

## UNIVERSITY OF KENTUCKY DIVISION OF ATHLETIC TRAINING

### Off-Hour Emergency Procedures

For varsity athletes who are in need of medical attention when the athletic training room is closed, use the following procedures:

1. First notify one of the following staff athletic trainers for advice:

Jim Madaleno	(O)	257-6521	(H)	296-9697
Ross Blackport	(O)	257-6521	(H)	263-5361
John Kelly	(O)	257-6521	(H)	245-7781
Owen Stanley	(O)	257-6521	(H)	971-0880

Athletic Training Room: 257-6521

2. If unable to reach any athletic trainer, then call:

Student Health Service:	323-2778 (appointment line)
Hours during School:	8:00a.m. – 6:00p.m. (last appt. at 5:30p.m.)
Hours during breaks:	8:00a.m. – 4:30p.m. (last appt. at 4:00p.m.)
Physician On Call	323-5000 (Emergency ONLY)

UK Hospital Emergency Department: 323-5901  
(Health Service fee **DOES NOT** cover ER/Urgent Treatment Center visits)

3. Team Physician

Dr. James Jagger 323-2778 (appointment line)

4. Team Orthopedic Physicians – 257-4577

Dr. Darren Johnson  
Dr. Scott Mair  
Dr. Tim Wilson

## ATHLETIC TRAINING ROOM RULES

1. Do not touch or move an injured athlete. Moving an injured athlete may cause further injury. You can help the injured athlete by alerting an athletic trainer to the injured player.
2. The athletic training room should be treated as a co-educational medical facility. All athletes must wear appropriate apparel and use appropriate language.
3. Treat the athletic trainers & medical staff with respect. They are here to help you. If you have a problem with a student athletic trainer, see the head athletic trainer to work things out.
4. **New injuries or illnesses must be reported at 7:00a.m. treatments** in order for the athletic trainers to report the prognosis to the coaching staff.
5. Injured players will report to each practice session (dressed according to your position coach's request) unless previously excused by their coach to receive treatment. There will be no excuse to miss a meeting, practice or lifting session.
6. The athletic training room is not a lounge. It is to be used only for taping, evaluation, treatment, and rehabilitation or to speak with one of the athletic trainers.
7. Stay out of the athletic training staff offices, the doctor's office and the storage room unless you have permission.
8. Cleats of any kind are not allowed in the athletic training room.
9. Do not use the athletic training room telephones or computers.
10. No eating, drinking or use of tobacco is allowed in the athletic training room.
11. Do not remove anything from the athletic training room without first receiving permission from an athletic trainer.
12. Shower after practice/work-outs before coming to the athletic training room for evaluation, treatment, rehabilitation, or consultation.
13. Treatments are initiated by the University of Kentucky Staff Athletic Trainers only. Do not perform your own treatments.
14. If you are injured, check with a staff athletic trainer before getting into the hot whirlpool or Jacuzzi.
15. If you are injured, the athletic trainers, coaches and strength coaches will work together to coordinate an alternate practice, strength training and rehabilitation schedule.
16. All players who practice are expected to go through conditioning at the end of practice. Injured players may ride the bikes or do other exercises with the coaches permission ONLY.

# **UNIVERSITY OF KENTUCKY FOOTBALL**

## **Personnel Guidelines**

1. Notification must be called in and verified before meetings, practice or workouts are missed.
2. Any missed class or tutoring and advising appointments and/or insufficient study hall hours will result in an additional workout with your coach after practice or conditioning workouts.
3. Any missed weight workout or conditioning must be made up by the beginning of the next semester or beginning of practice, whichever comes first. Missed tutoring/advising appointments will be made up at the discretion of CATS.

### **On-Field Policies**

1. Wear all equipment including mouthpiece.
2. Keep helmet on unless coach tells you it is okay to take it off.
3. Chin strap buckled during drills.
4. DON'T sit on helmets.
5. Don't talk while coaches are talking.
6. Don't talk back to Coach – see him later.
7. No swearing. Keep language positive.
8. Hustle to all assignments – don't walk.
9. Pay attention during team period.
10. No chewing tobacco on field or in classrooms.

### **Off-Field Policies**

1. Do not do anything that will embarrass yourself, your teammates or your University.
2. Treat everyone with respect. Don't expect special treatment, appreciate it.
3. Pay attention to detail. Do ALL the little things.
4. Be on time and do not miss meetings, practice, class, or academic appointments.
5. Do not steal.
6. Do not lie. Be honest with your coaches, your instructors, your advisors, your teammates and yourself.
7. Drug use, such as cocaine, marijuana, pep pills, steroids, etc. will lead to suspension or dismissal from the team. The Athletic Department's Drug Testing Policy will continue in effect.
- . Make a commitment, on and off the field – **BE A WINNER!**

# **KENTUCKY SPORTSMANSHIP**

The Kentucky football coaching staff condemns any act by a player to deliberately injure an opponent or teammate during a game or practice. The techniques taught to you by the coaching staff are designed to minimize the risk of injury to you and to your opponent.

The protective equipment you wear is the finest available and should not be abused by you. It is for your protection and should not be used in any manner as a weapon against an opponent or teammate. Of particular importance is the football helmet. When used properly, it protects you. When used improperly, it can become a dangerous weapon to you and to your opponent.

We do not teach nor condone the use of the crown or top of the helmet as a weapon for the purpose of ramming, striking or spearing an opponent. Striking an opponent with the fist, elbow, forearm, foot or knee or throwing the body on an opponent also will not be tolerated. That kind of action results in a 15-yard penalty and, if flagrant, disqualification from the game, not to mention any injury it may cause.

The following are some specific rules relating to the conduct of the game. It is important to you to know these rules and adhere strictly to them. Unethical conduct and acts of unsportsmanship, whether within the rules or not, will not be tolerated by the coaching staff. Play the game hard, with enthusiasm and with intensity, but play it within the spirit and letter of these rules. Win with character!

## **The following actions could result in a 15-yard penalty against your team and ejection from the game and suspension from subsequent competition for you:**

1. Players shall not participate in a fight, before the game, during the first half, during the halftime intermission and during the second half (PENALTY: Before the game or during the first half, 15-yard penalty and disqualification for remainder of the game. During the halftime intermission or during the second half, five-yard penalty and disqualification for the remainder of the game and first half of the next game.)
2. During each half, substitutes shall not leave the team area to participate in a fight, nor shall they participate in a fight in their team area (PENALTY: 15-yard penalty and disqualification for the remainder of the game and for part or all of the next game.)

## **The following actions could result in a 15-yard penalty against your team and ejection from the game:**

1. No player or substitute shall use obscene or vulgar language or gestures or engage in acts that provoke ill will or are demeaning to an opponent, game officials or the image of the game or incited spectators against officials or opponents with unsportsmanlike acts.
2. No player shall point the finger, hand, arm, or ball at an opponent. Any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself for the purpose of taunting or showboating shall not be allowed.
3. After a score or any other play, the player in possession must immediately return the ball to an official or leave it near the end of the play. Spiking the ball to the ground, throwing it high into the air or kicking, throwing or carrying the ball any distance that requires an official to retrieve it is not permitted.
4. One flagrant foul or two unsportsmanlike fouls will disqualify the player from the game.

**IF YOU WANT TO BE A CHAMPION: HANDLE YOURSELF  
LIKE A CHAMPION ON AND OFF THE FIELD!**

# **UNIVERSITY OF KENTUCKY FOOTBALL**

## **2003 Frequently Asked Questions**

### **ROOMMATES**

If you communicated your wishes, your roommate in the dorm for the school year is the one you requested. Otherwise, one was assigned to you by Undergraduate Housing. During fall camp, you can find out who your roommate is if you don't already know. Changes will not be made unless there are dire circumstances, but no changes will be made after August 18. You will move into your permanent housing Wednesday, August 20, between 7:00-8:30 a.m. Be ready to move the night before so that we can expedite this process.

### **HOUSING CHECKS**

For scholarship players not living in Kirwan, there will be four checks for your housing allowance each semester. The checks will be \$348 and will be available at the end of each month, beginning with August and ending in November. The first check could be ready as early as the first day of classes. These checks will continue to be available in the personnel office at Memorial Coliseum.

### **MEALS**

If you are on scholarship, you will have a meal card that will be electronically stocked with money for meals each week that must be consumed at the Commons Market or other campus eateries. There will be meals not provided during the course of the week after fall camp and you will be given money for those meals. These are typically on weekends, starting on Friday night. You will receive \$68 each week for those meals in most cases. Walk-on players will be provided meals until classes start. Dinner on Tuesday, August 26, is the last meal on training table for walk-ons.

### **FURNISHINGS**

Rooms in Kirwan have been checked and an inventory of furnishings has been done. Therefore, do not move any furniture from the lounges to your room. Make sure everything is in your room when we break camp. That includes phones, lamps and chairs. You will be checked out of your room by Steve Hellyer or a coach before you can return your key to the front desk.

### **OTHER ITEMS**

Electronics such as televisions, small refrigerators and microwave ovens may be brought for your rooms. The refrigerator may not be larger than **five cubic feet** and microwaves may not exceed **625 watts**. You may bring two televisions, but there is only one cable outlet in each room. There is ethernet access in each room should you own a laptop computer. You may not bring any auxiliary heaters, halogen lamps or items with exposed heating elements such as mini-stoves.

### **CLOTHES**

The University of Kentucky football team travels in coat and tie so it is advisable to bring dress shoes, pants other than jeans (Dockers and Savanes and other khakis are fine) and a dress shirt in addition to a sport coat and tie should you plan on making the travel squad this fall.

### **TRANSPORTATION**

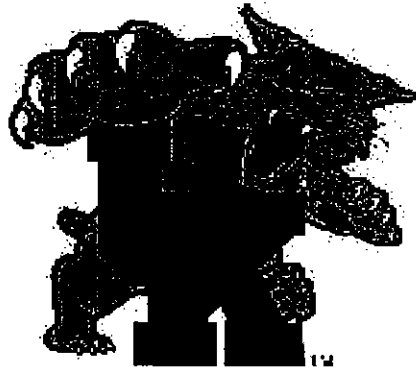
Parking on the University of Kentucky campus is very tight and further restricted for newer students. If you are living in Kirwan, you are within walking distance to the Nutter Training Center, practice and meals as well as all the classroom buildings. If you must bring an automobile, you may want to investigate campus parking by the stadium where you can access the car when necessary. The UK website ([www.uky.edu](http://www.uky.edu)) has a section for parking. You should apply for parking online. The cost for parking is \$152.50 per year. Tickets are between \$10-20, so it may be more economical to purchase a sticker.

### **TICKETS**

Each team member will receive tickets for the family and friends for home games. Those on the 70-player travel squad will be given four tickets to each contest and those that comprise the non-travel squad may reserve three tickets, one of which is to be used by the player. Before the season, you will be asked to list all family members to whom you may provide tickets. Be prepared with that list Monday, August 11, at the evening team meeting. You will then be able to sign up for tickets for anyone on your list the week before the game. You should be ready to request your tickets as early in the week as Wednesday. There will be no acceptable reason for not doing this each week by Thursday.

### **MAIL**

Before school starts, you can have your mail sent to the football office. The address is: Nutter Training Center, 136 Jerry Claiborne Way, Lexington, KY 40506. You may want to have your mail continue to come to the Nutter Center or ask your family to switch to your dorm address if you like.



## **UK FIGHT SONG**

On, On, U of K. We are right for the fight today.

Hold that ball and hit that line; every Wildcat star will shine.

We'll fight, fight, fight for the blue and white,

as we roll to that goal, varsity.

And we'll kick, pass and run 'till the battle is won,

and we'll bring home the victory.

# **UNIVERSITY OF KENTUCKY FOOTBALL**

## **2003 Fall Pre-Season Practice Schedule**

### **Wednesday, August 6**

- |            |             |                                                                 |
|------------|-------------|-----------------------------------------------------------------|
| 9:00 a.m.  | -           | Staff Meeting                                                   |
| 11:00 a.m. | - 1:00 p.m. | Dorm Check-In (Kirwan I)                                        |
| 11:00 a.m. | - 2:00 p.m. | Equipment Fitting for Defense (Nutter Training Center)          |
| 2:00 p.m.  | - 5:00 p.m. | Equipment Fitting for Offense (Nutter Training Center)          |
| 2:00 p.m.  | -           | Team Council Meeting with Coach Brooks (Nutter Training Center) |
| 4:00 p.m.  | -           | Defense Reports to Team Meeting Room                            |
| 4:15 p.m.  | -           | Defense Departs for Physicals (Student Health Center)           |
| 5:00 p.m.  | -           | Offense Reports to Team Meeting Room                            |
| 5:15 p.m.  | -           | Offense Departs for Physicals (Student Health Center)           |
| 6:00 p.m.  | - 7:45 p.m. | Dinner (Commons Market)                                         |
| 8:00 p.m.  | -           | Team Meeting (Nutter Training Center)                           |
| 10:30 p.m. | -           | Snack (Commons Market)                                          |
| 11:00 p.m. | -           | Curfew                                                          |
- (Players With Summer School Finals Excused From Dorm)

### **Thursday, August 7**

- |            |              |                                           |
|------------|--------------|-------------------------------------------|
| 6:45 a.m.  | -            | Team Wake-Up                              |
| 6:45 a.m.  | - 8:00 a.m.  | Breakfast (Commons Market)                |
| 8:00 a.m.  | - 11:00 a.m. | Academic Testing for Newcomers (CATS)     |
| 8:00 a.m.  | - 8:30 a.m.  | Special Teams Meeting                     |
| 8:30 a.m.  | - 9:30 a.m.  | Position Meetings                         |
| 9:45 a.m.  | - 11:15 a.m. | Lifting By Groups                         |
| 11:15 a.m. | - 12:30 p.m. | Lunch (Commons Market)                    |
| 12:30 p.m. | - 1:00 p.m.  | Position Meetings                         |
| 1:00 p.m.  | - 2:30 p.m.  | Taping and Treatments                     |
| 2:35 p.m.  | - 6:45 p.m.  | Practice (Helmets)                        |
|            |              | Two Groups: I (2:35-5:00); II (4:20-6:45) |
| 7:00 p.m.  | - 8:30 p.m.  | Dinner (Commons Market)                   |
| 8:45 p.m.  | - 9:00 p.m.  | Team Meeting (Tony Neely)                 |
| 9:00 p.m.  | - 10:15 p.m. | Position Meetings                         |
| 10:30 p.m. | -            | Snack (Commons Market)                    |
| 11:00 p.m. | -            | Curfew                                    |

# University of Kentucky Football

## 2003 Fall Camp Schedule

Page Two/ August 6, 2003

### Friday, August 8

6:45 a.m.	-	Team Wake-Up
6:45 a.m. - 8:00 a.m.	-	Breakfast
8:00 a.m. - 8:45 a.m.	-	Special Teams Meeting
9:00 a.m.	-	First-Year Players Dress For Picture Day
9:30 a.m.	-	First-Year Players Report For Picture Day (Commonwealth Stadium)
	-	Returnees Dress For Picture Day
10:00 a.m. - 12:00 noon	-	Returning Players Report For Picture Day
11:30 a.m. - 1:00 p.m.	-	Lunch
1:00 p.m.	-	Staff Meeting
1:00 p.m. - 2:30 p.m.	-	Taping and Treatments
2:35 p.m. - 6:45 p.m.	-	Practice (Helmets)
	-	Two Groups: I (2:35-5:00); II (4:20-6:45)
7:00 p.m. - 8:30 p.m.	-	Dinner (Commons Market)
8:45 p.m. - 9:00 p.m.	-	Team Meeting
9:00 p.m. - 10:15 p.m.	-	Position Meetings
10:30 p.m.	-	Snack (Commons Market)
11:00 p.m.	-	Curfew

### Saturday, August 9

6:45 a.m.	-	Team Wake-Up
6:45 a.m. - 8:00 a.m.	-	Breakfast (Commons Market)
8:15 a.m. - 9:15 a.m.	-	Position Meetings
9:15 a.m. - 9:45 a.m.	-	Special Teams Meetings
9:45 a.m. - 11:15 a.m.	-	Taping and Treatments
10:00 a.m.	-	Staff Meeting
11:20 a.m. - 3:30 p.m.	-	Practice (Shells)
	-	Two Groups: I (11:20-1:45); II (1:05-3:30)
3:45 p.m. - 5:00 p.m.	-	Lunch (Commons Market)
6:00 p.m. - 7:00 p.m.	-	Dress for Fan Day/Walk to Commonwealth
7:15 p.m. - 9:15 p.m.	-	Fan Day (Commonwealth)
10:00 p.m.	-	Snack (Commons Market)
11:00 p.m.	-	Curfew

### Sunday, August 10

8:15 a.m.	-	Team Wake-Up (Earlier If Desired)
10:30 a.m. - 12:00 p.m.	-	Brunch (Commons Market)
12:00 p.m. - 1:15 p.m.	-	Position Meetings
1:15 p.m.	-	Staff Meeting
1:15 p.m. - 2:45 p.m.	-	Taping and Treatments
2:50 p.m. - 7:00 p.m.	-	Practice (Shells)
	-	Two Groups: I (2:50-5:15); II (4:35-7:00)
6:00 p.m. - 7:30 p.m.	-	Dinner (Commons Market)
7:45 p.m. - 8:00 p.m.	-	Team Meeting
8:00 p.m. - 8:30 p.m.	-	Special Teams Meeting
8:30 p.m. - 10:00 p.m.	-	Position Meetings
10:30 p.m.	-	Snack (Commons Market)
11:00 p.m.	-	Curfew

8:15-30 Team Meeting



# University of Kentucky Football

## 2003 Fall Camp Schedule

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### Monday, August 11

6:45 a.m. - Team Wake-Up  
6:45 a.m. - 8:00 a.m. - Breakfast (Commons Market)  
8:00 a.m. - 11:00 a.m. - Academic Testing for Newcomers (CATS)  
8:00 a.m. - 8:30 a.m. - Special Teams Meeting  
8:30 a.m. - 9:30 a.m. - Position Meetings  
9:45 a.m. - 11:15 a.m. - Lifting By Groups  
11:15 a.m. - 12:30 p.m. - Lunch (Commons Market)  
12:30 p.m. - 1:00 p.m. - Position Meetings  
1:00 p.m. - 2:30 p.m. - Taping and Treatments  
2:35 p.m. - 6:45 p.m. - Practice (Full Gear)  
Two Groups: I (2:35-5:00); II (4:20-6:45)  
7:00 p.m. - 8:30 p.m. - Dinner (Commons Market)  
8:45 p.m. - 9:00 p.m. - Team Meeting  
9:00 p.m. - 10:15 p.m. - Position Meetings  
10:30 p.m. - Snack (Commons Market)  
11:00 p.m. - Curfew

### Tuesday, August 12

6:45 a.m. - Team Wake-Up  
6:45 a.m. - 8:00 a.m. - Breakfast (Commons Market)  
7:15 a.m. - 8:30 a.m. - Taping and Treatments  
8:45 a.m. - 11:45 a.m. - Practice  
12:00 a.m. - 1:30 p.m. - Lunch (Commons Market)  
1:00 p.m. - Staff Meeting  
1:15 p.m. - 2:45 p.m. - Taping and Treatments  
2:45 p.m. - 3:00 p.m. - Special Teams Meeting  
3:00 p.m. - 3:45 p.m. - Position Meetings  
4:00 p.m. - 6:00 p.m. - Practice (Full Gear/Contact)  
6:15 p.m. - 7:45 p.m. - Dinner (Commons Market)  
7:45 p.m. - 8:00 p.m. - Team Meeting  
8:00 p.m. - 8:30 p.m. - Special Teams Meeting  
8:30 p.m. - 10:00 p.m. - Position Meetings  
10:30 p.m. - Snack (Commons Market)  
11:00 p.m. - Curfew

# University of Kentucky Football

## 2003 Fall Camp Schedule

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### Wednesday, August 13

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
8:15 a.m.	-	9:30 a.m.	- Walk-Through (Practice Fields)
9:30 a.m.	-	11:30 a.m.	- Lifting By Groups
11:30 a.m.	-	1:00 p.m.	- Lunch (Commons Market)
1:00 p.m.	-	-	Staff Meeting
1:00 p.m.	-	2:30 p.m.	- Taping and Treatments
2:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	- Position Meetings
10:30 p.m.	-	-	Snack (Commons Market)
11:00 p.m.	-	-	Curfew

### Thursday, August 14

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
7:15 a.m.	-	8:30 a.m.	- Taping and Treatments
8:45 a.m.	-	11:45 a.m.	- Practice
12:00 a.m.	-	1:30 p.m.	- Lunch (Commons Market)
1:15 p.m.	-	2:45 p.m.	- Taping and Treatments
2:30 p.m.	-	2:45 p.m.	- Special Teams Meeting
2:45 p.m.	-	3:45 p.m.	- Position Meetings
3:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	- Position Meetings
10:30 p.m.	-	-	Snack (Commons Market)
11:00 p.m.	-	-	Curfew

### Friday, August 15

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
8:15 a.m.	-	9:30 a.m.	- Walk-Through (Practice Fields)
9:30 a.m.	-	11:30 a.m.	- Lifting By Groups
11:30 a.m.	-	1:00 p.m.	- Lunch (Commons Market)
1:00 p.m.	-	-	Staff Meeting
1:00 p.m.	-	2:30 p.m.	- Taping and Treatments
2:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	- Position Meetings
10:30 p.m.	-	-	Snack (Commons Market)
11:00 p.m.	-	-	Curfew

# University of Kentucky Football

## 2003 Fall Camp Schedule

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### Saturday, August 16

6:45 a.m.	-	-	Team Wake-Up	
6:45 a.m.	-	8:00 a.m.	-	Breakfast (Commons Market)
7:15 a.m.	-	8:30 a.m.	-	Taping and Treatments
8:45 a.m.	-	11:45 a.m.	-	Practice
12:00 p.m.	-	1:30 p.m.	-	Lunch (Commons Market)
1:00 p.m.	-	-	-	Staff Meeting
1:15 p.m.	-	2:45 p.m.	-	Taping and Treatments
2:30 p.m.	-	2:45 p.m.	-	Special Teams Meeting
2:45 p.m.	-	3:45 p.m.	-	Position Meetings
3:45 p.m.	-	5:45 p.m.	-	Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	-	Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	-	Team Meeting
8:00 p.m.	-	8:30 p.m.	-	Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	-	Position Meetings
10:30 p.m.	-	-	-	Snack (Commons Market)
11:00 p.m.	-	-	-	Curfew

### Sunday, August 17

8:15 a.m.	-	-	Team Wake-Up (Earlier If Desired)	
10:30 a.m.	-	12:00 p.m.	-	Brunch (Commons Market)
12:00 p.m.	-	1:15 p.m.	-	Position Meetings
1:15 p.m.	-	2:45 p.m.	-	Taping and Treatments
1:30 p.m.	-	-	-	Staff Meeting
3:00 p.m.	-	6:00 p.m.	-	Practice (Full Gear)
6:15 p.m.	-	7:45 p.m.	-	Dinner (Commons Market)
7:45 p.m.	-	8:00 p.m.	-	Team Meeting (Mitch Barnhart)
8:00 p.m.	-	8:30 p.m.	-	Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	-	Position Meetings
10:30 p.m.	-	-	-	Snack (Commons Market)
11:00 p.m.	-	-	-	Curfew

### Monday, August 18

6:45 a.m.	-	-	Team Wake-Up	
6:45 a.m.	-	8:00 a.m.	-	Breakfast (Commons Market)
7:15 a.m.	-	8:30 a.m.	-	Taping and Treatments
8:45 a.m.	-	11:45 a.m.	-	Practice
12:00 a.m.	-	1:30 p.m.	-	Lunch (Commons Market)
1:15 p.m.	-	2:45 p.m.	-	Taping and Treatments
2:30 p.m.	-	2:45 p.m.	-	Special Teams Meeting
2:45 p.m.	-	3:45 p.m.	-	Position Meetings
3:45 p.m.	-	5:45 p.m.	-	Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	-	Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	-	Team Meeting
8:00 p.m.	-	8:30 p.m.	-	Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	-	Position Meetings
10:30 p.m.	-	-	-	Snack (Commons Market)
11:00 p.m.	-	-	-	Curfew

# University of Kentucky Football

## 2003 Fall Camp Schedule

Page Six/ August 6, 2003

### Tuesday, August 19

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
8:15 a.m.	-	9:15 a.m.	- Walk-Through (Practice Fields)
9:30 a.m.	-	11:00 a.m.	- Lifting By Groups
11:00 a.m.	-	12:30 p.m.	- ALL PLAYERS MOVE TO PERMANENT HOUSING
12:00 p.m.	-	1:30 p.m.	- Lunch (Commons Market)
1:00 p.m.			- Staff Meeting
1:30 p.m.	-	3:00 p.m.	- Taping and Treatments
3:15 p.m.	-	6:15 p.m.	- Practice (Full Gear/Contact)
6:30 p.m.	-	8:00 p.m.	- Dinner (Commons Market)
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	9:45 p.m.	- Position Meetings
10:15 p.m.			- Snack (Commons Market)
11:00 p.m.			- Curfew

### Wednesday, August 20

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
7:15 a.m.	-	8:30 a.m.	- Taping and Treatments
8:45 a.m.	-	11:45 a.m.	- Practice
12:00 a.m.	-	1:30 p.m.	- Lunch (Commons Market)
1:15 p.m.	-	2:45 p.m.	- Taping and Treatments
2:45 p.m.	-	3:00 p.m.	- Special Teams Meeting
3:00 p.m.	-	3:45 p.m.	- Position Meetings
3:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	- Position Meetings
10:30 p.m.			- Snack (Commons Market)
11:00 p.m.			- Curfew

### Thursday, August 21

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
8:15 a.m.	-	9:30 a.m.	- Walk-Through (Practice Fields)
9:30 a.m.	-	11:30 a.m.	- Lifting By Groups
11:30 a.m.	-	1:00 p.m.	- Lunch (Commons Market)
1:00 p.m.			- Staff Meeting
1:00 p.m.	-	2:30 p.m.	- Taping and Treatments
2:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:00 p.m.	-	8:30 p.m.	- Special Teams Meeting
8:30 p.m.	-	10:00 p.m.	- Position Meetings
10:30 p.m.			- Snack (Commons Market)
11:00 p.m.			- Curfew

# University of Kentucky Football

## 2003 Fall Camp Schedule

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### Friday, August 22

6:45 a.m.	-	-	Team Wake-Up
6:45 a.m.	-	8:00 a.m.	- Breakfast (Commons Market)
7:15 a.m.	-	8:30 a.m.	- Taping and Treatments
8:45 a.m.	-	11:45 a.m.	- Practice
12:00 a.m.	-	1:30 p.m.	- Lunch (Commons Market)
1:00 p.m.			- Staff Meeting
1:15 p.m.	-	2:45 p.m.	- Taping and Treatments
2:30 p.m.	-	2:45 p.m.	- Special Teams Meeting
2:45 p.m.	-	3:45 p.m.	- Position Meetings
3:45 p.m.	-	5:45 p.m.	- Practice (Full Gear/Contact)
6:00 p.m.	-	7:30 p.m.	- Dinner (Commons Market)
7:30 p.m.	-	8:00 p.m.	- Team Meeting
8:15 p.m.	-	10:00 p.m.	- Special Meeting (Rookie Talent Show)
10:30 p.m.			- Snack (Commons Market)

### Saturday, August 23

7:00 a.m.	-	-	Team Wake-Up
7:15 a.m.	-	8:30 a.m.	- Breakfast (Commons Market)
8:45 a.m.	-	9:45 a.m.	- Walk-Through (Practice Fields)
10:00 a.m.	-	11:30 a.m.	- Lifting By Groups
11:30 a.m.	-	1:00 p.m.	- Lunch (Commons Market)
1:00 p.m.			- Staff Meeting
2:00 p.m.	-	2:15 p.m.	- Team Meeting
2:15 p.m.	-	2:45 p.m.	- Special Teams Meeting
2:45 p.m.	-	3:30 p.m.	- Position Meetings
3:30 p.m.	-	4:30 p.m.	- Taping and Treatments
4:30 p.m.	-		- Dress at Commonwealth Stadium
6:30 p.m.	-	9:00 p.m.	- Scrimmage (CLOSED)

### Sunday, August 24

All Day	-	Day Off, Meals On Own
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### Monday, August 25

7:30 a.m.	-	8:45 a.m.	- Breakfast (Commons Market)
9:00 p.m.			- Staff Meeting
9:00 a.m.	-	11:00 a.m.	- Life Skills/Academics Meeting (CATS)
11:30 a.m.	-	1:00 p.m.	- Lunch (Commons Market)
12:30 p.m.	-	2:00 p.m.	- Taping and Treatments
2:00 p.m.	-	2:15 p.m.	- Special Teams Meeting
2:15 p.m.	-	3:00 p.m.	- Position Meetings
3:15 p.m.	-	6:15 p.m.	- Practice
6:30 p.m.	-	8:00 p.m.	- Dinner (Commons Market)

# **University of Kentucky Football**

## **2003 Fall Camp Schedule**

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### **Tuesday, August 26**

7:15 a.m.	-	8:45 a.m.	-	Breakfast (Commons Market)
9:00 a.m.			-	Team Meeting
9:30 a.m.	-	11:00 a.m.	-	Lifting By Groups
11:30 a.m.	-	1:00 p.m.	-	Lunch (Commons Market)
12:30 p.m.	-	2:00 p.m.	-	Taping and Treatments
1:00 p.m.			-	Staff Meeting
2:00 p.m.	-	2:15 p.m.	-	Special Teams Meeting
2:15 p.m.	-	3:00 p.m.	-	Position Meetings
3:15 p.m.	-	6:15 p.m.	-	Practice
6:30 p.m.	-	8:00 p.m.	-	Dinner (Commons Market)

**TRAINING TABLE ENDS**

### **Wednesday, August 27**

7:30 a.m.			-	CLASSES BEGIN
9:00 a.m.			-	Staff Meeting
12:30 p.m.	-	2:00 p.m.	-	Taping and Treatments
2:00 p.m.	-	2:15 p.m.	-	Special Teams Meeting
2:15 p.m.	-	3:00 p.m.	-	Position Meetings
3:15 p.m.	-	6:15 p.m.	-	Practice
6:30 p.m.	-	8:00 p.m.	-	Dinner (Commons Market)

**OFFENSIVE INSERTION  
FALL 2003**

**PRACTICE #1    AUG. 07, 2003    (Shorts/Helmets)**

### Formations/Personnel Pro, Slot, Split, Quaker

**Run Game**                      **Opt @ 2/8 Blank (Scoop) 52/58 Blank"0"**  
**(Switch),(Sweep) 54/56 Pop Out (Draw),**  
**34/36 Pop Out,**  
**32/38 Blank "0", 41/9 Scoop, "F" 54/56 Scoop**

**Play Action Passes**      **54/56 Pop Out Pass "Y" Middle ("Y" Under "X" Flag), ("W" Post), (Flag) (Squirrel In) ("W" Dip), ("W" Over) Fake 41/49, "X" Slant (Dip)**

**Pocket Pass Game**

man pro  
3 step

71/9 Hot (Stop) (Out) (Fade) (Slant) ("W" Slant)  
(Uncovereds) ("A")  
70 Curl ("Y" Hook "X/R" Cross) ("W" Dip)  
70 "F" Angle ("F" Chase) ("W" Drive)

**Convoys & Special**  
**Plays**

## Defense

<u>G.L. Formations</u>	<u>Flkr/Wing</u>
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**G.L. Runs**                      **54/56 P.O., Opt @ 2/8 Blank, 52/58 B.O., (Sweep)**  
**32/38/B.O.**

**G.L. Passes** **54/56 P.O. 2 UWI**

**G.L. Defense** **6-2**

**Cadence**                      **1, 2, Down, Feet in Cement**

**Motion**

**PRACTICE #2 Aug. 8, 2003 (Shorts/Helmets)**

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<b><u>Formations/Personnel</u></b>	Lion/Rhino, Trips, Spread, PAR/PAL <i>gap out rules</i>
<b><u>Run Game</u></b>	Draw @ 3/7, 70 QB Draw, Draw @ 4/6, (Whip) 54/56 Scoop, 53/57 Scoop (W) (Lead), 31/39 Scoop <i>↳ inside zone ↳ outside zone</i>
<b><u>Play Action Passes</u></b>	54/56 P. O .P. Dbl Cross, Roll @ 2/8 Pass <i>↳ Rip/Liz (5 step drop)</i>
<b><u>Pocket Pass Game</u></b>	73/77 Curl (Hac's) (2 Unders) ("Y" Out Swing) ("Y" Stick Swing) (Under & In) <i>man pro (5 step) ←</i> 74/76 (Out) (A) (Comeback) (Dble Post) (Glance) 71/79 Pat
<b><u>Convoys &amp; Special Plays</u></b>	73/77 X/W/R Convoy Middle, Fake 54/56 P.O.P. "R" Con Rt/Lt 75 "F" Con.
<b><u>Defense</u></b>	
<b><u>G.L. Formations</u></b>	Flkr/Wing
<b><u>G.L. Runs</u></b>	Opt @ 2/8 Scoop, 41/49 Scoop
<b><u>G.L. Passes</u></b>	54/56 P.O.P. 3 Under, F. 54/56 P.O. Naked @ 1/9
<b><u>Cadence</u></b>	Silver, Orange
<b><u>Motion</u></b>	Jump, Move



**PRACTICE #3**     **Aug 9, 2003**

**Formations/Personnel** Double, Double Rt/Lt, Rex/Lee, PAT,

**Run Game** QB 54/56 P.O., QB 52/8 B.O., QB Draw @ 3/7,  
41/9 Load, 24/6 Trap

**Play Action Pass**      **54/56 Pop Out Dble Post ("W" Over) ("Y" Flag) ("W" Square Out) ("Y" Under "X" In)**

→ fake draw (slide pro)

**Pocket Pass Game**      **14/16 EB Go (W.R. Under) (Middle) (Square Out)**  
**73/77 2 Out (Flag) (C.B.)(“F”Chase)(EB Go)**  
**(EB Go “X/R” In)**

**74/76 W.R. Under (Squirrel In)**

## 71/79 Bubble (Gum)

**72/78 (Out)(Slant)("A")**

✓ (slide pro) 3 step drop

## Convoys & Special Plays

## Defense

<u>G.L. Formations</u>	<u>Flkr/Wing/Score</u>
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→ Pop out

**G.L. Runs** **93/97 QB DBL P.O.**

$\hookrightarrow$  gap (zone)

**G.L. Passes**                      **53 Pass "F" Zip, 93 Dive Pass ("Y" Out)**

## G.L. Defenses

**Cadence**                      ~~One~~, Up On Down

<b><u>Motion</u></b>	<b>Loop, Fly, Rip/Liz</b>
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**PRACTICE #4 Aug 10, 2003**

**Formations/Personnel Spread Wide**

**Run Game** 54/6 Bend Back, Rum@ 2/8 (QB) (Switch) (Arc)  
(Load) (Read) (F) (Sweep) Opt. 2/8 Cut (Whip)

**Play Action Passes** Fake 54/56 Pop Out Naked, Fake 54/56 N. @ 1/9  
53/57 Pass  
Opt. 2/8 Pass DBL Cross ("W" Seam)(Dbl Post)

**Pocket Pass Game** Dash Rt/Lt ("W"Comeback), 51/59 Pass(Run Pass)  
14/16 EB Go 'X'/R In 52/8 Pass TB "X" P/F

**Convoys & Special  
Plays**

Fake 32/38 Screen RT/LT

**Defense**

⇒ quick set and go to  
Alley. #3

**G.L. Formations**

**G.L. Runs** Opt. 2/8 Blank,  
"F" Rip/Liz 41/9 Load

**G.L. Passes** 93/97 Dive Pass ("Y" Out)

**G.L. Defense**

**Cadence** Up On 1, Down on 1

**Motion** 1/2 Trade, Orbit, Jet, Whip

**PRACTICE #5 Aug 11, 2003**

**Formations/Personnel** Pro Over, POT, Ron/Lou, Bunch, Cat

**Run Game**

→ just run the rumble  
F. 32/8 QB Rum @ 2/8, F. 32/8 QB Tackle Trap @ 3/7  
Switch (T.E. Side) Quick Pitch/Toss @ 1/9  
Option @ 2/8 Blank Backer (Crack)

run like  
pop out  
in a  
59 def.

**Play Action Pass**

54/56 Pop Out Draw Pass ("Y" Under Dbl Cross)  
(Dbl Cross) Fake 32/38 N @ 1/9 → zorro Rt/Lt  
Draw @ 3/7 Pass "X/Z" In → 70 pro rules  
51/9 & 52/8 Pass ("X" Curl) ("X" Under)

**Pocket Pass Game**

74/76 EB Go "X" In,  
73/77 EB Go "X" Cross, (Flag/Post)  
14/16 Go Trail

**Convoys & Special  
Plays**

Fake 41/49 Scoop "X/W" Reverse @ 1/9 (Pass)  
Fake Rumble @ 2/8 "W" Reverse 1/9

**Defense**

**G.L. Formations**

**G.L. Runs**

**G.L. Passes**

71/79 Fade, Pic/Pat, Fade Out

**G.L. Defenses**

F1kr

**Cadence**

All Cadence

**Motion**

Review

**PRACTICE #6 Aug 11, 2003**

**Formations/Personnel** Unbalanced, Rip

**Run Game**

Fake 32/38 Opt @ 2/8 Blank (Orbit)  
34/36 Trap, 54/56 Gator  
54/6 P.O.P. QB Dr.

**Play Action Pass**

54 Pitchback to QB, 54/56, (93/97) QK Pass  
52/58 Shovel, Shovel @ 3/7

**Pocket Pass Game**

14/6 "W" Over,  
(In)  
72/78 Firm Out, Stop, "A", Slant  
73/77 Firm Squirrel In, Dble. Post  
↳ 3 step drop

3 step  
drop

**Convoys & Special**

**Plays**

52/58 Pass Throwback "Y" Convoy Rt/Lt  
51/59 Hitch & TB to QB  
74/76 Fake "X" Convoy Middle  
↳ just block 74/76

Hitch &  
Gap

**Defense**

**G.L. Formations**

**G.L. Runs**

Review

**G.L. Passes**

Unbalanced 51 Pass "R/W" Pick

**G.L. Defenses**

**Cadence**

All Cadence

**Motion**

Shift

Rip/Liz (slide pro)  
Draw at 3/7  
blocking  
(54/56)

**PRACTICE #7   Aug 12, 2003**

**Formations**

**Twins, Twins Rt/Lt**

**Run Game**

**52/8 Pwr.**

**Play Action Pass**

**Fake 41 Throwback to QB  
Fake 54/56 Naked Shovel @ 1/9  
Split RT/LT F. 32/8 Roll @ 2/8 Pass**

**Pocket Pass Game**

**73/77 Curl & Lateral  
70 Fake Dbl. Convoy "Y" Dly.  
52/8 Pass TB "X" In & Out ("X" In)**

**Convoy & Special  
Plays**

**Fake 32/38 Dbl. Reverse @ 1/9  
52/58 Pass "Y" Hide**

**Defense**

**G.L. Formations**

**G.L. Runs**

**Review**

**G.L. Passes**

**Review**

**G.L. Defenses**

**OFFENSIVE GOALS**  
**FALL – 2003**

1. COMPLETE UNDERSTANDING OF AUTOMATIC SYSTEM.
  - A. DAILY REVIEW DURING FILM SESSIONS.
  - B. “OFF ON BALL” DURING PRACTICE
  - C. WRITTEN EXAMS
  
2. NULLIFY PENALTIES (NO MORE THAN 25 YARDS)
  - A. PUSH-UP/UP-DOWNS WHEN A PENALTY IS COMMITTED.
  - B. RECOGNIZE EACH DAY HOW WE DID AS A UNIT REGARDING PENALTIES.
  - C. UPON CONCLUSION OF A GAME EVALUATE WITH THE OFFENSIVE UNIT: DID WE ACCOMPLISH THIS GOAL.
  
3. RED ZONE ATTITUDE: SCORE A TD INSIDE THE +15 100% OF THE TIME
  - A. DURING PRACTICE PUT THE OFFENSE IN THIS POSITION
  - B. EVALUATE IN MEETINGS WHAT WENT WRONG IF WE DIDN’T SCORE A TD.
  
4. ATTAIN 400 YARDS IN TOTAL OFFENSE EACH GAME.
  - A. IDENTIFY HOW THE OFFENSIVE UNIT DID AFTER A FULL SCRIMMAGE
  - B. AT HALF TIME PROVIDE THE STATISTICS ON HOW WE ARE DOING?
  
5. NEGATE SACKS
  - A. MAINTAIN A WEEKLY SACK CHART (PUT UP IN THE OFFENSIVE MEETING ROOM.)
  - B. AFTER EACH PASS SCRIMMAGE OR SCRIMMAGE IDENTIFY SUCCESS RATIO.
  
6. 3<sup>RD</sup> DOWN SUCCESS:

3 <sup>RD</sup> 1-2	100%
3 <sup>RD</sup> 3-5	80%
3 <sup>RD</sup> 6-9	50%
3 <sup>RD</sup> +11	30%

  - A. IDENTIFY AFTER EACH SCRIMMAGE SITUATION WHAT THE STATISTICS SHOW.
  - B. AFTER EACH GAME EVALUATE THE RESULTS.

## 2003 OFFENSE

### I. FORMATIONS

L/R (TIGHT/DEEP)(SPECIAL)(FLEX)  
 REX/LEE (DEEP)(SPECIAL)(TIGHT) (FLEX)(STRETCH)  
 TRIPS (DEEP)(TIGHT)(SPECIAL) (FLEX)(STRETCH)  
 DOUBLE (RIGHT/LEFT/TIGHT/DEEP)(SPECIAL)(FLEX)  
 (STRETCH)  
 TWINS(RIGHT/LEFT/TIGHT/DEEP)(SPECIAL)  
 FLANKER (TIGHT)(FLEX)(SPECIAL)(STRETCH)  
 WING (F)  
 PRO (OVER)(SPECIAL)(FLEX)(STRETCH)(TIGHT)  
 SLOT (SPECIAL)(FLEX)(STRETCH)(OVER)  
 PAR, PAL, POT, PAT  
 RON/LOU (SPECIAL)(TIGHT)  
 SPECIAL RIGHT/LEFT  
 (F) SPREAD (TIGHT)(SPECIAL)(FLEX)(STRETCH)(WIDE)  
 SOONER  
 SCORE (OVER)  
 EMPTY (ALL FORMATIONS)  
 QUAKER (2 QB'S)  
 \*STRONG/WEAK WITH ALL (R)  
 \*\*SPLIT WITH ALL 2 BACK FORMATIONS  
 \*\*\*CAT = TERM FOR TWO R-BACK PERSONNEL TO RUN 1 OR 2  
 BACK FORMATIONS  
 \*\*\*\*NASTY – Y SPLIT 2-3 YDS.

### II. HUDDLE CALLS

(SHIFTING)

FLEX		
TRADE(1/2)	MOTION:	RIP/LIZ
FLY (W)		LOOP/LOPE
SHIFT (Y)		GHOST
JUMP		FOLLOW
EMPTY		DRILL
MOVE		SMASH
WIDE		Y-U OFF      WHIP
JET		ORBIT
BAIT (SHIFT AFTER DUMMY AUDIBLE)		
STEM (SHIFT ON DOWN WITHOUT DUMMY AUDIBLE)		
(BACKS)		
SPEED SERIES		

### III. SNAP COUNT

(\*USE IN 1<sup>ST</sup> & 2<sup>ND</sup> POSSESSION)  
 \*DOWN                      \*UP (ON DOWN)                      \*DOWN ON1  
 1-2 (DOWN ON 2)(ALL PLAY CHANGES ON 2)  
 NON-RHYTHMIC – VARY – CHART IN PRACTICE  
 “EASY” (ANYTIME IN SNAP COUNT (PAT CENTER)  
 LIVE #'s/CHANGE UPS  
 ORANGE (ON 2)  
 FEET IN CEMENT (✓ WITH ME)(T.O.)(RUN PLAY CALLED)(✓WITH  
 SIDELINE)  
 “GOLD” / “SILVER” (ON 2)

## 2003 OFFENSE

### SNAP COUNT (CON'T)

BLUE OVER/RED OVER (ON 2)  
"BAIT" (HUDDLE CALL)(BACK-SHIFT ON DUMMY AUDIBLE)  
(BACKS)  
"OVER"  
"QUICK" ON DOWN (ON 1)(EASY ON DOWN)  
QB SNEAK CHECK W/ME  
QB SNEAK T.O.  
SILENT COUNT  
CENTER CADENCE  
DOUBLE AUDIBLE – 2<sup>ND</sup> ✓ DOESN'T NEED A LIVE #

### IV. VS. MAN FREE

- 1.) 71-79 (51-59 ROLL) FLAT – OUT- STOP – HOT – DOUBLE CUT – STOUT-FADE – OPTION – PAT – Q.S. – W.Q.S.
- 2.) 74-76 TRAIL – TRAIL OUT – OUT – STOP – DOUBLE CUT – DBL POST – FADE C.B. – IN & OUT – F-SWING – LOOP OUT – POST OUT – POST FLAG – Q – SLANT & GO – SLANT OUT  
W SLANT
- 3.) WR CONVOY (73-77)(Y-R-F-X-W-Z)(CONVOY MIDDLE)
- 4.) (73-77)(14-16) 2 UNDER (R-W-X IN)(P.F.)(C.B.'s)(Q) – 2 OUT– LOOP OUT  
(CURL)(CHOICE)(STICK)(Y OUT)(y OPTION)(G.P.)(Y STICK IN)  
(HAC)(F SWING)(F TRAIL)  
F ✓ MIDDLE – 3 UNDER (F ANGLE/CHASE)(Y-W HOOK OUT/HOOK IN)  
F CONVOY (Y OR W)
5. 70 R-F CROSS – R & Y CROSS – (DBL CUT)  
Y-HOOK-R-CROSS – R-F-Y CHOICE – (Y-HOOK X-W CROSS)
6. SPECIAL OR STRETCH (E.B. GO/UNDER)
7. ROLL PASS (F-R TRAIL)(POST)(POST FLAG)(POST OUT)(DBL POST)
8. DASH: POST FLAG – IN & OUT – CB (& GO)(W CB)(R OUT)  
REVERSE TRAIL – TRAIL OUT – R-F-TRAIL
9. OPTION SCOOP & BLANK/VEER(KEEP) TRAP OPTION/DIVE KEEP/ABORT
10. QB DRAW @ 4-6/3-7 (1 & NO BACK)(QB DEEP DRAWS)
11. QB Trap @ 4-6 (SPECIAL & STRETCH)
12. QB RUMBLE & BLANK 0 (QB F RUMBLE)(SWITCH)(LEAD)(POWER)
13. (F) RUMBLE KEEP (B.O. & P.O. KEEP/BOOT)(RUMBLE READ)(SMOKE)
14. HITCH & TB TO QB
15. 51-59 (RUN) PASS (THROWBACK)(52-58)(FLAT)(A)(DIP)(CURL)(STOP)
16. 41-49 (31-39) THROWBACK TO QB (X SLANT/DIP)
17. 72-78 Y ZIP (U)
18. F TRAIL (ROLL PASS)(2 UNDER)(74-76 R TRAIL)
19. ALL QB RUNS & OPTIONS
20. DBL POST/POST/POST FLAG (P.O.P.)(74-76)(ROLL)(OPTION PASS)  
(P.O. DRAW PASS)
21. SHOVEL @ 3-7 (51-59)(NAKED SHOVEL)
22. OPTION PASS (DBL CROSS)(CRACK & GO)(CRACK & CORNER)(Y FLAG)  
(FLAG)



## **2003 OFFENSE**

### **V. VS. BLITZ**

1. WR CONVOY (73-77) QUICK SCREEN
2. \*71-79 (51-59 ROLL) HOT – STOP – OUT – QUICK SLANT – (W)  
DOUBLE CUT – FLAT – OPTION – PIC – PAT – FADE – K – SLANT (W)
3. \*74-76 STOP – OUT – FADE C.B. – LOOP/PIC/PAT/FADE/G.O./K LOOP IN –  
STOUT
4. OPTION SCOOP (BLANK) DIVE KEEP/VERR KEEP
5. TRAP (QB RUMBLE)(SPECIAL/STRETCH)
6. QUICK TOSS/PITCH
7. \*74-76 DASH – IN & OUT – POST FLAG – C.B.(W) – SLANT OUT – TRAIL OUT
8. \*59 ROLL – PASS (SAME CUTS AS 71-79)(Y DELAY/K)
9. 51-59 (RUN) PASS (FLAT)(A)(Y-W-U ZIP) THROWBACK
10. 51-59 SHOVEL
11. SPECIAL/STRETCH (NO BACK)(WR CONVOY)
12. QB DRAW @ 3-7 (BACK JUMPED UP)
13. 52/58 PASS (FLAT)(DIP)
14. 52/58 BLANK PASS

\* TIGHTEN WR TO PROTECT ADDITIONAL RUSHER (“TIGHT”0  
(RUN OR PASS)

### **VI. BLITZ VS TWINS (7 MAN RUSH)**

1. \*OPTION (TIGHTEN SLOT AWAY FROM OPTION
2. \* 51-59 ROLL (TIGHTEN SLOT AWAY FROM ROLL)
3. \*71-79 (TIGHTEN SLOT) PIC – PAT – FADE – FLAT – G.O. – OPTION – (W)  
QUICK SLANT – (W) SLANT
4. \* TRAP/QB TRAP/QBDRAW @ 4-6
5. WR CONVOY (73-77)
6. 51-59 SHOVEL

### **VII. VS. DOUBLE DOG OUTSIDE**

1. DRAW @ 4-6 (Y)
2. OPTION BLANK (Y) SCOOP (X)
3. 54-56 (Y) SCOOP
4. TRAP (X-Y) (QB)
5. 74-76 STOP (& GO) – OUT (& GO) – LOOP OUT – IN & OUT – FADE C.B.  
- Q – WR UNDER
6. 71-79 HOT – STOP – OUT – DOUBLE CUT – FLAT – QUICK SLANT – FADE –  
(W) SLANT
7. 74-76 DASH – IN & OUT – CB (& GO) – FLAG – UNDER & OUT
8. 51-59 ROLL (SAME CUTS AS 71-79)
9. WR CONVOY (73-77)
10. 51-59 (RUN) PASS (52-58)
11. STRETCH/SPECIAL  
\* CAN BRING WR TIGHT TO SPLIT SIDE

## 2003 OFFENSE

### **VIII. VS. DOUBLE EAGLE SWAP (1 LB'er)**

1. OPTION BLANK TO X SCOOP TO Y
2. 54-56 (X-Y) BEND BACK OUTSIDE 3 TECHNIQUE (TO Y-START TO X)
3. OPTION PASS (SWITCH)
4. RUMBLE (STAY CALL TO PULL Y ESPECIALLY VS. 4 TECHNIQUE)  
(F RUMBLE)(SWITCH)(QB)
5. 71-79 (MAX)
6. 74-76 (MAX)
7. HITCH & TB TO QB
8. WR CONVOY (73-77) (QUICK SCREEN)
9. 51-59 (RUN) PASS (52-58)(Y HIDE)
10. FLEX/SPECIAL
11. QB RUN GAME (READS)
12. BLANK "O" (SWITCH)(QB)
13. POP OUT (QB)
14. 53-57 SCOOP (X)(CUT-Y)
15. HAWK
16. ALL QB RUNS

### **IX. VS DOUBLE EAGLE SWAP 2 LB'er (8 MAN FRONT)**

1. OPTION (CRACK LB'er)
2. 51-59 ROLL
3. 71-79 (TIGHTEN REC)
4. 74-76 DASH (TIGHTEN WR)
5. 51-59 (RUN) PASS (52-58) (Y HIDE)
6. WR CONVOY (73-77)(QUICK SCREEN)
7. FLEX/SPECIAL
8. 74-76 (TIGHTEN WE)
9. HAWK
10. ALL QB RUNS
11. POP OUT WEAK

### **X. VS 4 STRONG (MAN)**

1. OPTION SCOOP TO Y – BLANK TO X
2. DRAW @ 4-6
3. TRAP
4. 54-56 SCOOP TO X
5. 71-79 74-76
6. 74-76 DASH (BLUE 74-76)
7. WR CONVOY
8. STRETCH/SPECIAL
9. WEAK SIDE RUN PLAYS
10. 74-76 PASS

## 2003 OFFENSE

### **XL VS. 4 WEAK**

1. OPTION BLANK (Y) AND SCOOP (X)
2. DIVE & TRAP TO 3 MAN SIDE
3. D @ 4-6
4. RUN STRONG
5. 71-79 74-76 (FLIP)
6. TIGHTEN WR FOR 71-79 & 74-76 (TWINS)
7. 51-59 (RUN) PASS (52-58)
8. W.R. CONVOY

### **XII. VS TWIST**

**RUNS:** 13-17 DRAW (BETTER THAN D @ 4-6)(ALSO 3-7)

TRAP

RUMBLE (F) & BLANK O

TOSS/QUICK PITCH

53-57 (41-49) SCOOP

54-56 (SCOOP)

OPTION (SCOOP & BLANK)(DIVE KEEP)

QB RUN GAME (DEEP DRAWS)

P.O. DRAW (QB)

**PASS:** ALL DROP BACKS OK (71-77)(75)(14-16)(71-79)(74-76)

NAKED

DASH WILL DISCOURAGE TWIST

51-59 (RUN) PASS (53-58)

ROLL PASS

### **COVER 2**

**MIDDLE SCHEMES (PLAY ACTION)**

CONVOYS (75)

CHOICE SCHEMES

93-97 PASS

OVER

WR UNDER

Y STICK/Y OUT/Y STICK IN

QUICK PASS (SEAM)

73-77 E.B. GO (14-16)

75 F ✓ MIDDLE (14)

NAKED

72-78 Y ZIP

SOONER

ALL RUN GAME (QB)

Y OPTION

Y HIDE

Y DELAY

## 2003 OFFENSE

### **COVER 3**

SLANT  
HOT  
STOP  
OUT  
E.B. GO  
SQUARE OUT  
FLAT  
SQUIRREL IN (& LATERAL)  
73-77 CURL  
70 CURL SERIES  
COMEBACK  
GO – TRAIL  
53-57 PASS  
RUMBLE PASS/ROLL PASS  
QUICK PASS (SEAM)  
OVER  
51-59 PASS (52-58)  
2 UNDER (OUT) F TRAIL  
DOUBLE POST  
4 OPEN  
  
71-79 HOT – STOP – OUT  
CONVOYS  
FLAT  
Y OUT/STICK  
73-77 CURL  
WR UNDER  
CHOICE SCHEMES  
70 CURL  
NAKED  
F √ MIDDLE  
QUICK PASS  
72-78 Y ZIP  
F MIDDLE CONVOY  
CB – OUT – Q

### **XL**

DOUBLE POST  
DASH  
LAST PLAY  
Q & L  
E.B. GO IN  
70 Y DELAY  
52-58 (51-59) THROWBACK IN/P.F. (Y CONVOY)  
S.O.  
Q

### **COVER 4 (TO SOFT CORNER SIDE)**

POP OUT PASS Q(W POST)(X IN)(W POST OUT)(A)(Y HUNT)  
(Y FLAG)(Y UNDER)(Y UNDER X F.)(Y S.O.)(Y G.T.)  
71-79 HOT – STOP – OUT – A – STOUT  
51-59 (S2-58) PASS (RUN PASS)(BLANK PASS)(STOP)(A)(DIP)

51-59 (52-58) TB POST FLAG (POST OUT)(OUT & GO)  
73-77 Y OUT/Y STICK/HAC  
75 F CONVOY

### **COVER 4 (TO ROLLED CB SIDE)**

SAME AS COVER 2  
WR CONVOY (X)  
**VS. ZONE BLITZ**  
TRADE, SHIFT, JET  
SITE ADJUST TO Y-X-W  
75 F CONVOY  
71-79 HOT (STOP)(OUT)(SLANT)(Q SLANT)  
73-77 Y STICK (Y OUT)  
72-78 Y ZIP  
73-77 F SWING (CURL)  
14-16 E.B. GO (CURL)(73-77)  
**OPTIONS**  
(F)(QB) RUMBLE/TACKLE TRAP (ALL QB RUNS)  
OUTSIDE RUN GAME (OR INSIDE)  
QUICK PASS  
74-76 Q (OUT)(C.B.)(S.O.)(XU)(W Q)(SLANT/W)  
**ALL PURPOSE**

ALL QB RUNS	2 UNDER (2 OUT)
	HAC
POP OUT (DRAW)	WR CONVOY
BLANK O (S) E.B. GO	EB GO
14-16 QB DRAW	73-77 QB DRAW
54-56 QB DRAW	70 QB DRAW
OPTION √	74-76 √

HITCH & TB TO QB  
2 U – IN  
SLANTS  
CURL & LATERAL

GET 1/2: 73-77 QB DRAW  
QB RUNS  
70 DBL CONVOY  
QUICK KICK

## **2003 OFFENSE**

### **LAST 3 PLAYS**

2 UNDER (C.B.)

S.O.

LAST PLAY

71-79 SLANT (OUT)(STOP)

74-76 DOUBLE POST (OUT)(FADE CB)

DASH TB R REV. TRAIL

POST FLAG

Y CONVOY/Y DELAY

INS

(POSITION FOR FG)

CURL & LATERAL

## 2003 OFFENSE

54-56 SCOOP (BEND BACK)(P.O.)(F SCOOP)(QB)(FOLLOW)(DRILL)(FAKE REVERSE)(BOUNCE)  
(BOOT)(KEEP)(ORBIT)(READ)(W 54-56 SCOOP)(GATOR)

F 54-56 REVERSE @ 9-1

54-56 P.O. DRAW (P.O. BOUNCE)

QUICK PASS (FLAT)(SEAM)(SLANT)

FAKE 54 PITCH BACK TO THE QB (POST)(P.F.)(G.O.)(DBL POST)(HANDBACK)(DBL CROSS)

54-56 BEND BACK PASS (TRAIL)(STAY)(BACKS SPLIT)  
(P.O. DRAW PASS)

54-56 POP OUT PASS (Y MIDDLE)(YU)(YU X PF)(Q)(W POST)(C.B.)(CB & GO)(Q & GO)  
(C & GO)(Y.W. OVER)(W PF)(Q & L)(X IN)(POST OUT)(Y FLAG)(YU DBL CROSS)(S.O.)  
(DBL POST)(R CONVOY)

54-56 P.O.P. QB DRAW

54-56 P.O. DIVE PASS (Y OUT)

53-57 SCOOP (TAG)(TOM)(CUT)(QB)(G)

NAKED (53-57)(F 54-56 P.O.)(54-56)(F 32-38)

NAKED SHOVEL (54-56)(D @ 4-6)(R-W-F)

53-57 PASS (SWITCH)(S.O.)(TRAIL)(FLAT)(Q)(LOCK)

FAKE 53-57 REVERSE @ 9-1 (DBL REVERSE)

(FAKE 53-57 REVERSE PASS)

53-57 KEEP PASS FAKE REVERSE

W 53-57 SCOOP (LEAD)(WHIP OPTION)(WHIP QUICK PASS)(WHIP 54-56 SCOOP)  
(WHIP QB D @ 4-6)(WHIP OPTION REVERSE)(WHIP D @ 4-6)

RUMBLE (DEEP)(OFFSET)(SWEEP)(CRACK)(QB)(F)(ARC)(SWITCH)(READ)(SMOKE)  
(KEEP OPTION)(DBL REVERSE SMOKE)(F 32-38 QB)(LOAD)

(F) RUMBLE BOOT (SMOKE)(F 32-38 QB RUMBLE SMOKE)

(F) TACKLE TRAP @ 3-7 (QB)(SWEEP)(ARC)(SWITCH)(READ)(F 32 QB)

ROLL PASS (F-R TRAIL)(F-R-Y CONVOY)(POST)(P.F.)(POSTOUT)  
(S.O.)(G.T.)(TRAIL OUT)(FAKE RUMBLE)(FAKE 54-56)(FAKE 32-38)(FAKE 41-49)  
(FAKE 31-39)

(1 BACK)

13-17 DRAW (DEEP)(OFFSET)(QB)(QB)

13-17 PASS (DEEP)(OFFSET)(ALL 14-16 SCHEMES)

DRAW @ 4-6 DEEP (FAKE REVERSE)(KEEP)(BOOT)(WHIP)(ORBIT)

14-16 PASS (DEEP)

QB DRAW @ 4-6 (DEEP)(NO BACK)(WHIP)

QB DRAW @ 3-7 (DEEP)(OFFSET)(VS. MAN)

DRAW @ 3-7 PASS (DEEP)(SPLIT)

SHOVEL/DRAW @ 3-7 (SPLIT)

24-26 TRAP (OFFSET)(DEEP)(34-36)(DIVE)(SCOOP)

QB 24-26 TRAP (NO BACK)(QB 2 STEP)

F 24-26 OPTION @ 8-2 (PASS)(BASE)

OPTION BLANK (SCOOP)(G)(OFFSET)(DEEP)(CUT)(R REVERSE)(CRACK)(LOAD)(BACKER)  
(F-W 53-57)

OPTION PASS (SWITCH)(STALK & SLANT)(STALK & GO)(CRACK & CORNER)(POST)  
(DBL POST)(POST FLAG)(Y FLAG)(DBL CROSS)(Y FLAG POST)(W/SEAM)

OPTION REVERSE (PASS)

OPTION PITCH PASS (STALK & GO)(CRACK & CORNER)

## 2003 OFFENSE

41-49 SCOOP (31-39)(BOOT)(TAG)(TOM)(G)(R REVERSE)(SMASH)(LOAD)  
52-28 (32-38) BLANK (0)(SWEEP)(SWITCH)(QB)(KEEP)(QB/ARC)  
(READ)(SMOKE)(FOLLOW)(DRILL)(F 32-38 QB RUMBLE/SHOVEL)  
F 32-38 QB RUMBLE (F CONVOY)(QB F RUMBLE)  
32-38 READ CUTBACK  
52-58 BLANK PASS  
51-59 SCOOP (OFFSET)(DEEP)(NO BACK)(F 51-59 QB REVERSE)  
51-59 RUN PASS  
51-59 SHOVEL  
52-58 PASS (FLAT)(LOOP OUT)(THROWBACK)(DBL CUT)(R-Y-F CONVOY)  
51-59 (SCOOP) PASS (THROWBACK)  
71-79 ROLL (K)  
41-49 REVERSE (PASS)  
QUICK TOSS  
QUICK PITCH  
FAKE 41-49 NAKED @ 1-9 (31-39)(QUICK SCREEN)  
FAKE TOSS/PITCH NAKED @ 1-9  
FAKE 41-49 (TOSS/PITCH)(31-39)(HOT)(SLANT)(FADE)(LOOP OUT)(SLANT & GO)(T.B. TO QB)  
31-39 (KEEP) PASS

DASH (DEEP)(OFFSET)(C.B.)(CB & GO)(S.O.)(TRAIL)(W C.B.)  
(TRAIL OUT)(X-W-R IN & OUT)(POST OUT)  
(R-W IN)(Y CONVOY)(POST)(R OUT)  
DASH THROWBACK (R-F TRAIL)(IN)(REVERSE TRAIL)(POST FLAG)

93-97 DIVE (33-37)(KEEP)(QB DOUBLE P.O.)  
93-97 VEER (KEEP)(QB P.O.)(ABORT G DIVE)(AG R DIVE)(ABORT G QB DIVE)  
93-97 (DIVE) PASS (X & W BLOCK)(Y OUT)  
93-97 QUICK PASS

QB SNEAK  
CONVOY  
HITCH & THROWBACK TO QB  
LAST PLAY (DASH)(74-76)

71-79 HOT (W HOT) HOT & GO STOP (& GO) STOUT  
(72-78) OUT (& GO) (W)(Y) QUICK SLANT - FLAT - FADE OUT  
(61-69) PIC - PAT - FADE - OPTION - GET OPEN - SLANT - (U-Y ZIP)

74-76 OUT (& GO) STOP (& GO) LOOP OUT (FLAT/L.O.)(SLANT OUT)  
(F W 53-57) UNDER AND OUT - SQUIRREL IN - IN & OUT - FADE C.B. - DBL POST  
POST & TRAIL - S.O. - TRAIL - WR TRAIL - WR UNDER - FLAG - SLANT -  
POST OUT - F-Y CONVOY - C.B. - CHOKE & GO - IN & POST - Q & L  
73-77 QB DRAW (2 U QB DRAW)(Y STICK QB DRAW)  
Y-W-R MIDDLE  
(14-16)E.B. GO (CB)(F CHECK MIDDLE)

## 2003 OFFENSE

SQUIRREL IN (Q & LATERAL)  
CURL (73-77)(CURL & LATERAL)  
CHOICE (73-77)  
S.O. (Y-W)

TRAIL (Y-W)  
X-W-R UNDER  
2 UNDERS 2 OUT (IN)(P.F.)(C.B.)(F TRAIL)(Q)(Q & L)(F TRAIL OUT)  
UNDERS & IN  
POST & TRAIL (CURL & TRAIL)  
CONVOY MIDDLE (73-77)(WR/F-Y-R)(TRAIL)  
(FAKE)(FAKE Y-DELAY)  
QUICK SCREEN (F-32-38)

3 UNDER  
CONVOY (75)(F-R)  
R-F-X-W-Y STICK (73-77)(STICK IN)(STICK OPTION)(STICK & GO)  
HOOK & CROSS (73-77)(HOOK & IN)  
Y OUT (73-77)(& IN)(Y OPTION)  
F SWING (73-77)(F ANGLE & OUT)(ANGLE)  
Y DELAY (73-77) (Y FLAG)(Y LOOP IN)(Y LOOP OUT)  
E.B. GO – IN  
LOOP IN (LOOP OUT)(LOOP IN & OUT)(LOOP OUT & IN)



## QUARTERBACK OFFENSE

QB DRAWS (4-6/3-7)(13-17)  
 QB TRAP @ 4-6  
 QB REVERSE (G)(41-49)(31-39)  
 RUMBLE KEEP (READ)(SMOKE)(READ SMOKE)  
 OPTIONS (BLANK/SCOOP/CUT/TRAP/VEER) F 32-38 (F W 53-57)(DIVE KEEP)(WHIP)  
 QB RUMBLE (0-1-2 BACK)(F)(SWITCH)(SWEEP)(ARC)(ORBIT)  
 QB 53-57 SCOOP (CUT)  
 51-59 SCOOP  
 QB TACKLE TRAP (SWITCH)  
 QB 54-56 SCOOP (POP OUT)(KEEP)(READ)(ORBIT)  
 QB TACKLE TRAP (F)(SWITCH)(SWEEP)(ARC)  
 73-77 (54-56) QB DRAW (14-16) (Y STICK)  
 74-76 QB DRAW  
 F 32-38 QB RUMBLE @ 8-2 (SMOKE)(SWEEP)(F)(SWITCH)  
 NAKED (53-57)(41-49)(31-39)(54-56)  
 ROLL PASS  
 DASH  
 SHOVELS (3-7)(51-59)(31-39)(54-56)  
 TB TO QB (41-49/31-29/HITCH)  
 51-59 (RUN)(PASS)(SCOOP)  
 52-58 (BLANK) PASS  
 93-97 VEER (KEEP)(QB DIVE)(QB P.O.)(QB DBL P.O.)  
 QB 52-58 BLANK ("O")(ARC)  
 BLANK O KEEP (READ)  
 SNEAK (3-4-5-6-7)  
 FAKE 24-26 OPTION @ 8-2  
 OPTION PASS F 32-38 QB P.O. (LEAD)  
 BOOTS  
 P.O.P. QB DRAW

GOING IN	GOALLINE
BASE ON FRONTS & COVERS	→
CHOICE/STICK/Y OUT/ Y OPTION/STICK IN	→
FLATS/LOOP OUT	→
OPTIONS (RUNS)	→
OPTION PASS (C & C)(PITCH PASS)	→
2 UNDER P.F. (IN)(C.B)(F TRAIL)	→
93-97 PASS (BLOCK)	93-97 DIVE PASS (Y OUT)
NAKED (DBL/FLANKER/L/R)(WING)	→
KEEP	→
31-39 PASS (T.B. TO QB)	→
53-57 PASS F ZIP	→
71-79 HOT/STOP/OUT (W) SLANT (W) Q.S. POP OUT PASS	
SLANT & CORNER (72-78)	
HITCH & TB TO QB	53 THROWBACK
71-79 PIC/PAT/FADE/FADE OUT	→
51-59 (RUN) PASS (FLAT)	51-59 (RUN) PASS FLAT (ZIP)
HOOK & CROSS	SNEAK
73-77 CURL	POP OUT DIVE PASS (Y OUT)
WR CONVOY	
QB DRAW/QB RUMBLE	→

QB 54-56 P.O. \_\_\_\_\_→  
 SHOVEL (51-59)(@ 3-7) \_\_\_\_\_→  
 41-49 (31-39) TB TO QB \_\_\_\_\_→  
 ALL QB RUN GAME \_\_\_\_\_→  
 OPTIONS (SCOOP/BLANK/DIVE/VEER/KEEP) \_\_\_\_\_→  
 WING MOTION P.O./B.B./53-57 \_\_\_\_\_→  
 53-57 CUT  
 OPTION PITCH PASS \_\_\_\_\_→  
 HAC \_\_\_\_\_→  
 W LOPE/W DIP \_\_\_\_\_→  
 F ANGLE/CHASE \_\_\_\_\_→  
 RUMBLE/BLANK O \_\_\_\_\_→  
 P.O.P. QB DRAW F SNEAK – SLANT  
 F 32-38 QB RUMBLE @ 8-2 SMOKE (SWEEP)  
 WR UNDER (SWITCH)  
 POST FLAG  
 Y HIDE  
 F 54-56 P.O. (Y-W) REVERSE

## 2 MINUTE OFFENSE

DRAW @ 4-6  
 2 UNDER/2 OUT  
 EB GO  
 QB (F) RUMBLE (SWITCH)  
 QB DRAWS  
 ALL QB RUNS FLAT/L.O./PIC & L.O./FADE/PAT/Q SLANT/FADE OUT  
 QB 3/7 DRAW  
 QB P.O. (B.O.)  
 E.B. GO IN (14-16)(73-77) Y STICK (Y LOOP IN)(Y STICK IN)(Y OPTION)  
 (Y)(F) WR MIDDLE CONVOY (73-77) Y-HIDE  
 SHOVEL @ 3-7 TRAP (QB)  
 75 F CONVOY  
 71-79 (74-76) OUT (HOT)(STOP)(SLANT)(STOUT)  
 FADE C.B./P.F./S.O./T.O.  
 73-77 (54-56) QB DRAW  
 73-77 Y STICK/Y OUT/Y OPTION (3 & M)  
 70 Y DELAY  
 DASH (W CB)  
 LAST PLAY

## SHORT YARDAGE

•OPTIONS/BLANK/SCOOP/TRAP	•NAKED
•VEER KEEP (READ)	QUICK PASS (SLANT/FLAT)
B.O. (SWEEP)(KEEP)	PITCHBACK TO QB
RUMBLE (SWEEP)(KEEP)(READ)	•71-79 H (STOP)
QB RUNS	OPTION PASS
SNEAK	•Y STICK
•P.O. (F MOTION)(BOOT)	•DIP
DIVE (KEEP)	31-39 KEEP PASS
QUICK PITCH (TOSS)	53-57 F ZIP
•QUICK/SILVER/YELLOW	•GOALLINE OFFENSE
•REVERSE	P.O.P. (B.B.P.) F TRAIL (F ZIP)
•RUMBLE KEEP (SMOKE)(READ)(OPTION PITCH PASS (DBL POST))	
•QB (DBL) P.O.	
•FEET IN CEMENT	

## 2 PT PLAYS

ALL QB RUNS (0-1-2 BACK)  
 ALL OPTIONS  
 SHOVELS  
 D @ 4-6 (QB)  
 2 UNDER  
 Y STICK (Y LOOP IN)(Y STICK IN)(Y OPTION)  
 Y-HIDE  
 TRAP (QB)

~~★~~ know the checks ~~★~~  
(Automatics)

## **OFFENSIVE OBJECTIVES – 2003**

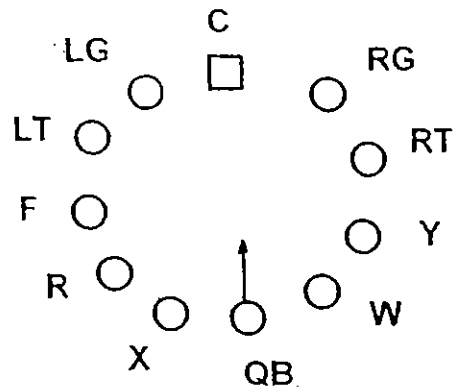
**A) ATTITUDE**

**B) UNSELFISH**

**C) TEAM WORK**

1. **ELIMINATE PENALTIES** (HOLDING)(ILLEGAL PROCEDURE)  
(DELAY OF GAME)
2. VASTLY **IMPROVE EXECUTION & UNDERSTANDING** OF OFFENSE
3. IMPROVE RECOGNITION AND EXECUTION VS. BLITZES
4. IMPROVE QB's UNDERSTANDING OF USE OF OPTION GAME
5. IMPROVE QB's ABILITY TO CHECK US INTO THE BEST RUN AND PASS GAME CALLS
6. ELIMINATE SACKS
7. IMPROVE EFFICIENCY THROWING FADES, FLATS, PAT,A, SLANT, QUICK SLANT, F CONVOYS, DASH, S.O., STOPS, OUTS AND SQUIRREL INS.
8. IMPROVE WR's ABILITY TO GET INTO AND OUT OF CUTS, ATTACK THE BALL AND BREAK UP POTENTIAL INTERCEPTIONS (STOPS, OUTS, Q's, F.'s, CB's.)
9. IMPROVE EFFEXTIVENESS OF DRAWS, REVERSES, AND QB RUN GAME.
10. GET PLAYS FROM SIDELINE TO LINE OF SCRIMMAGE MORE RAPIDLY.
11. IMPROVE UNDERSTANDING, EMPHASIS AND EXECUTION OF 2-MINUTE OFFENSE, NO HUDDLE OFFENSE AND SPEED SERIES.
12. DEVELOP AND IMPROVE GOALINE AND RED ZONE PASSING ATTACK.
13. DEVELOP 2 POINT PACKAGE.
14. DEVELOP ONE BACK RUN GAME.
15. DEVELOP LEADERSHIP.
16. DEVELOP AND ENHANCE EXECUTION OF SPECIAL PLAYS
- ~~★~~ 17. DEVELOP AN OFFENSE WITH HEART, SPIRIT, FIGHT AND COURAGE.
18. IMPROVE FB BLOCKING ABILITY (& AGGRESSIVENESS).
  - A) PATH
  - B) UNDERSTANDING FITS ON LEAD PLAYS (HEAD PLACEMENT)
  - C) OPTION
19. IMPROVE WR UNDERSTANDING AND EXECUTION OF DOWNFIELD BLOCKING WITH EMPHASIS ON RUNNING OFF M/M COVERAGE.

## ILLUSTRATION OF HUDDLE



1. Center is first man to set huddle, 8 yards deep behind ball. Hurry. Everyone to make eye contact with the QB's mouth, concentrate & listen.
2. Everyone must HURRY back to huddle. X, W & R must not penalize our team by not getting back to the huddle quickly.
3. Take pride in your huddle. The shape and appearance are the responsibility of each player. Place your hands (not your elbows) on your knees; grip above knees with thumbs to inside.
4. The quarterback does the talking. All others LISTEN. The quarterback must talk straight out – not down at the ground or up in the air.
5. If you do not hear the signal, the word is CHECK. LISTEN. Keep your head up and watch the quarterback's lips. SEE what you hear.
6. If you are a wide receiver taking a wide alignment, sprint from the huddle after the quarterback gives the signal. If it involves W and X, W goes in front, X behind. If it involves X and R, R goes in front, X behind. In other words, X will always go behind. All others break the huddle on the quarterback's command of "Ready-Break". All turn to the inside, bounce out of the huddle, and sprint to your position (X, W or R will leave the huddle early only if he is going to a wide alignment). All receivers must align and get set quickly to avoid penalty.
7. We must be efficient in our huddling. We have 25 seconds to get the play started, and time starts when the referee brings his hand down. This is indicative of your physical condition and your desire to play football.

## I. HUDDLE

- A. Quarterback Calls:
1. Formation (Trips) and direction (Right or Left).
  2. Motion, if needed (Rip or Liz).
  3. Play series and hole number (54, 53, etc.).
  4. Descriptive term for block or backfield maneuver (Scoop, Option, etc.).
- B. Example of Signal Given in Huddle:
1. "Double Right, 56 Scoop on two, ready - Break"
  2. "Trips left, 71 Stop, on down, ready - Break"
- C. Break the Huddle:
1. Quarterback calls signal.
  2. X, W or R leave huddle, sprint to position if they occupy an outside receiver position.
  3. Quarterback gives preparatory command to break huddle: "Ready". As quarterback says "Ready", he spreads his hands.
  4. As quarterback says "Break", all players say "Break" and clap hands in unison.
  5. Players turn inside and sprint to line of scrimmage. Interior lineman and Y (tight end) assume pre-shift stance. Linemen align in down position if "Down" is called in the huddle.

## II. LINE OF SCRIMMAGE

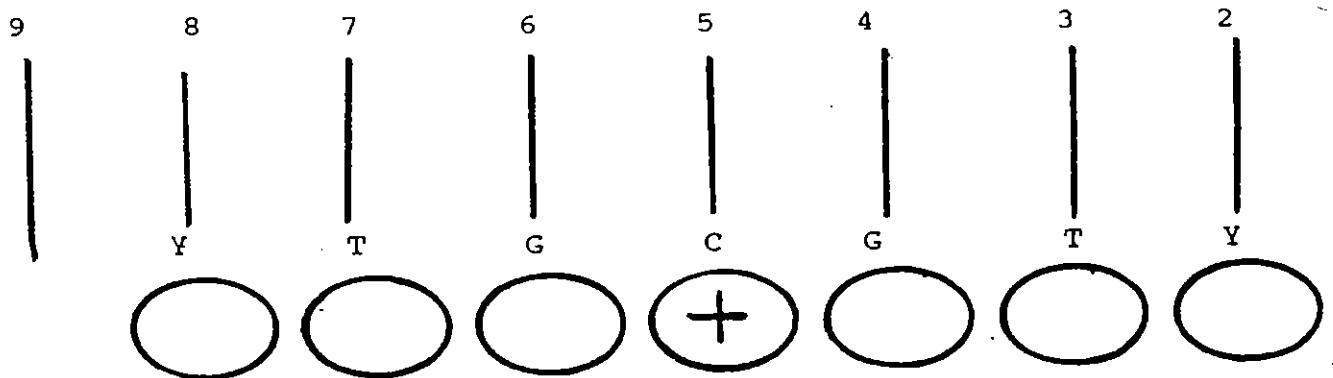
- A. Quarterback Calls:
1. "Down" - everyone assumes stance and all shifting takes place. (Snap count will be on "Down" if called in the huddle.)
  2. Slight Pause - Quarterback recognizes defense and decides if an automatic is needed.
  3. "Set" - preparatory command for "Hut-Hut". All motion is initiated on "Set".
  4. "Hut" - Snap signal if on 1.
  5. "Hut" "Hut" - Snap signal if on 2.

NOTE: Our snap count is non rhythmic.

If automatic is needed, it will be called by the quarterback after the command "Down" or set if called on 2. If a play is checked-off, the quarterback will call the play, with abbreviation, two times at the line. The snap count will always be on 2 on all automatics. Exception is during two-minute offense, or when called on down with an "easy call", then it will be on "Two".

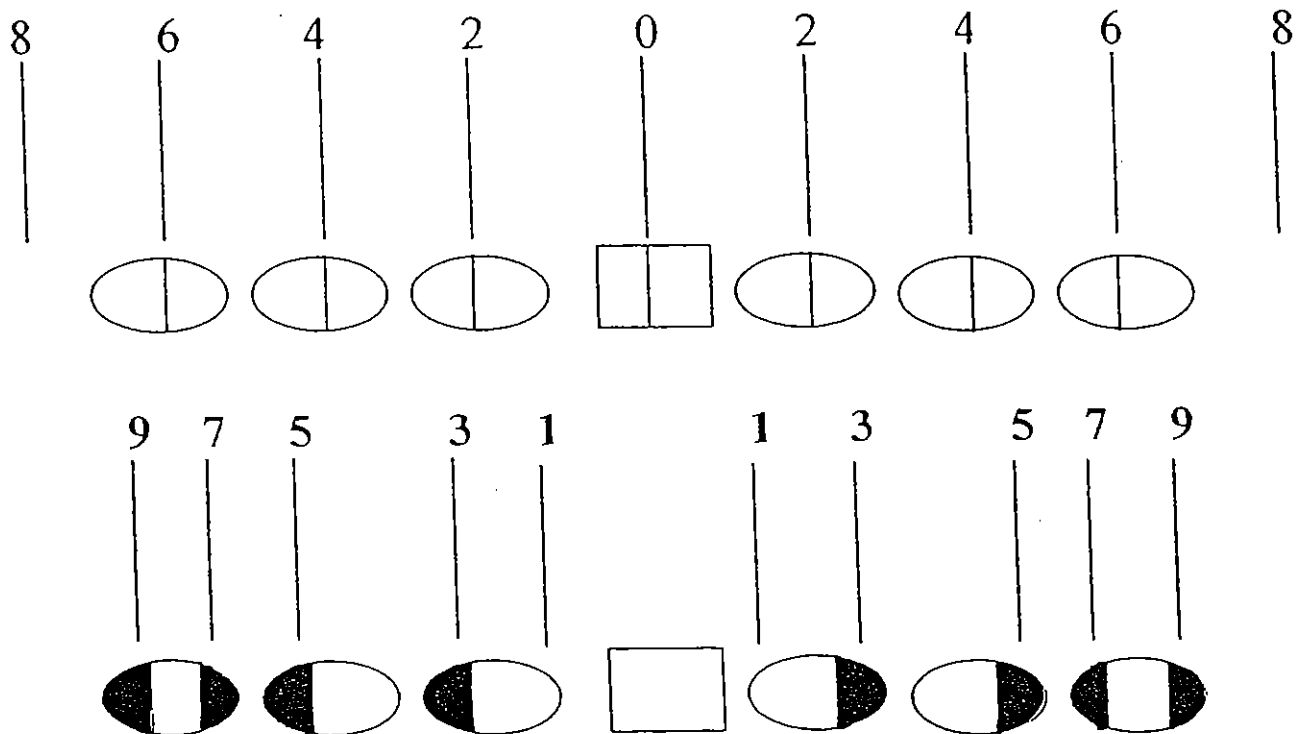
### HOLE NUMBERING SYSTEM

1. Each blocker must be thoroughly familiar with our hole numbering system.
2. The holes are numbered 1 through 9 from right to left across the line.
3. Location of holes:
  - a. 1 & 9 - Outside of Y (1 to the right, 9 to the left)
  - b. 2 & 8 - Midline of Y (2 to the right, 8 to the left)
  - c. 3 & 7 - Midline of tackle (3 to the right, 7 to the left)
  - d. 4 & 6 - midline of guard (4 to the right, 6 to the left)
  - e. 5 - midline of Center



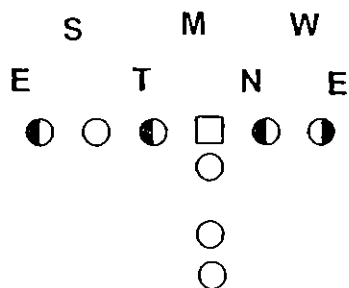
# OFFENSE DEFENSE TECHNIQUES BY NUMBERS

Offensively, we will refer to various defensive techniques and alignments by numbers.

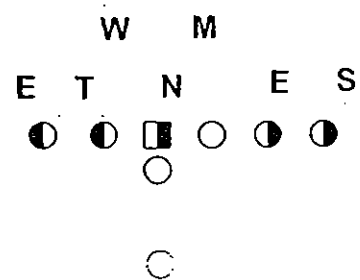


## EXAMPLES:

43



EAGLE



# TWO BACK

## PRO LEFT

○ W      ○ Y      ○      ○      □      ○      ○      ○ X  
                  ○  
                  ○ F  
                  ○ R

## PRO RIGHT

○ X      ○      ○      □      ○      ○      ○ Y      ○ W  
                  ○  
                  ○ F  
                  ○ R

## SPLIT LEFT

○ W      ○ Y      ○      ○      □      ○      ○      ○ X  
                  ○  
                  ○ F      ○ R

## SPLIT RIGHT

○ X      ○      ○      □      ○      ○      ○ Y      ○ W  
                  ○  
                  ○ R      ○ F

## SLOT LEFT

○ X      ○ W      ○      ○      □      ○      ○      ○ Y  
                  ○  
                  ○ F  
                  ○ R

## SLOT RIGHT

○      ○      ○      □      ○      ○      ○ X  
 Y      ○  
                  ○ F  
                  ○ R

## SLOT LEFT SPLIT

○ X      ○ W      ○      ○      □      ○      ○      ○ Y  
                  ○  
                  ○ R      ○ F

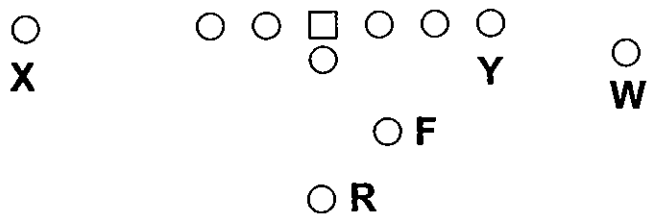
## SLOT RIGHT SPLIT

○      ○      ○      □      ○      ○      ○ X  
 Y      ○  
                  ○ F      ○ R

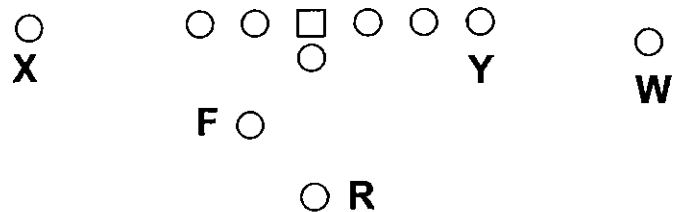


# TWO BACK

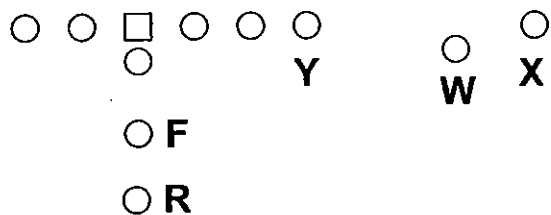
## PRO RIGHT STRONG



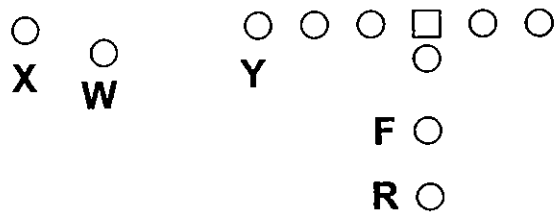
## PRO RIGHT WEAK



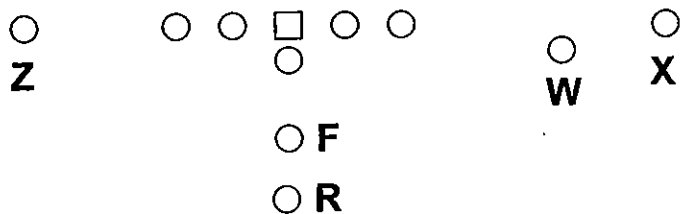
## PRO RIGHT OVER



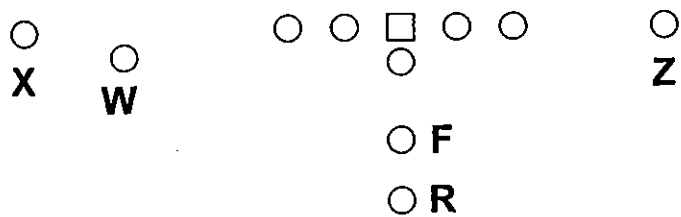
## PRO LEFT OVER



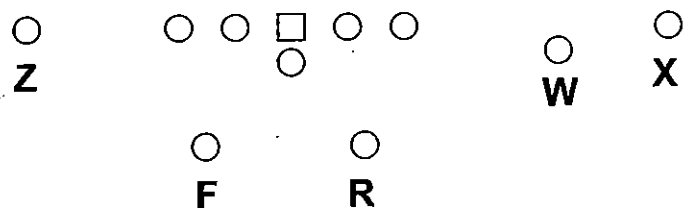
## RON



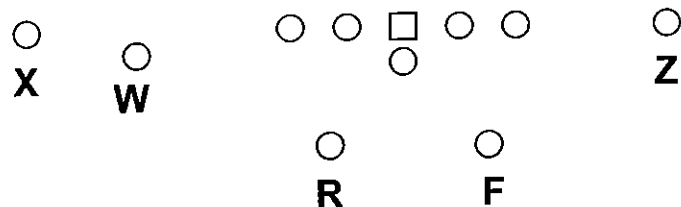
## LOU



## RON SPLIT

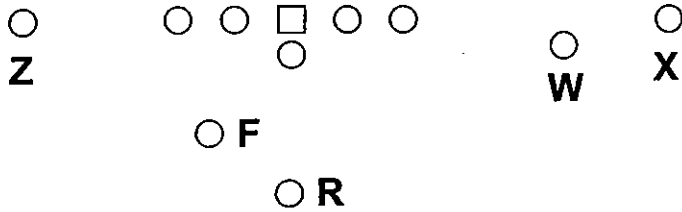


## LOU SPLIT

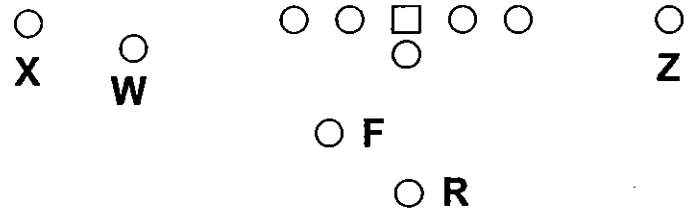


# TWO BACK

## RON STRONG

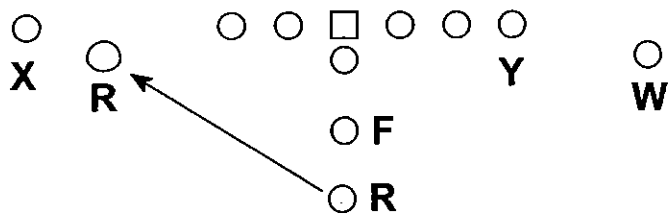


## LOU WEAK



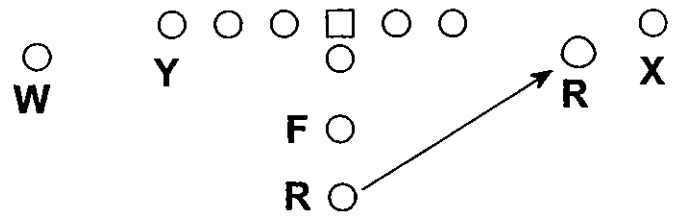
## SPREAD RIGHT

FROM PRO PERSONNEL, "R" WILL ALIGN AS THE INSIDE RECEIVER TO "X"

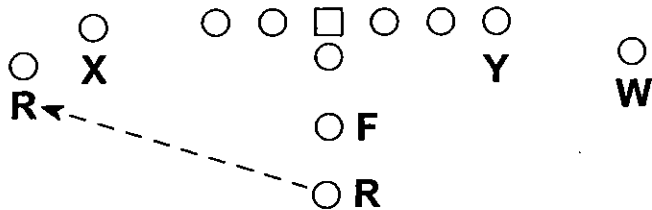


## SPREAD LEFT

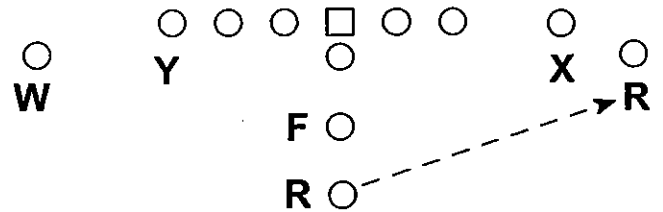
FROM PRO PERSONNEL, "R" WILL ALIGN AS THE INSIDE RECEIVER TO "X"



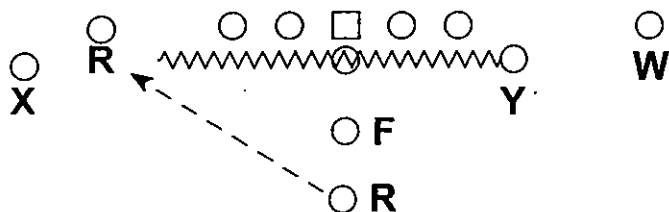
## SPREAD RIGHT WIDE



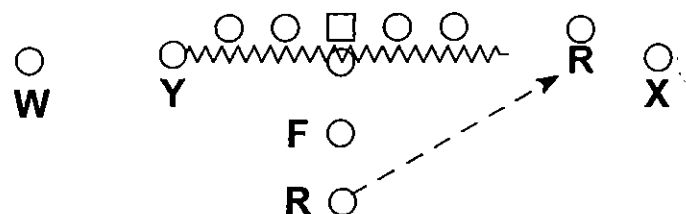
## SPREAD LEFT WIDE



## SPREAD RIGHT BUNCH



## SPREAD LEFT BUNCH



# TWO BACK

## FLANKER RIGHT

○ ○ ○ □ ○ ○ ○  
 U ○ Y W  
 ○ F  
 ○ R

## FLANKER LEFT

○ ○ ○ □ ○ ○ ○  
 W U ○ Y  
 ○ F  
 ○ R

## FLANKER RIGHT STRONG

○ ○ ○ □ ○ ○ ○  
 U ○ Y W  
 ○ F  
 ○ R

## FLANKER RIGHT WEAK

○ ○ ○ □ ○ ○ ○  
 U ○ Y W  
 F ○  
 ○ R

## FLANKER "U" TITE

○ ○ □ ○ ○ ○ ○  
 ○ Y ○ W  
 ○ F  
 ○ R

## FLANKER "Y" TITE

○ ○ ○ ○ □ ○ ○  
 W ○ U ○ Y  
 F ○  
 R ○

## PRO RIGHT "F" TITE

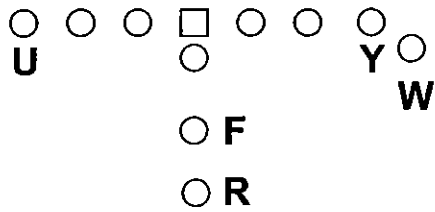
○ ○ ○ □ ○ ○ ○  
 X ○ Y F W  
 ○ R

## SOONER

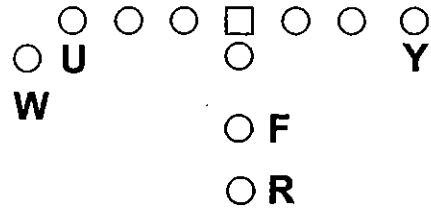
○ ○ ○ □ ○ ○ ○  
 R F Y ○ W X OT

## TWO BACK

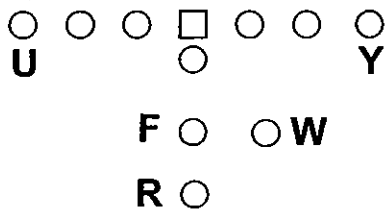
### WING RIGHT



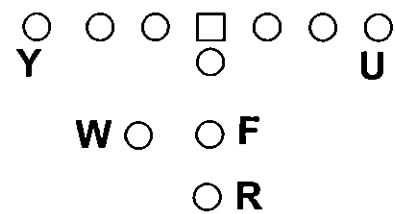
### WING LEFT



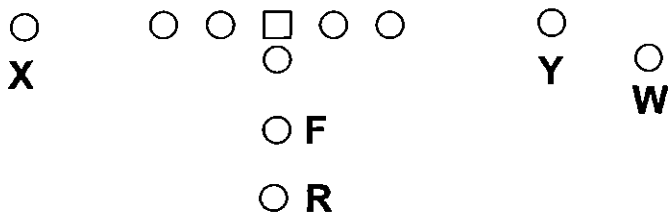
### SCORE RIGHT



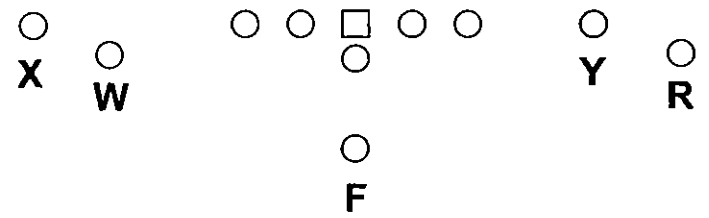
### SCORE LEFT



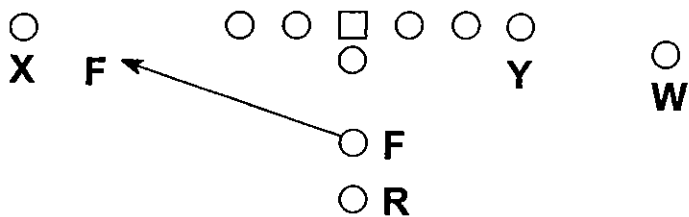
### PRO RIGHT FLEX



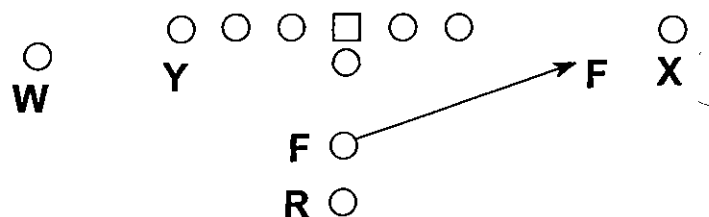
### LION FLEX



### "F" SPREAD RIGHT

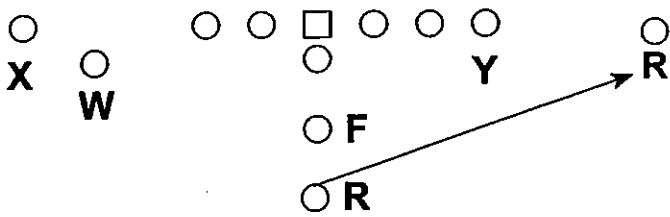


### "F" SPREAD LEFT

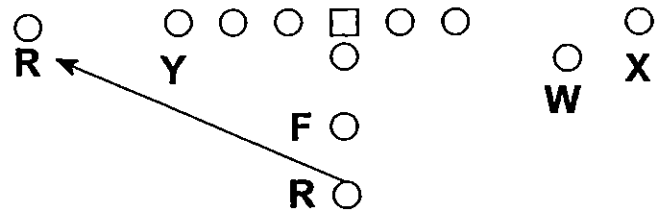


# TWO BACK

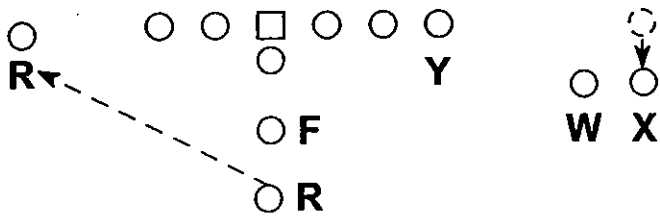
## PAL



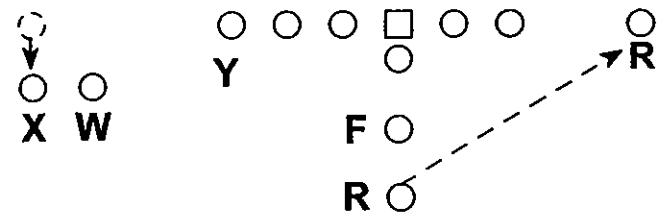
## PAR



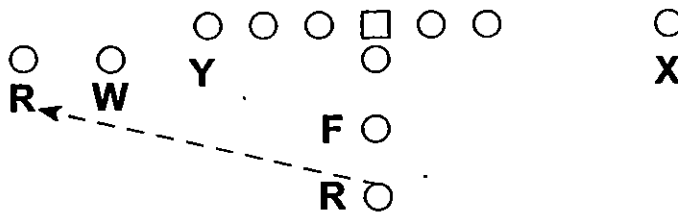
## POT RT (PRO RIGHT OVER, "R" JUMP)



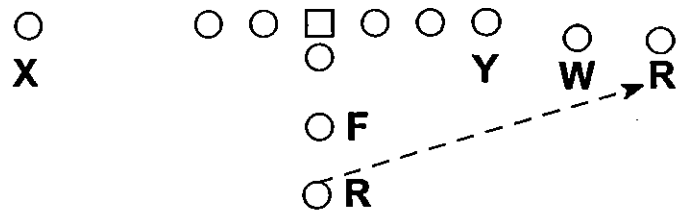
## POT LT (PRO LEFT OVER, "R" JUMP)



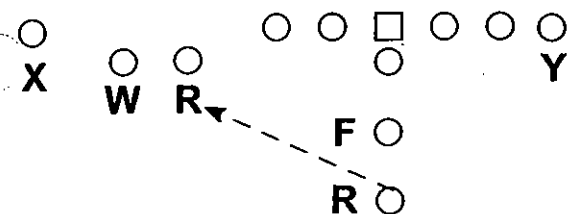
## PAT LEFT



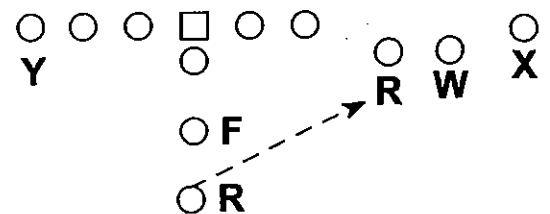
## PAT RIGHT



## RAP LEFT

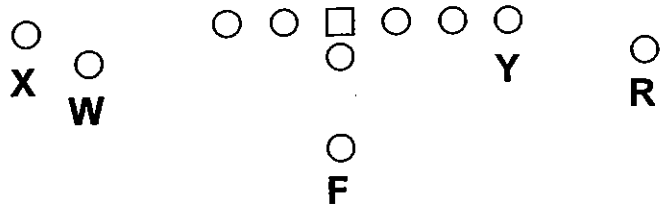


## RAP RIGHT

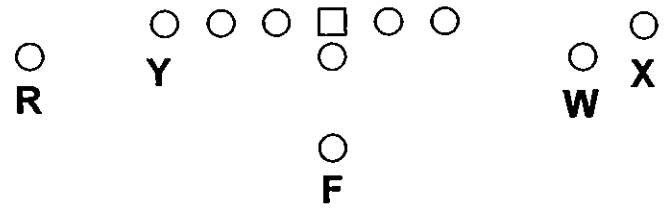


ONE BACK

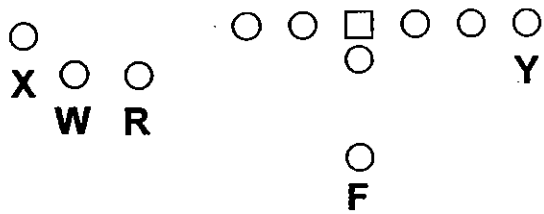
LION



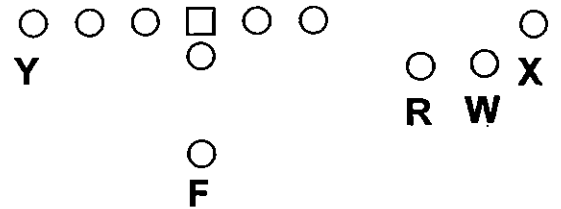
RHINO



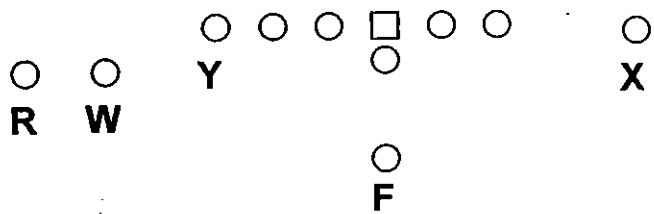
LEE



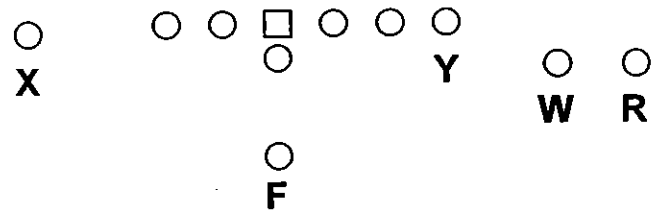
REX



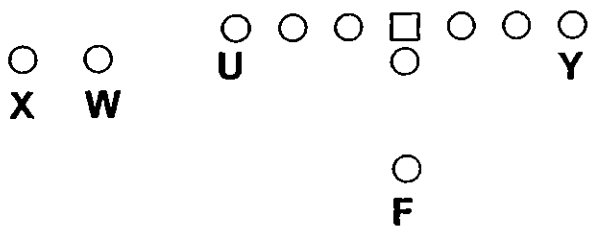
TRIPS LEFT



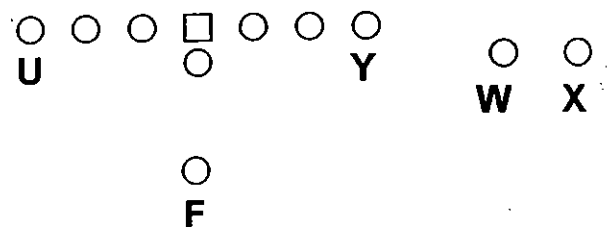
TRIPS RIGHT



DOUBLE LEFT

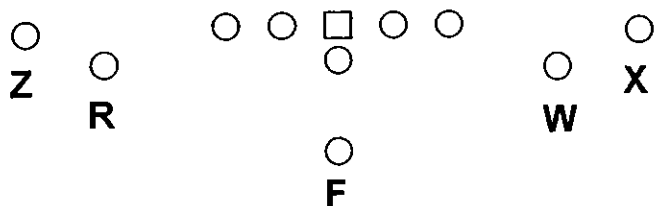


DOUBLE RIGHT

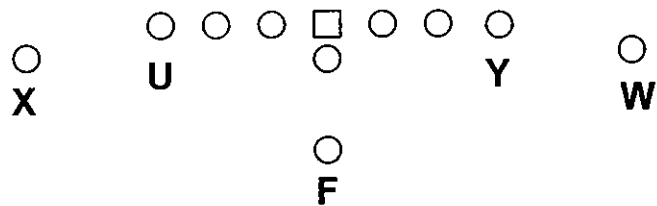


ONE BACK

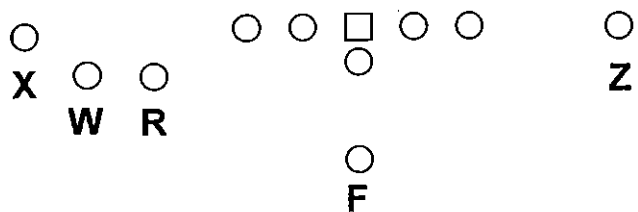
TWINS



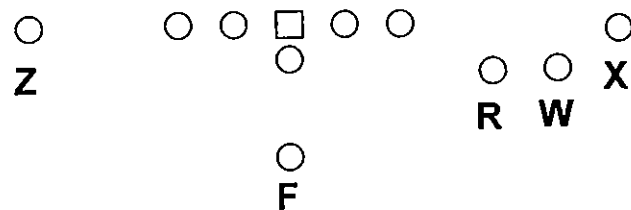
DOUBLE



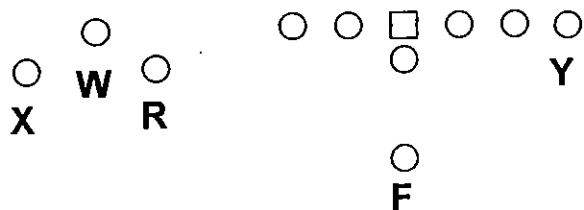
TWINS LEFT



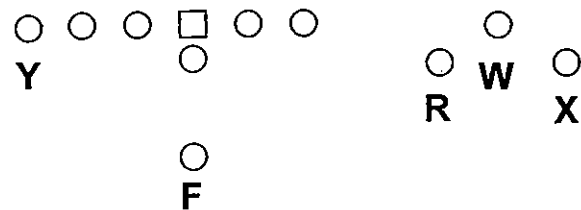
TWINS RIGHT



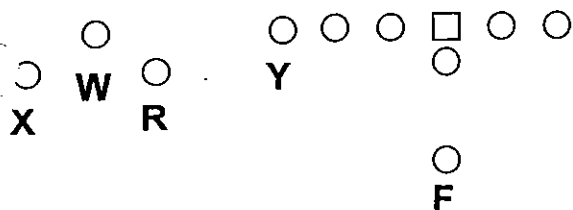
BUNCH LEFT



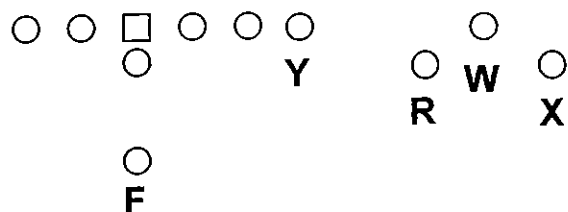
BUNCH RIGHT



BUNCH LEFT OVER

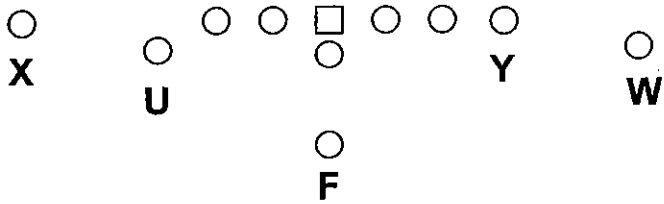


BUNCH RIGHT OVER

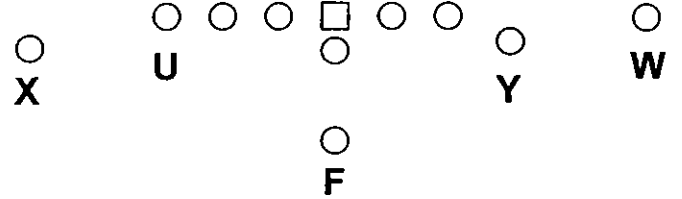


# ONE BACK

## DOUBLE "U" OFF

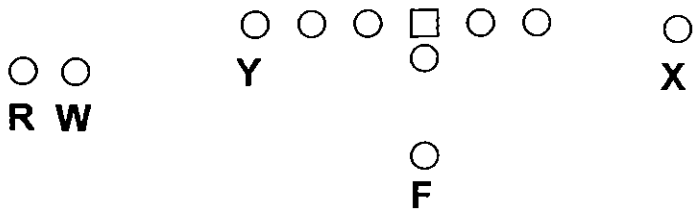


## DOUBLE "Y" OFF

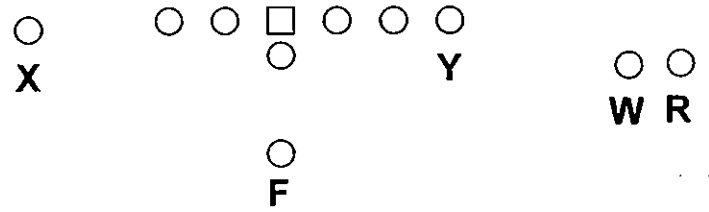


## TRIPS LEFT WIDE

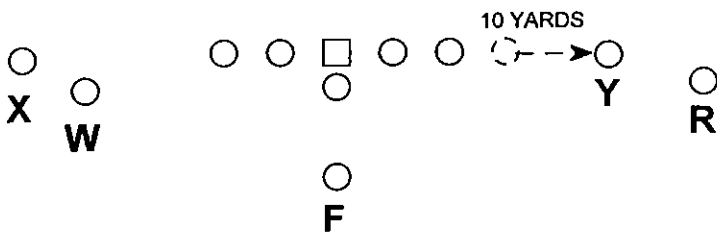
WIDE= TWO WIDE RECEIVERS TO ONE SIDE ALIGN ONE YARD FROM EACH OTHER



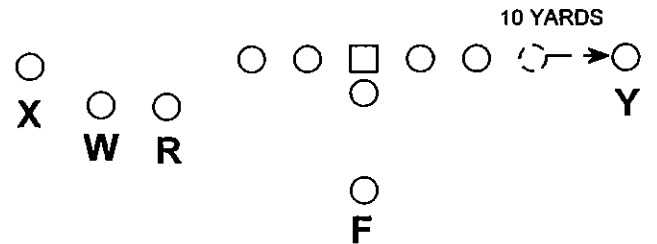
## TRIPS RIGHT WIDE



## LION STRETCH



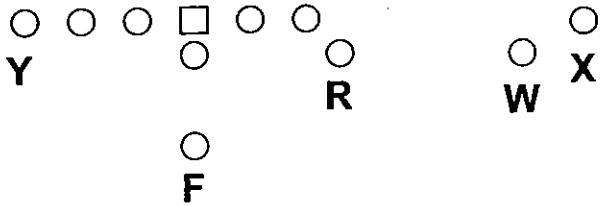
## LEE STRETCH



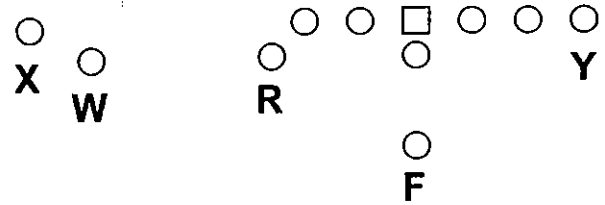


# TIGHT FORMATIONS

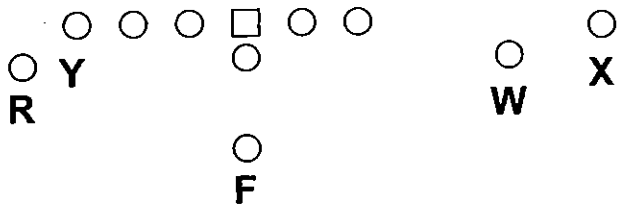
## REX "R" TITE



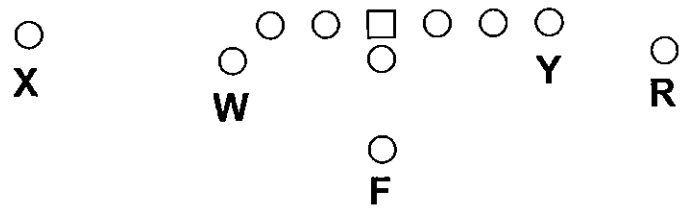
## LEE "R" TITE



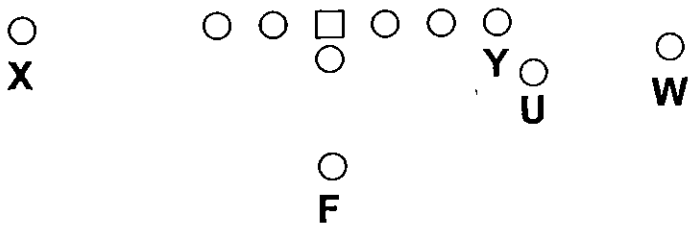
## RHINO "R" TITE



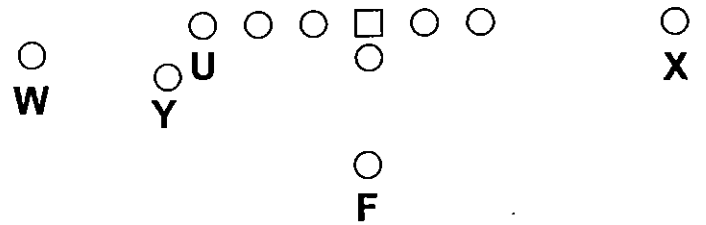
## LION TITE



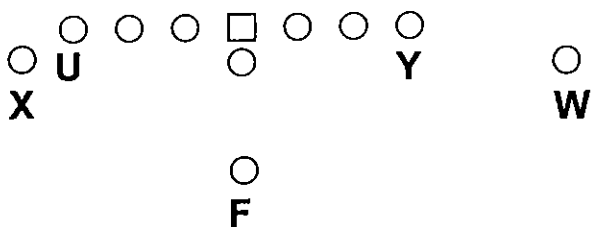
## DOUBLE "U" TITE



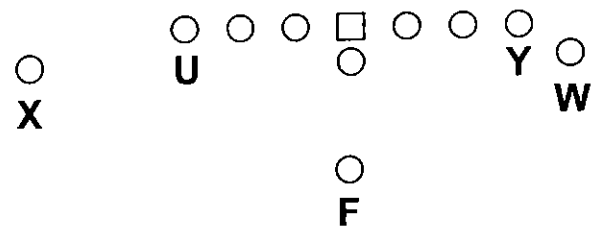
## DOUBLE "Y" TITE



## DOUBLE "X" TITE



## DOUBLE TITE



## HOW TO SHIFT TO SPECIAL FORMATIONS

When these formations are called in the huddle the cadence determines whether to align in the formation or shift to it.

- a) If a special formation is called on "Down" all players must align in the formation called and **not shift**.
- b) If a special formation is called on 1 or 2 the backs and receivers should align in the normal position and on "Down" shift to the formation called.

**Note:** All huddle calls (jumps, jump opposites, trades, shifts, moves, jets, baits and fly) must be called on 1 or 2.

### MOTION

- Rip - Motion across the formation to right.
- Liz - Motion across the formation to left.
- Loop - Motion will cross center and return to most effective spot for every play.
- Lope - Outside in motion

**SPECIAL (NO BACKS)**

**LION SPECIAL**

○ X      ○ W      ○ F      ○      ○      ○      ○      ○      ○ Y      ○ R

## RHINO SPECIAL

[illegible]

**LEE SPECIAL**

○ X      ○ W      ○ R      ○      ○      □      ○      ○      ○ Y      ○ F

**REX SPECIAL**

○ F      ○ ○ ○ □ ○ ○      ○ ○ ○ X  
Y      ○      R W

## TRIPS LEFT SPECIAL

**W**      **R**

○ ○ ○ □ ○ ○      ○ **X**

**Y**      ○

**F**

## TRIPS RIGHT SPECIAL

A diagram consisting of a horizontal row of symbols. From left to right, they are: a circle above the letter 'X', a circle above the letter 'F', two circles, a square, two circles, a circle above the letter 'Y', a circle above the letter 'R', and a circle above the letter 'W'.

## TWINS SPECIAL

Z      R                  F      W      X

**PRO RIGHT SPECIAL**

○ ○ □ ○ ○ ○  
**X**      **R**                  **Y**                  **F**    **W**

**SPECIAL (NO BACKS)**

**TWINS LEFT SPECIAL**

○ X    ○ W    ○ R    ○ ○ ○ □ ○ ○    ○ F    ○ Z

**TWINS RIGHT SPECIAL**

○ Z    ○ F    ○ ○ ○ □ ○ ○    ○ R    ○ W    ○ X

**SPECIAL LEFT**

○ X    ○ W    ○ R    ○ F    ○ ○ ○ □ ○ ○    ○ Z

**REX SPECIAL**

○ Z    ○ ○ ○ □ ○ ○    ○ F    ○ R    ○ W    ○ X

**DOUBLE SPECIAL**

○ X    ○ U    ○ ○ ○ □ ○ ○ ○ Y    ○ F    ○ W

**REX FLEX (SPECIAL)**

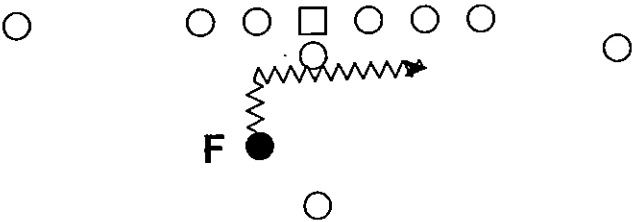
○ Y    ○ F    ○ ○ ○ □ ○ ○    ○ R    ○ W    ○ X

**DOUBLE LEFT SPECIAL**

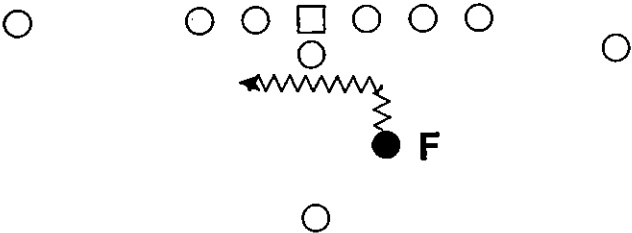
○ X    ○ W    ○ U    ○ ○ ○ □ ○ ○ ○ Y    ○ F

FULLBACK MOTION

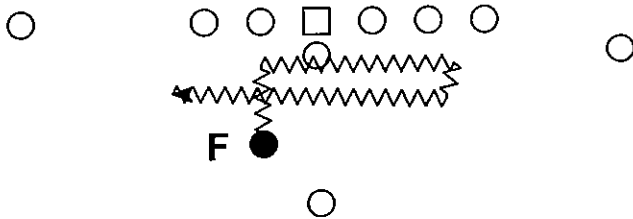
"F" RIP



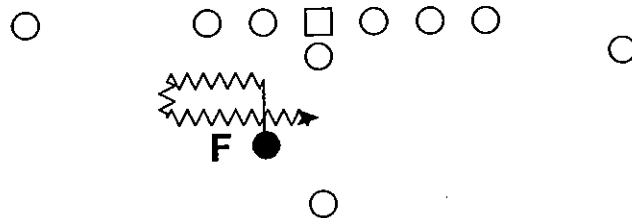
"F" LIZ



"F" LOOP

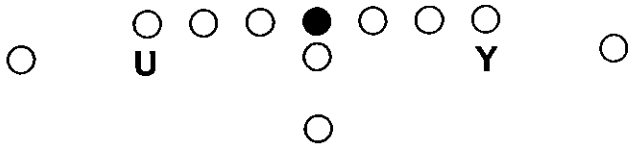


"F" LOPE



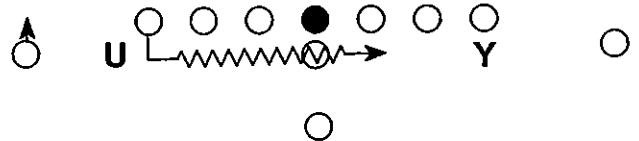
# "U" MOTION

## DOUBLE



## "U" RIP

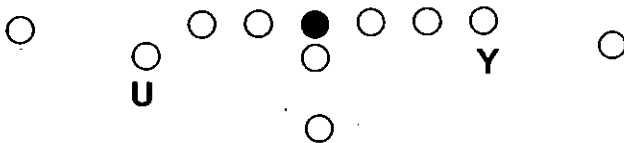
"U" KNOWS TO LINE UP ON LOS & STEPS BACK & GOES IN MOTION BY DESCRIPTION.  
I.E. "U" RIP OR "U" LOOP  
EXAMPLE: "U" RIP 54 POP OUT



"U" ALIGNS ON & SHIFTS BACK & GOES IN MOTION. WR DOES THE OPPOSITE.  
I.E. OFF & STEPS ON

## "U" OFF

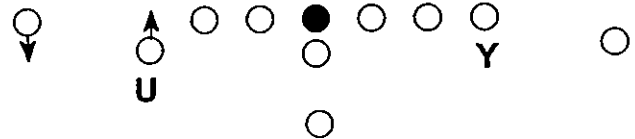
EXAMPLE: "U" OFF 53 SCOOP



"U" ALIGN OFF & REMAIN THERE UNLESS TOLD OTHERWISE BY MOTION

## "U" SKIP

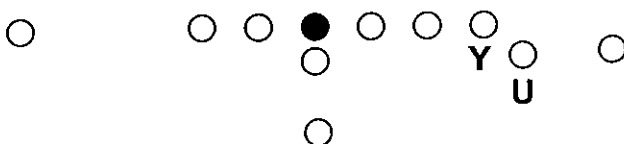
EXAMPLE: "U" SKIP 54 SCOOP



"U" ALIGNS OFF & SHIFTS UP  
WR DOES THE OPPOSITE

## "U" TIGHT

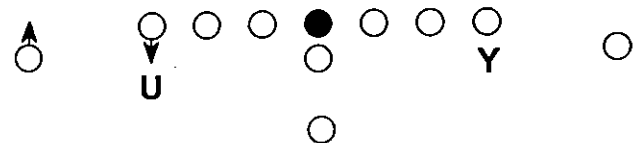
EXAMPLE: "U" TIGHT 53 SCOOP



"U" REMAIN THERE UNLESS PUT IN MOTION. IE: LOOP OR LIZ

## "U" HOP

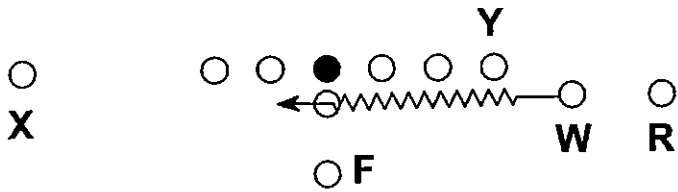
EXAMPLE: "U" HOP RUMBLE @ 2 PASS



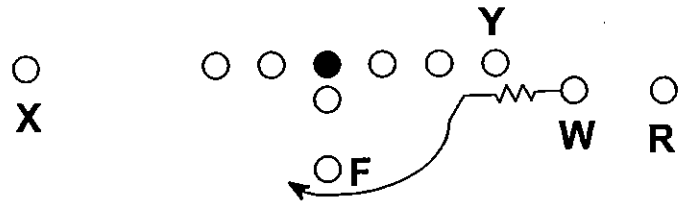
"U" STEPS BACK AND REMAINS THERE

# MOTIONS

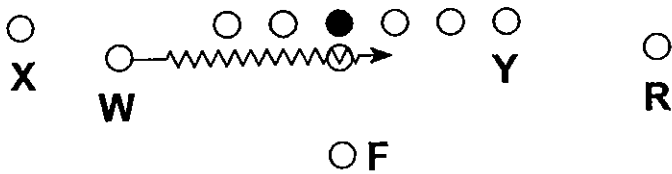
TRIPS RT WHIP ("W" LIZ FAKE 57)



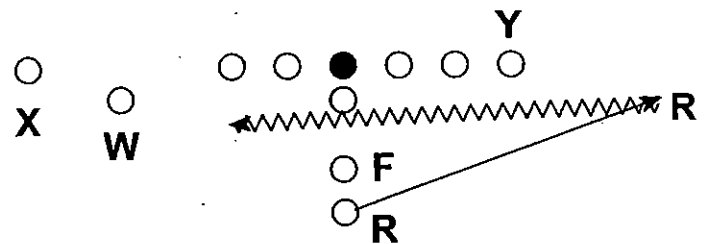
TRIPS RT ORBIT



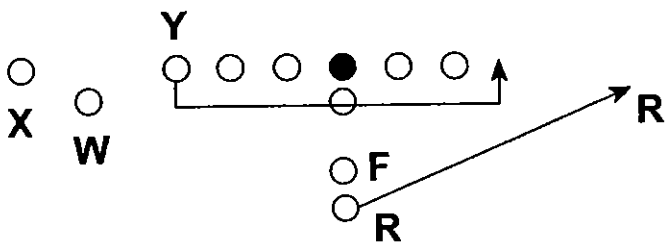
LION WHIP ("W" RIP FAKE 53)



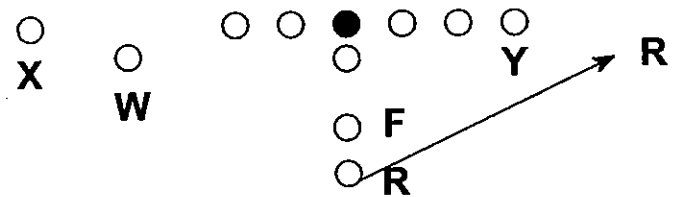
(QUAKER) LION "R" WHIP ("R" LIZ FAKE 57)



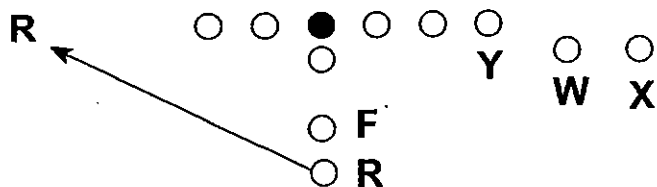
(PRO) LION FLOP TRADE



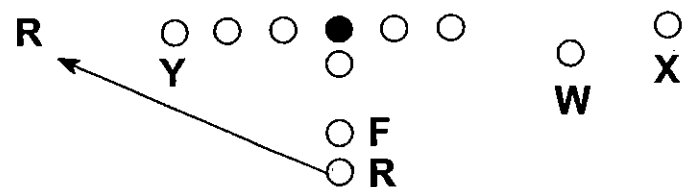
PAL (PRO)



POT RT (PRO RT OVER "R" JUMP)



PAR (PRO)



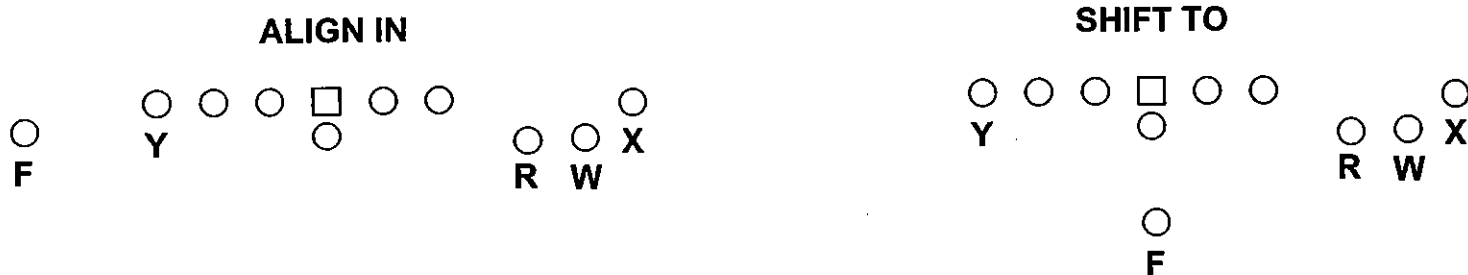
## HUDDLE CALLS

Calls made in the huddle by the QB to direct shifting and changing of formations. These calls never effect offensive line snap count must ALWAYS be on 1 or 2. The final adjustment will always be the formation given in the huddle.

### "JUMP"

Directs the backs and receivers to align in a "Special Formation" and on "Down" jump back into the formation called in the huddle.

**Examples:** "Rex Jump" - align in Rex Special and on "Down" shift to Rex



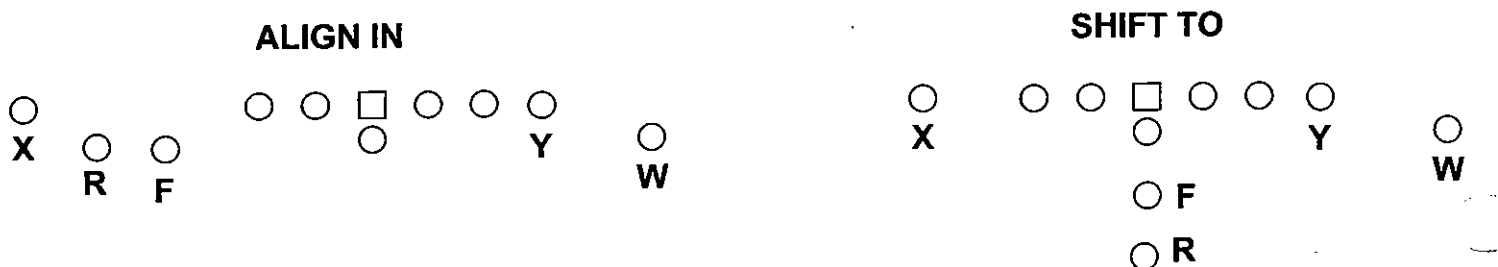
"Trips Right Jump" - align in Trips Right Special and on "Down" shift to Trips Right



### "JUMP OPPOSITE"

Directs the backs and receivers to align in a "Backs Opposite" formation and on "Down" jump back into the formation called in the huddle.

**Example:** "Pro Right Jump Opposite" - Align in Pro Right backs left (opposite) and on "Down" shift to Pro Right.

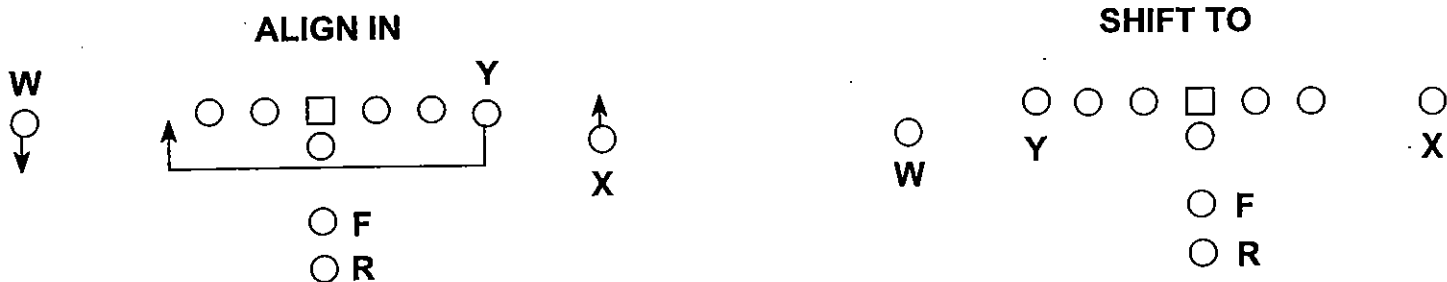




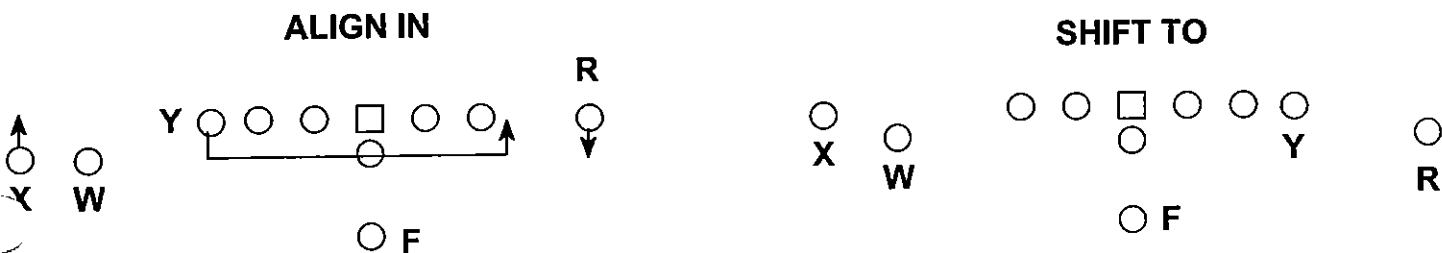
## "TRADE"

Directs the tight end to align on the side opposite the call, and on "Down" shift to the side of the call.

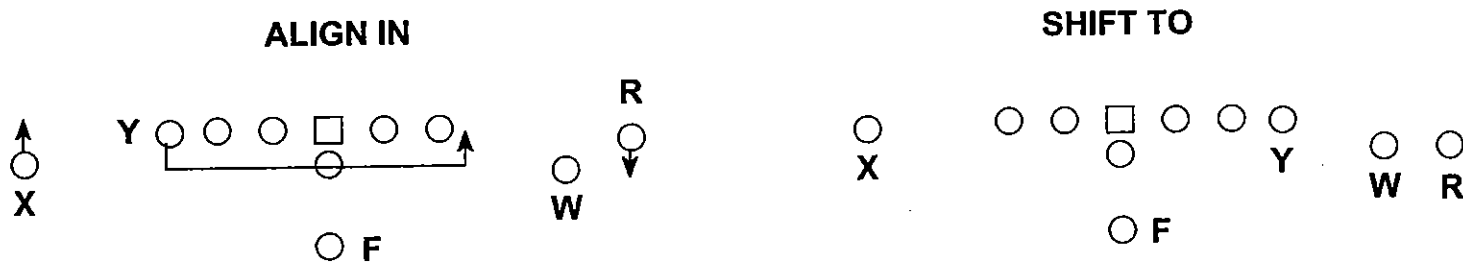
**Examples:** "Pro Left Trade" - "Y" aligns on the right side and on "Down" shifts to his alignment in Pro Left. "W" aligns on the balls, and shifts back off the line on "Down." "X" aligns off the ball, and on "Down" shifts to on the ball.



"Lion Trade" - "Y" aligns on the left side and on "Down" shifts to the right side. "R" starts on the ball and shifts the ball. "X" starts off the ball and moves on the ball. "W" remains the same. This gives the appearance of a left formation prior to the shift.



"Trips Right Trade" - "Y" aligns on the left side and on "Down" shifts to the right side. "R" aligns on the ball and shifts back off the ball. "X" aligns off the ball and shifts back on the ball. "W" remains the same. This gives the appearance of a Rhino formation prior to the shift.



"Rex Trade" - "Y" aligns on the right side and on "Down" shifts to the left side. "X" "W" and "R" all align in Rex.



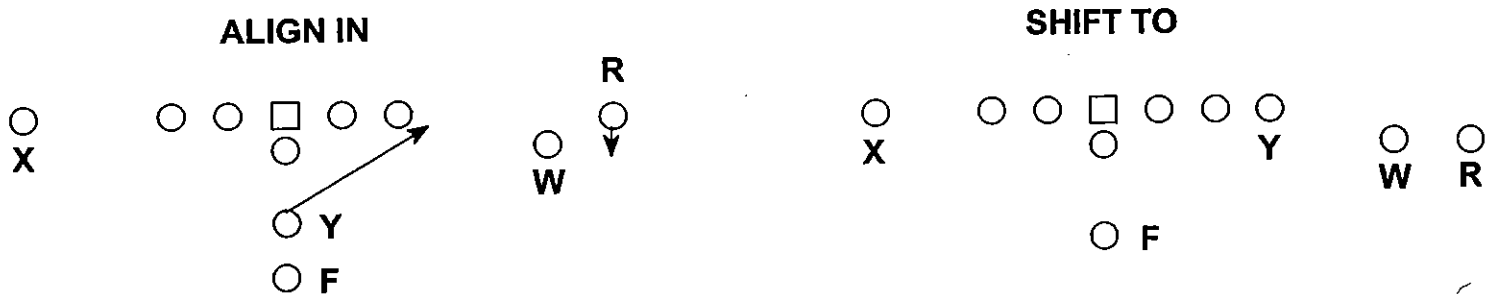
## "SHIFT"

Directs the tight end to align in the fullback position and on "Down" shift to the formation called. If in Lion/Rhino or Trips, the widest receiver to the side "Y" shifts to align on the ball and moves off the ball.

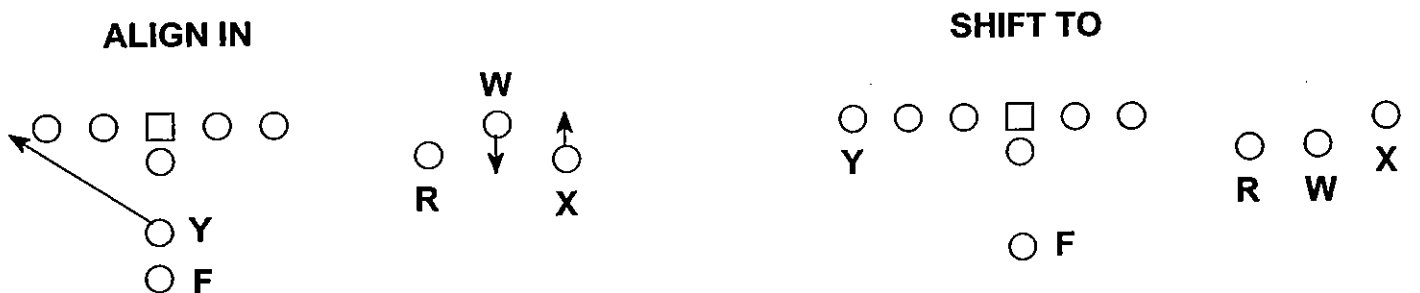
**Examples:** "Lion Shift" - "Y" aligns in front of "F" and on "Down" shifts to the right side. "R" aligns on the ball and shifts off the ball.



"Trips Right Shift" - "Y" aligns in front of "F" and on "Down" shifts to the right side. "R" aligns on the ball and shifts off the ball.



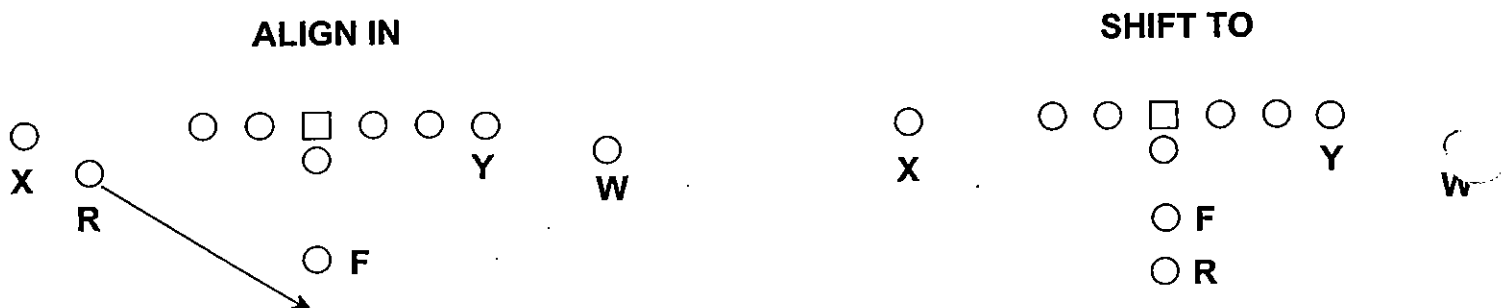
"Rex Shift" - "Y" aligns in front of "F" and on "Down" shifts to the left side. "W" aligns on the ball and shifts off the ball. "X" aligns off the ball and shifts on the ball.



## "MOVE"

Directs the "R" back to align in spread formation, and on "Down" shift to the alignment called.

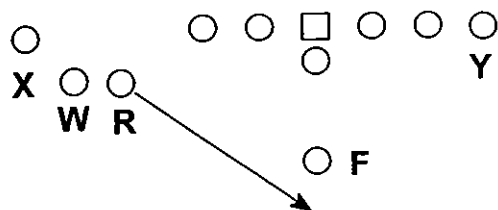
**Example:** "Pro Right Move" - "R" aligns in spread right, and on "Down" shifts to his position in the backfield.



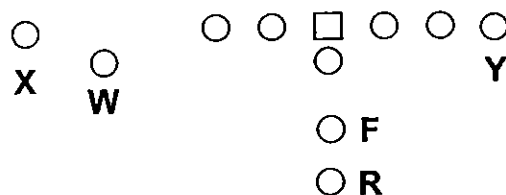
## MOVE (cont.)

"Not Left Move" - "R" aligns in position he would be in if we were in Lee and on "Down" shifts to his alignment in the backfield.

### ALIGN IN



### SHIFT TO

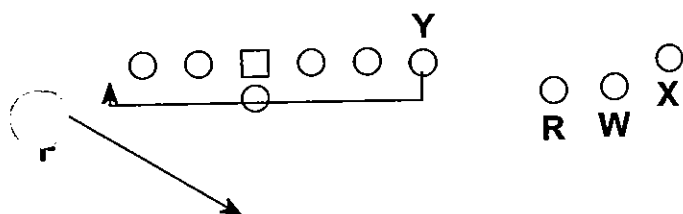


## "JET"

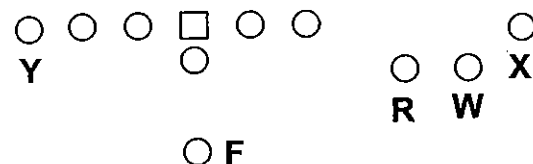
(Combination of a jump and trade). Directs backs and receivers to align in a special formation and on "Down" jump back into the formation called. This is a jump call for R-F-X and W; and a trade call for Y.

**Example:** "Rex Jet" - "Y" aligns to the right and on "Down" shifts to the left. X-W-R align in Rex Special formation and on "Down" shift to Rex.

### ALIGN IN

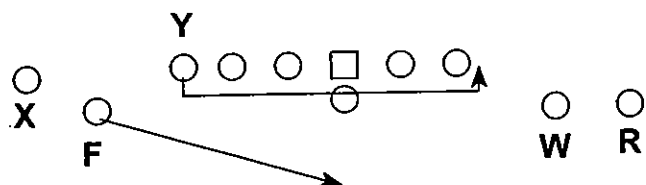


### SHIFT TO

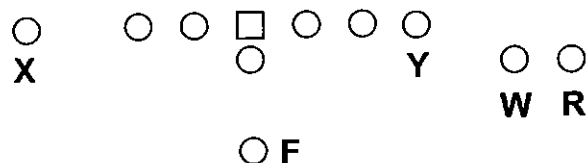


"Trips Right Jet" - "Y" aligns to the left and on "Down" shifts to the right. X-W-R-F align in a Trips Right Special formation and on "Down" shift to Trips Right.

### ALIGN IN



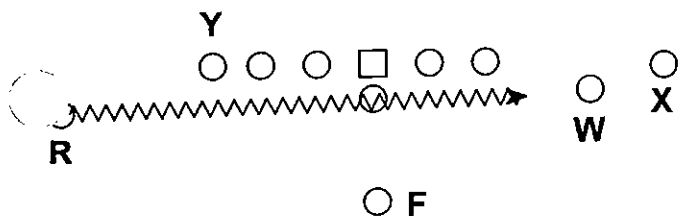
### SHIFT TO



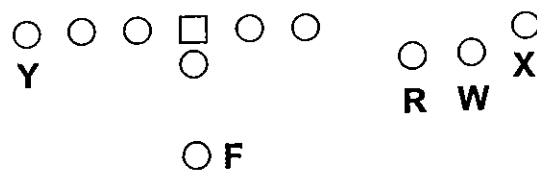
## "FLY" (R FLY)

Directs receivers to align in a corresponding formation and shift to the called position on "Down" - simulating motion. This will force the defense to show their motion adjustment.

### ALIGN IN



### SHIFT TO

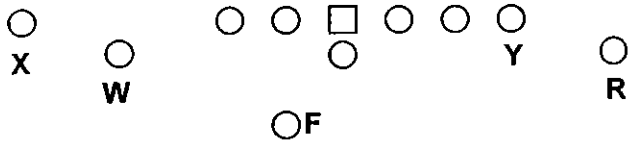


## "BAIT"

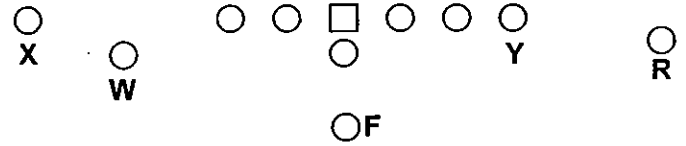
Back or backs align in position -- other than the one called. QB will then dummy audible and the back or backs will shift to the one called in the huddle. Shift from the offset position in 1 back to the home set or vice versa. In two backs, shift from the I to a weak set or strong set or vice versa

Example: "Lion Bait"

Align In

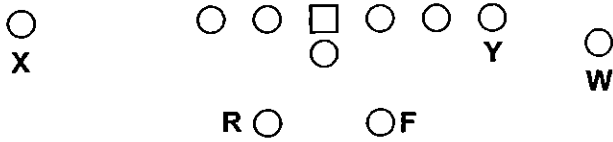


Shift to

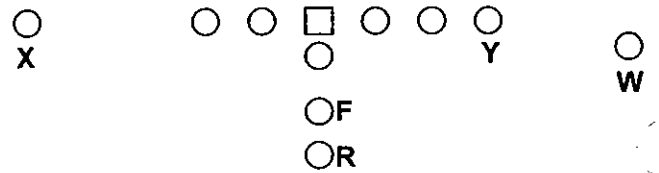


"Pro Right Bait"

Align In



Shift To



## CROWD NOISE

The following mechanics apply when there is excessive crowd noise:

The referee may call for an uncharged time out:

When the offensive team believes it is unable to communicate its signals to teammates, other than players positioned more than seven yards from the middle lineman of the offensive formation, because of crowd noise.

- When the signal caller believes he is unable to communicate signals to teammates because of crowd noise, he may raise his hands to his ears and look to the referee to request a legal delay.
- The referee may deny the request by pointing toward the defensive team's goal line or may charge himself with a timeout and the offensive team may huddle.
- When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation.
- Should the signal caller then, or later in the game, request a second legal delay by raising his hands and looking to the referee, the referee will charge himself with a timeout again if, in his opinion, the crowd noise makes it impossible to hear offensive signals.
- The referee then will request the defensive captain to ask the crowd for quiet. This signals the public-address announcer to request cooperation and courtesy to the offensive team. The announcer will state that the defensive team will be charged a timeout, or be penalized five yards if timeouts are exhausted, for the next crowd noise infraction.
- When the offensive team returns to the line of scrimmage, the game clock will start on the snap. The referee shall declare the ball ready for play by sounding his whistle with no hand signal. The 25-second clock is not in operation.

- If the signal caller again during the game indicates by raising his hands and looking to the referee to request a legal crowd-noise delay and the referee agrees, a team timeout will be charged to the defensive team. If the defensive team has exhausted its allotment of timeouts, a five-yard penalty is assessed.
- After this timeout or the penalty, the defensive team will be penalized five yards for each unsuccessful attempt to start a play.

Provided the crowd noise is loud enough that our linemen can't hear the snap count, we do not want the QB to take the snap. He must force the referee to make a decision. He may penalize us, but we will continue to appeal to him.

When the crowd noise is loud but we are taking snaps, it is important that we follow these principles:

- O-Line should remain in up position in order to turn head to QB to hear audibles.
- Guards must look at ball for snap.
- Guards and Tackles should extend and touch hands. The Guard will release his hand from the tackles when he sees or hears the snap count. This tells the Tackle when the ball is snapped and allows him to focus on the wide 5 rusher.
- Y and Inside Receivers should echo all calls and watch ball for snap.
- Y should also echo calls inside to Linemen.

QB must keep linemen in up stance. Don't take snaps from deep if noise interferes with snap count.

If you let the referee force you to take the snap. . . the noise will just get louder.

## SLOW DOWN OFFENSE

Used to run as much time off the clock as possible without turning the ball over to the opponent. May be used at any time. Most likely late in game when we are ahead. May be used earlier when in the lead to shorten the game and give opponent few opportunities.

1. Sideline Signal is arm swing like official indicating to keep the clock moving.
2. QB must call "Slow Down Offense" in huddle.
3. Snap count will be on "Down", or "Up on Down."
4. QB will take the snap as the 25 second clock goes from 2 seconds to 1 second (therefore, using virtually all 25 seconds.) If 25 second clock is not working, we will have a stop watch on the sideline and point to the QB when 5 seconds remaining on the 25 second clock.
5. Regardless of play, no one goes out of bounds (ball carriers) and stay up as long as possible.
6. Protect the ball with both hands because defense will try to strip the ball. If any danger of the strip – go to the ground.
7. The officials will not start 25 second clock until all receivers are back to the line of scrimmage. Receivers should, therefore, run as deep as possible and then return to LOS slowly – but without being obvious.
8. Eliminate all penalties, as that will stop the clock.
9. Ball carrier and anyone on pile should be slow to unpile.
10. QB asks the referee, while the clock is running, (before he spots the ball down) how many time outs remaining for the opponent.

We must know how many time outs the opponent has remaining. We then will determine if we will need a first down to run the clock out. This process will be follows (assuming that it is 1<sup>st</sup> down):

	<u>0 TIME OUTS</u>	<u>1 TIME OUT</u>	<u>2 TIME OUTS</u>	<u>3 TIME OUTS</u>
IF GAME CLOCK STOPPED	1:50	1:30	:50	:20
IF GAME CLOCK IS RUNNING	2:20	1:50	1:20	:50

If the time on the clock is less than shown for any of these situations, we can run the clock out without getting a first down.

If the time on the clock is more than shown, we will need a first down.

By executing the process as outlined in 1-10 above we can run off more time than indicated.

If the time indicates, we can run the clock out without giving up the ball. We would prefer to run the QB Sneak (slow to go down and covered by F & R (Flanker or Wing) or 51-59 Run. 51-59 Run (the QB Sweep) would eat up more clock, but with lost yardage and a greater risk of fumble (QB must be secure with ball). We might also run 53-57 Scoop.

The clock will stop and stay stopped when the following things happen:

- a. A time out is called by a player, a coach, or the referee. (The referee's time out for crowd noise will keep the clock stopped until the snap).
- b. A pass falls incomplete.
- c. The ball goes out of bounds.
- d. When a delay penalty is taken in an effort to run the clock for the full 25 seconds after the ball is marked ready for play.

The clock will stop and then start when the referee signals that the ball is ready for play when the following things happen:

- a. A penalty is assessed.
- b. A player is injured.
- c. The officials call for a measurement.
- d. A first down is made.

It is important for a QB to know that an official crosses his arms over his head to signal the clock operator to stop the clock.



## TWO MINUTE OFFENSE

Will be used late in ball game to come from behind or score to break a tie. May also be used earlier in game in order to begin to catch up if behind by more than 7 points. In either case, the objective is to move the ball into scoring position as quickly as possible efficiently using as little of the clock as possible. Depending on the score and time remaining, it is possible that (if we are moving the ball efficiently and effectively against the clock), we could get into scoring position with the two minute offense and go into our slow down offense in order to score, go ahead, and not leave the opponent enough time to come back and score.

1. We must first designate what is needed:
  - a. Must score twice.
  - b. Must score a touchdown.
  - c. Must score a field goal.
  - d. Want a TD, but would settle for a FG. If we are going for a FG, everyone must know to which yard line we must get the ball.
2. We must know how many time outs we have remaining.
3. QB must designate both 1 and 2 in the huddle along with a reminder that we are in "Two-Minute Offense" and the snap counts are on "Down" and we must hustle at all times. (Not to be confused with the "No Huddle Offense" which utilizes a different snap count).
4. QB must eye the bench for signal. If signaler points at QB, the QB will call the play.
5. Everyone must hustle full speed, unpile quickly, sprint to your alignment.  
QB must audible while the offense is getting lined up.
6. All ball carriers must get the ball out of bounds. If you are close to boundary, but can't get out, pitch the ball out of bounds unless there is a risk of the opponent recovering the ball. If you do this, line up quickly because the clock will start when the ball is ready for play. If you have the ball in the middle of the field and have or can get the 1<sup>st</sup> down, that might be the quickest way to get the clock stopped (stops on 1<sup>st</sup> down to move chains).  
Passes to get the ball out of bounds after a completion:  
Outs/Flats/Square Outs/Trail Outs/Unders
7. Whenever the clock is stopped but will start up when official signals (example: after a first down, injury, penalty) everyone should be lined up and the audible called. As soon as the official signals ready for play, the QB can take the snap.

8. Always know how many time outs remain. Always look to sideline for time out signal. Sprint to official yelling and signaling time out. Don't let time run off clock while trying to call time out.
9. When the two minute process slows down, use a time out.
10. Try to save one for a FG or "Last Play".
11. Anyone can call time out when in "Two Minute Offense."
12. We will have a receiver – T.O. Sub on the sideline. When designated he will enter field, call T.O. with nearest official and continue to substitute.
13. QB should tell referee that you want a T.O. immediately after the next play when that is appropriate. You still have to tell him after the play, but now he is looking for the call.
14. Use "Kill It" to stop clock when the loss of a down will not effect us. Certainly not on the 4<sup>th</sup> down.
15. If no T.O.'s left and clock is running out and offense can't get set in time, execute "Kill It" even though we'll get a penalty. Referee will mark off penalty and start clock. By that time everyone should be set, the audible called and it should take only 1 second to start the play.
16. The clock will stop and stay stopped when the following things happen:
  - a. A time out is called by a player on the field.
  - b. A pass falls incomplete.
  - c. A ball goes out of bounds.
  - d. A time out is called by the referee to control crowd noise.
17. The clock will stop and then start after the referee signals that the ball is ready for play when the following things happen:
  - a. A penalty is assessed, except for certain penalties near the end of a half and then at the referee's discretion.
  - b. A first down is made.
  - c. A player is injured.
  - d. The referee calls time out for a measurement.
  - e. The referee calls time out for game administration.
18. Special Situation: If a third or fourth and short situation arises and we must go for the 1<sup>st</sup> down – the QB must know and have practiced in advance what that play should be.

19. Likewise the QB should know and have practiced that last play and last two play sequences.
20. We cannot always force the ball onto the boundary. If the secondary rolls up the secondary to prevent quick outs, etc. we must exploit the middle with Ins and Verticals because the defense has weakened itself there. The same is true of checks and convoys.
21. Time permitting, we want a blend of run and pass (Traps, Draws, Shovels and Rumbles should be good).

## LAST PLAY SEQUENCE

We must put ourselves into position to score with either a FG or TD as time is running out in "Two-Minute Offense." There are several situations which may arise and which we must be prepared for.

1. If a FG is needed and we have a timeout remaining and enough time on the clock for at least two plays and a FG attempt (20 seconds) our QB should have 1 play designated to get the ball up field to or beyond the vertical position needed for a FG, followed by a "Kill It," and then Option 2/8 Scoop to position the ball laterally, followed by a timeout to bring the FG unit on. If the first play is unsuccessful, then the second play must be directed toward gaining the vertical position, followed by a timeout preceding the FG. In & vertical schemes are preferable considering the defense will probably protect vs. boundary routes. If a 1<sup>st</sup> down is made, we must be lined up with "Kill It" already called and take the snap the second the referee starts the clock after the chains are moved.

2. If a FG is needed and we have no timeouts remaining, we again must select the best play to get us into vertical field position and use "Kill It" between each play until we must bring FG unit on.

It is imperative that the QB never let the game clock run below 2 seconds without stopping the clock via timeout or "Kill It."

3. If it is 4<sup>th</sup> down and the clock is running with no chance to get the FG unit on (we much know exactly how long it will take our FG unit to get onto the field, lined up and ball kicked). We must either throw for the end zone (less than seven seconds) or go for the 1<sup>st</sup> down (more than seven seconds left) and then line up quickly as chains are moved, "Kill It" and take the snap the second the official marks and steps away from the ball. This gives us a timeout and time to get the FG unit on the field.
4. If a touchdown is needed:
  - a. 10 or more seconds remaining: we will have a 2 or 3 play sequence for that week.  
Examples: Dash S.O.  
Dash C.B.                      Dash Last Play  
Dash Last Play
  - b. If less than ten seconds remaining and the ball is outside the 20-yard line, we would probably use Last Play. If it were incomplete and time did not run out, we would probably repeat the same call.

## AUDIBLES

Cadence: "Down" - Audible - Audible Set - Hut - Hut

Always on 2 except during 2 minute offense or when called on Down (Remains on Down)

2-Minute offense all calls on down: "audible - Audible - Down"

### COLORS

Red - Running plays

Blue - Sprint or play action pass / Roll / Dash

Purple - Drop back pass

White - No Back pass

Silver / Gold - Feet in Cement

Orange - Used to cancel a live audible and return to original call

Grey - Shovel or Statue

\*If QB wishes to go to deep alignment, he can say "deep" to center

\*\*Double Audible - anytime the QB uses a second audible, it is automatically live

\*\*\*"Check with me" - QB will call formation in huddle and audible at LOS

\*\*\*\*"Bait" - shift after a dummy audible from the home set to an offset

### Audible

<u>RED</u>	<u>PLAY</u>	<u>REASON</u>
1-9	41 - Scoop	Vs Inside Stunts/Lightning No support player in alley
31-39	31-39 Scoop	Attack perimeter. Hand off sweep, split back
51-59 (QB)	QB 51-59 Scoop	Vs Inside Stunts/Lightning Can run Vs. support player in the alley.
1-9 T	Quick Toss @ 1-9	No support player in alley/ Tight 9 or 7 technique (to Y)
1-9 Q	Quick Pitch @ 1-9	No support player in alley/ Tight 5 technique (to X)
2-8	Opt @ 2-8 Blank	Vs Gap 8/Inside Stunts/ 2 Man/Man/One on or Outside Y
2-8 S	Opt @ 2-8 Scoop	Vs. Inside Stunts/ 2 Man/Man with 2 defenders on or outside Y
2-8 G	Opt @ 2-8 G	Same as Scoop when we are having a difficult time getting the scoop with Y
2-8 Cut	Opt @ 2-8 Cut	Fast Flow LBers
2-8 R Smoke	Rumble 2-8 Smoke	Counter read with an Arc blocker for support
2-8 R Read	Rumble 2-8 Read	Counter read weak to hold DE
2-8 "R" Arc	Rumble @ 2-8 Arc	Counter Play - FB arcs to support player
2-8 R (Switch)	Rumble @ 2-8	All-Purpose - Avoid vs. Dogs
2-8 RS	Rumble @ 2-8 Sweep	End Man on LOS is squeezing- Avoid vs. Dogs

2-8 RF	Rumble @ 2-8 "F"	Ctr play with F Pulling
2-8 RFQ	Rumble @ 2-8 "F" QB	QB Ctr Play with F Pulling
2-8 RQ	QB Rumble @ 2-8	QB Counter Play – All purpose
53-57	53-57 Scoop	All Purpose
54-56	54-56 Scoop	All Purpose
54-56 Q	QB 54-56 Scoop	All Purpose
3-7 T	Tackle Trap	Draw play with trap action to (X)
3-7 FT	F Tackle Trap	Draw play with trap action to (X)
3-7 RT	R Tackle Trap	Draw play with trap action to (X)
3-7	Draw @ 3-7	2 Back Draw from one back to (X & Y)
3-7 Q	QB Draw @ 3-7	All Purpose
13-17 Q	QB Draw @ 13-17	QB Draw play-no lead blocker
93-97 R	93-97 Veer	Triple Option
93-97 K	93-97 Veer Keep	Predetermined Option
93-97 Z	93-97 Veer Zone	Short Yardage/ Goal Line/
93-97 I	93-97 Dive	Definite give to F
93-97 A	93-97 Abort "G"	Short yardage/Goal Line
93-97 AI	93-97 "G" Dive	Option with G Block
93-97 AIQ	93-97 Abort "G" QB Dive	Fullback Dive with "G" Block
93-97 DPQ	93-97 QB Double Pop Out	QB ISO with "G" Block
93-97 POQ	93-97 QB Pop Out	QB Double Isolation
24-26	24-26 Trap	QB Isolation
24-26 Q	QB Trap	Hard upfield down lineman/
24-26 8/2	Trap Option	Outside Blitz
4-6	Draw @ 4-6	No Back
4-6 Q	QB Draw @ 4-6	Option off of Trap Fake
5	QB Sneak	All Purpose/OutsideBlitz/
52-8 (switch)	Blank O	Ran to Y
52-8 Q Arc	QB Blank O Arc	Same as Draw @ 4-6
52-8 Q	QB 52-8 Blank O	Vs. even Fronts/Soft Middle/
52 P	52-8 power	Short Yardage/Goal Line
54-6 P.O.	Pop Out	Power Play, combo block, (X or Y)
54-56 P.O.Q.	QB 54-6 Pop Out	QB Blank "O" with Arc
54-6 PD (Q)	Pop Out Draw (Q)	Blocking for Support
54-6 B	Bend Back	QB Run play – power blocking
54-6 BQ	QB 54-6 Bend Back	Power Play vs. 43
54-6 F	F 54-6 Scoop	Isolation play, mentality play (X or Y)
<b>BLUE</b>		QB Isolation play
51-59 (RP)	51-59 Pass (to TE)	Lead blocking draw play (Q)
52-58	52-58 Pass	Pre-determined cut back play
52-58 Blank	52-58 Blank Pass	Pre determined cut back play
		FB Belly
		Vs. Soft CB
		Vs. Soft CB
		Play Action Pass

2-8 RP  
 2-8 S  
 2-8 Switch  
 3-7  
 41-49  
 419-491  
 539-571  
 549-561  
 54-56 3  
 54-56 2 W  
 54-6  
 54-6  
 54-6 DP  
 54-6 F  
 54-6 Q  
 54-6 QFZ  
 54-6 SO (W,Y)  
 54-6 UXF  
 54-6 D  
 549-561 FZ  
 81-89 CB  
 WCB

#### RO

81-89 A  
 81-89 WO  
 81-89 Q  
 81-89 SO  
 81-89 WTO  
 54-56 J

53-57

53-57 FZ  
 53-57 YZ  
 54 B W Z  
 54 B 3  
 54 B 2-W  
 54-56 B  
 93-97  
 93-97 YO  
 93-97 J

#### GREY

52-58  
 549-561  
 1-9 (Q)  
 3-7

Roll @ 2-8 Pass  
 Option @ 2-8 Pass  
 Option @ 2-8 Pass Switch  
 Draw @ 3-7 Pass (Route Called)  
 Fake 41-49 Naked @ 9/1  
 Fake 41-49 Naked @ 9/1  
 Fake 53-57 Naked @ 9/1  
 Fake 54-56 Naked @ 9/1  
 54-56 Pop 3 Under  
 54-56 Pop 2 Under W In  
 54-6 Pop Out Pass  
 54-56 Pop Middle  
 54-56 Pop Double Post  
 54-56 Pop Flag  
 54-56 Pop Squirrel In  
 54-56 Pop Squirrel In F Zip  
 54-56 Pop Square Out  
 54-56 Pop Y Under X Post Flag  
 54-6 Pop Out Draw Pass  
 Fake 54-56 Naked @ 9/1 F Zip  
 Dash Right or Left CB  
 W Come Back

#### R Out

Dash R or L CB & Go  
 Dash R or L W Over  
 Dash R or L Sq In  
 Dash R or L Sq Out  
 Dash R or L W Trail Out  
 54-56 Quick Pass

53-57 Pass

53-57 Pass F Zip  
 53-57 Pass Y Zip  
 54 BB Pass W Zip  
 54-BB Pass 3 Under  
 54-BB Pass 2 Under W In  
 54-56 Bend Back Pass Y Middle  
 93-97 Dive Pass  
 93-97 Dive Pass Y Out  
 93-97 Quick Pass

52-58 Shovel  
 F54-56 Naked @ 9-1 Shovel  
 Statue R & L (QB)  
 Shovel @ 3-7

Play Action Pass  
 Vs. Fast Support by SS or FS  
 Vs. Fast Support by FS  
 All Purpose  
 Play Action  
 Control squeezing DE  
 Control squeezing DE  
 Vs. Flat chasing contain man  
 Short Yardage/Goal Line  
 Short Yardage/Goal Line  
 Sprint Draw Pass – all purpose  
 Vs. 2 Deep Looks  
 All Purpose  
 All Purpose  
 Vs. Cover 3  
 Control Strong Safety  
 Vs. Cover 3  
 All Purpose  
 Influence LBers  
 Vs. Short Ydg/GL Rushed End  
 Gain time for longer routes/  
 Flat player taking away outside  
 Comeback

Same  
 Same  
 Same  
 Same  
 No Flat Defender  
 Vs. Cover 3 (Wide SS)/  
 1/2 LB on inside receiver/Rolled  
 CB & Rush End  
 Vs. LBers and Flat players  
 working flat  
 Vs. Short Ydg/GL  
 Vs. Short Ydg/GL  
 Vs. Short Ydg/GL  
 Vs. Short Ydg/GL  
 Vs. Short Ydg/GL  
 Vs Cover 2  
 Vs. Short Ydg/GL  
 Vs. Short Ydg/GL  
 Vs. Cover 3/2

Contain player upfield player  
 Control backside contain  
 Control Pass Rush  
 Control upfield DE

## **PURPLE**

(11-99) 1-9 WB or RB  
(11-99) 1-9 PAT  
(11-99) 1-9 PK  
(11-99) 1-9 GO

(11-99) 1-9 WO or RO  
(11-99) 1-9 O  
(11-99) 1-9  
(11-99) 1-9 H  
(11-99) 1-9 QS  
(11-99) 1-9 S  
(11-99) 1-9 HA  
(11-99) 1-9 A  
(11-99) 1-9 WS  
(11-99) 1-9 WQS

4-6

4-6 WM, RM

4-6 A

4-6 ACB

4-6 B

4-6 DP

4-6 G

4-6 L

4-6 LO

4-6 W PK

4-6 O

4-6 PT

4-6 PO

4-6 Q

4-6 QO

4-6 SG

4-6 SLO

4-6 XU

4-6 SO

4-6 GT

4-6 X

4-6 W

4-6 FS

4-6 CR-CL

4-6 FCR- FCL

5

5 FCR-FCL

5 FCRY or FCLY

5 FCRW or FCLW

3-7 SO

3-7 WO

3-7 GT

71-79 Flat

71-79 Pat

71-79 Pick

71-79 Get Open by  
Inside Receiver

71-79 R or W Option

71-79 Out

71-79 Stop

71-79 Hot

71-79 Quick Slant

71-79 Slant

71-79 Hot & Go

71-79 Double Cut

71-79 W Slant

71-79 W Quick Slant

74-6 Stop

74-6 Middle

74-6 Double Cut

74-6 Fade Comeback

74-6 Flat to inside receiver

74-6 Double Post

74-6 Glance

74-6 Loop In

74-6 Dip

74-6 Loop Out by R,W Pick

74-6 Out

74-6 Post Trail

74-6 Post Out

74-6 Squirrel In

74-6 Squirrel Out

74-6 Slant & Go

74-6 Slant Out

74-6 X Under

74-6 Square Out

74-6 Go Trail

74-6 X In

74-6 W In

74-6 F Swing

74-6 Y Convoy

74-6 F Convoy

75 Y Middle

75 F Convoy

75 F Convoy  
(Y Blocks LBer)

75 F Convoy  
(W Blocks LBer)

73-7 SO to Y

73-7 W Over

73-7 Go Trail

Vs Soft Man on R or W/Blitz

Vs. Tight Man

Vs Tight Man – Inside leverage

Vs. Stunt Man

Vs. Stunt Man

Soft CB (Fade Out inside +6)

Soft CB

Soft CB

All Purpose

All Purpose

Jumping Hots

Jumping Stops or Outs

All Purpose

All Purpose

All Purpose

Vs. 2 Safety Look

Jumping Stops/Outs

Tight Man on Outside Rec.

All Purpose

All Purpose

Vs. Cover 3

Attack Tight Man

Attack Tight Man

Vs. Tight Man

Soft CB or Tight man

Vs. MF

Vs. Soft CB

Vs. Cover 3, MF, M

Vs. Cover 3, MF, M

Jumping Slants

Vs. Soft CB

All Purpose

Vs. Cover 3

Vs. Cover 3

All Purpose (Used from Double)

All Purpose (Used from Double)

Vs. Pressure

Vs. Zone

Vs. Zone

All Purpose

Vs. Zone

Vs. Zone LB not

dropping or MF

Vs. Zone LB not

dropping or MF

Vs. Cover 3

Vs. Cover 3



3-7 Q	73-7 Squirrel In	Vs. Cover 3
3-7 B	73-7 Y Flat	Vs. Cover 3
3-7 C	73-7 Curl	Vs. Cover 3/MF
3-7 G	73-7 Everybody Go	All Purpose
3-7 G, X, W, R, Y, Z	73-7 Everybody Go In	All Purpose
3-7 RU-WO	73-7 R Under W Over	All Purpose
3-7 XU or RU	73-7 X Under or R Under	All Purpose
3-7 U	73-7 Y Under X In	All Purpose
3-7 UW	73-7 Y Under W In	All Purpose
3-7 UR	73-7 Y Under R In	All Purpose
3-7 UT	73-7 Y Under W Trail	All Purpose
3-7 CT	73-7 Curl/Trail	Vs. Cover 3
3-7 PT	73-7 Post/Trail	Vs. Cover 3
3-7 RP-YF	73-7 R Post Y Flag	All Purpose
3-7 2 X or W or R or Z	73-7 2 Under X-W or R-Z In	All Purpose
3-7 2 F	73-7 2 Under Post Flag	Vs. 2/Man/MF
3-7 2 CB	73-7 2 Under Comeback	All Purpose
3-7 20 X-W or R-Z	73-7 2 Out X-W or R-Z	All Purpose Defense denying unders.
3-7 FC	73-7 F Choice	All Purpose
3-7 Y Stick (In) (FS)	73-7 Y Stick (In)(F Swing)	All Purpose
3-7 YF	73-7 Y Flag	All Purpose
3-7 Y L	73-7 Y Loop In	All Purpose
3-7 Y O (FS)	73-7 Y Out (F Swing)	All Purpose
3-7 HAC	73-7 Hooks & Crosses	All Purpose
3-7 F,R,W,X,Y,Z, CM	73-7 Convoy Middle	All Purpose
3-7 2 OF	73-7 2 Out Post Flags	All Purpose
(Can use any 2 under scheme with 2 outs)		
14-16	Draw Fake from Draw @ 4-6	Hold LBers
0 HAC	Y Hook X Cross	All Purpose
0 HAC R	Y Hook R Cross	All Purpose
0 C	Curl	Vs. Cover 3
0 B	Flat (Y Zip)	All Purpose
0 FAR (In)	F-R Cross (In)	All Purpose
0 ROY (In)	R-Y Cross (In)	All Purpose
0 K	Y Delay	Vs. 8 Man Pressure-Delay to Y
0 F C	F Choice	All Purpose
0 R C	R Choice	All Purpose
0 FA	F Angle	All Purpose
0 FAO	F Angle & Out	All Purpose
0 F Chase	F Chase	All Purpose
0 Drive	Y In W Under	All Purpose
0 O	Out	All Purpose
W Dip	W Dip	All Purpose

**WHITE**

5 G-F, R, W, Y, X, Z-U

5 2

5 F, R, W, X, Z

1-9 RB

1-9 WB

1-9 QS

1-9 Pick

1-9 Pat

1-9 O

1-9

1-9 S

**PLAY**

65 E.B. Go-Under

65 2 Under Stop

65 Convoy Middle

61-9 R Flat

61-9 W Flat

61-9 Q Slant

61-9 Pick

61-9 Pat

61-9 Out

61-9 Stop

61-9 Slant

**REASON**

Isolate called receiver

Soft Zone or Man Coverage

All Purpose

Soft Man Coverage on R

Soft Man Coverage on W

Tight Cover on WRs

Tight Cover on WRs

Tight Cover on WRs

Soft Man Cover

Soft Man Cover

All Purpose

**RUN/PASS SYMBOLS/MEANING**

A Double Cut (Stop &amp; Go, Out &amp; Go) (Choke &amp; Go) Fade, Arc in Run Game

B Flat, Blue - Bend Back Pass, Red - Bend Back Run

C Purple - Curl

D Pop Out Draw Pass

F Post/Flag

G Everybody Go

H Hot with Purple 1-9

Blue 1-9

HA Hot &amp; Go

I Dive

J Quick Pass

O Out (74-76)(71-79)(70)

P Post

Q Squirrel In, QB Run Game, QS → Quick Slant

R Rumble Pass with Blue 2-8

R In with all other passes

S Slant (Pass) Sneak (Run)

T Trail (Pass) Trap (Run)

U Y Under X In

W W In

X X In

Z Z Zip

DP Red → Double Pop Out, Blue → Double Post

FC F Choice

YC Y Choice

RP Blue 51-59 Run Pass to TE

PAT In 71-9s a pick scheme of Quick Slant

PT Post Trail Scheme with 74-6

PK Inside receiver pick for outside receiver quick slant

SLO Slant Out

SO Square Out

GT Go Trail

CB Comeback

CR-CL Convoy Right/Convoy Left

FAR F &amp; R Cross

HAC Hook &amp; Cross

XU	X Under
WU	W Under
RU	R Under
UW	Y Under W In
UR	Y Under R In
WO	W Over in 73-7
2-O	2 Out
2R	2 Under R In
2X	2 Under X In
2W	2 Under W In
2F	2 Under Flag
2CB	2 Under Comeback
RM	R Middle
WM	W Middle
YM	Y Middle
CT	Curl/Trail
R-X-W-F-Z-Y	CM Convoy Middle



# **DROP BACK PASS**

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## OFFENSIVE LINE CALLS (PASS CALLS)

**RAY** = RG and C working together on down lineman to backer (the back is responsible for defensive end or OLB in 4-3 or Slide Defense to right side)

**LU** = LG and C working together for down lineman to backer (the back is responsible for defensive end or OLB in 4-3 or slide defense to left side)

**TAG ZONE** = Tackle-Guard-Tight End zone block #1, #2, #3

**TAG** = Tackle & Guard working together for Defensive Tackle to near LBer.

**RIP** = Block 1 full man to right (if full man is linebacker than block inside gap of man over eyeballing the linebacker). Back blocks End man line of scrimmage opposite of call - may have dual read vs. 7 man fronts.

**LIZ** = Block 1 full man to left (if full man is linebacker than block inside gap of man over eyeballing the linebacker). Back will block opposite of call - may have dual read vs. 7 man fronts.

**BIG/MAN** = Guard and tackle have #1, #2 L.O.S. - Back will have linebacker. Dual read middle to outside for back vs. 7 man fronts.

**SOLID/BASE** = Lineman block man over - Back will block defensive end if guard is uncovered, if guard is covered back will block linebacker.

**RIP-BIG** = Right side of line will slide to right (if right guard is uncovered he will make dual call and dual read inside to outside LBer). Left side of line will block #1 and #2 L.O.S. Back will take Linebacker to left back will have dual read vs. 7 man fronts.

**LIZ-BIG** = Left side of line will slide to left (if left guard is uncovered he will make dual call and dual read inside to outside LBer). Right side of line will block #1 and #2 L.O.S. Back will take linebacker to right back will have dual read vs. 7 man fronts.

**FREE CALL** = Call made by tackle vs. 6 man front in 74/6 protection telling the TE he is free to release.

**MAX** = Call made on 71-9 vs. double eagle - tells playside guard to find near LBer and slide to near LBer. Back will have end man L.O.S. to playside. Also switches responsibility between tackle and back. When LBer is in a throwing position, tackle will make max call and block the LBer and back will block Defensive End.

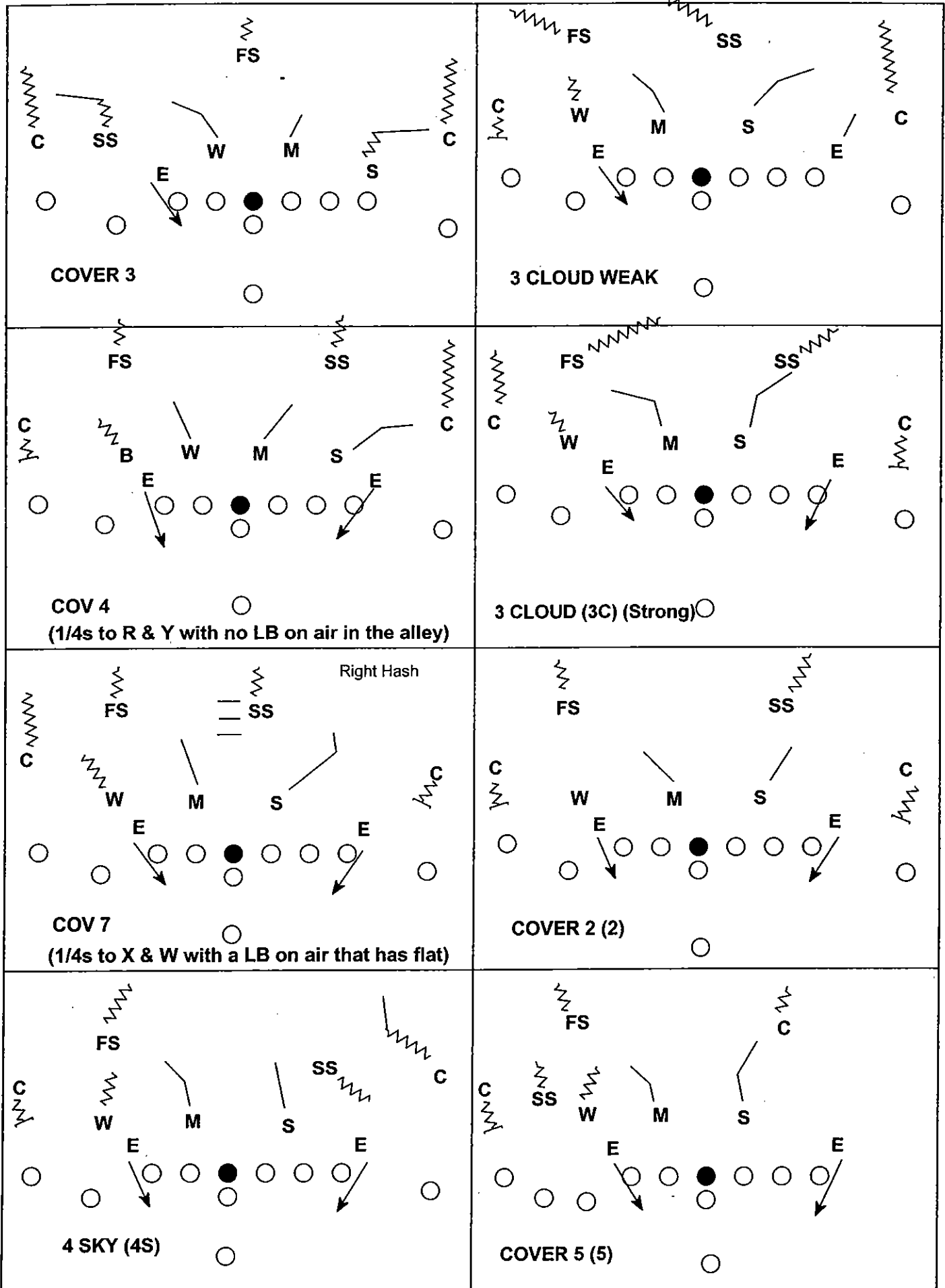
**DUAL** = Backside Guard and Center will look for a threat of #3 or #4 away from 73/7 protection.

**AGGIE** = Call vs. a "tough" linebacker in "A" Gap. Guard will block down on the linebacker and the back will cut the 3 technique. (71/9 protection)

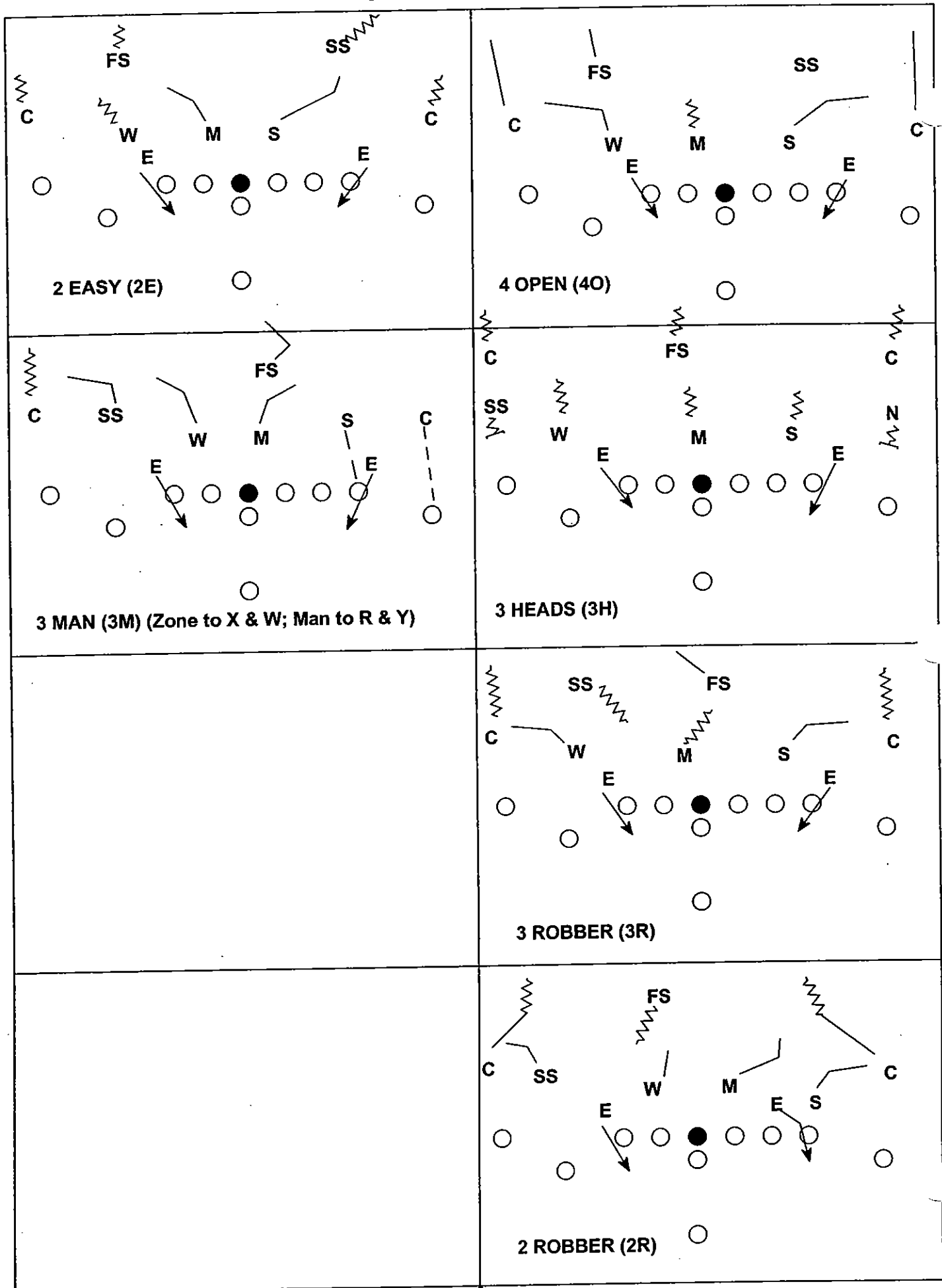




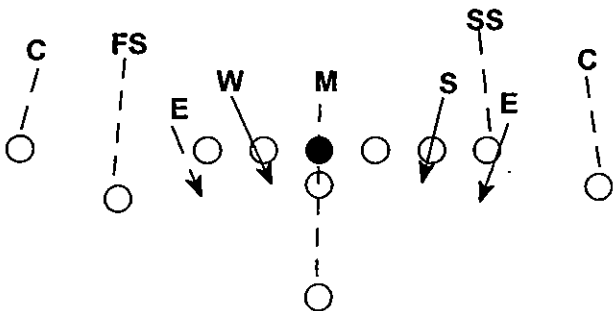
# SECONDARY COVERAGES



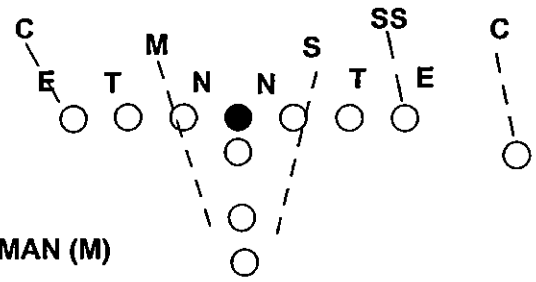
# SECONDARY COVERAGES



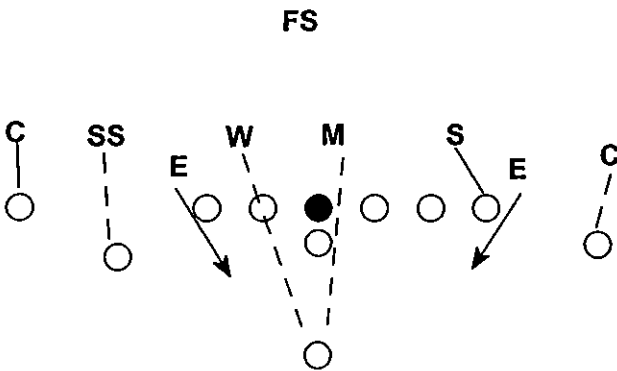
# SECONDARY COVERAGES



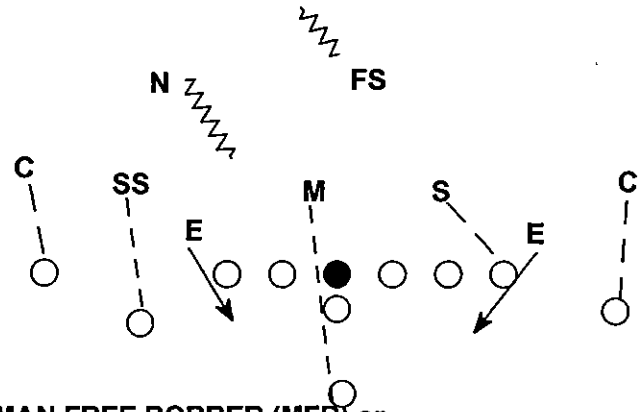
MAN (M) Expect 7 Man Rush



62 MAN (M)



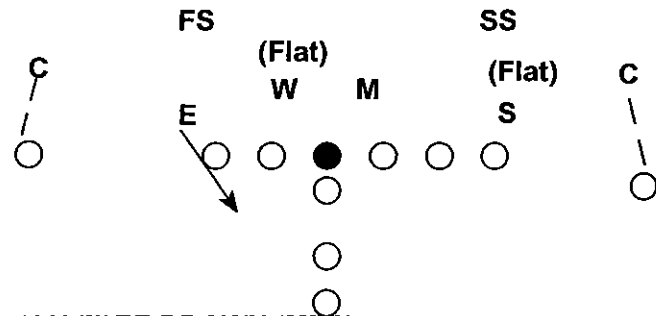
MAN FREE (MF) or MAN FREE TIGHT (MFT)



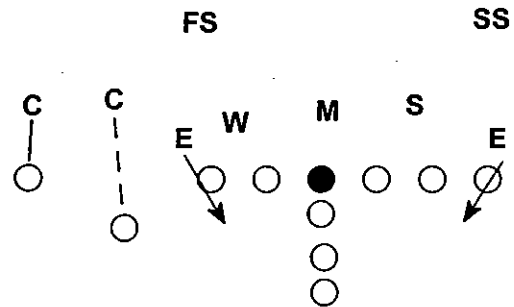
MAN FREE ROBBER (MFR) or  
MAN FREE ROBBER TIGHT (MFRT)

#2 Weak Over Top/ #1  
Inside Out

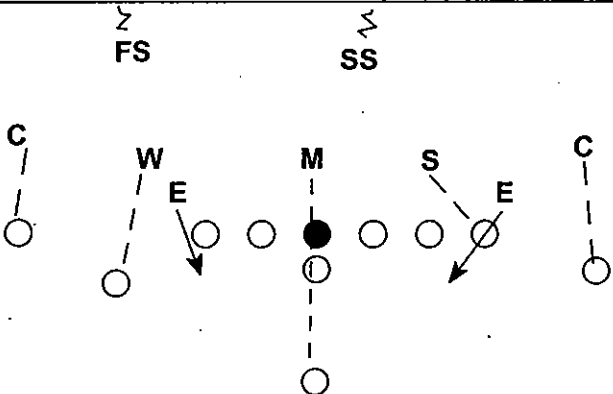
Vertical/ #1 Inside Out



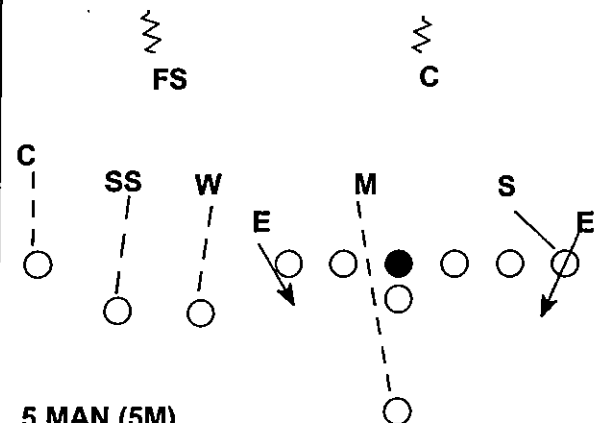
MAN FREE BROWN (MFB) or  
MAN FREE BROWN TIGHT (MFBT)



MAN FREE BROWN (MFB) or  
MAN FREE BROWN TIGHT (MFBT)

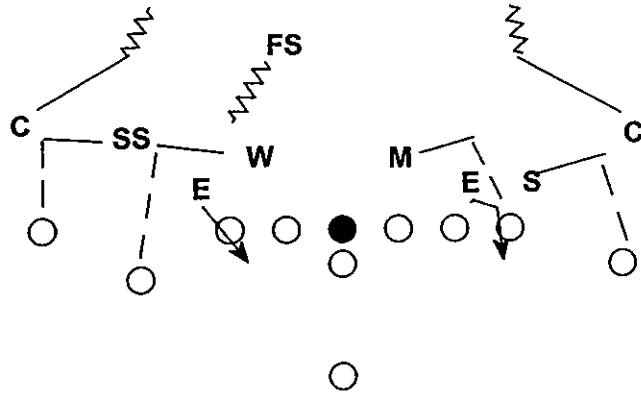


2 MAN (2M)

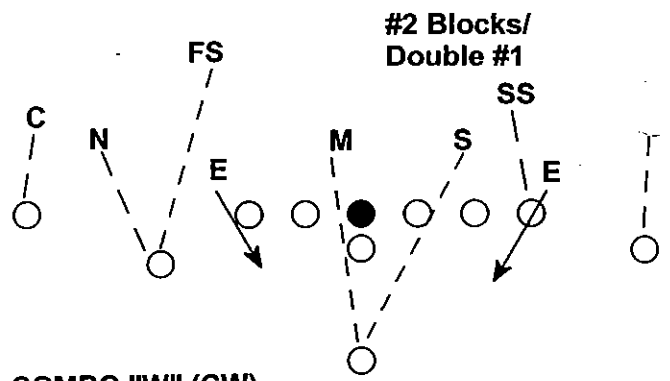


5 MAN (5M)

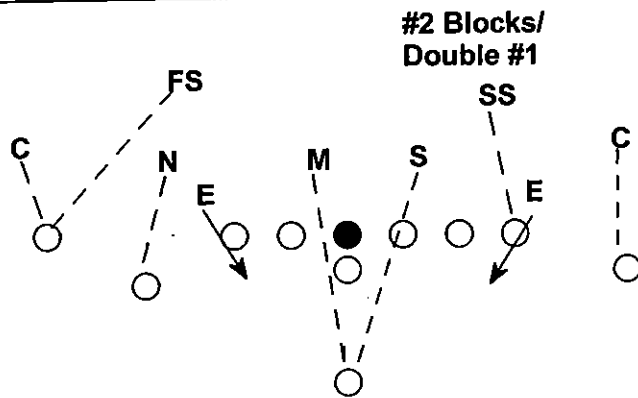
# SECONDARY COVERAGES



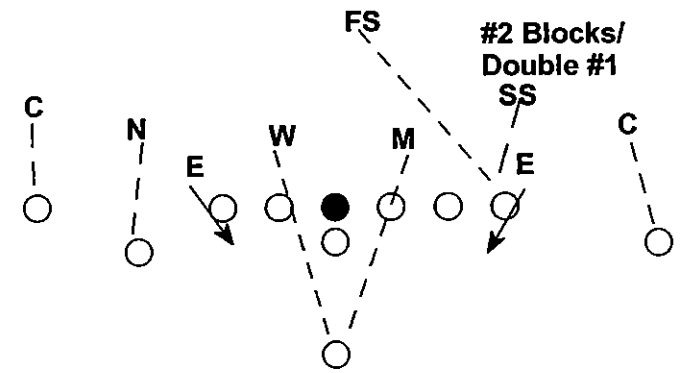
2 ROBBER MAN (2RM)



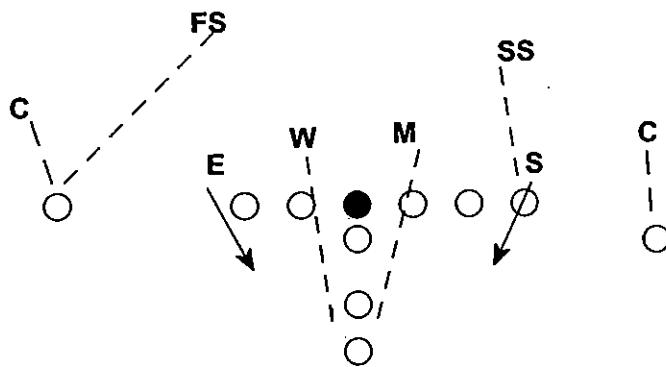
COMBO "W" (CW)



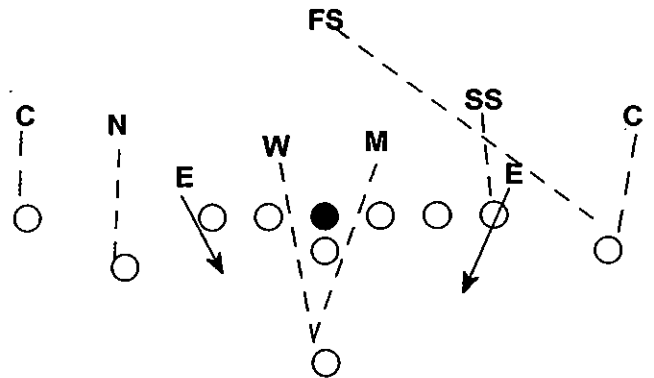
COMBO "X" (CX)



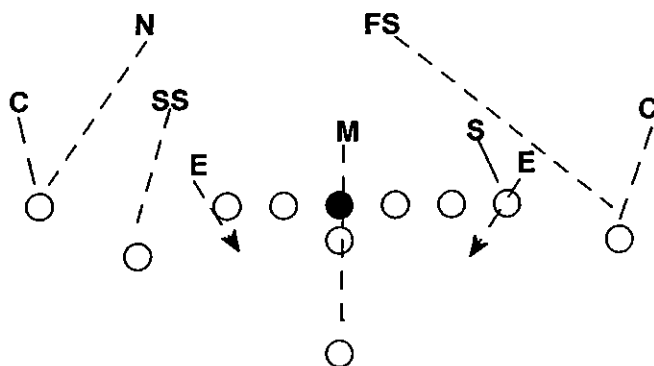
COMBO "Y" (CY)



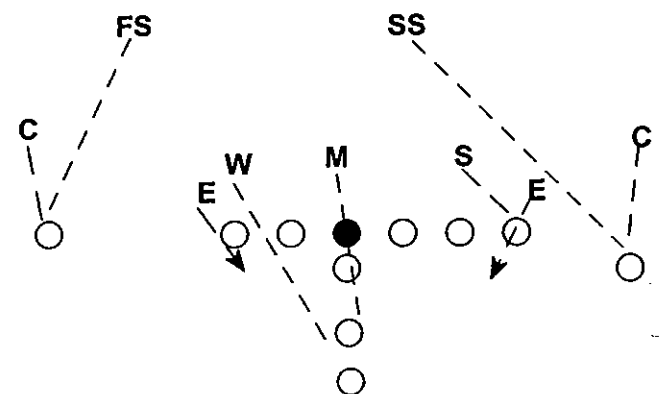
COMBO "X" (CX)



COMBO "R" (CR)

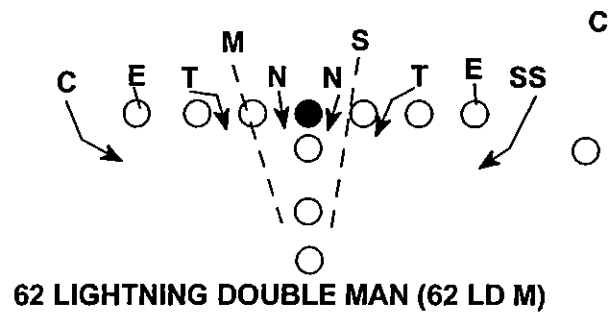
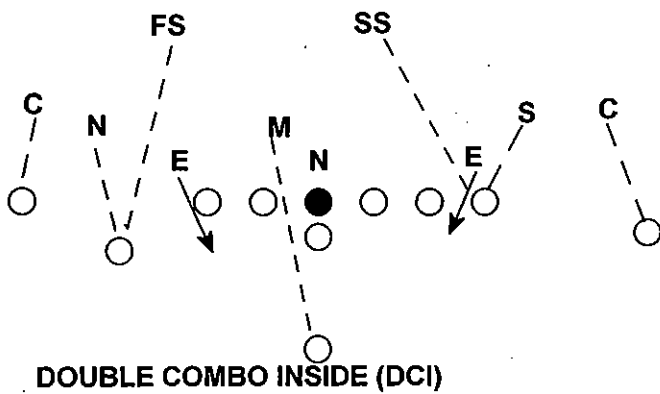


DOUBLE COMBO OUTSIDE (DCO)



DOUBLE COMBO OUTSIDE (DCO)

# SECONDARY COVERAGES



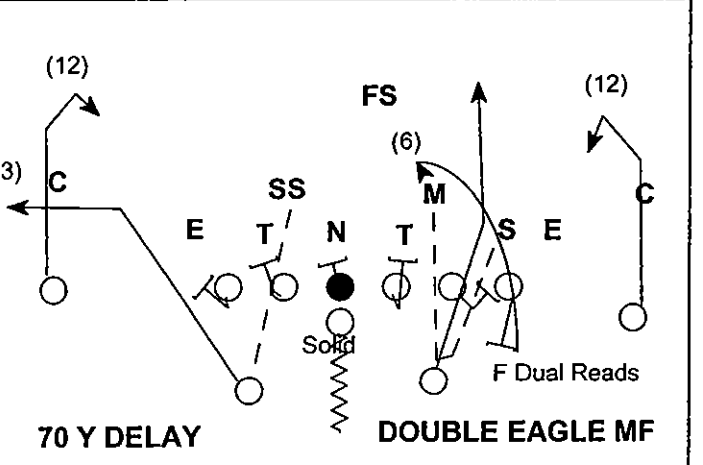
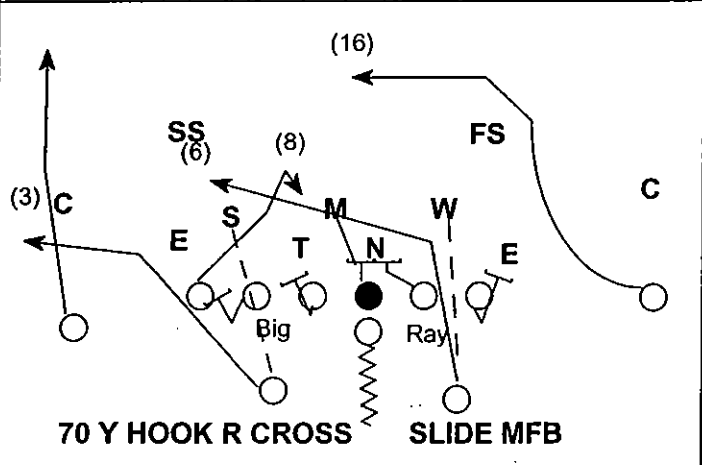
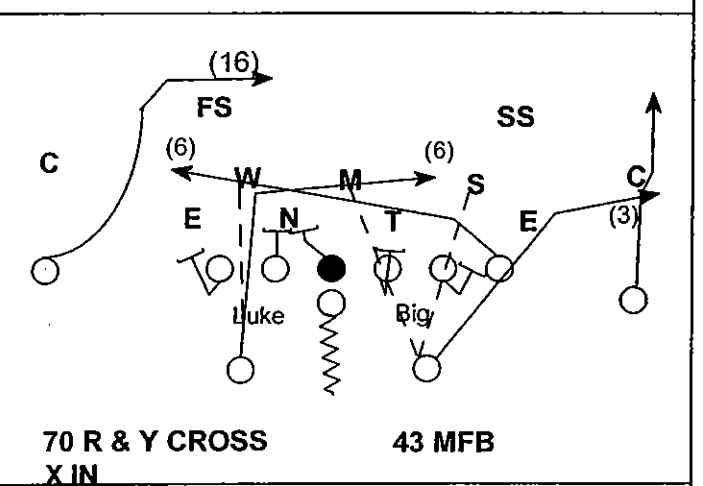
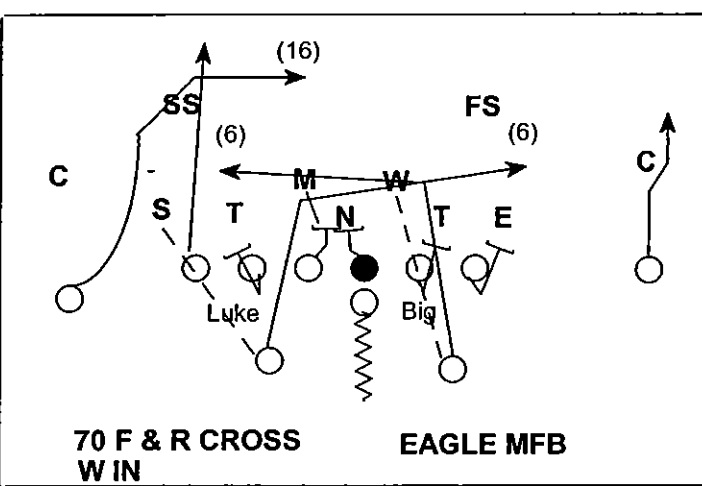
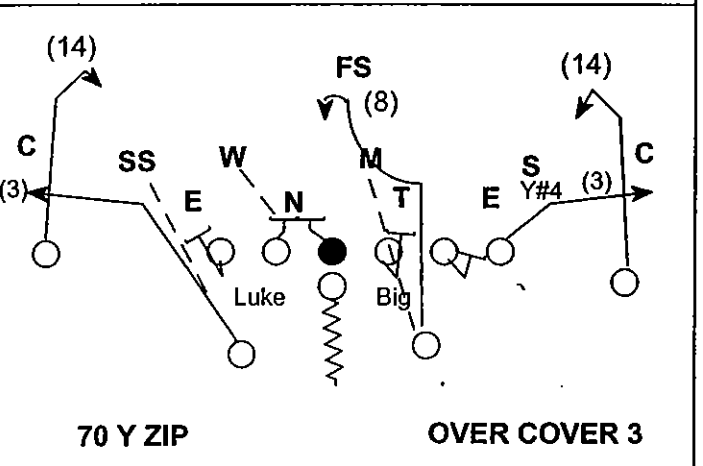
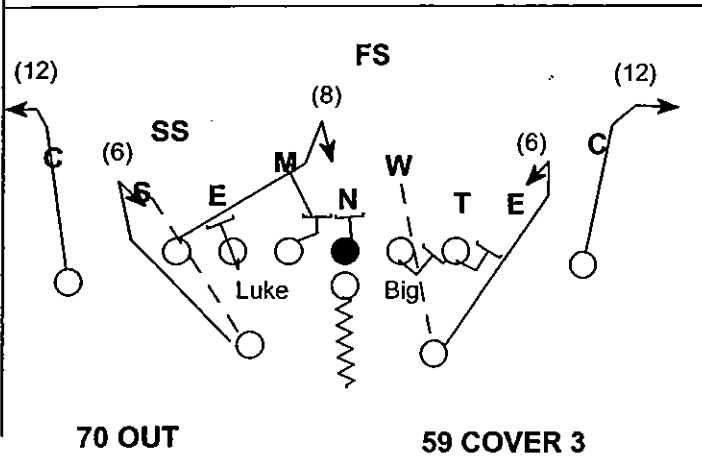
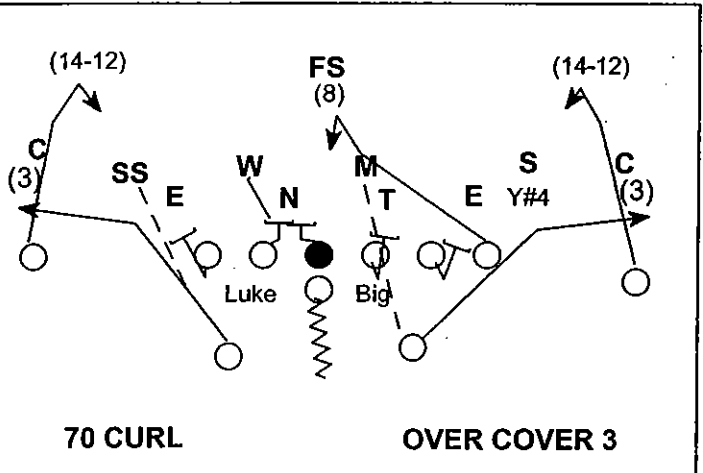
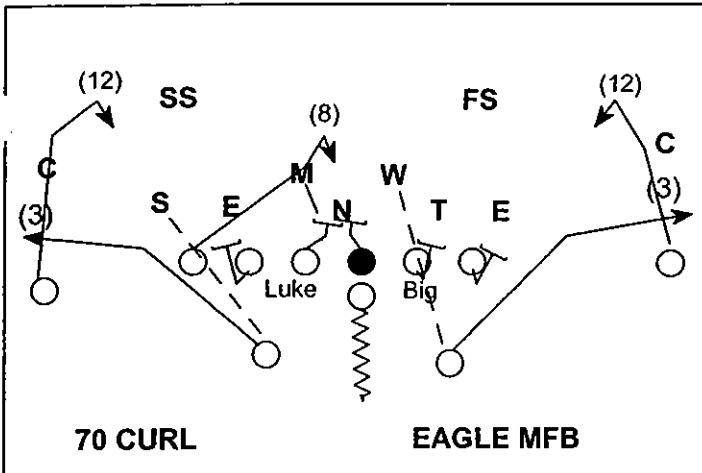
## 70 PASS

**PLAY DESCRIPTION:** Two back passing attack with emphasis from split back utilizing both backs as receivers and man protection.

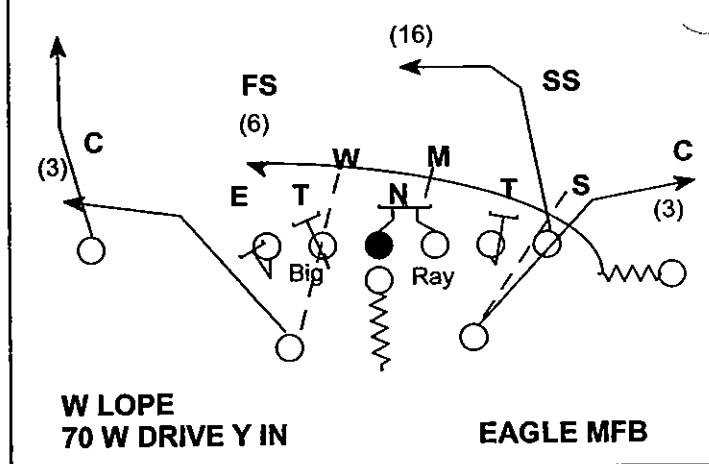
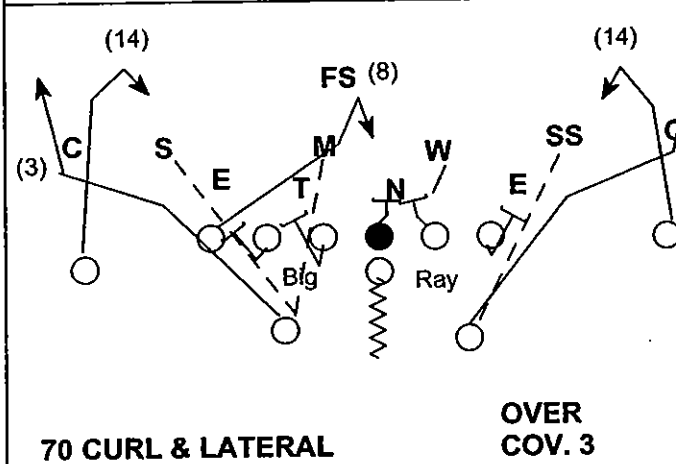
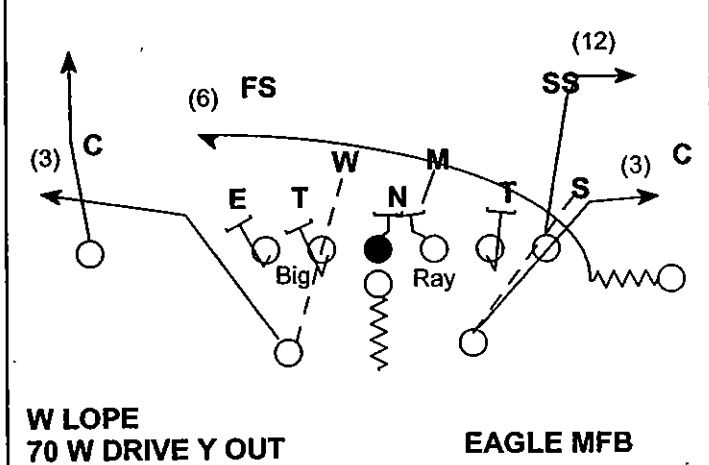
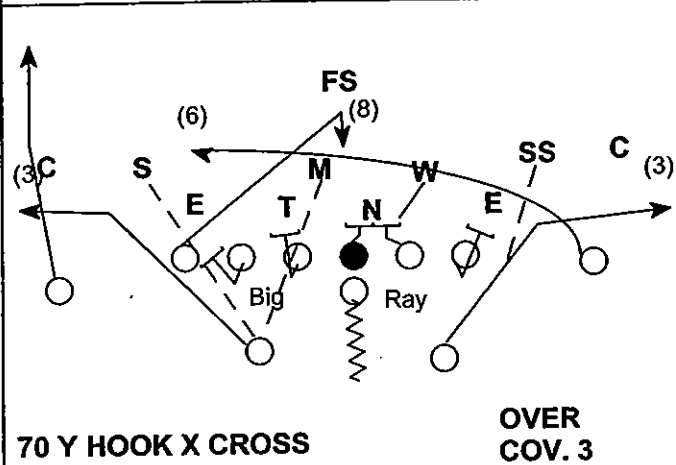
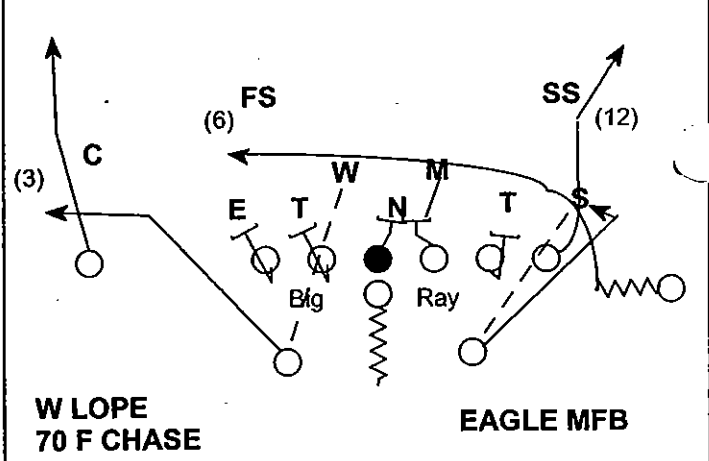
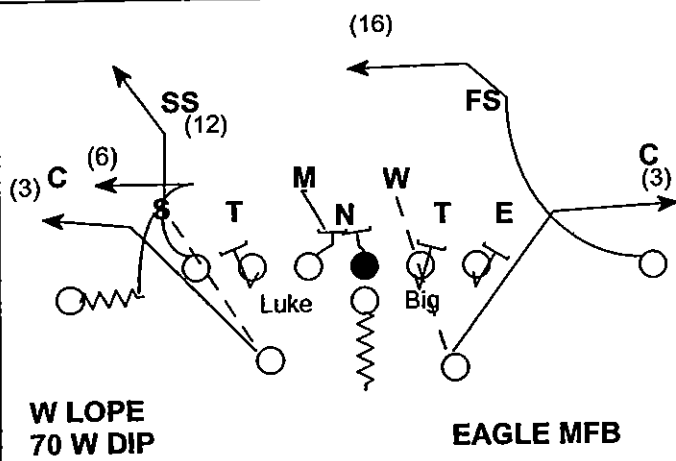
### RULES AND COACHING POINTS

	TOWARD	AWAY
OUTSIDE RECEIVER	Scheme Called	Scheme Called
INSIDE RECEIVER	Scheme Called	Scheme Called
Y	Scheme Called – SS in Blitz pickup responsibility	
ON T	Big or Ray/Luke – Listen to center’s call	
ON G	Big or Ray/Luke – Listen to center’s call	
C	Ray/Luke Big to the nose or away from the tight end in a 42 front	
OFF G	Big or Ray/Luke – Listen to center’s call	
OFF T	Big or Ray/Luke – Listen to center’s call	
FB	Front side LB to tight end side and then run route called	
RB	Front side LB to open side and then run route called	
QB	5 step drop and throw route called	
	<b>Note:</b> Vs. double eagle swap with 8 defenders in the box, make a Firm Call	

# 70 PASS



# 70 PASS



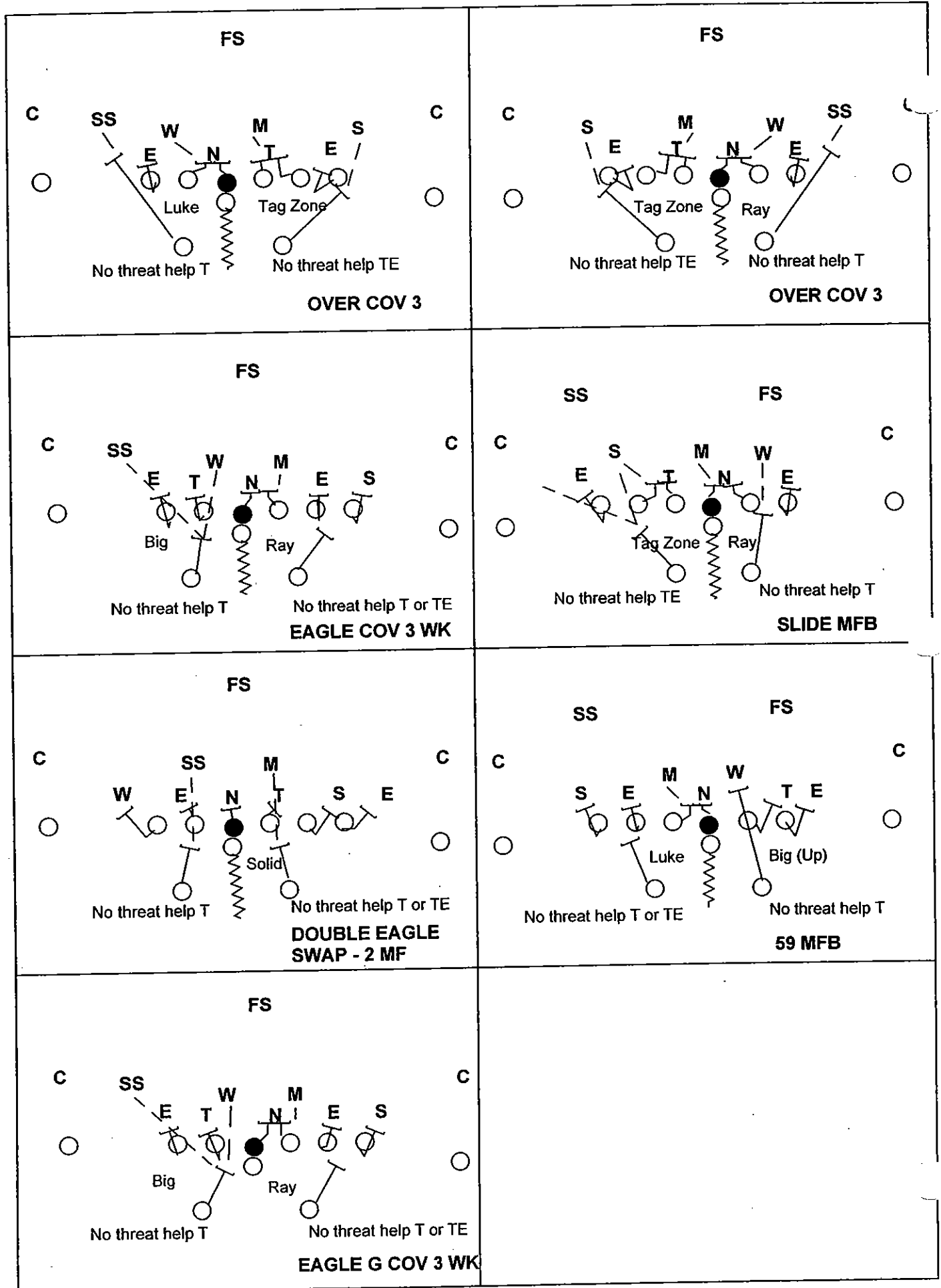


## **70 PASS FIRM**

**PLAY DESCRIPTION:** Two back passing attack with emphasis from split back utilizing both backs and the tight end in protection

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Block Big – Possible Up Call with tackle – Block On – Inside to #4	
<b>ON T</b>	Big or Ray/Luke – Listen to center's call	
<b>ON G</b>	Big or Ray/Luke – Listen to center's call	
<b>C</b>	Ray/Luke Big to the nose or away from the tight end in a 42 front	
<b>OFF G</b>	Big or Ray/Luke – Listen to center's call	
<b>OFF T</b>	Big or Ray/Luke – Listen to center's call	
<b>FB</b>	Look for Sam – If no threat help tackle or tight end	
<b>RB</b>	Look for WLB – If no threat help tackle	
<b>QB</b>	5 step drop and throw route called	



## 71-79

**PLAY DESCRIPTION:** Short drop back passing game utilizing the tight end in protection – same as 74-76. This is a man protection.

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Stop @ 5 steps – Other called routes: Out, Out & Go, Stop & Go, Slants, Quick Slants, Hots, Hot & Go (All mirrored routes); All breaks will be at 5 steps on inside cuts and 6 steps on outside cuts except Hots and Quick Slants which will be a 3 steps; Convert Stops, Outs, Double Cuts and Hots vs. rolled corners. Outs and Double Cuts alter to Fades vs. tight track man; Can also run Picks, Pats, Flats, Loop Outs, Get Opens and Bubble routes.	
<b>INSIDE RECEIVER</b>	For 71-9 Stop, Out, Hot, Double Cuts run a Stop; For 71-79 Slant run a Zip; W Quick Slant run a 3 step Slant; All others run route appropriate to scheme called	
<b>MIDDLE RECEIVER</b>	For 71-9 Stops, Outs, Hots, and Double Cuts work inside the front side LB and split the difference between the two LBs at a depth of 8 yds. – step back to the QB – Vs. Man run an under; For Slants, Picks, Pats and Get Opens take the lid off by driving through the FS – Vs. Man run an under; All other schemes run route appropriate to scheme called	
<b>Y</b>	Ray/Luke or Tag Zone calls – Always block widest rusher except take two situations then block most critical – Possible Free call	
<b>ON T</b>	Big – Alert for Flip Call – Stay firm (Cut Tech.) – Max Call vs. double eagle or WLB in tough position	
<b>ON G</b>	Big – Alert for Flip Call – Stay firm – Max Call vs. double eagle or WLB in tough position	
<b>C</b>	Ray or Luke with BS guard – Stay firm – Max Call vs. double eagle – automatic Flip when uncovered and a middle LB – Flip changes call to a Ray or Luke Tag Zone the other way	

**OFF G**

Ray or Luke with the center – Stay firm - Tag Zone on Flip

**OFF T**

Ray or Luke call or Tag Zone with a Flip – Stay firm (Cut Tech.)

**F (FB)**

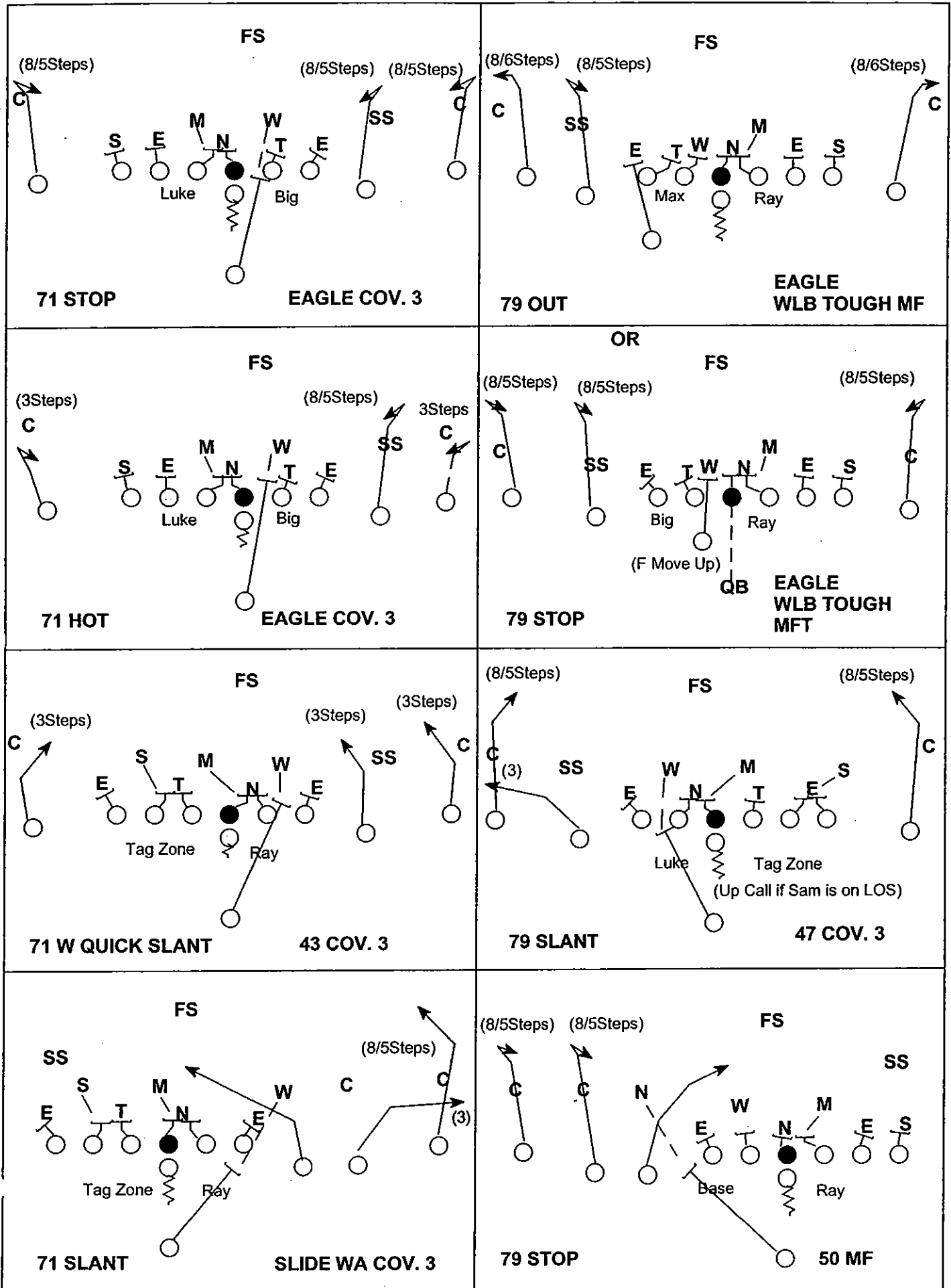
**RB (2 Backs)**

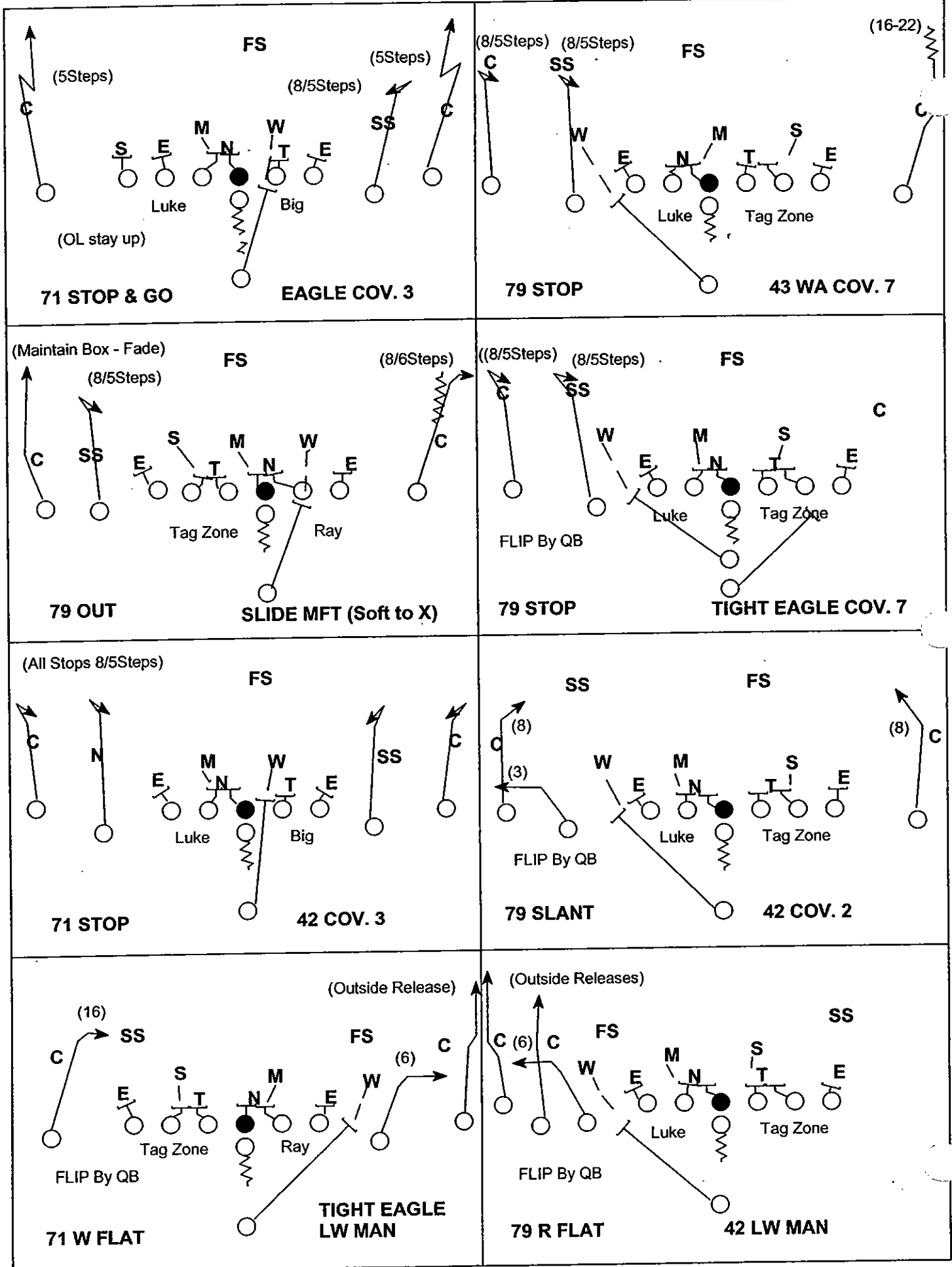
Listen to the line calls and block accordingly:

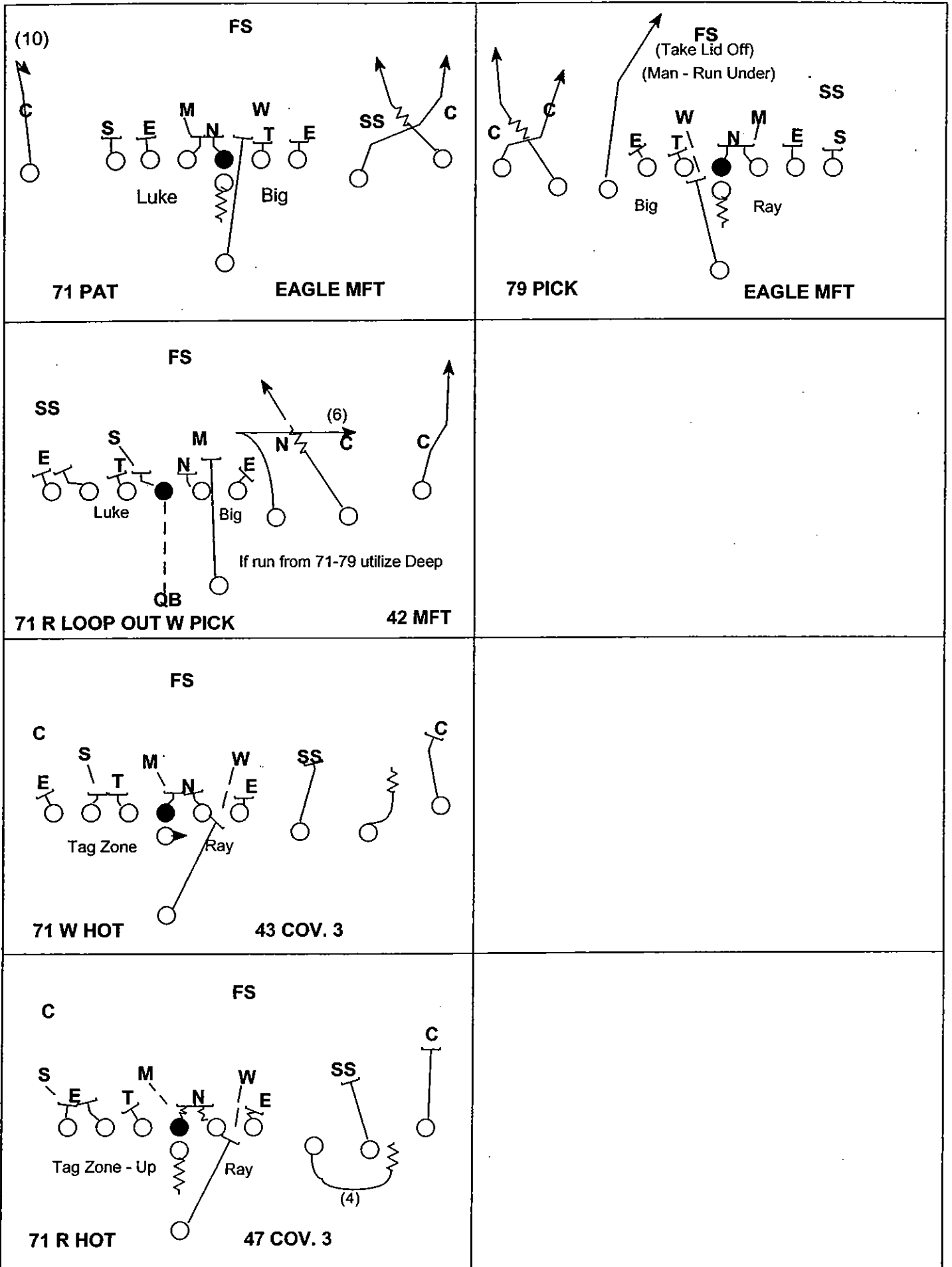
- A) Any Big Call – block near LB
- B) Any Ray or Luke – block man outside tackle's block
- C) Vs. Blitz – set in the B gap 2 yards from the hip of the tackle
- D) Any Max Call – block man outside tackle's block
- E) Any Flip Call – block lightning
- F) Backs split in two backs
- G) In two backs RB blocks the widest rusher to the tight end side

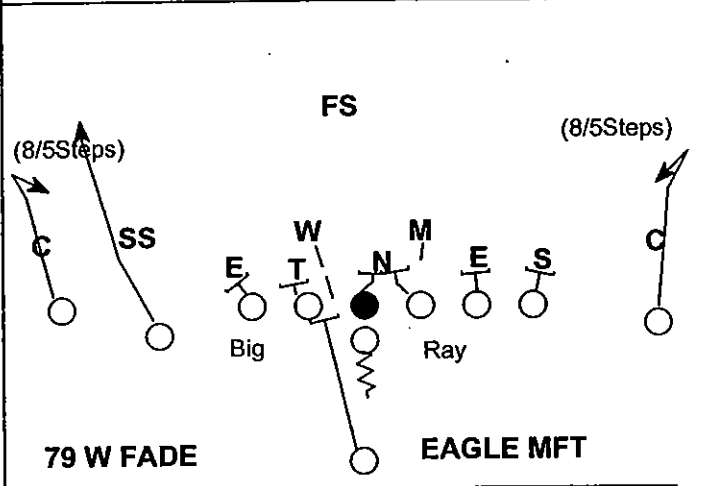
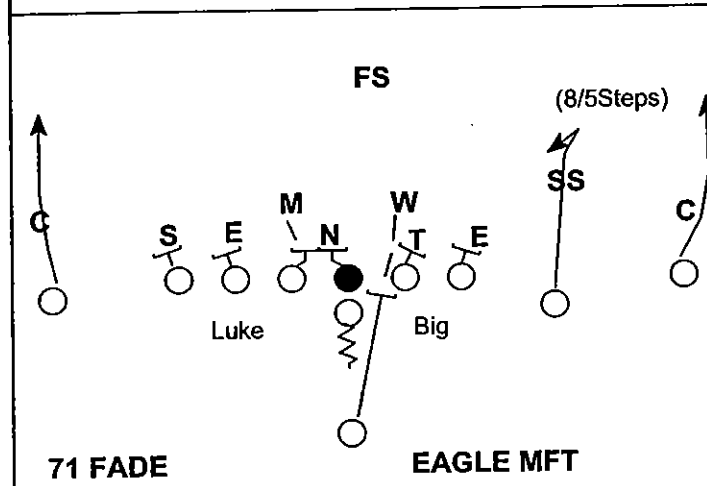
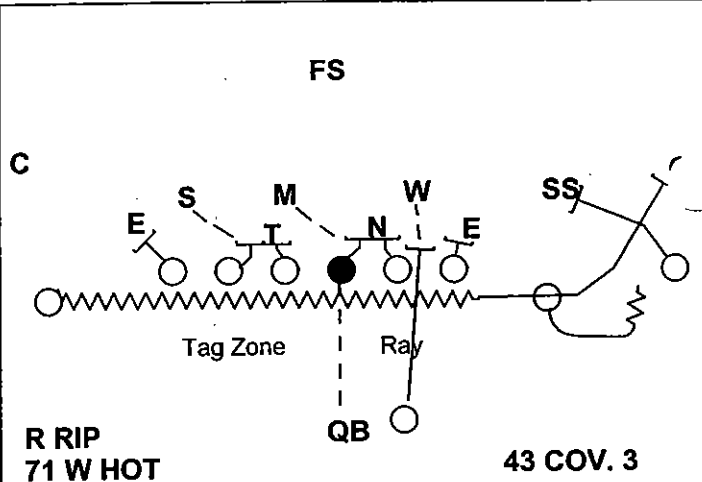
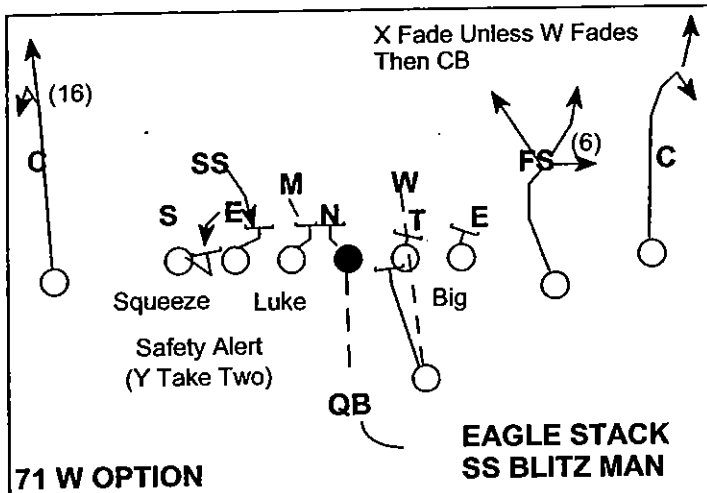
**QB**

3 step sprint drop except 71-9 Hot and Quick Slant then take a 2 step drop – Always call away from Y (Either way from Double)









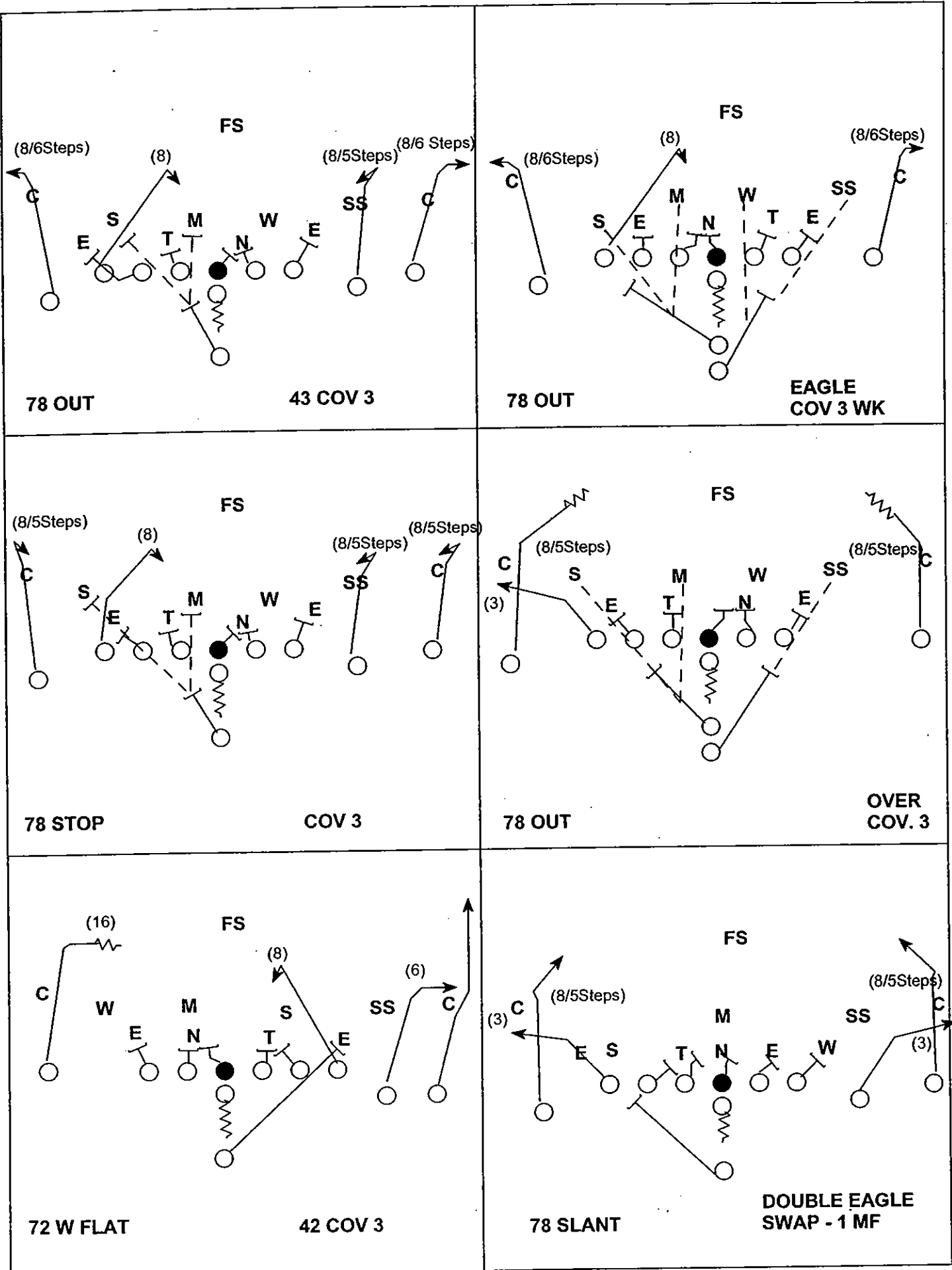


## 72-78 PASS

**PLAY DESCRIPTION:** Short drop back passing game with firm protection with the tight end releasing

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Route called	Route called
<b>INSIDE RECEIVER</b>	Route called	Route called
<b>Y</b>	Route called	Pass Protection
<b>ON T</b>	Slide protection away from call – Be firm (Cut Tech.)	
<b>ON G</b>	Slide protection away from call – Be firm	
<b>C</b>	Slide protection away from call (Rip & Liz) – Be firm	
<b>OFF G</b>	Slide protection away from call – Be firm	
<b>OFF T</b>	Slide protection away from call – Be firm (Cut Tech.)	
<b>F (FB)</b>	Dual Read	
<b>RB</b>	Duel Read	
<b>QB</b>	3 Step sprint drop except 71-79 Hot and Quick Slant then take a 2 step drop – Call to the tight end side (With Double only the front side tight end will release)	



## 72-78 FIRM PASS

**PLAY DESCRIPTION:     SHORT DROP BACK PASSING GAME WITH FIRM  
PROTECTION WITH THE TIGHT END BLOCKING**

**OUTSIDE RECEIVER     ROUTE CALLED**

**INSIDE RECEIVER     ROUTE CALLED**

**Y             SLIDE PROTECTION AWAY FROM CALL - BE FIRM**

**ON T          SLIDE PROTECTION AWAY FROM CALL - BE FIRM**

**ON G          SLIDE PROTECTION AWAY FROM CALL - BE FIRM**

**C             SLIDE PROTECTION AWAY FROM CALL (RIP/LIZ) - BE FIRM**

**OFF G         SLIDE PROTECTION AWAY FROM CALL - BE FIRM**

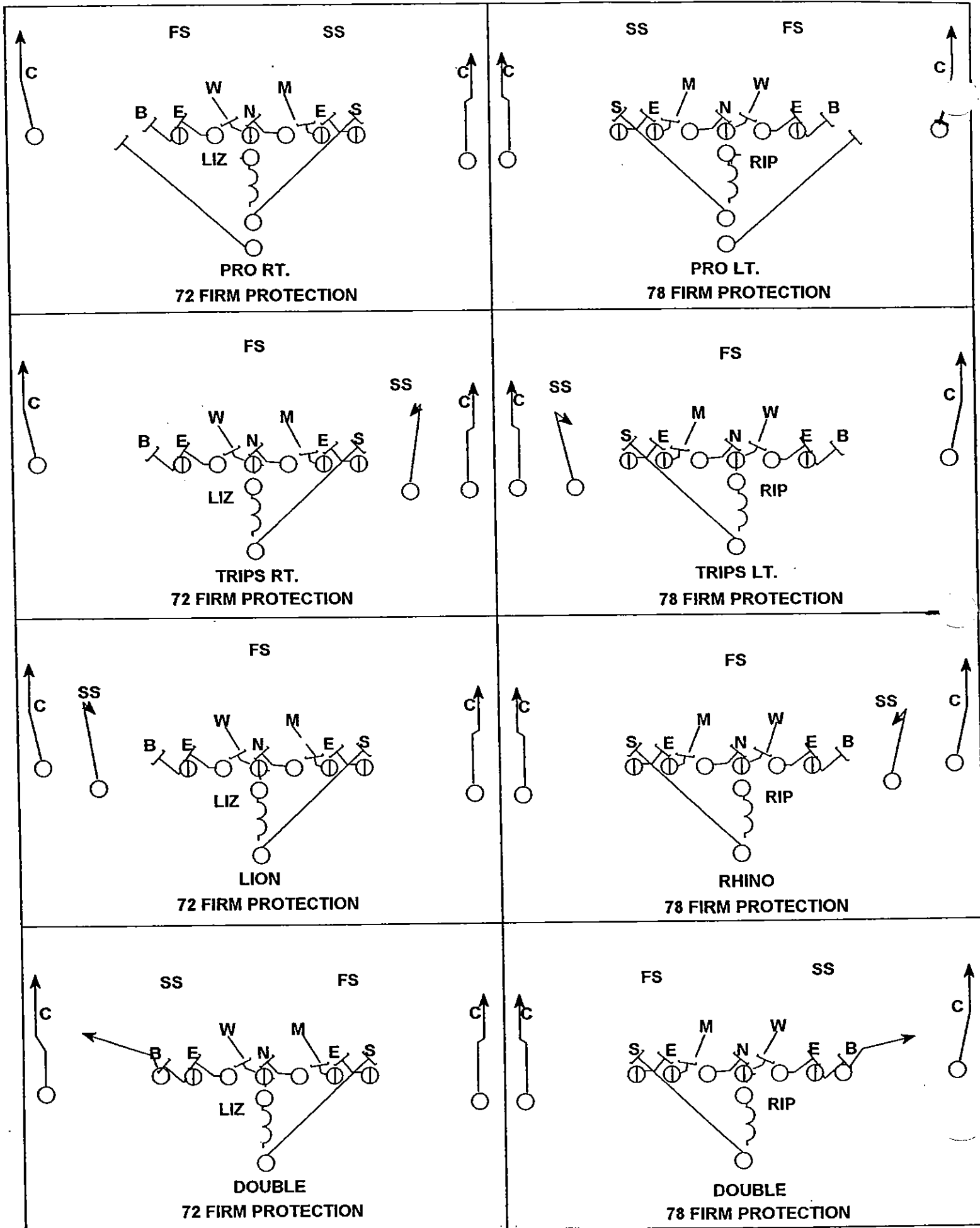
**OFF T         SLIDE PROTECTION AWAY FROM CALL - BE FIRM - (CUT TECH)**

**FB            WIDEST RUSHER TO TIGHT END SIDE**

**R             WIDEST RUSHER TO THE OPEN-END SIDE**

**QB**

# 59 VS 72/78 FIRM

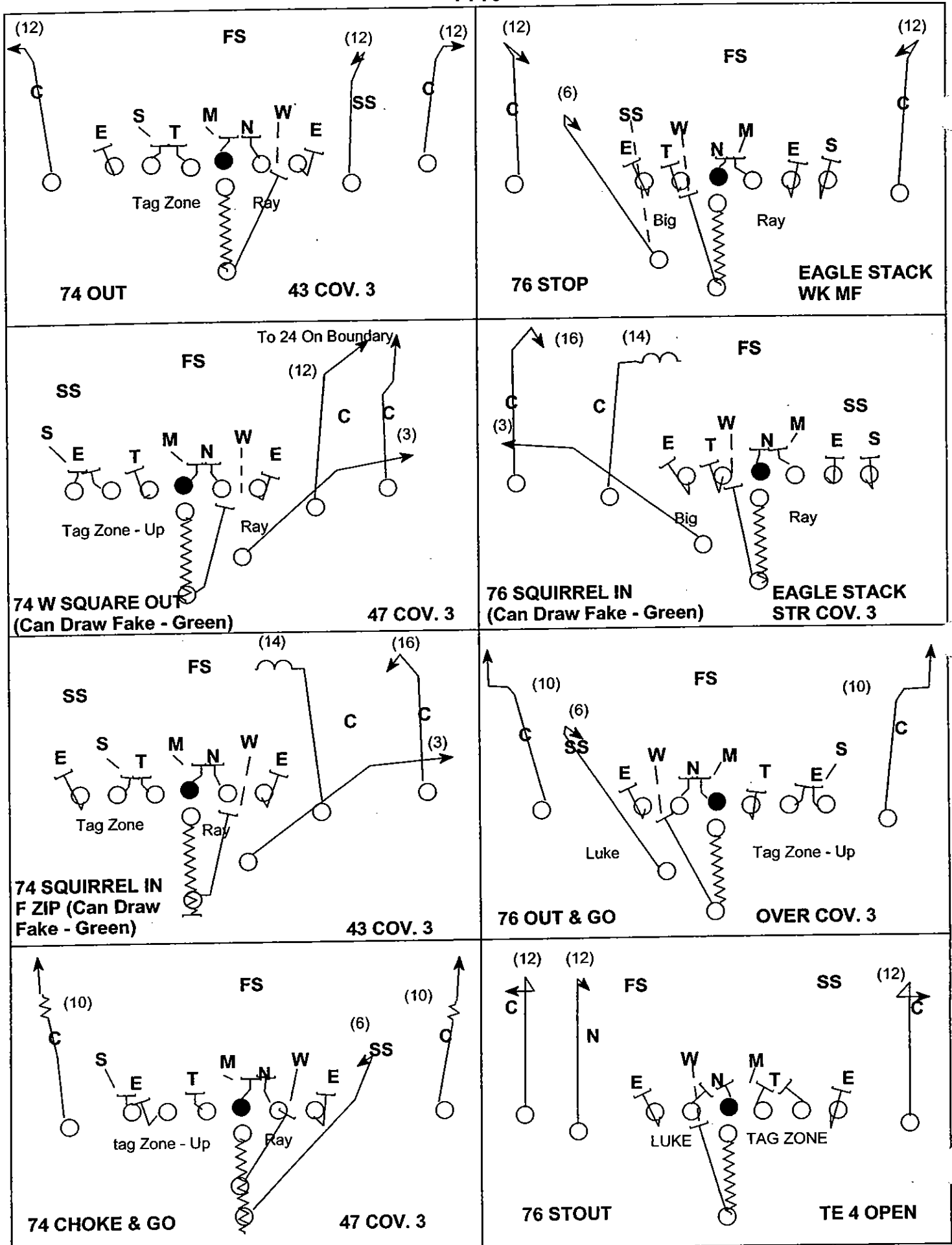


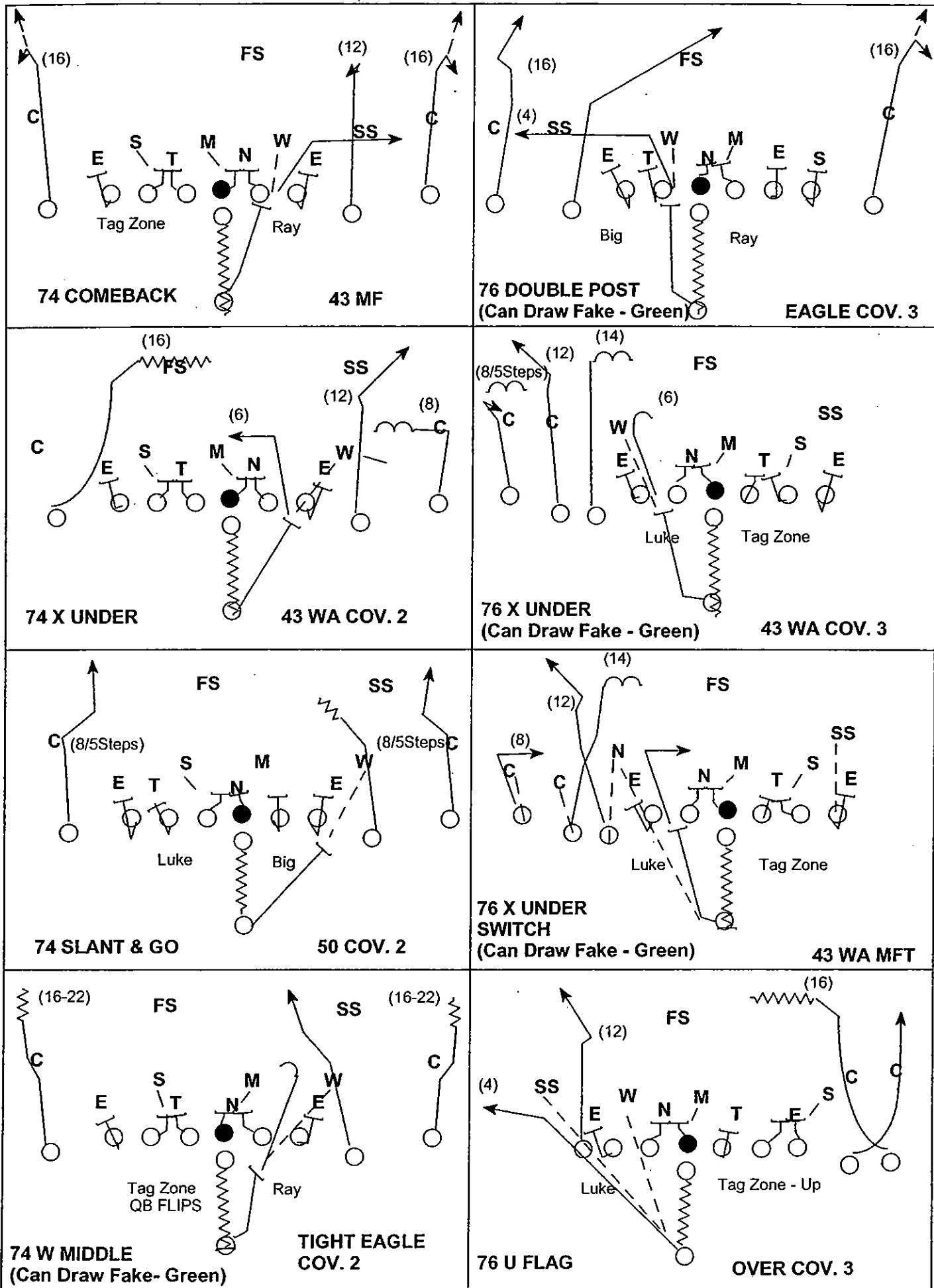
## 74-76 PASS

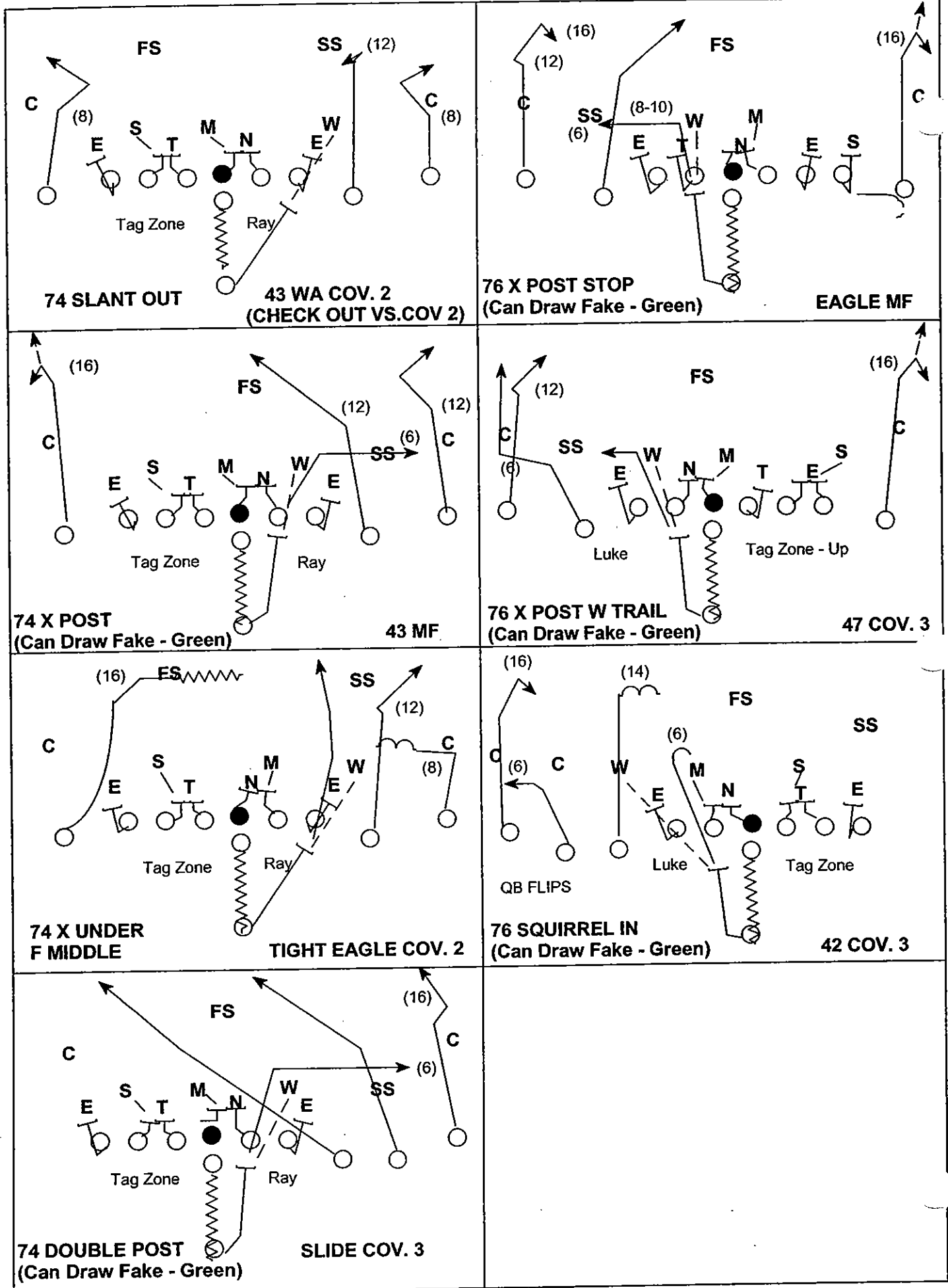
**PLAY DESCRIPTION:** 5 step drop back passing game utilizing the tight end in protection - same as 71-79. This is a man protection.

### RULES AND COACHING POINTS

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>MIDDLE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Ray/Luke or Tag Zone calls – Always block the widest rusher except take two situations then block most dangerous - Possible Free call	
<b>ON T</b>	Big - Alert for Flip Call – Max Call vs. double eagle or WLB in a tough position.	
<b>ON G</b>	Big – Alert for Flip Call – Max Call vs. double eagle or WLB in a tough position	
<b>C</b>	Ray or Luke with BS guard – Max Call vs. double eagle – automatic Flip when uncovered and a middle LB – Flip changes call to Ray or Luke Tag Zone the other way	
<b>OFF G</b>	Ray or Luke with the center – Tag Zone on Flip	
<b>OFF T</b>	Ray or Luke Call – Tag Zone on Flip	
<b>F (FB)</b>	Listen to the line calls and block accordingly: Big – Block play side LB Ray/Luke – Block DE Flip – Block Lightning	
<b>RB (2 Backs)</b>	#4 vs. Blitz – run appropriate route for scheme called	
<b>QB</b>	5 step sprint drop – Execute scheme called – Flip to 4 weak – From 2 back no need to flip the protection	









## 73-77 PASS

**PLAY DESCRIPTION:** Drop back pass protection where back is directed to a certain side of the formation.

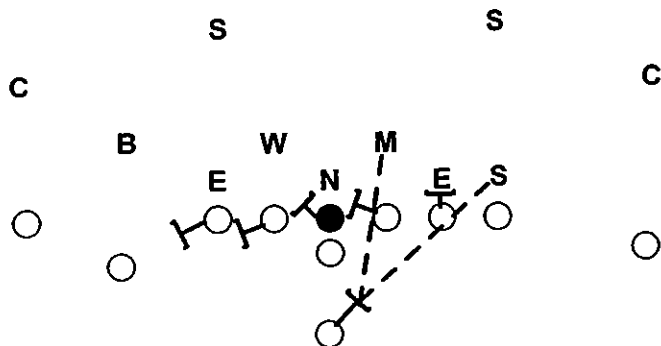
### RULES AND COACHING POINTS

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Scheme Called - Possible #4 in Blitz responsibility; Alert for Bandit Call.	
<b>ON T</b>	Slide Protection – Possible Big Call, Possible Up Call; Alert for Bandit Call.	
<b>ON G</b>	Slide Protection – Possible Big Call, Possible Up Call	
<b>C</b>	Slide Protection away from call – attach Big to call if play side guard is covered.	
<b>OFF G</b>	Slide Protection (Listen to call) - Possible dual read.	
<b>OFF T</b>	Slide Protection (Listen to call)	
<b>F</b>	Protect to play call – Either Rip or Liz or Big then run Zip route - Alert for Bandit Call - Dual read	
<b>QB</b>	5 step drop back protection – (Flip) vs. any 4 weak look – be alert for max protection call – Vs. double eagle would like to check to max protection – Possible sight adjust vs. 4 weak when it is unannounced – Vs. tight eagle look with “F” on a Zip to the open-end side a “Flip” call could be utilized	

# PASS PRO ADJUSTMENTS

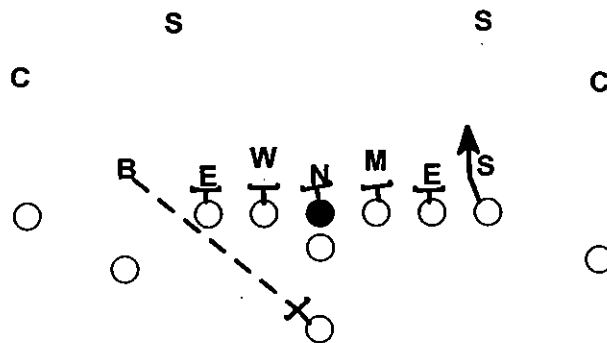
## 73 PASS PRO

"LIZ" BY THE OL. HOT READ BY THE TE/QB  
OFF OF MIKE.



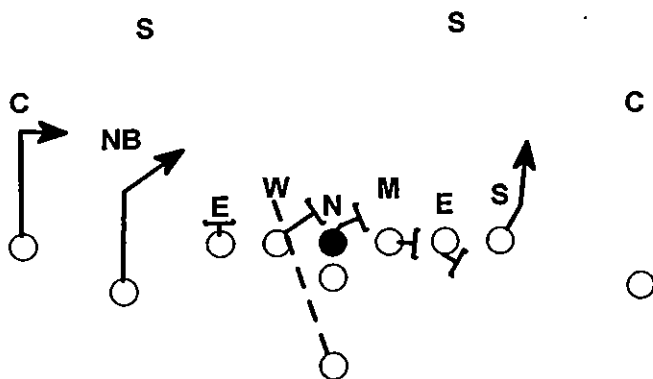
## 77 PASS PRO

"FLIP" CALL BY QB WHICH PUTS TE ON CHECK  
RELEASE OFF OF SAM



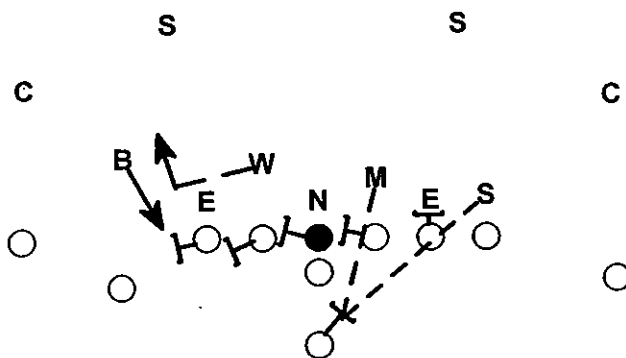
## 77 PASS PRO

WITH NO "FLIP" CALL QB WILL POINT TO NICKEL  
AND SIGHT ADJUST OFF OF NICKEL WITH X/W.  
CAN STILL "FLIP" IT.



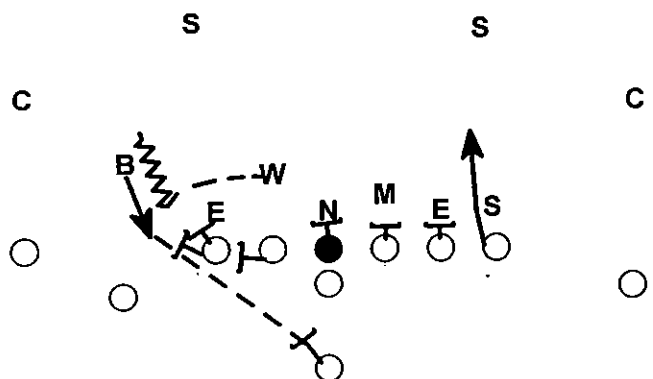
## 73 PASS PRO

"LIZ" BY THE OL. HOT BY QB/TE.



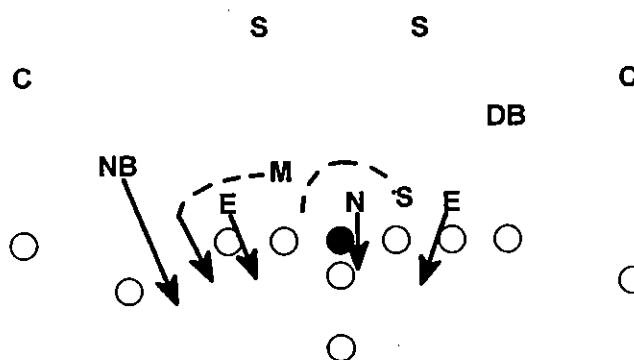
## 77 PASS PRO

"FLIP" CALL BY QB. LG/LT WILL ADJUST TO WILL'S  
ADJUSTMENT. TE WILL CHECK RELEASE OFF OF  
SAM.



## 77 PASS PRO

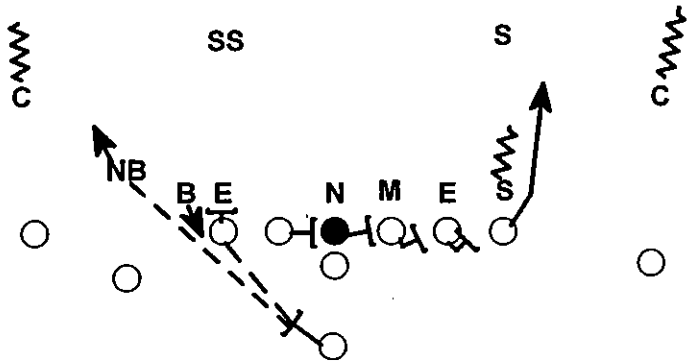
INITIAL "FLIP" CALL BY QB O-LINE WILL ADJUST  
WHEN THEIR DEFENDER OVER-SHIFTS.



# PASS PRO ADJUSTMENTS

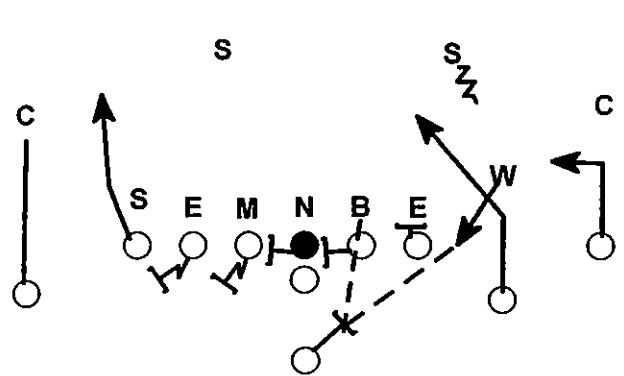
## 77 PASS PRO

"RIP" CALL WHICH NOW REQUIRES A SIGHT ADJUSTMENT OFF OF NICKEL BACK. (NO "FLIP" CALL)



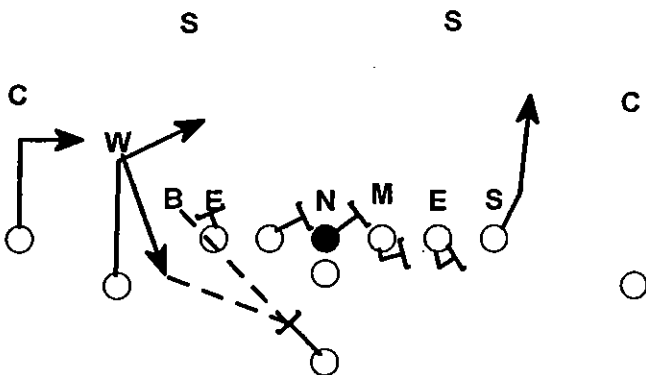
## 73 PASS PRO

FULL LIZ WITH A SIGHT ADJUST OFF OF "W" WITH NO FLIP CALL.



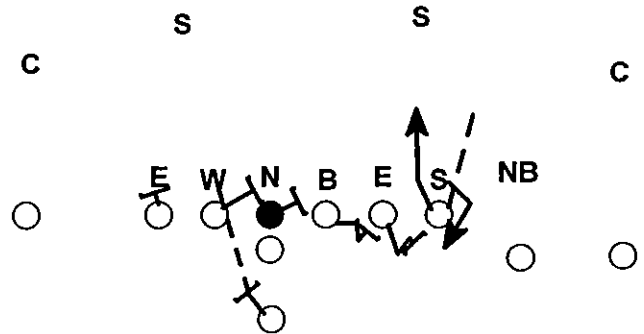
## 77 PASS PRO

SIGHT ADJUST OFF OF DEFENDER OVER "W" BY QB & BOTH "X" & "W" WITH NO FLIP CALL.



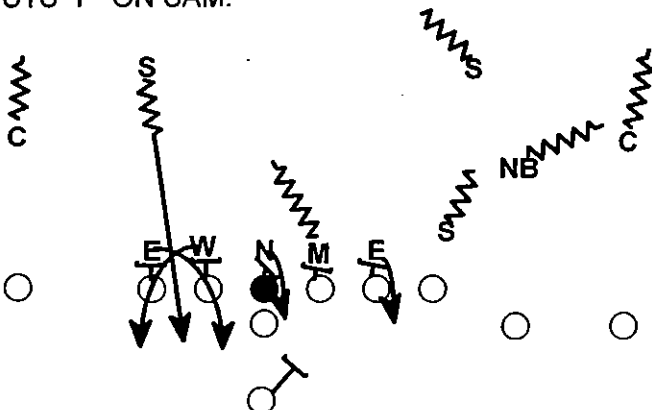
## 77 PASS PRO

1. FULL RIP
2. GUARD WILL POP OUT FOR SAM W/ DE IN 5 TECH. IF DE IS IN 4 OR 4i GUARD & TACKLE WILL GO BIG OUT.
3. IF NICKEL COMES TE WILL TAKE HIM.



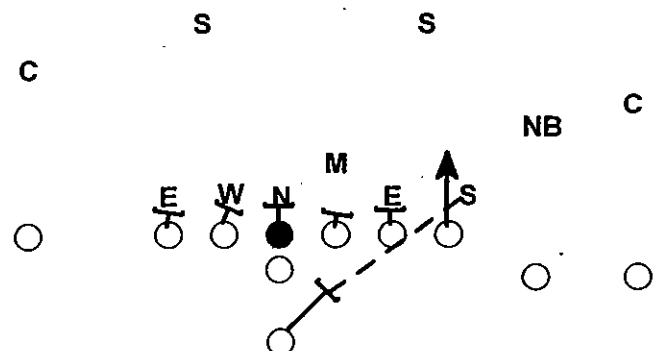
## 73 PASS PRO

"X" & QB WILL SIGHT ADJUST THE FS. CTR WILL MAKE BASE CALL WITH 6 IN THE BOX WHICH NOW PUTS "F" ON SAM.



## 73 PASS PRO

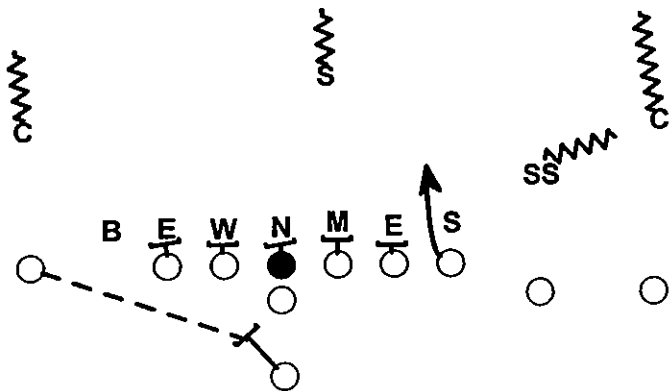
CTR WILL MAKE BASE CALL WHICH ALLOWS "F" TO GO DIRECTLY TO SAM AND NOT DUAL READ. THE GUARD WILL TAKE MIKE. 6 IN THE BOX. TE WILL TAKE NICKEL.



# PASS PRO ADJUSTMENTS

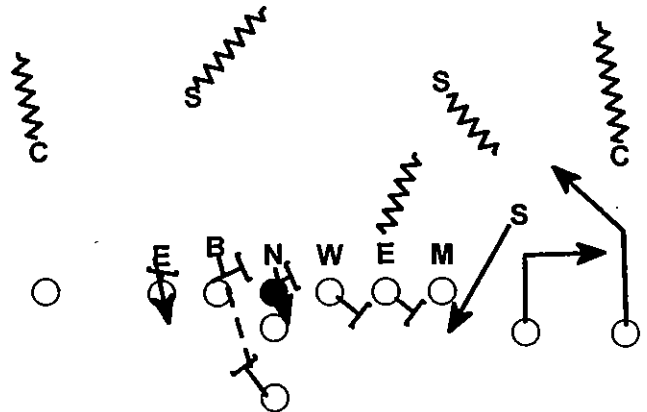
77 PASS PRO

"FLIP" CALL BY QB WHICH PUTS TE ON CHECK  
RELEASE OFF OF SAM.



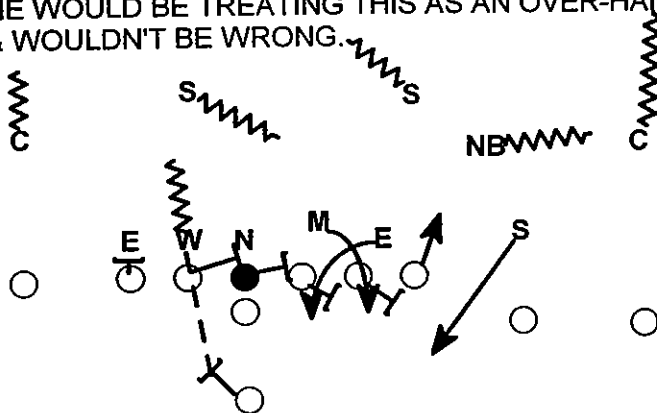
77 PASS PRO

"RIP" BY THE OL. TE WILL TAKE #5.



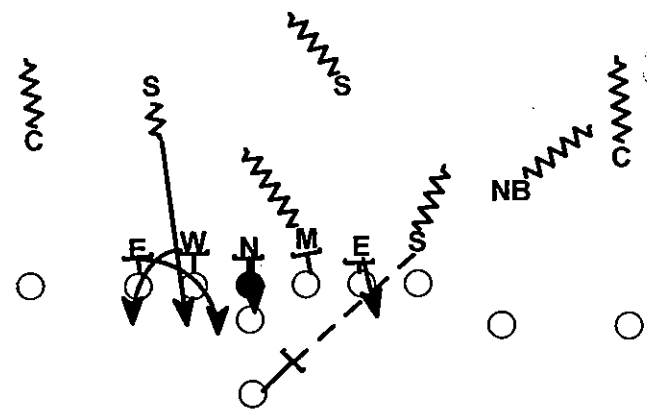
77 PASS PRO

"RIP" BY THE OL. TE SHOULD RECOGNIZE 4  
STRONG & NOT TAKE SAME. IF HE DID TAKE SAME  
HE WOULD BE TREATING THIS AS AN OVER-HANG  
& WOULDN'T BE WRONG.



73 PASS PRO

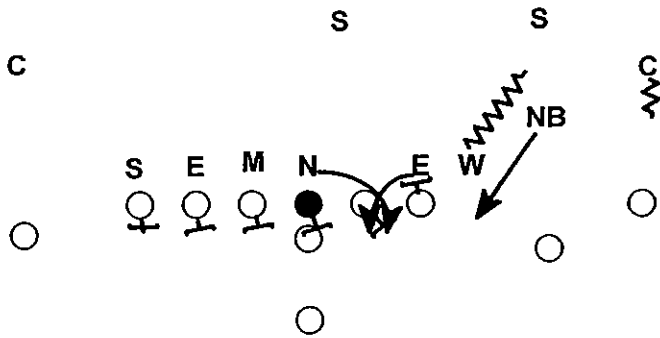
SHOULD JUST BE A BASE CALL & S.A. BY QB & X.



# PASS PRO ADJUSTMENTS

## 74 PASS PRO

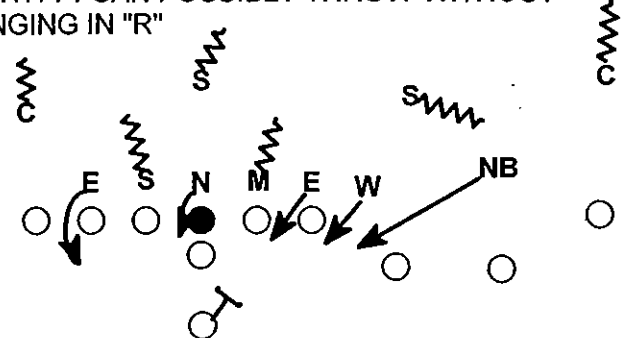
"BASE" CALL WILL PUT "F" ON NICKEL. THE RG WILL ADJUST TO "W" UNFOLDING.



## 74 PASS PRO

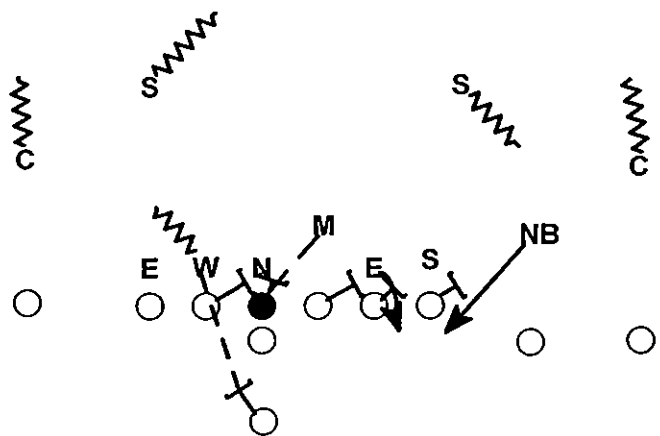
QB RECOGNIZES THE OVERSHIFTED LBS & HAS CHOICES:

1. RUN OPTION
2. BRING N "R" TO STAY WITH 71 OR 74 PASS
3. WITH 71 CAN POSSIBLY THROW WITHOUT BRINGING IN "R"

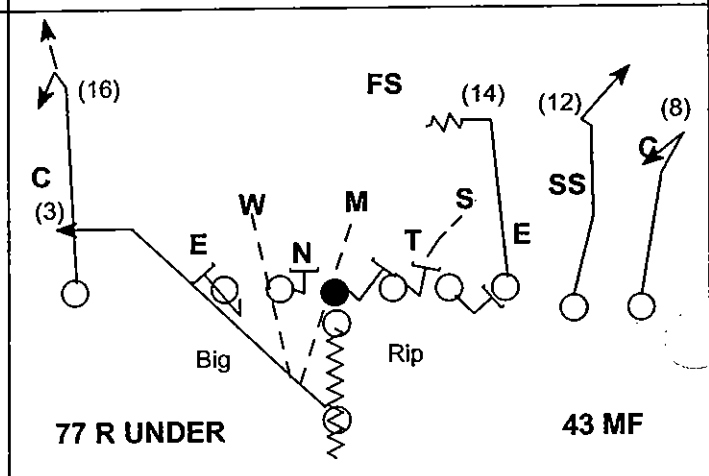
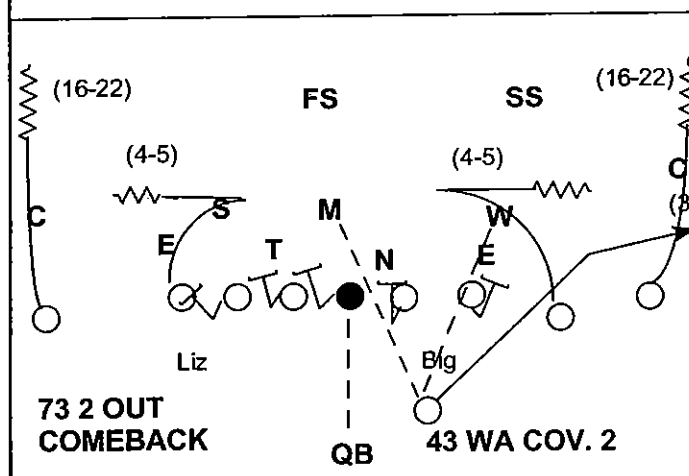
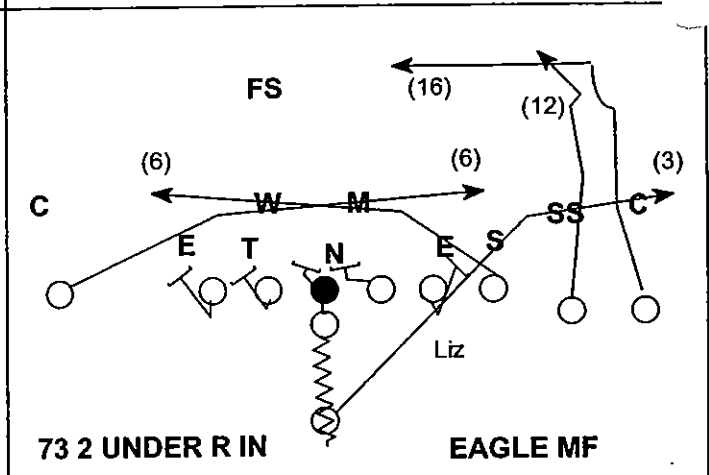
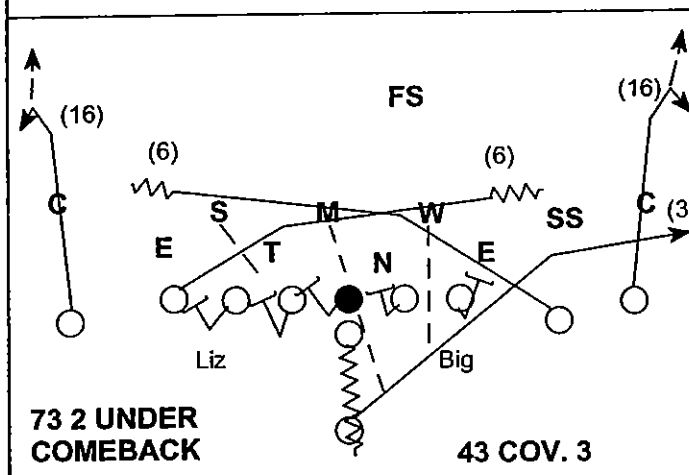
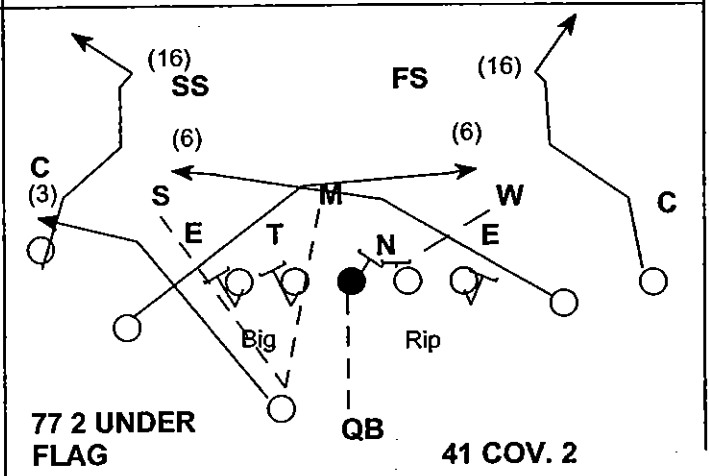
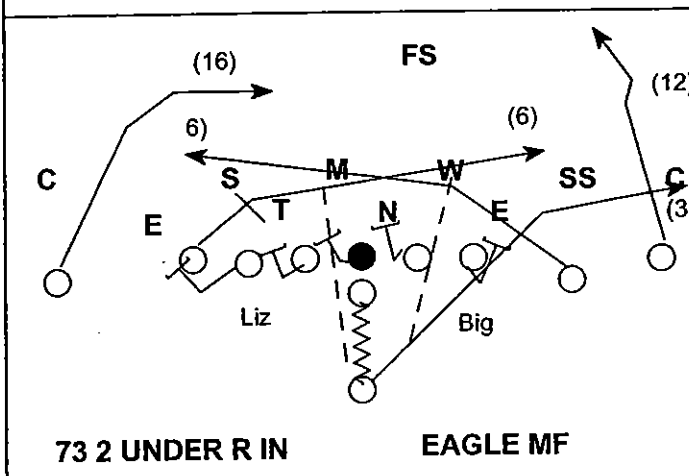
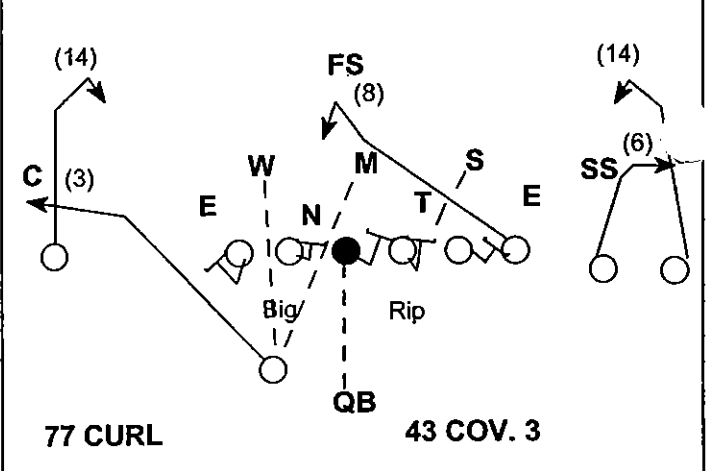
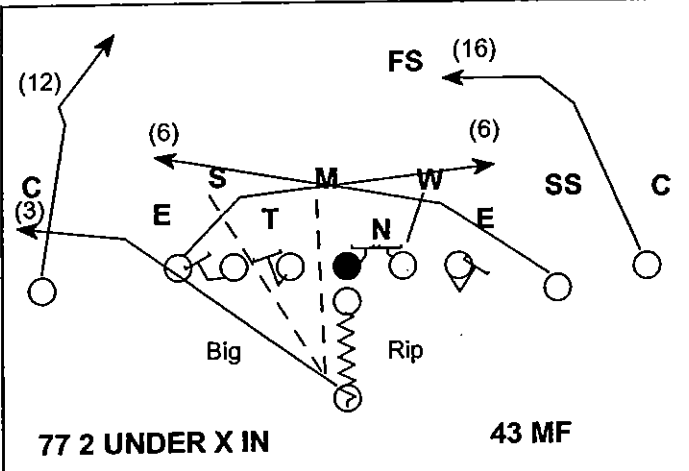


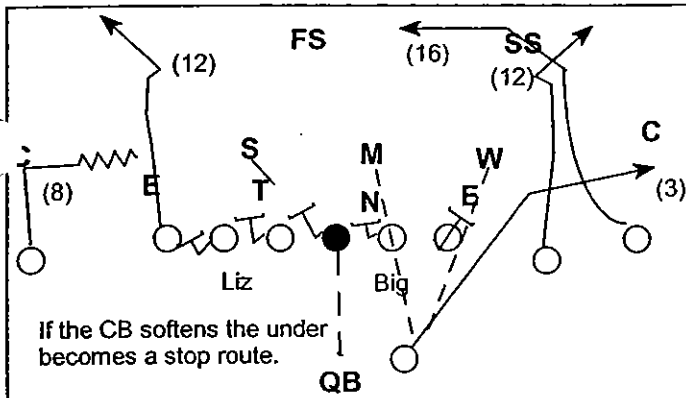
## 76 PASS PRO

1. CTR MAKES "LUKE" BIG CALL



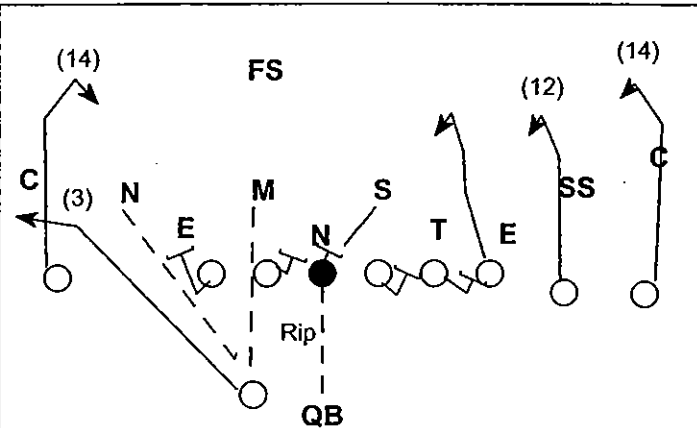
# 73-77 PASS





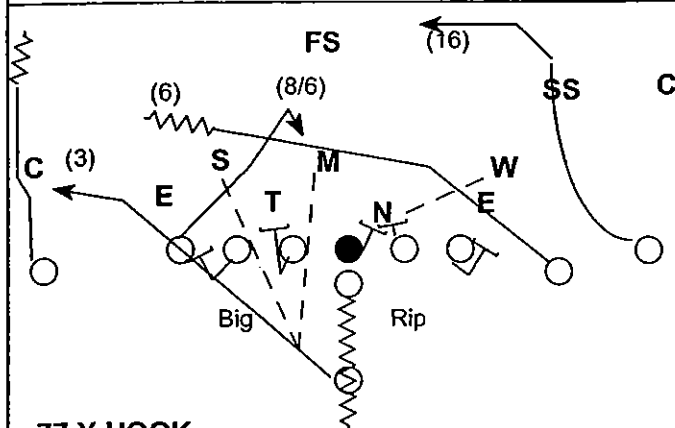
73 R UNDER

42 COV. 2

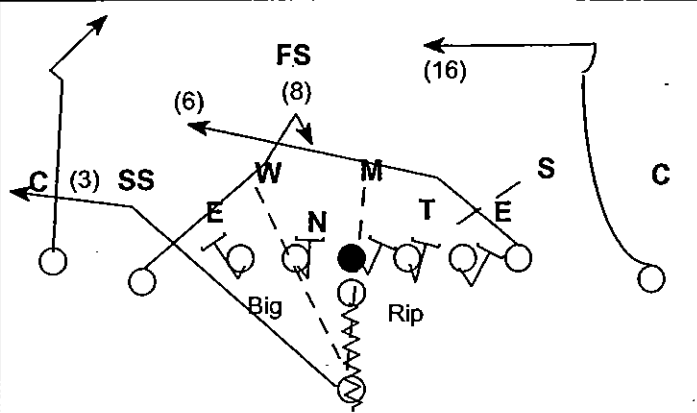


77 ALL CURL

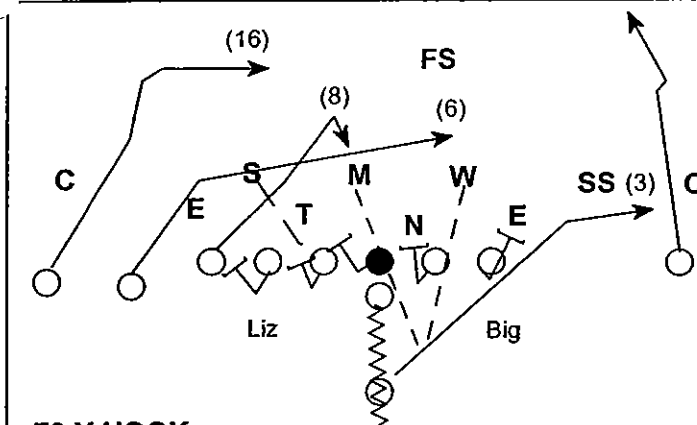
59 OFF COV. 3

77 Y HOOK  
W CROSS

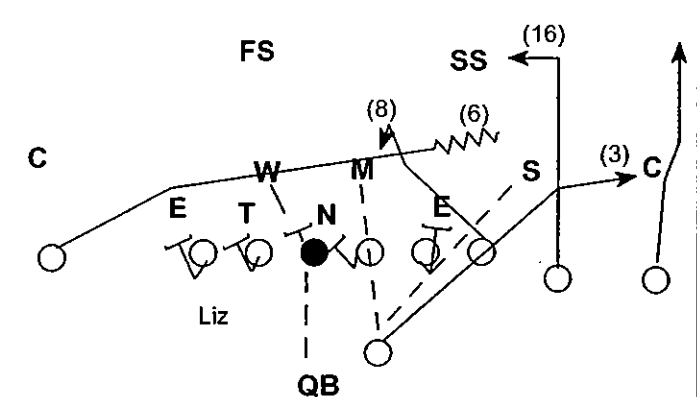
43 WA COV. 7

77 W HOOK  
Y CROSS

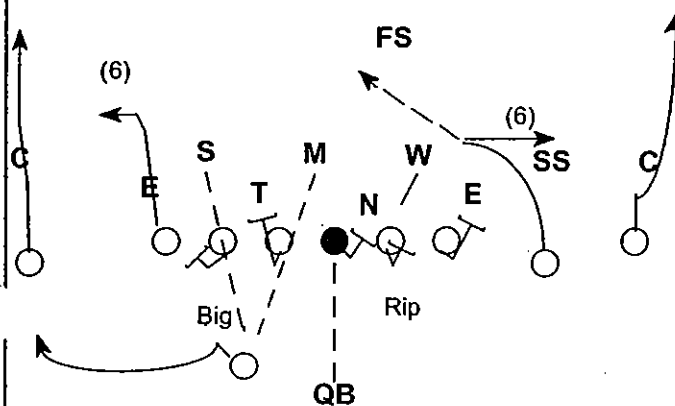
47 MFT

73 Y HOOK  
W CROSS

43 MF

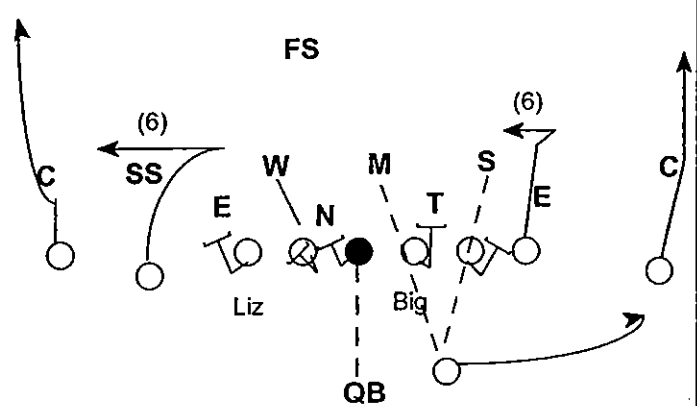
73 Y HOOK  
X CROSS

EAGLE SA COV. 2



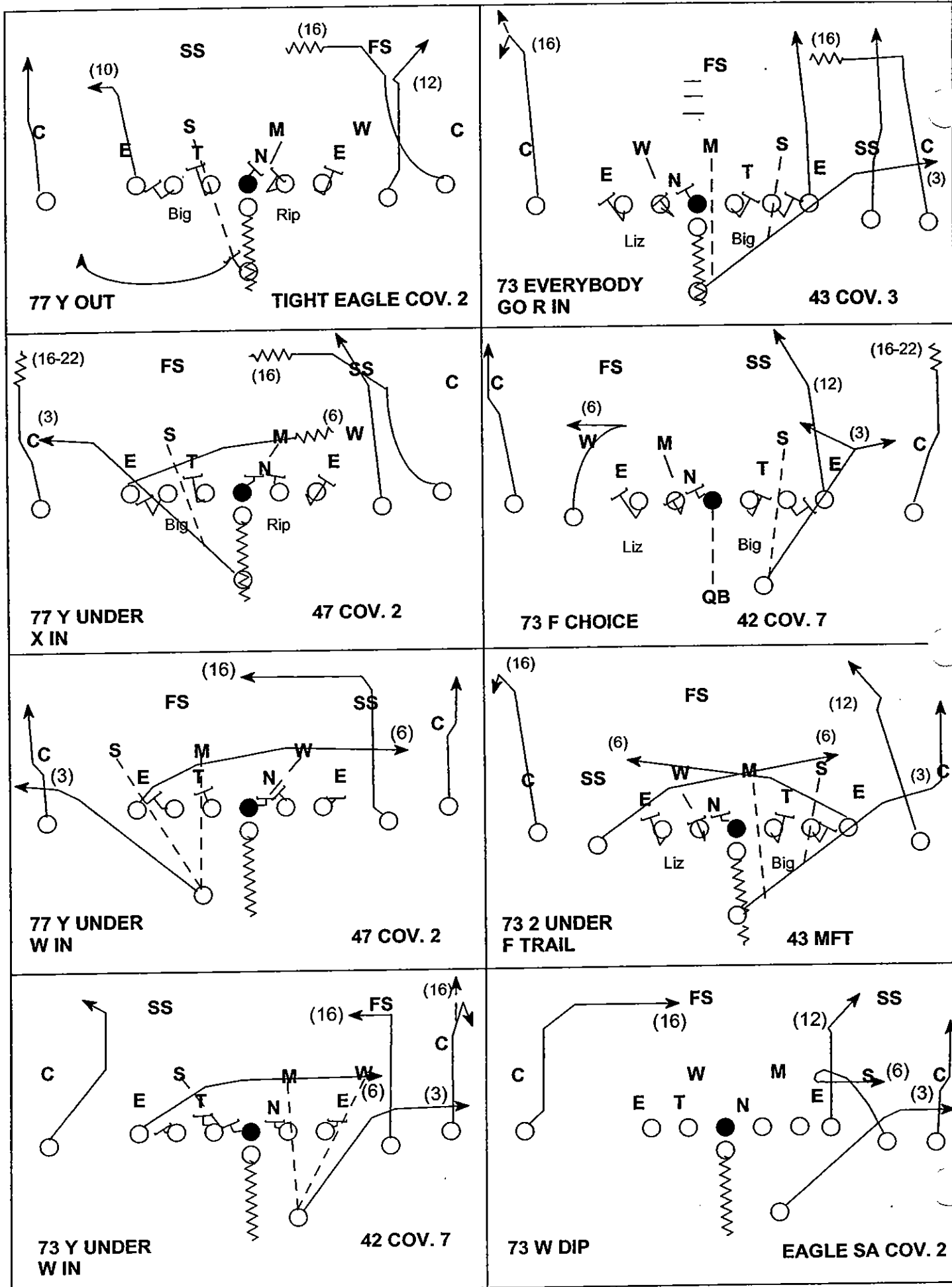
77 Y STICK

43 MF



73 Y STICK IN

43 MF





## 73-77 FIRM PASS

**PLAY DESCRIPTION:** DROP BACK PASS PROTECTION WHERE BACK IS  
DIRECTED TO A CERTAIN SIDE OF THE FORMATION  
WITH THE TIGHT END BLOCKING

**OUTSIDE RECEIVER** ROUTE CALLED

**INSIDE RECEIVER** ROUTE CALLED

**Y** SLIDE - PROTECTION  
ON - OVER - OUTSIDE

**ON T** SLIDE - PROTECTION  
ON - OVER - INSIDE (FULL RIP/LIZ)

**ON G** SLIDE - PROTECTION  
ON - OVER - INSIDE (FULL RIP/LIZ)

**C** SLIDE - PROTECTION  
ON - OVER - BACKSIDE (FULL RIP/LIZ)

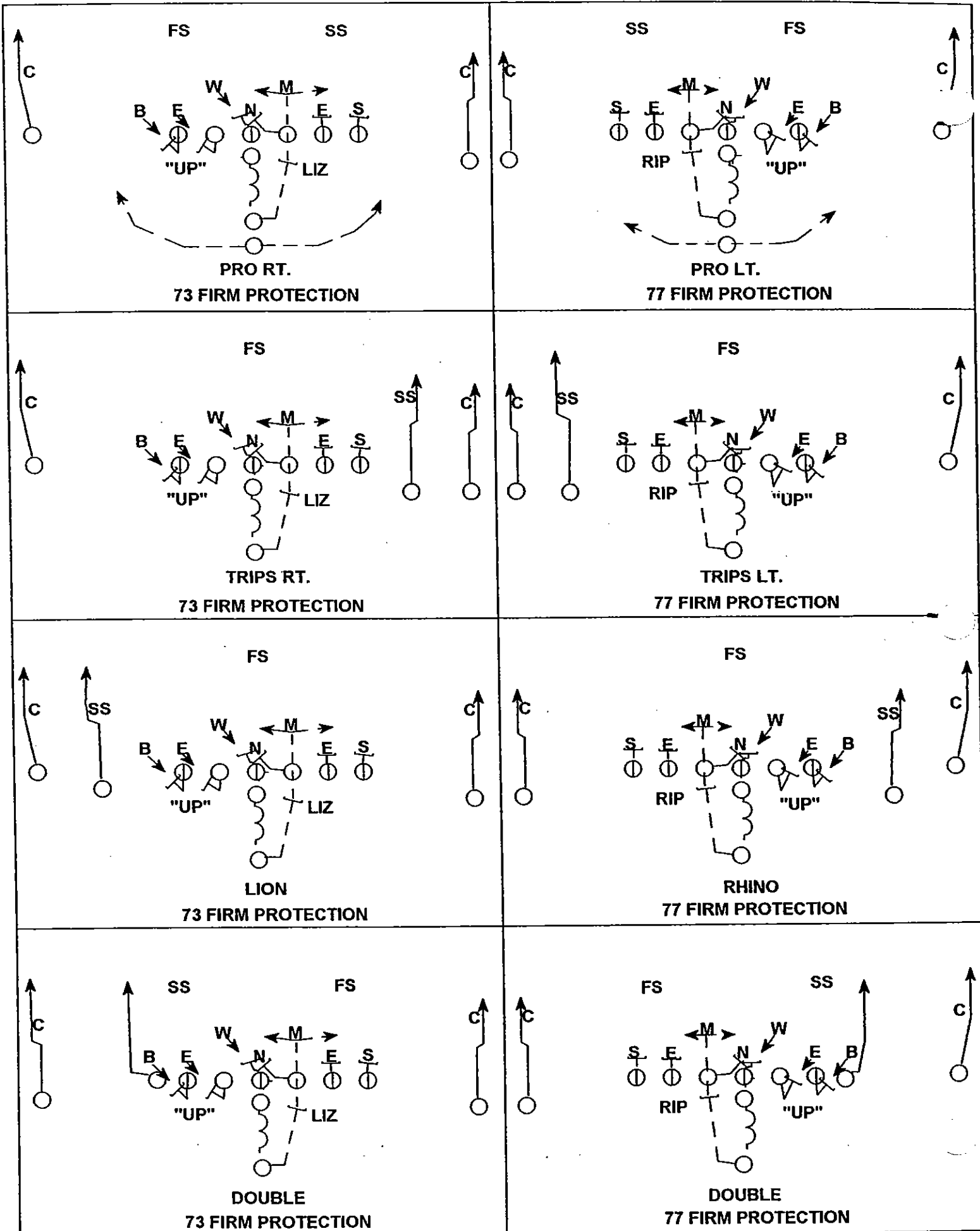
**OFF G** SLIDE - PROTECTION (LISTEN TO CALL) POSSIBLE DUAL READ

**OFF T** SLIDE - PROTECTION (LISTEN TO CALL)

**FB** PROTECT TO PLAY CALL - EITHER RIP/LIZ - THE RUN ZIP  
ROUTE

**QB**

# 59 VS 73/77 FIRM



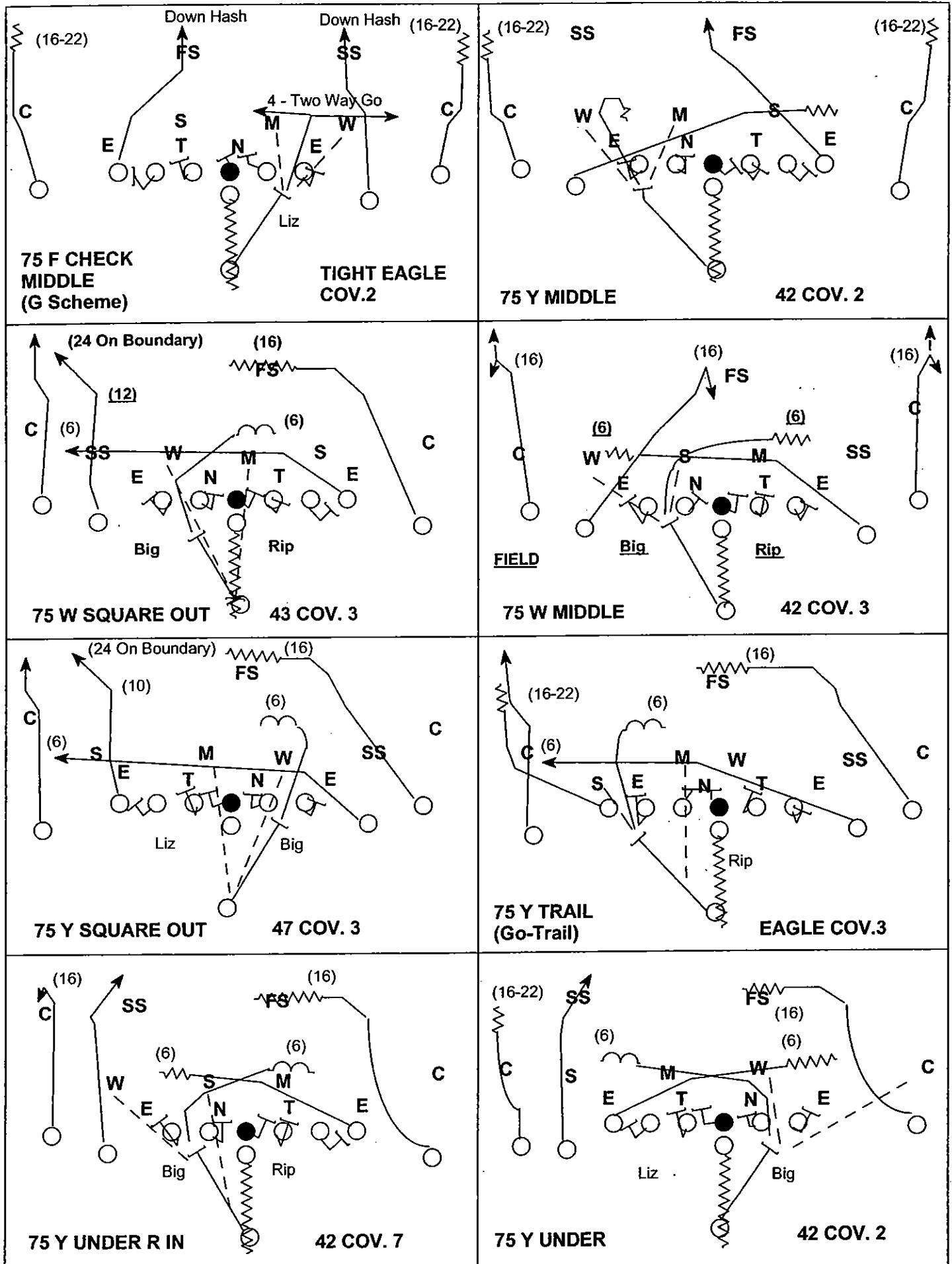
**PLAY DESCRIPTION:** Drop back pass utilizing 5 potential receivers. The center will make the call as to which way to slide the protection. This is a 1 back protection.

**RULES AND COACHING POINTS:**

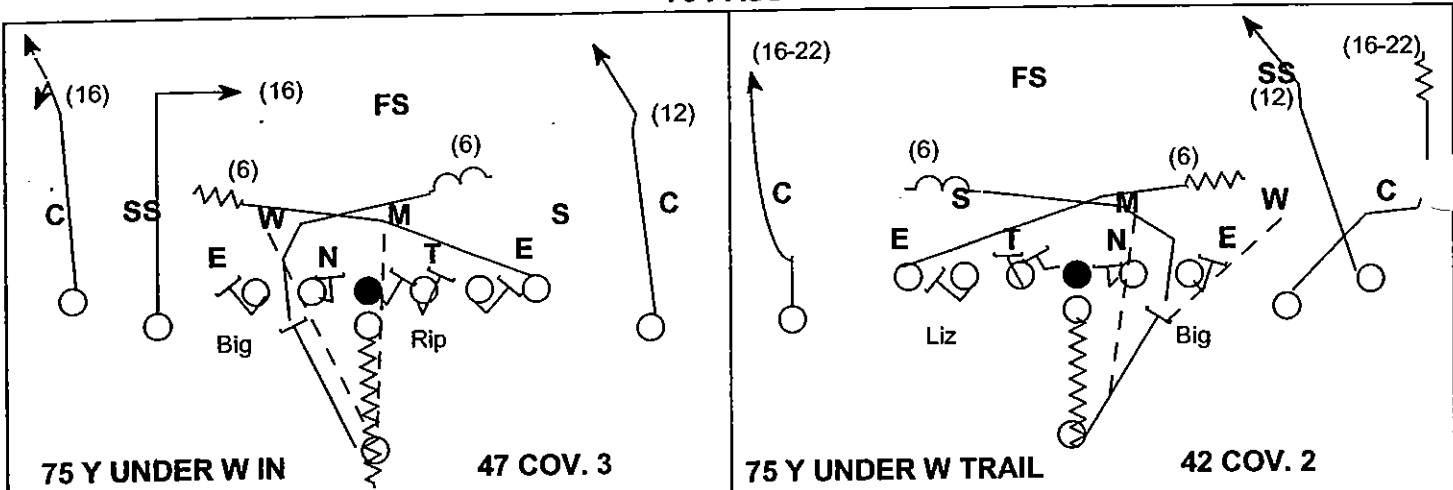
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Scheme Called – Possible #4 in Blitz responsibility	
<b>ON T</b>	Slide Protection – Possible Big Call, Possible Up Call	
<b>ON G</b>	Slide Protection – Possible Big Call, Possible Up Call	
<b>C</b>	Slide Protection – Make call away from the shade – Attach Big call if guard away from your call is covered	
<b>OFF G</b>	Slide Protection (Listen to call) – Possible dual read	
<b>OFF T</b>	Slide Protection (Listen to call)	
<b>F</b>	Protect away from the center's call – Either Rip or Liz or Big then run route for scheme called	
<b>QB</b>	5 Step drop back protection – Possible sight adjust vs. 4 weak when it is unannounced – Throw scheme called	



# 75 PASS(14-16)



**75 PASS**



## EVERYBODY GO (COMEBACK)

### Common Elements:

Outside Receivers - Conversion/ Comeback (May game plan squirrel out rather than CB)

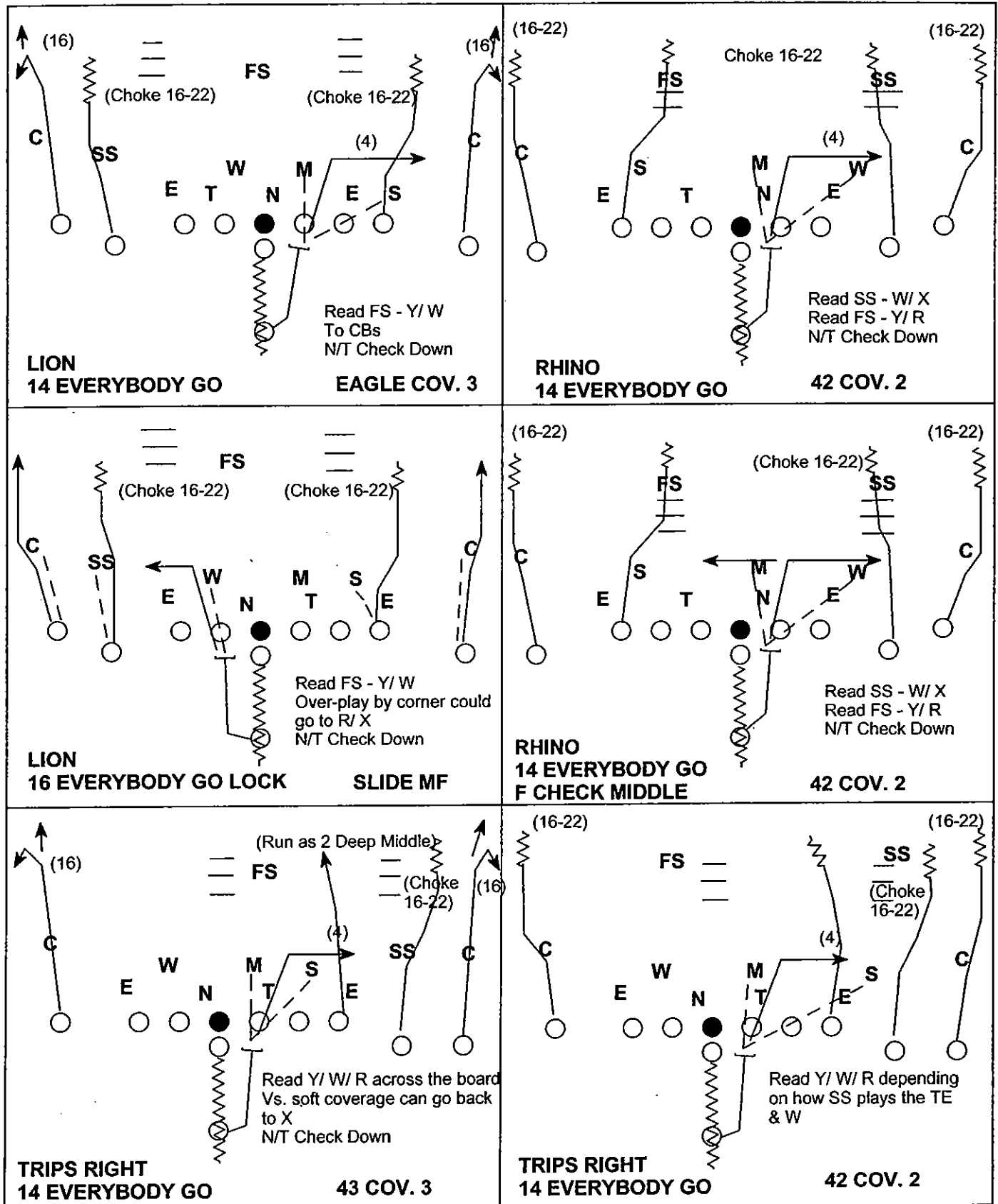
Inside Receiver - Seams (2-3 Yds. outside hash) with 1 safety (middle closed) or 3X1 and down hash with 2 safeties (middle open)

Middle Receiver - Two deep Middle Route

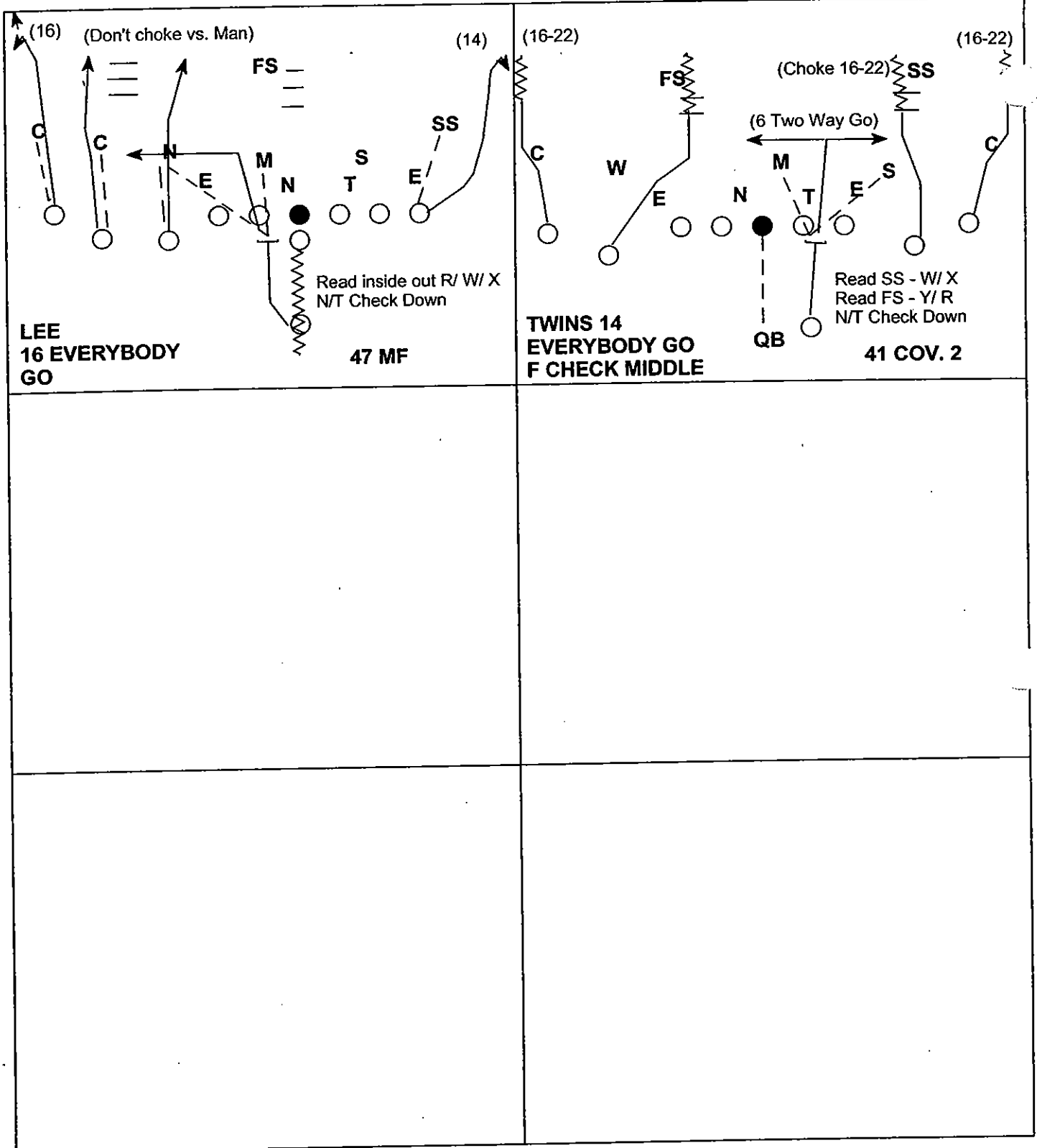
FB - Check Flat unless called from 75, then Check Choice (Two way go)

Lock - term used to let the outside receivers know they will run the Conversion/ Go regardless of coverage

Note: Like with draw fakes unless trying to get the ball to F on 75 F Check Middle (75 Everybody Go)



# EVERYBODY GO (COMEBACK)

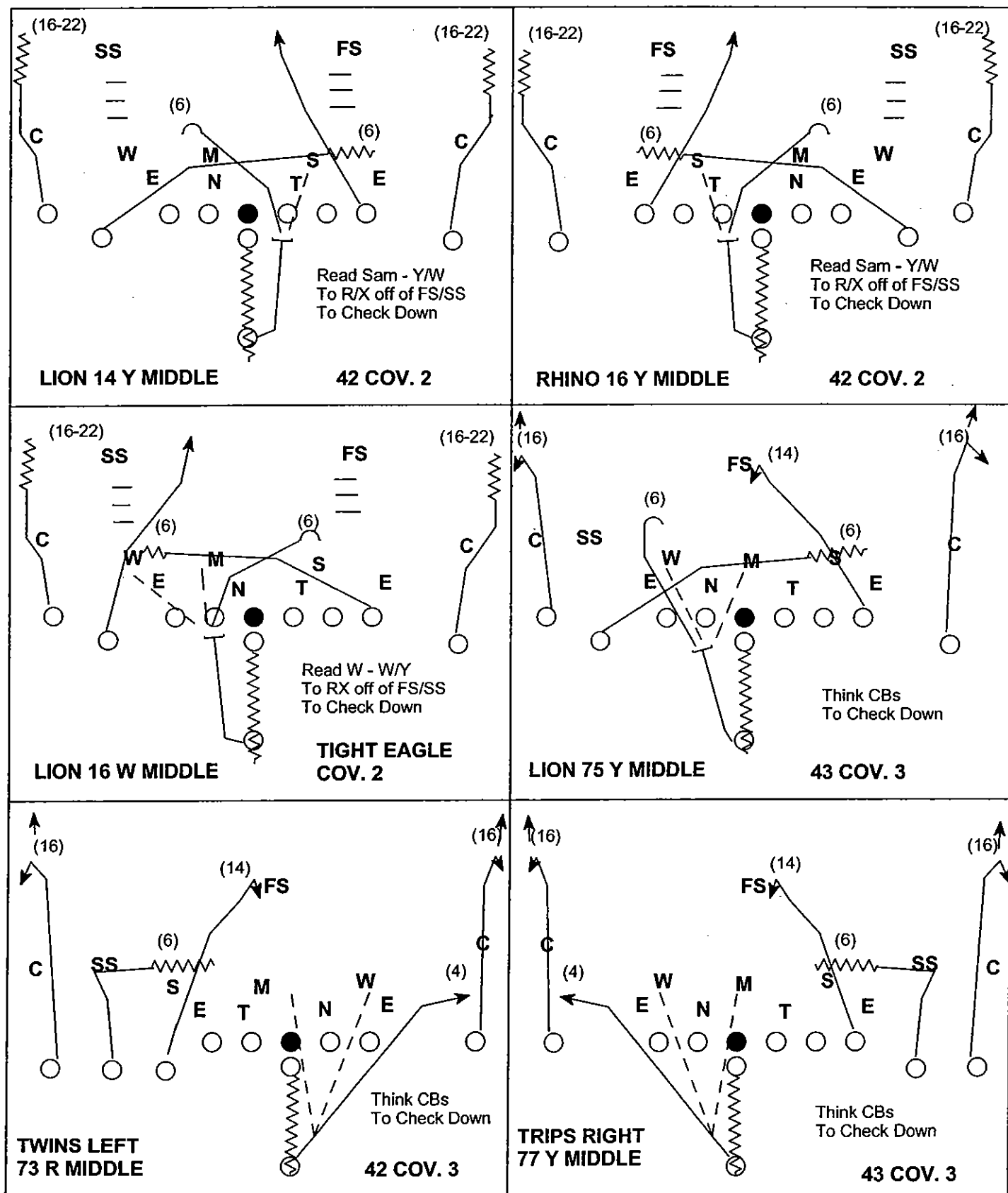




## MIDDLE SCHEME

### Common Elements:

1. Outside receivers have conversion/comeback.
2. PS inside receiver has middle route in balanced set; middle receiver has middle route in trips set unless otherwise indicated.
3. BS inside receiver has under in balanced set; in a trips look PS inside receiver has under.
4. Check middle underneath far LB unless called from 73-77, then check zip.

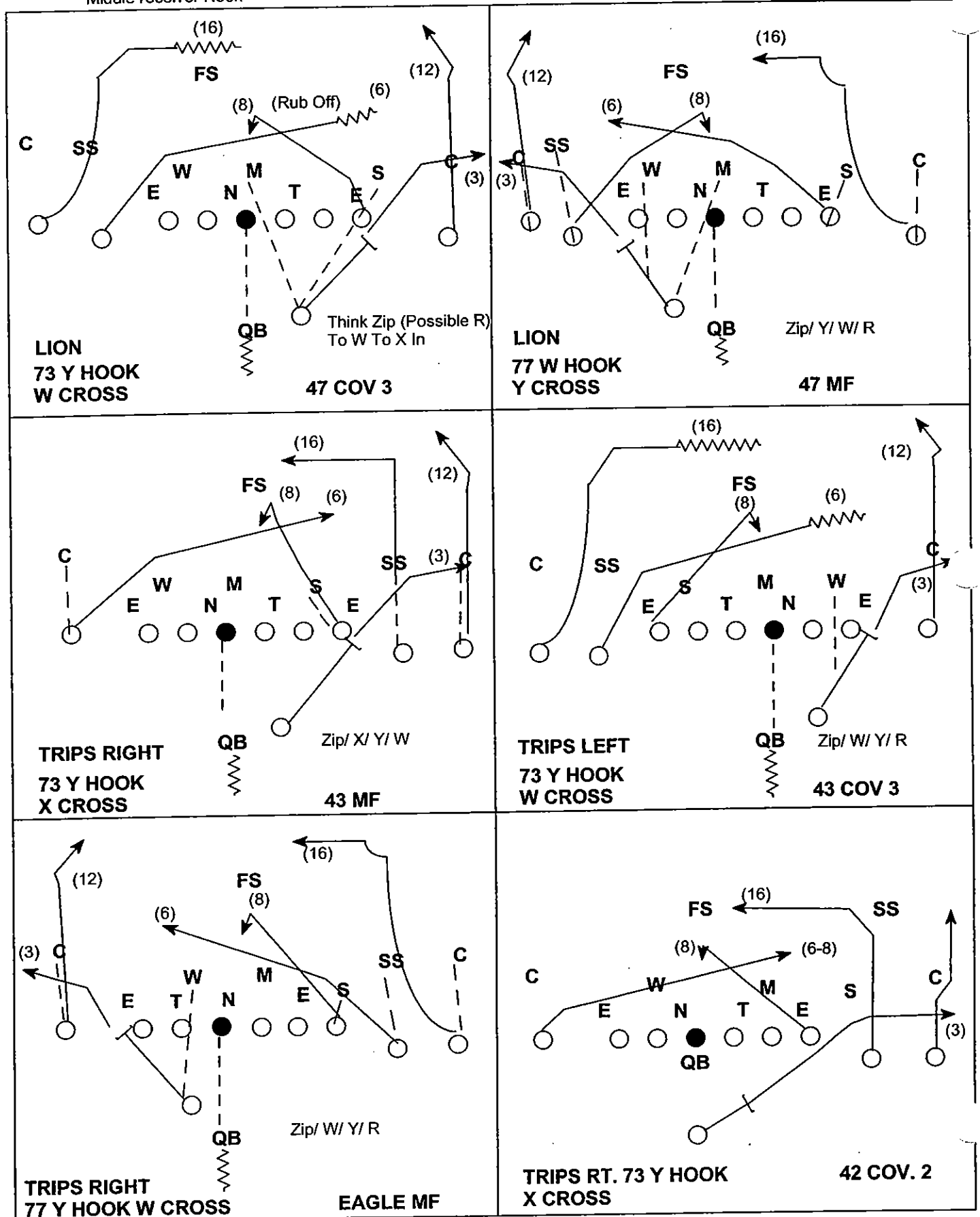


# Common Elements:

Playside: Outside receiver Post vs. 1 safety and Conversion  
 vs. 2 deep  
 Inside receiver with balanced formation Hook  
 Inside receiver with trips look not involved with Hook  
 & Cross run In route  
 Middle receiver Hook

# HOOK & CROSS

Backside: Inside receiver Cross  
 Outside receiver In unless single receiver in trips  
 look, then may have Cross if called.  
 F - Check Zip - Must stretch coverage quickly



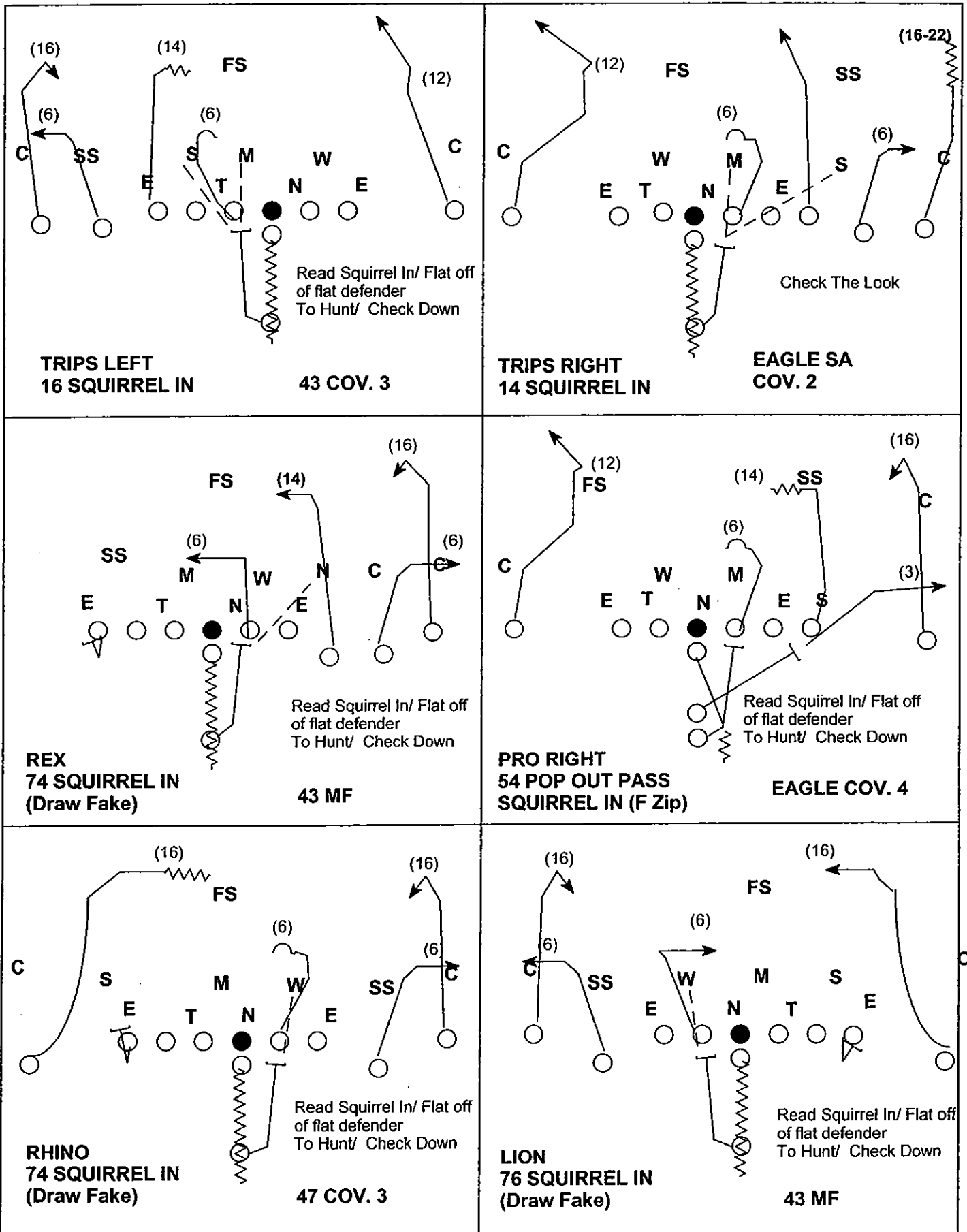
# SQUIRREL IN

## Common Elements:

Playside: Squirrel In by outside receiver  
Zip by inside receiver  
Hunt by middle receiver

Backside: Post vs. 1 safety (middle closed)  
Post Flag vs. 2 safeties (middle open)  
FB Check Middle; If two backs FB Check Zip

Note: Draw fakes are good.



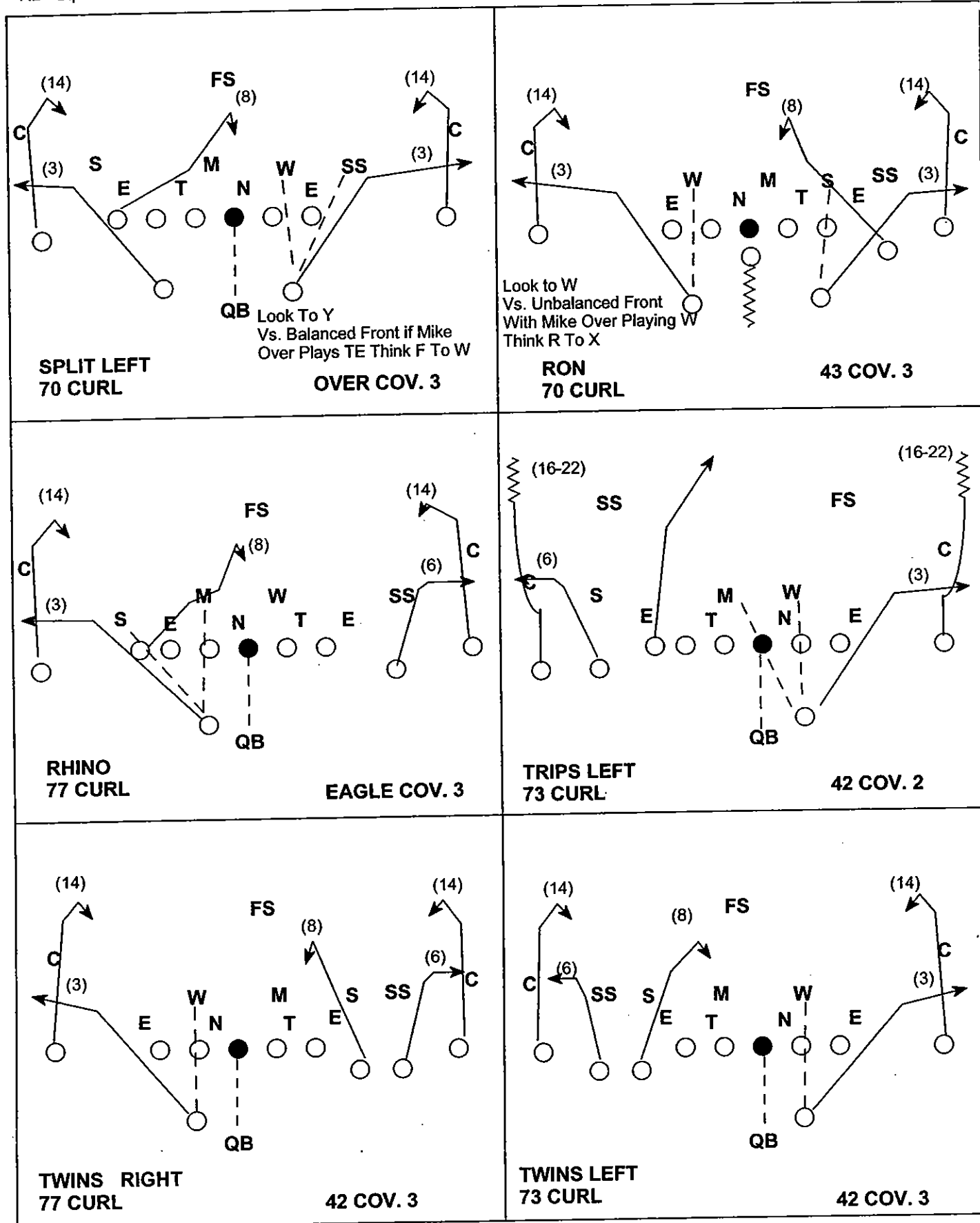
# CURL SCHEME

## Common Elements:

Playside: Outside receiver Curl  
 Inside receiver Flat  
 Middle receiver Hook over the ball

Backside: Outside receiver Curl  
 Inside receiver Hook over the ball

F or FB - Zip  
 RB - Zip



# WIDE RECEIVER UNDERS

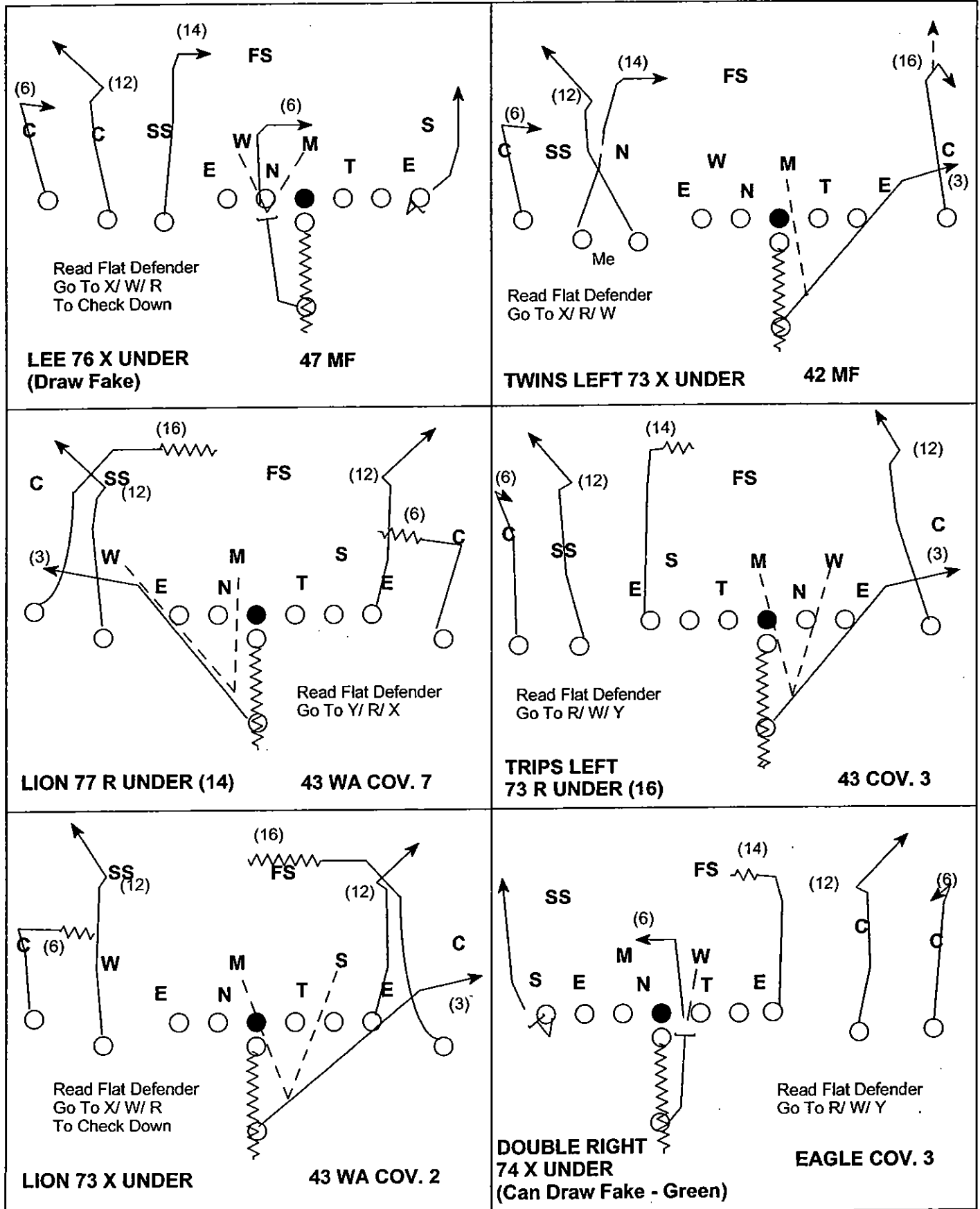
## Common Elements:

Playside: Outside receiver run stop if soft otherwise under  
Inside receiver runs Seam Flag  
Middle receiver runs Hunt

Backside: Outside receiver run In if balanced formation  
If single receiver run thin Post if middle closed (FS) and Corner if middle is open (2 Deep)

F Check Middle away from the under and work away from the under unless 73-77 and then run zip.

Note: Can switch assignments of the inside and middle receivers with a "Me - You" call







# OVER SCHEMES

## Common Elements:

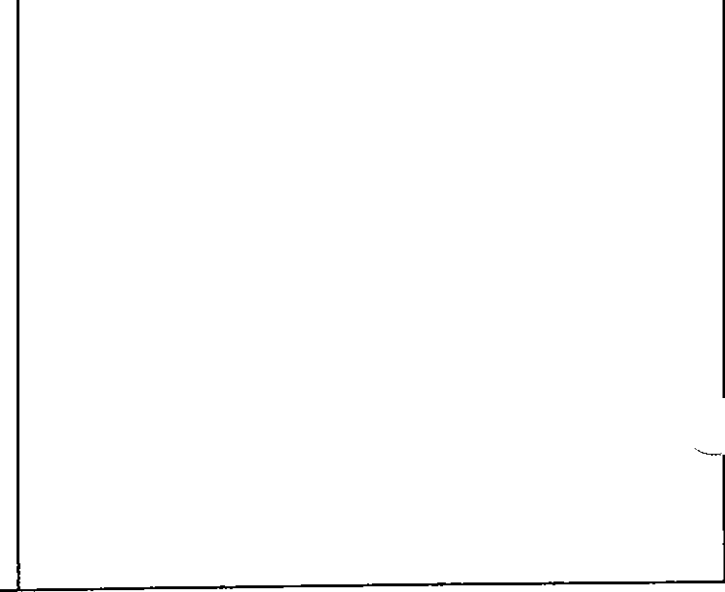
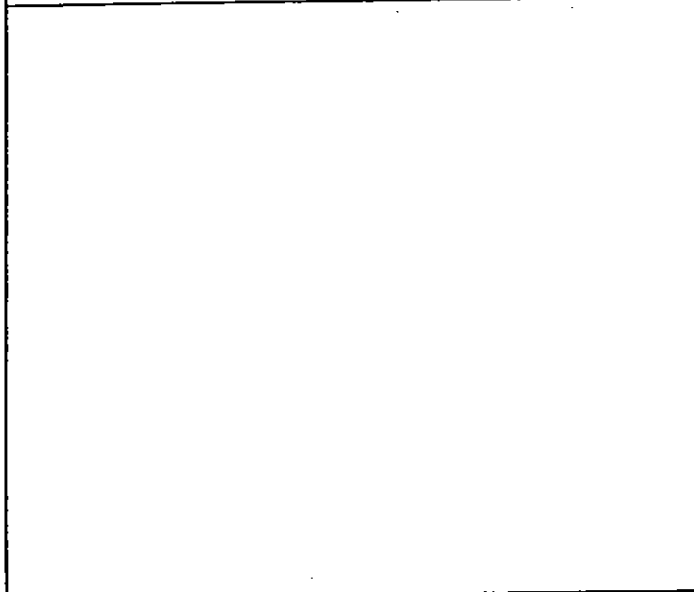
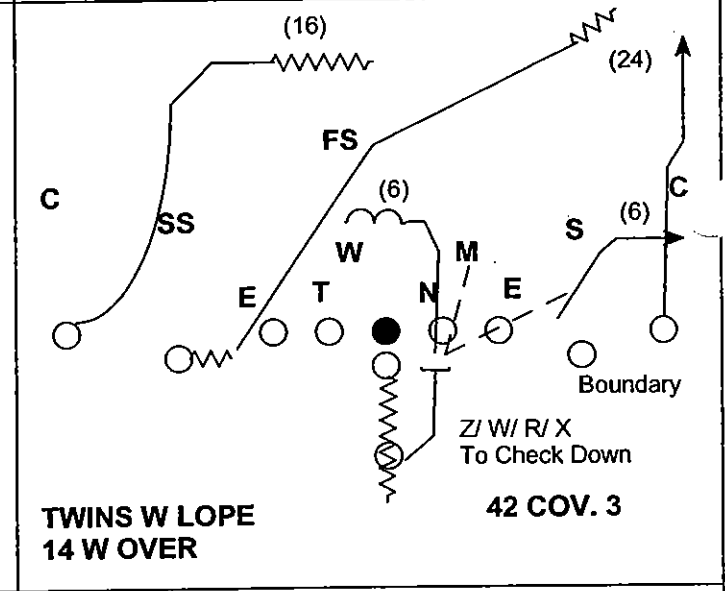
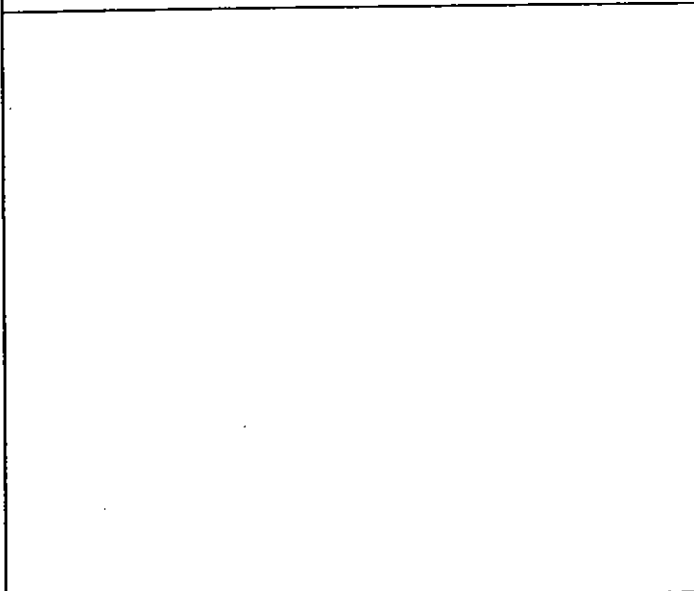
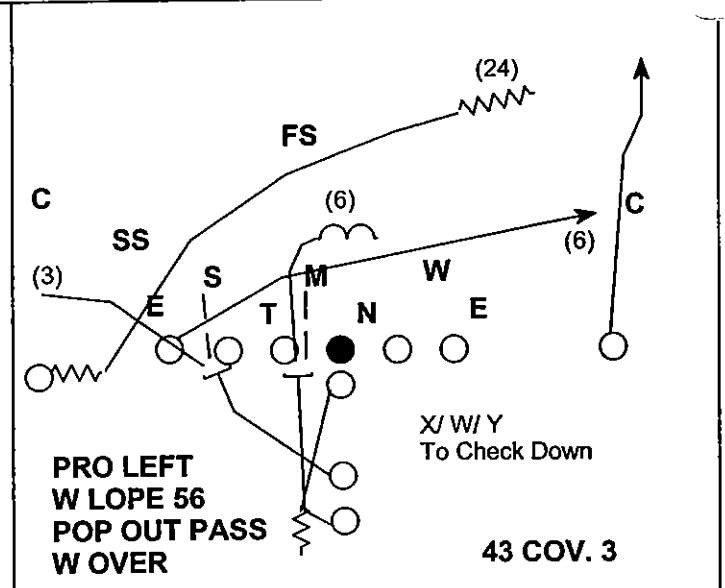
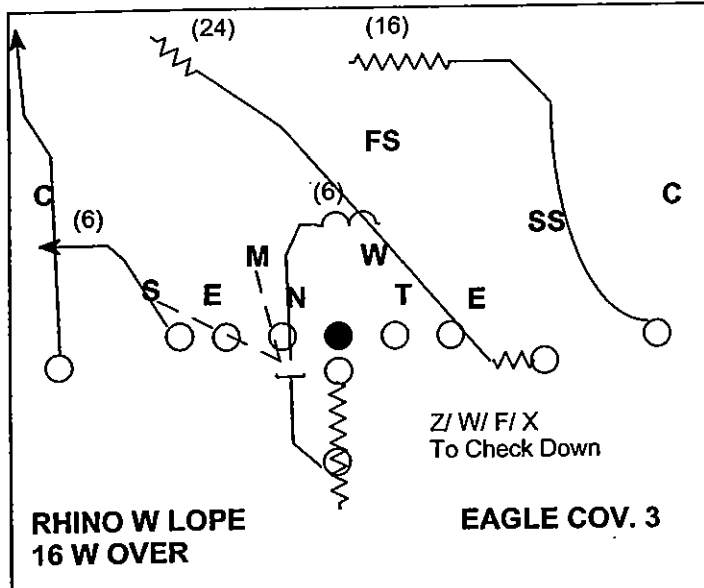
Playside: Push by outside receiver  
Inside receiver or FB has flat

Backside: In by outside receiver  
Over by inside receiver

F Check Middle

If two backs, FB check middle, RB has flat

Note: Can use draw fakes





# UNDER & OVER SCHEMES

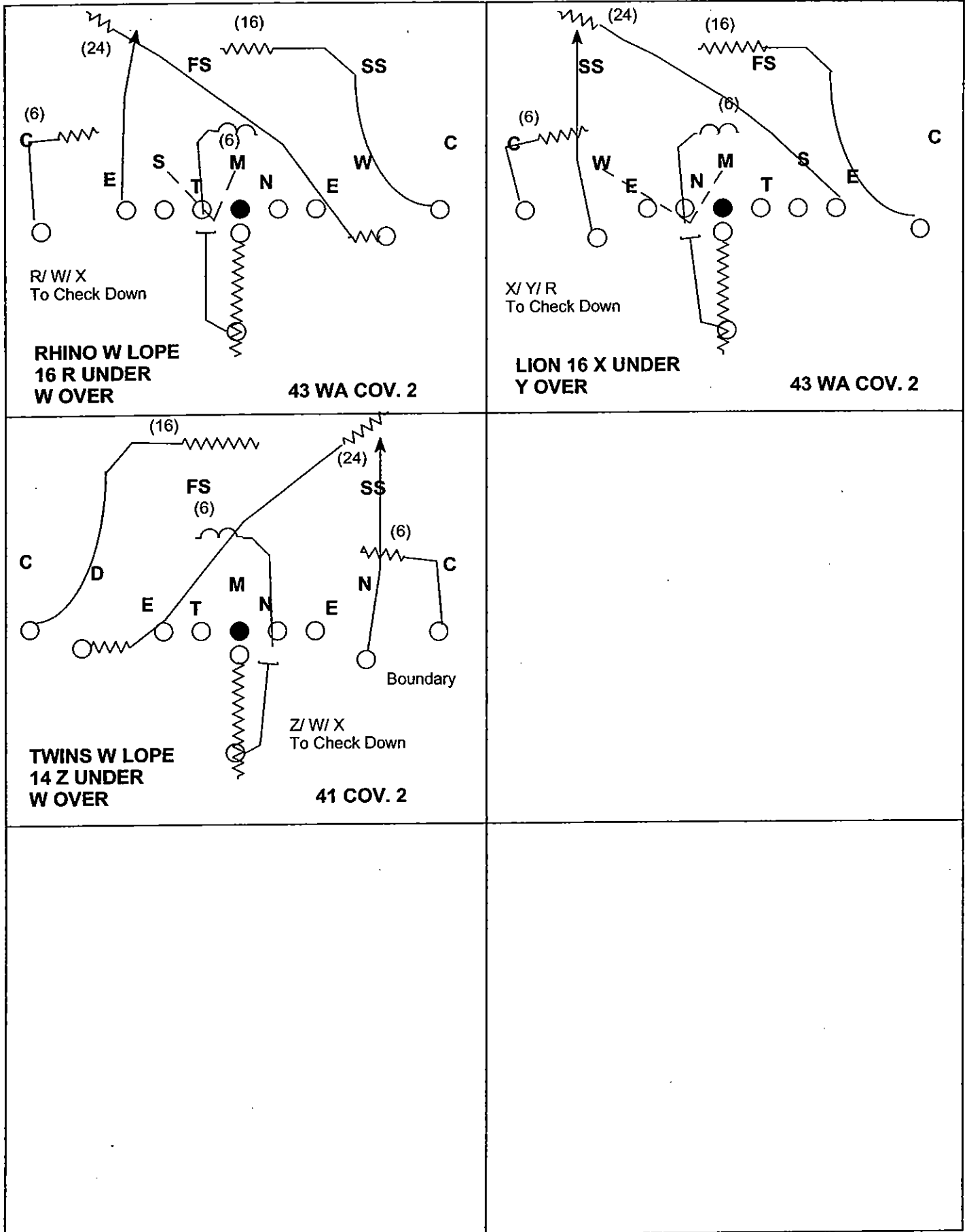
## Common Elements:

Playside: Under by outside receiver  
Seam by inside receiver - sprint

Backside: In by outside receiver  
Over by inside receiver

F Check Middle

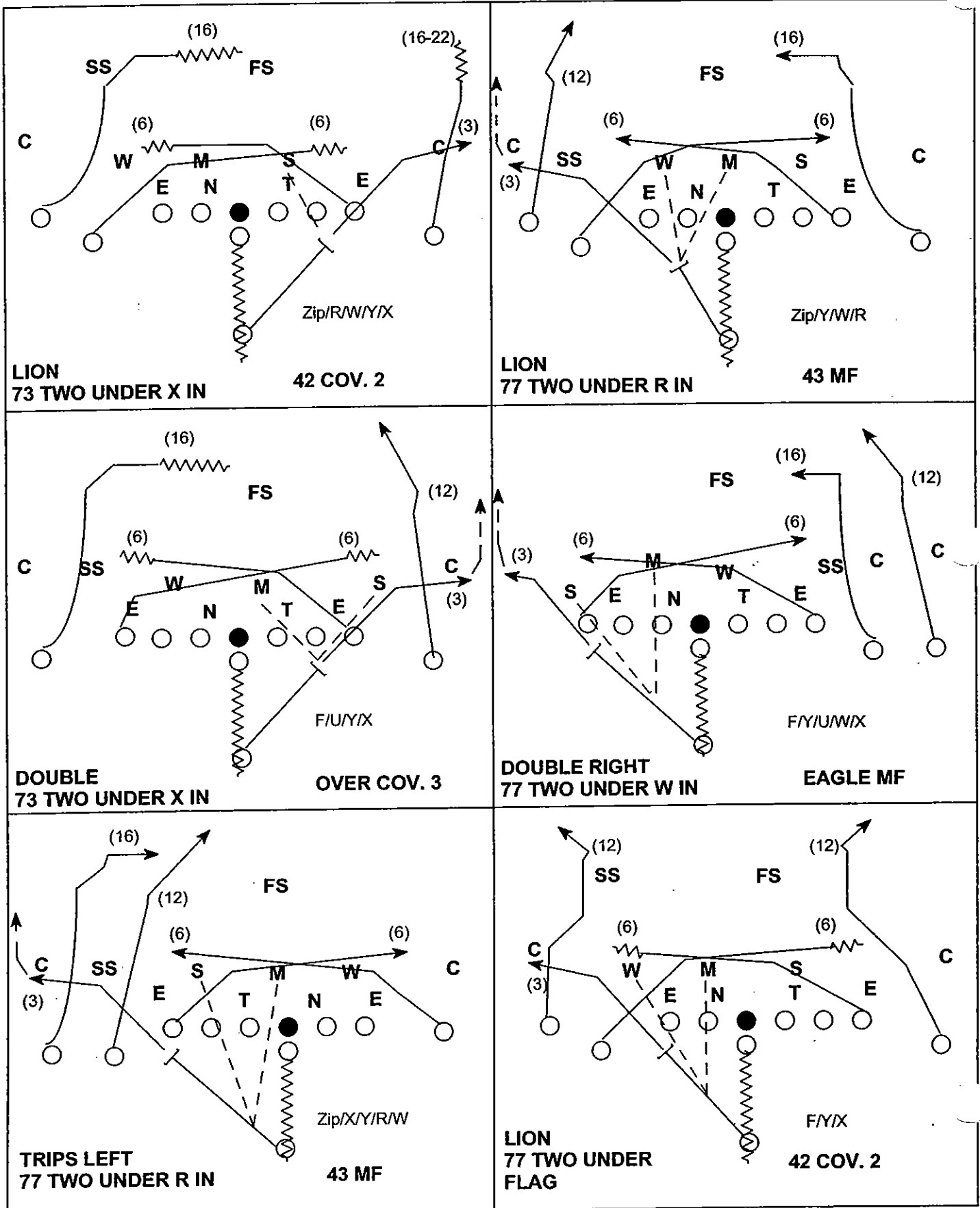
Note: Draw fakes good.



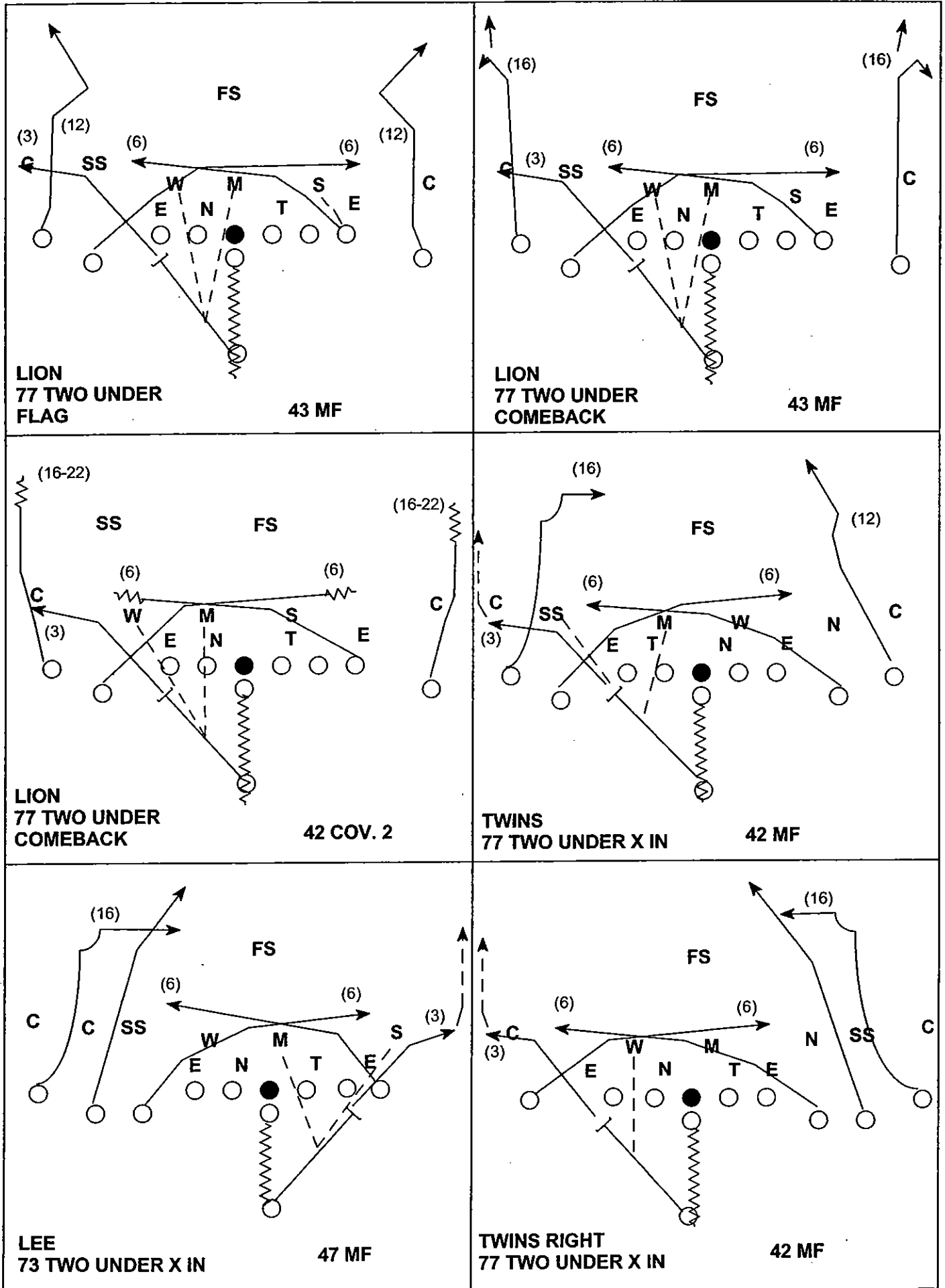
## TWO UNDER SCHEMES

### Common Elements:

Both inside receivers have Unders (receiver away from the back's zip or away from 73-77 call goes underneath). If run from a trips look, the single receiver will tighten and run an Under. One of the remaining receivers will be called on an In route and the other receiver will run a Post unless bracketed and then run a Co (Exception Zip away vs. 2 deep run a corner route). When we call Two Under Post Flag or Comeback both outside receivers run the route called. It is mirrored.



# TWO UNDER SCHEMES



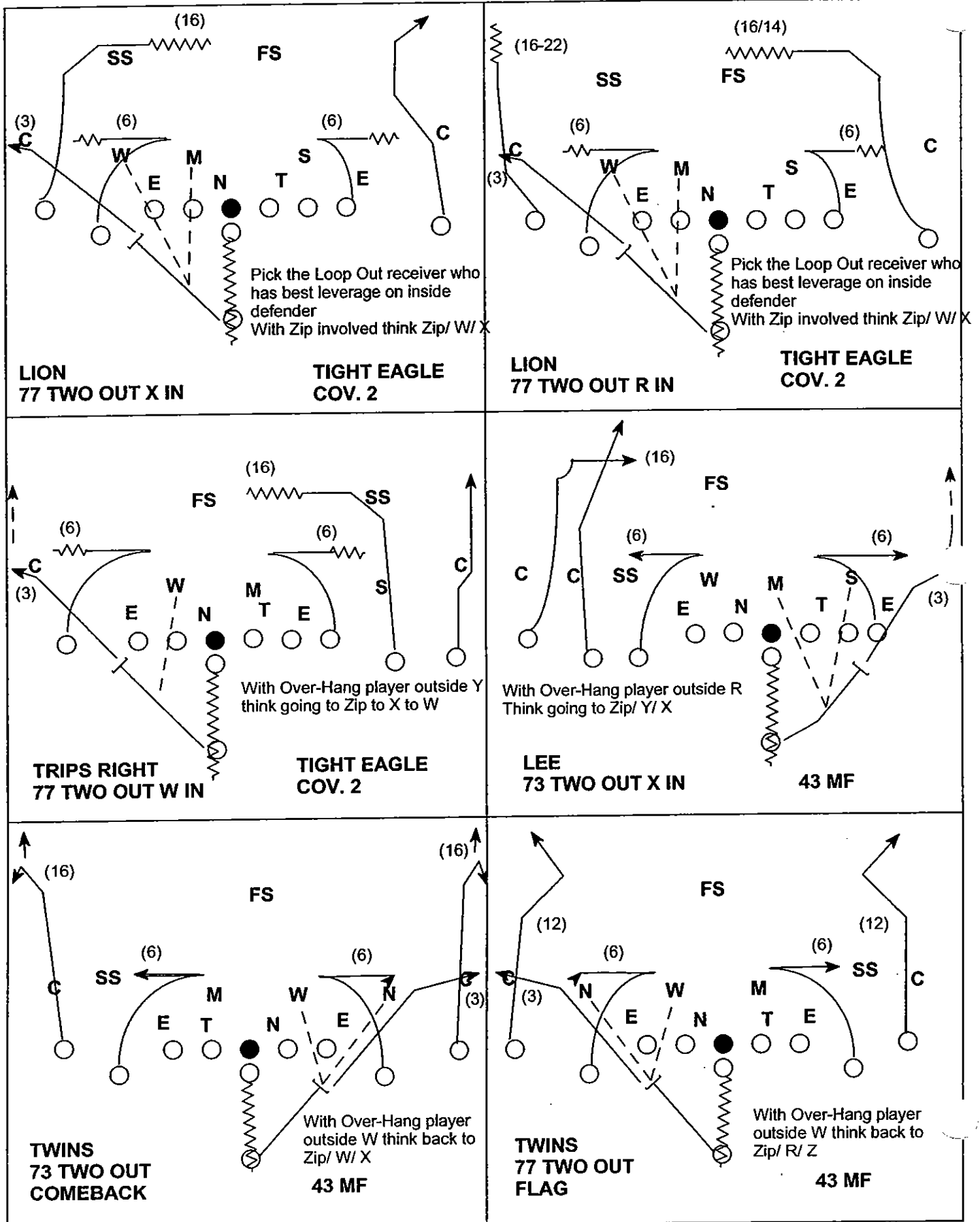
## TWO OUT & IN SCHEMES

### Common Elements:

Both inside receivers will run Loop Outs (make look like under to start). One of the remaining receivers will be called on an In route and the other receiver will run a Post unless 2-deep then run a Conversion (Cov. 2).

When we call Two Out Post Flags or Comebacks both outside receivers run the route called. It is mirrored.

Note: Use when they wall off Unders playing heavy inside out leverage.

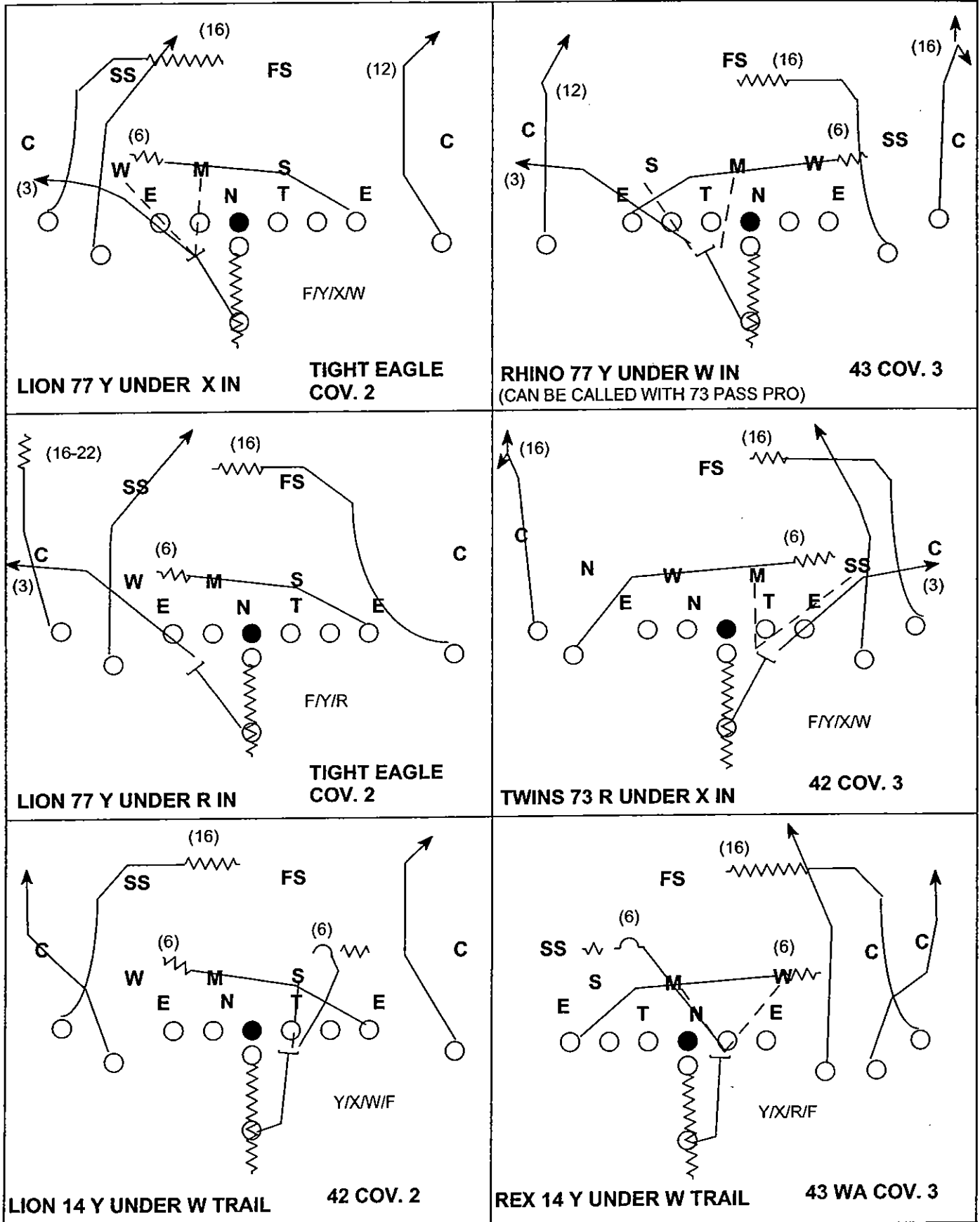


## UNDER & IN SCHEMES

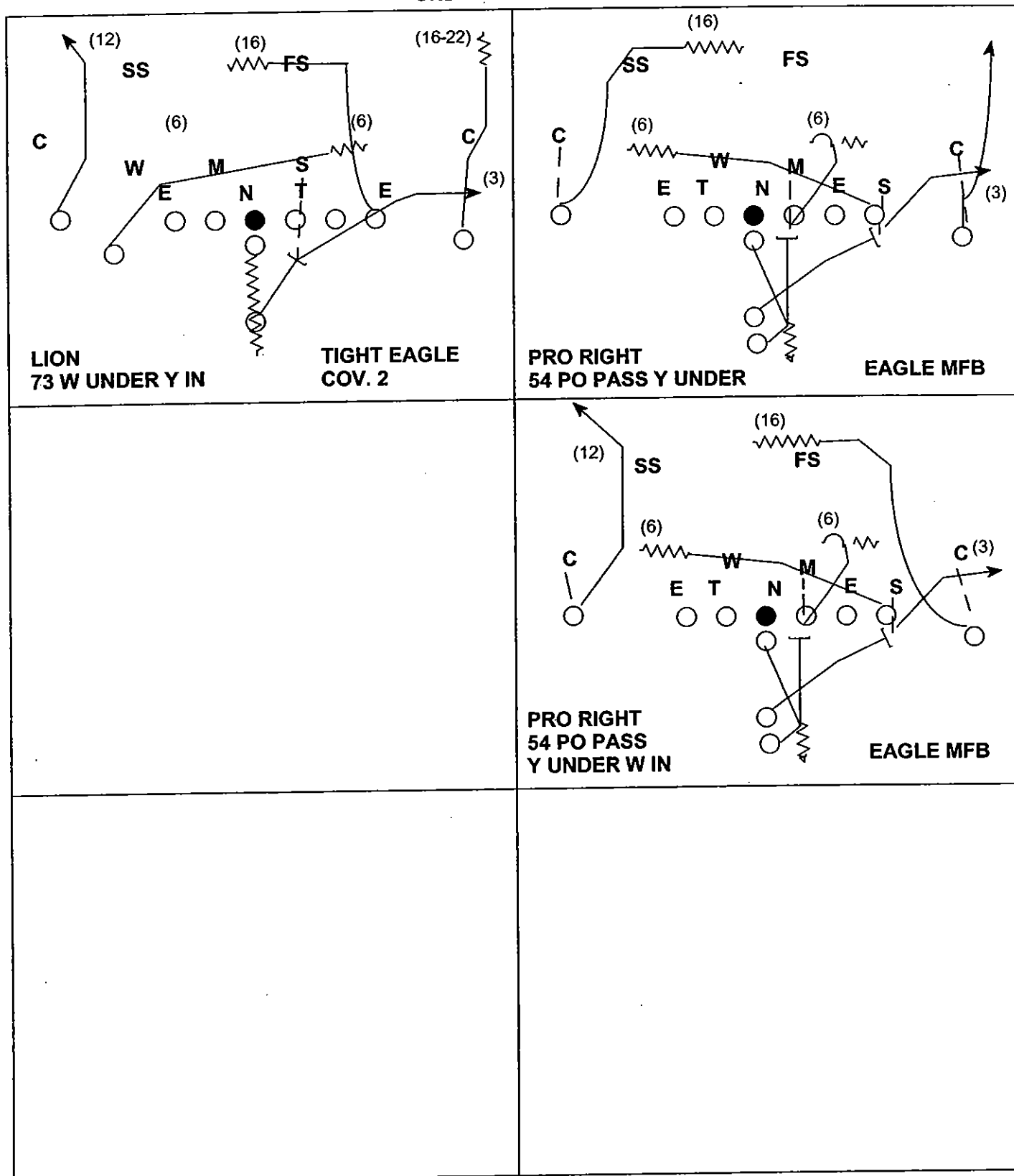
### Common Elements:

The Under & In will be called and involves two receivers. If Y Under is called or R Under in twins X automatically runs the In route. The closest WR to the In route will run the Post and the remaining WR will have Conversion/ Comeback.

Note: If you have the Post and they are bracketing you, run a Corner route unless the Under is coming to you, then run a Conversion.



## UNDER & IN SCHEMES



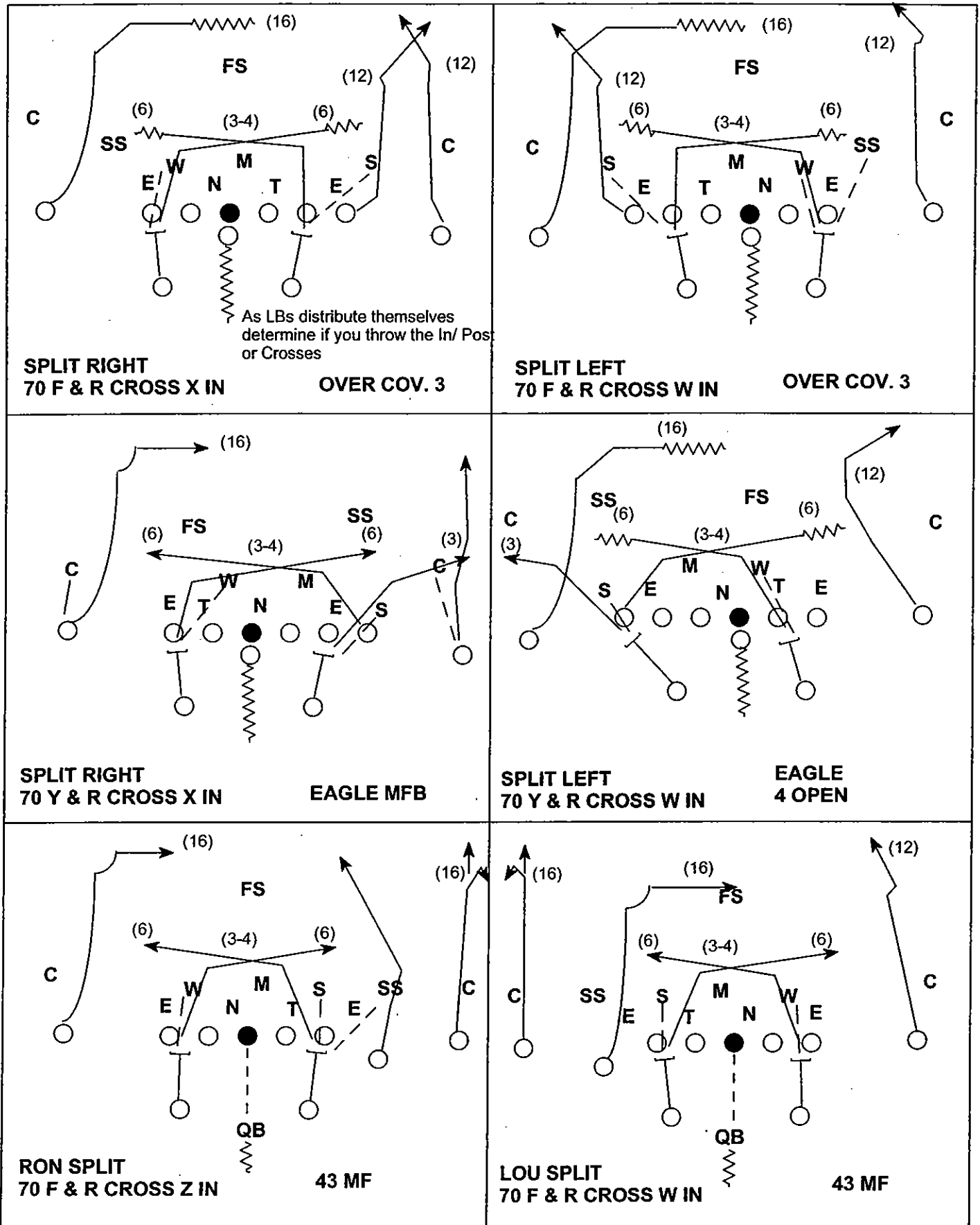
## CROSSES & INS

### Common Elements:

RB - Block protection rule & find lane in A/B gap & run crossing route under "Y" or "F" depending on call.

FB - Block protection rule & find lane in A/B gap & run crossing route looking to step on toes as backside LB. Run Zip with "R & Y" Cross.

WRs - In Schemes



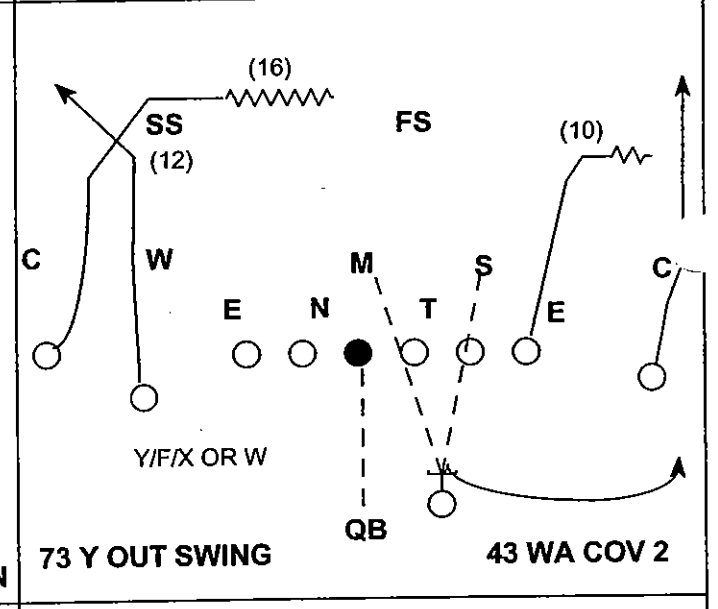
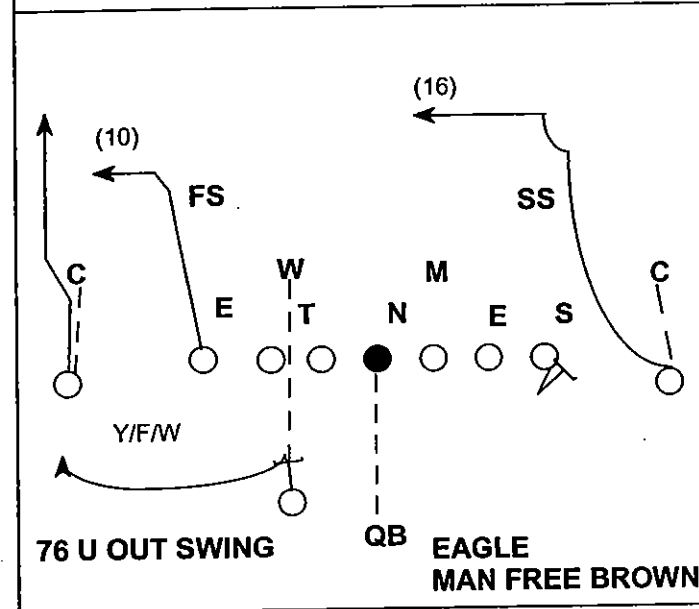
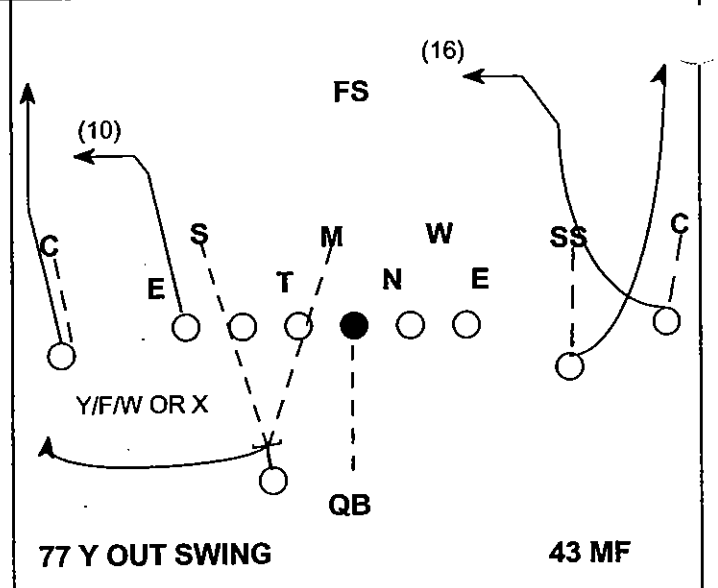
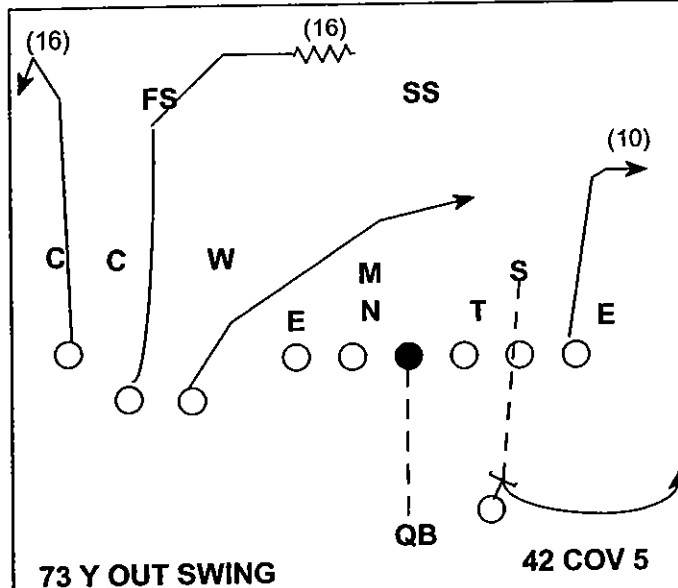
**Common Elements:**

Playside: Outside receiver Conversion/ Go  
Inside receiver 10 yd. Out

F - Swing

**Y OUT SWING**

Backside: Outside receiver - balanced set In; 3 receivers  
Conversion/ Comeback  
Inside receiver - balanced set Switch; 3 receivers  
In Route  
Middle receiver - Under





### Common Elements:

### F - Swing

**Backside:** Outside receiver 8 yd. Out  
Inside receiver Quick Slant, Loop Out if LBer  
walls in balanced set; if 3 WRs run a Seam  
Middle receiver Quick Slant, Loop Out if LBer  
walls



# CHOICE

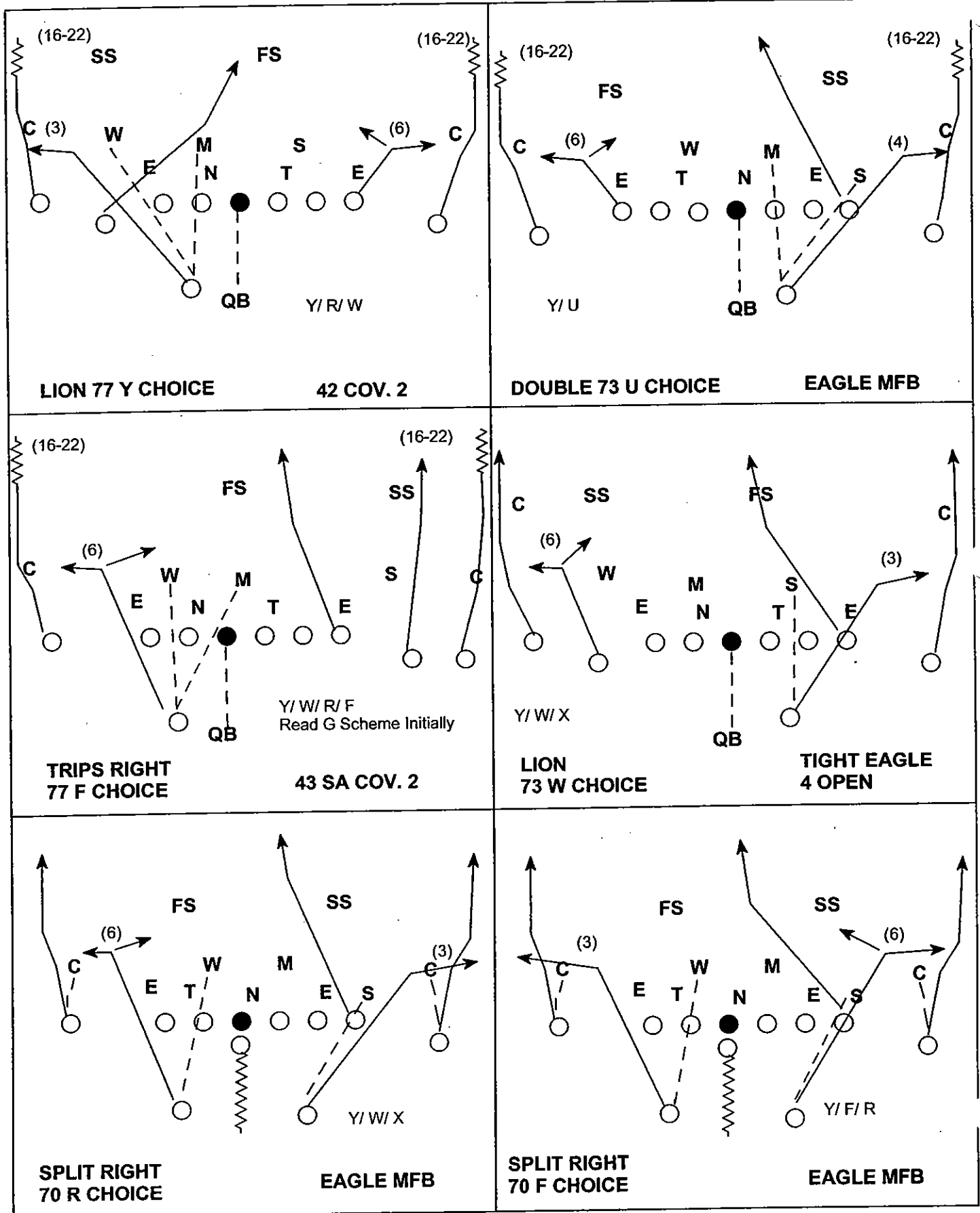
## Common Elements:

Playside: Outside receiver Conversion/ Go  
Inside receiver Choice; Two Backs Seam

Backside: Outside receiver Conversion/ Go  
Inside receiver Middle Seam

F or FB - Zip unless called on Choice

RB - Zip unless called on Choice

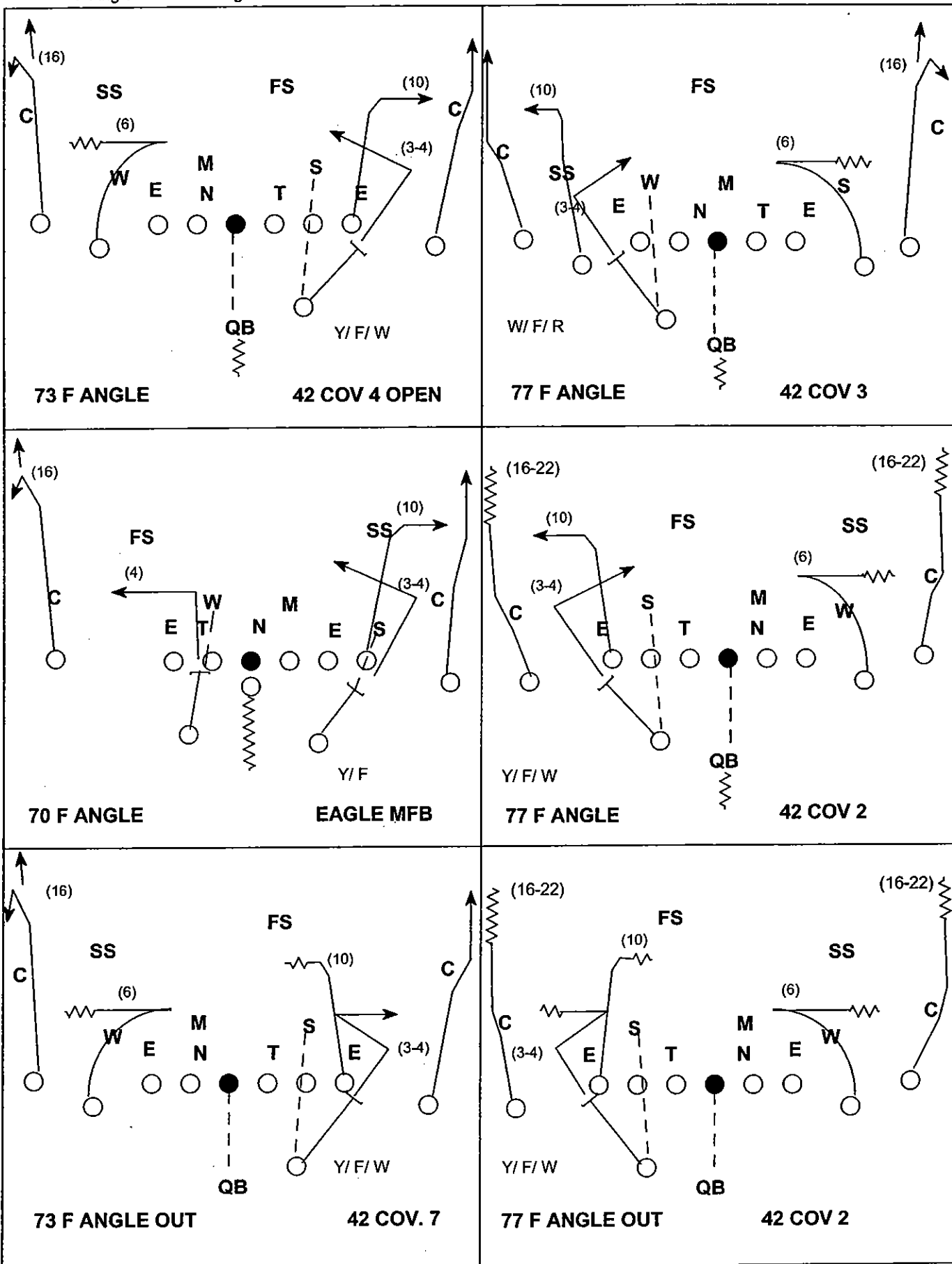


# **Common Elements:**

Playside: Outside receiver Conversion/ Go  
 Inside receiver 10 yd. Out  
 F or FB - F Angle run Angle route  
 F Angle & Out run Angle & Out

## **ANGLE/ ANGLE OUT**

Backside: Outside receiver Conversion/ Comeback  
 Inside receiver Loop Out  
 RB - Check Zip

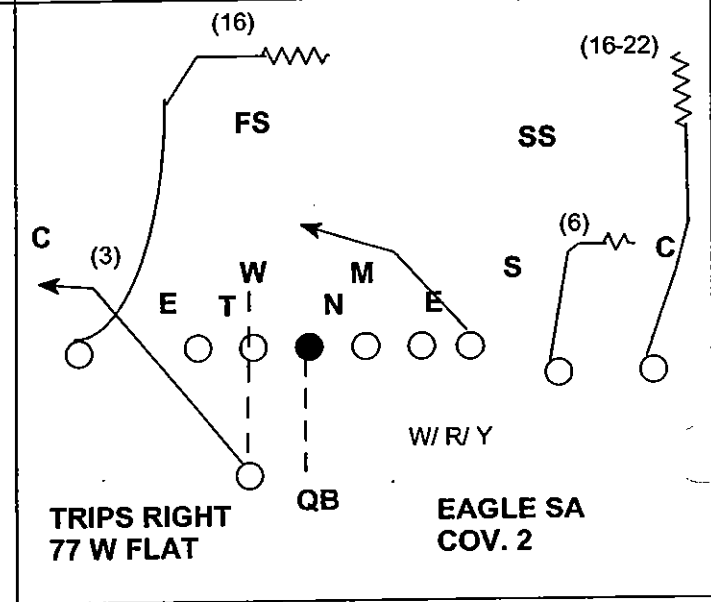
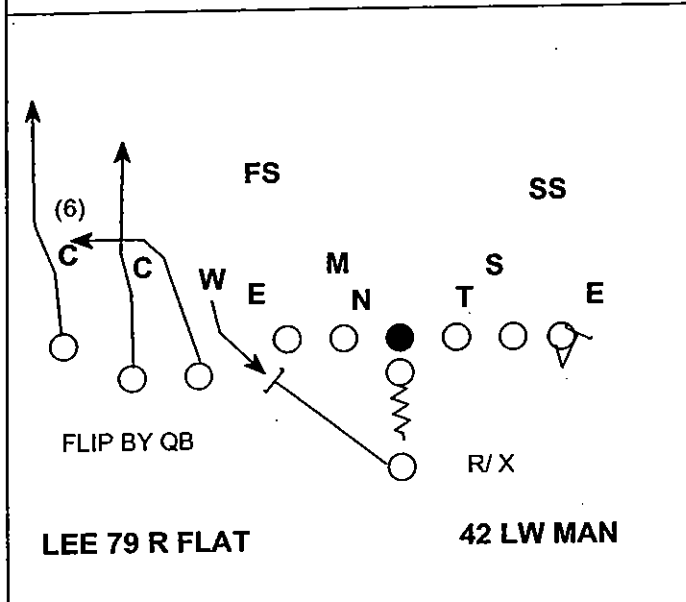
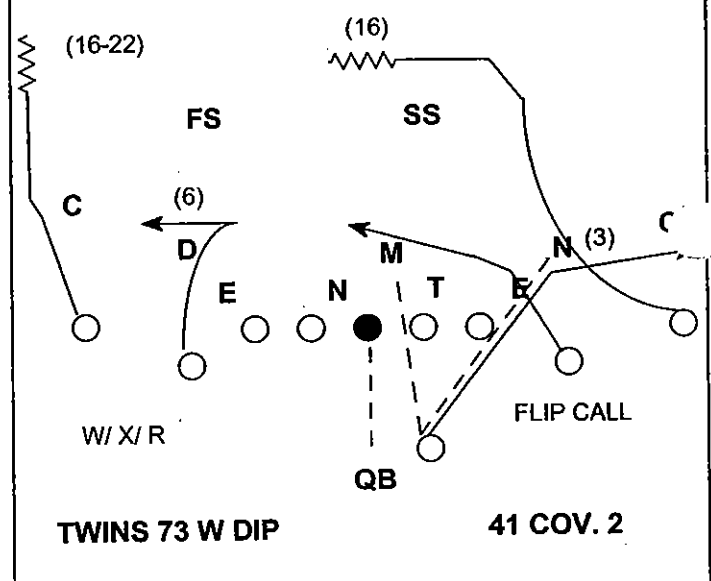
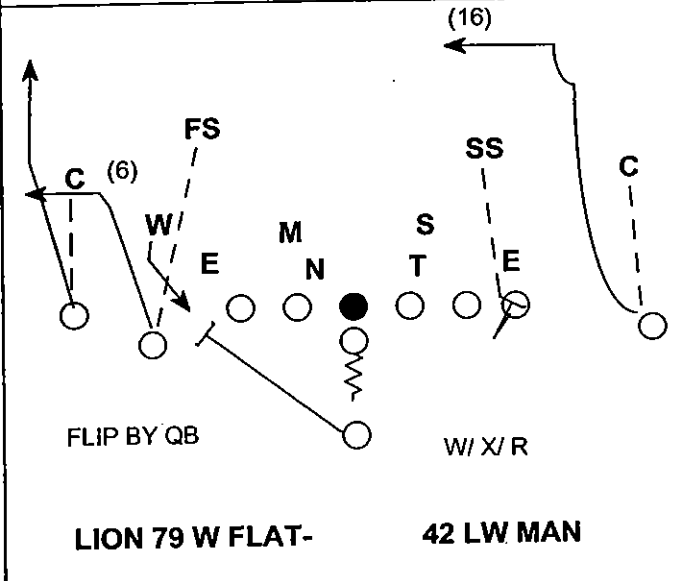
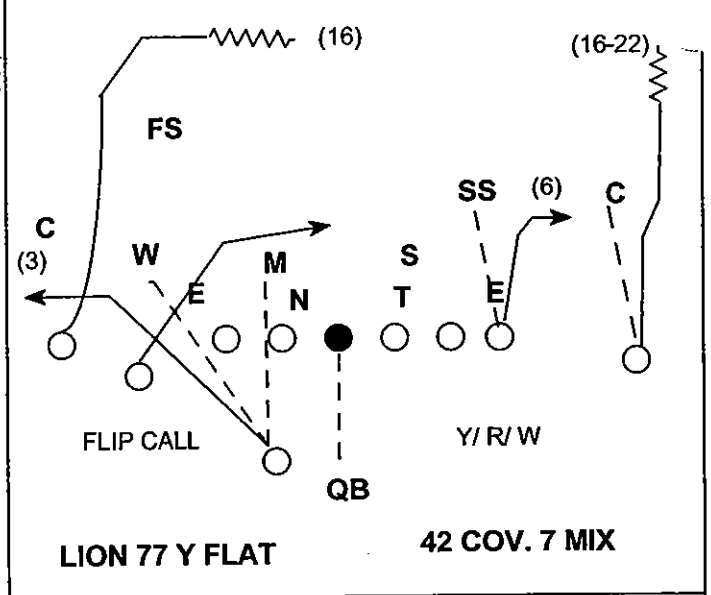
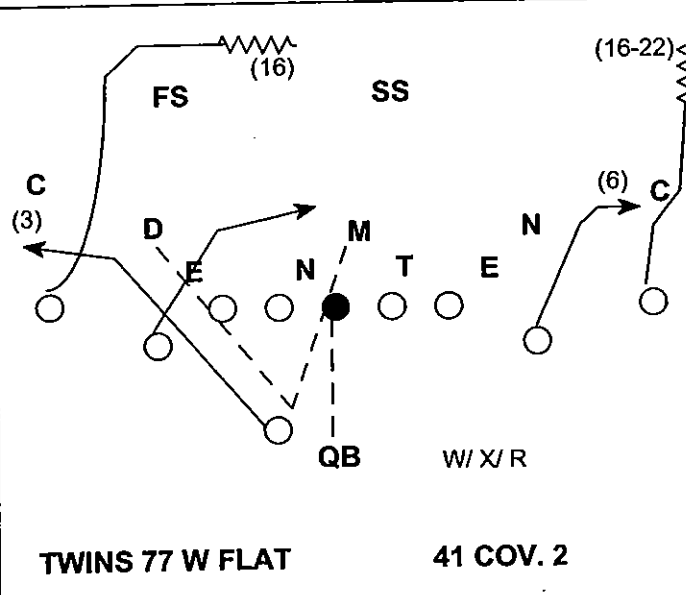


**Common Elements:**

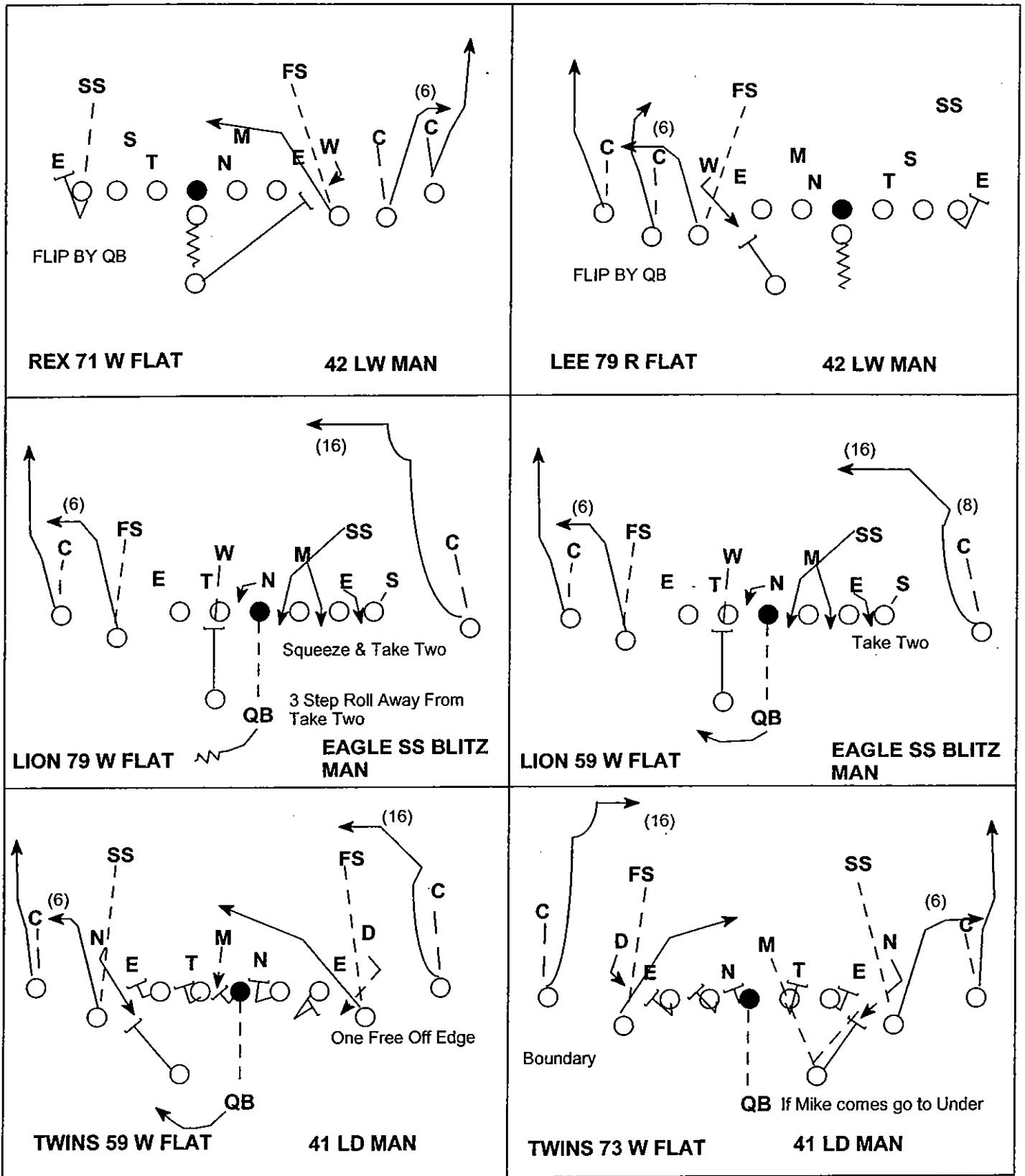
Playside: Outside receiver Conversion - Run Off  
 Inside receiver Flat if called or Run Off  
 Middle receiver Under unless called on Flat  
 Note: Emphasis 73-77 (Deep) or 71-79

**FLAT (LOOP OUT)**

Backside: Outside receiver In  
 Inside receiver Under

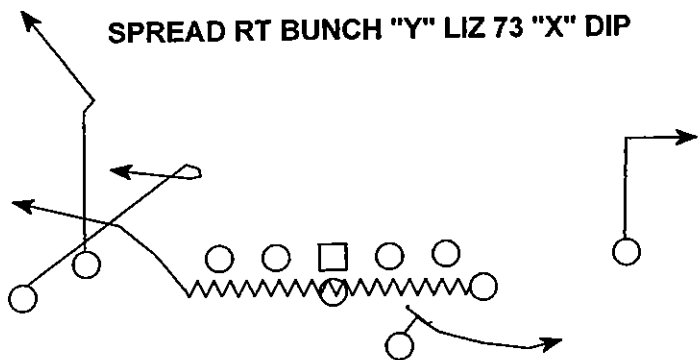


# FLAT (DIP)

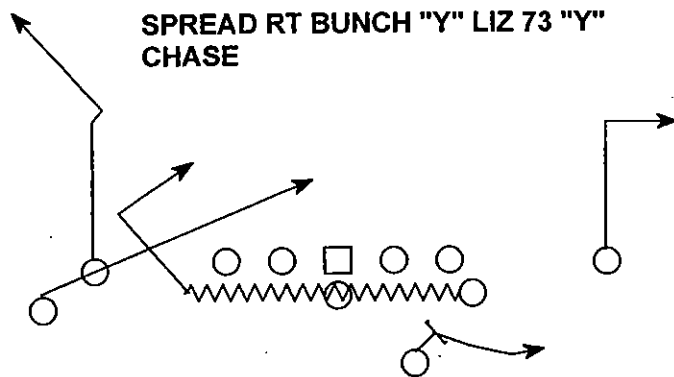


# BUNCH

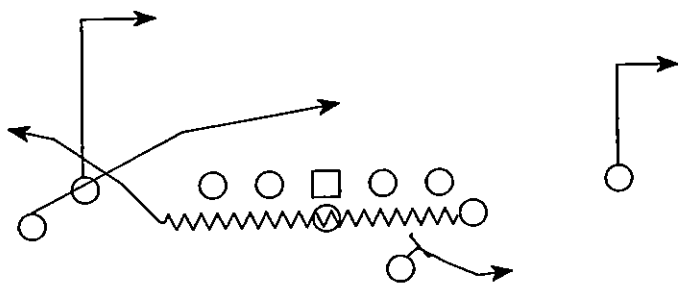
SPREAD RT BUNCH "Y" LIZ 73 "X" DIP



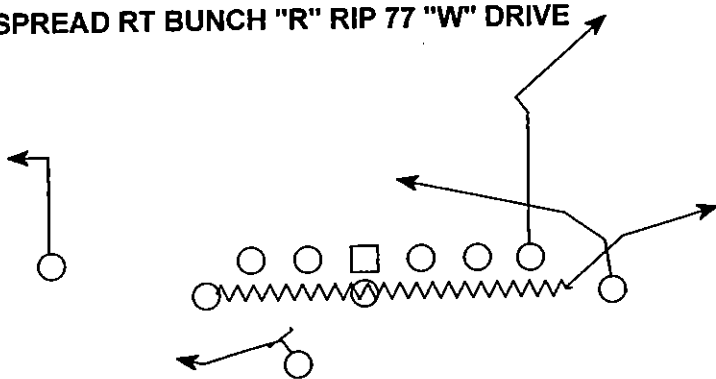
SPREAD RT BUNCH "Y" LIZ 73 "Y" CHASE



SPREAD RT BUNCH "Y" LIZ 73 "X" DRIVE



SPREAD RT BUNCH "R" RIP 77 "W" DRIVE



# RUN GAME

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## OFFENSIVE LINE CALLS (RUN GAME)

**PLAYSIDE COMBO** - Frontside guard and center combination block to middle or backside linebacker (versus shade or 1 technique frontside).

**BACKSIDE COMBO** - Backside guard and center will combination block to backside linebacker (versus shade or 1 technique backside).

**GOT** - Frontside guard and tackle combination block to middle or backside linebacker (usually versus 3 technique)

**TED** - Frontside tackle and tight end combination block to middle or backside linebacker (usually versus a 5 or 7 technique).

**TAG** - Frontside tackle blocks down on a three technique and frontside guard pulls looking for FSLB.

**FAR** - Call from center to backside guard telling him to block the far linebacker (Draw @ 4/6).

**FAR PUNCH** - Call by Center telling FS Guard that he'll fold block "A" gap player on draw @ 4/6 vs. Eagle defense. BS Guard and Tackle will follow "Far Call" rules (Draw @ 4/6)

**NEAR CALL** - Call from center to backside guard telling him to block linebacker nearest to him (Draw @ 4/6).

**READ SCOOP** - Scoop block executed by the backside guard and tackle. Tackle must be alert for "B" gap run thru (blocking 1/2's of the 3 technique).

**SALLY** - Full scoop with frontside tackle and tight end (versus a 9 or 5 technique) tight climb up to frontside backer.

**SPY** - Uncovered Frontside guard or tackle, will quick set and pull looking for frontside linebacker.

**ME CALL** - Backside tightend tells the tackle to stay so the TE can pull on Rumble @ 2/8.

**POWER SCOOP** - A full scoop scheme with any two linemen. BS Guard & Tackle or BS Tackle & TE.

**SIFT** - Block used by TE or tackle. Will block man on L.O.S. for 2-3 counts and then climb to block second level defender.

**SEAL** - Block used by TE and tackle together vs. a "5" tech or "7" tech.

**TOM** - Frontside TE blocks down on a 5 technique; Frontside OT pulls & blocks 9 technique (53/7 Scoop).

**BIG** - Playside Call, Block Man on or if uncovered - outside.

**CAT** - On 24/6 Trap vs. Backside 3 Technique, Center will block the backside LB and the Backside OT will block the 3 Technique.

**ZORRO** - To the TE side where all three linemen zone uphill.

**RAY** - Center & right guard are working together for MLB or right LBer - right tackle will have man on - or outside. Ray call on 54 scoop tells back he will read MLB.

**LU** - Center and left guard are working together for MLB or left LBer. Left tackle will have man on - or outside. Luke call on 56 scoop tells back he will read MLB.



# 54-6 POP OUT (QB) (DRAW)

PLAY DESCRIPTION: Isolation play with full back leading on frontside LBer.

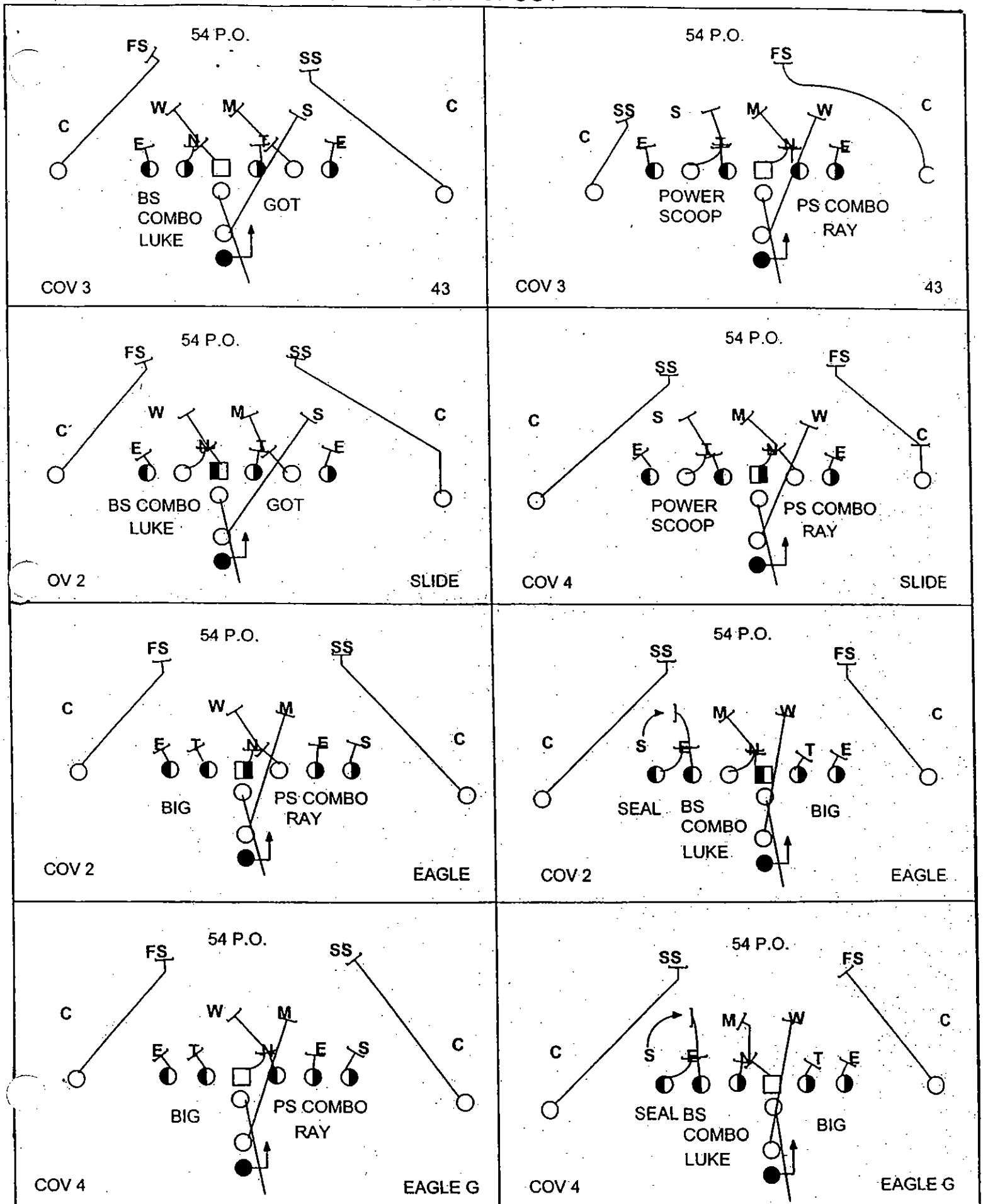
## RULES AND COACHING POINTS

	<u>TOWARD</u>	<u>AWAY</u>
OUTSIDE RECEIVER	Support	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	Base Influence	Inside Drive Cut-off (Seal Block) (P.O. Draw-Draw Tech)
ON T	On-Inside Possible big Call to openside	(P.O. Draw-Draw Tech)
ON G	On-Inside	(P.O. Draw-Draw Tech)
C	Over-Offside	(P.O. Draw-Draw Tech)
OFF G	Over	(P.O. Draw-Draw Tech)
OFF T	Over (Possible Sift, or Seal w/ Backside TE)	(P.O. Draw-Draw Tech)
F (FB)	Frontside LBer (Can use motion)	
R	Read 1st covered from Frontside guard to Center. Open step-lead step downhill and read first covered lineman from frontside guard to center. (Align @ 7 yards)	
QB	Open to five o'clock to right - 7 o'clock to left extend ball to back, secure mesh then boot away. (QB) Deep - Receive snap attack downhill read first covered lineman from frontside guard to center. Look to run to a shade and Five Tech To open end side with QB Pop Out. Must be sensitive to 4 men weak rule.	

Nick

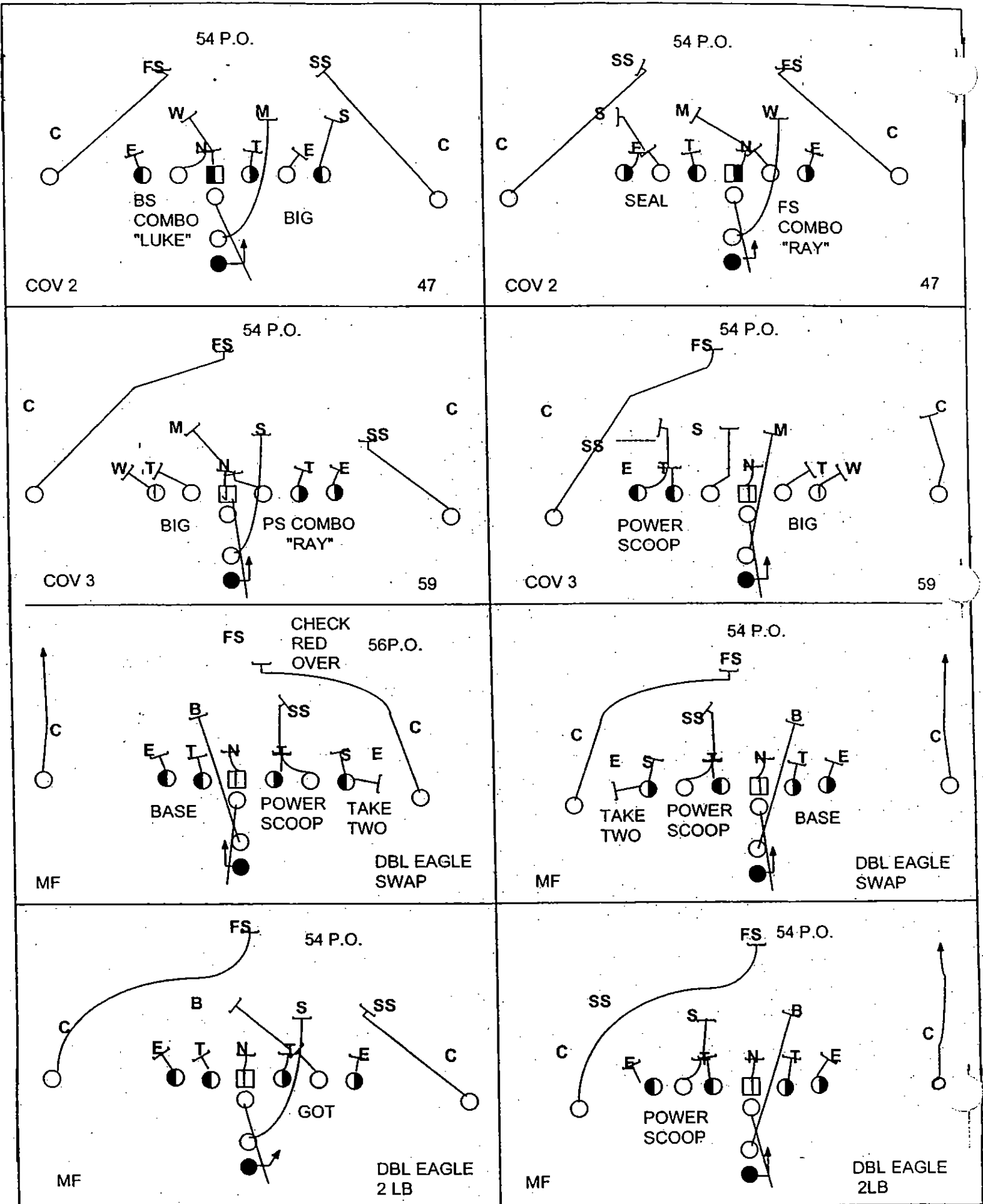
# 7 MAN FRONTS

## 54/6 POPOUT



# 7 MAN FRONTS

## 54/6 POPOUT



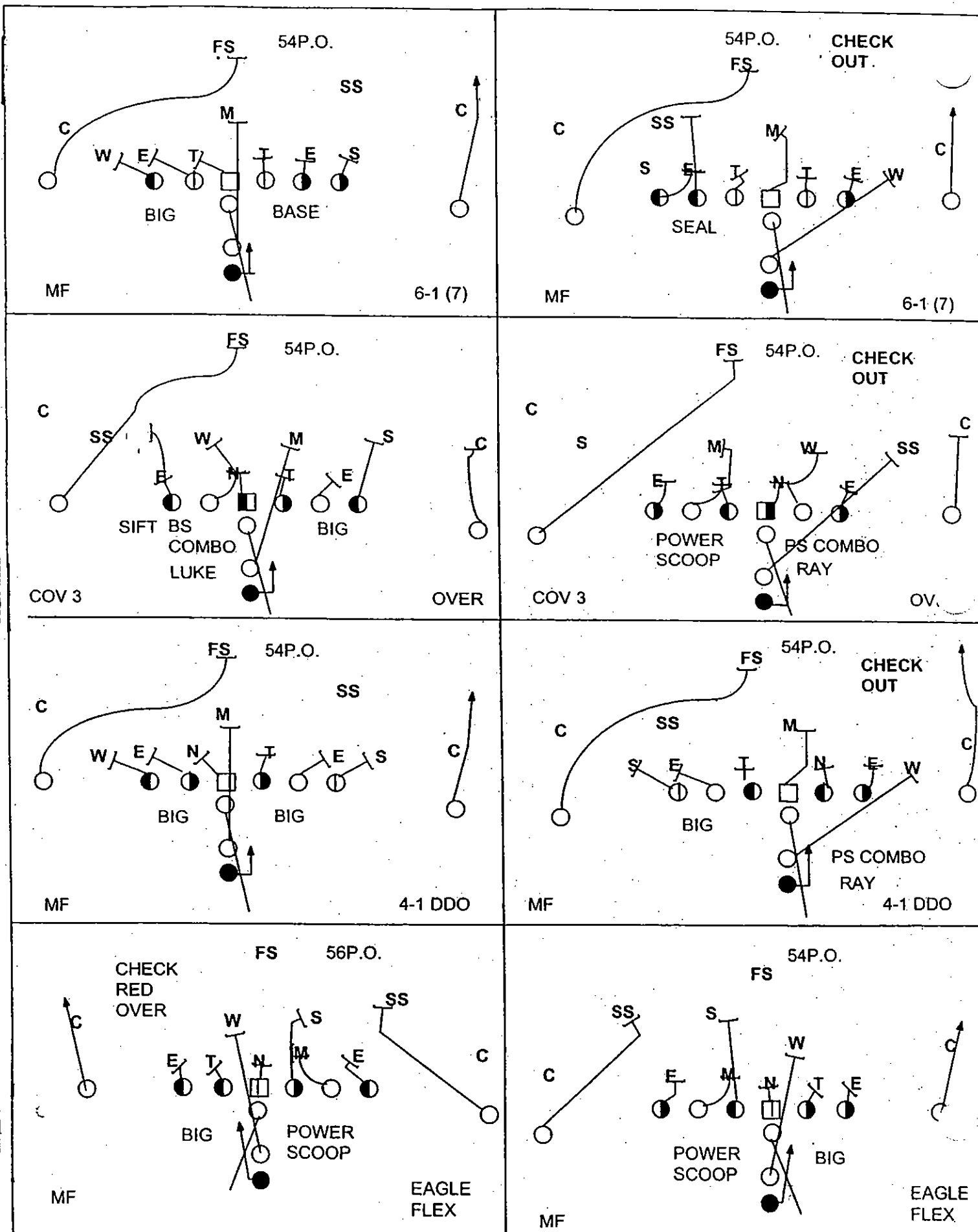
# 54-56 SCOOP (QB)

PLAY DESCRIPTION: Inside zone play utilizing scoop blocking.

		<u>TOWARD</u>	<u>AWAY</u>
OUTSIDE RECEIVER	-	Man On	Stovepipe (cross field)
INSIDE RECEIVER	-	Block #2	Stovepipe (cross field)
Y	-	Base-Influence	Inside-Drive-Cut-Off-Possible (Seal)
ON T	-	Over-Base	"Butt" Block
ON G	-	Read Scoop Over-Base	Ray or Luke call-Vs. Middle LB
C	-	Uphill - If there's a Backside 1 Tech, give Backside Guard a hand 2 Backs always Uphill-Make calls to Offensive Line	
OFF G	-	Over - Possible Read scoop with Center - or power scoop with tackle.	
OFF T	-	Listen for Center's call - uphill or man over (rebound block)	
FB (RB in 2 Backs)	-	Open step with play side foot then round step aim for the outside leg of the play side guard, be under control. Read guards man if he is covered. Read the nose guard if guard is uncovered. If you hear Ray/Luke call..Read MLB. (QB) Block backside end away from call.	
FB (2 Backs)	-	Block backside End away from the call. Aiming point is inside hip of OT.	
QB	-	Open @ 5:00 to the hole to your right and 7:00 to your left as you pocket the ball--continue for that angle and extend the ball for the exchange as your second step goes down--after a good mesh with the back, boot away faking the naked. (QB) Deep - Receive snap pocket ball - reads the guard's block if he is covered center's block if guard is uncovered - with Ray or Luke call to playside Read MLB - Near LBer.	

# 7 MAN FRONTS

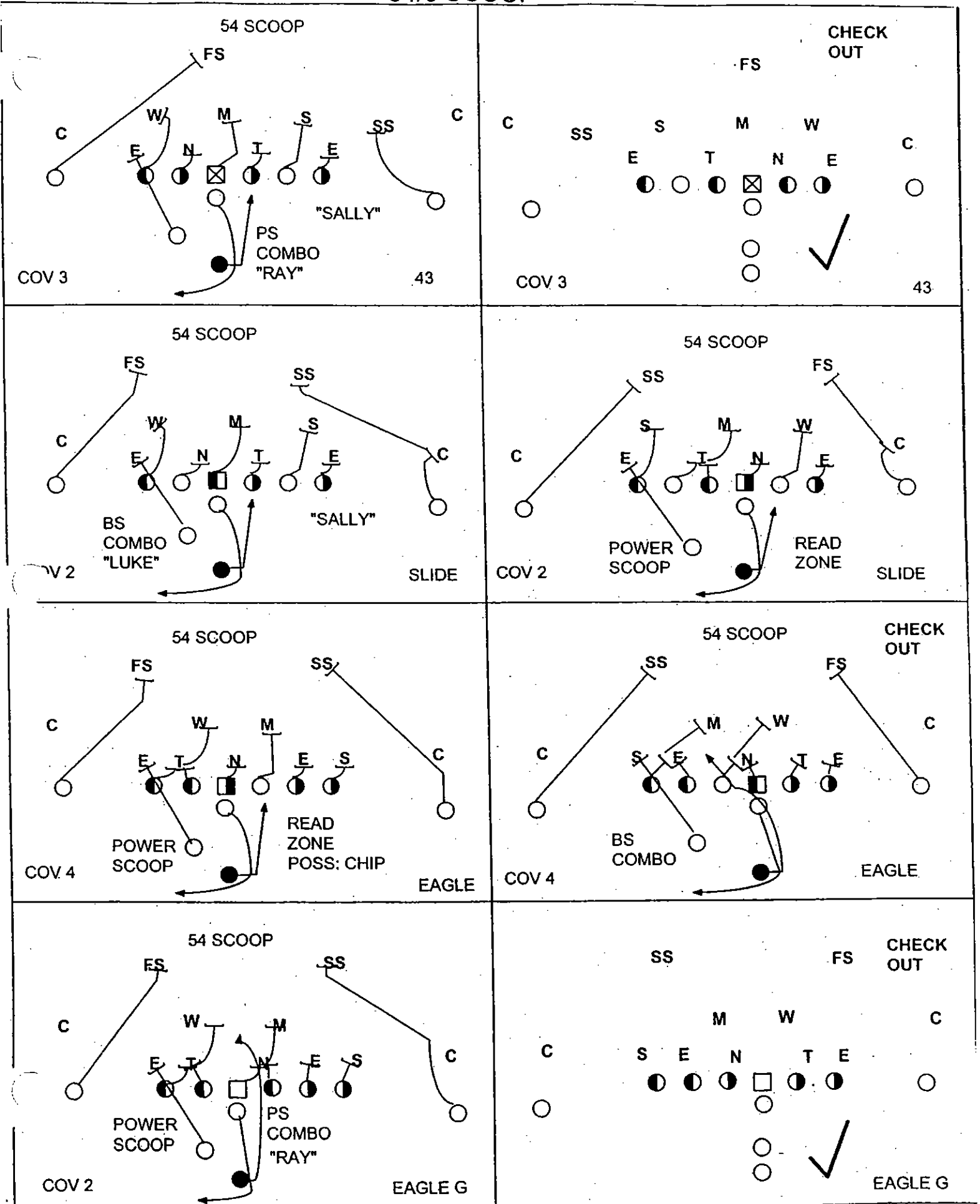
## 54/6 POPOUT



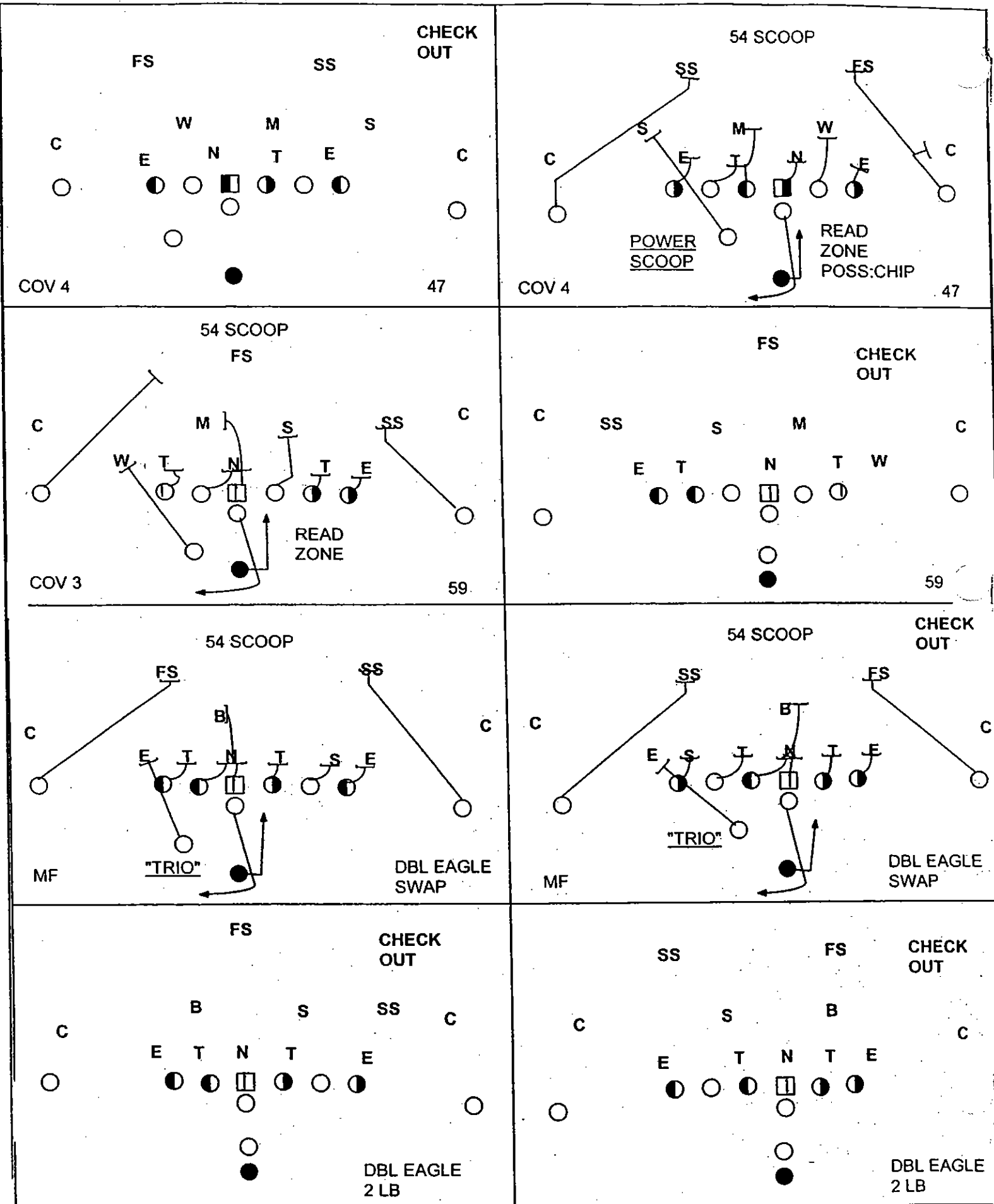


# 7 MAN FRONTS

## 54/6 SCOOP

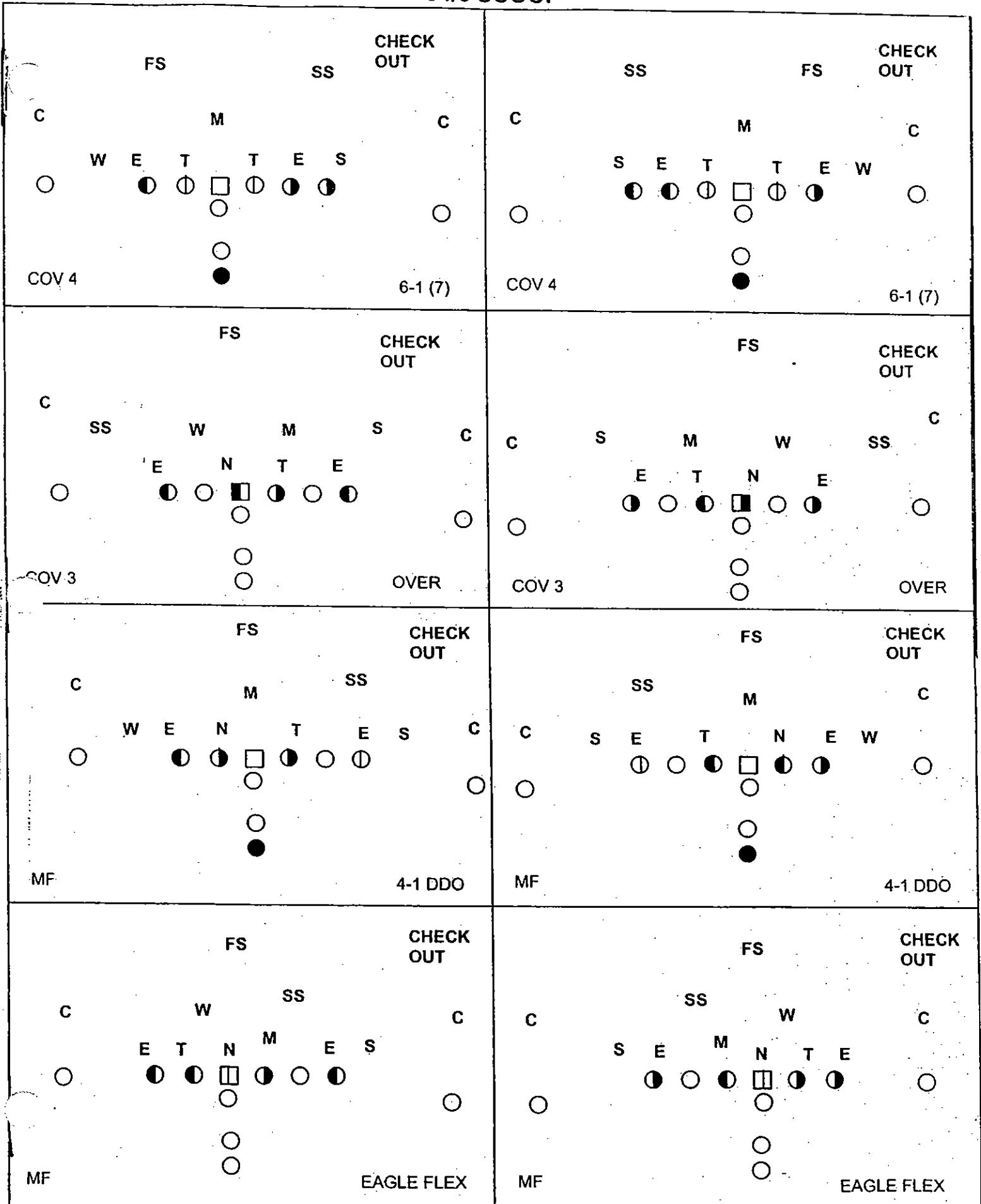


# 7 MAN FRONTS 54/6 SCOOP



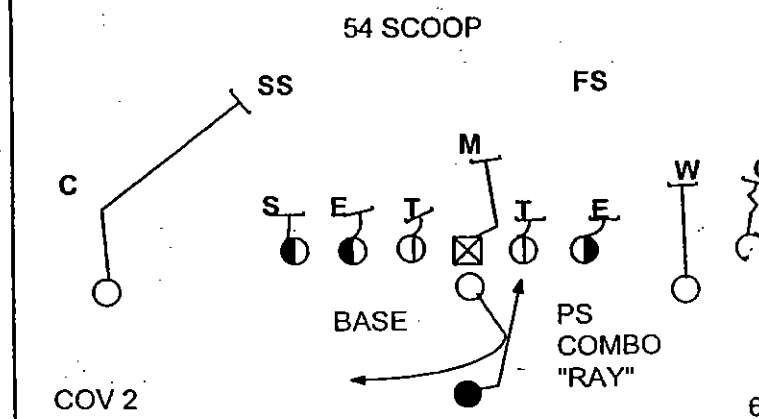
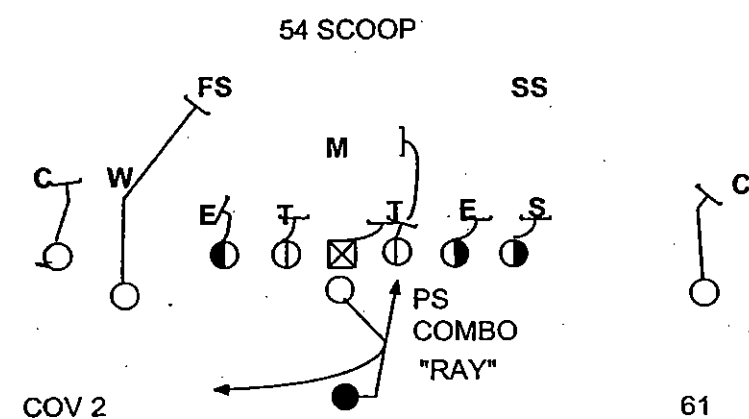
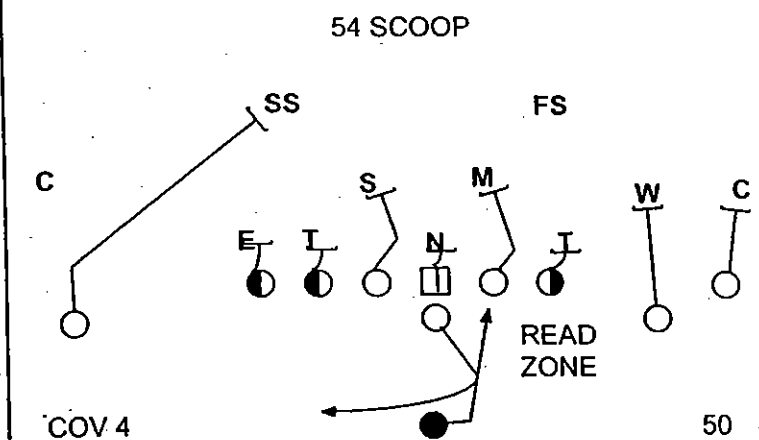
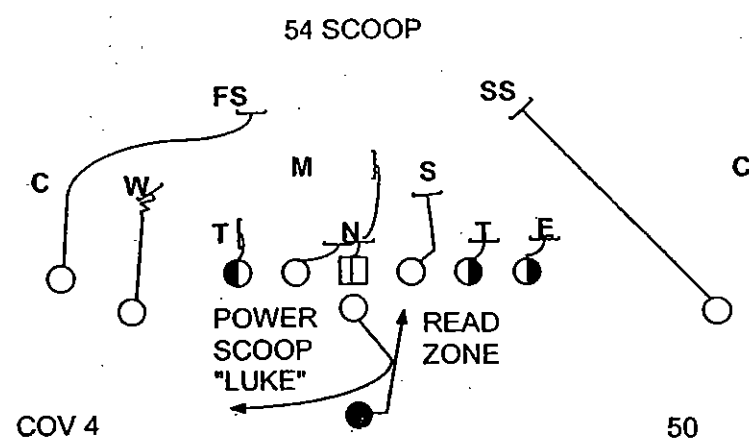
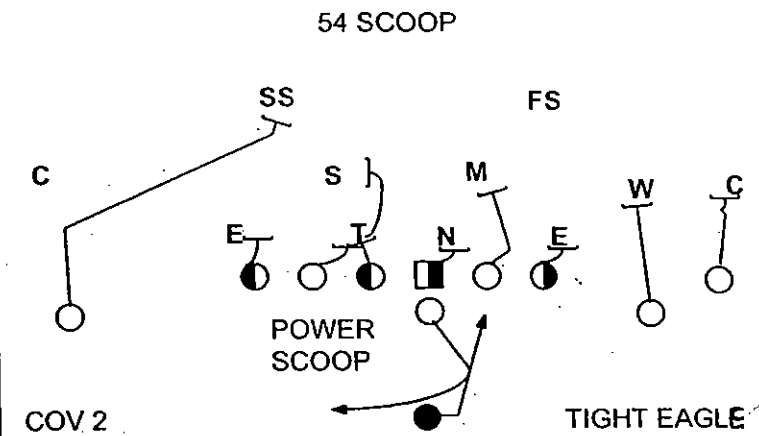
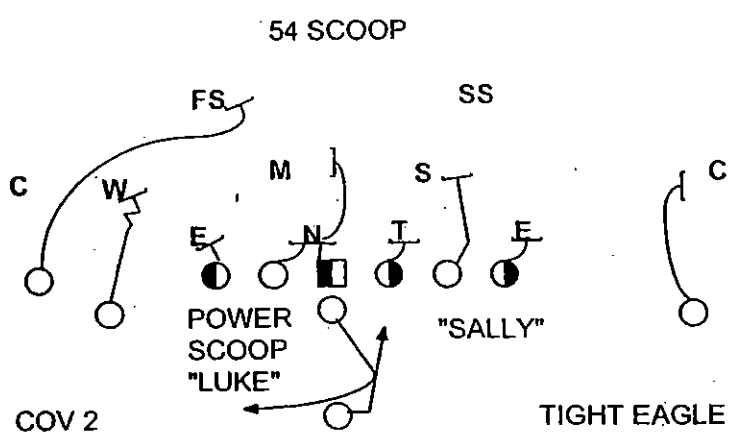
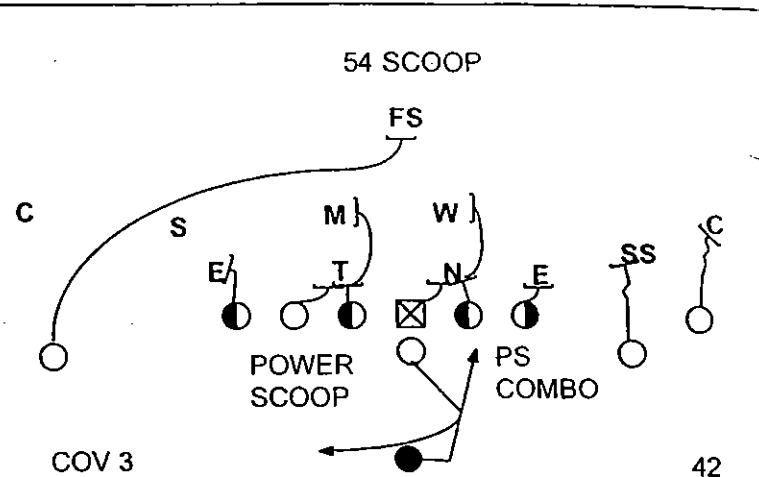
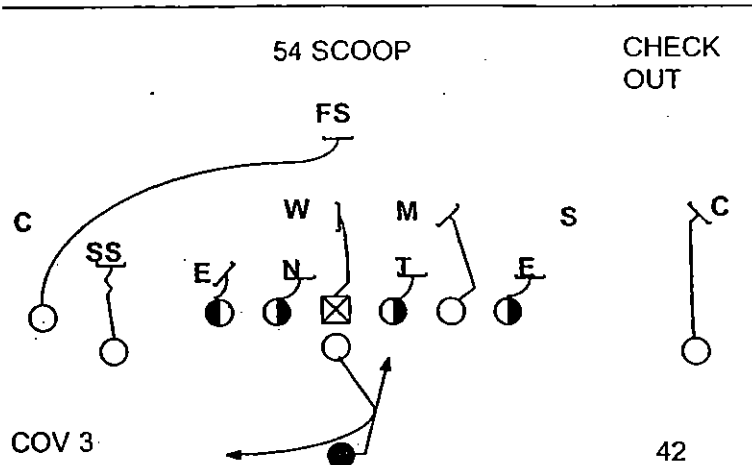
# 7 MAN FRONTS

## 54/6 SCOOP



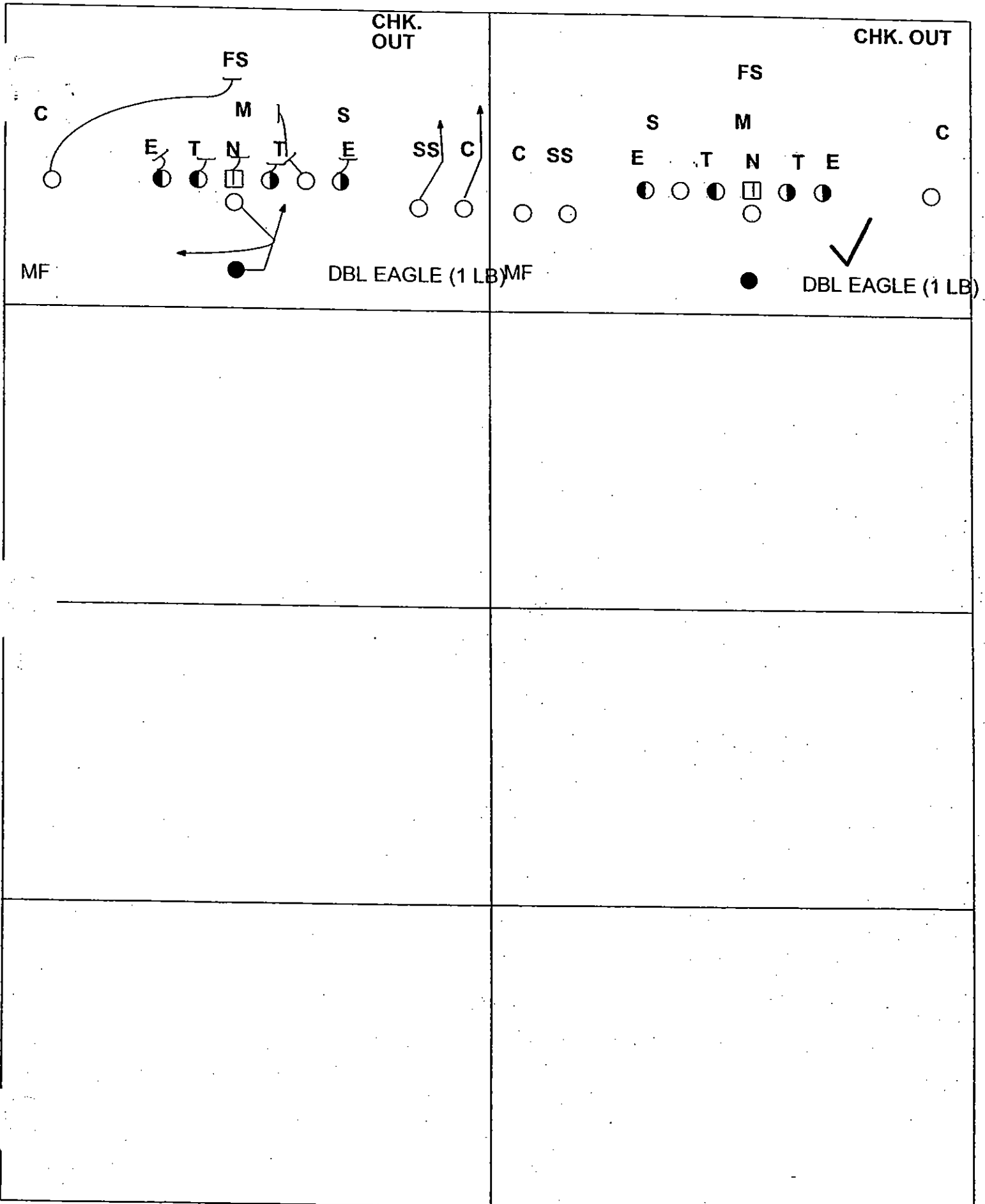
## 54/6 SCOOP

## 54/6 SCOOP



# 6 MAN FRONTS

## 54/6 SCOOP



# 54-6 BEND BACK (QB)

PLAY DESCRIPTION: Inside running play where ball is designed to be cutback.

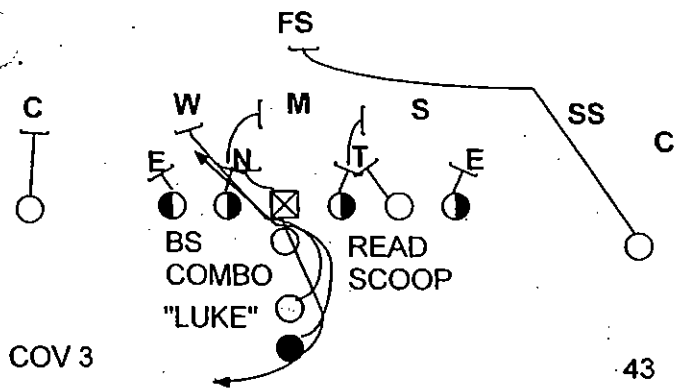
## RULES AND COACHING POINTS

	<u>TOWARD</u>	<u>AWAY</u>
OUTSIDE RECEIVER	Support	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	Base Influence	Inside Drive Cut-off (Seal)
ON T	On, Over, Read Scoop	
ON G	Vs. 3 Tech Read Scoop; Vs. 1 Tech Playside Combo	
C	Base Playside Combo	
OFF G	On - Backside Combo vs. 1 Tech or Shade	
OFF T	Over (Seal)	
F (FB)	FB open step front side. Press LOS Bend Back for Backside LB, read BS Guard's block.	
R	Open step, round step. Press LOS cutback to backside A or B gap. Align @ 7 yards.	
QB	Open to five o'clock to right - 7's clock to left extend ball to the back after mesh & boot away.	

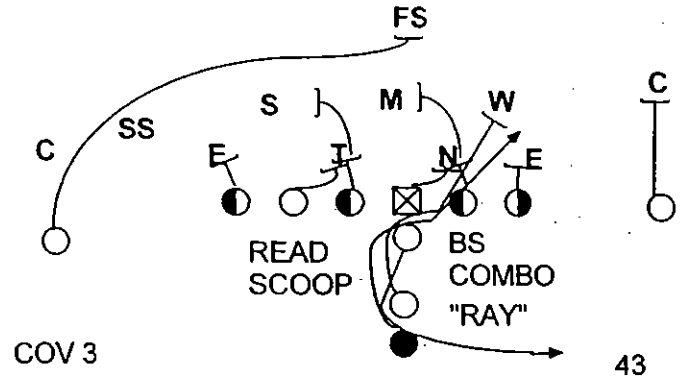
# 7 MAN FRONTS

## 54/6 BEND BACK

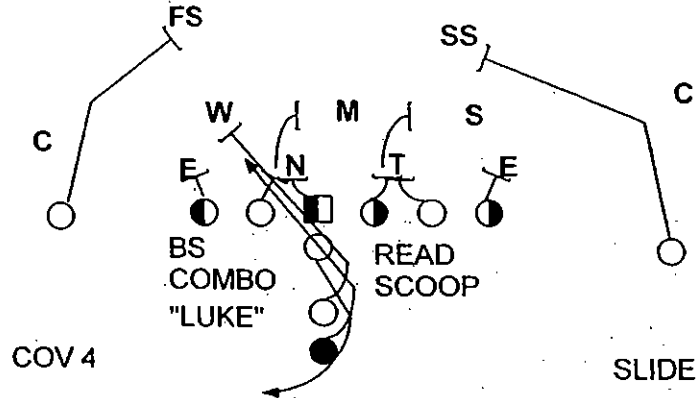
54 BEND BACK



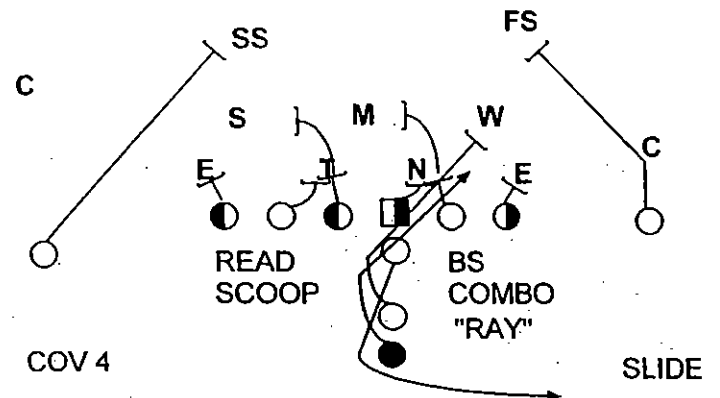
56 BEND BACK



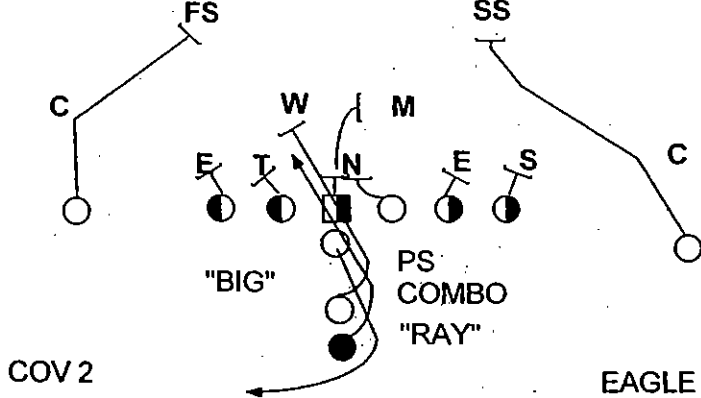
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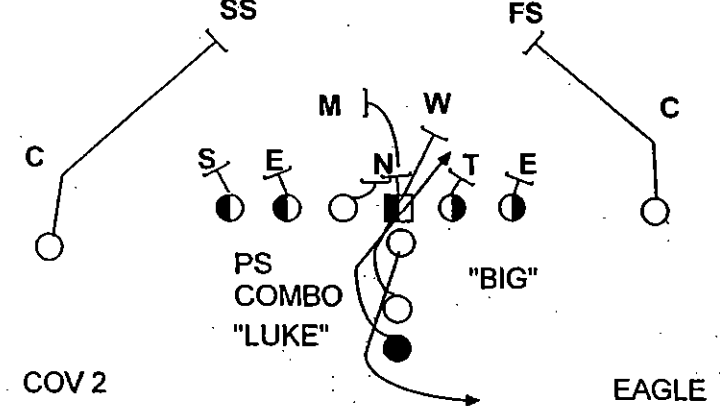
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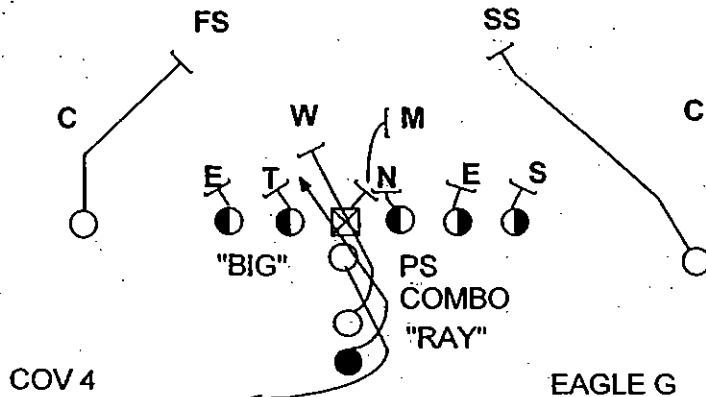
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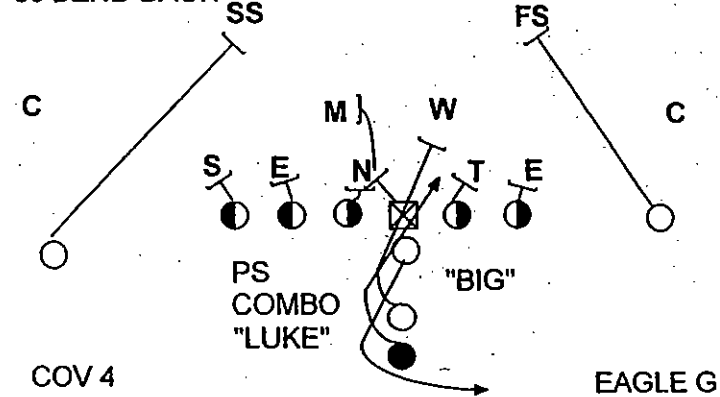
56 BEND BACK



54 BEND BACK

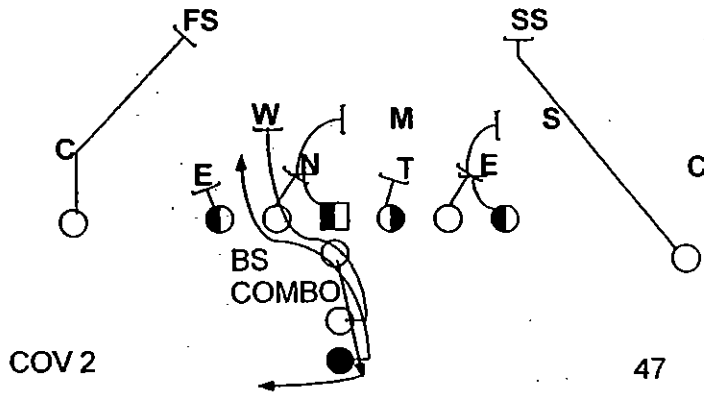


56 BEND BACK

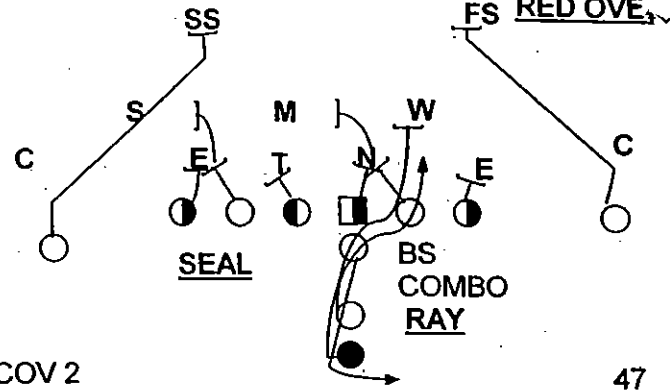


# **7 MAN FRONTS** **54/56 BEND BACK**

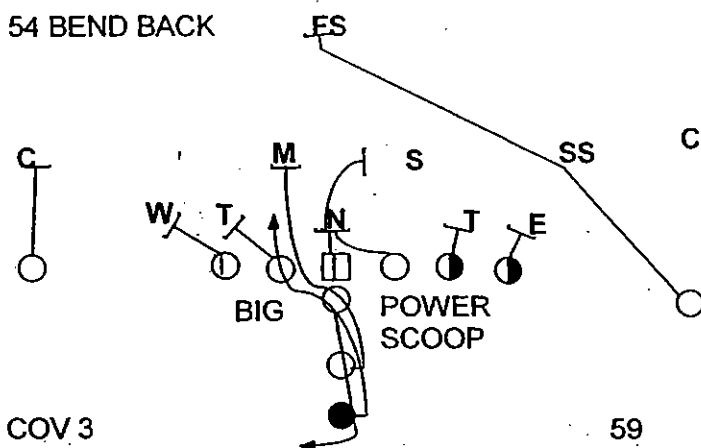
54 BEND BACK



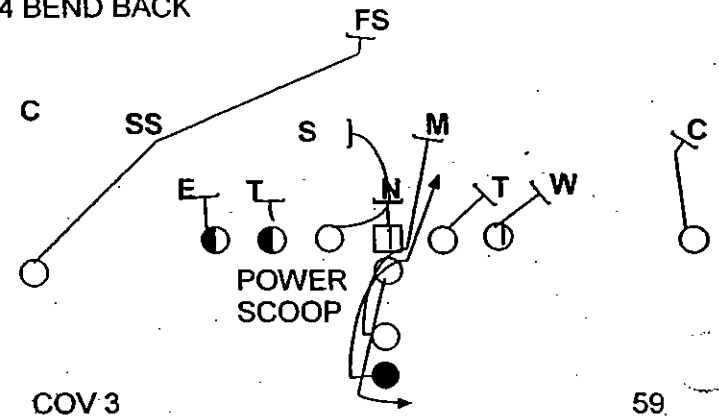
54 BEND BACK



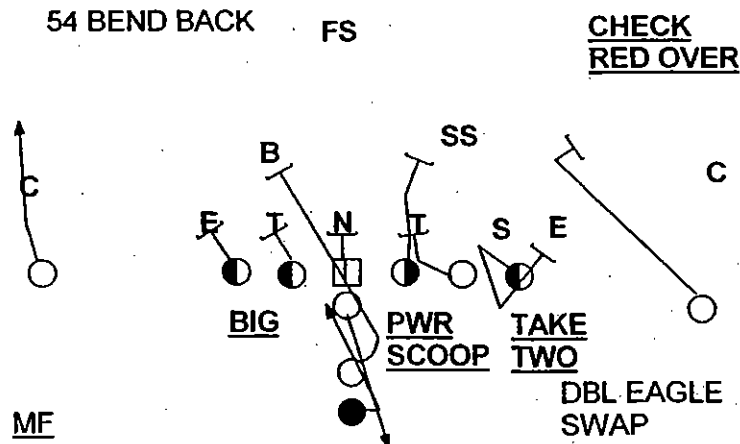
54 BEND BACK



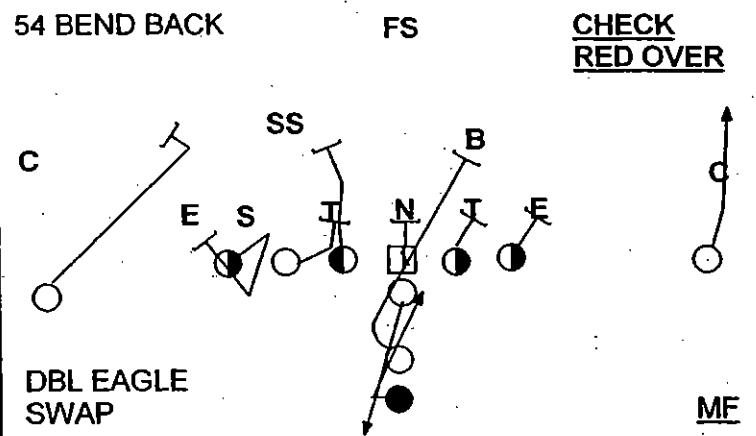
54 BEND BACK



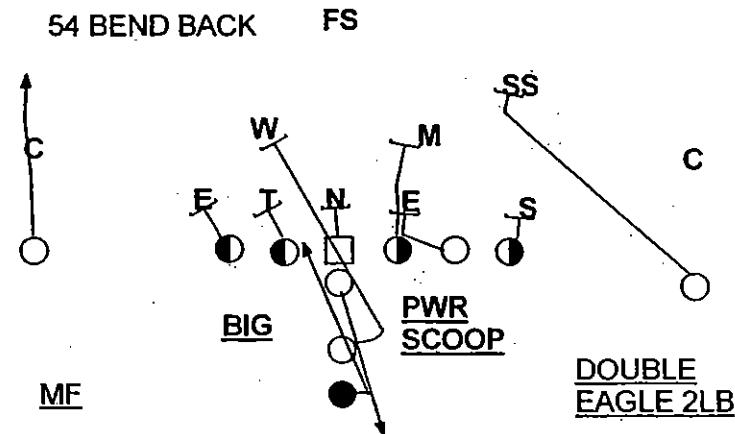
54 BEND BACK



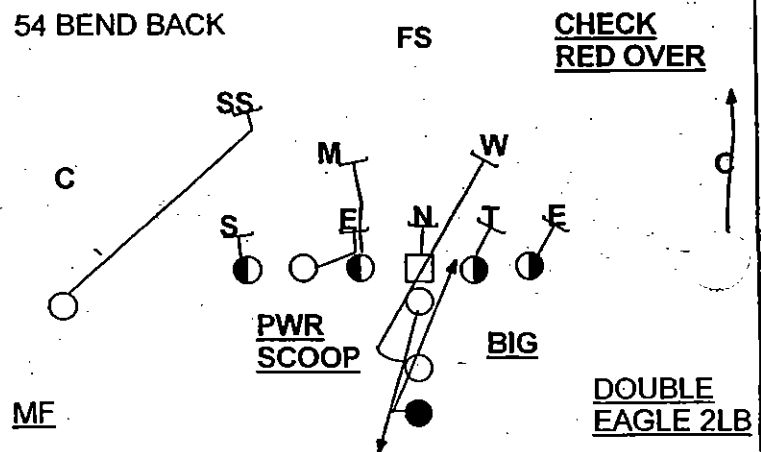
54 BEND BACK



54 BEND BACK

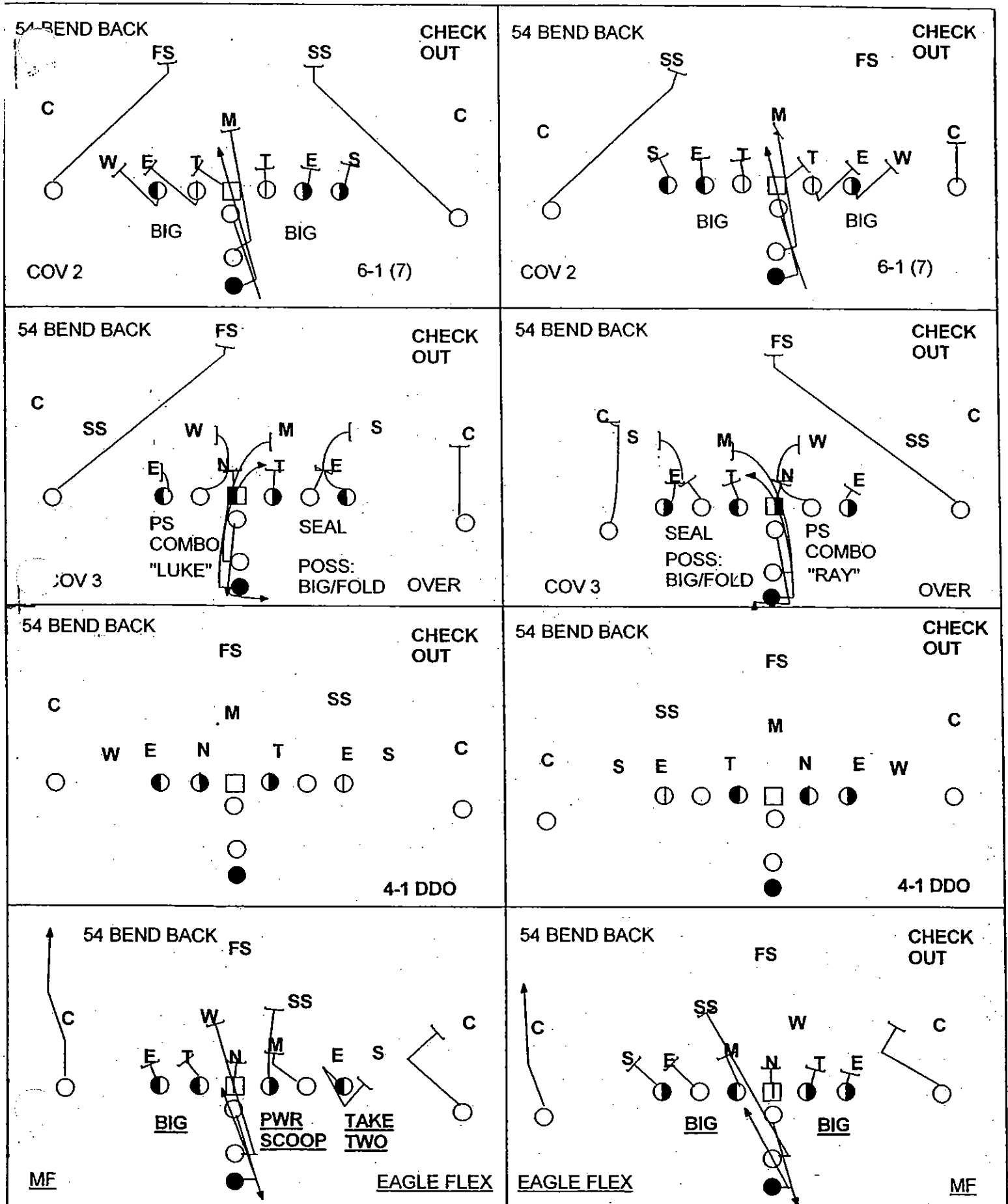


54 BEND BACK





# **7 MAN FRONTS** **54/6 BEND BACK**

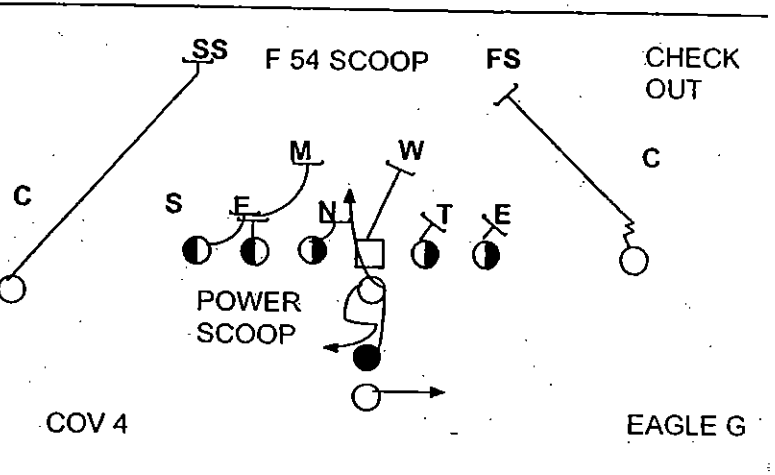
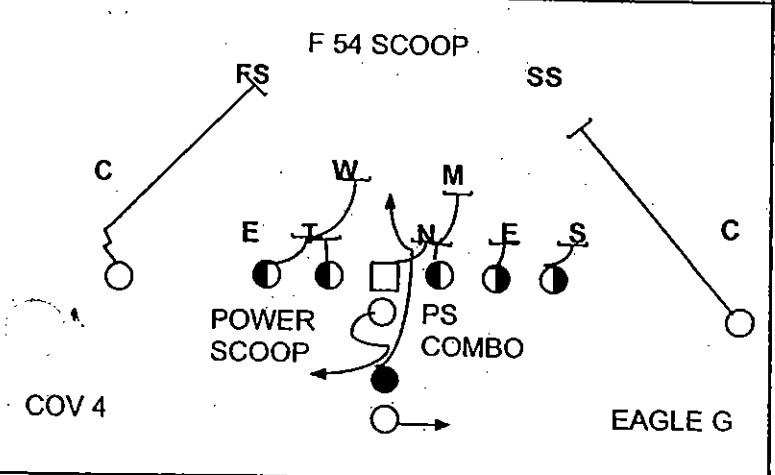
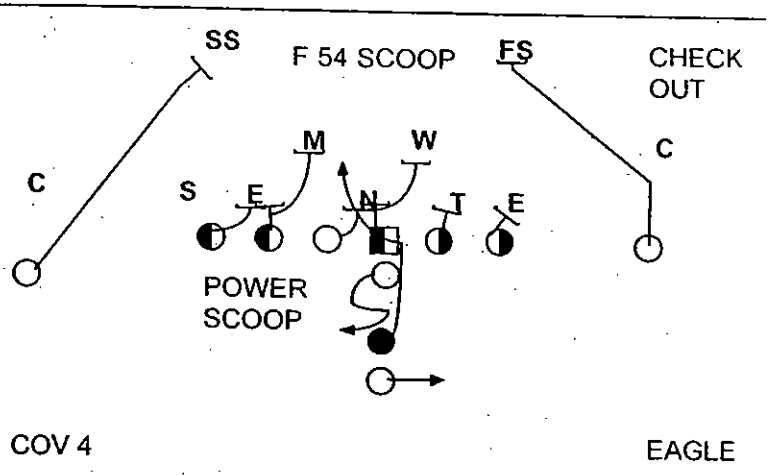
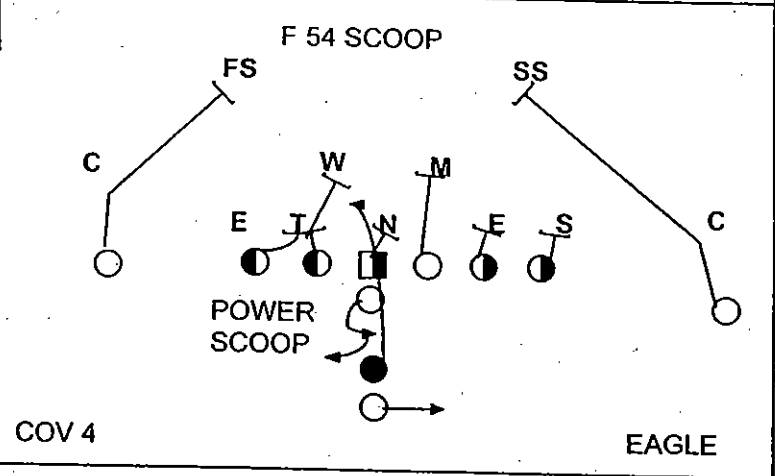
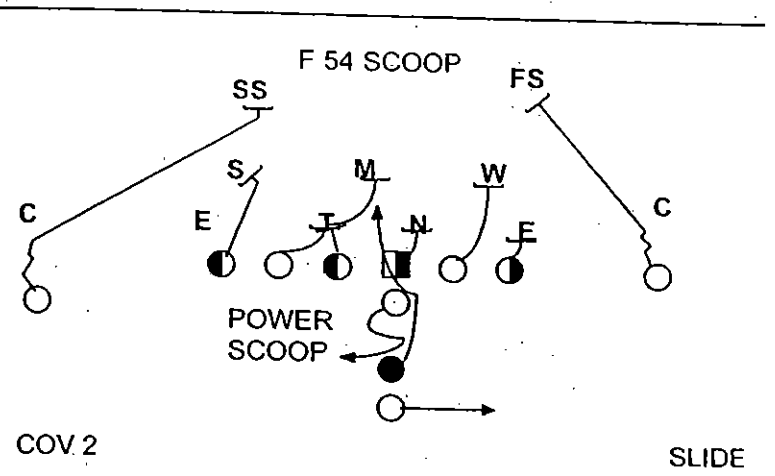
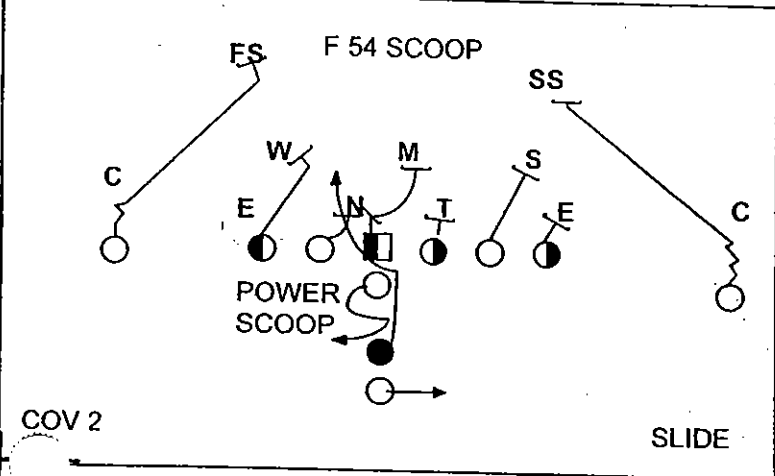
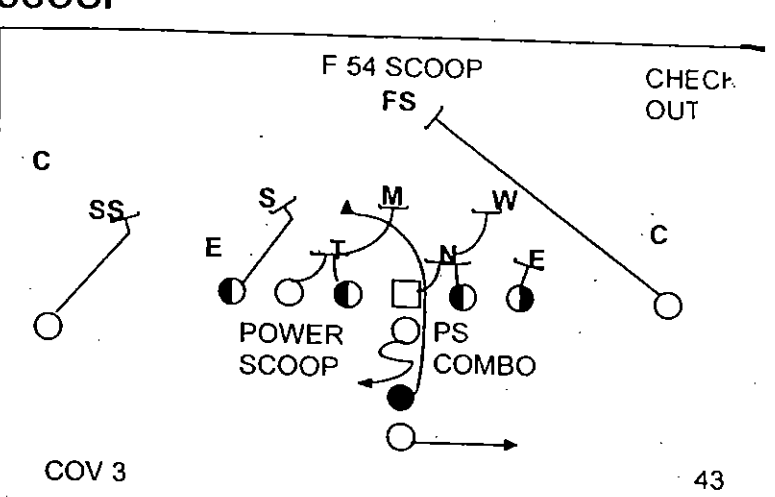
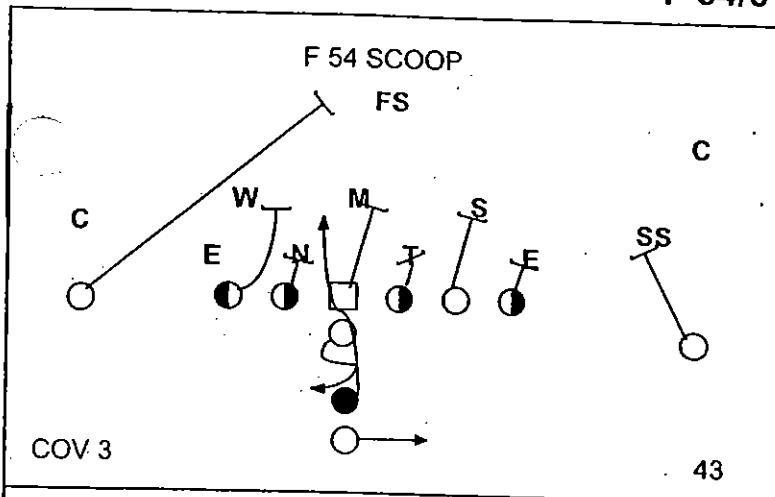


PLAY DESCRIPTION: A compliment to the toss play where we fake 41/9 Scoop and hand ball off to the fullback.

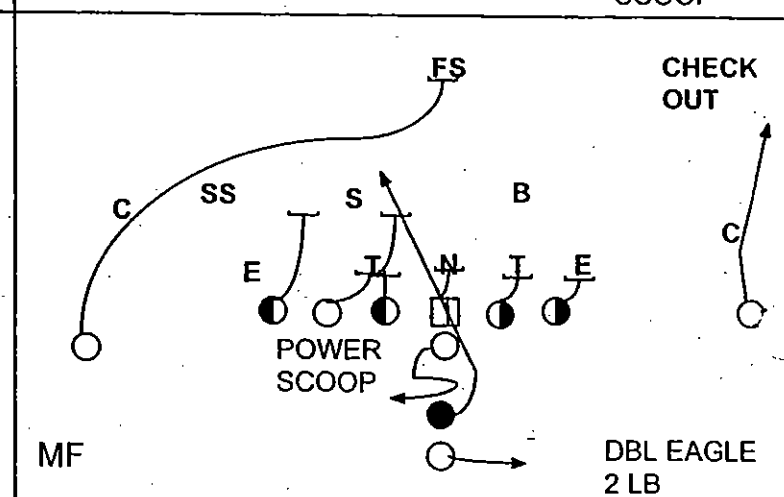
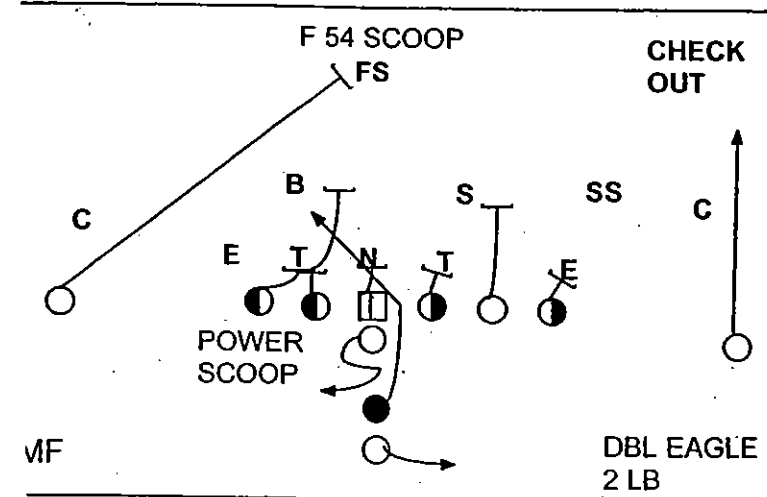
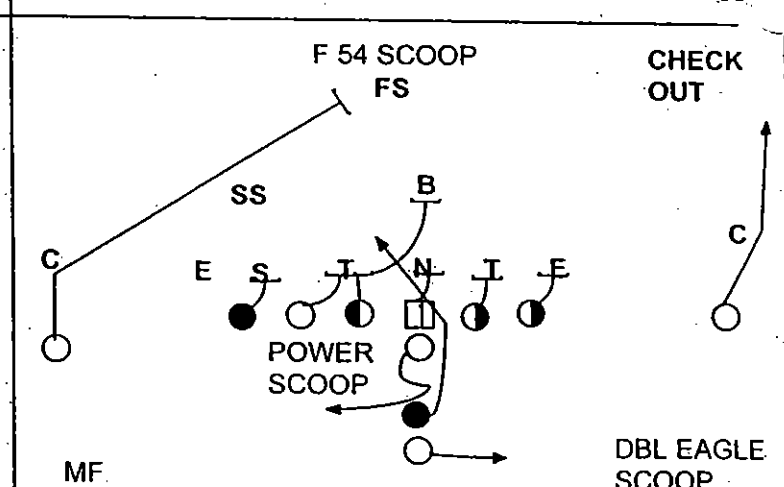
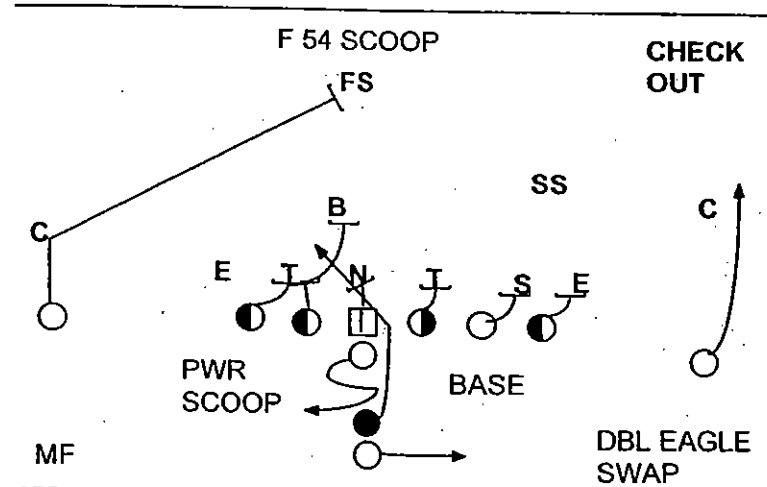
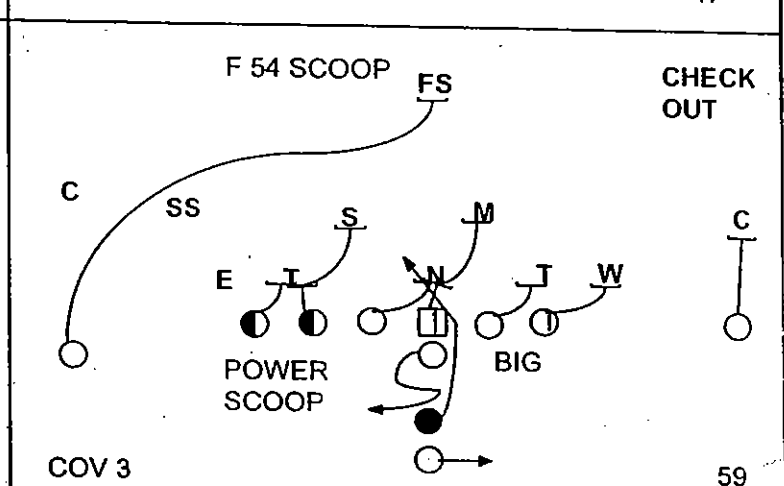
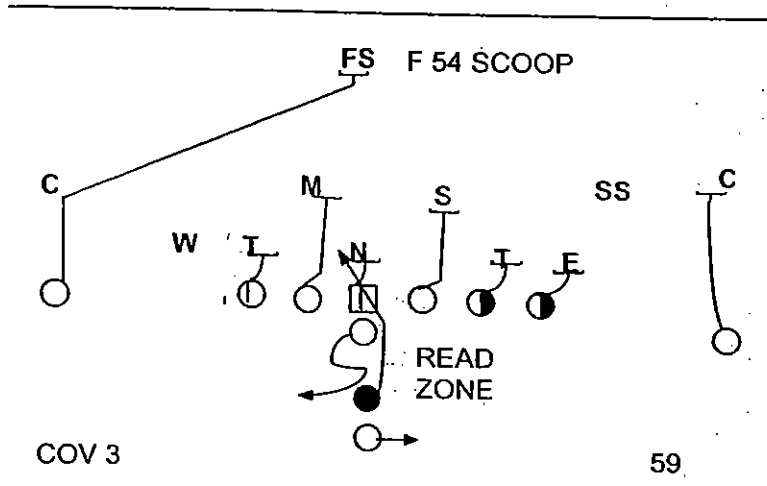
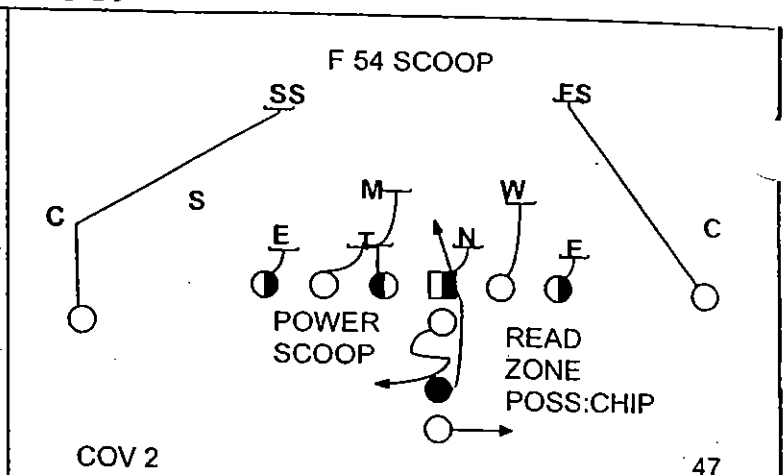
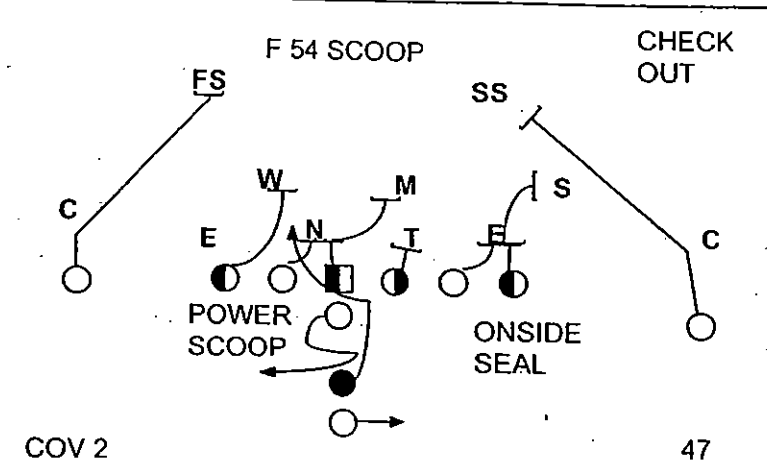
## RULES AND COACHING POINTS

		<u>TOWARD</u>	<u>AWAY</u>
OUTSIDE RECEIVER	-	Near Safety	cut-off
INSIDE RECEIVER	-	Man On	Man on- Block #2
Y	-	Base	Butt Block or Sift to Safety
ON T	-	Base	
ON G	-	Base	
C	-	Shade frontside uphill to Shade vs. Uncovered Uphill- to Playside LBer Backside Combo to Shade Backside	
OFF G	-	Backside Combo vs. 1 Tech Power Scoop vs. 3 Tech	
OFF T	-	Power Scoop vs. 3 Tech Backside Vs. 1 Tech Backside - Butt Block	
F (FB)	-	open step, cross over, getting square and receive exchange. Press LOS.	
R	-	Fake 41/9 Scoop to the call.	
QB	-	Reverse out extend 41/9 fake make exchange and naked back away from action.	

# 7 MAN FRONTS F 54/6 SCOOP



# **7 MAN FRONTS** **F 54/6 SCOOP**



# 7 MAN FRONTS F 54/6 SCOOP

F 54 SCOOP

FS

SS

C

W

SIFT

PS  
COMBO  
"RAY"

MF

6-1 (7)

FS

C

S

E

POWER  
SCOOP

I

T

E

W

C

MF

6-1 (7)

F 54 SCOOP

FS

C

SS

W

E

N

I

T

E

S

C

SIFT

BS  
COMBO  
"LUKE"

"SALLY"

COV 3

OVER

FS

C

S

M

T

E

N

W

E

SS

POWER  
SCOOP

PS  
COMBO

COV 3

OVER

FS

C

W

E

N

I

T

E

S

C

BIG

M

4-1 DDO

SS

FS

C

S

E

I

T

N

E

W

BIG

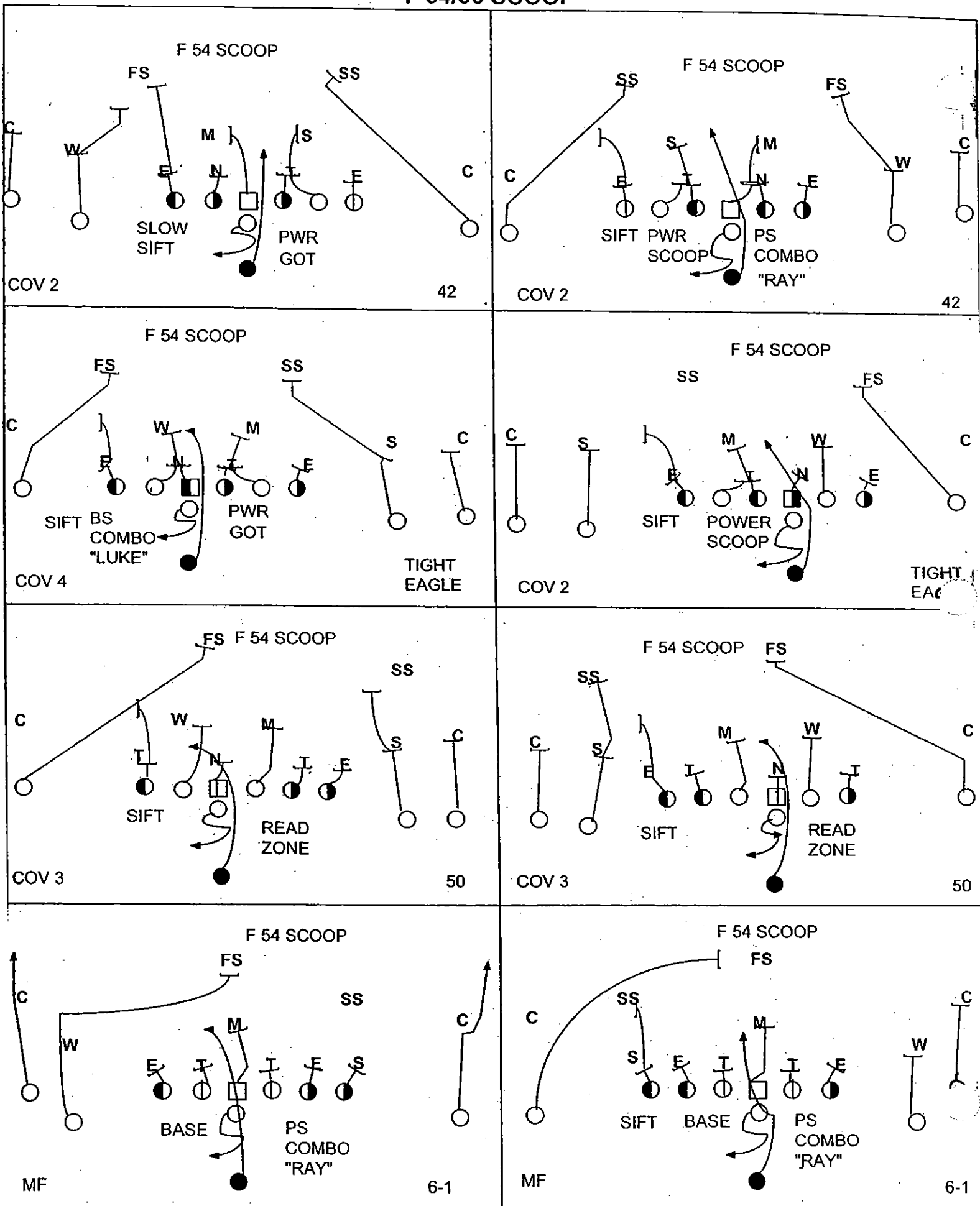
PS  
COMBO

M

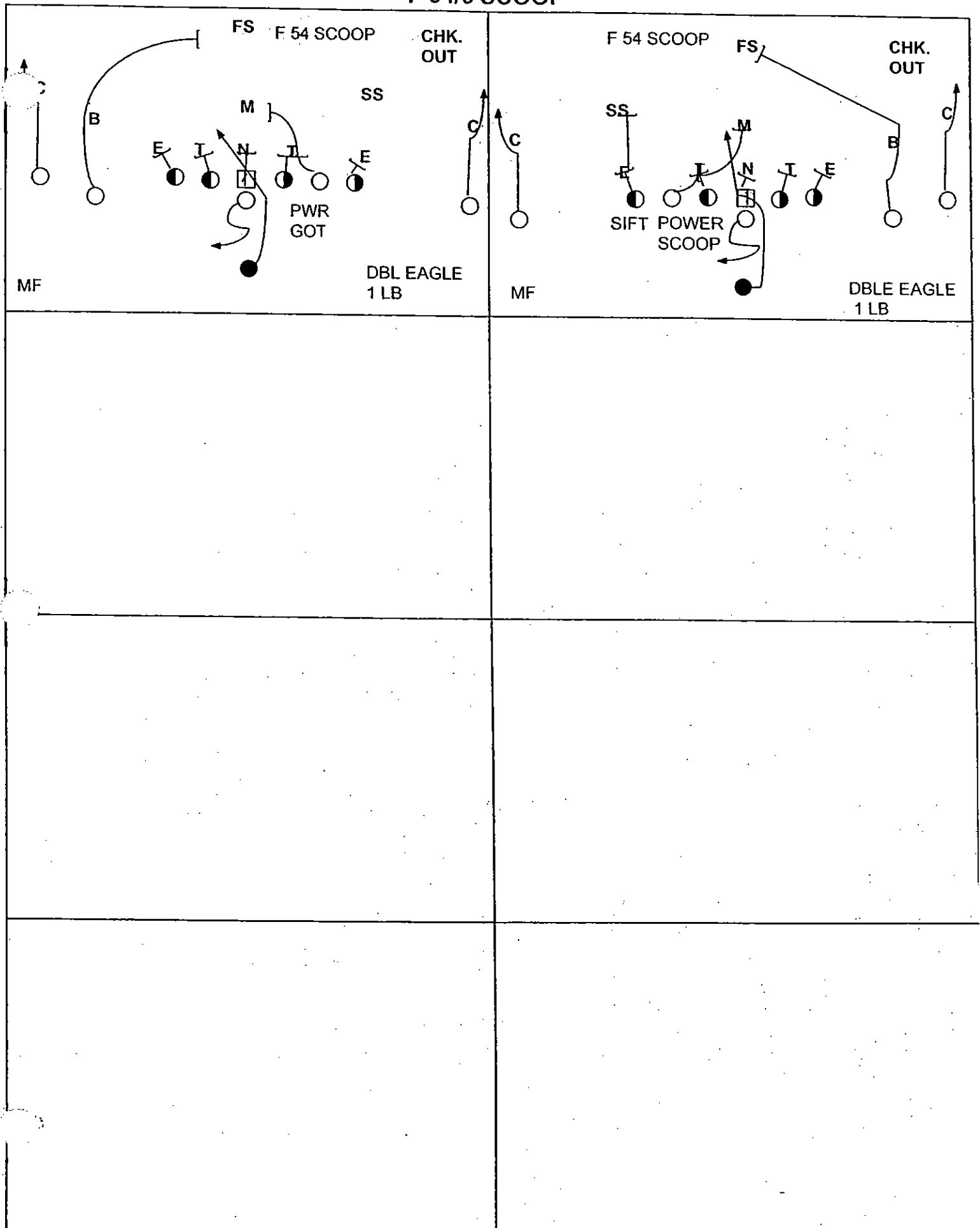
4-1 DDO

# 6 MAN FRONTS

## F 54/56 SCOOP



# **6 MAN FRONTS** **F 54/6 SCOOP**



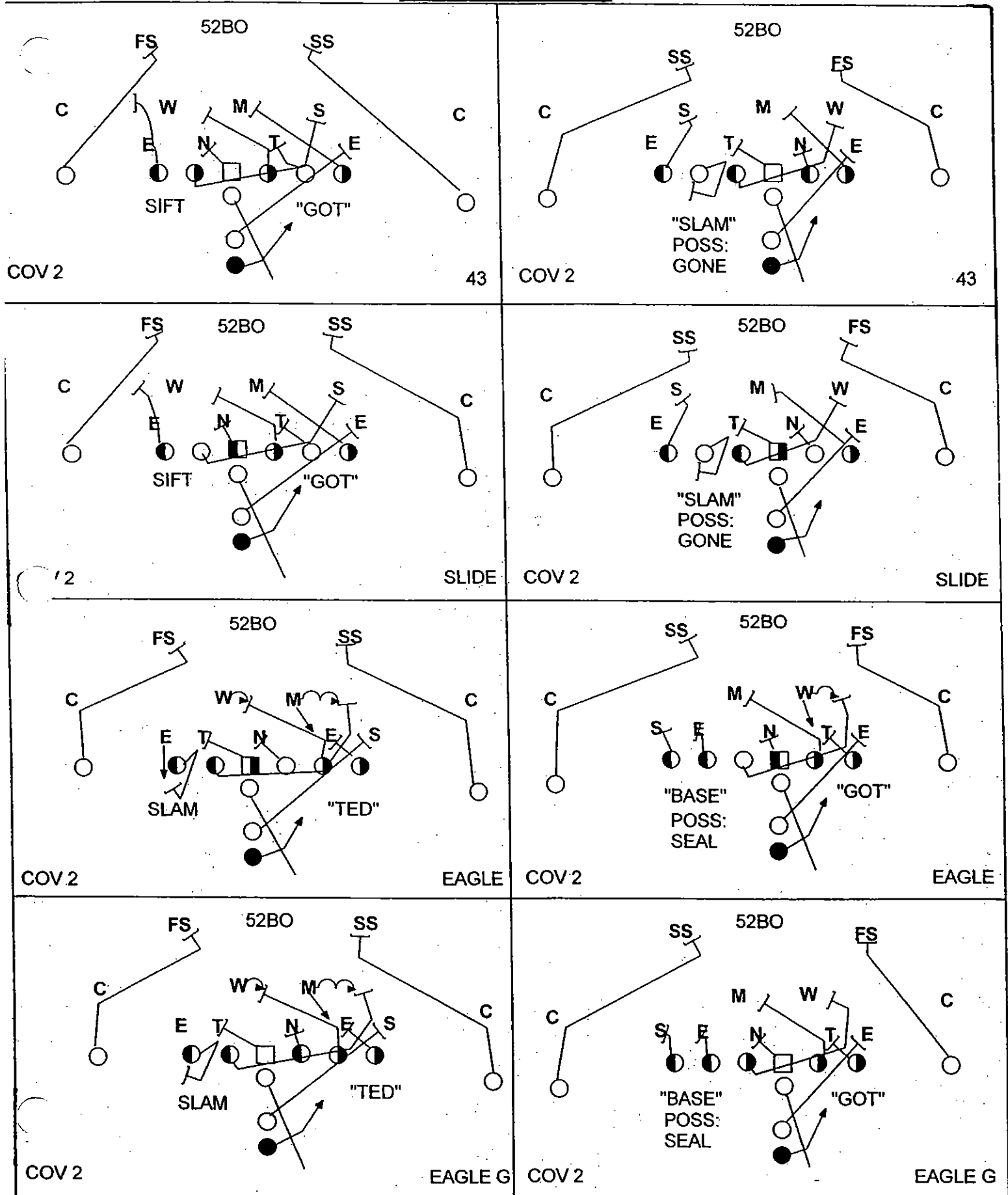
PLAY DESCRIPTION: Off Tackle power play from I formation..

# RULES AND COACHING POINTS

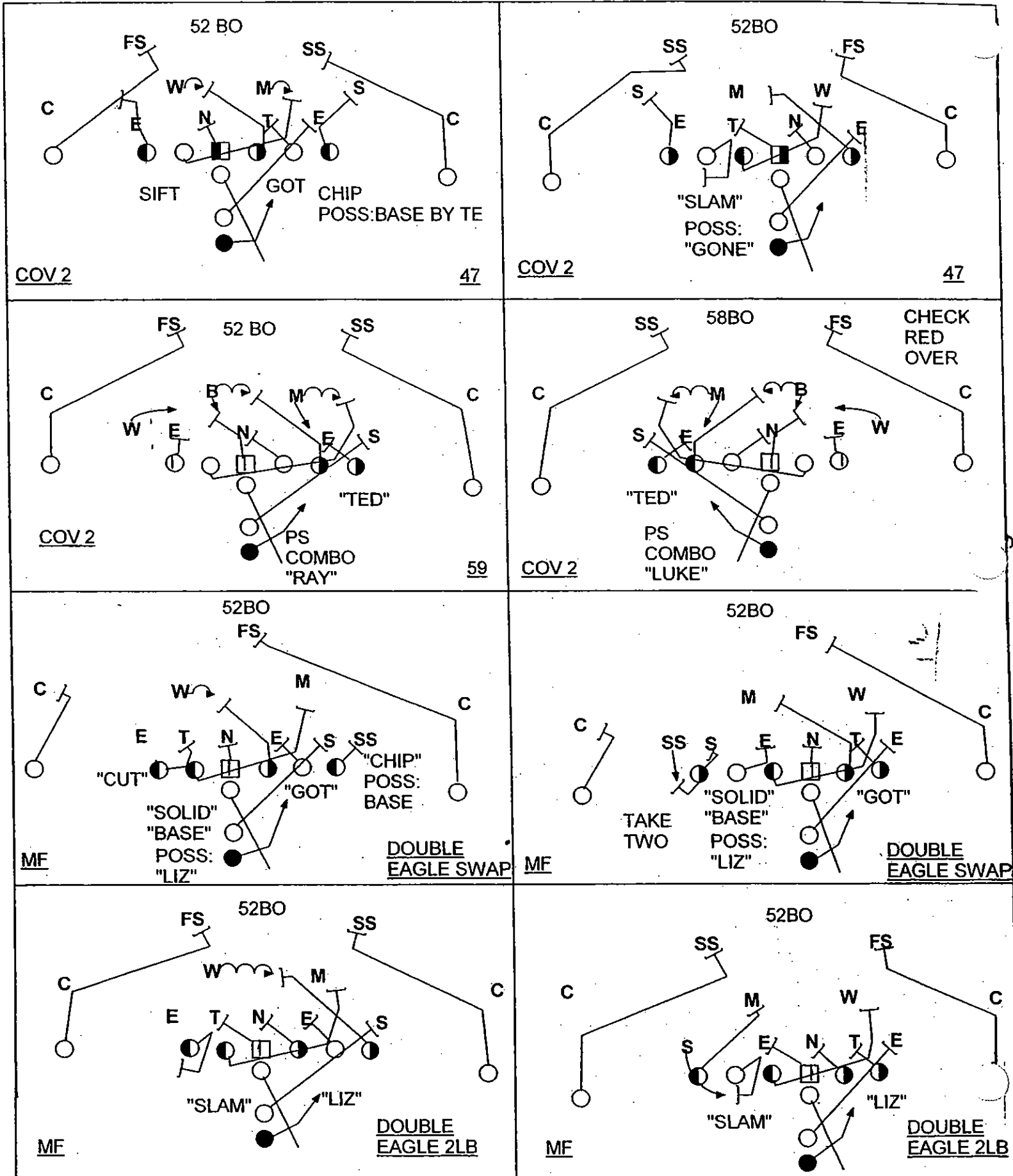
		TOWARD	AWAY
OUTSIDE RECEIVER	-	Support	Stovepipe (cross field)
INSIDE RECEIVER -		Block #2	Stovepipe (cross field)
Y	-	Tackle covered - "Ted Block" Tackle uncovered - Three LBers always block Vs. 6 or 7 Techs      MLB Chip DE-block alley - (Possible Base Vs. 7 Tech.)	
ON T	-	On-Inside (Possible "Ted Block")	
ON G	-	On-Inside - (possible back call), Vs 3 Tech - "Got Call"	
C	-	On, backside	
OFF G	-	Pull flat and turn up and block frontside LBer. Stay on your track unless fullback is forced to log it. (Look for FSLB)	
OFF T	-	Sift (Possible Seal)	
F FB -		Block first man outside Y's block; Vs. 7 Tech tightend will have possible chip and release. Possible base by T.E. vs. 7 Tech block 1st LBer to show. To TE: Aim to outside hip of tackle. To Open End: Aim at inside hip of the tackle.	
R -		Take slide step to playside - be under control. Read backs block for path, May follow OG around FB's log block. Aiming Point: To TE: Aim to outside hip of the tackle. To Open End: Aim at inside of the tackle.	
QB		Open to the hole 5 o'clock to right, 7 o'clock to left,      boot away      as if you have the ball. (QB) Deep - Take exchange attack behind the fullback's block. Open End - run switch to shade & five. T.E. Side - Possible switch to 5 & 9.	



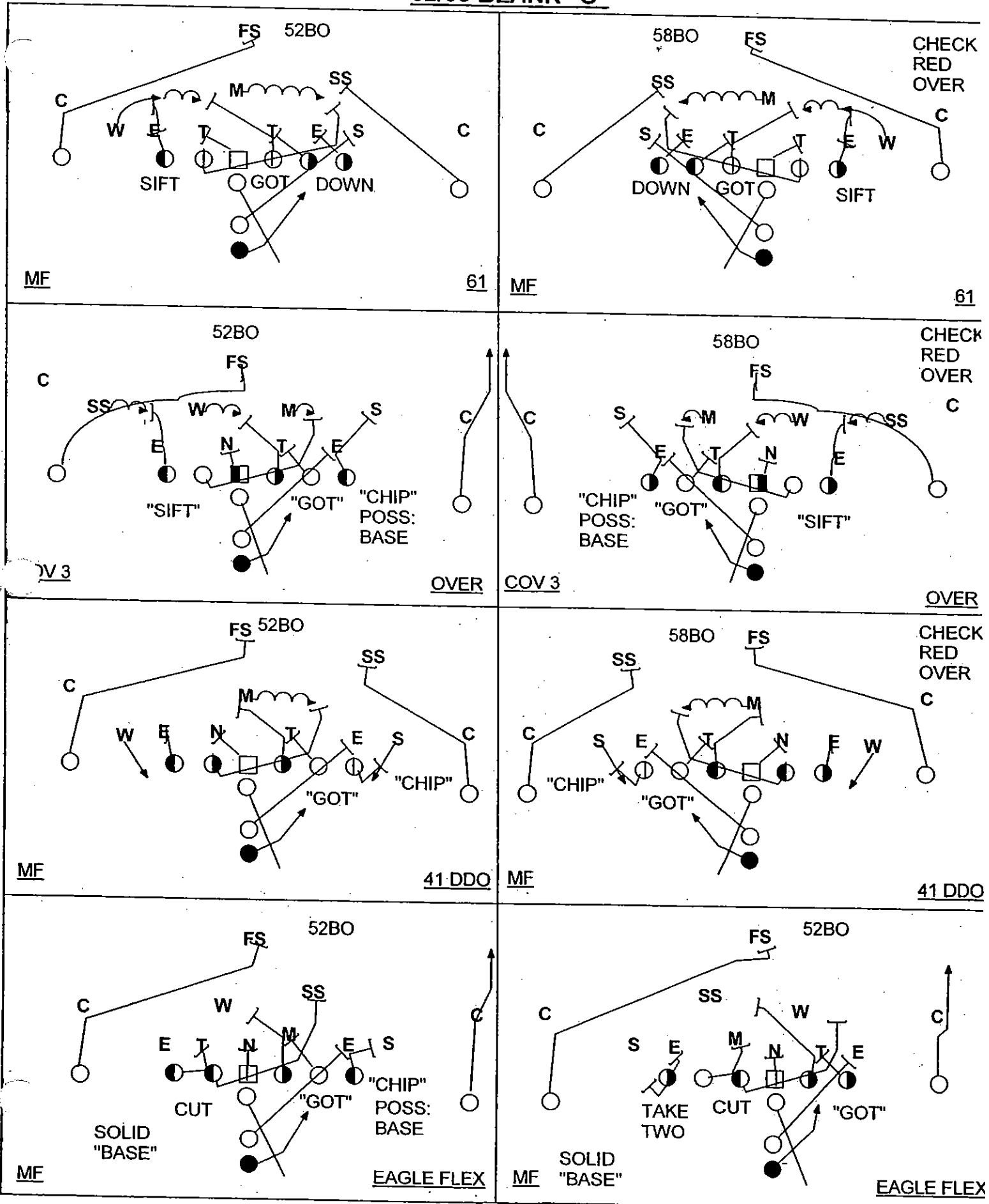
# **7MAN FRONTS** **52/58 BLANK "O"**



**7 MAN FRONTS**  
**52/58 BLANK "O"**



**7MAN FRONTS**  
**52/58 BLANK "O"**



PLAY DESCRIPTION: Off Tackle power play from Split Backs formation.

RULES AND COACHING POINTS

		TOWARD	AWAY
OUTSIDE RECEIVER	-	Support	Stovepipe (cross field)
INSIDE RECEIVER -		Block #2	Stovepipe (cross field)
Y	-	Tackle covered - "Ted Block" Tackle uncovered - Three LBers always block Vs. 6 or 7 Tech MLB Chip DE-block alley - (Possible Base Vs. 7 Tech.)	
ON T	-	On-Inside (Possible "Ted Block")	
ON G	-	On-Inside - (possible back call), Vs 3 Tech - "Got Call"	
C	-	On backside	
OFF G	-	Pull flat and turn up and block frontside LBer. Stay on your track unless fullback is forced to log it. (Look for FSLB)	
OFF T	-	Sift (Possible Seal)	
F FB -		Align on inside hip of FS OT (5 yds deep). Block first man outside Y's block; Vs. 7 Tech tightend will chip and release. To TE: Aim to outside hip of tackle. To Open End: Aim at inside hip of the tackle.	
R -		Align inside hip of BS OT (5 yds deep). Open step, Sprint, take exchange, Aim for inside hip of FS OT.	
QB	-	Open to away from the hole 6 o'clock. Make exchange 4½ deep. Naked away. (Deep) - open to ball carrier, exchange naked away. (QB Deep) - Drop step - Read FB's block	

# 53-57 SCOOP (CUT)

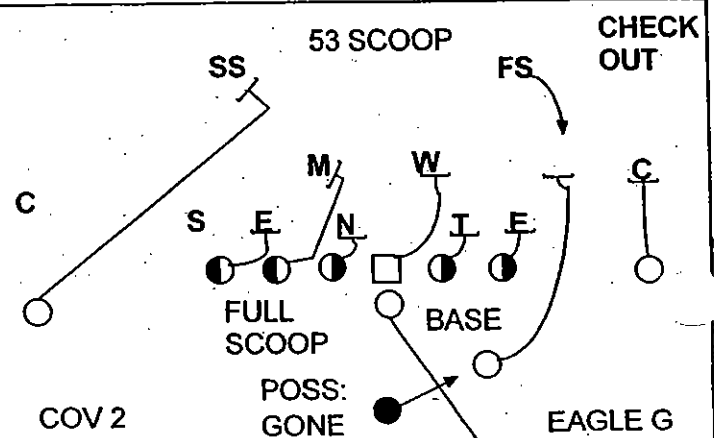
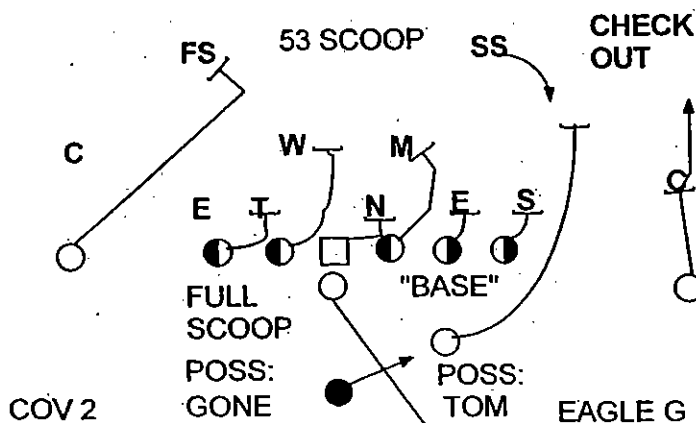
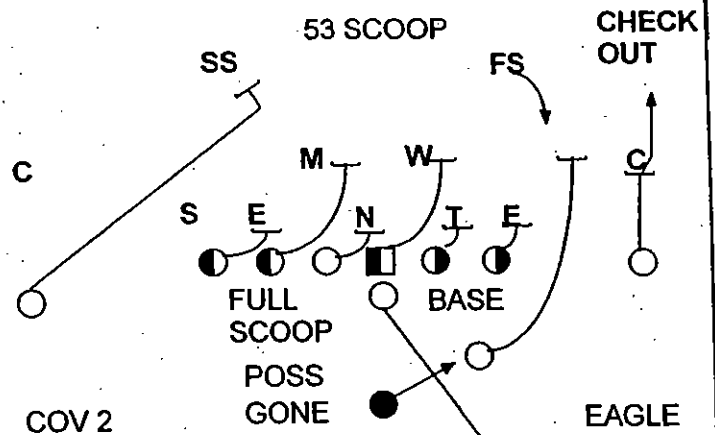
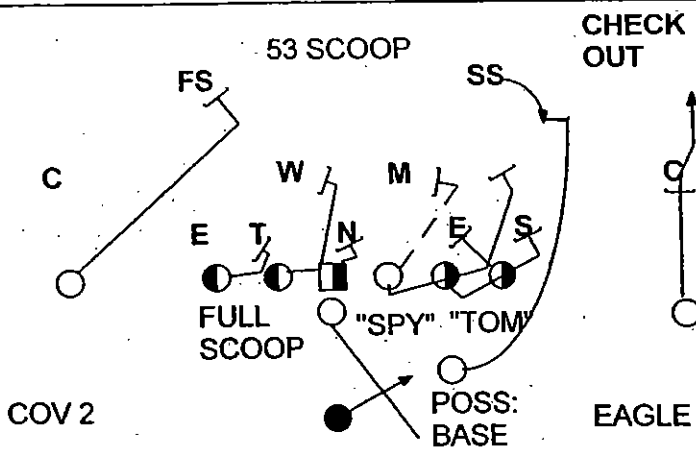
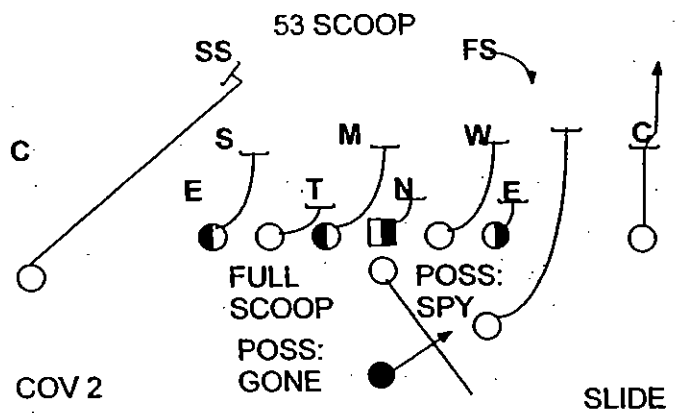
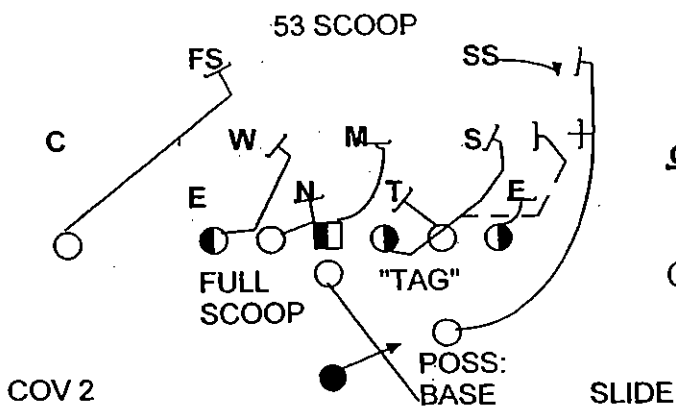
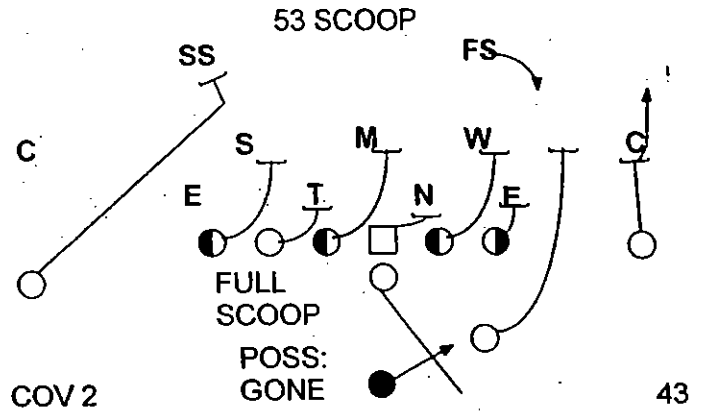
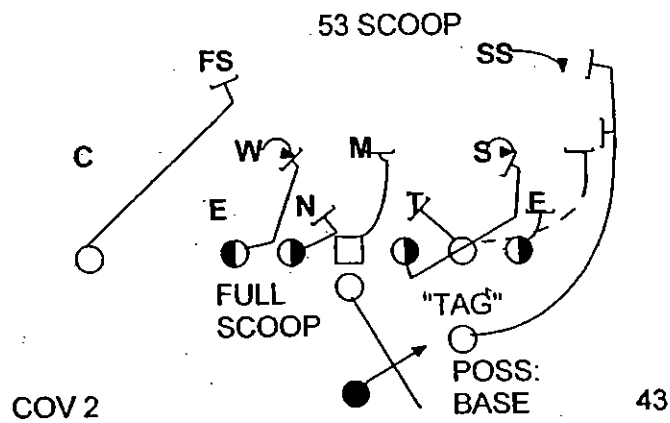
PLAY DESCRIPTION: Outside zone play utilizing scoop blocking.

## ES AND COACHING POINTS

		TOWARD	AWAY
OUTSIDE RECEIVER	-	Support (1 Back) Man On (2 Backs) Possible Crack Call	Stovepipe (cross field)
INSIDE RECEIVER	-	Block #2	Stovepipe (cross field)
Y	-	Tackle covered. Reach Uncovered--Scoop or Sally Possible Tom call vs. 5 and 9 Technique.	Scoop
ON T	-	Full Scoop "Tom Call" - pull & block first defender outside tight end; Down Block "Tag Call" - block down on 3 Tech. Stretch 5 Technique to split side.	
ON G	-	Full Scoop - Always responsible for front Side backer if uncovered to tight side. Possible "Tag call pull for LBer. To openside, MLBer vs. 3 LBer set.	
C	-	Full Scoop	
F G	-	Full Scoop	
OFF T	-	Full Scoop - Pull, must get to backside LBer if there is no defender.	
F FB (RB in 2 Backs)-	-	Lead step with play side foot and get on track (the apex is one yard behind and one yard outside the tight end. It is the QB's job to get you the ball. Run full speed with eyes on your aiming point. If defender crosses your aiming point, plant off outside leg and cut down field. (Align 7½ yards deep.)	
FB (2 Backs)	-	Take arc path playside and block ally rule (LBer or safety). Maintain outside leverage on the defender. To openside read tackles block, can cutback block frontside LBer.	
QB	-	Open @4:00 to the hole to your right or 8:00 to the left as you pocket the ball--continue on that angle and extend the ball for the exchange after a good mesh with the back run boot away. (2 Backs) Check away from 3 & 5 Tech to split side. Vs. certain looks (unbalanced to playside) we want the play to go the other way. Note: To the TE side run only to a six or seven Tech. IE. Over/47 vs. any over - shifted 4 man front to the TE check back to the open end side w/ Blank "O" or Pop Out.	

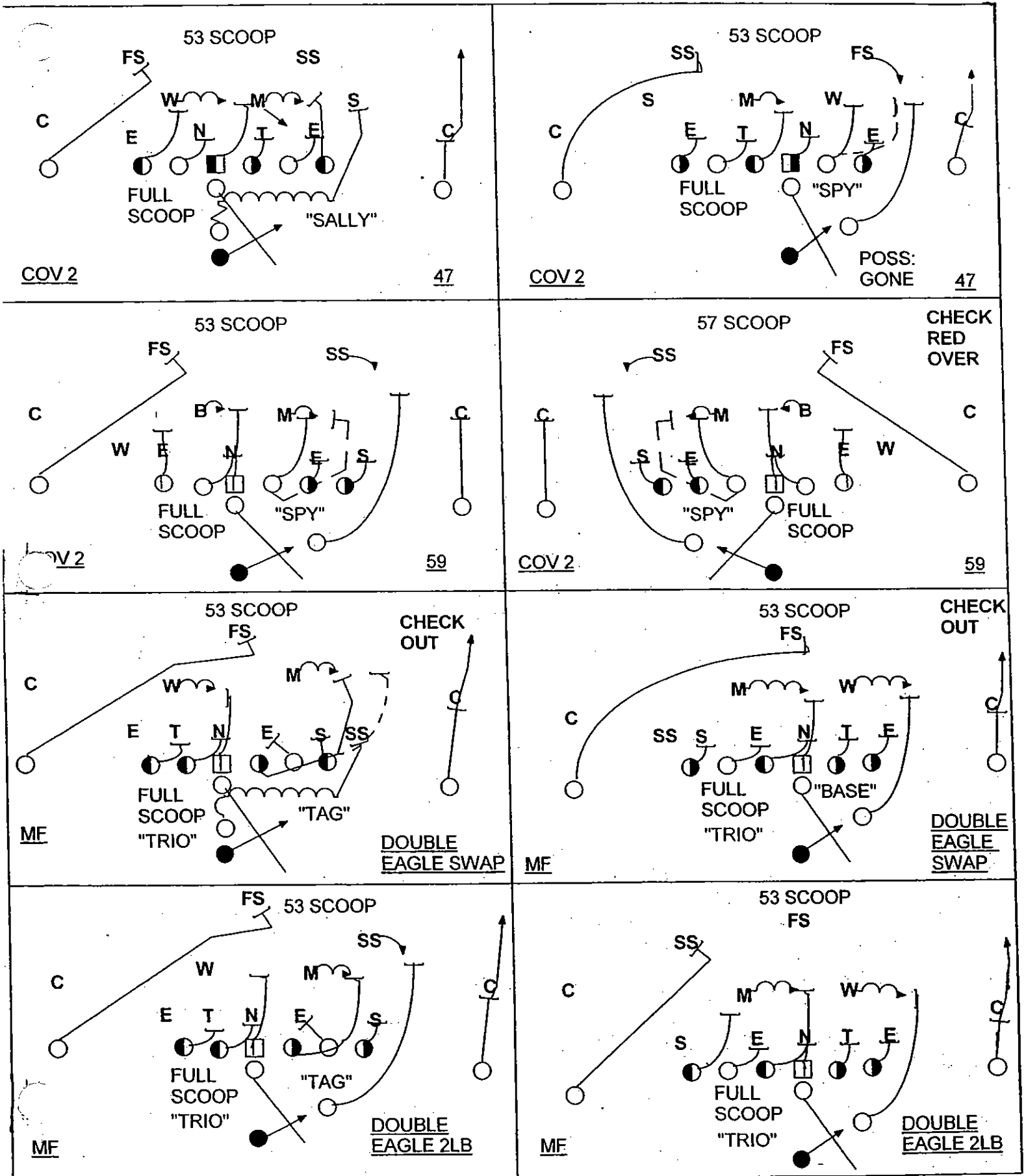
53/57SCOOP

53/57SCOOP



# 7 MAN FRONTS

## 53/57 SCOOP



# 7 MAN FRONTS

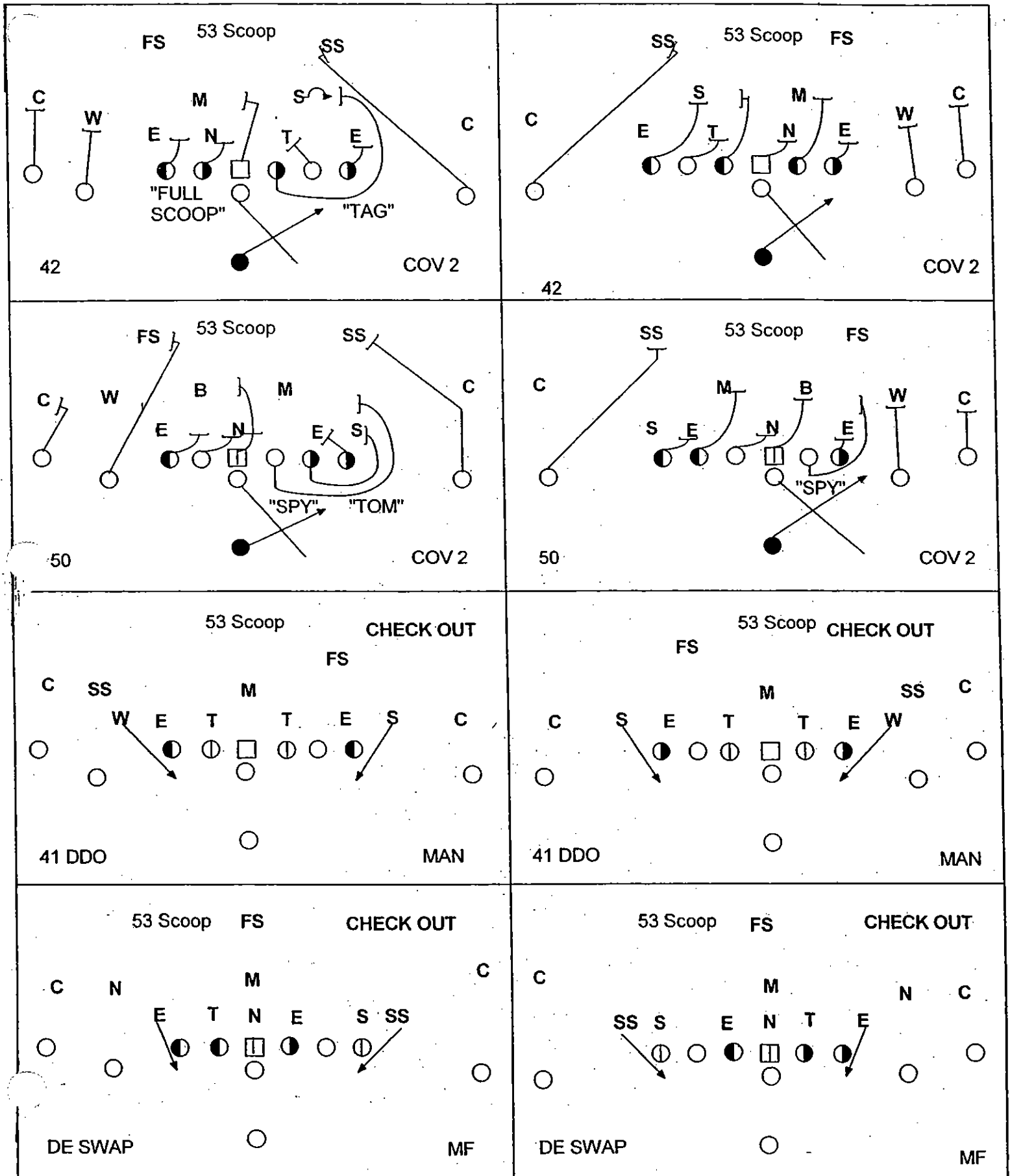
## 53/57 SCOOP

<p>53 SCOOP FS CHECK OUT</p> <p>SS</p> <p>M</p> <p>C W E T T E S C</p> <p>MF 61</p>	<p>53 SCOOP FS CHECK OUT</p> <p>SS</p> <p>M</p> <p>C S E T T E W C</p> <p>MF 61</p>
<p>53 SCOOP FS CHECK RED OVER</p> <p>SS</p> <p>W M S</p> <p>E N T E</p> <p>COV 3 OVER</p>	<p>53 SCOOP FS CHECK RED OVER</p> <p>SS</p> <p>W M S</p> <p>E N T E</p> <p>COV 3 OVER</p>
<p>FS 53 SCOOP CHECK OUT</p> <p>SS</p> <p>M</p> <p>C W E N T E S C</p> <p>MF 41 DDO</p>	<p>FS 53 SCOOP CHECK OUT</p> <p>SS</p> <p>M</p> <p>C S E T N E W C</p> <p>MF 41 DDO</p>
<p>FS 53 SCOOP CHECK OUT</p> <p>SS</p> <p>W</p> <p>E T N M E S</p> <p>MF EAGLE FLEX</p>	<p>FS 53 SCOOP CHECK OUT</p> <p>SS</p> <p>W</p> <p>S E M N T E</p> <p>MF EAGLE FLEX</p>



# 6 MAN FRONTS

## 53/57 SCOOP



# RUMBLE @ 2-8

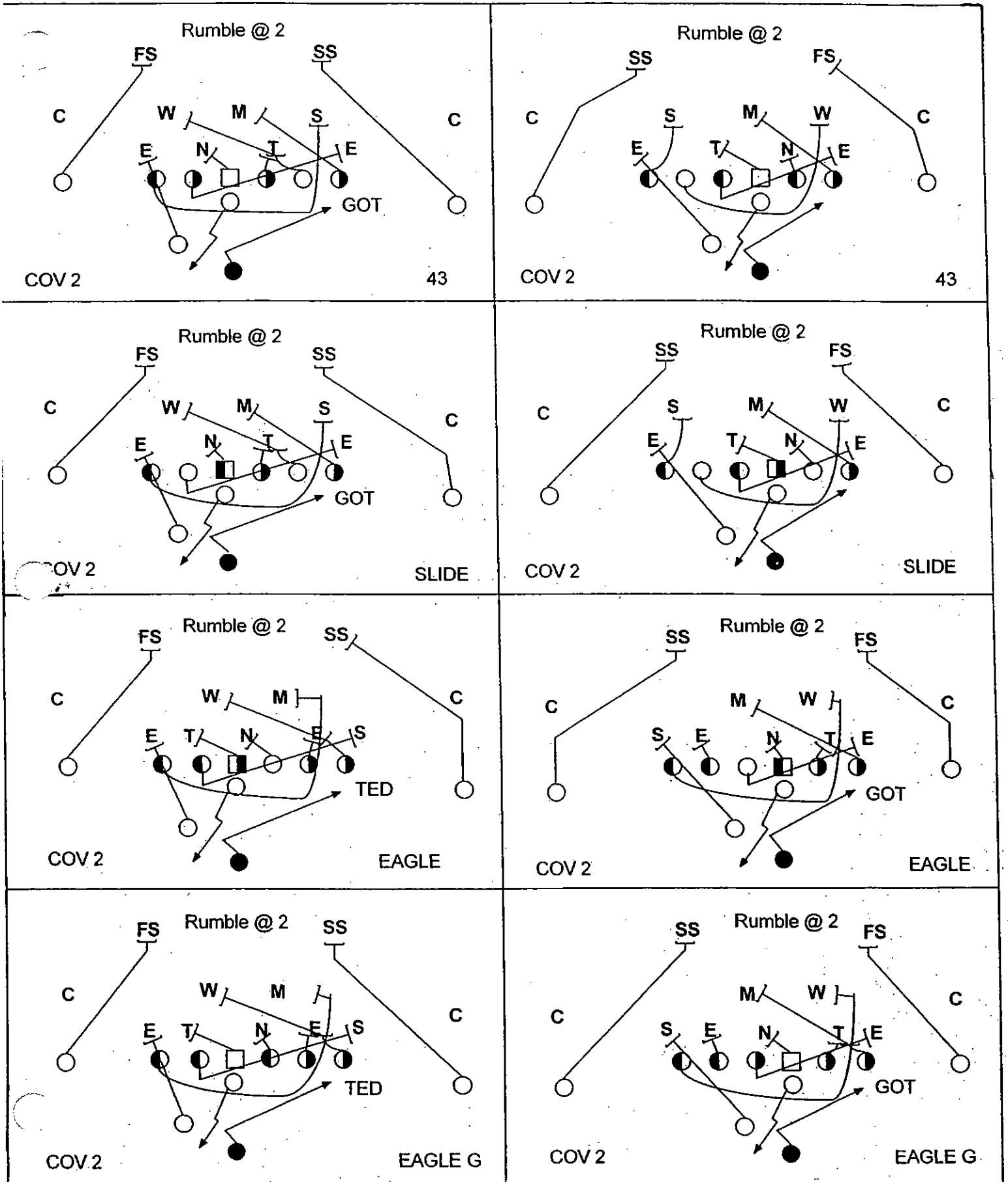
(Arc) (F) (Sweep) (QB) (QB F)) (Switch) (Lead) (read)

PLAY DESCRIPTION: Counter, using trap blocking.

## RULES AND COACHING POINTS

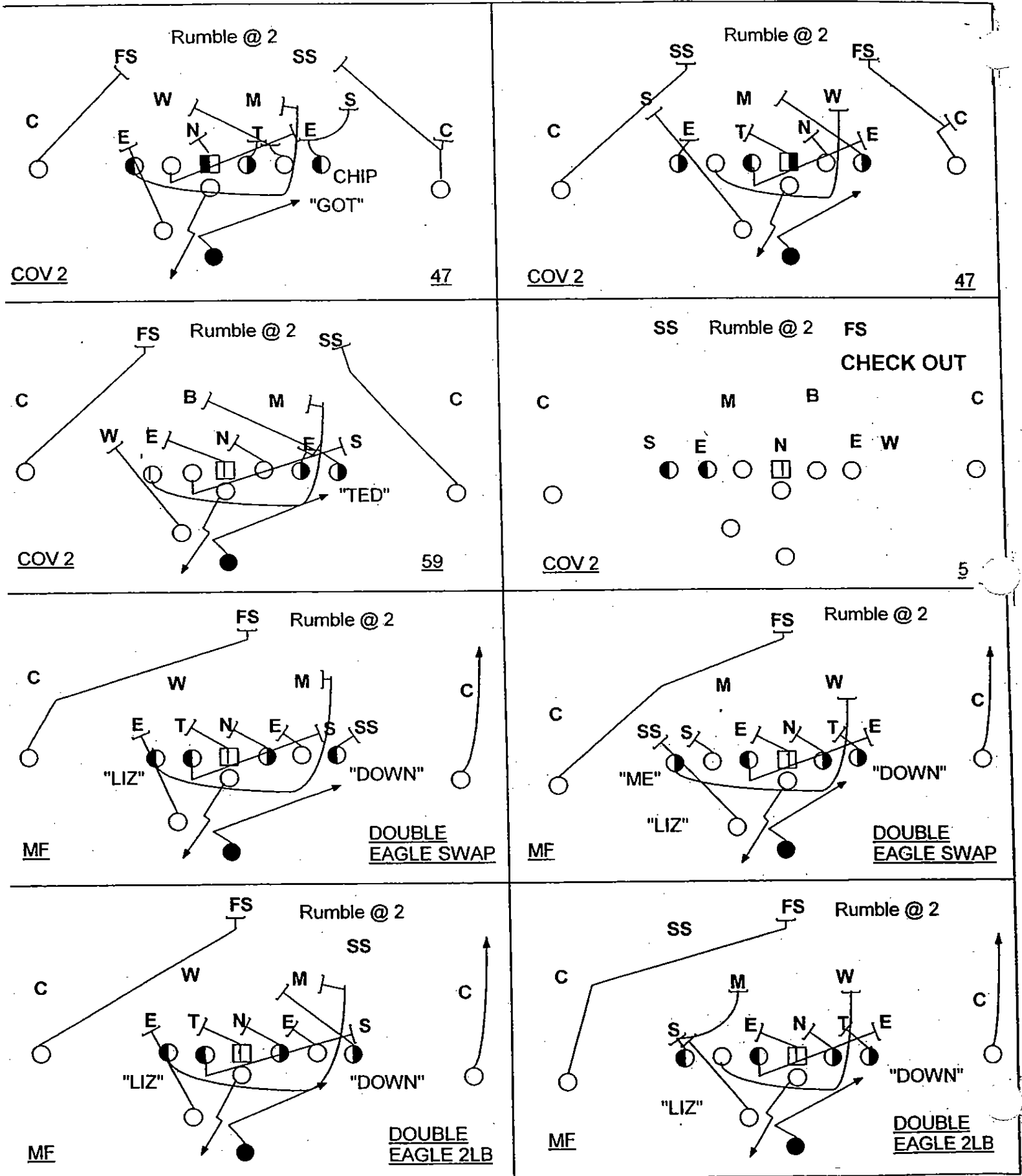
		TOWARD	AWAY
OUTSIDE RECEIVER	-	Support	Stovepipe (cross field)
INSIDE RECEIVER -	Block #2		Stovepipe (cross field)
Y	-	Inside Gap (Ted Block) B.S. LBer--vs. uncov. tackle, chip and block out on SS/vs. 6 or 7 tech	(From Flanker when arc releasing - arc for Safety) Can pull with you call if OT is covered.
		Vs. Double Eagle Swap, Block Swap or Kick "9"	
ON T	-	On-Inside - Block Down-Flash with No. "3" tech to open side vs. 3 Tech "Got Block"	
ON G	-	On (Got Block with tackle), nose make "back call" - "Down call" vs. "A" gap player.	
C	-	On--offside (check for offside tackle pinch vs.59) (alert back call), possible call Playside Combo vs. 50 or DE Front.	
OFF G	-	Trap first man on the L.O.S. past tackle, head inside only if defender squeezes hard) (Use inside out path)	
OFF T	-	Pull and read guard's block and block LB -- seal inside stay call vs. 5 or 7 tech if we want tight end to pull.	
F FB (R in 2 Backs)	-	JAB STEP. Plant outside foot and start downhill at inside hip of the playside guard. Read pulling linemen's block. (Deep)-offset away from the hole. Take underneath hand off. Heels at 5 yards deep. (Offset) Align on outside leg of guard. Quick jab step to fake quick toss away and then take hand off read pulling lineman's block. (QB-F) Pull & block frontside LBer or first defender to show.	
F (2 Backs)	-	Replace pulling (backside) tackle. Cut first defender that shows if possible. Don't let him trail the play. Influence EMOL (ARC) - block first defender in the alley to callside. ((F) Rumble)-fullback will pull to block frontside LBer. (Kick) - (Block DE)	
QB	-	Pocket the ball - open away from playside to R in two backs and F in one back at 5:00 or 7:00 - continue with a step to make the exchange over the top, continue to roll past the L.O.S. (away from the hole) (Deep) - Quarterback will take snap and hand ball off o n underneath exchange to the back; then continue to rol away from the hole. (Offset) Execute read & either hand off or continue away from the hole with the ball. (QB) (Deep) Take snap - set the ball eyes downfield - read pulling lineman or read backs block follow thru the hole.	

# **7 MAN FRONTS** **RUMBLE @ 2/8**



# 7 MAN FRONTS

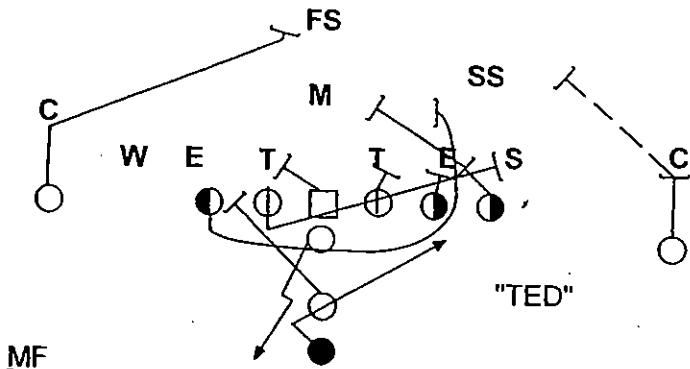
## RUMBLE @ 2/8



# 7 MAN FRONTS

## RUMBLE @ 2/8

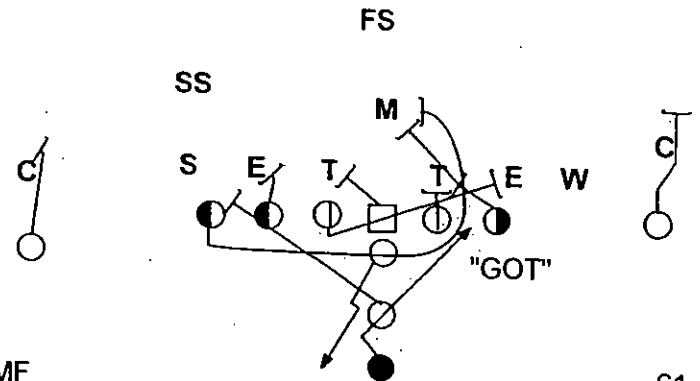
Rumble @ 2



MF

61

Rumble @ 2

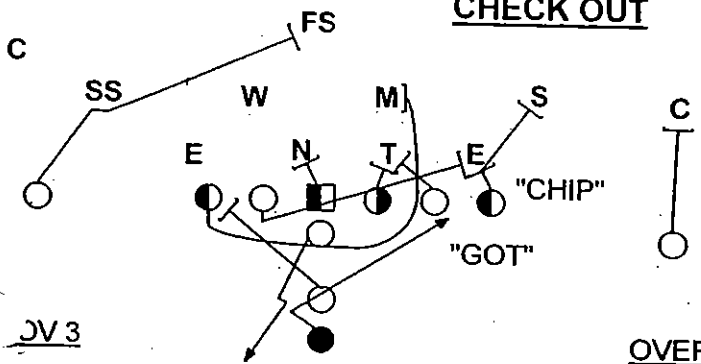


MF

61

Rumble @ 2

CHECK OUT

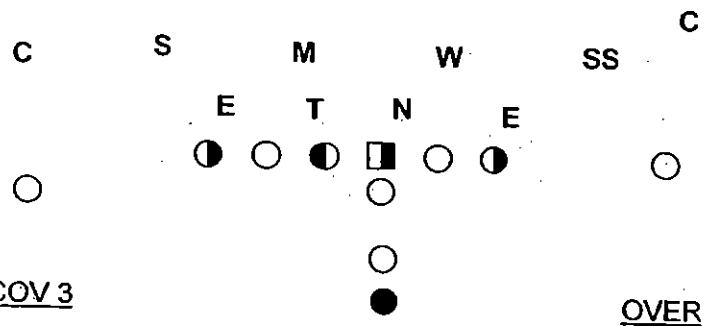


COV 3

OVER

Rumble @ 2

CHECK OUT

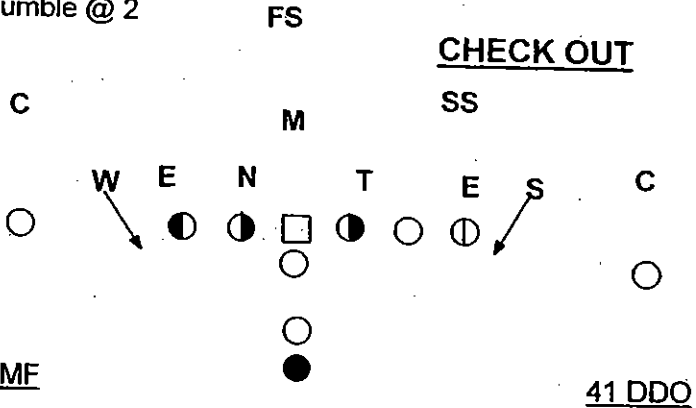


COV 3

OVER

Rumble @ 2

CHECK OUT

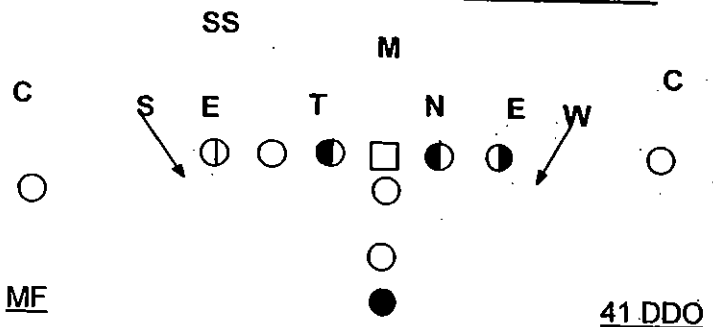


MF

41 DDO

Rumble @ 2

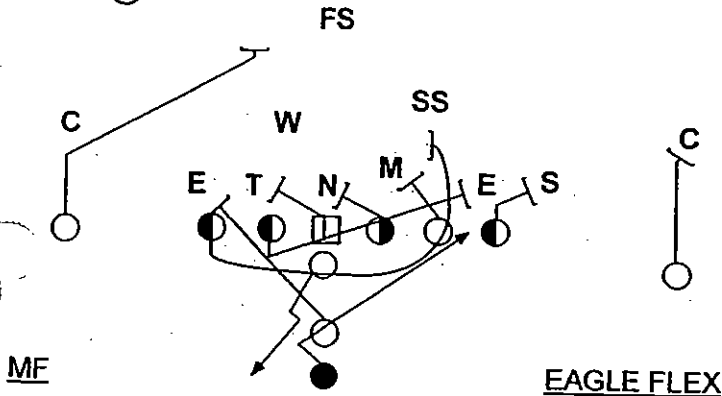
CHECK OUT



MF

41 DDO

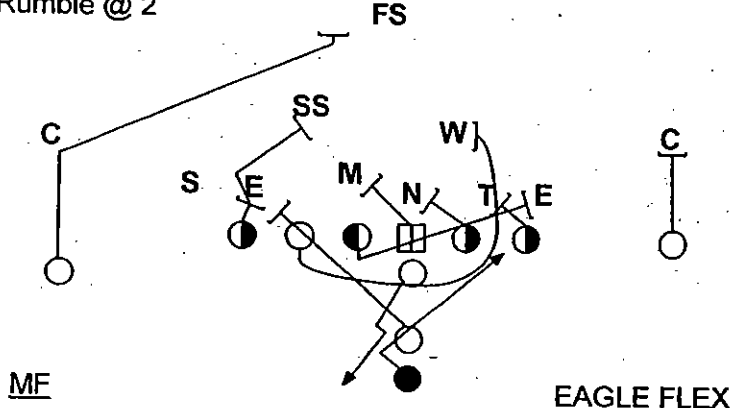
Rumble @ 2



MF

EAGLE FLEX

Rumble @ 2



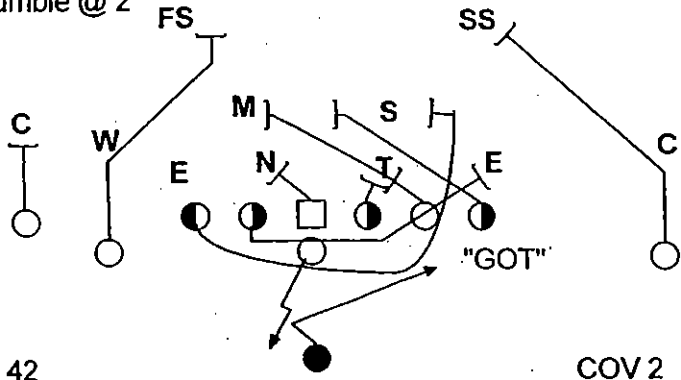
MF

EAGLE FLEX

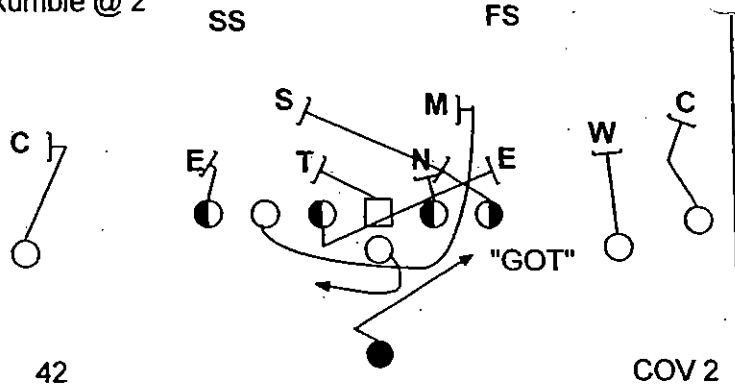
# 6 MAN FRONTS

## RUMBLE @ 2/8

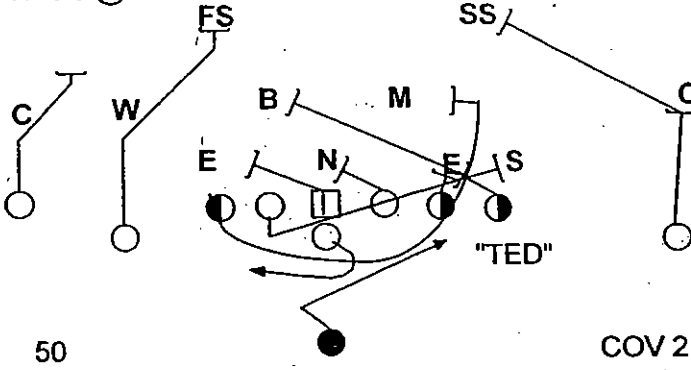
Rumble @ 2



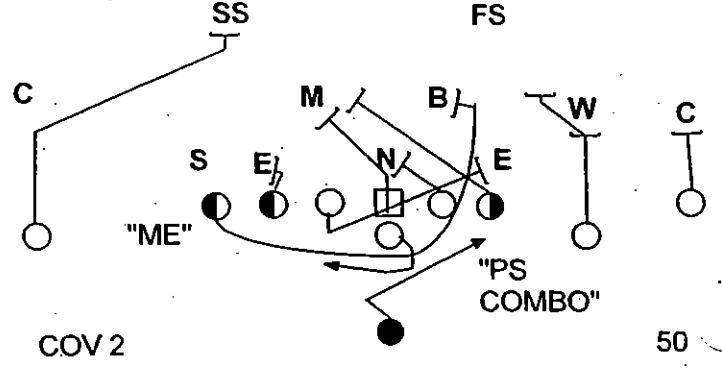
Rumble @ 2



Rumble @ 2



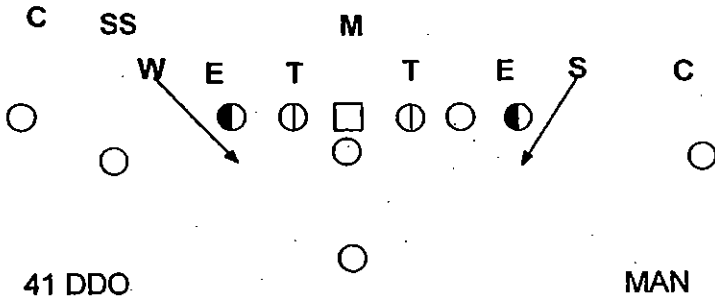
Rumble @ 2



Rumble @ 2

CHECK OUT

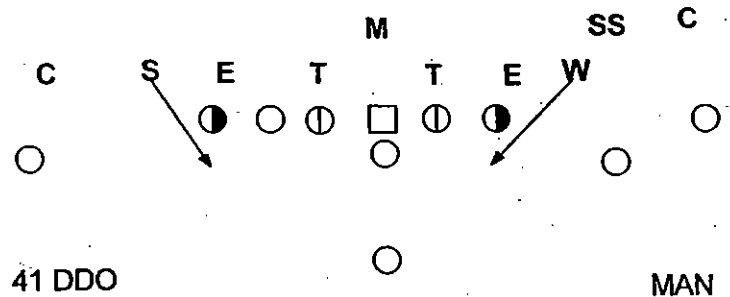
FS



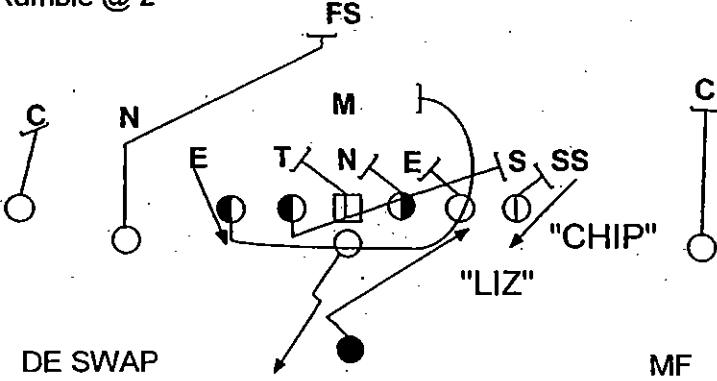
Rumble @ 2

FS

CHECK OUT

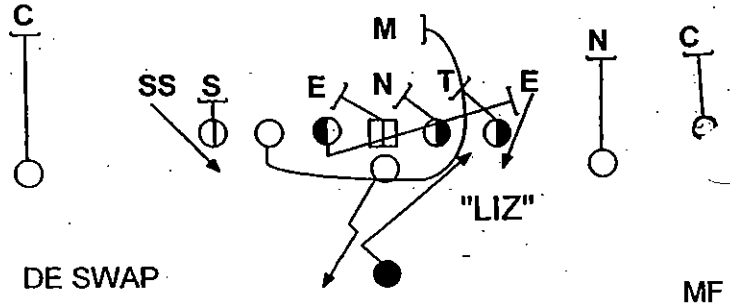


Rumble @ 2



Rumble @ 2

FS



PLAY DESCRIPTION: Down the line option, using blank blocking.  
Option End man on LOS

## LES AND COACHING POINTS

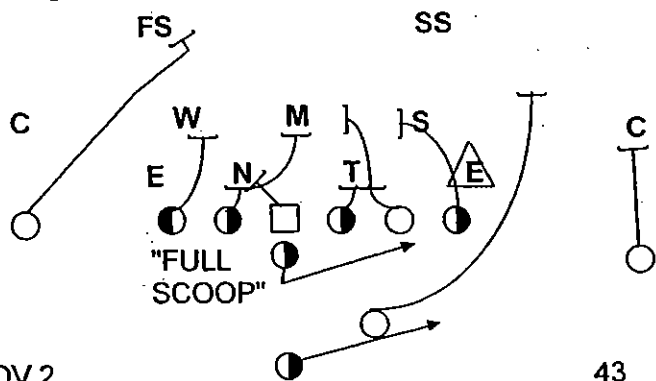
	TOWARD	AWAY
OUTSIDE RECEIVER	- Support (2 Backs-Block Man On) Possible Crack Call	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	- Use Option Principle: Find widest threat and block next man inside with possible combo to next level. FB will block support. Vs. 4-3/Slide - May take course to Block Sam.	Stovepipe (cross field)
ON T	- Over, MLB - Never block end man L.O.S.	
ON G	- Over Inside	
C	- Over--Full Scoop	
OFF G	- Full Scoop	
OFF T	- Full Scoop	
FB (FB) (R in 2 Backs)-	Sprint on pitch path to playside. Keep pitch relationship with QB, recognize outside blocks for running lane.	
FB (2 Backs)	-	Take an arc path play side and block support. Cut- attack outside leg or if he works across your face drive him wide vs. Cov 2 in Pro, possible corner.
QB	-	Take a quick depth step with your foot opposite the direction you are going and then a delay option step with the other foot. Chest the football. Pause - step with your back foot at your pitch key to establish your path. Attack the inside number of your option key (the first man outside the offensive tackle). Gather and pitch or turn up if your option key works across your face. Must be ready to check vs. blitz picture and double eagle. (Weak) Must be ready to check to scoop blocking with a defender on & outside end man LOS. Must also be alert for leverage of LBer.

ALERT FOR "BOSS" CALL BY CTR.

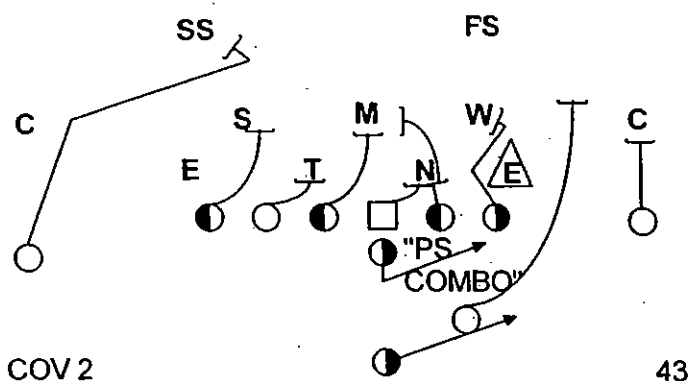
opt. cut ✓ BLANK vs. DE.

# **7 MAN FRONTS** **OPTION @ 2/8 BLANK**

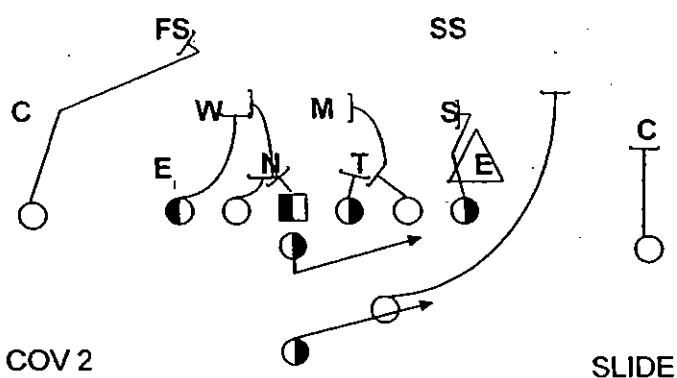
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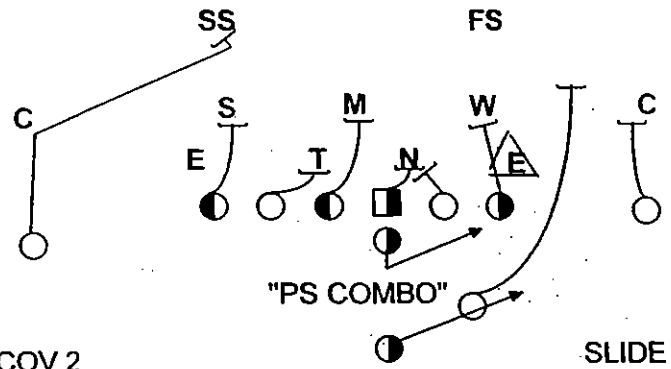
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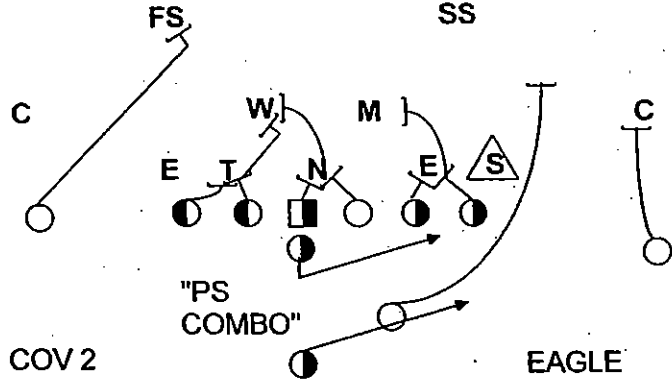
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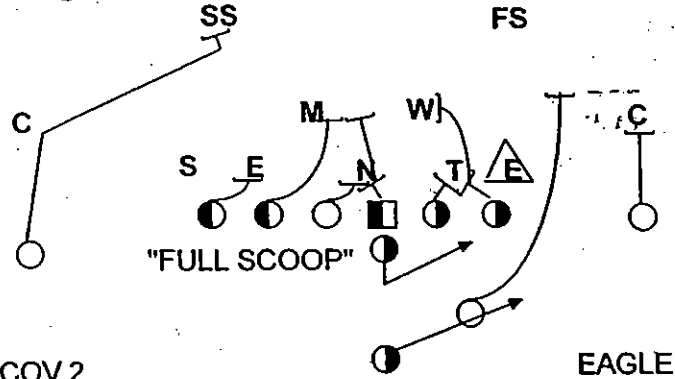
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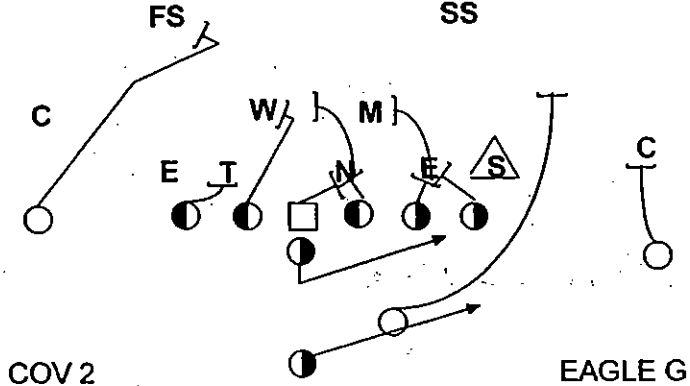
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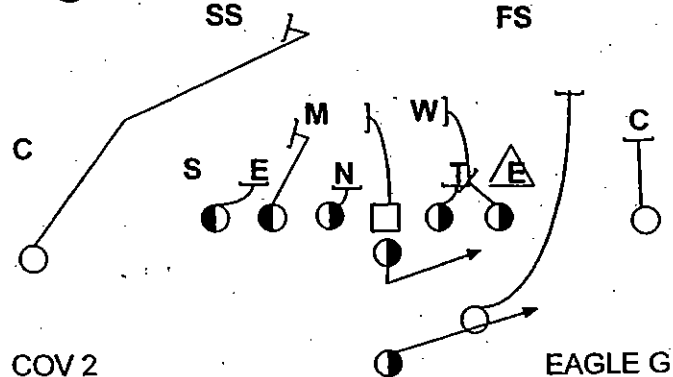
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Option @ 2 Blank



Option @ 2 Blank

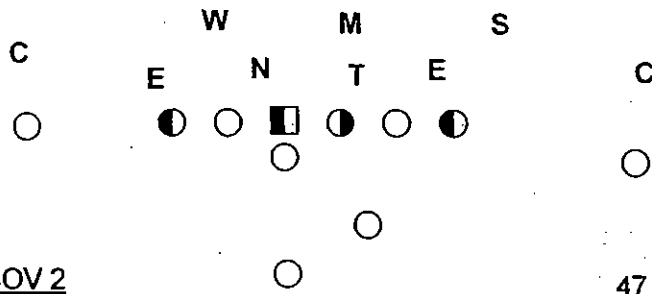




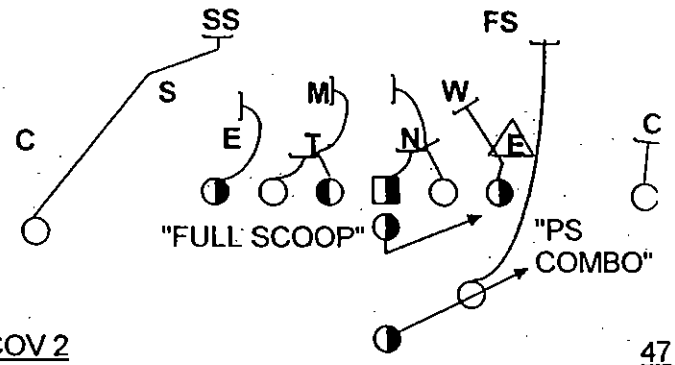
# **7 MAN FRONTS** **OPTION @ 2/8 BLANK**

Option @ 2 Blank

FS SS CHECK TO SCOOP

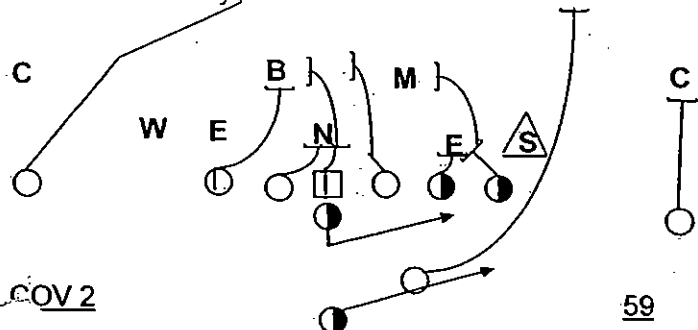


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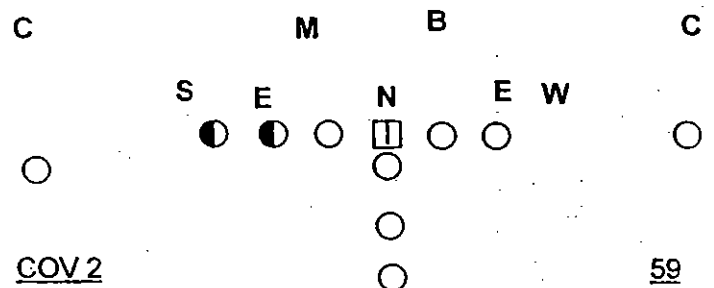
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FS SS



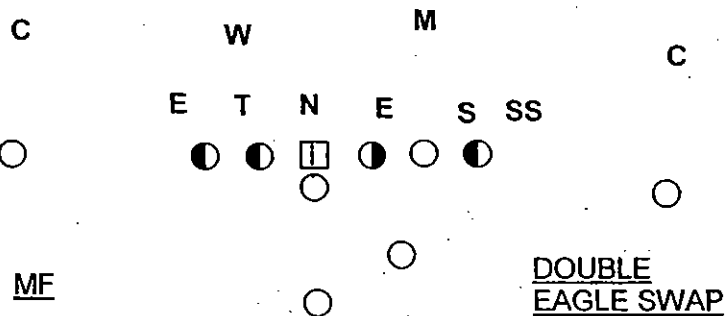
Option @ 2 Blank

SS FS CHECK OUT

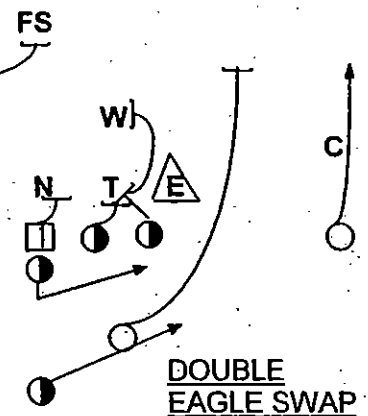


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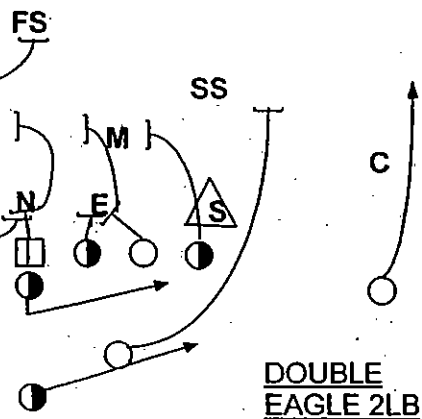
FS CHECK TO SCOOP



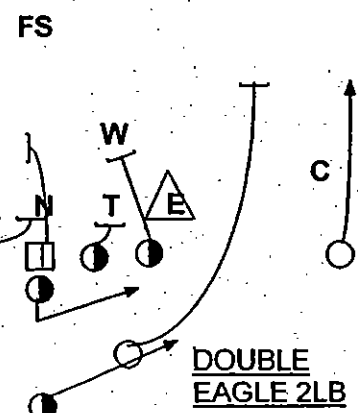
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Option @ 2 Blank

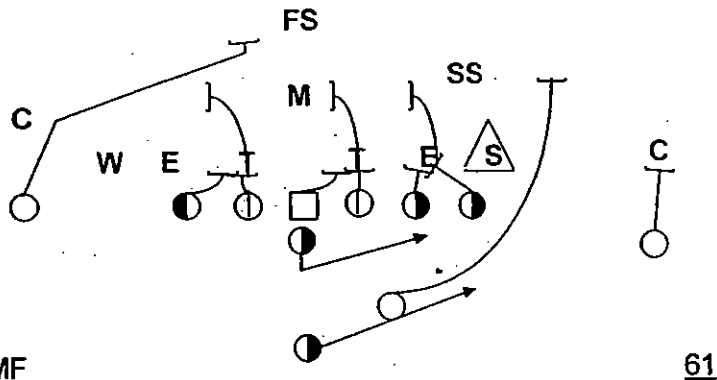


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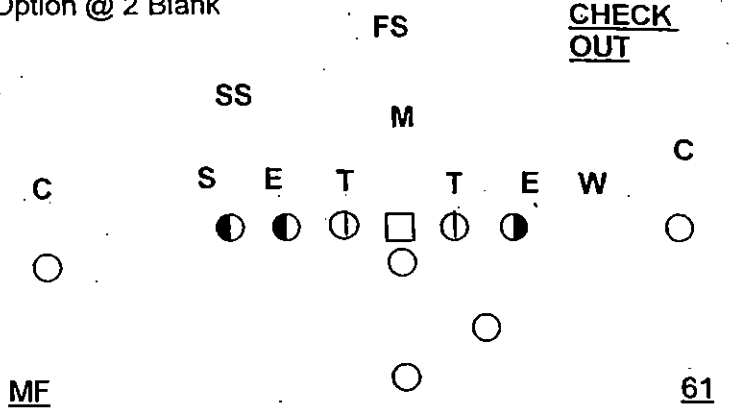


# 7 MAN FRONTS OPTION @ 2/8 BLANK

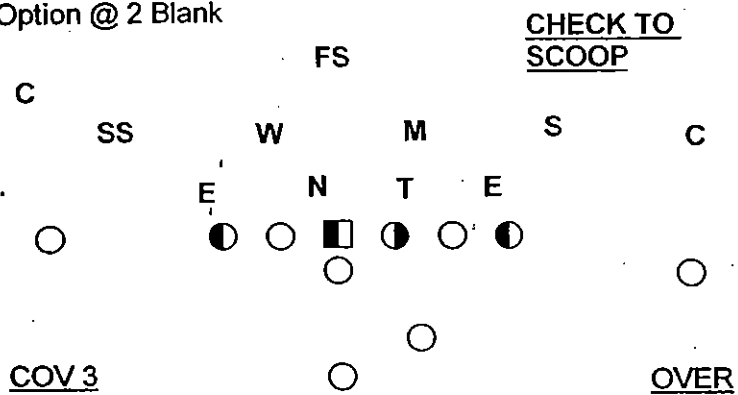
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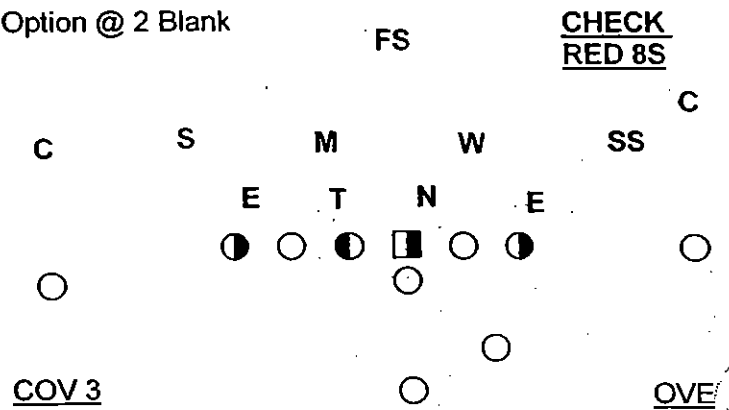
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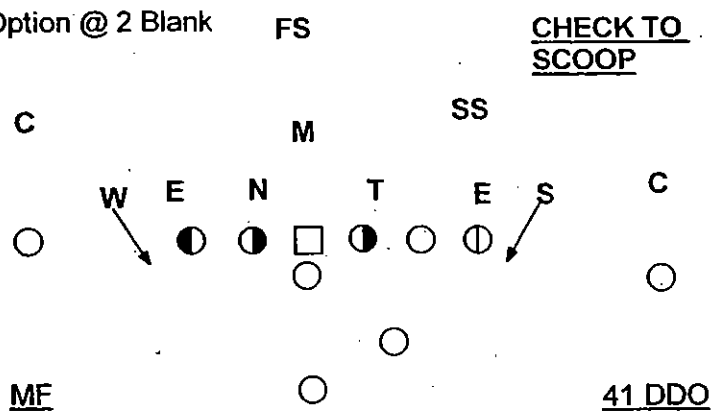
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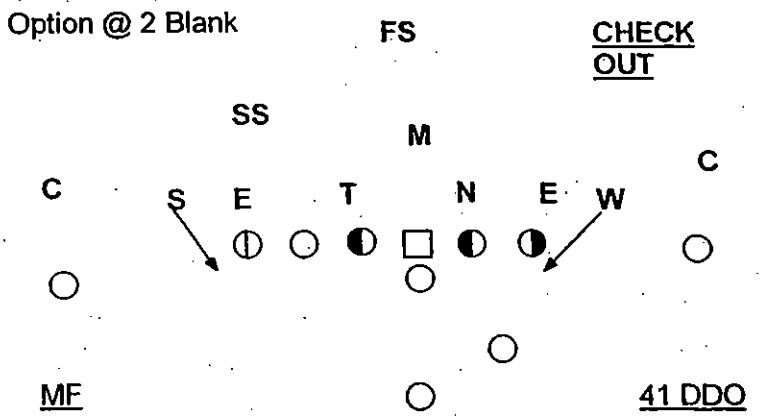
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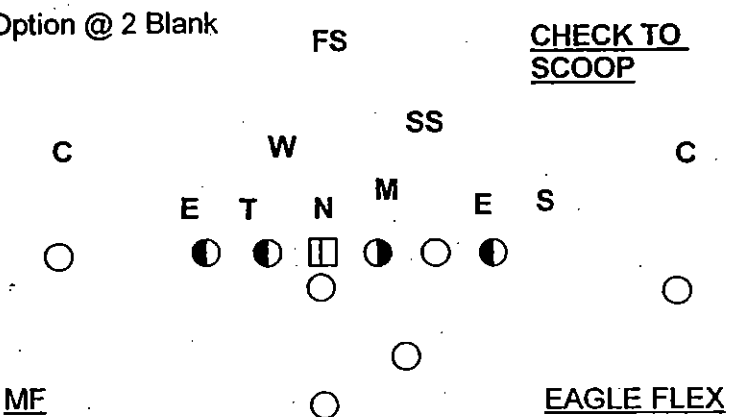
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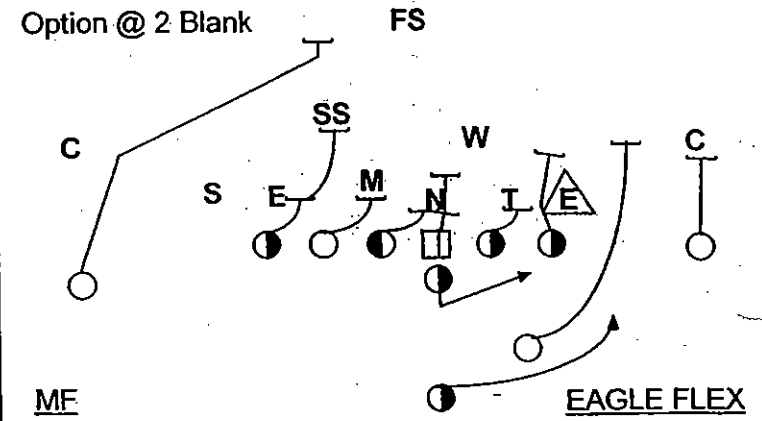
Option @ 2 Blank



Option @ 2 Blank



Option @ 2 Blank



# 6 MAN FRONTS OPTION @ 2/8 BLANK

<p>Option @ 2 Blank</p> <p>FS</p> <p>SS</p> <p>42</p> <p>COV 2</p>	<p>Option @ 2 Blank</p> <p>SS</p> <p>FS</p> <p>42</p> <p>COV 2</p>
<p>Option @ 2 Blank</p> <p>FS</p> <p>SS</p> <p>50</p> <p>COV 2</p>	<p>Option @ 2 Blank</p> <p>SS</p> <p>FS</p> <p>50</p> <p>COV 2</p>
<p>Option @ 2 Blank</p> <p>FS</p> <p>CHECK TO SCOOP</p> <p>41 DDO</p> <p>MAN</p>	<p>Option @ 2 Blank</p> <p>FS</p> <p>CHECK OUT</p> <p>41 DDO</p> <p>MAN</p>
<p>Option @ 2 Blank</p> <p>FS</p> <p>CHECK TO SCOOP</p> <p>DE SWAP</p> <p>MF</p>	<p>Option @ 2 Blank</p> <p>FS</p> <p>DE SWAP</p> <p>MF</p>

PLAY DESCRIPTION: Down the line option, using scoop blocking.  
Will option first defender outside end

## RULES AND COACHING POINTS

		TOWARD	AWAY
OUTSIDE RECEIVER		Support (2 Backs) Block man on - possible crack	Stovepipe (cross field)
INSIDE RECEIVER		Block #2	Stovepipe (cross field)
Y	-	Find Widest threat and block next man inside with possible combo to next level.	Stovepipe (cross field)
ON T	-	Full Scoop	
ON G	-	Full Scoop	
C	-	Full Scoop	
OFF G	-	Full Scoop	
OFF T	-	Full Scoop	
FB (FB) (R in 2 Backs)-		Sprint on pitch path to playside. Keep pitch relationship with QB (5x5)	
FB (2 Backs)	-	Take 3 step arc path playside. By pass the support player and work to first threat.	
QB	-	Take a quick depth step with your foot opposite the direction you are going and delay option step with the other step. Chest the football. Pause - step with your back foot at your pitch key to establish your path. Attack the inside number of your option key. Gather and pitch or turn up if your option key works across your face. (Use vs. pressure defenses with man scheme behind - if two defenders are on or outside the TE strong or tackle weak, check scoop. If one, check blank).	

✓ CUT TO SCOOP vs OVER

# 7 MAN FRONTS OPTION @ 2/8 SCOOP

<p>OPTION @ 2 SCOOP FS SS <u>CHECK TO BLANK</u></p> <p>C W M S C</p> <p>E N T E</p> <p>○ ● ○ □ ● ○ ●</p> <p>○</p> <p>○</p> <p>COV 2 43</p>	<p>OPTION @ 2 SCOOP SS FS <u>CHECK TO BLANK</u></p> <p>C S M W C</p> <p>E T N E</p> <p>● ○ ● □ ● ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 43</p>
<p>OPTION @ 2 SCOOP FS SS <u>CHECK TO BLANK</u></p> <p>C W M S C</p> <p>E N T E</p> <p>○ ● ○ ● ○ ●</p> <p>○</p> <p>○</p> <p>COV 2 SLIDE</p>	<p>OPTION @ 2 SCOOP SS FS <u>CHECK TO BLANK</u></p> <p>C S M W C</p> <p>E T N E</p> <p>● ○ ● □ ○ ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 SLIDE</p>
<p>OPTION @ 2 SCOOP FS SS <u>CHECK TO BLANK</u></p> <p>C W M C</p> <p>E T N E S</p> <p>○ ● ● □ ○ ● ●</p> <p>○</p> <p>○</p> <p>COV 2 EAGLE</p>	<p>OPTION @ 2 SCOOP SS FS <u>CHECK TO BLANK</u></p> <p>C M W C</p> <p>S E N T E</p> <p>● ● ○ □ ● ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 EAGLE</p>
<p>OPTION @ 2 SCOOP FS SS <u>CHECK TO BLANK</u></p> <p>C W M C</p> <p>E T N E S</p> <p>○ ● ● □ ● ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 EAGLE G</p>	<p>OPTION @ 2 SCOOP SS FS <u>CHECK TO BLANK</u></p> <p>C M W C</p> <p>S E N T E</p> <p>● ● ● □ ● ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 EAGLE G</p>



# 7 MAN FRONTS OPTION @ 2/8 SCOOP

<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C W E T T E S C</p> <p>MF</p> <p>CHECK OUT</p> <p>61</p>	<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C S E T T E W C</p> <p>MF</p> <p>CHECK OUT</p> <p>61</p>
<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C W E T T E S C</p> <p>MF</p> <p>COV 3</p> <p>OVER</p>	<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C S E T T E W C</p> <p>MF</p> <p>COV 3</p> <p>OVER</p>
<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C W E T T E S C</p> <p>MF</p> <p>41 DDO</p>	<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C S E T T E W C</p> <p>MF</p> <p>41 DDO</p>
<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C W E T T E S C</p> <p>MF</p> <p>EAGLE FLEX</p>	<p>OPTION @ 2 SCOOP</p> <p>FS</p> <p>SS</p> <p>M</p> <p>C S E T T E W C</p> <p>MF</p> <p>EAGLE FLEX</p>

# 6 MAN FRONTS OPTION @ 2/8 SCOOP

<p>OPT. @ 2 SCOOP</p> <p>FS SS</p> <p><u>CHECK TO BLANK</u></p> <p>C W E M N T E C</p> <p>42</p> <p>COV 2</p>	<p>OPT. @ 2 SCOOP</p> <p>SS FS</p> <p><u>CHECK TO BLANK</u></p> <p>C S M W C</p> <p>E T N E</p> <p>42</p> <p>COV 2</p>
<p>OPT. @ 2 SCOOP</p> <p>FS SS</p> <p><u>CHECK TO BLANK</u></p> <p>C W B M C</p> <p>E N E S</p> <p>50</p> <p>COV 2</p>	<p>OPT. @ 2 SCOOP</p> <p>SS FS</p> <p><u>CHECK TO BLANK</u></p> <p>C M B W C</p> <p>S E N E</p> <p>50</p> <p>COV 2</p>
<p>OPT. @ 2 SCOOP</p> <p>FS</p> <p><u>CHECK RED OVER</u></p> <p>G SS W E T M T E S C</p> <p>41 DDO</p> <p>MAN</p>	<p>OPT. @ 2 SCOOP</p> <p>FS</p> <p><u>CHECK RED OVER</u></p> <p>C S E T M T E W C</p> <p>41 DDO</p> <p>MAN</p>
<p>OPT. @ 2 SCOOP</p> <p>FS</p> <p><u>CHECK TO BLANK</u></p> <p>C N E T N E S SS C</p> <p>DE SWAP</p> <p>MF</p>	<p>OPT. @ 2 SCOOP</p> <p>FS</p> <p><u>CHECK TO BLANK</u></p> <p>C SS S E N T E C</p> <p>DE SWAP</p> <p>MF</p>



OPT @ 2/8 BLANK BACKER

PLAY DESCRIPTION: Down the line option using blank blocking with the FB blocking the outside LBer.

TOWARD

AWAY

OUTSIDE RECEIVER	Man-On	Stovepipe (cross field)
INSIDE RECEIVER	2 LBer look--Deploy 3 LBer look--Man-On	Stovepipe (cross field)

Y

ON T Over, MLB--Never Block EMOLS.

ON G Over, Inside

C Over Full Scoop

OFF G Full Scoop

F T Full Scoop

FB Arc Release to first LBer Outside

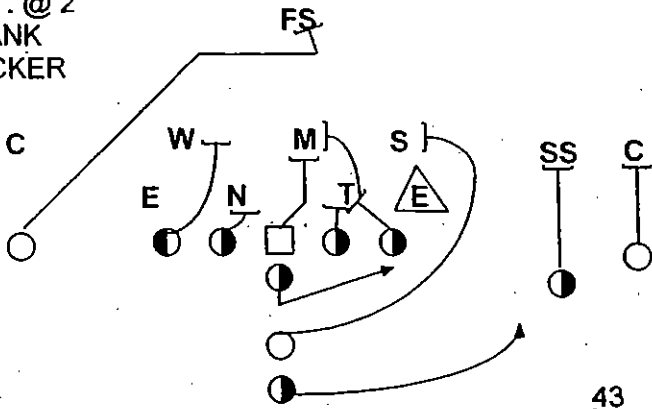
TB Position for Pitch

QB Option EMOLS

8 IN BOX ✓ TO THROW

# **7 MAN FRONTS** **OPTION @ 2/8 BLANK BACKER**

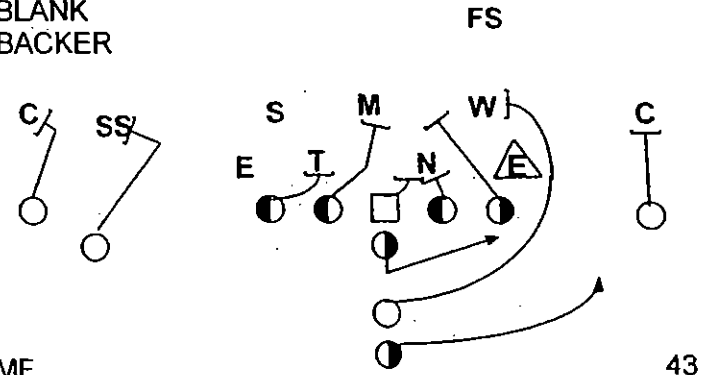
OPT. @ 2  
BLANK  
BACKER



MF

43

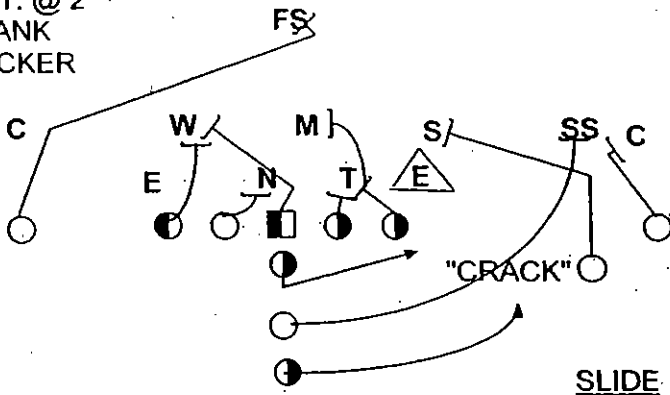
OPT. @ 2  
BLANK  
BACKER



MF

43

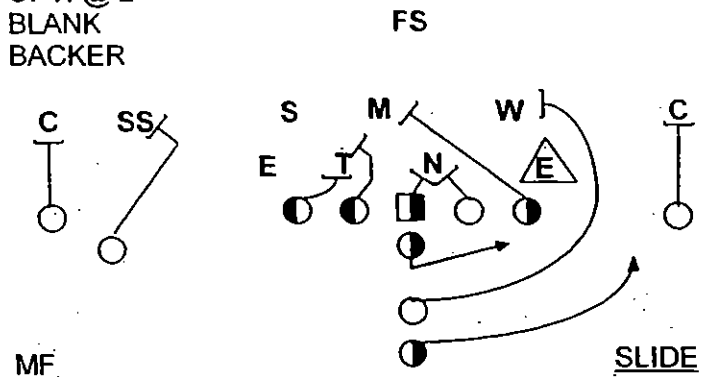
OPT. @ 2  
BLANK  
BACKER



MF

SLIDE

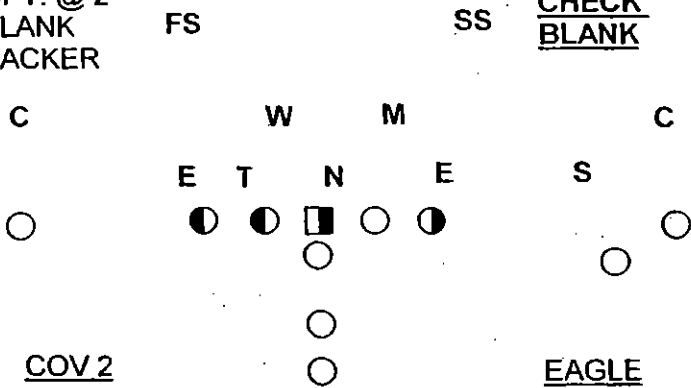
OPT. @ 2  
BLANK  
BACKER



MF

SLIDE

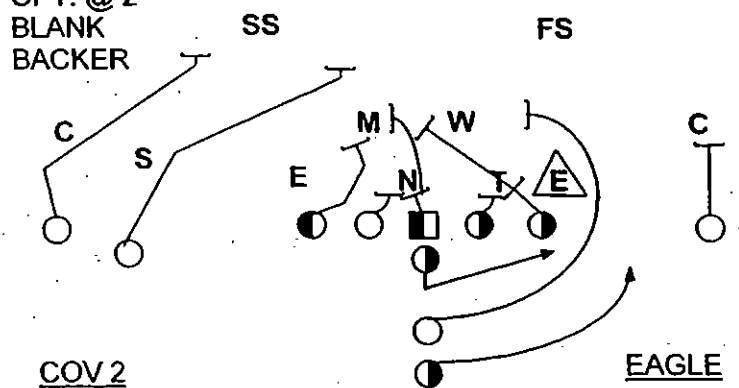
OPT. @ 2  
BLANK  
BACKER



COV 2

EAGLE

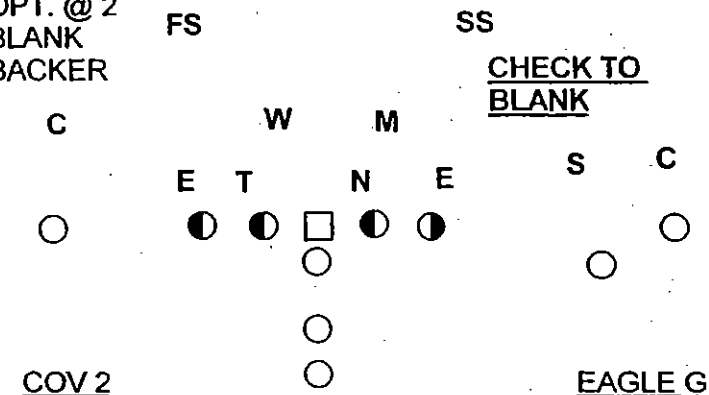
OPT. @ 2  
BLANK  
BACKER



COV 2

EAGLE

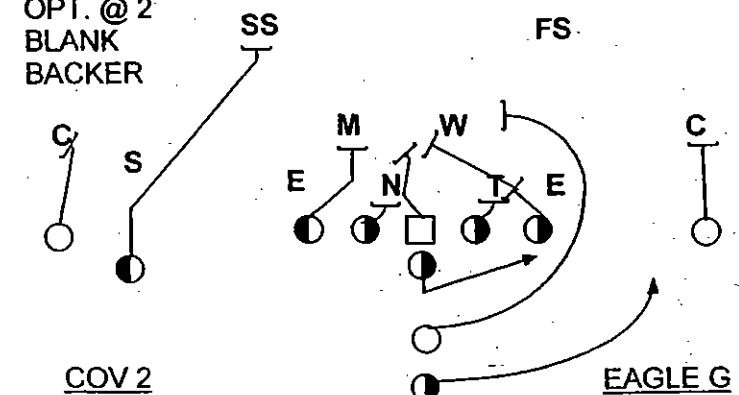
OPT. @ 2  
BLANK  
BACKER



COV 2

EAGLE G

OPT. @ 2  
BLANK  
BACKER



COV 2

EAGLE G

# 7 MAN FRONTS OPTION @ 2/8 BLANK BACKER

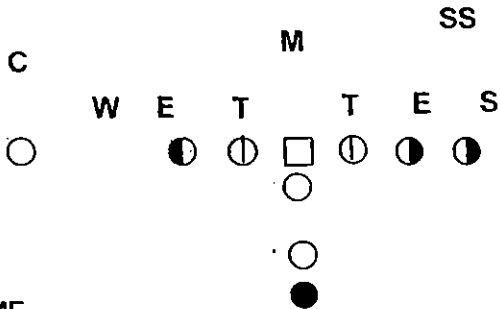
<p>OPT. @ 2 BLANK BACKER</p> <p>COV 2</p> <p>47</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>COV 2</p> <p>47</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>COV 2</p> <p>59</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>SS FS CHECK OUT</p> <p>COV 2</p> <p>59</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>FS CHECK TO OPT. @ 8 BL</p> <p>MF</p> <p>DOUBLE EAGLE SWAP</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>FS</p> <p>MF</p> <p>DOUBLE EAGLE SWAP</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>FS CHECK TO BLANK</p> <p>MF</p> <p>DOUBLE EAGLE 2LB</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>FS</p> <p>MF</p> <p>DOUBLE EAGLE 2LB</p>

# 7 MAN FRONTS OPTION @ 2/8 BLANK BACKER

OPTION @ 2 BLANK  
BACKER

FS

CHECK  
BLANK



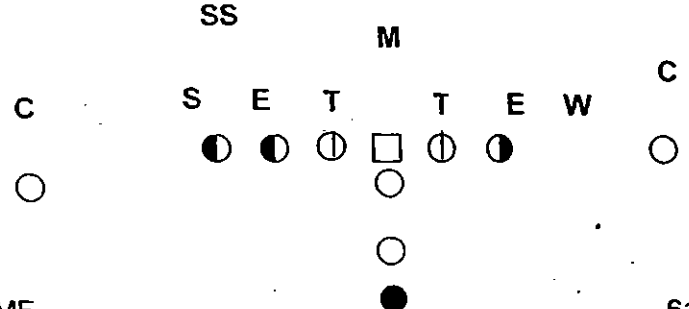
MF

61

OPTION @ 2 BLANK  
BACKER

FS

CHECK OPT @  
BLANK



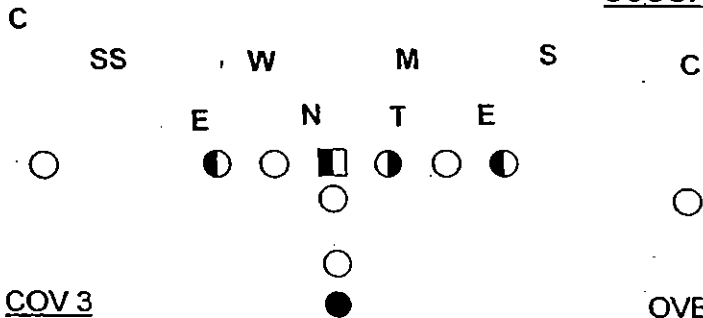
MF

61

OPTION @ 2 BLANK  
BACKER

FS

CHECK  
OPT.  
SCOOP



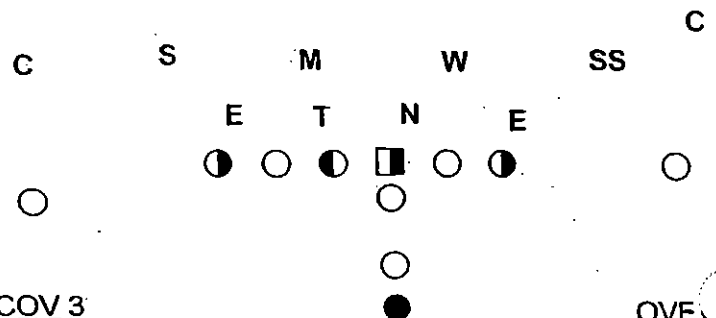
COV 3

OVER

OPTION @ 2 BLANK  
BACKER

FS

CHECK OPT.  
BLANK



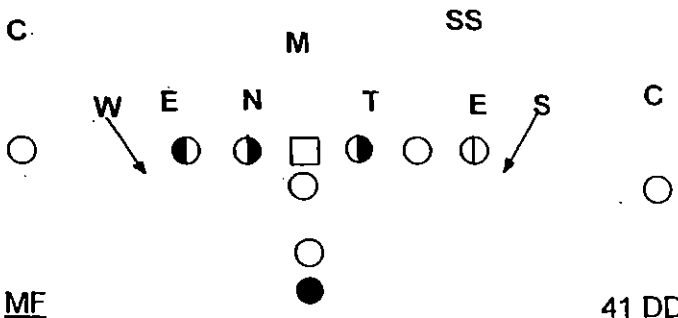
COV 3

OVER

OPTION @ 2  
BLANK BACKER

FS

CHECK OPT.  
2/8 SCOOP



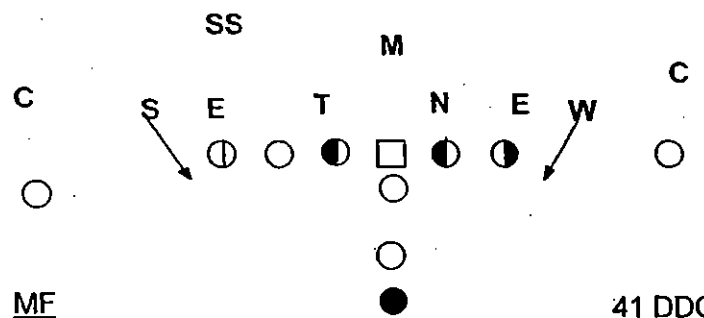
MF

41 DDO

OPTION @ 2 BLANK  
BACKER

FS

CHECK OPT. @  
2/8 SCOOP



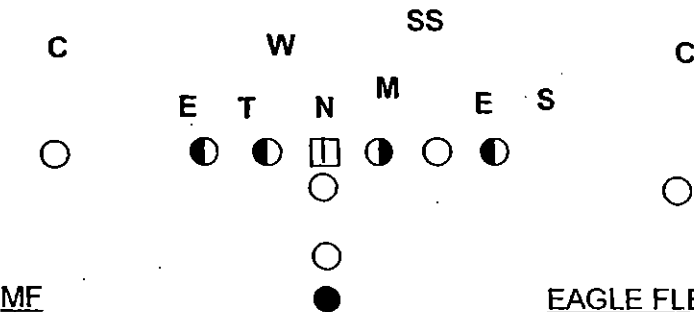
MF

41 DDO

OPTION @ 2 BLANK  
BACKER

FS

CHECK OPT @ 8 BLANK  
OR  
OPT. @ 2 SCOOP

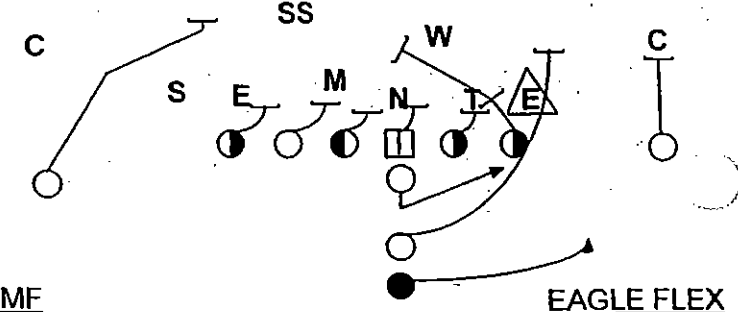


MF

EAGLE FLEX

OPTION @ 2 BLANK  
BACKER

FS



MF

EAGLE FLEX

# **6 MAN FRONTS** **OPTION @ 2/8 BLANK BACKER**

<p>OPT. @ 2 BLANK BACKER</p> <p>42</p> <p align="right">COV 2</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>42</p> <p align="right">COV 2</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>50</p> <p align="right">COV 2</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>50</p> <p align="right">COV 2</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>41 DDO</p> <p align="right">MAN</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>41 DDO</p> <p align="right">MAN</p>
<p>OPT. @ 2 BLANK BACKER</p> <p>DE SWAP</p> <p align="right">MF</p>	<p>OPT. @ 2 BLANK BACKER</p> <p>DE SWAP</p> <p align="right">MF</p>

# 41-49 SCOOP

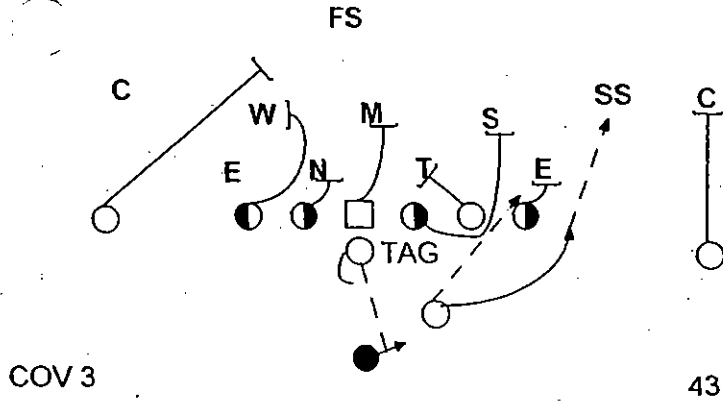
## PLAY DESCRIPTION: RULES AND COACHING POINTS

Toss sweep

	TOWARD	AWAY
OUTSIDE RECEIVER	- Support (2 Backs - block Support/Crack to FS) Possible Crack Call	Stovepipe (cross field) possible
INSIDE RECEIVER	- Block #2	Stovepipe (cross field)
Y	- Over-outside, Possible "Tom Call")	(Possible Cut-off
ON T	- Over-outside "Tom call" pull for first defender outside tight ends down block Possible "Tag Call", "Zoro Call" or "Sally Call"	
ON G	- Over-outside (Use spy technique when uncovered) "Tag Call" - Tackle down Guard Pull to LB'er (Possible "Zorro" Call)	
C	- Full Scoop Possible "Gone" call vs. uncovered center.	
OFF G	- Full Scoop	
OFF T	- Full Scoop	
FB (RB in 2 Backs)	Hesitate - Receive pitch. Take a flat course & read block of TE. Be prepared to turn it up if TE's defender can't be reached.	
FB	- Read defensive front - read outside man's block - block first read to show inside or outside of the end's leverage.	
QB	- Reverse pivot, pitch; boot away (Check backside End's pursuit angle) NOTE: to the TE side run only to six or seven technique. I.E. Over/47 Vs. any over-shifted 7 man front to the TE, check back to open end side with blank "O" or pop out.	

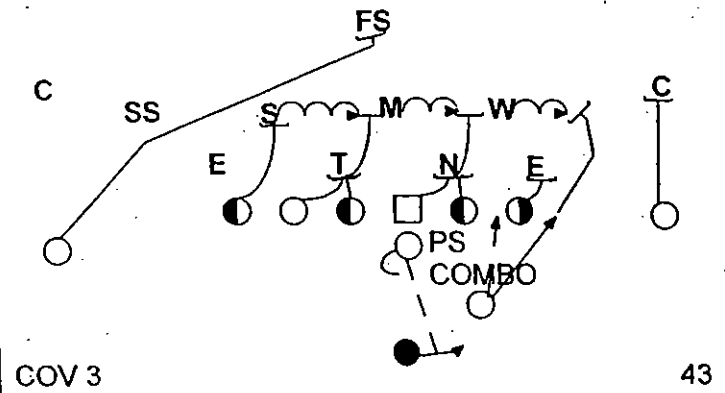
# 7 MAN FRONTS 41/9 SCOOP

41 SCOOP



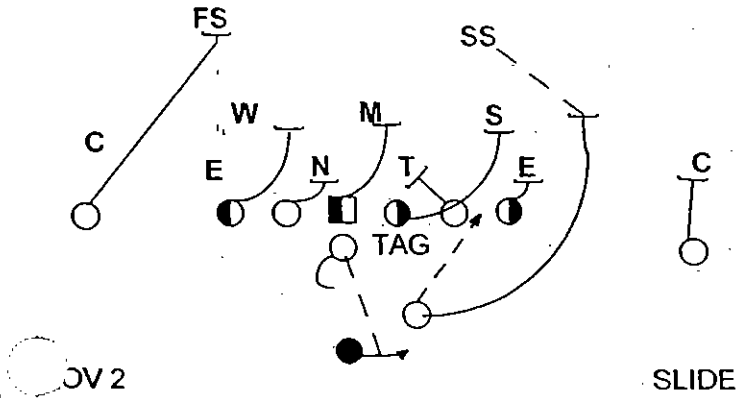
43

41 SCOOP



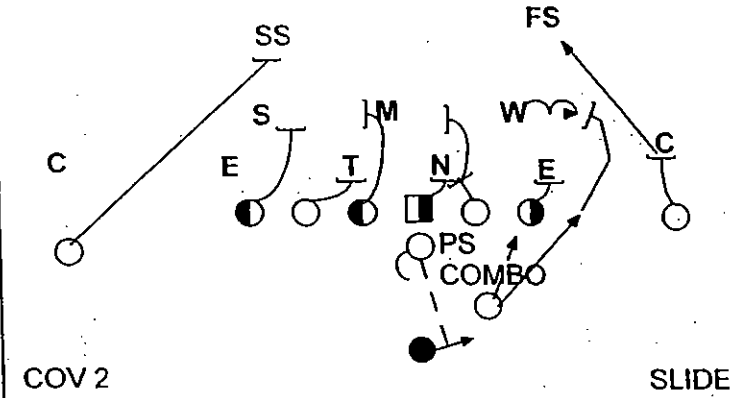
43

41 SCOOP



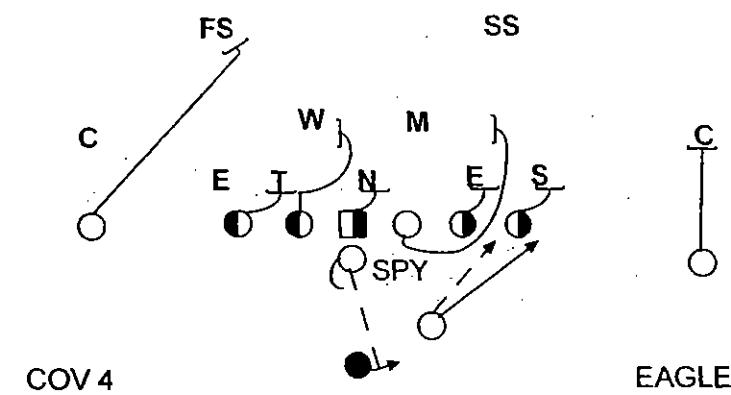
SLIDE

41 SCOOP



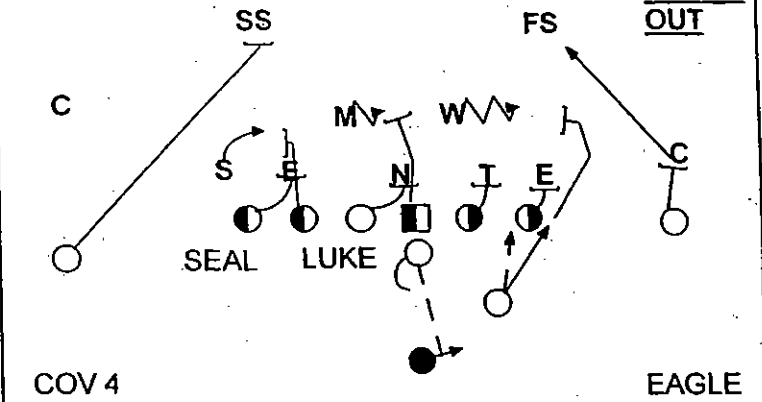
SLIDE

41 SCOOP



EAGLE

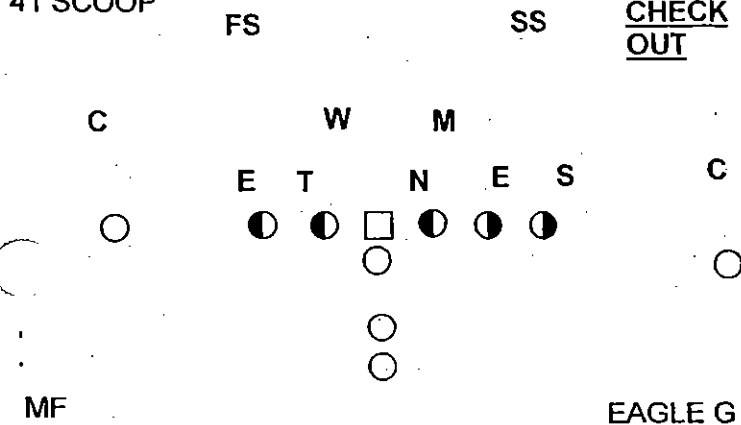
41 SCOOP



EAGLE

CHECK OUT

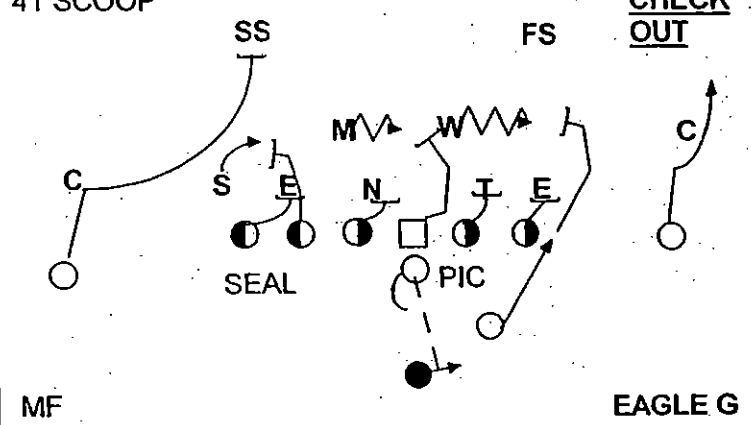
41 SCOOP



EAGLE G

CHECK OUT

41 SCOOP

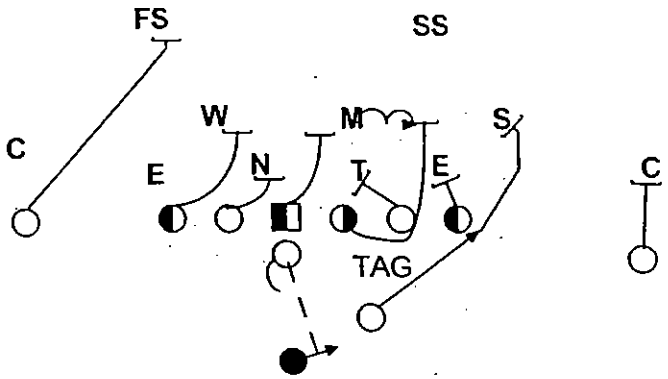


EAGLE G

CHECK OUT

# 7 MAN FRONTS 41/9 SCOOP

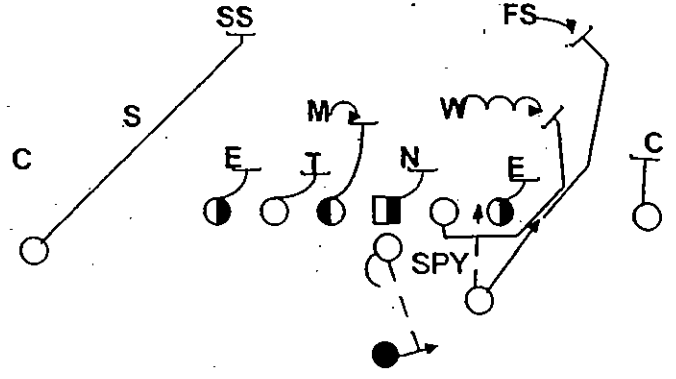
41 SCOOP



COV 2

47

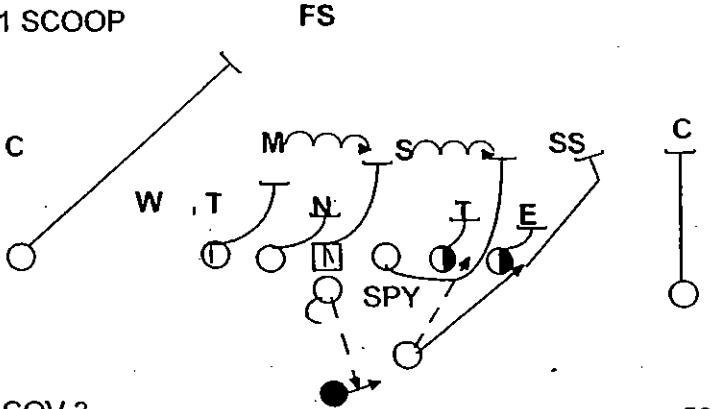
41 SCOOP



COV 2

47

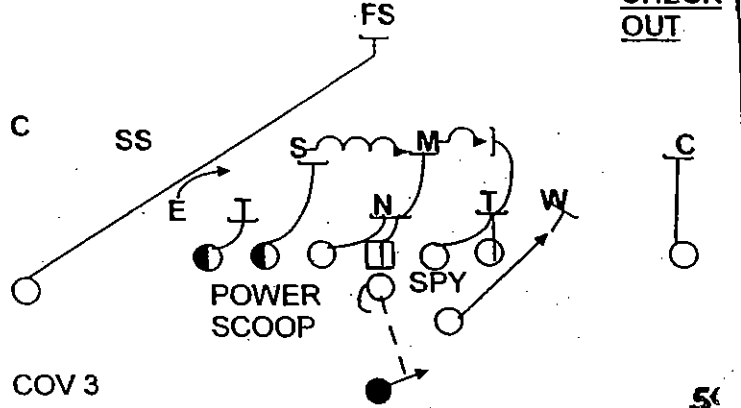
41 SCOOP



COV 3

59

41 SCOOP

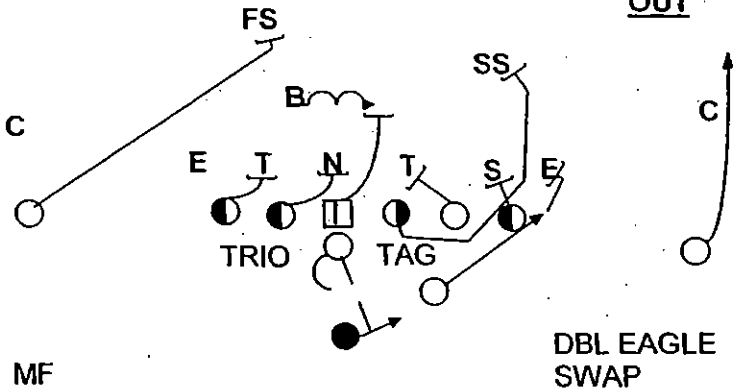


COV 3

59

CHECK  
OUT

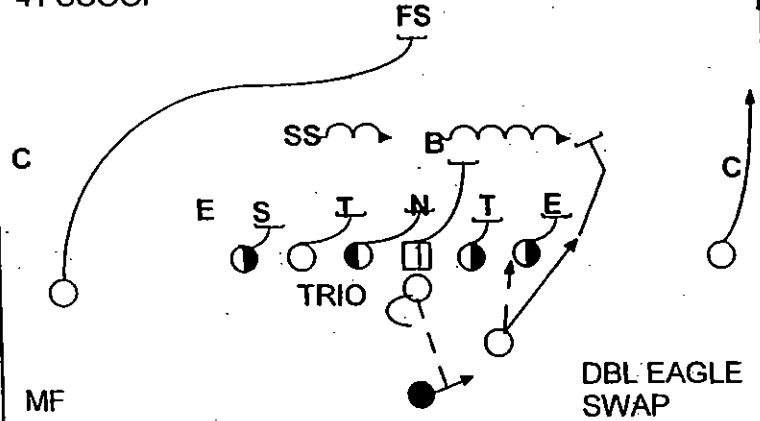
41 SCOOP



MF

DBL EAGLE  
SWAP

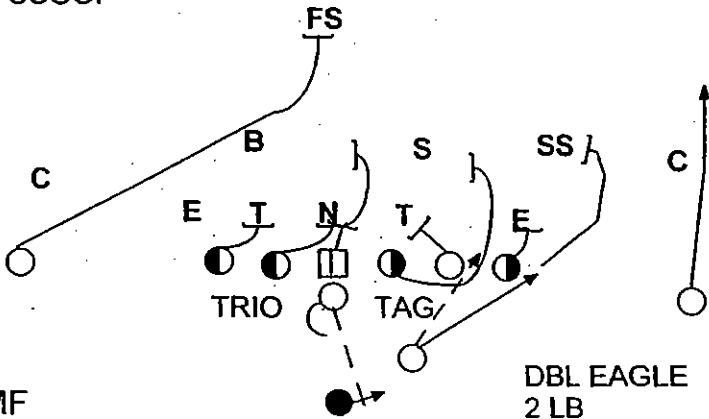
41 SCOOP



MF

DBL EAGLE  
SWAP

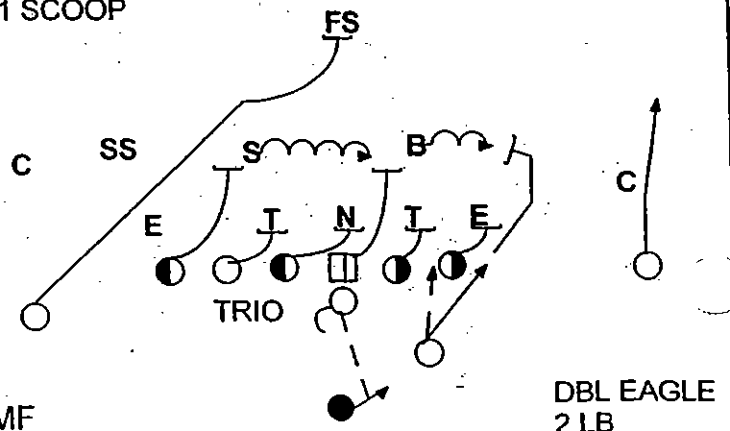
41 SCOOP



MF

DBL EAGLE  
2 LB

41 SCOOP

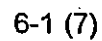


MF

DBL EAGLE  
2 LB

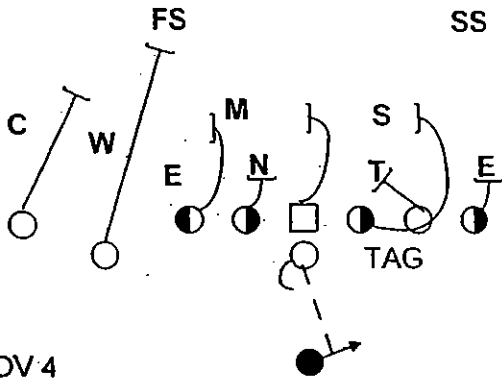


## 41/9 SCOOP

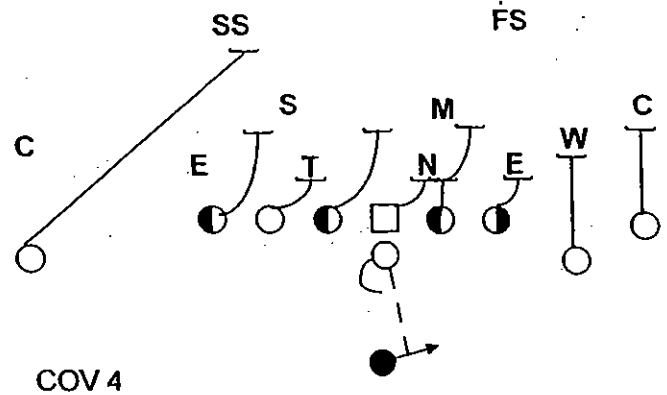


# 6 MAN FRONTS 41/9 SCOOP

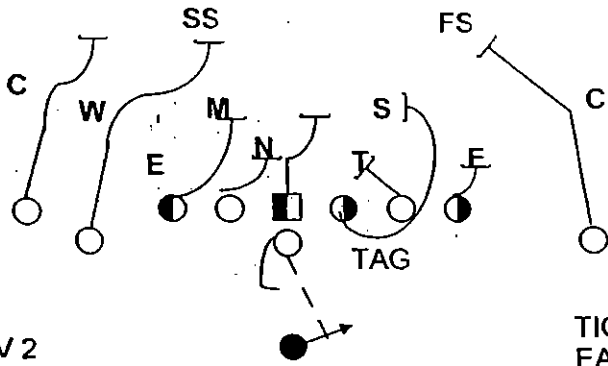
41 SCOOP



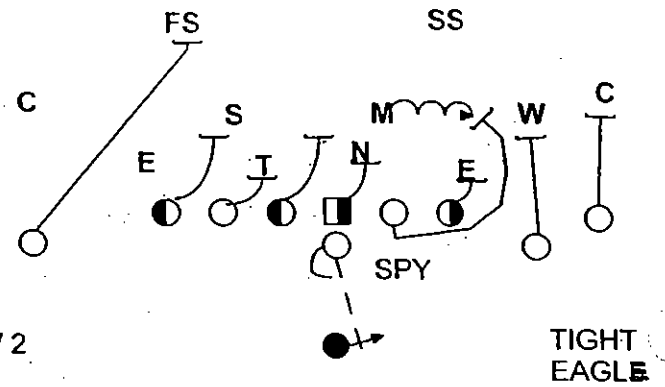
41 SCOOP



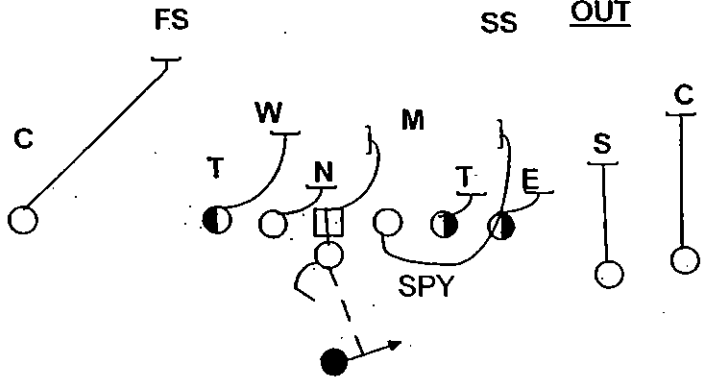
41 SCOOP



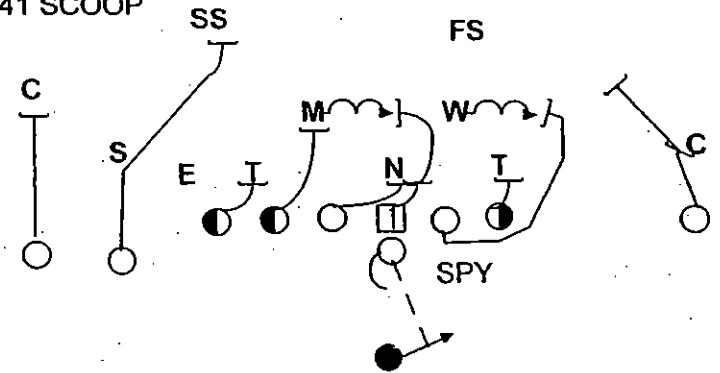
41 SCOOP



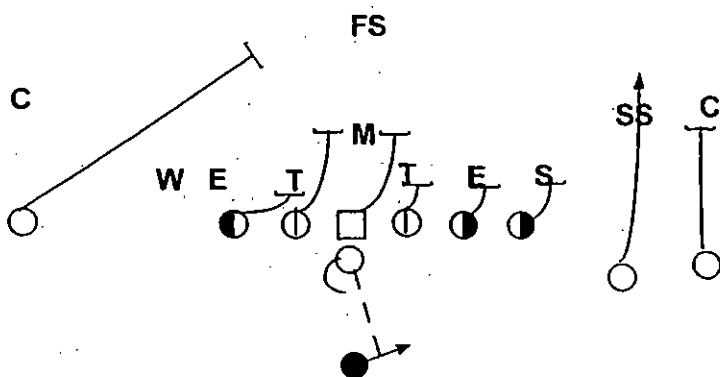
41 SCOOP



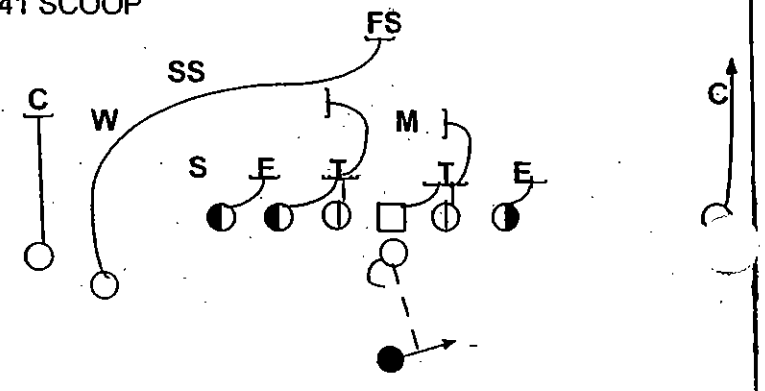
41 SCOOP



41 SCOOP



41 SCOOP



# **6 MAN FRONTS** **41/9 SCOOP**

<p>SCOOP</p> <p>COV 4</p> <p>DBL EAGLE (1 LB)</p>	<p>41 SCOOP</p> <p>MF</p> <p>DBL EAGLE (1 LB)</p>

# 51-59 SCOOP

PLAY DESCRIPTION: QB Sweep Play

## RULES AND COACHING POINTS

		TOWARD	AWAY
OUTSIDE RECEIVER	-	Man On	Stovepipe (cross field)
INSIDE RECEIVER	-	Block #2	Stovepipe (cross field)
Y	-	Over--outside (strong reach)	Cut-off, stovepipe (cross field)
ON T	-	Full Scoop	
ON G	-	Full Scoop	
C	-	Full Scoop	
OFF G	-	Full Scoop	
OFF T	-	Full Scoop	
FB	-	Take first player to show off of Y's block. May need to help Y, otherwise block support. Split side block first color outside T.	
RB (2 Backs)	-	Take first color to show outside F's block. Help F if need be.	
QB	-	Sprint through a position 4-5 yards behind the ON T. Key the block on defensive end for path (must look like sprint pass--keep your ball up).	

## PLAY DESCRIPTION:

Quick hitting Draw Play with angle blocking.

→ run towards TE

## KEYS AND COACHING POINTS

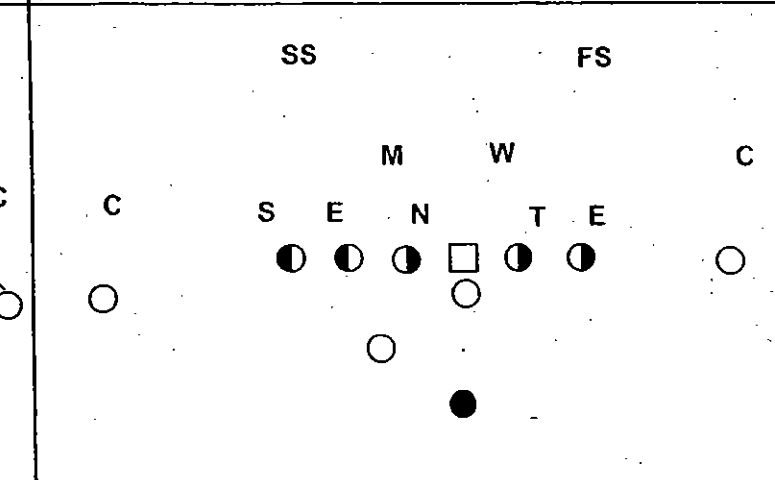
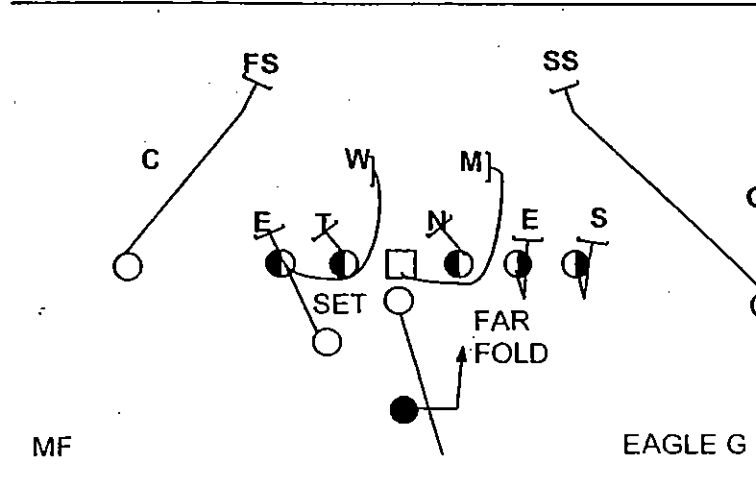
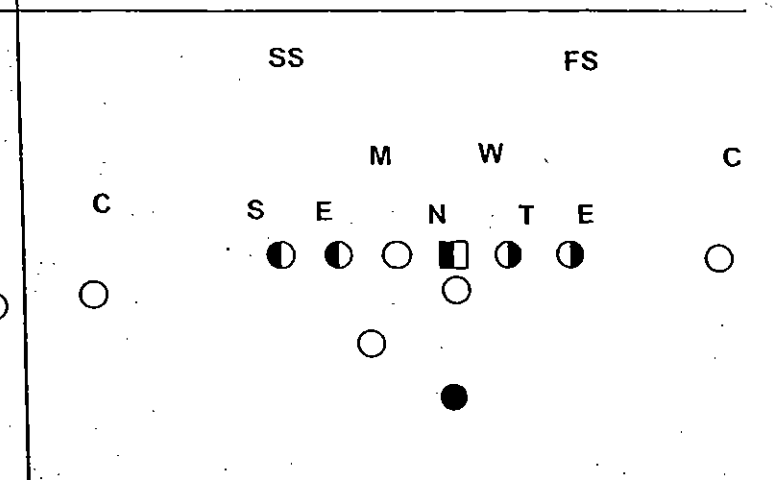
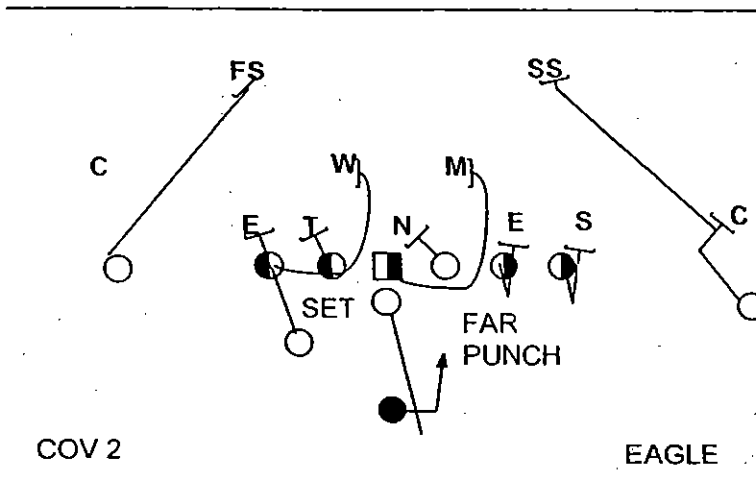
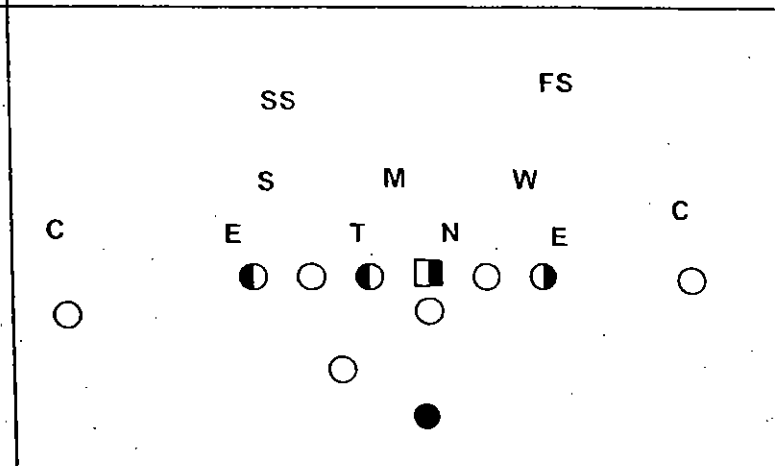
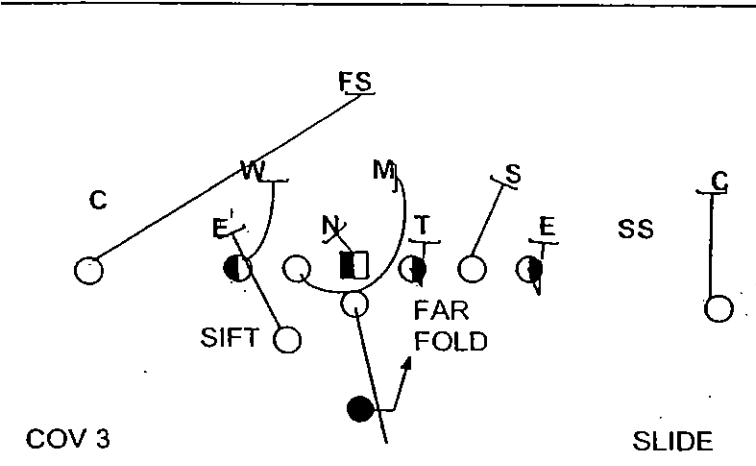
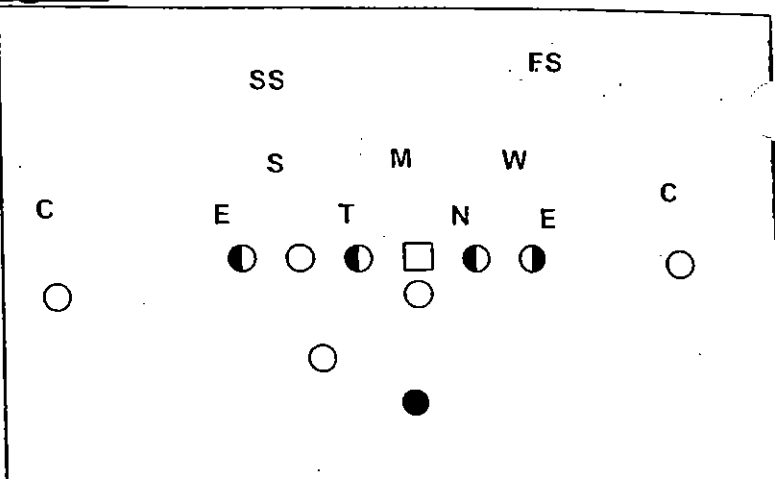
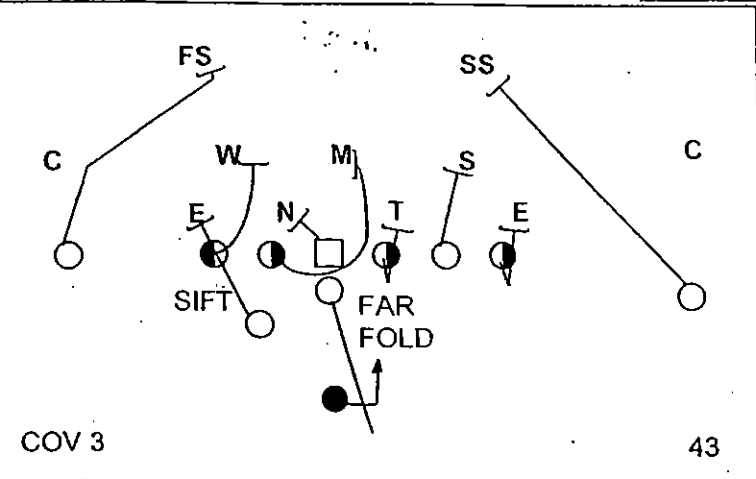
	TOWARD	AWAY
OUTSIDE RECEIVER	- Support	Stovepipe (cross field)
INSIDE RECEIVER	- Block #2	Block #2
Y	- Draw Technique, Sift	Sift (Fold or combo Vs. 7 Tech)
ON T	-	Over - Near LBer - Seal vs. 7 Tech (Fold or Combo w/ T.E.)
ON G	-	On/Inside (Set, but don't get squeezed into "A" Gap).
C	-	Backside "A" Gap - "Far" Fold when seven in box.
OFF G	-	"Far Fold" call puts you on MLE - to far LBer Near call puts on on near LBer - "You" call puts you on "5" technique.
OFF T	-	Far Call - Near LBer - Near Call - Sift Possible "you" call to guard (Vs. 50 Front) Flash & sift Vs. 7 man front.
F FB	-	Step laterally to the side of the call, then with the off foot, drop step and accelerate to the A Gap playside reading the guard's block. After passing the LOS, expect the off Lineman to block the LBer and make your cut off his block. (Deep) Receive snap and then accelerate thru the A Gap.
FB 2 Backs	-	Accelerate thru backside 5 Technique. Don't let 5 Tech cross your face.
QB	-	Three step drop, Show Boot Action Away - Exchange - Check vs. any LBer tough look.
R-2 Backs	-	Accelerate thru inside number of backside Defensive End.

→ Far → 7 man box

→ near → 6 man box

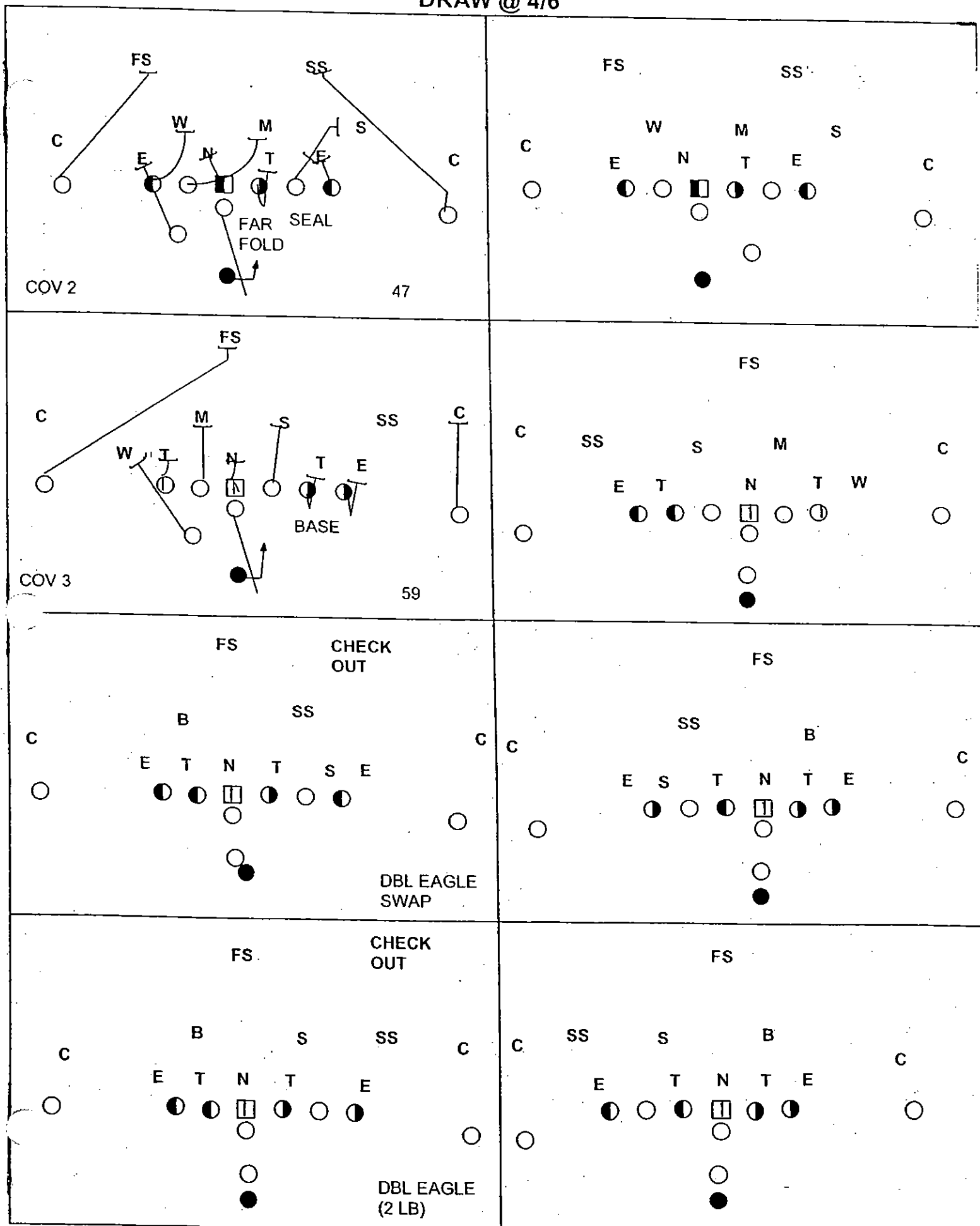
# 7 MAN FRONTS

DRAW @ 4/6

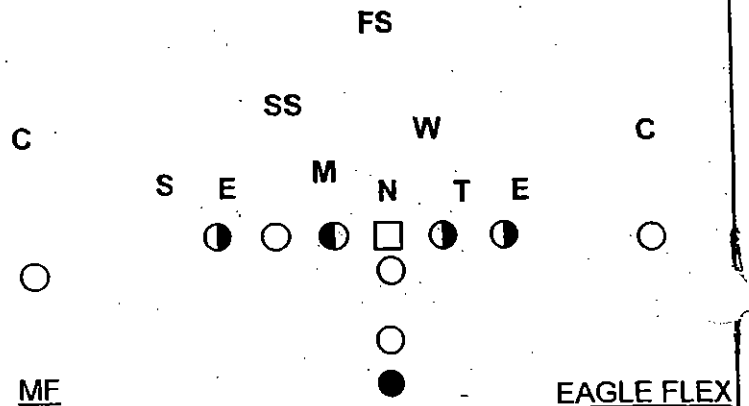
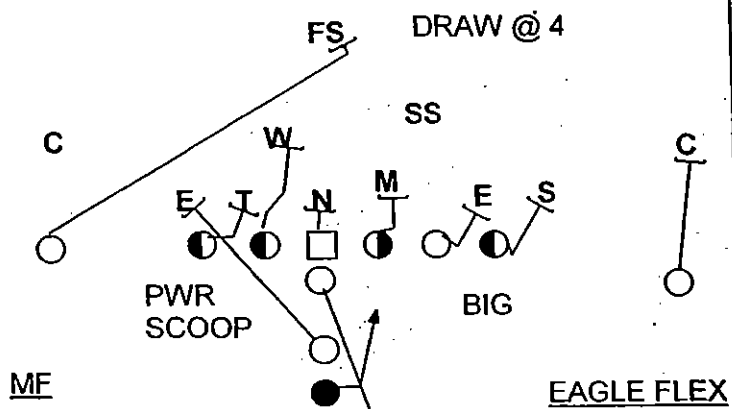
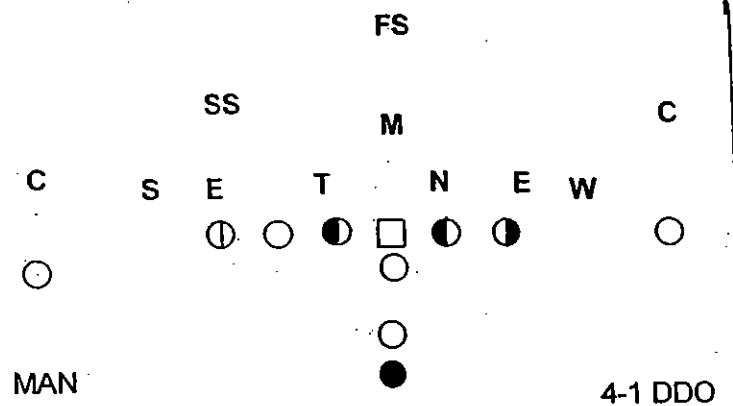
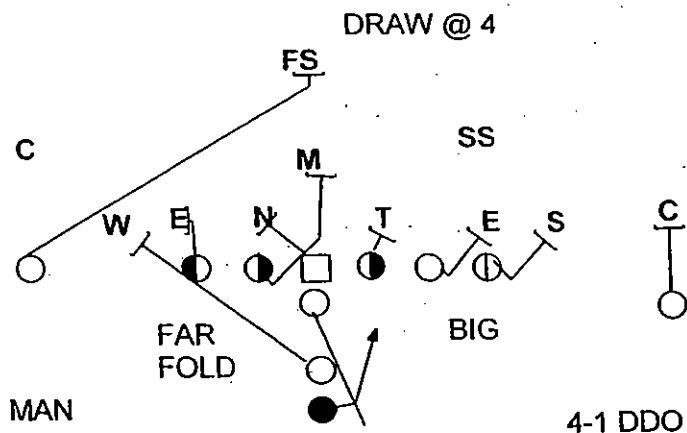
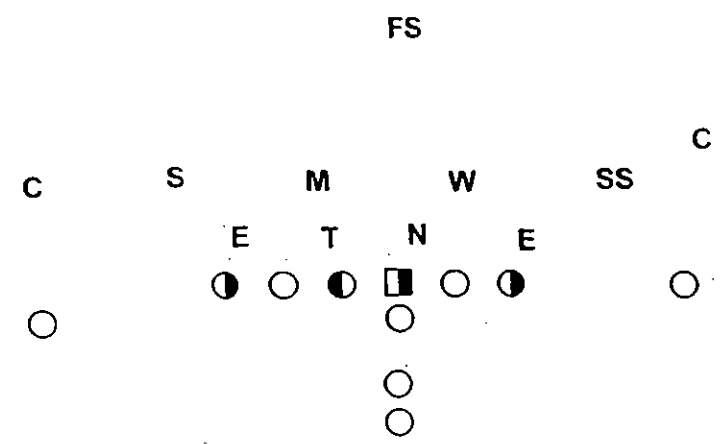
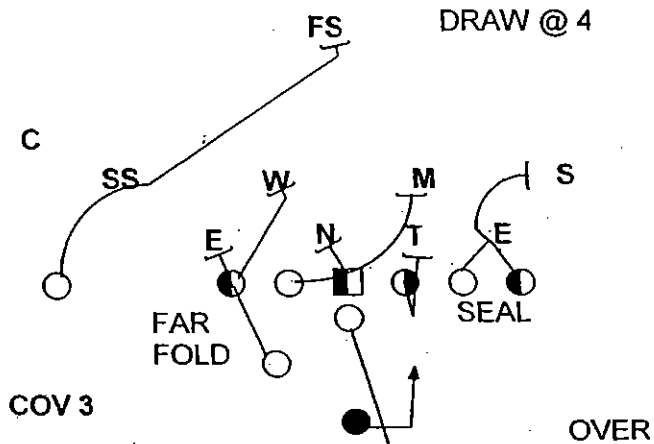
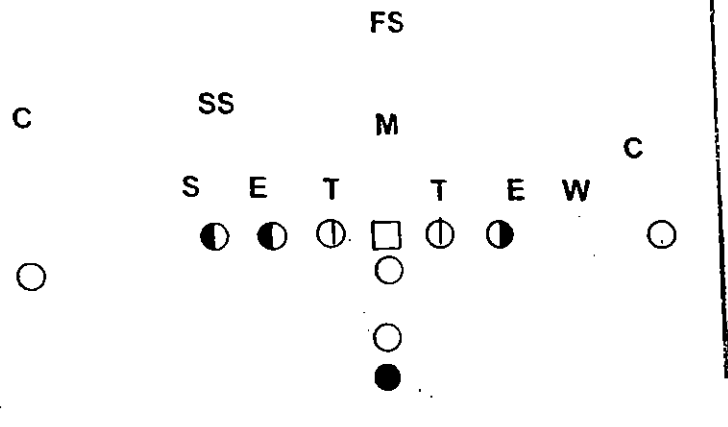
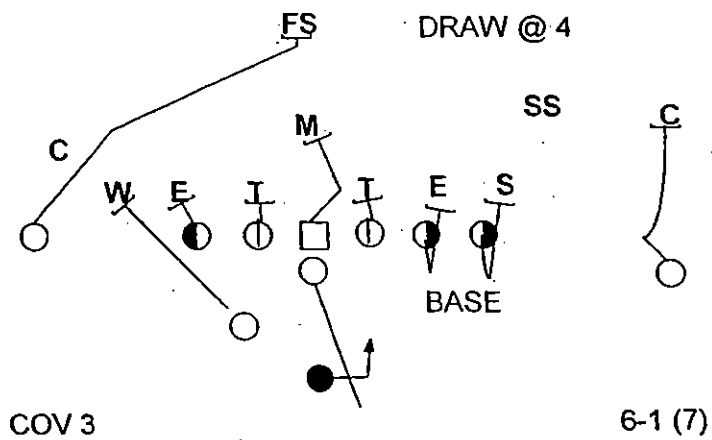


# 7 MAN FRONTS

DRAW @ 4/6

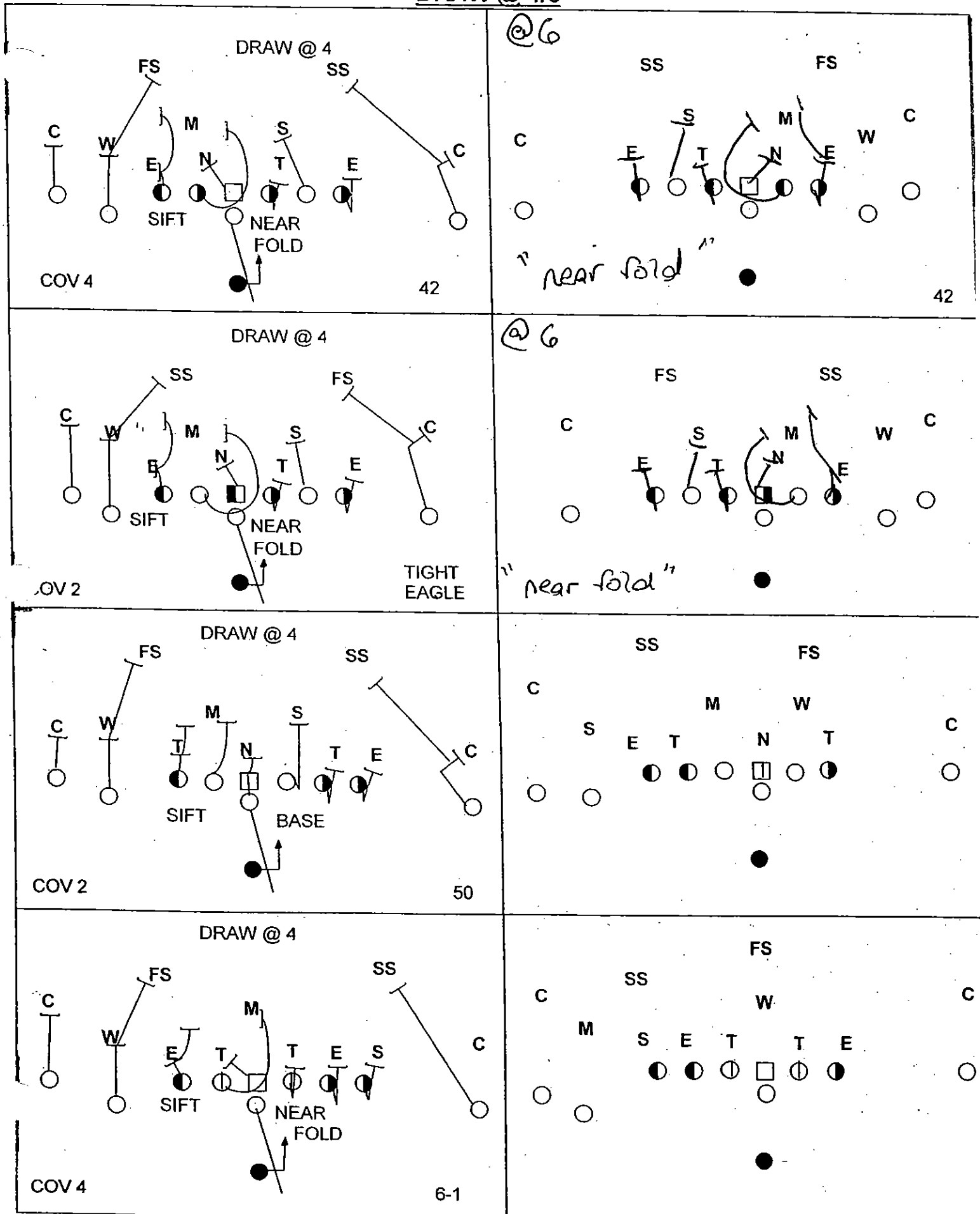


# 7 MAN FRONTS DRAW @ 4/6



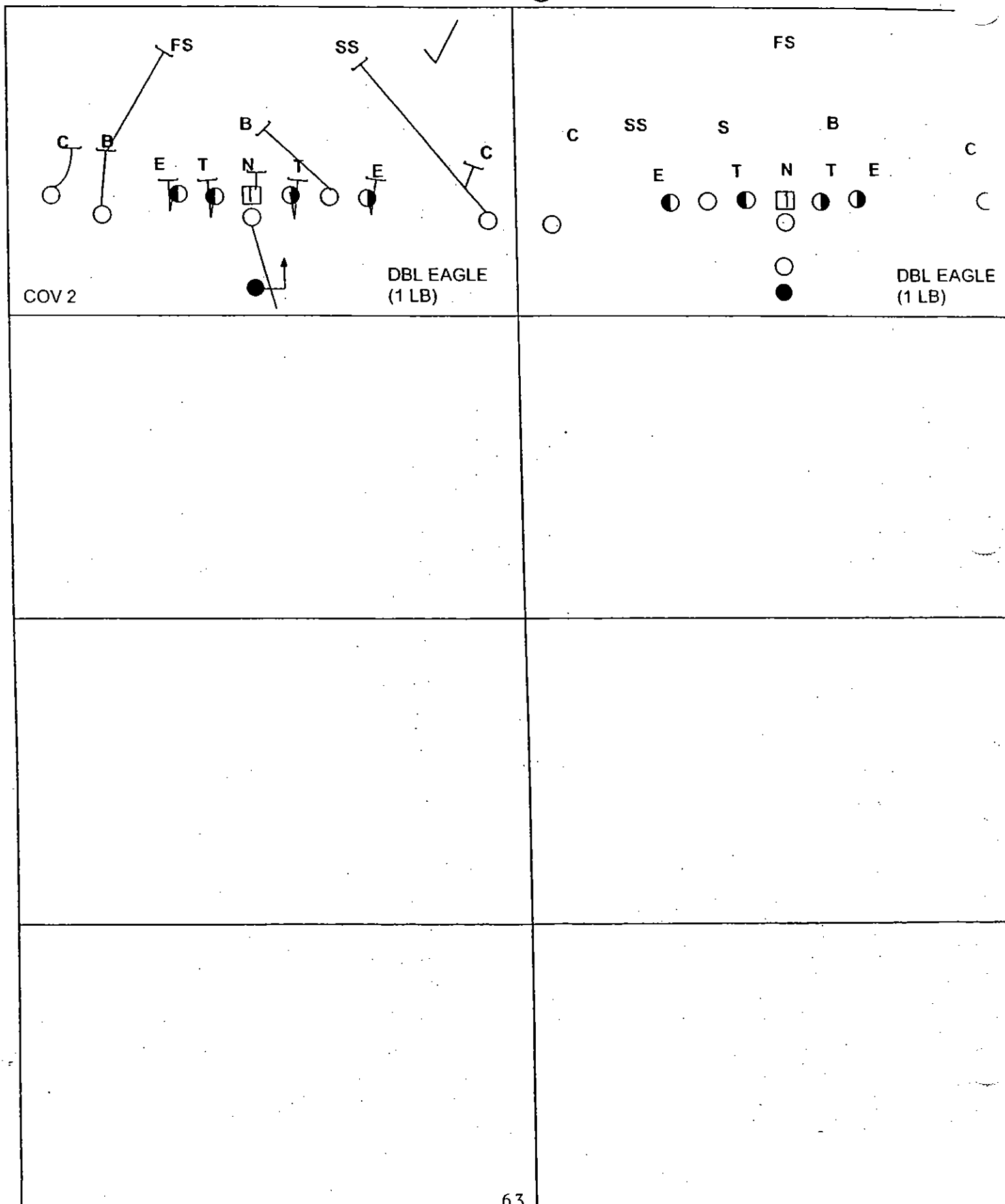


# **6 MAN FRONTS** **DRAW @ 4/6**



# 6 MAN FRONTS

DRAW @ 4/6



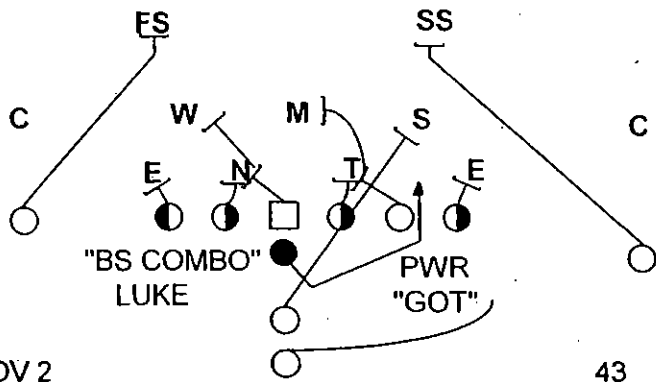
**PLAY DESCRIPTION:** Isolation play with fullback leading on frontside LBer. RB will run the option course and QB will keep the ball and read Fullback's block.

# **RULES AND COACHING POINTS**

	TOWARD	AWAY
OUTSIDE RECEIVER	Support	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	Base Influence	Inside Drive Cut-Off (Seal Block)
ON T	On - Inside	
	Possible "Big Call" to openside vs. 59 Front	
ON G	On - Inside	
C	Over - Offside	
OFF G	Over	
OFF T	Over (Possible Sift, or Seal w/ Backside TE)	
(FB)	Frontside LBer	
R	Run Option path to playside. Show hands for pitch.	
QB	Open 5 o'clock to right - 7 o'clock to left extend ball to back, secure mesh then keep ball and follow FB's block. (Show patience) Four weak rule applies.	

# 7 MAN FRONTS 93/97 QB POP OUT

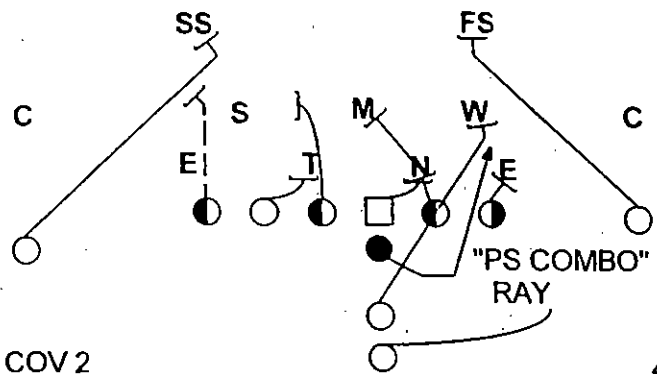
93 QB POP OUT



COV 2

43

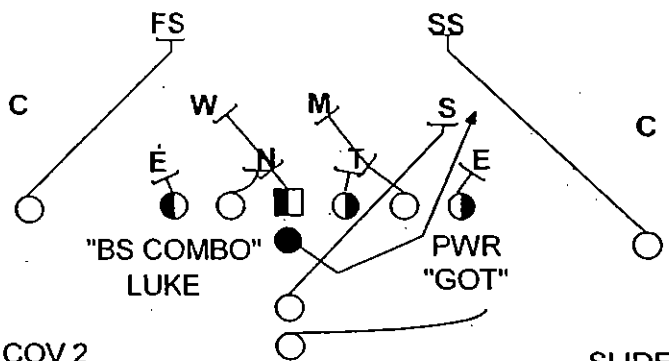
93 QB POP OUT



COV 2

43

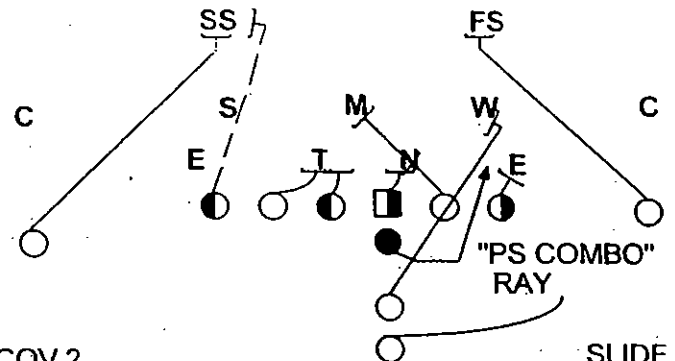
93 QB POP OUT



COV 2

SLIDE

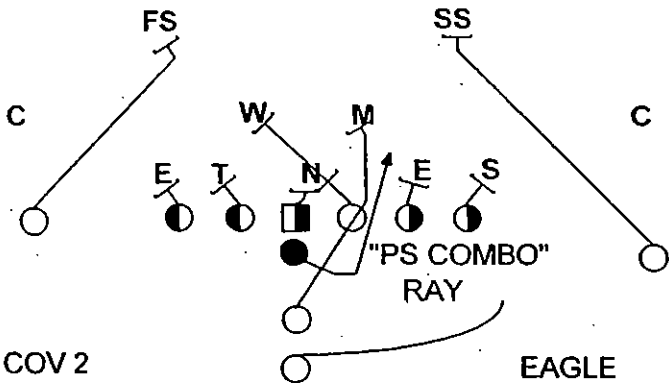
93 QB POP OUT



COV 2

SLIDE

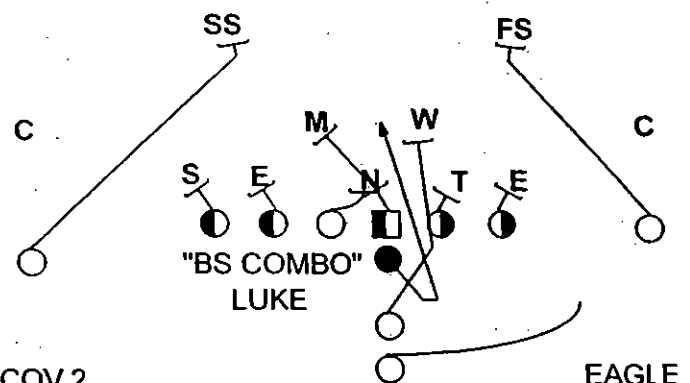
93 QB POP OUT



COV 2

EAGLE

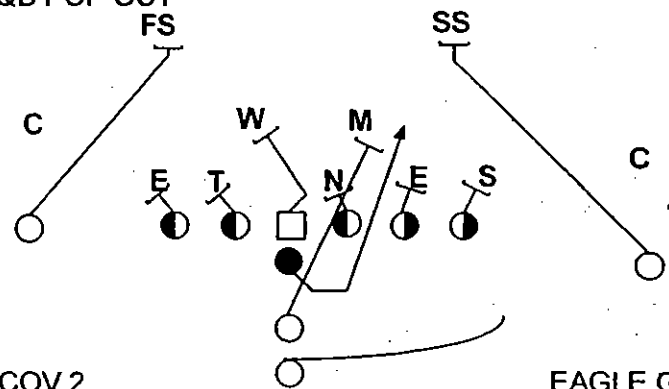
93 QB POP OUT



COV 2

EAGLE

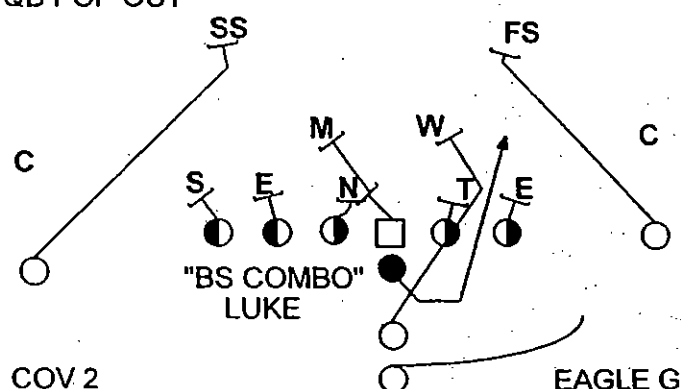
93 QB POP OUT



COV 2

EAGLE G

93 QB POP OUT



COV 2

EAGLE G

# 93-97 DIVE (VEER) (KEEP)

PLAY DESCRIPTION: A quick hitting play to attack defensive fronts vertically.

## RULES AND COACHING POINTS

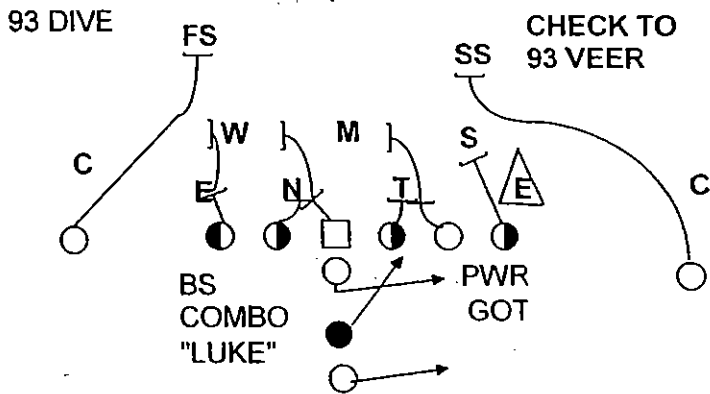
		TOWARD	AWAY
OUTSIDE RECEIVER	-	Support	Stovepipe (cross field)
INSIDE RECEIVER	-	Block #2	Stovepipe (cross field)
Y	-	Man On (Possible Arc to Safety)	Full Scoop
ON T	-	On, Over	
ON G	-	On, Over	
C	-	Over-Uphill (Possible playside Combo vs. 1 Tech)	
OFF G	-	Full Scoop (Possible Trio) (Power "Got")	
OFF T	-	Full Scoop (Possible Trio) (Power "Got")	
FB	-	Aiming point of outside hip of play side guard. Hit it quick, find a crease, accelerate up field. Keep pads down.	
R (2 Backs)	-	Take pitch path playside. Go hard. Flash hands as if receiving the pitch.	
QB	-	Open step to 5:00 continue 2nd step--reach deep for the FB--make exchange--option course. Should take the play to the shaded nose.	

Alert: Vs. any defender over the strong guard ✓ to veer zone, both to the T.E. side and open end side.

Note: With "Keep" Option 1st defender who shows outside TE's block or open end tackle's block.

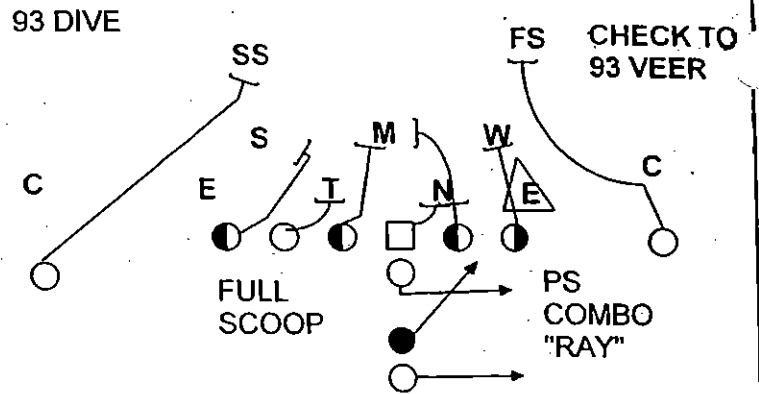
Note: With "Bow" block by T.E. alert pitch key will now be end man on line of scrimmage.

# 7 MAN FRONTS 93-97 DIVE



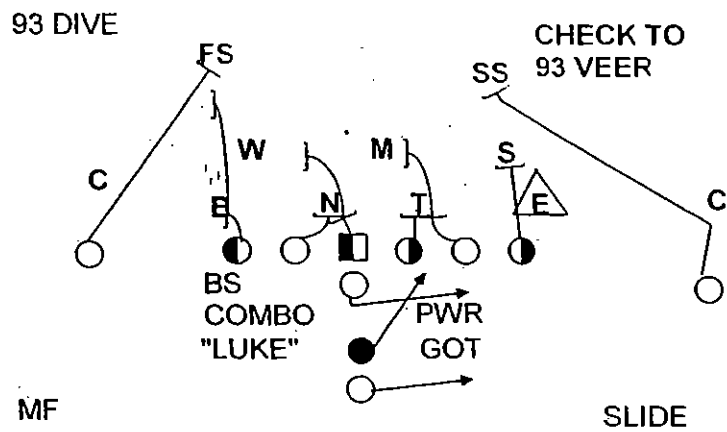
MF

43



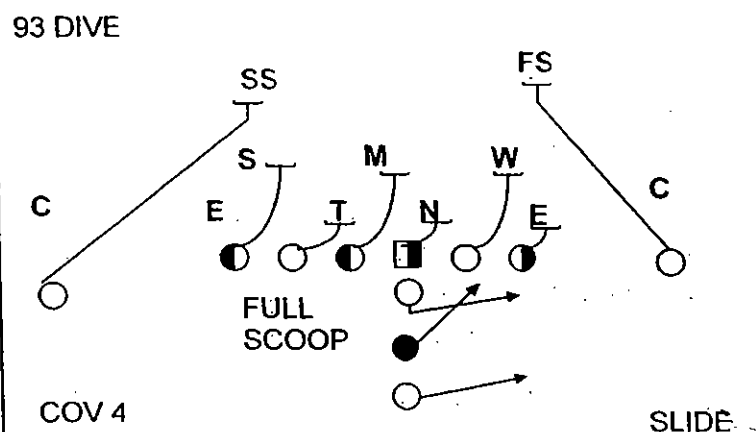
MF

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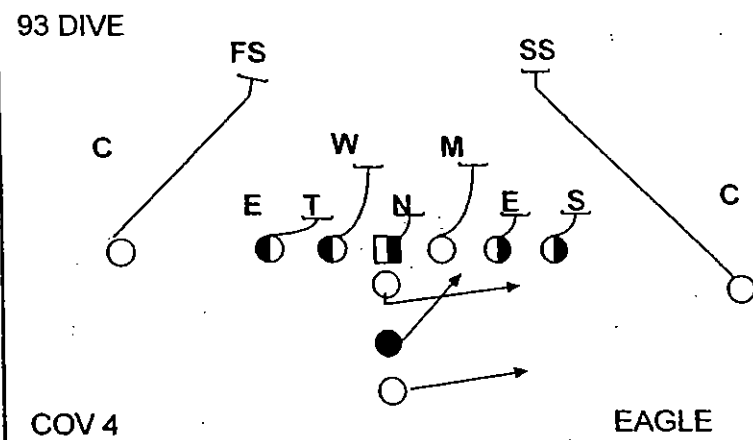
MF

SLIDE



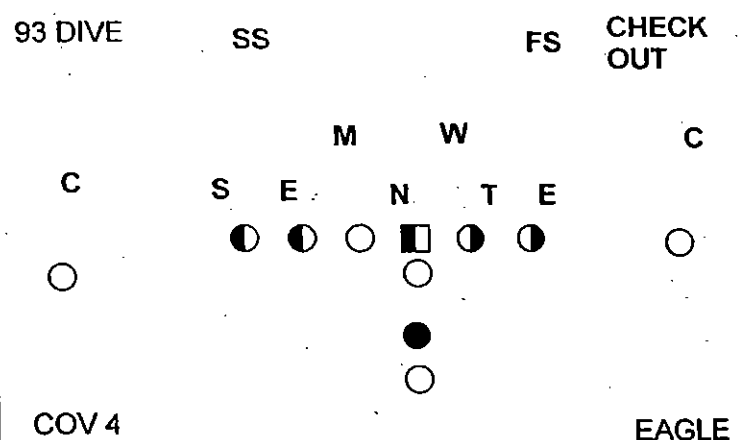
COV 4

SLIDE



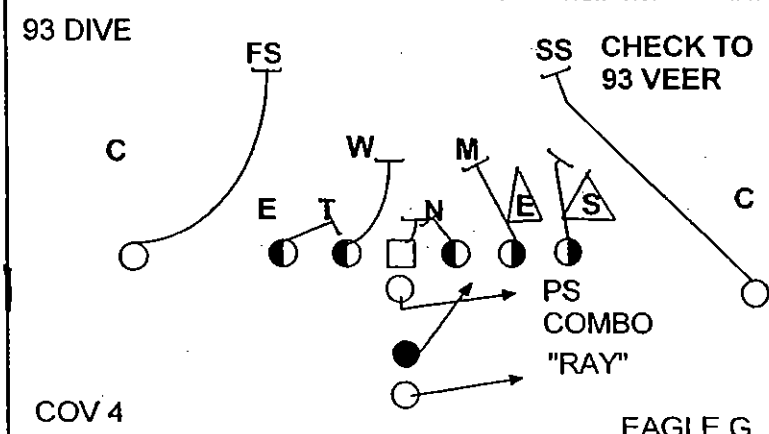
COV 4

EAGLE



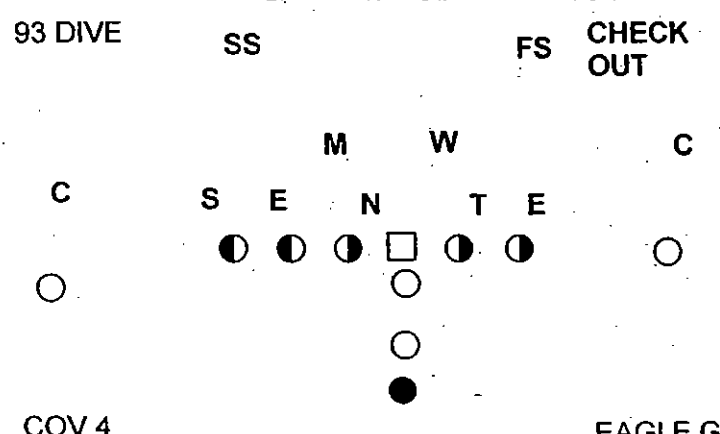
COV 4

EAGLE



COV 4

EAGLE G



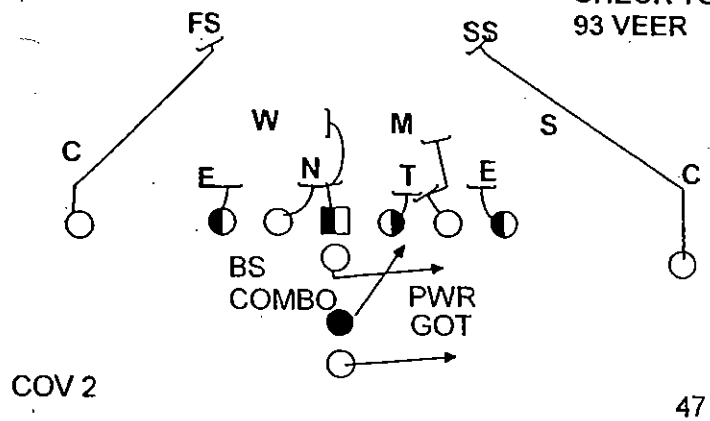
COV 4

EAGLE G

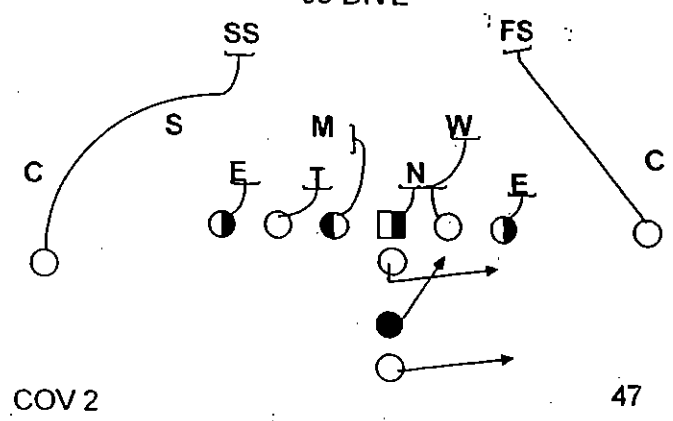
# 7 MAN FRONTS 93/97 DIVE

93 DIVE

CHECK TO  
93 VEER

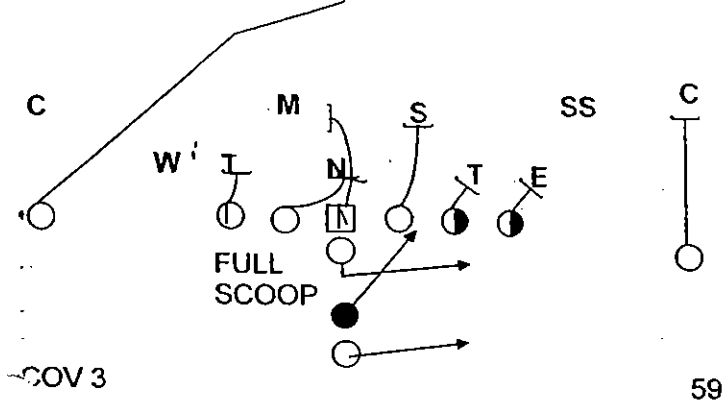


93 DIVE



93DIVE

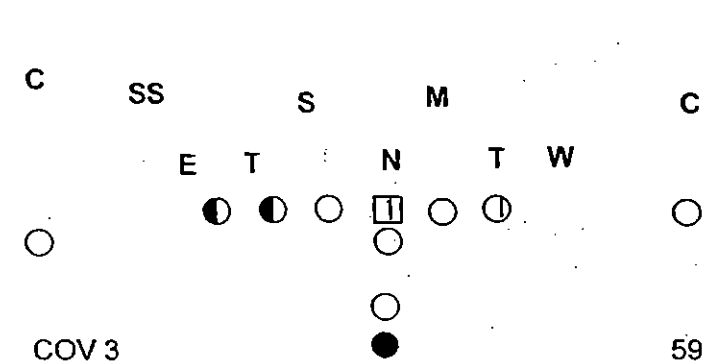
FS



93DIVE

FS

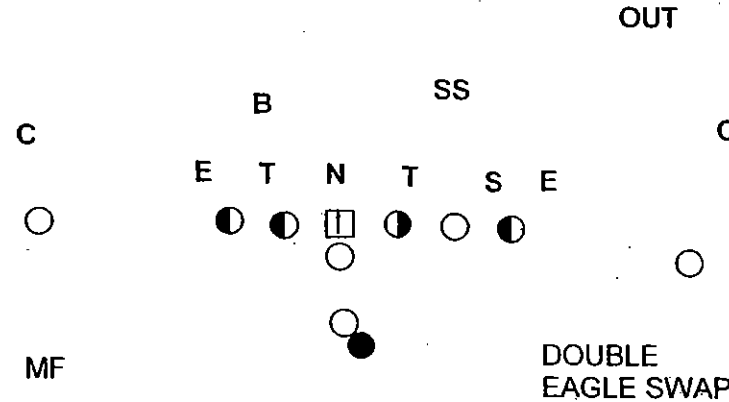
CHECK  
OUT



93DIVE

FS

CHECK  
OUT

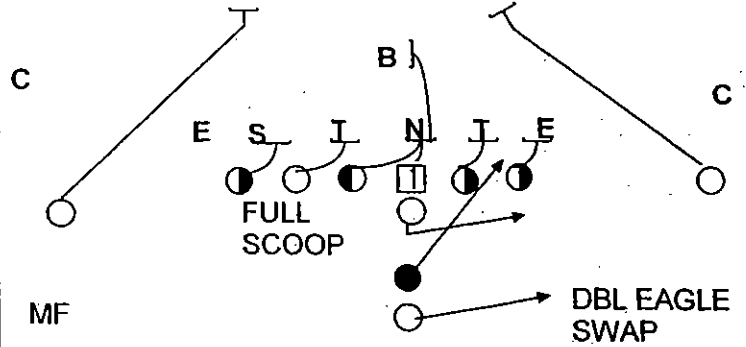


DOUBLE  
EAGLE SWAP

93DIVE

SS

FS

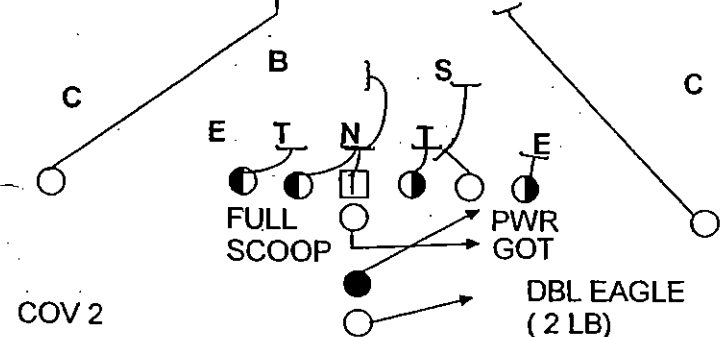


DBL EAGLE  
SWAP

93DIVE

FS

SS

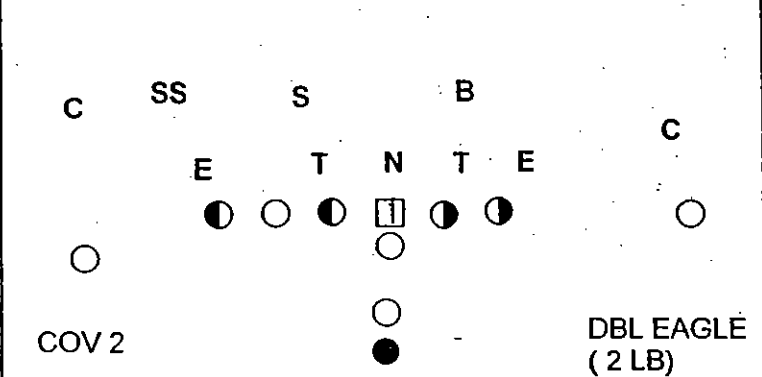


DBL EAGLE  
(2 LB)

93 DIVE

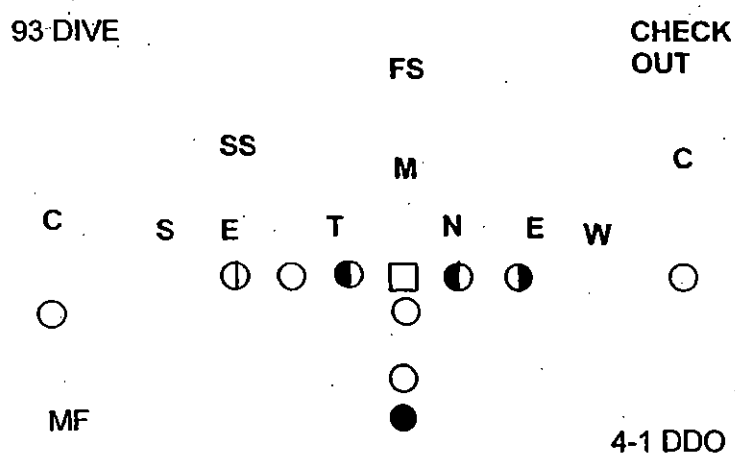
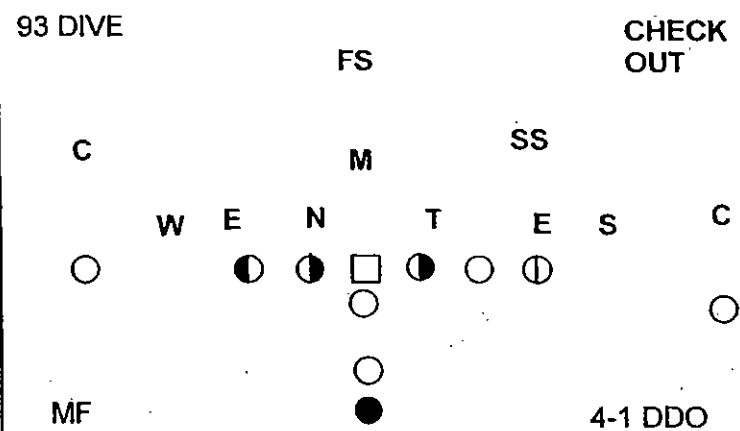
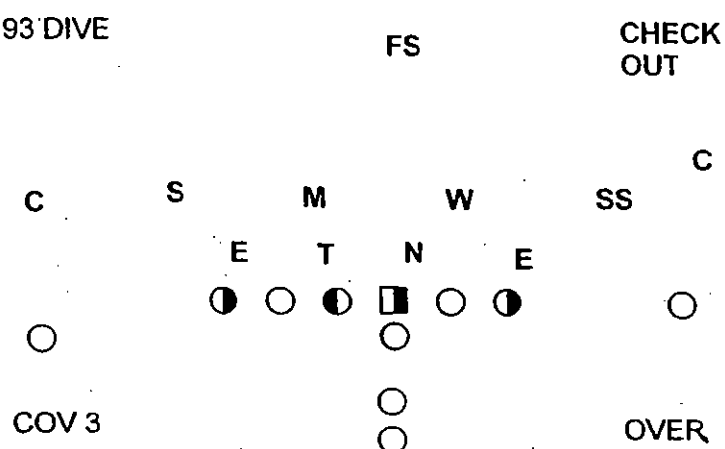
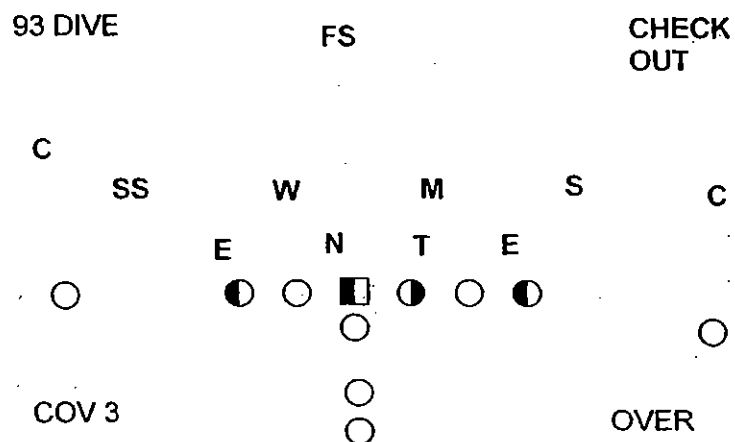
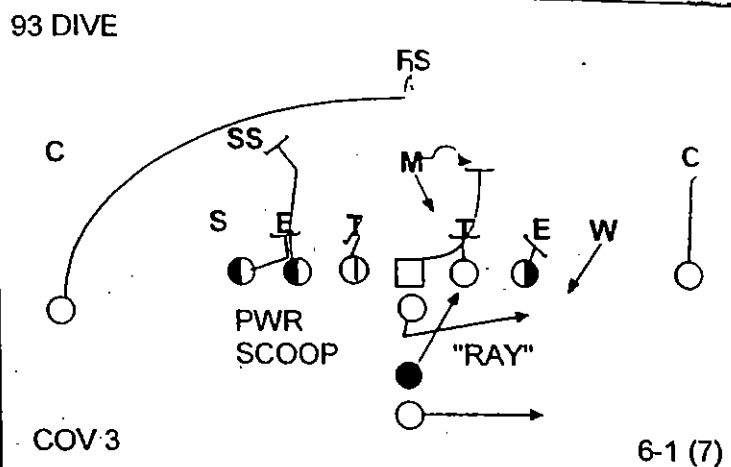
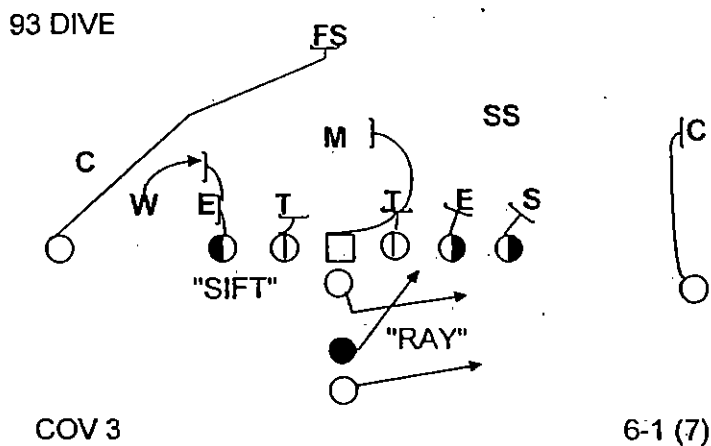
FS

CHECK  
OUT



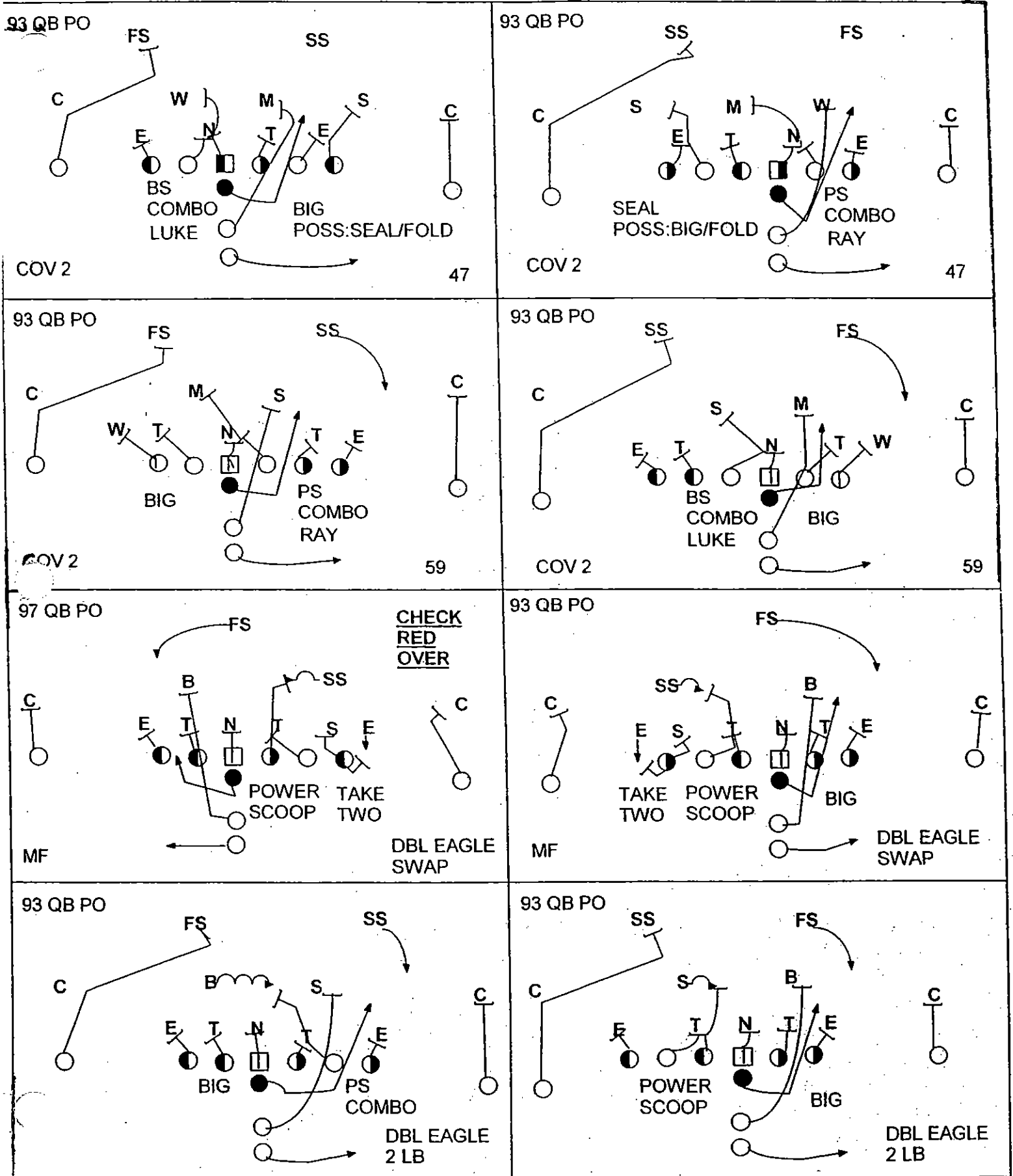
DBL EAGLE  
(2 LB)

**93/97 DIVE**





# **7 MAN FRONTS** **93/97 QB POP OUT**



# **7 MAN FRONTS** **93/97 QB POP OUT**

<p>93 QB PO</p> <p>MF 61</p>	<p>93 QB PO</p> <p align="right"><u>CHECK OUT</u></p> <p>MF 61</p>
<p>93 QB PO</p> <p>COV 3 OVER</p>	<p>93 QB PO</p> <p align="right"><u>OVER</u></p> <p>COV 3 OVER</p>
<p>93 QB PO</p> <p align="right"><u>CHECK OUT</u></p> <p>MF 41 DDO</p>	<p>93 QB PO</p> <p align="right"><u>CHECK OUT</u></p> <p>MF 41 DDO</p>
<p>97 QB PO</p> <p align="right"><u>CHECK RED OVER</u></p> <p>MF EAGLE FLEX</p>	<p>93 QB PO</p> <p align="right"><u>EAGLE FLEX</u></p> <p>MF EAGLE FLEX</p>

93/7 QB DBL POP OUT

PLAY DESCRIPTION: Isolation play with full back leading on frontside LBer and "R" Back blocking the Near Safety.

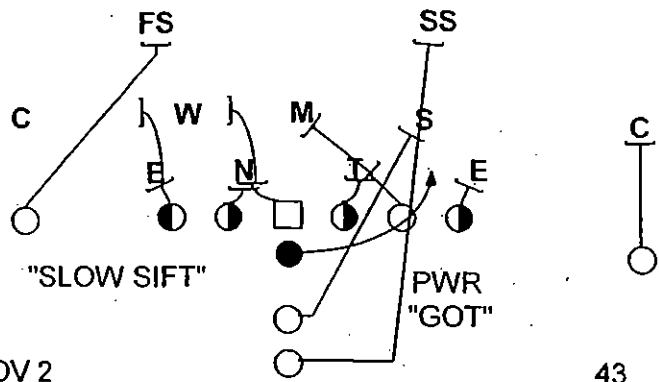
RULES AND COACHING POINTS

	<u>TOWARD</u>	<u>AWAY</u>
OUTSIDE RECEIVER	Outside 1/3	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	Base Influence	Inside Drive Cut-off (Seal Block)
ON T	On-Inside	Possible big Call to openside vs. 59 Front
ON G	On-Inside	
C	Over-Offside to backside backer	
OFF G	Over	
OFF T	Over (Possible Sift, or Seal w/ Backside TE)	
F (FB)	Frontside LBer (Can use motion) 54/6 Pop Out Rules	
R	Open step- lead step downhill and attack near Safety.	
QB	Open to five o'clock to right - 7 o'clock to left extend ball to back, secure mesh then Follow the FB's block on FSLB. Protect the ball. Be alert for 4 Weak rule.	

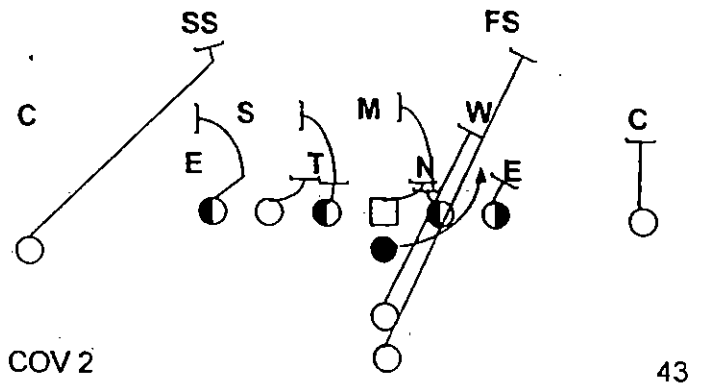
# 7 MAN FRONTS

## 93/97 QB DOUBLE POP OUT

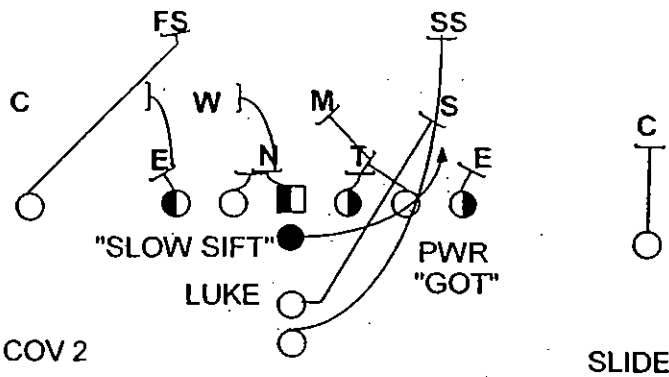
93 QB DBL PO



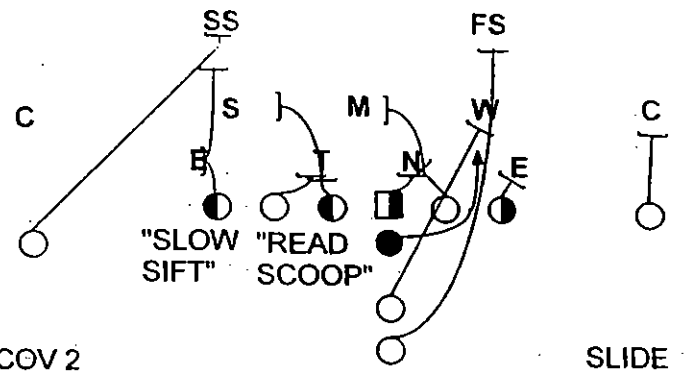
93 QB DBL PO



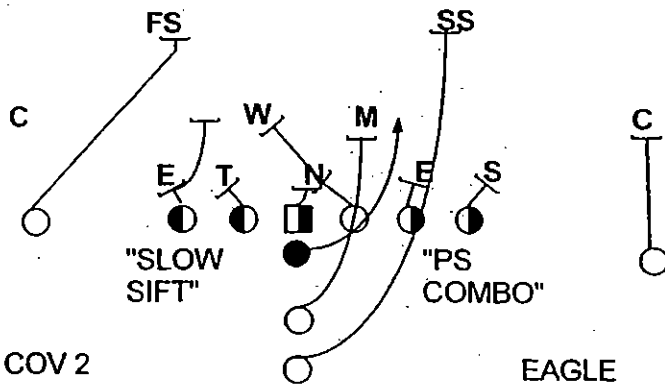
93 QB DBL PO



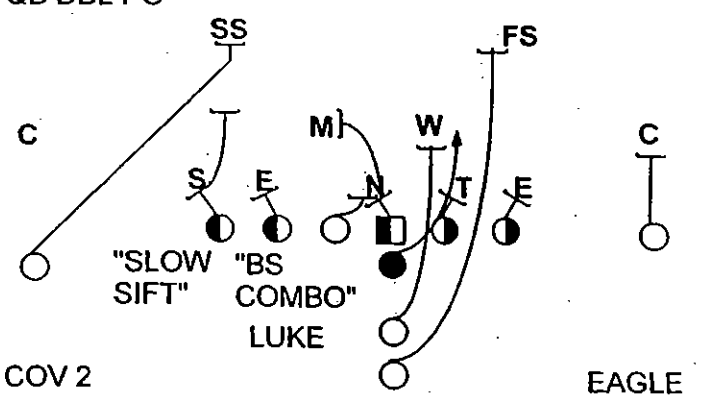
93 QB DBL PO



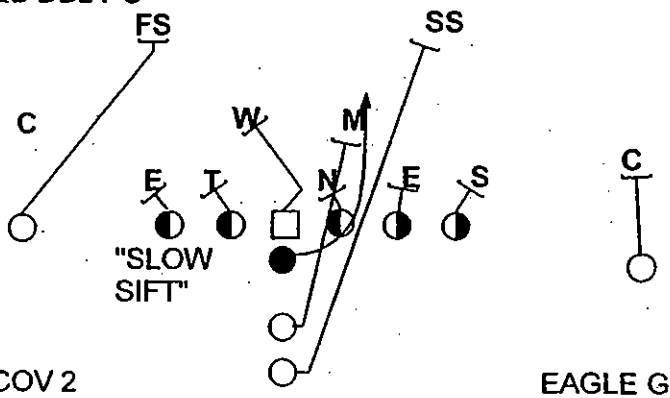
93 QB DBL PO



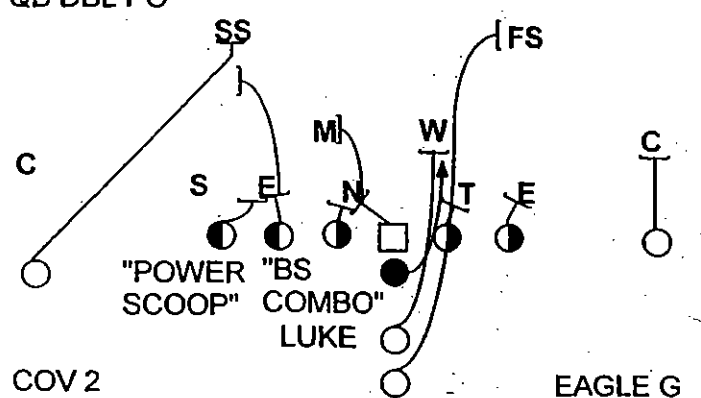
93 QB DBL PO



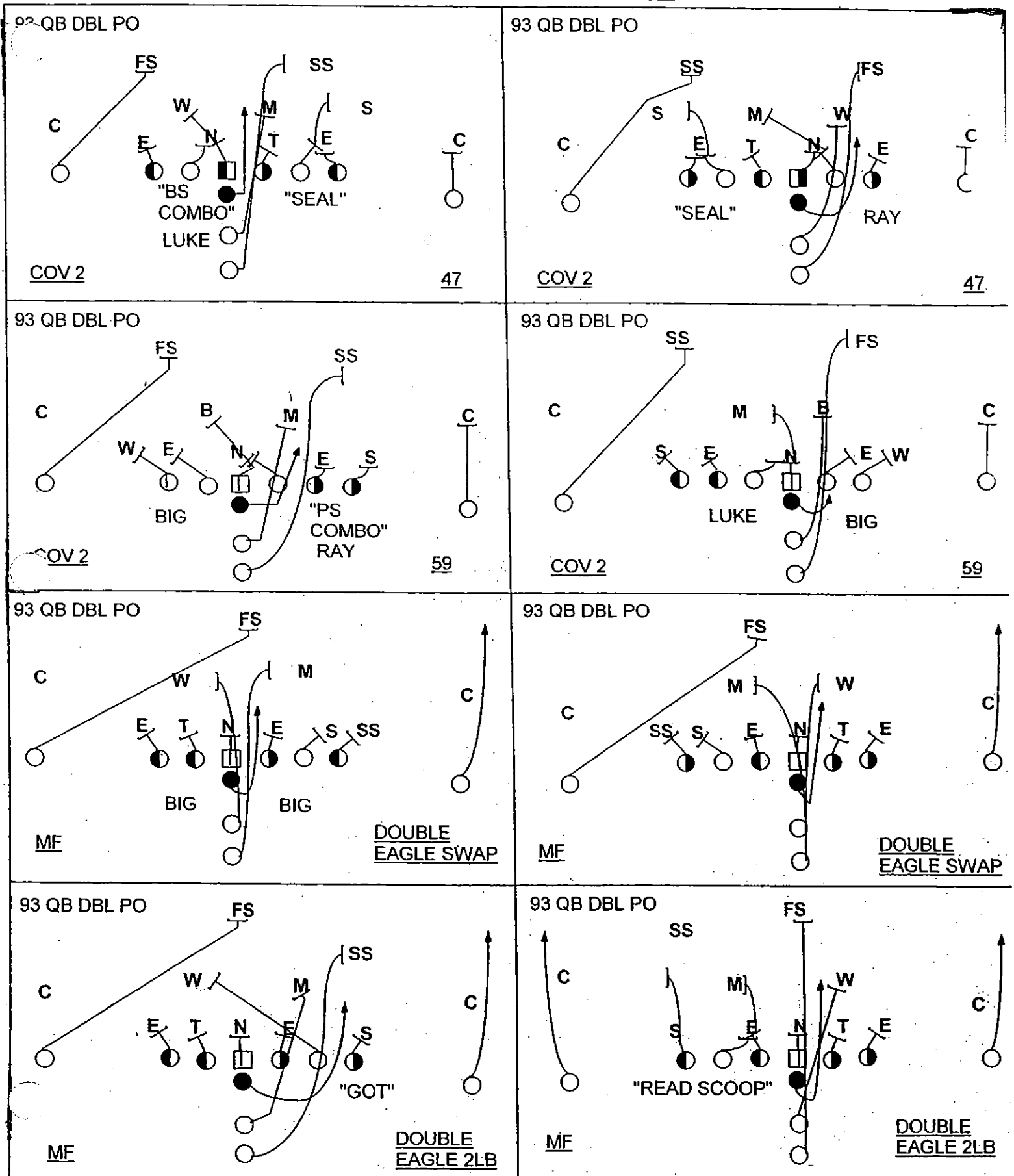
93 QB DBL PO



93 QB DBL PO



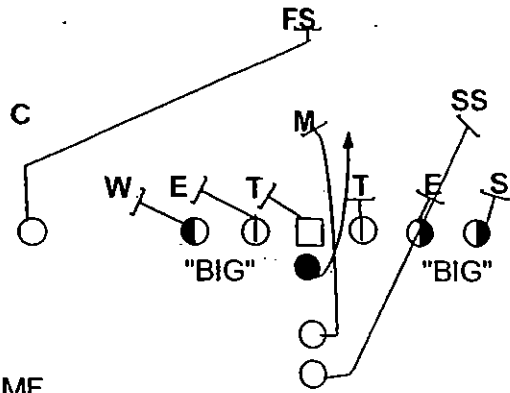
# **7 MAN FRONTS** **93/97 QB DBL POP OUT**



# 7 MAN FRONTS

## 93/97 QB DOUBLE POP OUT

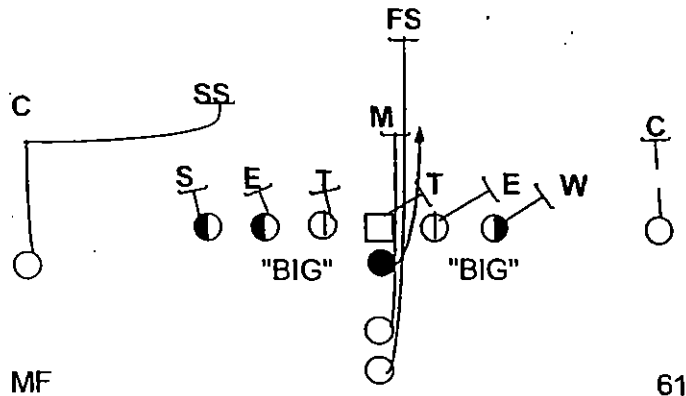
93 QB DBL PO



MF

61

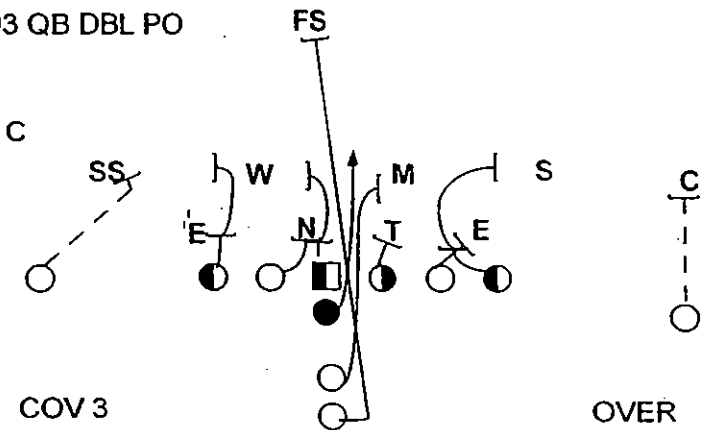
93 QB DBL PO



MF

61

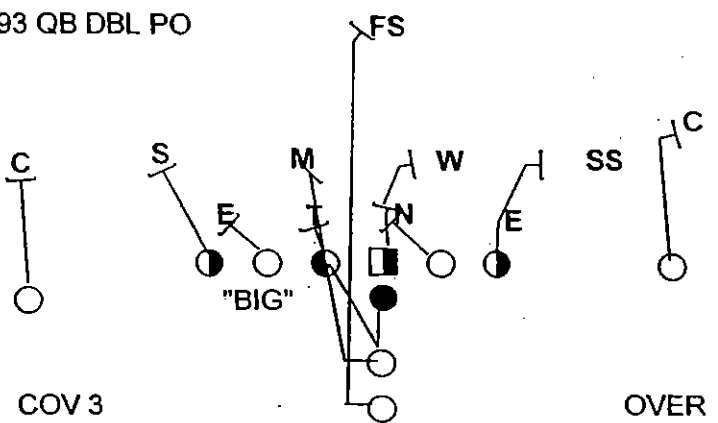
93 QB DBL PO



COV 3

OVER

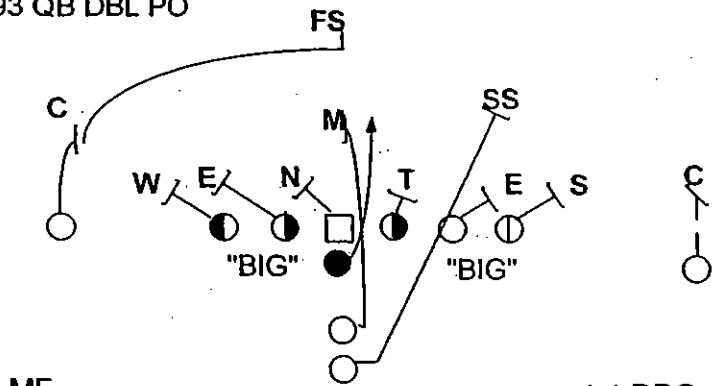
93 QB DBL PO



COV 3

OVER

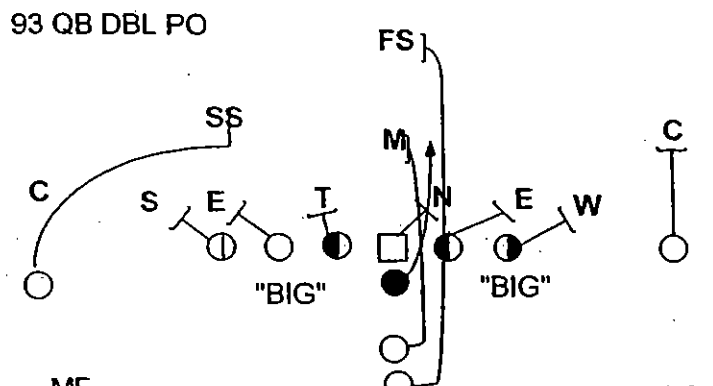
93 QB DBL PO



MF

4-1 DDO

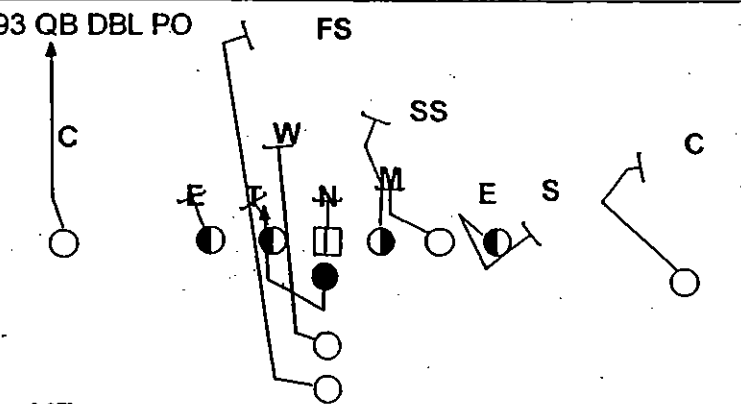
93 QB DBL PO



MF

4-1 DDO

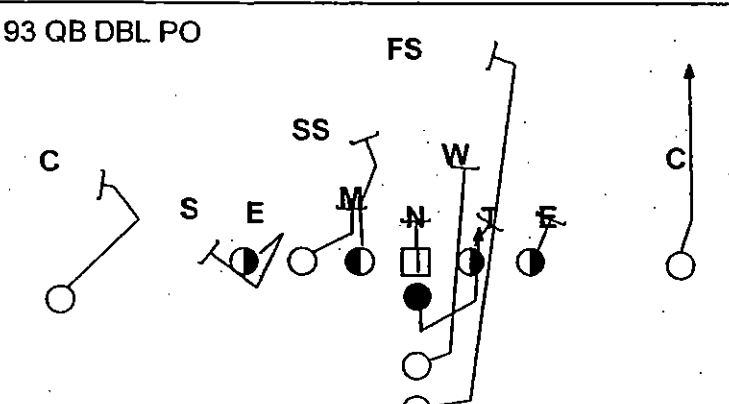
93 QB DBL PO



MF

EAGLE FLEX

93 QB DBL PO



MF

EAGLE FLEX

# 24-26 TRAP (QB) (OPTION) (BASE)

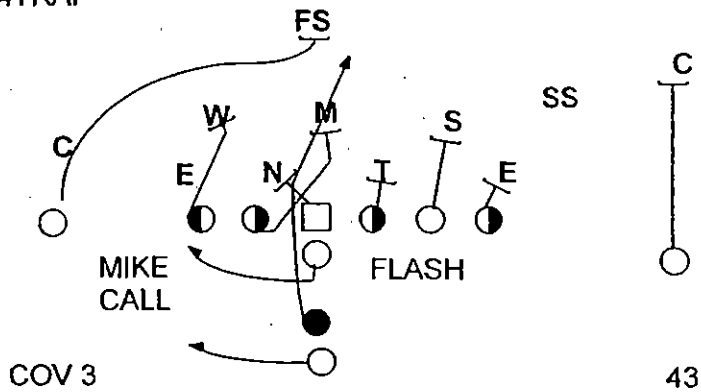
PLAY DESCRIPTION: Trap play on first defensive lineman to the outside shoulder of the guard.

	TOWARD	AWAY
OUTSIDE RECEIVER	- Man On	Stovepipe (cross field)
INSIDE RECEIVER	- Block #2	Stovepipe (cross field)
Y	- <u>Covered OT</u> -- IDC <u>Uncovered OT</u> -- Chip off DE, Inside - Block Alley (Sift)	Cut-off C gap
ON T	- Near LBer, on 24/6 Trap Option Base - Block the "5" Technique.	
ON G	- Inside, vs. Vs. 3LB Front - rip inside 3 Tech for MLB. Possible influence vs. 3 Tech. Make a "me call" to alert tackle when you are blocking Near LBer.	
C	- On -- backside. Possible Base vs. 50/59	
OFF G	- Trap first defender outside shoulder of playside guard. Possible Fold vs. Middle LBer look.	
OFF T	- B.S. LBer, "CAT call" Block 3 Technique.	
	- Open with your back to the hole - execute exchange and then run option away. (QB) Deep - Take snap - plant off back foot and accelerate behind pulling guards block. (Option) Open with your back to the hole - execute fake exchange then run option path towards inside shoulder of EOL. Read him - Pitch or Keep. To the open end side _ 4 weak. Possible trap _ w/me - _ to 3 Technique.	
F	- Align with heels at 4 yards. From home set: Accelerate to the far heel of Center. (Deep) offset away from the hole - behind inside leg of the guard take direct snap and hit first gap inside pulling guards block.) Offset -split inside leg of the tackle. Take exchange hit first gap inside pulling guards block.	
R (2 Backs) Off Back (Split)	Take option path away from call.	

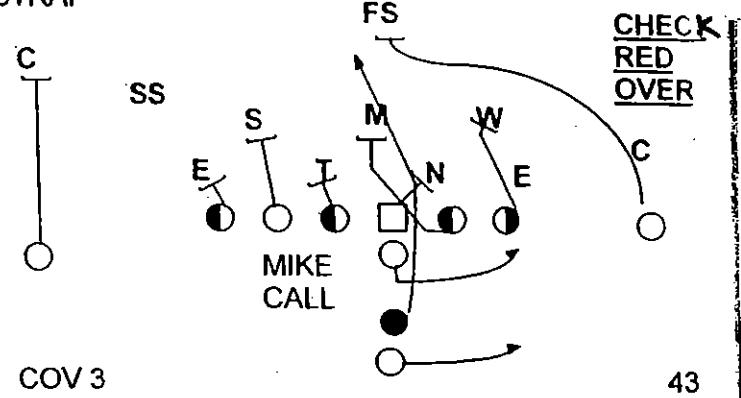
# 7 MAN FRONTS

## 24/6 TRAP

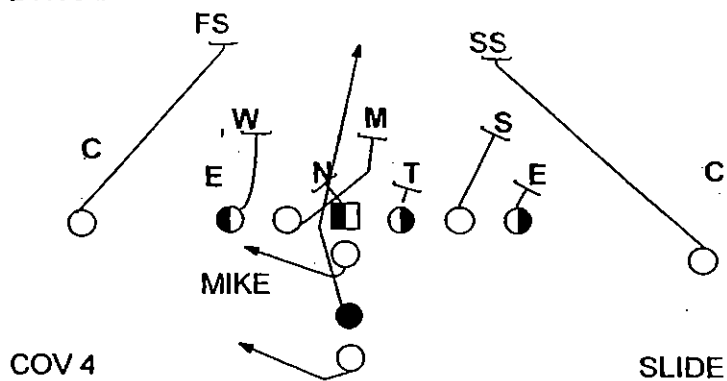
24TRAP



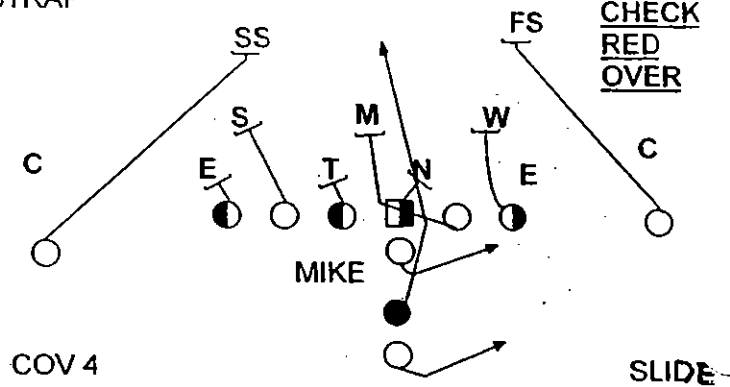
26TRAP



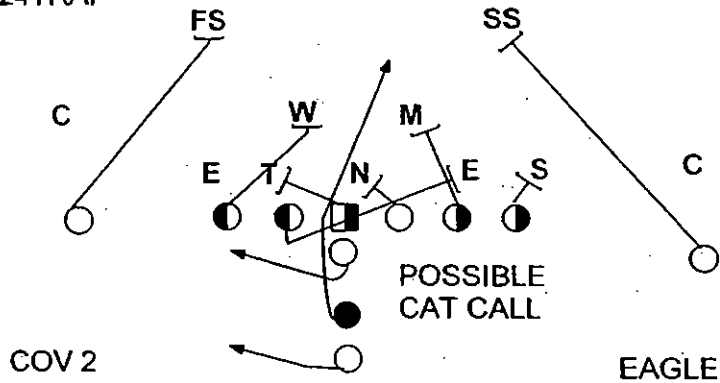
24TRAP



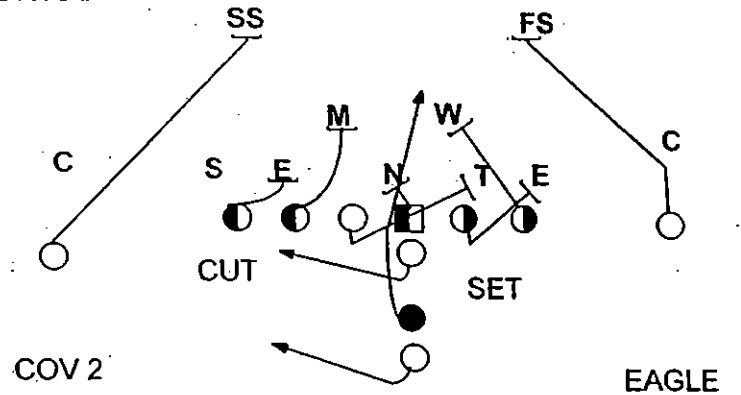
26TRAP



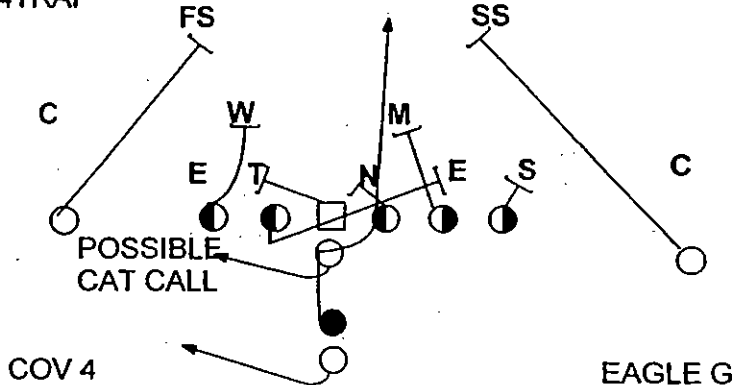
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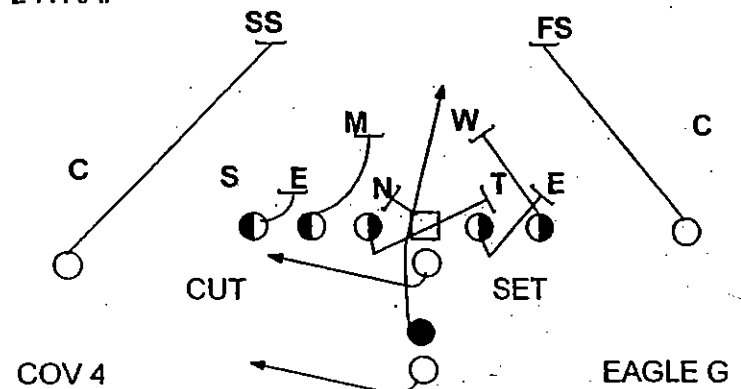
24TRAP



24TRAP



24TRAP

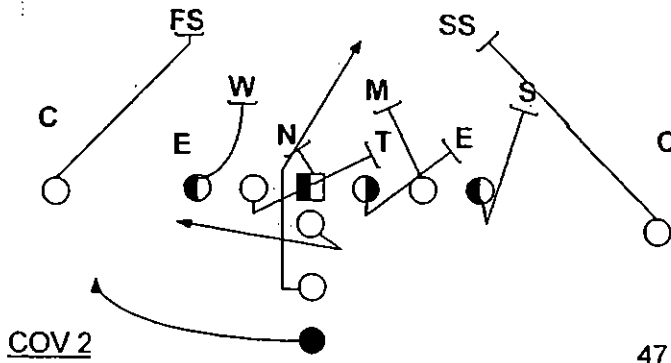




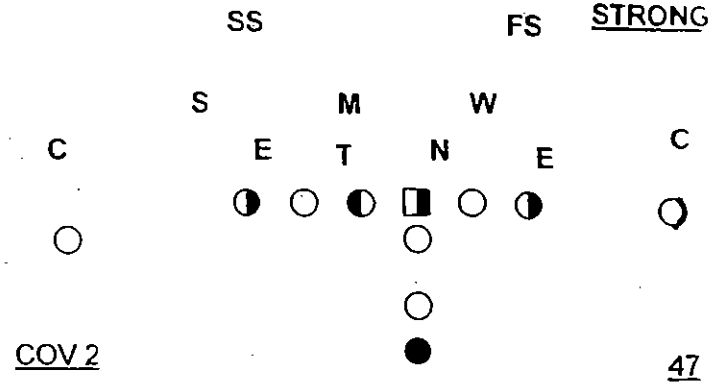
# 7 MAN FRONTS

## 24/26 TRAP

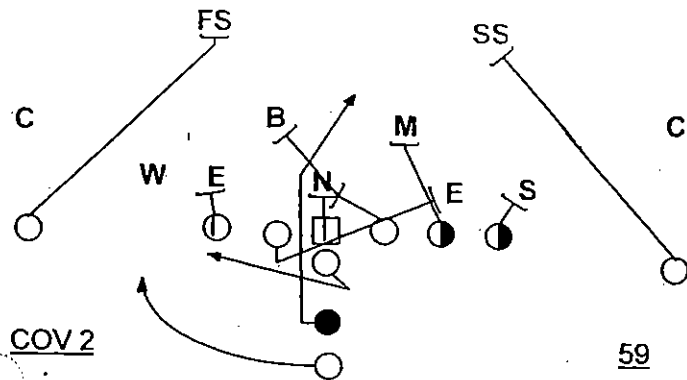
24 TRAP



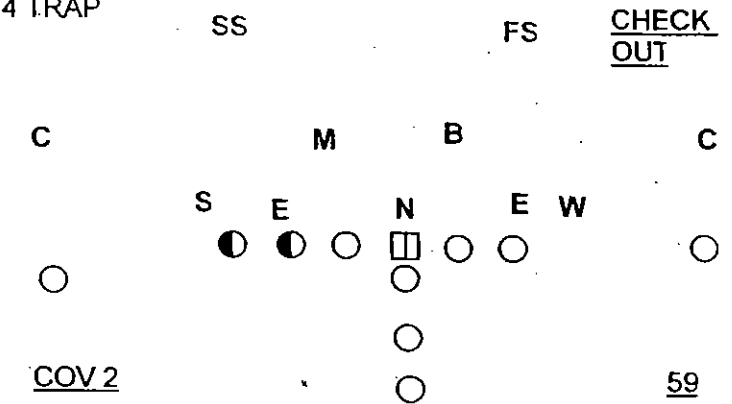
24 TRAP



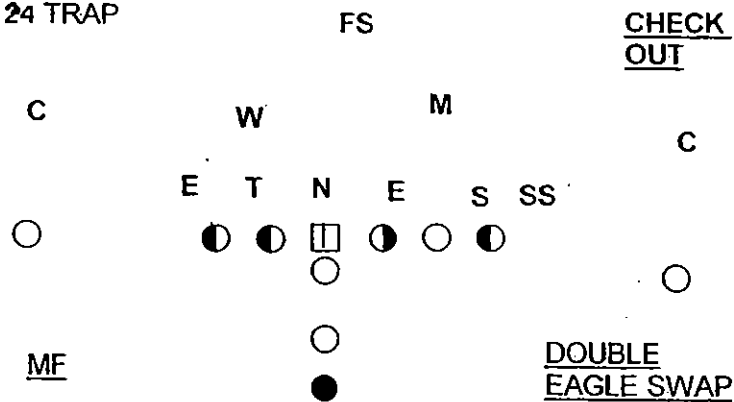
24 TRAP



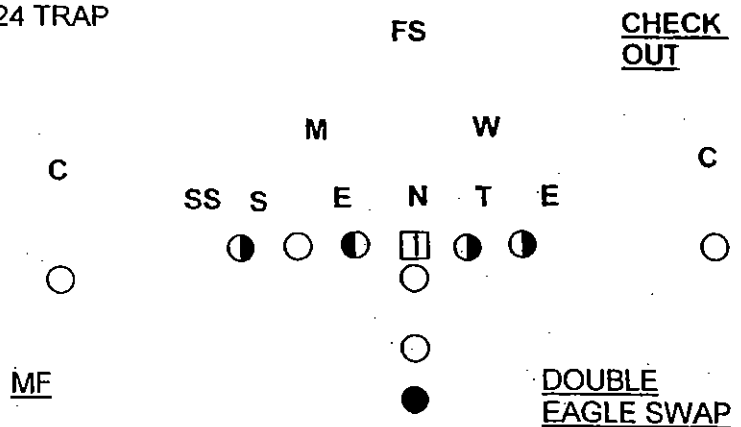
24 TRAP



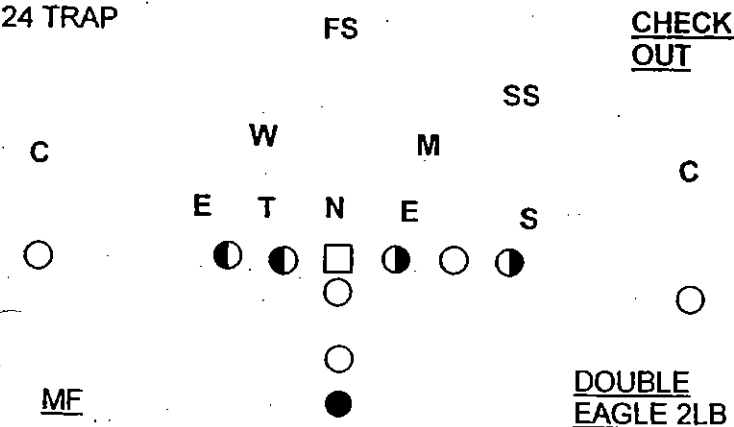
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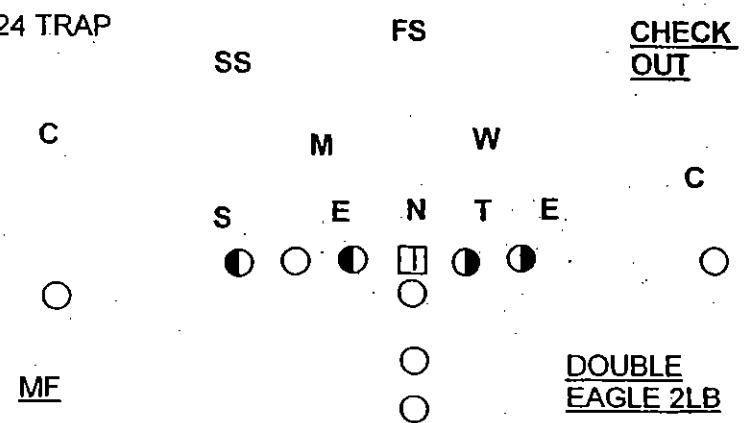
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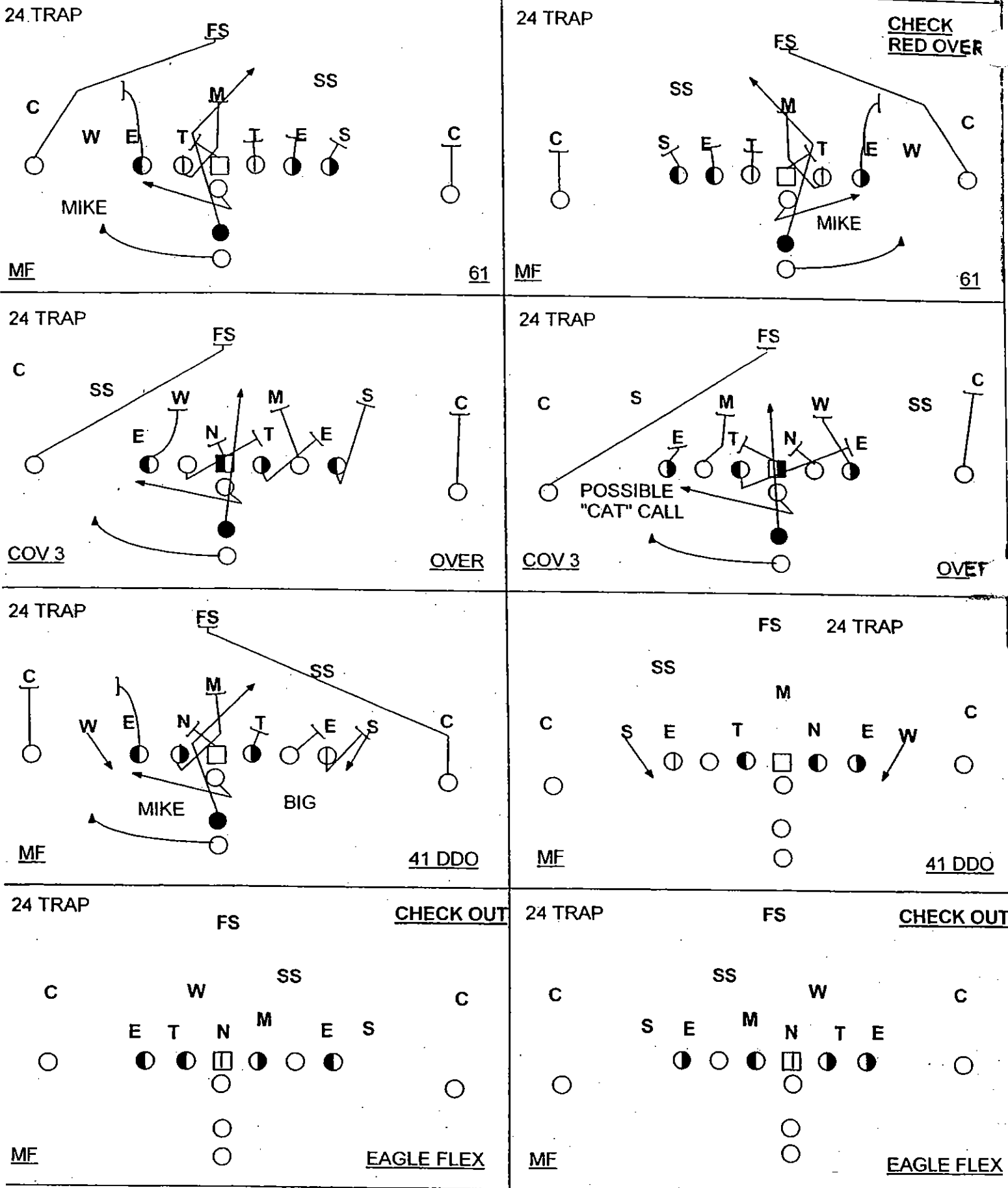
24 TRAP



24 TRAP



24/26 TRAP



6 MAN FRONTS  
24/26 TRAP



# 34-36 TRAP (QB) (OPTION)

PLAY DESCRIPTION: Trap play on first defensive lineman to the outside shoulder of the guard.

	TOWARD	AWAY
OUTSIDE RECEIVER	- Outside 1/3	Stovepipe (cross field)
INSIDE RECEIVER	- Block #2	Stovepipe (cross field)
Y	- <u>Covered OT</u> -- IDC <u>Uncovered OT</u> -- Chip off DE, Inside - Block Alley (Sift)	Cut-off C gap
ON T	- Near LBer	
ON G	- Inside - unless 3 Technique; then influence & block out Vs. 3LB Front - rip inside 3 Tech for MLB. Make a "me call" to alert tackle when you are blocking Near LBer.	
C	- On -- backside	
OFF G	- Trap first defender outside shoulder of playside guard.	
OFF T	- B.S. LBer, "CAT call" Block 3 Technique.	
QB	- Open with your back to the hole - execute exchange and then run option away.	
F	- Align with heels at 4½ yards. Offset - split inside leg of the tackle. Take exchange hit first gap inside pulling guards block.	
R (2 Backs) Off Back (Split)	Take option path away from call.	

# QUICK PITCH 1/9

PLAY DESCRIPTION: Run to X, used to get running back on the perimeter quickly

## PLES AND COACHING POINTS

		TOWARD	AWAY
OUTSIDE RECEIVER	-	Corner	Stovepipe (cross field)
INSIDE RECEIVER	-	Block #2	Stovepipe (cross field)
Y	-	Run only to X	Full-Scoop to stovepipe (cross field)
ON T	-	Hard Reach	
ON G	-	Pull and Spy FSLB	
C	-	Guard covered Reach, guard uncovered scoop with B.S. guard	
OFF G	-	Full Scoop	
OFF T	-	Full Scoop	
FB (FB)	-	Align to the inside leg of offensive tackle. Open step receive pitch and turn up at first daylight.	
B	-	Reverse out; pitch; boot away.	

NOTE: √ out of play if center is uncovered & cannot reach defender over guard & playside tackle cannot reach wide "5" tech or with a defender on and outside the tackle.

SPLIT - Callside back takes pitch - back away fake dive away to BSG.

# 7 MAN FRONTS

## QUICK PITCH @ 1/9

<p>QUICK PITCH @ 9</p> <p>FS</p> <p>CHECK OUT</p> <p>MF</p> <p>43</p>	<p>QUICK PITCH @ 1</p> <p>FS</p> <p>CHECK OUT</p> <p>MF</p> <p>43</p>
<p>QUICK PITCH @ 9</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>SLIDE</p>	<p>QUICK PITCH @ 1</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>SLIDE</p>
<p>QUICK PITCH @ 9</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>EAGLE</p>	<p>QUICK PITCH @ 1</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>EAGLE</p>
<p>QUICK PITCH @ 9</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>EAGLE G</p>	<p>QUICK PITCH @ 1</p> <p>FS</p> <p>CHECK OUT</p> <p>COV 2</p> <p>EAGLE G</p>

# 7 MAN FRONTS QUICK PITCH @ 1/9

<p>QUICK PITCH @ 9</p> <p>FS SS</p> <p>C W M S</p> <p>E N T E</p> <p>COV 2</p> <p>CHECK OUT</p> <p>47</p>	<p>QUICK PITCH @ 1</p> <p>SS FS</p> <p>S M W</p> <p>E T N E</p> <p>COV 2</p> <p>CHECK OUT</p> <p>47</p>
<p>QUICK PITCH @ 9</p> <p>FS SS</p> <p>C B M</p> <p>W E N E S</p> <p>COV 2</p> <p>CHECK OUT</p> <p>59</p>	<p>QUICK PITCH @ 9</p> <p>SS FS</p> <p>C M B</p> <p>S E N E W</p> <p>COV 2</p> <p>CHECK OUT</p> <p>59</p>
<p>QUICK PITCH @ 9</p> <p>FS</p> <p>C W M</p> <p>E T N E S SS</p> <p>MF</p> <p>DOUBLE EAGLE SWAP</p>	<p>QUICK PITCH @ 1</p> <p>FS</p> <p>C M W</p> <p>SS S E N T E</p> <p>MF</p> <p>DOUBLE EAGLE SWAP</p>
<p>QUICK PITCH @ 9</p> <p>FS SS</p> <p>C W M</p> <p>E T N E S</p> <p>MF</p> <p>DOUBLE EAGLE 2LB</p>	<p>QUICK PITCH @ 1</p> <p>SS FS</p> <p>C M W</p> <p>S E N T E</p> <p>MF</p> <p>DOUBLE EAGLE 2LB</p>

# 7 MAN FRONTS

## QUICK PITCH @ 1/9

QUICK PITCH @ 9

CHECK OUT

FS

M

SS

C

W E T T E S



61

MF

QUICK PITCH @ 1

CHECK OUT

FS

M

SS

C

S E T T E W



61

MF

QUICK PITCH @ 9

FS

M

S

C

C

SS

W

N

T

E

E

SPY

FULL SCOOP

COV 3

OVER

QUICK PITCH @ 1

FS

M

W

SS

C

C

S

E

T

N

E

FULL SCOOP

SPY

COV 3

OVE

QUICK PITCH @ 9

FS

CHECK OUT

C

M

SS

W

E

N

T

E

S

C

MF

41 DDO

QUICK PITCH @ 1

FS

CHECK OUT

SS

M

C

S

E

T

N

E

W

C

MF

41 DDO

QUICK PITCH @ 9

FS

CHECK OUT

C

W

SS

C

E

T

N

M

E

S

MF

EAGLE FLEX

QUICK PITCH @ 1

FS

CHECK OUT

SS

W

C

S

E

M

N

T

E

C

MF

EAGLE FLEX



# 6 MAN FRONTS QUICK PITCH @ 1/9

<p>QUICK CH @ 9 FS</p> <p>SS</p> <p>42</p> <p>COV 2</p>	<p>QUICK PITCH @ 1 SS</p> <p>FS</p> <p>COV 2</p> <p>42</p>
<p>QUICK PITCH @ 9 FS</p> <p>SS</p> <p>50</p> <p>COV 2</p>	<p>QUICK PITCH @ 1 SS</p> <p>FS</p> <p>50</p> <p>COV 2</p>
<p>QUICK PITCH @ 9</p> <p>CHECK OUT</p> <p>FS</p> <p>41 DDO</p> <p>MAN</p>	<p>QUICK PITCH @ 1</p> <p>CHECK OUT</p> <p>FS</p> <p>41 DDO</p> <p>MAN</p>
<p>QUICK PITCH @ 9</p> <p>CHECK OUT</p> <p>FS</p> <p>DE SWAP</p> <p>MF</p>	<p>QUICK PITCH @ 1</p> <p>CHECK OUT</p> <p>FS</p> <p>DE SWAP</p> <p>MF</p>

# QUICK TOSS @ 1-9

PLAY DESCRIPTION: Quick Toss to F from split back position run to "Y" when there is no support player in the alley.

## TOWARD

## AWAY

OUTSIDE RECEIVER	-	Support	Stovepipe (cross field)
Y	-	Over-Reach; vs. 7 Tech "Tom" (OR Tackle covered)	Full Scoop
ON T	-	Pull & block the first thing that shows; vs. 7 Tech "Tom"	
ON G	-	Full Scoop; uncovered; pull & look for man over.	
C	-	Full Scoop	
OFF G	-	Full Scoop	
OFF T	-	Full Scoop	
F	-	Open step to hole side. Eyes up to receive pitch and turn up at first daylight. Align on outside leg of offensive tackle.	
QB	-	Reverse out; pitch; boot away. Good play to go on down.	
		NOTE: ✓ out of vs. any support player not accounted for.	
SPLIT BACKS	-	Callside back takes pitch - back away fake - dive away to BSG.	

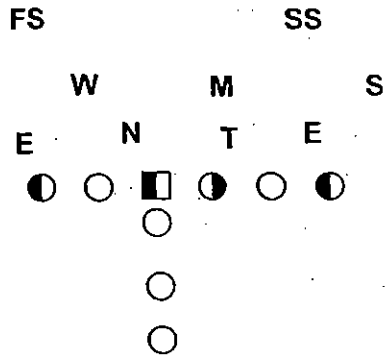
# 7 MAN FRONTS QUICK TOSS @ 1/9

<p>QUICK TOSS @ 1</p> <p>COV 2</p> <p>43</p>	<p>QUICK TOSS @ 9</p> <p>COV 2</p> <p>43</p>
<p>QUICK TOSS @ 1</p> <p>COV 2</p> <p>SLIDE</p>	<p>QUICK TOSS @ 9</p> <p>COV 2</p> <p>SLIDE</p>
<p>QUICK TOSS @ 1</p> <p>COV 2</p> <p>EAGLE</p>	<p>QUICK TOSS @ 9</p> <p>COV 2</p> <p>EAGLE</p>
<p>QUICK TOSS @ 1</p> <p>COV 2</p> <p>EAGLE G</p>	<p>QUICK TOSS @ 9</p> <p>COV 2</p> <p>EAGLE G</p>

# 7 MAN FRONTS QUICK TOSS @ 1/9

QUICK TOSS @ 1

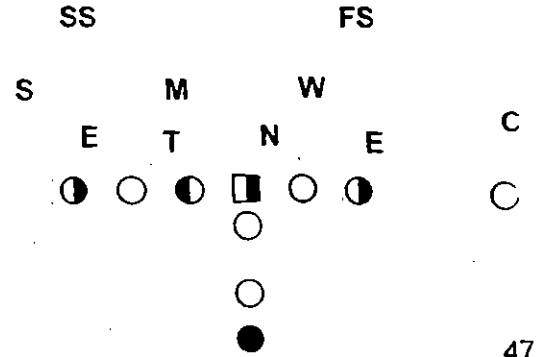
CHECK OUT



47

QUICK TOSS @ 9

CHECK OUT

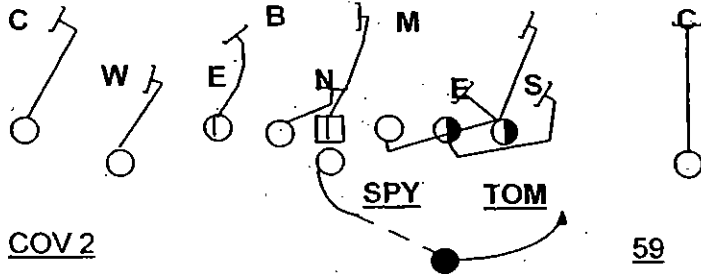


47

QUICK TOSS @ 1

CHECK OUT

FS SS

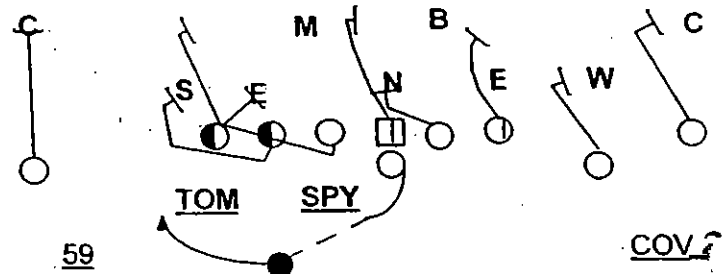


59

QUICK TOSS @ 9

CHECK OUT

SS FS



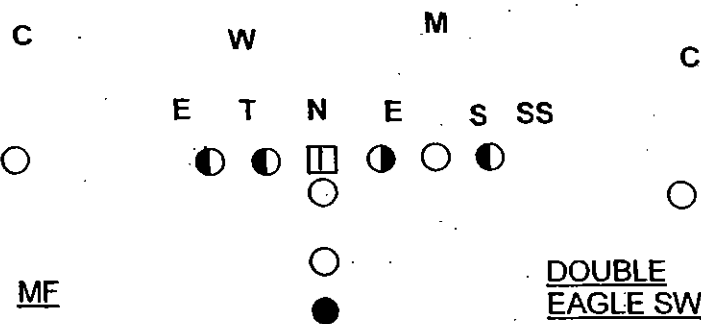
59

COV 2

QUICK TOSS @ 1

CHECK OUT

FS

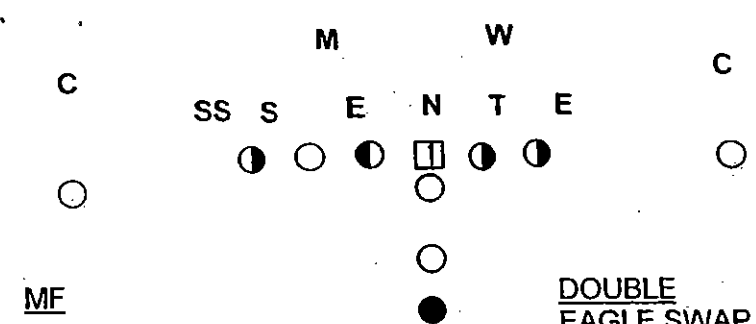


DOUBLE  
EAGLE SWAP

QUICK TOSS @ 9

CHECK OUT

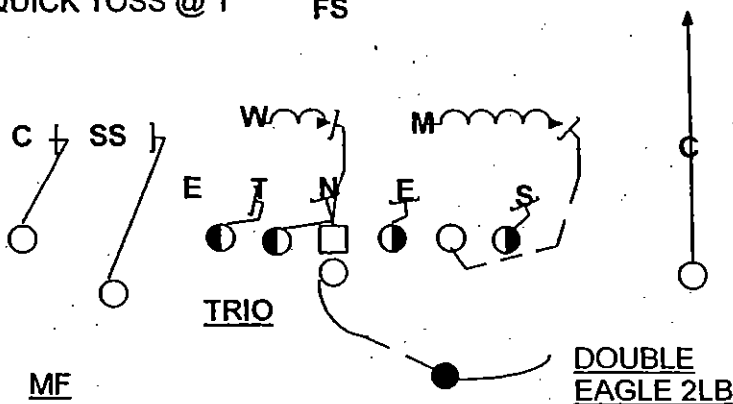
FS



DOUBLE  
EAGLE SWAP

QUICK TOSS @ 1

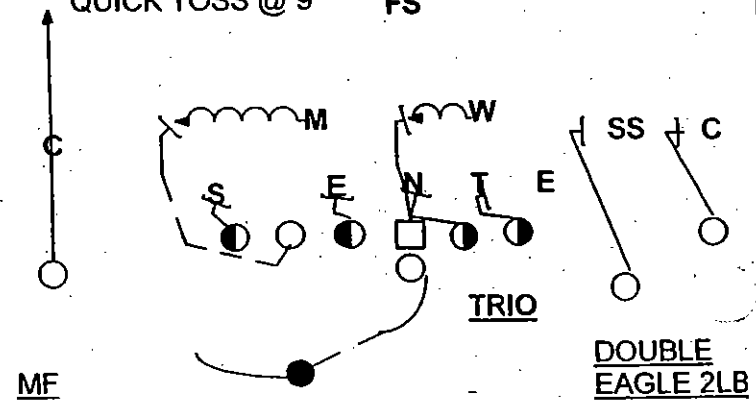
FS



DOUBLE  
EAGLE 2LB

QUICK TOSS @ 9

FS



DOUBLE  
EAGLE 2LB

# 7 MAN FRONTS

## QUICK TOSS @ 1/9

<p>QUICK TOSS @ 1</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF 61</p>	<p>QUICK TOSS @ 9</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF 61</p>
<p>QUICK TOSS @ 1</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>COV 3 OVER</p>	<p>QUICK TOSS @ 9</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>COV 3 OVER</p>
<p>QUICK TOSS @ 1</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF 41 DDO</p>	<p>QUICK TOSS @ 9</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF 41 DDO</p>
<p>QUICK TOSS @ 1</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF EAGLE FLEX</p>	<p>QUICK TOSS @ 9</p> <p style="text-align: right;"><u>CHECK OUT</u></p> <p>MF EAGLE FLEX</p>

# **6 MAN FRONTS** **QUICK TOSS @ 1/9**

<p>QUICK TOSS @ 1</p> <p align="center">42</p> <p align="right">COV 2</p>	<p>QUICK TOSS @ 9</p> <p align="center">42</p> <p align="right">COV 2</p>
<p>QUICK TOSS @ 1</p> <p>FS</p> <p align="center">50</p> <p align="right">COV 2</p> <p align="right"><u>CHECK OUT</u></p>	<p>QUICK TOSS @ 9</p> <p>SS</p> <p align="center">50</p> <p align="right">COV 2</p> <p align="right"><u>CHECK OUT</u></p>
<p>QUICK TOSS @ 1</p> <p>FS</p> <p align="center">41 DDO</p> <p align="right">MAN</p> <p align="right"><u>CHECK OUT</u></p>	<p>QUICK TOSS @ 9</p> <p>FS</p> <p align="center">41 DDO</p> <p align="right">MAN</p> <p align="right"><u>CHECK OUT</u></p>
<p>QUICK TOSS @ 1</p> <p>FS</p> <p align="center">DE SWAP</p> <p align="right">MF</p> <p align="right"><u>CHECK OUT</u></p>	<p>QUICK TOSS @ 9</p> <p>FS</p> <p align="center">DE SWAP</p> <p align="right">MF</p> <p align="right"><u>CHECK OUT</u></p>

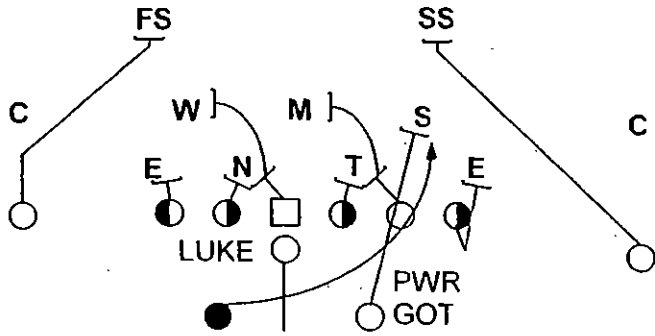
PLAY DESCRIPTION: 2 back draw with near back leading on frontside LBer.

RULES AND COACHING POINTS

	TOWARD	AWAY
OUTSIDE RECEIVER	- Outside 1/3	Stovepipe (cross field)
INSIDE RECEIVER	- Block #2	Stovepipe (cross field)
Y	- on-outside	Draw Sift
ON T	- On-Inside (Draw Technique)	Possible Big vs. 59 Front
ON G	- On-Inside Draw (Technique)	
C	- Over - Offside	
OFF G	- Over	
OFF T	- Over - Combo	
F FB (Playside)	- Flash read frontside guards block for avenue to frontside LBer - attack outside leg of playside LBer. (Cut)	
R (Ball Carrier)	- Slide step take exchange read block of playside guard for avenue. Look to run outside the lead back's block.	
QB	- Drop and make exchange at 5 yards then continue drop or back pedal drop make exchange at 5 yards then continue drop & show pass.	

# 7 MAN FRONTS DRAW @ 3/7

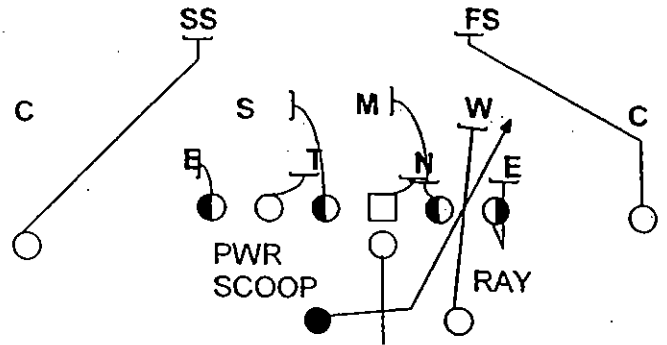
DRAW @ 3



COV 2

43

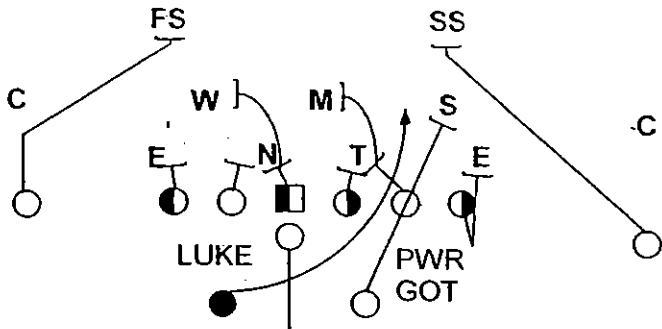
DRAW @ 3



COV 2

43

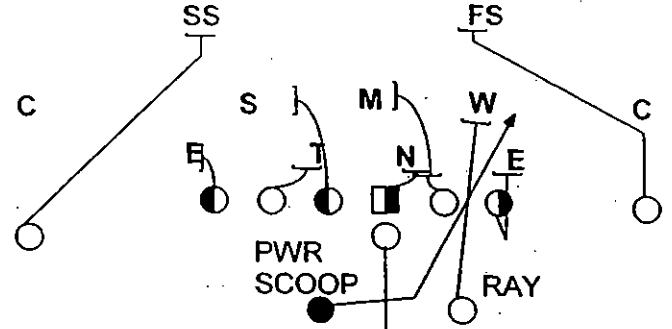
DRAW @ 3



COV 2

SLIDE

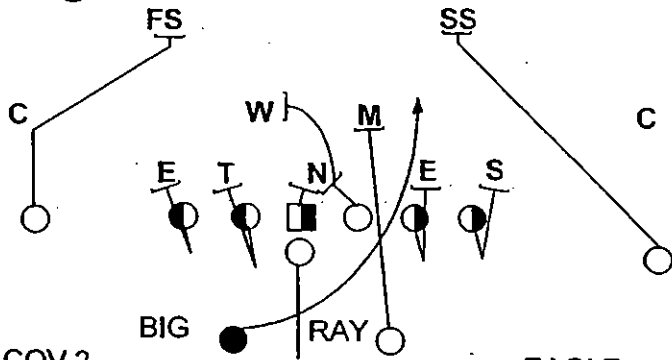
DRAW @ 3



COV 2

SLIDE

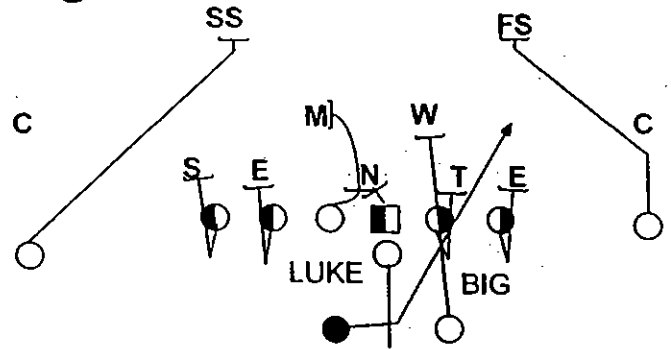
DRAW @ 3



COV 2

EAGLE

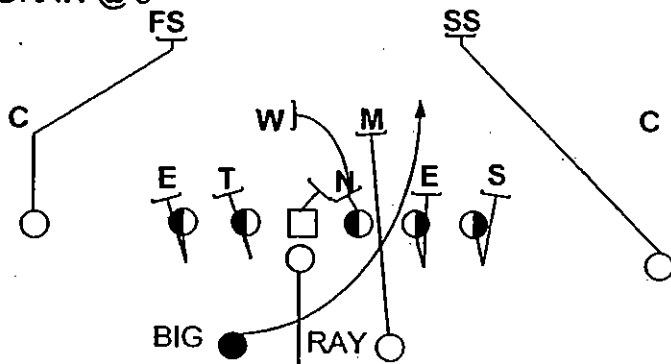
DRAW @ 3



COV 2

EAGLE

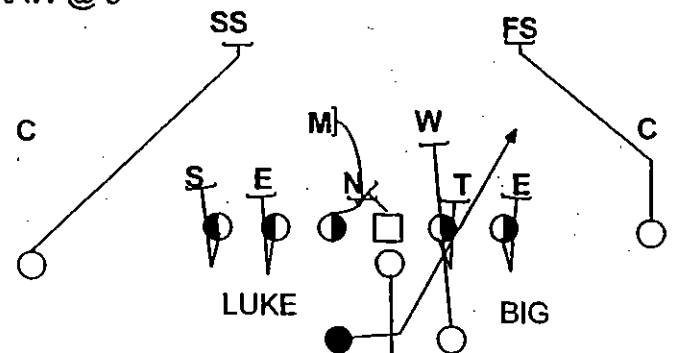
DRAW @ 3



COV 2

EAGLE G

DRAW @ 3



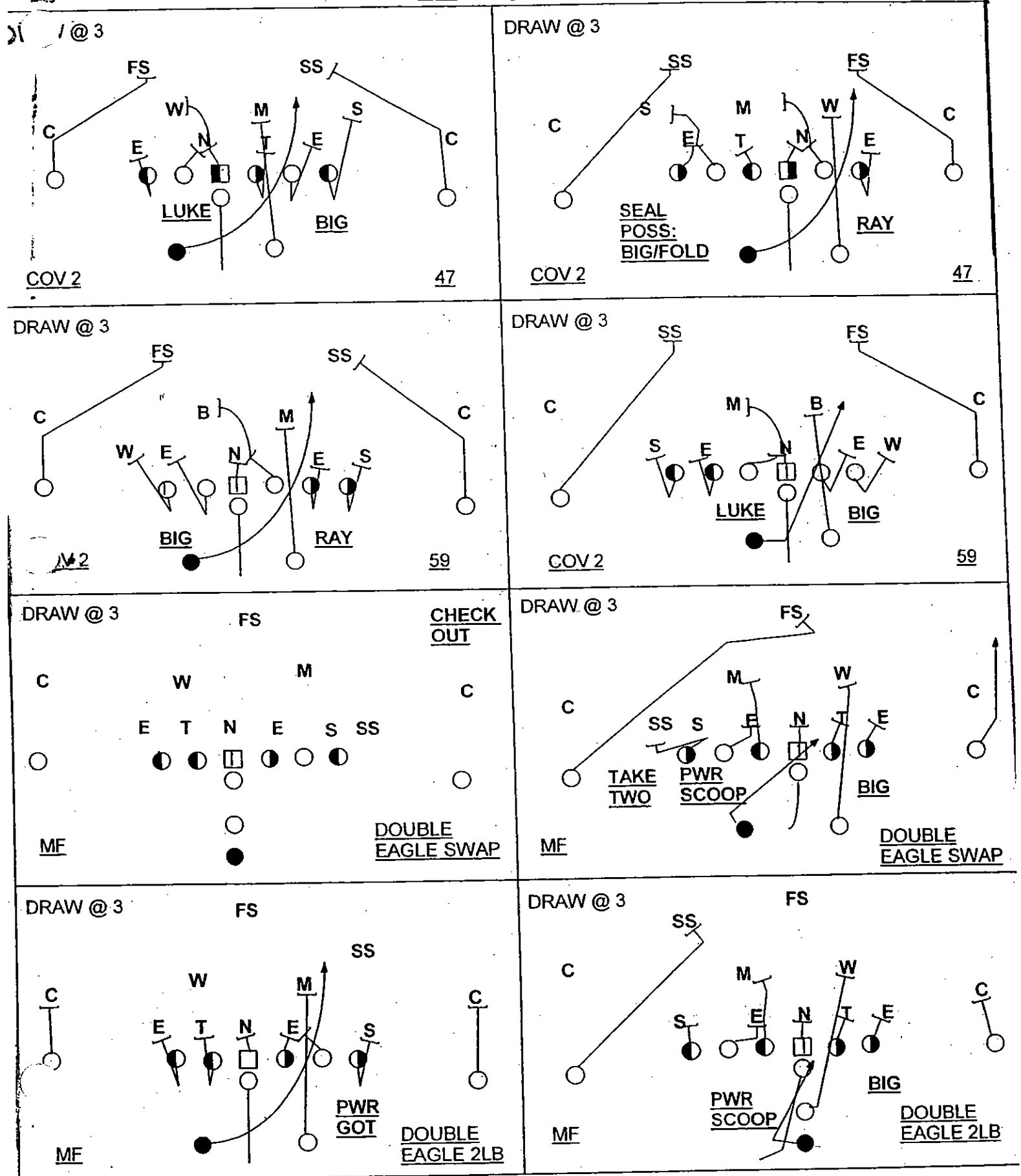
COV 2

EAGLE G

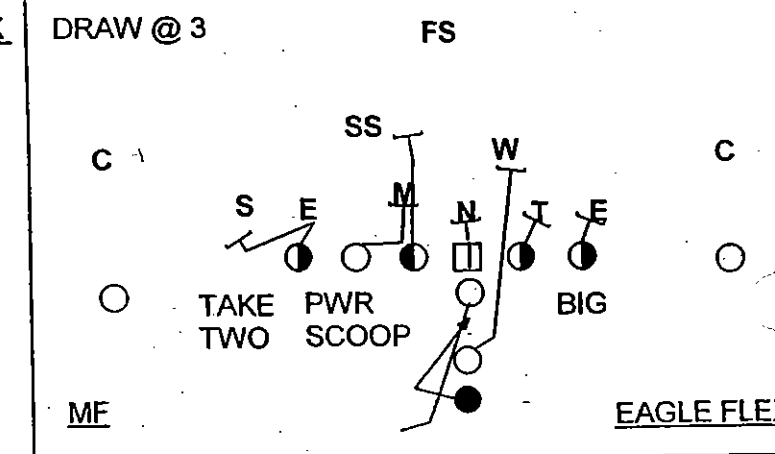
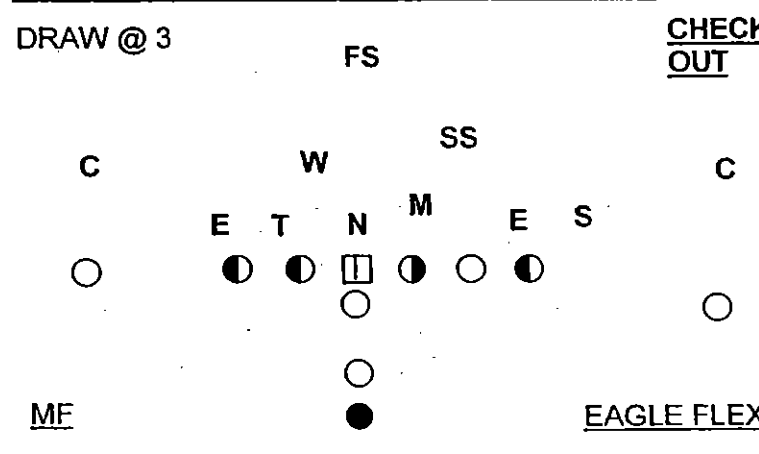
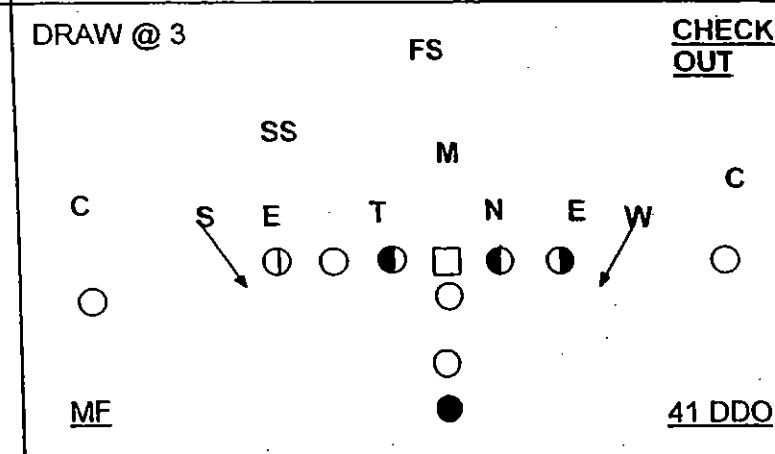
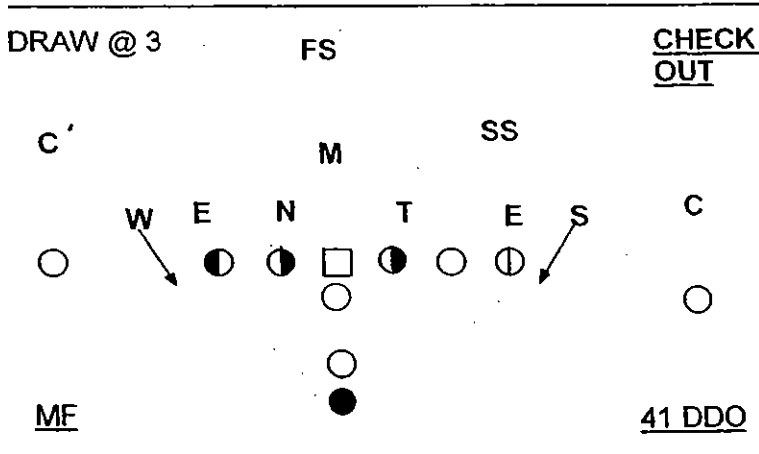
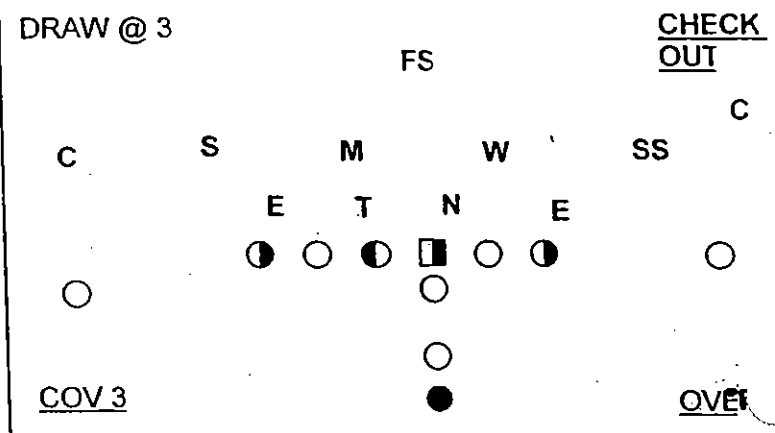
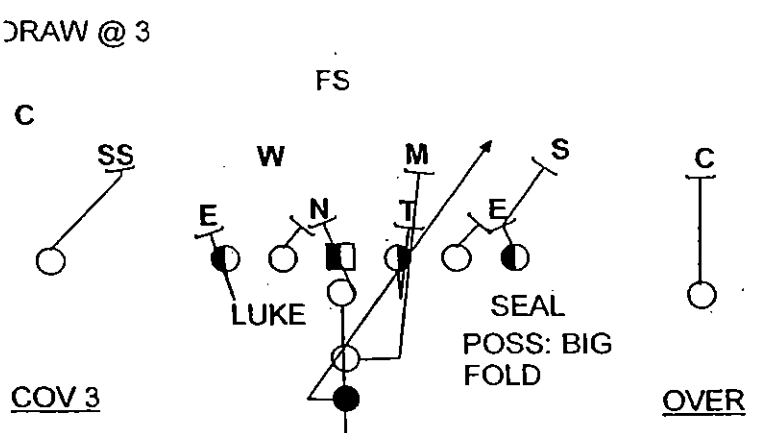
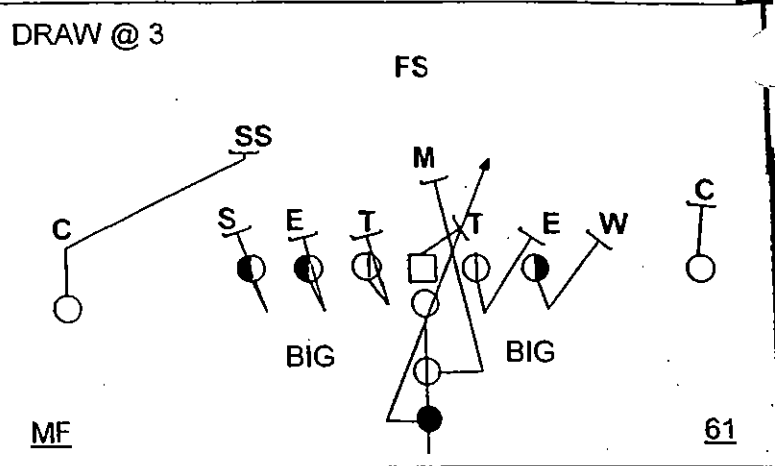
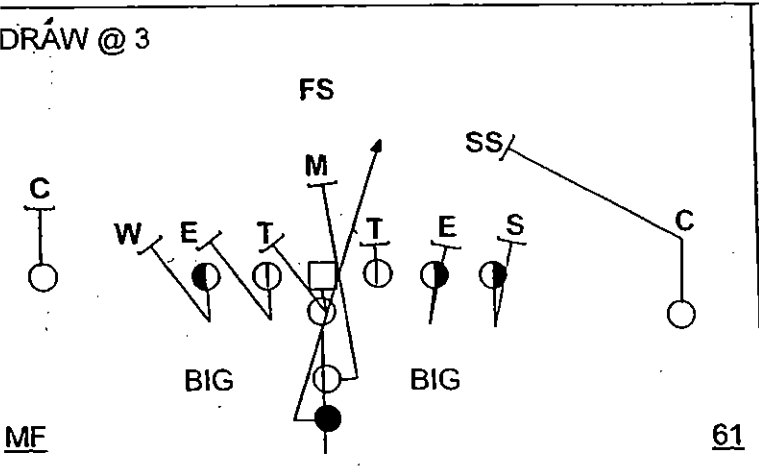


# 7 MAN FRONTS

DRAW @ 3/7



# 7 MAN FRONTS DRAW @ 3/7



# QB DRAW @ 3 & 7

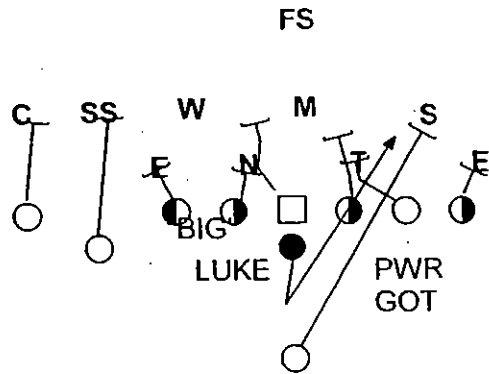
PLAY DESCRIPTION: QB Draw to Tight End or Splitside

## RULES AND COACHING POINTS

	TOWARD	AWAY
OUTSIDE RECEIVER	Outside 1/3	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y	Release, stovepipe	Pass Pro, stovepipe (cross field) (possible "Big" or "Man")
ON T	Big/Man	
ON G	Big/Man	
C	Over -- offside (Rock)	
OFF G	#1	
OFF T	#2 (cut DT now if he slants inside on you)	
F (FB)	Flash the numbers and show pass pro. Read playside G's block for path to NLB. Look to cut OLB outside leg. Split end side outside leg of guard.	
	Utilize a 5 step drop, plant and drive off back foot. Read the 1st man head up on the playside guard; if uncovered read the nose guard.	
	Deep - Drop 1 step set ball & go.	
	Vs. 7 in the box vs. M/M think checking.	

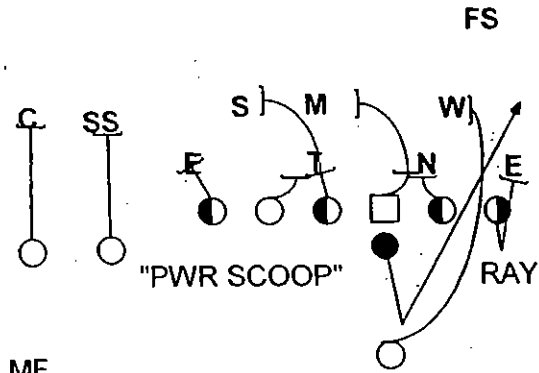
# **7 MAN FRONTS** **QB DRAW @ 3/7**

QB DRAW @ 3



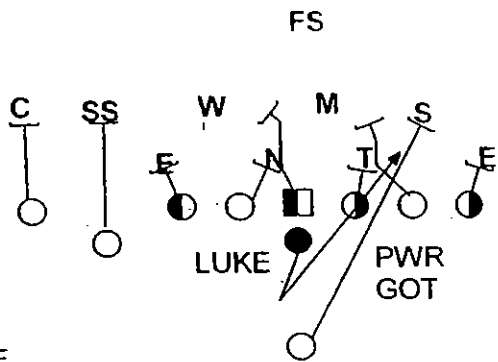
43

QB DRAW @ 3



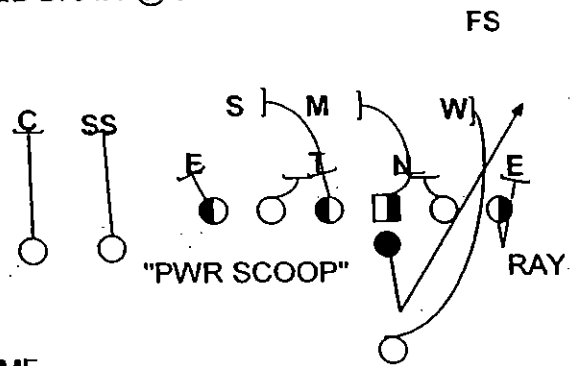
43

QB DRAW @ 3



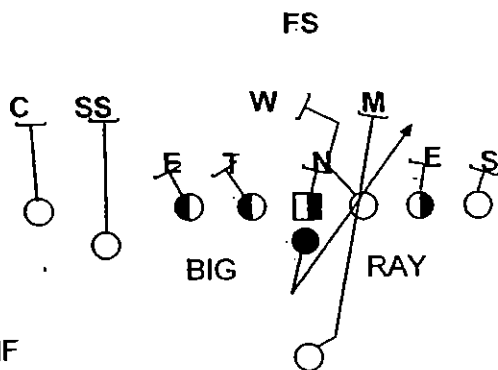
SLIDE

QB DRAW @ 3



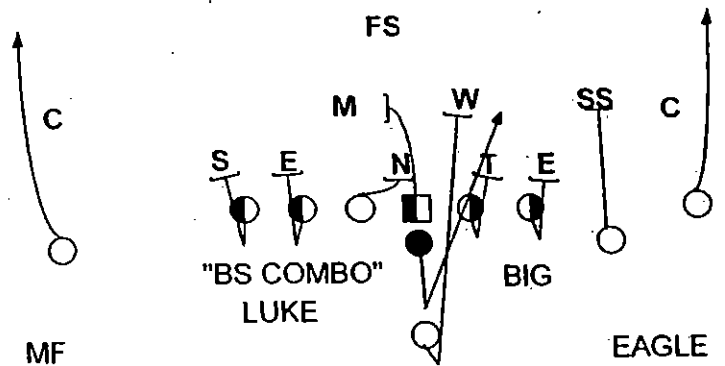
SLIDE

QB DRAW @ 3



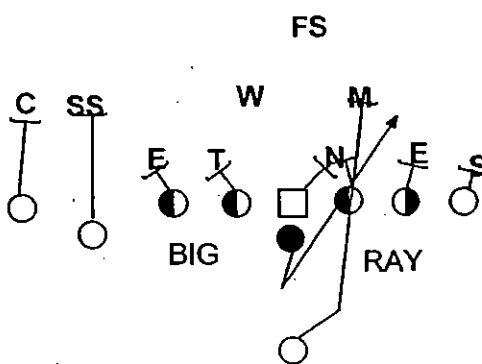
EAGLE

QB DRAW @ 3



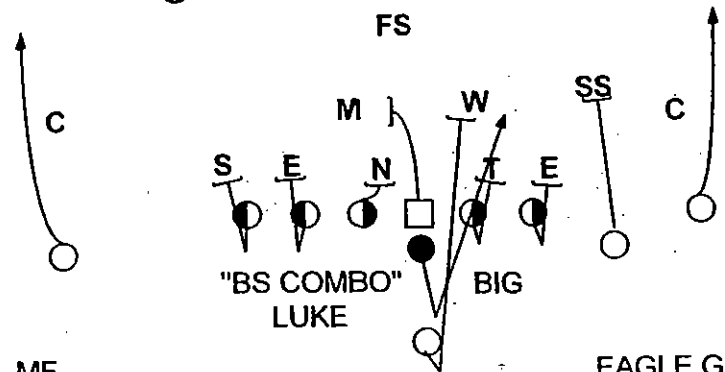
EAGLE

QB DRAW @ 3



EAGLE G

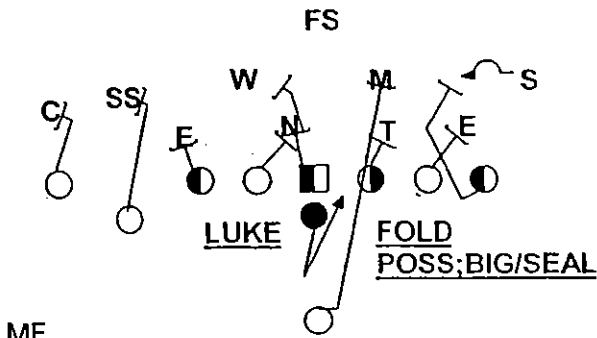
QB DRAW @ 3



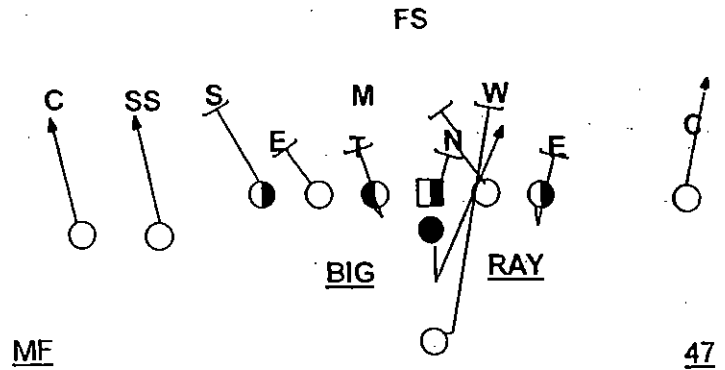
EAGLE G

# 7 MAN FRONTS QB DRAW @ 3/7

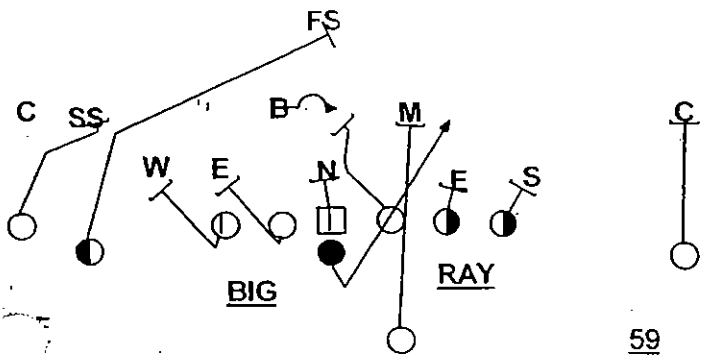
QB DRAW @ 3



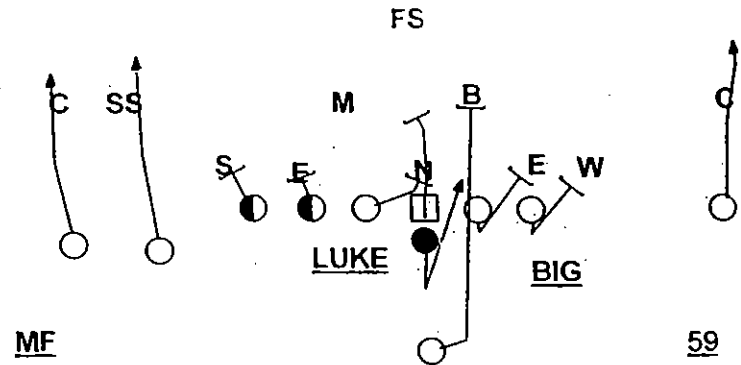
QB DRAW @ 3



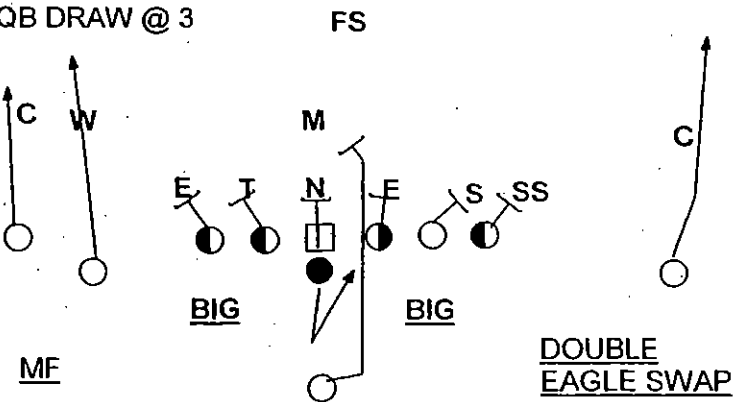
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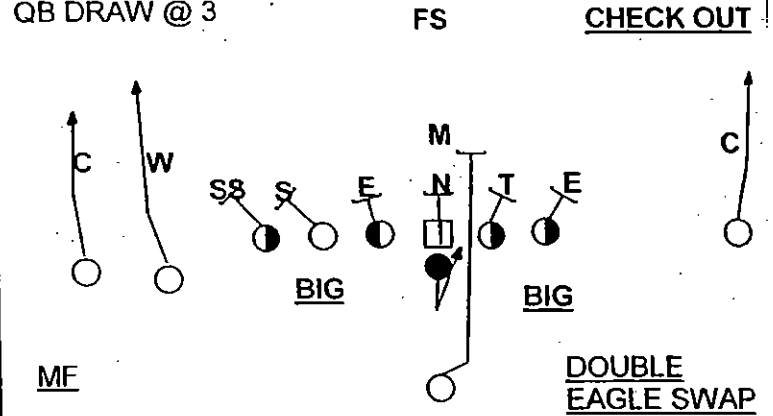
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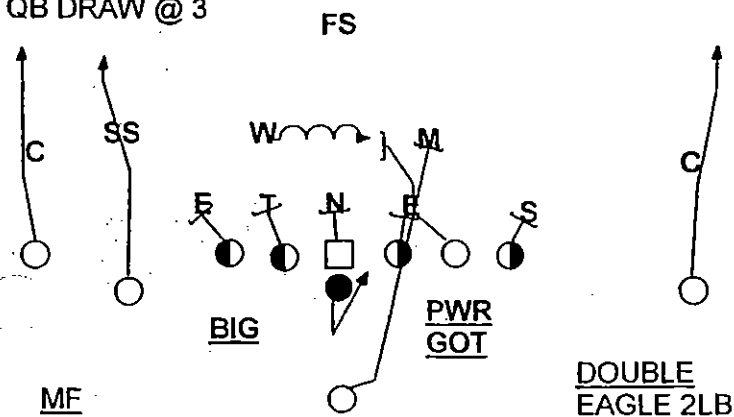
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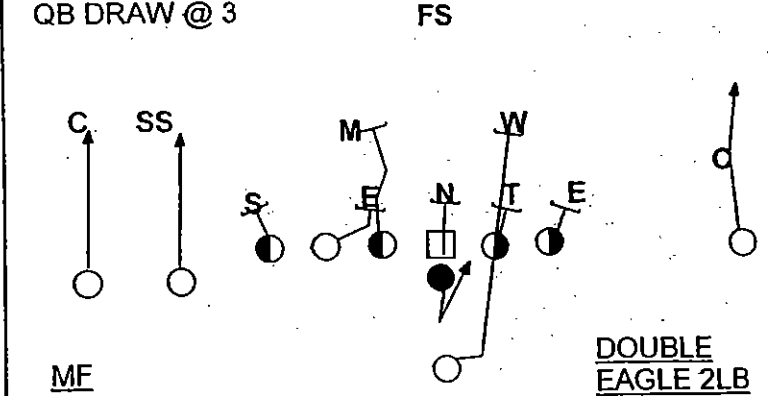
QB DRAW @ 3



QB DRAW @ 3



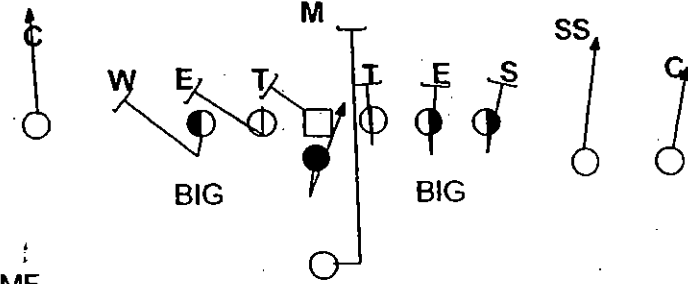
QB DRAW @ 3



# 7 MAN FRONTS QB DRAW @ 3/7

QB DRAW @ 3

FS



BIG

BIG

MF

61

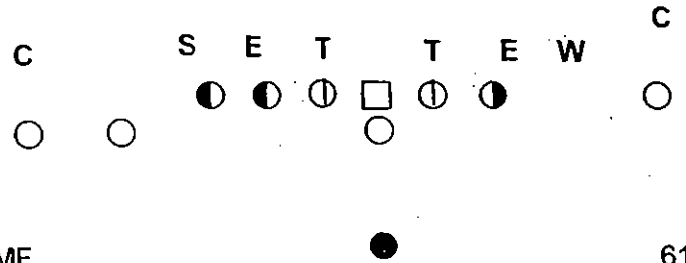
QB DRAW @ 3

FS

CHECK OUT

SS

M

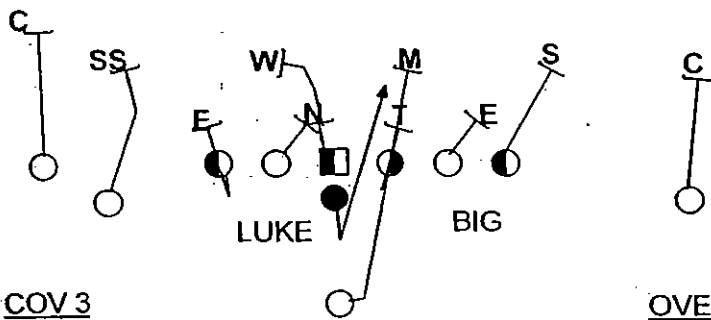


MF

61

QB DRAW @ 3

FS



LUKE

BIG

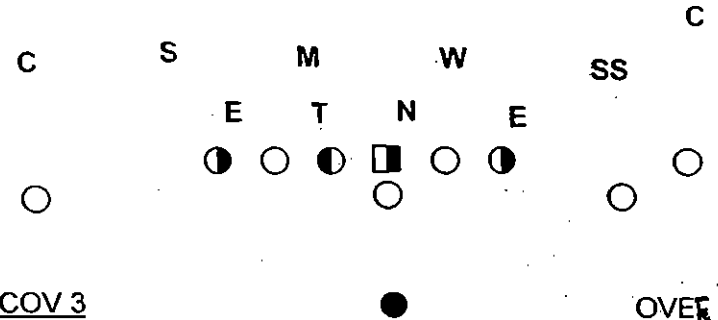
COV 3

OVER

QB DRAW @ 3

FS

CHECK OUT

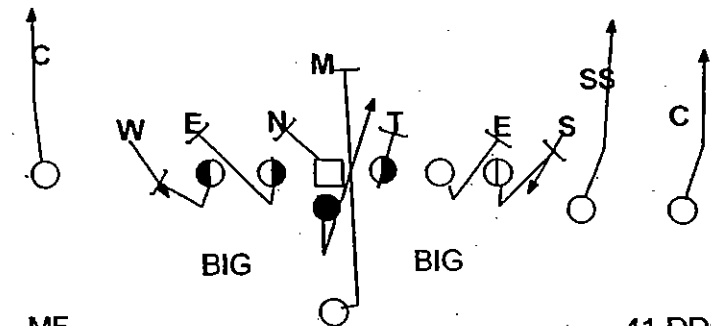


COV 3

OVER

QB DRAW @ 3

FS



BIG

BIG

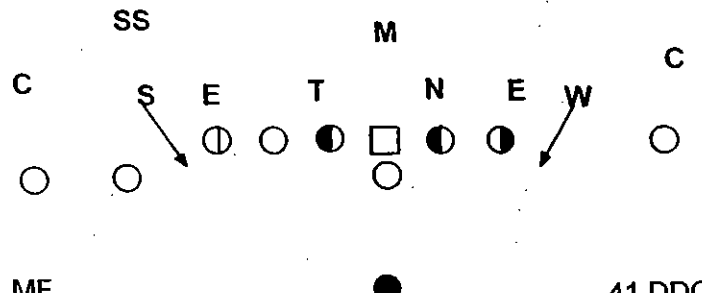
MF

41 DDO

QB DRAW @ 3

FS

CHECK OUT

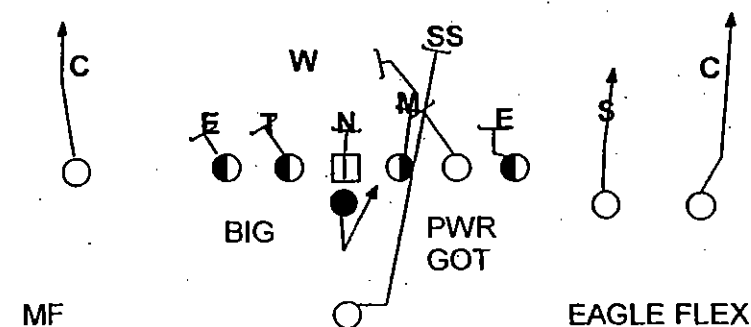


MF

41 DDO

QB DRAW @ 3

FS



BIG

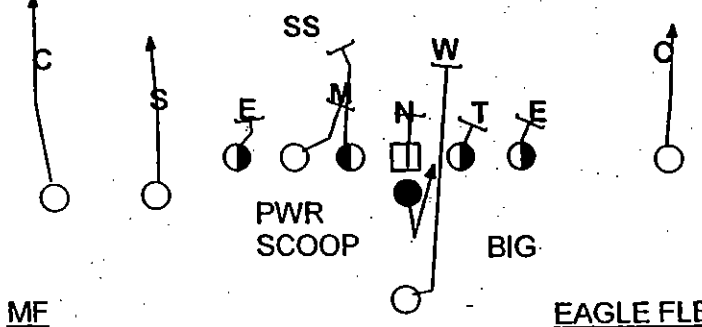
PWR  
GOT

MF

EAGLE FLEX

QB DRAW @ 3

FS



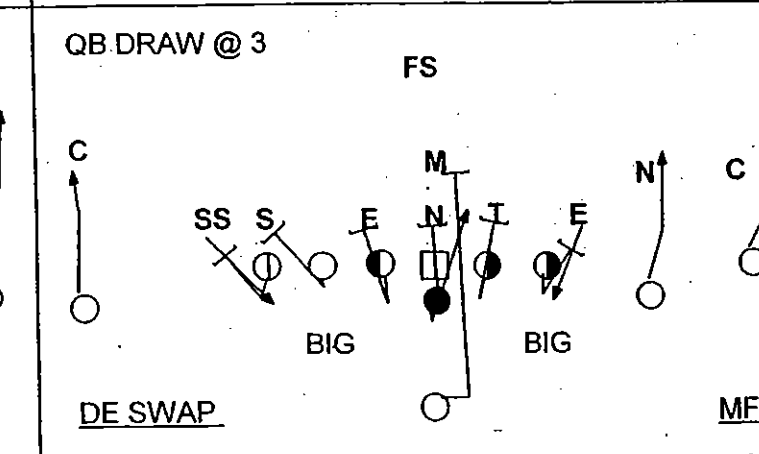
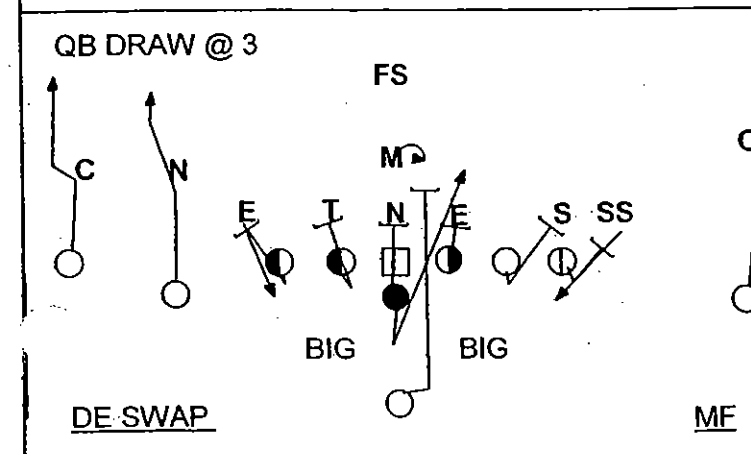
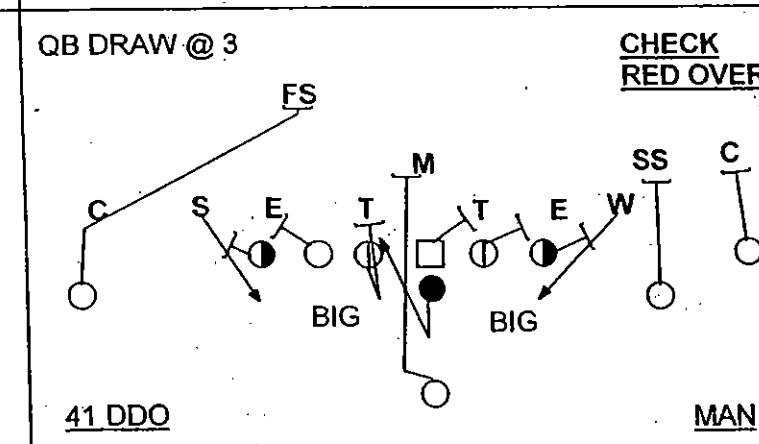
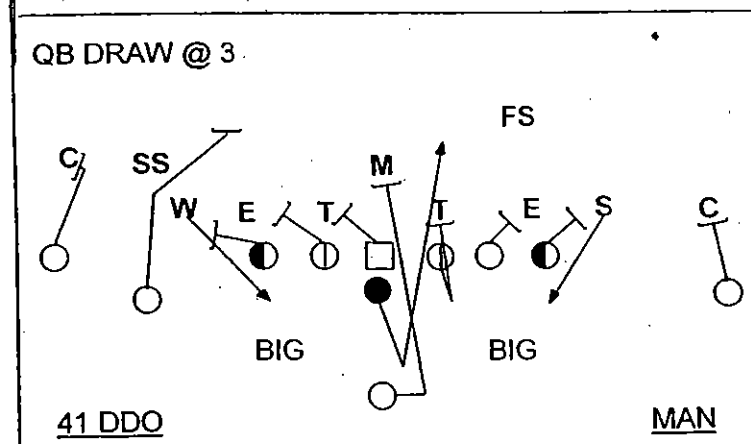
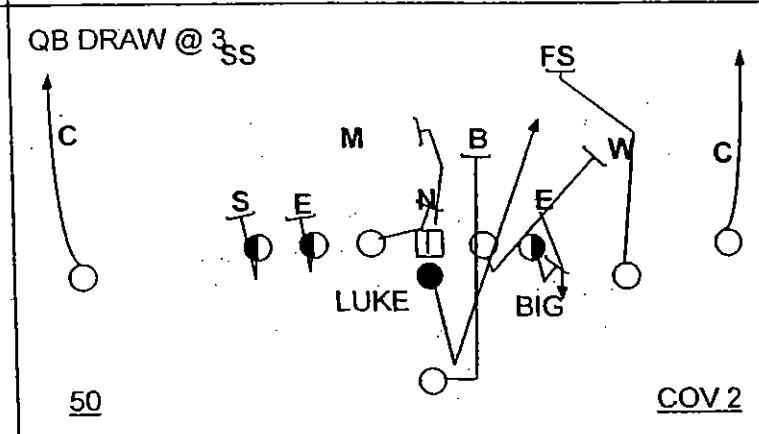
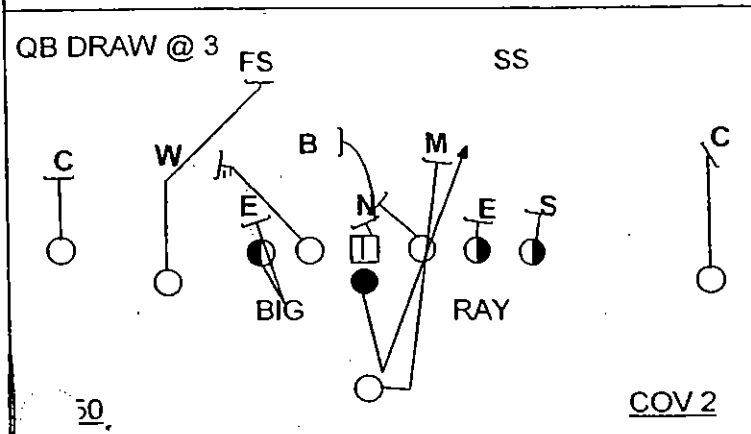
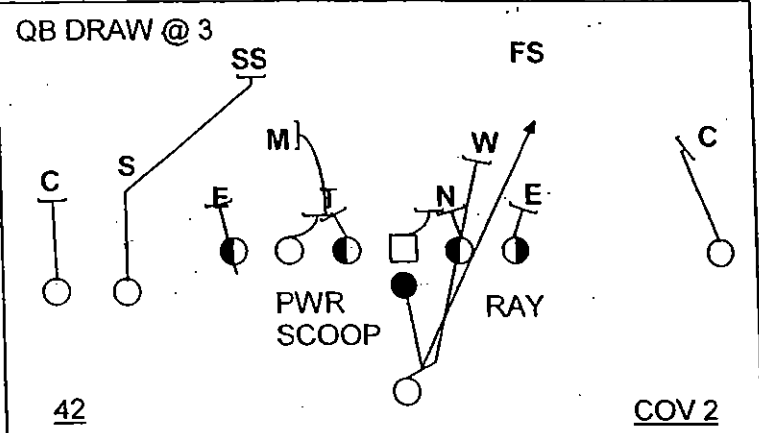
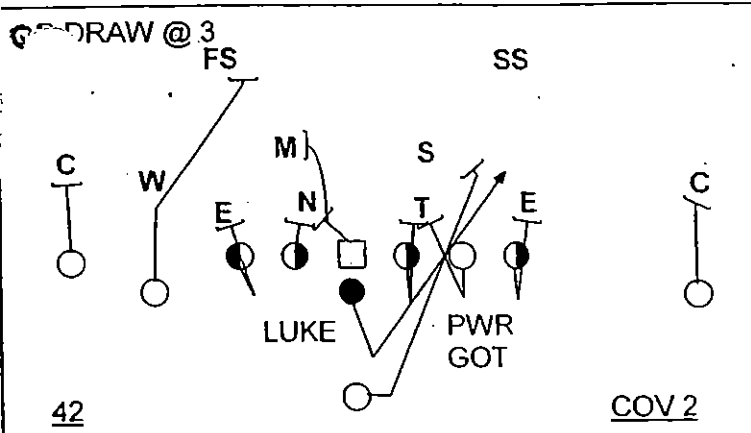
PWR  
SCOOP

BIG

MF

EAGLE FLEX

# 6 MAN FRONTS QB DRAW @ 3/7



# 13-17 DRAW (QB)

## PLAY DESCRIPTION:

Draw to T.E. (Can go to X if 2 on 2 situation

## RULES AND COACHING POINTS

	TOWARD	AWAY
OUTSIDE RECEIVER	- Support	Stovepipe (cross field)
INSIDE RECEIVER	- Block #2	Stovepipe (cross field)
Y	- Quick Pass set - vs. 5-9 Technique Block Man on vs. 3 and 7 Tech - "Big Call" - Y has near LB	PP-sift
ON T	- On outside	
ON G	- Man Over - In Twins vs. 1 Technique use "throw technique" with Center.	
C	- vs. 4-2 Go away from tight end. In Twins - use "throw technique" vs. 1 Tech or Shade with uncovered Guard.	
OFF G	- Over	
OFF T	- Over	
F FB	Take step to the call, set up, take exchange, read playside guard's block for running lane. Run to daylight. Be aware of Y's block coming from outside in.	
QB	Show dropback tech w/ eyes initially looking downfield. At 5 yards exchange ball with back. Set-up & show pass.	
	(QB) Deep - take snap - set ball eyes down field - read playside guard's block for running lane.	
	NOTE: Vs. any two on two look, take the ball to that side. Vs. any 7 in the box ✓.	



**7 MAN FRONTS**  
**13/17 DRAW**

<p>13 DRAW</p> <p>COV MF</p> <p align="right">43</p>	<p>13 DRAW</p> <p align="right"><u>NA</u></p> <p>COV 2</p> <p align="right">43</p>
<p>13 DRAW</p> <p>COV 2</p> <p align="right"><u>SLIDE</u></p>	<p>13 DRAW</p> <p align="right"><u>NA</u></p> <p>COV 2</p> <p align="right"><u>SLIDE</u></p>
<p>13 DRAW</p> <p>COV 2</p> <p align="right"><u>EAGLE WILL ADJUST</u></p>	<p>13 DRAW</p> <p>COV 2</p> <p align="right"><u>EAGLE WILL ADJUST</u></p>
<p>13 DRAW</p> <p>COV 2</p> <p align="right"><u>EAGLE "G" WILL ADJUST</u></p>	<p>13 DRAW</p> <p>COV 2</p> <p align="right"><u>EAGLE "G" WILL ADJUST</u></p>

# 7 MAN FRONTS 13/17 DRAW

<p>13 DRAW</p> <p>FS SS</p> <p>W M S</p> <p>C E N T E C</p> <p>○ ● ○ ■ ○ ○ ●</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 47</p>	<p>13 DRAW</p> <p>SS FS</p> <p>S M W</p> <p>C E T N E C</p> <p>○ ● ○ ■ ○ ○ ●</p> <p>○</p> <p>○</p> <p>●</p> <p>COV 2 47</p>
<p>13 DRAW</p> <p>FS SS</p> <p>B M</p> <p>C W E N E S C</p> <p>○ ○ ○ ■ ○ ● ○</p> <p>○</p> <p>○</p> <p>●</p> <p>COV 2 59</p>	<p>13 DRAW</p> <p>SS FS</p> <p>M B</p> <p>C S E N E W C</p> <p>○ ● ○ ■ ○ ○ ○</p> <p>○</p> <p>○</p> <p>○</p> <p>COV 2 59</p>
<p>FS 13 DRAW</p> <p>CHECK OUT</p> <p>W M</p> <p>C E T N E S SS C</p> <p>○ ● ○ ■ ○ ○ ●</p> <p>○</p> <p>○</p> <p>●</p> <p>MF DOUBLE EAGLE SWAP</p>	<p>FS 13 DRAW</p> <p>CHECK OUT</p> <p>M W</p> <p>C SS S E N T E C</p> <p>○ ● ○ ■ ○ ● ○</p> <p>○</p> <p>○</p> <p>●</p> <p>MF DOUBLE EAGLE SWAP</p>
<p>FS 13 DRAW</p> <p>SS</p> <p>W M</p> <p>C E T N E S C</p> <p>○ ● ○ □ ○ ○ ●</p> <p>○</p> <p>○</p> <p>●</p> <p>MF DOUBLE EAGLE 2LB</p>	<p>FS 13 DRAW</p> <p>SS</p> <p>M W</p> <p>C S E N T E C</p> <p>○ ● ○ ■ ○ ● ○</p> <p>○</p> <p>○</p> <p>○</p> <p>MF DOUBLE EAGLE 2LB</p>

**13/17 DRAW**



# 6 MAN FRONTS 13/17 DRAW

<p>FS 13 DRAW SS</p> <p>42 COV 2</p>	<p>SS 13 DRAW FS</p> <p>42 COV 2</p>
<p>FS 13 DRAW SS</p> <p>50 COV 2</p>	<p>SS 13 DRAW FS</p> <p>50 COV 2</p>
<p>13 DRAW FS CHECK OUT</p> <p>41 DDO MAN</p>	<p>13 DRAW FS CHECK OUT</p> <p>41 DDO MAN</p>
<p>FS 13 DRAW CHECK OUT</p> <p>DE SWAP MF</p>	<p>FS 13 DRAW CHECK OUT</p> <p>DE SWAP MF</p>

# SHOVEL @ 3/7

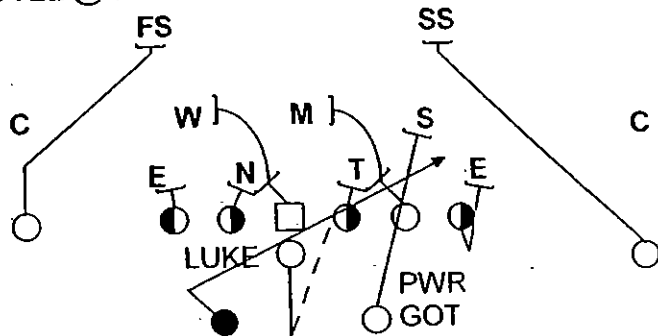
**DESCRIPTION:** 2 back draw with near back leading on frontside LBer.  
(Identical to Dr @ 3/7)

## RULES AND COACHING POINTS

	TOWARD	AWAY
OUTSIDE RECEIVER	Outside 1/3	Stovepipe (cross field)
INSIDE RECEIVER	Block #2	Stovepipe (cross field)
Y		Draw Sift
ON T	On-Inside (Draw Technique)	Possible Big vs. 59 Front
ON G	On-Inside Draw (Technique)	
C	Over - Offside	
OFF G	Over	
OFF T	Over - Combo	
FB (Playside)	Flash read frontside guards block for avenue to frontside LBer - attack outside leg of playside LBer. (Cut)	
R (Ball Carrier)	Step with out foot aiming for the outside hip of the BS tackle. Step in same direction with the inside foot then push off outside foot to come over the ball and read your FB's block on FSLB. Take ball in backside A Gap.	
QB	Take 5 step drop and make pitch. Continue drop and show pass. 4 Weak rule applies.	

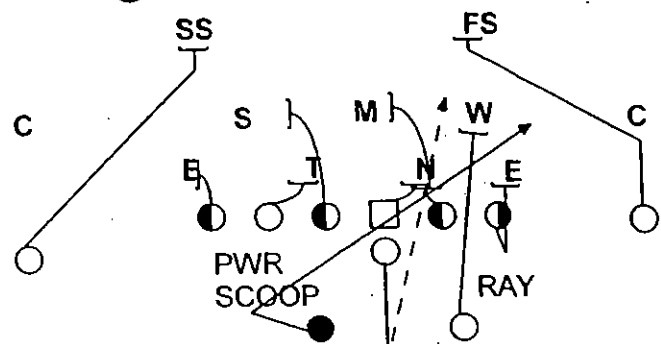
SHOVEL @ 3/7

HOVEL @ 3

COV 2

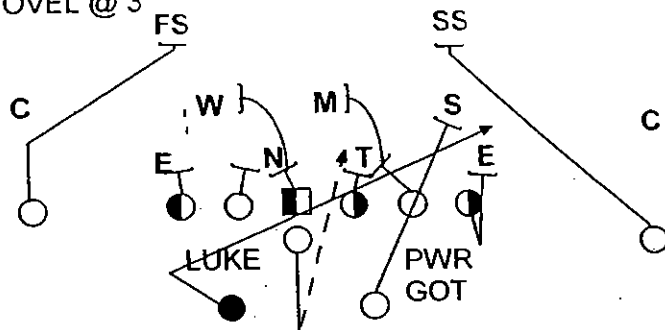
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SHOVEL @ 3

COV 2

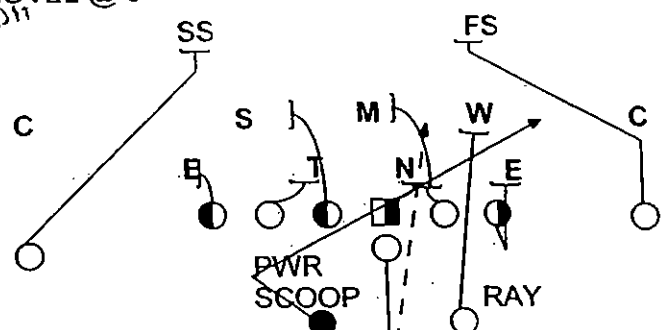
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SHOVEL @ 3

COV 2

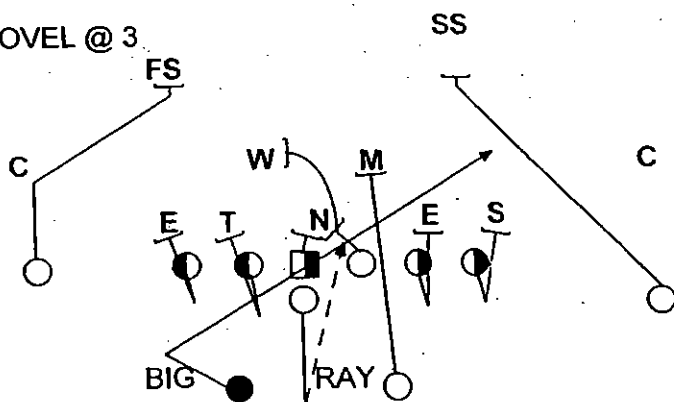
**SLIDE**

SHOVEL @ 3

COV 2

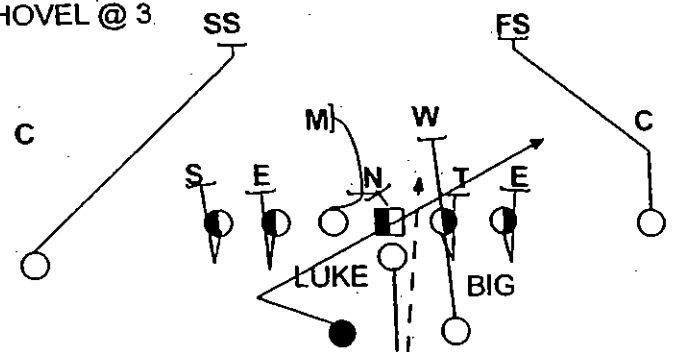
SLIDE

SHOVEL @ 3.

COV 2

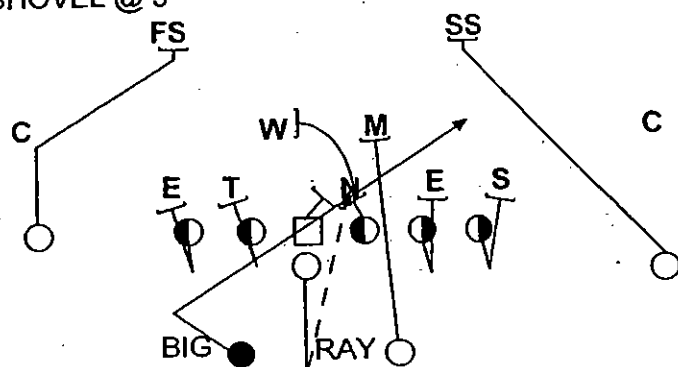
EAGLE

SHOVEL @ 3.

COV 2

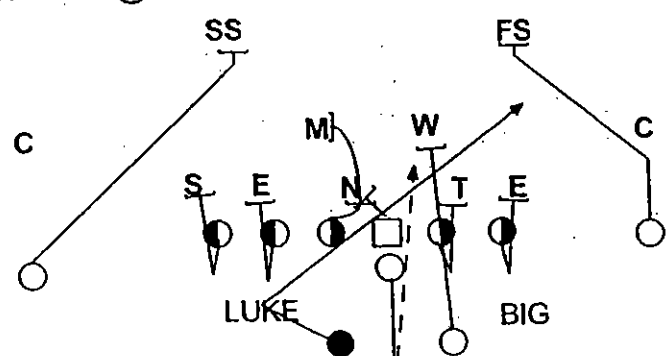
EAGLE

SHOVEL @ 3

COV 2

EAGLE G

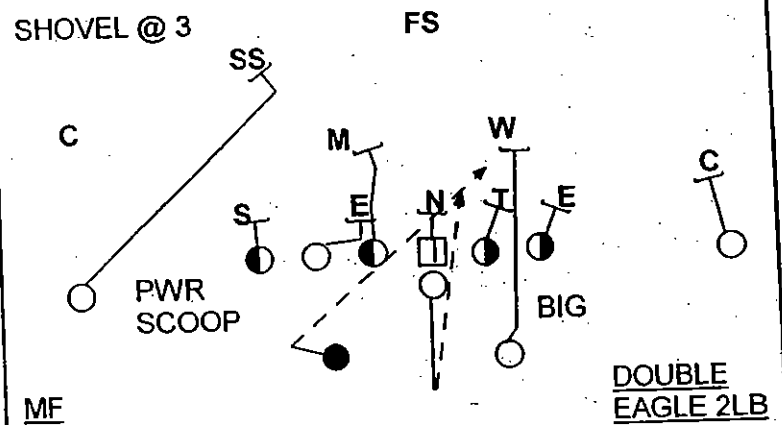
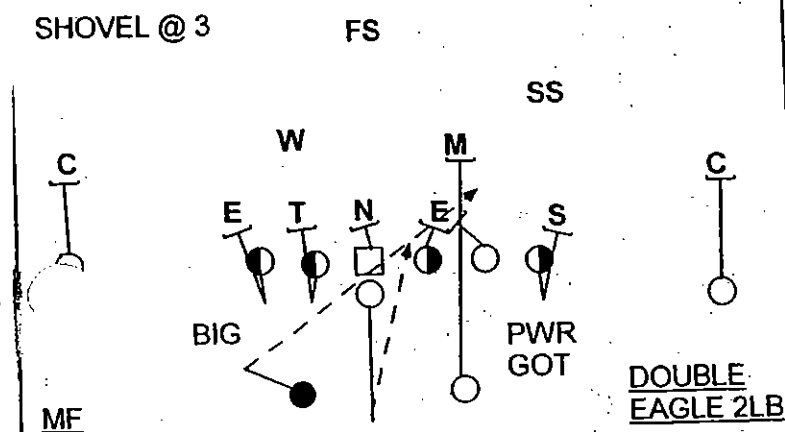
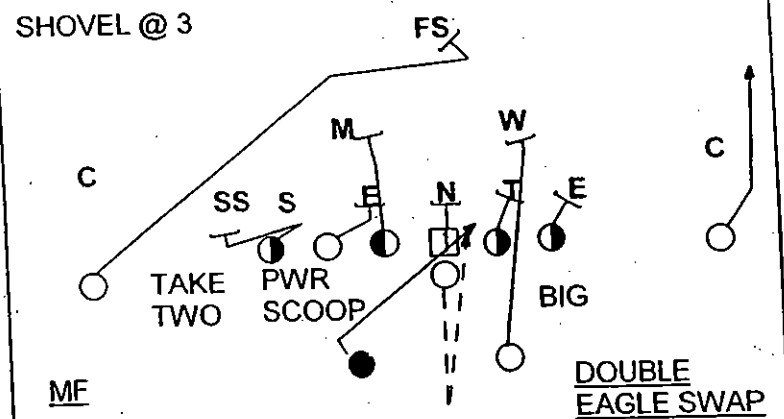
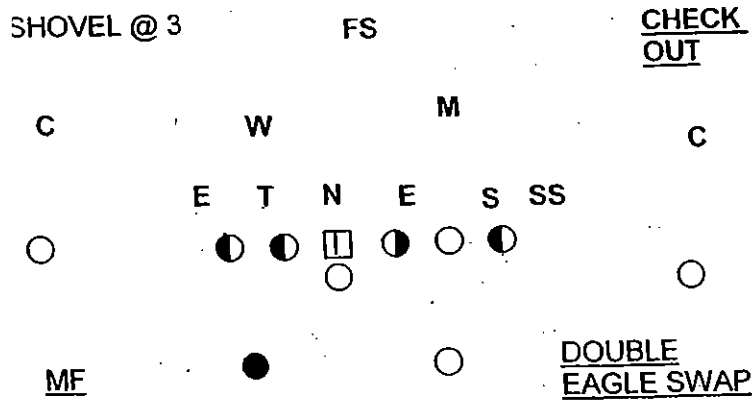
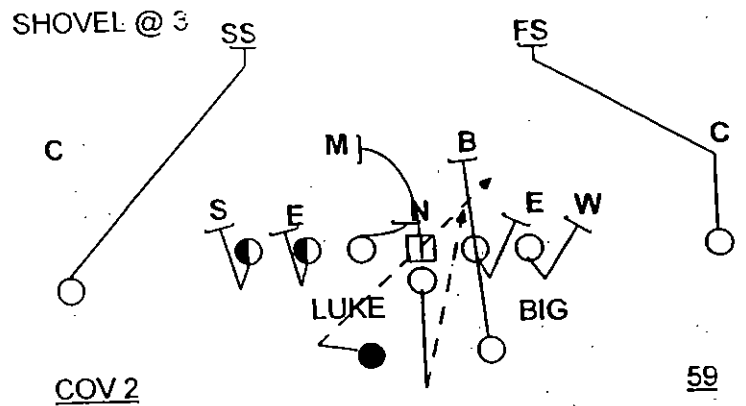
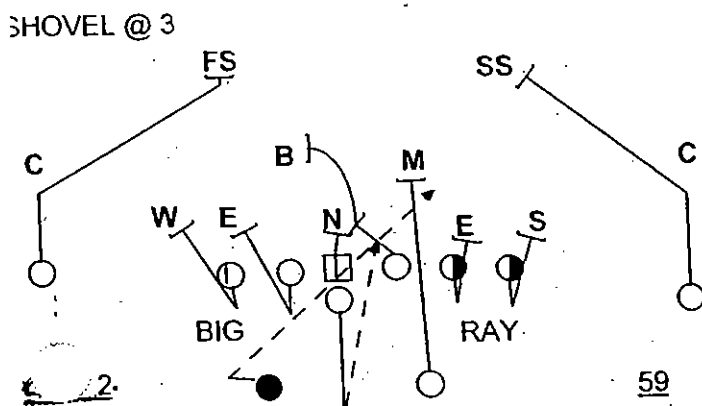
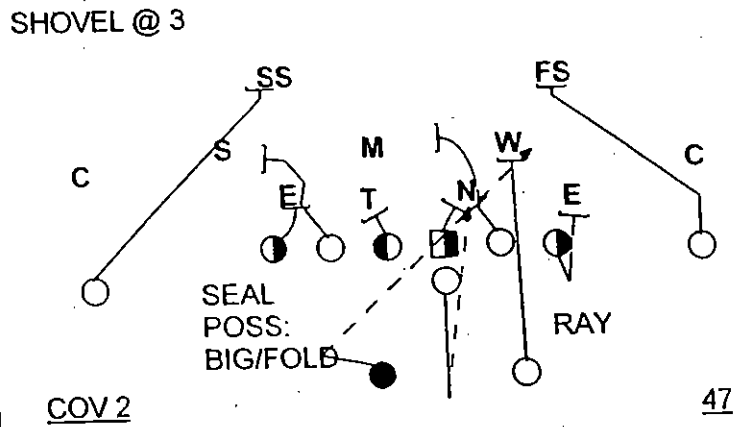
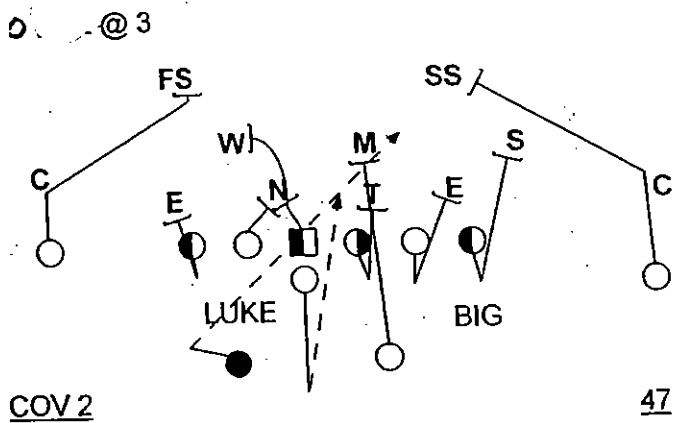
SHOVEL @ 3

COV 2

EAGLE G

# 7 MAN FRONTS

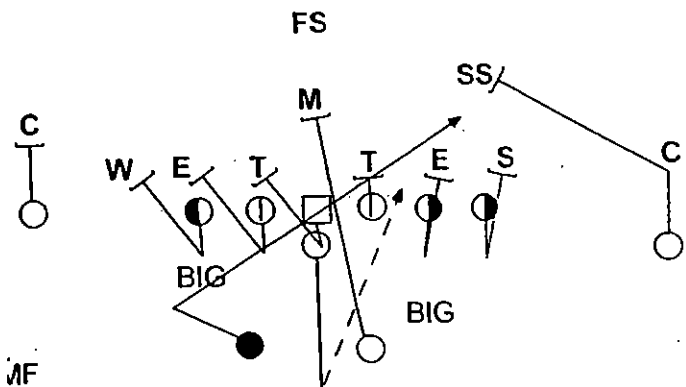
## SHOVEL @ 3/7



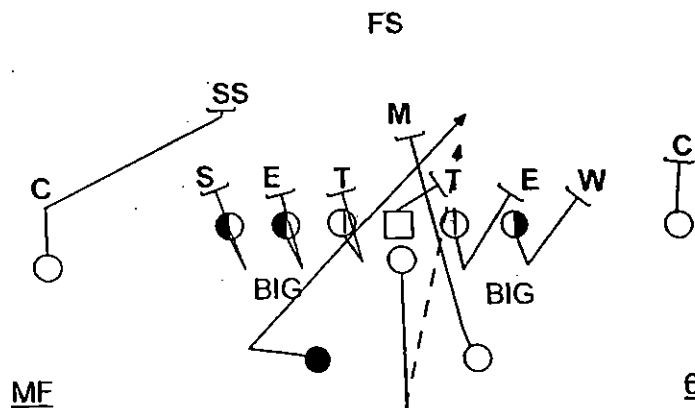
# 7 MAN FRONTS

## SHOVEL @ 3

SHOVEL @ 3

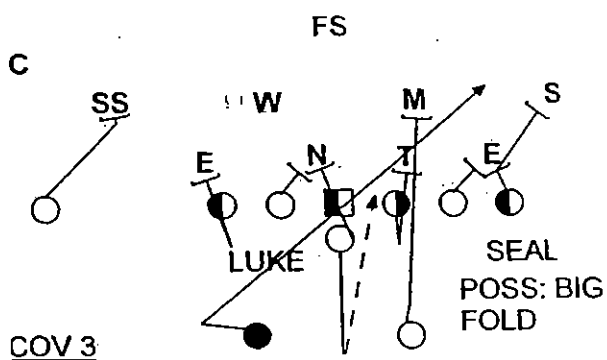


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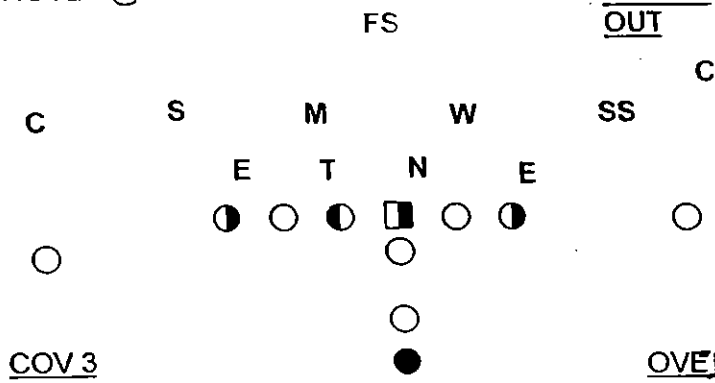
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SHOVEL @ 3



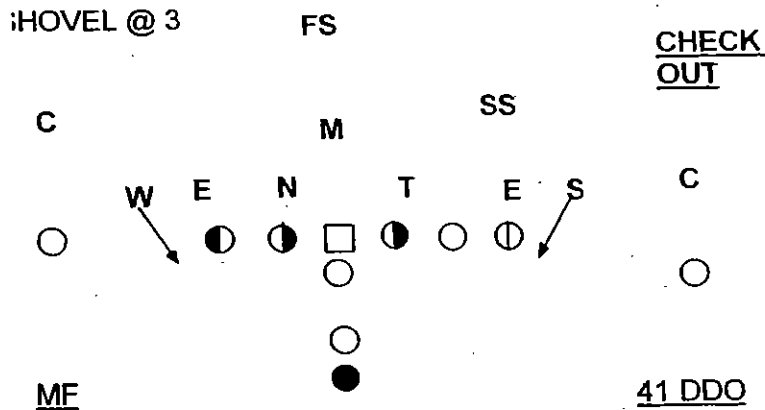
OVER

SHOVEL @ 3



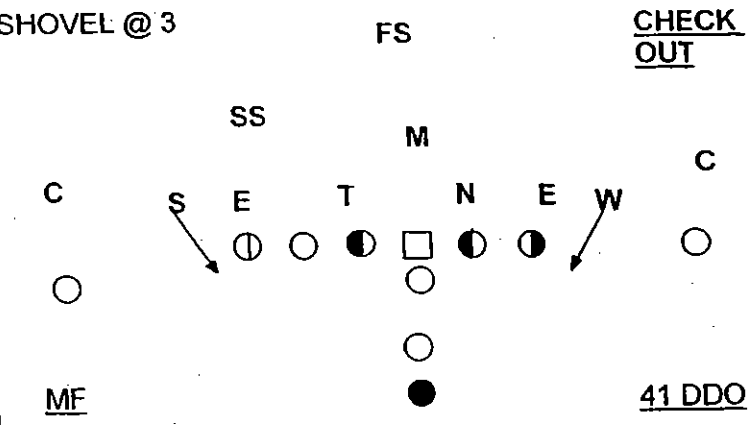
OVER

SHOVEL @ 3



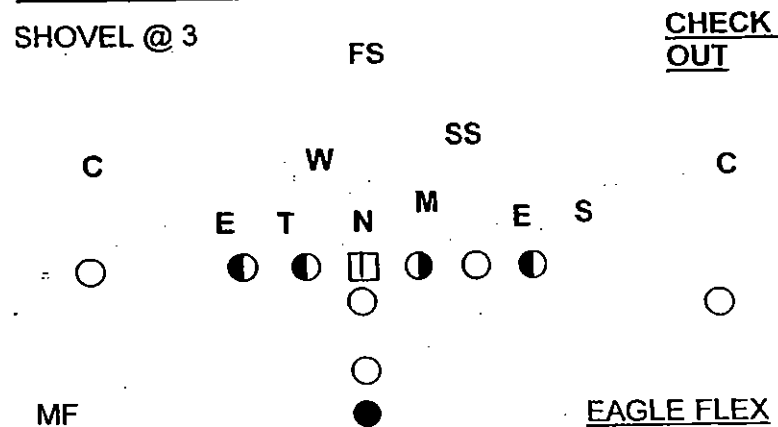
41 DDO

SHOVEL @ 3



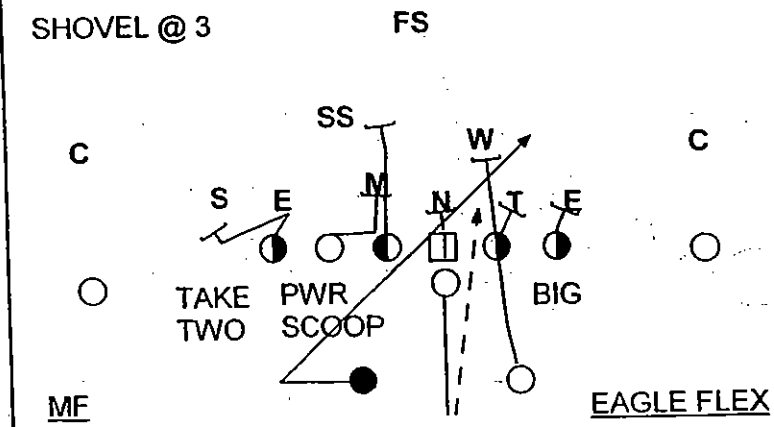
41 DDO

SHOVEL @ 3



EAGLE FLEX

SHOVEL @ 3



EAGLE FLEX



**TACKLE TRAP @ 3/7 (SWITCH) (QB) (F 32/38)**

**PLAY DESCRIPTION:** A COUNTER PLAY WITH TACKLE TRAP BLOCKING ATTACKS THE OPEN END.

	<u><b>TOWARD</b></u>	<u><b>AWAY</b></u>
<b>OUTSIDE RECEIVER</b>	OUTSIDE #3	STOVEPIPE (cross field)

<b>INSIDE RECEIVER</b>	OUTSIDE #2	STOVEPIPE (cross field)
------------------------	------------	-------------------------

<b>Y</b>	DRAW - SIFT
----------	-------------

<b>ON T</b>	FLASH TO THE FSLBer (IF SWITCH CALLED, SET THE DE)
-------------	----------------------------------------------------

<b>ON G</b>	ON - INSIDE (POSS: COMBO WITH CENTER FOR MLB TO B.S. LBer)
-------------	------------------------------------------------------------

<b>C</b>	ON - OVER - BACKSIDE (POSS: COMBO WITH CENTER FOR MLB TO BSLBer)
----------	------------------------------------------------------------------

<b>OFF G</b>	ON - OUTSIDE
--------------	--------------

<b>OFF T</b>	PULL TRAP EMOL (IF SWITCH CALLED PULL FOR FSLBer)
--------------	---------------------------------------------------

<b>FB</b>	READ TACKLES BLOCK - BLOCK 1 <sup>ST</sup> DEFENDER OUTSIDE PULLING TACKLE.
-----------	-----------------------------------------------------------------------------

<b>R</b>	SLIDE STEP TAKE EXCHANGE AWAY FROM HOLE & READ TRAP BLOCK OF TACKLE - CAN BOUNCE IF END SQUEEZES HARD
----------	-------------------------------------------------------------------------------------------------------

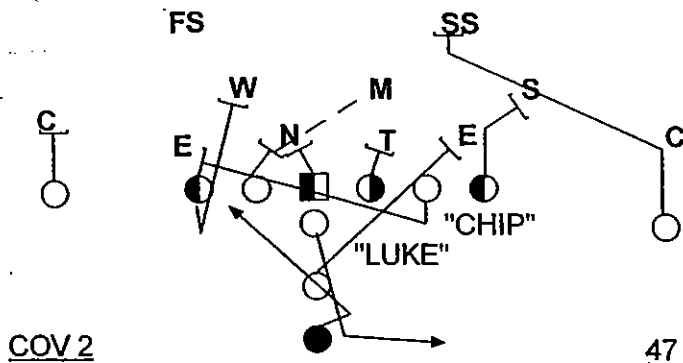
<b>QB</b>	TAKE SPRINT DROP - MAKE EXCHANGE AT 5 YARDS WITH BACK. THEN CONTINUE DROP TO 8 YARDS (QB) TAKE SNAP - SET THE BALL - EYES DOWN FIELD AND THEN FOLLOW PULLING TACKLE.
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# **7 MAN FRONTS** **TACKLE TRAP @ 3/7**

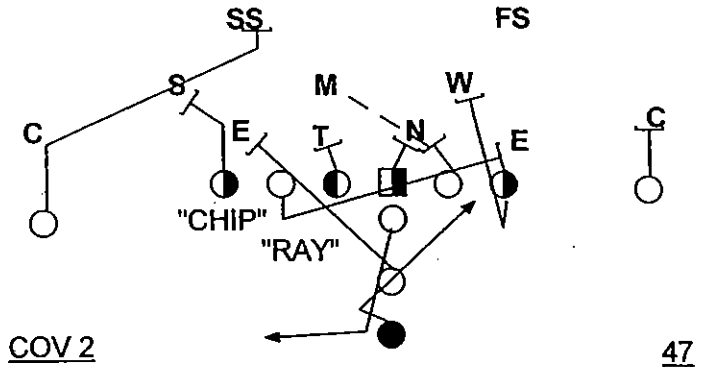
<p>TACKLE TRAP @ 7 FS</p> <p>COV 2 43</p>	<p>TACKLE TRAP @ 3 SS FS</p> <p>COV 2 43</p>
<p>TACKLE TRAP @ 7 FS</p> <p>COV 2 SLIDE</p>	<p>TACKLE TRAP @ 3 SS FS</p> <p>COV 2 SLIDE</p>
<p>TACKLE TRAP @ 7 FS SS</p> <p><u>CHECK OUT</u></p> <p>COV 2 EAGLE</p>	<p>TACKLE TRAP @ 3 SS FS</p> <p><u>CHECK OUT</u></p> <p>COV 2 EAGLE</p>
<p>TACKLE TRAP @ 7 FS SS</p> <p><u>CHECK OUT</u></p> <p>COV 2 EAGLE G</p>	<p>TACKLE TRAP @ 3 SS FS</p> <p><u>CHECK OUT</u></p> <p>COV 2 EAGLE G</p>

# 7 MAN FRONTS TACKLE TRAP @ 3/7

TACKLE TRAP @ 7



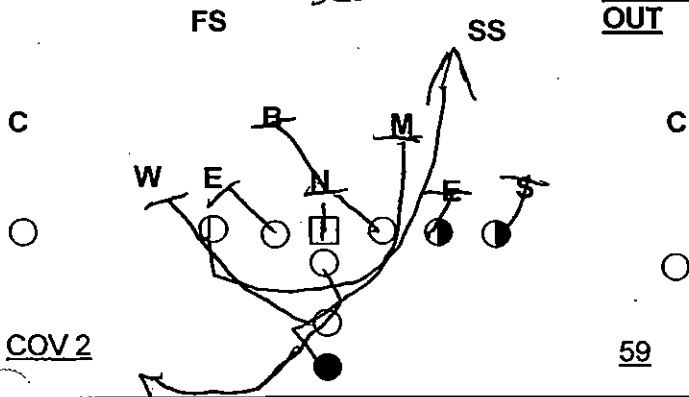
TACKLE TRAP @ 3



TACKLE TRAP @ 3 switch

FS

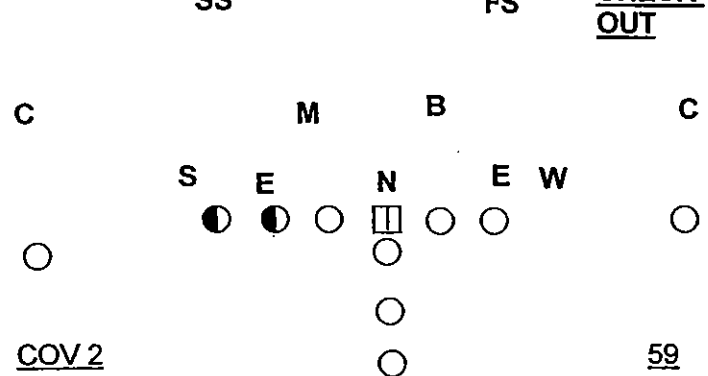
CHECK OUT



TACKLE TRAP @ 3

FS

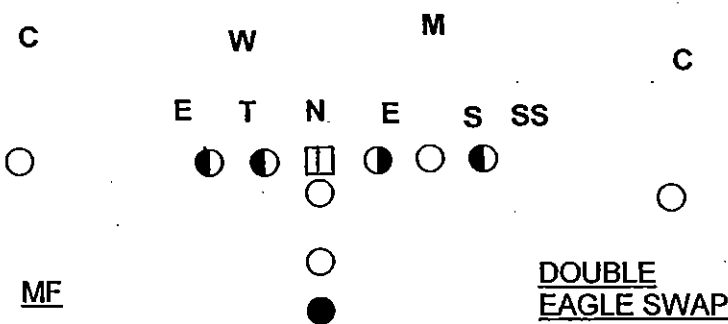
CHECK OUT



TACKLE TRAP @ 7

FS

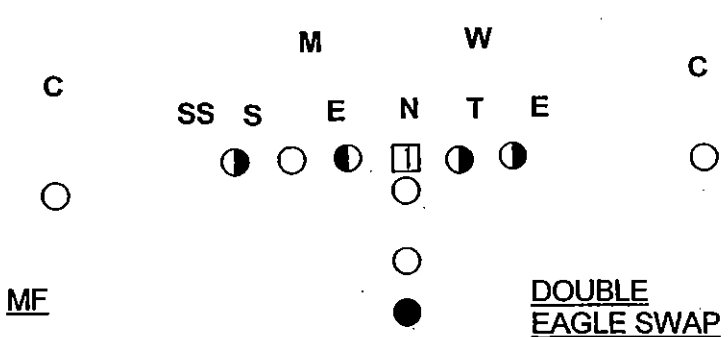
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TACKLE TRAP @ 3

FS

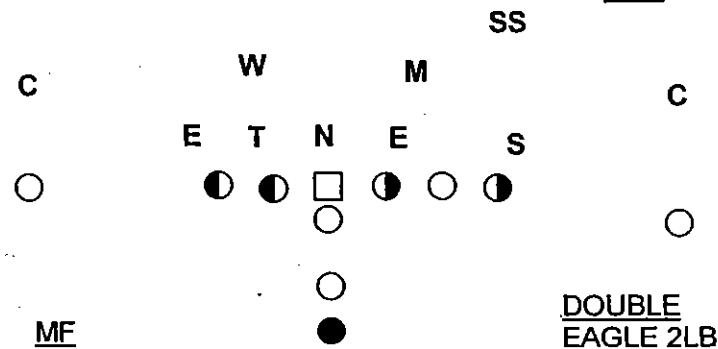
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TACKLE TRAP @ 7

FS

CHECK OUT

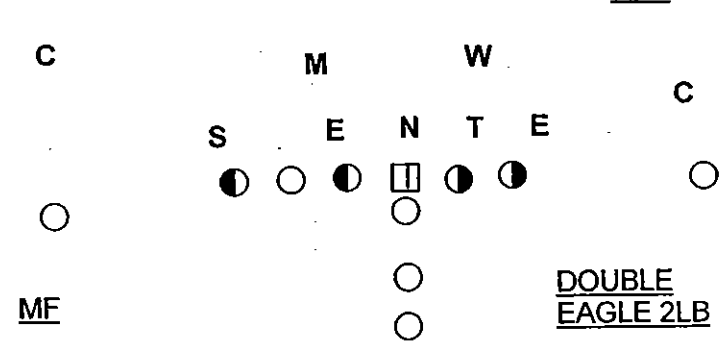


TACKLE TRAP @ 3

SS

FS

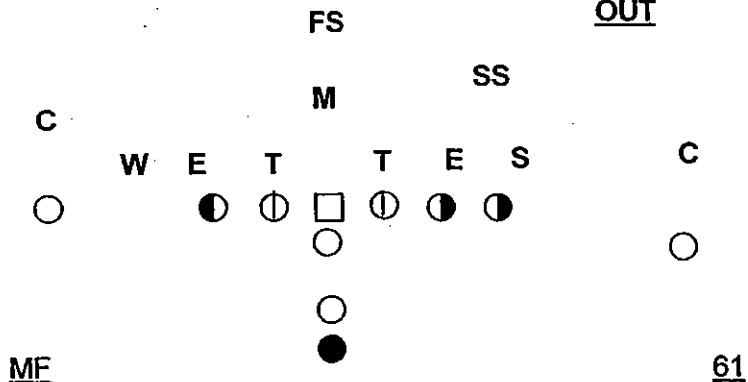
CHECK OUT



# 7 MAN FRONTS TACKLE TRAP @ 3/7

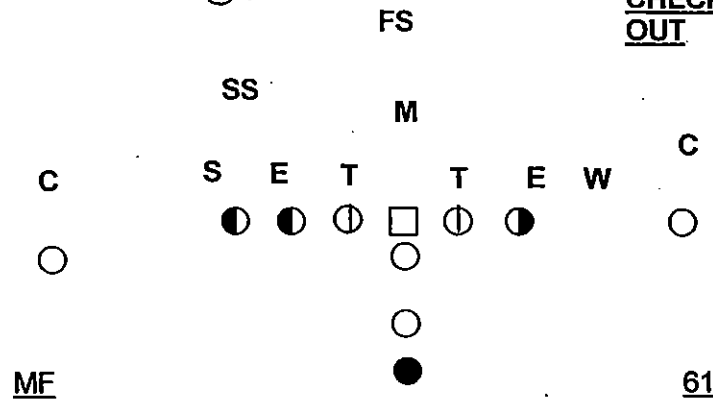
TACKLE TRAP @ 7

CHECK  
OUT



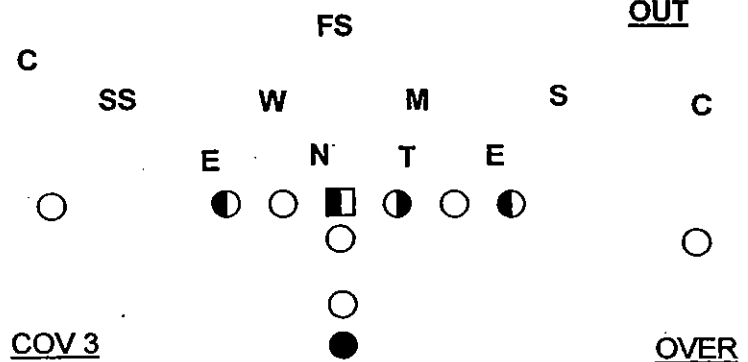
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CHECK  
OUT



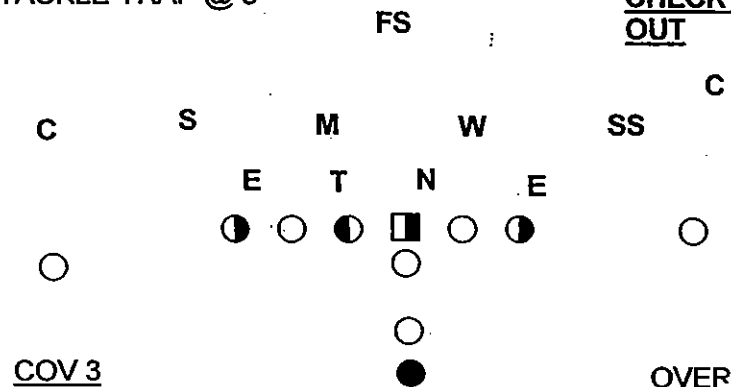
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CHECK  
OUT



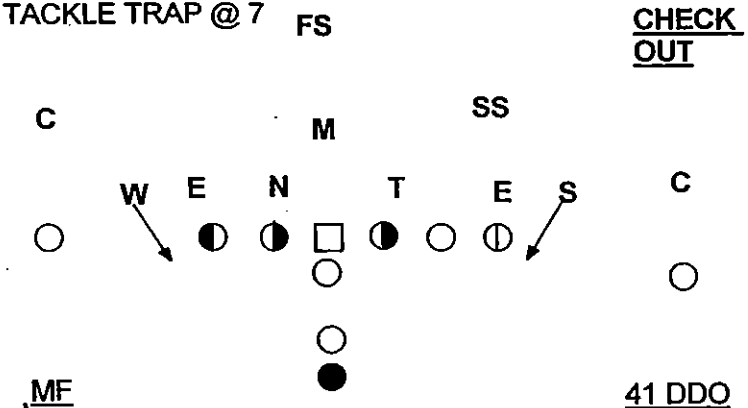
TACKLE TRAP @ 3

CHECK  
OUT



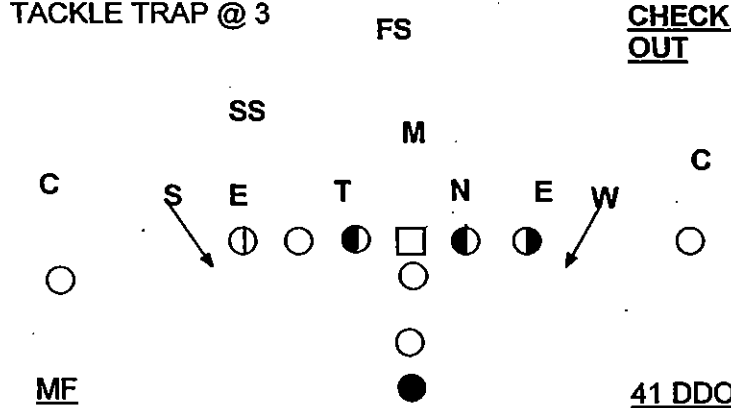
TACKLE TRAP @ 7

CHECK  
OUT



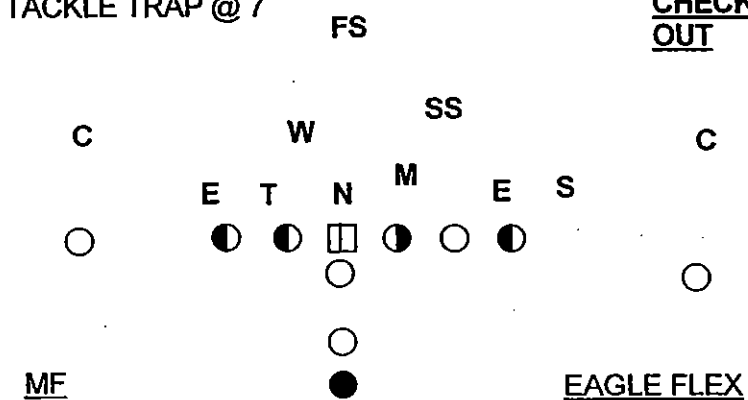
TACKLE TRAP @ 3

CHECK  
OUT



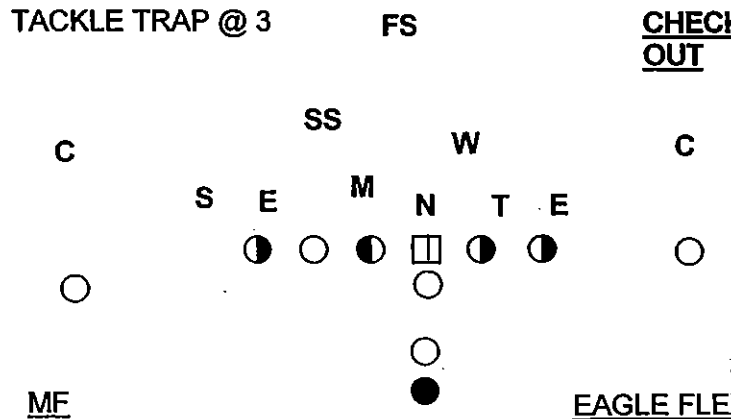
TACKLE TRAP @ 7

CHECK  
OUT



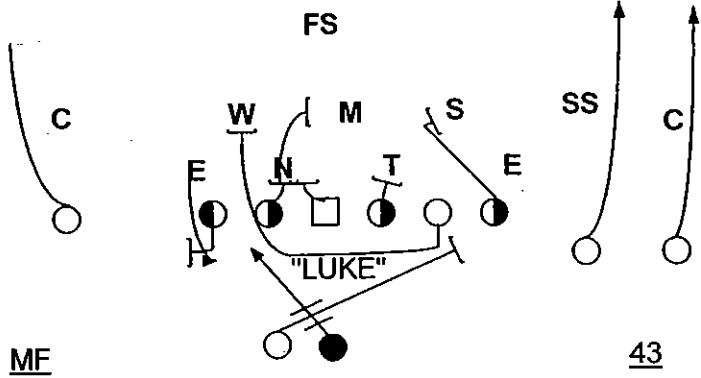
TACKLE TRAP @ 3

CHECK  
OUT

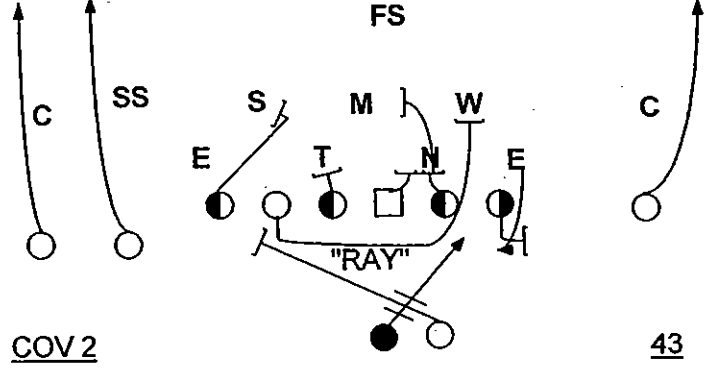


# **7 MAN FRONTS** **FAKE 32/38 QB TACKLE TRAP @ 3/7 SWITCH**

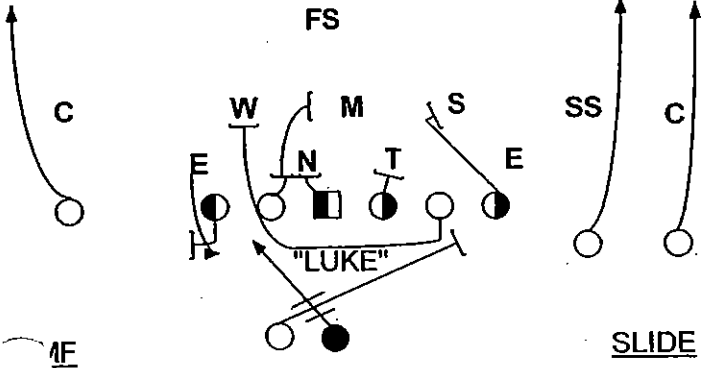
FAKE 32 QB TACKLE TRAP @ 7 SWITCH



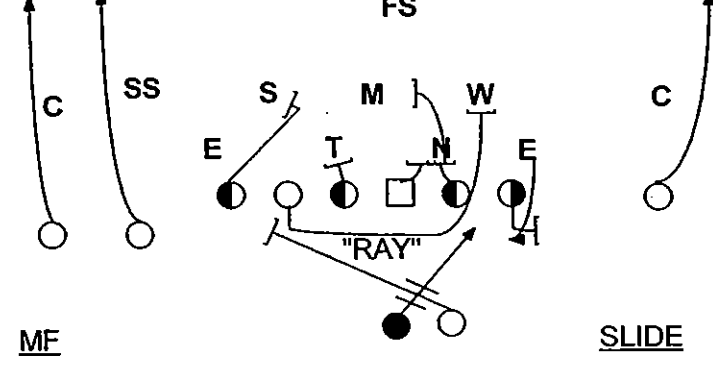
FAKE 38 QB TACKLE TRAP @ 3 SWITCH



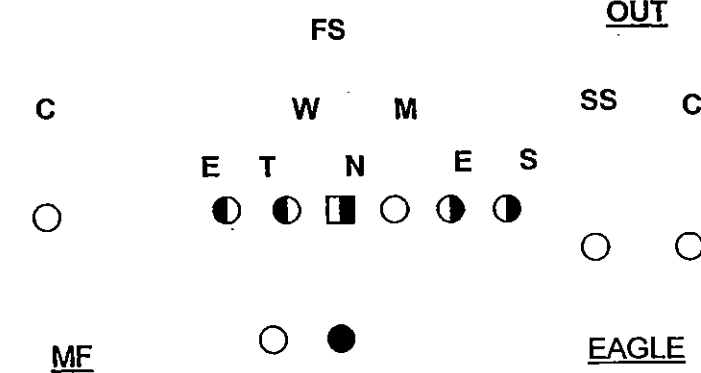
FAKE 32 QB TACKLE TRAP @ 7 SWITCH



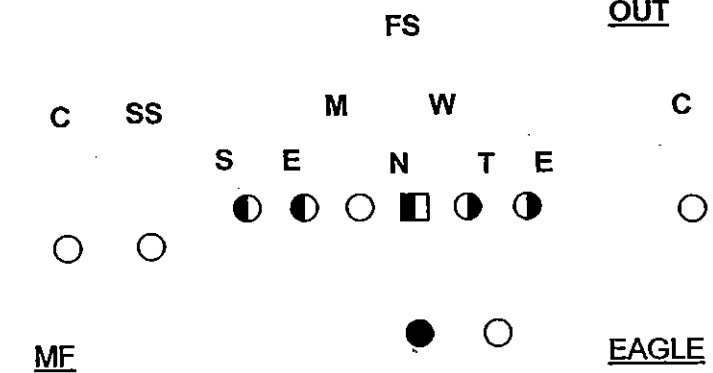
FAKE 38 QB TACKLE TRAP @ 3 SWITCH



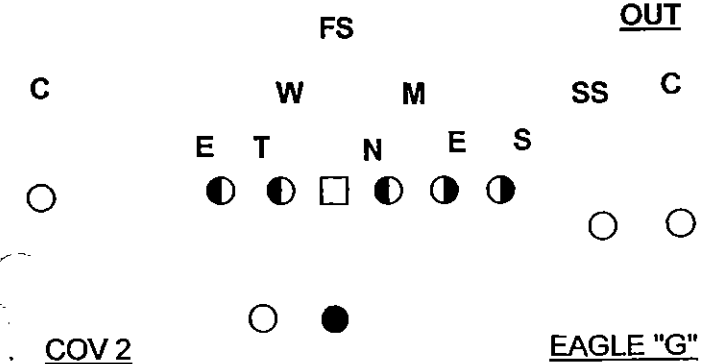
FAKE 32 QB TACKLE TRAP @ 7 SWITCH



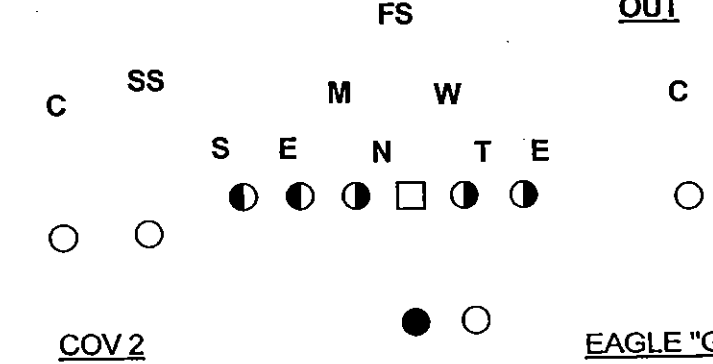
FAKE 38 QB TACKLE TRAP @ 3 SWITCH



FAKE 32 QB TACKLE TRAP @ 7 SWITCH

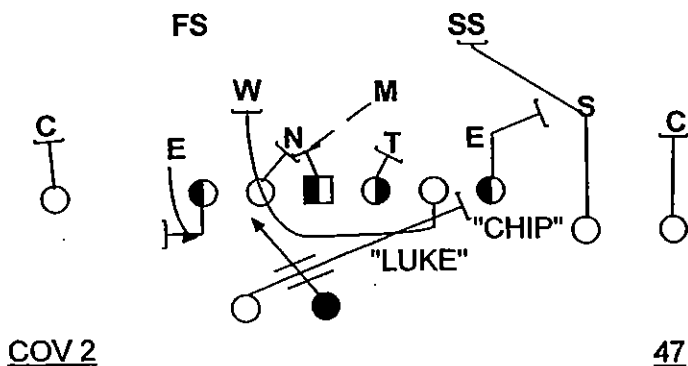


FAKE 38 QB TACKLE TRAP @ 3 SWITCH

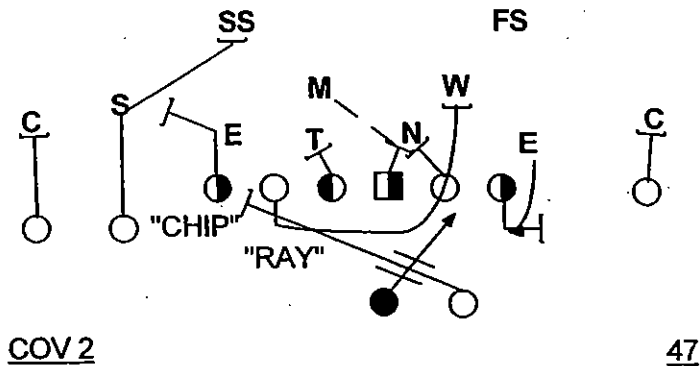


# 7 MAN FRONTS FAKE 32/38 QB TACKLE TRAP @ 3/7 SWITCH

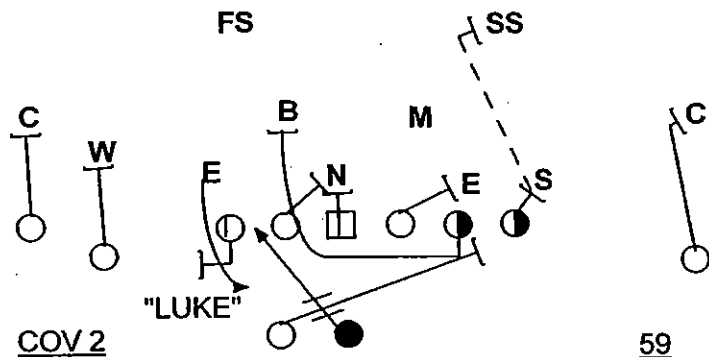
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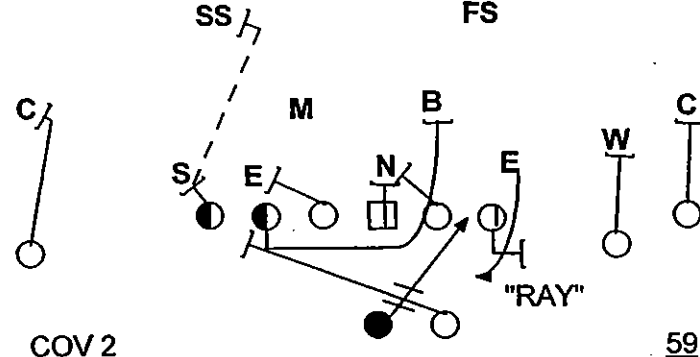
FAKE 38 QB TACKLE TRAP @ 3 SWITCH



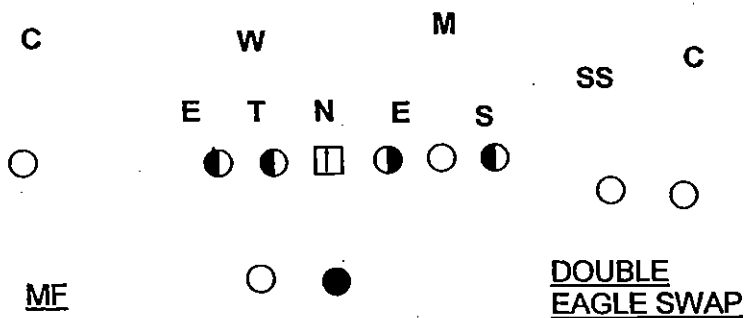
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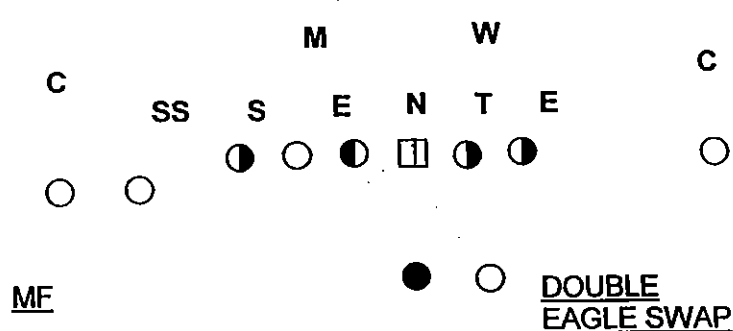
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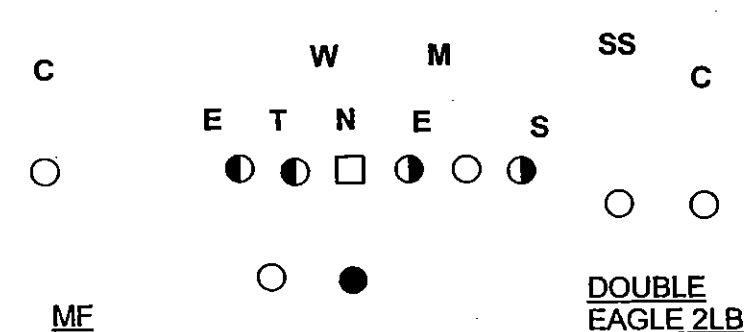
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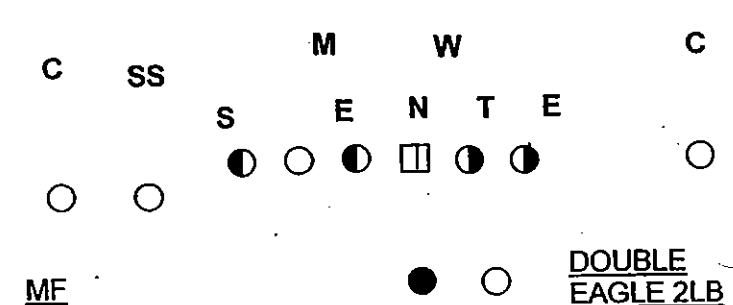
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FAKE 32 QB TACKLE TRAP @ 7 SWITCH



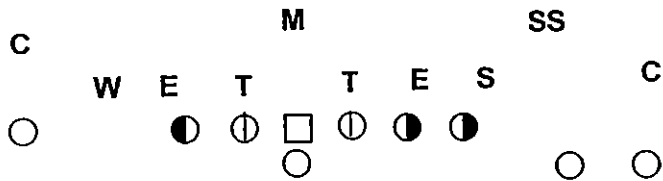
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# 7 MAN FRONTS

## FAKE 32/38 QB TACKLE TRAP @ 3/7 SWITCH

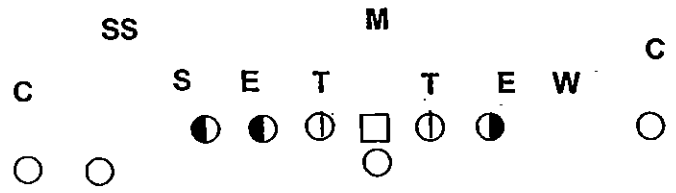
FAKE 32 QB TACKLE TRAP @ 7 SWITCH FS CHECK OUT



MF

61

FAKE 38 QB TACKLE TRAP @ 3 SWITCH FS CHECK OUT

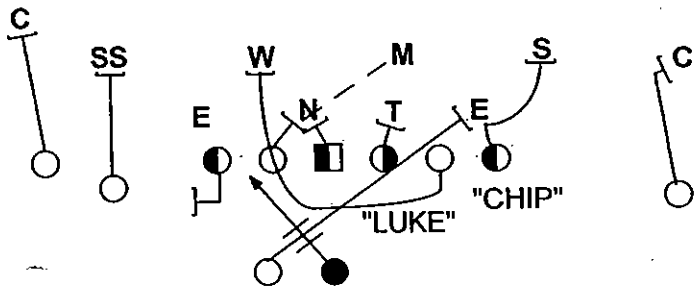


MF

61

FAKE 32 QB TACKLE TRAP @ 7 SWITCH FS

FS

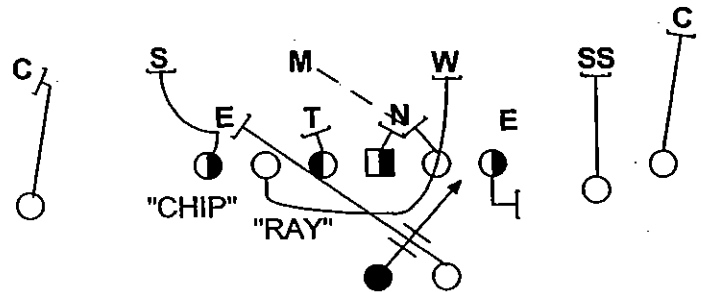


3

OVER

FAKE 38 QB TACKLE TRAP @ 3 SWITCH FS

FS



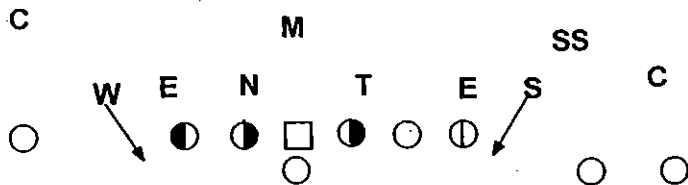
COV 3

OVER

FAKE 32 QB TACKLE TRAP @ 7 SWITCH FS

FS

CHECK OUT



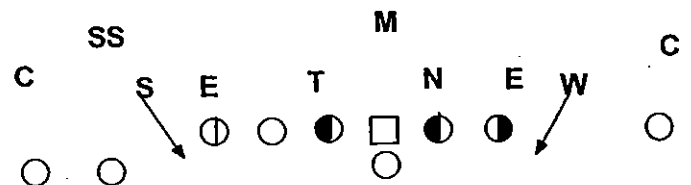
MF

41 DDO

FAKE 38 QB TACKLE TRAP @ 3 SWITCH FS

FS

CHECK OUT



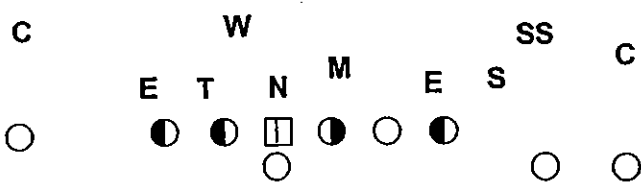
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41 DDO

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FS

CHECK OUT



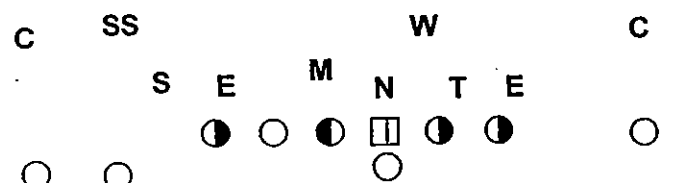
MF

EAGLE FLEX

FAKE 38 QB TACKLE TRAP @ 3 SWITCH FS

FS

CHECK OUT



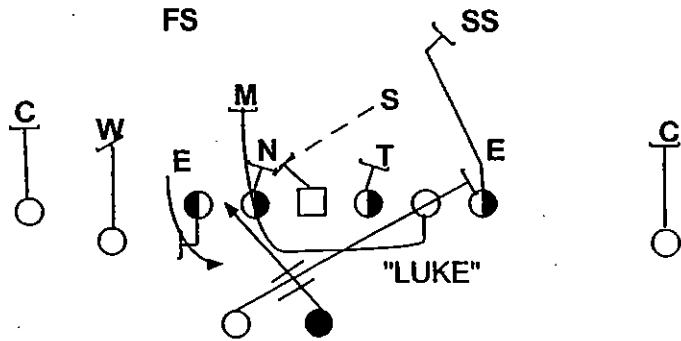
MF

EAGLE FLEX

# **6 MAN FRONTS** **FAKE 32/38 QB TACKLE TRAP @ 3/7 SWITCH**

FAKE 32 QB TACKLE TRAP @ 7 SWITCH

FS

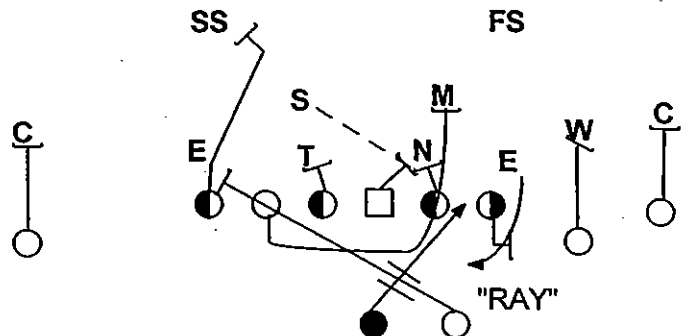


42

COV 2

FAKE 38 QB TACKLE TRAP @ 3 SWITCH

FS

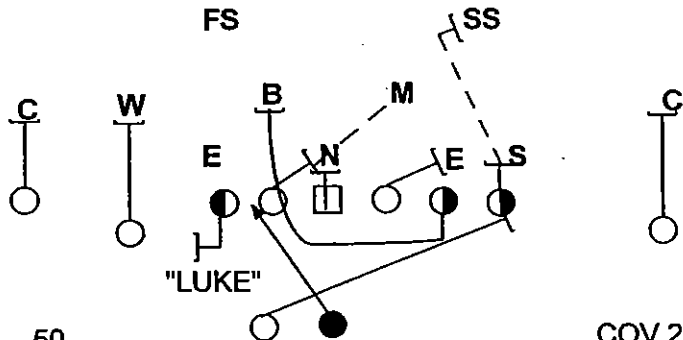


42

COV 2

FAKE 32 QB TACKLE TRAP @ 7 SWITCH

FS

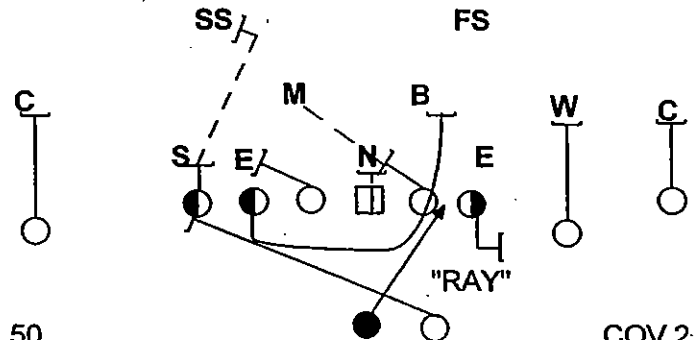


50

COV 2

FAKE 38 QB TACKLE TRAP @ 3 SWITCH

FS



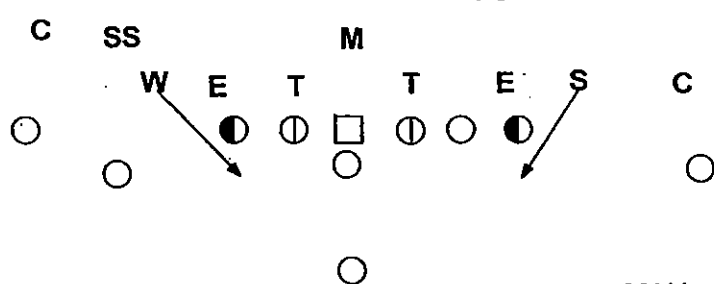
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COV 2

FAKE 32 QB TACKLE TRAP @ 7 SWITCH

CHECK OUT

FS



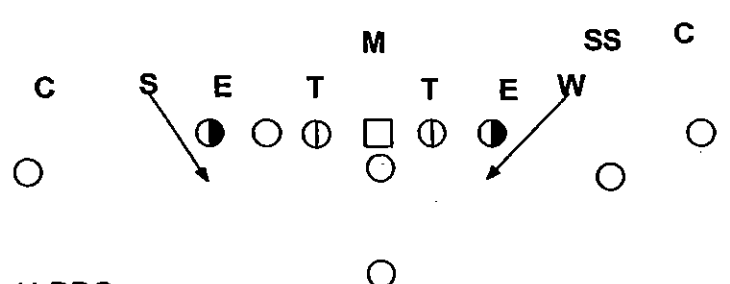
41 DDO

MAN

FAKE 38 QB TACKLE TRAP @ 3 SWITCH

CHECK OUT

FS



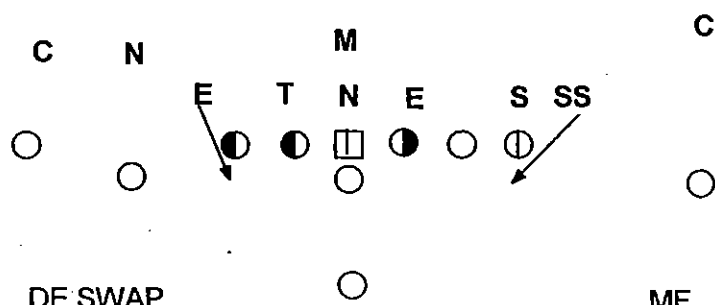
41 DDO

MAN

FAKE 32 QB TACKLE TRAP @ 7 SWITCH

FS

CHECK OUT



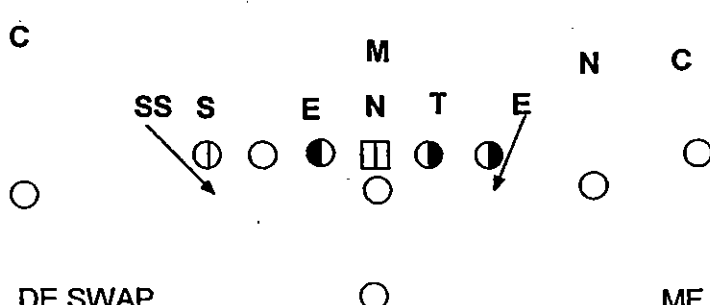
DE SWAP

MF

FAKE 38 QB TACKLE TRAP @ 3 SWITCH

FS

CHECK OUT



DE SWAP

MF



## F 54-6 GATOR

**PLAY DESCRIPTION:** A counter play off of F 54/56 Scoop.

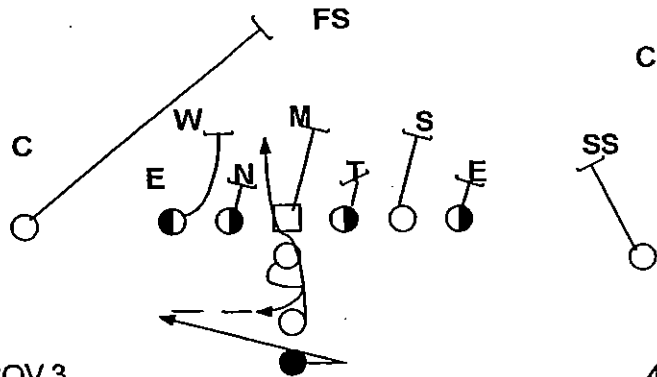
### **RULES AND COACHING POINTS**

		<u><b>TOWARD</b></u>	<u><b>AWAY</b></u>
<b>OUTSIDE RECEIVER</b>	-	Near Safety	Stovepipe (cross field)
<b>INSIDE RECEIVER</b>	-	Man On	Man on- Block #2
<b>Y</b>	-	Base	Butt Block or Sift to Safety
<b>ON T</b>	-	Base	
<b>ON G</b>	-	Base	
<b>C</b>	-	Shade frontside uphill to Shade vs. Uncovered Uphill- to Playside LBer Backside Combo to Shade Backside	
<b>OFF G</b>	-	Backside Combo vs. 1 Tech Power Scoop vs. 3 Tech	
<b>OFF T</b>	-	Power Scoop vs. 3 Tech Backside Vs. 1 Tech Backside - Butt Block	
<b>F (FB)</b>	-	Slide lead step, cross over, getting square and receive exchange. Press LOS.	
<b>R</b>	-	Fake F 54/56 – Reverse opposite field and receive pitch from QB.	
<b>QB</b>	-	Same as F 54/56 Scoop – Fake hand off pitch opposite field back.	

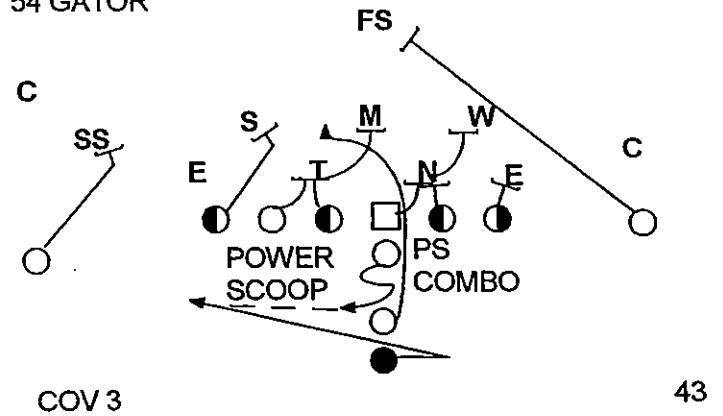
# 7 MAN FRONTS

## 54/6 GATOR

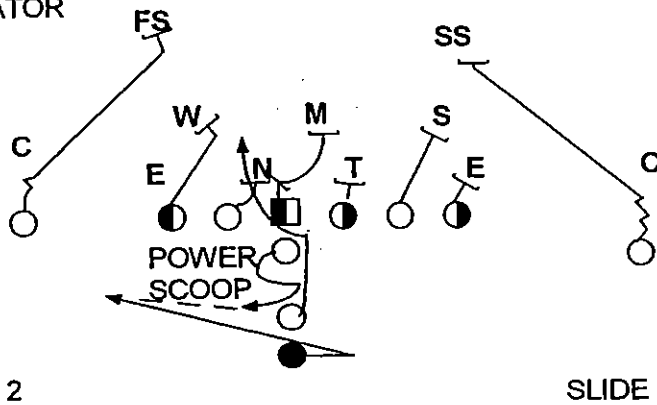
54 GATOR



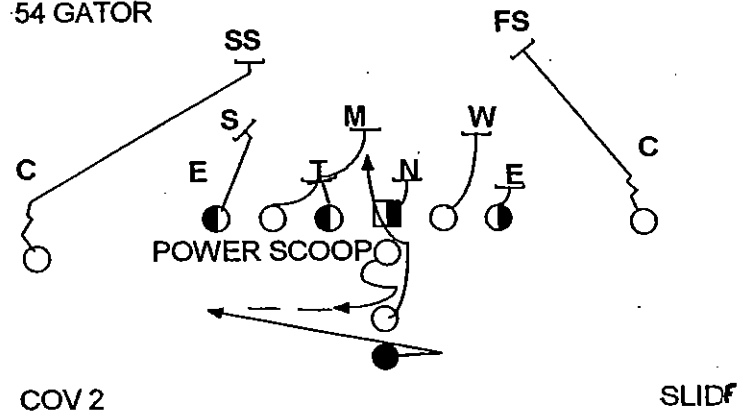
54 GATOR



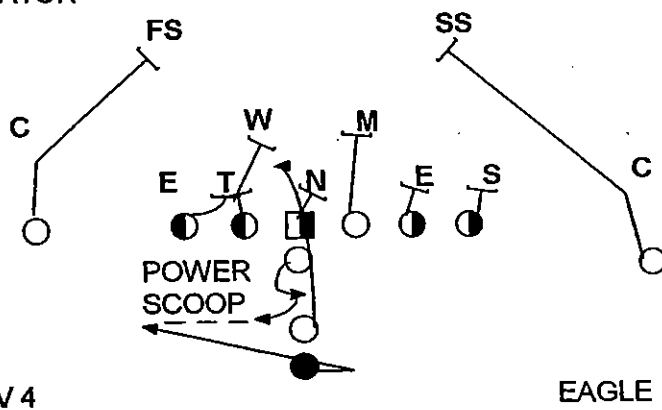
54 GATOR



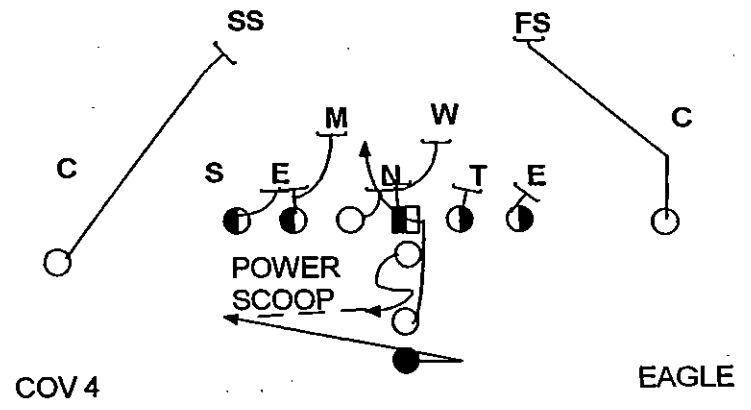
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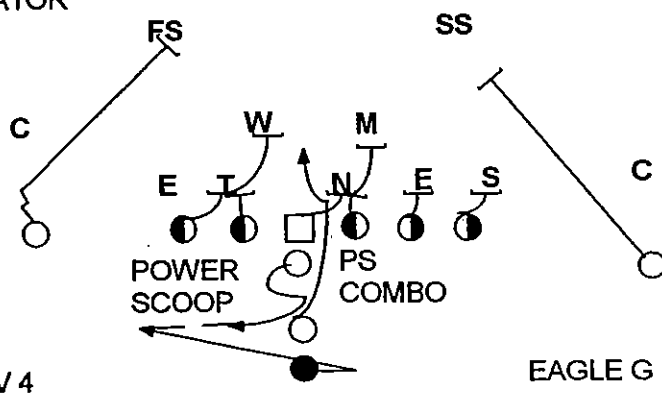
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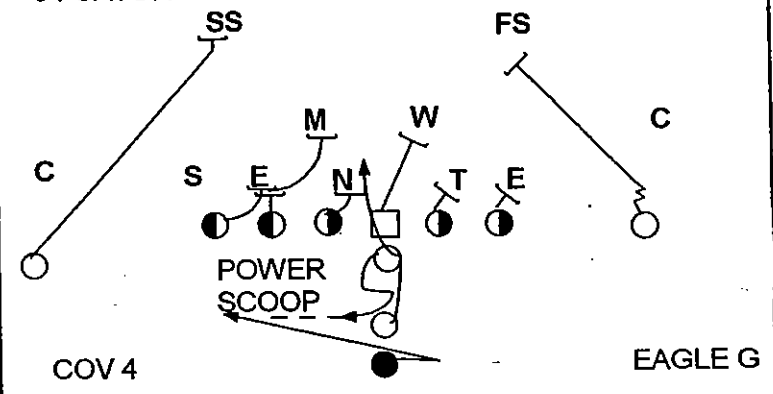
54 GATOR



54 GATOR

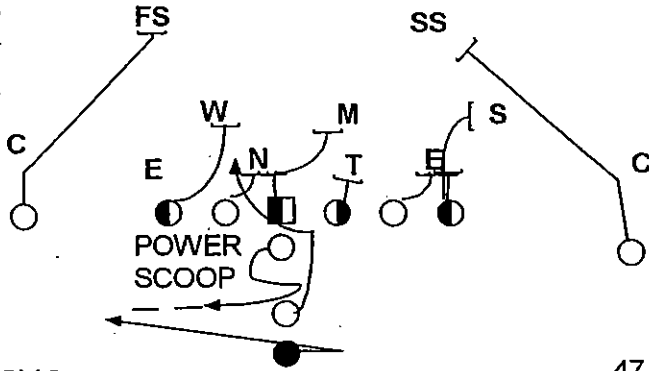


54 GATOR



# **7 MAN FRONTS** **54/56 GATOR**

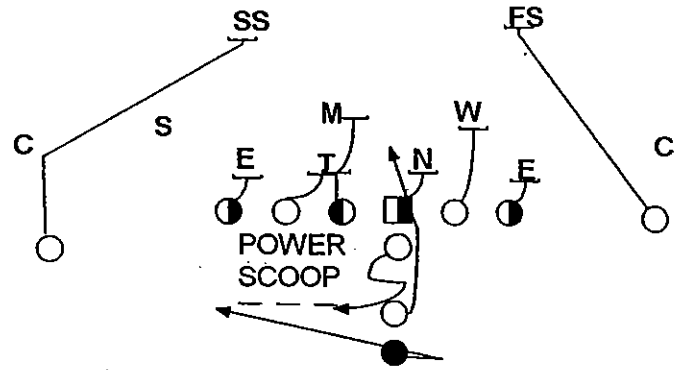
54 GATOR



COV 2

47

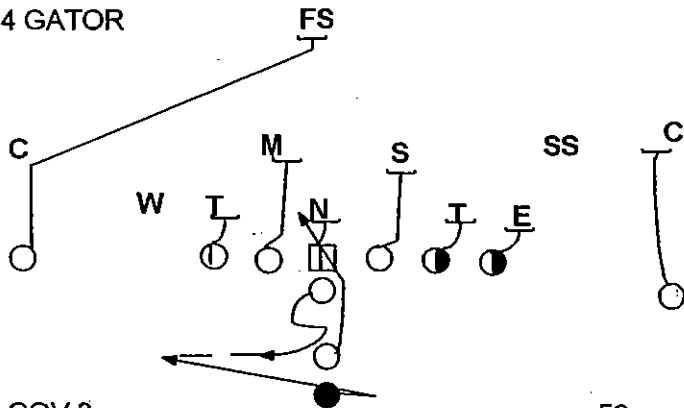
54 GATOR



COV 2

47

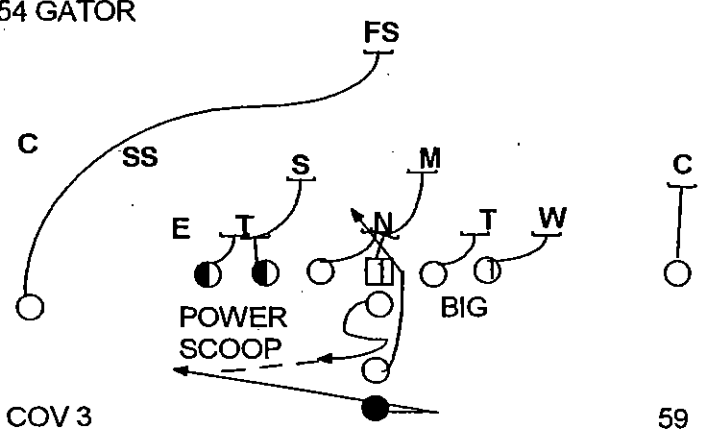
54 GATOR



COV 3

59

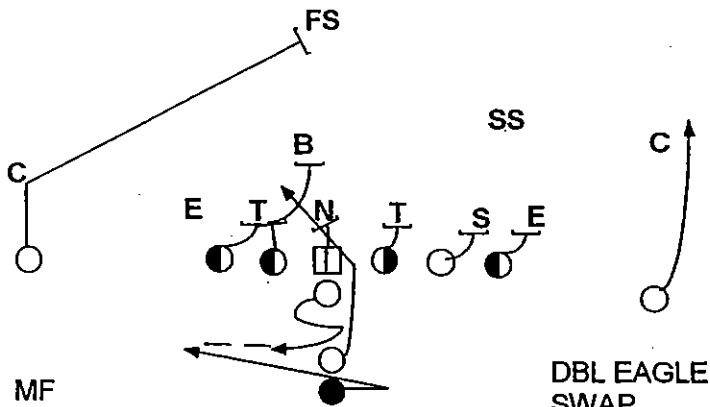
54 GATOR



COV 3

59

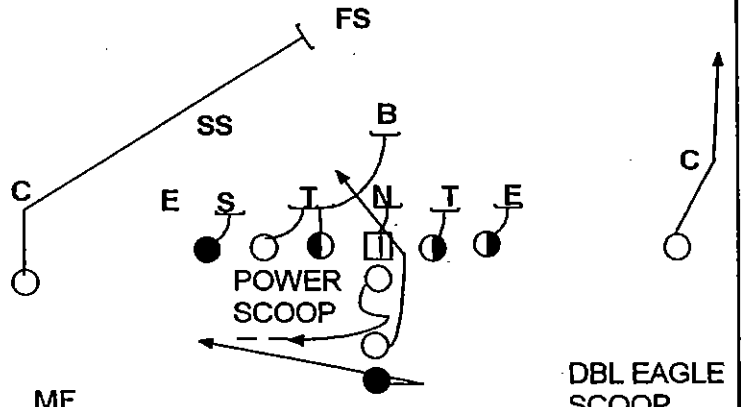
54 GATOR



MF

DBL EAGLE  
SWAP

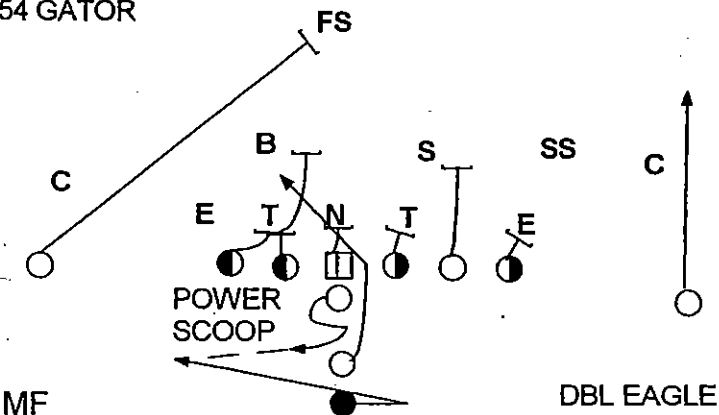
54 GATOR



MF

DBL EAGLE  
SCOOP

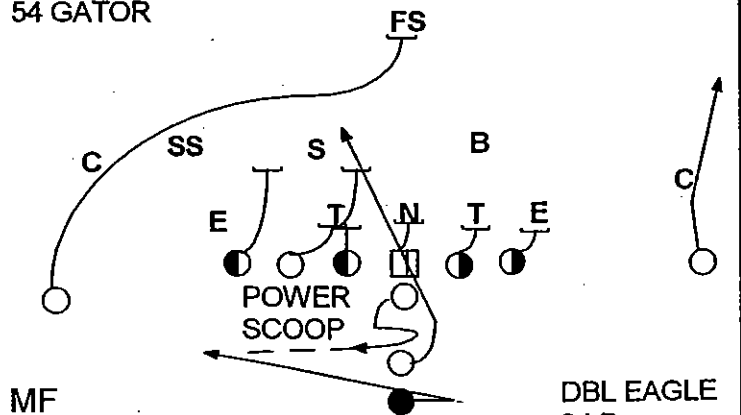
54 GATOR



MF

DBL EAGLE  
2 LB

54 GATOR



MF

DBL EAGLE  
2 LB

# 7 MAN FRONTS 54/56 GATOR

<p>54 GATOR</p> <p>FS</p> <p>C SS</p> <p>M</p> <p>W E T T E S</p> <p>○ ● ○</p> <p>MF 6-1 (7)</p> <p><u>CHECK OUT</u></p>	<p>54 GATOR</p> <p>FS</p> <p>C SS</p> <p>M</p> <p>S E T T E W</p> <p>○ ● ○</p> <p>MF 6-1 (7)</p> <p><u>CHECK OUT</u></p>
<p>54 GATOR</p> <p>FS</p> <p>C SS</p> <p>W M S</p> <p>E N T E</p> <p>○ ● ○</p> <p>COV 3 OVER</p> <p><u>CHECK OUT</u></p>	<p>54 GATOR</p> <p>FS</p> <p>C S</p> <p>M W SS</p> <p>E T N E</p> <p>○ ● ○</p> <p>COV 3 OVER</p> <p><u>CHECK OUT</u></p>
<p>54 GATOR</p> <p>FS</p> <p>C SS</p> <p>M</p> <p>W E N T E S</p> <p>○ ● ○</p> <p>M 4-1 DDO</p> <p><u>CHECK OUT</u></p>	<p>54 GATOR</p> <p>FS</p> <p>SS</p> <p>M</p> <p>S E T N E W</p> <p>○ ● ○</p> <p>M 4-1 DDO</p> <p><u>CHECK OUT</u></p>
<p>54 GATOR</p> <p>FS</p> <p>C SS</p> <p>W</p> <p>E T N M E S</p> <p>○ ● ○</p> <p>MF <u>EAGLE FLEX</u></p> <p><u>CHECK OUT</u></p>	<p>54 GATOR</p> <p>FS</p> <p>SS</p> <p>W</p> <p>S E M N T E</p> <p>○ ● ○</p> <p>MF <u>EAGLE FLEX</u></p> <p><u>CHECK OUT</u></p>

# PLAY ACTION/ MOVEMENT PASSES

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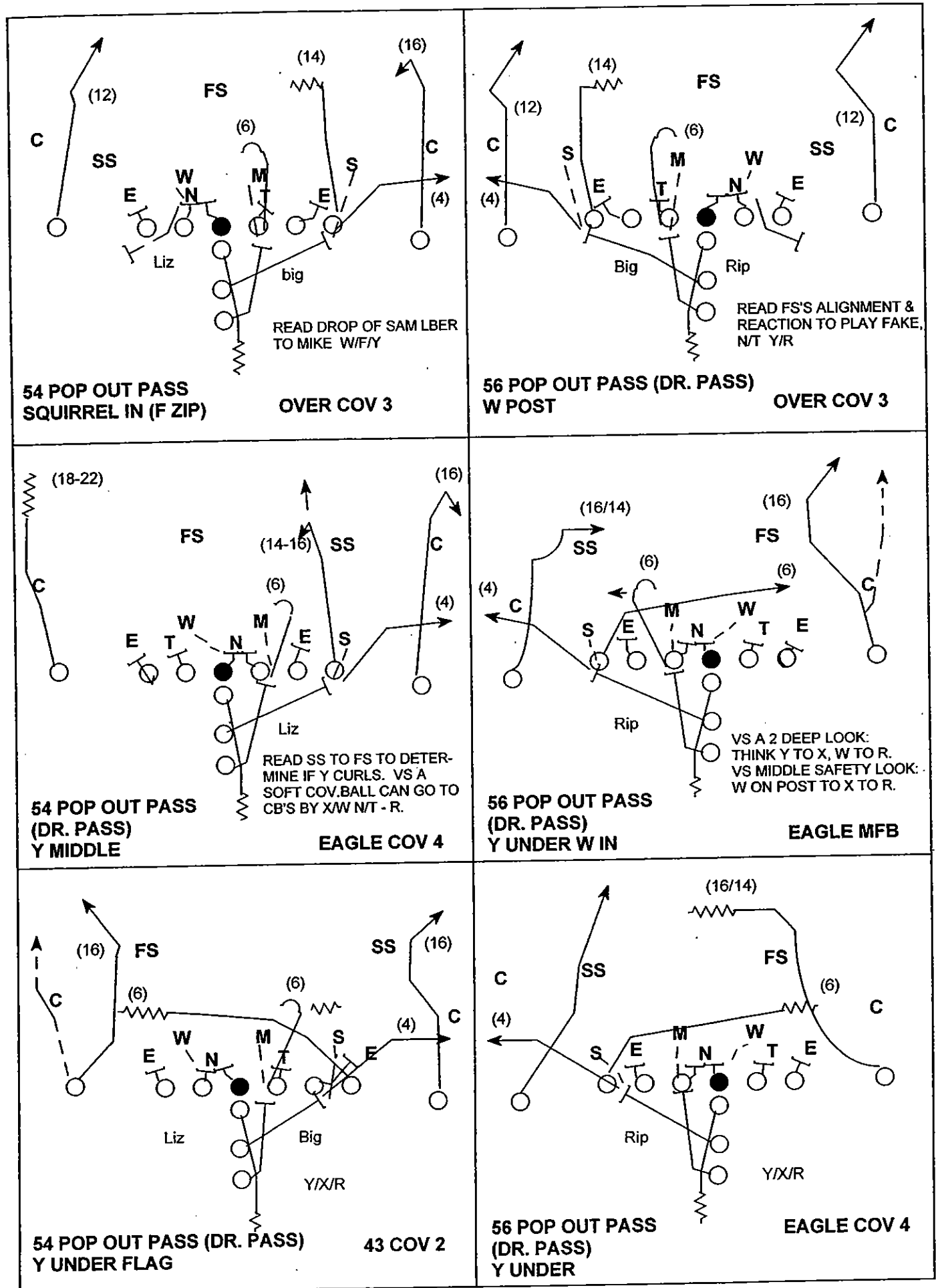
## 54-56 POP OUT PASS(DRAW PASS) (Y Middle Base Route)

**PLAY DESCRIPTION:** Play action pass faking the sprint draw and then attacking the defense downfield – (Slide protection unless called away from the tight end, then the tight end stays in and pass protects and the protection becomes a man protection)

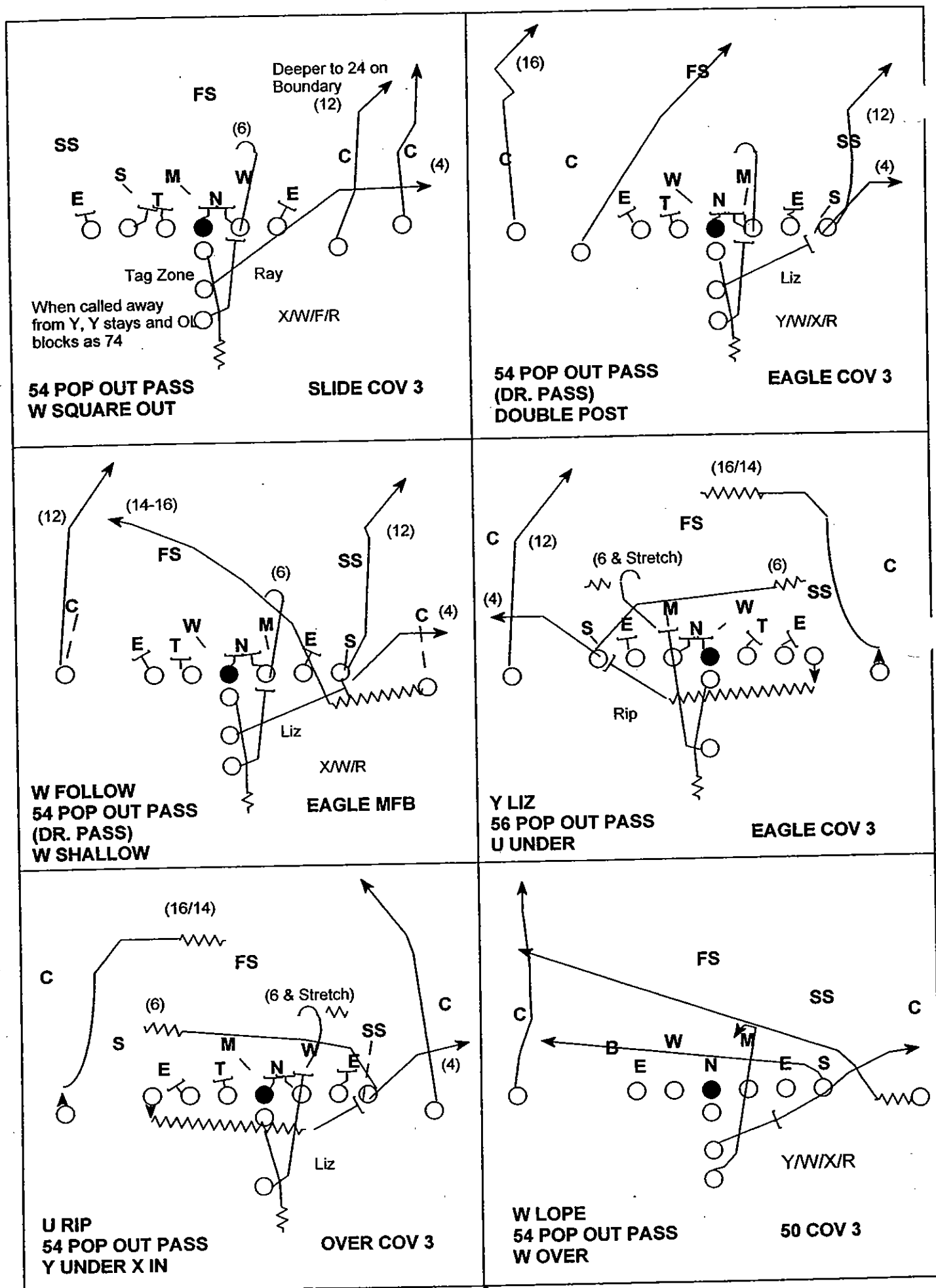
### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Conversion/Comeback Scheme Called	Conversion/Comeback Scheme called
<b>INSIDE RECEIVER</b>	Middle Route or Scheme Called	
<b>Y</b>	Middle route or Scheme Called	Collision end on release Scheme Called
<b>ON T</b>	Listen to call – Rip/Liz slide protect – “Big” block end	
<b>ON G</b>	Listen to call – Rip/Liz slide protect – “Big block tackle	
<b>C</b>	Rip or Liz away from the call – Rip or Liz Big if play side guard is covered – <b>Note:</b> If called away from the tight end, block as a man protection with Ray/Luke or Ray/Luke Big calls	
<b>OFF G</b>	Listen to call and slide protect – Dual read if uncovered BS	
<b>OFF T</b>	Listen to call and slide protect	
<b>RB</b>	Footwork is the same as 54/65 Pop Out. Get a good mesh with QB and a great fake. If PSLB comes, pick him up. If PSLB drops, check to BS stretch or appropriate check for scheme called (Draw Pass – take FB’s pass pro responsibility).	
<b>FB</b>	Block first LB outside in. Initial footwork should look the same as pop out. Check middle play side or make appropriate check for scheme called(Draw Pass – take RB’s pass pro responsibility).	
<b>QB</b>	Open to 5:00 to the right or 7:00 to the left. Extend fake to the near hip of the RB – set in the pocket @ a depth of 8 yards and read and throw the scheme.	

# 54-56 POP OUT PASS

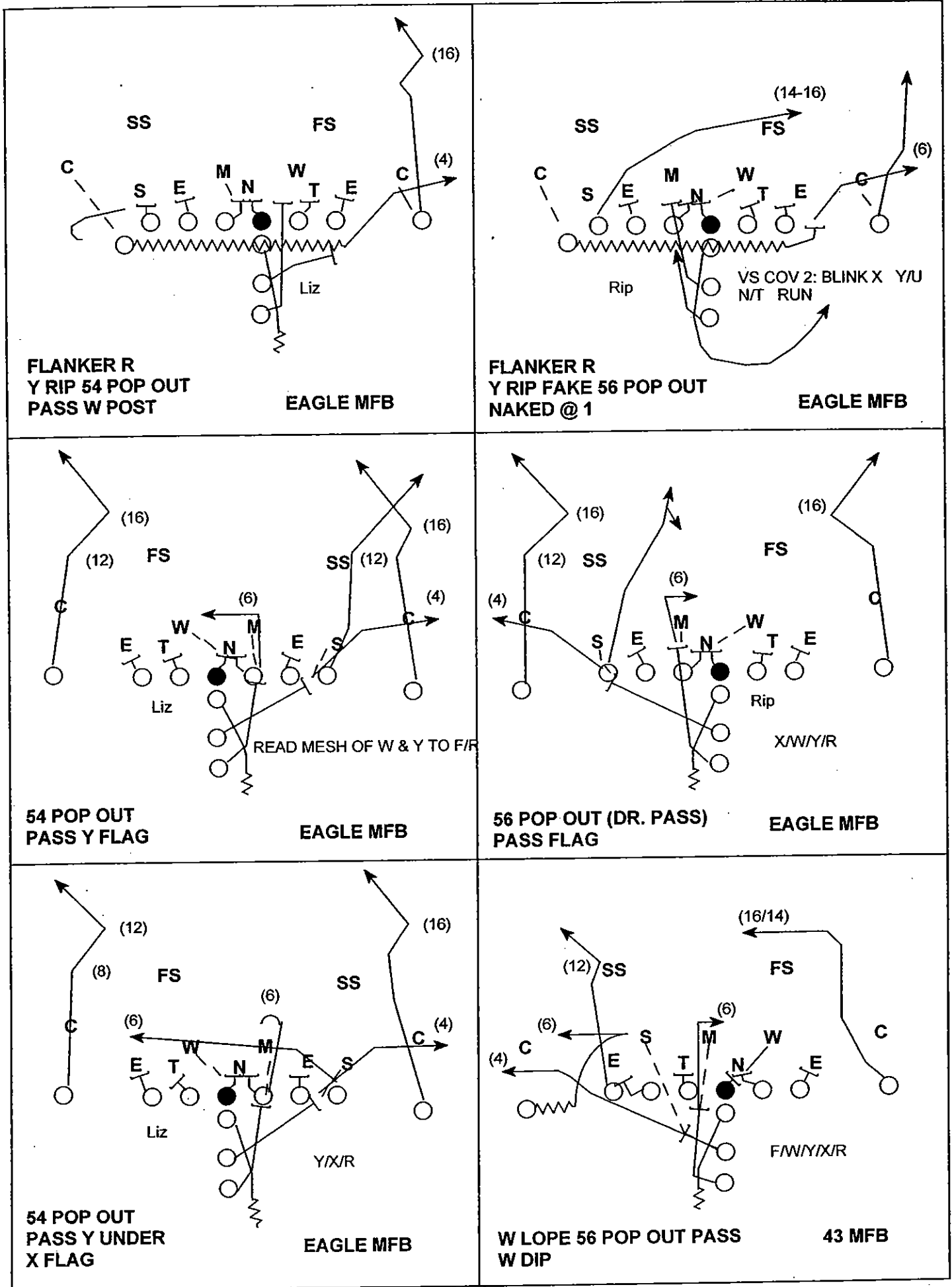


# 54-56 POP OUT PASS





# 54-56 POP OUT PASS





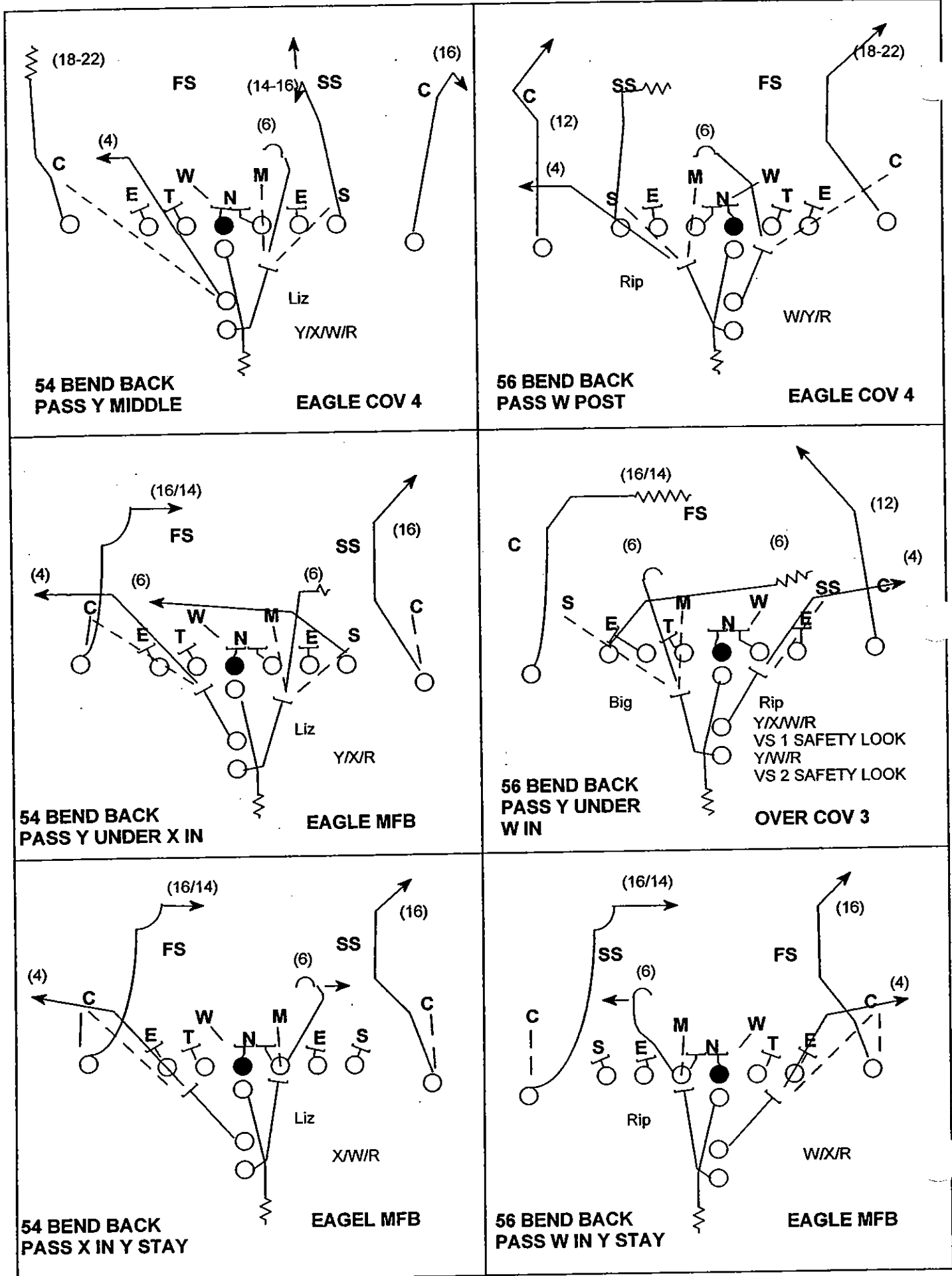
## **54-56 BEND BACK PASS** **(Y Middle Base Scheme)**

**PLAY DESCRIPTION:** Play action pass faking the inside zone(FB & RB split) – good vs. 4 weak – slide protection

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Conversion/Comeback Scheme Called	Conversion/Comeback Scheme called
<b>INSIDE RECEIVER</b>	Conversion/Comeback Scheme called	
<b>Y</b>	Middle route or Scheme Called Y Stay – Block end man on LOS	
<b>ON T</b>	Listen to call – Rip/Liz slide protection – “Big” block end	
<b>ON G</b>	Listen to call – Rip/Liz slide protection – “Big” block tackle	
<b>C</b>	Rip or Liz away from the call – Rip or Liz Big if PSG is covered	
<b>OFF G</b>	Listen to call - slide protect (No dual read)	
<b>OFF T</b>	Listen to call - slide protect	
<b>FB</b>	Will go away from action and look for #4 weak either OLB or WCL	
<b>RB</b>	Fake footwork is the same as 54-56 Scoop – make good fake and block blitz responsibility	
<b>QB</b>	Open to 5:00 to the right or 7:00 to the left. Extend fake to the RB – set at a depth of 8 yards – read and throw.	

# 54-56 BEND BACK PASS



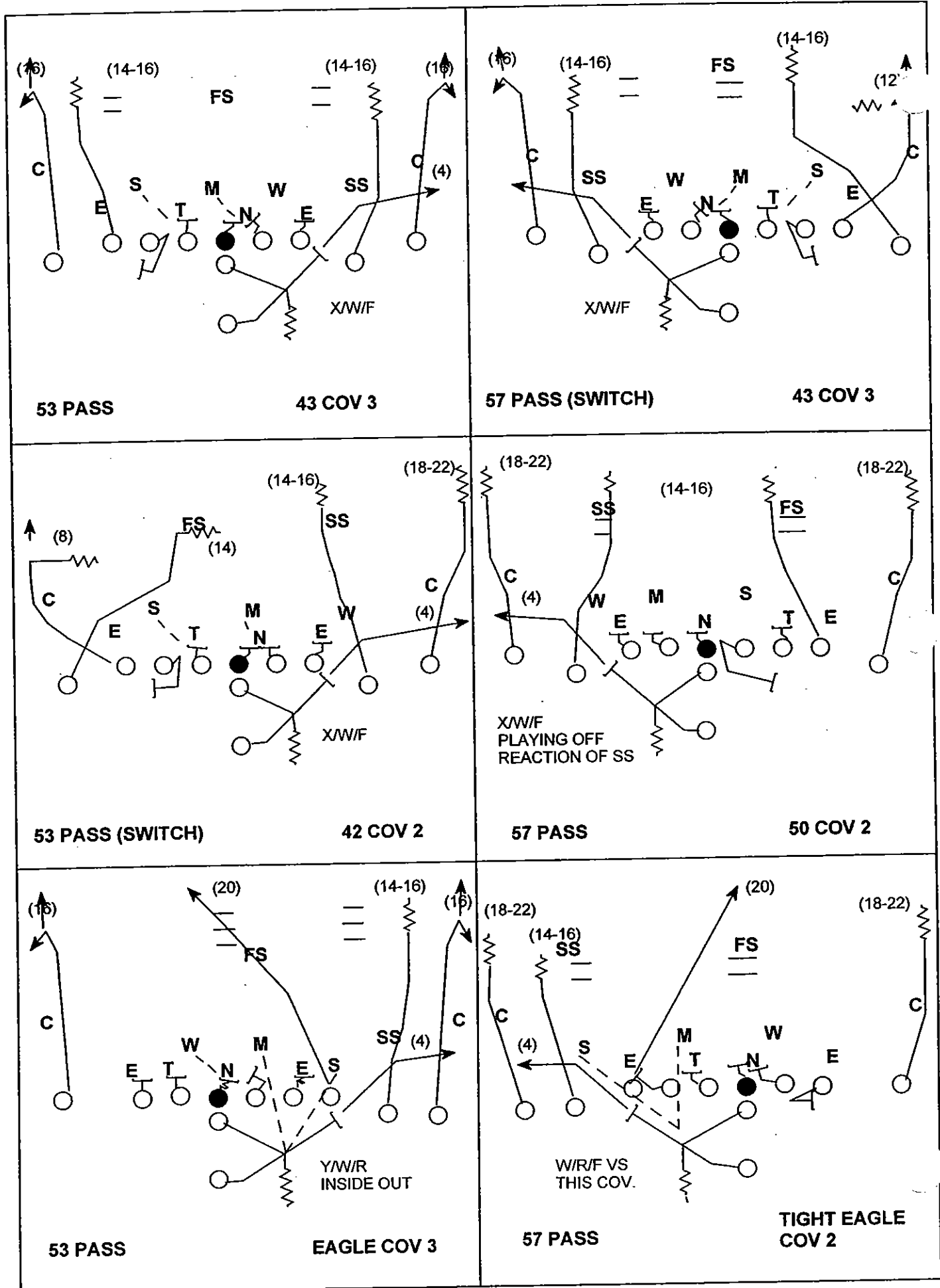
## 53-57 PASS

**PLAY DESCRIPTION:** Play action pass from 53-576 Scoop utilizing vertical scheme

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Conversion / Comeback or Scheme Called	Conversion / Comeback or Scheme Called
<b>INSIDE RECEIVER</b>	Seam or Scheme Called	Seam or Scheme Called
<b>MIDDLE RECEIVER</b>	Over route to far hash Vs. 2 Deep Middle	Over route to far hash Vs. 2 Deep Middle
<b>Y</b>	Seam or Scheme Called	Seam or Scheme Called
<b>ON T</b>	Big (listen to call – QB 8 yards deep inside hip of play side tackle - show run)	
<b>ON G</b>	Big (listen to call – show run)	
<b>C</b>	Slide Protection Calls	
<b>OFF G</b>	Listen to Call - if uncovered dual read	
<b>OFF T</b>	Listen to Call – if uncovered dual read	
<b>F</b>	Fake 53 – 57 Scoop – Block call (Big). Your aiming point ought to be inside hip of the OT. Block the inside LB, not there look for lightning stunt. Check Zip or the appropriate check for the scheme called. First emphasis should be protection and a good fake	
<b>QB</b>	Open slightly deeper than 4:00 to the right and slightly deeper than 8:00 to the left to the hole as you pocket the ball – continue for that angle (extend the ball on your first step to expose the ball) and fake the exchange to the FB. Your steps should be 1-2- 3, short 4 <sup>th</sup> , fake the exchange, drive straight back off your 4 <sup>th</sup> step and set up on your 5 <sup>th</sup> .	

# 53-57 PASS



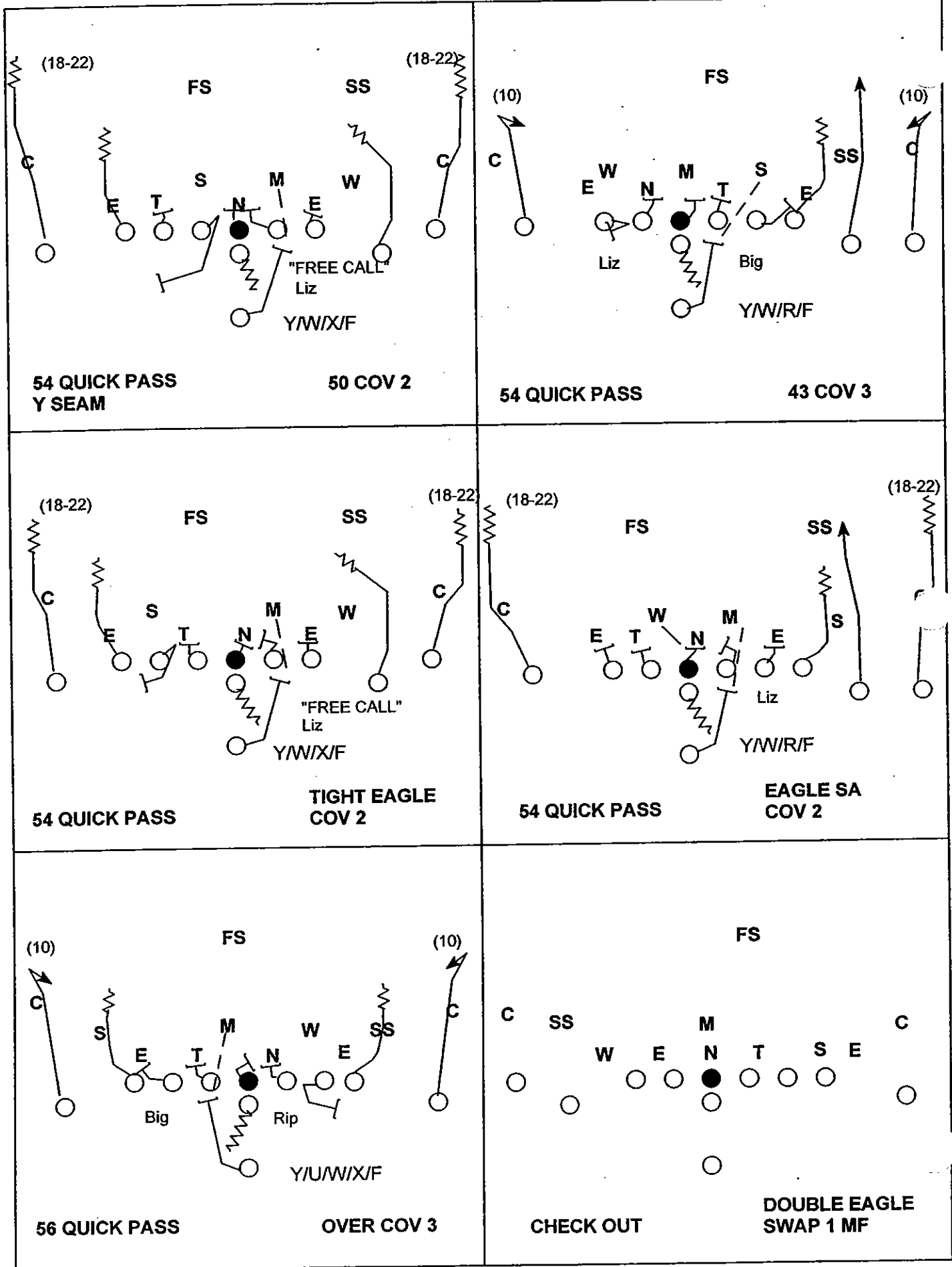
## 54-56 QUICK PASS

**PLAY DESCRIPTION:** Play action pass from 54-56 Scoop

### RULES AND COACHING POINTS

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	10 yd. Stop/Conversion	10 yd. Stop/Conversion
<b>INSIDE RECEIVER</b>	Seam – clear OLB and find open area. If 3 receivers your side outside release and run Seam	
<b>MIDDLE RECEIVER</b>	Seam – clear OLB and find open area.	
<b>Y</b>	Seam – stay wide and settle in open area	
<b>ON T</b>	Listen to Call <u>Aggressive Run Block</u>	
<b>ON G</b>	Listen to Call <u>Aggressive Run Block</u>	
<b>C</b>	Slide protection away from the call (Rip/Liz or Rip Big/Liz Big if BS guard uncovered.	
<b>OFF G</b>	Listen to Call <u>Aggressive Run Block</u>	
<b>OFF T</b>	Listen to Call <u>Aggressive Run Block</u>	
<b>F</b>	Fake 54 or 56 – Block MLB –NLB. Execute a good fake.	
<b>QB</b>	Take a 3-step sprint drop on the path of 54-56 extending the ball as you go. Your back will execute the fake. Keep your eyes up and throw to the inside receiver. See the LB. If covered go to the outside receiver on the stop route. Know where LB is located. He is the most dangerous threat to the inside receiver.	

# 54-56 QUICK PASS





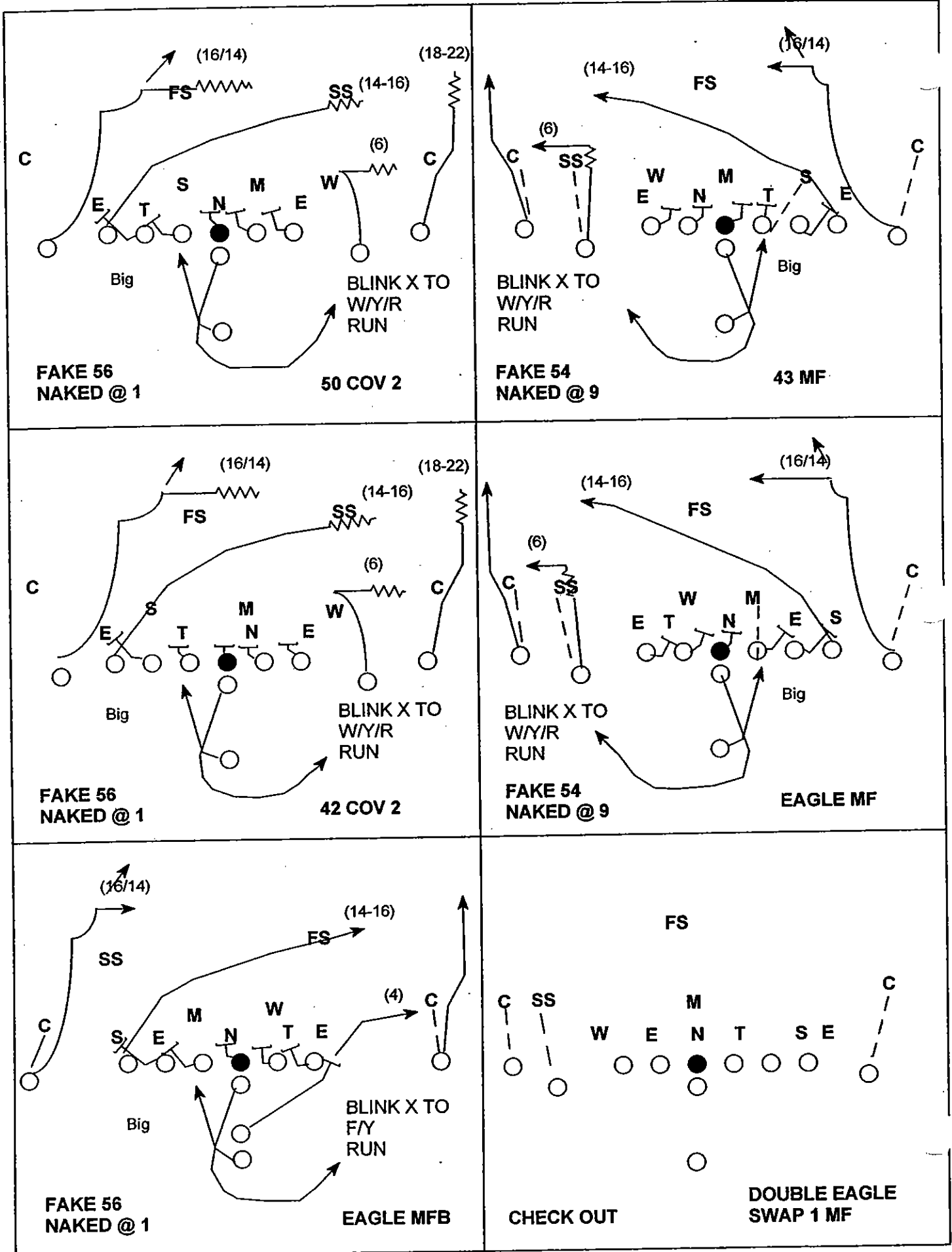
**FAKE 54 NAKED @ 9**  
**FAKE 56 NAKED @ 1**

**PLAY DESCRIPTION:** Play action pass faking the inside zone and the QB rolling opposite without the benefit of a block on contain

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Conversion / Go	In / Post
<b>INSIDE RECEIVER</b>	Attack – Zip	Shallow
<b>MIDDLE RECEIVER</b>	Post and take the lid off	
<b>Y</b>	Attack – Zip (Inside Release) Shallow	
<b>ON T</b>	Big Protection. Show run but don't go down field.	
<b>ON G</b>	Big Protection. Show run but don't go down field.	
<b>C</b>	Block like run play but don't go down field.	
<b>OFF G</b>	Block like run play but don't go down field.	
<b>OFF T</b>	Block like run play but don't go down field.	
<b>FB(Two Backs)</b>	Chip the DE and run Zip opposite the call.	
<b>F or RB(Two Backs)</b>	Fake 54 - 56 Scoop	
<b>QB</b>	Open @ 5:00 to the hole to the right and 7:00 to the left as you pocket the ball – (extend the ball on your first step) – continue for that angle and fake the exchange on your second step – roll opposite.	

**FAKE 54 NAKED @ 9**  
**FAKE 56 NAKED @ 1**



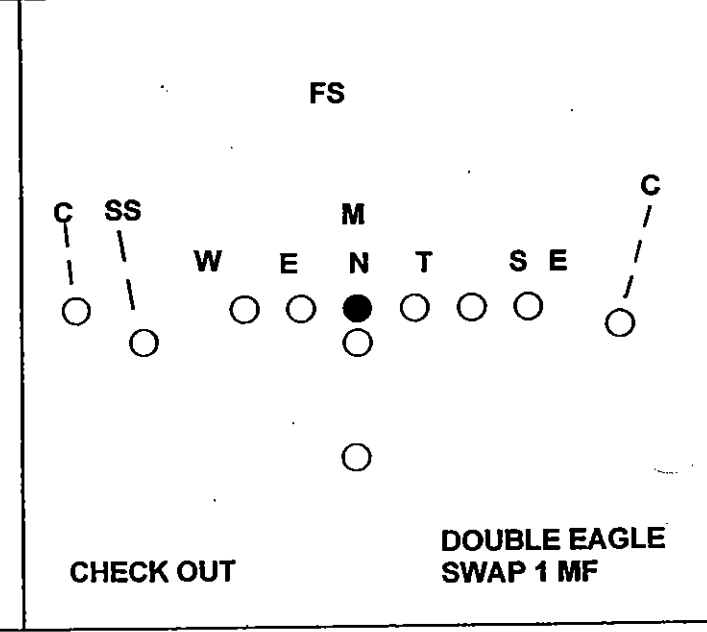
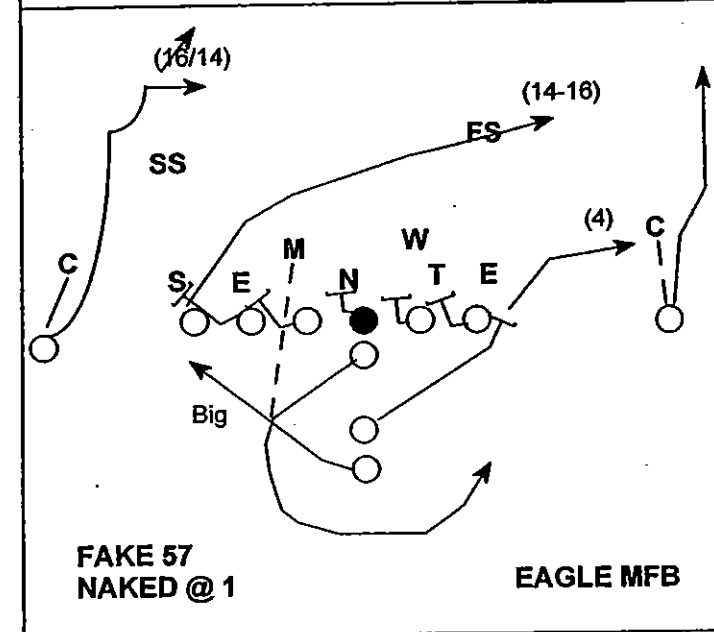
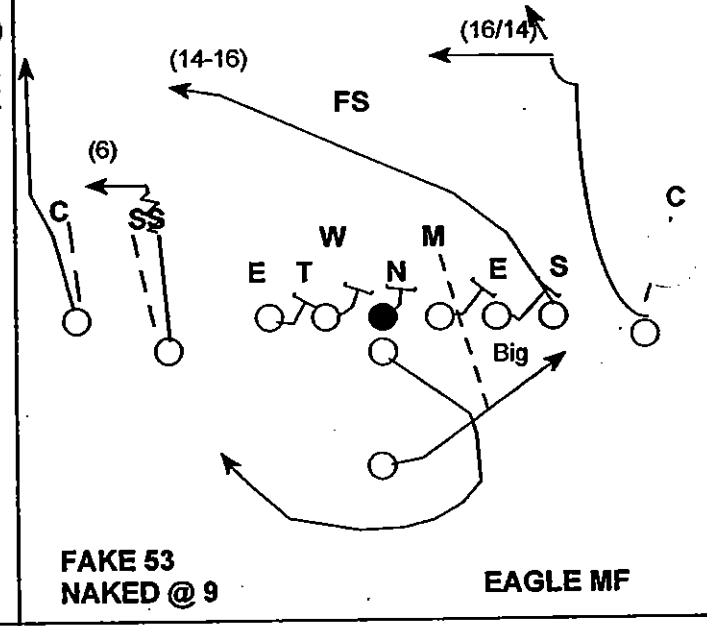
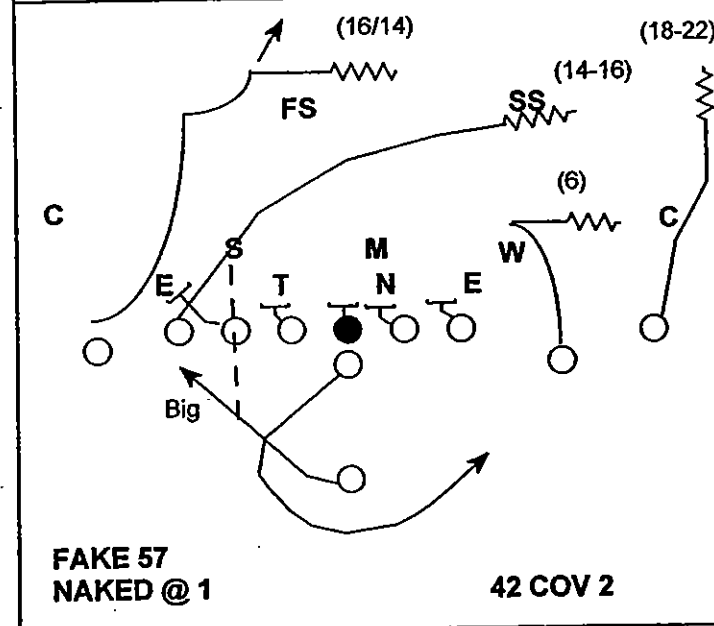
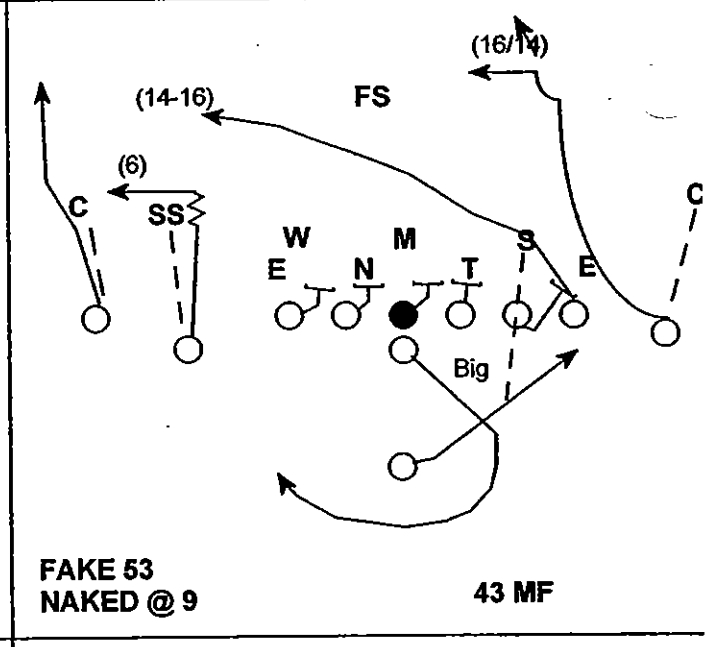
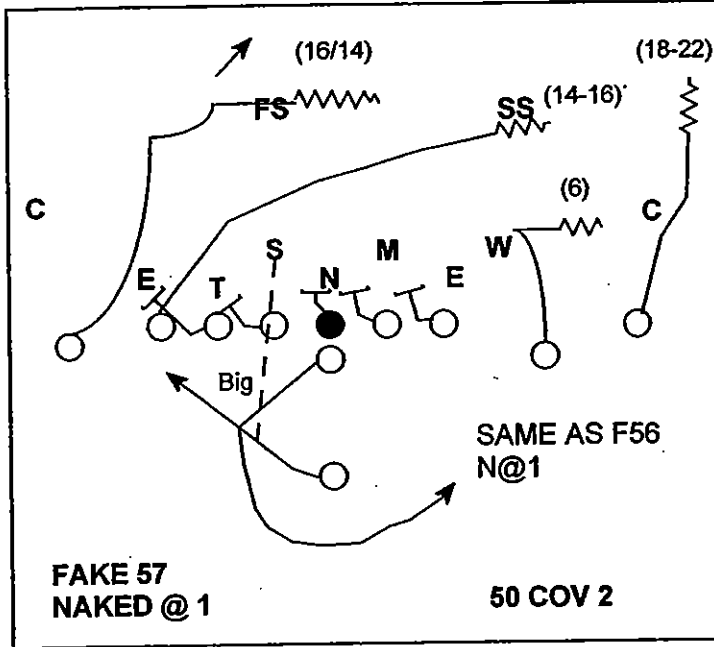
**FAKE 53 NAKED @ 9****FAKE 57 NAKED @ 1**

**PLAY DESCRIPTION:** Play action pass faking the outside zone and the QB rolling opposite without the benefit of a block on contain

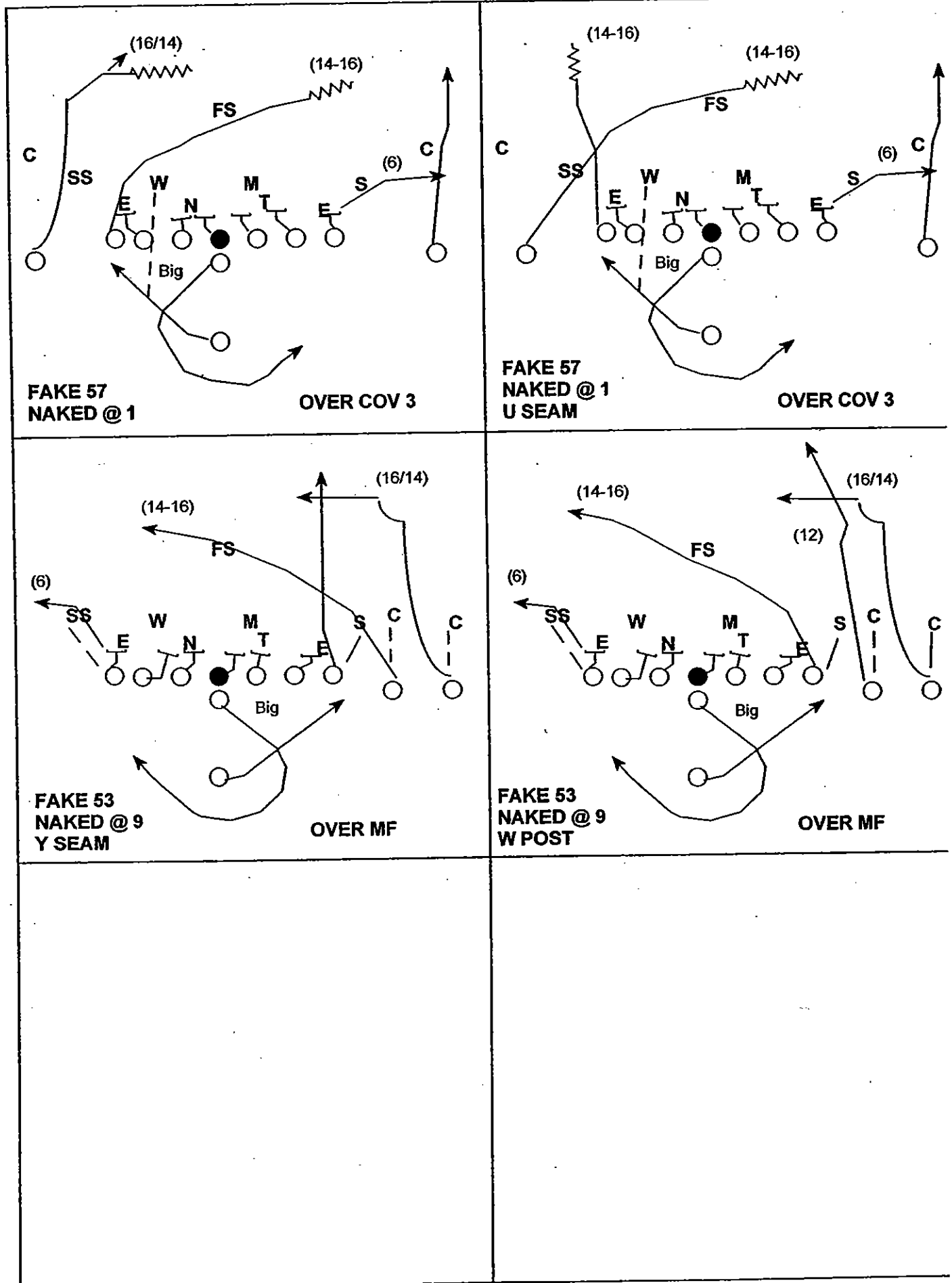
**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Conversion / Go	In / Post
<b>INSIDE RECEIVER</b>	Attack – Zip	Shallow
<b>MIDDLE RECEIVER</b>	Post and take the lid off	
<b>Y</b>	Attack – Zip (Inside Release) Shallow	
<b>ON T</b>	Big Protection. Show run but don't go down field.	
<b>ON G</b>	Big Protection. Show run but don't go down field.	
<b>C</b>	Block like run play but don't go down field.	
<b>OFF G</b>	Block like run play but don't go down field.	
<b>OFF T</b>	Block like run play but don't go down field.	
<b>FB(Two Backs)</b>	Chip end man on LOS and then run Zip.	
<b>F or RB(Two Backs)</b>	Fake 53 or 57 Scoop (Need a great fake)	
<b>QB</b>	Open @ 4:00 to the right or 8:00 to the left as you pocket the ball – (extend the ball on your first step) – continue for that angle and fake the exchange – roll opposite.	

FAKE 53 NAKED @ 9  
FAKE 57 NAKED @ 1



FAKE 53 NAKED @ 9  
FAKE 57 NAKED @ 1



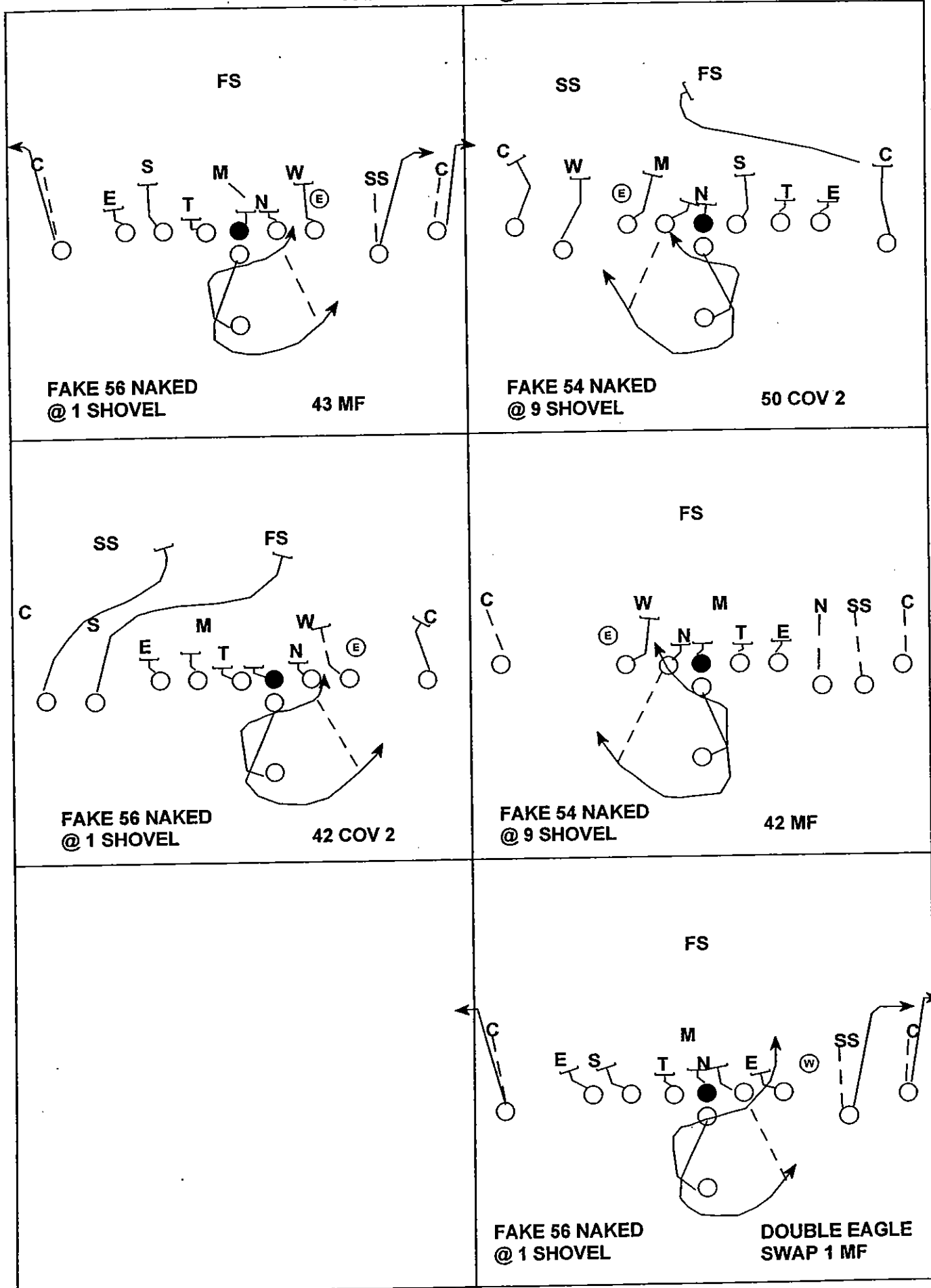
**FAKE 54 NAKED @ 9 SHOVEL**  
**FAKE 56 NAKED @ 1 SHOVEL**

**PLAY DESCRIPTION:** Shovel pass off 54-56 Scoop action utilized with an up field BS contain

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Man On	Stovepipe
<b>INSIDE RECEIVER</b>	Block #2	Stovepipe
<b>Y</b>	-----	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB
<b>ON T</b>	First defender inside Never block the end man on the LOS	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB
<b>ON G</b>	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB	
<b>C</b>	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB	
<b>OFF G</b>	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB	
<b>OFF T</b>	Block the fake (54-56 Scoop) Head Up – Onside Gap – LB	
<b>F</b>	Fake 54 or 56 Scoop. On 3 <sup>rd</sup> step bend back underneath and be prepared for pitch by the QB. You should be 1 yard behind the QB.	
<b>QB</b>	Open @ 5:00 to the right and 7:00 to the left as you pocket the ball – continue for that angle and fake the exchange on your second step – roll opposite reading the end man on the LOS for pitch or keep.	

FAKE 56 NAKED @ 1 SHOVEL  
FAKE 54 NAKED @ 9 SHOVEL



## **DRAW @ 3-7 PASS**

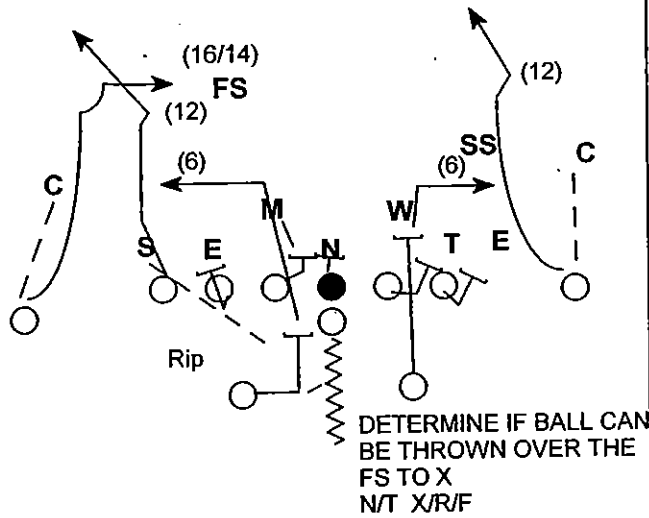
**PLAY DESCRIPTION:** Play action pass offense utilizing man protection with split back draw action

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Scheme Called Lightning in Blitz	Scheme Called
<b>ON T</b>	Block Call	
<b>ON G</b>	Block Call	
<b>C</b>	Ray/Luke Big to the shade or away from the tight end vs. 42	
<b>OFF G</b>	Block Call	
<b>OFF T</b>	Block Call	
<b>FB</b>	Front side LB and run appropriate route for scheme called	
<b>RB</b>	Take draw fake – front side LB and run appropriate route for scheme called	
<b>QB</b>	Sprint drop – make fake away from the call side – continue drop and read and throw route called	

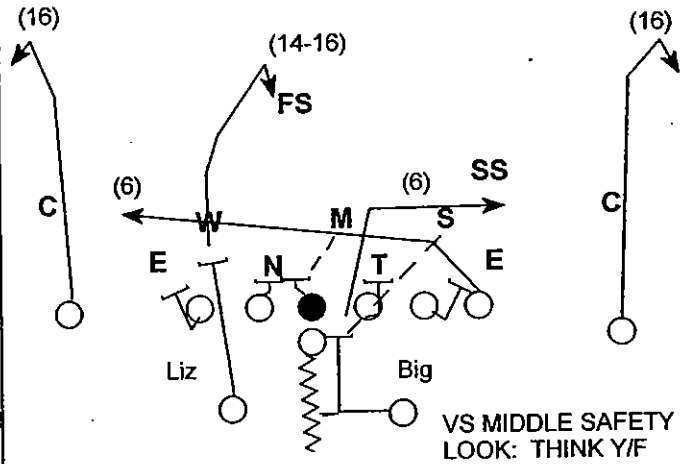


# DRAW @ 3-7 PASS



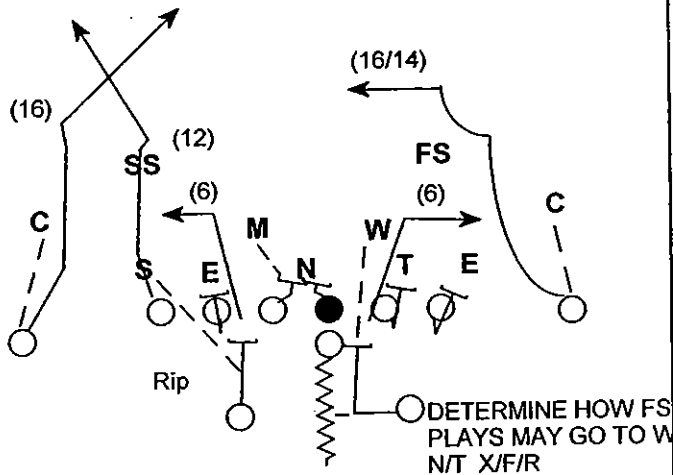
**DRAW @ 3  
PASS W IN**

**59 MF**



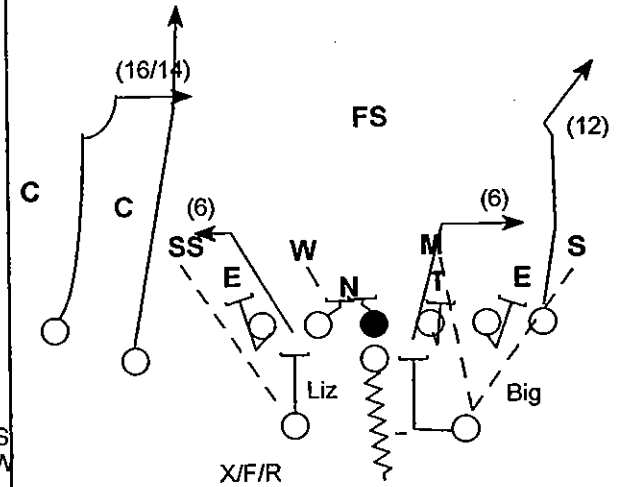
**DRAW @ 7  
PASS R MIDDLE**

**43 MF**



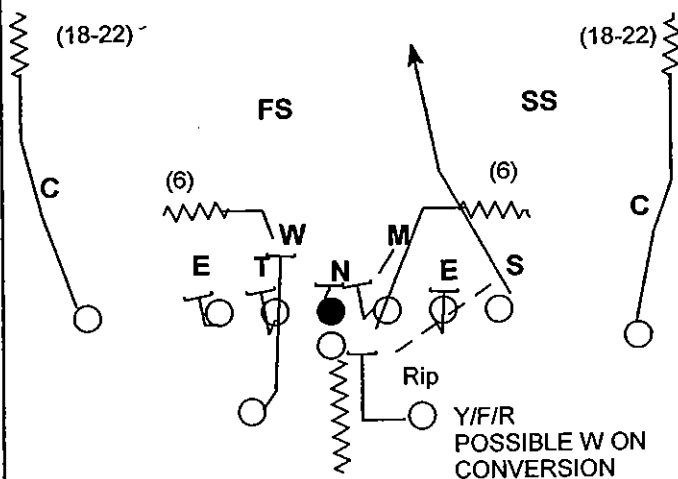
**DRAW @ 7  
PASS X IN**

**EAGLE MFB**



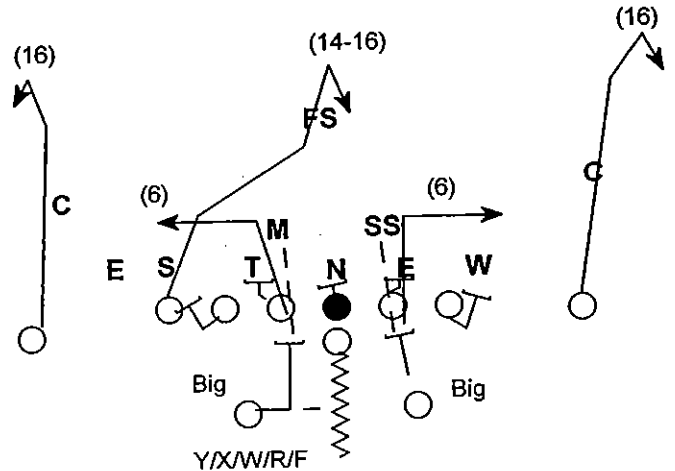
**DRAW @ 7  
PASS X IN**

**OVER MF**



**DRAW @ 7  
PASS Y MIDDLE**

**EAGLE COV 2**



**DRAW @ 3  
PASS Y MIDDLE**

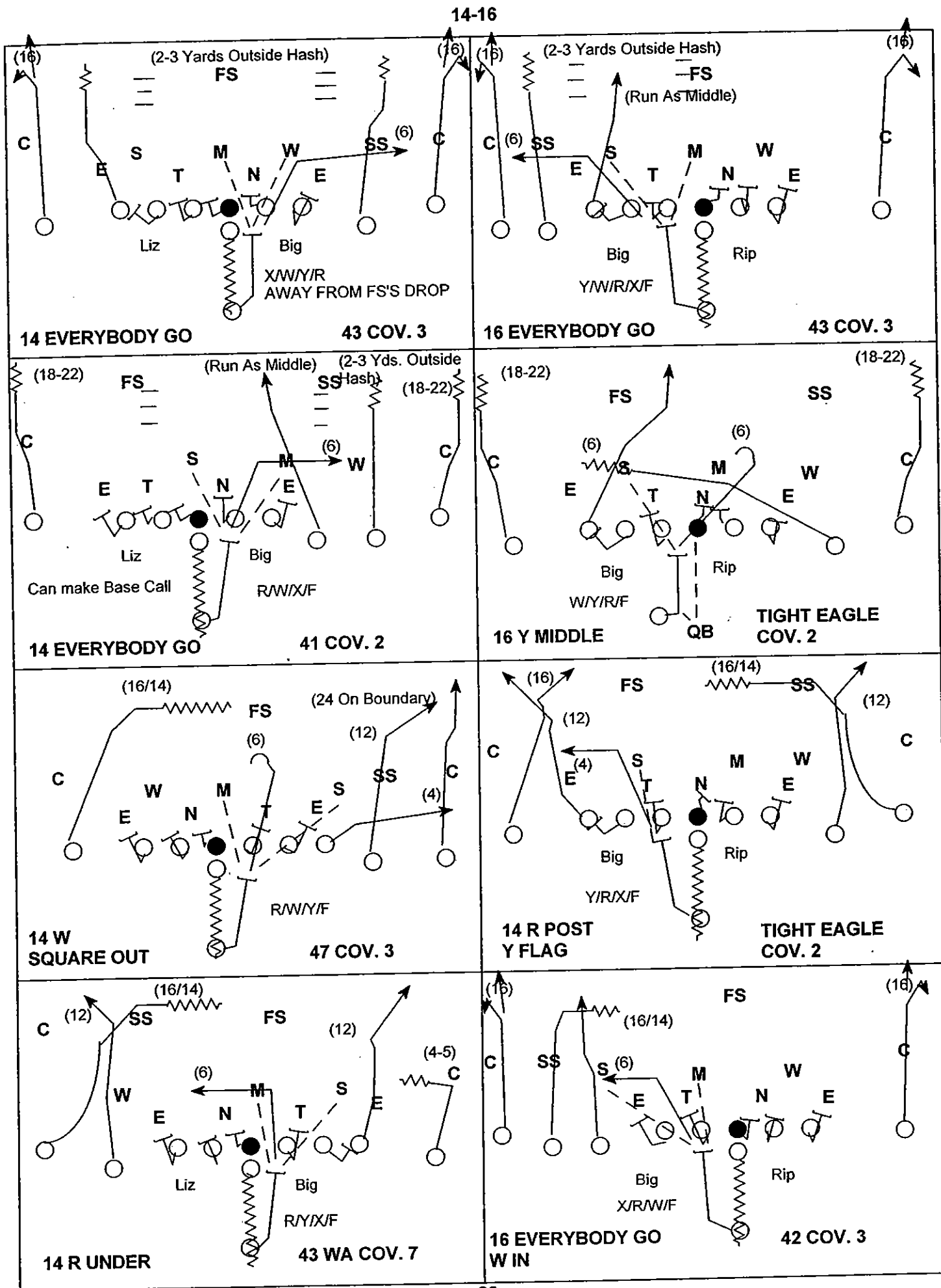
**DOUBLE EAGLE  
SWAP MF**

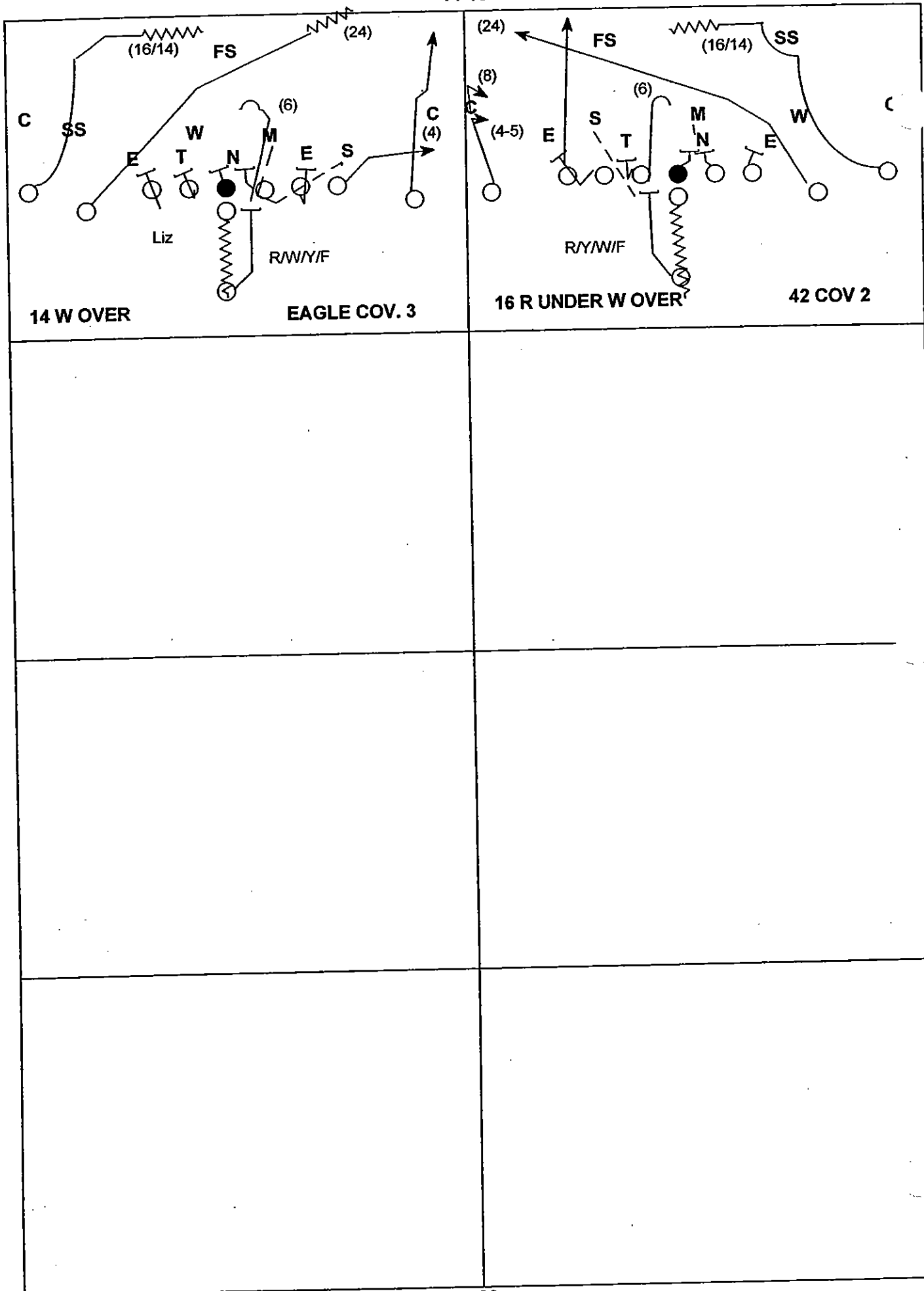
## 14-16 PASS

**PLAY DESCRIPTION:** Play action pass from 53-576 Scoop utilizing vertical scheme

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>MIDDLE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Scheme Called - #4 IN Blitz responsibility	
<b>ON T</b>	Slide Protection – Possible Big Call, Possible Up Call	
<b>ON G</b>	Slide Protection – Possible Big Call, Possible Up Call	
<b>C</b>	Slide Protection away from the call – attach Big to call if play side guard is uncovered	
<b>OFF G</b>	Slide Protection (Listen to Call) - Possible dual read	
<b>OFF T</b>	Slide Protection (Listen to Call)	
<b>F</b>	Protect to play call – Either Rip or Liz or Big then run appropriate route for scheme called – Dual read	
<b>QB</b>	5 step drop back protection utilizing a draw fake – vs. double eagle would like to check to max protection – Possible sight adjust vs. 4 weak when it is unannounced	





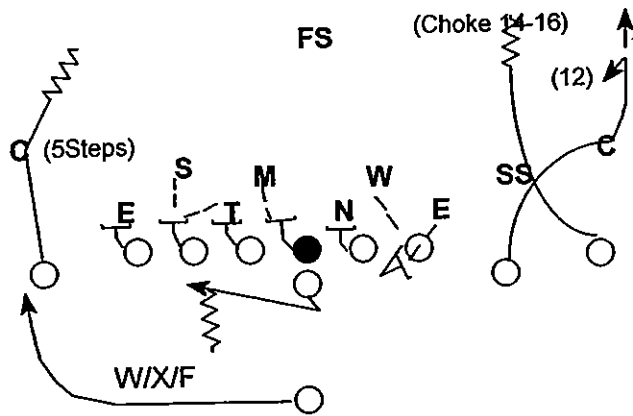
## **OPTION @ 2-8 PASS (SWITCH)**

**PLAY DESCRIPTION:** This is a pass off of Option @ 2-8scoop or blank to attack quick SS or FS support. Add switch to emphasize throwback to switch on backside. Can call other schemes with.

### **RULES AND COACHING POINTS**

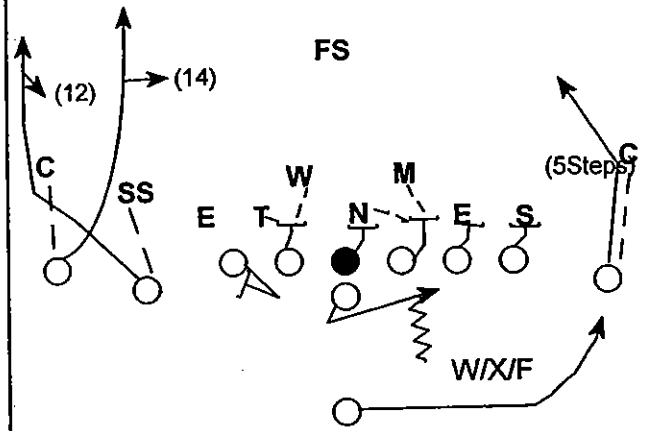
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Slant	Switch / conversion
<b>INSIDE RECEIVER</b>	Post	Switch / Seam
<b>NOTE</b>	Can run other schemes such as Double Cross, Double Post, Choke & Go, Post Trail, and X & W Go	
<b>Y</b>	Zone block end man on the LOS	
<b>ON T</b>	Gap-on-Seal (Eyeball front side LB run through – sell run)	
<b>ON G</b>	Gap-on-Seal to BS (sell run)	
<b>C</b>	Gap-on-Seal (sell run)	
<b>OFF G</b>	Covered – man on (sell run) Uncovered – sell run and pick out for defensive end	
<b>OFF T</b>	Covered – man on (sell run) Uncovered – sell run and pick out for defensive end	
<b>F or R (Two Backs)</b>	Take your pitch path but with a slight bubble. Look for the ball early with unannounced lightning.	
<b>FB (Two Backs)</b>	Take a tight arc release for the front side LB	
<b>QB</b>	Take the same steps you would on Option @ 2-8 scoop or blank. Work more parallel to the LOS. Can throw the slant on the run or come back off the LOS on four steps and take a 3-step sprint drop to throw the switch or other routes. Stay with it vs. Cover 2 → it turns to “G” scheme.	

OPTION @ 2-8 PASS



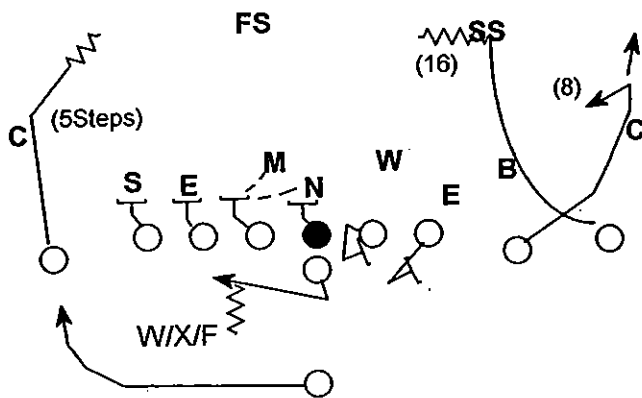
OPTION @ 8 PASS  
SWITCH

43 COV 3



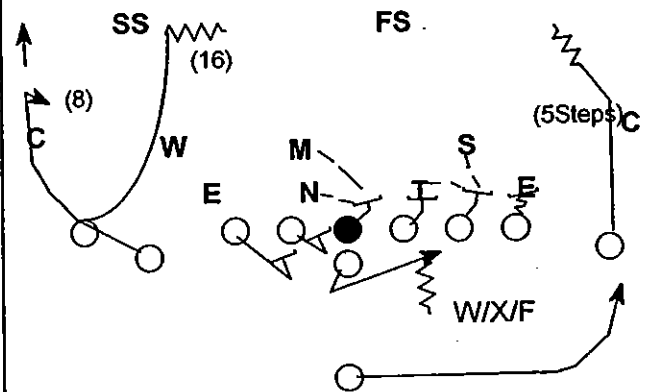
OPTION @ 2 PASS  
SWITCH

EAGLE MF



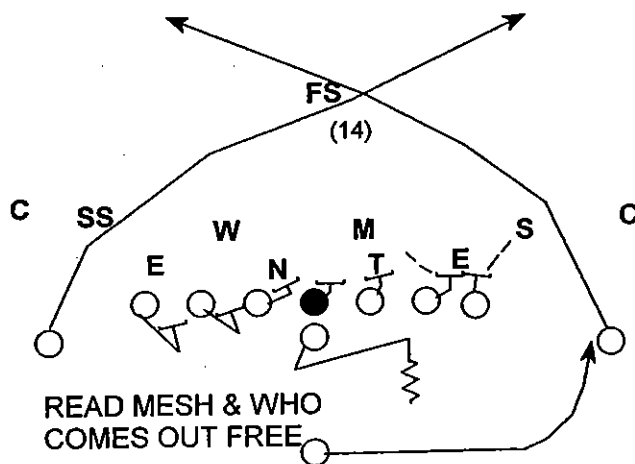
OPTION @ 8 PASS  
SWITCH

50 COV 2



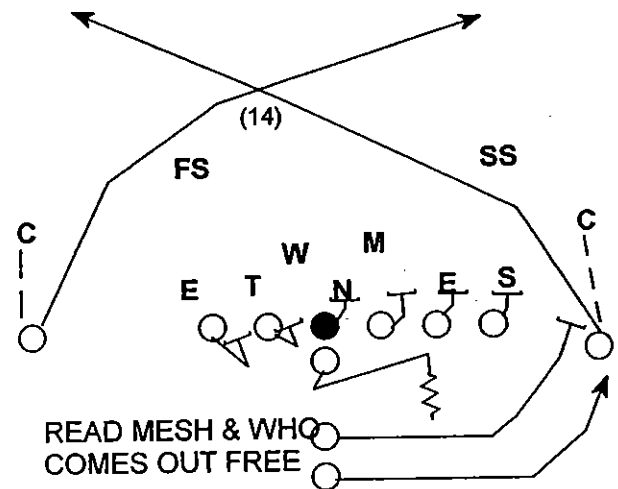
OPTION @ 2 PASS  
SWITCH

42 COV 2



OPTION @ 2 PASS  
DOUBLE CROSS

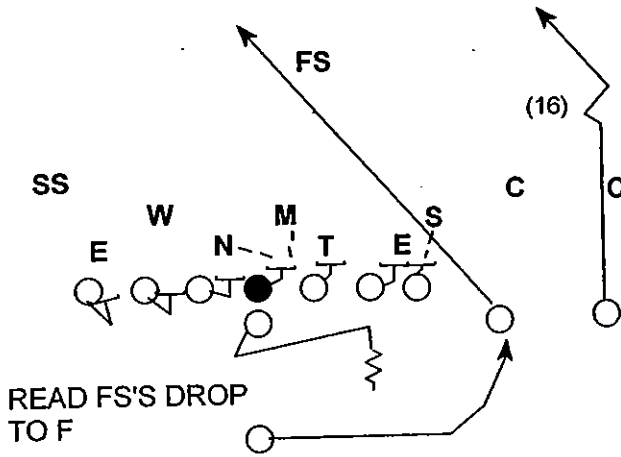
47 COV 3



OPTION @ 2 PASS  
DOUBLE CROSS

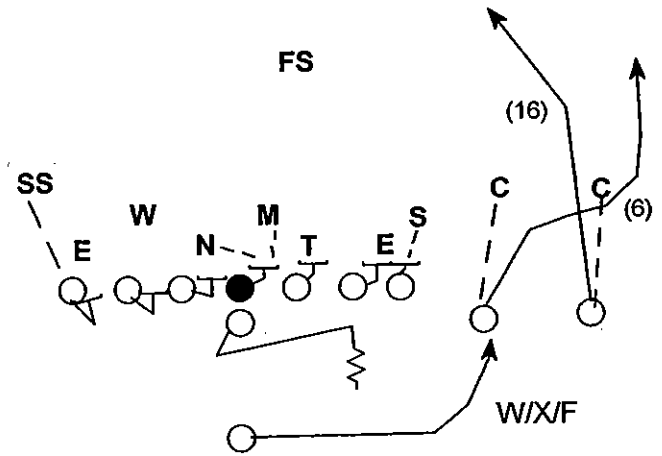
EAGLE MFB

**OPTION @ 2-8 PASS**



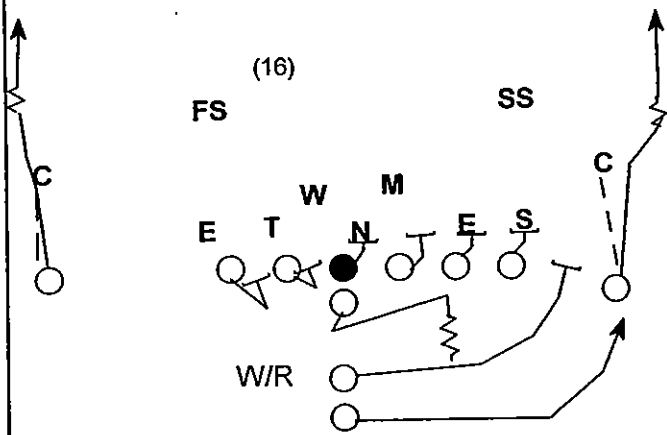
**OPTION @ 2 PASS  
DOUBLE POST**

**OVER COV 3**

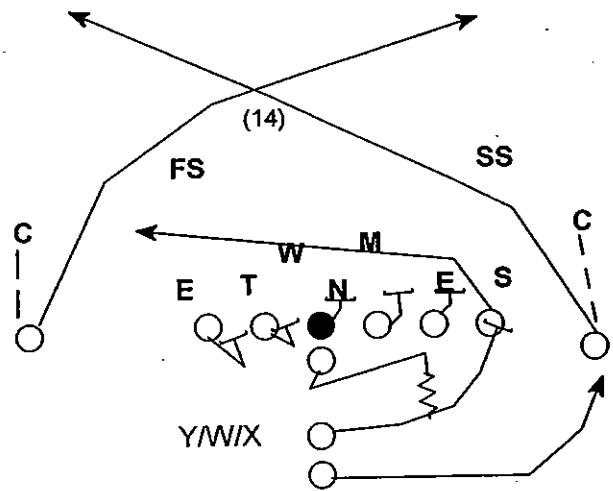


**OPTION @ 2 PASS  
X POST W TRAIL**

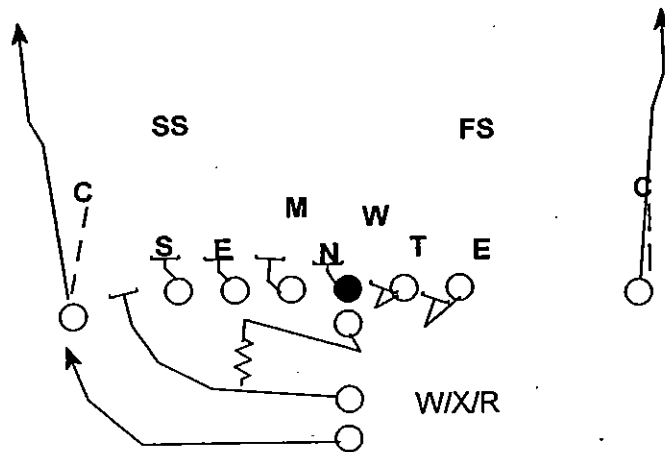
**OVER MF**



**OPTION @ 2 PASS  
CHOKE & GO**

**EAGLE MFB**

**OPTION @ 2 PASS  
Y UNDER DOUBLE CROSS**

**EAGLE MFB**

**OPTION @ 8 PASS  
X & W GO**

EAGLE MFB

## ROLL @ 2-8 PASS

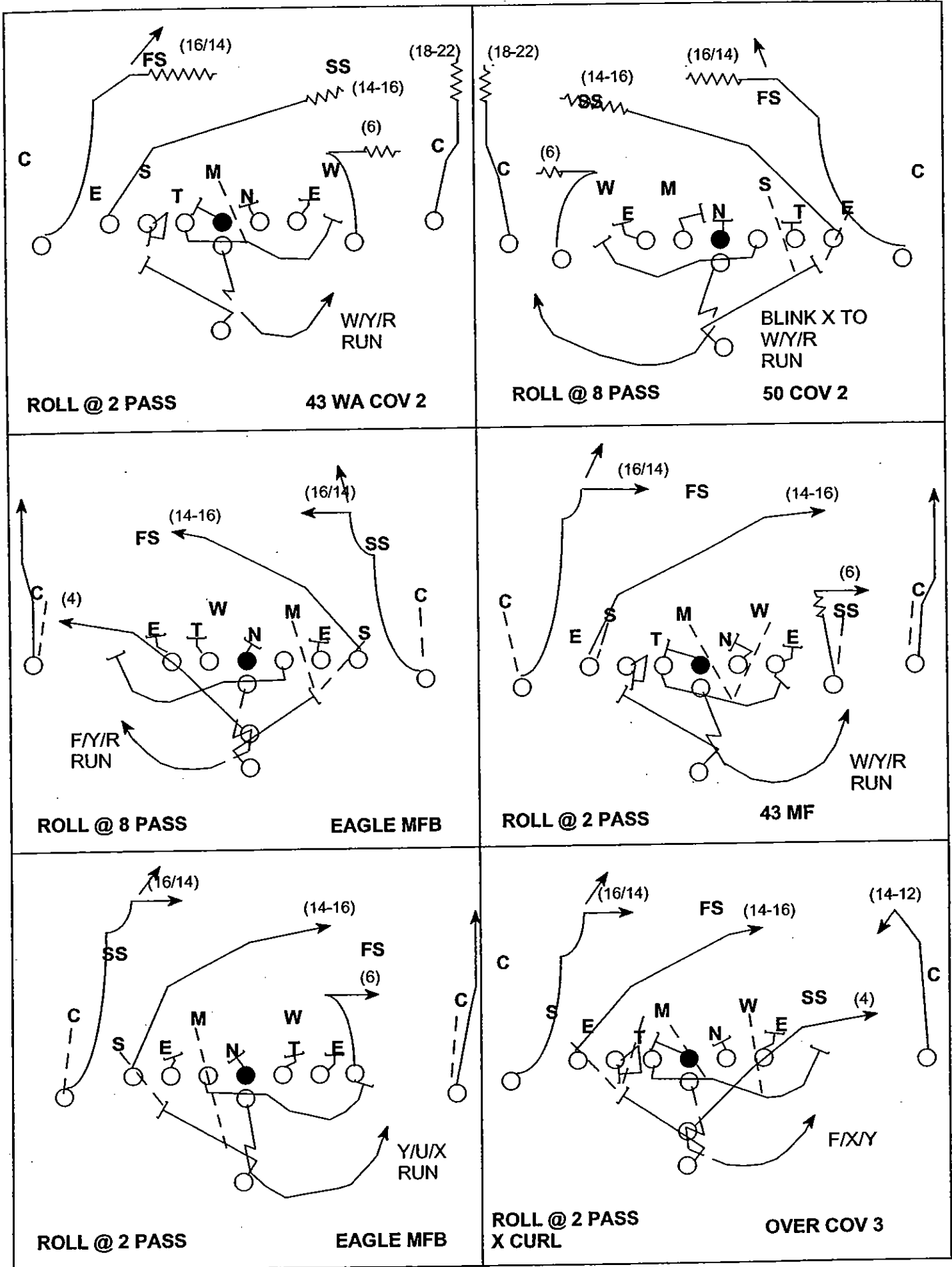
**PLAY DESCRIPTION:** Play action pass, faking Rumble @ 2-8 with the QB setting in the pocket. If we want the QB to try to break contain, the term Break will be added to the call.

### RULES AND COACHING POINTS

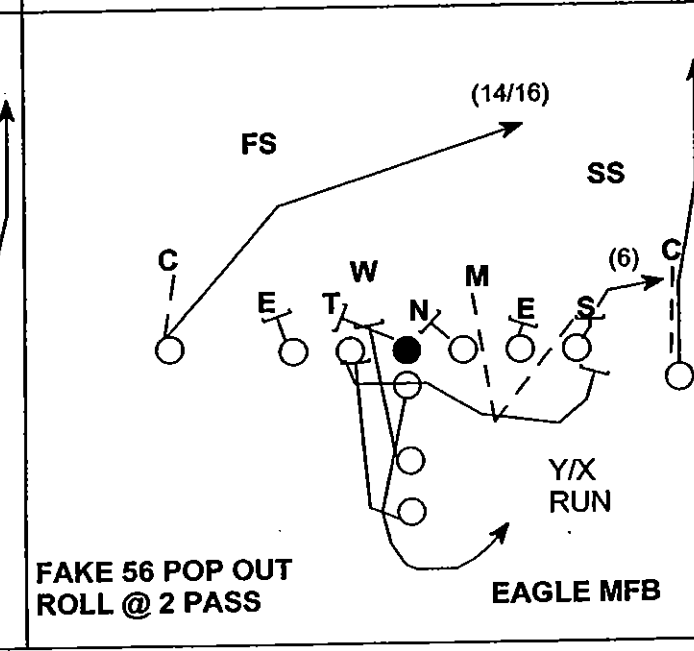
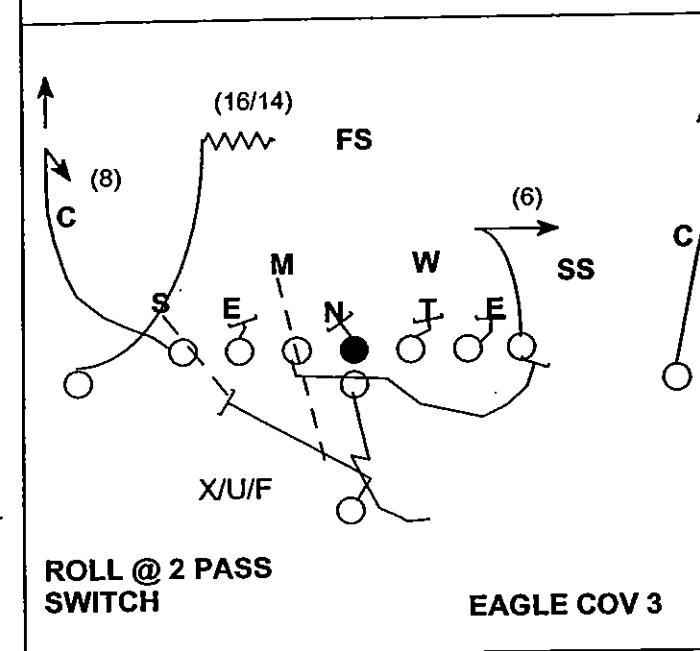
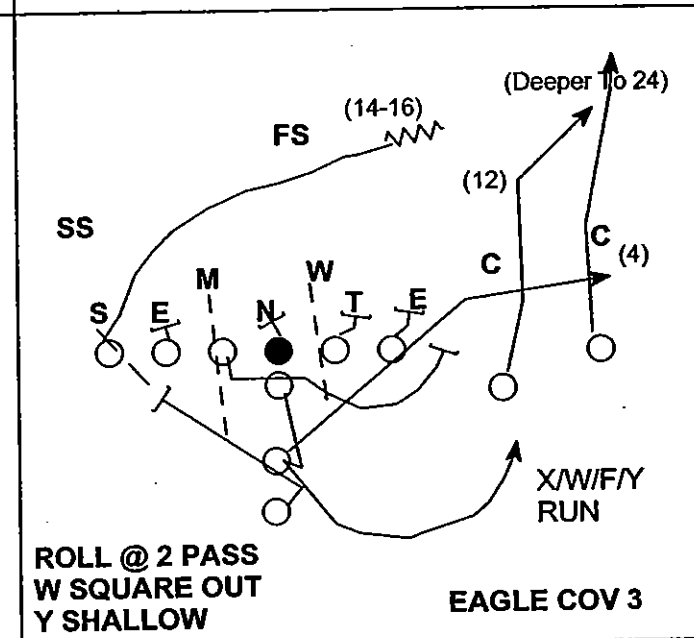
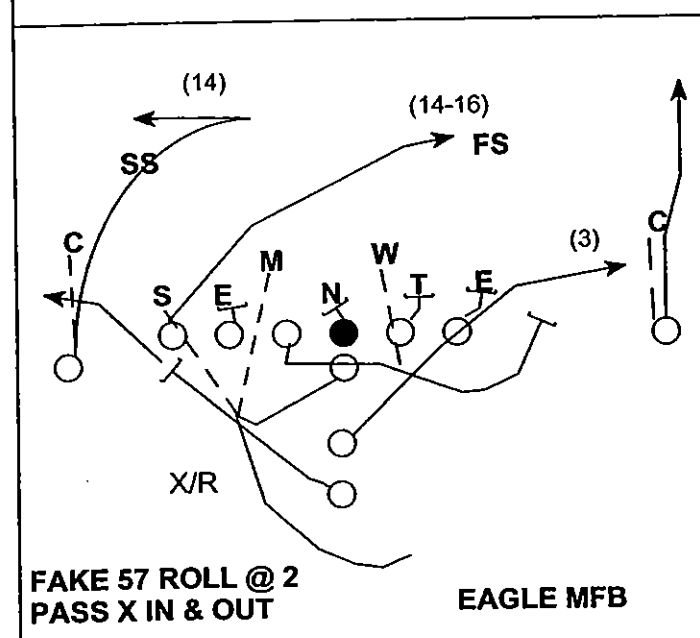
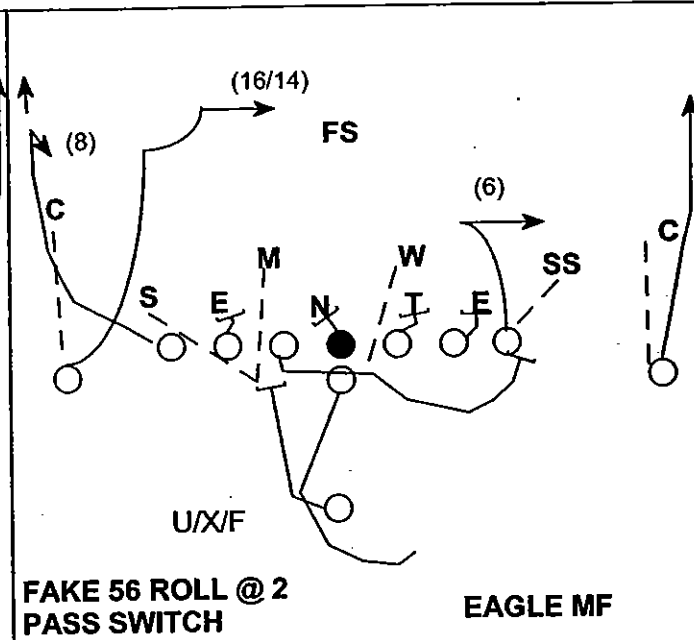
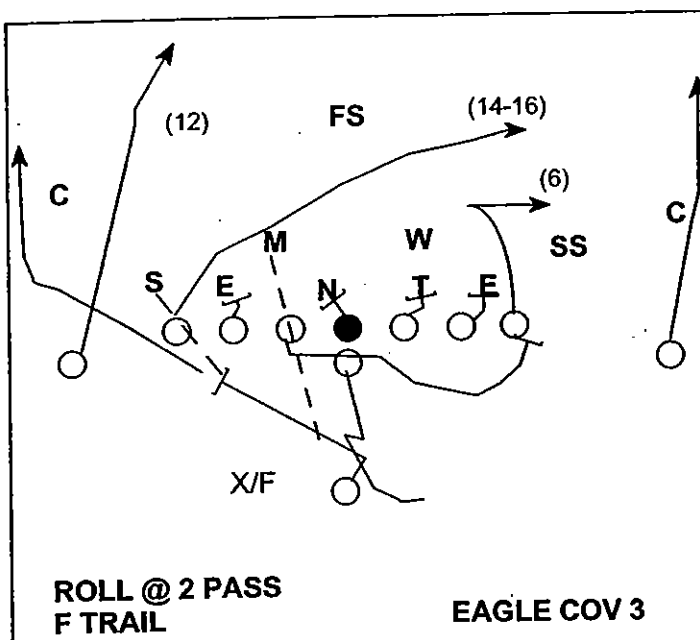
	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Conversion/ Comeback Scheme Called	In/ Post Scheme Called
<b>INSIDE RECEIVER</b>	Attack – Zip Scheme Called	Shallow Scheme Called
<b>MIDDLE RECEIVER</b>	Post & take lid off	
<b>Y</b>	Attack – Zip Scheme Called	Shallow Scheme Called
<b>ON T</b>	On – Outside	
<b>ON G</b>	On – Outside Possible “down” call	
<b>C</b>	Backside	
<b>OFF G</b>	Pull and check inside LB. Look to kick him out unless “Break” is included in the play call, and then look to hook the defender.	
<b>OFF T</b>	Block B gap – Slam and ricochet on outside rush	
<b>FB (Two Backs)</b>	Attack EOL towards the call and run a zip	
<b>F or RB (Two Backs)</b>	Step toward the call as soon as you would in Rumble. Continue on Rumble path and block the first defender to show outside the hip of the off T.	
<b>QB</b>	Open to either 5:00 or 7:00 depending on the call and fake rumble action. After faking rumble action, gain some depth and roll to a set up point over the inside leg of the OT’s original alignment and read the pattern. When the word “Break” is included in the play call, look to break contain. Vs. 59 with 9 tech QB should check.	



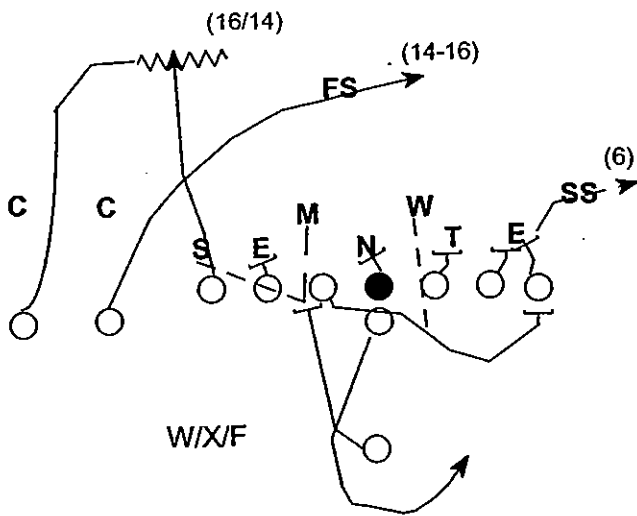
# ROLL 2-8 PASS



# ROLL 2-8 PASS

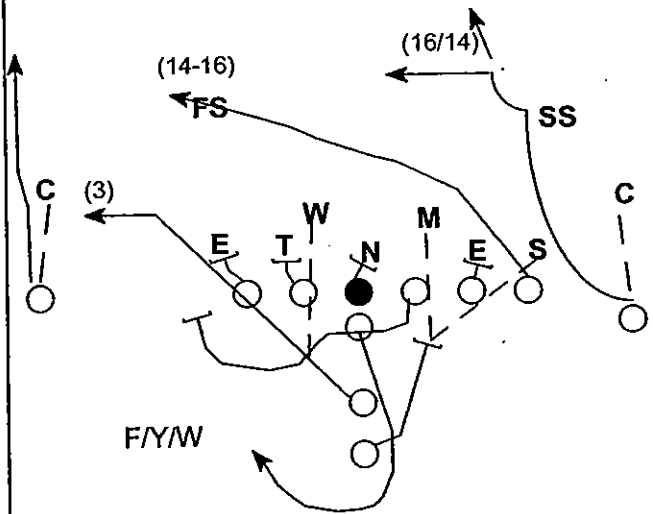


# ROLL @ 2-8 PASS



**ROLL @ 2 PASS  
U SEAM**

**EAGLE COV 3**



**FAKE 54 ROLL @ 8  
PASS**

**EAGLE MFB**

## 51-59 PASS (RUN PASS)

**PLAY DESCRIPTION:** Sprint out run-pass option utilized vs. soft corner defense

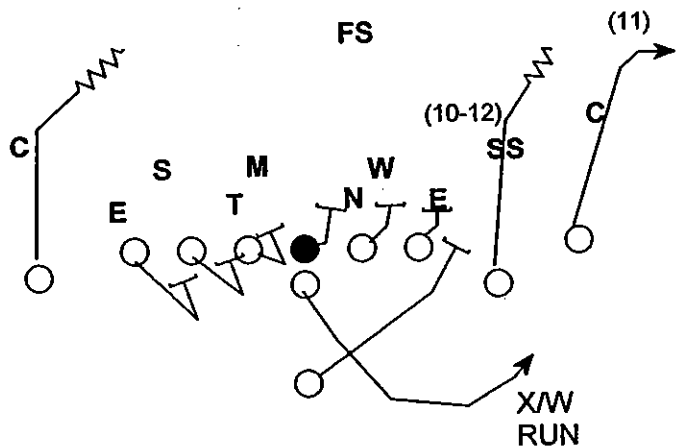
### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Out @ 11 yds. To right Out @ 13 yds. To left Convert vs. rolled corner	Slant or Deploy
<b>INSIDE RECEIVER</b>	Seam Flag/ Zone Adjust @ 10-12 Flat vs. rolled corner	Deploy or Trail
<b>Y</b>	Seam Flag/ Zone Adjust @ 10-12 Flat vs. rolled corner RUN PASS – Aggressive Reach – Play side gap - On – Seal	Gap on Hinge  Pass Pro, under (release only if DE drops)
<b>ON T</b>	Play Side Gap – On – Seal (Aggressive scoop step)	
<b>ON G</b>	Play Side Gap – On – Seal (Aggressive scoop step)	
<b>C</b>	Play Side Gap – On – Hinge (Pivot off play side foot)	
<b>OFF G</b>	Play Side Gap – On – Hinge (Pivot off play side foot)	
<b>OFF T</b>	Play Side Gap – On – Hinge (Pivot off play side foot)	
<b>F or FB (Two Backs)</b>	Take a path to the out side leg of the first defender to show outside the tackle and cut block unless the defender is hard up field, then take him on up field. If the DE drops, turn inside and block the contain man. Listen for a “Go” call from your QB. (If it is RUN PASS do the same but now the path and defender will be the first outside the tight end’s block).	
<b>RB (Two Backs)</b>	Take a path on the outside hip of the FB and block the next defender to show outside. If the contain man comes hard up field, turn inside and look for a scrape LB.	
<b>QB</b>	Sprint to a depth o 7 yards behind the tackle, turn up, toward your target and throw off the 7 <sup>th</sup> step sprinting to the right and the 8 <sup>th</sup> step sprinting to the left. Make a decision	

**QB – continued**

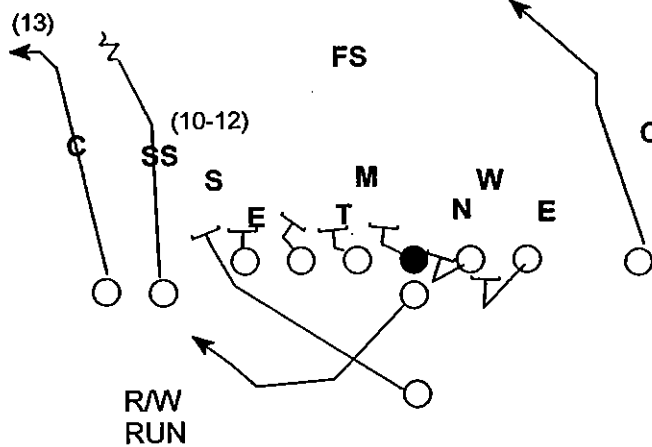
to run or throw by the time you reach your sprint point going full speed. Outside receiver is the first choice. Outside receiver will convert. Call "Go" when your decision is to run. If in doubt, run. Turn up inside the DE if the FB takes him deep. Throw the hitch route on the third step. See triangle on your initial step.

### 51-59 PASS (RUN PASS)



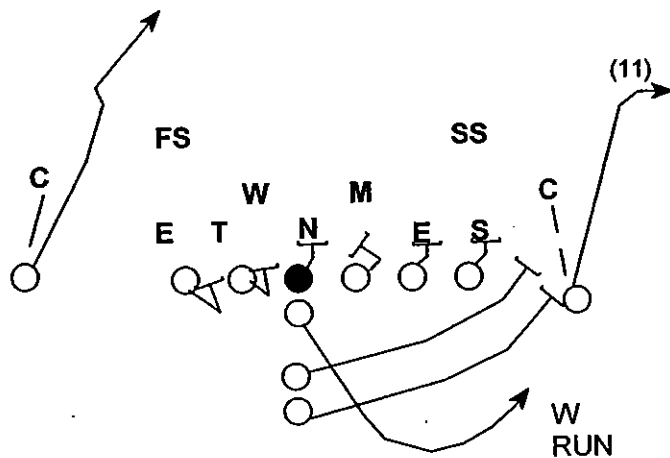
**51 PASS**

**43 COV 3**



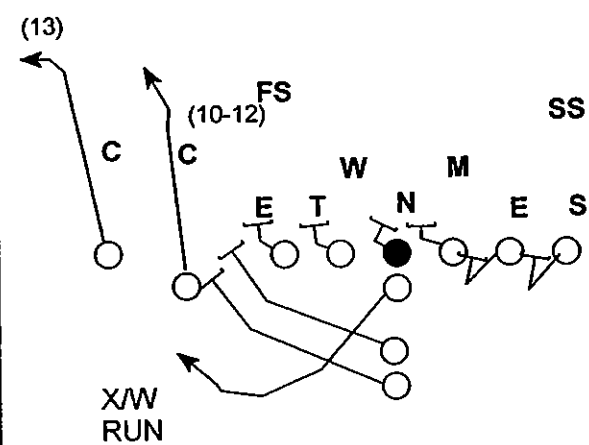
**59 RUN PASS**

47 COV 3



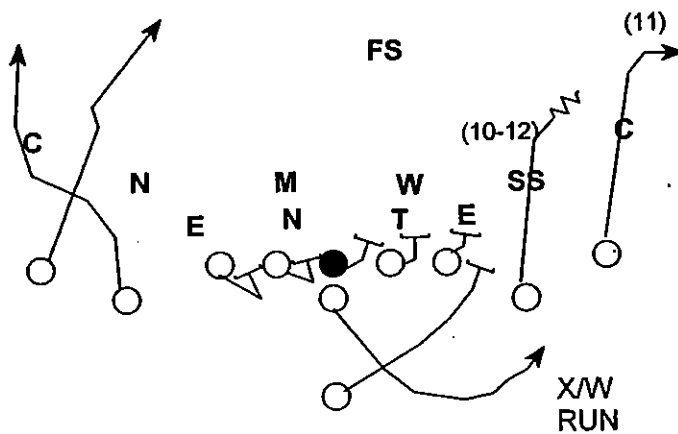
## 51 RUN PASS

**EAGLE MFB**



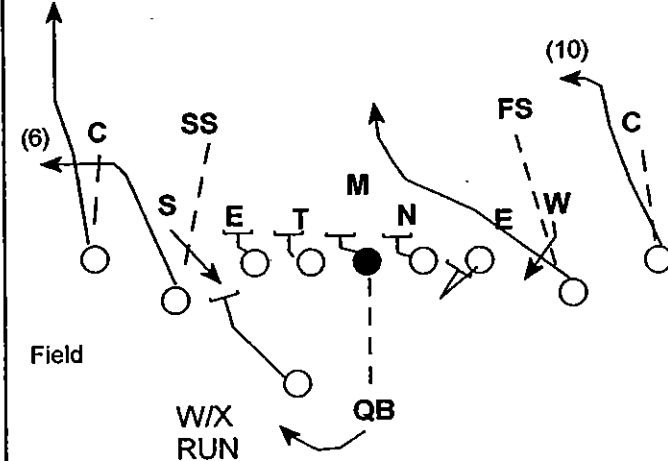
**59 PASS**

**EAGLE MFB**



**51 PASS**

42 COV 3



**59 PASS W FLAT**

**41 DOUBLE DOG  
OUTSIDE MAN**

## 52-58 PASS

**PLAY DESCRIPTION:** Sprint pass with the offensive line blocking inside gap and backs blocking the end man on the LOS. Can be run to Trips or Pro.

### **RULES AND COACHING POINTS**

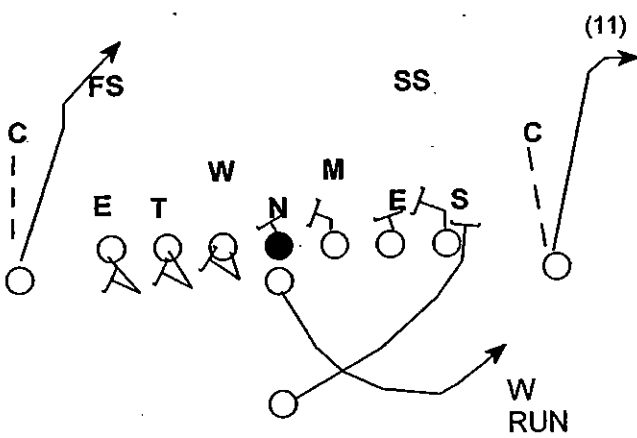
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Out @ 11 yds. To right Out @ 13 yds. To left Convert vs. rolled corner	Slant or Deploy
<b>INSIDE RECEIVER</b>	Seam Flag/ Zone Adjust @ 10-12 yds. Deploy or Trail Flat vs. rolled corner	
<b>Y</b>	Inside (Protect C Gap) Punch 9 technique and Close – Aggressive	Inside Hinge Pass pro, under – release only if DE drops
<b>ON T</b>	On – Inside (aggressive step with play side foot) – Punch 5 technique and close to B gap	
<b>ON G</b>	On – Inside (aggressive step with play side foot)	
<b>C</b>	On – Offside Hinge (Pivot off play side foot on hinge)	
<b>OFF G</b>	On – Offside Hinge (Pivot off play side foot on hinge)	
<b>OFF T</b>	On – Offside Hinge (Pivot off play side foot on hinge)	
<b>F or FB (Two Backs)</b>	Set path to the outside leg of the first defender outside the tight end's down block and cut block unless the defender rushes hard up field, then run him up field. If the defender drops look inside.	
<b>RB (Two Backs)</b>	Set a path to the outside hip of the FB and block the first defender to show outside. If the FB takes his defender up field, turn inside and look for a scrape LB.	
<b>QB</b>	Same as 51-59 pass; sprint to a depth of 7 yards behind the tackle, turn up toward your target and throw off the 7 <sup>th</sup> step	

**QB – continued**

sprinting to the right and 8<sup>th</sup> step sprinting to the left. Make a decision to run or throw by the time you reach your sprint point going full speed. Outside receiver is the first choice. Outside receiver will convert. Call “Go” when your Decision is to run. If in doubt, run. Turn up inside the DE if the FB takes him deep. See the triangle on your initial step.

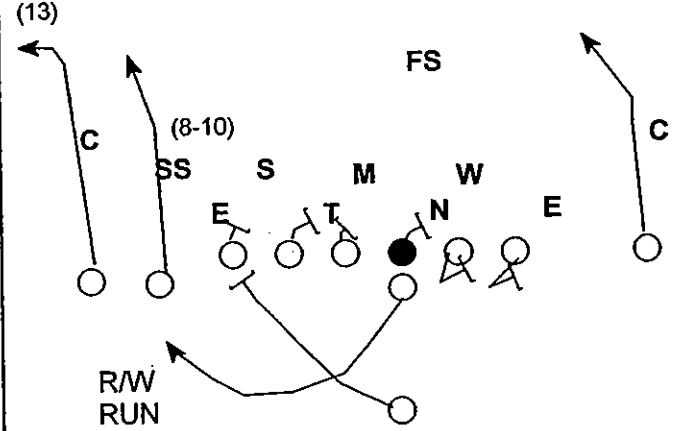


# 52-58 PASS



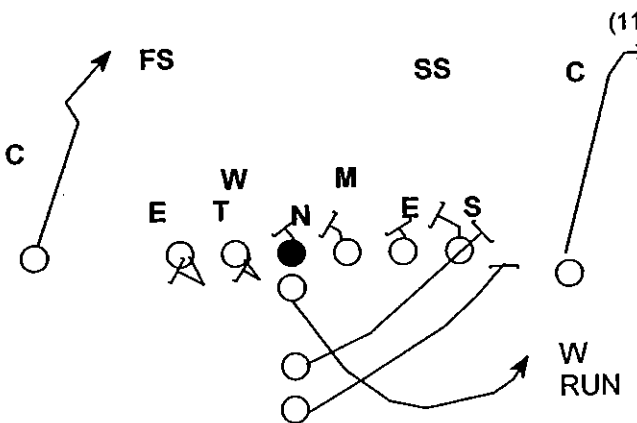
52 PASS

59 MFB



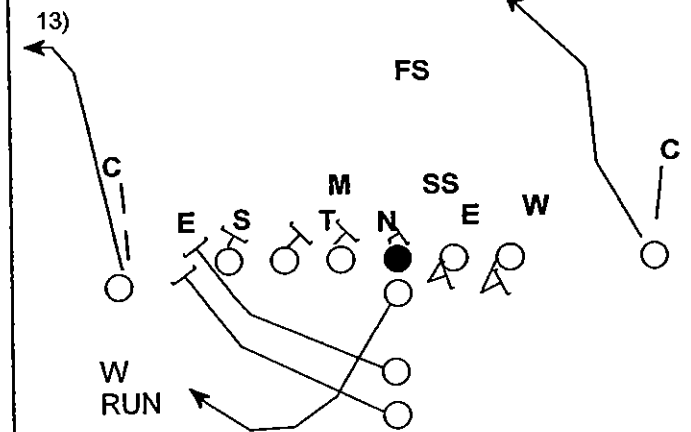
58 PASS

43 COV 3



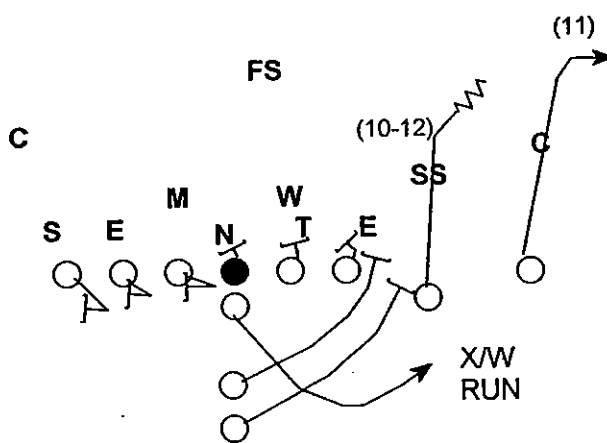
52 PASS

EAGLE COV 4



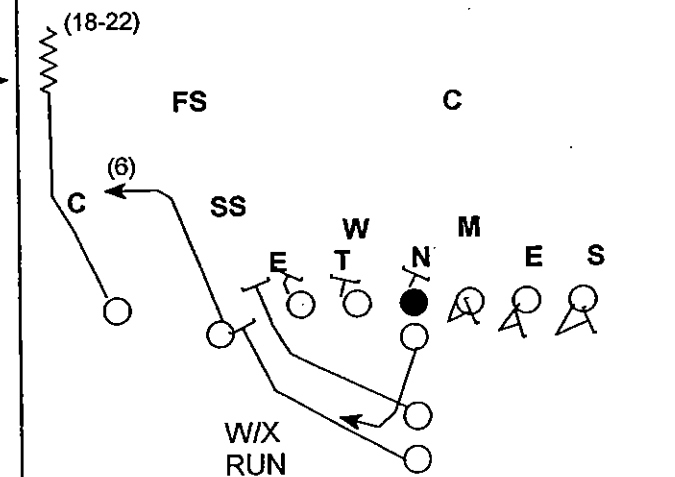
58 PASS

DOUBLE EAGLE  
SWAP 2 MF



52 PASS

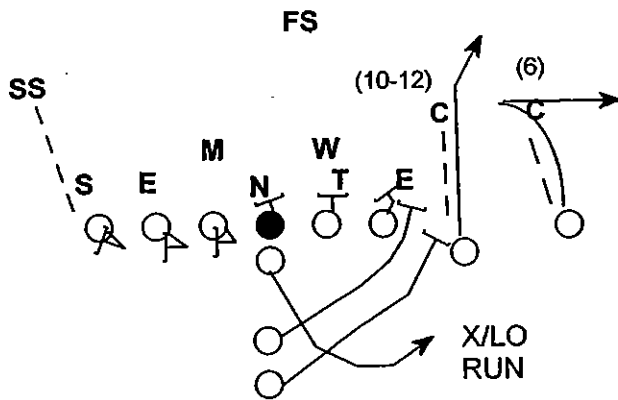
EAGLE COV 3



58 PASS  
W FLAT

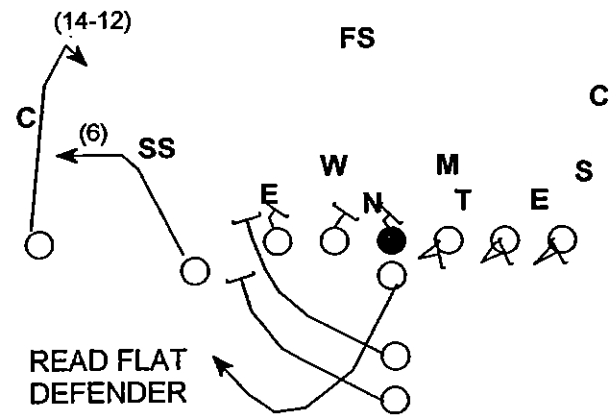
EAGLE COV 5

**52-58 PASS**



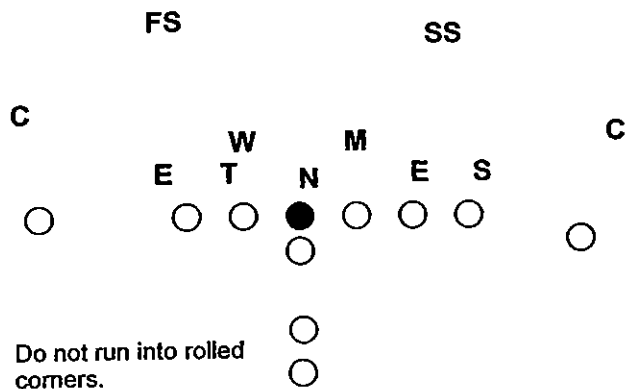
**52 PASS**  
**X LOOP OUT**

**EAGLE MF**



**58 PASS**  
**X CURL**

47 COV 3



**Do not run into rolled corners.**

## CHECK OUT

EAGLE COV 2

**52-58 THROWBACK  
51-59 THROWBACK**

**PLAY DESCRIPTION:** Sprint action by the QB utilizing either 52-58 or 51-59 Run Pass Protection with the QB pulling up 3-5 yards outside the tackle box moving the pocket.

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
	<b>52-58TB</b>	<b>51-59TB</b>
<b>Y</b>	Inside (Protect C Gap) Punch 9 technique and close – aggressive step	Play side Gap – On- Seal (Aggressive step with play side foot)
<b>ON T</b>	On – Inside (aggressive step with play side foot) Punch 5 technique and close to B gap	Play side Gap – On – Seal (Aggressive step with play side foot)
<b>ON G</b>	On – Inside (Aggressive step with play side foot)	Play side Gap – On – Seal (Aggressive step with play side foot)
<b>C</b>	On – Offside – Hinge (Pivot off play side foot on hinge)	Play side Gap – On – Hinge (Pivot off play side foot on hinge)
<b>OFF G</b>	On – Offside – Hinge (Pivot off play side foot on hinge)	Play side Gap – On – Hinge (Pivot off play side foot on hinge)
<b>OFF T</b>	On – Offside – Hinge (Pivot off play side foot on hinge)	Play side Gap – On – Hinge (Pivot off play side foot on hinge)

**Note: Stay up and buy time**

**F or FB (Two Backs)**

Set a path to the outside leg of the first defender outside the tight end's block and try to capture his outside – stay up if possible. If the defender rushes hard up field cut or run him up field. If in 51-59 Throwback F (One Back) scan front side to backside. Remember the TE will be protecting the inside gap so your path will be slightly inside that which it would be for 51-59 Throwback

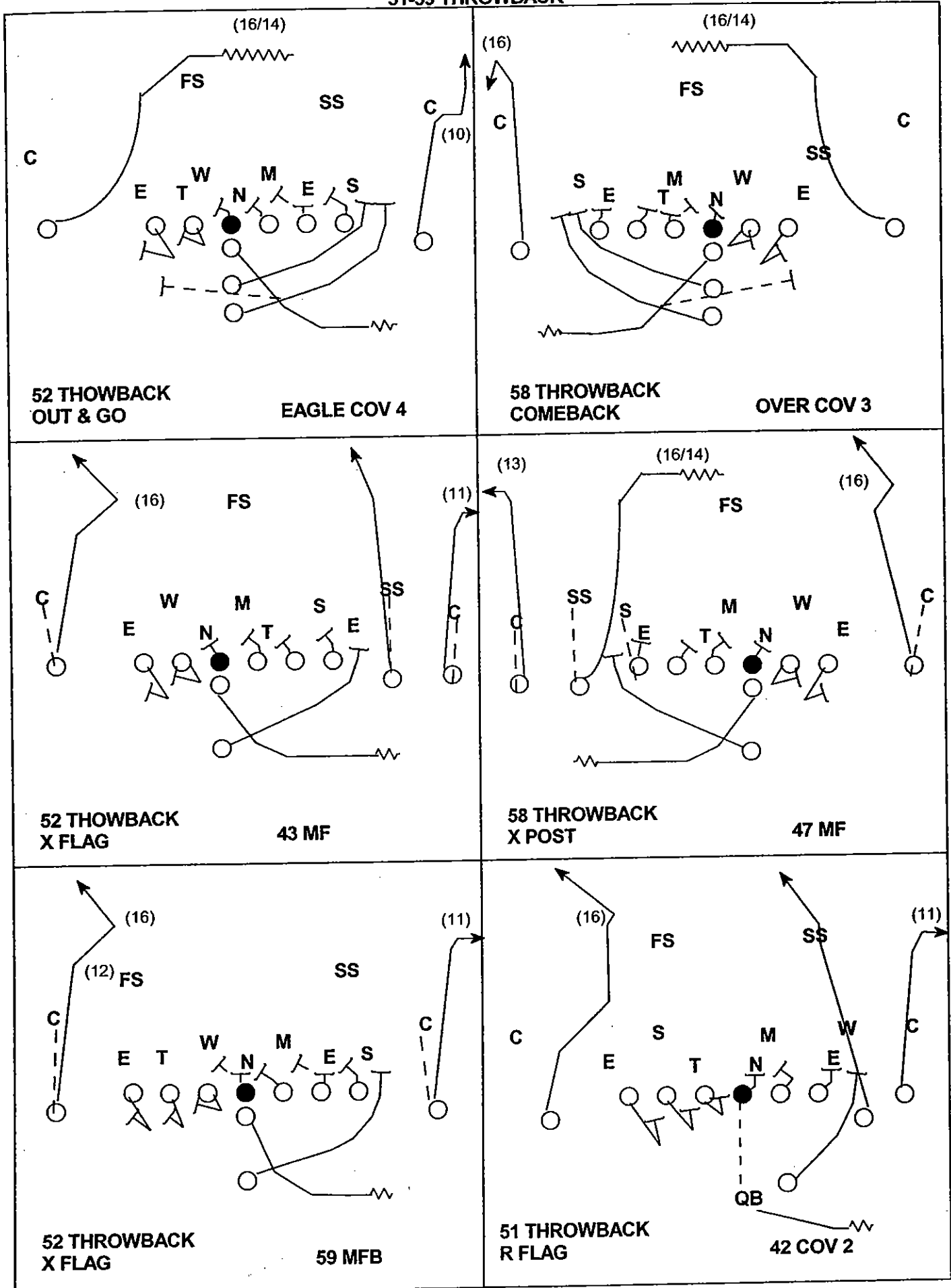
**RB (Two Backs)**

Set path on the outside hip of the FB eyeing the backside. Should a defender come free backside block him. If not continue on your path and block the first defender outside the FB's block. Look for scrape LB. If nothing there seal the defender the FB is blocking inside

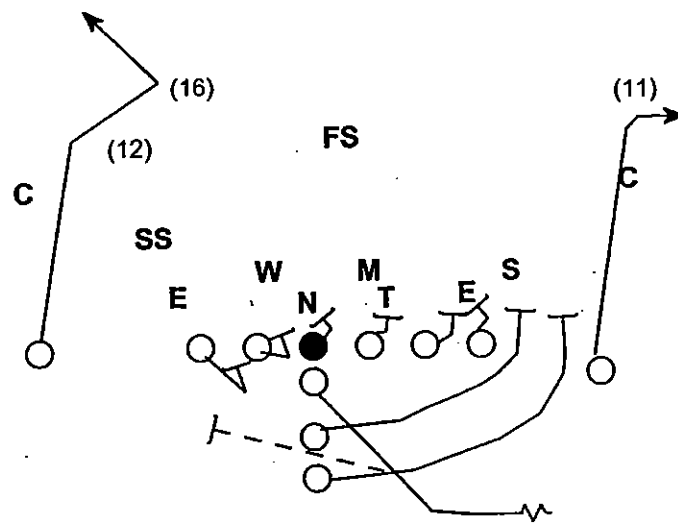
**QB**

Start the same sprint path you would with 51-59 pass or 52-58 pass but continue at a depth of 7 yards until 3-5 yards outside the tackle box and pull up, set, and throw the scheme called.

**52-58 THROWBACK  
51-59 THROWBACK**

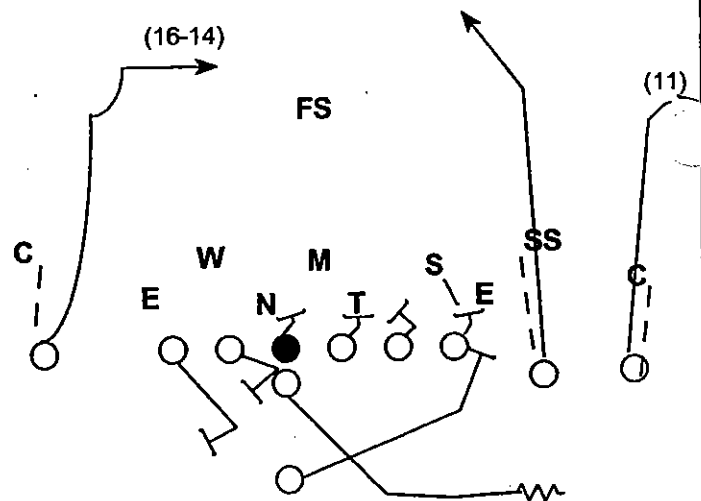


**52-58 THROWBACK & 51-59 THROWBACK**



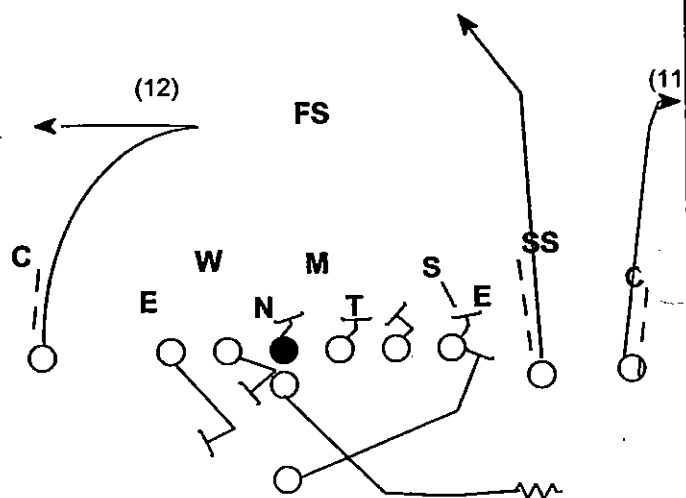
**51 THROWBACK  
X FLAG**

**OVER COV 3**



## 51 THROWBACK X IN

**43 MF**



## 51 THROWBACK X IN & OUT

**43 MF**

## 52-58 BLANK PASS

**PLAY DESCRIPTION:** Play action pass off of 52-58 Blank "O" action – can be run vs. a blitz picture

### RULES AND COACHING POINTS

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Run 13 yd Out to right Run 15 yd out to left If Comeback called, run Vs. all coverages (Take an Outside release vs. squat coverage and run comeback	12 yd Shallow
<b>Y</b>	Tackle Covered – Gap – On Tackle Uncovered - Base	
<b>ON T</b>	On -Inside	
<b>ON G</b>	On -Inside	
<b>C</b>	On – Backside (Hinge)	
<b>OFF G</b>	On – Backside (Hinge)	
<b>OFF T</b>	On – Backside (Hinge)	
<b>FB (Two Backs)</b>	Take 52-58 Blank "O" course and cut the end man on the LOS. If not there look for scrape LB.	
<b>RB (Two Backs)</b>	52-58 Blank "O" footwork. Make a good fake and block the front side LB	
<b>QB</b>	Take a 52-58 Blank "O" course – fake to RB and get on the Corner. Think run then pass.	

<p>52 BLANK PASS      EAGLE MFB</p>	<p>58 BLANK PASS      OVER COV 3</p>
<p>52 BLANK PASS (POSSIBLE CHK)      EAGLE COV 2</p>	



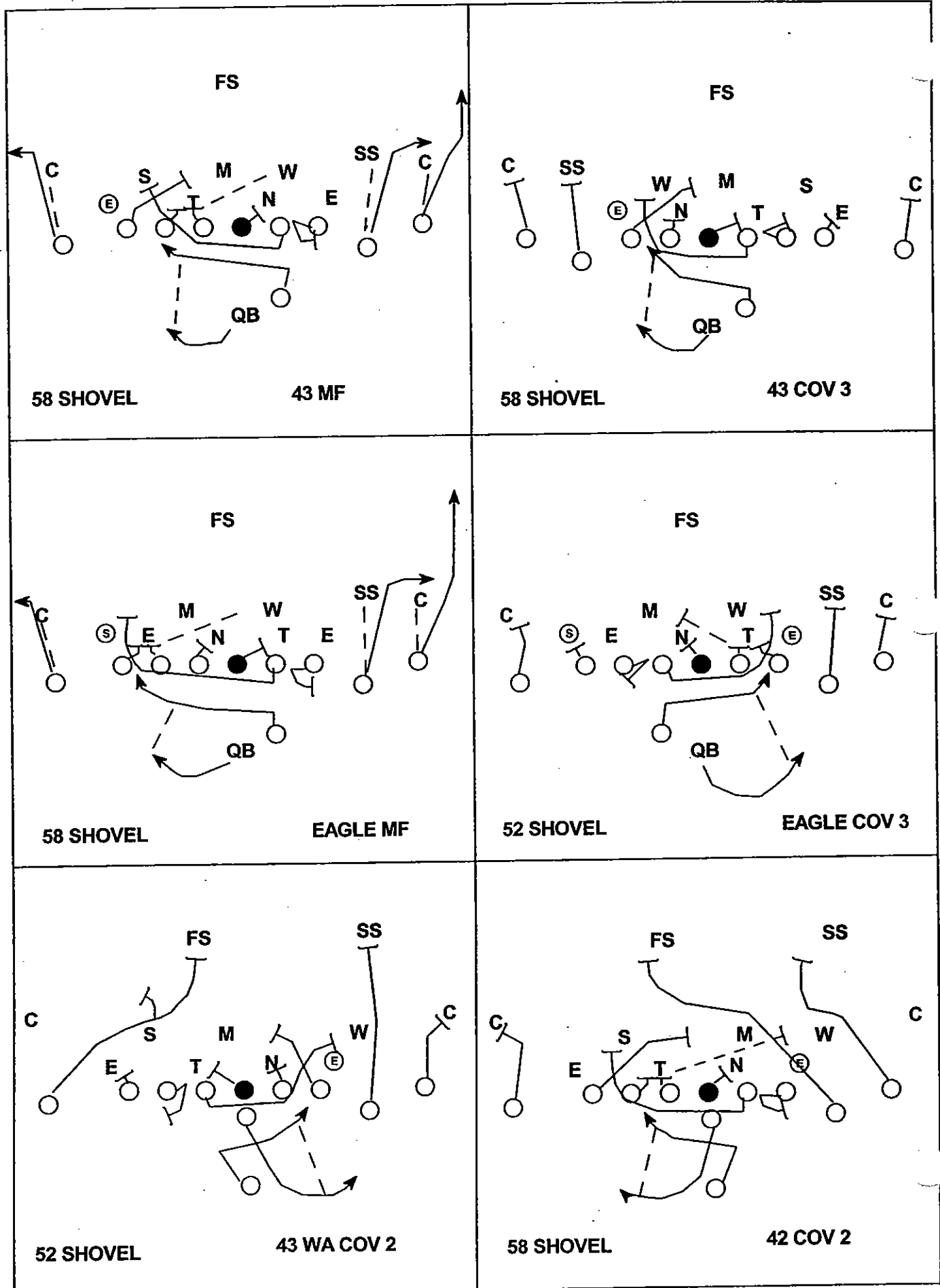
## 52-58 SHOVEL

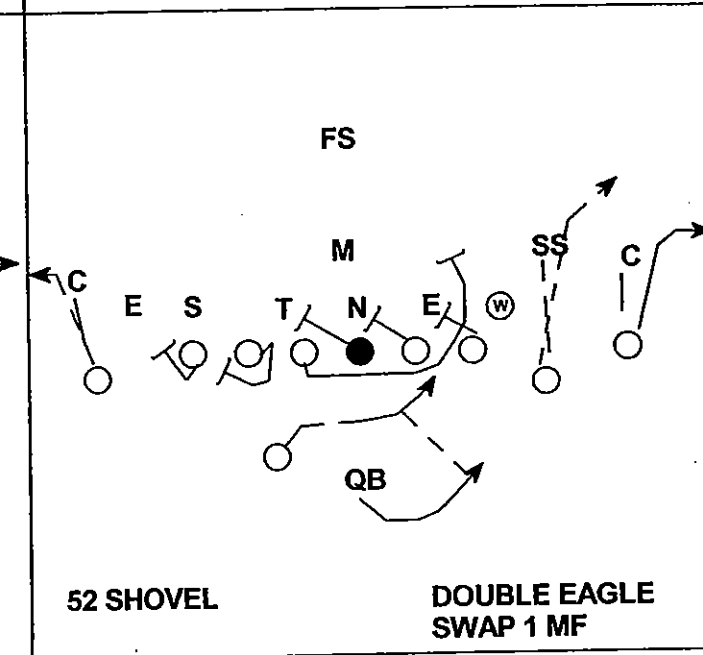
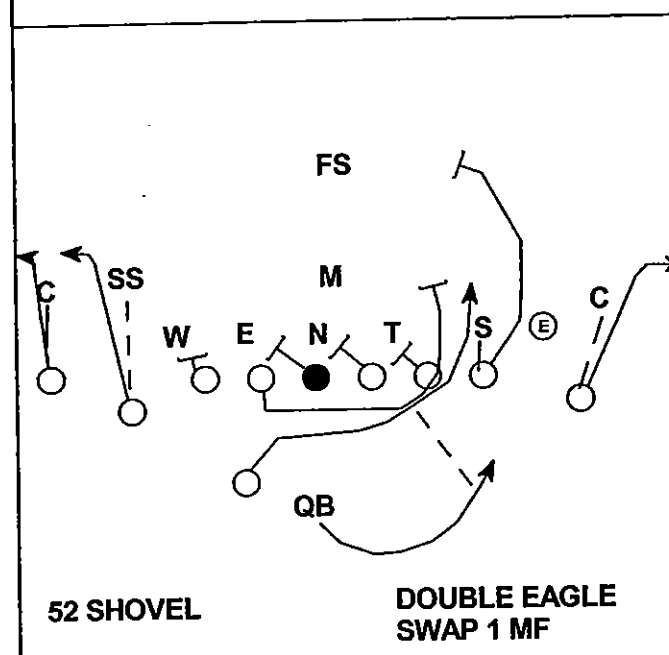
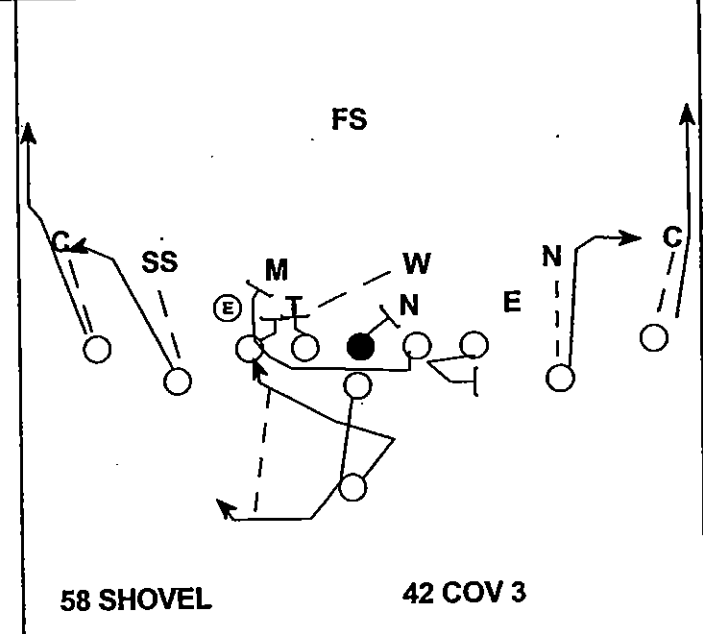
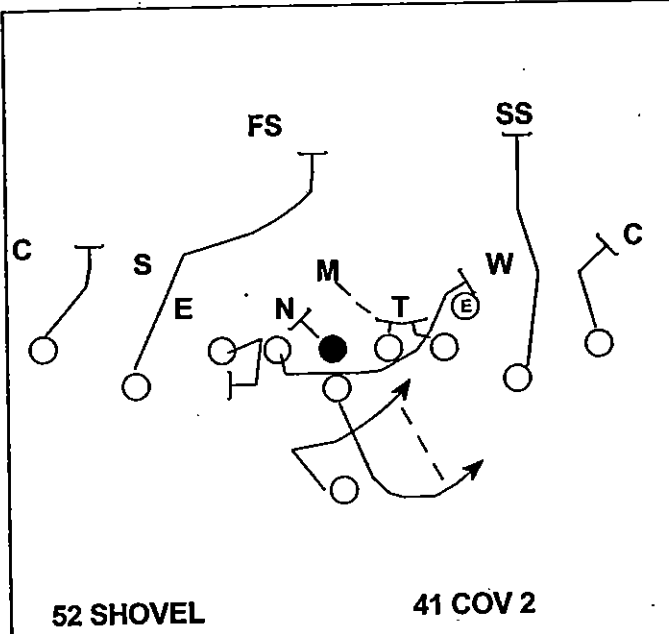
**PLAY DESCRIPTION:** Inverted option utilizing Blank "O" blocking

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Outside 1/3	Stovepipe
<b>INSIDE RECEIVER</b>	Block #2	Stovepipe
<b>Y</b>	Tackle Covered – quick Pass set and combo to Front side LB Tackle Uncovered – quick Pass set and block near LB (Same as 52-58 BO but with quick pass set)	Block DE to next level
<b>ON T</b>	Quick pass set – On – Inside (Possible "Ted Block") (Same as 52-58 BO but with quick pass set)	
<b>ON G</b>	Quick pass set – On – Inside (Possible "Back Call") Vs. 3 Technique "Got Call" to tight end side (Same as 52-58 BO but with quick pass set)	
<b>C</b>	On – Backside (Same as 52-58 BO)	
<b>OFF G</b>	Pull and block the first LB in the hole – if no LB, work to the next level (Same as 52-58 BO)	
<b>OFF T</b>	Man on – with a 3 technique inside slam 3 technique and turn back on the 5 technique	
<b>F</b>	From the offset position take 1 step forward and then work lightly downhill play side looking for the pitch. If in the home set take 3 steps at the hip of the BSG and then work slightly downhill plat side looking for the pitch. Must stay 1 yd behind the QB prior to the pitch	
<b>QB</b>	Take a 5-step sprint drop rolling to the play side – pitch off the contain man. From deep, take a 3 step sprint drop rolling play side.	

52-58 SHOVEL





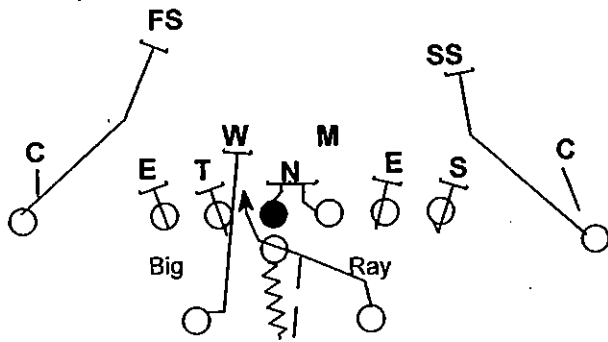
## SHOVEL @ 3-7

**PLAY DESCRIPTION:** Shovel pass from split backs or weak or strong sets with lead draw blocking – (pop out rules would apply)

### RULES AND COACHING POINTS

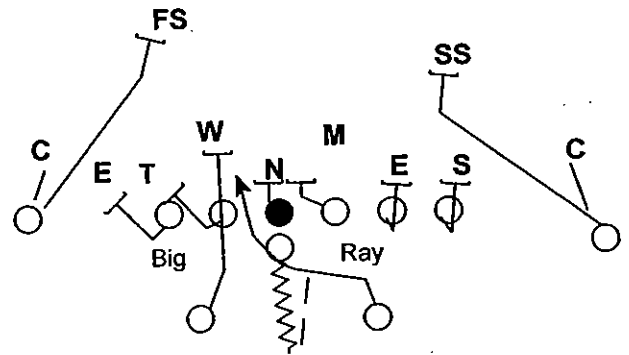
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Support – Outside 1/3	Stovepipe
<b>INSIDE RECEIVER</b>	Block #2	Stovepipe
<b>Y</b>	Support 0 Over Draw Technique	Draw Technique
<b>ON T</b>	On –Inside – Big Call vs. Ghost 9	
<b>ON G</b>	On –Inside – Big Call block 5 Technique vs. 5 & Ghost 9	
<b>C</b>	On – Offside LB – make call to tell other linemen their assignment	
<b>OFF G</b>	Over	
<b>OFF T</b>	Over	
<b>FB</b>	When run to Y – slide step – read front side guard's block and attack outside pad of LB When run to X – step up into the line to simulate initial pass pro – then shuffle to a point 3 yards behind the LOS and over the play side A gap – take shovel pass from the QB – get eyes up field immediately.	
<b>RB</b>	When run to Y – step up into the line to simulate initial pass pro - then shuffle to a point 3 yards behind the LOS and over the play side guard – take shovel pass from the QB and get eyes downfield immediately When run to X – slide step – read front side guard's block and attack outside pad of NLB	
<b>QB</b>	5 Step Sprint Drop – eyes down field – set feet and shovel ball to back at 3 yards deep at front side A gap. If in deep – Field the snap and take a 3 step sprint drop setting at approximately 8 yds in depth and make shovel pass.	

# SHOVEL @ 3-7



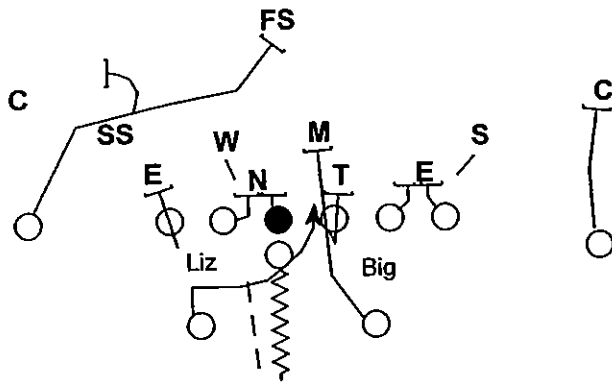
SHOVEL @ 7

EAGLE MFB



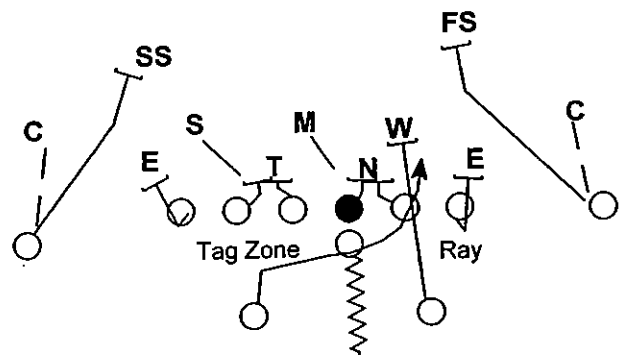
SHOVEL @ 7

59 MFB



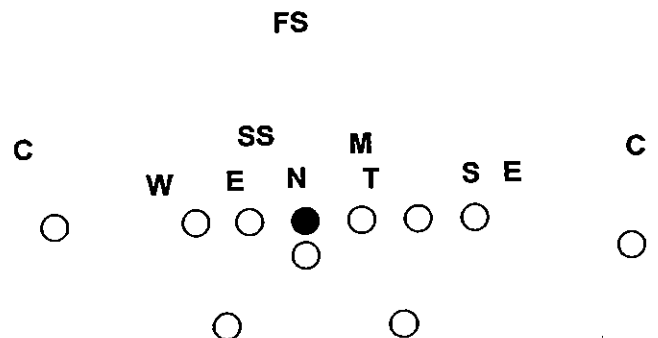
SHOVEL @ 3

OVER COV 3



SHOVEL @ 3

43 MFB



CHECK OUT

DOUBLE EAGLE  
SWAP 2 MF

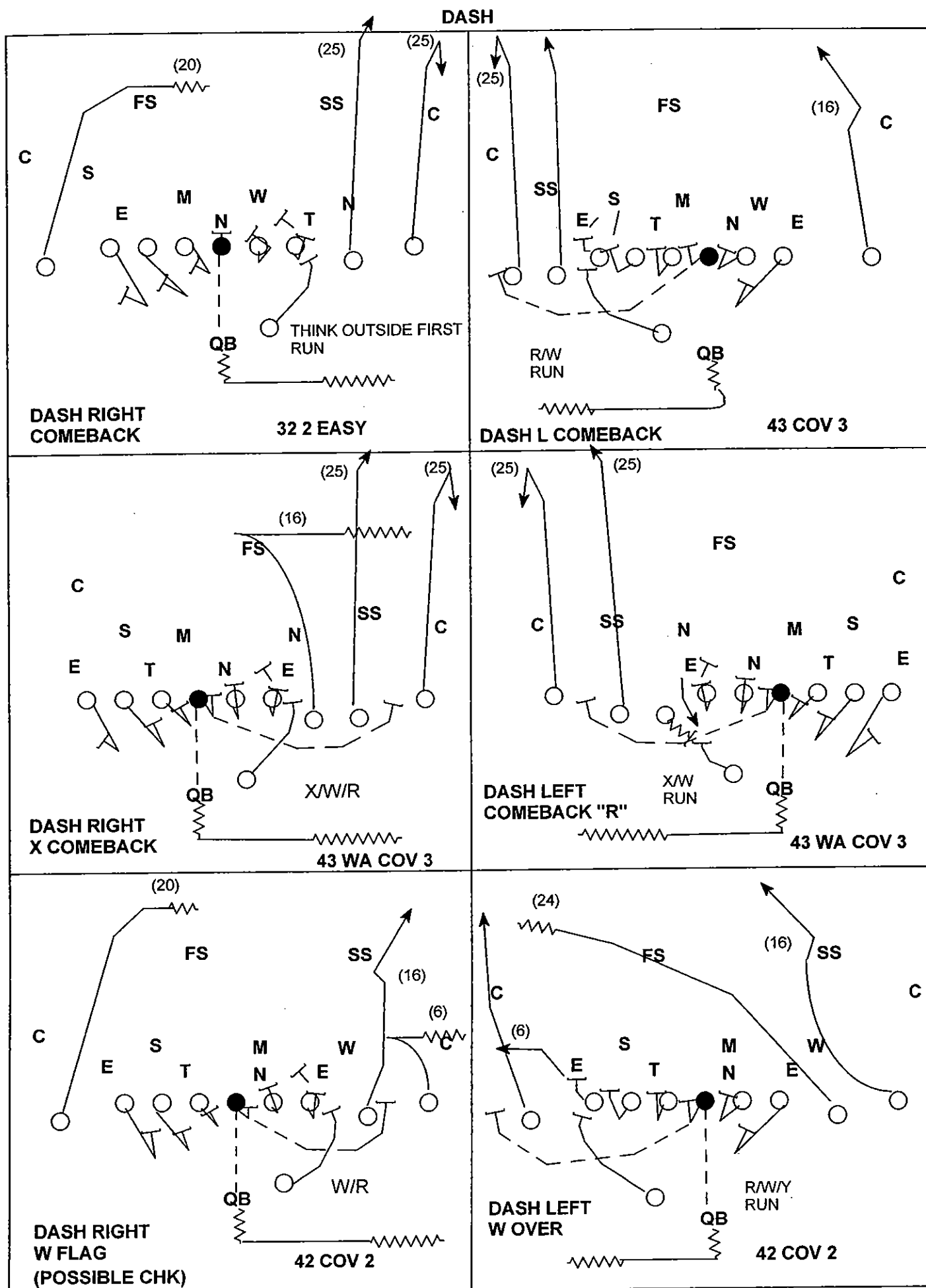
## **DASH RIGHT & LEFT**

**PLAY DESCRIPTION:** Simulates drop back pass and then moves the pocket outside gaining time for the QB to throw deeper routes.  
Can call schemes with. Can use 74-76 protection to protect Against 7 – man rush.

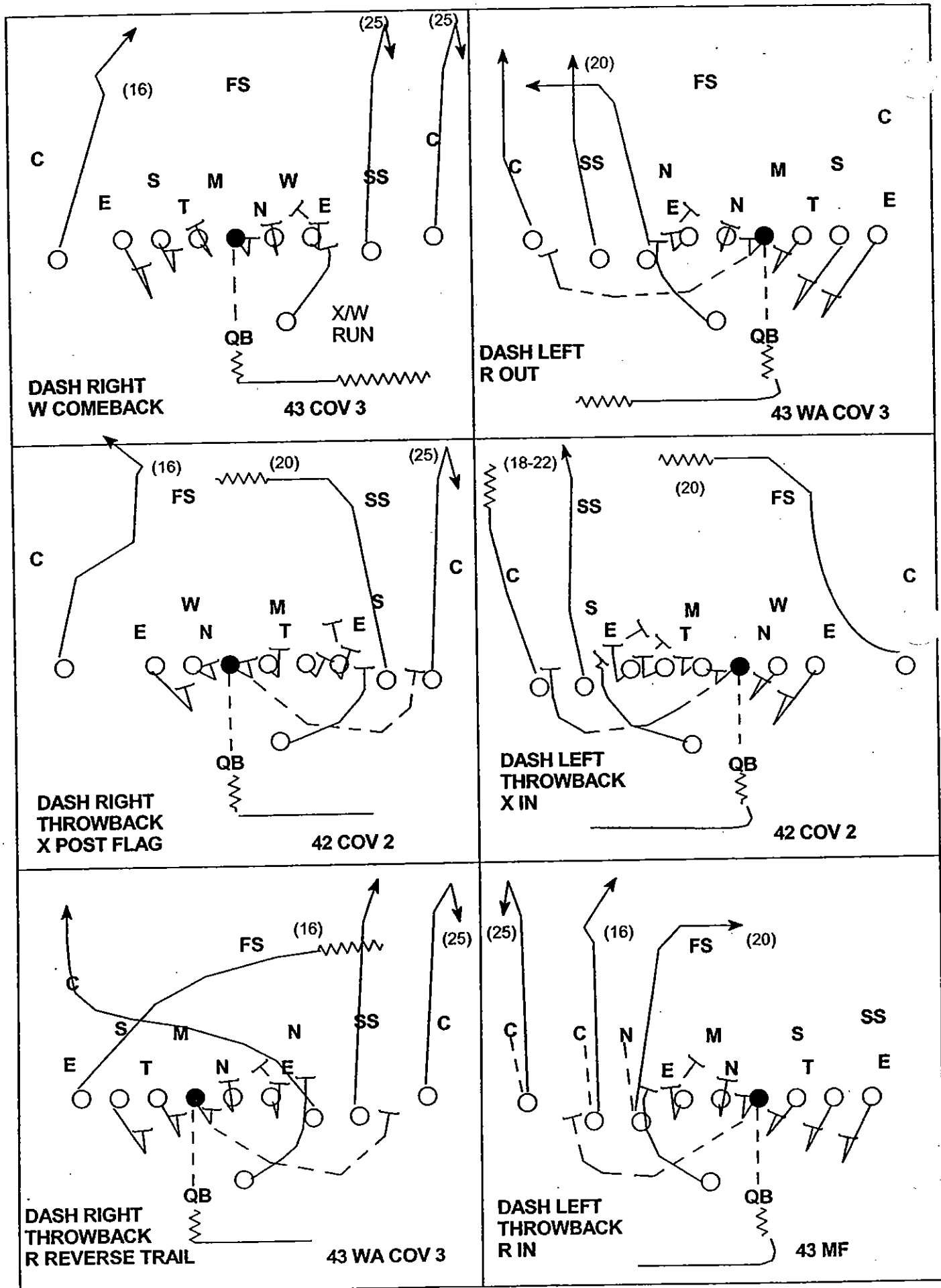
### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Comeback @ 25 yards Convert vs. rolled corner	Post @ 14-16 yards
<b>INSIDE RECEIVER</b>	Skinny Flag	Shallow
<b>MIDDLE RECEIVER</b>	In and Out	
<b>Y</b>	Play Side Gap – On – Seal Look for LB scrape to any leakage	Backside Pass Pro #3
<b>ON T</b>	Play Side Gap – On – Seal; Protect inside gap- look for LB scrape to any leakage	
<b>ON G</b>	Play Side Gap – On – Seal; look for any leakage	
<b>C</b>	On – Offside – look for any leakage – lead QB	
<b>OFF G</b>	Big #1 on LOS	
<b>OFF T</b>	Big #2 on LOS	
<b>F or FB</b>	Attack play side and pin the contain man inside	
<b>QB</b>	5 Step sprint drop and then if going to the right sprint parallel to the LOS toward the boundary at first fast and then under control when you have broken contain. Reverse pivot if going to the left. If in deep do the same with a 3 step drop – pause and then continue path outside. Don't get in a hurry. You want it to look like drop back pass.	

**NOTE:** Can tag dash with the letter of the middle receiver in which case the middle receiver will work back off the LOS at a 45-degree angle and seal the end man on the LOS

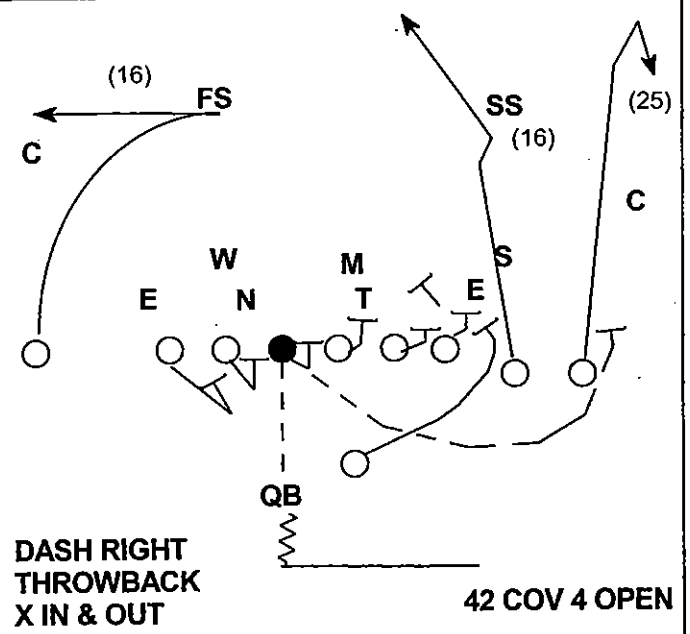
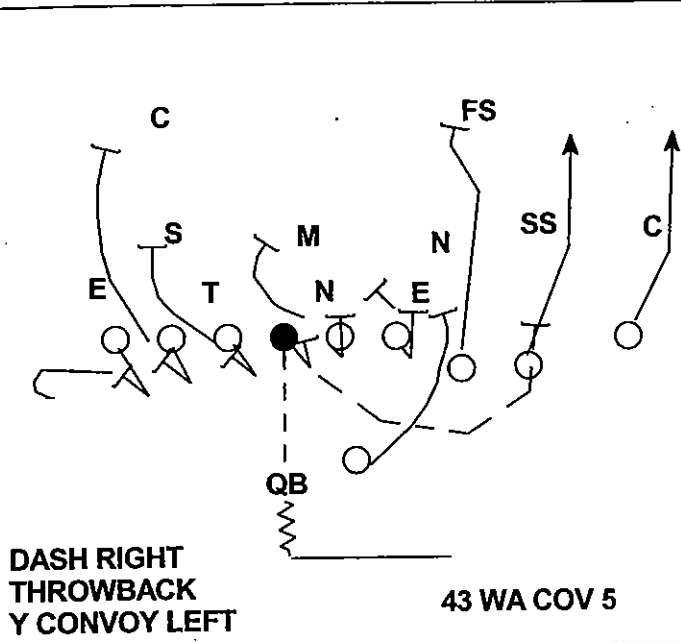


# DASH





# DASH





# GOAL LINE OFFENSE

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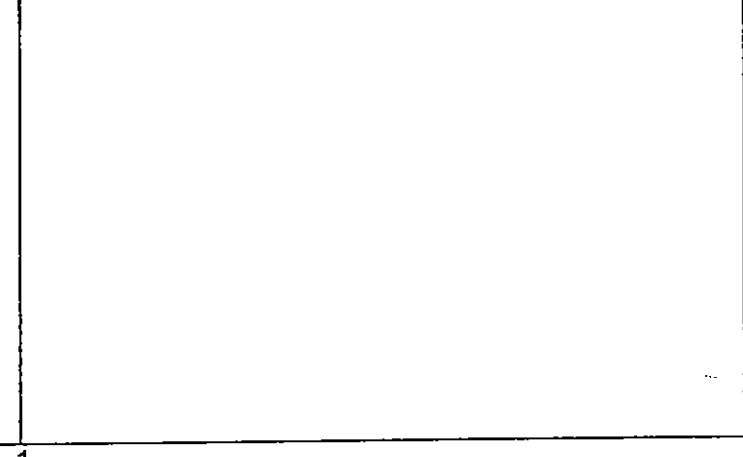
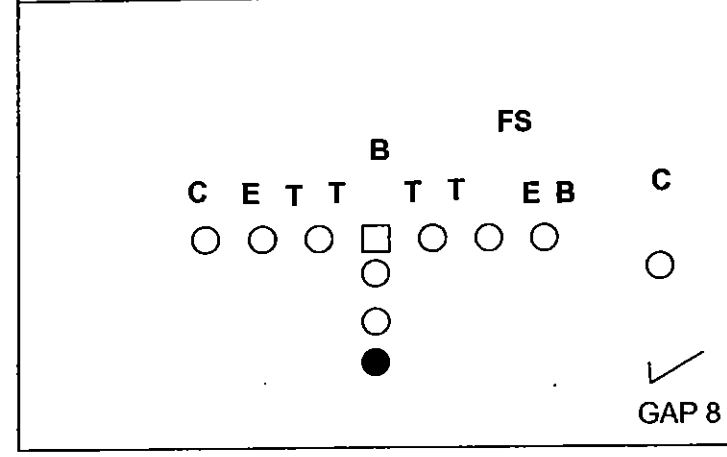
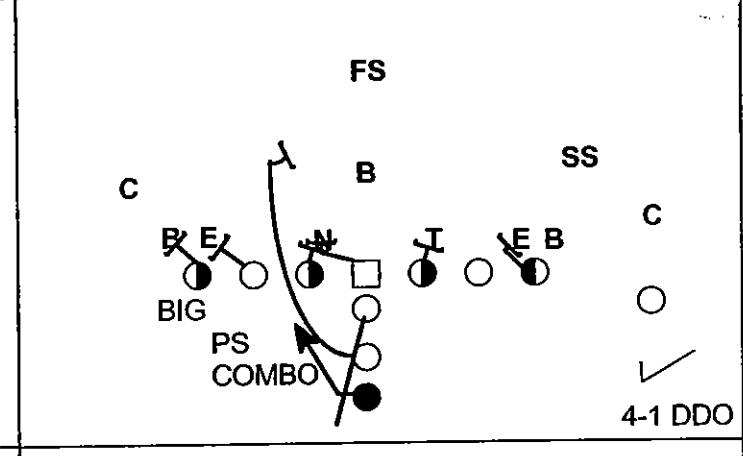
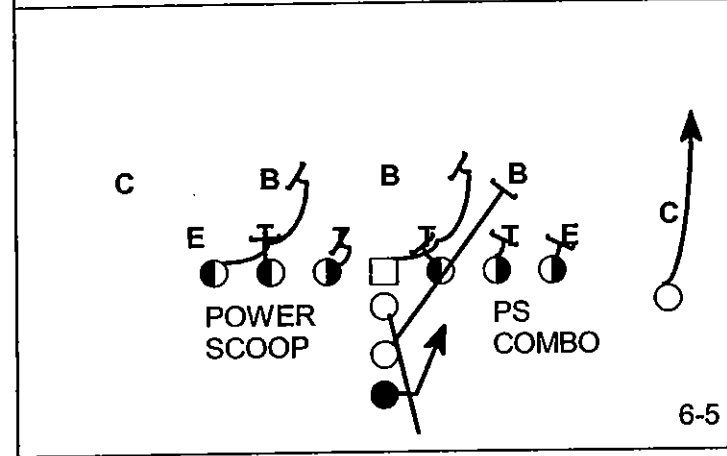
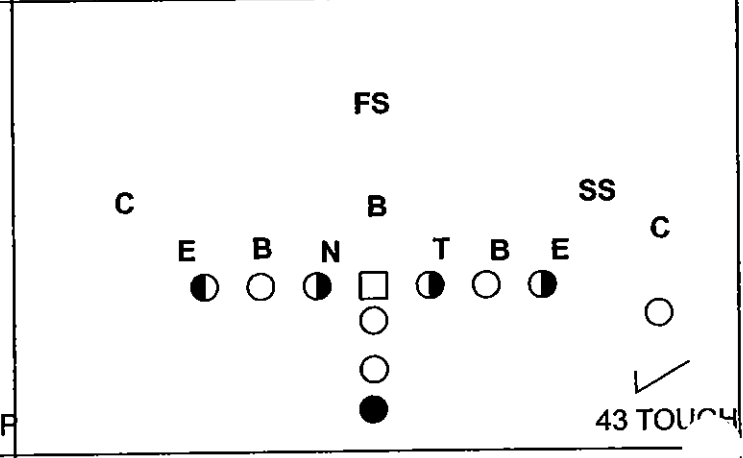
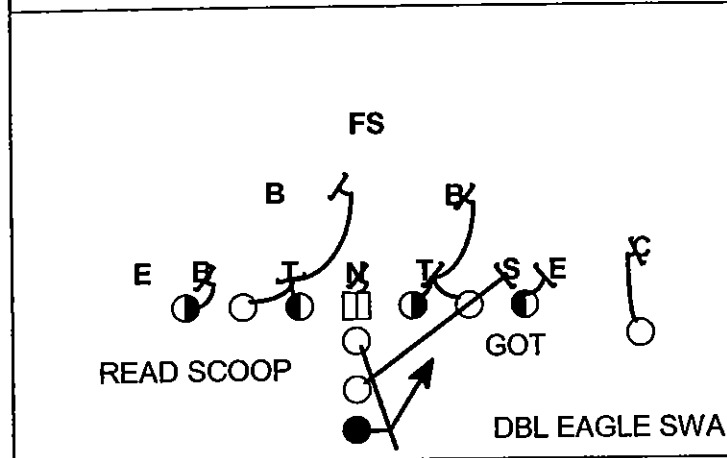
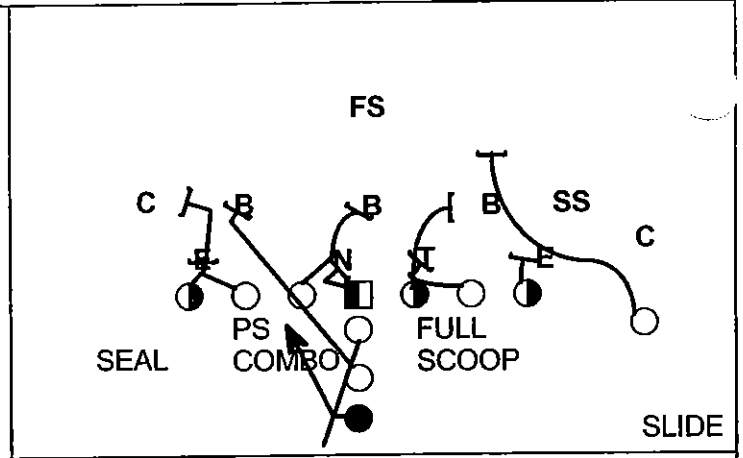
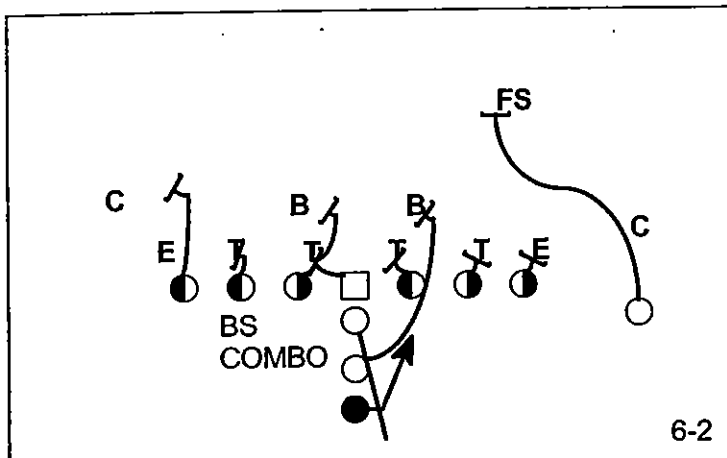
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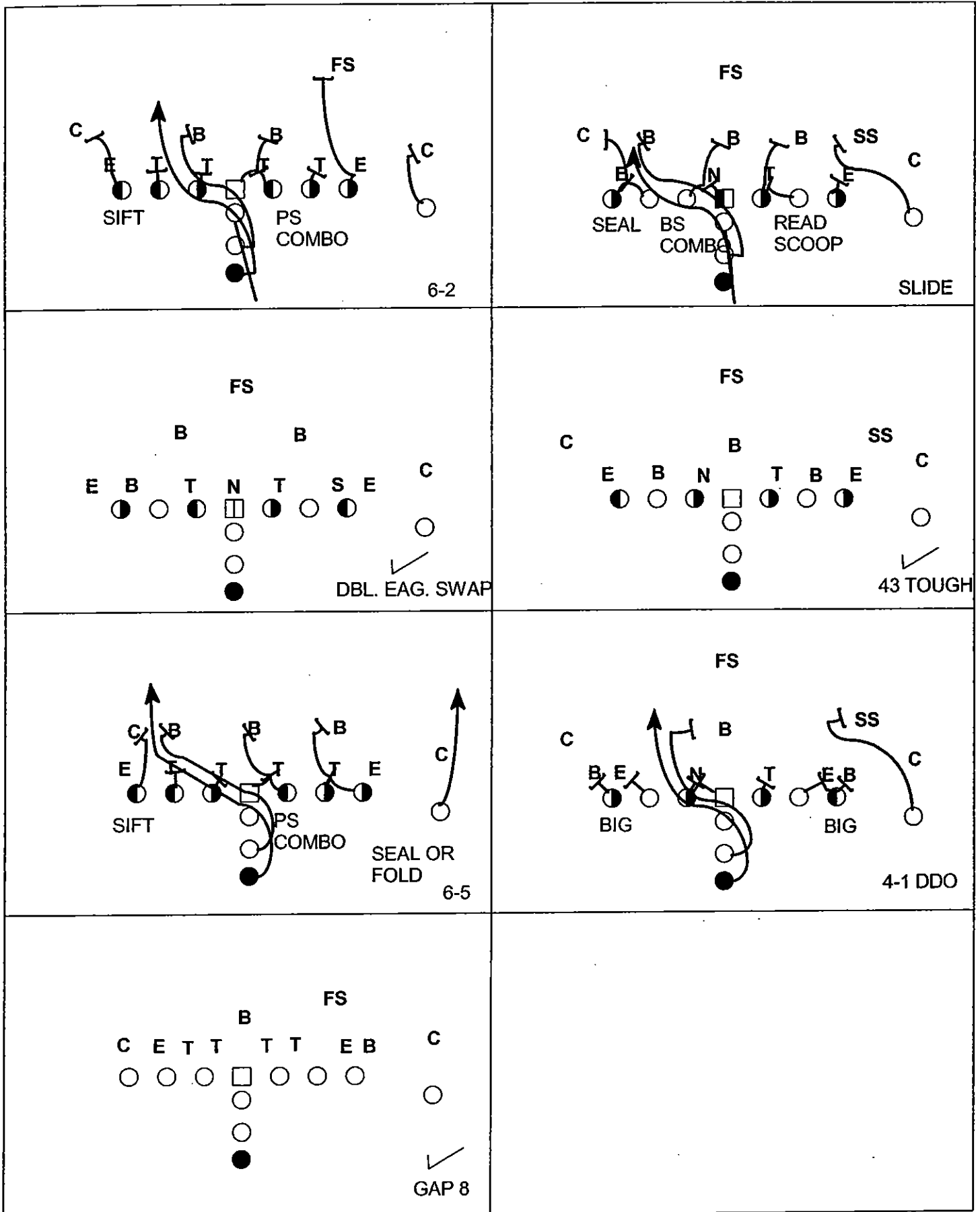
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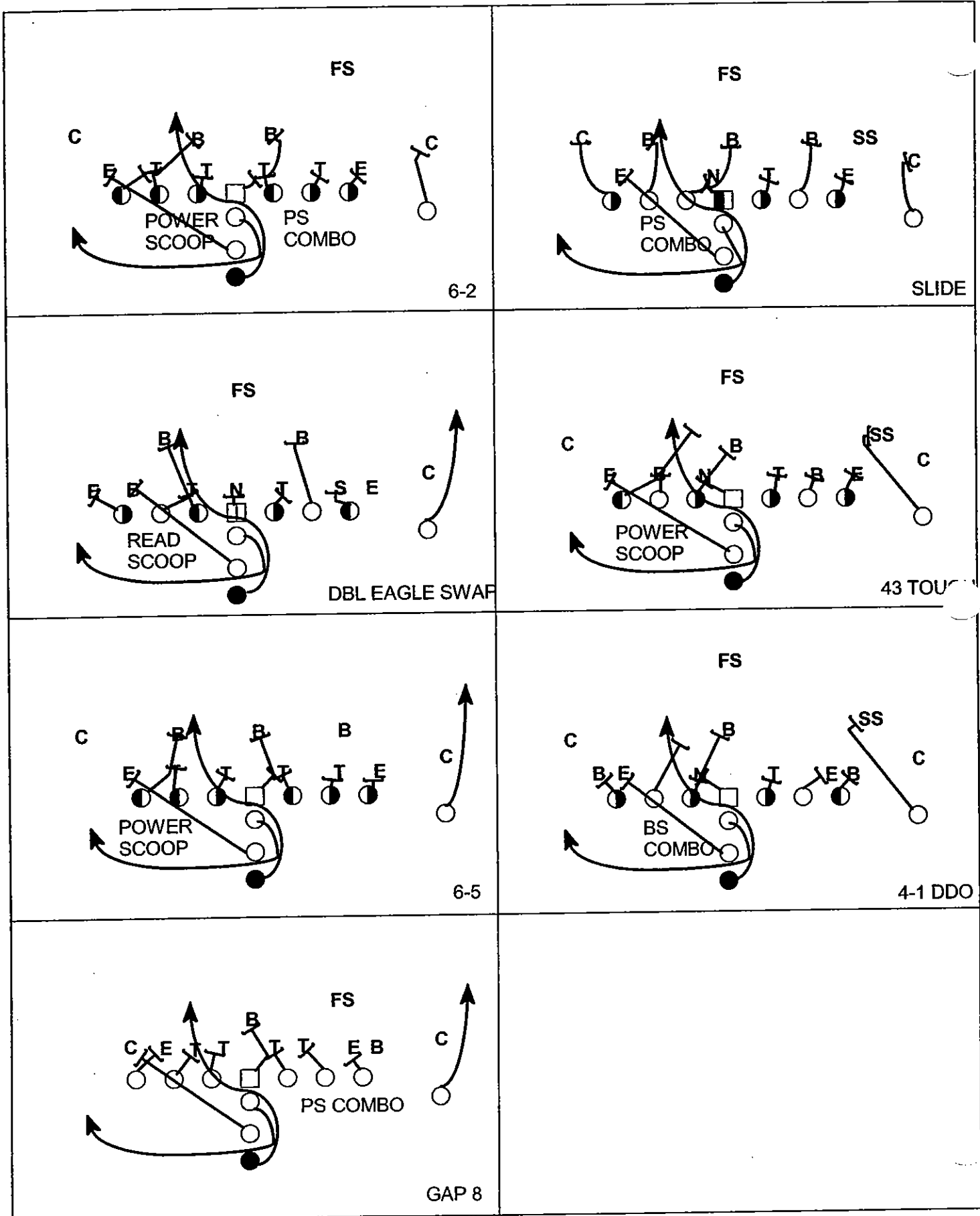
GOAL LINE  
54/56 POP OUT



GOAL LINE  
54/56 BEND BACK



GOAL LINE  
54/56 SCOOP



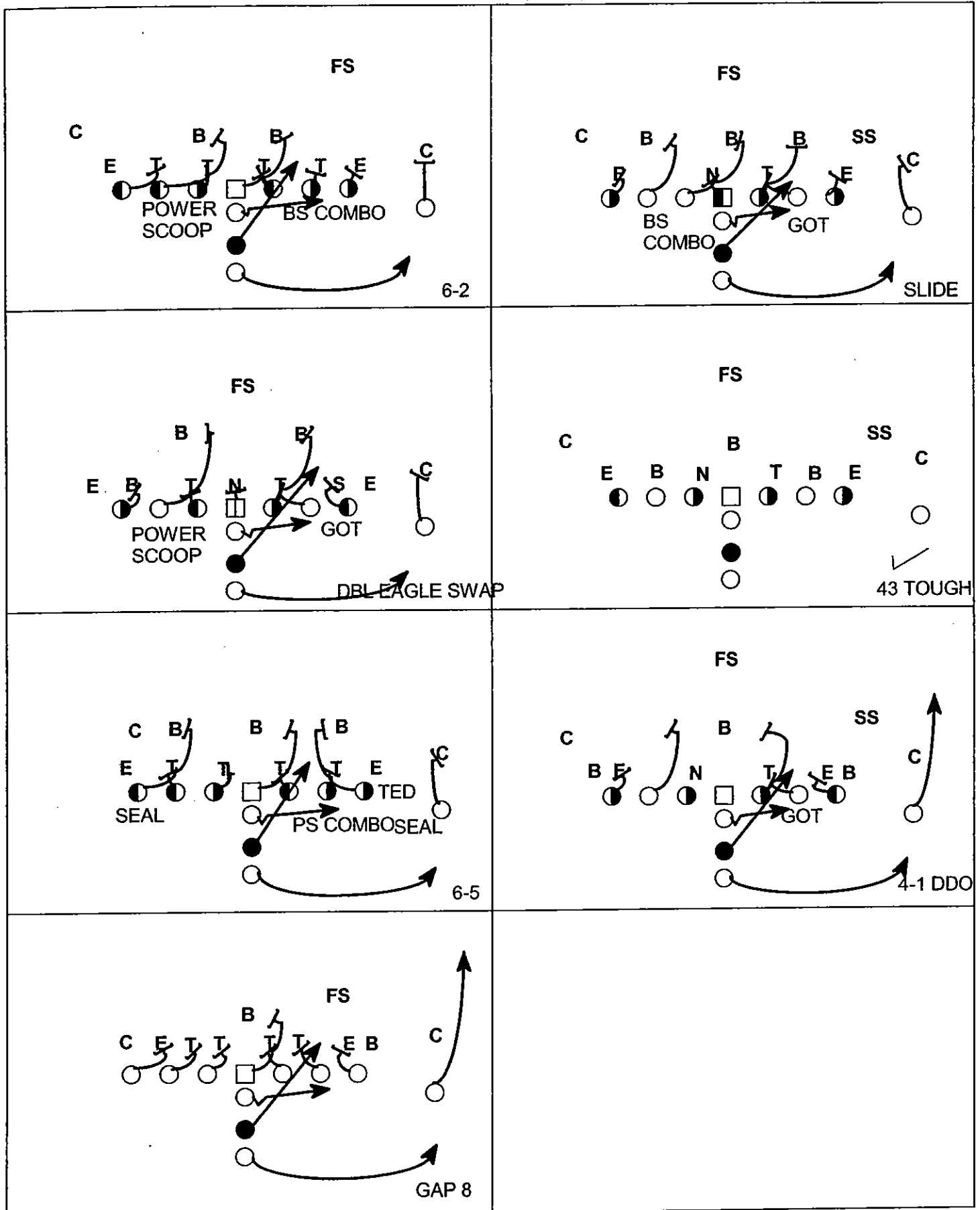
GOAL LINE  
53/57 SCOOP

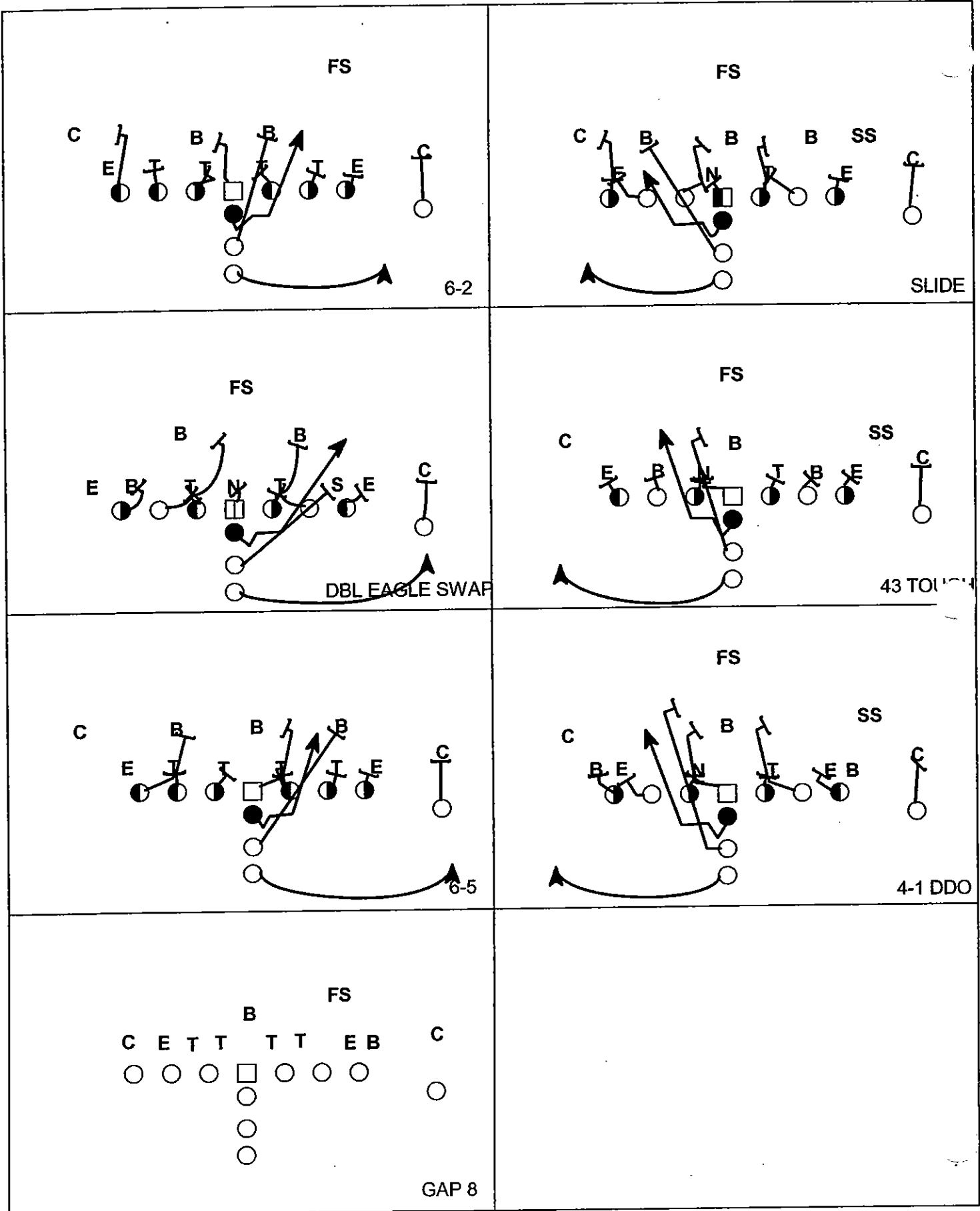


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GOAL LINE  
93/97 DIVE (KEEP)

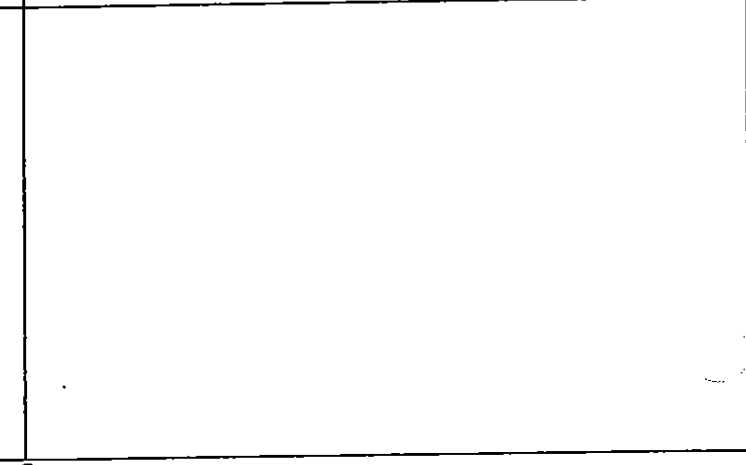
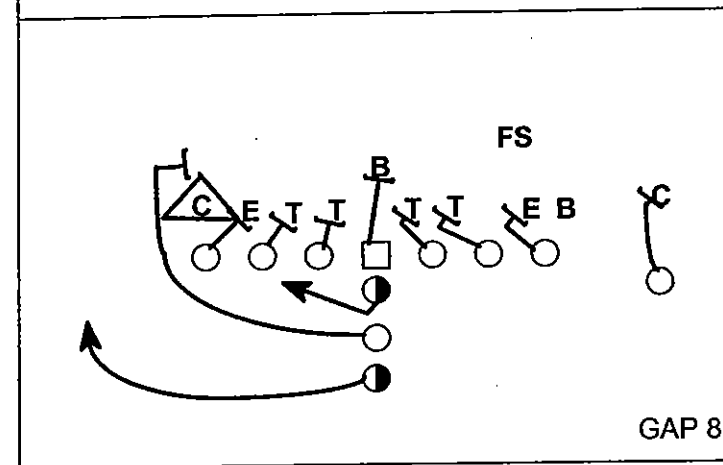
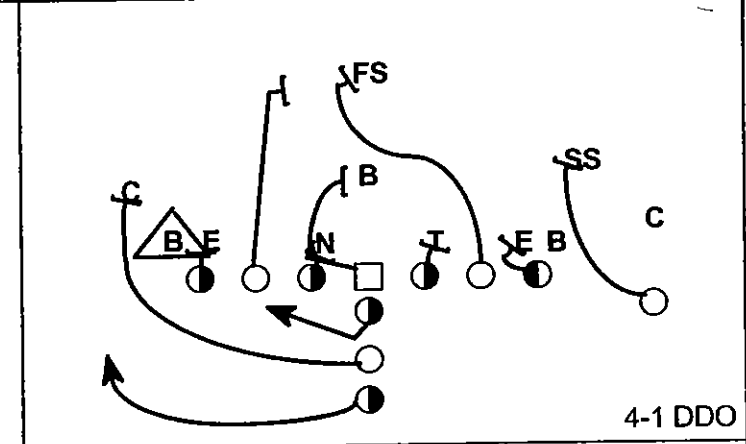
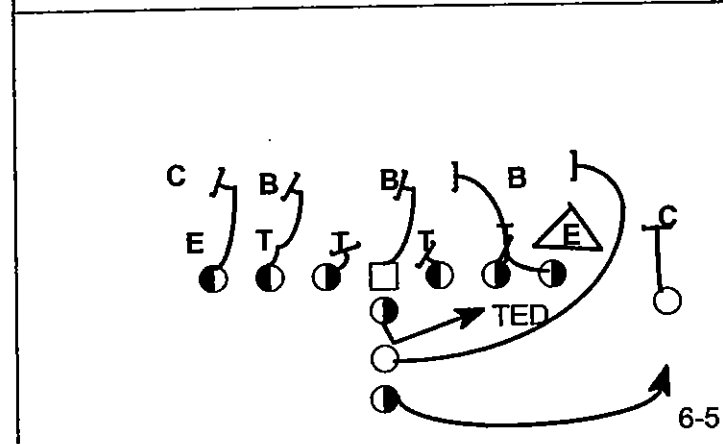
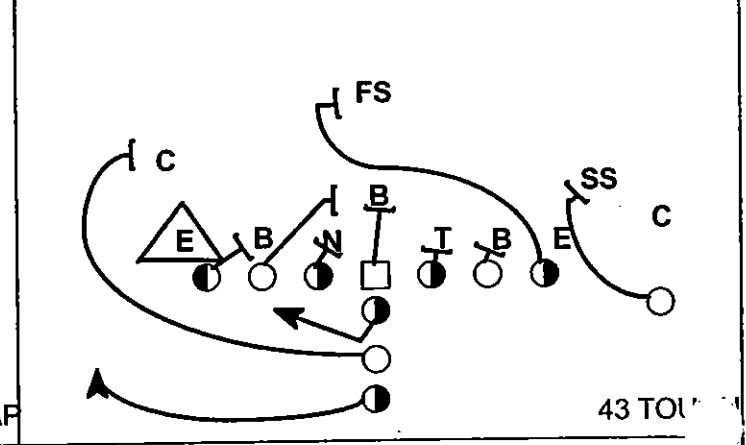
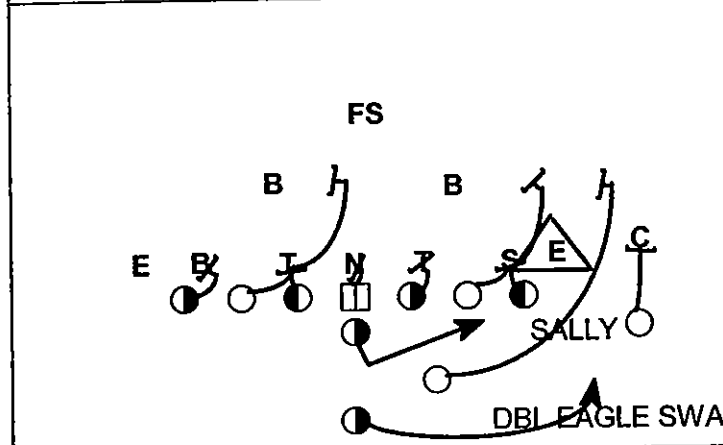
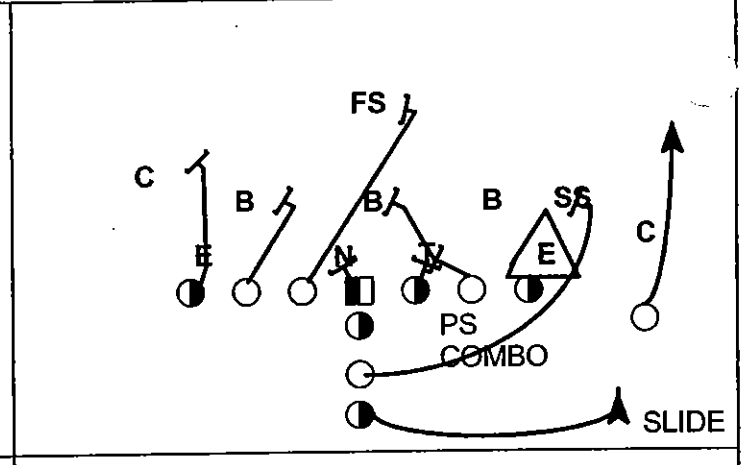
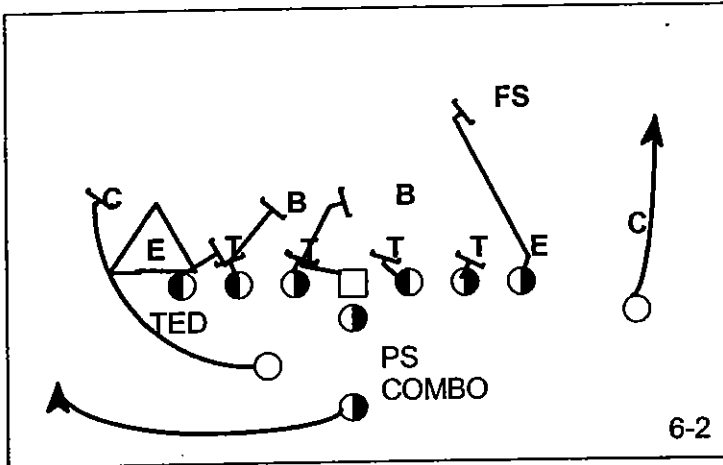




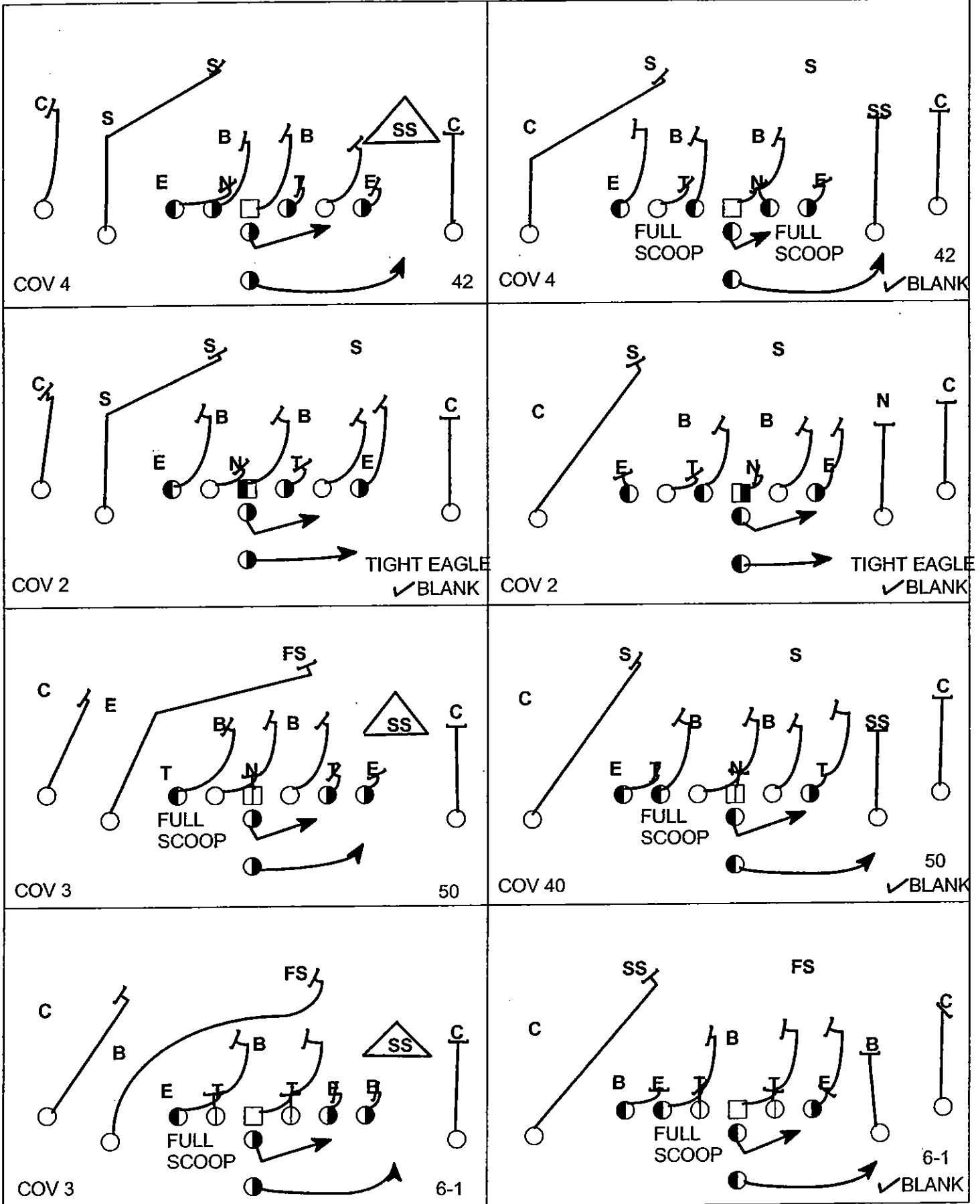
GOAL LINE  
93/97 ABORT G

<p align="center">FS</p> <p align="right">6-2</p>	<p align="center">FS</p> <p align="right">SLIDE</p>
<p align="center">FS</p> <p align="right">DBL EAGLE SWAP</p>	<p align="center">FS</p> <p align="right">43 TOUGH</p>
<p align="right">6-5</p>	<p align="center">FS</p> <p align="right">4-1 DDO</p>
<p align="center">FS</p> <p align="right">GAP 8</p>	

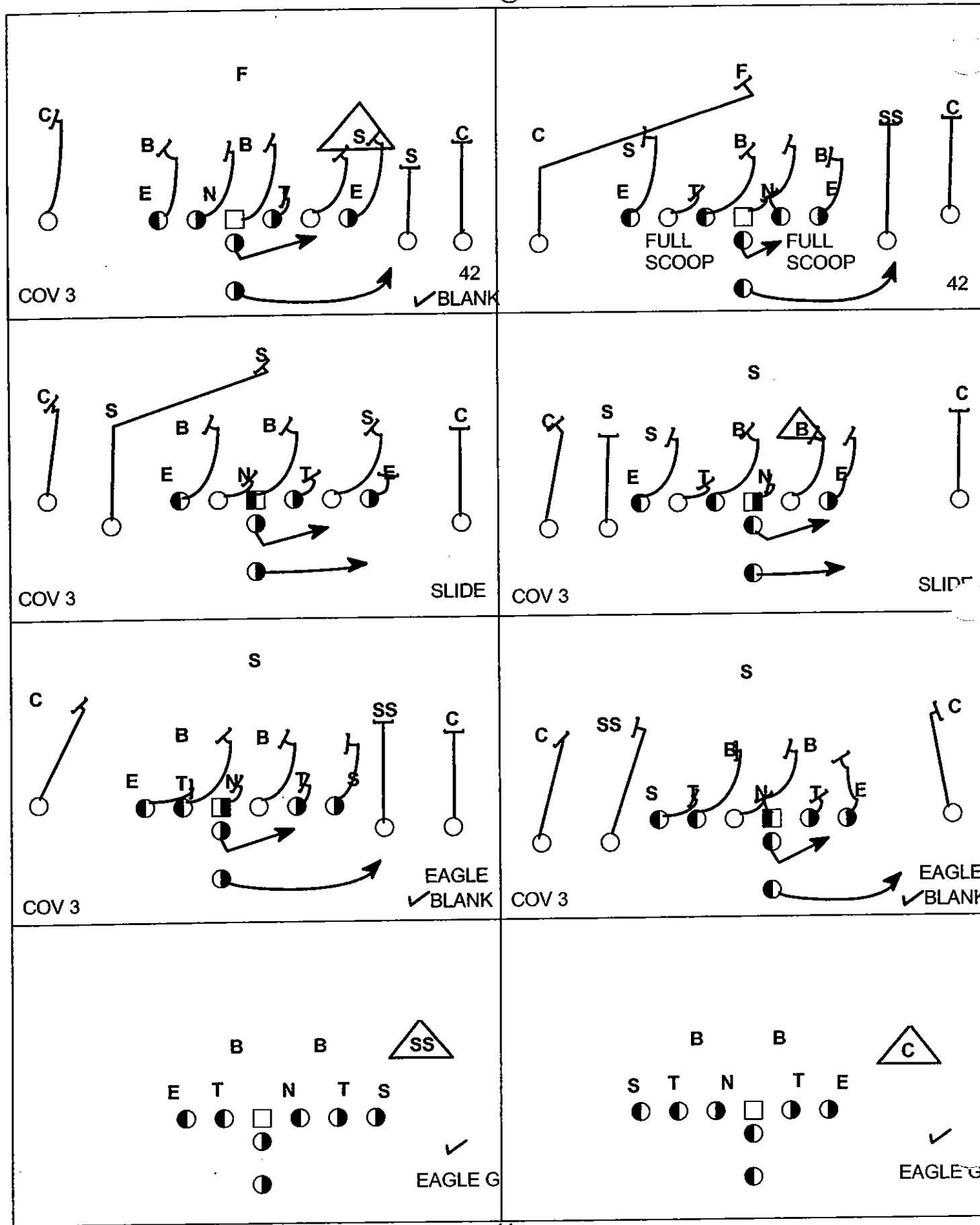
GOAL LINE  
OPTION @ 2/8 BLANK



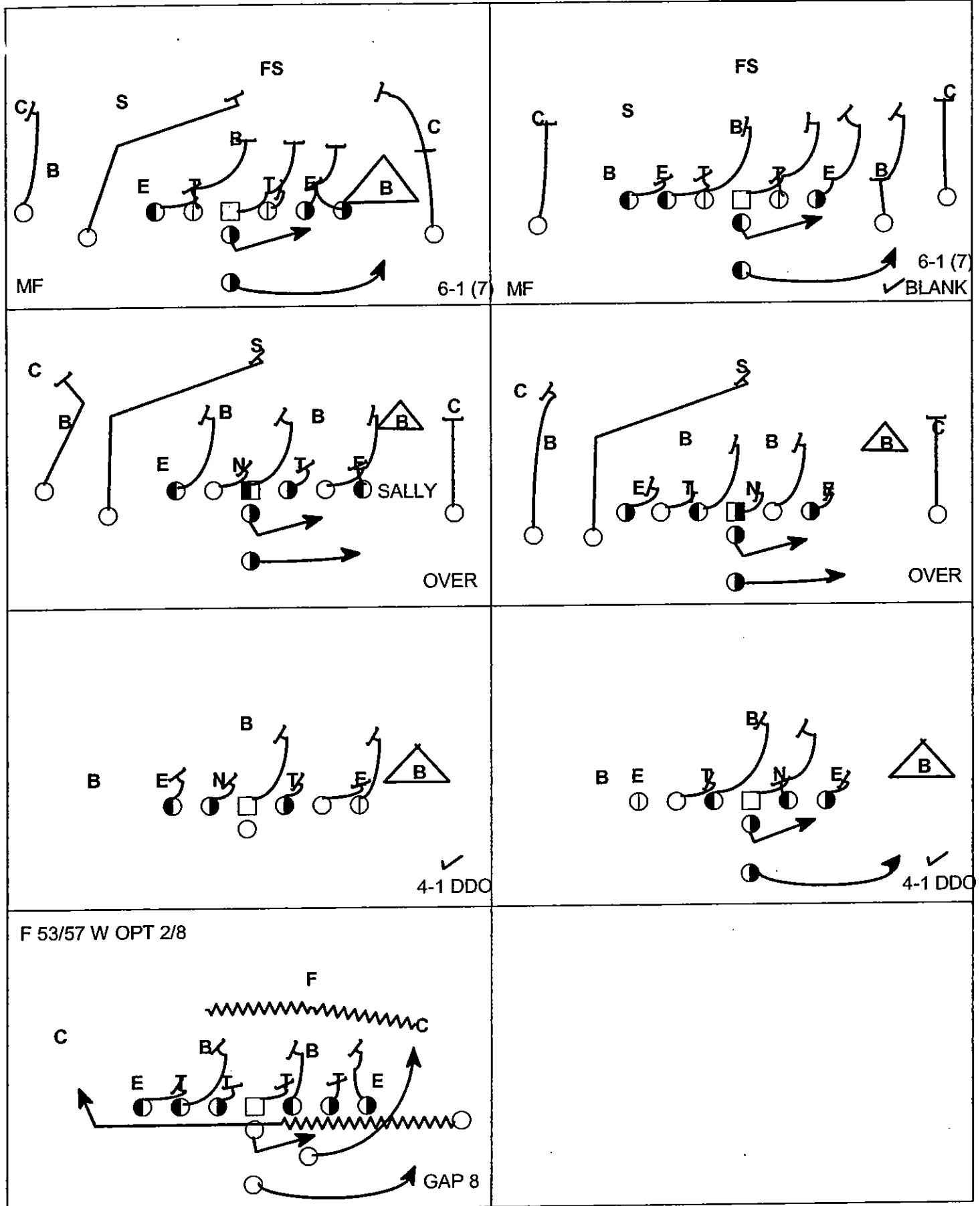
6 MAN FRONTS  
OPTION @ 2/8 SCOOP



7 MAN FRONTS  
OPTION @ 2/8 SCOOP

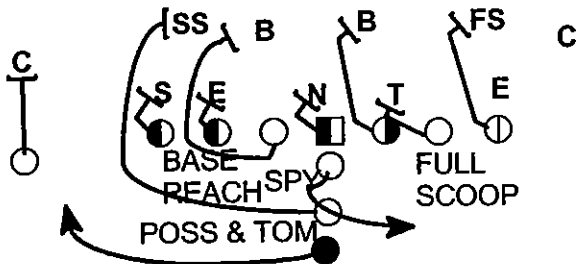


7 MAN FRONTS  
OPTION @ 2/8 SCOOP

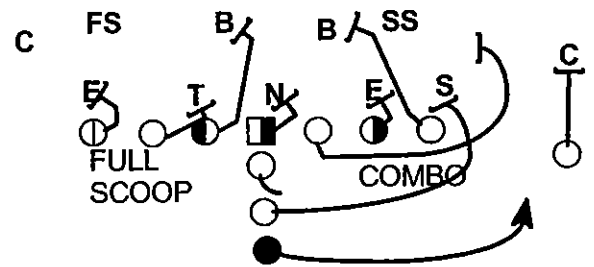


# EAGLE/BROWN

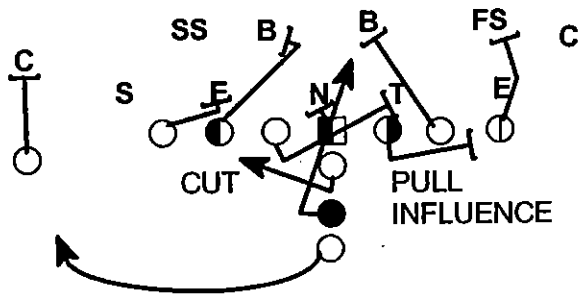
49 SCOOP



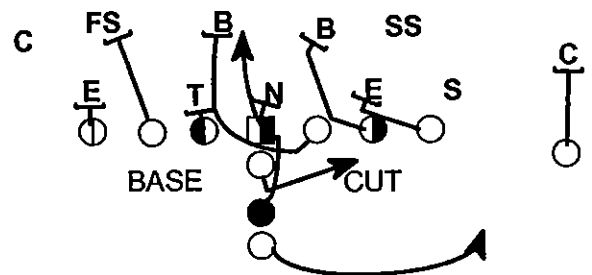
41 LOAD



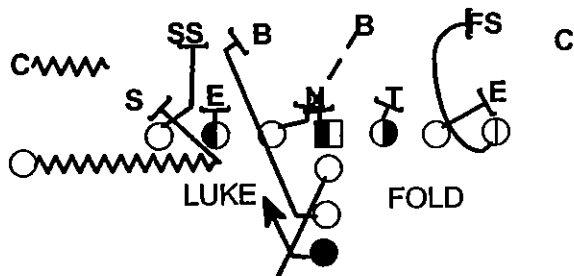
24 TRAP



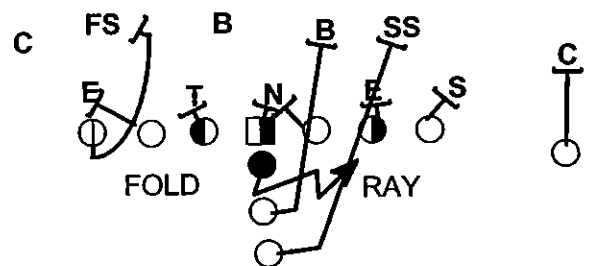
26 TRAP O



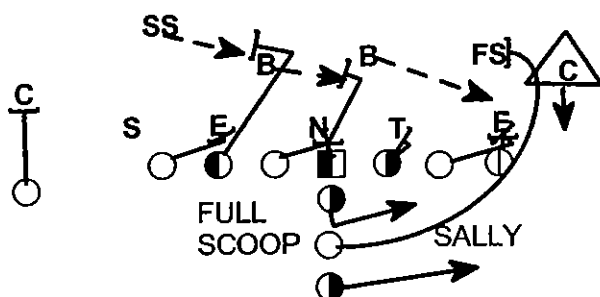
W FOLLOW 56 P.O.



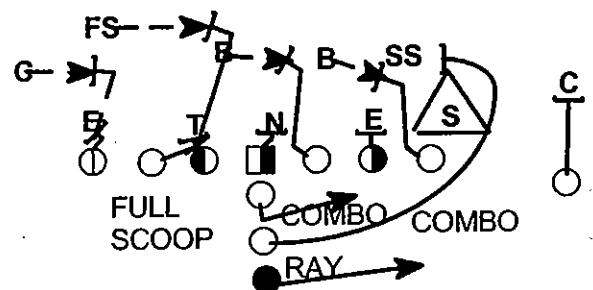
QB 93 DBL P.O.



OPT @ 2 SCOOP



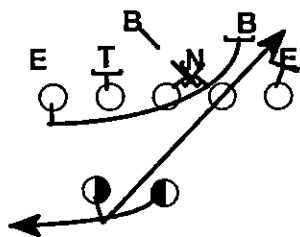
OPT @ 2 BLANK



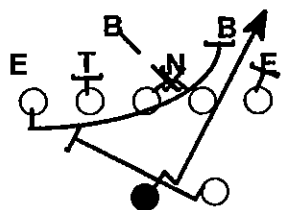


## TWINS

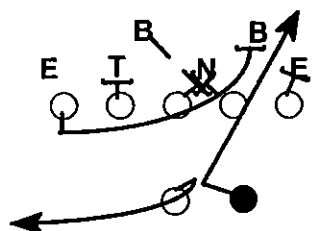
TACKLE TRAP @ 3 SWITCH READ



FAKE 38 QB TACKLE TRAP @ 3 SWITCH

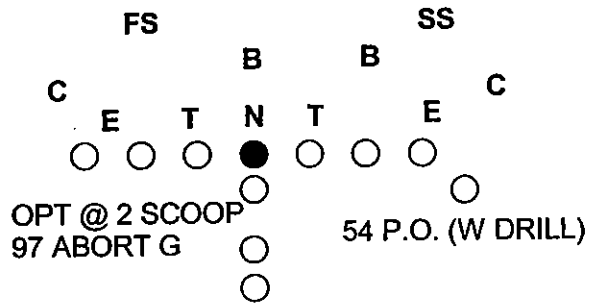


TACKLE TRAP @ 3 SWITCH

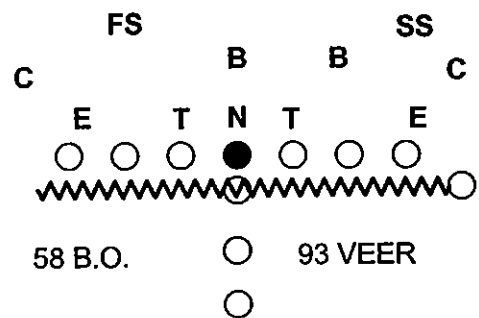


# GOAL LINE RUN/PASS GAME

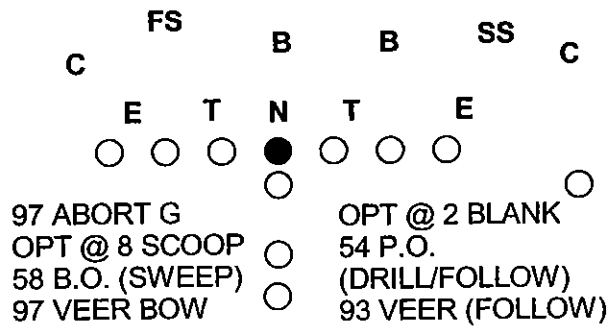
54 P.O.P. 3 UNDER



FAKE 56 N @ 1 SMOKE

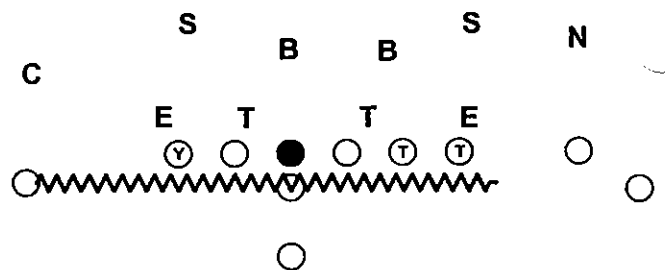


53 PASS F ZIP  
71 FADE (OUT)(C.B.)  
54 P.O.P. 2 UNDER W IN



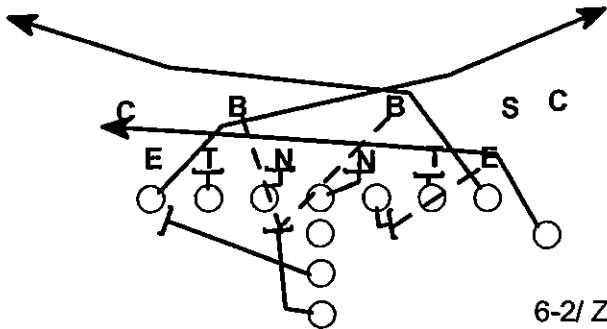
UNBALANCED

51 PASS W/R PICK



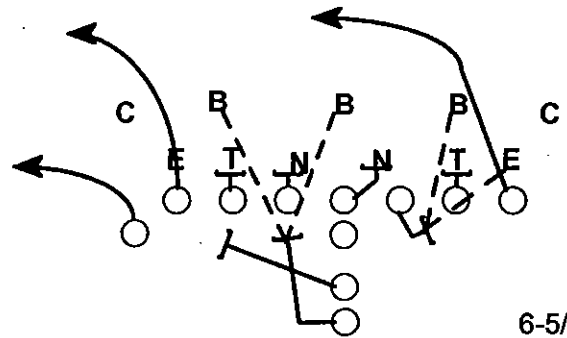
# GOAL LINE/ SHORT YARDAGE PASSES

WING R 56 POP OUT PASS  
-3 UNDER



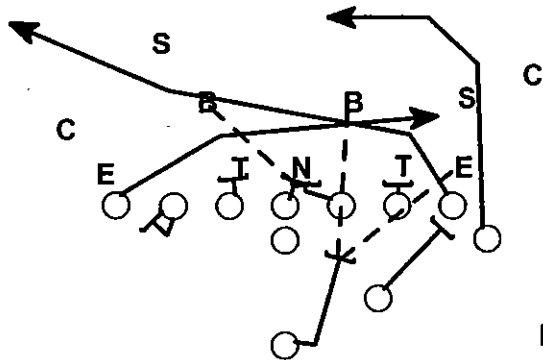
6-2/ Z OR M

WING L 56 POP OUT PASS W ZIP



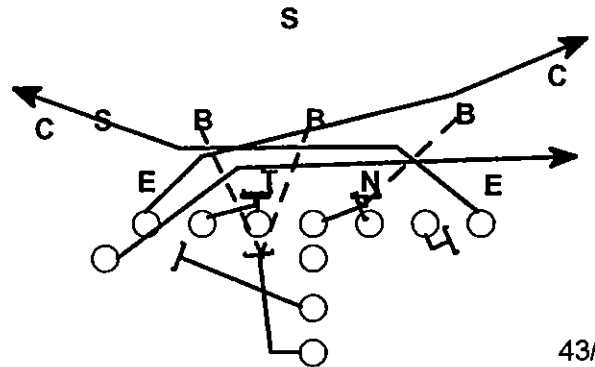
6-5/ Z OR M

WING R STRONG 54 POP OUT PASS  
-2 UNDER W IN



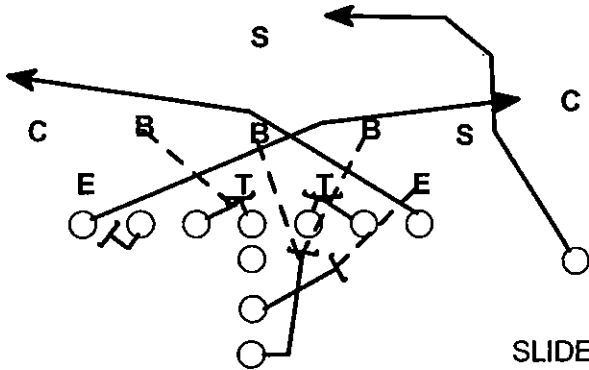
EAGLE/ 4

WING L 56 POP OUT PASS  
-3 UNDER



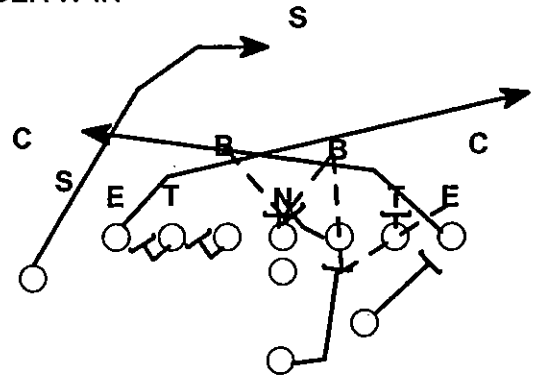
43/ MF

FLANKER R 54 POP OUT PASS  
-2 UNDER W IN

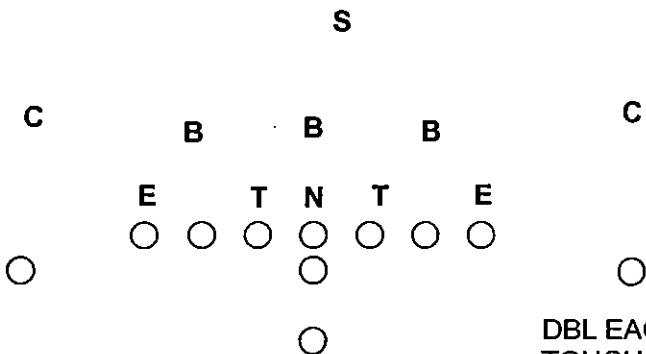


SLIDE/ 3

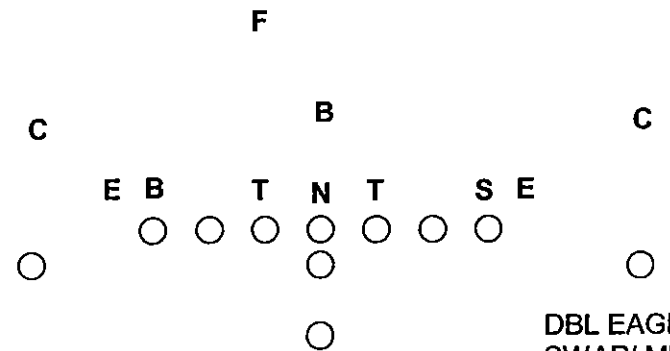
FLANKER L WEAK 54 POP OUT PASS  
-2 UNDER W IN



59/ 3

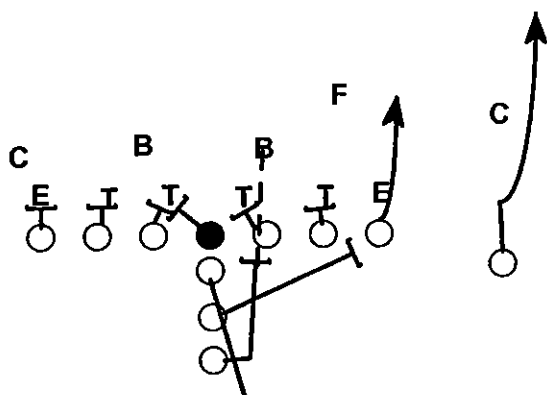


DBL EAGLE  
TOUGH/ MF



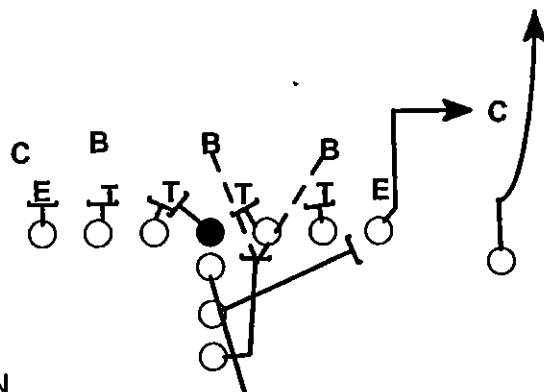
DBL EAGLE  
SWAP/ MF

PRO RT 54 POP OUT DIVE PASS



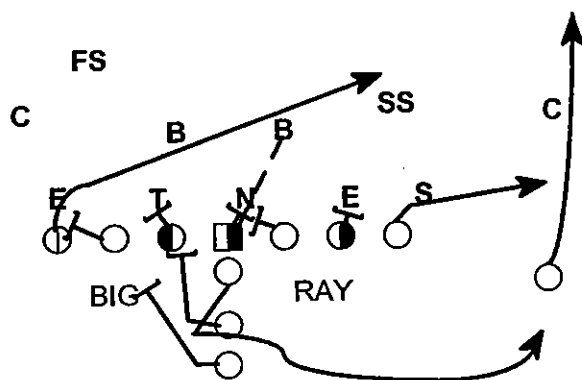
62- MAN

PRO RT 54 POP OUT DIVE PASS Y OUT

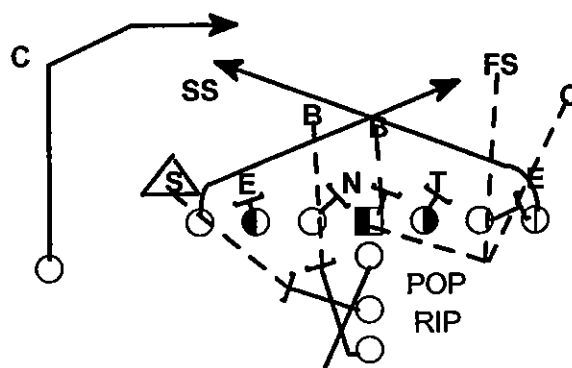


65- MAN

EAGLE/BROWN F 56 P.O. NAKED @ 1

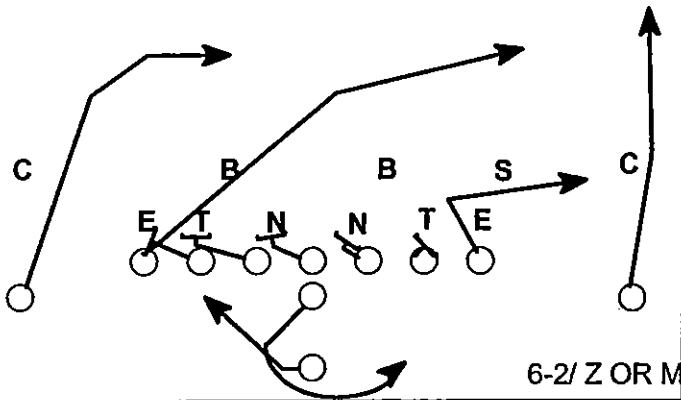


EAGLE/BROWN 56 P.O.P. 2 UND W IN

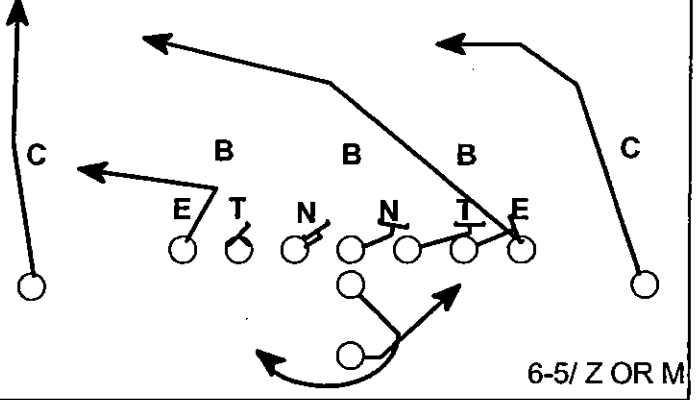


# GOAL LINE/ SHORT YARDAGE PASSES

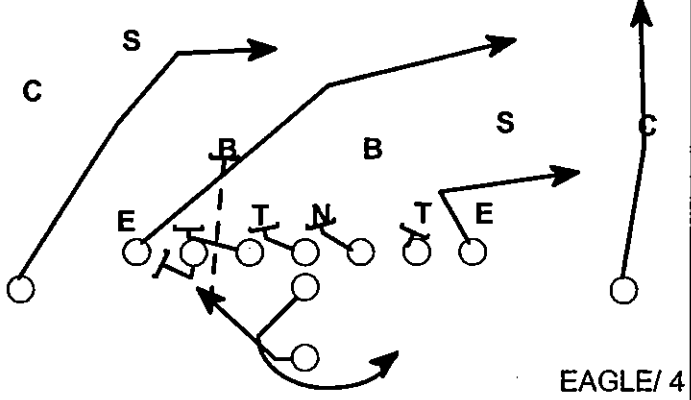
F 56 NAKED @ 1



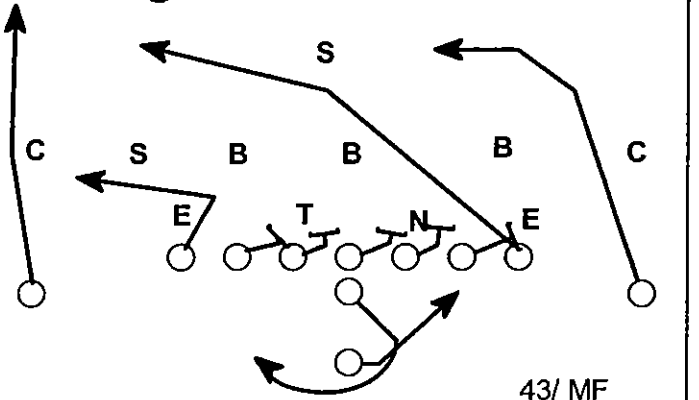
F 54 NAKED @ 9



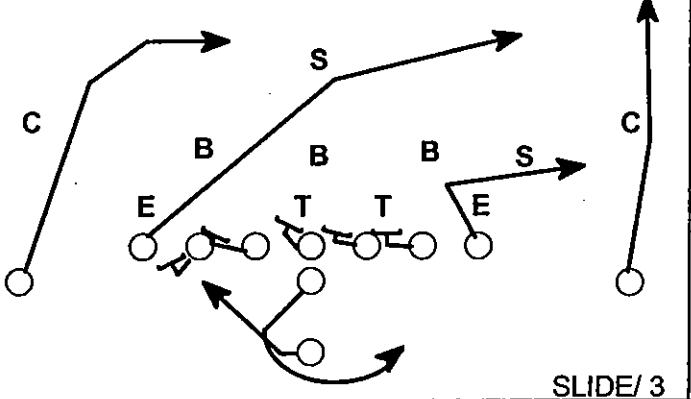
F 56 NAKED @ 1



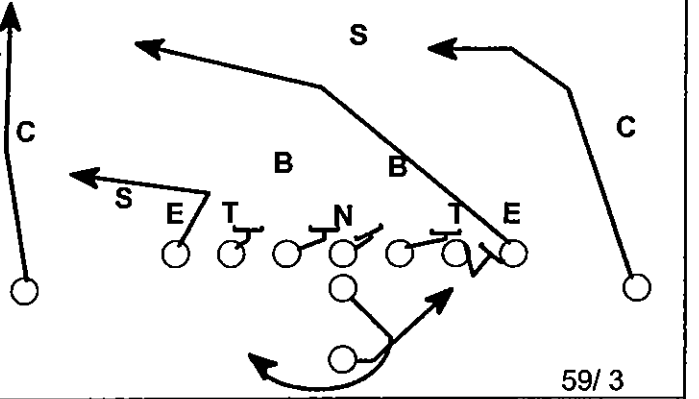
F 54 NAKED @ 9



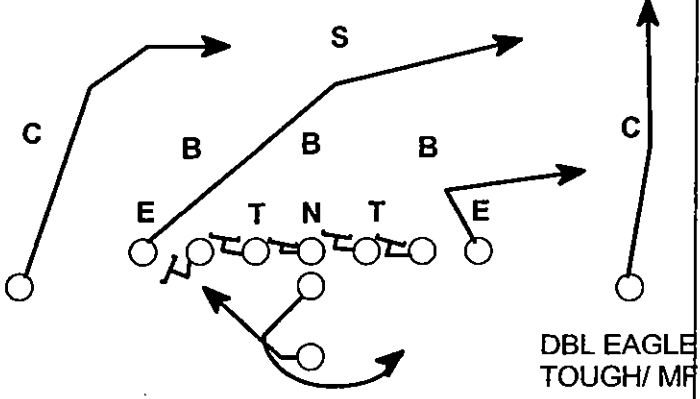
F 56 NAKED @ 1



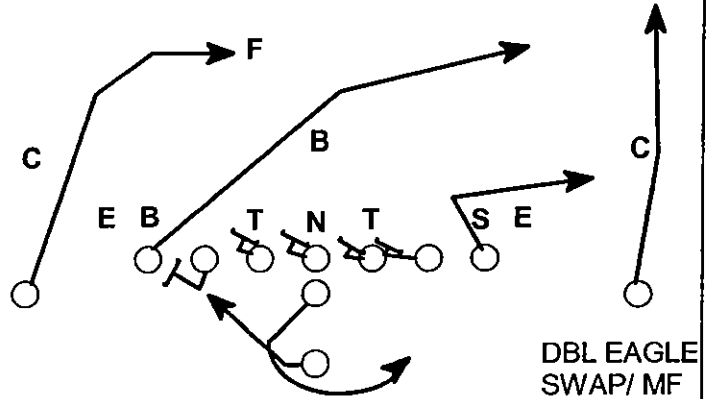
F 54 NAKED @ 9



F 56 NAKED @ 1

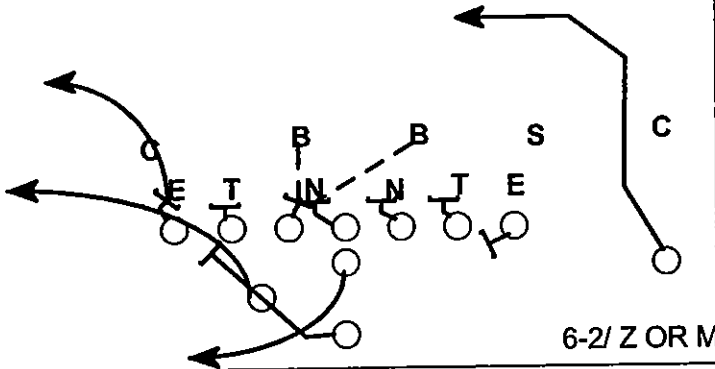


FAKE F 56 NAKED @ 1

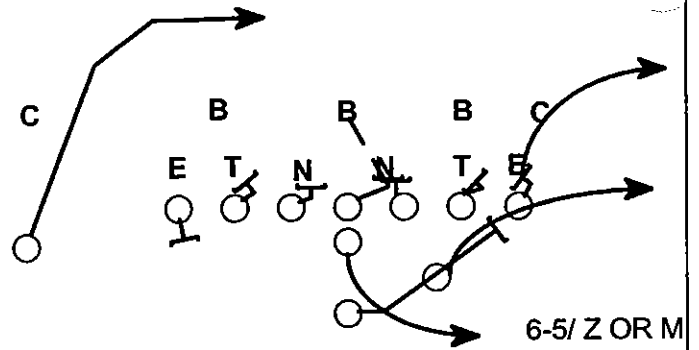


# GOAL LINE/ SHORT YARDAGE PASSES

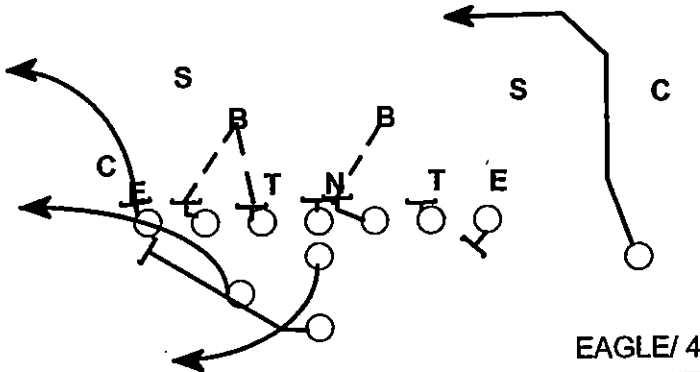
FLANKER R WEAK  
57 PASS F ZIP



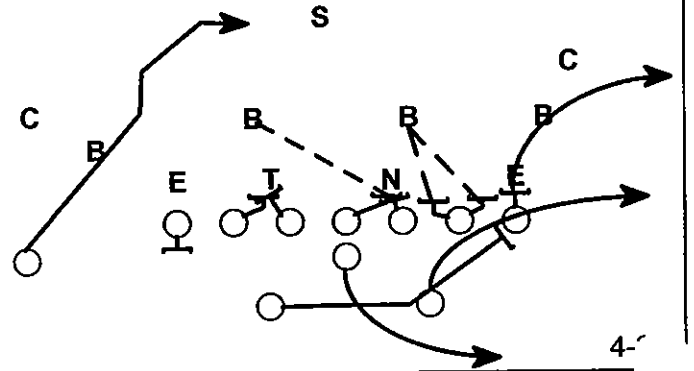
FLANKER L WEAK  
53 PASS F ZIP



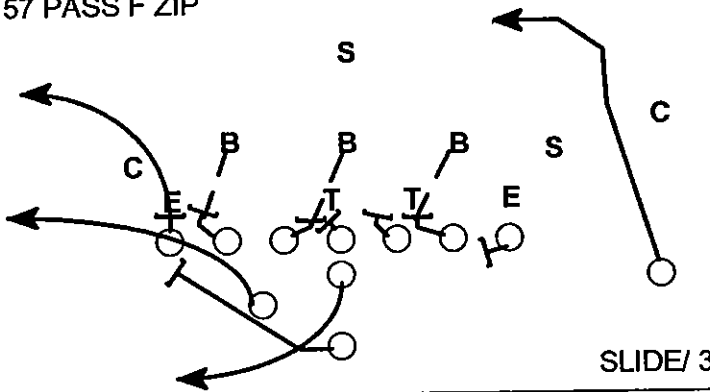
FLANKER R WEAK  
57 PASS F ZIP



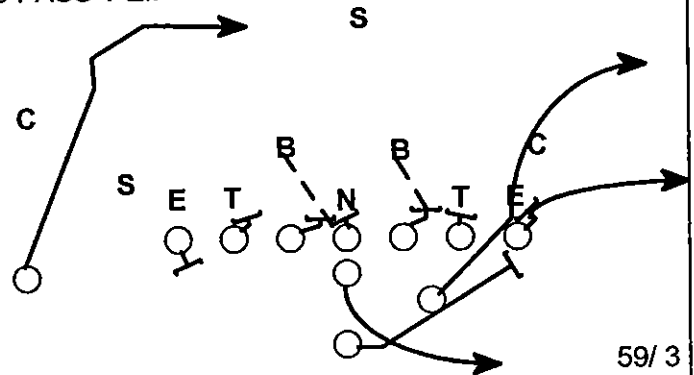
FLANKER L SPLIT  
31 PASS F ZIP



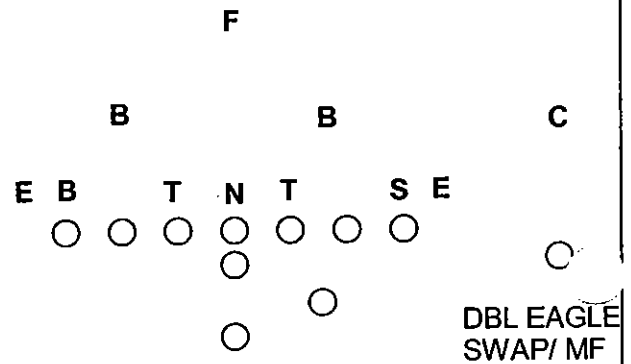
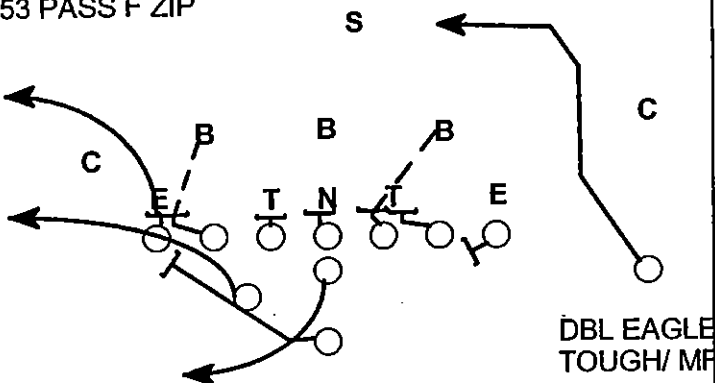
FLANKER R WEAK  
57 PASS F ZIP



FLANKER L WEAK  
53 PASS Y ZIP

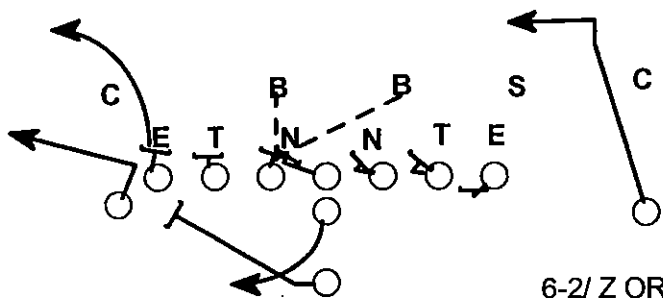


FLANKER R WEAK  
53 PASS F ZIP



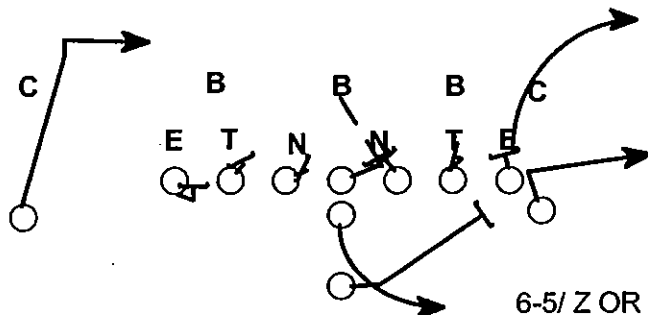
## PASSES

57 PASS W ZIP



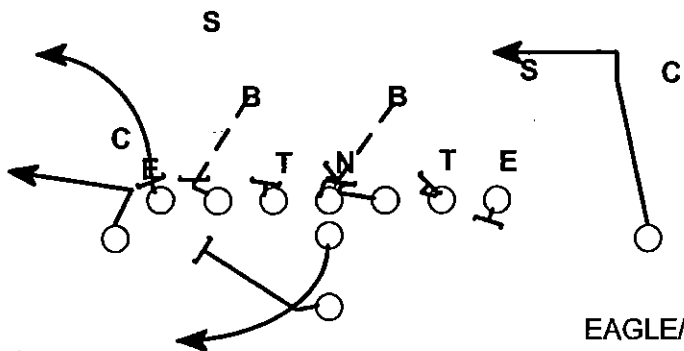
6-2/ Z OR M

53 PASS Z ZIP



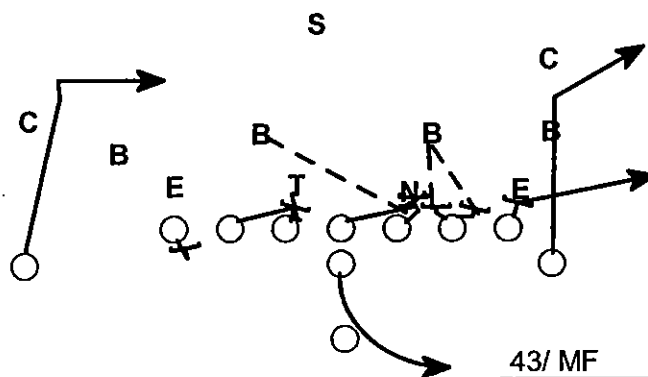
6-5/ Z O R M

57 PASS W ZIP



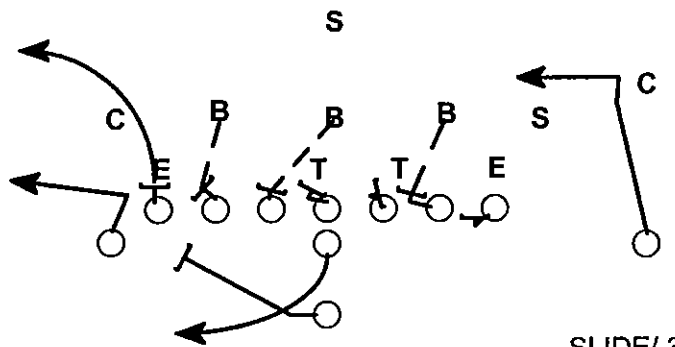
EAGLE/ 4

53 PASS Y ZIP



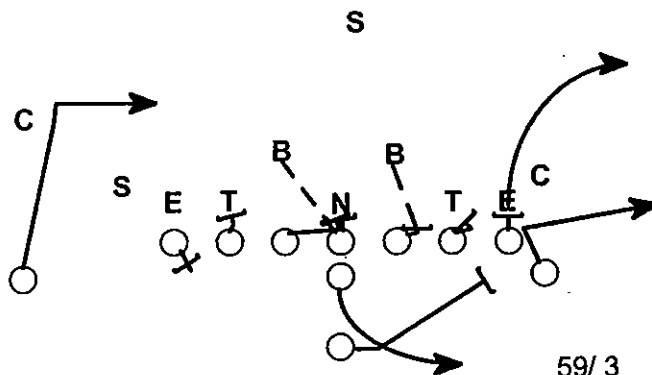
43/ MF

57 PASS W ZIP



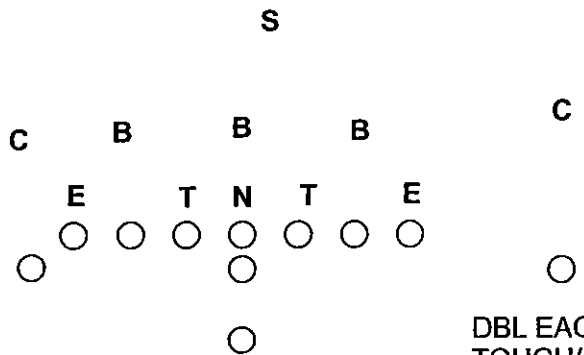
SLIDE/ 3

## 53 PASS W ZIP



59/ 3

57 PASS W ZIP

DBL EAGLE  
TOUGH/ MF

**S**

**B**

**C**

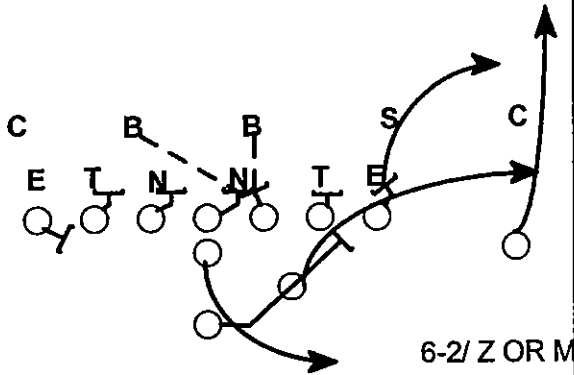
**N T B E**

○ ○ ○ ○ ○

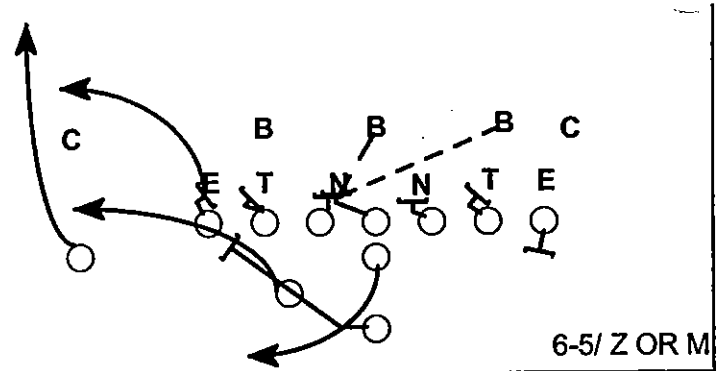
DBL EAGLE  
SWAP/ MF

# GOAL LINE/ SHORT YARDAGE PASSES

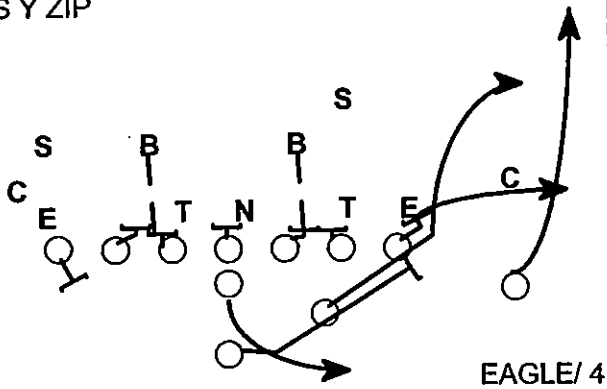
FLANKER R STRONG  
53 PASS F ZIP



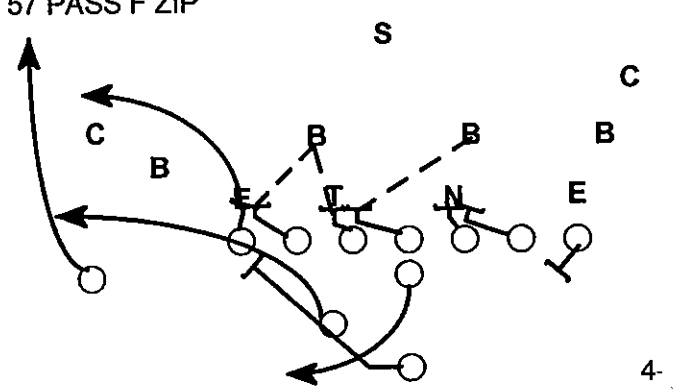
FLANKER R STRONG  
57 PASS F ZIP



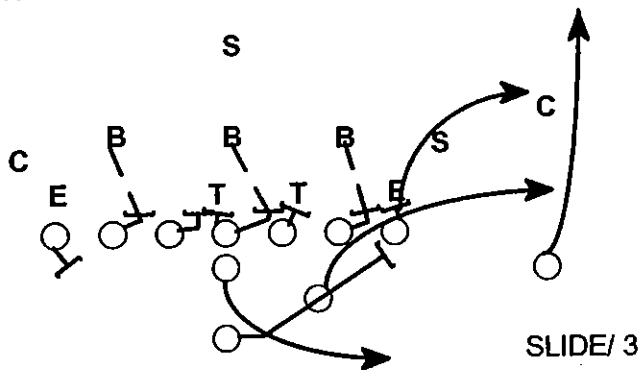
FLANKER R STRONG  
53 PASS Y ZIP



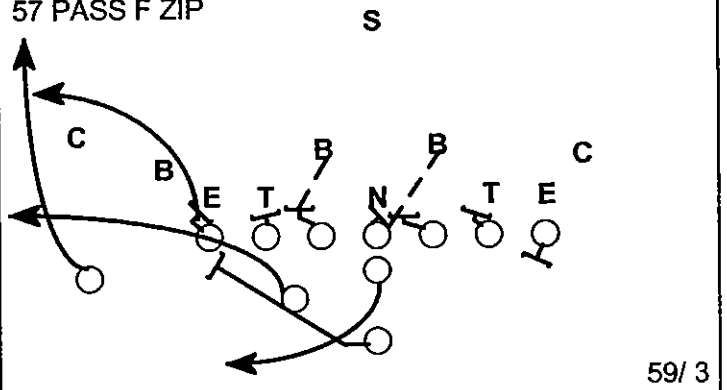
FLANKER L STRONG  
57 PASS F ZIP



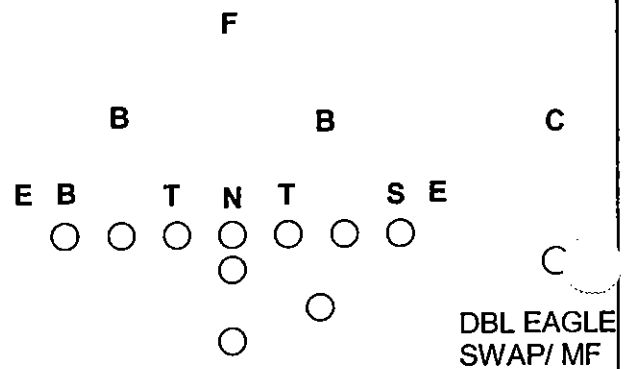
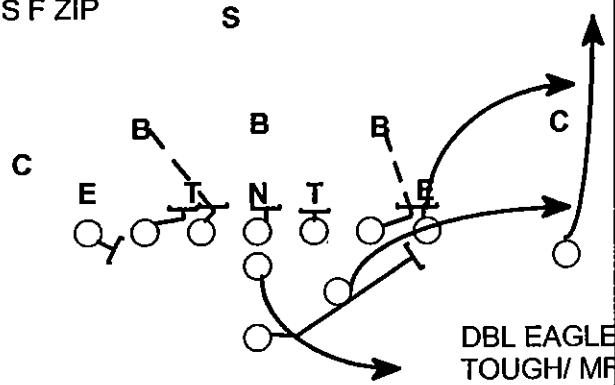
FLANKER R STRONG  
53 PASS F ZIP



FLANKER L STRONG  
57 PASS F ZIP



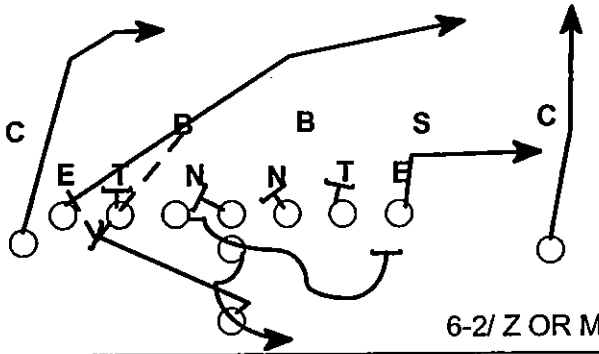
FLANKER R STRONG  
53 PASS F ZIP



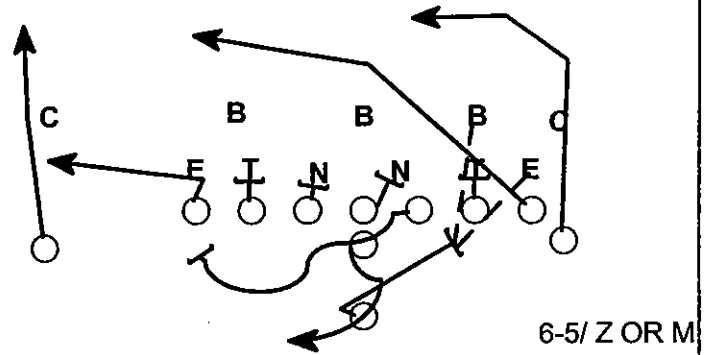


# GOAL LINE/ SHORT YARDAGE PASSES

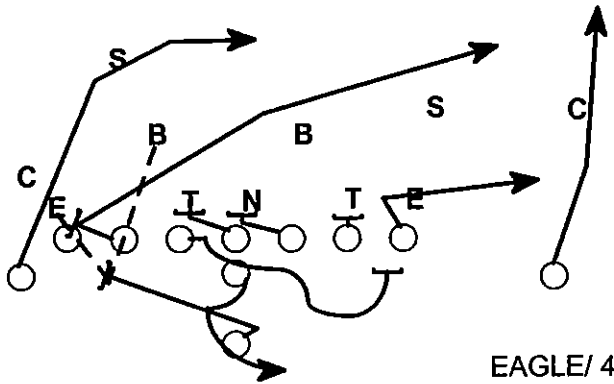
ROLL @ 2 PASS



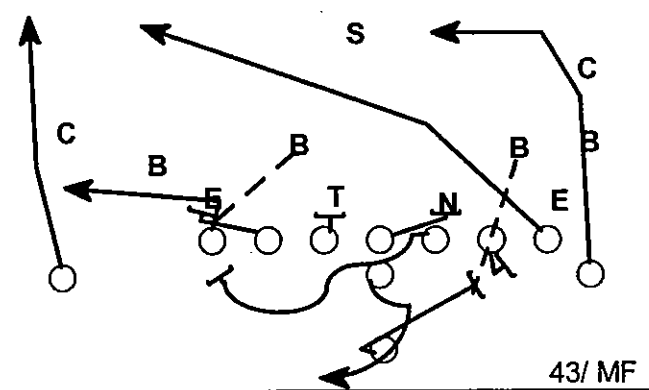
ROLL @ 8 PASS



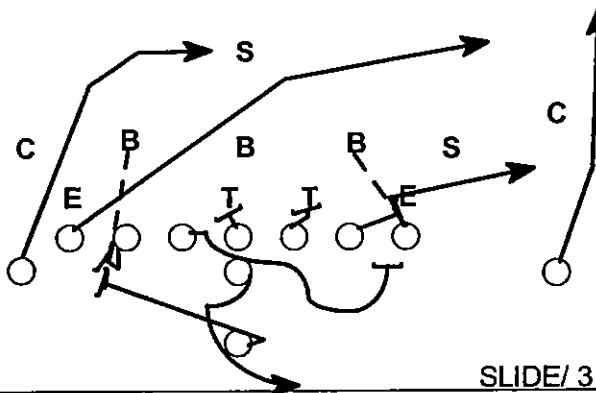
ROLL @ 2 PASS



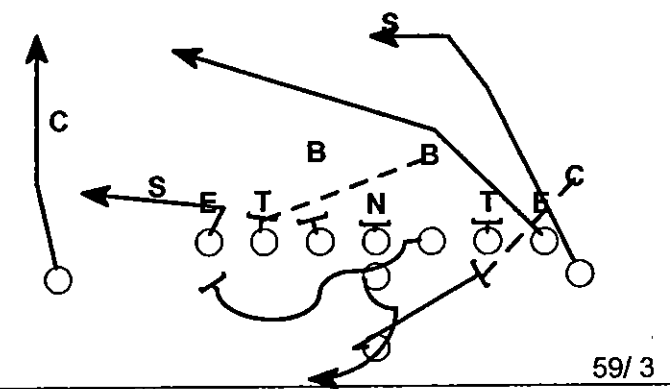
ROLL @ 8 PASS



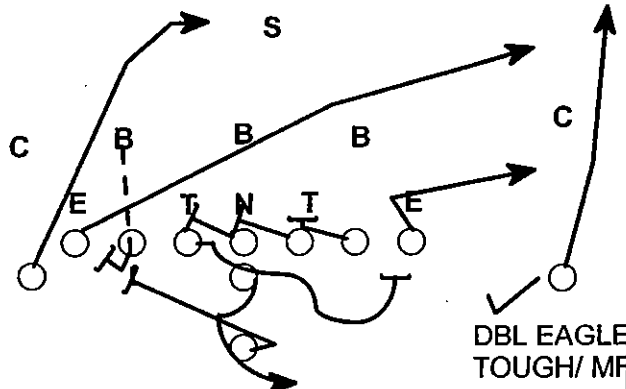
ROLL @ 2 PASS



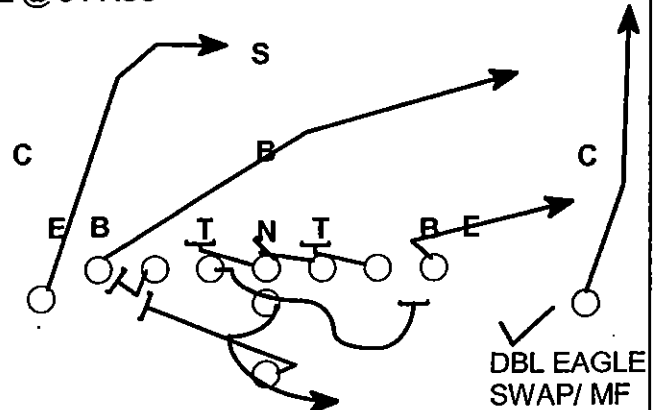
ROLL @ 8 PASS



ROLL @ 2 PASS

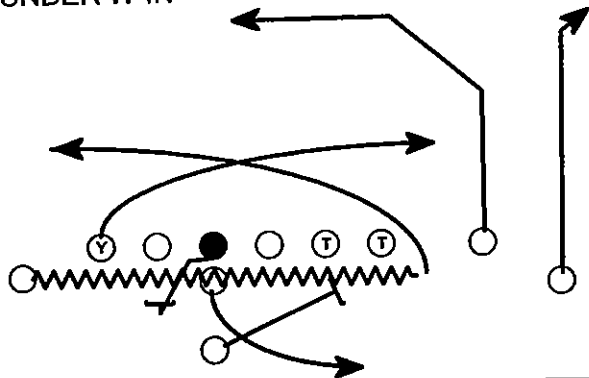


ROLL @ 8 PASS

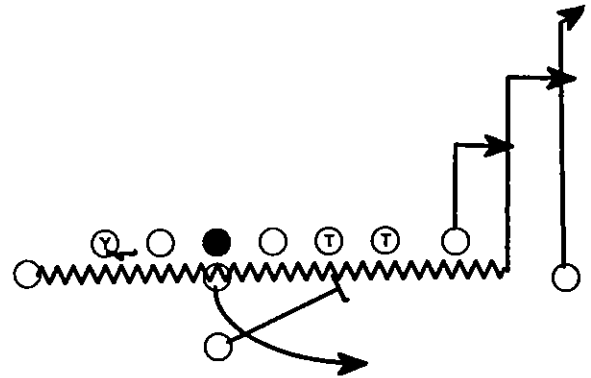


# 2 POINT PLAYS

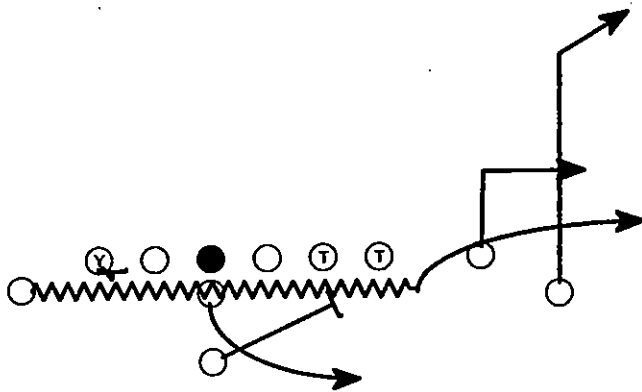
UNBALANCED RT 51 PASS  
2 UNDER W IN



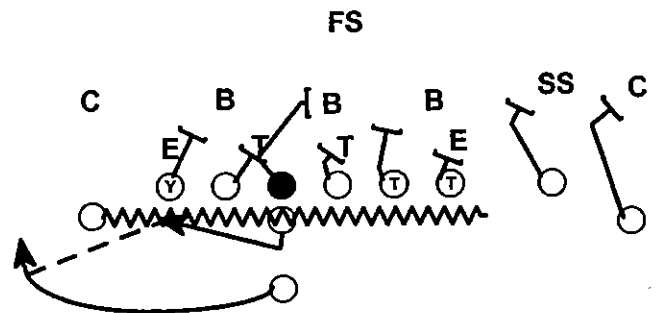
UNBALANCED 51 PASS W PICK



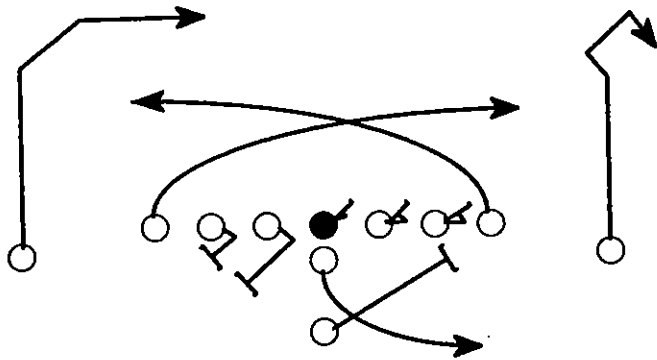
UNBALANCED 51 PASS R PICK



UNBALANCED OPTION @ 8 BLANK

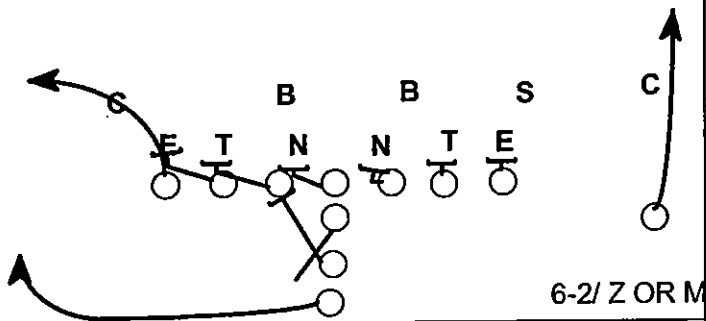


UNBALANCED 51 RUN PASS Y HIDE



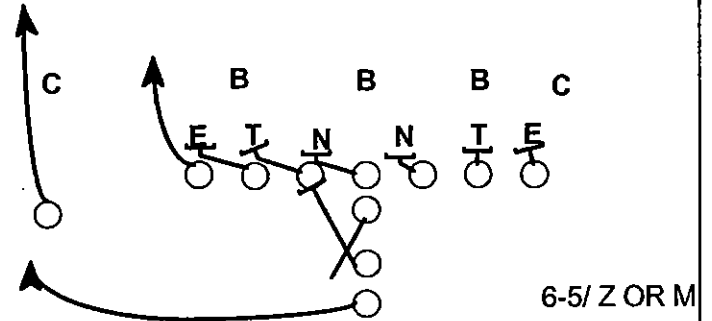
# 93-7 DIVE PASS

97 DIVE PASS Y OUT

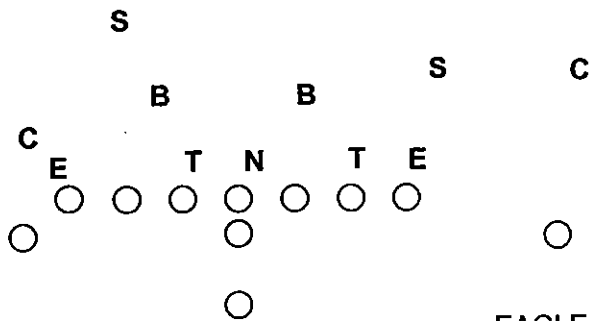


6-2/ Z OR M

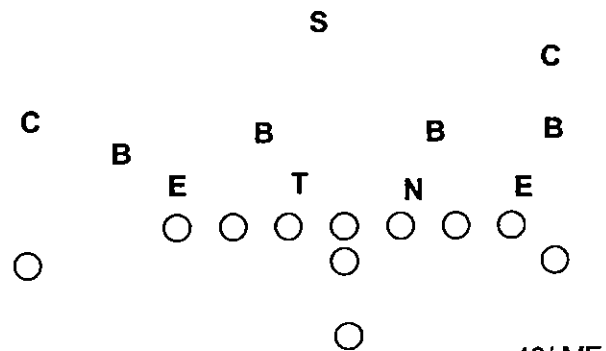
97 DIVE PASS



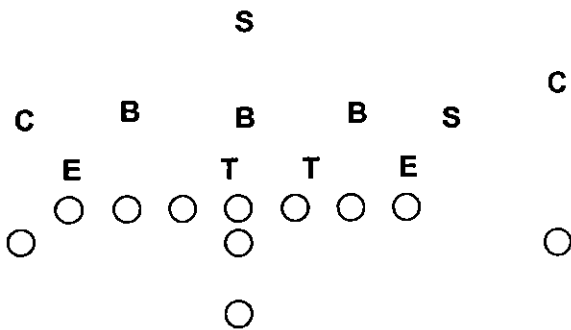
6-5/ Z OR M



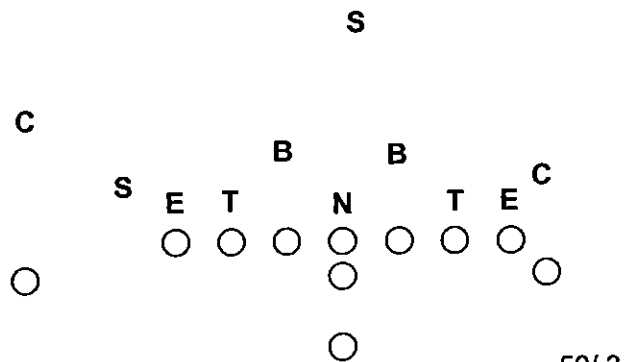
EAGLE/ 4



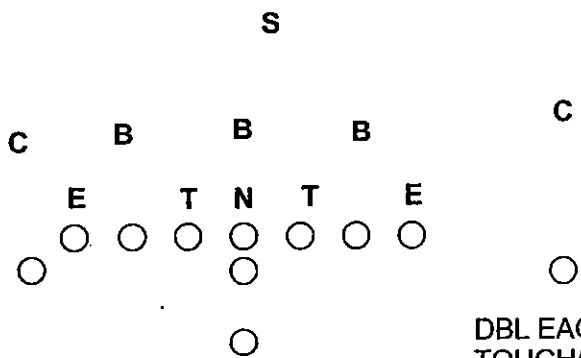
43/ MF



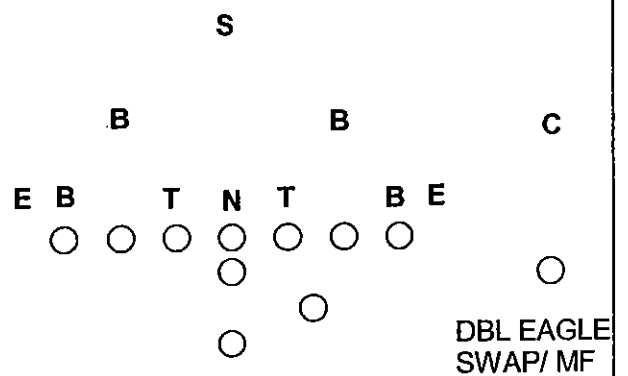
SLIDE/ 3



59/ 3



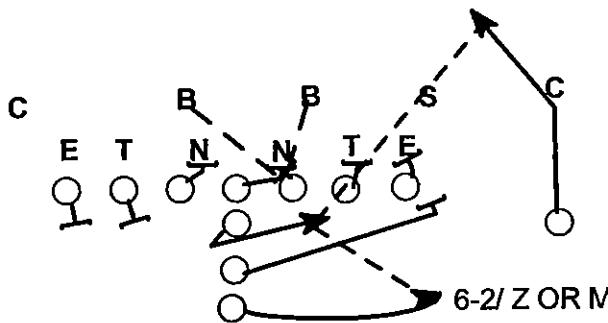
DBL EAGLE  
TOUGH/ MF



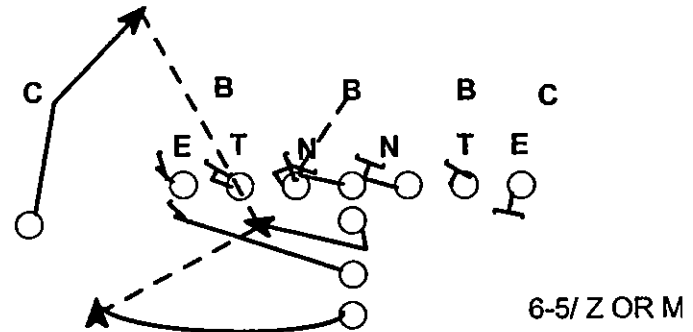
DBL EAGLE  
SWAP/ MF

# GOAL LINE/ SHORT YARDAGE PASSES

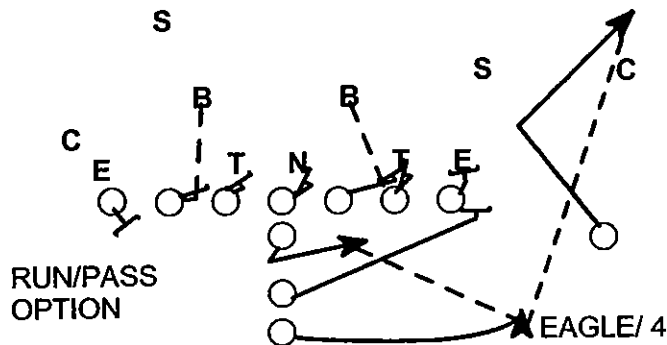
FLANKER R OPTION @ 2 PASS



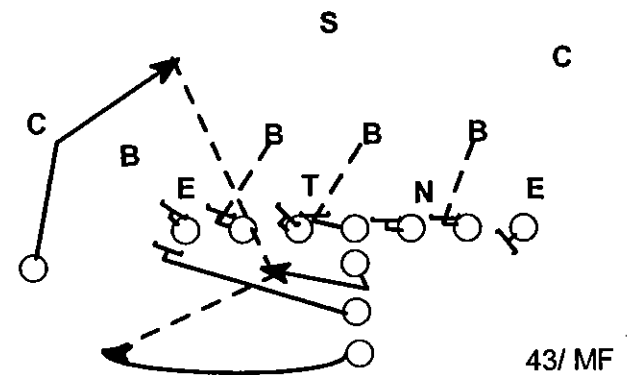
FLANKER L OPTION @ 8 PASS



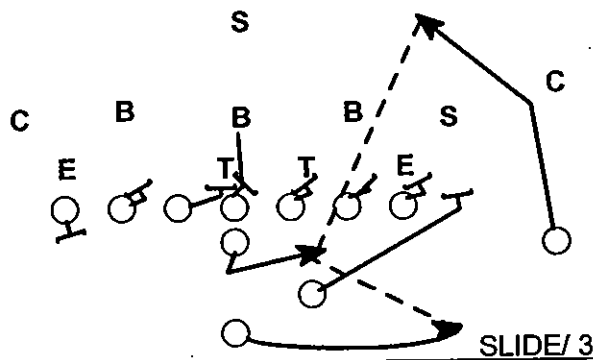
FLANKER R OPTION @ 2 PITCH PASS  
(CRACK & CORNER)



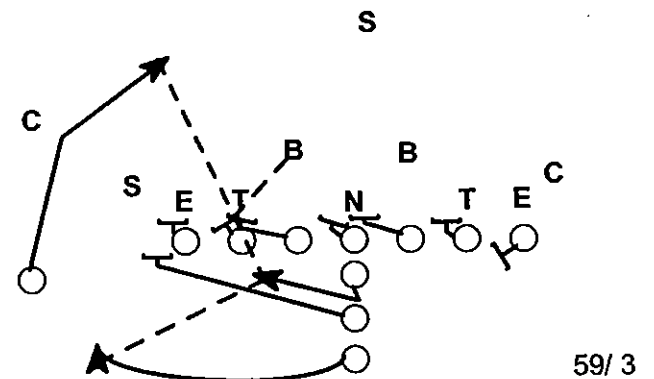
FLANKER L OPTION @ 8 PASS



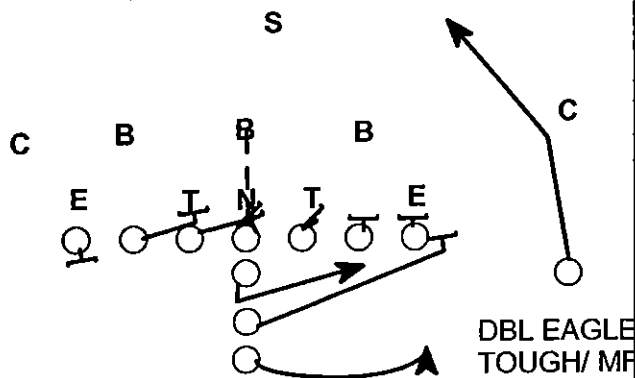
FLANKER R STRONG OPTION @ 2 PASS



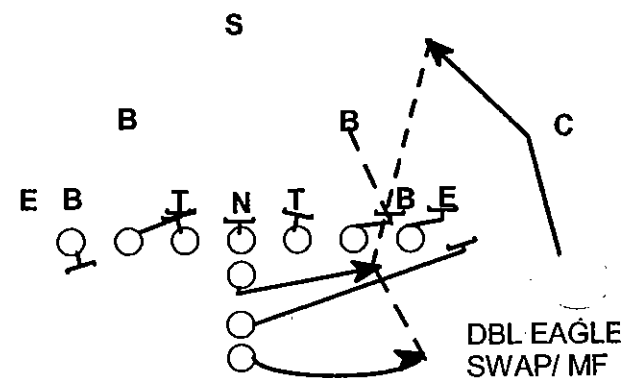
FLANKER L OPTION @ 8 PASS



FLANKER R OPTION @ 2 PASS

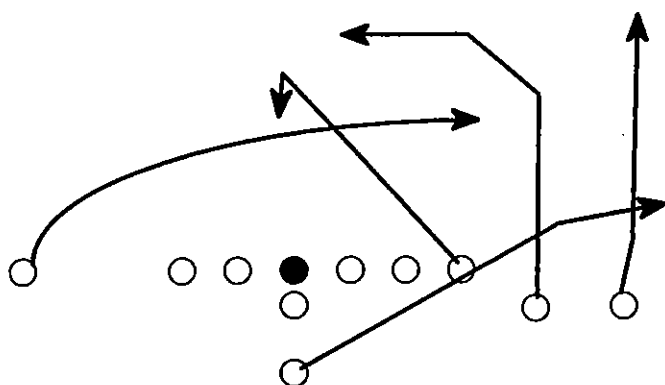


FLANKER R OPTION @ 2 PASS

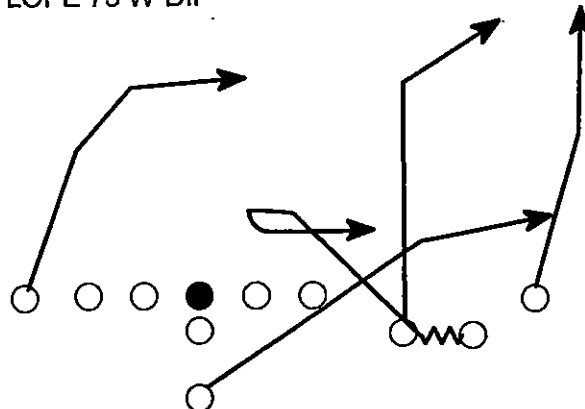


# GOAL LINE PASSES

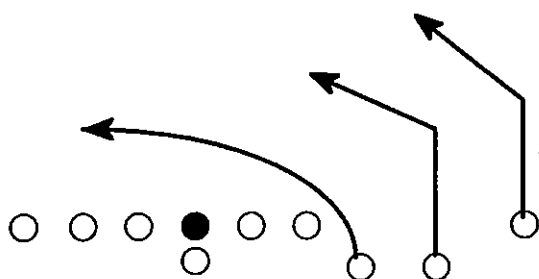
TRIPS RT 73 Y HOOK X CROSS



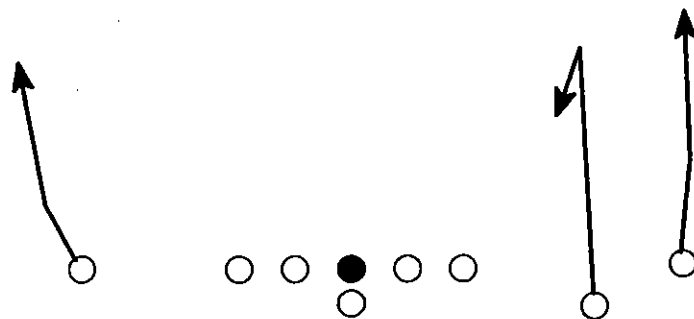
REX W LOPE 73 W DIP



REX 71 W QUICK SLANT

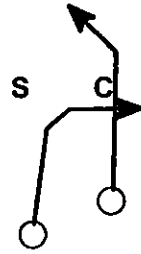
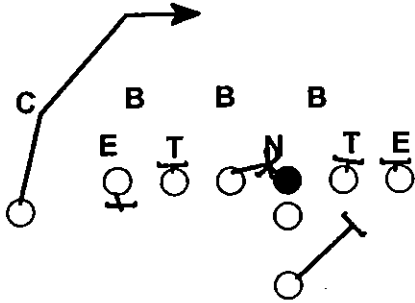


RHINO 71 FADE



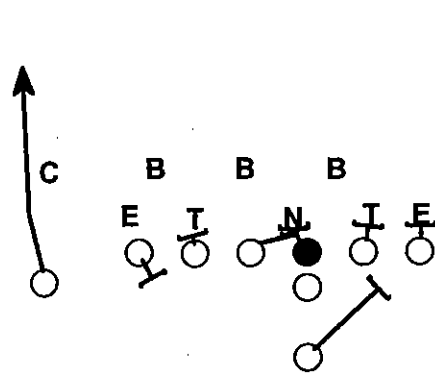
GOAL LINE PASSES  
SHORT YDG PASSES

71 W FLAT  
(ALSO 51 ROLL W FLAT)



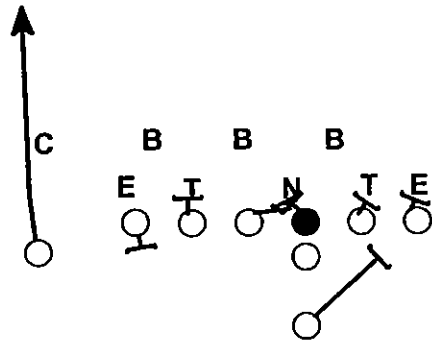
VS MAN

71 W GET OPEN  
(CAN SIGNAL R)



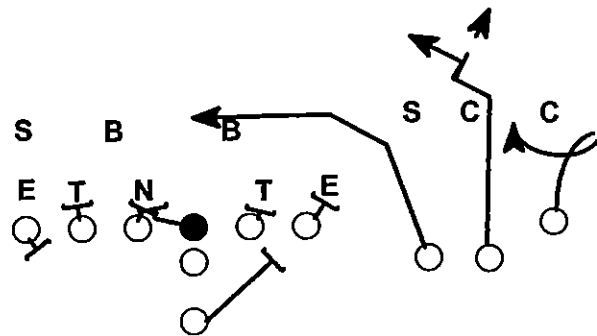
VS MAN

71 W LOOP IN  
(CAN SIGNAL R)



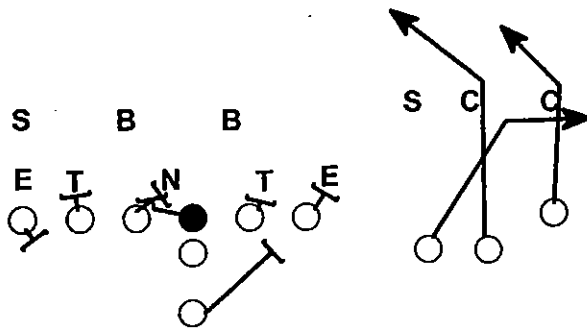
VS MAN

71 W GET OPEN  
(R SAME FOR W FLAT/ W LOOP IN)



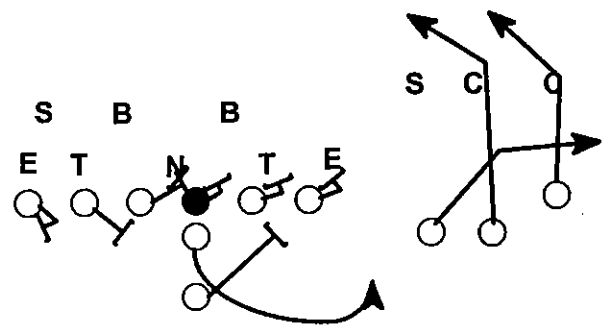
VS MAN

71 R FLAT  
(ALSO 51 ROLL R FLAT)



VS MAN

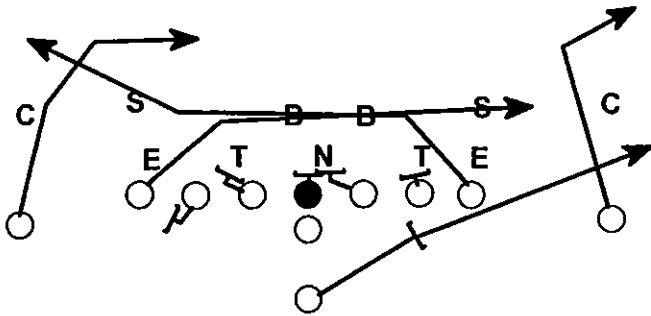
51 R ZIP  
(ALSO FROM DBL R 51 Y ZIP)



VS MAN

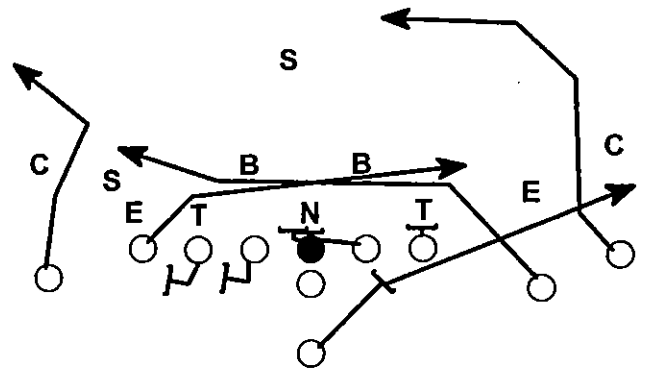
GOAL LINE PASSES  
SHORT YDG PASSES

73 2 UNDER X IN



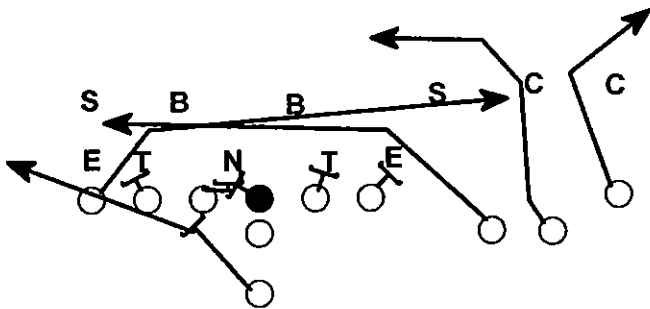
VS MAN

77 2 UNDER X IN

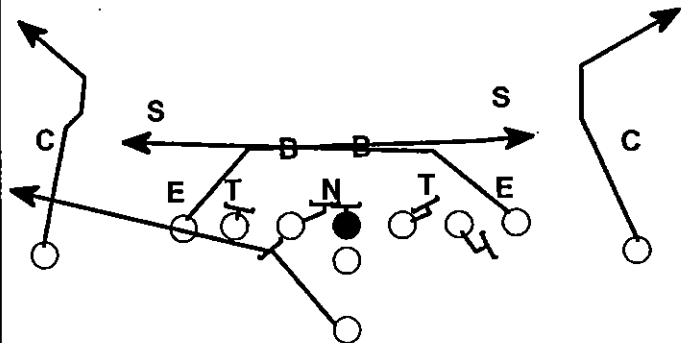


VS ZONE

77 2 UNDER W IN

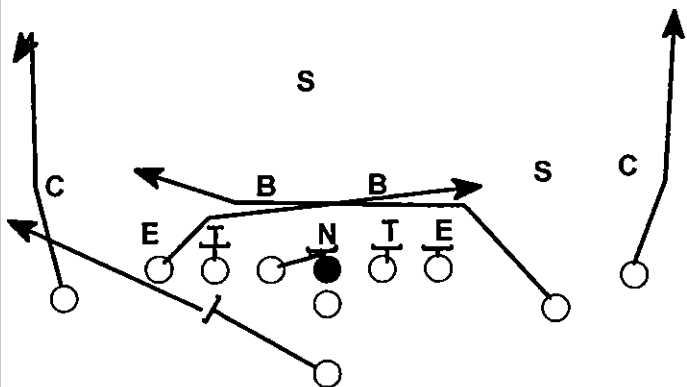


77 2 UNDER FLAG



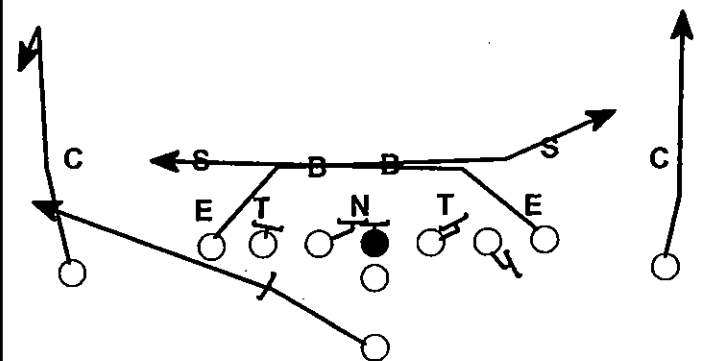
VS ZONE

77 2 UNDER COMEBACK  
(OUTSIDE REC CONVERT VS ROLLED CB)



VS ZONE

77 2 UNDER COMEBACK



VS MAN





## MISCELLANEOUS

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Get Open Scheme	1-3
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Flat (Dip)	9-10



# GET OPEN SCHEMES

## Common Elements:

71-79

Called receiver has Get Open Route (Post @ 8, Flag @8, Fade)

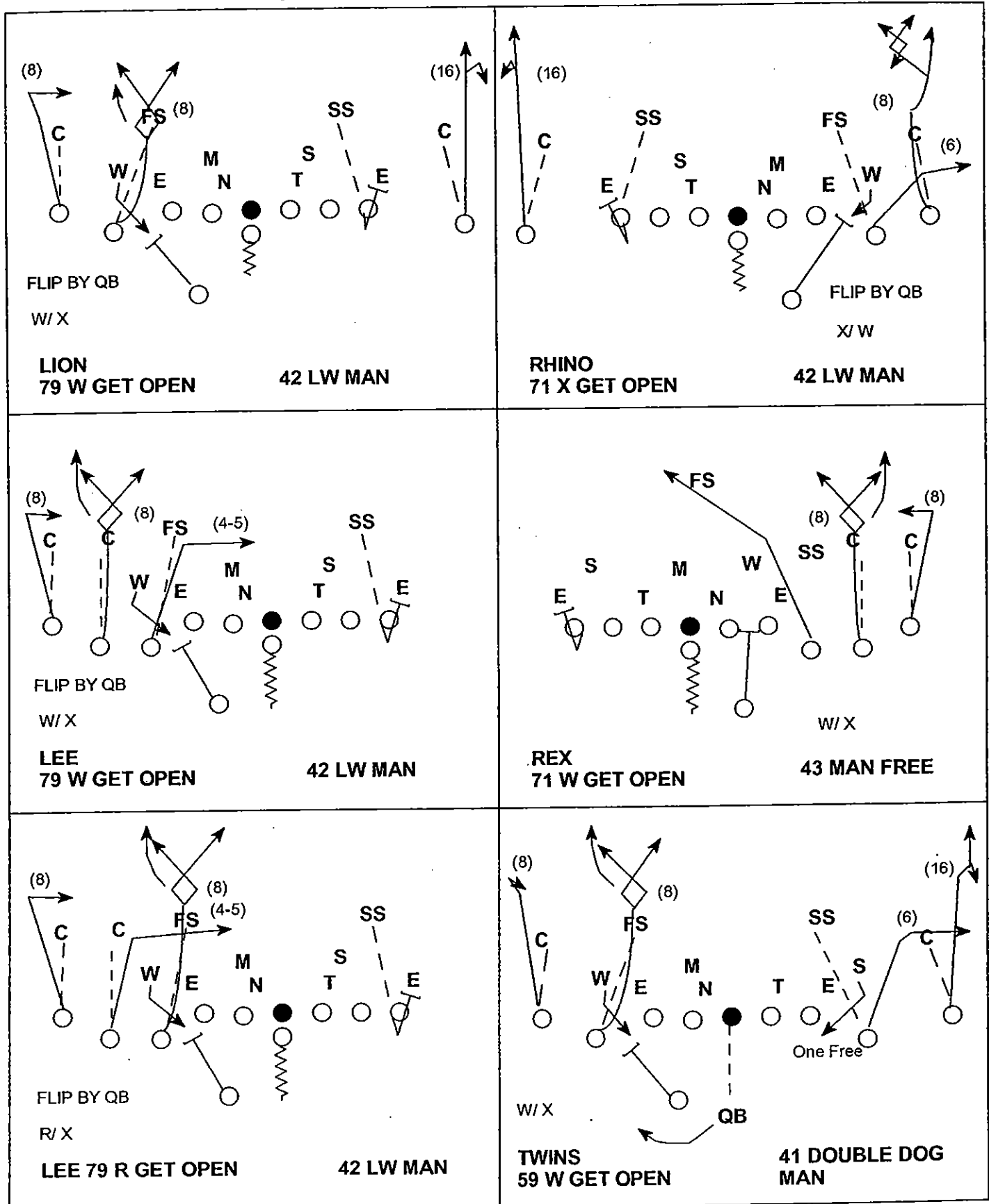
Playside: Outside receiver has Under unless called for Get Open

Inside receiver has Zip in balanced formations and Get Open by outside receiver or Under if Get Open to middle receiver.

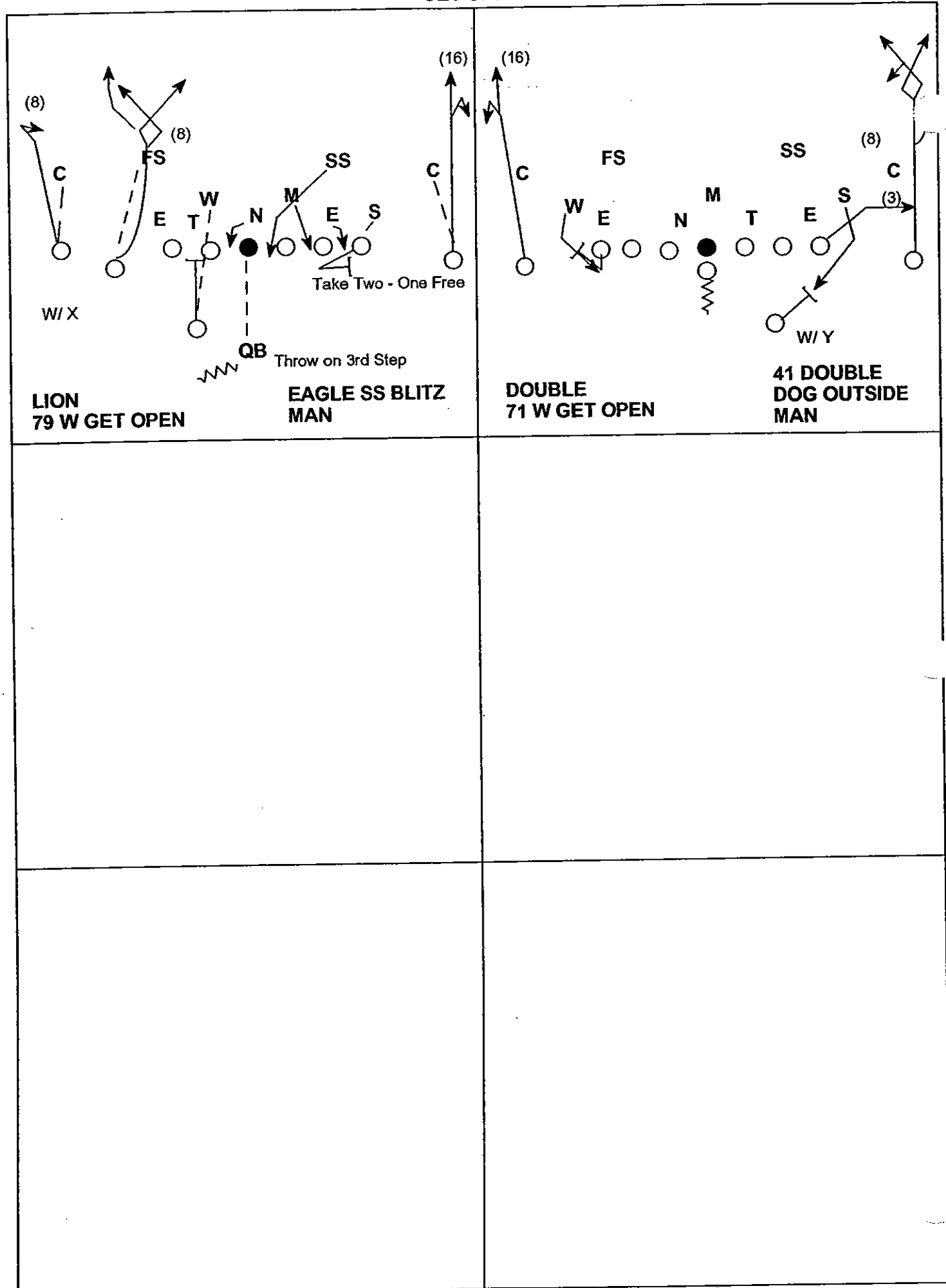
Middle receiver has Under vs. man, takes the lid off by posting in front of the FS if a single safety or Get Open if called.

Backside: Outside receiver has Conversion Comeback

Inside receiver pass protection unless twins then run flat.



## GET OPENS



# GET OPEN SCHEMES

## Common Elements:

74-76

Called receiver has Get Open route (Post @ 12, Post Flag, Squirrel In)

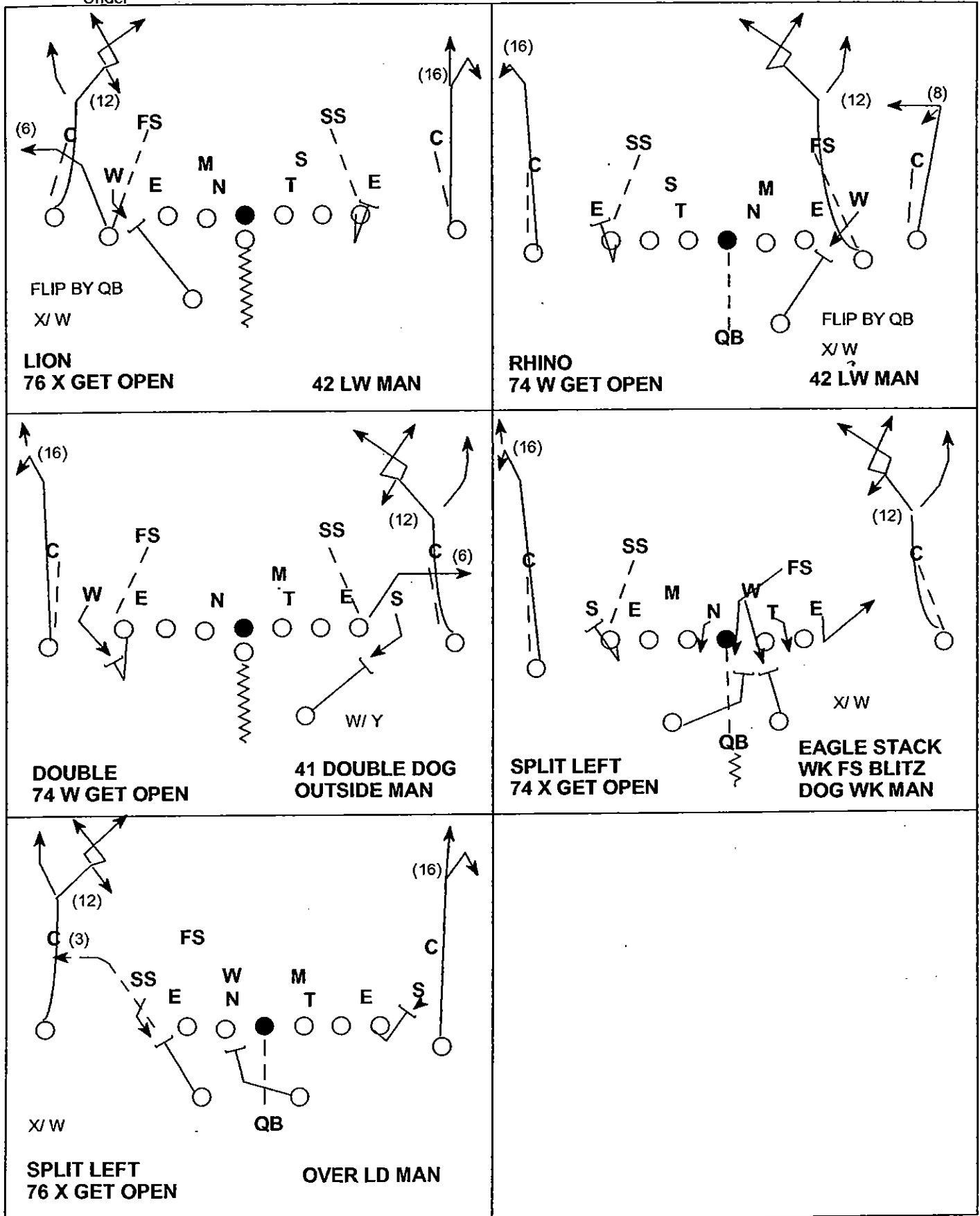
Playside: Outside receiver has Under unless called for Get Open

Inside receiver has Flat or Zip if outside receiver has Get Open

(Zip if inside receiver is Y). If middle receiver has Get Open run Under

Backside: Outside receiver has Conversion/ CB

Inside receiver has pass pro unless twins then a Flat

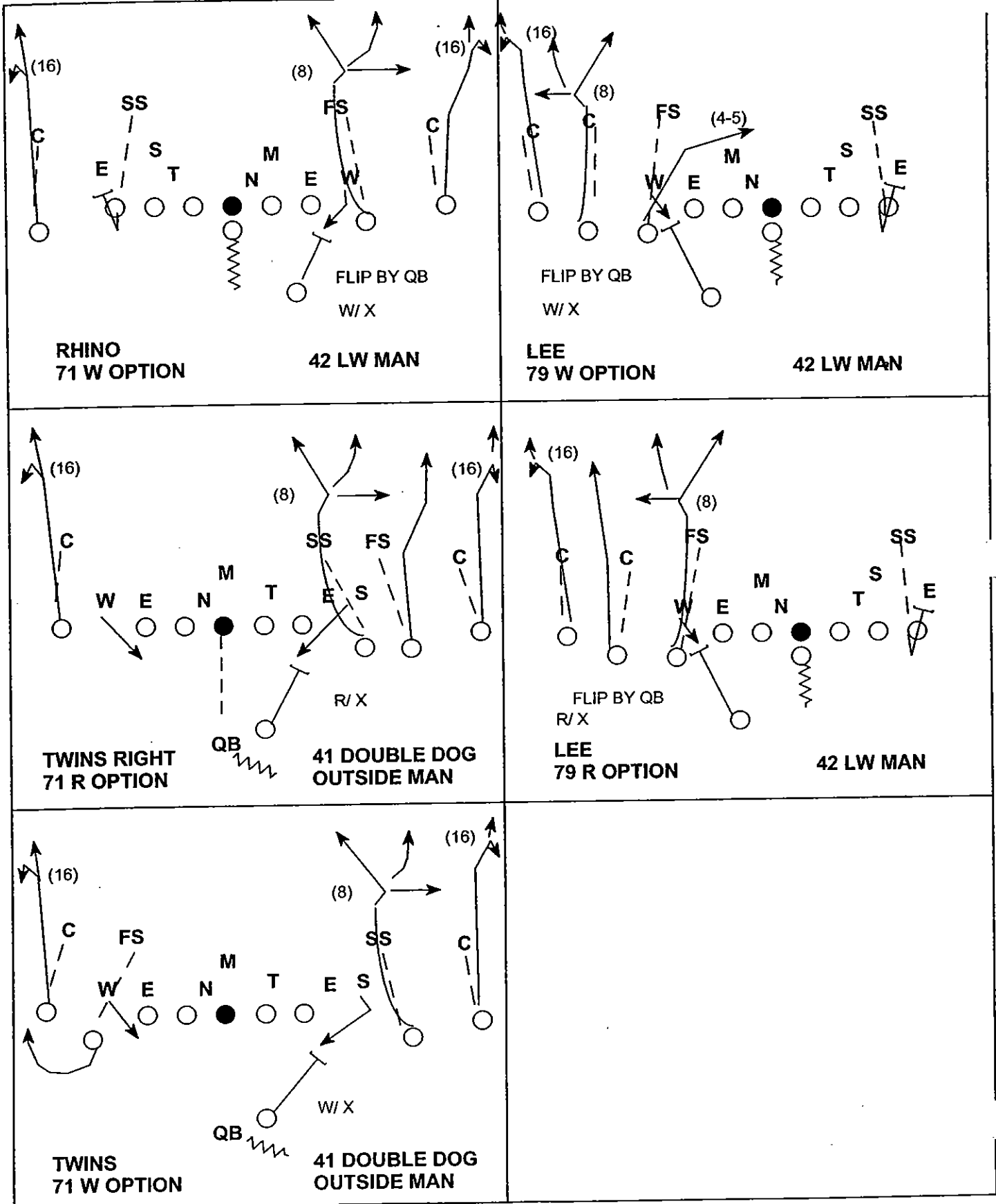


# 71-79 OPTION SCHEME

## Common Elements:

Playside: Outside receiver Go/ Conversion unless next receiver  
 inside Fades, then run CB  
 Inside receiver Option route (Post @ 8, Fade, Flat) called;  
 if not called Seam or Fade  
 Middle receiver Option route if called; if not Under vs. Man  
 & take the lid off FS by Posting in front of face vs. single safety

Backside: Outside receiver conversion comeback  
 Inside receiver pass pro unless twins, then  
 Bubble



## **BUBBLE SCREEN**

**PLAY DESCRIPTION**      Wide Receiver Bubble screen.

### **RULES AND COACHING POINTS**

We want to run the Bubble screen when the defense has us out numbers in the running game. We want run if they have covered down on the inside receiver We will run to the two or three receiver side.

**OUTSIDE RECEIVER**      Block man on, versus man coverage run him off.

**INSIDE RECEIVER**      Release for width. Bow slightly; hit this with speed to the outside. You must be behind the LOS.

**Y**      Block 71/79 Protection.

**ON T**      Block 71/79 Protection.

**ON G**      Block 71/79 Protection.

**C**      Block 71/79 Protection.

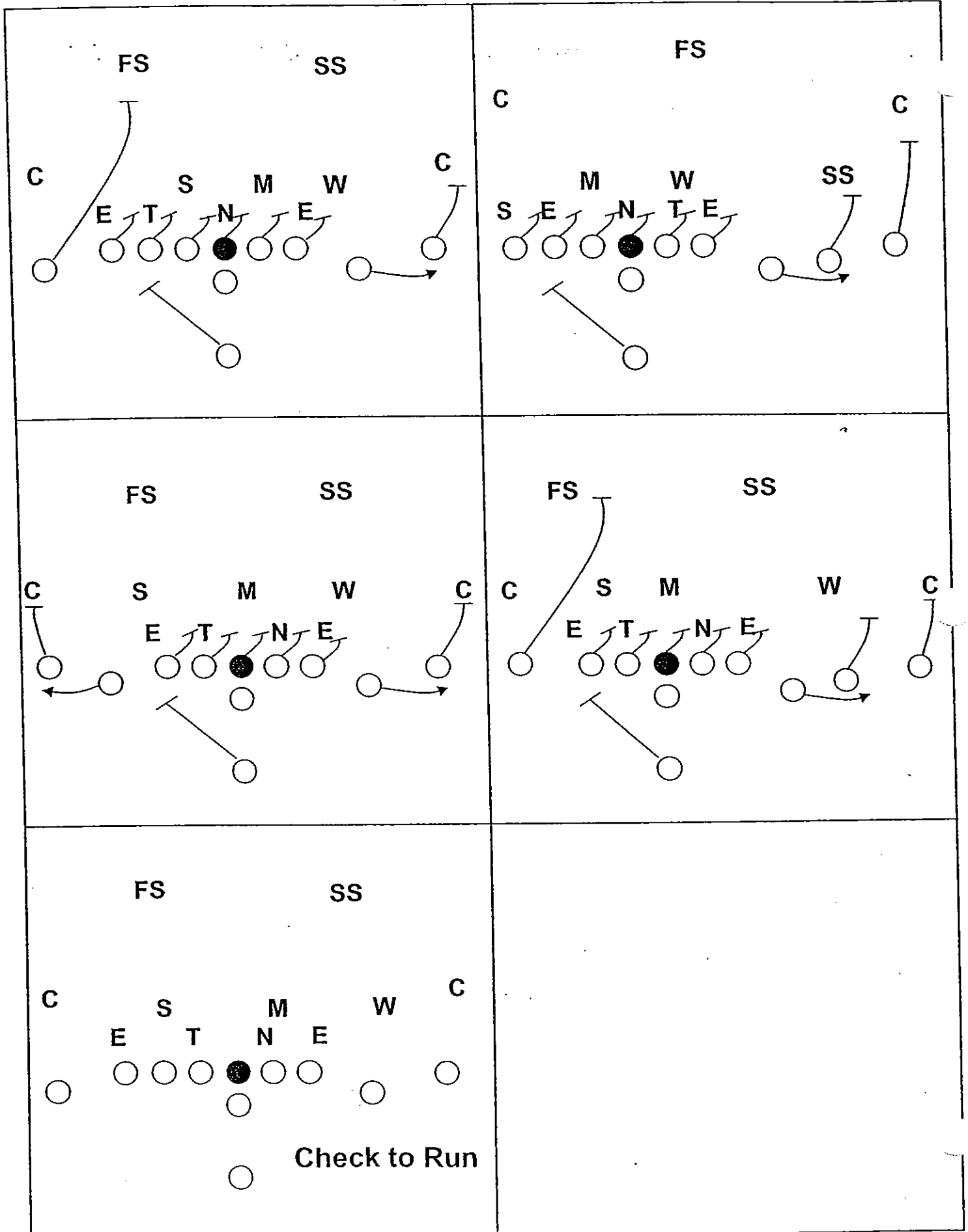
**OFF G**      Block 71/79 Protection.

**OFF T**      Block 71/79 Protection.

**TB**      Block away, off end man on LOS.

**QB**      Make sure that we have leverage on Line Backer. If screener is covered down check play. Get ball to screener as soon as possible.

# BUBBLE SCREEN





## 74-76 STORM SCREEN

**PLAY DESCRIPTION** A slip screen to the TB with the first inside WR cracking the inside Linebacker.

### **RULES AND COACHING POINTS**

We like to run this screen versus man coverage, to either the two wide receiver side or the open receiver side.

**OUTSIDE RECEIVER** Block man on, versus man coverage run him off.

**INSIDE RECEIVER** Crack the 1<sup>st</sup> man inside at LB level. Never loose man over the top, if your man is blocked block levels. Be alert for hug blitz.

**Y** Block 74-76 Protection.

**ON T** Block 74-76 Protection.

**ON G** Block 74-76 Protection

**C** Block 74-76 Protection

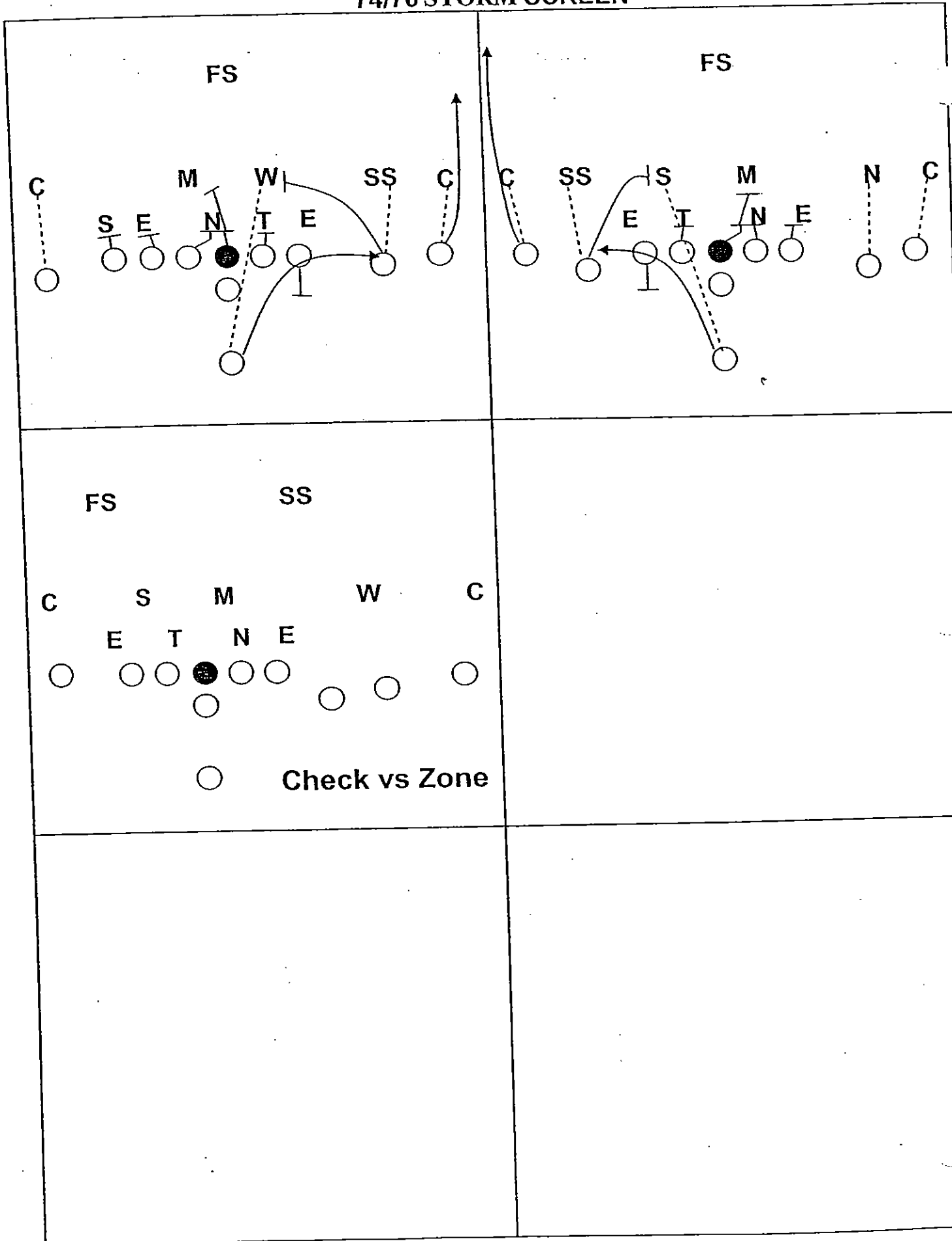
**OFF G** Block 74-76 Protection

**OFF T** Block 74-76 Protection

**TB** Free release inside Tackle. Stay 1 yard behind LOS. If blitzer, take the edge.

**QB** Execute 5 step drop. Ball should be caught on the hash.  
If this picture is not Man coverage check us out of this play.

# 74/76 STORM SCREEN



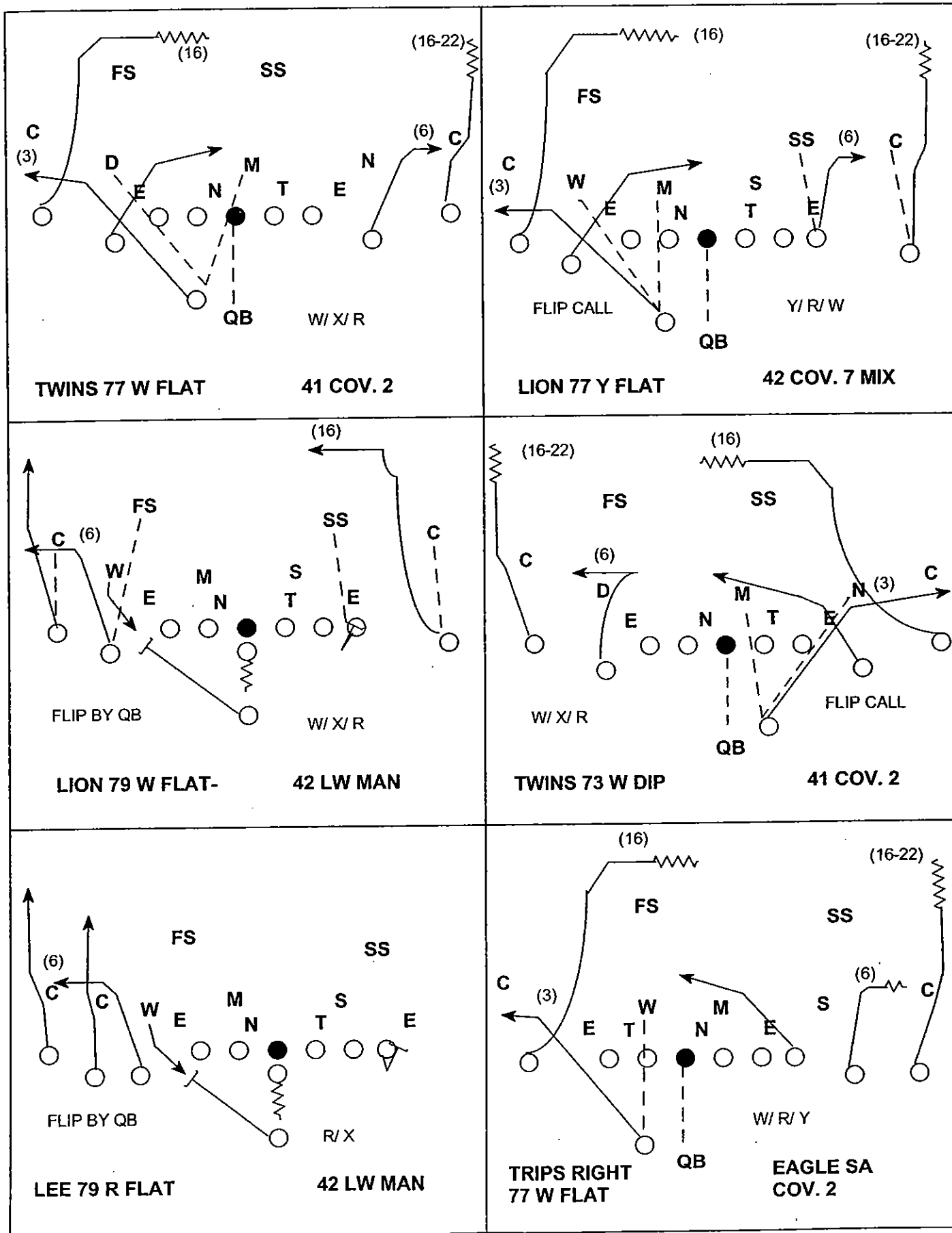
**Common Elements:**

Playside: Outside receiver Conversion - Run Off  
 Inside receiver Flat if called or Run Off  
 Middle receiver Under unless called on Flat

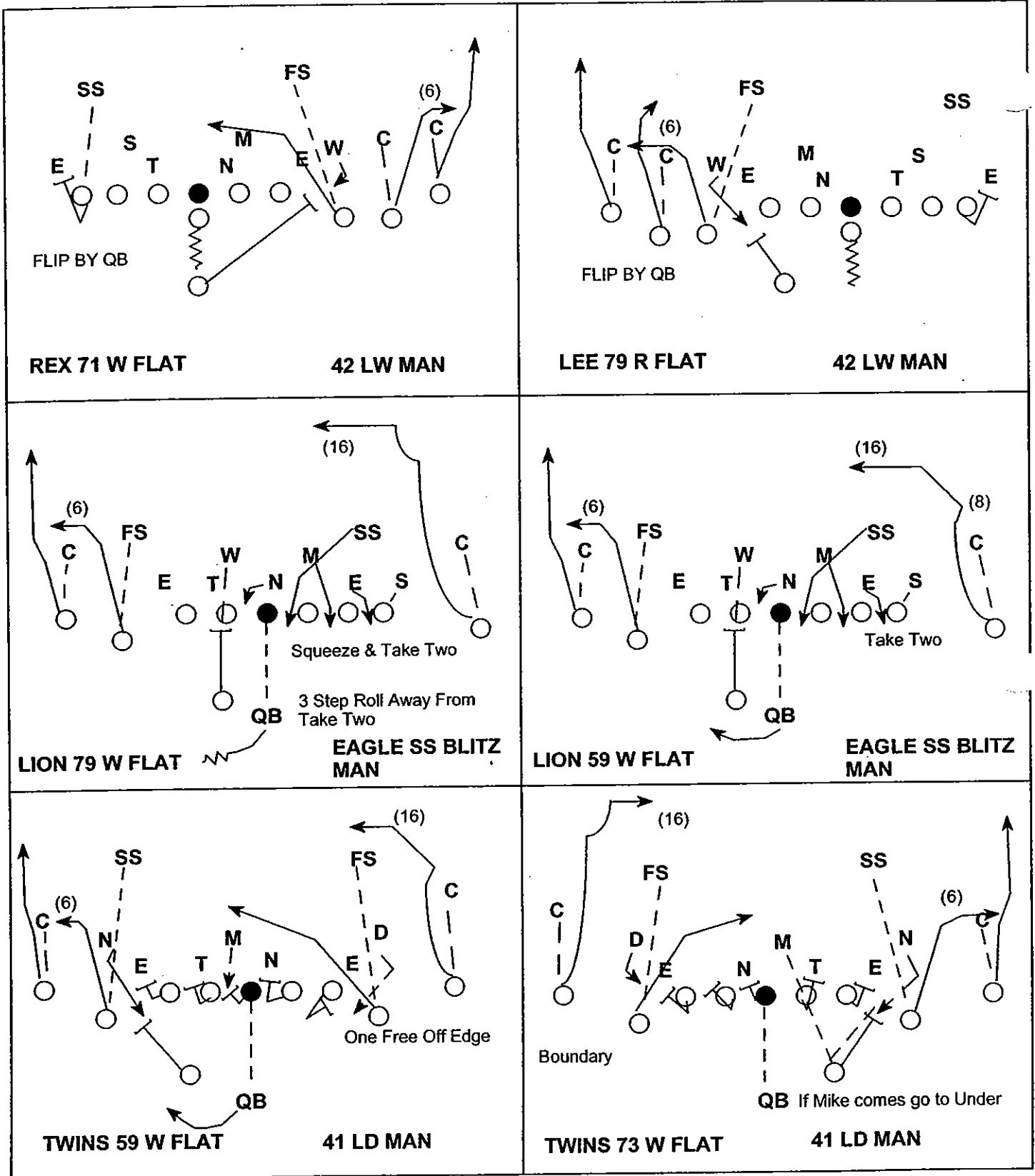
Note: Emphasis 73-77 (Deep) or 71-79

**FLAT (DIP)**

Backside: Outside receiver In  
 Inside receiver Under



# FLAT (DIP)



# CONVOYS

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73-77 WR Convoy Middle (X-W-R)	1-2
75 F Convoy RT/LT	3-4
Roll @ 8 Pass R Convoy RT	5-6
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X QK Screen	11-12



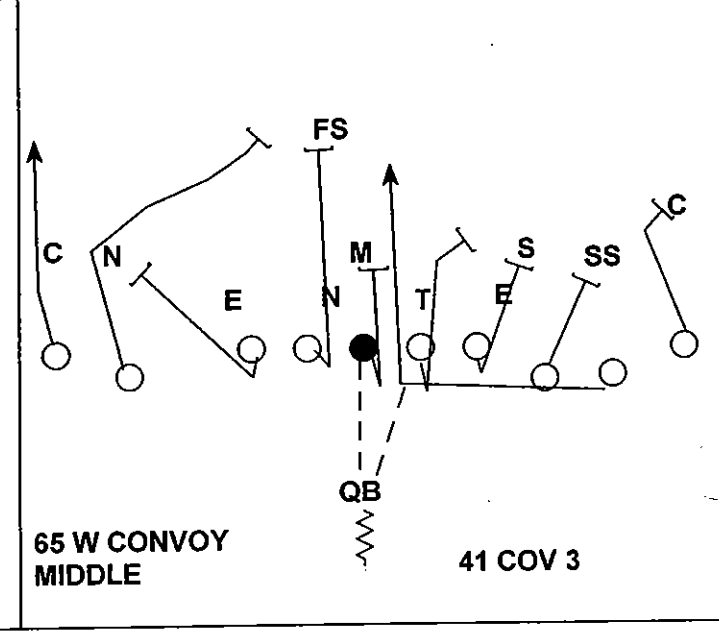
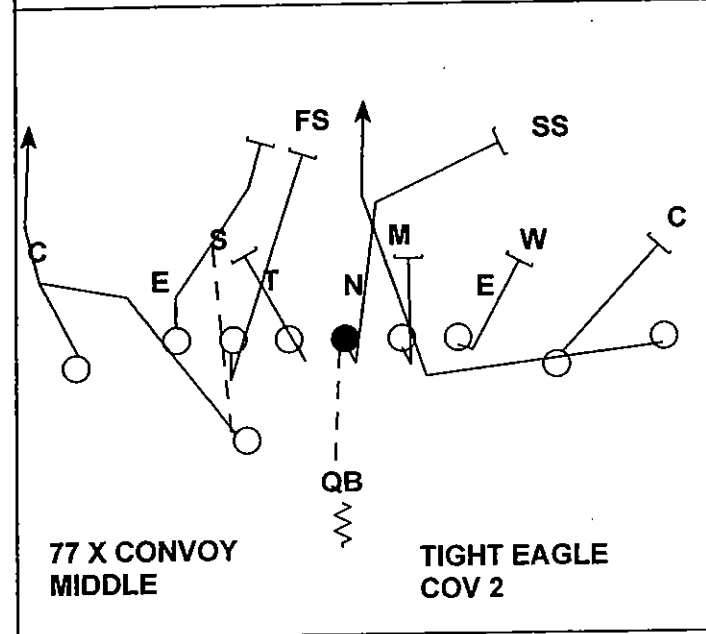
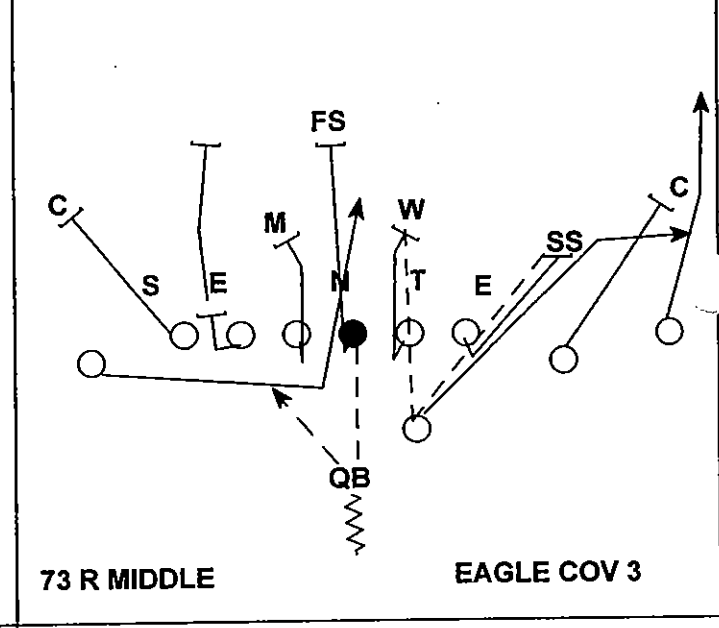
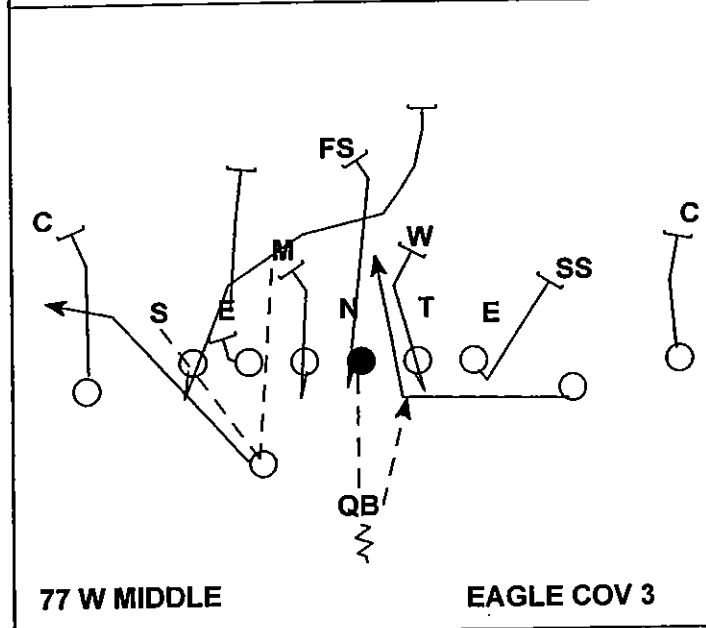
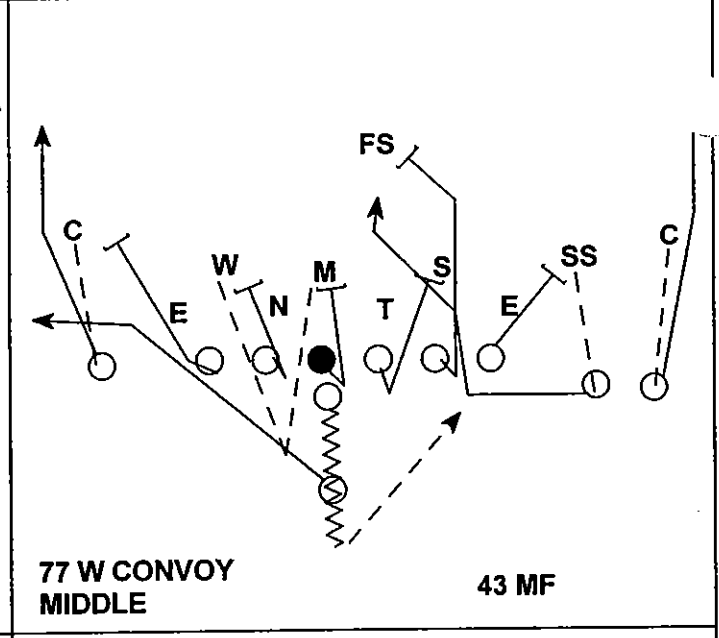
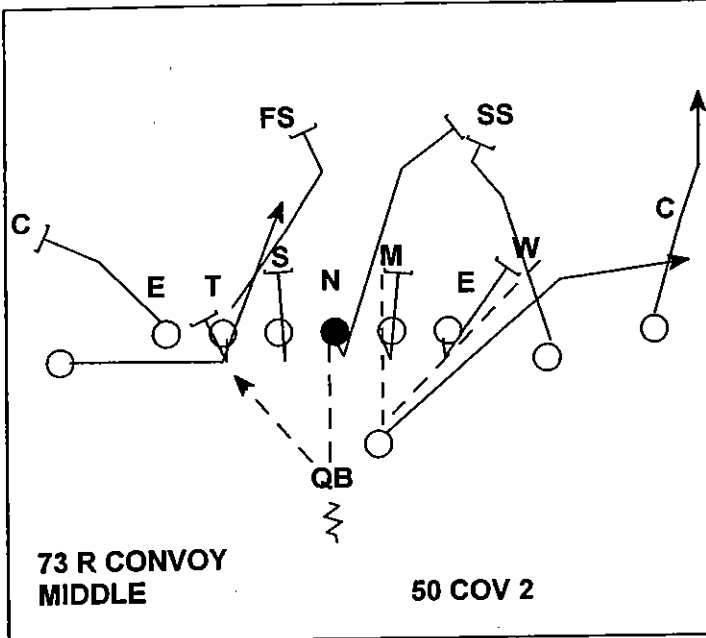
## 73/77 WR CONVOY MIDDLE (X-W OR R)

**PLAY DESCRIPTION:** A quick wide receiver screen with offensive linemen leading quickly on the second level defenders

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	WR Convoy if called (Find a throwing lane) If not push 1/3 unless called To inside receiver your side- Then block corner	Push 1/3
<b>INSIDE RECEIVER</b>	Block Corner WR Convoy if called	Block Flat Player
<b>Y</b>	Block the first defender outside	1 Safety – block Safety 2 Safeties – block near Safety
<b>ON T</b>	Block 73-77 protection rules – Quick Set and block alley player – No alley player block near safety	
<b>ON G</b>	Block 73-77 protection rules – listen to center's call – Quick Set and block the first LB your side	
<b>C</b>	Block 73-77 protection rules – Quick Set on NG and block Middle Safety or Far Safety (Two Deep) – no NG Quick Set and block MLB to Middle Safety or Far Safety (Two Deep)	
<b>OFF G</b>	Block 73-77 protection rules – listen to center's call – Quick Set and block BSLB to BS Safety	
<b>OFF T</b>	Block 73-77 protection rules – listen to center's call – block BS alley player	
<b>F</b>	Dual read – release and run zip – get horizontal stretch	
<b>QB</b>	5 Step drop looking to throw the ball over the TE's original alignment away from the protection call. Will treat this scheme as all-purpose especially vs. blitzes	

# 73-77 WR CONVOY MIDDLE





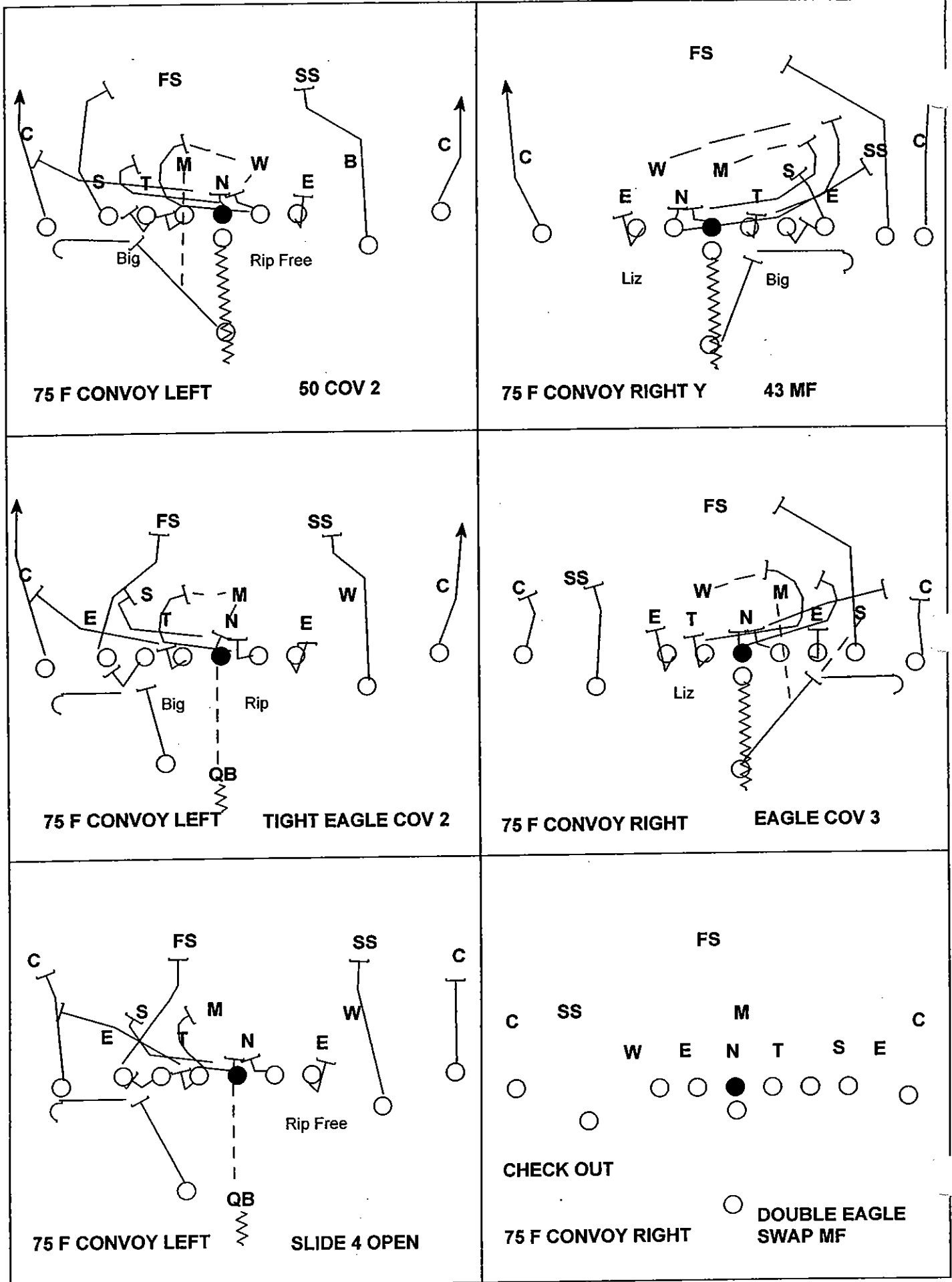
## 75 "F" CONVOY RT/LT

**PLAY DESCRIPTION:** Drop back pass scheme that pushes coverage deep and then a screen under the 2<sup>nd</sup> level of defenders.

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Man On	Man On
<b>INSIDE RECEIVER</b>	Near Safety	Near Safety
<b>Y</b>	Free release except SS Lightning or # 4. Look to block Safety.	
<b>ON T</b>	Rip/Liz – Show pass draw & cut	
<b>ON G</b>	Rip/Liz – Block 2 ½ counts, pull and block the flat defender	
<b>C</b>	Rip/Liz – Call to Rush End/Rip-Liz vs. 42 for 2 ½ count – pull and block 1st play side LB	
<b>OFF G</b>	Rip/Liz – Block 2 ½ counts, pull and block backside LB	
<b>OFF T</b>	Rip/Liz – Show pass draw & cut	
<b>F</b>	Work opposite of Rip – Liz call – Dual read LB-DE; Follow onside pulling guard, turn and set up @ 5 yards outside the original alignment of the OT and 3 yards deep	
<b>R (2 Backs)</b>	Run appropriate route (Free Release – lightning responsibility) If in 2 backs <u>always</u> run from a weak set. Check Zip.	
<b>QB</b>	5-step drop settle slightly and continue to gain depth (possible “crack” call vs. man/under)	

# 75 F CONVOY



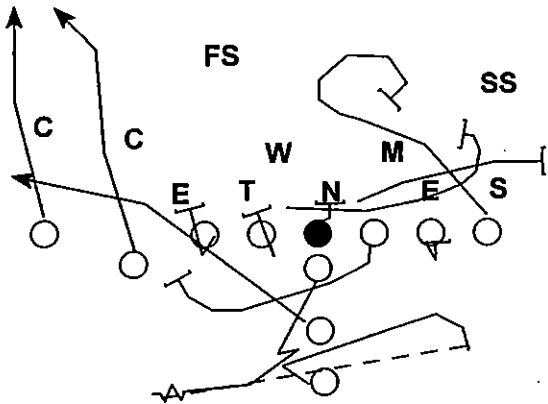
## **ROLL @ 8 PASS "R" CONVOY RIGHT**

**PLAY DESCRIPTION**      Screen pass off of roll pass

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Man On	
<b>INSIDE RECEIVER</b>	Release to FS	
<b>Y</b>	Run crossing route to a depth of 8 yards over the original alignment of the backside tackle. Turn and look for the onside LB.	
<b>ON T</b>	Use backside roll pass technique.	
<b>ON G</b>	Pull and kick out most dangerous defender.	
<b>CENTER</b>	Block back with roll pass technique – hold 3 seconds and pull and block flat defender backside	
<b>OFF G</b>	Roll pass technique – pull after 3 second count and block the back side LB	
<b>OFF T</b>	Roll pass technique	
<b>FB</b>	Run roll pass – Zip to flat. Vs. blitz you may get the ball.	
<b>RB</b>	Roll pass technique – hold for 2 counts and turn and look to catch the ball approximately 5 yards deep and 3 yards outside the original alignment of the TE.	
<b>QB</b>	Roll pass technique, look to pull up approximately 8 yards outside the original alignment of the OT. Vs. the blitz unannounced, look to throw the ball to the FB. If you recognize the blitz check out.	

ROLL @ 8 PASS "R" CONVOY RT



ROLL @ 8 PASS "R"  
CONVOY RIGHT

EAGLE MFB

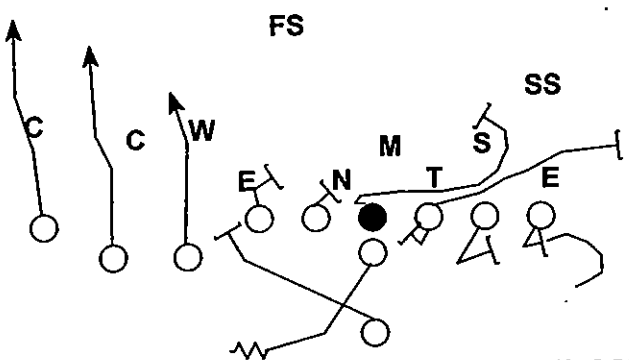
## LEE 58 PASS THROWBACK "Y" CONVOY RIGHT

**PLAY DESCRIPTION**      Sprint out throwback screen to the TE

### RULES AND COACHING POINTS

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Run defender off	Run defender off
<b>INSIDE RECEIVER</b>	Block FS	Block FS
<b>Y</b>	58 Pass Pro; Hinge, block first outside defender for three counts and release the defender inside. Set-up 5 yards deep and 3 yards outside the original alignment and catch the ball.	
<b>ON T</b>	Block 58 Pass Pro	
<b>ON G</b>	Block 58 Pass Pro	
<b>CENTER</b>	Pass set; block defender; after three counts release and block the backside LB	
<b>OFF G</b>	Hinge; Release defender inside, after three counts block the flat defender	
<b>OFF T</b>	Hinge for backside Pro	
<b>F</b>	Block 58 Pass Pro	
<b>QB</b>	Show 58 Pass Action. Set-up 5 yards outside the outside tackle.	

58 PASS THROWBACK "Y" CONVOY RIGHT

 <p>The diagram illustrates a tactical movement for a 'Y' convoy. It features several elements: three vertical arrows on the left labeled 'C', 'C', and 'W' pointing upwards; a horizontal line with a zigzag section on the left; a series of circles and symbols labeled 'E', 'N', 'M', 'T', 'S', and 'E' from left to right; a solid black circle positioned between 'N' and 'M'; and a line with a hook-like end extending from 'T' to the right. The labels 'FS' and 'SS' are located above the main group of symbols. The text '58 PASS THROWBACK "Y" CONVOY RIGHT' is in the bottom left, and '43WA COV 3' is in the bottom right of the cell.</p>	

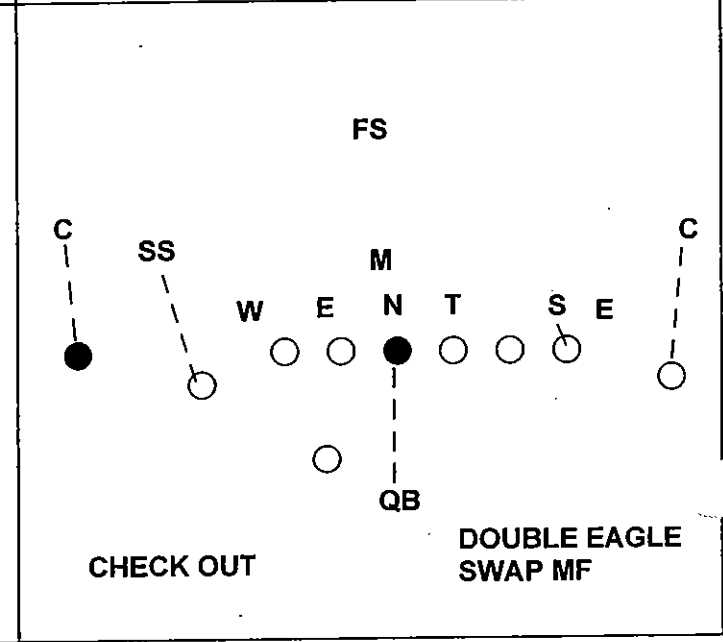
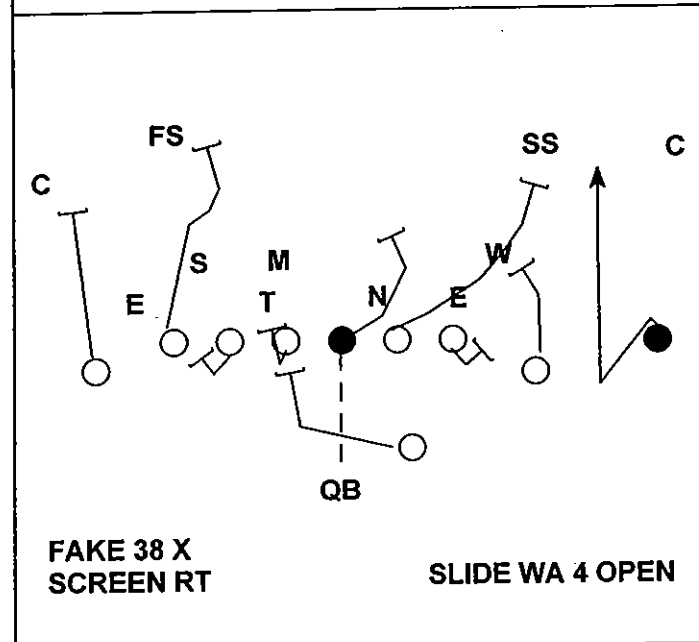
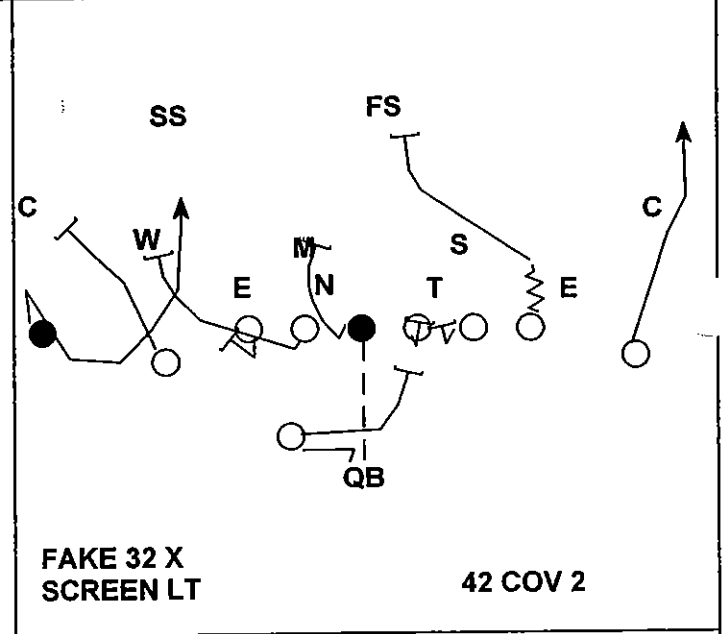
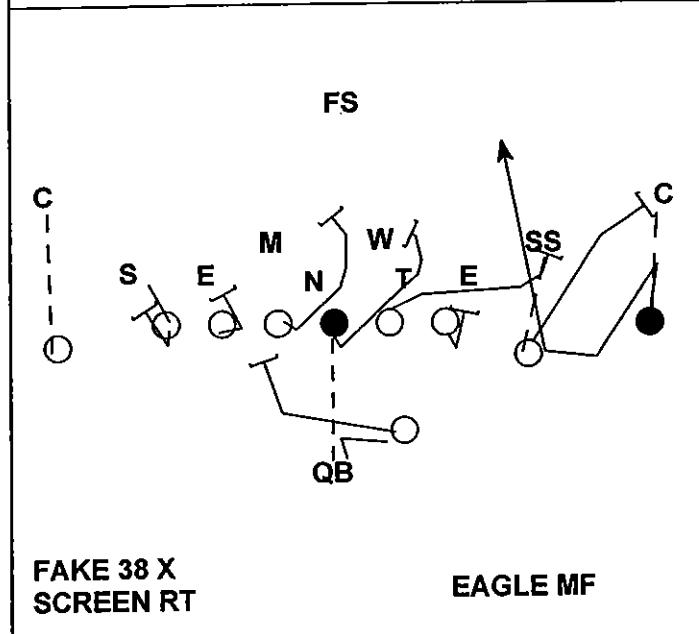
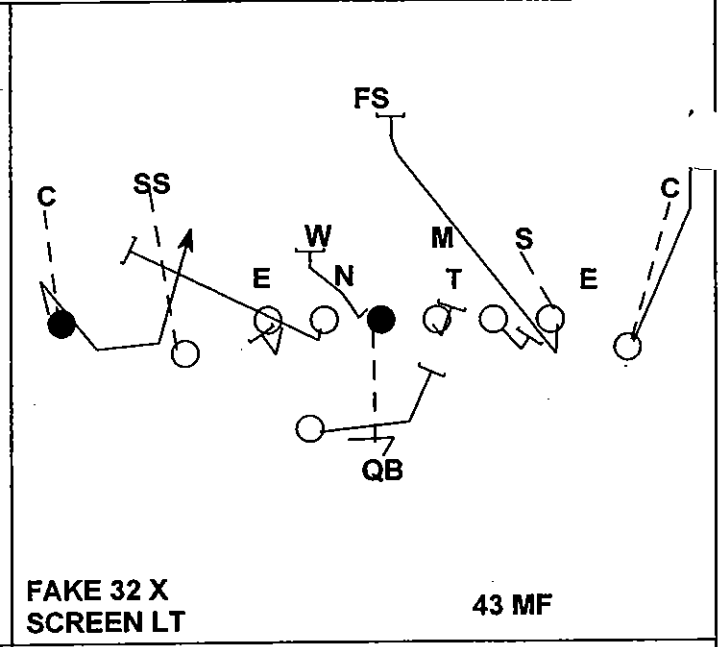
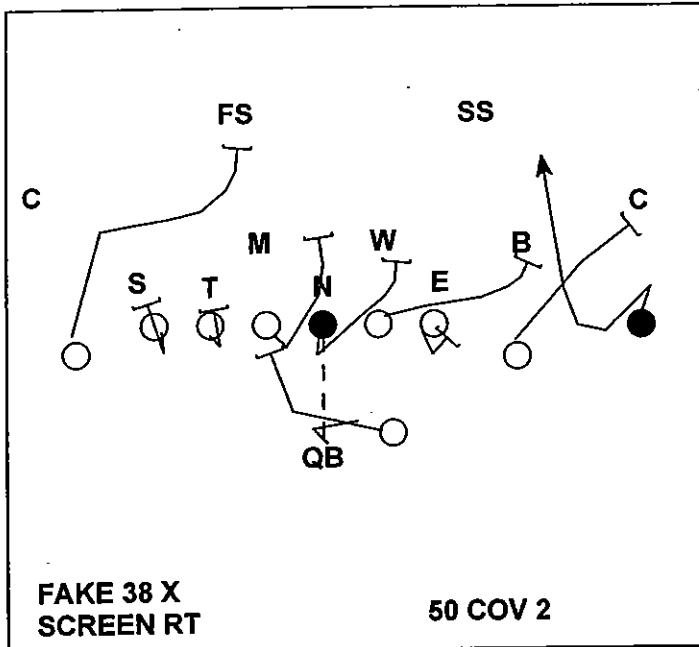
## **FAKE 32/8 "X" SCREEN RT/LT**

**PLAY DESCRIPTION:** Fake 32-38 X Screen LT/RT

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Quick Screen	Convoy Rules
<b>INSIDE RECEIVER</b>	Block 1 <sup>st</sup> Threat	Convoy Rules
<b>Y</b>	Block Safety, (Tackle covered block man)	
<b>ON T</b>	Quick Set – Cut DE. Be alert for possible lightning, cut widest rusher	
<b>ON G</b>	Let defender beat you up field, turn and look outside for 1 <sup>st</sup> defender in Alley. (Key block of inside WR)	
<b>C</b>	Quick set and pull flat for 1 <sup>st</sup> defender to show working 2 <sup>nd</sup> level to 3 <sup>rd</sup> level	
<b>OFF G</b>	Fire off the ball blocking base protection. Uncovered, work 2 <sup>nd</sup> to 3 <sup>rd</sup> level	
<b>OFF T</b>	Fire off the ball blocking base protection.	
<b>FB</b>	Play action 32-38, sell fake, block any leakage backside	
<b>QB</b>	Make flash fake and turn and throw to receiver	

FAKE 32 X SCREEN LT  
FAKE 38 X SCREEN RT





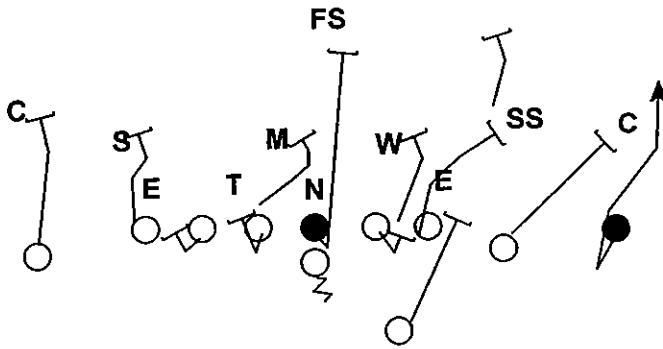
## **X QUICK SCREEN**

**PLAY DESCRIPTION**      X Quick Screen LT/ RT

### **RULES AND COACHING POINTS**

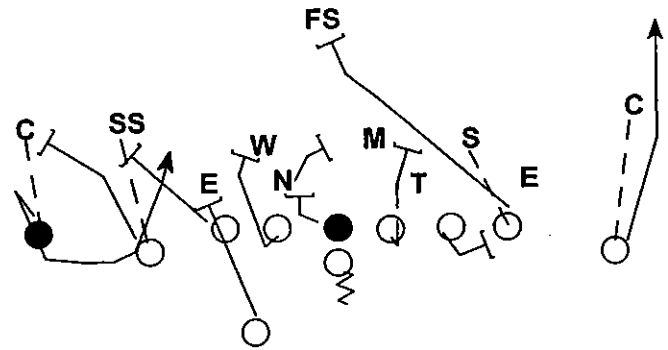
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Quick Screen	Convoy Rules
<b>INSIDE RECEIVER</b>	Block 1 <sup>st</sup> Threat	Convoy Rules
<b>Y</b>	Block Safety, (Tackle covered block man)	
<b>ON T</b>	Let DE beat you up field, turn and look outside for 1 <sup>st</sup> defender in alley. If DE zone drops or Spies, block him. (Key block of inside WR)	
<b>ON G</b>	Quick set, release & pull flat for 1 <sup>st</sup> defender to show in the alley. (2 <sup>nd</sup> level to 3 <sup>rd</sup> level).	
<b>CENTER</b>	Quick set, release up field at 45 degree angle for 1 <sup>st</sup> threat (2 <sup>nd</sup> level to 3 <sup>rd</sup> level).	
<b>OFF G</b>	Pass set and block man on, uncovered work up field 2 <sup>nd</sup> to 3 <sup>rd</sup> level.	
<b>OFF T</b>	Pass set and block DE.	
<b>FB</b>	Offset to the call side and cut DE (outside leg). Be alert for possible lightning, cut widest rusher.	
<b>QB</b>	Hot footwork if corner is soft on X. 3 – step drop if corner is in press position.	

**X QUICK SCREEN RT/ LT**



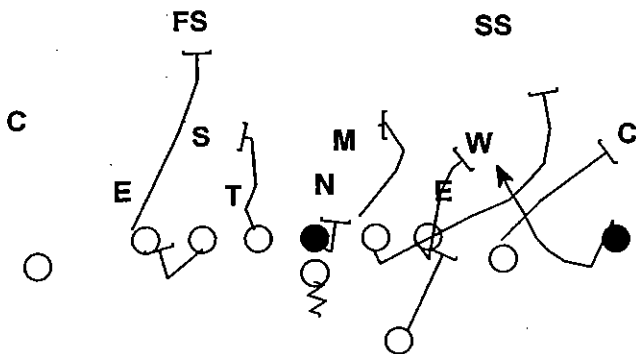
**X QUICK SCREEN RT**

47 COV 3



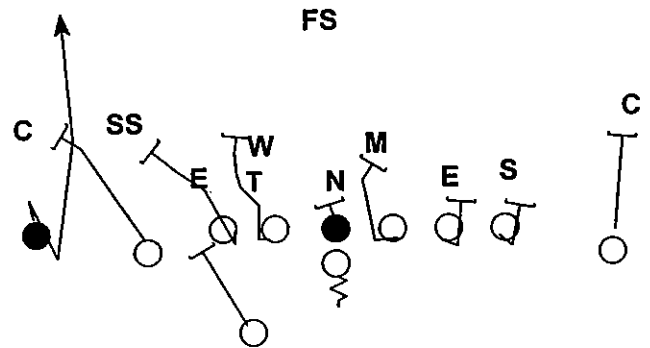
**X QUICK SCREEN LT**

**43 MF**



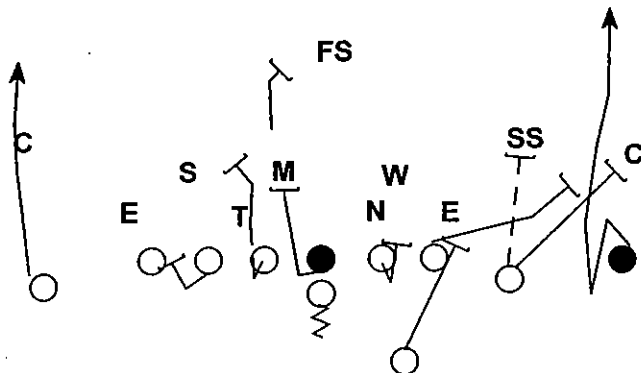
**X QUICK SCREEN RT**

**TIGHT EAGLE COV 2**



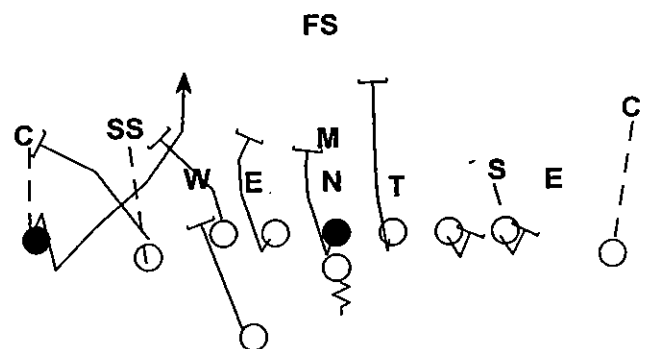
## X QUICK SCREEN LT

**EAGLE COV 3**



**X QUICK SCREEN RT**

**SLIDE COV 3**



**X QUICK SCREEN LT**

**DOUBLE EAGLE  
SWAP MF**

## SPECIAL PLAYS

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**FAKE 57 REVERSE @ 1**  
**FAKE 53 REVERSE @ 9**

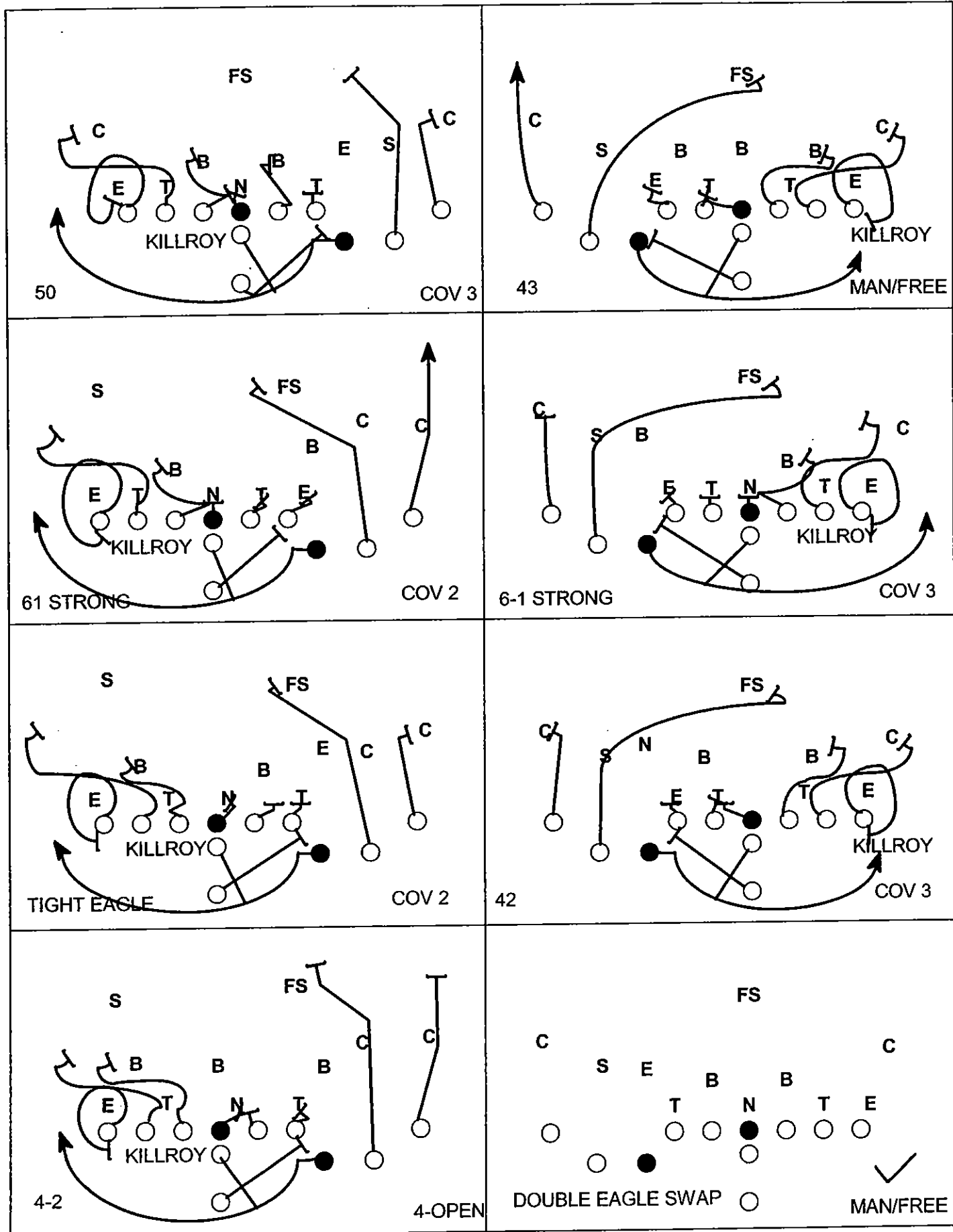
**PLAY DESCRIPTION:** Misdirection play wide from 53-57 Scoop action

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Start to stovepipe And then block Outside 1/3	Stovepipe or Reverse route
<b>INSIDE RECEIVER</b>	Reverse route	
<b>Y</b>	Vs. 9 Base-Reach Vs. 7 Treat like 54/56 Scoop	Release inside. Drag the tackle inside & Killroy for Defensive Ends
<b>ON T</b>	Show Scoop Playside	
<b>ON G</b>	Show Scoop Playside	
<b>C</b>	Show Scoop Playside	
<b>OFF G</b>	Show Scoop Playside, Block LBer	
<b>OFF T</b>	Show Scoop Playside, Leak out for corner. No TE Your Side. You Killroy	
<b>FB</b>	Fake 53-57 Scoop and block 1 <sup>st</sup> color that shows. Don't let anyone run the play down. Great Fake	
<b>QB</b>	Fake 53-57 Scoop – Hand off to reverse man and continue sprint	

FAKE 53  
REVERSE @ 9

FAKE 57  
REVERSE @ 1



**FAKE 53 REVERSE @ 9 PASS**  
**FAKE 57 REVERSE @ 1 PASS**

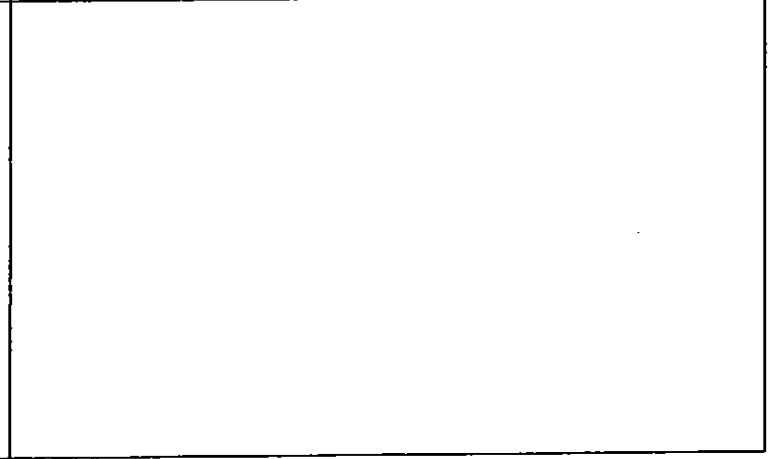
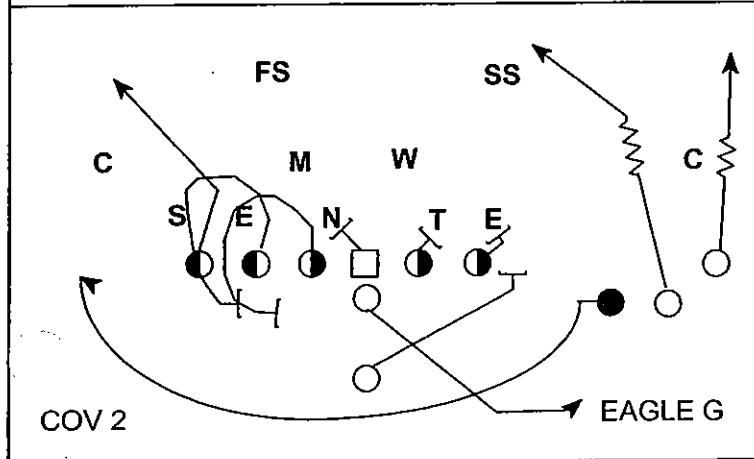
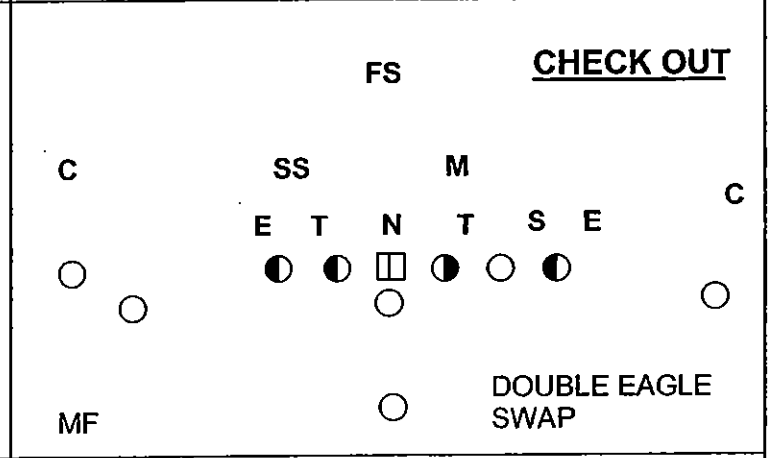
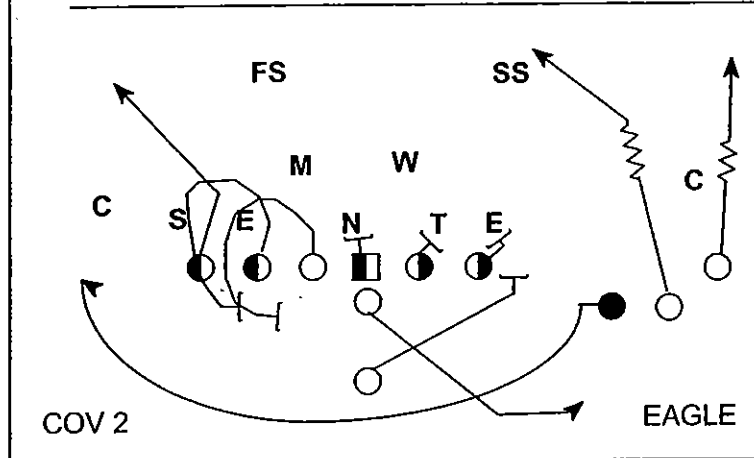
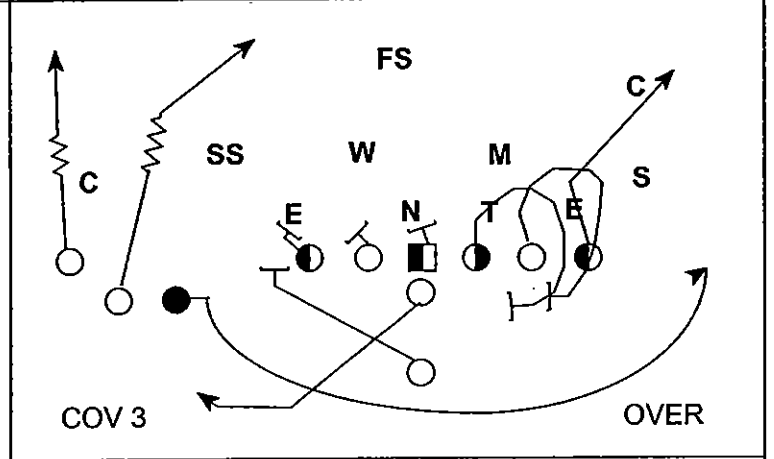
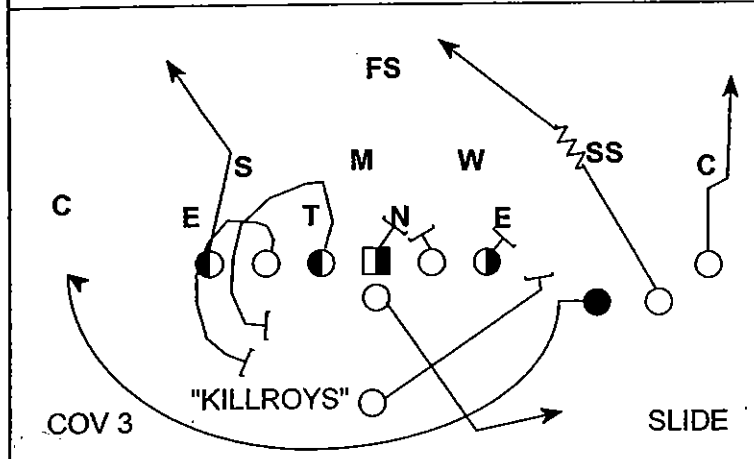
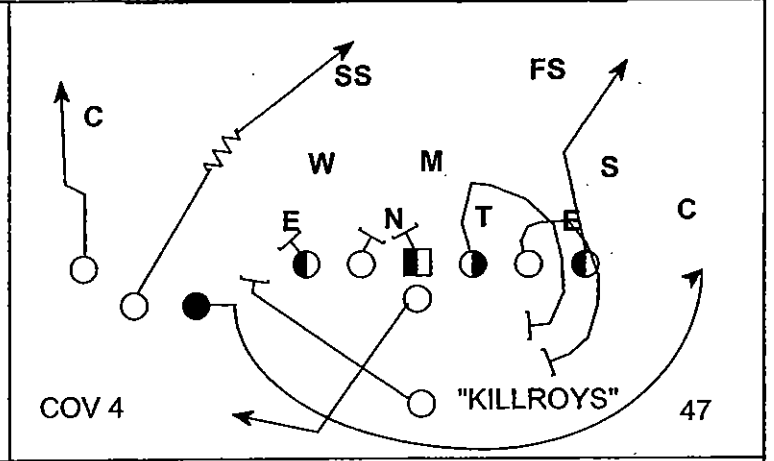
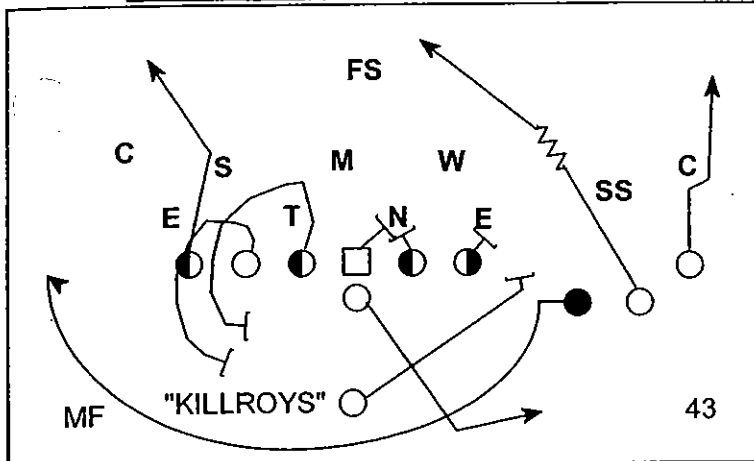
**PLAY DESCRIPTION:** Misdirection pass off Fake 53-57 Reverse

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>		Stalk & Go
<b>INSIDE RECEIVER</b>		Stalk & Post
<b>R (REX/LEE)</b>	Reverse route/Run – Pass option	
<b>Y</b>	Show scoop inside as in 53 & 57 Scoop and Flag	
<b>ON T</b>	Show Scoop Playside	
<b>ON G</b>	Show Scoop Playside	
<b>C</b>	Show Scoop Playside	
<b>OFF G</b>	Killroy block (set up behind LOS)	
<b>OFF T</b>	Killroy block (set up behind LOS).	
<b>F</b>	Carry out 53-57 Scoop Fake (Responsible for support player) (End man on LOS)	
<b>QB</b>	Fake 53-57 Scoop – Hand off to reverse man and continue sprint	

# **Fake 53 Reverse @ 9 PASS**

# **FAKE 57 Reverse @ 1 PASS**



## FAKE 41/49 "W" REVERSE @ 1/9

**PLAY DESCRIPTION:** Reverse off Toss Sweep

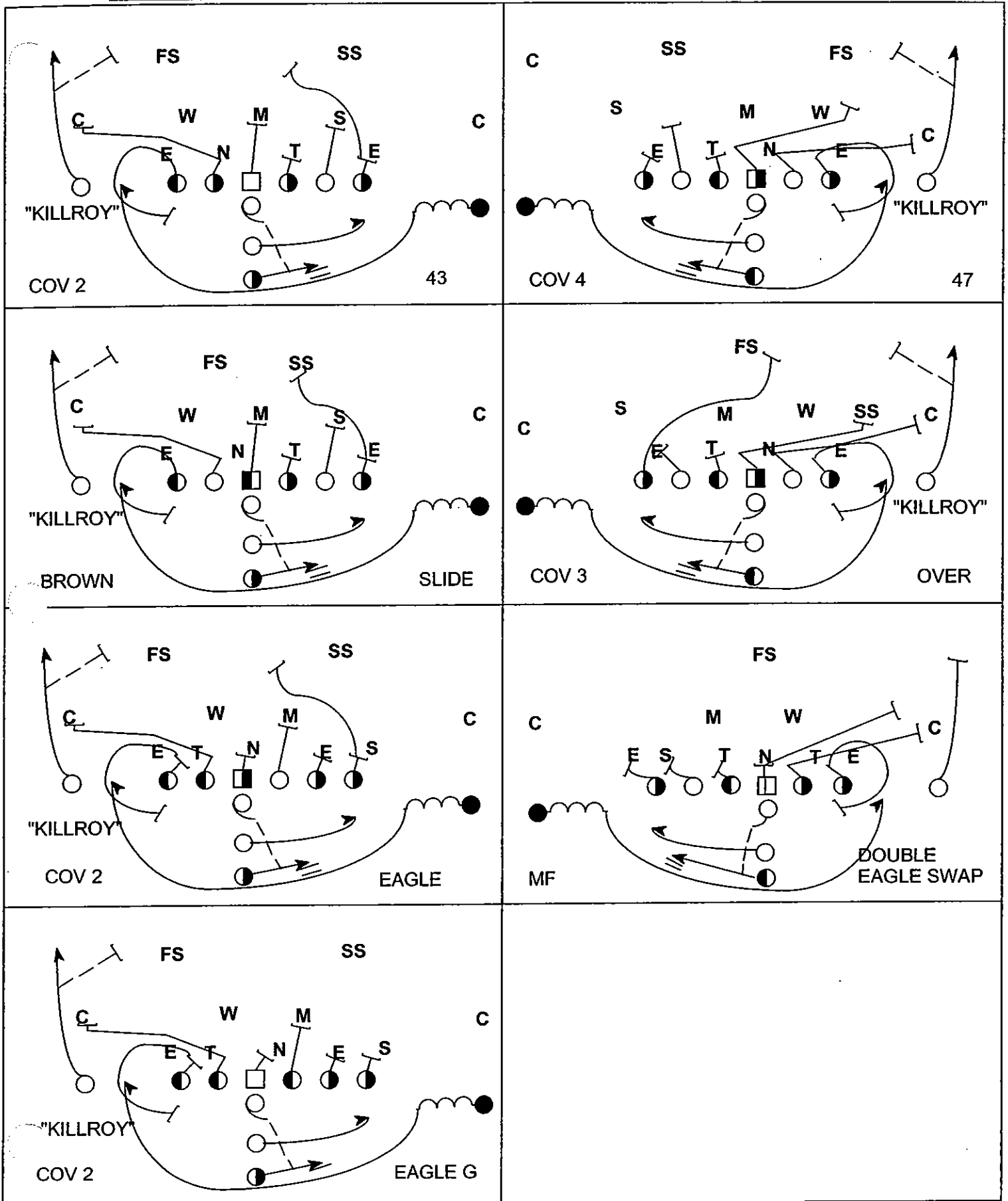
### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Support Rule	Stovepipe
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Block 41-49 Rules Wall Off to Side of Reverse Note: Zone No Pulls	Block 41-49 Rules Killroy
<b>ON T</b>	Block 41-49 Rules Wall off to side of Reverse Note: Zone No Pulls	
<b>ON G</b>	Block 41-49 Rules Wall off to side of Reverse Note: Zone No Pulls	
<b>C</b>	Block 41-49 Rules Wall off to side of Reverse	
<b>OFF G</b>	Block 41-49 Rules (Zone) Release to Reverse – Block the Alley	
<b>OFF T</b>	Block 41-49 Rules / Killroy	
<b>FB</b>	Receive pitch & hand off to the reverse man. Make sure of exchange. If in doubt, keep it. Be sure to sell 41-9 run. Block anything trailing the play.	
<b>QB</b>	Seat ball and toss to "R". Peel and look for 1 <sup>st</sup> threat inside out.	



**FAKE 41 W REV. @ 9**

**FAKE 49 W REV. @ 1**



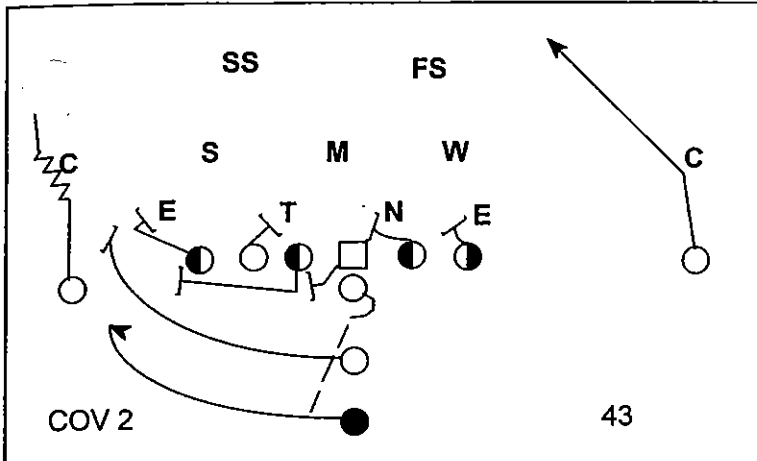
## FAKE 41/49 RUN PASS

**PLAY DESCRIPTION:** Play action, half back pass vs. quick support secondary play

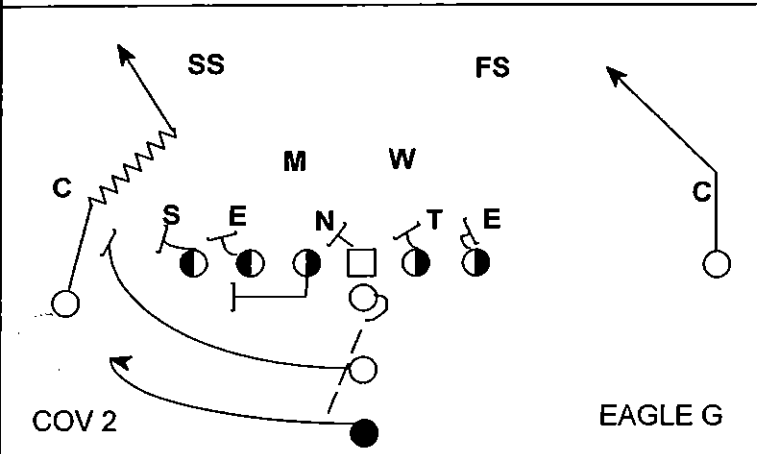
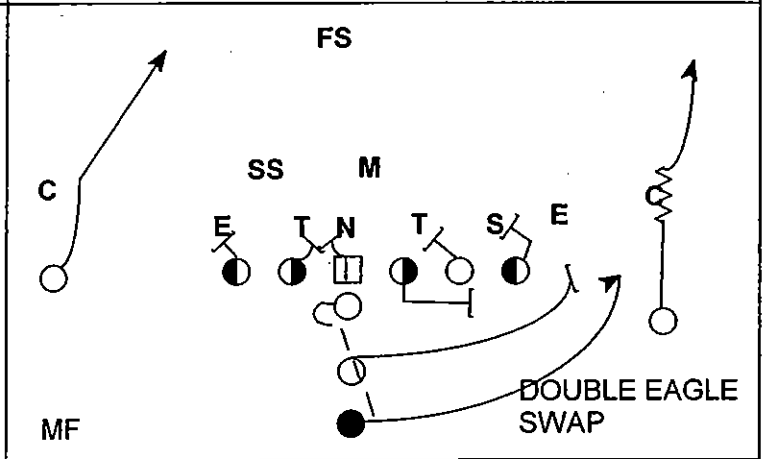
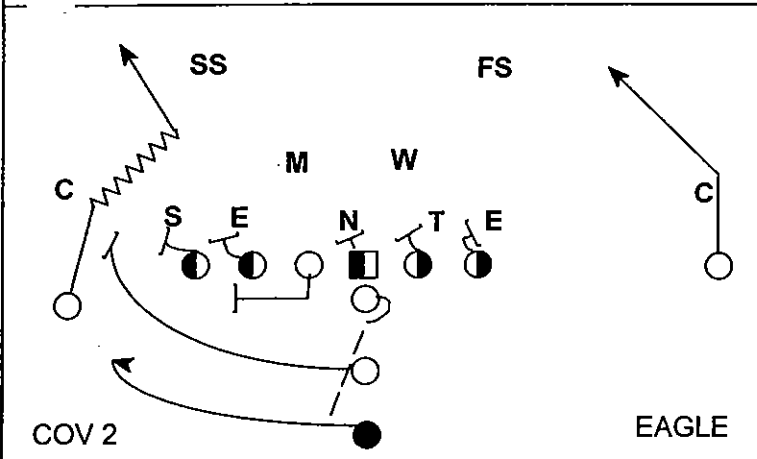
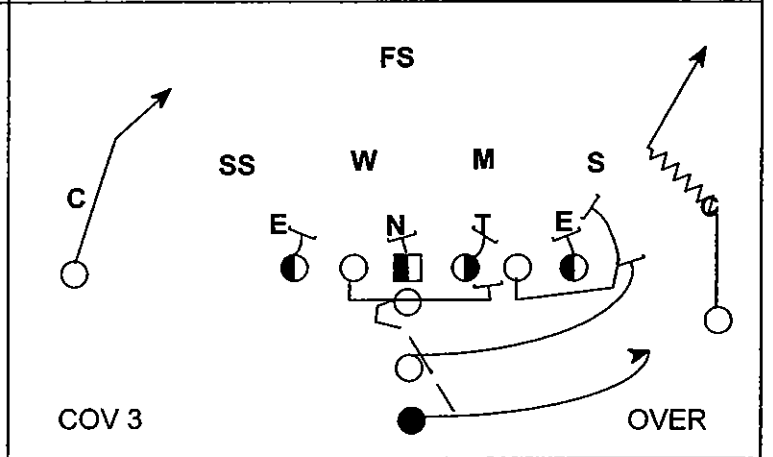
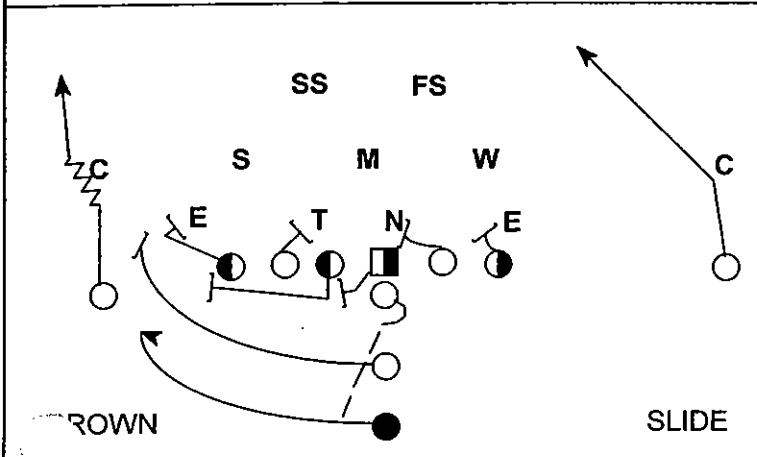
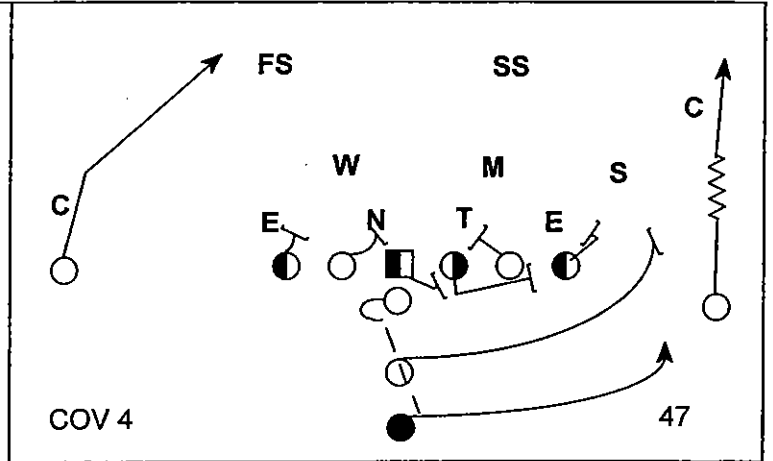
### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Route called: Stalk & Go or Crack & Corner	Hot, Quick Slant or Deploy
<b>INSIDE RECEIVER</b>	Block 1-9 Run	Backside Pass Pro
<b>Y</b>	Block 1-9 Run	Backside Pass Pro
<b>ON T</b>	Gap – on – Pull	(Wait for Go Call before going downfield)
<b>ON G</b>	Gap – on – Pull	(Wait for Go Call before going downfield)
<b>C</b>	Gap – on – Pull	(Wait for Go Call before going downfield)
<b>OFF G</b>	Gap – on – Pull	(Wait for Go Call before going downfield)
<b>OFF T</b>	Gap – on – Pull	(Wait for Go Call before going downfield)
<b>FB</b>	Align to side of call. Run Sting Route and block first man to show outside	
<b>R</b>	Take pitch on 41-49 Run. Tuck ball away. Execute pass-run option. Call “go” if you execute run option. If in doubt - run	
<b>QB</b>	Execute same as 1-9 Run  Call 41-49 to Y only	

## 49 RUN PASS



## 41 RUN PASS



## FAKE 41/49 HANDBACK TO QB

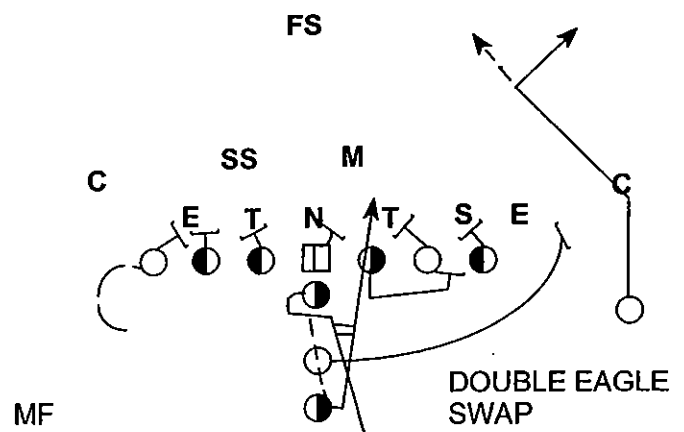
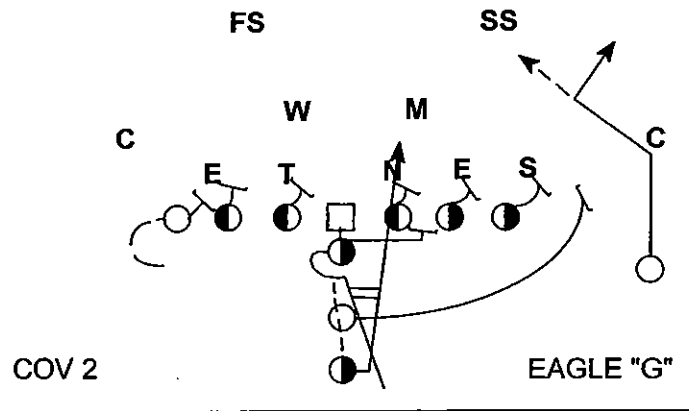
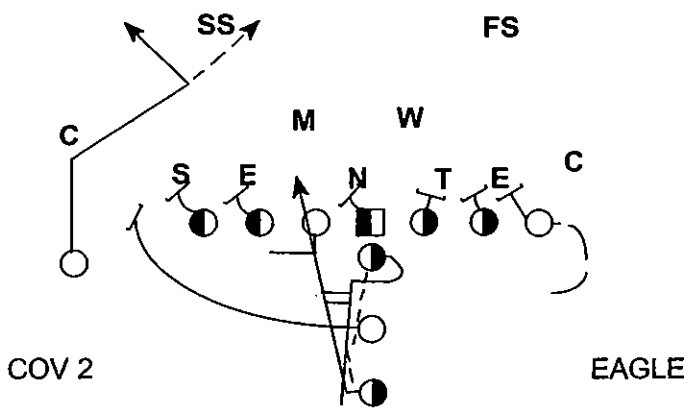
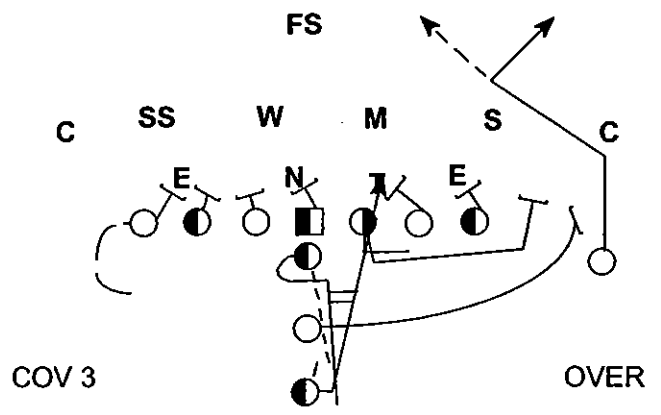
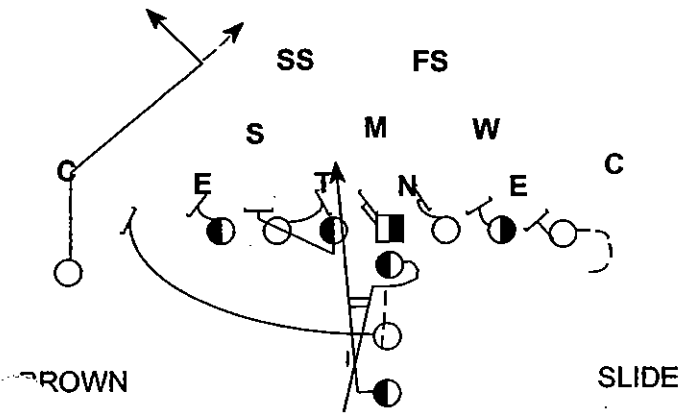
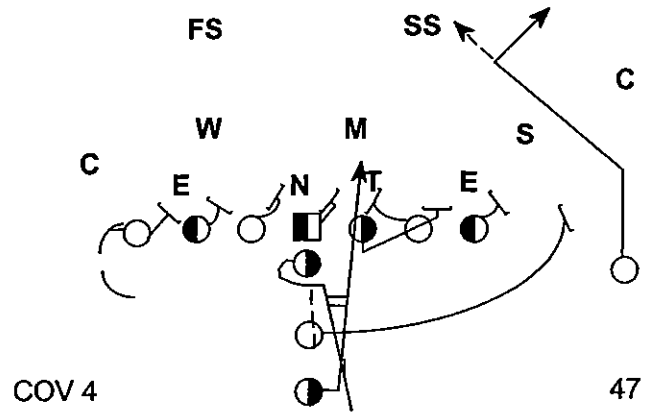
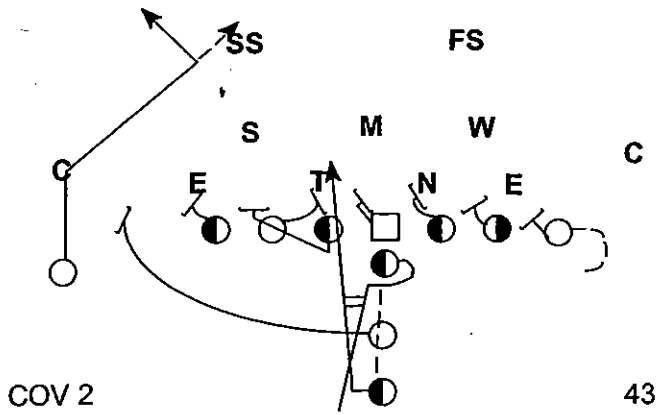
### PLAY ACTION EXOTIC

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Stalk – Post/Post Flag	Stalk - Corner
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Block 1-9 Run	Backside Pass Pro(check release)
<b>ON T</b>	Gap on seal	(slide two steps and then square up and look for run thru)
<b>ON G</b>	Gap on seal	(slide two steps and then square up and look for run thru)
<b>C</b>	Gap on seal	(slide two steps and then square up and look for run thru)
<b>OFF G</b>	Gap on Hinge	
<b>OFF T</b>	Gap on Hinge	
<b>FB</b>	Show Scoop Block 41-49 Run	
<b>R</b>	Receive ball on pitch from QB moving 3 steps parallel to LOS like 41-49 Run Turn up between G-T gap outside of QB and hand ball back to him. Carry out fake. Must be under control.	
<b>QB</b>	Reverse and pitch to R. Shuffle step to hip of onside guard and set up for handback from R Receive ball and drop 5 steps (8 yards) to set up spot behind On Guard.	

# FAKE 49 HANDBACK TO QB

# FAKE 41 HANDBACK TO QB



**FAKE RUMBLE @ 2 REVERSE @ 9**  
**FAKE RUMBLE @ 8 REVERSE @ 1**

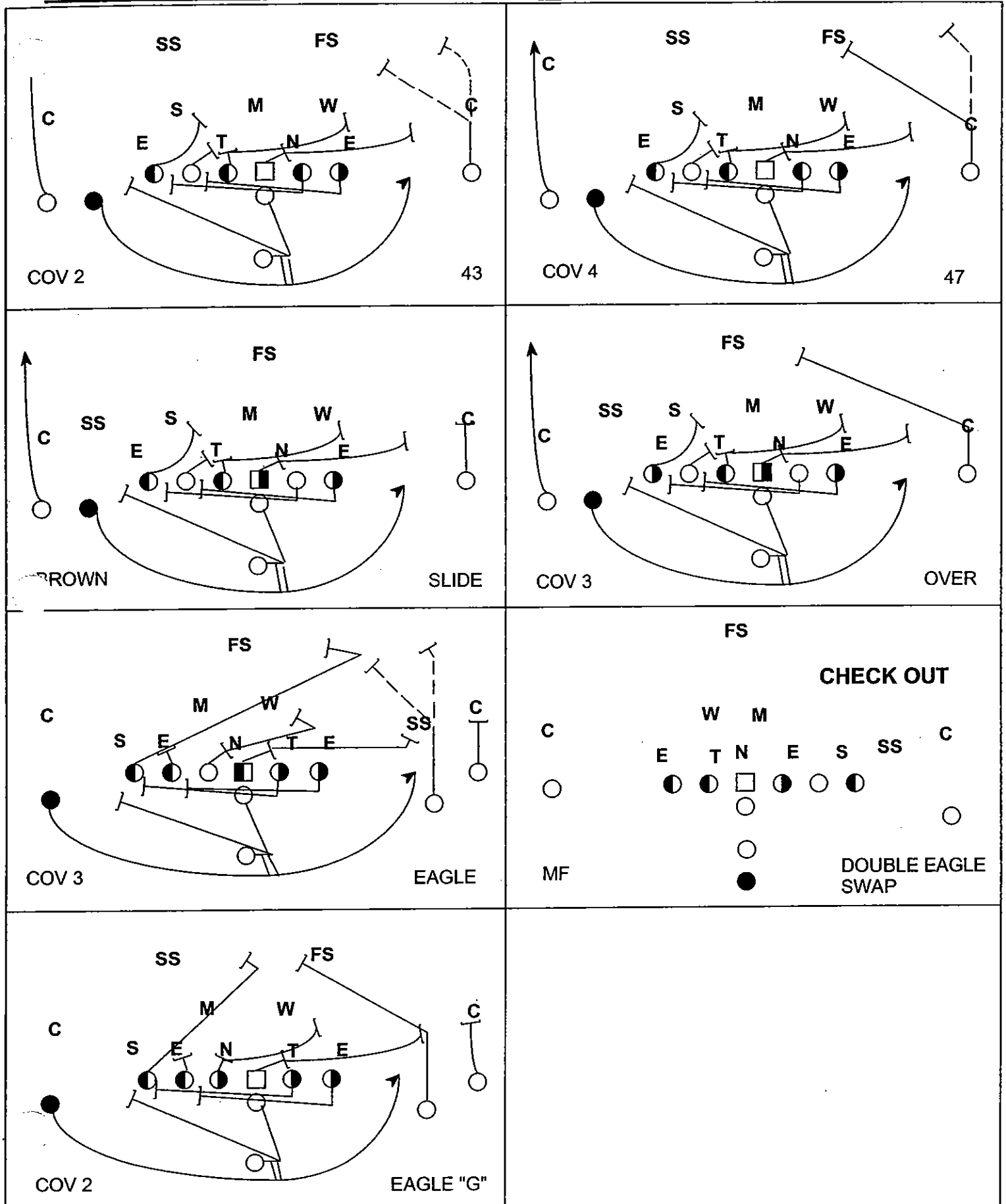
**PLAY DESCRIPTION:** Misdirection play from rumble action

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Start stovepipe vs. Cover 3 outside 1/3 Start stovepipe vs. Cover 2 1/2 Field Safety	Corner to Stovepipe or Reverse Route
<b>INSIDE RECEIVER</b>	Start stovepipe vs. Cover 3 Block Free Safety Start stovepipe vs. Cover 2 1/2 Field Safety	Reverse Route
<b>Y</b>	Tackle covered combo & take over tackle	Uncovered Slam end and sift
<b>ON T</b>	Covered - combo with tight end to stovepipe uncovered block defensive tackle	
<b>ON G</b>	Covered – Rip thru tackle to Backside LBer Uncovered – Block nose to Backside LBer	
<b>C</b>	Offside to backside support	
<b>OFF G</b>	Pull and Log D-end	
<b>OFF T</b>	Pull and pickup trash	
<b>F</b>	Execute Rumble – Fake the run and block first man to cross face	
<b>QB</b>	Execute Rumble fake – make exchange w/ receivers.	

# FAKE RUMBLE @ 8 REVERSE @1

# FAKE RUMBLE @ 2 REVERSE @ 9



**FAKE OPTION @ 2 REVERSE @ 9**  
**FAKE OPTION @ 8 REVERSE @ 1**

**PLAY DESCRIPTION:** Misdirection play wide off Option @2-8 Blank

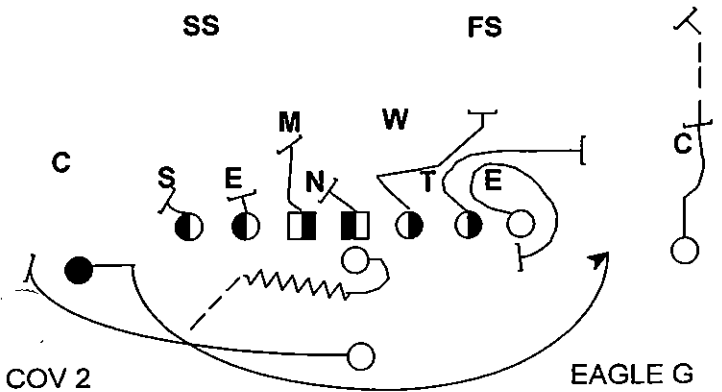
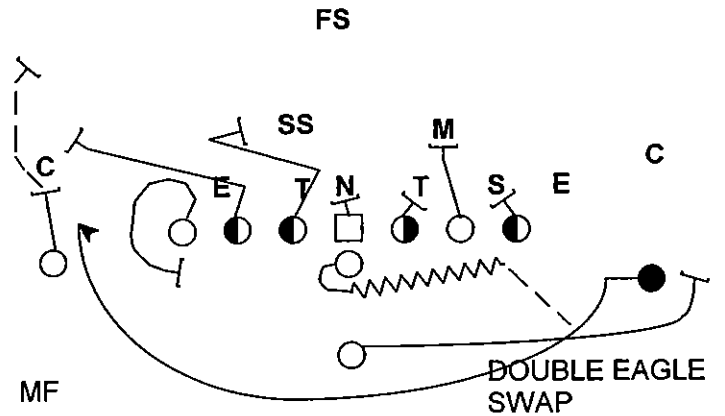
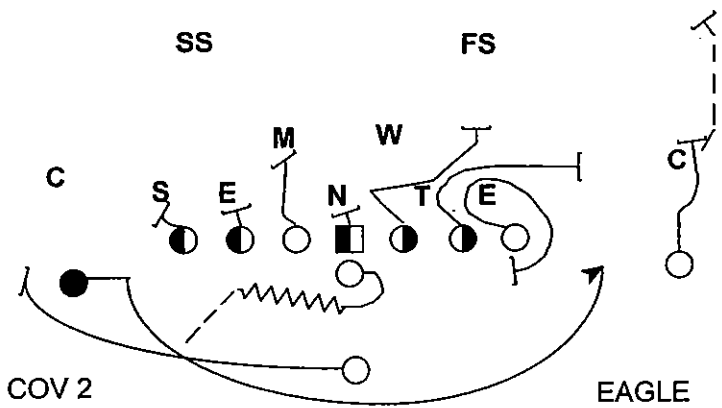
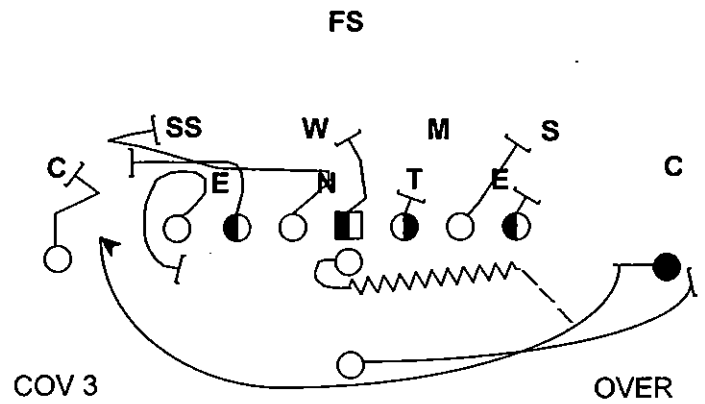
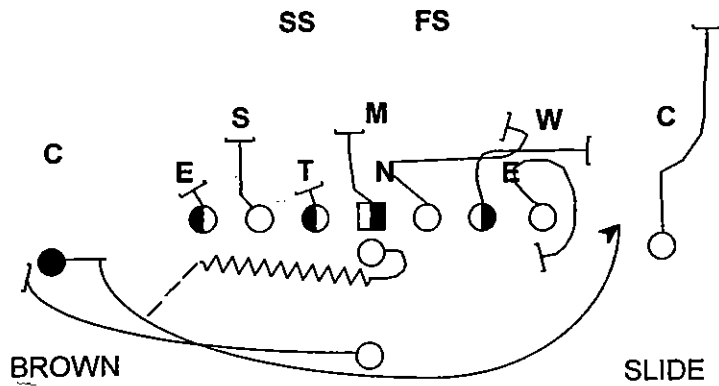
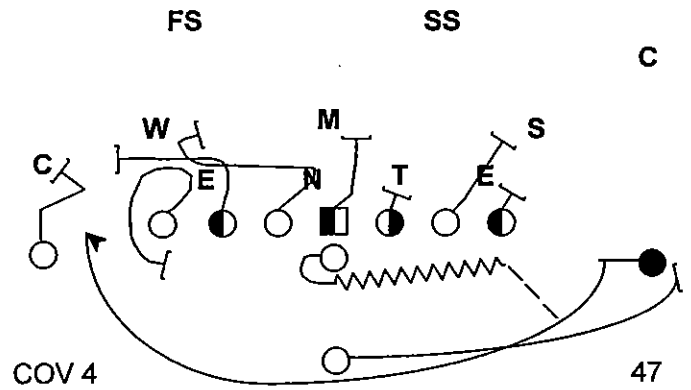
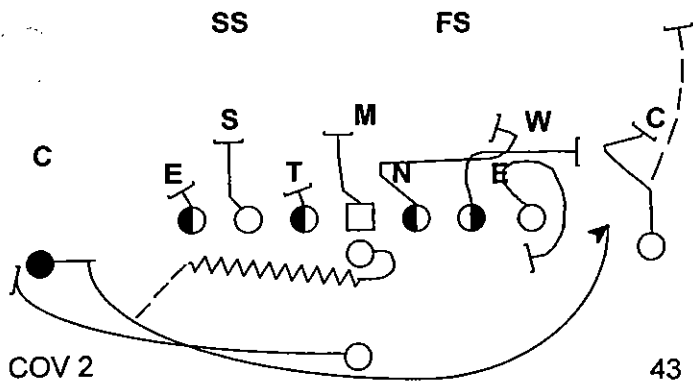
**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Start to stovepipe and then block outside 1/3	Stovepipe deploy or reverse route
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Block Option Scoop playside; Vs. 7 – Treat like inside scoop	Killroy
<b>ON T</b>	Block Option Scoop playside	
<b>ON G</b>	Block Option Scoop playside	
<b>C</b>	Block Option Scoop playside	
<b>OFF G</b>	Scoop B.S., Block LBer	
<b>OFF T</b>	Scoop B.S., Block support	
<b>FB</b>	Normal option assignment but gain a little depth to allow reverse man inside us. Block anyone trailing play. Good Fake	
<b>RB</b>	Fake Option @ 2-8 Blank – Pitch to reverse man and continue option look	



# FAKE OPTION @ 8 REVERSE @1

# FAKE OPTION @ 2 REVERSE @9



## **QB REVERSE 1/9 G**

### **PLAY DESCRIPTION:**

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Outside 1/3	Stovepipe
<b>INSIDE RECEIVER</b>	Block #2	Stovepipe
<b>Y</b>	Blank – O Scheme	Full Scoop
<b>ON T</b>	Inside Scheme	
<b>ON G</b>	Pull log D-End	
<b>C</b>	Zero, no zero block back for pulling guard	
<b>OFF G</b>	Pull around for 1 <sup>st</sup> thing that shows	
<b>OFF T</b>	Gap pick up	
<b>FB (FB)</b> (RB in 2 back)	Fake Quick Pitch at 1 or 9	
<b>F (2 Backs)</b>	WNR	
<b>QB</b>	Fake the quick pitch and roll flat playside with the ball.	

# QB REVERSE @ 9

# QB REVERSE @ 1

<p>COV 2 43</p>	<p>COV 4 47</p>
<p>BROWN SLIDE</p>	<p>COV 3 OVER</p>
<p>COV 2 EAGLE</p>	<p><b>CHECK OUT</b></p> <p>MF DOUBLE EAGLE SWAP</p>
<p>COV 2 EAGLE G</p>	

## **QB CONVOY STATUE RT/LT**

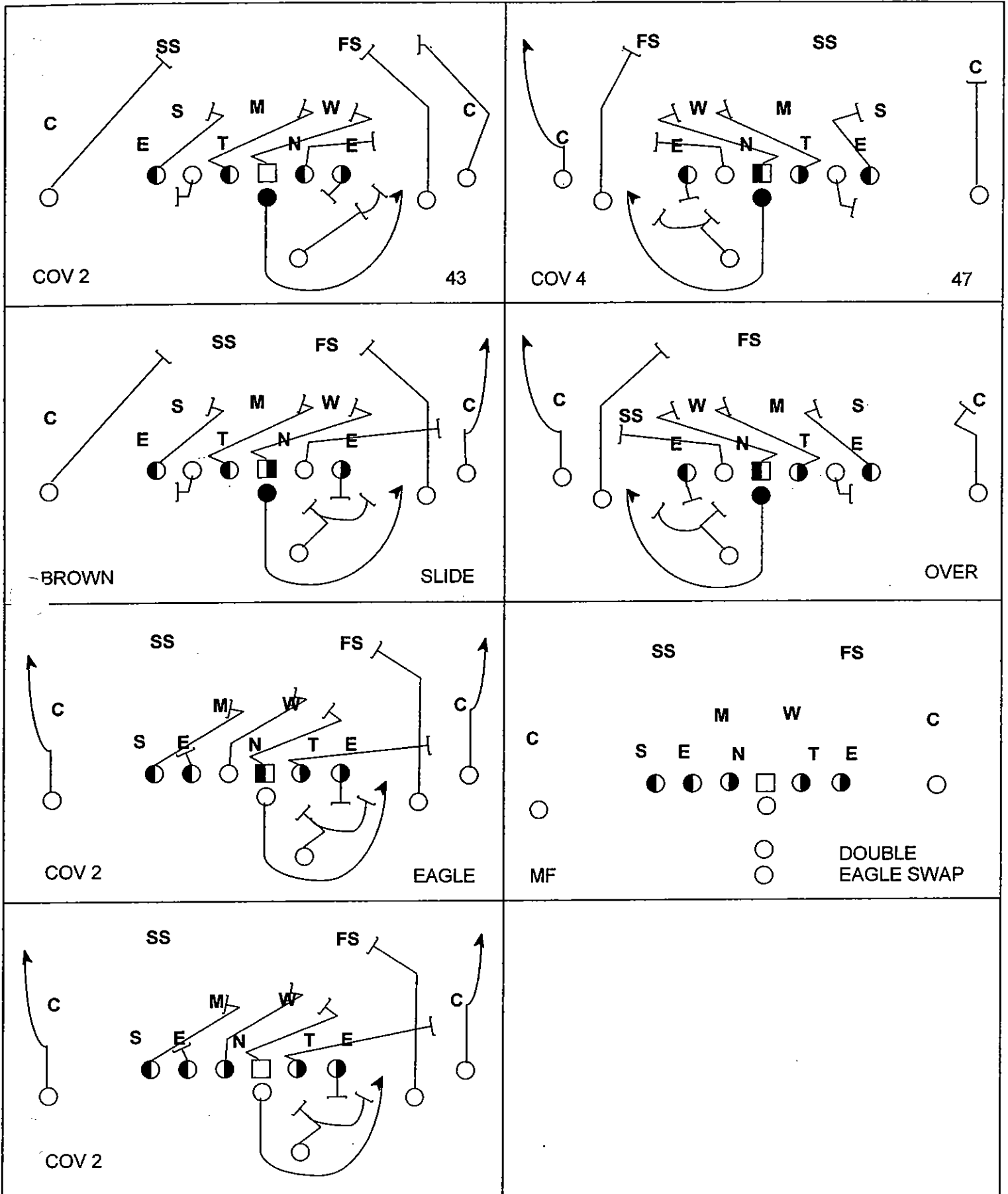
**PLAY DESCRIPTION:** QB Sweep showing drop back action

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Run Everybody Go Scheme	Push, Block outside 1/3
<b>INSIDE RECEIVER</b>	Run Everybody Go Scheme – Push, Block Outside 1/3 vs. 2 Deep – Block Middle 1/3 vs. 3 Deep if W in Lion & Rhino or R in Rex/Lee is attached to called scheme block far LB	
<b>Y</b>	Under to NLB	
<b>ON T</b>	Set flat down end – then turn inside, look for scrap	
<b>ON G</b>	Big Protection – 2 counts – convoy rules	
<b>C</b>	Block 2 counts – convoy rules	
<b>OFF G</b>	Block 2 counts – convoy rules	
<b>OFF T</b>	Block DE – normal 75 action	
<b>FB</b>	Fake a path that will put in position to cut off pursuit of the contain rusher – use a stalk technique if you get leverage – cut block if rusher starts a hard charge	
<b>QB</b>	5-step drop. Utilize look off, pump fake techniques. Set up a 7 step sprint drop depth, pump fake, cross over and step – roll to left – sprint to right.	

# QB CONVOY STATUE RIGHT

# QB CONVOY STATUE LEFT



## 51-9 HITCH THROWBACK TO THE QB

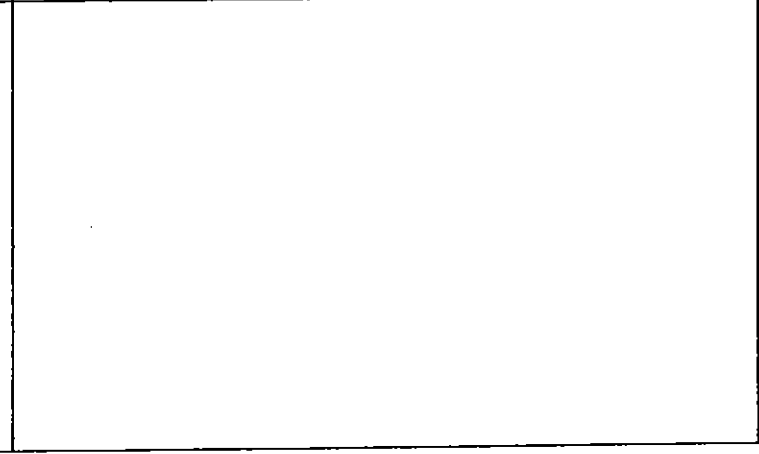
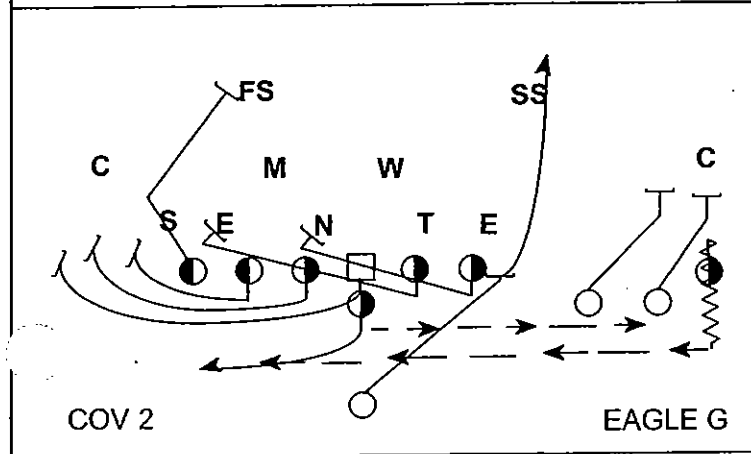
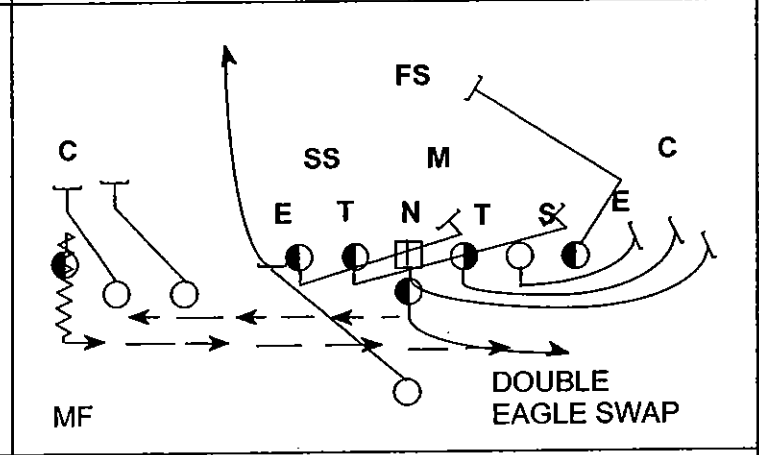
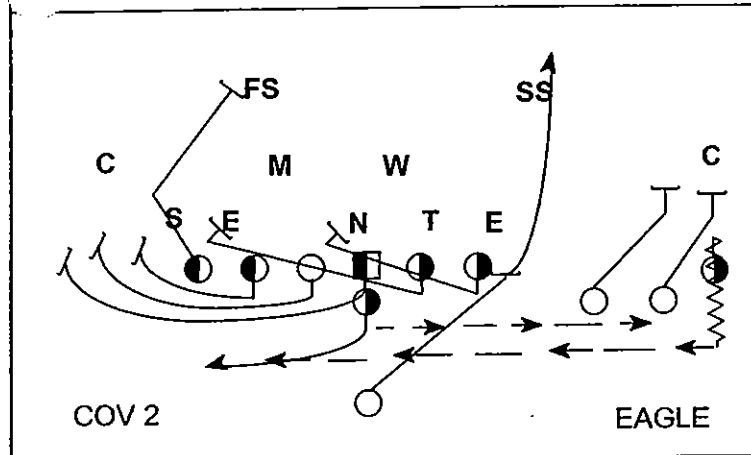
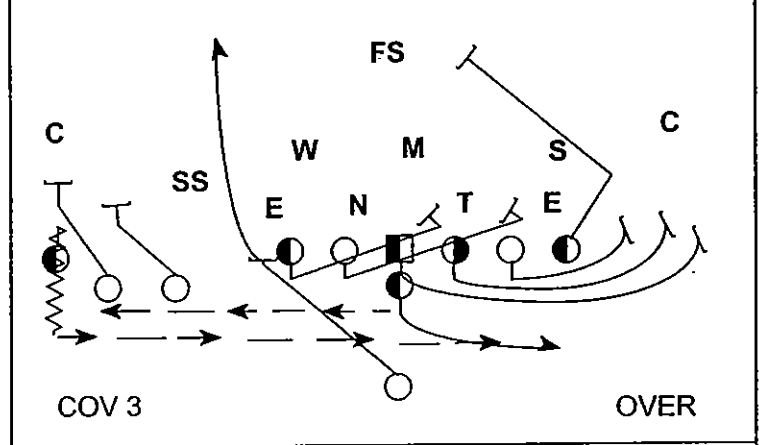
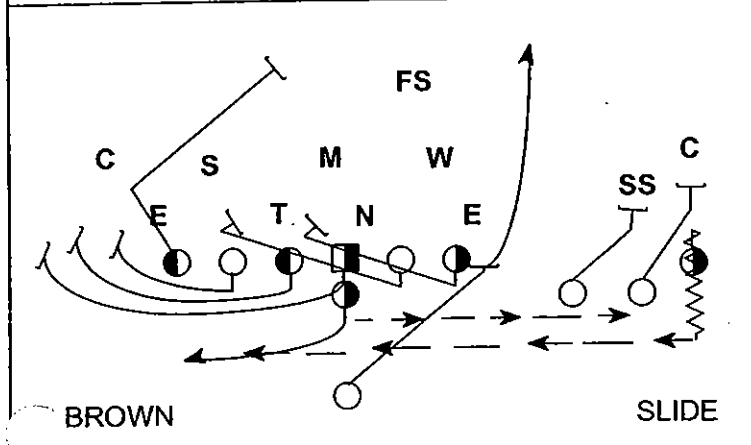
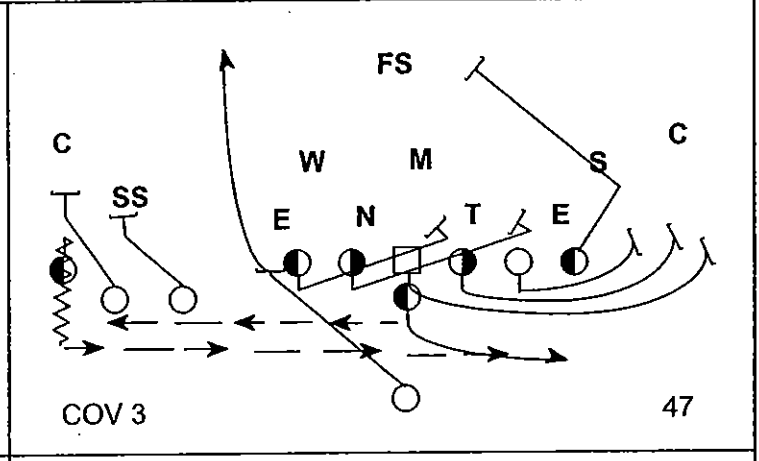
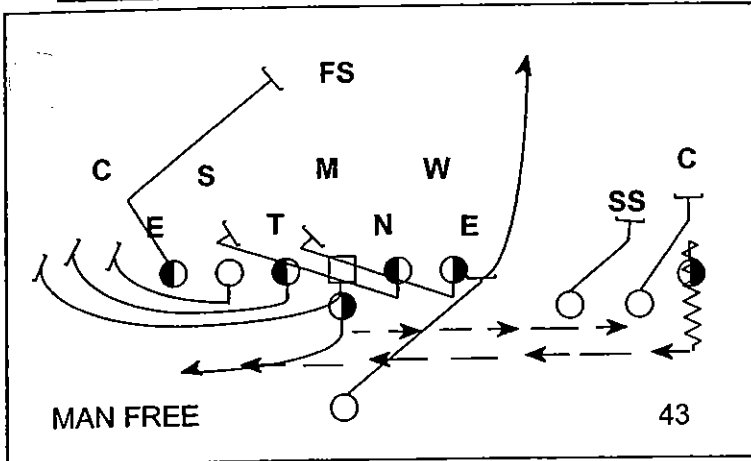
**PLAY DESCRIPTION:** Misdirection screen to the QB

### RULES AND COACHING POINTS

	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	1 Step hitch, gain depth make sure it is a lateral	
<b>INSIDE RECEIVER</b>	Block man over x (thrower)	
<b>Y</b>	Seam release to safety	
<b>ON T</b>	Flatten defender hold count for 3 seconds & release and leak out towards playside	
<b>ON G</b>	Flatten defender hold count for 3 seconds & release and leak out towards playside	
<b>C</b>	Flatten defender hold count for 3 seconds & release and leak out towards playside	
<b>OFF G</b>	Flatten defender hold count for 3 seconds & release and leak out towards playside	
<b>OFF T</b>	Flatten defender hold count for 3 seconds & release and leak out towards playside	
<b>F (FB)</b>	Seam release to near safety	
<b>R</b>	Block man over "W"	
<b>QB</b>	1 Step hitch technique and gain 5 yards width away from TE original alignment	

# 51 HITCH & THROWBACK TO QB

# 59 HITCH & THROWBACK TO QB



**FAKE 54 POPOUT PITCHBACK TO QB**  
**FAKE 56 POPOUT PITCHBACK TO QB**

**PLAY ACTION EXOTIC**

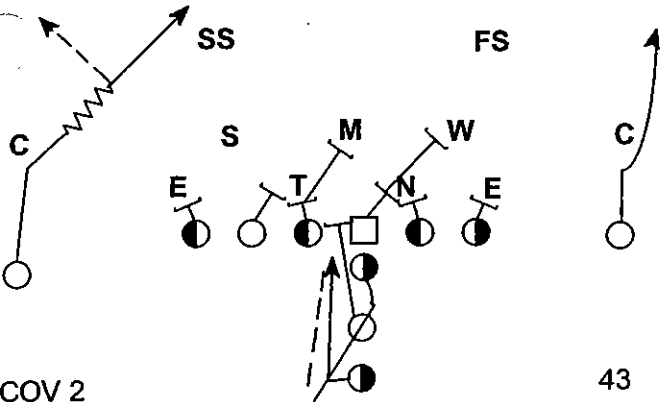
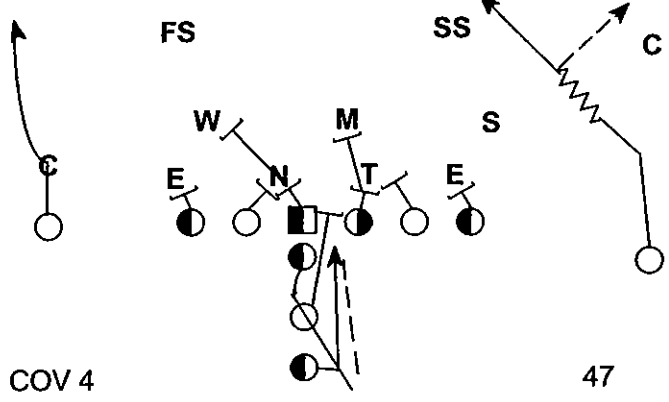
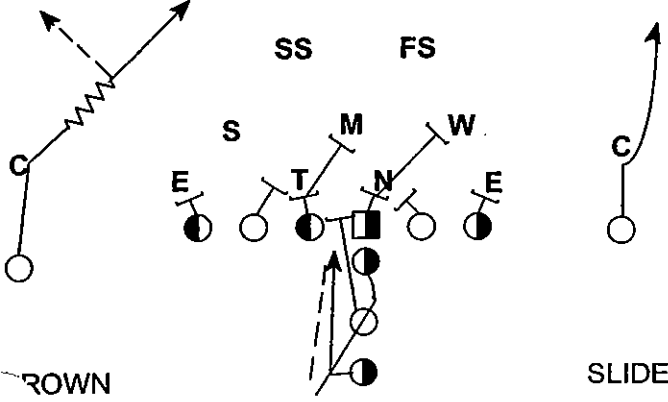
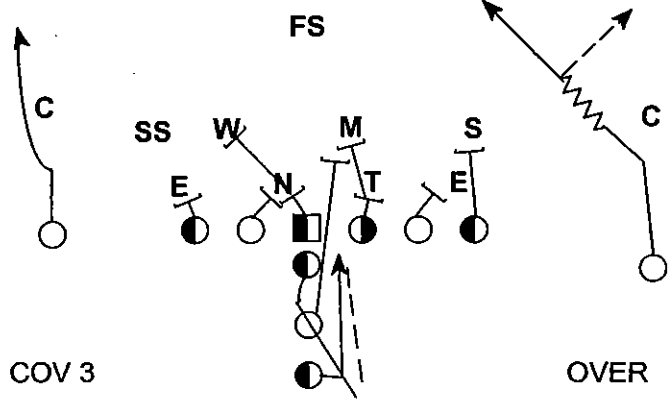
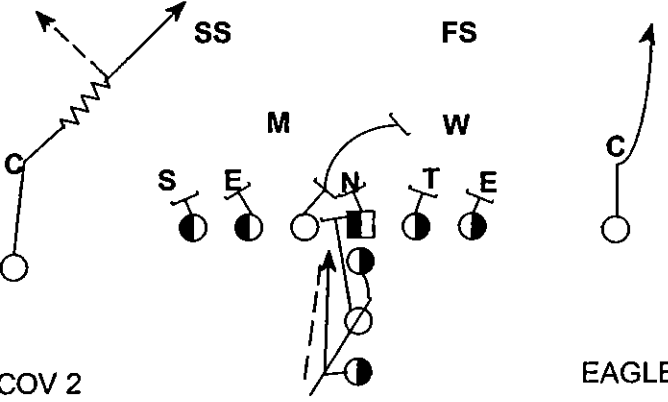
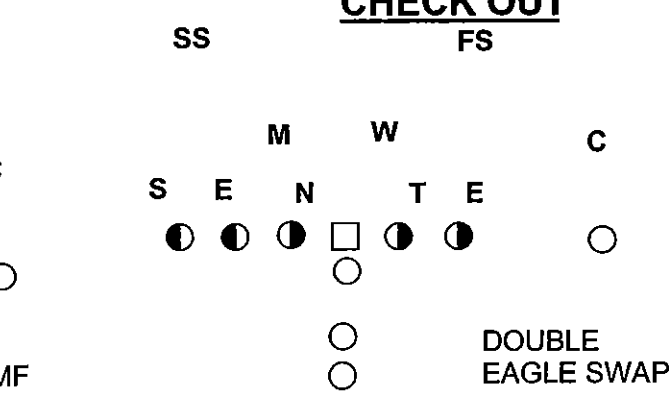
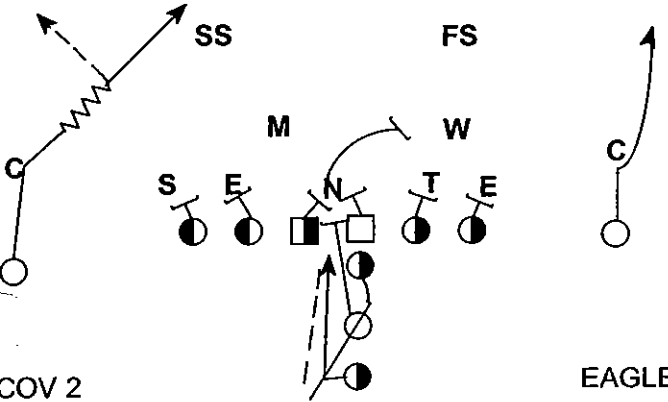
**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Stalk – Post / Flag	Stalk - Corner
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Aggressive man on	Cut-off, Check flat
<b>ON T</b>	On Inside	
<b>ON G</b>	On Inside	
<b>C</b>	On Offside	
<b>OFF G</b>	Over	
<b>OFF T</b>	Over	
<b>FB</b>	Block 54-56 P.O.	
<b>R</b>	Execute 54-56 P.O. When you reach a couple of yards from the LOS reverse pivot and pitch the ball back to the QB. Keep the ball belt high.	
<b>QB</b>	Execute 54-56 P.O. – Continue to drop after the fake and set behind the playside guard at a depth of 8 yards. Receive the pitch and make the proper decision.	



## FAKE 56 PO PITCHBACK QB

## FAKE 54 PO PITCHBACK QB

 <p>COV 2</p> <p>43</p>	 <p>COV 4</p> <p>47</p>
 <p>ROWN</p> <p>SLIDE</p>	 <p>COV 3</p> <p>OVER</p>
 <p>COV 2</p> <p>EAGLE</p>	<p><b>CHECK OUT</b></p>  <p>DOUBLE EAGLE SWAP</p>
 <p>COV 2</p> <p>EAGLE</p>	

## LAST PLAY

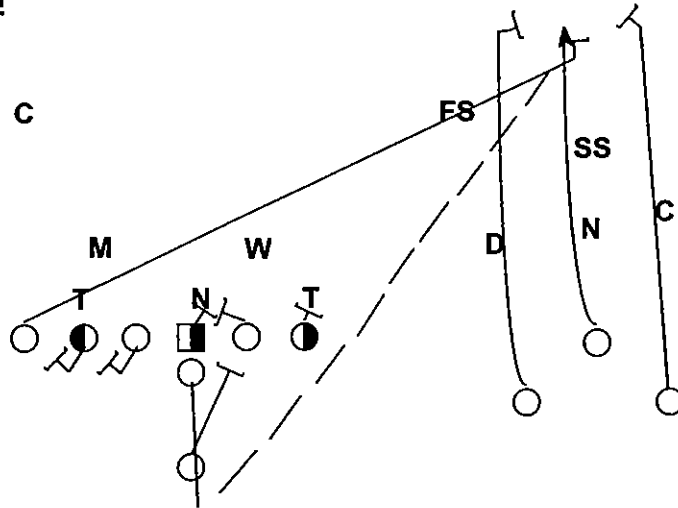
**PLAY DESCRIPTION:** Pass used when a touchdown is needed with one play remaining run from Rex or Lee

### RULES AND COACHING POINTS

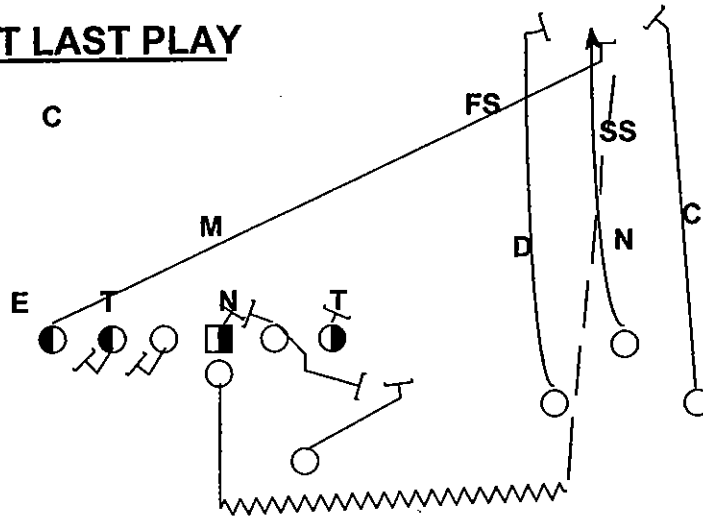
<b>X</b>	Sprint to a point that will take you 5 yards outside of W's set up point, break down and be ready to field the tapped ball.
<b>W</b>	Sprint to a minimum point 6 yards past the goal line and prepare to catch the ball if defenders don't collapse or tap the ball to X-R or Y if defenders do collapse.
<b>R</b>	Sprint to a point that will take you 5 yards inside of W's set up point, break down and be ready to field the tapped ball.
<b>Y</b>	Sprint to a point that will take you 5 yards in front of W's set up point, break down and be ready to field the tapped ball.
<b>ON T</b>	75/Dash or Roll Protection
<b>ON G</b>	75/Dash or Roll Protection
<b>C</b>	75/Dash or Roll Protection
<b>OFF G</b>	75/Dash or Roll Protection
<b>OFF T</b>	75/Dash or Roll Protection
<b>FB</b>	Block protection called
<b>QB</b>	Execute 7 step sprint drop in 75s or Dash or Roll drop as called. Throw the ball with a trajectory allowing W an opportunity to catch or tap the ball.

## LAST PLAY

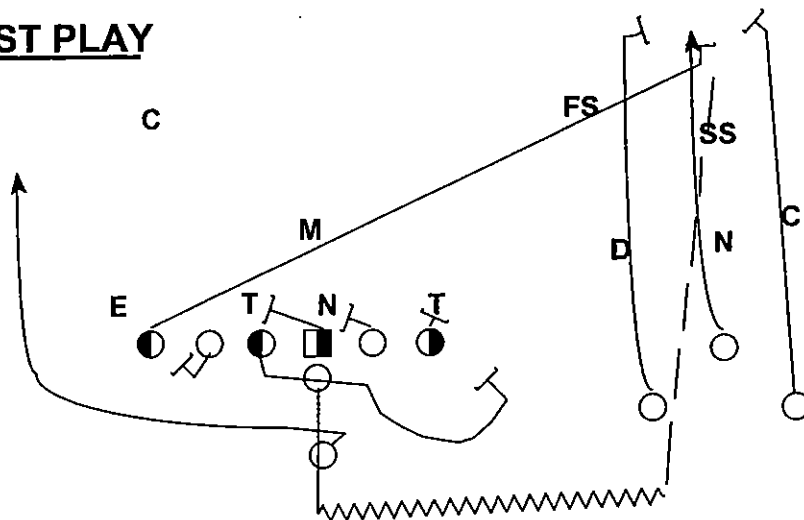
### 75 LAST PLAY



### DASH RIGHT LAST PLAY



### ROLL @ 2 LAST PLAY



**41/9 THROWBACK TO THE QB**  
**31/9**

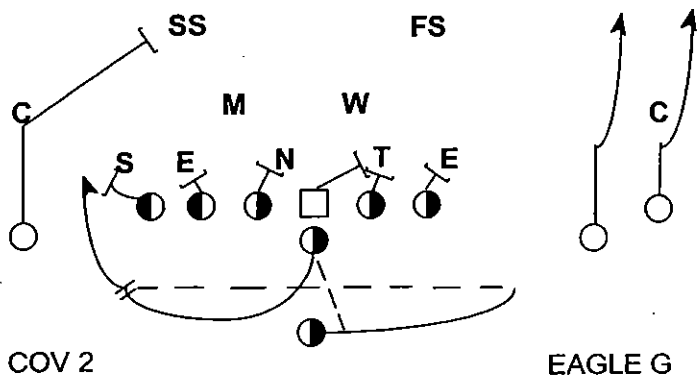
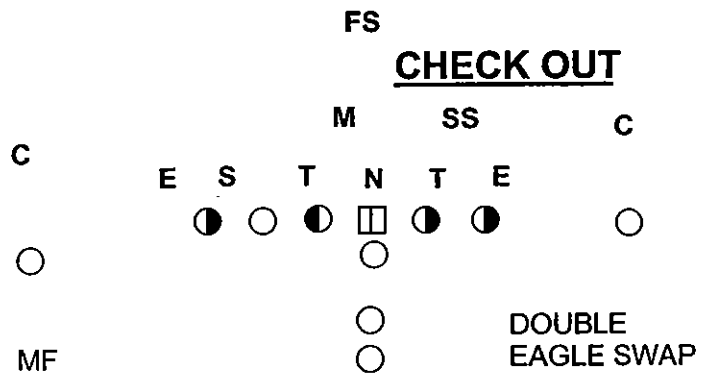
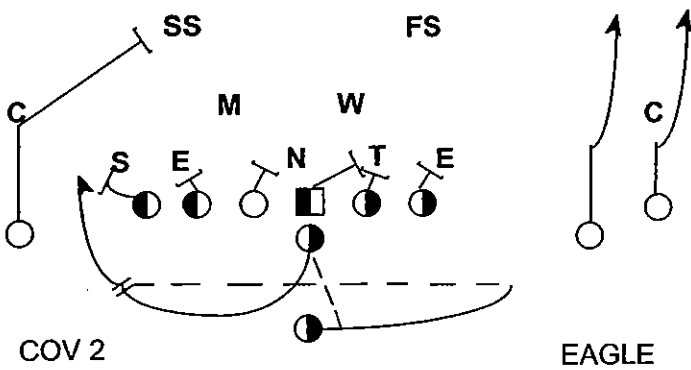
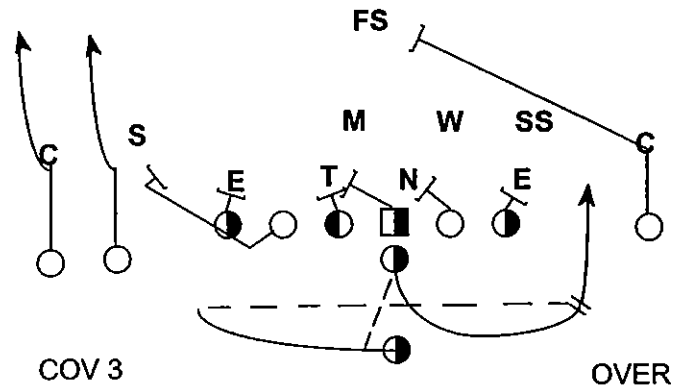
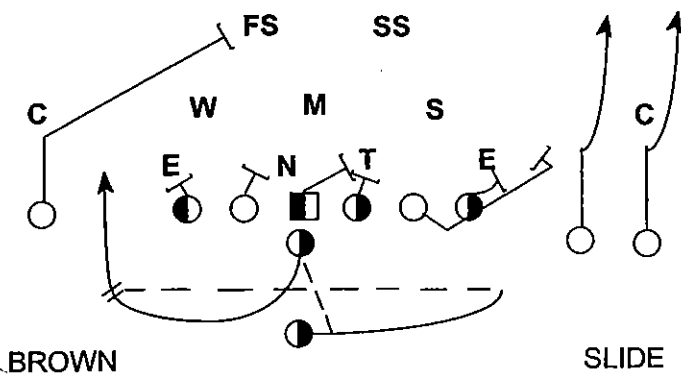
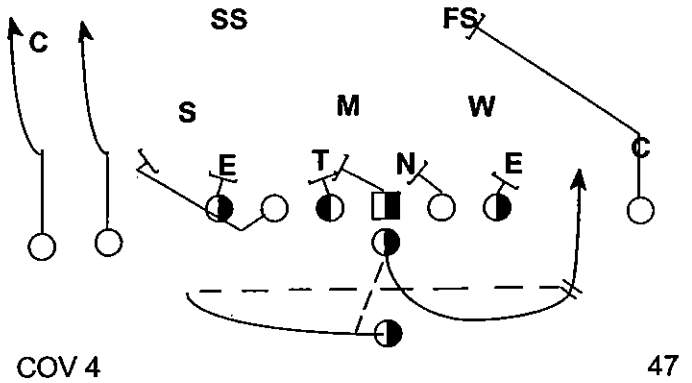
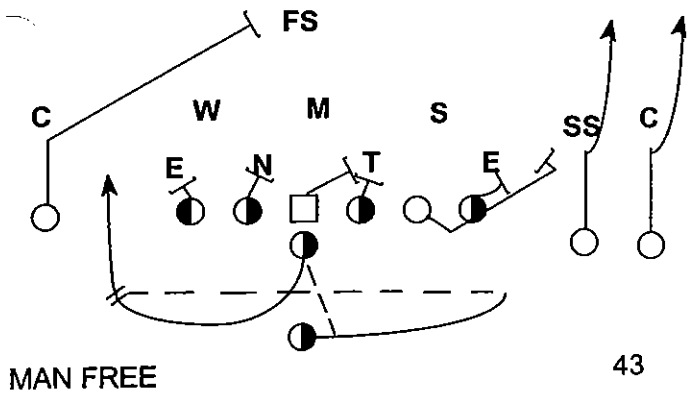
**PLAY DESCRIPTION:** Misdirection play faking the toss and then throwing the ball back to the QB

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Outside 1/3	Stovepipe
<b>INSIDE RECEIVER</b>	Seam near Safety	
<b>Y</b>	Base Reach	Shallow
<b>ON T</b>	Man Over	Base Reach
<b>ON G</b>	Man Over	Base Reach
<b>C</b>	Man Over	Base Reach
<b>OFF G</b>	Man Over	Base Reach
<b>OFF T</b>	Man Over	Base Reach
<b>FB</b> (2 Backs)	Pull & Block alley to playside	
(F in 1 Back) <b>R</b>	Receive pitch pocket ball run 41-9 scoop - get feet and throw the ball back to QB	
<b>QB</b>	Reverse pivot pitch ball to QB – naked away look over inside shoulder for pass	

# 41 THROWBACK TO QB

# 49 THROWBACK TO QB



## **FAKE 41/49 REVERSE PASS**

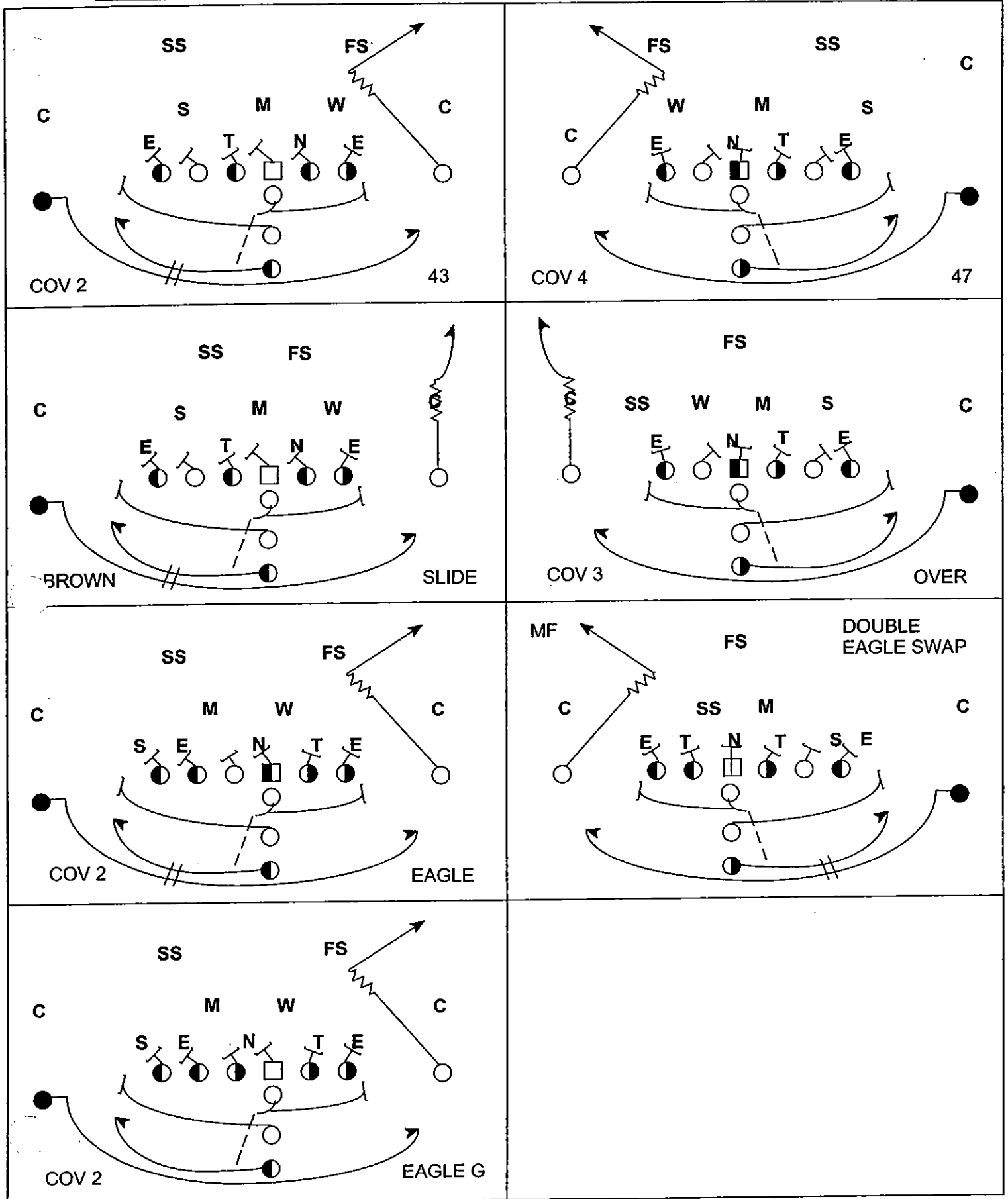
### **PLAY DESCRIPTION:**

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Execute Run/Pass Decision
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Gap on seal	
<b>ON T</b>	Gap on seal	
<b>ON G</b>	Gap on seal	
<b>C</b>	Gap on seal	
<b>OFF G</b>	Big Protection	
<b>OFF T</b>	Big Protection	
<b>FB</b>	Block 1 <sup>st</sup> threat outside of TE	
<b>RB</b>	Take pitch and exchange the ball on reverse, continue to carry out fake after mesh	
<b>QB</b>	Execute pitch, Peal backside for 1 <sup>st</sup> threat	

## FAKE 49 REVERSE PASS

## FAKE 41 REVERSE PASS



**OPTION @ 2 PITCH PASS**  
**OPTION @ 2 PITCH PASS**

**PLAY DESCRIPTION:**     Option pitch pass

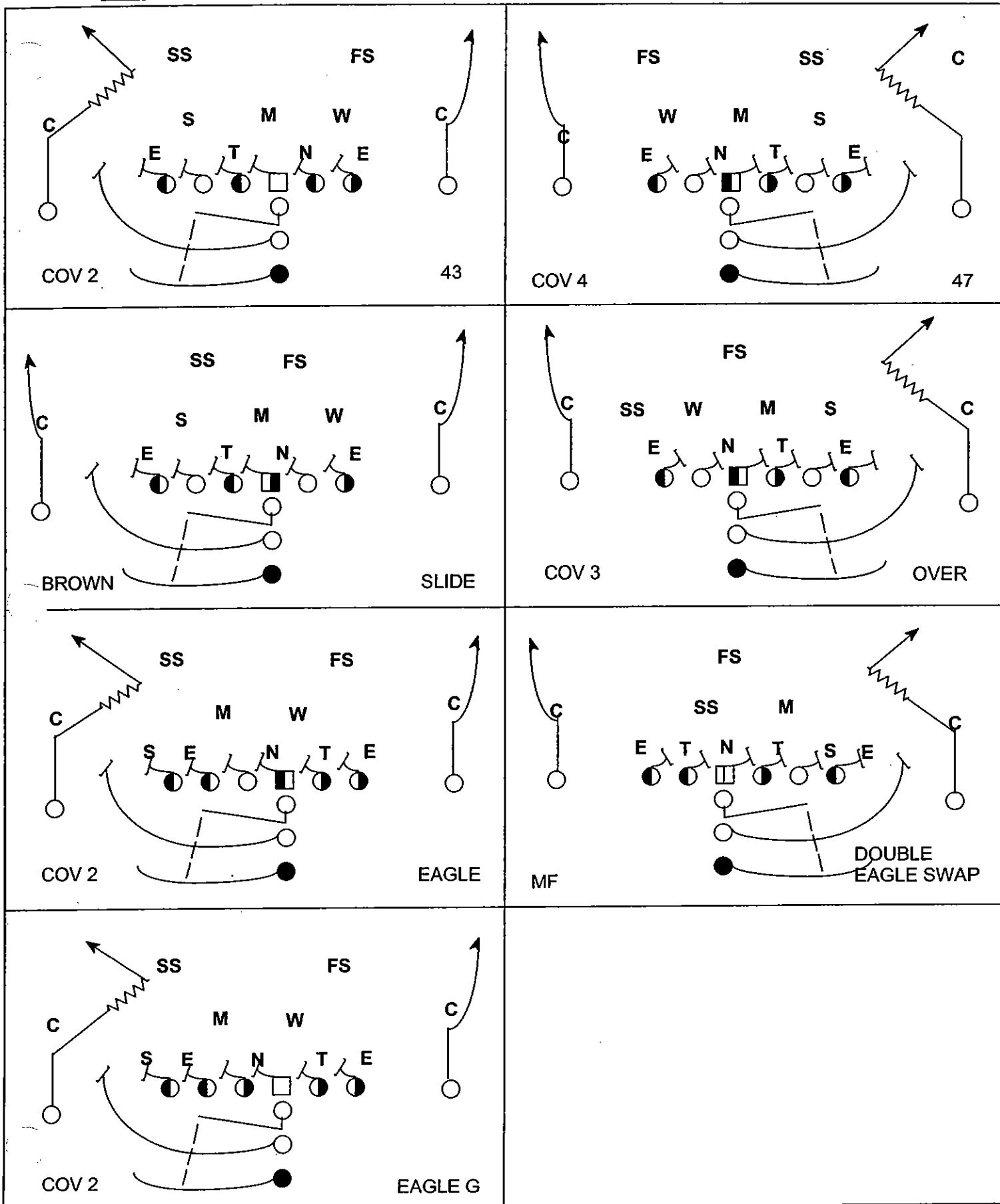
**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme call	Conversion Comeback
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Block Opt Scoop Playside	
<b>ON T</b>	Gap on Seal - Playside	
<b>ON G</b>	Gap on Seal - Playside	
<b>C</b>	Gap on Seal - Playside	
<b>OFF G</b>	Covered – Man on (sell run) Uncovered – sell run pick out defensive end	
<b>OFF T</b>	Covered - man on sell Run Uncovered - Sell run pick Out for DE	
<b>FB</b>	Normal Option assignment, block 1 <sup>st</sup> threat outside TE	
<b>RB</b>	Take pitch on Option @ 2/8 Run. Tuck ball away execute pass – run option. Call “GO” if you run. If pass is in doubt → Run	
<b>QB</b>	Execute Option Pitch to “R”	



## OPTION @ 8 PITCH PASS

## OPTION @ 2 PITCH PASS



## **RUMBLE @ 2/8 DOUBLE REVERSE @1/9**

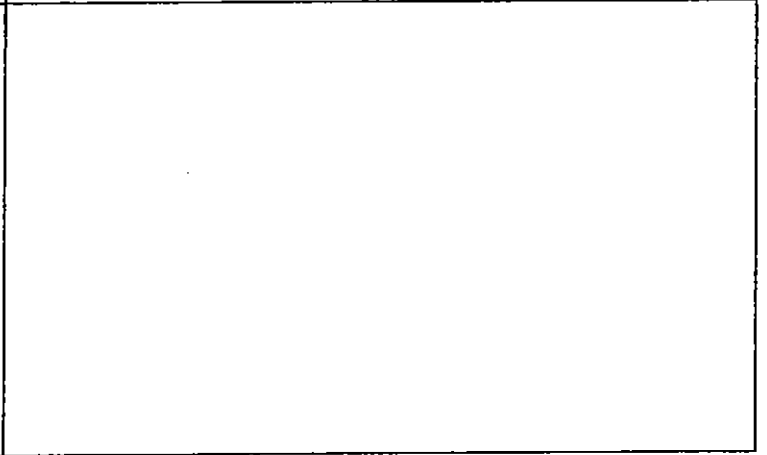
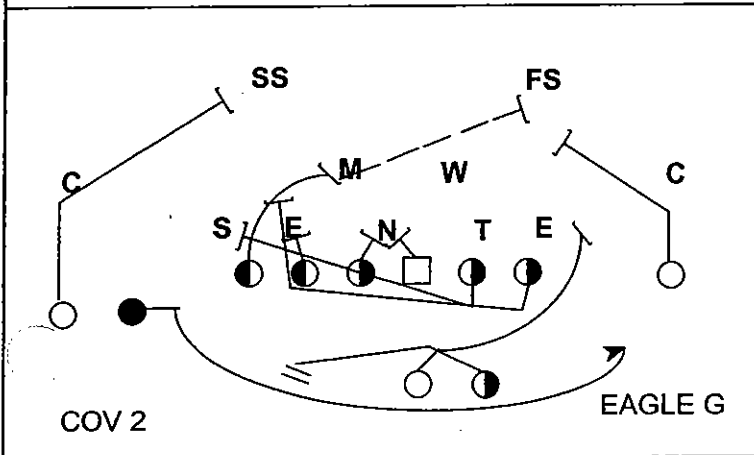
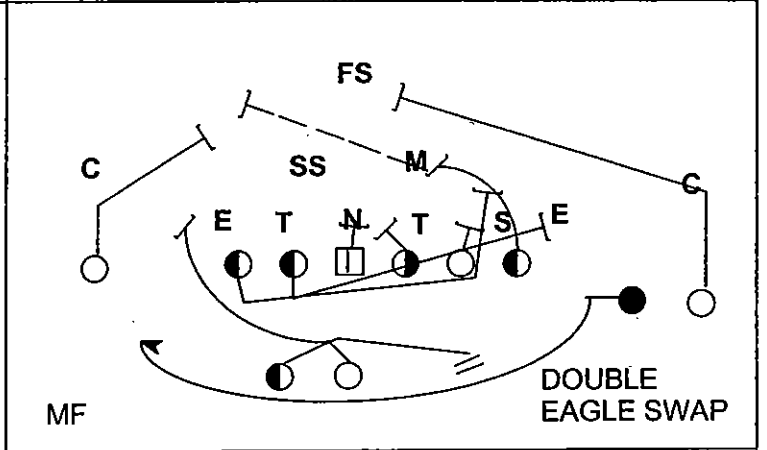
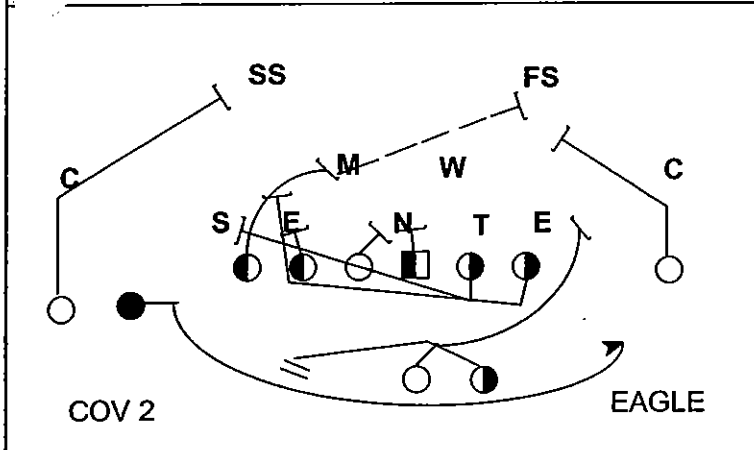
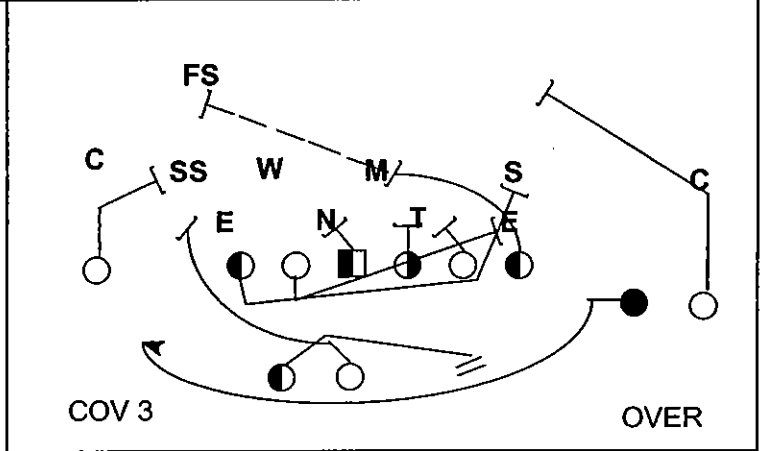
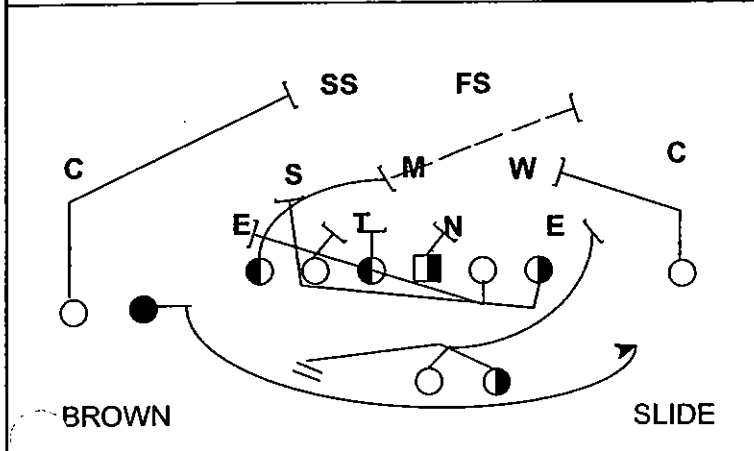
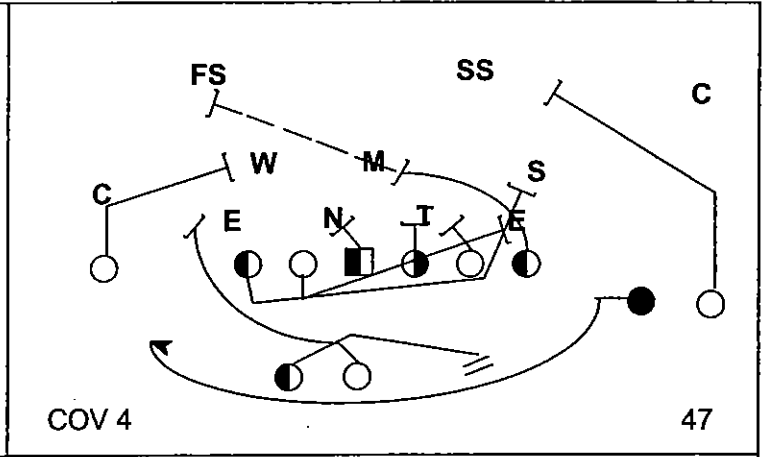
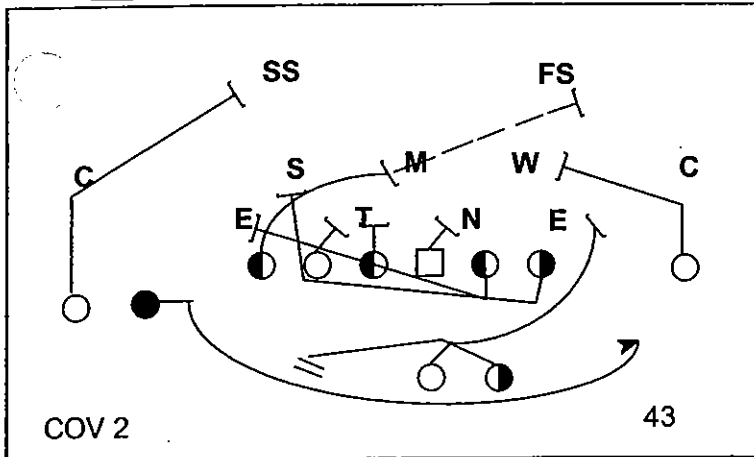
**PLAY DESCRIPTION:** Reverse off of counter action from Trips formation

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Block Safety	Stovepipe
<b>INSIDE RECEIVER</b>	Short lope motion; Belly to a depth of 5 yds and take ball from FB	
<b>Y</b>	Block Rumble @ 2 rule; look to block far corner	
<b>ON T</b>	Block Rumble @ 2 rule	
<b>ON G</b>	Block Rumble @ 2 rule	
<b>C</b>	Block Rumble @ 2 rule; come off & pick any defender who reacts to the reverse	
<b>OFF G</b>	Pull & block Rumble @ 2 Rule	
<b>OFF T</b>	Pull & block Rumble @ 2 Rule	
<b>FB</b>	Execute Rumble Read; exchange with "W"	
<b>QB</b>	Execute Rumble – give ball to FB; look to block 1 <sup>st</sup> threat outside the pulling tackle	

# RUMBLE @ 8 DOUBLE REV. @ 1

# RUMBLE @ 2 DOUBLE REV. @ 9



## **FAKE OPT @ 2 SCOOP "R" REVERSE**

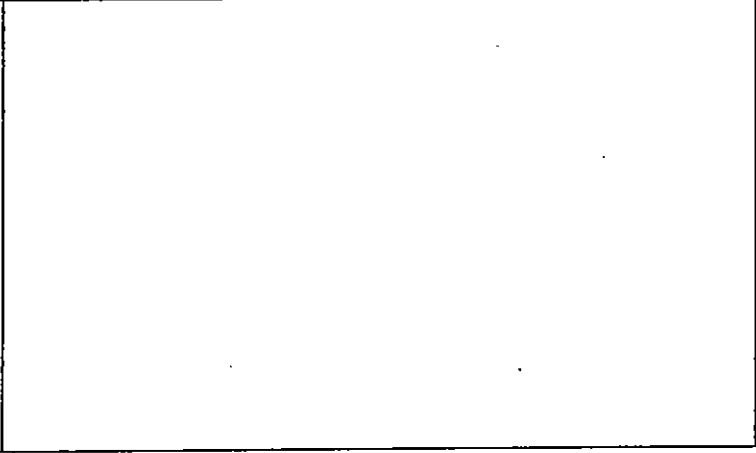
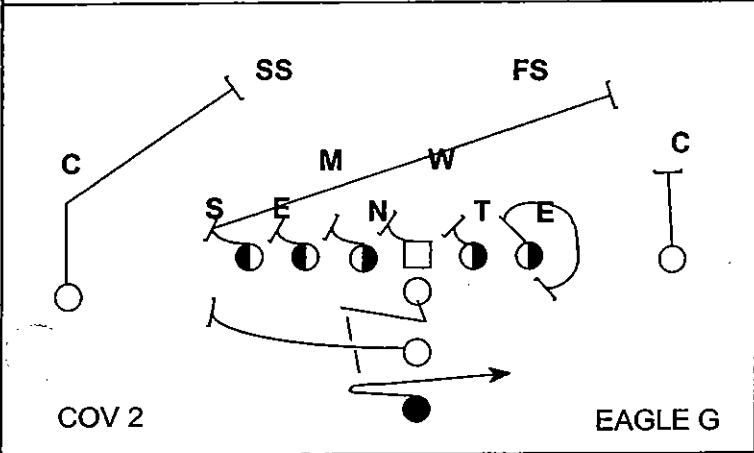
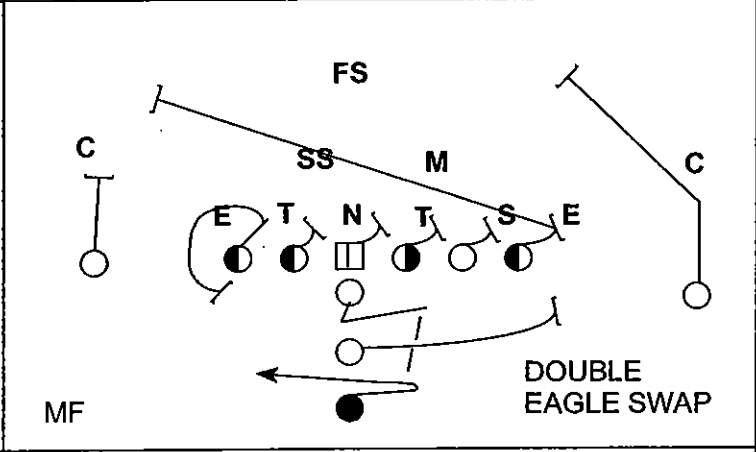
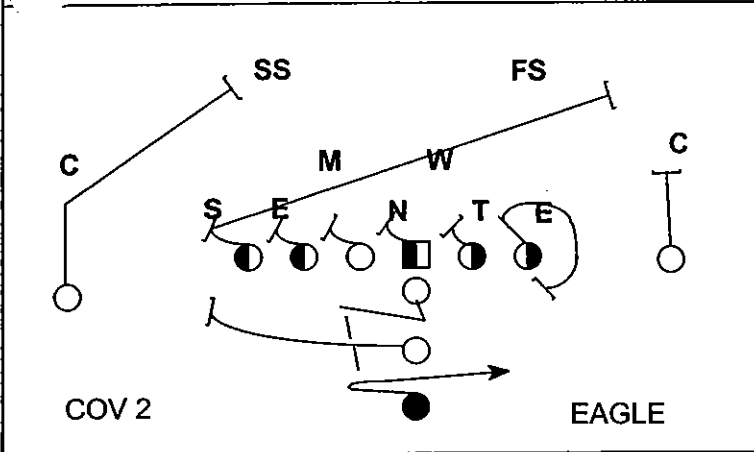
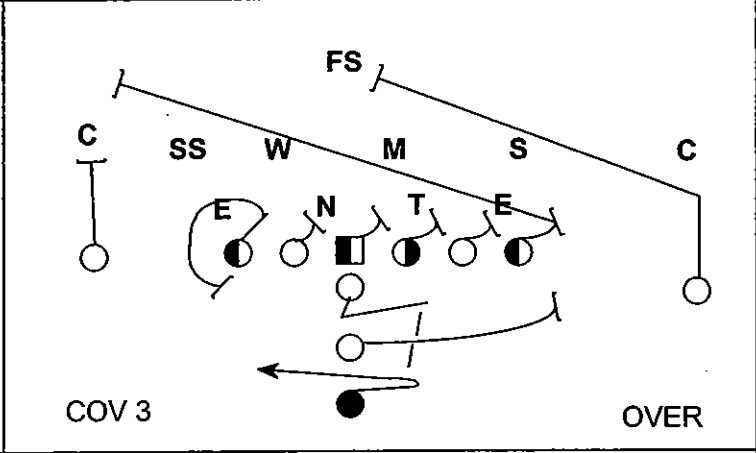
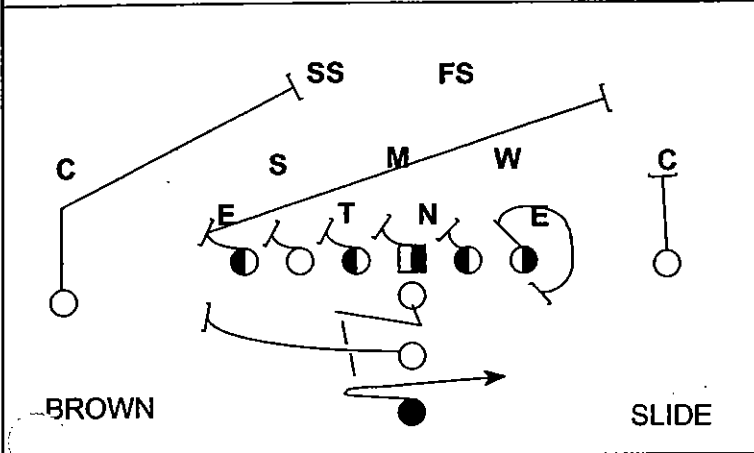
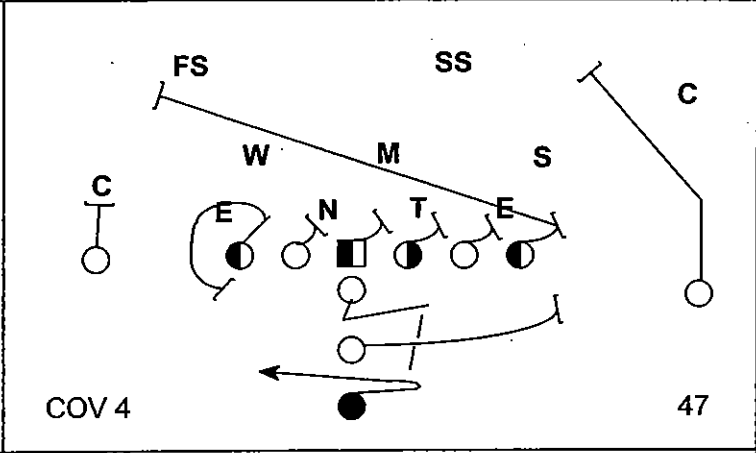
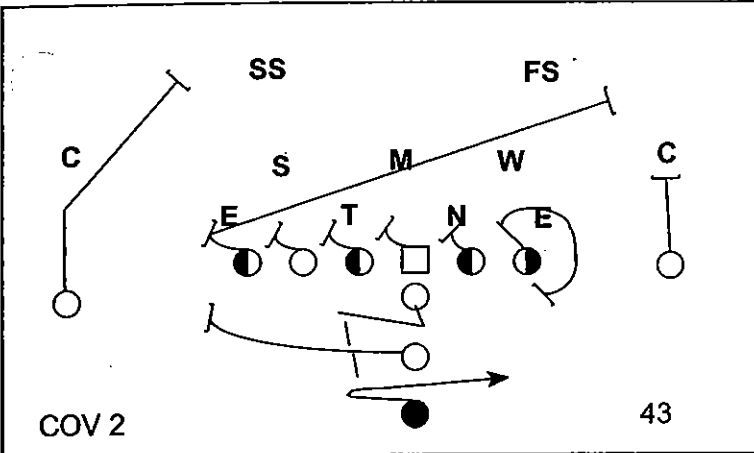
### **PLAY DESCRIPTION:**

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Block Safety	Stovepipe
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Block Opt @ 2 Scoop; work to backside corner	
<b>ON T</b>	Block Opt @ 2 Scoop; Uncovered-work back to help lead "R" on his reverse course Covered – secure LOS	
<b>ON G</b>	Block Opt @ 2 Scoop; Uncovered-work back to help lead "R" on his reverse course Covered – secure LOS	
<b>C</b>	Block Opt @ 2 Scoop; Secure LOS	
<b>OFF G</b>	Block Opt @ 2 Scoop; Secure LOS	
<b>OFF T</b>	Block Opt 2 scoop initially, Kilroy to first threat	
<b>FB</b>	Arc release on Option course	
<b>TB</b>	Take three steps on pitch course; comeback and take pitch from QB.	
<b>QB</b>	Initiate Opt 2 Scoop footwork – open & pitchback to "R" back.	

**FAKE OPTION @ 8 SCOOP "R" REVERSE**

**FAKE OPTION @ 2 SCOOP "R" REVERSE**



## **FAKE 32/8 DOUBLE REVERSE @ 1/9 SMOKE**

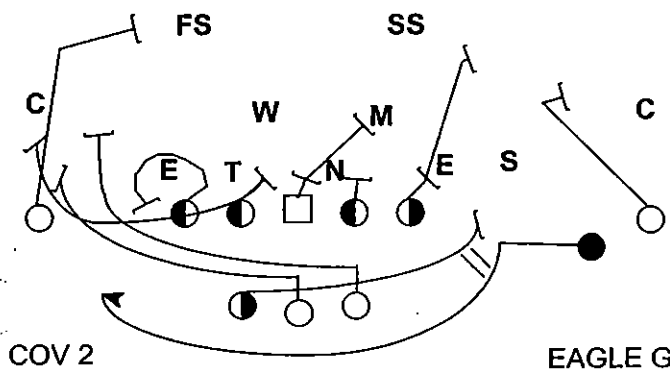
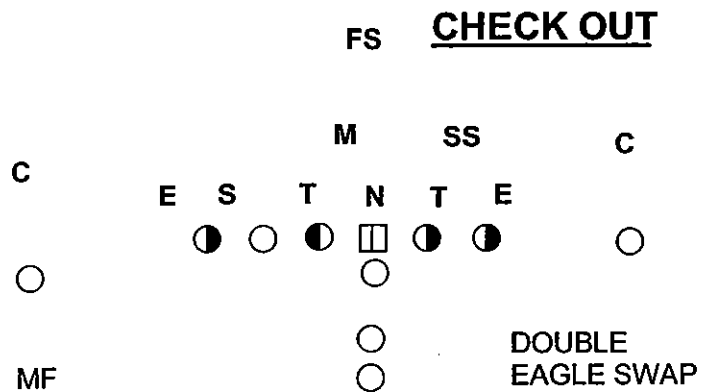
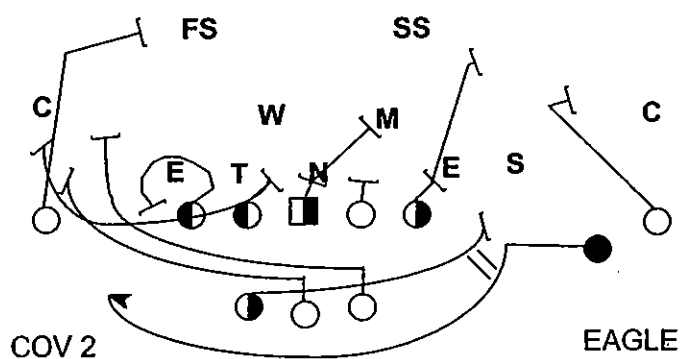
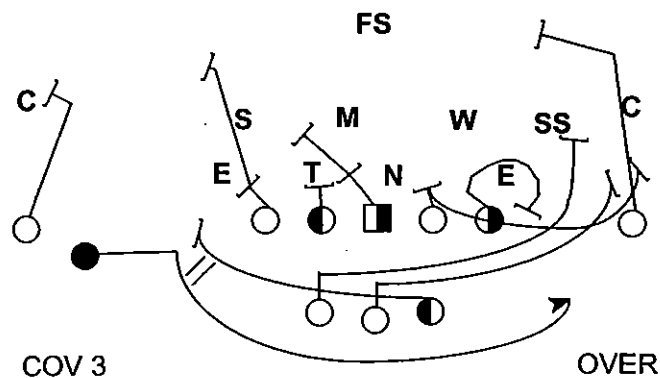
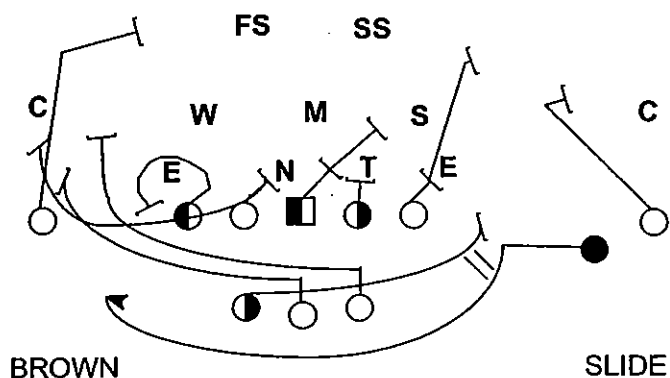
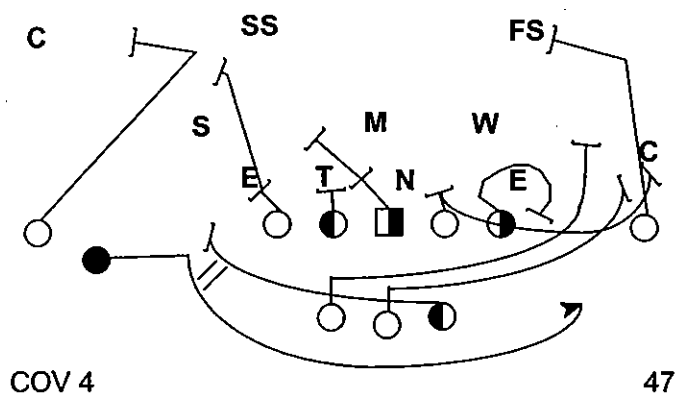
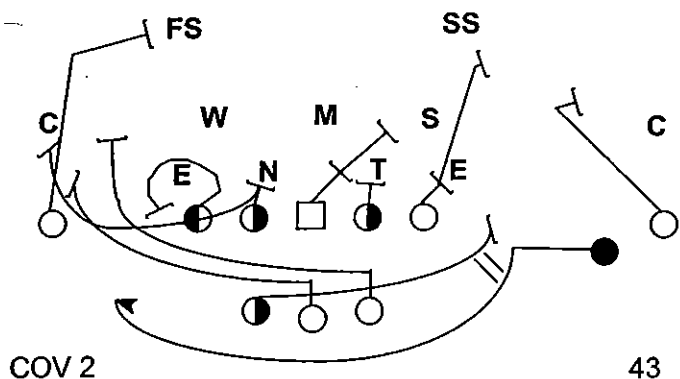
**PLAY DESCRIPTION:** Misdirection play with double handoff

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Outside release to FS	Stovepipe
<b>INSIDE RECEIVER</b>	Reverse path	
<b>Y</b>		
<b>ON T</b>	Show Scoop Playside	
<b>ON G</b>	Show Scoop Playside	
<b>C</b>	Show Scoop Playside	
<b>OFF G</b>	Block down & pull to kickout corner	
<b>OFF T</b>	Killroy	
<b>FB</b>	Smoke path; block first threat	
<b>RB</b>	Take handoff and run flat path to make exchange; block backside.	
<b>QB</b>	Make handoff to "R" and lead convoy taking first threat. Note: vs. Double Eagle swap with 8 defenders in the box, make a firm call.	

# FAKE 32 DOUBLE REV. @ 9 SMOKE

# FAKE 38 DOUBLE REV. @ 1 SMOKE



## **FAKE 54/6 POP OUT "Y" REVERSE @ 1/9**

### **PLAY DESCRIPTION:**

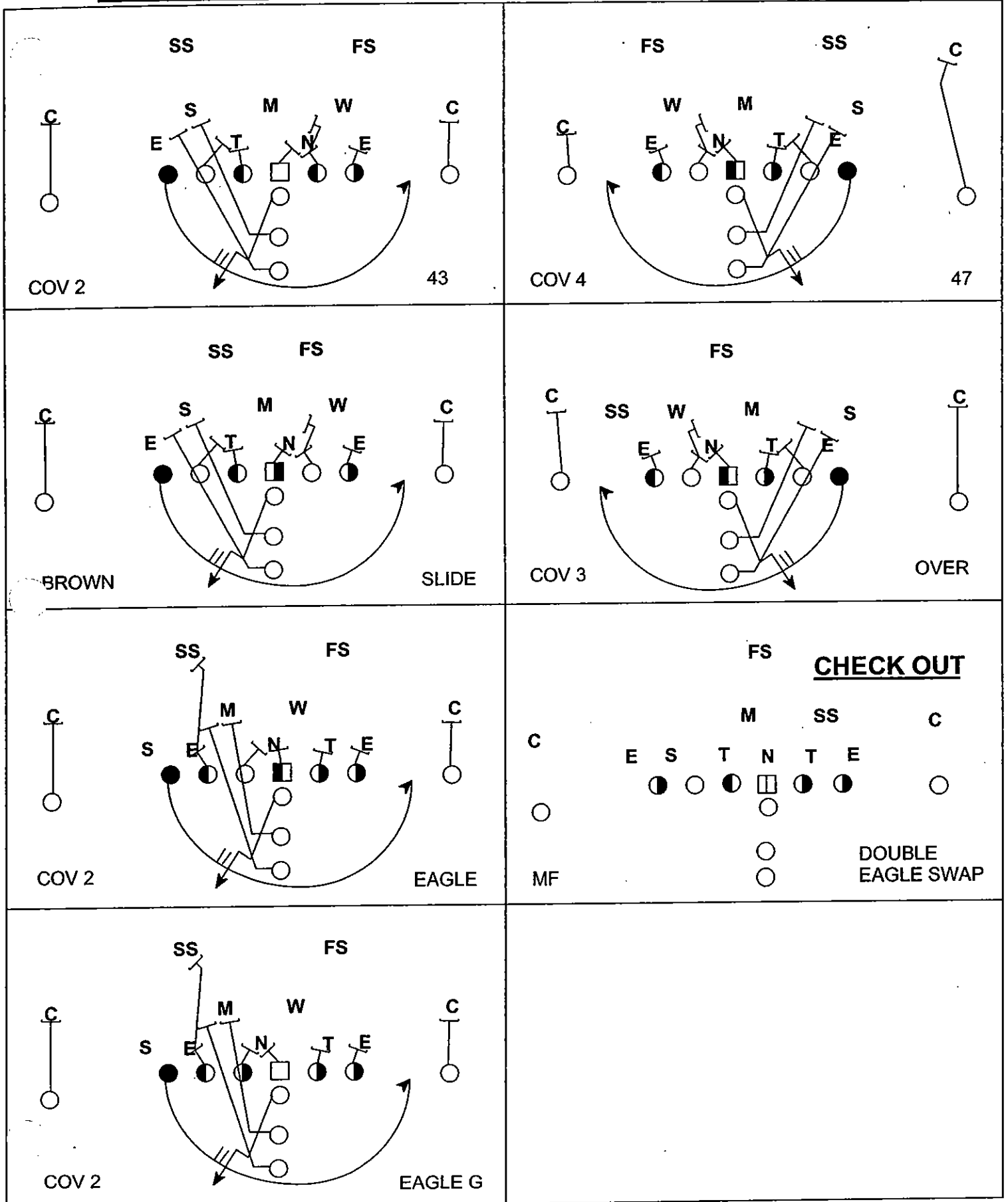
### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Support Rule	Block Safety
<b>INSIDE RECEIVER</b>		
<b>Y</b>	Take initial 54/6 P.O. footwork (one step) and reverse back for exchange with QB	
<b>ON T</b>	Block 54/6 Pop Out Rules	
<b>ON G</b>	Block 54/6 Pop Out Rules	
<b>C</b>	Block 54/6 Pop Out Rules	
<b>OFF G</b>	Block & sell 54/6 Pop Out, release defender and look to 2 <sup>nd</sup> level	
<b>OFF T</b>	Block & sell 54/6 Pop Out, release defender and look to block Safety	
<b>FB</b>	Block 54/6 Pop Out, downhill full speed	
<b>TB</b>	Sell 54/6 Pop Out full speed, Collapse arms and stay playside	
<b>QB</b>	Make good effective fake to TB and then exchange ball with TE. Finish play by rolling away from exchange vs. any over-hang player look to check play.	



# FAKE 56 PO "Y" REV @ 1

# FAKE 54 PO "Y" REV @ 9



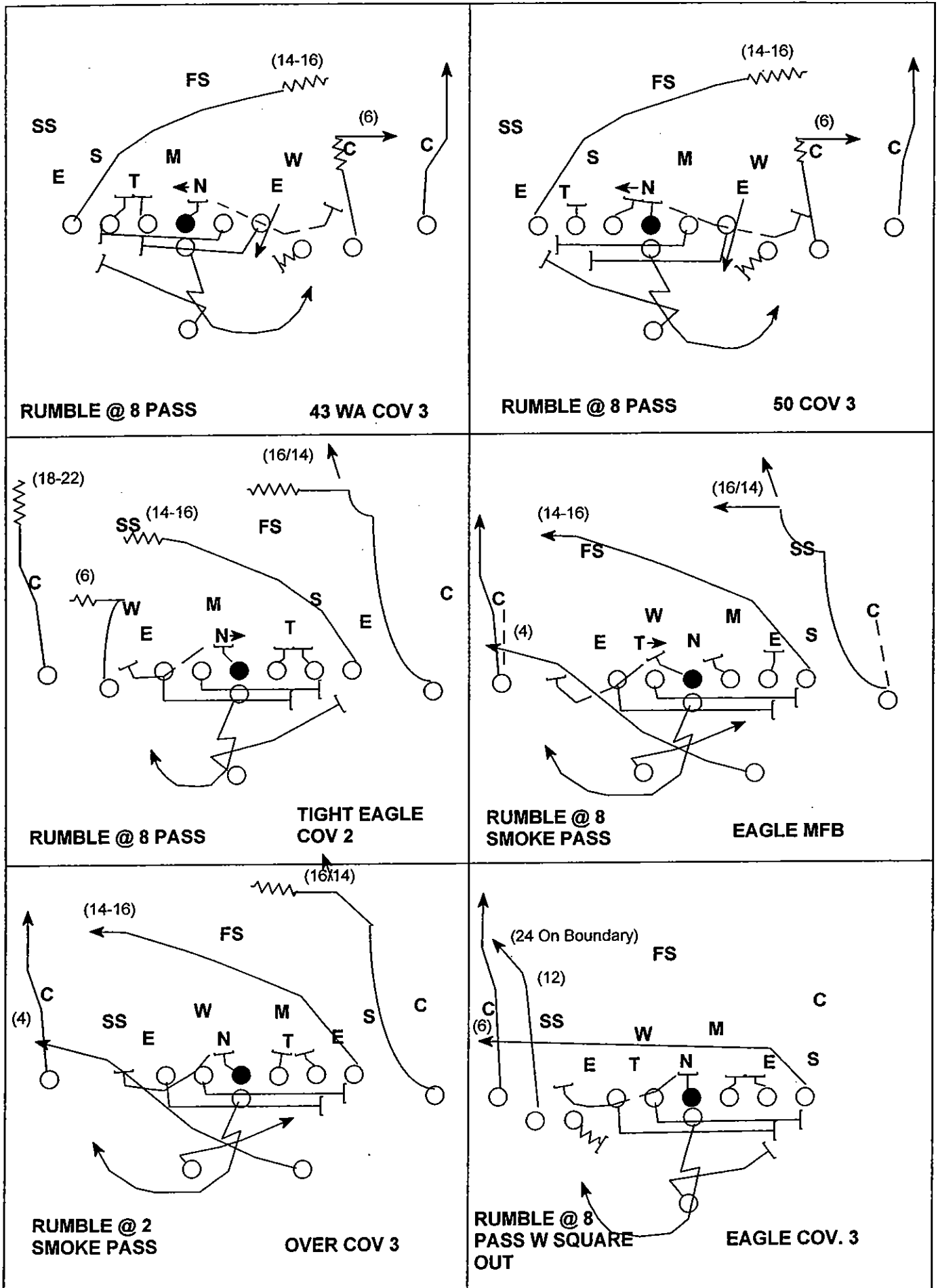
## **RUMBLE @ 2-8 PASS**

**PLAY DESCRIPTION:** Play action pass from rumble. Can call other schemes with.

### **RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Conversion / Go Scheme Called	In / Post Scheme Called
<b>INSIDE RECEIVER</b>	Attack Zip Scheme Called	Shallow Scheme Called
<b>MIDDLE RECEIVER</b>	Post and take the lid off	
<b>Y</b>	Attack Zip Scheme Called	Shallow Scheme Called
<b>ON T</b>	On - Inside	
<b>ON G</b>	On - Inside	
<b>C</b>	On- Offside (Let the defender cross face away from the action and then leak out and protect – look for MLB run through).	
<b>OFF G</b>	Pull and look for BS LB run through	
<b>OFF T</b>	Pull and block the end man on the LOS. With a man on and one outside block the man on – don't pull.	
<b>FB (Two Backs)</b>	Block the defensive end away from the call and attack zip	
<b>F or RB(Two Backs)</b>	Fake rumble action and block the first defender to show BS	
<b>QB</b>	Fake rumble action called and roll deep opposite the call and read the pattern	

# RUMBLE @ 2-8 PASS



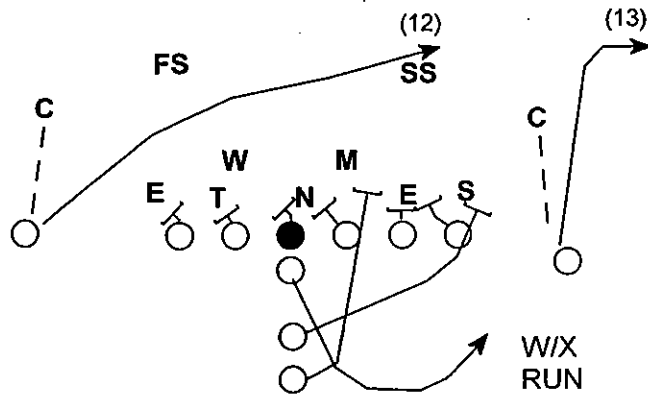
## 52-58 BLANK PASS

**PLAY DESCRIPTION:** Play action pass off of 52-58 Blank "O" action – can be run vs. a blitz picture

### RULES AND COACHING POINTS

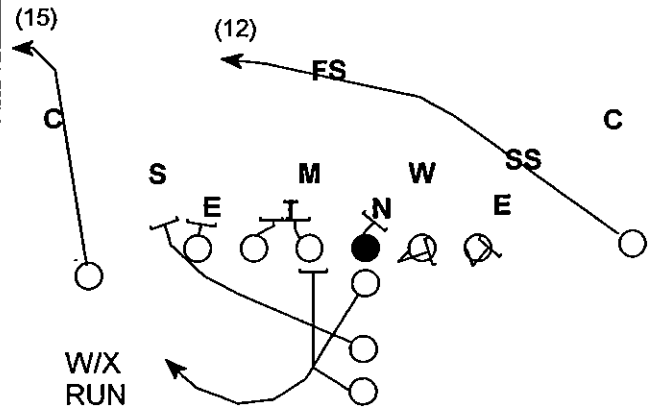
	TOWARD	AWAY
<b>OUTSIDE RECEIVER</b>	Run 13 yd Out to right Run 15 yd out to left If Comeback called, run Vs. all coverages (Take an Outside release vs. squat coverage and run comeback	12 yd Shallow
<b>Y</b>	Tackle Covered – Gap – On Tackle Uncovered - Base	
<b>ON T</b>	On -Inside	
<b>ON G</b>	On -Inside	
<b>C</b>	On – Backside (Hinge)	
<b>OFF G</b>	On – Backside (Hinge)	
<b>OFF T</b>	On – Backside (Hinge)	
<b>FB (Two Backs)</b>	Take 52-58 Blank "O" course and cut the end man on the LOS. If not there look for scrape LB.	
<b>RB (Two Backs)</b>	52-58 Blank "O" footwork. Make a good fake and block the front side LB	
<b>QB</b>	Take a 52-58 Blank "O" course – fake to RB and get on the Corner. Think run then pass.	

# 52-58 BLANK PASS



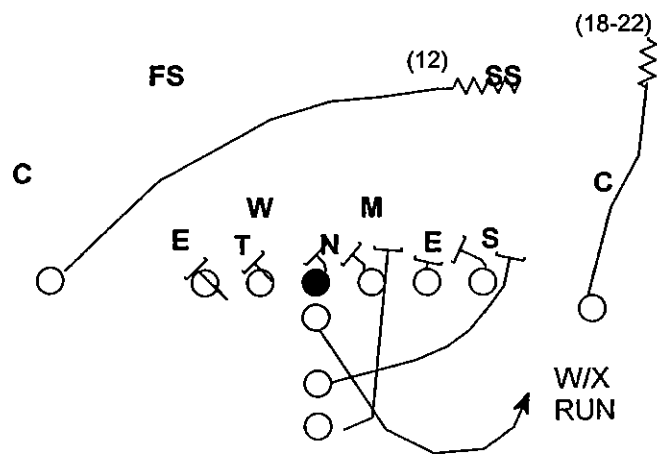
52 BLANK PASS

EAGLE MFB



58 BLANK PASS

OVER COV 3



52 BLANK PASS  
(POSSIBLE CHK)

EAGLE COV 2

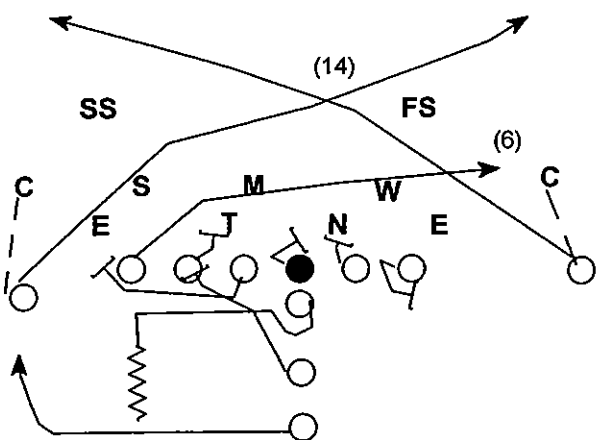
## 93-97 ABORT "G" PASS

**PLAY DESCRIPTION:** Pass from Abort "G" run action to take advantage of FS/SS quick support

### RULES AND COACHING POINTS

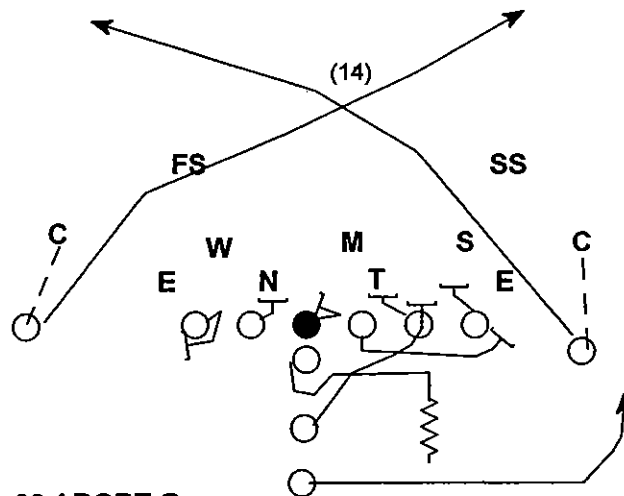
	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>	Initiate blocking scheme, execute scheme called. If Y Stay Called continue blocking assignment.	
<b>ON T</b>	Covered – Man On Uncovered – Block down to "B" gap	
<b>ON G</b>	Pull and Seal EMOLS	
<b>C</b>	Gap – On – Seal to BS	
<b>OFF G</b>	Covered – Man On Uncovered – Gap – On - Hinge	
<b>OFF T</b>	Covered – Man On Uncovered – Gap – On 1 - Hinge	
<b>FB</b>	Execute Abort "G" action – Block NLB – Seal to BSLB	
<b>RB</b>	Pitch path	
<b>QB</b>	Reverse and flash fake to the FB – take 3 steps down the LOS and come back to a depth of 7 yards and execute scheme	

# 93-97 ABORT G PASS



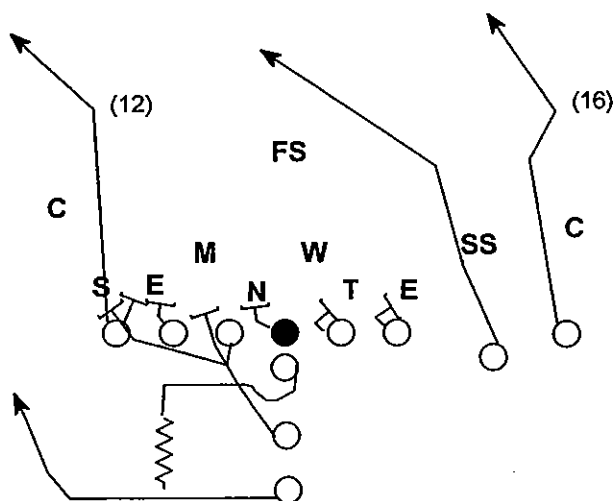
97 ABORT G PASS  
Y UNDER DOUBLE CROSS

43 MFB



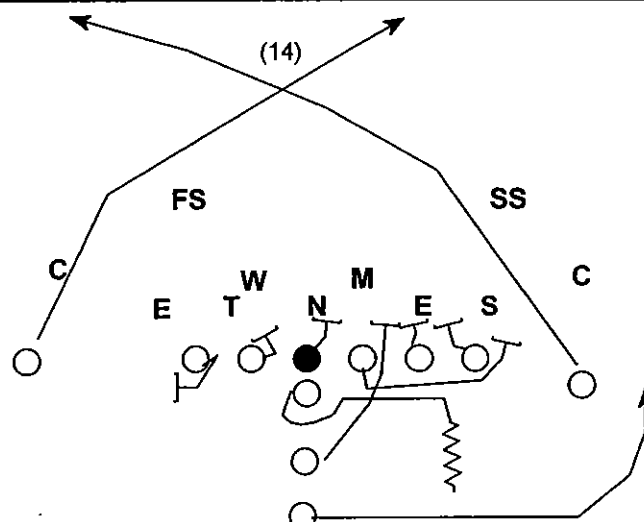
93 ABORT G  
PASS DOUBLE  
CROSS Y STAY

43 MFB



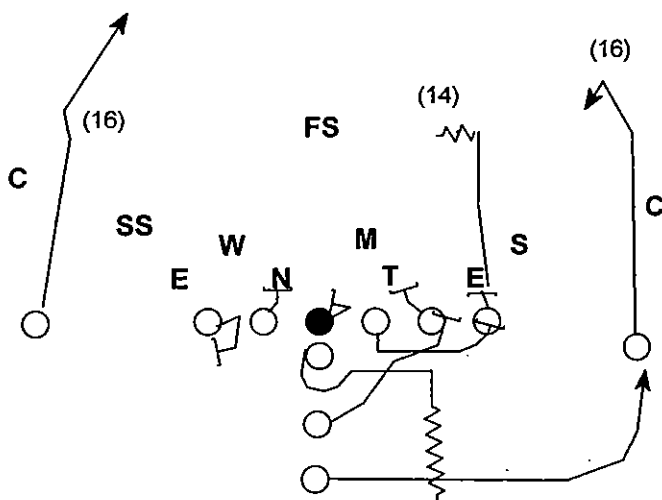
97 ABORT G  
PASS DOUBLE  
POST

EAGLE COV 3



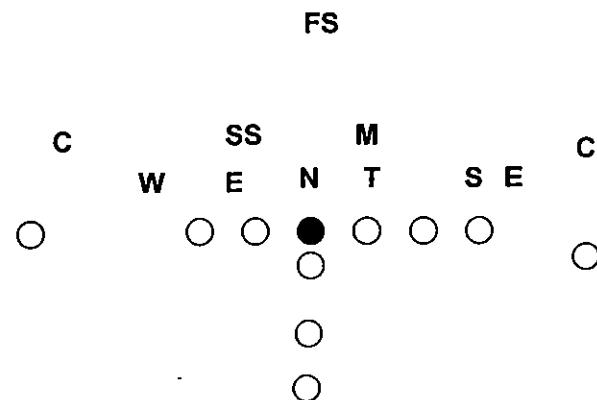
93 ABORT G  
PASS DOUBLE  
CROSS Y STAY

EAGLE MFB



93 ABORT G  
PASS SQUIRREL IN

OVER COV 3



CHECK OUT

DOUBLE EAGLE  
SWAP 2 MF

**93-97 PASS**  
**93-97 KEEP PASS**

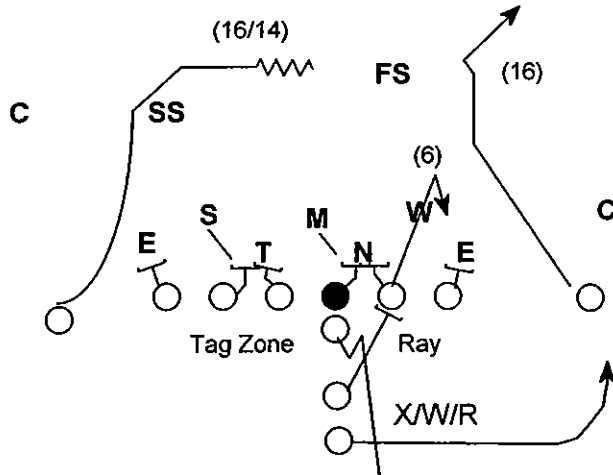
**PLAY DESCRIPTION:** Quick hitting, play action pass faking the dive play utilizing 74-76 pass protection rules.

**RULES AND COACHING POINTS**

	<b>TOWARD</b>	<b>AWAY</b>
<b>OUTSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>INSIDE RECEIVER</b>	Scheme Called	Scheme Called
<b>Y</b>		Block the DE
<b>ON T</b>	Big	
<b>ON G</b>	Big	
<b>C</b>	Ray/Luke with BS guard Big – If uncovered and a MLB automatic flip which becomes a Ray/Luke Tag Zone	
<b>OFF G</b>	Ray/Luke or Tag Zone – listen to call	
<b>OFF T</b>	Ray/Luke or Tag Zone – listen to call	
<b>FB</b>	Attack outside hip of the guard and sell the fake – block Big Call (NLB)	
<b>RB</b>	Swing – sprint to side line with slightly bubbling back- When QB looks turn up towards the LOS	
<b>QB</b>	Open at 5:00 to the right and 7:00 to the left – ride the FB executing a good fake – take drop appropriate for scheme called – set your feet and throw <b>Note:</b> Keep pass – after mesh with the QB work 3 steps down the LOS and come 5 steps off the ball	

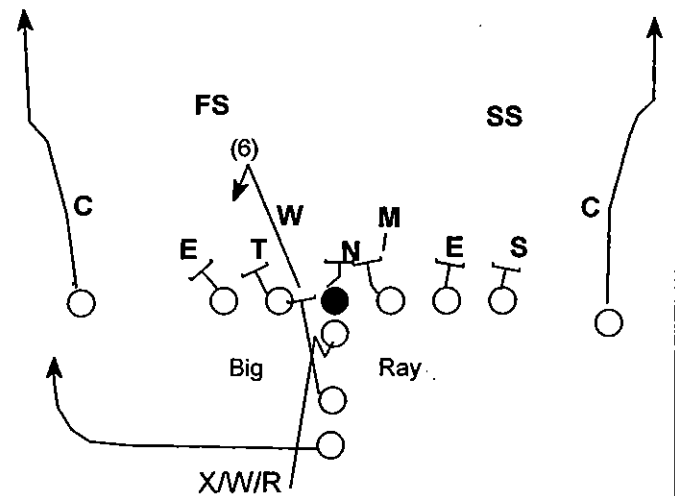


# 93-97 PASS (KEEP PASS)



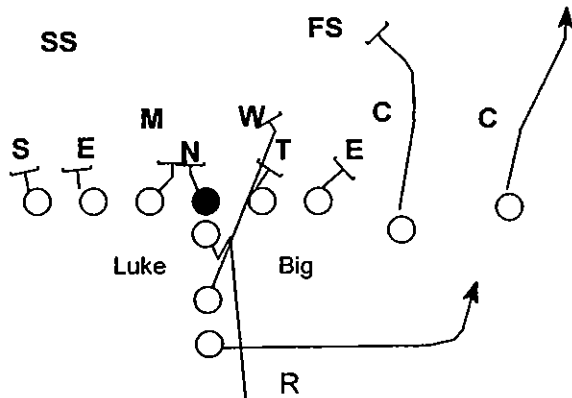
**93 PASS  
X POST FLAG**

**43 COV 4**



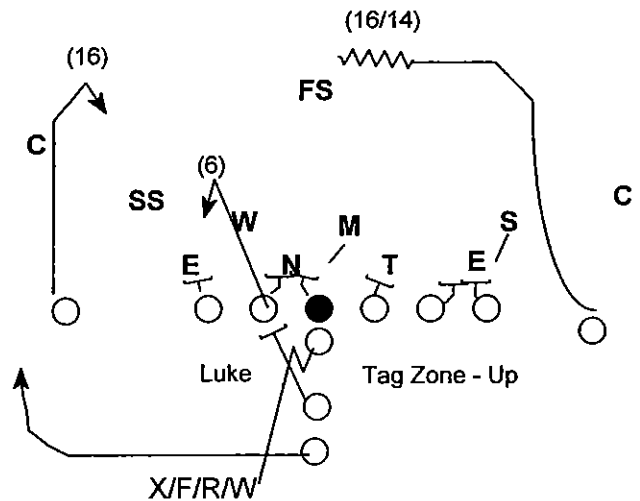
**97 PASS  
X & W GO**

**EAGLE MFB**



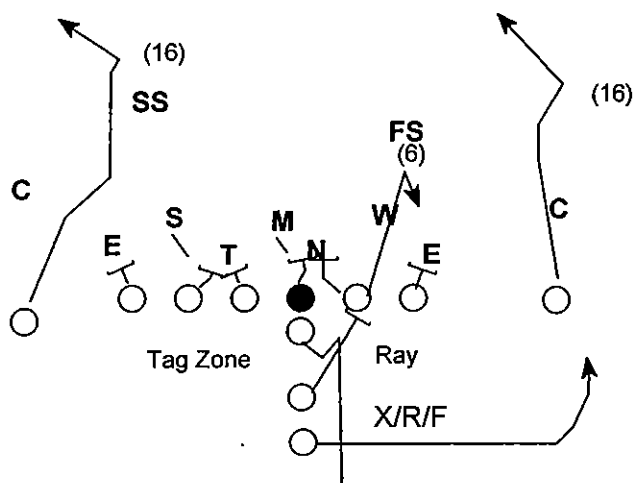
**93 PASS  
X & W BLOCK**

**EAGLE MFB**



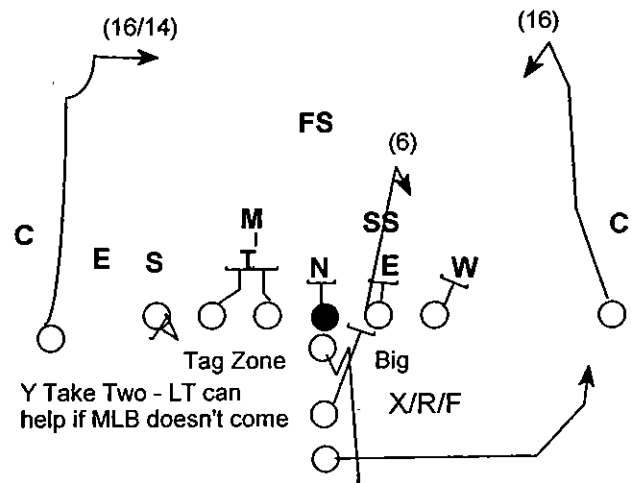
**97 PASS  
SQUIRREL IN**

**OVER COV 3**



**93 PASS  
X POST**

**SLIDE MFB**



**93 PASS  
SQUIRREL IN**

**DOUBLE EAGLE  
SWAP 2 MF**

