



Understanding the Family (team) can only progress with the presence of **LOVE** and **RESPECT**, we commit ourselves to reaching our full potential (**RYFP**). We know that every action must be with the **TEAM** in mind, and unwavering loyalty to the **TEAM** must be built in, especially during the tough times. Fun will prevail for all, and there will be an absence of special privileges for any individual. **WE KNOW** that we "will get as our works deserve."

- I. We are committed to growing mentally, physical and spiritually; and we recognize that we are students first, and athletes second. We will personify **CLASS** and **HUMILITY** on-and-off the field.
- II. We seek to get better every day and develop consistency through the relentless execution of fundamentals. We will always **compete** with the best to become the best. We **will** play with passion, and deserve to be **BIG TEN FOOTBALL CHAMPIONS** and **NCAA NATIONAL CHAMPIONS**. We realize this can only be accomplished by an extraordinary **FOCUS**, one step at a time.
- III. We will respect the proud **OHIO STATE** tradition of the past, and will provide further greatness and tradition for the future. We will do so, at all times, knowing that it is our responsibility to serve as a positive role-model for youth of the great state of **OHIO** and all the young and old alike that we are able to touch in these United States and across the world. We **will** be the **CLASS OF COLLEGE FOOTBALL**.
- IV. We accept the responsibility placed in our hands to begin the New Millenium in the proud tradition of **OHIO STATE FOOTBALL!**

Dancer.....	H
Dragon.....	I
Jet.....	J
Georgia.....	K
Georgia Back.....	L
Y-Shallow (CB).....	M
Omaha.....	N
Cam.....	O
Scissors.....	P
Georgia Y/X Tag.....	Q
Georgia Spoke.....	R
Georgia Wheel.....	S
Yogi.....	T
Choice.....	U
Race Arrow.....	V
Fetch.....	W
Dig.....	X
Depot.....	Y
Ding.....	Z
Dingo.....	AA
Demon.....	BB

**G. Screens & Special Plays**

1. Jail Break.....	121
2. Slow Screen.....	122
3. 8/9 Option Reverse.....	123
4. Counter Reverse.....	124

**H. 2-Minute Offense**

1.		
I.	Time-Outs.....	125
II.	The Clock Stops.....	125
III.	The Clock Starts.....	126
IV.	2 Minute Offensive Procedure.....	126
V.	Game Plan.....	127
VI.	QB Guide.....	127-128
2.	2 Minute Passes.....	129

**I. Goal Line**

1.	24/25 Kick.....	130
2.	Goal Line Counter 24/25 Kick.....	131
3.	Goal Line 8/9 Option.....	132
4.	4/5 Counter Jab.....	133
5.	38/39 Toss Crack.....	134
6.	422/423 Z Sail.....	135
7.	Zig 359 Max.....	136
8.	84 Gap U Shallow Cross.....	137

11. 26/27 (Toss).....	61-63
12. 28/29 (Boss).....	64-66
13. 28/29 (Crack).....	67
14. 30/31.....	68
15. 32/33.....	69
16. 34/35.....	70-71
17. 36/37 Boss.....	72
18. 38/39.....	73-74
19. 42/43 (Trap).....	75
20. 46/47 Dave (Closed).....	76-78
21. 46/47 Dave (Open).....	79-81
22. Counter 46/47 (F/Y).....	82

#### **D. Protections**

1. Pass Calls.....	83-84
2. 50/51.....	85-86
3. 52/53.....	87-88
4. 54/55.....	89
5. 58/59.....	90-91
6. 62/63.....	92-93
7. 64/65.....	94-96
8. 68/69.....	97
9. 74/75.....	98
10. 84/85.....	99-101
11. 88/89.....	102
12. 92/93.....	103-104
13. 300's.....	105-107

#### **E. Play Action Pass**

1. 122/123.....	108
2. 134/135.....	109-111
3. 246/247.....	112-114
4. Race Rt./Lt.....	115
5. Naked.....	116
6. Boot.....	117
7. Bluff.....	118
8. Boot/Naked/Bluff.....	119

#### **F. Pass Plays/ Routes**

1. Pass Routes.....	120
Hit.....	A
Stump.....	B
Slay.....	C
Sail.....	D
Smash.....	E
Fish.....	F
Chicago.....	G

**2002 Offensive Playbook**  
**Table of Contents**

*Mission Statement*  
*Schedule*  
*Pre-Season Calendar*

**A. General**

1.		
I.	Huddle.....	1
II.	Huddle- QB Calling Of Plays.....	1
III.	Huddle- Special Instructions .....	2
IV.	Huddle Breaking.....	2
V.	At Line Of Scrimmage.....	2
VI.	Snap- Count .....	2
VII.	Automatic System .....	2
VIII.	Definition Of Strong Side & Weak Side Of Closed And Open ...	3
IX.	Terminology Of WR & TE .....	3
X.	Hole Numbering System.....	3
XI.	Line Spacing.....	3
XII.	Technique Numbering System.....	4
XIII.	Receiver Split Rules.....	4
XIV.	Backfield Alignment.....	5
2.	Backfield Sets.....	6-7
3.	Alignments.....	8-9
4.	Personnel Groupings .....	10
5.	Formations .....	11-21
6.	Motions .....	22-24
7.	Shifts.....	25-26

**B. Defensive Recognition**

1.	Defensive Alignment .....	28
2.	Numbering System.....	29
3.	Fronts.....	30-31
4.	Defensive Coverages.....	32-41

**C. Running Game**

1.	Series Description.....	42
2.	Alignment Calls.....	43-44
3.	Power Zone Blocks.....	45
4.	Quick Zone Blocks .....	46
5.	Gap Schemes.....	47
6.	Man Schemes.....	48
7.	12/13.....	49-51
8.	14/15.....	52-54
9.	22/23.....	55-57
10.	24/25.....	58-60

**OHIO STATE BUCKEYES  
2002 FOOTBALL SCHEDULE**

August 24	Texas Tech*	Ohio Stadium	2:30 pm
September 7	Kent State	Ohio Stadium	12:10 pm
September 14	Washington State	Ohio Stadium	3:30 pm
September 21	Cincinnati	Paul Brown Stadium Cincinnati, Ohio	3:30 pm
September 28	Indiana	Ohio Stadium	TBA
October 5	Northwestern	Ryan Field Evanston, IL	7:00 pm
October 12	San Jose State	Ohio Stadium	12:10 pm
October 19	Wisconsin	Camp Randall Stadium Madison, Wisconsin	TBA
October 26	Penn State	Ohio Stadium	TBA
November 2	Minnesota	Ohio Stadium	TBA
November 9	Purdue	Ross-Ade Stadium W. Lafayette, Indiana	TBA
November 16	Illinois	Memorial Stadium Champaign, IL	TBA
November 23	Michigan	Ohio Stadium	12:15 pm
January 1	Rose Bowl	Rose Bowl Stadium Pasadena, California	
January 3	Tostitos Fiesta Bowl	Sun Devil Stadium Tempe, Arizona	

\* 2002 Pigskin Classic



## TENTATIVE PRE-SEASON PRACTICE – 2002

Tuesday, July 30	Frosh 2-A-Day
Wednesday, July 31	Frosh 2-A-Day
Saturday, August 3	Normal 2-A-Day Schedule (Shells)
Sunday, August 4	PM Practice (Shells)
Monday, August 5	Normal 2-A-Day Schedule (Shells)
Tuesday, August 6	Modified AM; Normal PM (Shells)
Wednesday, August 7	Normal 2-A-Day (Pads)
Thursday, August 8	Modified AM; Normal PM (Pads)
Friday, August 9	Normal 2-A-Day Schedule (Pads)
Saturday, August 10	Jersey Scrimmage at Ohio Stadium (approximately 11:00 am)
Monday, August 12	Normal 2-A-Day Schedule (Pads)
Tuesday, August 13	Normal AM; Modified PM
Wednesday, August 14	Modified AM; Kicking Scrimmage PM @ Ohio Stadium (approximately 2:30 pm)
Thursday, August 15	Modified AM; Rehearsal Scrimmage at Ohio Stadium (approximately 2:30 pm)
Friday, August 16	Modified AM (Shells)

### TEAM 2002



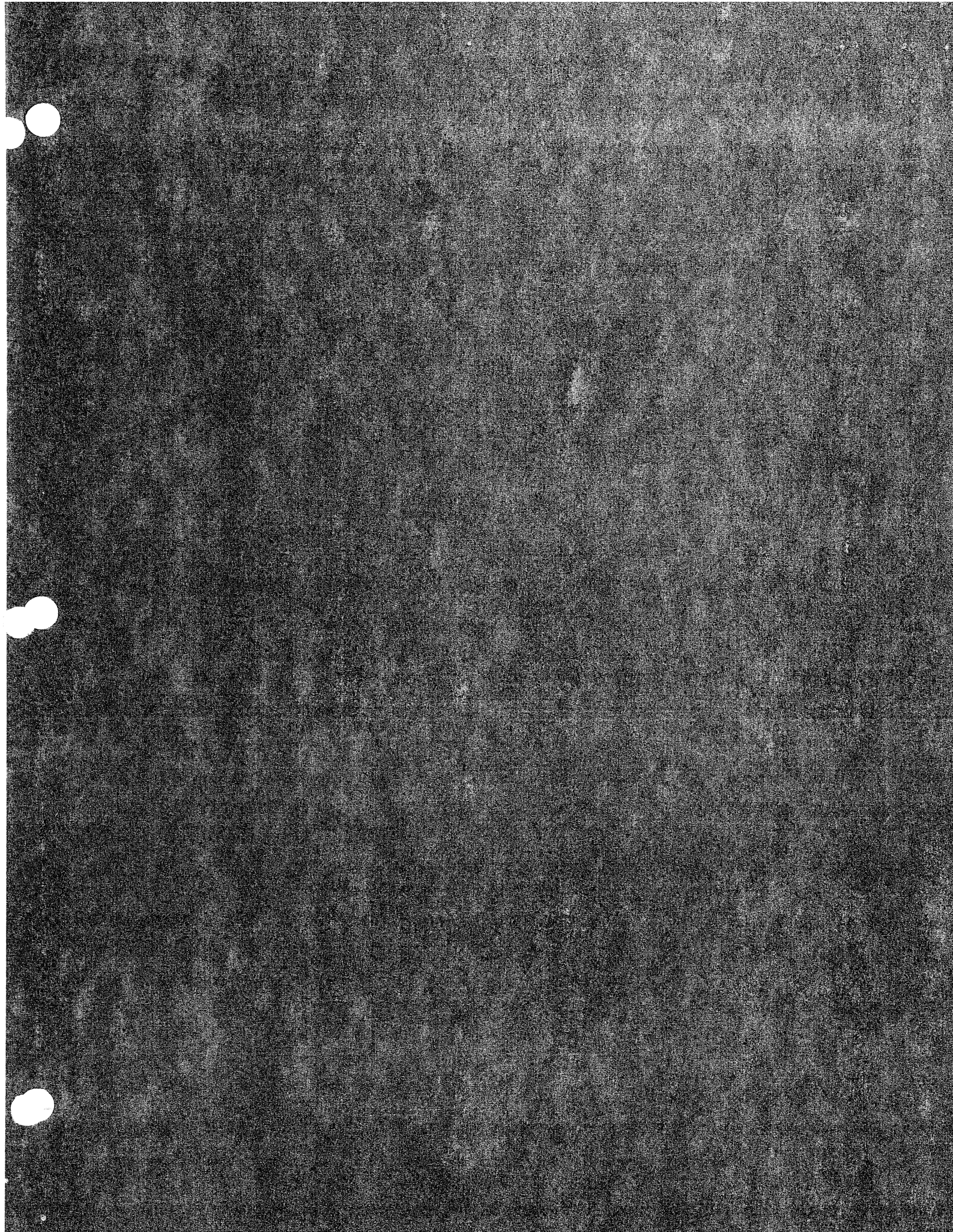


**JULY - AUGUST 2002  
GENERAL CALENDAR - PRE-SEASON**

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	29 Frosh Report	30 Frosh 2-A-Day	31 Frosh 2-A-Day	1 Frosh Academics Upperclassmen Report	2 Fitness Testing Picture Night	3 Normal 2-A-Day (Shells)
4 7 am-Make-Ups PM - Meetings, Practice	5 Normal 2-A-Day (Shells)	6 Modified A.M Normal P.M. (Shells)	7 Normal 2-A-Day (Pads)	8 Modified A.M. Normal P.M. (Pads)	9 Normal 2-A-Day (Pads)	10 Jersey Scrimmage at Ohio Stadium
11 7 am-Make-Ups PM - Meetings	12 Normal 2-A-Day (Pads)	13 Normal A.M. Modified P.M. (Pads)	14 Modified A.M. Kick Scrimmage P.M.	15 Modified A.M. Rehearsal Scrimmage P.M. At Ohio Stadium	16 Modified A.M.	17
18	19	20	21	22	23	24 2:30 P.M. OSU vs. Texas Tech Pigskin Classic
25	26	27	28	29	30	31

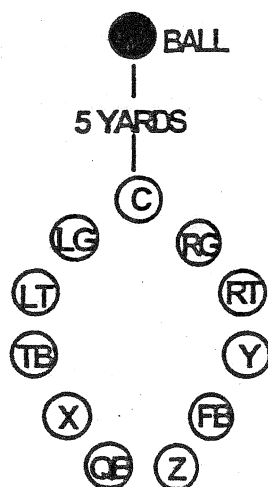
TEAM 2002







# BUCKEYE OFFENSIVE FOOTBALL



## I. Huddle

- A. Center must set up huddle 5 yards behind ball with a command of "reload" then announce the down and distance.
- B. Keep lines of huddle straight, guards turn slightly inward, hands on knees.
- C. Quarterback will enter huddle between X and Z
- D. Come to ready position on command of "Team"
- E. No talking in the Huddle, except QB. All others listen, QB must talk straight out, not up in air or down at ground.
- F. If you don't hear the play in the huddle, holler "check". Don't be a habitual "checker". LISTEN. Keep your head up and watch QB's lips. "SEE" what you hear.

## II. Huddle - QB calling of Plays

- A. The QB calls the huddle to attention by saying, "TEAM"
- B. QB will give the (receiver variation), (backfield variation) formation, play, snap count. He will give the snap count twice before allowing the wide outs to leave. Example:
  1. "king right Z fly"
  2. "46" (and special instructions) on Quick...on Quick
  3. Wide outs leave
  4. Pause
  5. "UN" - team follows with load (Center leaves on "UN")

### III. Huddle - Special instructions

- A. Backfield sets are given prior to the formation and designate the alignment of the tailback, fullback, 2<sup>nd</sup> TE, or 3<sup>rd</sup> wide receiver.
- B. Shifts are given prior to the formation and designate the final alignment of the formation.
- C. Motions are given after the formation, are position specific, and indicate the direction of the movement.

### IV. Huddle Breaking

On command of "un-load", clap hands, turn inside and sprint to the line of scrimmage

### V. At line of scrimmage

Team lines up immediately in a stance with proper alignment and splits.

### VI. Snap-Count

- A. The Quarterback will give a pre-snap "3 down" or "4 down" count indicating how many rushers in the defensive front.
- B. Our snap count will be non-rhythmic
- C. Ball will be snapped on Quick, fast 2, 2, or Long 1
  1. On Quick - ball is snapped on first sound after team has set  
(Example: 4 down Set)
  2. Fast 2 - Ball is snapped on 2<sup>nd</sup> set. (Example: 4 down Set...Set)
  3. On 2 - ball is snapped on 2<sup>nd</sup> set. (Example: 3 down 32-16... 32-16... Set-Set)
  4. On Long 1 - ball is snapped on 1<sup>st</sup> set after Dummy numbers. (Example: "3 down set-set-set...43-18,43-18...set)
  5. Freeze - This is used to draw the defense off sides. There will be no play given in the huddle. The QB will say formation...freeze-check-with-me (calling the play at the L.O.S.). No snap count is given. QB tries to draw the defense offsides. If he can't, he will give the play at the L.O.S. Freeze can also be used with the intention of taking a delay of game penalty, or a time out, if the defense does not jump.

### VII. Automatic System

- A. If play is on quick, the QB will firmly say Easy...Easy... to use automatic system. \*It is best to utilize on another snap count.
- B. If play called in huddle is first number called on L.O.S., the second number called will be the new play to be run. The snap count now becomes 2.

Example: Left 47 on 2 is called in the huddle. QB calls "4 down 47-24...47-24..Set - Set". Ball is snapped on 2<sup>nd</sup> set, the play is 24.

- C. Our QB can say "Ohio-Ohio," which alerts us that the same play is being run the opposite way. The snap is "2".
- D. When play is called on L.O.S., cadence is 2.

**VIII Definition of Strongside and Weakside or Closed and Open**

- A. Strongside is the side toward two receivers.
- B. Weakside is the side away from two receivers.
- C. Closed is the tight end side and open is the split end side.

**IX. Terminology of Wide Receivers and Tight End.**

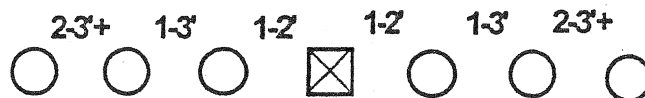
- A. The Split Receiver is designated as "X"
- B. The Tight End is designated as "Y". A second tight End is designated as "U". A third tight end is designated "D".
- C. The Flanker is designated as "Z"
- D. When "Y" is given after the formation call, "Y" becomes a split receiver.
- E. When "Z" is given after the formation call, "Z" becomes a tight wing.
- F. A Third Receiver is designated as "W".

**X. Hole Numbering System**

- A. Holes are numbered through the offensive linemen.
- B. Even numbers to the Right, Odd numbers to the Left.

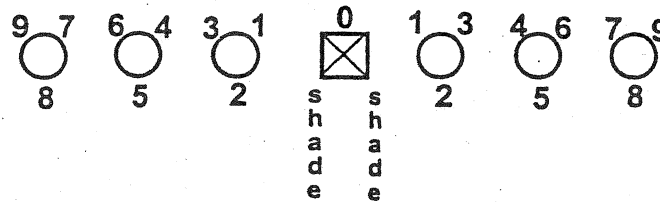


**XI. Line Spacing**



Note: Basic range of splits of the linemen are center/guard 1 to 2 feet; guard/tackle 1-3 feet; and tackle/TE 2-3 + feet. An adjustment should be made according to the play and/or defense. Line splits in 1) goalline and 2) short yardage situations are cut to 2 feet max to 6 inch minimum.

**XII. Technique Numbering System**



HEAD UP TECHNIQUES = 0, 2, 5, 8	
INSIDE TECHNIQUES = 1, 4, 7	
OUTSIDE TECHNIQUES = SHADE, 3, 6, 9	

**XIII. Receiver Split Rules**

A. Splits

When the ball is in the Middle of the Field

Max 2 yds outside numbers

Normal Top of Numbers

Tight 5 yards from EMLOS

When the ball is on the Hash:

Max Z - bottom of numbers  
X - 2 yds outside numbers

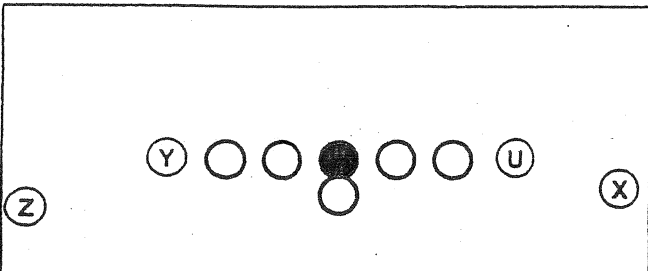
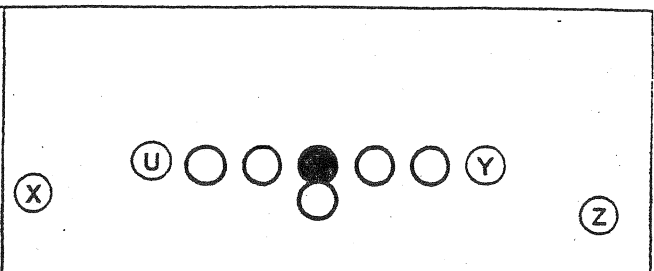
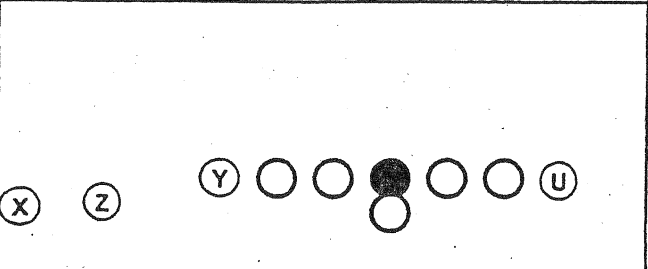
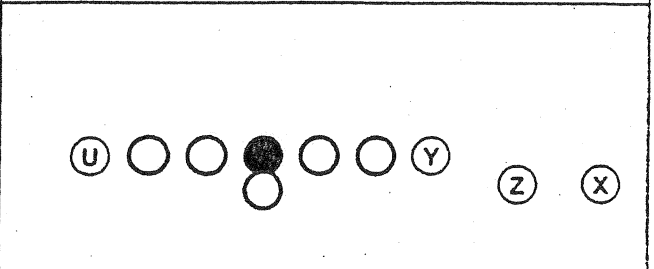
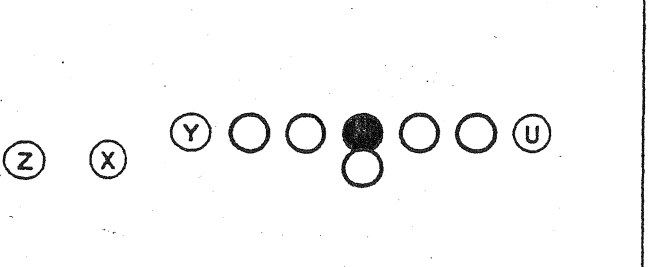
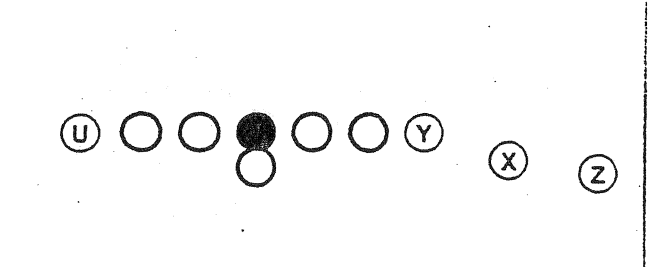
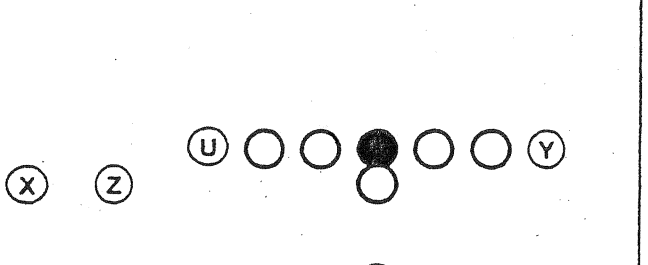
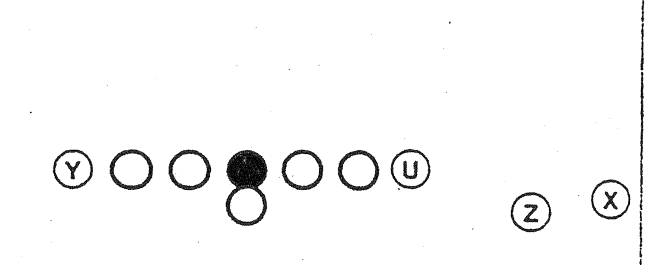
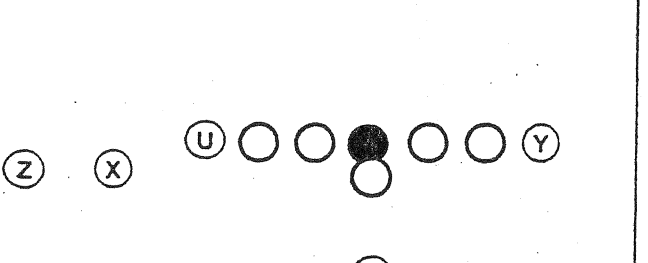
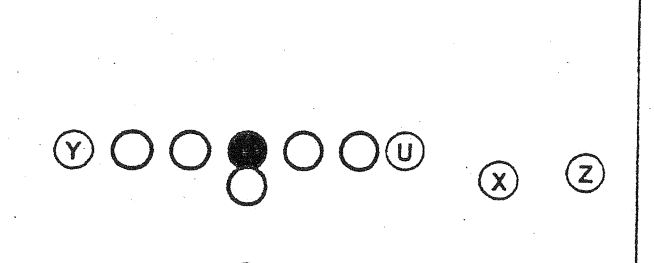
Normal Z - 5 yds outside Hash  
X - Top of numbers

Tight Z - use a maximum split

# FORMATIONS

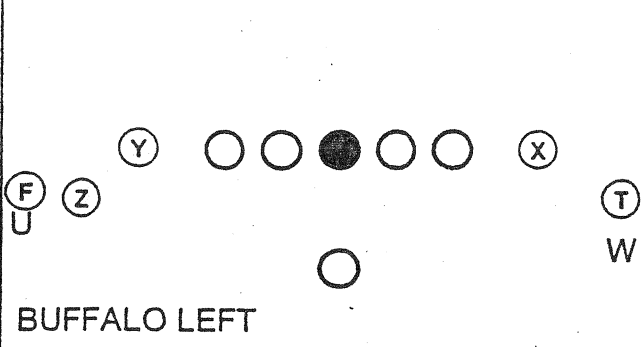
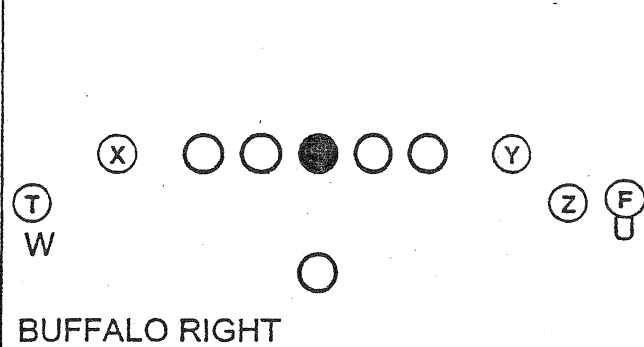
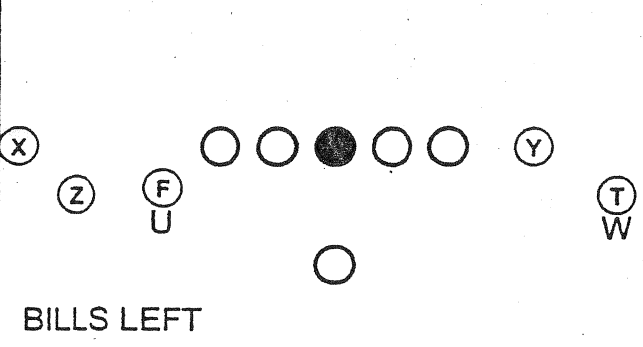
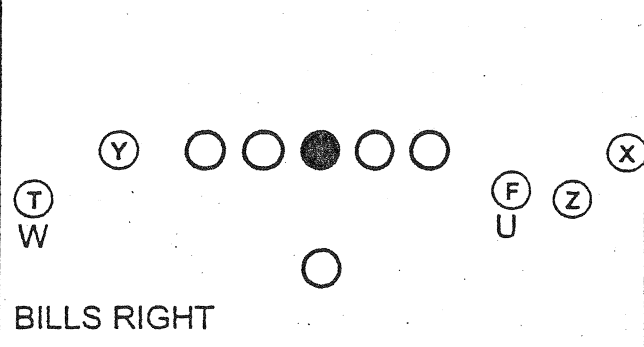
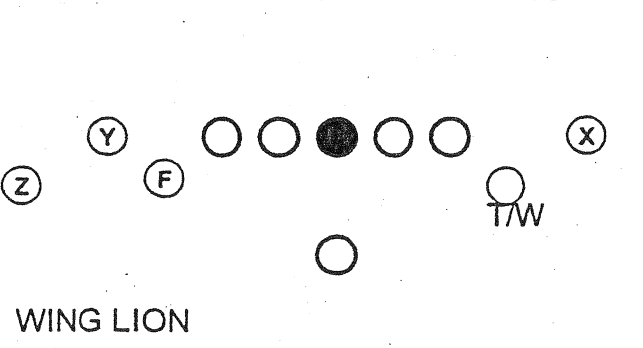
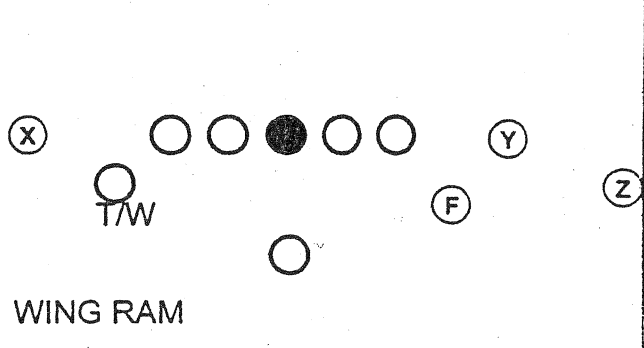
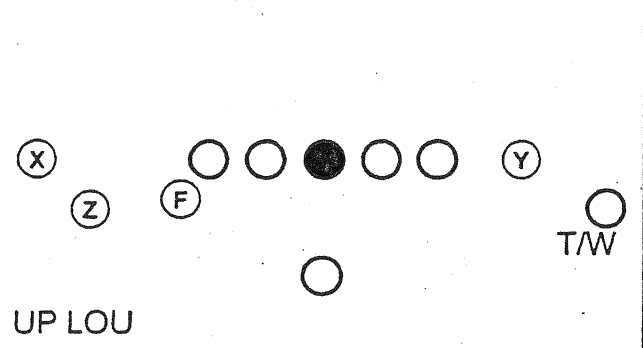
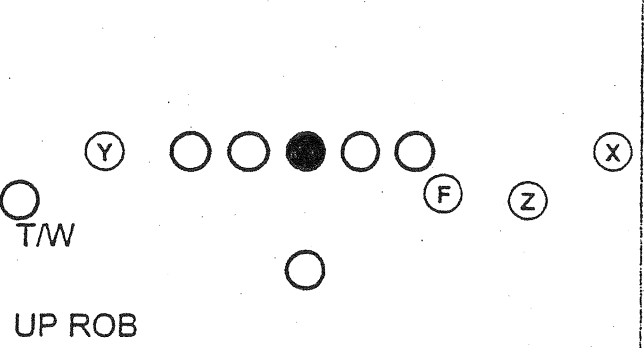
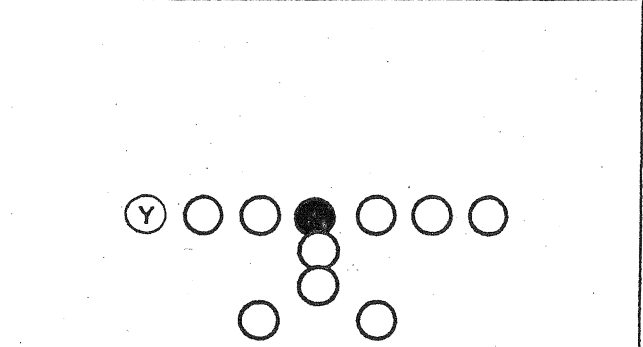
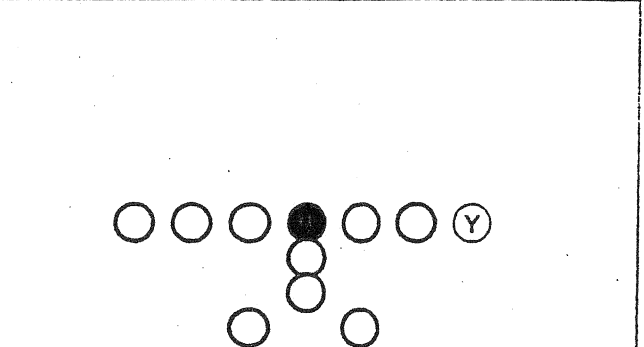
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<p>QUEEN TROUT LAND</p>	<p>KING TROUT ROCK</p>

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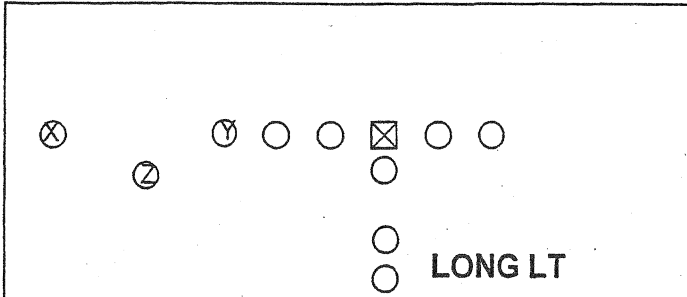
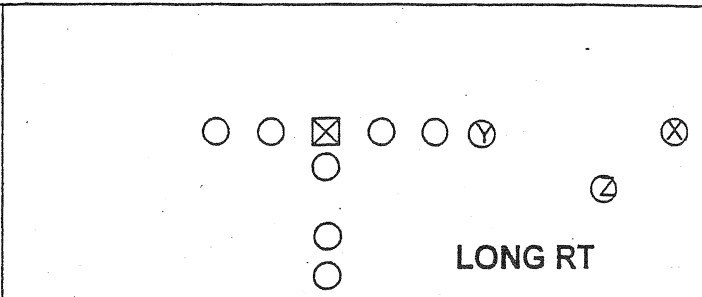
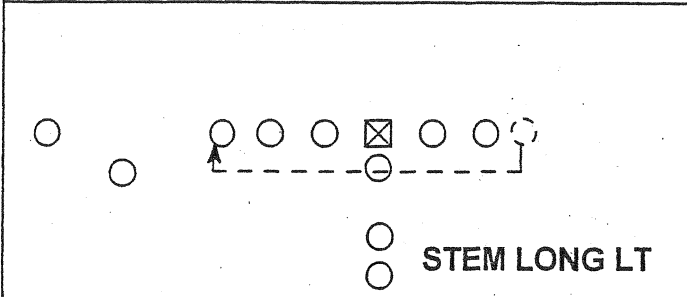
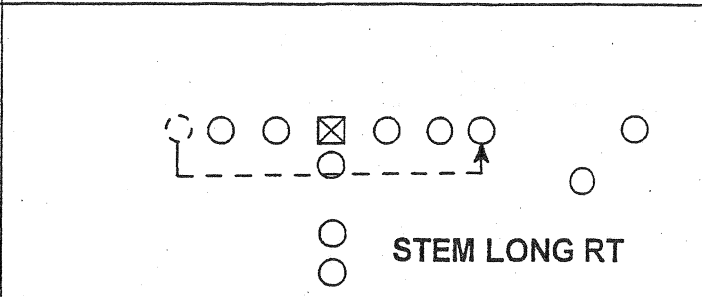
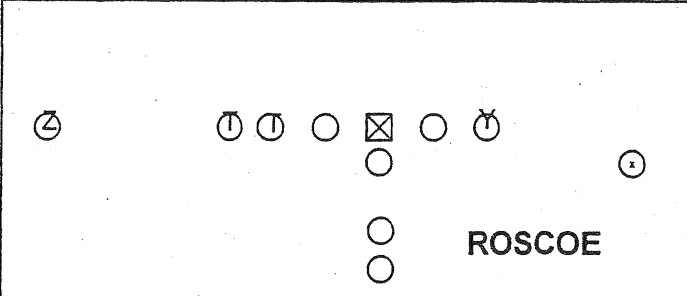
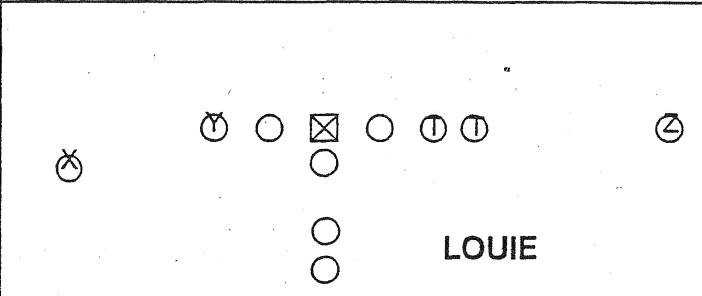
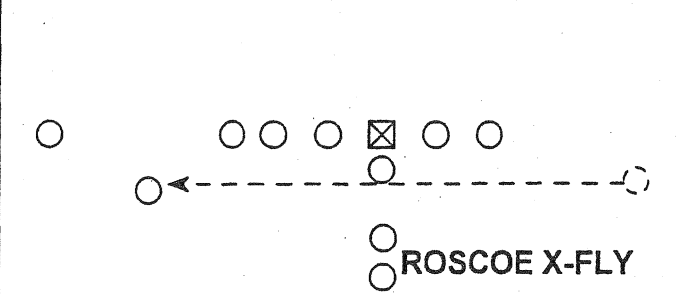
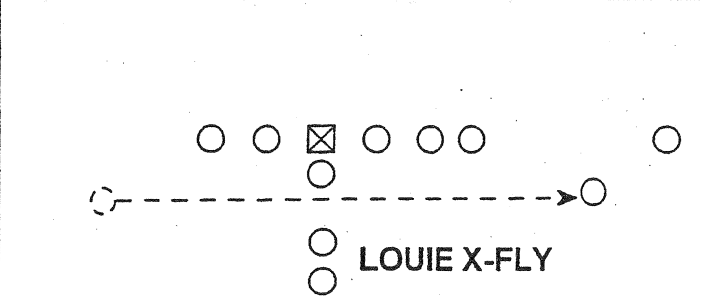
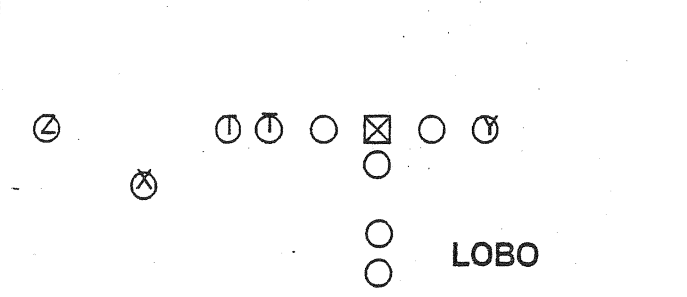
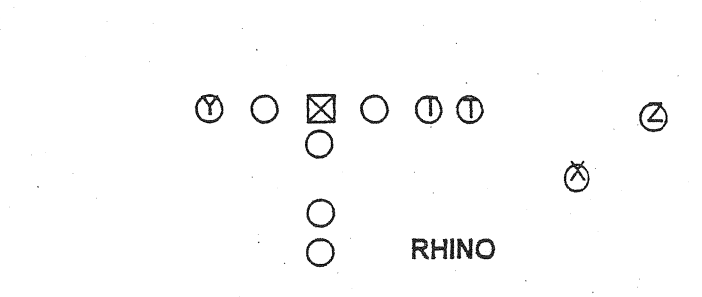
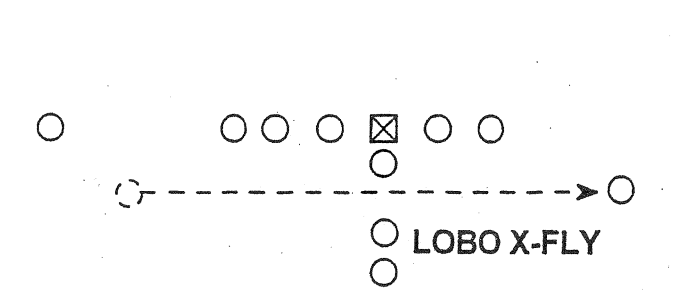
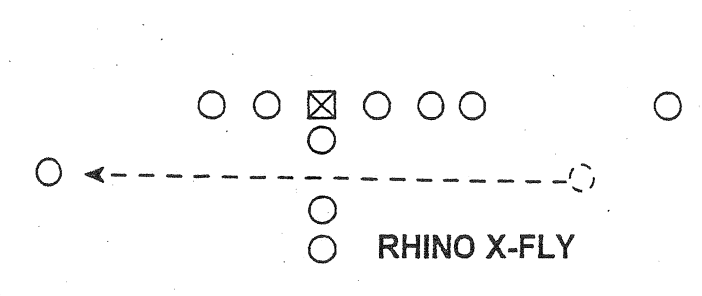
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 <p>FLOP LEFT TITE (T)</p>	 <p>FLOP RIGHT TITE (T)</p>
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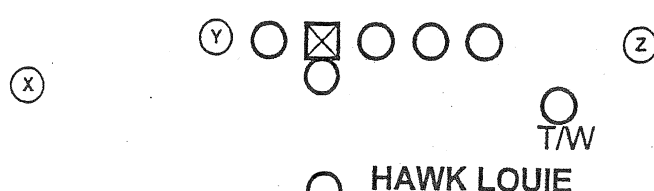
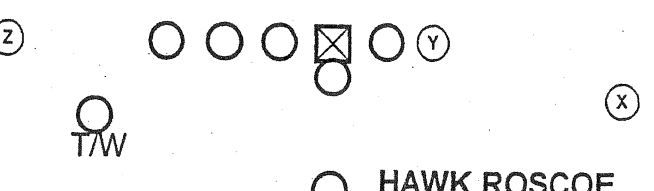
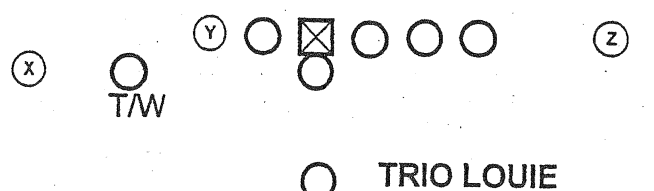
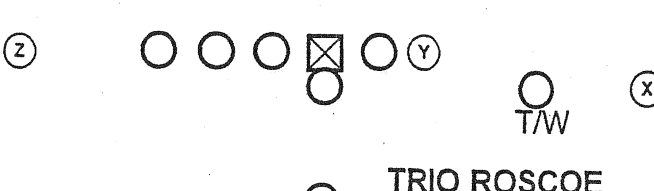
 <p>Buffalo Left formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters X, Y, Z, F, U, T, W are placed around the line.</p> <p>BUFFALO LEFT</p>	 <p>Buffalo Right formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters X, Y, Z, F, U, T, W are placed around the line.</p> <p>BUFFALO RIGHT</p>
 <p>Bills Left formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters X, Y, Z, F, U, T, W are placed around the line.</p> <p>BILLS LEFT</p>	 <p>Bills Right formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters Y, X, Z, F, U, T, W are placed around the line.</p> <p>BILLS RIGHT</p>
 <p>Wing Lion formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters Y, Z, F, X, T/W are placed around the line.</p> <p>WING LION</p>	 <p>Wing Ram formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters X, Y, Z, F, T/W are placed around the line.</p> <p>WING RAM</p>
 <p>Up Lou formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters X, Y, Z, F, T/W are placed around the line.</p> <p>UP LOU</p>	 <p>Up Rob formation diagram showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters Y, X, Z, F, T/W are placed around the line.</p> <p>UP ROB</p>
 <p>Empty formation diagram (Left) showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters Y and X are placed at the ends of the line.</p>	 <p>Empty formation diagram (Right) showing a line of seven players with a center (black dot) and a quarterback (circle) below. Letters Y and X are placed at the ends of the line.</p>

# UNBALANCED FORMATIONS

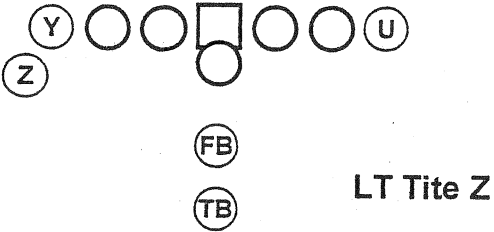
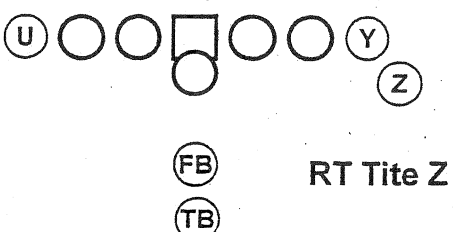
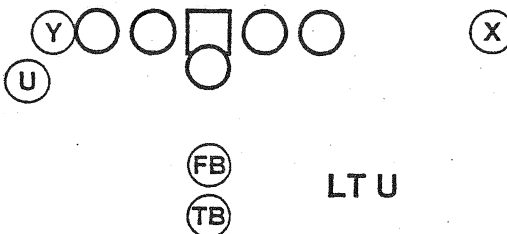
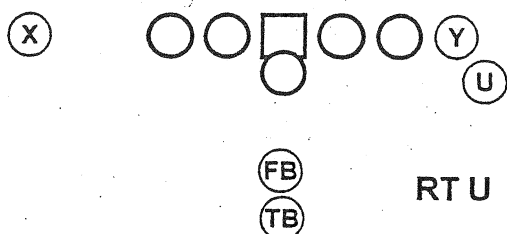
 <p style="text-align: center;"><b>LONG LT</b></p>	 <p style="text-align: center;"><b>LONG RT</b></p>
 <p style="text-align: center;"><b>STEM LONG LT</b></p>	 <p style="text-align: center;"><b>STEM LONG RT</b></p>
 <p style="text-align: center;"><b>ROSCOE</b></p>	 <p style="text-align: center;"><b>LOUIE</b></p>
 <p style="text-align: center;"><b>ROSCOE X-FLY</b></p>	 <p style="text-align: center;"><b>LOUIE X-FLY</b></p>
 <p style="text-align: center;"><b>LOBO</b></p>	 <p style="text-align: center;"><b>RHINO</b></p>
 <p style="text-align: center;"><b>LOBO X-FLY</b></p>	 <p style="text-align: center;"><b>RHINO X-FLY</b></p>



# UNBALANCED FORMATIONS

 <p>A diagram of the HAWK LOUIE formation. It shows a line of seven players. From left to right: a circle with 'Y' above it, an empty circle, a square with an 'X' inside and a circle below it, an empty circle, an empty circle, an empty circle, and a circle with 'Z' above it. To the far left is a circle with 'X' above it. To the far right is a circle with 'Z' above it. Below the line, there is a circle with 'T/W' above it and another empty circle below it. The text 'HAWK LOUIE' is written below the empty circle.</p>	 <p>A diagram of the HAWK ROSCOE formation. It shows a line of seven players. From left to right: an empty circle, an empty circle, an empty circle, a square with an 'X' inside and a circle below it, an empty circle, an empty circle, and a circle with 'Y' above it. To the far left is a circle with 'Z' above it. To the far right is a circle with 'X' above it. Below the line, there is a circle with 'T/W' above it and another empty circle below it. The text 'HAWK ROSCOE' is written below the empty circle.</p>
 <p>A diagram of the TRIO LOUIE formation. It shows a line of seven players. From left to right: a circle with 'Y' above it, an empty circle, a square with an 'X' inside and a circle below it, an empty circle, an empty circle, an empty circle, and a circle with 'Z' above it. To the far left is a circle with 'X' above it. To the far right is a circle with 'Z' above it. Below the line, there is a circle with 'T/W' above it and another empty circle below it. The text 'TRIO LOUIE' is written below the empty circle.</p>	 <p>A diagram of the TRIO ROSCOE formation. It shows a line of seven players. From left to right: an empty circle, an empty circle, an empty circle, a square with an 'X' inside and a circle below it, an empty circle, an empty circle, and a circle with 'Y' above it. To the far left is a circle with 'Z' above it. To the far right is a circle with 'X' above it. Below the line, there is a circle with 'T/W' above it and another empty circle below it. The text 'TRIO ROSCOE' is written below the empty circle.</p>

# GOAL LINE FORMATIONS

 <p style="text-align: center;">LT Tite Z</p>	 <p style="text-align: center;">RT Tite Z</p>
 <p style="text-align: center;">LT U</p>	 <p style="text-align: center;">RT U</p>

# MOTION BY POSITION

Position	FLY	IN	OUT	PEEL
Z	Z-FLY	Z-IN	Z-OUT	Z-PEEL
X	X-FLY	X-IN	X-OUT	X-PEEL
W	W-FLY	W-IN	W-OUT	W-PEEL
F/U	F/U-FLY	F/U-IN	F/U-OUT	F/U-PEEL
T	T-FLY	T-IN	T-OUT	T-PEEL
Y	Y-FLY	Y-IN	Y-OUT	Y-PEEL

FLY= ACROSS MOTION  
IN= IN TOWARDS BALL  
OUT= AWAY FROM BALL  
PEEL= RETURN

X - 5 yards from EMLOS

B. Reo/Leo            Z - use a max split  
                             X - split the difference between OT and Z

C. "Z"                    Set 1 and 1 on the "Y"

D. Common sense splits: align according to play called and/or defense

#### XIV. Backfield Alignment

Backs listen carefully in huddle for their alignment - it will be given first-followed by formation.

Basic alignments:

"I" FB Depth - heels 5 yards from the ball directly behind the center  
TB Depth - feet 7 yards from the ball directly behind FB

"Split" FB and TB Depth - Heels 5 yards from the ball. Nose split legs of tackle. FB to closed side. TB to open side.

"Switch" Same alignment as "Split" with FB to open side and TB to closed side.

"Weak" FB - heels 5 yards from ball directly behind center  
TB - heels 5 yards from ball splitting the legs of open tackle or wider.

"Strong" FB - heels 5 yards from ball directly behind center.  
TB - heels 5 yards from ball splitting the legs of closed tackle or wider.

"Sledge" FB and TB in "I" set, RB - 5 yards from ball directly behind tackle.

"King" FB - heels 5 yards from ball, nose splitting closed tackle.  
TB - feet 7 yards from ball, align directly behind center.

"Queen" FB - heels 5 yards from ball, splitting open tackle  
TB - feet 7 yards from ball, align directly behind center.

1 Back RB's feet

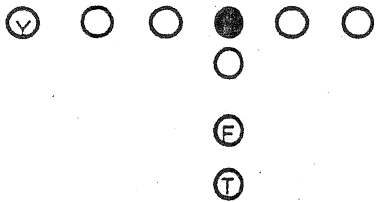
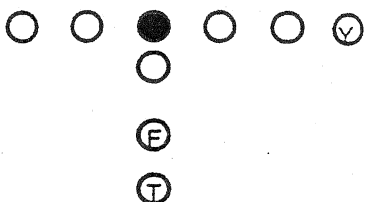
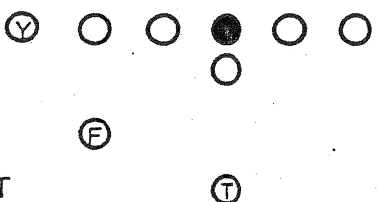
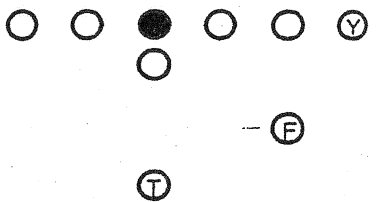
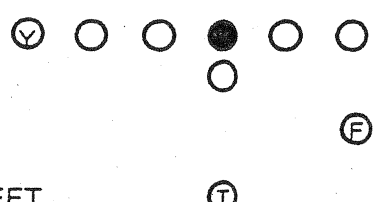
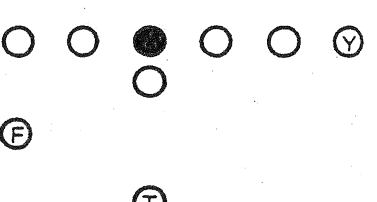
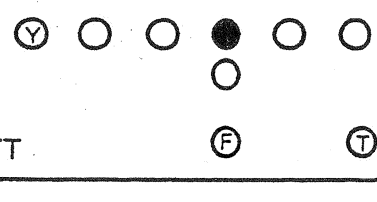
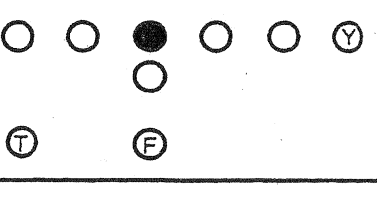
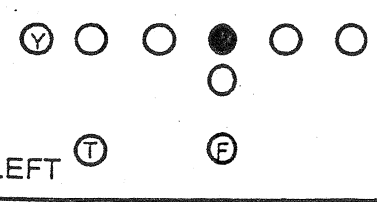
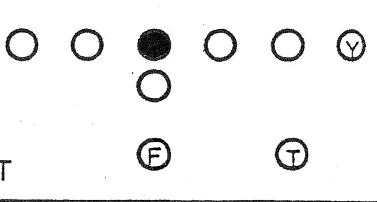
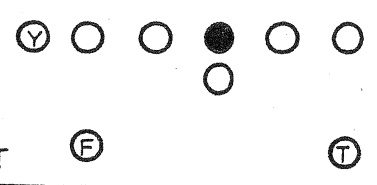
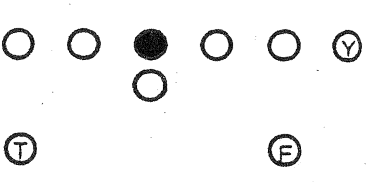
"Home" - directly behind center and at 6-7 yards depending on play

"King" - nose on the inside leg of the closed tackle or wider and 6-7 yards deep depending on the play.

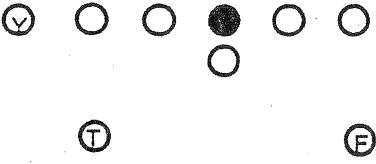
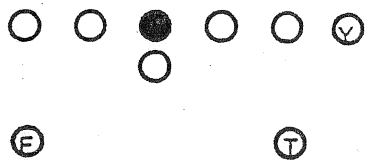
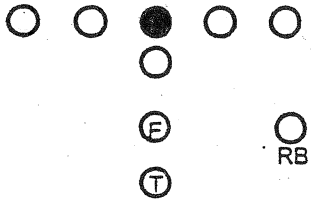
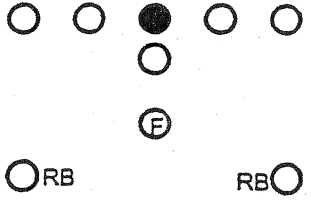
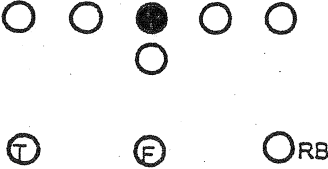
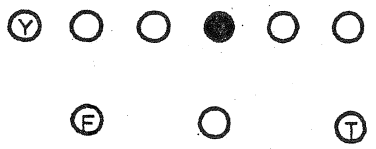
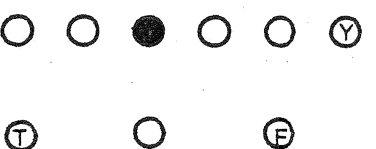
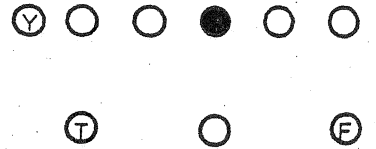
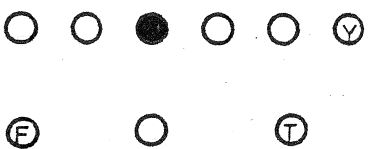
"Queen" - nose on the inside leg of open tackle or wider and 6-7 yards deep depending on the play.

"Shot Gun" QB heels at 5 yards from ball.

# BACKFIELD SETS

 <p>I LEFT</p>	 <p>I RIGHT</p>
 <p>KING LEFT</p>	 <p>KING RIGHT</p>
 <p>QUEEN LEFT</p>	 <p>QUEEN RIGHT</p>
 <p>WEAK LEFT</p>	 <p>WEAK RIGHT</p>
 <p>STRONG LEFT</p>	 <p>STRONG RIGHT</p>
 <p>SPLIT LEFT</p>	 <p>SPLIT RIGHT</p>

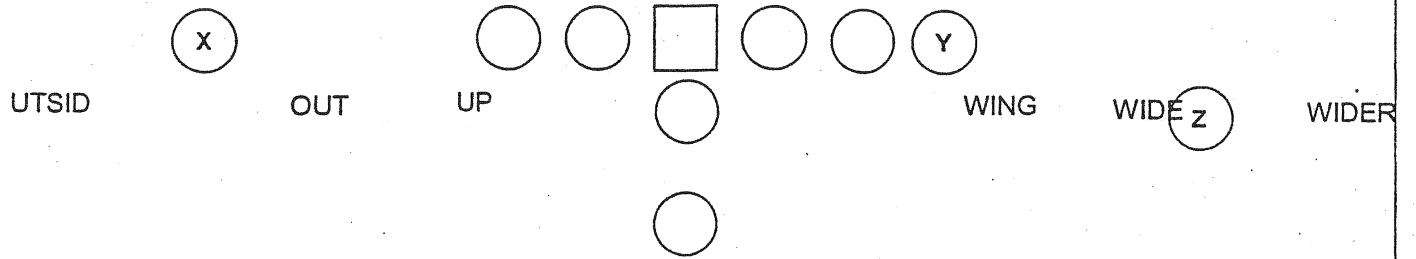
# BACKFIELD SETS

 <p>SWITCH LEFT</p>	 <p>SWITCH RIGHT</p>
 <p>SLEDGE</p>	 <p>BONE</p>
 <p>ROBUST</p>	
 <p>GUN LEFT</p>	 <p>GUN RIGHT</p>
 <p>GUN SWITCH LEFT</p>	 <p>GUN SWITCH RIGHT</p>

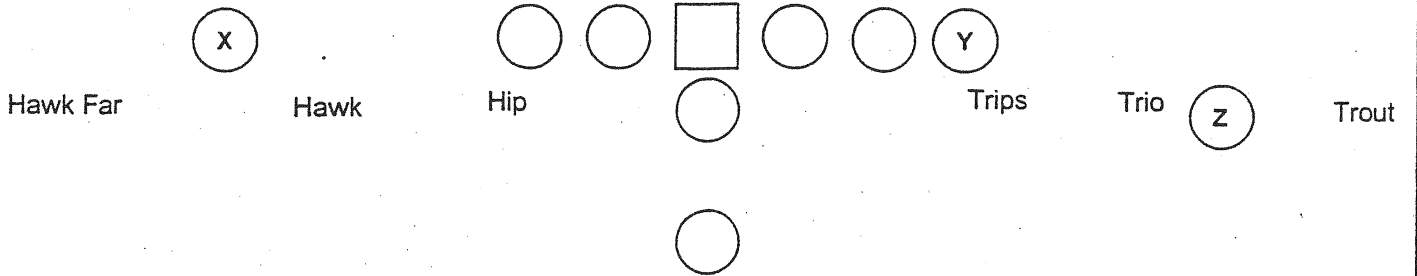
# ALIGNMENTS

RT / LT

F/U Terms

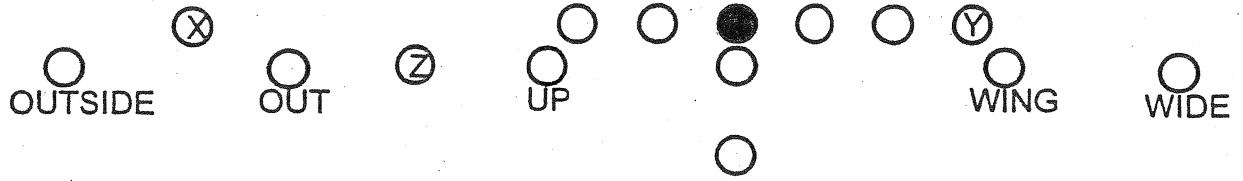


T/W Terms



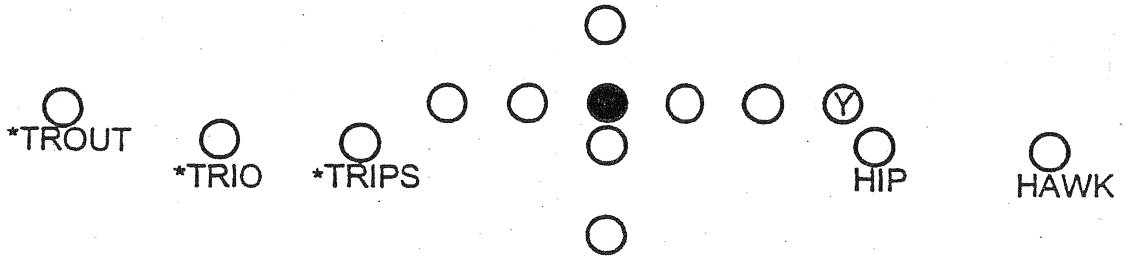
# ALIGNMENTS

LIZ/RIP  
&  
LEO/REO



"F/U"

\*TRIPS = BEFORE Z & X  
TRIO = BETWEEN Z & X  
TROUT = OUTSIDE Z & X



"T/W"



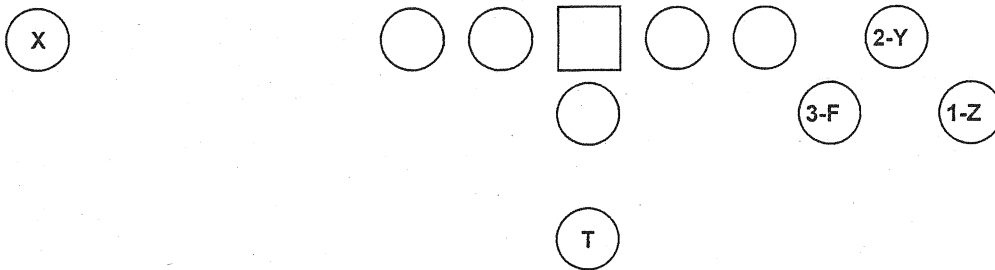
# PERSONNEL GROUPINGS

RB	TE	WR	NAME
3	2	0	BLACK
3	0	2	BROWN
2	3	0	PURPLE
2	2	1	GREEN
2	2	0+1 OL	HIPPO
2	1	2	REG.
2	0	3	GOLD
1	3	1	BLUE
1	2	2	SILVER
1	1	3	GRAY
1	0	4	RED
0	2	3	YELLOW
0	1	4	ORANGE
0	0	5	WHITE

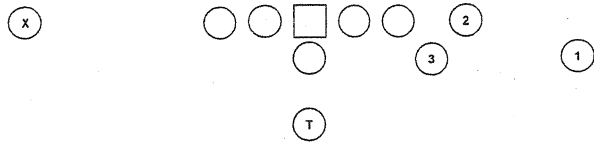
# BOX FORMATIONS

Personnel	1	2	3
Regular	Z	Y	F
Gray	Z	Y	W
Red	Z	Y	W
Green	U	Y	F
Silver	Z	Y	U

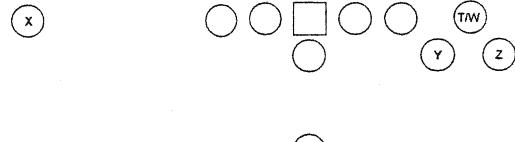
1, 2, & 3 are positions that should be studied by any player that might be in the game / Box formations include the following:



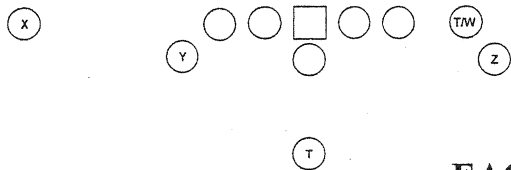
## REGULAR - BOX RT



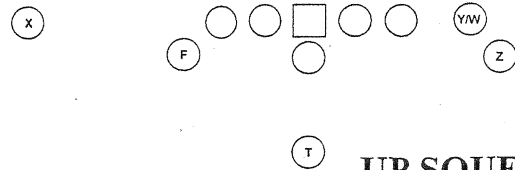
### TRIO SLOT RT



### TRIO BOX RT



### EAGLE LT

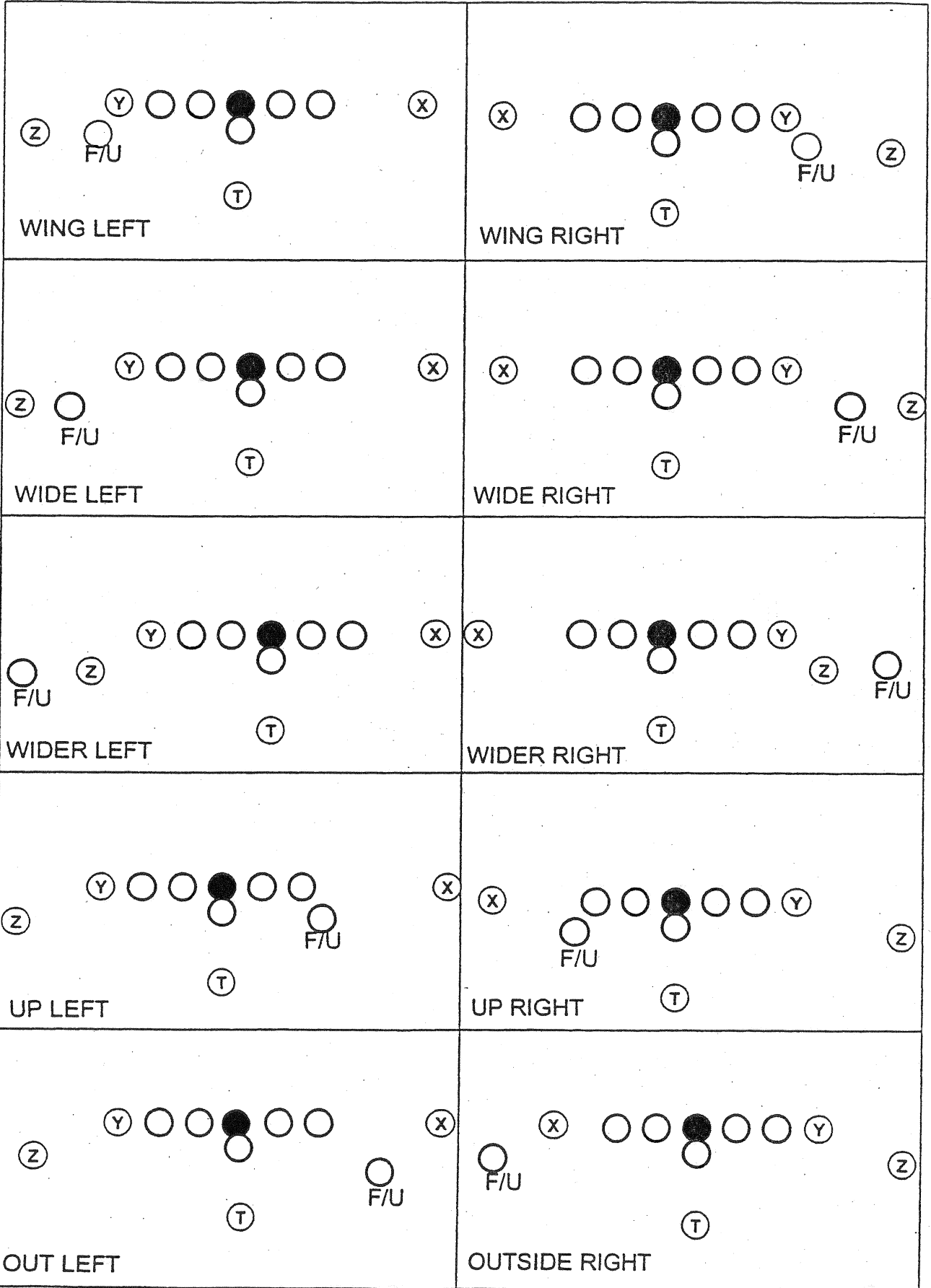


### UP SQUEEZE RT

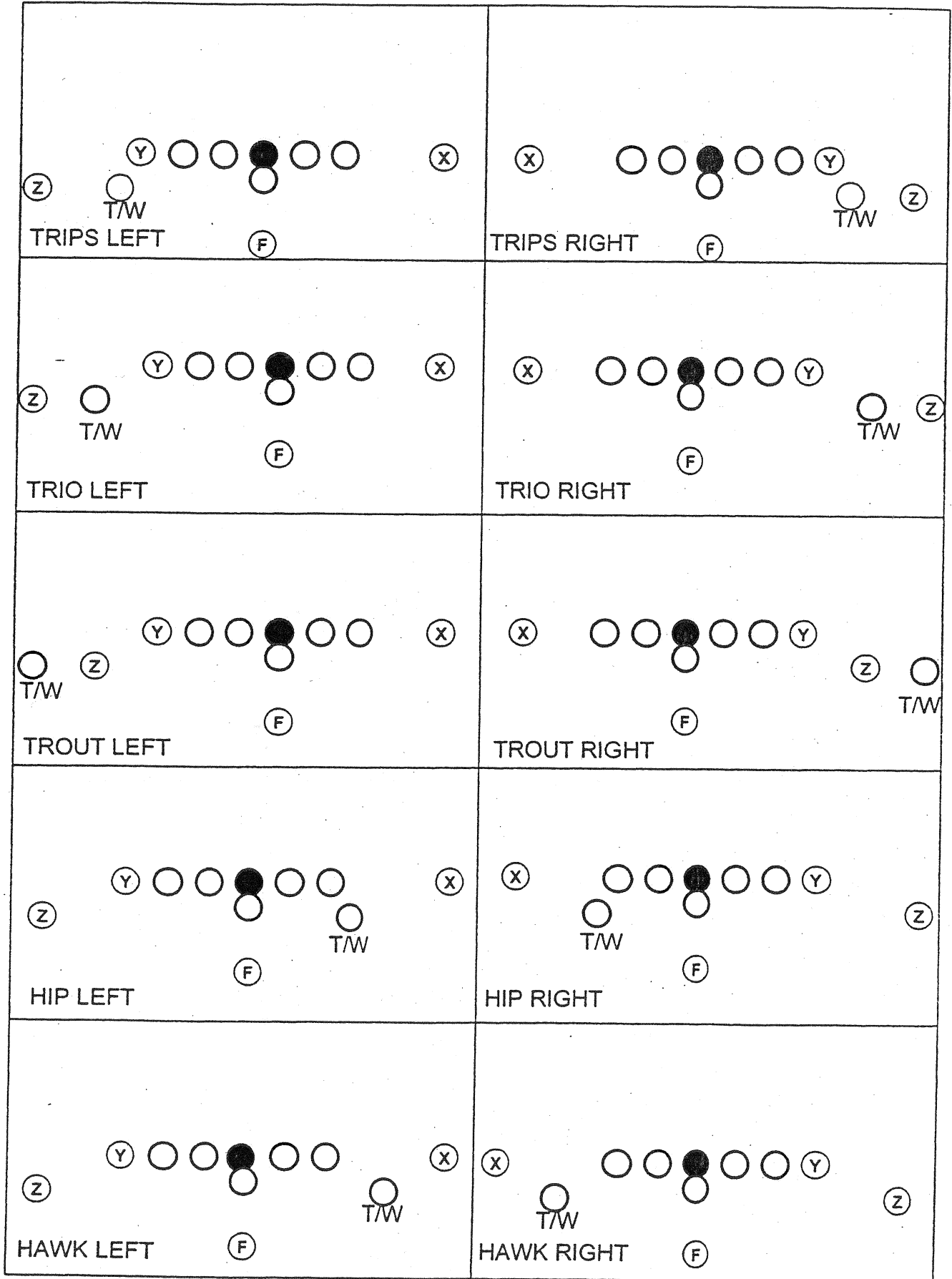
# FORMATIONS

<p>LEFT</p>	<p>RIGHT</p>
<p>KING LEFT</p>	<p>KING RIGHT</p>
<p>QUEEN LEFT</p>	<p>QUEEN RIGHT</p>
<p>SPLIT LEFT</p>	<p>SPLIT RIGHT</p>
<p>GUN LEFT</p>	<p>GUN RIGHT</p>

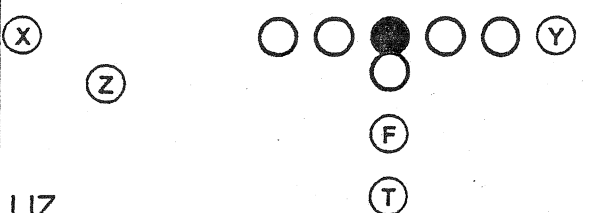
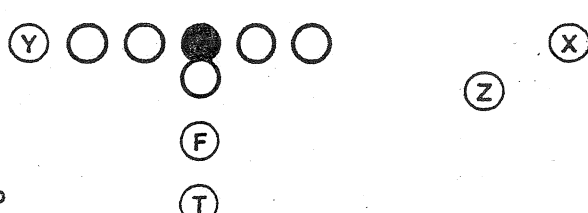
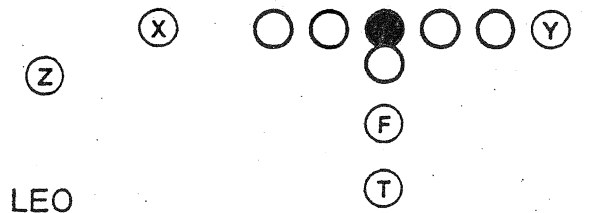
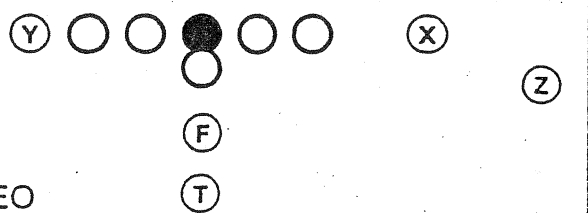
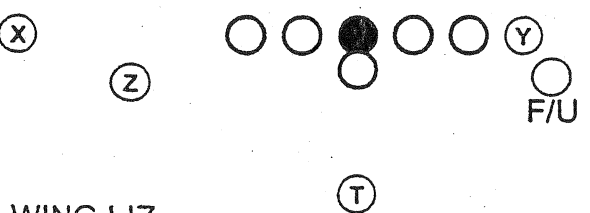
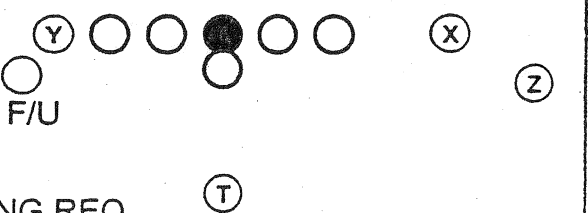
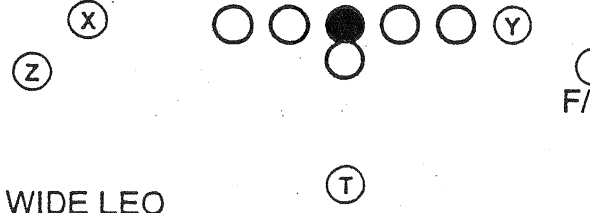
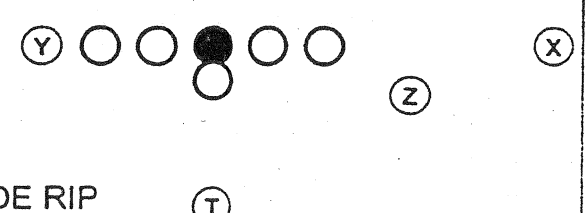
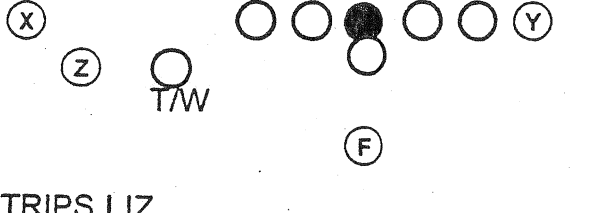
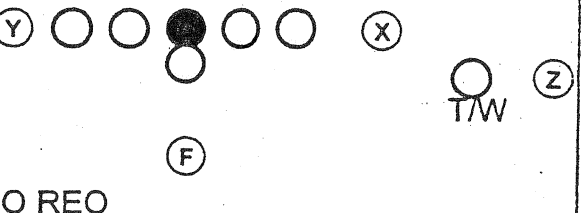
# FORMATIONS



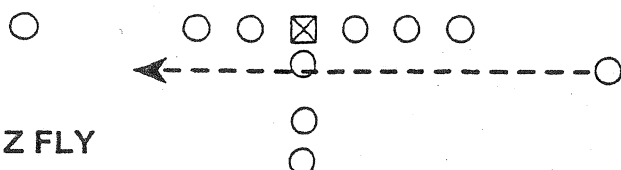
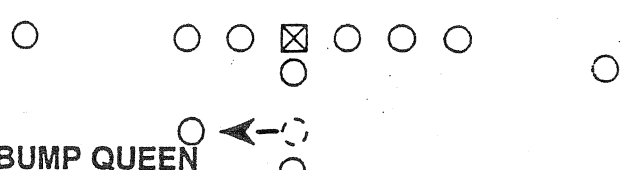
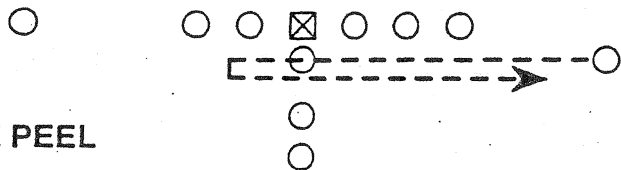
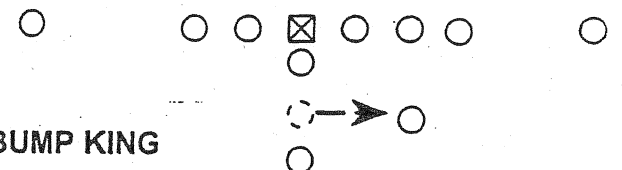
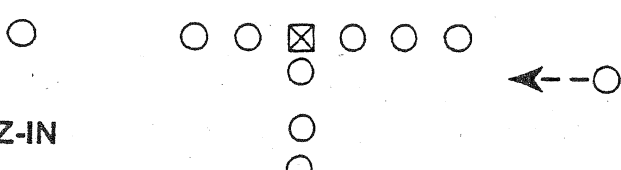
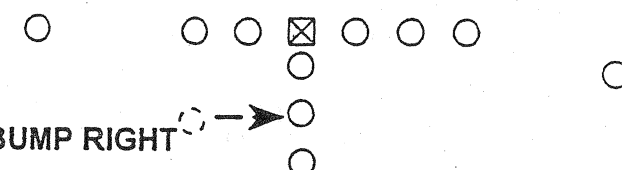
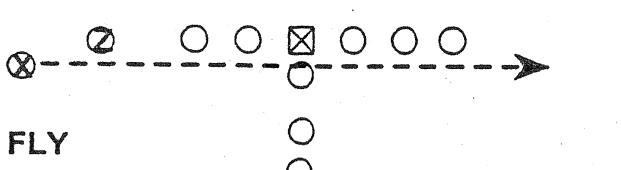
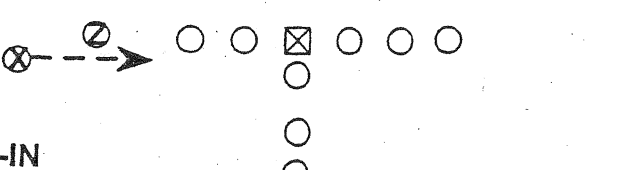
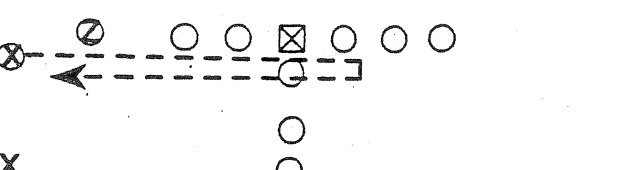
# FORMATIONS



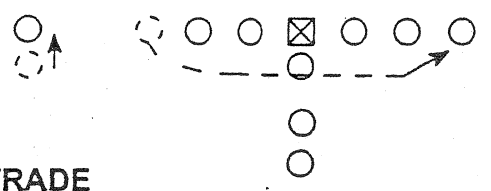
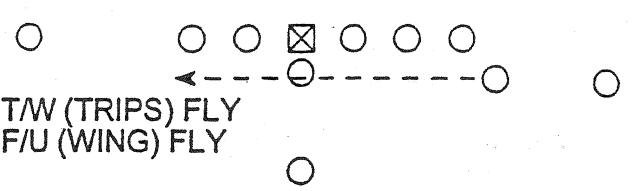
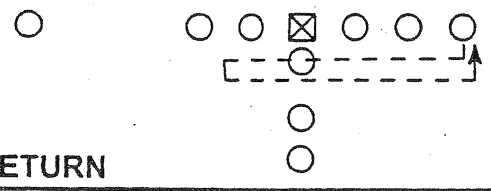
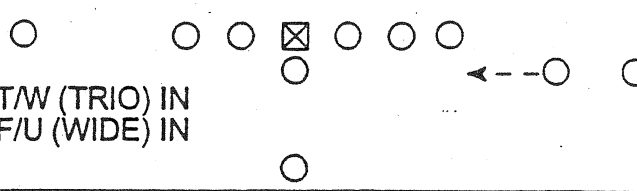
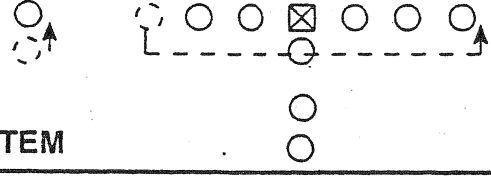
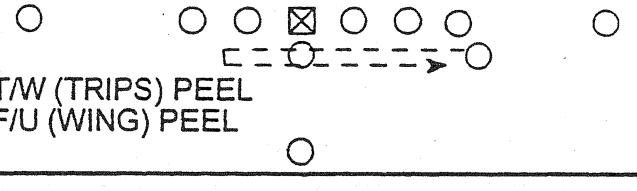
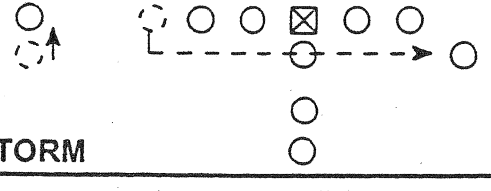
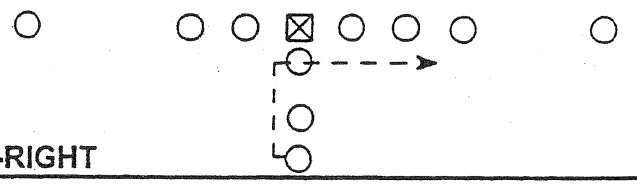
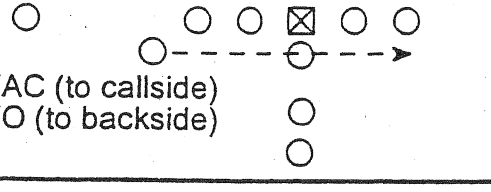
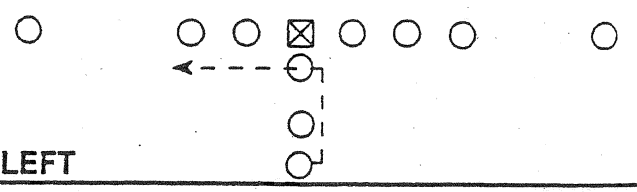
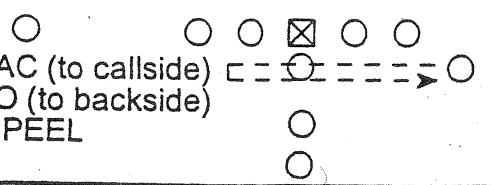
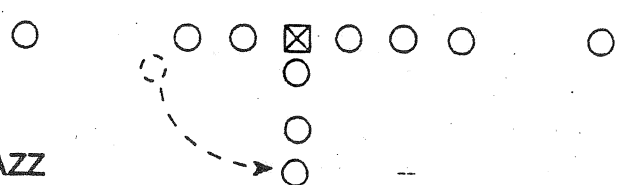
# FORMATIONS

 <p>LIZ</p>	 <p>RIP</p>
 <p>LEO</p>	 <p>REO</p>
 <p>WING LIZ</p>	 <p>WING REO</p>
 <p>WIDE LEO</p>	 <p>WIDE RIP</p>
 <p>TRIPS LIZ</p>	 <p>TRIO REO</p>

# MOVEMENTS

WR MOTIONS	FB MOVEMENTS
 <p><b>Z FLY</b></p>	 <p><b>BUMP QUEEN</b></p>
 <p><b>Z PEEL</b></p>	 <p><b>BUMP KING</b></p>
 <p><b>Z-IN</b></p>	 <p><b>BUMP RIGHT</b></p>
 <p><b>X FLY</b></p>	
 <p><b>X-IN</b></p>	
 <p><b>OX</b></p>	

# MOVEMENTS

Y MOTIONS and SHIFTS	T/W and F/U MOTIONS
 <p><b>TRADE</b></p>	 <p>T/W (TRIPS) FLY F/U (WING) FLY</p>
 <p><b>RETURN</b></p>	 <p>T/W (TRIO) IN F/U (WIDE) IN</p>
 <p><b>STEM</b></p>	 <p>T/W (TRIPS) PEEL F/U (WING) PEEL</p>
 <p><b>STORM</b></p>	 <p><b>T-RIGHT</b></p>
 <p>YAC (to callside) YO (to backside)</p>	 <p><b>T-LEFT</b></p>
 <p>YAC (to callside) YO (to backside) Y PEEL</p>	 <p><b>JAZZ</b></p>



# SHIFTS

*Change of formation by setting in one formation and shifting to another. QB will allow shifting players to shift and reset before snapping of the football. In calling shifts, the shift word will be located before the formation we will end up in.*

*Ex. Shift Hawk Right, Flex Rex, Stem Left.*

*SHIFT - change of formation by backs lining up in one formation and moving to another.*

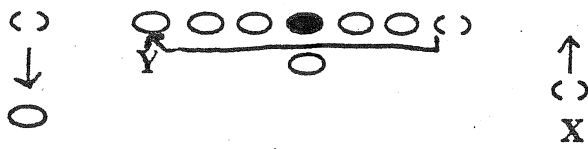
*STEM - change of formation by TE lining up on one side of formation, stepping back off the line of scrimmage, moving to the opposite side of the formation as if he is in motion, and then resetting on the opposite side of the formation. This can make it more difficult for the defense to adjust their alignment.*

*TRADE - change of formation by TE lining up on one side of the formation and shifting directly to the opposite side.*

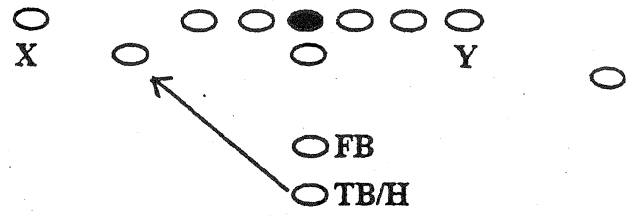
*FLEX - change of formation by TE lining up in one position and shifting in or out to another position.*

# SHIFTS

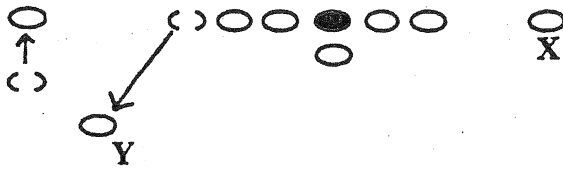
STEM LT

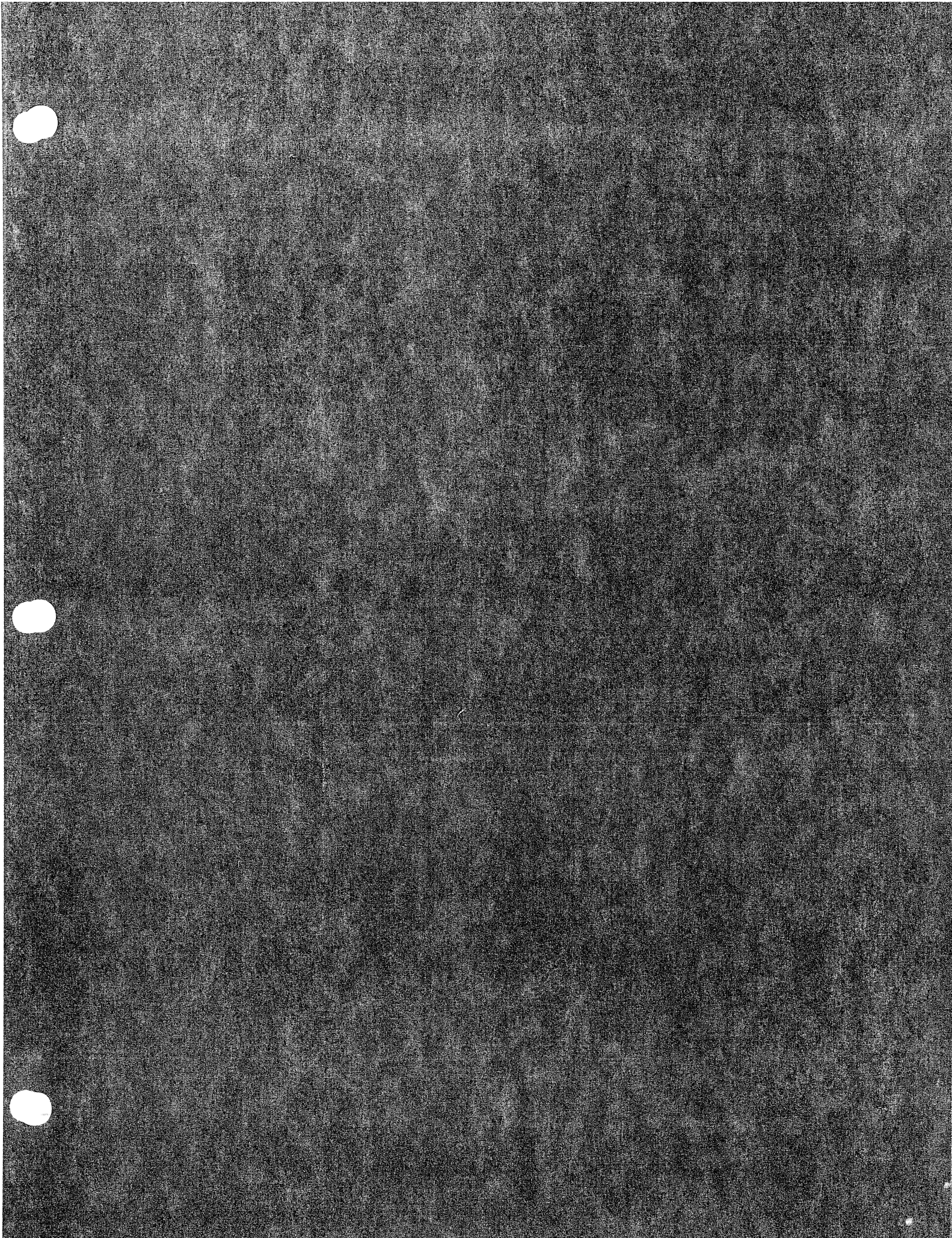


SHIFT HAWK RT



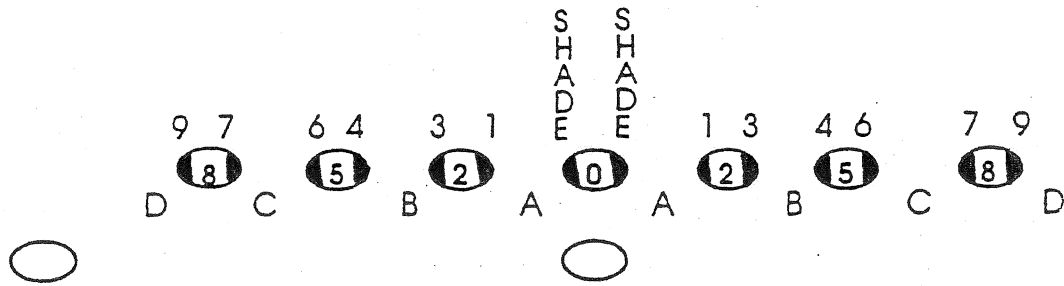
FLEX LEX





# **DEFENSIVE RECOGNITION**

## Defensive Alignment



ZERO TECHNIQUE – Head up on Center

SHADE – Either shoulder of the Center

1 TECHNIQUE – Inside shoulder of Guard

2 TECHNIQUE – Head up on Guard

3 TECHNIQUE – Outside shoulder of Guard

4 TECHNIQUE – Inside shoulder of Tackle

5 TECHNIQUE – Head up on Tackle

6 TECHNIQUE – Outside shoulder of Tackle

7 TECHNIQUE – Inside shoulder of Tight End

8 TECHNIQUE – Head up on Tight End

9 TECHNIQUE – Outside shoulder of Tight End

A GAP – Between Guard and Center

B GAP – Between Guard and Tackle

C GAP – Between Tackle and Y or U

D GAP – Anything outside of Y or U

## Defensive Numbering System

The OSU Defensive Numbering System is one of numbering the defensive men **ON** or **Near** the LOS (Line of Scrimmage) from the offensive Center out. This is a system of numbering down linemen and linebackers.

### EXAMPLES

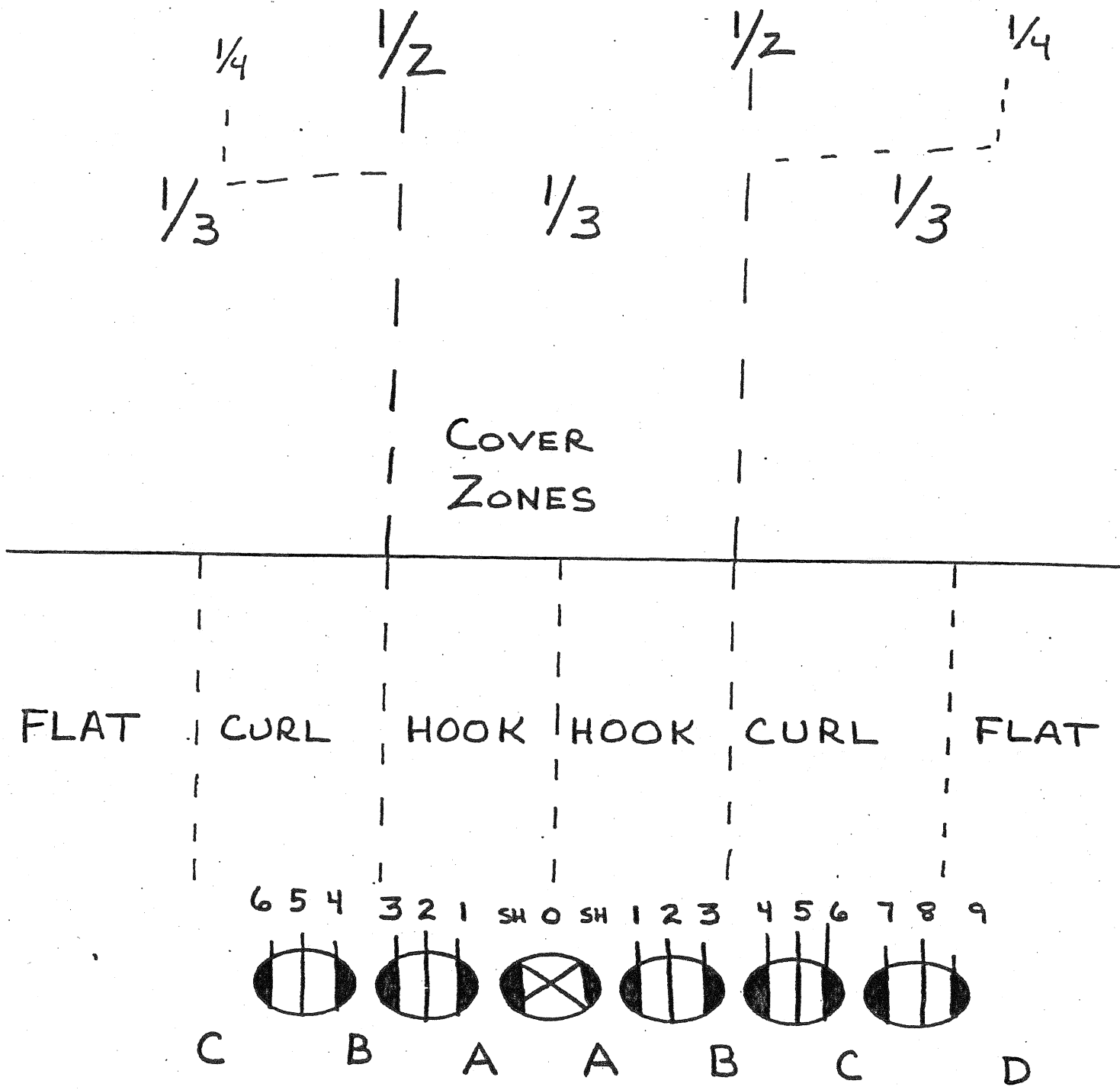
- #0 – The first man on or over the Center
- #1 – The first man on or off the LOS to either side of the Center
- #2 – The second man on or off the LOS to either side of the Center
- #3 – The third man on or off the LOS to either side of the Center
- #4 – The fourth man on or off the LOS to either side of the Center

<p>G-STACK</p> <p>W M S</p> <p>E T T E</p>	<p>STACK</p> <p>W M S</p> <p>E T T E</p>	<p>STACK LOOSE</p> <p>W M S</p> <p>E T T E</p>	<p>4 STACK</p> <p>W M S</p> <p>E T T E</p>
<p>OVER (0)</p> <p>M S</p> <p>E T T E</p>	<p>OVER</p> <p>W M S</p> <p>E T T E</p>	<p>OKIE</p> <p>M S</p> <p>W E T T E</p>	<p>OVER SQUEEZE</p> <p>M S</p> <p>W E T T E</p>
<p>OVER 4</p> <p>W M S</p> <p>E T T E</p>	<p>OKIE G</p> <p>M S</p> <p>W E T T E</p>	<p>OVER BEAR</p> <p>SS M</p> <p>W E T T S E</p>	<p>TIGHT BEAR</p> <p>SS W</p> <p>E T T E M S</p>
<p>TIGHT</p> <p>W M</p> <p>E T T E S</p>	<p>TIGHT G</p> <p>W M</p> <p>E T T E S</p>	<p>TIGHT 1</p> <p>W M</p> <p>E T T E S</p>	<p>TIGHT 4</p> <p>W M</p> <p>E T T E S</p>

<p style="text-align: center;">* SPLIT</p> <p style="text-align: center;">W        M        S</p> <p style="text-align: center;">E   T        T   E</p> <p style="text-align: center;">○ ● ⊗ ● ○ ○ ○</p>	<p style="text-align: center;">EVEN STACK</p> <p style="text-align: center;">W        M        S</p> <p style="text-align: center;">E   T        T   E</p> <p style="text-align: center;">○ ⊙ ⊗ ⊙ ○ ○ ○</p>	<p style="text-align: center;">6-1</p> <p style="text-align: center;">M</p> <p style="text-align: center;">W E T        T E S</p> <p style="text-align: center;">○ ○ ⊗ ○ ○ ○ ○</p>	<p style="text-align: center;">OPEN</p> <p style="text-align: center;">M</p> <p style="text-align: center;">W E        T   T   E   S</p> <p style="text-align: center;">○ ○ ⊗ ○ ○ ○ ○</p>
<p style="text-align: center;">STUNT</p> <p style="text-align: center;">W E T        M        E S</p> <p style="text-align: center;">○ ○ ⊗ ○ ○ ○ ○</p>	<p style="text-align: center;">EVEN POINT</p> <p style="text-align: center;">W        M</p> <p style="text-align: center;">E   T        T   S E</p> <p style="text-align: center;">○ ⊙ ⊗ ⊙ ○ ○ ○</p>	<p style="text-align: center;">EVEN PLUS LOOSE</p> <p style="text-align: center;">W        M        S</p> <p style="text-align: center;">E   T        T   E</p> <p style="text-align: center;">○ ⊙ ⊗ ⊙ ○ ○ ○</p>	<p style="text-align: center;">TIGHT G LOOSE</p> <p style="text-align: center;">W        M        S</p> <p style="text-align: center;">E   T        T   E</p> <p style="text-align: center;">○ ○ ⊗ ● ○ ○ ○</p>
<p style="text-align: center;">FLEX WEAK</p> <p style="text-align: center;">W        S</p> <p style="text-align: center;">E   M   T   T   E</p> <p style="text-align: center;">○ ● ⊗ ○ ○ ○ ○</p>	<p style="text-align: center;">FLEX STRONG</p> <p style="text-align: center;">W        S</p> <p style="text-align: center;">E   T        T M   E</p> <p style="text-align: center;">○ ○ ⊗ ● ○ ○ ○</p>	<p style="text-align: center;">FLEX MIDDLE</p> <p style="text-align: center;">W        S</p> <p style="text-align: center;">E   T M   T   E</p> <p style="text-align: center;">○ ○ □ ○ ○ ○ ○</p>	<p style="text-align: center;">HEAVY</p> <p style="text-align: center;">W        M</p> <p style="text-align: center;">E   T        T E S</p> <p style="text-align: center;">○ ○ □ ● ● ○ ○</p>
<p style="text-align: center;">50</p> <p style="text-align: center;">M        S</p> <p style="text-align: center;">W E        T        T E</p> <p style="text-align: center;">○ ○ □ ○ ⊙ ○ ○</p>			



# **DEFENSIVE COVERAGES**

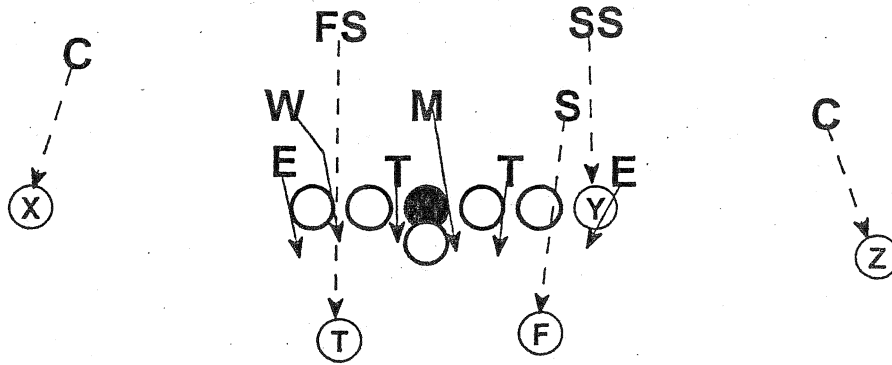


In pass coverages the field is broken down into coverage zones. These zones are based on what specific coverage is called. Coverage zones are broken into deep and underneath areas. The deep area can be broken up three ways: 1/3's (Odd Coverage); 1/2's (Even Coverage); 1/4's (Even Coverage). The underneath zones consist of 2 flats, 2 curls and a hook area or 5 zones.

Coverages are designed to defend these areas. A coverage called is often consistent with the front called by a defense.

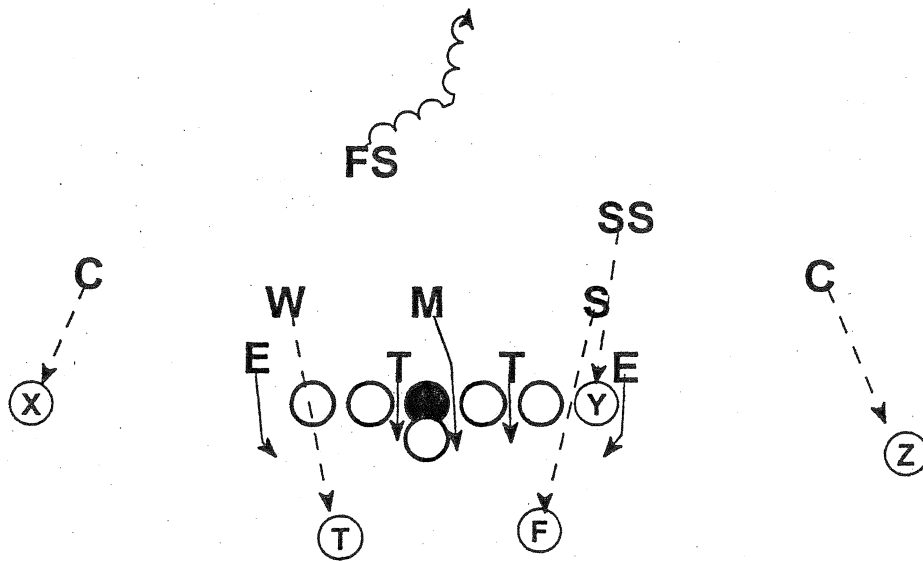
Understanding coverage responsibilities and technique is a major advantage in having a consistent passing attack since all pass coverages have vulnerable areas.

# COVER 0



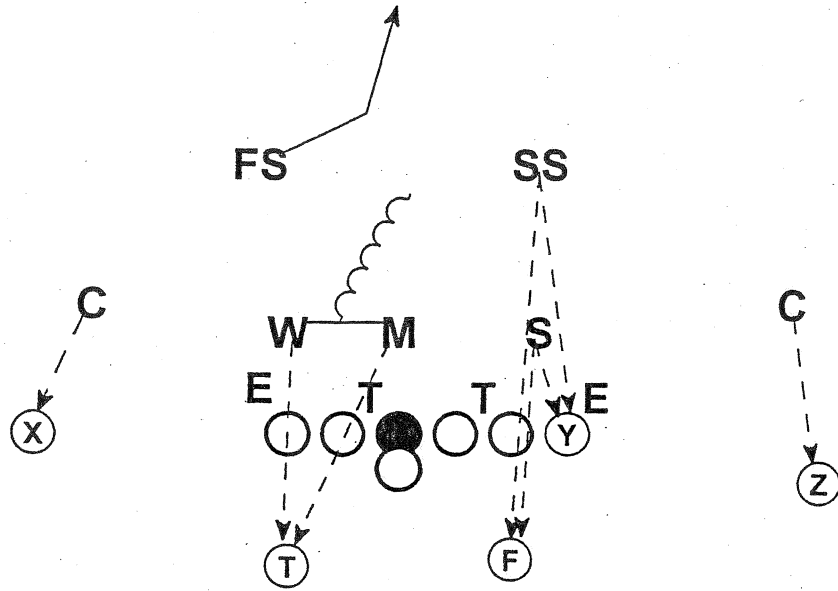
**BLITZ COVERAGE  
MAN-TO-MAN 6 MAN RUSH**

# COVER 1



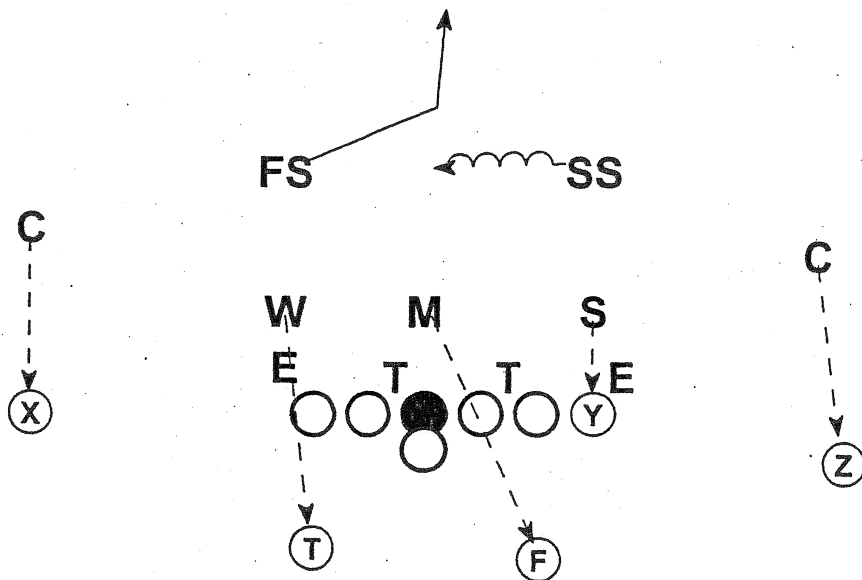
**MAN FREE  
5 MAN RUSH**

### COVER 1 ROBBER



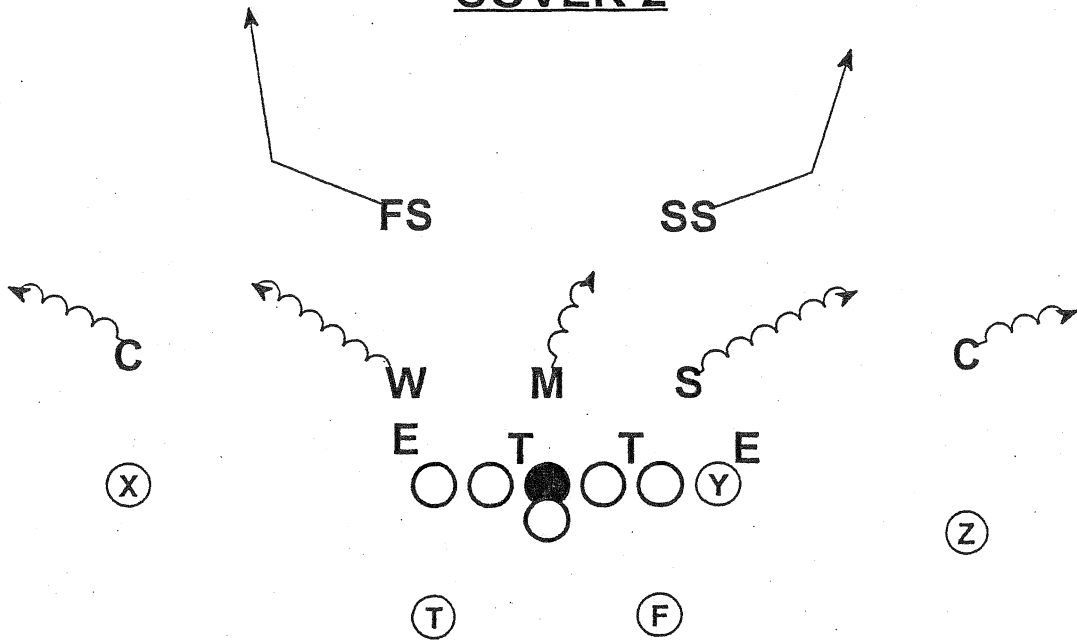
MAN FREE  
ONE LB & FS FREE

### COVER 1 LURK



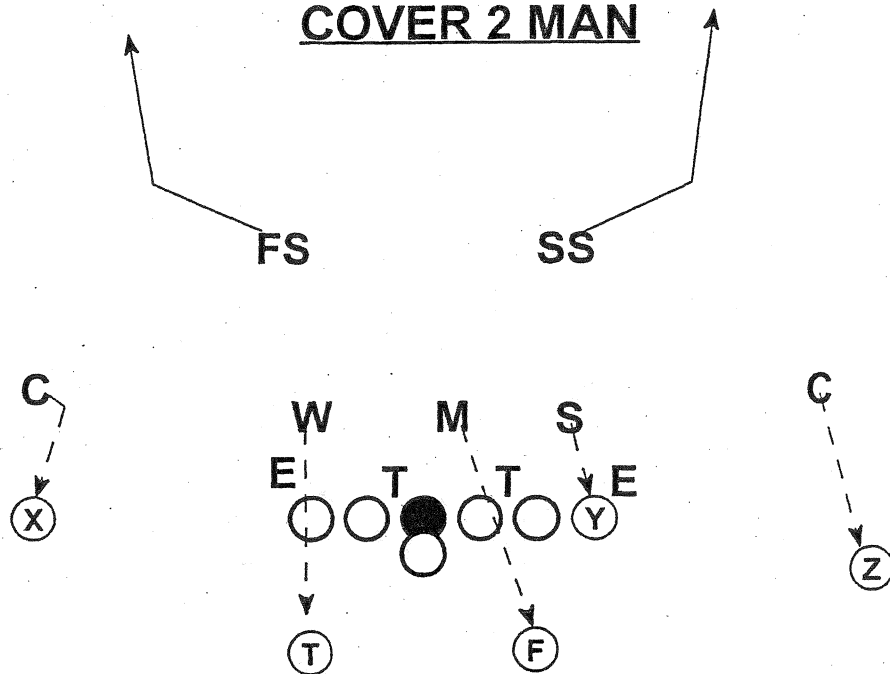
MAN FREE  
ONE SAFETY FREE & ONE ROBBING

COVER 2



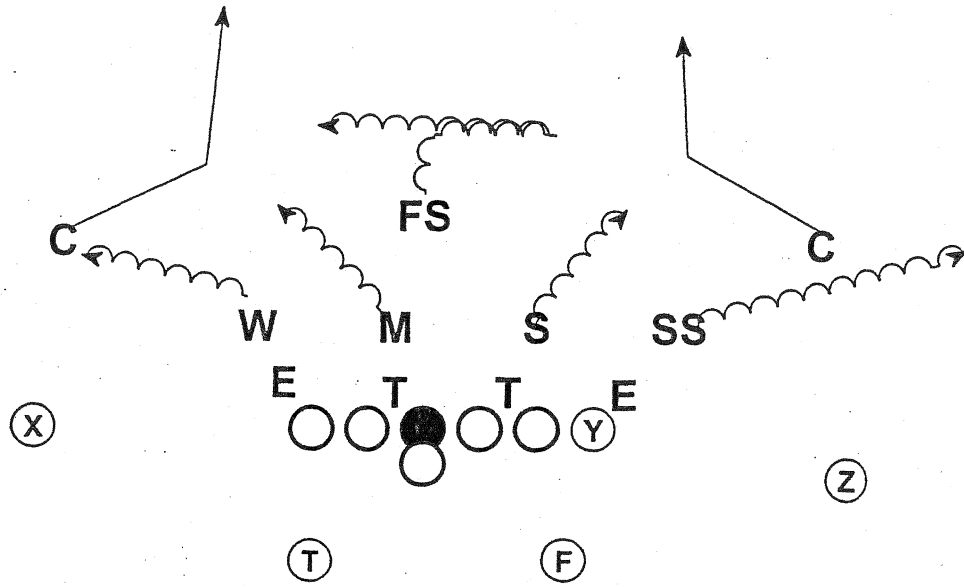
DOUBLE ROTATED ZONE  
5 UNDER 2 DEEP ZONE

COVER 2 MAN



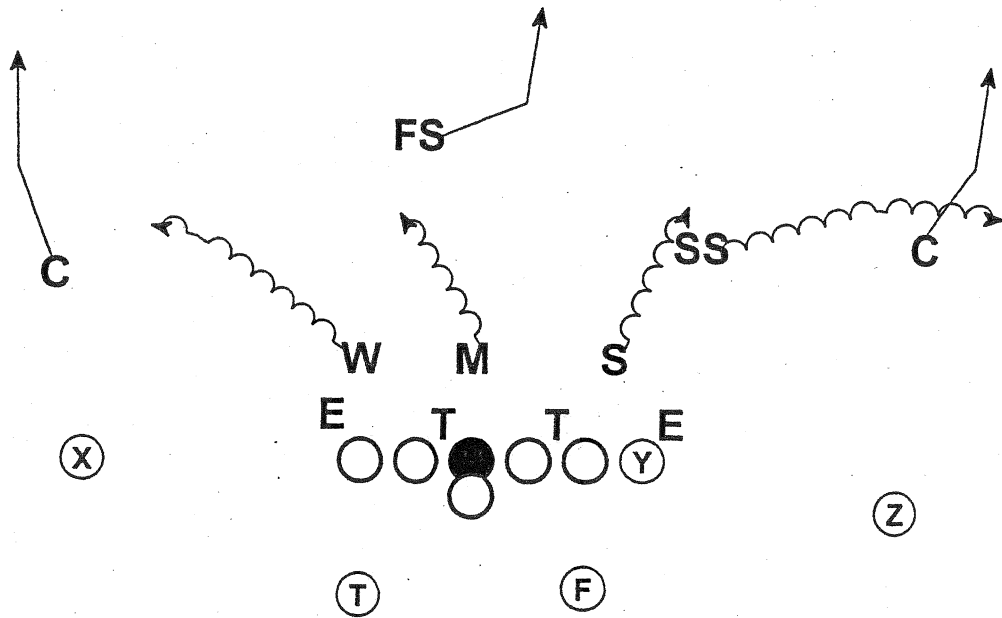
2 DEEP ZONE  
5 UNDER MAN TO MAN

### COVER 2 ROBBER



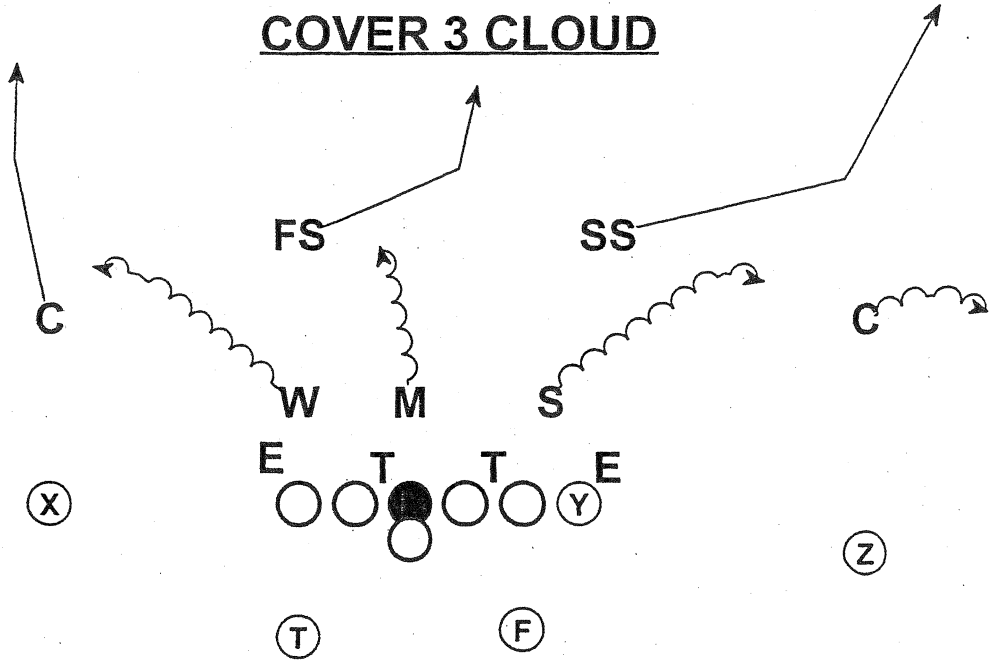
2 DEEP ZONE 5 UNDER ZONE  
8 MAN FRONT COVERAGE

### COVER 3



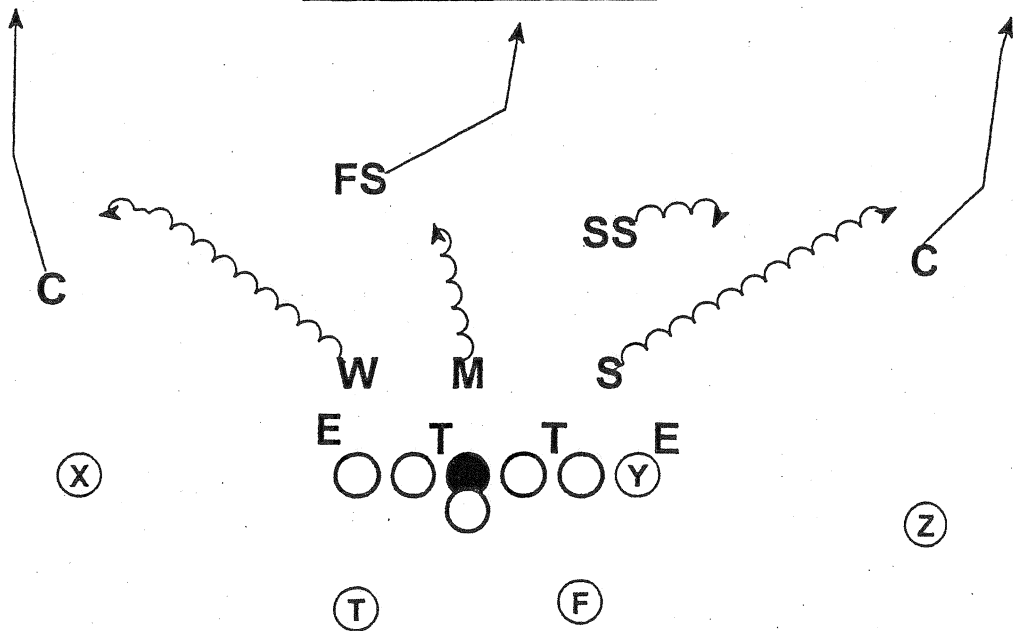
3 DEEP ZONE 4 UNDER ZONE  
S/S CURL/FLAT

**COVER 3 CLOUD**



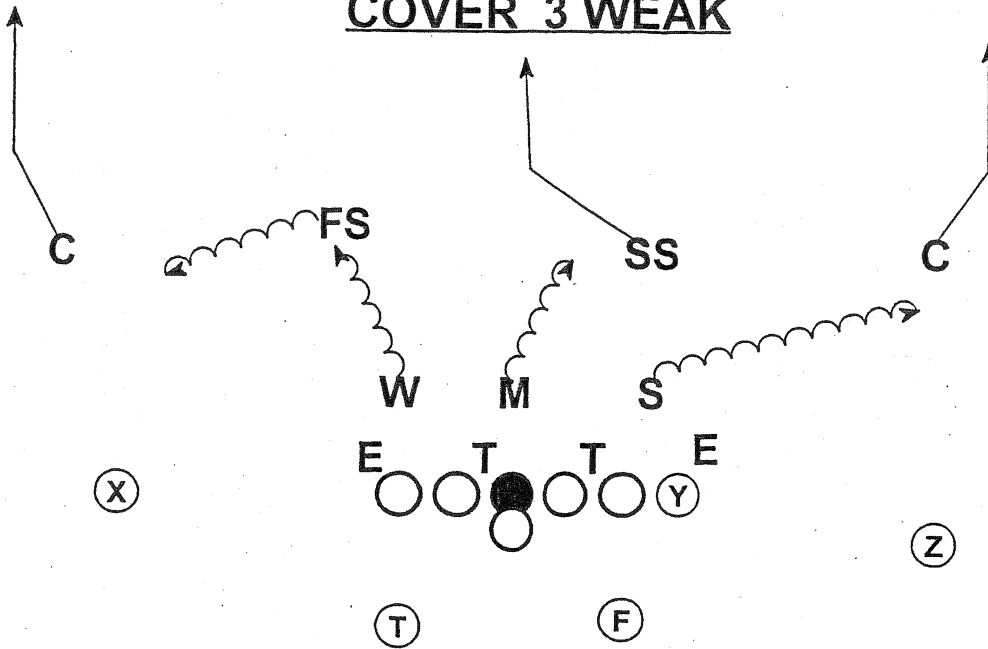
3 DEEP ZONE 4 UNDER ZPNE  
STRONG CORNER ROLL

**COVER 3 BUZZ**



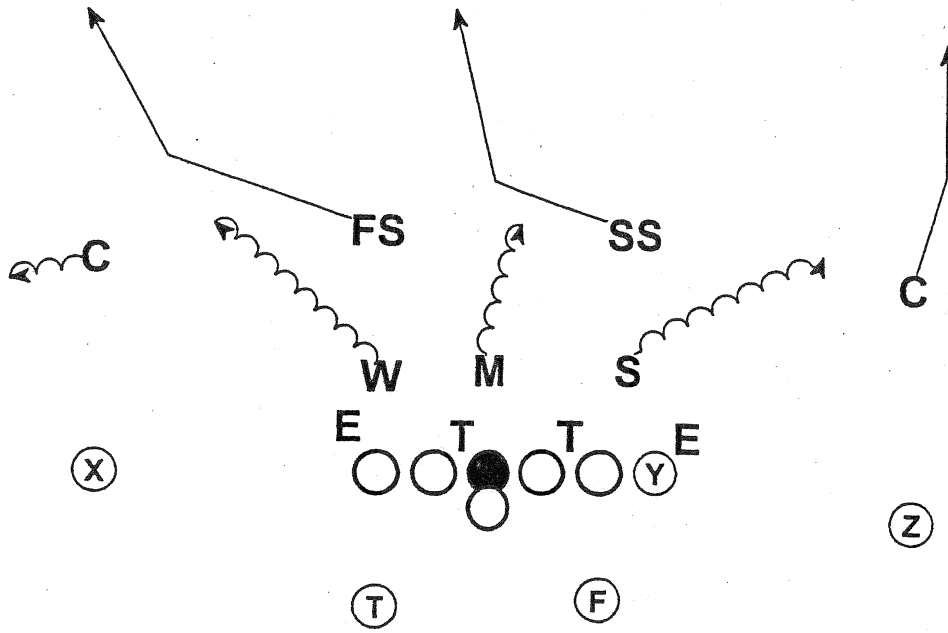
3 DEEP ZONE 4 UNDER ZONE  
S/S HOOK S/S IN BOX

**COVER 3 WEAK**



3 DEEP ZONE 4 UNDER ZONE  
F/S CURL/FLAT

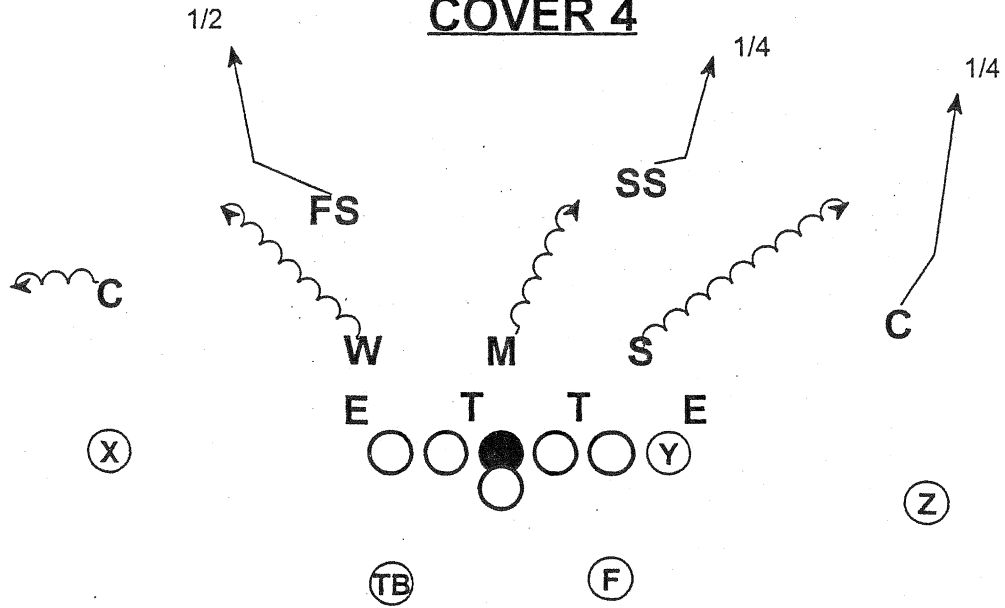
**COVER 3 WEAK CLOUD**



3 DEEP ZONE 4 UNDER ZONE  
WEAK CORNER ROLL

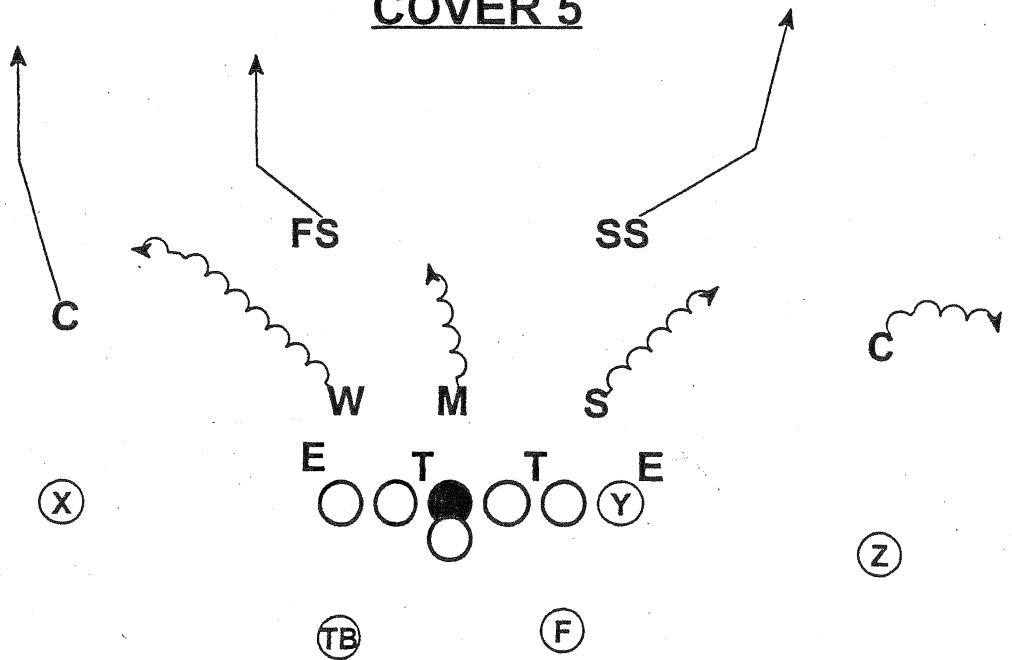


### COVER 4



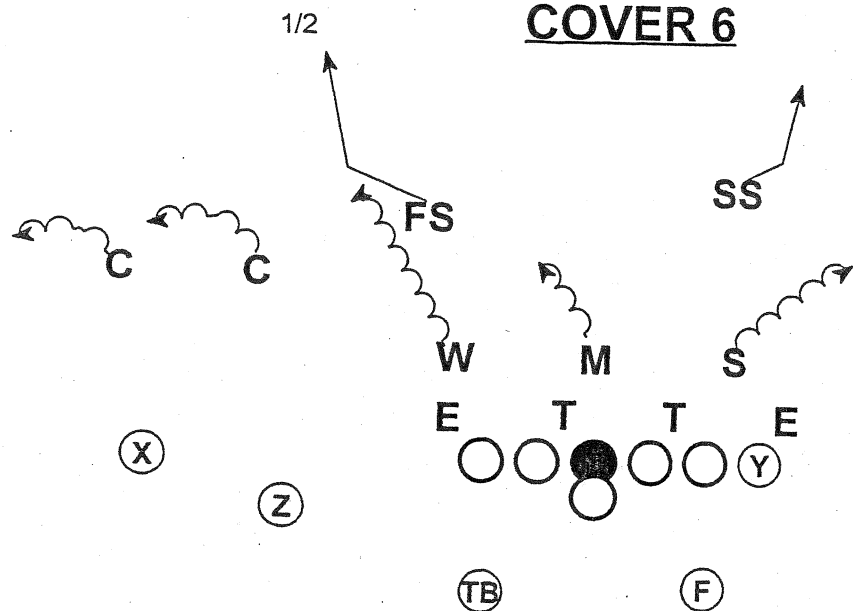
COMBINATION COVERAGE  
QUARTER/QUARTER/HALF

### COVER 5



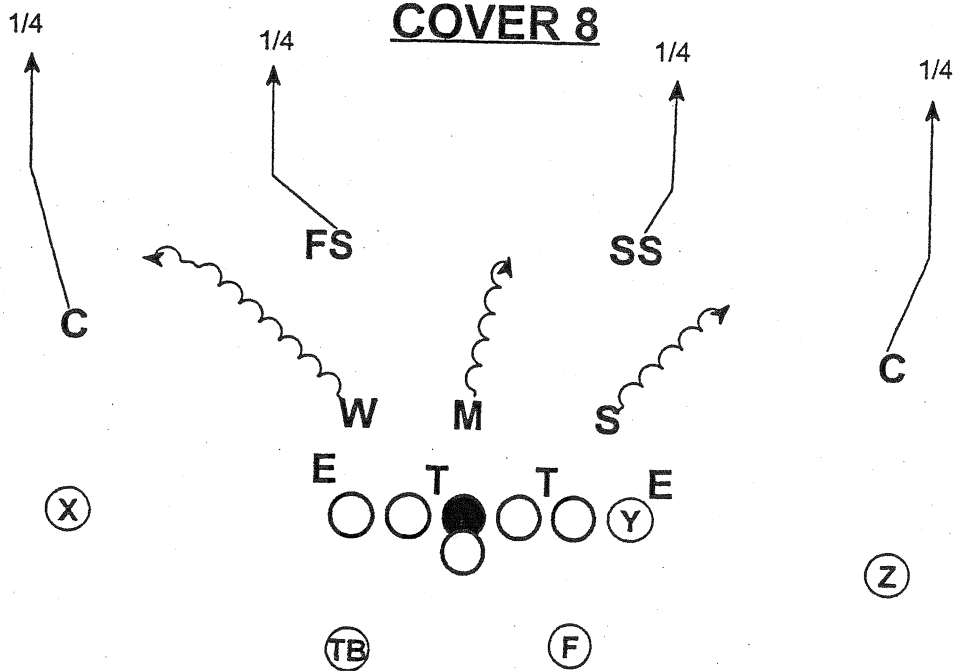
COMBINATION COVERAGE  
HALF/QUARTER/QUARTER

# COVER 6

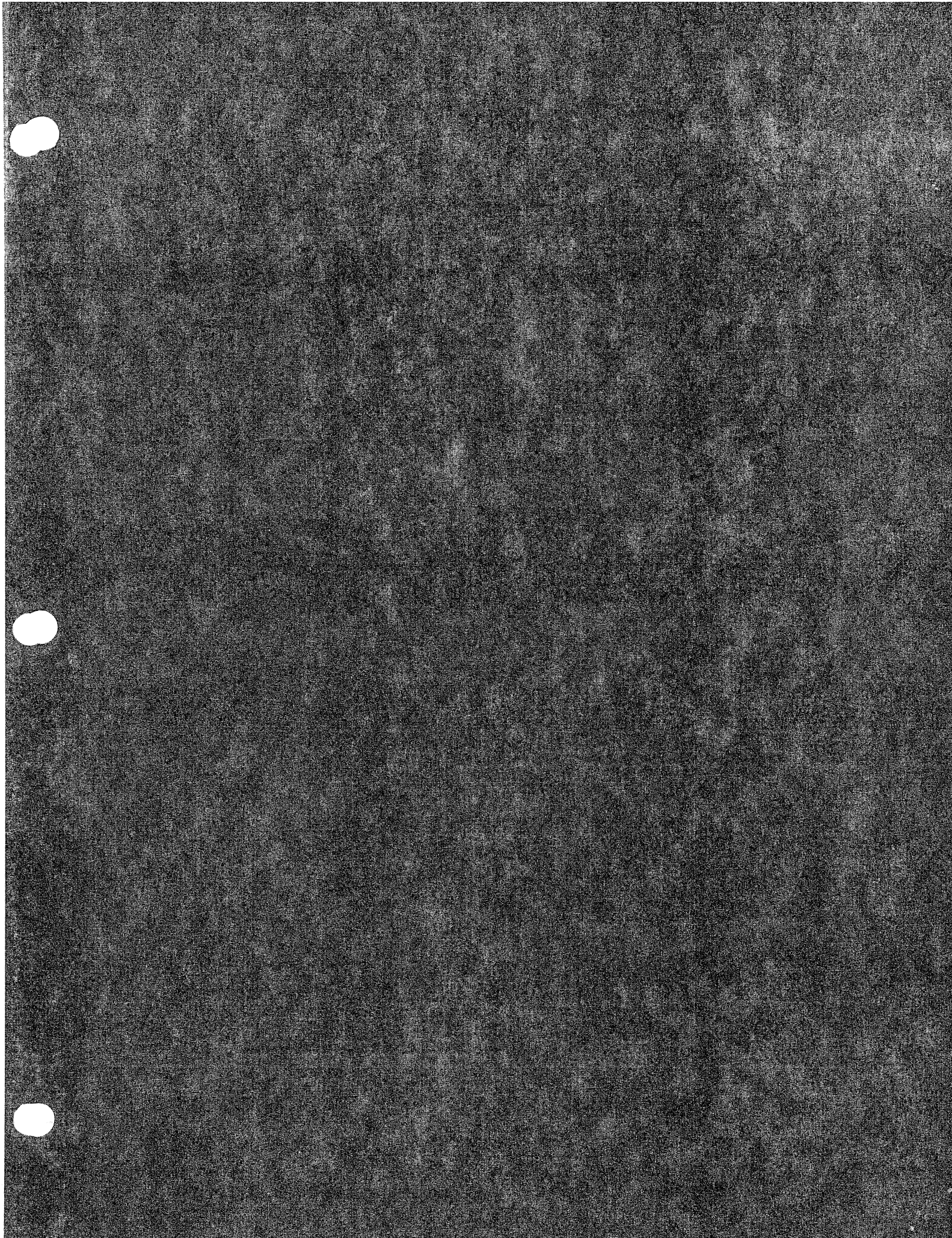


CORNERS OVER - 2 DEEP ZONE  
SQUAT COVERAGE - 3 OVER 2

# COVER 8



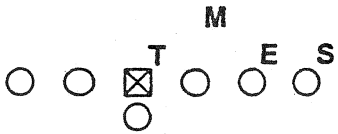
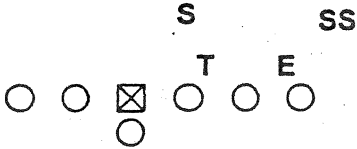
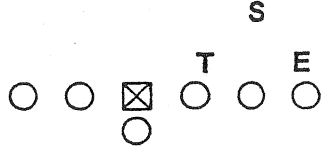
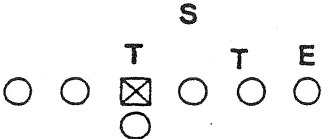
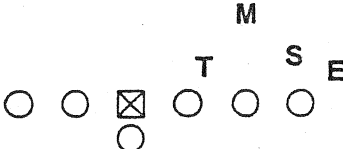
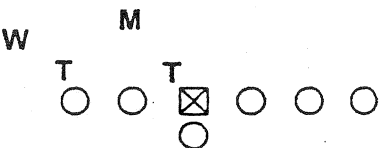
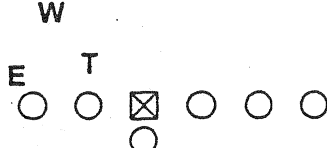
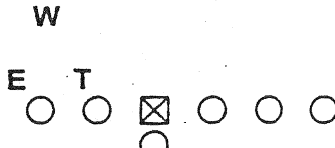
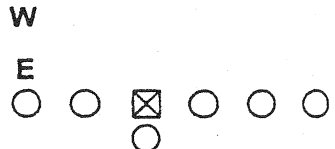
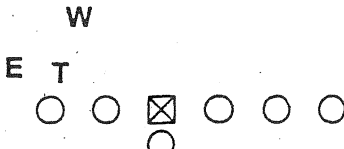
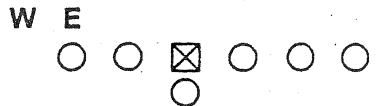
COMBINATION COVERAGE  
QUARTER/QUARTER/QUARTER/QUARTER



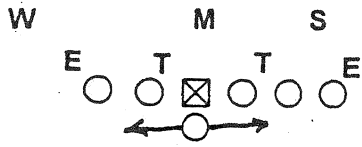
## SERIES DESCRIPTIONS

0 – 9	MISCELLANEOUS RUNS, SPECIAL PLAYS
10 – 19	DRAWS
20 – 29	MAN TO MAN BLOCKING AND/OR LEAD BACK PLAYS
30 – 39	ZONE RUNS
40 – 49	GAP RUNS
50 – 59	SLIDE PROTECTION – 1 RB
60 – 69	DROPPACK PROTECTION
70 – 79	DROPPACK PROTECTION WITH TE BLOCKING
80 – 89	SLIDE PROTECTION ----- PLAY ACTION WITH 2 RB'S
90 – 99	DROPPACK PROTECTION -----5 MAN, OFFENSIVE LINE ONLY
100s	RUN ACTION PASS ----- BLOCK THE PLAY
200s	GAP PROTECTION
300s	3 STEP DROP
RACE	SPRING PASS ----- ZONE, REACH PROTECTION
SEAL	SPRING PASS ----- GAP PROTECTION

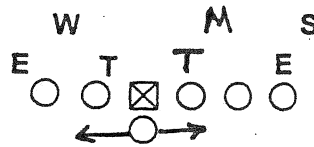
# TACKLE / TIGHT END ALIGNMENT CALLS

 <p><b>TIGHT:</b> Tackle covered by DE</p>	 <p><b>WIDE:</b> Tackle bubble with outside support.</p>	 <p><b>EAGLE:</b> Tackle bubble with no outside support</p>
 <p><b>4:</b> Aligned in 4 tech.</p>	 <p><b>CLUB:</b> Man on TE and man outside on LOS</p>	
 <p><b>TIGHT:</b> Tackle covered by DE &amp; OLB outside</p>	 <p><b>WIDE:</b> DE aligned outside creating tackle bubble</p>	 <p><b>EAGLE:</b> Tackle covered &amp; OLB inside.</p>
 <p><b>STACK:</b> OLB &amp; DE stacked</p>	 <p><b>4:</b> DT aligned in 4 tech.</p>	 <p><b>STORM:</b> OLB on LOS outside in blitz position</p>

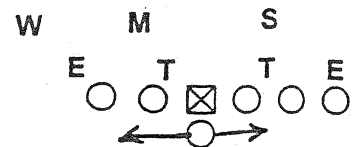
# CENTER ALIGNMENT CALLS



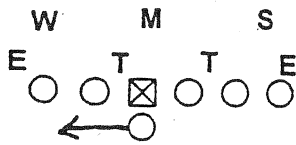
EVEN MIDDLE



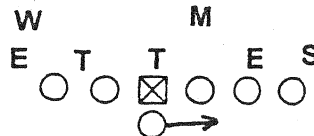
EVEN RIP



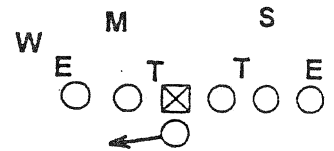
EVEN LIZ



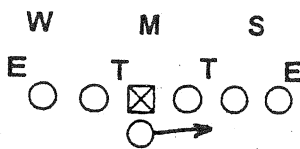
ODD MIDDLE



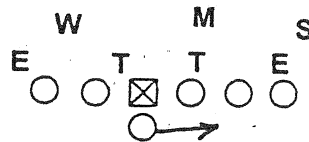
ODD RIP



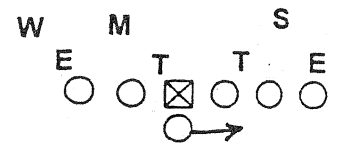
ODD LIZ



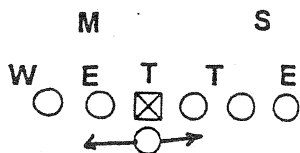
OVER MIDDLE



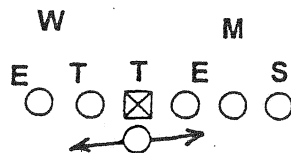
OVER RIP



OVER LIZ

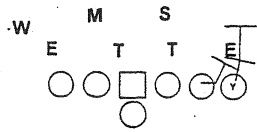


DIAMOND LIZ

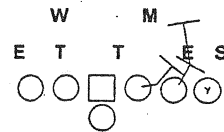


DIAMOND RIP

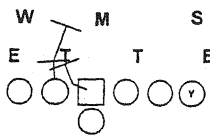
# Power Zone Blocks



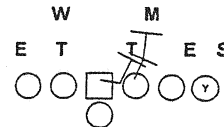
SUN: Power slip - FSY & FST



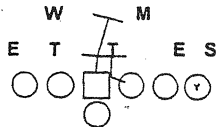
STING: Power slip - FST & FSG



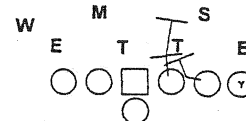
RUB: Power slip - C & FSG



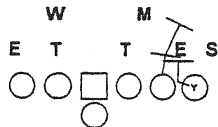
RUB OVER: Power slip - C & FSG



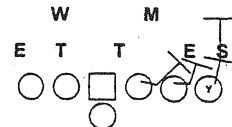
KING: Power scoop - C & BSG



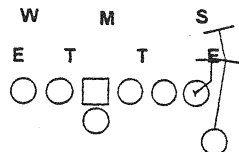
ACE: Power scoop - BSG & BST



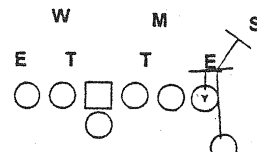
MOON: Power scoop - BST & BSY



TRIPLE: 3 man power slip - FSY, FST & FSG

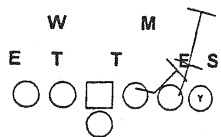


STAR: RB & FSY on EOL and ISLB

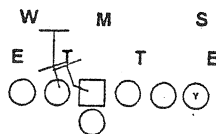


SWOOP: RB helps FSY to support

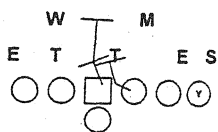
# Quick Zone Blocks



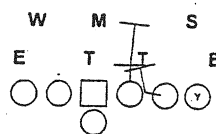
SLICE: Quick slip - FST & FSG



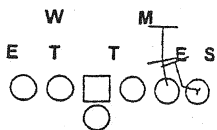
RIM: Quick slip - C & FSG



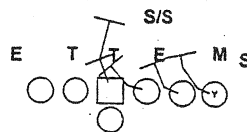
QUEEN: Quick scoop - C &



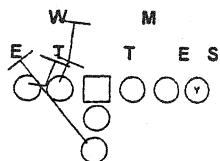
DUECE: Quick scoop - BSG & BST



MARS: Quick scoop - BST & BSY



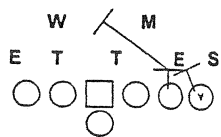
WASH: 3 or 4 man quick scoop - C, BSG, BST & BSY



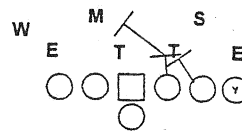
SEAL: WR cut off EOL



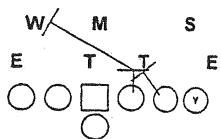
# Gap Schemes



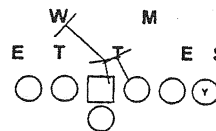
TED: Team block - FSY & FST



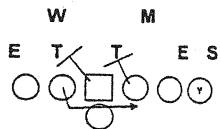
TAG: Team block - FST & FSG



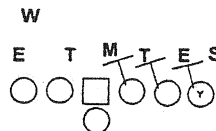
TAG BACK: Team block - FST & FSG



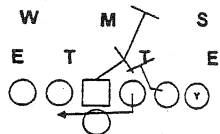
GASH: Team block - C & FSG



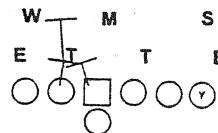
NOW: C Blocks back & FSG blocks DT on C



GAP: FSG, FST, FSY block inside gap

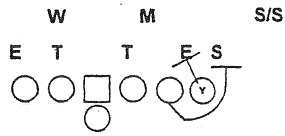


PINCH: C & BST block DT to BSLB

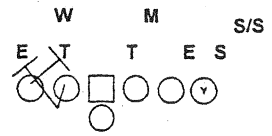


FORCE: C & BSG block DT to WILL

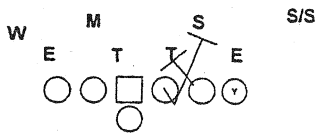
# Man Schemes



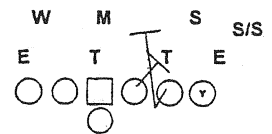
TEX: FSY blocks inside & FST pulls for EOL or OLB



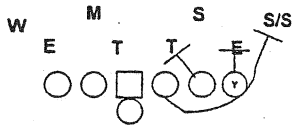
CROSS: FST block inside & FSG pulls for 1st outside LOS def



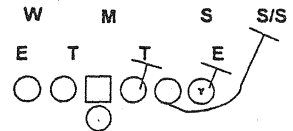
TUG: FST block DT & FSG take best course to LB



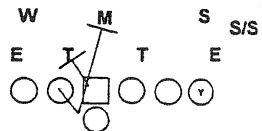
GUT: BSG block DT & BST step around to LB



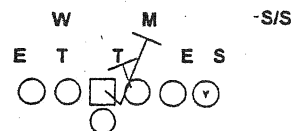
GRACE: FSG pulls for support, RB on LB



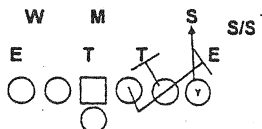
TESS: FST pulls for support, RB on LB



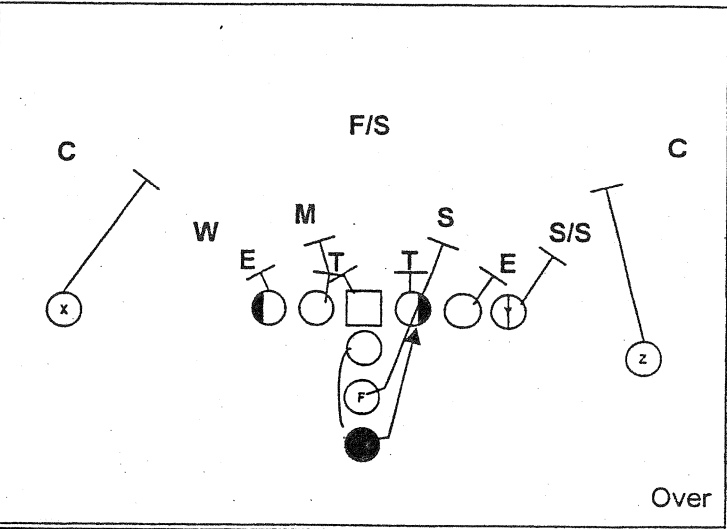
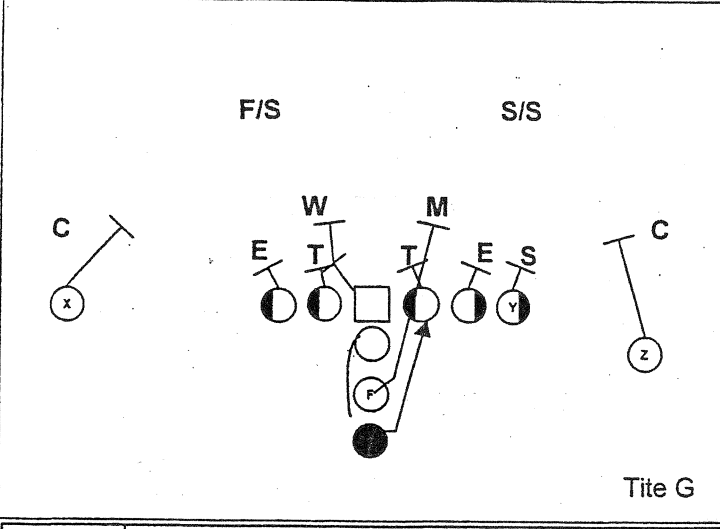
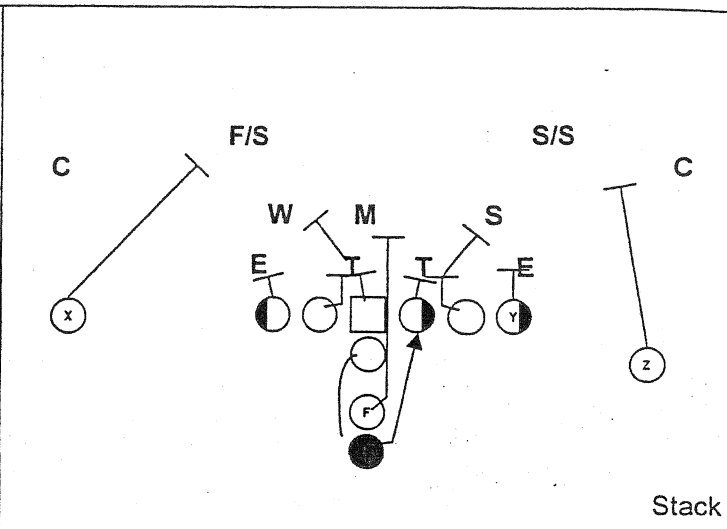
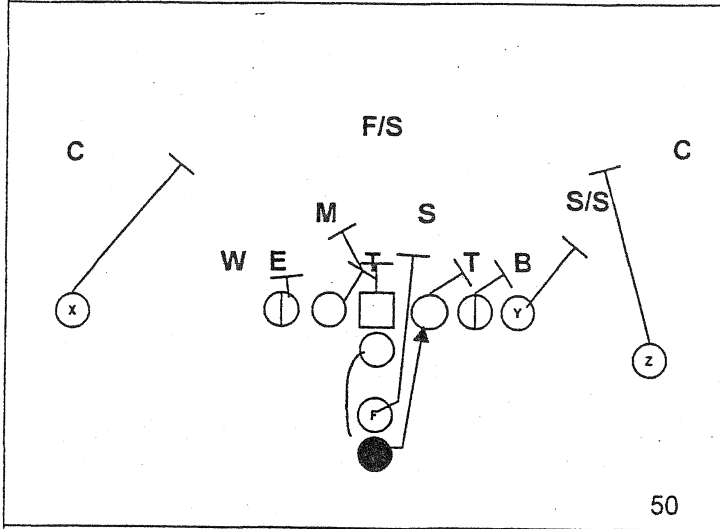
C: C block back & BSG step around to LB



CAGE: FSG block man on C, C pulls to LB

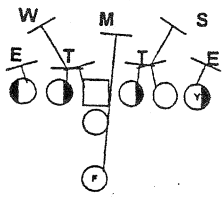


G: FST block inside, FSG short trap, FSY take best course to LB

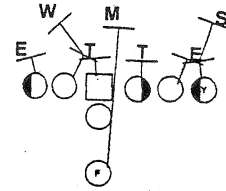


<b>PST</b>	<b>Tite-</b> Block man on; <b>Wide-</b> Out with TE; <b>Black-</b> Sun with TE (sting over with PSG vs stack)
<b>PSG</b>	<b>Odd-</b> Gash with C; <b>Even, Over, Diamond-</b> Block man on; <b>Black-</b> Block man on (sting over with PST vs stack)
<b>C</b>	<b>Odd-</b> Gash with PSG; <b>Even, Over-</b> King with BSG; <b>Black-</b> King with BSG to W (poss. BS scheme adjustment); <b>Diamond-</b> Wash
<b>BSG</b>	<b>Odd-</b> Stay cut-off man on, fan if uncovered; <b>Even, Over-</b> King with C; <b>Black-</b> King with C to W (poss. BS scheme adjustment)
<b>BST</b>	<b>Odd-</b> Alley to stay cut-off man on, outside (fan on BSG's call); <b>Even, Over-</b> Wall MDM on, outside <b>Diamond-</b> Wash; <b>Black-</b> Stay cut-off man on (poss. BS scheme adjustment)
<b>Y</b>	<b>Tite-</b> Block man on; <b>Wide-</b> Out with PST; <b>Black-</b> Sun with PST (block man on, outside vs stack)
<b>QB</b>	Reverse pivot to 6 o'clock, get ball deep to TB. Set to pass, do not crowd mid-line.
<b>TB</b>	Align at 7 1/2 yards in 'Q' position. Take a lateral lead step with slight pause. Aiming point is outside leg of guard. Read 'B' gap area.
<b>FB</b>	Align at 5 yards in 'Q' position. Take a lateral lead step with slight pause. Aiming point is outside leg of guard. Block first LB from Center out. Alert to slant or angle defense
<b>X</b>	Running lane
<b>Z</b>	Running lane

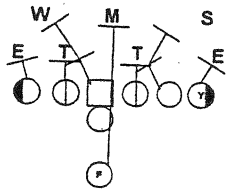




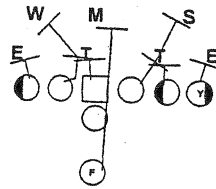
Stack G



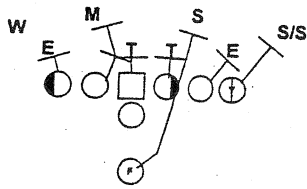
Stack Loose



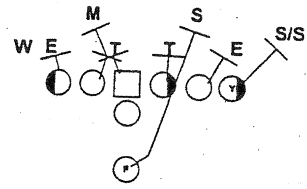
Stack Even



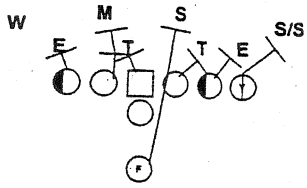
Stack 4



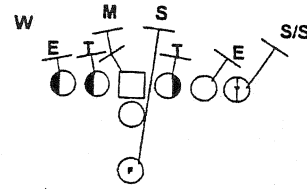
Over 0



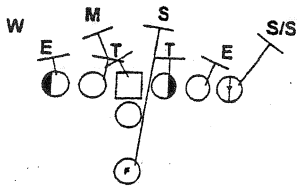
Over Squeeze



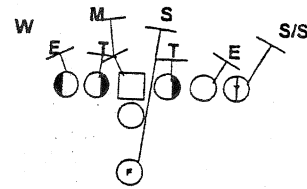
Over 4



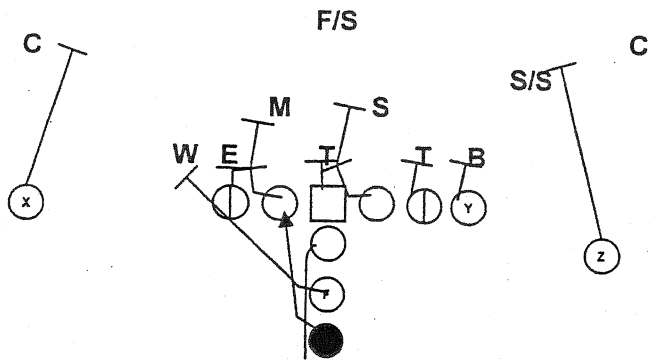
Split



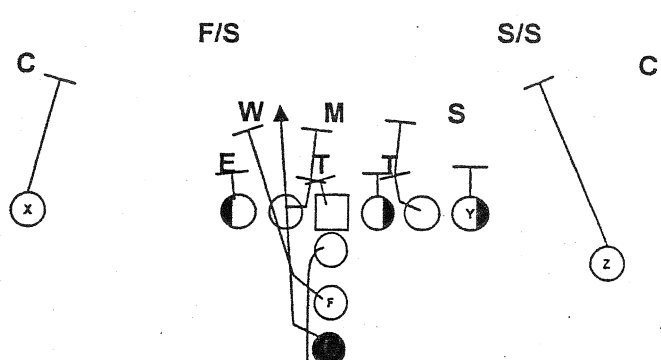
Okie



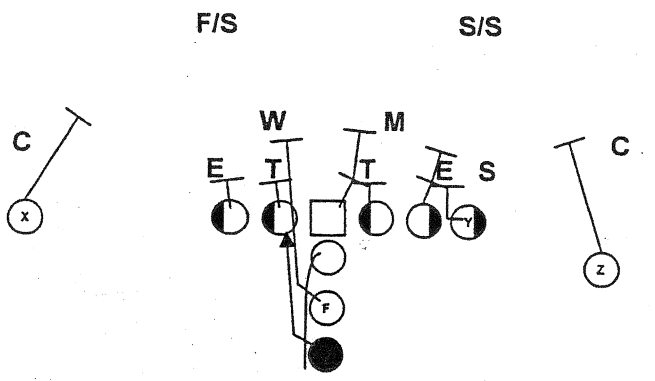
Okie G



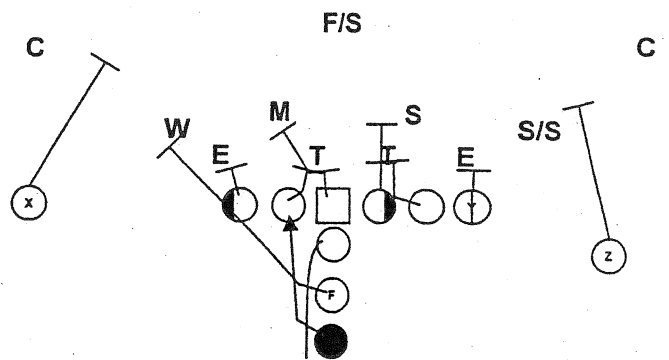
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Stack

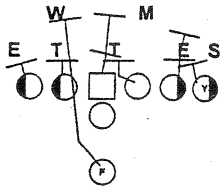


Tite G

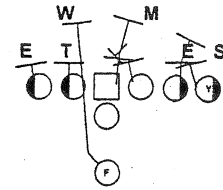


Over

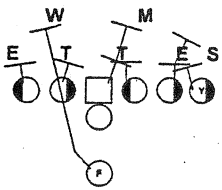
<b>PST</b>	Block DE. Sting with PSG on G's call.
<b>PSG</b>	<b>Over, Diamond-</b> Block man on; <b>Odd-</b> Gash with C, or sting with T based on MLB's alignment; <b>Even-</b> Block man on, rub or rub over based on MLB's alignment.
<b>C</b>	<b>Even-</b> Rub, rub over with PSG, or King with BSG based on MLB's alignment; <b>Over-</b> King with BSG <b>Odd-</b> Block man on, or gash with PSG based on MLB's alignment; <b>Diamond-</b> Wash
<b>BSG</b>	<b>Even-</b> Block man on, or King with C based on MLB's alignment, if C works FS poss. Black with BST based on SLB's alignment; <b>Odd-</b> Block man on, poss. Black with BST based on SLB's alignment; <b>Over-</b> King with C; <b>Diamond-</b> Wash
<b>BST</b>	<b>Tite-</b> Moon with BSTE; <b>Wide-</b> Moon with BSTE, or Black with BSG based on SLB's alignment; <b>Diamond-</b> Wash
<b>Y</b>	<b>Tite-</b> Moon with BST; <b>Wide-</b> Moon with BST, or stay cut-off DE based on SLB's alignment; <b>Diamond-</b> wash
<b>QB</b>	Front out. Step at 5/7 o'clock. Hand ball deep to ball carrier. Set to pass.
<b>TB</b>	Align at 7 yards. Lateral lead step with slight pause play side, read Tackle/Guard area. Aim point is inside hip of OT.
<b>FB</b>	Lateral lead step with slight pause. Lead on Will LB.
<b>X</b>	Cut-off
<b>Z</b>	Running Lane <b>INSIDE RECEIVER-</b> Near deep back (do not block walked OLB). Set and pass up to near deep back



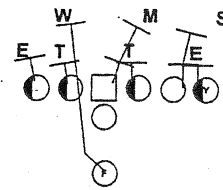
Tite



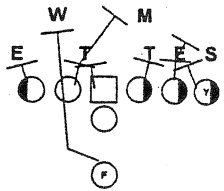
Tite T



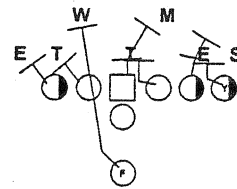
Tite 1



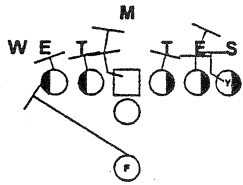
Tite G Loose



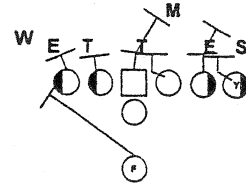
Heavy



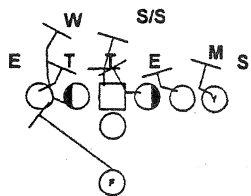
Tite 4



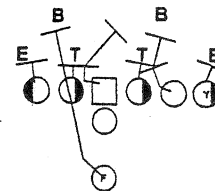
6-1



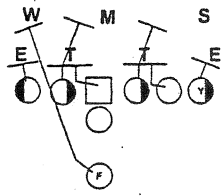
Stunt



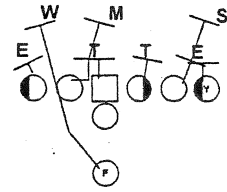
Tite Bear



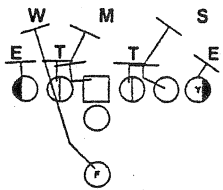
Nickel



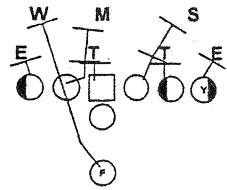
Stack G



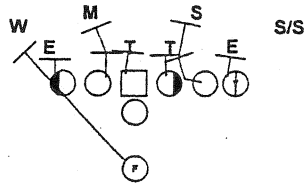
Stack Loose



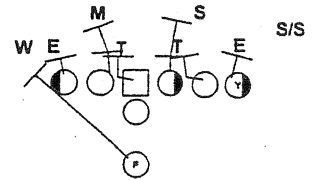
Stack Even



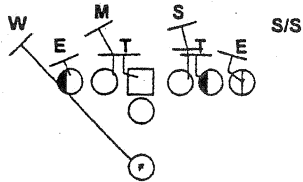
Stack 4



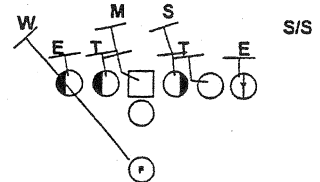
Over 0



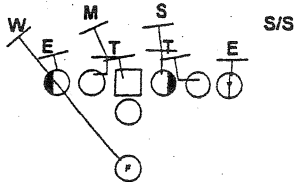
Over Squeeze



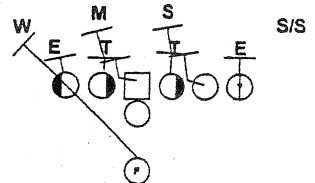
Over 4



Split

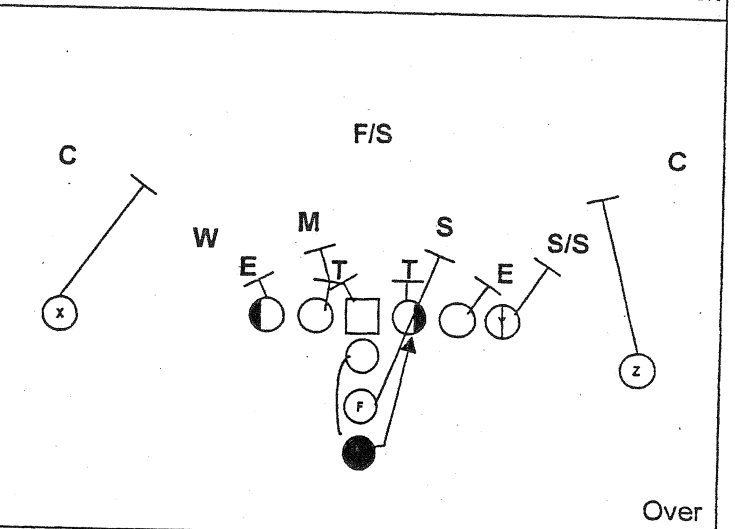
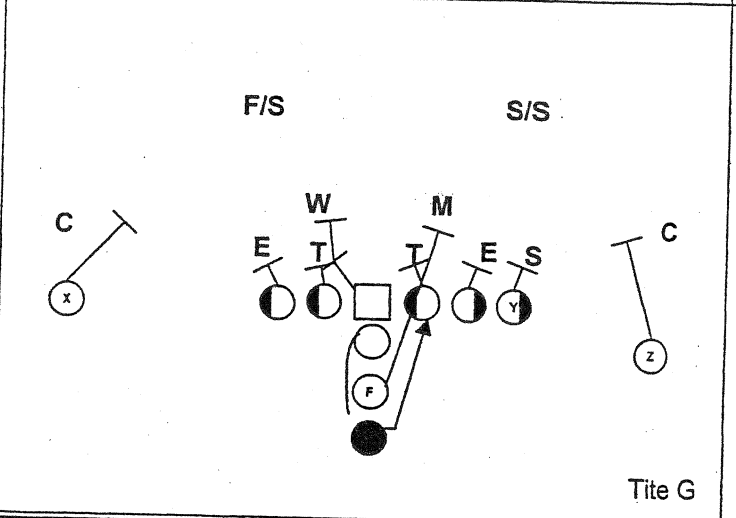
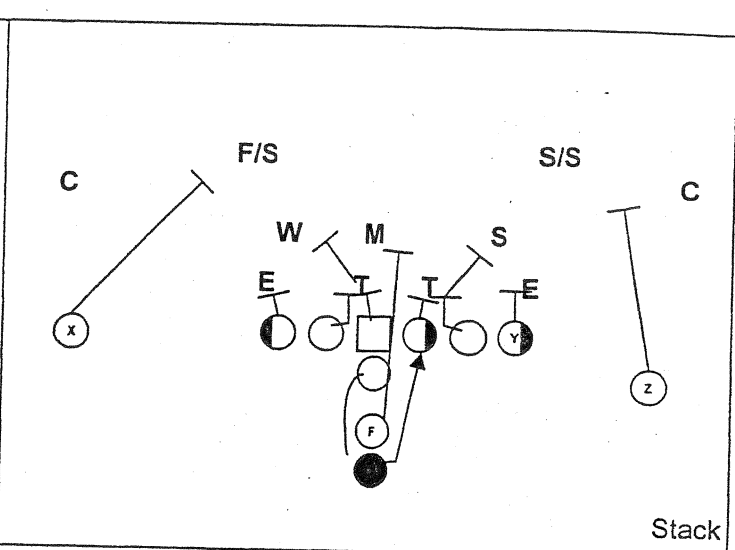
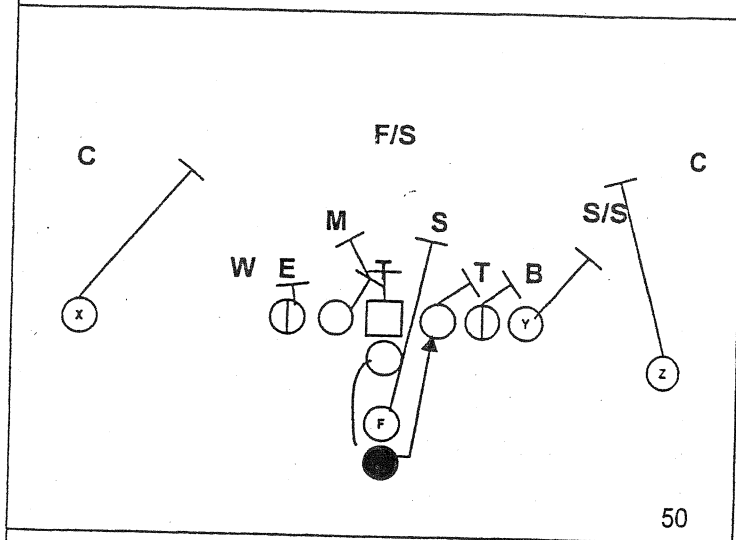


Okie

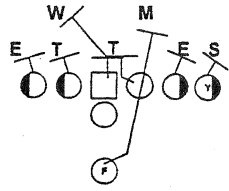


Okie G

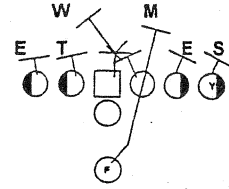




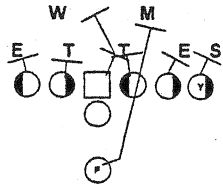
<b>PST</b>	Tite- Block man on; <b>Wide-</b> Out with TE; <b>Black-</b> Sun with TE (sting over with PSG vs stack)
<b>PSG</b>	<b>Odd-</b> Gash with C; <b>Even, Over, Diamond-</b> Block man on; <b>Black-</b> Block man on (sting over with PST vs stack)
<b>C</b>	<b>Odd-</b> Gash with PSG; <b>Even, Over-</b> King with BSG; <b>Black-</b> King with BSG to W (poss. BS scheme adjustment); <b>Diamond-</b> Wash
<b>BSG</b>	<b>Odd-</b> Stay cut-off man on, fan if uncovered; <b>Even, Over-</b> King with C; <b>Black-</b> King with C to W (poss. BS scheme adjustment)
<b>BST</b>	<b>Odd-</b> Alley to stay cut-off man on, outside (fan on BSG's call); <b>Even, Over-</b> Wall MDM on, outside <b>Diamond-</b> Wash; <b>Black-</b> Stay cut-off man on (poss. BS scheme adjustment)
<b>Y</b>	<b>Tite-</b> Block man on; <b>Wide-</b> Out with PST; <b>Black-</b> Sun with PST (block man on, outside vs stack)
<b>QB</b>	Reverse pivot to 6 o'clock, get ball deep to TB. Set to pass, do not crowd mid-line.
<b>TB</b>	Align at 7 1/2 yards in 'Q' position. Take a lead step and crossover. Aiming point is outside leg of guard. Read 'B' gap area.
<b>FB</b>	Align at 5 yards in 'Q' position. Aiming point is outside leg of guard. Block first LB from Center out. Alert to slant or angle defense
<b>X</b>	Running lane
<b>Z</b>	Running lane



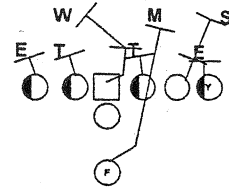
Tite



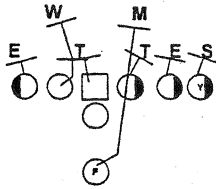
Tite T



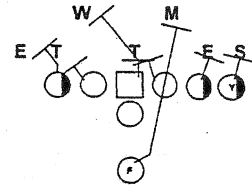
Tite 1



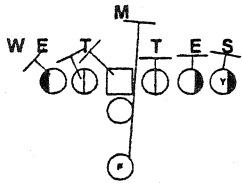
Tite G Loose



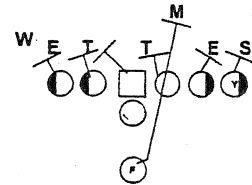
Heavy



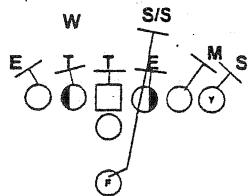
Tite 4



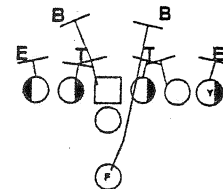
6-1



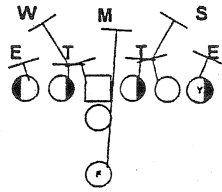
Stunt



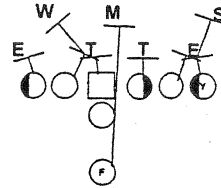
Tite Bear



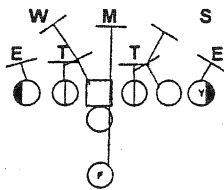
Nickel



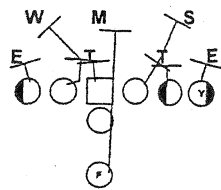
Stack G



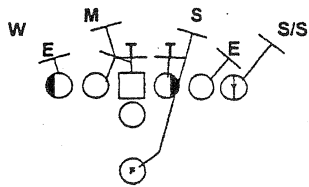
Stack Loose



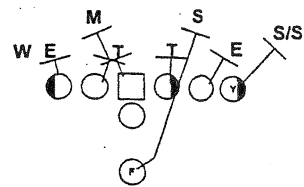
Stack Even



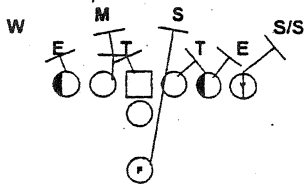
Stack 4



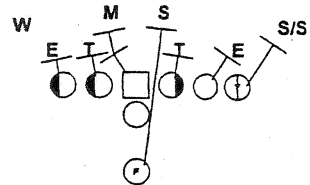
Over 0



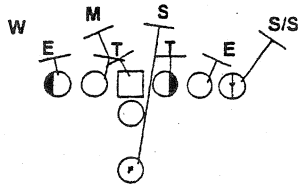
Over Squeeze



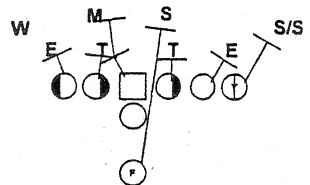
Over 4



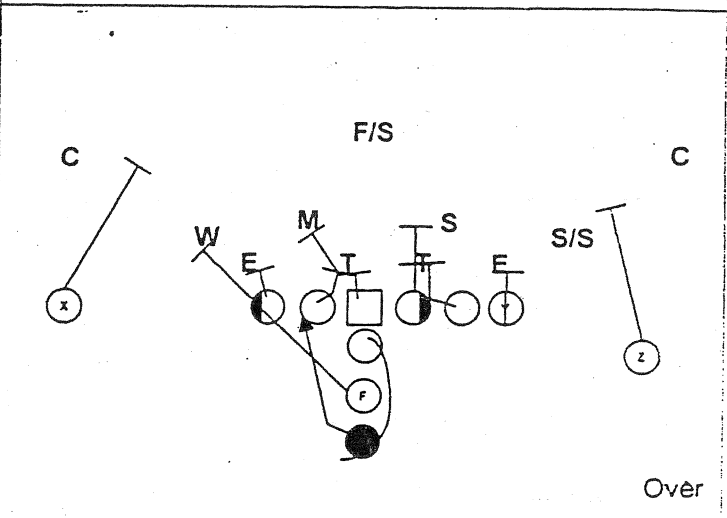
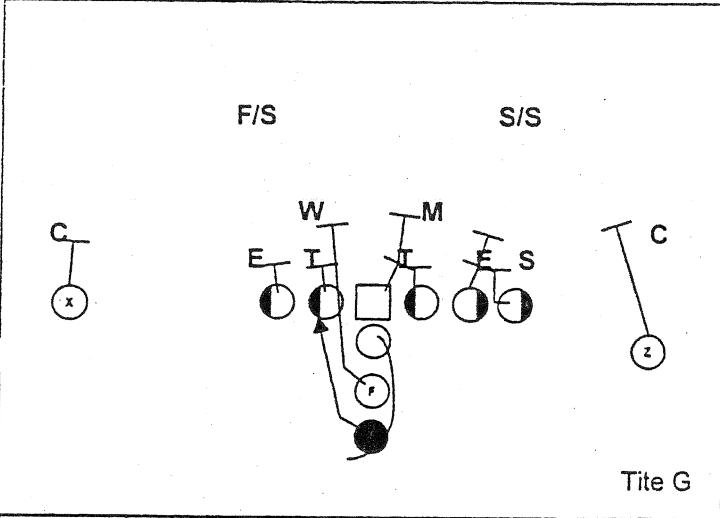
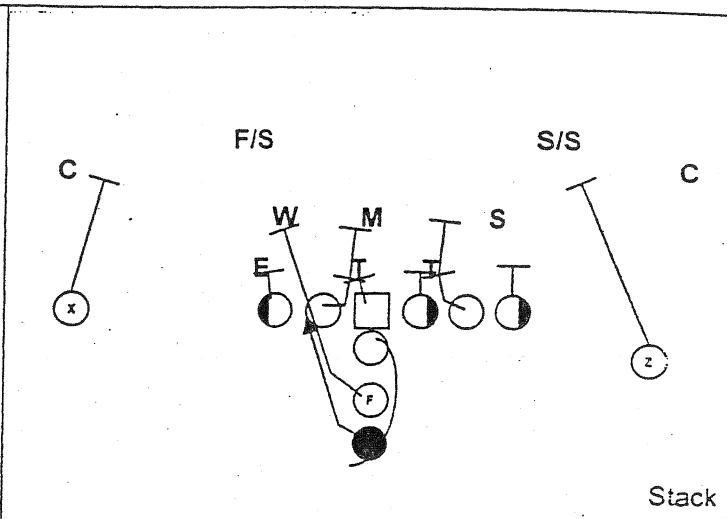
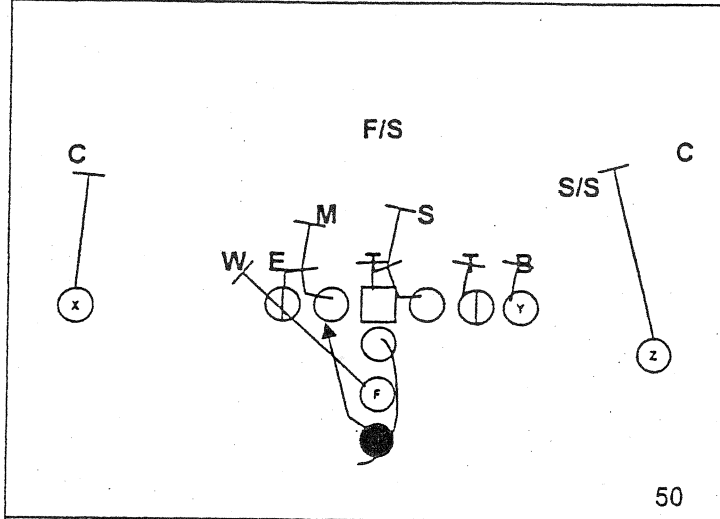
Split



Okie

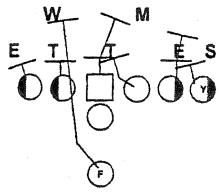


Okie G

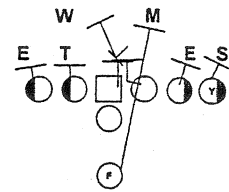


<b>PST</b>	Block DE. Sting with PSG on G's call.
<b>PSG</b>	Over, Diamond- Block man on; Odd- Gash with C, or sting with T based on MLB's alignment; Even- Block man on, rub or rub over based on MLB's alignment.
<b>C</b>	Even- Rub, rub over with PSG, or King with BSG based on MLB's alignment; Over- King with BSG Odd- Block man on, or gash with PSG based on MLB's alignment; Diamond- Wash
<b>BSG</b>	Even- Block man on, or King with C based on MLB's alignment, if C works FS poss. Black with BST based on SLB's alignment; Odd- Block man on, poss. Black with BST based on SLB's alignment; Over- King with C; Diamond- Wash
<b>BST</b>	Tite- Moon with BSTE; Wide- Moon with BSTE, or Black with BSG based on SLB's alignment; Diamond- Wash
<b>Y</b>	Tite- Moon with BST; Wide- Moon with BST, or stay cut-off DE based on SLB's alignment; Diamond- wash
<b>QB</b>	Reverse pivot to 6 o'clock, get ball deep to ball carrier. Set to pass, do not crowd mid-line.
<b>TB</b>	Align at 7 yards in "Q" position. Take lead step and crossover. Aiming point is outside leg of PSG. Read "B" gap area.
<b>FB</b>	To Tight End side - Lead on 1st LB off the ball from outside in; To Open Side - Block #1 LB
<b>X</b>	Match
<b>Z</b>	Running Lane <b>INSIDE RECEIVER-</b> Near deep back (do not block walked OLB). Set and pass up to near deep back

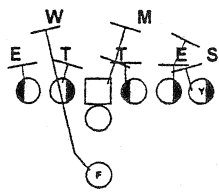
24 / 25 to TE Side



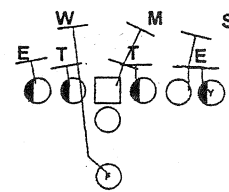
Tite



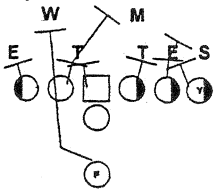
Tite T



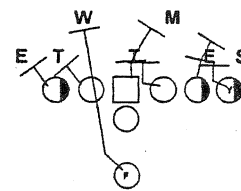
Tite 1



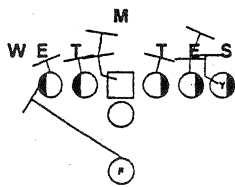
Tite G Loose



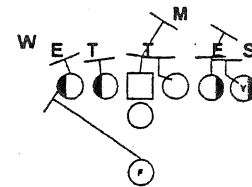
Heavy



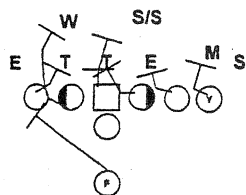
Tite 4



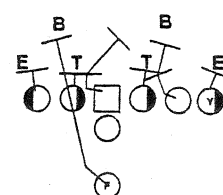
6-1



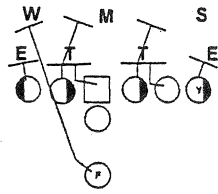
Stunt



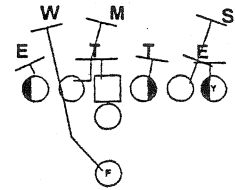
Tite Bear



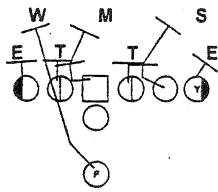
Nickel



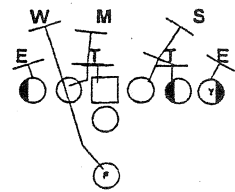
Stack G



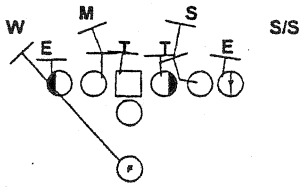
Stack Loose



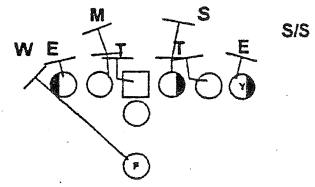
Stack Even



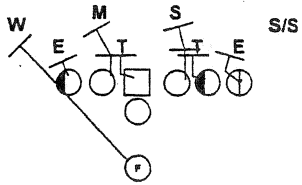
Stack 4



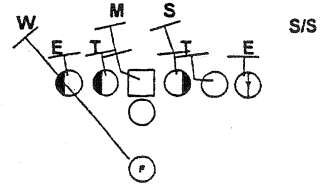
Over 0



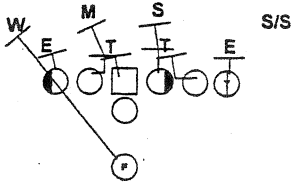
Over Squeeze



Over 4

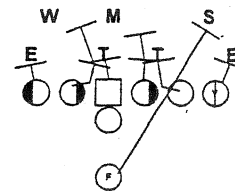


Split



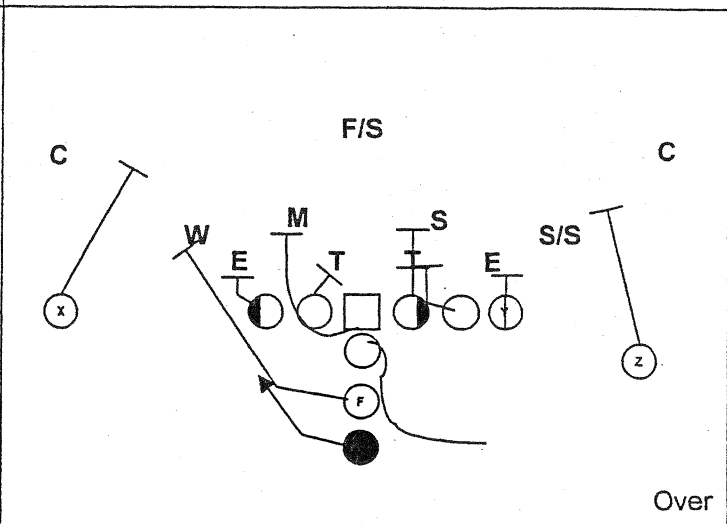
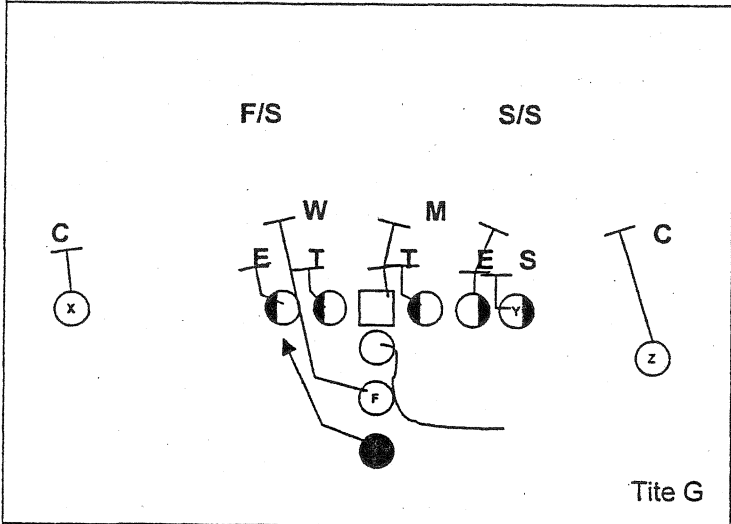
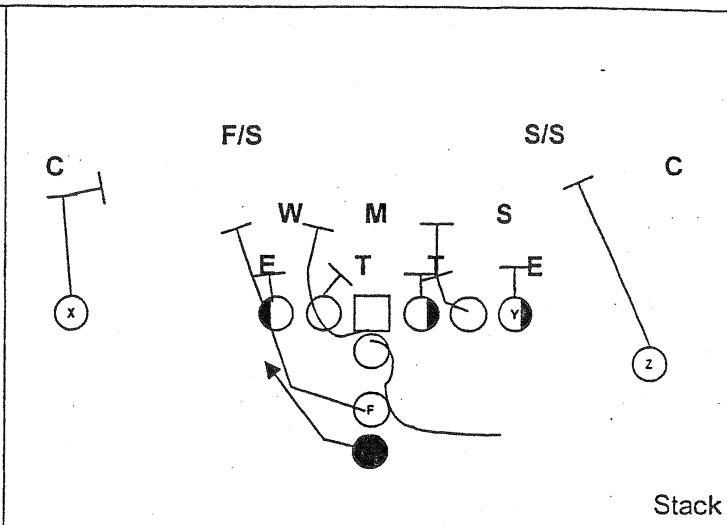
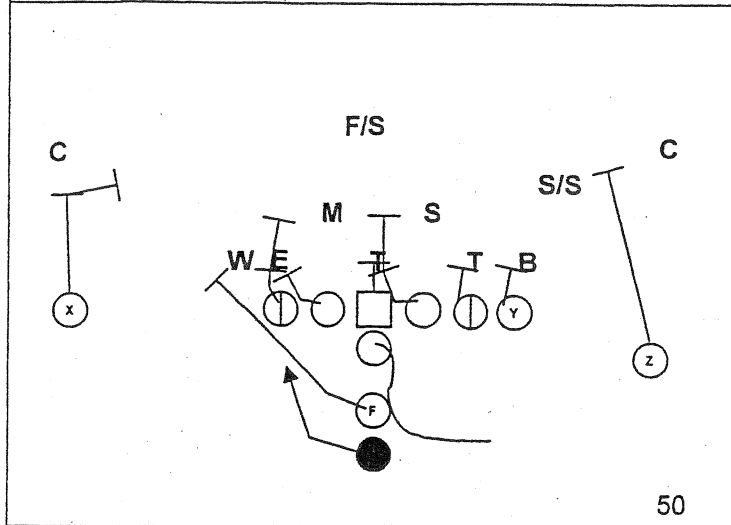
Okie

24/25 to TE Side



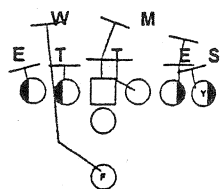
Okie G

## 26 / 27 (Toss)

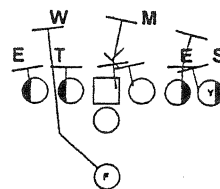


<b>PST</b>	Block DE. Sting with PSG on G's call.
<b>PSG</b>	<b>Over, Diamond-</b> Block man on; <b>Odd-</b> Gash with C, or sting with T based on MLB's alignment; <b>Even-</b> Block man on, rub or rub over based on MLB's alignment.
<b>C</b>	<b>Even-</b> Rub, rub over with PSG, or King with BSG based on MLB's alignment; <b>Over-</b> King with BSG <b>Odd-</b> Block man on, or gash with PSG based on MLB's alignment; <b>Diamond-</b> Wash
<b>BSG</b>	<b>Even-</b> Block man on, or King with C based on MLB's alignment, if C works FS poss. Black with BST based on SLB's alignment; <b>Odd-</b> Block man on, poss. Black with BST based on SLB's alignment; <b>Over-</b> King with C; <b>Diamond-</b> Wash
<b>BST</b>	<b>Tite-</b> Moon with BSTE; <b>Wide-</b> Moon with BSTE, or Black with BSG based on SLB's alignment; <b>Diamond-</b> Wash
<b>(BS)Y</b>	<b>Tite-</b> Moon with BST; <b>Wide-</b> Moon with BST, or stay cut-off DE based on SLB's alignment; <b>Diamond-</b> wash
<b>QB</b>	Reverse out and pitch ball deep to ball carrier. Naked backside.
<b>TB</b>	Align at 7 1/2 yards from LOS. Pause, take an open step, and spring parallel to LOS at 75%. Receive pitch and read flow. Key block of T on EMOL.
<b>FB</b>	Lead on 1st LB from outside in. Take a lead step and crossover and attack LB. Read flow of LB if stacked inside.
<b>X</b>	MDM
<b>Z</b>	Running Lane <b>INSIDE RECEIVER-</b> Near deep back (do not block walked OLB. Set and pass up to near deep back)

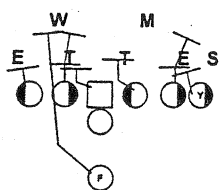
# 26 / 27 (Toss)



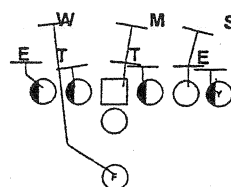
Tite



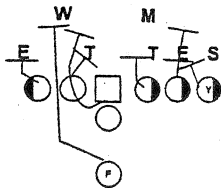
Tite T



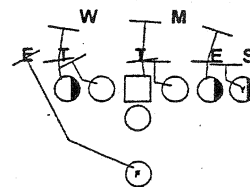
Tite 1



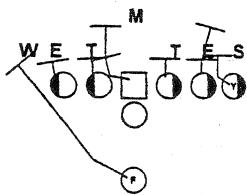
Tite G Loose



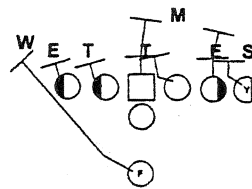
Heavy



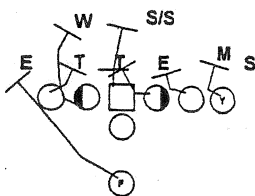
Tite 4



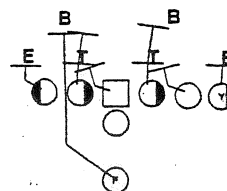
6-1



Stunt



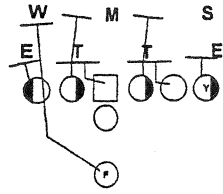
Tite Bear



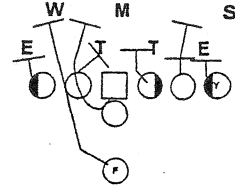
Nickel



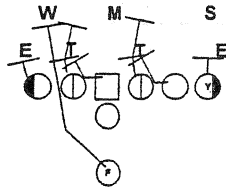
# 26 / 27 (Toss)



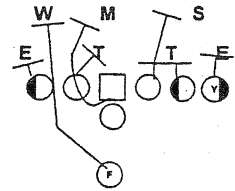
Stack G



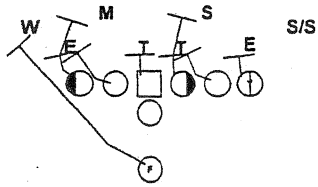
Stack Loose



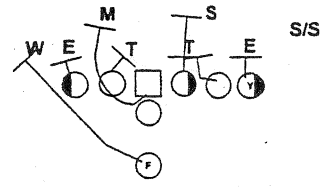
Stack Even



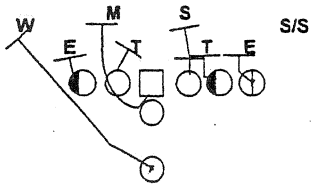
Stack 4



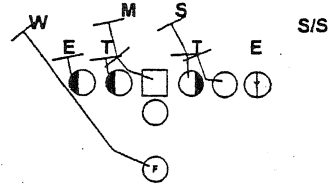
Over 0



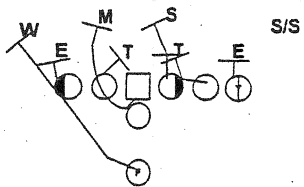
Over Squeeze



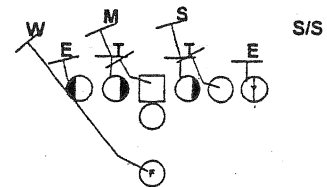
Over 4



Split

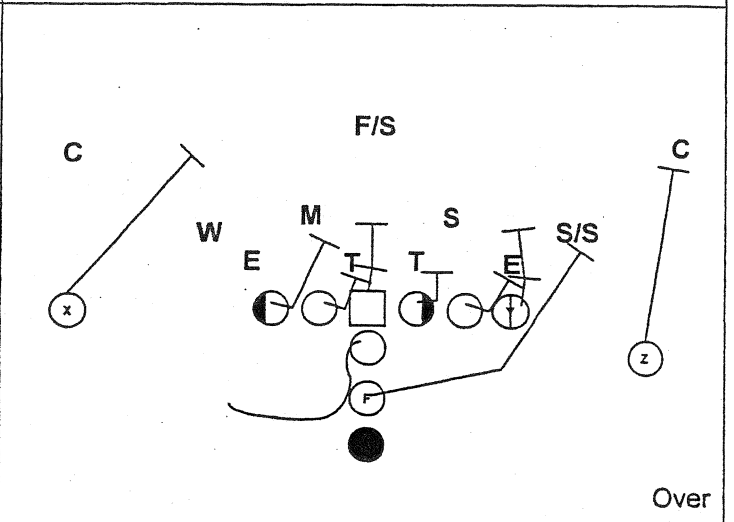
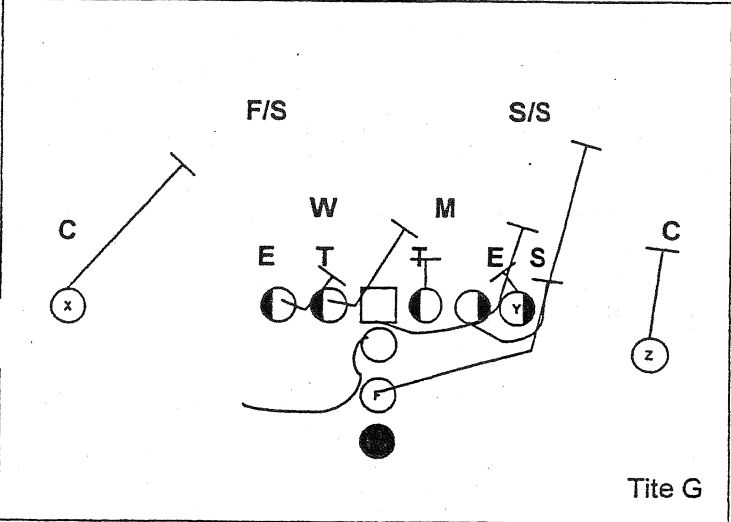
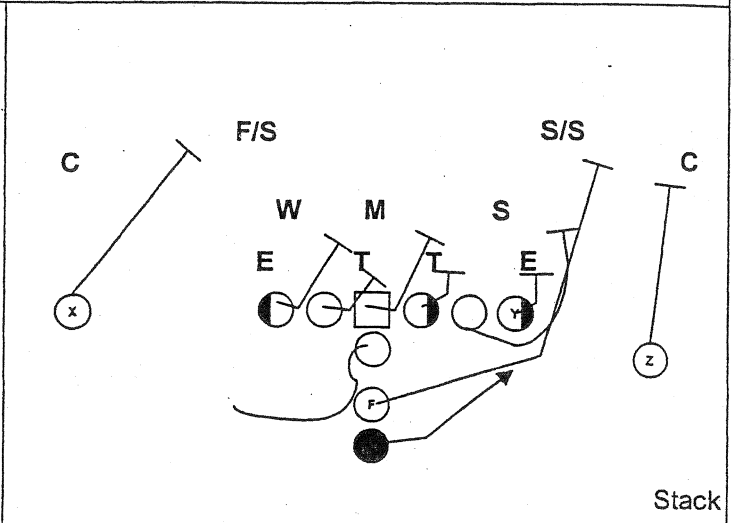
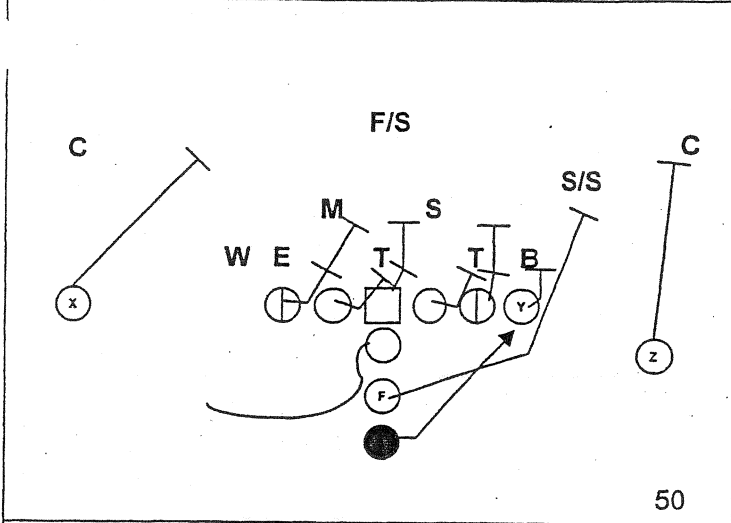


Okie



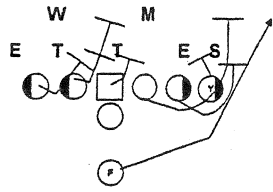
Okie G

# 28 / 29 (Boss)

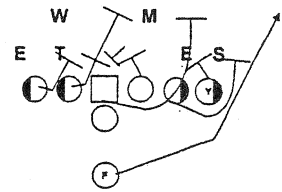


<b>PST</b>	Uncov- Pull for OLB; Cov by DE- U block, pull to log Sam; Cov by DT- Slice with PSG for 1st LB inside
<b>PSG</b>	Odd- Pull for Mike- No wide look, slice with FST; Over, Even, Diamond- Reach man on
<b>C</b>	Even- Zone PS, work to 2nd level for 1st poss LB; Odd, Diamond- Reach man on; Over- Queen with BSG
<b>BSG</b>	Over- Queen; Even, Diamond- Gray; Odd- Gray, if incovered Queen
<b>BST</b>	G Cov- Gray; G Uncov- Cut-off MDM inside to BS
<b>Y</b>	Tackle Uncov- Base; Tackle Cov- U Block
<b>QB</b>	Revese pivot, toss ball to belly area. Naked pass action to backside.
<b>TB</b>	Align at 7 yards in 'Q' position. Pause, let FB clear, open spring lateral-moving toward LOS using 75% speed. Key block of TE for run lane.
<b>FB</b>	Aim point is two yards outside TE. Block support or alley player.
<b>X</b>	Running lane
<b>Z</b>	Match

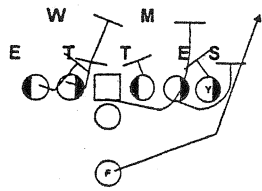
# 28 / 29 (Boss)



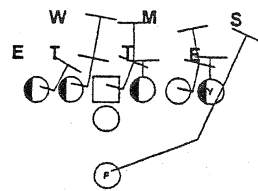
Tite



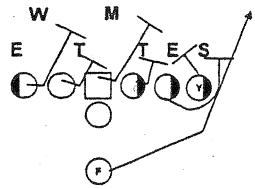
Tite T



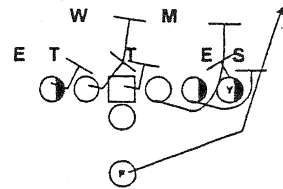
Tite 1



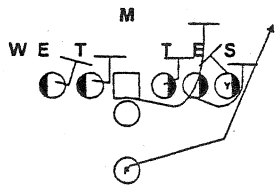
Tite G Loose



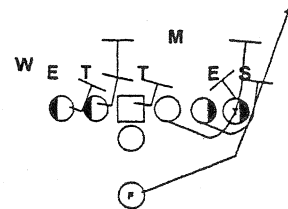
Heavy



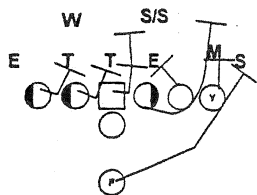
Tite 4



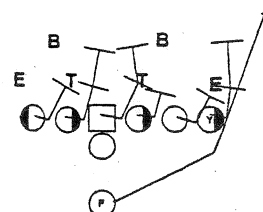
6-1



Stunt

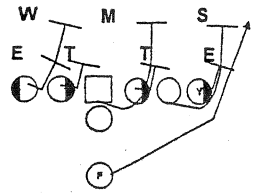


Tite Bear

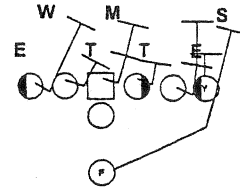


Nickel

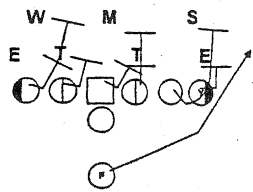
# 28 / 29 (Boss)



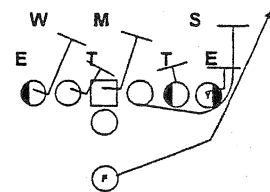
Stack G



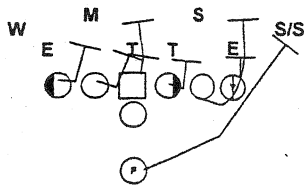
Stack Loose



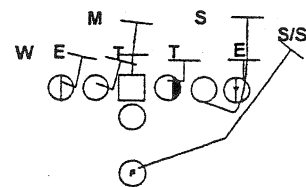
Stack Even



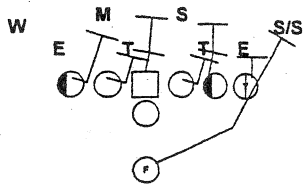
Stack 4



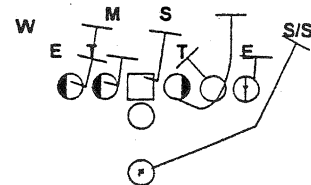
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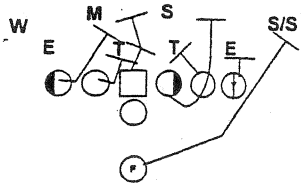
Over Squeeze



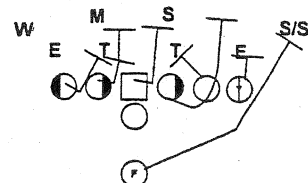
Over 4



Split

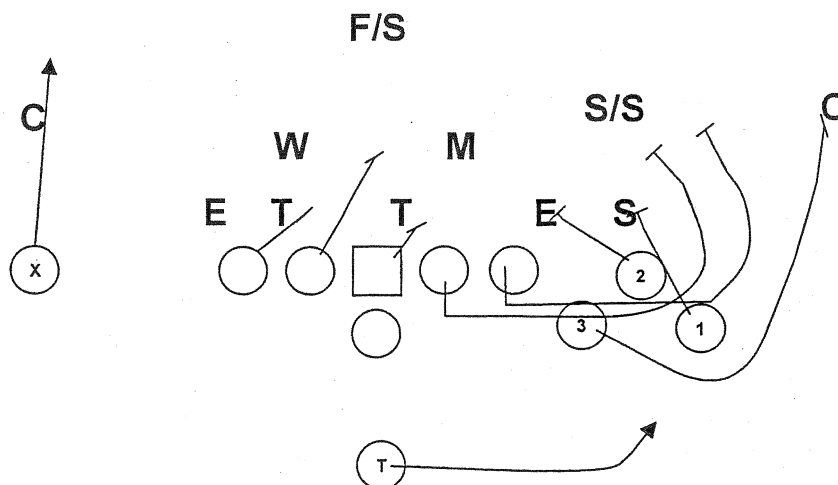


Okie

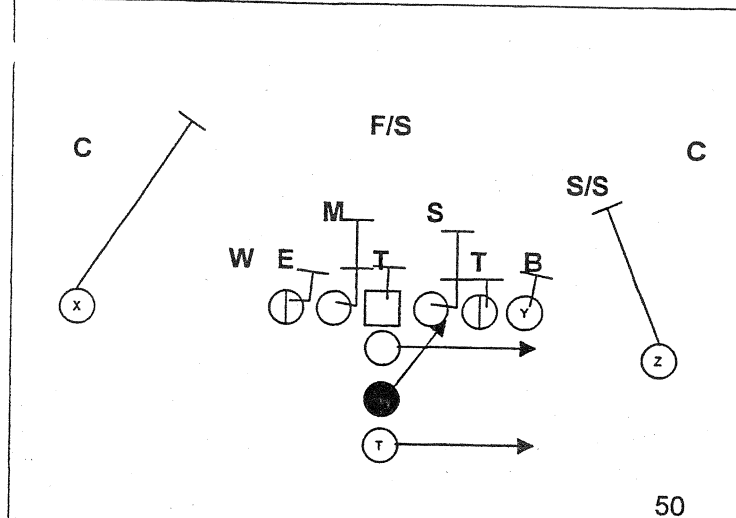


Okie G

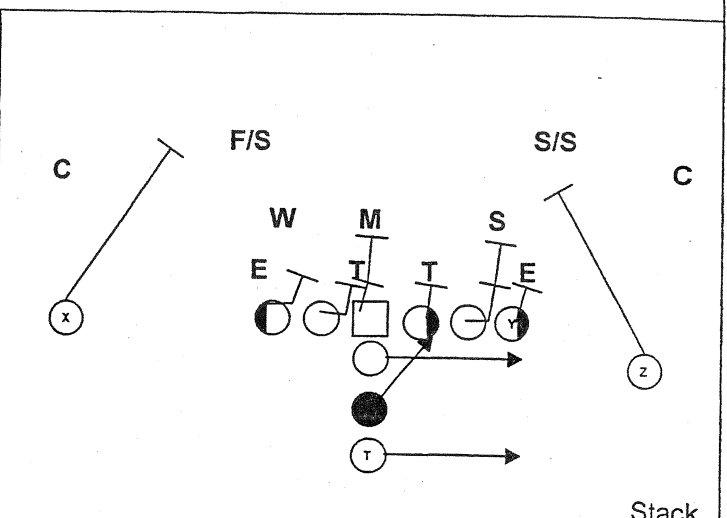
# 28/29 Crack



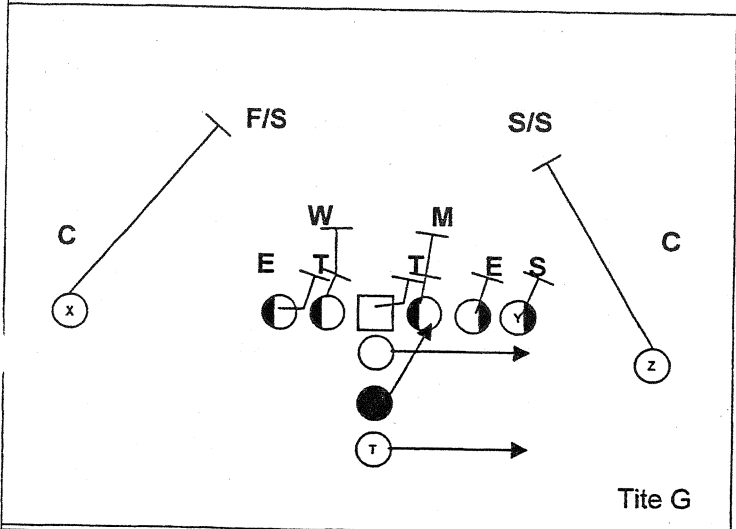
<b>BST</b>	Cut-off zone blocking to 2nd level
<b>BSG</b>	Cut-off zone blocking
<b>C</b>	Reach front side DT on you; Possible switch with PSG vs. unreachable NG. Uncovered- Work to 2nd level
<b>PSG</b>	Covered- Reach DT Uncovered- Pull, react to PST block; Don't slow down. Possible switch with center vs. unreachable NG. Be decisive! Think inside.
<b>PST</b>	Pull for alley defender. Look inside for next defender coming over top of 1 & 2's down blocks. Block inside-out; Don't slow down! (Switch w/PSG when DT unreachable!)
<b>1/Z</b>	Block the next MDM on or inside of you that is not the DE. (Possible Quad if DE is Head-up on #2) BE DECISIVE!
<b>2/Y</b>	Block DE if Head-up, possible Quad block with #1. If DE is inside the PST then block down on next widest guy to your side.
<b>3</b>	Pull or Arc block 1st Defender Supporting outside. Block their outside head to reverse body block.
<b>X</b>	Vary your splits Block MDM or run designated route.
<b>QB</b>	Reverse pivot & pitch the ball deep to the TB. Fake the Naked Keep
<b>TB</b>	Stay in phase with your pulling blockers. Look to jump cut inside off of #3's block.



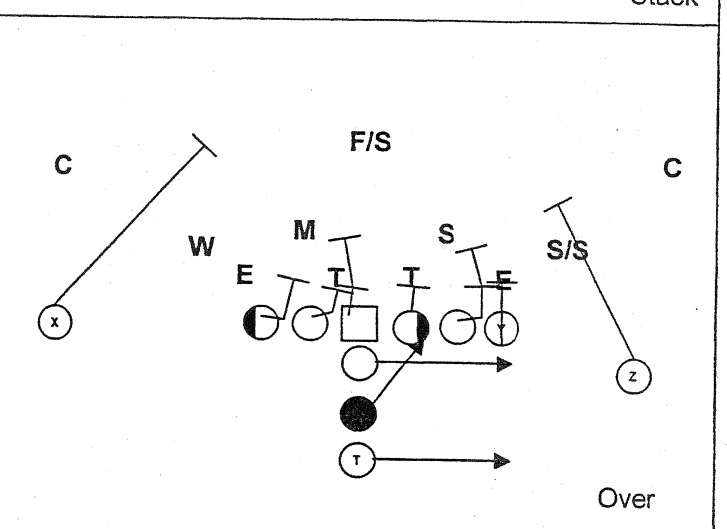
50



Stack

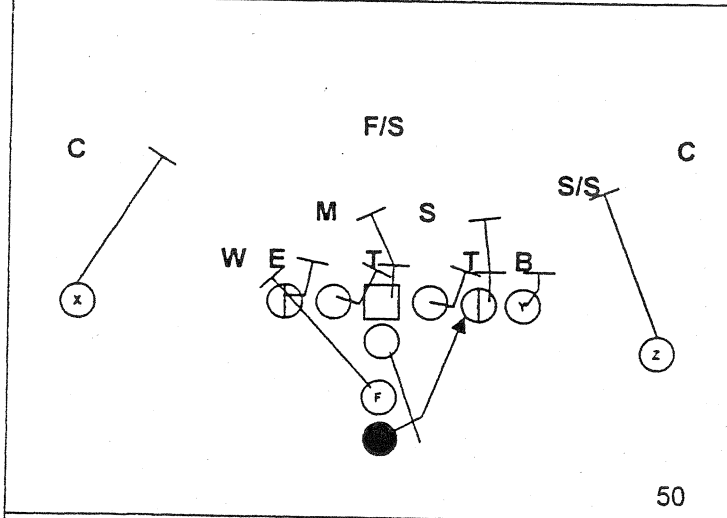


Tite G

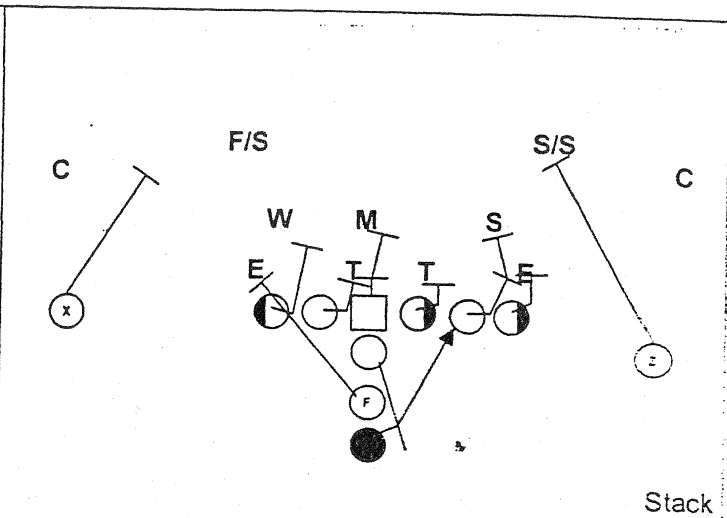


Over

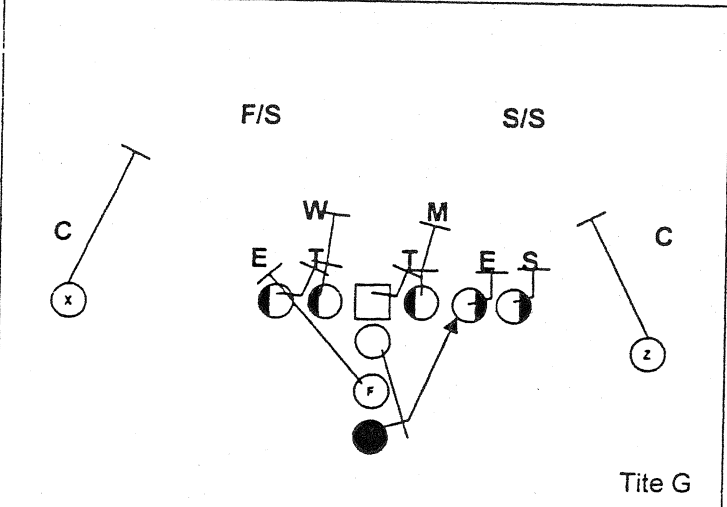
<b>PST</b>	Covered - Block man on, be alert for PSG zoning with you; Uncovered - zone step outside checking EOL pinch then work up to 2nd level working underneath LBs
<b>PSG</b>	Tackle Covered - "Rub" with Center or "Sting" with PST based on width of DT and MLB; Tackle Uncovered - Block man on, "Rub" on Center's call.
<b>C</b>	work to MLB or PSLB oncheck to shade; Block a zero or FS shade, "Rub" if necessary or Mike stacked; MLB BS - "King" or "Deuce" BS
<b>BSG</b>	Work with C to MLB with MLB on BS or BS shade; if C working FS, zone with BST for WLB or #2 LB
<b>BST</b>	Mike call BS - cut-off, work to WLB; Mike call Middle or FS - zone with BSG
<b>Y</b>	Tackle covered - block man on, outside; Tackle uncovered - Tight scoop with PST
<b>QB</b>	Front out, hand ball to FB, continue on option fake
<b>TB</b>	Fake option playside
<b>FB</b>	Aim point is outside leg of playside Guard
<b>X</b>	Near safety
<b>Z</b>	Near safety
<b>Notes</b>	



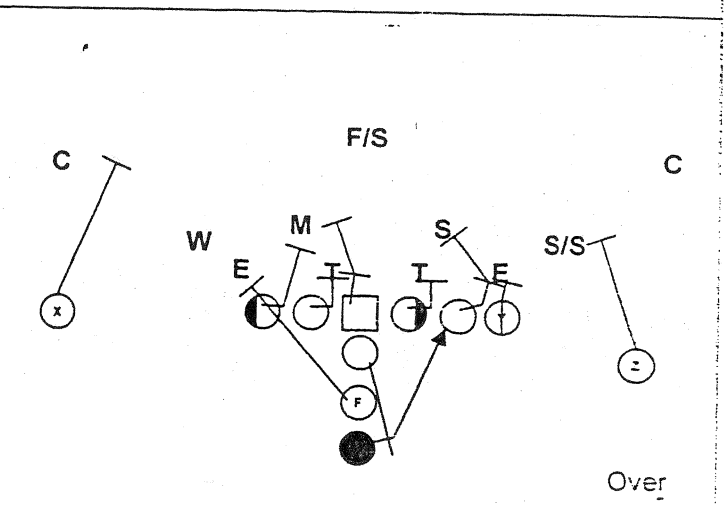
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Stack

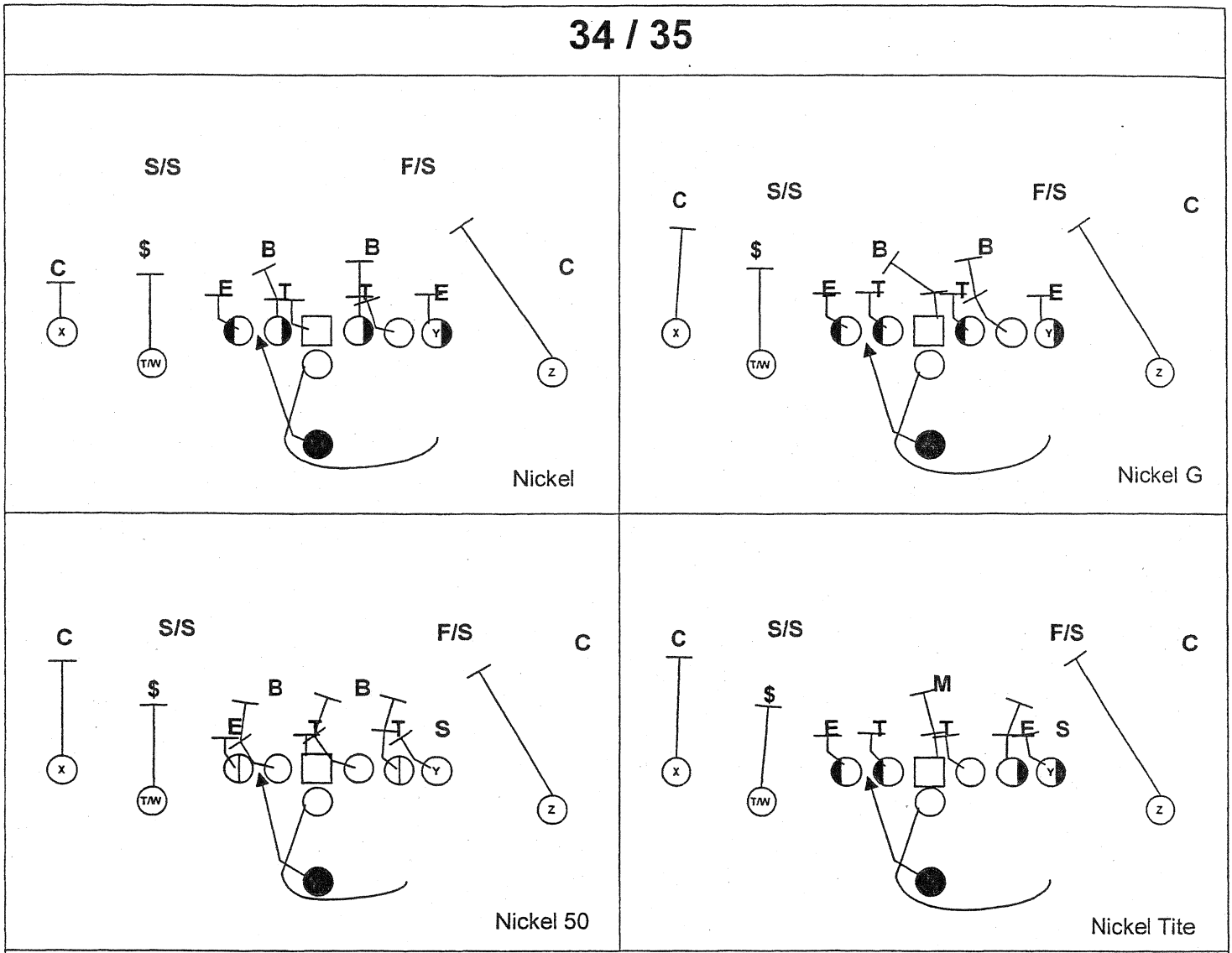


Tite G



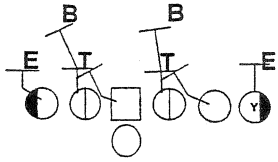
Over

<b>PST</b>	<b>Covered-</b> Block DE, "Sting" on G's call; <b>Uncovered-</b> Sun with TE or wedge with G based on Sam's alignment.
<b>PSG</b>	<b>Tackle covered-</b> Rub to Mike with center (poss sting with zero DT); <b>Tackle uncovered-</b> Wedge with tackle if Sam aligns tight, block man on (poss Rub if Mike is middle); <b>vs 3,6,9</b> look block man on
<b>C</b>	Work to Mike, king or rub on his alignment; <b>Odd-</b> block man if zero
<b>BSG</b>	<b>Over-</b> King with center; <b>Even-</b> Ace or King on C's call; <b>Odd-</b> Ace or king vs 50
<b>BST</b>	<b>Covered-</b> Moon with cutter; <b>Uncovered-</b> Ace with BSG
<b>Y</b>	<b>T Covered-</b> Block OLB; <b>T Uncovered-</b> Sun or block man on based on LB alignment
<b>QB</b>	Front out, step at 5/7 o'clock. Hand ball deep to ball carrier. Fake naked.
<b>TB</b>	Align at 7 yards. Take an open step, crossover on second and square up. Read the tackle/guard area. Aiming point is inside hip of PST
<b>FB</b>	Cut-off first thing that shows off BST butt
<b>X</b>	Running lane
<b>Z</b>	Running lane
<b>Notes</b>	Possible 1 back play with a WR acting as backside cutter

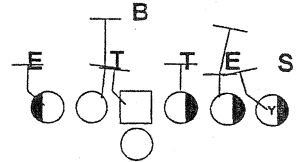


<b>PST</b>	Block DE, poss Sting with G; <b>Diamond-</b> Block on, outside
<b>PSG</b>	<b>Over, Diamond-</b> Block man on; <b>Even-</b> Block man on, Rub, Rub Over on LB alignment; <b>Odd-</b> Gash or Sting on LB alignment
<b>C</b>	<b>Over-</b> King, King Over with C; <b>Even-</b> Rub, Rub Over, King on LB alignment; <b>Diamond-</b> Wash
<b>BSG</b>	<b>Over-</b> King, King Over with C; <b>Even-</b> Block man on, poss King with C, poss Black with BST; <b>Odd-</b> Block man on, poss block with BST; <b>Diamond-</b> Wash
<b>BST</b>	<b>Tite-</b> Moon with TE; <b>Wide-</b> Moon with TE, Black with BSG on LB alignment, <b>Diamond-</b> Wash
<b>BSY</b>	<b>Tite-</b> Moon with BST; <b>Wide-</b> Moon with BST, Stay cut-off DE
<b>QB</b>	Front out at 5 o'clock, get ball deep to back, set to pass naked away.
<b>BC</b>	Align at 6 1/2 yards in 'Q' position. Take a tight rollover step and aim at the B gap. Receive ball and key on first down lineman. Smooth to the hole and speed through hole.
<b>Inside WR</b>	Playside- match; Backside- block running lane
<b>BS O/S WR</b>	Block running lane
<b>PS O/S WR</b>	Match
<b>BB</b>	

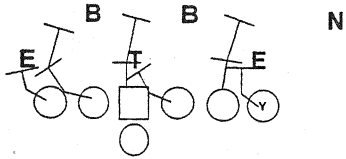




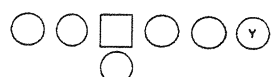
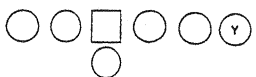
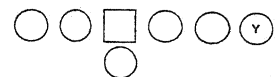
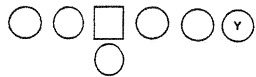
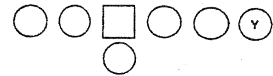
Nickel Even



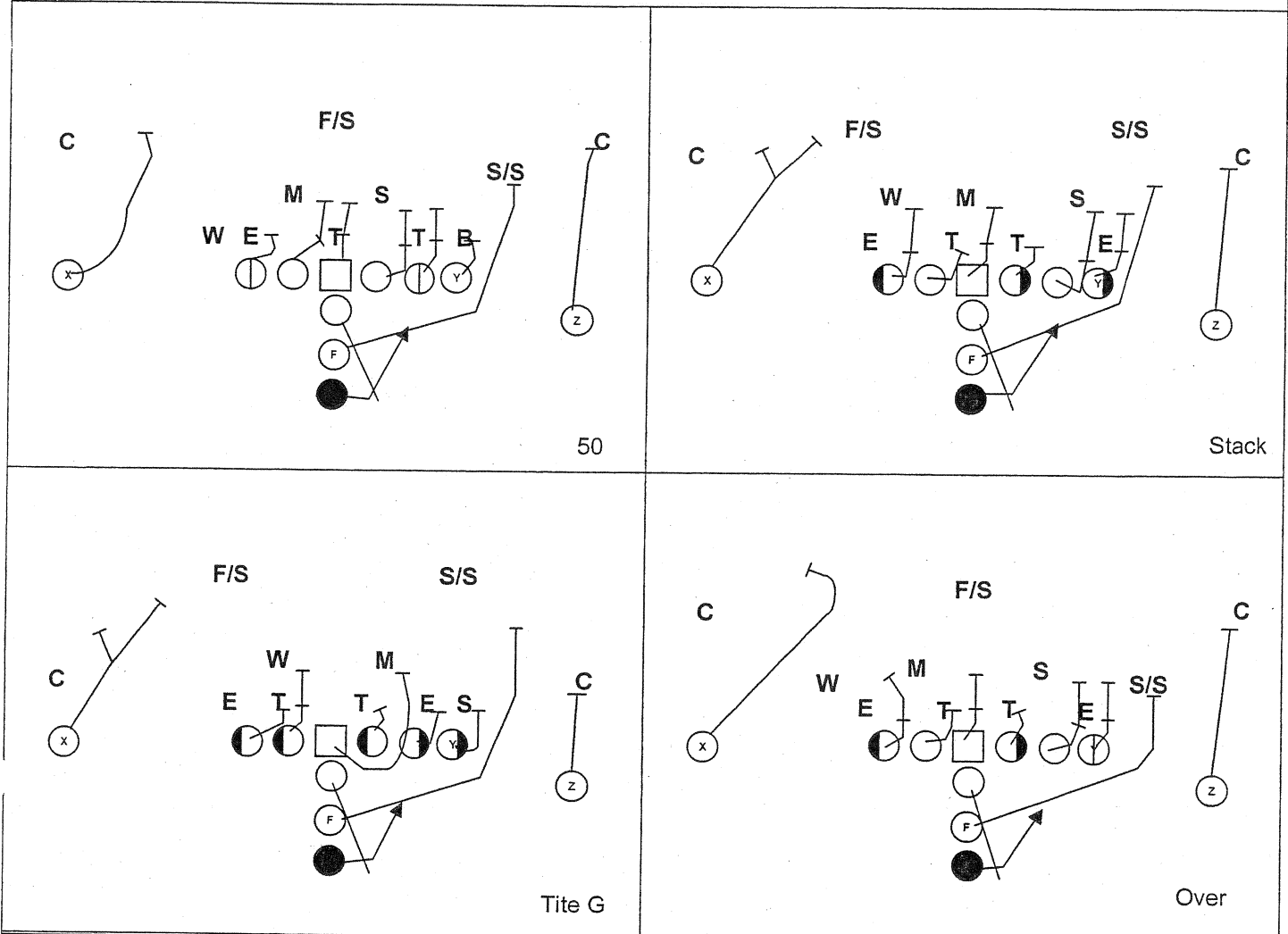
Nickel Heavy



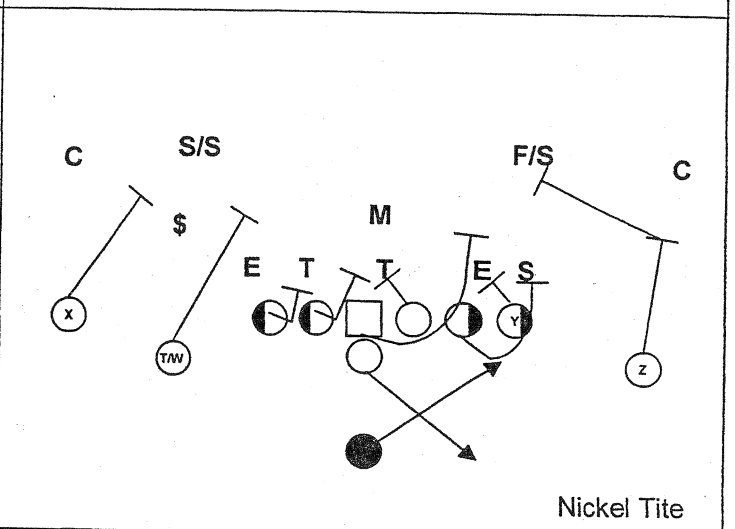
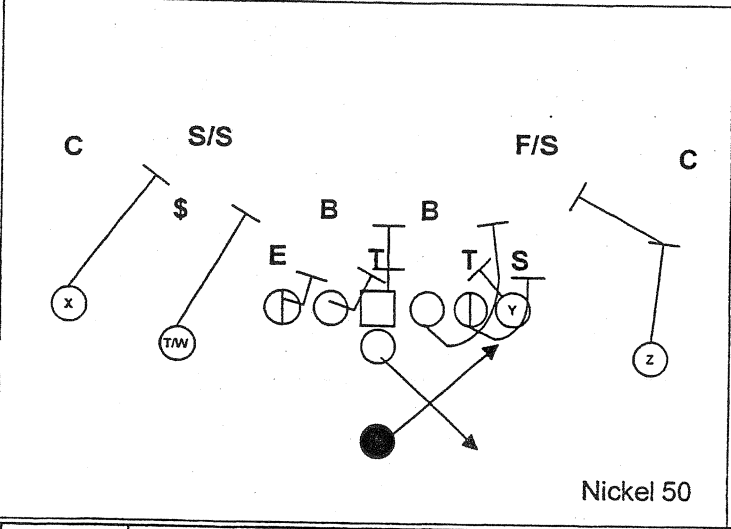
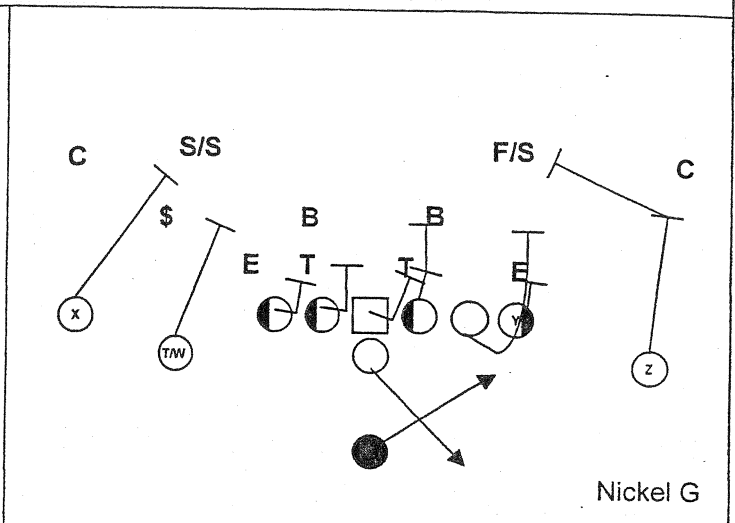
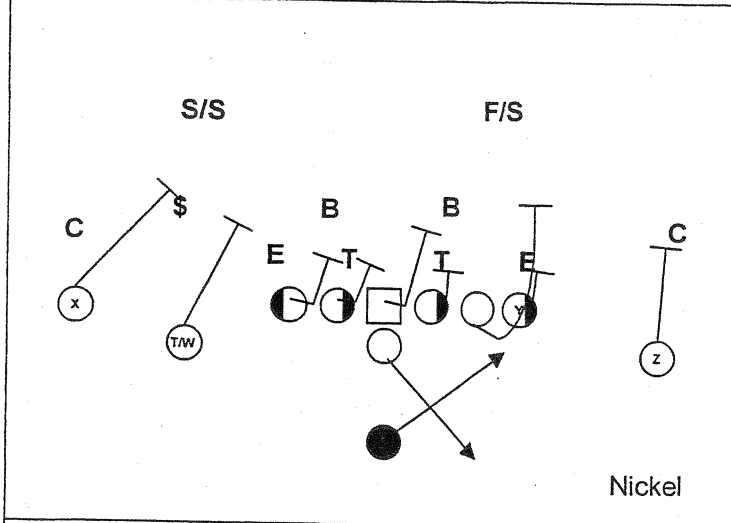
Dime



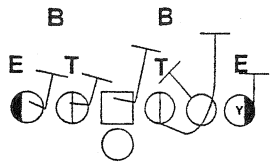
# 36 / 37 Boss



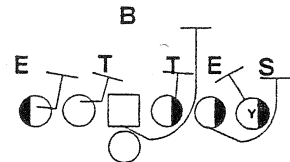
<b>PST</b>	Covered-reach DE, if <i>G</i> uncovered "Slice"; <b>Uncovered</b> - Sun with TE
<b>PSG</b>	reach/seal man on, "Slice" with T when <b>uncovered</b>
<b>C</b>	<b>Odd</b> -reach man on; <b>Even</b> - "Rim" or "Cage"; <b>Over</b> - "King- Queen"
<b>BSG</b>	<b>Odd</b> - "King-Queen" or "Ace-Duece"; <b>Even</b> - "Ace-Duece"; <b>Over</b> - "King-Queen"
<b>BST</b>	<i>G</i> covered - "Ace-Duece"; <i>G</i> uncovered - block MOM
<b>Y</b>	<i>T</i> covered - reach man on outside; <i>T</i> uncovered - Sun
<b>QB</b>	Open to 5 (7) O'clock; Get ball to RB as deep as possible
<b>TB</b>	Lead with cross over step; Aim butt of tackle; Key block of TE
<b>FB</b>	Aim outside leg of end man LOS and <b>BLOCK</b> first support
<b>X</b>	Cut-off backside safety to backside corner
<b>Z</b>	Match block - Man on
<b>Notes</b>	



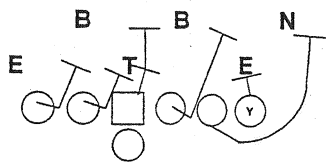
<b>PST</b>	<b>Uncov-</b> Pull for OLB (poss Sun with TE); <b>Cov by DE-</b> U Block, pull to log Sam (poss reach); <b>Cov by DT-</b> Slice with PSG for 1st LB inside
<b>PSG</b>	<b>Odd-</b> Pull for Mike, 4 look- slice with PST; <b>Over, Even, Diamond-</b> Reach man on
<b>C</b>	<b>Even-</b> Zone FS, work to 2nd level for 1st poss LB; <b>Odd, Diamond-</b> Reach man on; <b>Over-</b> Queen with BSG
<b>BSG</b>	<b>Over-</b> Queen; <b>Even, Diamond-</b> Gray; <b>Odd-</b> Gray (if uncovered queen)
<b>BST</b>	<b>G Cov-</b> Gray; <b>G Uncov-</b> Cut-off MDM inside to BS
<b>Y</b>	<b>T Uncov-</b> Base (poss Sun with PST); <b>T Cov-</b> U Block
<b>QB</b>	Open at 4/8 o'clock, stretch to make wide hand-off. Set to pass behind TE area.
<b>BC</b>	Align at 7 yards in 'Q' position. Take lead step and aim at the butt of the TE. Receive hand-off, stretch and key block of TE
<b>Inside WR</b>	Block man on
<b>BS O/S WR</b>	Running lane
<b>PS O/S WR</b>	Near deep back; Can run as 1 back play- WR to playside block Match
<b>BB</b>	The tage of 'Boss' indicates a FBoR U (TE) on support. BB on 'Boss' call block support defender



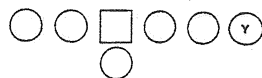
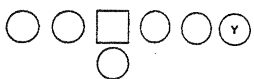
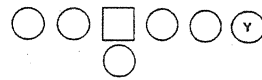
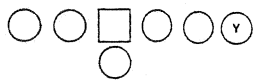
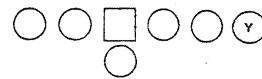
Nickel Even



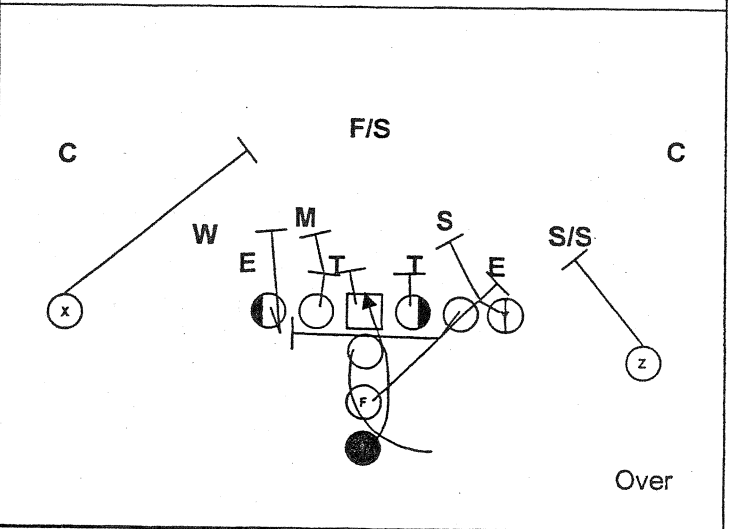
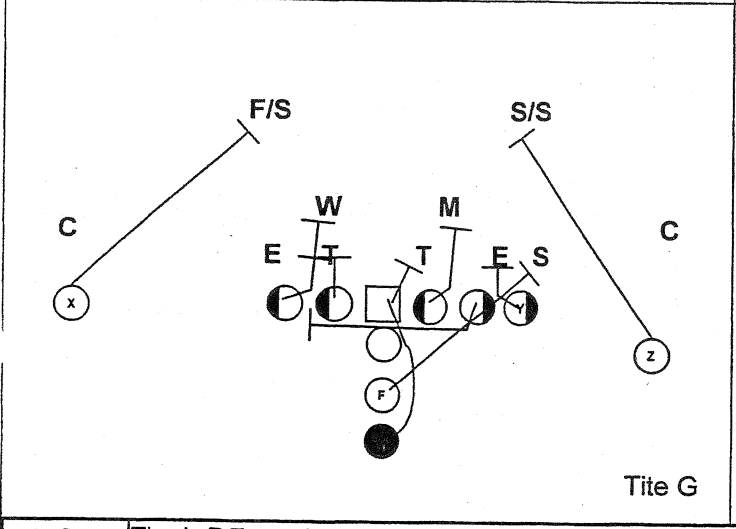
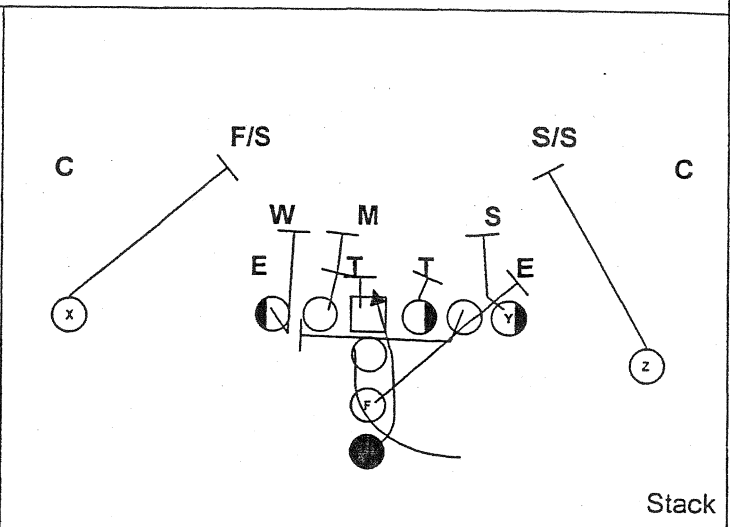
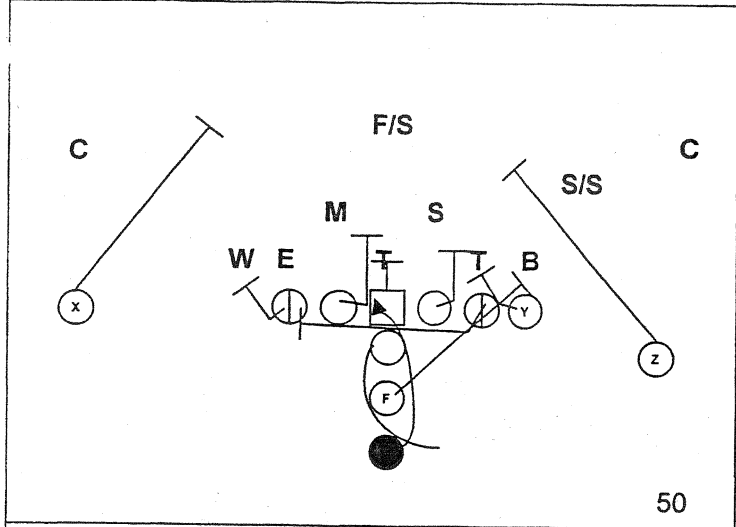
Nickel Heavy



Dime

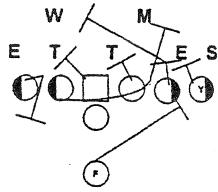


# 42 / 43 Trap

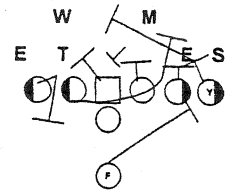


<b>PST</b>	Flash DE, work upfield to 1st LB in Box; if PSG covered be alert to help G, if DT in 3 tech double with G to 1st LB in Box ( vs overhang, poss block outside)
<b>PSG</b>	Block DT; DT 3 tech or wider, double with PST to 1st LB; if C doubles with you, work to 2nd LB
<b>C</b>	Double with either G on most threatening DT to 2nd LB
<b>BSG</b>	Block BSDT, if C doubles with you work to 2nd LB; shade BS check BSDE to 2nd LB
<b>BST</b>	Pull and block 1st defender on edge to show
<b>Y</b>	Cut-off BSDE, cut if inside
<b>QB</b>	Reverse out, hand off, continue on Bluff fake
<b>TB</b>	Shuffle step opposite, key 1st down lineman playside of center
<b>FB</b>	Cut-off block off the TE's butt
<b>X</b>	Near safety
<b>Z</b>	Near safety
<b>Notes</b>	

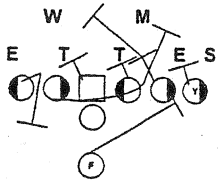
# 46 / 47 Dave (closed)



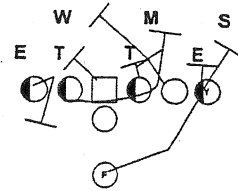
Tite



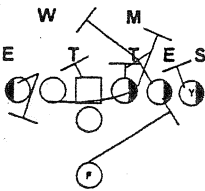
Tite T



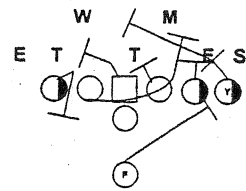
Tite 1



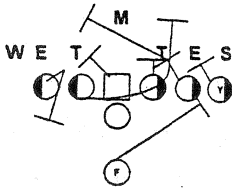
Tite G Loose



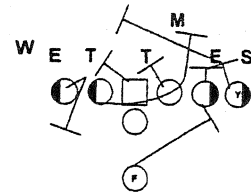
Heavy



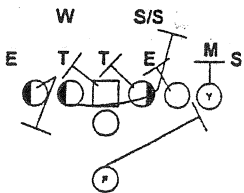
Tite 4



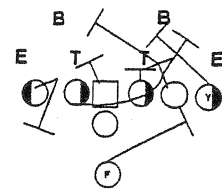
6-1



Stunt

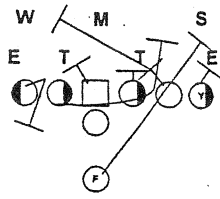


Tite Bear

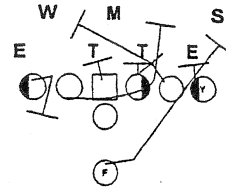


Nickel

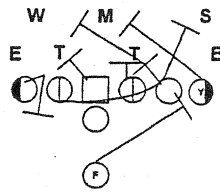
# 46 / 47 Dave (closed)



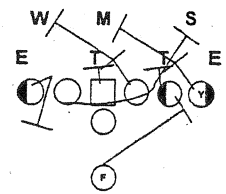
Stack G



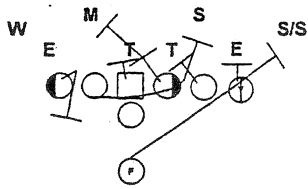
Stack Loose



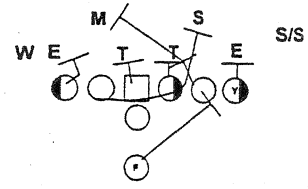
Stack Even



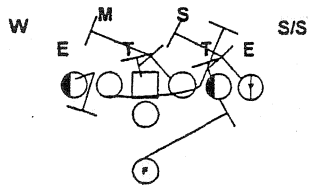
Stack 4



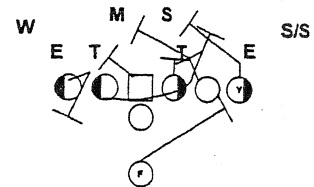
Over 0



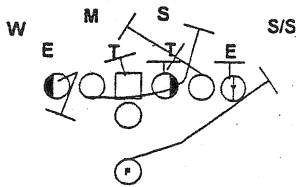
Over Squeeze



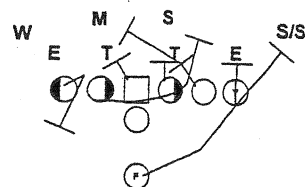
Over 4



Split

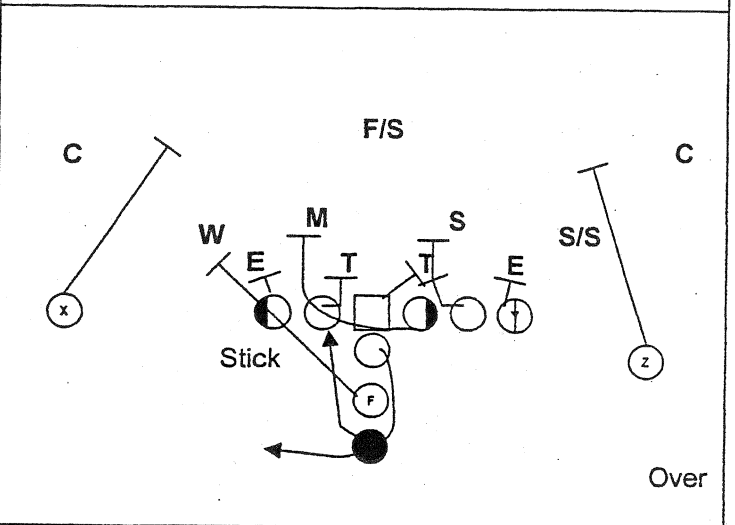
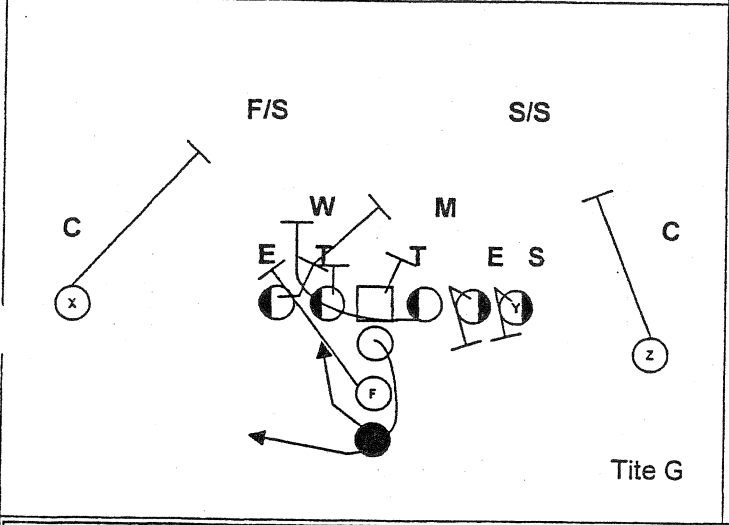
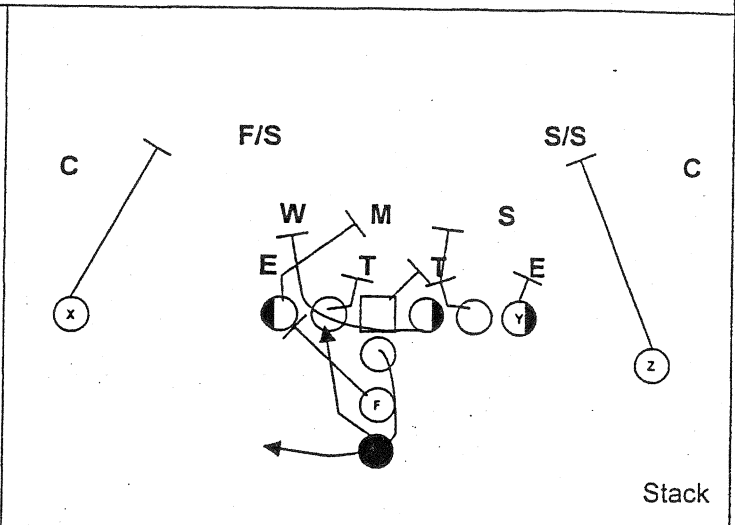
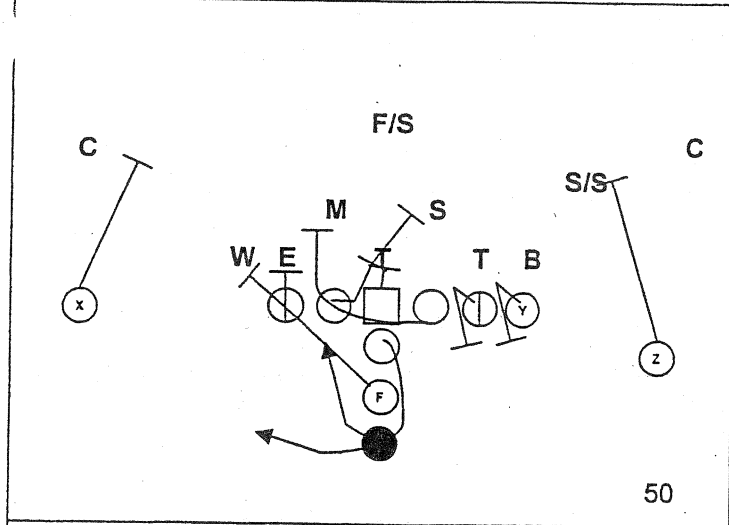


Okie



Okie G

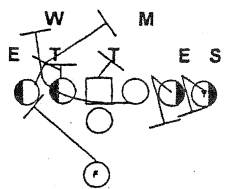
# 46 / 47 Dave (open)



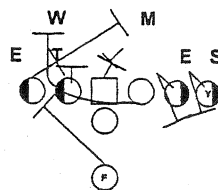
<b>PST</b>	G Cov- Tag to #2 LB; G Uncov- Semi to #2 LB; Stick call- Block EOL
<b>PSG</b>	Over, Even- Tag with T; Diamond, Odd- Gap
<b>C</b>	Over- Block man on; Even, Odd, Diamond, Black- Block back (poss. pinch with BST)
<b>BSG</b>	Pull for #1 ILB; Stick call- Pull for #2 LB
<b>BST</b>	Cov- Alley Hinge; Uncov- Pinch with C
<b>Y</b>	T Cov- Alley Hinge; T Uncov- Cut-off
<b>QB</b>	Reverse out and hand ball deep to TB. Sprint playside.
<b>TB</b>	Align at 7 yards in 'Q' position, take lateral lead step, aim for the outside leg of PSG. Stay outside double team block and key block of BSG.
<b>FB</b>	Align at 5 yards. Trap EOL.
<b>X</b>	Match bloc (poss MDM)
<b>Z</b>	Running lane



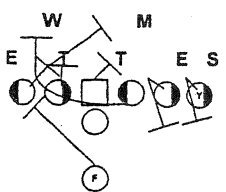
# 46 / 47 Dave (open)



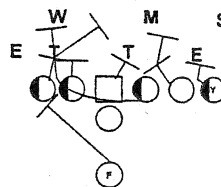
Tite



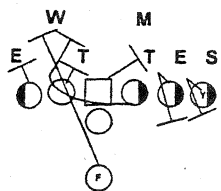
Tite T



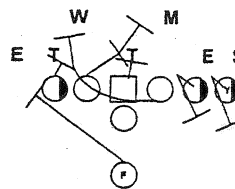
Tite 1



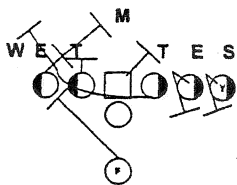
Tite G Loose



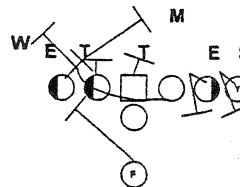
Heavy



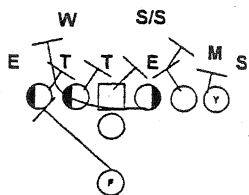
Tite 4



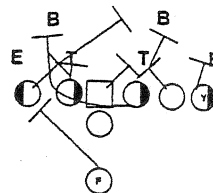
6-1



Stunt

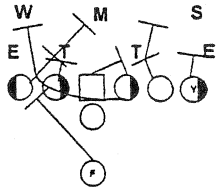


Tite Bear

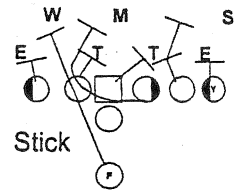


Nickel

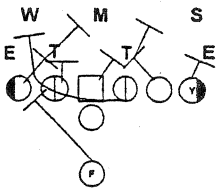
# 46 / 47 Dave (open)



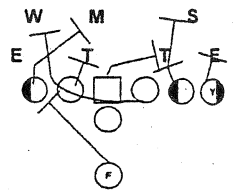
Stack G



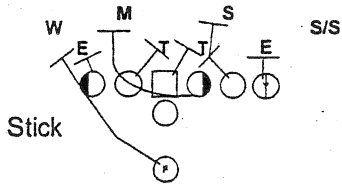
Stack Loose



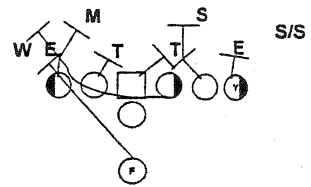
Stack Even



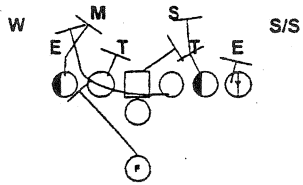
Stack 4



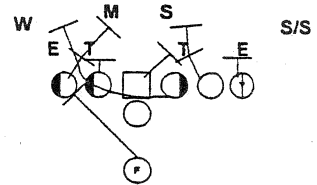
Over 0



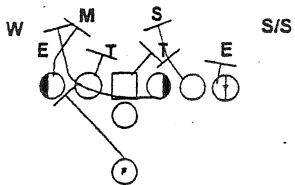
Over Squeeze



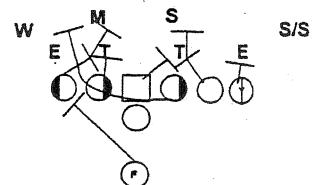
Over 4



Split

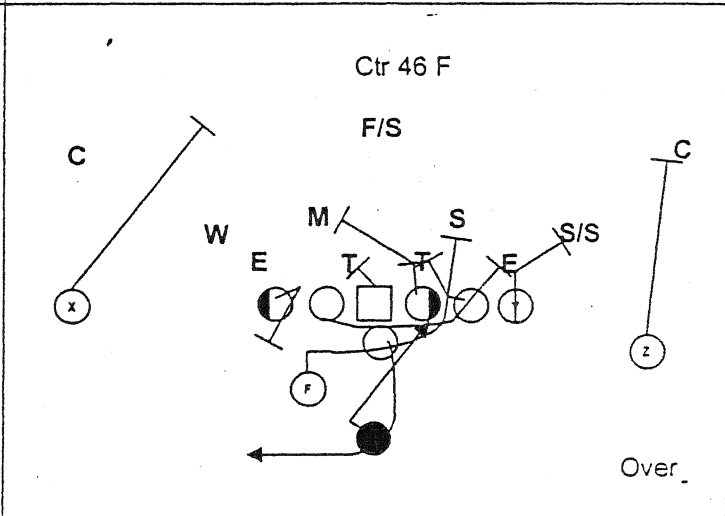
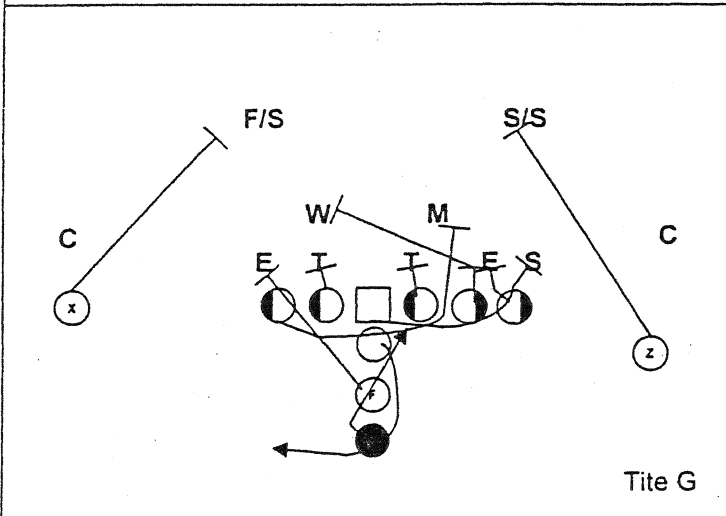
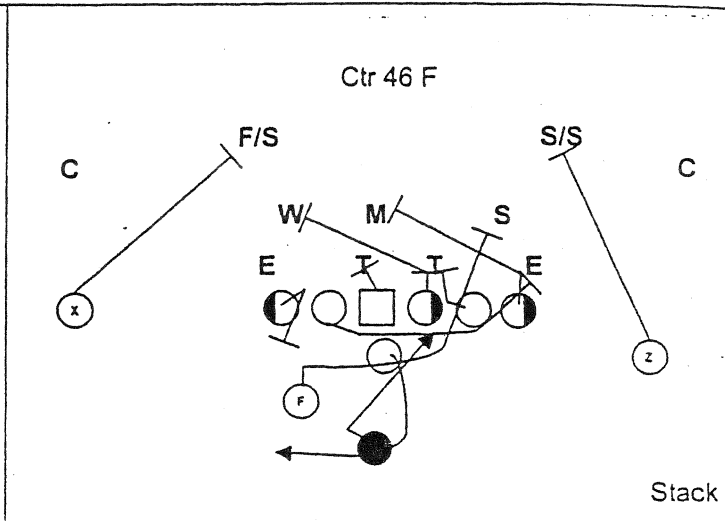
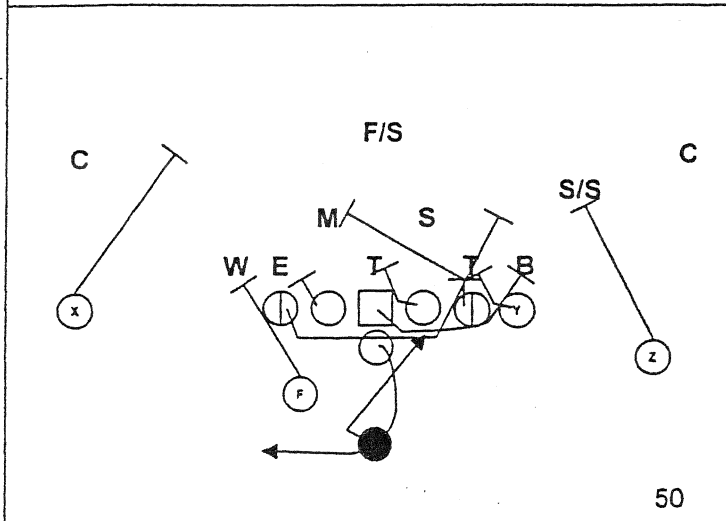


Okie

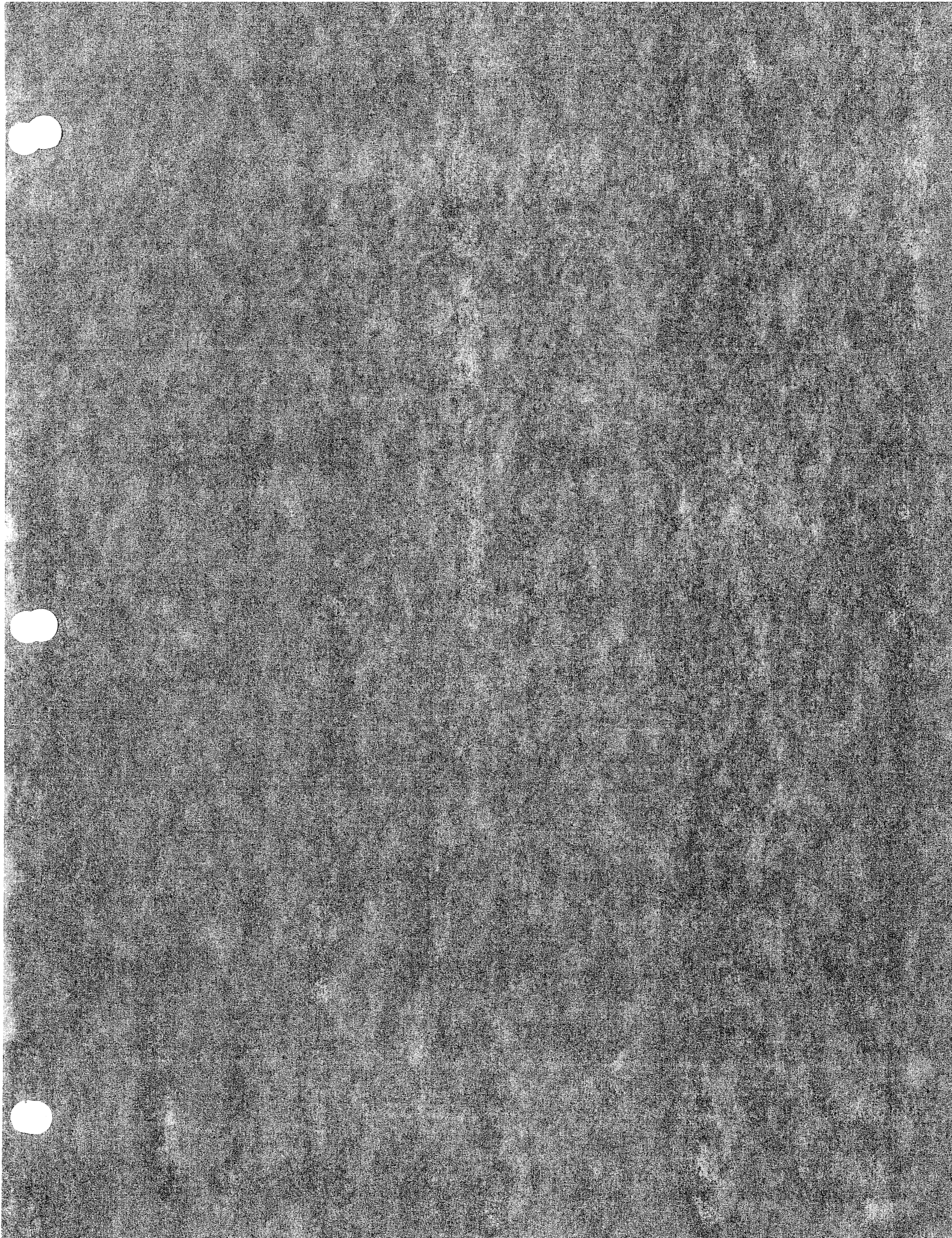


Okie G

# Counter 46 / 47 (F / Y)

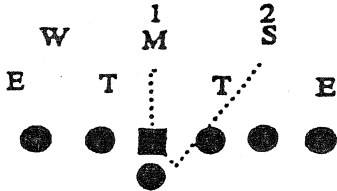


<b>PST</b>	Tite- Ted with TE (poss Tag with G covered); <b>Wide-</b> Tag with G; <b>Stack-</b> Tag back with G; <b>Diamond-</b> Gap
<b>PSG</b>	<b>Over, Even-</b> Tag with T; <b>Stack-</b> Tag back with T; <b>Diamond, Odd-</b> Gap
<b>C</b>	<b>Over-</b> Block man on; <b>Even, Odd, Diamond, Stack-</b> Block back; <b>3 Tech on BSG-</b> Cup, you pull to trap
<b>BSG</b>	Pull to trap EOL; On "Stick" call- pull for FSLB
<b>BST</b>	Pull for #1 LB; On "Stick" call- pull for #2 LB; On <b>F or Y-</b> alley hinge
<b>Y</b>	Tackle covered Ted; Tackle uncovered vs 9 tech- semi and work to #2 LB; vs Stack- call "Stick"; vs 7/8 tech- call "Got" and block force <b>If BSY-</b> Cut-off man on; <b>Puller on Y-</b> work for #1 LB
<b>-QB</b>	Reverse out and fake boot
<b>TB</b>	Counter steps away, read A,B,C gaps frontside
<b>FB</b>	Cut-off block away; <b>Ctr F</b> pull for #1 LB playside
<b>X</b>	Block near deep safety
<b>Z</b>	Block corner to your side
<b>Notes</b>	



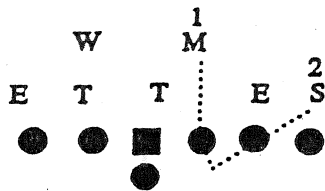
PASS CALLS

6 MAN - 92 PRO-DUAL MODE



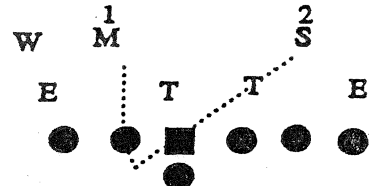
SORT: C DOUBLE READS MIKE TO HOT LB

6-MAN - 92 PRO-DUAL MODE



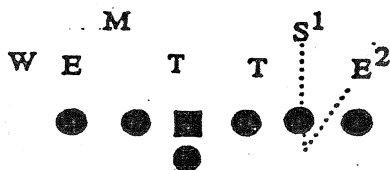
MOLLY: FSG DOUBLE READS MIKE TO HOT LB

6 MAN - 92 PRO-DUAL MODE

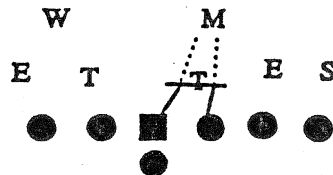


KEY: .BSG DOUBLE READS MIKE TO HOT LB

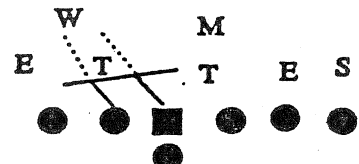
6 MAN-92 PRO-CHARLIE MODE



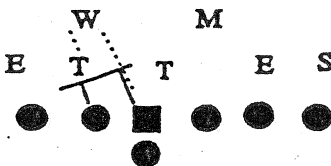
SIFT: FST CHECKS HOT LB TO DE



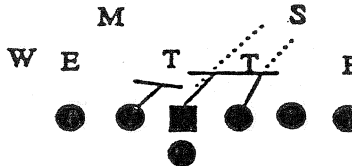
RAY: C & RG ON DL  
• LB ON RT SIDE



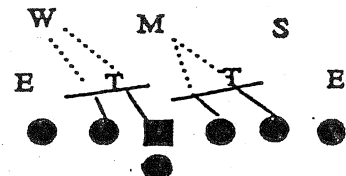
LUKE: C & LG ON DL  
• LB ON LEFT SIDE



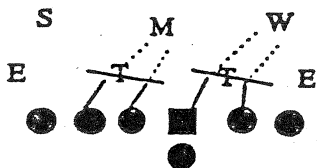
LOAD: SLIDE PRO TO LEFT,  
BEGINNING WITH RG



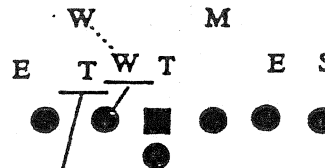
ROCK: SLIDE PRO T RIGHT,  
BEGINNING WITH LG



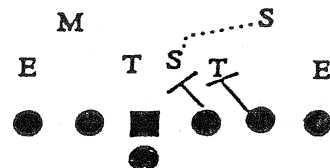
LEX: (FIRE) SLIDE PRO  
TO LEFT, SLIDE  
BEGINS WITH RT



REX: SLIDE PRO TO  
RIGHT SLIDE WITH  
LT BEGINS

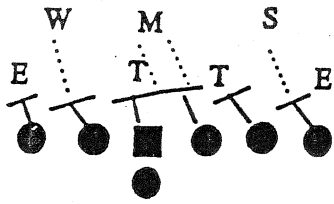


HEAVY: G & RB CHANGE  
RESPONSIBILITIES  
VS. WALK UP

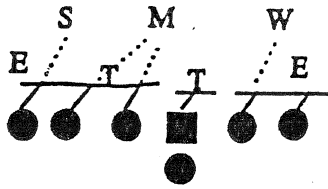


SQUEEZE: G & T CHANGE  
RESPONSIBILITIES  
VS. WALK UP

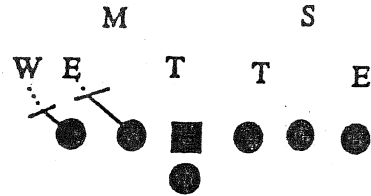
PASS CALLS



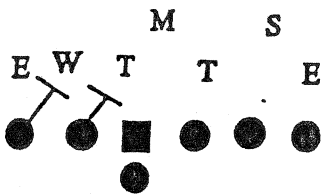
LAKE: SLIDE PRO TO LEFT,  
INDICATES C IS COVERED,  
SLIDE BEGINS WITH RT



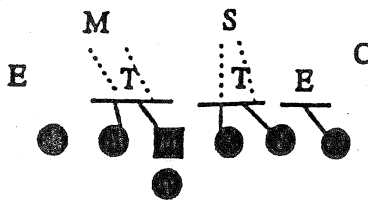
RIVER: SLIDE PRO TO RIGHT,  
INDICATES C IS COVERED,  
SLIDE BEGINS WITH LT



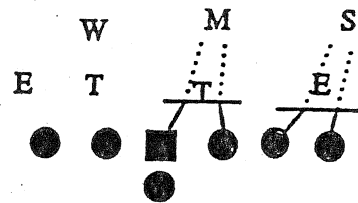
FAN: T & G BLOCK MAN  
ON TACKLE AND  
MAN OUTSIDE



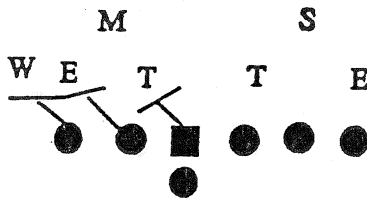
GAP: FSG & T BLOCK  
A & B GAPS,  
LEAVE C GAPS FOR  
RB OR HOT



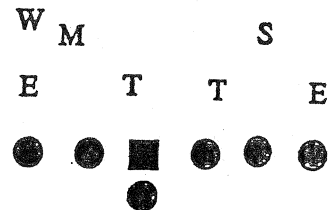
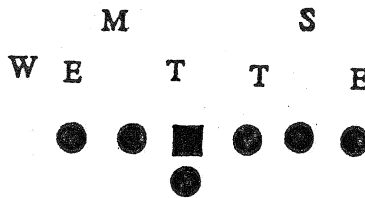
SQUEAK: SQUEEZE & TE  
MUST TAKE MAN  
ON TACKLE

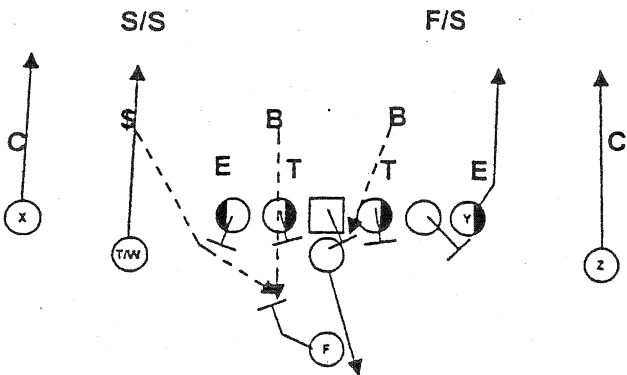


OUT: T & TE BLOCKS MAN  
ON TE & MAN OUTSIDE

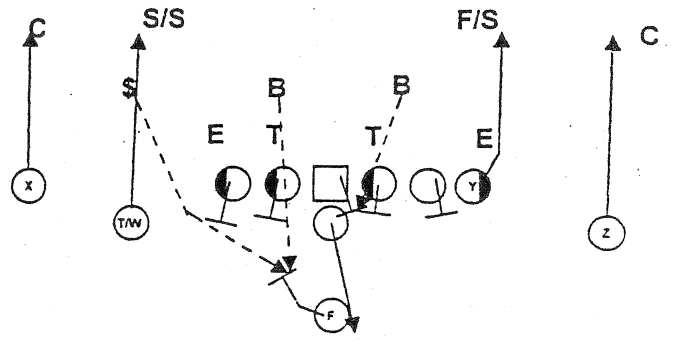


HARD: FAN SITUATION  
INVOLVING G  
COVERED & C  
NEEDED IN SCHEME

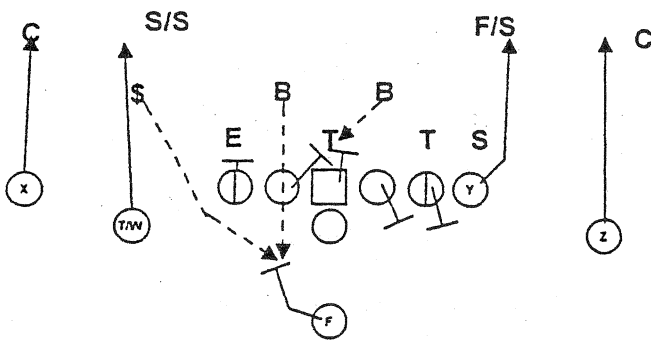




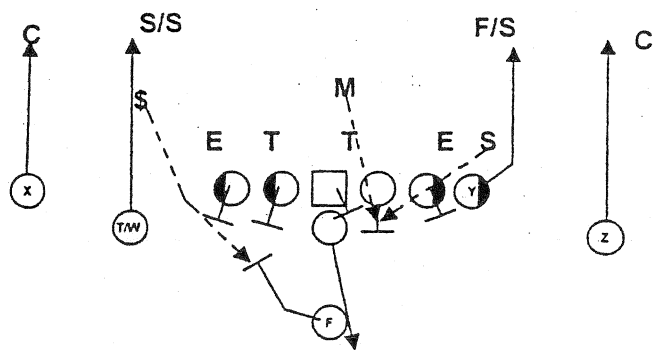
Nickel



Nickel G



Nickel 50



Nickel Tite

**6 Man Protection Involving Offensive Line and 1 RB  
Used in One Back Formations**

**Vs 4 Down Linemen:**

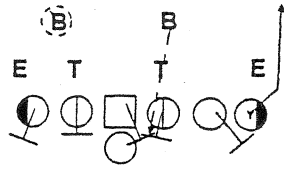
Offensive Line blocks the 4 down linemen and the next most dangerous threat from over the ball to the backside of the call. It could be any defender. The RB checks for the most dangerous threat to the callside, beginning with the first defender no over the ball.

**Vs 3 Down Linemen:**

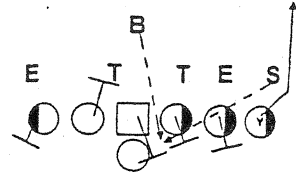
Offensive Line blocks the 3 down linemen, Peg, and the next most dangerous threat from over the ball to the backside of the call. The RB checks for the most dangerous threat to the callside

**Notes:**

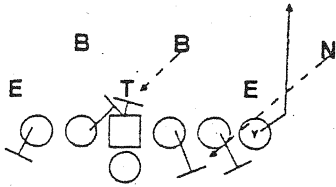
RB work to the call, Line work and away from the call and "Middle" call LB



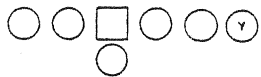
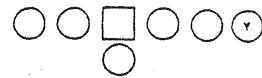
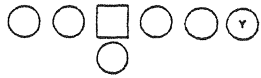
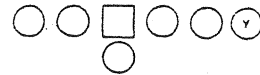
Nickel Even



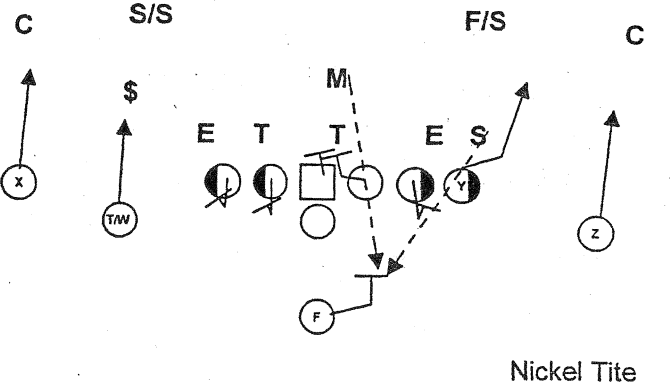
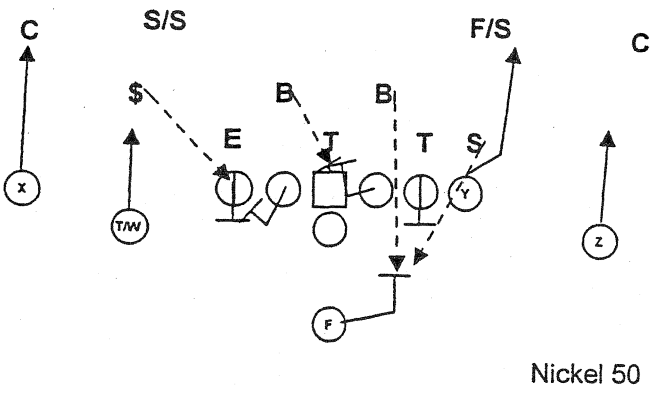
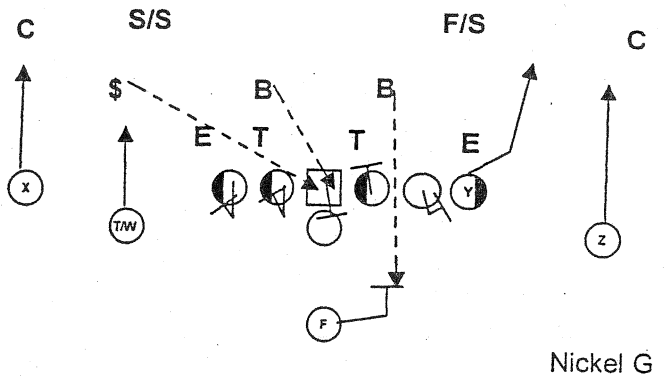
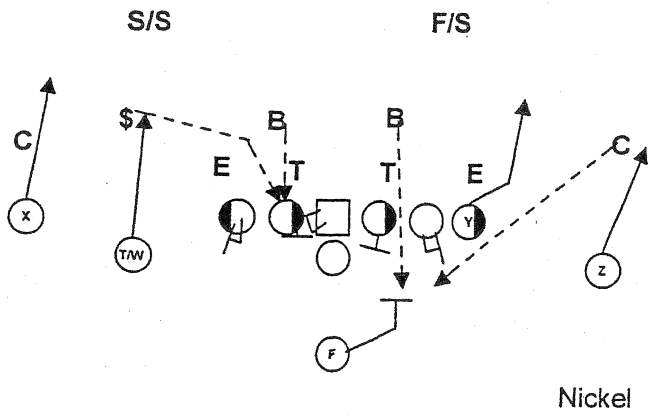
Nickel Heavy



Dime







**6 Man Protection involving the offensive line and one RB**

**Assignments vs 4 Down Linemen:**

Offensive line blocks the 4 defensive linemen and Will. The RB double reads Mike and Sam.

**Line Calls (Adjustments):**

Ray-Luke, Ray-Luke Over, Rock-Load, Heavy, Hard, Match

**Assignments vs 3 Down Linemen:**

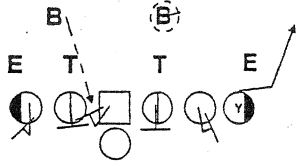
Offensive Line blocks 3 defensive linemen, Peg, and Will. The RB double reads Mike and Sam.

**Line Calls (Adjustments):**

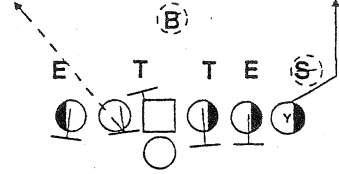
Fan, Eagle, Heavy, Hard, Ray-Luke, Ray-Luke Over, Rock-Load

**Notes:**

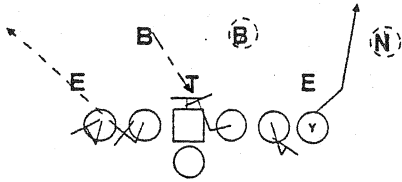
RB to call and Line away



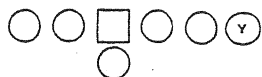
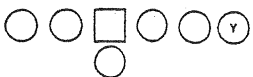
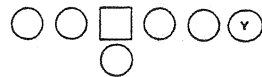
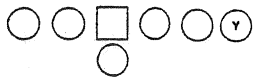
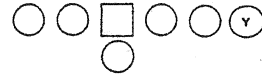
Nickel Even

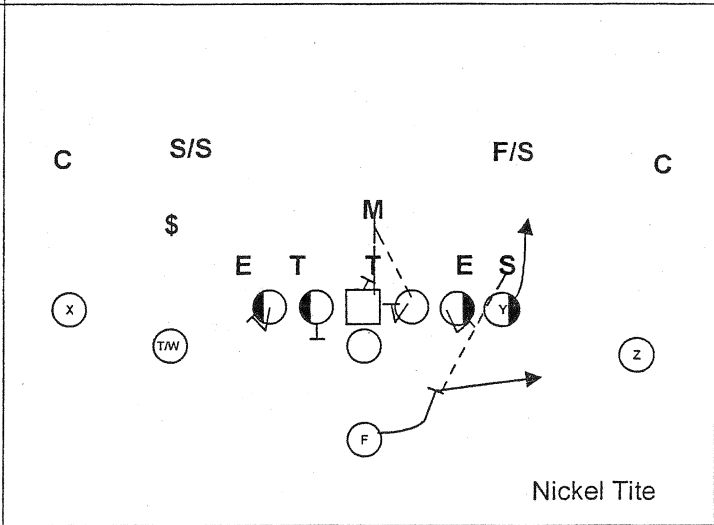
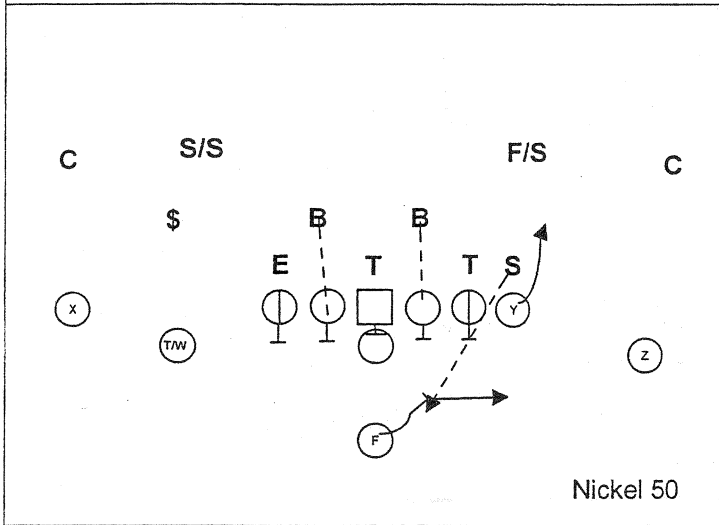
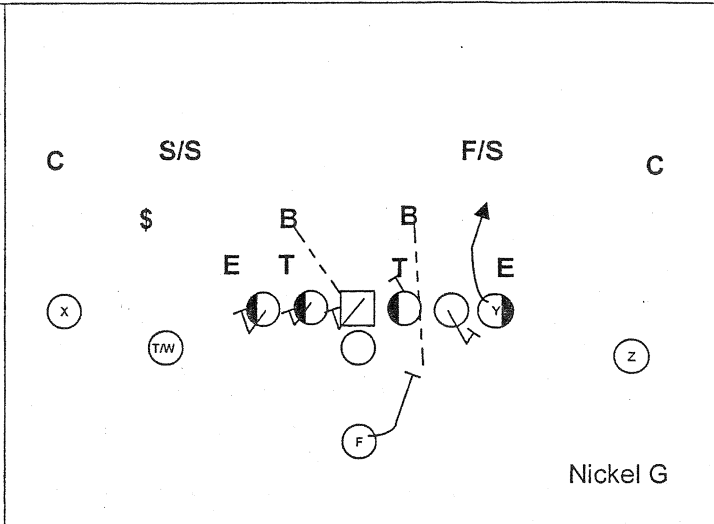
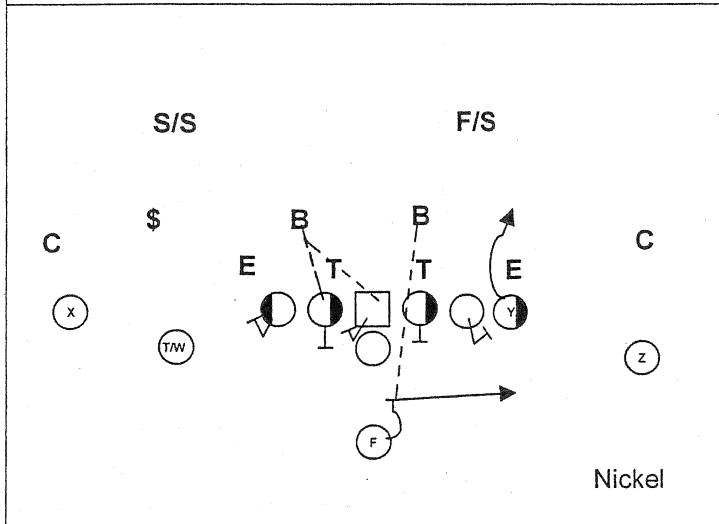


Nickel Heavy



Dime





**6 Man Protection involving the offensive line and one RB**

**Assignments vs 4 Down Linemen:**

**Center** - make Mike call to playside vs. any 4 count. Versus 3 count block opposite direction.

**RB** - block callside, Mike to you, block #4; Mike away, block OLB

**Line Calls (Adjustments):**

Ray-Luke, Ray-Luke Over, Rock-Load, Heavy, Hard, Match

**Assignments vs 3 Down Linemen:**

**Center** - make call to playside vs. 4 count and slide line to Mike vs. 3 count, match up.

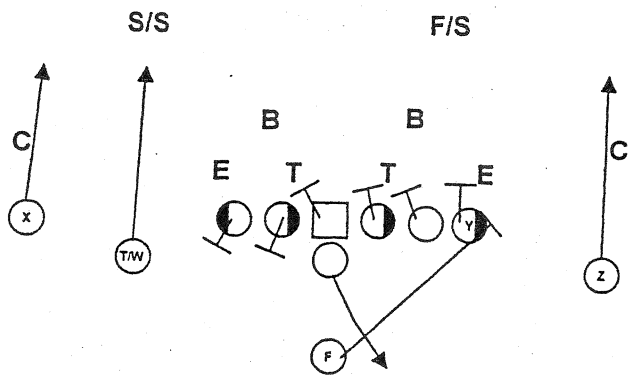
**RB** - block callside, Mike to you block #4, Mike away, block OLB

**Line Calls (Adjustments):**

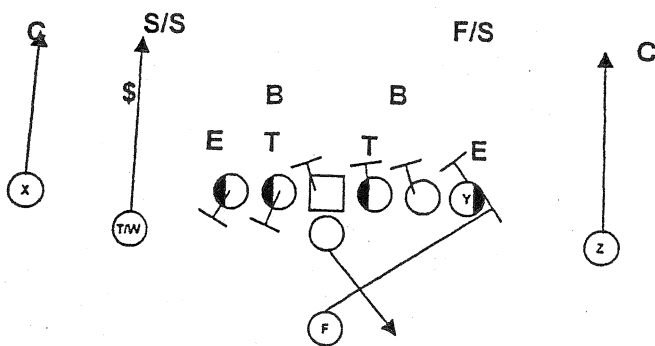
Fan, Eagle, Heavy, Hard, Ray-Luke, Ray-Luke Over, Rock-Load

**Notes:**

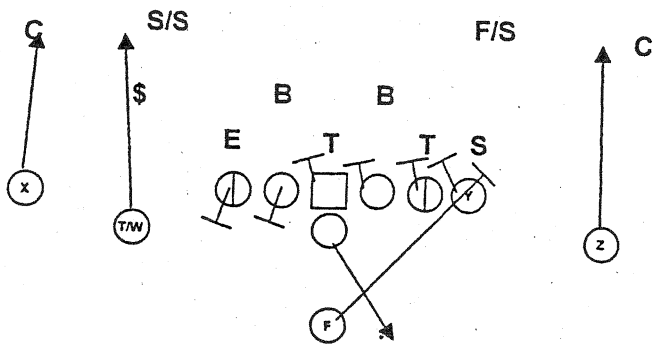
RB to call and Line away



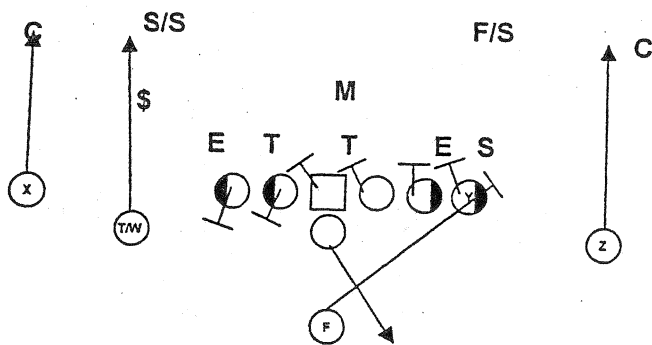
Nickel



Nickel G

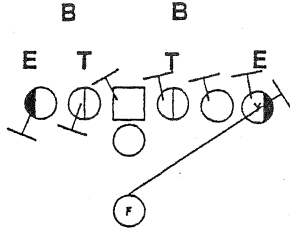


Nickel 50

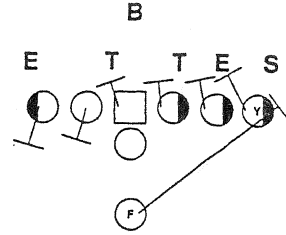


Nickel Tite

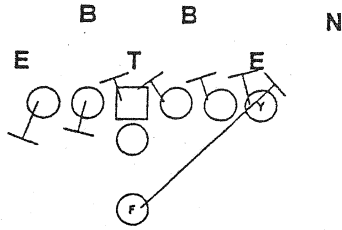
<b>PST</b>	Inside gap away from play call
<b>PSG</b>	Inside gap away from play call
<b>C</b>	Inside gap away from play call
<b>BSG</b>	Inside gap away from play call
<b>BST</b>	Inside gap away from play call
<b>Y</b>	Inside gap away from play call
<b>QB</b>	Quarter sprint in direction of play call
<b>BC</b>	Lead block on EOL
Inside WR	Run route called
BS O/S WR	Run route called
PS O/S WR	Run route called
<b>BB</b>	



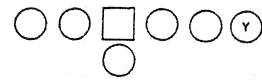
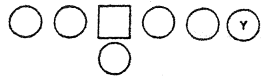
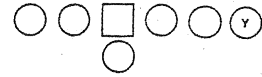
Nickel Even

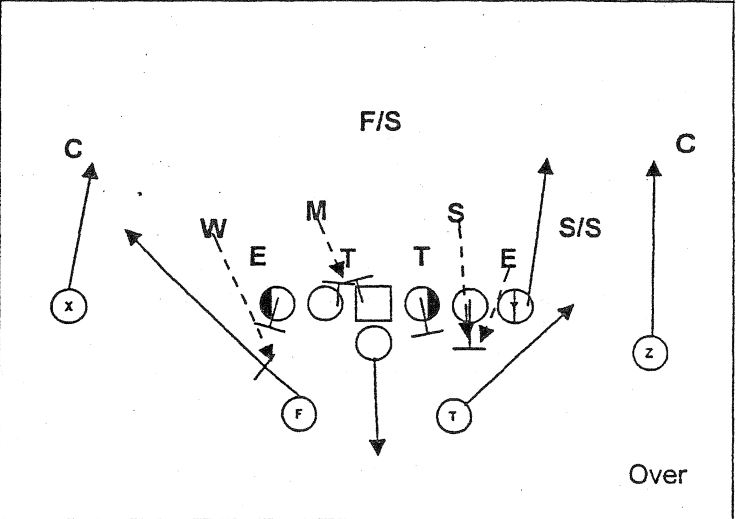
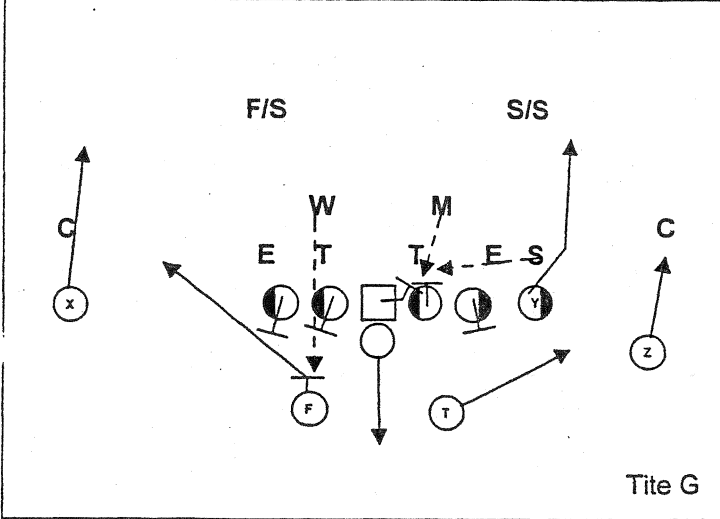
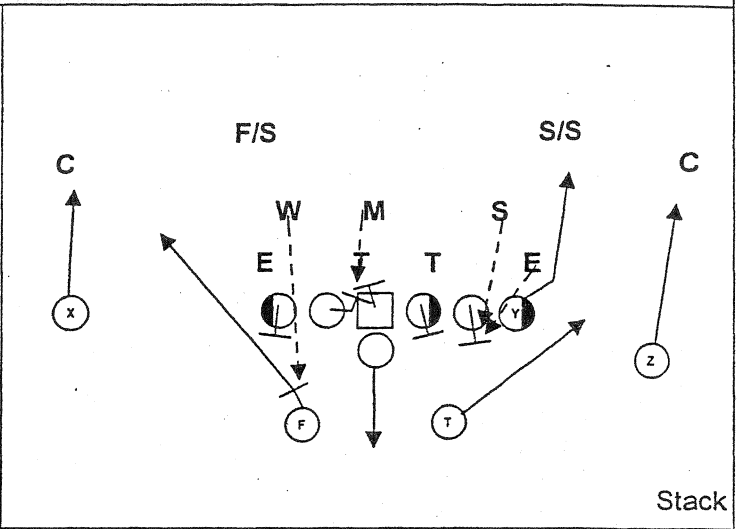
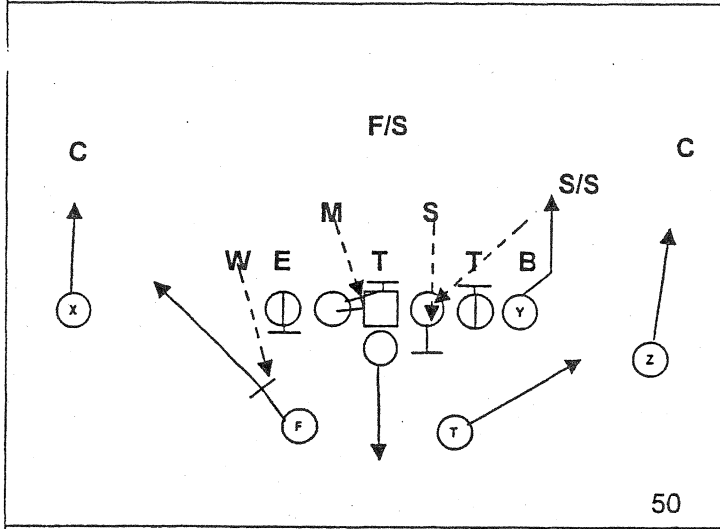


Nickel Heavy



Dime





**6 Man Protection Involving the Offensive Line and 1 RB**

**Assignments vs 4 Down Linemen:**

Offensive line blocks the 4 defensive linemen and Mike. The Center, FSG, or FST dual reads his usually assignment and the "Hot" LB for the more immediate threat. The RB blocks OLB to Sky away from call side.

**Line Calls (Adjustments):**

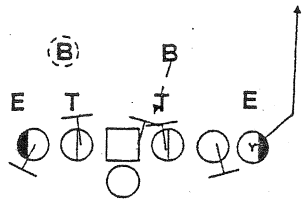
Ray-Luke, Ray-Luke Over, Rock-Load, Squeeze, Hard, Heavy, Match, Molly, Sift

**Assignments vs 3 Down Linemen:**

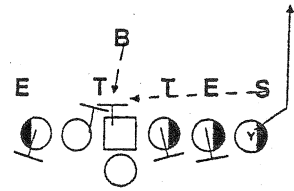
Offensive line blocks the 3 down linemen, Peg, and Mike. The Center, FSG, or FST dual reads his usually assignment and the "Hot" LB for the more immediate threat. The RB blocks OLB to Sky away from the call.

**Line Calls (Adjustments):**

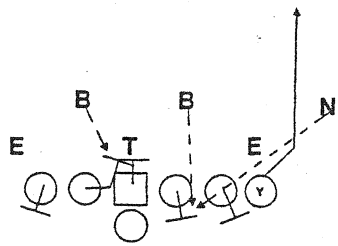
Fan, Eagle, Molly, Sift, Heavy, Sort, Squeeze, Ray-Luke



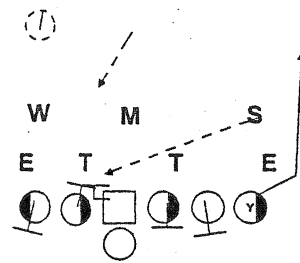
Nickel Even



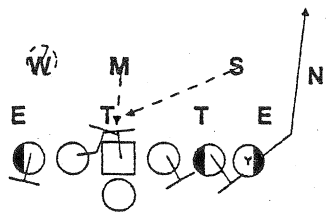
Nickel Heavy



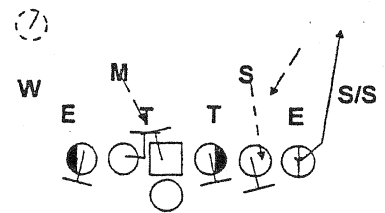
Dime



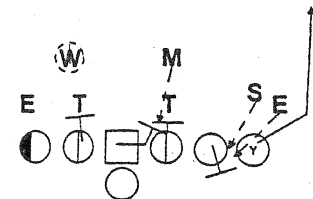
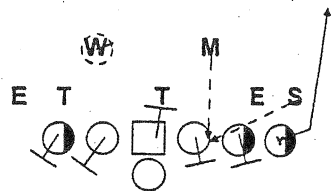
Stack G



Stack 4

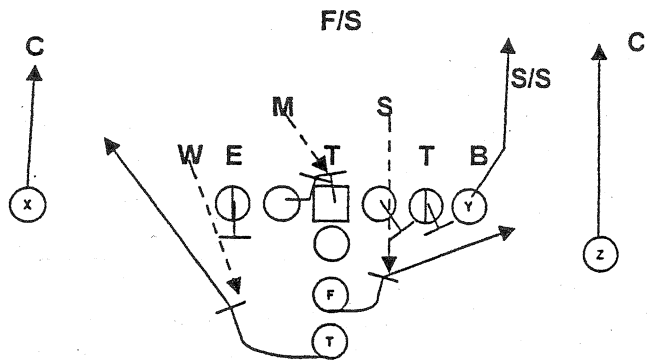


Over

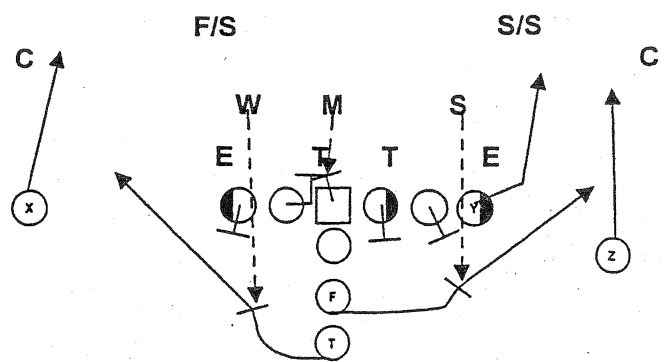




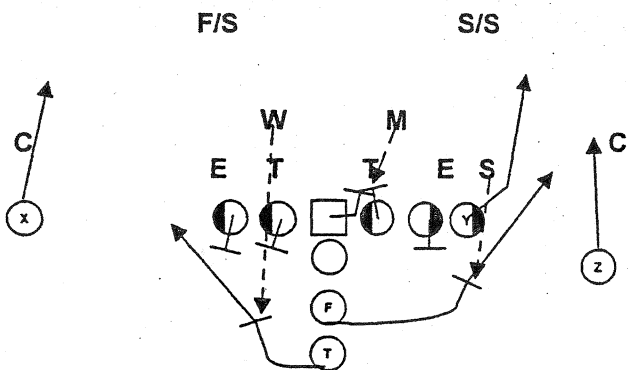




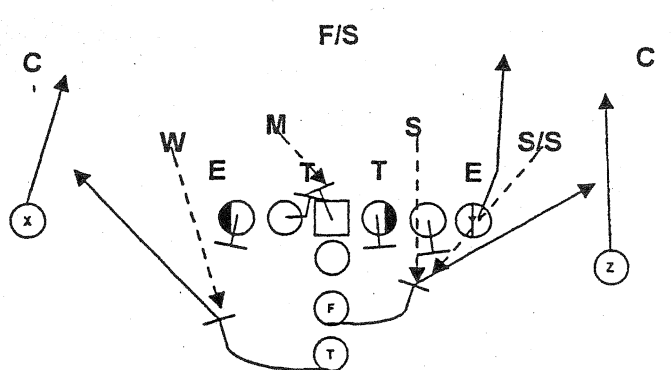
50



Stack



Tite G



Over

**7 Man Protection Involving the Offensive Line and 2 RBs**

**Assignments vs 4 Down Linemen:**

Offensive line blocks the 4 defensive linemen and Mike. RBs block Sam and Will.

**Line Calls (Adjustments):**

Ray-Luke, Ray-Luke Over, Rock-Load, Hard, Heavy, Match

**Assignments vs 3 Down Linemen:**

Offensive line blocks 3 defensive linemen, Mike and Peg. RBs block Sam and Will.

**Line Calls (Adjustments):**

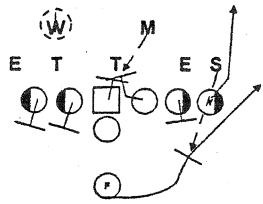
Fan, Eagle, Heavy

**Fullback:**

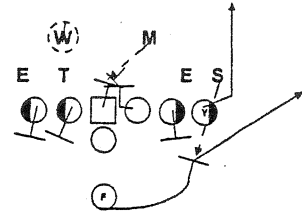
Block OLB to call side, alert for Safeties in Buzz or Sky alignments that could be more threatening, release on route if free.

**Tailback:**

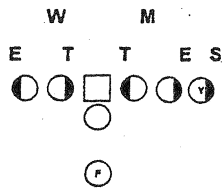
Block OLB away from call, alert for safeties in Buzz or Sky that could be threatening, release if free



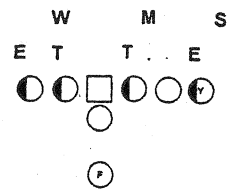
Tite



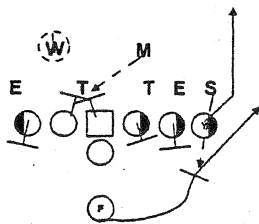
Tite T



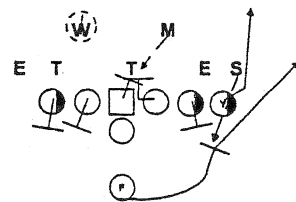
Tite 1



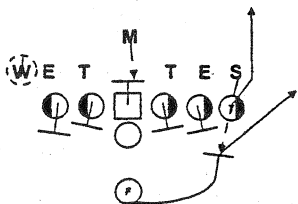
Tite G Loose



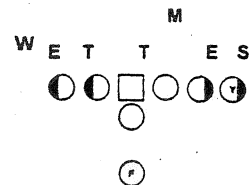
Heavy



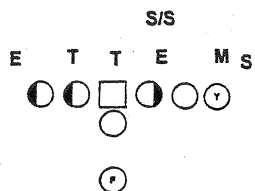
Tite 4



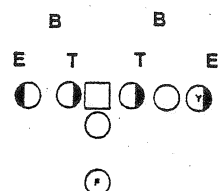
6-1



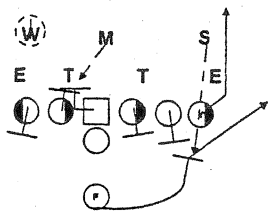
Stunt



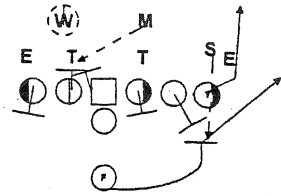
Tite Bear



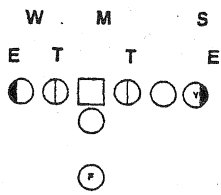
Nickel



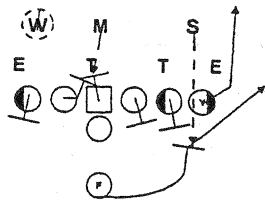
Stack G



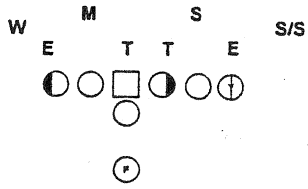
Even Point



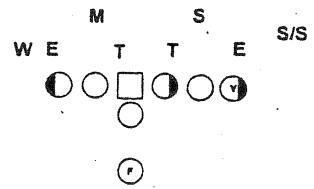
Stack Even



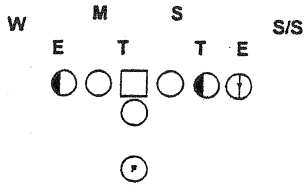
Stack 4



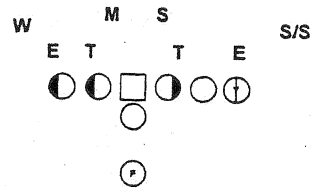
Over 0



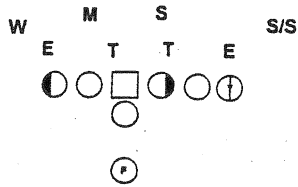
Over Squeeze



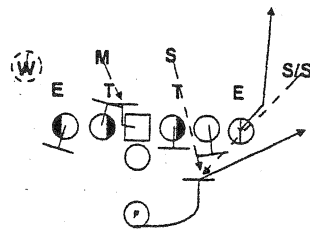
Over 4



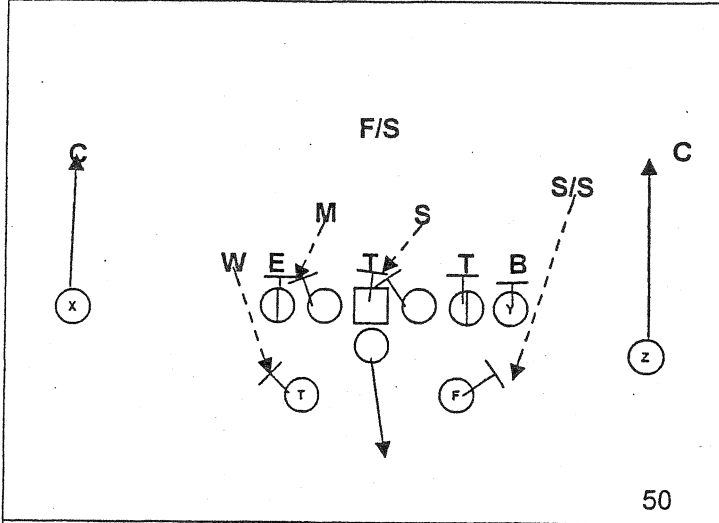
Split



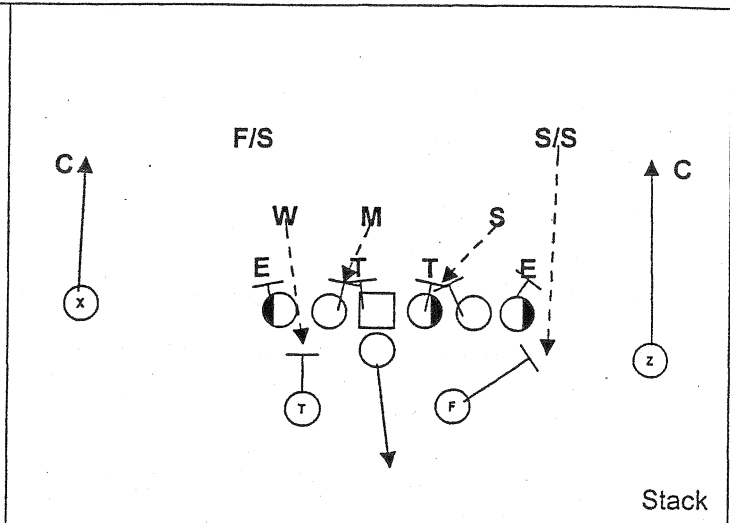
Okie



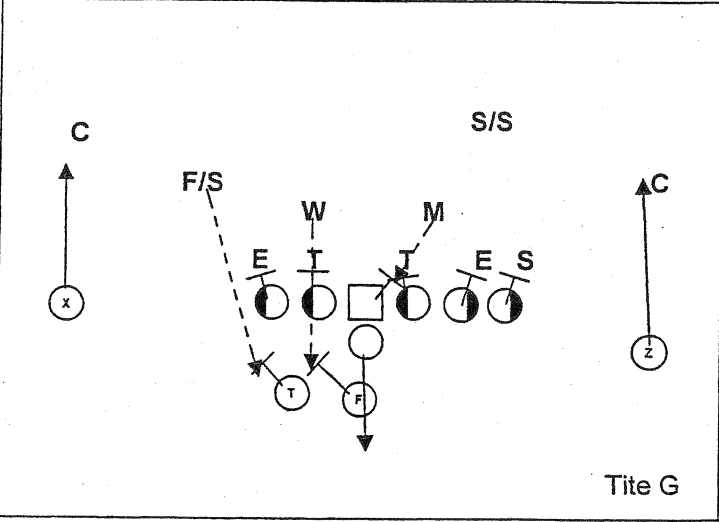
Okie G



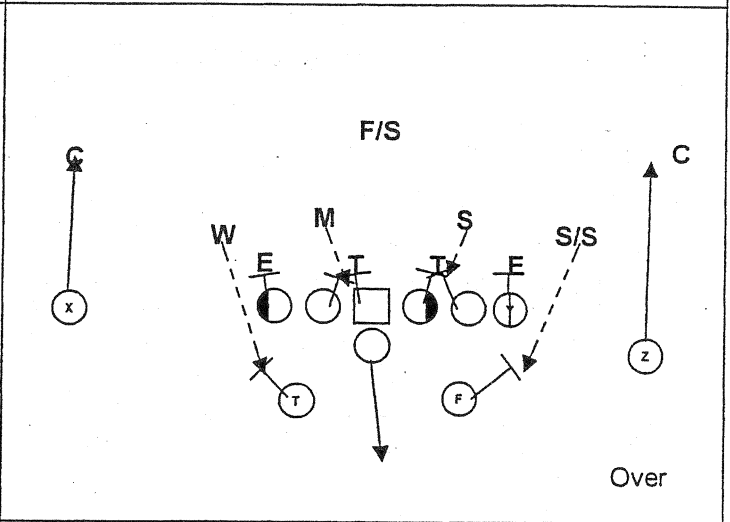
50



Stack



Tite G



Over

**8 Man Protection Involving the Offensive Line, Tight End and 2 RB**

**Assignments vs 4 Down Linemen:**

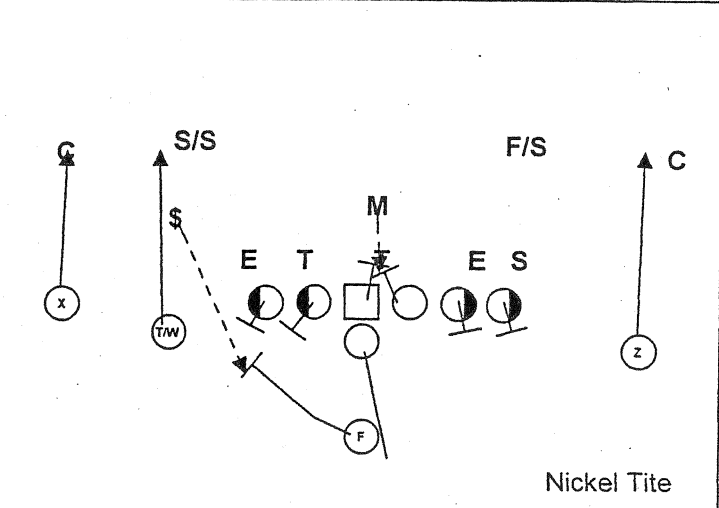
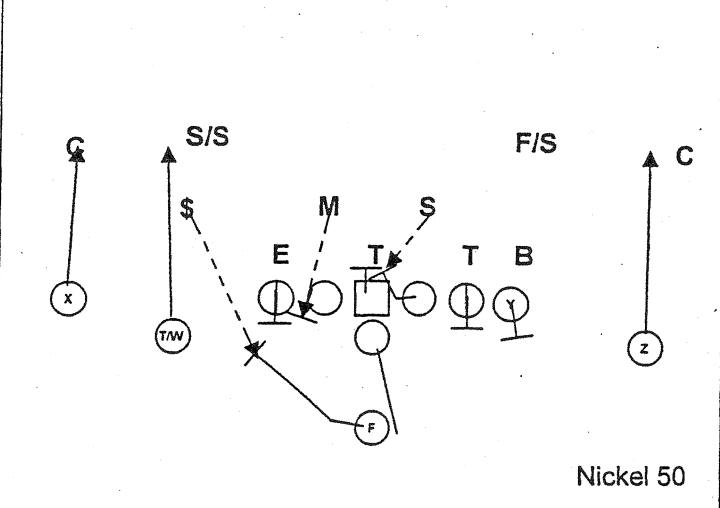
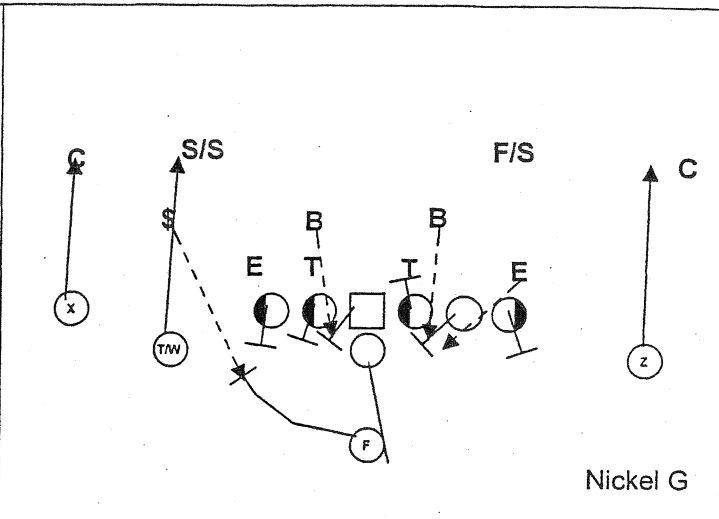
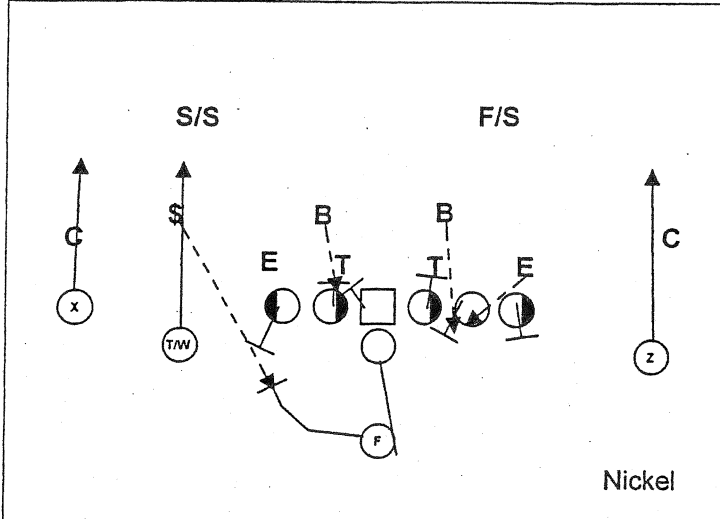
Offensive line and TE blocks the 4 defensive linemen, Mike and Sam. The RBs block Will and the most dangerous defensive back to either side.

**Assignments vs 3 Down Linemen:**

Offensive line and TE blocks the 3 defensive linemen, Peg, Mike and Sam. The RBs block Will and the most dangerous defensive back to either side.

**Notes:**

When threat is to the weakside, both RBs will work weak. TB will take the outside of the 2 threats.



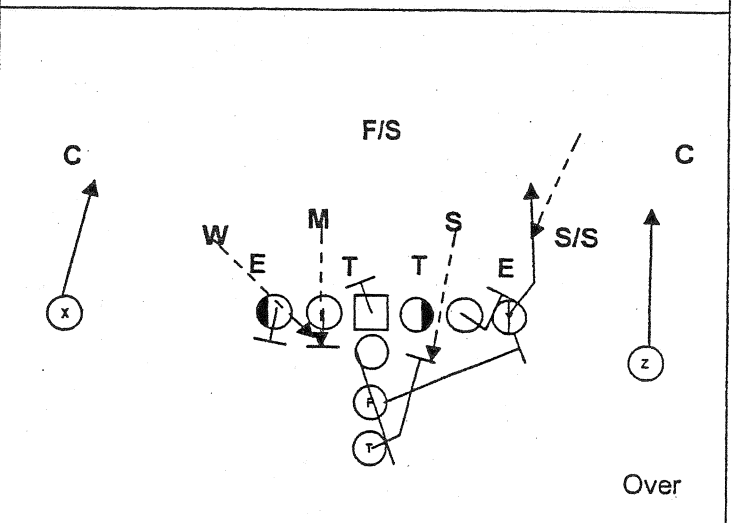
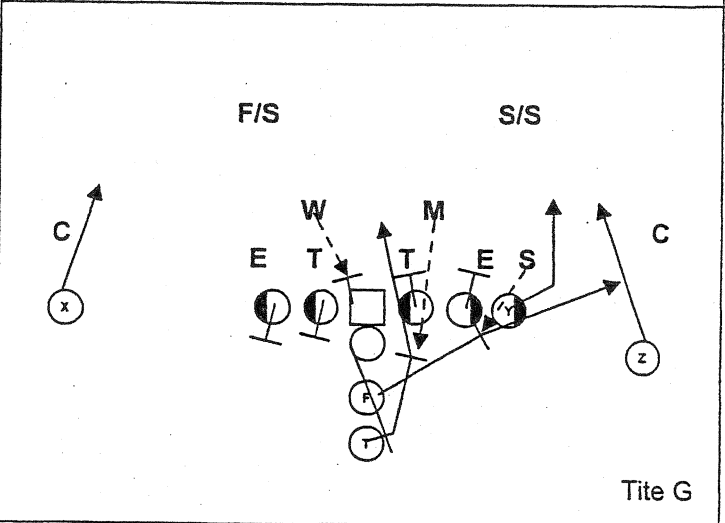
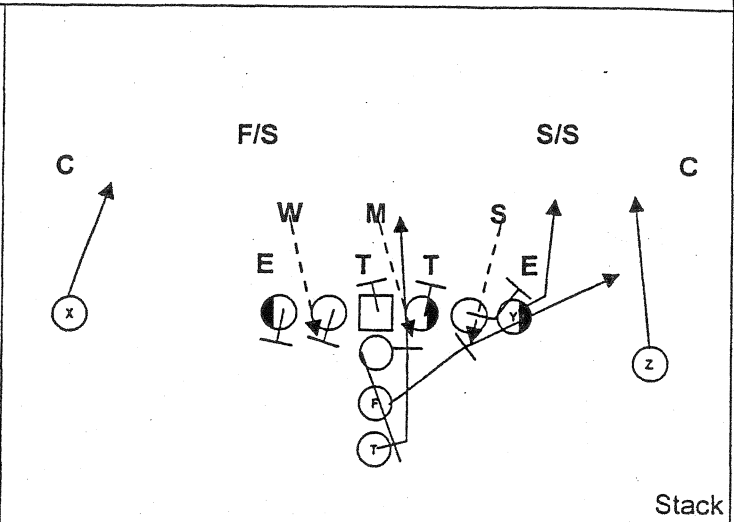
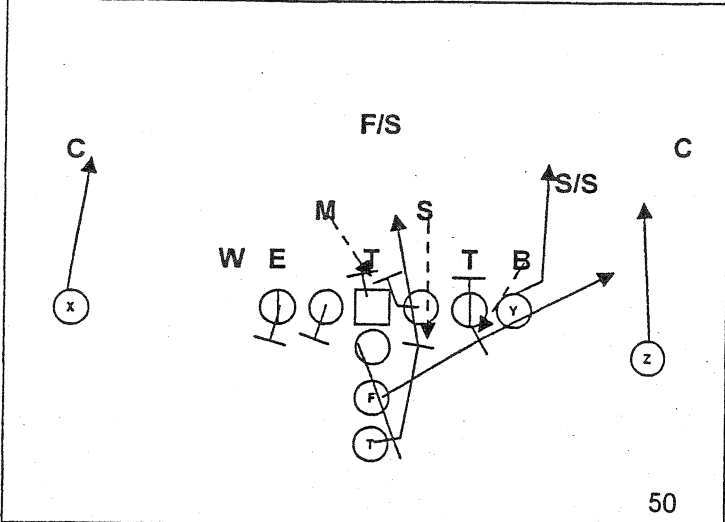
**7 Man Protection Involving the Offensive Line, Tight End and 1 RB**

**Assignments vs 4 Down Linemen:**

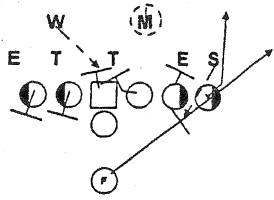
Offensive line and TE block the 4 defensive linemen, Mike, and Sam. The RB will block the Will.

**Assignments vs 3 Down Linemen:**

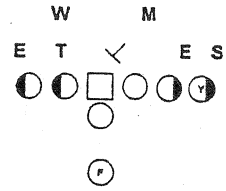
Offensive line and TE block the 3 defensive linemen, Peg, Mike, and Sam. The RB will block the Will



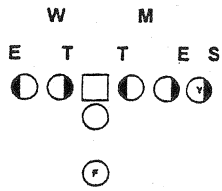
<b>PST</b>	Block the DE (2nd lineman from inside out)
<b>PSG</b>	Block the DT (1st lineman from inside out); Alert for "Bob" or "Fan" calls when DT is outside of you
<b>C</b>	Backside A Gap; "Bob" call - lock on anyone that aligns on you and works to the callside
<b>BSG</b>	Backside B Gap
<b>BST</b>	Backside C Gap
<b>Y</b>	Free release into route
<b>QB</b>	Pre-Read... Reverse out, make fake to TB, feet ready, make read (vs blitz or on gap call - no fake)
<b>TB</b>	To the callside, block 1st LB or DB that aligns from over the ball to the outside. Alert for #4 weak and #4 strong
<b>FB</b>	To the callside, block 2nd LB or DB that aligns from over the ball to the outside
<b>X</b>	Route
<b>Z</b>	Route
<b>Notes</b>	



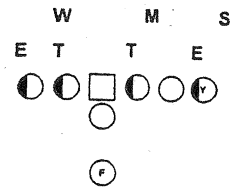
Tite



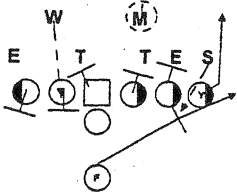
Tite T



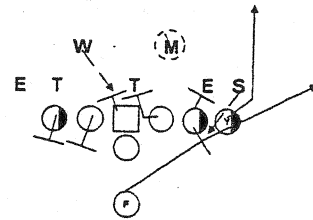
Tite 1



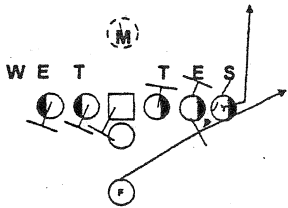
Tite G Loose



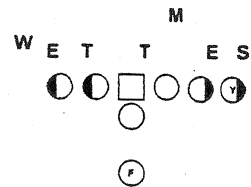
Heavy



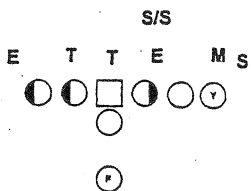
Tite 4



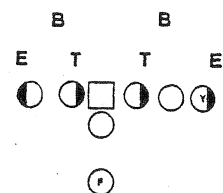
6-1



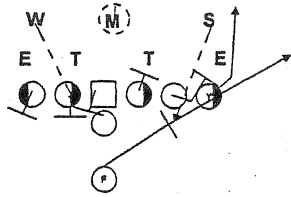
Stunt



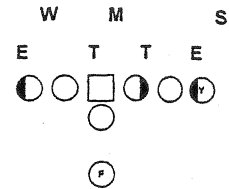
Tite Bear



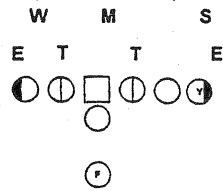
Nickel



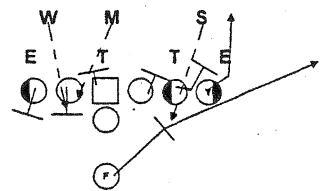
Stack G



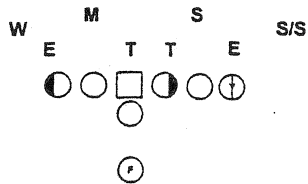
Stack Loose



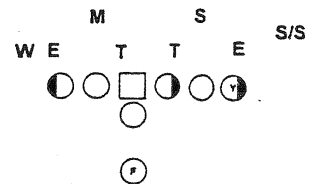
Stack Even



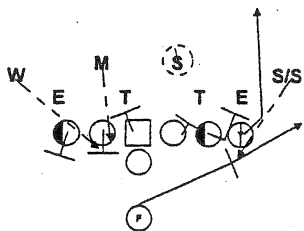
Stack 4



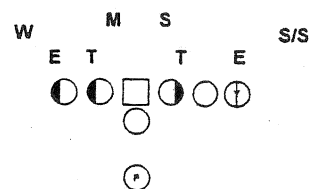
Over 0



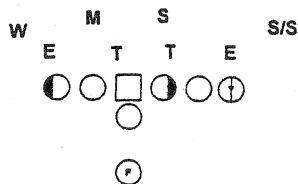
Over Squeeze



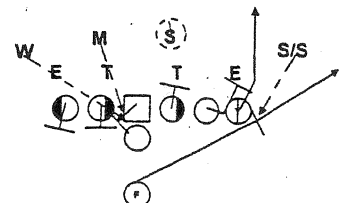
Over 4



Split

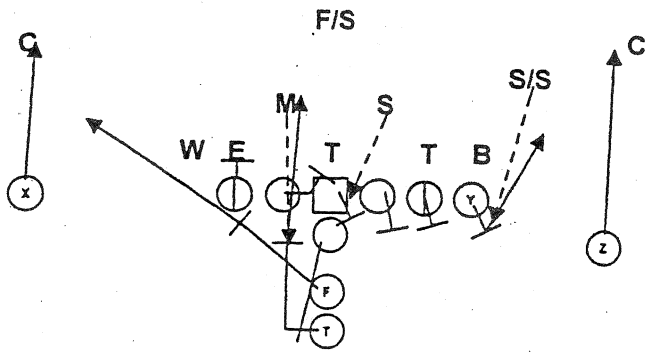


Okie

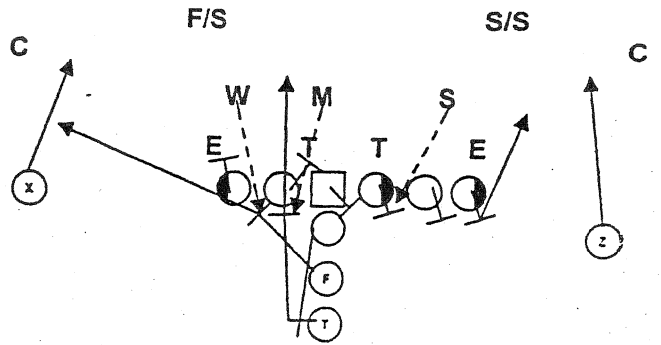


Okie G

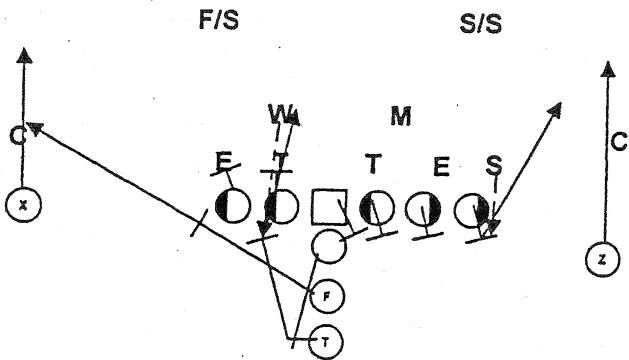




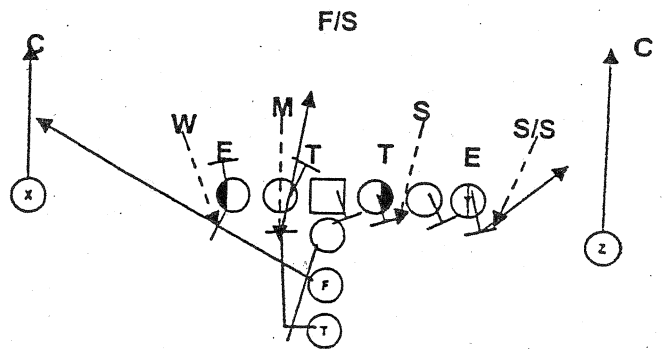
50



Stack

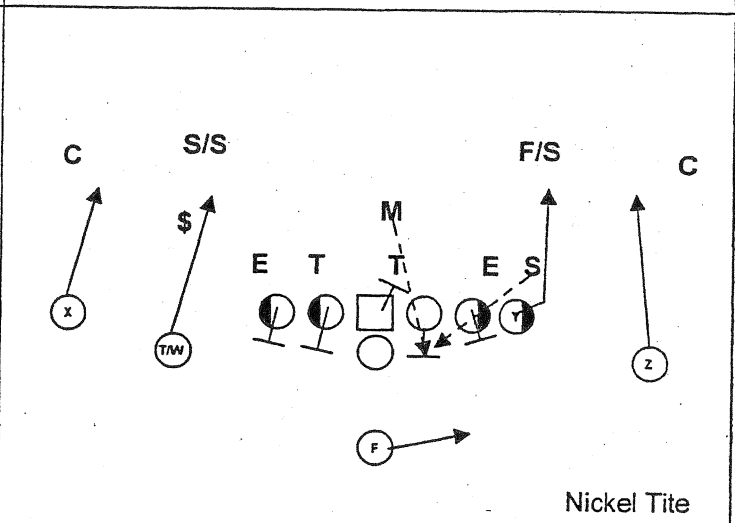
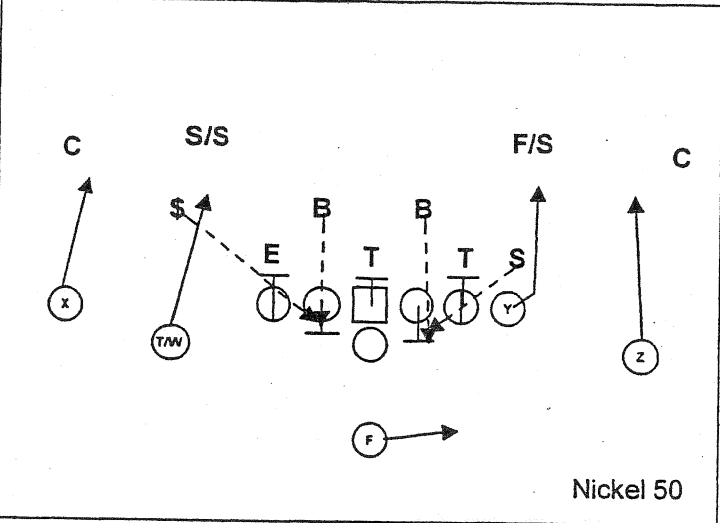
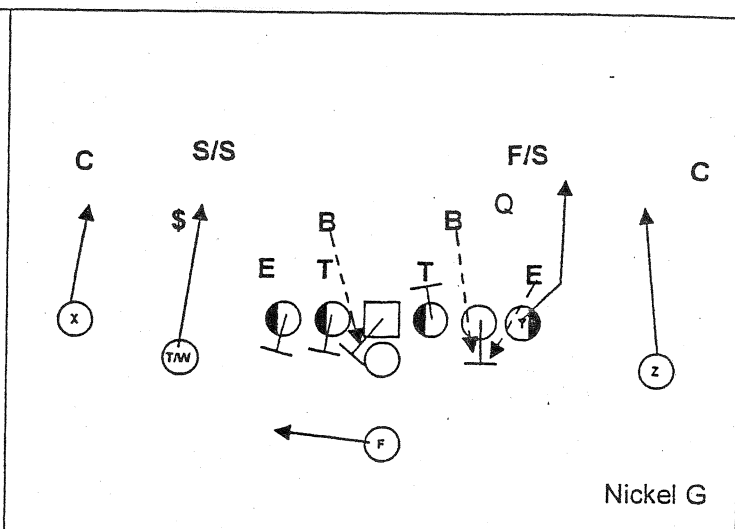
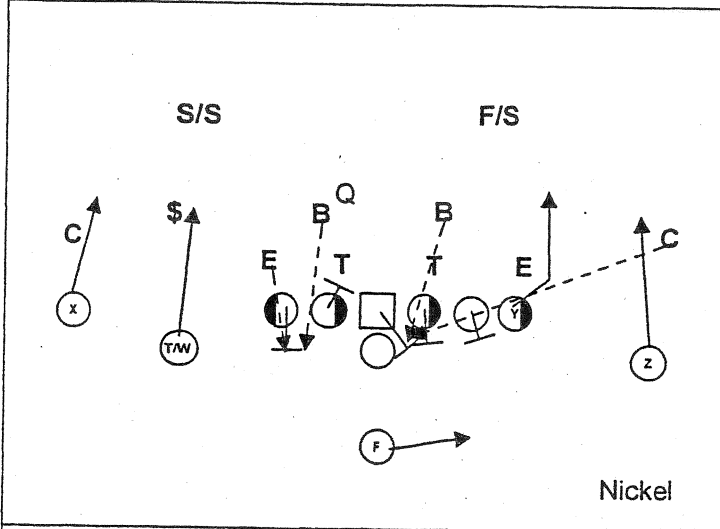


Tite G



Over

<b>PST</b>	Block the DE (2nd lineman from inside out)
<b>PSG</b>	Block the DT (1st lineman from inside out); Alert for "Bob" or "Fan" calls when DT is outside of you
<b>C</b>	Backside A Gap; "Bob" call - lock on anyone that aligns on you and works to the callside
<b>BSG</b>	Backside B Gap
<b>BST</b>	Backside C Gap
<b>Y</b>	Check release #4 weak before releasing into route
<b>QB</b>	Pre-Read... Front out, make fake to TB, feet ready, make read (vs blitz or on gap call - no fake)
<b>TB</b>	To the callside, block 1st LB or DB that aligns from over the ball to the outside. Alert #4 strong
<b>FB</b>	To the callside, block 2nd LB or DB that aligns from over the ball to the outside
<b>X</b>	Route
<b>Z</b>	Route
<b>Notes</b>	



**5 Man Protection Involving the Offensive Line Only**

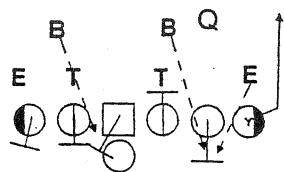
**Assignments vs 4 Down Linemen:**

The Offensive Line blocks the 4 down linemen and reads for the next most dangerous threat from over the ball to the callside. We will always try to block the 5 most dangerous rushers and must always be alert for the QB to change the direction of the call or designate a different defender from which to start our initial read.

**Assignments vs 3 Down Linemen:**

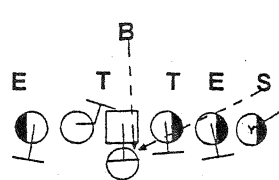
The Offensive Line blocks the 3 down linemen and will double read on both sides vs a typical 30 alignment.

93



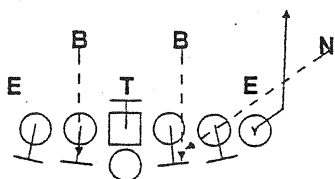
Nickel Even

92

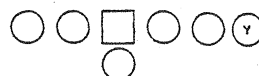
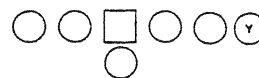
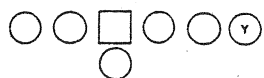
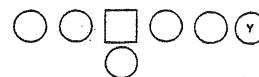


Nickel Heavy

92

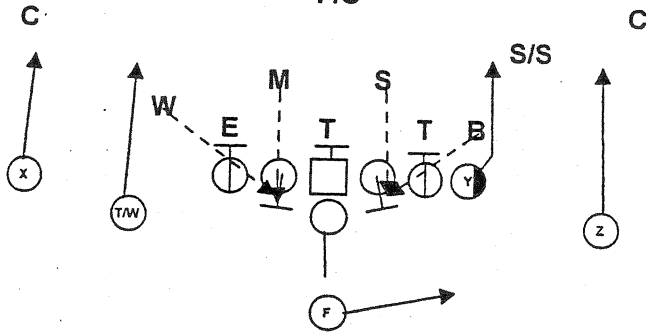


Dime



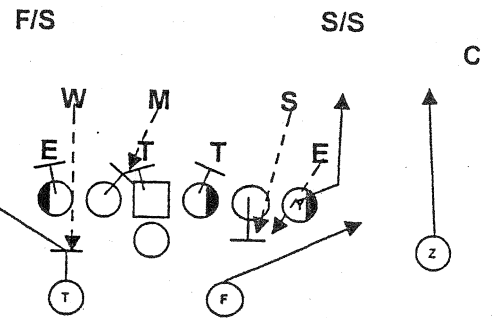
# 300's

**392**  
F/S



50

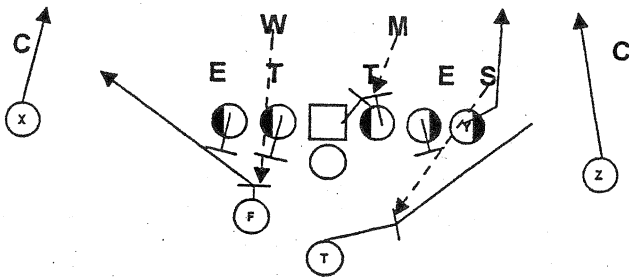
**362**



Stack

**365**

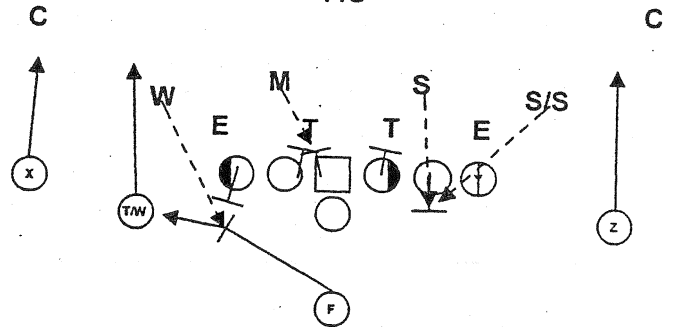
F/S                      S/S



Tite G

**362**

F/S



Over

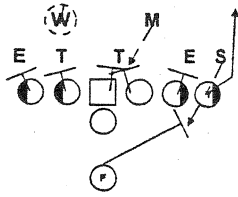
## 300 Indicates 3 Step Protection

It may be added to any of our protections to change the pro to 3 step. For example...392, 358, 363, 365.

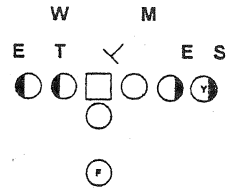
Protection is very aggressive at the LOS. We must maintain the LOS, and will cut block to do so, especially on the edges of the protection. Double reads may be called off, or if kept on, we must be careful not to be in the way of the QB's short drop. We will always honor an "A" gap threat that is the RB's assignment, and in 3 step pro, we will also honor "B" gap threats.

# 300's

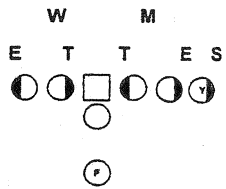
364



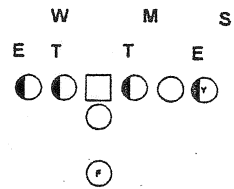
Tite



Tite T

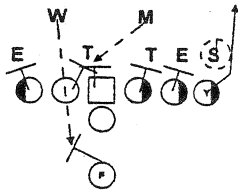


Tite 1



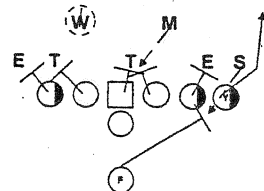
Tite G Loose

365



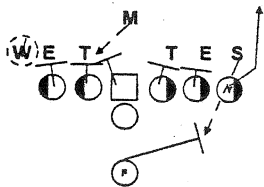
Heavy

364

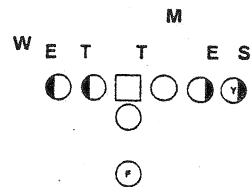


Tite 4

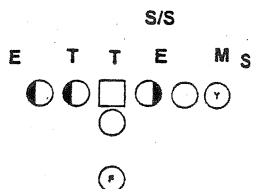
364



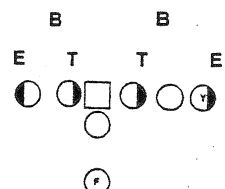
6-1



Stunt



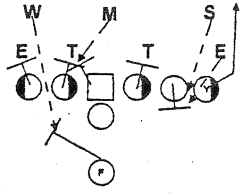
Tite Bear



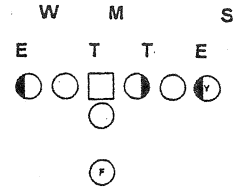
Nickel

# 300's

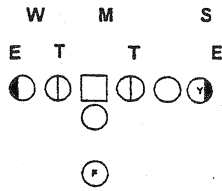
362



Stack G

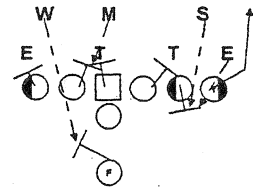


Stack Loose



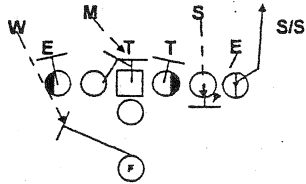
Stack Even

362

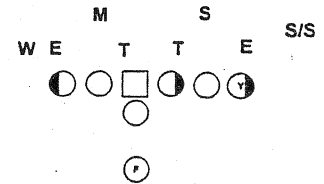


Stack 4

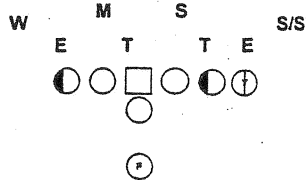
362



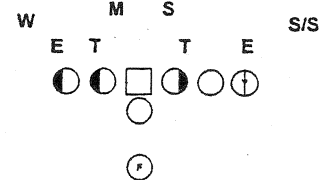
Over 0



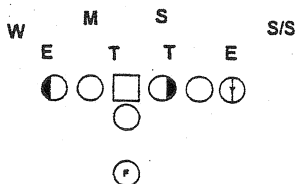
Over Squeeze



Over 4

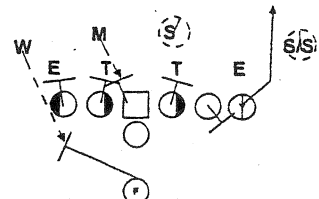


Split

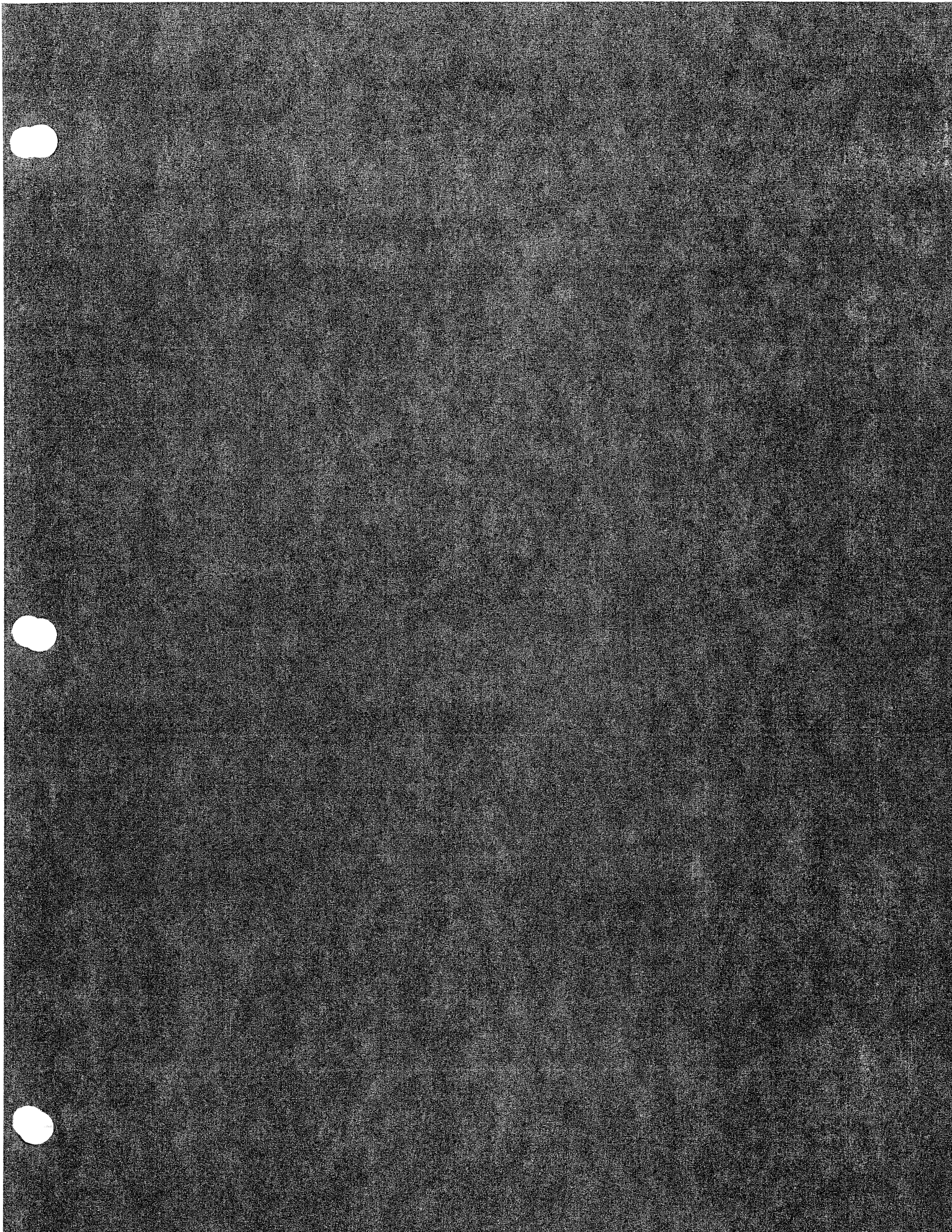


Okie

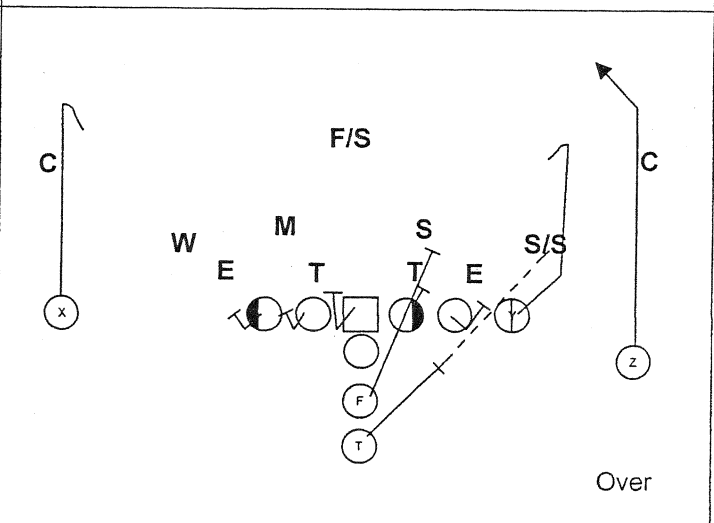
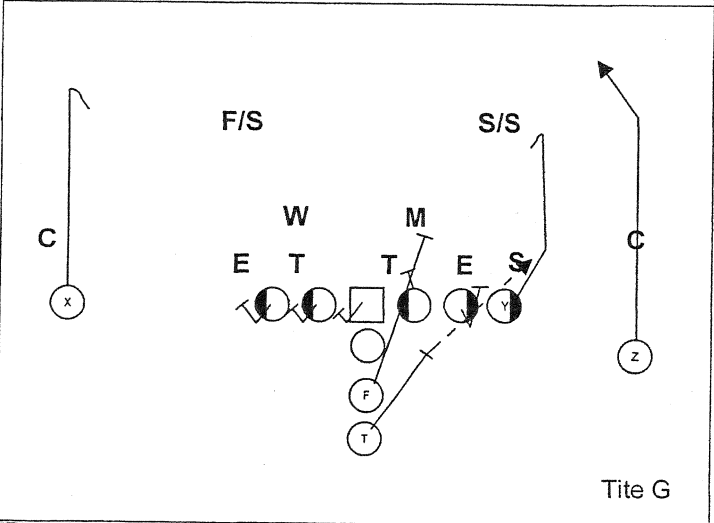
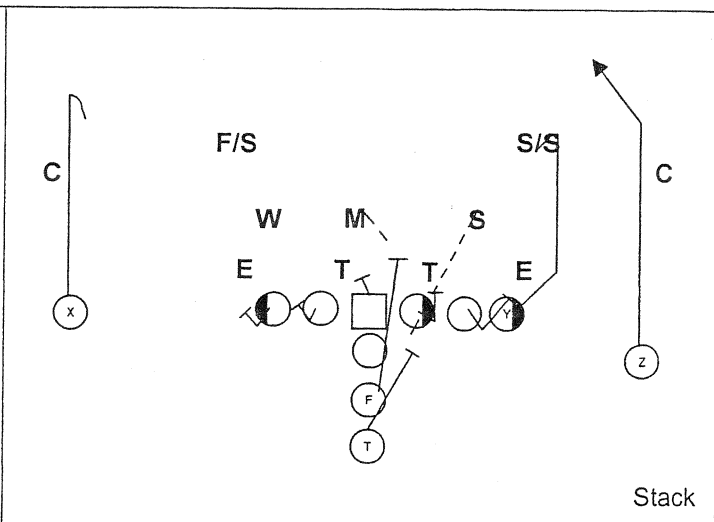
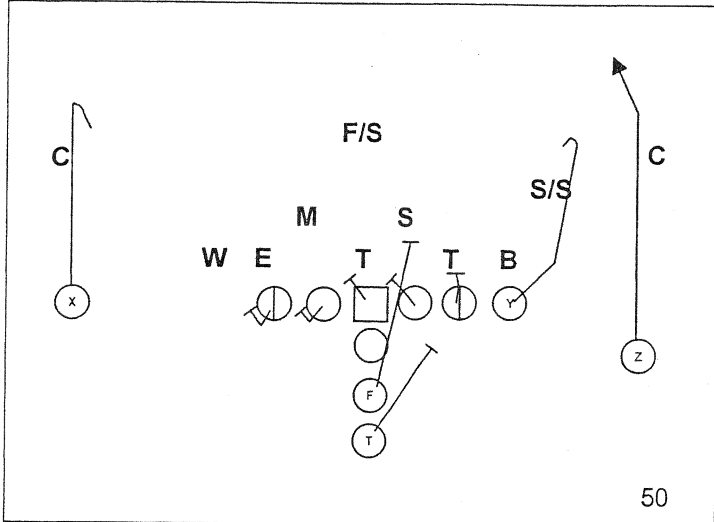
365



Okie G



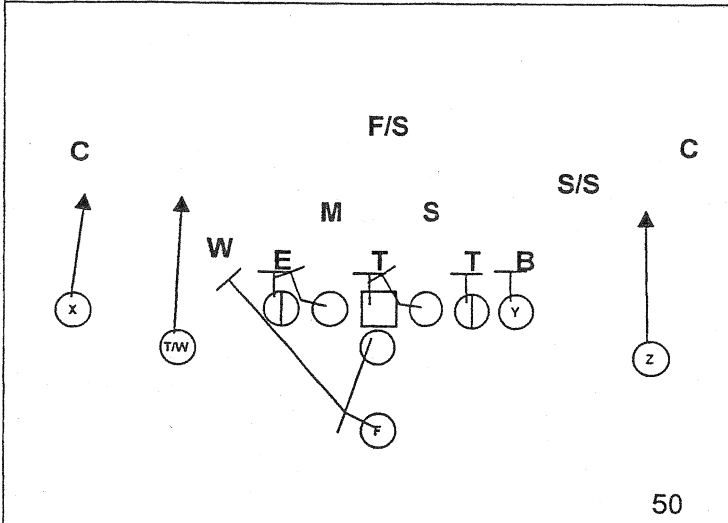
# 122 / 123



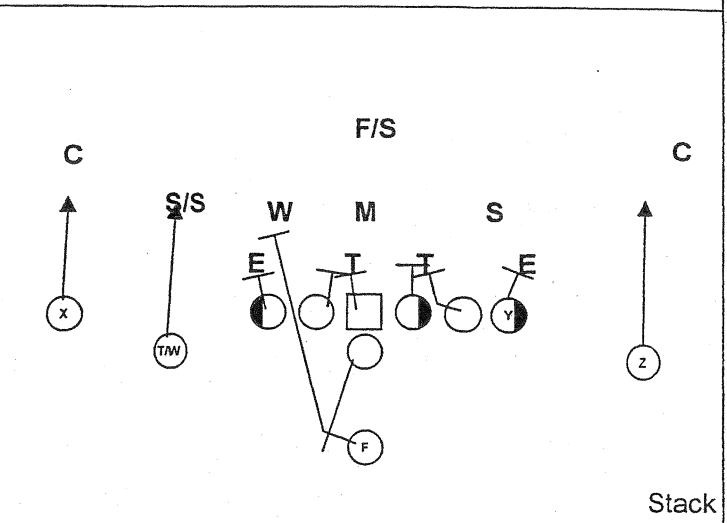
<b>PST</b>	Block the DE (2nd lineman from inside out)
<b>PSG</b>	Block the DT(1st lineman from inside out); Alert for "Bob" call
<b>C</b>	Backside A Gap
<b>BSG</b>	Backside B Gap
<b>BST</b>	Backside C Gap
<b>Y</b>	Free release into route; Hook at 10 yards
<b>QB</b>	Reverse out - Need GREAT FAKE of 22/23
<b>TB</b>	Tight roll over step fake 22/23; check <b>Sam</b> Backer or #4; leak in flat frontside
<b>FB</b>	Tight roll over step aim outside leg of guard and Ice the <b>Mike</b> backer
<b>X</b>	12 yd Hook
<b>Z</b>	9 step Post
<b>Notes</b>	



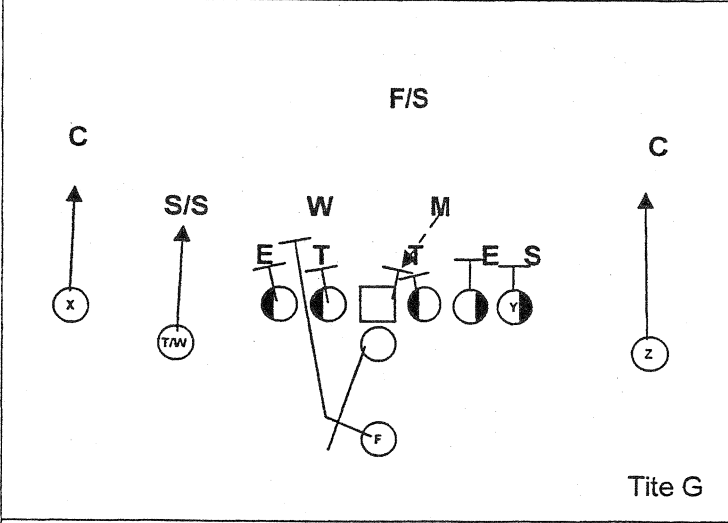
# 134 / 135



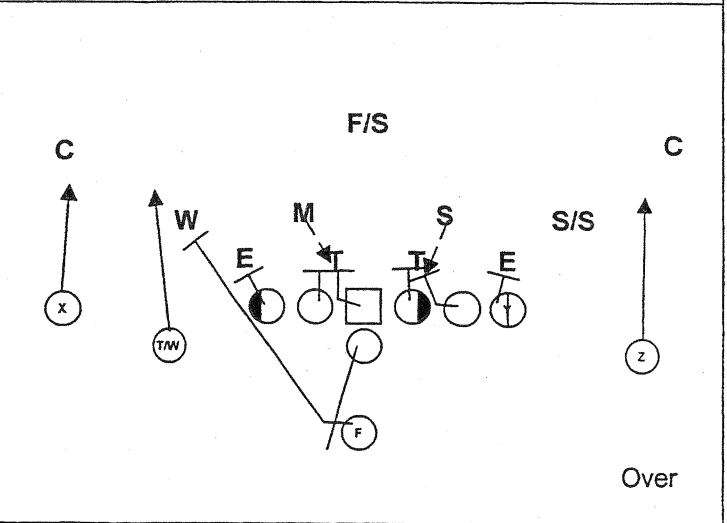
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Stack

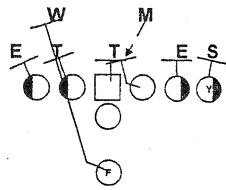


Tite G

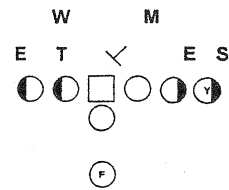


Over

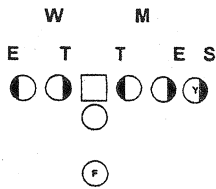
<b>PST</b>	Block DE, show run as possible (Block 74-75 assignments)
<b>PSG</b>	<b>Over, Diamond</b> - Block man on, "Rub" if Mike Middle or your side; <b>Odd</b> - Work to Mike (Block 74-75 assignments)
<b>C</b>	<b>Odd, Even, Over</b> - Combination with Guards to Mike; <b>Diamond</b> - Block man on (Block 74-75 assignments)
<b>BSG</b>	Block man on you, possible King, possible Squeeze. Show run. <b>When uncovered</b> - combo to Mike with Center (Block 74-75 assignments)
<b>BST</b>	<b>Covered</b> - Block man on you, show run as possible; <b>Uncovered</b> - Combo to Sam with TE or OG, show run as possible
<b>Y</b>	<b>OT Covered</b> - Block man on, show run as possible; <b>OT Uncovered</b> - Locate Sam, Block DE or Moon with OT, show run as possible
<b>QB</b>	Make a great 34-35 fake to RB; set to pass
<b>TB</b>	Align 6-7 yards deep. Make great 34-35 fake. You are responsible for Will (may be a Nickel DB); if Will threatens from outside, abort fake
<b>FB</b>	Same as TB when you are the single RB
<b>X</b>	Route
<b>Z</b>	Route
<b>Inside WR</b>	Route



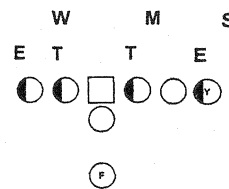
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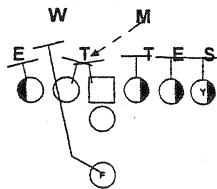
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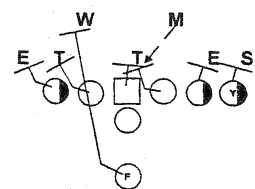
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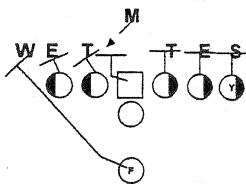
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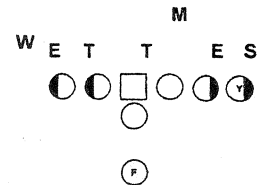
Heavy



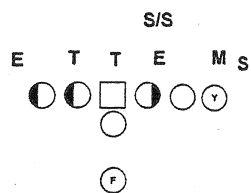
Tite 4



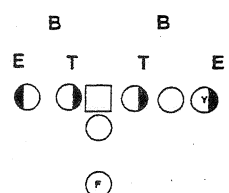
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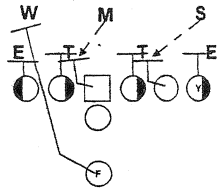
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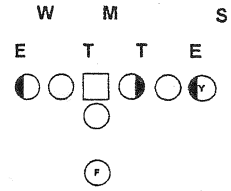
Tite Bear



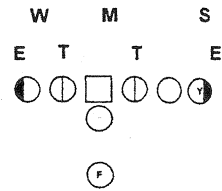
Nickel



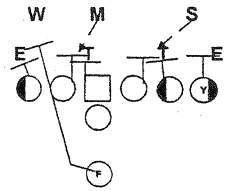
Stack G



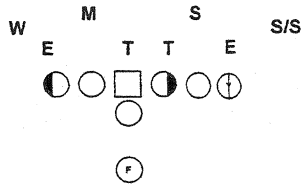
Stack Loose



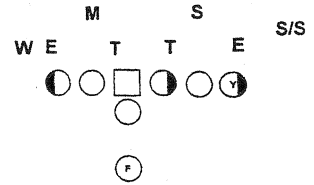
Stack Even



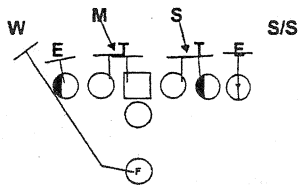
Stack 4



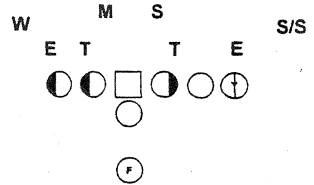
Over 0



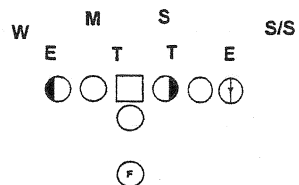
Over Squeeze



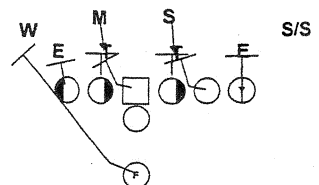
Over 4



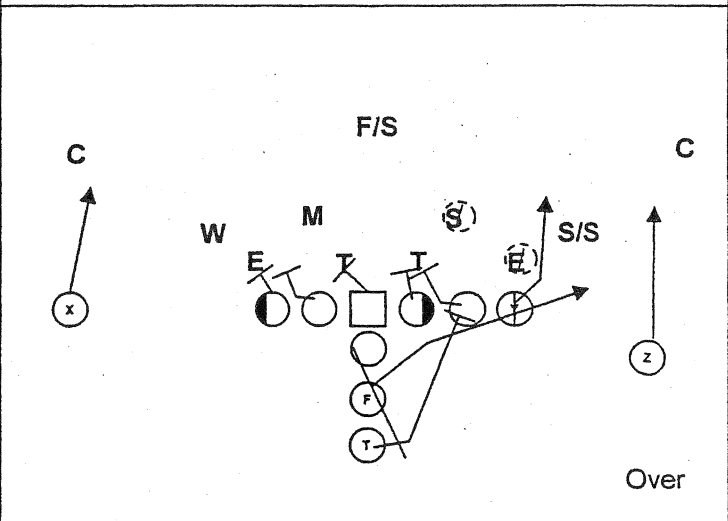
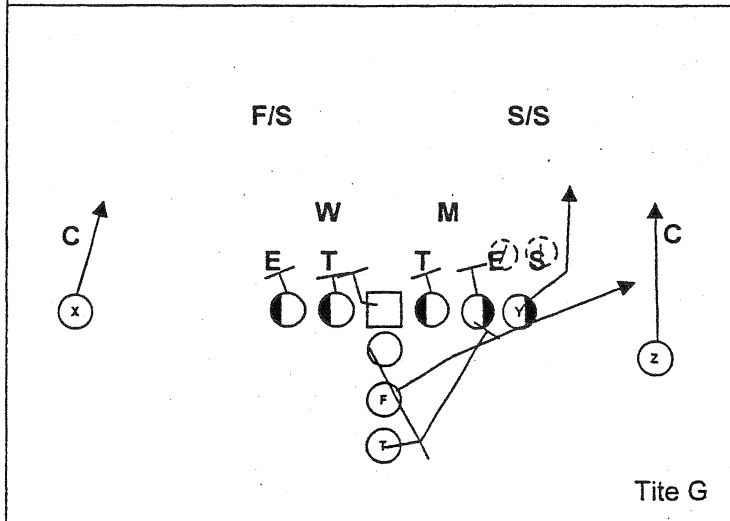
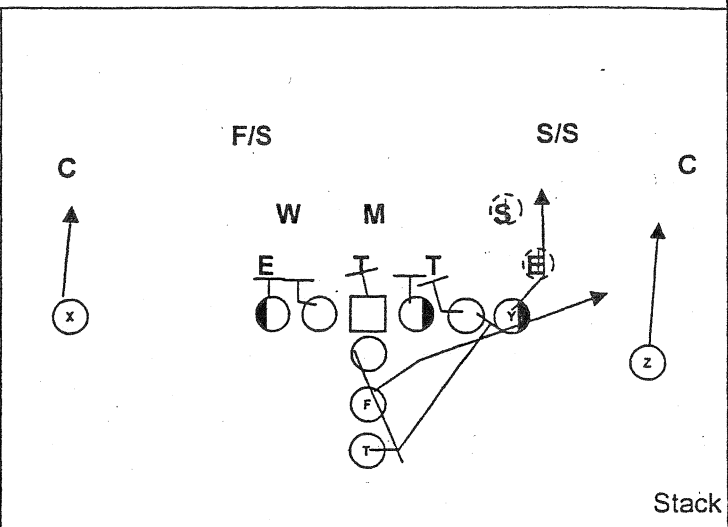
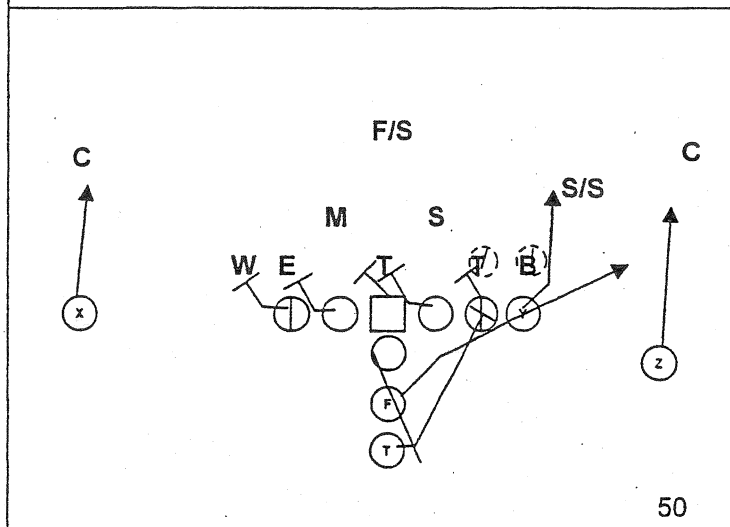
Split



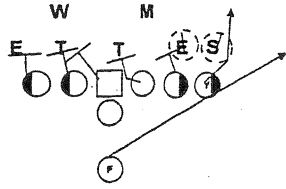
Okie



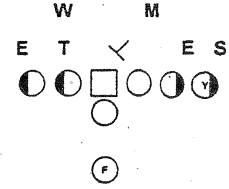
Okie G



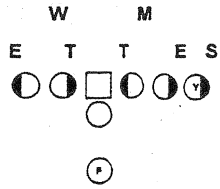
<b>PST</b>	Be aggressive, show run. <b>Covered</b> - Rip inside through DL, alert for stunts, secure "B" gap; <b>Uncovered</b> - Simulate a "Tag" with FSG, stay down, show run
<b>PSG</b>	<b>OT Uncovered</b> - Simulate "Tag"; <b>OT Covered</b> - Block DL on you, be heavy to buy time for OT, if you are uncovered - work inside to simulate "Now"
<b>C</b>	Show run, simulate blocking back. Be square enough to pick up any stunts/games
<b>BSG</b>	Block backside gap, show run (But never sacrifice the chances of getting your block because we show run)
<b>BST</b>	Block backside gap, show run (But never sacrifice the chances of getting your block because we show run)
<b>Y</b>	Best available release. Run sail route.
<b>QB</b>	Reverse out, fake to the TB set to throw be ready to make a quick throw when #4 comes off the edge
<b>TB</b>	Fake 46-47. Block the first threat to show outside the OT's tail as he gaps inside
<b>FB</b>	Take initial 46-47 course to kickout. Fake the EOL defender and release to the flat. Be ready for the ball quickly
<b>X</b>	Route
<b>Z</b>	Route
<b>Notes</b>	



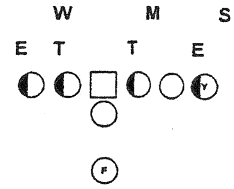
Tite



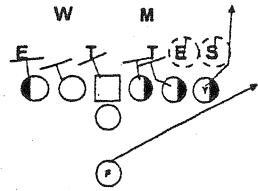
Tite T



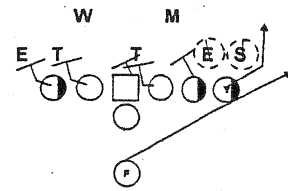
Tite 1



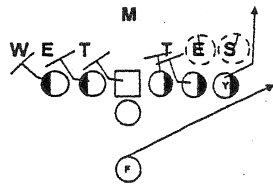
Tite G Loose



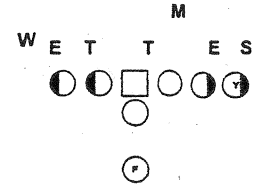
Heavy



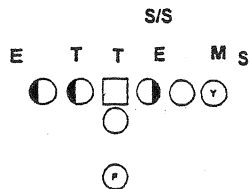
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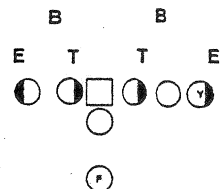
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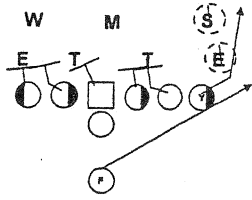
Stunt



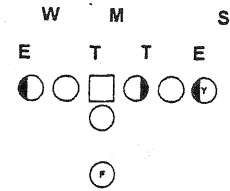
Tite Bear



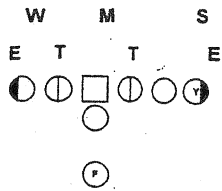
Nickel



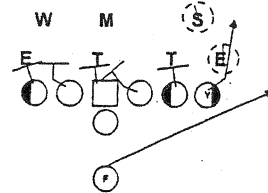
Stack G



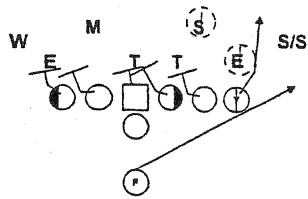
Stack Loose



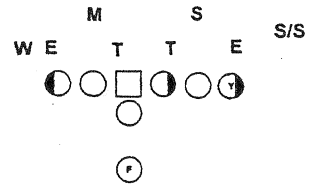
Stack Even



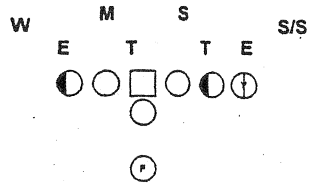
Stack 4



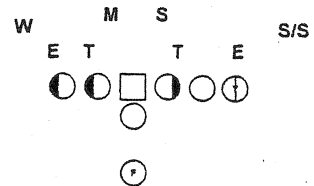
Over 0



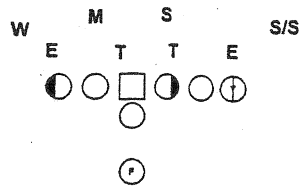
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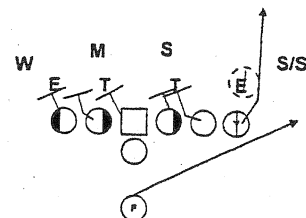
Over 4



Split

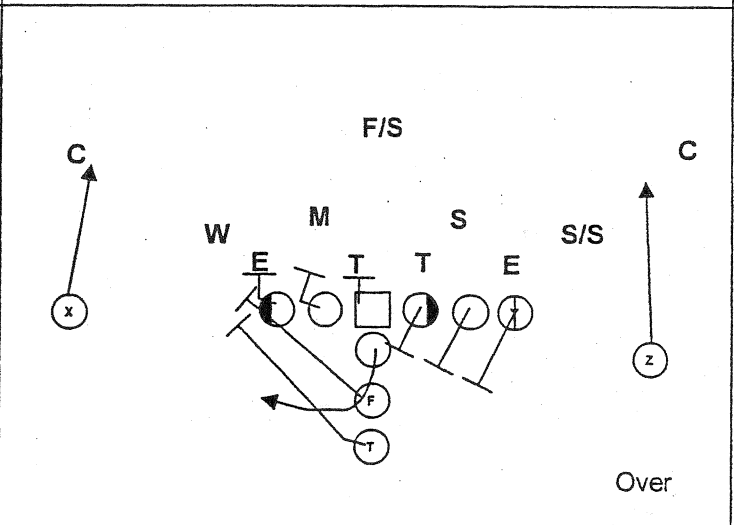
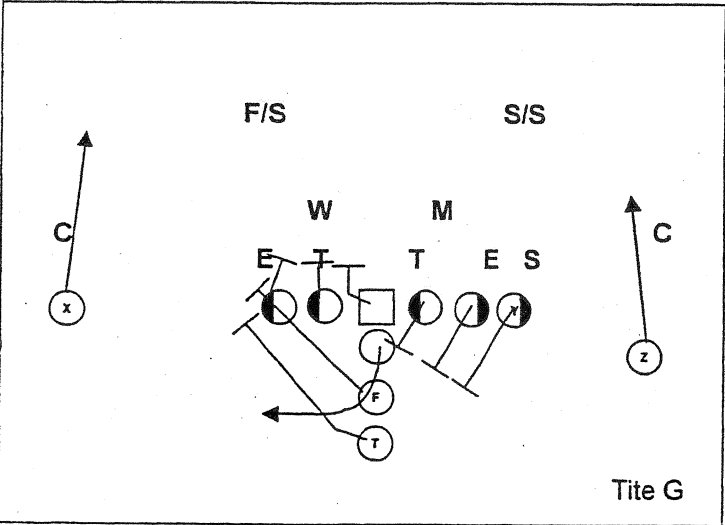
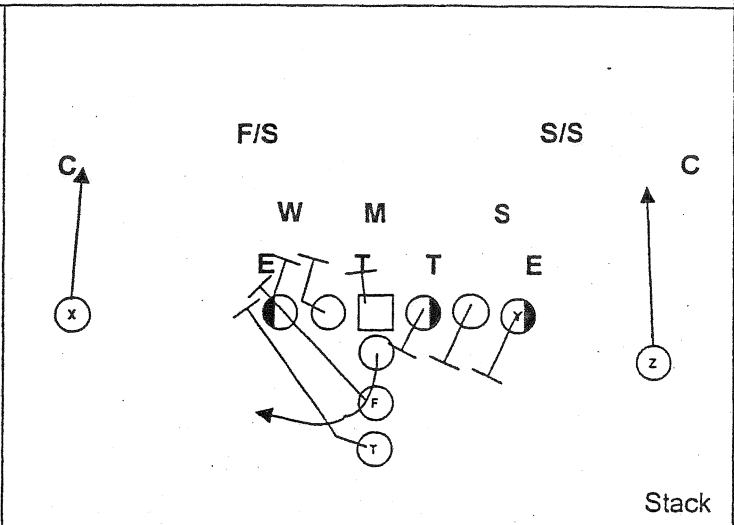
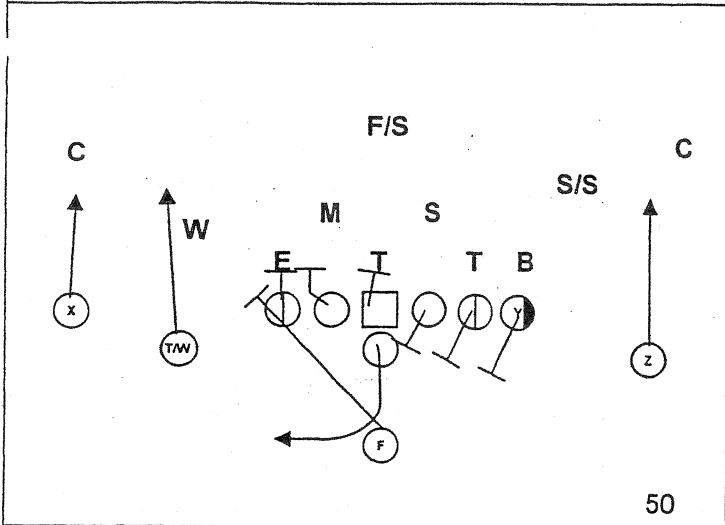


Okie



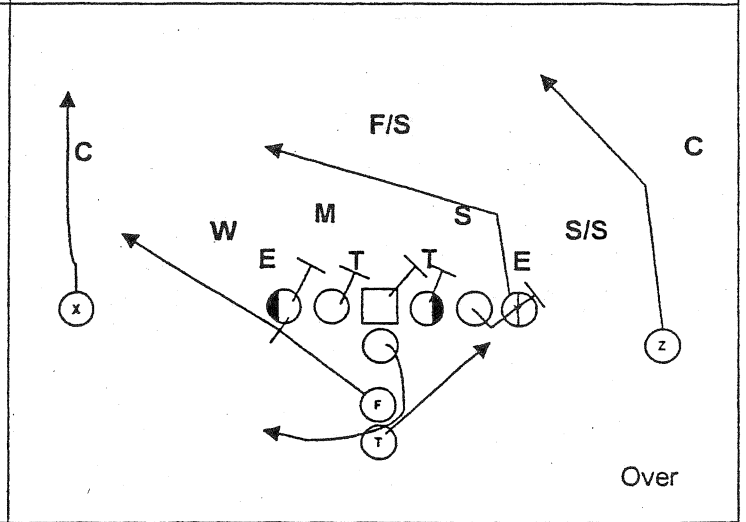
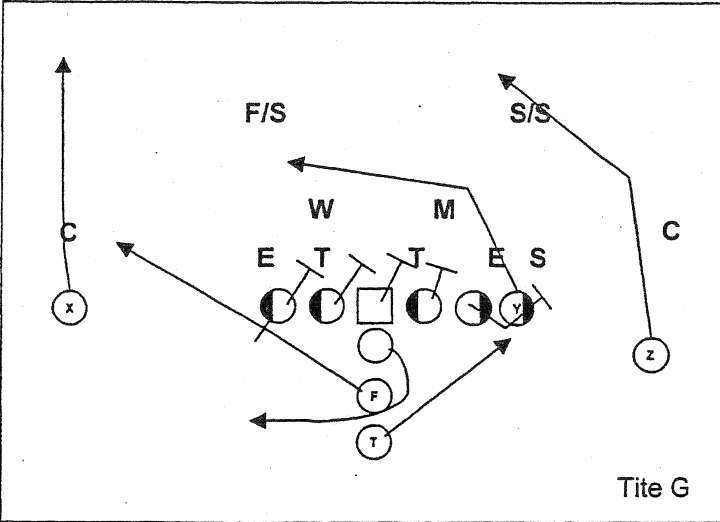
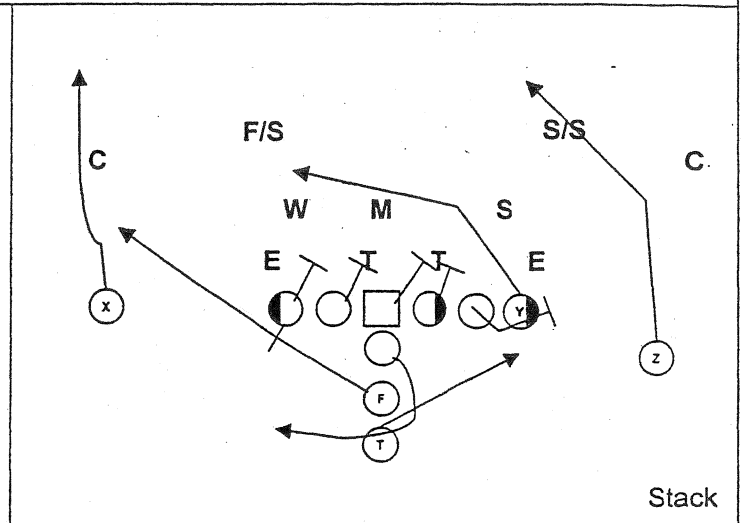
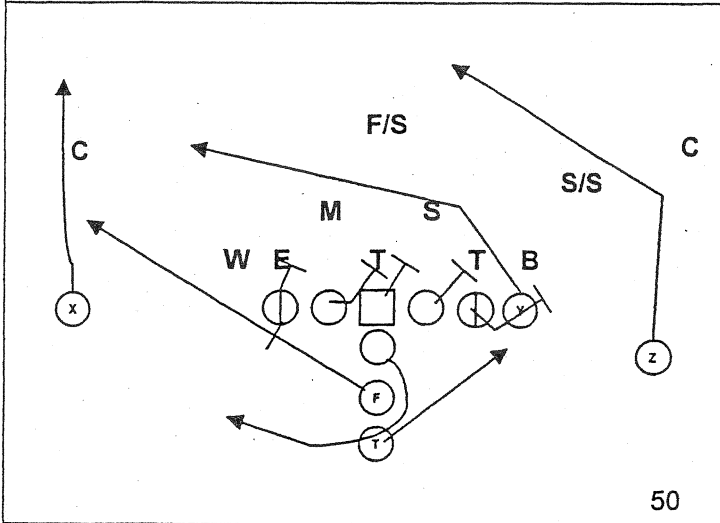
Okie G

# Race Right / Left



<b>PST</b>	Leave one defender outside for the RB; take man on vs overhang; flat step to widen or take EOL then work upfield and seal
<b>PSG</b>	Be alert when Tackle has 2 men and cannot help, aggressive FS B gap, seal inside
<b>C</b>	Aggressive FS A Gap, fight BS shade while checking FS, help BS
<b>BSG</b>	Set inside and back at 45° angle to LOS, block MDM BS of Center
<b>BST</b>	Set inside and back at 45° angle to LOS, block MDM BS of BSG
<b>Y</b>	Set inside and back at 45° angle to LOS, block MDM BS of BST
<b>QB</b>	Sprint out, be ready to throw on 5th step
<b>TB</b>	Aim 1 yard outside FB seal EOL
<b>FB</b>	Aim outside leg of PST, cut/seal EOL
<b>X</b>	Run route called
<b>Z</b>	Run route called
<b>Notes</b>	

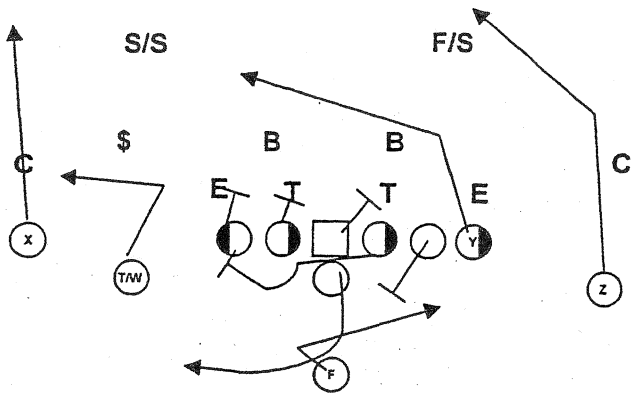
# Naked Right / Left



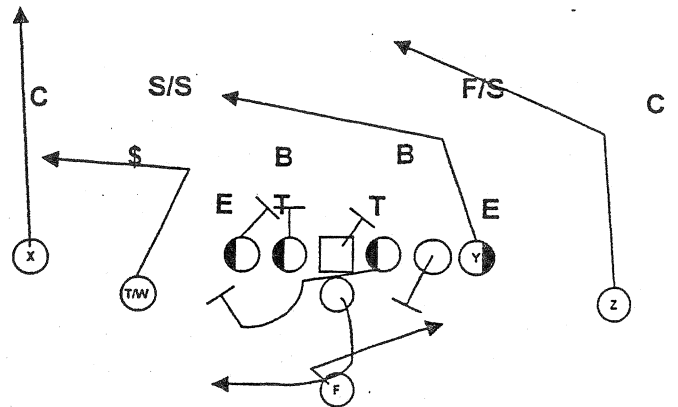
<b>PST</b>	(To No. side) - Drop step and flat pull outside; Block man on TE to any defender outside
<b>PSG</b>	Zone frontside; reach any defender on the LOS covering the OT, or in the B gap area
<b>C</b>	Zone frontside; reach any defender on the LOS covering the G, or in the A gap area; if BST and BSG are both covered, block next defender on LOS from the BSG
<b>BSG</b>	Zone frontside; reach any defender on the LOS covering the C, or in the A gap area; if BST and you are covered, block the man on you.
<b>BST</b>	Influence and block defender covering you (TE slams him); if uncovered, zone frontside; reach any defender on the LOS covering the BSG, or BS B Gap
<b>Y</b>	Away from Naked - run route; To Naked side - Slam DE, release outside to flat; vs Choke or Point look - release outside, colliding outside defender
<b>QB</b>	Fake play called, roll opposite fake at 8-9 yards deep. Sprint or set, be ready for quick throw if defender upfield
<b>TB</b>	Fake play called; block any defender threatening from the callside
<b>FB</b>	If one back, same as above. If two back, flat route to naked side. Take a course to cut-off BSEOL, fake block, release to the flat, be ready for quick throw
<b>WR to Naked</b>	To open side - run a Slam faking block on overlap defender as he plays fake; To closed side - run same side over
<b>Wr away from Naked</b>	Run an over route



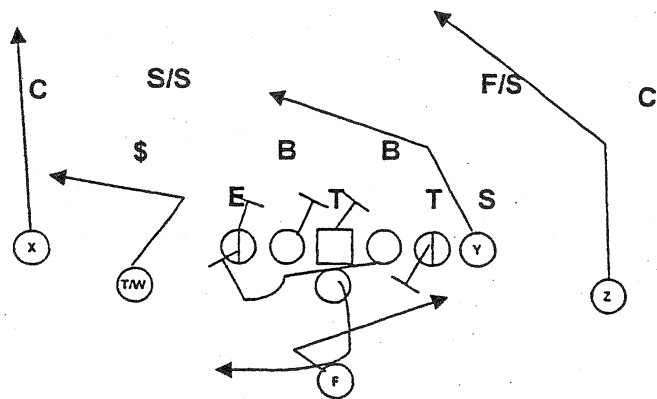
# Boot Right / Left



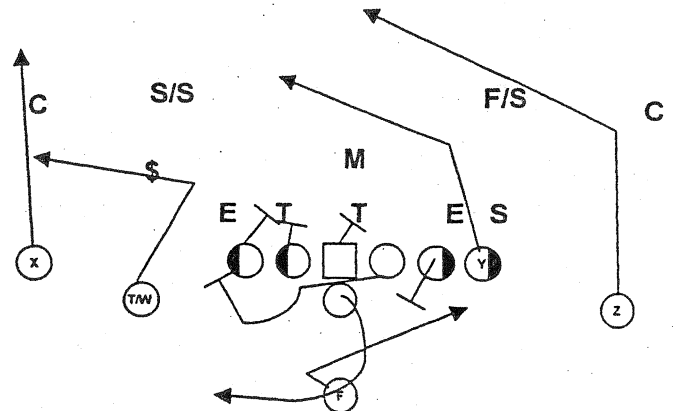
Nickel



Nickel G



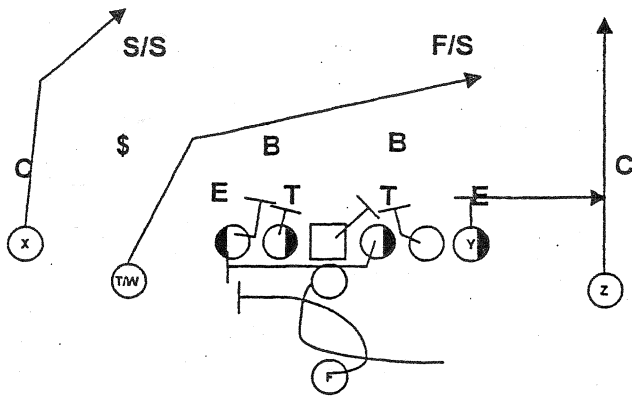
Nickel 50



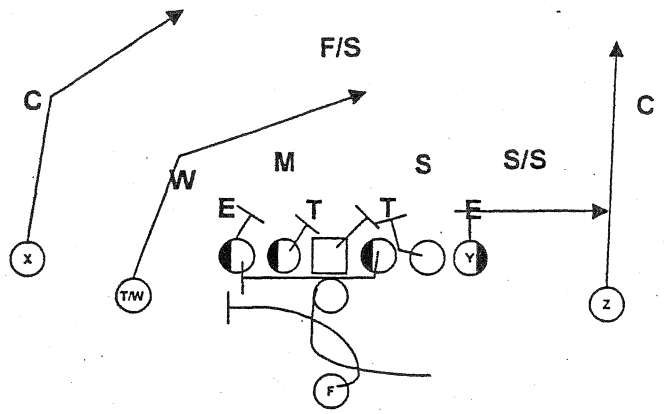
Nickel Tite

<b>PST</b>	Never leave more than one defender on the edge for pull Guard; block man on with an overhang look; block inside gap but chip EOL when possible (possible cross block vs 3 & 6 technique or wider)
<b>PSG</b>	vs overhang block 1st defender outside PST; block inside gap, chip to help PST on EOL timing
<b>C</b>	Block back, control LOS
<b>BSG</b>	Pull flat across ball, get depth ready for anything off edge first then block EOL
<b>BST</b>	help C on block back when necessary, get depth to handle MDM outside of Center's block
<b>Y</b>	Run Route
<b>QB</b>	Fake called play, bootleg opposite
<b>BC</b>	Counter step away, block anything backside off Tackle's butt
<b>Inside WR</b>	Pigtail route
<b>BS O/S WR</b>	Post
<b>PS O/S WR</b>	Take-off (Bus Ticket)
<b>BB</b>	

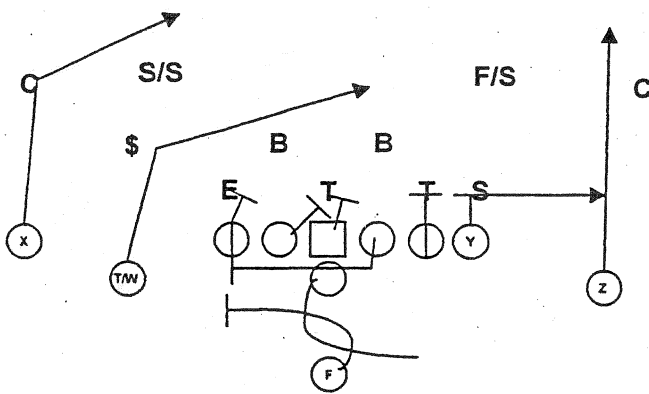
## Bluff Right / Left



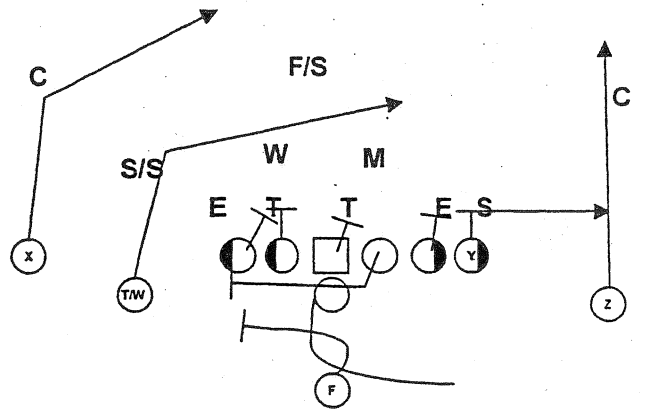
Nickel



Over



Nickel 50



Nickel Tite

<b>PST</b>	Gap inside; if no immediate threat inside - block man on or outside
<b>PSG</b>	Pull and block 1st thing to show outside of BST
<b>C</b>	Block back to pulling Guard
<b>BSG</b>	Gap inside
<b>BST</b>	Gap inside
<b>Y</b>	Run a slam route
<b>QB</b>	Reverse out, fake to RB, continue on move, alert for defenders off the edge
<b>BC</b>	After fake fun QB, work BS and block most dangerous outside of pull Guard
<b>Inside WR</b>	10-12 yard over route
<b>BS O/S WR</b>	Post
<b>PS O/S WR</b>	Take-off (Bus Ticket)
<b>BB</b>	

# BOOT - NAKED - BLUFF

## CONCEPT ROUTE

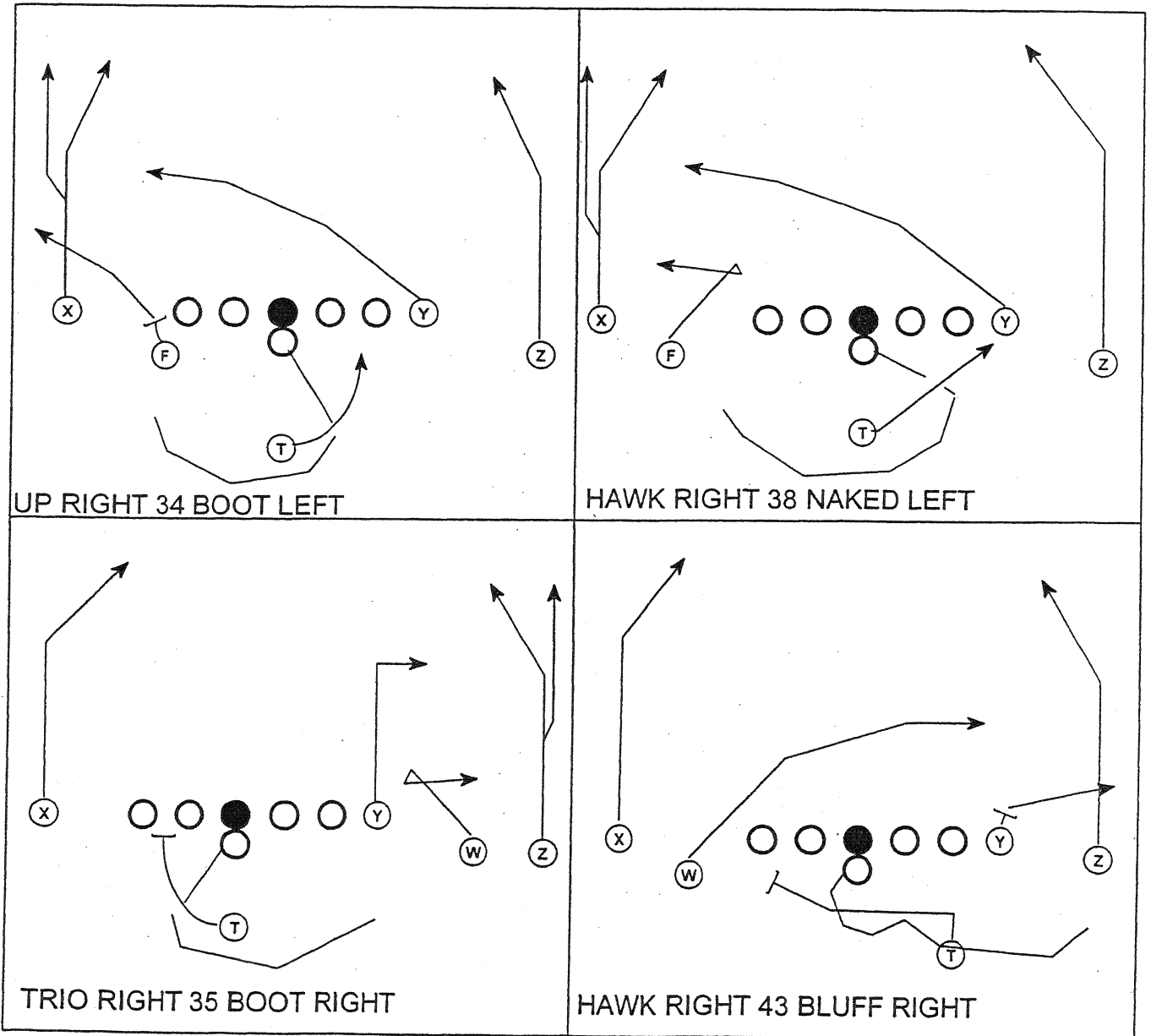
- #1 TO SIDE OF BOOT/NAKED/BLUFF
- #2 TO SIDE OF BOOT/NAKED/BLUFF (TITE)
- #2 TO SIDE OF BOOT/NAKED/BLUFF(DETATCHED)
- #2 TO SIDE OF BOOT/NAKED/BLUFF(RUNNIN BACK)
- #3 TO SIDE OF BOOT/NAKED/BLUFF

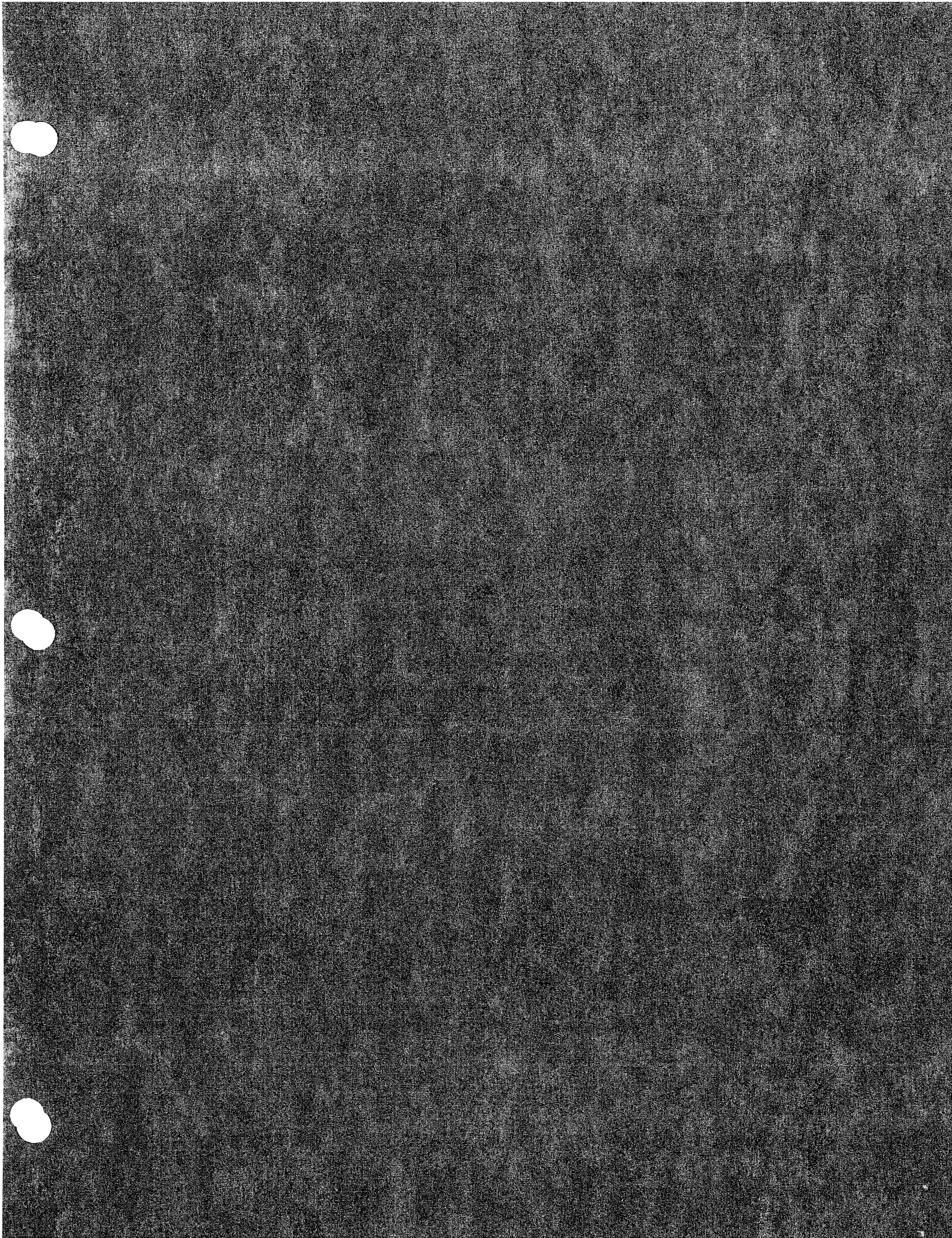
- POST/FADE
- DELAY FLAT
- PIGTAIL
- CUTTER FLAT
- SAME SIDE OVER (12 YDS)

- #1 BACKSIDE OF BOOT/NAKED/BLUFF
- #2 BACKSIDE OF BOOT/NAKED/BLUFF

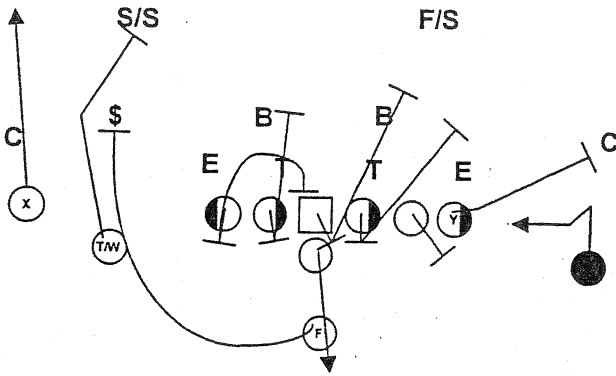
- POST
- OVER (10-12 YDS)

IF EITHER #1 RECEIVER IS DIRECTED - OPPOSITE #1 RUN COMEBACK

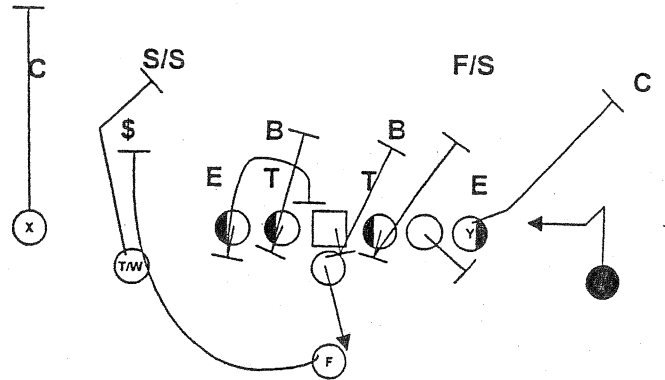




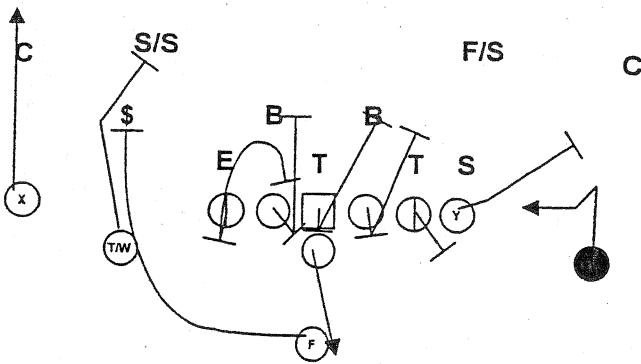
# Jailbreak Screen



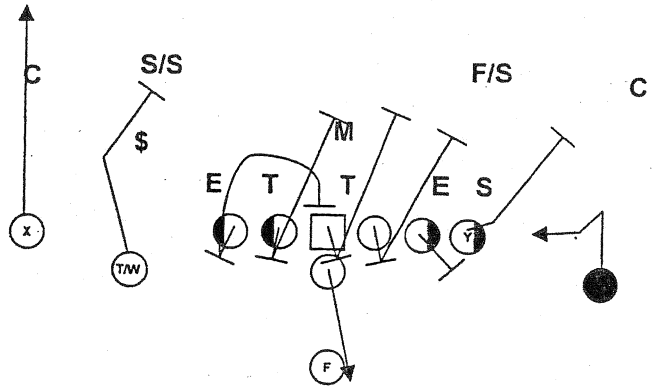
Nickel



Nickel G



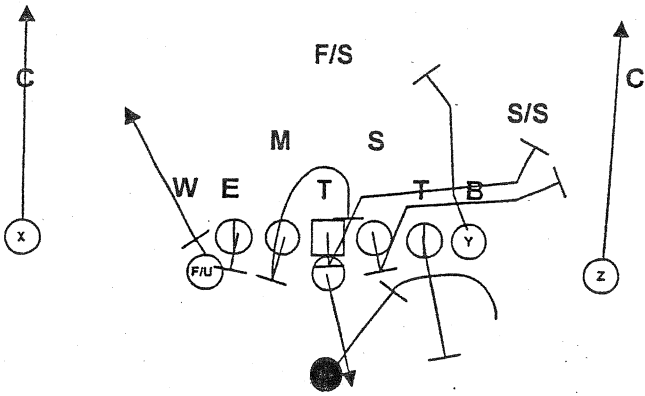
Nickel 50



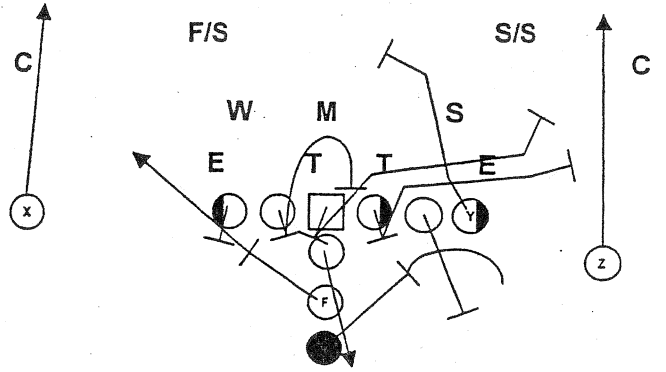
Nickel Tite

<b>PST</b>	Cut the widest rusher, clear the lane, attack a dropper
<b>PSG</b>	Set, collision, release for width to block #2 defender
<b>C</b>	Set, collision, release for width, check #2 defender, work upfield
<b>BSG</b>	Set, collision, release upfield for any LBer over ball to BS
<b>BST</b>	Set, collision, peel
<b>Y</b>	Release outside to block #1 defender, work upfield as time allows
<b>QB</b>	Quick 5 step drop, draw the rush, throw in open lane
<b>RB</b>	Block 50-51 protection, release outside to block BS flat defender
<b>Inside WR</b>	Block safety to your side
<b>BS O/S WR</b>	Release, run man off
<b>PS O/S WR</b>	Take one step up, then come down the LOS catch the ball 3-5 yards from Tackle, follow blockers
<b>BB</b>	

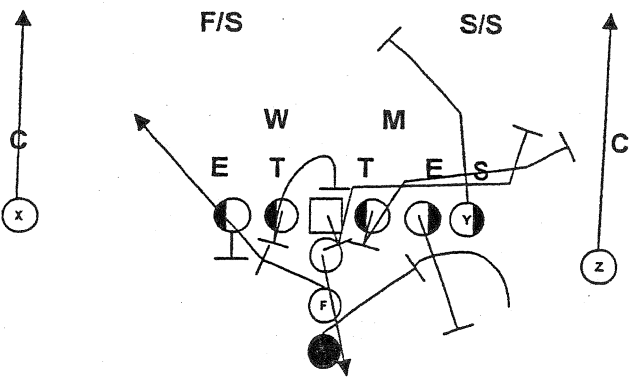
# Slow Screen (Strong)



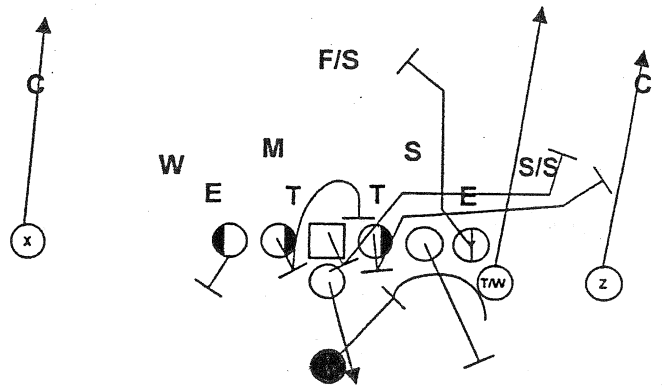
50



Stack



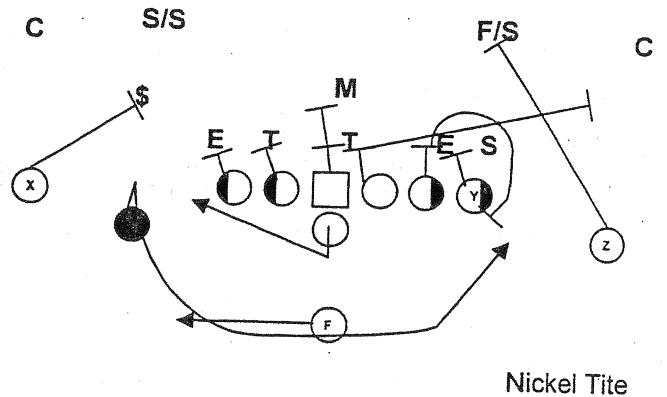
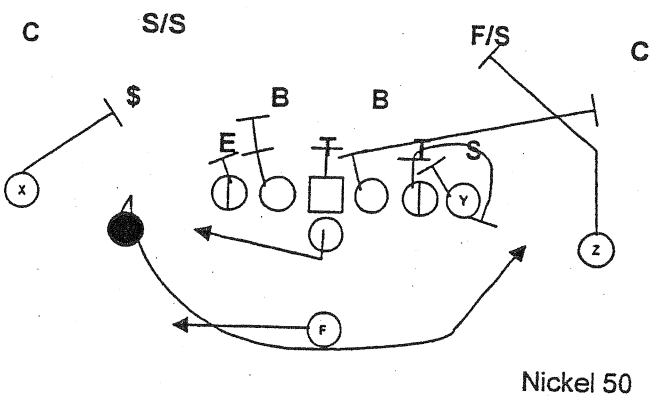
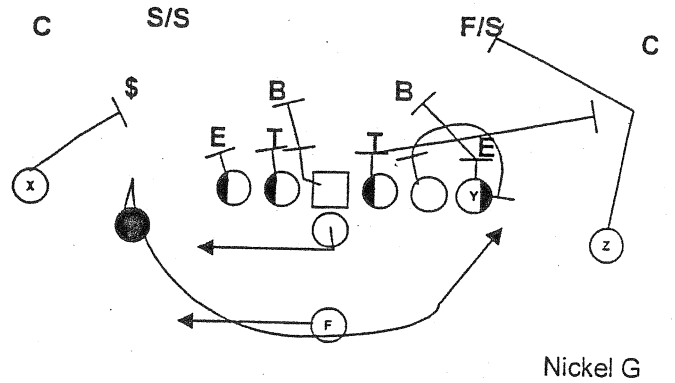
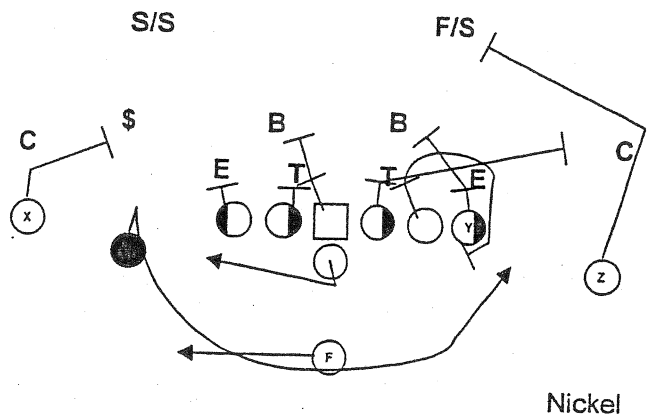
Tite G



Over

<b>PST</b>	Pass block DE. Invite DE to go outside. Finish with back to LOS late (Don't turn too soon)
<b>PSG</b>	Set, collision, jamb, release flat, if 1st block LB if 2nd block force
<b>C</b>	Set, collision, jamb, release flat, if 1st block LB if 2nd block force
<b>BSG</b>	Set, collision, jamb, peel (poss pass pro only)
<b>BST</b>	Pass block the protection called
<b>Y</b>	(3 x 1) Vertical release, force coverage, block middle to BS safety, (2 Back) block near deep safety
<b>QB</b>	5 step drop, draw rush, get ball to screen receiver
<b>TB</b>	Block pro, release off block when G & C go, 4 x 4 from FST
<b>FB</b>	Block pro and run route away from call
<b>X</b>	Run off route
<b>Z</b>	Run off route
<b>Notes</b>	

# 8 / 9 Option Reverse

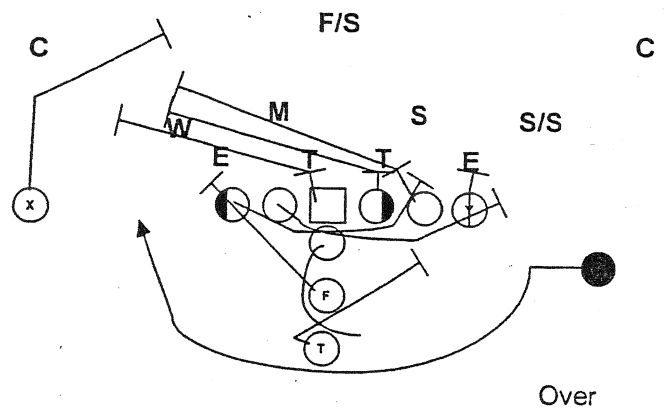
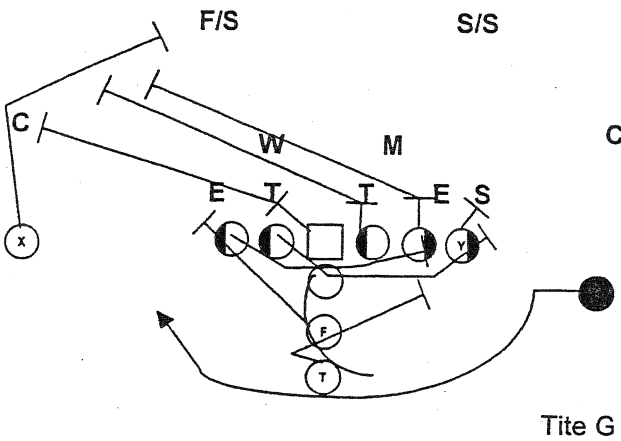
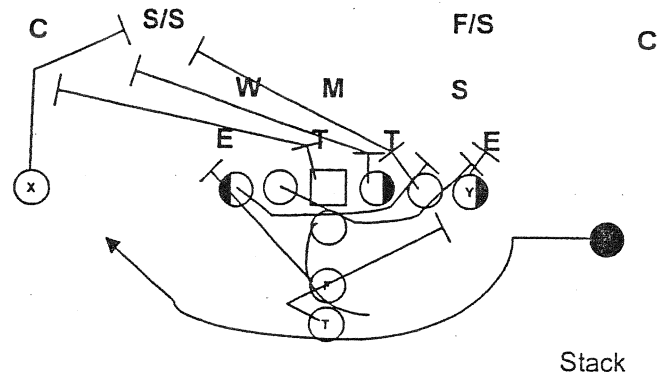
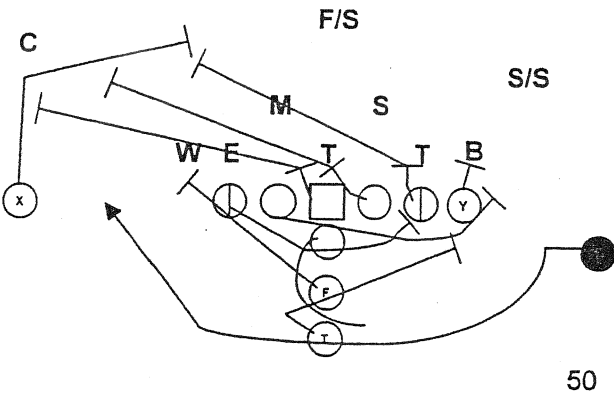


<b>PST</b>	(To option fake) Reach EOL, protect pitch (fan vs overhang)
<b>PSG</b>	reach man on, double with Center when possible (Fan vs overhang); Uncovered - secure MDM with Center or PST
<b>C</b>	Secure FS A Gap to secure pitch, zone FS but secure a zero or BS shade (reach DT when PSG and PST must FAN)
<b>BSG</b>	secure inside gap, work to 2nd level, sprint to kickout
<b>BST</b>	secure inside gap, "O" block on edge
<b>Y</b>	Secure inside gap, keep cut-off when possible, work to seal 2nd level
<b>QB</b>	Same as 8 / 9 Option - Pitch to WR on reverse
<b>RB</b>	Stay flat and fake option
<b>Inside WR</b>	Ball carrier; take 2 steps down field, then reverse course
<b>BS O/S WR</b>	Block near safety
<b>PS O/S WR</b>	Block near safety
<b>BB</b>	

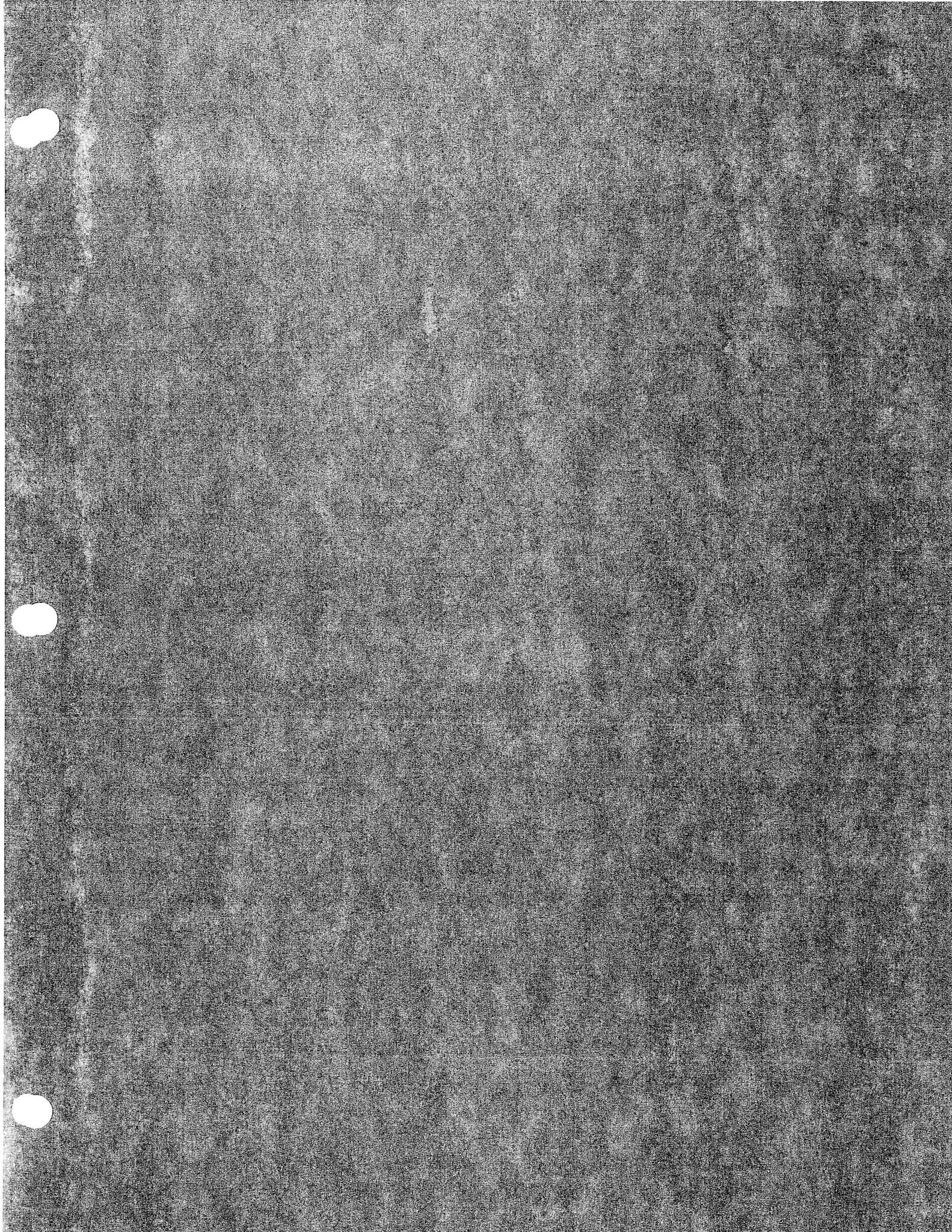




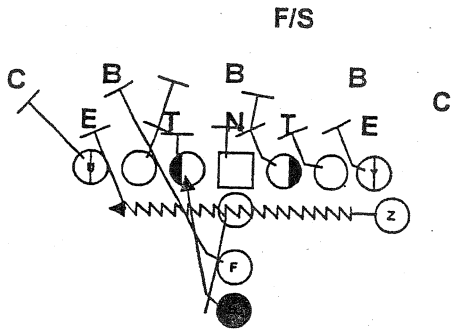
# Counter Reverse



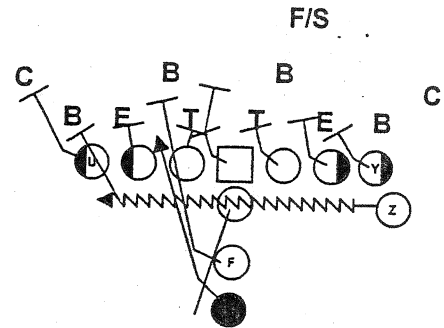
<b>PST</b>	(To Ctr fake) Uncovered - step inside for Tag, collision, work underneath DT then work playside to seal 2nd level; Covered - block DE, secure the LOS for handoff, work playside to seal 2nd level
<b>PSG</b>	Secure inside gap, work underneath DT and work to playside to seal 2nd level, block man on you if you are covered and PST is covered
<b>C</b>	Block backside gap, same as counter assignment, work underneath DT and flat down LOS to kickout
<b>BSG</b>	Pull as on counter, block 1st threat from outside TE, protect the handoff
<b>BST</b>	Pull as on counter, block any threat in the off tackle area, protect the handoff
<b>Y</b>	Block man on you, secure the LOS, protect the handoff
<b>QB</b>	Execute counter; pitch to WR on reverse
<b>FB</b>	Load the EOL away from counter call
<b>TB</b>	Fake the counter
<b>X</b>	Block near deep safety
<b>Z</b>	Ball carrier
<b>Notes</b>	



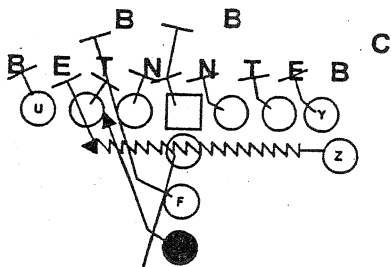
# 24 / 25 Kick



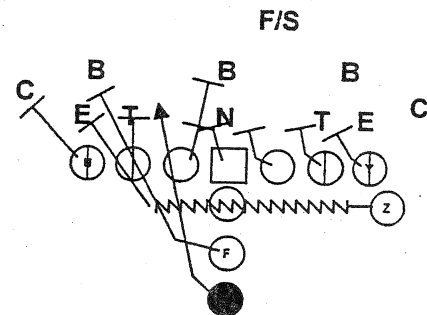
DE



6-2



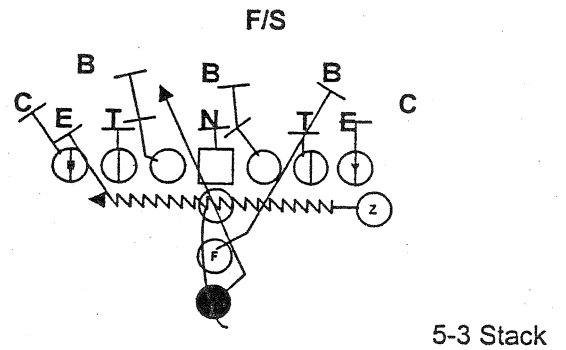
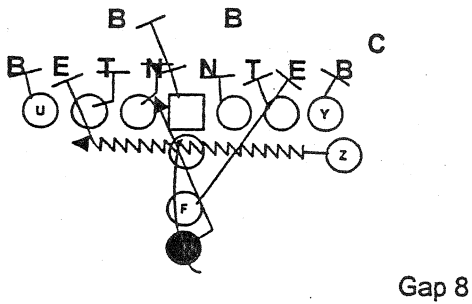
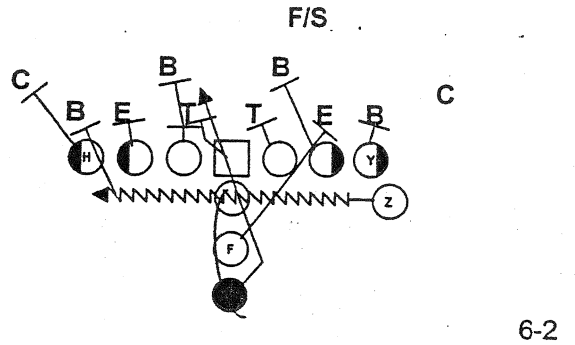
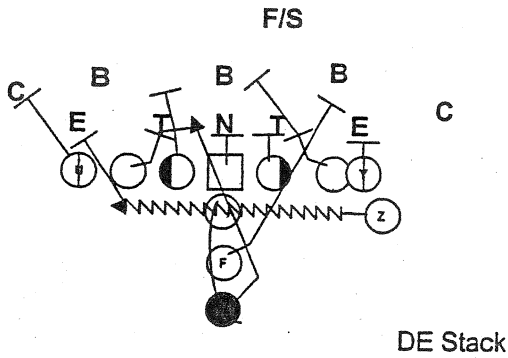
Gap 8



5-3 Stack

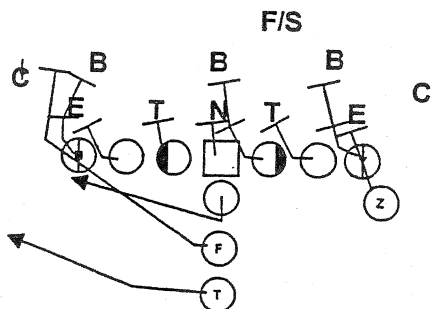
<b>PSY</b>	Block first defender outside
<b>PST</b>	Covered - block man on; Uncovered double inside with G to 1st LB inside
<b>PSG</b>	Block man on, inside
<b>C</b>	Block FS Gap; vs Even look - work to LB from middle to backside
<b>BSG</b>	Block FS Gap
<b>BST</b>	Block FS Gap
<b>BSY</b>	Block FS Gap
<b>-QB</b>	Open to hole side. Hand ball to RB as deep as possible
<b>FB</b>	Block 1st inside LB from outside-in on the playside.
<b>TB</b>	Roll over step, aim for outside leg of playside G, read G/T area
<b>Z/H</b>	Block 1st defender on or inside PSY, get motion timed up and attack LOS
<b>Notes</b>	

# GL Ctr 24 / 25 Jab Kick

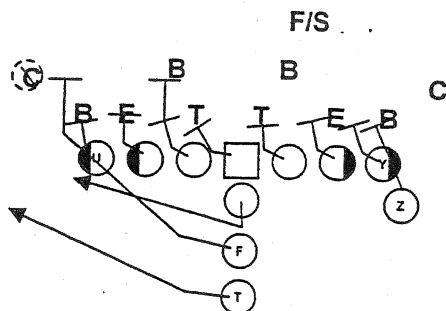


<b>PSY</b>	Block man on, control inside gap
<b>PST</b>	(Number Side) Block inside gap, for bubble LB vs 6-2, double to MLB vs 5-3
<b>PSG</b>	Block man on, handle inside gap threats
<b>C</b>	vs 5-3 block man on; vs 6-2 block BSDT to BSLB
<b>BSG</b>	vs 5-3 combo with BST for BSLB and man on; vs 6-2 combo with C for BSLB and man on
<b>BST</b>	vs 5-3 combo with BSG for BSLB and man on BSG; vs 6-2 cut-off man on
<b>BSY</b>	Block 1st defender outside
<b>QB</b>	Reverse out and hand ball to RB deep. Set to pass.
<b>FB</b>	Block 1st threat outside playside Tackle's block to LB.
<b>TB</b>	Step to playside G, counter back read block of 1st down lineman backside.
<b>Z/H</b>	Block 1st defender on or inside the BSTE
<b>Notes</b>	

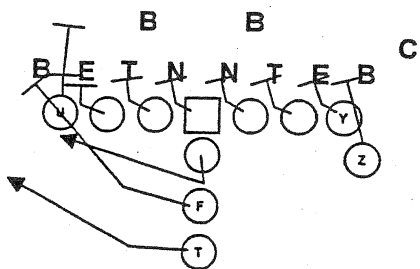
# GL 8 / 9 Option



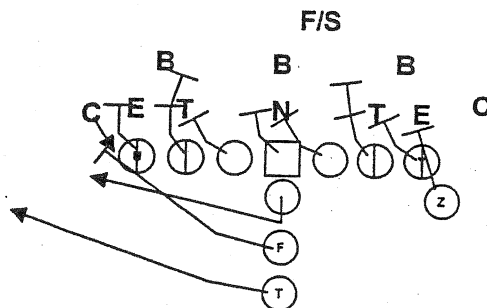
DB



6-2



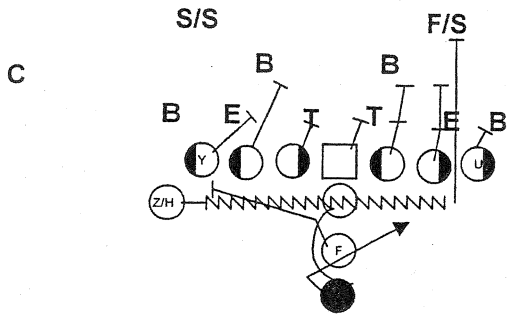
Gap 8



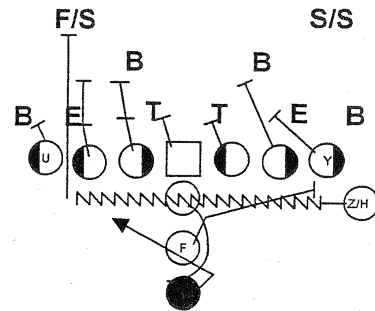
5-3

<b>PSY</b>	Leave one defender outside of you to option; combination with PST to 2nd level when possible (to #2 LB)
<b>PST</b>	vs 5-3 combo to MLB, secure LOS 1st; vs 6-2 FS gap, secure LOS work to BSLB
<b>PSG</b>	vs 5-3 FS gap, control LOS; vs 6-2 FS gap, control LOS
<b>C</b>	vs 5-3 secure LOS, FS Gap, work to 2nd level only off movement; vs 6-2 FS gap, control LOS, 2nd level for BSLB
<b>BSG</b>	Inside gap
<b>BST</b>	Inside gap
<b>BSY</b>	inside gap
<b>QB</b>	Back out 2 quick steps and attack EOL. Read 1st man outside FB's block.
<b>FB</b>	Load course for 1st man outside block of TE. Aim for outside leg of TE.
<b>TB</b>	Optipon phase 4 x 4
<b>Z/H</b>	Inside gap
<b>Notes</b>	Load option scheme

## 4/5 Counter Jab



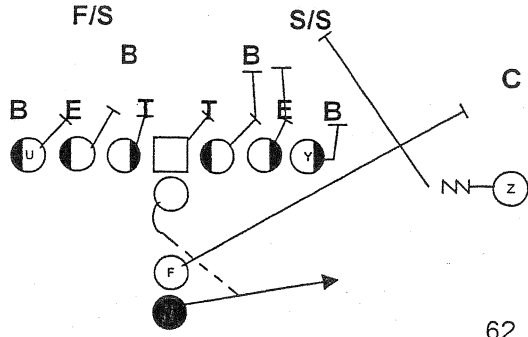
62



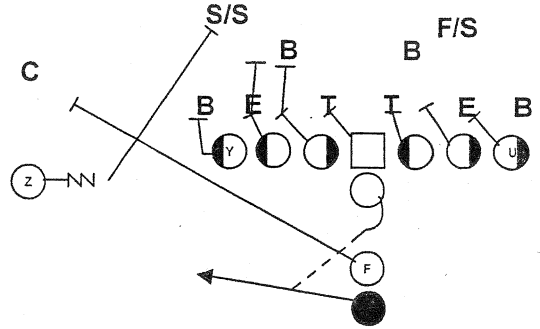
62

<b>PSY</b>	Base
<b>PST</b>	Solid block the frontside with the C & PSG
<b>PSG</b>	Solid block the frontside with the C & PST
<b>C</b>	Solid block the frontside with the PSG & PST
<b>BSG</b>	Block man-on
<b>BST</b>	Inside cutoff; work to backside backer
<b>BSY</b>	Inside Cutoff
<b>QB</b>	Same as 44 / 45 Counter; Give ball to TB and fake Boot
<b>FB</b>	Cut-off block away
<b>TB</b>	Start 22 / 23 steps away; roll back frontside and key block of 1st down-lineman
<b>Z/H</b>	Motion to playside; block SS or corner off edge (MDM)
<b>Notes</b>	

# 38/39 Toss Crack



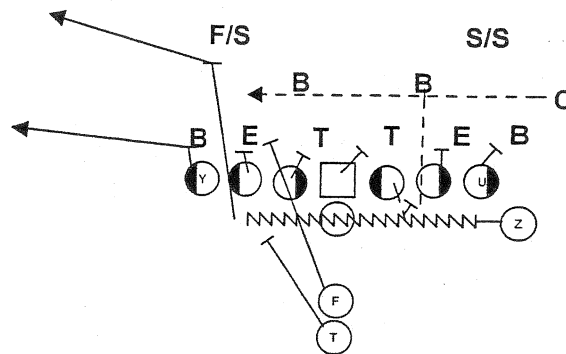
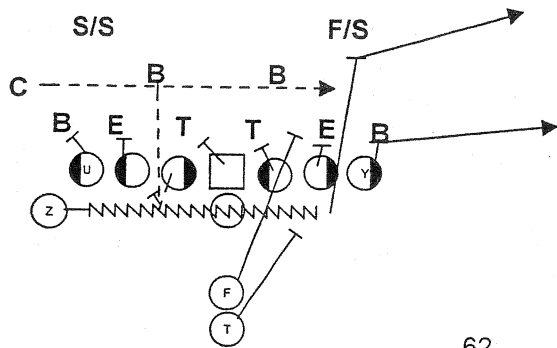
62



62

<b>PSY</b>	Reach D Gap
<b>PST</b>	"Sting" with PSG to Mike backer
<b>PSG</b>	"Sting" with PST to Mike backer
<b>C</b>	Reach first down-lineman playside
<b>BSG</b>	Cutoff inside
<b>BST</b>	Cutoff inside; possible "Moon" with BSY
<b>BSY</b>	Cutoff inside
<b>QB</b>	Reverse pivot - Toss ball to TB
<b>FB</b>	Lead block on 1st support outside crack block, key block of TE
<b>TB</b>	Slow step; catch pitch; key block of TE to FB
<b>Z/H</b>	
<b>Notes</b>	

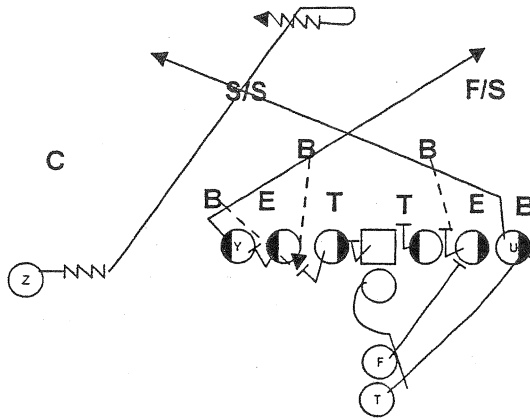
## 422 / 423 Z Sail



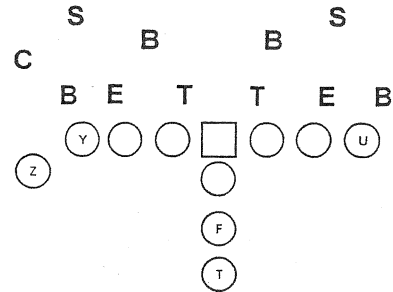
<b>PSY</b>	Slam to flat
<b>PST</b>	Block man-on
<b>PSG</b>	Block inside gap defender
<b>C</b>	Block backside gap defender
<b>BSG</b>	Help Center; look for backside backer run through
<b>BST</b>	Block Man-on
<b>BSY</b>	Block Man - on
<b>QB</b>	Fake 22 - Read progression / #1 Z / #2 Y
<b>FB</b>	Block 22 / 23
<b>TB</b>	Good run fake of 22 / 23
<b>Z/H</b>	Motion playside to tackle's butt; key slam block of TE for release. Run Sail route
<b>Notes</b>	



## Left Tite Z-In Goal Line 84 Gap U Shallow Cross



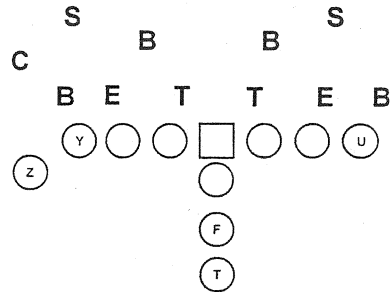
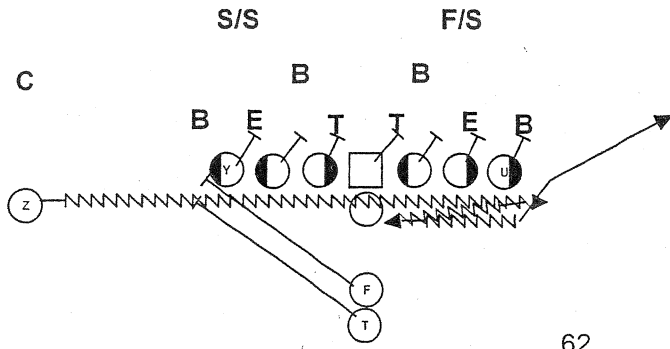
62



62

<b>PSY</b>	Shallow
<b>PST</b>	GAP protection; Inside B gap
<b>PSG</b>	GAP protection; Inside A gap
<b>C</b>	GAP protection; Backside A gap
<b>BSG</b>	Goal Line Protection
<b>BST</b>	Goal Line Protection
<b>BSY</b>	Drag
<b>QB</b>	Reverse pivot; Fake 84 Action to TB. Read progression - #1 U / #2 Z
<b>FB</b>	Block 1st man outside tackles block; C-Gap
<b>TB</b>	Fake and block 1st man outside FB's block, D-Gap
<b>Z/H</b>	Motion In - Run to middle of goal post - end line adjust
<b>Notes</b>	

# Left Tite Zig 359 Max



<b>PSY</b>	Block C Gap
<b>PST</b>	"River" Block B Gap
<b>PSG</b>	"River" Block A Gap
<b>C</b>	"River" Block A Gap
<b>BSG</b>	"River" Block B Gap
<b>BST</b>	"River" Block C Gap
<b>BSY</b>	Block D Gap
<b>QB</b>	3-Step Drop - Find Z in Flat
<b>FB</b>	Block 1st man outside TE's block
<b>TB</b>	Block 1st man outside FB's block
<b>Z/H</b>	ZIG motion - Try to confuse corner covering you
<b>Notes</b>	