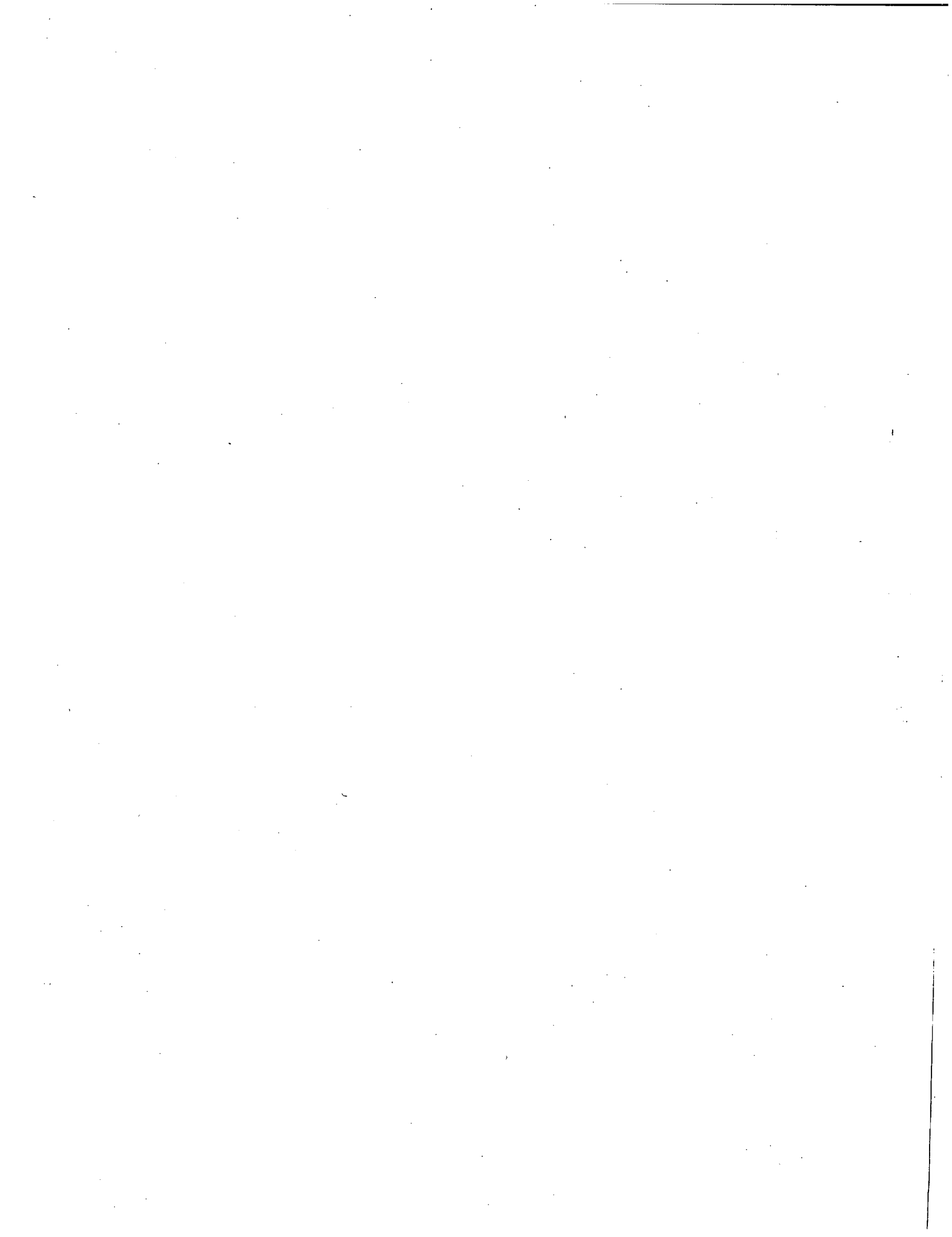


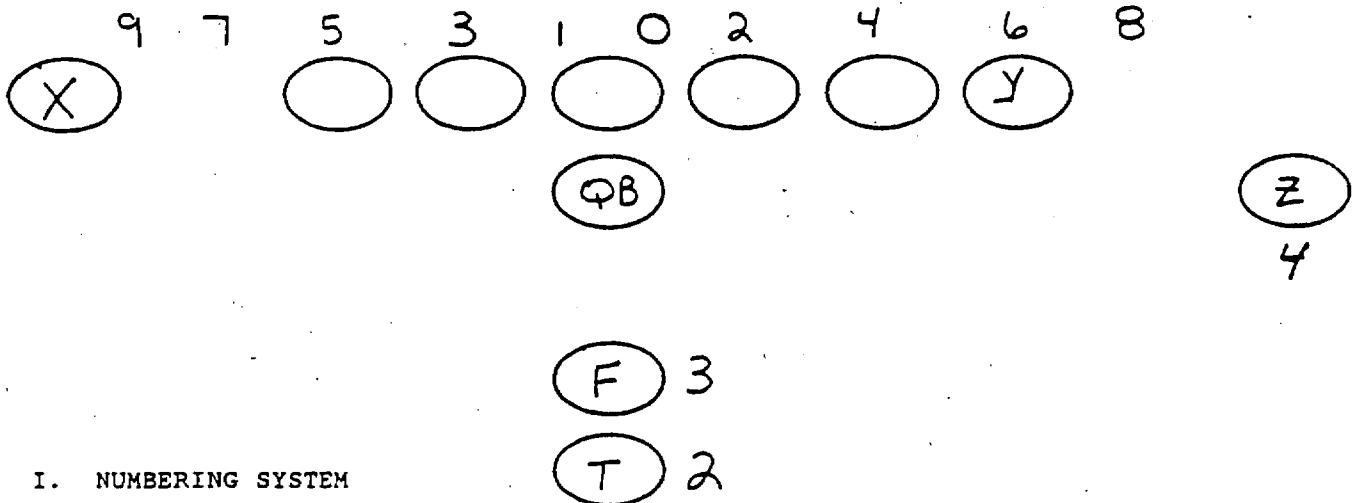
UNIVERSITY OF OREGON

FOOTBALL

TERMINOLOGY & PROCEDURES



HOLE NUMBERING AND POSITION IDENTIFICATION



I. NUMBERING SYSTEM

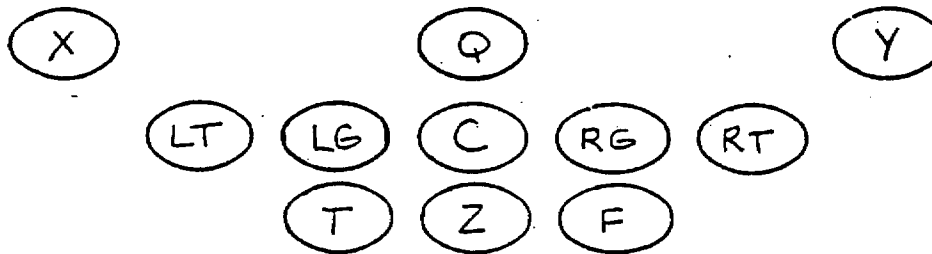
- A. The numbering system is based upon assigning a number to the space occupied by the offensive linemen and tight end(s). This space is termed a "HOLE".
- B. Holes to the right of the center are even (0,2,4,6,8).
- C. Holes to the left of the center are odd (1,3,5,7,9).

II. POSITION IDENTIFICATION

- A. Our linemen are referred to as Right Guard and Tackle, Left Guard and Tackle, and Center.
- B. Our Running Backs are termed "Fullback" and "Tailback".
- C. The Fullback is given the number "3" when carrying the ball. (i.e., 30 Trap -- Fullback through the zero hole.)
- D. In our passing game, he is assigned the letter "F".
- E. The Tailback is labeled with the number "2" and the letter "T".
- F. The Quarterback is referred to with the number 1 and the letter "Q".
- G. The Split End is referred to by the letter "X".
- H. The Tight End is referred to as "Y".
- I. The Flanker is referred to with the letter "Z" and the number "4".
- J. The second tight end is referred to as "H" when he replaces "X/T or F".

L.O.S.

III. HUDDLE FORMATION



- A. The Center forms the huddle eight yards from the line of scrimmage. Everyone must get back to the huddle as soon as possible. Stay in the huddle until someone replaces you.
- B. Do your resting in the huddle, not on the way back to it. The Quarterback will be the last man to enter the huddle.
- C. Interior lineman and ends place their hands on their knees with their eyes directed toward the Quarterback.
- D. The Tailback, Fullback and Z Receiver stand erect with their hands on their hips, looking at the Quarterback. DO NOT LEAN ON THE MAN NEXT TO OR IN FRONT OF YOU!

IV. HUDDLE PROCEDURE

- A. The center will put his hands above his head and give the command "huddle". The offense will then take their positions in the huddle.
- B. When the quarterback enters the huddle, all heads will be up and looking at the quarterback.
- C. The Quarterback will do all of the talking in the huddle. Any information that can be helpful should be relayed to the Quarterback outside the huddle or through the coaches on the sideline.
- D. The Quarterback will call formation, play and snap count. If motion is called, it will be called between the formation and the play: e.g., Rt Up, H 4, 36 stretch.
- E. If you do not hear the play, call "Check"; QB will repeat the call.

F. The huddle call sequence is as follows:

1. Movement/Strategy (shift, sound, freeze)
2. Strength (TE).
3. Formation (X, Y, Z).
4. Backfield set (T, F).
5. Motion.
6. Play:
 - a. Run (2 digits)
 1. Back
 2. Hole
 3. Blocking scheme (e.g., 36 Stretch)
 - b. Pass (3 digits)
 1. Protection.
 2. Series.
 3. Primary route.
 4. Blocking scheme.
 5. Pattern adjustments. (e.g., 380 Floss)
9. Snap count (X, Y, Z leave huddle).
----Pause
10. Ready...Break (clap hands on break).

Example Run:

Right
Twin
Lite
27 Power
On One (X,Y,Z leave huddle)

-Pause-

"Ready Break"

Example Pass:

Right
Twin Split
Z8
388 Choice
On One (X,Y,Z leave)

-Pause-

"Ready Break"

BREAKING THE HUDDLE

1. All players will hustle to the line of scrimmage and assume their positions in a minimum amount of time. NEVER LOAF.

REMEMBER: We only have 25 seconds to snap the ball after the referee blows the whistle.

PROCEDURE ON THE LOS:

1. If shifting the backs we will always come to the LOS in a formation other than the one called in the huddle.
2. Linemen assume their positions immediately. The line will initially employ a three-point stance. If a "Gun" formation is used, the line shall execute the play out of a two-point stance.
3. Motion is initiated by the QB's heel or the nod of his head.
4. The cadence is called in a non-rhythmic manner.

CADENCE INFORMATION

Example: Lou, Set . . . 2-36, 2-36 . . Hut, Hut-Hut, Hut

We will utilize a non-rhythmic cadence that incorporates a combination of numbers and huts as get-off commands. This system enables us to audible at the LOS, keep the defense off balance, and reduce the amount of stemming.

COMMANDS IN HUDDLE	EXPLANATION	QB'S CADENCE ON LOS
* Indicates ball can be snapped on this command	QB will call directional based on personnel deployment. (Running backs will begin shift). <u>We will drop this term if the play is called on sound.</u>	<u>DIRECTIONAL</u> "Ray, Lou, Even, Odd, Bear, Double"
* Sound * Set	If live snap count: -align in formation quickly -no motion -no shifting -line calls must be done on the way to LOS	* <u>Set</u>
* First number	1 = live audible 2 = dummy or check with me if called in huddle 3 = Alert for WR's & RB's that QB will boot/roll off of run fake. Block accordingly. (seldom used)	* <u>1 or 2 or 3</u>

Digits	Run or pass play. - ball never snapped	<u>2</u> or <u>3</u> digits to designate play
* Second Number	Repeat number	* <u>1 or 2 or 3</u>
Digits	Repeat digits, ball never snapped	<u>2</u> or <u>3</u> digits to designate play
* One	Snap count for live audible.	* Hut
* Two	Ball snapped on first syllable Snap count for check with me.	* Hut, <u>Hut-Hut</u>
* Three	Freeze cadence designed to draw defense offsides.	* Hut, Hut-Hut, <u>Hut</u>

NOTE: QB can change directional on the LOS at anytime by saying "check" and then giving the new directional. (e.g. "Ray, set, check Bear, 2-36, 2-36 . . . Hut, Hut-Hut, Hut")

Audible System:

We will be able to change the play at the LOS through the use of a live number, such as "One". The live number will be followed by a double or triple digit number, which will indicate the specific play to be run.

EXAMPLE: Ray, Set 1-24, 1-24 (play will now be 24 Load).

Whenever we use a live audible the snap count will always be on one, not the same count as called in the huddle. We will never audible if the snap count is "Sound".

Check with me (✓) or Choose with me (✓✓) will be used to attack the weakness of a given defensive front or coverage. The QB will call the formation, play or plays to be chosen and snap count in the huddle. At the LOS he will communicate the direction of the play, or protection, or the play itself by the appropriate number and by facing the onside first during the audible part of the cadence. (✓)Check with me plays are the same play run in different directions or the same protection run in different directions. The routes stay the same. (✓✓)Choose with me is a choice for the QB of two different runs, two different passes, or a running play or passing play. All (✓)s or (✓✓)s are snapped on "Two".

Example: Huddle call: Rt Open (✓)Power on Two
LOS: Lou set 2-12, 2-12 Hut, Hut-Hut
We will run 26 Power on Two.

Huddle call: Rt (✓)Play Pass on Two
LOS: Ray set 2-13, 2-13, Hut, Hut-Hut
We will run play pass routes by WR's and TE, with RB's executing play pass protection to the left; and OL turning back to right ("Ringo").

Huddle call: Rt Ace (✓)401 on Two
LOS: Bear set 2-12, 2-12 Hut, Hut-Hut
We would run balanced routes with single back blocking to right, OL turning back to left ("Lucky").

Huddle call: Rt Tom (✓✓)Choose Stretch Package
LOS: Even set, 2-36, 2-36 Hut, Hut-Hut
We would run 36 Stretch on Two.

Huddle call: Rt Open (✓✓)Choose Dive Package
LOS: Lou set, 2-16, 2-16 Hut, Hut-Hut
We would run 16 Dive Option on Two.

Huddle call: Rt Tom Weak (✓✓)Choose Brush Package
LOS: Ray set, 2-33, 2-33, Hut, Hut-Hut
We would run 33 Brush on Two.

AUDIBLES:

- 10 = Quarterback Sneak/100 Pass in Dive Package.
- 12,13 = Directional signal for screen, play action, protection and CWM runs that are the same play (e.g. ✓Power)
- 14,15 = Open number to be used for special plays
- 16,17 = Dive Option in "Dive" pkg. As audible = Speed Option.
- 18,19 = Any single side pass in a Package

- 20,21 = Draw
- 22,23 = Slice unless prefaced by Blast or Zone
- 24,25 = Load unless prefaced by Counter or Force
- 26,27 = Power unless prefaced by Stretch
- 28,29 = Sweep

- 30,31 = Trap unless prefaced by Draw
- 32,33 = Zone unless prefaced by Dive or Brush. = Brush in (✓✓) Brush pkg., Dive in Dive pkg.
- 34,35 = Counter
- 36,37 = Stretch
- 38,39 = Open

PASS AUDIBLES:

All 100's, 200's, 300's, 400's, 500's, 700's, 800's, 900's
12,13 = Play Action, Screen, or protection (CWM).

FREEZE PLAY

If the defense jumps into the neutral zone, the center should snap ball and the QB takes a knee. This is a two man play between the quarterback and center. Everyone else must be disciplined and stay in their stance until the whistle blows.

NO PLAY

Whenever "No play" is called in the huddle (4th down situation), we will go to the LOS and the QB will bark out the cadence to try and draw the defense offside. If the defense should jump, the center will snap the ball to the QB and the Center and QB will fire out straight ahead. The QB must protect the ball. If the defense does not jump offside, we will take a time out or a delay of game depending on field position and a coach's instruction.

AUDIBLE CHECK

Quarterback can change snap count sequence in mid-call by calling "Check". This is particularly applicable when the snap count is "Set" or "Number". The Quarterback will proceed immediately to audible sequence.

FUJIMO

Our no huddle offense will be referred to as "FUJIMO". This particular aspect of our offense is different than our two minute drill. "FUJIMO" will be used anywhere on the field at any time. It's primary function is to confuse the defense and eliminate defensive substitution.

ORGANIZATION:

If it is the beginning of a series (first down) we will huddle on the sidelines. We will take the field in a pre-designated formation dependent upon which substitution group we are putting in the game. Everyone will hustle to their appropriate alignment and get set immediately. If we are into a series and in huddle sequence the QB can say "FUJIMO" as we break the huddle. After that play we are into no huddle and will align in formation on the ball. At any time after a play the QB calls "FUJIMO", we are immediately into no huddle offense and on the ball. At any time between plays, if the QB says "Huddle", we will huddle up. (QB must look at the signaler)

STANDARD DUCK FORMATIONS:

1. Rt Tame or Rt Tom (direction of Y and formation will be signaled from sideline, and repeated by the QB)
NOTE: This applies to all groupings.
2. Rt or Lt Open - Y will be off LOS. Strength will usually be called to the field.

SPECIALIZED FORMATIONS BY GROUP:

1. Falcon Group or Raven Group = Right Tame or Right Tom.
2. Ace Group = Rt/Lt Ace, or North/South Ace.
3. Rocket Group = Right Spread or Right Tripple.

CADENCE:

Regular - QB will call out a term used to describe a screen or play action pass such as "QUICK", "WIDE", etc., followed by a two digit or three digit number. QB will repeat this to the other side. QB will then say "HUT". Ball will be snapped. All numbers will be live. If the numbers are 12 or 13 the term preceding is on and the number signifies the direction the play will be run. For example, "BASE 12, BASE 12" would be Base Screen right. "WIDE 13, WIDE 13" would be Wide Screen left. However, if the two or three digit number is one of our normal run or pass audibles, then the previous term does not apply. For example, "DRAW 32, DRAW 32" would be 32 Zone while "WIDE 381, WIDE 381" would be the dropback pass 381. We will not use run descriptive terms as dummy audibles such as STRETCH or ZONE. We would only use these terms if we were calling the play action pass named after them, followed by the live directional signal (12 or 13).

If the QB calls "FREEZE" as the term preceding a run or pass audible, it does not affect the play but changes snap count from one to three.

PLAY CALLING:

The run plays will be assigned on a permanent basis as explained earlier under run audibles. However, if a play variation or blocking scheme variation is needed that has the same number as the assigned play, we will use a descriptive term preceding the number to name that new play. For example, "WIDE 33, WIDE 33" would be 33 Zone, but "BRUSH 33, BRUSH 33" would be 33 BRUSH. Another example is "WIDE 24, WIDE 24" would be 24 Load, but "COUNTER 24, COUNTER 24" would be 24 Counter.

Run Plays:

10 = QB Sneak
12,13 = Directional signal for screen and play action, protections.
14,15 = Open number to be used for special plays
16,17 = Speed Option

20,21 = Draw
22,23 = Slice
24,25 = Load unless prefaced by Counter
26,27 = Power
28,29 = Open

30,31 = Trap
32,33 = Zone unless prefaced by Brush
34,35 = Counter
36,37 = Stretch
38,39 = Open

Normal Dummy Calls:

We would use:

Draw
Wheel
Wide
Quick
Brush

TWO MINUTE OFFENSE

"Clutch Series"

One of the most important parts of a football game is the two minute period just prior to the completion of each half. Many games are won and/or lost during this vital time period. It is not only imperative for the QB to know when time is legally out, and whether the clock starts with the snap or the referee's signal, but each player on the field should also know. It is essential that we do not waste a time out prior to this period, and use whatever time outs available very wisely.

This time period may give us the opportunity to go into halftime with either a score or psychological advantage. Field position, remaining time, down and distance, and the score are all factors that must be taken into account before assessing the two minute offense.

The following points are important and should be noted during the two minute period:

1. It is the responsibility of the QB to know how much time is remaining. It is important to know how many time outs you have remaining.
2. The clock is not started after a score until the KO is legally touched. The clock does not start on a change of possession until the ball is snapped.
3. A time out in excess of three is a foul unless for an injured player, who must be removed from the game. Time continues at the referee's signal. Excessive time outs bear a 5 yard penalty, and the clock starts with the referee's signal. You can call a time out immediately after a time out without a snap.
4. Officials will notify the Captain and Coach of the number of time outs remaining.
5. Automatic time granted upon Captain's request for measurements of first down yardage or injury, will not be charged against the legal three time outs. Clock starts on the referee's signal.
6. When all ball carriers are tackled from the hash mark to the sideline, they will run the ball to the hash mark and/or give it to the nearest official for placement.

Controlling the clock is vital at this time. If you are ahead, you want the clock to keep running, and if you are behind, you want the clock to be stopped on every play, and every way possible. It is the responsibility of the signal caller to control the clock and to keep the rest of the team advised. It is important that the team know what is expected and how we intend to execute our plan.

Champions are people who can do their best in emergencies which unnerve the ordinary player. The "Clutch" offense requires poise, hustle, proper execution, confidence and the ability of a team or individual to make the critical run or pass go all the way. The perfect utilization of this offense has an important bearing on the final outcome of any contest.

FUJIMO/CLUTCH

<u>TERM AT LOS</u>	<u># CALLED</u>	=	<u>PLAY</u>
Brush	32/33	=	32/33 Brush
Any Term	32/33	=	32/33 Zone
Any Term	34/35	=	34/35 Counter
Any Term (prefer route term i.e. Grid)	16/17	=	16/17 Speed Option
Any Term (do not use "base")	30/31	=	30/31 Trap
Any Term	20/21	=	20/21 Draw
Any Term	22/23	=	22/23 Slice
Any Term	36/37	=	36/37 Stretch
Wide	12/13	=	Wide Screen Rt/Lt
Base	12/13	=	Base Screen Rt/Lt
Quick	12/13	=	Quick Screen Rt/Lt
Wheel	12/13	=	Wheel Pass Rt/Lt
Any Term	181/191	=	181/191
Any Term	183/193	=	183/193
Any Term	381/391	=	381/391
Crash	385/395	=	385/395 Crash
Hash	285/295	=	285/295 Hash
Grid	740/750	=	740/750 Grid
Any Term	746/756	=	746/756
Any Term	301, 302, 303, 308	=	301, 302, 303, 308

*POSSIBLE DUMMY CALL WORDS:

- Wide
- Quick
- Wheel
- Draw
- Brush

12/13 = Directional check. Same play
18/19 = One directional pass in a package
5 = 5 Down. RB go away from TE.
10 = Base/Double Read

✓ & ✓✓

1. ✓✓ Stretch Package. 36/37 = Stretch. 16/17 = Speed Opt.
18/19 = 181/191.
2. ✓ Ctr. 12/13.
3. ✓✓ Brush Package. 32/33 = Brush. 18/19 = 161/171 (FAT)
4. ✓ Load. 12/13.
5. ✓✓ Dive Package. 32/33 = Dive. 16/17 = Dive Option. 10 = 101.
6. ✓ Power. 12/13.
7. ✓ Speed. 12/13.
8. ✓ Trap. 12/13.
9. ✓ Play Pass. 12/13.
10. ✓ 400. 12/13, 5.
11. ✓ 500. 12/13, 10, 5.

Catch Up Offense:

I. In the "Clutch" offense, other than in the huddle, all plays should be called from audibles on the LOS. The QB should always check sideline when possible for play signal.

While in this offense, time becomes our opponent, therefore, we will eliminate motion and shifting to conserve valuable time.

Unless otherwise noted, we will use Tom & Tame formation alignments.

It should be noted that when the QB calls an audible, the backs must shift into the appropriate alignment. Linemen will be down in a three point stance for run and a 2 point stance for pass.

1. 2:00 to 1:00 minutes remaining:

- a. Emphasis must be placed on hustle, poise, proper execution and confidence.
- b. Do not call time out unless absolutely necessary.
- c. All plays must be executed in 15 seconds or less. Use a quick cadence = (We will go on first sound after live audible unless we huddle.)

2. 1:00 to :00 seconds remaining:

- a. Utilize time outs, huddle only when clock is stopped.
- b. Stop clock whenever possible.
- c. Use quick pass series (100's).
- d. Use Big Ben on the last play of the game.

II. When the clock stops, the QB will yell "Huddle" and we will call our plays in the huddle. When the plays are called in the huddle, we will have the ability to use the entire system including regular snap count. When the clock is not stopped, we will call the plays on the LOS using our no-huddle cadence the same as in FUJIMO. The ball will be snapped on the "Hut" command. For example: "Wide 381/Wide 381" Hut"!

1. THE CLOCK STOPS AND WE WILL HUDDLE AFTER:

- a. Officials time out.
- b. Players time out.
- c. Incompleted pass.
- d. Ball carrier out of bounds
- e. Injury.
- f. Change of possession.

2. THE CLOCK STOPS BUT WE WILL ALIGN ON LOS:

- a. During the markoff of all penalties.
- b. During the measurement for a first down.
- c. During the resetting of the chains for first down.

3. THE CLOCK STARTS WHEN:

- a. The ball is legally touched on KO.
- b. The ball is snapped.
- c. Referee's whistle indicating ball ready for play after:
 1. First down measurement.
 2. Chains are moved and set.
 3. Having stopped the clock to administer a penalty.

III. General Concerns:

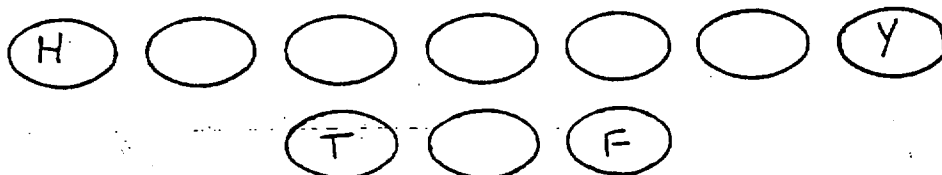
1. Be prepared to throw the ball away to save time and sack.
2. Request measurement any time ball is close to a first down.
3. The QB should make sure the team is set and in the correct formation.
4. Never throw the ball out of bounds or take a sack on 4th down.
5. All ball carriers must be aware of whether we are thinking touchdown or FG, and make an effort to get out of bounds accordingly.
6. Plays should be called on line during measurement for first down.
7. Use signals to relay plays to WR's due to crowd noise.
8. To stop the clock on any down, other than 4th, the QB will call "Spike 100 Spike 100". The QB will take a one step drop throwing the ball into the ground immediately with a forward motion making sure it does not contact another player before it hits the ground. (Allow a minimum of 4 seconds to "ground" the ball. If less than 4, go for the score.

IV. Four Minute Drill (Slow Down Offense)

1. We would like to waste as much time in the huddle and getting to the LOS as possible. Ideally, we would like the ball to be snapped around 2 seconds left on the clock. The QB will watch the end zone clock. It should be noted that we are concerned about wasting time when the clock is running. We will run plays that will give us a high consistency of ball control and protection. We want to protect the ball at all costs.

A. Keep the clock running:

1. Stay in bounds.
 2. No time outs.
 3. Use all of the 25 second clock.
 4. Ball carrier stay on ground, and make the official take the ball from you.
 5. No measurement requests on 1st or 2nd down.
 6. No penalties.
 7. Injured players must get off the field on thier own.
 8. Make sure of ball handling.
 9. Be alert for Dogs and blitzes.
 10. Remember that one 1st down will probably win the game.
2. "Kill the Clock" = We will utilize as much time as possible. We will have one formation shown below and we will snap the ball on a simple snap count. Offensive line and TE's (Rhino group) will use PAT splits, and execute a 10 wedge.
The QB will start the cadence with 5 seconds on the clock. He will take the snap and fall to a knee with two seconds remaining on the clock. No penalties and don't call time out. With less than 25 seconds, stay in huddle. Do Not snap ball.



OFFENSIVE TERMINOLOGY

Aiming Point - Reference point on the LOS toward which an offensive back will run from his backfield set. The aiming point determines a back's path on a given play.

Audible - A verbal command by the QB given at the LOS to change the play called in the huddle.

Base - A blocking term indicating that linemen should block the person directly in front of them and backs should block the end men on the LOS to their respective sides. When defenders line up in tandem, assignments can be exchanged with appropriate calls.

Boot - Backs and line fake a play to one side, and the QB keeps the ball rolling out in the opposite direction.

Brick - Both TE's (Y & H) in protection.

Bubble - An area opposite an offensive lineman where there is no defensive lineman.

Check - (1) QB alerts team for audible when "Set" or "Number" is the snap count. (2) Word used in huddle to ask QB to repeat play. (3) Changes directional if defense stems.

Check With Me (CWM) - Two plays called in huddle.

Chip - Hitting through inside defender to stop his rush, then release hot to route called. Line utilize scheme called.

Clutch Series - Our two-minute offense.

Crack - Wide receiver blocks safety or linebacker aligned inside of him.

"E" - Wide receiver replacing the tight end. (Eagle group)

"F" or FB - Letter(s) given to our fullback.

Fist - FB stay in on pass and block if assignment drops.

Flip - Running backs exchange set alignments and assignments.

Flop - Wide receivers (Z & X) exchange formation alignments.

Flow - The direction of the backfield action.

Freeze - A pre-play huddle term indicating the snap count will be three. Everyone should be alert for freeze play.

Fujimo - Our no-huddle offense.

Goalline - Plus three to goalline.

Gun - Shotgun.

H - 2nd TE replacing F, T, X, or Z.

Hop - H/R/T/F trade sides of formation.

Hot - A receiver who is running a flat route and is the QB's outlet if designated LB's or DB's blitz or dog.

Influence - A maneuver taken by an offensive player to cause a defender to react in a desired manner.

Inside - Run area inside of offensive tackles.

Inside Handoff - An underneath handoff in which the QB gives the ball to the carrier who is breaking between the QB and the LOS.

LOS - An abbreviation for line of scrimmage.

Move - Shift by Y plus a stem by H/R/T/F.

Offside - The side of the formation away from the POA.

Onside - The side of the formation that is being attacked.

Outside Handoff - An exchange which calls for the QB to give the ball to the ball carrier over the top when the QB is between him and LOS.

Play Action Pass - Backfield fakes a running play before pass develops.

POA - Point of attack.

"Q" - An inside hot route determined by protection call off of one or more LB's

"QB" - Letters to designate quarterback.

"R" - Raven, 3rd wide receiver replacing tailback.

Rake - H (TE) in protection.

Red Zone - Plus 25 to plus 4.

Rock - Y (TE) in protection.

Rub - Both backs crossing in the route called.

Roll - Backs and line fake a play, and the QB keeps the ball rolling out in the same direction as the fake.

"S" - Third tight end replacing flanker. (Stallion group)

Scatter - A pre-play huddle term dictating receivers and backs to disguise formation called.

Seam - Area dividing two pass defense zones.

Shift - Y trade sides of formation.

Shop - Shift by Y, and Hop by H/R/T/F.

Sound - A pre-play huddle term indicating the snap count will be the first sound the QB calls out.

Stack - Form of motion where one receiver ends up directly behind another.

Stay - Both TB and FB stay in and block if assignment drops.

Stem - H/T/R/F adjust inside -out/or outside-in without crossing ball.

Strongside - The side of the formation to which the TE is aligned. Also the side of "Z" for pass game purposes.

"T" or TB - Letter(s) given to our tailback.

Tandem - Twins look with X & Z switching positions.

Tank - TB stay in and block if assignment drops.

Uncovered - A term describing an offensive lineman who is not across the LOS from a down lineman.

Wall - When a receiver idles his route to obstruct path of defender.

Weakside - The side of the formation away from the TE.

"X" - Letter given to split end.

"Y" or "TE" - Letter(s) given to the tight end.

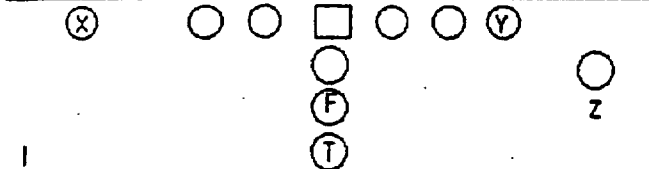
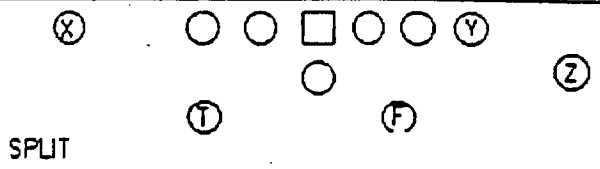
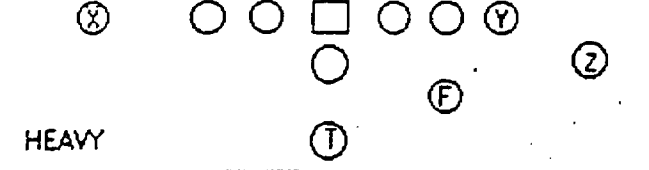
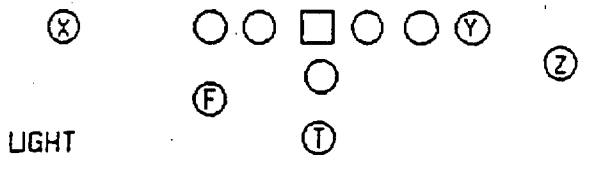
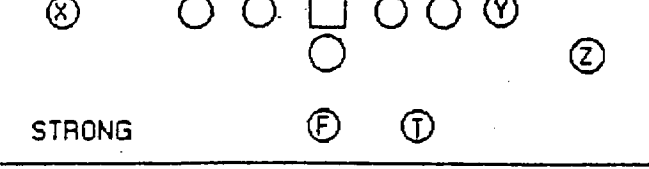
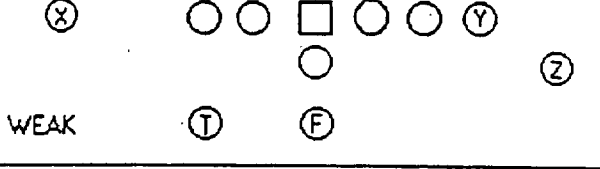
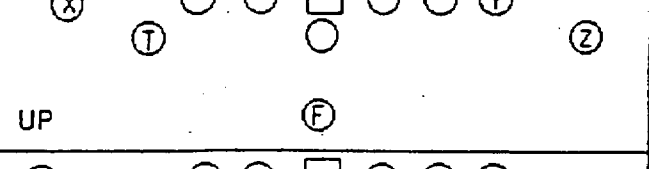
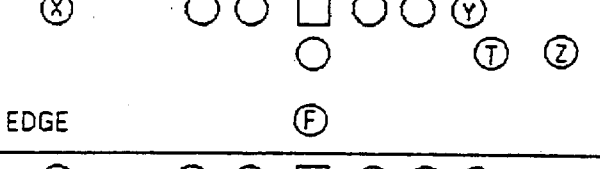
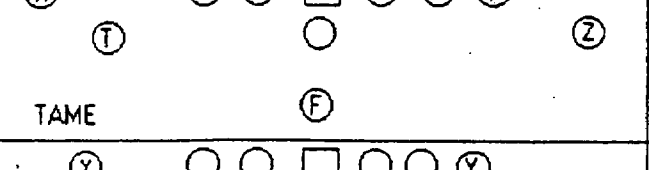
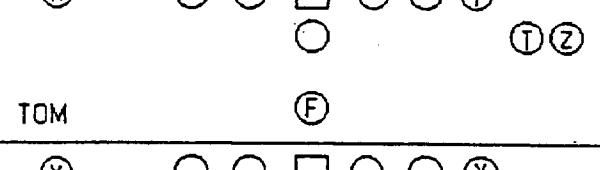
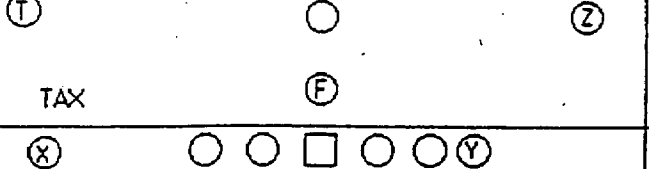
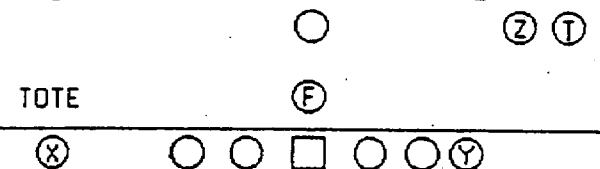
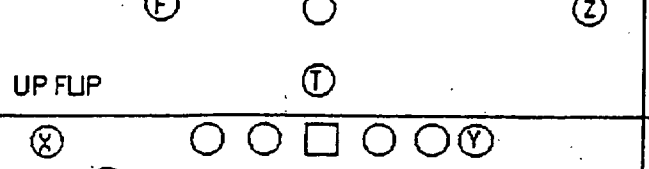
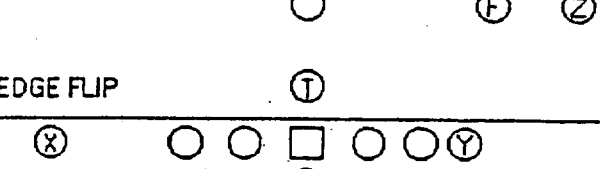
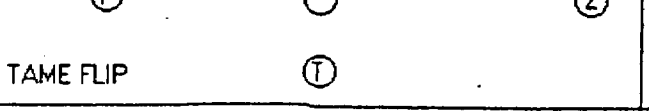
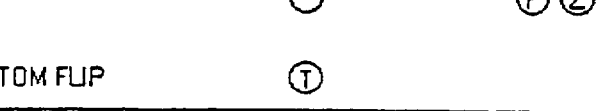
YO - Tight end aligns off the LOS.

"Z" - Letter given to flanker.

UNIVERSITY OF OREGON
FOOTBALL
FORMATIONS AND SETS

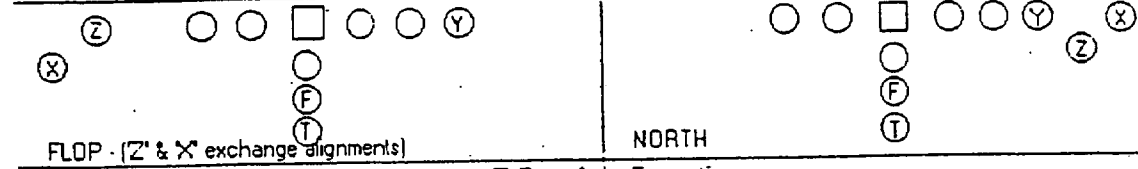
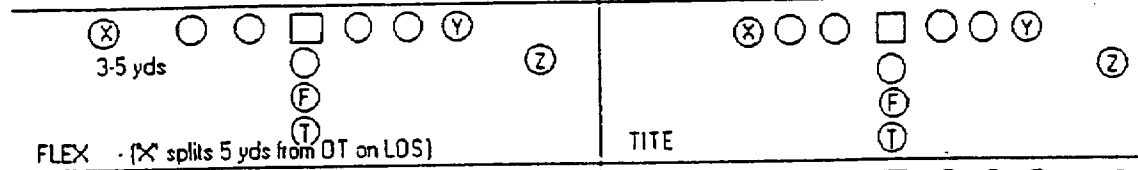
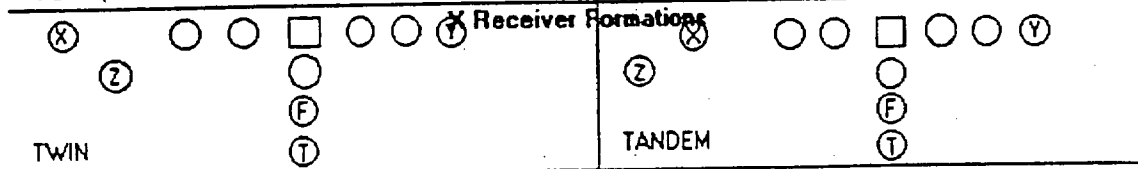
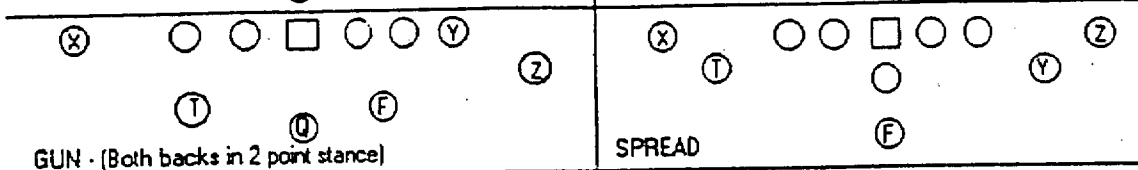
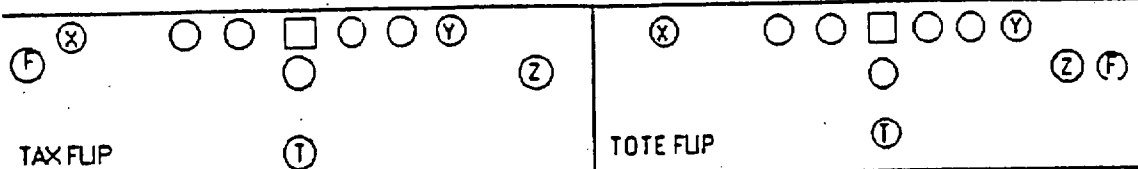
DUCK FORMATIONS

All sets are aligned in a Right formation (Left is opposite)
 FB/TB/Y/X/Z · 2 Backs, 2 WR's, 1 TE
 RB Sets

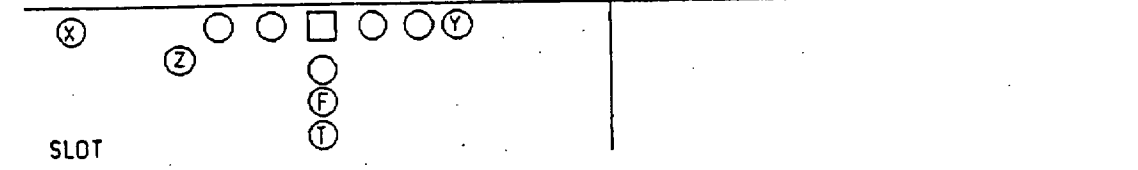
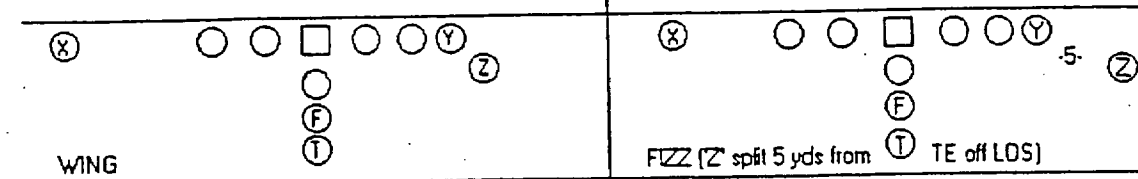
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 <p style="text-align: center;">STRONG</p>	 <p style="text-align: center;">WEAK</p>
 <p style="text-align: center;">UP</p>	 <p style="text-align: center;">EDGE</p>
 <p style="text-align: center;">TAME</p>	 <p style="text-align: center;">TOM</p>
 <p style="text-align: center;">TAX</p>	 <p style="text-align: center;">TOTE</p>
 <p style="text-align: center;">UP FLIP</p>	 <p style="text-align: center;">EDGE FLIP</p>
 <p style="text-align: center;">TAME FLIP</p>	 <p style="text-align: center;">TOM FLIP</p>

DUCK FORMATIONS

RB Formations (Cont)



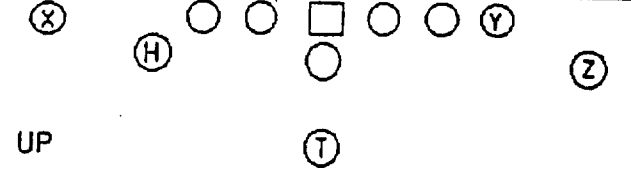
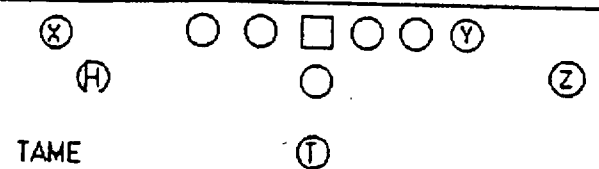
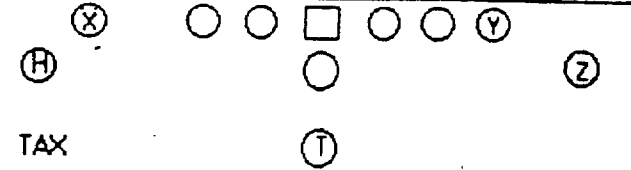
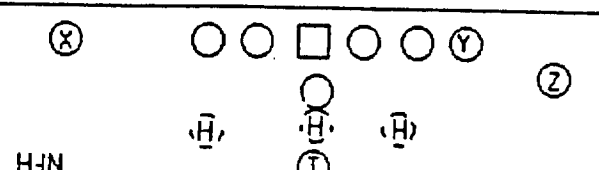
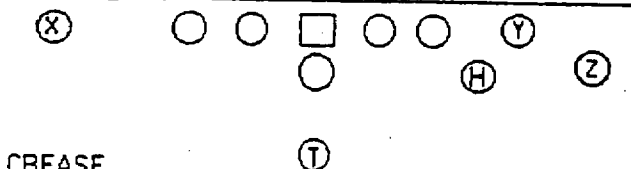
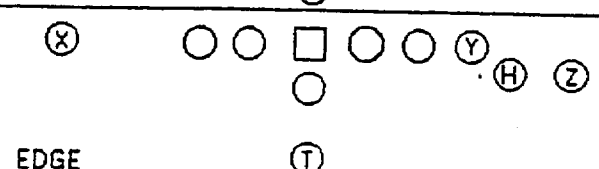
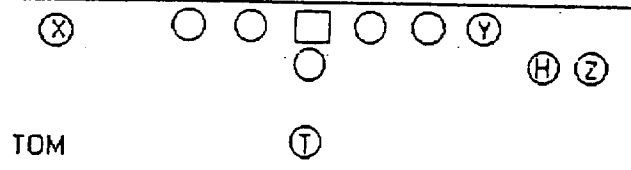
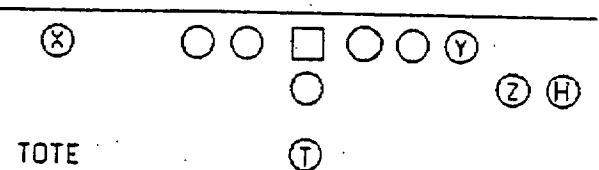
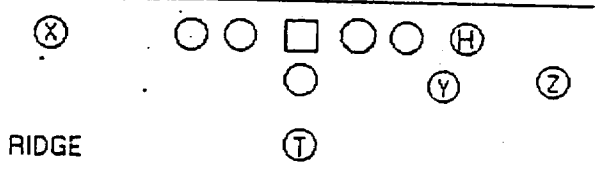
Z Receiver Formations



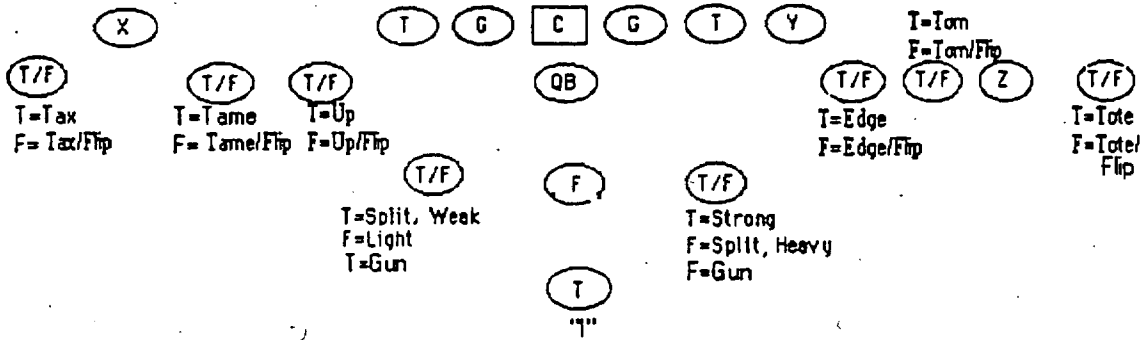
HIPPO FORMATIONS

All formations are drawn up to the Right (Left is opposite).

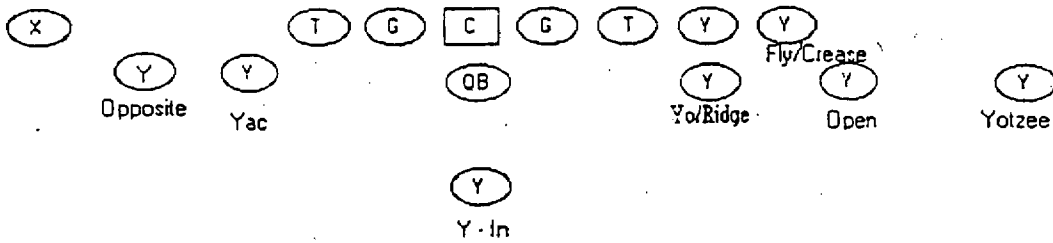
H Formations

 <p>UP</p>	 <p>TAME</p>
 <p>TAX</p>	 <p>H-IN</p>
 <p>CREASE</p>	 <p>EDGE</p>
 <p>TOM</p>	 <p>TOTE</p>
<p>NOTE: Any player can be placed in a backfield alignment by using the term "in". Example: H-in</p>	 <p>RIDGE</p>

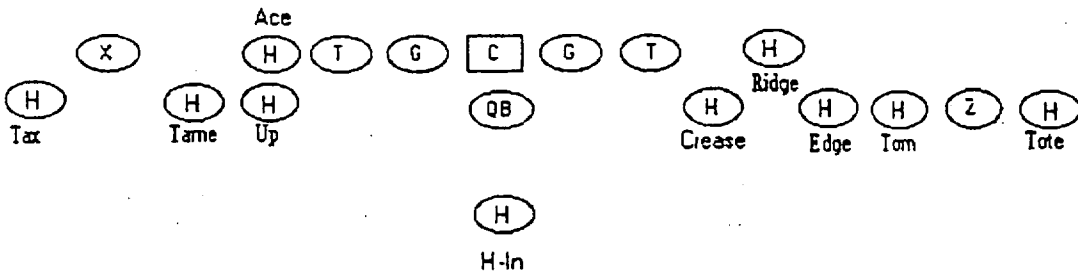
BACKFIELD ALIGNMENTS



"Y" (TE) Formations



"H" Formations



RUNNING BACK ALIGNMENTS

- A. "I" (Standard Alignment)
1. FB - Foot-to-Foot on Center, 3-point stance, heels 5 yards from nose of ball.
 2. TB - Foot-to-Foot on FB, 2-point stance, heels 7 yards from nose of ball.
- B. "Split"
1. FB - Align so that the inside foot of the Strongside Tackle splits you down the middle; 3-point stance, heels 5 yards from the nose of the ball.
 2. TB - Align so the inside foot of the weakside tackle splits you down the middle, 3-point stance, heels 5 yards from the nose of the ball.
- NOTE: The alignments above are general split alignments. At times the play will call for the backs to align in an adjusted position to better aid the structure of the play.
- C. "Weak"
1. FB - In Standard alignment.
 2. TB - Same as Split to weakside.
- D. "Strong"
1. FB - In Standard alignment.
 2. TB - Same alignment as in Split to strong side.
- E. "Up"
1. FB - In "Single" alignment.
 2. TB - Align 1 yard away, 1 yard deep from weakside tackle.
- F. "Edge"
1. FB - In "Single" alignment.
 2. TB - Align 1 yard away and 1 yard deep on the Tight End.
- G. "Tame"
1. FB - In "Single" alignment.
 - *2. TB - Split the difference between wide receiver and end man on LOS to the weakside, one yard off the LOS.
- *NOTE - A receiver may be substituted for the TB in "Tame". We will refer to this substitution as an "R" back: "Raven".
- H. "Tom"
1. FB - In "Single" alignment.
 2. TB - Align 1 yard behind LOS. Split the difference between Tight End and Z or wide receiver to TE side. No wide receiver, align approximately 8 yards outside the TE.
- I. "Tax"
1. FB - In "Single" alignment.
 2. TB - Align 1 yard behind LOS and 5 yards outside X.
- J. "Tote"
1. FB - In "Single" alignment.
 2. TB - Align 1 yard behind LOS and 5 yards outside Z or split the difference between WR and sideline to the TE side.
- K. "Light"
1. FB - Same as Split away from TE.
 2. TB - Align in "I".

- L. "Heavy"
 - 1. FB - Same as Split.
 - 2. TB - Align in "I".
- M. "Up Flip"
 - 1. FB - Align 1 yard away and 1 yard deep from weakside tackle.
 - 2. TB - In "Single" alignment.
- N. "Edge Flip"
 - 1. FB - Align 1 yard away and 1 yard deep from Tight End.
 - 2. TB - In "Single" alignment.
- O. "Tame Flip"
 - 1. FB - Align 1 yard deep, splitting the distance between the end man on LOS and WR to the weakside. If no WR, split 8 yards from end man on LOS.
 - 2. TB - In "Single" alignment.
- P. "Tom Flip"
 - 1. FB - Align 1 yard deep, splitting the distance between the Tight End and Z. No Z, align 8 yards outside TE.
 - 2. TB - In "Single" alignment.
- Q. "Tax Flip"
 - 1. FB - Align 1 yard deep, 5 yards outside X.
 - 2. TB - In "Single" alignment.
- R. "Tote Flip"
 - 1. FB - Align 1 yard behind LOS and 5 yards outside widest receiver to the strong side.
 - 2. TB - In "Single" alignment.
- S. "Ace" (or "Single" back alignment)
 - 1. TB - Align foot-to-foot on Center, 2-point stance, toe 6 yards from the tip of the ball. Remaining back replaced by H.
- T. "King"
 - 1. FB - Align foot-to-foot on Center, 2-point stance, toes 6 yards from tip of the ball.
- U. "Gun"
 - 1. Both backs align in split in 2-point stance.
- V. "Flip"
 - 1. Term for running backs to exchange set alignments and assignments.

Y (TE) ALIGNMENTS

- A. "Yo" - Align 1 yard behind the LOS and 1 yard wide at the tackle to the Rt/Lt side.
- B. "Open" - Align 1 yard behind LOS. Split the difference between the tackle and Z towards the Rt/Lt call. No wide receiver, align approximately 8 yards outside the OT. call.
- C. "Yotzee" - Align 1 yard behind LOS and 3 yards outside Z or split the difference between OT and sideline to the TE side towards the Rt/Lt call.
- D. "Yac" - Align 1 yard behind the LOS, 1 yard deep from weakside tackle, opposite of the Rt/Lt call.
- E. "Opposite" - Align 1 yard behind the LOS and split the difference between wide receiver and end man on LOS to the weakside, opposite of the Rt/Lt
- F. "Fly" - Align on the LOS towards the Rt/Lt call with a split 4-5 yards away from the tackle.
- G. "Y-in" - Align in the backfield. Based upon the personnel group, align either behind the QB or in a heavy or light formation.
- H. "Ridge" - The same formation as "Yo". Align 1 yard behind the LOS and 1 yard wide off the tackle to the Rt/Lt side. NOTE: In a "ridge" formation there will be an H/R/T etc. aligned on the LOS 2-3 yards outside of the Y.
- I. "Crease" - Align on the LOS with approximately 4-5 yard split from the tackle to the Rt/Lt call. Note that the H will be aligned off the ball and inside of the Y.

H-BACK FORMATIONS

- A. "Up" - Align 1 yard behind the LOS, 1 yard deep from weakside tackle, opposite of the Rt/Lt call.
- B. "Tame" - Align 1 yard behind the LOS and split the difference between the wide receiver and end man on LOS to the weakside, opposite of the Rt/Lt call.
- C. "Tax" - Align 1 yard behind LOS and 3 yards outside X, opposite of the Rt/Lt call.
- D. "H-in" - Align in the backfield. Based upon the personnel group, align either behind the QB or in a heavy or light formation.
- E. "Crease" - Align 1 yard behind LOS and 1 yard wide of the tackle to the Rt/Lt side. Note that the Y(TE) will be on the LOS with a 3 yard split from the tackle.
- F. "Edge" - Align 1 yard away and 1 yard deep from the Tight End, towards the Rt/Lt call.
- G. "Tom" - Align 1 yard behind LOS. Split the difference between Tight End and Z towards the Rt/Lt call. No wide receiver, align approximately 8 yards outside the TE.
- H. "Tote" - Align 1 yard behind LOS and 3 yards outside Z or split the difference between OT and sideline to the TE side, towards the Rt/Lt call.
- I. "Ridge" - Align on the LOS with approximately 4-5 yd split from the tackle to the Rt/Lt call. Note that the Y will be aligned off the ball and inside of the H.
- J. "Ace" - Align on the LOS opposite of the Rt/Lt call with a "normal" 1 yard split from the tackle.

WR FORMATIONS

- A. "Twin" - Refers to both the "X" and "Z" aligning opposite of the Rt/Lt call. The "Z" aligns as the inside receiver off the LOS and splits the difference between the tackle and "X". The "X" receiver aligns on the LOS.
- B. "Tandem" - Twins alignment with X on the ball & Z off the ball. The same as twin except the "X" and "Z" exchange positions. "X" is on the LOS and splits the difference between the "Z" and the tackle. The "Z" aligns off the ball in a normal split.
Note: both "X" and "Z" align opposite of the Rt/Lt call.
- C. "Flex" - Refers to "X" receiver aligning on the LOS 5 yards from the tackle and opposite of the Rt/Lt call.
- D. "Tite" - Refers to "X" receiver aligning on the LOS with a split of 1 yard from the tackle just like a TE, opposite of the Rt/Lt call.
- E. "Flop" - "X" and "Z" exchange alignments. Example: on to off.
- F. "Wing" - Refers to "Z" receiver aligning 1 yard away from the TE and off the LOS towards the Rt/Lt call.
- G. "Fizz" - Refers to "Z" receiver aligning 5 yards away from the TE, off the LOS, and towards the Rt/Lt call.
- H. "Slot" - Refers to "Z" receiver aligning off the LOS and 1 yard away from the tackle opposite of the Rt/Lt call.
- I. "North" - Both "X" and "Z" align to the right in a twin alignment with the "Z" as the inside receiver and "X" is on the LOS.
- J. "South" - The opposite of North. Both "X" and "Z" align to the left in a twin alignment with the "Z" as the inside receiver.
- K. "Ace" - Refers to Z aligning to the Rt/Lt call; X aligns opposite the R/L call and is off the LOS. If North Ace, both receivers align to the right and both are off the LOS. If South Ace is called, both receivers align to the left and off the LOS.

SUBSTITUTION GROUP TERMINOLOGY

DUCK - Regular (2 WR's, 1 TE, 2 RB's)

EAGLE - TE out, WR in (E) (3 WR's, 0 TE, 2 RB's)

RAVEN - TB out, WR in (R) (3 WR's, 1 TE, 1 FB)

FALCON - FB out, WR in (R) (3 WR's, 1 TE, 1 TB)

ROCKET - TB & TE out, 2 WR's in (R & E) (4 WR's, 0 TE, 1 FB)

MISSILE - FB & TE out, 2 WR's in (F-E) (4 WR's, 0 TE, 1 TB)

RHINO - X out, TE in (H) (1 WR, 2 TE's, 2 RB's)

ZEBRA - Z out, 1 TE in (H) (1 WR, 2 TE's, 2 RB's)

STALLION - X & Z out, 2 TE's in (H-S) (0 WR, 3 TE's, 2 RB's)

HIPPO - FB out, 1 TE in (H) (2 WR's, 2 TE's, 1 TB)

DOLLAR - FB out, TB in (2 WR's, 1 TE, 2 TB's, 0 FB's)

TIGER - X & Z out, 1 TE and 1 Tackle in (0 WR's, 2 TE's, 3 T's, 2 RB's)

OX - X & FB out, 2 TE's in (3 TE's, 1 HB, 1 WR)

KING - Used in single back substitution groups when the FB replaced the TB.

SHIFT PROCEDURES

1. Shift - Y trade sides of formation.
(i.e., Shift Rt Split)
2. Stem - (H,R,T,F) adjust inside-out, or outside-in on the same side of formation.
(i.e., Tame to Up, Stem Rt Up)
3. Move - Combination Shift (Y) and Stem. (H,R,T,F)
Also, WR (X,Z) adjust inside-out, or outside in. (Game Plan)
(i.e., Move Rt Edge)
4. Hop - (H,R,T, F) trade sides of formation.
(i.e., Hop Rt Edge)
5. Shop - Combination Shift (Y) and Hop. (H,R,T,F)
Also, WR (X,Z) adjust inside-out, or outside-in. (Game Plan)
(i.e., Shop Rt Edge)
6. Scatter - Pre-determined game plan shift pattern involving all 5 eligible receivers. Changes week to week.

NOTES:

- A. All shifts will be executed on the directional command and carried out within a silent 3 count.
- B. Shifting players start in the same relationship to the LOS as they will end up based on formation called.
- C. Motion can be added to the end of any shift.
- D. The end line TE should not put his hand on the ground.

MOTION PROCEDURES

CALLING MOTION IN THE HUDDLE

Any motion may be called in the huddle by using the appropriate letter for the given position followed by a number. The number indicates where the motion should stop according to our hole numbering system.

The QB will use the following in calling the appropriate motion:

1. First Call - will be the formation.
2. Second Call - will be the type of motion to be used (which will also identify the specific play and motion).

Example: Right Twin, Z8 = Z motion to the 8 hole.
Right Yac, Y4 = Y motion to the 4 hole.

NOTE:

1. All motion will be initiated from the formation called in the huddle.
2. The initiation of the motion will begin with a heel lift or head nod by the QB to the side from which the motion will originate.
3. The person going in motion may not leave until everyone is set for one full second.
4. The tempo and length of the motion is the responsibility of the man in motion, not the QB.
5. Key outside receivers for visual cue of when the ball is snapped.
6. Any Y motion requires that both wide receivers be on the LOS.
7. Anytime any Y motion is called, the Y must be off the LOS.
8. Likewise, anytime any X motion is called, X must be off the LOS.
9. When a receiver (H, Y, F, T, X, Z) motions across the center to the opposite "A" gap and reverses his field back towards his original alignment, is defined as "Spin". Example: Rt Edge Spin H-4.

COVERAGES

ZONE

- Cover 1 = Two deep coverage with a hole player. Understood drop coverage.
- Cover 2 = Balanced two deep zone with the weak OLB rushing.
- Cover 3 = Three deep zone coverage with strongside rotation. Strong OLB rushes.
- Cover 4 Drop = Four deep zone coverage.
- Cover 5 = Three deep zone with weakside cloud rotation assumed. Weak OLB rushes.
- Cover 6 = Cloud zone weakside and can be man or zone strongside based on the middle receiver ($\frac{1}{4}$ - $\frac{1}{4}$ - $\frac{1}{2}$).
- Cover 7 = Two deep zone coverage overshifted strong. Strong OLB rushes.

COMBINATION

- 1 Trail = Two deep zone with hole player and trail man coverage underneath. Looks like Cover 1. A drop coverage.
- 2 Trail = Two deep coverage with trail man coverage underneath. Looks like Cover 2. Weak OLB rushes.
- 3 Trail = Three deep zone with man trail coverage underneath. Drop coverage. Looks like Cover 3.
- 7 Trail = Two deep zone coverage with trail coverage underneath overshifted strong. Strong OLB rushes.

MAN

- Gold = Man coverage with a free safety. Five man rush.
- Brown = Four across man coverage usually associated with a dog. Six or seven man rush. Safety covers "X" side RB unless Brown Y is called.
- Red = Three covering DBs usually associated with a Blitz.
- Silver = Coverage doubling and/or bracketing one or more receivers. This is noted by a number strong or letters weak.
- Yellow = Under and over deep safeties play zone with man coverage underneath. Weak OLB rushes.
- Shallow Yellow = Under and over coverage with safety playing deep middle & Lber playing in the hole.

*If a backer name is attached to a number (i.e., 3 Will), it denotes giving up a Zone.

*The term Zone can be added to a color call to denote man on top, zone underneath (i.e., Brown Zone).

DEFENSIVE COVERAGES

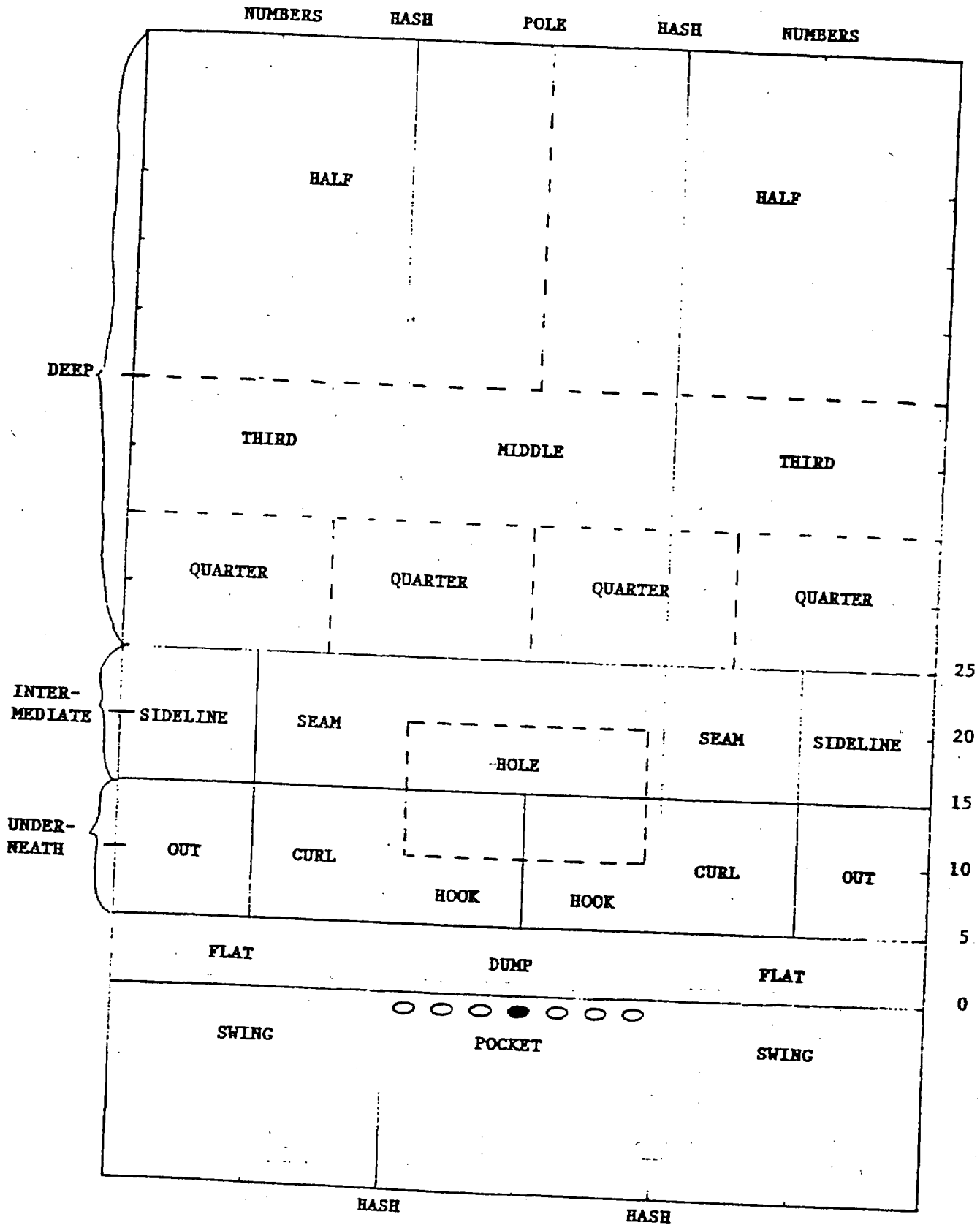
I. PRINCIPLES

- A. Numbered coverages are Zone coverages.
- B. Colored coverages are Man coverages.
- C. Numbered trail coverages are deep zone coverages with trail man technique underneath.

II. DEFINITIONS

- A. CLOUD - Rotation with the corner responsible for the flat. Understood weak unless noted.
- B. SKY - Rotation with the Rover responsible for curl to flat understood strong unless noted.
- C. SAFETY - Rotation with the Safety responsible for curl to flat. It may be either weak or strong side.
- D. DROP - Maximum defend. All four LBs drop.
- E. BOX - A coverage with the OLB in the flat and the Rover or Safety in the curl.
- F. DEAL - Outside LBs rush-drop opposite of what normal coverage would dictate.
- G. SPY - A down lineman drops into coverage.
- H. LOCK - Outside LB is locked on to the TE in Man coverage while aligned on the LOS.
- I. ROGUE - Rover head up the TE on the LOS with the outside LB aligned outside the TE on the LOS.
- J. CUFF - Corner aligned on LOS.
- K. RUFF - Rover aligned on LOS.
- L. STUFF - Safety aligned on LOS.
- M. WALK - LB splitting the front and WR alignments.
- N. PRESS - LB aligned over a WR.
- O. CHALK - Corner aligned in a walk position.

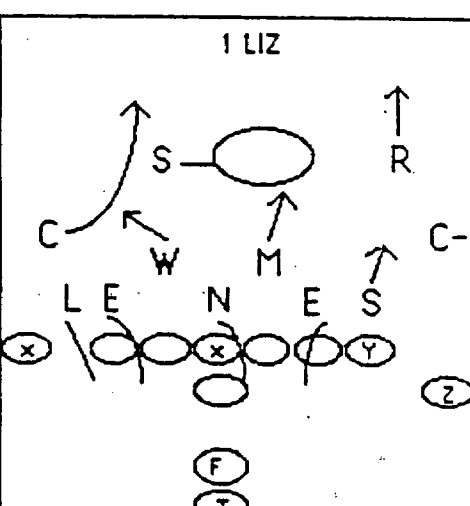
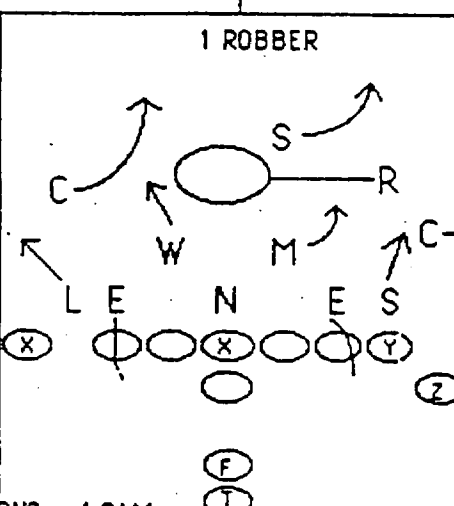
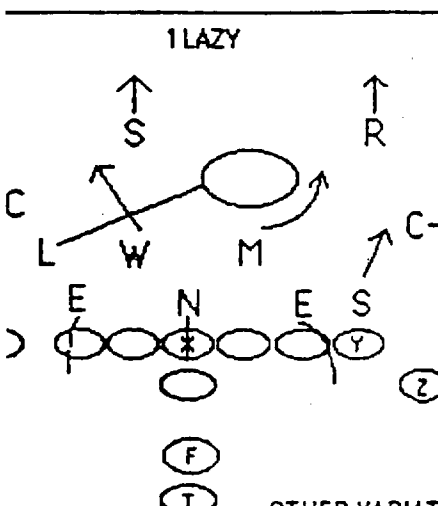
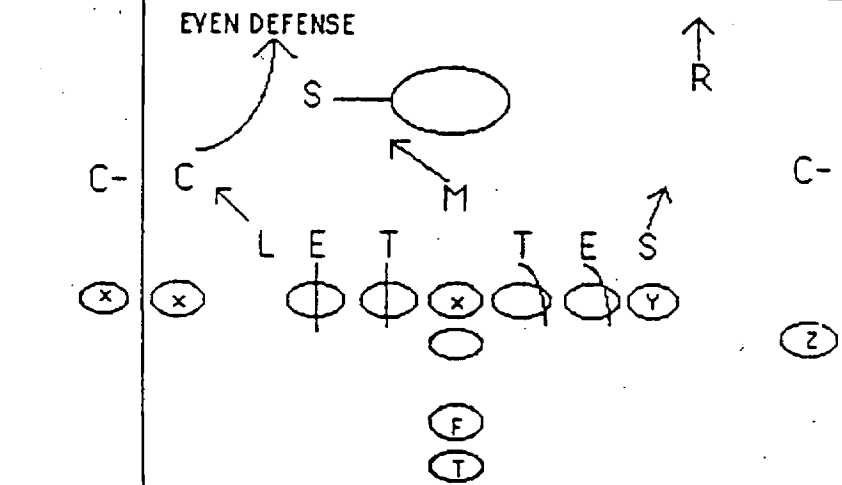
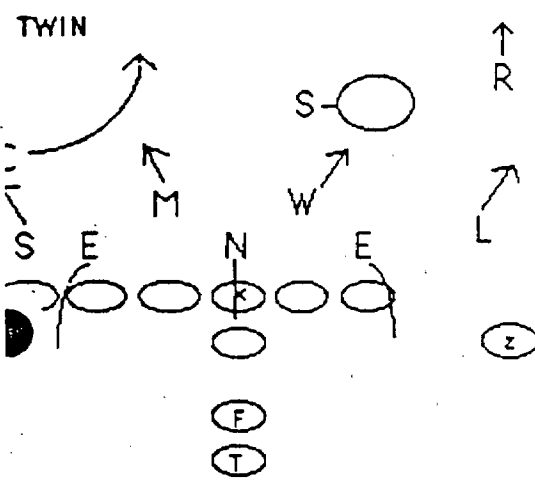
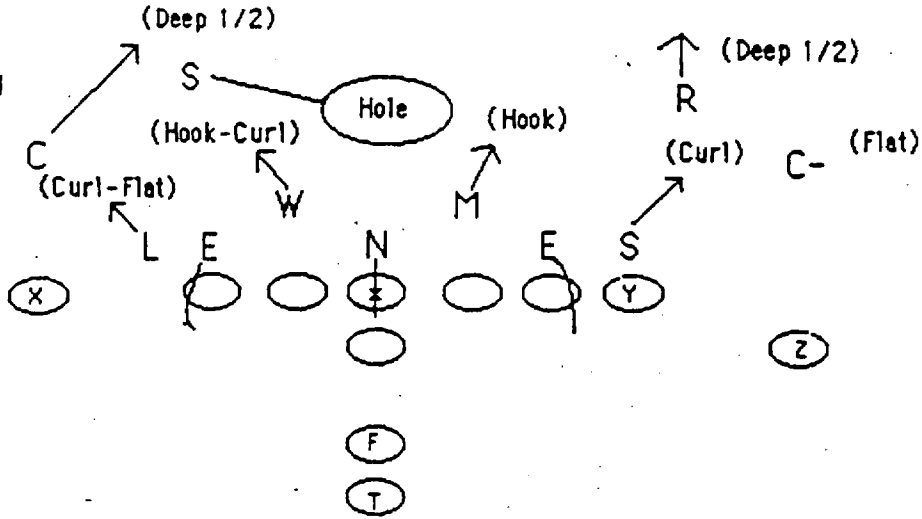
FIELD ZONE TERMINOLOGY



COVER 1

DESCRIPTION:

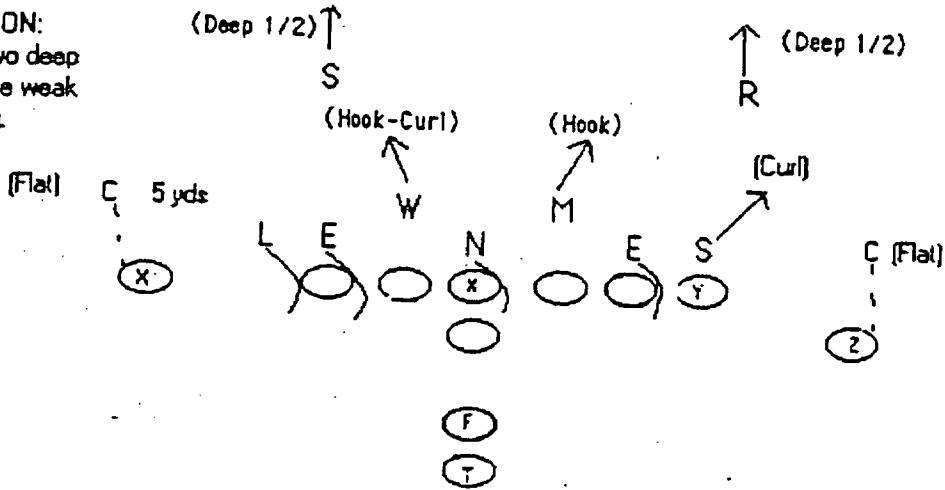
no deep coverage with
nole player. Understood
drop coverage.



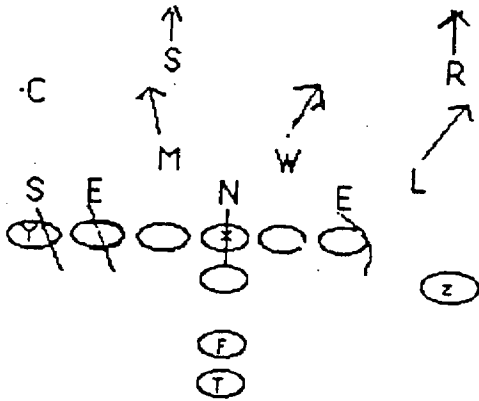
OTHER VARIATIONS: 1 SAM

COVER 2

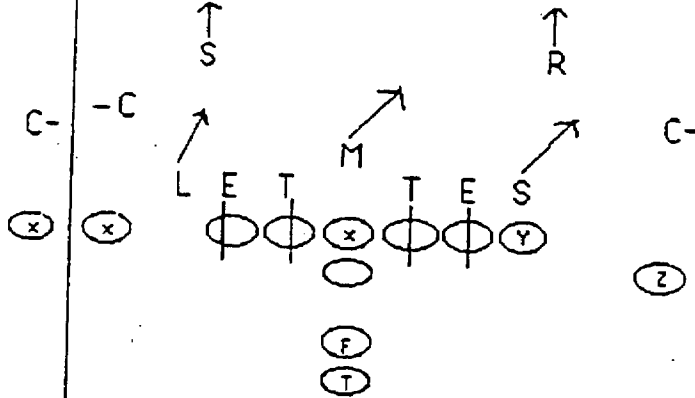
DESCRIPTION:
Balanced two deep zone with the weak OLB rushing.



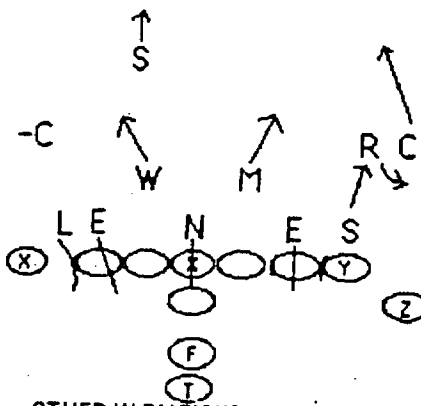
TWIN



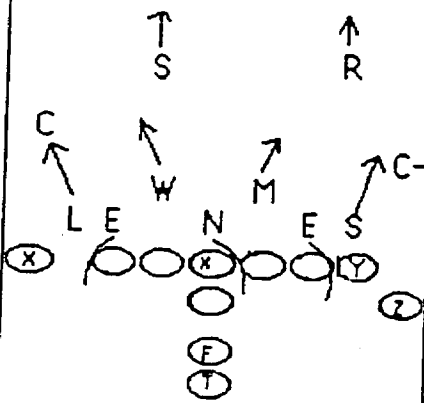
EVEN DEFENSE



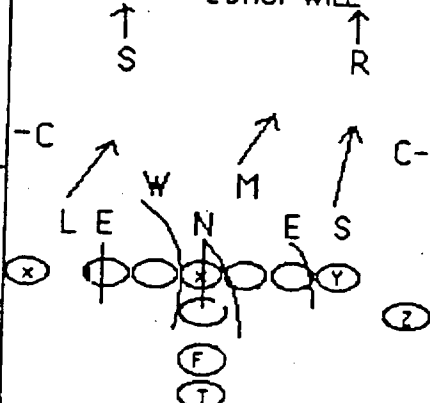
2 SKY



2 DROP



2 DROP WILL

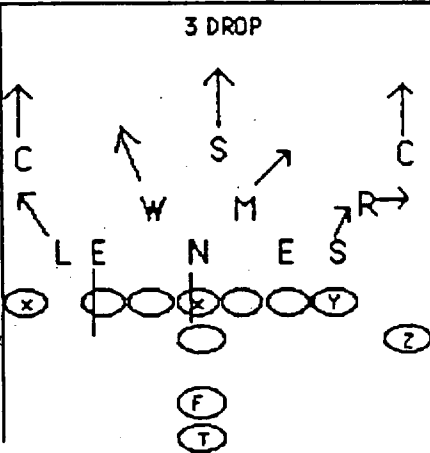
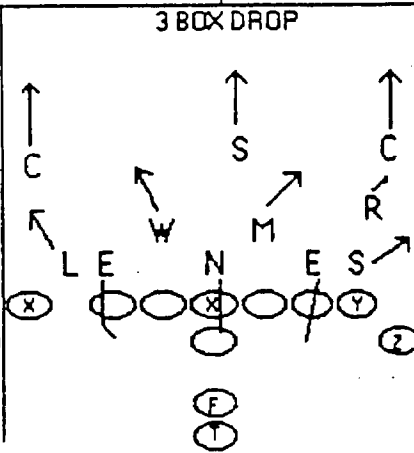
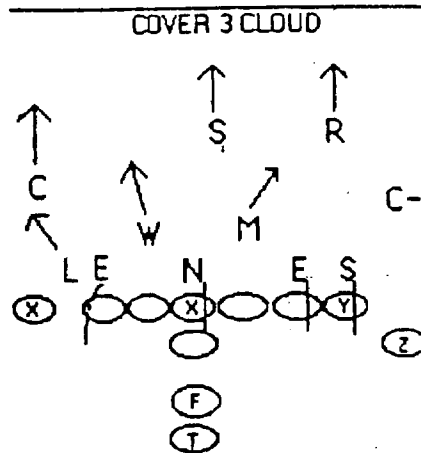
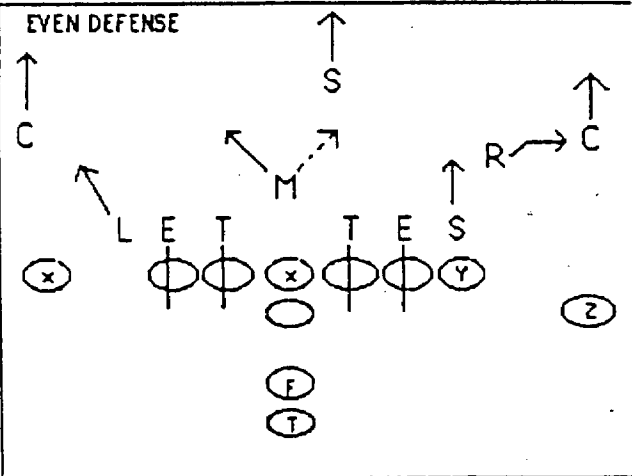
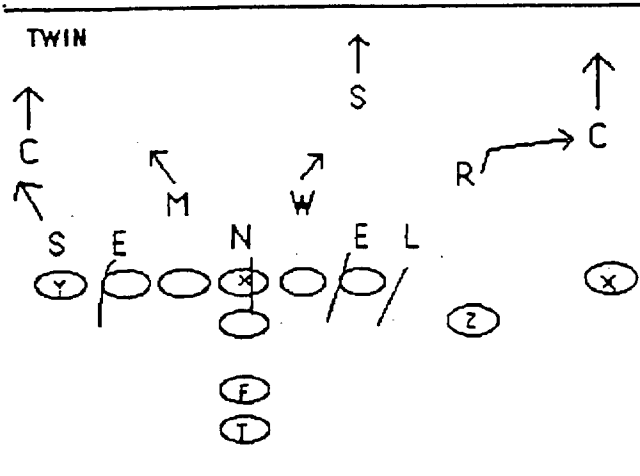
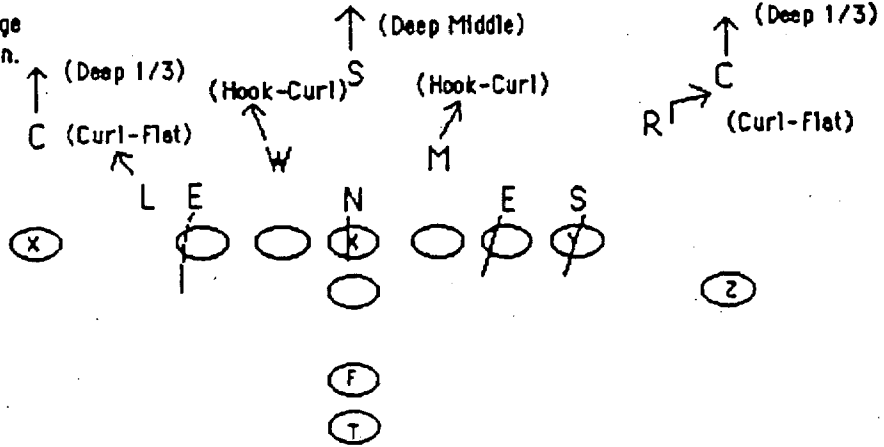


OTHER VARIATIONS:

COVER 3

DESCRIPTION:

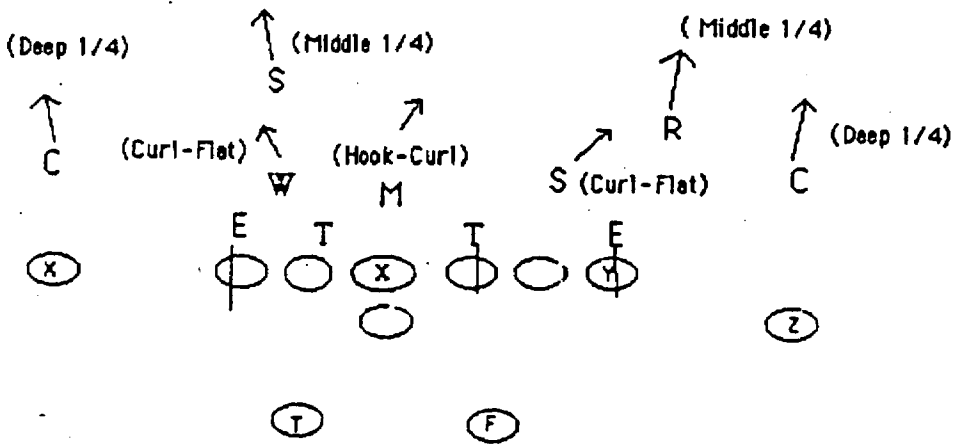
Three deep zone coverage with strongside rotation. Strong OLB rushes. Assume strong side Sky.



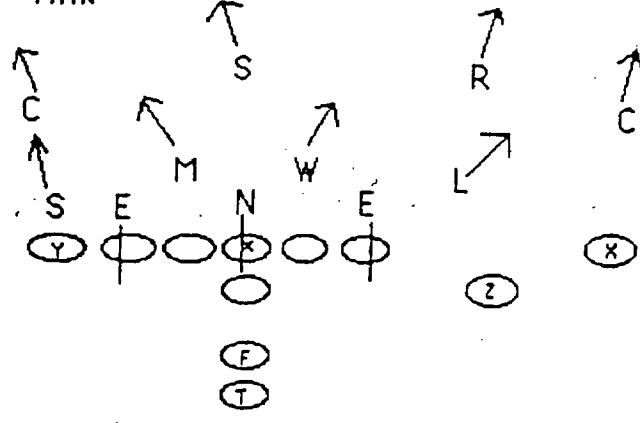
OTHER VARIATIONS: 3 Will=Will rushes; 3 Mike=Mike Rushes; 3 Liz=Liz Rushes; 3 Deal=Sam Drop-Liz Rushes

COVER 4

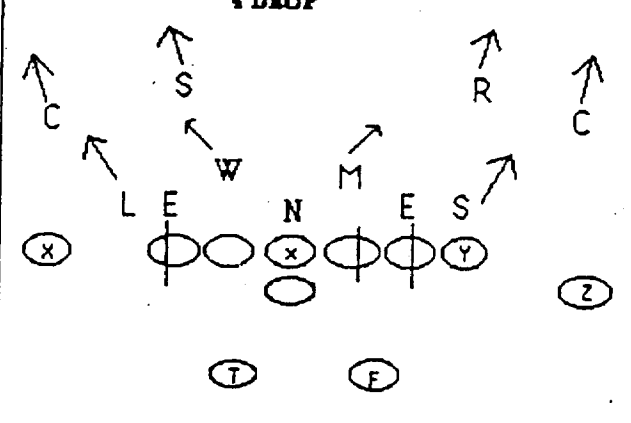
DESCRIPTION:
Four deep zone coverage.



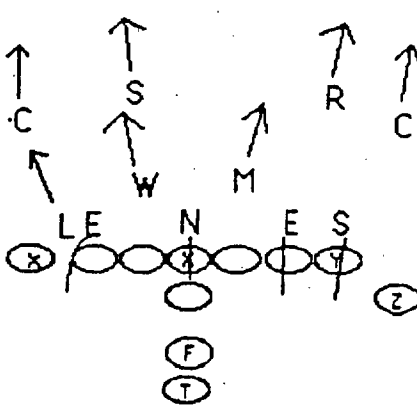
TWIN



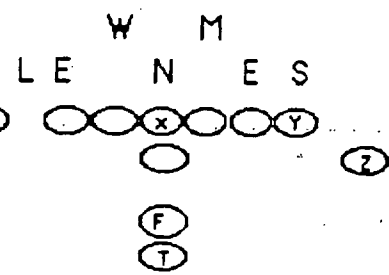
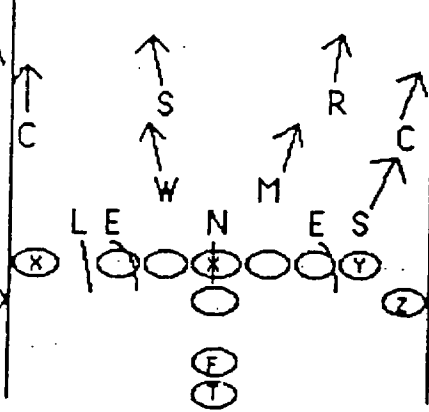
4 DROP



4 SAM



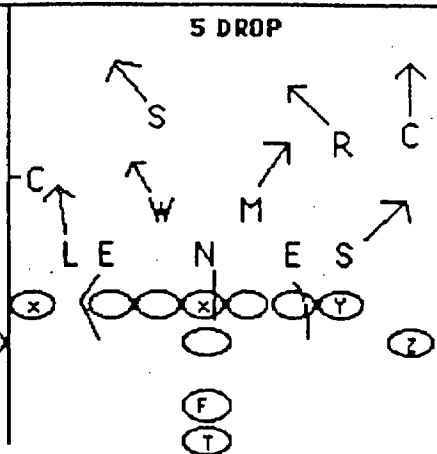
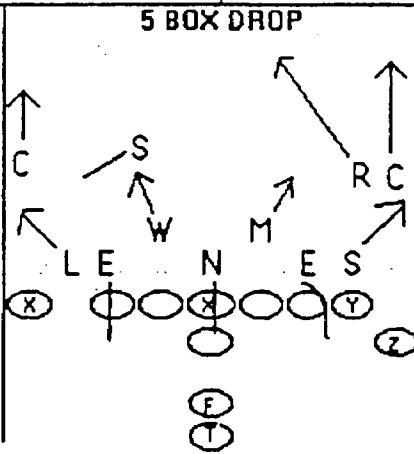
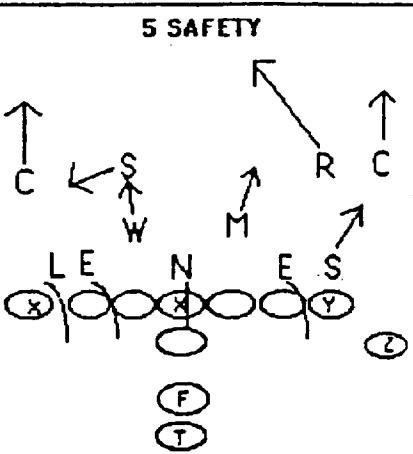
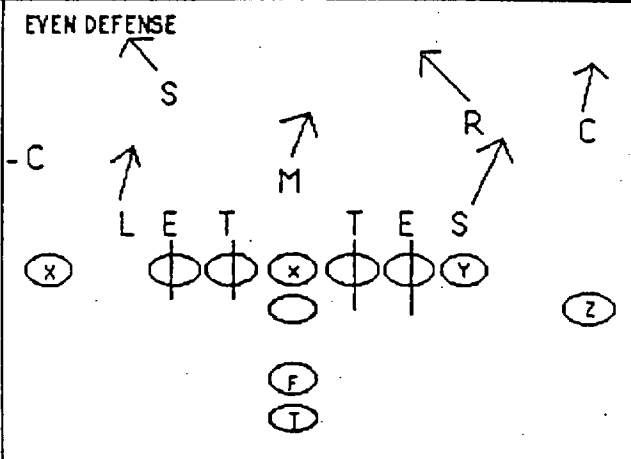
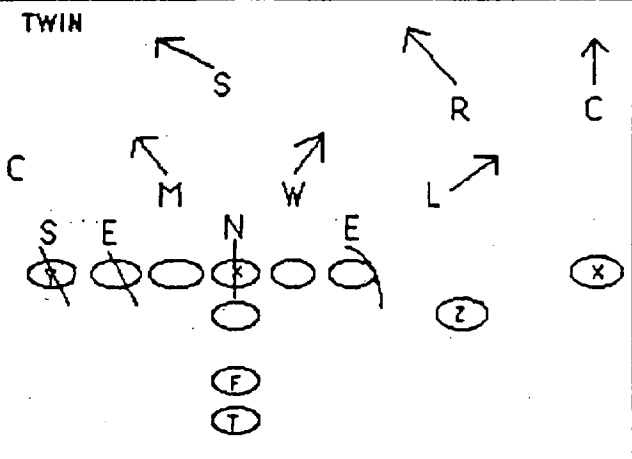
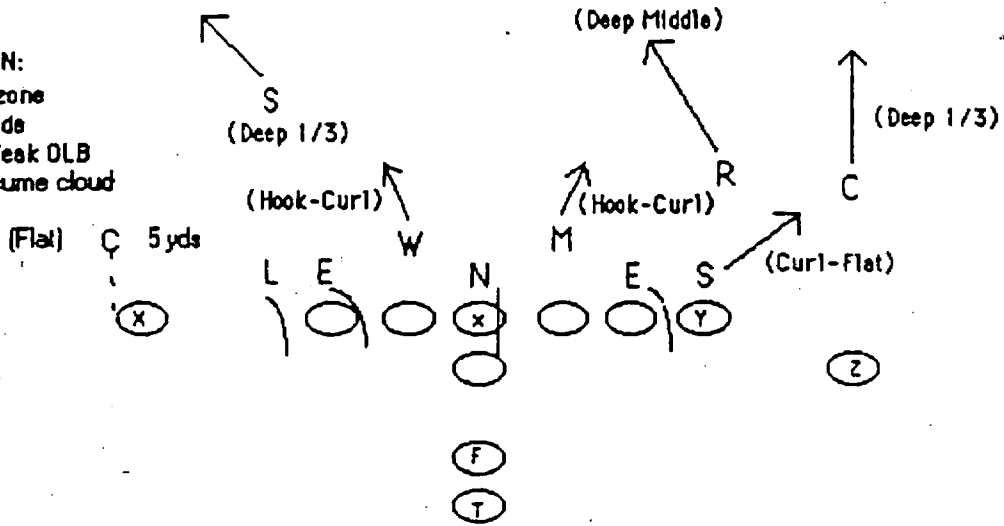
4 LIZ



OTHER VARIATIONS:

COVER 5

DESCRIPTION:
 Three deep zone
 with weakside
 rotation. Weak OLB
 rushes. Assume cloud
 weak.

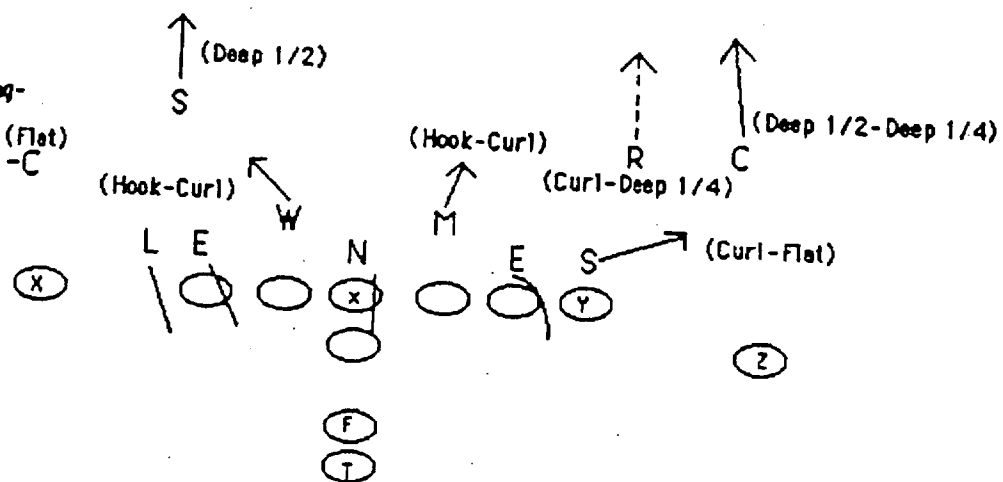


OTHER VARIATIONS: 5 SAM=Sam & Liz rush; 5 DEAL = Sam rush & Liz drops; 5 SKY = 3 Sky Fold

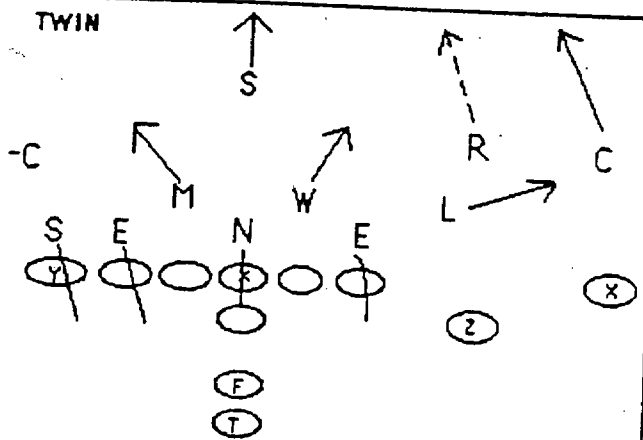
COVER 6

DESCRIPTION:

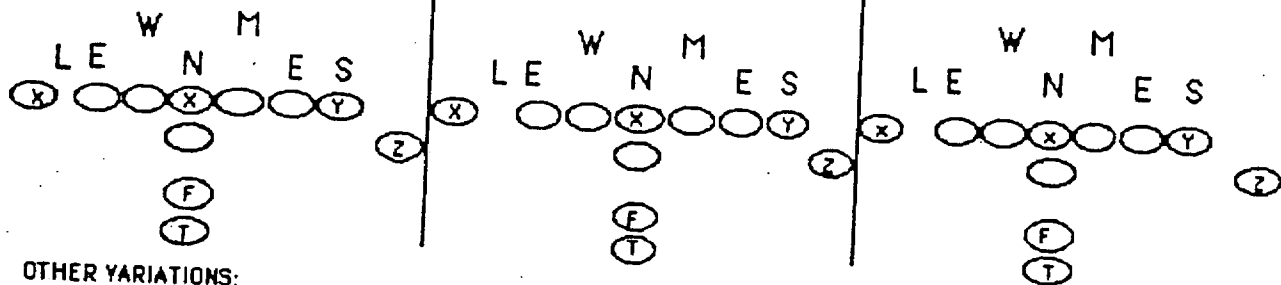
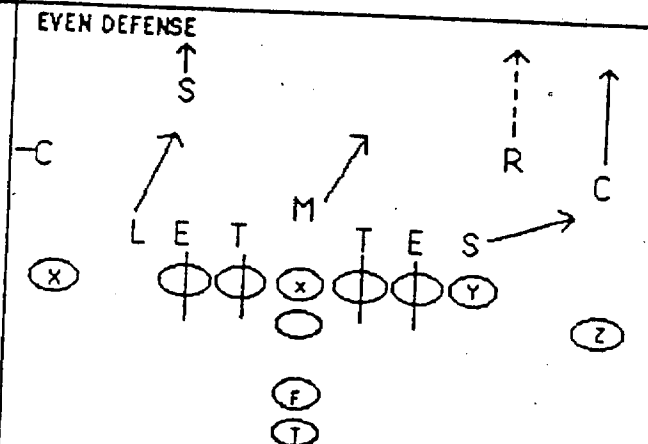
Cloud zone weakside and can be man or zone strongside based on the middle receiver.



TWIN



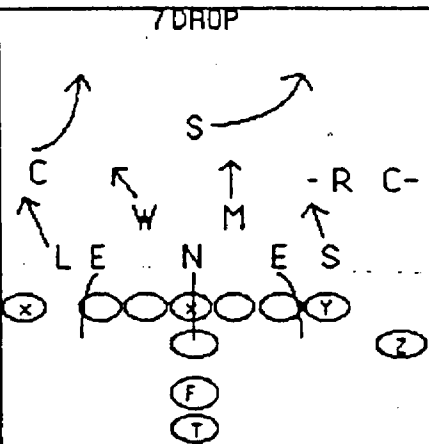
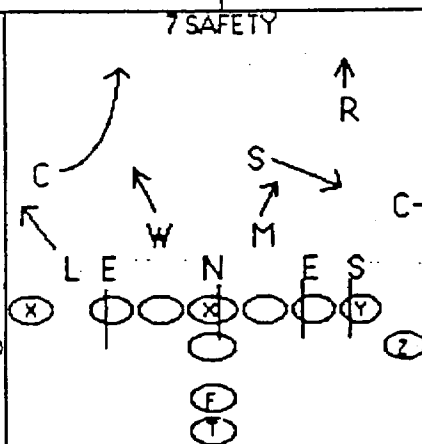
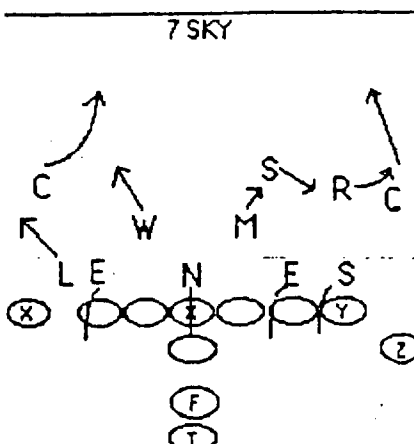
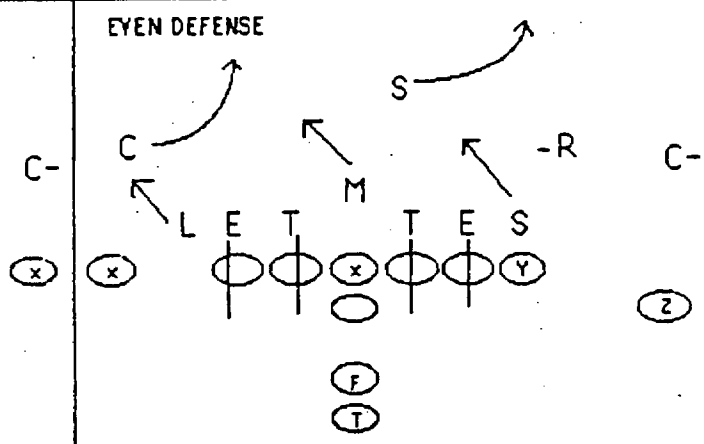
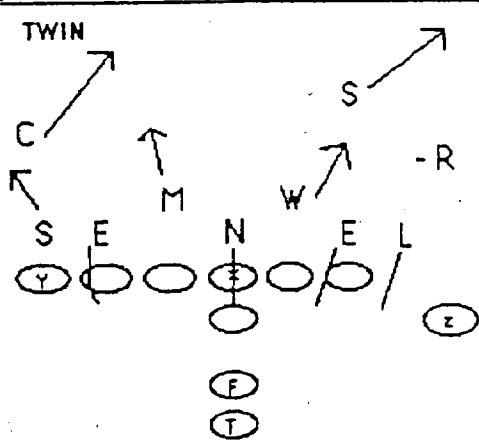
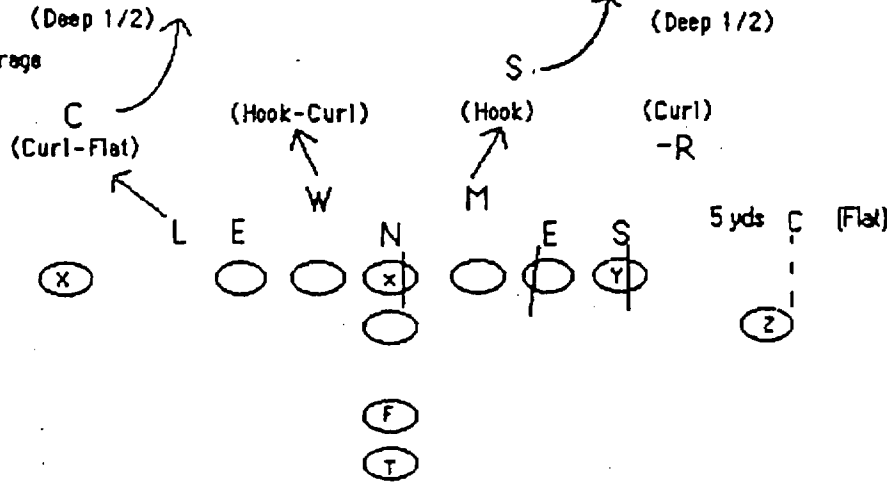
EVEN DEFENSE



OTHER VARIATIONS:

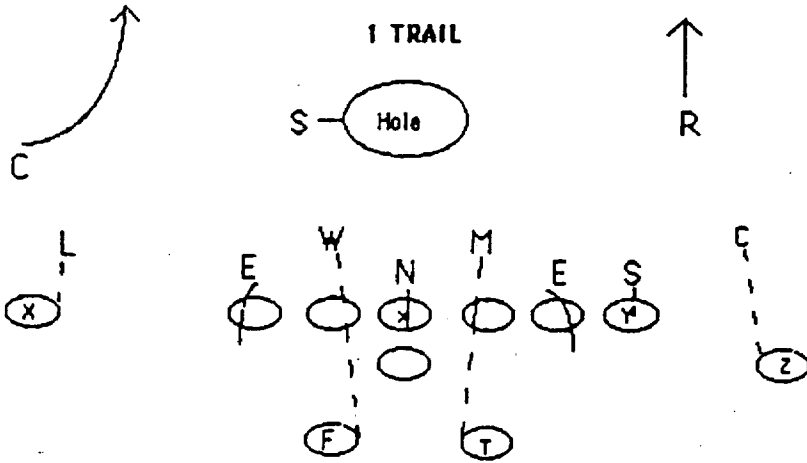
COVER 7

DESCRIPTION:
 Two deep zone coverage
 overshifted strong.
 Strong OLB rushes.

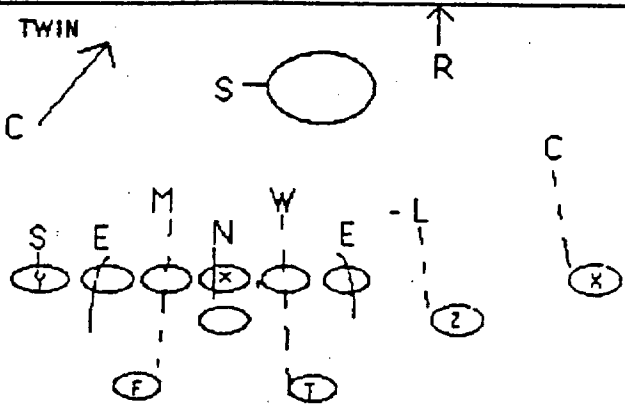


OTHER VARIATIONS:

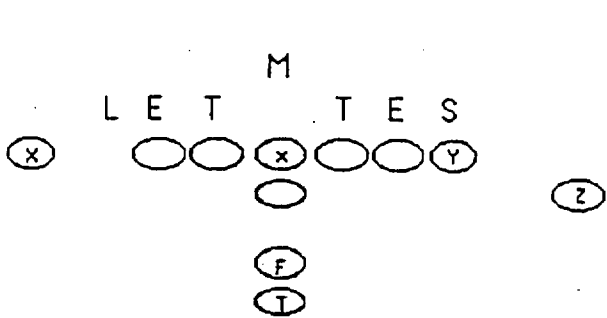
DESCRIPTION:



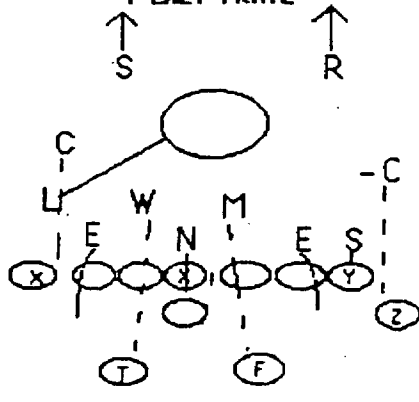
TWIN



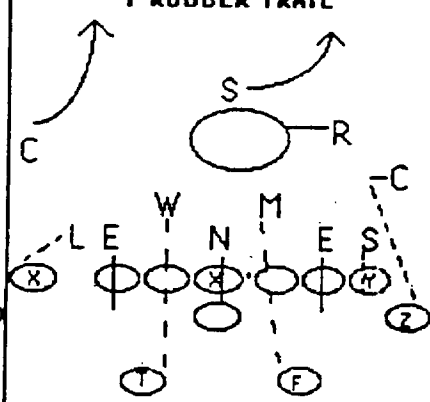
EYEN DEFENSE



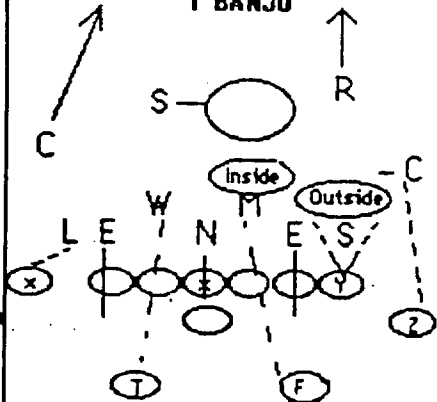
1 LAZY TRAIL



1 ROBBER TRAIL



1 BANJO



OTHER VARIATIONS:

Sky - Rotation with the Rover responsible for curl to flat.

Slant - Movement by the defensive line toward the TE on the snap of the ball.

Soft - A corner who back pedals but still has flat zone.

Solid - Both Mike and Will on LOS.

Spy - A down lineman drops into zone coverage.

Stem - Lateral movement by the front after the offense has set but before the snap.

Stuff - Safety aligned on LOS.

Stunt - Penetrating movement of the defensive line on the snap of the ball not incorporating LB penetration.

Support - Responsibility of the second defender on run. It can come from inside or outside. This defender has pass responsibility first.

Trail - Man under coverage with deep zone help.

Undershift - Nose or DT moving weak.

"W" or "Will" - Weak inside LB in 50 Defense.

Walk - LB splitting the front and WR alignments.

Wall - Pass coverage technique used by linebacker to prevent a receiver from crossing the middle.

"WC" - Letters indicating weak corner.

Weak - Nose aligned to weakside.

Wedge - Will on LOS.

Zone Coverage - A defensive pass coverage calling for defenders to defend specific area.

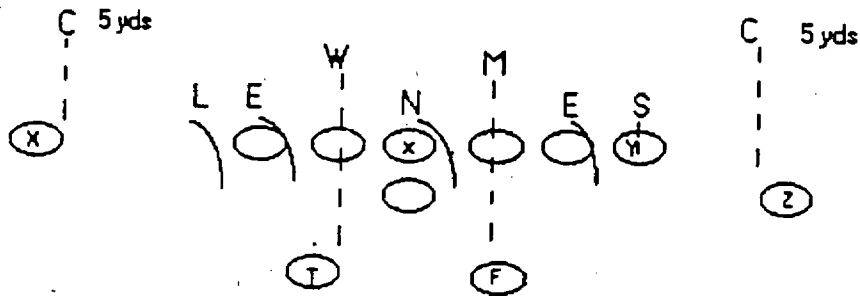
DESCRIPTION:

Two deep coverage with trail man coverage underneath. Looks like Cover 2. Weak OLB rushes

(Deep 1/2)

2 TRAIL

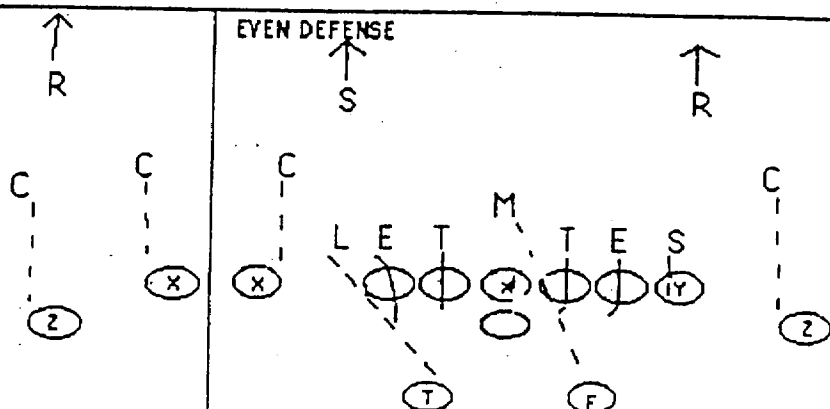
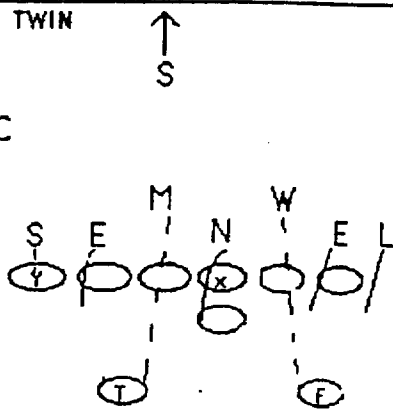
(Deep 1/2)



TWIN

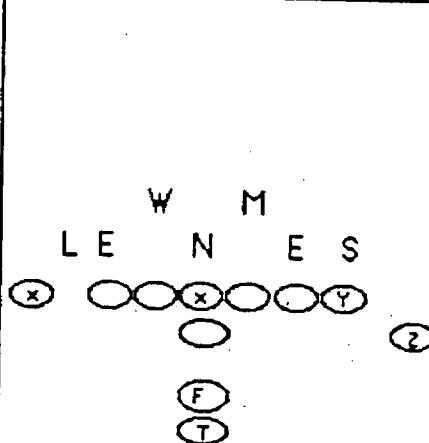
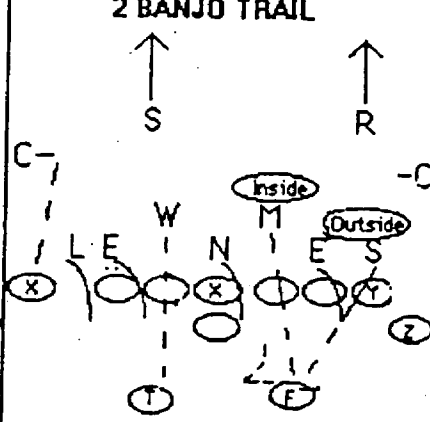
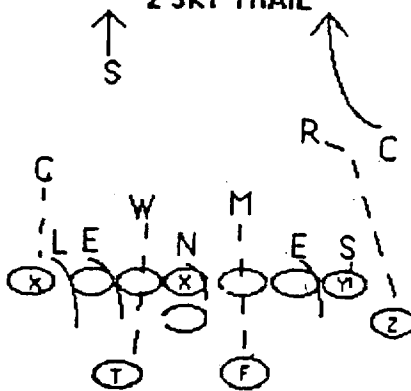
EVEN DEFENSE

C



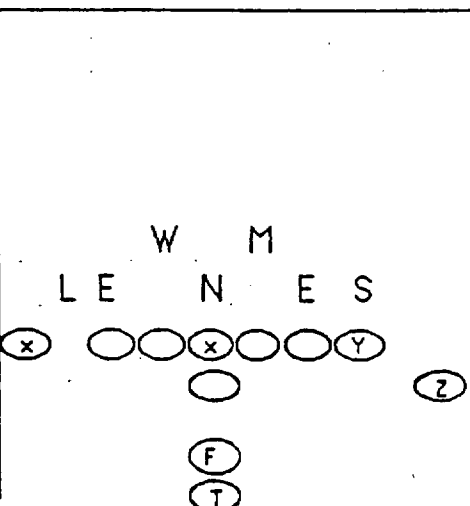
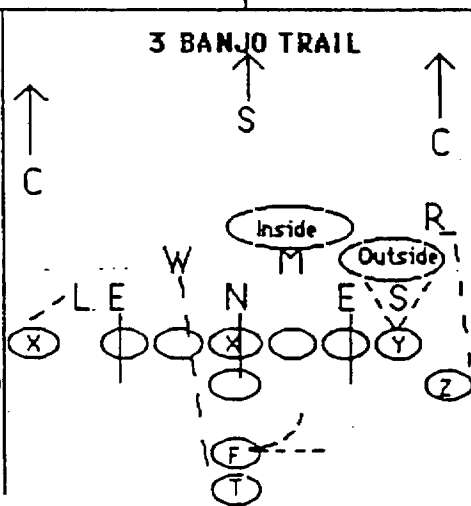
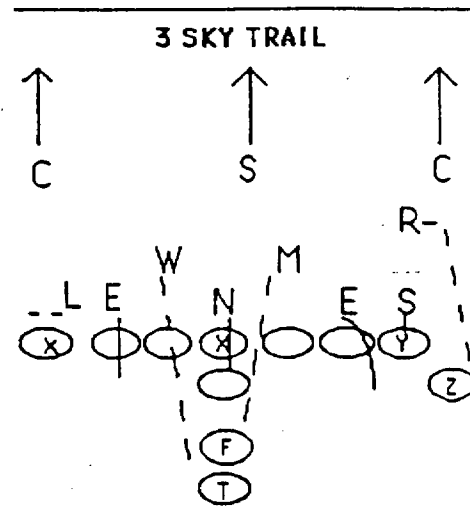
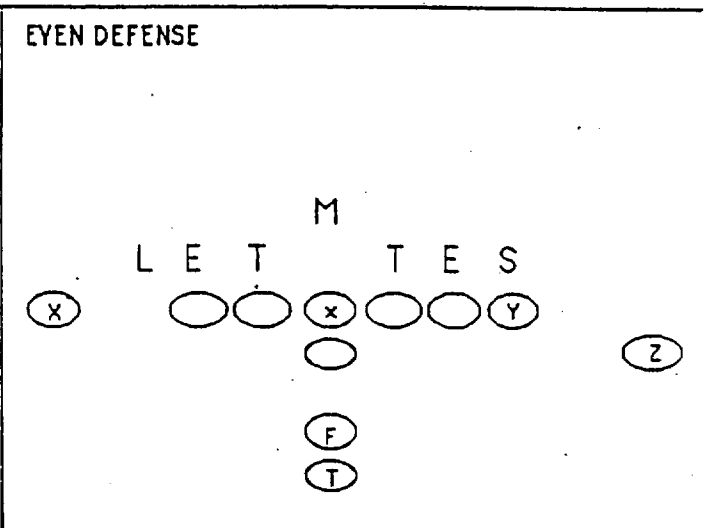
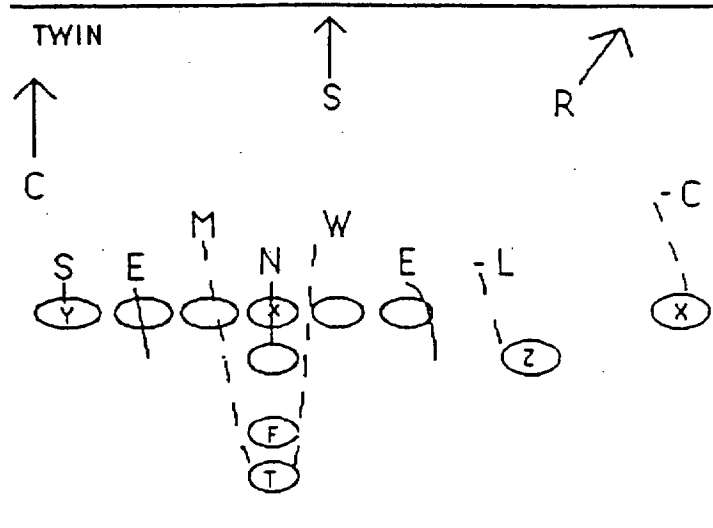
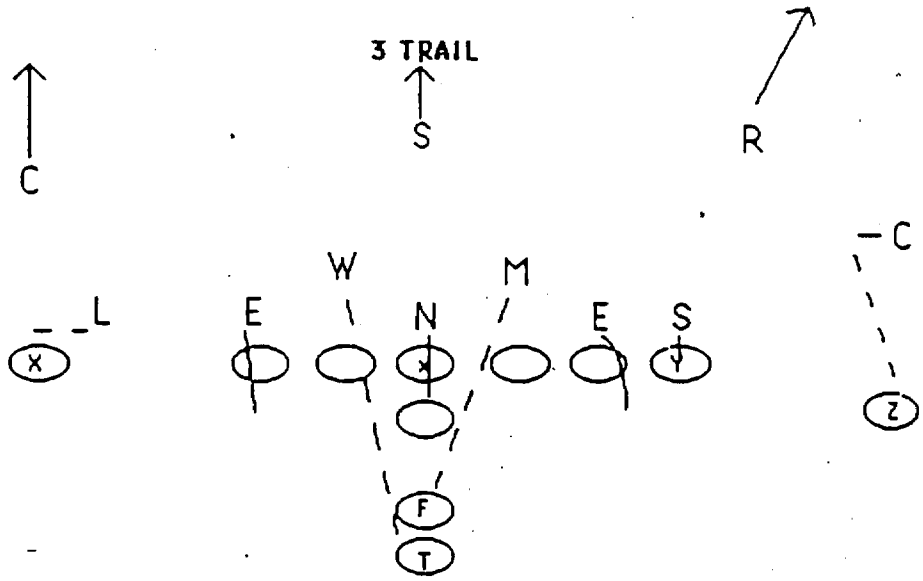
2 SKY TRAIL

2 BANJO TRAIL



OTHER VARIATIONS:

DESCRIPTION:
 Three deep zone with
 man trail coverage
 underneath. Drop
 coverage. Looks like
 Cover 3.

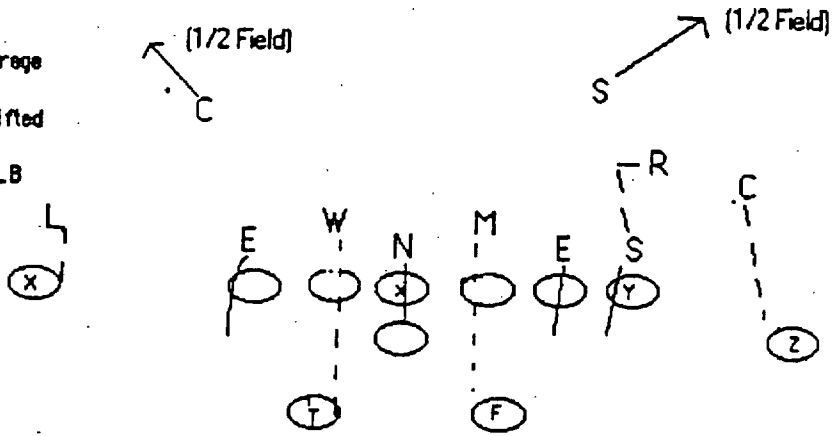


OTHER VARIATIONS:

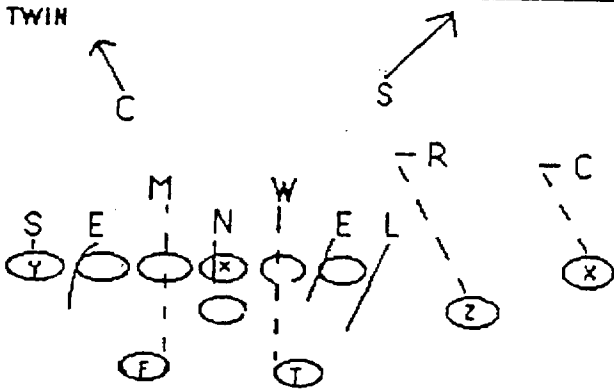
7 TRAIL

DESCRIPTION:

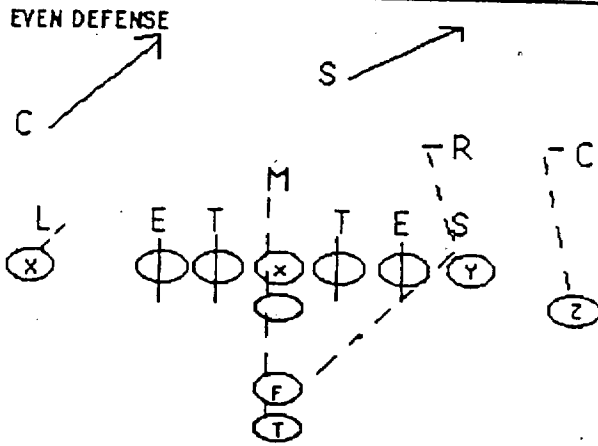
Two deep zone coverage with trail coverage underneath overshifted strong. Looks like Cover 2. Strong OLB rushes.



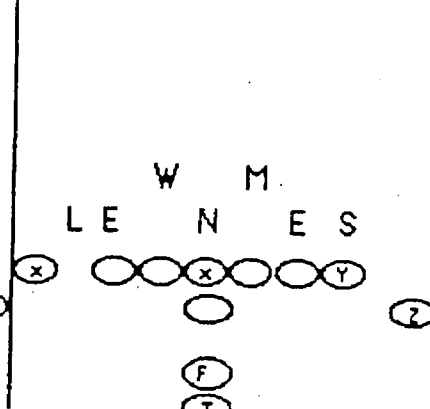
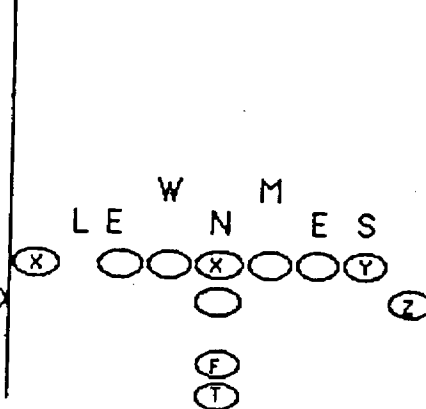
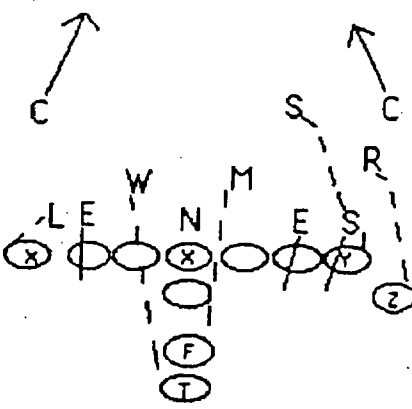
TWIN



EVEN DEFENSE



2 SKY TRAIL

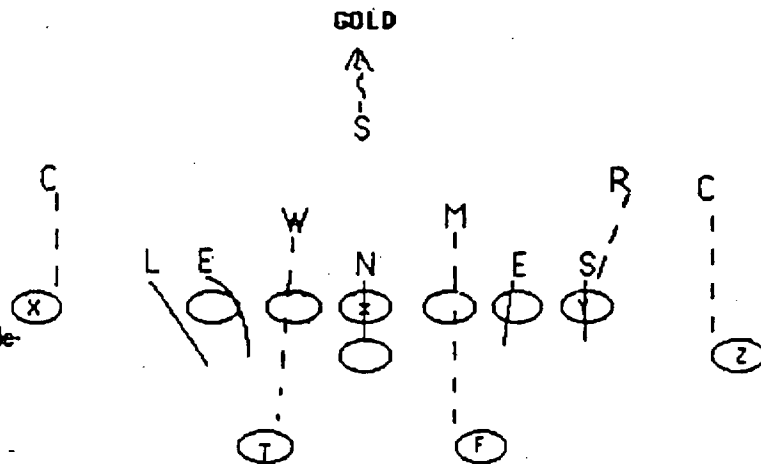


OTHER VARIATIONS:

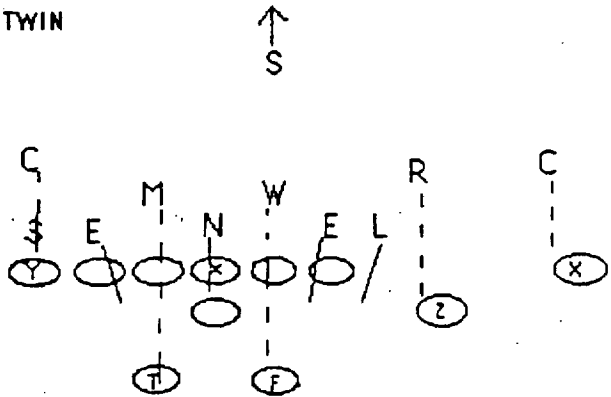
DESCRIPTION:

Man coverage
with a free safety.
Five man rush.

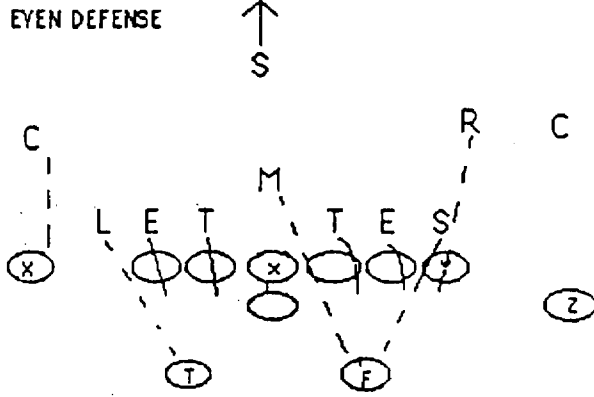
Variations may place a
2 on 1 combination on
one of our receivers.
This is noted by a
number (strong), letters
(weak), or position (Wide-
middle-near-far-single).



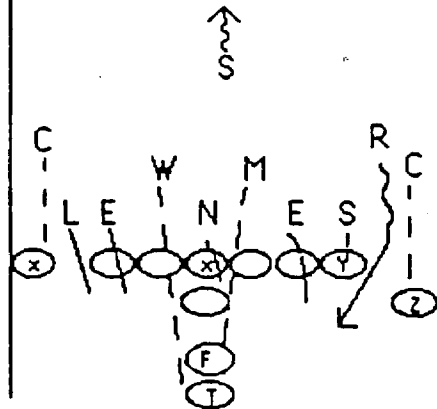
TWIN



EVEN DEFENSE



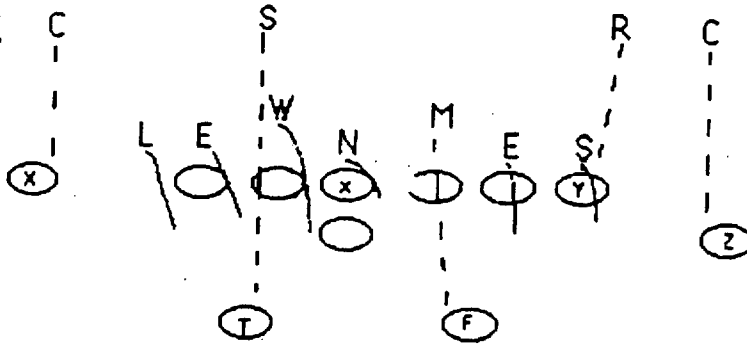
RIFLE GOLD LOCK



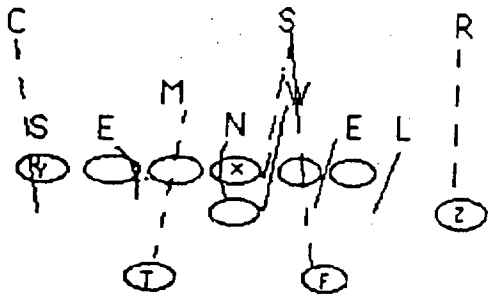
BROWN

DESCRIPTION:

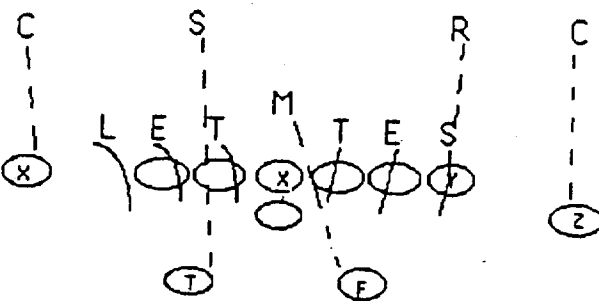
Four across man coverage usually associated with a dog. Six or seven man rush. Safety covers "X" side RB unless Brown Y is called.



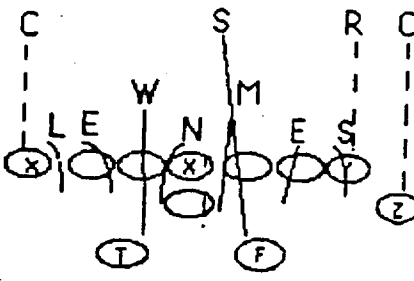
TWIN



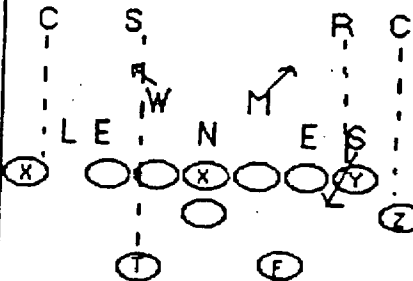
EVEN DEFENSE



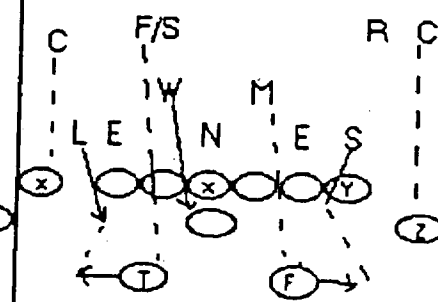
BROWN Y



BROWN ZONE



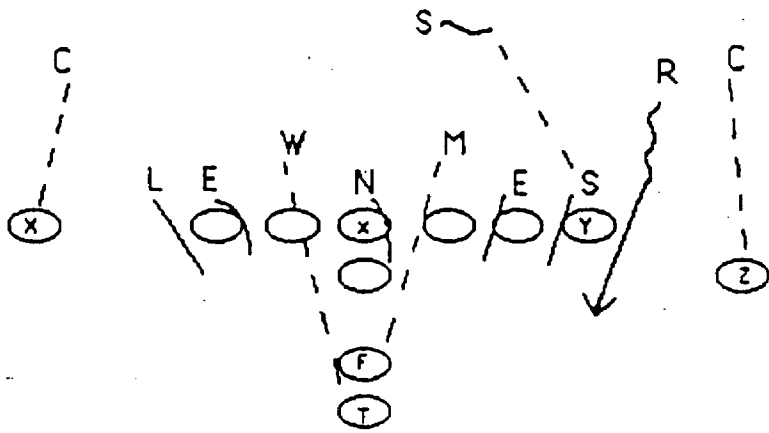
BROWN PEAL



OTHER VARIATIONS:

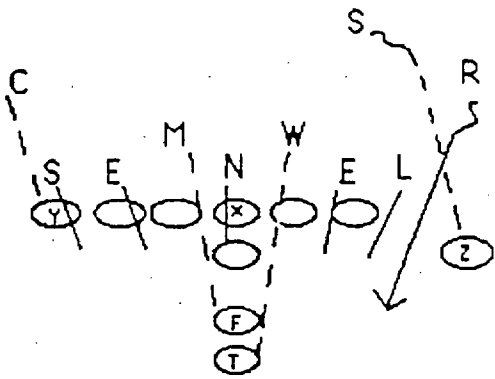
RED

DESCRIPTION:
Three covering DBs
usually associated
with a Blitz.

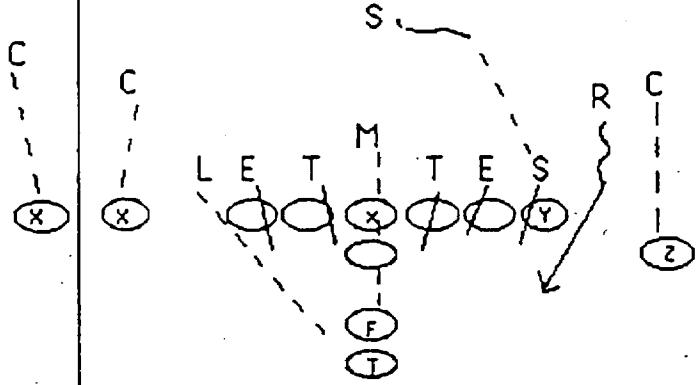


TWIN

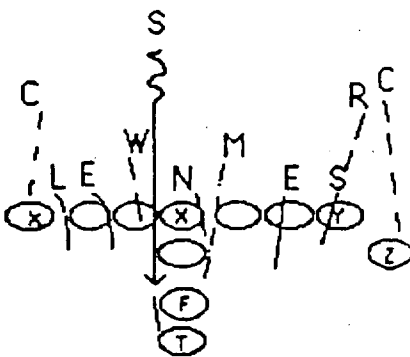
"Rifle X"



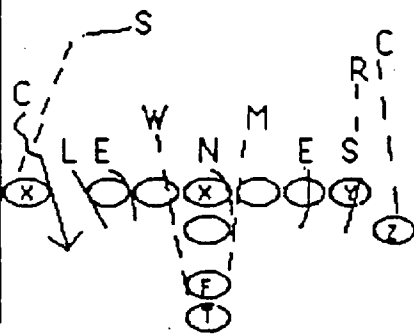
EVEN DEFENSE



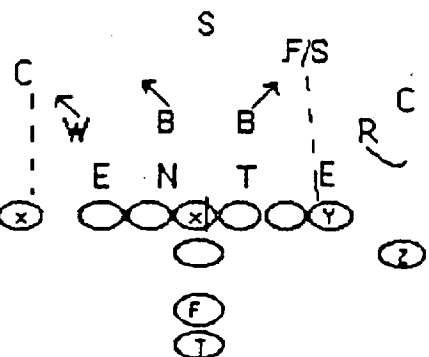
SAFETY BLITZ
"Sting"



CORNER BLITZ
"Chop"



RED ZONE

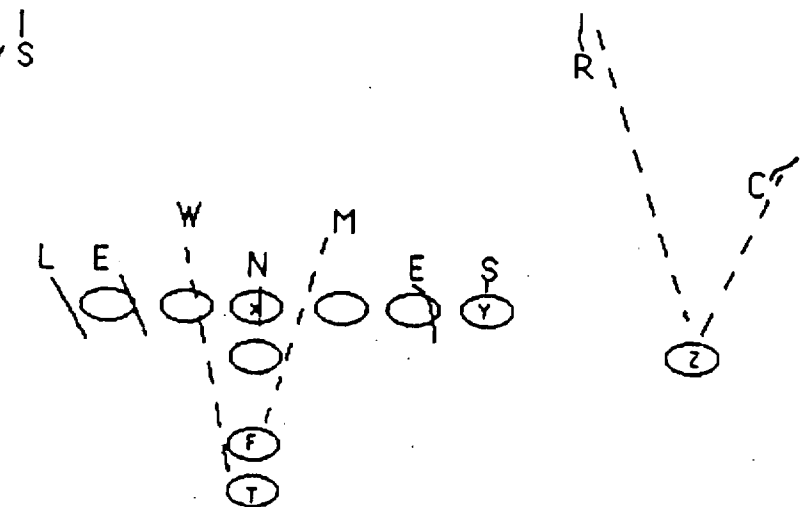


OTHER VARIATIONS:

SILVER 1A

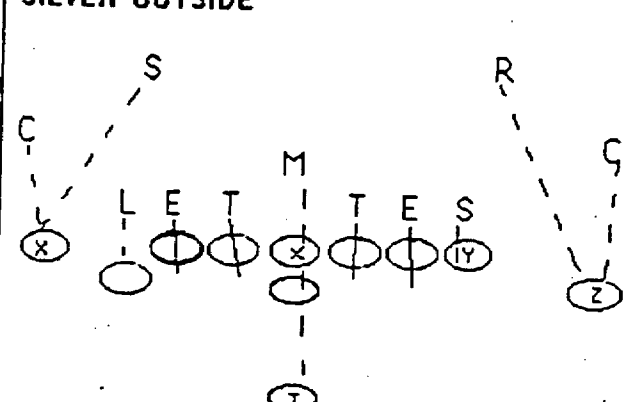
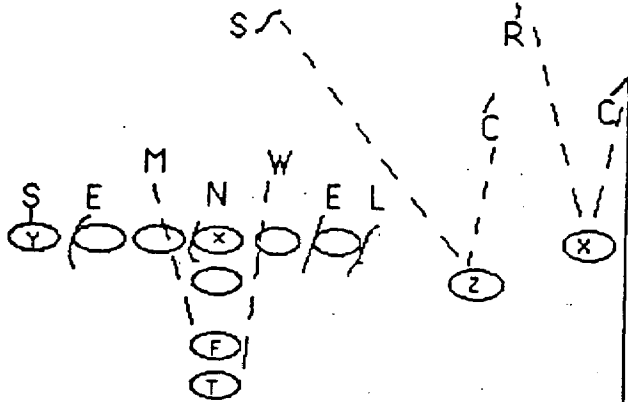
DESCRIPTION:

A coverage with a 3 on 2 man combination ending up with one of our receivers being doubled. That receiver is notified by number or letter. This coverage is usually played by Nickel or Dime players with a four man rush.



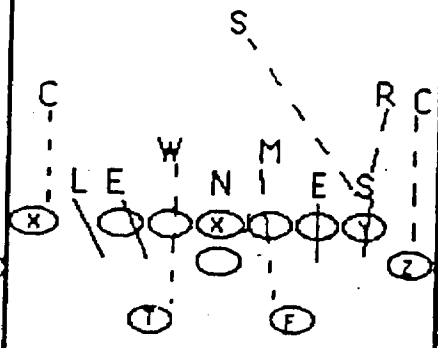
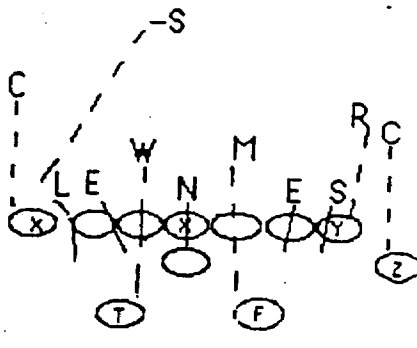
SILVER 12

SILVER OUTSIDE



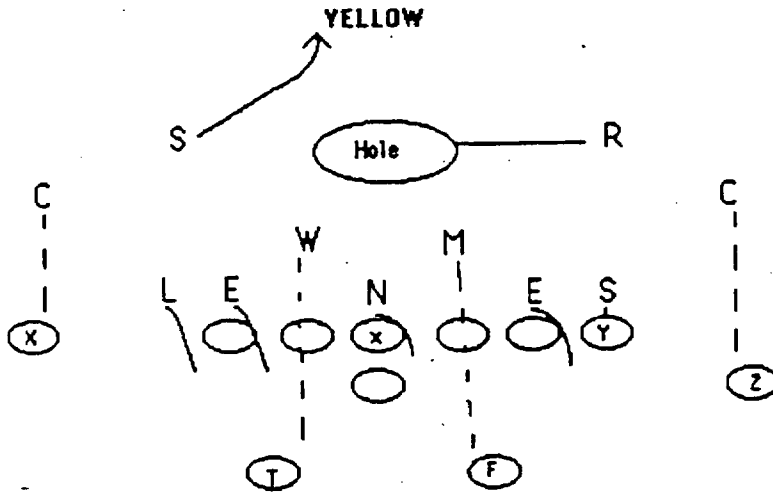
SILVER A

SILVER 2

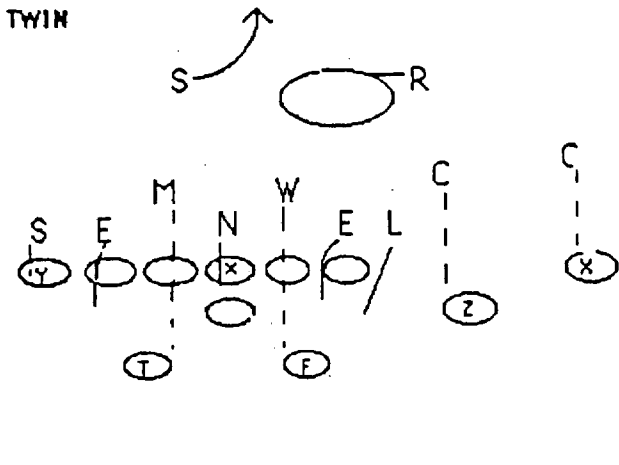


OTHER VARIATIONS:

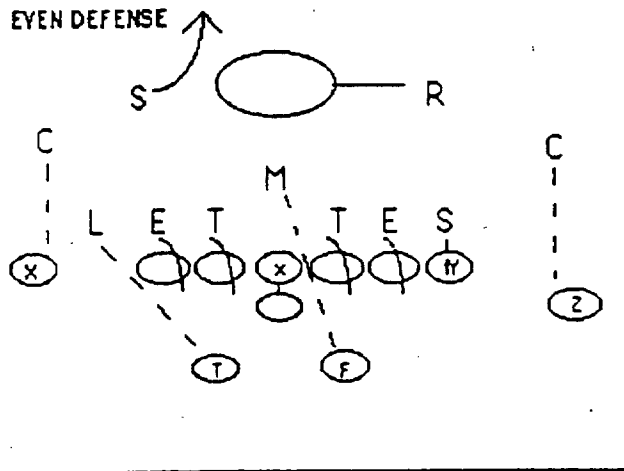
DESCRIPTION:
 Under and over deep
 safeties play zone
 with man coverage
 underneath. Four
 man rush.



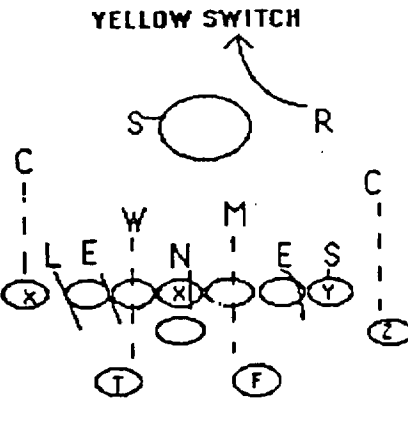
TWIN



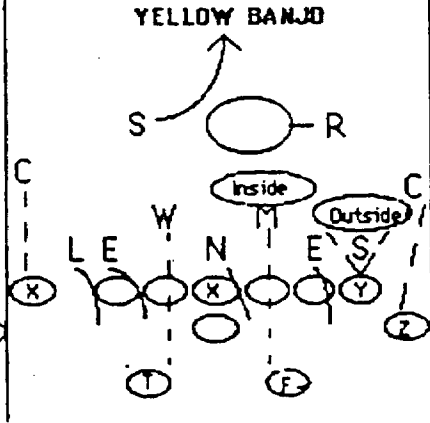
EVEN DEFENSE



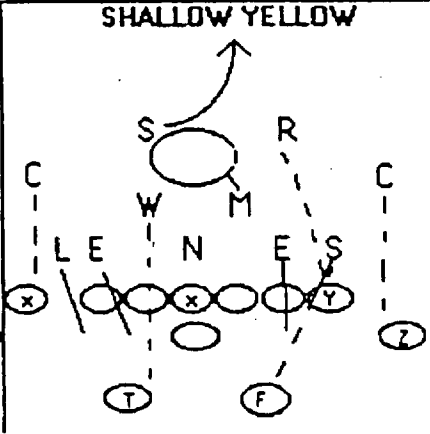
YELLOW SWITCH



YELLOW BANJO



SHALLOW YELLOW



OTHER VARIATIONS: Yellow Wide, Yellow Middle, Yellow 3, Yellow Near.

BLITZES

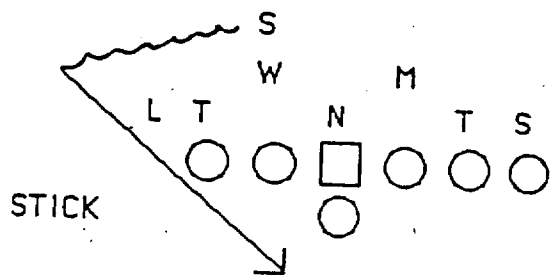
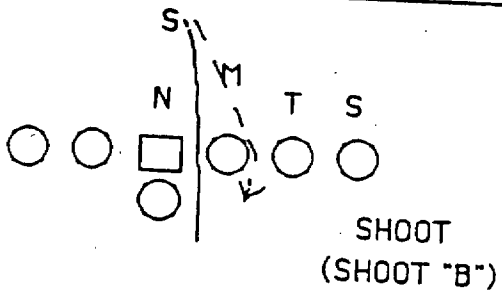
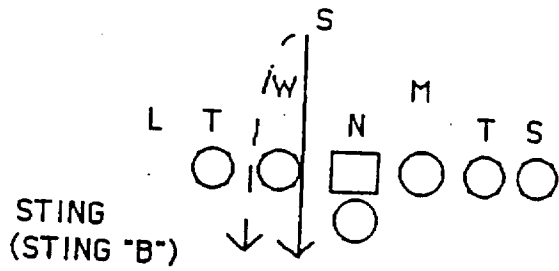
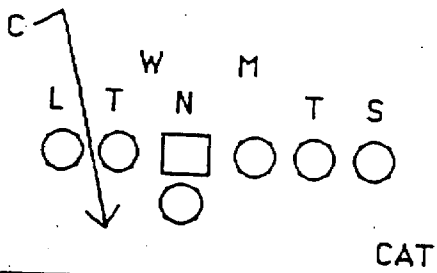
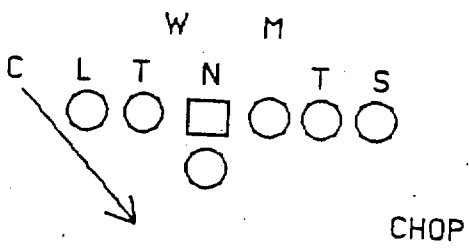
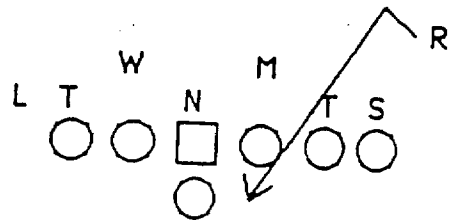
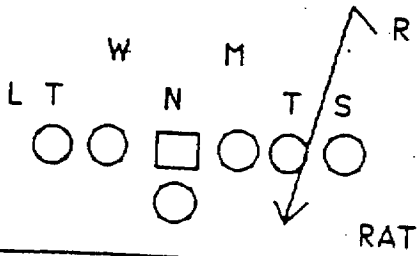
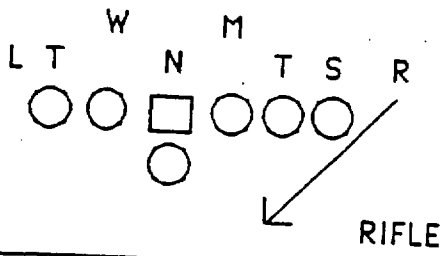


ILLUSTRATION OF FORCE

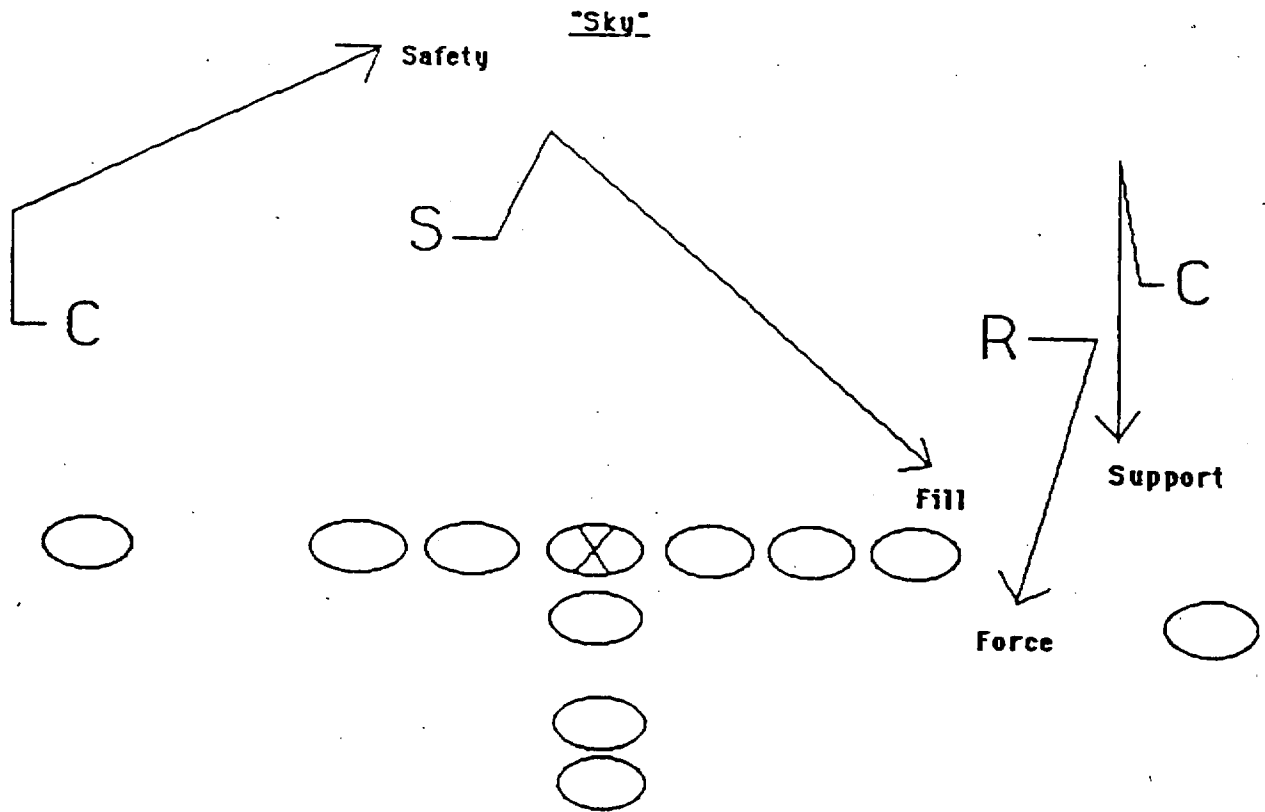
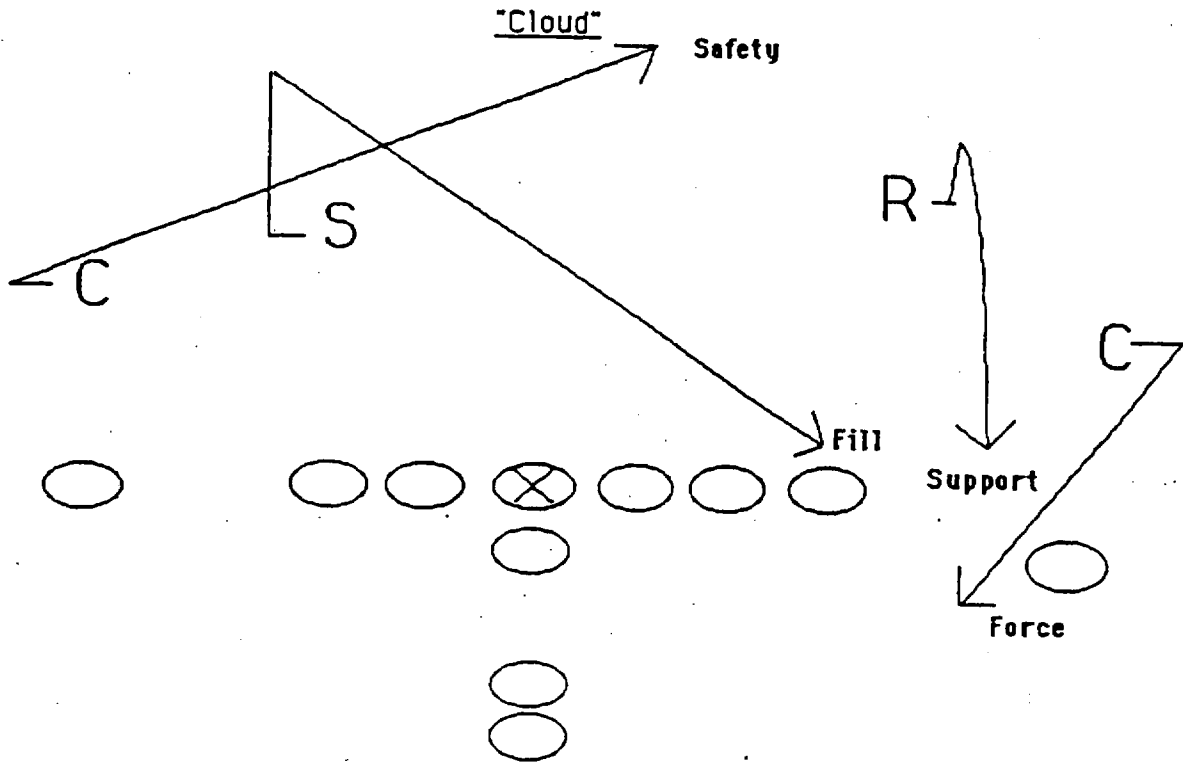
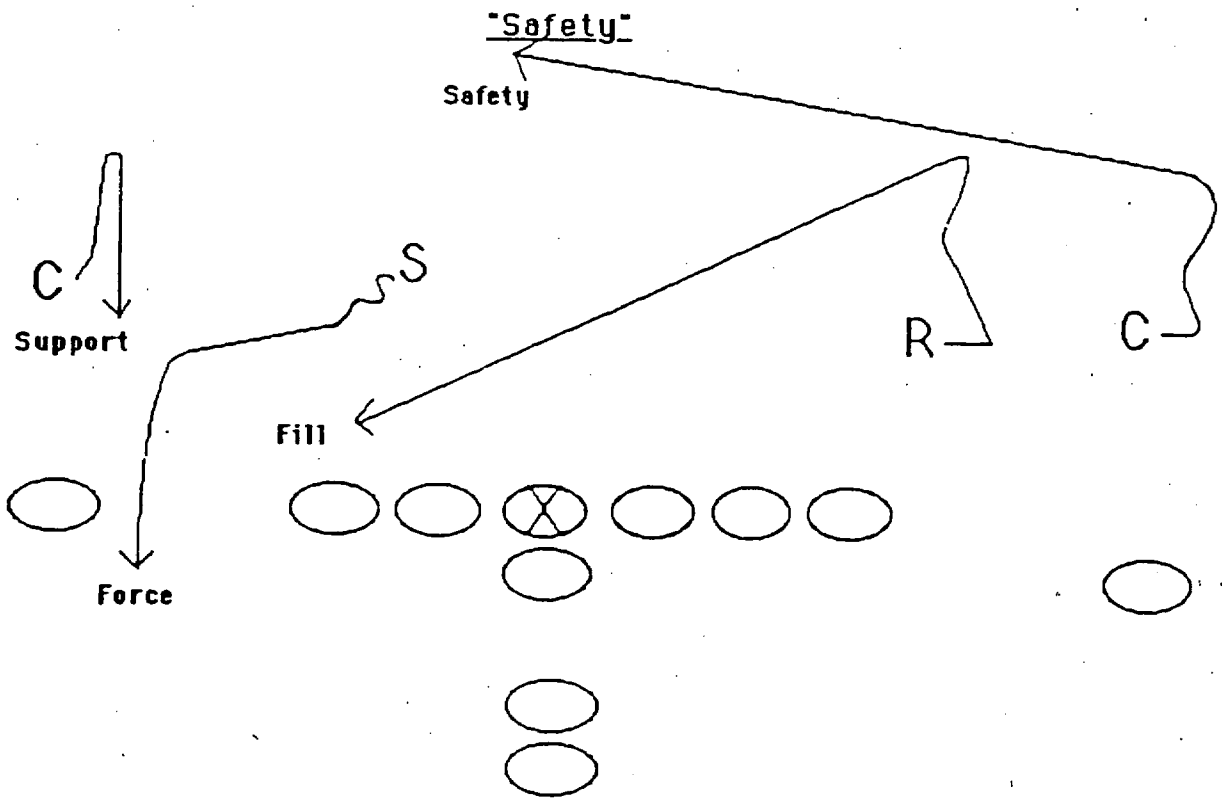
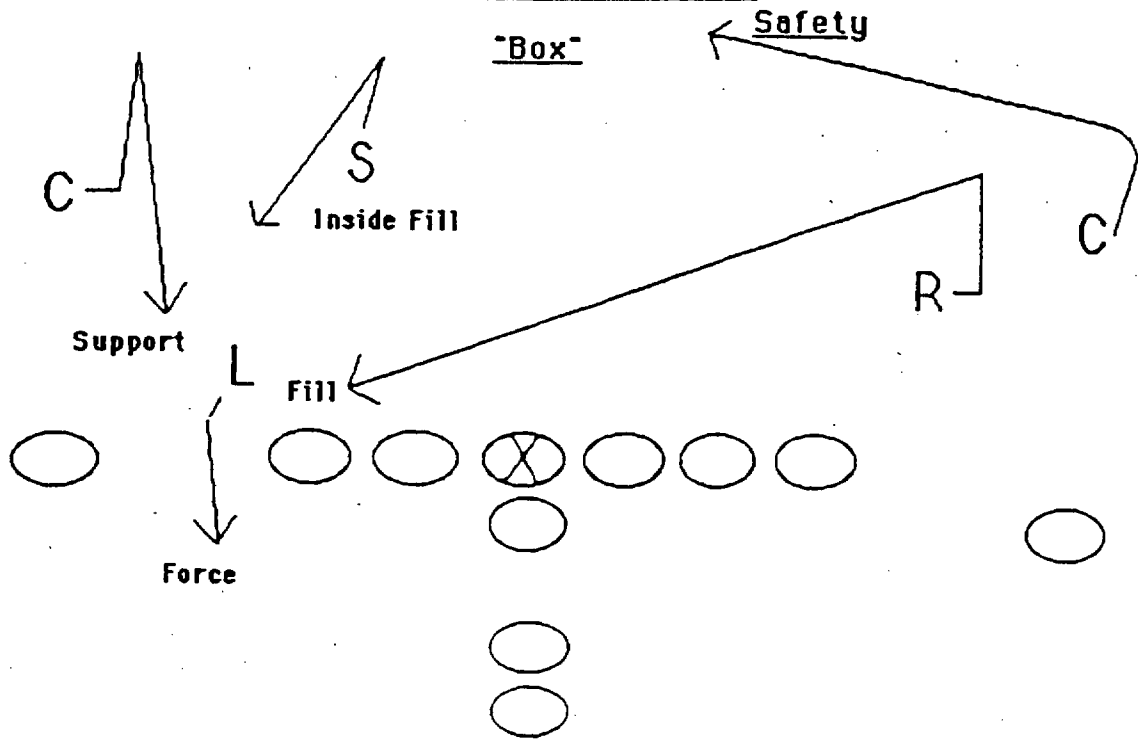


ILLUSTRATION OF FORCE



UNIVERSITY OF OREGON

FOOTBALL

DEFENSIVE RECOGNITION

DEFENSIVE TERMINOLOGY

- "A" Gap - Area between center and guard.
- Angle - Movement by the defensive line away from the TE on the snap of the ball.
- Banjo - Indicates inside-outside man coverages on two offensive players by two defensive players.
- "BC" - Lettes indicating boundary corner.
- Bear - An eight man odd front with defense covering offensive guards with down linemen, tackles with linebackers, and TE with DB or LB.
- "B" Gap - Area between guard and tackle.
- Box - A coverage with the OLB in the flat and the Rover or safety in the curl, or a defensive force with the OLB containing and the safety or Rover supporting.
- Bracket - A double coverage on wide receivers by safeties inside and corners outside.
- Bump - Man to man technique in which the DB aligns on the LOS to cover his man.
- "C" or "CB" - Letters(s) indicating cornerback.
- "C" Gap - Area between tackle and end.
- Chalk - Corner aligned in a walk position.
- Chase - The responsibility of chasing the football down the LOS looking for boot or reverse on run away.
- Chop - Corner blitz from a "cloud" alignment.
- Clamp - An inside shoulder or eye alignment by a defensive tackle on an offensive tackle ("4" Tech).
- Cloud - Rotation with the corner responsible for the flat. Understood unless noted.
- Combo - A combination of man coverage on one side and zone coverage on the other side.
- Contain - A type of rush in which defender is responsible for keeping the ball inside.
- Corner Roll - A cornerback's alignment: playing either hang or trail.
- Cuff - Corner aligned on LOS.
- Curl - An area of the field 5-15 yards deep from the outside foot of the tight end to the inside foot of the wide receiver (hash area).
- DE - Letters given to defensive ends.
- Deal - Outside LBs rush-drop opposite of what normal coverage would dictate.
- Deep 1/2 - An area of the field from the center of the goal post to the sideline.
- Deep 1/3 - An area of the field from the hash to the near sideline.
- "D" Gap - Area between the end and outside.
- Disguise - The hiding of a coverage and responsibility by a pre-snap alignment.

Dog - LB penetration of the LOS on the snap of the ball.

Drop - Maximum defend. All four LBs drop.

DT - Letters given to defensive tackles.

Eagle - A seven man odd front with defense covering 1 or both offensive guards with down linemen and corresponding tackles with linebackers.

Eight Man Front - Any defensive alignment having a three-deep secondary.

Even Defense - A defensive alignment which does not cover the center with a down lineman, but instead covers the center with a linebacker.

"FC" - Letters indicating field corner.

Fill - Run responsibility in which a LB or DB attacks the ball carrier while never allowing a cutback.

Fire - Both ILB penetrate (dog) the LOS on the snap of the ball.

Flat - An area of the field five (5) yards deep from the outside foot of the tight end or weakside tackle to the sideline (outside of curl or numbers).

Flex - Alignment placing a defensive lineman off the LOS.

Flop - A LB from weakside moving to strongside creating an unbalanced front.

Fold - Alignment of OLB off LOS.

Force - Run responsibility in which the defender must keep outside leverage. Primary run support player.

Front - The alignment of the defensive linemen and linebackers.

"FS" - Letters given to free safety.

Gap Defense - A defensive alignment which places down linemen and/or linebackers between offensive linemen rather than in front of them.

Hang - Rolled up defender playing flat zone.

Hole - An area of the field 10-20 yards deep between the offensive tackles.

Hook - An area of the field 5-15 yards deep from where the ball was snapped to the outside foot of the tight end or weak tackle.

Hook to Curl - A pass responsibility in which the LB covers the hook area and progresses to the curl if no one shows.

ILB - Letters given to the inside linebackers.

Invert - Safety or Rover aligned more shallow than corners.

Key - Focal point of defense to determine responsibility and reaction.

"L" or "Liz" - Weak outside LB.

Leverage - To keep an inside-outside position on a ball or man.

Lock - Outside LB is locked on to the TE in man coverage while aligned on the LOS.

Loose Alignment - An outside shade on a blocker slightly wider than normal.

"M" or "Mike" - Strong inside or middle LB.

Macho - Mike on LOS.

Man Coverage - Defensive coverage which assigns specific defenders to cover specific receivers.

Moque - Mike head up on the TE.

"N" - Letter given to the defensive lineman usually aligned over the center.

Odd Defense - A defensive alignment which places a down lineman on the offensive center with one or both guards uncovered.

OLB - Letters given to outside linebackers.

Outside - Strong eagle OLB aligning on LOS with a 7, 8, or 9 technique by DE.

Over - A down lineman from the weakside moving over the strong guard or tackle creating an unbalanced defense.

Overshift - Nose or DT moving to the strongside of the offensive line.

Peel - A down lineman dropping into man coverage.

Peel Dog - A dog technique in which the LB is responsible for a RB only if he releases.

Press - LB aligned over a WR.

Prevent - Abnormally deep alignments by secondary.

Pursuit - An angle to cut off the ball carrier.

"R" or "Rover" - Letter or name given to strong safety.

Reduced - Front where defense had moved DE over weak guard.

Retreat - A corner who back pedals playing a deep zone or man.

Rogue - Rover head up the TE on the LOS with the outside LB aligned outside the TE on the LOS.

Rover Field - Rover aligned to the wide side of the field.

Ruff - Rover aligned on LOS.

"S" or "Sam" - Strong outside LB.

Safety - Rotation with the safety responsible for curl to flat. It may be either weak or strong side.

"SC" - Letters indicating strong corner.

Scrape - Forward and penetrating move by defender through onside hip of an offensive lineman.

Seven Man Front - Any defense having a 4 true DB's in the game.

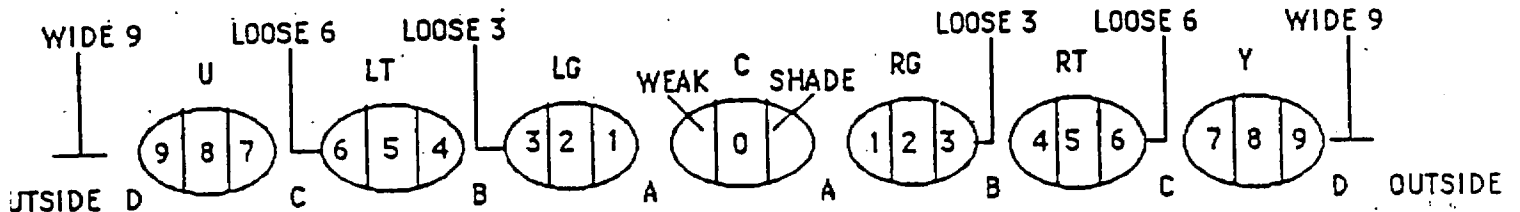
DEFENSIVE RECOGNITION

We will name the defensive personnel in the following manner: In a 3 lineman scheme, the defender who lines up on the center or one of the guards will be termed the Nose (N); the other two linemen will be referred to as Ends (E).

In a 4 lineman scheme, the interior 2 linemen will be called Tackles (T) and the flanking lineman will remain as Ends (E).

DEFENSIVE ALIGNMENT NUMBERING SYSTEM AND GAP DESIGNATION

We have assigned specific terms to indicate exactly where the defender is aligned on us. By using the following system, we can determine exactly where our opponent is aligned on us with a minimal amount of description.



1. Numbered alignments are defined as an eye to eye relationship between us and the defender.
2. "Loose" alignments refer to the defender aligned with his inside foot opposite your outside foot.
3. "Gap" places the defender squarely in the Gap with a part of his body overlapping yours.
4. "Wide" refers to a defender on the line of scrimmage in a quick force position.
5. "Shade" places the nose guard on the center, favoring the tight end side.
6. "Weak" places the nose guard on the center, favoring the split end side.

DEFENSIVE FRONT DESIGNATION

In referring to our opponents' defensive front alignments, we are concerned with three things: 1) the middle of our formation; 2) the three linemen side; and 3) the two linemen side.

DEPLOYMENT

At Oregon, we will express these alignments by using a double digit number and a term (Example: 56 Reduced). The sequence will name the total front and the middle, the three man side, the two man side.

MIDDLE

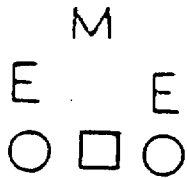
Defensive fronts can be grouped into three general categories relative to the defensive look that we encounter over our Center. Our thinking is that the Center can be covered by 1) a lineman; 2) by a linebacker; or 3) by no one at all.

When our Center is covered by a down lineman, we term this an ODD defense. When it is a 7-man front, it is called a 50 FRONT. When we see a down lineman on our Center and both guards covered, we will call it a BEAR/DOUBLE.

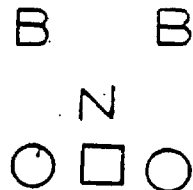
When the Center is opposite a middle linebacker, we consider this an EVEN defense and call it a 40 FRONT.

When there is no defender opposite the area between the Center's feet, it generally indicates that there are four men to one or both sides of the Center.

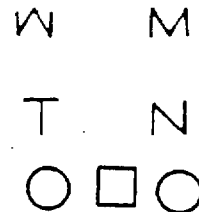
If the defense is an overshifted 7-man front, it is termed a 20 FRONT. If the defense is an undershifted 8-man front, it is called an 80 FRONT.



40 FRONT



50 FRONT



20/80 FRONT

DEFENSIVE RECOGNITION (Con't d)

We will refer to LBers in the following manner:

- MIKE (M) - The strongside inside LBer in a 3 lineman, 4 LBer scheme or the middle LBer in a 411neman, 3 LBer scheme.
- WILL (W) - The weakside inside LBer in a 3 lineman, 4 LBer scheme only.
- SAM (S) - The strongside outside LBer.
- LIZ (L) - The weakside outside LBer.

DEFENSIVE BACKS

Cornerbacks = Corners (C)

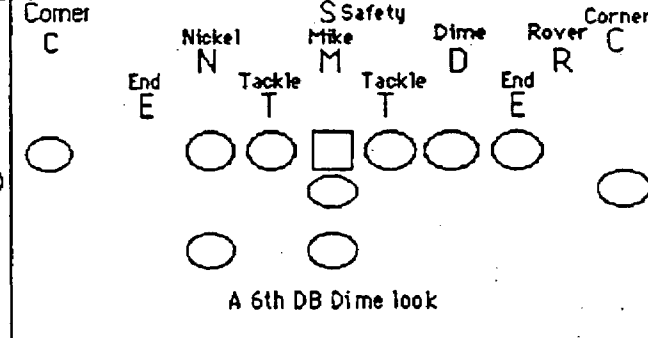
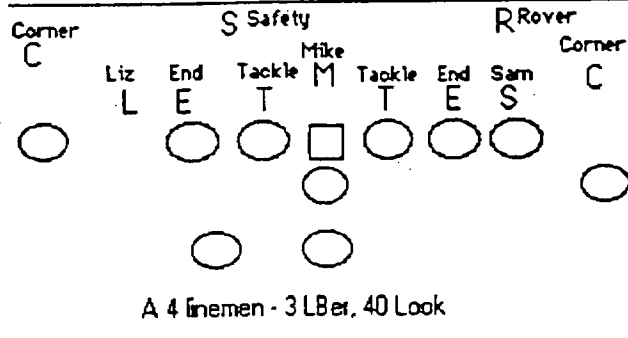
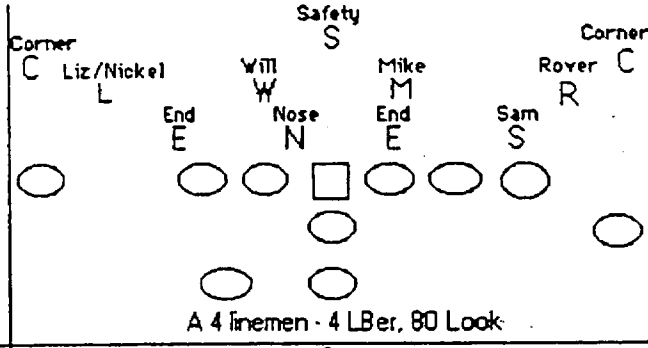
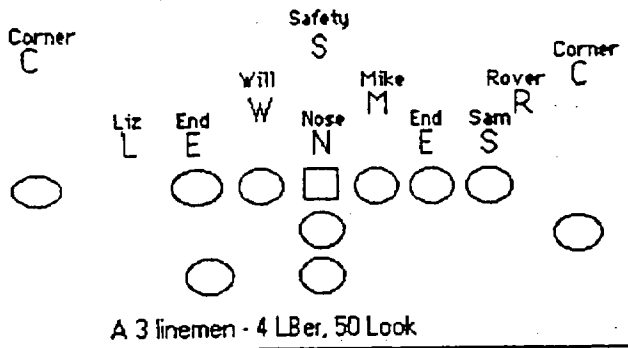
The strong corner is aligned to the two receiver side, the weak corner to the single receiver. If they are a field boundary defense you will hear us refer to the corners as the field corner and the boundary corner.

Strong Safety = Rover (R)

Free Safety = Safety (S)

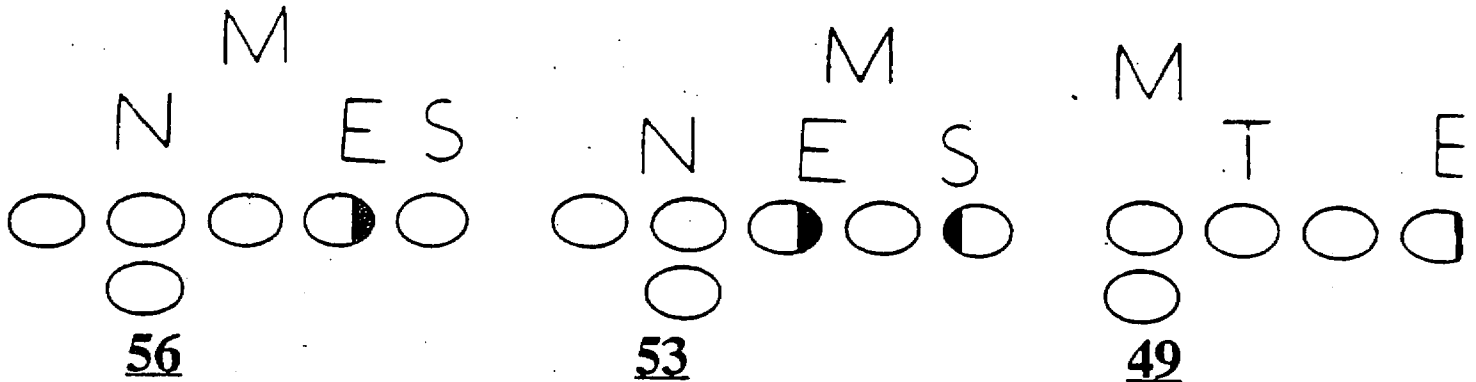
5th Defensive Back = Nickel (N)

6th Defensive Back = Dime (D)



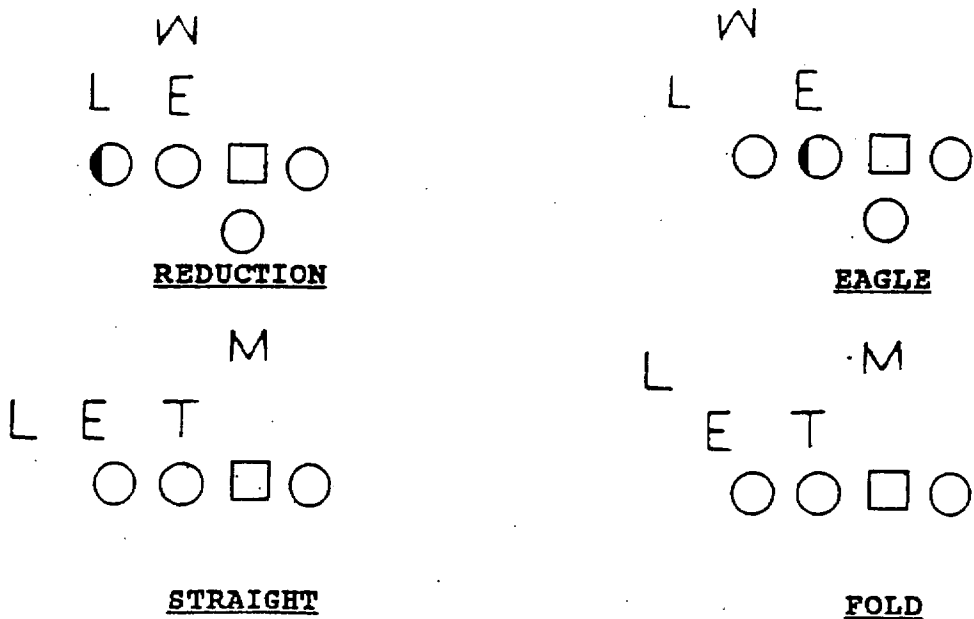
THREE MAN SIDE

The second digit in our sequence of naming alignments refers to the placement of the defensive end to the three man side. This is expressed with the number of his shade as explained earlier. Examples:



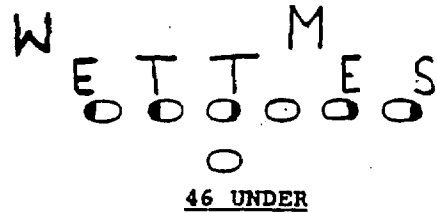
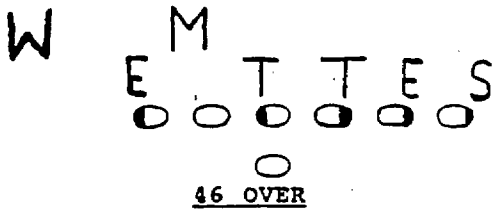
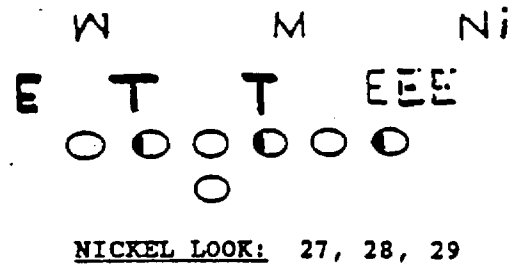
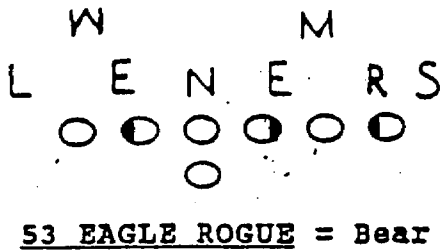
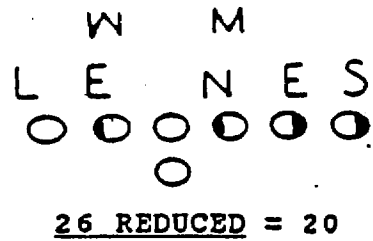
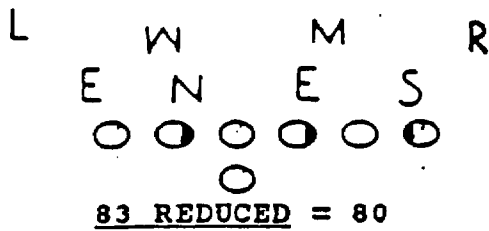
TWO MAN SIDE

Since the vast majority of conventional defenses deploy the shortside lineman and linebackers in a limited number of ways, we describe the entire package with one term. The basic shortside deployments are:

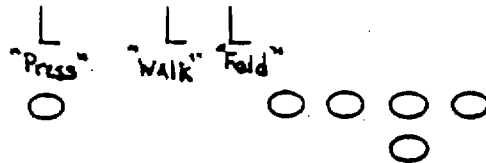


ADDITIONAL TERMS

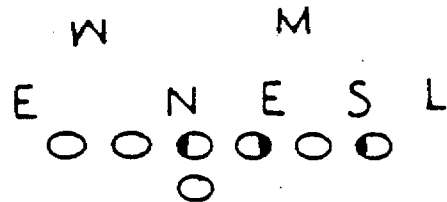
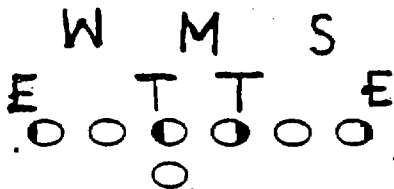
At times, the two man side is tied in with the middle look, particularly with shifted fronts. We can shorten the calls by:



Other terms will be used to indicate special alignments of the Liz linebacker. Examples:



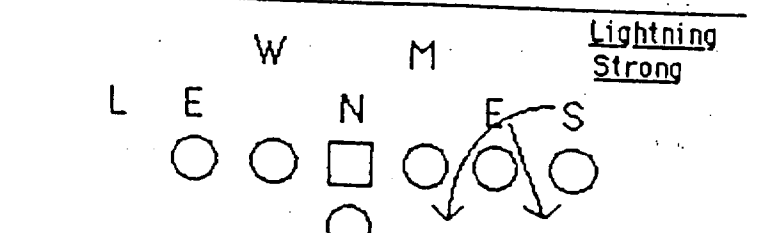
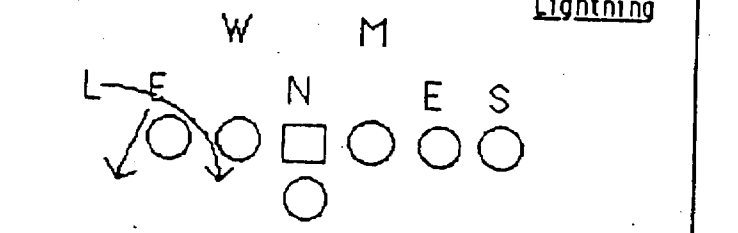
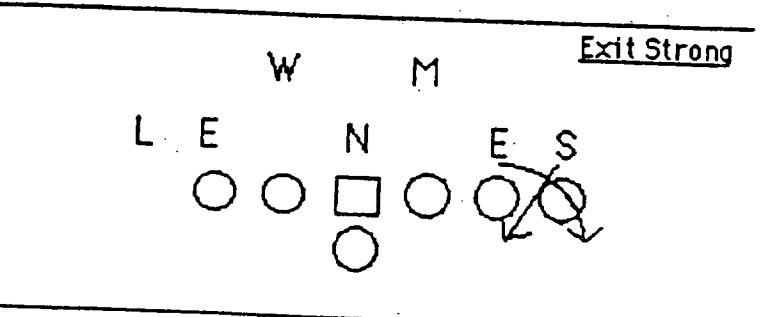
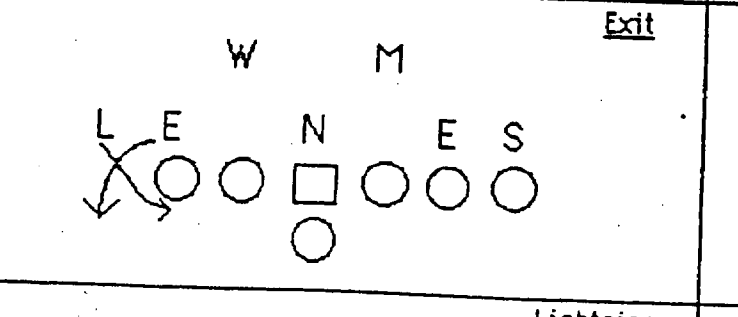
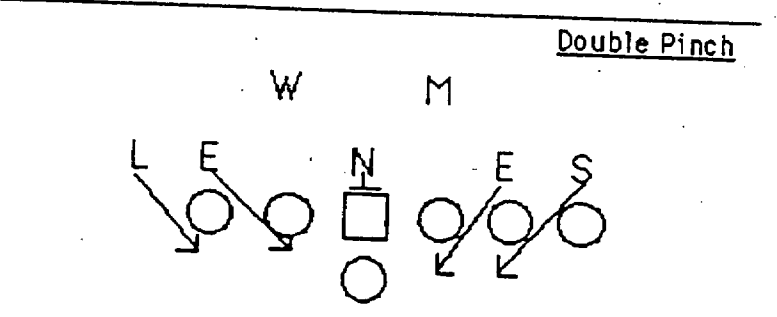
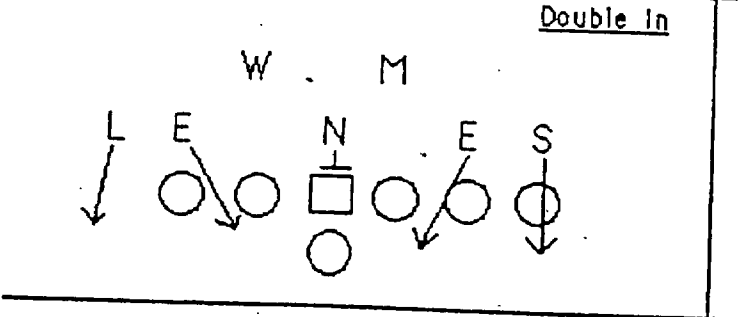
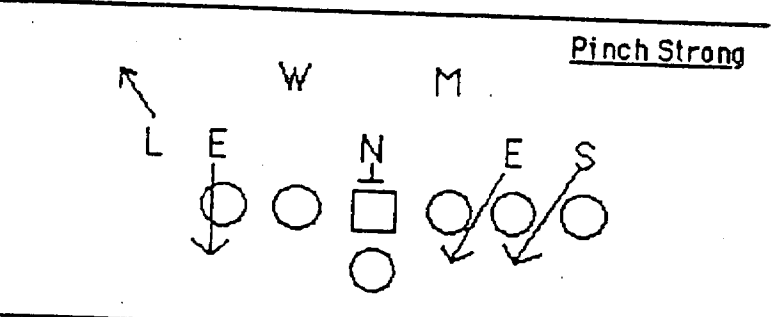
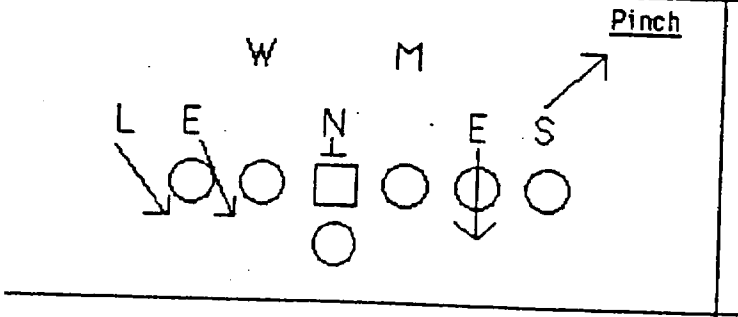
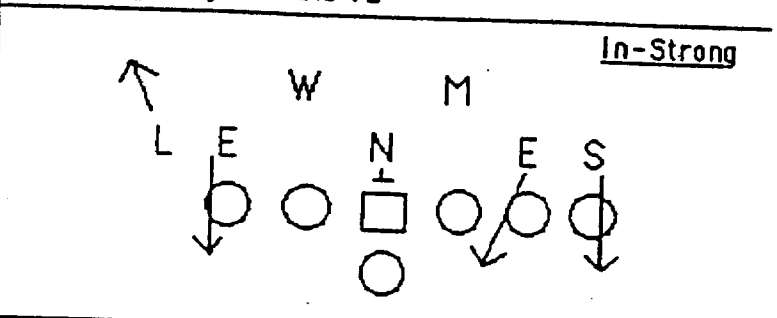
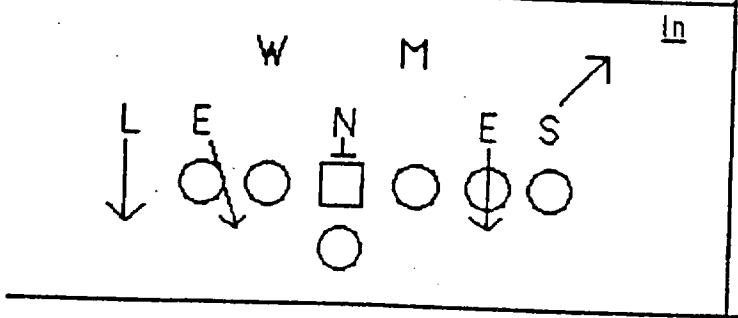
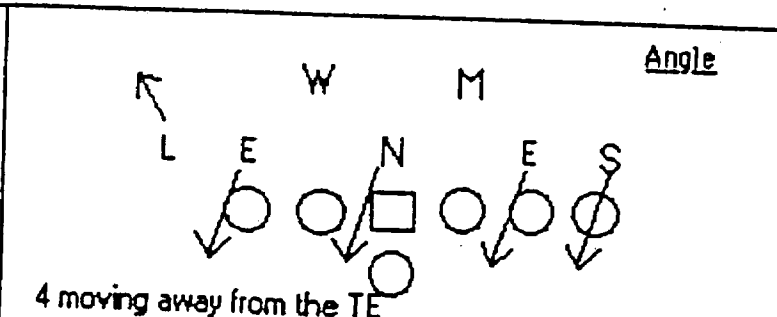
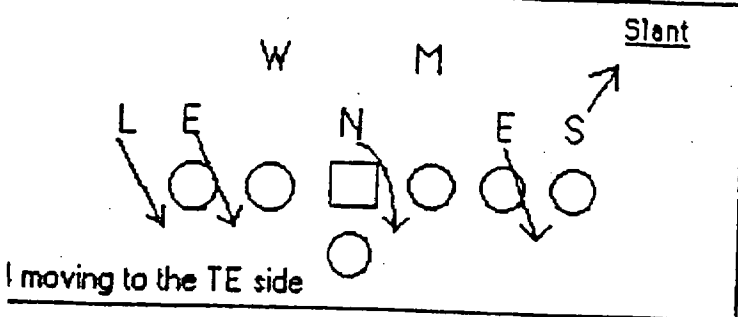
Still other terms may be employed to designate specific adjustments on the Y side. Examples:



49 DOVE = Overshifted front to the TE side

53 FLOP = Liz comes to TE side

STUNTS

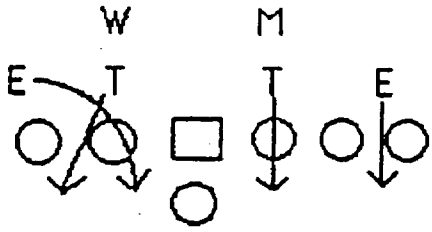


STUNTS

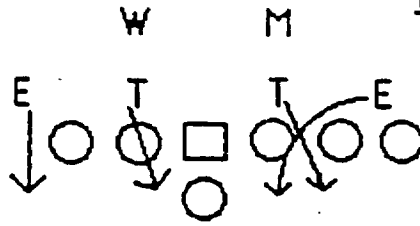
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<p style="text-align: right;"><u>Lightning</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>	<p style="text-align: right;"><u>Nose Twist Strong (ENS)</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>
<p style="text-align: right;"><u>NE</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>	<p style="text-align: right;"><u>NE Strong</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>
<p style="text-align: right;"><u>EN</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>	<p style="text-align: right;"><u>EN Strong</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>
<p style="text-align: right;"><u>Nose Twist "C"</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p> <p style="text-align: right;">(also ENC)</p>	<p style="text-align: right;"><u>Nose Twist "C" or "D" Strong</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p> <p style="text-align: right;">(ENC Strong)</p>
<p style="text-align: right;"><u>NEE</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>	<p style="text-align: right;"><u>NEE Strong</u></p> <p style="text-align: center;">W M</p> <p style="text-align: center;">L E N E S</p>

STUNTS

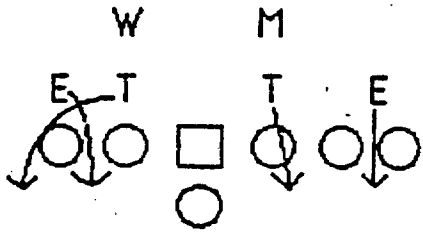
TE



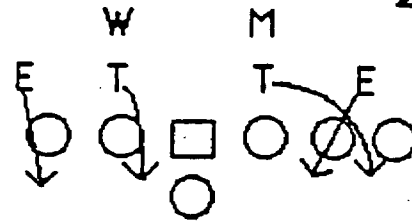
TE Strong



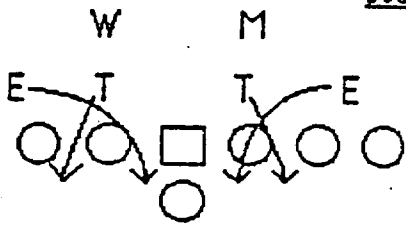
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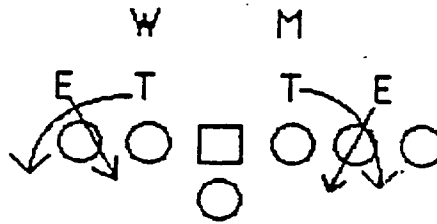
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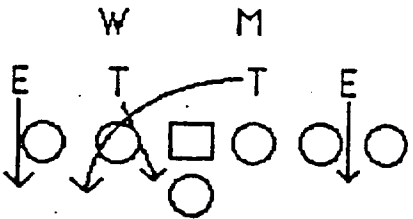
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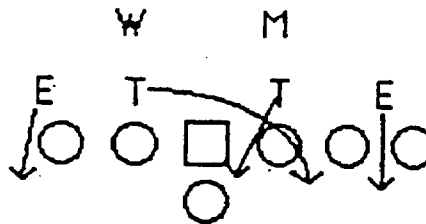
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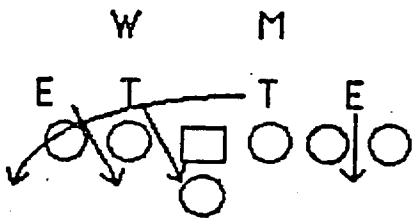
Tackle Twist (TT)



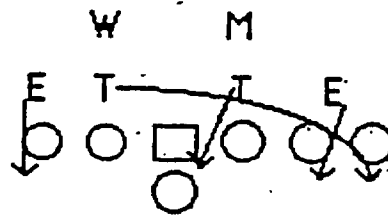
Tackle Twist Strong (TTS)



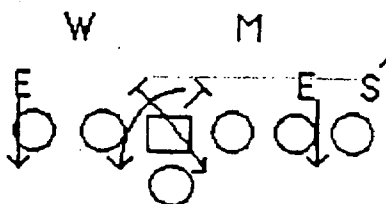
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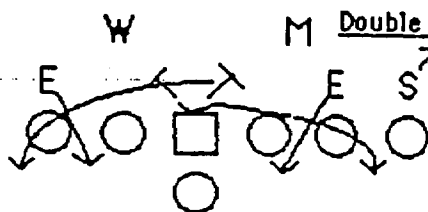
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Twist

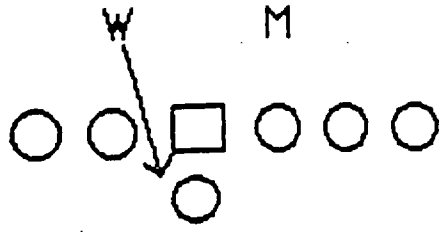


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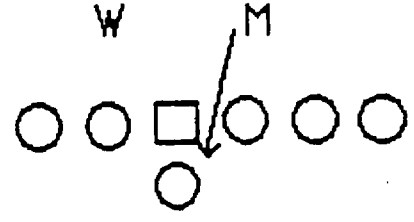


DOGS

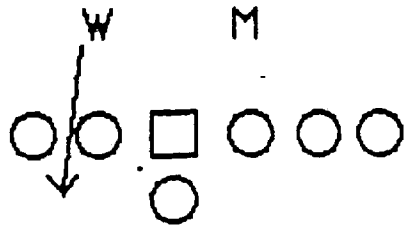
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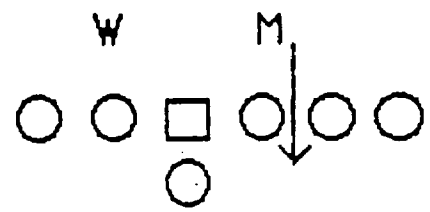
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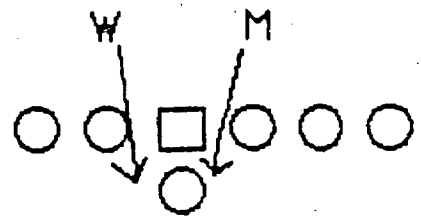
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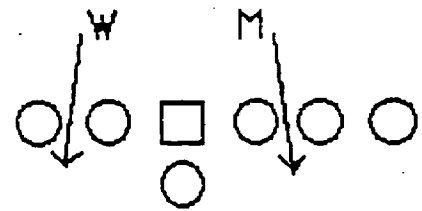
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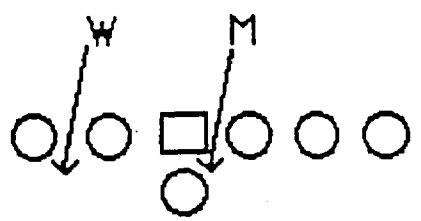
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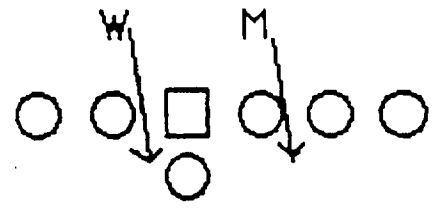
Fire B



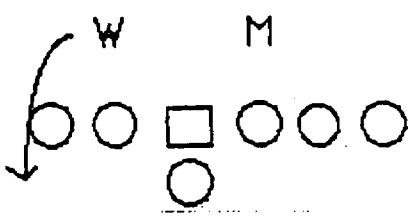
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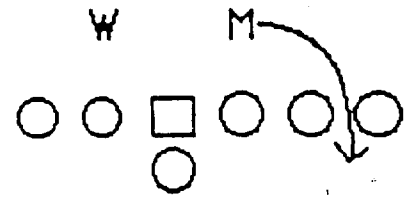
Fire BA



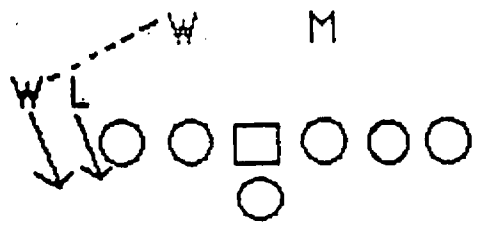
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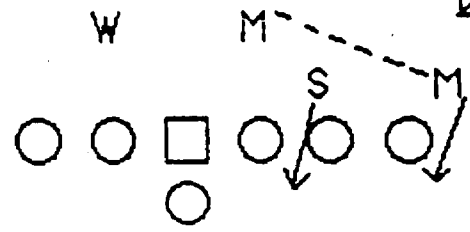
Chuck



Donna

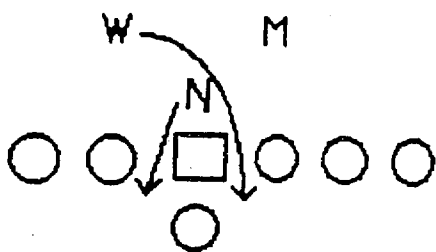


Doug

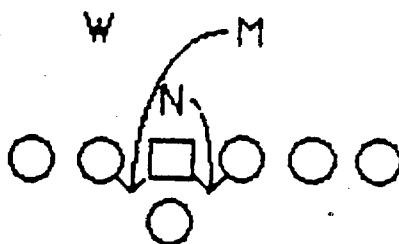


DOGS

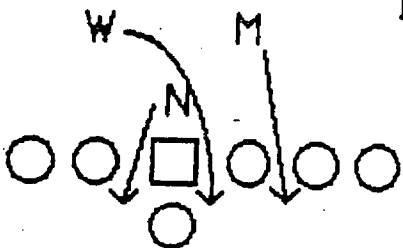
Wart



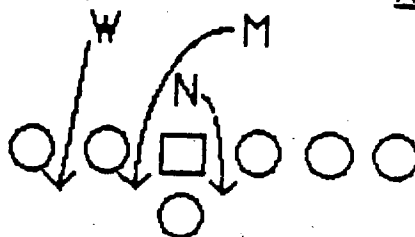
Mann



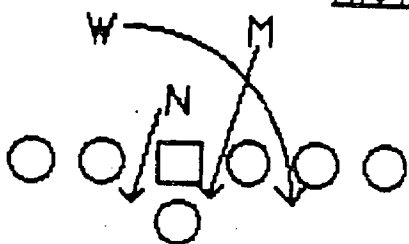
Fire Wart



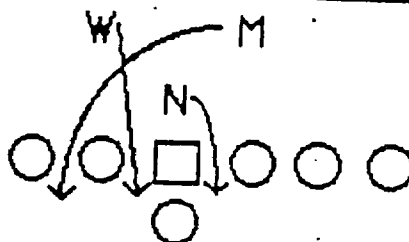
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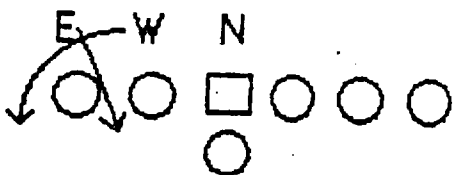
Fire Wart Over



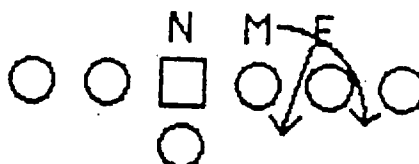
Fire Mann Over



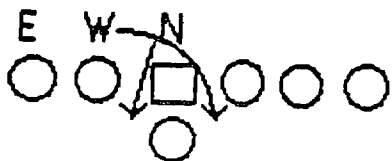
E-Cathy



E-Chuck



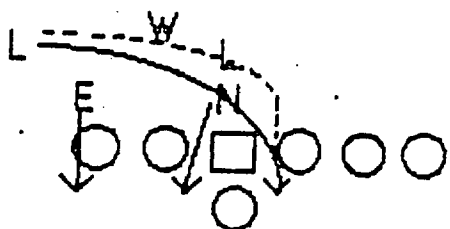
N-Wart



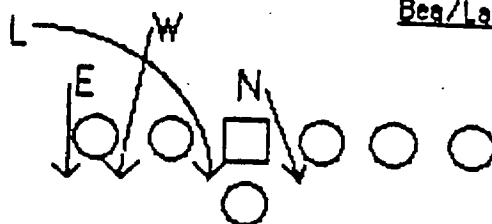
N-Mann



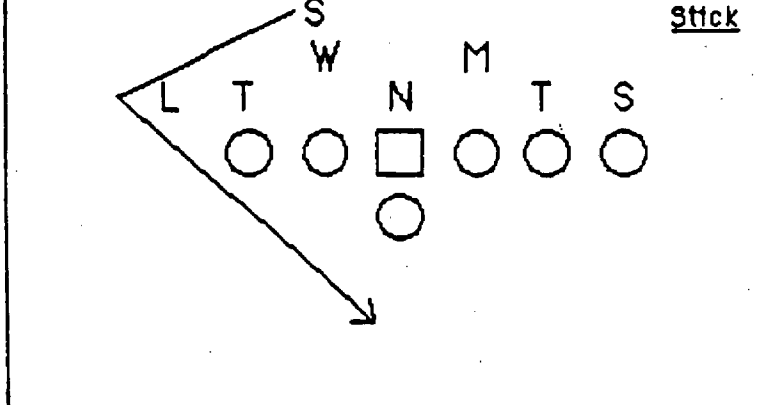
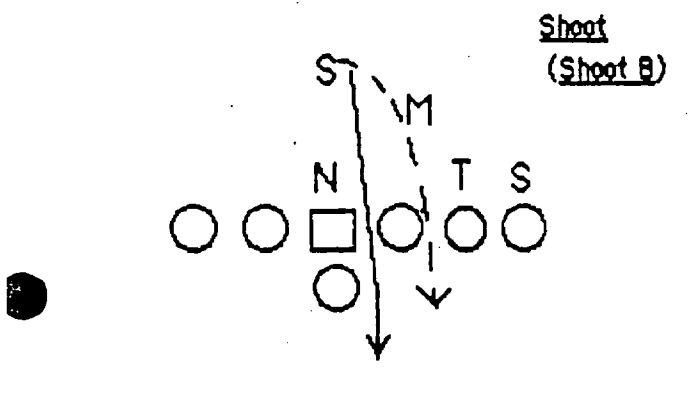
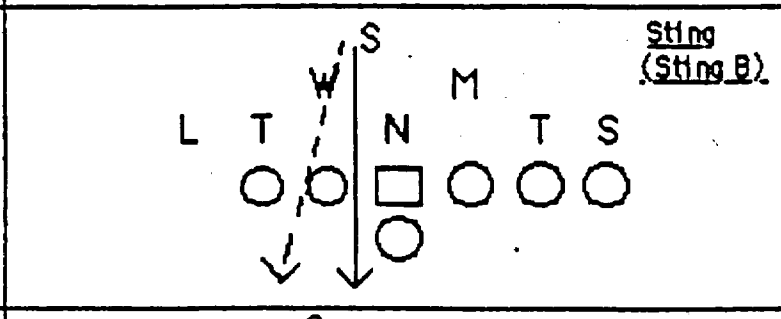
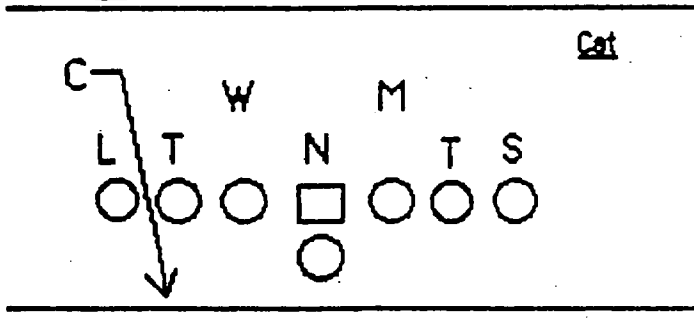
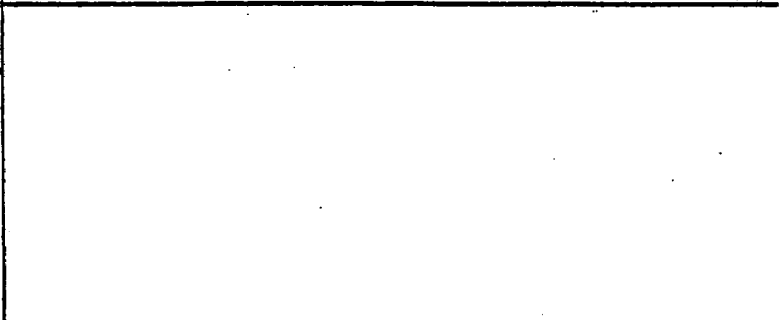
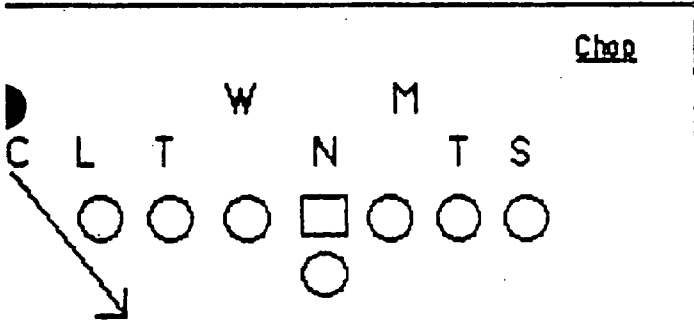
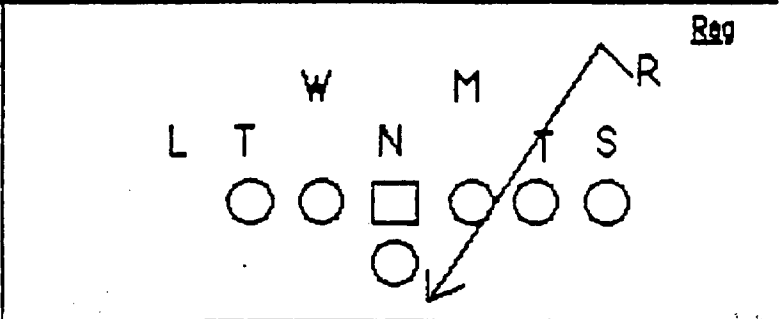
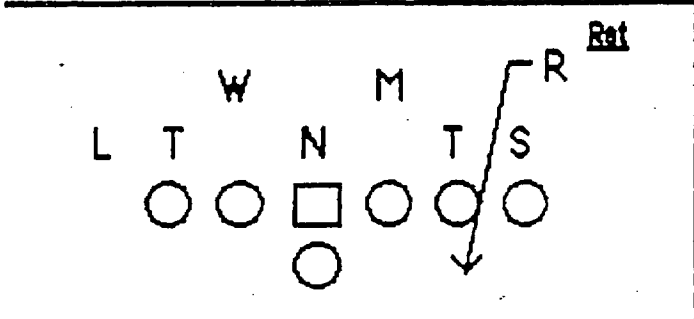
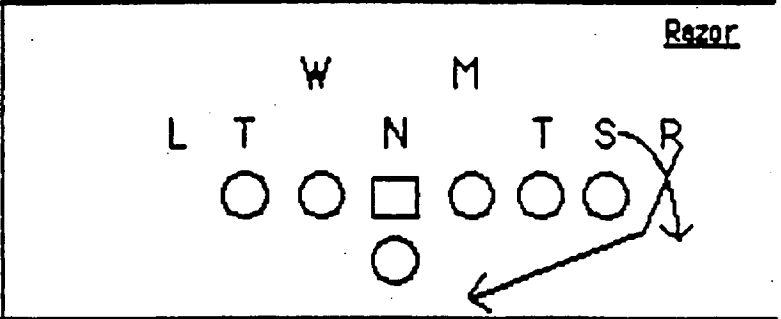
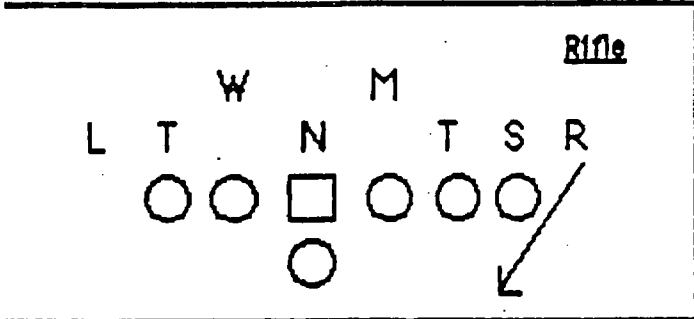
Lart



Beq/Lann Over



BLITZES





UNIVERSITY OF OREGON

FOOTBALL

RUNNING GAME

"BASE" NUMBERING SYSTEM

When your assignment tells you to block "base", it may not always be the man in front of you. We use a base numbering system that makes it easy to tell who your base responsibility is. In the base system the center has "0", the guards have "1" to their side, tackles "2" to their side and tight ends have "3" to their side.

When referring to our base rules, we always start with what's over the center and count out. The Nose will be counted as "0"; if he is overshifted or undershifted as in a 20 or 80 respectively, he remains '0'. Once the nose moves to a 'split' look, the Mike becomes "0". In an Even or 40 look, the Mike is counted as zero.

The guards are responsible for the first man past zero. In stack situations, defenders on the LOS are counted first, then LBers.

The tackles have the second man out from "0" again counting down lineman first in stack situations.

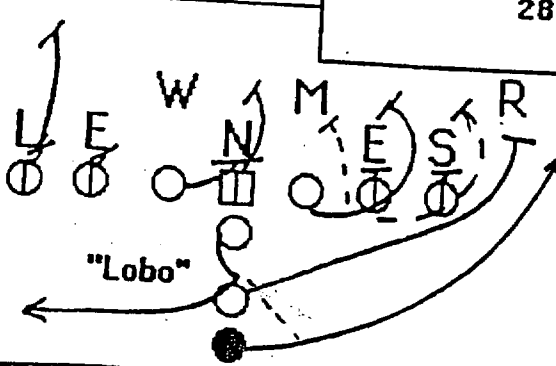
Tight ends have the third man out counting the same way as the guards and tackles.

BASE NUMBERING SYSTEM

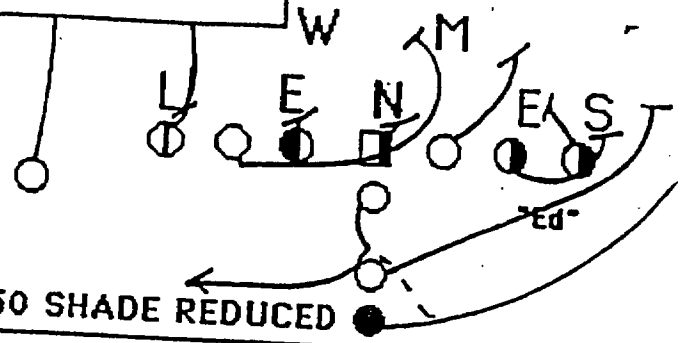
<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>50</p>	<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>20</p>
<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>80</p>	<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>50 REDUCTION</p>
<p>3 2 1 0 M 1 2 3 L E T T E S</p> <p>46 straight</p>	<p>3 2 1 0 M 1 2 3 L E N E S</p> <p>20 SPLIT</p>
<p>3 2 1 0 M 1 2 3 E L T T S E</p> <p>49 eagle</p>	<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>53</p>
<p>3 2 1 0 M 2 3 L W E N E S</p> <p>53 eagle</p>	<p>3 2 1 W 0 M 2 3 L E N E S</p> <p>30 STACK</p>

28 - 29 SWEEP

50



50 SHADE REDUCED



QUARTER-BACK

Reverse pivot at 5 or 7 o'clock, pitch to TB, boot.

TAIL-BACK (2)

Drop step, open to sideline. Stay on FB's outside hip: Key his block.

FULL-BACK (3)

Crossover step, aim one yard outside of TE, block rover. Key TE's hips to determine path to block. ('Z' Mot. = Block support.)

FLANKER 'Z' (4)

Block corner (Motion=Block Force; if Sam widens, he=force.)

TIGHT END - 'Y'

Base (Alert for "Ed"). (If Sam widens, double-combo.) Offside: Sift (Possible "Moon").

SPLIT END - 'X'

Block corner.

ON-SIDE TACKLE

On, inside (Possible "Ed").

ON-SIDE GUARD

Base: Search LB. (Alert for "Slip".)

CENTER

Base, off LB (Possible "Slip"; Alert for "Lock" (Directional Onside="Slip"; Offside=Off LB.

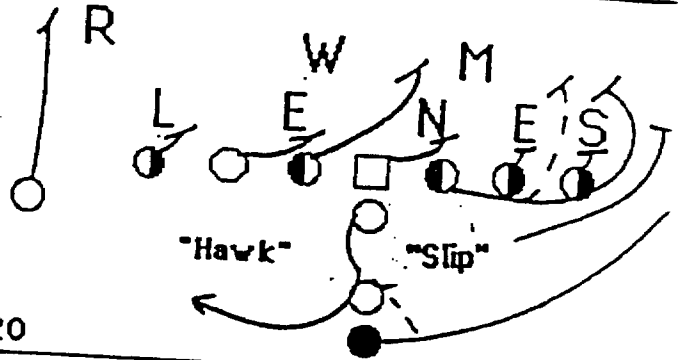
OFF-SIDE GUARD

Base-cutoff (Possible "Lobo/Hawk/Lock").

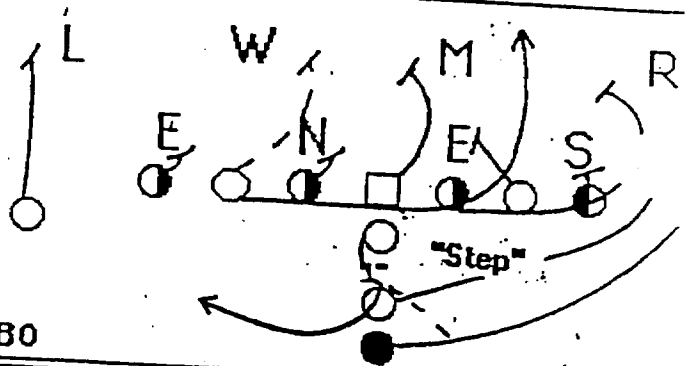
OFF-SIDE TACKLE

Base-cutoff, Sift (Possible "Hawk/Moon"; alert for "Lock").

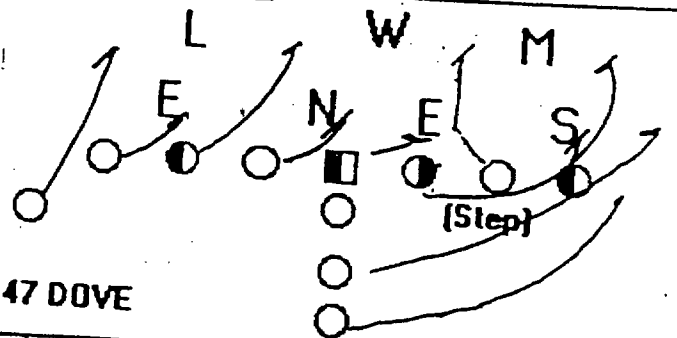
20



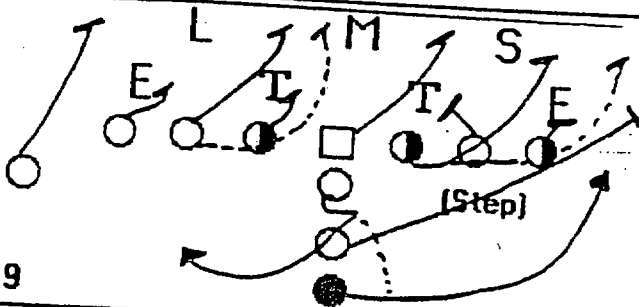
80



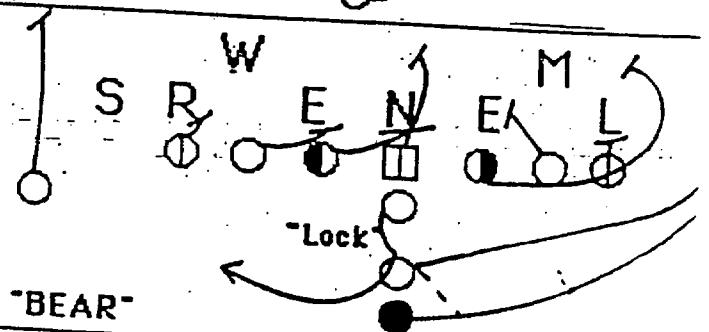
47 DOVE



49



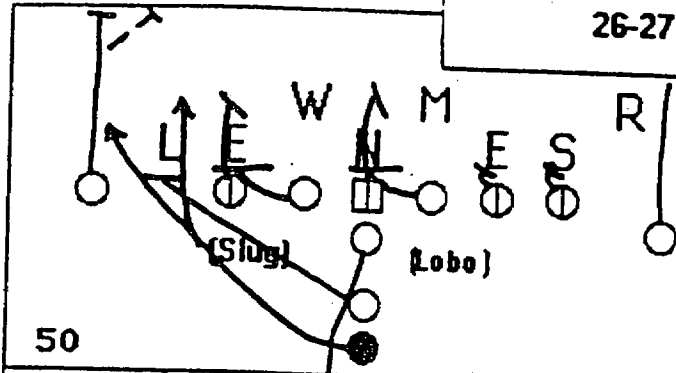
"BEAR"



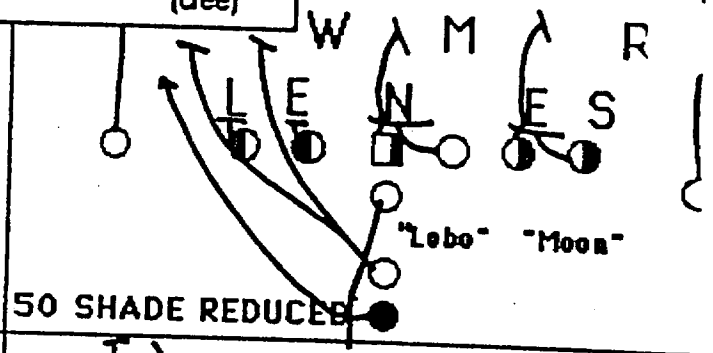
36 - 37 STRETCH (Y)

50		
QUARTER-BACK	Open at 4 or 8 o'clock, hand off to running back, dropback. <i>(One Pass)</i>	
RUNNING BACK (3)	Lead step at inside hip of TE, receive handoff, run to daylight. THINK OUTSIDE.	
TAIL / R BACK (2)	Block #2	
FLANKER Z ² (4)	Tame/Ace=Block first secondary threat Tom/Offside = Block #1.	
TIGHT END - Y	Base (Possible "Gee"; alert for "Triple") (Offside) - Sift (Possible "Moon"; alert for "Hawk" = Seal).	
SPLIT END - X	Onside = Block corner. Offside = Convoy: MDM.	
ONSIDE TACKLE	Slug, on, over (Possible "Triple"; Alert for "Gee/Step") Pass on "Gee/Step".	
ONSIDE GUARD	Slug, base (Possible "Step"; alert for "Gee/Slip")	
CENTER	Lobo, Base, off LB (Possible "Slip"; alert for "Lock"). (Directional Onside="Slip"; Offside=Off LB.)	
OFFSIDE GUARD	"Lobo", Base-cutoff (Possible "Hawk/Lock").	
OFFSIDE TACKLE	Base-cutoff, sift. (Possible "Hawk/Moon"; alert for "Lock").	
49		

26-27 POWER (X) (Gee)



50



50 SHADE REDUCED

QUARTER-BACK
Open at 4 or 8 o'clock, hand ball to TB, dropback. Let FB clear.

TAIL-BACK (2)
Lead step at inside hip of imaginary TE, receive handoff, run to daylight. THINK OUTSIDE.

FULL-BACK (3)
Lead step at outside hip of imaginary TE, collision block man outside T, key T's hips to determine path to block. (Vs Red., Fold, or "Gee", block Will)

FLANKER 'Z' (4)
Convoy, MDM

TIGHT END - 'Y'
Sift. (Possible "Moon"; alert for "Hawk" = Seal.)

SPLIT END - 'X'
Block force.

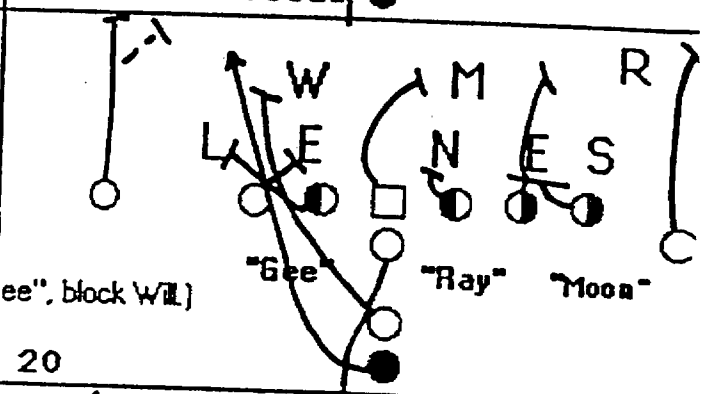
ON-SIDE TACKLE
Slug, on, over (Possible "Bingo"; Alert for "Gee".)

ON-SIDE GUARD
Slug, "Base", (Possible "Gee"; Alert for "Slip"; "Bingo" = "Dit".)

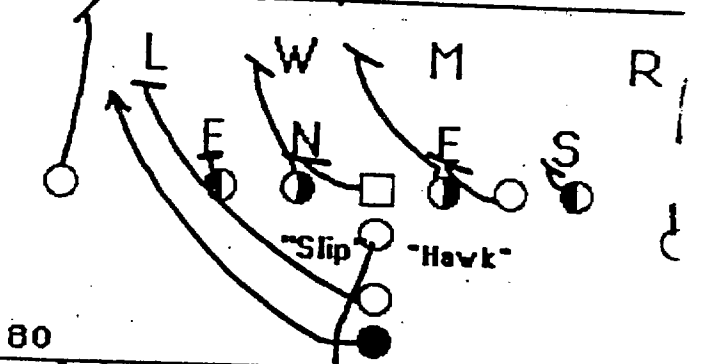
CENTER
Lobo, Base, off LB. (Possible "Slip"; alert for "Lock"). (Directional Onside = "Slip"; Offside = Off LB)

OFFSIDE GUARD
Lobo, Base-cutoff. (Possible "Hawk/Lock".)

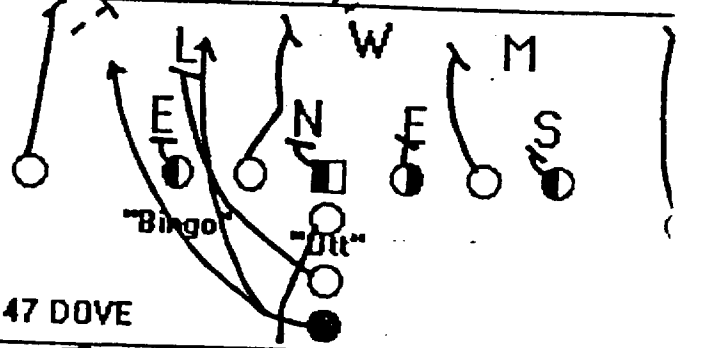
OFFSIDE TACKLE
Base-cutoff, sift. (Possible "Hawk/Moon"; alert for "Lock").



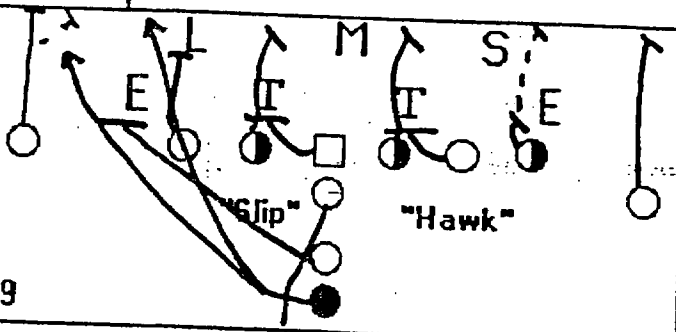
20



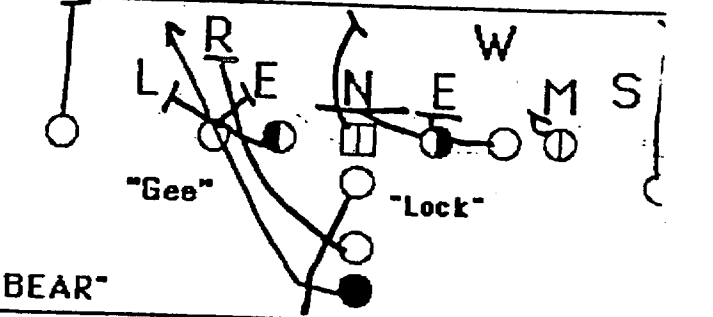
80



47 DOVE

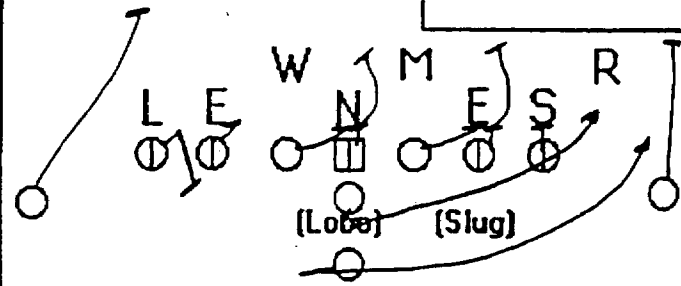
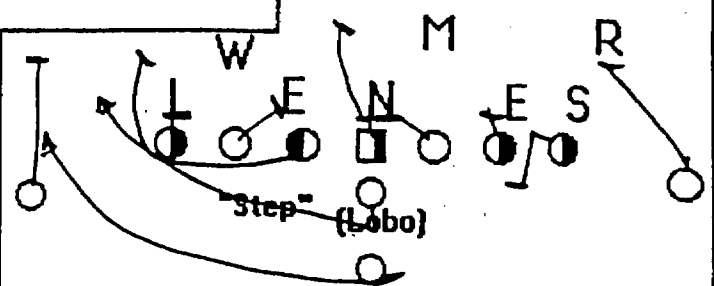
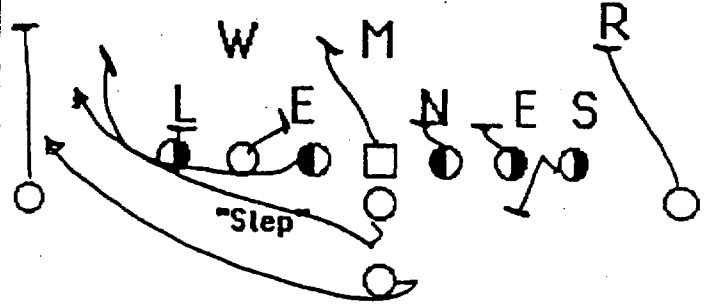
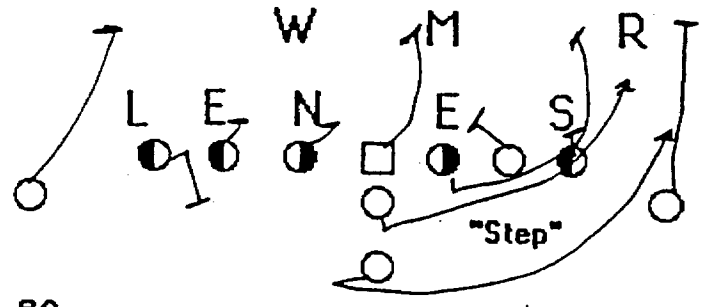
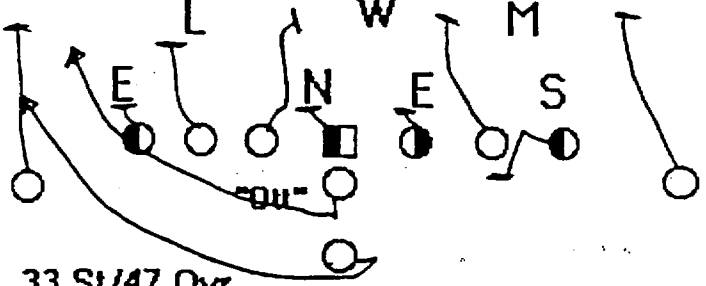
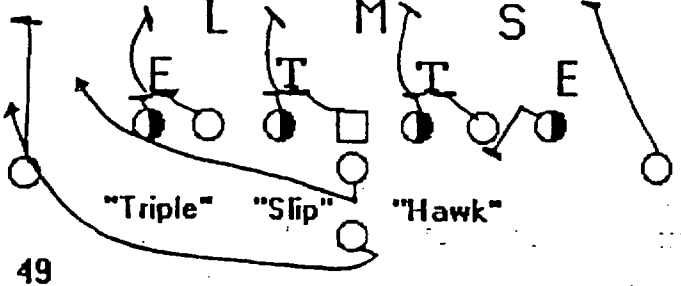
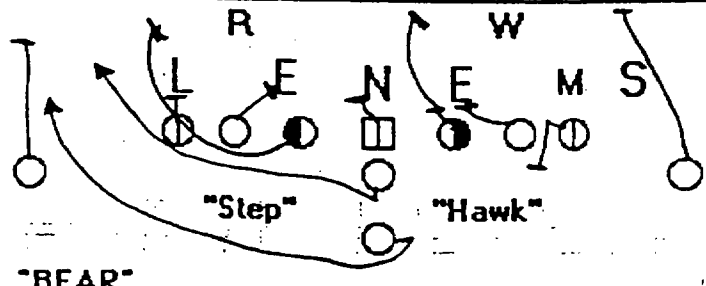


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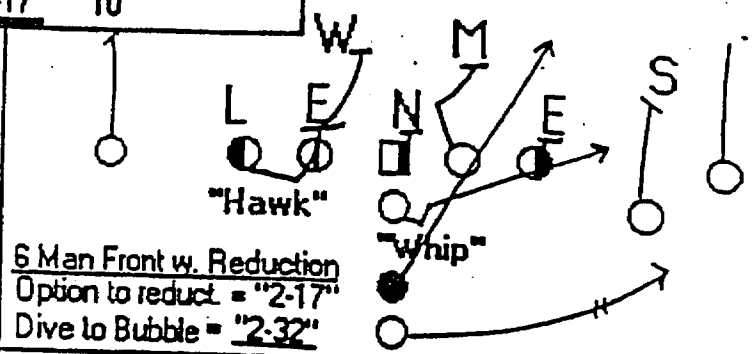
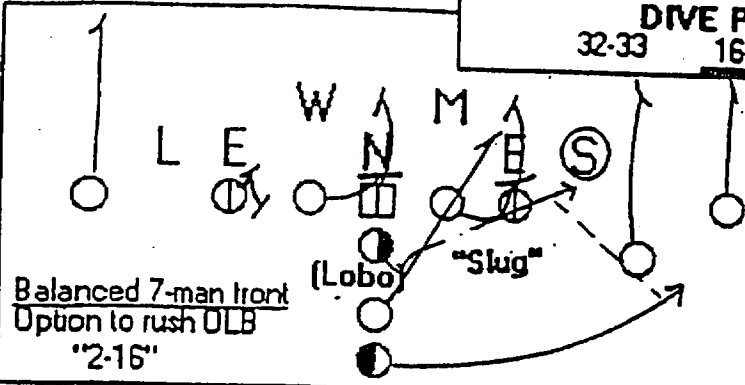


"BEAR"

16 - 17 SPEED OPTION

 <p>50</p>	 <p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>One step drop, attack downhill, option Force man.</p>	 <p>20</p>
<p>TAIL-BACK (2)</p>	<p>Counter step, option course.</p>	 <p>80</p>
<p>ON-SIDE END</p>	<p>Base.</p>	 <p>33 St/47 Ovr</p>
<p>FLANKER 'Z' (4)</p>	<p>Onside = Block corner Offside = Convoy. MDM.</p>	 <p>49</p>
<p>OFFSIDE END</p>	<p>Base-cutoff, hinge.</p>	 <p>"BEAR"</p>
<p>SPLIT END - 'X'</p>	<p>Block force.</p>	
<p>ON-SIDE TACKLE</p>	<p>Slug, On, Over, Inside LB (Possible "Step"; alert for "Whip").</p>	
<p>ON-SIDE GUARD</p>	<p>Slug, Base (Possible "Whip"; alert for "Lobo /Step").</p>	
<p>CENTER</p>	<p>Lobo, Base, off LB (Possible "Slip/Low/Ray")</p>	
<p>OFFSIDE GUARD</p>	<p>Lobo, Base-cutoff. (Alert for "Low/Ray").</p>	
<p>OFFSIDE TACKLE</p>	<p>Base-cutoff, hinge.</p>	

DIVE PACKAGE
32-33 16-17 10



QUARTER-BACK Open at 5 or 7 o'clock, fake Dive to FB, down hill path to option EMOL

TAIL-BACK (2) Drop step, option course.

FULL-BACK (3) Lead step, fake dive at butt of guard, block Will to Safety.

FLANKER 'Z' (4) Block corner (Outside alignment).

TIGHT END - 'Y' Loop release. Yin=Crack 1st linebacker inside.

SPLIT END - 'X' Block corner.

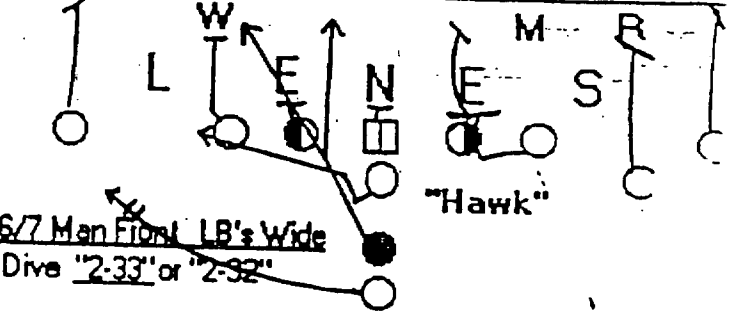
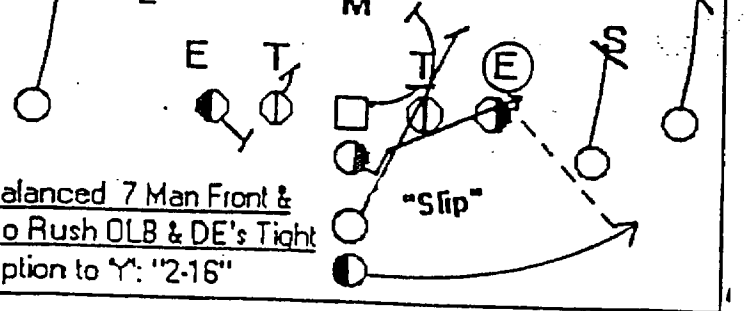
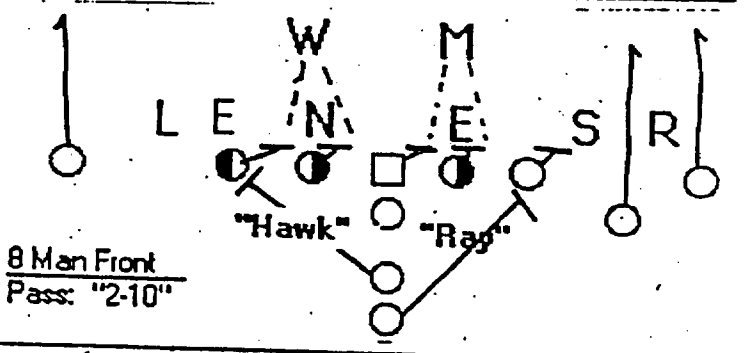
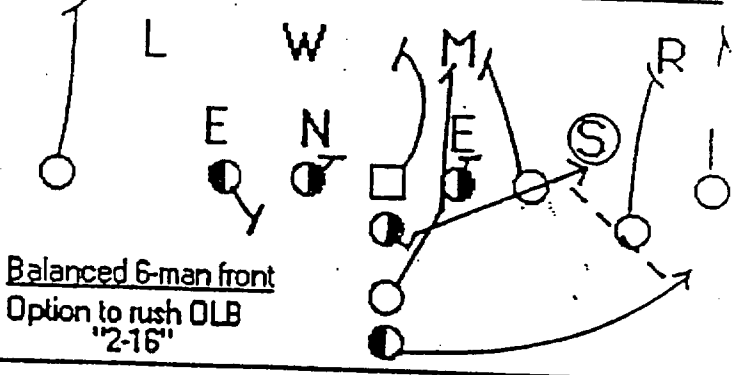
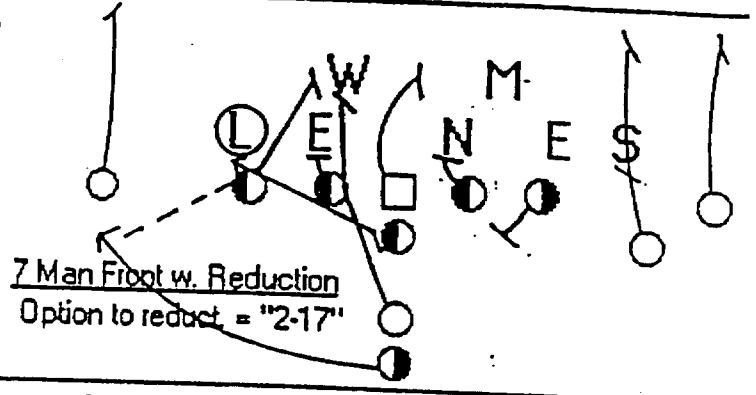
ONSIDE TACKLE Slug, On, Over, Inside LB (Alert for "Whip").

ONSIDE GUARD Slug, Base (Possible "Whip"; alert for "Slip").

CENTER Lobo, Base, off LB (Possible "Slip").

OFFSIDE GUARD Lobo, Base-cutoff.

OFFSIDE TACKLE Base-cutoff, hinge.



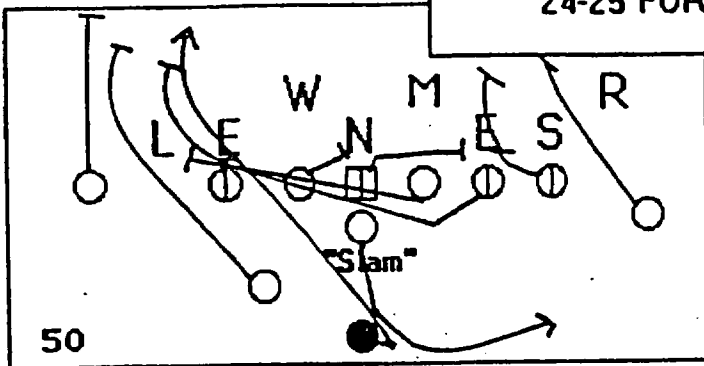
24 - 25 LOAD (Y-X)

<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>Open at 6 o'clock, hand off deep to TB, dropback. Split backs = Open opposite at 5 or 7.</p>	<p>20</p>
<p>TAIL-BACK (2)</p>	<p>Drop, lead step at butt of T. Hug the double team, stay inside kick-out.</p>	<p>80</p>
<p>FULL-BACK (3)</p>	<p>Lead step at butt of T; if T covered, block first man outside the T. If T uncovered, block most dangerous defender from outside/in. (Key TE's block.)</p>	<p>33 St/47 Ovr</p>
<p>FLANKER 'Z' (4)</p>	<p>Block force. (Tw. Block #2)</p>	<p>BEAR</p>
<p>TIGHT END - 'Y'</p>	<p>Onside: Combo, Base. (Possible 'Six') Offside: Seal. (Possible 'Moon'.)</p>	
<p>SPLIT END - 'X'</p>	<p>Convoy: MDM.</p>	
<p>ON-SIDE TACKLE</p>	<p>To TE: Combo, off LB (Possible 'Six'; Alert for '3(Gap)') No TE: Base, off LB (Alert for '3(Gap)')</p>	
<p>ON-SIDE GUARD</p>	<p>Angle, Base (Possible '3(Gap)'; alert for 'Gap/Slam').</p>	
<p>CENTER</p>	<p>On, angle off (Possible 'Gap/Slam').</p>	
<p>OFFSIDE GUARD</p>	<p>Pull thru 4-5 hole for On LB, Rover. (Alert for 'Eagle/80'.)</p>	
<p>OFFSIDE TACKLE</p>	<p>Cutoff, pull thru 2-3 hole for Off LB, Safety. (Alert for dog.) (Possible 'Moon').</p>	
<p>49</p>		

34 - 35 COUNTER

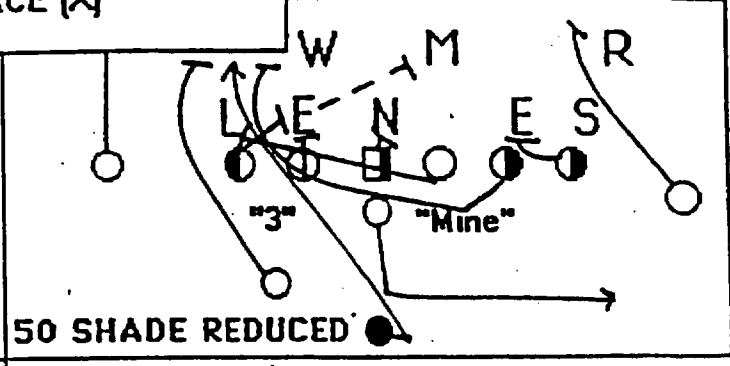
<p style="text-align: center;">50</p>	<p style="text-align: center;">50 SHADE REDUCED</p>																						
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">QUARTER-BACK</td> <td>Open opposite at 6 o'clock, outside handoff to TB, boot or dropback by game plan.</td> </tr> <tr> <td>RUNNING BACK (3)</td> <td>Counter skip, take outside handoff, key G's block, run to daylight.</td> </tr> <tr> <td>'R' BACK</td> <td>Block # 2</td> </tr> <tr> <td>FLANKER 'Z' (4)</td> <td>Convoy/MDM.</td> </tr> <tr> <td>TIGHT END - 'Y'</td> <td>Offside: Seal, secure LB inside, base-cutoff. Onside: Combo, loop release vs 7, 8: vs 9 block ILB.</td> </tr> <tr> <td>SPLIT END - 'X'</td> <td>Block force.</td> </tr> <tr> <td>ONSIDE TACKLE</td> <td>To TE: Combo, off LB [Alert for "3(Gap)"]. No TE: Base, off LB [Alert for "3(Gap)"].</td> </tr> <tr> <td>ONSIDE GUARD</td> <td>Angle, Base (Possible "3 (Gap)": alert for "Gap/Slam".)</td> </tr> <tr> <td>CENTER</td> <td>ANGLE OFF (Possible "Gap/Slam/Mine")</td> </tr> <tr> <td>OFFSIDE GUARD</td> <td>Pull & trap first man past OT.</td> </tr> <tr> <td>OFFSIDE TACKLE</td> <td>Pull thru 4-5 hole for On LB, Off LB, Safety.</td> </tr> </table>	QUARTER-BACK	Open opposite at 6 o'clock, outside handoff to TB, boot or dropback by game plan.	RUNNING BACK (3)	Counter skip, take outside handoff, key G's block, run to daylight.	'R' BACK	Block # 2	FLANKER 'Z' (4)	Convoy/MDM.	TIGHT END - 'Y'	Offside: Seal, secure LB inside, base-cutoff. Onside: Combo, loop release vs 7, 8: vs 9 block ILB.	SPLIT END - 'X'	Block force.	ONSIDE TACKLE	To TE: Combo, off LB [Alert for "3(Gap)"]. No TE: Base, off LB [Alert for "3(Gap)"].	ONSIDE GUARD	Angle, Base (Possible "3 (Gap)": alert for "Gap/Slam".)	CENTER	ANGLE OFF (Possible "Gap/Slam/Mine")	OFFSIDE GUARD	Pull & trap first man past OT.	OFFSIDE TACKLE	Pull thru 4-5 hole for On LB, Off LB, Safety.	<p style="text-align: center;">20</p> <p style="text-align: center;">80</p> <p style="text-align: center;">47 DOVE</p> <p style="text-align: center;">"BEAR"</p>
QUARTER-BACK	Open opposite at 6 o'clock, outside handoff to TB, boot or dropback by game plan.																						
RUNNING BACK (3)	Counter skip, take outside handoff, key G's block, run to daylight.																						
'R' BACK	Block # 2																						
FLANKER 'Z' (4)	Convoy/MDM.																						
TIGHT END - 'Y'	Offside: Seal, secure LB inside, base-cutoff. Onside: Combo, loop release vs 7, 8: vs 9 block ILB.																						
SPLIT END - 'X'	Block force.																						
ONSIDE TACKLE	To TE: Combo, off LB [Alert for "3(Gap)"]. No TE: Base, off LB [Alert for "3(Gap)"].																						
ONSIDE GUARD	Angle, Base (Possible "3 (Gap)": alert for "Gap/Slam".)																						
CENTER	ANGLE OFF (Possible "Gap/Slam/Mine")																						
OFFSIDE GUARD	Pull & trap first man past OT.																						
OFFSIDE TACKLE	Pull thru 4-5 hole for On LB, Off LB, Safety.																						
<p style="text-align: center;">49</p>																							

24-25 FORCE [X]

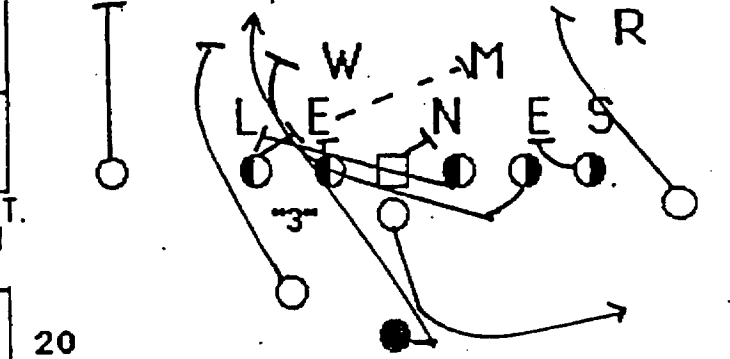


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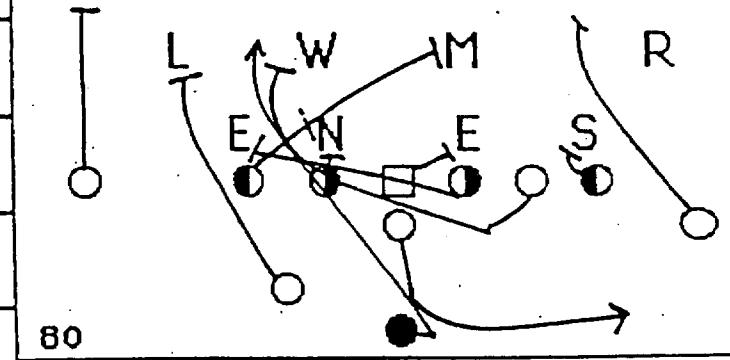
QUARTER-BACK	Open offside at 6 o'clock, outside handoff to TB, boot.
TAIL-BACK (2)	Counter skip, take outside handoff, key G's block, run to daylight.
FULL-BACK (3)	Lead step at outside leg of first man past OT. Block first defender to show outside of end man on the LOS.
FLANKER 'Z' (4)	Convoy: MDM.
TIGHT END - 'Y'	Seal. Secure LB inside, base-cutoff.
SPLIT END - 'X'	Block force.
ON-SIDE TACKLE	Base, off LB. (Alert for '3')
ON-SIDE GUARD	Angle, Base (Possible '3'; alert for 'Gap/Slam').
CENTER	ANGLE OFF (Possible 'Gap/Slam/Mine')
OFFSIDE GUARD	Pull & trap first man past OT.
OFFSIDE TACKLE	Pull thru 4-5 hole for On LB, Off LB, Safety.



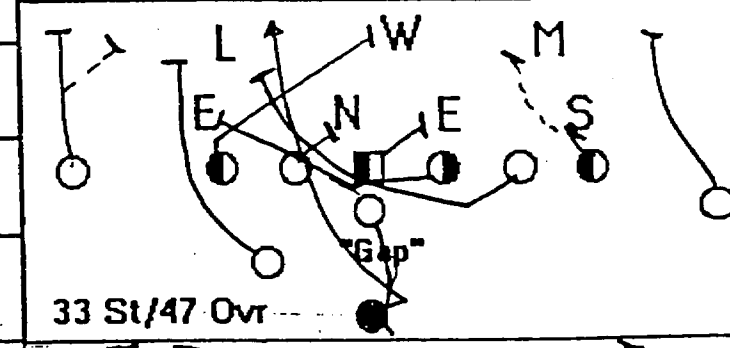
50 SHADE REDUCED



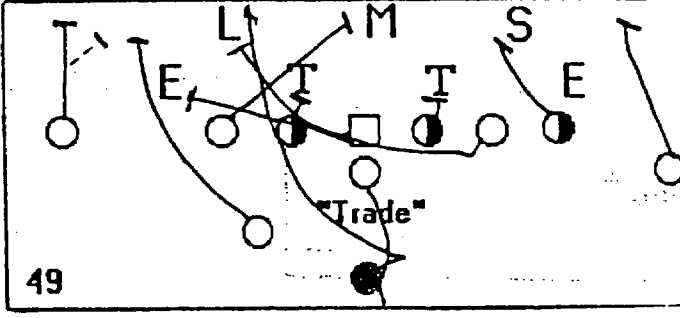
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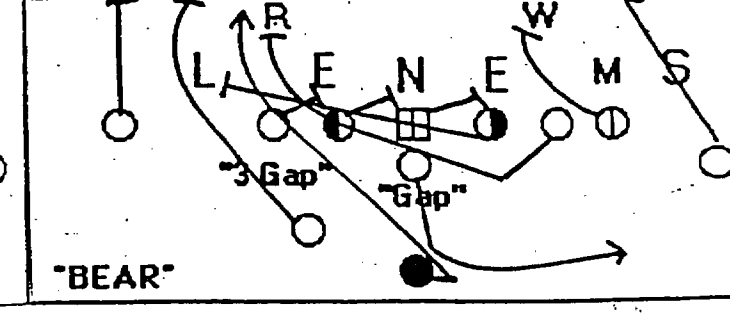
80



33 St/47 Ovr

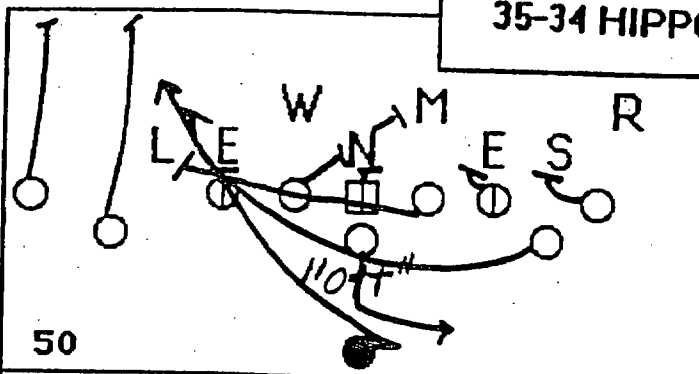


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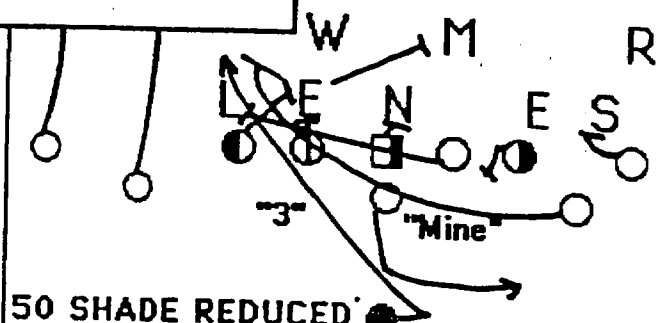


'BEAR'

35-34 HIPPO COUNTER



50



50 SHADE REDUCED

QUARTER-BACK Open opposite at 6 o'clock, outside handoff to TB, boot, or dropback by game plan.

TAIL-BACK (2) Counter skip, take outside handoff, key G's block, run to daylight.

FULL/H-BACK (3) Key guard, lead thru 4-5 hole for On LB, Off LB, Safety.

FLANKER 'Z' (4) Onside = Block force. Offside = Block #1

TIGHT END - 'Y' Seal.

SPLIT END - 'X' Onside = Block force. Offside/Twin = Block #1

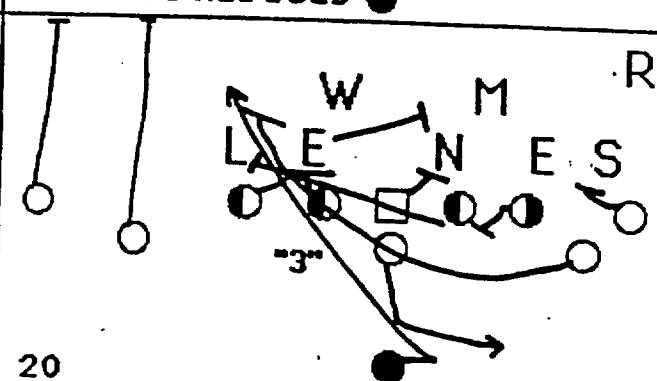
ON-SIDE TACKLE Base, off LB. (Alert for "3 (Gap)").

ON-SIDE GUARD Angle, Base (Possible "3 (Gap)"; alert for "Gap/Solo".)

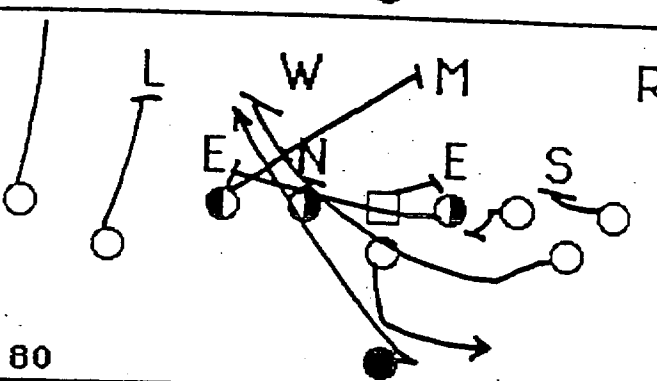
CENTER On, angle off (Possible "Gap/Slam/Mine".)

OFF-SIDE GUARD Pull & trap first man past OT.

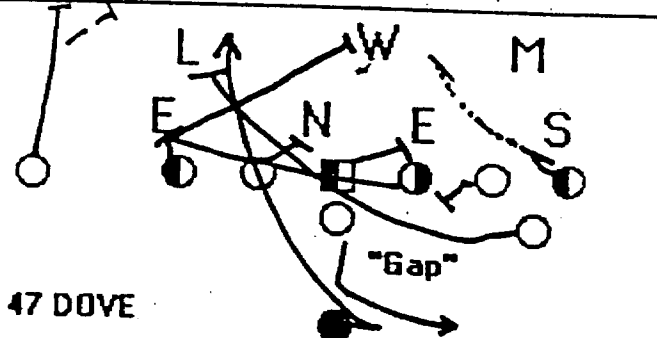
OFF-SIDE TACKLE Base-cutoff, hinge.



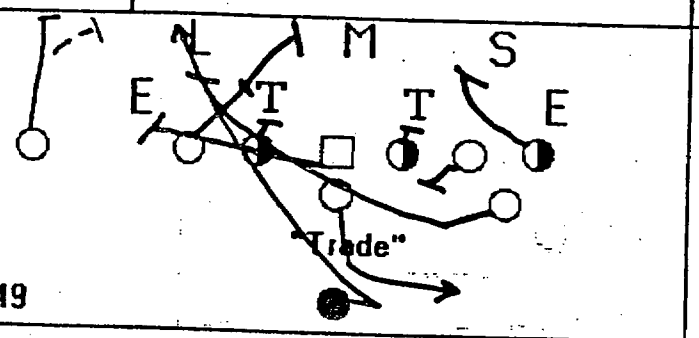
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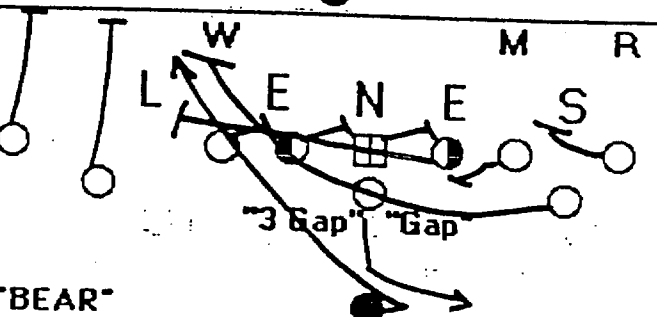
80



47 DOVE

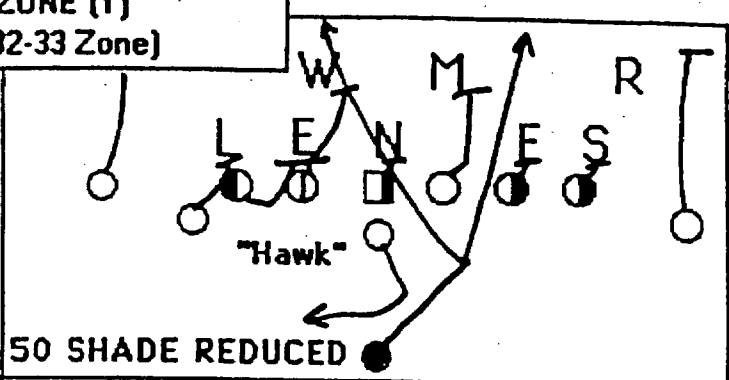
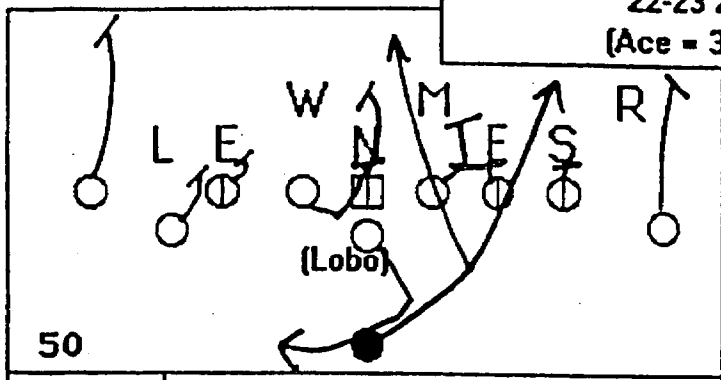


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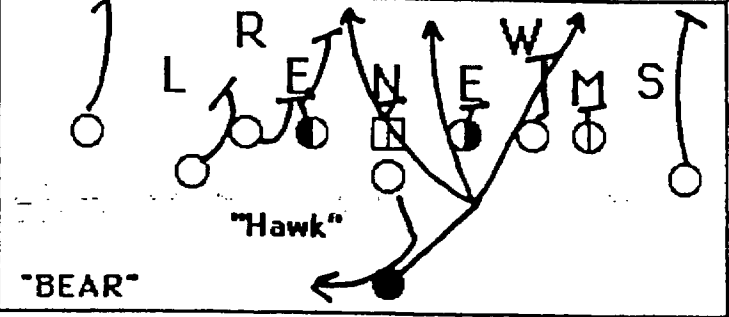
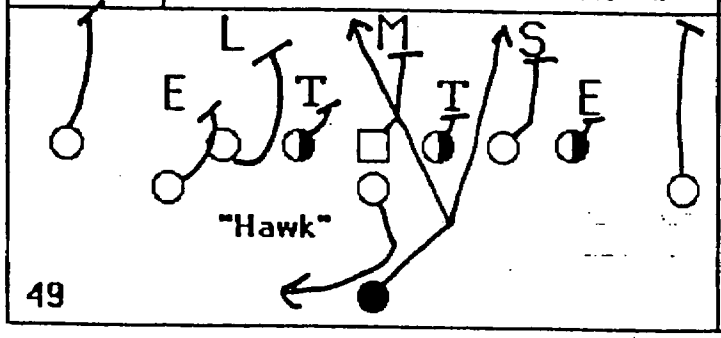
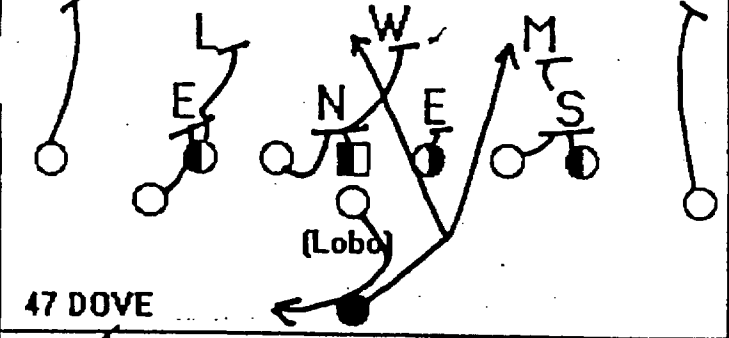
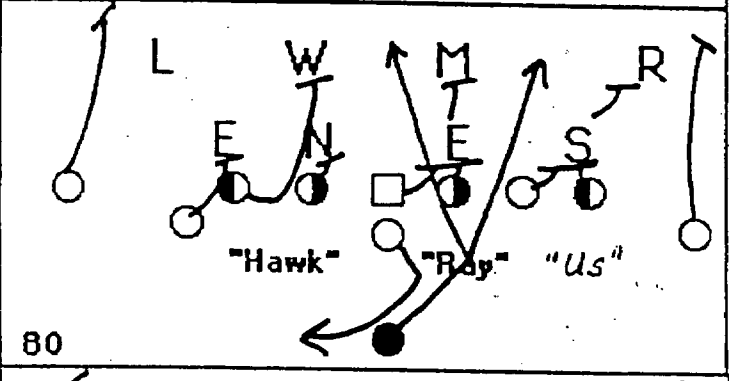
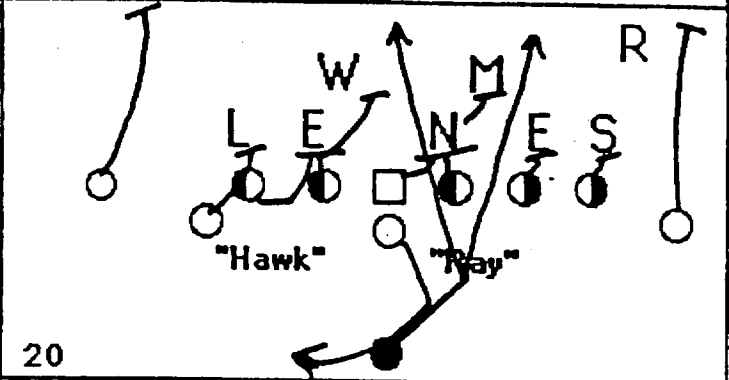


"BEAR"

22-23 ZONE (Y)
(Ace = 32-33 Zone)



QUARTER-BACK	Open at 5 or 7 o'clock, handoff to TB, boot.
TAIL-BACK (2)	Lead step to inside leg of tackle, RUN TO DAYLIGHT!
FULL-BACK (3)	Fill offside, kick-out first defender to show outside of OT.
FLANKER 'Z' (4)	Block force.
TIGHT END - 'Y'	Onside: Base. Offside: Base-cutoff. (Alert for 'Moon/Hawk' = Seal)
SPLIT END - 'X'	Convoy: MDM
ON-SIDE TACKLE	Tag-base.
ON-SIDE GUARD	Tag-base (Alert for 'Lou/Ray').
CENTER	Lobo, tag, base. Always 'Lou/Ray' onside vs 20 or 80.
OFF-SIDE GUARD	Lobo, base-cutoff (Possible 'Hawk').
OFF-SIDE TACKLE	Base-cutoff, sift (Possible 'Hawk/Moon').



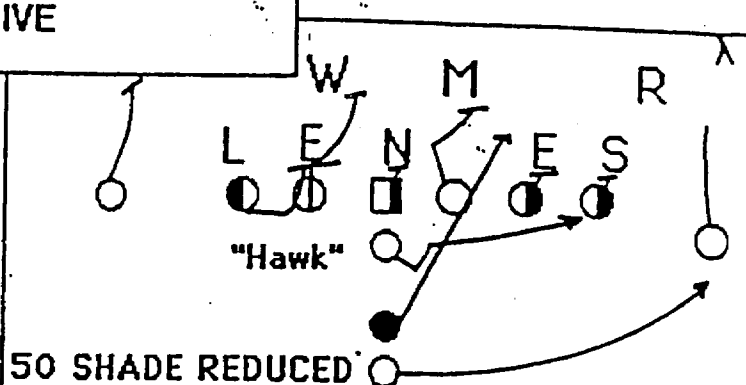
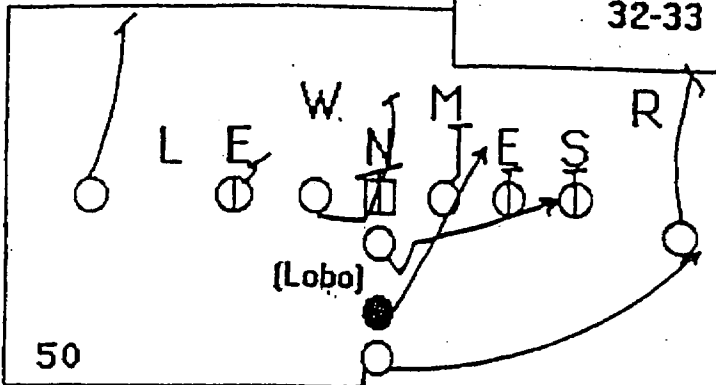
22 - 23 WHAM
(32-33 Wham)

<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>Open at 5 or 7 o'clock. Drive it deep, hand-off to TB, boot. Allow for cutback.</p>	<p>20</p>
<p>TAIL-BACK (2)</p>	<p>Lead step to inside leg of tackle. RUN TO DAYLIGHT!</p>	<p>80</p>
<p>FULL-H BACK (3)</p>	<p>Block the first defensive lineman inside the on guard. If the center blocks him, go to off LB. (Vs 'Bear', Wham goes to Blast!)</p>	<p>80</p>
<p>FLANKER 'Z' (4)</p>	<p>Block force.</p>	<p>33 Stack</p>
<p>TIGHT END - 'Y'</p>	<p>Base, 'Fan' vs Bear and 80.</p>	<p>BEAR</p>
<p>SPLIT END - 'X'</p>	<p>Block corner.</p>	<p>BEAR</p>
<p>ON-SIDE TACKLE</p>	<p>Tag-Base, 'Fan' vs Bear and 80.</p>	<p>BEAR</p>
<p>ON-SIDE GUARD</p>	<p>Tag-Base (Alert for 'Low/Ray').</p>	<p>BEAR</p>
<p>CENTER</p>	<p>Covered: Off LB through nose. Uncovered: Tag-Base. Always 'Low/Ray' onside vs 20 & 80.</p>	<p>BEAR</p>
<p>OFF-SIDE GUARD</p>	<p>#1 on the LOS (Possible 'Count/Okie/Pick-it'). (Vs 'Bear', not 'Double', 'HAWK')</p>	<p>BEAR</p>
<p>OFF-SIDE TACKLE</p>	<p>#2 on the LOS (Possible 'Count/Okie/Pick-it'). (Vs 'Bear', not 'Double', 'HAWK')</p>	<p>BEAR</p>
<p>49</p>	<p>BEAR</p>	

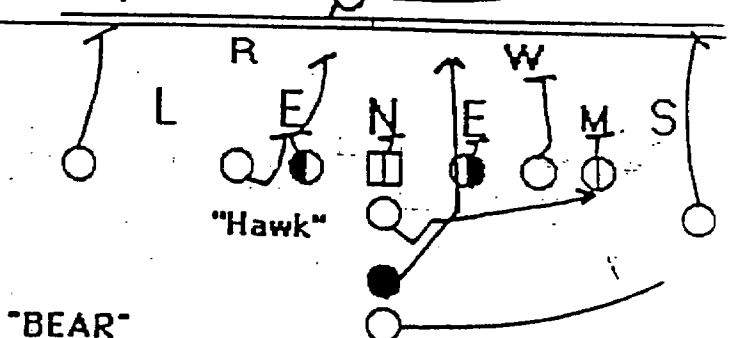
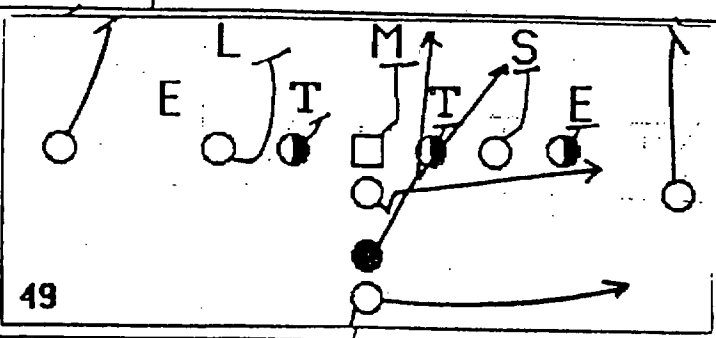
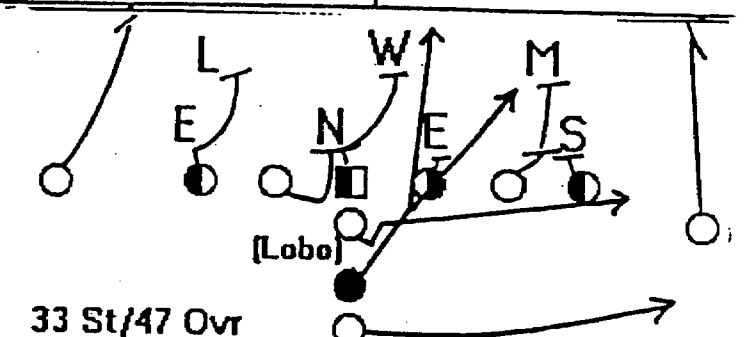
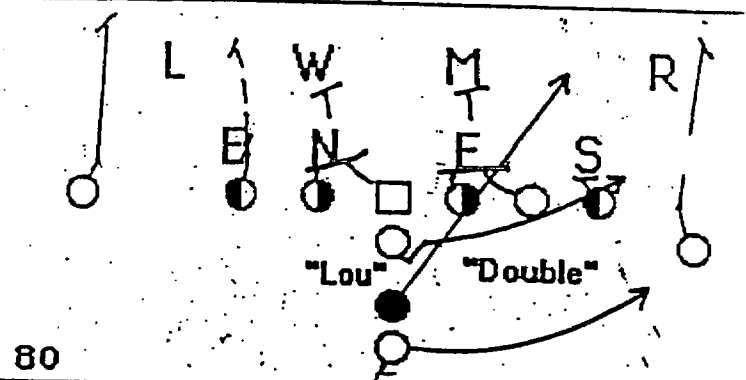
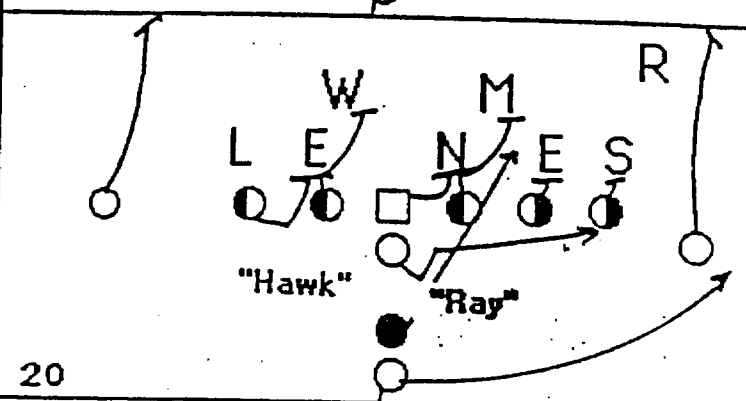
22 - 23 WHAM
(alternate schemes)

<p>50</p>	<p>53</p>	
<p>QUARTER-BACK</p>	<p>Open at 5 or 7 o'clock. Drive it deep, hand-off to TB, boot. Allow for cutback.</p>	<p>80</p>
<p>TAIL-BACK (2)</p>	<p>Lead step to outside leg of tackle. RUN TO DAYLIGHT!</p>	<p>80</p>
<p>FULL-BACK (3)</p>	<p>Block the first defensive lineman inside the on guard. If the center blocks him, go to off LB. (Vs "Bear", Wham goes to Blast)</p>	<p>80</p>
<p>FLANKER 'Z' (4)</p>	<p>Block corner</p>	<p>53 Eagle</p>
<p>TIGHT END - 'Y'</p>	<p>Base, 'Fan vs Bear and 80.</p>	
<p>SPLIT END - 'X'</p>	<p>Block corner.</p>	
<p>ON-SIDE TACKLE</p>	<p>Tag-Base, 'Fan' vs Bear and 80.</p>	
<p>ON-SIDE GUARD</p>	<p>Tag-Base (Alert for 'Low/Ray').</p>	
<p>CENTER</p>	<p>Tag-Base, off LB: Always 'Low/Ray' outside vs 20 & 80.</p>	
<p>OFF-SIDE GUARD</p>	<p>#1 on LOS (Possible 'Count/Okie/Pick-it'). (Vs 'Bear', not 'Double', 'Hawk'.)</p>	
<p>OFF-SIDE TACKLE</p>	<p>#2 on the LOS (Possible 'Count/Okie/Pick-it'). (Vs 'Bear', not 'Double', 'Hawk'.)</p>	

32-33 DIVE



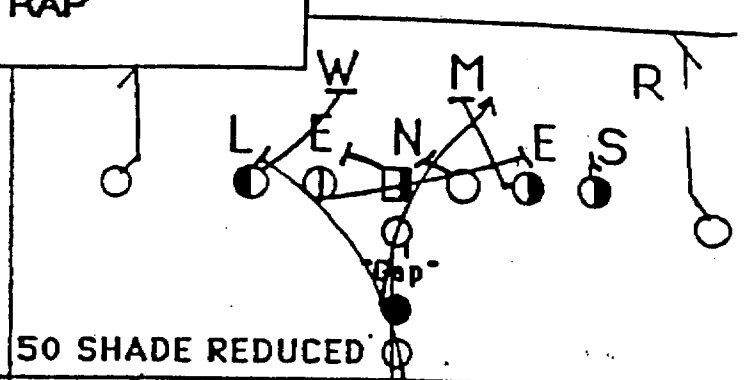
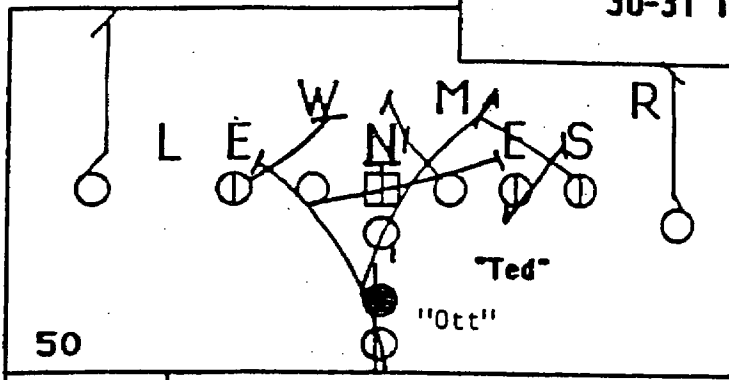
QUARTER-BACK	Open at 5 or 7 o'clock, hand off to FB, continue option path.
TAIL-BACK (2)	Drop step, open to sideline and run option course.
FULL-BACK (3)	Lead step at outside leg of guard, receive handoff. Key first down lineman over center to onside.
FLANKER 'Z' (4)	Block force.
TIGHT END - 'Y'	Base-cutoff. Offside: Base-cutoff. (Possible "Moon".)
SPLIT END - 'X'	Block corner.
ONSIDE TACKLE	Tag-Base (Possible "Double").
ONSIDE GUARD	Tag-Base (Possible "Double"; alert for "Whip/ Low/Ray").
CENTER	Lobo, tag-base, off LB (Possible "Whip/ Low/Ray"; alert for "Charlie").
OFFSIDE GUARD	Lobo, base-cutoff (Possible "Charlie/Hawk"; alert for "Low/Ray").
OFFSIDE TACKLE	Base-cutoff, sift (Possible "Hawk/Moon").



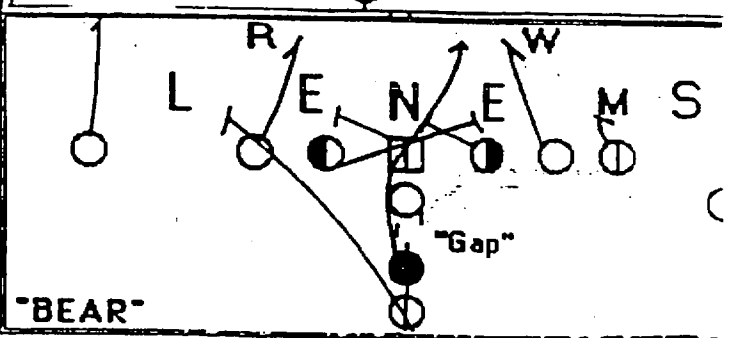
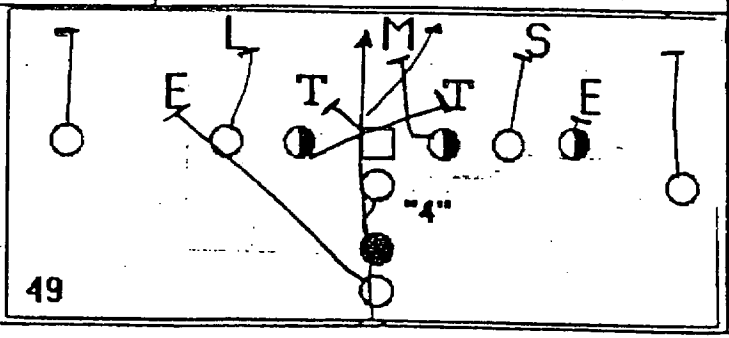
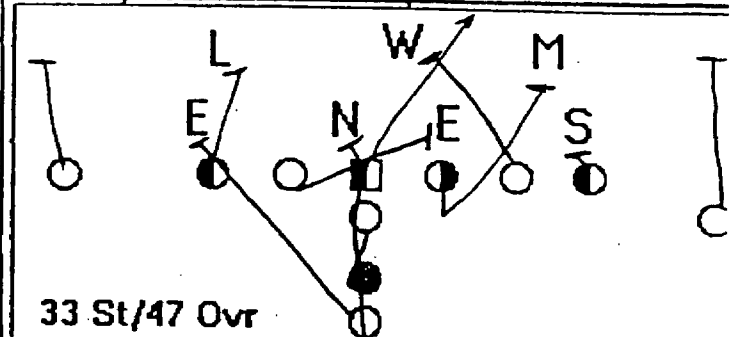
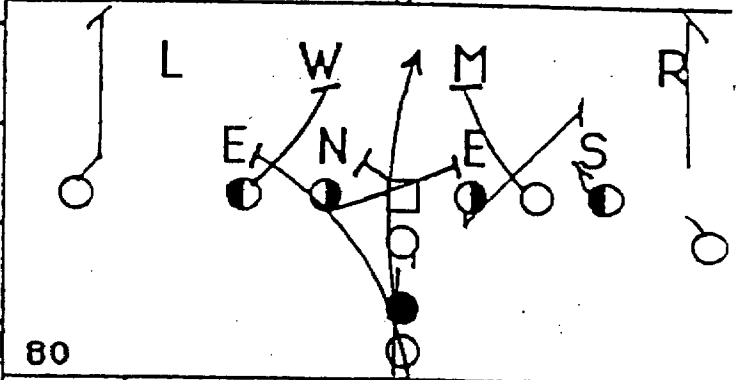
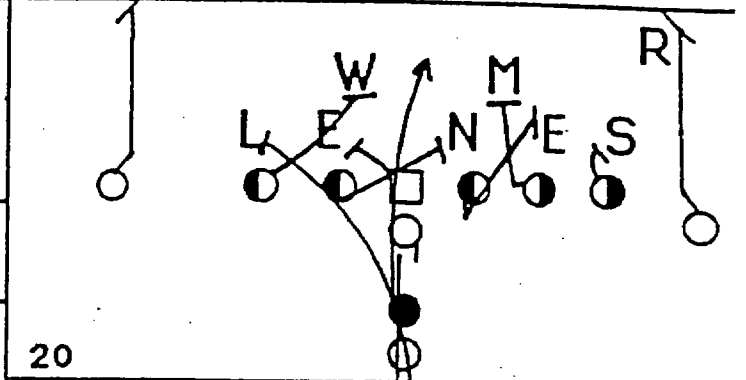
22-23 BLAST (M)

<p>50</p>	<p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p> <p>Open at 6 o'clock, handoff deep to TB, dropback.</p>	<p>20</p>
<p>TAIL-BACK (2)</p> <p>Drop, lead at outside leg of G, follow FB.</p>	<p>80</p>
<p>FULL-BACK (3)</p> <p>Lead step at outside leg of G, key block on first defensive lineman head up to outside of G. Block first ILB from outside in.</p>	<p>33 St/47 Ovr</p>
<p>FLANKER 'Z' (4)</p> <p>Block corner.</p>	<p>49</p>
<p>TIGHT END - 'Y'</p> <p>Base-cutoff (alert for 'Bear' = Fan) Offside: Base-cutoff.</p>	<p>BEAR</p>
<p>SPLIT END - 'X'</p> <p>Block corner.</p>	
<p>ON-SIDE TACKLE</p> <p>On, inside (Possible 'Three'; alert for a 'Fan').</p>	
<p>ON-SIDE GUARD</p> <p>Angle, Base (Alert for a 'Three').</p>	
<p>CENTER</p> <p>On, off LB (Alert for 'Low/Ray').</p>	
<p>OFFSIDE GUARD</p> <p>#1 on LDS (Poss. 'Low/Ray'; alert for 'Count/Okie'); Vs Over or Flop = Base, 'Lobo'.</p>	
<p>OFFSIDE TACKLE</p> <p>#2 on LDS ('Count/Okie' vs 40 & 50.) Vs Bear, sit or 'Hawk'.</p>	

30-31 TRAP



QUARTER-BACK	Open opposite at 6 o'clock, handoff deep to FB, dropback.
TAIL-BACK (2)	Fill offside, block first defender to show outside of OT.
FULL-BACK (3)	Crossover step with onside foot at offside leg of QB, plant on the next step, key trap block.
FLANKER 2' (4)	Block corner.
TIGHT END - Y'	Base-cutoff (Alert for "Ted"). (Offside) A/U - Seal.
SPLIT END - X'	Block corner.
ONSIDE TACKLE	Block onside LB, vs 40 block Mike. (Possible "Ted"; alert for "4" = sift).
ONSIDE GUARD	Angle, off LB, influence (Possible "4"; alert for "Gap/Slam/Ott").
CENTER	On, angle off (Possible "Gap/Slam/Ott").
OFFSIDE GUARD	Pull and trap first man past "A" gap.
OFFSIDE TACKLE	Cut LB over pulling guard to downfield, sift vs 40.

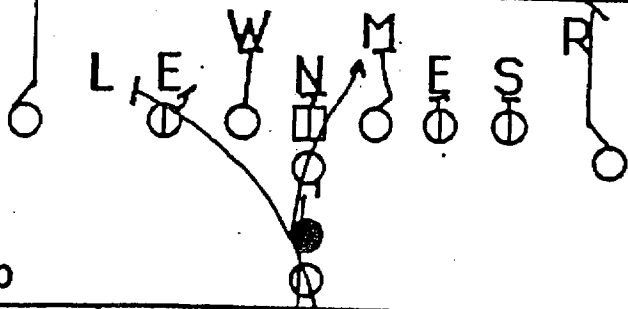


20-21 TACKLE TRAP

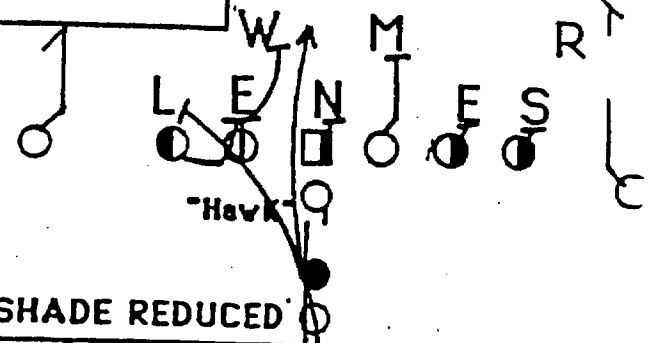
<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>Reverse out, hand off inside to TB, boot</p>	<p>20</p>
<p>TAIL-BACK (2)</p>	<p>Counter skip, take inside handoff, key tackle's block</p>	<p>80</p>
<p>FULL-BACK (3)</p>	<p>Fill for pulling tackle. Block first man to show inside out.</p>	<p>47 DOVE</p>
<p>FLANKER 'Z' (4)</p>	<p>Block corner</p>	<p>'BEAR'</p>
<p>TIGHT END - 'Y'</p>	<p>Base-cutoff (Alert for 'Ted'). U-seal</p>	
<p>SPLIT END - 'X'</p>	<p>Block corner</p>	
<p>INSIDE TACKLE</p>	<p>Block inside LB, vs 40 block Mike. (Possible 'Ted'; alert for '4' = sit.)</p>	
<p>ON-SIDE GUARD</p>	<p>Angle, off LB, influence. (Possible '4'; alert for 'Dit'.)</p>	
<p>CENTER</p>	<p>On, off LB (Possible 'Dit').</p>	
<p>OFFSIDE GUARD</p>	<p>Tag-base, cutoff.</p>	
<p>OFFSIDE TACKLE</p>	<p>Pull and trap</p>	
<p>49</p>		

30 - 31 BASE

50

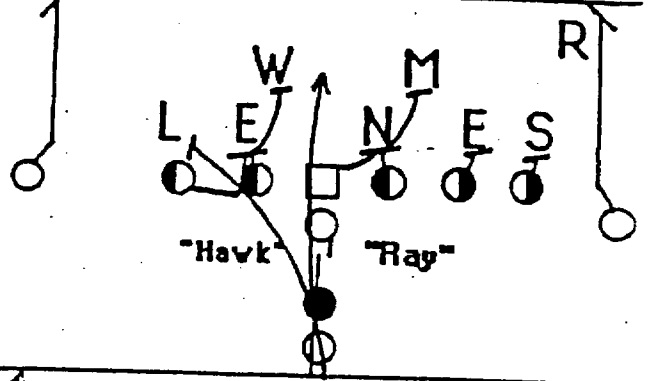


50 SHADE REDUCED

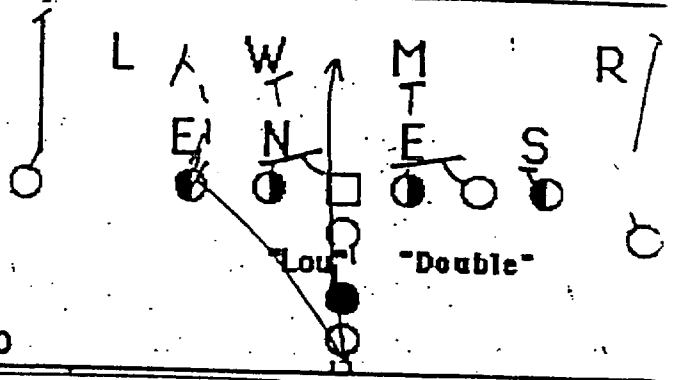


QUARTER-BACK	Open opposite at 6 o'clock, handoff deep to FB, dropback.
TAIL-BACK (2)	Fill offside, block first defender to show outside of OT.
FULL-BACK (3)	Crossover step with onside foot at offside leg of QB, key Center's block.
FLANKER 'Z' (4)	Block corner.
TIGHT END - 'Y'	Base-cutoff. (Offside, A, U) - Base-cutoff (Poss. "Moon")
SPLIT END - 'X'	Block corner.
ON-SIDE TACKLE	Tag-Base (Possible "Double").
ON-SIDE GUARD	Tag-Base (Possible "Double"; alert for "Whip/Low/Ray")
CENTER	Tag-Base, Off LB (Possible "Whip/Low/Ray" alert for "Charlie").
OFFSIDE GUARD	Base-cutoff (Possible "Charlie/Hawk"; alert for "Low/Ray").
OFFSIDE TACKLE	Base-cutoff, sift (Possible "Hawk/Moon").

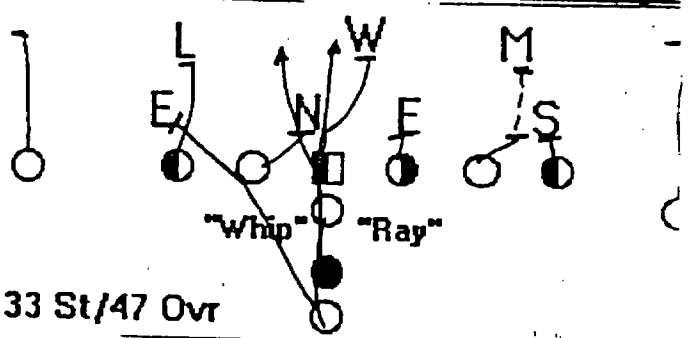
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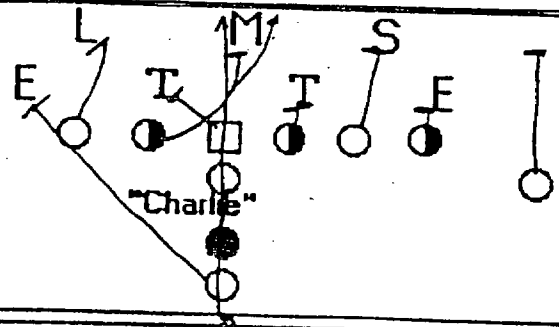
80



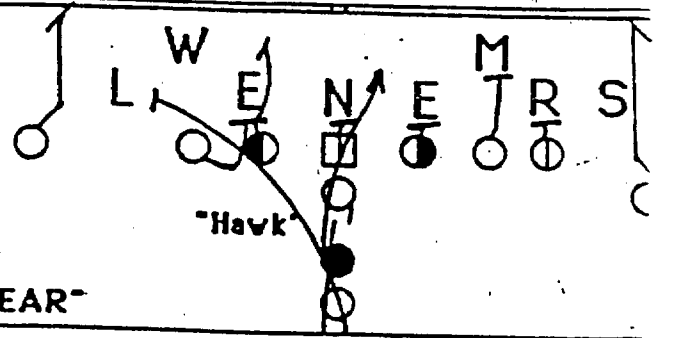
33 St/47 Ovr



49



"BEAR"

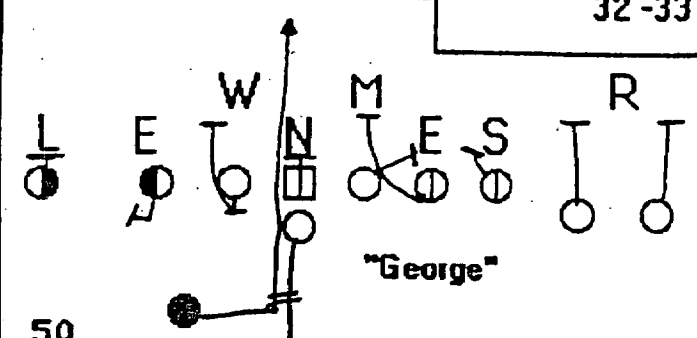
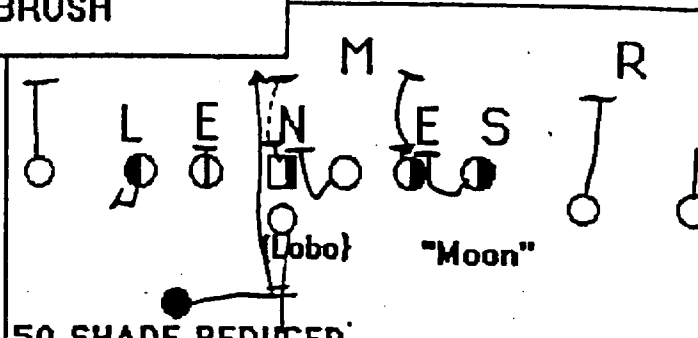
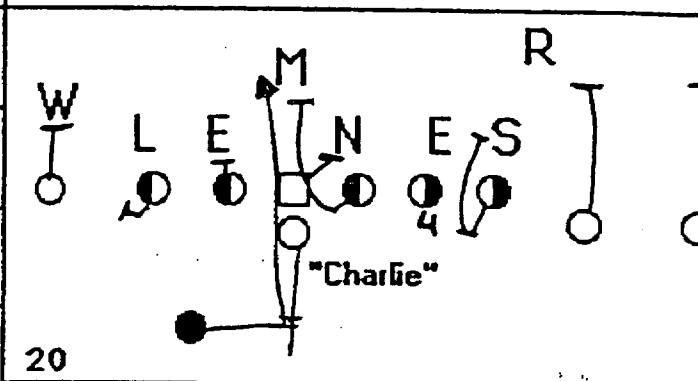
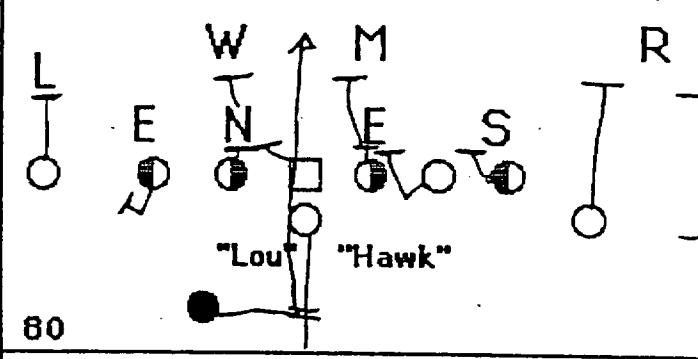
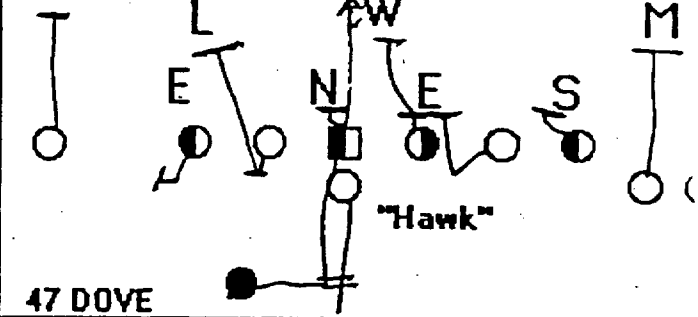
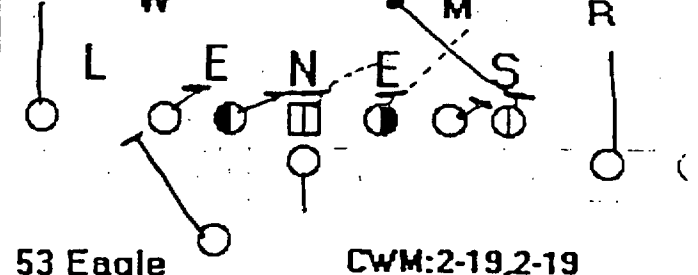


UNIVERSITY OF OREGON

FOOTBALL

DRAWS

32-33 BRUSH

 <p style="text-align: center;">"George"</p> <p>50</p>	 <p style="text-align: center;">"Moon"</p> <p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p>	 <p style="text-align: center;">"Charlie"</p> <p>20</p>
<p>"R" BACK (2)</p>	 <p style="text-align: center;">"Hawk"</p> <p>80</p>
<p>SINGLE BACK (3)</p>	 <p style="text-align: center;">"Hawk"</p> <p>47 DOVE</p>
<p>FLANKER "Z" (4)</p>	 <p style="text-align: center;">"Eagle"</p> <p>53 Eagle</p>
<p>TIGHT END - "Y"</p>	<p style="text-align: center;">CWM: 2-19, 2-19</p> <p>49</p>
<p>SPLIT END - "X"</p>	<p style="text-align: center;">CWM: 2-19, 2-19</p> <p>53 Eagle</p>
<p>ONSIDE TACKLE</p>	
<p>ONSIDE GUARD</p>	
<p>CENTER</p>	
<p>OFFSIDE GUARD</p>	
<p>OFFSIDE TACKLE</p>	

CWM: 6 in box=Brush; 7 in box=160-170. Open at 6 o'clock, handoff to ball carrier on third step, set up. Clue FS.

Block #2

Set up behind the onside hip of the center, receive handoff, run to daylight.

Block corner.

Base-cutoff (Alert for "Moon"; "Hawk" = seal).

Block corner. (Block any press)

Pass set: On, outside.

Tag-Base. (Alert for "Low/Ray".) (Pass set if uncovered.)

Lobo, base "Low/Ray" onside vs 20 or 80. (Alert for "Charlie".) (Pass set if uncovered.)

Lobo, base-cutoff (Possible "Charlie/Hawk"; alert for "George").

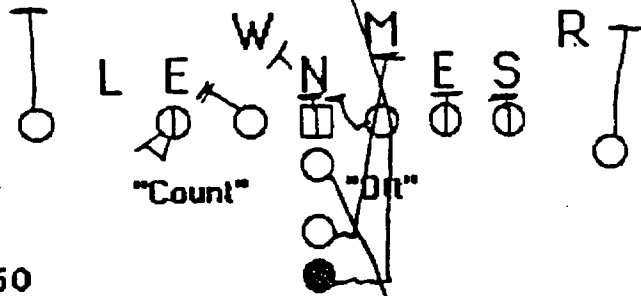
Base-cutoff, sit (Possible "Hawk/George/Moon").

CWM: 2-19, 2-19

CWM: 2-19, 2-19

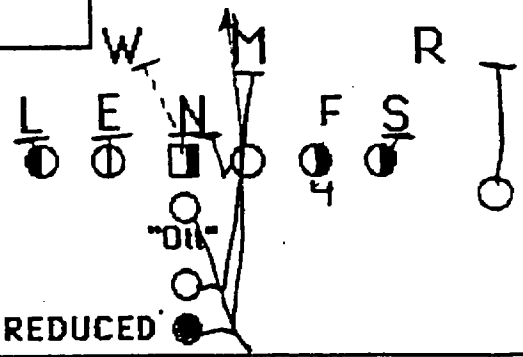
22 - 23 SLICE

M



50

50 SHADE REDUCED



QUARTER-BACK
Open at 6 o'clock, hand deep to TB on third step, dropback (Clue FS on first step).

TAIL-BACK (2)
Skip step square to LOS, receive handoff, run to daylight.

FULL-BACK (3)
Lateral step, block the first ILB from outside in.

FLANKER 'Z' (4)
Block corner (Motion = block force).

TIGHT END
Base (If OT is uncovered, 'Fan' vs a Rogue or Ruff).

SPLIT END - 'X'
Block corner.

ON-SIDE TACKLE
On, inside (Possible 'Three'; alert for a 'Fan'). (Pass set if uncovered.)

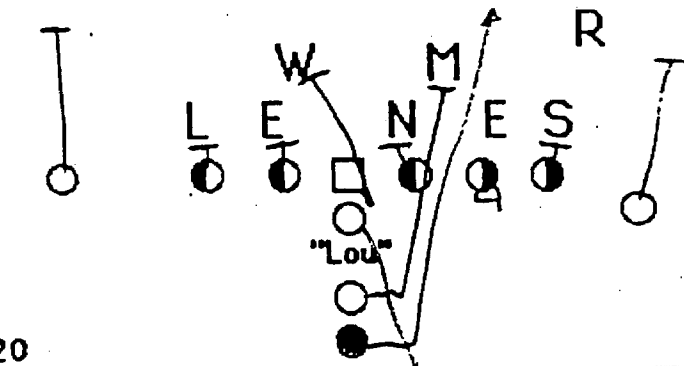
ON-SIDE GUARD
Angle, Base Off LB (Alert for a 'Dit/Three') (Pass set if uncovered.)

CENTER
On, off LB (Possible 'Dit'; Alert for 'Low/Ray') (Pass set if uncovered.)

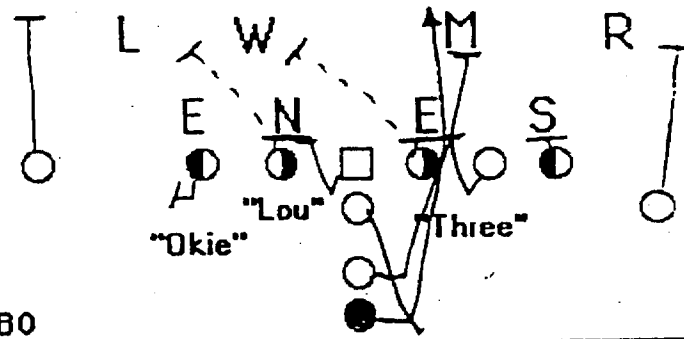
OFFSIDE GUARD
#1 on LOS (Poss. 'Low/Ray'; alert for 'Count/Okie'); Vs Over or Flop = Base, 'Lobo'

OFFSIDE TACKLE
#2 on LOS ('Count/Okie' vs 40 & 50) Vs Bear, sift or 'Hawk'.

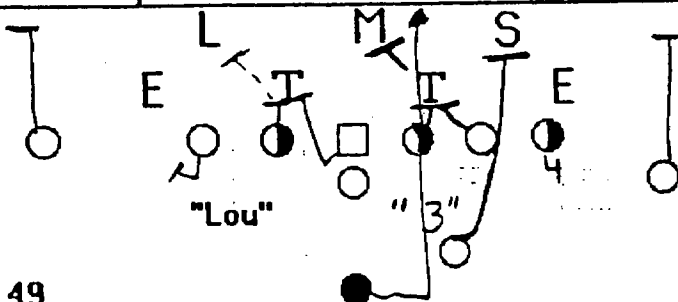
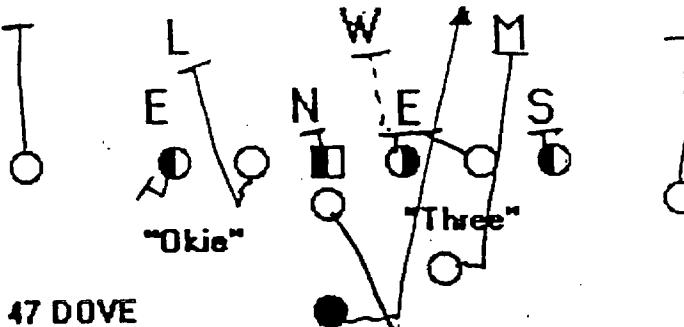
20



80

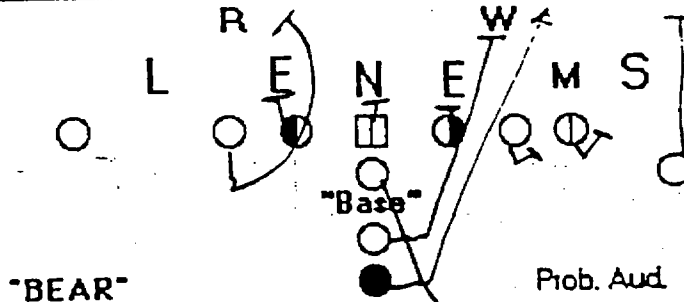


47 DOVE



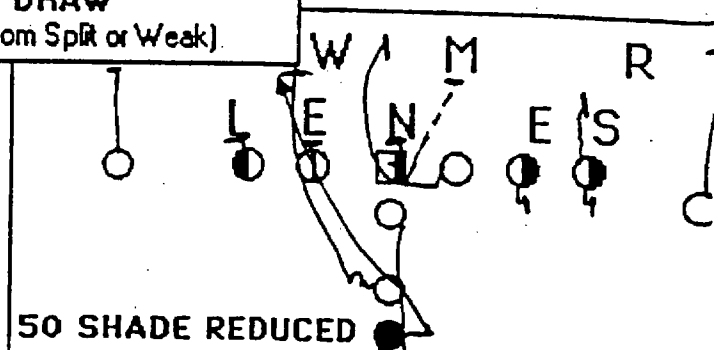
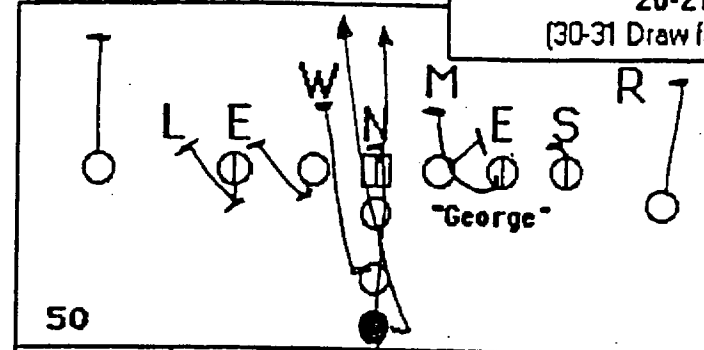
49

'BEAR'



Prob. Aud

20-21 DRAW
(30-31 Draw from Split or Weak)



QUARTER-BACK Open at 6 o'clock, handoff to ball carrier on third step, set up. (Clue FS on 1st step.)

NEAR BACK (2) Pause one count, lead step at butt of On G, key G's block, attack LB.

FAR BACK (3) Ball carrier: Set up behind offside hip of C, receive handoff, key block on Nose.

FLANKER 'Z' (4) Block corner

TIGHT END - 'Y' Base-cutoff (Possible 'Tit'). Loop release vs 80 defense. USE PASS SET

SPLIT END - 'X' Block corner (Block any press):

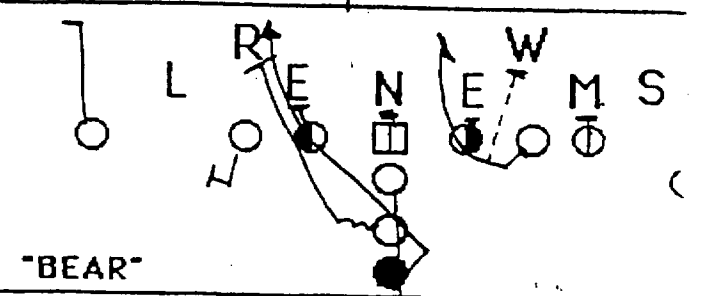
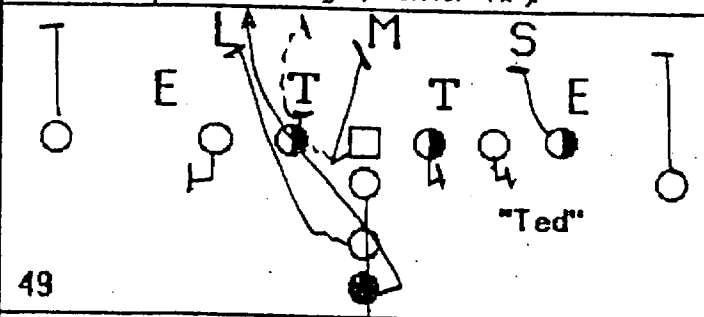
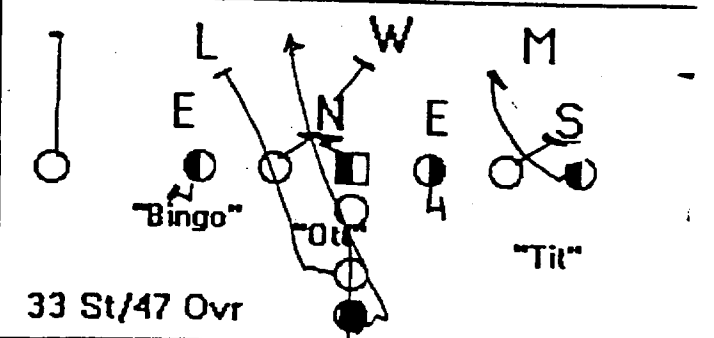
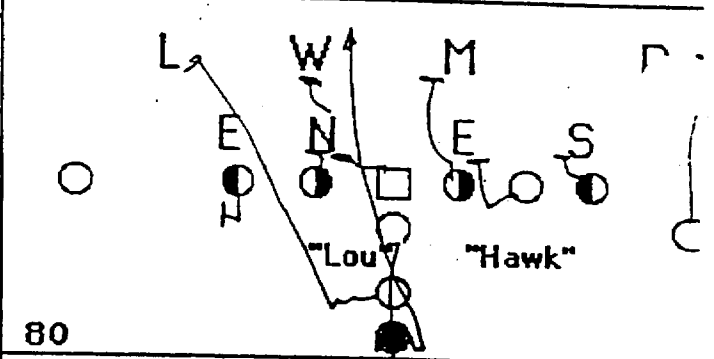
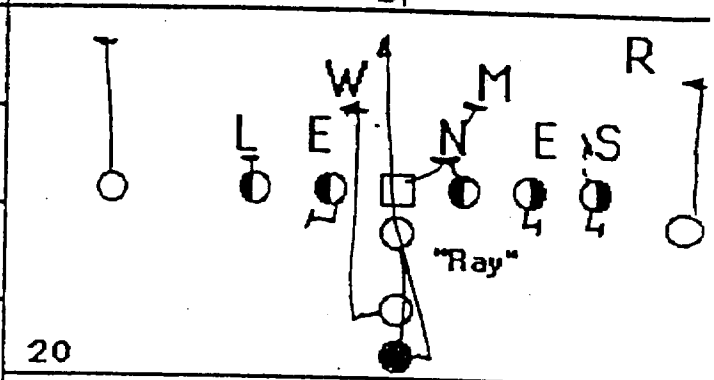
ON-SIDE TACKLE #2 on LOS (Possible 'Bingo').

ON-SIDE GUARD #1 on LOS (Alert for 'Low/Ray/Bingo' = 'Ott').

CENTER On, over off LB (Possible 'Charlie'; alert for 'Bingo' = 'Ott'). Listen to Directional

OFFSIDE GUARD Base: search a LB (Possible 'Charlie'; alert for 'Low/Ray/George/Hawk').

OFFSIDE TACKLE On, over, outside (Possible 'Fan /Hawk/ George'; alert for 'Tr').



UNIVERSITY OF OREGON

FOOTBALL

PASS PROTECTION

QB LAUNCH POINTS



Dive Pass

100 Series
Quick Screen

Dive Pass

Waggle/Wheel
36 Stretch Pass
850's-870's-890's
750-790's-770's
Ctr Boot

Crack Screen
200 Series
300 Series
400 Series
500 Series
Wide Screen
Jab Pass

Waggle/Wheel
37 Stretch Pass
840's-860's-880's
740's-780's-760's
21 T Ctr Boot

Play Pass L
Zone Pass L

900 Series

Play Pass R.
Zone Pass R.

Play Pass L, Flow Scr. R.
Waggle L. Screen R.
890 Flow Screen R.
870 Tight Screen R.

Base Screen

Play Pass R, Flow Screen L
Waggle R. Screen L.
880 Flow Screen L.
860 Tight Screen L

CENTER

**"AREA CALLS"
("Lou/Ray")**

PROTECTION

100

Always to TE

300 (Rock)

By Defense

To TE vs. Twenty
Away from TE vs. Eighty

380
280
260

By Defense

"Ray" vs Twenty
"Lou" vs Eighty

390
290
270

By Defense

"Lou" vs Twenty
"Ray" vs Eighty

360

To Left ("Lou")

(Always to strongside)

370

To Right ("Ray")

**CENTER
DOUBLE READS**

580 ("10")
380/280
360/260

Double Read to the Right vs "40" and all "Ray" calls.
(This is in concert with the Guard.)

590 ("10")
390/290
370/270

Double Read to the Left vs "40" and all "Lou" calls.
(This is in concert with the Guard.)

**100 PROTECTION
GUARD & TACKLE
"HAWK" CALLS**

Vs any Reduction or Eagle to weak side, weakside "Hawk".

Vs. any 53, strongside "Hawk".

Vs Double Eagle (53 Eagle) or Bear both sides "Hawk".

**GUARD & TACKLE
"OKIE/COUNT" CALLS
Vs 50 Defense Only**

360/380 Basic
360/380 Shuffle

Right Side Okie/Count
Left Side Okie/Count

Left Side "Base"
Right Side "Base"

370/390 Basic
370/390 Shuffle
300 Basic/"5"

Left Side Okie/Count
Right Side Okie/Count
Both Sides Okie/Count

Right Side "Base"
Left Side "Base"

400's-Play Pass

Offside Okie/Count vs 50 or 40

**GUARD'S
DOUBLE READS**

50 Defense or any Stack (i.e. 20 or 80) when QB's directional call is to you.
(This is in concert with the Center.)

260/360
280/380
580("10")



Right Side
Double Read

Left side "Base"

270/370
290/390
590("10")



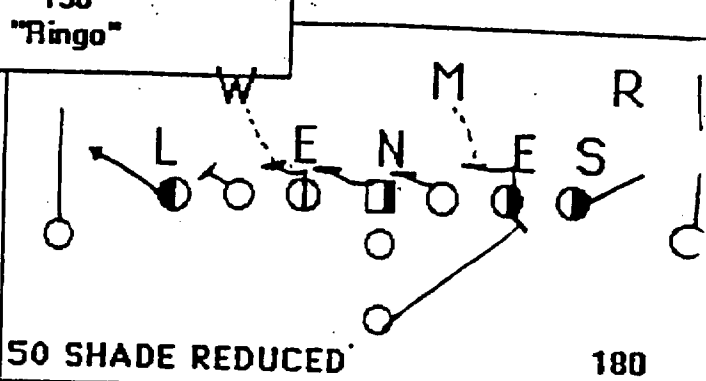
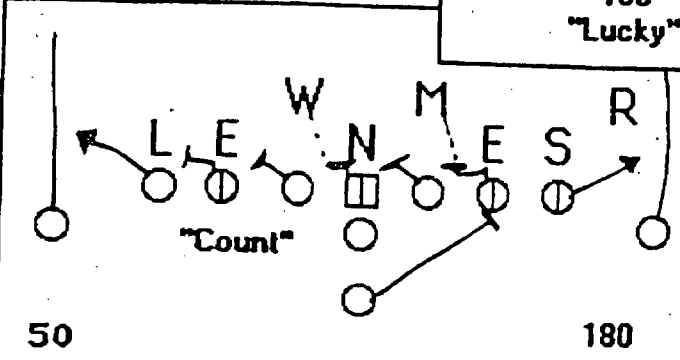
Left side
Double Read

Right Side "Base"

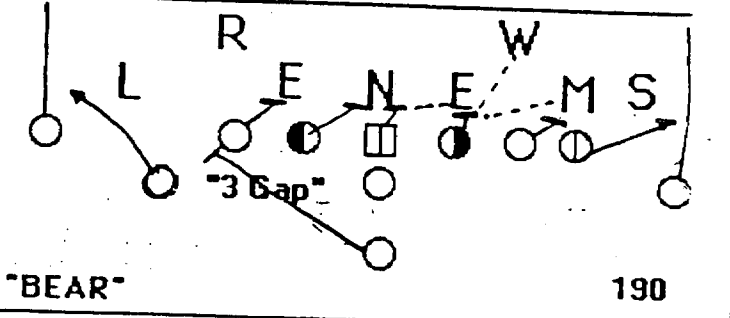
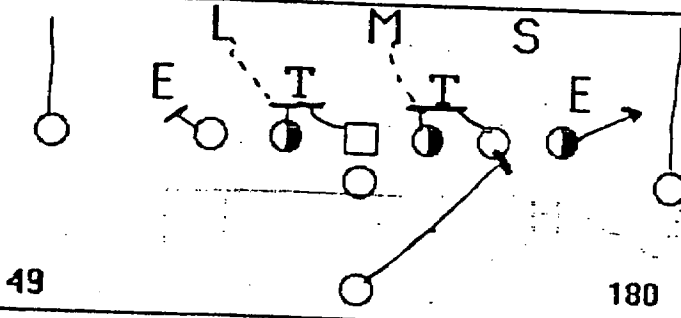
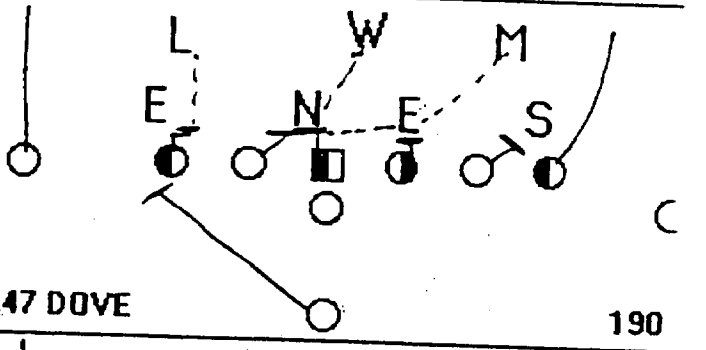
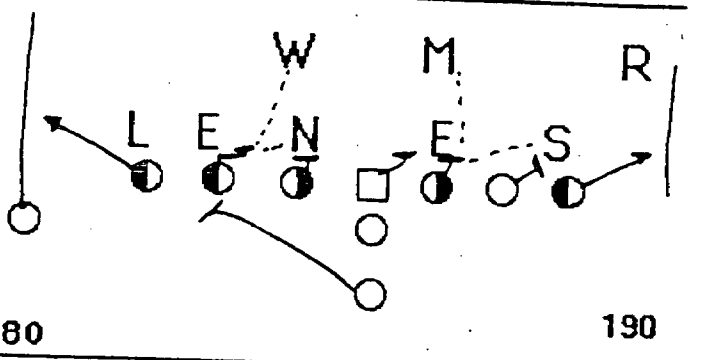
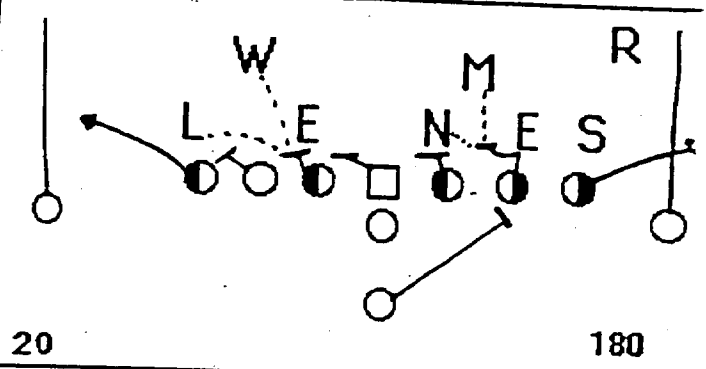
100 PROTECTION

<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>Quick pass drop, 3 step.</p>	<p>20</p>
<p>TAIL-BACK (2)</p>	<p>Block base to Y in "I". In HB position, block base to "X". P.O.A. is inside foot of tackle. Check: delay. Alert for "Hawk" call from tackle=block Liz/Sam.</p>	<p>80</p>
<p>FULL-BACK (3)</p>	<p>Block base to X, unless TB in HB position then block base to Y. Check: delay. Alert for "Hawk"=block Liz/Sam.</p>	<p>47 DOVE</p>
<p>FLANKER 'Z' (4)</p>	<p>Pattern.</p>	<p>49</p>
<p>TIGHT END - 'Y'</p>	<p>Release outside except when into boundary.</p>	<p>"BEAR"</p>
<p>SPLIT END - 'X'</p>	<p>Pattern.</p>	
<p>ON-SIDE TACKLE</p>	<p>On, over, outside vs 80 Def. (Aggressive Drive). (Poss. "Hawk"; alert for "Moon".)</p>	
<p>ON-SIDE GUARD</p>	<p>Set on LOS. Check base: help inside-out (Aggressive drive). (Possible "Hawk"; Alert for "Area")</p>	
<p>CENTER</p>	<p>Set on LOS, check base. "Area" to TE vs 20 or 80. (Possible "Slide".)</p>	
<p>OFFSIDE GUARD</p>	<p>Set on LOS. Check base: Help inside-out (aggressive drive). (Possible "Hawk")</p>	
<p>OFFSIDE TACKLE</p>	<p>On, over, outside (aggressive drive). (Possible "Hawk"; Alert for "Moon").</p>	

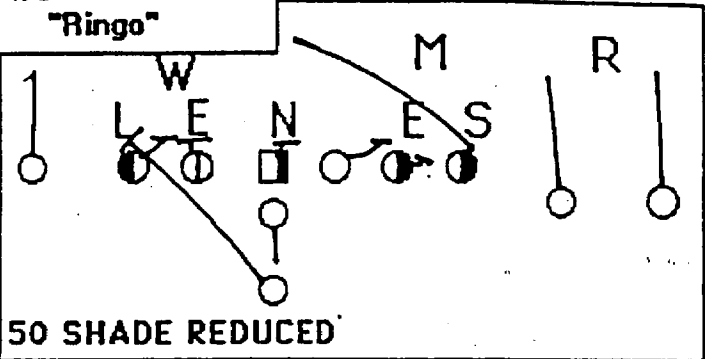
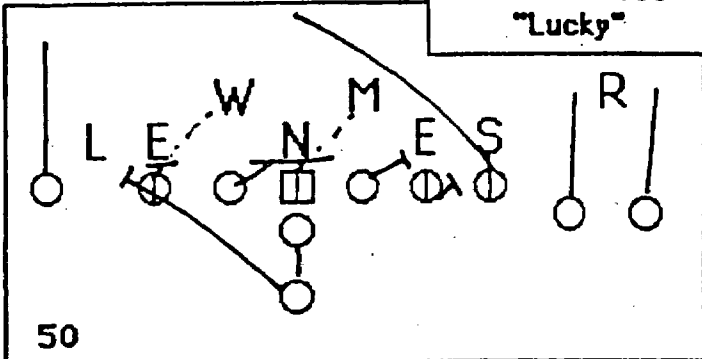
180 - 190
 "Lucky" "Ringo"



QUARTER-BACK	3 step drop.
U End or "R"	Pattern.
SINGLE BACK (3)	Block 1st defender to show off the tackle's hip onside (away from the way we are sliding).
FLANKER "Z" (4)	Pattern
TIGHT END - "Y"	Free release: pattern. Ace End: Free release pattern. Must check release when you are the single receiver. (I.e., Twin Triple.)
SPLIT END - "X"	Pattern
ONSIDE TACKLE	Offside area: (B gap). When covered, punch & hold until "B" gap is threatened. If there is an immediate threat to "B" gap, come down immediately. (Alert for "3" gap.)
ONSIDE GUARD	Offside area ("A" gap). When covered, punch & hold until "A" gap is threatened. If there is an immediate threat to "A" gap, come down immediately. "3" gap.
CENTER	Offside area.
OFFSIDE GUARD	Offside area: "Count" vs 40 & 50.
OFFSIDE TACKLE	Offside area: "Count" vs 40 & 50.

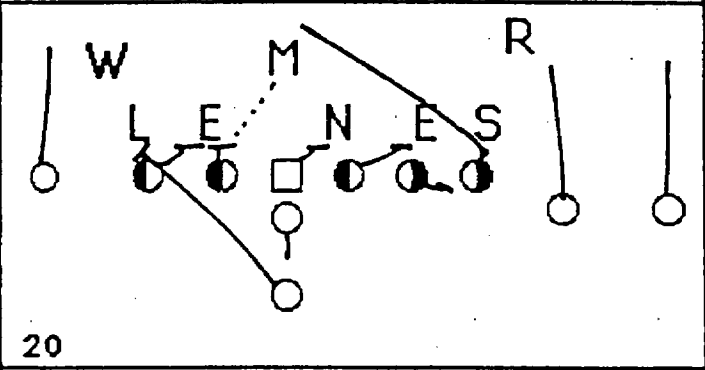


160 - 170
 "Lucky" "Ringo"



50

QUARTER-BACK 3 step drop.



U - END or "R" Pattern.

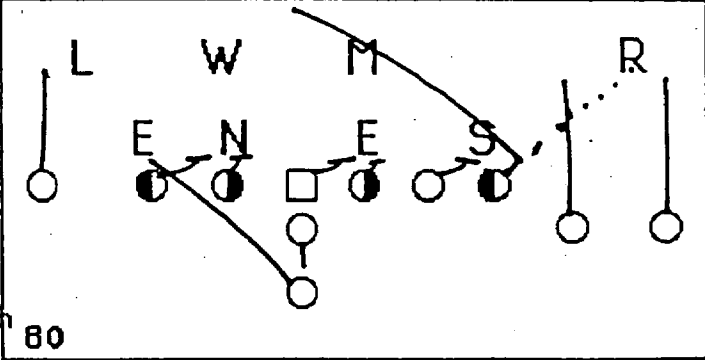
SINGLE BACK (3) Block 1st defender to show off the tackle's hip inside (away from the way we are sliding)

FLANKER "Z" (4) Pattern.

TIGHT END - "Y" Check "4" or Slam "3", center route.

SPLIT END - "X" Pattern.

ON-SIDE TACKLE Offside area: "B" gap. When covered, punch & hold until "B" gap is threatened. If there is an immediate threat to "B" gap, come down immediately. (Alert for "3" gap.)

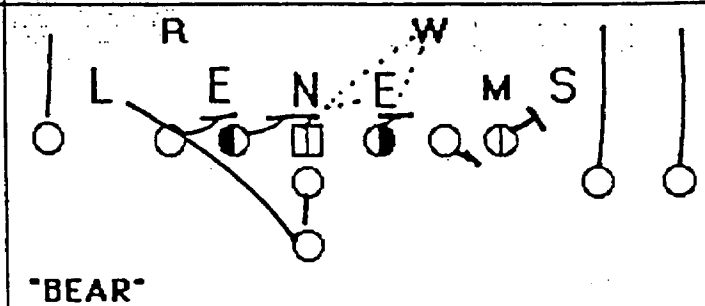
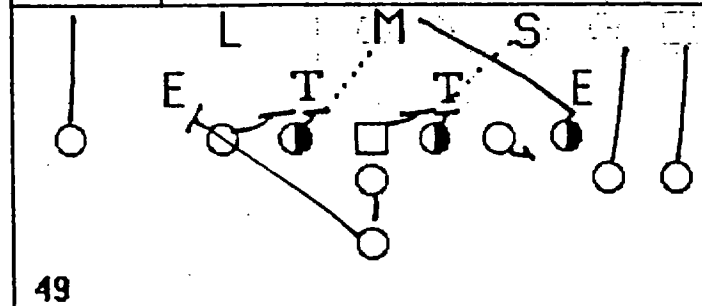
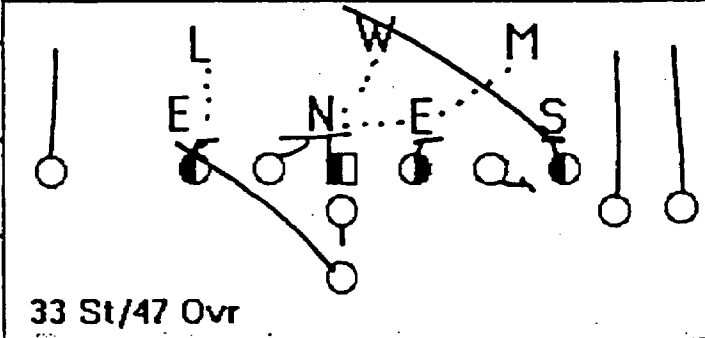


ON-SIDE GUARD Offside area: "A" gap. When covered, punch & hold until "A" gap is threatened. If there is an immediate threat to "A" gap, come down immediately. "3" gap.

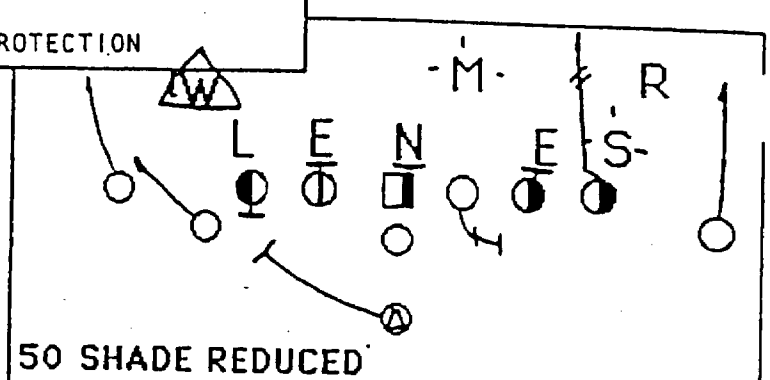
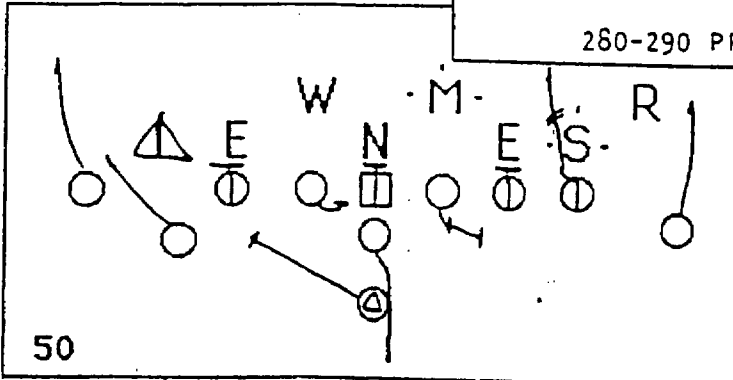
CENTER Offside area.

OFFSIDE GUARD Offside area: "Count" vs 40 & 50.

OFFSIDE TACKLE Offside area: "Count" vs 40 & 50.



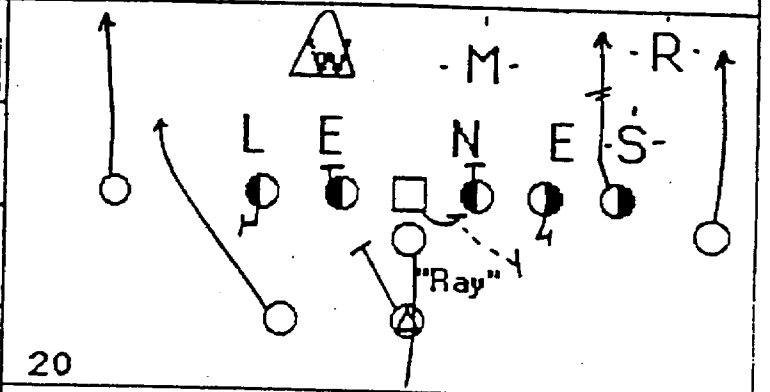
280-290 PROTECTION



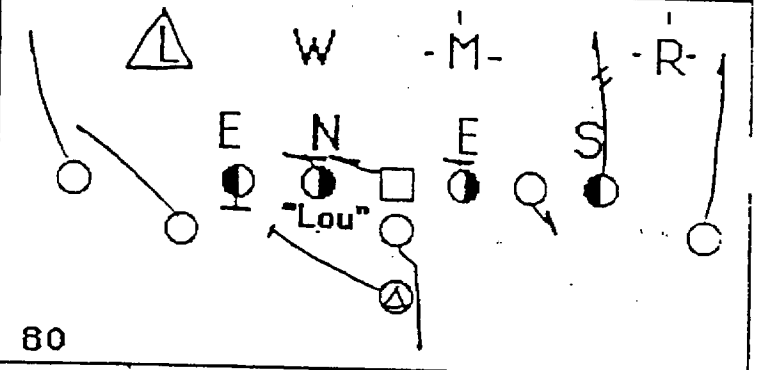
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50 SHADE REDUCED

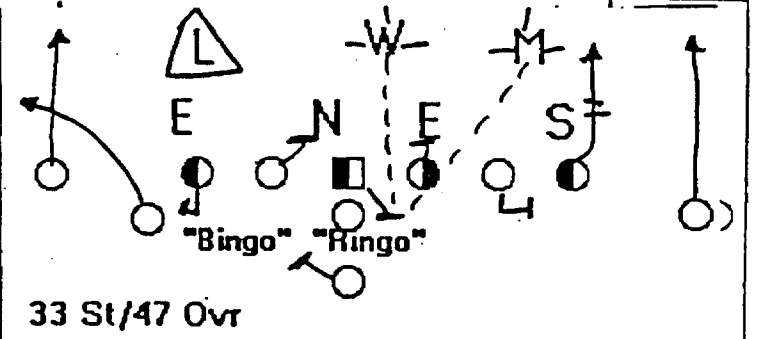
QUARTER-BACK	Dropback: Hot rule.
TAIL-BACK (2)	Release.
FULL-BACK (3)	Check base away from the call, fist
FLANKER 'Z' (4)	Pattern.
TIGHT END - 'Y'	Release: Inside tight receiver hot rule.
SPLIT END - 'X'	Pattern.
ON-SIDE TACKLE	On, outside. Vs 53 if Mike threatens the "A" gap, call "HAWK". (Alert for "Slide".)
ON-SIDE GUARD	Uncovered: Double read; Covered = On (Alert for "Area/Slide").
CENTER	On, "Area" vs 20 or 80 according to the det.; Double read if call onside or 40. (Possible "Slide".)
OFFSIDE GUARD	Base, help inside-out (Alert for "Area/Bingo" = "Slide").
OFFSIDE TACKLE	On, outside. (Possible "Bingo".)



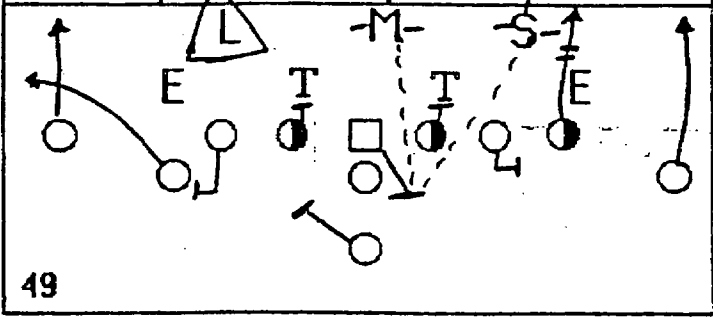
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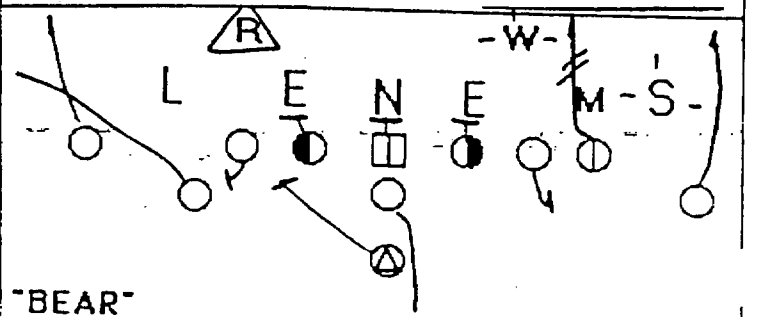
80



33 St/47 Ovr



49



"BEAR"

260-270 PROTECTION

50

50 SHADE REDUCED

QUARTER-
BACK

Dropback: Hot rule.

TAIL-
BACK (2)

Release: inside receiver hot rule.

FULL-
BACK (3)

Check base away from call, fist

FLANKER
'Z' (4)

Pattern.

TIGHT
END - 'Y'

Read release off rover, look hot if will dogs.

SPLIT
END - 'X'

Pattern.

ON-SIDE
TACKLE.

On, outside. (Alert for "Slide".)

ON-SIDE
GUARD

Uncovered, double read; covered = on.

CENTER

On, "Area" vs 20 or 80 according to def.;
Double read if call onside or 40. (Possible
"Slide".)

OFF-SIDE
GUARD

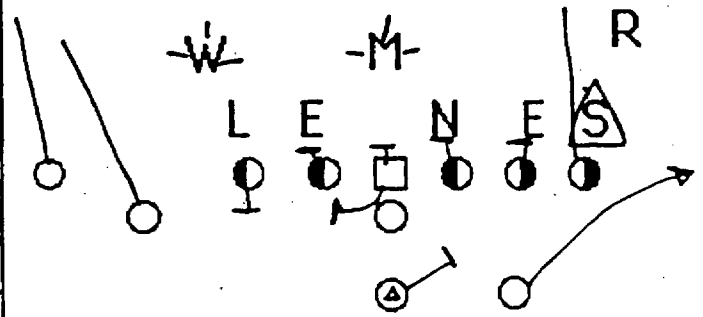
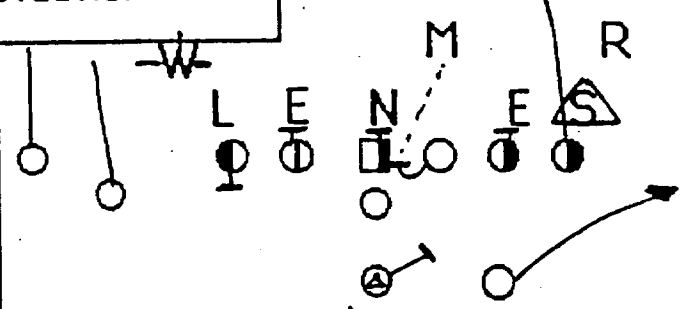
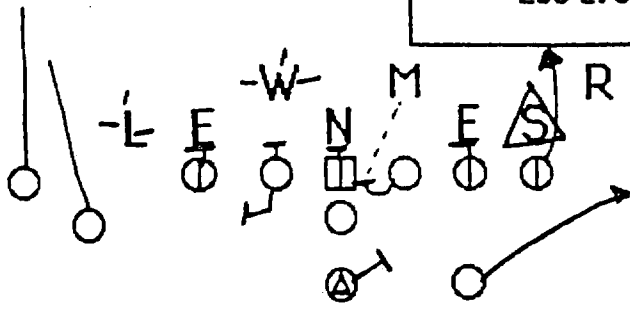
Base, help inside-out (Alert for "Area/Bingo" =
"Slide").

OFF-SIDE
TACKLE

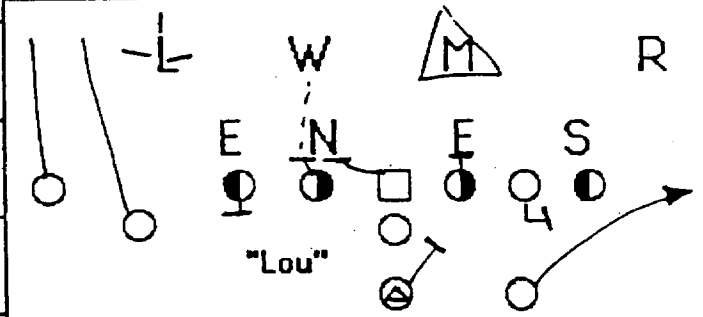
On, outside (Possible "Bingo").

49

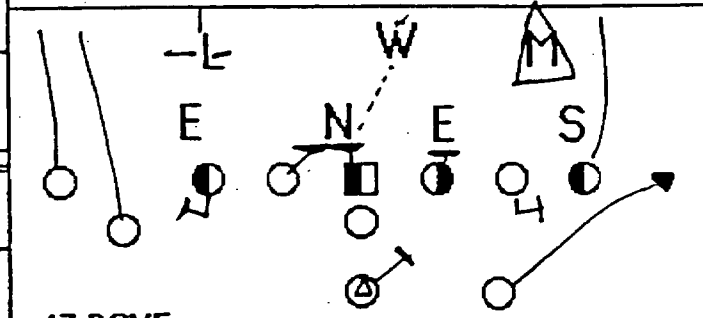
"BEAR"



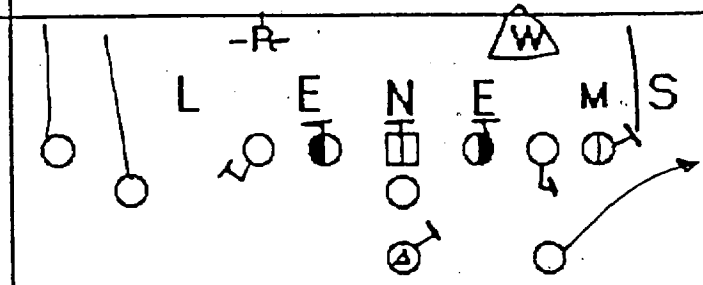
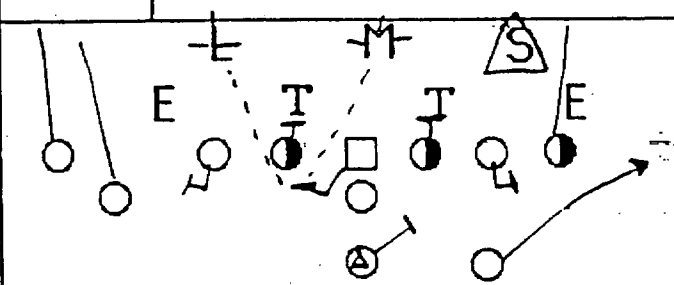
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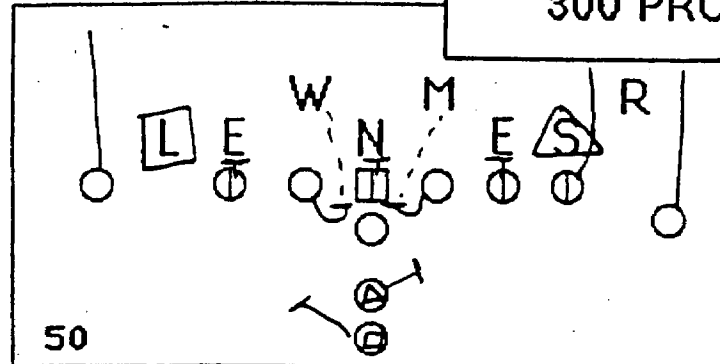
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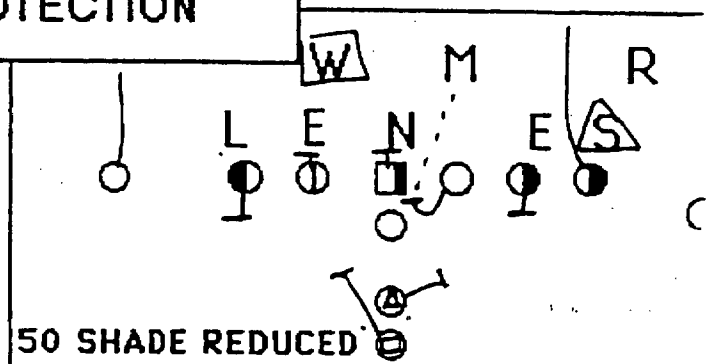
47 DOVE



300 PROTECTION

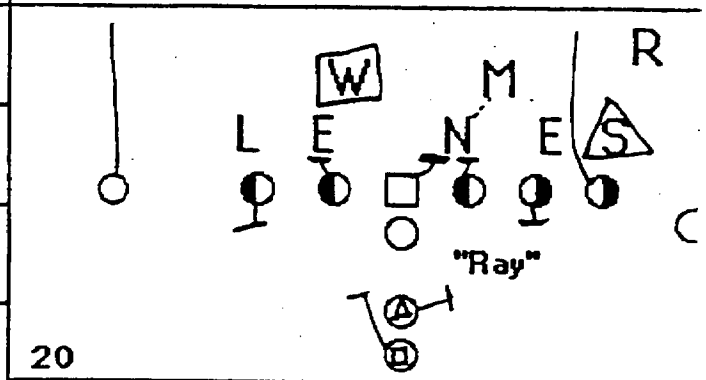


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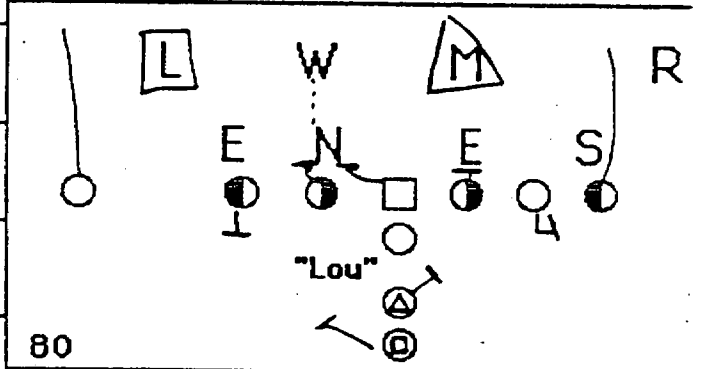


50 SHADE REDUCED

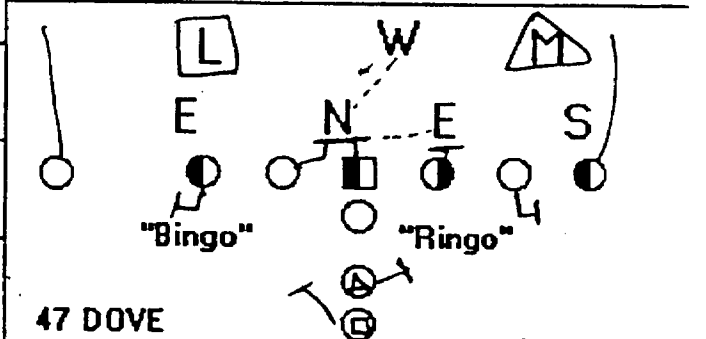
QUARTER-BACK	Dropback.
TAIL-BACK (3)	Base: Check Liz, release. (Vs. Triangle or 40: Check Will, release.)
FULL-BACK (2)	Base: Check Sam, release.
FLANKER 'Z' (4)	Pattern.
TIGHT END - 'Y'	Pattern.
SPLIT END - 'X'	Pattern.
ON-SIDE TACKLE	On, outside. (Alert for "Slide".)
ON-SIDE GUARD	Base: help inside-out (alert for "Area/Slide").
CENTER	Base: "Area" vs 20 or 80 according to the defense. (Possible "Slide".)
OFF-SIDE GUARD	Base: Help inside-out (alert for "Area/Bingo" = "Slide").
OFF-SIDE TACKLE	On, outside, (Possible "Bingo")



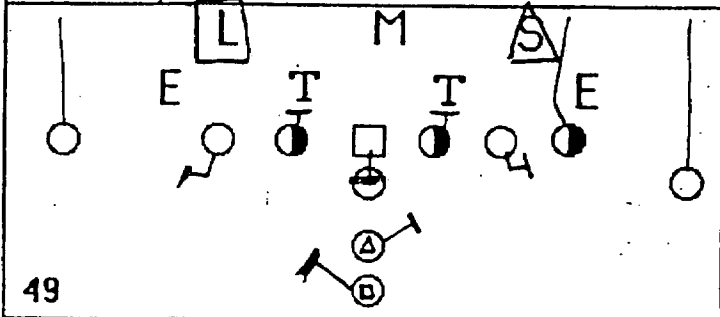
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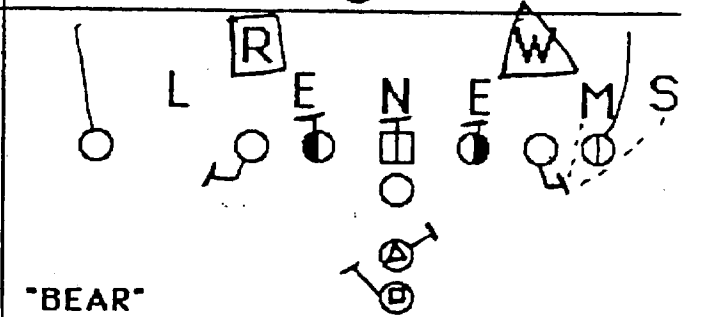
80



47 DOVE



49

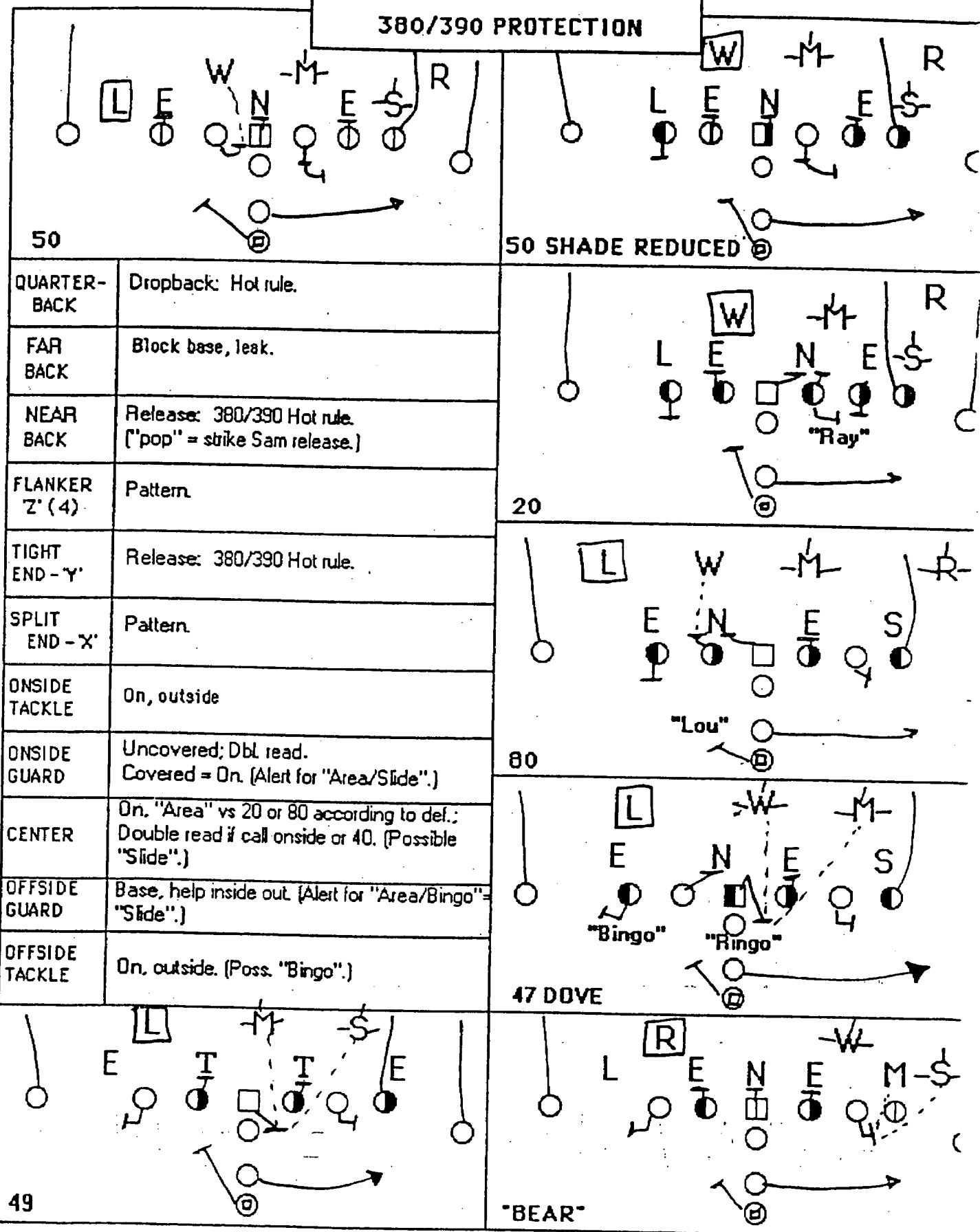


"BEAR"

300 Basic Protection

50		50 SHADE REDUCED	
QUARTER-BACK	Dropback.		
FAR BACK	Base protection - leak.		
NEAR BACK	Check ILB, release. Vs. Twenty (20)=check Sam. (Chip=strike Mike, release.)		
FLANKER 'Z' (4)	Pattern.	20	
TIGHT END - 'Y'	Pattern.		
SPLIT END - 'X'	Pattern.		
ON-SIDE TACKLE	#2 on LOS: "Okie" or "Count" vs 50 Def. (Alert for "Slide").		
ON-SIDE GUARD	#1 on LOS: "Okie" or "Count" vs 50 Def. (Alert for "Area/Slide").	80	
CENTER	Base. "Area" vs 20 or 80 according to the def. (Possible "Slide".)		
OFFSIDE GUARD	#1 on LOS: "Count" or "Okie" vs 50 Def. (Alert for "Area/Bingo" = "Slide").		
OFFSIDE TACKLE	#2 on the LOS: "Count" or "Okie" vs 50 Def. (Possible "Bingo".)	47 DOVE	
49			
		"BEAR"	

380/390 PROTECTION



QUARTER-BACK	Dropback: Hot rule.
FAR BACK	Block base, leak.
NEAR BACK	Release: 380/390 Hot rule. ("pop" = strike Sam release.)
FLANKER 'Z' (4)	Pattern.
TIGHT END - 'Y'	Release: 380/390 Hot rule.
SPLIT END - 'X'	Pattern.
ON-SIDE TACKLE	On, outside
ON-SIDE GUARD	Uncovered; Dbl. read. Covered = On. (Alert for "Area/Slide".)
CENTER	On. "Area" vs 20 or 80 according to def.; Double read if call onside or 40. (Possible "Slide".)
OFFSIDE GUARD	Base, help inside out. (Alert for "Area/Bingo" = "Side".)
OFFSIDE TACKLE	On, outside. (Poss. "Bingo".)

50

50 SHADE REDUCED

20

80

47 DOVE

49

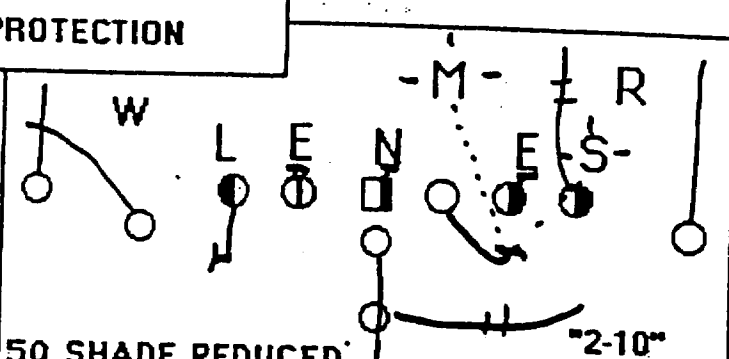
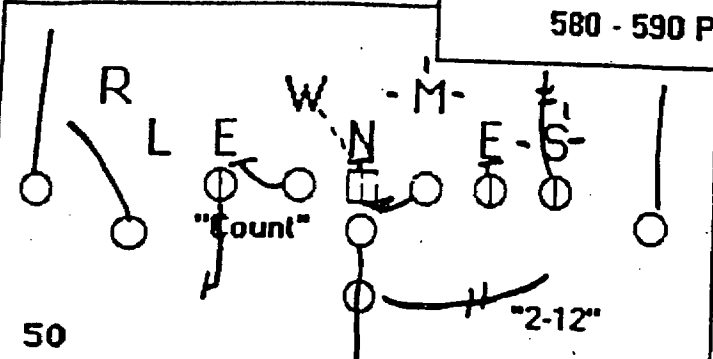
'BEAR'

Vs 50 look, if center declared nose ("Mine"), off guard must double read Will to Uz LB's.

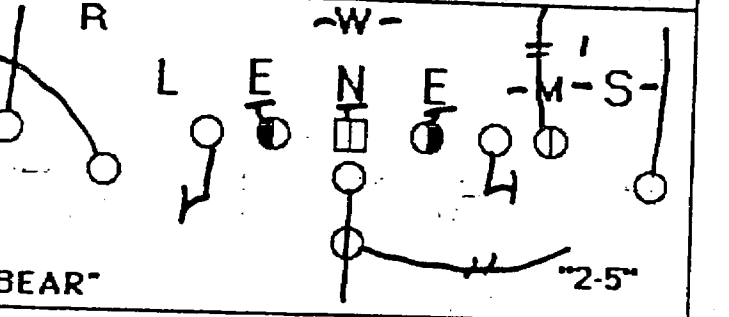
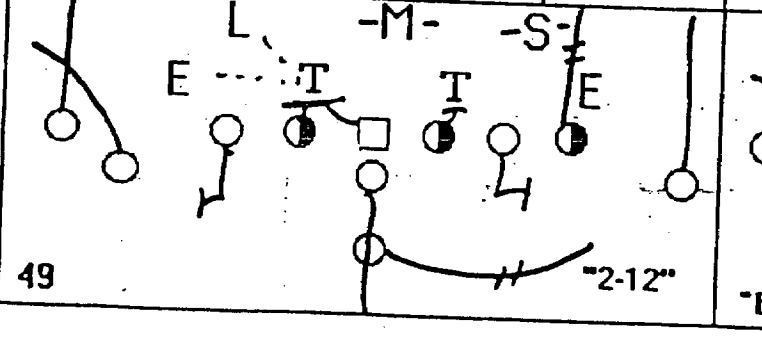
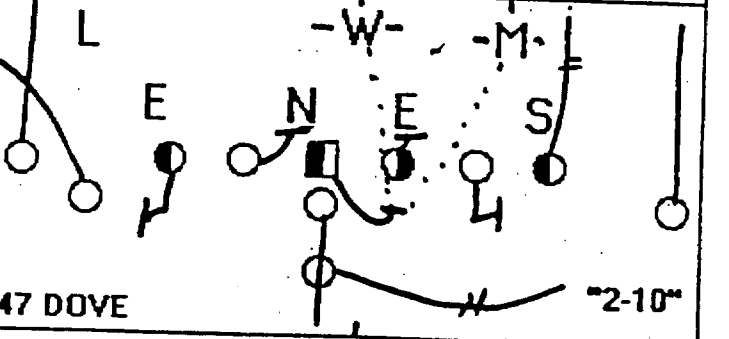
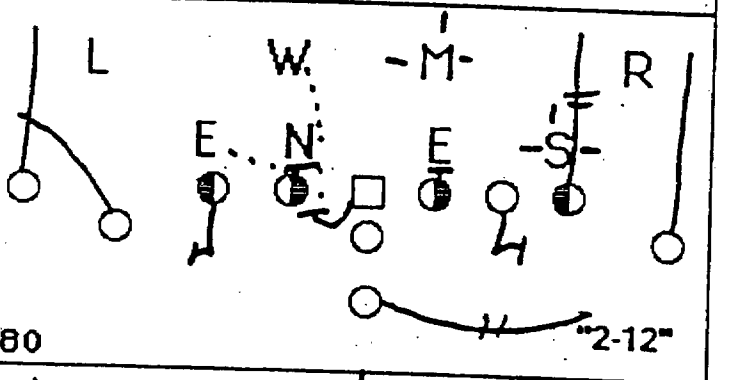
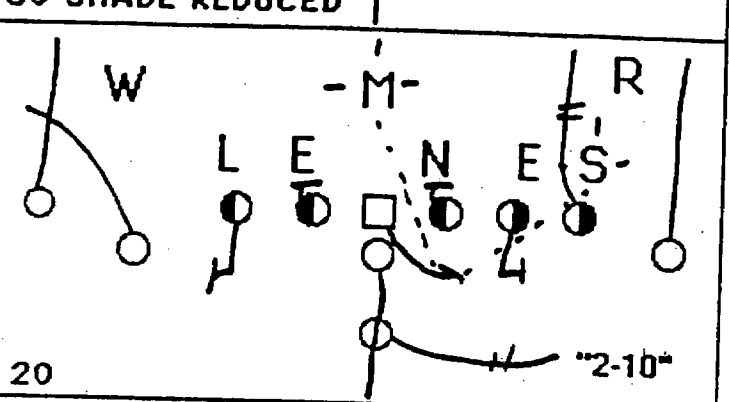
400 PROTECTION (CWM)

<p>50 CWM "2-12"</p>	<p>50 SHADE REDUCED CWM "2-12"</p>
<p>QUARTER-BACK CWM turn line. 12="Lucky"; 13="Ringo". Dropback: Hot rule. Check to drop end or away from 3 Tech.</p>	<p>20 CWM "2-12"</p>
<p>TAIL- (R) BACK (2) Pattern, alert for 4x adjustment.</p>	<p>80 CWM "2-13"</p>
<p>FULL-BACK (3) Check ILB to OLB (Rock = Check Mike to Rover).</p>	<p>47 DOVE CWM "2-13"</p>
<p>FLANKER 'Z' (4) Pattern.</p>	<p>"BEAR" CWM "2-13"</p>
<p>TIGHT END - 'Y' Onside release: Inside tight receiver hot rule. Offside: check #4, release.</p>	<p>49 CWM "2-13"</p>
<p>SPLIT END - 'X' Pattern.</p>	<p>49 CWM "2-13"</p>
<p>ONSIDE TACKLE On, inside, outside. (Alert for "3 [Gap]").</p>	<p>49 CWM "2-13"</p>
<p>ONSIDE GUARD On, offside area ("Lucky/Ringo") (Poss. "3 [Gap]"; alert for "Base".)</p>	<p>49 CWM "2-13"</p>
<p>CENTER Offside area ("Lucky/Ringo") (Possible "Base"). Alert for "Center Okie" vs 40.</p>	<p>49 CWM "2-13"</p>
<p>OFFSIDE GUARD Offside area ("Lucky/Ringo") "Count/Okie" vs 40 or 50 ("Bingo" = "Base").</p>	<p>49 CWM "2-13"</p>
<p>OFFSIDE TACKLE Block end man on LOS ("Lucky/Ringo") "Count"/"Okie" vs 40 or 50. (Possible "Bingo".)</p>	<p>49 CWM "2-13"</p>

580 - 590 PROTECTION



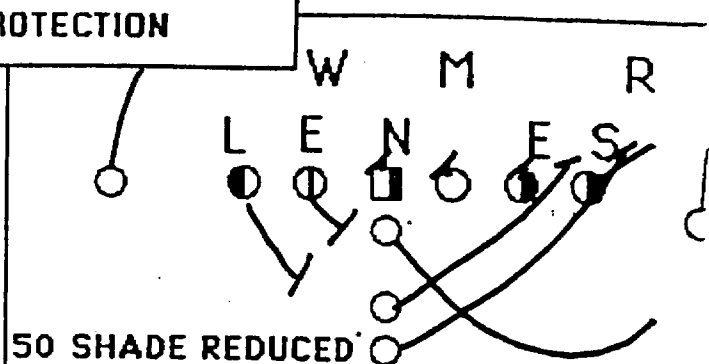
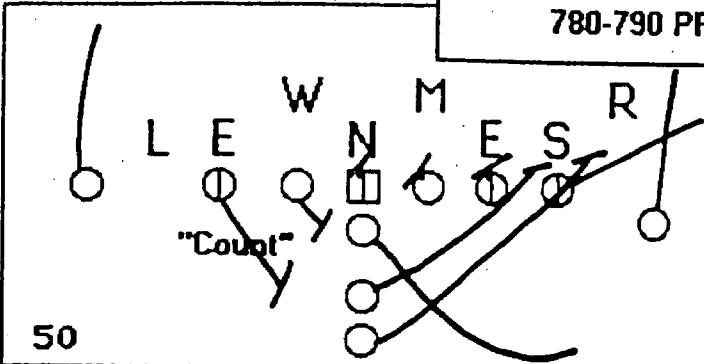
QUARTER-BACK	CWM determine 3x. Slide into 3x (12-13). Base vs 2x (10). Hot rule. 5 Down vs 53 Eagle/Bear (5)
R or H (2)	Quick out.
FULL-BACK (3)	Release; Hot outside by call and route.
FLANKER 'Z' (4)	Pattern
TIGHT END - 'Y'	Release; Hot outside by call and route.
SPLIT END - 'X'	Sit.
ON-SIDE TACKLE	On, inside, outside (12/13). On, outside (10/5).
ON-SIDE GUARD	On, offside area (12/13) or On, DBL read (10). Base (5).
CENTER	Offside area (12/13) or On, DBL read (10). On (5).
OFFSIDE GUARD	Offside area (12/13) or Base (10/5).
OFFSIDE TACKLE	End man on LOS "Count/Okie" vs 50 or 40 (12/13). On, outside (10/5).



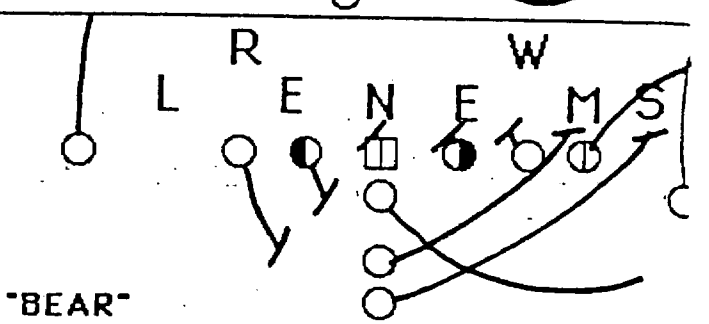
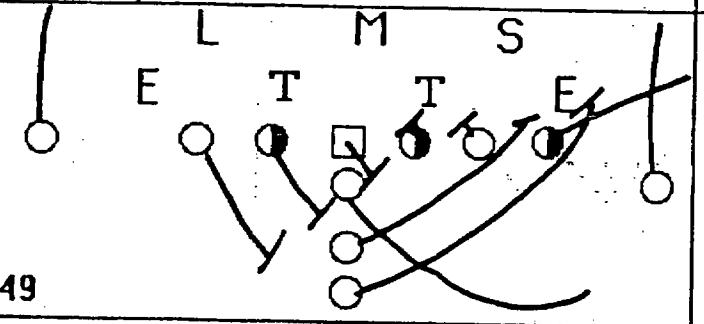
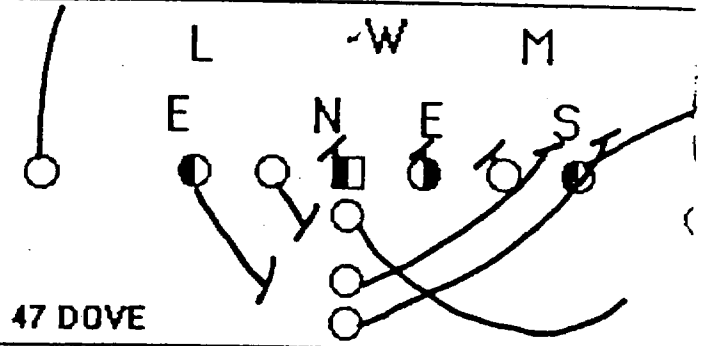
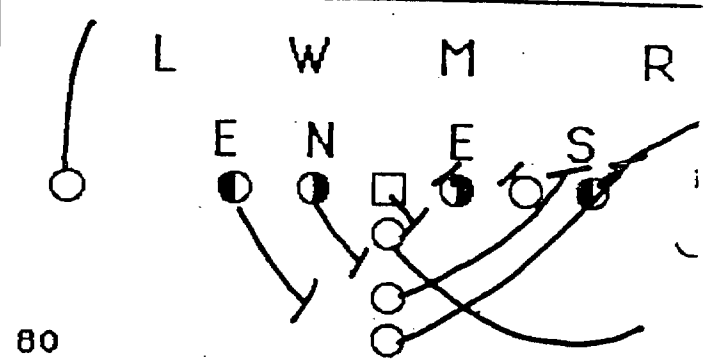
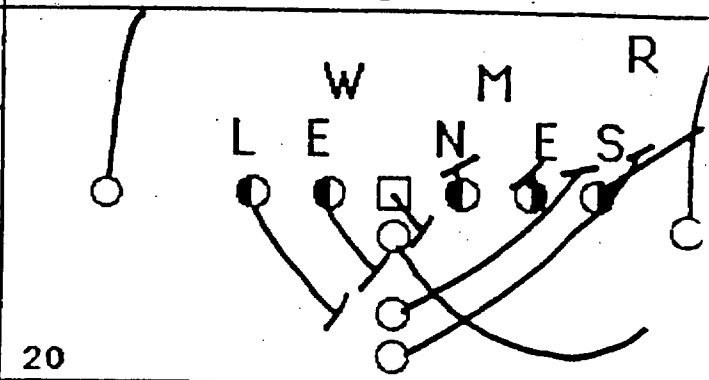
560 -570 PROTECTION

<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>CWM determine 3x. Slide into 3x (12-13). Base vs 2x (10). Hot rule. 5 Down vs 53 Eagle/Bear (5)</p>	<p>20</p>
<p>R or H (2)</p>	<p>Pattern</p>	<p>80</p>
<p>FULL-BACK (3)</p>	<p>Release; Hot outside by call and route.</p>	<p>47 Dove</p>
<p>FLANKER 2' (4)</p>	<p>Quick out.</p>	<p>"BEAR"</p>
<p>TIGHT END - Y'</p>	<p>Release; Hot outside by call and route.</p>	<p>49</p>
<p>SPLIT END - X'</p>	<p>Sit.</p>	<p>49</p>
<p>ON-SIDE TACKLE</p>	<p>On, inside, outside (12/13). On, outside (10/5).</p>	<p>49</p>
<p>ON-SIDE GUARD</p>	<p>On, offside area (12/13) or On, DBL read (10). Base (5).</p>	<p>49</p>
<p>CENTER</p>	<p>Offside area (12/13) or On, DBL read (10). On (5).</p>	<p>49</p>
<p>OFFSIDE GUARD</p>	<p>Offside area (12/13) or Base (10/5).</p>	<p>49</p>
<p>OFFSIDE TACKLE</p>	<p>End man on LOS "Count/Okie" vs 50 or 40 (12/13). On, outside (10/5).</p>	<p>49</p>

780-790 PROTECTION



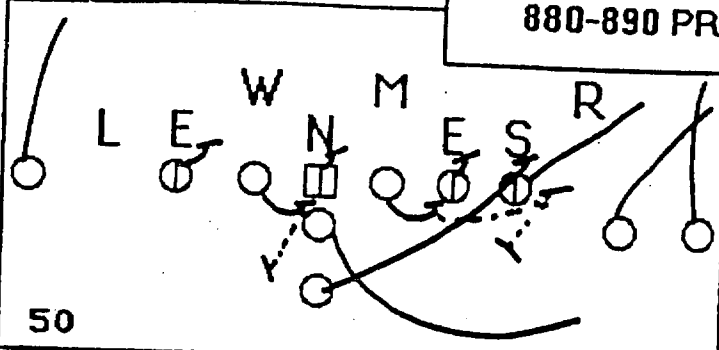
QUARTER-BACK	Key blitz, half roll onside; pass 1st run 2nd. (May pull up.)
NEAR BACK (2)	Aim at 'C' gap block 1st man head up to outside of the on tackle.
FAR BACK (3)	Aim at 'D' gap block 2nd man head up to outside of the on tackle.
FLANKER 'Z' (4)	Wall
TIGHT END - 'Y'	Arrow
SPLIT END - 'X'	Shoot.
ON-SIDE TACKLE	Offside area "Lucky/Ringo"
ON-SIDE GUARD	Offside area "Lucky/Ringo"
CENTER	Offside area "Lucky/Ringo"
OFF-SIDE GUARD	Offside area "Lucky/Ringo". "Count" vs 50.
OFF-SIDE TACKLE	End man on the L.O.S. "Count" vs 50.



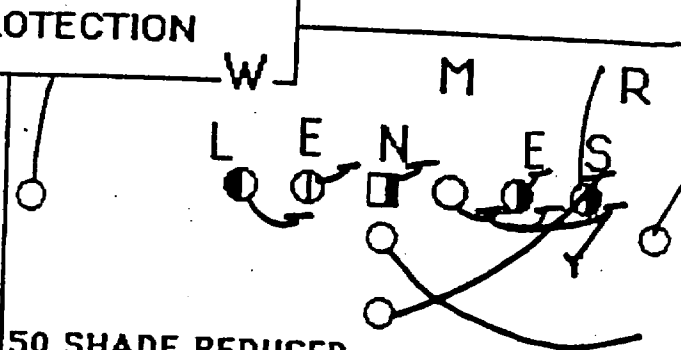
740-750 PROTECTION

50		50 SHADE REDUCED	
QUARTER-BACK	Half roll onside; pass 1st, run 2nd.	20	
NEAR-BACK (2)	Pattern	80	
FAR BACK (3)	Log/cut end man on L.O.S. or scraping LBer.	47 DOVE	
FLANKER 'Z' (4)	Pattern.	"BEAR"	
TIGHT END - 'Y'	Offside area. Poss. "Base" call vs. "Ruff or "Rogue".		
SPLIT END - 'X'	Pattern.		
ONSIDE TACKLE	Offside area (Lucky/Ringo).		
ONSIDE GUARD	Offside area (Lucky/Ringo).		
CENTER	Offside area (Lucky/Ringo).		
OFFSIDE GUARD	Offside area (Lucky/Ringo). "Count" vs 50.		
OFFSIDE TACKLE	Block end man on LOS. (Lucky/Ringo). "Count" vs 50.		
49			

880-890 PROTECTION



50



50 SHADE REDUCED

QUARTER-BACK Sprint to outside; pass 1st, run 2nd

TAIL (R) BACK (2) Pattern.

FULL BACK (3) Block contain.

FLANKER 'Z' (4) Pattern.

Tight End - 'Y' Easy release, pattern.

SPLIT END - 'X' Pattern.

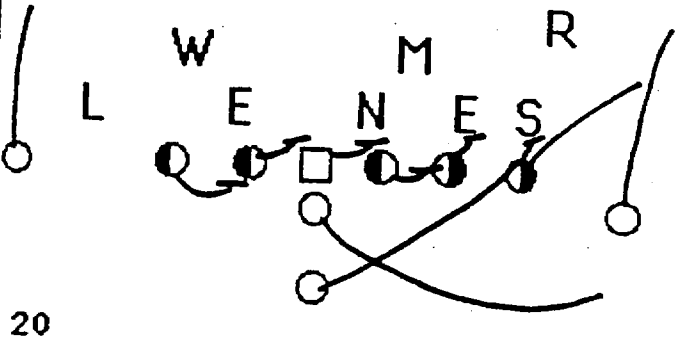
ON-SIDE TACKLE Onside gap. (Poss. 700 call)

ON-SIDE GUARD Onside gap; hinge, side. (Alert for 700 call)

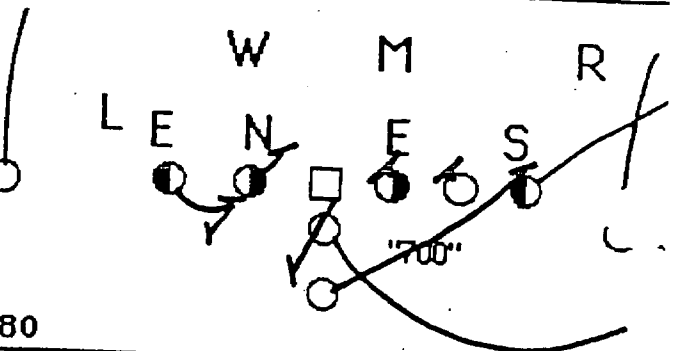
CENTER Onside gap; hinge, pick. (Alert for 700 call)

OFF-SIDE GUARD Onside gap; hinge, pick.

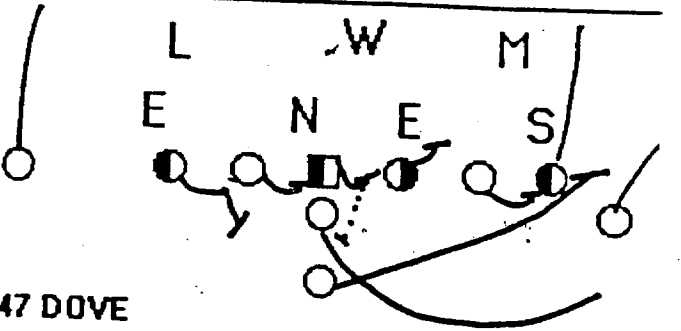
OFF-SIDE TACKLE Onside gap; hinge, pick.



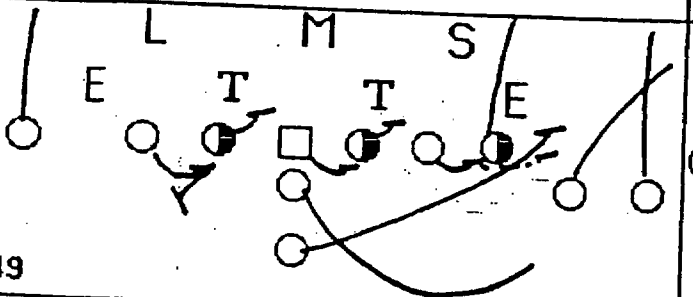
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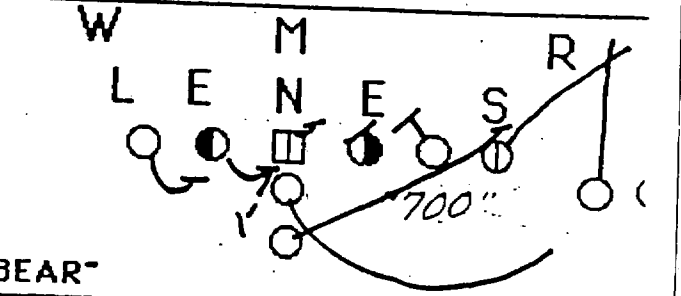
80



47 DOVE

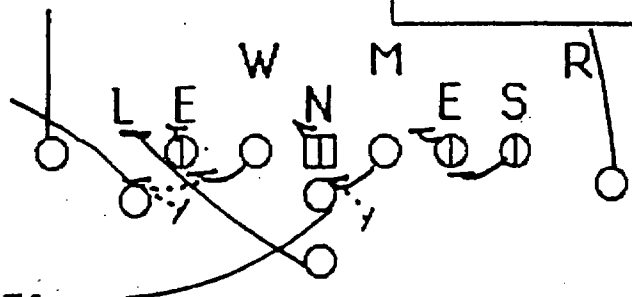
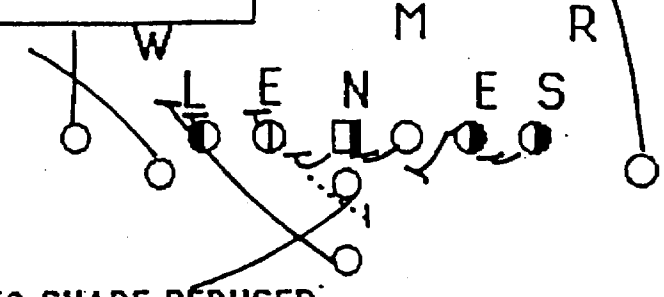
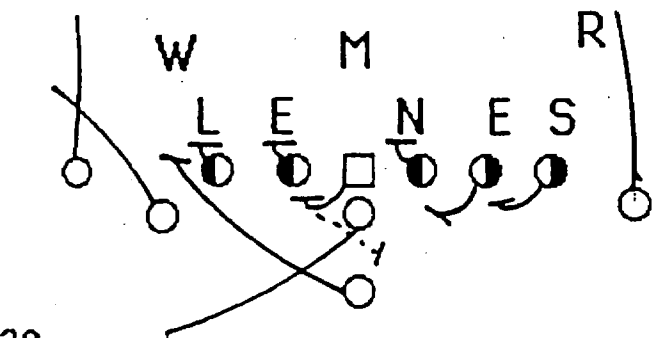
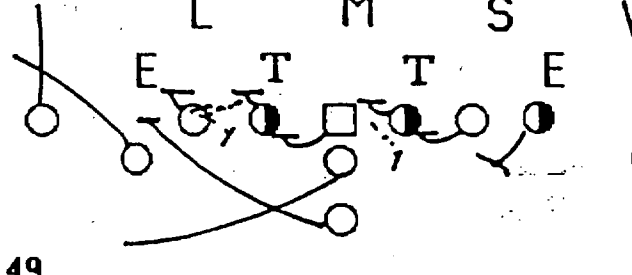
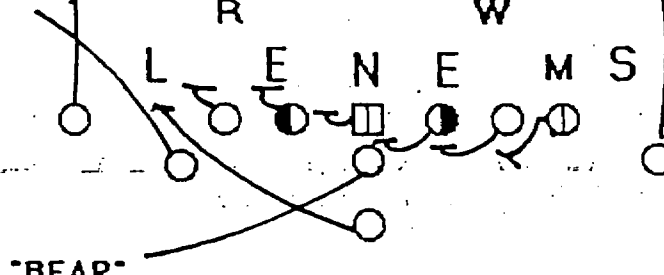


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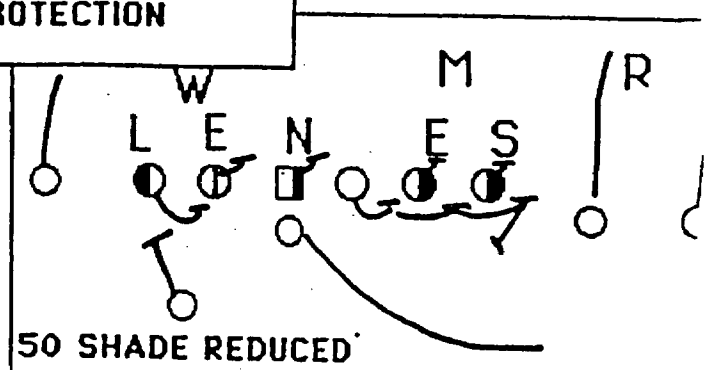
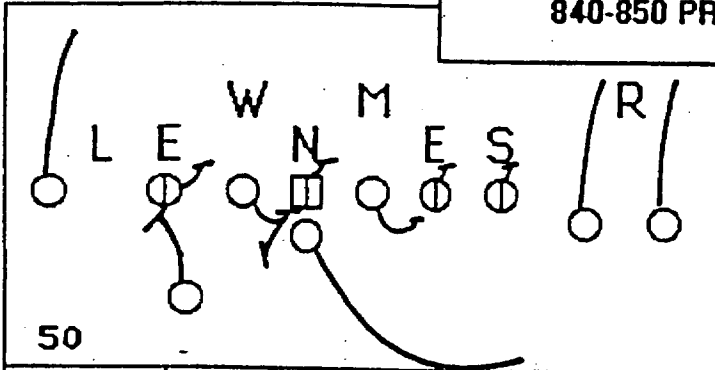


"BEAR"

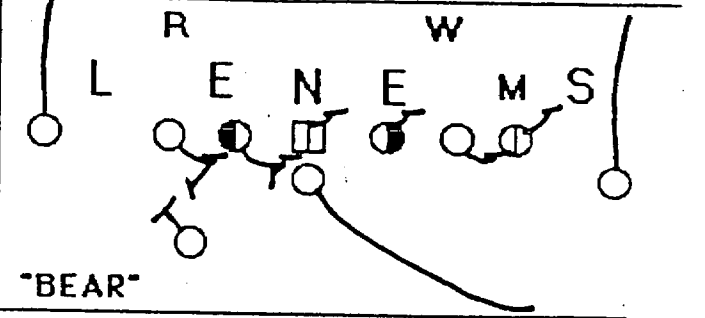
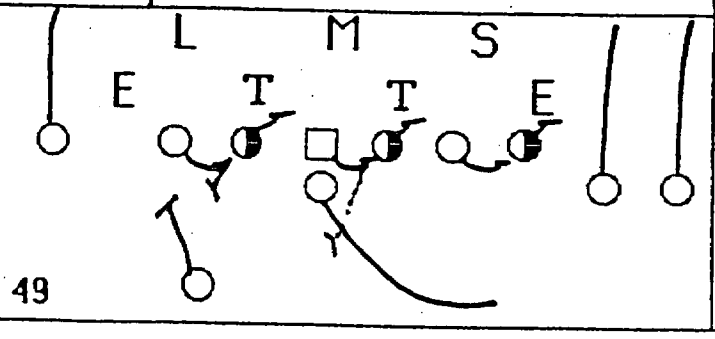
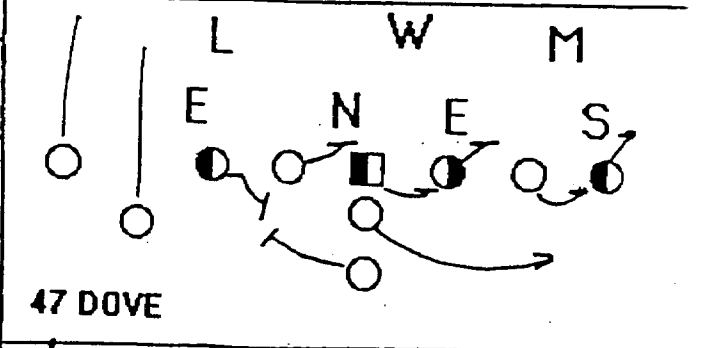
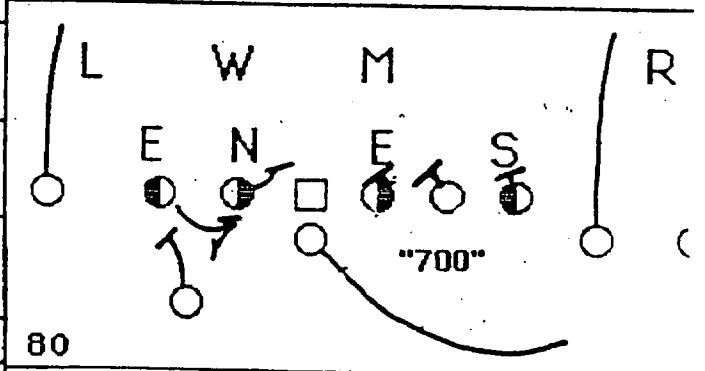
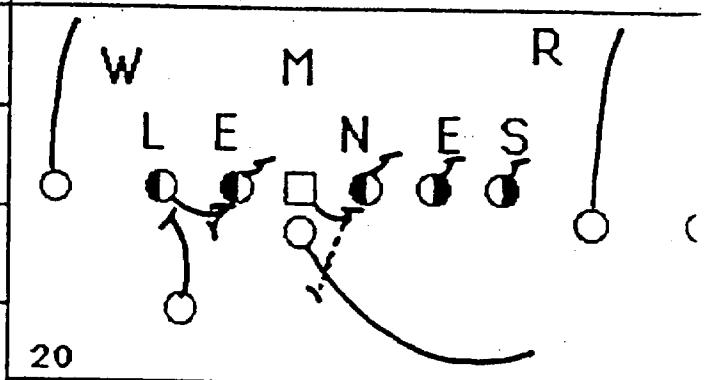
860-870 PROTECTION

 <p>50</p>	 <p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p>	 <p>20</p>
<p>TAIL (R) BACK (2)</p>	<p>Sprint to outside; pass 1st. run 2nd.</p>
<p>FULL-BACK (3)</p>	<p>Pattern.</p>
<p>FLANKER 'Z' (4)</p>	<p>Block contain.</p>
<p>TIGHT END - 'Y'</p>	<p>Pattern.</p>
<p>SPLIT END - 'X'</p>	<p>Onside gap; hinge.</p>
<p>ON-SIDE TACKLE</p>	<p>Pattern.</p>
<p>ON-SIDE GUARD</p>	<p>Onside gap. (Possible 600/700 call)</p>
<p>CENTER</p>	<p>Onside gap: hinge, slide. (Alert for 600/700 call)</p>
<p>OFF-SIDE GUARD</p>	<p>Onside gap: hinge, pick. (Poss. "Declared"; alert for 600/700 call)</p>
<p>OFF-SIDE TACKLE</p>	<p>Onside gap: hinge. (Alert for "Declared".)</p>
 <p>49</p>	 <p>47 DOVE</p>
<p>"BEAR"</p>	<p>"BEAR"</p>

840-850 PROTECTION



QUARTER-BACK	Sprint to outside; pass 1st, run 2nd.
TAIL- (R) BACK (2)	Pattern.
FULL-BACK (3)	Block offside.
FLANKER Z' (4)	Pattern.
TIGHT END - Y'	Onside gap. (Alert for "700".)
SPLIT END - X'	Pattern.
ON-SIDE TACKLE	Onside gap; hinge, slide. (Alert for 700 call.)
ON-SIDE GUARD	Onside gap; hinge, pick. (Poss. "Declared"; alert for 700 call.)
CENTER	Onside gap; hinge, pick. (Poss. "Declared"; alert for 700 call.)
OFF-SIDE GUARD	Onside gap; hinge, pick. (Possible alert for "Declared".)
OFF-SIDE TACKLE	Onside gap; hinge. (Alert for "Declared".)



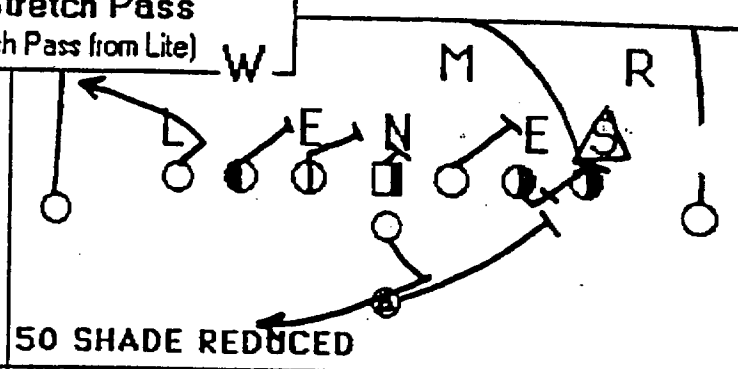
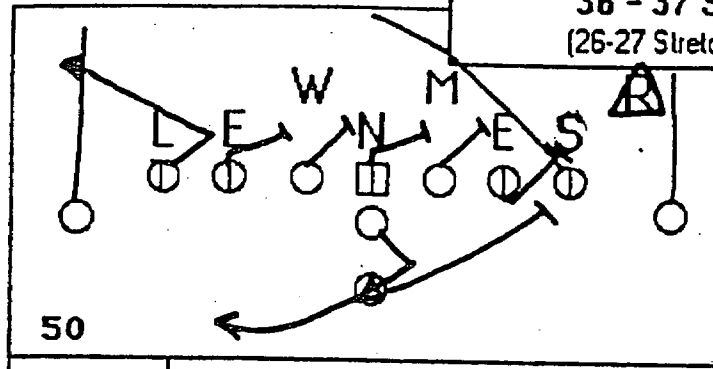
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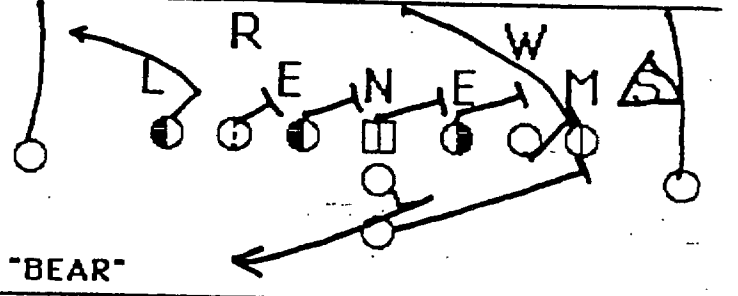
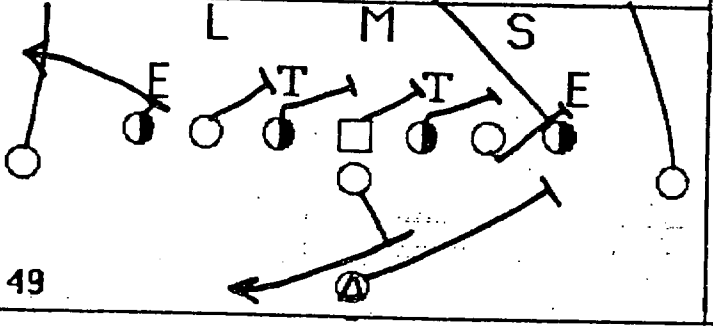
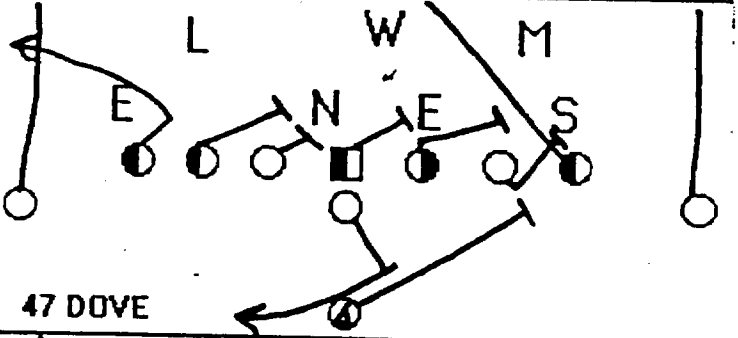
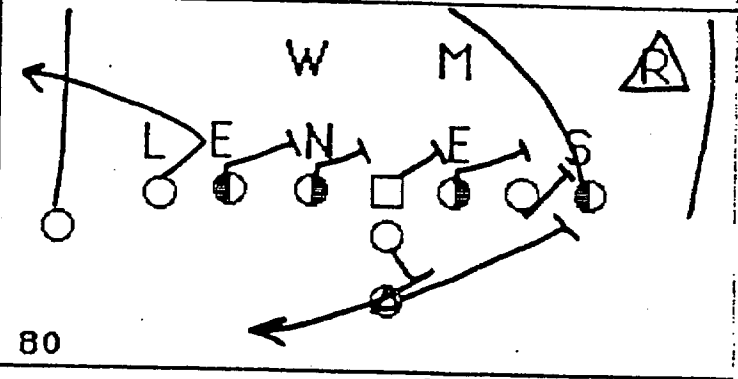
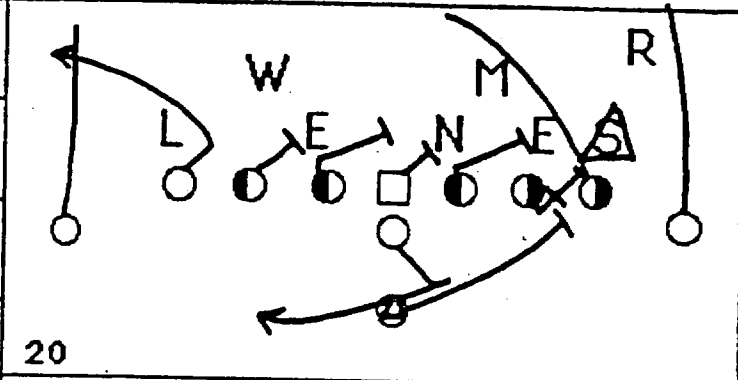
PLAY ACTION

PROTECTION

36 - 37 Stretch Pass
(26-27 Stretch Pass from Lite)

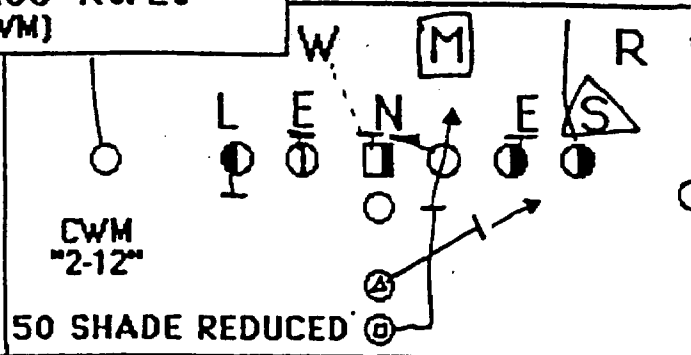
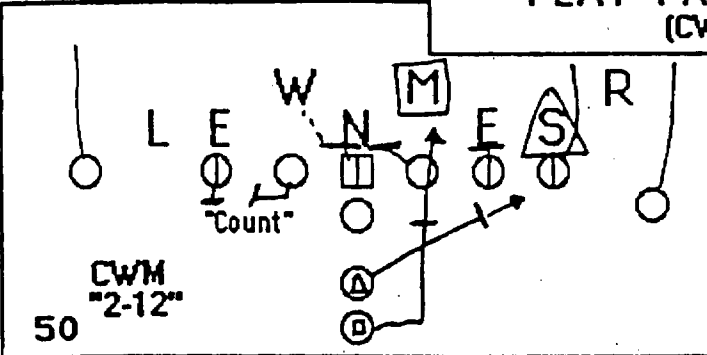


QUARTER-BACK	Open step, fake stretch, boot.
TAIL-BACK	Fake stretch, block
ACE, FB, H-BACK	Slam, outside defender on LOS, run flat. Away = shoot.
FLANKER 'Z' (4)	Pole.
TIGHT END - 'Y'	Away = Shoot (inside release) To 'Y' = flat.
SPLIT END - 'X'	Outside streak
ON-SIDE TACKLE	Sell stretch away. Don't go downfield. Be aggressive.
ON-SIDE GUARD	Sell stretch away. Don't go downfield. Be aggressive.
CENTER	Sell stretch away. Don't go downfield. Be aggressive.
OFF-SIDE GUARD	Sell stretch away. Don't go downfield. Be aggressive.
OFF-SIDE TACKLE	Sell stretch away. Don't go downfield. Be aggressive.

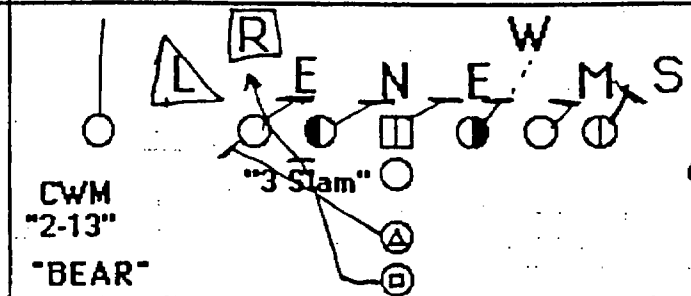
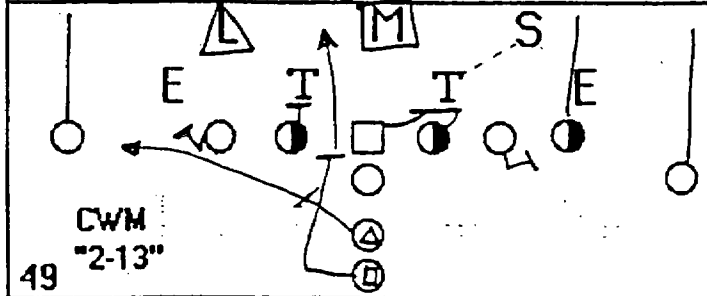
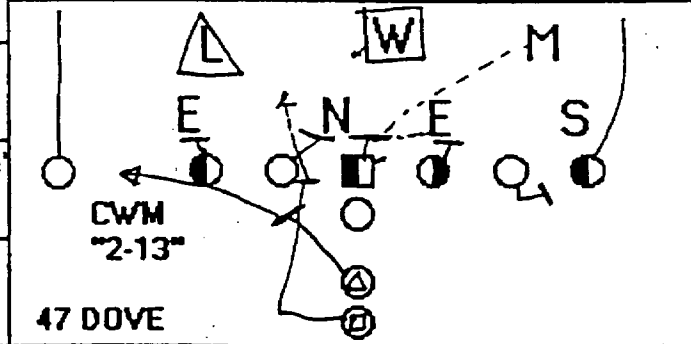
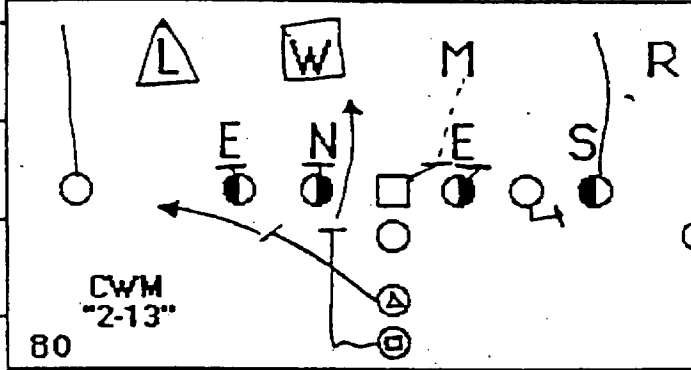
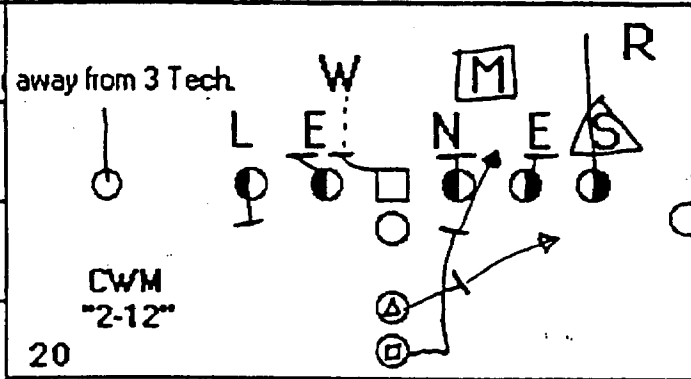


off guard must double read W/M to Lz LB's.

PLAY PASS Rt/Lt (CWM)



QUARTER-BACK	CWM-Turn line. 12=Lucky; 13=Ringo. Open at 6 o'clock; fake deep to TB, dropback. Set up behind outside guard. Check to drop end of
TAIL-BACK (2)	Fake Slice. Block 2nd LBer from outside in, leak. (Swap=Check 1LBer, drag.)
FULL-BACK (3)	Fake load. Check 1st LBer from outside in, flat. ("Swap"=release.)
FLANKER 'Z' (4)	In
TIGHT END - 'Y'	Slam, inside release, drag. ("Swap" = Block Sam, leak over ball.) To X - Check #4, flat.
SPLIT END - 'X'	Pole - blitz adjust off nickel dog in 80 Def.
ON-SIDE TACKLE	On, inside, outside, (Alert for "3" (Gap))
ON-SIDE GUARD	Angle, base "Lucky/Ringo" (Possible "3 (Gap)"; alert for "Base".)
CENTER	Offside area "Lucky/Ringo". (Possible "Base")
OFF-SIDE GUARD	Offside area ("Lucky/Ringo") "Count /Okie" vs 40 or 50 ("Bingo" = "Base").
OFF-SIDE TACKLE	Block end man on LOS ("Lucky/Ringo") "Count"/"Okie" vs 40 or 50. (Possible "Bingo".)



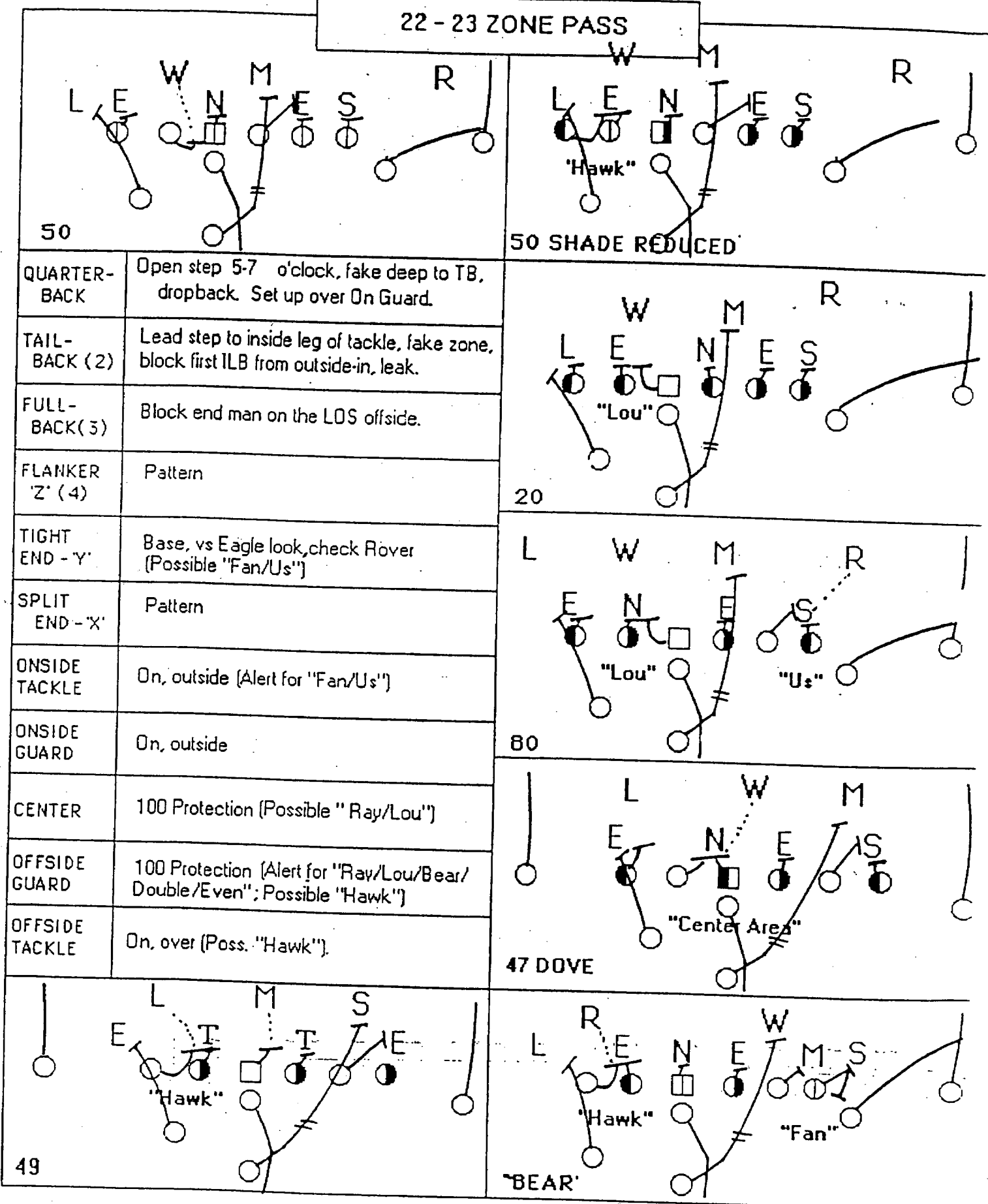
Waggle Pass R/Lt to Y

50		
QUARTERBACK	Fake counter. Attack perimeter (may pull up).	
TAILBACK (2)	Fake counter offside, protect "C" gap, outside.	
FULLBACK (3)	Release thru onside "C" gap, run flat.	
FLANKER Z (4)	Pattern.	
TIGHT END - Y	Slam, inside release.	
SPLIT END - X	Pattern.	
ON-SIDE TACKLE	On, inside, area (i.e. "Double/3"), outside. (Alert for "3 Gap".)	
ON-SIDE GUARD	On, inside area (i.e. "Oit/Double/3"). (Poss. "3 Gap"; alert for "Gap".)	
CENTER	On, angle off. (Possible "Gap/Oit/Mine".)	
OFFSIDE GUARD	Pull and log/trap. (Alert for LBer dogs on "Oit".)	
OFFSIDE TACKLE	On, inside gap, hinge.	
20		
80		
33 St/47 Ovr		
49		
"BEAR"		

WHEEL PASS RI/LI to Y

<p>50</p>	<p>50 SHADE REDUCED</p>	
<p>QUARTER-BACK</p>	<p>Fake zone. Attack perimeter (may pull up).</p>	<p>20</p>
<p>TAIL-BACK (2)</p>	<p>Fake zone offside, check "C" gap, outside.</p>	<p>80</p>
<p>ACE END</p>	<p>Onside = Slam flat Offside = Slam Shoot</p>	<p>47 DOVE</p>
<p>FLANKER 'Z' (4)</p>	<p>Pattern.</p>	<p>49</p>
<p>TIGHT END - 'Y'</p>	<p>Onside = Slam flat Offside = Slam Shoot</p>	<p>"BEAR"</p>
<p>SPLIT END - 'X'</p>	<p>Pattern.</p>	
<p>ONSIDE TACKLE</p>	<p>On, inside area [i.e. 'Double/3'] outside. (Alert for "3 Gap".)</p>	
<p>ONSIDE GUARD</p>	<p>On, inside area [i.e. 'Dit/Double/3']. (Poss "3 Gap"; alert for "Gap".)</p>	
<p>CENTER</p>	<p>On, angle off. (Possible "Gap/Dit/Mine".)</p>	
<p>OFFSIDE GUARD</p>	<p>Pull and log/trap. (Alert for LBer dogs on "Dit").</p>	
<p>OFFSIDE TACKLE</p>	<p>On, inside gap, hinge.</p>	

22 - 23 ZONE PASS



50

50 SHADE REDUCED

QUARTER-BACK Open step 5-7 o'clock, fake deep to TB, dropback. Set up over On Guard.

TAIL-BACK (2) Lead step to inside leg of tackle, fake zone, block first ILB from outside-in, leak.

FULL-BACK (3) Block end man on the LOS offside.

FLANKER 'Z' (4) Pattern

TIGHT END - 'Y' Base, vs Eagle look, check Rover (Possible "Fan/Us")

SPLIT END - 'X' Pattern

ONSIDE TACKLE On, outside (Alert for "Fan/Us")

ONSIDE GUARD On, outside

CENTER 100 Protection (Possible "Ray/Lou")

OFFSIDE GUARD 100 Protection (Alert for "Ray/Lou/Bear/Double/Even"; Possible "Hawk")

OFFSIDE TACKLE On, over (Poss. "Hawk").

20

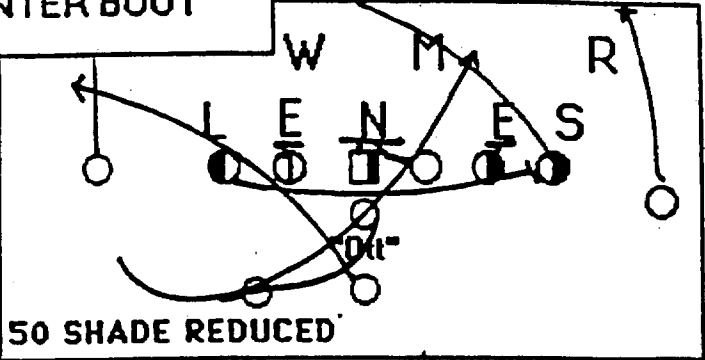
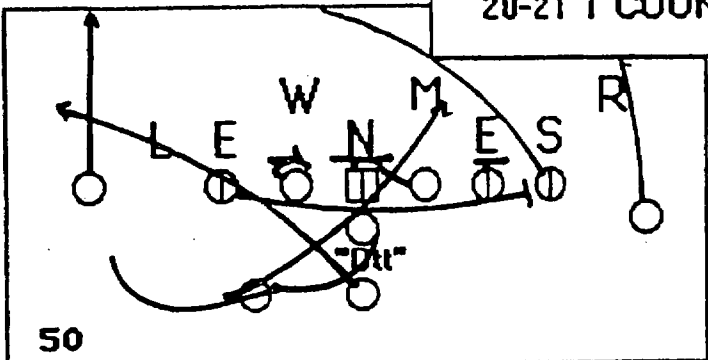
80

47 DOVE

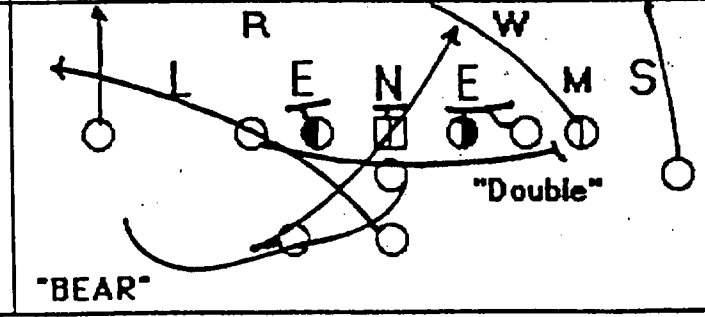
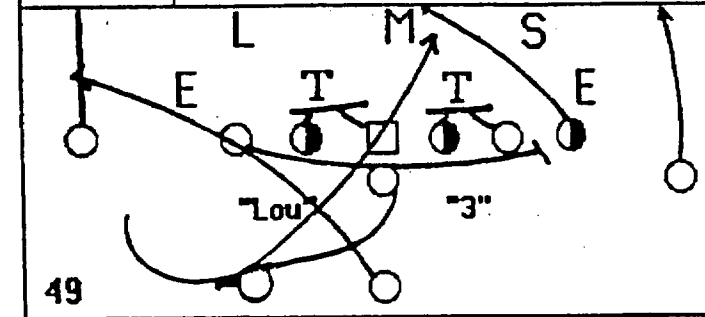
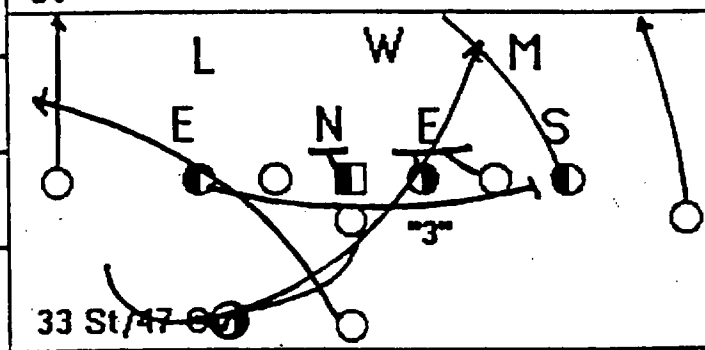
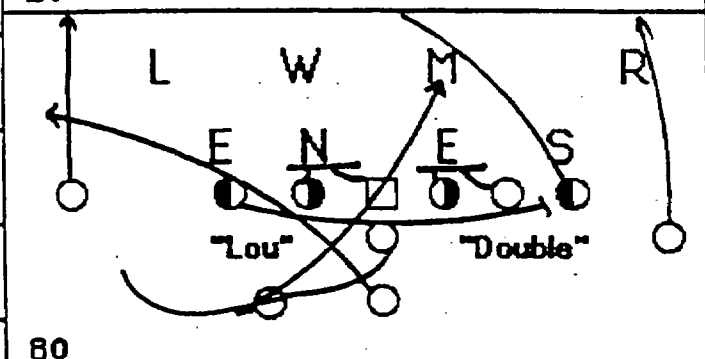
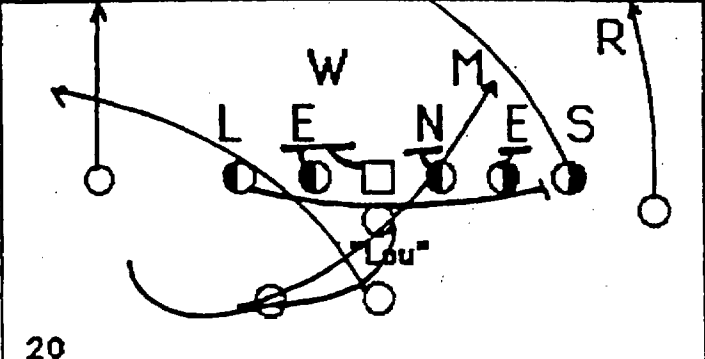
49

"BEAR"

20-21 T COUNTER BOOT

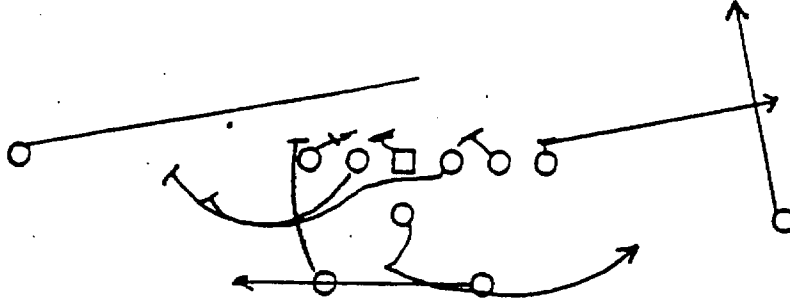


QUARTER-BACK	Reverse out, fake inside handoff to TB, boot.
TAIL-BACK (2)	Counter skip, fake tackle trap.
FULL-BACK (3)	Release thru offside 'C' gap, run flat.
FLANKER 'Z' (4)	SpRt.
TIGHT END - 'Y'	Offside: Drag. Onside: Flag.
SPLIT END - 'X'	Go.
ONSIDE TACKLE	On, inside area (Alert for "Double/Three").
ONSIDE GUARD	On, inside area (Possible "Double/Three"; alert for "Dit").
CENTER	On, offside area. (Possible "Low/Ray/Dit").
OFFSIDE GUARD	Tag-base, offside area (Alert for "Low/Ray").
OFFSIDE TACKLE	Pull and clean up.



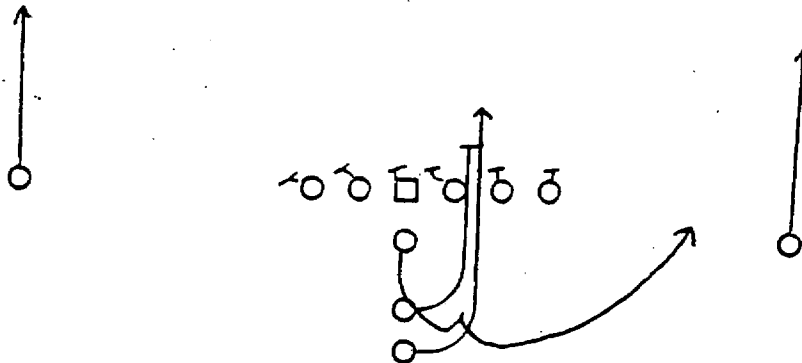
FAKE - The term means the line runs the play called and the QB will make his fake and roll out away from the fake with a pass run option. Linemen do not go downfield.

EXAMPLE: Rt. Split Fake 37 Bob, Z Take 1. Line and backs run 37 Bob.



ROLL - The term means the line runs the play called, the QB will make his fake and roll out to the side of the fake with a pass run option. Linemen do not go downfield.

EXAMPLE: 22 Slice Roll



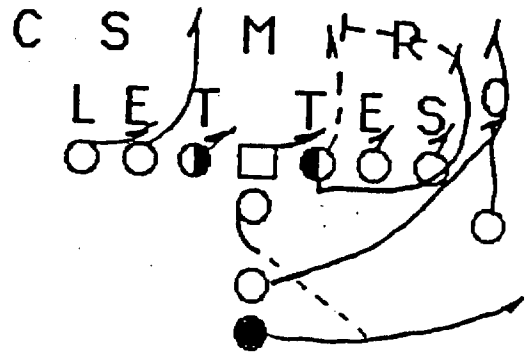
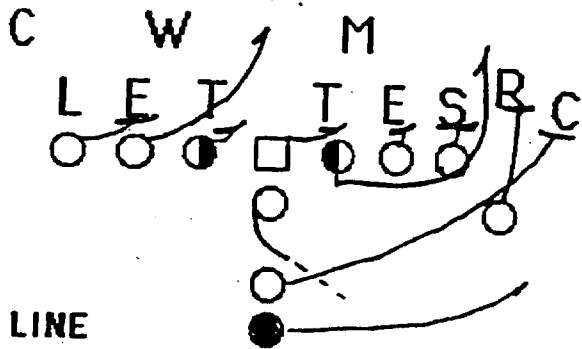
(Note: Linemen who are not pulling adjust your angles to finish with your butt to the QB. Linemen who are pulling block anyone who shows in your path. Onside tackle (away from the fake) on Fake 28-29 Bob or Fake 36-37 Bob, always secure the second rusher in from the outside; we always want to leave only one person outside for the QB to beat.)

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GOALLINE

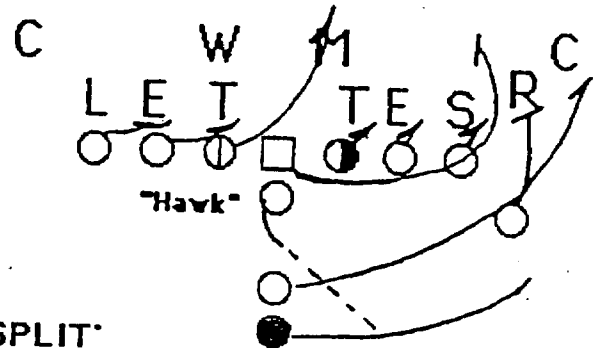
28-29 SWEEP



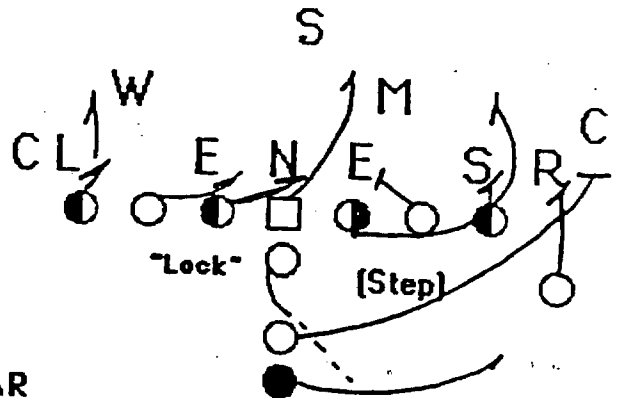
6-5

GOAL LINE

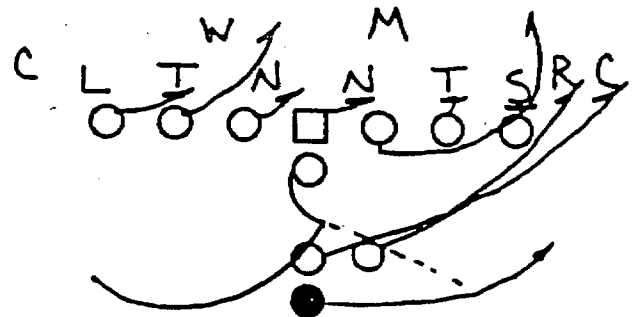
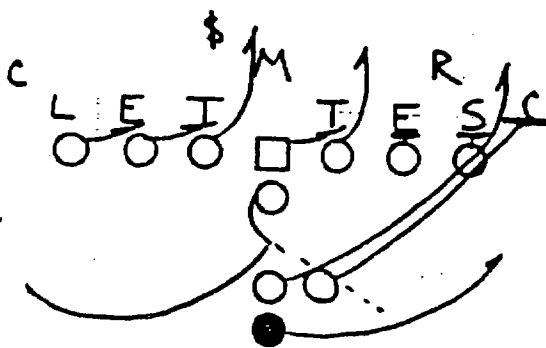
QUARTERBACK	Reverse pivot at 4 or 8 o'clock. Pitch to TB. Boot.
TAILBACK	Drop step, open to sideline. Stay on FB's outside hip. Key his block.
FULLBACK	Crossover step, aim 1 yd outside of TE and key his block to determine path to force.
WING; FLANKER 'Z'	Block force outside in. Off.-seal through "D" gap. Block corner (Motion=Block force).
'Y' END 'Y'	Seal.
'U' END 'U'	Base.
ON TACKLE	On, inside.
ON GUARD	Base, search LBer. (Alert for "Slip".)
CENTER	Lobo, Base, off LB. (Possible "Slip"; alert for "Lock").
OFF GUARD	Lobo, Base-cutoff (Possible "Hawk/Lock").
OFF TACKLE	Base-cutoff, sift (Possible "Hawk"; alert for "Lock").
COMMENTS:	FB: Block force unless Z motion inside is called or Stallion is in, then block support.



86 'SPLIT'

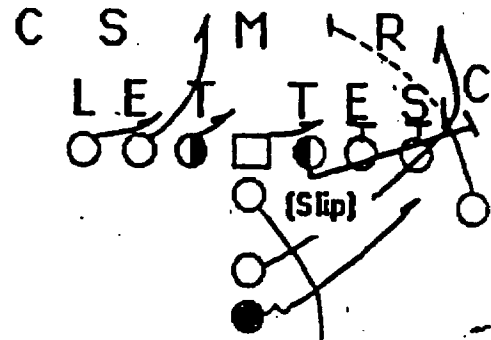
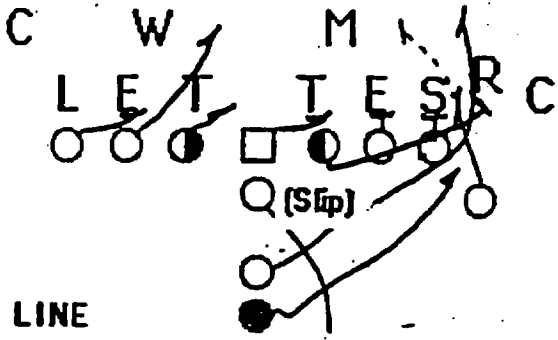


BEAR



'E' Back Block Force.

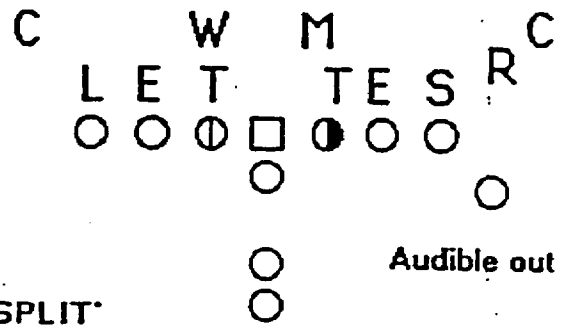
26-27 CRASH GASS



GOAL LINE

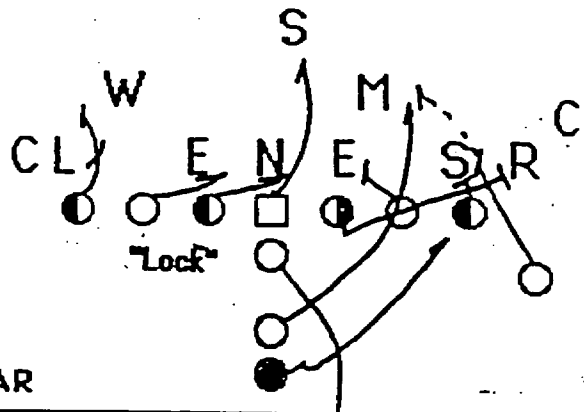
6-5

QUARTERBACK	Open at 5 or 7 o'clock, hand off to TB, dropback.
TAILBACK	Skip step square to LOS, receive handoff, run to daylight
FULLBACK	Lead step at the OT, search ILB.
WING; FLANKER 'Z'	Combo, Sam to Mike.
Y END 'Y'	Base.
U END 'U'	Seal

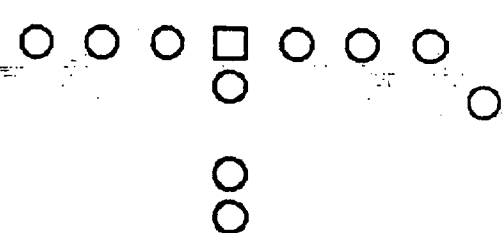
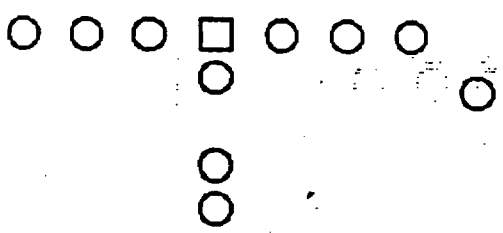


86 'SPLIT'

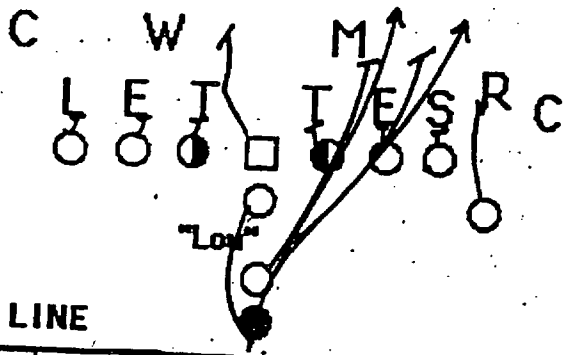
TACKLE	On, inside.
ON GUARD	Pull and kick out/log force.
CENTER	Lobo, "Slip", off LB. (Alert for "Lock".)
OFF GUARD	"Lobo", base-cutoff. (Poss. "Hawk/Lock".)
OFF TACKLE	Base, cutoff, sift. (Poss. "Hawk"; alert for "Lock".)
COMMENTS:	



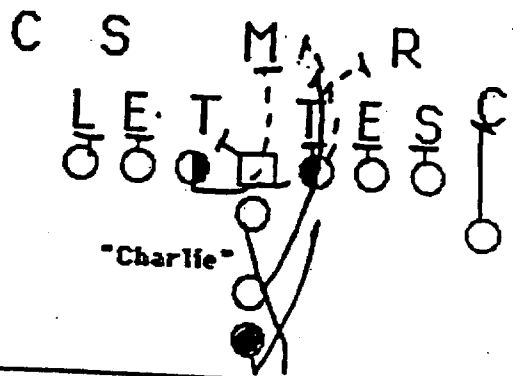
BEAR



22-23 BLAST

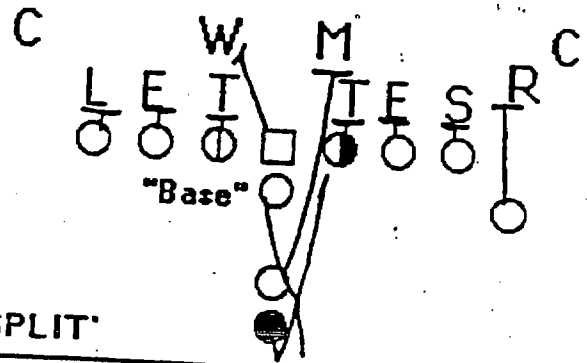


GOAL LINE

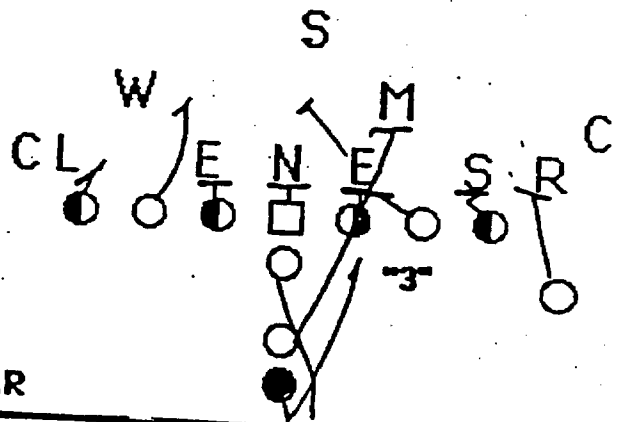


6-5

QUARTERBACK	Drop step w/onside foot, reverse pivot at 6 o'clock. Handoff deep to TB. Dropback.
TAILBACK	Drop step, then lead step at inside leg of guard. Follow FB.
FULLBACK	Lead step outside foot of DG. Key 1st DL head up/outside of G. Block 1st LB head up/outside of G.
WING; FLANKER 'Z'	Kickout force. To U-Base, cutoff. Block corner (Motion=kickout force)
Y END 'Y'	Base, cutoff.
U END 'U'	Base, cutoff
ON TACKLE	On. inside. ('Fan' vs Bear; alert for '3'.)
ON GUARD	Angle, base. (Possible '3'.)
CENTER	On. Off LBer (Possible 'Low/Ray/Charlie'.)
OFF GUARD	#1 on LOS. (Alert for 'Charlie/Low/Ray'.)
OFF TACKLE	On. over. (Possible 'Hawk'.)
COMMENTS:	Motion: Zac, Zig-Zag

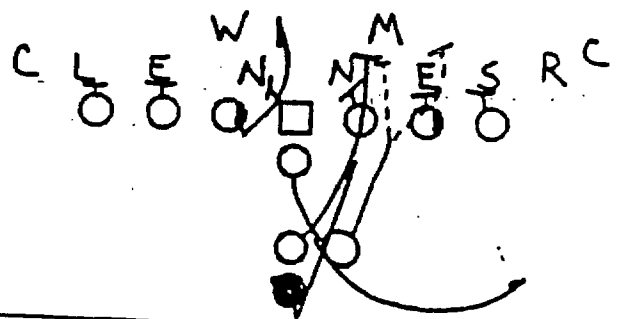
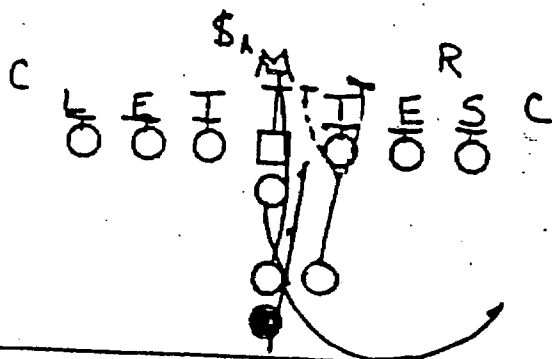


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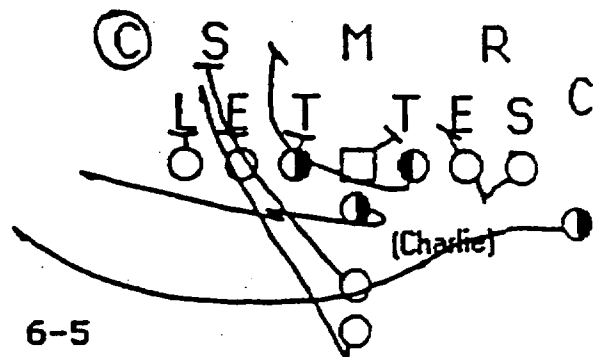
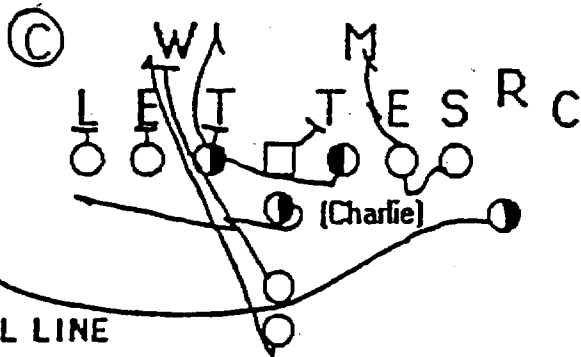


BEAR

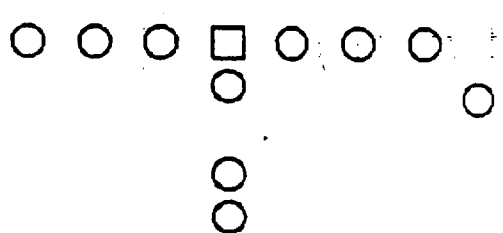
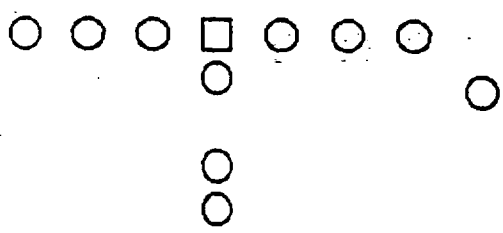
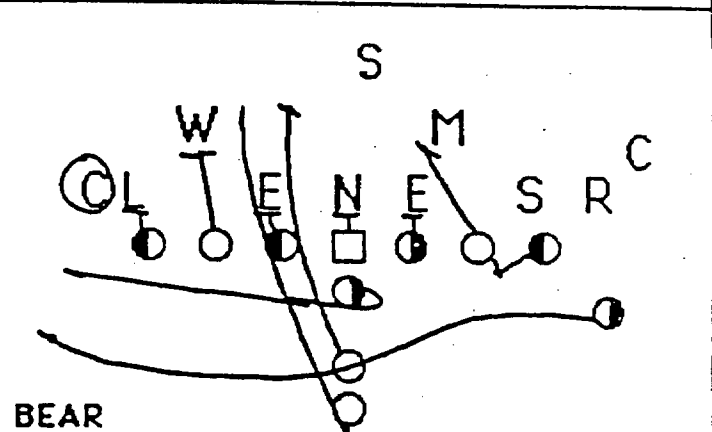
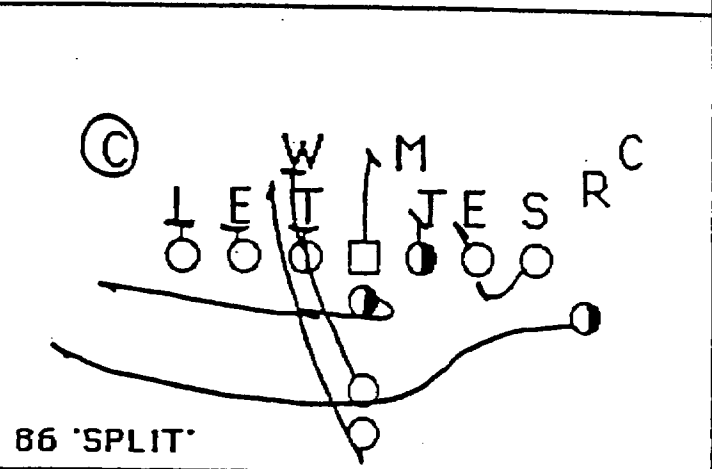
'E' Back Read On T, block Mike to Rover.



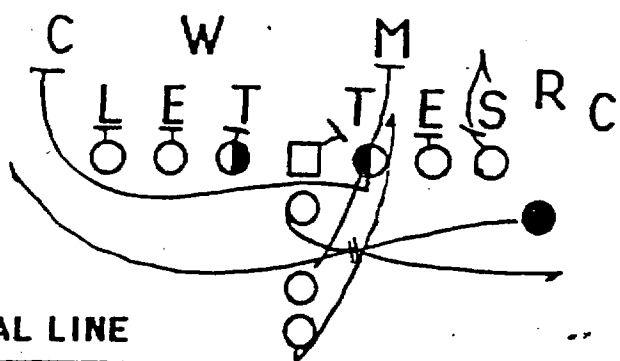
22-23 BLAST 'Z' OPTION TO 'U'



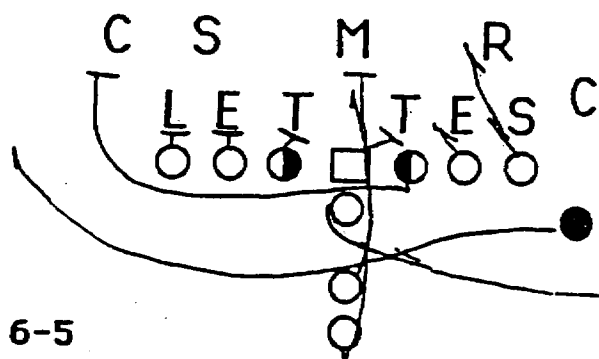
QUARTER-BACK	Reverse pivot at 6 o'clock. Fake Blast. Option corner.
TAILBACK	Fake Blast.
FULLBACK	Run Blast, block On LBer to Off LBer.
WING; FLANKER 'Z'	Ball carrier: Run option course.
'Y' END 'Y'	Base-cutoff, hinge.
'U' END 'U'	Base.
ON TACKLE	On, inside ('Fan' vs Bear; alert for '3').
ON GUARD	Angle, base (Possible '3').
CENTER	On, Off LBer (Possible 'Low/Ray/Charlie').
OFF GUARD	#1 on LOS (Alert for 'Charlie/Low/Ray').
OFF TACKLE	On, over (Possible 'Hawk').
COMMENTS:	Motion: Zac, Zig-Zag.



48-49 WAGGLE REVERSE



GOAL LINE



6-5

QUARTERBACK Reverse pivot, fake blast, handoff to Z, boot.

TAILBACK Fake Blast.

FULLBACK Fake Blast, insure "A" gap to Mike.

WING; FLANKER 'Z' Ball Carrier.

Y END 'Y' Base-cutoff, sift.

U END 'U' Base.

ON TACKLE On, over.

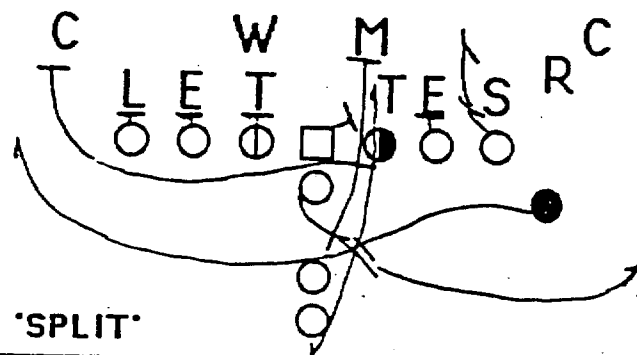
ON GUARD Base.

CENTER On, angle off.

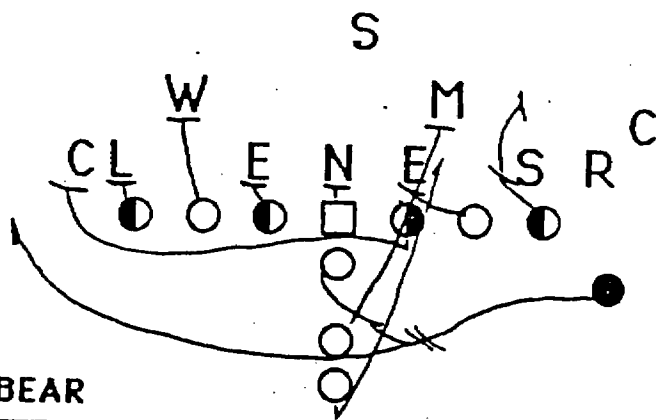
OFF GUARD Pull and block force.

OFF TACKLE Base cutoff. (Seal vs Bear)

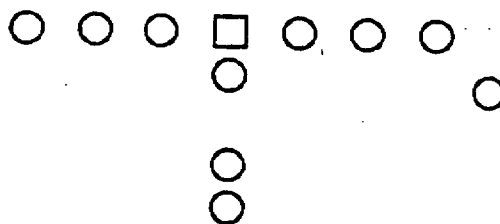
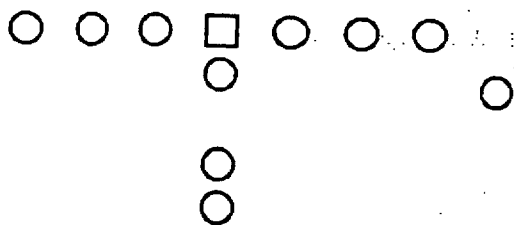
COMMENTS:



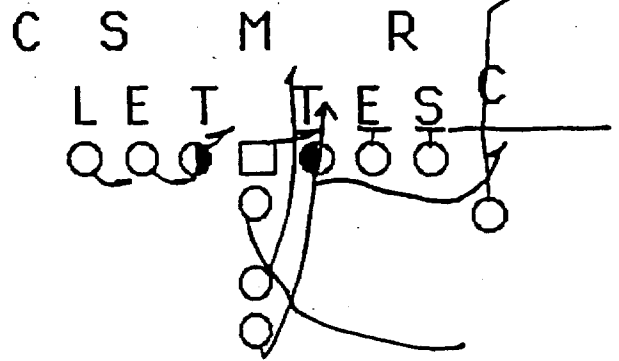
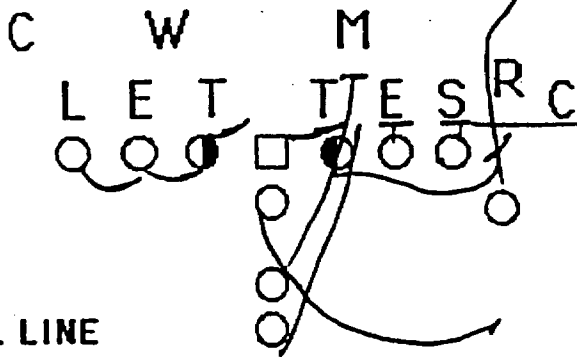
86 'SPLIT'



BEAR

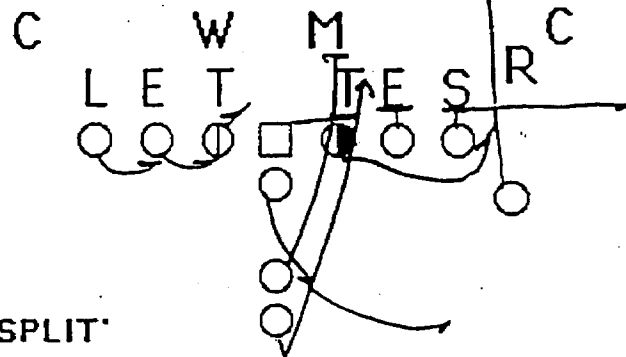


22-23 G.L. KEEP PASS R/L

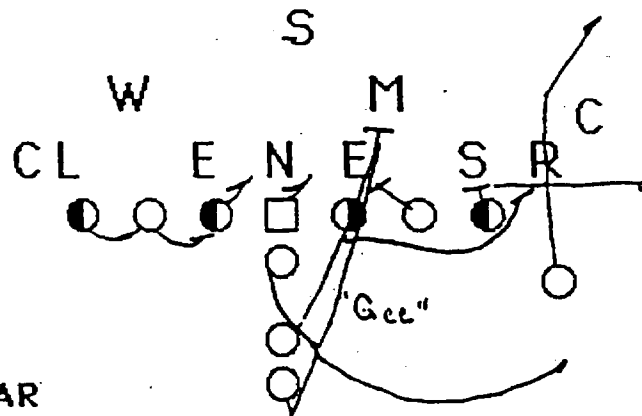


6-5

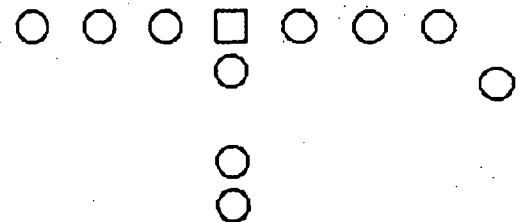
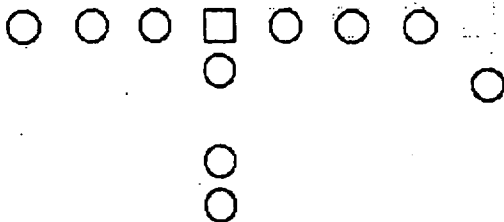
QUARTER-BACK	Fake Blast, boot or roll.
TAILBACK	Fake Blast.
FULLBACK	Run Blast.
WING; FLANKER'Z'	Onside-release thru Rover to back corner of end zone. Offside - In.
Y END 'Y'	Onside - slam release, arrow. Offside - check "On" gap, hinge..
U END 'U'	Onside-slam inside release back corner end zone. Corner on the LOS=outside release. Offside= check "On" gap, hinge.
ON TACKLE	On, inside.
ON GUARD	Pull onside and log/cut end man on LOS.
CENTER	On, over block.
OFF GUARD	Check "On" gap, hinge.
OFF TACKLE	Check "On" gap, hinge.
COMMENTS:	Can be run to fake or away.



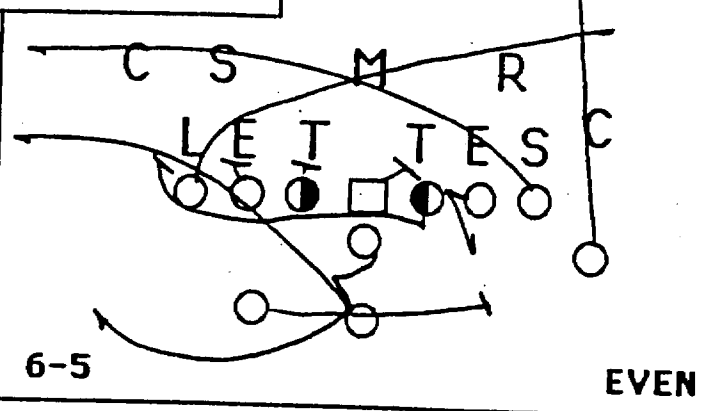
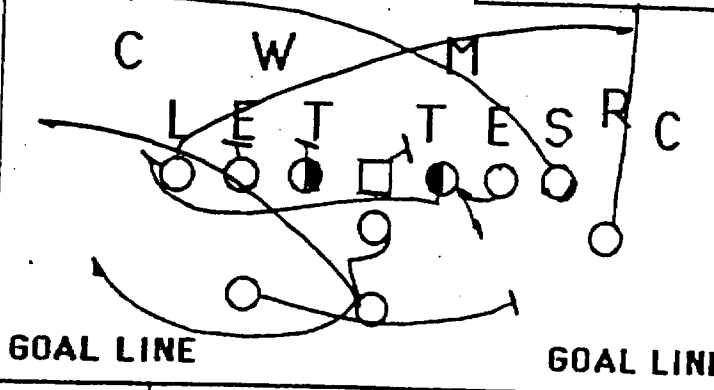
86 'SPLIT'



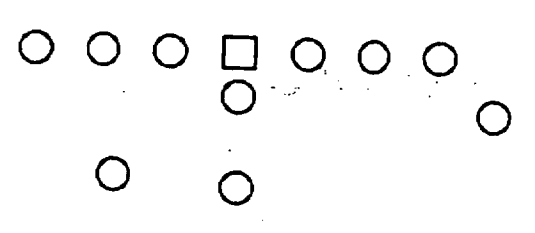
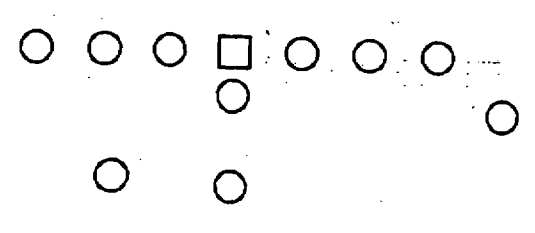
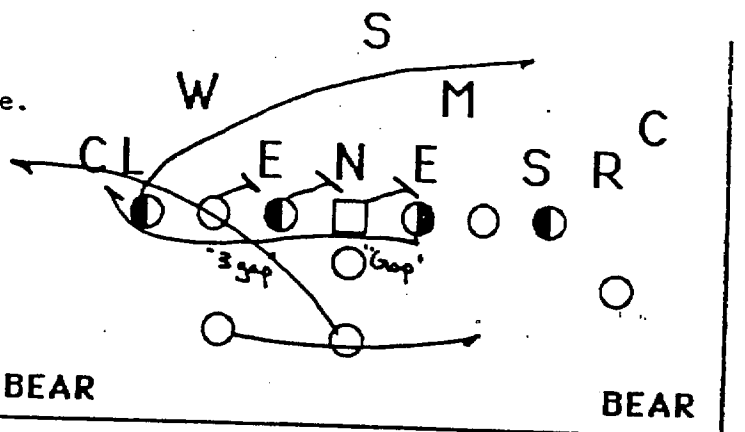
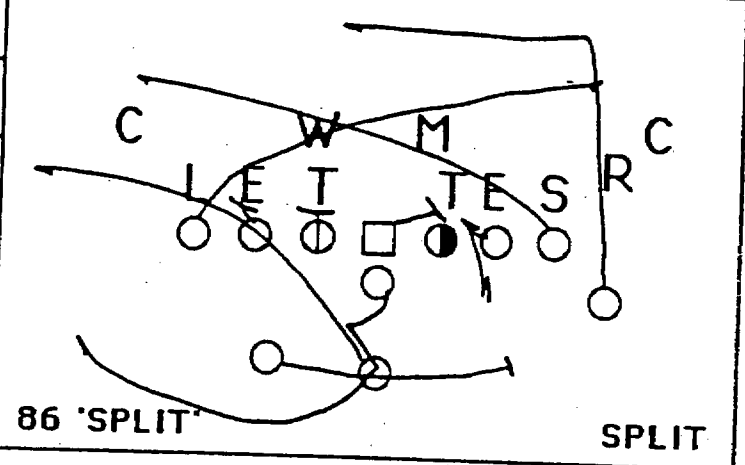
BEAR



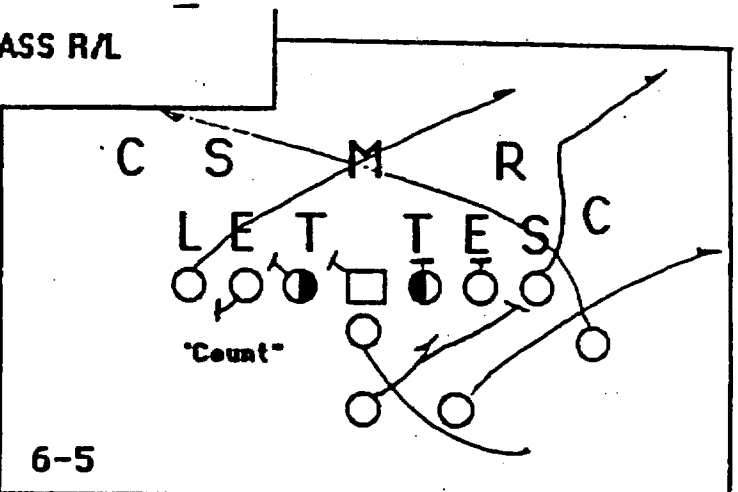
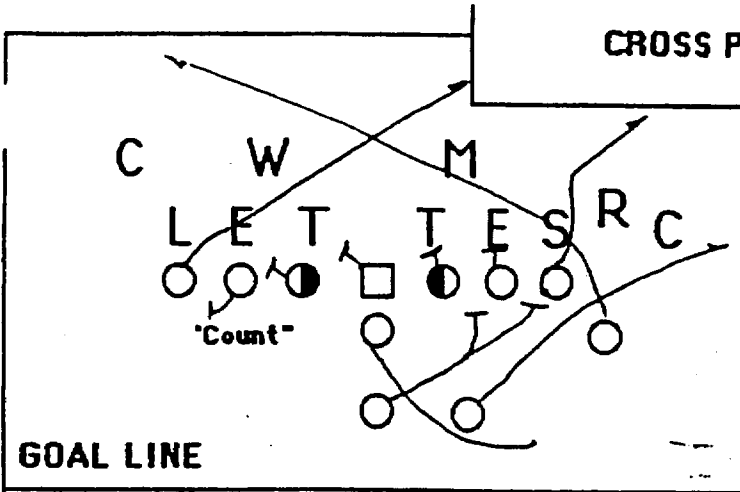
GOAL LINE WAGGLE (Y/U)



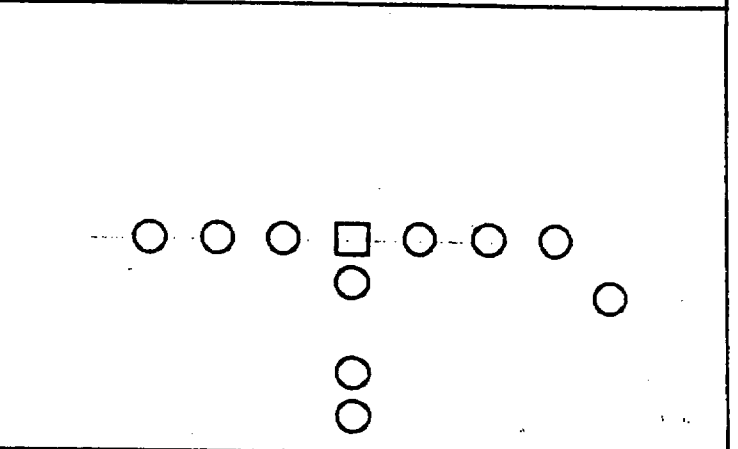
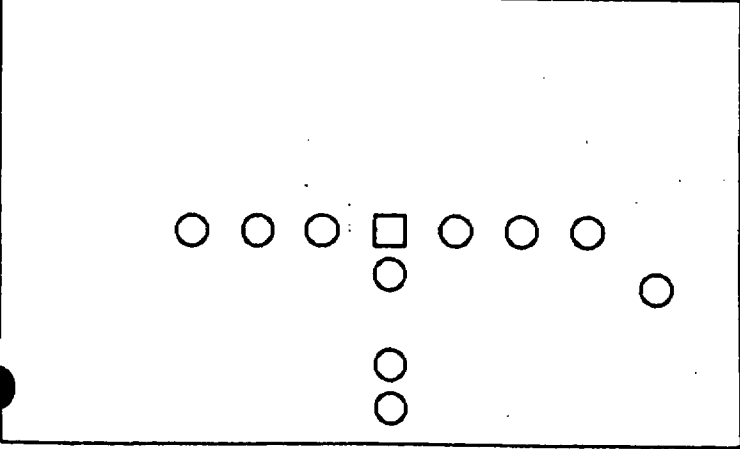
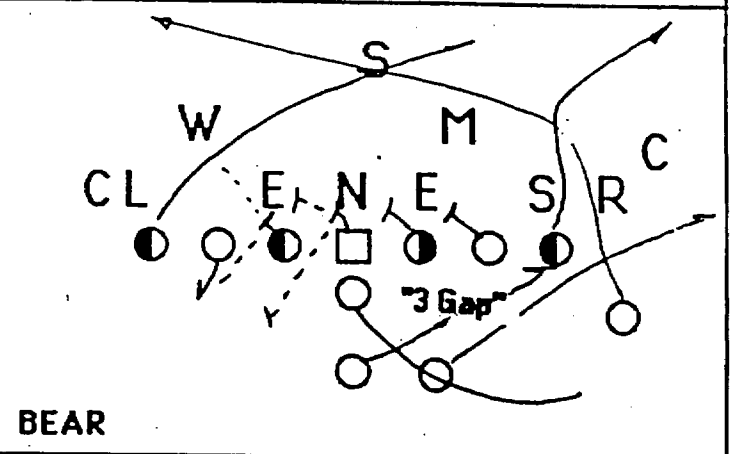
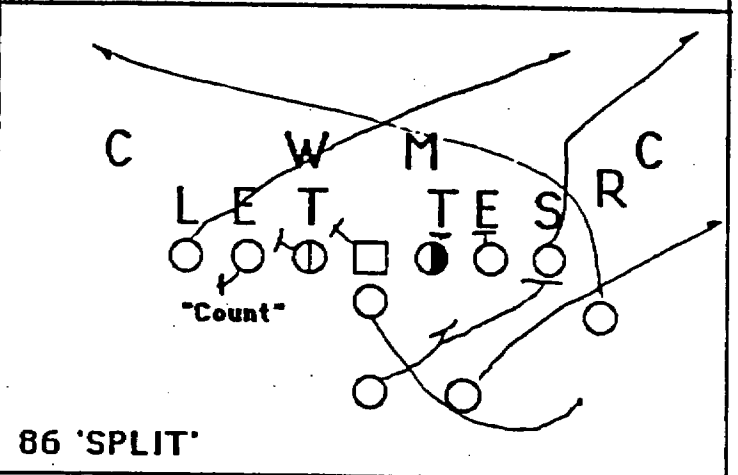
QUARTER-BACK	Fake counter, boot. May pull up.
TAILBACK	Fake counter, block backside.
FULLBACK	Release thru C gap, flat.
FLANKER 'Z'	Pattern
TIGHT END 'yy'	Slam inside release, pattern.
U END 'U'	Slam, inside release, pattern.
ONTACKLE	On, inside, outside. poss. 3gap, Gee.
ONGUARD	On, uncovered, pull for end man on L.O.S. Alert for gap. Poss. 3gap, Gee.
CENTER	On, offside area. Poss, Gap.
OFF GUARD	Pull and log/cut or kick out end man on L.O.S.
OFF TACKLE	Base cutoff, hinge.
COMMENTS:	



CROSS PASS R/L



QUARTERBACK	Half roll.
TAILBACK	Arrow.
FULLBACK	Block Mike to Sam.
WING; FLANKER 'Z'	Zoom - Shoot (Behind TE)
'Y' END 'Y'	Outside release, wall corner, work to back corner of end zone.
'U' END 'U'	Inside release; work to opposite hash.
ON TACKLE	On, inside, outside (Alert for "3")
ON GUARD	On, offside area (Offside area vs. "Solid") (Possible "3")
CENTER	Offside area (Lucky/Ringo)
OFF GUARD	Offside area (Lucky/Ringo)
OFF TACKLE	End man on LOS. ("Count")
COMMENTS:	



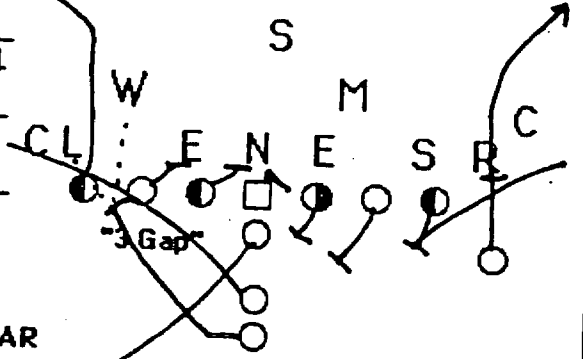
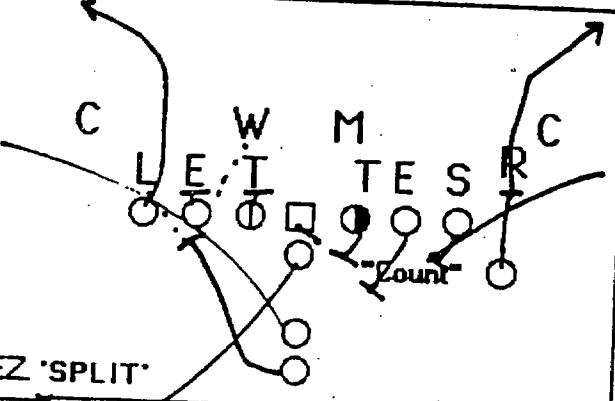
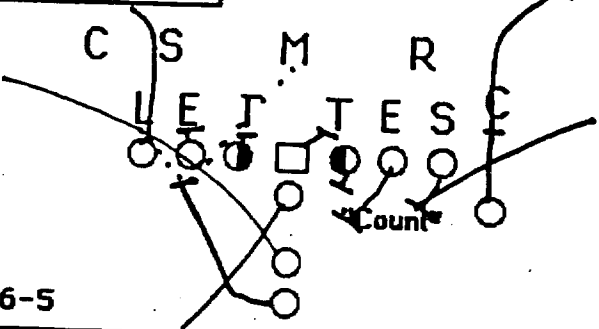
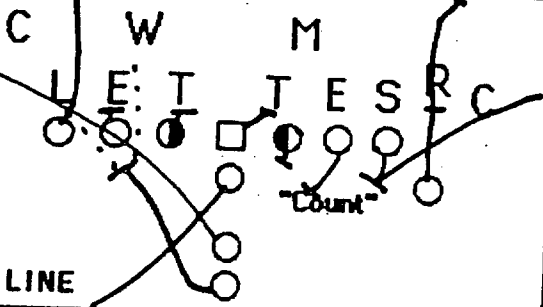
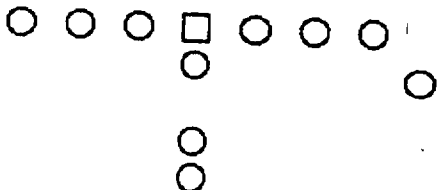
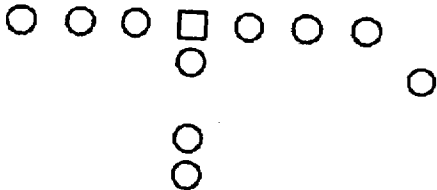
LOAD PASS L/R

GOAL LINE

6-5

BEAR

QUARTER-BACK	Flash Load fake, set behind G.
TAILBACK	Block ILB to OLB.
FULLBACK	Hot arrow.
WING; FLANKER 2'	Slam release, split.
Y END 'Y'	Check 4th 3 counts, arrow.
U END 'U'	Inside release, flag. Aim at back corner of EZ 'SPLIT'
ON TACKLE	On, inside, outside. (Alert for "3 Gap")
ON GUARD	On, offside area: 700 (Offside area vs "Solid"). (Possible "3 Gap".)
CENTER	Offside area (Lucky/Ringor: 700).
OFF GUARD	Offside area (Lucky/Ringor: 700).
OFF TACKLE	End man on LOS. ("Count").
COMMENTS:	



UNIVERSITY OF OREGON

FOOTBALL

SCREENS

BASE SCREEN R/L

50

QUARTER-BACK

5 step drop, set & drift to screen side, pass to single back.

"R" BACK (2)

Block deep middle.

SINGLE BACK (3)

Block Base Protection until G leaves, set up for screen.

FLANKER 'Z' (4)

Block deep zone.

TIGHT END - 'Y'

Check Base, sit to Safety.

SPLIT END - 'X'

Crack 1st LBer in the box to next level.

ON-SIDE TACKLE

On, outside (Possible "Bingo")

ON-SIDE GUARD

Block 100 protection for 3 counts. Release to numbers. Block force. (Alert for "Area/Bingo" = S side.)

CENTER

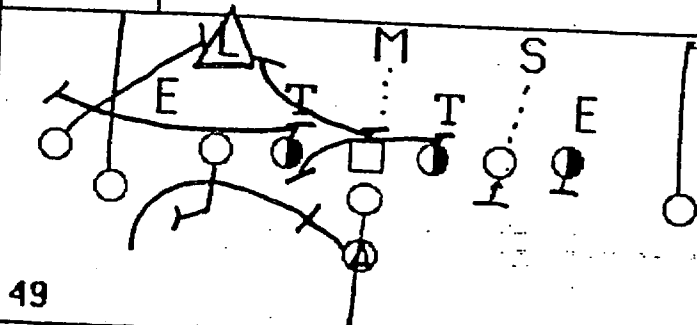
Block 100 protection for 3 counts. Release to hash. Block Will to Safety. "Area" vs 20 & 80 according to defense.

OFF-SIDE GUARD

Block 100 protection for 3 counts. Release flat, check back and eliminate pursuit.

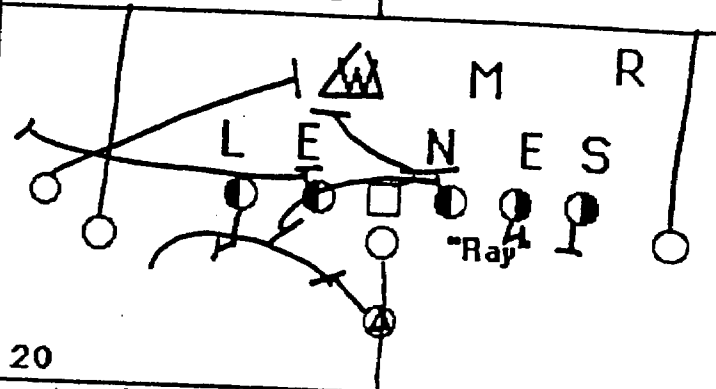
OFF-SIDE TACKLE

On, over, outside (Possible "Hawk")

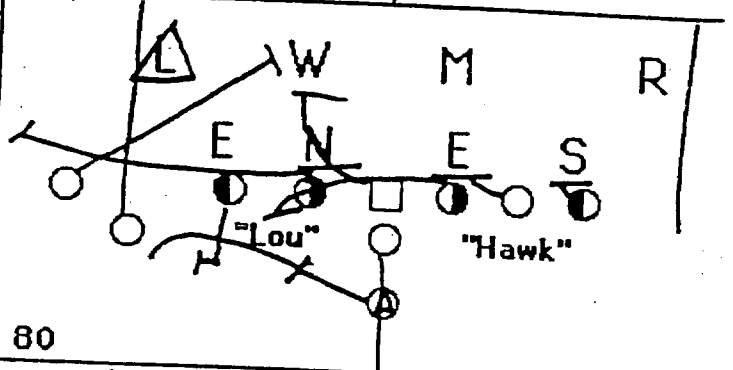


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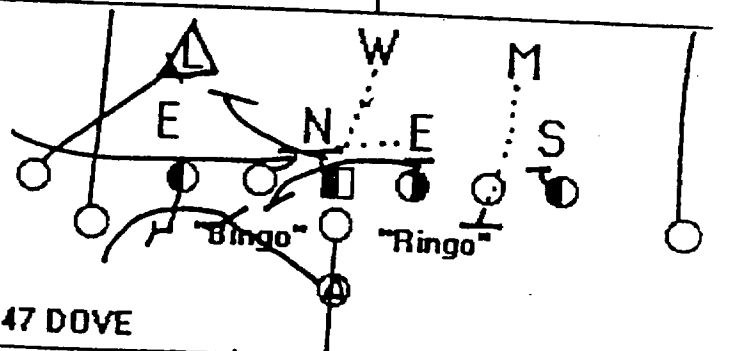
50 SHADE REDUCED



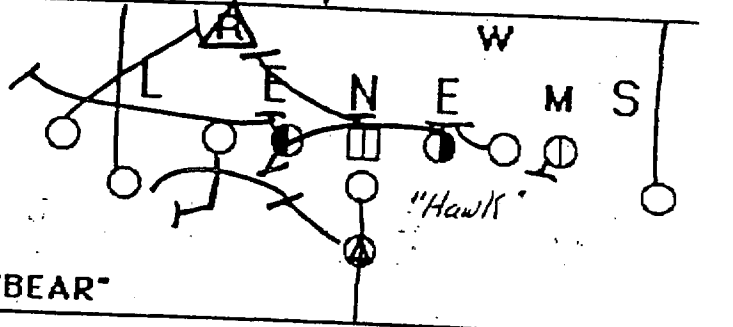
20



80



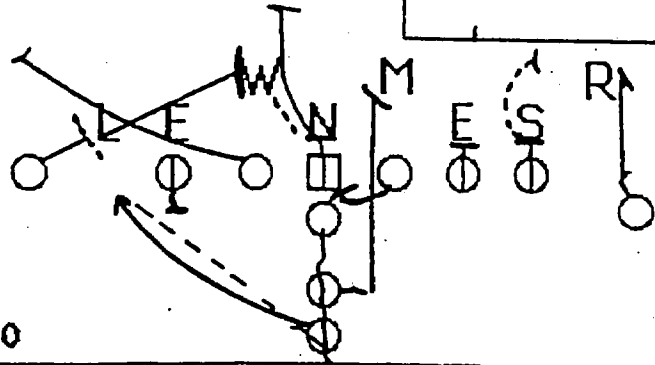
47 DOVE



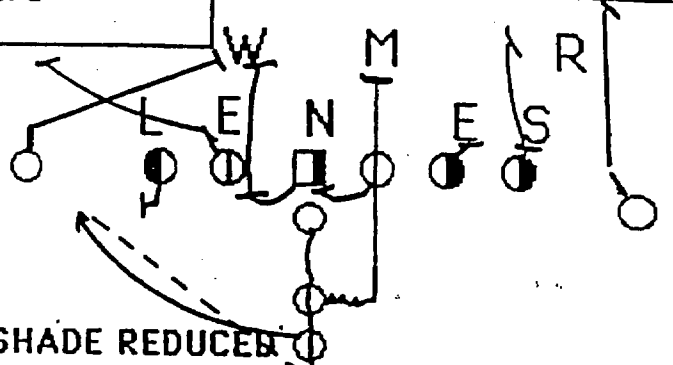
"BEAR"

CRACK SCREEN R/L

50

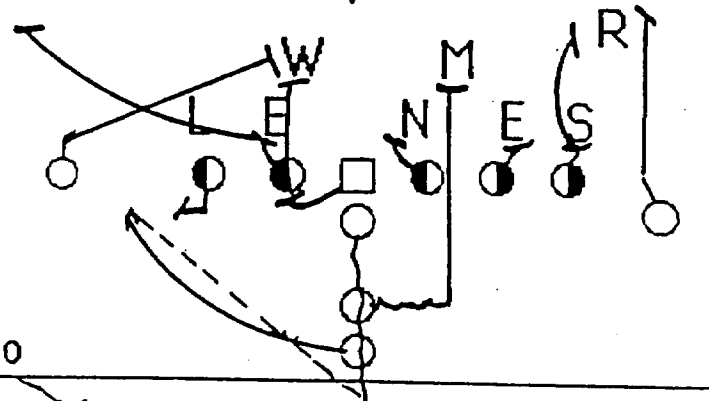


50 SHADE REDUCED

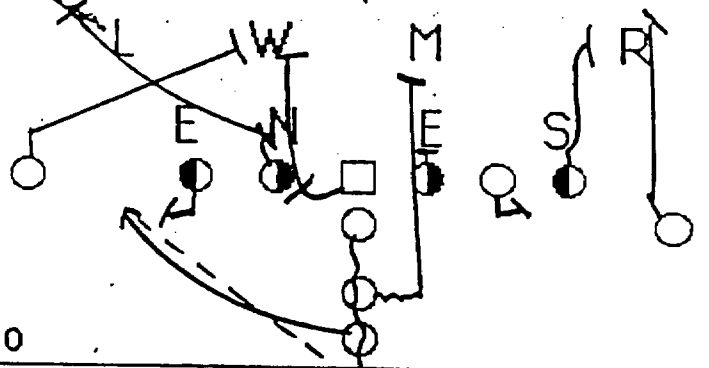


QUARTER-BACK	5 step drop. Fake draw. Throw to TB. May back pedal if Liz is a threat. (NOTE: Vs. Nickel/Liz, press. Audible to Power)
TAIL-BACK (2)	Jab step, run flare between crack block and kick-out block. No Jab from "I" formation.
FULL-BACK (3)	Fake draw. Block Mike.
FLANKER 'Z' (4)	Middle Zone. (Inside release.) In Twin, crack Will to next level.
TIGHT END - 'Y'	Rock, downfield.
SPLIT END - 'X'	Crack block Liz to next level. Do not block defender in press. In Twin, block corner
ON-SIDE TACKLE	On, outside. (Possible "Bingo")
ON-SIDE GUARD	Release flat and kick out defender in flat. If covered, slam defender inside as you release
CENTER	Onside area, downfield. (Look for Will.) (Alert for "Bingo" = "Base")
OFFSIDE GUARD	On, inside. (Possible "3 Gap".) (Alert for "Base"), downfield
OFFSIDE TACKLE	On, over. downfield. (Alert for "3 Gap".)

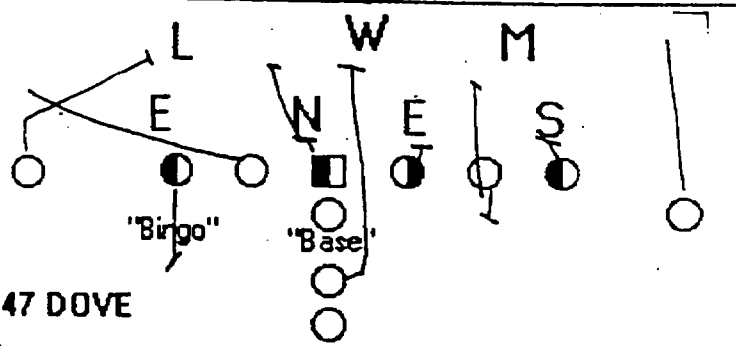
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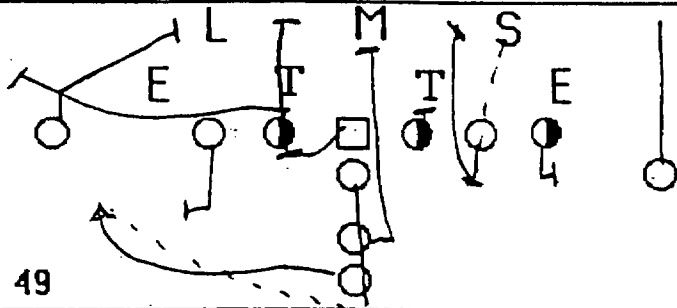
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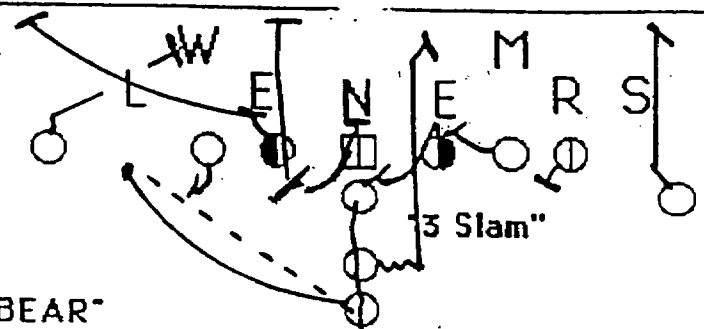
47 DOVE



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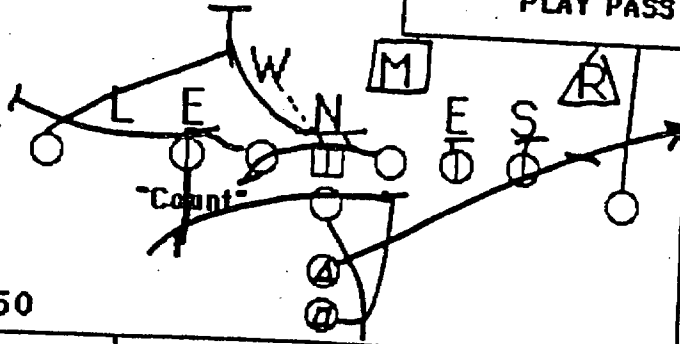


"BEAR"

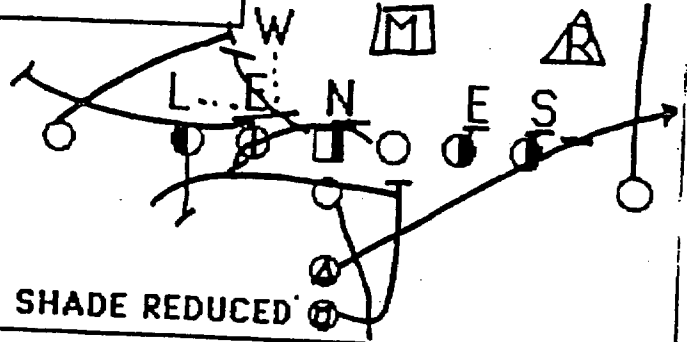


PLAY PASS FLOW SCREEN

50



50 SHADE REDUCED



QUARTER-
BACK

Fake Play Pass. Throw screen.
(9 step drop.)

TAIL-
BACK (2)

Fake Play Pass backside. Run screen
onside. Key onside G's release.

FULL-
BACK (3)

Run Play Pass Swap (i.e., Flat). Block 1st
defender outside TE's block.

FLANKER
'Z' (4)

Middle zone. Inside release.

TIGHT
END - 'Y'

Block Base.

SPLIT
END - 'X'

Crack 1st LB in box to next level.
Inside release.

ONSIDE
TACKLE

Block Play Pass. Invite your man deep up-
field. (Must "Count" vs 50/80 Straight.)

ONSIDE
GUARD

Block Play Pass for 3 counts. Release to
numbers. Block force.

CENTER

Block Play Pass for 3 counts. Release to hash,
block Will to Safety.

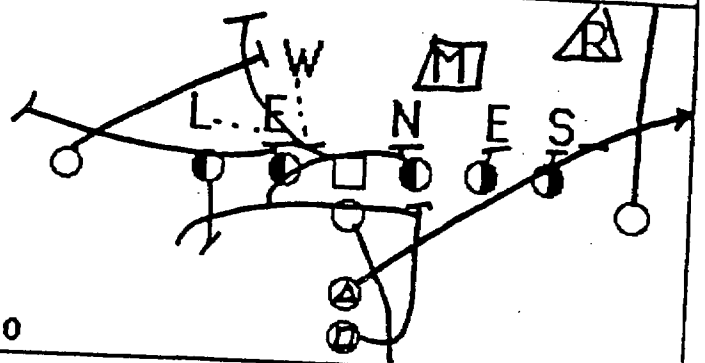
OFFSIDE
GUARD

Block Play Pass for 3 counts. (Possible "3")
Release flat, check back and eliminate pursuit.

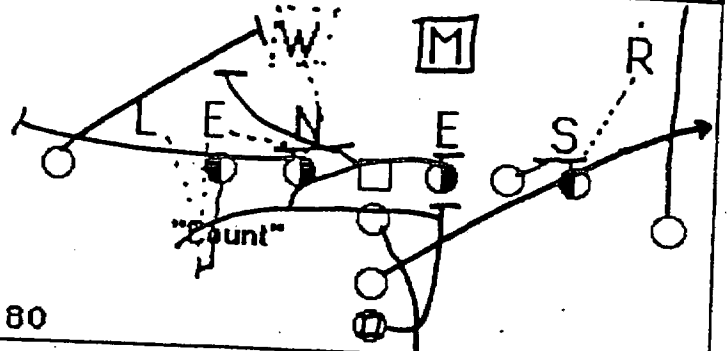
OFFSIDE
TACKLE

Block Play Pass (alert for "3").

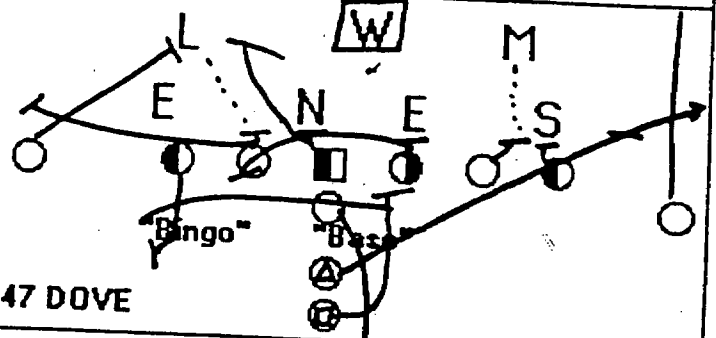
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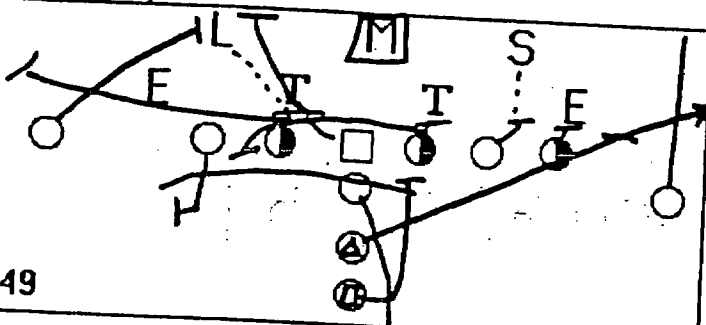
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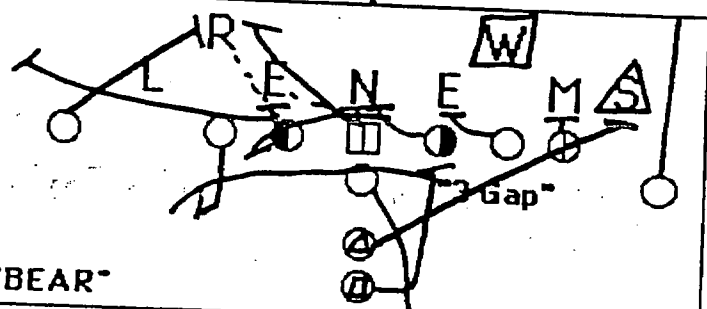
47 DOVE



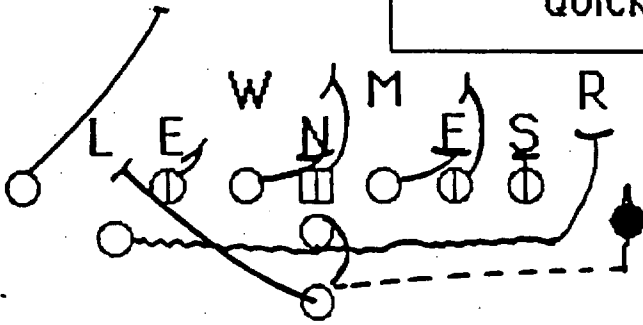
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"BEAR"

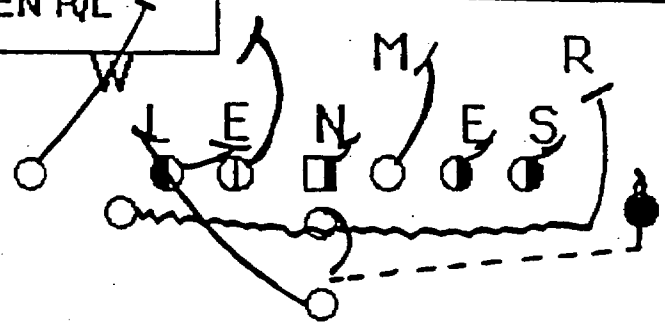


QUICK SCREEN R/L

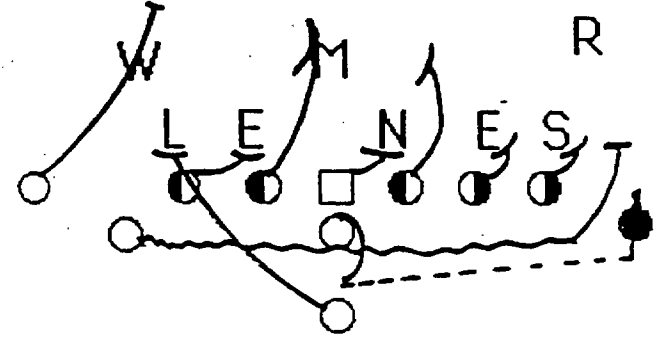


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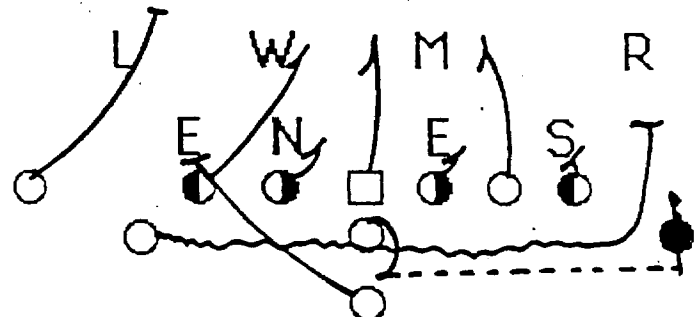
50 SHADE REDUCED



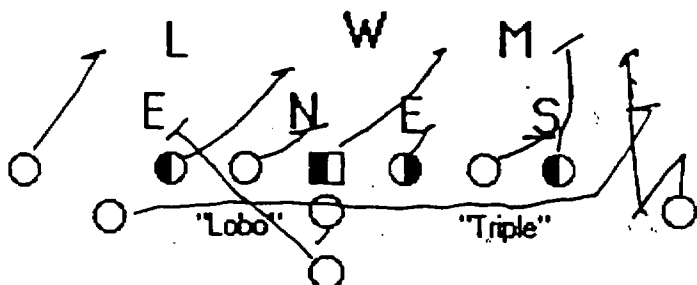
QUARTER-BACK	Open or reverse, flash fake, throw screen forward
TAIL-BACK (2)	Go into motion, block force. Anticipate Cover 2
FULL-BACK (3)	Fake Stretch away from Screen. Block 100 Protection.
FLANKER 'Z' (4)	Run quick screen route. In Twin, Z block force.
TIGHT END - 'Y'	Block outside gap to downfield. (Possible "Triple".)
SPLIT END - 'X'	Block middle zone. Inside release.
ONSIDE TACKLE	Block outside gap to downfield. (Possible "Triple"; Alert for "Slug".)
ONSIDE GUARD	Block outside gap to downfield. (Possible "Slug"; Alert for "Slip".)
CENTER	Block outside gap to downfield. (Possible "Slip"; Alert for "Lobo/Lock".)
OFFSIDE GUARD	Block outside gap to downfield. (Possible "Hawk/Lobo/Lock".)
OFFSIDE TACKLE	Block outside gap to downfield. (Possible "Hawk/Moon"; Alert for "Lock".)



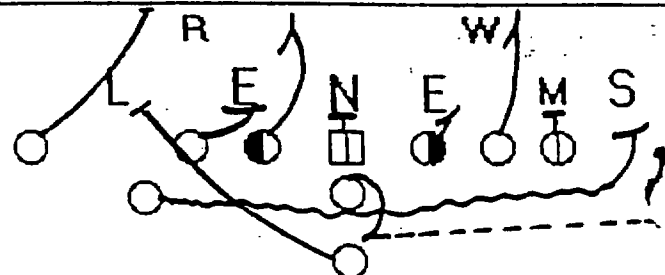
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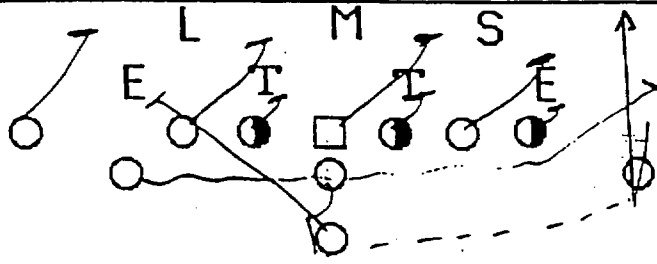
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47 DOVE

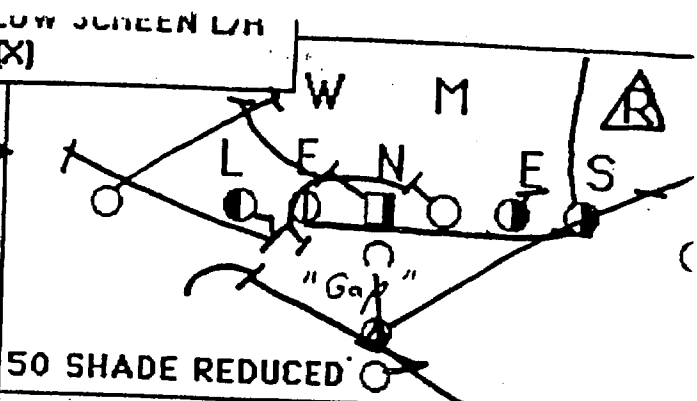
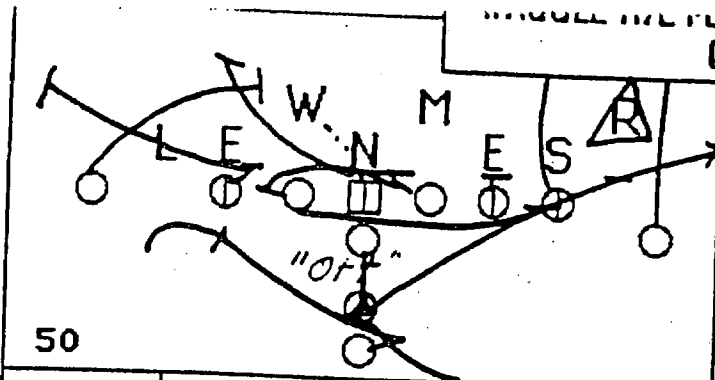


"BEAR"



49

WAGGLE THE FLOW SCREEN LH (X)



QUARTER-BACK Run Waggle Pass. Throw Screen.

TAIL-BACK (2) Run Waggle, bounce block Liz if he comes, run screen.

FULL-BACK (3) Release thru "C" gap, check 4th rusher, run flat.

FLANKER 'Z' (4) Block middle zone.

TIGHT END - 'Y' Seam.

SPLIT END - 'X' Crack 1st LB in the box to next level.

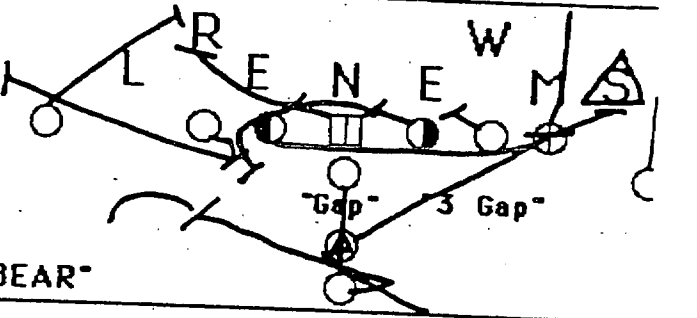
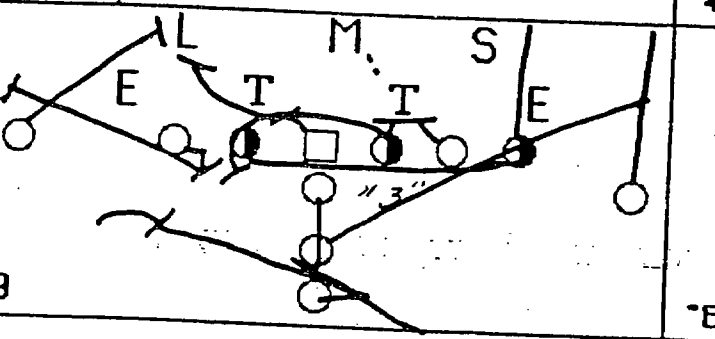
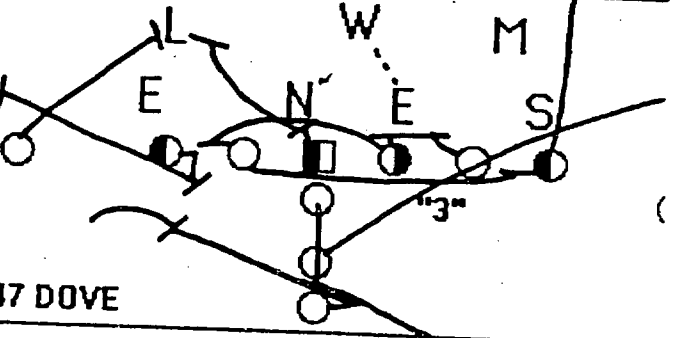
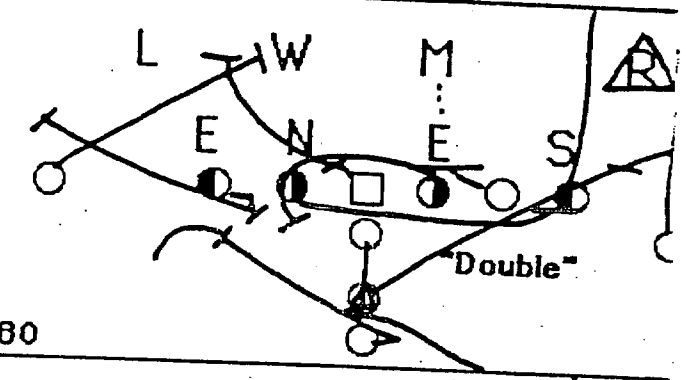
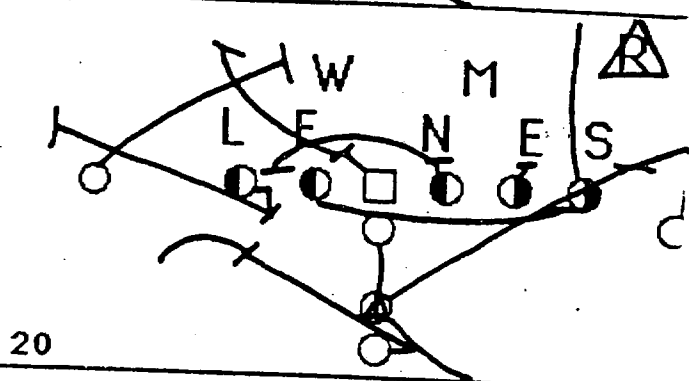
ON-SIDE TACKLE On, inside for 3 counts, release to numbers, block force.

ON-SIDE GUARD Pull and log/trap end man on LDS.

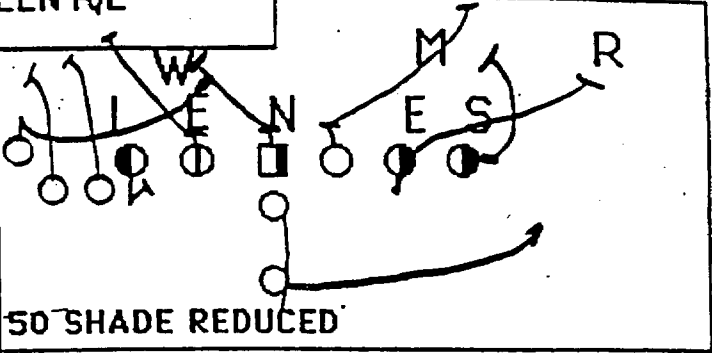
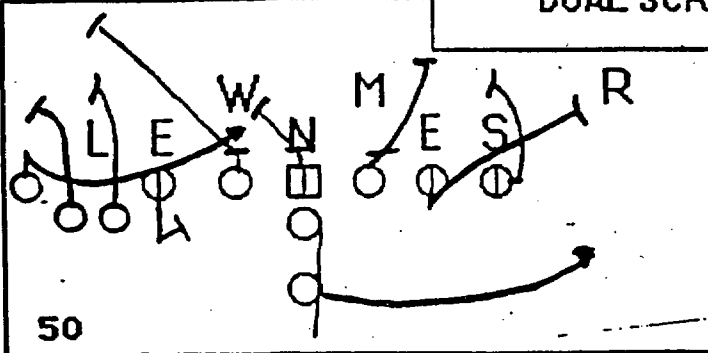
CENTER Onside area for 3 counts; release to hash, block Will to Safety. (Poss. "Gap/Off".)

OFF-SIDE GUARD Onside area for 3 counts; release flat, check back, eliminate pursuit. (Poss. "3 Gap"; alert for "Gap".)

OFF-SIDE TACKLE On, inside area, outside. (Alert for "3 Gap".) (Alert for LB dogs.)



DUAL SCREEN R/L



QUARTER-BACK

5 Quick look T. to X.

TAIL-BACK (2)

Peel block man over number two.

FULL-BACK (3)

Swing away from X.

FLANKER 'Z' (4)

Push 2 yds upfield & block defender over X.

TIGHT END - 'Y'

Easy release and "Crack" the onside linebacker.

SPLIT END - 'X'

Run wide screen technique.

ONSIDE TACKLE

Flash pass, then lead downfield for DB.

ONSIDE GUARD

Block 100 protection for one count, then lead downfield thru Mike to Safety.

CENTER

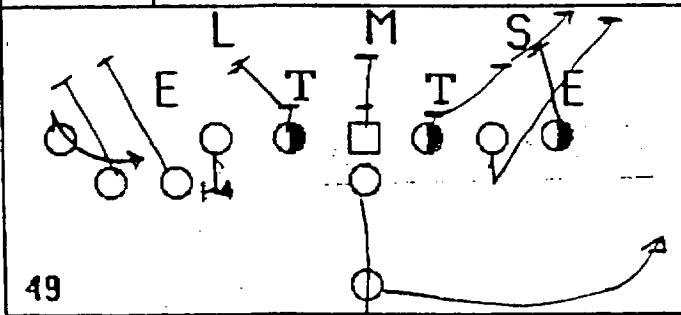
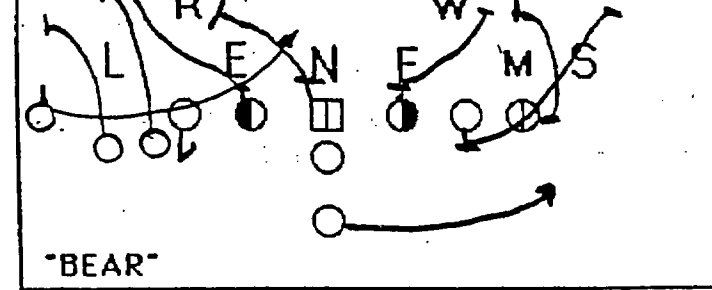
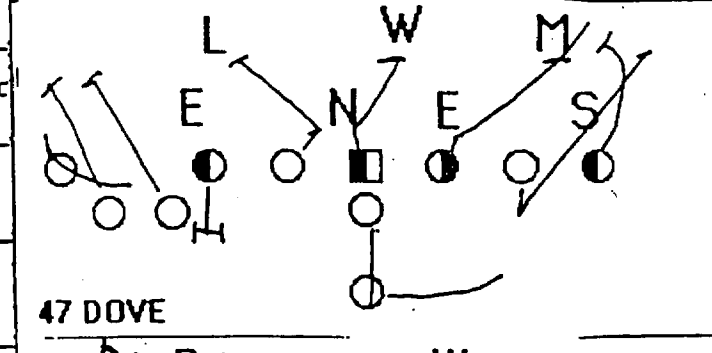
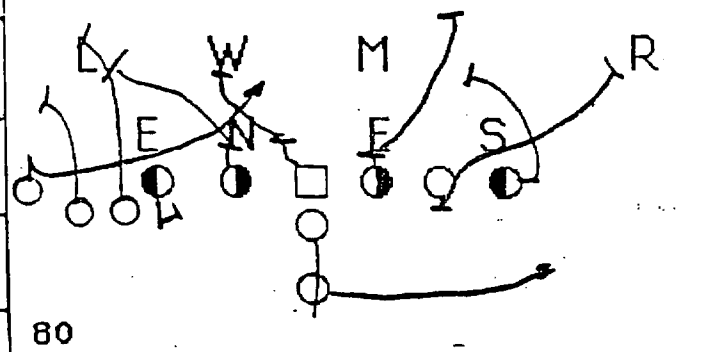
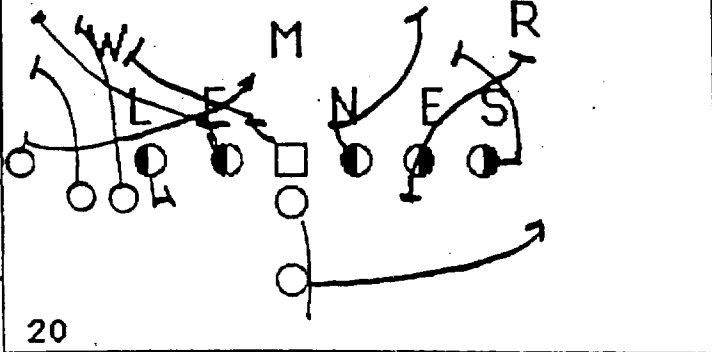
Block 100 protection for one count, then lead downfield to offside LB; Mike vs 40.

OFFSIDE GUARD

Block 100 protection for one count, the lead to downfield to OLB.

OFFSIDE TACKLE

Set; force defender outside, pivot back and eliminate pursuit.



Empty backfield requires "Rock" call.

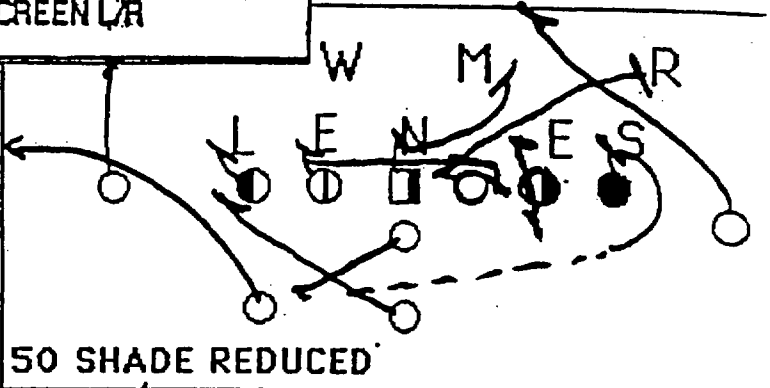
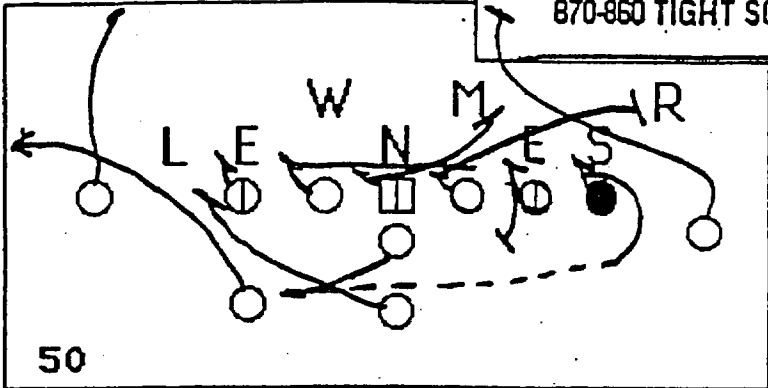
"A" Wide Screen: Back blocks man on Ace or man in flat.

WIDE SCREEN R/L	
50	
QUARTERBACK	Five quick retreat, fade and deliver to wide receiver outside our tackle.
R-BACK	Block middle zone. (Split alignment)
Single BACK(3)	Pop base, release flat.
FLANKER 'Z' (4)	Take one step upfield, then run in towards the formation while retreating behind the LOS. Catch the ball between divide and the tackle.
E-END 'Y'	Onside: Block the defender covering the receiver. Offside: Block safety.
SPLIT END - 'X'	Block deep zone. Outside release.
ON-SIDE TACKLE	Set: force defender outside, pivot back, and eliminate pursuit.
ON-SIDE GUARD	Block 100 Protection for one count, then lead screen upfield for Sam or SS.
CENTER	Block 100 Protection for one count, then lead screen upfield to Mike. "Area" ON-SIDE!
OFF-SIDE GUARD	Block 100 Protection for one count, then lead screen upfield to Will.
OFF-SIDE TACKLE	On, outside, sit
50 SHADE REDUCED	
20	
80	
47 DOVE	
49	
"BEAR"	

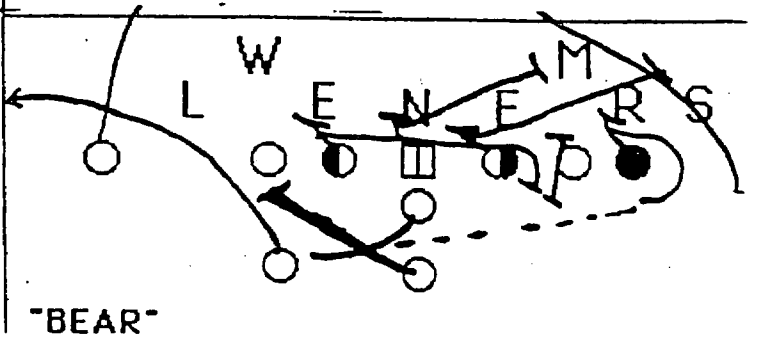
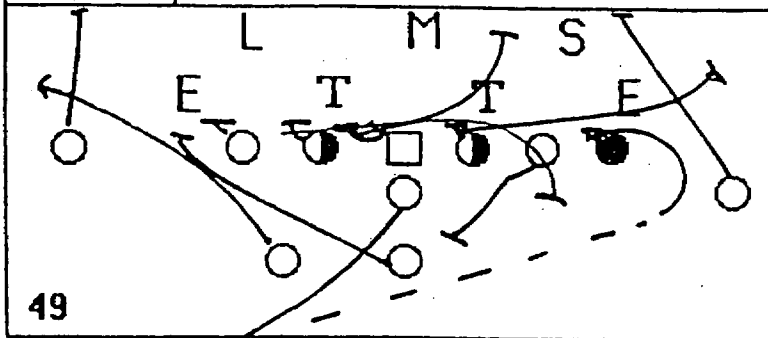
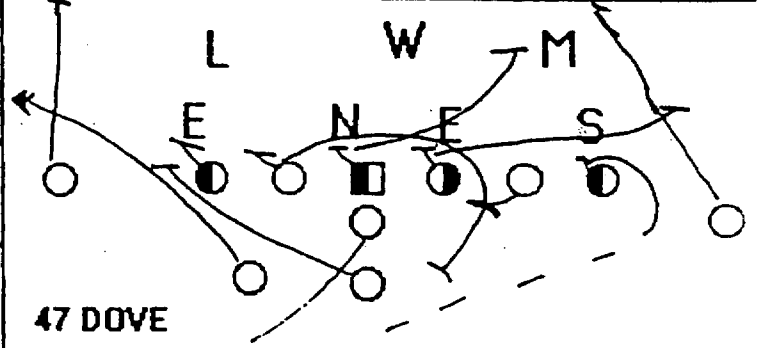
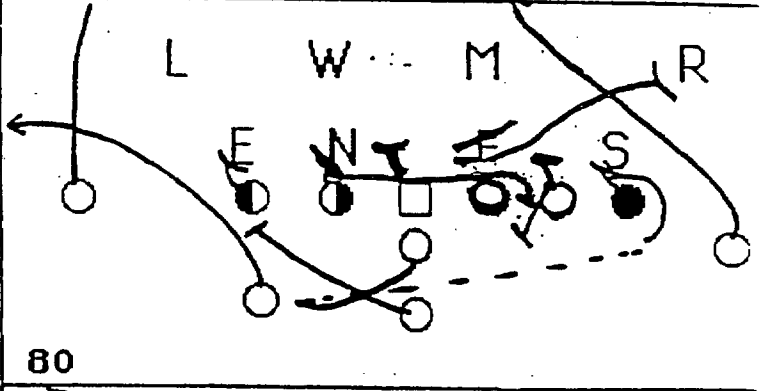
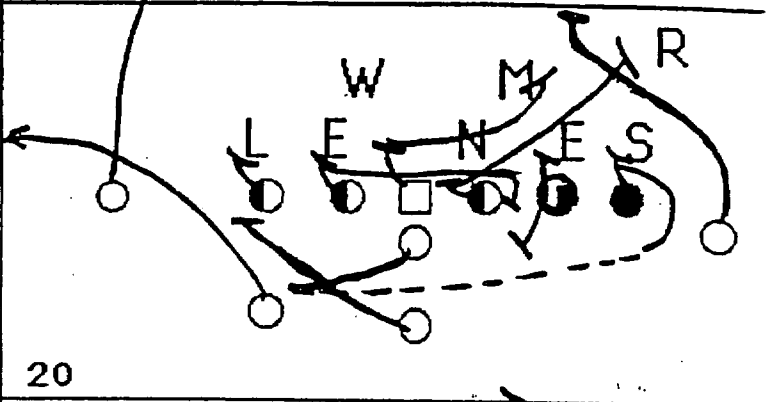
840-850 FLOW SCREEN L/R

<p>50</p>	<p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p> <p>Sprint out (840/850) to tackle. Set up and throw to single back.</p>	<p>20</p>
<p>R - BACK</p> <p>Check for Rover blitz, release to flat.</p>	<p>60</p>
<p>FULL-BACK(3)</p> <p>Sprint toward backside guard, release with him to onside. Set up behind LOS outside tackle box.</p>	<p>47 DOVE</p>
<p>FLANKER 'Z' (4)</p> <p>Block deep zone. Outside release.</p>	<p>"BEAR"</p>
<p>TIGHT END - 'Y'</p> <p>Block base.</p>	
<p>SPLIT END - 'X'</p> <p>Crack 1st LB in the box to next level. Do not block defender in press. Inside release.</p>	
<p>ON-SIDE TACKLE</p> <p>Block 840/850 Protection and invite your man deep upfield.</p>	
<p>ON-SIDE GUARD</p> <p>Block 840/850 Protection for 3 counts. Release to numbers. Block force.</p>	
<p>CENTER</p> <p>Block 840/850 Protection for 3 counts. Release to hash, block Will to Safety.</p>	
<p>OFF-SIDE GUARD</p> <p>Block 840/850 Protection for 3 counts. Release flat, check back & eliminate pursuit.</p>	
<p>OFF-SIDE TACKLE</p> <p>Block 840/850 Protection.</p>	
<p>49</p>	

870-860 TIGHT SCREEN L/R



QUARTER-BACK	Sprint out [860/870] to tackle. Set up and throw to TE.
TAIL-"R" BACK (2)	860/870 action into flat. Check for corner blitz R. Clear.
FULL-BACK (3)	Block 860/870 Protection.
FLANKER "Z" (4)	Block middle zone. Outside release.
TIGHT END - "Y"	Block 860/870 Protection. Chip assignment and set up 2yds. behind LOS for screen.
SPLIT END - "X"	Block deep zone. Outside release.
ON-SIDE TACKLE	Block 860/870 Protection and invite your man deep upfield.
ON-SIDE GUARD	Block 860/870 Protection for 3 counts. Release to the numbers. Block force.
CENTER	Block 860/870 Protection for 3 counts. Release to hash, block on LB to safety.
OFF-SIDE GUARD	Block 860/870 Protection for 3 counts. Release flat, check back and eliminate pursuit.
OFF-SIDE TACKLE	Block 860/870 Protection.



UNIVERSITY OF OREGÓN

FOOTBALL

SPECIAL PLAYS

181-191 DOUBLE PASS

50

QUARTER-BACK

Drop step, open pivot, throw lateral to Z back, boot away.

TAIL-BACK (2)

Block force. Do not cross LOS.

FULL-BACK (3)

Fake Stretch away from screen action. Block 100 Protection.

FLANKER 'Z' (4)

Retreat and catch ball behind QB. It must be a lateral! Throw ball to Y or run.

TIGHT END - 'Y'

Outside release, flag.

SPLIT END - 'X'

Split

ON-SIDE TACKLE

100 Lucky/Ringo Protection.

ON-SIDE GUARD

100 Lucky/Ringo Protection.

CENTER

100 Lucky/Ringo Protection.

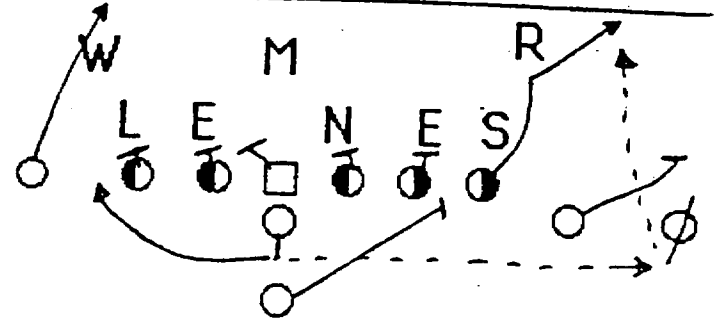
OFF-SIDE GUARD

100 Lucky/Ringo Protection.

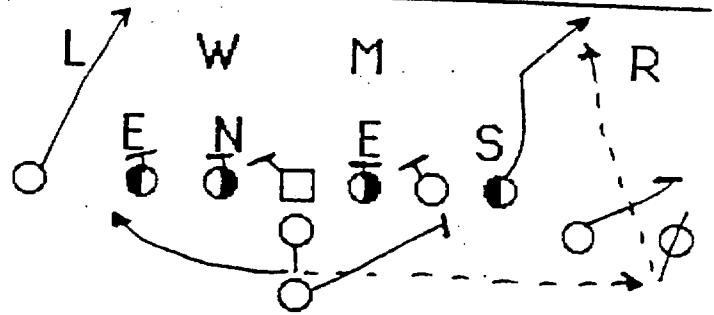
OFF-SIDE TACKLE

100 Lucky/Ringo Protection.

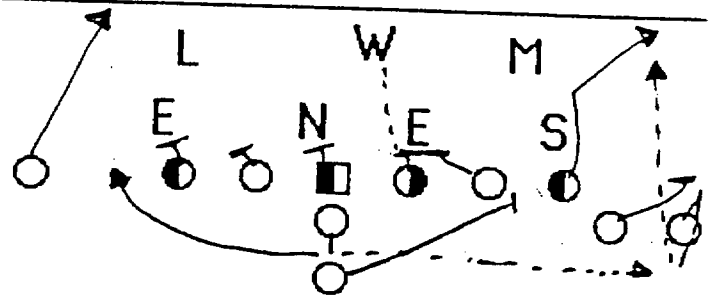
50 SHADE REDUCED



20

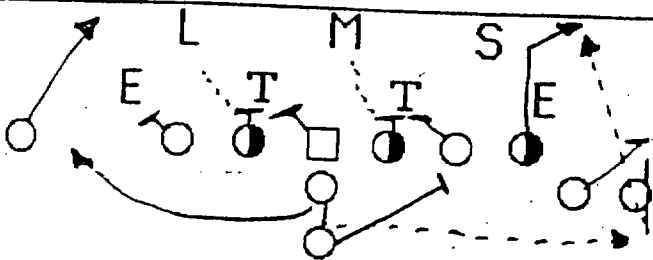


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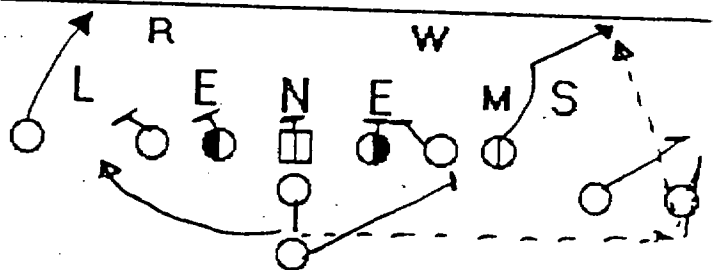


47 DOVE

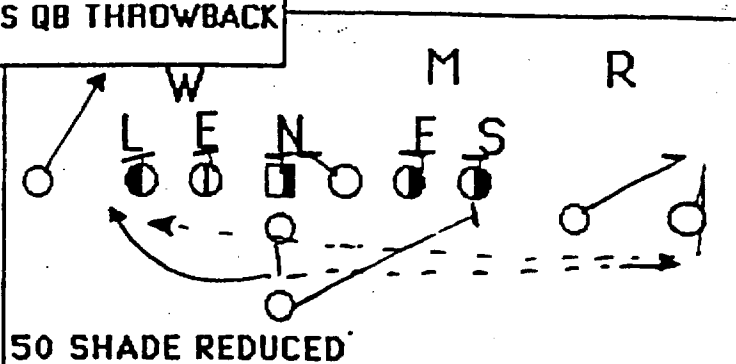
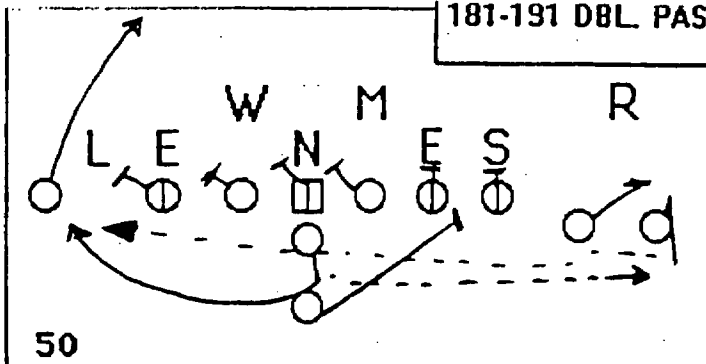
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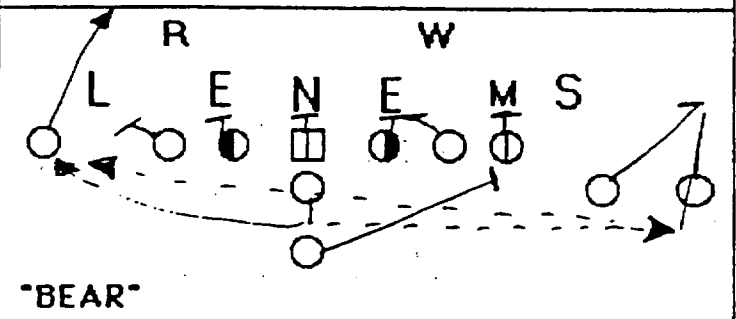
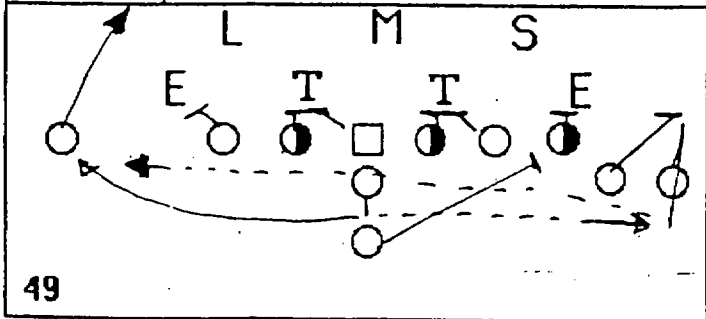
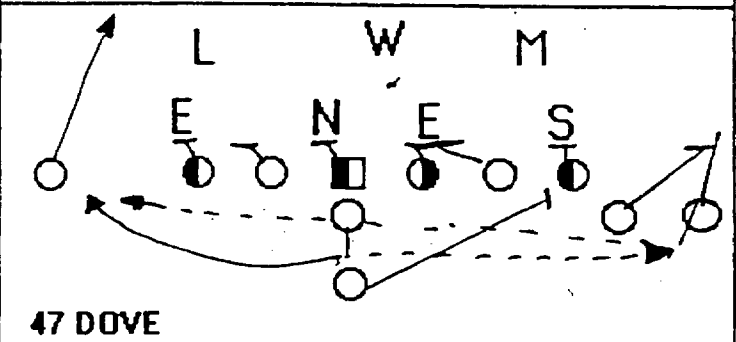
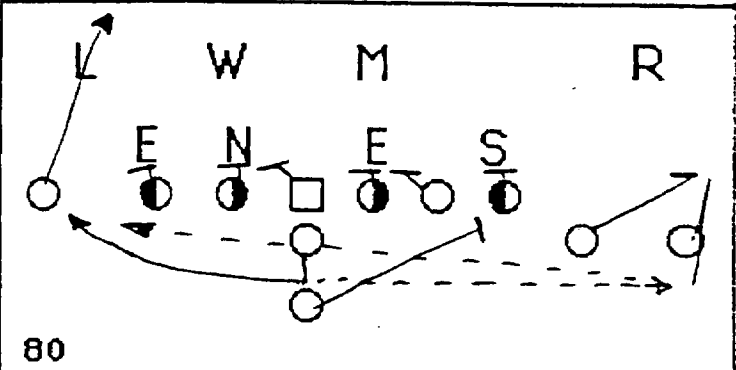
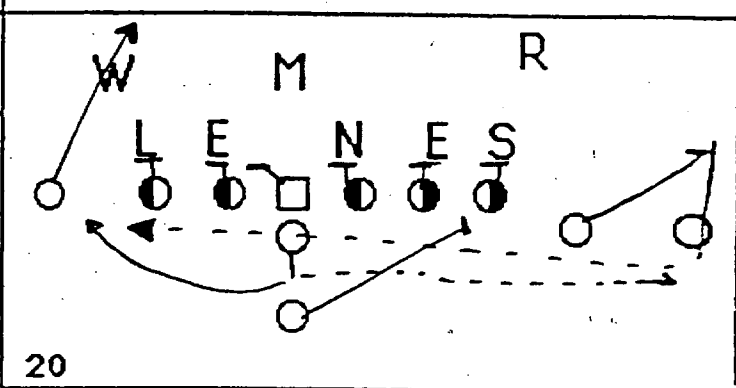
"BEAR"



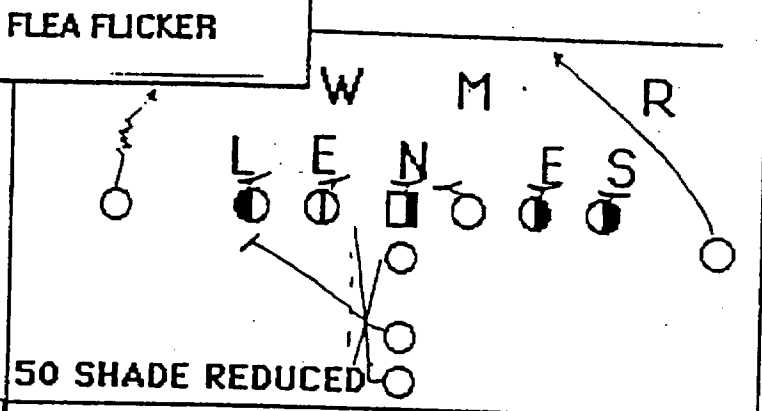
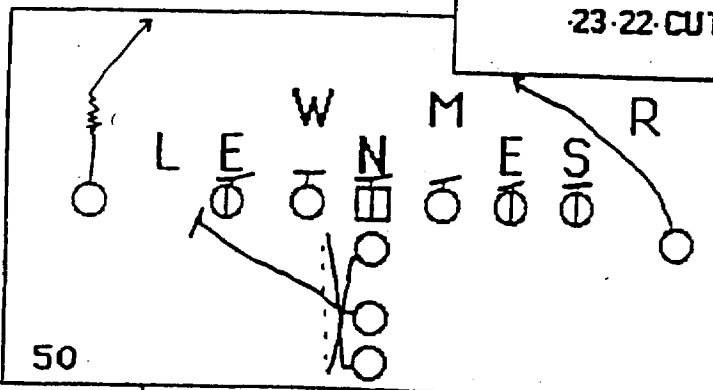
181-191 DBL. PASS QB THROWBACK



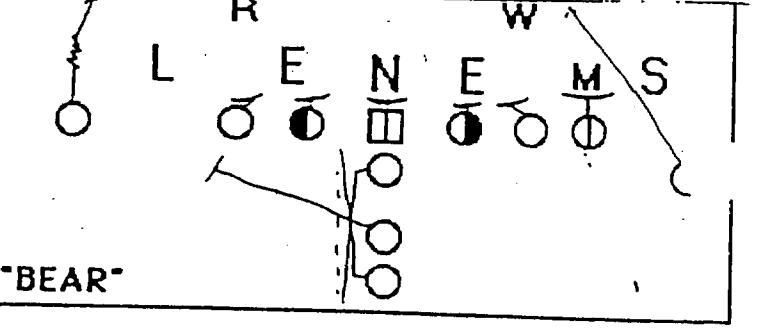
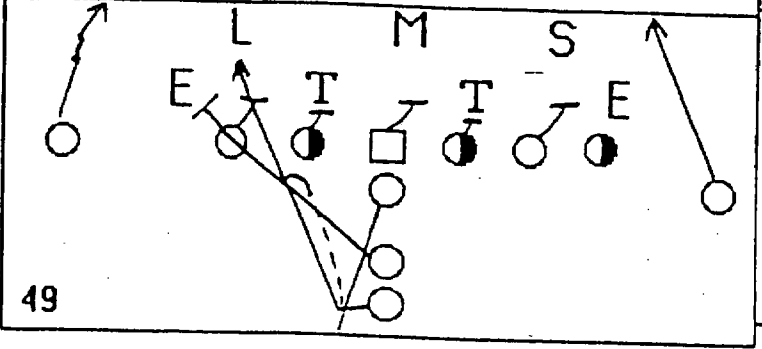
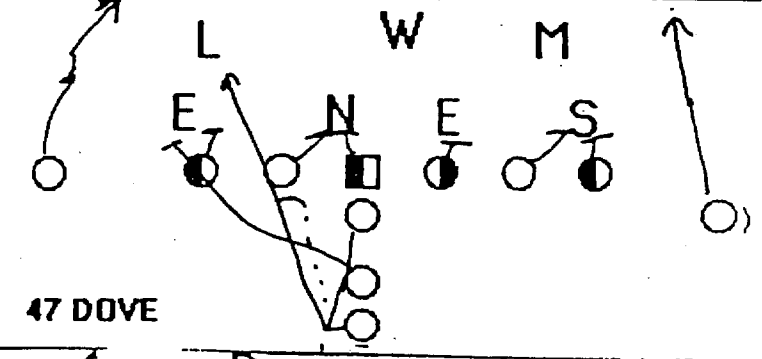
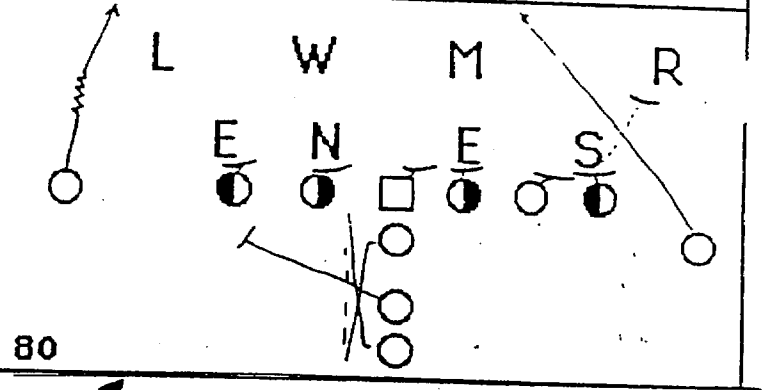
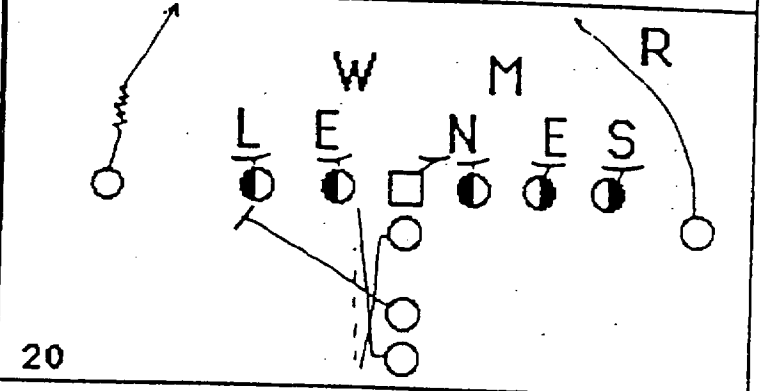
QUARTER-BACK	Drop step, open pivot, throw lateral to Z boot path, run arc upfield.
TAIL-BACK (2)	Block force. Do not cross LOS.
FULL-BACK (3)	Fake Stretch away from screen action. Block 100 Protection.
FLANKER 'Z' (4)	Retreat and catch ball behind QB. It must be a lateral! Look for Y then throwback to QB.
TIGHT END - 'Y'	100 Lucky/Ringo Protection.
SPLIT END - 'X'	Split.
ON-SIDE TACKLE	100 Lucky/Ringo Protection.
ON-SIDE GUARD	100 Lucky/Ringo Protection.
CENTER	100 Lucky/Ringo Protection.
OFF-SIDE GUARD	100 Lucky/Ringo Protection.
OFF-SIDE TACKLE	100 Lucky/Ringo Protection.



23-22 CUT FLEA FLICKER



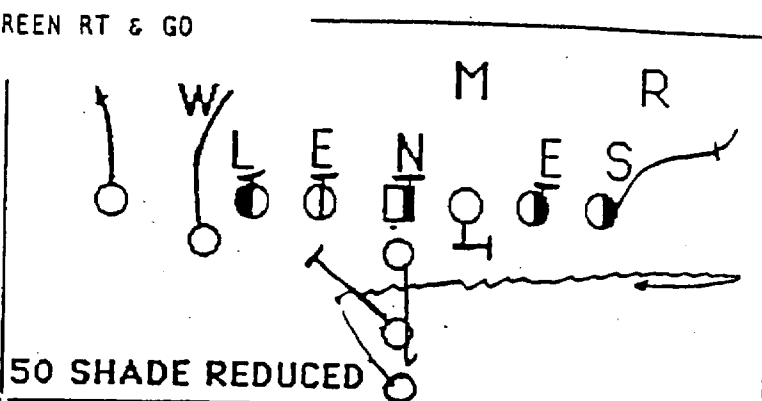
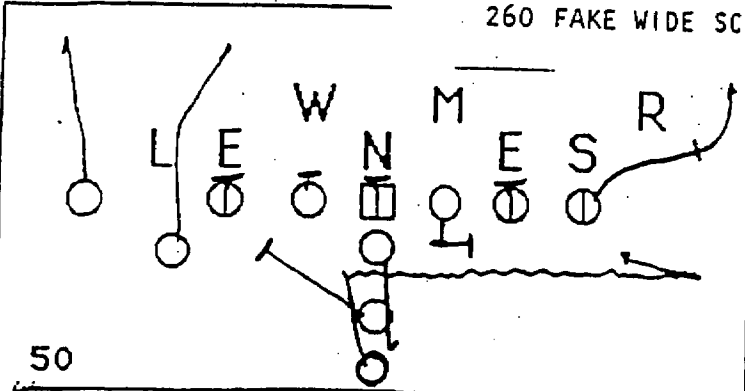
QUARTER-BACK	Open at 6 o'clock, hand ball to TB, set in weak "A" gap 5-7 yds, receive pitch from T, hit X or Z
TAIL-BACK (2)	Run cut, carry ball to LOS. Turn and pitch back to QB. Block any leakage.
FULL-BACK (3)	Run cut, block end man on LOS.
FLANKER 'Z' (4)	Shoot
TIGHT END - 'Y'	Base, Rover vs 80.
SPLIT END - 'X'	Stutter Pole
ON-SIDE TACKLE	Block 100 Protection (Sell the run!)
ON-SIDE GUARD	Block 100 Protection (Sell the run!)
CENTER	Block 100 Protection (Sell the run!)
OFF-SIDE GUARD	Block 100 Protection (Sell the run!)
OFF-SIDE TACKLE	Block 100 Protection (Sell the run!)



100 ROCK QUICK SCREEN AND UP

<p>50</p>	<p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p> <p>Open pivot, fake, pump, redrop, and throw deep.</p>	<p>20</p>
<p>TAIL-BACK (2)</p> <p>Go into motion. Fake block on force and run streak.</p>	<p>80</p>
<p>FULL-BACK (3)</p> <p>Block power away from screen, block base.</p>	<p>53</p>
<p>FLANKER 'Z' (4)</p> <p>Run quick screen route, be safety valve. (Inside alignment.)</p>	<p>40</p>
<p>TIGHT END - 'Y'</p> <p>Block 100 Rock Protection.</p>	<p>"BEAR"</p>
<p>SPLIT END - 'X'</p> <p>Pole.</p>	
<p>ON-SIDE TACKLE</p> <p>Block 100 Protection.</p>	
<p>ON-SIDE GUARD</p> <p>Block 100 Protection.</p>	
<p>CENTER</p> <p>Block 100 Protection.</p>	
<p>OFF-SIDE GUARD</p> <p>Block 100 Protection.</p>	
<p>OFF-SIDE TACKLE</p> <p>Block 100 Protection.</p>	

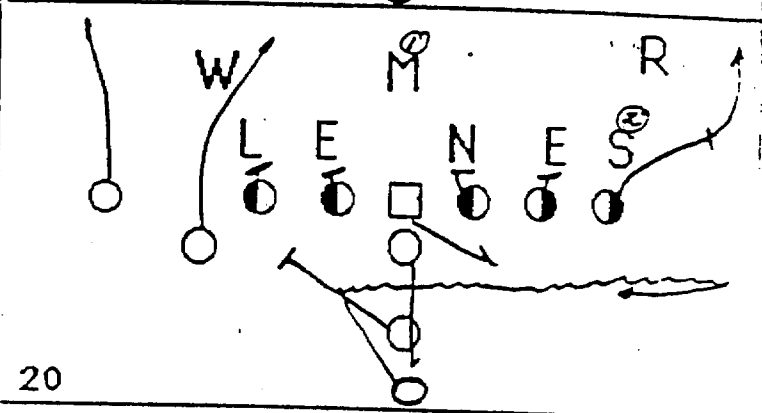
260 FAKE WIDE SCREEN RT & GO



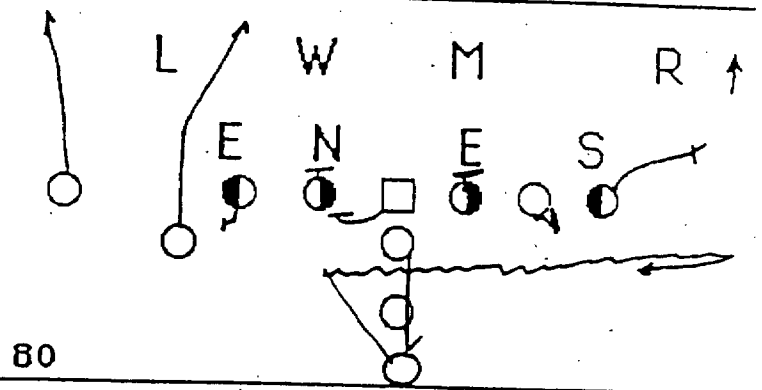
50

50 SHADE REDUCED

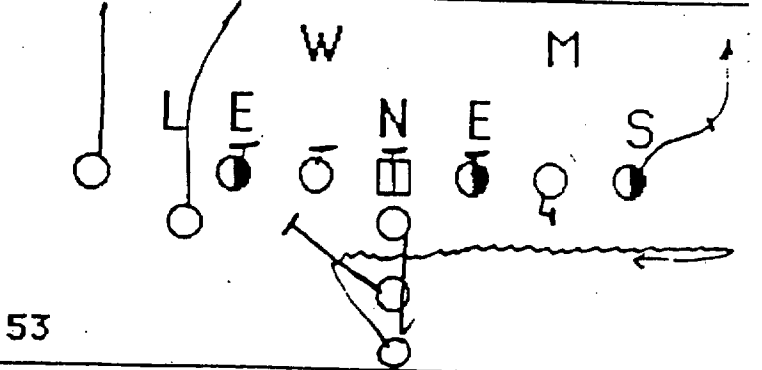
QUARTER-BACK	5 step drop, pump wide screen, hit Y on Go Route.
TAIL-BACK (2)	Motion outside 8 yds, turn away from LOS. Fake wide screen and be safety valve.
FULL-BACK (3)	Block base away from TE. Alert for "Hawk" call by tackle.
FLANKER 'Z' (4)	Run off.
TIGHT END - 'Y'	Outside release. Fake stalk. Turn up. Look for ball on outside shoulder.
SPLIT END - 'X'	Run off.
ON-SIDE TACKLE	260 Protection
ON-SIDE GUARD	260 Protection
CENTER	260 Protection
OFF-SIDE GUARD	260 Protection
OFF-SIDE TACKLE	260 Protection



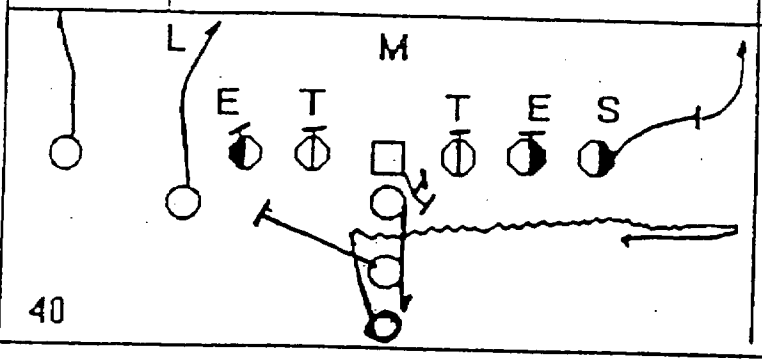
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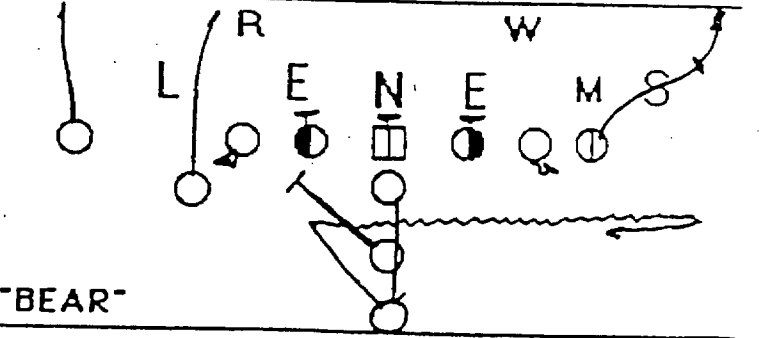
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53

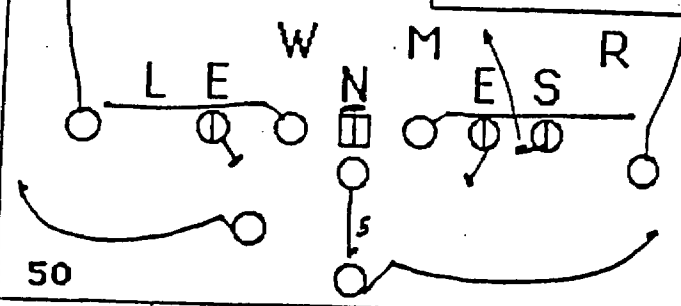


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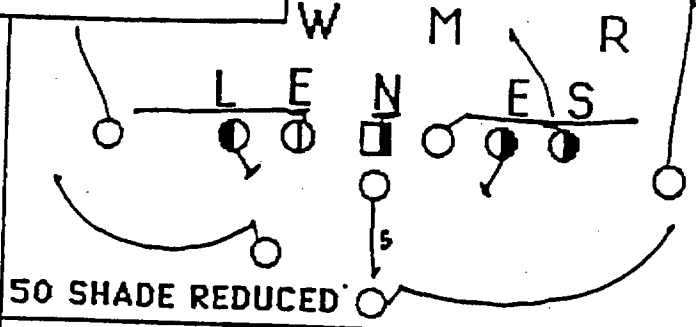


'BEAR'

SUCKER PASS



50



50 SHADE REDUCED

QUARTER-BACK 5 step drop, throw hot to either back vs ILB dog, try to hold ball for Y on delay.

TAIL-BACK (2) Speed Swing

FULL-BACK (3) Speed Swing

FLANKER 2' (4) Read Streak

TIGHT END - 'Y' Drop to all fours, delay. Find open area.

SPLIT END - 'X' Read Streak

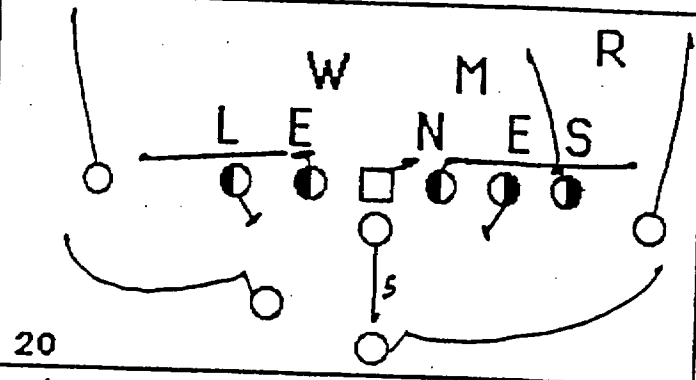
ON-SIDE TACKLE On, outside, set deep

ON-SIDE GUARD Uncovered - pull flat down the LOS. Covered - Set, punch defender 1 count, pull flat down LOS.

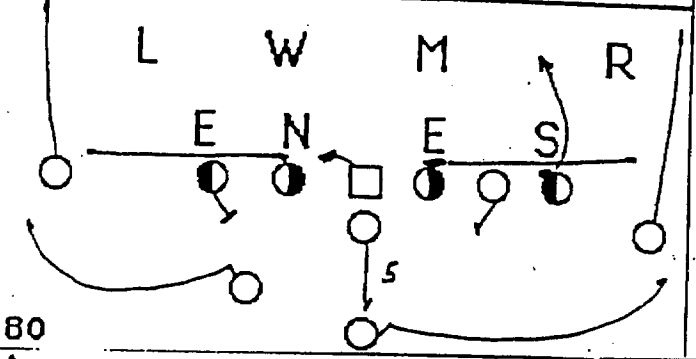
CENTER Covered - block on. 20/80 "Area" according to the defense. Vs 40 check Mike. Help on most dangerous DT.

OFF-SIDE GUARD Uncovered - pull flat down the LOS. Covered - Set, punch defender 1 count, pull flat down LOS.

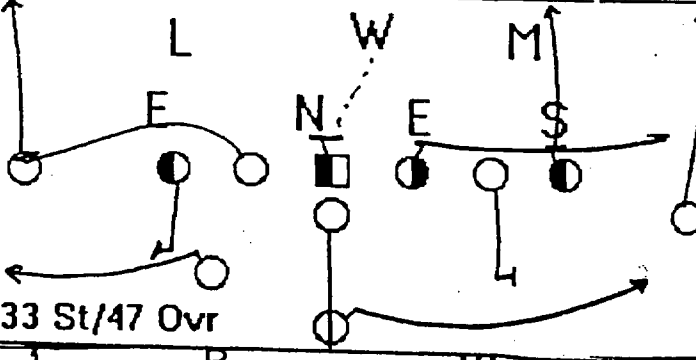
OFF-SIDE TACKLE On, outside, set deep.



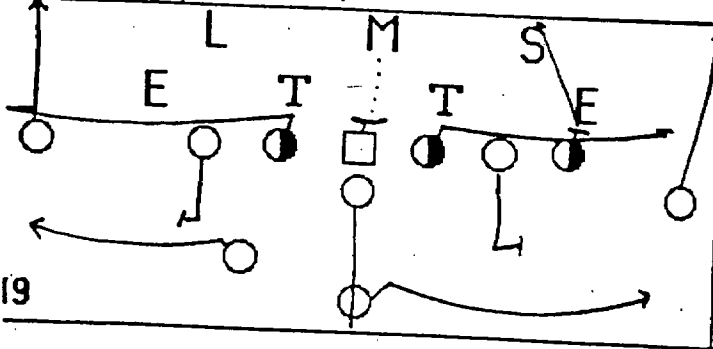
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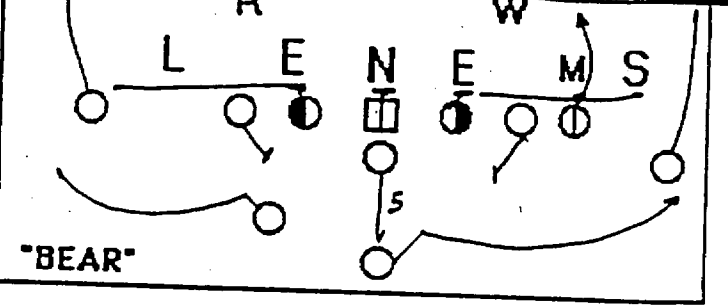
80



33 St/47 Ovr

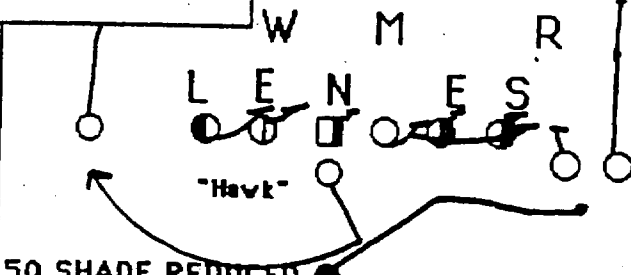
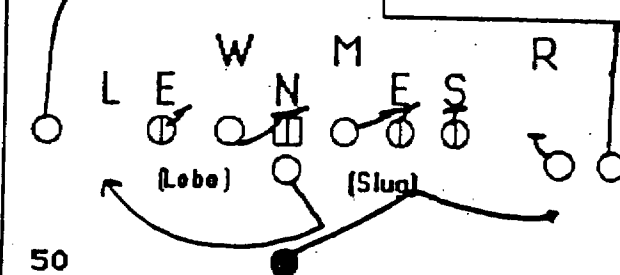


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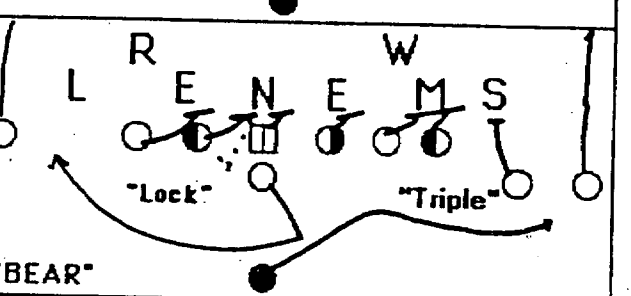
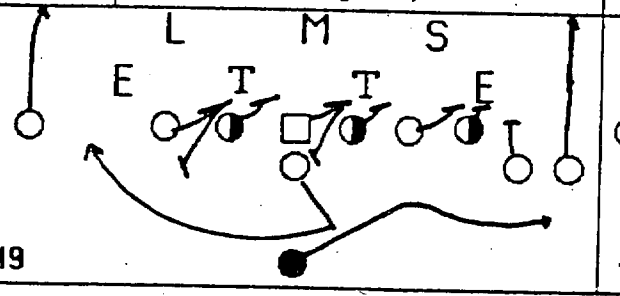
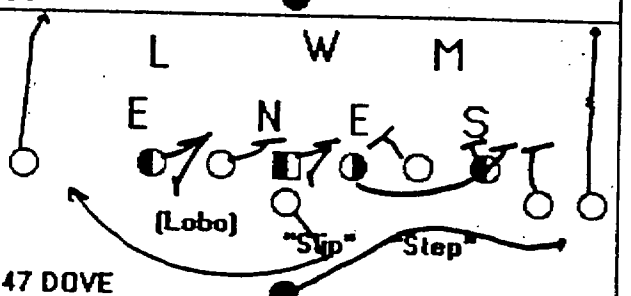
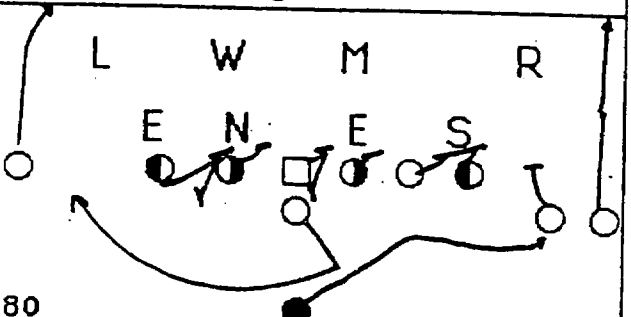
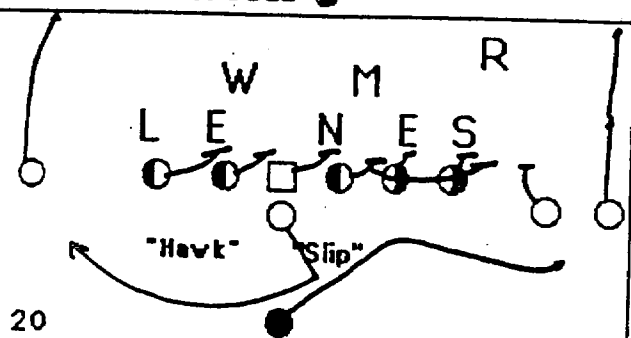


"BEAR"

36 STRETCH HB PASS



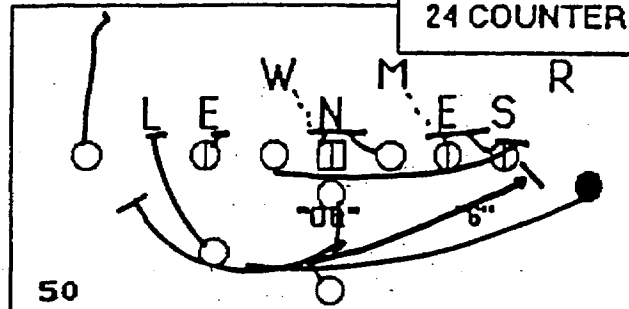
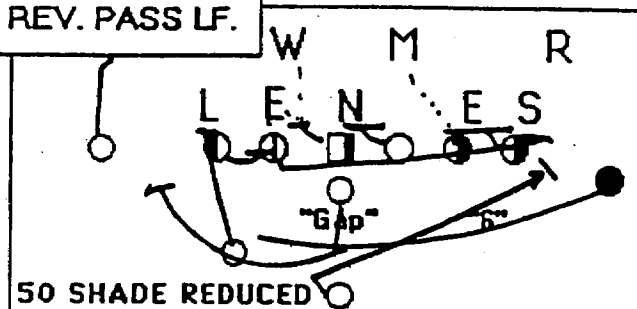
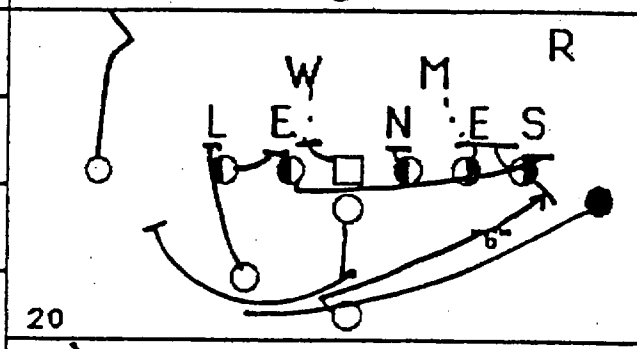
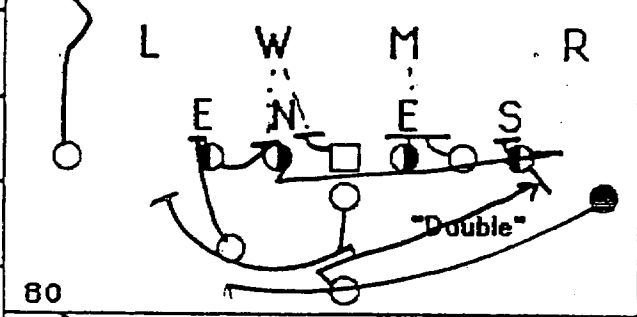
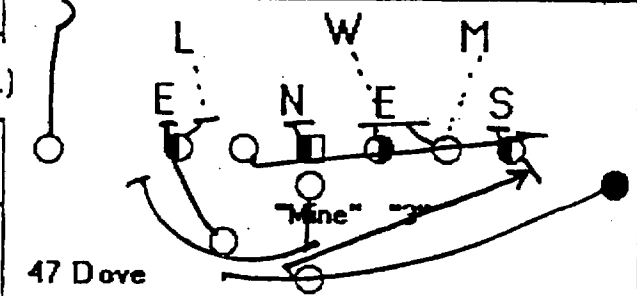
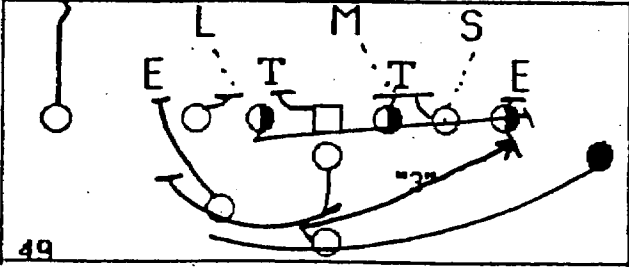
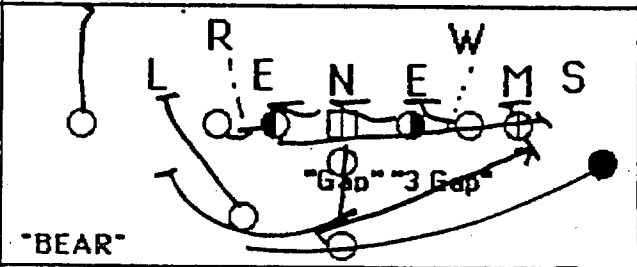
QUARTER-BACK	Open at 4 or 8 o'clock, hand off to running back, boot.
RUNNING BACK (3)	Lead step at inside hip of TE, receive handoff, flatten & sell run for 4-5 steps.
TAIL / R BACK (2)	Block force.
FLANKER 2' (4)	Stalk and go.
TIGHT END - 'Y'	Base (Alert for "Triple").
SPLIT END - 'X'	Split
ON-SIDE TACKLE	Slug, on, over (Possible "Triple"; Alert for "Step") Pass on "Step". (Stay behind or along LOS.)
ON-SIDE GUARD	Slug, base (Possible "Step"; alert for "Slip") (Stay behind or along LOS.)
CENTER	Lobo, Base, off LB (Possible "Slip"; alert for "Lock"). (Directional Onside="Slip"; Offside=Off LB.) (Stay behind or along LOS.)
OFFSIDE GUARD	"Lobo", Base-cutoff (Possible "Hawk/Lock"). (Stay behind or along LOS.)
OFFSIDE TACKLE	Base-cutoff, sift. (Possible "Hawk/Moon"; alert for "Lock"). (Stay behind or along LOS.)



24 - 25 COUNTER Z REVERSE L/R

<p>50</p>	<p>50 SHADE REDUCED</p>
<p>QUARTER-BACK Counter mechanics. Check contain man. If no threat lead reverse.</p>	<p>20</p>
<p>TAIL-BACK (2) Take handoff. Give ball outside. Show the ball.</p>	<p>80</p>
<p>FULL-BACK (3) Block man outside the onside tackle.</p>	<p>33 St/47 Ovr</p>
<p>FLANKER Z' (4) Take ball outside.</p>	<p>"BEAR"</p>
<p>TIGHT END - Y' Combo. base.</p>	
<p>SPLIT END - X' Crack first second level defender off the ball.</p>	
<p>ON-SIDE TACKLE Block 24-5 Counter</p>	
<p>ON-SIDE GUARD Block 24-5 Counter</p>	
<p>CENTER Block 24-5 Counter Leak toward reverse.</p>	
<p>OFF-SIDE GUARD Block 24-5 Counter</p>	
<p>OFF-SIDE TACKLE Block 24-5 Counter Leak toward reverse.</p>	
<p>49</p>	

24 COUNTER REV. PASS LF.

 <p>50</p>	 <p>50 SHADE REDUCED</p>
<p>QUARTER-BACK</p> <p>Execute 24 Counter, boot, block 4th rusher outside.</p>	 <p>20</p>
<p>TAIL-BACK (2)</p> <p>Run 24 Counter, outside handoff to Z, continue fake.</p>	
<p>FULL-BACK (3)</p> <p>Block first defender to show outside OT.</p>	
<p>FLANKER Z' (4)</p> <p>Execute 24 Counter Reverse, pull up for pass or continue outside and break contain.</p>	
<p>TIGHT END - Y'</p> <p>Combo, base. (Alert for "6".)</p>	 <p>80</p>
<p>SPLIT END - X'</p> <p>Crack corner.</p>	
<p>ON-SIDE TACKLE</p> <p>On, inside gap.</p>	
<p>ON-SIDE GUARD</p> <p>Pull and trap. (Alert for LBer dogs on "Oit".)</p>	
<p>CENTER</p> <p>On, angle off. (Possible "Gap/Oit/Mine".)</p>	 <p>47 Dove</p>
<p>OFFSIDE GUARD</p> <p>On, inside area (i.e. "Oit/Double"). (Poss. "3 (Gap)"; alert for "Gap".)</p>	
<p>OFFSIDE TACKLE</p> <p>On, inside, area (i.e. "Double"), outside. (Alert for "3 (Gap)".)</p>	
 <p>49</p>	 <p>"BEAR"</p>