

**1984  
Houston  
Gamblers  
Run 'N' Shoot  
Offensive  
PLAYBOOK**



**Mouse Davis**

## OFFENSIVE LINE TERMINOLOGY

- ACE - Double team block by guard and center on man over center.
- CAL - Center blocking off linebacker.
- CHOKE - Center blocking offside, the offside guard pulling around center and leading on Mike.
- COB - Onside guard blocking down on man over center; center pulling around guard and leading on linebacker.
- COMBO - Blocking combination that is used by offensive tackly and Y or Wing to wall off the defensive end and linebacker.
- CUT - Driving shoulder-body block through knee of opponent to cut his feet from under him. used to prevent penetration on in-line blocks and in the open field.
- CUT-OFF - The position and sealing off defensive man between you and the ball-carrier.
- DEUCE - Double-team block by guard and tackle on man over guard.
- DOG - Double-team block by center and on guard on man over guard. Used in short yardage or goal-line situations.
- DOT - Double-team block by center and off guard on man over guard. Used in short yardage or goal-line situations.
- DUDAD - Combination block by guard and tackle on two defensive men - a defensive lineman and a linebacker.
- DRIVE - Aggressive head block through the numbers. The key block in our running game.
- FAN - A call between the tackle and guard blocking to their outside.
- FOLD - Term used to tell the guard to block out and the tackle to step around and lead up through the hole.
- FOUR - Double-team block by the tight end and wingback.
- GAP - Inside gap blocking by all onside linemen. In passing game - center blocks off gap and onside guard blocks onside gap.
- GEE - Combination block by tight end, tackle, and guard. Tight end and tackle block down and guard pulls and kicks out on strong linebacker.

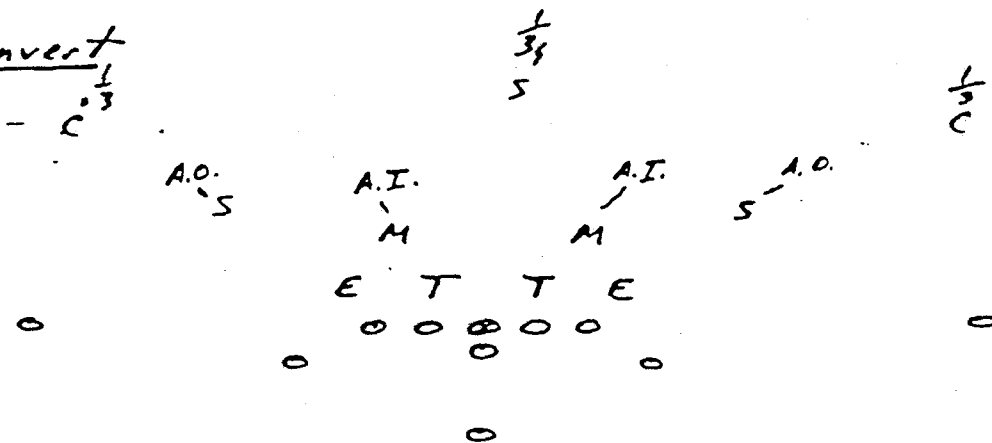
- GEORGE - Combination block by tight end, tackle, and guard. Tight end and tackle block man over and guard pulls for inside linebacker.
- HELP - Telling back that linemen are blocking gap and they have outside man on passes.
- INFLUENCE - Action by offensive player to encourage defensive man to react to his block or movement.
- KEY - Term for a type of pass protection on 74 and 75 passes.
- KICK (Trap)- Off guard pulling and kicking out at point of attack anything that shows in designated hole.
- L & R - Center working in that direction.
- LOG - Adjustment blocker makes on traps, chokes, oh's, gee's, tag's, and take's. The blocker finds the defensive man has closed the hole. He uses the defensive man's momentum and drives him on in the same direction as his charge.
- ODD - Changing kick block from influence to down block.
- OFF - Center blocking any situation to the offside that develops when the off guard pulls or traps.
- OFFSIDE - Side away from point of attack.
- OH - Term used to denote off guard pulling to lead outside plays or to lead through particular holes.
- ONSIDE - Area or men at point of attack.
- QUICK - Changes trap to inside trap.
- REACH - Lineman "reaches" defensive lineman to his outside, squaring up to him and controlling him on the L.O.S.
- READ - Guard pulling for inside linebacker but looking inside in case he shoots gap.
- SET - Momentary set as on pass protection to influence defensive man
- SIFT - Combination assignment of offside tackle to shut off pursuit of end or linebacker.
- SLIP - Combination block by two blockers on a defensive lineman and a linebacker.
- SOLID - Term used for man-on-man blocking.

- SWITCH - A call telling the offensive line to change men in pass protection.
- SWOOP - Term used to describe offside guard, tackle, and tight end pulling down line of scrimmage and securing their inside gap.
- TREY - Double-team block by tackle and end on man over tackle.
- WEDGE - Center, guard, tackle, and tight end all using a driving shoulder block at one designated position.
- WIDE - Offensive tackle telling Y or Wing to exchange men on running plays.

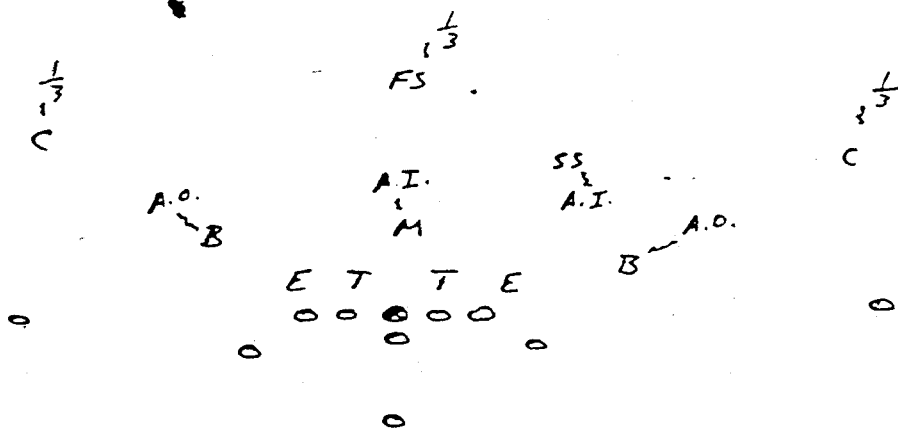
as all of our patterns, we must be able to recognize the coverages that we are confronted with. Illustrated below are the major coverage groups that we saw in 1983. There are variations branching off of all of these. However, all coverages are placed in these major groups below. Fronts obviously vary some as well.

COVER 4

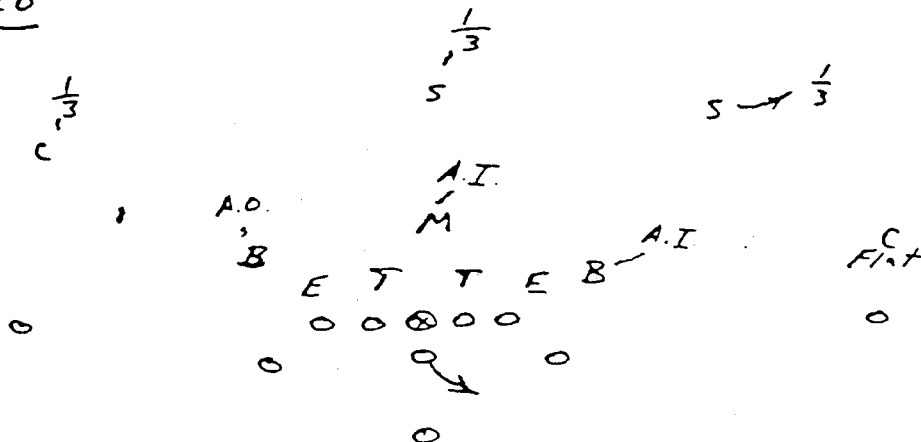
A. 4 Invert



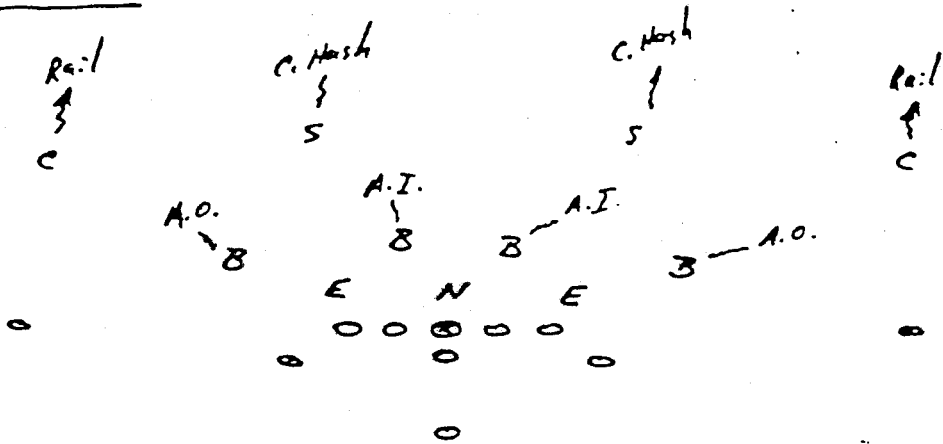
4 Buzz



C. 4 Cleo



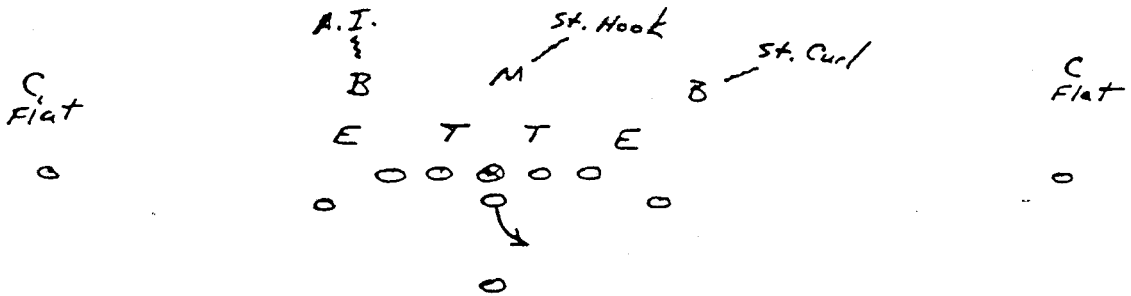
D. 4 Across



E. 2

$\frac{1}{2} \times 5$

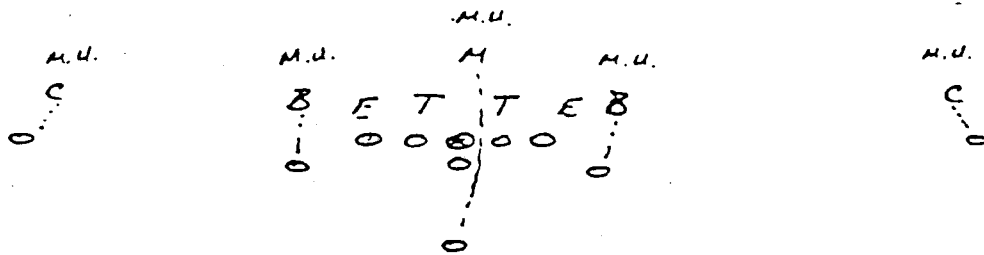
$5 \times \frac{1}{2}$



F. 5

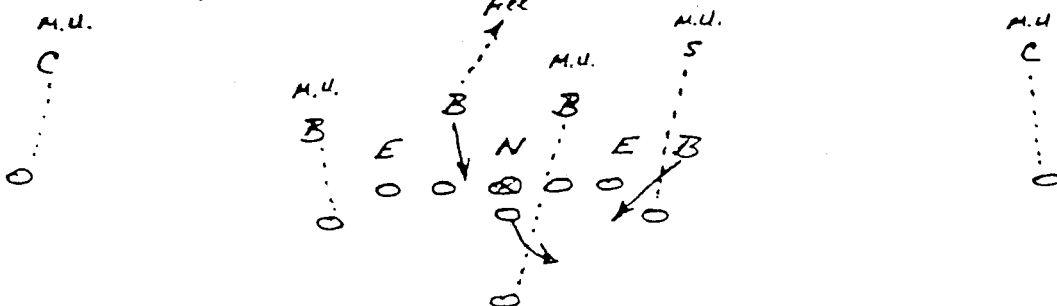
$\frac{1}{2} \times 5$

$5 \times \frac{1}{2}$

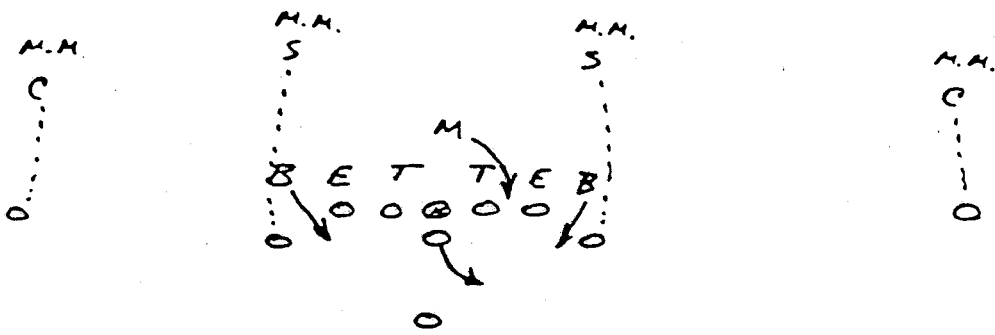


G. 1

$\frac{1}{2} \times 5$

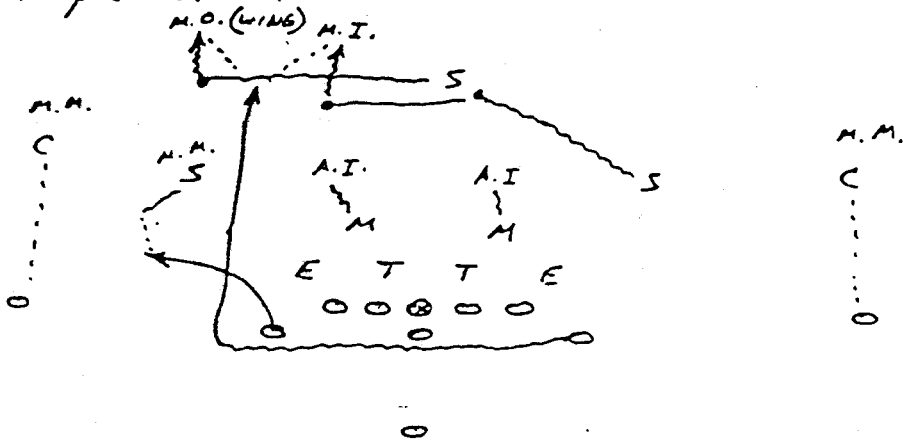


H. BLITZ (MAN)

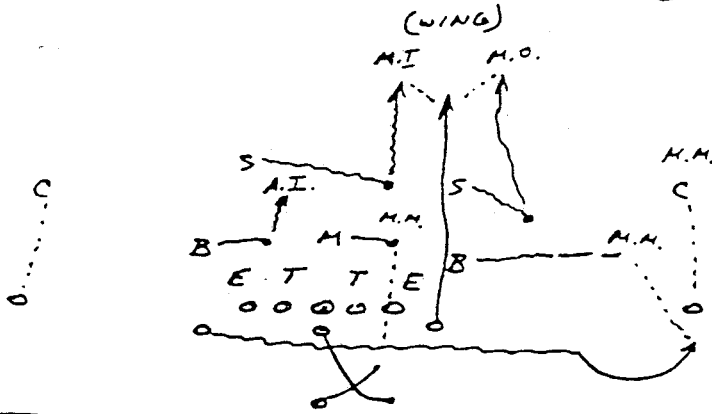


I. WING-COMBO

A. ONE EXAMPLE vs. 61 X GO



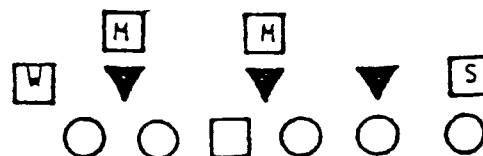
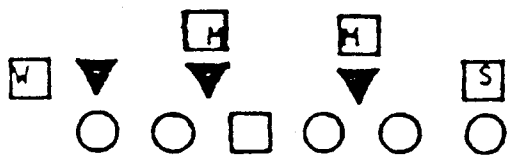
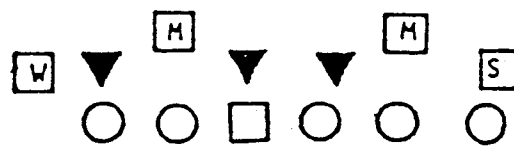
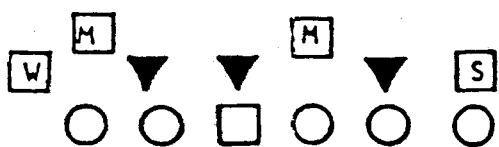
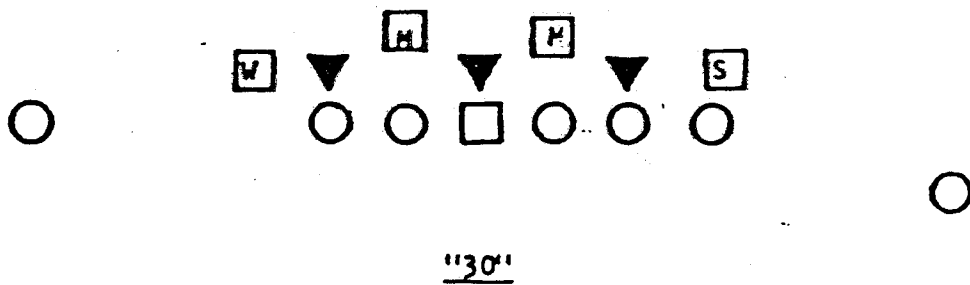
B. ONE EXAMPLE vs. 60 Z SLIDE - Y Post or Flag



C. ONE EXAMPLE vs. 90 SWITCH WING M.O.



DEFENSIVE "30" FRONTS





A. DOGS -

1. FOX - DOG BY ONE BACKER

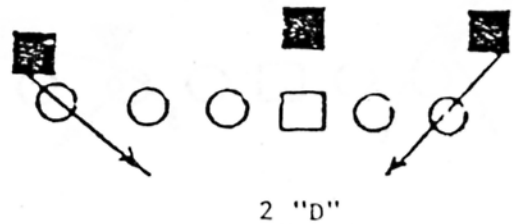
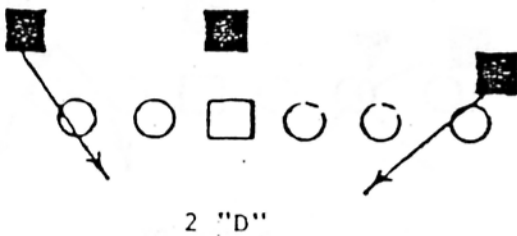
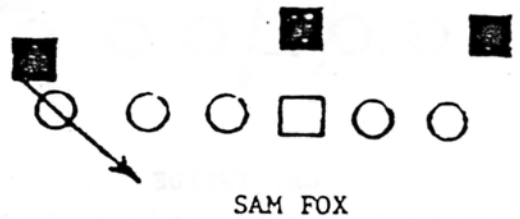
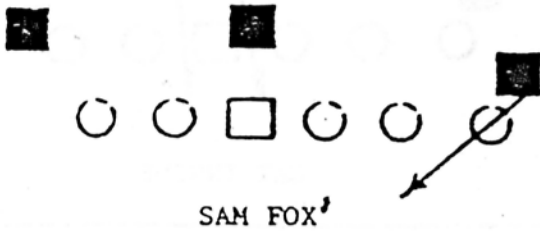
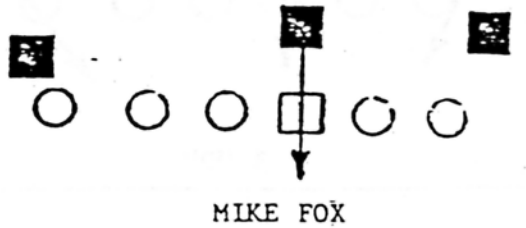
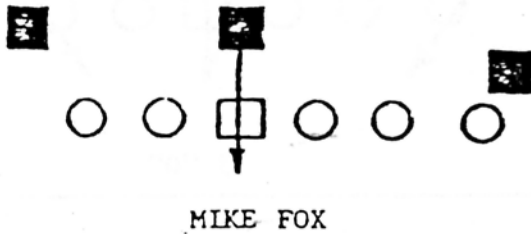
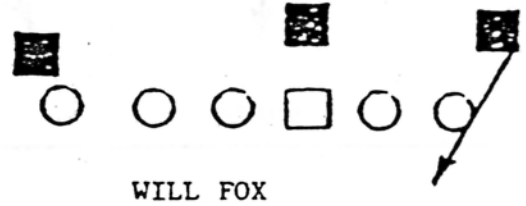
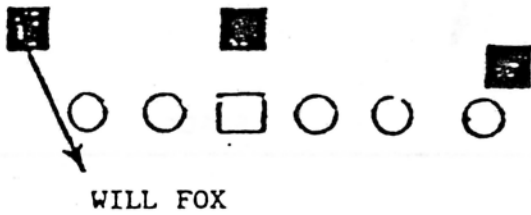
2. OX - EXCHANGE IN ASSIGNMENT BETWEEN THE DEF. END AND OUTSIDE LINEBACKER.

NOTE: A DOG WITH MORE THAN ONE LINEBACKER INCLUDED WILL BE GIVEN A NAME (CAT, SMACK).

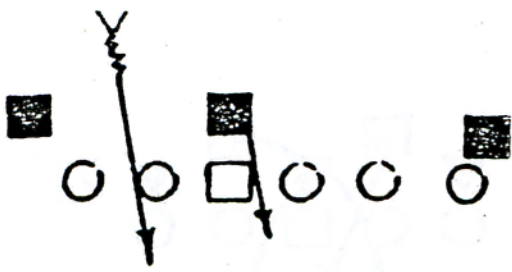
B. BLITZ - SAFETIES COMING ON RUSH.

C. STUNT - A RUSH INVOLVING DOWN LINEMEN.

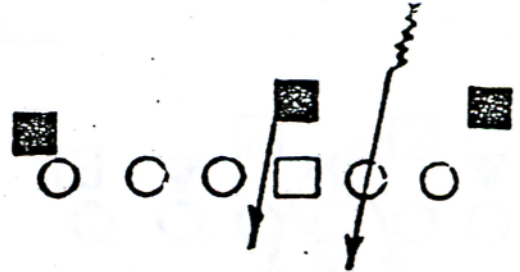
D. NAMES - WILL=WEAKSIDE LB, SAM=STRONGSIDE LB, MIKE=MIDDLE LB, MAC=STRONGSIDE MIDDLE LB



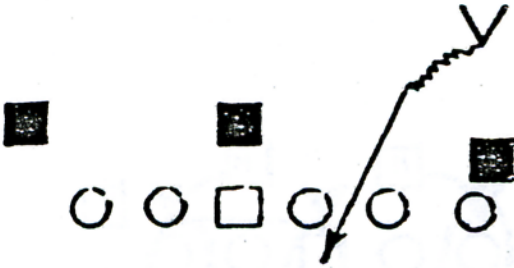




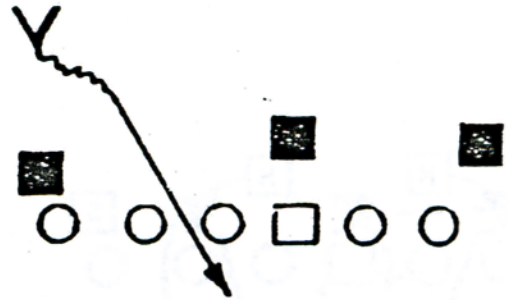
WEAK SAFETY BLITZ



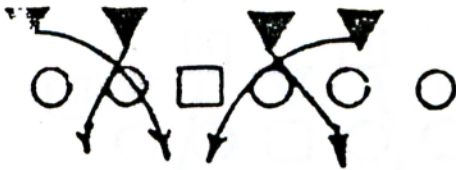
WEAK SAFETY BLITZ



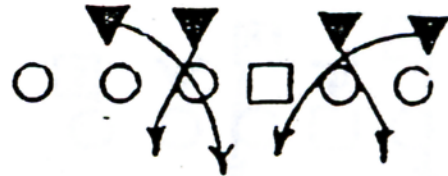
STRONG SAFETY BLITZ



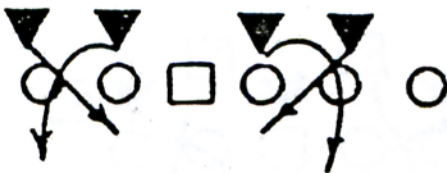
STRONG SAFETY BLITZ



DOUBLE TE



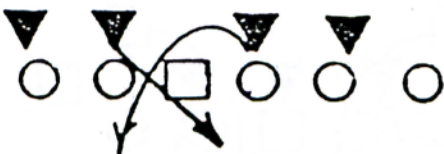
DOUBLE TE



DOUBLE ET



DOUBLE ET



TT

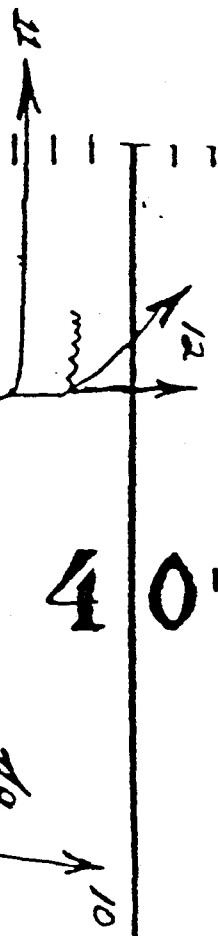


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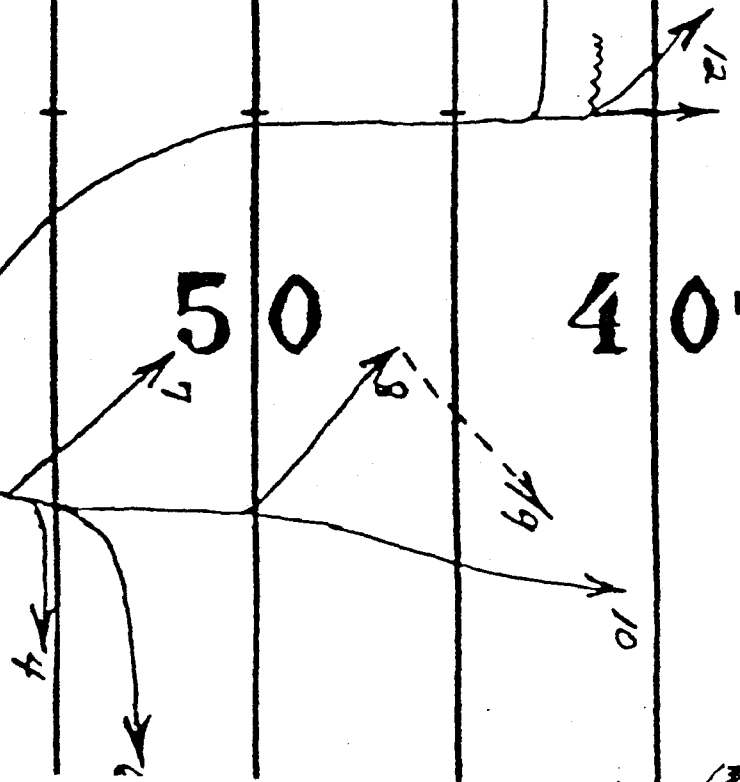


(X MIRRORED)

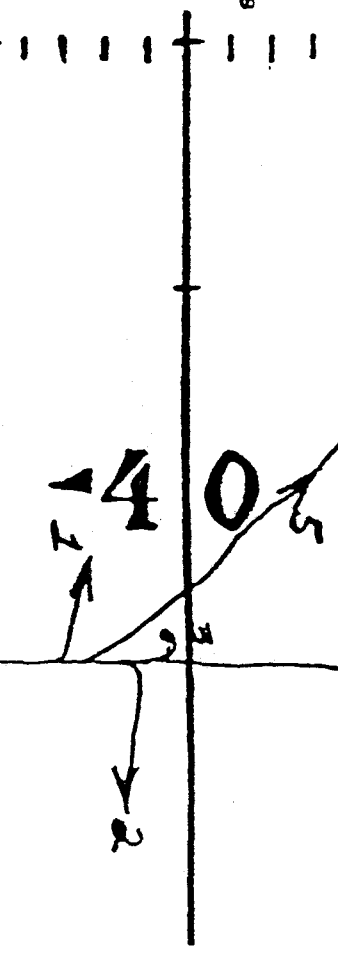
51  
0



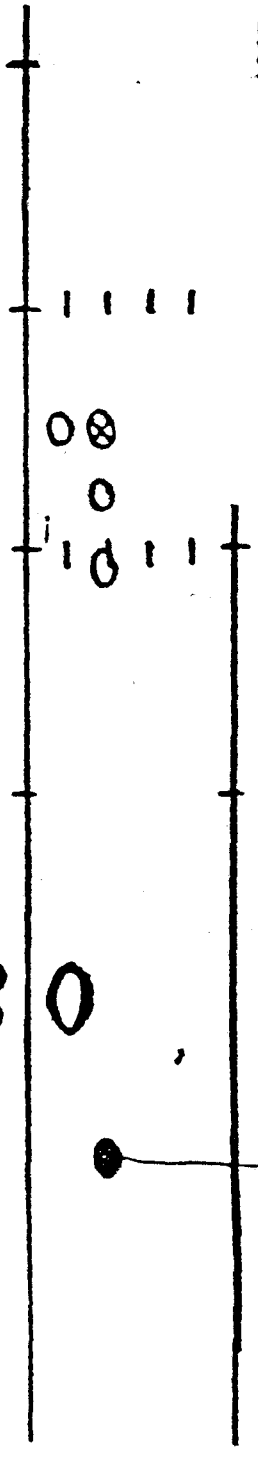
50



40



30



SIGHT READ CONVERSIONS & OPTIONS:

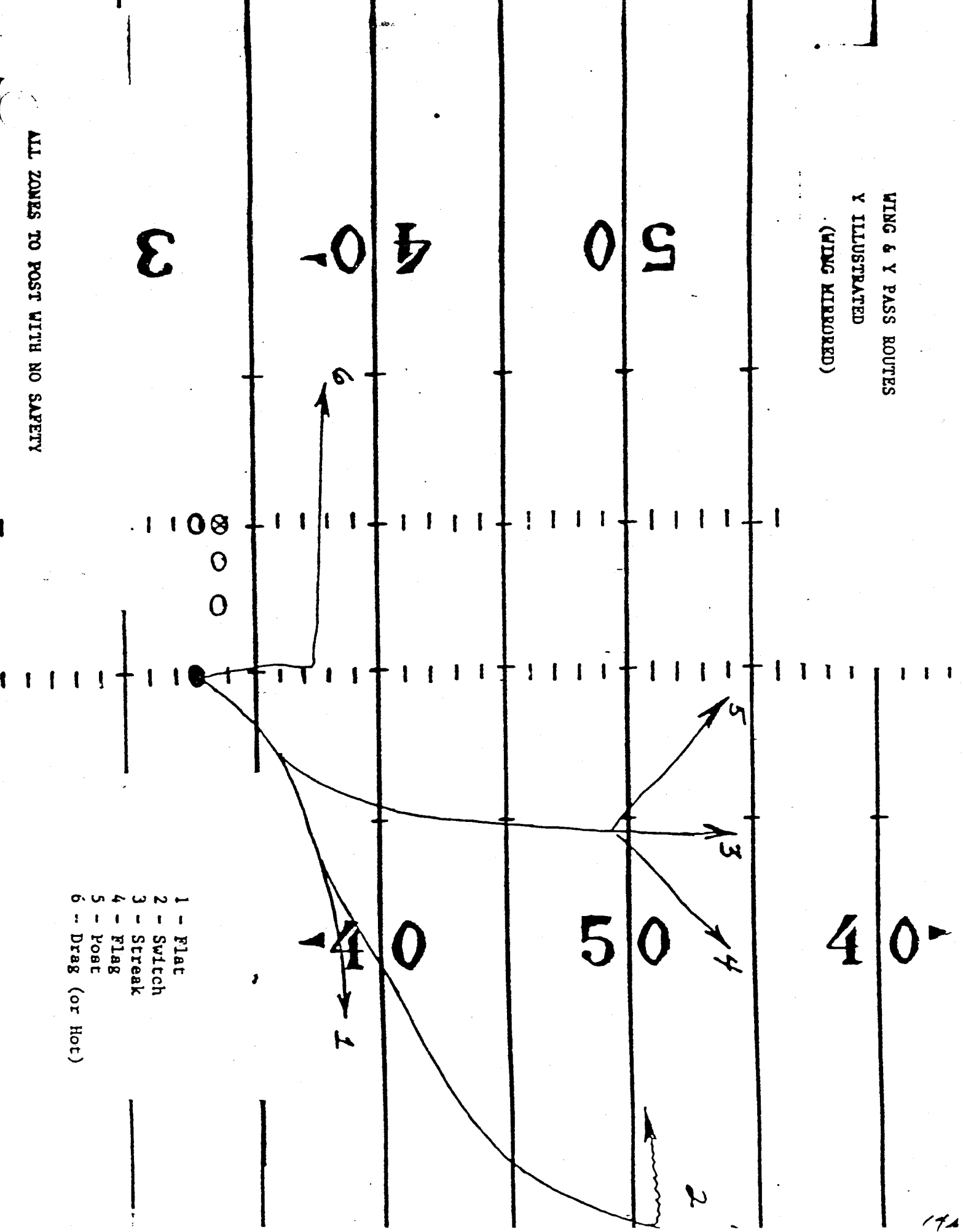
1. All outs to fades vs. Bump and Run & Cleo looks
2. All Posts to corner vs. Bump and Run & Cleo looks
3. All Curl and In's to outs vs. man

Listed below are the basic routes as diagramed. And naturally option variations can be run from these basic routes such as a GO to a Comeback, a choice out to an Up, a Go to a Curl, a Post to a Double Post, Corner to Double Corner, Etc.

BASIC WR ROUTES:

- 1 - Slant
- 2 - Quick Out
- 3 - Hitch
- 4 - Pressure Out
- 5 - Slide
- 6 - Choice Out
- 7 - Choice Post
- 8 - Post
- 9 - Corner
- 10 - Go & Fade
- 11 - Cross & Square It
- 12 - Switch

WING & Y PASS ROUTES  
 Y ILLUSTRATED  
 (WING MIRRORED)

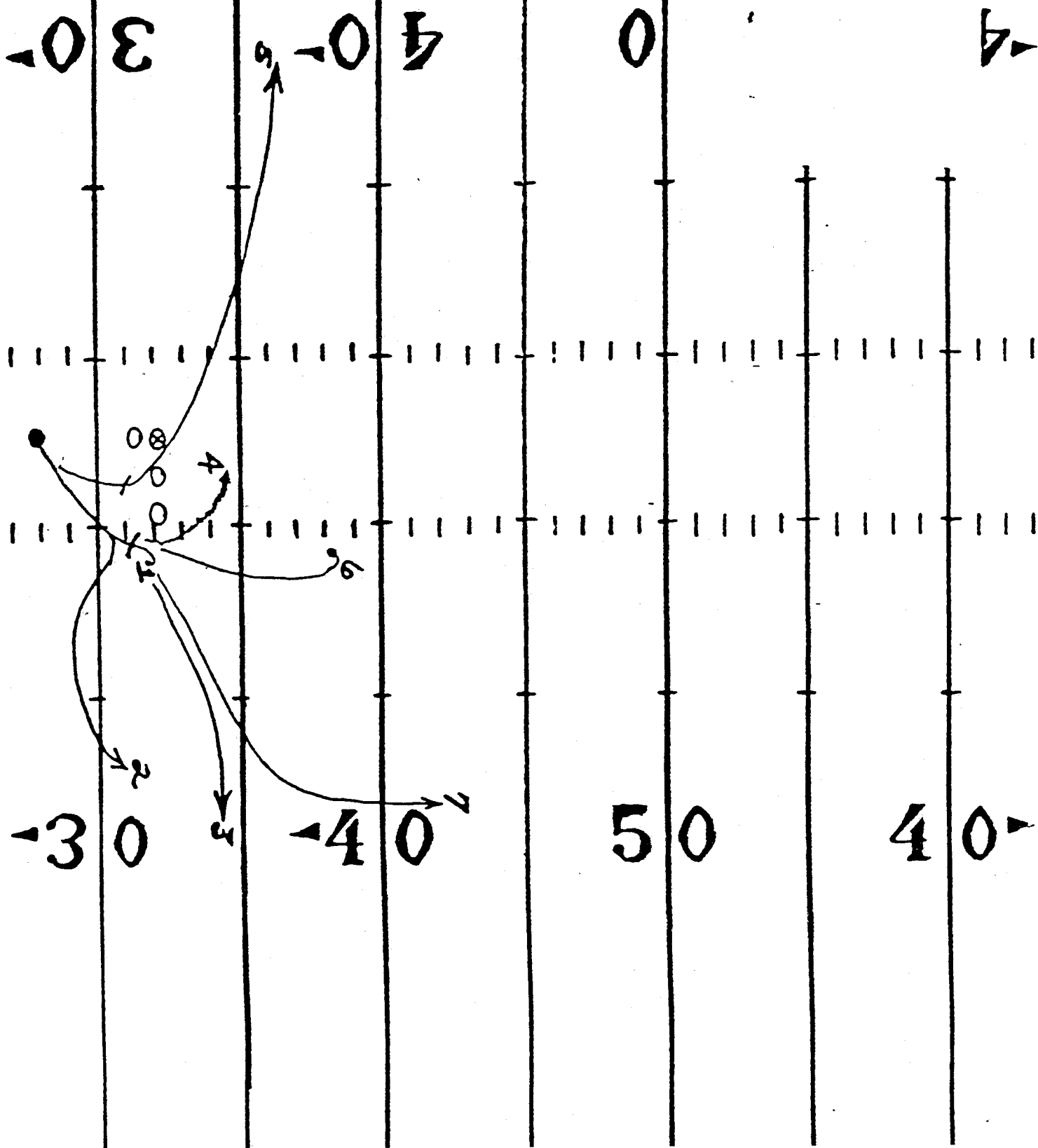


- 1 - Flag
- 2 - Switch
- 3 - Streak
- 4 - Flag
- 5 - Post
- 6 - Drag (or Hot)

ALL ZONES TO POST WITH NO SAFETY

8 BACK PASS ROUTES

- 1 - Screen
- 2 - Swing
- 3 - Plac
- 4 - Delay
- 5 - Drag
- 6 - Hook
- 7 - Rim



BLITZ There are few solutions in handling a blitz by the free or strong safety. Naturally, we can handle it with our sight adjustments. In addition, we may use a special line call to compensate for a 4 man to one side rush. And naturally, we can get to the use of extra blockers (62-63 protection) or use a 50 check. These are merely a few of our thoughts.

#### SIGHT ADJUSTMENT

##### X and Z

You must find the safety to your side on all our 60 & 90 series patterns. If the safety to your side is on a blitz, we will sight adjust to a quick slant when the corner is off and to a fade vs. bump and run. We will not sight adjust any route where an inside receiver is on a flat route to the side of the pattern. Naturally, specific called routes will declare your particular adjustment vs. blitz read.

#### UNCOVERED RECEIVER

We handle three ways:

- 1.) 50 Audible
- 2.) Hot call by open man with QB visually reading and making the throw
- 3.) Facemask signal by receiver to QB recognizing open area and making throw.



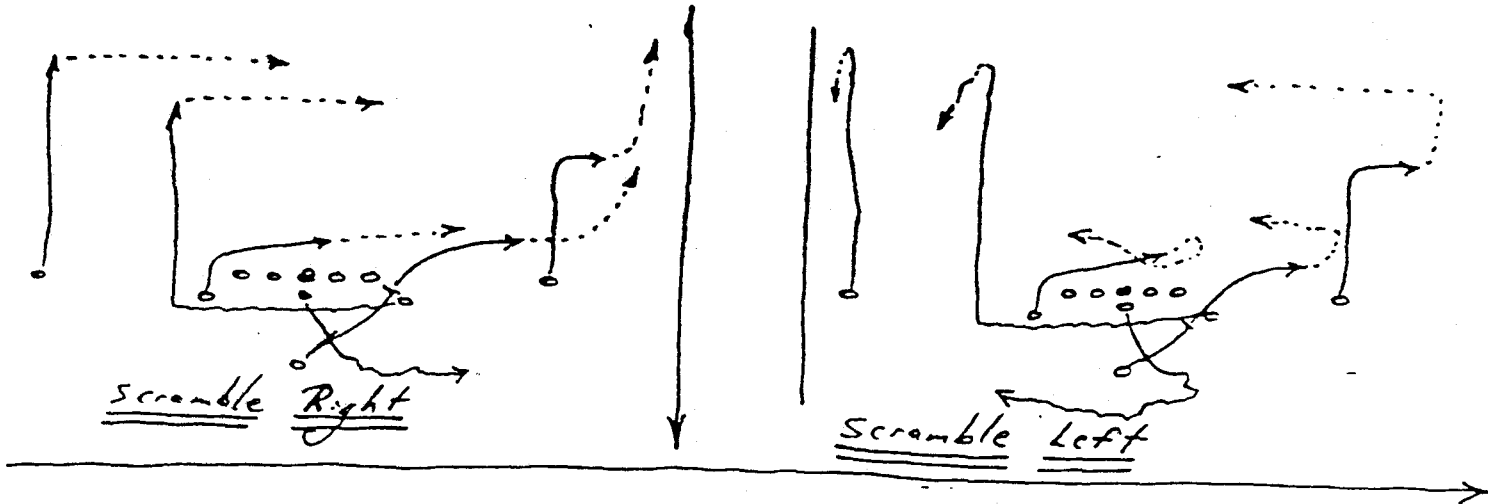
### C. S BACK SCRAMBLE RULES

1. All routes with exception of Rim are short depth.  
If scramble occurs merely move in direction of scramble (lateral movement) by filtering under control vs. zone cover or fast separation vs. man.
  - a. In addition, flat route would force you to adjust up the boundary.
  - b. Rim route will put you in intermediate (8-20 yard depth area).  
-Same rules apply as short routes here.

### D. Overall Diagram Examples:

1. Load-60Z Choice-S Flat

(Same Call)

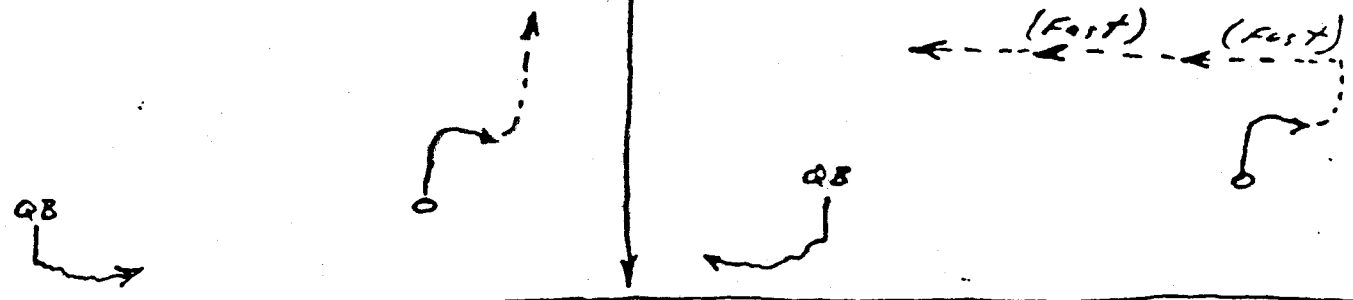


### E. Quarterback Composure

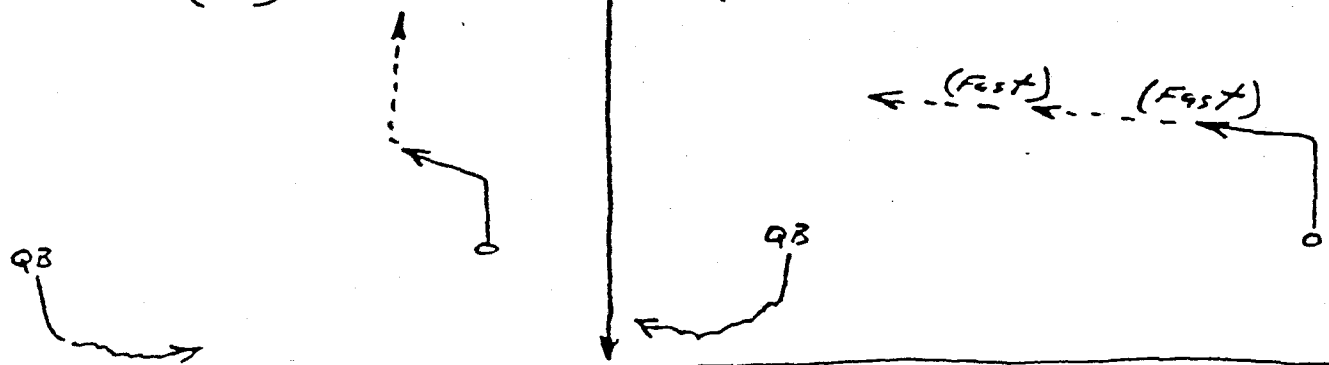
1. Although certainly not planned some of the biggest plays may occur here. QB will not panic and get tunnel vision "merely looking to run." Keep moving avoiding rush while keeping a peripheral view downfield. This can be extremely confusing to zone cover people as our adjustment routes will move through the zones to an open area for you vs. Man? They are moving fast in separation.

A. Z & X (Z Illustrated - X Mirrored)

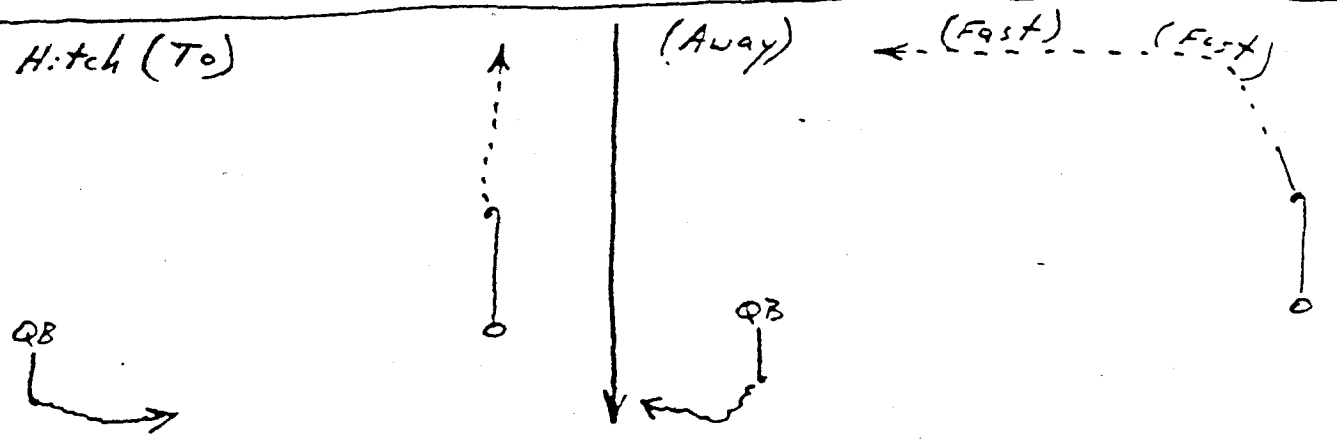
1. Quick Out (To) (Away)



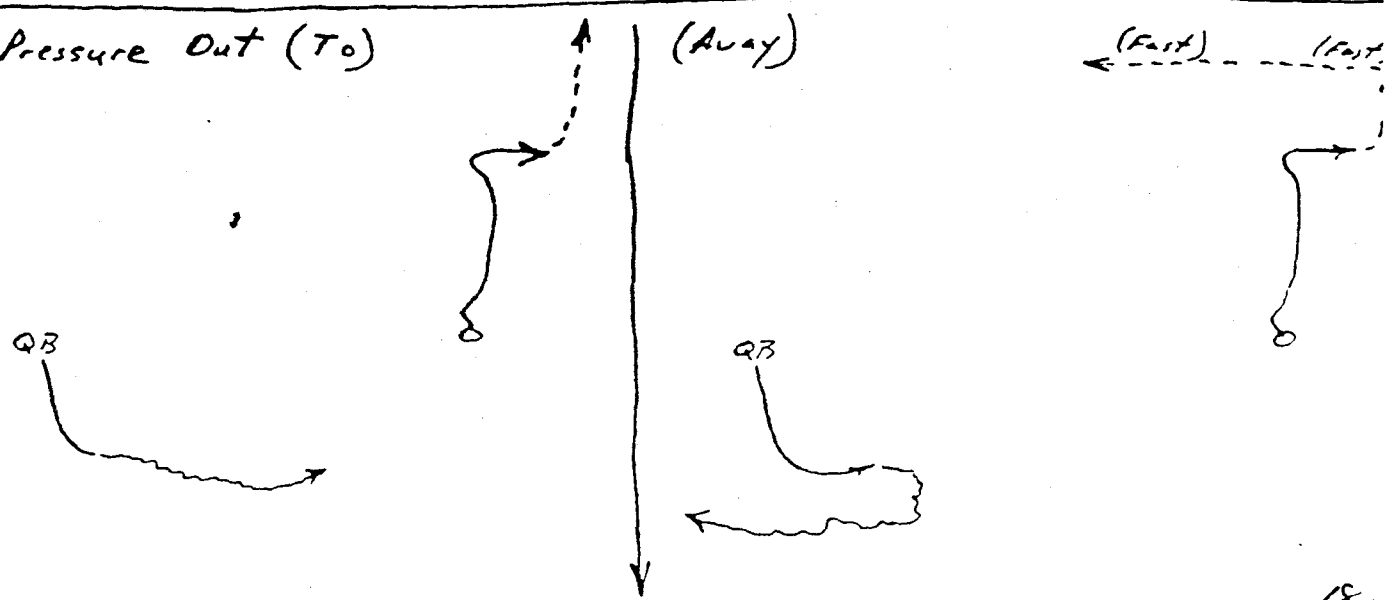
2. Slant (To) (Away)



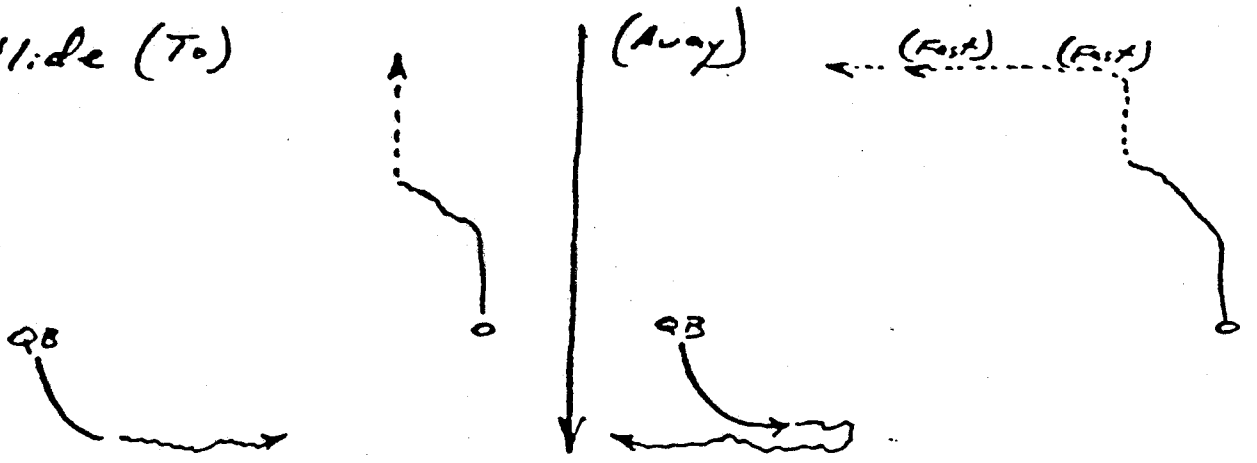
3. Hitch (To) (Away)



4. Pressure Out (To) (Away)

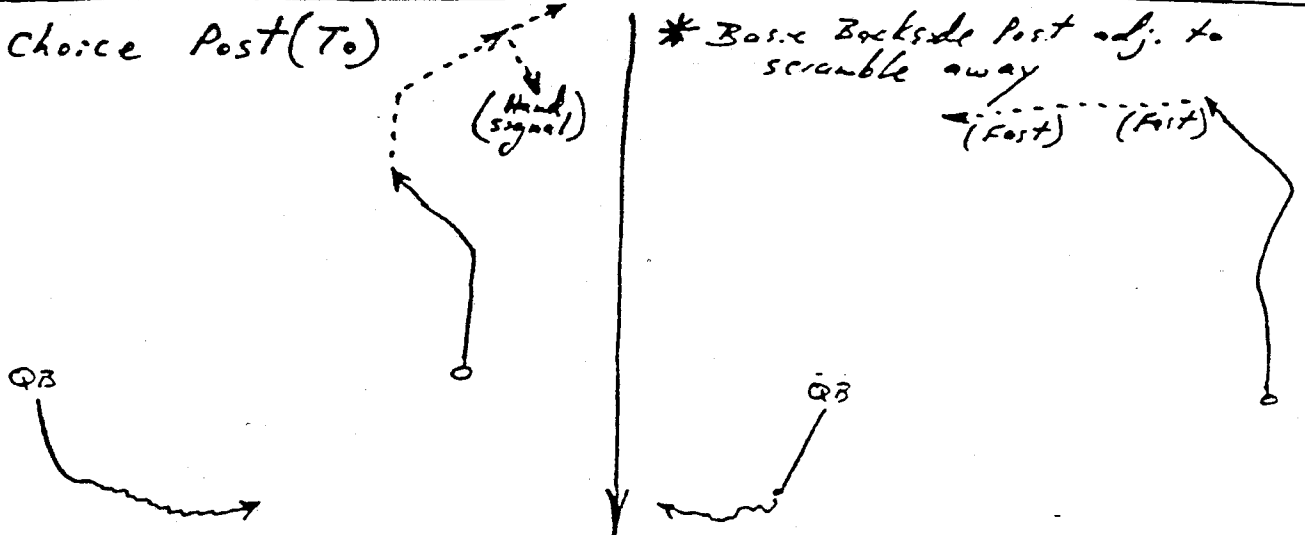


5. Slide (To)



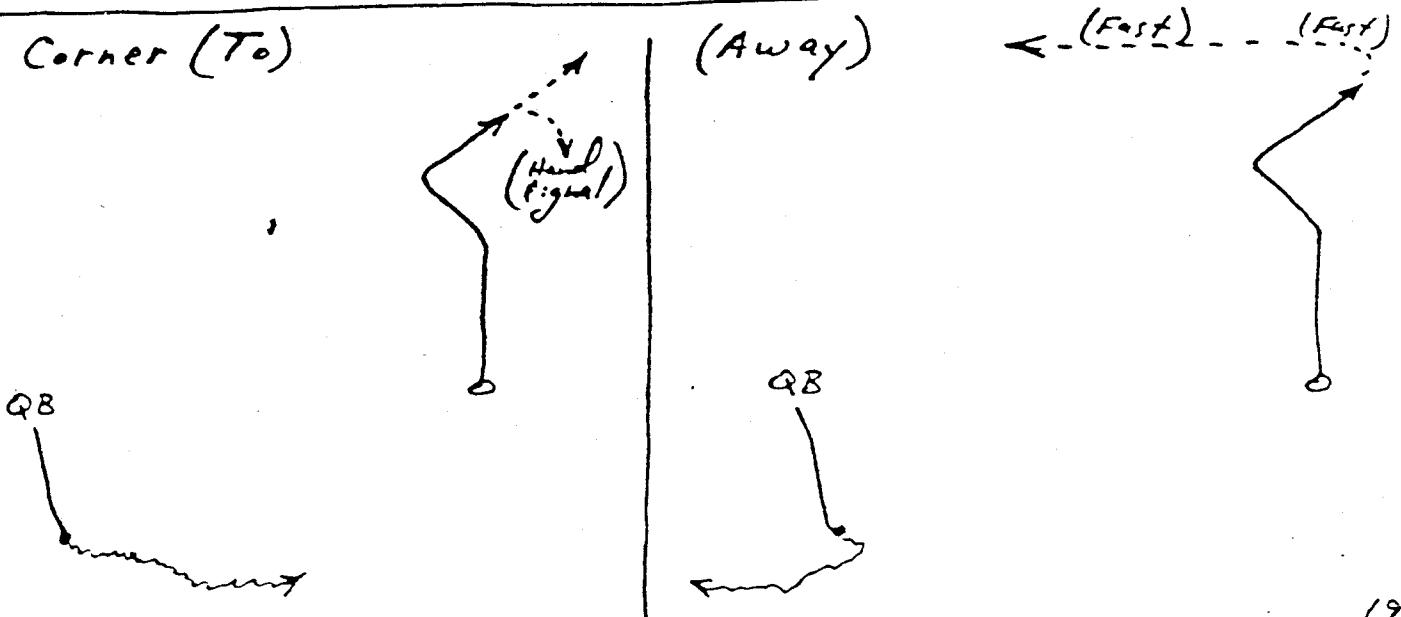
6. Choice Out (To)  
1. Refer to Pressure Out (Identical)

7. Choice Post (To)



8. Post (To)  
1. Refer to Choice Post (Identical)

9. Corner (To)



# Z & X Scramble Rules cont.

10. Go (To)



(Away)



← (Fast) (Fast)



11. Cross (To)



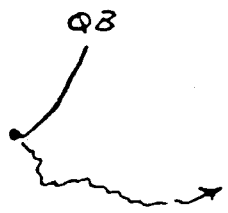
(Away)



← (Fast) (Fast)



12. Switch (To)



(Away)

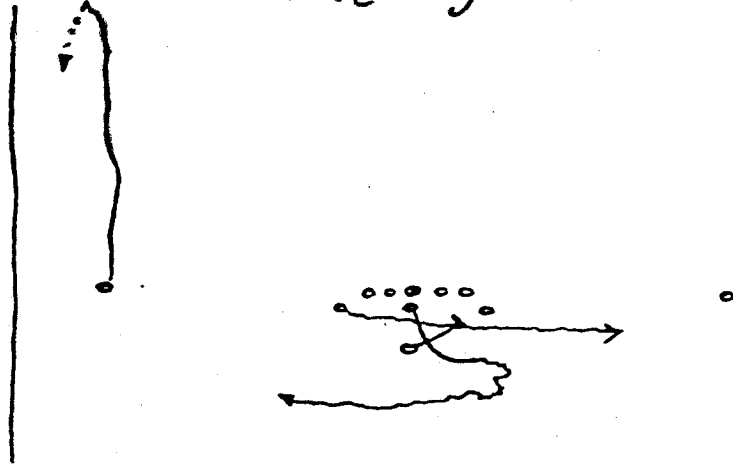


← (Fast) (Fast)



13. Backside Z or X who is involved in controlling coverage. All scramble routes (To)

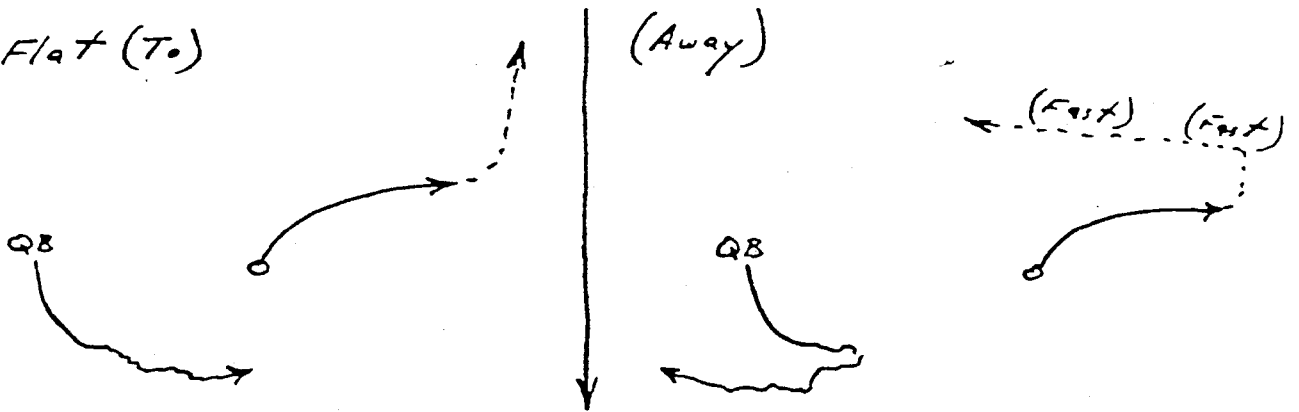
a. Example: Rip - GO Z slide  
 1. X scramble adjustment



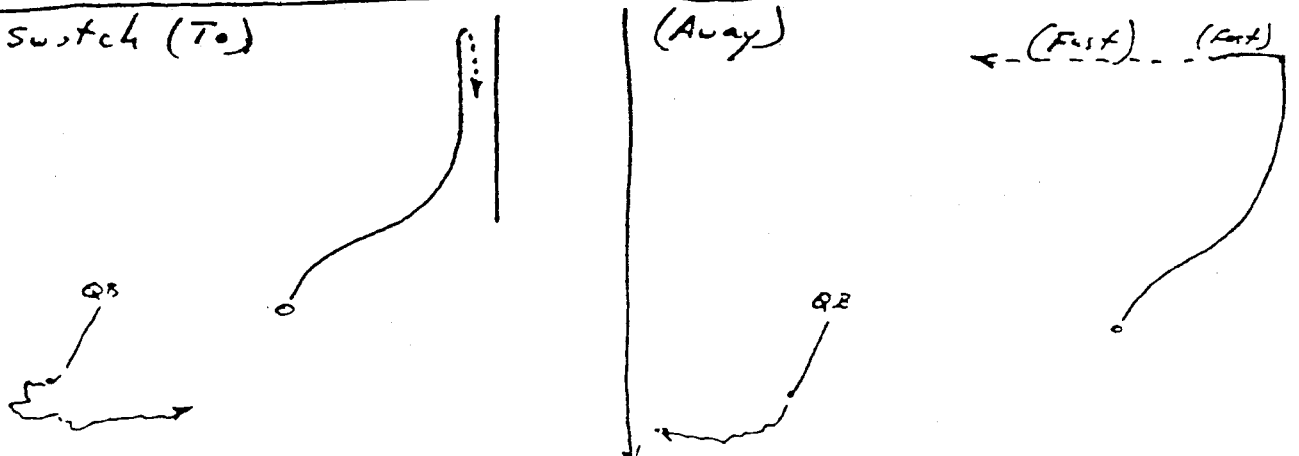
b. same rule applies on GO Z GO, GO Z CHOICE, and for wing on 90 Switch

B. WING & Y SCRAMBLE RULES  
 (Y Illustrated - WING Mirrored)

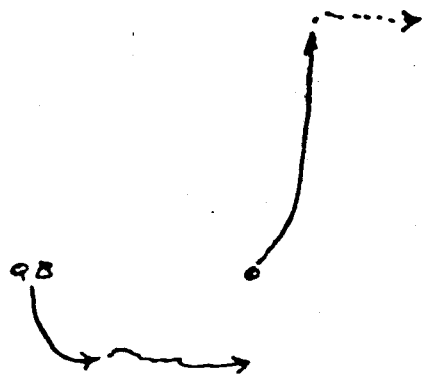
1. Flat (To)



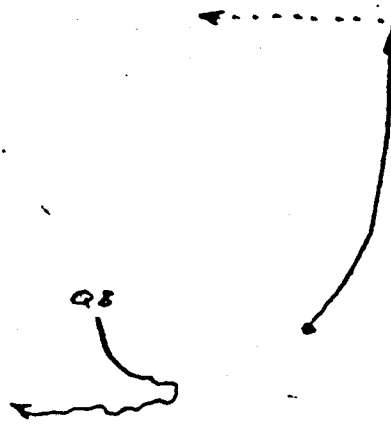
2 Switch (To)



### 3. Streak (To)



### (Away)



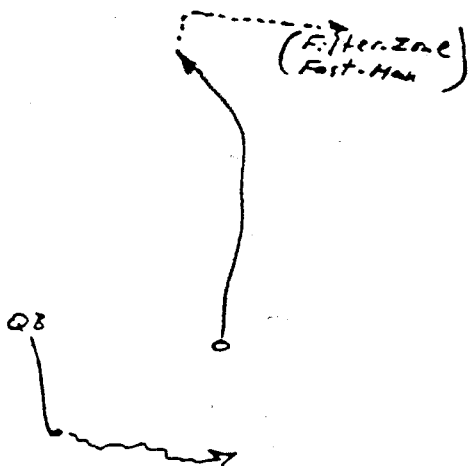
### 4. Flag (To)

1. Refer to Z & X Corner adj.

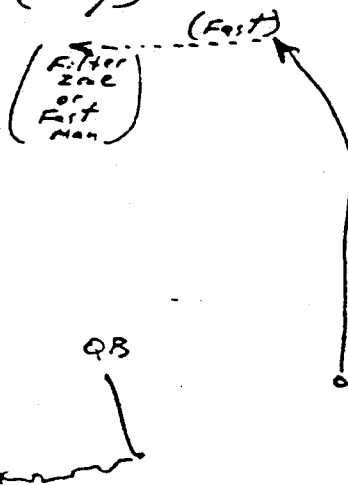
### (away)

1. (same)

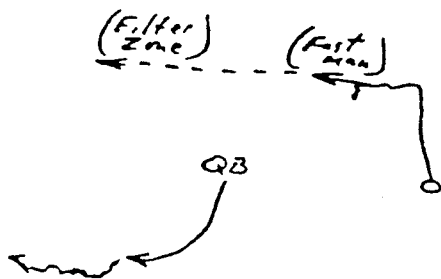
### 5. Post (To)



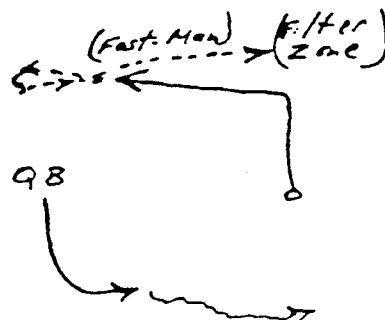
### (Away)



### 6. Drag or (Hot) (To)



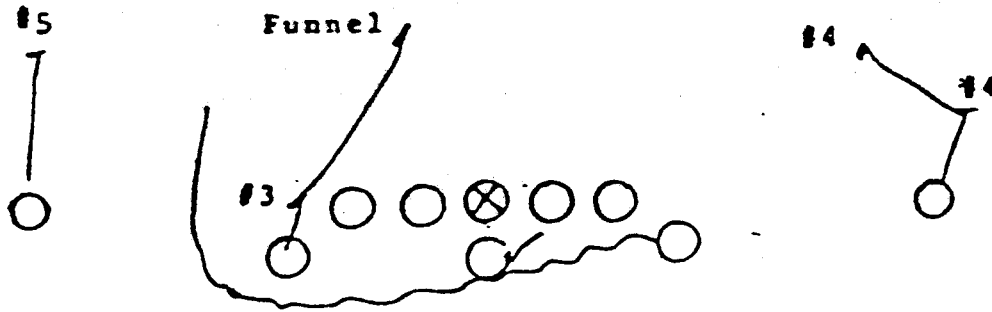
### (Away)



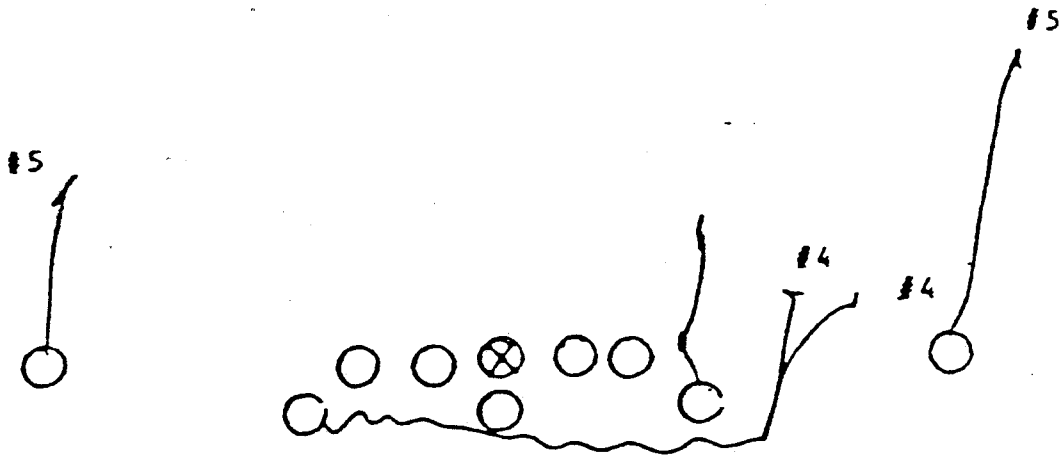


PERIMETER BLOCKING RULES CONT'D

MOTION AWAY



Motion puts an extra blocker on the playside. Now the SE changes assignment, he blocks #5 and the Motion Slot #4. Note: QB will extend the motion (to Long Motion) when he reads Man or Man-Under, and the SE blocks #4 and Motion Slot blocks #5. Backside SE still blocks #5.





## BASIC RULES OF RECEIVER PLAY SPECIFIC TO OUR OFFENSE

**RELEASE** - Avoid contact with defenders. Contact generally means the route will be disrupted. Agility, quickness, and anticipation are keys to free movement to the ball. Specific techniques can assist the receiver as well.

**"HOT" CALL AND SIGNAL** - The HOT call is utilized in blitz situations, where the receiver fills the area vacated by the blitzing defender. In addition, a HOT call will be made when any receiver finds himself "wide" open. The signal is made by waving a hand and screaming "HOT!"

**HOOK-UP SIGNAL** - When a receiver sees he cannot beat a defender deep (or that the defender is giving up short routes to defend the deep area) on a vertical route, he can throw arm up and hook-up the route.

**CROSS-FACE or PERFECT POSITION** - When a receiver is involved in onside pattern, a general rule applies:

If a defender crosses the receiver's face, the receiver should break back across the defender's face.

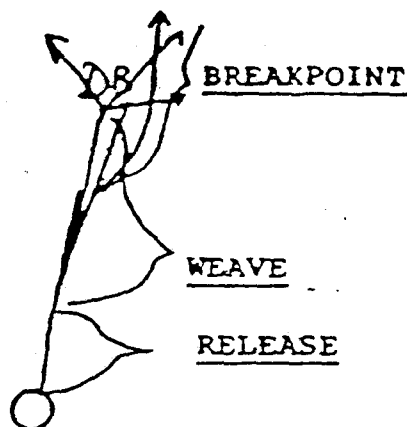
If on alignment, for wide receivers, the defender is in a bump-and-run position and has turned his shoulder and hips to the outside. The receiver has the choice to run the fade, pressure out, go, or break across defender's face to inside.

If while running a vertical route the defender is in perfect position to defend the deep throw on that course, the receiver should break back across his face to an open area.

PASS ROUTE INTRODUCTION

A route is named to describe the receiver's final direction, or depth and direction at the breakpoint.

A receiver must challenge a defender with planned movement as he runs a route to gain an advantage at this break. You may maneuver from your start to your break in more than one prescribed manner. Such a maneuver visualized from start to break is called an Approach. When used properly, these approaches are the key to our main objective as a receiver - which is to break and come open when the quarterback is ready at the passing spot. A route approach is basically founded on a three-step weave principle. It is made up of three segments: a release, a weave, and a break.



STARTING POINT AT LOS

1. Stance: Wide Receiver - 2 or 3 point, outside foot back. Analyze and decide. As you line up on either side, make it always the same.
2. Split: Some plays require specific splits in attempt to dictate run support or coverage. When not specified, vary your split. Consider three variables: the route, secondary alignment, and sideline.
  - a. The split will vary according to the route and route approach. Leave maneuvering room in relation to sideline on outside routes, and maneuvering room in relation to inside defenders on inside routes.

- b. On inside routes vs. zone coverages, widen your split or your approach to increase size of zones, and to reduce inside coverage help. Read the defensive man on the run.
  - c. Always read the alignment of Corner, Safety, and LBer before the snap. Look for a coverage key.
  - d. Note how the defensive back aligns and reacts when you are close to the sideline. See if he has a false sense of sideline security. Find the opponents' sideline rule.
  - e. Always know your relative position to the sideline and end zone lines. Respect them but do not let them bother you when catching the ball - the catch first.
3. Study the tendencies of each defensive back and secondary. If they gamble, guess with you, play loose or tight, inside or out, their speed, how they cover on all down and distance situations. Take pride in knowing how to beat them.
  4. During the game talk to the QB and coaches when on the sideline. Tell them what you can do, what's good and bad, your best route on 2nd and long, and your best deep pattern.
  5. Carry out your assignment at full speed on every play. Don't loaf because you think the pass is going to someone else. Be alert for the ball, even though you are not the primary receiver. You never know when the QB will throw to you. You will catch more passes if you develop the ability to find a passing lane for the QB if he gets in trouble.

## RELEASE

1. The release off the line of scrimmage predicated any success against the defense. Explode off the line! Use your strength (quickness, speed, strength) in releasing.
2. Wide Receivers - Come off the line in one of three angles: Outside, straight, inside. Tie the release together with your weave and break. Vary your release. Consider route, type of coverage and individual technique of defender.

## WEAVE

1. Study approach combinations. Draw them..Walk them..Jog them..Run them..
2. Run every route at full speed but relaxed and under control. We cannot get correct timing any other way.
3. Change of direction should be a weaving fluid motion. Run up the field, not side to side.
4. The importance of the weave is its angle. This weave causes a difference in the lateral position between the receiver and the defender, and thereby causes the defender to react immediately to proper alignment. This alignment with the defensive back on the last step of the receiver's weave is the key to the angle the receiver takes on his break.
5. Vs. man technique- fake the man, not the area. Make the fake as close to the defender as possible. Force the man! Force him to react. Don't let him watch you and then react. If the defender stays in his back pedal, break off his alignment. If he turns his body, break across his face.
6. Push the defender with your eyes but see his hips and feet as you weave in your approach. Try to force him off balance at the break point by causing him to turn his back or cross his feet over.
7. Vs. zone technique- sometimes fakes will help you, but not always. Think position, not fake. Use weave to widen the seams and passing lanes.

## BREAKPOINT

1. NEVER SHORTEN DESIGNATED DEPTH OF ROUTE.
2. Run under control as you approach breakpoint. Do not reduce speed. Do not raise up or throw arms in air at break.
3. The breakpoint is the critical point in a route. The object is to increase the distance between self and the defender. Accelerate around plant foot, whip your head and shoulder around to locate the ball.
4. Techniques at breakpoint on basic routes:
  - a. IN - Speed step with inside foot. Whip head and shoulder. Start inside and look for hole. If LBer is inside, stay tight and move toward thrown ball. If LBer is underneath, adjust to inside and then toward thrown ball. Get low with knees bent, feet spread, weight on balls of feet, and keep moving.
  - b. POST - Head fake or weave and speed step under control. Fluid pattern vs. "man" technique - make fake as close to defender as possible. Don't hurry fake. Accelerate on vertically flat angle upfield. Stay away from inside safety.
  - c. OUT - Speed step, low and on balance. Do not over-stride. Whip head and shoulder. Accelerate and run around speed step.
  - d. STREAK - Vary release. Explode off line. Attempt to clear defender to his outside; get him turned and run vertical line. If defender shuts off outside, burst inside to clear and immediately widen. If defender has great speed, you can change up by using change of pace.
5. Techniques when crowded by defensive back at breakpoint:

NUMBER 1 RULE ON READ PATTERN - Avoid contact.

Vs. Head Up - Use speed, quickness, and faking ability to get deep.

Vs. Bump & Run - Use your best ability in relation to defender to determine your route. Consider relative speed, size, strength, quickness, faking ability, and change of direction.

Vs. Head Up Position

- a. Pressure fake and break.
- b. If you close the gap belly to belly, drive forearm to gut/ chest and push off.
- c. Lower shoulder, running hard into chest and bounce off.  
Collision will create space.
- d. Drop hand to ground; duck under defender's arm and break.

VS. INSIDE SHADE OR BUMP POSITION - when breaking inside, use one of the following:

- a. Over the top - drop near shoulder, drive hard.
  - b. Duck under; slash thru with near arm.
  - c. Spin under.
  - d. Swing in - 2 step outside move.
6. When you are breaking past a defensive man and have him beat - be alert for holding or tackling. They are taught to take the penalty rather than the TD. YOU MUST CLEAR THEM.

RUN TO BALL

1. Accelerate to full speed.
2. Practice body control. Keep head and whole body on one plane.
3. Turn your head only - not your whole upper body.
4. Relax.
5. Try to catch the ball without breaking stride. Run through the ball; only leave your feet as a last resort.
6. Don't extend your hands and arms too soon. It will slow you down and disturb your balance.
7. Always be alert for the ball even though you may think you are not the primary receiver. Most of the time the defensive coverage dictates whether or not the ball will be thrown to you. Loafing on a play is inexcusable. No position on the offensive unit is afforded that luxury.
8. On crossing pattern, deepest man is responsible for avoiding a collision.

## CATCHING

### 1. Technique

- a. Eye concentration on ball.
  - b. Work to get your chest in front of the ball.
  - c. Arms away from body whenever possible; catch the ball in the noose, not against your chest.
  - d. Relax.
  - e. Fingers spread like a web.
  - f. High ball - thumbs together.
  - g. Waist-high ball - elbows in close, thumbs out.
  - h. Low ball - elbows inside knees - hand and arms in scoop position.
1. Look the ball into the running position (armpit).
  2. Catching the ball is your first responsibility. After you catch it, think about additional yardage and scoring.
  3. On a deep pass, remember to look the ball into your hands.
  4. Always expect to get hit as you catch the ball; then the jolt won't surprise you. You have to want the ball. Be willing to pay the price for the catch. You must disregard the contact - if you catch the ball, it only hurts half as much!!
  5. Develop the attitude that the ball is yours after it is thrown. Dominate the ball.
  6. Go all out every time regardless of how poorly the ball is thrown. Soon the tough catches will become routine.
  7. If you miss a pass, don't brood over it. Get your mind back on the next catch which will help win the ball game.

## RUN AFTER CATCH

1. Catch the ball and then explode - all out up field.
2. In practice, get in the habit of accelerating upfield 10 yards after catch. Put in a fake, spin, etc.; simulate what you would do in a game.

## GOAL LINE TECHNIQUE

1. Be aggressive - explode off line.
2. Use release to gain quick position on defender.
3. Force lateral movement of defensive backs.
4. Fight hard to shed defender, and fight for the ball.

# FIELD DIMENSIONS & MEASUREMENTS

↑  
10  
↓

↑  
10  
↓

NUMBERS  
↓

NUMBERS  
↓

54 YARDS  
(53 1/2 YDS. SPECIFICALLY)  
SIDELINE TO SIDELINE

30

30

COLLEGE  
HASH

PRO  
HASH

PRO  
HASH

COLLEGE  
HASH

6 YDS.

NUMBERS TO  
12 YDS. SIDELINE

NUMBERS TO  
THE PRO HASH  
12 YARDS

40

40

12 YARDS

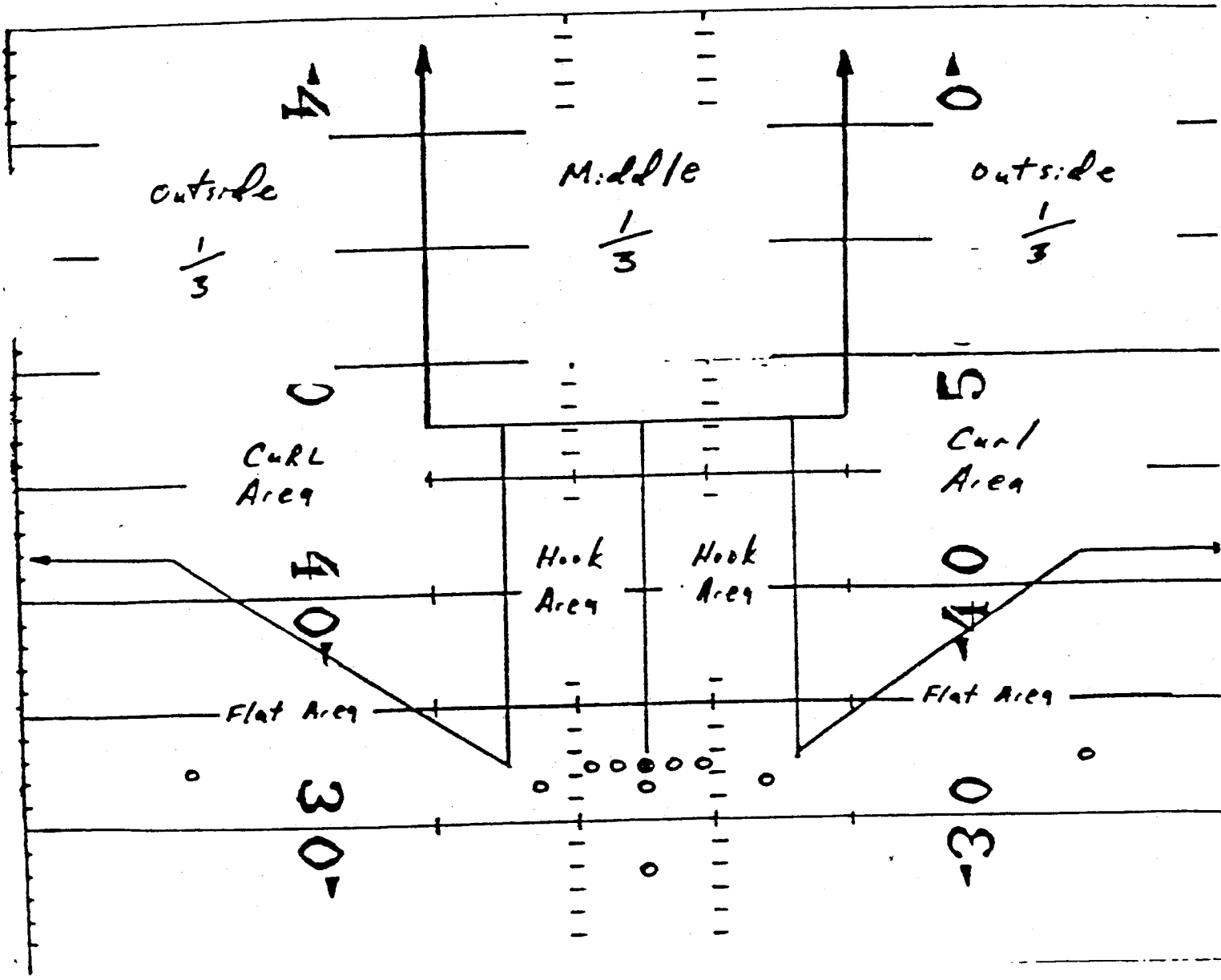
HASH  
TO  
HASH  
6 YDS.

HASH TO SIDELINE - 24 YARDS

6 YDS

NUMBERS TO THE  
COLLEGE HASH  
6 YARDS





# 50 PASSES

2 - 3 step drop: quick passing game with some change up.

QUARTERBACK

Check backer to call side: Backer comes? Block him - Backer drops?

BACK

Run built in route.

WING

Will have free release to called side always and force release

vs. 4-2 front always on both sides.

(Same rules apply as Wing).

Y

Run designed pattern.

Z

Run designed pattern.

X

Block "0" vs. 3-4 & 4-3.

Backside or L call on 50-52-54-56-58 calls.

Backside or R call on 51-53-55-57-59 calls.

Block "1" vs. 3-4, 4-3 and 4-2.

R GUARD

Block "2" vs. 3-4, 4-3, & 4-2.

R TACKLE

Block "1" vs. 3-4, 4-3 & 4-2.

L GUARD

Block "2" vs. 3-4, 4-3, and 4-2.

L TACKLE

Line must be aware of quick set by QB

COMMENTS:

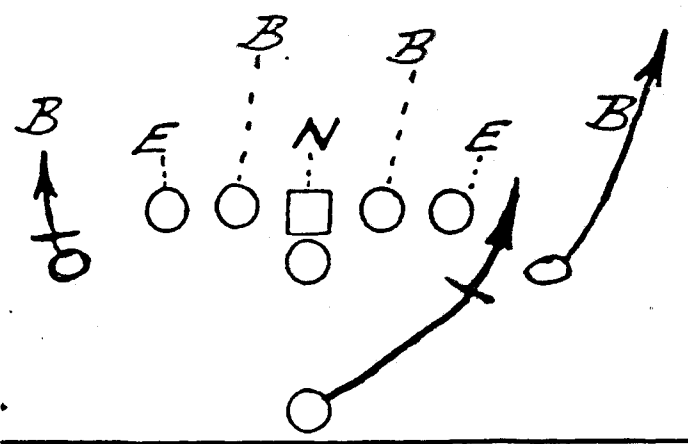
58-59 Y & Z will apply signals in regard to coverage confrontation - dummy signals on others; Wing & Y on 54/55 will filter in open area in zone but stick and separate vs. men.

AYSIDE RULE: See General Rule Sheet

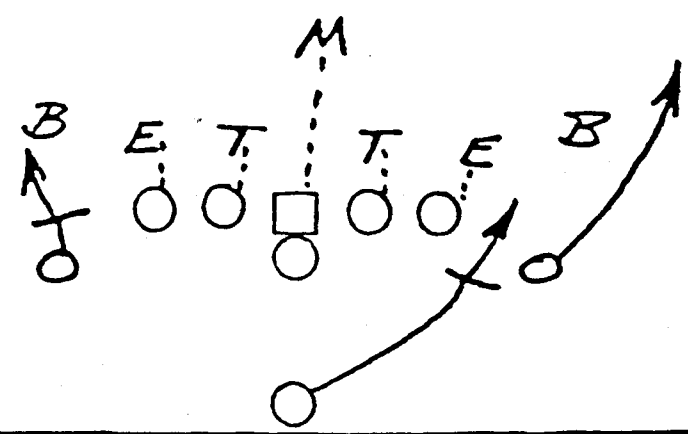
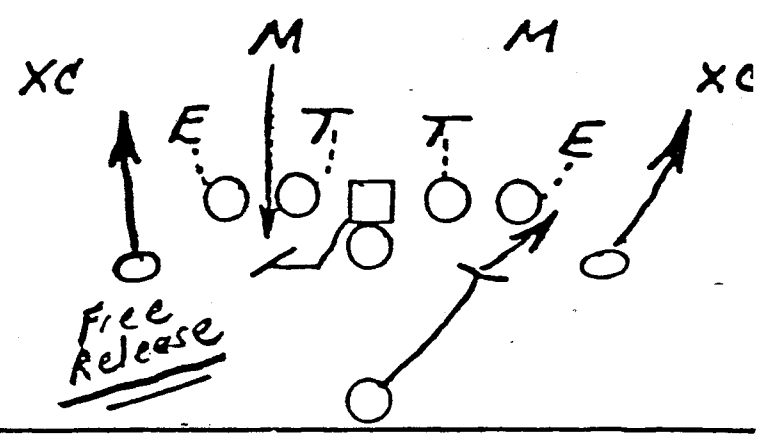
BACKSIDE RULE:

DEFINED: As Illustrated Below

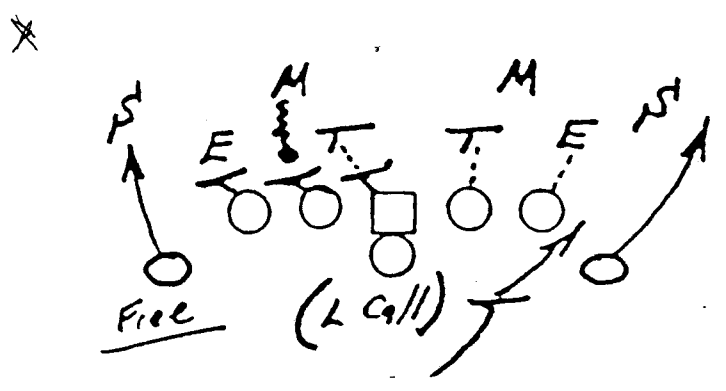
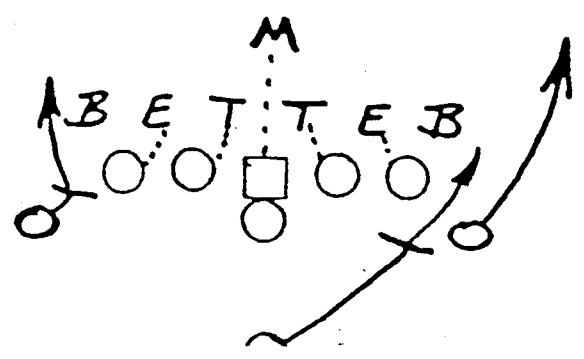
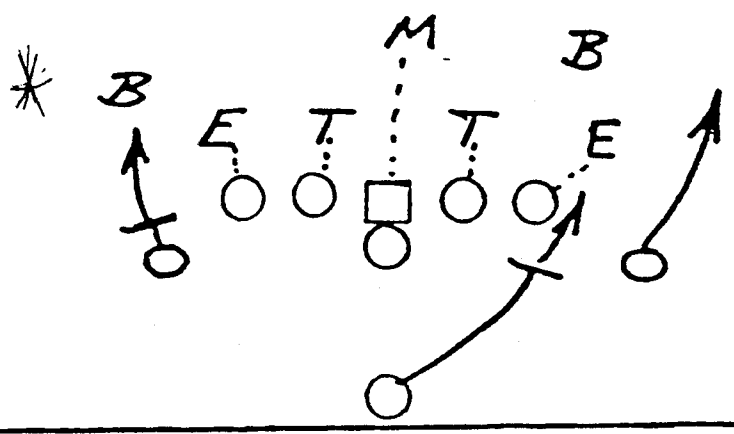
DEFINED:



4-2 NICKEL (ALSO 4-2 STACK OR SPLIT, TREAT THE SAME)



4-3 (STUD BACKER OR STACK)

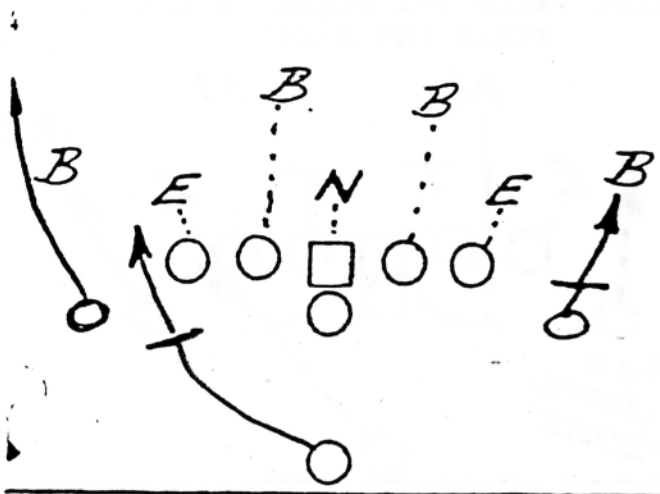
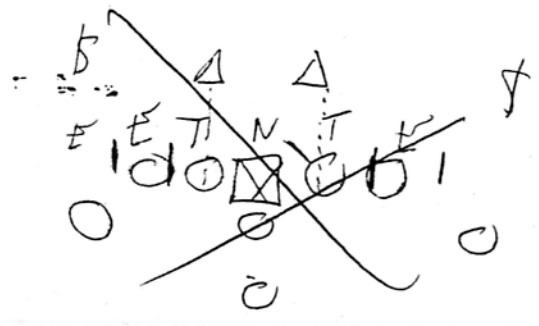
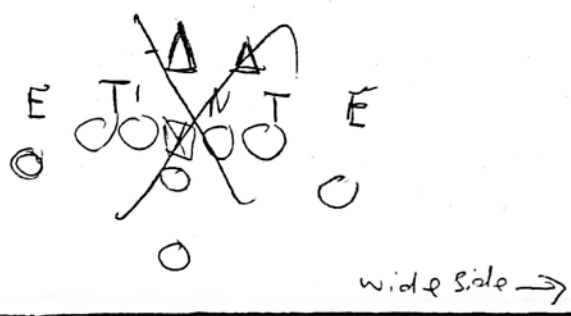


LAYSIDE RULE: see General Rule Sheet

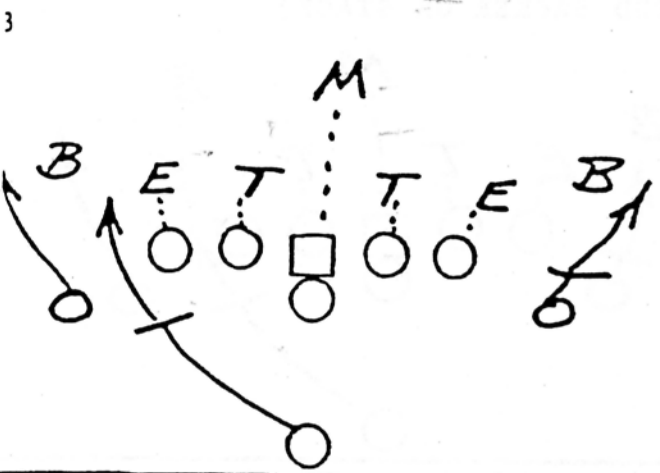
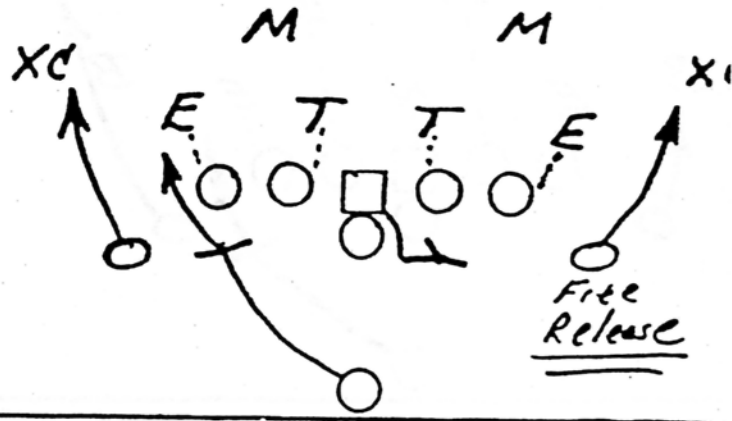
BACKSIDE RULE:

DEFINED: As Illustrated Below

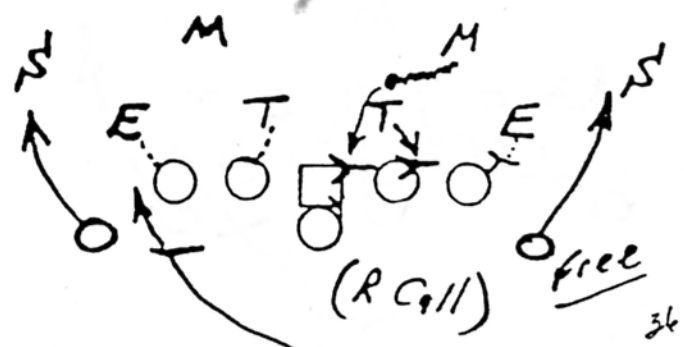
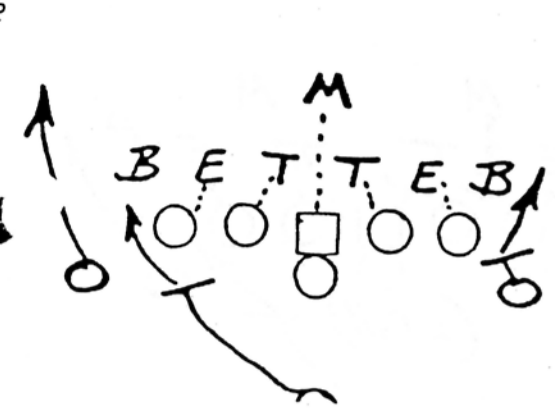
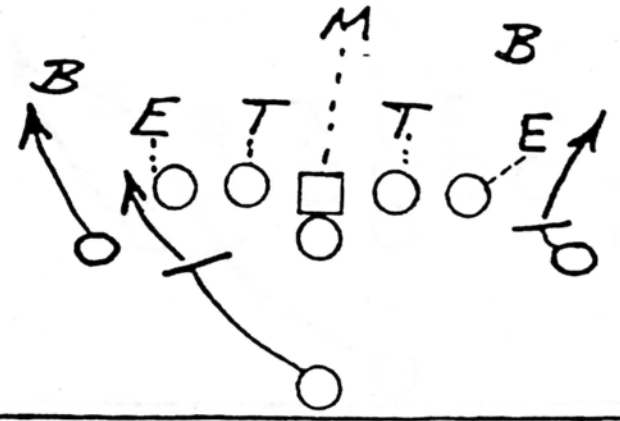
DEFINED:



4-2 NICKEL (ALSO 4-2 STACK OR SPLIT, TREAT THE SAME)

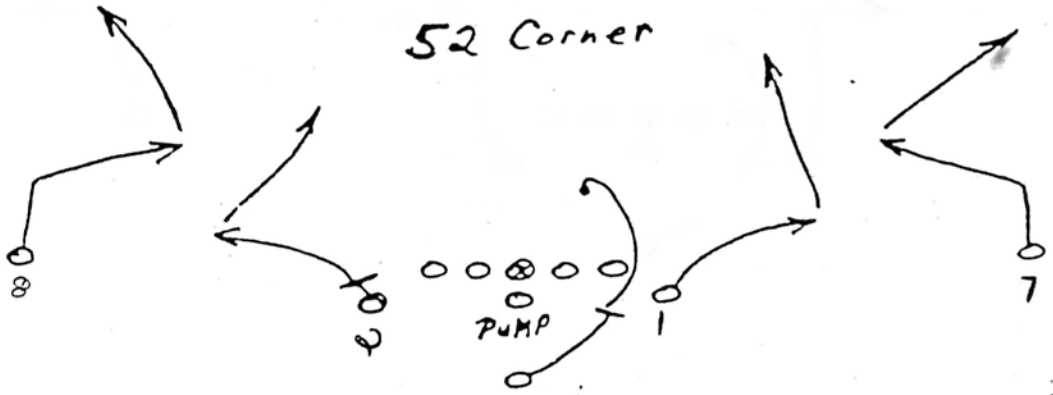
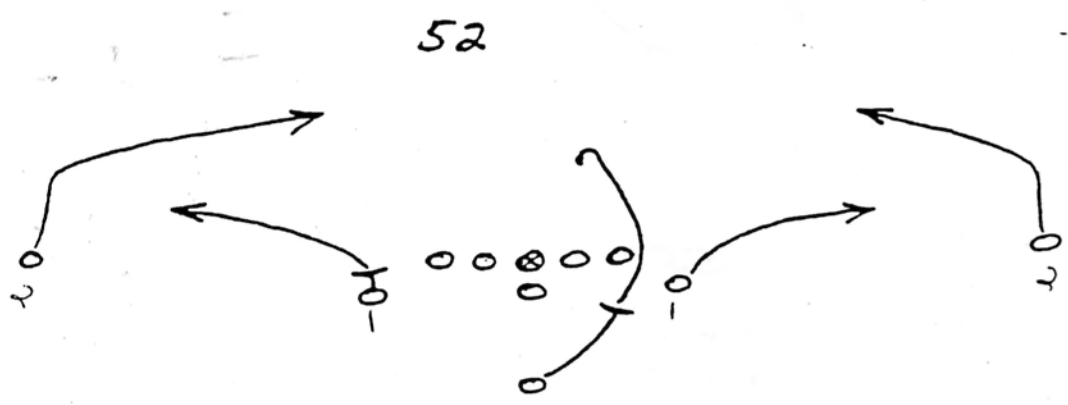
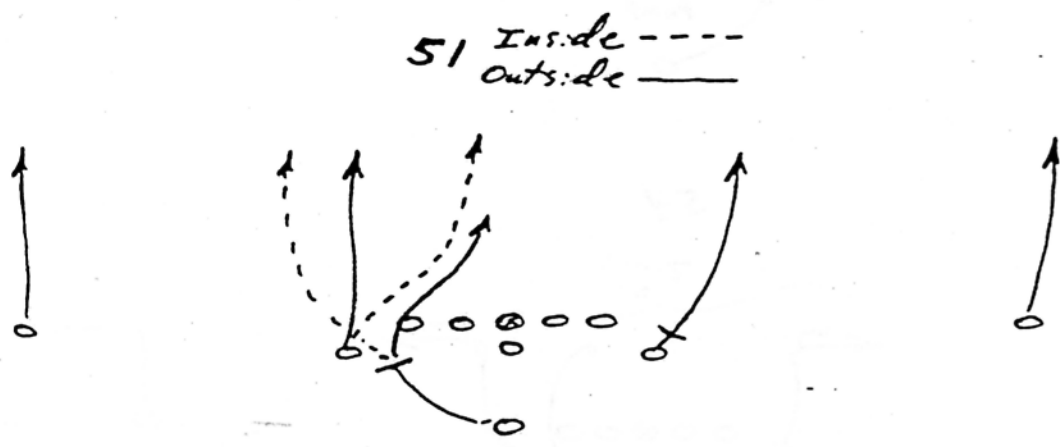


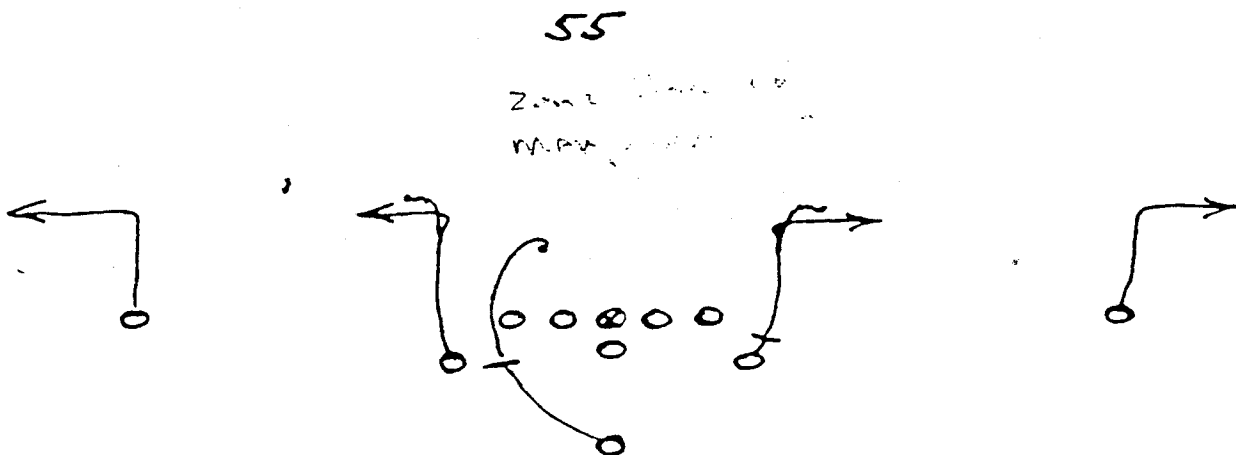
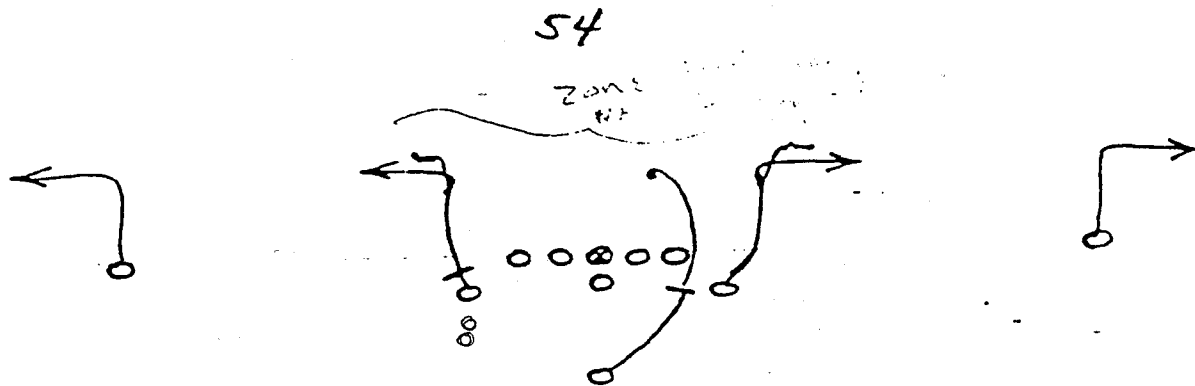
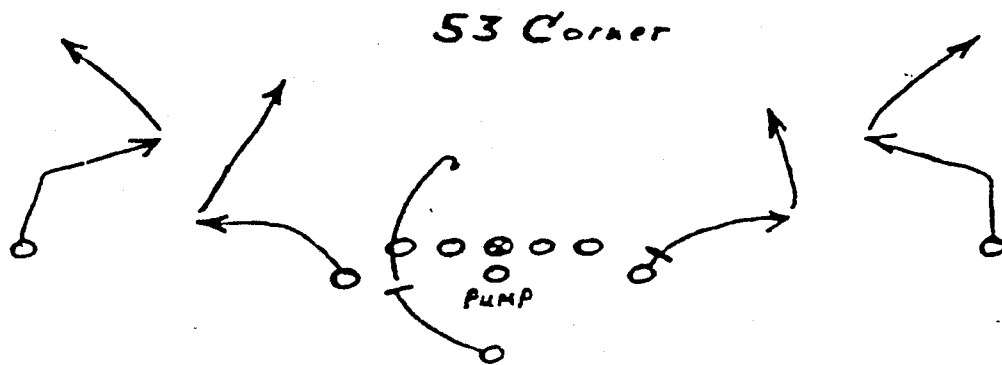
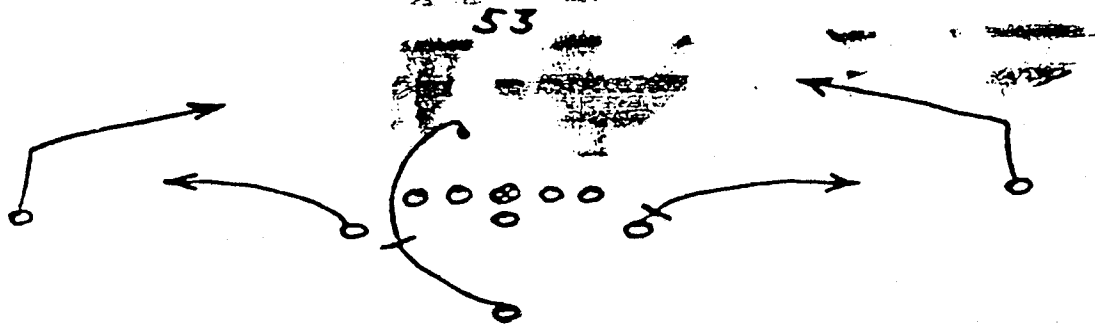
4-3 (STUD BACKER OR STACK)



# 50 PASSING GAME

This is our quick passing game with the QB taking a 2 or 3 step drop. This is a basic 5 out quick series with all receivers running complimentary routes. On even number side (50,52,54,56,58) Y has a free release. The back-side wing has a check release. And in a mirrored action on odd numbers, the side has a free release. S Back will always have a check release on the called side.





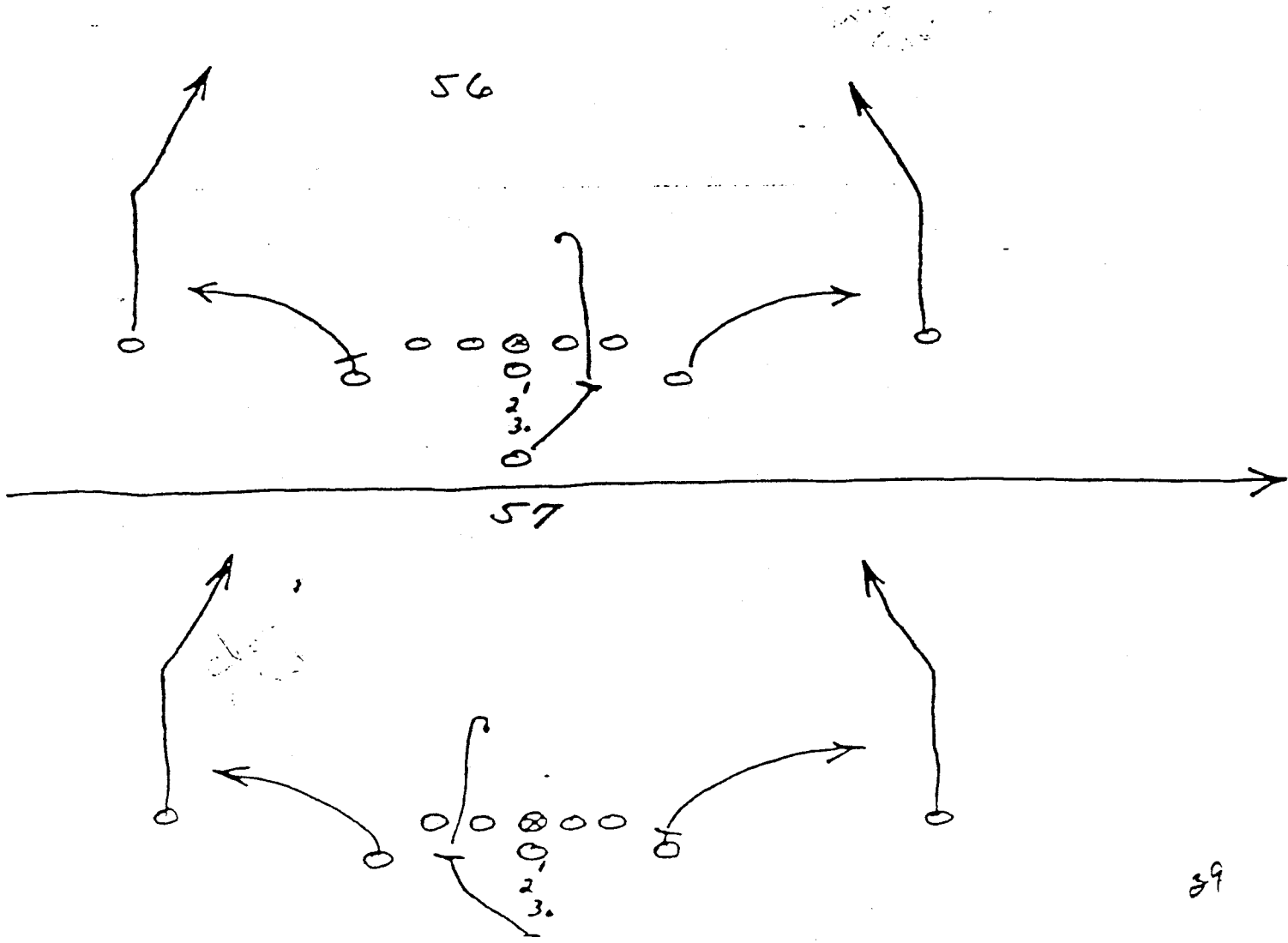
Rules-Routes:

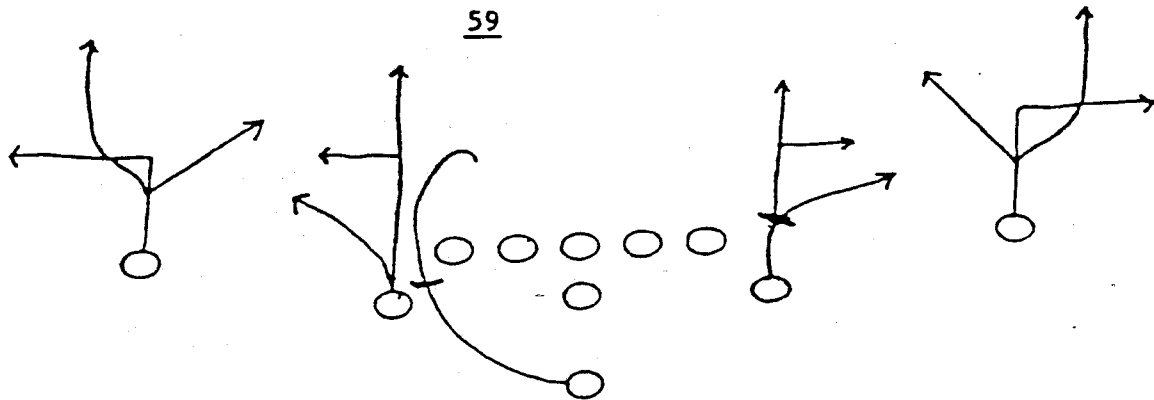
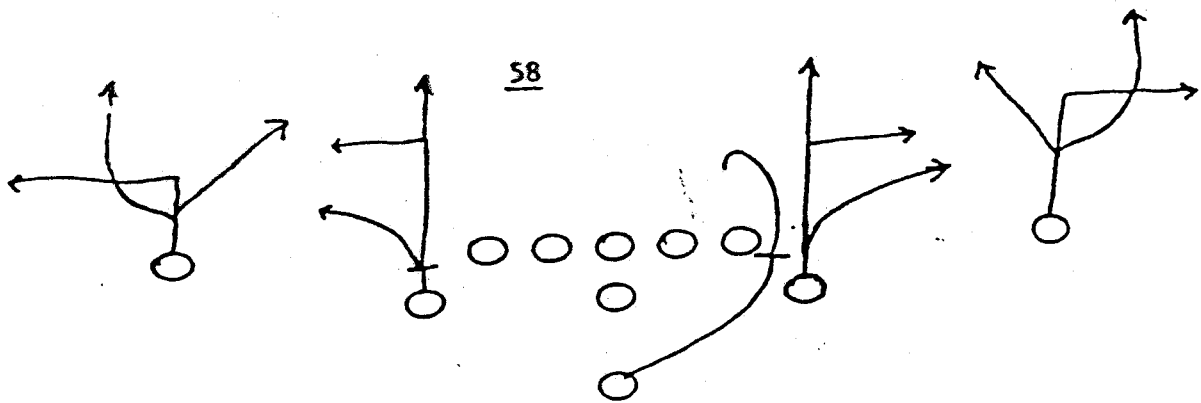
A. QB: 3 step Drop

Same keys as Z or X read  
Hesitate & pass to spot area to WR  
in college hash intermediate area if  
Zone.—If man? You may pump & get to  
secondary routes. Possible audible.

B. WR, S & Slots:

WR will run a CHOICE Post vs. Zone  
cover and look for ball in college hash  
intermediate area. Slots will work flat  
& up if QB pumps.  
S will check backer and work up inside  
to tight hook route.





58 - 59, with various options, will call for signal communication from X & Z to inside slots and QB. Signals based on pre-snap read by X & Z.



EXECUTE PASS PLAY

QUARTERBACK

CHECK OUTSIDE BACER AND READ BLOCK OF OFF. TACKLE FOR CROSS CHARGES YOUR OFF. TACKLE WILL NEVER BE WRONG. SECURE CORNER ON GO PROTECTION

S BACK

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION.

WING

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION.

Y

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION.

Z

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION.

X

CENTER

4-3: CHECK #0 THEN GO BACKSIDE IF HE DOESN'T BLITZ.

4-2: CHECK BACKSIDE

3-4: #0

R GUARD

4-3: #1

4-2: #1

3-4: #1 THEN CHECK BACKSIDE

R TACKLE

4-3: #2

4-2: #2 - UNLESS LB WALKS UP THEN HE'S #2. MAKE HELP CALL.

3-4: #2

L GUARD

4-3: B1

4-2: B1

3-4: B1

L TACKLE

4-3: B2

4-2: B2 - IF LB WALKS UP HE'S #B2.

3-4: B2

COMMENTS:

CENTER - CAN MAKE "R & L" CALLS, "GAP" CALLS.

TACKLE - MAKE "HELP" CALLS WHEN NEEDED.

LEFT TACKLE - ON 60 GO - S BACK WILL SECURE OUTSIDE FOR YOU

\* WE ARE GOING ON THE CORNER WITH THE 60 CALLS. IF NO 60 ROUTE CALL, BACKSIDE MUST TREAT THE SAME AS 90 PROTECTION.

# 61 PASSES

## EXECUTE PASS PLAY

QUARTERBACK

SAME RULES AS 60 - MIRRORED.

S BACK

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION.

WING

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

Y

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

Z

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

X

CENTER

4-3: CHECK #0 - THEN GO BACKSIDE IF HE DOESN'T BLITZ.

4-2: GO BACKSIDE

3-4: #0

R GUARD

4-3: #B1

4-2: #B1

3-4: #B1

R TACKLE

4-3: #B2

4-2: #B2 IF LB WALKS UP HE BECOMES #B2

3-4: #B2

L GUARD

4-3: #1

4-2: #1

3-4: #1 IF LB DOESN'T BLITZ CHECK BACKSIDE.

L TACKLE

4-3: #2

4-2: #2 IF LB WALKS UP HE BECOMES #2 WITH A "HELP" CALL.

3-4: #2

COMMENTS:

CENTER - CAN MAKE "R & L" CALLS, "GAP" CALLS.

TACKLE - MAKE "HELP" CALLS WHEN NEEDED.

LEFT TACKLE - ON 61 GO - S BACK WILL SECURE OUTSIDE FOR YOU.

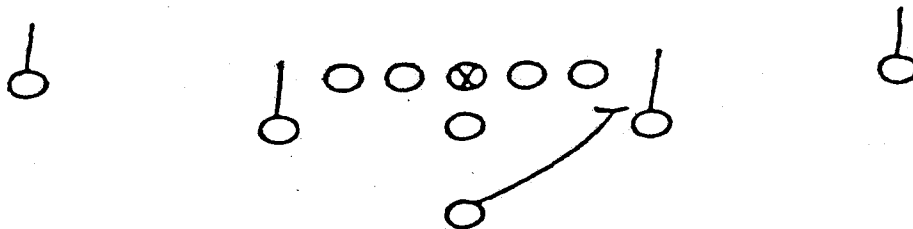
BACKSIDE PROTECTION: TREAT LIKE 91 EXCEPT ON GO ROUTE CALLS - 60 ROUTES WILL  
THE OR ON THE CORNER.

PASSING GAME

60 Protection

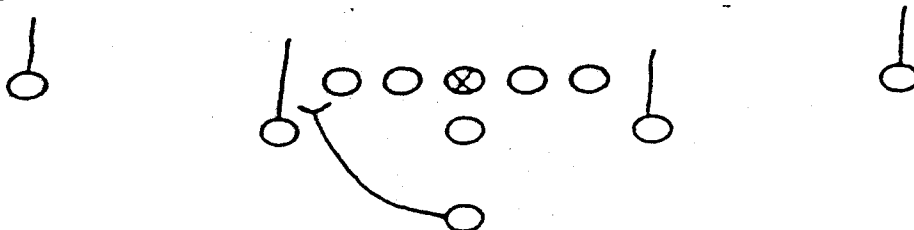
This is our roll protection. The QB will use a controlled roll throwing on the 3-5-7-9 step going to the right. One back will remain in for block protection.

Example:



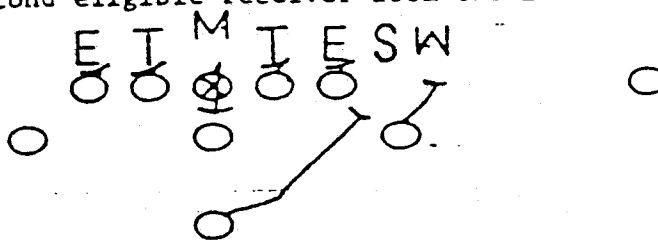
61 Protection

This is our sprint protection to the left with the QB throwing on the 2-4-8-10 step. Example:



62 Protection

This protection puts the second eligible receiver from the inside on a check release on the #4 man.



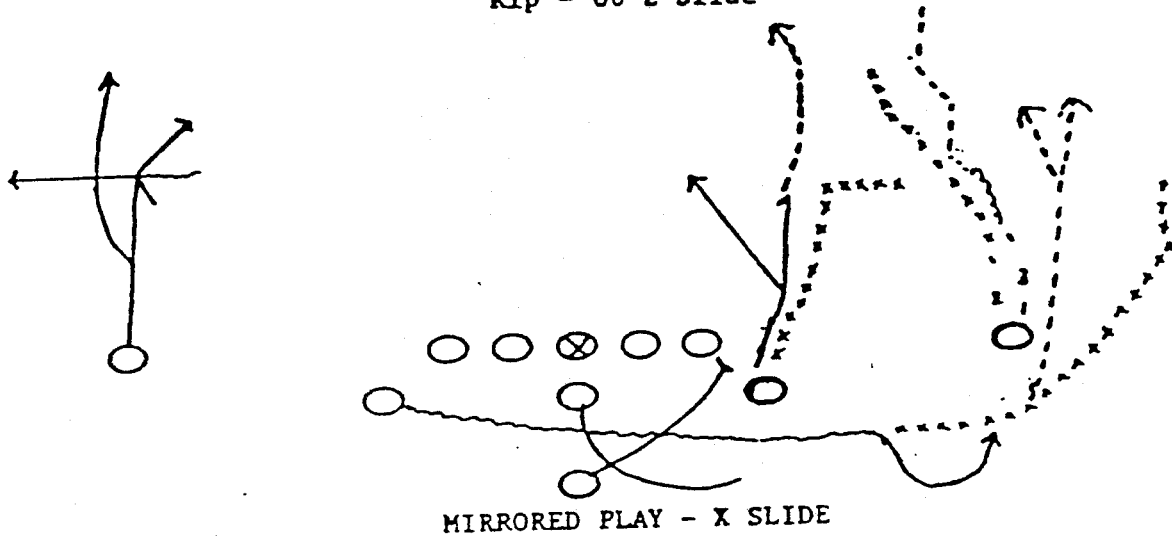
63 Protection

Mirror of 62

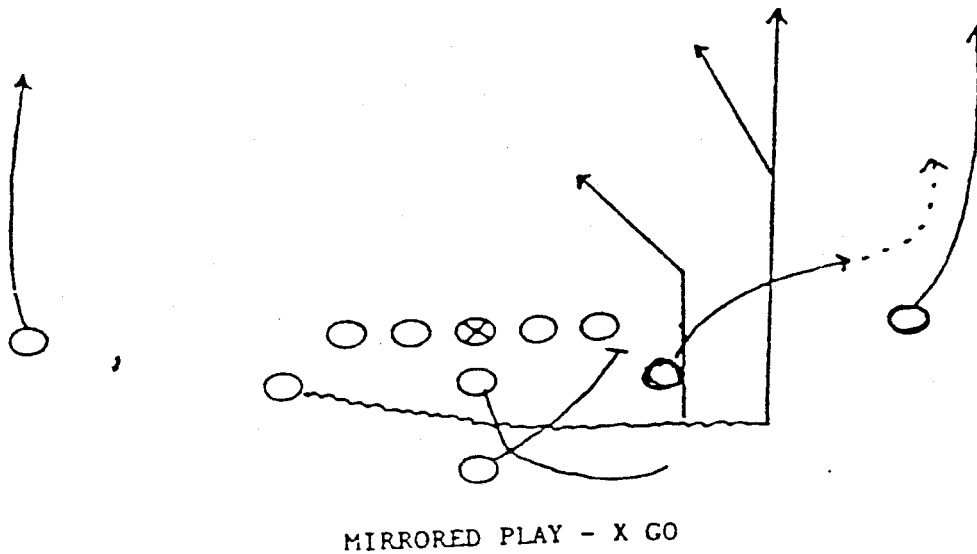
60 PASSING GAME

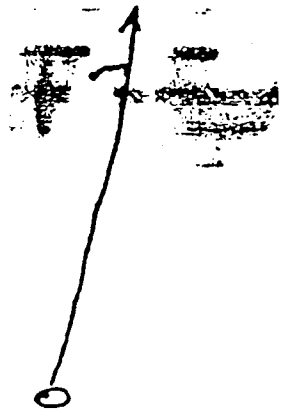
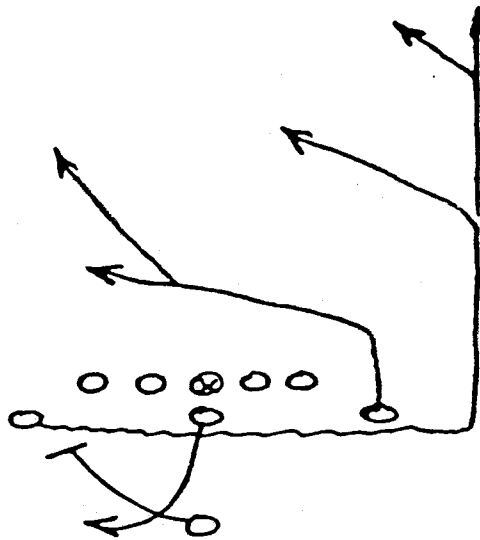
This portion of our passing game will consist of three basic packages which are mirrored to both sides with all receivers and QB reading the coverages and making the appropriate decisions. These packages can attack all coverages with hots built in for the blitz.

Rip - 60 Z Slide



Rip - 60 Z Go

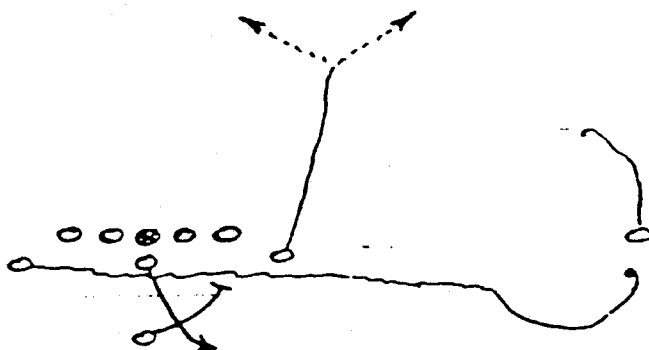




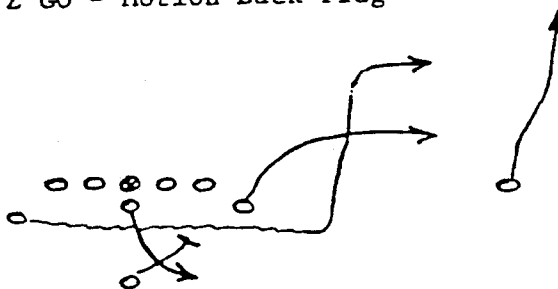
Mirrored Play - 60 Z Choice

Variations will be run off of these major routes. EXAMPLE:

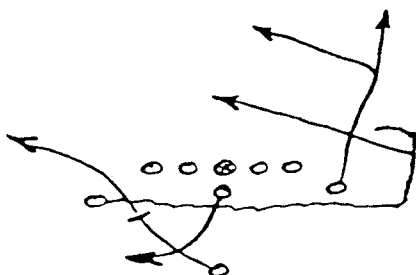
RIP-60 Z Slide - Y Post or Flag



Rip-60 Z GO - Motion Back Flag



RIP - 61X Choice - Special S-Flat



# 90 PASSES

EXECUTE PASS PLAY

QUARTERBACK

SAME AS 60 PROTECTION

B BACK

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

WING

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

Y

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

Z

EXECUTE PASS ROUTE WITH PROPER READ & REACTION.

X

REFER TO 60 PASSES - ALL ACTIONS MIRRORED

CENTER

REFER TO 60 PASSES - ALL ACTIONS MIRRORED

R GUARD

REFER TO 60 PASSES - ALL ACTIONS MIRRORED

R TACKLE

REFER TO 60 PASSES - ALL ACTIONS MIRRORED

L GUARD

REFER TO 60 PASSES - ALL ACTIONS MIRRORED

L TACKLE

BACKSIDE TACKLE AND GUARD: THINK ABOUT BEING FIRMER BACKSIDE  
(ALMOST 50 PRO)

MENTS:

# 81 PASSES

EXECUTE PASS PLAY

QUARTERBACK

(SAME AS 61 PROTECTION)

5 BACK

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION

WING

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION

Y

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION

Z

EXECUTE PASS ROUTE WITH PROPER READ AND REACTION

X

~~EXECUTE PASS ROUTE WITH PROPER READ AND REACTION~~

CENTER

REFER TO 61 PASSES - ALL ACTIONS MIRRORED

R GUARD

REFER TO 61 PASSES - ALL ACTIONS MIRRORED

R TACKLE

REFER TO 61 PASSES - ALL ACTIONS MIRRORED

L GUARD

REFER TO 61 PASSES - ALL ACTIONS MIRRORED

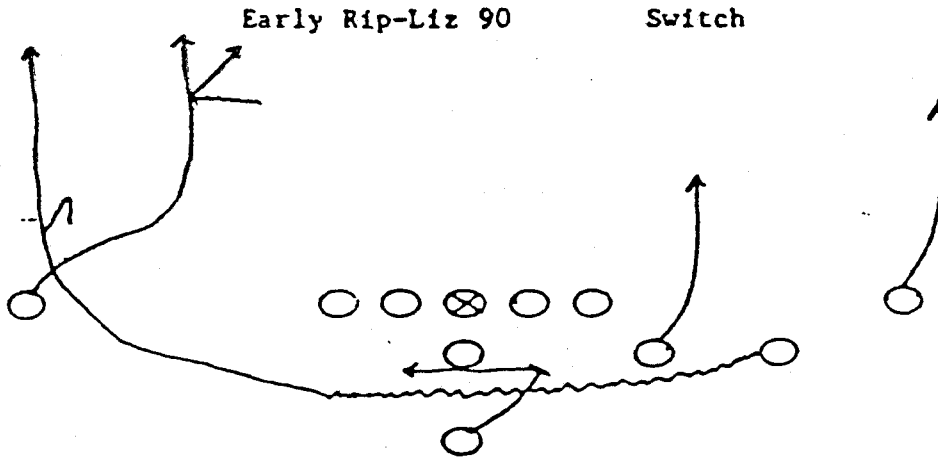
L TACKLE

BACKSIDE TACKLE AND GUARD: THINK ABOUT BEING FIRMER BACKSIDE  
(ALMOST 50 PRO)

REMARKS:

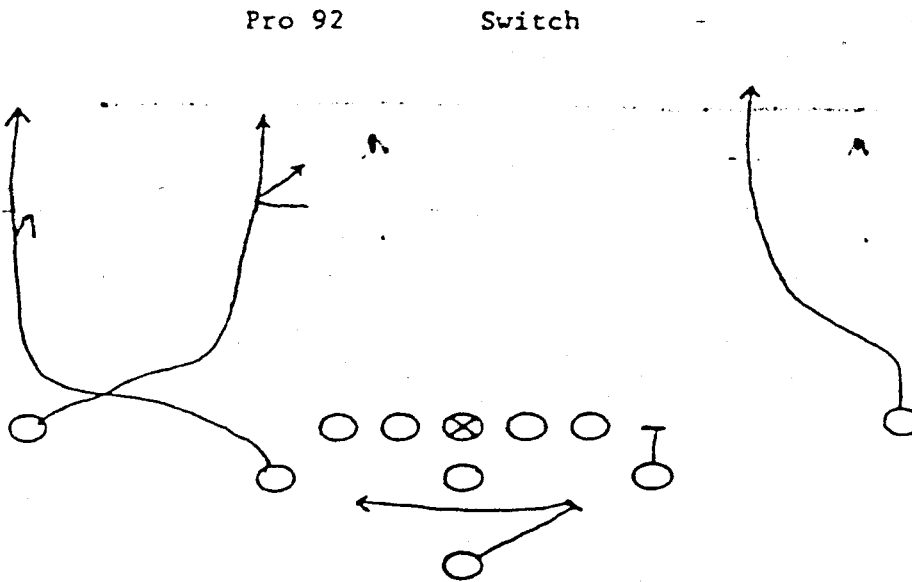
12  
90 PASSING GAME

get half roll and set off our 60 action. This tells the lineman the QB will set in back of his tackle off sprint action and throw from that spot. Examples:



92 Protection

This holds an extra back for blocking. Example:





SCREENS (460, 461, 80-461, 81-460, 90-461, 90-460) 90

EXECUTE THE CALLED SCREEN; BE A GREAT ACTOR BY SELLING A REALISTIC 60/6 OR 90/91 PASS ACTION AND EYE CONTACT.

QUARTERBACK

460/461 - SHOW INITIAL PROTECTION SCHEME AND SLIP RUSHES FINDING A LANE OF COMPLETION FOR YOUR QB; - 80/81 - 90/91 - NORMAL PROTECTION SCHEME.

BACK

EXECUTE PASS PLAY WITH PROPER READ AND REACTION.

WING

EXECUTE PASS PLAY WITH PROPER READ AND REACTION.

Y

EXECUTE PASS PLAY WITH PROPER READ AND REACTION.

Z

EXECUTE PASS PLAY WITH PROPER READ AND REACTION.

X

1. STEP TOWARD DIRECTION PLAY CALLS FOR (60/61) (80/81) (90/91)

CENTER

2. HIT DT IF HE'S ON INSIDE CHARGE - HARD ENOUGH TO STOP HIM

3. RELEASE AND PULL DOWN LINE - 1ST CLEAN UP ON DE 2ND TURN UPFIELD

(INSIDE)

1. TAKE PROPER STEP (60-61) (80-81) (90-91)

GUARD

2. HIT DE IF HE HAS INSIDE CHARGE - STOP HIM.

3. RELEASE AND PULL DOWN LINE - YOU HAVE 1ST OUTSIDE FORCE.

(PLAYSIDE)

1. TAKE PROPER STEP (60-61) (80-81) (90-91)

LINE

2. HIT OUTSIDE LB BUT DON'T STOP HIM

3. RELEASE STEP UPFIELD ONE STEP AND LOOK INSIDE

(OFF SIDE)

1. TAKE PROPER STEP (60-61) (80-81) (90-91)

GUARD

2. CUT OFF B1 VS 3-4 DEFENSE GO FOR CUT ON NG

3. GET UP AND GET DOWNFIELD

(OFF SIDE)

1. TAKE PROPER STEP (60-61) (80-81) (90-91)

TACKLE

2. CUT OFF B2.

3. GET UP AND GET DOWNFIELD

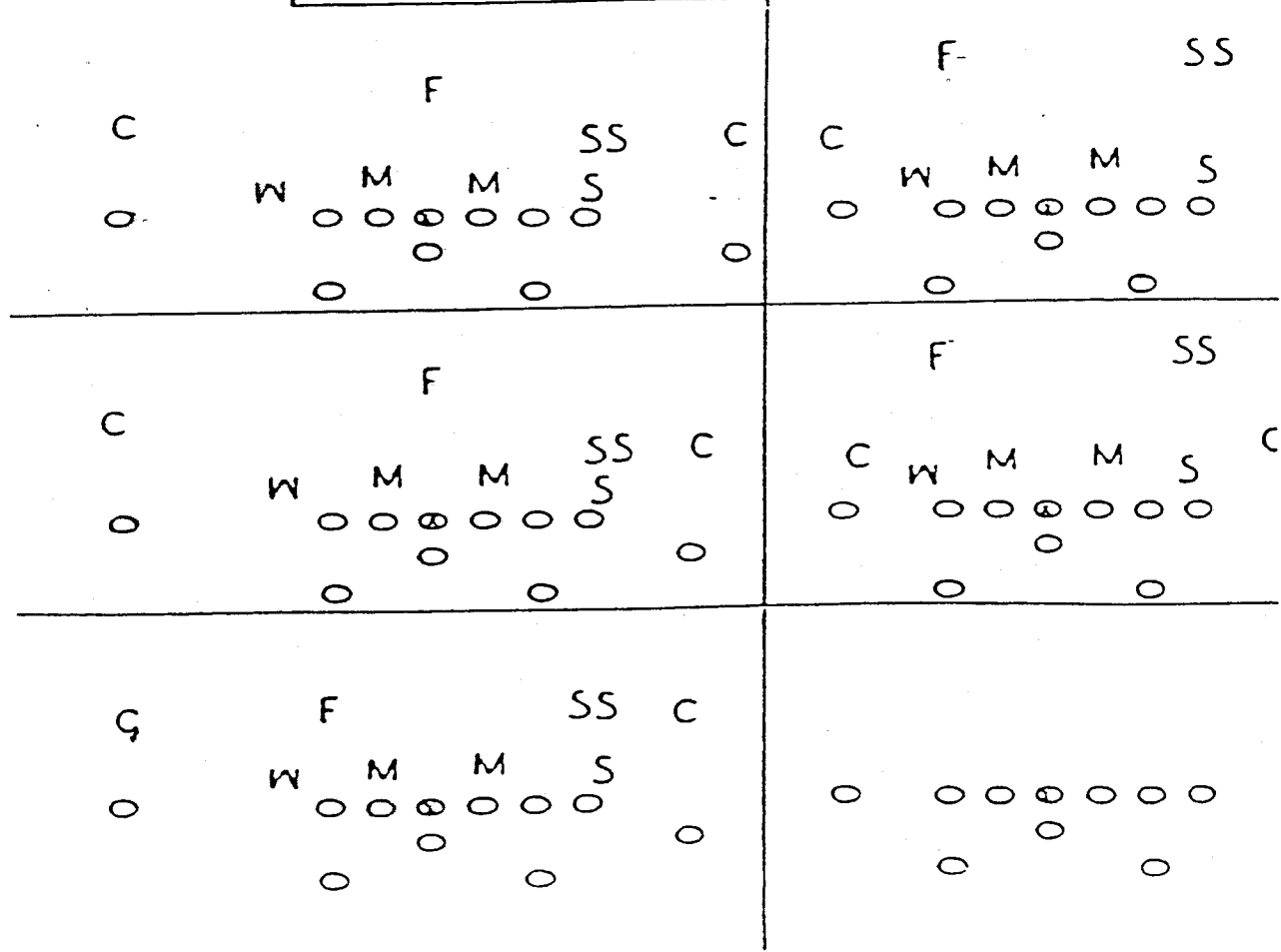
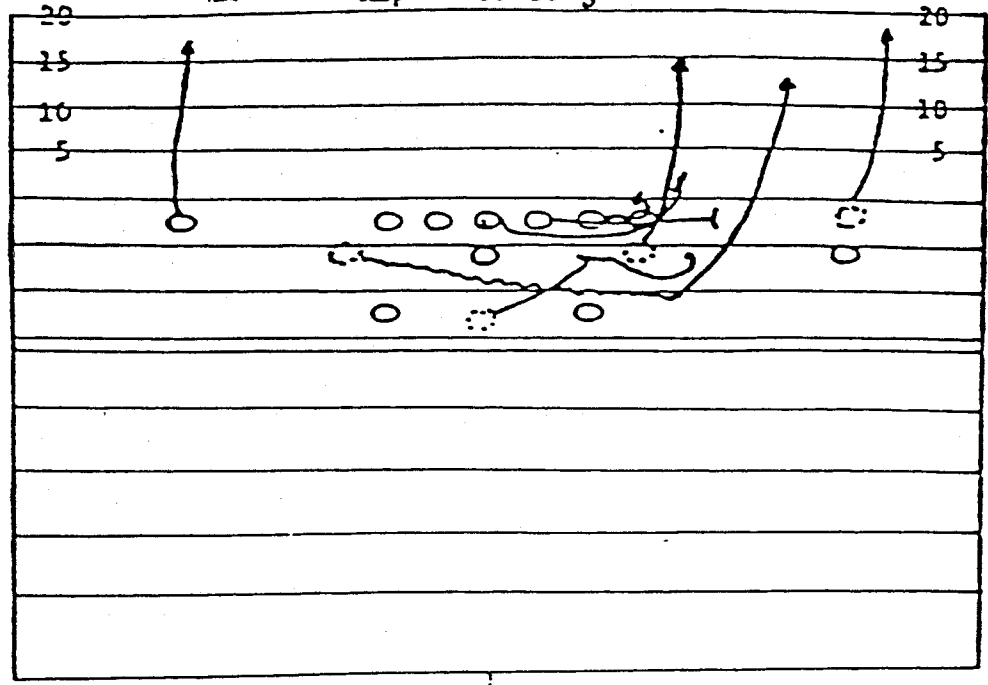
EXTERIORS:

TACKLE (PLAYSIDE) - ON (80-461 OR 81-460) CUT DE AFTER PROPER STEP THEN GET UP AND BLOCK INSIDE FORCE.

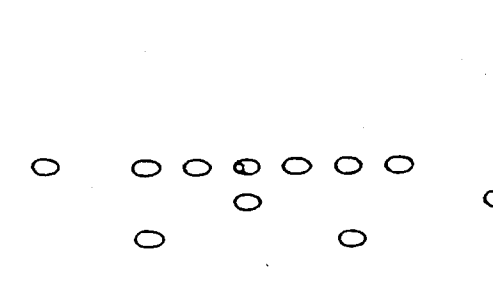
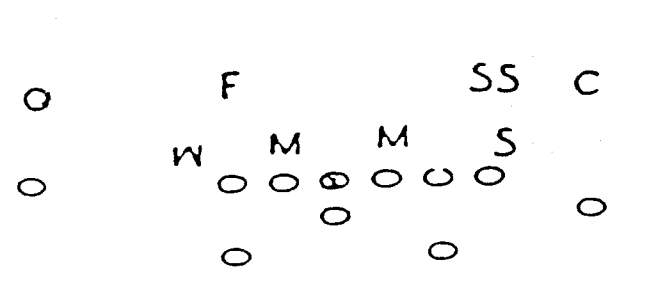
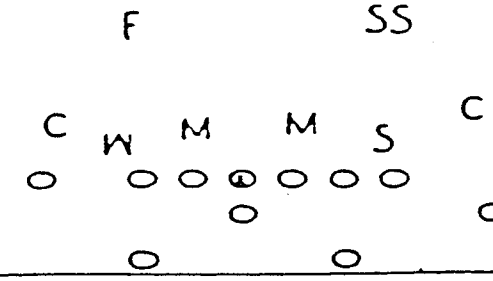
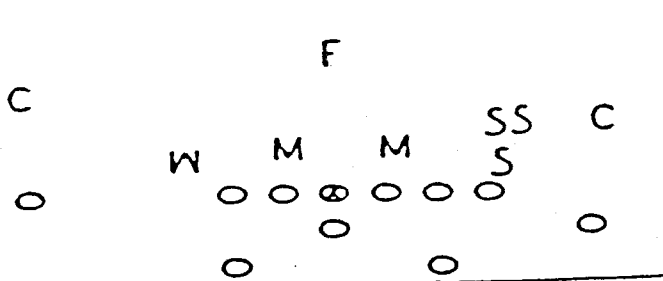
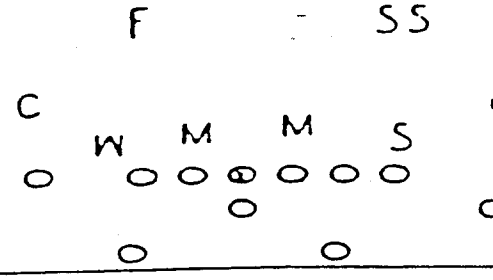
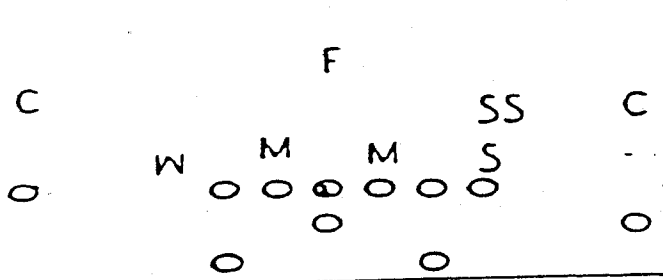
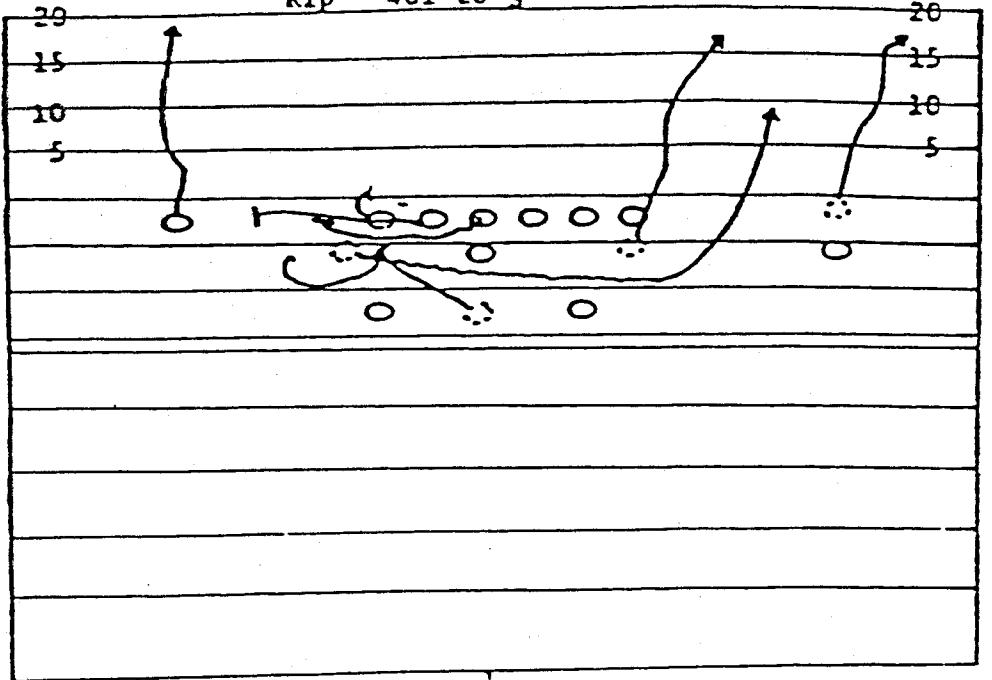
INSIDE TACKLES - DON'T BE OVER 1 YD. DOWNFIELD.

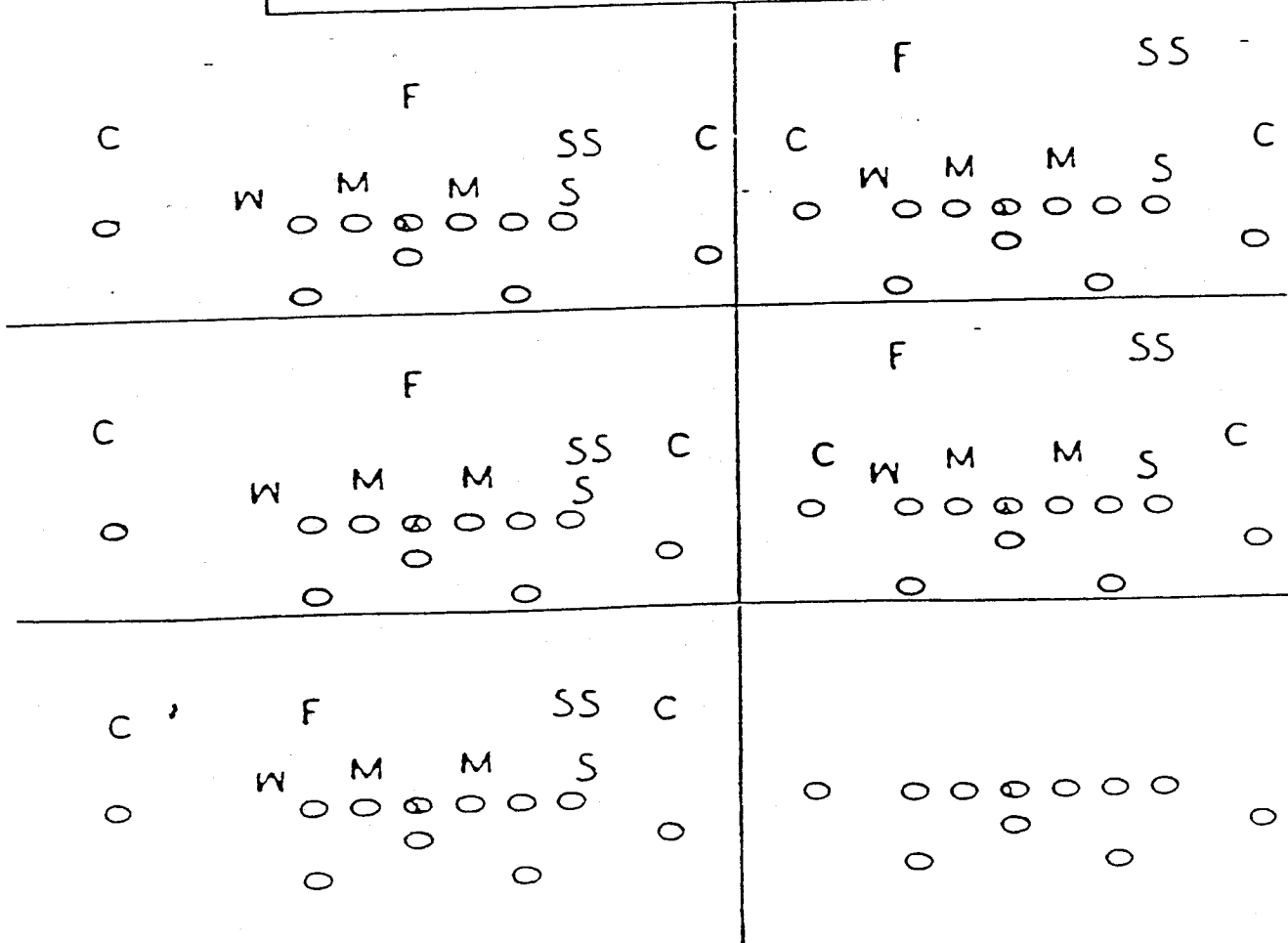
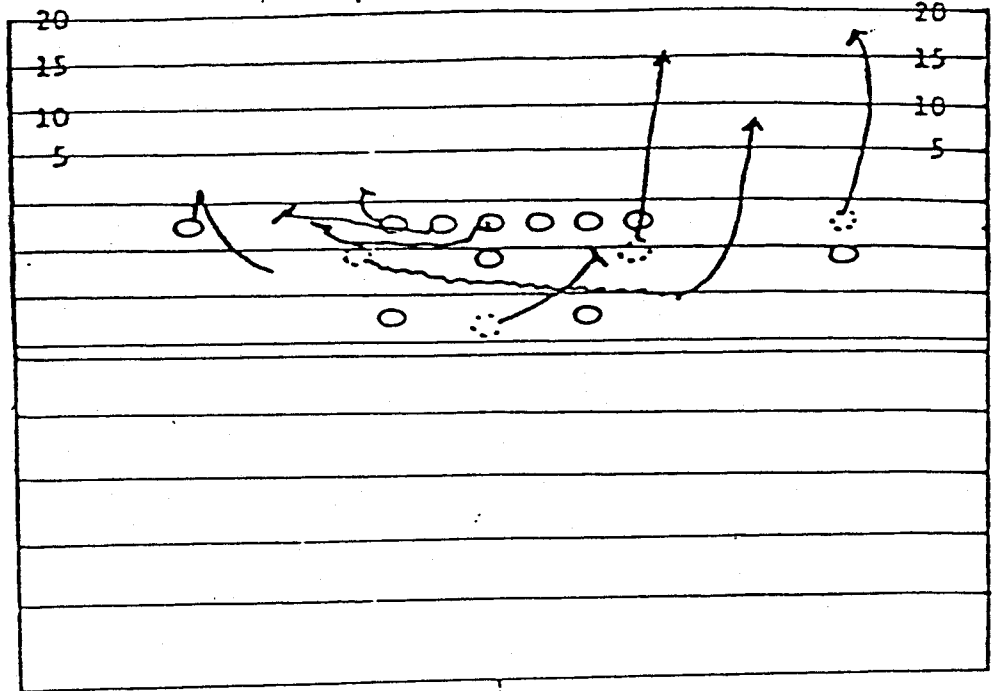
QB: TURN THEM ALL LOOSE WITH YOUR CALL UPON THE RELEASE OF THE BALL.

Rip - 460 to 5

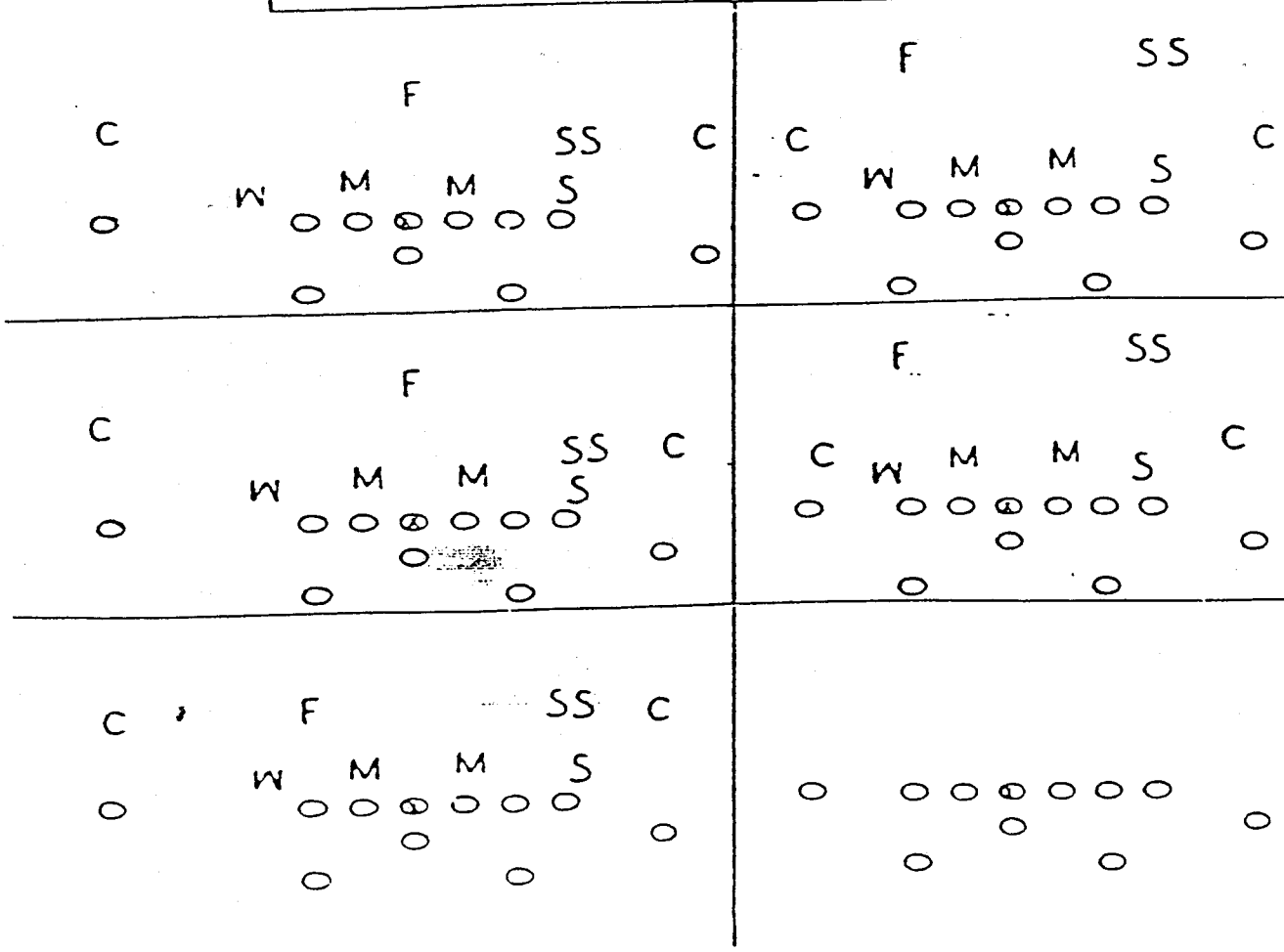
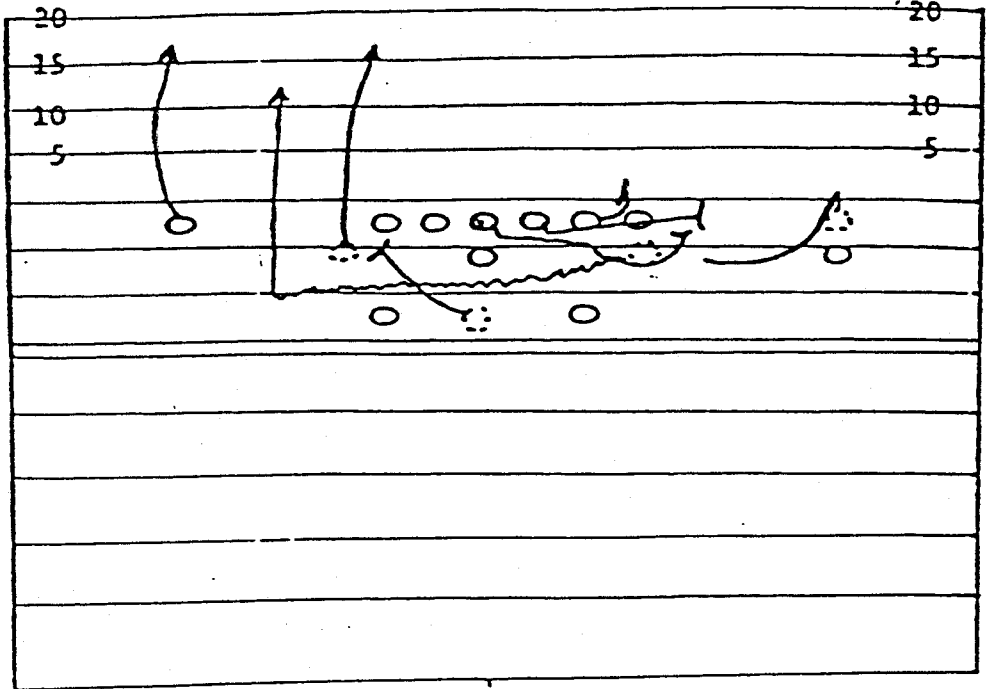


Rip - 461 to S



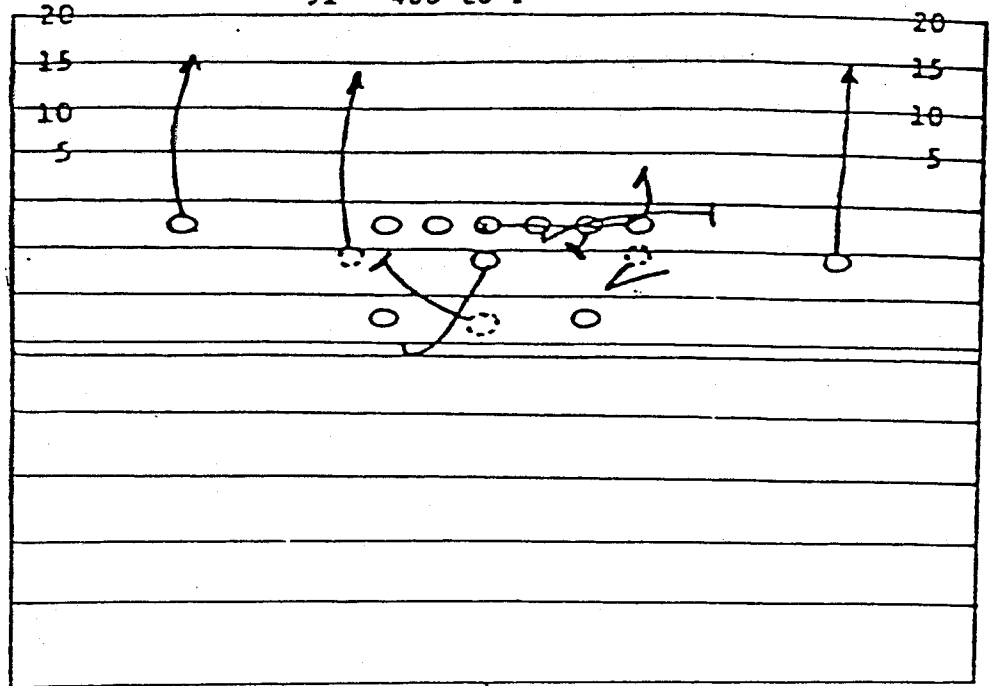


Load - 81-460





91 - 460 to Y



C	F	SS	C	F	SS	C
O	W	M	M	S	O	O
	O	O	O	O	O	O
	O	O	O	O	O	O

C	F	SS	C	F	SS	C
O	W	M	M	S	O	O
	O	O	O	O	O	O
	O	O	O	O	O	O

C	F	SS	C	F	SS	C
O	W	M	M	S	O	O
	O	O	O	O	O	O
	O	O	O	O	O	O

60 pass action; look inside and sell the conjection deliver to S;

STERBACK

If banjo or zone shows on S, look for breakback of Wing & Y - may audible out vs. zone or banjo.

60 protection steps - run S flat route - sure catch.

S BACK

Rip - 960; drive up upon snap and pick defender responsible for Y receiver - drive under him and keep moving.

WING

Drive up and break back shallow simulating hot and pick defender responsible for S. Drive under him and make him bubble. Keep moving.

Y

Run off tech - fade

Z

Run off tech - fade

60 protection rules

CENTER

60 protection rules

R GUARD

60 protection rules

R TACKLE

60 protection rules

L GUARD

60 protection rules

L TACKLE

Wing & Y must run sharp landmarks underneath their assigned pick defenders. Make them bubble or they will pick themselves: keep moving if banjo man or zone QB will look for Wing or Y: Would like to check out of it vs. noticable zone coverage.

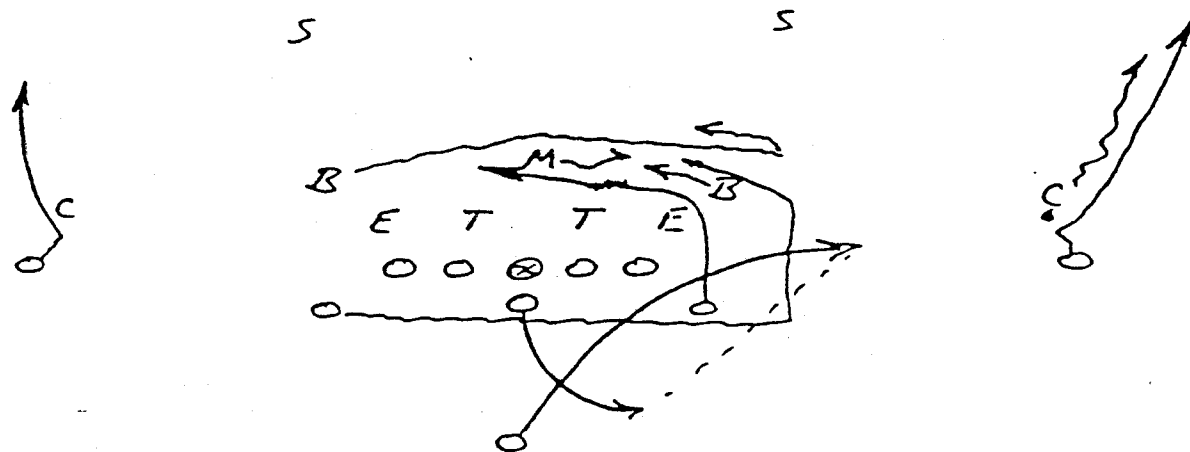
COMMENTS:



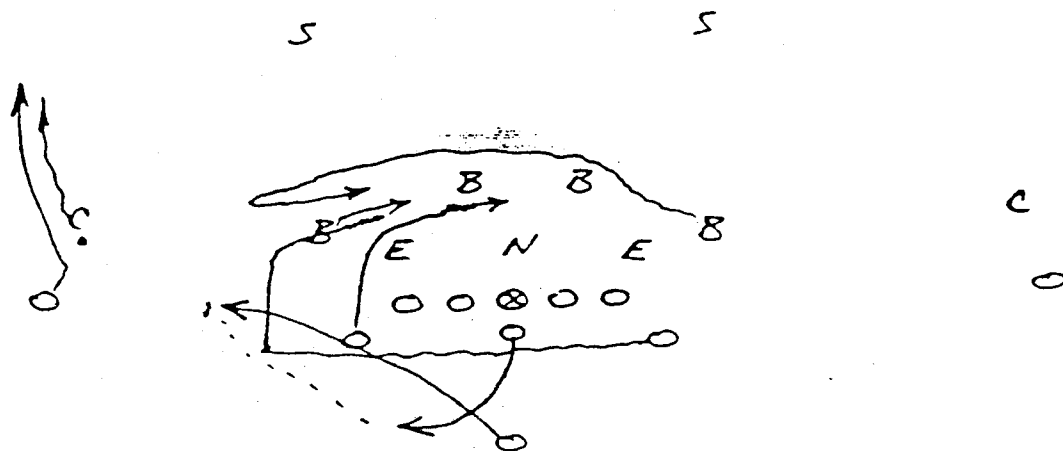
900 (PICK) SERIES

The pick routes will be identified by a 900 number and the pass protection. Basic pick play diagrammed below. Will be utilized or audible to vs. Blitz or any type of man under coverage.

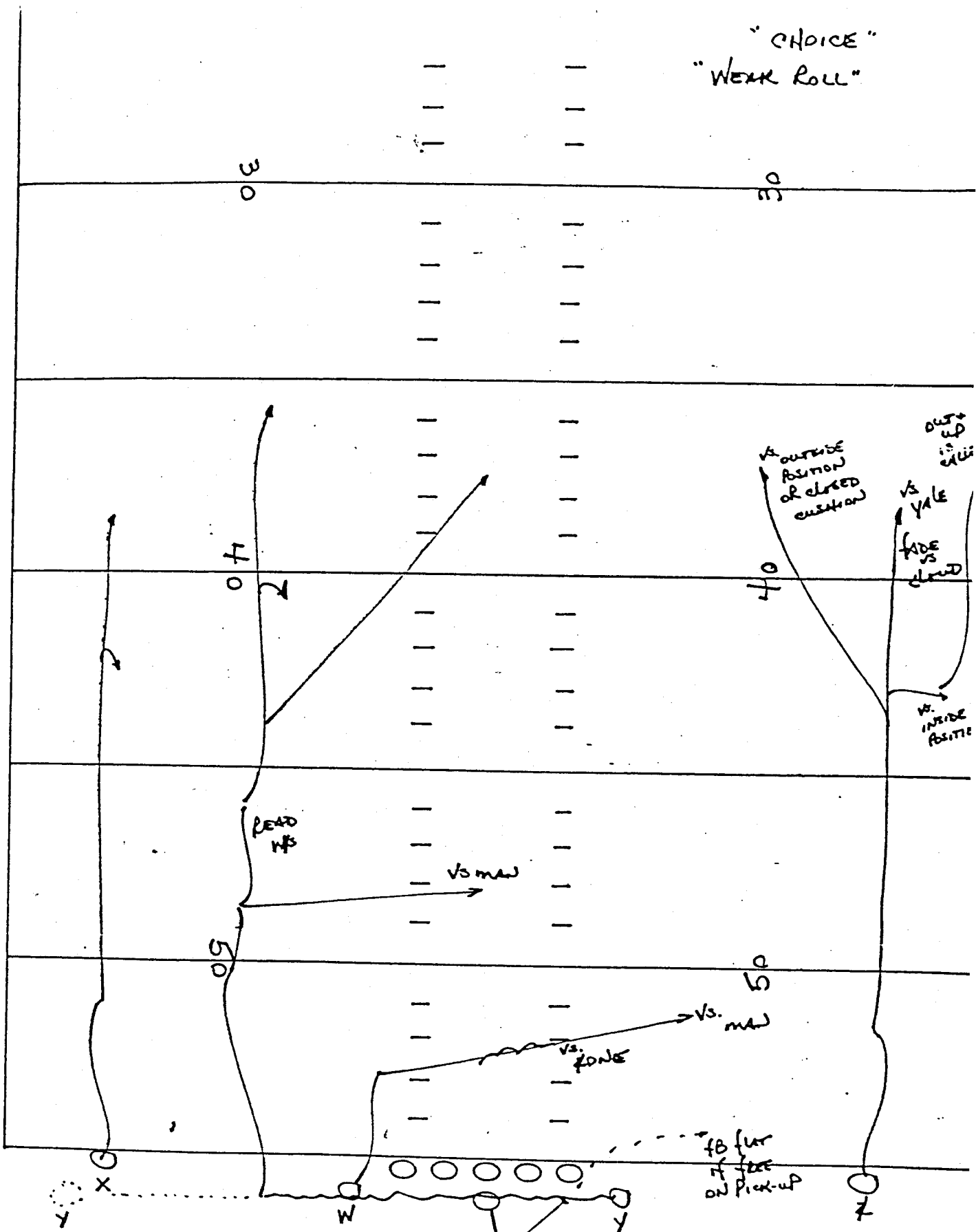
960 to S



961 to S

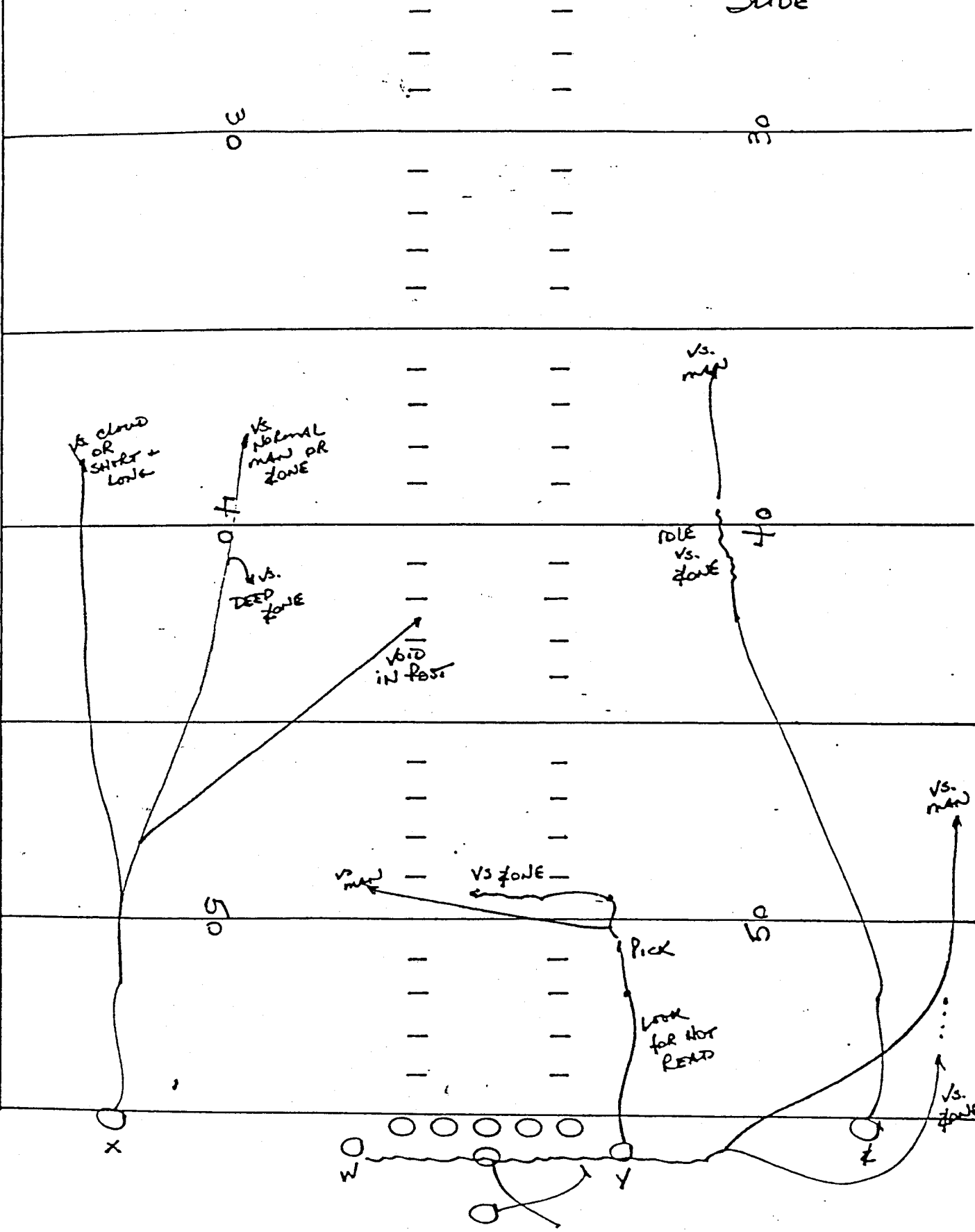


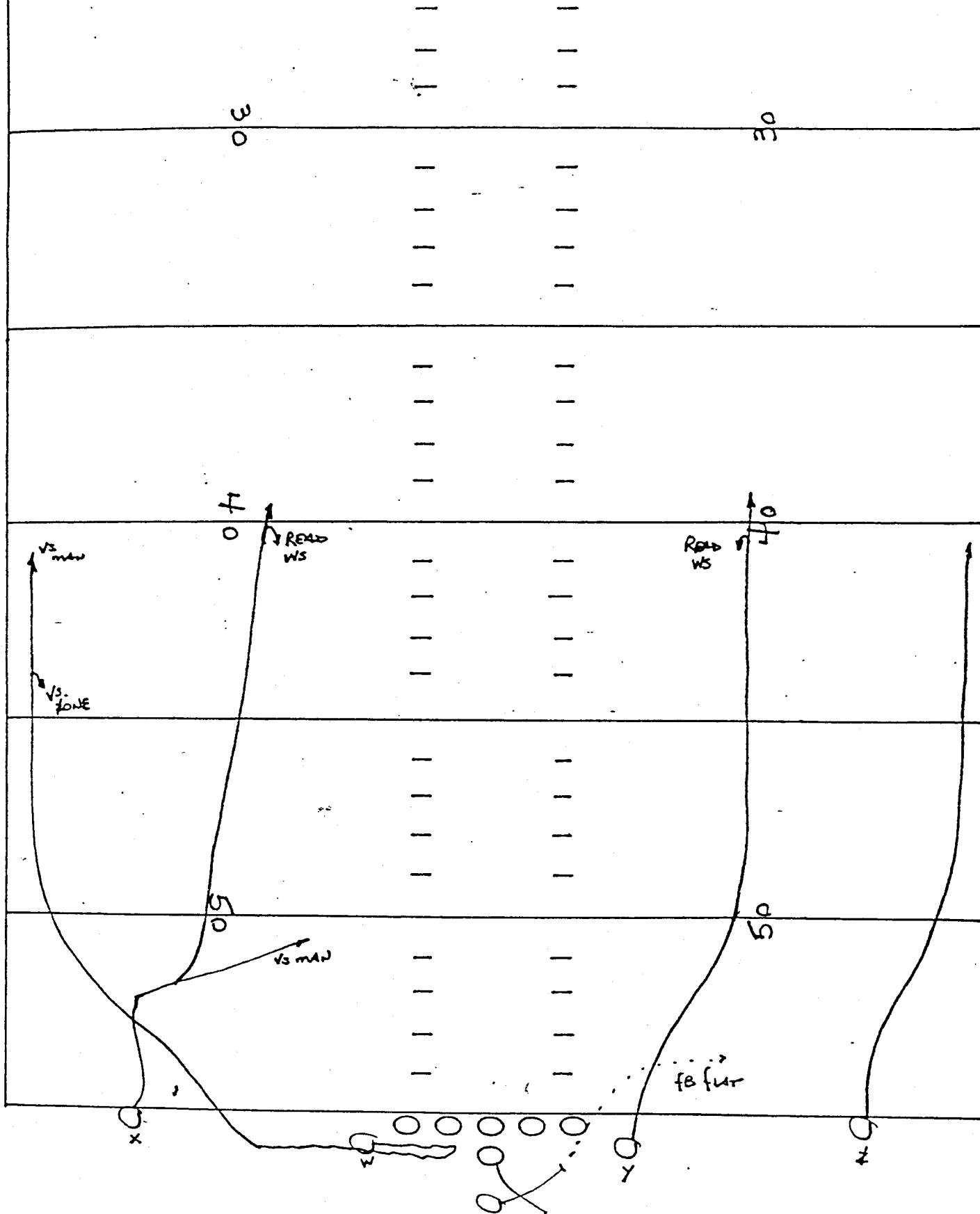
"CHOICE"  
"WEAR ROLL"



CAN TRADE  
w/ W + y  
W SPLITS WIDER  
(2 STEPS)

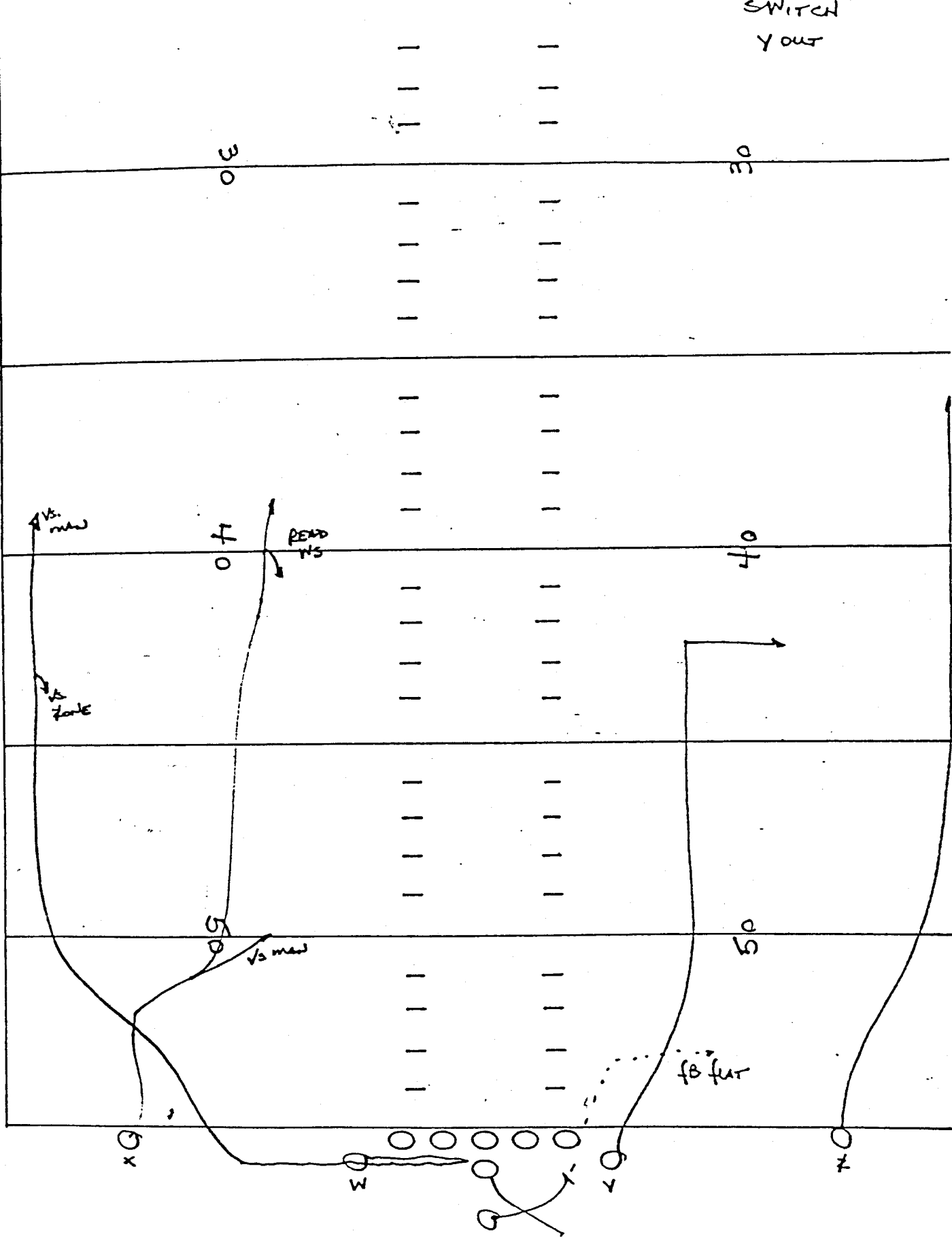
"SLIDE"



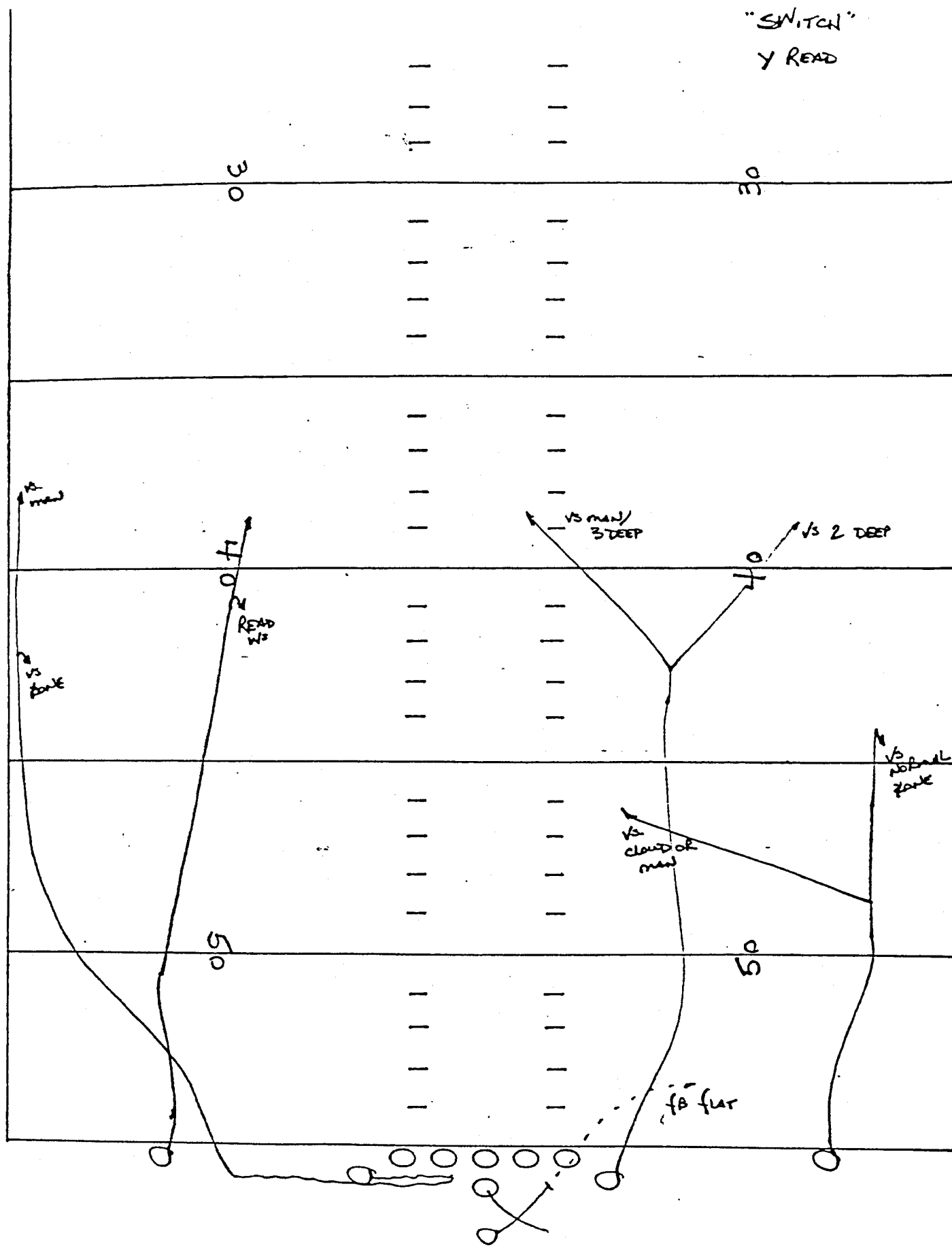


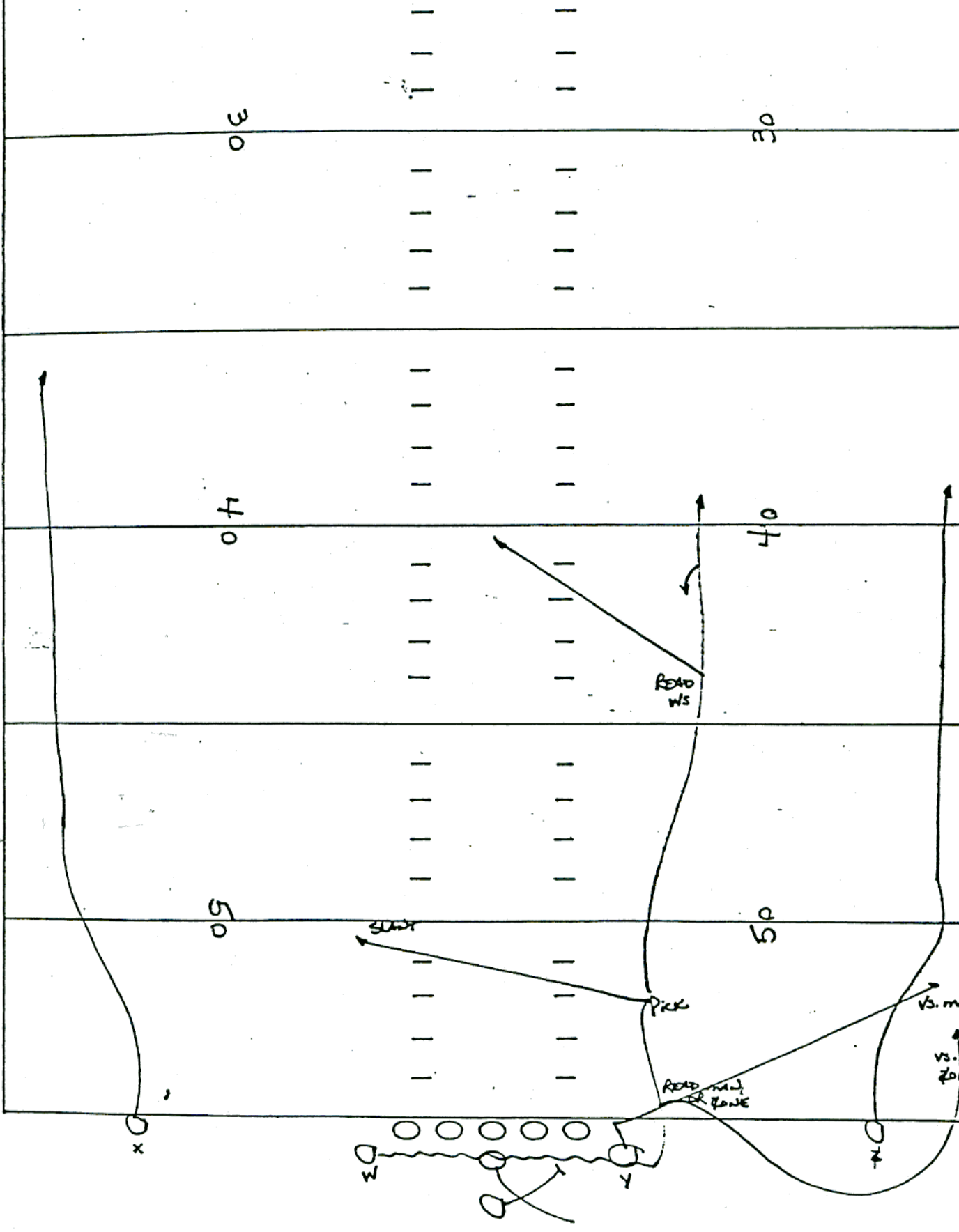
BASE SCHEME IS LOOKING FOR THROWBACK  
 MOTION CAN BE FROM TRIPS TO DOUBLE

SWITCH  
YOUR

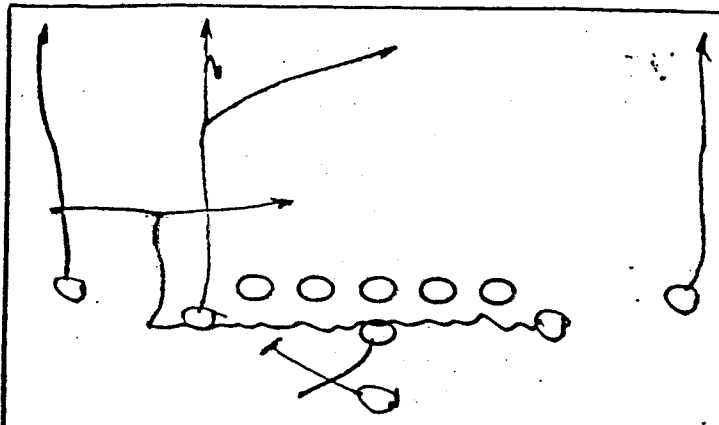


"SWITCH"  
Y READ

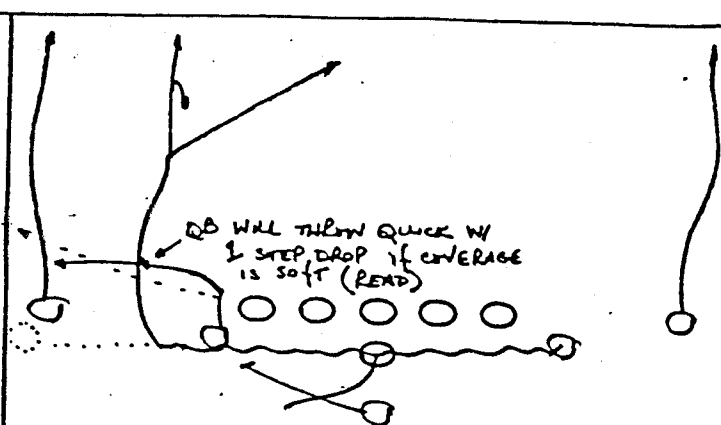




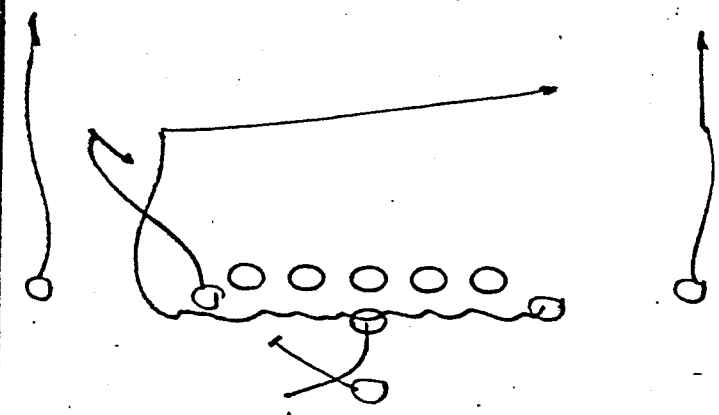
# VARIATIONS OF BASE PATTERNS



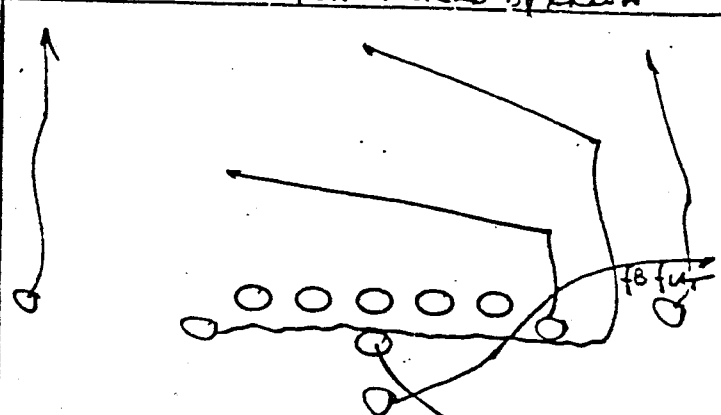
"Go" scheme choice for Y/W - IN OR OUT



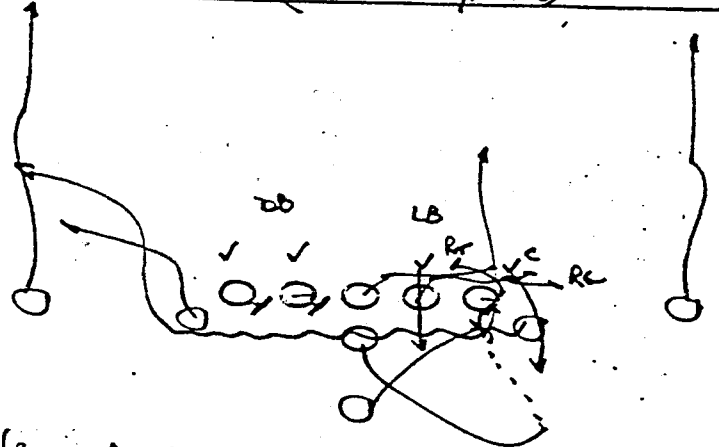
"Go" scheme flat instead of arrow



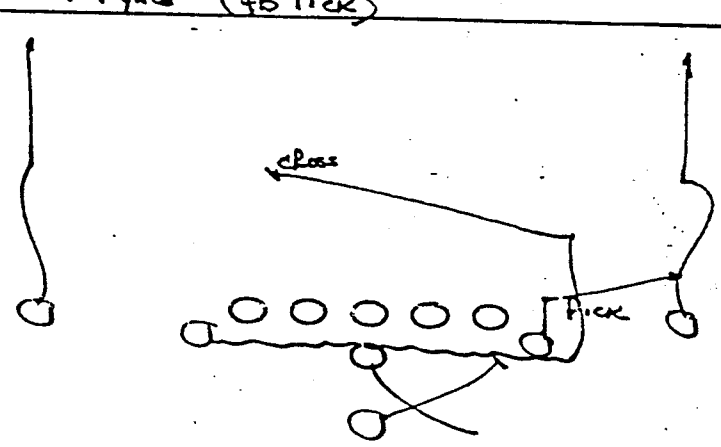
Goal Line Pick (INSIDE + 5 yd line)



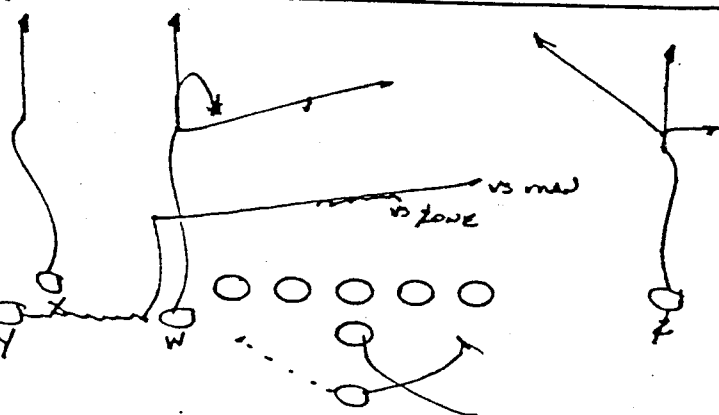
Vs. 9 yds (FB Pick)



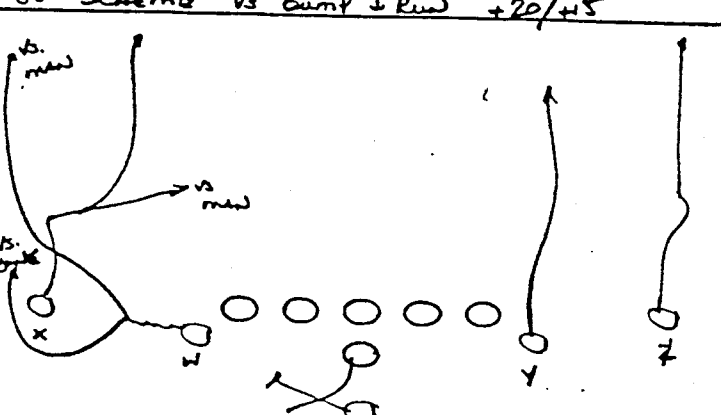
FB screen



"60" scheme vs bump + run + 20/+15



"CHOICE" Y+W TRADE (also will send FB opposite vs. 4-2)

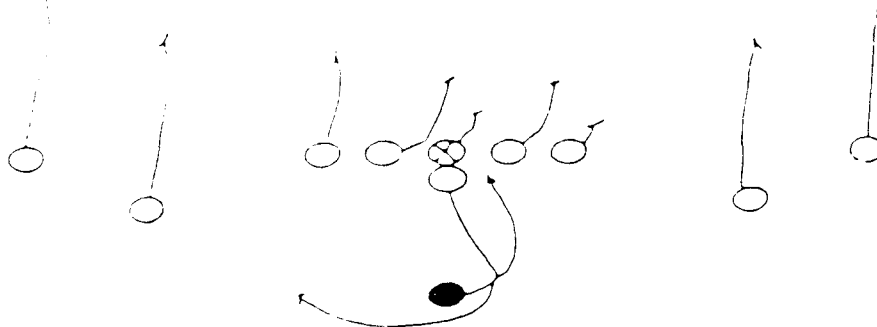


"SWITCH" (Roll to P.ck side)

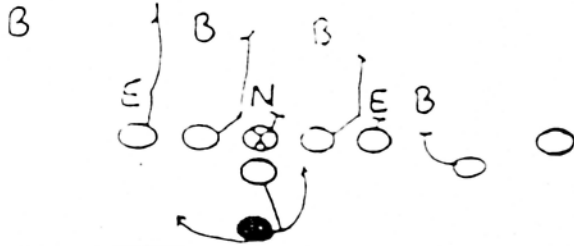


# RUNNING GAME

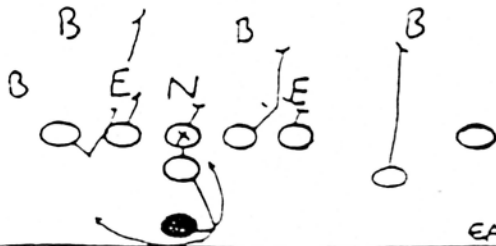
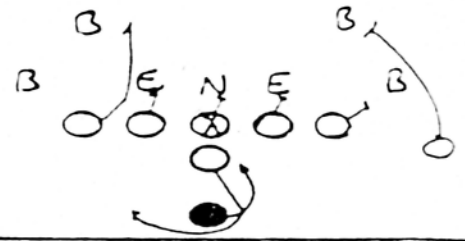
84-85



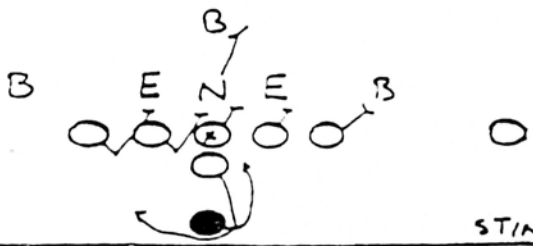
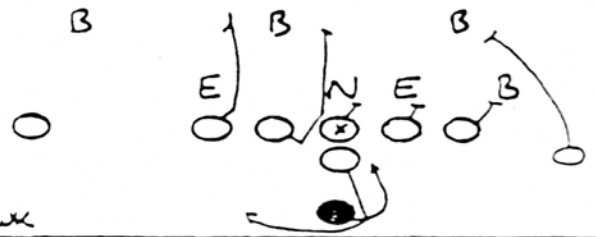
POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack inside number. FADE vs. Tight MAN coverage.
FST	HIGH BASE Man On, Man Outside.	44: Base inside shoulder of DE. 43: Base inside shoulder of DE. 52: Base Man On to LB level.
FSG	HIGH BASE Man On, Man Off.	44: Base Man On to LB level. 43: Base Man On to LB level. 52: 1/2 hand help FST to LB level.
C	HIGH BASE Man On, Man Off.	44: 1/2 hand help FSG to LB level. 43: 1/2 hand help FSG to LB level. 52: Base Man On to LB level.
BSG	CUTOFF Man On, Man Off.	44: Base Man On to LB level. 43: Base Man On with No help. 52: 1/2 hand help C to LB level.
BST	CUTOFF Fold player or Stack LB. If man on plays into you stay on.	44: 2 hand help BSG to LB level. 43: Rip DE to Fold player. 52: Rip DE to Fold player.
BSE	STALK Backside Corner.	Attack playside number. FADE vs. Tight MAN coverage.
SB	WALL 1st man outside FST.	Attack inside number. FADE vs. Tight MAN coverage.
MB	SPREAD: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Open and Crossover @ 45 degrees. Read 1st DL from Center backside. Cut behind flowing DL and LB.	Never turn your shoulders backside. Push to LOS before deciding on a seam. Be patient.
QB	Open straight back to hole side. Hand ball to FB deep as possible. Fake 084/085 to hold backside DE.	Give to FB on 2nd step. Plant on second step for Boot Fake.



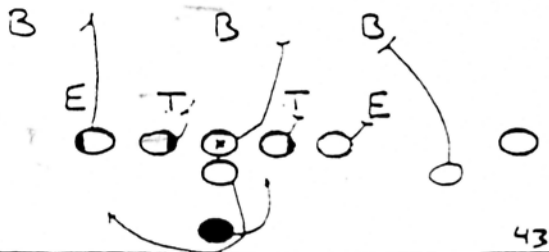
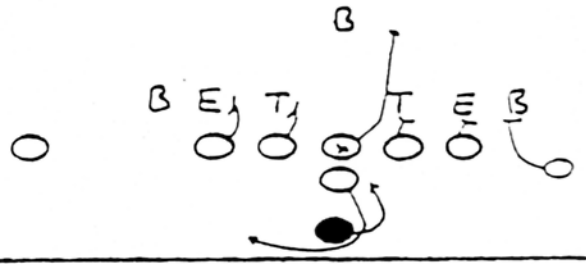
SO BEAR



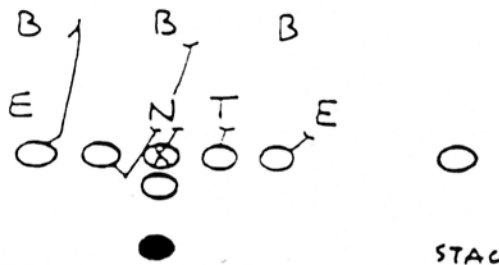
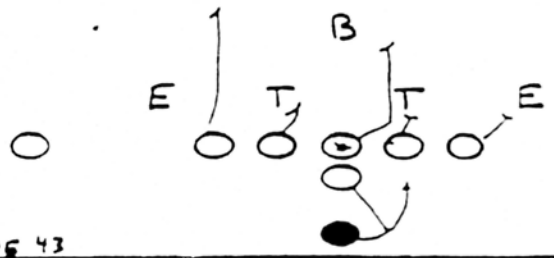
EASLE HAWK



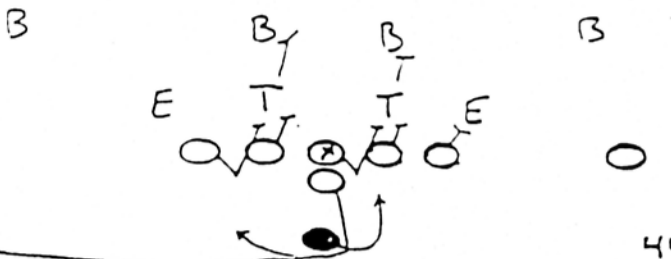
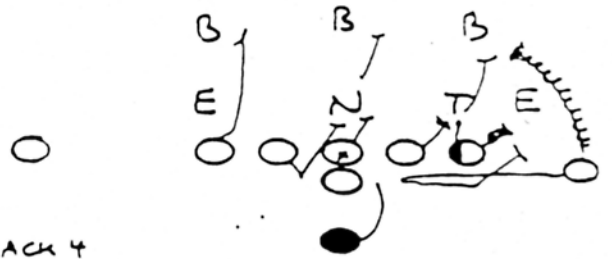
STING 61



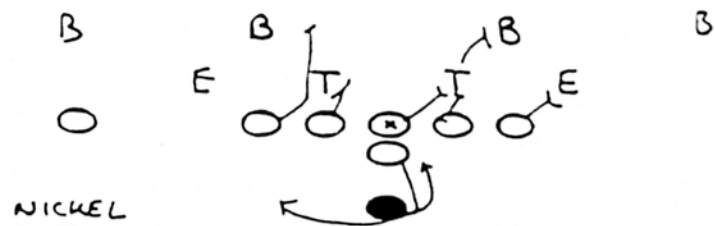
WIDE 43



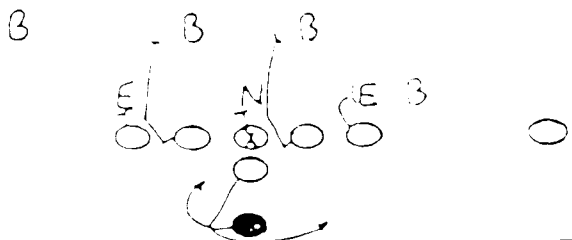
STACK 4



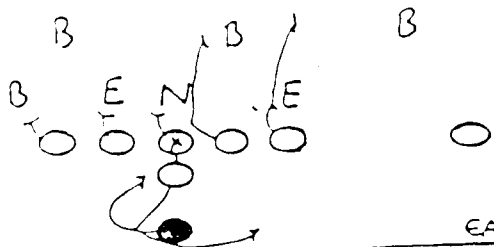
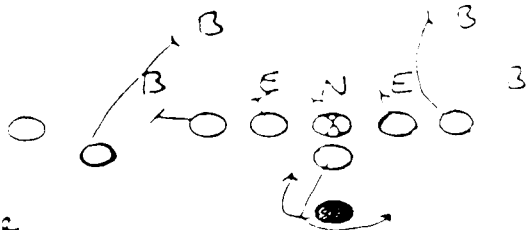
44



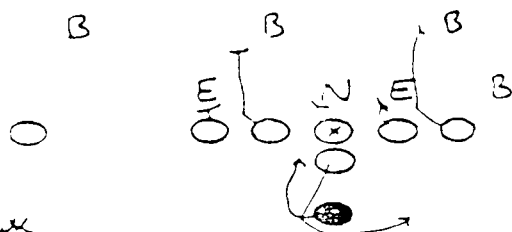
NICKEL



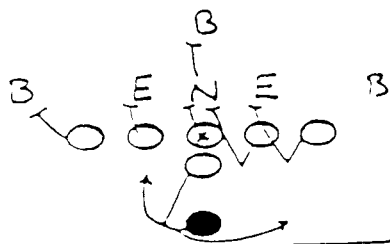
50 BEAR



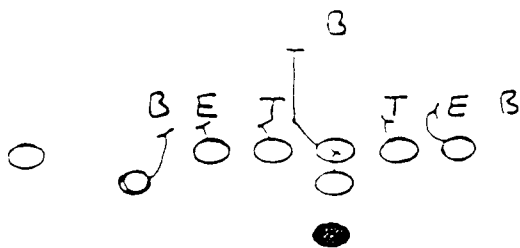
61 STING



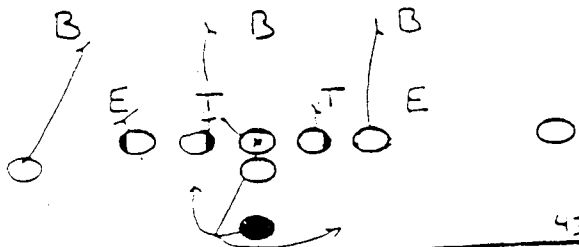
43



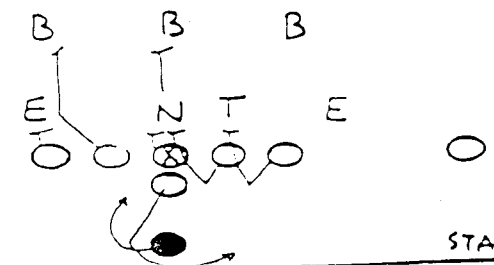
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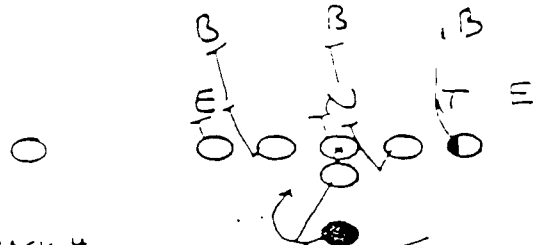
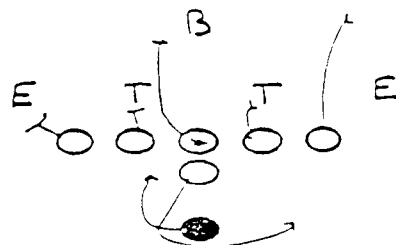
STACK 4



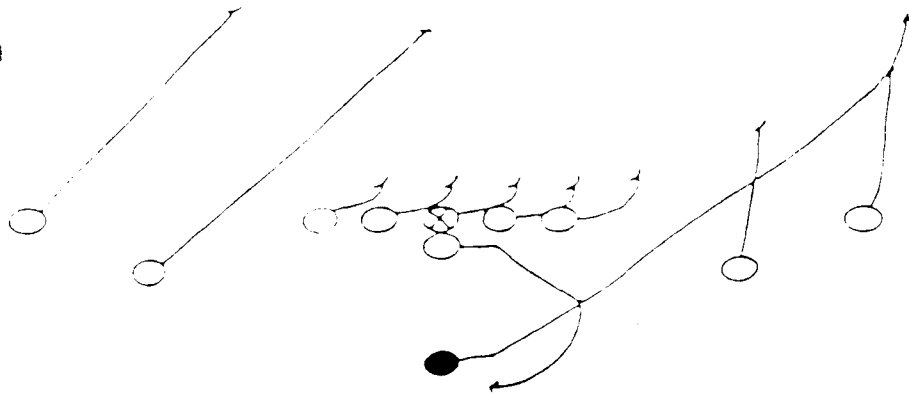
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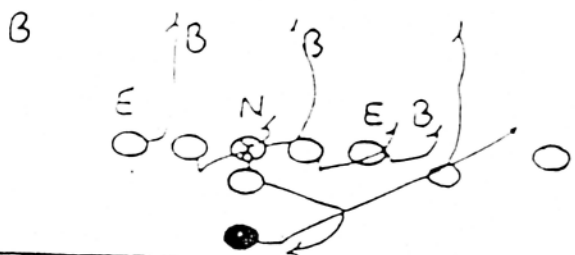
43



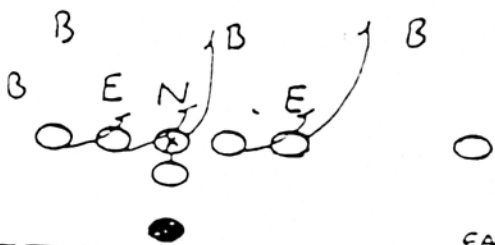
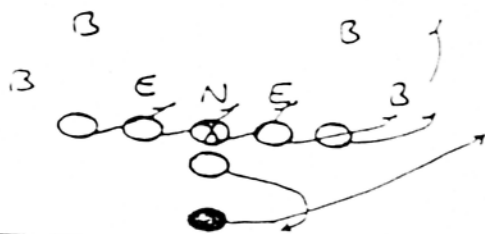
88-89



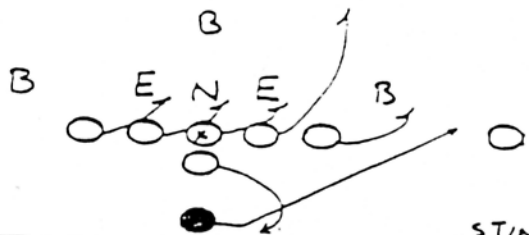
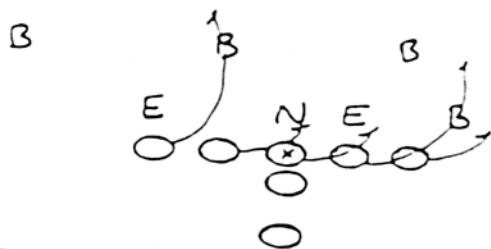
POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack playside number.
FST	Pull step and Reach "C" gap defender.	
FSG	Pull and overtake next DL Playside to 1st On or Backside.	Stay with Man On if he plays into y
C	Pull and overtake next DL Playside to 1st LB On or Backside.	Stay with Man On if he plays into y
BSG	Pull and overtake next DL Playside to 1st LB On or Backside.	Stay with Man On if he plays into y
BST	Pull and overtake next DL playside to 1st LB Backside.	Stay with Man On if he plays into y
BSE	STALK Backside Corner.	Attack playside number.
SB	STALK first man outside FST.	Attack outside number.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number.
FB	Take lateral step and sprint for a moving point 1 yard outside FST.	Key leverage of FST, SB, MB, FSE. Keep shoulders at 45 while reading.
QB	Open flat and sprint the ball to the FB. Boot away to hold BS DE.	



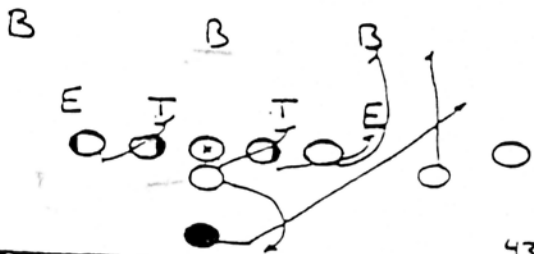
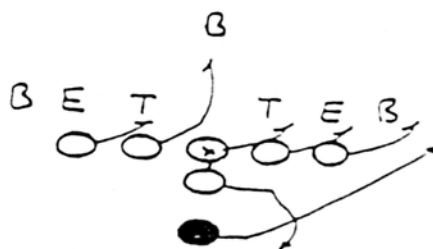
SO BEAR



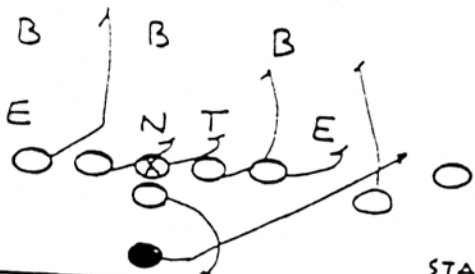
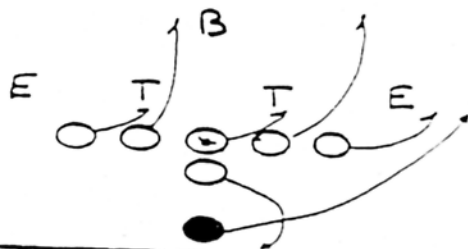
EAGLE HAWK



STING 61

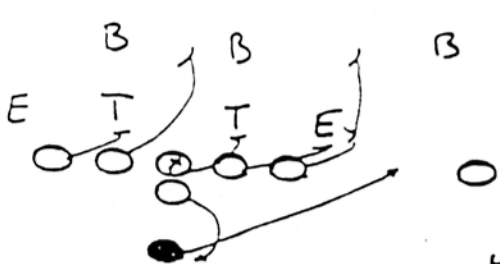
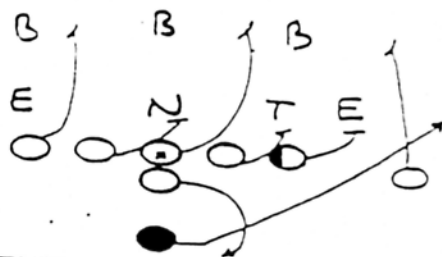


43 WIDE 43



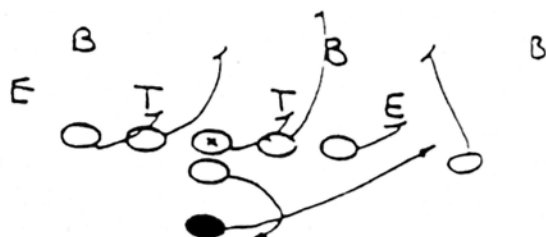
STACK

STACK 4



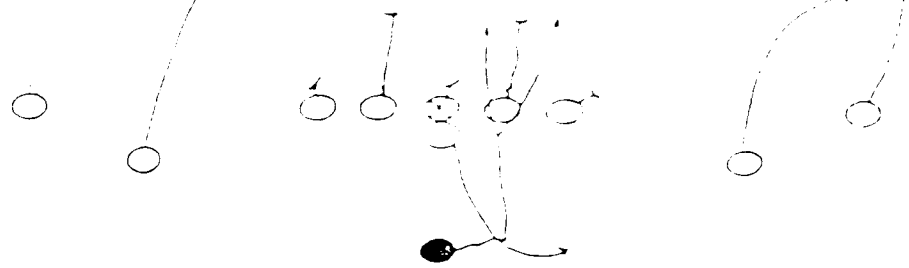
44

NICKEL



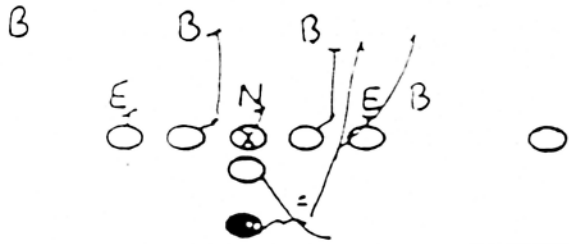


30-81

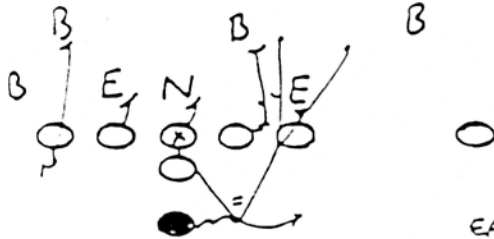
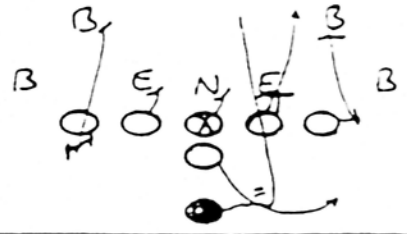


POS	ASSIGNMENT	COACHING POINTS
FSE	FADE.	Sell the Pass to the entire Second
FST	Pass Set and block F2.	vs. 52: Force him anyway he rushes. vs. 43: Wall inside out and stay c. vs. 44: Set on DE and stalk LB.
FSG	Pass Set and block F1.	vs. 52: Wrap around PINCH by F2 to vs. 43: Force DT anyway he rushes. vs. 44: Force DT anyway he rushes.
C	Pass Set and block C to BS LB.	vs. 52: Force O backside. vs. 43: Wrap around PINCH by F1 to vs. 44: Pass Set and release to BS
BSG	Pass Set and block inside out on B1.	vs. 52: Wrap around SLANT by NG to vs. 43: Block inside out on DT. vs. 44: Block inside out on DT.
BST	Pass Set and block inside out on Man On to Man Outside.	vs. 52: Block inside out on DT. vs. 43: Block inside out on DE. vs. 44: Block inside out on DE.
BSE	FADE.	Sell the Pass to the entire Second
SL	Read the first man outside FST as you run a Pressure Out or Block.	Sell the pass action first. EYES ON YOU: PRESSURE OUT. EYES INSIDE: Wall inside number.
MB	SPREAD: Same as Set Back. TRIPS: Same as Set back w/ Go Route	
FB	Open, Crossover, and receive ball Cut away from 1st DL from FSG out.	Sell 60/61 pass action.
QB	Open to the hole on 60/61 action. Slip ball to FB as deep as possible while keeping your eyes downfield.	Sell 60/61 pass action.

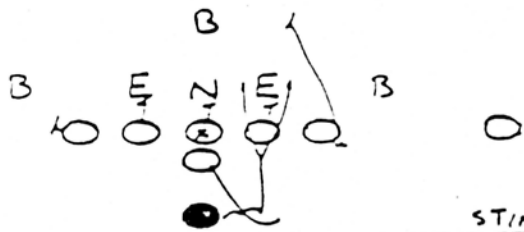
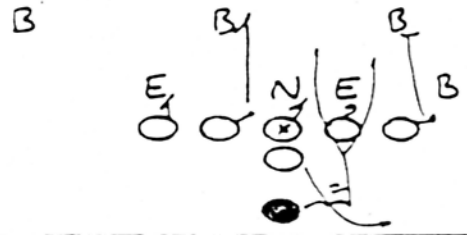




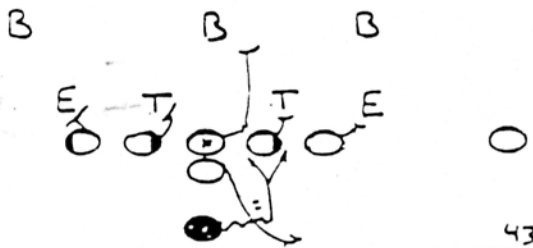
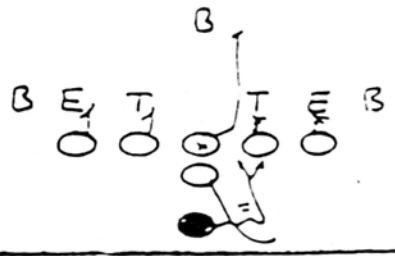
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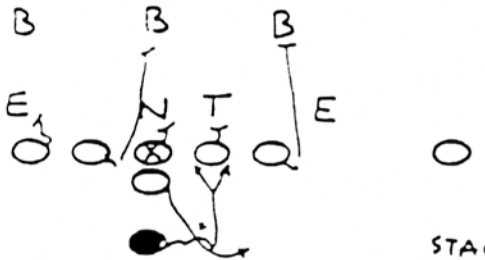
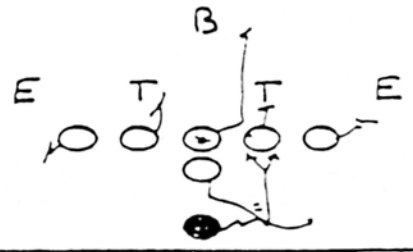
EAGLE HAWK



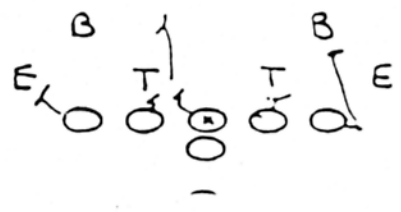
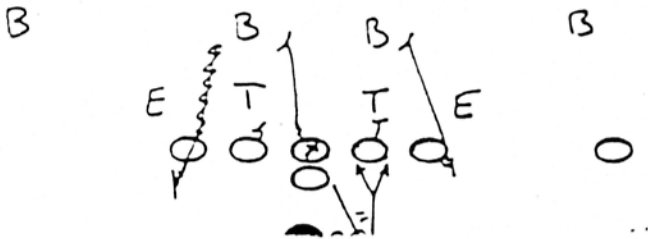
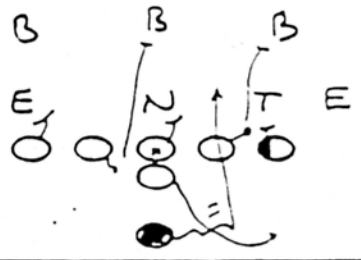
STING 61



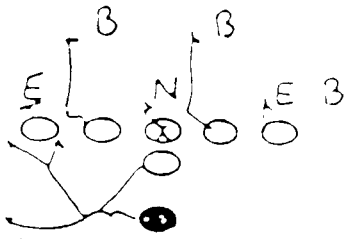
WIG 43



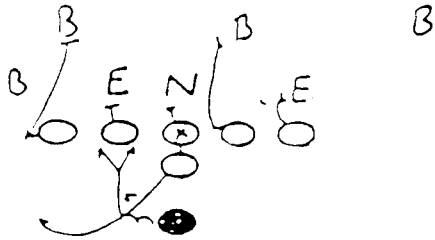
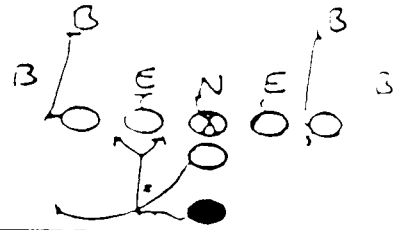
STACK



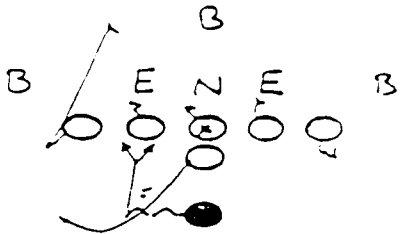
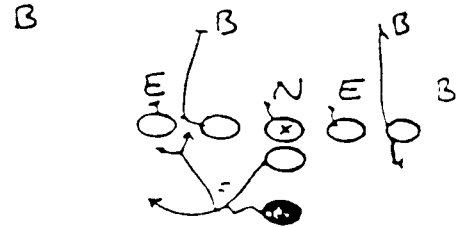
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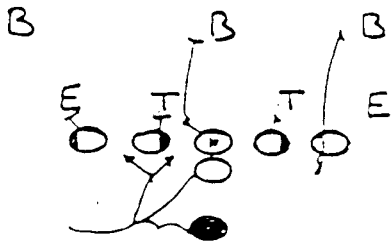
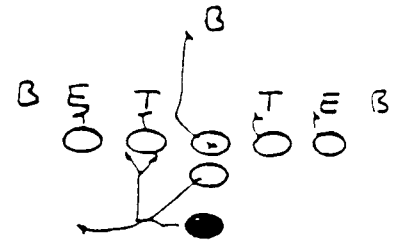
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EAGLE HAWK

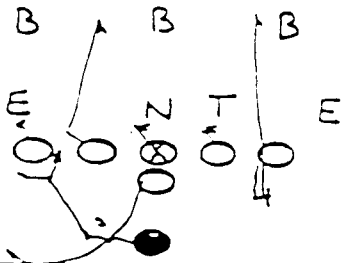
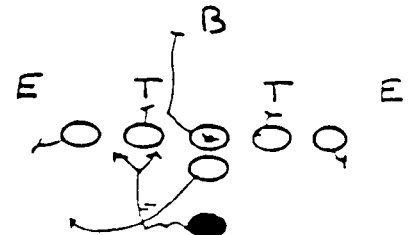


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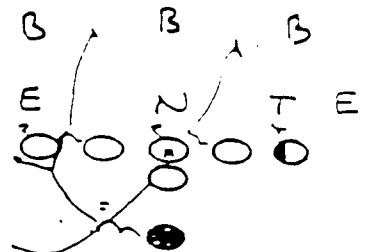
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WIDE 43

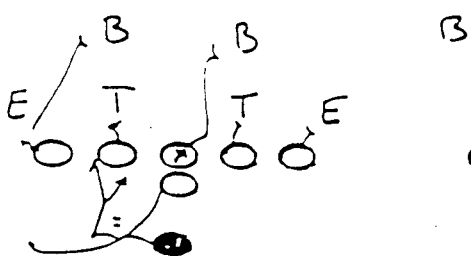


STACK

STACK 4

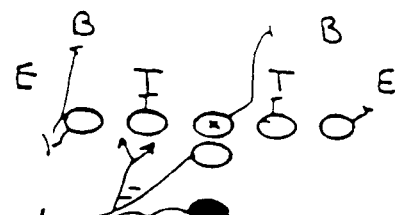


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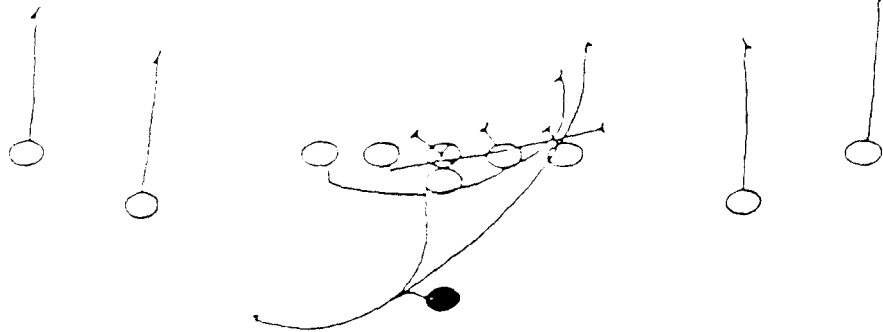


44

NICKEL

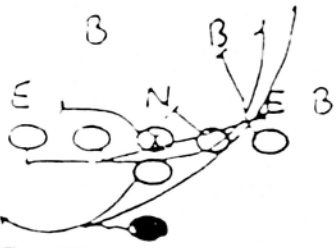


74  
75

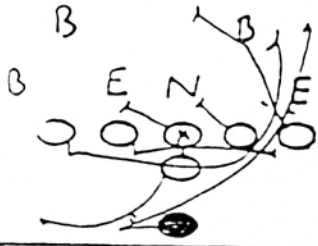
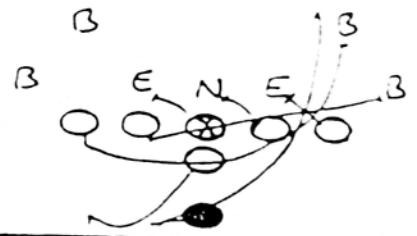


POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack inside number.
FST	PIN B gap DL to 1st LB backside.	DL: FACEMASK - Earhole. FISTS - LB: FACEMASK - Ribs. FISTS - Gut
FSG	PIN A gap DL to 1st LB backside.	DL: FACEMASK - Earhole. FISTS - LB: FACEMASK - Ribs. FISTS - Gut
C	PIN first DL backside.	DL: FACEMASK - Earhole. FISTS - LB: FACEMASK - Ribs. Fists - Gut
BSG	Pull flat and TRAP, LOG, or CUT 1st DL outside FST.	UPFIELD TECH: TRAP w/ outside sh SQUEEZE TECH: LOG w/ inside shou STUFF TECH: CUT legs w/ legs beh
BST	Pull deep and Turn inside or pull around BSG's block for FS ILB.	UPFIELD TECH: Turn inside G to F SQUEEZE TECH: Pull around G to F STUFF TECH: Pull around G to Flow
BSE	STALK Backside Corner.	Attack playside number.
SB	WALL 1st man outside FST.	Attack inside number.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Open and Jab away from the Hole. Receive ball behind QB. Get behind BST and read BSG block.	Never cutback. Sell the 60/61 action initially.
QB	Look for Automatic by keying OLB. Open away from hole on 60/61 action and give ball behind you to FB.	Carry out an excellent Bootleg fa

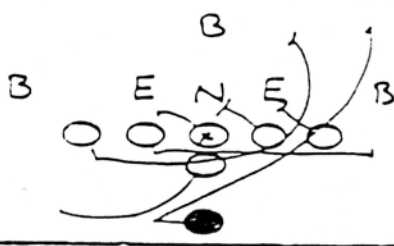
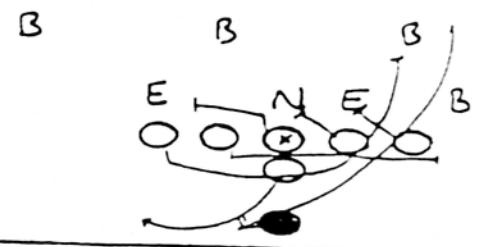
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50 BEAR

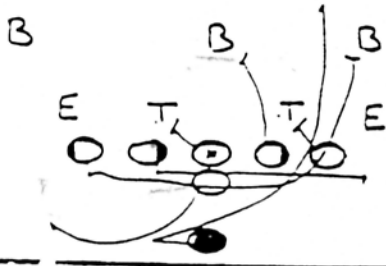
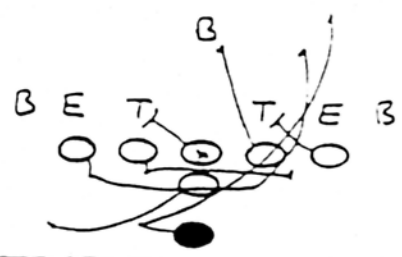


EAGLE HAWK



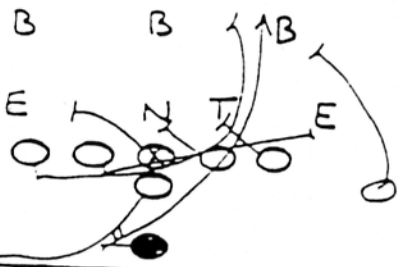
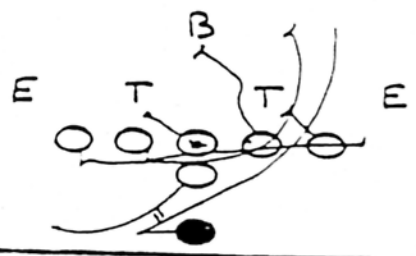
STING

61



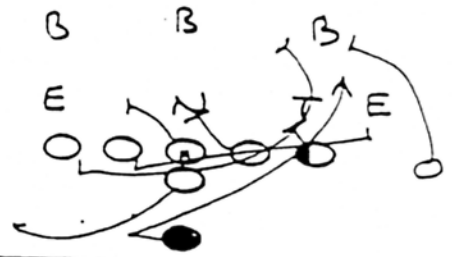
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WIDE 43

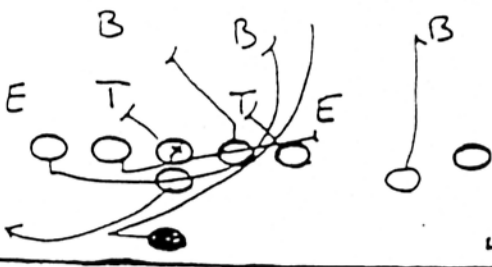


STACK

STACK 4

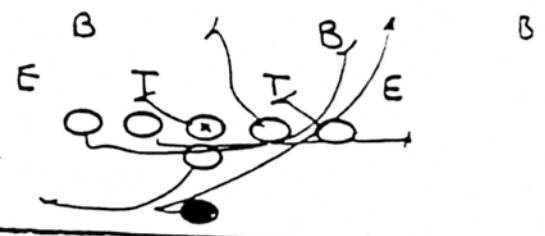


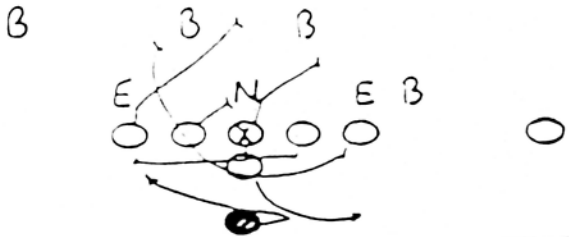
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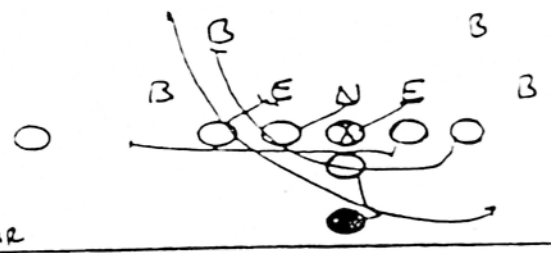
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NICKEL

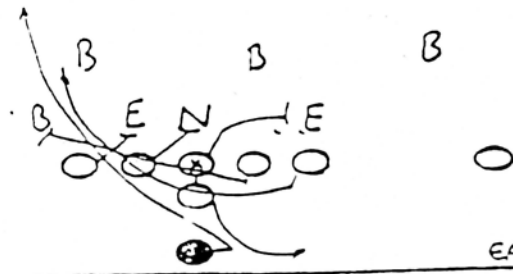




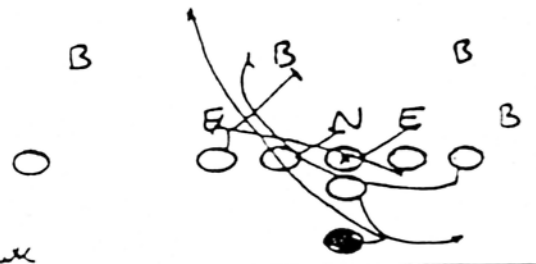
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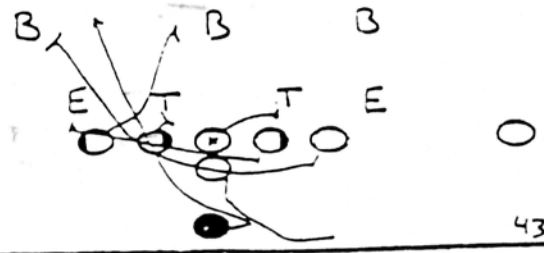
EAGLE HAWK



STING 61

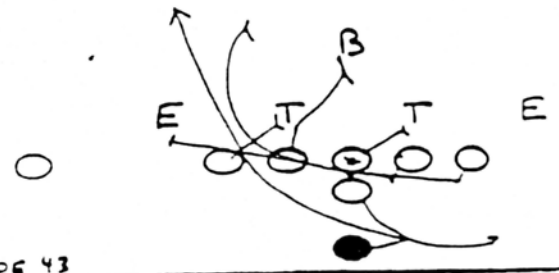


WIDE 43



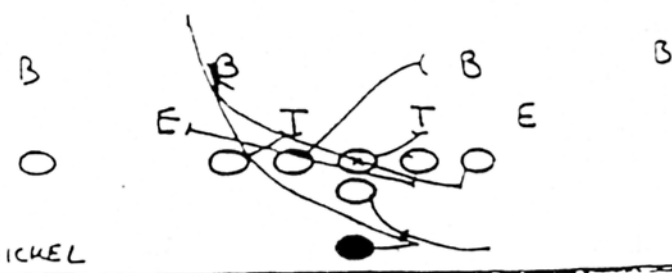
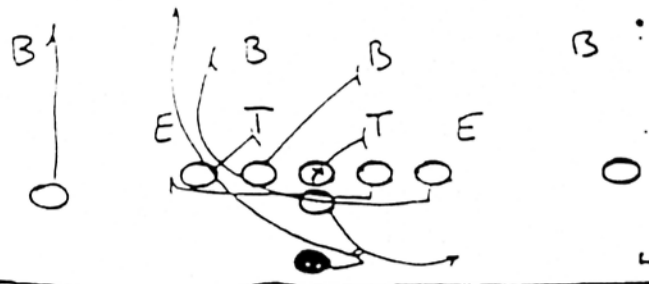
STACK

STACK 4

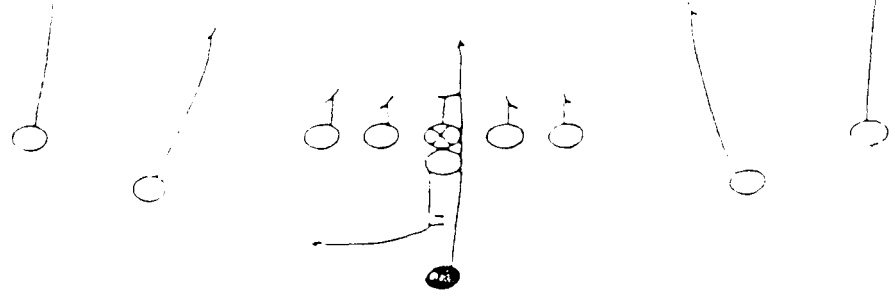


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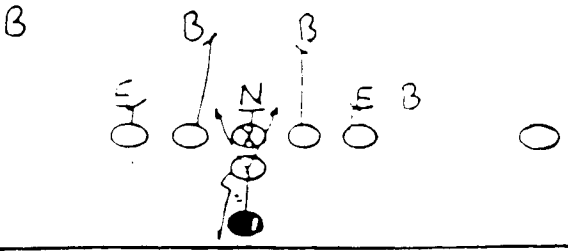


DIVE

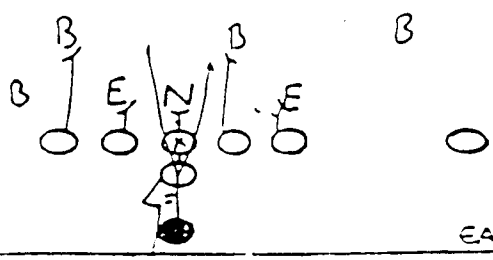
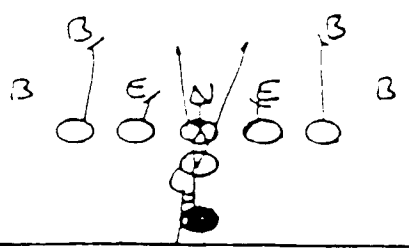


POS	ASSIGNMENT	COACHING POINTS
FSE	Stalk inside number of Corner.	
FST	DRIVE inside number of F2.	
FSG	DRIVE inside number F1.	
C	DRIVE head up #0 to A gap defender.	
BSG	DRIVE inside number of B1.	
BST	DRIVE inside number of B2.	
BSE	Stalk inside number of Corner.	
SE	Stalk inside number of first man from FST out.	
SB	Stalk inside number of first man from BST out.	
FB	Dive for Center's Butt and read 1st man head up to backside.	Cheat up in your alignment.
QB	Open back to 1:00. Get the ball to FB deep & quick.	

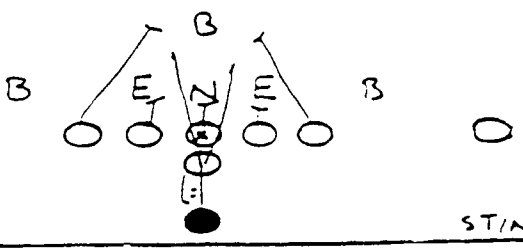
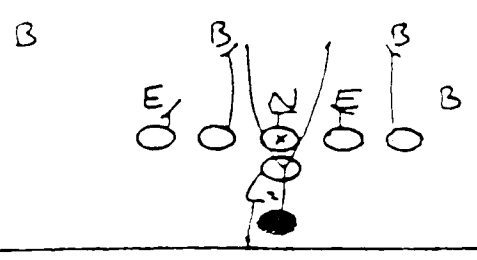
DIVE  
RIGHT



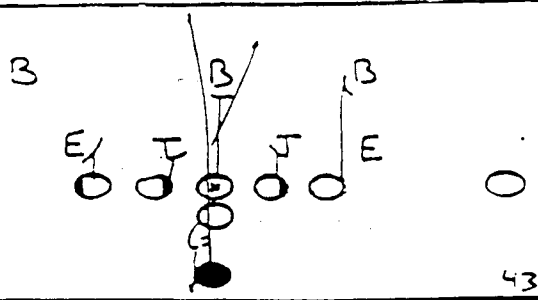
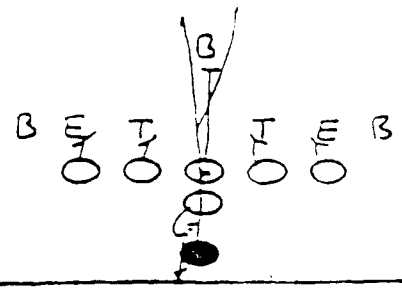
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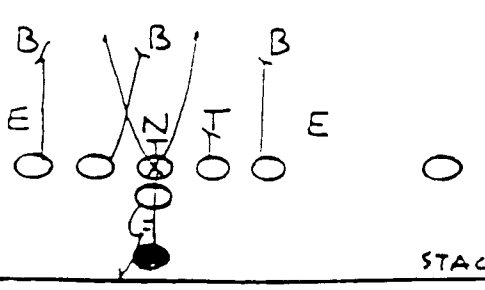
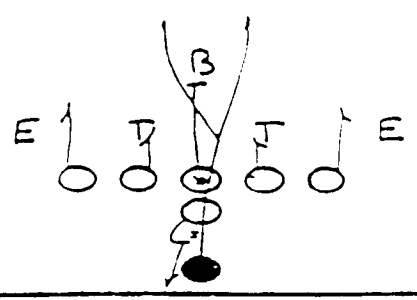
EAGLE HAWK



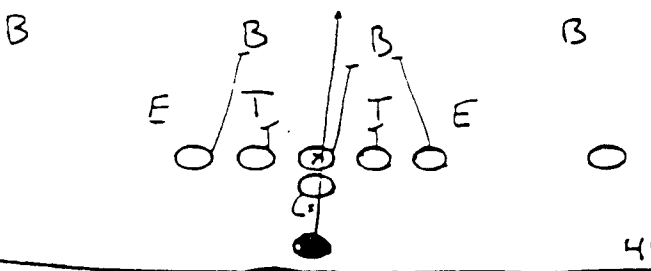
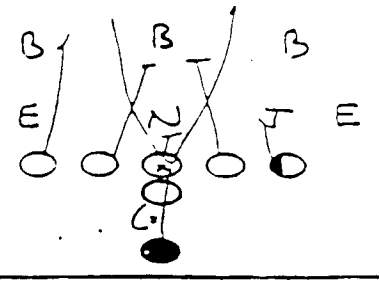
STING 61



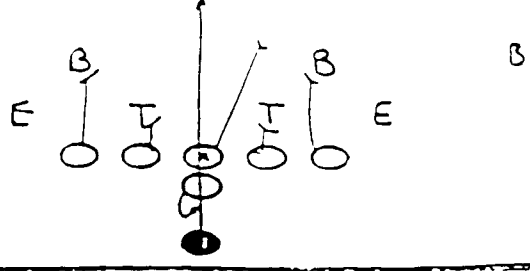
WIDE 43



STACK 4

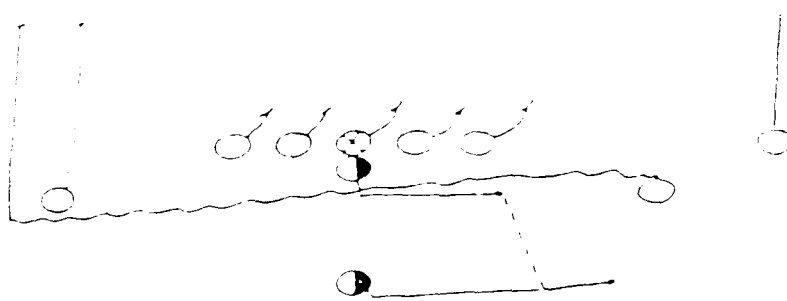


NICKEL 44



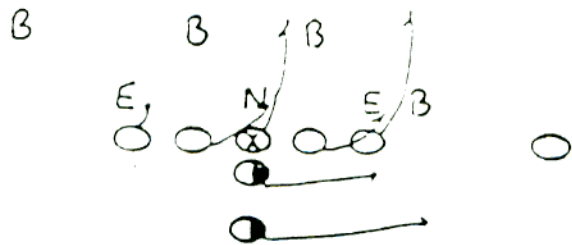
Speed  
Option

18-19

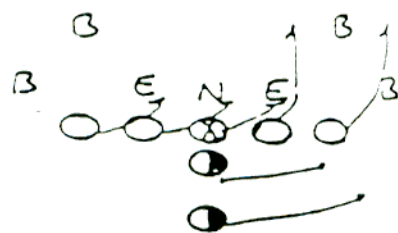


POS	ASSIGNMENT	COACHING POINTS
FSE	STALK Frontside Corner.	Attack playside number.
FST	Pull step and Reach 4/5 Tech. Rip near shoulder of 7 Tech to LB.	Rip through playside shoulder of a BS gap stunt by 4 or 5 Tech to LB.
FSG	Pull step and Reach FS "B" defender to 1st LB On or Backside.	Rip through playside shoulder of an BS gap stunt by B gap defender to LB.
C	Pull step and Reach FS "A" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by A gap defender to LB.
BSG	Pull step and Reach BS "A" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by A gap defender to LB.
BST	Pull step and Reach BS "B" defender to 1st LB Backside.	Rip through playside shoulder of a BS stunt by B gap defender to LB.
BSE	STALK Backside Corner.	Attack playside number.
SB	SPREAD/TRIPS TO: TRIPS AWAY: WALL Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
MB	SPREAD AWAY: STALK Backside Safety. TRIPS TO: STALK Frontside Safety.	Attack playside number. FADE vs. Tight MAN coverage.
FB	Sprint laterally at 5 yards from QB and 2 yards in front.	Keep your eyes on the QB's pitch hand.
QB	Open step deep playside. Option 1st defender outside 5 Tech.	Attack and key defender's near shoulder for Keep or Pitch to FB read.

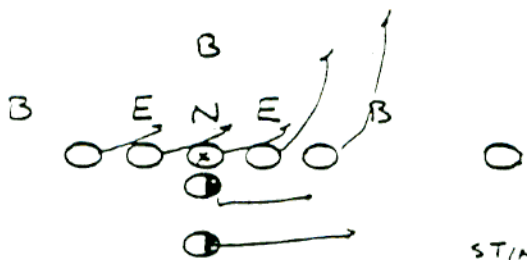




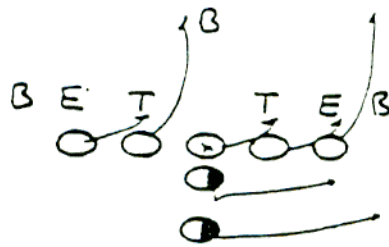
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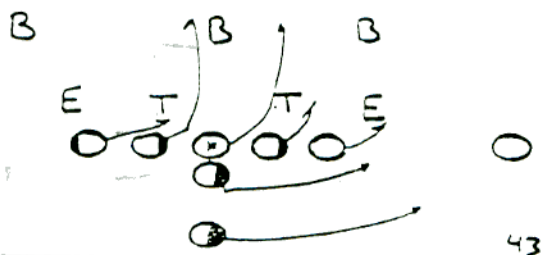
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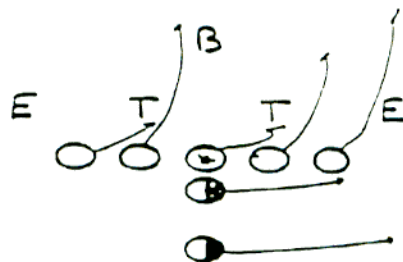
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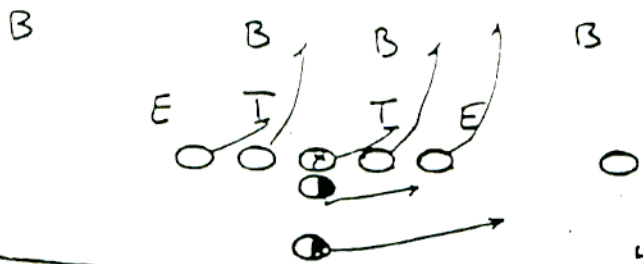
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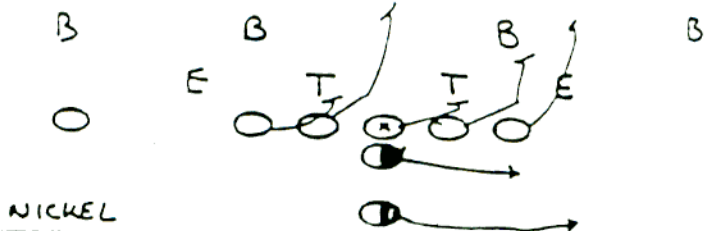
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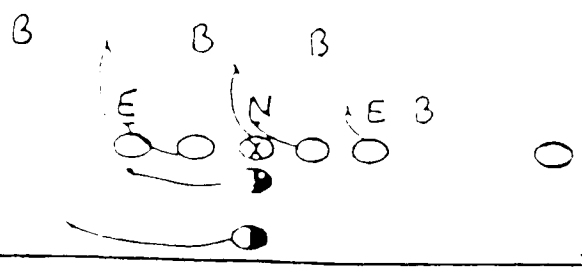
STACK 4



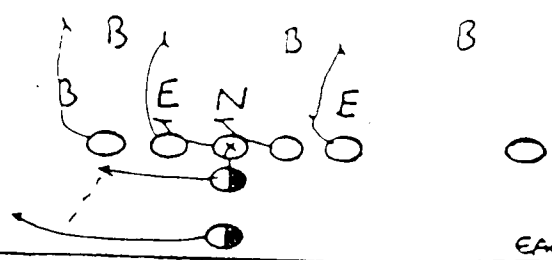
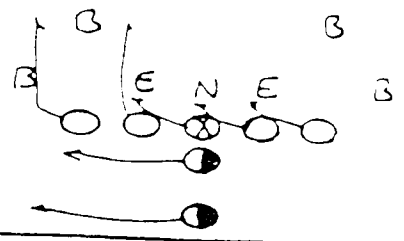
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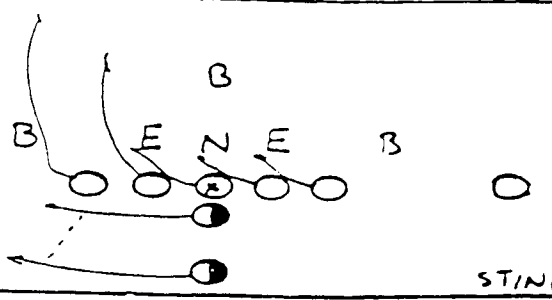
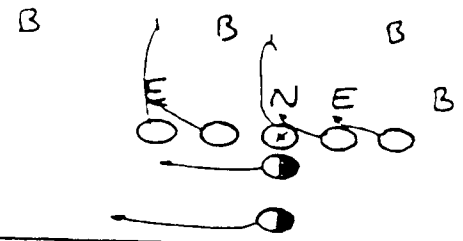
NICKEL



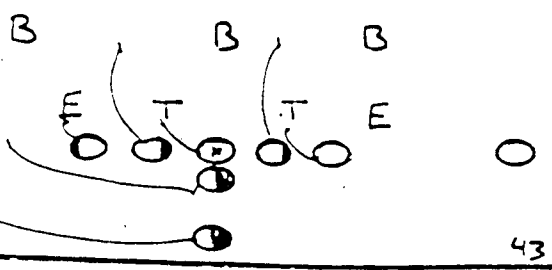
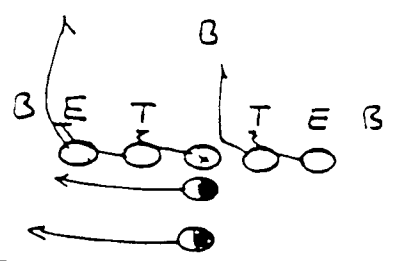
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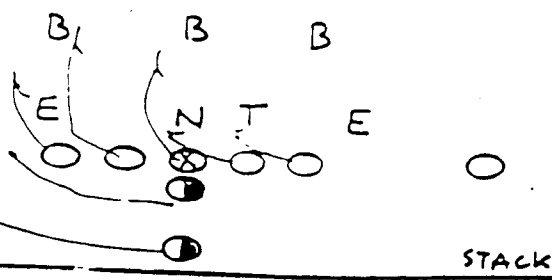
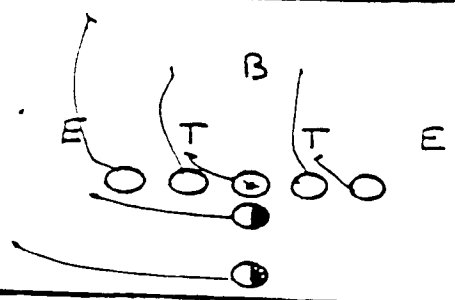
EAGLE HAWK



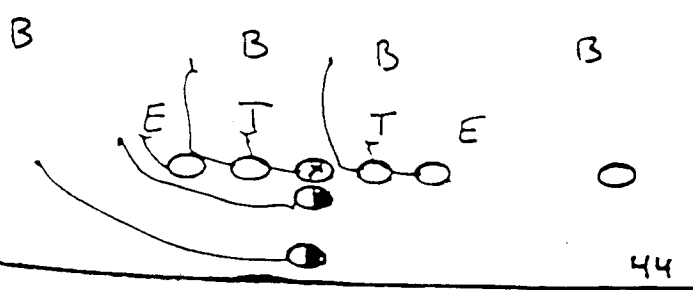
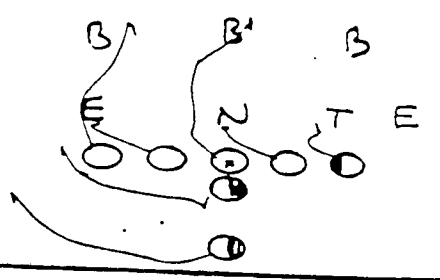
STING 61



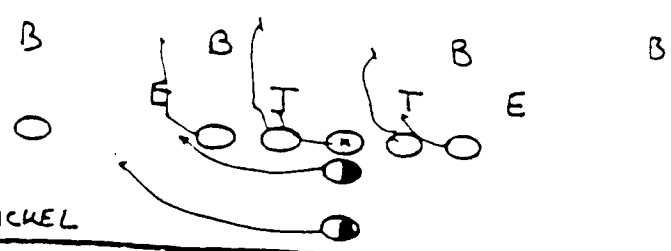
WIDE 43



STACK 4



NICKEL



# Run 'N' Shoot

## THE "CHOICE" ROUTE

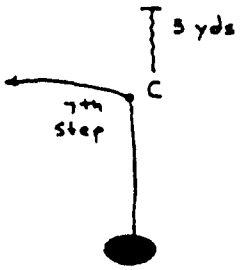


**HOUSTON  
GAMBLERS**

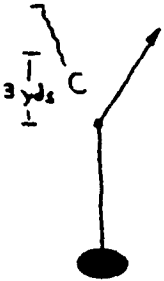
**Mouse Davis**



## OPTIONS



1. If the receiver gets to the outside shoulder of the cornerback, on his seventh step, he makes a speed cut, to the out route.
2. If there is still a 5 yard or deeper on your 7th step you make the break to the out route.
3. If the cornerback stays to the outside and the receiver breaks down the cushion to 3 yards or less, then the receiver on his seventh step breaks to the skinny post route.  
\* It is important to make your post pattern skinny, so that you do not run your route into the free safety.



**Y-BACK** - Breaks across the middle at linebacker depth and avoid (1 slot) contact with the crossing linebackers in their drops. You want to be at the depth of 5 to 7 yards

**A-BACK** - In motion, you should end up 3 to 5 yards outside the (2 slot) 1 slot. At the snap, you are running up the field and avoiding contact from the second level defenders (LB & SS). After clearing the second level defenders, you are now reading the positioning of the free safety.

1. If the free safety rotates to the playside (where the X-BACK is running his route), you keep going straight up the seam to the endzone.
2. If the free safety stays in the middle of the field, you then throw your outside hand up and hook up in the 15 to 20 yard area and find the open window back to, the quarterback.

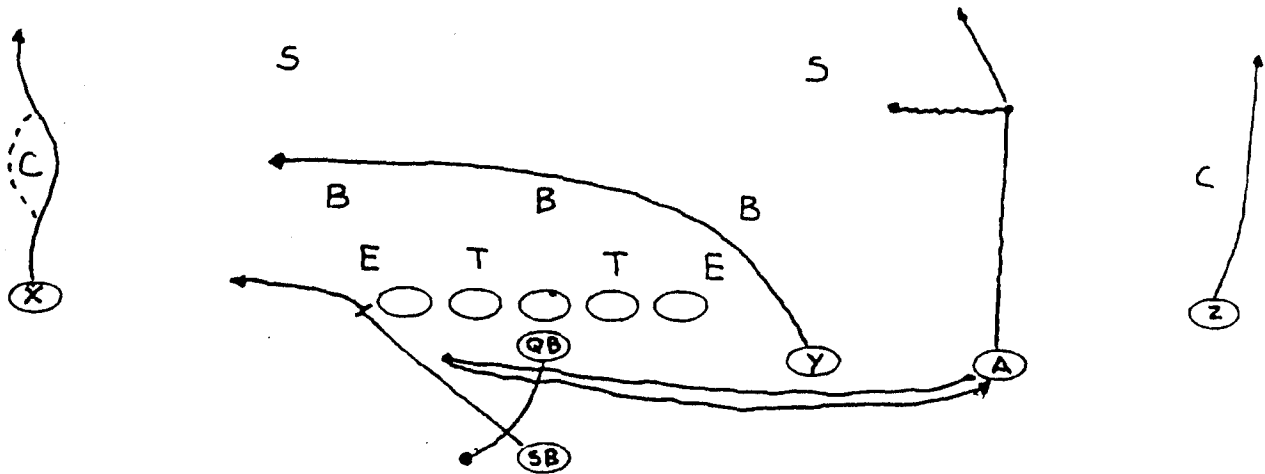
Z-BACK - You are reading the drop of the cornerback, you are (3 slot) driving up the field on the outside shoulder of the cornerback.

1. If the cornerback turns his hips and goes to the inside, at the depth of 8 to 10 yards you automatically throw up your outside hand and hook up
2. If the cornerback turns his hips to the outside, then you just take him up the field.

QUARTERBACK - You will be rolling to the left, reading the drop of the cornerback. If the you are setting up to throw, then step and shuffle step and set on your 5th step. If you are throwing the ball on the role, then you are throwing the ball off from your 6th step. If the X-BACK is not open by your 5th step, then you will shuffle step, set and look backside to your secondary routes. The 2 SLOT is your 2nd look, the 3 SLOT is your 3rd look and the 1 SLOT is your 4th look

## 2. CHOICE vs 2 DEEP COVERAGE

\* EARLY RIP LOAD ROSE 61 X CHOICE



**X-BACK** - Against the 2 DEEP press coverage, you want to attack the

weak part of the zone, which is behind the cornerback. When coming off the line, we always want an outside release, but sometimes you get a cornerback that is trying to funnel everything to the inside. If this is the case, then you will have to use some type of tech. to get around the cornerback (EX. swim, rip) and get back to the outside.

**Y-BACK** - You are running the same route as if it was against a 3 (1 slot) DEEP ZONE COVERAGE.

**A-BACK** - You are reading the drop of the half field safety. When (2 slot) running your route up the seam, you want to get into the face of the half field safety.

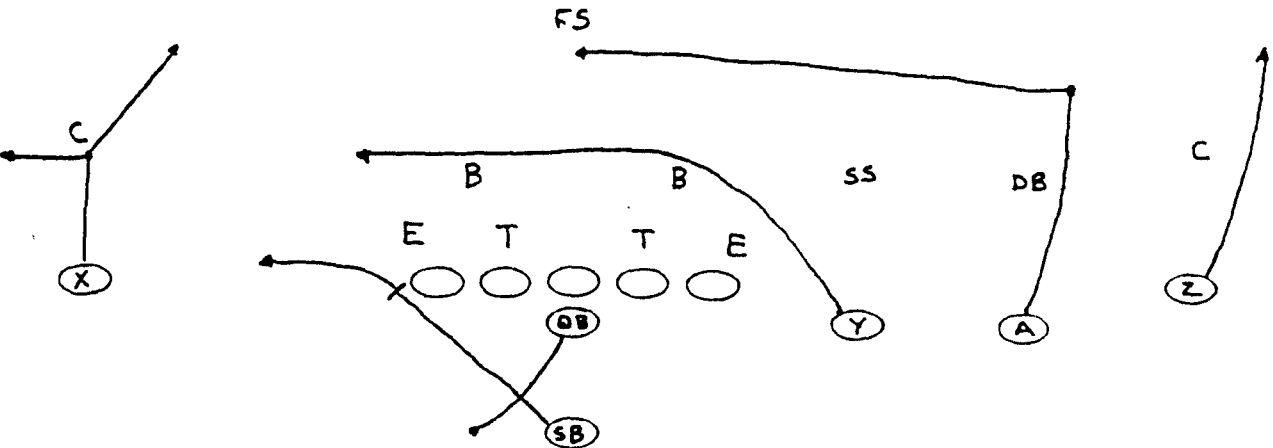
1. If you break down the cushion of the half field safety (that is 3 yards or less), then you break off to the skinny post.
2. If the safety is playing to the outside and has a 5 yard cushion or more, then you will throw up your outside hand up, hook up and find the open window back to the quarterback.

**Z-BACK** - You are running the same route as the playside X-BACK.

QUARTERBACK - Same tech. and reads as against 3 DEEP ZONE  
COVERAGE



CHOICE vs MAN FREE COVERAGE



There will be two types of man coverage you will see

1. Inside Tech.
2. Outside Tech.

X-BACK - 1. If the cornerback is playing an outside tech. (This means that the front of his body is facing the inside) and stays this way in his backpeddle. Then you work up field on his face to the his outside shoulder and on your 7th step, you break to the out route off his but.

2. If the cornerback is playing an inside tech (This means that the front of his body is to the outside) and stays this way in his backpeddle. Then you have to work up field on the cornerback nose to nose and when you get to your 7th step, you will break to the skinny post off his but.

3. If you get to the body of the cornerback, then you break your route straight up the field on the fly.

Y-BACK - You are running the same route as you have done against (1 slot) the other 2 coverages, but with it being a man coverage, you are checking to replace blitzing inside linebackers in your route. If you find that a linebacker is blitzing, you call out "HOT", which

is a call to tell the quarterback that he is the hot receiver and is replacing a linebacker in his area.

- \* You have to remember that you have a defensive player chasing you in coverage. You still come out of your route 5 to 7 yards deep.

**A-BACK - (2 slot)** - You are reading the drop of the defensive player on you. as you are going up field, you are checking for man tech.

1. If you read man tech, then you work up field on his outside shoulder. When you get to about a 10 to 12 yard area, throw up your outside hand and break off the butt of the defender to the inside.

- \* You have to remember that you have to run your route flat enough that the free safety does not become a factor in the play.

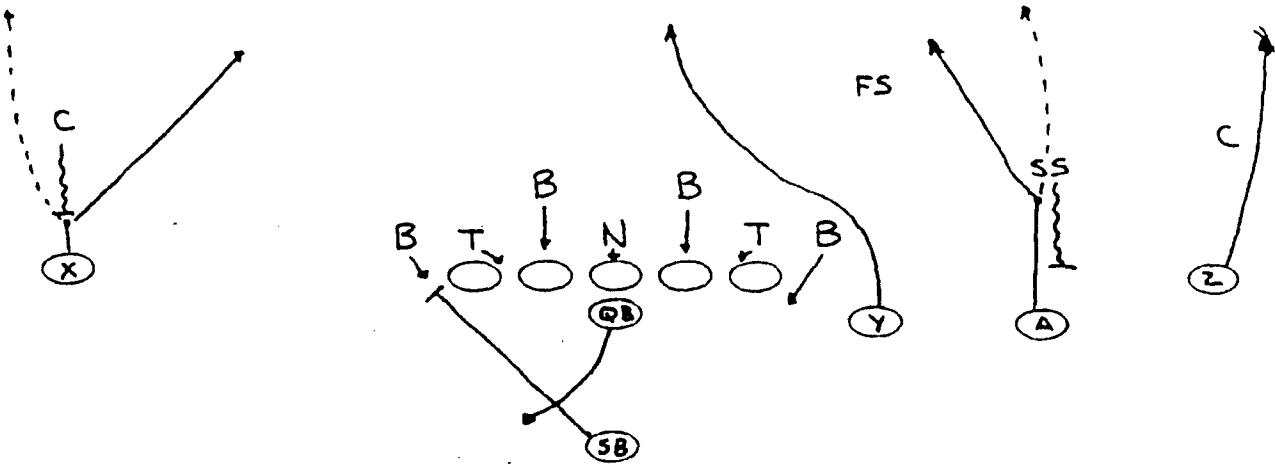
2. If you get a zone look from the defender, that means that his shoulders are square in his backpeddle. You just break it up field vertically.

**Z-BACK -** You are getting an outside release and going vertically up field.

- \* against man coverage, you will not be much of a factor.

**QUARTERBACK -** Your read changes on any man coverage. You will be reading playside to backside crossing routes. ~~The backside 3 slot is not a factor in your read~~ progression, he is just taking his defender up field.

**CHOICE vs BLITZ COVERAGE**



**X-BACK** - In this coverage if the cornerback is playing back, then either on your 1st or 3rd step, you are breaking to the slant route. If the cornerback is playing up in a press position, then you get a quick release and run the fade route.

**Y-BACK** - You are running the same route as man free coverage (1 slot) checking for blitzing linebackers. If you find a linebacker blitzing, call out "HOT" and replace him in the open area. This will give the quarterback the option of throwing the football to you and also knows that the blitz is coming.

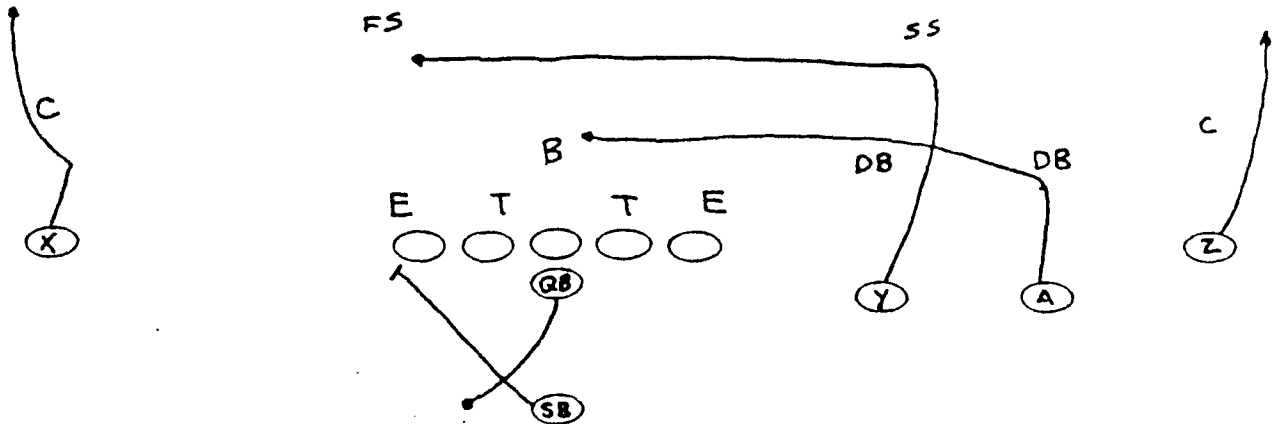
\* If you see that the X-BACK is getting the ball, then you break it up the field to take the player defending you away from the X-BACK.

**A-BACK** - If the defender is playing off from you, then you are (2 slot) working up on the outside shoulder of the defender and then break to the post route. If the defender is playing a press coverage, then you release up field and then make a slight bend to the inside.

**Z-BACK** - You are not a factor in the play. You are just taking (3 slot) your defender up the field.

QUARTERBACK - You are to get the ball off as fast as possible. If you can not throw it to the playside receiver, then shuffle and set your feet and look to your two backside routes. It does not matter which one you pick up first in your read progression.

\* You will not see this much at the high school level.



**X-BACK** - You are running the same fade route just like a normal two deep coverage.

**Y-BACK** - You are going over top of the defender and then breaking (1 slot) your route to the inside under the two safeties.

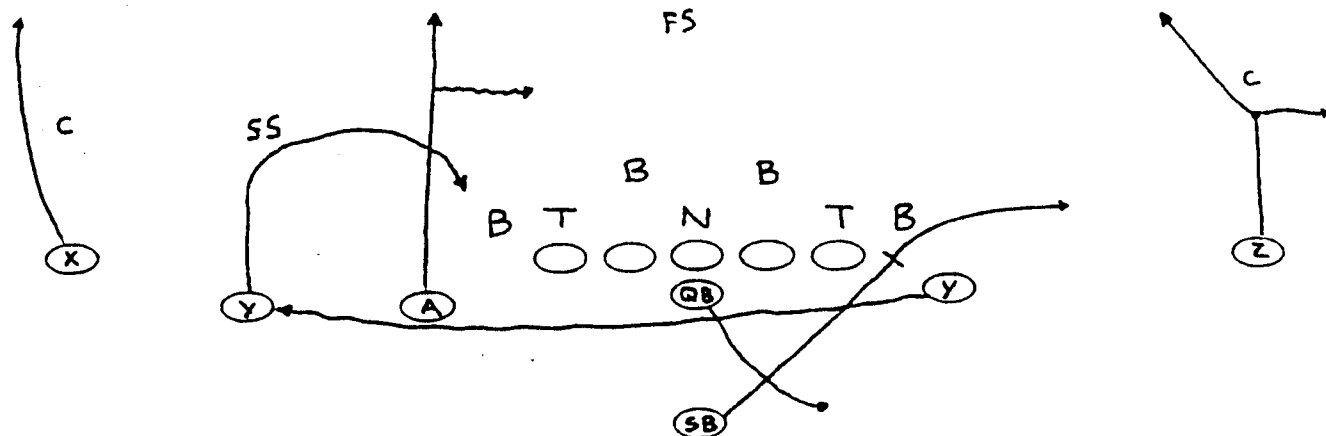
**A-BACK** - Because you are running motion, sometimes after you (2 slot) clear your defender and break to the inside, you will go underneath the 1 slots route and clear first.

**Z-BACK** - You are not a factor in this play. You are running (3 slot) the fade route to try to get the attention of the half field safety.

**QUARTERBACK** - If you see clearance between the playside receiver and the defensive back, get the ball to him as quick as possible. If he is not open, then look backside to your two crossing routes.

Some variations of the CHOICE ROUTE

LOAD 60 Z CHOICE "SPECIAL" vs 3 DEEP COVERAGE



\* The special means that the two inside receivers will change routes. All other routes are the same.

Z-BACK - You are running the same routes as the X-BACK if the play was called to the other side.

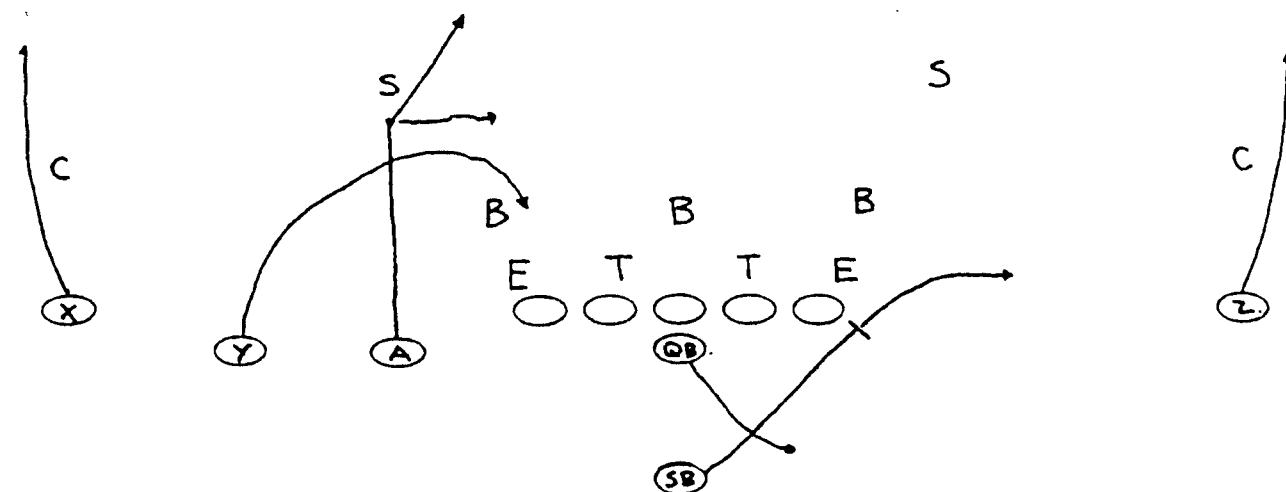
A-BACK - You are running the seam route up the field.  
 (1 slot) You are running the same route as the 2 slot if it was called X CHOICE.

Y-BACK - You are running a 5 to 7 yard curl route.  
 (2 slot)

X-BACK - You are running the same route as the Z-BACK  
 (3 slot) if it was called to the other side.

QUARTERBACK - The reads are the same as against any other zone coverage.

Z CHOICE "SPECIAL" vs 2 DEEP COVERAGE



**Z-BACK** - Running the same route as a X choice attacking the weak area of the 2 deep zone coverage.

**A-BACK** - Running the same route as the 2 slot vs 2 deep if it (1 slot) was called X choice.

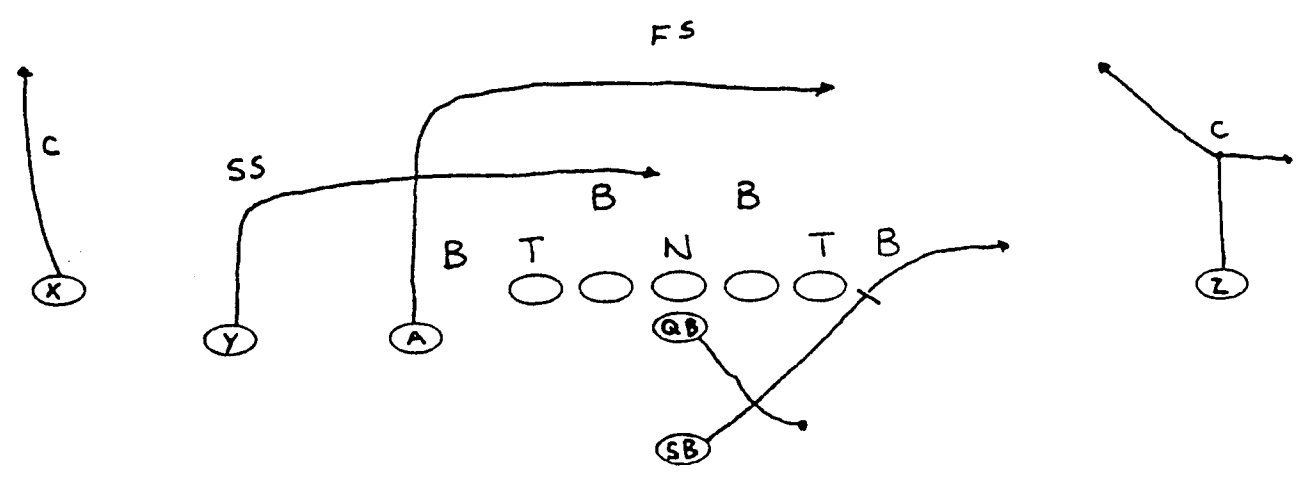
1. Skinny post
2. Hook up and find the open window back to the quarterback

**Y-BACK** - Runs the 5 to 7 yard curl route, if the linebacker (2 slot) jumps in your face, then you will have to work inside to the open window back to the quarterback.

**X-BACK** - Running the fade route to stretch the half field safety (3 slot)

**QUARTERBACK** - The reads are the same against 2 DEEP ZONE COVERAGE

Z CHOICE "SPECIAL" vs MAN FREE COVERAGE



Z-BACK - Runs the same route as the X-BACK if it was called to the other side

1. out
2. skinny post

A-BACK - Runs the same route as the 2 slot if it was called X (1 slot) CHOICE

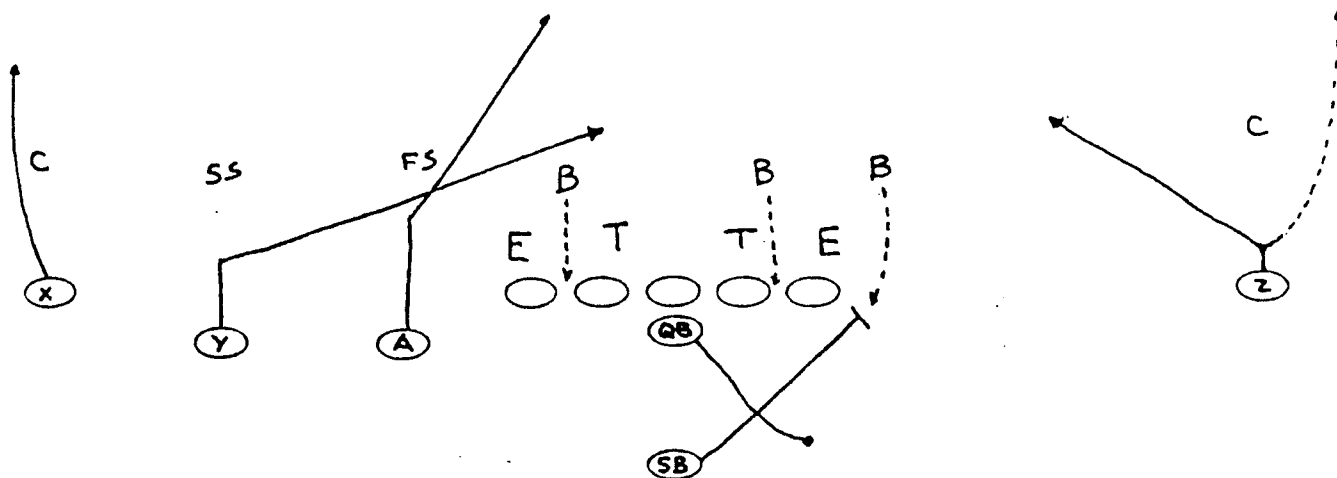
Y-BACK - Runs the same route as the 1 slot if it was called X (2 slot) CHOICE

X-BACK - You are taking your man up field out of the play (3 slot)

QUARTERBACK - The reads are the same as any man coverage



Z CHOICE "SPECIAL" vs BLITZ COVERAGE



Z-BACK - You are running the same route as the X-BACK if it was called X CHOICE

1. slant
2. fade

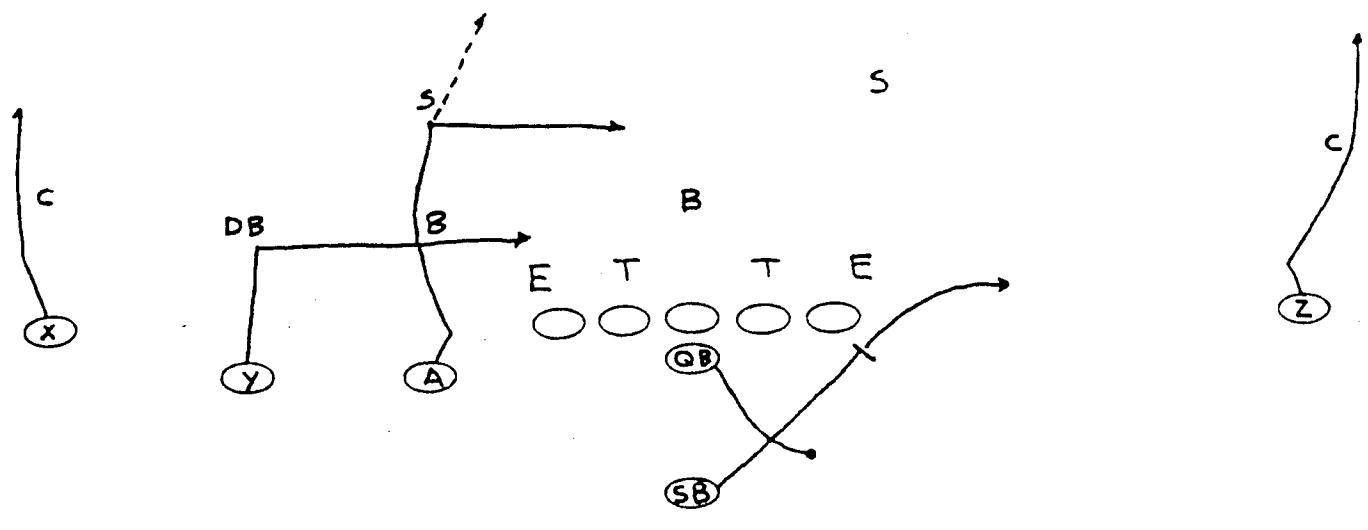
A-BACK - You are running the same route as the 2 slot if it was (1 slot) called X CHOICE

Y-BACK - You are running the same route as the 1 slot if it was (2 slot) called X CHOICE

X-BACK - You are taking your man up the field out of the play (3 slot)

QUARTERBACK - The reads are the same against any blitz coverage

Z CHOICE "SPECIAL" vs MAN UNDER 2 ON TOP



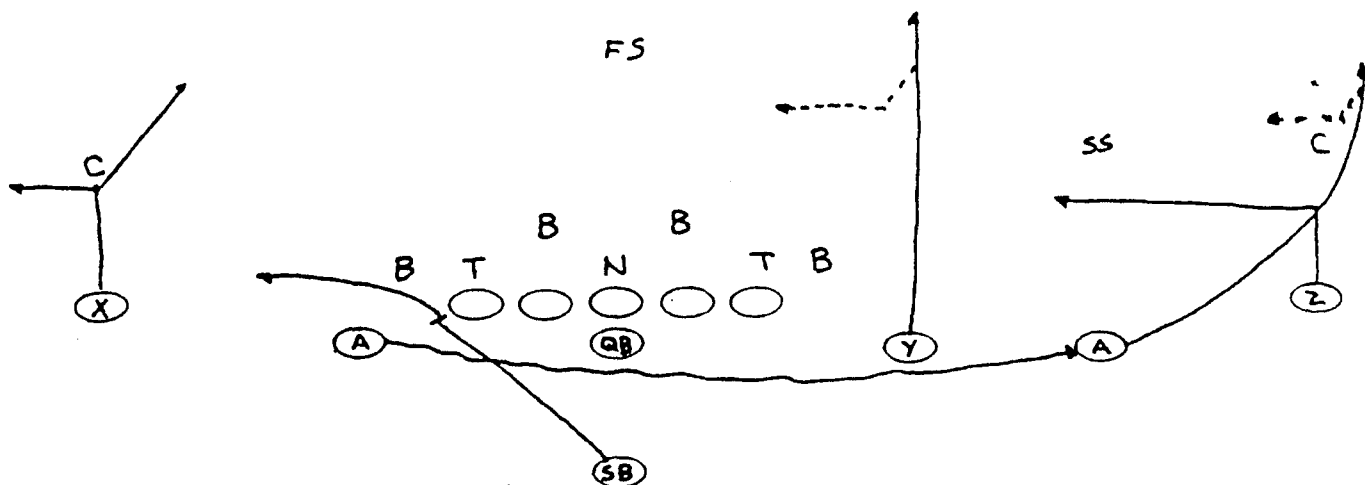
Z-BACK - Stick and run the fade up the field

A-BACK - Stick, over the top and then break it to the inside.  
 (1 slot) Sometimes the half field safety will jump you, if this happens, you then break it to the skinny post route.

Y-BACK - You are going up the field working on the outside  
 (2 slot) shoulder of the defender. Get the defender to turn, then cut off his butt to the inside.

X-BACK - You are running the fade route, taking your man out of  
 (3 slot) the play.

QUARTERBACK - Read is the same as X CHOICE



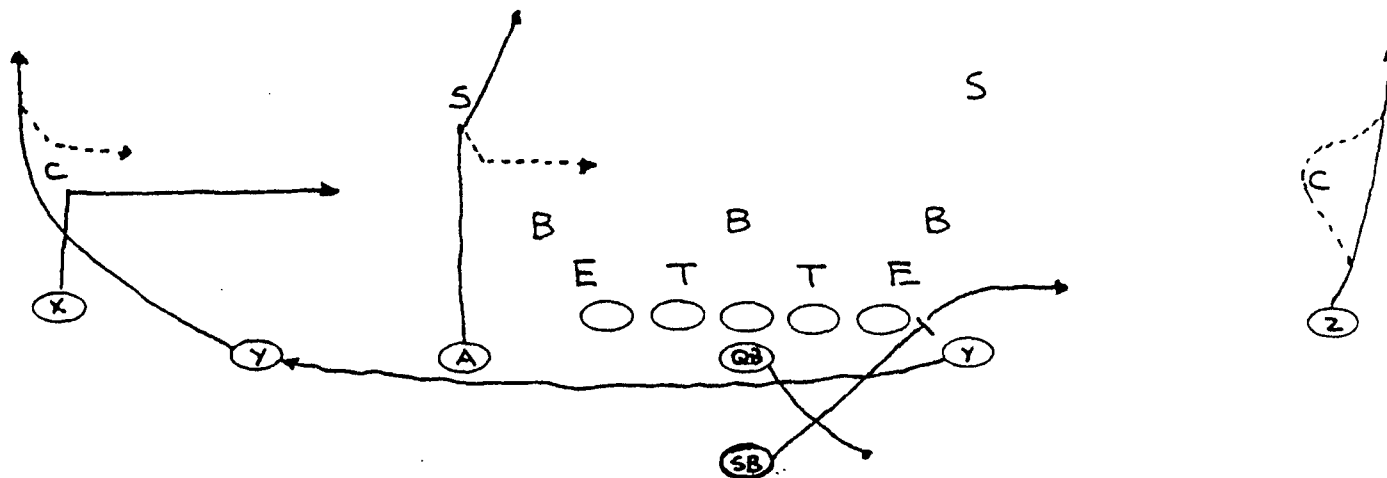
**X-BACK** - You are running the same route vs 3 DEEP COVERAGE

**Y-BACK** - You have the seam read. You are reading the free (1 slot) safety. If the free safety over rotates to the playside, then you keep going straight up field. If the free safety stays in the middle of the field, then throw up your outside hand, break down and find the open window back to the quarterback.

**A-BACK** - You are running the wheel route. If the cornerback (2 slot) goes to the inside, then you will throw up your outside hand, break down and find the open window back to the quarterback.

**Z-BACK** - You are driving up field to the 5 to 7 yard area and (3 slot) break to the square in route. Then when you get to the area of the 1 slot, you then break down and find the open window back to the quarterback

**QUARTERBACK** - The X-BACK is your 1st look. The Y-BACK is your 2nd look. The A-BACK is your 3rd look and the Z-BACK is your 4th look.



**Z-BACK** - You are running the same route vs 2 DEEP COVERAGE

**A-BACK** - You are driving off the face of the half field safety.  
 (1 slot) If the safety is playing real deep, then you will throw up your outside hand, break down and find the open window back to the quarterback. If you break down the cushion of the half field safety, then you break to the skinny post.

~~**Y-BACK** - You are running the wheel route. If the cornerback  
 (2 slot) stays high on you, then you will throw up your outside hand, break down and find the open window back to the quarterback.~~

**X-BACK** - You are running up to the 5 to 7 yard range and then  
 (3 slot) breaking to the square in route. When you get to the area of the 1 slot, then you will break down and find the open window back to the quarterback.

**QUARTERBACK** - Your read progression is the same as against any zone coverage.