
1983
San Diego
Chargers

Pre-season
Offense

106

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

EXHIBITION GAME #2

AUGUST 13, 1983

RECEIVERS READY LIST

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

PASSING GAME

DROPPACK

363 STOP (SPL LT/RT)

844 WIDE (SPL LT/RT)(SPL SLOT)

585 (SPL LT/RT)

989 F CROSS SNEAK (SPL LT/RT)

474 DELAY (SPL LT/RT)(SPL SLOT)(SPL TGT)

FAKE 474 DELAY (SPL LT/RT)(SPL SLOT)(SPL TGT)

55 UP (SPL LT/RT)

FAKE 55 UP (SPL LT/RT)

364 FLAT (SPL SLOT)(SPL TGT)

SCAT 66 (SPL LT/RT)(I LT/RT)

088 (SPL SLOT)

212 AGGRESSIVE (SPL LT/RT)

OPTION

OPTION LT/RT (SPL LT/RT)

OPTION LT/RT 976 H POST SWING (SPL LT/RT)

PLAY ACTION

528 CH 40/50 (SPL LT/RT)

344 CH 40/50 BOOT (SPL LT/RT)

689 CH 40/50 (I LT/RT)

SCREEN - SALLY/ROSE

LEO - ROGER (SPL LT/RT)(I LT/RT)

626 SALLY/ROSE (SPL)

633 SALLY/ROSE (SPL)

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

RUSHING GAME

PRIMARY RUNS

10/11 STRAIGHT (I LT/RT)(I SLOT)(SPL TGT)

20/30 ACE OH (I LT/RT)(SPL SLOT)(SPL TGT)

20/30 COUNTER (I LT/RT)(I SLOT)(SPL TGT)

40/50 BELLY (I LT/RT)(SPL TGT)

40/50 LEAD (SPL LT/RT)(SPL TGT)

60/70 OUTSIDE (I LT/RT)(SPL LT/RT)(SPL TGT)

60/70 FILL OH (I LT/RT)(SPL TGT)

80/90 SWEEP (SPL LT/RT)(SPL TGT)

80/90 TOSS (I LT/RT)(SPL TGT)

DRAWS

20/30 PAINT (SPL LT/RT)(I LT/RT)

GOAL LINE RUNS

40/50 LEAD (FAR, I TIGHT WING)

40/50 BLAST (FAR, NEAR TIGHT WING)

80/90 TOSS (I TIGHT WING)

80/90 PITCH (NEAR TIGHT WING)

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

SITUATIONS

GOAL LINE - SHORT YARDAGE

40/50 LEAD (FAR, I TIGHT WING)

40/50 BLAST (FAR, NEAR TIGHT WING)

80/90 TOSS (I TIGHT WING)

80/90 PITCH (NEAR TIGHT WING)

ROLL PASS LT/RT (FAR TIGHT WING)

RED AREA

OPT LT/RT (SPL LT/RT)

633 S/R (SPL LT/RT)(I LT/RT)

SCAT 66 (SPL LT/RT)(I LT/RT)

55 UP (SPL LT/RT)

FAKE 55 UP (SPL LT/RT)

474 DELAY (SPL LT/RT)

FAKE 474 DELAY (SPL LT/RT)

368 (SPL LT/RT)

212 AGGRESSIVE (SPL LT/RT)

CHARLIE 40/50 BOOT 528 (SPL LT/RT)

NICKEL

585 (SPL LT/RT)(SPL OPPOSITE)

844 (SPL LT/RT)(SPL OPPOSITE)

OPT LT/RT (SPL LT/RT)(SPL OPPOSITE)

OPT 976 HPSW (SPL LT/RT)(SPL OPPOSITE)

638 (SPL LT/RT)(SPL OPPOSITE)

635 (SPL 0

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

RED BALL

<u>CALL</u>	<u>PLAY</u>
89	989 F CROSS SNEAK
85	585
44	844
20	20 PAINT
80/90	80/90 SWEEP
LEO	HB SCREEN LEFT
ROGER	HB SCREEN RIGHT
11	11 HITCH (AGGRESSIVE)

IN. INFO
TERM. & ABBREV.'S

FF SYSTEMS

D''S

POSEJ. & TECH'S

LENIE BLEKING
RECEIVERS

PASS PROTECT

RUN GAME

PASS "

PASS PLAYS

SCREENS & DRAWS

SHIRT YOKE & B.L.

2 MEN OFF.

GAMMY
KENNEDY

ABBREVIATIONS

G/L = Coal Line
M/M = Man to Man
N/B = No Blitz
N/T = Not There
M/O = Man Over
P/S = Playside
B/S = Backside
L.O.S. = Line of Scrimmage
M.D.M. = Most Dangerous Man
P.O.A. = Point of Attack
H.N.B. = Hit No Body
6 = Short for Loafing.

POSITION ABBREVIATIONS

OFFENSE

X = Split End
LT = Left Tackle
LG = Left Guard
C = Center
RG = Right Guard
RT = Right Tackle
Y = Tight End
Z = Flanker
A = Halfback
B = Fullback
QB = Quarterback

DEFENSE

T = Defensive Tackle
E = Defensive End
N = Nose Tackle
W = Walt (Weak) Linebacker
M = Mike (Middle) Linebacker
S = Sam (Strong) Linebacker
F = Fourth Linebacker
WC = Weak Corner
FS = Free Safety
SS = Strong Safety
SC = Strong Corner

TERMINOLOGY

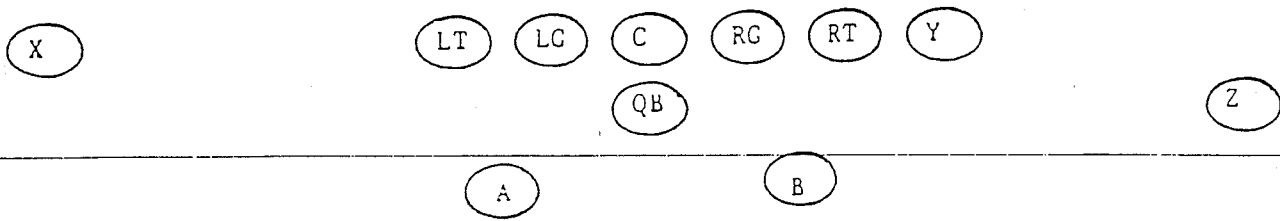
- ACTION - Play fake pass.
-
- AGGRESSIVE - Offensive man taking the initiative.
- AREA - A piece of ground that must be protected.
- AUDIBLE - Changing play at line of scrimmage.
- BACKSIDE - Side away from which the play is to be run.
- BANJO - Inside-outside pass coverage by two defenders.
- BLACK - Aggressive pass protection.
- BLITZ - Linebacker or safeties rushing the play.
- BOOTLEG - QB with ball goes opposite the backfield flow.
-
- BRONK - Style of running play.
- BUBBLE - Area over the offensive linemen by a linebacker.
- BUMP & RUN - Tight inside-out man to man coverage on the receivers, on the L.O.S.
- CHANGE - HB and FB changing alignment.
- CHECK - Alert command.
- CHECK WITH ME - No play called in the huddle.
-
- CLAMP - Double team block between TE and Wing.
- CLIMB - Movement of offensive linemen or TE up field to LB area.
- COMBO - Short and deep man to man coverage on a receiver.
- COUNTER - Ball moving away from flow.
- COVERED - A defensive man over an offensive man.
- CRACK - Block on inside LB by wide receiver.
- CROSS - Tackle and guard cross block.
- CUT - Playside guard and center change assignments.
- CUT OFF - Block not at point of attack to stop pursuit.
- DEEP MIDDLE - Release inside and block the man defending the deep middle.

- DEFENDER - Block defender your side.
- DELAY - Timed release (slow) into pass route.
-
- DOUBLE TEAM - Two or one block.
- DRAW - Fake pass, delay run by back.
- DRIVE - Playside guard and tackle combination scoop.
- DUCE - Playside guard and tackle inside-out double team.
- DUDAD - Two offensive blockers, area blocking two defenders in a stack alignment.
- EAGLE - Defensive alignment.
- EVEN - Refers to four (4) down linemen defenses.
- FIRE - Term used on F.C. and P.A.T. to activate pass.
-
- FLARE - Pass route by offensive.
- FLEX - Split by SE (X).
- FLOOD - Both back out same side into pass route.
- FLOW - Direction in which most of the backs move.
- FOLD - Center and guard cross block.
- FORCE - Block support.
-
- FREE - Playside guard go thru and block free safety.
- "G" - Playside guard pull and block first man on L.O.S. outside hole called.
- GAP - Block down; protect inside gap.
- GEORGE - Playside guard pull and block L.B.
- GRACE - Playside guard pull and block support.
- HANG - Alert call by TE who will slow block.
- INFLUENCE - Fake block to cause defender to react to fake.
- ISOLATION - Back block on L.B. (ISO)
- JAB - Step in opposite direction of play.
- JAY - Angle step playside.

- KING - Playside tackle and end assignment change.
- LEAD - Onside back blocking most dangerous man at point of attack.
-
- LEAD OPTION - Playside RB block support.
- LOAD - Playside RB block load area.
- LOCK - Style of running play.
- LOOP - Playside tackle seal LB with outside release.
- MAN "M" - Block man on-over-outside.
- MIKE - Middle linebacker.
- MOTION - Tells HB or FB to move in motion prior to snap of the ball.
- NORMAL - Regular splits.
-
- NOSE - Man over center.
- "O" - Backside guard pull and lead thru hole.
- ODD - Refers to defenses with man over centers.
- OFFSIDE - Side away from point of attack.
- ONSIDE - Side toward point of attack.
- OPEN - Action by QB where he turns his front to the hole.
- OPTION - Play or decisions with more than one choice.
-
- OUT - Wide split by (TE) tight end.
- PICK - Style of running play.
- PINCH - Playside tackle and TE double team.
- PIVOT - Action by the QB Where he turns his back to the hole.
- PLAY PASS - Pass where run is faked (also play action).
- PLAYSIDE - Side of the center to which the play is to be run.
- POINT OF ATTACK (P.O.A.) - Spot at which the ball is to cross the line of scrimmage.
- POST - "M" Block executed on double team.
- REACH - Block outside number to point of attack.
- READ - Blocking technique by onside guard or tackle vs. linebacker.
- REVERSE - Play that starts one way and then goes to the opposite side.

- "S" - Backside guard pull and block the outside man on L.O.S.
- SAM - Name for linebacker to TE side.
-
- SCAN - Pass protection used by offensive linemen.
- SCISSORS - Guard-tackle cross block - guard blocks out/tackle goes behind.
- SCOOP - Center and guard combination.
- SEAL - Blocks any lateral pursuit from inside.
- SLICE - Backside guard and center assignment exchange.
- SMACK - Crack block on strong safety - above the waist, by wide receiver.
- SPRINT - Type QB action to pass.
- SQUEEZE - Playside guard and tackle double team.
-
- STRAIT - Style of running play.
- SUPPORT - Playside tackle pull and block support.
- SWEEP - Style of running play.
- "T" - End and tackle cross block.
- TESS - Playside tackle pull and block support.
- TIM - Playside guard and tackle assignment exchange. Tackle in/guard behind.
- TOM - Playside tackle pull and block LB.
-
- TRAP - Backside guard pull and block.
- VEER - Center, playside guard vice.
- VICE - Playside guard and center double team.
- WEDGE - Block solid to play hole.
- YOKE - Motion by Y (T.E.) over to the other side.
- ZAP - Z Motion away.
- ZIP - Z motion in.
- ZOOM - Z motion over to other side.

POSITION NAMES



C = CENTER, over the ball.

LG = LEFT GUARD, always left on L.O.S.

RG = RIGHT GUARD, always right on L.O.S.

LT = LEFT TACKLE, always left on L.O.S.

RT = RIGHT TACKLE, always right on L.O.S.

X = SPLIT END, away from direction of formation call, on the L.O.S.

~~Y = TIGHT END, toward direction of formation call, on the L.O.S.~~

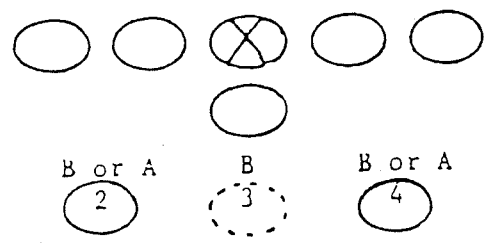
Z = FLANKER OR SLOTBACK, toward direction of call on MOST formation, off the L.O.S.

A = HALFBACK, formation will determine alignment

B = FULLBACK, formation will determine alignment

QB = QUARTERBACK, behind the center.

BACKFIELD NUMBERING FOR RUNS



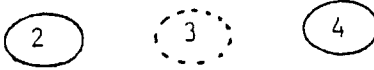
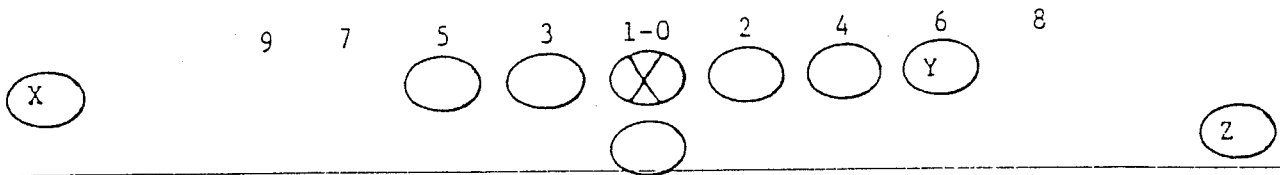
1. #4 Back will carry all 40 plays

2. #2 Back will carry all 20 plays

3. #3 Back will carry all 30 plays

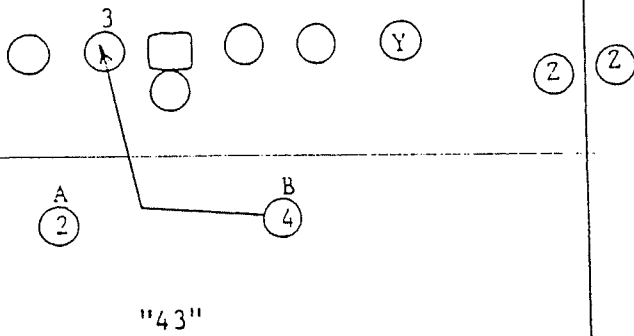
4. All "I" Formation running plays will be called with a single digit number.

5. QB will carry on all runs

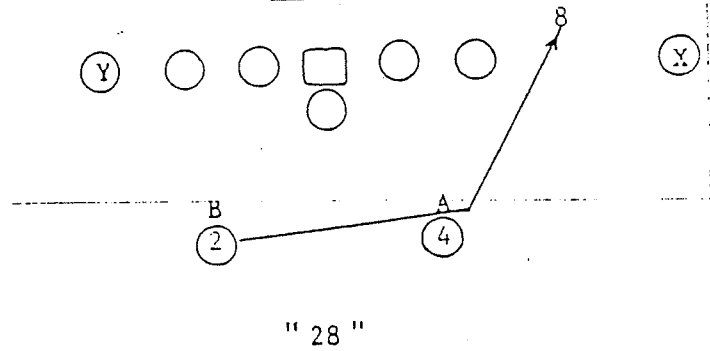


EXAMPLES

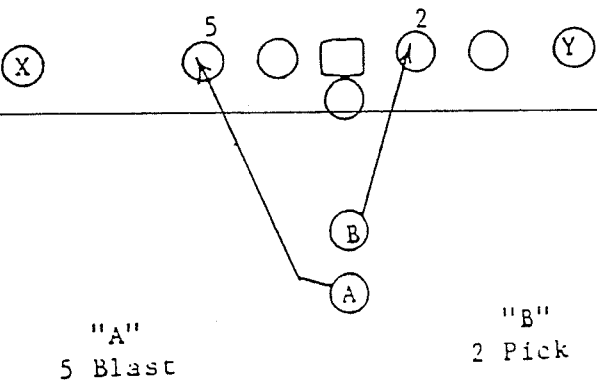
RIGHT



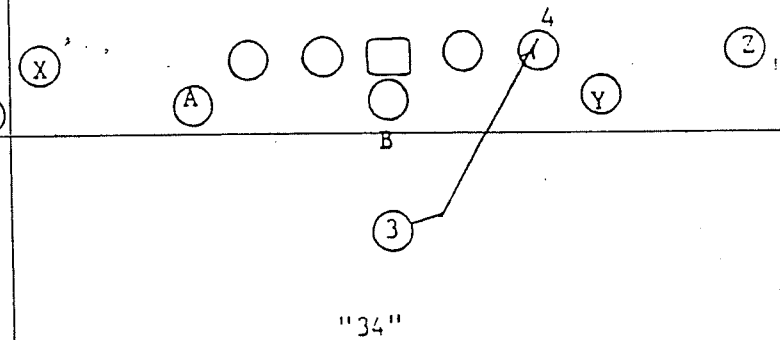
LEFT



I RIGHT OR LEFT



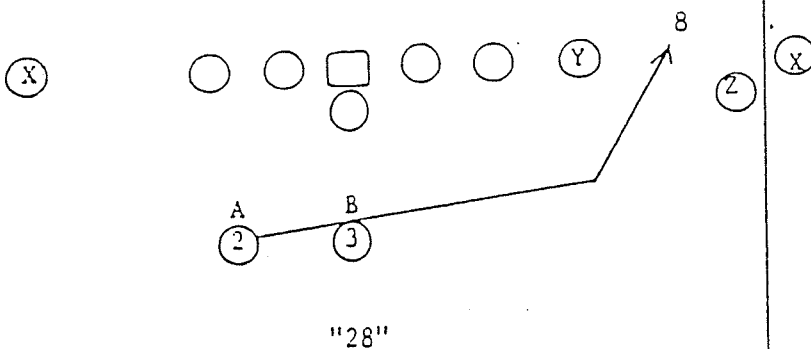
SPREAD RIGHT



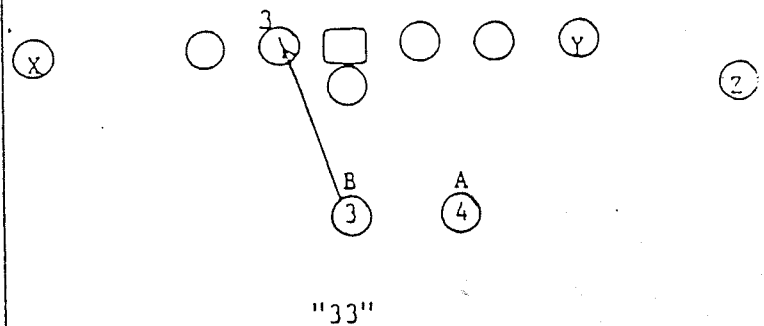
"A"
5 Blast

"B"
2 Pick

PRO RIGHT



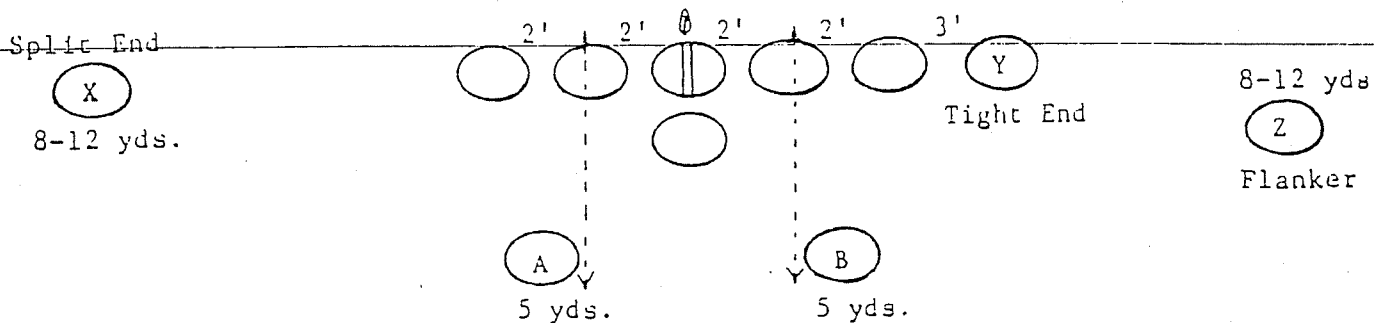
STRONG RIGHT



"28"

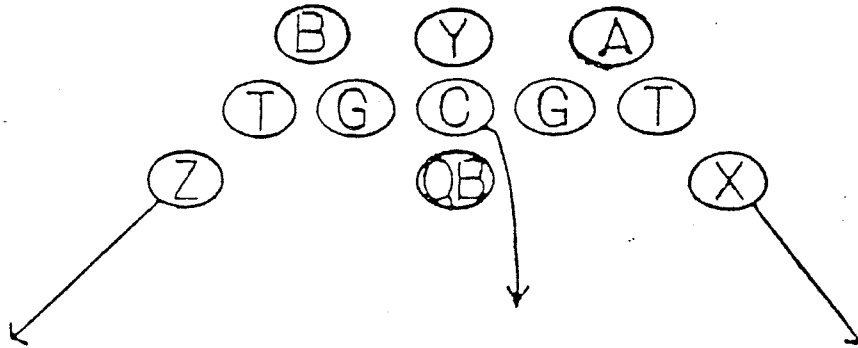
"33"

BASIC SPLITS



- LINE SPLITS - GUARDS and TACKLES = two feet
- TIGHT END - THREE FEET, OPEN = 5 to 6 yards, OUT = 8 to 12 yards
- BACKFIELD DEPTH - FEET at 5 yards from the ball, inside foot split the guard.
- I BACK DEPTH - FEET at 7 yards from the ball
- FLANKER - 8 to 12 yards from tackle, head even with linemen's hips.
CP: In SLOT 6 yards from tackle. TWIN = 3 yards from X,
WING = 3 feet from Y.
- SPLIT END - 8 to 12 yards from tackle on the L.O.S. FLEX = 6 yards
TIGHT = 3 feet.

THE HUDDLE

PROCEDURE

1. Center will locate the Huddle eight yards from the ball with a loud call of "huddle". The center is responsible for alerting everyone to down & distance.
2. All players will look at the QB. Linemen will have hands on knees. All other players will stand upright.
3. The QB will command the huddle. No talking once the QB enters the huddle.

QUARTERBACK'S PROCEDURE

1. The QB will call: formation, play and snap count.
2. The QB will hesitate and let the wide receivers and the center break the huddle. (X will go before Z)
3. The QB will repeat the snap count to the remaining players. The QB will pause for any checks. If anything is misunderstood, check with the QB now.

BREAKING THE HUDDLE

1. After X, Z and the center have left the huddle, the QB will call "Ready-Break". Everyone will clap together on break and hustle to the line of scrimmage.
2. The FB and HB will let the TE clear before they break.
3. We only have 25 seconds to get the play started. We must all be efficient in the huddle to save time to allow us to audible at the line if necessary.

QUARTERBACK PROCEDURE FOR CALLING PLAYSOFFENSIVE PLAYS WILL BE CALLED IN SEVERAL PARTS:

1. Formation - Denotes backs set, and receivers position.
2. Direction - Right or left denotes tight end and flanker.
3. Variations - Words to alter the basic formation, such as CHANGE, SLOT, OPEN, FLEX, etc.
4. Play Call - Single or double digit number, style of play and blocks.
5. Snap Count - X, 2, and Center leave huddle.
6. Repeat Play and Snap Count - pause - "Ready Break"

EXAMPLES:

I RIGHT	2 PICK	ON HIKE
RIGHT	26 BRONK	ON SET
I LEFT (OPEN)	4 BLAST	ON 1
LEFT (SLOT)	98	ON 2
LEFT (TIGHT)	49 SWEEP	ON 3
SPREAD RIGHT	35 LEAD DRAW	ON 4

TEAM PROCEDURE AT THE LINE OF SCRUMMAGE:

1. After the break from the huddle -
 - A. All must hustle to the L.O.S.
 - B. All linemen, backs and receivers take a three (3) point stance as quickly as possible. We must be set (no movement) for one (1) second.
2. Motion will be started by the quarterback lifting his heel with a quick movement.

QUARTERBACK'S PROCEDURE AT THE LINE OF SCRIMMAGE

1. The Quarterback will check the total formation as he is taking his position behind the center.

2. The Quarterback will check the defensive front and the secondary.
3. The Quarterback will start the cadence with the word "HIKE".
4. CP: The Center will snap the ball if the defense violates the neutral zone.

CADENCE

- | | |
|--|------------------------|
| 1. HIKE! | On Hike
(Live Or) |
| 2. QB call audible system. Ei: UTAH 26---UTAH 26 | (Dummy Name) |
| 3. SET! | On Set |
| 4. HUT! | On One |
| 5. HUT!...HUT! | On Two |
| 6. HUT! HUT!... HUT! | On Three |
| 7. HUT!... HUT! HUT!... HUT! | On Four |

(CP: We use a rhythmic non - rhythmic snap count.)

8. If the snap count in the huddle is on HIKE or SET, then the Quarterback will not audible at the L.O.S...

9. Whenever a "LIVE" audible changes the original play that was called in the huddle, we will not change the snap count. The snap count will always be what was called in the huddle.

AUDIBLE SYSTEM

1. Our Audible System is based on the QB at the L.O.S. calling out the "LIVE" name, the following number is the new play.
2. The QB will call the Audible name (Live or dummy) twice. He will call it once in each direction, right then left.
3. All Live Audibles the ball will be snapped on the count given in the huddle.

EXAMPLE: (Live name is "UTAH")

Snap count called in the huddle is 3 and play called is 2 sweep.

- A. IF the Q.B. wants to audible he says,

HIKE!

"UTAH" 2 pick... "UTAH" 2 pick set!

HUT! HUT!... HUT!

The new play is now 2 pick and the snap count remains on 3.

- B. IF the QB does not want to audible, he uses a dummy name.

HIKE!

KANSAS 2 PICK...KANSAS 2 PICK

SET!

HUT! HUT!... HUT!

The play and snap count does not change.

4. IF the snap count in the huddle is on "HIKE" or "SET" the QB will not audible.

CHECK WITH ME

1. When "Check with Me" is called in the huddle, only the formation and the snap count will be given. The play is then called at the L.O.S.. The ball will be snapped on the count given in the huddle.
2. Occasionally two styles of play may be called in the huddle and then add the number at the L.O.S..
3. This means the play that is called at the L.O.S. is the play that we will run. Cp: We will not use our live audible name when "Check with Me" is being used.

EXAMPLES:

- QB will call in the huddle:

- a. Check with Me
- b. Left Slot on 2
- c. ~~Left Slot on 2~~
- d. "Ready Break"

At the L.O.S. he will read the defense, then proceed to call the play.

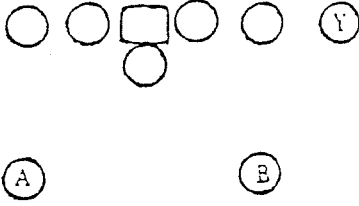
- a. HIKE!
- b. Auburn 178
- c. Auburn 178
- d. SET!
- e. HUT!...HUT!

We would execute Pass X 786

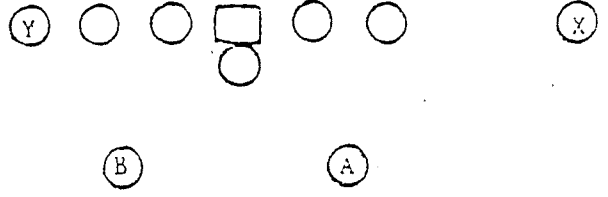
FORMATIONS

RIGHT

LEFT

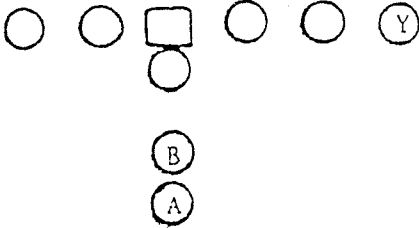


Z Z

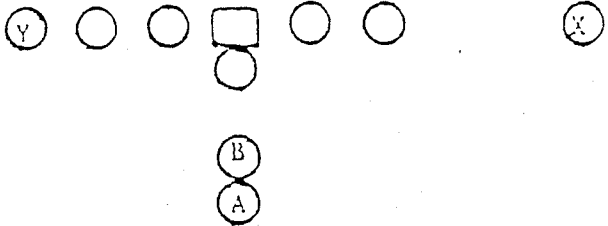


I RIGHT

I LEFT

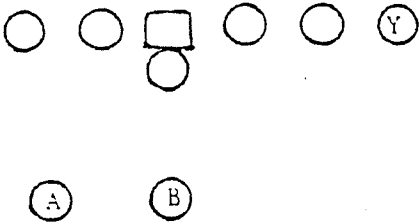


Z Z

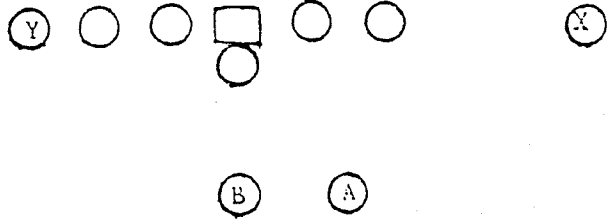


PRO RIGHT

PRO LEFT

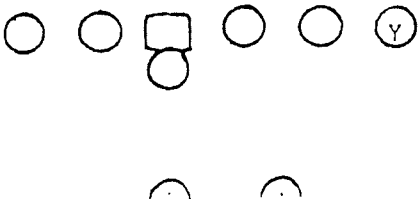


Z Z

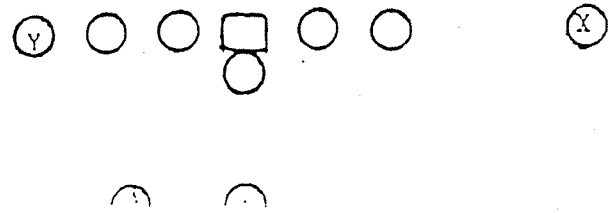


STRONG RIGHT

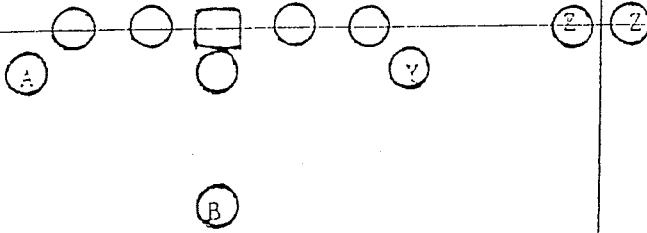
STRONG LEFT



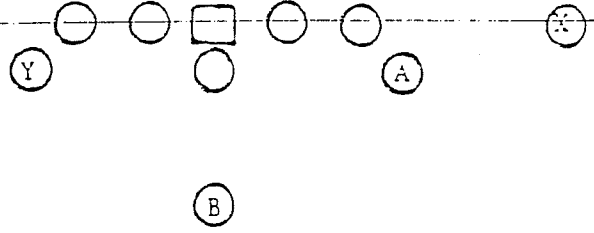
Z Z



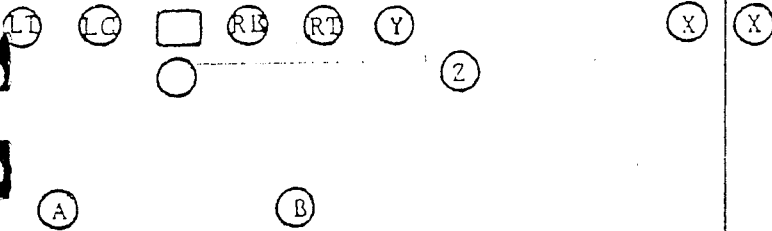
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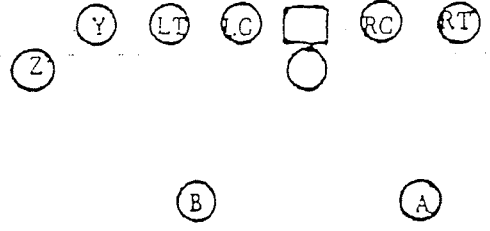
SPREAD LEFT



FROG RIGHT

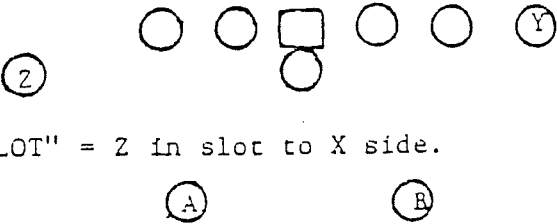


FROG LEFT



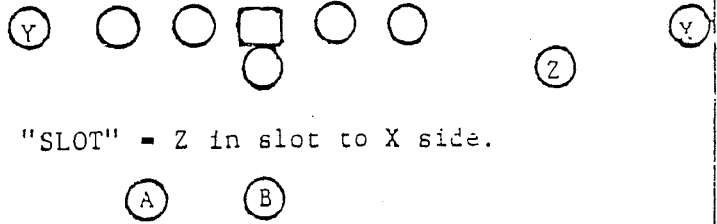
FORMATION VARIATIONS

RIGHT "SLOT"



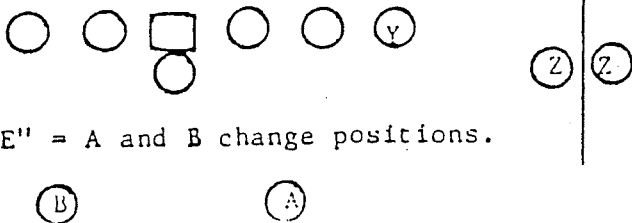
"SLOT" = Z in slot to X side.

STRONG LEFT "SLOT"



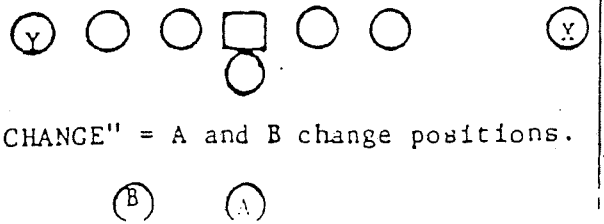
"SLOT" = Z in slot to X side.

RIGHT "CHANGE"



"CHANGE" = A and B change positions.

STRONG LEFT "CHANGE"

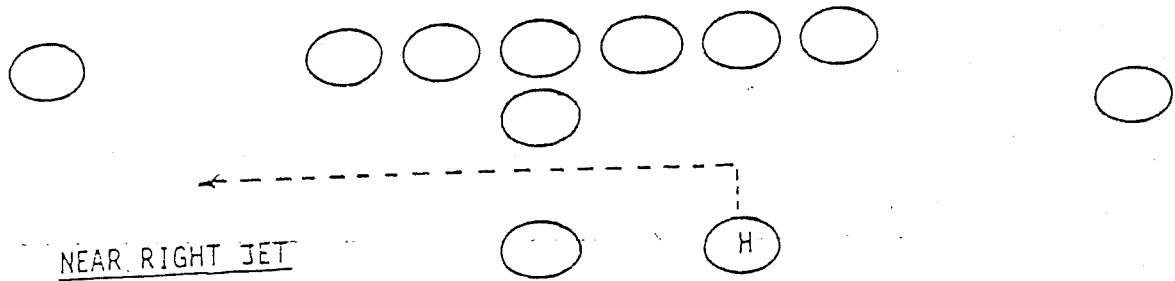


"CHANGE" = A and B change positions.

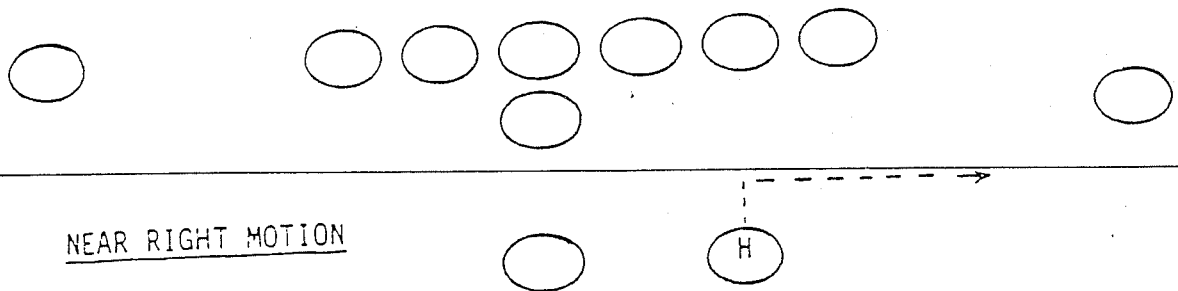
MOVEMENT PATTERNS WITH BACKS

BACKFIELD MOVEMENT IS CLASSIFIED IN 2 WAYS: (1) JET AND (2) MOTION.

JET MOVEMENT IS MOVEMENT BY THE BACK TO THE SINGLE RECEIVER SIDE. JET MOTION WILL ALWAYS RESULT IN A DOUBLES SET.



MOTION MOVEMENT IS MOTION BY THE BACK TO THE 2 RECEIVER SIDE. MOTION MOVEMENT WILL ALWAYS RESULT IN A TRIPS SET.



ALL BACKFIELD MOVEMENT FROM A 2 BACK SET WITH OUR NORMAL PERSONNEL WILL BE CALLED FROM THE ORIGINATING FORMATION.

Brt

M O V E M E N T

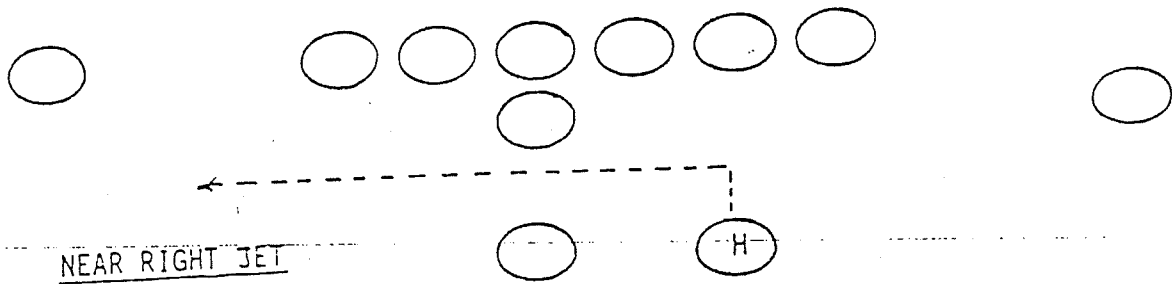
MOVEMENT IS VERY IMPORTANT TO OUR TOTAL OFFENSIVE SYSTEM. THERE ARE SEVERAL REASONS FOR MOVEMENT IN OUR OFFENSE; AMONG THE MOST PROMINENT REASONS ARE:

1. TO CREATE A PERSONNEL ADVANTAGE BY CREATING COVERAGE MIS-MATCHES ON OUR RECEIVERS OR BACKS.
2. TO CREATE A PERSONNEL ADVANTAGE BY EFFECTING CHANGES IN RUN SUPPORT AND FORCE RESPONSIBILITIES.
3. TO CREATE SECONDARY MOVEMENT IN AN EFFORT TO BETTER ENABLE OUR QUARTERBACKS TO RECOGNIZE COVERAGES.
4. TO GET OUR PERSONNEL IN BETTER POSITION TO EXECUTE THEIR GIVEN ASSIGNMENT.
5. TO CREATE PROBLEMS FOR THE DEFENSE IN MAN UNDER COVERAGES WHEN ATTEMPTING TO HOLD OR BUMP RECEIVERS AT THE LINE OF SCRIMMAGE.
6. TO CREATE AN OPPORTUNITY FOR INDECISION, CONFUSION, AND/OR MIS-ALIGNMENT BY THE SECONDARY.
7. TO CAUSE MOVEMENT ON THE PART OF THE DEFENSE IN AN EFFORT TO REALIGN THEIR PERSONNEL WITH THE COVERAGE CALLS AND CHANGES AND NOT ALLOW THEM TO SET THEMSELVES AND REACT TO FAMILIAR OFFENSIVE PATTERNS. MAKE THE DEFENSE PLAY "ON THE MOVE."
8. TO FORCE OPPONENTS TO SPEND PRACTICE TIME AND EFFORT ON ADJUSTING TO MOVEMENT PATTERNS RATHER THAN IMPROVING DEFENSIVE SKILLS AND SCHEMES.
9. TO CREATE A VISUAL COMPLEXITY TO THE DEFENSE, YET BE ABLE TO RUN THE SAME BASIC PLAYS FROM A VARIETY OF LOOKS.

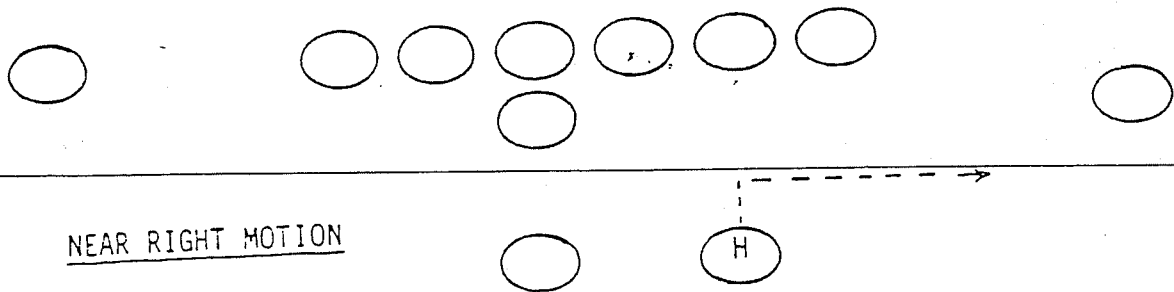
MOVEMENT PATTERNS WITH BACKS

BACKFIELD MOVEMENT IS CLASSIFIED IN 2 WAYS: (1) JET AND (2) MOTION.

JET MOVEMENT IS MOVEMENT BY THE BACK TO THE SINGLE RECEIVER SIDE. JET MOTION WILL ALWAYS RESULT IN A DOUBLES SET.



MOTION MOVEMENT IS MOTION BY THE BACK TO THE 2 RECEIVER SIDE. MOTION MOVEMENT WILL ALWAYS RESULT IN A TRIPS SET.

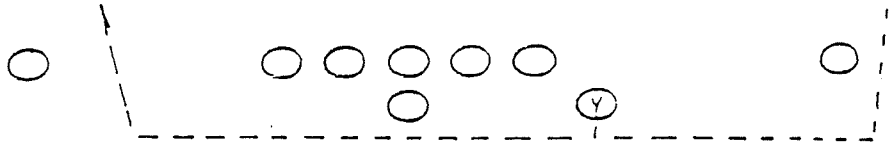


ALL BACKFIELD MOVEMENT FROM A 2 BACK SET WITH OUR NORMAL PERSONNEL WILL BE CALLED FROM THE ORIGINATING FORMATION.

MOVEMENT PATTERNS WITH RECEIVERS (CONTD.)

EXAMPLES OF TIGHT END MOVEMENT:

FLY

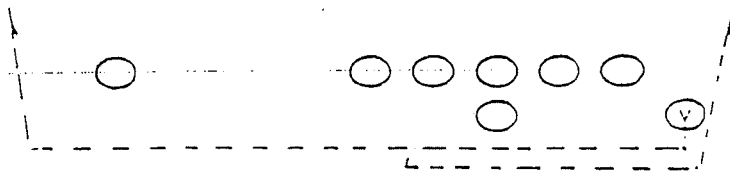


(MOVEMENT ACROSS BALL)

FLYOUT

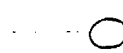
(MOVEMENT AWAY FROM BALL)

BUZZ



(MOVEMENT OUTSIDE X)

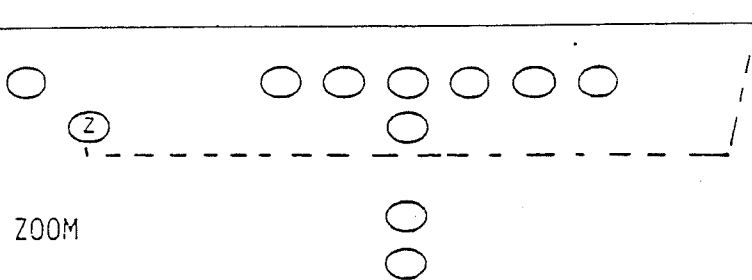
FAKE FLY



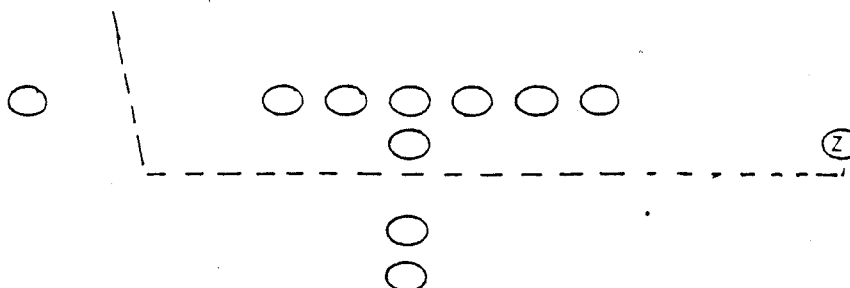
(REVERSE MOVEMENT)

ALL RECEIVER AND TIGHT END MOVEMENTS WILL BE CALLED TO THE FORMATION WE WILL END UP IN. FOR EXAMPLE:

I RIGHT ZOOM



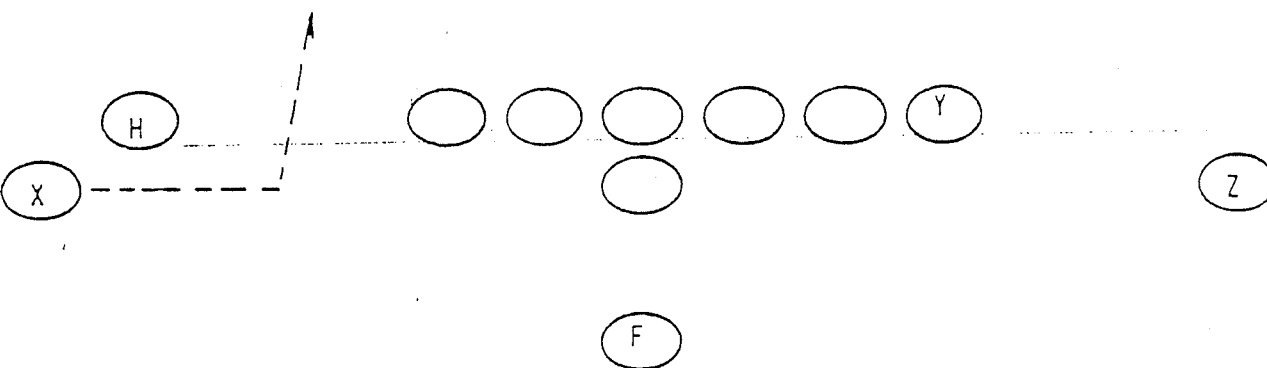
I RIGHT SLOT ZOOM



MOVEMENT PATTERNS WITH RECEIVERS (CONTD.)

SPECIAL MOVEMENT PATTERNS

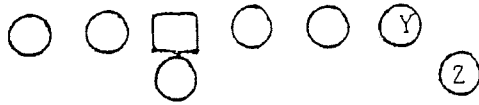
THERE ARE SITUATIONS IN WHICH SPECIAL MOVEMENT PATTERNS WILL BE UTILIZED, NAMES FOR WHICH MAY BE CREATED AS GAME PLANS DICTATE. ONE SUCH MOVEMENT IS "DART." DART IS A MOVEMENT INHERENT TO A FORMATION. IT IS DUAL FORMATION WITH SHORT JET BY X.



ALL MOVEMENT IS GAME PLANNED AND WILL BE TIMED OUT FOR THE PLAYER TO EXECUTE HIS GIVEN ASSIGNMENT. ~~THE MAN REQUIRED TO MOVE WILL NOT GET AN~~ INDICATOR BY THE QB OR A SET PART OF THE CADENCE TO ALWAYS MOVE ON, BUT WILL TIME UP THE MOVEMENT WITH THE PLAY, FORMATION, ASSIGNMENT, AND CADENCE TAKEN INTO CONSIDERATION.

FORMATION VARIATIONS AND MOTION

"WING" RIGHT

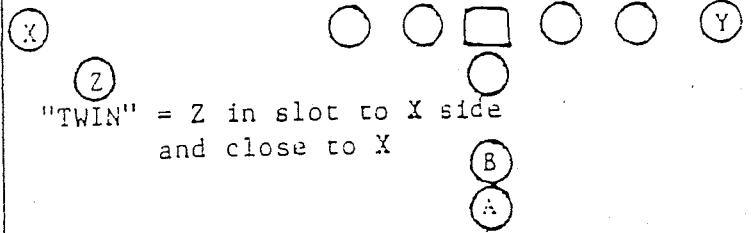


"WING" = Z in close to Y.

(A)

(B)

I RIGHT "TWIN"



"TWIN" = Z in slot to X side and close to X

(B)

(A)

SPLIT END (X), SPLITS

Normal

(X)

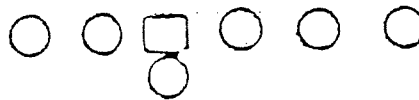
Split
2 yds.

(X)

Flex
6 yds.

(X)

Tight
1 yd.



TIGHT END (Y) SPLITS

(Y)



Normal

(Y)

Tight
1 yd.

(Y)

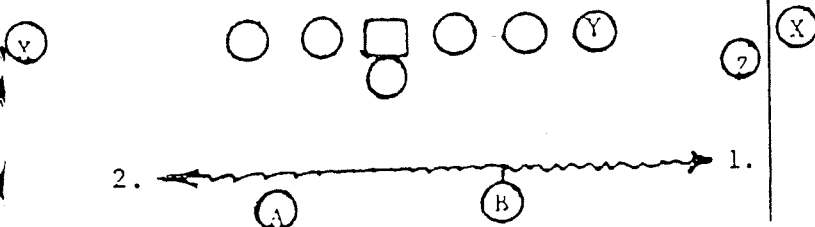
Open
4-6 yds.

(Y)

Out
8-10 yds.

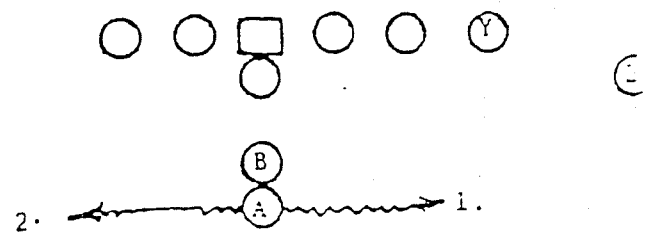
FULLBACK MOTION

- "B" motion right.
- "B" motion left.



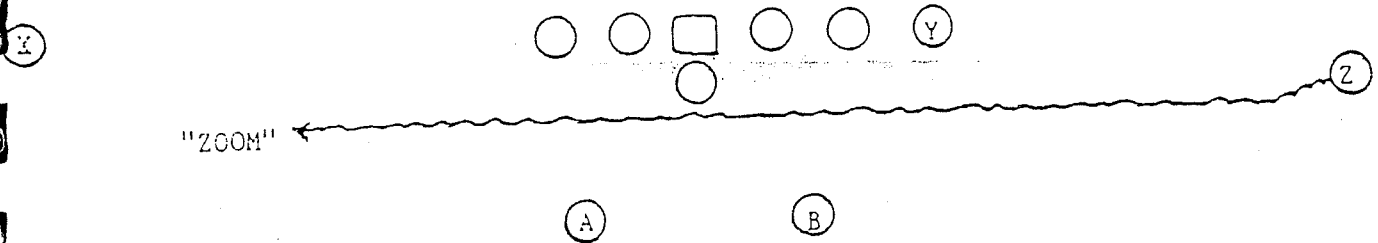
HALFBACK MOTION

- "A" motion right.
- "A" motion left.

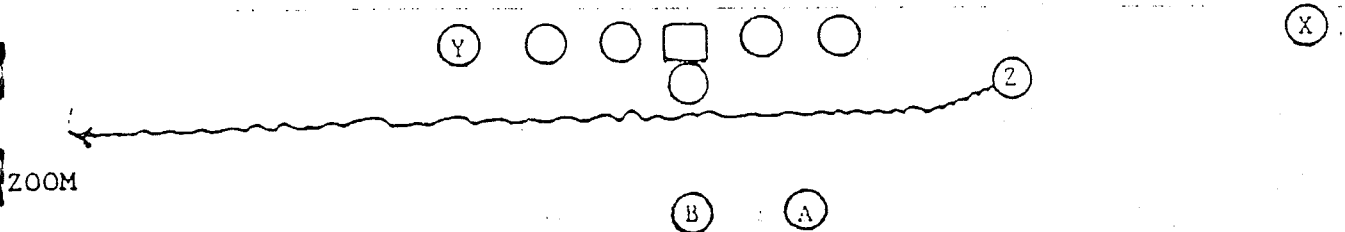


RIGHT SLOT "ZOOM"

ZOOM = Z motion to the Qther side to build the formation called.

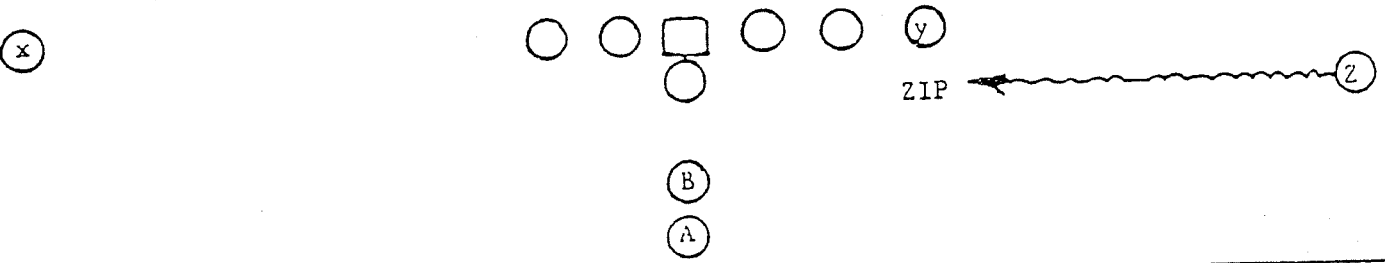


PRO LEFT "ZOOM"



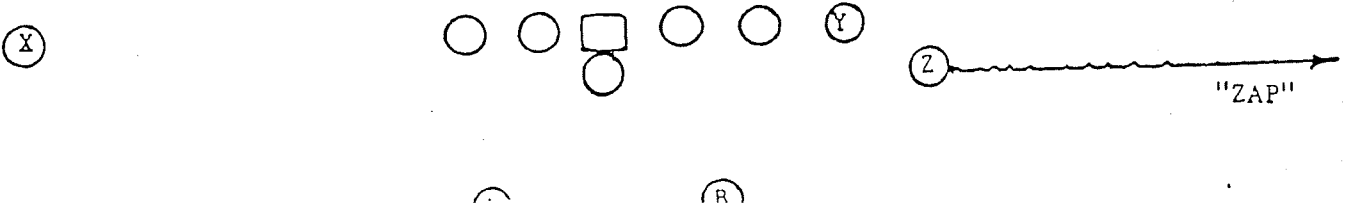
I RIGHT "ZIP"

ZIP = Z motion In toward formation called.

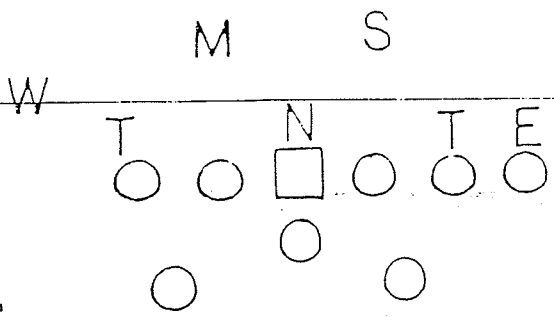


WING RIGHT "ZAP"

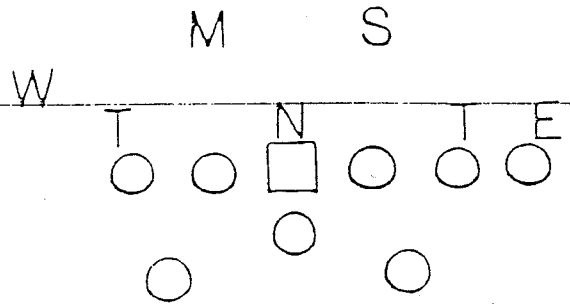
ZAP = Z motion Away from formation called.



1 2

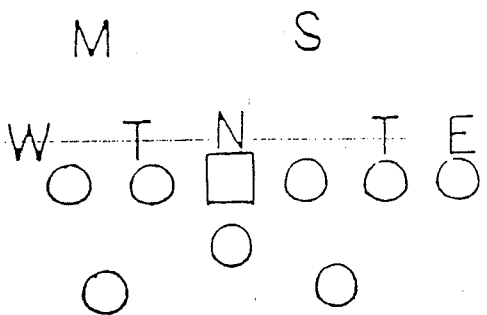


"54"

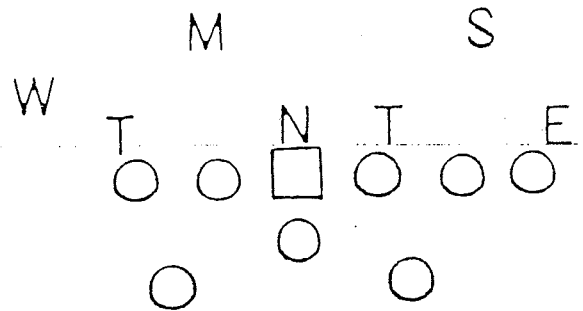


"59"

3 4

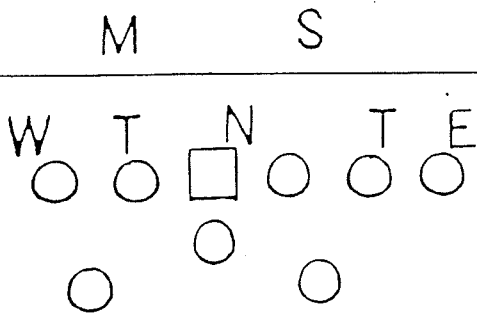


"54 Swap Weak"

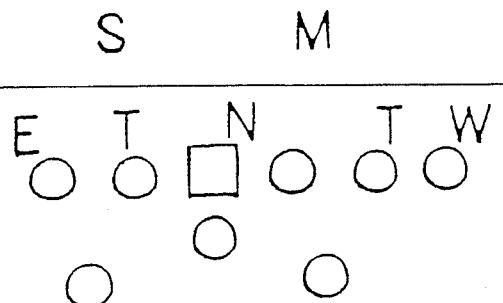


"59 Swap Strong"

5 6

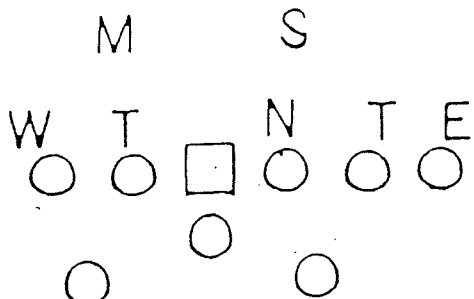


"59 Eagle"

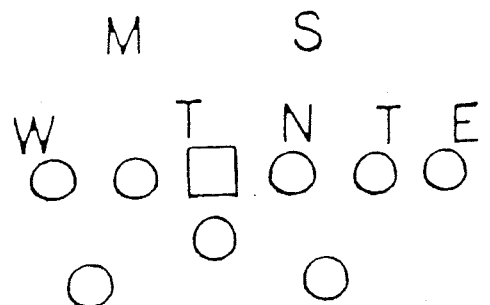


"59 Eagle Switch"

7 8



"59 Swap Strong"

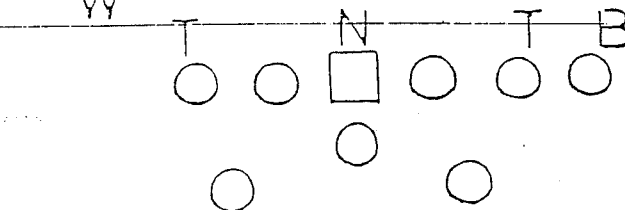
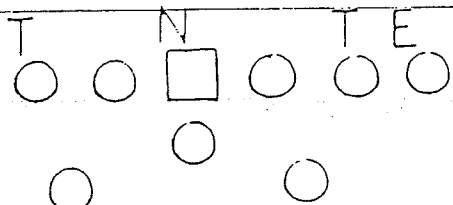


"59 Over"

1 2

M S SS

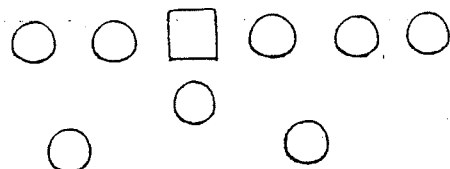
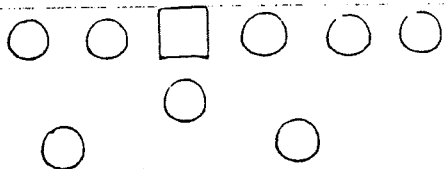
W M S



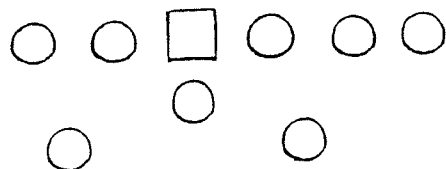
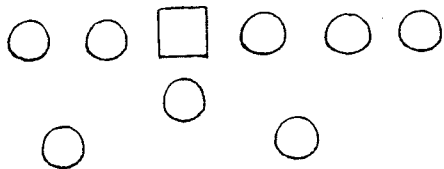
"54 Slide Weak"

"30"

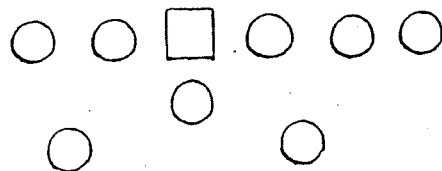
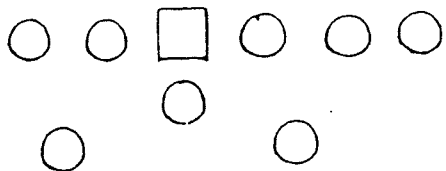
3 4



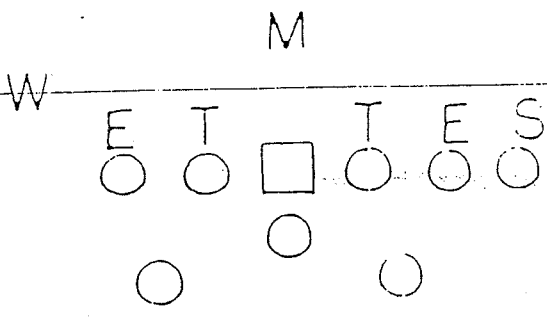
5 6



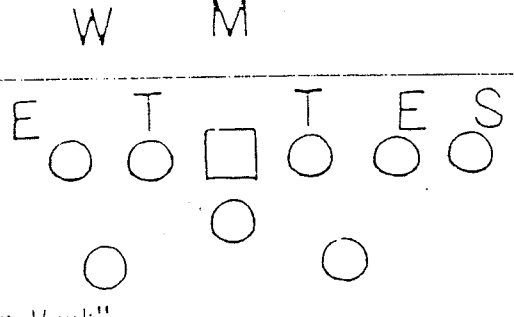
7 8



1 2

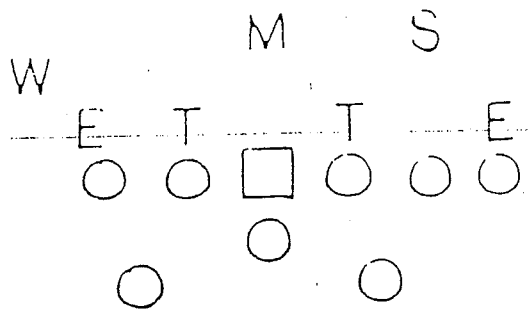


"25"

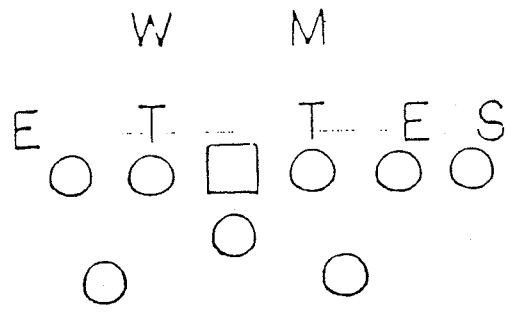


"25 Swap Weak"

3 4

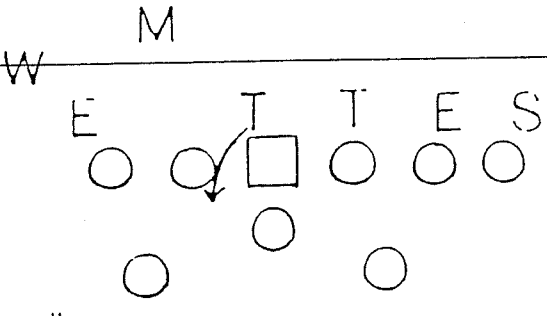


"25 Swap Strong"

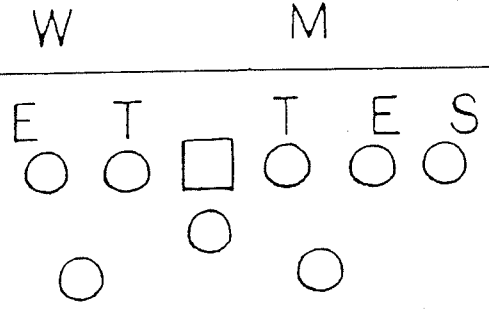


"25 Stack Strong"

5 6

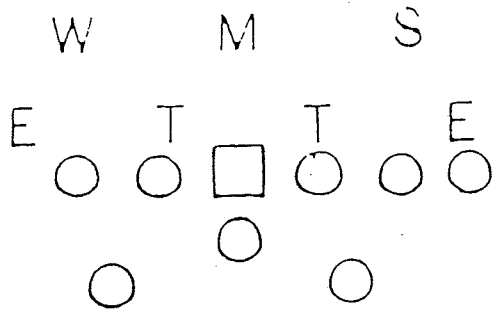


"25 Over"

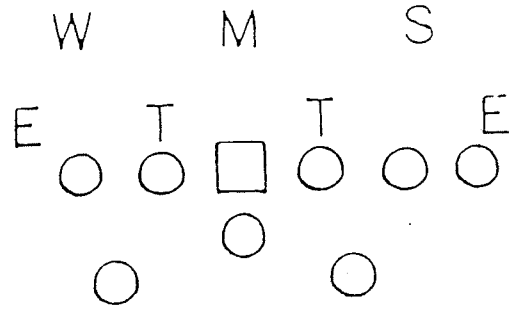


"25 Slide Strong"

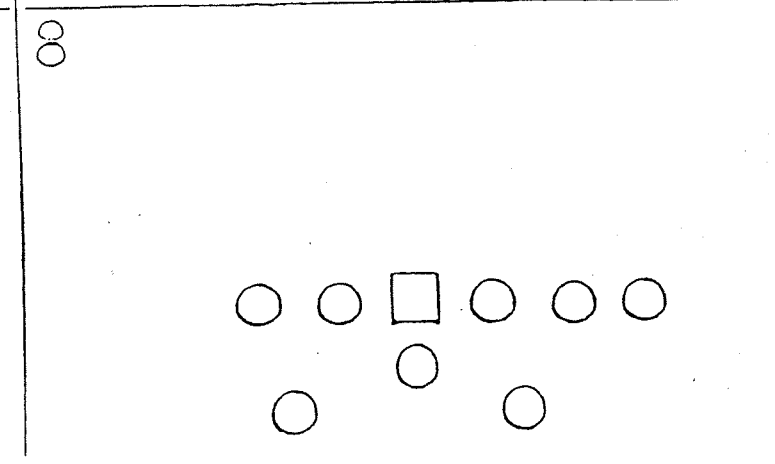
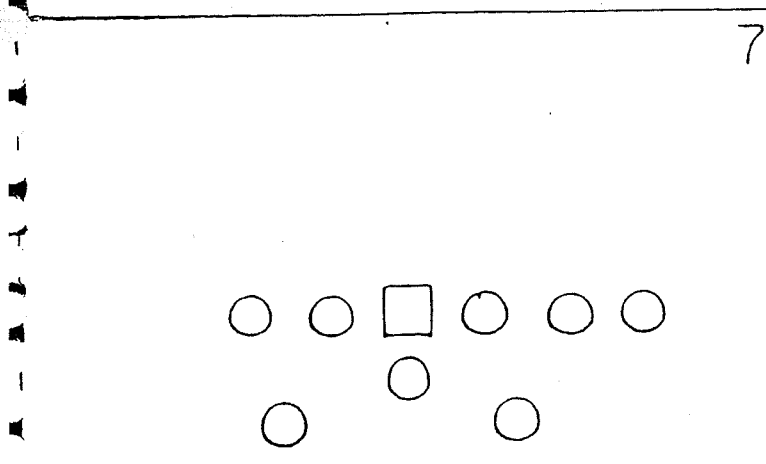
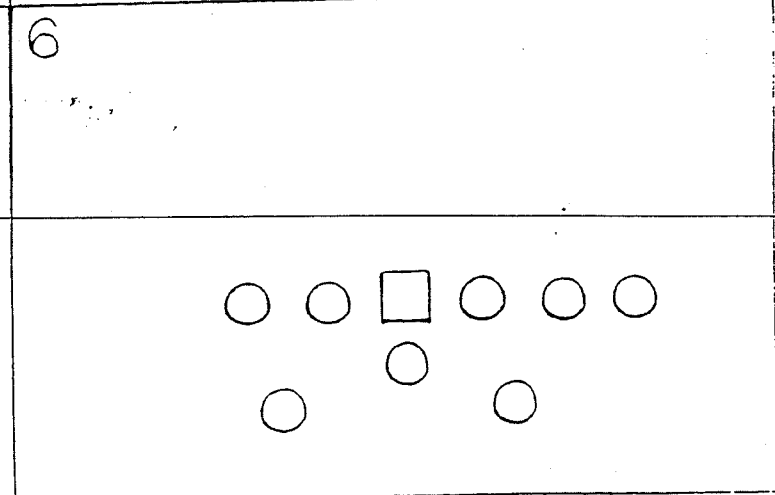
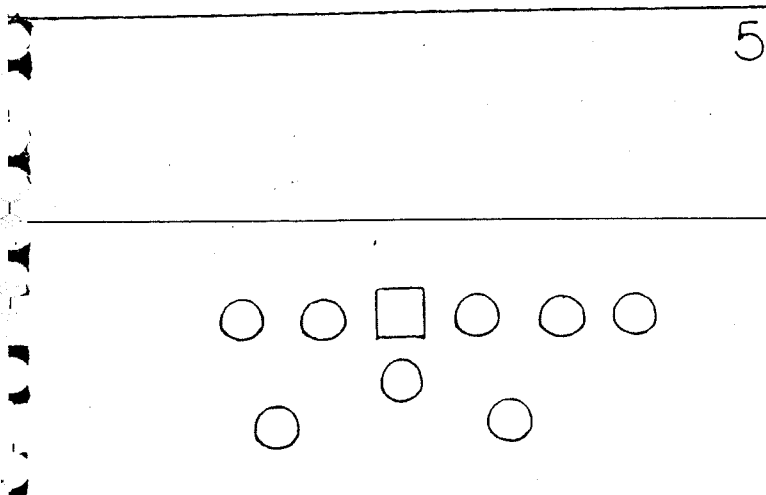
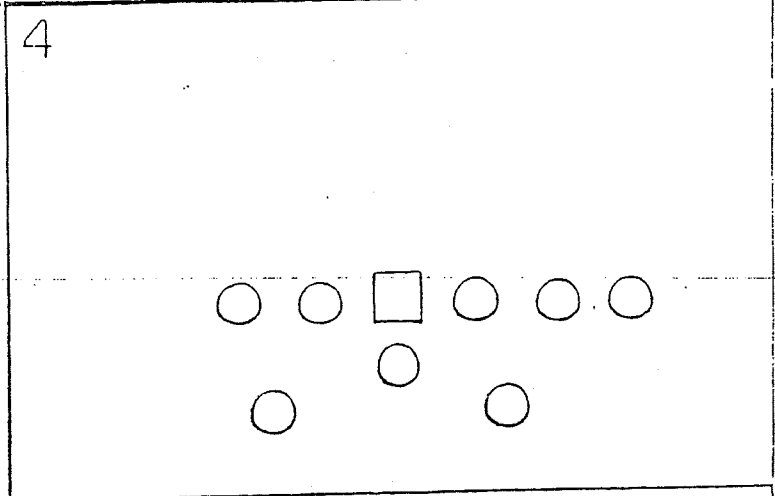
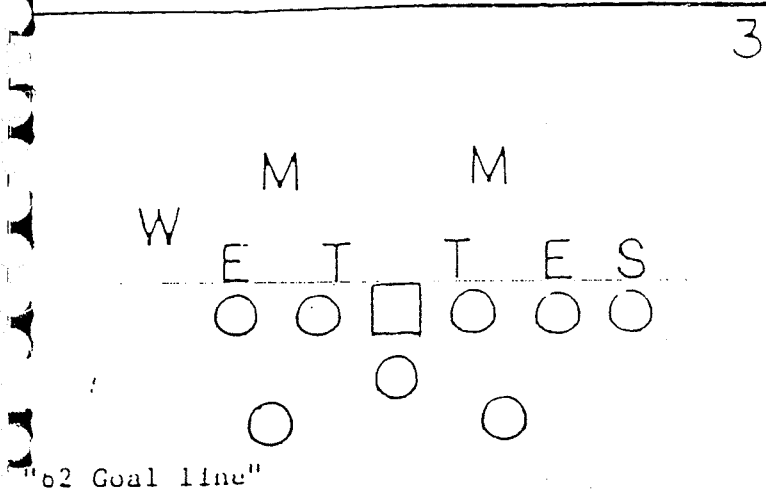
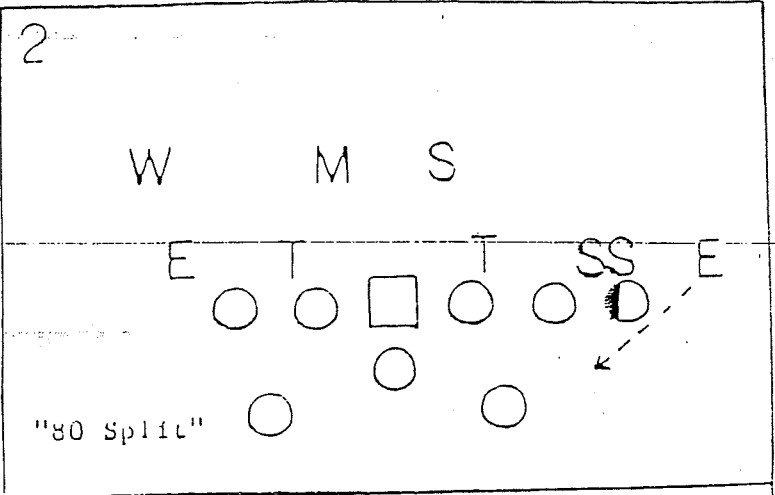
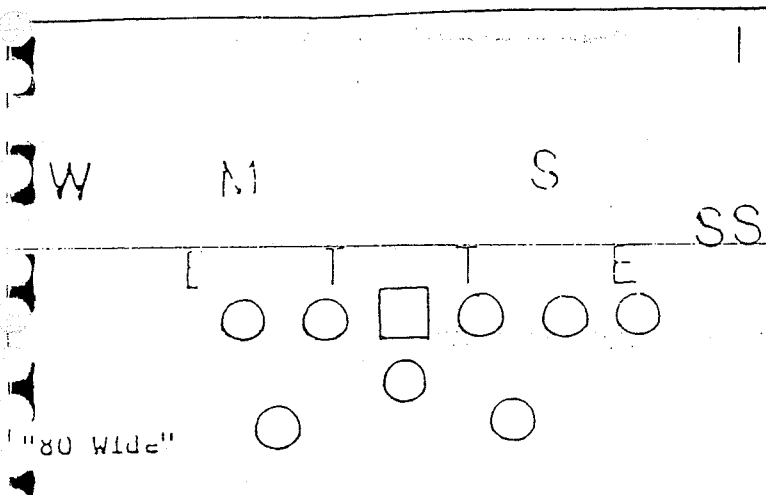
7 8



"29"

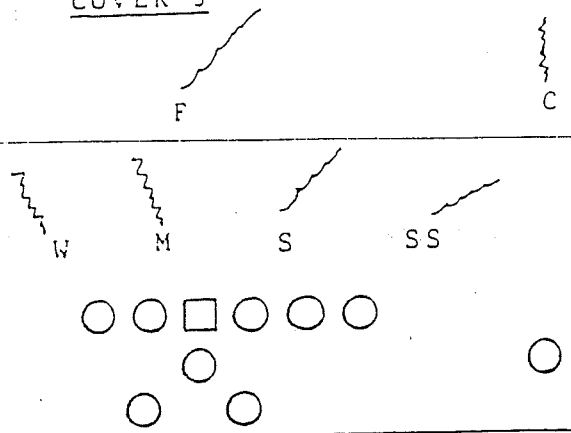


DEFENSES
EVEN FRONTS (8 MAN)

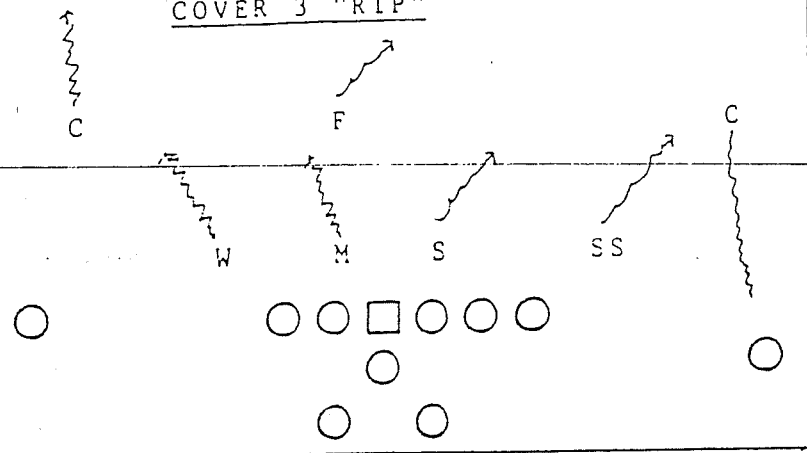


DEFENSIVE PASS COVERAGES

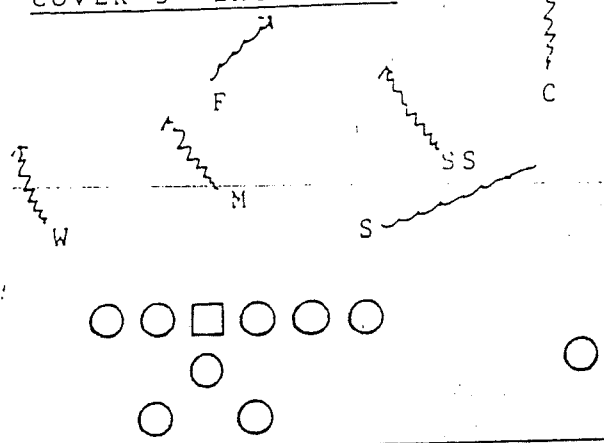
COVER 3



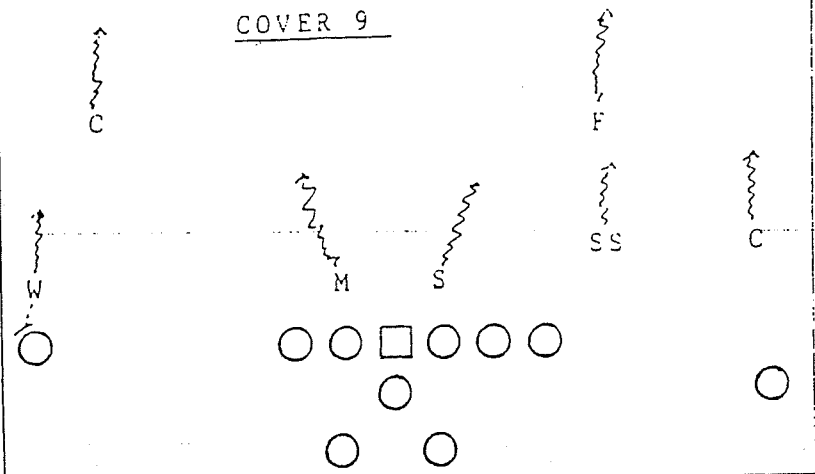
COVER 3 "RIP"



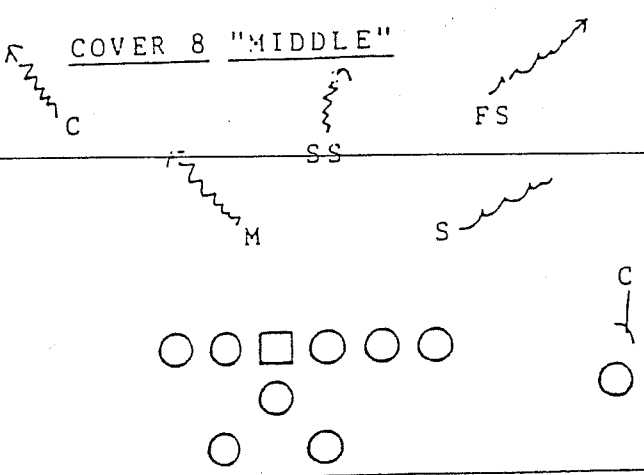
COVER 3 "EXCHANGE"



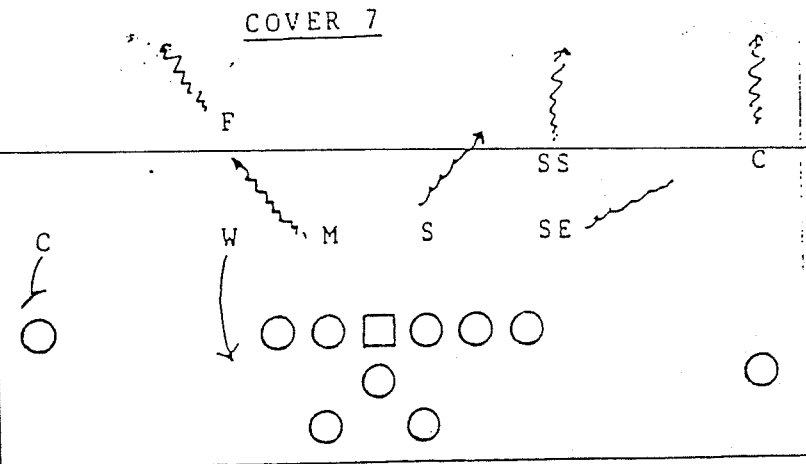
COVER 9



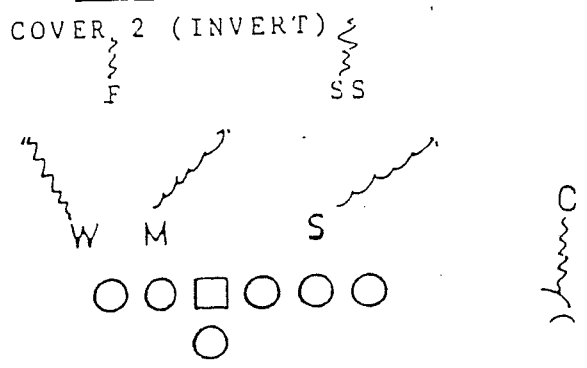
COVER 8 "MIDDLE"



COVER 7

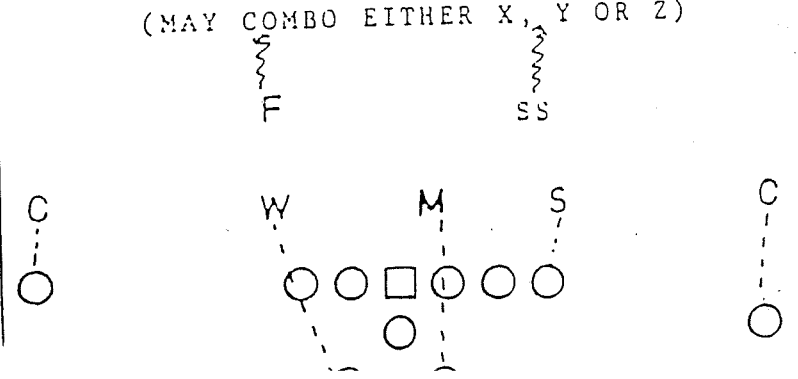


COVER 2



COVER 2 "MAN"

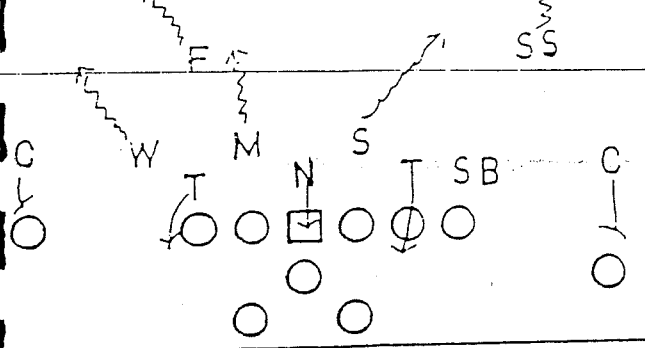
(MAY COMBO EITHER X, Y OR Z)



PASS COVERAGES CONTINUED

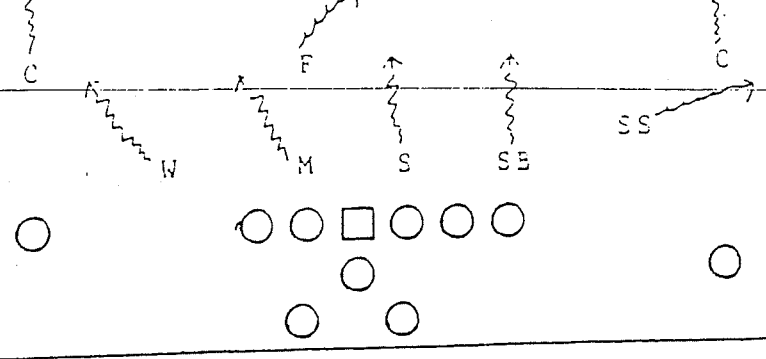
COVER 26 (3 MAN RUSH)

(MAY MAN COMBO X, Y OR Z)

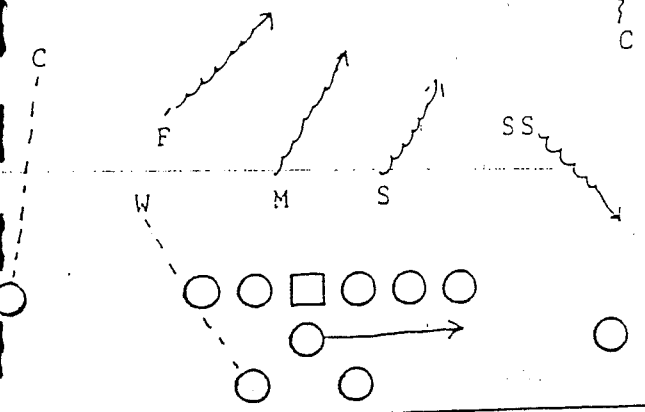


COVER 35 (3 MAN RUSH)

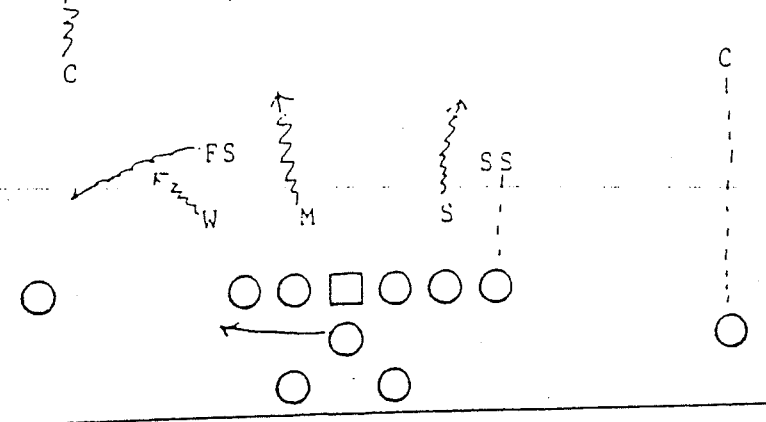
(MAY MAN COMBO X, Y OR Z)



COVER 1 (STRONG)

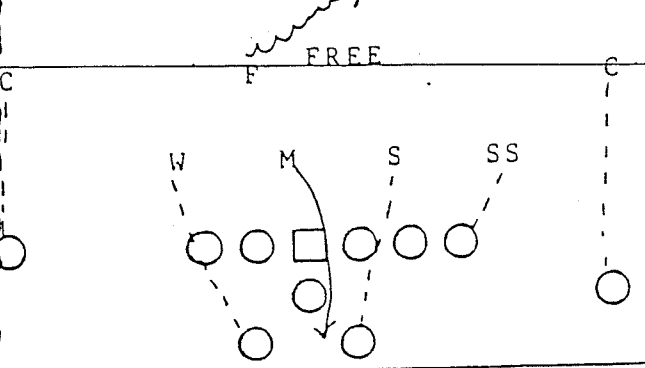


COVER 1 (WEAK)



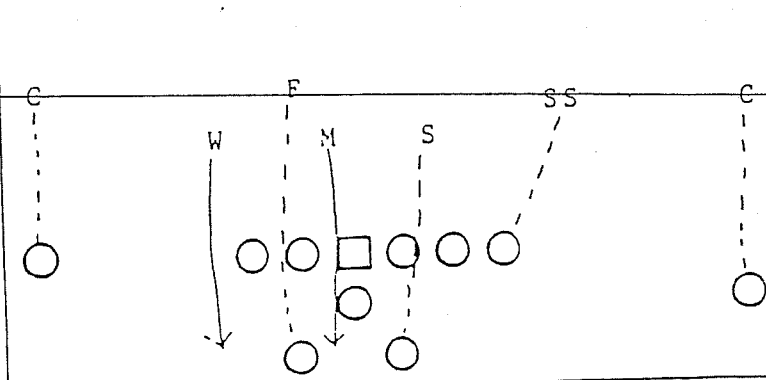
COVER 4

(MAY BLITZ 1 LINEBACKERS)

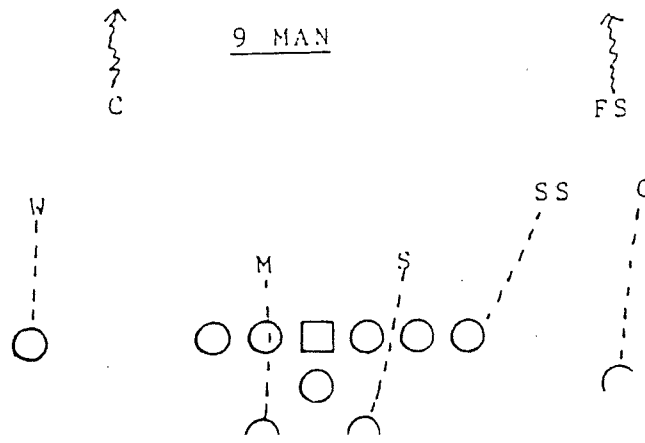


COVER 5 (BLITZ COVERAGE)

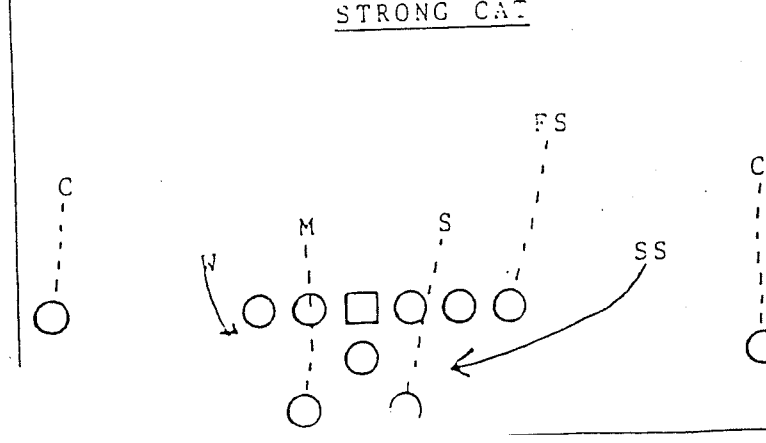
(MAY BLITZ 2 LINEBACKERS)



9 MAN



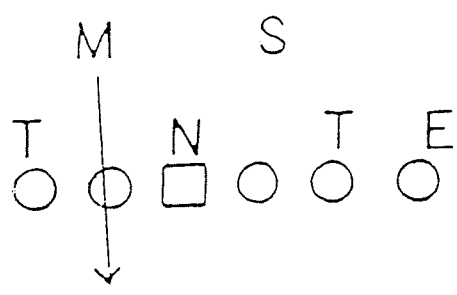
STRONG CAT



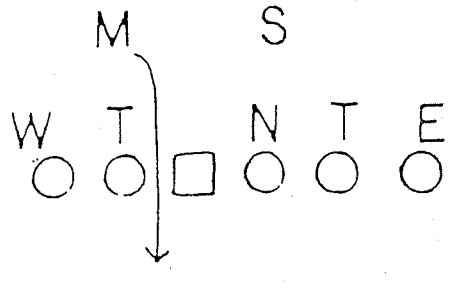
DEFENSIVE STUNT AND BLITZ DEFINITIONS

1. L.B. Name Blitz (Mike, Sam, Etc.)

A blitz or stunt by a linebacker coming straight ahead. ~~The backer's name will refer to which backer is blitzing~~ and denote that he is coming straight ahead. This stunt will occur usually from normal alignment but may also come off of a Stack.



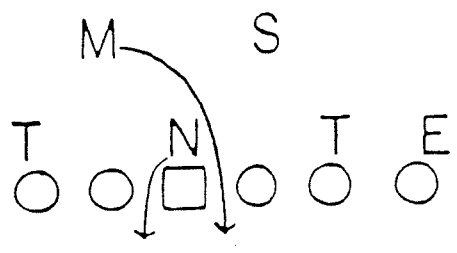
MIKE



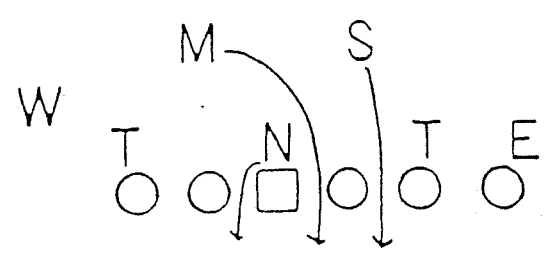
MIKE

2. Fingers

A stunt or blitz involving an inside linebacker and the nose in a crossing movement. Both linebackers may be involved.



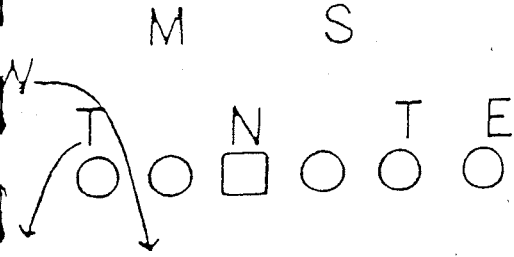
MIKE FINGERS



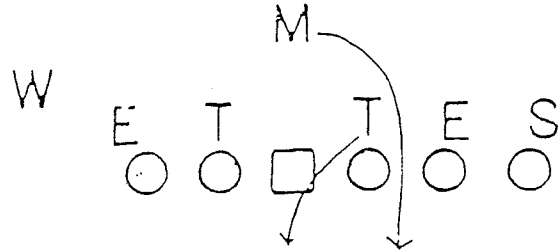
SAM-MIKE FINGERS

3. X-Stunt

A stunt or blitz involving a linebacker and a defensive tackle or end in a crossing movement. Strong or weak may be added to determine the direction of the L.B.



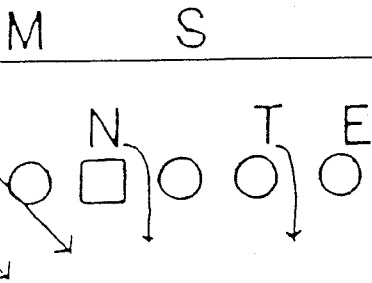
W-T-X



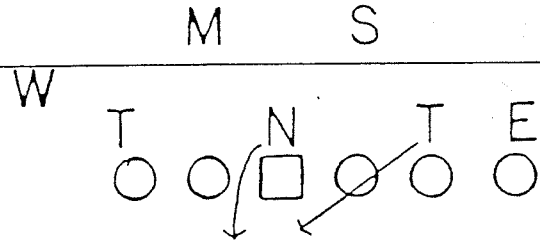
M-T-X STRONG

4. Angle

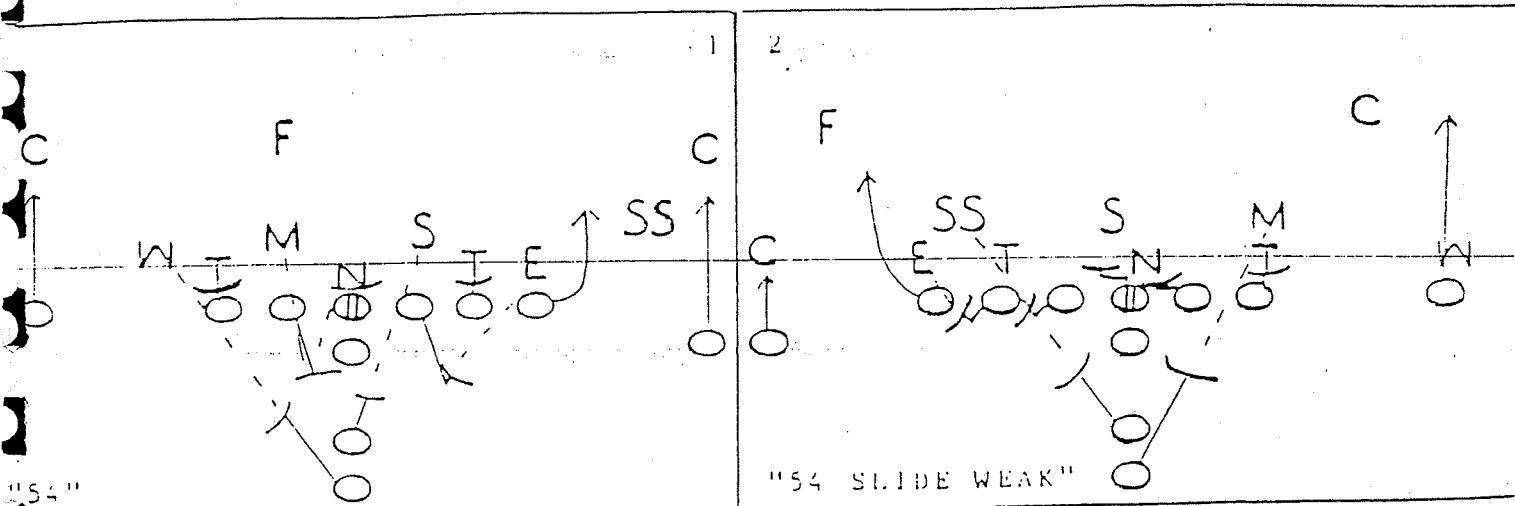
Describes the hard charging veering movement of a defensive lineman or defensive end. This movement will be described by the people making it and whether or not it is strong or weak. The defender usually angles from a head up position aiming for the near ear hole of the adjacent offensive lineman.



ANGLE STRONG

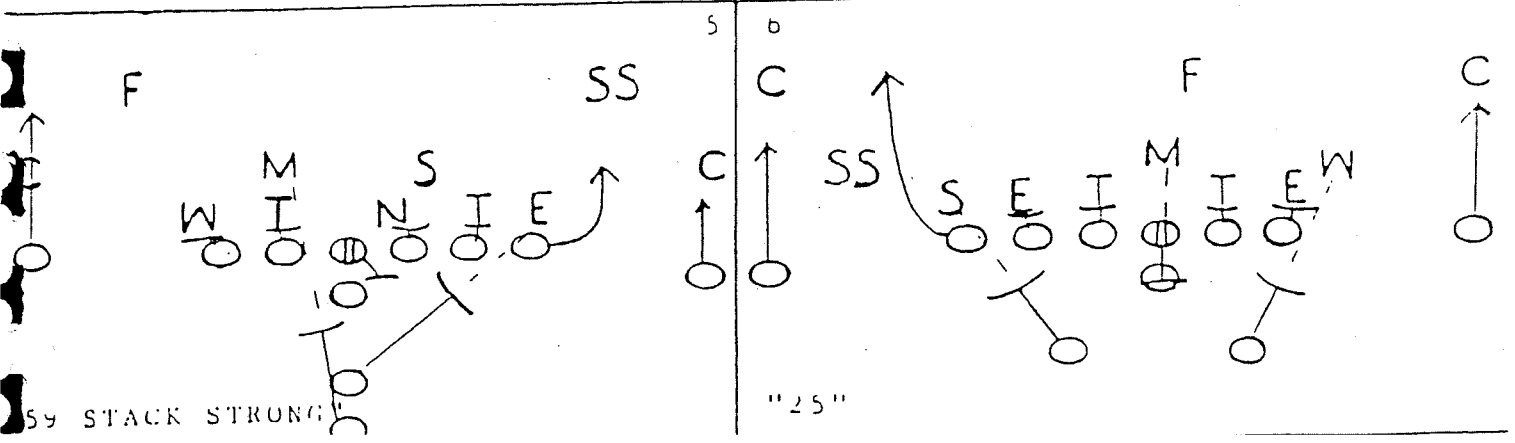
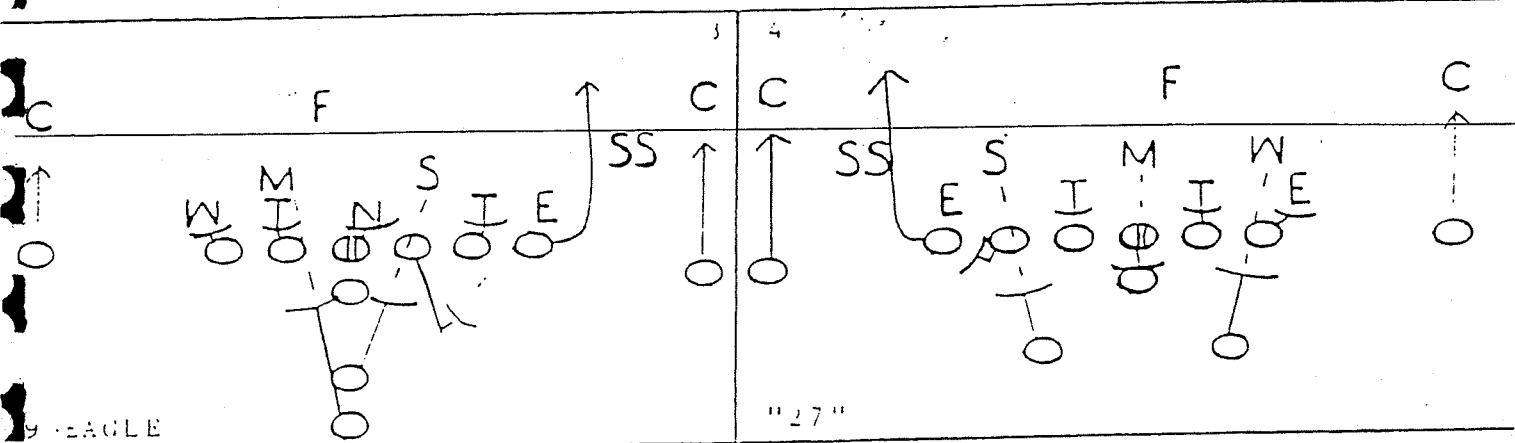


N-T ANGLE WEAK

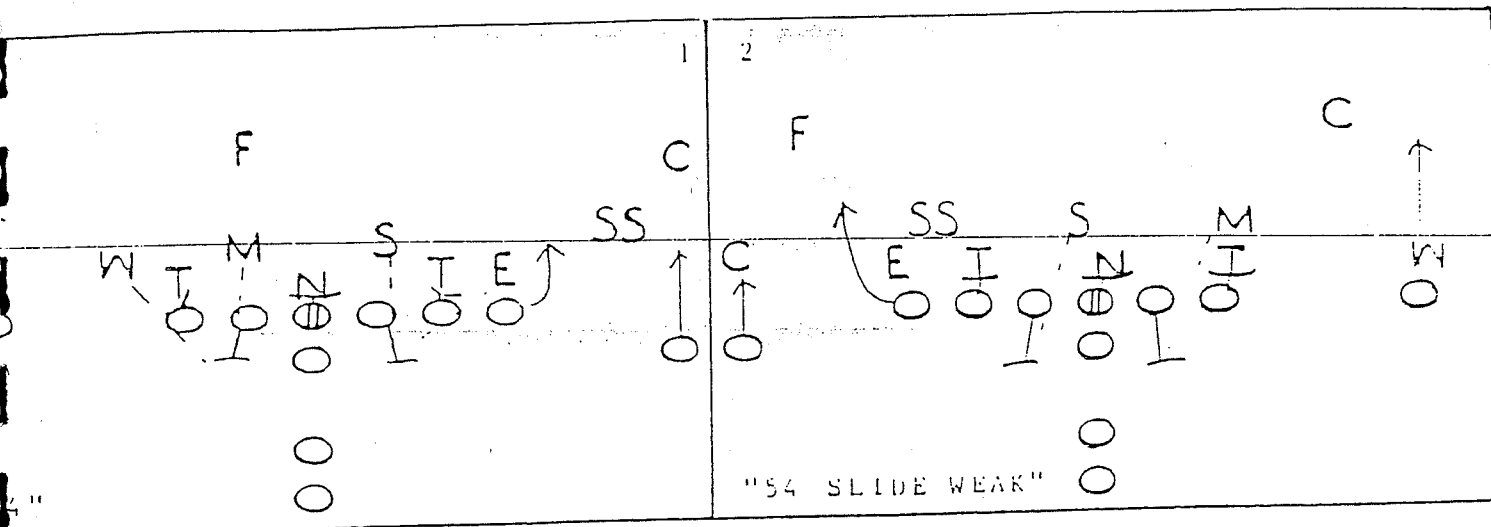


ASSIGNMENTS

- X - RUN PASS ROUTE CALLED.
- WEAK T - FIRST MAN ON L.O.S. - ON - OUTSIDE.
- WEAK C - MAN OVER - CHECK HELP CENTER.
- CENTER - MAN OVER - POSSIBLE COMBO WITH GUARD TO NOSE.
- STRONG C - COVERED - MAN ON: UNCOVERED - CHECK END MAN ON L.O.S. TO HELP
- STRONG T - FIRST MAN ON L.O.S. - ON OUTSIDE.
- Y - RUN PASS ROUTE CALLED.
- Z - RUN PASS ROUTE CALLED.
- FB - BLOCK SAM.
- HB - BLOCK WALT.
- QB - SET TO PASS.



GREEN

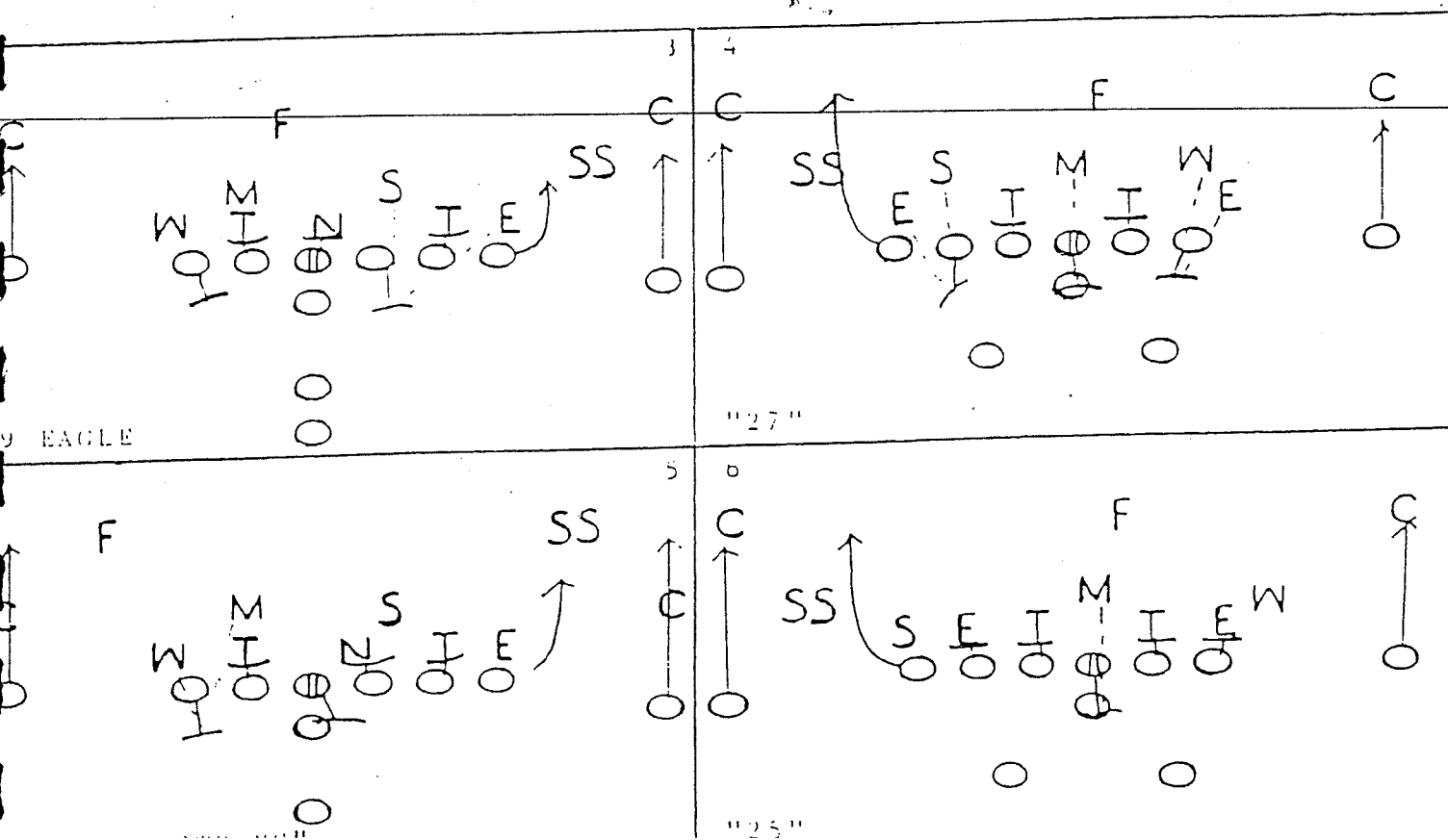


"54 SLIDE WEAK"

ASSIGNMENTS

- X, Y and Z - RUN PASS ROUTE CALLED
 - CENTER - PASS BLOCK MAN WHO CHARGES YOUR AREA.
 - GUARDS - PASS BLOCK MAN WHO CHARGES YOUR AREA.
 - TACKLES - PASS BLOCK MAN WHO CHARGES YOUR AREA.
- NO ONE THERE, TURN OUT QUICK ON DE.
- CP: LINEMEN, WHEN UNCOVERED DROP QUICK AND DEEPER THAN NORMAL. SCAN.
- HB and FB - RUN PASS ROUTE CALLED, NO BLOCKING RESPONSIBILITIES.

GREEN IS SEVEN (7) STEP DROP BY THE QUARTERBACK!

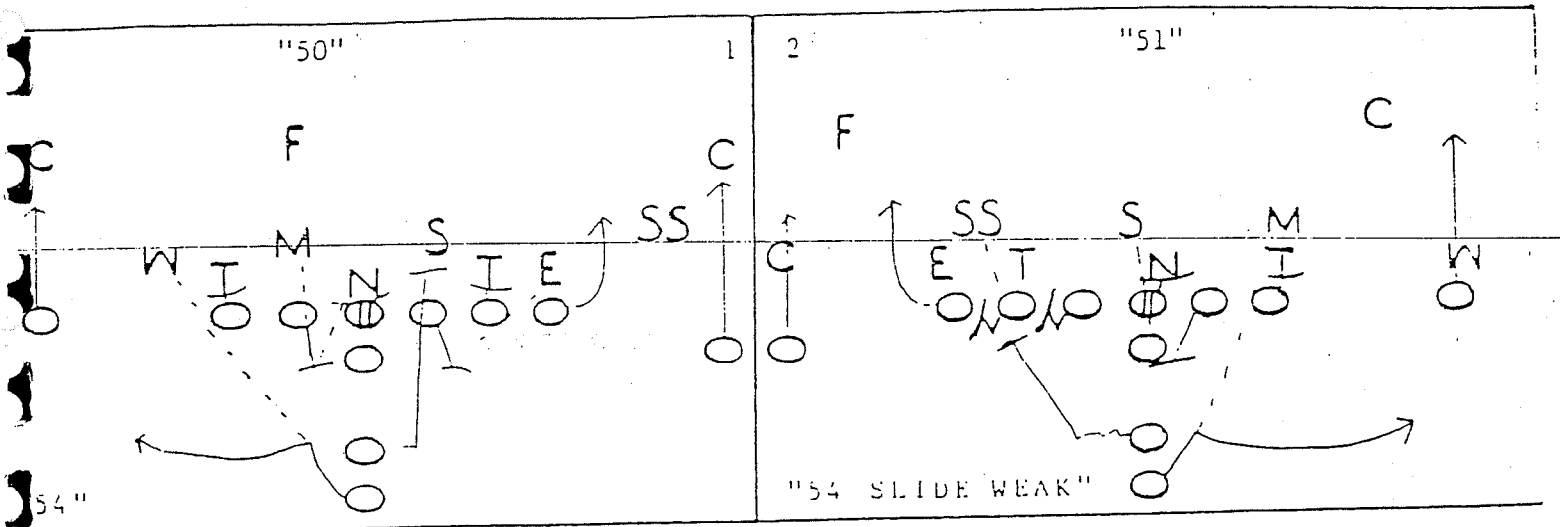


EAGLE

"27"

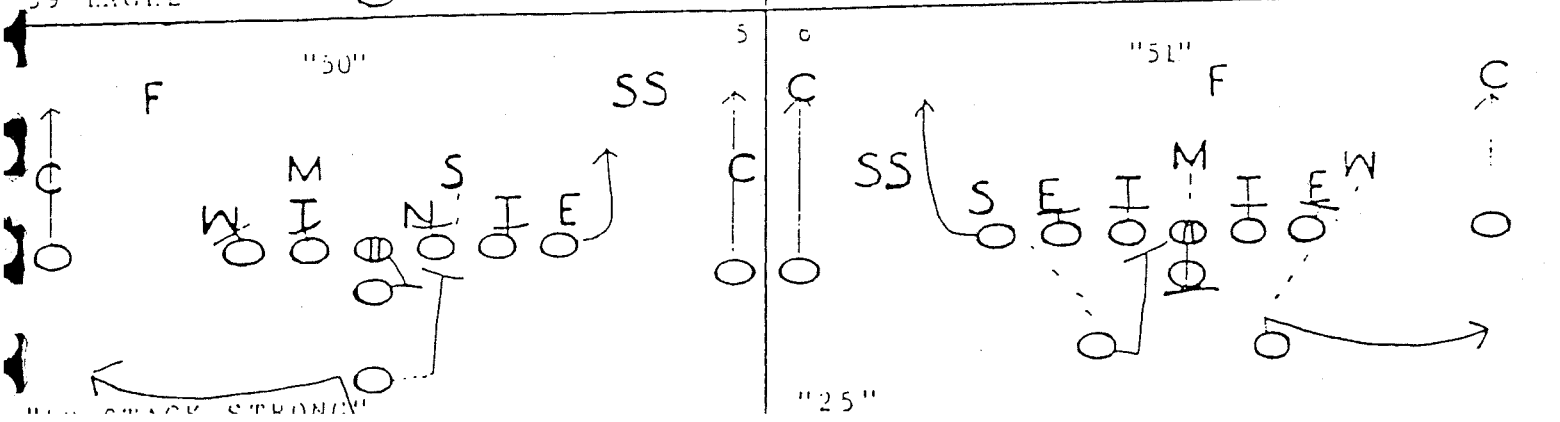
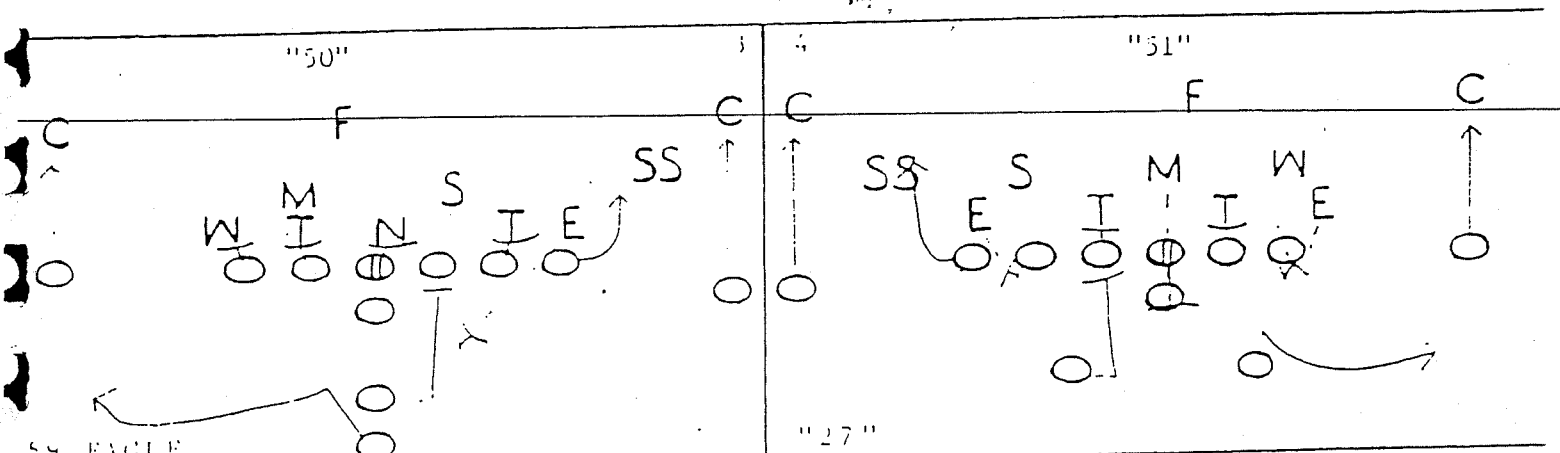
"25"

50 and 51

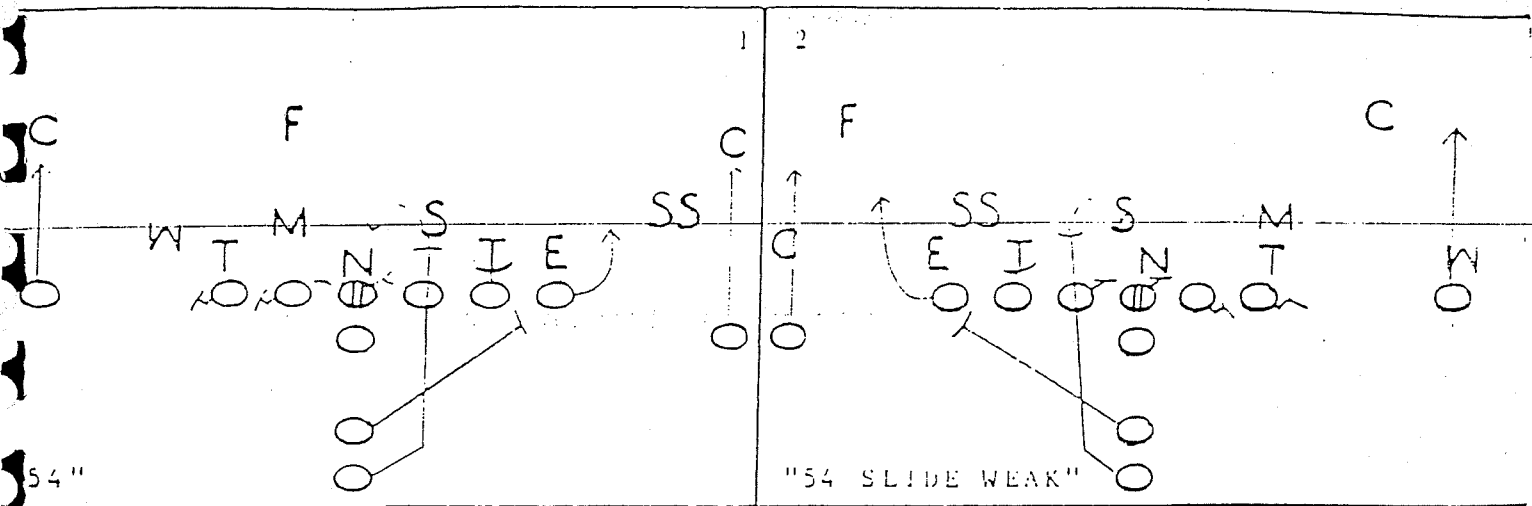


ASSIGNMENTS

- X, Y and Z - RUN PASS ROUTE AS CALLED.
- LINEMAN - SAME AS "RED" PROTECTION.
- HB - SAME AS "RED" PROTECTION.
- FB - FAKE DRAW AND THEN BLOCK "RED" PASS PROTECTION.
- CP: HELP OUT IF NEEDED.
- QB - FAKE DRAW AND THEN SET QUICK TO PASS. 50 AND 51 IS 7 STEP DROP. MUST CALL TO STRONG SIDE.

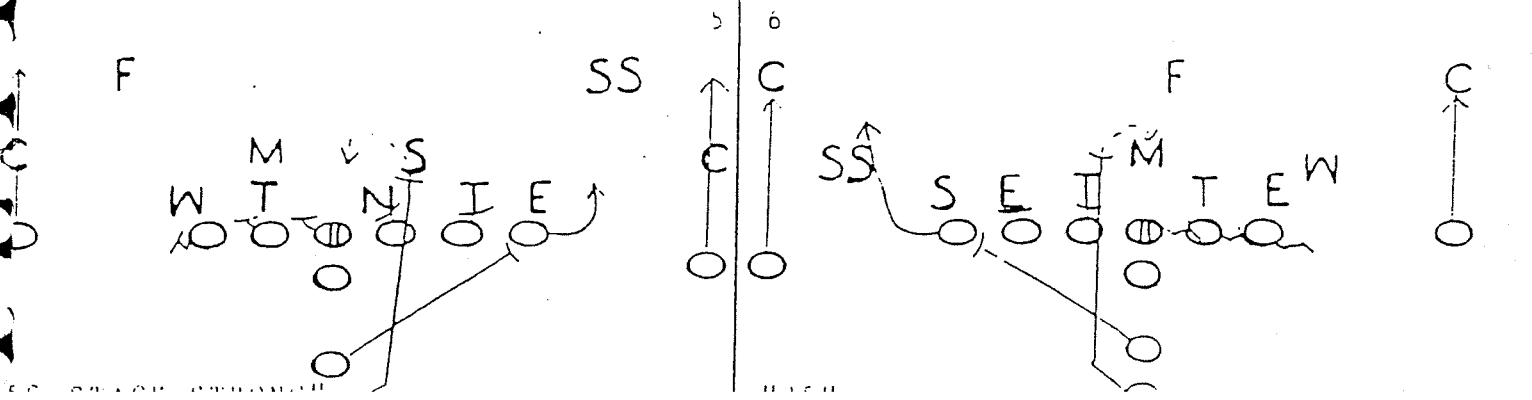
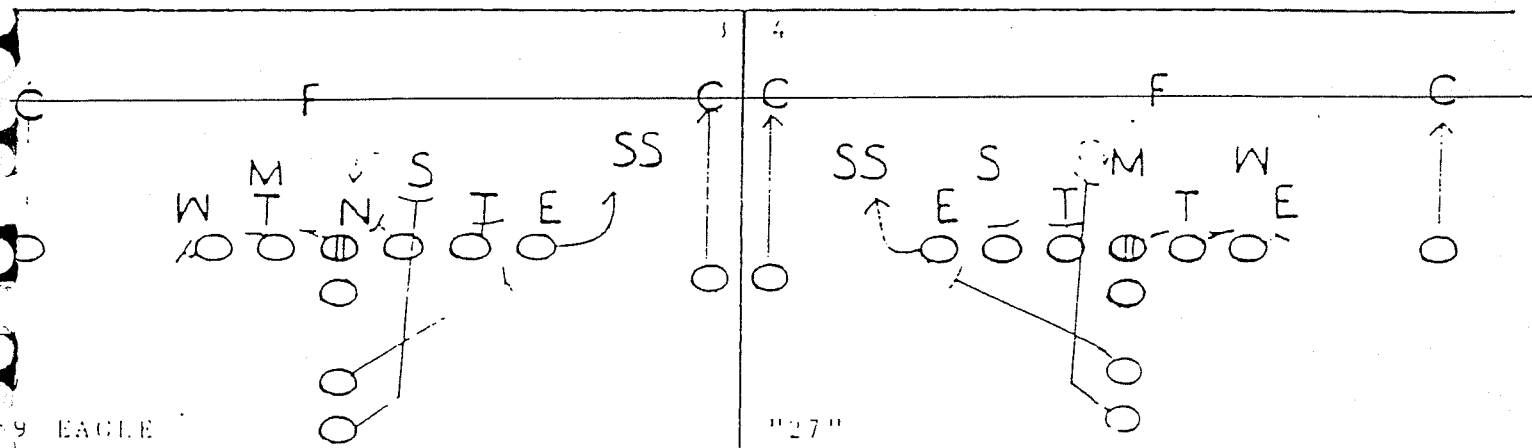


54 and 55

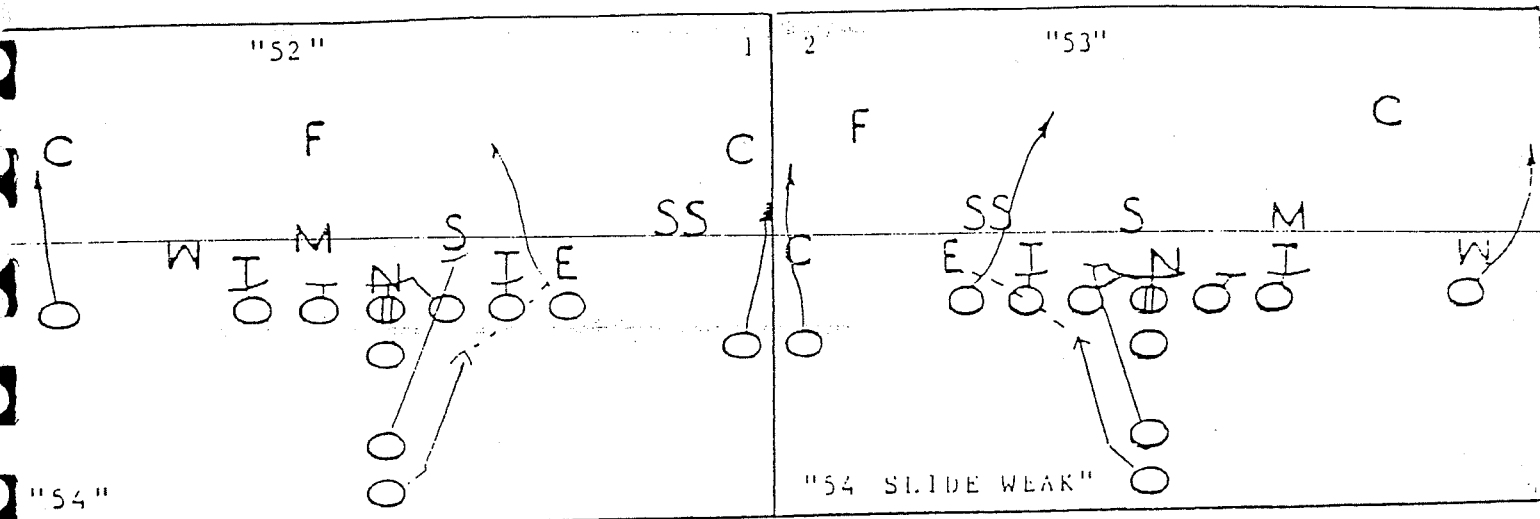


ASSIGNMENTS

- X, Y and Z - RUN PASS ROUTE
- OFF T - JAM WHEN POSSIBLE, BLOCK GAP AWAY.
- OFF G - JAM WHEN POSSIBLE, BLOCK GAP AWAY.
- CENTER - JAM WHEN POSSIBLE, BLOCK GAP AWAY.
- ON G - BLOCK MAN WHEN COVERED, UNCOVERED BLOCK GAP AWAY.
CP: ODD DEFENSES.
- ON T - BLOCK MAN IN YOUR AREA. CP: ODD DEFENSES.
- FB - BLOCK END MAN ON L.O.S.
- HB - FAKE 4 OR 5 SPRINT DRAW, THEN BLOCK FIRST INSIDE LINEBACKER FROM CENTER OUT.
- QB - FAKE 4 AND 5 SPRINT DRAW, SET TO PASS.



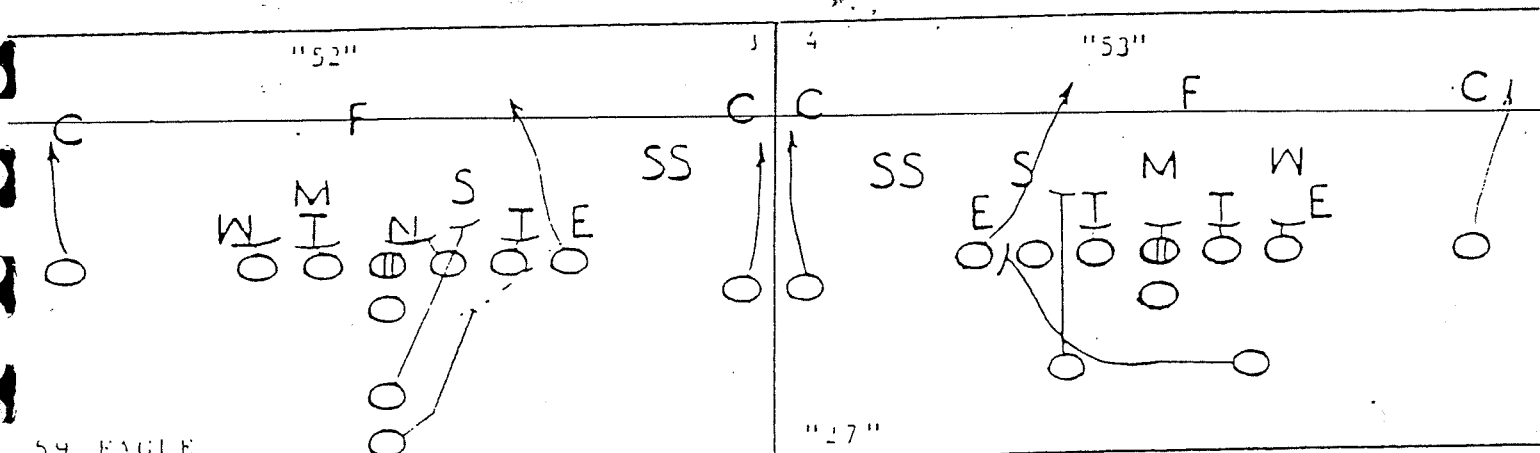
AUDIBLE 52 AND 53



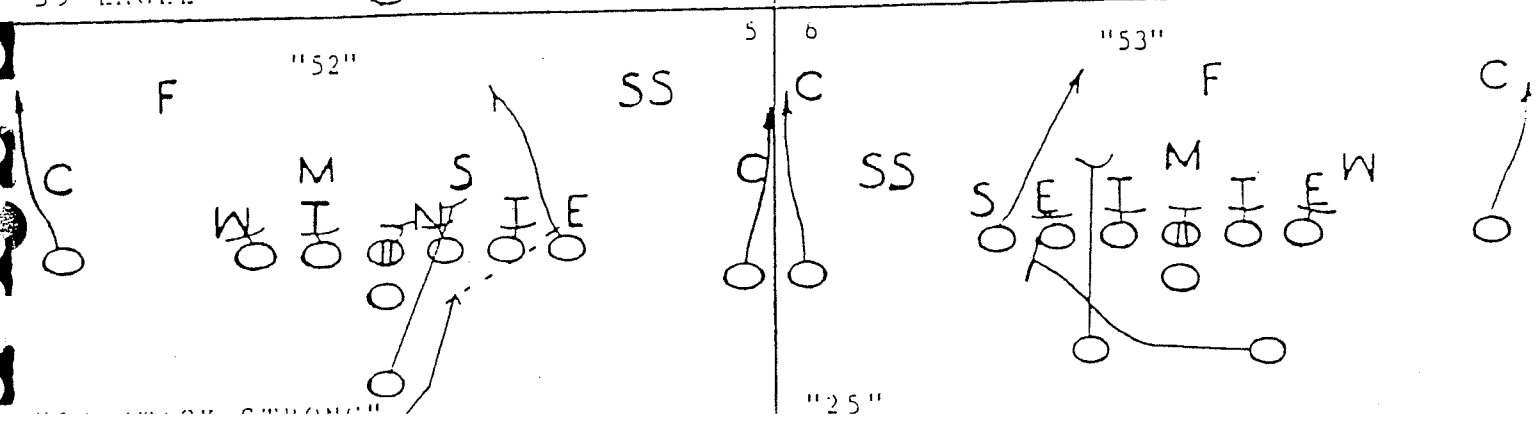
ASSIGNMENTS

- X, Y and Z LINEMEN - RUN PASS ROUTE Y 818.
- BLOCK ISO. 52 = 2 ISO AND 53 = 3 "ISO"
- BLOCK AGGRESSIVE AND SELL THE RUN.
- HB AND FB - FAKE ISO. 52 + 2 or 22 ISO AND 53 = 3 OR 43 ISO.
- SELL THE RUN.
- QB - FAKE "ISO", THEN HIT TE (Y) QUICK ON LOOKIE (1) ROUTE.

NOTE: 52 AND 53 IS "AUDIBLE Y 818", FAKE "ISO" AND MUST SELL RUN.

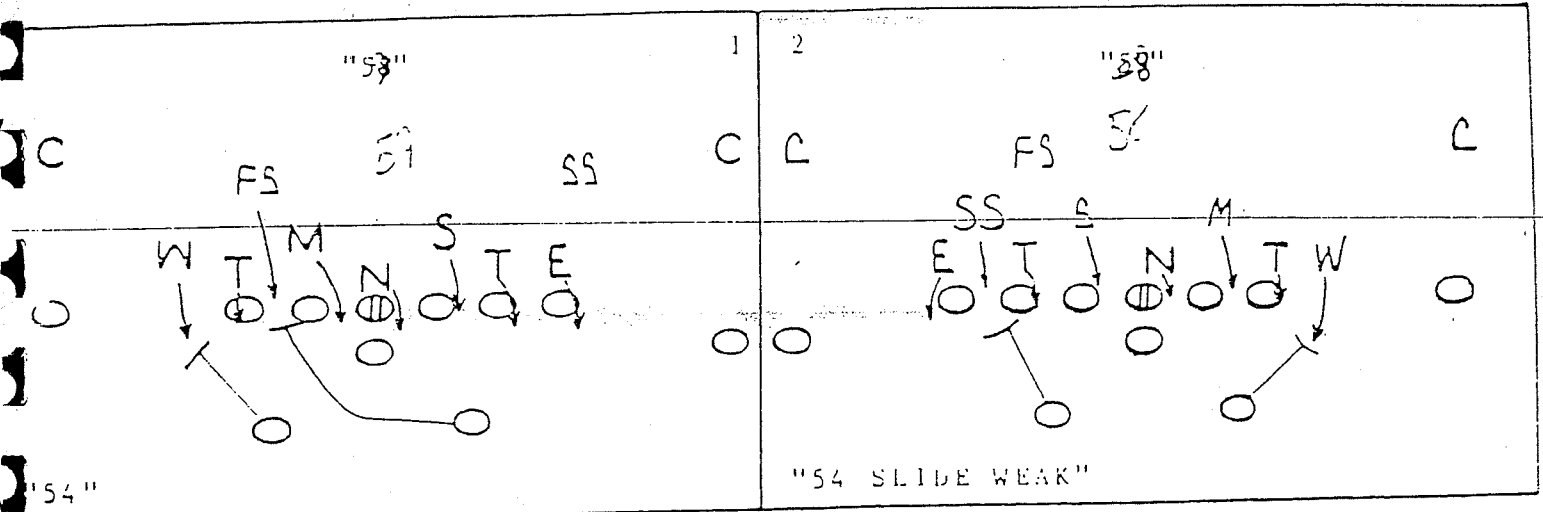


59 EAGLE



"25"

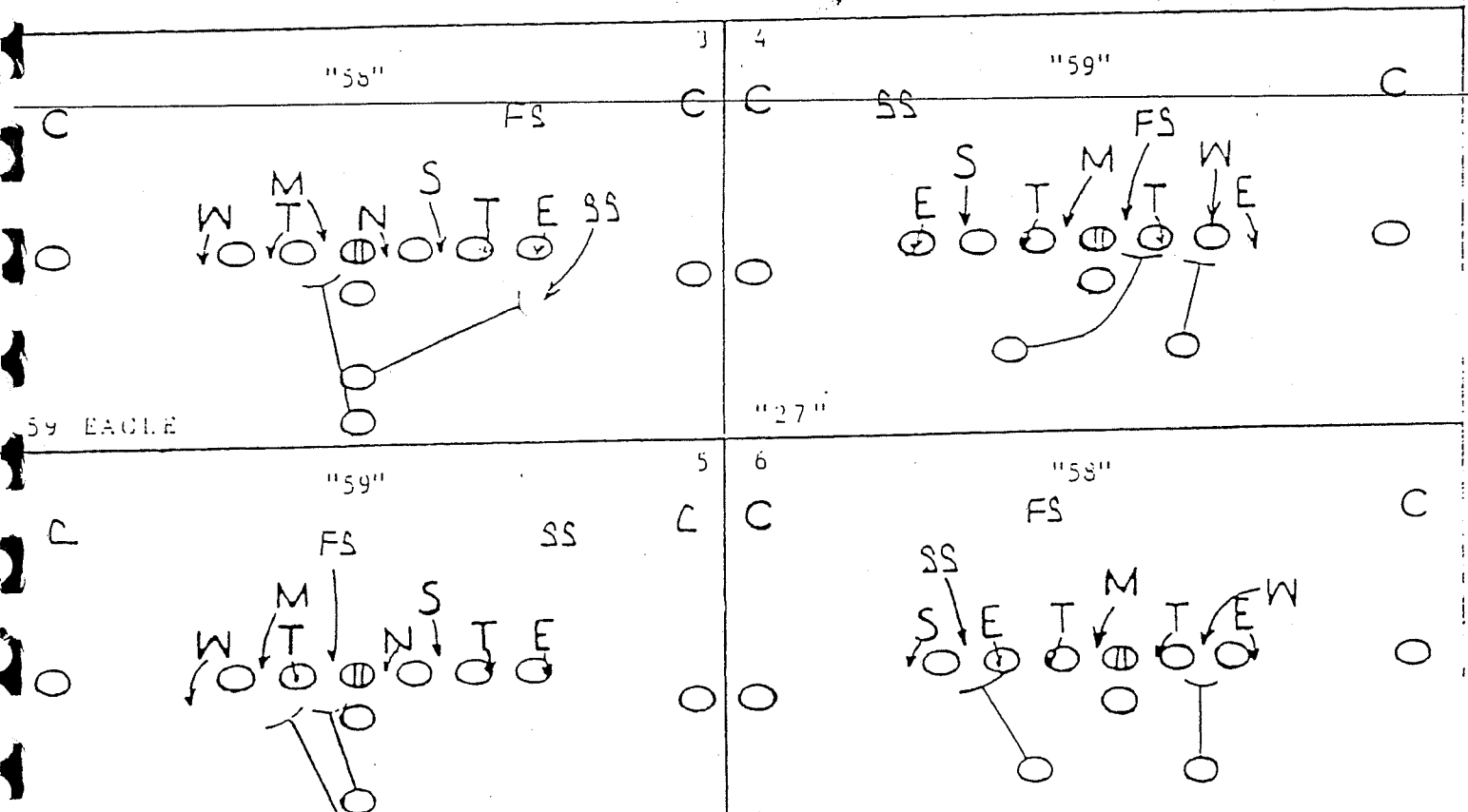
AUDIBLE 58 AND 59



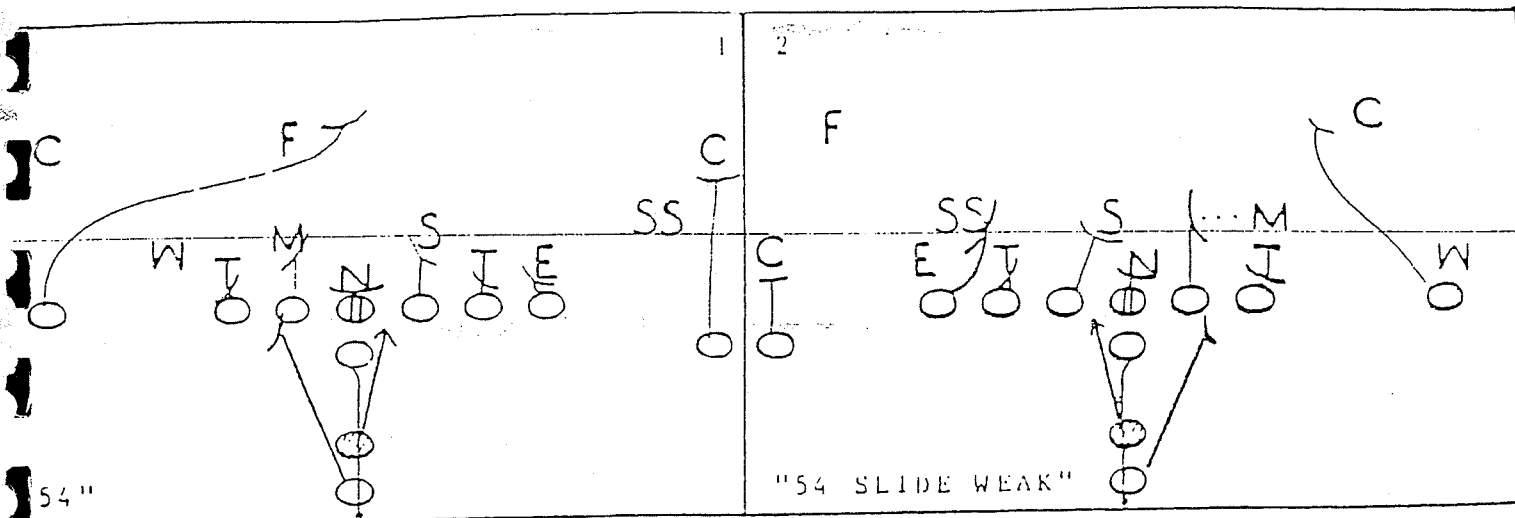
ASSIGNMENTS

NOTE: 58 AND 59 ARE SAFETY BLITZ AUDIBLES. 58 IS FOR STRONG SAFETY BLITZ AND 59 IS FOR FREE SAFETY BLITZ. QB'S DROP IS FIVE (5) STEPS.

- X and Z - 58 RUN EIGHT (8) ROUTE. 59 RUN NINE (9) ROUTE.
- WEAK C & T - BLOCK RED PASS PROTECTION.
- CENTER - BLOCK RED PASS PROTECTION.
- STRONG C & T - BLOCK MAN IN YOUR AREA ON OR OFF L.O.S., BE ALERT FOR "HANG" CALL.
- Y - SLOW BLOCK MAN OVER, MAKE "HANG" CALL ON BOTH 58 AND 59.
- FB - ON 58 PASS BLOCK TO TE(Y) SIDE AND PICK UP SS.
- HB - ON 59 PASS BLOCK WEAK TO HB SIDE AND PICK UP FS.
- HB - BLOCK RED PASS PROTECTION.



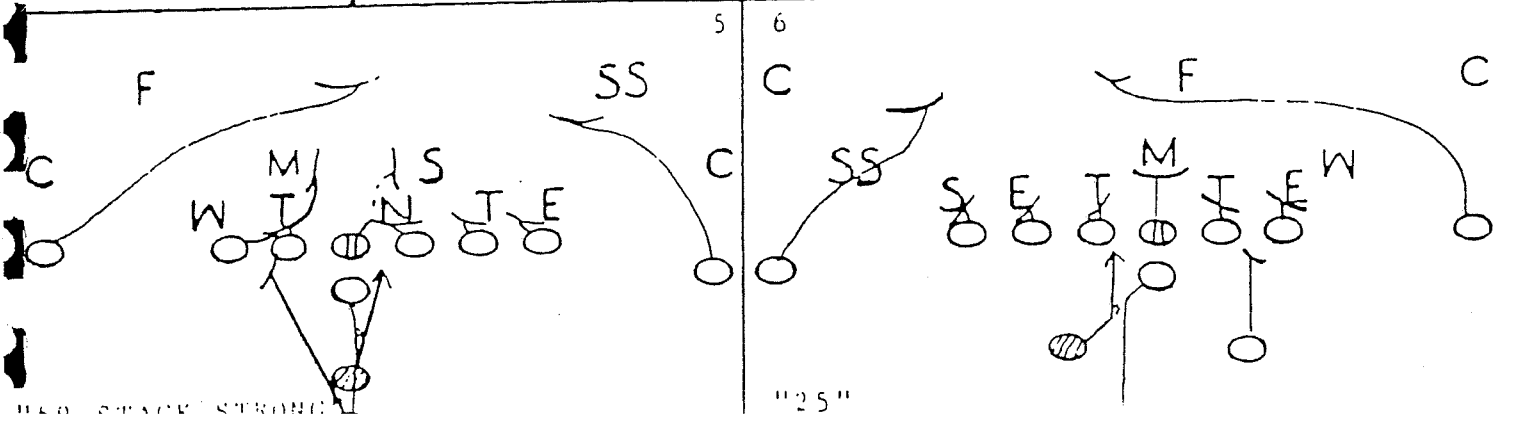
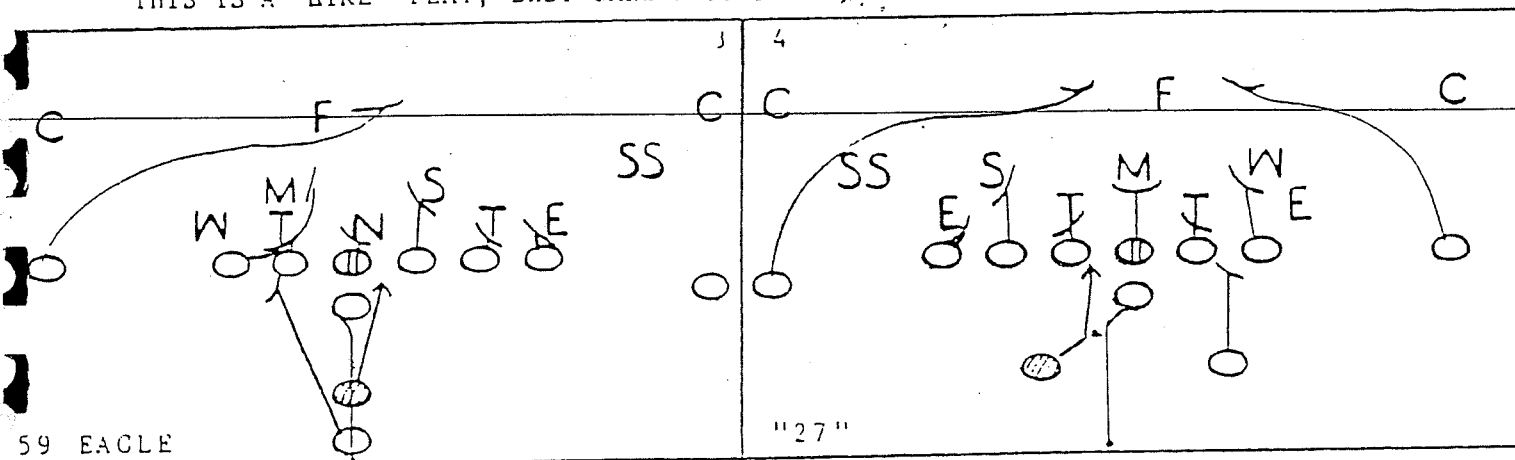
and 3 - From 1
 23, 32 and 33 - From RIGHT, LEFT, PRO and STRONG



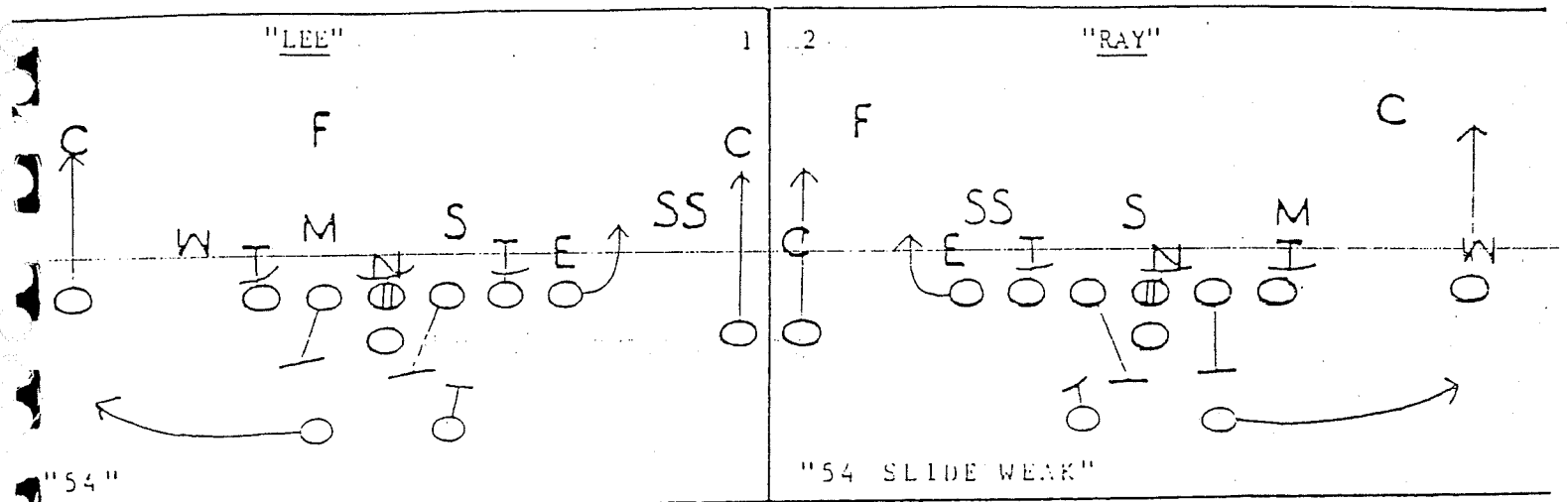
ASSIGNMENTS

- X - DEEP MIDDLE
- OFF T - MAN CUT OFF
- OFF G - MAN. CP: STACK DEF.'S
- CENTER - MAN. CP: STACK DEF.'S
- ON G - MAN.
- ON T - MAN. CP: STACK DEF.'S
- Y - MAN CUT OFF.
- Z - DEEP MIDDLE
- FB - DRIVE PLAYSIDE CENTER - GUARD GAP, READ NEAREST DOWN LINEMAN AND RUN TO DAYLIGHT.
- HB - DRIVE OFFSIDE GUARD - CENTER GAP.
- QB - OPEN, CLEAR LANE AS YOU REACH DEEP TO HAND OFF, SET TO PASS.
- CP: FB, HB, and QB - ASSIGNMENTS WILL VARY WHEN RUNNING PLAY FROM RIGHT AND LEFT FORMATION

THIS IS A "BIKE" PLAY, BEST CALLED TO STRONG SIDE.

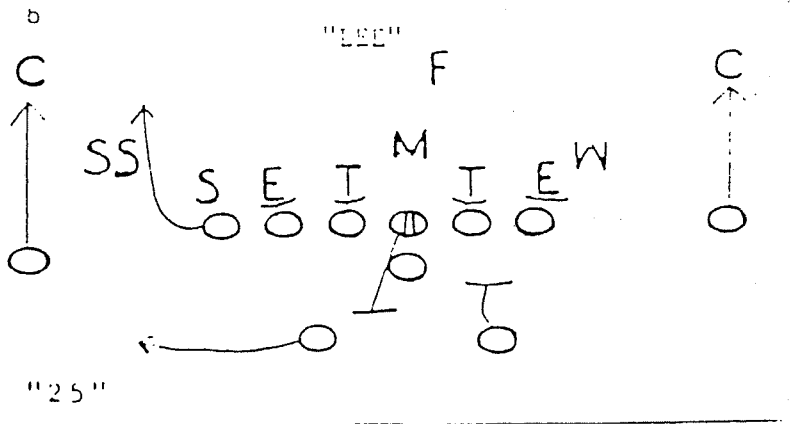
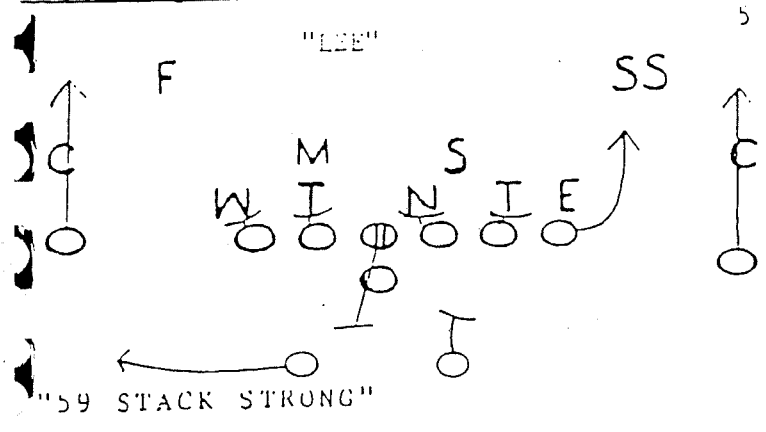
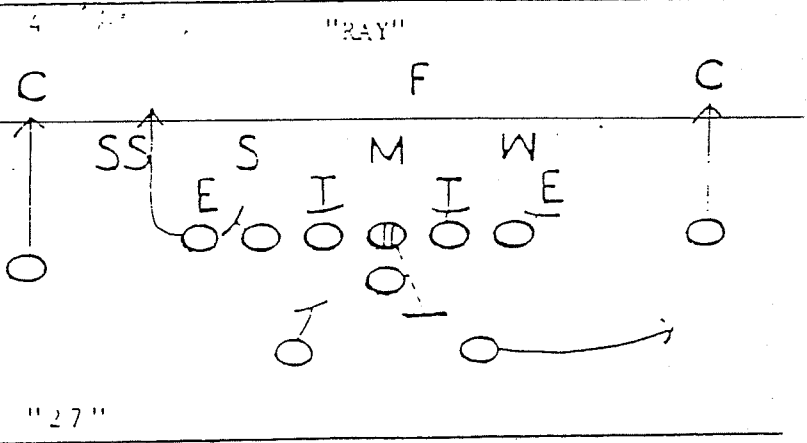
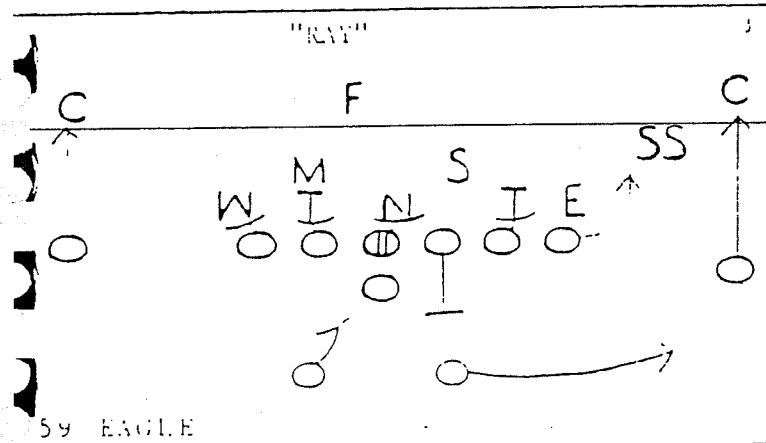


LEE AND RAY

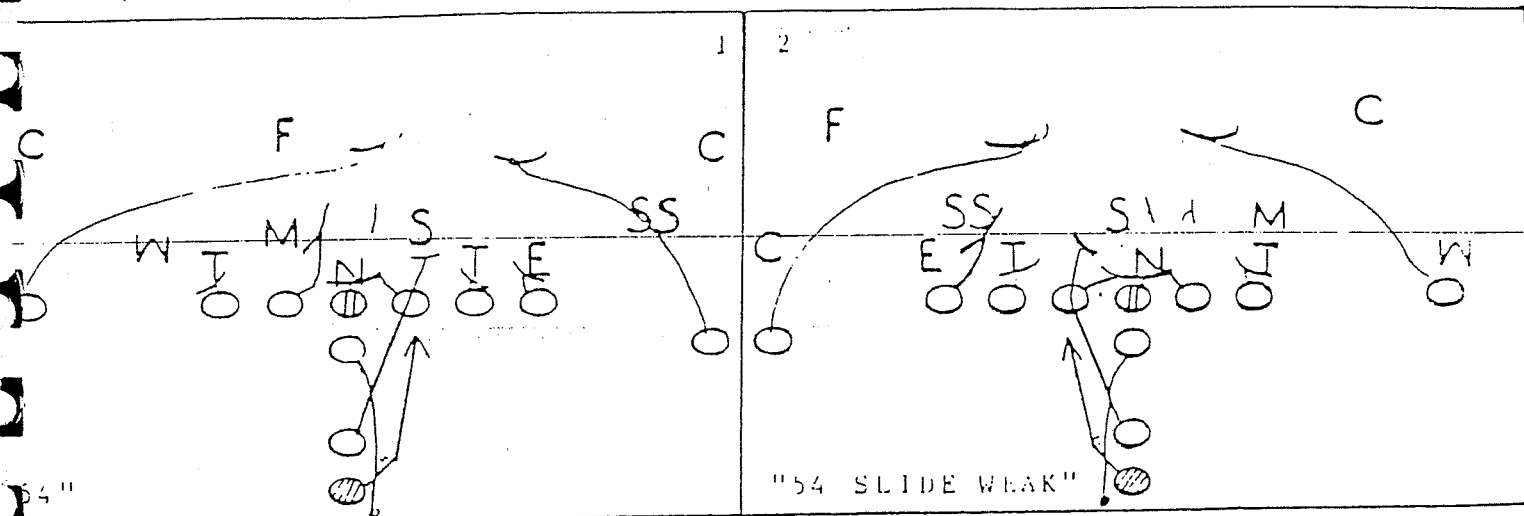


ASSIGNMENTS

- X, Y, AND Z - RUN PASS ROUTE CALLED.
- CENTER - PASS BLOCK MAN ON. UNCOVERED RACE SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- GUARDS - PASS BLOCK MAN ON. UNCOVERED RACE SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- TACKLES - PASS BLOCK FIRST MAN OVER TO OUTSIDE ON THE L.O.S.
- HB AND FB - RUN PASS ROUTE WHEN CALL TO YOUR SIDE, RAY IS RIGHT AND LEE IS LEFT. WHEN CALL AWAY FROM YOU, PASS SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- QB - MUST USE 7 STEP DROP PASSES. DO NOT USE I FORMATION.



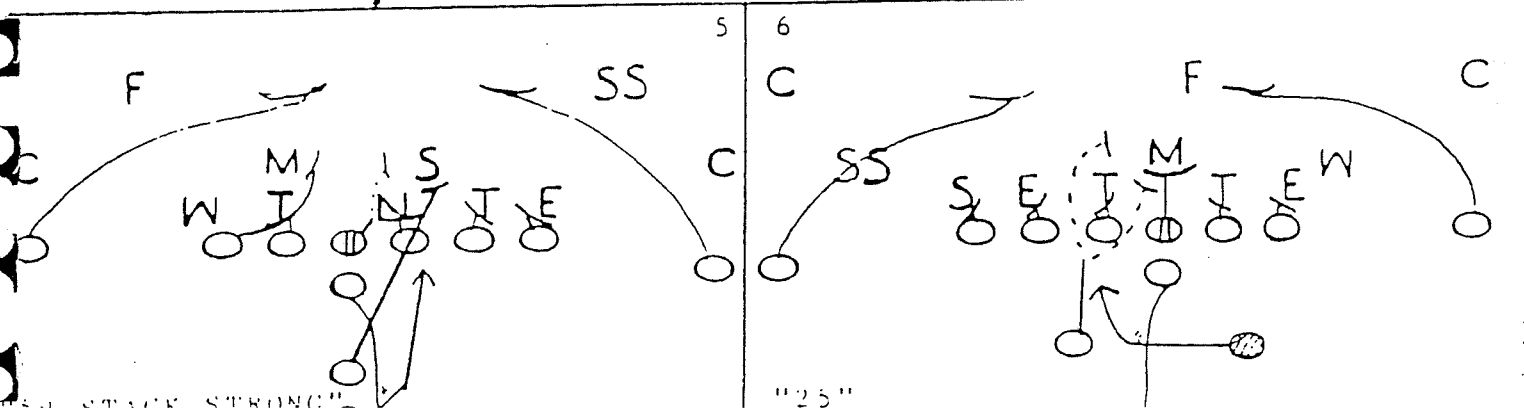
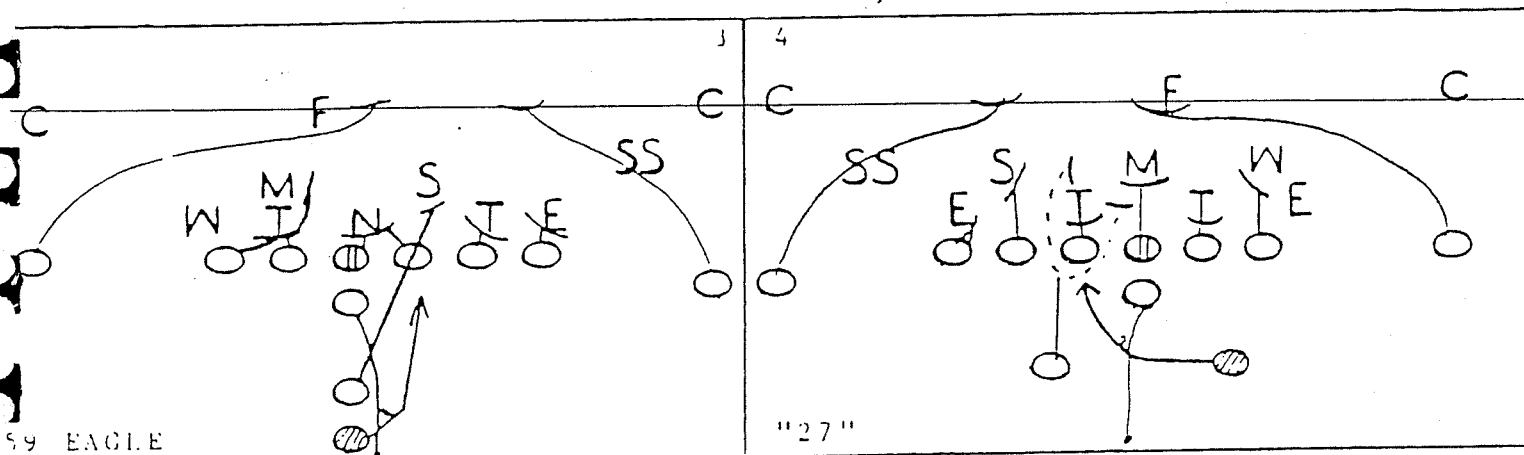
2 and 3 - From 1
43, 22, 32, and 33 - RIGHT LEFT, PRO AND STRONG



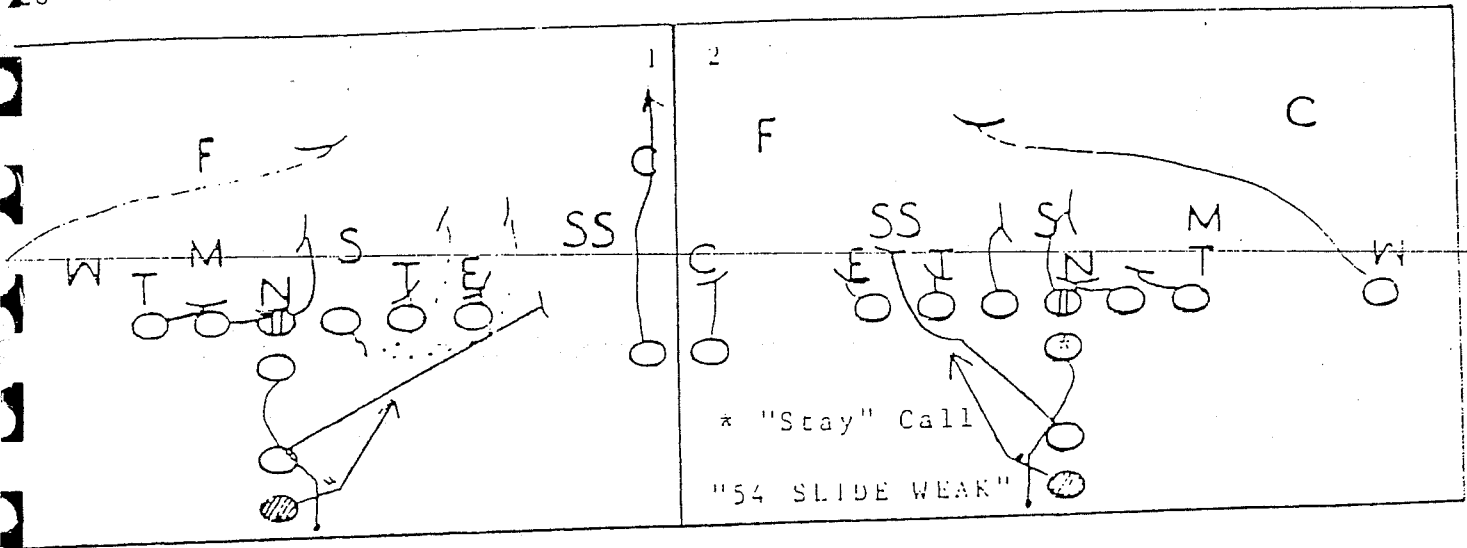
ASSIGNMENTS

- X - DEEP MIDDLE
- OFF T. - SLAM THROUGH
- OFF G. - MAN, ALERT SLICE VS. EVEN. (CP 3 ON 2 VS. ODD)
- CENTER - MAN, POSSIBLE SLICE CALL VS. EVEN. (CP DOUBLE VS ODD)
- ON C - VICE VS. ODD. MAN VS. EVEN.
- ON T - MAN, POSSIBLE ED VS. 27 DEF.
- Y - MAN CUTOFF, ALERT ED. VS 27 DEF.
- Z - DEEP MIDDLE
- FB - ISO BLOCK
- HB - PARALLEL STEP PLAYSIDE, TAKE BALL AND RUN TO DAYLIGHT.
- QB - OPEN, REACH DEEP TO HAND OFF, SET TO PASS.

THIS IS A "HIKE" PLAY - BEST CALLED TO STRONG SIDE.



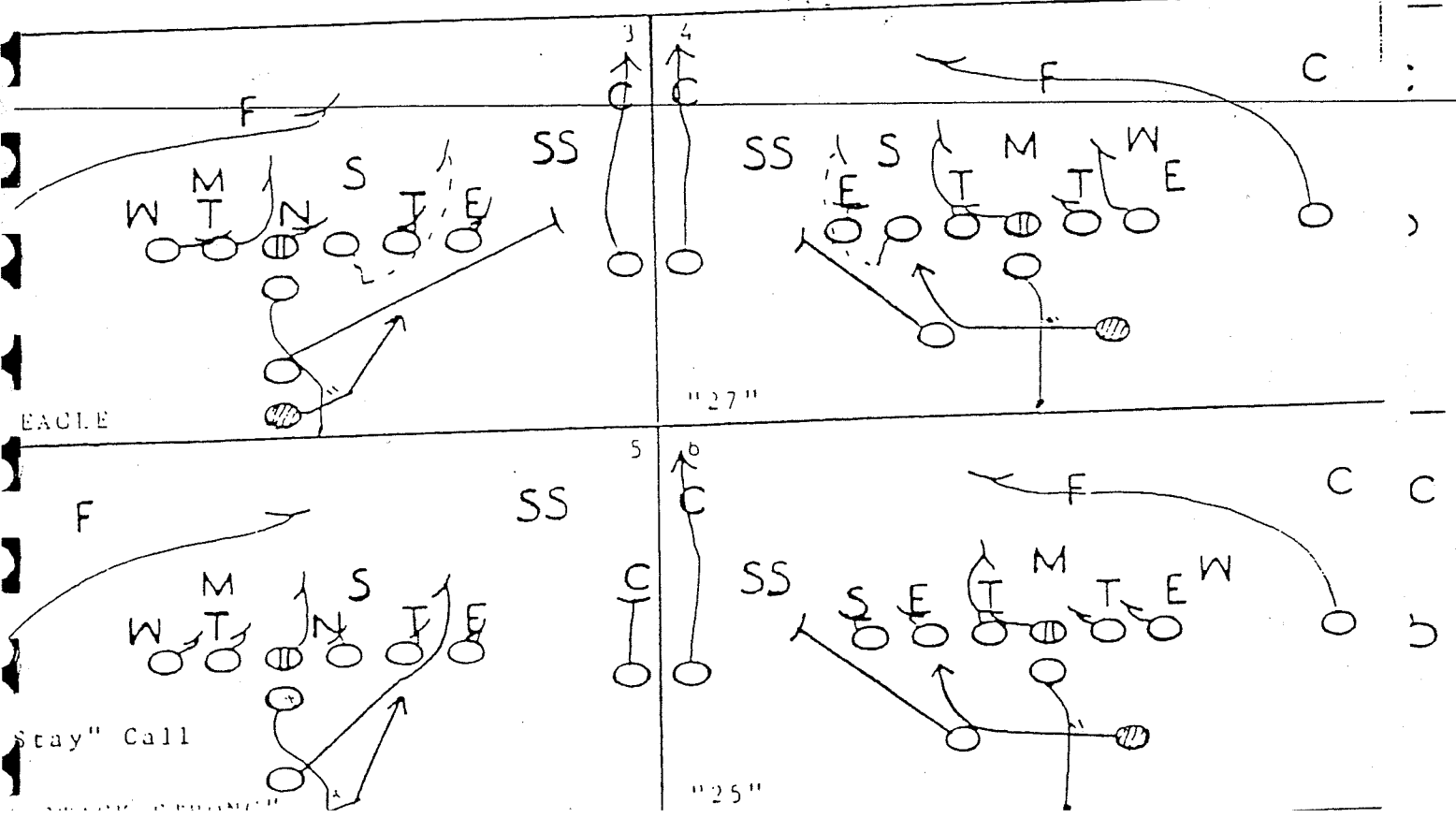
6 and 7 - From I
26 - 47 - From RIGHT and LEFT



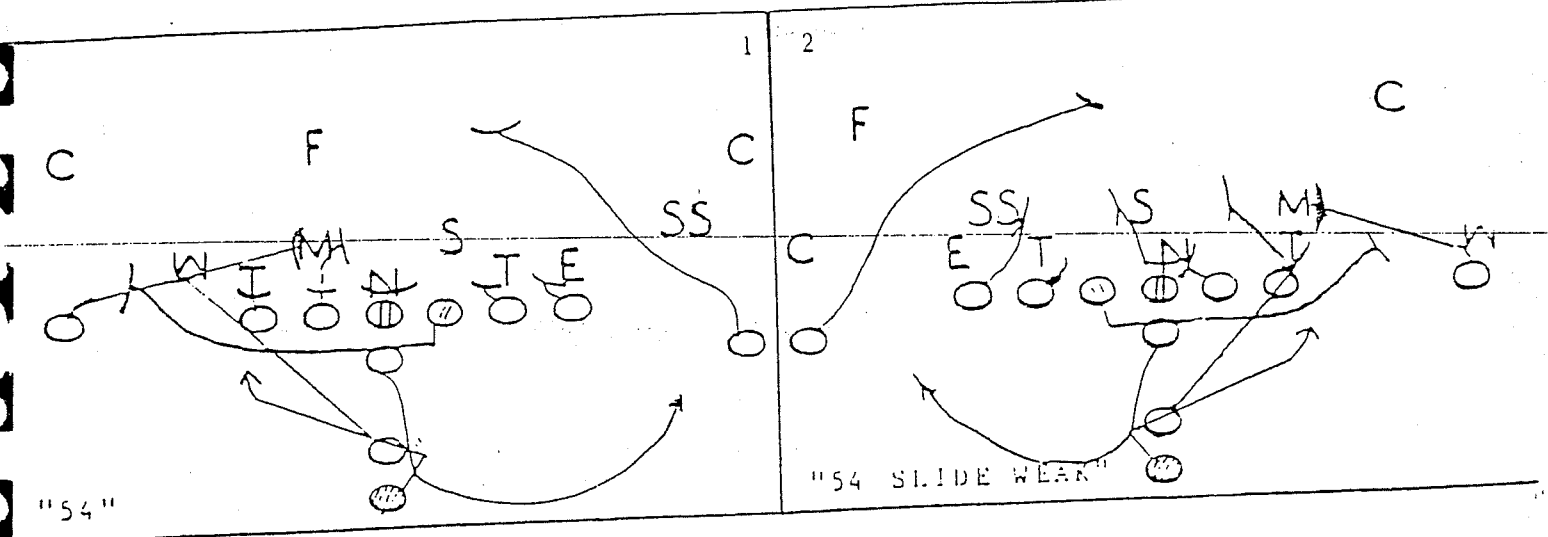
ASSIGNMENTS

- X - DEEP MIDDLE
- OFF T - SLAM THROUGH
- OFF C - MAN, ALERT SCOOP CALL VS. ODD
- CENTER - MAN, POSSIBLE SCOOP VS. ODD CUT VS. EVEN
- ON C - READ BLOCK LB'ER. CUT VS. EVEN. CP: ALERT "STAY" CALL.
- ON T - MAN. UNCOVERED READ BLOCK LB'ER.
- Y - MAN. HOOK.
- Z - RUN OFF.
- FB - DRIVE TOWARD OUTSIDE HIP OF TE AND BLOCK SUPPORT. CP: ALERT "STAY" CALL.
- HB - TAKE BALL DEEP AND RUN TO DAYLIGHT.
- QB - PIVOT AND REACH DEEP TO HAND OFF, SET TO PASS. CP: STACK STRONG - NO QUICK SUPPORT, MAKE "STAY" CALL.

PLAY BEST RUN ON SNAP COUNT TO STRONG SIDE ONLY.



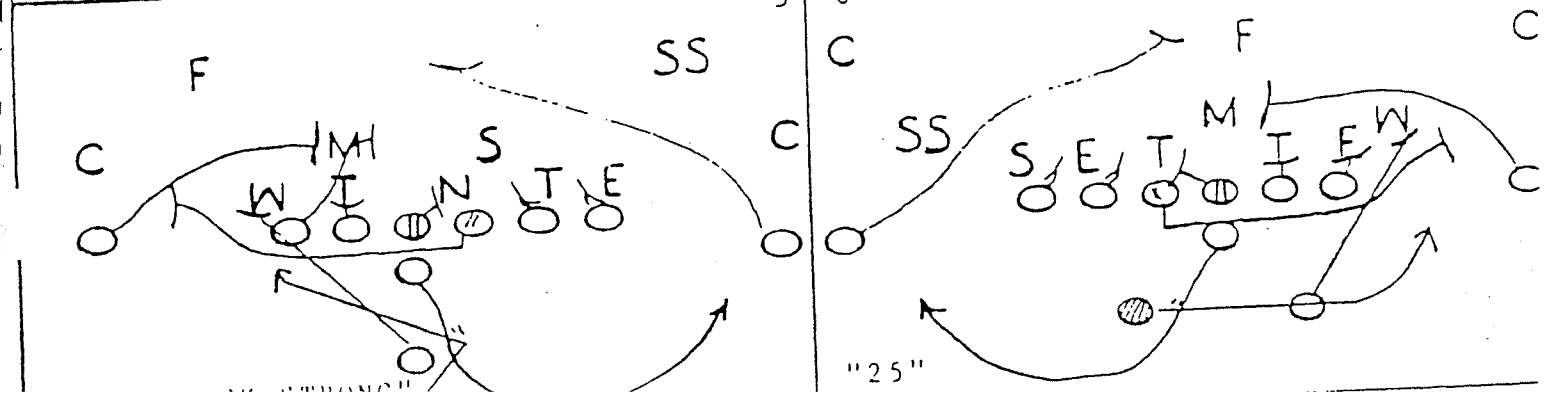
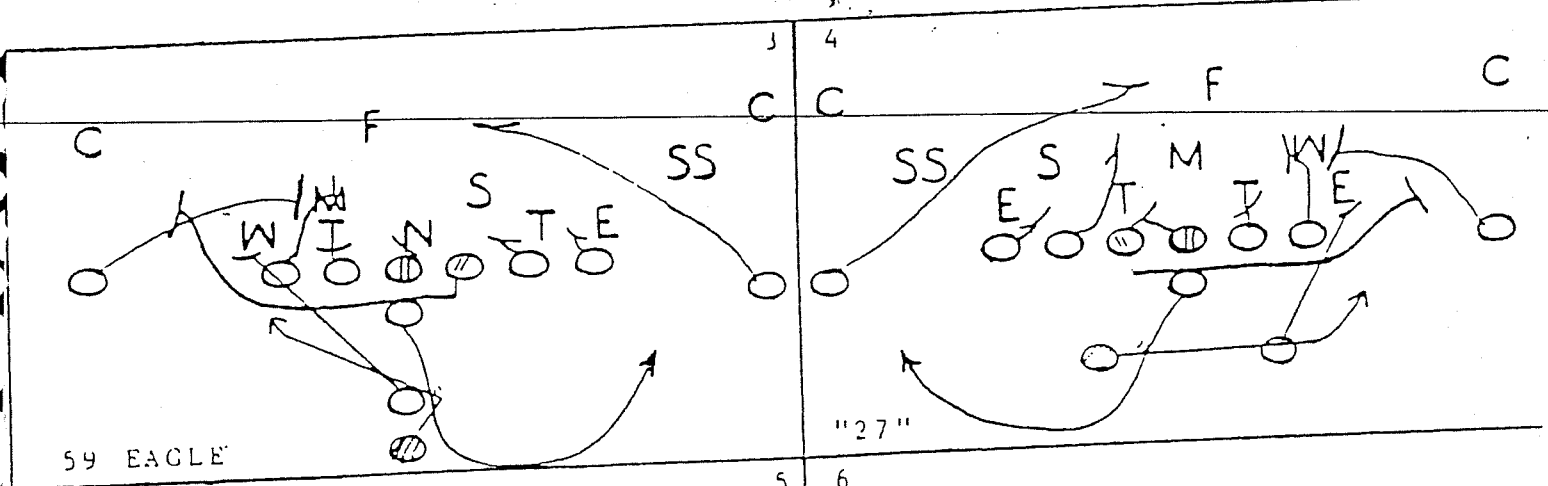
7 and 6 - FROM I
47 and 26 - FROM RIGHT, LEFT AND STRONG.



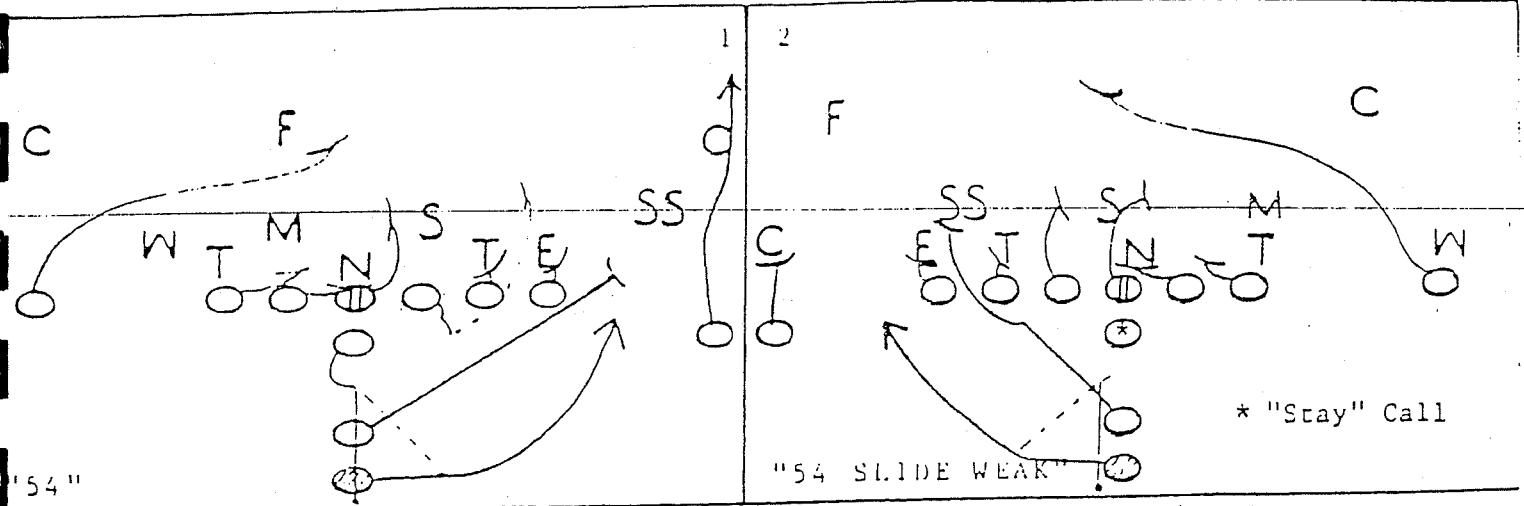
ASSIGNMENTS

- X - CRACK
- OFF T - REACH CUTOFF
- OFF G - PULL AND LEAD THRU HOLE.
- CENTER - MAN VS. ODD. BLOCK GAP AWAY VS. EVEN.
- ON G - MAN VS. EVEN, VS. ODD BLOCK AREA - CLIMB.
- ON T - ODD BLOCK MAN OVER CP: VS. EAGLE GAP AWAY - CLIMB.
- EVEN BLOCK AREA - CLIMB.
- Y - REACH CUTOFF.
- Z - DEEP MIDDLE, FROM SLOT CRACK.
- FB - LEAD STEP, RUN PARALLEL TO L.O.S., READ BLOCKS AND RUN TO DAYLIGHT.
- HB - LOAD BLOCK END MAN ON L.O.S.
- QB - PIVOT, REACH DEEP TO HAND OFF, THEN BOOTLEG OPPOSITE.

THIS IS A "HIKE" PLAY, RUN TO WEAK SIDE ONLY.



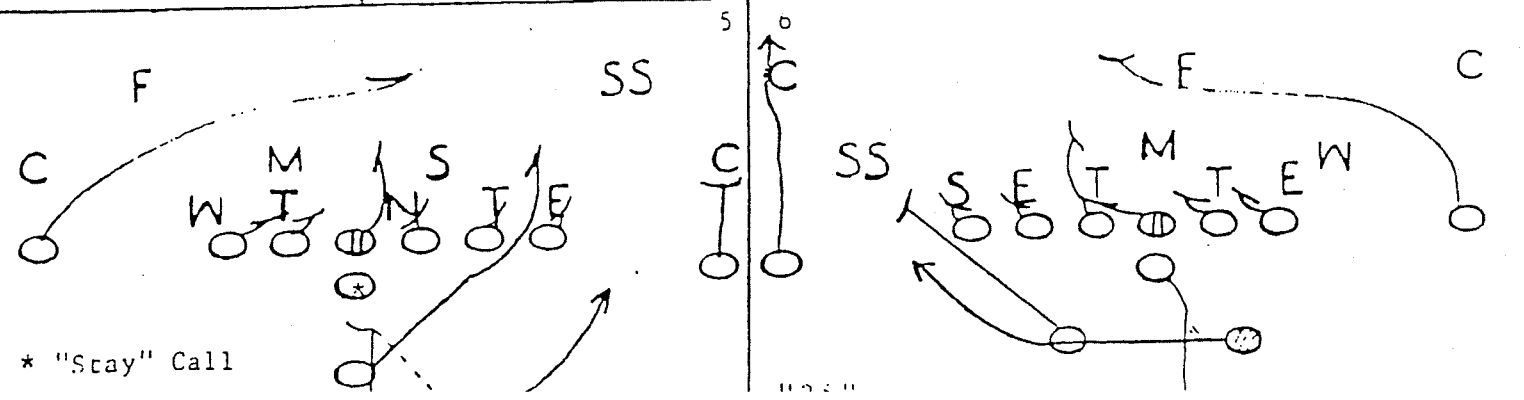
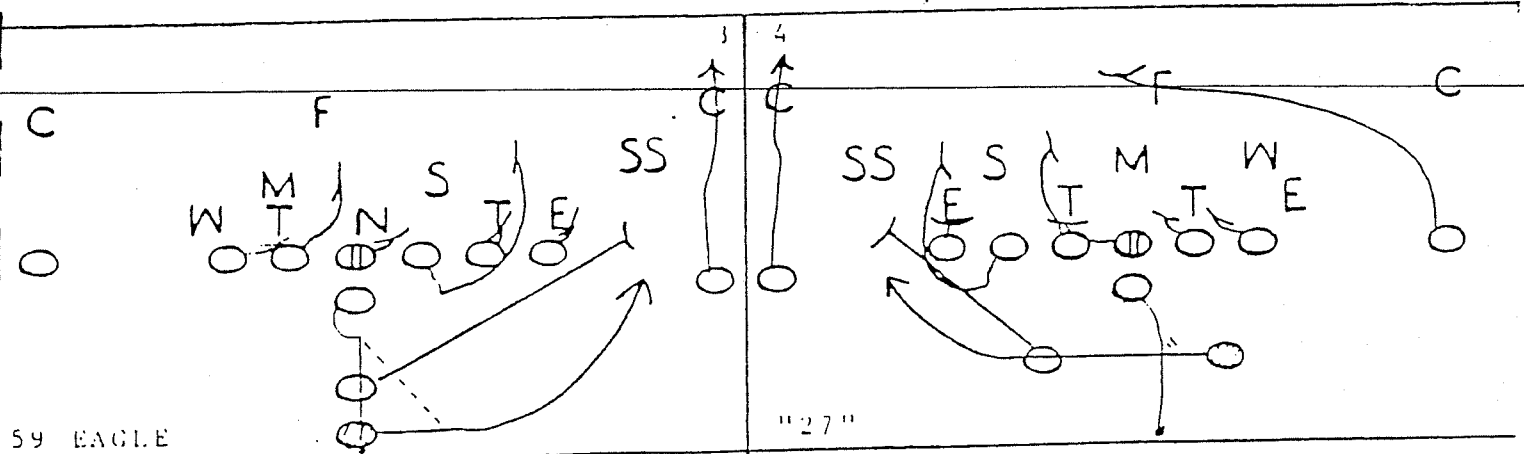
8 AND 9 - FROM I
 28 AND 49 - FROM RIGHT, LEFT AND PRO.



ASSIGNMENTS

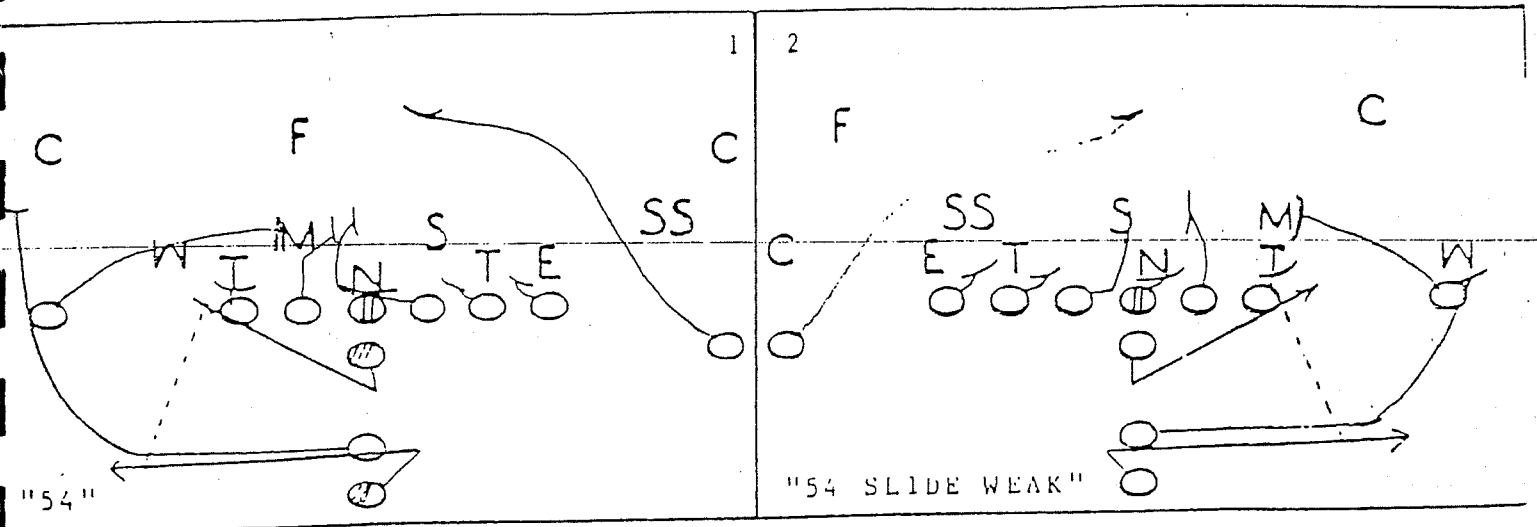
- X - DEEP MIDDLE.
- OFF T - SCOOP
- OFF C - SCOOP - MAN VS. EVEN.
- CENTER - SCOOP, CUT VS. EVEN.
- ON G - READ BLOCK LB'ER, CUT VS. EVEN. CP: ALERT "STAY" CALL
- ON T - MAN HOOK. UNCOVERED READ BLOCK LB'ER. POSSIBLE "T" CALL
- Y - MAN HOOK. ALERT "T" CALL
- Z - RUN OFF.
- FB - DRIVE TOWARD OUTSIDE HIP OF TE AND BLOCK SUPPORT. CP: ALERT "STAY" CALL
- HB - PARALLEL STEP, TAKE PITCH AND RUN TO DAYLIGHT.
- QB - PIVOT AND PITCH BALL TO HB, SET TO PASS.
- CP: STALK STRONG - NO QUICK SUPPORT, MAKE "STAY" CALL.

PLAY BEST RUN ON SNAP COUNT, TO STRONG SIDE ONLY.



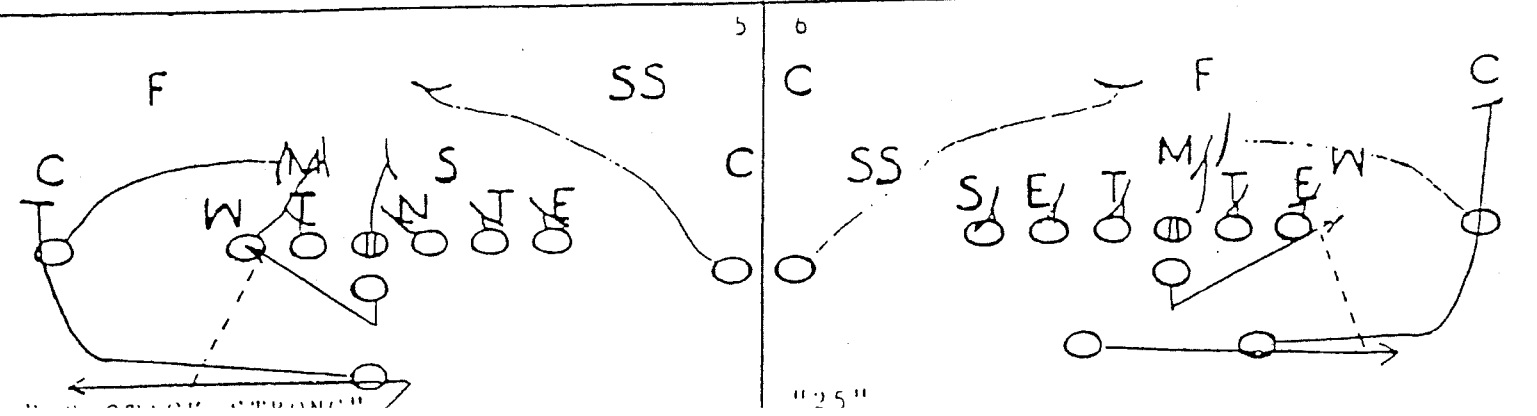
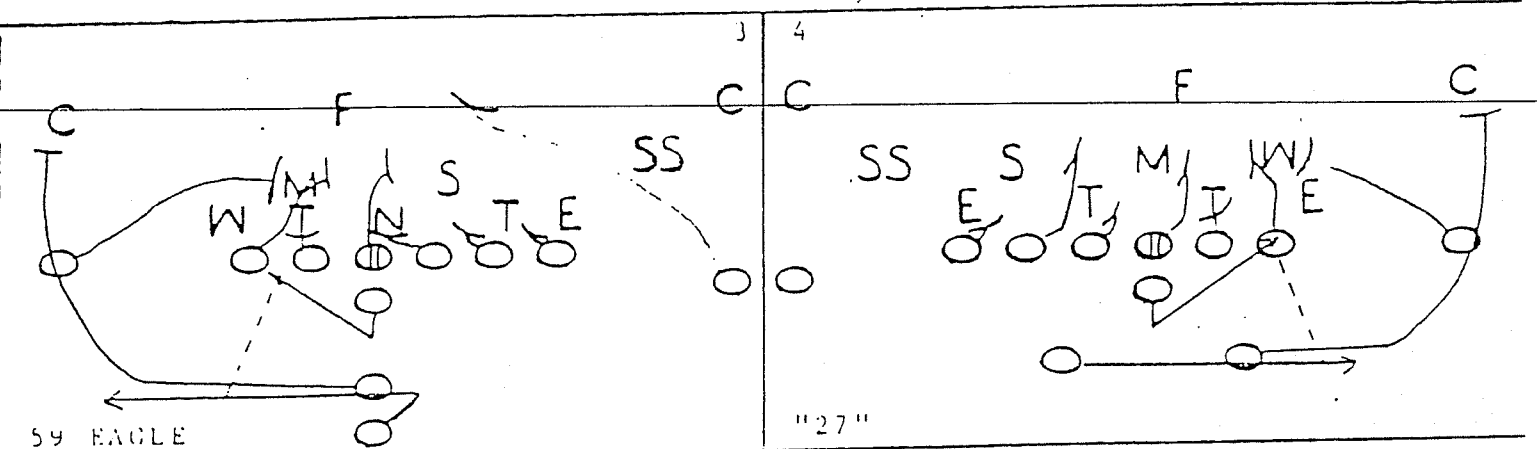
9 and 8 - From I

19 and 18 - From RIGHT, LEFT and STRONG.

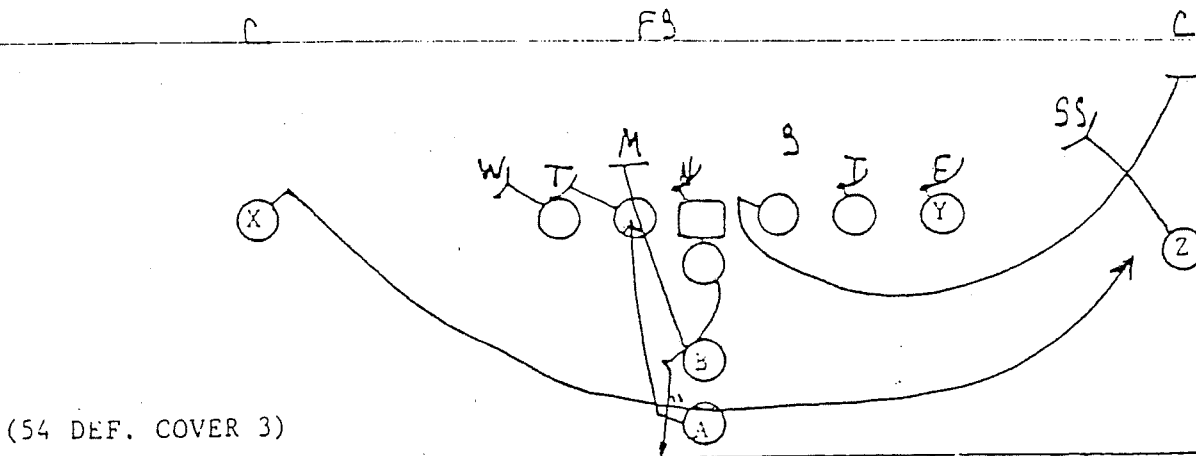


ASSIGNMENTS

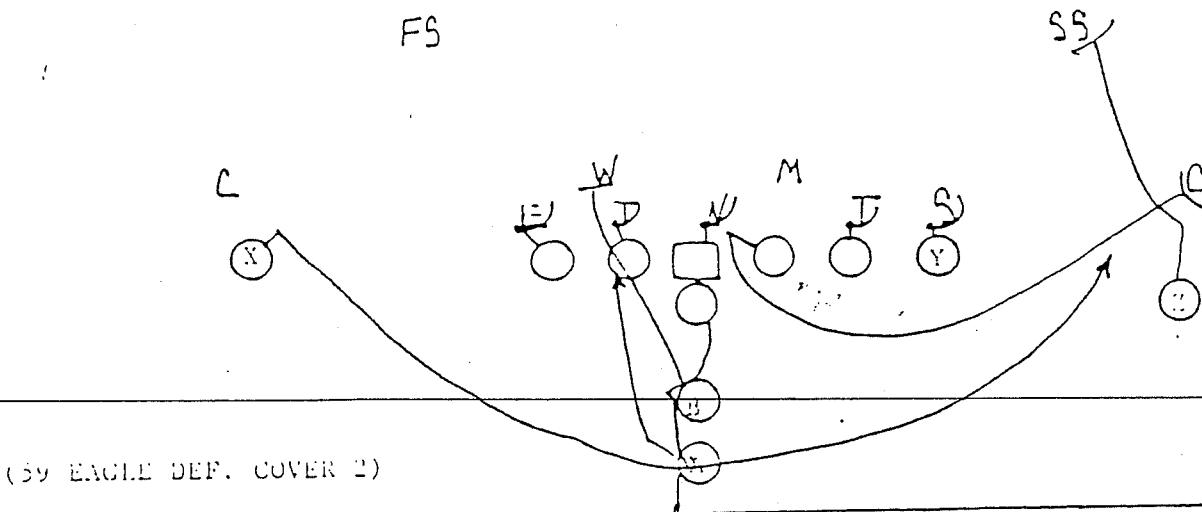
- X - CRACK
- OFF T - REACH CUTOFF
- OFF C - MAN CUTOFF VS. EVEN, SCOOP VS. ODD.
- CENTER - BLOCK AREA - CLIMB, SCOOP VS. ODD
- ON C - MAN CUTOFF VS. EVEN, BLOCK AREA - CLIMB VS. ODD.
- ON T - ODD BLOCK MAN OVER. CP: VS. EAGLE GAP AWAY - CLIMB. EVEN BLOCK AREA - CLIMB.
- Y - REACH CUTOFF
- Z - DEEP MIDDLE. FROM SLOT CRACK.
- FB - LEAD STEP, SPRINT TO SIDELINE IN PITCH RELATIONSHIP WITH QB. CP: I FORMATION CHANGE ASSIGNMENT WITH HB.
- HB - LEAD STEP AND FORCE BLOCK SUPPORT. CP: I FORMATION CP: I FORMATION CHANGE ASSIGNMENT WITH FB.
- QB - DROP STEP AND ATTACK INSIDE OF SHOULDER OF END MAN ON L.O.S. & READ PITCH KEY PLAY BEST RUN ON SNAP COUNT, TO WEAK SIDE ONLY.



FAKE 5 BLAST "X" AROUND RIGHT



FAKE 5 BLAST "X" AROUND RIGHT



ASSIGNMENTS

- X - ONE STEP UP, THE RUN PATH THROUGH HB'S ORIGINAL ALIGNMENT, TAKE BALL FROM QB AND RUN TO DAYLIGHT.
- LT, LC & C - BLOCK 5 BLAST. CP: CENTER UNCOVERED, YOU WILL PULL AND BLOCK FORCE.
- RC - UNCOVERED, SHOW SCOOP THEN PULL AND BLOCK CORNER. COVERED REVERSE SHOULDER BLOCK.
- RT & Y - REVERSE SHOULDER BLOCK.
- Z - COVER 3, SMACK BLOCK. COVER 2 BLOCK DEEP HALF(1/2).
- FB - BLOCK 5 BLAST.
- HB - FAKE 5 BLAST.
- QB - FAKE 5 BLAST, THEN HAND BALL TO HB.

AUDIBLES

90'S

100'S

90 = Z QUICK SCREEN
91 = 121 GREEN 66
92 = 202 BLACK
93 = X 313 WHITE 00
94 = X 454 RED CK 55
95 = Y 868 RED B CK 2
96 = X 696 RED CK 22
97 = Z 778 RED CK 22
98 = X 898 RED CK 00
99 = X 929 RED CK 35

(Right and Left)

169 = X 696 RED CK 22
178 = X 786 RED CK 22
186 = X 866 RED CK 22
199 = X IN 996 RED CK 22

(All From Slot)

70'S

SPECIALS

74 = 454 RAY
75 = 868 RAY
76 = 626 RAY
77 = 787 RAY
78 = 888 RAY
79 = 929 RAY

(All From Gun)

58 = 88, STRONG SAFETY BLITZ AUDIBLE
59 = 99, FREE SAFETY BLITZ AUDIBLE
52 = Y 818 (FAKE 2 or 22 ISO)
53 = Y 818 (FAKE 3 or 43 ISO)

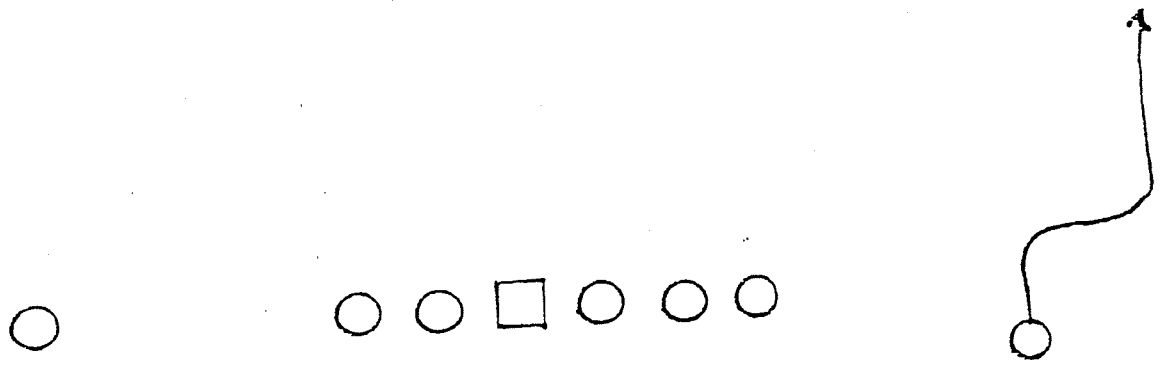
ALL RUNS

(CALL THE PLAY)

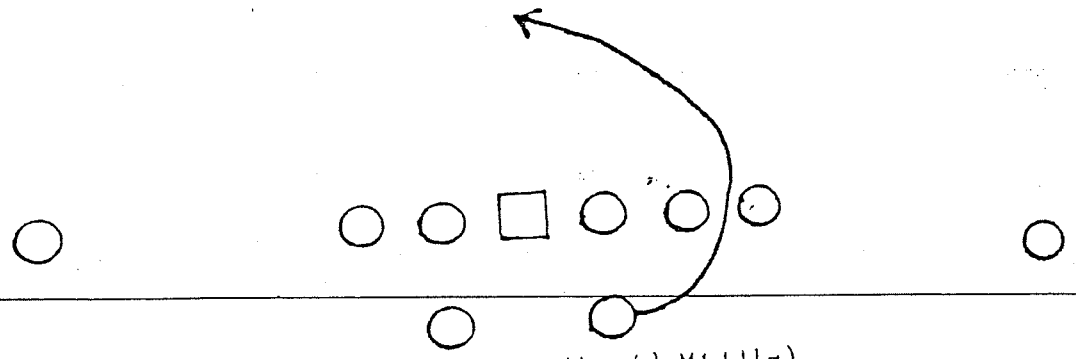
PASSING GAME
PATTERN STRUCTURE

Z SYSTEM CONTINUED

5. Words may be added to basic route numbers to modify the route in some manner.



Z Up (2 & Up)



B Middle (J Middle)

6. The protection call will proceed or follow the pattern call to X-Y-Z.

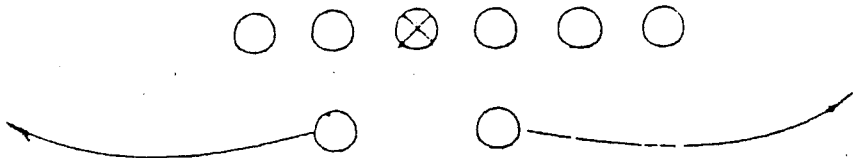
Example: SPRINT R/L 409
929 BROWN
484 RED

PASSING GAME

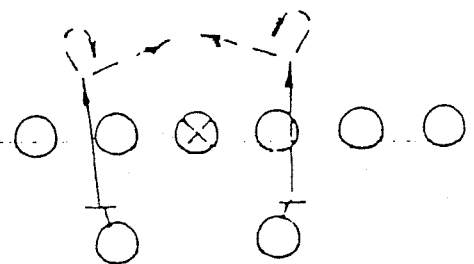
INDIVIDUAL ROUTES

FIELD ROUTES

0 - FLARE

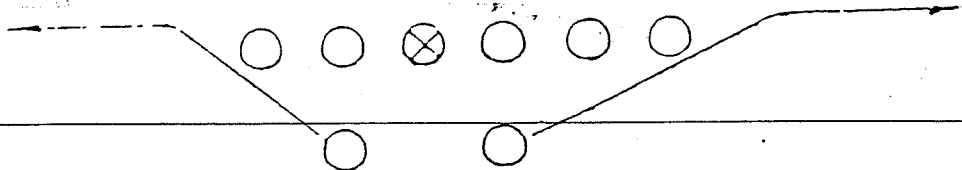


1 - CHECK DOWN

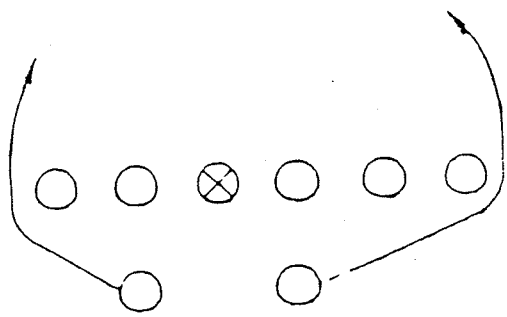


2 - FLAT

0-2 yds.

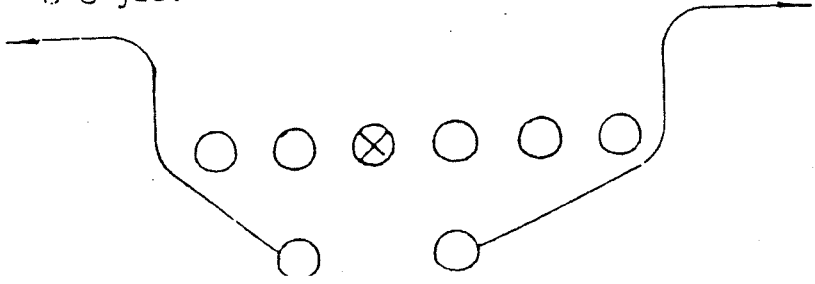


3 - CIRCLE



4 - FAH

6-8 yds.

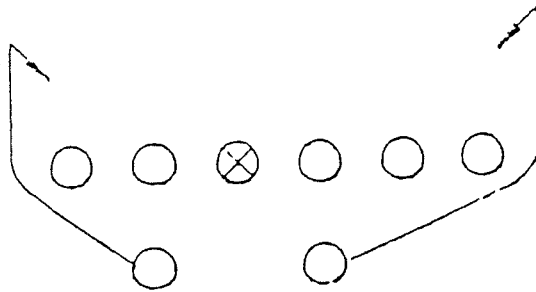


INDIVIDUAL ROUTES

BACKFIELD ROUTES

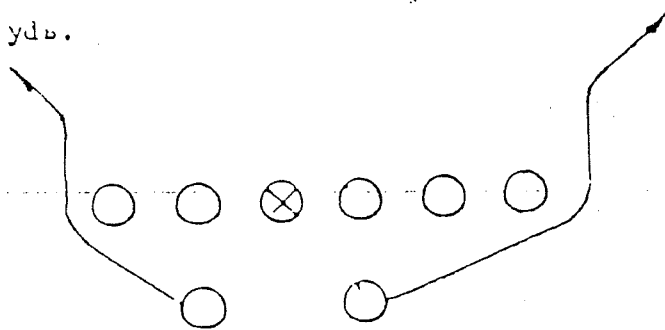
5 - HOOK

6-8 yds.



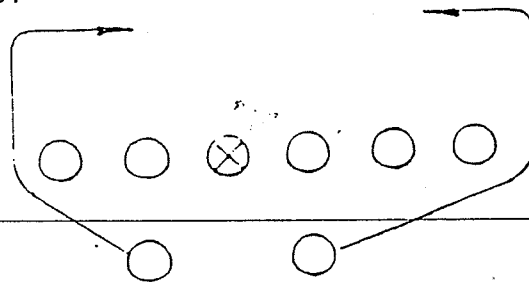
6 - FLAG

6-8 yds.



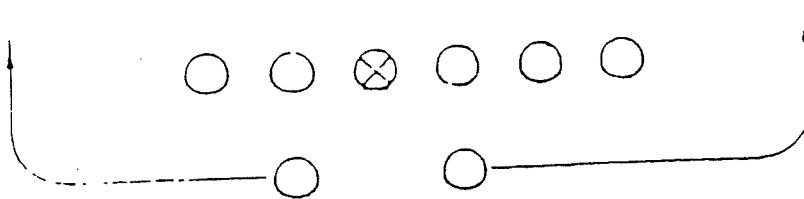
7 - IN

6-8 yds.



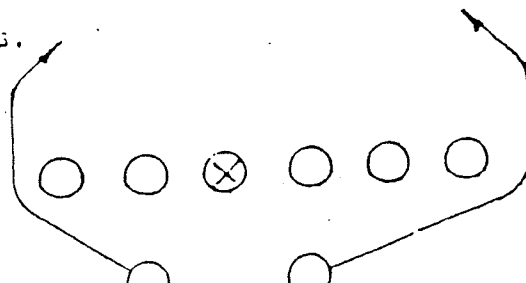
8 - UP

Split the distance between the endman on L.O.S. & wide out.



9 - POST

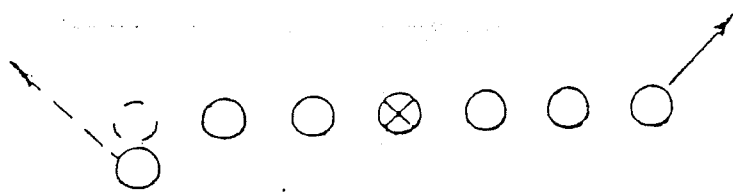
6-8 yds.



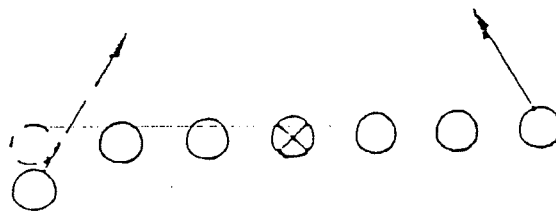
PASSING GAME
INDIVIDUAL ROUTES

INSIDE RECEIVER ROUTES

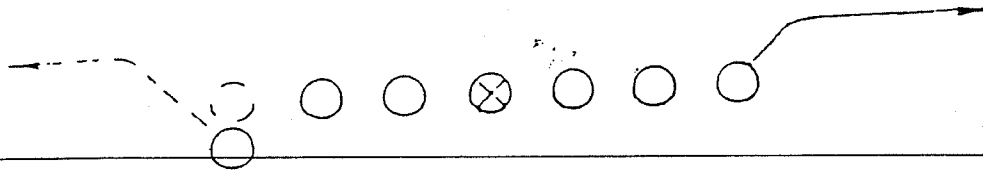
0 - DIAGONAL



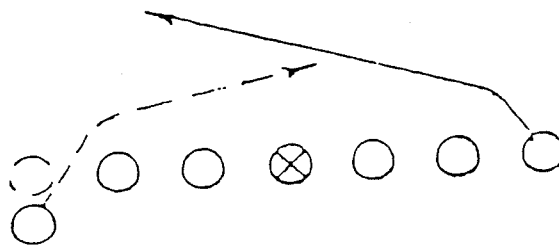
1 - LOOKIE



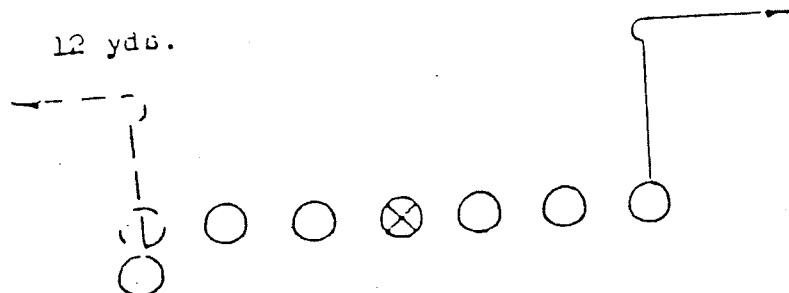
2 - SHORT BENCH 2-4 yds.



3 - ACROSS 3-5 to 12-15 yds.



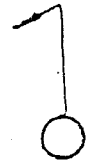
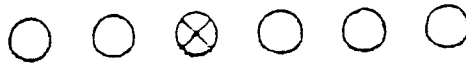
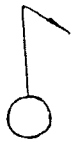
4 - BENCH 12 yds.



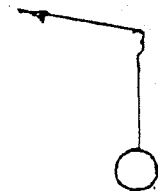
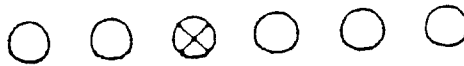
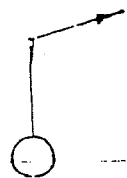
PASSING GAME
INDIVIDUAL ROUTES

OUT ROUTES

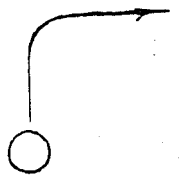
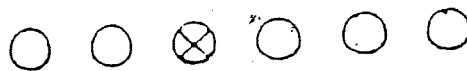
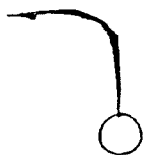
0 - HITCH 5 yds.



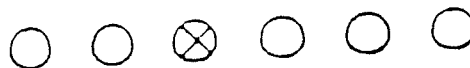
1 - DELAY SLANT 4-5 yds.



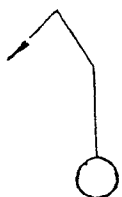
2 - QUICK OUT 7-9 yds.



3 - QUICK FOLD 7-9 yds. 1 step fake



4 - OUT 14-16 yds.

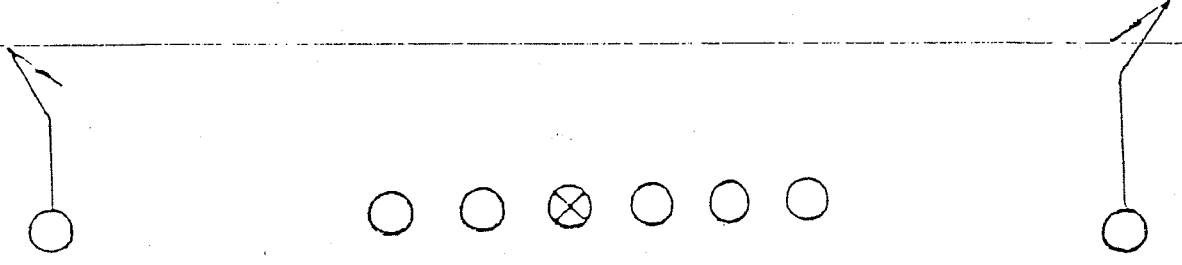


PASSING GAME
INDIVIDUAL ROUTES

WIDE OUT ROUTES

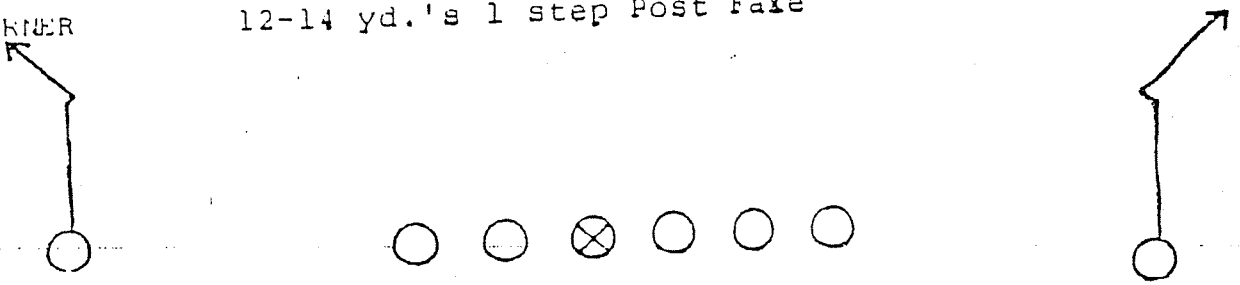
5 - HOOK

14-16 yds.



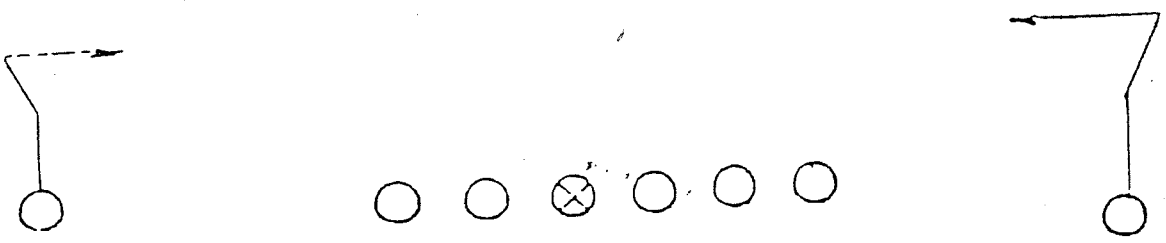
6 - CORNER

12-14 yd.'s 1 step Post Fake



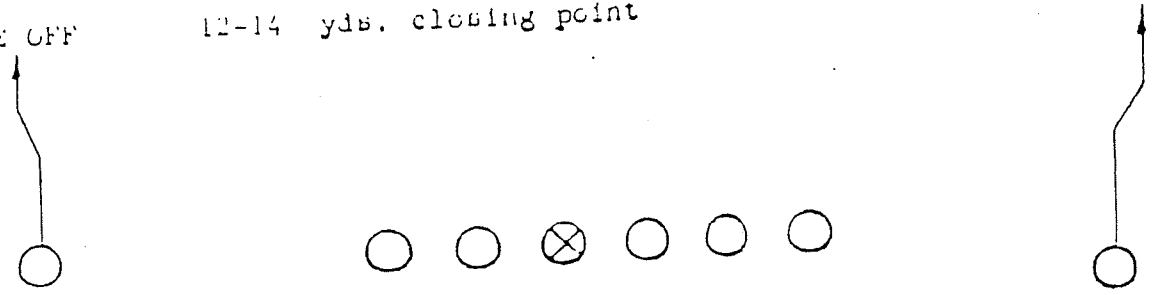
7 - IN

14- yds.



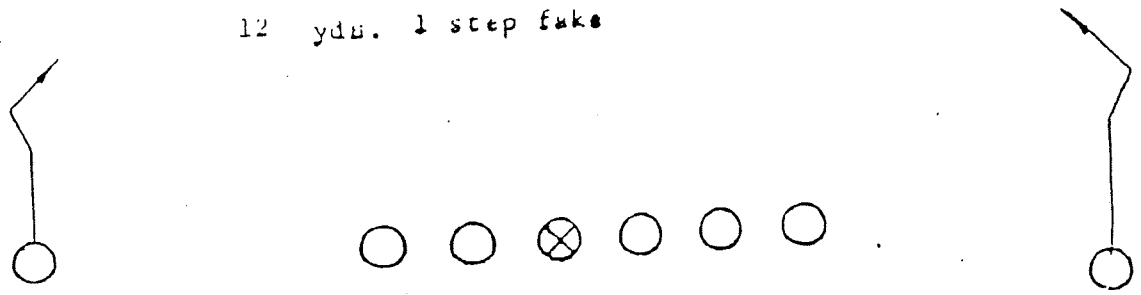
8 - TAKE OFF

12-14 yds. closing point



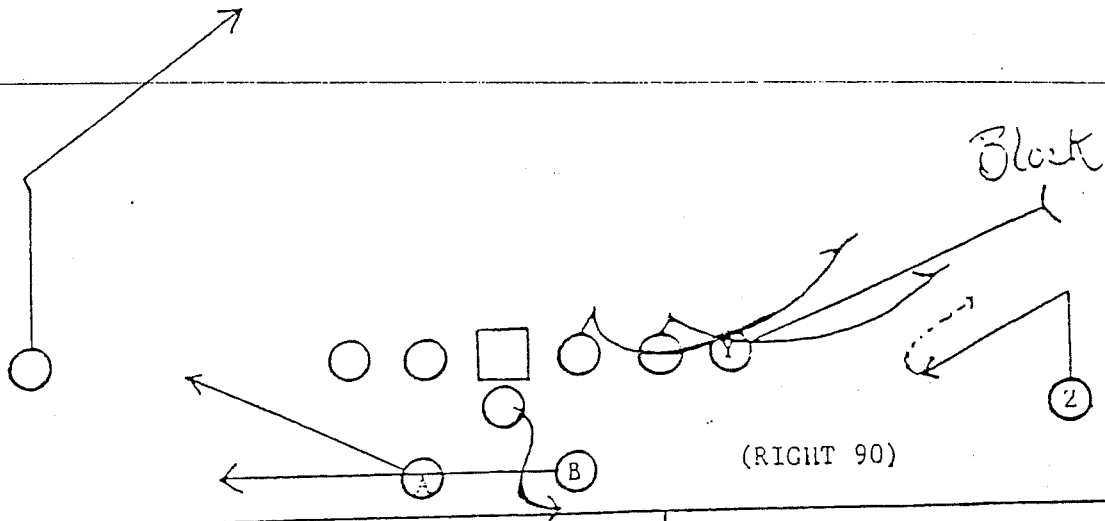
9 - POST

12 yds. 1 step fake



DROP BACK

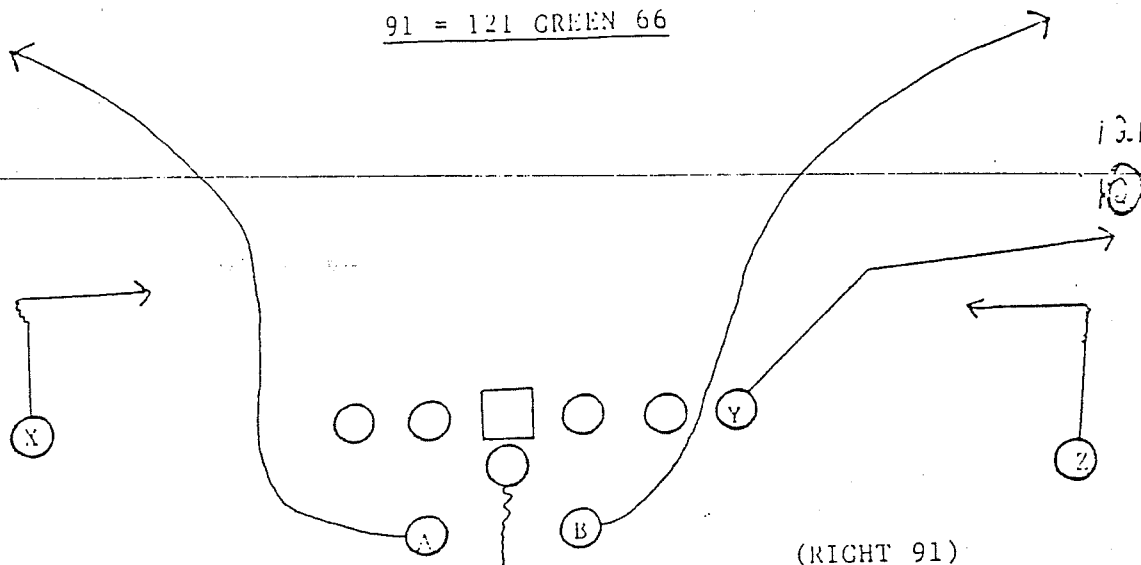
90 = Z QUICK SCREEN



90	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	SS AND SC ALIGNMENT.		
DROP & RELEASE	3 STEP, FAKE LOCK		
READS AND ROUTES	READ STRONG FLAT AREA SS AND SC	Z - 2 STEPS THEN PLANT ON OUTSIDE FOOT AND DRIVE BACK TO QB.	
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	FLAT AREA		
2	AUDIBLE		
9	AUDIBLE		
7	FLAT AREA		
4	FLAT AREA		
5 BLITZ	FLAT AREA		
FIELD POSITION	20 - 20	COACHING POINTS: RUN FROM RIGHT, LEFT AND STRONG ONLY.	
HASH MARK	GOAL MARK		

DROP BACK

91 = 121 GREEN 66



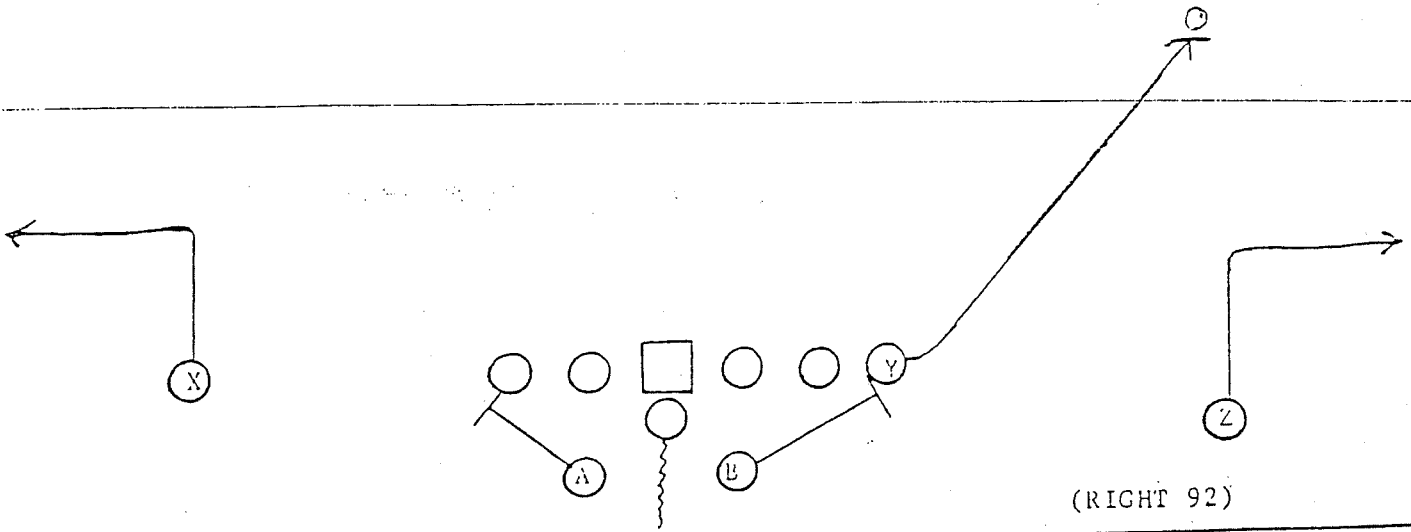
(RIGHT 91)

91	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	SAFETIES		
DROP & RELEASE	7 STEP	X AND Z - INSIDE RELEASE	
READS AND ROUTES	MIKE - STRONG, GO TO X - WEAK, GO TO Z - STRAIGHT BACK, LOOK HIM OFF AND THROW OPPOSITE IF CORNERS JUMP X OR Z THEN A OR B WILL COME OPEN LATE ON 6 ROUTE.	X AND Z - RUN 5 YD. "1" ROUTES READ CORNERS FOR ROLLUP, MUST RELEASE INSIDE CORNER Y - RUN 8 YARD "2" ROUTE A AND B - LOOK UP SAM AND MIKE AS YOU RUN "6" ROUTE.	
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		MIKE	
2		MIKE	
9		MIKE	
7		MIKE	
4		MIKE	
5 BLITZ		DROP BALL TO X OR Z	
FIELD POSITION	-20 TO +30	COACHING POINTS: PATTERN GOOD FOR 5 TO 7 YARDS. RUN FROM RIGHT AND LEFT ONLY.	
HASH MARK	MIDDLE TO GOAL POST		

DROP BACK

92 = X 202 BLACK

202

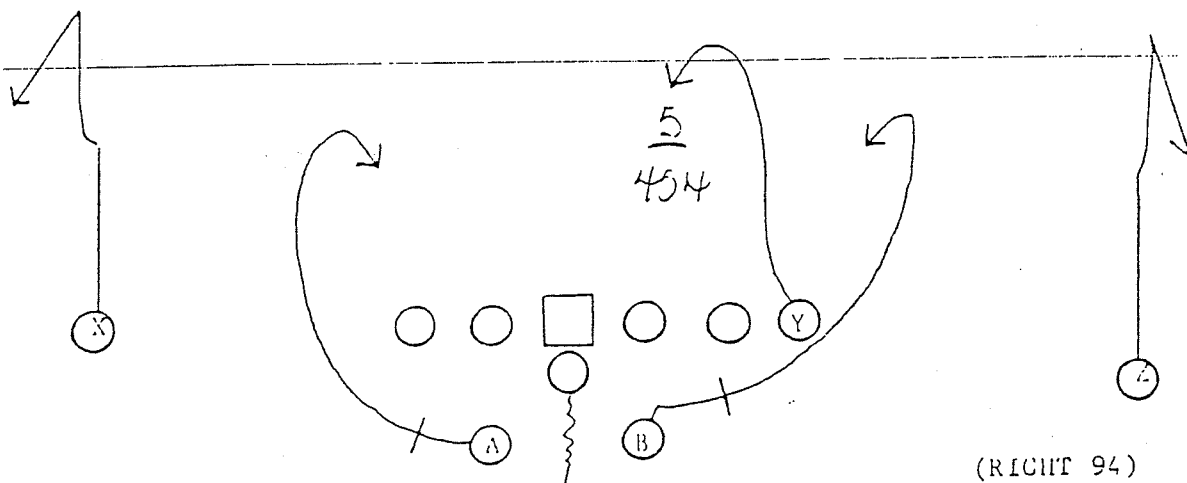


92	QUARTERBACK	RECEIVERS AND BACKS
KEYS	CORNER DEPTH WALT AND SS ALIGNMENT	
DROP & RELEASE	3 STEP	
READS AND ROUTES	COVER 3 - READ WALT'S DROP AND WC ROLL UP. COVER 7 - GO TO Z.	X AND Z - RUN SPEED "2" ROUTE 7 TO 8 YARDS DEEP

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	SS DROP		WALT'S DROP
2	AUDIBLE		AUDIBLE
9	AUDIBLE		AUDIBLE
7	CORNER ALIGN.		AUDIBLE
4	CORNER ALIGN.		CORNER ALIGN.
5 BLITZ	CORNER ALIGN.		CORNER ALIGN.
FIELD POSITION	20 TO 20	COACHING POINTS: PATTERN GOOD FOR 5 TO 6 YARDS. GOOD ANY DOWN BY 3RD AND LONG. RUN FROM RIGHT AND LEFT.	
HASH MARK	ALL		

DROP BACK

94 = X OR Y 454 RED CHECK 55

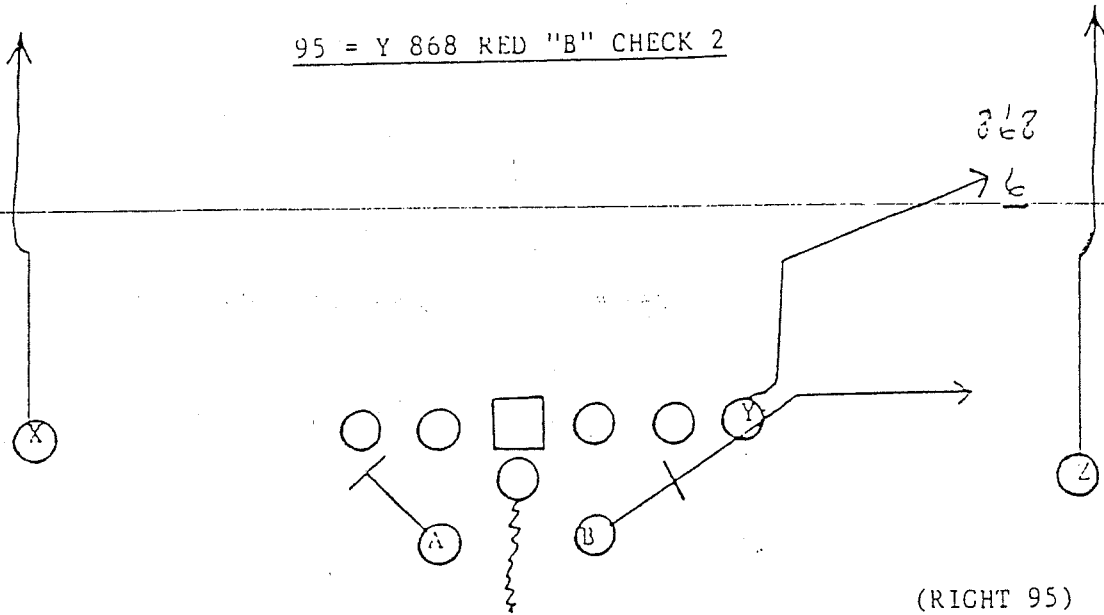


(RIGHT 94)

94	QUARTERBACK		RECEIVERS AND BACKS
KEYS	WALT, CORNERS AND SS ALIGNMENT		
DROP & RELEASE	7 STEP		
READS AND ROUTES	X CALL - KEY WALT Z CALL - KEY SS Y CALL - KEY MIKE		X AND Z - RUN ROUTE 14 TO 16 YDS. DEEP Y - RELEASE INSIDE WHEN POSSIBLE.
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	SS - Z TO B	MIKE - GO TO Y OR B	WALT - X TO A
2		AUDIBLE	
9	AUDIBLE		
7		MIKE GO TO Y OR A	
4	SS - Z TO B		WALT - X TO A
5 BLITZ	PROTECTED		PROTECTED
FLD POSITION	20 TO 20		
HASH MARK	ALL		
	COACHING POINTS: GOOD AGAINST CORNERS DEEP AND INSIDE. Y CALL - COAL POST OR MIDDLE. RUN FROM ALL FORMATIONS.		

PASSING GAME
DROPPING BACK

95 = Y 868 RED "B" CHECK 2

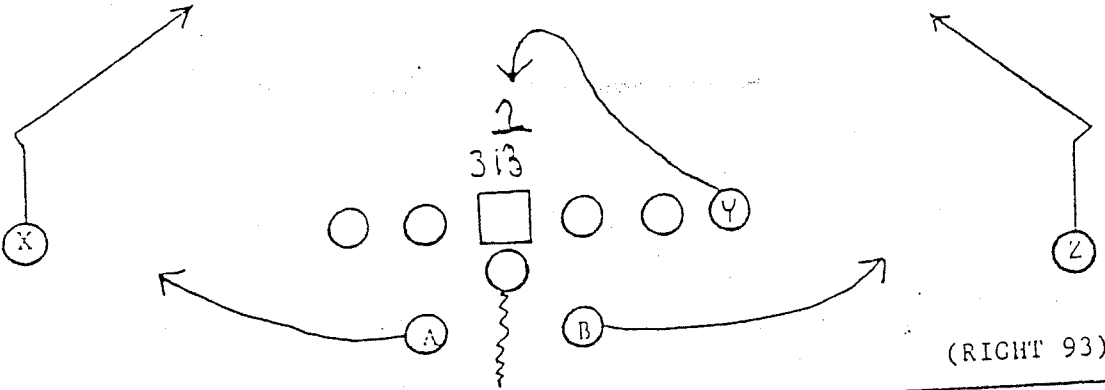


(RIGHT 95)

95	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	DEPTH OF STRONG SAFETY		
DROP & RELEASE	7 STEP		
READS AND ROUTES	SS - STRAIGHT BACK GO TO "Y" - WIDTH AND DEPTH GO TO "B". SC - DROPS TOO DEEP GO TO "B".		Y - RUN 10 TO 12 YD. 6 ROUTE. Z - VS. COVER 2 RELEASE INSIDE.
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	STRONG SAFETY		
2	STRONG CORNER		
9	AUDIBLE		
7	STRONG SAFETY		
4	STRONG SAFETY		
5 BLITZ	PROTECTED		
FIELD POSITION	20 TO 20		
HASH MARK	ALL		
COACHING POINTS: PATTERN IS GOOD VS. COVER 2. RUN FROM RIGHT, LEFT AND STRONG.			

PASSING GAME
DROP BACK

93 = X 313 WHITE 00



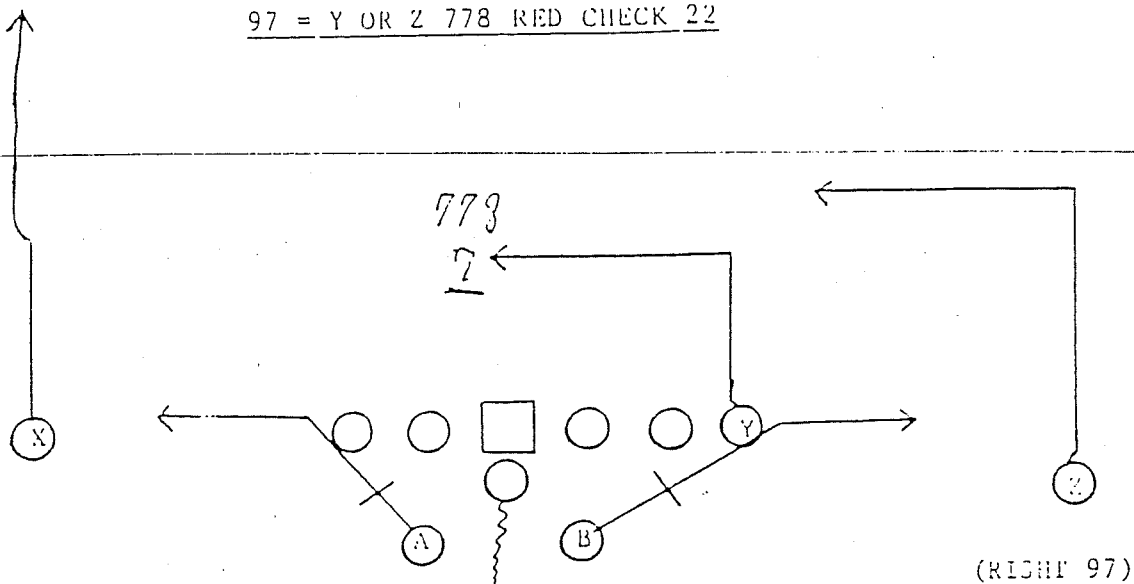
QUARTERBACK	RECEIVERS AND BACKS
WALT AND SAFETIES	CORNERS AND SAFETIES
3 STEP	
CALLED TO X, KEY WALT. CALLED TO Z, KEY SS.	X AND Z - MAX SPLITS, INSIDE RELEASE VS. COVER 2.

STRONG READ	MIDDLE READ	WEAK READ
SS - Z TO B		WALT - X TO A
SAM - Z TO Y		WALT - X TO A
		WALT - X TO A
		WALT - X TO A
SS - Z TO B		WALT - X TO A
SS - Z TO B		CORNER ALIGNMENT
ON -20 TO GOAL LINE	COACHING POINTS:	
ALL	PATTERN GOOD FOR 7 TO 9 YARDS. GOOD VS. BLITZ. GOOD VS. CORNERS LINED UP DEEP AND OUTSIDE. RUN FROM ALL FORMATIONS.	

AND

DROP BACK

97 = Y OR Z 778 RED CHECK 22

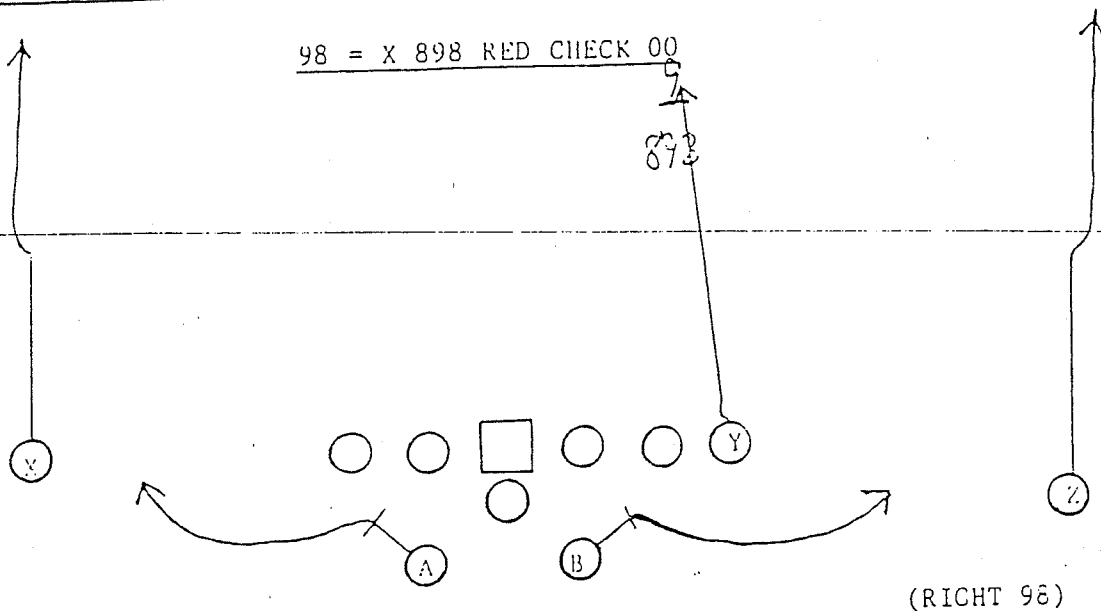


97	QUARTERBACK	RECEIVERS AND BACKS
KEYS	MIKE AND SS	
DROP & RELEASE	7 STEP	
READS AND ROUTES	MIKE - WEAK OR STRONG, GO TO Y - STRAIGHT BACK SS AND GO TO A OR B.	Y - OUTSIDE RELEASE.

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		MIKE	
2		AUDIBLE	
9		AUDIBLE	
7		AUDIBLE	
4		MIKE	
5 BLITZ		PROTECTED	

FIELD POSITION	- 20 TO +10	COACHING POINTS: GOOD PATTERN VS. COVER 3 AND SET FORMATION TO FIELD. RUN FROM RIGHT AND LEFT.
HASH MARK	ALL	

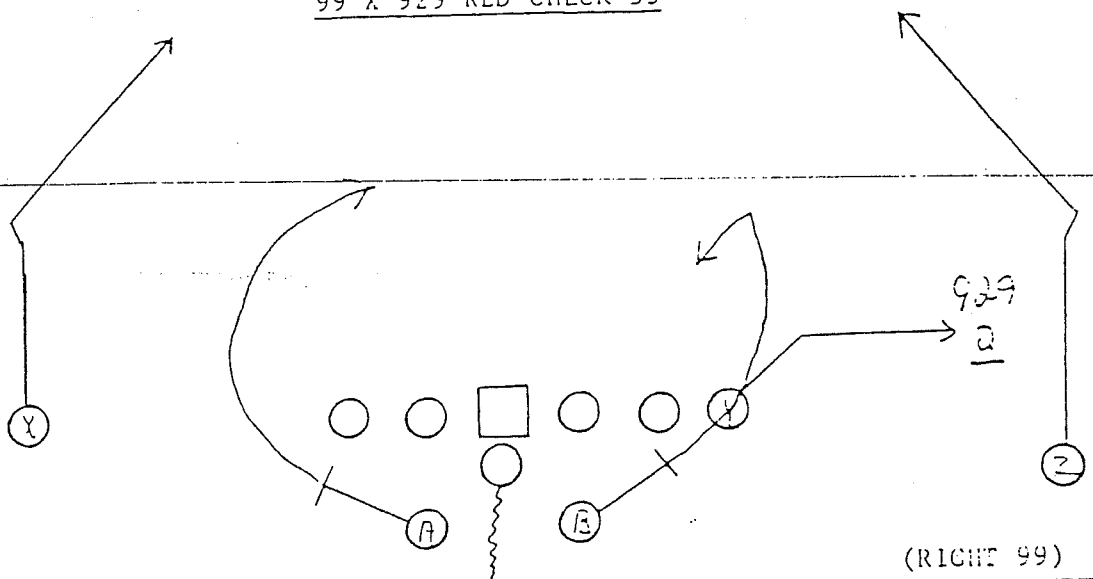
DROP BACK



98	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	CORNER ALIGNMENTS		
DROP & RELEASE	5 STEP		
READS AND ROUTES	COVER 3 AND MAN - READ CORNER ALIGNMENTS. COVER 2 - READ CORNER DROPS.	X AND Z - READ CORNER ROLL UP OR COVER 2 RUN FADE "8" ROUTE	
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	CORNER		CORNER
2	CORNER		CORNER, FADE 8
9			WALT, FADE 8
7			CORNER
4	CORNER		CORNER
5 BLITZ	PROTECTED		
FIELD POSITION	-20 to +30	COACHING POINTS: LET BALL GO ON 5TH STEP. CAN RUN FROM ALL FORMATIONS.	
HASH MARK	ALL		
ADDIBLE	98		

DROP... BACK

99 X 929 RED CHECK 35



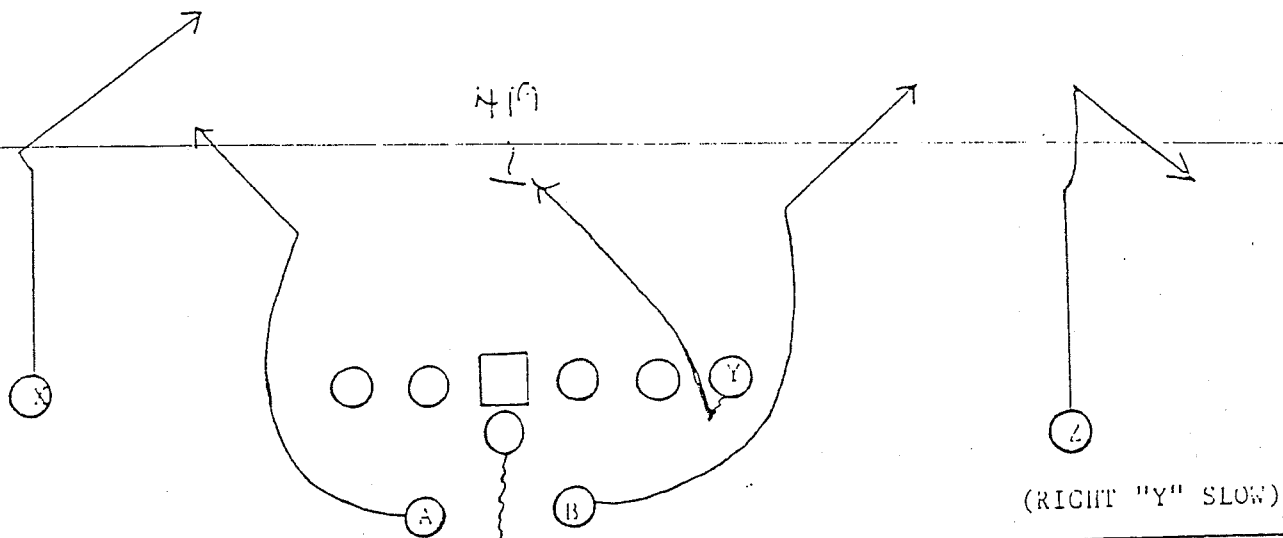
99	QUARTERBACK	RECEIVERS AND BACKS
KEYS	CORNER AND FS ALIGNMENTS	
DROP & RELEASE	5 STEP	
READS AND ROUTES	FREE SAFETY DROP AND THROW OPPOSITE. CORNERS ROLL UP TO COVER 2 LOOK, GO TO "A" 3 ROUTE.	X AND Z - READ CORNER ROLL UP, STAY WITH 9 ROUTE

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		FREE SAFETY	
2		AUDIBLE	
9		AUDIBLE	
7		AUDIBLE	
4		FREE SAFETY	
5 BLITZ		PROTECTED	
FIELD POSITION	20 to 20	COACHING POINTS: GOOD ROUTE VS. CORNERS WHO USE WIDE ALIGNMENT.	
HASH MARK	ALL		
AUDIBLE	99		

PASSING GAME

DROP BACK

"Y" SLOW = 419 GREEN 66



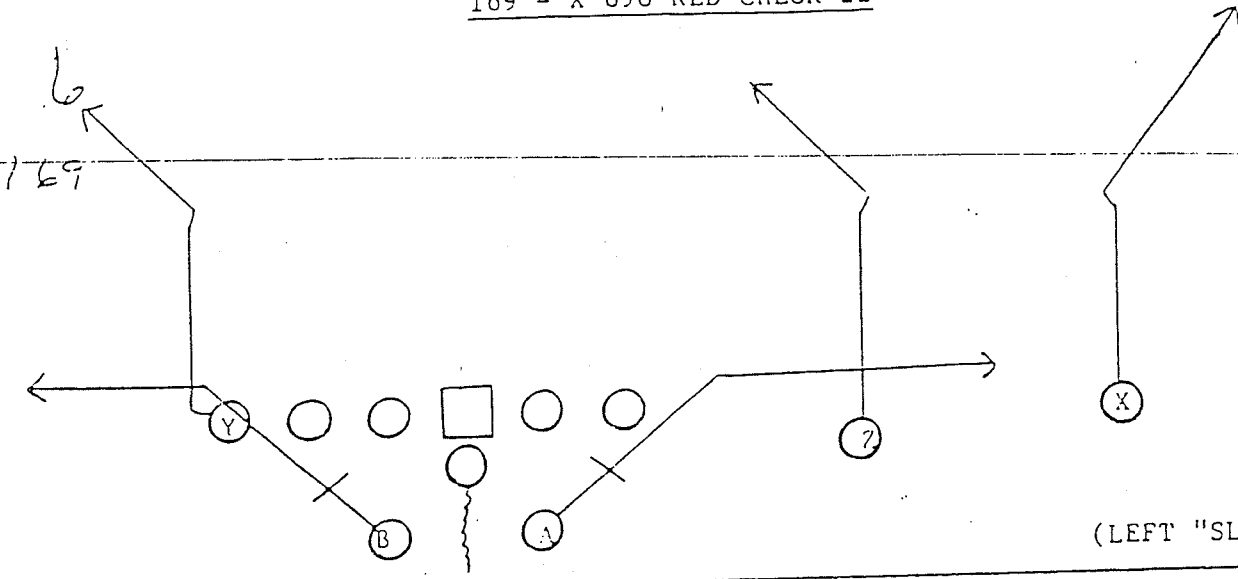
	QUARTERBACK	RECEIVERS AND BACKS
KEYS	Y AND SAM	
DROP & RELEASE	7 STEP	Y RELEASE INSIDE
READS AND ROUTES	SAM - LOOK HIM OFF	Y - DROP STEP TWO (2) COUNTS, RUN 1 ROUTE OVER THE BALL. A & B - LOOK UP LB'ERS AS YOU GO TO FLAG. B - ON "B" HOOK, HOOK OVER THE TOP OF Y'S DELAY.

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		Y READ SAM	
2		Y READ SAM	
9		Y READ SAM	
7		Y READ SAM	
4		Y READ SAM	
5 BLITZ		DROP TO Y	

FIELD POSITION	20 to 20	COACHING POINTS: "B" HOOK IS GOOD VS. COVER 2. RUN FROM RIGHT AND LEFT ONLY.
HASH MARK	ALL	
AUDIBLE		

PASSING GAME
DROP BACK

169 = X 696 RED CHECK 22



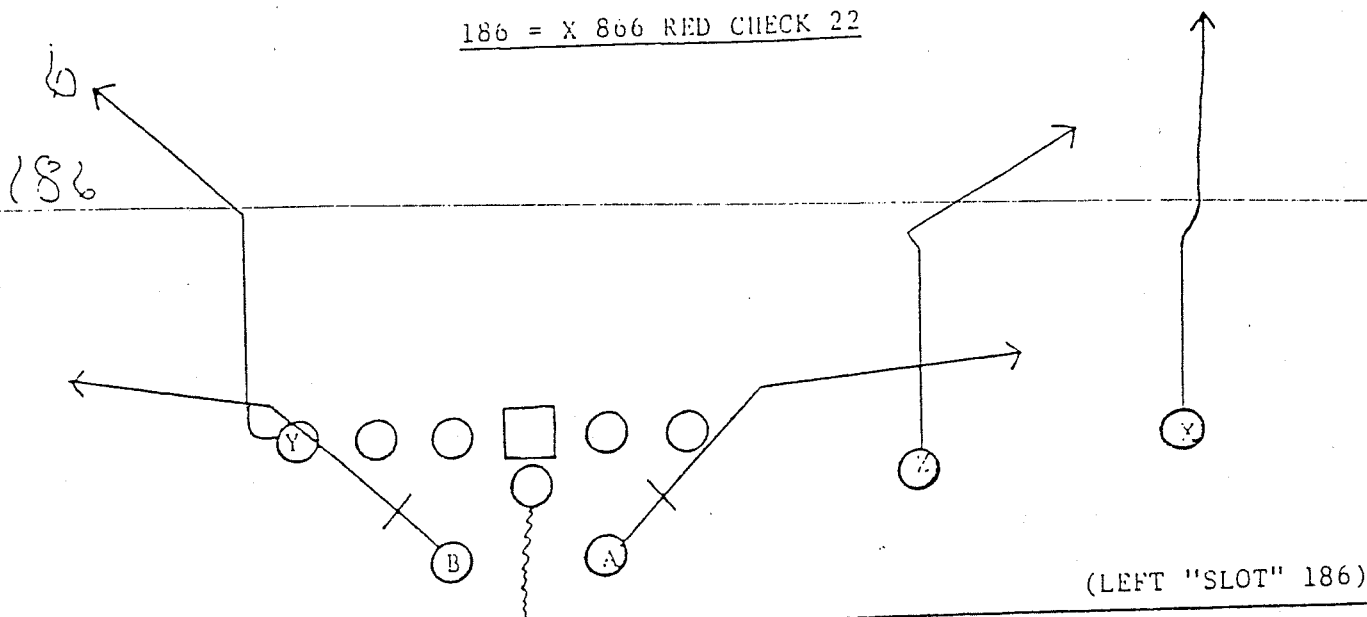
(LEFT "SLOT" 169)

169	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	FLAT AREA SLOT SIDE		
DROP & RELEASE	5 STEP (7 VS. COVER 2 AND 9)	Y - RELEASE OUTSIDE	
READS AND ROUTES	STRONG SAFETY AND STRONG CORNER.	Y & Z - MUST WORK HARD TO GET CLEAN RELEASE.	
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	SS & SC - X OR A		
2	CO TO X OR Y		WALT TO CORNER
9	TO CO Y		WALT TO CORNER
7	(SHOULD NOT SEE COVER 7 VS. SLOT)		
4	SS & SC		
5 BLITZ	PROTECTED		
FIELD POSITION	20 TO 20	COACHING POINTS: GOOD WITH Y OPEN. SET "SLOT" TO WIDE FIELD.	
HASH MARK	HASH TO GOAL POST		

PASSING GAME

DROP BACK

186 = X 866 RED CHECK 22



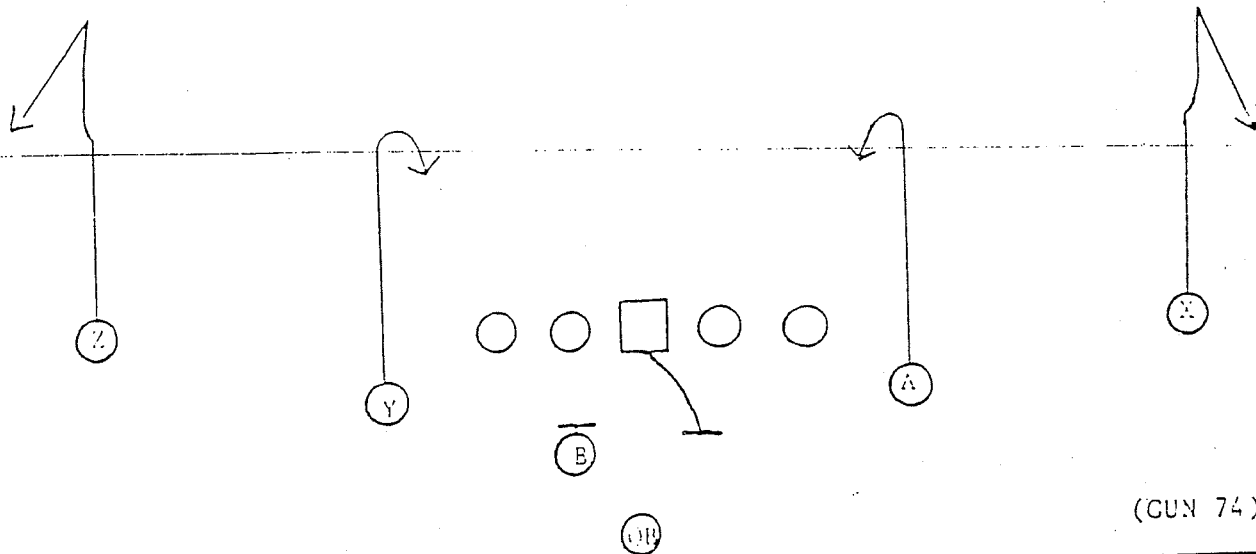
(LEFT "SLOT" 186)

186	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FLAT AREA SLOT SIDE	
DROP & RELEASE	7 STEP	Y - RELEASE OUTSIDE
READS AND ROUTES	STRONG SAFETY AND STRONG CENTER	Y AND Z - WORK HARD TO GET CLEAN RELEASE.

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	SS - Z OR A		
2	SC - Z OR A		WC - Y OR B
9	CO TO Y		WALT - Y OR B
7	(SHOULD NOT SEE COVER 7 VS. SLOT)		
4	SS - Z OR A		
5 BLITZ	PROTECTED		
FIELD POSITION	20 TO 20	COACHING POINTS: SET "SLOT" TO WIDE SIDE.	
HASH MARK	HASH TO COAL POST		
SCHEMATIC	186		

DROP BACK

74 - 454 RAY

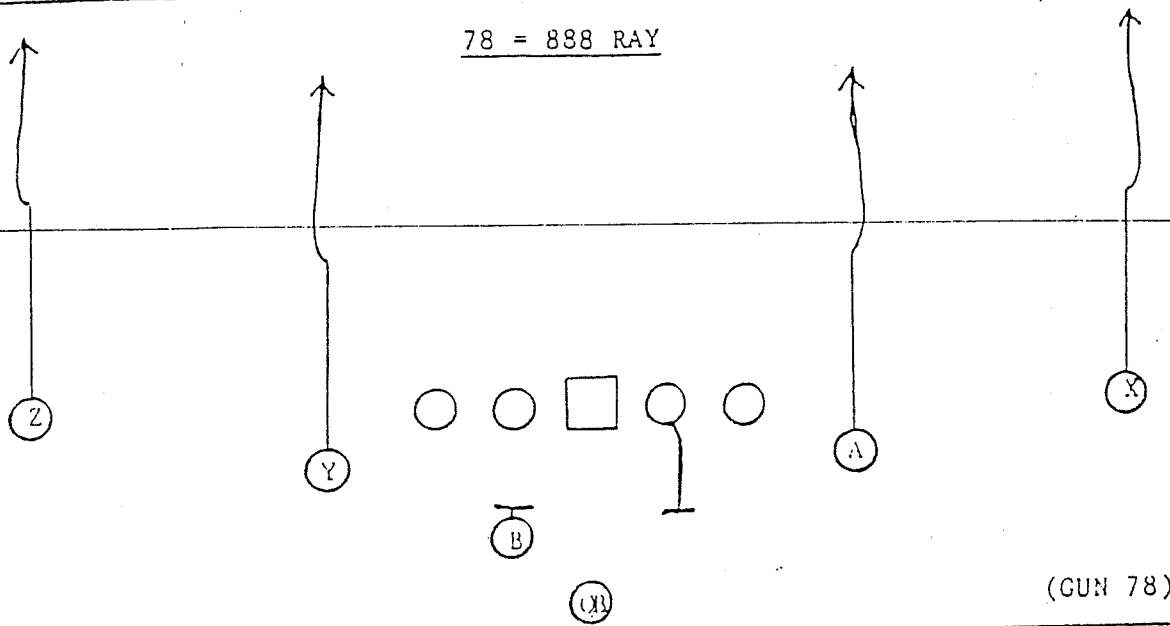


(GUN 74)

74	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FIND SS FOR COVERAGE	
DROP & RELEASE	GUN 3 STEP	
READS AND ROUTES	CORNERS ALIGNMENTS X - WALT Z - STRONG SAFETY	Y AND A - WORK HARD TO GET CLEAN RELEASE

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3	CORNER	Y - READ MIKE	CORNER
2	AUD. 76 OR 75		
9			AUD. 76 OR 75
7	AUD. 76 OR 75		
4	CORNER		CORNER
5 BLITZ	CORNER		CORNER
FIELD POSITION	20 - 20	COACHING POINTS: GOOD VS. CORNERS WHO PLAY DEEP AND INSIDE.	
HASH MARK	ALL		
APPROX			

DROP BACK

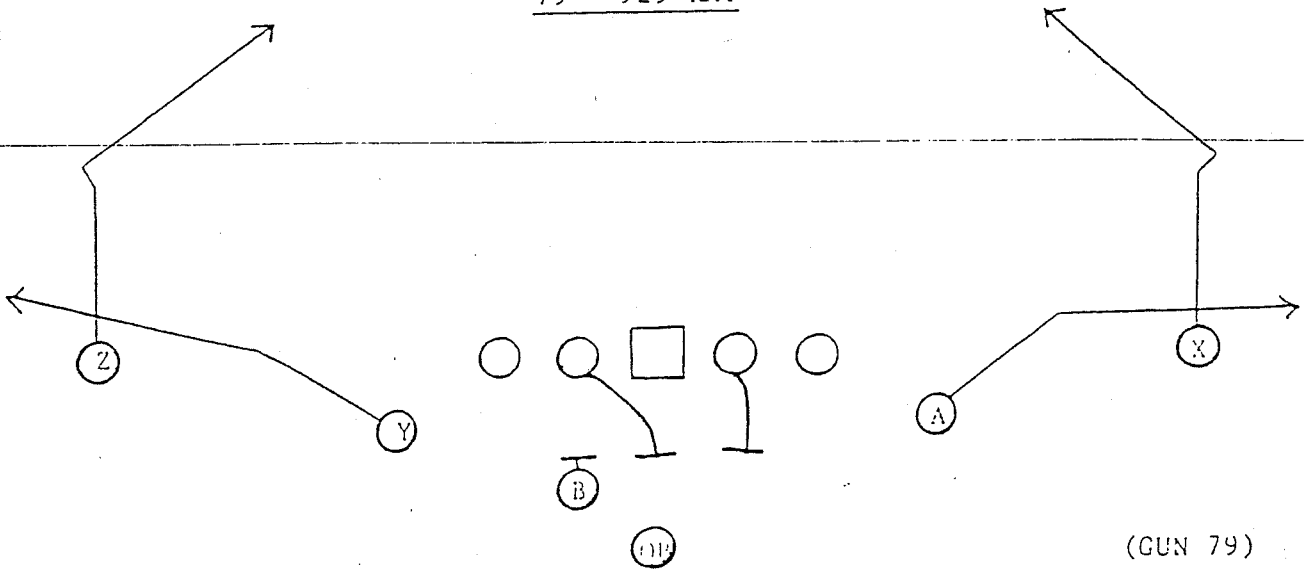


78	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FREE SAFETY	
DROP & RELEASE	GUN DROP	X AND Z - OUTSIDE RELEASE
READS AND ROUTES	READ FREE SAFETIES DROP AND THROW OPPOSITE	X AND Z - <u>MUST</u> STAY WIDE. Y AND A - RUN 8 ROUTE JUST INSIDE THE HASH MARK.

COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		FS	
2			FS
9			FS
7			FS
4	AUD 77 OR 79		
5 BLITZ	AUD 79 OR 77		
FIELD POSITION	20 - 20	COACHING POINTS: GOOD ROUTE VS. COVER 3 AND COVER 2	
HASH MARK	GOAL POST OR MIDDLE		
AUDIBLE	78		

PASSING GAME
DROPPING BACK

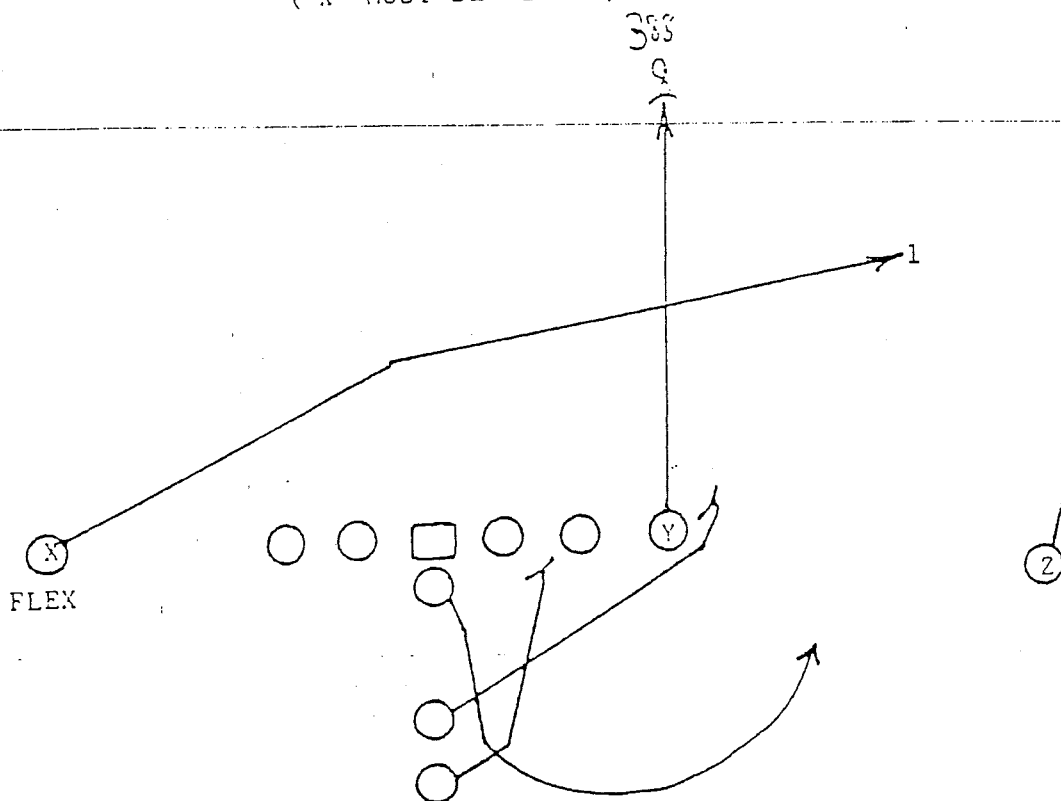
79 = 929 RAY



79	QUARTERBACK		RECEIVERS AND BACKS
KEYS	FREE SAFETY		
DROP & RELEASE	GUN DROP		
READS AND ROUTES	FREE SAFETY DROP AND THROW OPPOSITE.		
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		FS	
2	AUD. TO 76 OR 75		
9			AUD. TO 76 OR 75
7	AUD. TO 76 OR 75		
4		FS	
5 BLITZ		FS	
FIELD POSITION	-20 TO +10	COACHING POINTS:	
HASH MARK	ALL	GOOD VS. COVER 3 AND MAN COVERAGES. GOOD VS. CORNERS WHO LIKE TO PLAY OUTSIDE.	

PLAY ACTION PASSES

54 OR 55 ROLL X 388
("X" MUST BE FLEXED)

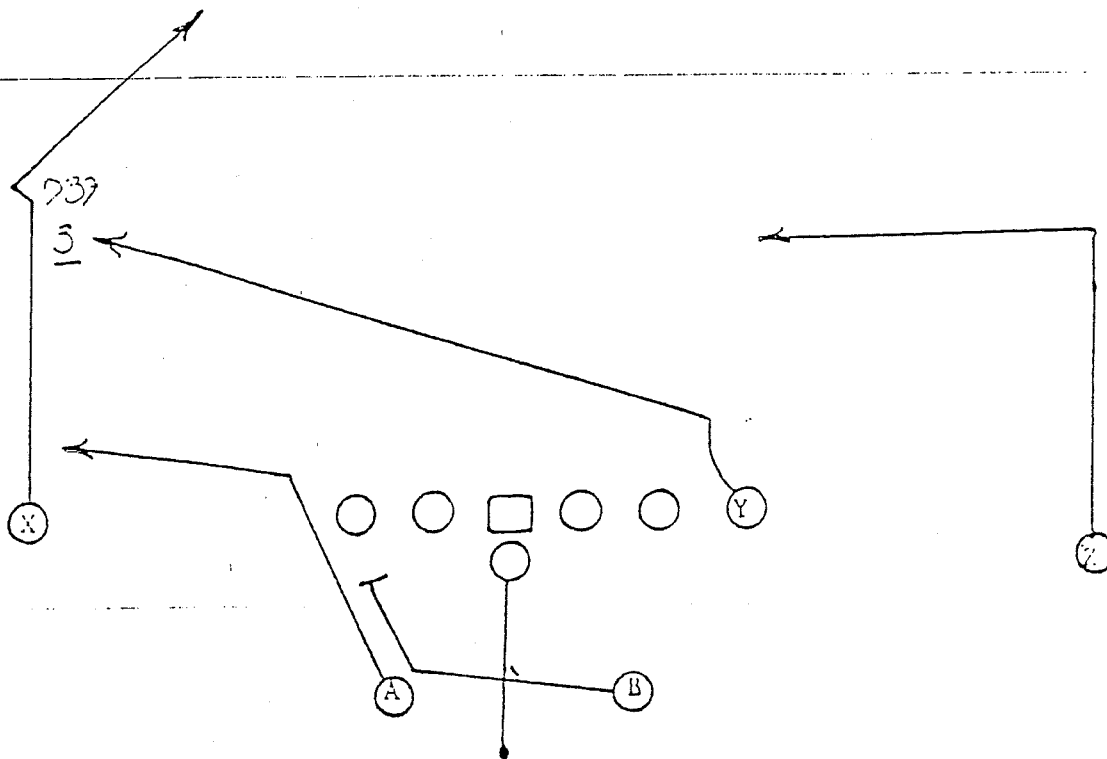


(I RIGHT "FLEX" 54 ROLL X 388)

ASSIGNMENTS

- LINEMEN - BLOCK 54 OR 55 ROLL PROTECTION.
- HB AND FB - BLOCK 54 OR 55 ROLL PROTECTION.
- Y - TAKE EASY RELEASE AND RUN EIGHT (8) ROUTE.
- X - INSIDE RELEASE AND RUN THREE (3) ROUTE.
- Z - RELEASE OUTSIDE AND RUN EIGHT (8) ROUTE.
- QB - 54 OR 55 ROLL ACTION. BEST RUN ON SNAP COUNT. GOOD AGAINST ALL COVERAGES EXCEPT COVER NINE (9). SE (X) IS THE PRIMARY RECEIVER. MUST BE RUN FROM "FLEX". PROTECTED. STRONG SIDE CALL.

56 OR "57" Y 739

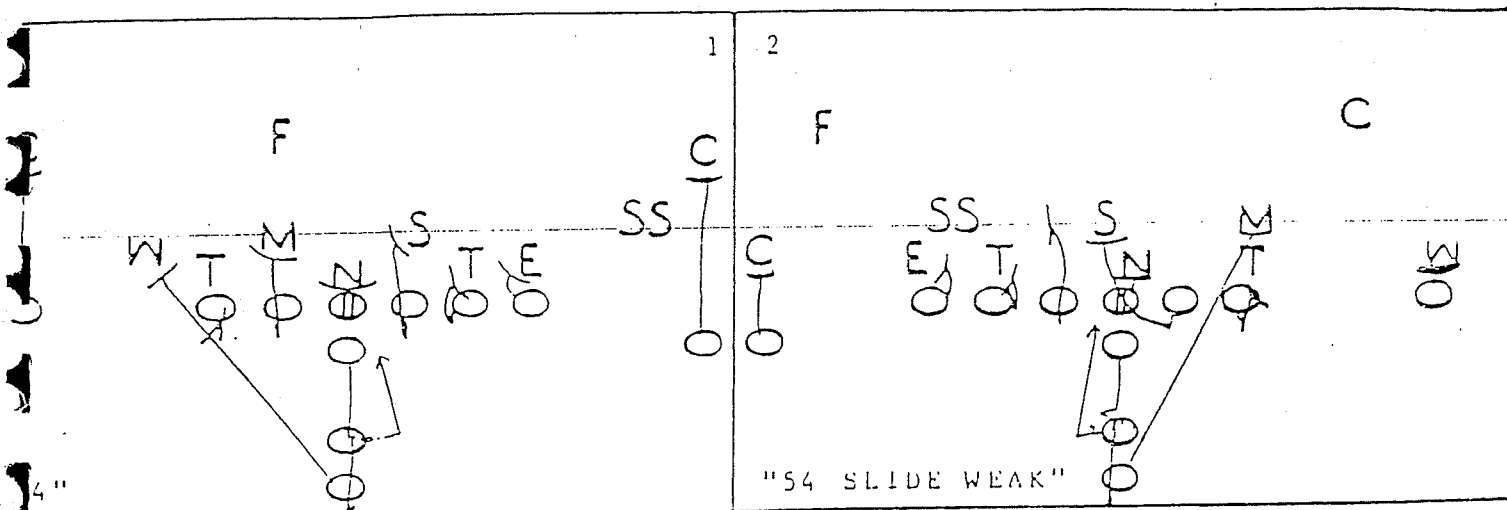


(RIGHT 57 Y 739)

ASSIGMENTS

- | | | |
|-----------|---|--|
| LINEMEN | - | BLOCK 56 OR 57 PASS PROTECTION. |
| HB and FB | - | EXECUTE 56 OR 57 PASS PROTECTION. |
| Y | - | RUN THREE (3) ROUTE, INSIDE RELEASE WHEN POSSIBLE. |
| X | - | RUN LONG NINE (9) ROUTE. |
| Z | - | RUN SEVEN (7) ROUTE. |
| QB | - | EXECUTE 56 or 57, WHICH IS FAKE "LOCK". SET QUICK TO PASS ABOUT 9-10 YDS. DEEP. KEY WALT VS. COVER 3 AND 9. KEY WEAK CORNER VS. COVER 2 AND 7. GOOD VS. COVER 2 AND 7. CALL TO WEAK SIDE ONLY. |

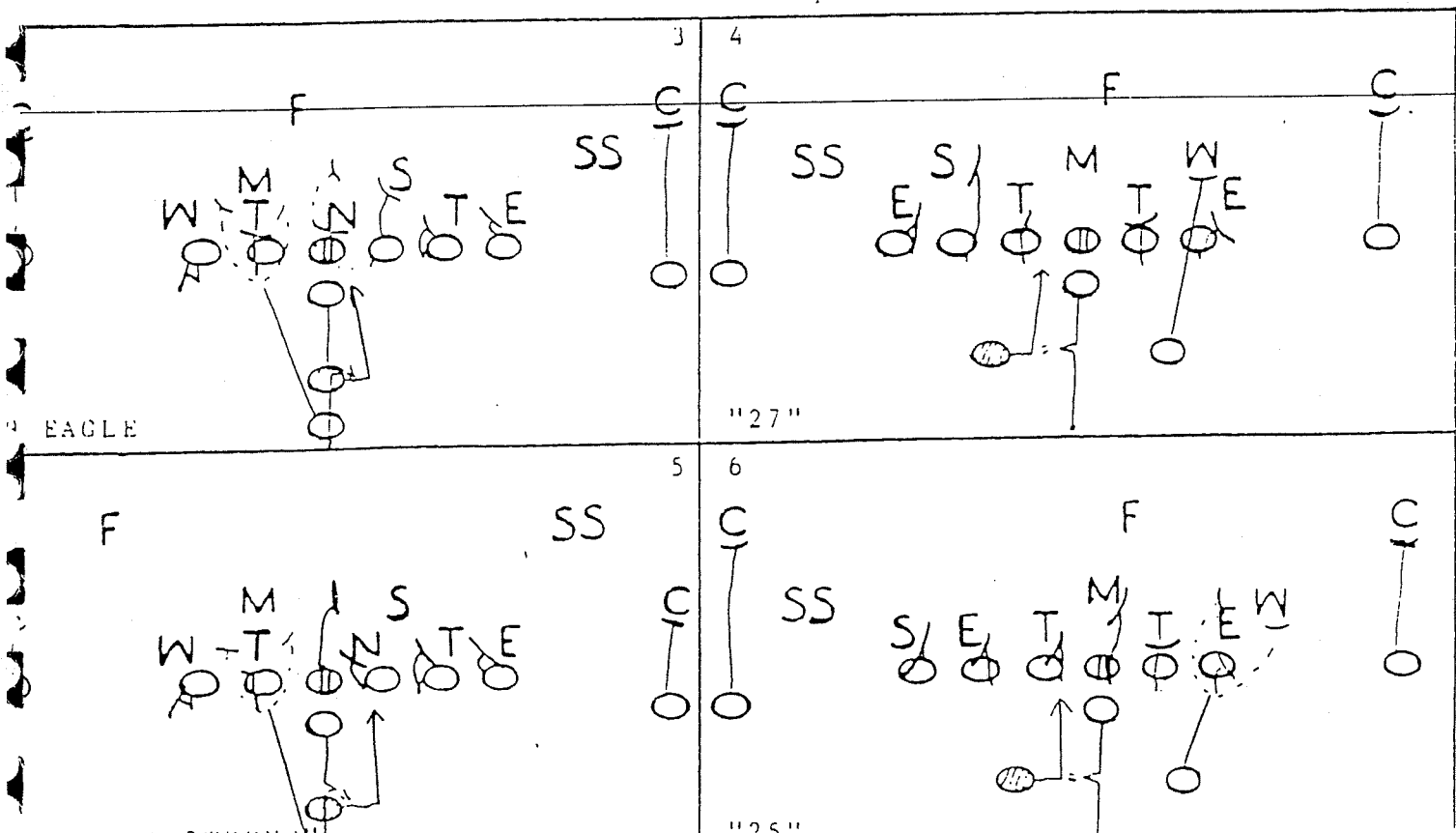
nd 5 - From I
 ,45,34 and 35 - From RIGHT, LEFT, PRO AND STRONG.



ASSIGNMENTS

- X - RUN OFF.
- OFF T - PASS SET - MAN ON - POSSIBLE SCISSIONS (TACKLE WILL CALL).
- OFF G - PASS SET - MAN ON - POSSIBLE SCISSIONS.
- CENTER - PASS SET - MAN ON - TAKE ANY DIRECTION - (NO PENETRATION).
- ON G - PASS SET - MAN ON - POSSIBLE SLIDE CALL - COVER TAKE ANY DIRECTION.
- ON T - PASS SET - MAN ON - POSSIBLE SLIDE CALL.
- Y - MAN CUTOFF.
- Z - RUN OFF
- FB - SHOW RED PROTECTION, WAIT FOR BALL, KEY NOSE VS. ODD DEF., TACKLE OVER GUARD VS. EVEN DEF. RUN TO DAYLIGHT.
- HB - SHOW RED PROTECTION, THEN SEARCH OUT AND BLOCK WALT.
- QB - SHOW DROP BACK PASS, PUT BALL IN BACK'S POCKET, CONTINUE BACK, SET TO PASS.

THIS IS A "HIKE" PLAY, CALL TO WEAK SIDE ONLY.

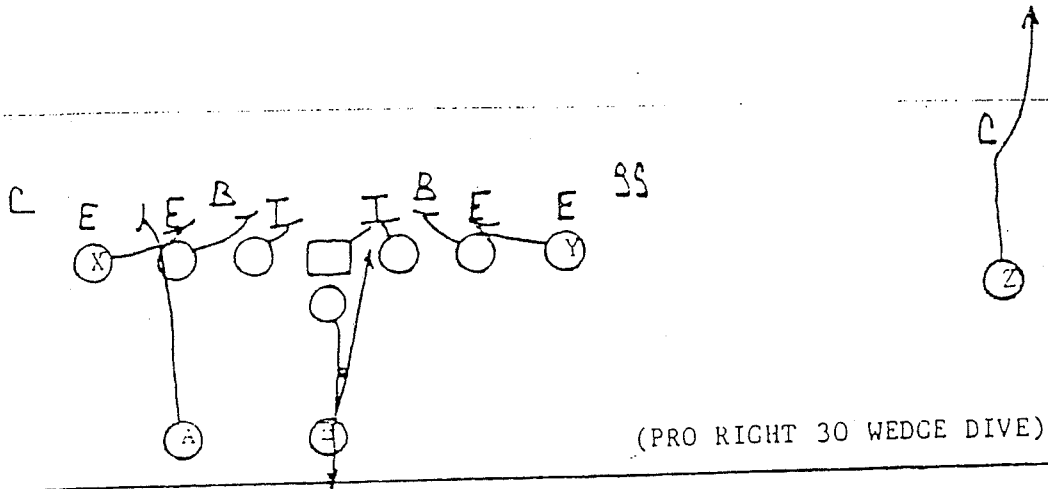


EAGLE

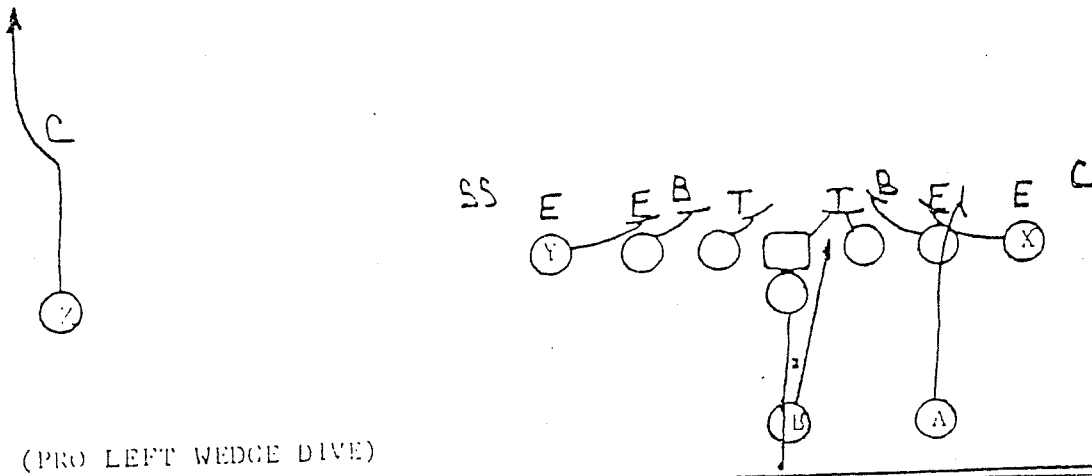
"25"

GOAL LINE AND SHORT YARDAGE OFFENSE

30 WEDGE DIVE



30 WEDGE DIVE

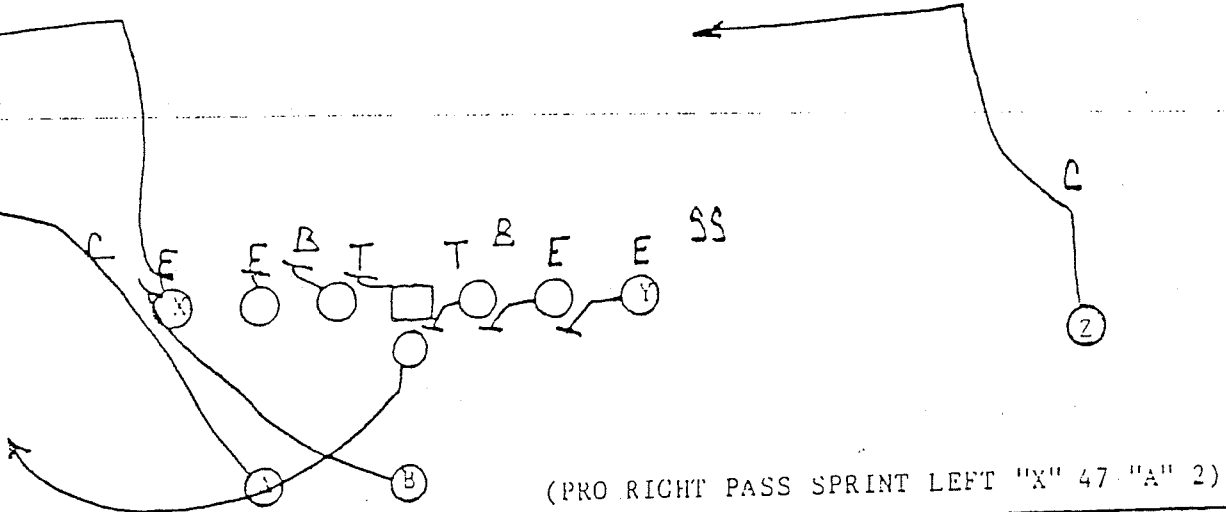


ASSIGNMENTS

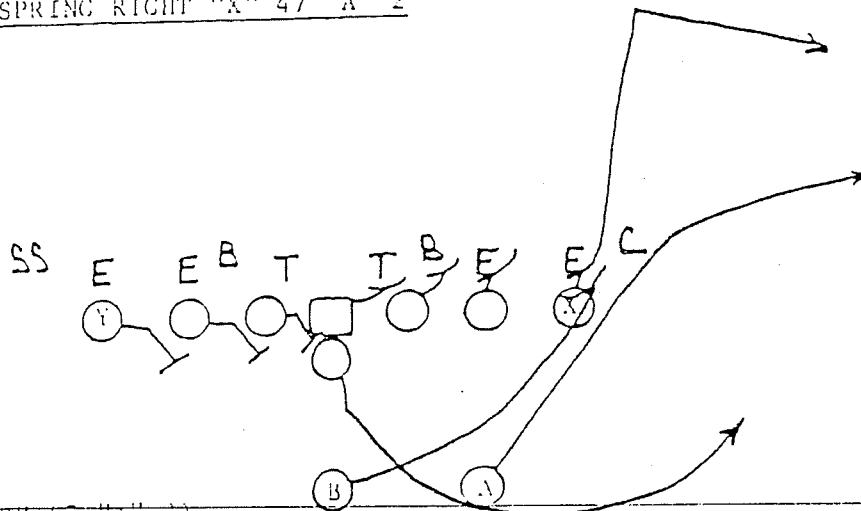
- Z - RUN HIM OFF.
- LINE AND TE'S - WEDGE BLOCK "O" HOLE.
- FULLBACK - EXPLODE TO "O" HOLE.
- HALFBACK - DRIVE THROUGH OUTSIDE HIP OF YOUR TACKLE ON YOUR SIDE, BLOCK FIRST COLOR.
- QUARTERBACK - OPEN, CLEAR LANE AS YOU REACH DEEP TO HAND OFF, SET TO PASS.

COAL LINE AND SHORT YARDAGE

PASS SPRINT LEFT "X" 47 "A" 2



PASS SPRING RIGHT "X" 47 "A" 2



PASS SPRINT RIGHT "X" 47 "A" 2

ASSIGNMENTS

- Z - RUN 7 ROUTE.
- X - RUN 4 ROUTE.
- AND C - REACH CUT OFF BLOCK.
- AND Y - HINGE BLOCK.
- BACK - LOAD BLOCK MAN OVER RIGHT END.
- BACK - RUN 2 ROUTE.
- BACK - OPEN, GET DEPTH AS YOU SPRINT ONSIDE TO THROW, READ FLAT AREA.