

BEAR BRYANT'S

1975

ALABAMA

PLAYBOOK

OFFENSIVE TERMINOLOGY

I. DEFINITIONS:

- POINT OF ATTACK - Spot where ball crosses line of scrimmage.
FLOW - Direction in which most of the backs start.
ON SIDE - Linemen on side of point of attack.
OFF SIDE - Linemen on side away from point of attack.
NEAR BACK - Halfback on side of point of attack.
FAR BACK - Halfback away from point of attack.
OVER - Defensive man on L.O.S. over any part of offensive man.
COLOR - First man approached with different color jersey.
GAP - Space between two offensive men.
HEAD ON - Man nose on nose.
PURSUER - Defensive man pursuing ball carrier.
FLEX - Term used to tell tight end to move out 2 to 4 yards
FLEX WIDE - Term used to tell tight end to move out 8 to 12 yds.
STAY - Term used in passing game to tell backs to "Stay" in and block.
TIGHT - Term used to tell Split End to line up 1 1/2 yards from tackle.
POSITION LATERAL - Get in perfect position on quarterback to receive lateral (4 yd. deep and 4 yd. in front of quarterback.)

II. ABBREVIATIONS:

- N/T - No one there.
LB - Linebacker
MLB - Middle Linebacker
L. O. S. - Line of scrimmage
SAM - Strong Linebacker
MIKE - Middle Linebacker
WILL - Weak Linebacker
P.O.A. - Point of Attack

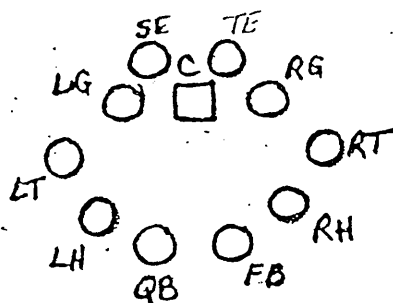
III. BLOCKS AND RELATED CALLS:

- DRIVE BLOCK - A vicious head and shoulders block.
BAMA BLOCK - Drive block at knee of opponent.
GROIN BLOCK - A low drive block with upward action aimed at the defensive man's groin.
CHOP BLOCK - Open field block on men in the secondary by throwing your body (Extended at his throat.)
SLOW BLOCK - Slow, deliberate block used to maintain relative position on defender tight ends use mostly on Sweeps!
STALK BLOCK - Block used to block secondary people - (Get close to man and when he commits, take him, don't leave feet.)
CRACK BACK BLOCK - A vicious high drive block used by wide people or inside defenders.
FILL - Protect the area to your inside.
SET - Fake pass protection block.
SLAM - Entertain defensive man with shoulder and forearm.
GREEN - Call to tell tackle and guard to switch assignments.
BLUE - Call to tell guard and tackle to change assignments
BLACK - Call to end and tackle to switch assignments.
RED - Call to off tackle and guard to block #1 and #2 on weak side.
(Same as SCOOP.)
FOLD - Call between center and either guard.
PURPLE - Call to center to block a man in 1 tech. to onside.
GAP - Call to on guard and tackle and end to block 1st man to inside.

SLIDE - Call between center and guard to alert for area pass protection.
PULL - Guard pull and lead at P. O. A.
BACKSIDE - Center block away from play call.
CLEAN UP - Off guard and tackle going downfield and peels back.
FOOT TO FOOT - Guard and tackle vs. 90
PICK WEAK - Pass protection block when offside line man is uncovered.
HINGE - Call to off tackle on pass protection.
WALL OFF - Guard influence linebacker and block inside
FLAT - Center vs. 90
LOOP - Call to tackle on veer
INSIDE - Call to guard and tackle on veer
HELP - Call to guard on veer
4 TECH LINEBACKER - Call to tackle on veer
HIP TO MIKE - Call to tackle on 70 Def.
HIP TO BACKER - Call to tackle on 90 Def.

I. Huddle

L.O.S.



7 yds from
L.O.S.

- A. The center must hustle and set up the huddle 7 yds. behind the L.O.S. The huddle must be formed quickly.
- B. The Q.B. will step in the huddle and call the play twice quickly and clearly. When the QB calls the Back the center and any wide outs will leave the huddle immediately!
- C. On the words "BREAK-HARD", the remainder of the team breaks the huddle with a vigorous clap on the word "Hard".
- D. The backs and the line men will sprint to the line and line up immediately in their respective stances.

II Call of The Play in the Huddle

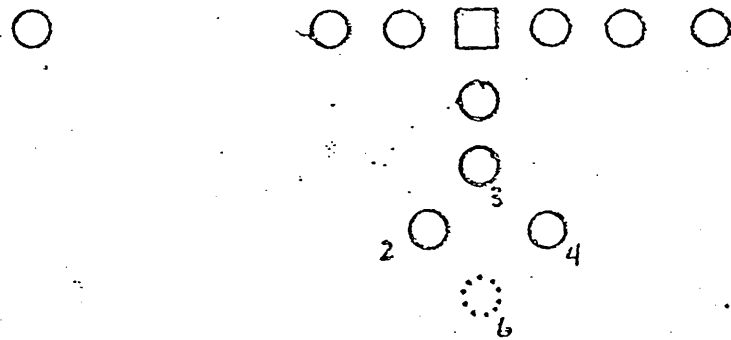
A. FORMATION - Right T

This call tells the team which formation to line up in.

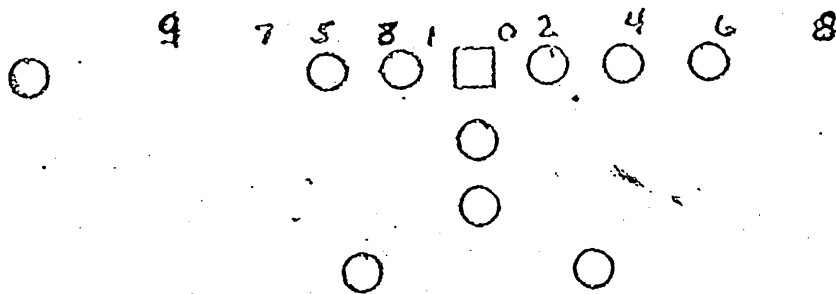
3 indicates back carrying ball; 6 indicates the area in which the ball is to be run, additional words may be used to indicate type of play - option, counter, trap, Pass ETC.

III Numbering system

The areas of alignment for the backs are numbered. The #2 area is always behind the left guard and tackle; the #3 area is always behind the center; the #4 area is always behind the right guard and tackle and the #1 position is always behind the deep back in the "I" formation.

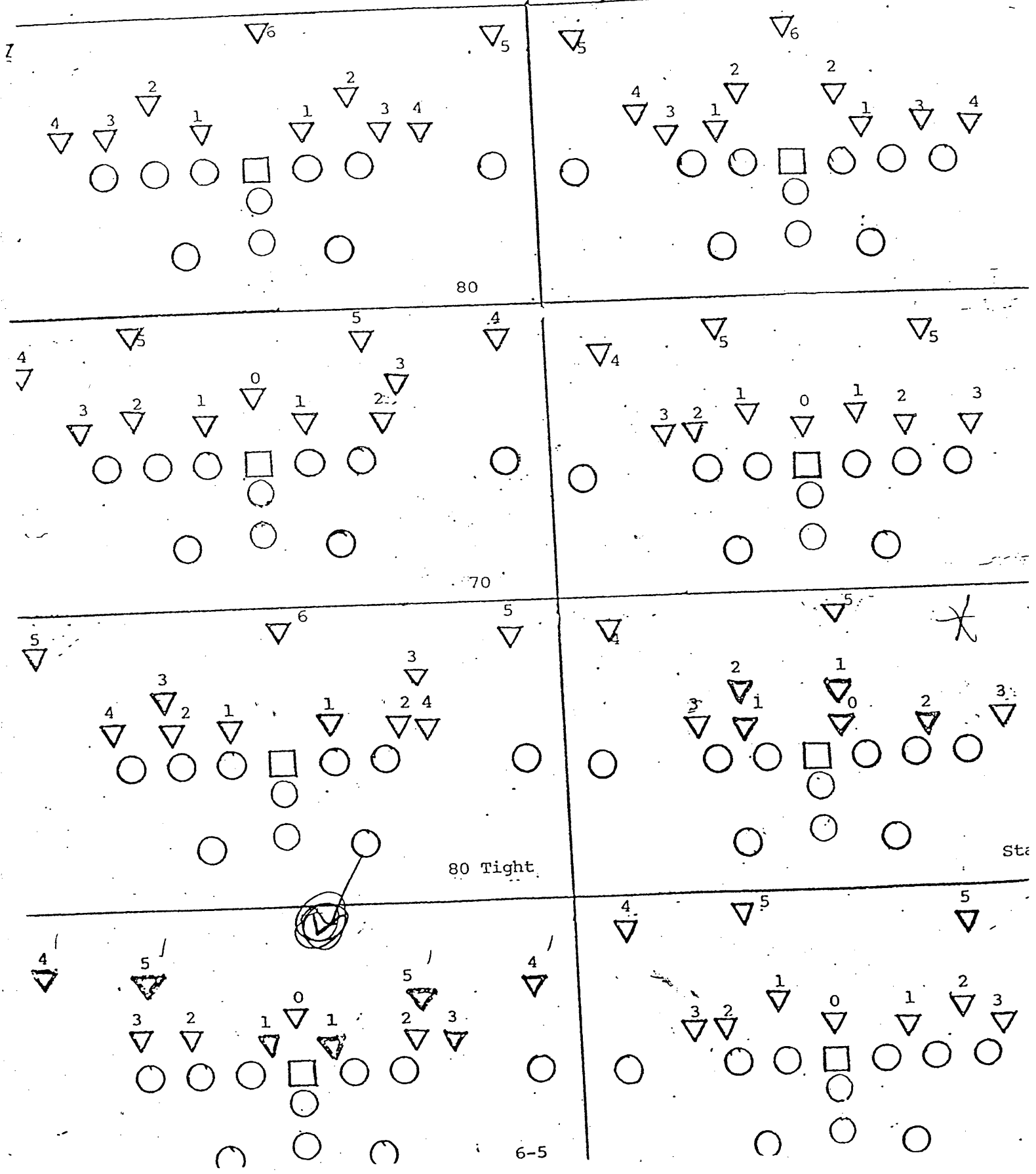


The offensive holes are numbered with the even numbers always on the right side and the odd numbers always on the left side.



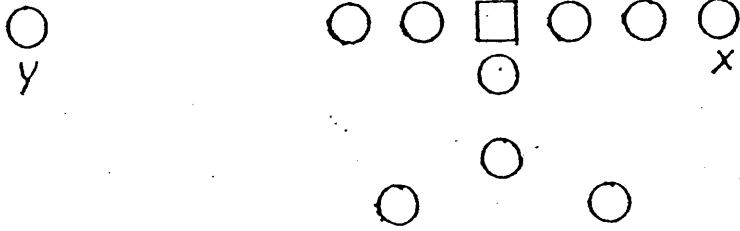
To help us in recognizing our blocking assignments, we have rules. These rules are made up by numbering defensive men and defensive techniques.

Below are examples of How To Count Defensive Men. Anytime men are stacked, the front one is always the lower number.

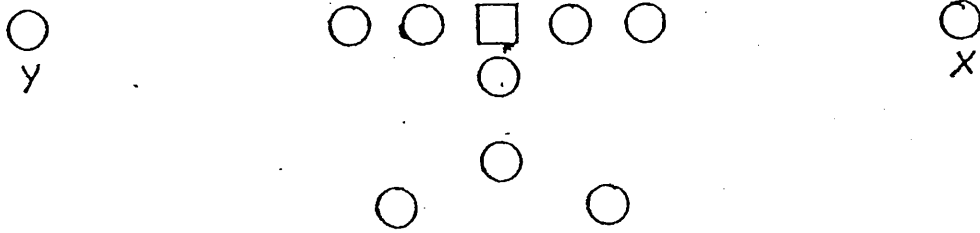


OFFENSIVE FORMATIONS

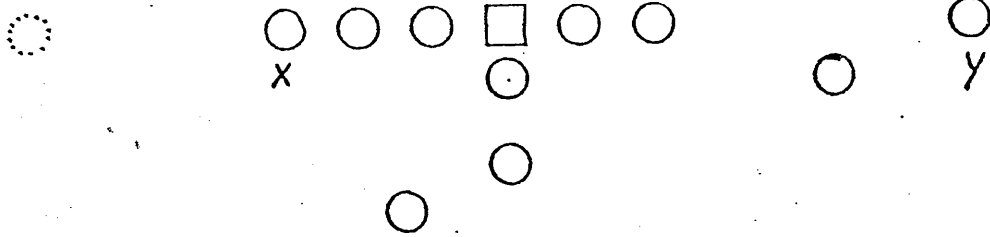
"Right" - Left



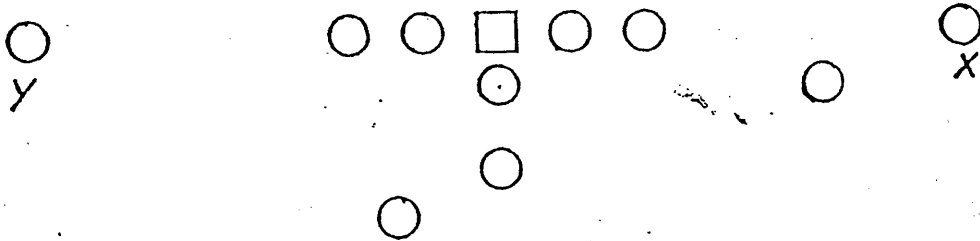
"Right Wide" - Left Wide

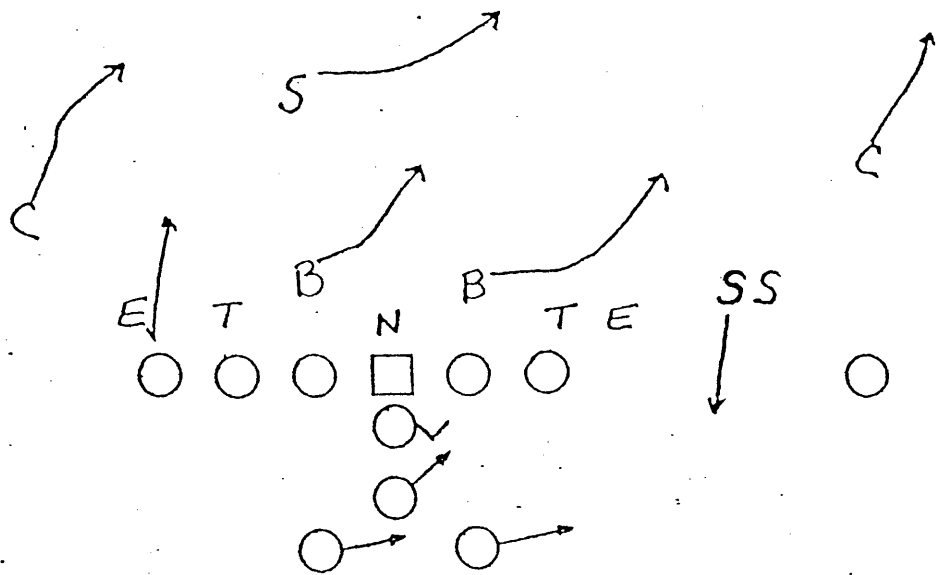


"Split Right" - Split Left (Wide)

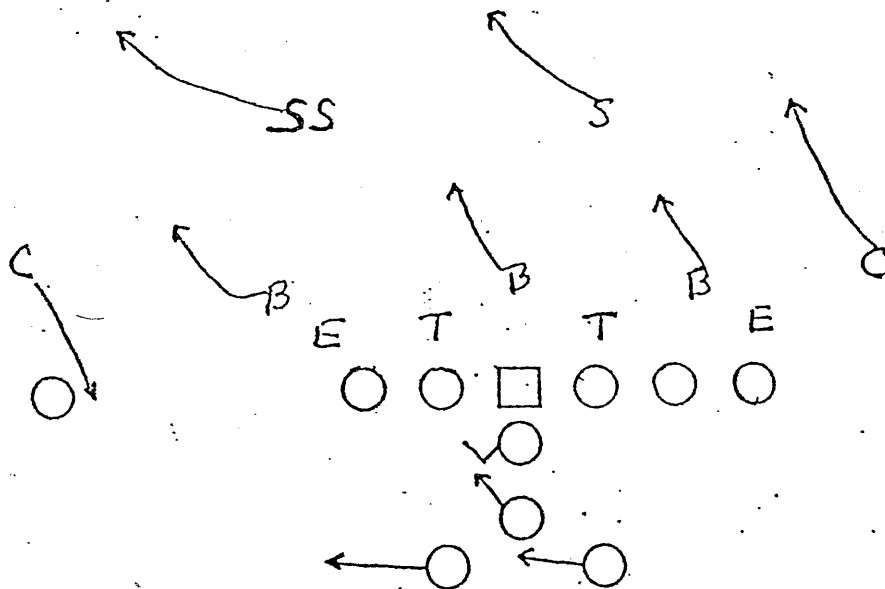


"Slot Right" - Slot Left

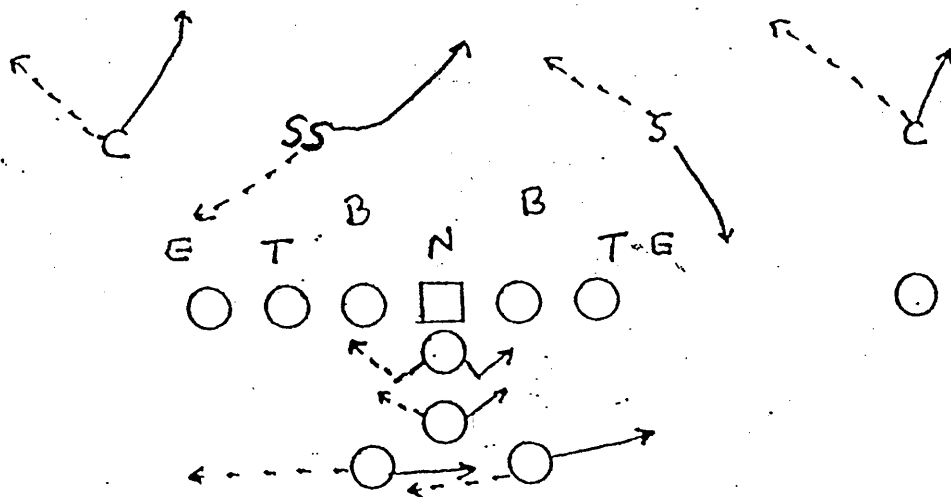


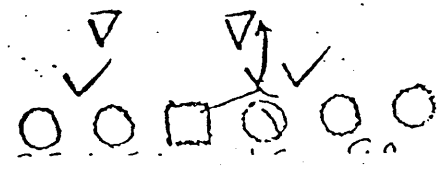
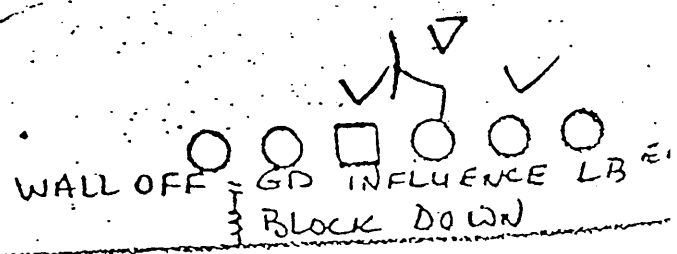
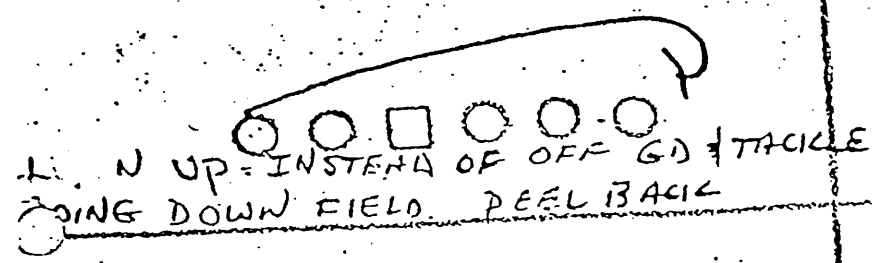
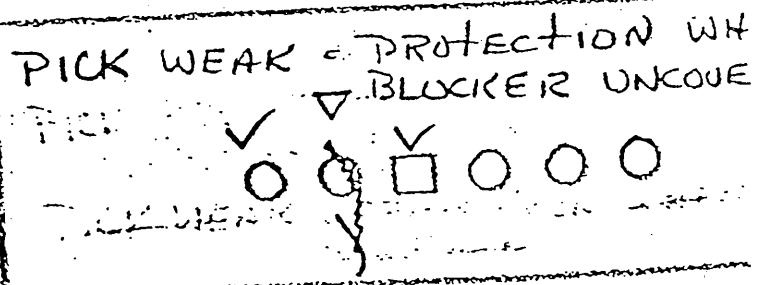
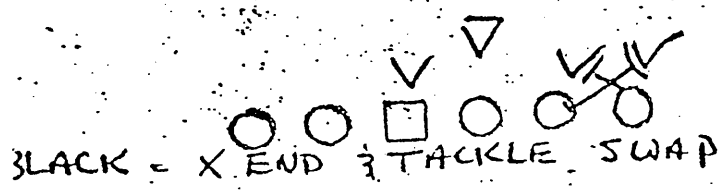
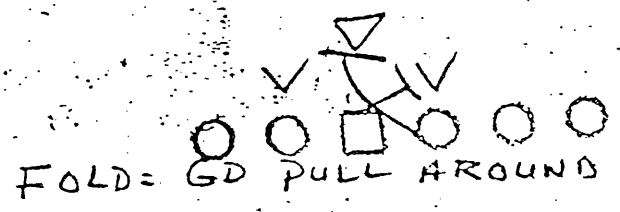
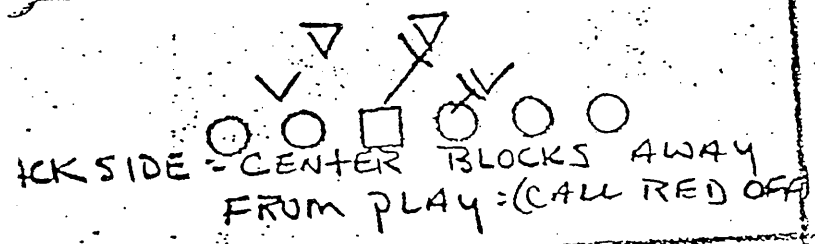
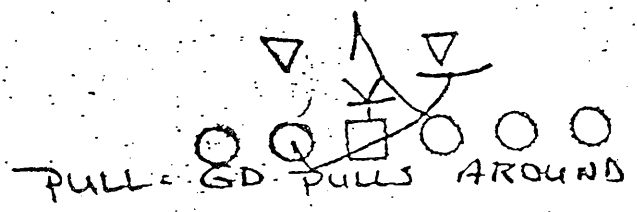
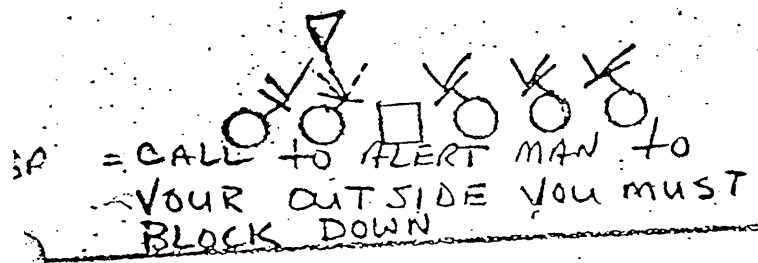
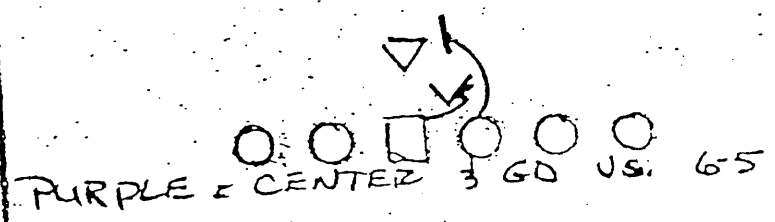
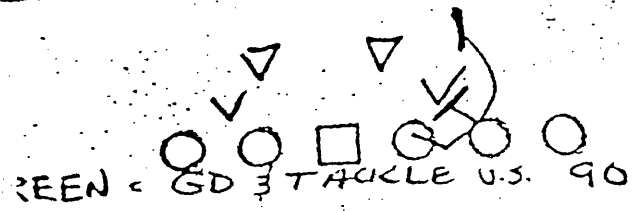
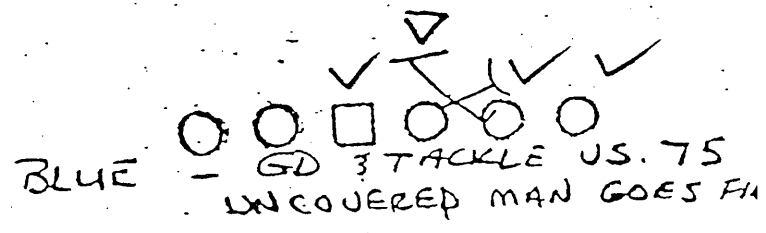
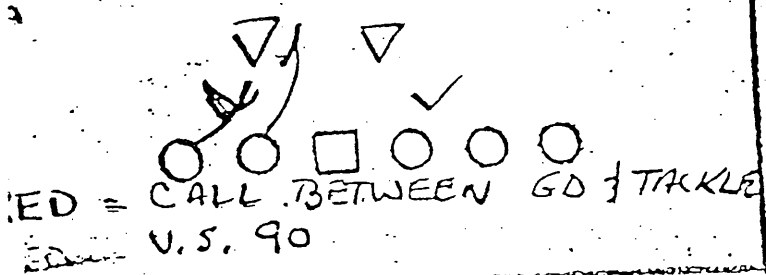


COVER 42 (ROLL)

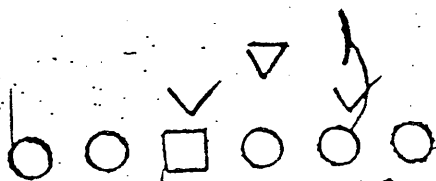


COVER 44 (INVERT TO BOTH SIDES)

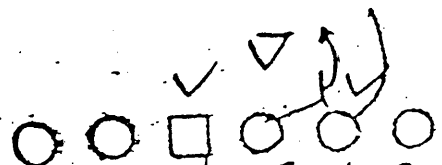




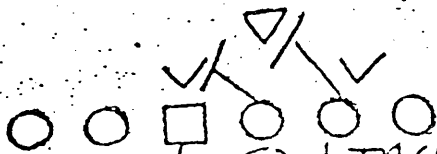
OP = CALL TO TACKLE ON USER



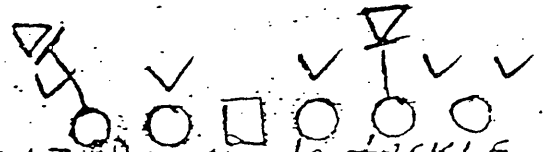
HELP = CALL TO GUARD



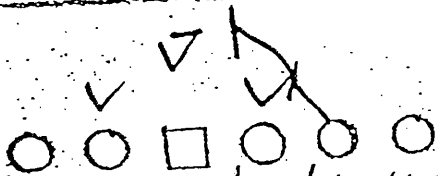
SIDE = CALL TO GO & TACKLE



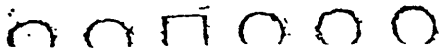
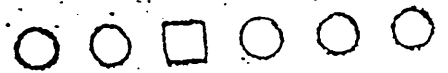
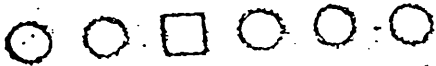
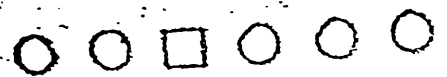
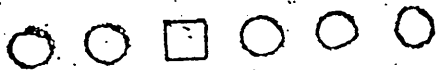
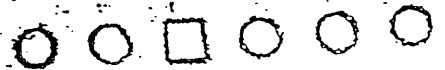
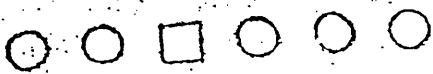
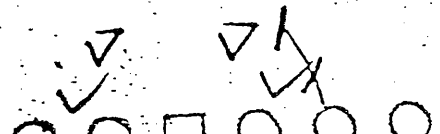
4 TECH LB = CALL TO TACKLE



P MIKE = CALL TO TACKLE
VS. 70

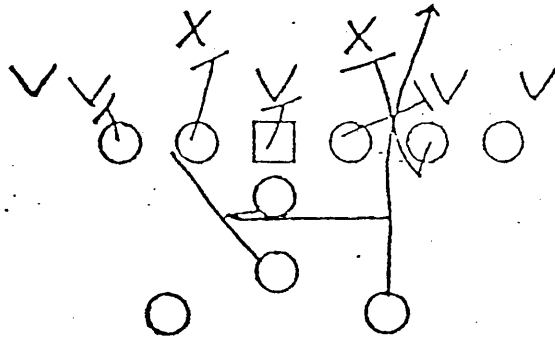


HIP TO BACKER = CALL TO TACKLE
VS. 90



Blocks Used By OFF. LINE.

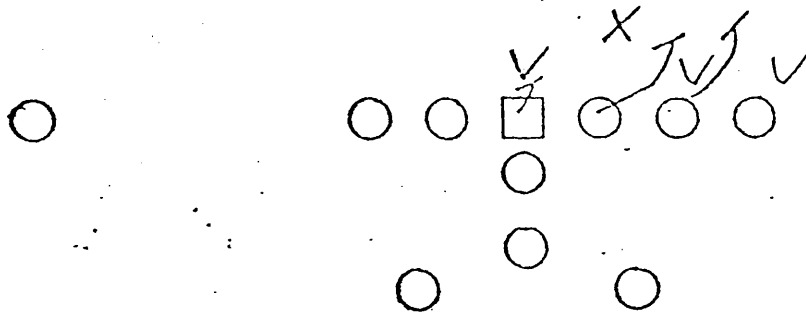
"Blue"



This block is good for ct40 to the playside. It gives the LBer. A different look. It's also good on the backside on most plays because it tends to slow the LBer down. It can occasionally be used on backside pass protect for a change of pace.

Blocks Used By OFF. Line

"Help"

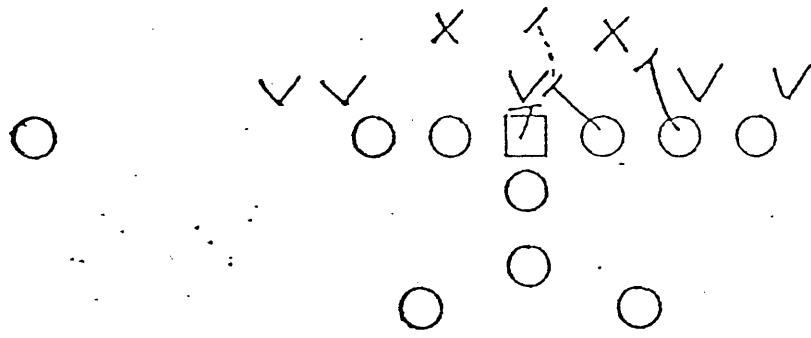


If tackle is slanting inside then guard can help pick him up or slow him down. Now tackle can go ahead on loop. This eliminates D.T. from causing a collision with both the fullback + QB.

* If tackle plays it straight then guard is on good course to cut off LBer.

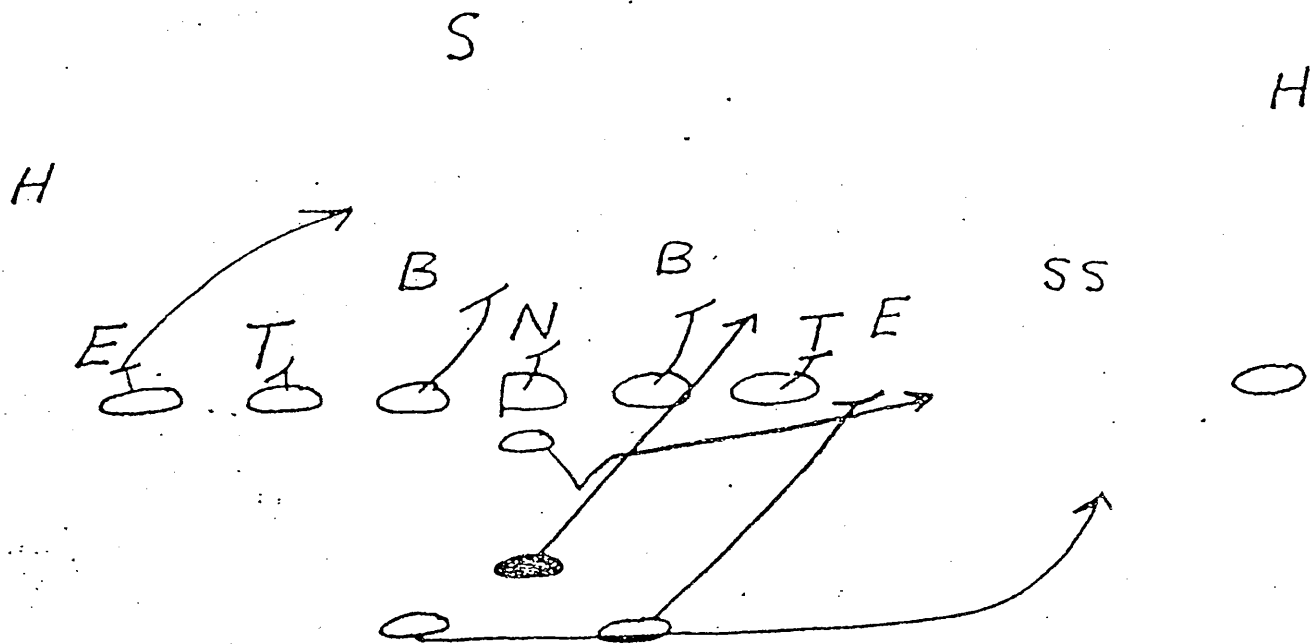
Blocks Used By OFF. LINE

"Double or Inside"



If Center is having trouble with the NOSEMAN then he CAN double with inside guard.

32/33 (Called Handoff To The FB)



Center - zero, Backside

ON GUARD - #1

ON Tackle - #2

ON END - #3

OFF GUARD - #1

OFF Tackle - #2

OFF END - Downfield

NEARBACK - FAKE veer (ARC OR Lead action)

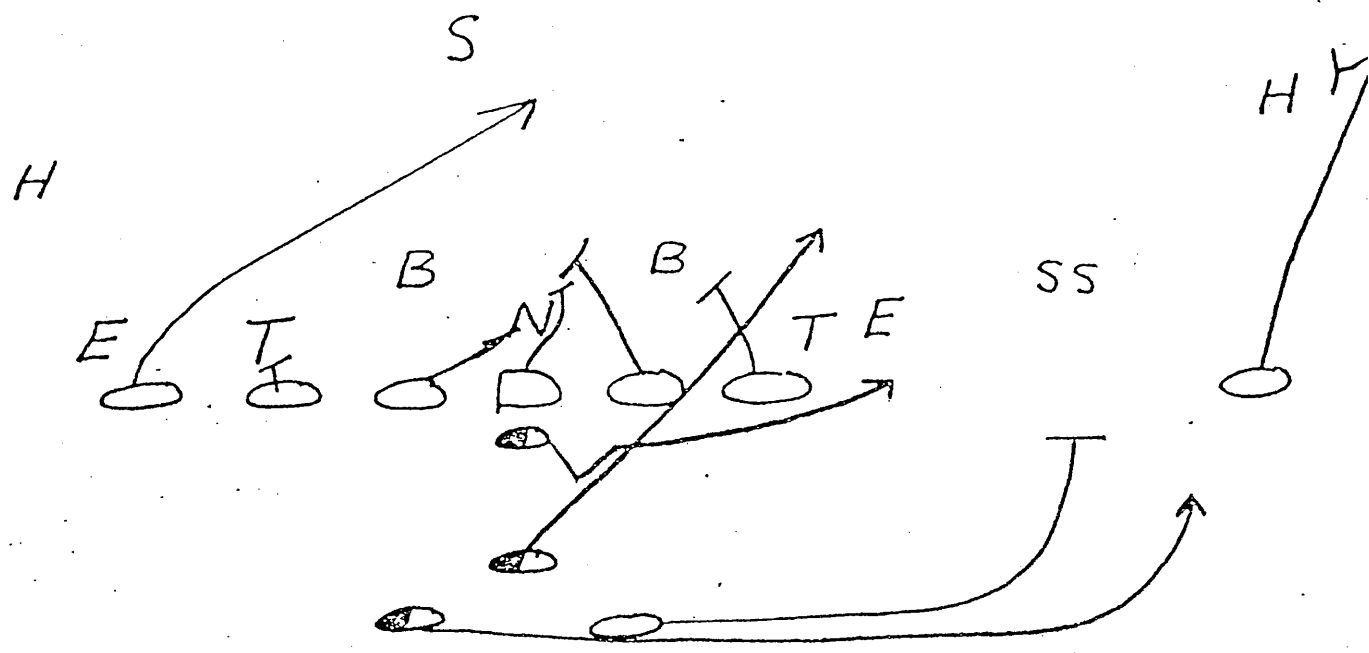
FARBACK - ARC, FAKE veer

Fullback - BALL CARRIER, veer path + RUN for day light

Q.B. - veer execution

34/5

(Triple Option - FB, QB, HB)



Center - Reach Pickup

ON GUARD - Inside Block OR #1

ON TACKLE - Block 4 Tech LBer. N/T 1st Inside LBer.

ON END - Release, Block ON Y3. (#5)

OFF GUARD - Reach Pickup

OFF TACKLE - #2, Downfield

OFF END - Downfield

NEARBACK - #4

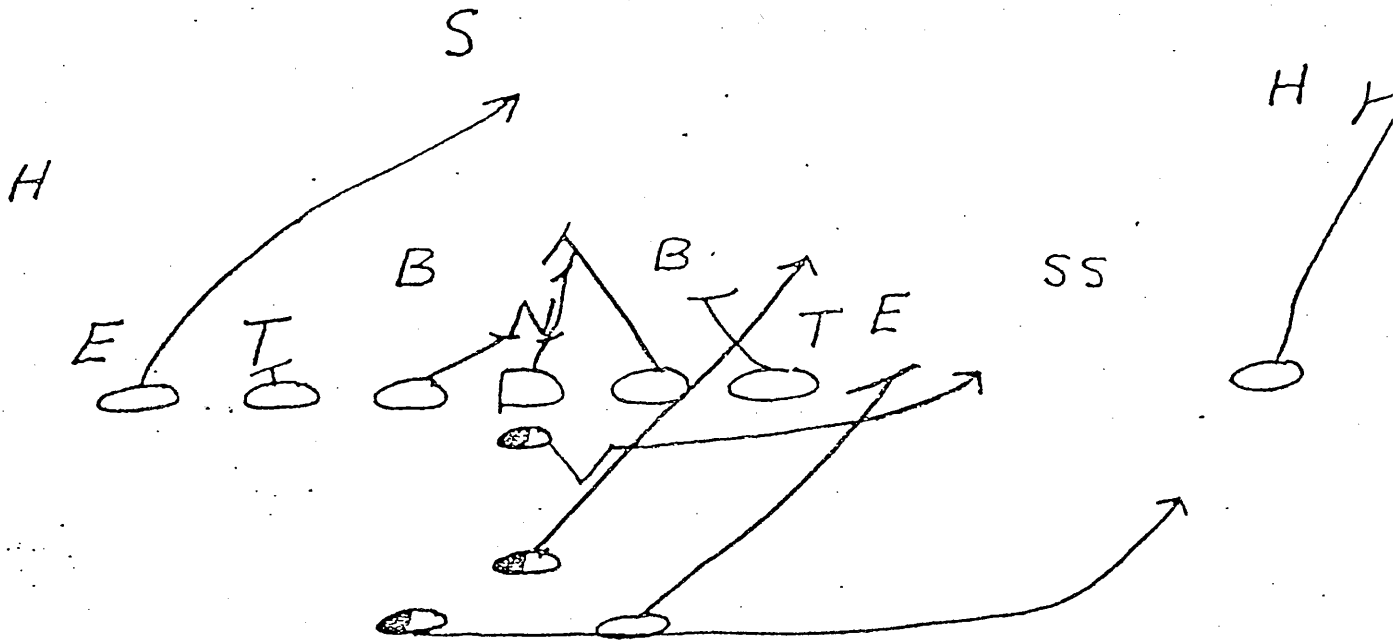
FARBACK - Pitchman (sprint for position lateral.)

Fullback - Ballcarrier, Blocker (LBer, SAF)

Q.B. - Key #2 + execute veer.

36/37

(Triple opt with Lead Block - FB, GB, HB)



Center - slant pickup

ON GUARD - Inside Block or #1

ON TACKLE - Block 4 Tech L Ber. N/T 1st inside L Ber

ON END - (T.E - slam DE, release + Block #5) (SE side - Block #5)

OFF GUARD - Reach Pickup

OFF TACKLE - #2, Downfield

OFF END - Downfield

NEAR BACK - Block #3. (C.P - Recognize Count on Stack)

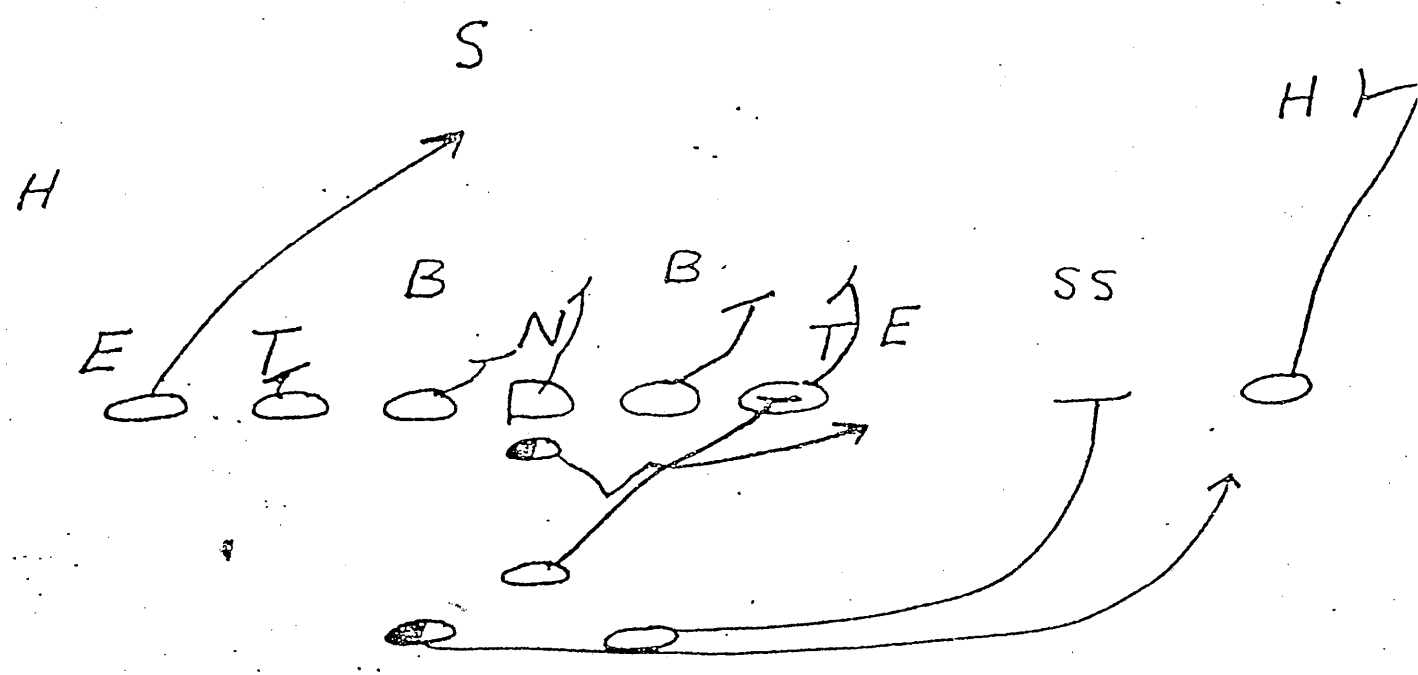
FAR BACK - Pitchman, sprint for position lateral

Full back - veer path, Ball carrier, Blocker - off LB N/T SAF.

Q.B. - Key: #2

38/39

(BALL IS GOING OUTSIDE - QB, HB)



Center - slant pick up.

ON GUARD - #1

ON TACKLE - #2 OR Loop Tech

ON END - #5

OFF GUARD - slant pickup

OFF TACKLE - #2 Downfield

OFF END - Downfield

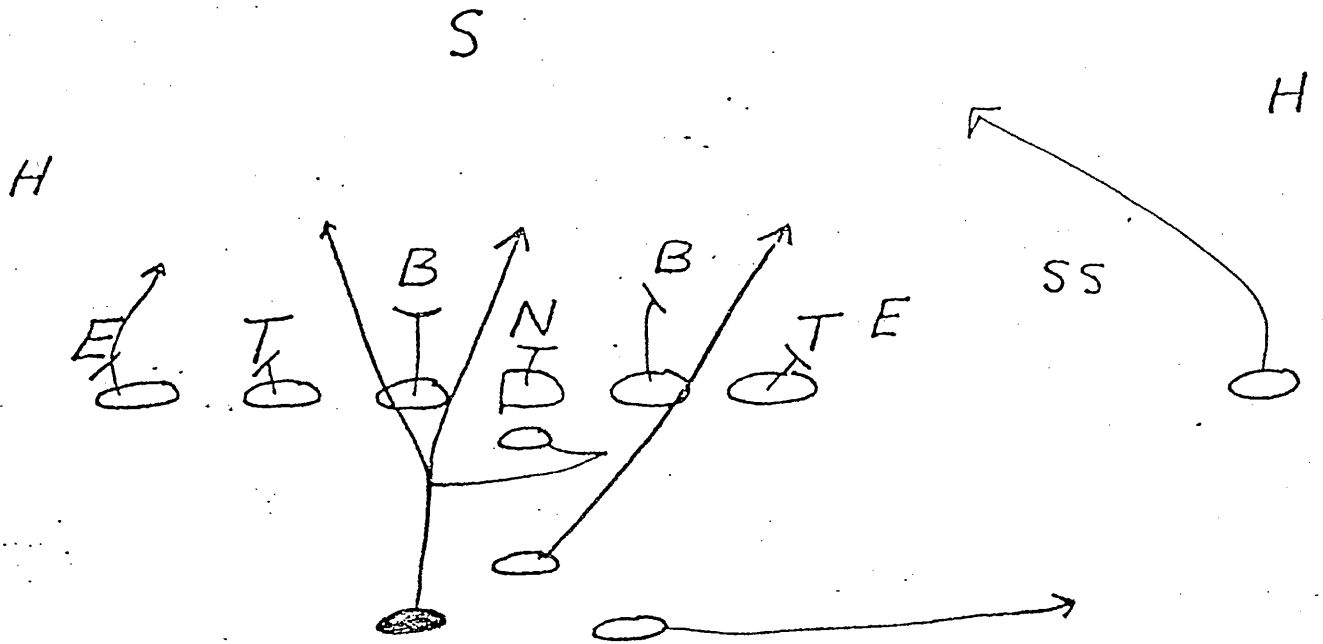
NEAR BACK - #4

FAR BACK - Position Lateral for pitch

Fullback - start veer path & slide off & block #2.

Q.B. - Take the football to #3

ct. 40/21 (Called Handoff To HB)



Center - zero, onside

ON GUARD - #1

ON TACKLE - #2

ON END - #3

OFF GUARD - #1 (Blue if possible)

OFF TACKLE - #2 (Blue if possible)

OFF END - DOWNFIELD

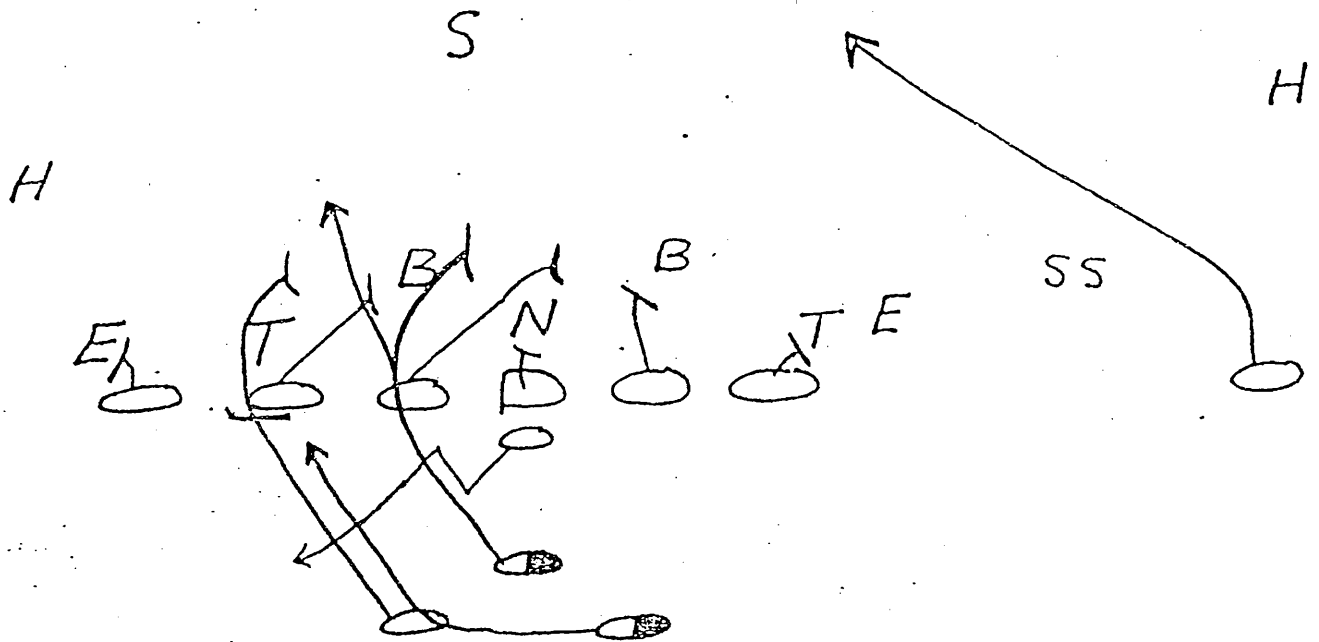
NEARBACK - BALL CARRIER, BREAK OFF GUARDS BLOCK.

FARBACK - FAKE VEER

Fullback - FAKE VEER TO OPPOSITE SIDE OF CALLED PLAY

Q.B. -

26/47 Belly (Read)



Center - O, ON HAD, BACKSIDE

ON GUARD - INSIDE BLOCK

ON TACKLE - BLOCK 4 TECH LBER. N/T BLOCK 1ST INSIDE LBER

ON END - BLOCK END MAN

DEF GUARD - #1

OFF TACKLE - #2

OFF END - DOWNFIELD

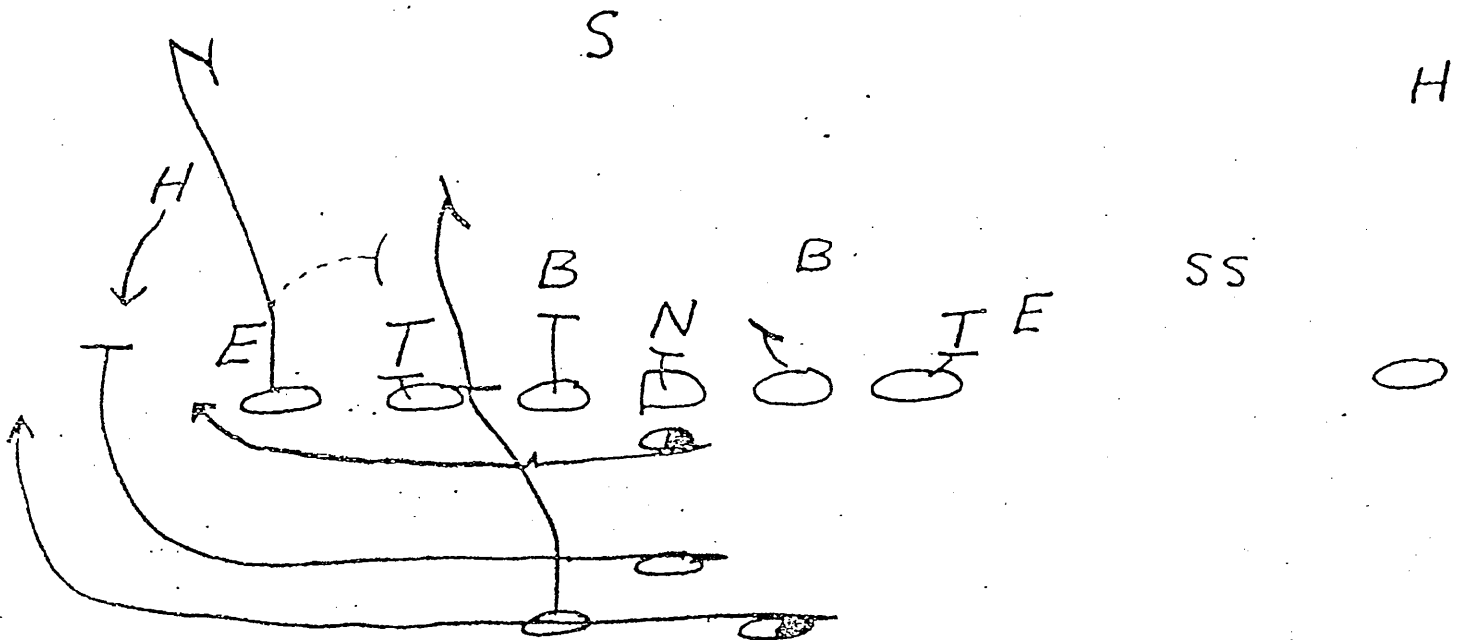
NEAR BACK - #2, if 2 goes inside pass him up + pick up LBER.

FAR BACK - BALL CARRIER. Hit LOS with shoulders square

Full back - BALL CARRIER, Blocker - off LBER.

Q.B. - Key #2, execute Belly action (FB OR HB ON READ)

Ct. 28/49 option



Center - zero, Backside

ON GUARD - #1

ON Tackle - #2

ON END - Red call - Block L Ber; white call - Block #5

OFF GUARD - #1

OFF Tackle - #2, downfield.

OFF END - Downfield

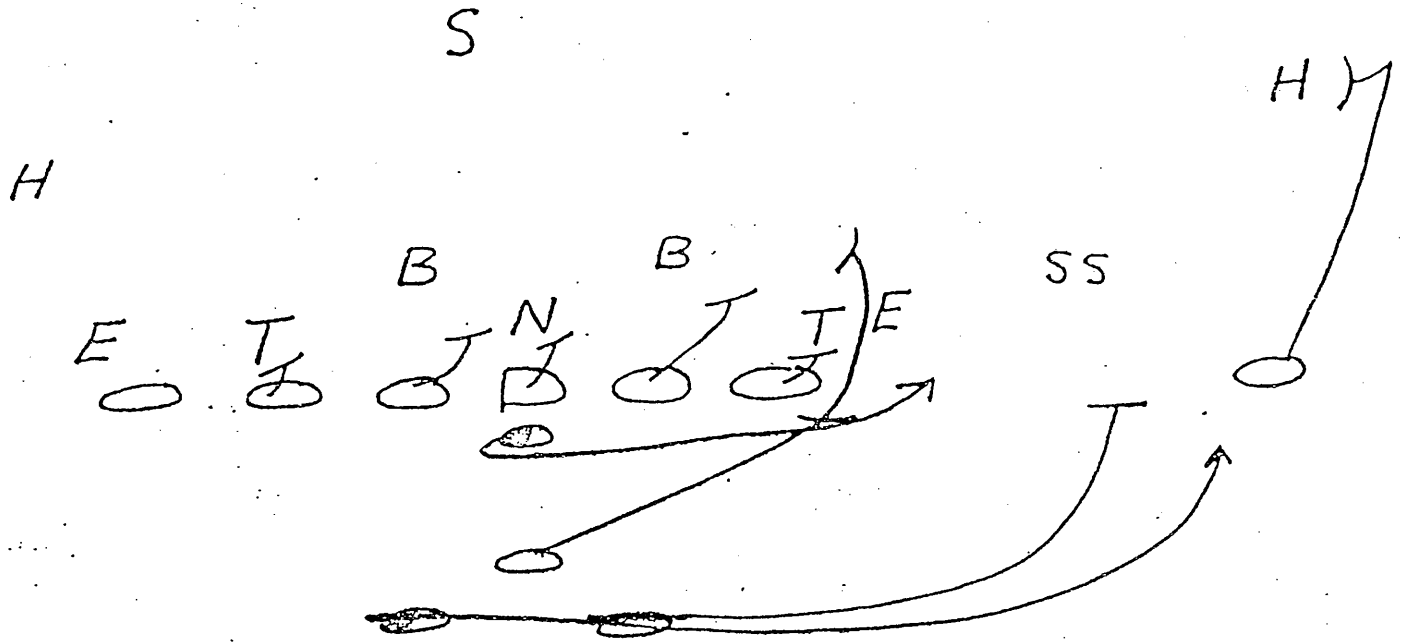
NEAR BACK - Fake dive & pick up tackle if he is slanting inside; L Ber to

FAR BACK - Ct. + sprint for position lateral

Full back - Ct. + Block #4 vs. 4 spoke; Block #5 vs. 3 deep.

Q.B. - Ct. + put pressure on #3

Ct. 18/19 option (Ball is going outside - QB, HB)



Center - zero, Backside

ON GUARD - #1

ON Tackle - #2

ON END - #5

OFF GUARD - #1

OFF Tackle - #2, Downfield

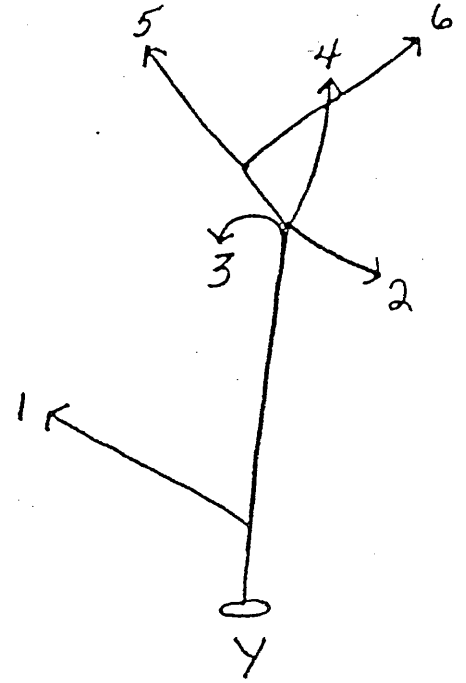
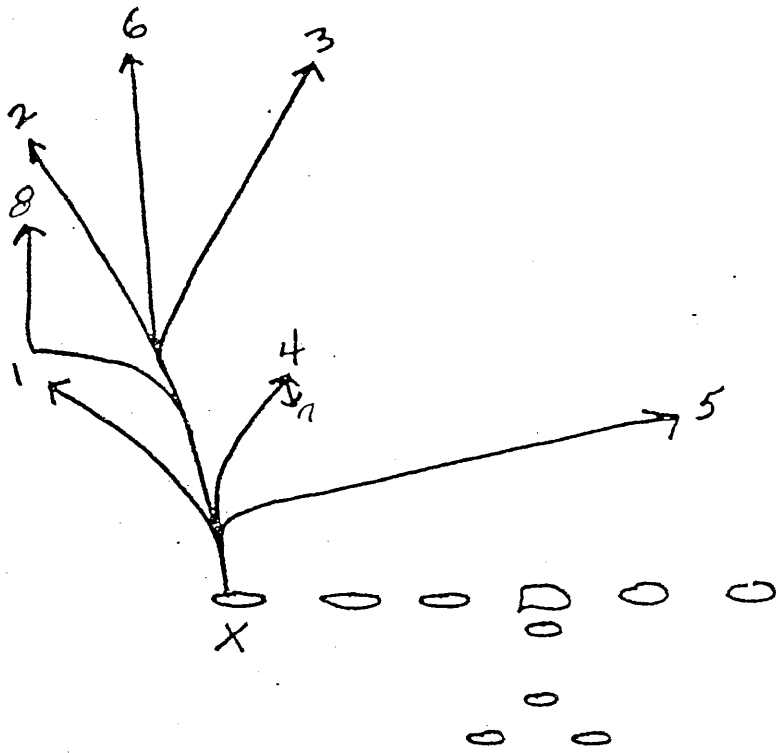
OFF END - Downfield

NEAR BACK - Ct. movement + Block #4

FAR BACK - Ct. movement + sprint for position lateral

Full back - #3 if he runs hard. Seal inside if he doesn't

Q.B. - Ct. step + explode to #3. Be alert for Hard by I

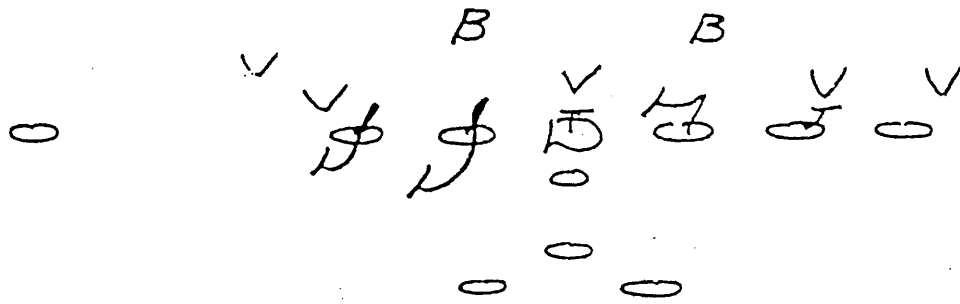


X End Routes (VARY)

1. Regular
2. Deep Regular
3. X Post
4. Look
5. Cross
6. Ho
7. Hook
8. Take off

Y End Routes

1. Slant (5)
2. Out (16)
3. Circle (16)
4. Ho
5. Post (VARY)
6. Z-out (VARY)



ON Tackle - OVER outside M/T LBER

ON Guard - #1

Center - MAN OVER

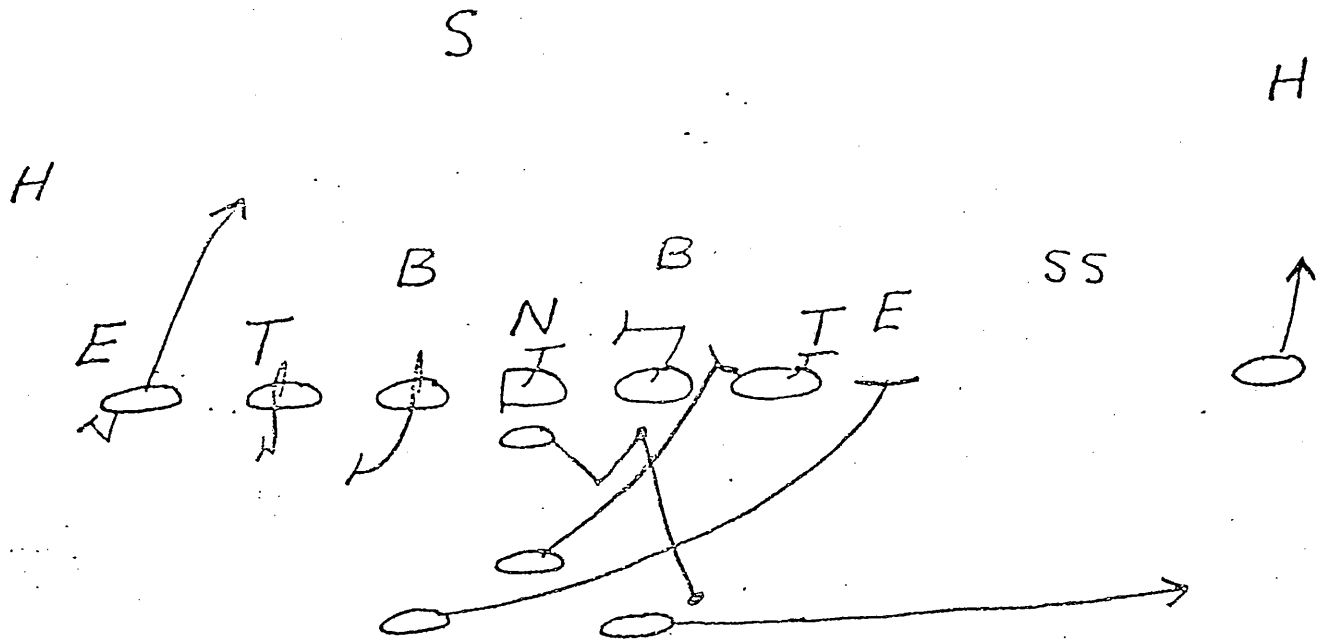
OFF Tackle - Hinge (TAKE MOST DANGEROUS MAN)

OFF Guard - Pull + Pick if UNCOVERED.

P34/5 - Start with 3 routes - Post, Ho, & the out. Use P.34/5 in situations that we can miss-match our backs with def. personnel.

P34/5 - FAR back come right off FB. so you can handle the hard by the Def. End.

P.36/37 - FB. vs. 8 man FRONT BLK. LBER. otherwise Pick up.



Center - MAN OVER

ON GUARD - # 1 ; help center if UNCOVERED

ON TACKLE - OVER outside, NOT LBER

ON END - PASS ROUTE

OFF GUARD - Pull + Pick if UNCOVERED

OFF TACKLE - Hinge (TAKE MOST DANGEROUS MAN) OR # 2 vs. 75

OFF END - BLOCK END MAN OR PASS ROUTE.

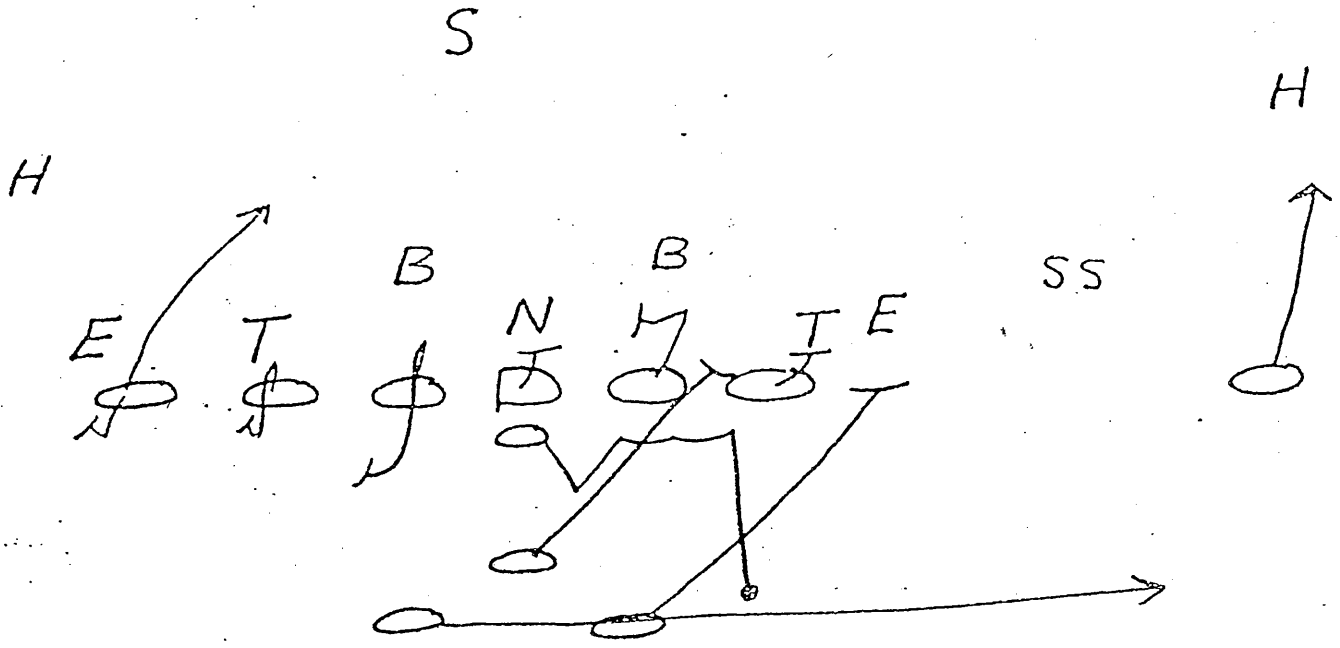
NEAR BACK - FLAIR OR ROUTE (SAF. VALVE)

FAR BACK - BLOCK END MAN to play side, come tight off FB Bu

(Full back - sell run + Block: vs 8 MAN front block LBER, otherwise pick up

Q.B. - 5-Step DROP.

PASS 36/37 (Individual cuts) (Max: Protection)



Center - MAN OVER

ON GUARD - #1, if uncovered help ON NOSE.

ON TACKLE - over outside, N/T LBER

ON END - PASS ROUTE

DEF GUARD - Pull + Pick backside if uncovered.

OFF TACKLE - #2, (vs. 70 Ninge + take most dangerous MAN.)

OFF END - BLOCK OR PASS ROUTE

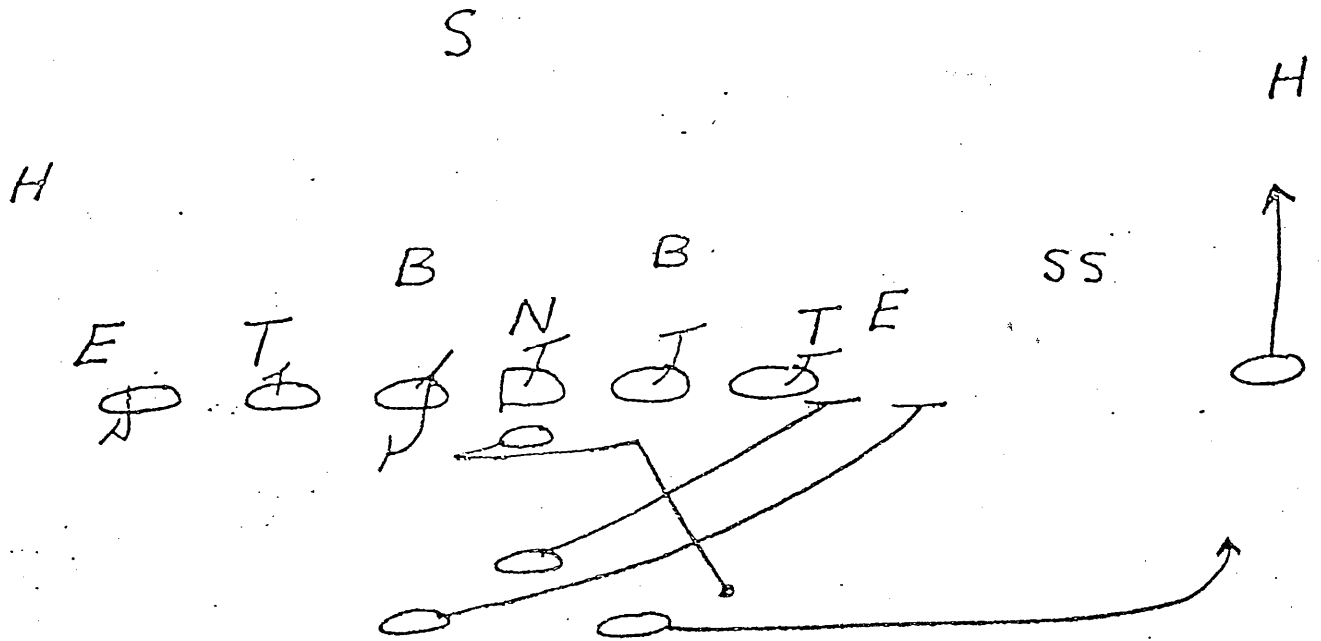
NEARBACK - BLOCK #3 (ENDMAN)

FARBACK - SPRINT to outside + FLAIR

(Fullback - Sell RUN + BLOCK; 8 man front block LBER, otherwise picka

Q.B. - Sell RUN, 7 step drop + key #4.

CT. PASS 18/19 (Max: Protection)



Center - zero, ON HAND, Backside

ON GUARD - #1

ON Tackle - #2

ON END - PASS Route

OFF GUARD - Block #1 N/T PICK WEAK

OFF Tackle - over, outside

OFF END - Block or PASS Route

NEARBACK - FLAIR

FARBACK - CLEAN UP ON #4 to the play side.

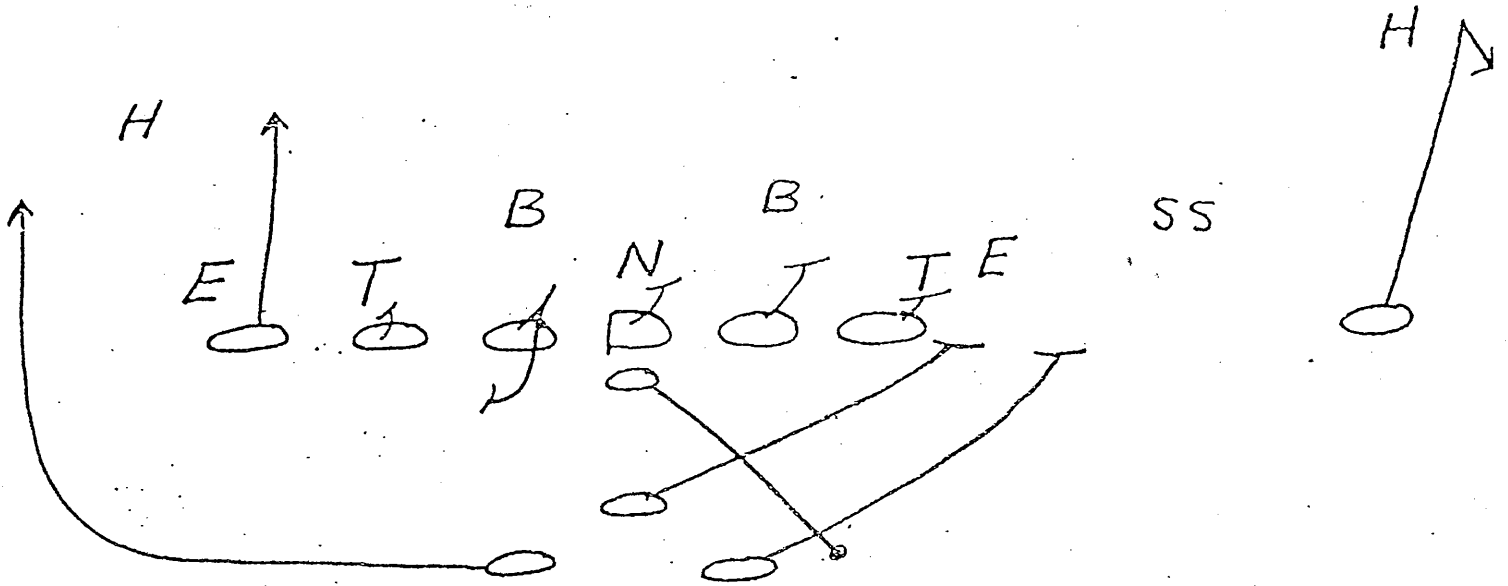
Fullback - Block #3

Q.B. - SCOT RUN (7 Step DEAD)

Slant is shown on the line.

PASS 8/9

S



ENTER - ZERO, ON HAD, BACKSIDE

ON GUARD - #1

ON TACKLE - #2

ON END - PASS ROUTE

OFF GUARD - BLOCK #1, N/T PICK WK

OFF TACKLE - OVER, OUTSIDE

OFF END - BLOCK OR ROUTE

NEAR BACK - #4, ON THROWBACK BE MORE UNDER CONTROL,

FAR BACK - FLAIR & TURNUP FOR THROWBACK

FULL BACK - #3, ON THROWBACK BE MORE UNDER CONTROL.

Q.B. - 3 STEP DROP

OFFENSIVE KICKING GAME

PUNTING GAME

Formation -

1. Lineman head can be no further off line of scrimmage than bottom of number on center's back.
2. Backs must have clearance between your head and linemen rear.
3. Full Back - Six yards deep.

Splits -

1. Guards - "24"
2. Tackles - "36"
3. Ends - "36"

Regular Call

1. Everyone keep inside foot in place, until instant you explode into your block and you always block your outside gap.
2. If two men rush in your outside gap, you will explode across the inside man and get solid contact with the outside of the two.
3. You never Block inside on regular protection.
4. Backs - Man over center, with minimum rush. Converge and take nose man if he rushes to your side.

Important on any Call -

1. On all protection you will explode and hit a blow.
Do not catch.
2. As you take your quick set read the rusher and be alert for the hold-up technique.
3. Time of block is one second, then you are sprinting to cover kick.

Normal Coverage

1. Fair Catch Signal - First man in coverage (Guards, Backs, Center) run by safety, break down in position to cover fumble in rear of safety. Always expect him to fumble.

Others break down as close as possible to the safety without interfering with his catch. Always expect a fumble. In case of fumble one man block safety, others fall on ball.

2. Safety field punt and begins return.

Always use sliding technique to pursue. Never cross your feet over and turn your body.

If you slide for position you prevent a legal block by the down field blockers who are rolling back.

3. After you clear the linebackers on your coverage, take a quick glance to find the ball. As you continue to sprint, the entire team will adjust so that coverage is balanced on the ball.

FIELD GOAL

Formation -

Guards - Inside foot inside centers foot - 4" behind his foot.

Tackles - Split 6"

Ends - Split 6"

Backs - Face 45 degree angle. Line up approximately two feet behind end with inside foot splitting his stance!

Blocking -

Everyone responsible for inside gap.

Linemen - On movement of ball drop step inside foot and explode on rusher. You must get your head across the middle of rusher.

Backs - Pivot to inside. Read the rush outside the ends block. If two are rushing outside, you will block the inside man and the outside will have to step over your intended leg.

You must sprint and cover every field goal, regardless of the distance.

*Fire, called by holder, alerts everyone that kick will not take place.

Ends - Run regular pass route until holder hollers block.

Backs - Sprint flat to outside looking for pass until holder hollers block.

Guards and Tackles - Reach block to your outside and do not cross the line of scrimmage unless you hear block.

Center - block to your right.

Holder - On fire call, sprint either way, run or throw but cannot throw interception.

EXTRA POINT

Everything is the same as field goal except you do not have to cover.

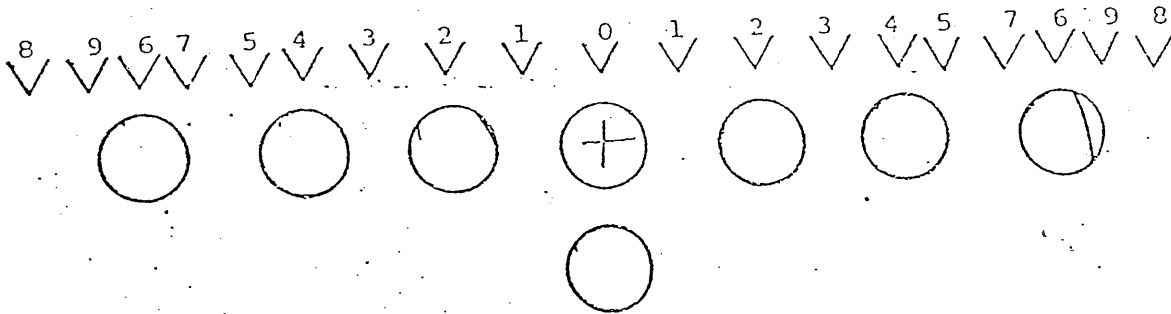
Fire - Only difference in field goal is holder never gets tackled with ball. Defense cannot score with interception. If you cannot score running, get rid of the ball to a receiver in any manner possible.

DEFENSIVE TECHNIQUES

⊙

In order to have a real effective offense it is imperative that you know each defensive technique; its alignment and the responsibility it carries!

(Even numbers are head on - Odd numbers are in the Gap!)

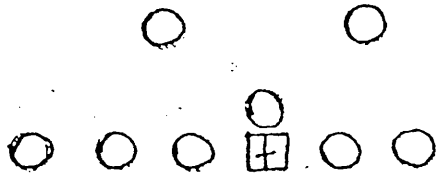


- #0 TECHNIQUE - Line up head on center. Never let the center block you. You are responsible for area on each side of center and pursuit on wide plays.
- #1 TECHNIQUE - Line up in Gap between center and guard. Responsibility - keep splits cut down, keep guard and center off linebacker, and get penetration.
- #2 TECHNIQUE - Line up head on to inside eye of guard, responsible 50% outside, 50% inside NEVER BE BEATEN INSIDE.
- #3 TECHNIQUE - Line up splitting outside foot of offensive guard or slightly wider (Gap) can Read or Penetrate. Responsibility - never be blocked in by guard, keep guard and tackle off linebacker.
- #4 TECHNIQUE - Line up head on offensive tackle about 1-1½ feet off the L.O.S. - Can Read but will slant 80% of time from 4 technique.
- #5 TECHNIQUE - Line up on the L.O.S. on the outside eye of the offensive tackle. Can not be blocked in! Keep tackle off linebacker. Responsible for Off-Tackle Hole.
- #6 TECHNIQUE - Line up head on offensive end; deliver blow on end - Keep end off linebacker and keep end from going out on pass routes - responsible for Off-Tackle Hole; has quarterback on option.
- #7 TECHNIQUE - Line up on inside eye of offensive end - can be one yard off L.O.S., step into end delivering blow inside out on end - have same responsibility as a #6 technique

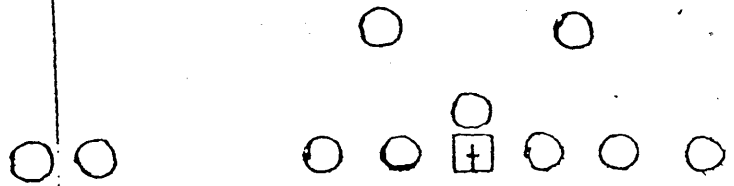
#8 TECHNIQUE - Line up 14 yards outside normal offensive end. Responsible for containing wide plays - have pitch man on option play, hard outside rush on drop back pass or may drop off in coverage.

#9 TECHNIQUE - Line up 18 inches off the line of scrimmage on outside eye of offensive end. Whip End! Close off tackle hole, contain sprint, outside rush on drop back - quarterback on option.

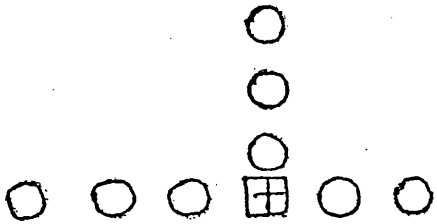
Left Red



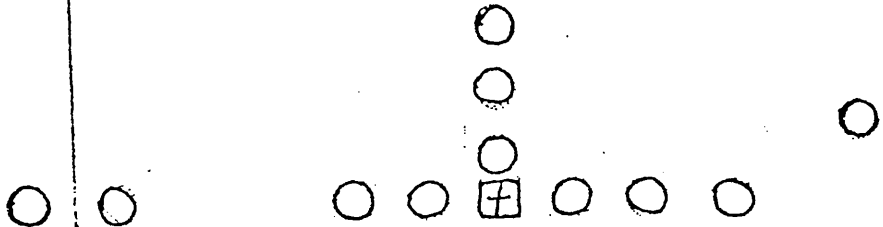
Right Red



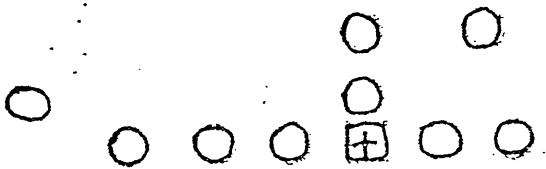
Left Black



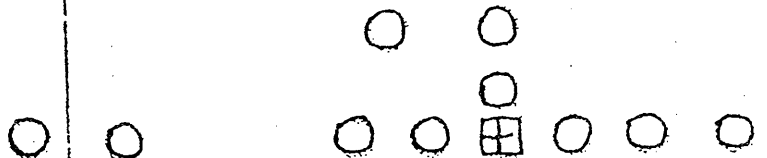
Right Black



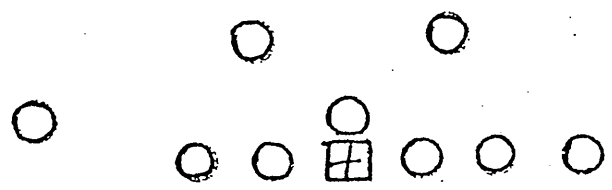
Left Brown



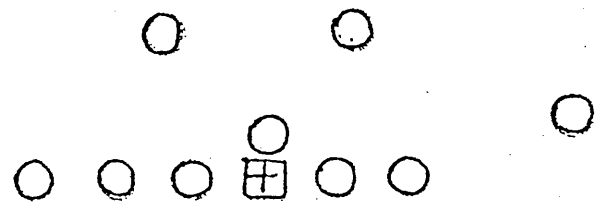
Right Brown



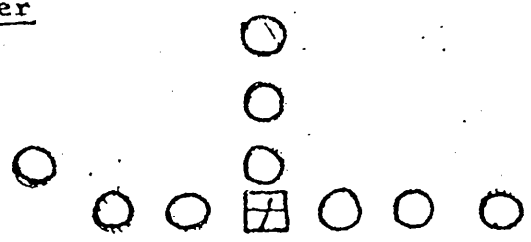
Left Red Over



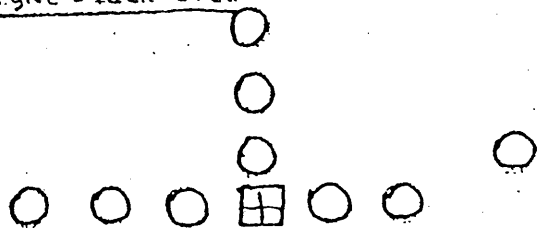
Right Red Over

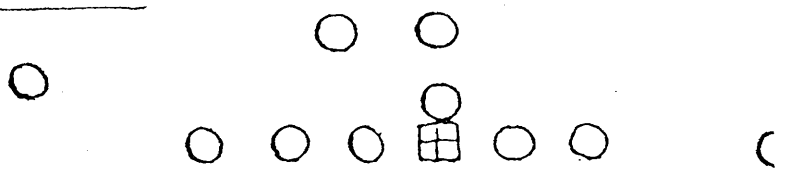
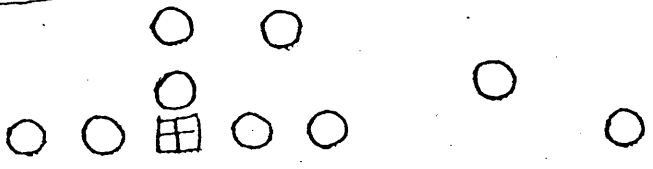


Left Black Over

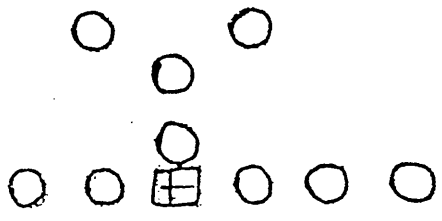


Right Black Over

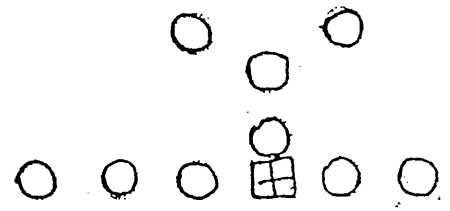




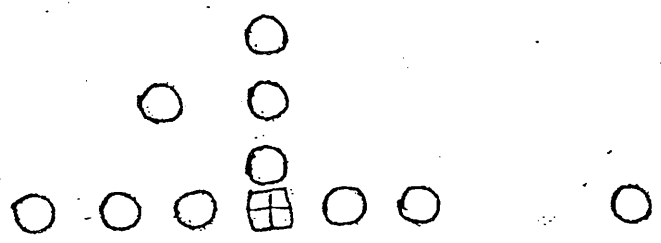
t T



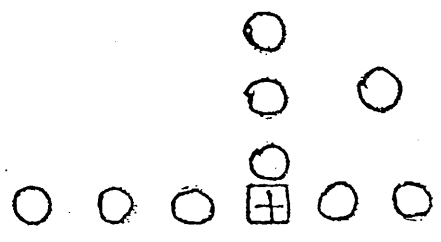
Right T



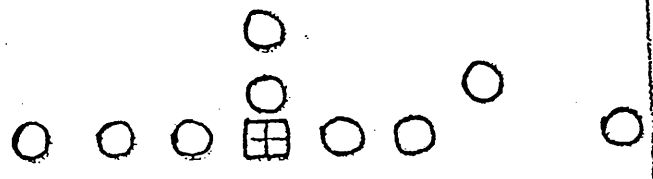
ft S



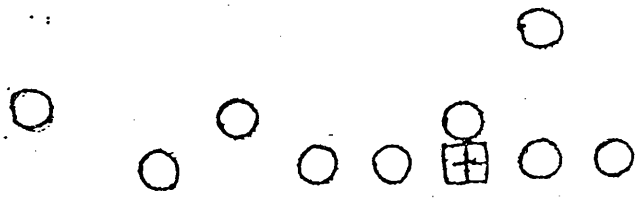
Right W



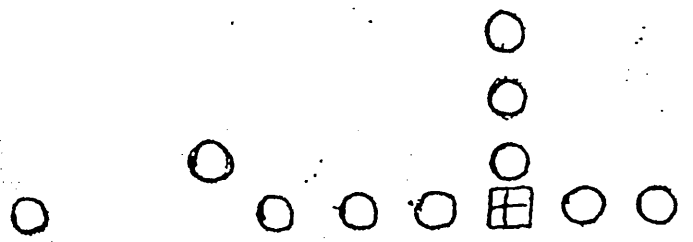
ft Cheat



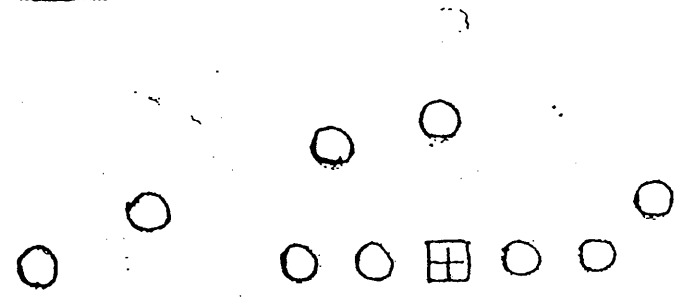
Left Trips

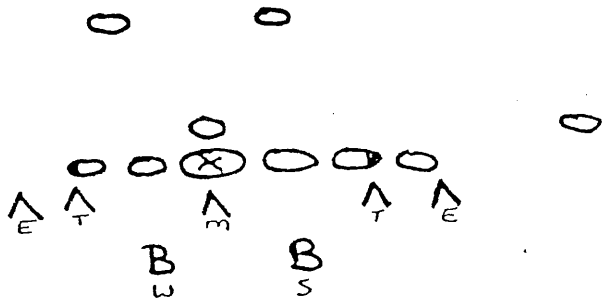


ibalanced Left

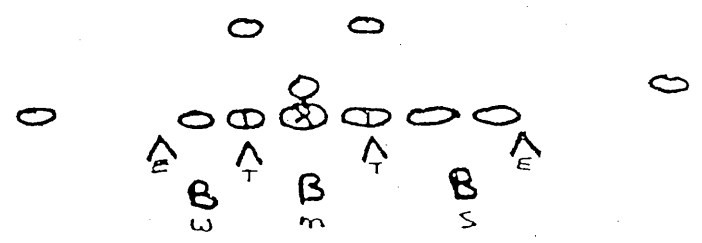


Spread Left

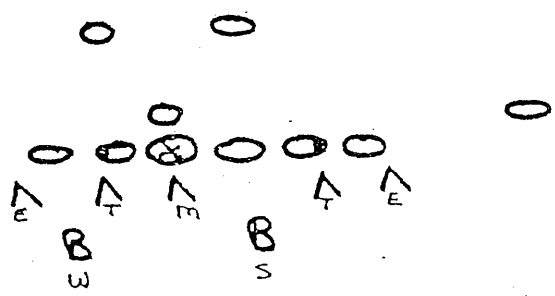




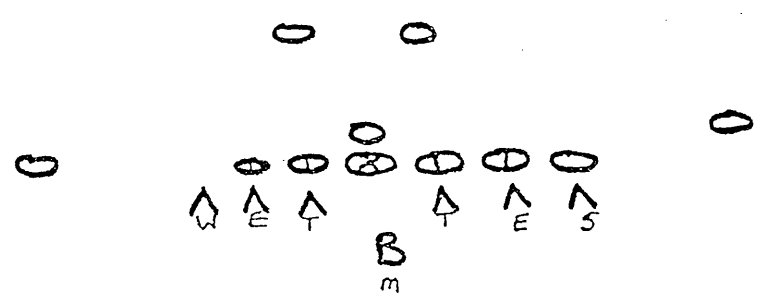
75



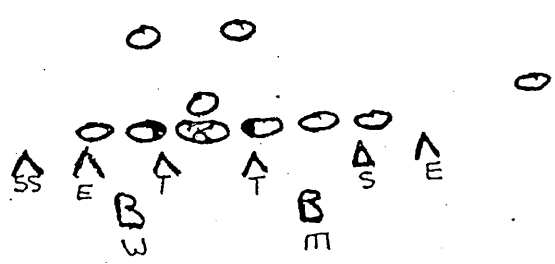
70



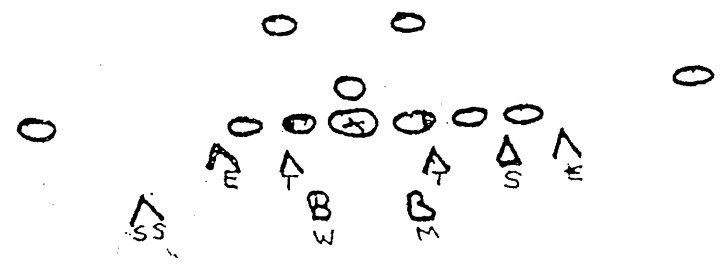
73



6-1



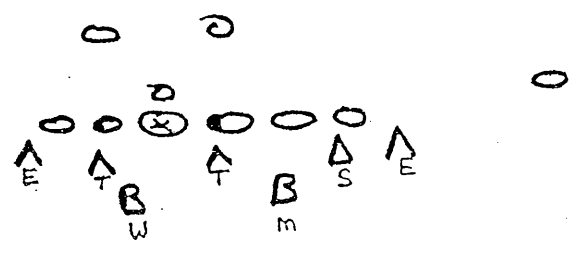
80



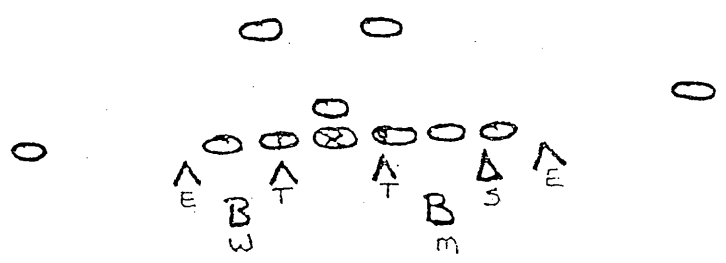
90

(Combination defenses are a combination of our base defenses (80, 90, 70, 75, etc.)

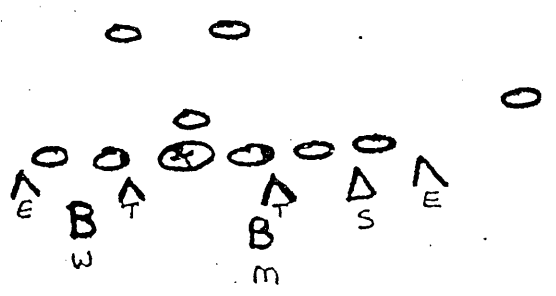
EXAMPLE AN 89 DEFENSE WOULD BE A COMBINATION OF AN 80 AND 90 DEFENSE. THE TIGHT SIDE IS CALLED FIRST, I.E. 98 DEFENSE WOULD BE 90 TO TIGHT END AND 80 TO THE T END, etc.



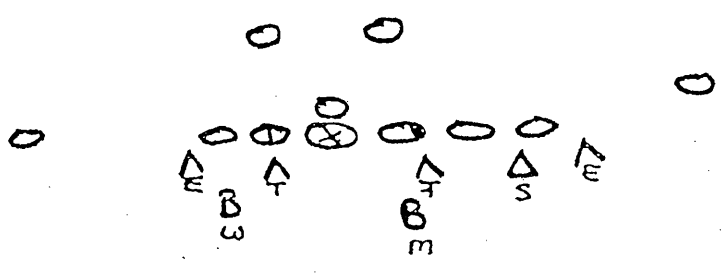
89



87



98



97

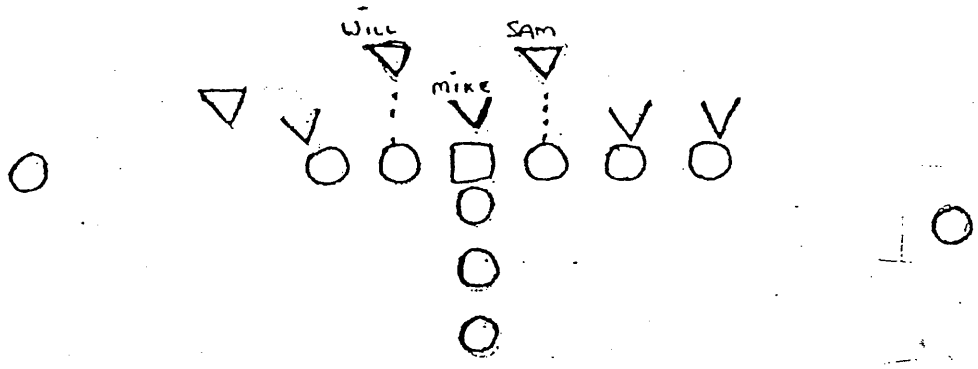
5

S

H

H

SS



Sam & Will - Play head up.

Mike - Control center. Responsible for counter play to T.E. Side.

Tackle to Split End - Play a 5 tech. Physical trail on flow away.

End to Split end side - Responsible for counter to split end side.

Play 4:1 and 1 cov.

TACKLES - 5 TECHNIQUE

WEAK TACKLE - CONTAIN ALL PASSES EXCEPT FLOW TO. PLAY AWAY THEN PHYSICAL TRAIL

FORMATION TACKLE - INSIDE PUSH ON PASSES. PLAY AWAY TAKE PURSUIT ANGLE.

ENDS -

WEAK END - W/ NO T.E. YOUR ALIGNMENT IS 1 AND 1. FLOW TO CONTAIN RUN OR PASS.

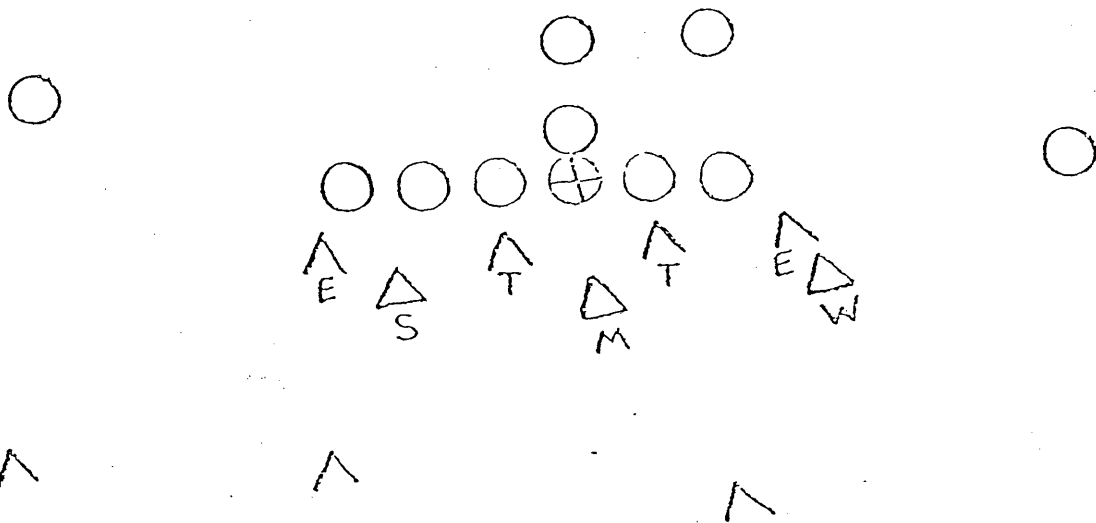
RUN AWAY -> ANY COUNTER OR CUT-BACK RESPONSIBILITY TO S.E. SIDE.

PASS AWAY OR STRAIGHT DROP-BACK -> OUTSIDE 1/4 PASS COVERAGE.

FORMATION END - PLAY 9 TECHNIQUE. HAVE NO PASS COVERAGE RESPONSIBILITIES.

PHYSICAL TRAIL ALL PLAYS AWAY.

DEFENSE



KE

Alignment - Line up on the center, far enough off the L.O.S. to operate lateral behind the feet of the two tackles.

Stance - Low linebacker stance; feet parallel

Keys & Coaching Points

1. Key ball and remaining HB
2. Look through center; he cannot cut you off to either side.

Responsibilities

1. Responsible for run up middle and for run between offensive guard and tackle to either side. First responsibility is middle if potential ball carrier head for that area. Hit any running play to your outside from an inside-out position. Know who can block on you.
2. Pass responsibility will depend upon call in secondary.

TACKLES

Alignment - Line up in a #2 tech. position.
(Head up with the guard and off the ball.)

Key - Read head of offensive guard. If guard pulls behind center, step lateral with inside foot, play center with inside shoulder pad, and fight across his face. If guard pulls to outside step lateral with outside foot to play turn down block of tackle; but look inside for trap block. If trap block comes step inside and whip trapper with outside shoulder pad.

Responsibilities

1. Responsible for a run in the middle first and second for a run in the hole outside.
2. Flow to or Away - Fight across the face of the guard and take pursuit angle.
3. Back up Pass - Rush passer through your lane and check draw as you go.

Alignment and Stance - Line up in a low two point stance with inside foot slightly inside outside foot of a normal split offensive end. Outside foot slightly back and hands in a position near your inside knee.

Keys - Man in front of you, ball, and near back.

Techniques and Responsibilities

On movement of man in front of you take short job step with inside foot and deliver a blow on blocker.

Make sure heel of hands are together.

1. Flow Toward - Take wide off tackle run responsibility. On any option stay on L.O.S., make Q.B. pitch, and take pursuit angle when he pitches. On any sweep to your side come up field to a depth of approximately 1 yd. less than the ball; play hook blocker with hands, keep outside foot back and feet free, take off interference and force it deep. On any off tackle play where you have an inside-out block stay on L.O.S., play blocker with inside shoulder and outside hand, squeeze hole to inside.

On any flow pass to your side, force offensive end off inside, rush and contain.

2. Flow Away - You are a physical trailer. Full speed.
3. Back Up Pass - Both ends have outside rush.

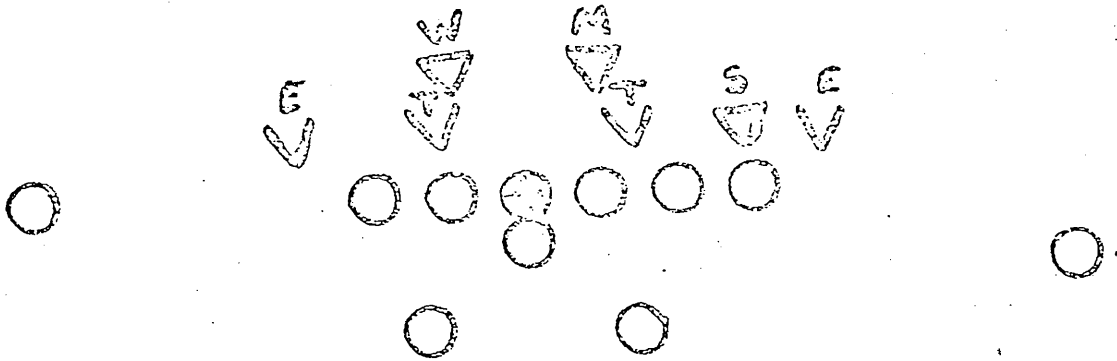
Alignment - Line up just inside a normal split offensive end and one yard or slightly more off the L.O.S. If offensive end splits more than two yards, call switch to defensive end and move outside over the offensive end.

Keys - Man in front of you, ball and near back. On movement of man, step to, whip, and key for block or release, next key ball.

Responsibilities

1. Flow Toward - Responsible for a run in the hole directly in front of you. Keep inside-out position on any run to your outside. If in Switch position and offensive end blocks down take responsibilities of defensive end.
2. Flow Away - Take pursuit, check for counters, and reverses.
3. Back Up Pass - Will depend upon call in secondary.

DEFENSE



MIKE & WILL

Alignment - Line up straddling the inside foot of the defensive tackle and nearly head on the offensive guard.

Stance - Low linebacker stance, feet parallel.

Keys and Coaching Points - Read the action of the QB and the back to your side. Also read guards if you see them pull. If the flow is to you look for the tackle blocking on you or the guard rocking around the tackle to block on you. If the flow is away, look for the center blocking on you.

Responsibilities

1. Flow to your side, you are responsible for run in hole outside of you.
2. Flow to opposite side you are responsible for run in middle.
3. If the two remaining backs cross, take the back that comes to your side until you locate the ball.
4. Your responsibility on a pass will depend on the call in the secondary.

TACKLES

Tackles will vary charge according to formation, down and distance, and wide side of field. Basically you will play a Read technique or a Go technique.

Read Tech.

Alignment - Line up with inside even with outside foot of the offensive guard and off the L.O.S.

Responsibilities

1. Flow toward - you have outside responsibility on any run. Take pitch man (H.B. or F.B.) on any option. Rush outside and contain any flow pass. Stop any sweep by turning inside or take off interference and force it deep. Squeeze any off tackle play.
2. Flow away - you are a physical trailer. Full speed.
3. Back up pass - rush and contain.

ON SIDE OF ROVER

Alignment - Split the outside foot of the end if he is tight. If he is split wide line up approximately one yard outside the offensive tackle.

Keys - Man in front of you, ball, and near back.

Responsibilities

1. Flow toward - Deliver a blow on end if tight and take off tackle run responsibility. Make the QB pitch on any option and then take pursuit angle. Rush outside and contain any flow pass. Take off interference and force any sweep deep.
2. Flow away - you are a physical trailer. Full speed.
3. Back up pass - rush and contain.

AM

Alignment - Line up in a low linebacker stance on inside eye of normal split tight end. Approximately 24 inches off ball.

Keys - Key man in front of you for block or release and then key ball.

Responsibilities

1. Flow toward - on movement of end, step to, and whip. Stop any run in off tackle hole. Make Q.B. pitch on any option and then take pursuit. On any wide run stay inside ball.
2. Flow away - Take pursuit angle.
3. Pass - will depend upon call in secondary.

Keys and Coaching points

1. Read offensive guard and action of football.
2. Be far enough off the ball to read offensive guard. Step inside with inside foot if offensive guards head goes inside. Step outside with outside foot if offensive guards head comes outside.

Responsibilities

1. Responsible for area from offensive guard to tackle.
2. Must never be blocked in by guard.
3. Must keep guard off linebacker.
4. Flow toward - Play through offensive tackle. If tackle blocks on LB, you must make play.
5. Flow away - Play across face of offensive guard and take pursuit angle.
5. Back up pass - Charge to head of offensive guard and check draw. Then rush passer inside.

GO CALL

Tackle to Form -

Alignment - Outside foot of guard, 15 to 20 inches off ball.

Keys and Movement - On movement of ball take short lateral step with outside foot, lower inside shoulder and penetrate gap low to outside. If inside blocker comes off with head to outside, work outside (Keep body almost perpendicular to line of scrimmage). If guard goes inside or pulls inside direct your attention inside. You must get penetration and you cannot let inside blocker reach block you on an outside play. After penetration take pursuit angle and go to ball.

GO CALL

Tackle Away from Formation

Alignment - Split outside foot of offensive guard. 15 to 20 inches off ball.

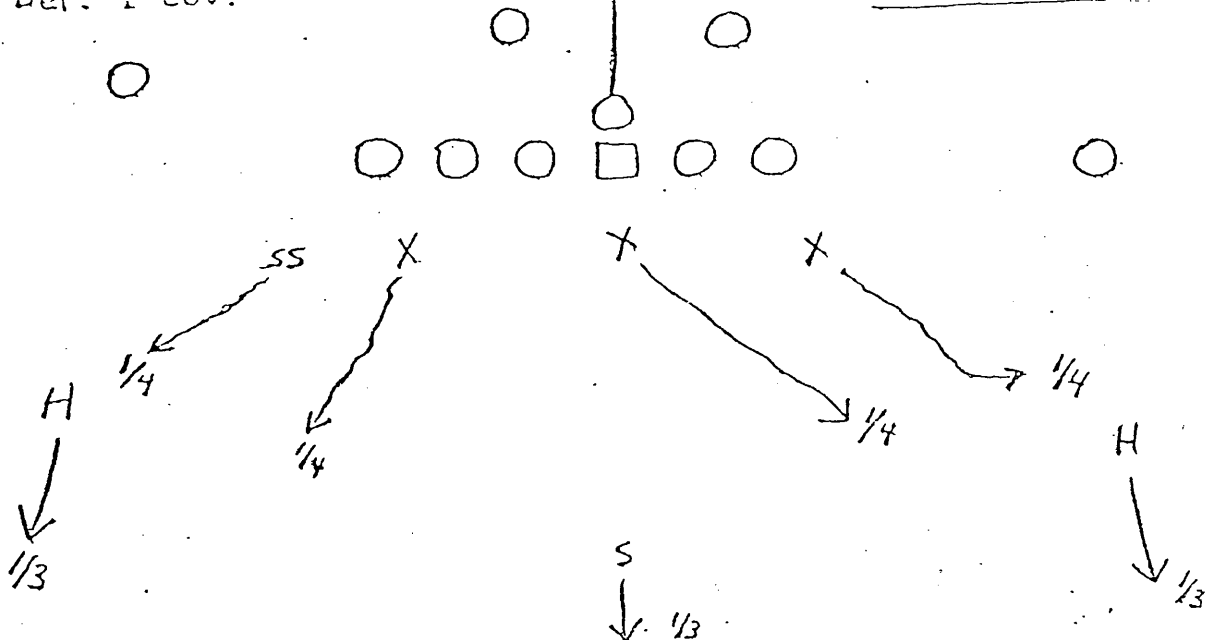
Keys and Movement - On movement of ball explode up field through outside half of offensive guard. Whip offensive guard and go to ball. If guard pulls get in hip pocket of pulling guard. Try to beat center blocking back or tackle blocking down. Back up pass rush through middle and check draw as you go.

END ON SIDE OF SAM

Alignment - line up in an 8 tech. position. (Approximately one yard outside a normal tight end.)

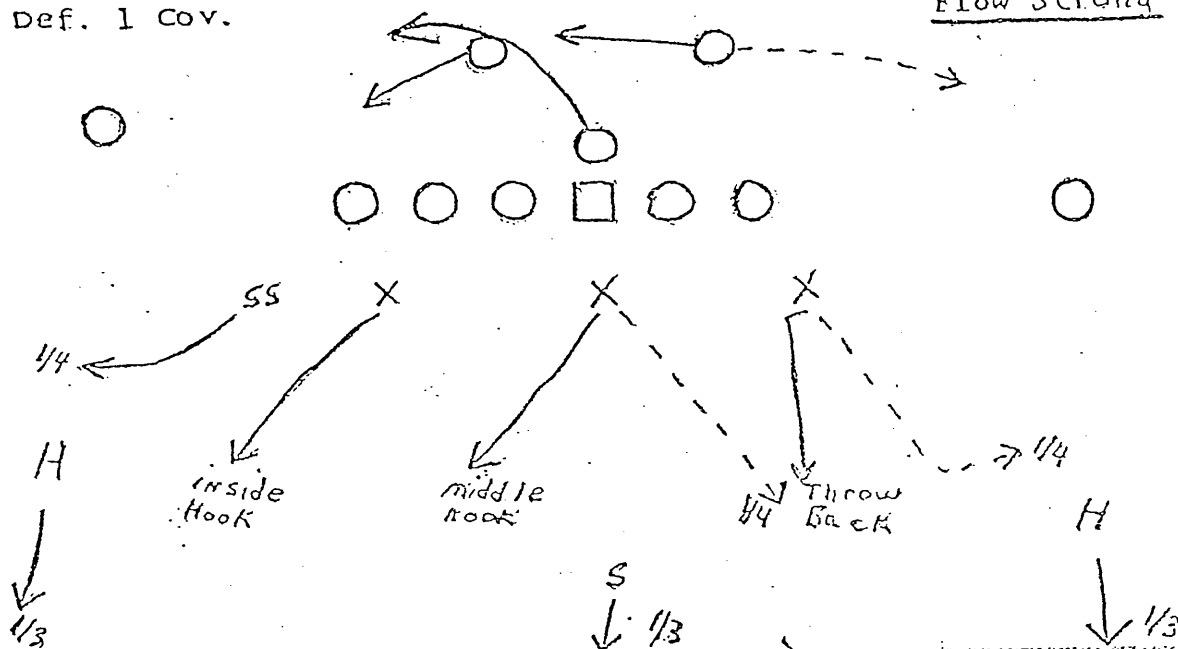
Keys - Ball and near back.

70 Def. 1 Cov.



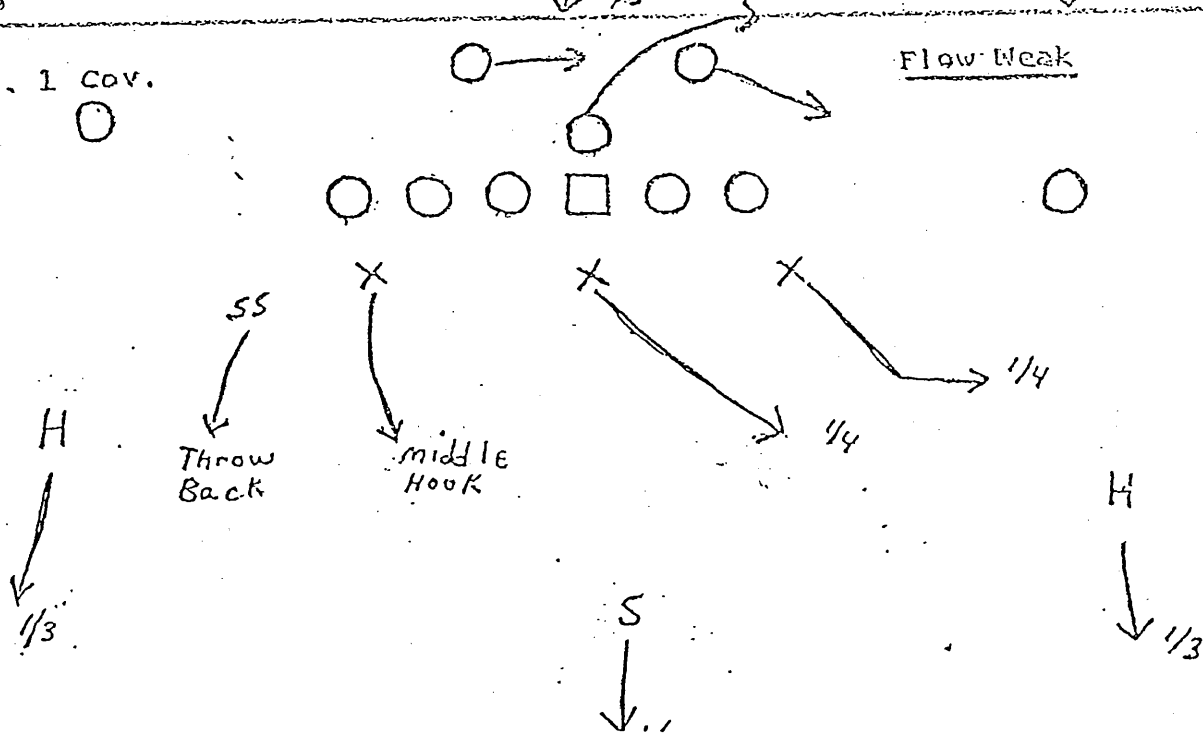
70 Def. 1 Cov.

Flow Strong



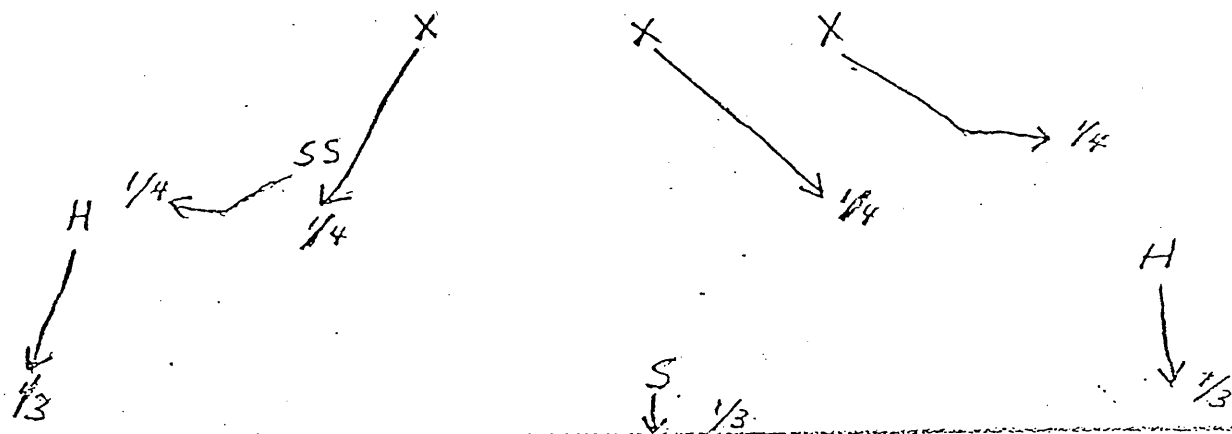
70 Def. 1 Cov.

Flow Weak



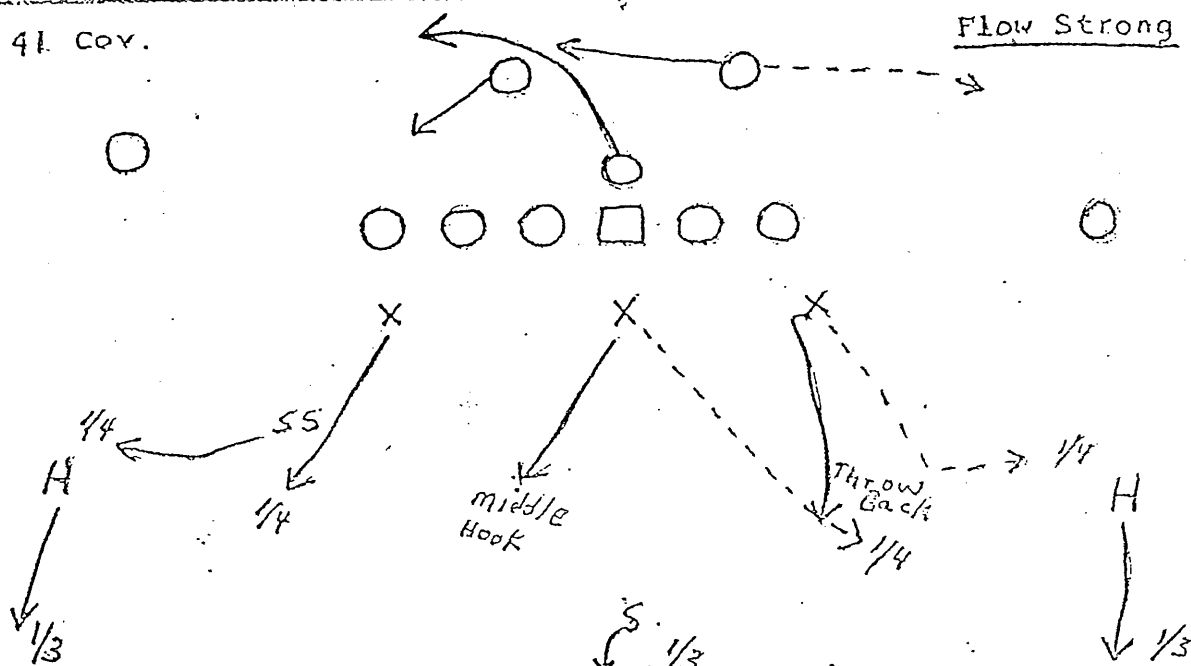
70 Def. 41 Cov.

Drop Back Pass



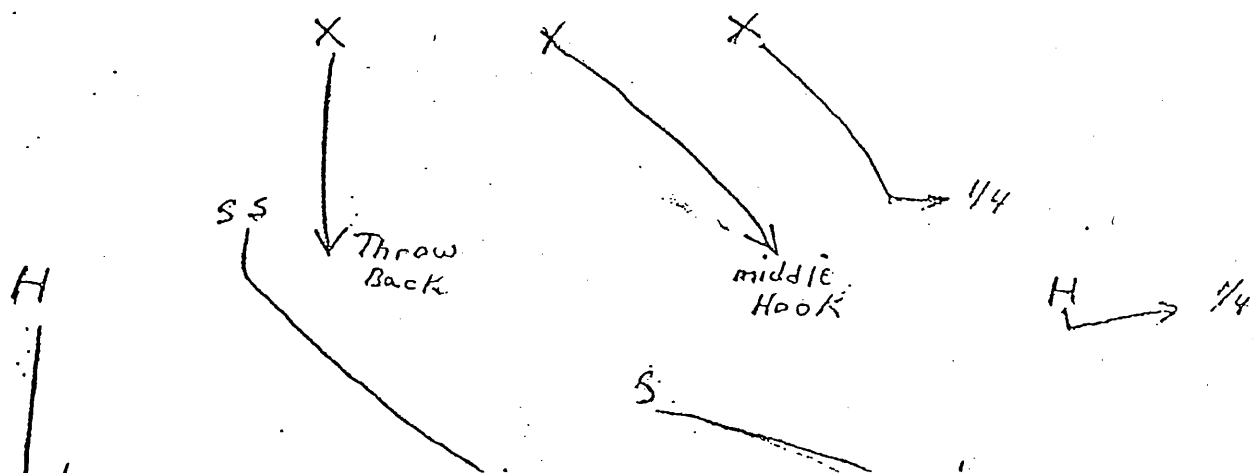
70 Def. 41 Cov.

Flow Strong

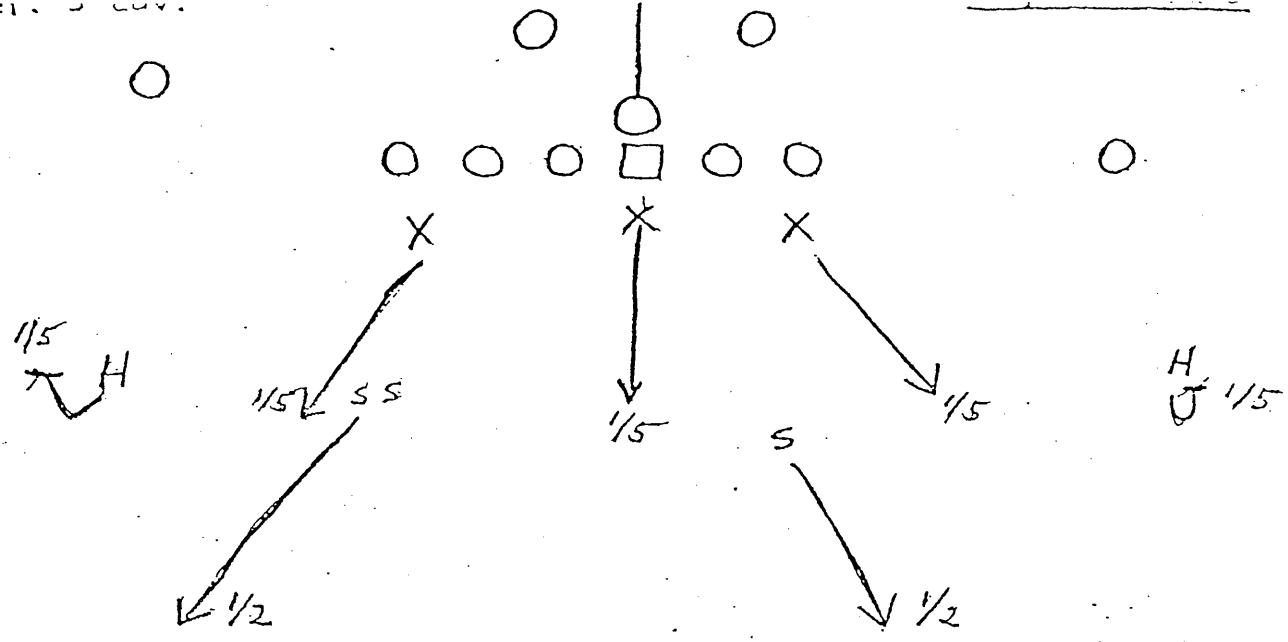


70 Def. 41 Cov.

Flow Weak

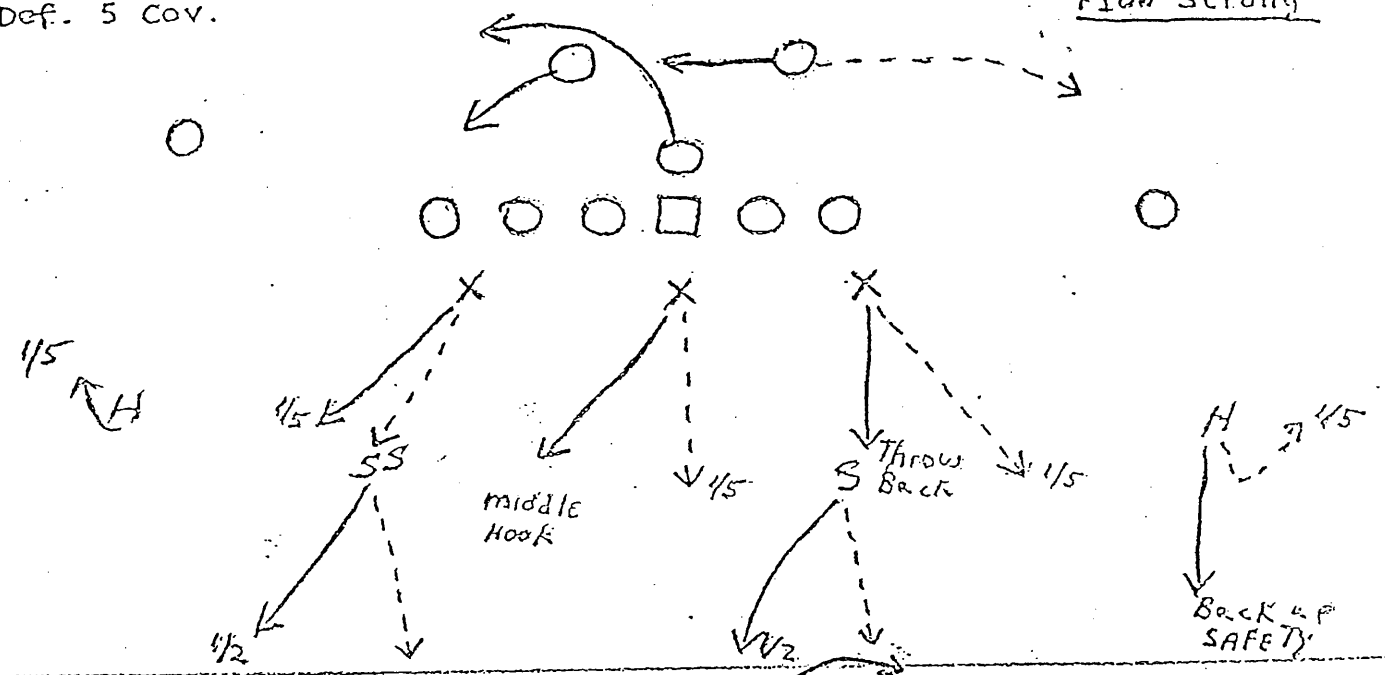


70 Def. 5 Cov.



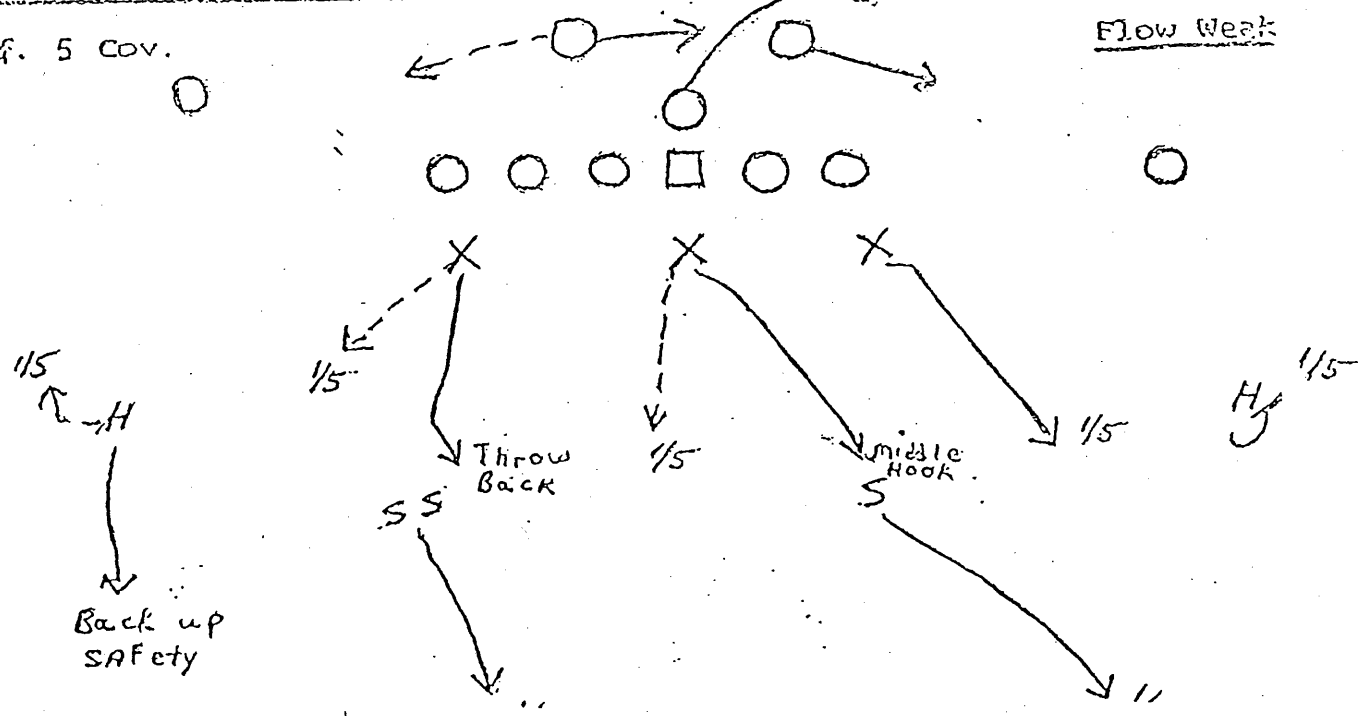
70 Def. 5 Cov.

Flow Strong

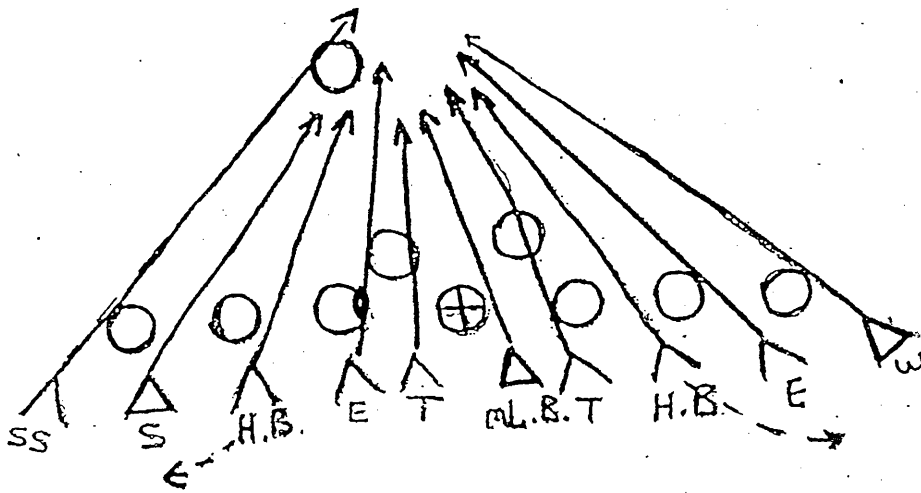


70 Def. 5 Cov.

Flow Weak



0 Man Punt Block



Line up approximately one foot off the ball, in a sprinters stance, head and body pointed to spot you are going. No offsides. Move on the ball. Go to a spot from 3½ to 5 yds. out in front of punter; depending on steps he takes. When we block it, scoop it up and run. Anyone who breaks through, except the two outside rushers, go inside the fullback if he blocks to your side.

Halfbacks - Move back and out. Make sure ball is punted. Cover end, Man for Man, if he should go out for pass. If we do not block punt, block first opponent off line to your side.

Left LB - Move back and out. Make sure ball is punted. Cover middle zone or first up back to come out on any pass. If we do not block punt, block first man off in middle.