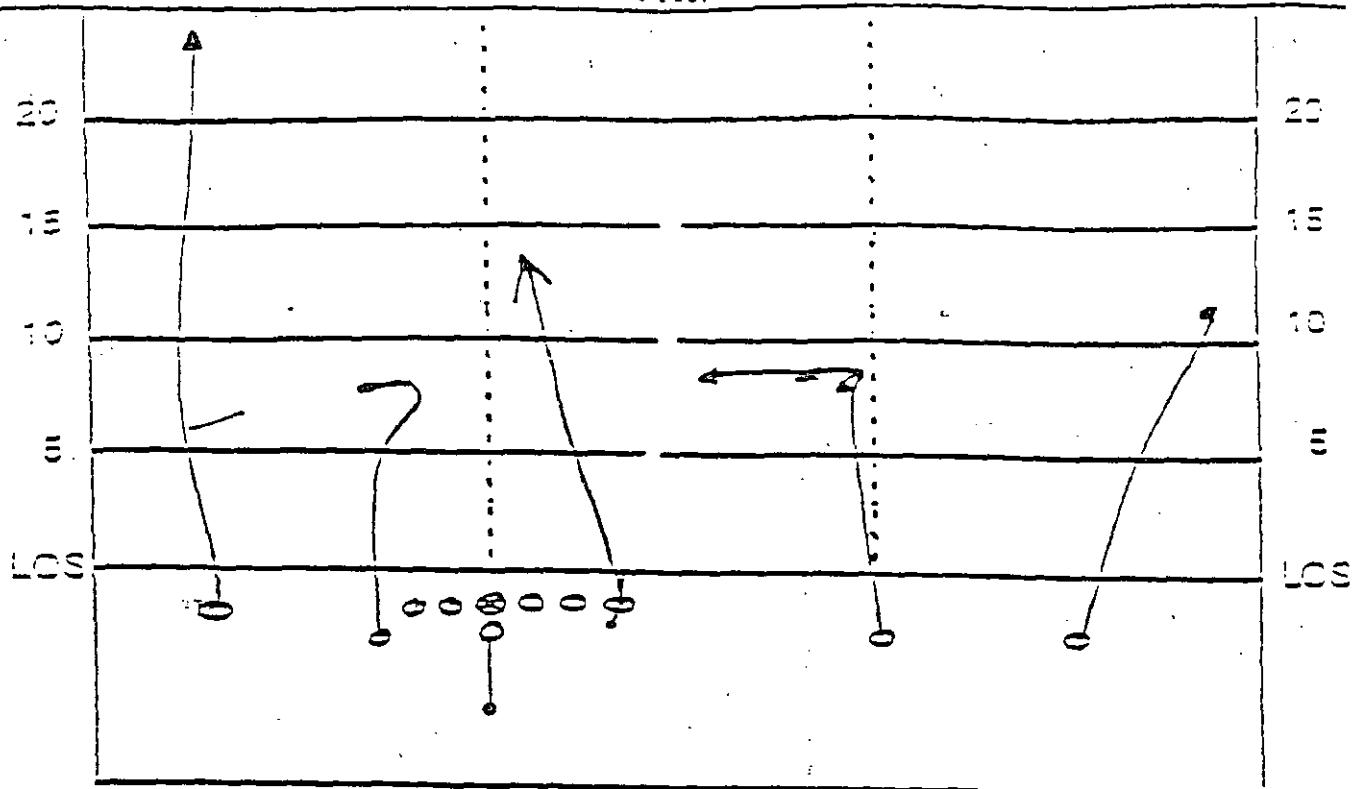
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hitch		1. 3 Step route. 2. Fade vs. Rolled Corner.
Y	Block		
X	Clear		..
Z	Seam		1. Release outside if possible.
RS	Hitch		1. 3 Step route. 2. Fade vs. Rolled Corner.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	"Throw Side C"	1. Hitch 2. Seam 3. Abort	1. Throw ball to receivers in backside pocket.

UTE VARIATION:

## QB OPTION



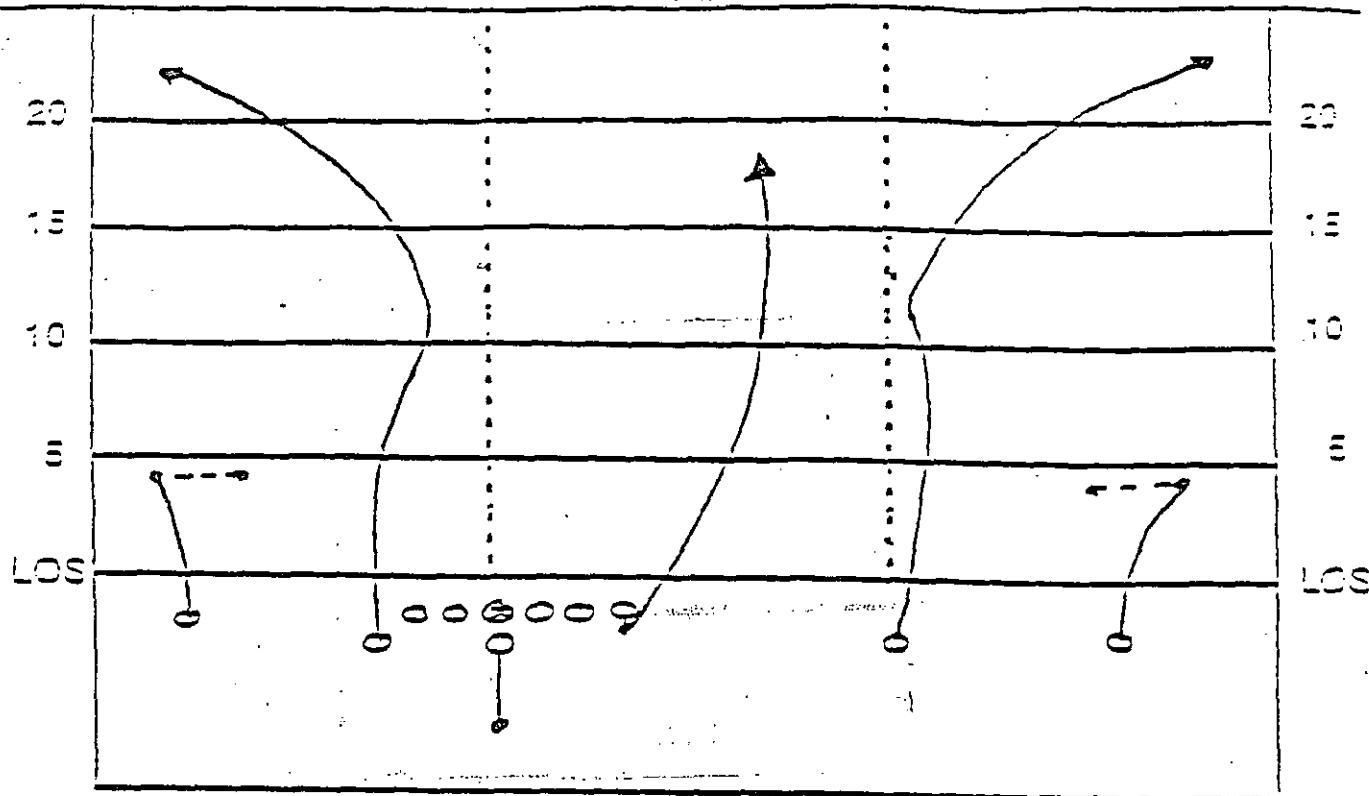
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Wide Hook		1. Stay wide! Use numbers as a reference point.
V	Check Seal		1. Try to carry inside LB. 2. Depth should be at 0-10 yards.
X	Option		1. Depth should be at 0-10 yards.
H	Option		1. Outside release vs. Roiled Corner.
FB	Streak		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Flat Coverage	1. Option/Option 2. Wide 4 3. Abort	1. Pick your first read based on underneath coverage. 2. Remember wide 4 if strong flat defender sits on option.
ROUTE VARIATION:			

E-27

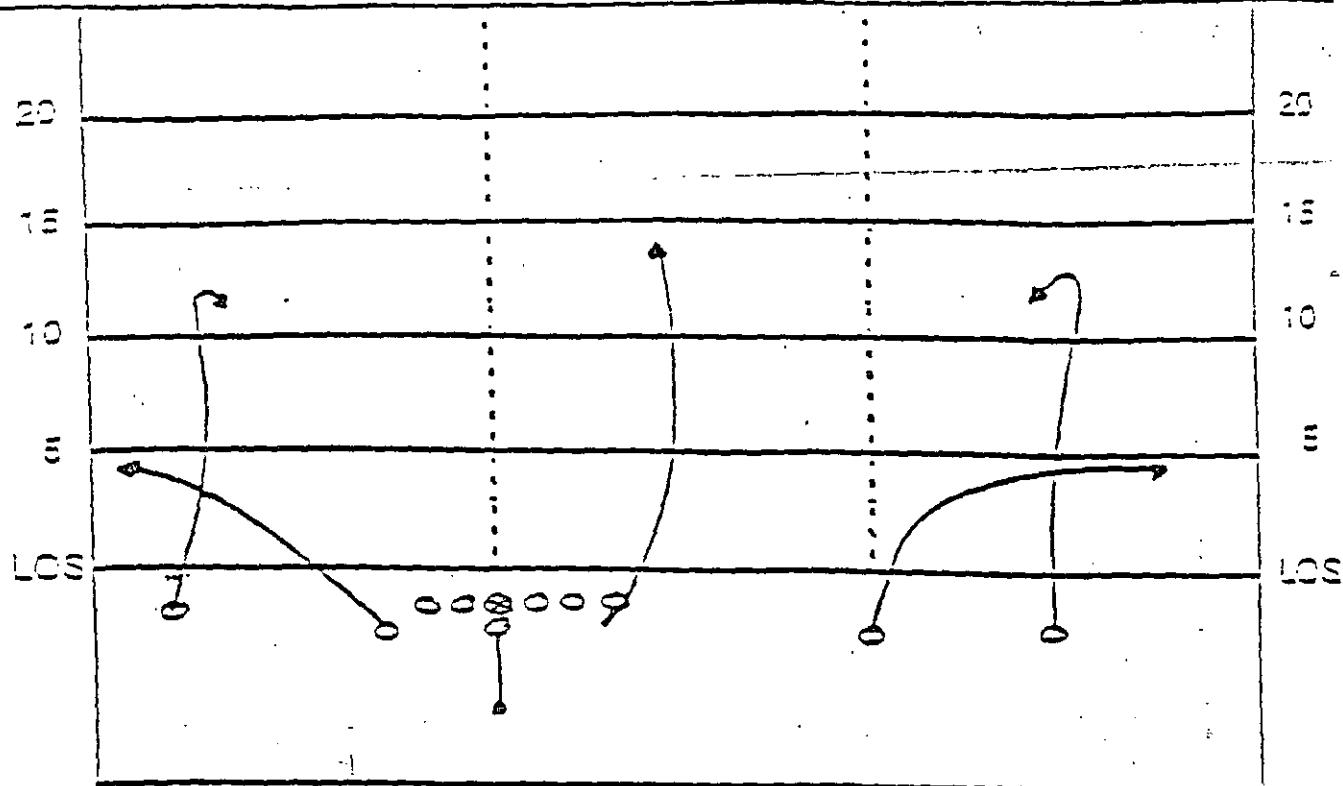
62 SMASH



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Smash		1. Aim at outside shoulder of corner. 2. Depth should be at 4 yards. 3. Break inside when QB makes eye contact.
Y	Check	SEAL	1. Aim for onside safety.
X	Corner		1. Corner route should be at depth of 22-25. 2. If Cover 3, avoid defender inside.
H	Corner		1. Corner route should be aimed at 12-15.
QB	Smash		1. Aim at outside shoulder of corner. 2. Depth should be at 4 yards. 3. Break inside when QB makes eye contact.

#### QUARTERBACK

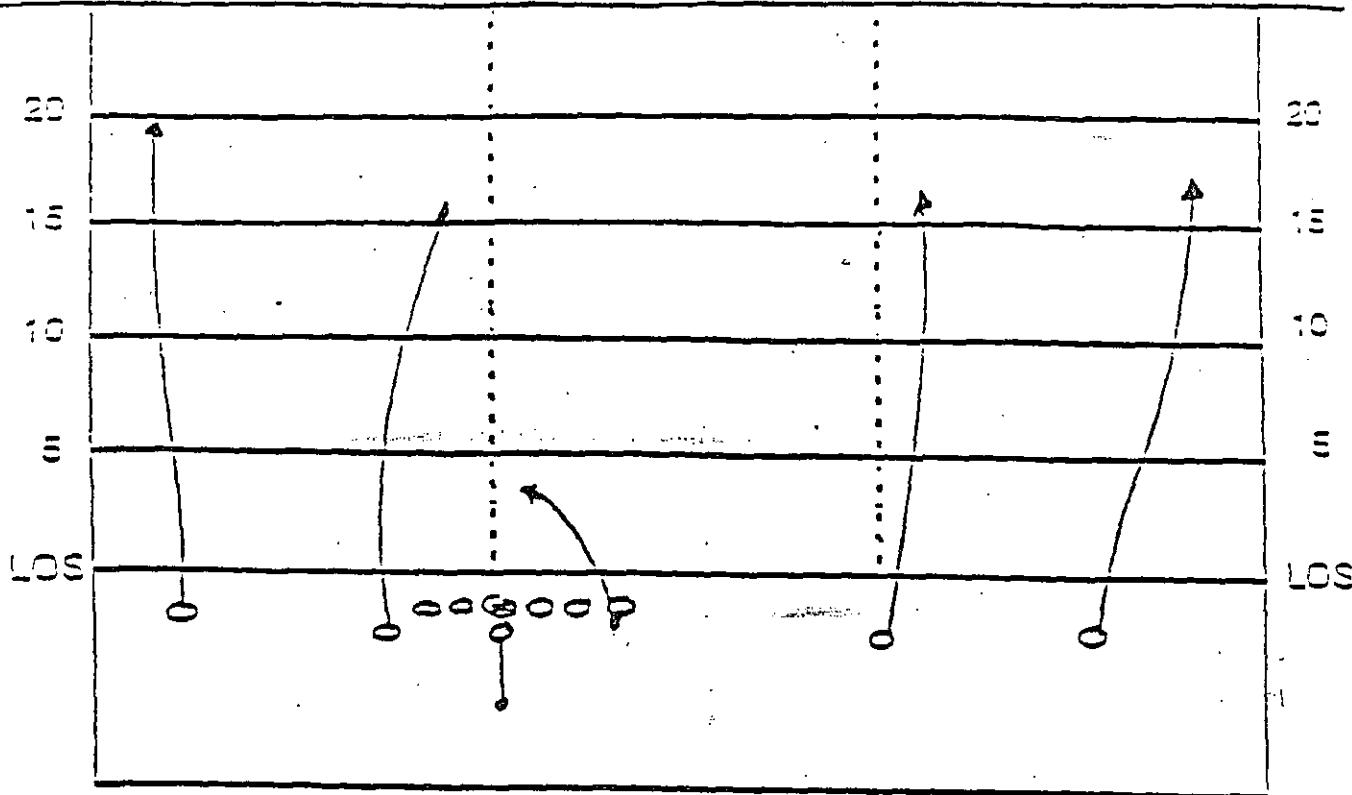
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Either Side	1. Corner/Smash 2. Corner/Smash	1. Pick best side and read High/Low on the corner-take the Gimme! 2. Throw corner route to beat safety. Decision beats corner.
ONE VARIATION:			



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Hook		1. Get inside of flat defender-don't let one cover two!
Y	Check Seal		1. Seal inside LB.
X	Quick Out		1. Accelerate on route-Don't slow down!
H	Arrow		1. Accelerate on route-Don't slow down.
RB	Hook		1. Get inside of flat defender-don't let one cover two.

## QUARTERBACK

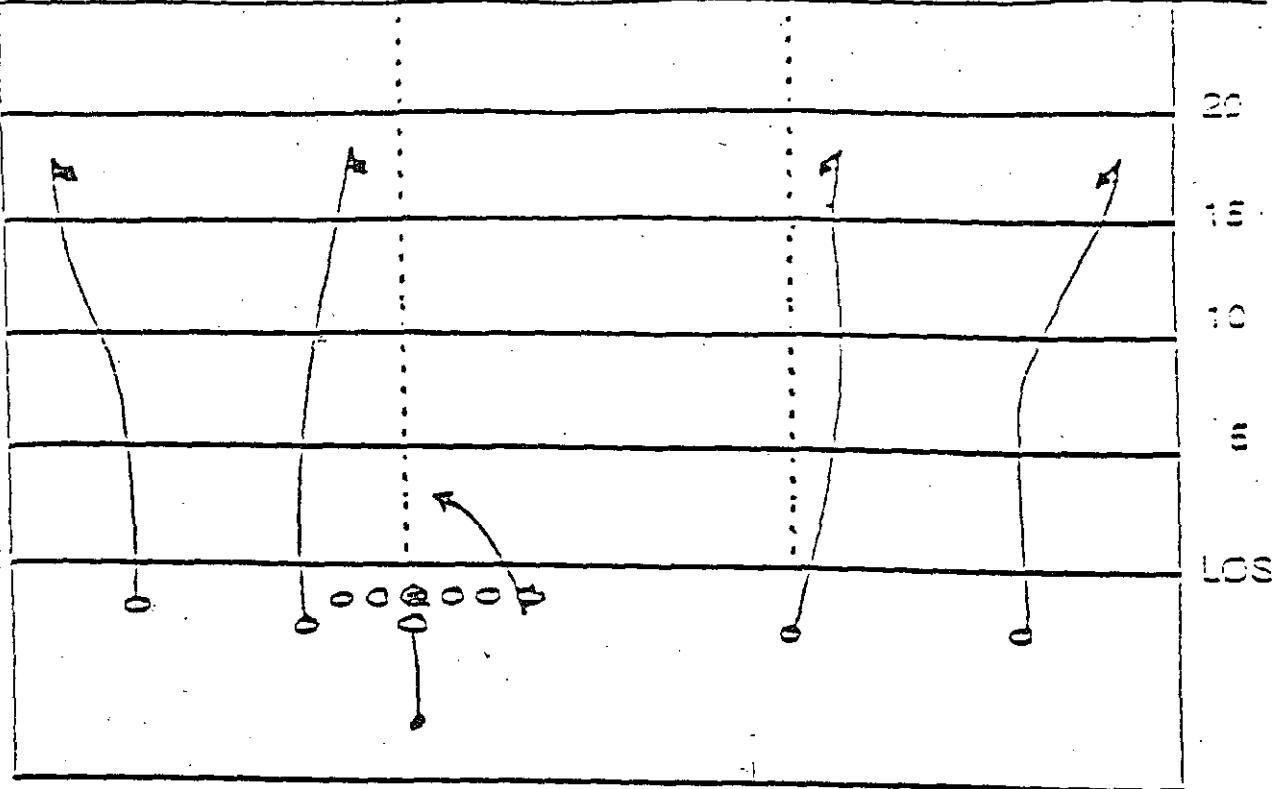
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step back	Either side flat	1. Hook/Arrow 2. Hook/Arrow	1. Pick best side and read lateral on flat defender. -Take the Gimme!
ROUTE VARIATION:			



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Fade		1. Landmark is 4 yards from sideline. 2. Must outside release.
Y	Check	DELAY	
X	Hash		1. Landmark is 2 yards outside Hash. 2. Avoid Defender outside.
H	Hash		1. Landmark is 2 yards outside Hash.
PS	Fade		1. Landmark is 4 yards from sideline. 2. Must outside release.

## QUARTERBACK

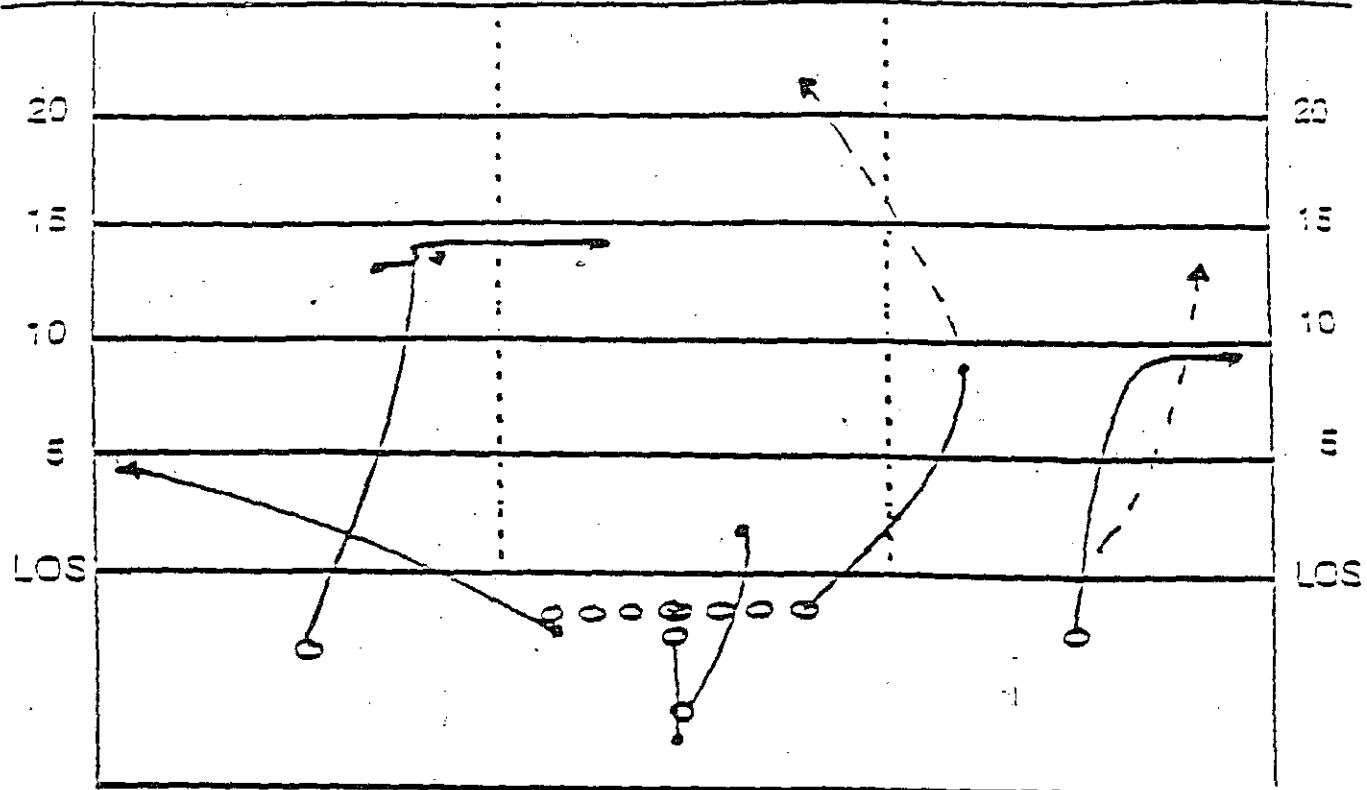
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
10y	Free Safety	1. Hash/Hash vs. 3. 2. Hash/Fade vs. 2. 3. Sit	1. If Coverage is Man, it is o.k. to throw outside 9 yards. 2. The ceiling for the hash throw is 22 yards. 3. Don't force throw.
ROUTE VARIATION: Switch			



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
	Stop		1. Same landmark as (9). 2. Must go 18 yards. Ball will be thrown at the back of your helmet.
	Check <b>DELAY</b>		
	Stop		1. Same landmark as (9). 2. Must go 18 yards. Ball will be thrown at back of your helmet.
	Stop		1. Same landmark as (9). 2. Must go 18 yards. Ball will be thrown at back of your helmet.
	Stop		1. Same landmark as (9). 2. Must go 18 yards. Ball will be thrown at back of your helmet.

**QUARTERBACK**

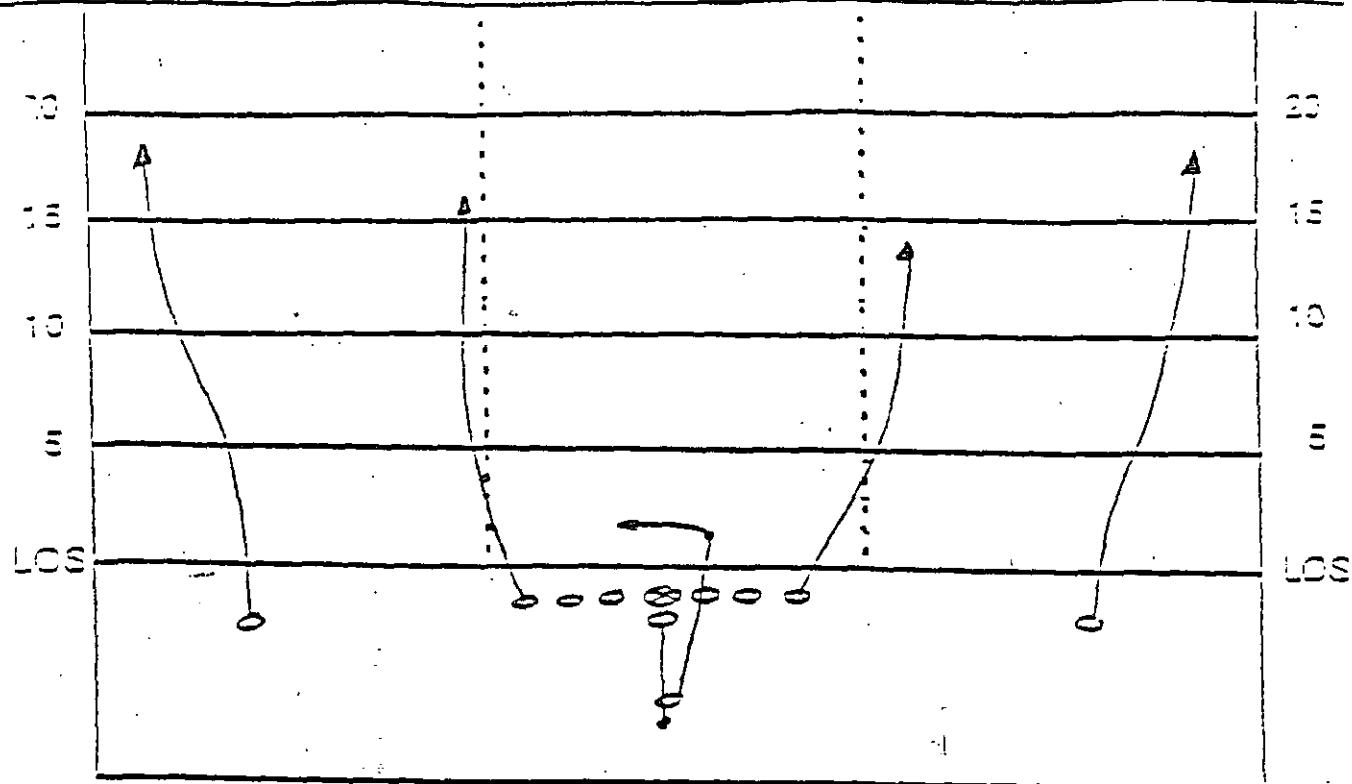
AREA KEY	PROGRESSION	COACHING POINTS/READS
Underneath Coverage	1. Stop 2. Sit	1. Pick best should stop route. 2. Drop back 5 <u>deep</u> steps, pop up 3. Throw and throw to back of helmet. 4. Nothing available, find your sit.
VARIATION:		



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Out/Fade		1. Aim out at outside shoulder of corner. 2. Outside release on Fade. 3. Sight Adjust vs. #4.
PSTB	Seal		1. If Cover 3, work for SS inside shoulder. 2. If Cover 2, work for pipe.
BSWR	Outlet	Minimum	1. Get open on inside Lo, communicate with hands. 2. Cut your split.
BSTB	Check Arrow		
QB	Check Through		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Strong Flat	1. Out/Seal 2. Through 3. Outlet/Arrow	1. The out must be thrown off the plane step. 2. If Cover 2, High/Low Seal to Through. 3. Don't forget to Sight Adjust!
JTE VARIATION:			

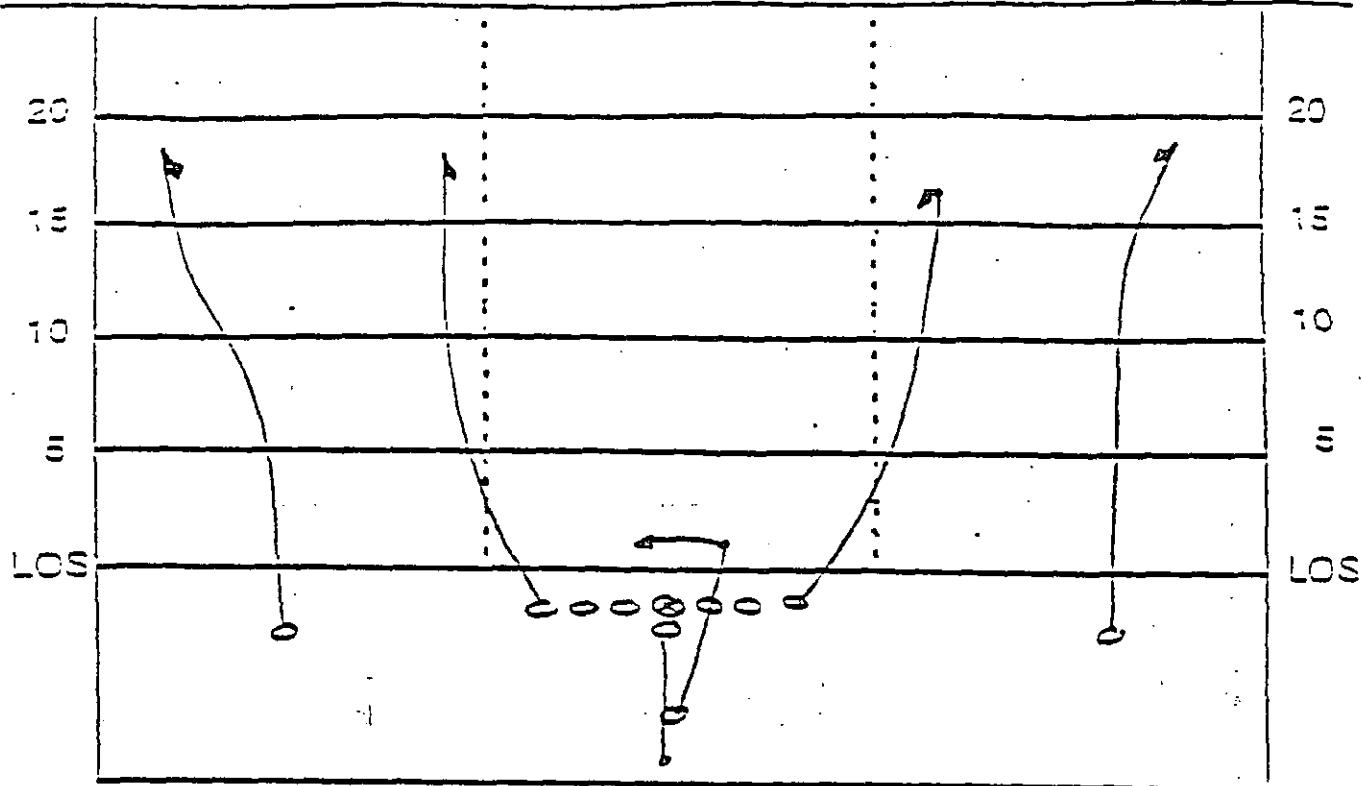


OPTION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Fade		1. Landmark is 4 yards from Sideline. 2. Sight Adjust vs. #4.
FSEI	Hash		1. Landmark is 2 yards outside hash.
BSWR	Fade		1. Landmark is 4 yards from Sideline. 2. Possible "Switch" call.
BSEI	Hash		1. Landmark is 2 yards outside hash. 2. Possible "Switch" call.
RE	Check Under		1. Break away from Man Coverage.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step on Free Safety	Free Safety	1. Hash/Hash 2. Under	1. If pre-snap calls you to throw to WR, go ahead. 2. If ball is thrown to hash, ceiling is 22 yards. 3. Don't forget Sight Adjust.
TE VARIATION: Route will only be run vs. Cover 3.			

73(9) STOP

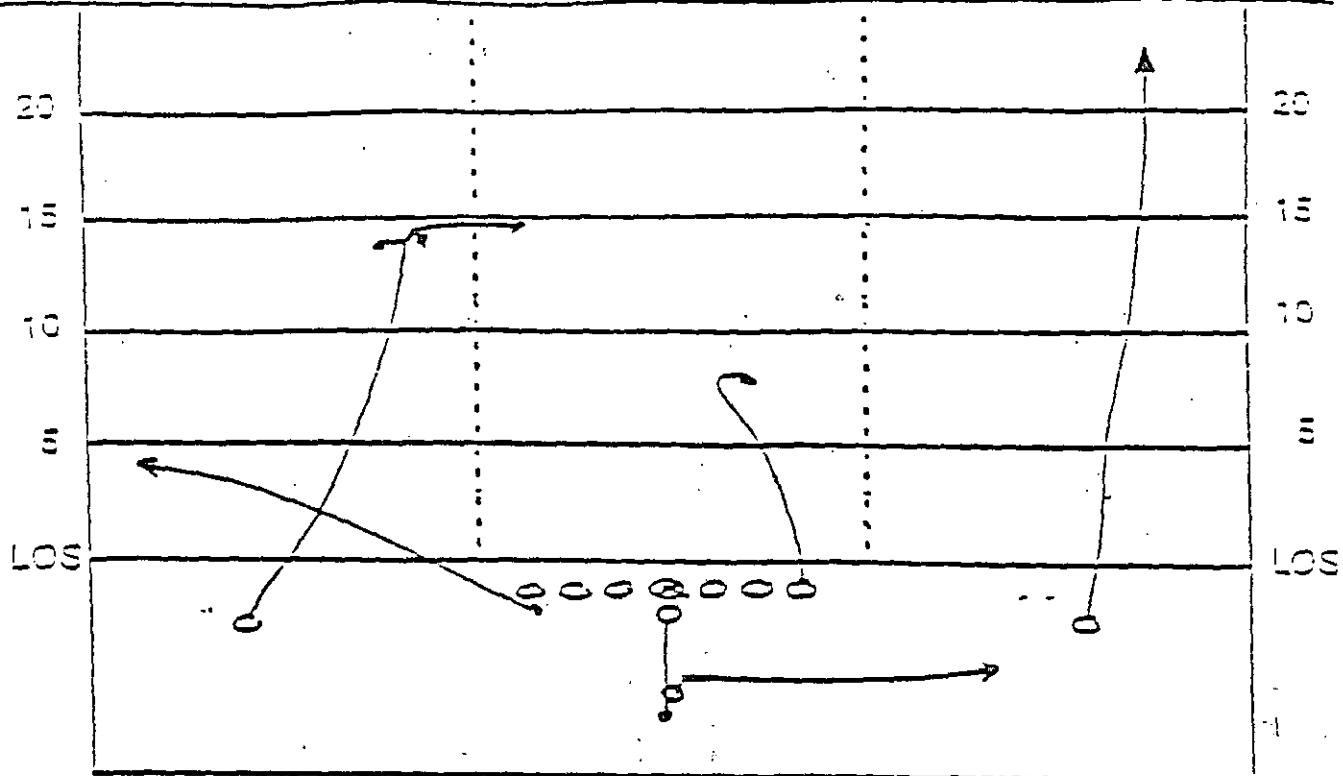


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Stop		1. Same landmark as (9). 2. Sight adjust vs. #4 unless "check" call is made.
FSTE	Stop		1. Same landmark as (9). 2. Possible "check" call.
BSWR	Stop		1. Same landmark as (9).
BSTE	Check Stop		1. Same landmark as (9).
#3	Check Under		1. Break away from man coverage.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
2 Step	Underneath Coverage	1. Best situated step. 2. Under	1. Take 5-deep steps, pop up, throw ball to back of helmet. 2. "Check" call puts TE on SS. No "Check" call means you must sight adjust on #4. 3. Don't forget under route.

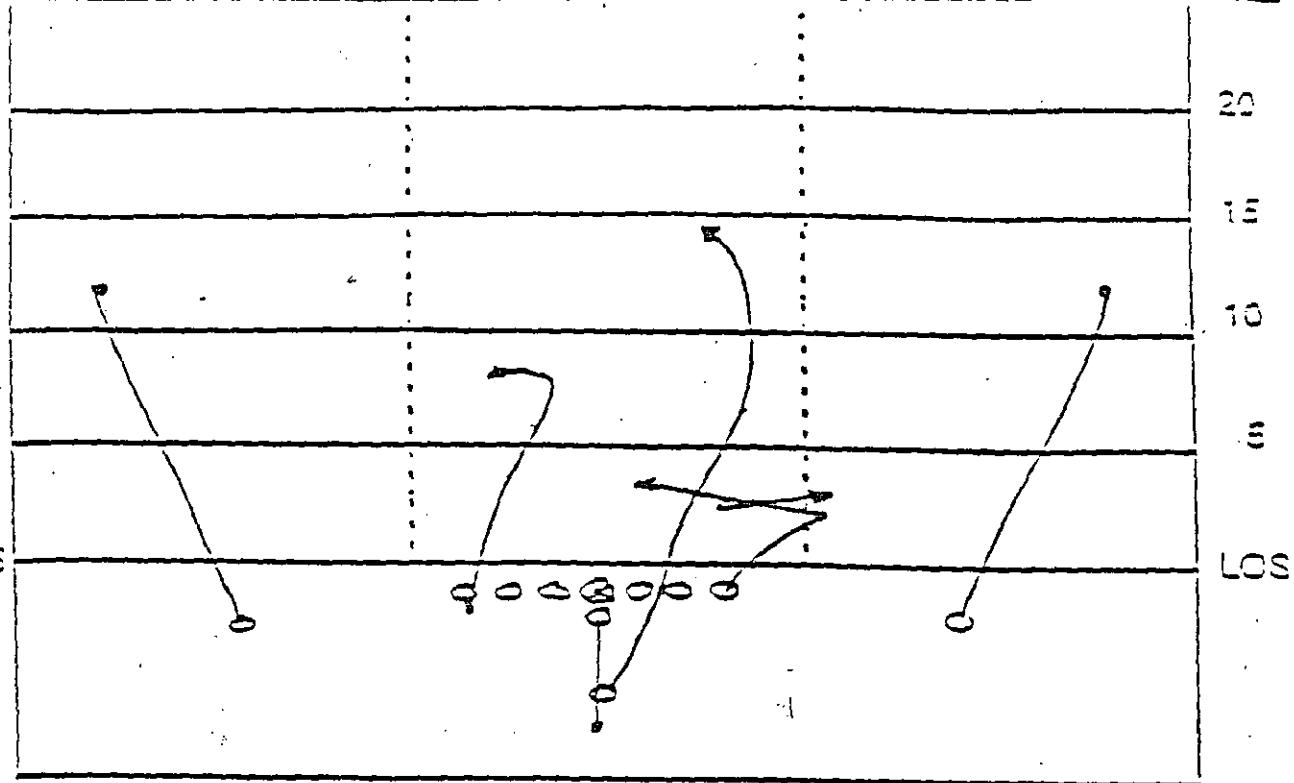
ROUTE VARIATION:



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Streak		1. Outside release vs. Cover 2. 2. Sight Adjust on #4.
FSTE	Option		1. Work off of Inside LB.
BSWR	Outlet		1. Work off of Inside LB-Communicate with hands.
BSTE	Check Arrow		
RB	Check Swing		1. Keep constant speed.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Wrist Step	FSTE	1. Option 2. Swing 3. Outlet/Arrow	1. Decide on Streak-in Pre-Snap. 2. If Option is covered by OLB, throw swing. 3. Don't forget S.A.
ROUTE VARIATION:			

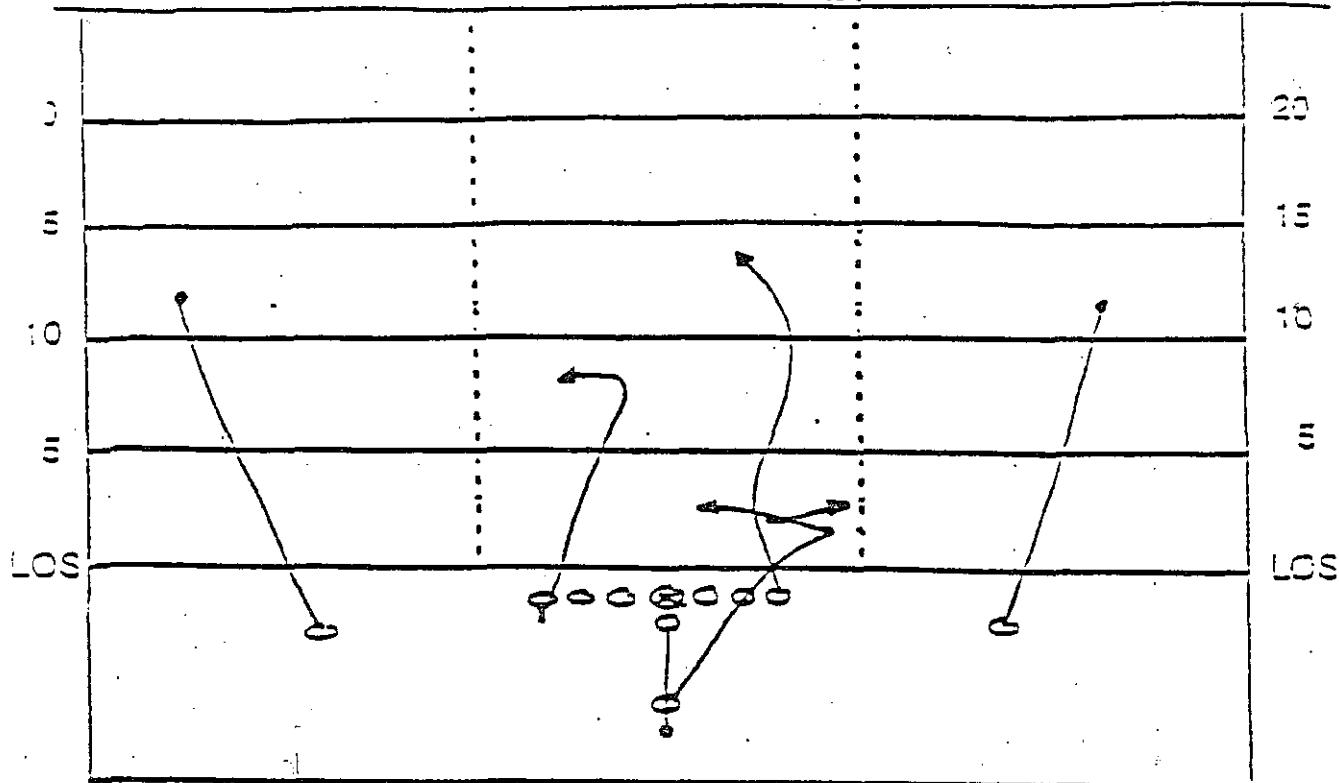


N	ROUTE	ALIGNMENT	COACHING POINTS
WR	Wide Hook		1. Stay wide-use numbers as reference. 2. Sight Adjust vs. #4.
TE	Divide 5x3		1. Be patient-if inside is covered, stay outside. 2. Shake Man defender.
WR	Wide Hook		1. Stay wide-use numbers as reference.
QB			1. Work off of Inside LB.
QB	Check Bank		
QB	Check Clear		1. Must clear quickly-Get into window between Inside backers after clearing LB level.

## QUARTERBACK

AREA KEY	PROGRESSION	COACHING POINTS/READS
Mini-field ... ... ... ... ...	1. Bank 2. Divide 3. Wide Hook	1. Direct play to rush end side. 2. Take Wide Hook if Gimme wide 3. Don't forget Sight Adjust.
VARIATION:		

G.M. 72/73 TB DIVIDE

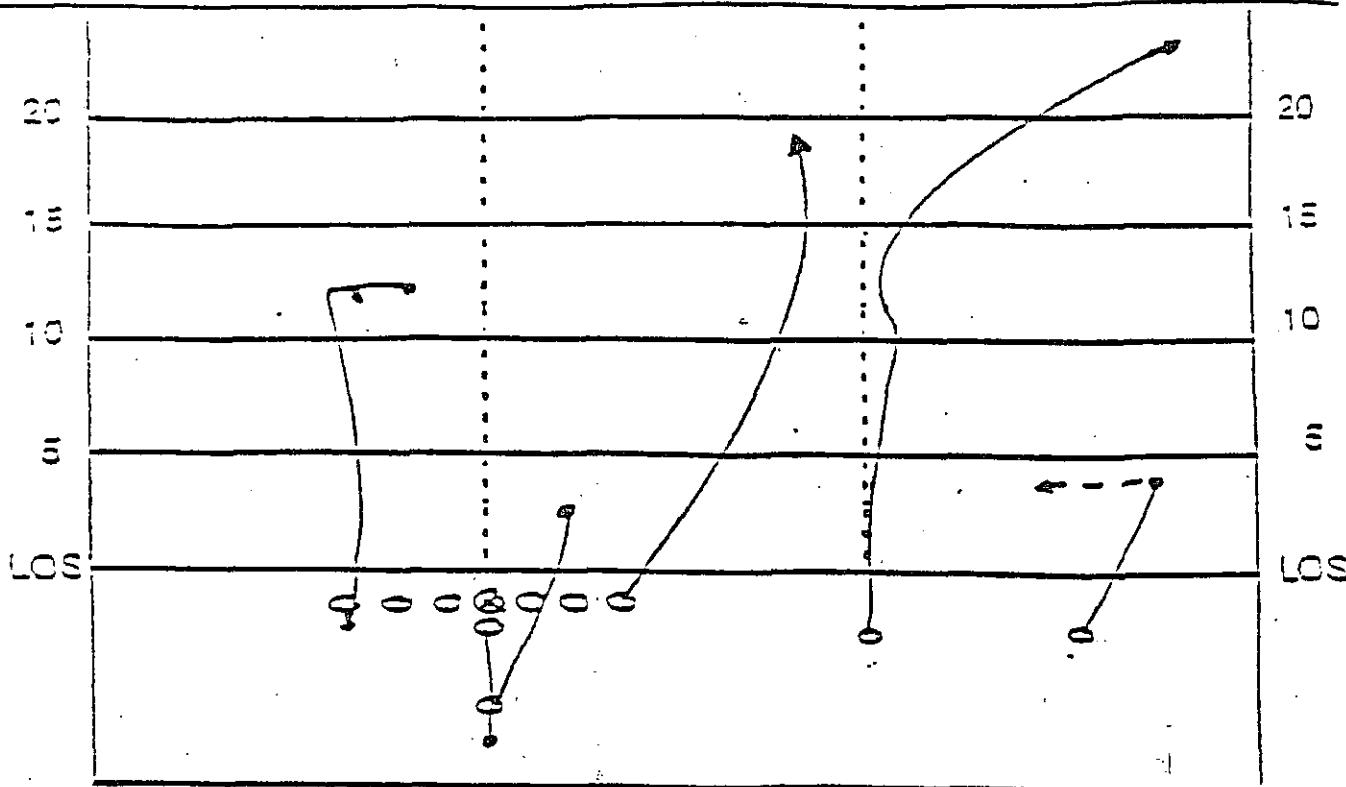


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
FSWR	Wide Hook		1. Stay wide-use numbers as reference. 2. Sight Adjust on #4.
FSTZ	Clear		1. Try to carry LB. Get into window between inside backers once past LB level.
BSWR	Wide Hook		1. Stay wide-use numbers as reference.
BSTZ	Check Bank		1. Work off Inside LB.
RS	Check Divide		1. Stay patient. If coverage inside, stay outside.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Mini-Field	1. Bank 2. Divide 3. Wide Hook	1. Direct play to Rush end side. 2. Take wide Hook if Gimme. 3. Don't forget S.A.
ROUTE VARIATION:			

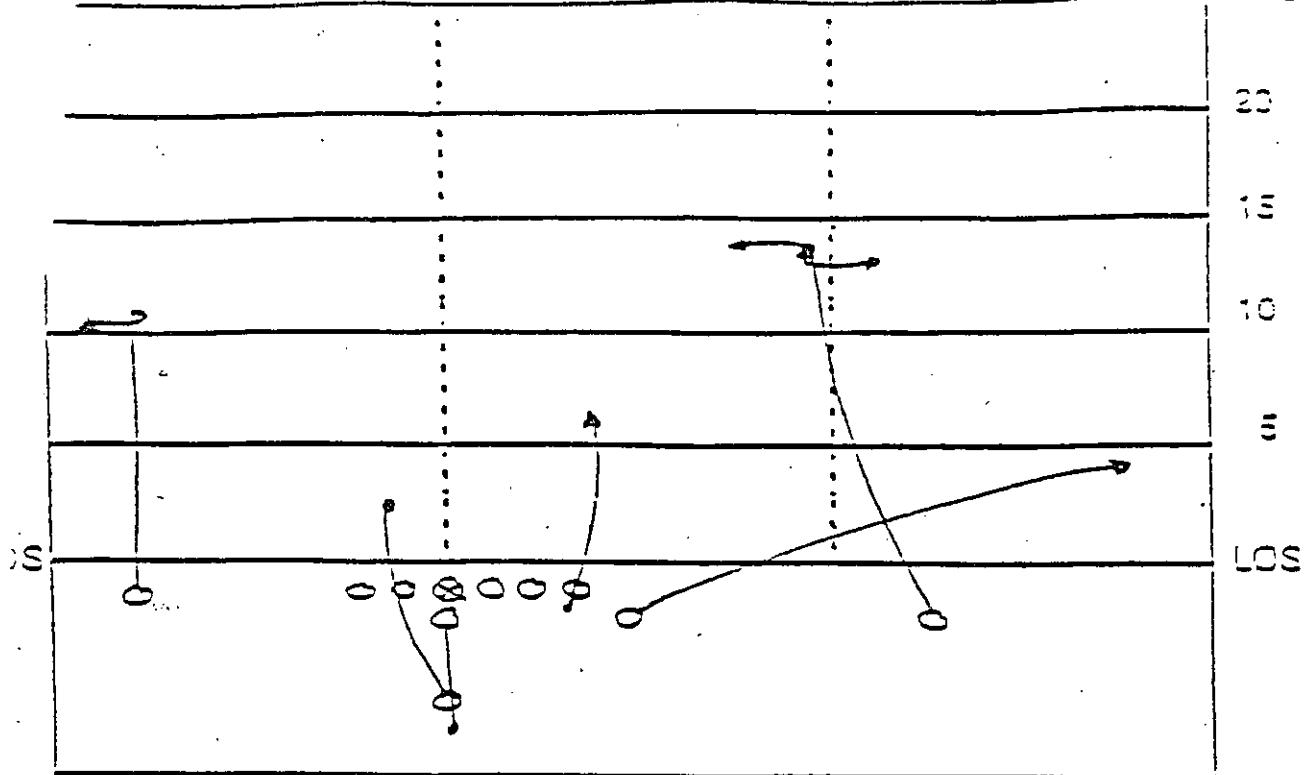
## DOUBLE TO SMASH



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
Z	Smash		1. Stay wide-in at outside shoulder of DB. Don't go beyond 4 yards. 2. Wait for eye contact-Break inside. 1. Pipe vs. Cover 2.
TE	Seal		
X	Corner		1. Avoid inside vs. Cover 3. 2. Aim at 22-25 yards deep. 3. Sight Adjust vs. #4.
H	Check Outlet		
RB	Check Through		

## QUARTERBACK

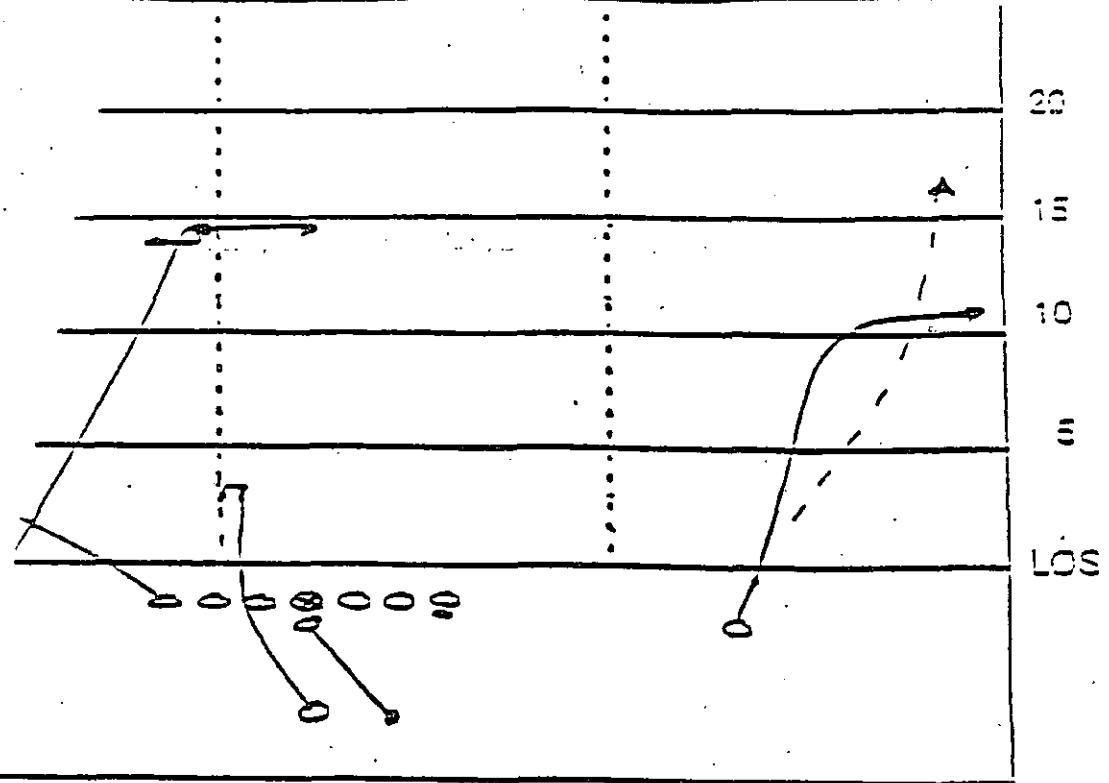
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Strong Corner	1. Corner/Smash 2. Seal/Through 3. Outlet	1. Take the Gimme vs. Cover 3. 2. Must see both Corner & Safety. 3. Don't forget S.A.
ROUTE VARIATION:		H CORNER	



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
	Outlet		1. Get open off of Inside LB.
Y	Block		1. Check Seal.
X	Out/Fade		1. Always outside release vs. tolled corner. 2. Sight Adjust vs. #4. 3. Roll away into boundary.
H	Arrow		
FB	Check Through		

## QUARTERBACK

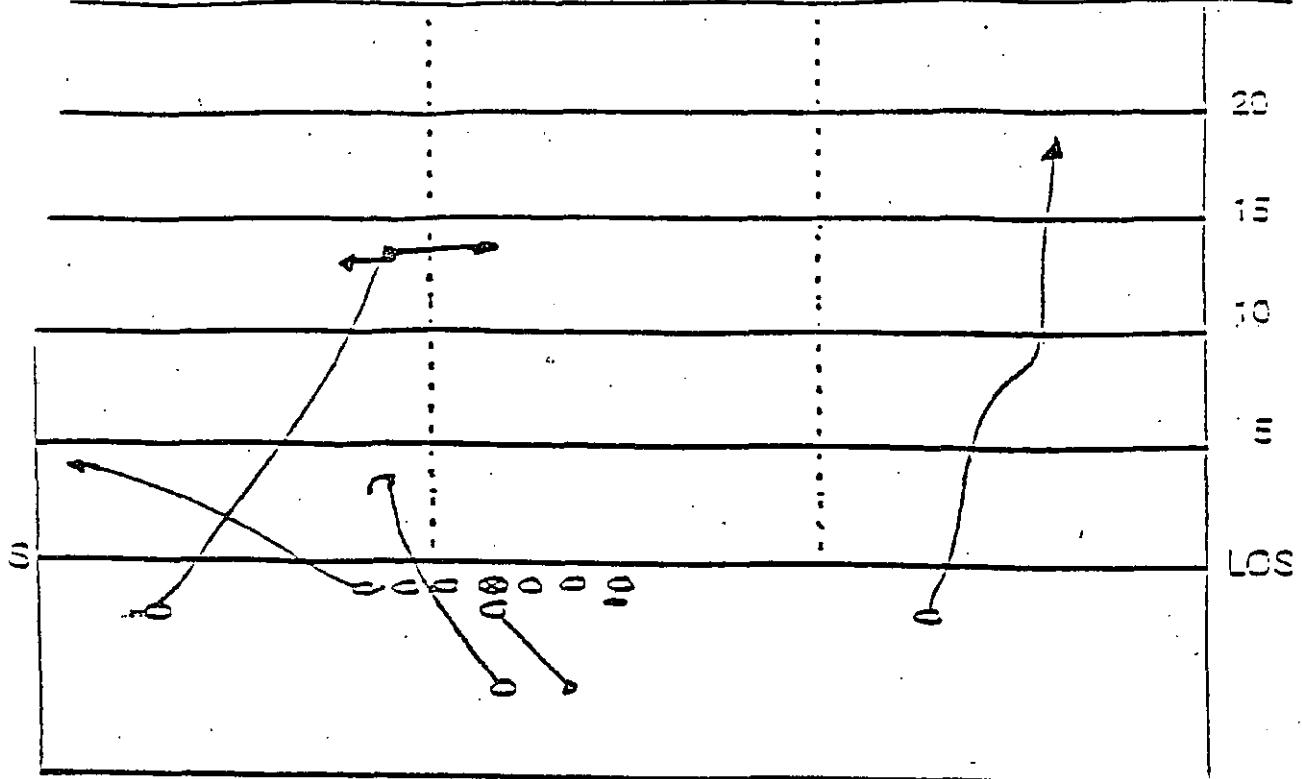
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Weak Flat	1. Out 2. Through 3. Outlet/Arrow	1. Work pattern backwards vs. Cover 2. Don't forget Sight Adjust.
ROUTE VARIATION:			
72(7) 72(8)			



ROUTE	ALIGNMENT	COACHING POINTS
Out/Fade		1. Outside release vs. rolled corner. 2. Sight adjust vs. #4. 3. Possible hand signal to Hook route.
Block		1. Possible Y delay.
Outlet		1. Get open on inside LB-Stem at defender who takes you deep.
Arrow		
Check Through		1. Try to enter pattern through B-Gap. 2. Work to backside if man.

## QUARTERBACK

AREA KEY	PROGRESSION	COACHING POINTS/READS
Strong Flat	1. Out 2. Outlet/Through 3. Arrow	1. Z may signal a Hook route if corner aligns too wide. 2. Backside pattern includes a high/low on Backside Inside LB. 3. Don't forget sight adjust.
VARIATION:	<u>Y Delay</u> <u>X Post Chair</u>	



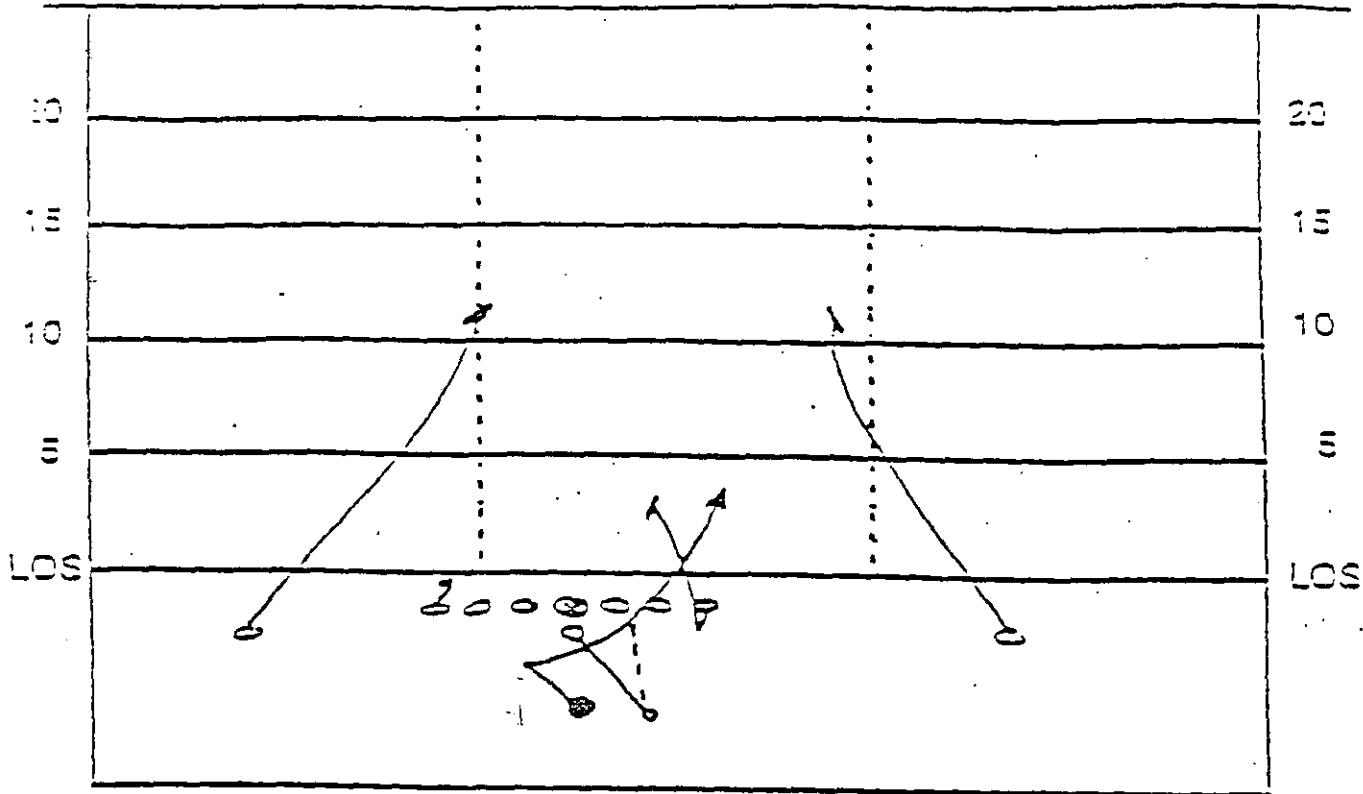
POSITION	ROUTE	ALIGNMENT	COACHING POINTS
SWR	Stutter		1. Aim at outside shoulder and nod head before going across defender's inside shoe. 2. Sight adjust on #4.
FSTE	Block		
BSWR	Outlet		1. Get open on inside LBer stem at defender who takes you deep.
BSTE	Arrow		
RB	Check Through		1. Try to enter pattern through 3-Gap. 2. Work to backside if man.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step Move	Strong Corner	1. Streak 2. Outlet/Through 3. Arrow	1. Take streak if available. 2. Backside pattern includes a high/low on backside inside LB. 3. Don't forget sight adjust.
ROUTE VARIATION: SPLIT SCREEN TO MIDDLE			

86 SHOVEL

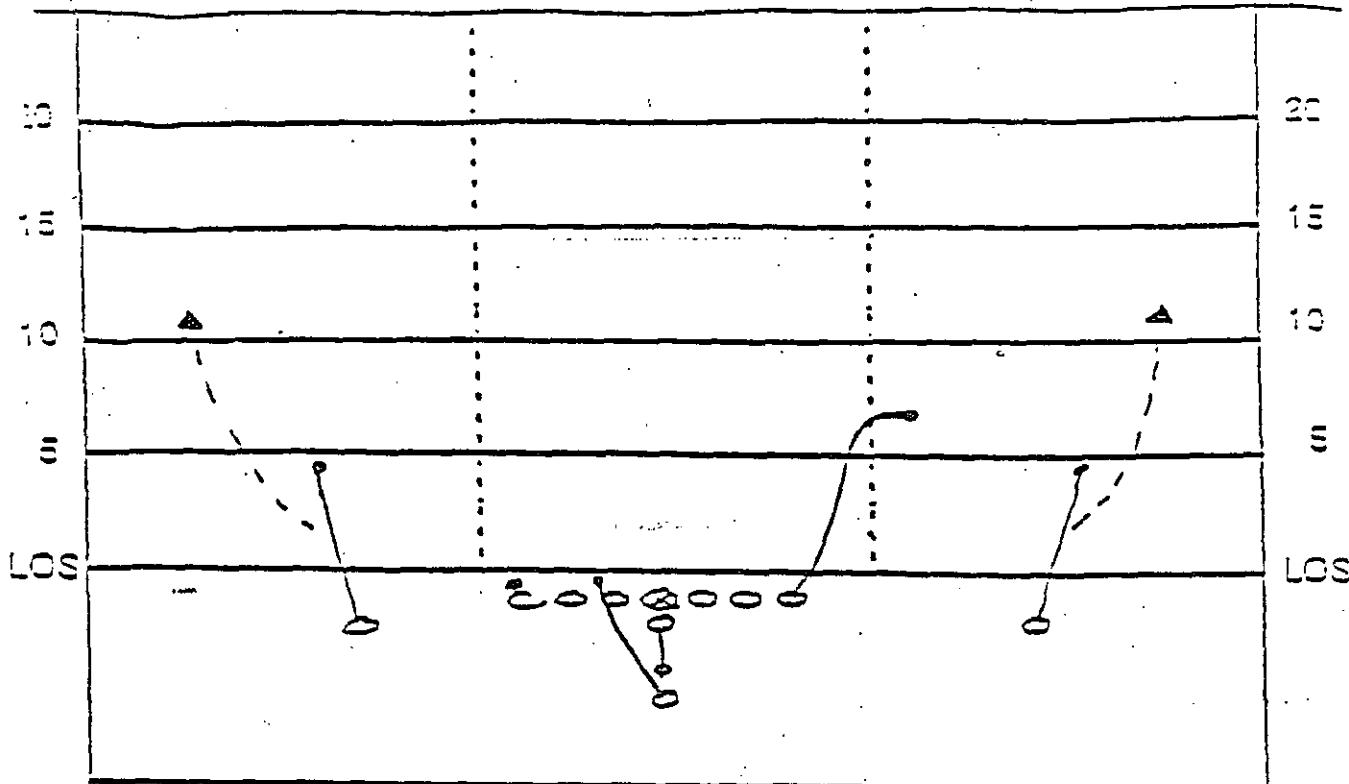
E-4



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Block Primary Support	Minimum	
PSTE	Set-Block Front side LB		
BSWR	Block Safety		
BSTE	Block Hinge		
R3	Fake 86 Run Shovel Course		1. Must catch ball behind LOS. 2. Don't take sack!

## QUARTERBACK

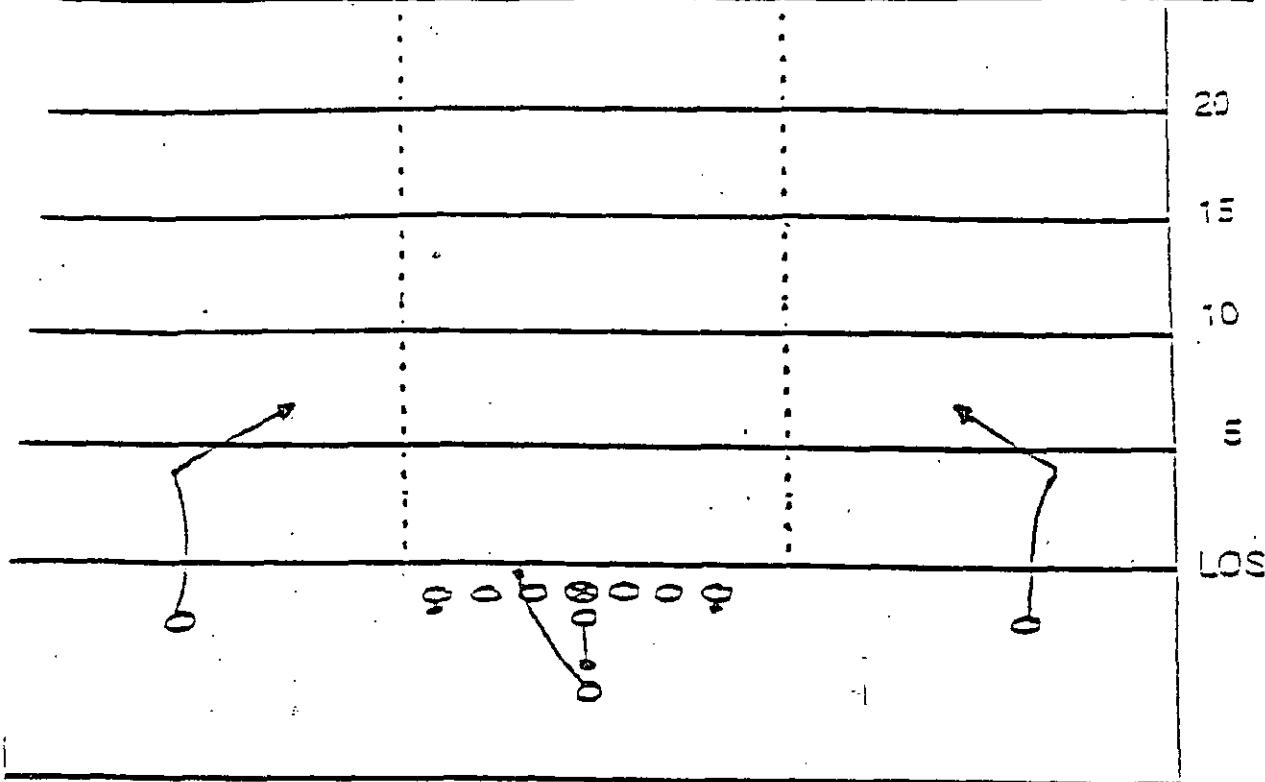
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step Move	Frontside end zone	1. Shovel 2. Abort	1. Must be an actor-lock off as though throwing to 2. 2. Don't take sack!
ROUTE VARIATION:			



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
PSWR	Hitch		1. 3 Step Hitch-Depth is 5 yards. 2. Fade vs. Rolled Corner.
PSTE	Outside Seam		1. Get to a depth of 5-6 yards.
BSWR	Hitch		1. 3 Step Hitch-Depth is 5 yards. 2. Fade vs. Rolled Corner.
BSTE	Block		
RB	Block B-Gap		1. Block press LB vs. Bear.

## QUARTERBACK

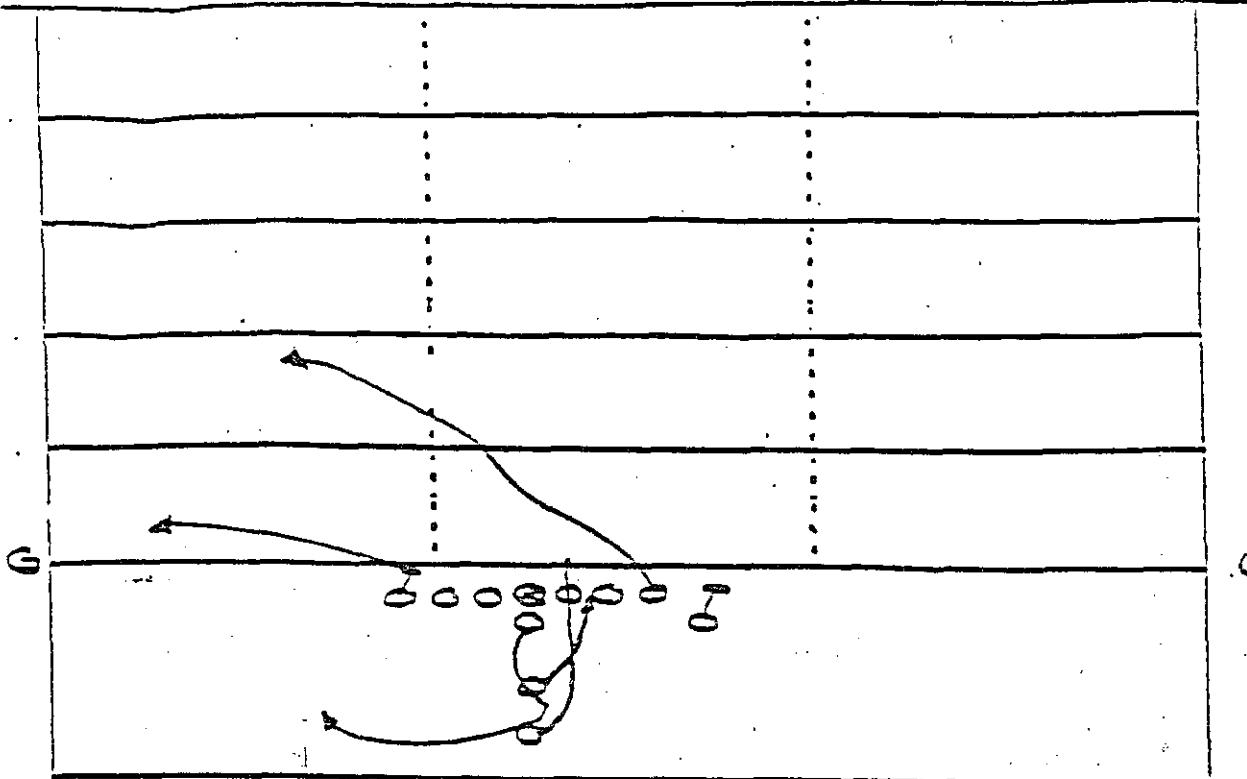
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
3 Step	Strong Flat	1. Hitch 2. Outside Seam 3. "Abort"	1. Throw ball to backside pocket. 2. Backside Hitch is available. 3. If pre-snap disguise fools you.
ROUTE VARIATION:			



ON	ROUTE	ALIGNMENT	COACHING POINTS
	Slant		1. 3 Step Slant 2. Stay wide vs. Cover 2
	Block		
R	Slant		1. 3 Step Slant 2. Stay wide vs. Cover 2
B	Block		
	Block 3-Gap		1. Block press LB vs. Bear

## QUARTERBACK

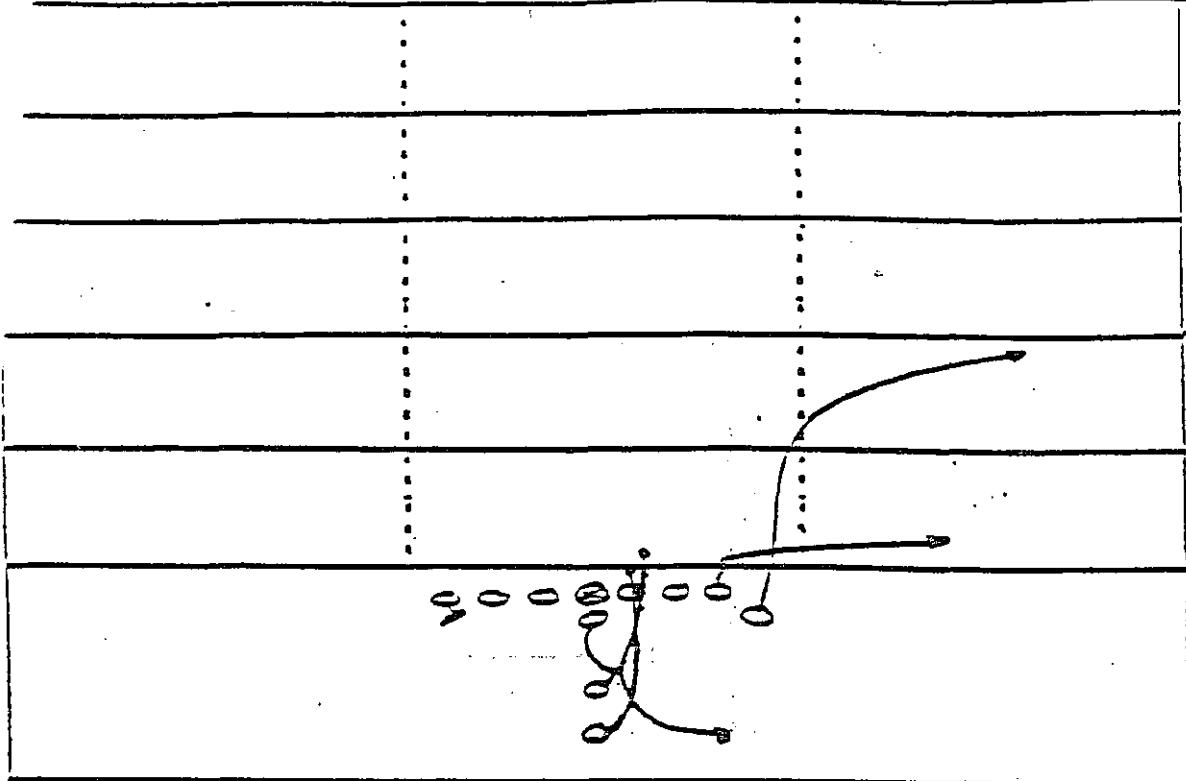
ROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Strong Flat... ...and Strong Side	1. Slant 2. Slant 3. Above	1. Choose best situated side. 2. Don't take sack. 3. Possible 2-Step drop in red area.
VARIATION:			



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
W	Block		1. Block EOL defender.
Y	Drag		1. Get behind far inside LB.
H	Slam Arrow		1. Get over goal line.
FB	Sell 14		1. Great fake is paramount.
TB	Sell 14		1. Great fake is paramount.

## QUARTERBACK

DROP	AREA / KEY	PROGRESSION	COACHING POINTS/READS
14 Action Naked	Weak, Flat	1: Arrow 2: Drag 3: Run	1.: If wide open to run for TD. Don't throw the ball. 2.: Never take a sack in Black Area.
ROUTE VARIATION:			

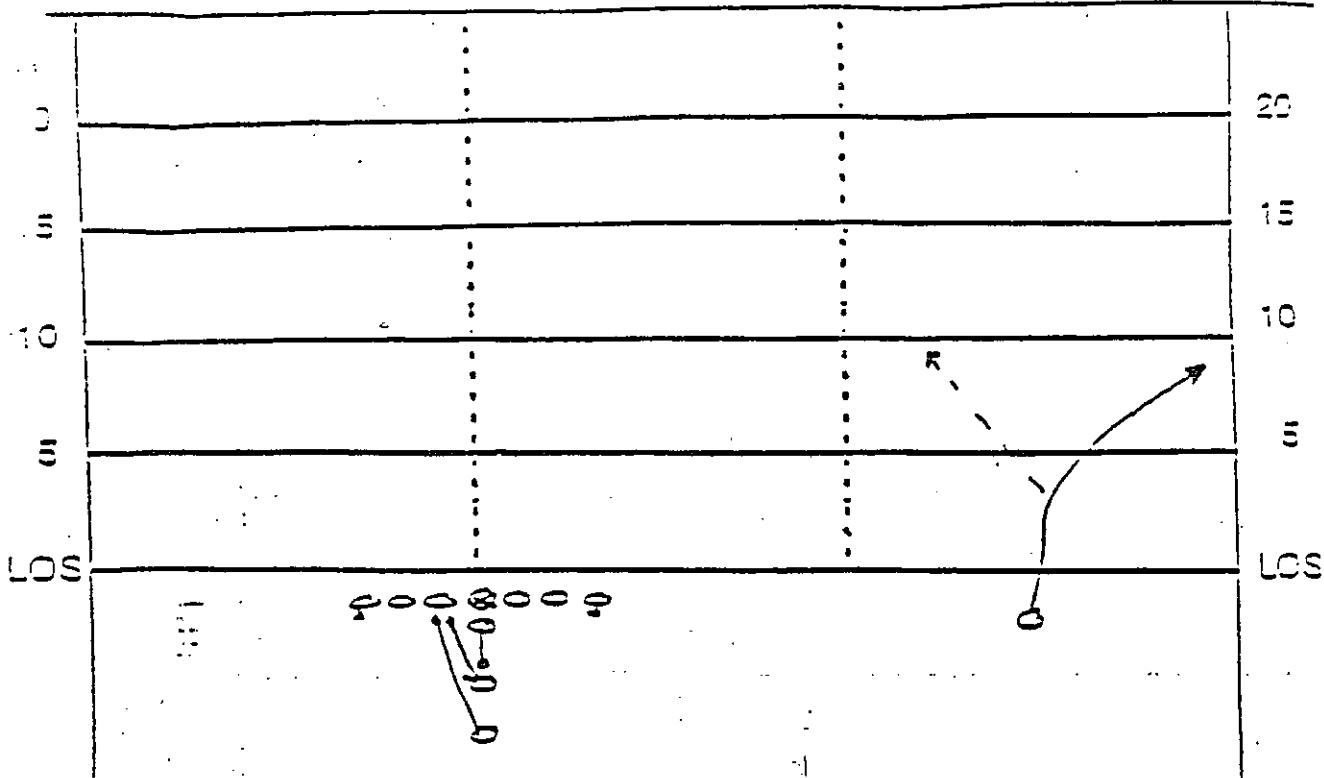


POSITION	ROUTE	ALIGNMENT	COACHING POINTS
	Corner		1. Get to back of end zone.
	Slam Arrow		1. Delay for 2 counts - Get just over goal line.
	Block		1. Take most dangerous rusher.
3'	Block		1. You must fill for pulling guard.
23	Sell 14		1. Great fake is paramount.

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Action Breakout	Strong Flat	1. Corner 2. Arrow 3. Run	1. QB must stay on the move because you are not adequately protected on the backside. 2. Never take a sack in Black Area.
ROUTE VARIATION:			

## 93 FLAGS



POSITION	ROUTE	ALIGNMENT	COACHING POINTS
W	Fade or Post		1. Run fade unless corner plays outside than signal post.
V	Block		
Z	Block		
FB	Block		
TB	Block		

## QUARTERBACK

DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Step	Strong Corner	1. Fade, Post 2. Abort	1. Possible 2 Step drop. 2. Throw ball to sideline side of corner flag on fade. 3. Put soft trajectory on Post throw.
ROUTE VARIATION:			

SECTION 200

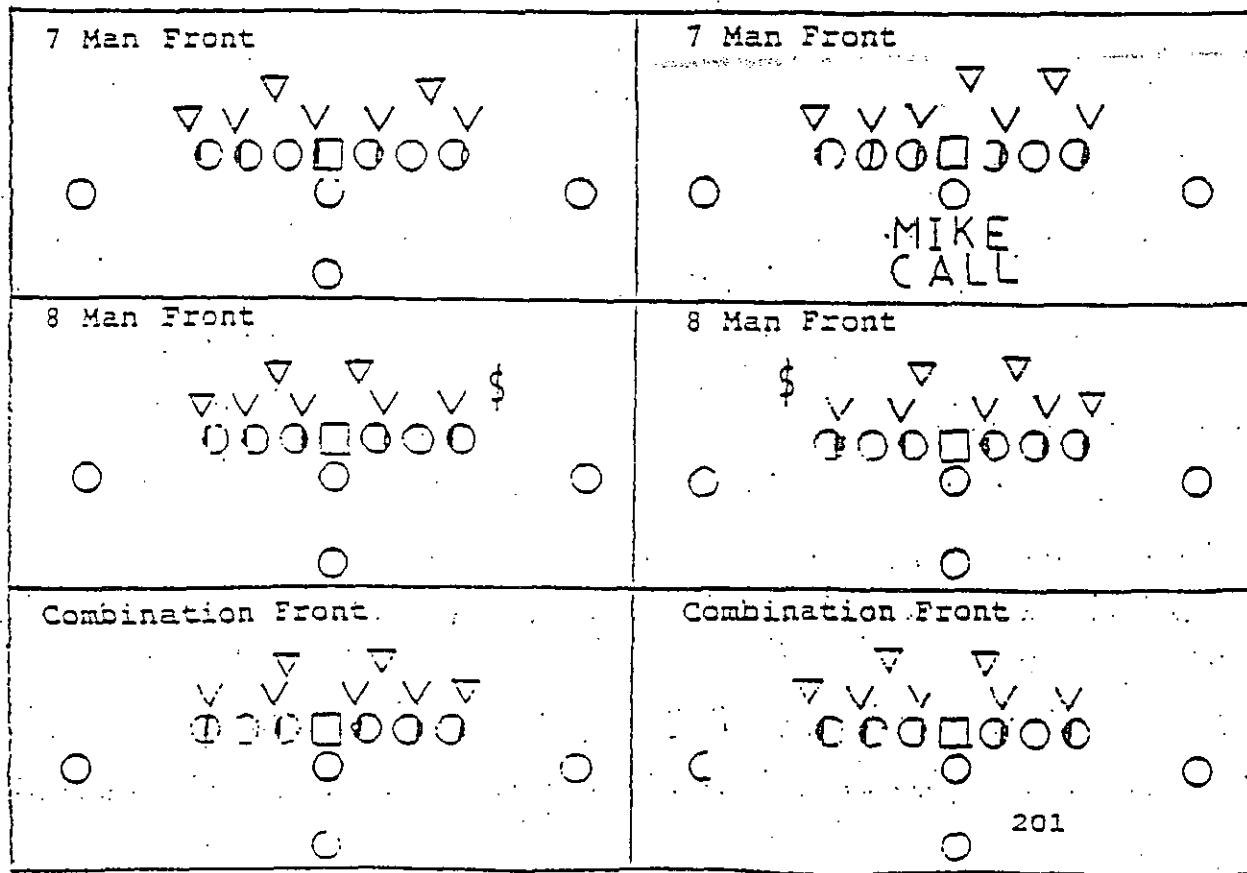
A PLAN TO BREAK DOWN DEFENSIVE FRONTAL STRUCTURES

I. CHARACTERIZING DEFENSIVE FRONTS

We will place a high premium on our quarterbacks' understanding of defensive gap control football. We rely on the quarterback's ability to recognize various defensive fronts and secondary alignments. With the name of the game multiplicity and disguise of both fronts and secondary coverages, a plan needs to be developed to help the quarterback recognize and anticipate the responsibilities of particular defensive fronts and secondary alignments.

Defenses are characterized as seven (7), eight (8), and combination fronts. A combination front is just what the name says: It is a combination of seven (7) and eight (8) fronts. If you look closely at a combination front, it consists of seven (7) frontal defenders, four (4) on one side of the center and three (3) on the other side. Most combination fronts clearly show a true overload side of four (4) to three (3) defensive frontal distributions. Diagram 1 shows examples of seven (7) man fronts with and without a "Mike" call. If the quarterback makes a "Mike" call, he is telling the offensive linemen there is a true middle linebacker in the front. You will see from Diagram 1 that both seven (7) man and eight (8) man fronts are generally balanced on both sides of the mid-line running through our center.

DIAGRAM 1

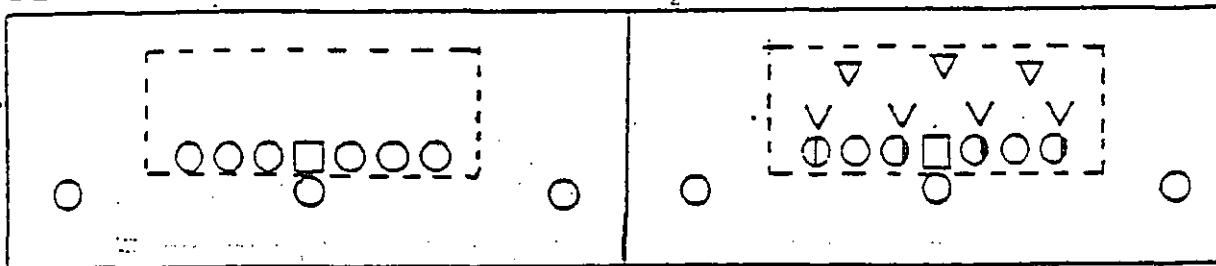


SECTION 200

III. THE IMAGINARY BOX

The imaginary box is an area starting one (1) yard outside the end man on the line of scrimmage in both directions. It extends to a depth of five (5) yards. A defender is considered within the imaginary box if he touches these boundaries. Diagram 2 is an example of the imaginary box and its boundaries.

DIAGRAM 2



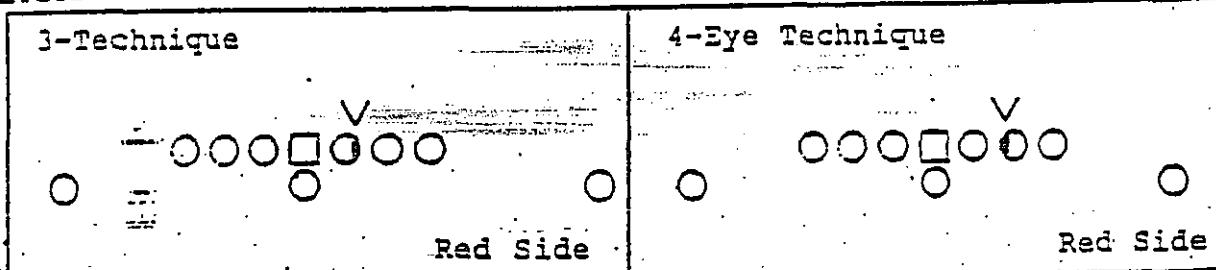
Examine Diagram 2 and within the boundaries of the imaginary box, write the number of defenders you see in the box.

III. IDENTIFYING THE RED OR WHITE SIDE

Regardless of the defensive structure, all fronts will have a reduction and wide side concept. The defensive structure could also be made up of two reduction sides or two wide side concepts. Following are the characteristics of a reduction and wide side defensive structure.

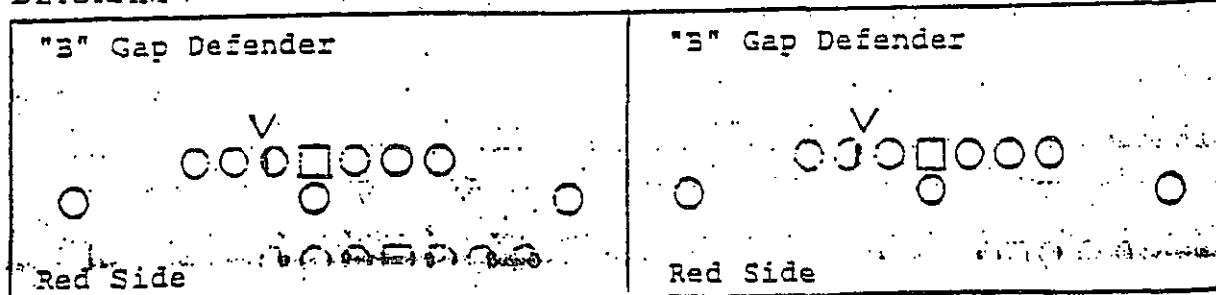
- A. Red Side - Means reduction side of any defensive structure. This is the side of any defensive structure that displays a 3 technique or 4-Eye defensive down lineman.

DIAGRAM 3

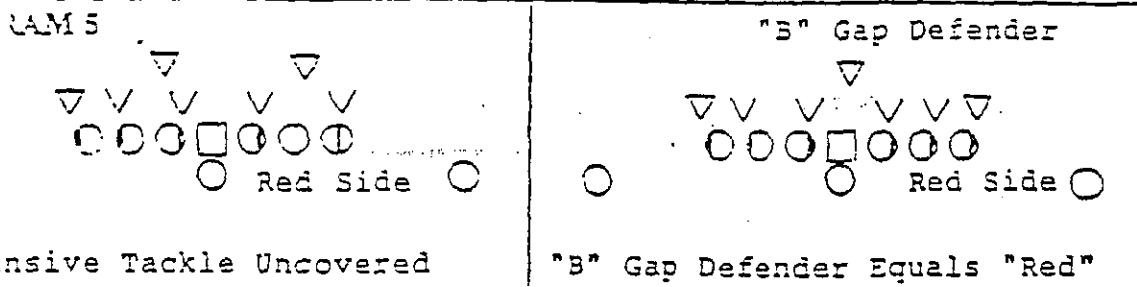


Another method of identifying the red side is to locate the "B" gap down defensive lineman.

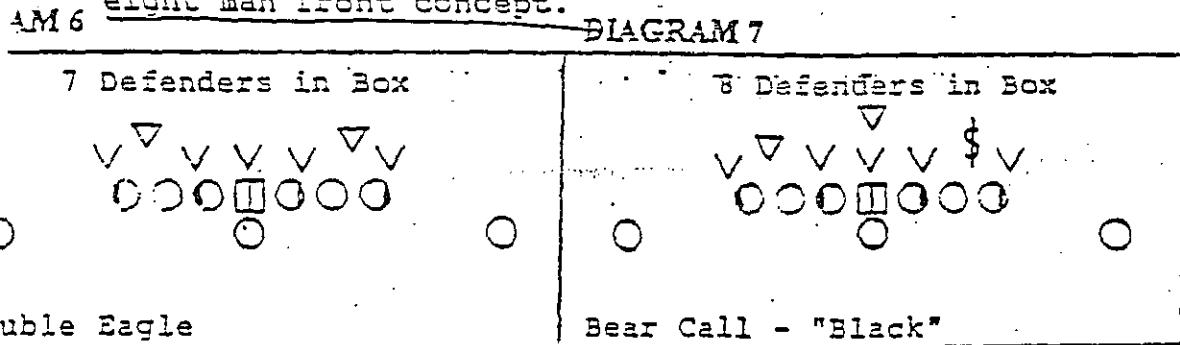
DIAGRAM 4



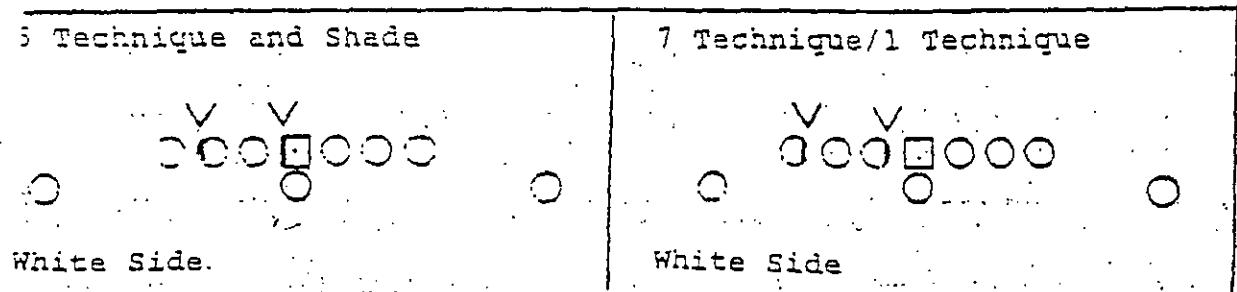
As a quarterback, you must locate the defender aligned inside our offensive tackle to identify the red side. You might also classify a red side as the side that doesn't cover the offensive tackle with a down lineman. In reviewing Diagram 5 you will see both red sides to our right.



As a quarterback, you must remember a defensive structure may consist of two red sides. When two red sides show up in a defensive structure, you generally have an Eagle concept, which is a seven (7) man front. If the defensive structure is a red on both sides with an eighth (8) defender within the box, we now have a Bear front and must make a Black call to alert our linemen it is an eight man front concept.



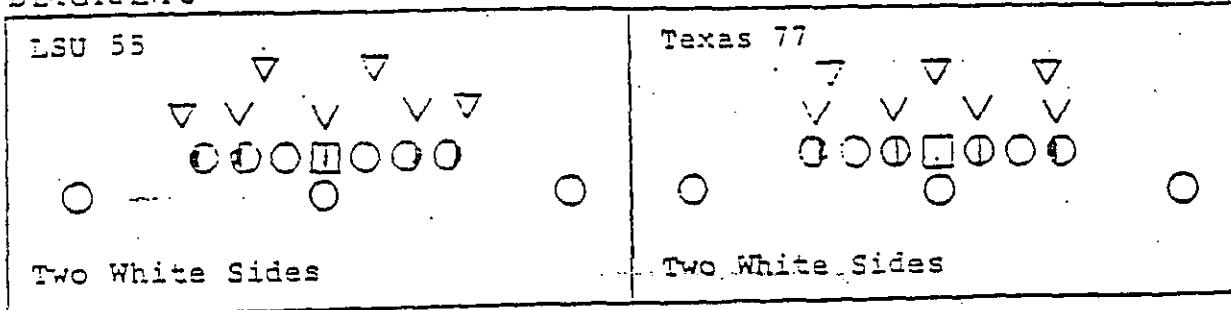
- B. White Side - means the wide side of any defensive structure. To define the white side, there must be a five (5) or seven (7) technique over the offensive tackle. The white side generally has a shade or one (1) technique towards the 5-7 techniques. The "D" gap defender usually has both run/pass responsibility. This defender has flat coverage if a pass.



SECTION 300

The 50 LSU defensive structure could have a White concept on both sides. To identify the White side, you have to first find the Red side or the 4-Eye technique. If there isn't a 4-Eye to give away the Red side, our quarterback may have to use a secondary indicator in an effort to identify the White side. This could also be the case with a "Mike" call and both guards covered with two (2) techniques and the tight ends have seven (7) techniques on them. Review Diagram 8 for examples.

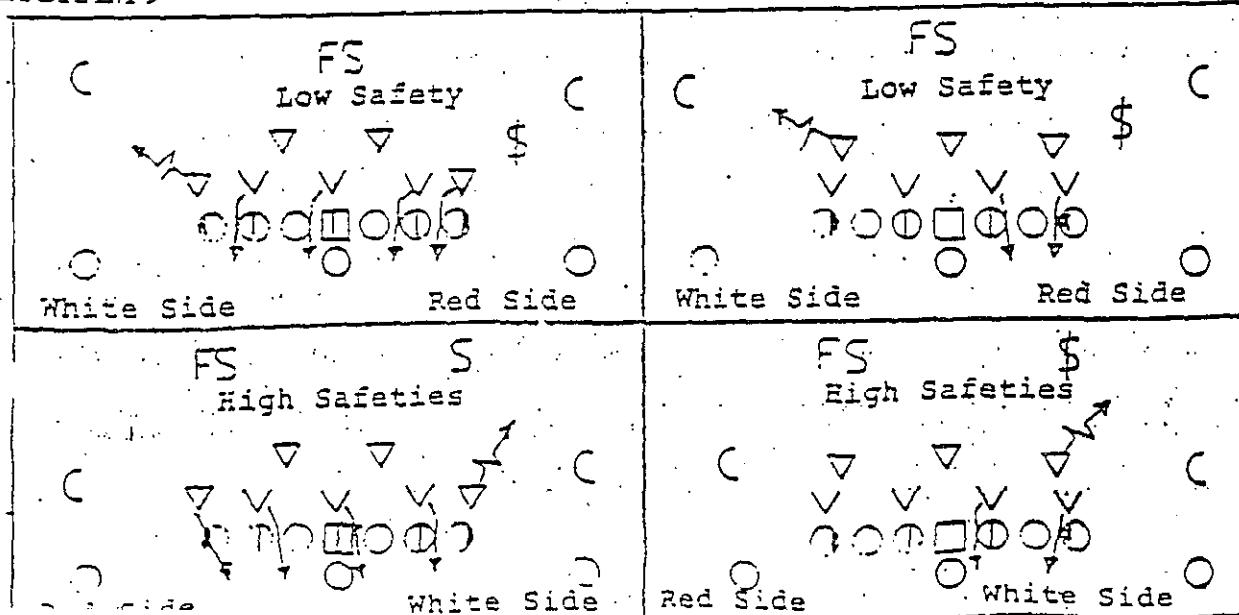
DIAGRAM 8



To learn how to use the secondary indicator to help locate the Red or White side in a defensive structure, return to your explanation of a White side and you will find the following statement: A "D" gap defender usually has both run/pass responsibilities. This defender has flat coverage if a pass.

Once the quarterback has decided there are two White sides and he must make a decision on which side is Red or White, he must go to his secondary indicator. This indicator is the alignment of the defensive safeties. If one of the safeties is aligned low, this would indicate a Red Side. Should both safeties be high, select the White side to the wide side of the field. If you receive a four (4) across look, check the defensive front for a "Green Call" meaning we have two (2) defenders aligned on or outside our tight end. Never execute a boot or Naked play against a Green call. Diagram 9 shows examples for using a secondary indicator to locate the Red or White side of a defensive structure.

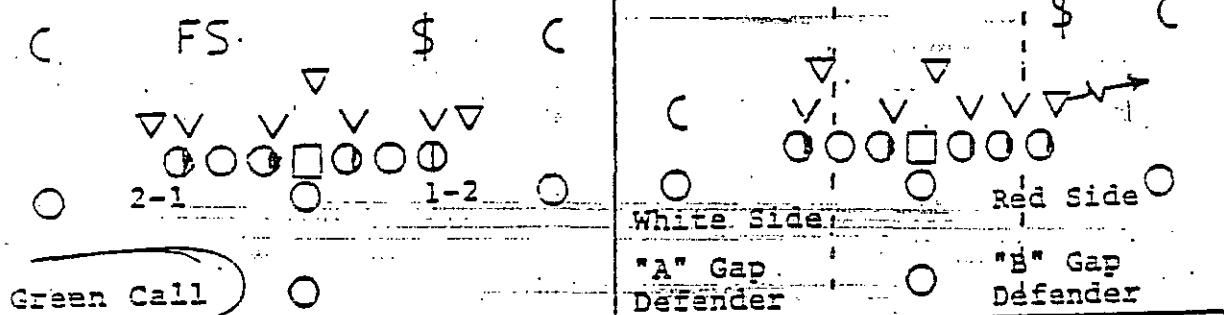
DIAGRAM 9



ON 200

As a quarterback, you are always working to use the defensive structure techniques and secondary indicators to eliminate some or all of the different possibilities a defensive structure might present. If we know through the scouting report and tape study an opponent's basic coverages are two (2) deep or Cover Four (4), the White side should generally be to the wide side of the field. Remember, a "Green" call tells you to get out of Boots and Nakeds. Diagram 10 will give you an example of a "Green Call" and through tape study a look at four (4) across white side based on scouting report.

DIAGRAM 10



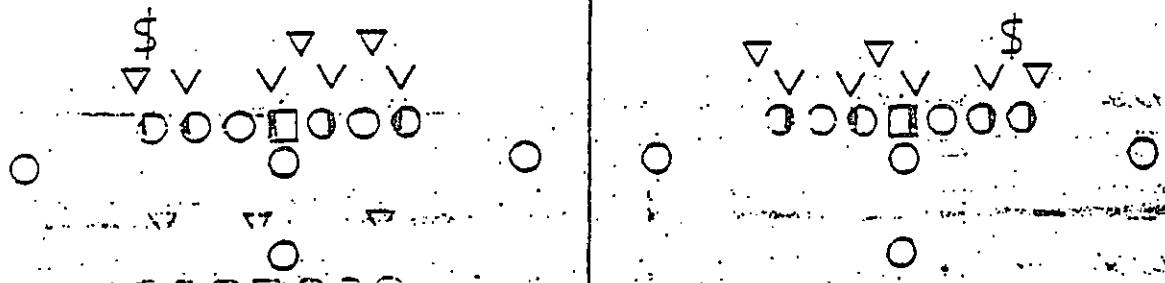
→ 2 defenders aligned on or outside the TE

- C. Gold Call - If the quarterback makes a Gold call at the line of scrimmage, this is an indication that the opponent is aligned in some form of Stack defensive structure with an eight (8) man front concept. Diagram 11 shows examples of a "Gold" call.

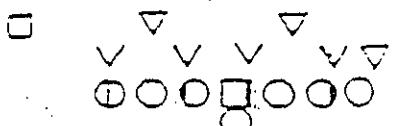
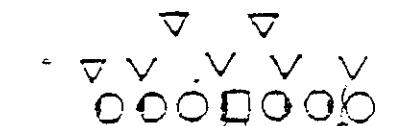
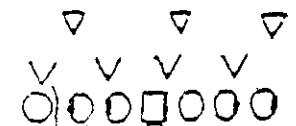
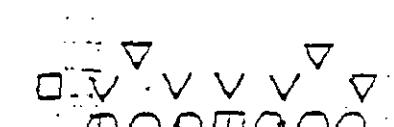
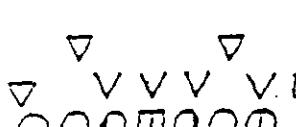
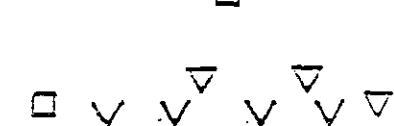
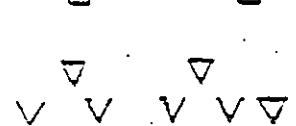
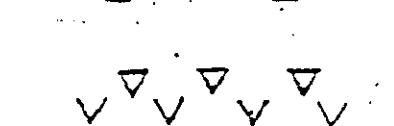
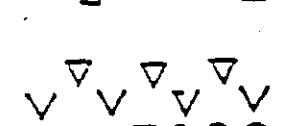
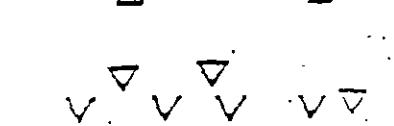
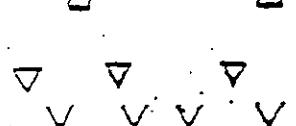
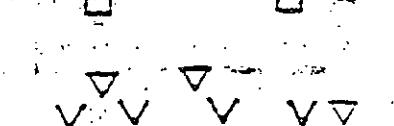
DIAGRAM 11

"GOLD CALL"

The QB may also need to make a "Mike" call!!



- D. On page 206, write in the Red/White sides within each diagram.

 <p>Red      White ST EAGLE</p>	 <p>ST EAGLE</p>
 <p>White      Red ST EAGLE</p>	 <p>Red      White ST EAGLE</p>
 <p>Red      Red DOUBLE EAGLE</p>	 <p>BEAR</p>
 <p>Red      White ST EAGLE</p>	 <p>Red      White</p>
 <p>Red      White TEXAS (FED)</p>	 <p>TEXAS (FED)      White      Red</p>
 <p>Red      White STACK EAGLE</p>	 <p>White      Red</p>
 <p>Red      White STACK AUBURN</p>	 <p>Stack Auburn      White      Red 206</p>

## SECTION 300

### DEFENSIVE SECONDARY INDICATORS

#### I. GENERAL SAFETY INDICATORS

Recognizing and being able to anticipate the responsibility of a particular defensive secondary player's area is a major factor in our success when passing the football. Secondary coverages are generally broken down into one (1), two (2), three (3), four (4), and zero (0) deep coverage defenders. We also find many secondary defenders will blitz the quarterback and over the years, have found if the secondary is zero (0) deep, the blitz could come from either side. If a secondary defender elects to blitz from one (1) deep, the blitz usually comes from the side of formation strength or wide side. Most all two (2) deep secondary blitzes will come from the boundary side of a formation. The quarterback will usually get an early indication of secondary blitzes through early movement of the blitzer or the opposite safety moving to cover towards that blitzing safety. We also find many secondaries playing forms of combination coverages, using two (2) and three (3) deep zone principles and assigning their underneath linebacker defenders man concept. Once an aspect of secondary alignment indicates how the deep zone coverage should react, it is also of great assistance to totally understand receiver distribution and how it may affect the defense, either horizontally or vertically.

#### II. KEYS AND READS

There will be many times when a quarterback will be able to determine a defender's area of responsibility before the snap by the initial safety's alignment. When the secondary is revealed before the snap by alignment, it is referred to as a key. Even when the total coverage isn't given away through observation of a particular indicator, a quarterback might eliminate some coverage or narrow it down to a couple of possibilities. Keep in mind you may still need to read this early key to verify the coverage responsibilities.

Many times the quarterback will approach the line of scrimmage without any early key indicator to possible coverage responsibility. This is primarily due to a team's constant positioning of their secondary personnel before the snap. When this occurs, the quarterback must read - meaning to evaluate or discover - the nature of a defender's responsibilities through close observation of a particular defender's movement after the snap.

Our primary keys are generally the strong or weak safeties in relationship to the other defensive personnel placements. We have also found it very helpful to identify the alignment adjustments of their weak flat-hook defender.

SECTION 300

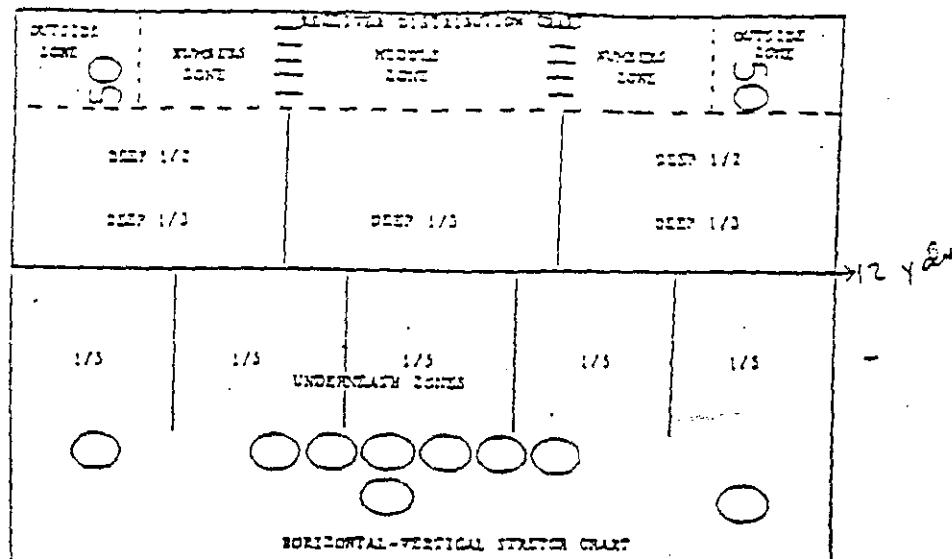
III. PRINCIPLES OF IDENTIFYING SECONDARY COVERAGES

Early keys are the result of defensive personnel being deployed into their areas of responsibilities prior to the snap. In many cases, a defender virtually eliminates the possibility of moving to another area after the snap primarily because it would place him in a precarious position. Also keep in mind that these early indicators can be affected by formations and the use of offensive motions. An example of how motion affects coverage identification would be a defender following a receiver from one side of the formation to the other as the receiver uses change of strength motion. Keep in mind scouting reports also play a role in this information, but the above motion statement is a general rule. Diagram 1 is our horizontal-vertical stretch chart and receiver distribution chart. This chart has three (3) primary functions.

- A. To show how the defensive structures attempt to cover deep passing lanes with secondary personnel in the forms of two (2) and three (3) concepts. Looking closely at Diagram 1, if it is a 2 Deep concept, the defender in the 2 Deep structure will be responsible for deep halves. Conversely, 3 Deep means there will be secondary defenders responsible for the deep one-thirds.
- B. It shows clearly that there are five (5) underneath coverage zones. These five zones are referred to as flats, hooks and middle areas. There is a strong flat-hook area and a weak flat-hook area. As you can see, the middle area is only used once. These five underneath zones have a depth of 12 yards from the line of scrimmage. The play called in the huddle determines if it is a strong or weak flat-hook concept. The important thing to remember at this point is that there are five underneath or intermediate zones. These five zones will be covered by either three (3) linebackers and two (2) secondary defenders, or four (4) linebackers and one (1) secondary defender.
- C. At the very top of Diagram 1, you see the receiver distribution chart. Once again for consistency, we label five (5) throwing lanes. These five lanes are called outside zone, numbers zone, and middle zone. They are like the underneath zones from a concept standpoint, meaning you are working the strong outside zone or numbers zone. The huddle call or quarterback reads will take you to the correct throwing lane. Keep in mind our overall pass pattern design is built to have a receiver in the above throwing zones or lanes at different depths.

SECTION 300

DIAGRAM 1



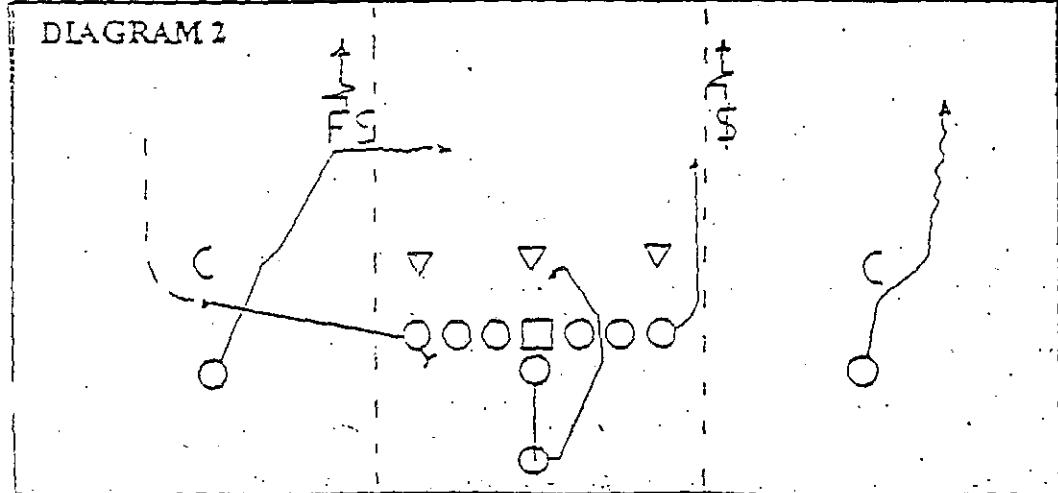
At this point, we should understand how the horizontal/vertical stretch and receiver distribution chart can help you as a quarterback. Once you have a good understanding of what defender is responsible for a particular zone, you can determine how an individual pass pattern may place assignment pressure on that particular defender. Using Diagram 2, the individual pattern called is Three (3). This means our wide receiver on the right side executes a 10-to-12 yard roll-out. The right side tight end executes a seal out or seal go, depending on a two or three deep secondary concept. The back will check through and control the middle underneath zone at a depth of four (4) yards. Our back must give the quarterback his numbers. The back side of this pattern is a basic outlet route.

Quarterback, answer this question: Who are we placing horizontal-vertical stretch on, based on receiver distribution?

Answer: Based on 2 or 3 Deep

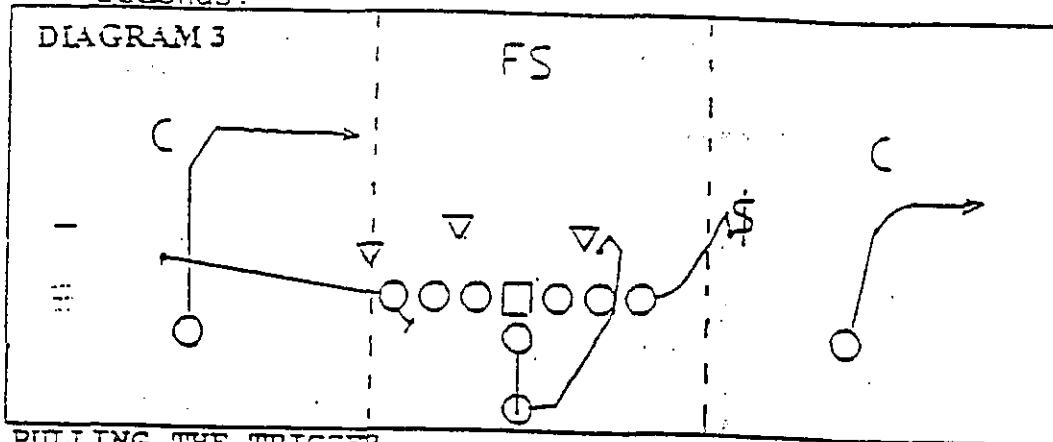
1. Two Deep Concept - Outside zone fade adjustment route by wide receiver, tight end inside fade adjustment route. You will have a high/low throw to tight end or back off middle zone defender. Ball must be gone in 1.9 seconds. Work back side outlet concept off middle zone underneath defender.

DIAGRAM 2



## SECTION 300

2. Three Deep Concept - Outside zone throw will be an out route, no adjustment. The tight end will execute a seal out off the strong side numbers defender. Your back will check through into the middle underneath zone to hold a middle defender. Quarterback, make a quick decision off the strong flat defender back to the outlet. If working back to outlet side, a decision must be made in 2.3 seconds.



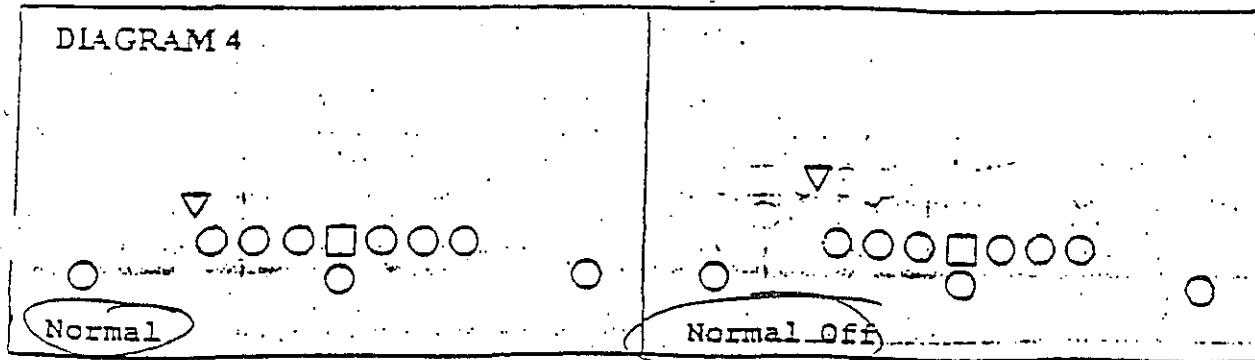
### IV. PULLING THE TRIGGER

The play called is an onside wide receiver out with a route adjustment against roll corner defender to a fade. The onside number two (2) inside receiver would execute a corresponding seal out if three (3) deep to seal - go against two (2) deep secondary concepts. Our back executes a check through to hold the middle defender.

Now this is our quarterback thought process. Who does the pattern place the most stretch on, based on receiver's distribution and defensive structure? Secondly, what indicator should I read to verify the defensive image? And finally, is my early key holding true as the quarterback retreats into the pocket and sets in 1.7 seconds with a five (5) step drop?

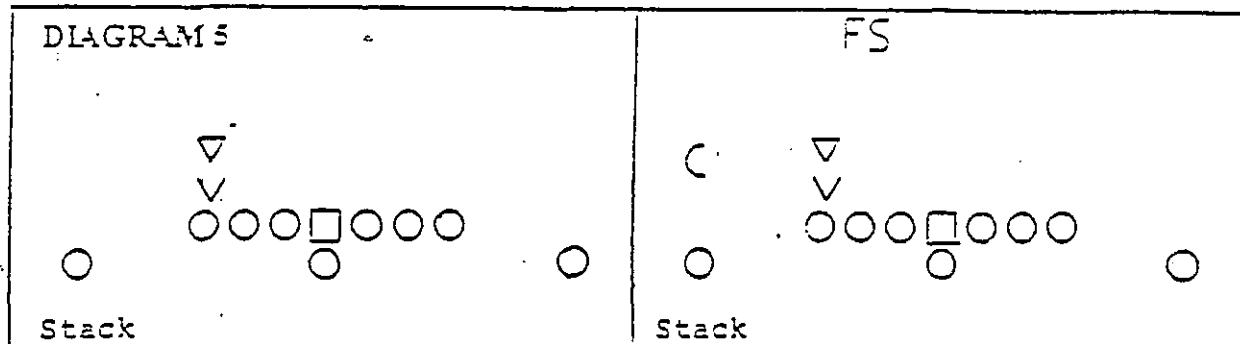
### V. WEAK SIDE LINEBACKER ALIGNMENT TIPS

To help our system and our quarterbacks, we give the weakside linebackers alignments descriptive terms based on his positioning. These names generally indicate how their weak side linebacker is aligned before the football is snapped. It also gives a quarterback a good idea of who will be responsible for covering the weak flat-hook combination. Diagram 4 is referred to as Normal, or Normal Off, which merely places the linebacker off the line of scrimmage.



## SECTION 300

Diagram 5 shows a Stacked alignment which generally means a secondary defender will have turn flat coverage weak side.



In Diagram 6, you see a Walk alignment illustrated. This position places the linebacker halfway between the end man and the wide receiver. This is generally used in long-yardage downs.

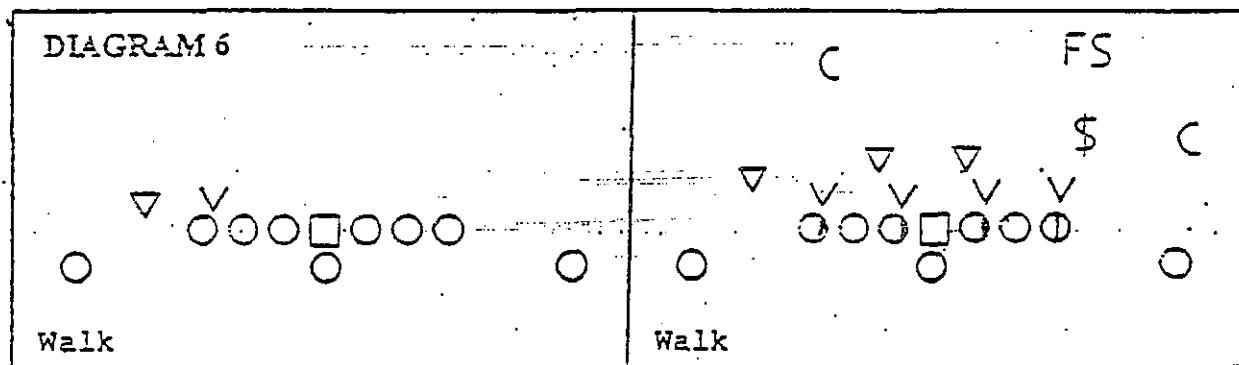
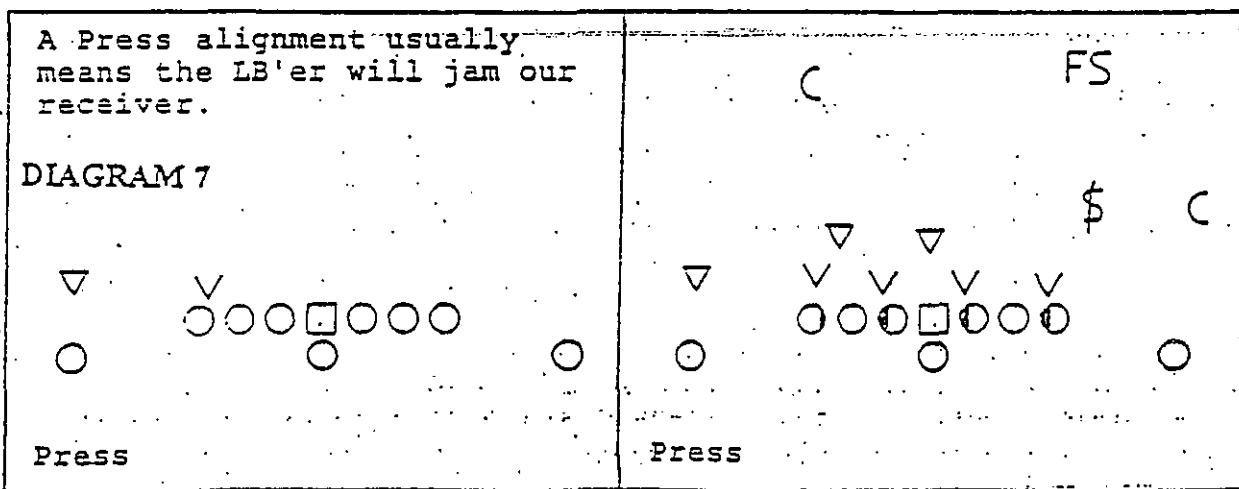


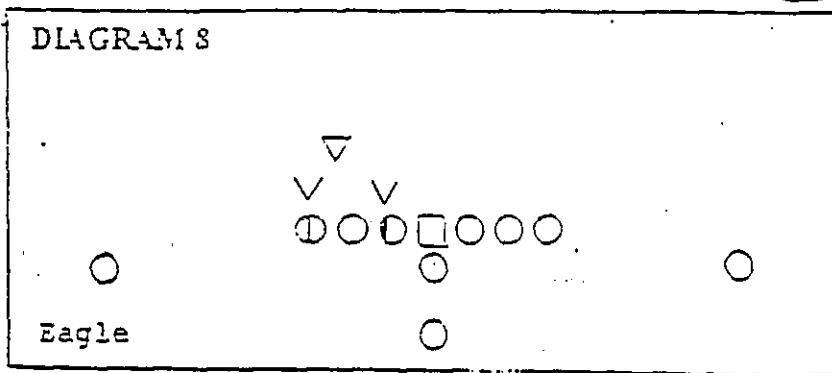
Diagram 7 is an example of a Press linebacker alignment.



## SECTION 300

The final weak side linebacker alignment is an Eagle or Basic Red look.

DIAGRAM 8



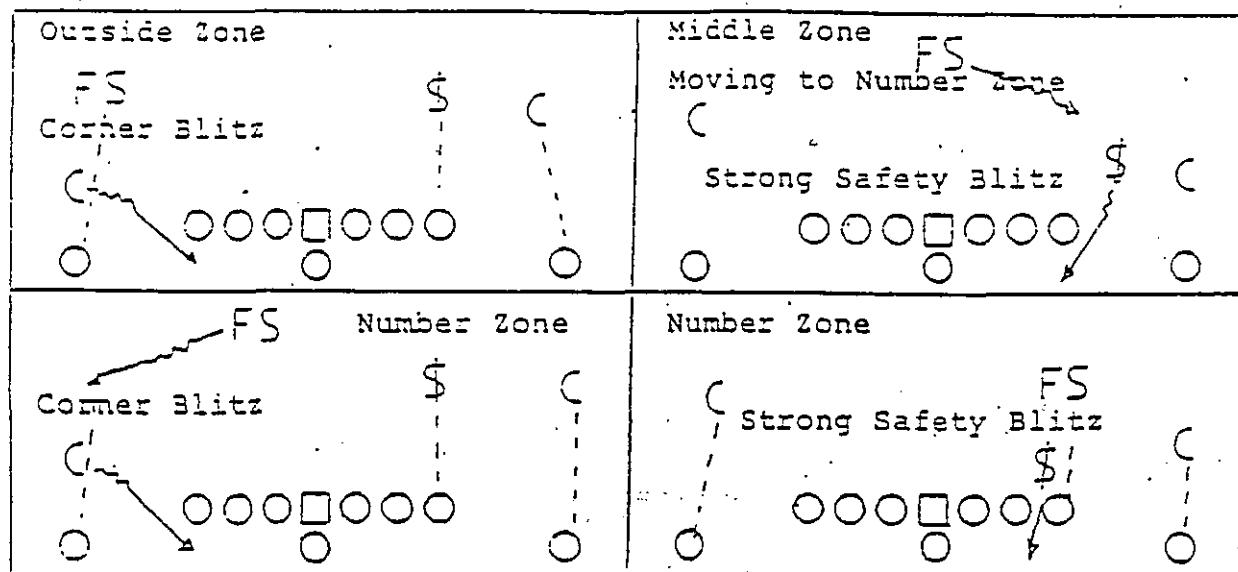
These linebacker indicators are very valuable keys when working the weak flat-hook to middle underneath throwing lanes.

### VI. VITAL SECONDARY INDICATORS

The following information is based around a basic seven (7) man defensive front. The vital secondary indicators are built around a four (4) deep secondary scheme. Our quarterbacks must always understand the alignments of both the strong and free safeties. It is their alignments that will generally give you a great advantage as to what you might expect from a coverage standpoint. Defensive secondaries play Zone coverage, two (2) or three (3) deep concepts. A combination of two (2) or three (3) deep could be coupled with Man or Zone principles from the underneath linebacker coverage defenders. The deep secondary safeties may align in man-to-man, which generally means you can expect at least five (5) defensive frontal rushers. If you know by safety alignments it is man-to-man coverage, you can also estimate the number of frontal rushers based on the free safety's alignment. Once the free safety comes out of the middle of the field, you can expect more pressure from the frontal rushers. A four (4) across look generally means you will give at least six (6) to seven (7) frontal rushers. Also keep in mind when both safeties align on the same side, one of them is generally going to blitz. The depth of your safeties also gives you a good indication as to defensive frontal pressure. If you would return to the horizontal-vertical stretch and receiver distribution chart and align the free safety in each of the receiver distribution throwing lanes, it would become very clear where a blitz from a defensive secondary defender would be coming from long before the snap. Diagram 9 shows examples of safety alignments that relate to man-to-man coverage indicators. It is important you are able to see which side of the formation a single free safety may be favoring before the snap. Many of our option checks and pass checks could be made based on this defender's alignment.

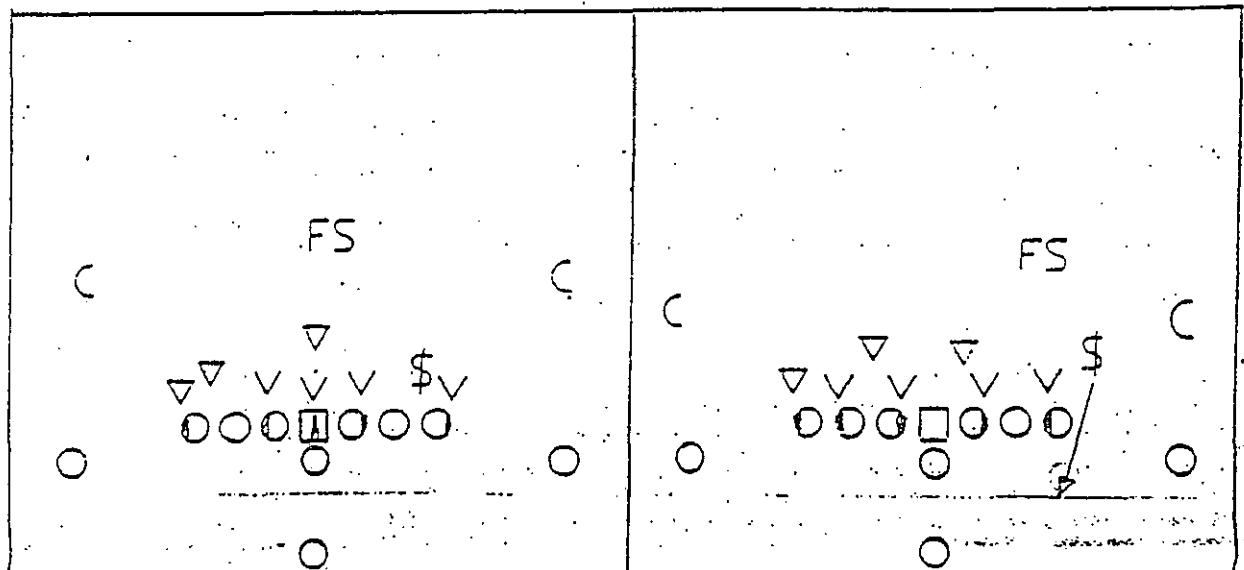
SECTION 300

DIAGRAM 9



At this time, it is also important to understand that a seven (7) man defensive front can be turned into an eight (8) man concept by adding a secondary defender into the imaginary box. If a secondary defender positions himself close to the imaginary box, we must make a decision as to that defender's ability to play a role in the front. Diagram 10 is two examples of the above statement. The first example on the left side is a "Bear" look; the strong safety is clearly within the imaginary box. Our quarterback must make a "Black" call. On the other side, you see the possibility of an eight (8) man front structure - look for the free safeties alignment. He should show blitz, meaning he will be aligned to one side or the other of our formation.

DIAGRAM 10



SECTION 300

The quarterback must recognize and understand six (6) safety alignments to the strong safety side of their defensive structure. These safety alignments will be referred to as: Low, High, Even, Four (4) Across, Unusual, and Blitz. The following diagrams will show you a picture of each strong side safety alignment. As you can see, these safety alignments generally affect the defensive structures strong side flat coverage. In Diagram 11, you see a Low Safety alignment. Now ask yourself these questions: How low is that safety? How wide is he aligned? Where is the free safety?

DIAGRAM 11

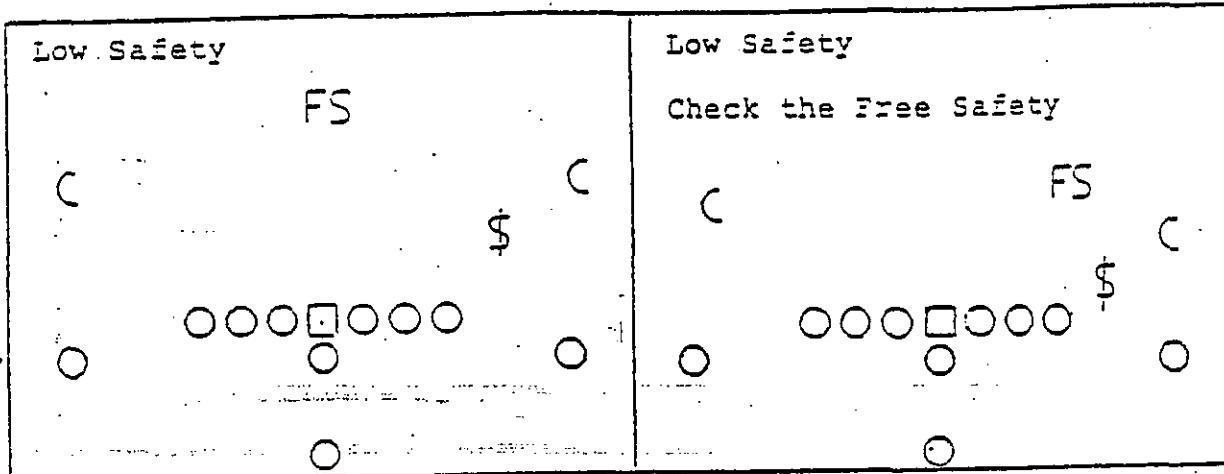
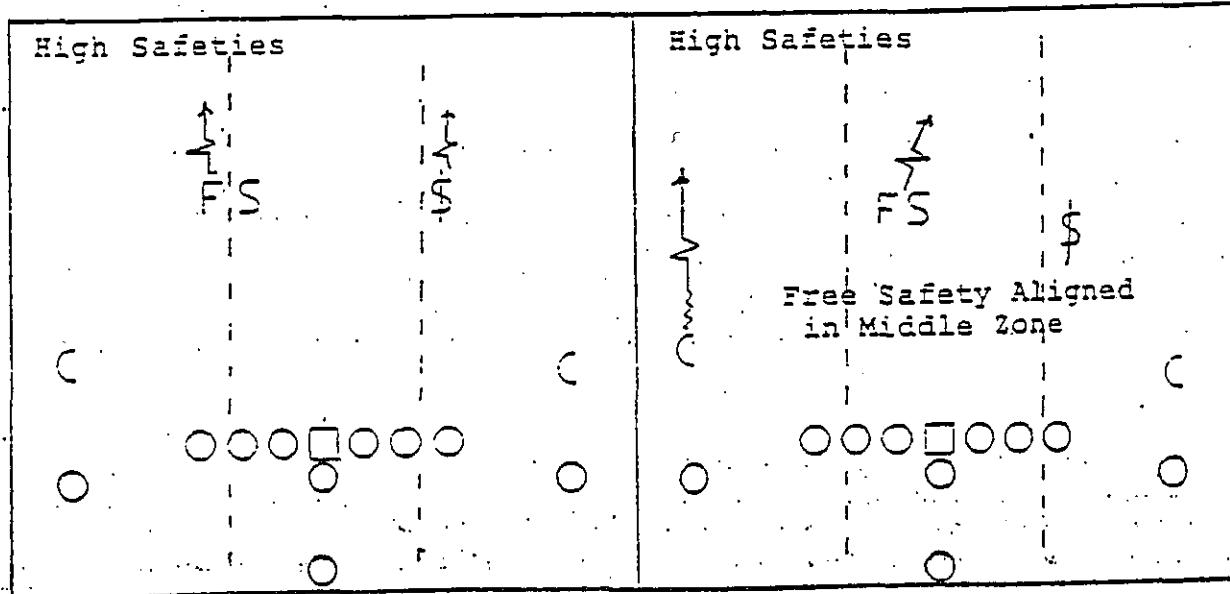


Diagram 12 is an indicator that shows a high strong side safety alignment. Once again, you must locate the free safety and where he is aligned on the hash: backside or in the middle of the field.

DIAGRAM 12



## SECTION 300

When you see an Even strong side safety-corner alignment, there is a good chance that the safety-corner can exchange coverage responsibilities on the snap based off of a middle free safety alignment. If you see the Even look with a free safety on or outside the weak or backside hash, this is a good indicator of quarter-quarter-halves coverage. Both these Even alignments are shown in Diagram 13.

DIAGRAM 13

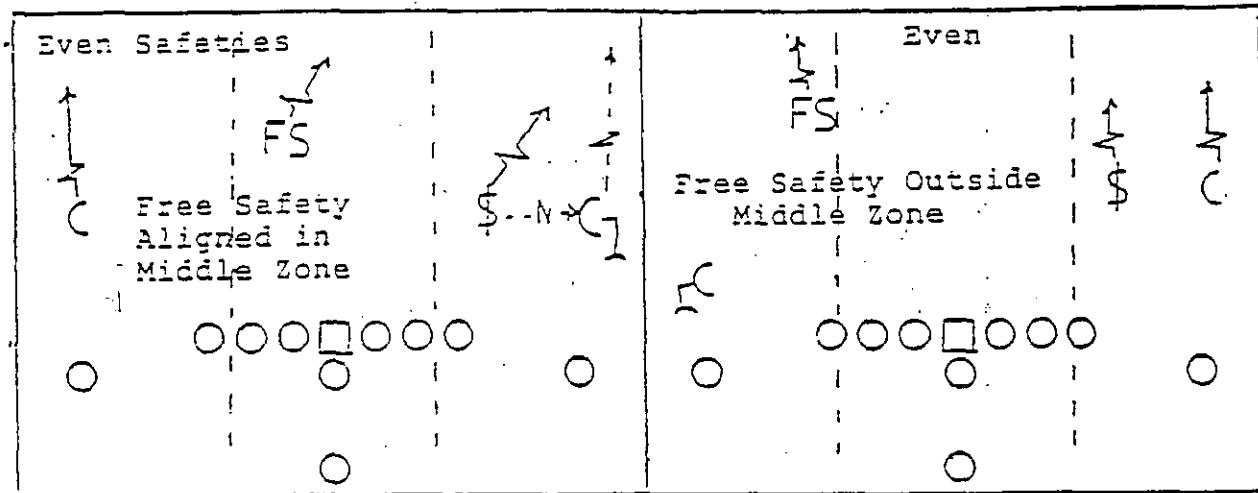
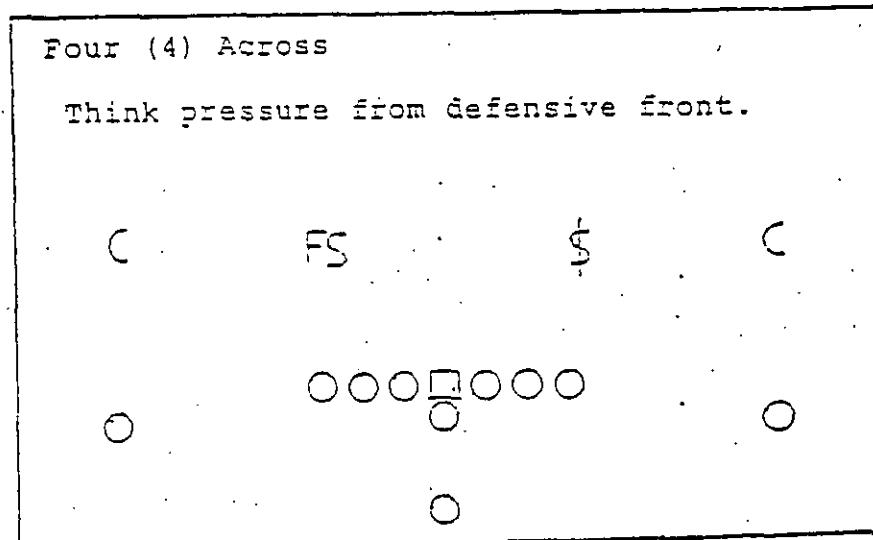


Diagram 14 expresses a four (4) across look which generally means Man coverage.

DIAGRAM 14



SECTION 300

The Unusual strong side secondary alignment means the defense has placed their free safety to the strong side. When we get an Unusual look from the defensive structure, your weak side linebacker adjustments become important issues. All Unusual secondary looks generally mean the defense is overloaded to the Unusual side. Diagram 15 shows an example of what would be referred to as Unusual.

DIAGRAM 15

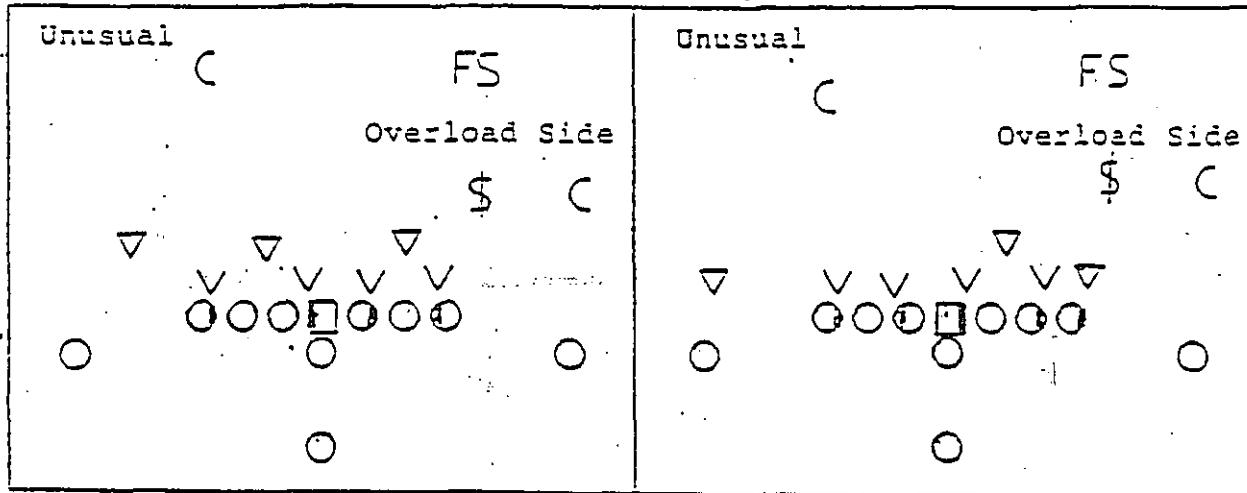
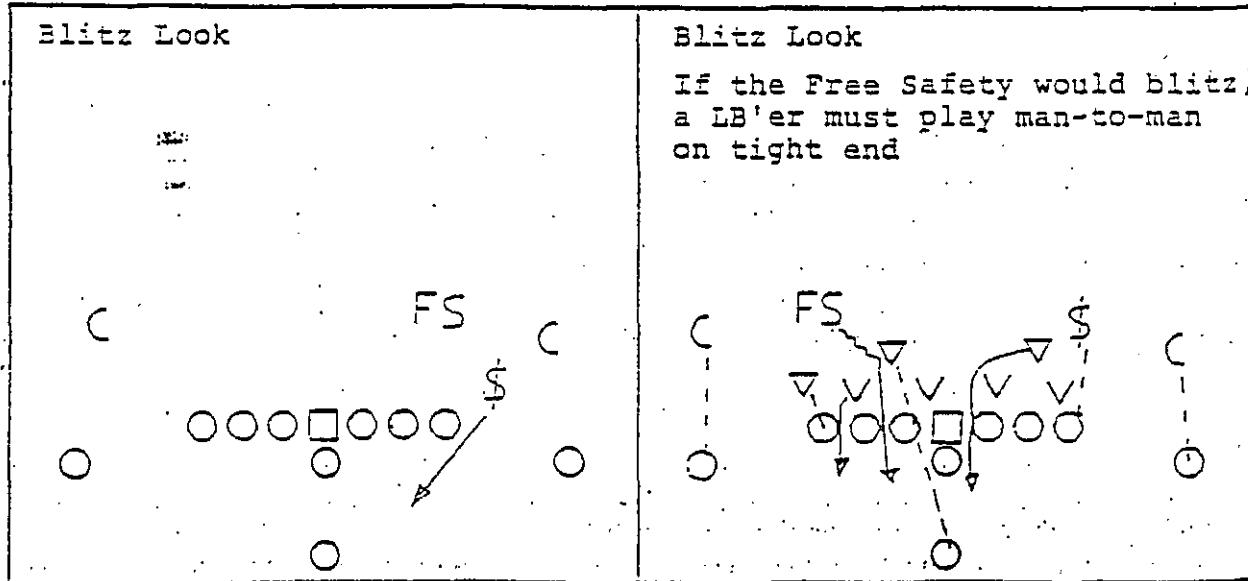


Diagram 16 shows a safety blitz alignment. Based on the free safeties alignment, you should know this side is a blitz.

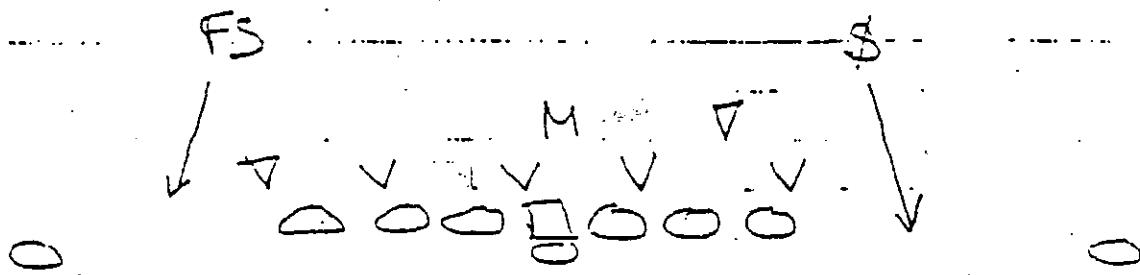
DIAGRAM 16



48/49

THIS LOOK AND WE HAVE SAFETY OPPOSITE  
TAKE BALL TO RED SIDE

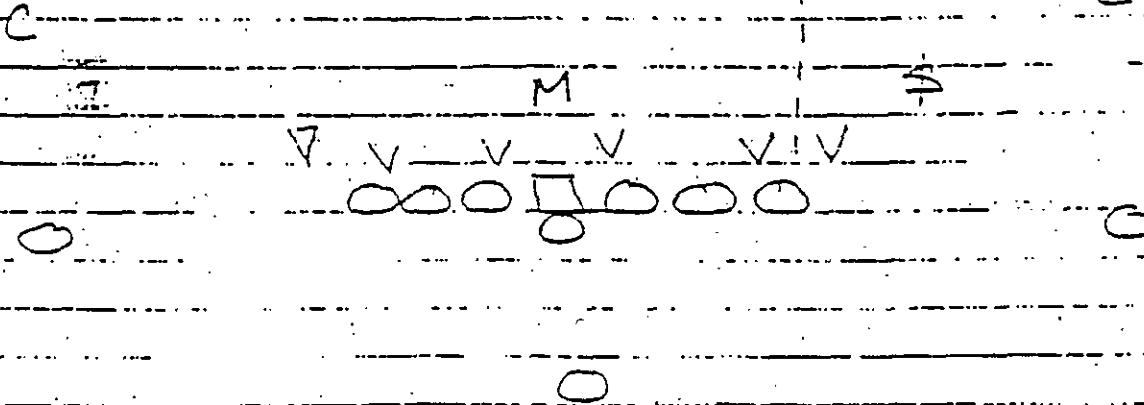
- Problems -



QB - Look Bed Seth

OF FS and how wide can tackle block him

THIS IS A Problem FS



THIS IS A GREEN CALL WIDE REC. MAN ON  
TAKE BALL TO WHITE SIDE.

GREEN CAN TELL'S WIDE RECEIVER TO  
PICK UP ONE OPEN END MAN. RED/WHITE  
SIDE.

Few important (notes on the option)

48-49

1. 48 - SAFETY OPPOSITE (NEBRASKA) SINGLE
2. 48 RED OPPOSITE
3. 48 WHITE OPPOSITE
4. 48 ✓ SOMETHING ELSE

\* Work TO TAKE THIS PLAY TO # TECH  
IF NOT A 43

\* IF AN EAGLE DEFENSIVE FRONT TAKE PLY TO  
WHITE SIDE BECAUSE WE HAVE A  
CHANCE OF GETTING Someone of SAFETY  
4-Across

\* IF IT'S AN EAGLE FRONT WITH Cover 2 WE  
ARE BETTER OFF TAKING TO RED SIDE

\* BLACK-GREEN - TELL DB TO Pitch Ball of  
End man - Possible PINK  
Pitch Key CALL - WR BLOCKS CORNER

RED SIDE #4 Pitch off SECONDARY  
WHITE SIDE - End man

GREEN CALL -

\* Remember NEVER RUN OPTION into Cover 2

# 48-49 - NEBRASKA PLAN -

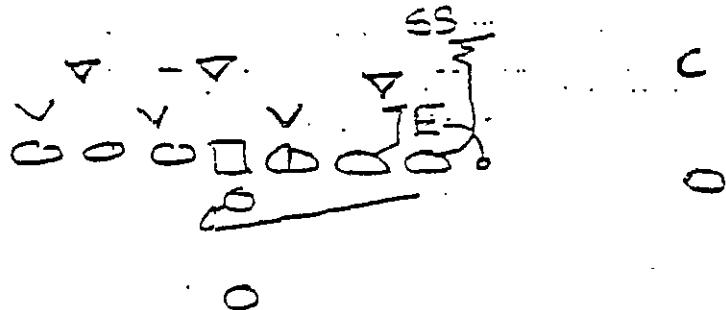
A. THE NEBRASKA CALL IS ONLY USED AGAINST  
43 DEFENSIVE CONCEPTS -

B. WHEN NEBRASKA IS CALLED WE WILL PITCH OFF A  
END MAN OR LOOPING LB'ER.

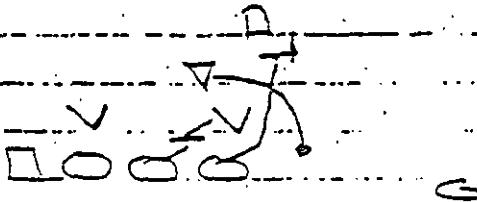
C. ANOTHER NEBRASKA THEORY LOOK FOR 1-SAFETY  
ATTACK WHITE SLOE -

D. TWO SAFETY 4 ACROSS ATTACK WIDE SIDE WITH  
NEBRASKA CALL -

WHITE SIDE. NEBRASKA CALL



NEBRASKA CALL IS ONLY MADE IF ITS 4 ACROSS LOOK



SAFETY OPPOSITE = THINK

COVER 2 - don't TAKE PITS TO WHITE SIDE IF POSSIBLE

a) THE PROBLEM IS OUR WIDE RECEIVER  
MUST BLOCK COFFEE

Huddle Call =

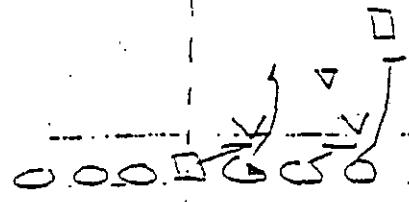
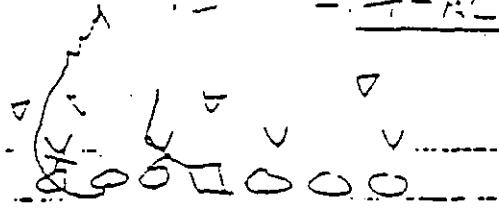
WHITE 48 OPPOSITE = OPPOSITE - THIS IS A PROBLEM

48-SAFETY OPPOSITE = RED SIDE IS WHAT WE WANT  
BECAUSE OF WIDE REC. BLOCKING

FS

- "4-ACROSS" -

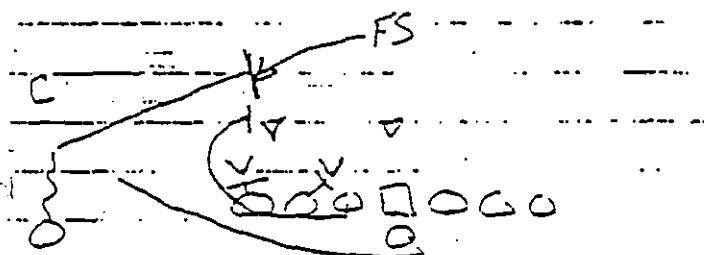
Page 6



THIS IS A 10 CALL.

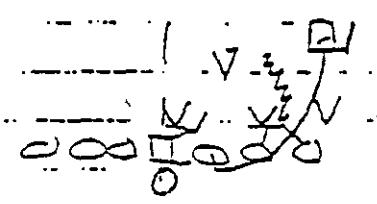
1-FS GO TO WHITE SIDE

48-SAFETY OPPOSITE  
WHITE OPPOSITE



2-FS GO TO RED SIDE

48-SAFETY OPPOSITE



1-FS SAFETY LOOK  
48-SAFETY OPPOSITE

RED OPPOSITE

Huddle Call IS 48-SAFETY

1-SAFETY LOOK - TAKE BALL INTO Boundary  
MAKE THE RED/WHITE CALL WITH AN  
OPPOSITE CALL.

2-SAFETY LOOK - TRY TO FIELD  
MAKE RED/WHITE CALL

SET COLOR

THE MOST OB'S

FREE +

\* DON'T RUN OPTIONS ON THE SOUND

PLAY 48-49

### OPTION RULES -

A) WHITE SIDE - Pitch off End man - WIDE REC  
MUST BLOCK CENTER

B) RED SIDE - Pitch off Secondary Defender

C) 4-Across - WHITE SIDE - Pitch off End man

3-CALL → RED SIDE - NEED TO PITCH IN AREA -  
Pitch off b-9 or Buck LB'EE

### Boundary Side:

WIDE REC - RED SIDE - PITCH CRACK  
" " - WHITE SIDE - BLOCK CENTER

QUARTERBACK - MUST TELL LINEMEN WHAT THE LOOK  
IS - RED - WHITE - BLACK

### Possible Checks:

1) BLACK - Pitch ball off UNCOVERED WIDEST DEFENDER  
CHECKS - TAKE IT AWAY FROM MIKE  
TAKE IT AWAY FROM SAFETY

2) SAFETY OPPOSITE: TAKE OPTION AWAY FROM  
SAFETY

3) NICKLE OPPOSITE: TAKE BALL AWAY FROM NICKLE  
DEFENDER - WE LIKE TO TAKE THE PLAY TO  
THE 9 MAN SIDE TECHNIQUE

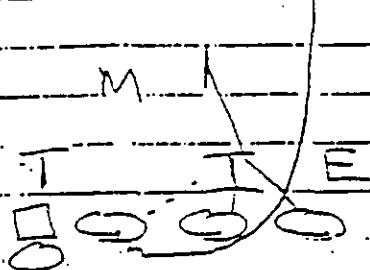


RED SIDE

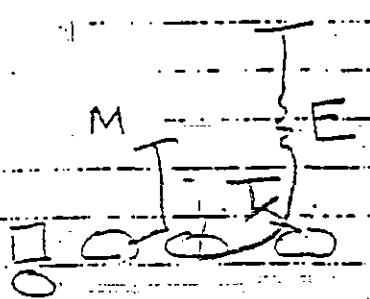
# ADJUSTMENT FOR THE LINESMAN

48-49

WHITE SIDE



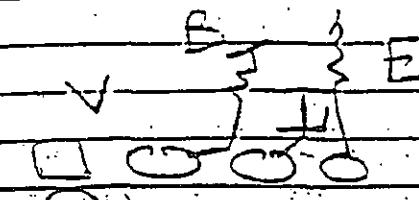
5-CALL SET



10-CALL

O 10-CALL IF Guard cannot  
get through - HE CAN pull  
around.

HIS IS A CHANGE UP  
CALL -



5-EAT IT

Wide Rec.

WHITE SIDE - ALLOW BLACK CORNER  
OR MAN ON

THIS IS A HARD TIME TO DO RUN A 48/49  
TO THE WHITE SIDE INTO A CORNER 2 LOOK

HAND BACK  
TAKES TO LOSE

OR - YOU MUST TELL WR - IF IT'S  
RED OR WHITE SIDE - LET REC -  
KNOW IF RED/WHITE SIDE

Backside Rec - Convoy

Red Side - Wide Rec. Blocks Safety

FIELD - CRACK ON SS

Boundary - PUSH CORNER WIDE THEN  
SLIP INSIDE TO SAFETY.

Huddle Call 9V49

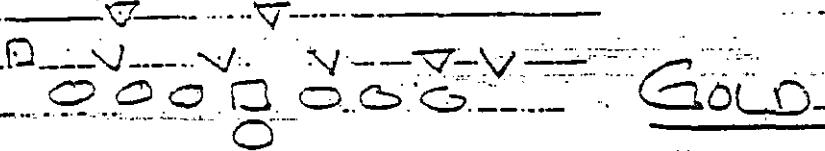
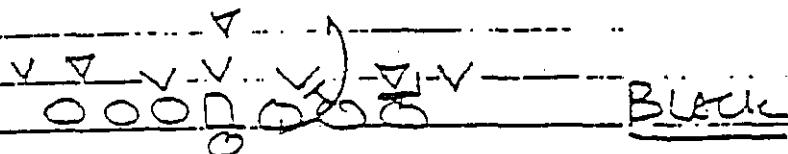
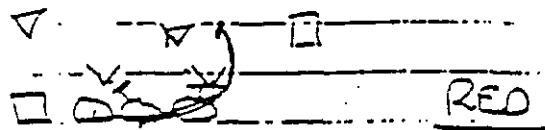
IF CORNER 2 - RUN 9  
IF - n - 3 - RUN 49 - MAKE RED/WHITE CALL  
FIRST

QB - VERY IMPORTANT AS YOU TURN  
around LOCATE HOW THE END IS  
BEING BLOCKED - BE UNDER CONTROL  
BE ABLE TO TURN UP INSIDE OR  
GET OUTSIDE

QB - MUST RUN WITH THE ALLEY  
AWAY FROM THE DEFENSE

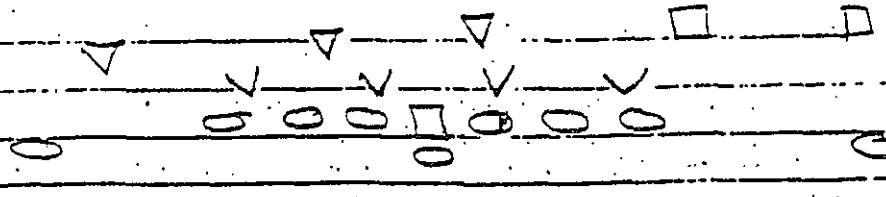
GOLD - BLACK - RED - Outerwear Option

End man or "SS" OR #4



Overflow Loops

FS



## QUARTERBACK -

TECH - STEP TO A GAP away from CALL  
Spin Around.

QB - MUST TELL THE LINEMAN HOW  
YOU WANT THEM BLOCKED.

A) WHITE SIDE CALL - Pitch off End  
man or Walk ~~over~~ stack  
L BIEE -

B) WHITE SIDE CALL - Block

\* \* \* C) NEVER RUN 48/49 into Corner  
2 Look -

RED-SIDE BLOCK SECOND SUPPORT

RED - Always Pitch off the  
SECONDARY DEFENDER

RED - IF MAN COURAGE IS UP TIGHT  
Pitch Ball off SS

IF THE END SLIDES OUTSIDE GET UNDER  
TIGHT ENDS BLOCK

QB's attack THE OUTSIDE SHOULDER TAKE  
Pitch - Get UNDER TACKLER

Wide Rec.

WHITE SIDE - ALWAYS BLOCK CORNER  
OR MAN ON

THIS IS A HARD THING TO DO RUN A 48/49  
TO THE WHITE SIDE INTO A CORNER 2 LOOK

HAND BLOCK  
TAKES TO LOOK

OR - YOU MUST TELL WR - IF IT'S  
RED OR WHITE SIDE - LET REC -  
KNOW IF RED/WHITE SIDE

Backside Rec - Convoy

RED SIDE - WIDE. REC. BLOCKS SAFETY

FIELD - CRACK ON SS

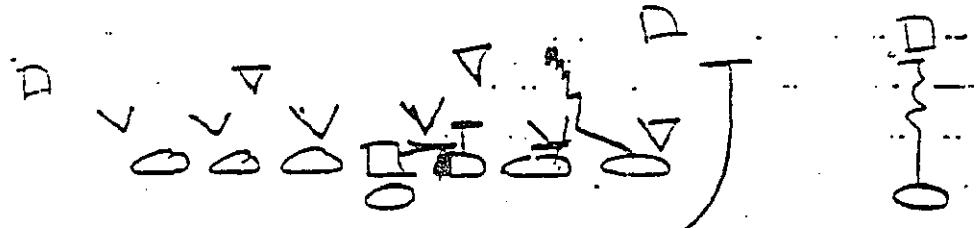
Boundary - PUSH CORNER WIDE THEN  
SLIP inside TO SAFETY.

Huddle Call 9V49

IF CORNER 2 - RUN 9  
IF CORNER 3 - RUN 49 MAKE RED/WHITE CALL  
FIRST

QUARTERBACK -

SHORT-VAR DAGE DEFENSE

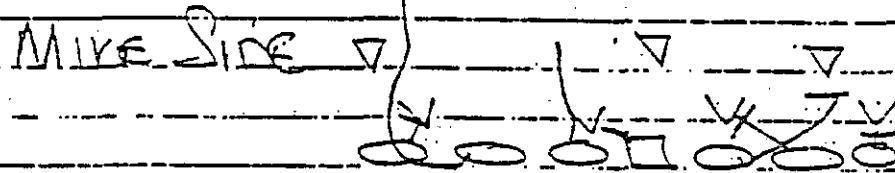


✓ it to THE RIGHT

QB - TAKE OPTION TO TIGHTEST DEFEND-  
CLOSEST defensive linemen ER

WHITE SIDE - 2 LB - one Blocker to Safety

RED SIDE

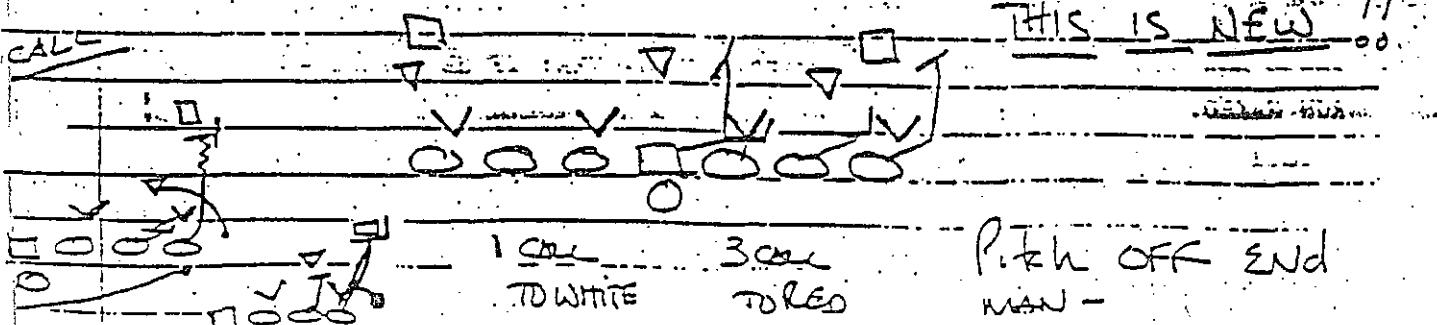


MICKE WHITE

MICKE RED

LOW SAFETIES

THIS IS NEW //



1st

3rd

TO WHITE

TO RED

PICK OFF END  
MAN -

PLAY:

2/3 - ES w/ Zone

DIRECTION  
TO SIDE:

2/3 WHITE OPPOSITE

FORMATIONS

1. SINGLE
2. DEUCE
3. DOUBLES
4. TRIPS

MOTIONS

- C = IN  
X = EXIT  
WINGO

POSSIBLE CHECKS

1. OPPOSITE
2. BLACK
3. GOLD - OPPOSITE
4. 2/3 OR \_\_\_\_\_ CWM

CADENCE

1. SET COLOR
2. CWM - ON ONE
3. OPPOSITE-OPPOSITE SET COLOR
4. ...

LINE CALLS AT P.O.A.

RED SIDE                    WHITE SIDE

- |                                    |           |
|------------------------------------|-----------|
| 1. SHOULDN'T BE<br>RUN TO RED SIDE | 1. 1 CALL |
| 2.                                 | 2. 5 CALL |
| 3. 3 - CALL                        | 3.        |
| 4.                                 | 4.        |

POSSIBLE HUDDLE CALLS

1. SINGLE RT 2/3 WHITE OPPOSITE - ON COLOR
2. DOUBLE RT 2/3 WHITE OPPOSITE - ON COLOR
3. DEUCE RT 3 OR \_\_\_\_\_ CHECK WITH ME - ON ONE
4. TRIPS RT 3 OR \_\_\_\_\_ CHECK WITH ME - ONE ONE
- 5.
- 6.

DEFENSIVE PROBLEMS

1. BLACK "BEAR 8"
2. GOLD "STACK 8"
3. RED SIDE
4. TWO - 2 TECHNIQUE
5. TWO - 3 TECHNIQUE

ADJUSTMENTS

- CHECK BASED ON GAME PLAN  
TAKE IT TO WHITE SIDE  
DON'T RUN IT INTO RED SIDE  
TAKE BALL TO 7 TECHNIQUE  
TAKE BALL EITHER SIDE ✓ OUT

QUARTERBACK TECHNIQUE

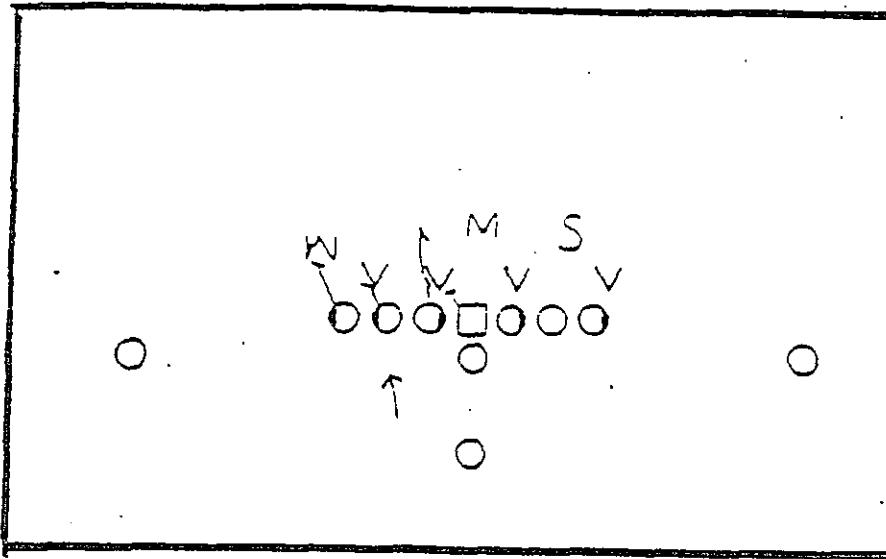
FAKING

- 2 - OPEN AT 5 O'CLOCK - TAKE BALL BACK TO TAILBACK
- 3 - OPEN AT 7 O'CLOCK - TAKE BALL BACK TO TAILBACK - ALWAYS FAKE NAKED AWAY FROM THE CALL - CHECK DEFENSE TO SEE HOW THEY DEFEND NAKED

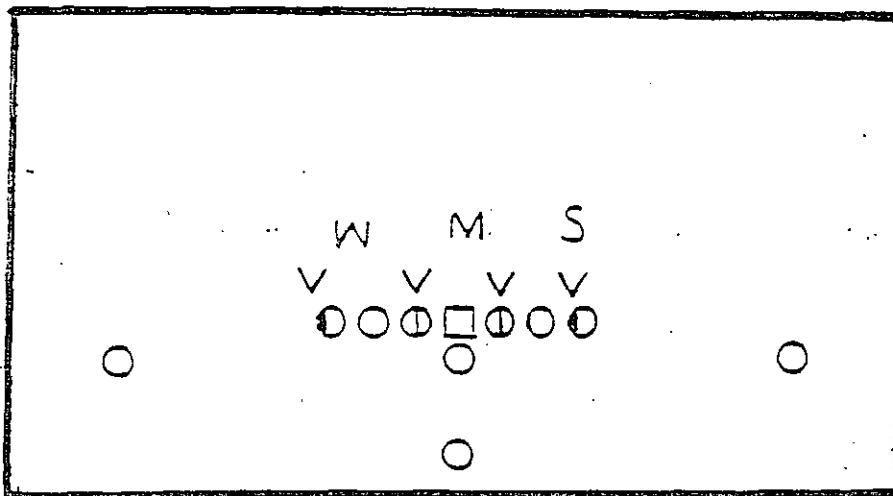
LOOK FOR WHAT

1. THE WHITE SIDE
2. CHECK THE MOVEMENT OF FLOW OR BACKSIDE LINEBACKER; IF HE OVERFLOWS, RUN NAKED.
3. 4 TECH - TAKE PLAY TO SHADE NOSE SIDE.

PLAY 2 - 2 WHITE OPPOSITE ON SIDES

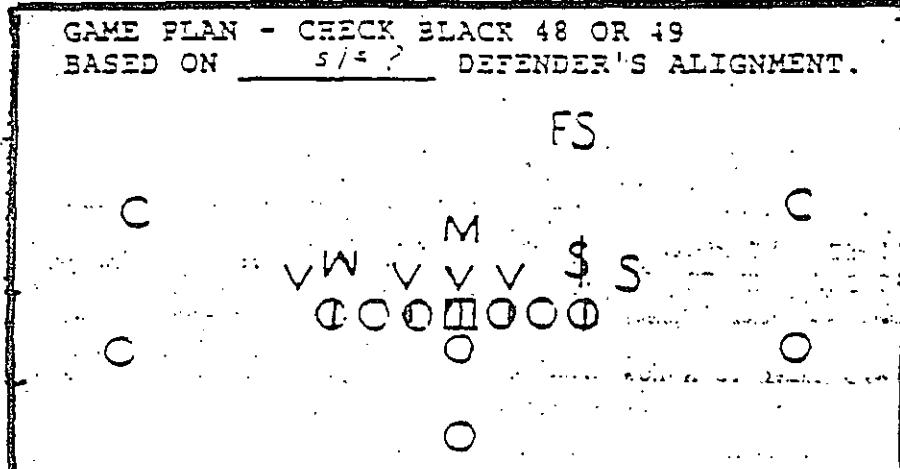


1. THIS PLAY IS DESIGNED TO ATTACK THE "A" GAP DEFENDER - OR WHITE SIDE.
2. IF 2 WHITE OPPOSITE IS THE HUDDLE CALL, DIAGRAM THE PLAY IN THE DRAWING ABOVE.



1. IF THE DEFENSE ALIGNS WITH TWO WHITE SIDES, OR "A" GAP DEFENDERS, TAKE THE BALL AWAY FROM THEIR 9 TECHNIQUE.

GAME PLAN - CHECK BLACK 48 OR 49  
BASED ON sides? DEFENDER'S ALIGNMENT.



PLAY: IS w/ Fold  
4/5 "Power"

DIRECTION  
TO SIDE:

4/5 RED OPPOSITE

FORMATION

1. SINGLE
2. DOUBLES
3. DEUCE
4. TRIPS

MOTION

- SIN OR EXIT  
SIN - EXACT  
ROCK - EXACT

POSSIBLE CHECKS

1. OPPOSITE
2. BLACK
3. GOLD
4. 4/5 OR CW

CADENCE

1. SET COLOR
2. CW - ON ONE
3. OPPOSITE - OPPOSITE - SET COLOR
- 4.

LINE CALLS AT P.O.A.

RED SIDE

WHITE SIDE

- |                            |     |                     |
|----------------------------|-----|---------------------|
| 1. 4 CALL }<br>2. 8 CALL } | 4/5 | 1. <u>CHECK OUT</u> |
| 3.                         |     | 2. CALLS 1-10       |
| 4.                         |     | 3. EAT IT           |
|                            |     | 4.                  |

POSSIBLE HUDDLE CALLS

1. SINGLE RT MINGO 4 RED OPPOSITE - ON COLOR
2. DOUBLE RT MINGO 4 RED OPPOSITE - ON COLOR
3. DEUCE RT 5 OR CHECK WITH ME - ON ONE
4. TRIPS RT 5 OR CHECK WITH ME - ON ONE A) W/DEUCE & TRIPS MOTION MAY BE NECESSARY
5. SINGLE RT ROCK 4 RED OPPOSITE - ON COLOR
- 6.

DEFENSIVE PROBLEMS

1. BLACK "BEAR 8"
2. GOLD "STACK 8"
3. WHITE SIDE
4. TWO RED SIDE
5. TWO WHITE SIDE

ADJUSTMENTS

- CHECK OUT OF PLAY GAME PLAN  
TAKE PLAY TO RED SIDE  
DON'T RUN TO WHITE SIDE  
TAKE TO WIDEST 9 TECH  
TAKE IT TO THE 9 TECH + ✓ OUT

QUARTERBACK TECHNIQUE

FAKING

- 4 - OPEN AT 5 O'CLOCK TAKE BALL BACK TO TAILBACK
- 5 - OPEN AT 7 O'CLOCK TAKE BALL BACK TO TAILBACK. ALWAYS FAKE NAKED AWAY FROM CALL. CHECK DEFENSE AS TO HOW THEY DEFEND NAKED.

LOOK FOR WHAT

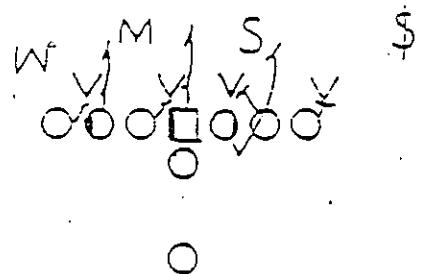
1. TWO - RED SIDES TAKE PLAY TO WIDEST 9 TECH.
2. THIS PLAY IS DESIGNED TO ATTACK WIDE 9 TECH. MAY NEED MOTION TO BLOCK RUN SUPPORT.
3. 4/5 PLAY NOT GOOD AGAINST MIKE DEFENSES.
4. NEVER TAKE 4/5 PLAY TO A LOW SAFETY.
5. USE MOTION IF 1/4'S - 1/2 COVERAGE.

PLAY 4/5 RED OPPOSITE

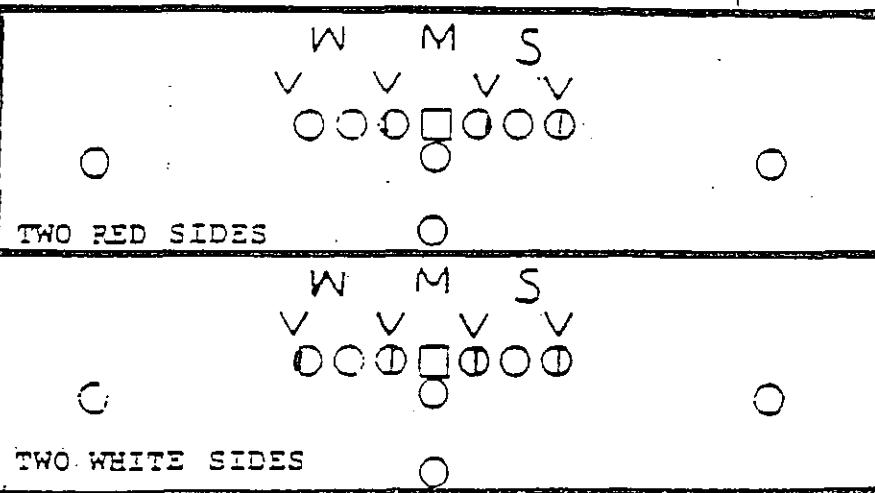
BINGO 4 - RED OPPOSITE  
WHICH WAY WOULD YOU RUN THE ABOVE CALL?

ANSWER

A7



1. THIS PLAY IS DESIGNED TO ATTACK THE RED SIDE OR "B" GAP DEFENDER.
2. DEFENSIVE PROBLEMS: LOW STRONG-SAFETY - WE CAN BLOCK HIM WITH MOTION BY EITHER WIDE OUT OR A BACKSIDE TIGHT END.

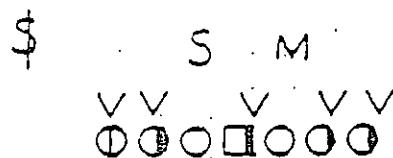


1. TWO RED SIDES TAKE PLAY TO WIDEST 9 TECHNIQUE.
2. TWO WHITE SIDES TAKE PLAY TO WIDEST 9 TECHNIQUE.
3. IN THE ABOVE DIAGRAMS, WHERE WOULD YOU DIRECT THE 4/5 PLAY?

L4. ?

L4. ?

DON'T RUN 4/5 AGAINST BLACK OR GOLD!!



## PLAY:

48/49 OPTION PLAY

DIRECTION  
TO SIDE:EITHER SIDE MUST GIVE  
RED/WHITE CALL

## FORMATION

## MOTIONS

1. SINGLE
2. DOUBLE
3. DEUCE
- 4.

## POSSIBLE CHECKS

1. RED/WHITE OPPOSITE
2. SAFETY OPPOSITE
3. 48 ✓ 8
4. NICKEL OPPOSITE

## CADENCE

1. DON'T RUN ON QUICK.
2. SET COLOR
3. OPPOSITE - OPPOSITE - CHECK - SET COLOR
- 4.

## LINE CALLS AT P.O.A.

## RED SIDE

## WHITE SIDE

- |           |            |
|-----------|------------|
| 1. CALL 4 | 1. CALL 5  |
| 2. CALL 8 | 2. CALL 10 |
| 3. CALL 3 | 3. CALL 1  |
| 4.        | 4.         |

## POSSIBLE HUDDLE CALLS

1. SINGLE RT - 8 ✓ 48 ON COLOR - MAKE PRE-CADENCE "CALL"
2. SINGLE RT - 48 SAFETY OPPOSITE - ON COLOR
3. DOUBLE RT - 48 RED OPPOSITE - ON COLOR
4. SINGLE RT - 48 WHITE OPPOSITE - ON COLOR
- 5.
- 6.

## DEFENSIVE PROBLEMS

## ADJUSTMENTS

1. WHITE SIDE COVER 2 - ALWAYS GO TO RED SIDE - IF 1 SAFETY, GO WHITE.
2. ANY OVERLOAD DEFENSIVE PROBLEMS, TAKE OPTION OPPOSITE.
3. BLACK-GREEN CALL - TELL QB TO PITCH OFF END MAN L.O.S.
4. PINK CALL - ONLY USED AGAINST 4 ACROSS SECONDARY LOOK.
- 5.

## QUARTERBACK TECHNIQUE

## PACING

ALWAYS SET TO "A" GAP AWAY FROM CALL TO FREEZE LB'ERS. PIVOT AROUND AND LOCATED BLOCK OF TIGHT END - ATTACK THE PITCH MAN'S UPFIELD SHOULDER BASED ON RED/WHITE. RED - PITCH OFF SECONDARY DEFENDER/WHITE - END MAN L.O.S.

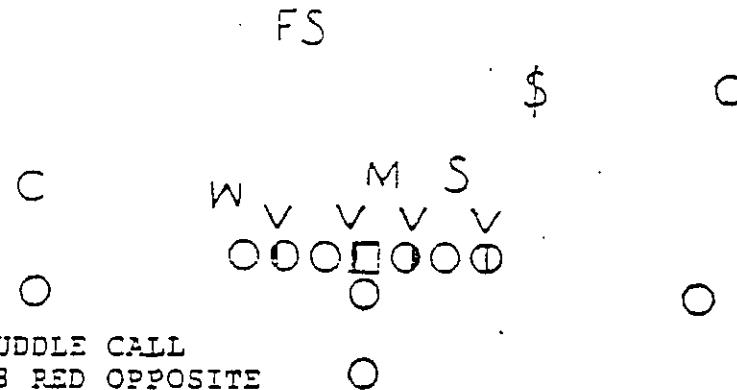
## LOOK FOR WHAT

1. QB - MUST KNOW SIDE HE IS OPTIONING - WHITE/RED/PINK.
2. SAFETY OPPOSITE - TWO SAFETIES, DON'T TAKE TO WHITE SIDE.
3. SAFETY OPPOSITE - ONE SAFETY, TAKE TO WHITE SIDE - KILLER.
4. GENERAL THINKING BASED ON 2 OR 3 LB'ERS - 1 OR 2 SAFETIES:
  - A. 2 LB'ER - 1 SAFETY - GO WHITE/2 LB'ER - 2 SAFETIES - GO RED
  - B. 3 LB'ER - 1 SAFETY - GO WHITE/3 LB'ER - 2 SAFETIES - GO WHITE-PINK CALL

- A. RED SIDE - QUARTERBACK PITCH OFF SECONDARY DEFENDER.  
 B. WHITE SIDE - QUARTERBACK PITCH OFF END MAN ON LINE OF SCRIMMAGE.

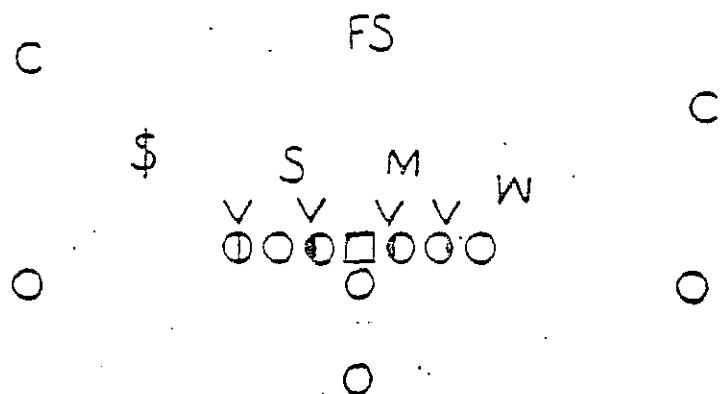
NEVER RUN 48/49 WHITE SIDE COVER 2

DIAGRAM PLAY  
WRITTEN INSIDE  
THIS SQUARE



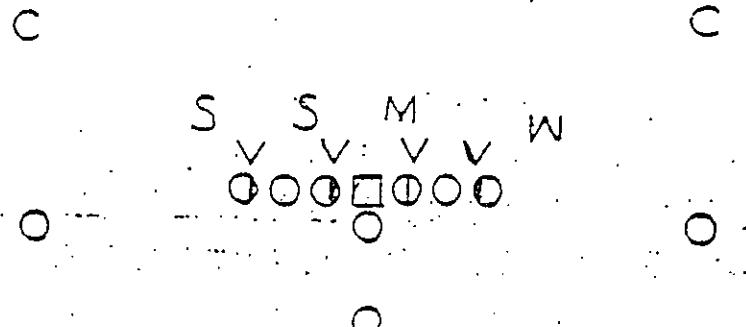
1. QUARTERBACK MUST ALWAYS IDENTIFY THE SIDE RED OR WHITE - THIS TELLS WR WHO HE MUST BLOCK AND TELLS QB WHO WE SHOULD PITCH OFF OF IN THE DEFENSIVE STRUCTURE.

GOOD PLAY AGAINST BLACK/GOLD!!!



1. QUARTERBACK MUST MAKE A BLACK/GOLD OR GREEN CALL.  
 2. SINGLE LT 9 ✓ 49 ON COLOR? WHAT PLAY WOULD YOU RUN? 49  
 EXPLAIN WHY YOU MADE THE ABOVE SELECTION. CAN'T BLOCK S/S

FS



918

1. HUDDLE CALL SINGLE LT 48 SAFETY OPPOSITE - TWO WHITE SIDES  
 YOU KILL THIS LOOK BECAUSE OF BLOCKING DESIGN.

## QUARTERBACK CHECKS

### I. COLOR CODE

Black - Bear 8 Man Front  
Pink - 0 Coverage, any front  
Gold - Stack 8 Man Front  
Green - Mike defense with outside linebackers exchanged

- A. Anytime we give a color code check, we must also give the play number that will be run.
- B. Snap count is SET COLOR.
- C. Single RT 2 White Opposite - Black - Black  
48 - 48 Set Black: New play is 48.

### II. 2/3 PLAY - WHITE SIDE PLAY

#### A. Opposite Principles

- 2 White Opposite - Take play to White side of defense
- No White Side - Take play to widest 6 or 9 technique

#### B. 2 ✓ 4 - 2

We want to attack the Red side with either 2 or 4 plays based on linebacker structure. Play will be executed to callside and it is either 2 or 4.

1. Execute 2 Play - Against a Mike defensive front, three linebacker
  - Mike must be on center or to onside A gap
2. Execute 4 Play - Against any two linebacker front
3. If no Red side to 2 ✓ 4 call, use White concept.  
2 or 3 play based on call in huddle.

#### C. Black

Check 48-49 or 6-7 play

### III. 4/5 PLAY - RED SIDE PLAY

#### A. Opposite Principle

- 4 - Red Opposite - Take play to Red side
- No Red side, take play to widest 6 - 9 technique over tight end.

#### B. 4 ✓ 8

This play is designed to attack the 6 - 7 - 9 technique - it must have motion with it to block their alley or sky support player.

1. Doubles Rt/Lt - Would be a no motion formation call.

2. Types of Motion

"Mingo" Single Wing Rt 4 ✓ 8  
"Exact" Single Rt 4 ✓ 8

- Motion man must block alley defender.

C. 4 ✓ 48

This check is based on safety alignment; no motion necessary. You control alley defender with option.

1. One Safety - Pre-cadence color call  
48 - Red - Option alley defender

2. Two Safety - Execute 4 play

D. Black Call

If 4/5 Red Opposite against any 8 Man Front Bear, use 48/49 or 6/7 as check plays.

- Remember, if 48.49 is your Black check, make a Red/White pre-cadence call.

IV. 6-7 PLAY - WHITE SIDE PLAY - Ctr. Gap

Special Note: "Must have a 3 technique backside to run to White side."

A. Opposite Principle

6 - White Opposite - Take play to White side of defense

B. Black Call

Excellent play, leave it on.

C. "Pop" 6 White Opposite

QB must hand signal in motion for X or Z. This tells wide receiver to block LB'er his side.

V. 8/9 PLAY

This play is run to either side, Red/White.

A. We must always be able to block or control alley defender.

B. Opposite Principles

1. Red Opposite
2. White Opposite
3. Mike Opposite
4. Safety Opposite

C. Possible Motion Calls with Opposite

1. 8 Red Opposite

2. 8 Mike Opposite

a. Type of Motion

- Mingo - X is always the motion man and must be in position to block support.

- In Motion - Wide receiver to side of call comes in motion to block support.

- D. Motion Should Not Be Necessary
  - 1. 8 White Opposite
  - 2. 8 Safety Opposite
- E. 8 - Use Any Theories With Opposite ✓ 87 {3} ✓ 93 {2}
  - If they align on Cover 3 or Pink, the pass handles the alley defender.
- F. 8 - Use Any Theories with Opposite ✓ 325 (5)
  - If they align in Cover 3 or Pink, the pass handles the alley defender.
- G. Use a Pink call to handle 4 Across

#### VI. PLAY 20 - 21 - THIS IS A DRAW

- A. Only run play to a 3 technique or B-gap defender.
- B. Opposite Principle
  - 1. Play 20 could go to 21 based on 3 technique or B-gap defender.
  - 2. Single Rt 20 Red Opposite ✓ 24
    - No 3 technique or B-gap defender: Check to Play 24
  - 3. Single Lt 21 Red Opposite ✓ 25
- C. Black Call  
May not affect 20-21.

#### VIII. 48/49 PLAY

This play can be run to either side, Red/White. We must give Red-White call for wide receivers.

- A. Red Side  
Pitch key secondary defender.
- B. White Side  
End man line of scrimmage.
- C. Color Checks
  - 1. Black - End man line of scrimmage.
  - 2. Pink - Take option to red side - pitch off end man on line of scrimmage.
- D. Opposite Principles
  - 1. 48 Red Opposite - Take play to Red side
  - 2. 48 White Opposite - Take play to White side
    - Never take a White Opposite into Cover 2 look in secondary.
  - 3. 48 Safety Opposite
    - a. One Safety - Take play opposite safety; make Red/White call

b. Two Safety - Don't take option into White side Cover 2.

c. Pink Call - Find Red side.

E. 48 Safety Opposite ✓ Pink 87 (3)

1. Check-Check means 87 (3).

2. Use safety opposite principles.

3. Possible Pink call.

F. 4 ✓ 48

This check is based on safety alignment - no motion necessary - you control alley defender with option.

G. 8 ✓ 48

No motion - this check is based on safety alignments - possible Pink call.

IX. 48-49 REVERSE

A. Get out of play if Black-Pink-Green.

COUNTER PASS	
50	 W M R L E N E S S ('ODD')
50 SHADE REDUCED	 W M R L E N E S S ('ODD')
QUARTER-BACK	Fake counter, attack perimeter. (May pull up.)
TAIL-BACK	Fake counter offside, block Mike to Sam, run screen.
FULL-BACK	Release thru 'C' gap. (Chip end men on LOS if he rushes)
FLANKER 'Z'	Pole
TIGHT END - 'Y'	Slam, inside release, shoot
SPLIT END - 'X'	Streak
ONSIDE TACKLE	Pull and trap onside "A" gap.
ONSIDE GUARD	Pull and trap offside "A" gap.
CENTER	Angle on
OFFSIDE GUARD	Pull deep and leg/trap.
OFFSIDE TACKLE	On inside (aggressive)
40	 L M E T T E S S
20	 W M R L E N E S S ('STACK')
80	 L W M R E N E S S ('SPLIT')
53	 W M L E N E S S ('ODD')
"BEAR"	 W R S L E N E T T E