

70's Pittsburgh

Split Back Veer

TABLE OF CONTENTS

- I. GENERAL INFORMATION:
 - A. PHILOSOPHY
 - B. GAME OBJECTIVES AND AWARDS
 - C. TERMINOLOGY
 - D. FORMATIONS, HOLE NUMBERING, SPLITS, ALIGNMENT, DEPTH
 - E. PLAY SERIES
 - F. HUDDLE, PLAY CALLING, SEQUENCE AT LINE, CHANGING PLAY AT LINE
- II. THE RUNNING GAME AND ASSIGNMENTS:
- III. THE PASSING GAME AND ASSIGNMENTS:
- IV. RED OFFENSE:
- V. COMPOSITE ASSIGNMENT SHEETS:
- VI. EXTRA POINT AND FIELD GOAL:
 - A. ASSIGNMENT, PROTECTION, FIRE AND COVER

PHILOSOPHY

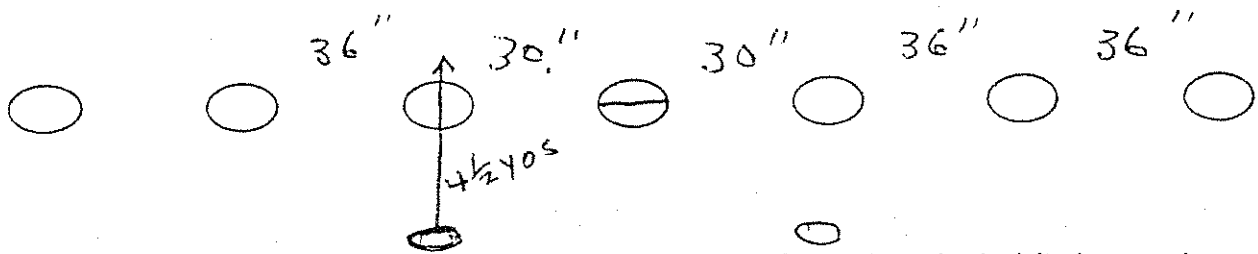
The basic philosophy of our offense is to maintain a sound, relatively simple, yet diversified structure that will allow us to run inside and outside and to maintain the threat of the pass at all times. We believe that we can execute our basic offense at any position on the field regardless of the score or remaining time. It is mandatory that we eliminate penalties, reduce turnovers, and complete a high percentage of our passes.

In establishing our offensive sequece, we must attack with the inside counters, traps, and outside veer plays in order to find out what commitment the defense will make to stop these plays. Once this is established we will proceed to outside option and misdirection plays as indicated by the defensive strategy. The play pass will be used at all times to keep the secondary off the run support. Our sprint and dropback game will be used as high percentage weapons to prevent the defenses from loading up on the run. We will also utilize these passes to take advantage of individual weaknesses or unsound secondary adjustments.

GENERAL TERMINOLOGY

- | | |
|------------------|---|
| 1. L.O.S. | Line of scrimmage |
| 2. P.O.A. | Point Of Attack |
| 3. C.P. | Coaching Point |
| 4. Strong side | Denotes Two Receiver Side |
| 5. Quick Side | Denotes One Receiver Side |
| 6. X | Split End |
| 7. Z | Flanker Back |
| 8. Y | Tight End |
| 9. A | Running Back - Back To Quick Side |
| 10. B | Full Back - Back To Strong Side |
| 11. SAM | Strong Side Linebacker |
| 12. MIKE | Middle Linebacker (weakside lb on 50 def.) |
| 13. WILLIE | Weak Side Linebacker |
| 14. F.S. | Free Safety |
| 15. S.S. | Strong Safety |
| 16. C | Cornerback |
| 17. L.B. | Linebacker |
| 18. SKY | Safety Support |
| 19. CLOUD | Corner Support |
| 20. AIMING POINT | Reference Point To Which A Lineman Will Block.
Reference point To Which A Back Will Run. |
| 21. ONSIDE | Side To Play Called |
| 22. OFFSIDE | Side Away From Play Called |
| 23. OVER | Term Used To Put Flanker (Z) To Split End Side. |
| 24. SWAP | Term Used To Put Y To Weakside And X To Strong Side. |

SPLITS AND ALIGNMENT, BASE FORMATION



A and B backs line up $4\frac{1}{2}$ yards from ball with feet directly behind guards

PLAY SERIES NUMBERS

* NOTE: The first number called will be the series.

The second number called will be where the ball will hit

Teens: Quick hitter to B back (11-12)

Fake to B, option to A on corner (17-18)

20's: Counter and counter option series

Counter (21-22)

Counter option (27-28)

30's: Veer or Read Series

Inside Veer (33, 34)

Outside Veer (36)

40's: 360° Trap and Option

Traps (41-42)

Option (47-48)

50's: Lead Plays

Blast (51, 52)

Sprint Draw (55-56)

Sweep (57-58)

60's: Drop Back Pass and Drop Back Draw

Draw 61, 62

Pass 63, 64, 65, (5 step) (Break or Adjust)

66, 67, 68 (5 step) (Routes for certain defenses)

Hot, Read, Cut, Cross, Late, Delay (5 step)

70's: Sprint Pass to weak side and draw

Patterns 73, 74, 75, 76

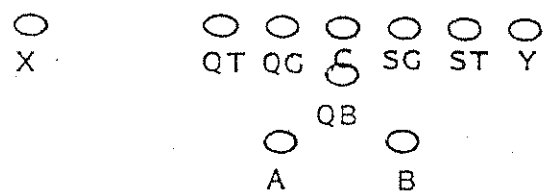
90's: Drop Back Pass (3 step)

Patterns, 93, 94, 95, 96

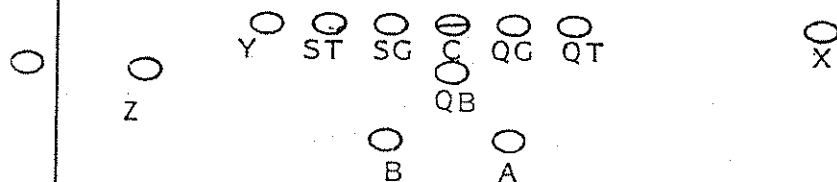
Green: Play Action pass 34, 28, 47

FORMATIONS

RIGHT



LEFT

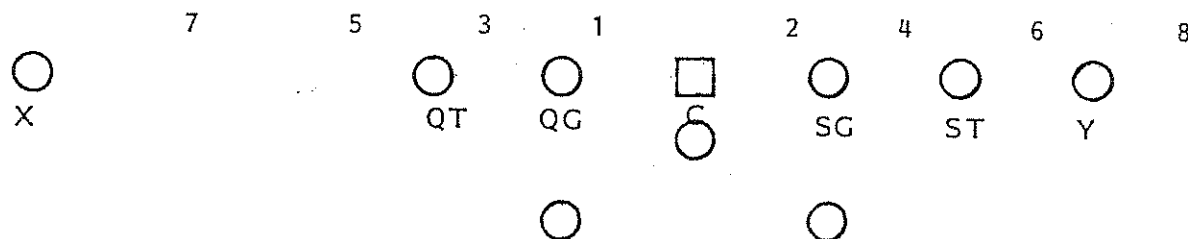


If "over" is called everyone will go to the normal right or left assignment except Z. Z will go to a position half the distance between the quick tackle and X off the L.O.S. The formation call will be "right over" or "left over".

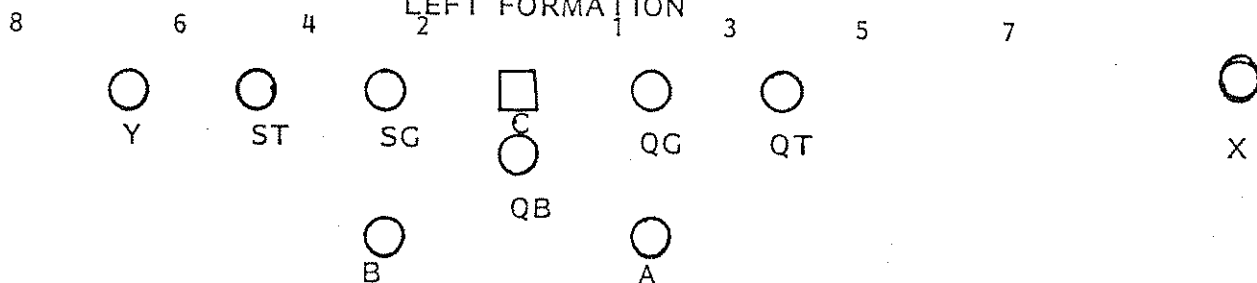
We will be in "right or left" when we have two tight ends in our goalline and short yardage offense. The strongside will go the "right" or "left" call and the quickside will go away from the call.

HOLE NUMBER

RIGHT FORMATION

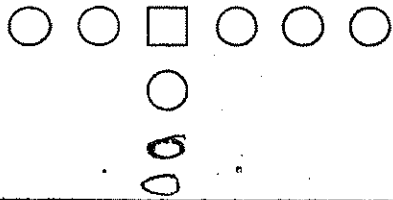


LEFT FORMATION

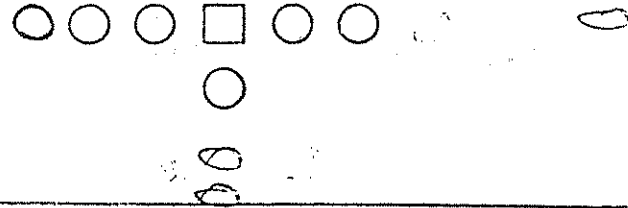


1. Even holes go with strong side
2. Odd holes go with quick side.

Right 200



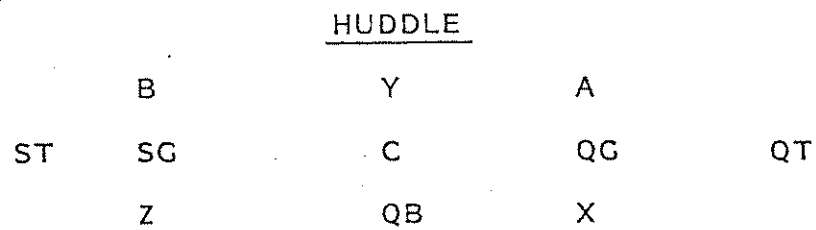
Left 200



We will run right and left with 2 Tights. We will also run 200 with over formation.

HUDDLE ALIGNMENT

1. Center sets huddle 8 yards behind ball.
2. Others line up according to diagram at bottom of page.
3. When QB receives play sideline he will step up and into huddle and call "team". All linemen will align with hands on knees while backline will remain standing.



ball

PLAY CALL SEQUENCE AND HUDDLE BREAK

1. Once QB enters huddle he must assume total command of team.
2. QB will alert players of situations or special instructions.
- 3rd Play calling will be done in the following sequence:
 - a. Formation - ex. right
 - b. Play - ex. 27
 - c. Snap count - ex. 2
 - * If QB wants the offensive line to go to a take off stance he will call the word "ready". Examples - short yardage and goalline.
4. After the first full sequence of play call, X,Z, and center will break huddle and go to the respective alignments and assume a good stance.
5. QB will repeat play and snap count, give the ready break command; the remainder of huddle will clap their hands and hustle to line of scrimmage.
6. If the play is going to be a pass the QB will say "Pass" before he calls the play.
EX. Pass 65.

AT THE LINE OF SCRIMMAGE

1. Everyone assumes his normal stance. Offensive linemen will be in a preshift position.

SNAP COUNT -- NON-RHYTHMIC

1. Down-----Number, Number, Set ----- (1) HUT (2) HUT (3) HUT

AUDIBLE SYSTEM

1. Change play by calling "nine", then number of play desired.

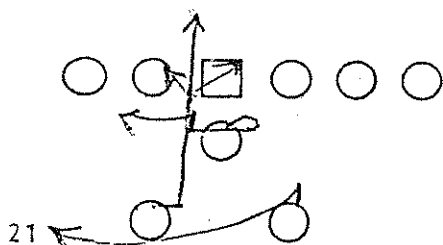
Make calls always to both sides. Dummy calls used should be numbers of other corresponding plays in our offense.

WHEN WE NINE CALL, SNAP COUNT ALWAYS GOES ON ONE.

RED OFFENSE

In our Beat-the-Clock or "red" offense, we must display poise and overcome the excitement and urgency of the situation to prevent mistakes. Time should not be a factor if we have the football and the opportunity to win a close football game if we execute "red" offense.

1. In red offense the quarterback has the responsibility of calling a huddle anytime the clock is stopped.
2. (A) In red offense the quarterback alerts the team that the next play will be called at the line of scrimmage by calling "red" when the clock is stopped.
3. In red Offense:
 - (A) The formation is always "right".
 - (B) The snap count is always on 1st sound, therefore the QB must call play before he steps under Center.
4. Ball carriers get out of bounds each down. Do not get tackled in bounds.
5. Out of bounds pass to stop the clock.
 - (A) Red called.
 - (B) Throw to receivers if open, otherwise overthrow.
 - (C) Do not call on 4th down.
6. Final Play Pass (Pass 60 Alley Oop)
 - (A) Must get it off.
 - (B) Throw high and deep.
 - (C) 1st receiver jumps for ball.
2nd receiver goes beyond for tip.
3rd receiver stays short for batted ball.



C: Block O; Backside LB!
CALLS TO BE ALERT FOR:
CHARLIE CALL - Angle drive backside

QG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL on FOLD CALL Angle Drive on 4-1 Tech!

QT: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL - YOUR CALL - vs a 4-EYE make a FOLD CALL to guard and step around for the LB! This will be a game plan blocking scheme.

SG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
CHARLIE CALL - Vs a 1 Technique backside make CHARLIE CALL and step around for middle to backside LB!

ST: Inside Gap; Over! Fold if DT is in 4-1

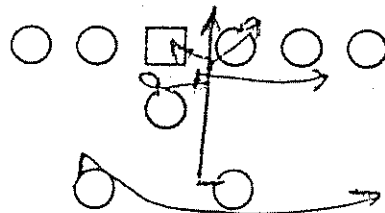
X: Block Secondary Run Support

Y: Inside Release Block P.O.A.

Z: Push Deep up and Late

A: Slide Step with Inside Foot, Hit Directly into Center/Guard Gap. Run to Daylight.

B: Step Up with Outside Foot, Pivot and Spring to Pitch Position.



C: Block O; Backside LB!
CALLS TO BE ALERT FOR:
CHARLIE CALL - Angle drive backside

QG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
CHARLIE CALL - Vs a 1 Tech backside make a CHARLIE CALL and step around for middle to backside LB!

QT: Inside Gap; Over! Fold if DT is in 4-1.

SG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL -

ST: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL - YOUR CALL - Vs A \$ Eye make a FOLD CALL to guard and step around for the LB! This will be a game-plan blocking scheme!

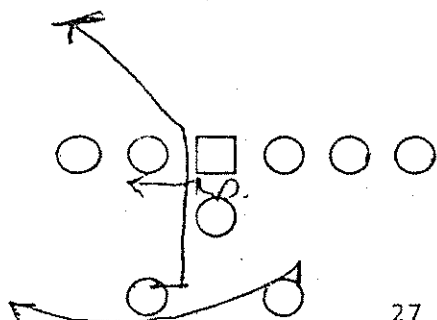
X: Push Deep Up and Late

Y: Veer Release, Block Secondary Run Support

Z: Push Corner Deep

A: Step Up with Outside Foot, Pivot and Spring to Pitch Position

B: Step with Inside Foot, Hit Directly into Center/Guard Gap Run to Daylight



27

C: Block O; Backside LB!

QG: Inside Gap; Over - *Note - vs a 50 Defense may pull for the LB!
CALLS TO BE ALERT FOR:
STACK CALL - on a STACK CALL
 drive your head thru the crotch and up the field of the 4 ly Technique.
CANNOT ALLOW PENETRATION!
 This is a game plan blocking scheme!

QT: inside Gap; Over; Peel!
CALLS TO BE ALERT FOR:
STACK CALL - YOUR CALL Vs a 4-Eye or a fast flowing LB you may make a STACK CALL and Double team with guard. This is a game plan blkg. scheme.

SG: inside Gap; Over

ST: Inside Gap; Over

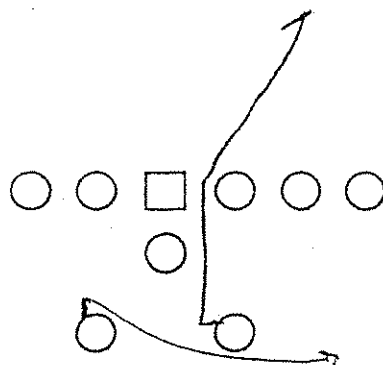
X: Block Secondary Run Support

Y: Inside Release Block P.O.A.

Z: Push Deep Up and late

A: Slide Step with Inside Foot. hit Directly into Center/Guard Gap making a Good Fake. block Safety.

B: Step with Outside Foot, Pivot and sprint to pitch position.



28

C: Block O; Backside LB!

QG: Inside Gap; Over

QT: Inside Gap; Over

SG: Inside Gap; Over - *Note - Vs a 50 Defense may pull for the LB!
CALLS TO BE ALERT FOR:
STACK CALL - on a STACK CALL
 drive your head thru the crotch and up the field of the 4-Eye.
CANNOT ALLOW PENETRATION! This is a game-plan blocking scheme!

ST: Inside Gap; Over; Peel!
CALLS TO BE ALERT FOR:
STACK CALL - YOUR CALL - Vs a 4-1 or a fast flowing LB you may make a STACK CALL - YOUR CALL - Vs a 4-1 or a fast flowing LB you may make a STACK CALL AND Double team with guard. This is a game plan blkg. scheme.

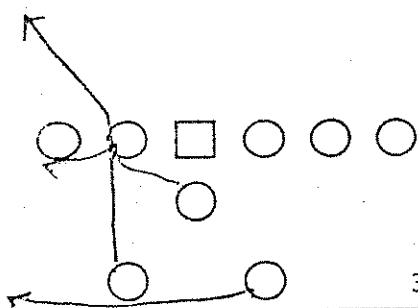
X: Push Deep up and late

Y: Veer Release, Block Secondary Run Support.

Z: Push Corner Deep Up and late

A: Step with Outside Foot, Pivot and Sprint to Pitch Position.

B: Slide Step with Inside Foot. Hit Directly into Center/Guard Gap, making a Good Fake. Block Safety.



33

C: Seal thru Playside Gap!

QG: Inside Gap; Over! CALLS TO BE ALERT FOR:
INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB!

QT: Inside Gap; 1st LB your side! The release you take to get to the LB depends on the Alignment of the Defense!
CALLS TO BE ALERT FOR:
INSIDE CALL - YOUR CALL - Vs a 4-1 tackle make an INSIDE CALL and block the 4-1.

SG: Seal thru Playside Gap!

ST: Seal thru Playside Gap!

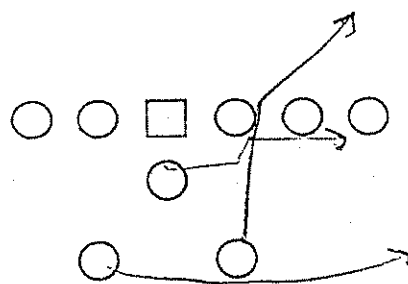
X: Block Secondary Run Support

Y: Inside Release Block P.O.A.

Z: Push Deep Up and late

A: Dive at Guard Tackle Gap

B: Pitch Position



34

C: Seal thru Playside Gap!

QG: Seal thru playside Gap!

QT: Seal thru playside Gap!

SG: Inside Gap; Over! CALLS TO BE ALERT FOR:
INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB!

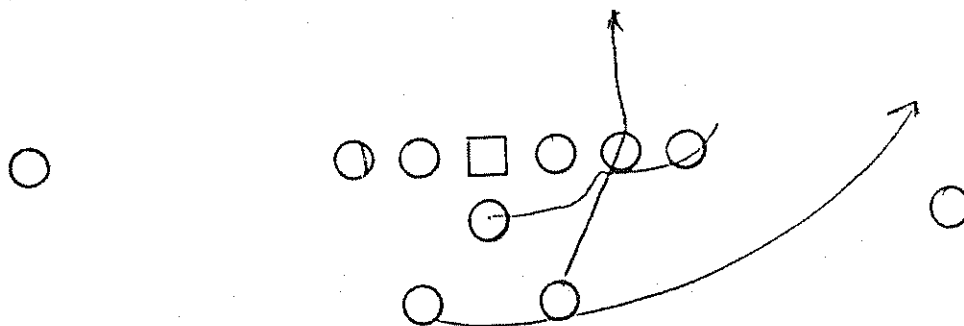
ST: Inside Gap; 1st LB your side!
 The release you take to get to the LB depends on the alignment of the Defense!

X: Push Deep Up and late

Y: Veer Release Block Secondary Run

A: Pitch Position

B: Dive at Guard Tackle Gap

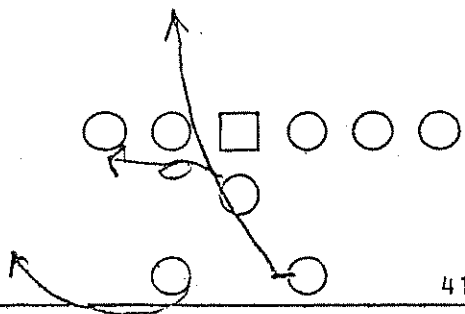


36

- C: Seal thru playside Gap!
- QG: Seal thru playside Gap!
- QT: Seal thru playside Gap!
- SG: Inside Gap; Over-vs a 50 Defense read Depth of LB whether to pull or to go now!
- ST: Inside Gap; Over
- X: Block Middle 1/2
- Y: Block 5 Technique Area to LB.
- Z: Push Deep up and late.
- A: Sprint to Pitch Position.
- B: Hit Up Tackles Behind, Turn North at Line.

Variations:

- 36 G - QB will keep ball, B back will block end after fake.
- 36 ED - Y will release outside and block 1st linebacker to his inside.



41

C: Block O; #1 Away

QG: Inside Gap; If covered by a LB Combo with Center to backside LB. If covered by down lineman take inside release for middle LB. (No middle linebacker, outside pull to 1st lineman).

QT: Block 1st LB your side. *Note: The release you take to block the LB will depend on depth of the LB and the alignment of the Defense!

SG: Pull and trap 1st man past the Center's block!

ST: Seal

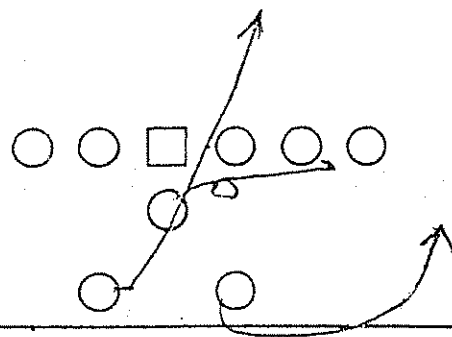
X: Block Secondary Run Support

Y: Inside Release Block Middle 1/3.

Z: Push Deep up and late

A: Full Turn to Pitch Position on Your Side.

B: Slide Step with Inside Foot, Hit Over Guard Area to Your off Side.



42

C: Block O; #1 Away

QG: Pull and trap 1st man past the Center's Block

QT: Seal

SG: Inside Gap: if covered by a LB Combo with Center to the backside LB If covered by down Lineman take inside release for middle LB! (No middle linebacker, outside pull to 1st. lineman).

ST: Block 1st LB your side!
*Note: The release you take to block the LB will depend on depth of the LB and the alignment of the Defense!

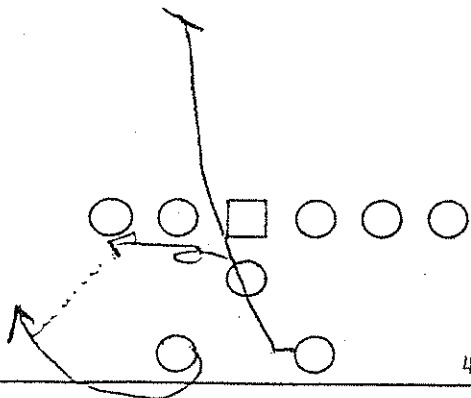
X: Block Middle 1/3.

Y: Veer Release, Block Secondary Run Support.

Z: Push Corner Deep, Up and Late.

A: Slide Step with Inside foot, hit over Guard Area to Your off side.

B: Full Turn to Pitch Position on Your Side.



47

C: Block O; #1 Away

OG: Inside Gap; If covered by a LB Combo with Center to backside LB; if covered by down lineman release inside for middle to backside LB!

QT: Inside Gap; 1st LB your side!
CALLS TO BE ALERT FOR:
SOONER CALL - YOUR CALL - If covered by End man on LOS and guard covered by a down lineman or if covered by a LB make a SOONER CALL & block 1st LB your side.
Pull and physical seal 5 Technique area!
CALLS TO BE ALERT FOR:
SOONER CALL - On a SOONER CALL pull and physical seal the 3 Technique area!

ST: Seal

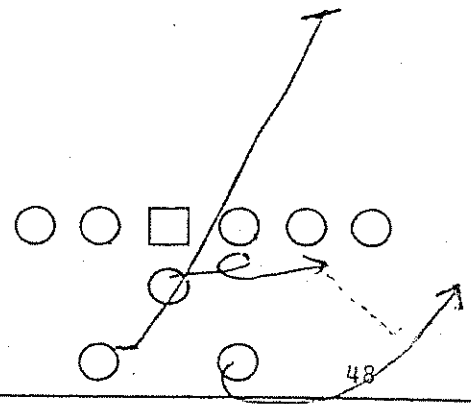
X: Block Secondary Run Support

Y: Inside Release Block P.O.A.

Z: Push Deep Up and late

A: Full turn to Pitch Position

B: Slide Step with Inside Foot, Fake Trap and Block LB if he shows on path to Safety



48

C: Block O; #1 Away

QG: Pull and physical seal the 5 Technique area!

CALLS TO BE ALERT FOR:

SOONER CALL - On a SOONER CALL pull and physical seal the 3 Technique area!

QT: Seal

SG: Inside Gap; If covered by a LB Combo with Center to backside LB; if covered by a down lineman release inside for middle to backside LB!

ST: Inside Gap; 1st LB your side
CALLS TO BE ALERT FOR:
SOONER CALL - YOUR CALL - If covered by End man on LOS and guard covered by a down lineman or if covered by a LB make a SOONER CALL & block 1st LB your side.

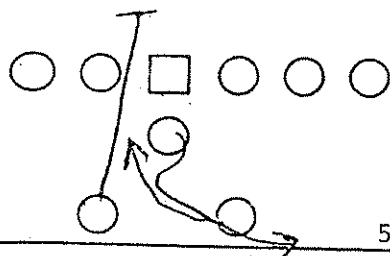
X: Push Deep Up and Late

Y: Veer release, Block Secondary run Support

Z: Push Corner Deep, Up and late

A: Slide Step with Inside Foot, Fake Trap and Block LB if He Shows on Path to safety

B: full Turn to Pitch Position



51

C: Block "O"; to backside LB

QG: Inside Gap; Over

QT: Inside Gap; Over

SG: Inside Gap; over

ST: Inside Gap; over

Y: Inside release; block at P.O.A.

X: Push deep, up and late

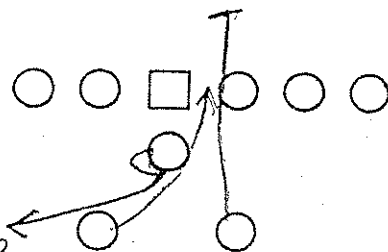
Z: Inside release; block at P.O.A.

A: lead into one hole, block first LB that shows

B: Run downhill and follow A through one hole

Onside calls: "Fan"

Backside calls: "Charlie"



52

C: Block "O"; to backside LB

QG: Inside Gap; over

QT: Inside Gap; over

SG: Inside Gap; Over

ST: Inside Gap; Over

Y: Inside release; block secondary run support

X: Push deep and up late

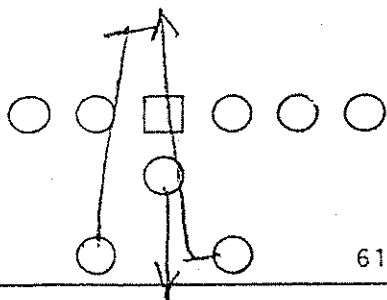
Z: Push deep and up late

A: Run down hill to follow B back through 2 hole

B: Drive into 2 hole and block first line-backer to show

Onside calls: "Fan"

Offside calls: "Charlie"



61

Block O; Backside LB!

CALLS TO BE ALERT FOR:

CHARLIE CALL - Angle drive backside

Fan

CALLS TO BE ALERT FOR:

COVERED CALL - YOUR CALL - If you are covered by a down lineman and your tackle is covered by a down lineman, make a COVERED CALL and block defender aligned on you!

Fan

CALLS TO BE ALERT FOR:

COVERED CALL - Block defender aligned on you!

Inside Gap; Over!

CALLS TO BE ALERT FOR:

COVERED CALL - YOUR CALL - Vs 1 technique backside step around for middle to backside LB!

FOLD CALL - YOUR CALL - Vs 4-1 Tech. backside make a FOLD CALL and step around for the LB!

ST: Inside Gap; Over

CALLS TO BE ALERT FOR:

FOLD CALL - YOUR CALL - Vs 4-1 Tech. make a FOLD CALL and step around for the LB!

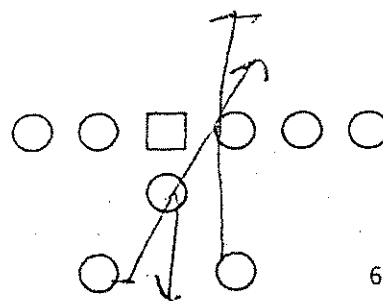
Y: Release inside & go to P.O.A.

X: Push Deep Up and Late

Z: Push Deep up and late

Pop Up, Lead Through on LB your side

B: Pop Up, wait for QB to bring ball to you. Follow B back over off side guard.



62

C: Block O; Backside LB!

CALLS TO BE ALERT FOR:

CHARLIE CALL - Angle dirve backside

QG: Inside Gap; Over

CALLS TO BE ALERT FOR:

CHARLIE CALL - YOUR CALL - Vs 1

Technique backside step around for middle to backside LB!

FOLD CALL - Angle Drive on 4-1 Technique!

QT: Inside Gap; Over

CALLS TO BE ALERT FOR:

FOLD CALL - YOUR CALL - Vs 4-1 Tech.

make a FOLD CALL and step around for the LB!

SG: Fan

CALLS TO BE ALERT FOR:

COVERED CALL - YOUR CALL - If you are covered by a down lineman and your tackle is covered by a down lineman make a COVERED CALL and block defender aligned on you!

ST: Fan

CALLS TO BE ALERT FOR:

COVERED CALL - Block defender aligned on you

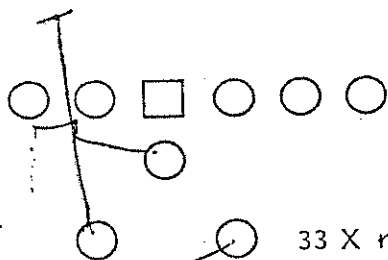
X: Push Deep Up and late

Y: Outside Release Block safety

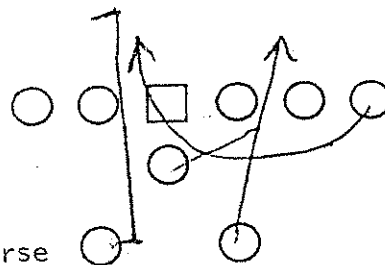
Z: Push Deep Up and late

A: Pop Up, wait for QB to bring ball to you. After QB Clear; Carry ball over Offside guard area.

B: Pop Up, Lead Through on LB your side.



33 X reverse at 8



34 Y reverse

Backside protection to hook over outside.

Backside protection to hook over outside.

Zero, uncovered, block to 1st weakside down lineman.

Inside gap, over, then pull to lead at 8 hole.

Inside gap, over

Execute a 33

Execute a 33 except get more depth.

Give a backside protection look and then book end man. You must not allow him to get outside.

Take the pitch from QB and head as deep as you need to, to clear end. Turn upfield.

Crack back on SS

ST: inside gap, over

SG: Inside gap, over

C: Zero, playside gap

QG: Fan

QT: Fan

A: Counter step and lead through 4 hole.

B: Fake 34 and block linebacker.

X: Push deep, up and late

Z: Push deep, up and late.

Y: Pull deep enough to allow QB to fake to B. Turn a tight corner after getting hand off.

60 SERIES PASS BLOCKING RULES

C: If covered by down lineman zone 0 to #1 with SG; If covered by LB or uncovered block LB head up to quick side!

CALLS TO BE ALERT FOR:

STRONG CALL - Vs a NG displaced to strong side make a STRONG CALL and check LB to strong side!

QG: Covered by down lineman block man; If covered by LB or uncovered pick LB to end! If LB rushes block. If LB drops block end!

QT: Block 1st man on L.O.S. head up to outside!

SG: If covered block man; uncovered zone #1 to 0 with Center!

CALLS TO BE ALERT FOR:

STRONG CALL - On STRONG CALL by center block displaced NG right now.

PICK CALL (your call) - If not covered by a down lineman, give a pick call and work outside to block 1st rush outside your tackle.

ST: Block 1st man on L.O.S. head up to outside.

A BACK Read Quick Guard. Guard covered check L'ber. L'ber Rush, Block L'ber. L'ber drops run pass route; Guard uncivered check L'ber if L'ber rushes, block end. If L'ber drops, run route.

B BACK: Guard covered, LB to man Guard uncivered, block end man; no rush run route (1) On "STRONG" Call by Center Check end man. (2) On "PICK" call by strong guard, linebacker your side is your man all the way.

60 PASS ROUTES

63

- X - post, break, adjust (cover 2)
- Z - post, break, adjust (cover 2)
- Y - inside release, hook in soft spot between linebackers, adjust (cover 2)
- A - block, swing
- B - block, swing

64

- X - post-curl, break, adjust (cover 2)
- Z - post-curl, break, adjust (cover 2)
- Y - inside release, hook in soft spot between linebackers, adjust (cover 2)
- A - block, swing
- B - block, swing

65

- X - comeback, break, adjust (cover 2)
- Z - comeback, break, adjust (cover 2)
- Y - inside release, hook in soft spot between linebackers, adjust (cover 2)
- A - block, hook, adjust (cover 2)
- B - block, hook, adjust (cover 2)

66

- X - post corner
- Z - post corner
- Y - inside release, hook in soft spot between linebackers, adjust (cover 2)
- A - block, swing
- B - block, swing

60 PASS ROUTES

67

X - curl over ball unless man, if man cross field

Z - post

Y - cross field and hook up 8 yards deep. If man continue crossing

A - block, flaire

B - block, swing

68

X - square in

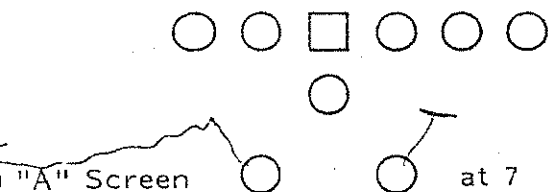
Z - post corner

Y - clear through safety

A - block, swing

B - block, swing

QB - X to Z to backs



Center - Blk. "60"
 St. Guard - Blk. 60;
 St. Tackle - Blk. 60; invite outside if covered.
 K Guard - Blk. 60; 1001 release to flats turn up.
 K Tackle - Blk. 60; 1001 release to flats, turn up.

NOTE: ST. Gd. & St. T.: if covered, stop
 initial charge & disengage to opposite
 side of defenders rush quickly!

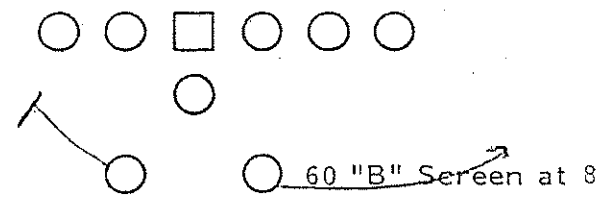
hook up own offside guard seven yards deep.

: Clear

Post

: 60 pass block, then release to flat.

: 60 pass blocking rule.



Center - Blk. "60"
 St. Guard - Blk. "60"; release to flats and turn u
 St. Tackle - Blk. "60"; release to flats and turn
 up.
 K Guard - Blk. "60"

K Tackle - Blk. "60"; (Invite to outside if
 covered)

NOTE: St. Gd. & St. T.: If covered, stop
 initial charge & disengage to opposite
 side of defenders rush quickly!

Y - Outside release, get up field into alley and
 block.

X: Hook up over Sam LB area.

Z: Clear

A: 60 pass block, no route

B: Step fast to flat with a little early depth.
 look over inside shoulder for ball.

60 NAME ROUTES

HOT

X - Clear
Y - Clear
Z - Clear
A - Zone-man
B - Block, zone-man

QB - look defense off to strongside
stay with A back to B.

GUT

X - Clear, post
Y - Open in middle off Sam. Vs
(any kind of) man, square
in with outside fake.
Z - Clear
A - Block, zone-man
B - Block, outside zone-man

QB - read Mike LB. Mike goes strong, go to A.
Mike goes weak, Y to B. If man, X to Y.

READ

X - Clear, post
Y - 8 yards and hook, cross
field if man
Z - Clear
A - Block, zone-man
B - Block, zone-man

QB - Y to B. If man, stay with Y.

LATE

X - Post
Y - Outside release, flat and up
Z - Square in
A - Block, zone-man
B - Fake draw, zone-man

QB - look defense off to weakside. Z to Y

CROSS

X - Fly
Y - Deep middle hook up deep
if safety in middle.
Z - Fly
A - Block, cross field, opposite
to normal routes
B - Block, cross field, opposite
to normal routes.

QB - check X and Z deep. Back to A or B
crossing.

DELAY

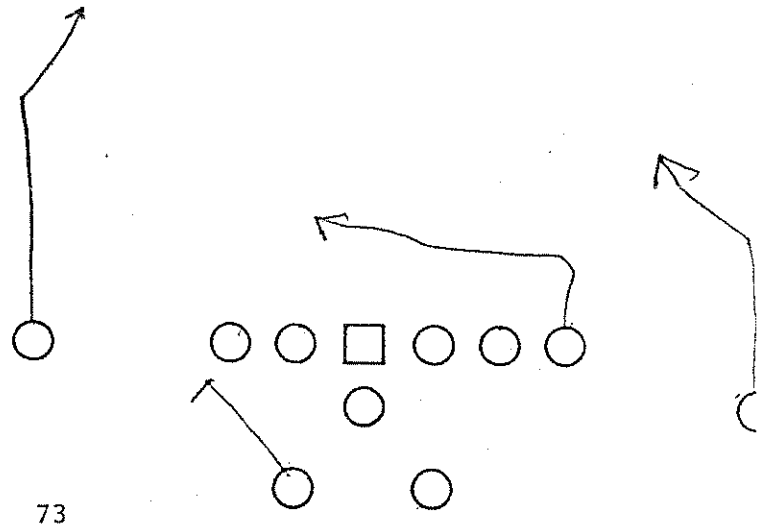
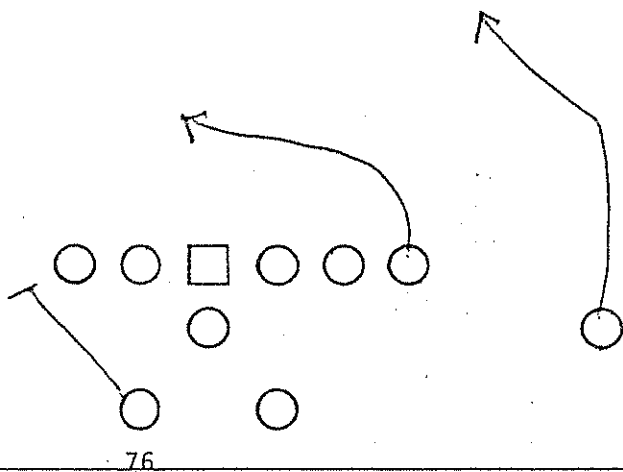
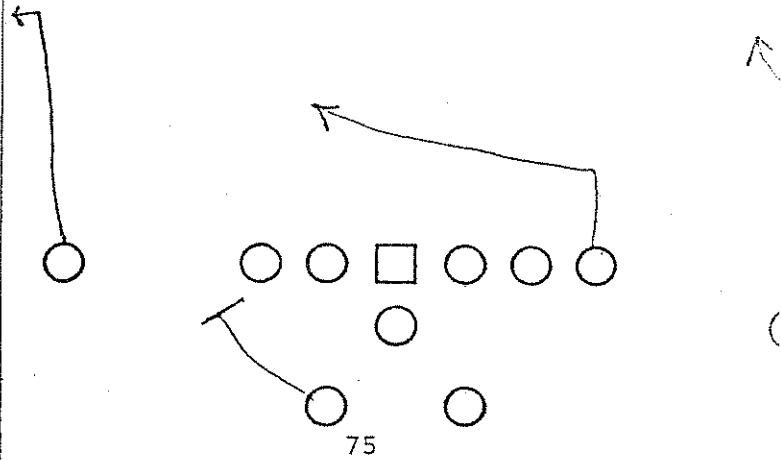
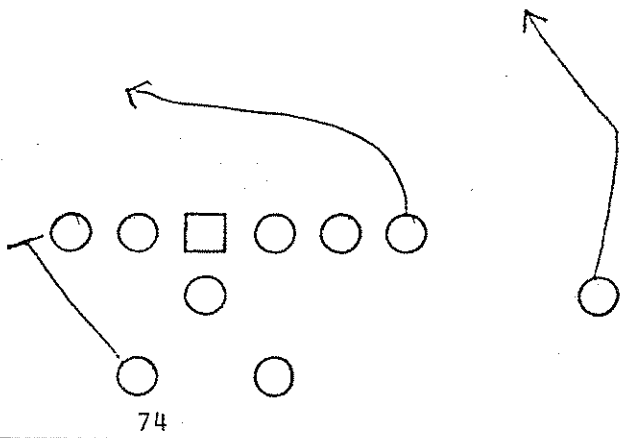
X - Clear
Z - Clear
Y - Fake block, release over middle
A - Block clear, up the field
B - Block, zone man clear out

QB - look defense off to X or Z, drop off
to Y or B.

70 PROTECTION

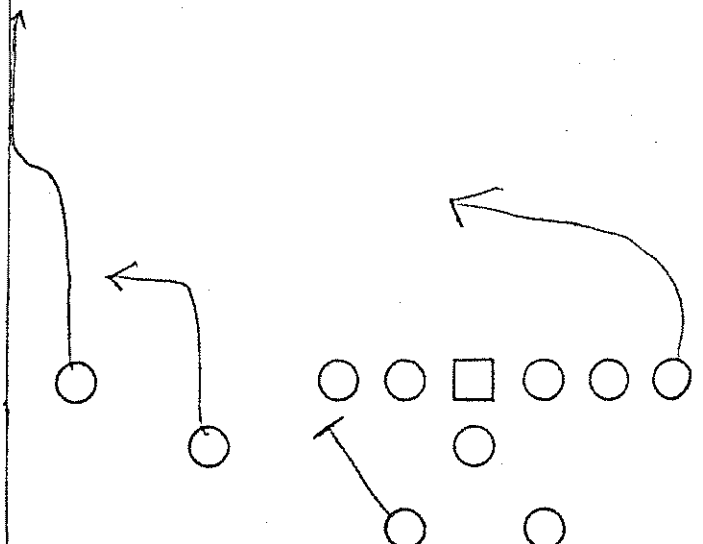
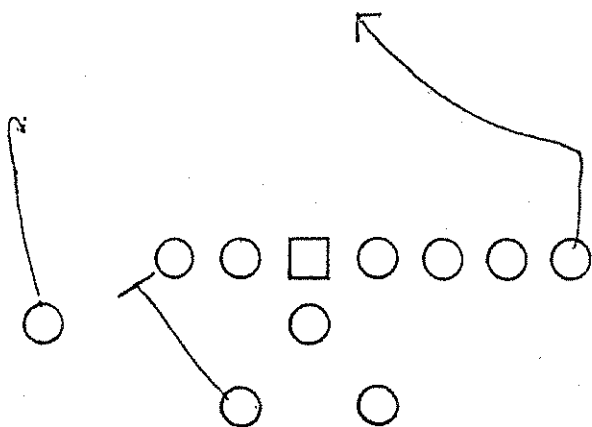
- C: protect playside Gap; Pick to backside!
- QG: Protect Playside Gap; Pick to backside!
- QT: Protect Playside Gap; If end man on LOS is aligned on you and your guard is covered by a down lineman, never block end man.
- SG: Playside Gap; Pick to backside!
- ST: Playside Gap; Pick to backside!

- A: Shoulder roll outside knee of first man outside tackle's block
- B: Clean up backside rush, throwback route.



Over 75

Over 76



90 SERIES PASS PROTECTION

QUICK TACKLE:

Inside Gap, Over.

QUICK GUARD:

Inside Gap, Over.

CENTER:

Block "0"; uncovered block nearest down lineman!

STRONG GUARD:

Inside Gap; Over.

STRONG TACKLE:

Inside Gap: Over.

*C.P.:

ALL BLOCKS MUST BE AGGRESSIVE EVEN ON LINEBACKERS. TRY AND KEEP HANDS DOWN OF YOUR MAN.

A BACK:

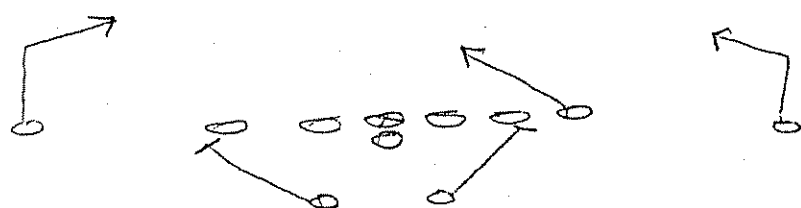
Attack outside knee of 1st man outside your tackle.

B BACK:

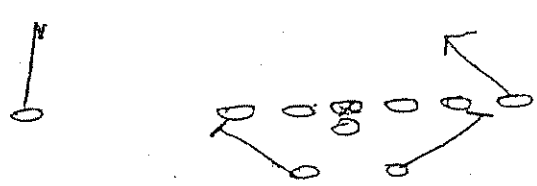
Attack outside knee of 1st man outside your tackle.

90 SERIES PASS ROUTES

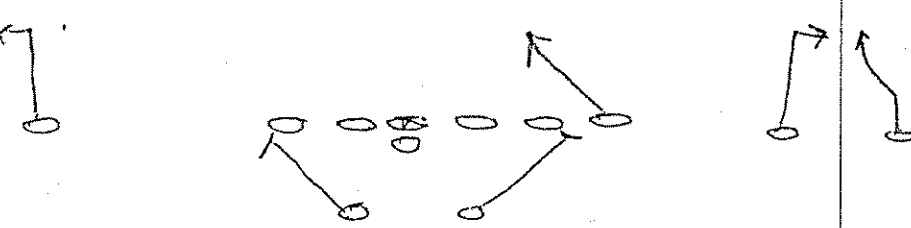
93



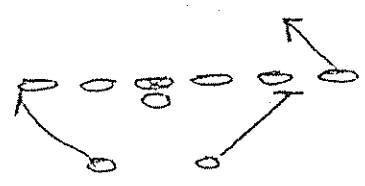
94



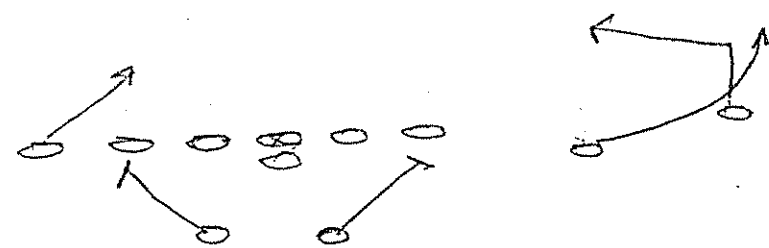
95



96



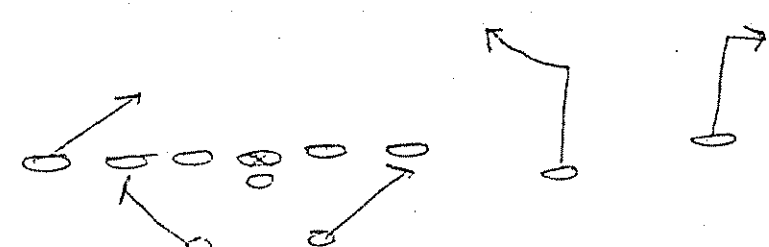
Over 93



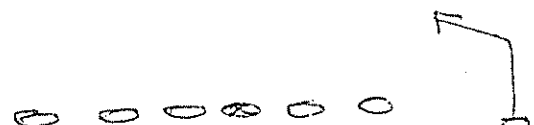
Over 94



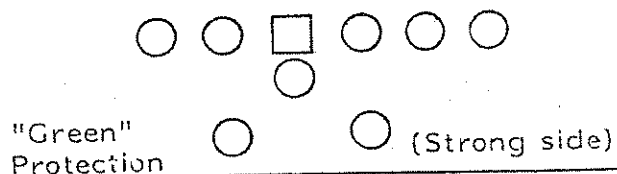
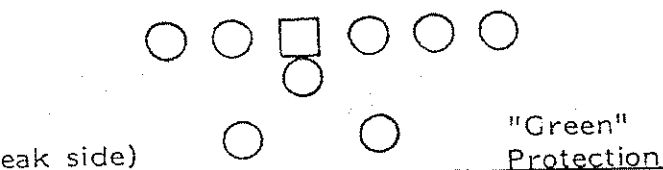
Over 95



Over 96



GREEN PROTECTION



C: Protect Playside Gap; Pick Backside

QG: Back 1st man on L.O.S.
CALLS TO BE ALERT FOR:
50 CALL - YOUR CALL - When you are uncovered or covered by a LB make a 50 CALL and pull to either chop or kick out end man on L.O.S.

QT: Block 2nd man on L.O.S.
CALLS TO BE ALERT FOR:
50-CALL - Block defender aligned on you!

SG: Protect Playside Gap; Pick Backside.

ST: Protect Playside Gap; Pick Backside.

Onside Back: - Fake called Play and Block Linebacker Your Side.

Offside Back - Get into Option Position.

X: Deep

Y: Inside release and cross

Z: Deep

C: Protect Playside Gap; Pick Backside

QG: Protect Playside Gap; Pick Backside!

QT: Protect Playside Gap; Pick Backside!

SG: Block 1st man on L.O.S.
CALLS TO BE ALERT FOR:
50 CALL - YOUR CALL - When you are uncovered or covered by a LB make a 50 CALL and pull to either chop or kick out Endman on L.O.S.!

ST: Block 2nd. man on L.O.S.
CALLS TO BE ALERT FOR:
50 CALL - Block defender aligned on you!

Onside Back: - Fake called Play and Block Linebacker Your Side.

Offside Back; - Get into Option Position.

X: Deep

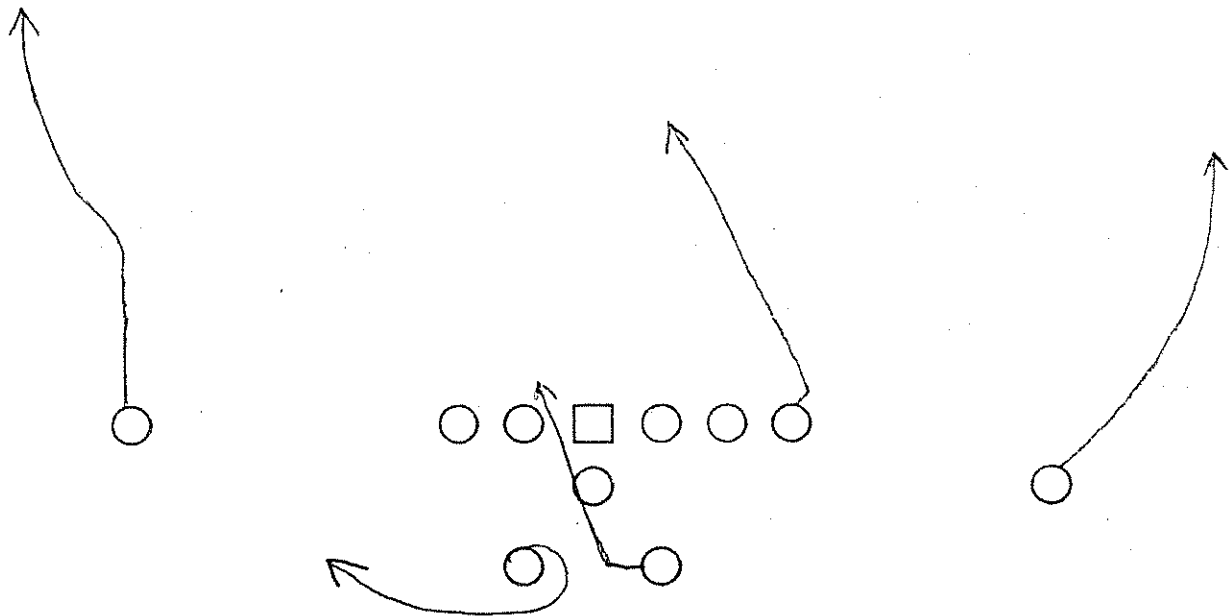
Y: Veer Release

Z: Deep

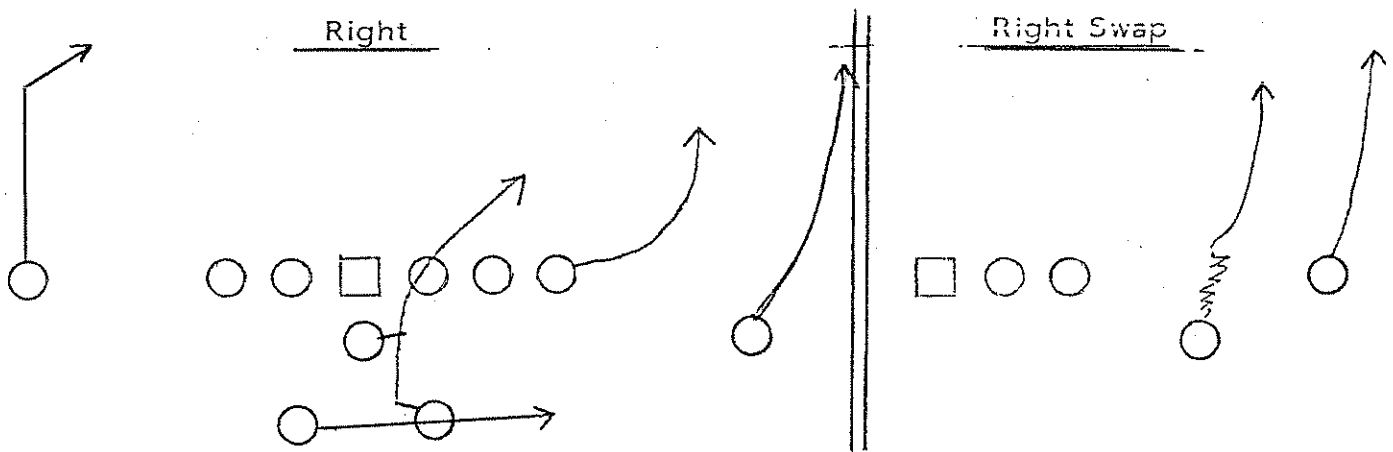
Backs - execute the called play. Faking back will be responsible for blocking the linebacker as he hits the hole. For example - pass green 47 - the B back will fake the trap and block the linebacker if he blitzes. Pass green 28 - the B back will fake the counter and block the linebacker if he blitzes.

"Green" Plays and Routes

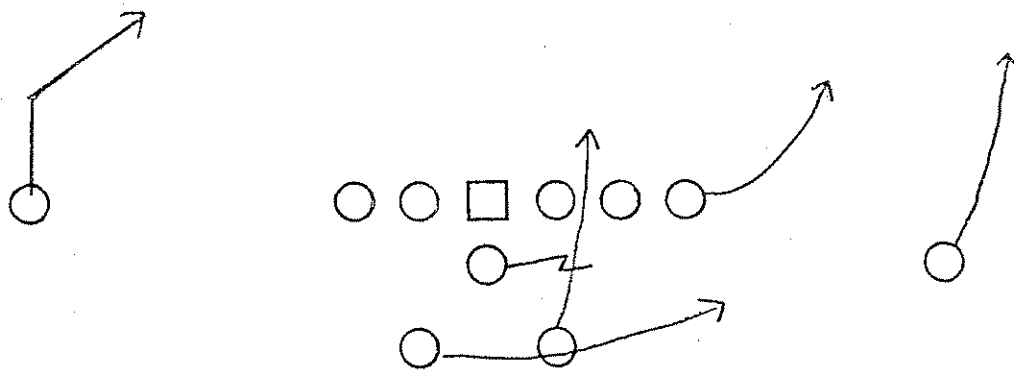
Pass Green 47



Pass Green 28



Pass Green 34 TB



Pass green 234 & 234 TB will be same routes as above.

PASS 252 BOOTLEG AT 7

C: Block 0; #1 Away

QG: Inside Gap; Over

CALLS TO BE ALERT FOR:

GAP CALL - YOUR CALL - If you are covered by a down lineman and LB threatens your inside Gap, make a GAP Call and Block aggressive on the LB!

QT: Inside Gap; Over - (Never block end man on LOS!)

CALLS TO BE ALERT FOR:

GAP CALL - Block defender immediately inside!

SG: Pull and Block End man on LOS! Get depth on your pull past the center's box and either chop or kick out!

ST: Inside Gap; Over

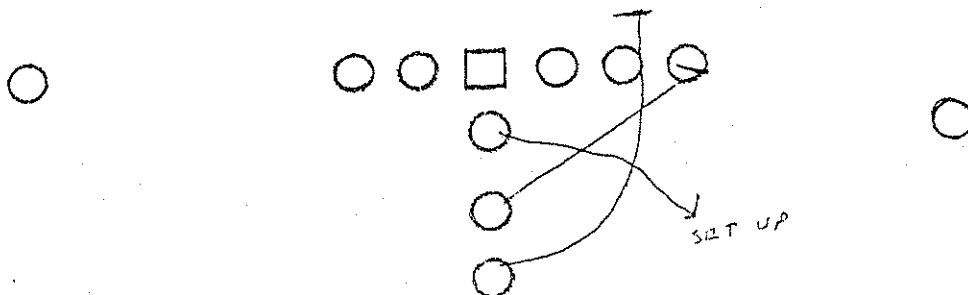
Y: Inside release, drag to weakside avoiding linebacker.

X: loaf off the ball for six steps. Explode on fly route.

Z: Deep Post.

A: Make great fake and get tackled.

B: Hit off tackle hole and block defensive end.

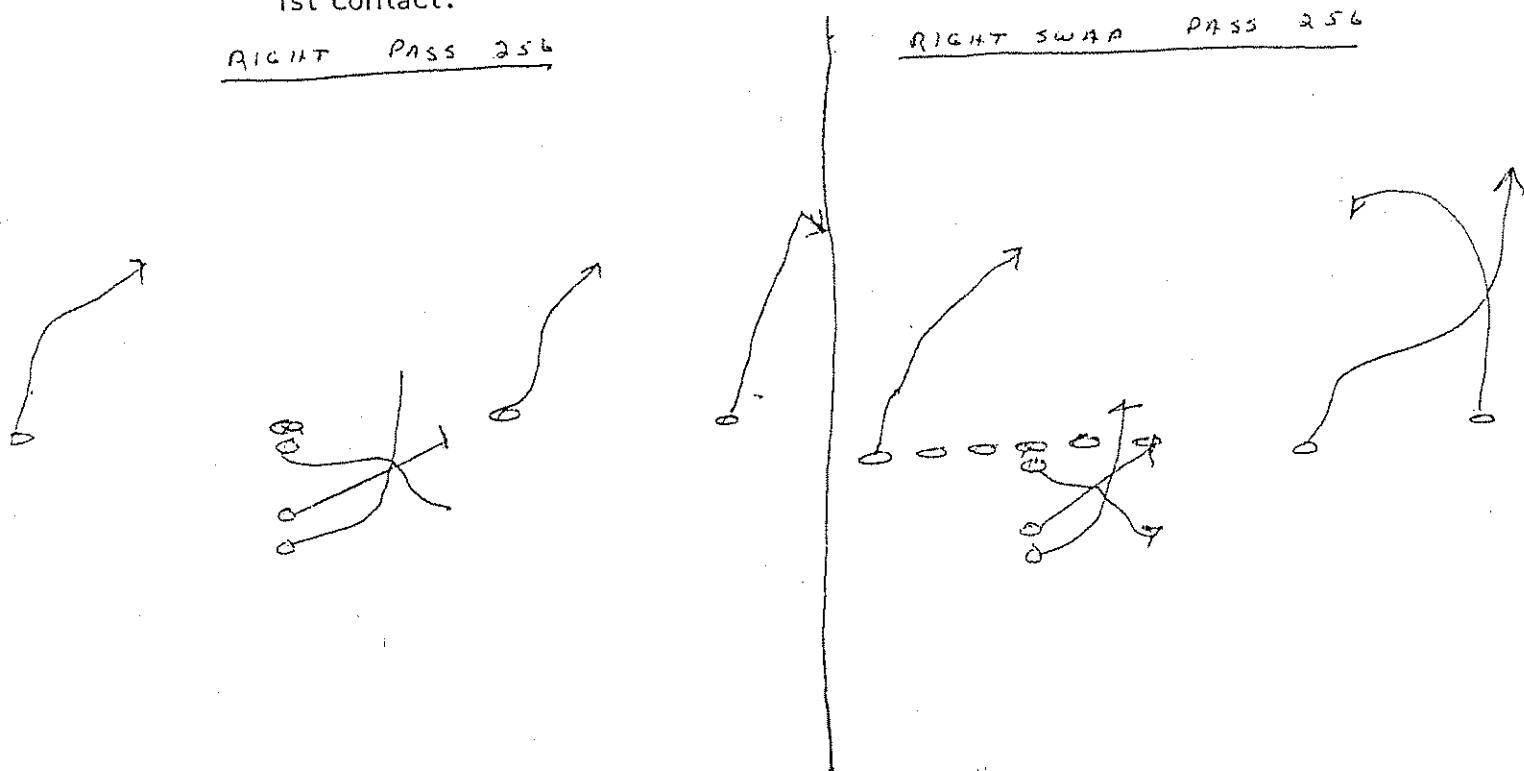


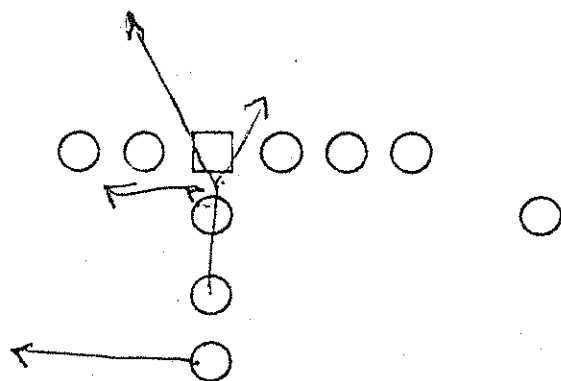
PASS 256 PROTECTION

- C: If covered, block "O" to backside A Gap.
- QG: Protect playside Gap; hinge to backside.
Responsible for backside "B" Gap.
- QT: Protect playside Gap; hinge to backside
Responsible for backside "C" Gap.
- SG: If covered, Control drive block DT; If, uncovered block down aggressive on nose guard. If nose disappears C. Pt. use a controlled drive block.
- ST: Block 1st down lineman head up to outside.
C. Pt. Use a controlled drive block.
- A: Execute 256 fake but you must block the linebacker if he blitzes early or late.
- B: Block the defensive aggressively, but do not leave your feet after 1st contact.

RIGHT PASS 256

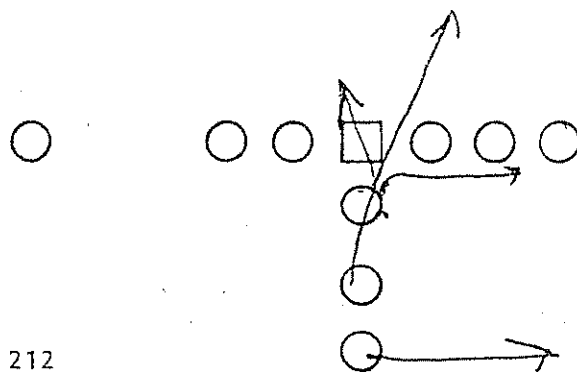
RIGHT SWAP PASS 256





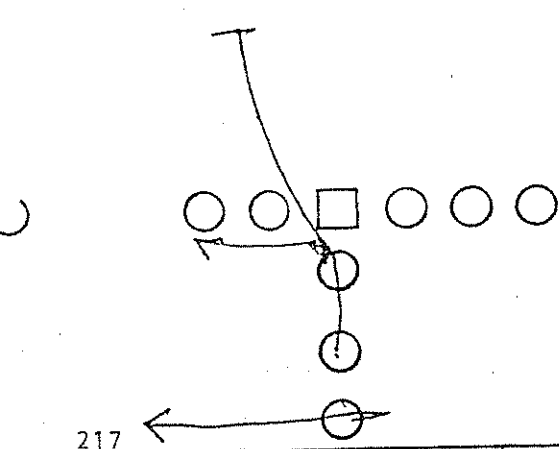
211

- C: Block O; to #1 away
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside Gap; over
- ST: Inside Gap; over
- X: Block secondary run support
- Y: Inside release block P.O.A.
- Z: Push Deep, up and late
- A: Get to pitch position at 7 hole.
- B: Hit directly over center, take handoff and run to daylight



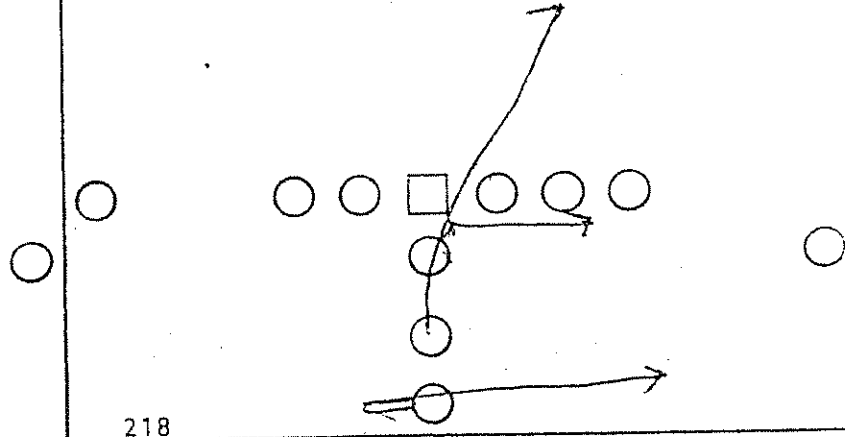
212

- C: Block O; to #1 away
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside Gap; over
- ST: Inside Gap; over
- X: Block secondary run support
- Y: Inside release block P.O.A.
- Z: Push Deep, up and late
- A: Get to pitch position at 7 hole.
- B: Hit directly over center taking handoff and break for daylight.



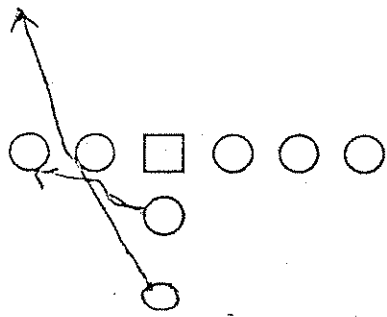
217

- C: Block O; to #1 away
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside Gap, over
- ST: Seal; inside gap over
- X: Block secondary run support
- Y: Inside release block P.O.A.
Push Deep, up, and late
- A: Counter step toward 8 hole, get into pitch position at 7 hole.
- B: Hit directly over center with good fake. Bend to onside. Block linebacker on path to safety.



218

- C: Block O; to #1 away
- QG: Inside Gap; over
- QT: Seal; inside gap over
- SG: Inside Gap; over
- ST: Inside Gap; over
- X: Block secondary run support
- Y: Inside release block P.O.A.
- Z: Push deep, up and late
- A: Counter step toward 7 hole, get into pitch position at 8 hole.
- B: Hit directly over center with good fake. Bend to onside. Block linebacker on path to safety.



233

: Seal thru Playside Gap!

G: Inside Gap; Over! CALLS TO BE ALERT FOR: INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB.

T: Inside Gap; 1st LB your side! The release you take to get to the LB depends on the Alignment of the defense!
CALLS TO BE ALERT FOR:
INSIDE CALL - YOUR CALL - Vs a 4-1 tackle make an INSIDE CALL and block the 4-1.

G: Seal thru Playside Gap!

T: Seal thru Playside Gap!

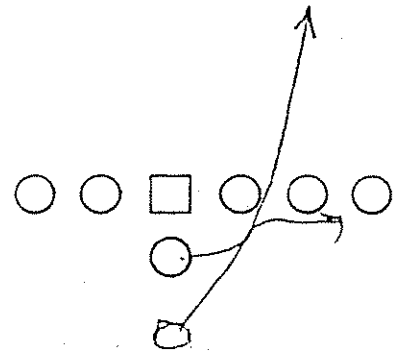
: Block Secondary Run Support

: Inside Release Block P.O.A.

: Push Deep Up and Late

: Pitch position

: Dive at 3 hole



234

C: Seal thru Playside Gap!

QG: Seal thru playside Gap!

QT: Seal thru playside Gap!

SG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB

ST: Inside Gap; 1st LB your side! The release you take to get to the LB depends on the alignment of the Defense!
CALLS TO BE ALERT FOR: INSIDE CALL - YOUR CALL - Vs a 4-1 tackle make an INSIDE CALL and block the 4-1.

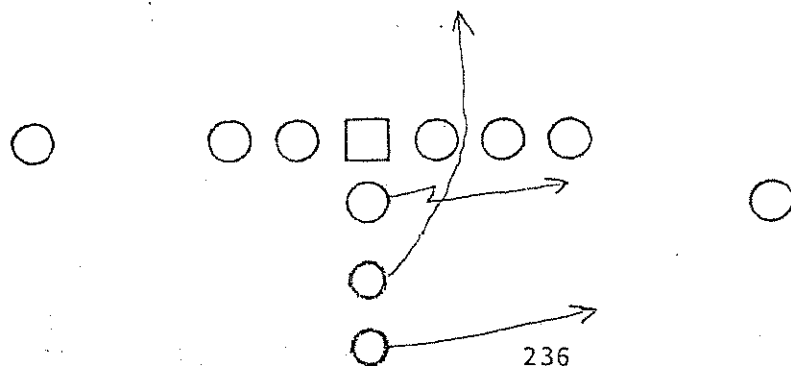
X: Push Deep Up and late

Y: Veer Release Block Secondary Run Support

Z: Push Deep Up and late

A: Pitch position

B: Dive at 4 hole



C: Seal thru playside Gap!

QG: Seal thru playside Gap!

QT: Seal thru playside Gap!

SG: Inside Gap; Over-vs a 50 Defense
read Depth of LB whether to pull or
to go now!

ST: Inside Gap; Over

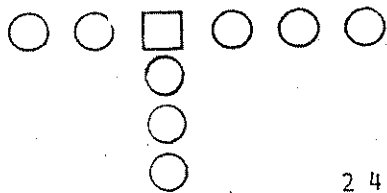
X: Block Middle 1/2

Y: Block 5 Technique Area to LB.

Z: Push Deep up and Late.

A: Sprint to Pitch Position.

B: Hit up outside foot of guard, turn North
at Line.



2 41

C: Block O; #1 Away

QG: Inside Gap; If covered by a LB Combo with Center to backside LB. If covered by down lineman take inside release for middle LB. (No middle linebacker, outside pull to 1st lineman).

QT: Block 1st LB your side. *Note: The release you take to block the LB will depend on depth of the LB and the alignment of the Defense!

SG: Pull and trap 1st man past the Center's block!

ST: Seal

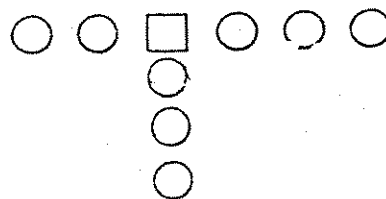
X: Block Secondary Run Support

Y: Inside Release Block Middle 1/3.

Z: Push Deep up and late

A: Sprint to Pitch Position at 7

B: Hit over the center, slide behind trapping guard to one hole.



2 42

C: Block O; #1 Away

QG: Pull and trap 1st man past the Center's Block

QT: Seal

SG: Inside Gap: if covered by a LB Combo with Center to the backside LB. If covered by down Lineman take inside release for middle LB! (No middle linebacker, outside pull to 1st. lineman).

ST: Block 1st LB your side!
*Note: The release you take to block the LB will depend on depth of the LB and the alignment of the Defense!

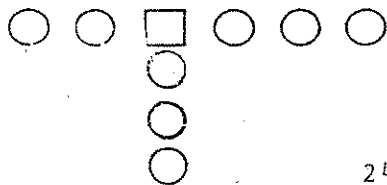
X: Block Middle 1/3.

Y: Veer Release, Block Secondary Run Support.

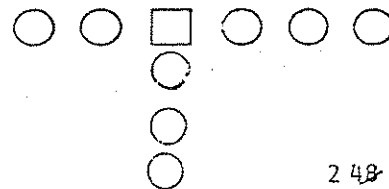
Z: Push Corner Deep, Up and Late.

A: Sprint to pitch position at 8

B: Hit over the center, slide behind trapping guard to the two hole.



247



248

C: Block O; #1 Away

OG: Inside Gap; If covered by a LB Combo with Center to backside LB; if covered by down lineman release inside for middle to backside LB!

QT: Inside Gap; 1st LB your side!

CALLS TO BE ALERT FOR:

SOONER CALL - YOUR CALL - If covered by End man on LOS and guard covered by a down lineman or if covered by a LB make a SOONER CALL & block 1st LB your side. Pull and physical seal 5 Technique area!

CALLS TO BE ALERT FOR:

SOONER CALL - On a SOONER CALL pull and physical seal the 3 Technique area!

ST: Seal

X: Block Secondary Run Support

Y: Inside Release Block P.O.A.

Z: Push Deep Up and late

A: Counter step toward 8 hole. Sprint to pitch position at 7 hole.

B: Hit over center, make good fake and slide toward 7 hole to block the safety.

C: Block O; #1 Away

QG: Pull and physical seal the 5 Technique area!

CALLS TO BE ALERT FOR:

SOONER CALL - On a SOONER CALL pull and physical seal the 3 Technique area!

QT: Seal

SG: Inside Gap; If covered by a LB Combo with Center to backside LB; if covered by a down lineman release inside for middle to backside LB!

ST: Inside Gap; 1st LB your side

CALLS TO BE ALERT FOR:

SOONER CALL - YOUR CALL - If covered by End man on LOS and guard covered by a down lineman or if covered by a LB make a SOONER CALL & block 1st LB your side.

X: Push Deep Up and Late

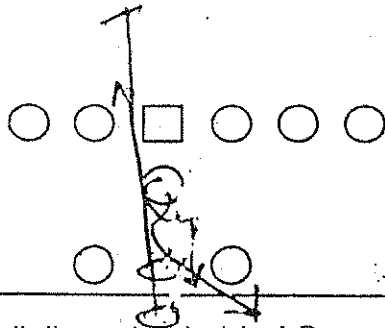
Y: Veer release, Block Secondary run Support

Z: Push Corner Deep, Up and late

A: Counter step toward 7 hole. Sprint to pitch position at 8 hole.

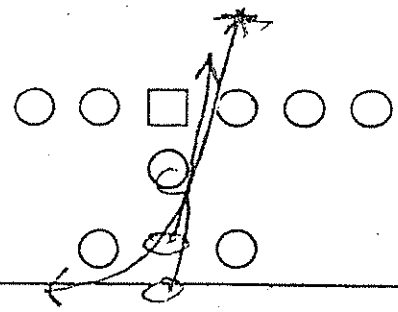
B: Hit over center, make good fake and slide toward 8 hole to block the safety.

251

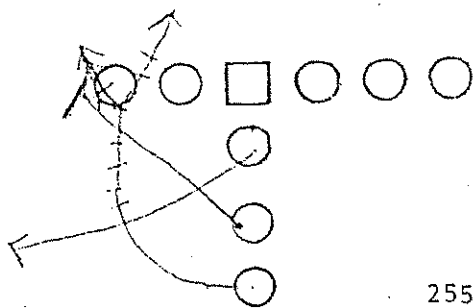


- C: Block "o"; to backside LB
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside Gap; over
- ST: Inside Gap; over
- Y: Inside release; block at P.O.A.
- X: Push deep, up and late
- Z: Inside release; block at P.O.A.
- A: Carry behind B into 1 hole. Run to daylight.
- B: Lead through one hole. Block first linebacker who shows.

252



- C: Block "O"; to backside LB
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside Gap; over
- ST: Inside Gap; over
- Y: Inside release; block secondary run support
- X: Push deep and up late
- Z: Push deep and up late
- A: Carry behind B into 2 hole. Run to daylight
- B: lead through two hole. Block 1st linebacker who shows.



255

C: Covered block "o"; Uncovered block #1 to backside.

QG: Inside Gap; over. Pull according to LB speed and depth. Calls to be alert for: "X" call. Your call to tell tackle to block 3 tech. eagle tackle and you pull around for LB,

QT: Inside Gap; over. Calls to be alert for: "X" call vs Eagle, you angle drive 3 tech. tackle, guard pulls around for LB.

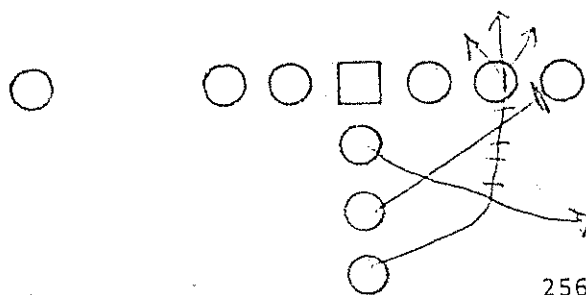
SG: Pull for LB

ST: Inside Gap; over. C. Pt. pull to clip 3 tech. vs Eagle.

Y: Veer release and block support.

B: Attack inside hip of 1st man outside playside tackle. Throw him down.

A: Take three nearly parallel steps before accepting handoff from QB. Cut inside or outside off your tackles block.



256

C: Covered block "O"; Uncovered block #1 to backside.

QG: Pull for LB

QT: Inside Gap; over. C. Pt. pull to clip 3 tech vs Eagle.

SG: Inside Gap; over. Pull according to LB speed and depth. Calls to be alert for: "X" call. Your call to tell tackle to block 3 tech. eagle tackle and you pull around for LB.

ST: Inside Gap; over. Calls to be alert for: "X" call vs Eagle you angle drive 3 tech. and guard pulls around for LB.

Y: Veer release and block support.

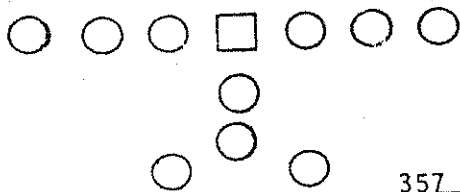
A: Attack inside hip of 1st man outside playside tackle. Throw him down.

B: Take three nearly parallel steps before accepting handoff from QB. Cut inside or outside off your tackles block.

300 Passing Game

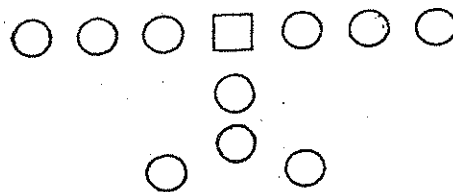
Any 70 pass called in 300 offense (374,375,etc) will be with one or two split ends and none or one tight end. The 70 pass routes are the same for the receivers and the QB. However, the C back and the A backs will double team the defensive end and the B back will run a throwback route.

Any 90 pass called in 300 offense (393,394,etc) will be the same as 70 situations above. The routes are the same as base. The linemen, A and B will block the same. C will hit to the right of the QB and block the gap. QB will open to his right and semi-fake to C before throwing to X or Z.



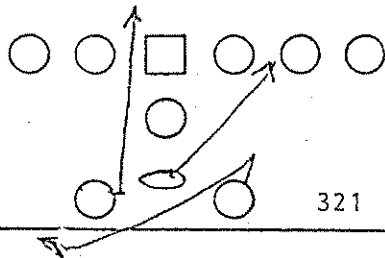
357

- X: (Tight) - Veer release, block run support
- QT: Inside gap, over
- QG: Inside gap, over
- C: Block "0"; to #1 away
- SG: Pull to 3 hole, turn upfield and block linebacker
- ST: Seal to the foot of the center and turn upfield to block.
- Y: Drive block playside thigh pad and get movement.
- A: Shoulder roll outside knee of corner run support.
- C: Hit outside defensive tackle and inside defensive end. Block 1st linebacker who shows
- B: Open up and accept pitch from QB. Follow QB inside or outside of defensive end.
- QB: Reverse out and pitch to B. Lead inside or outside end, according to where the hole is.



358

- X: (Tight) - Inside release, block at P.O.A.
- QT: Seal to the foot of the center and turn upfield and block linebackers.
- QG: Pull to 3 hole, turn upfield and block linebackers
- C: Block "0"; to #1 Away
- SG: Inside gap, over
- ST: Inside gap, over
- Y: Drive block playside thigh pad and get movement.
- B: Open up and accept pitch from QB. Follow QB inside or outside of defensive end.
- A: Shoulder roll outside knee of corner run support.
- C: Hit outside defensive tackle and inside defensive end. Block 1st. linebacker who shows.
- QB: Reverse out and pitch to A lead inside or outside end according to where daylight shows.



321

C: Block 0; Backside LB!
CALLS TO BE ALERT FOR:
 CHARLIE CALL - Angle drive backside

QG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL on FOLD CALL Angle Drive
 on 4-1 Tech!

QT: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL - YOUR CALL - vs a 4-Eye
 make a FOLD CALL to guard and step
 around for the LB! This will be a game
 plan blocking scheme.

SG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
CHARLIE CALL - Vs a 1 Tech. backside
 make CHARLIE CALL and step around
 for middle to backside LB!

ST: Inside Gap; Over!

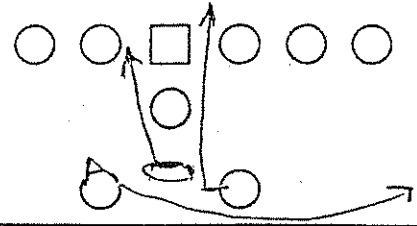
X: (Tight) - Inside release and block 1st
 linebacker inside you.

Y: Inside Release Block P.O.A.

C: Counter step strong and take handoff
 into one hole.

A: Arc release and block (thigh, hip, block)
 whomever is assigned to pitch man.

B: Step up with outside foot, Pivot and sprint
 to pitch position.



322

C: Block 0; Backside LB!
CALLS TO BE ALERT FOR:
 CHARLIE CALL - Angle drive backside

QG: Inside Gap; Over! CALLS TO BE ALERT FOR:
CHARLIE CALL - Vs a 1 Tech. backside
 make a CHARLIE CALL and step around for
 middle to backside LB!

QT: Inside Gap; Over!

SG: Inside Gap; Over!
CALLS TO BE ALERT FOR:
FOLD CALL - YOUR CALL - Vs a 4-Eye
 make a FOLD CALL to guard and step around
 for the LB! This will be a game-plan block
 scheme!

ST: *Inside Gap; over.*

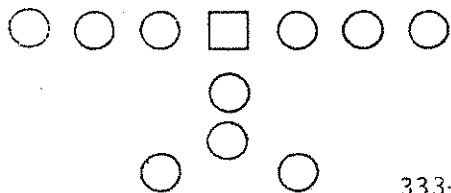
X: (Tight) - Inside release and go to P.O.A.
 to block.

Y: Inside release and block 1st. linebacker inside
 you.

C: Counter step weak and take handoff into
 two hole.

A: Step up with outside foot, Pivot and sprint
 to pitch position.

B: Arc release and block (thigh, hip block)
 whomever is assigned to pitch man.



333-

Seal thru playside Gap!

Inside Gap; Over!

CALLS TO BE ALERT FOR:

INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB.

Inside Gap; 1st. LB your side! The release you take to get to the LB depends on the alignment of the Defense!

CALLS TO BE ALERT FOR:

INSIDE CALL - YOUR CALL - Vs a 4-1 tackle make an INSIDE CALL and block the 4-1

Seal thru Playside Gap!

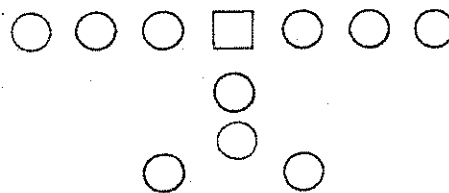
Seal thru Playside gap!

(Tight) - Veer release and block whomever is assigned to pitch man.

Hit into 3 hole.

Block 1st. linebacker to show outside the defensive tackle.

Sprint to pitch position at 7.



334-

C: Seal thru Playside gap!

QG: Seal thru playside gap!

QT: Seal thru playsdie gap!

SG: Inside Gap; Over! CALLS TO BE ALERT FOR:
INSIDE CALL - If tackle gives an INSIDE CALL you have the option to pull for the LB

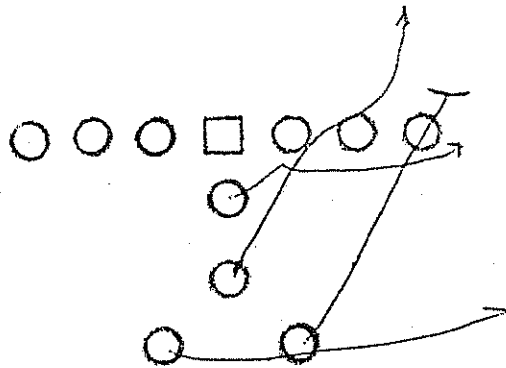
ST: Inside Gap; 1st LB your side! The release you take to get to the LB depends on the alignment of the Defense!
CALLS TO BE ALERT FOR:
INSIDE CALL - YOUR CALL - Vs a 4-1 tackle make an INSIDE CALL and block the

X: (Tight) - Inside release, block at P.O.A.

C: hit into 4 hole.

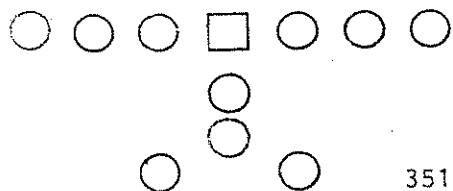
A: pitch position

B: Block 1st linebacker to show, outside the defense tackle.



336

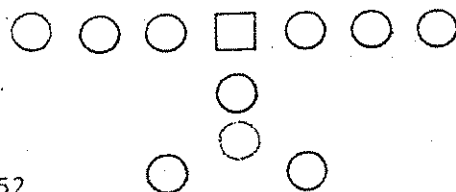
- C: Seal thru playside gap!
- QG: Seal thru playside gap!
- QT: Seal thru playside gap!
- SG: Inside Gap; over; C.Pt. SG doesn't pull.
- ST: Inside Gap; Over.
- Y: Block 5 technique over to LB.
- C: Hit over outside foot of guard accepting head off ride from QB. If ball is pulled, block LB.
- B: Block area over TE.
- A: Sprint to pitch position.
- X: Seal to point of attack.



351

- C: Block "0" ; to backside LB
- QG: Inside gap; to first down lineman.
- QT: First down lineman head up to outside.
- SG: Inside gap; over
- ST: Inside gap ; over
- Y: Inside release; block at P.O.A.
- X: (Tight) - Inside gap, over
- C: lead with A back into one hole.
- A: Lead into one hole, block first LB that shows
- B: Run downhill and follow A through one hole

Backside calls: "Charlie"



352

- C: Block "O"; to backside LB
- QG: Inside Gap; over
- QT: Inside Gap; over
- SG: Inside gap; to first down lineman
- ST: First down lineman head-up to outside
- Y: Inside release; block secondary run support
- X: (Tight) - Inside release, block at P.O.A.
- C: Lead with B back into two hole
- A: Run down hill to follow B back through 2 hole
- B: Drive into 2 hole and block first linebacker to show

Offside calls: "Charlie"