

1984

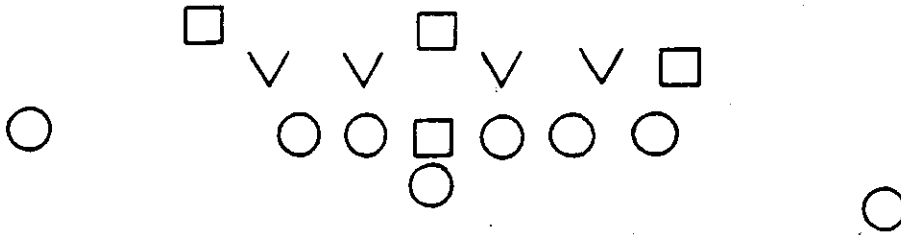
Chicago

Blitz

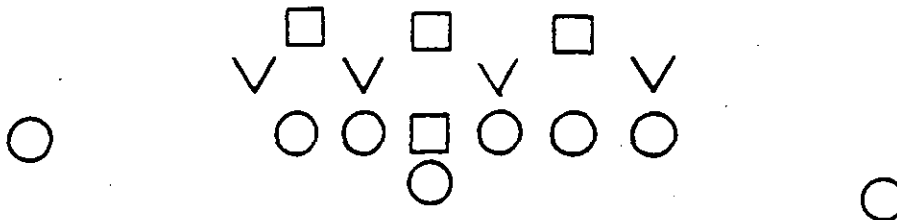
Offense

DEFENSIVE FRONTS

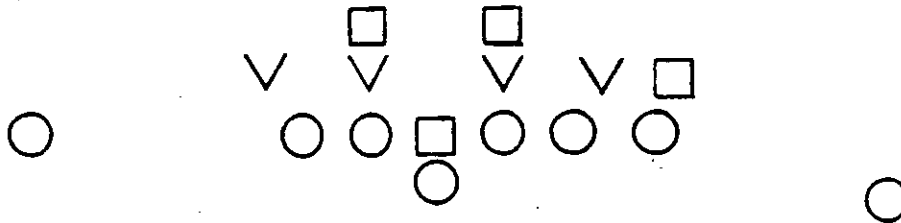
40



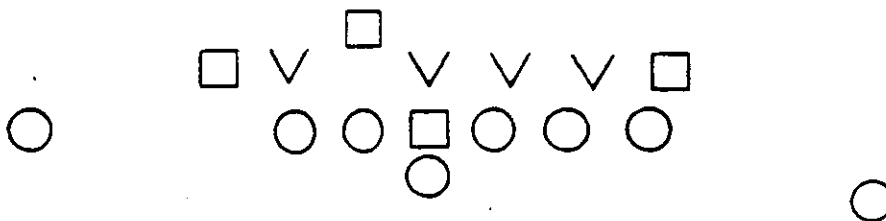
40 E-K



40 STACK



70



1 ALIGNMENT (RG)
"GAP"



2 ALIGNMENT (RG)



3 ALIGNMENT (RG)



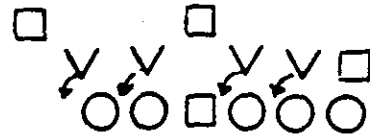
4 ALIGNMENT (RG)



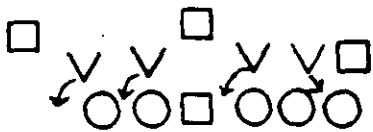
5 ALIGNMENT (RG)
"WILL BE REFERRED TO AS
EAGLE POSITION"



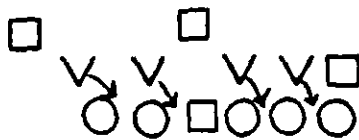
40 ANGLE (WEAK)



40 ANGLE 0 (WEAK)



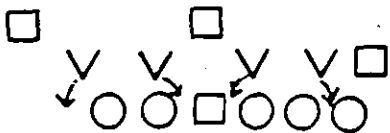
40 SLANT (STRONG)



40 SLANT 0 (STRONG)



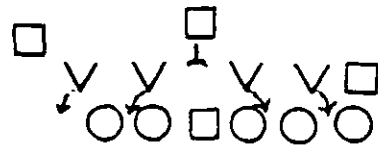
40 TACKLES PINCH



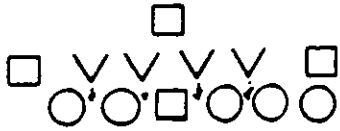
40 PINCH



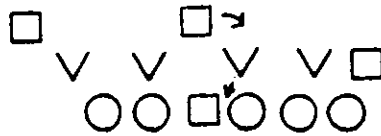
40 OUT



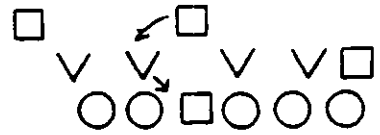
40 GAP



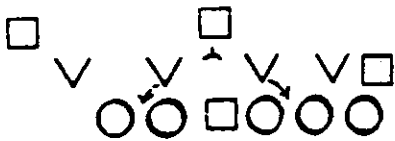
40 STRONG DART



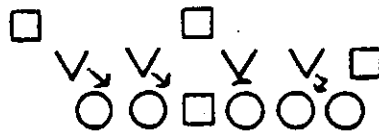
40 WEAK DART



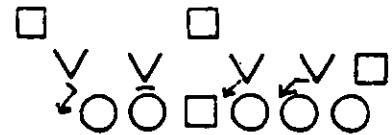
40 TACKLES OUT



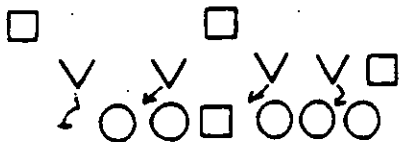
40 SLANT WEAK



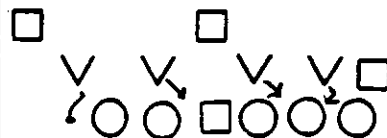
40 ANGLE STRONG



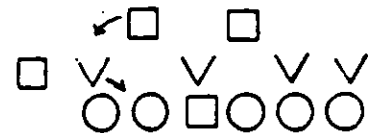
40 TACKLES ANGLE WEAK



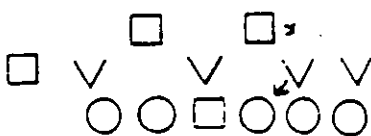
40 TACKLES SLANT STRONG



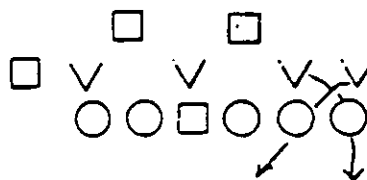
50 WEAK SCRAPE



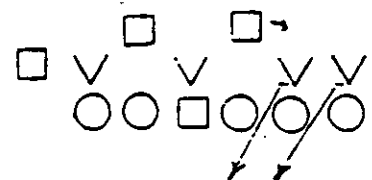
50 STRONG SCRAPE



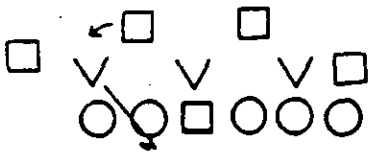
50 LEX



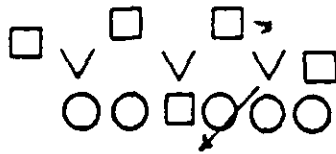
50 STRONG SWOOP



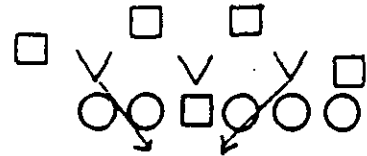
30 WEAK SCRAPE



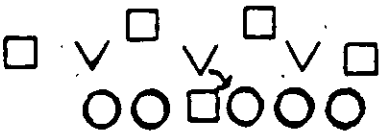
30 STRONG SCRAPE



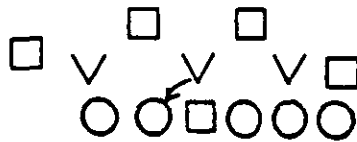
30 DOUBLE SCRAPE



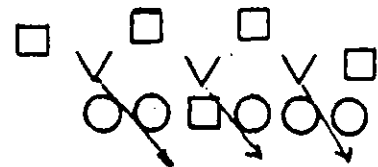
30 NOSE STRONG



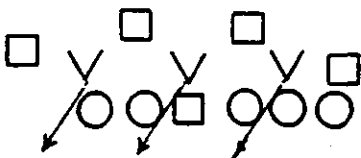
30 NOSE WEAK



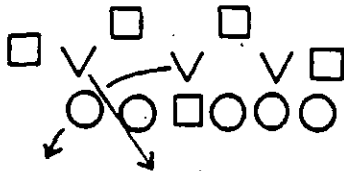
30 SLANT (STRONG)



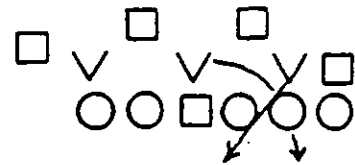
30 ANGLE (WEAK)



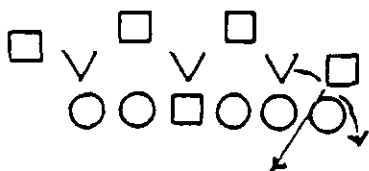
30 REX



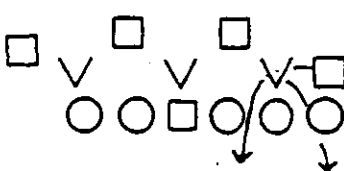
30 LEX



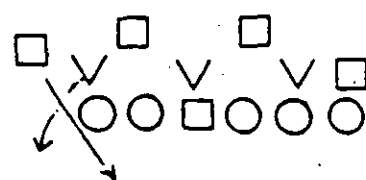
30 SOE



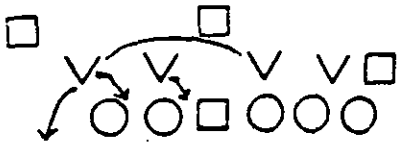
30 SOX



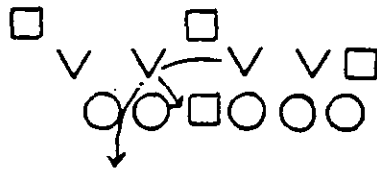
30 WOE



40 LOOP (WEAK)
"ETT"



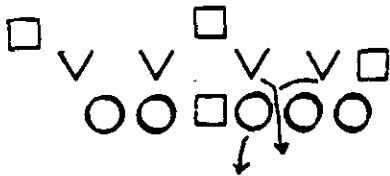
40 IX WEAK
"ISSACS"



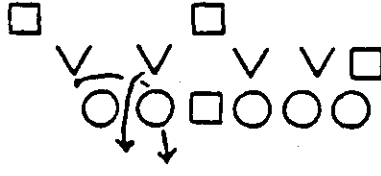
40 IX STRONG
"ISSACS"



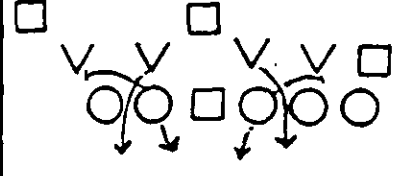
40 TEX STRONG
"TXS"



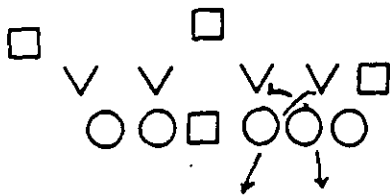
40 TEX WEAK
"TXW"



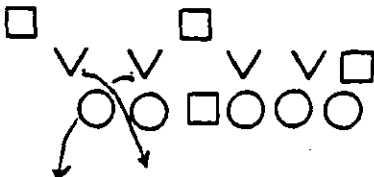
40 DOUBLE TEX
"DTX"



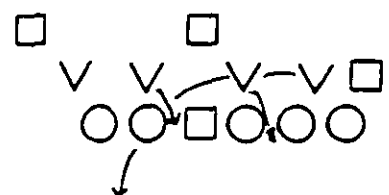
40 LEX STRONG



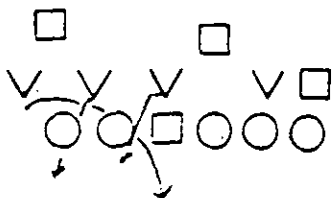
40 REX WEAK



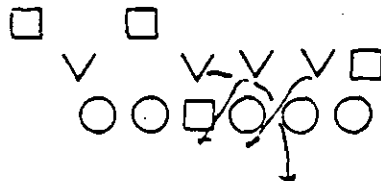
40 LOOP (WEAK)
"TTE"



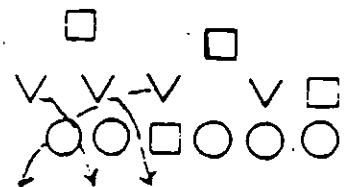
90 LOOP WEAK
"TTE"



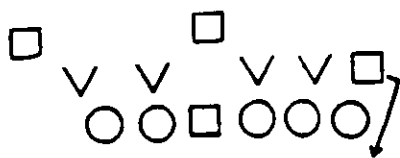
70 LOOP STRONG
"ETT"



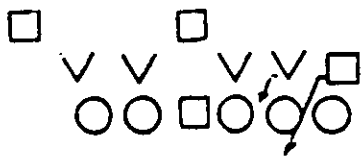
90 LOOP WEAK
"ETT"



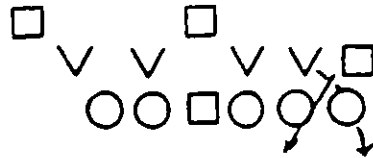
40 STUB 8



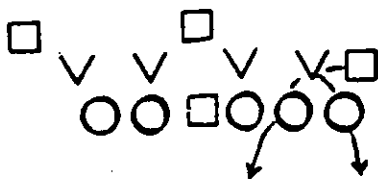
40 STUB 6



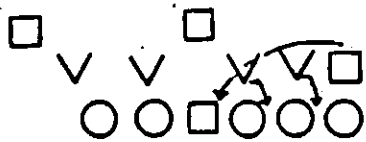
40 SOE



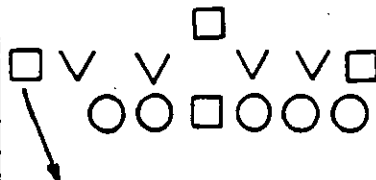
40 SOX



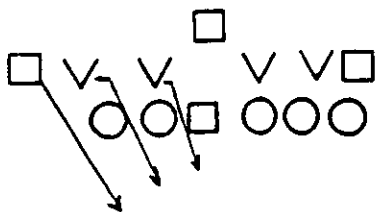
40 STUB 2



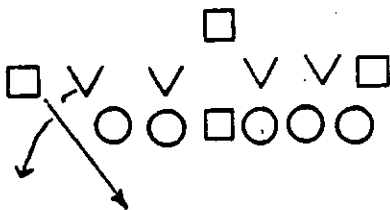
40 WILL 9



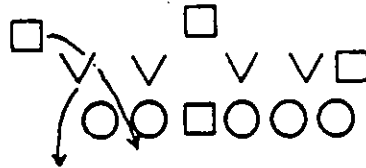
40 WILL 7



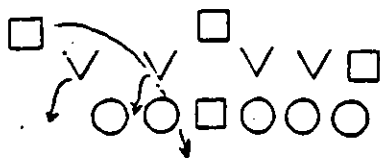
40 WOE



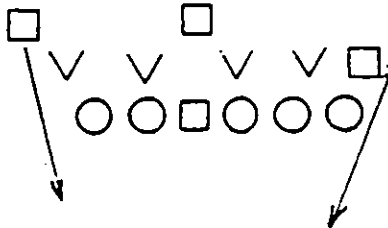
40 WOX



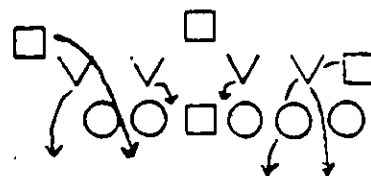
40 WILL 3



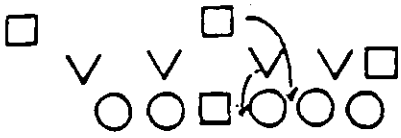
40 WILL STUB



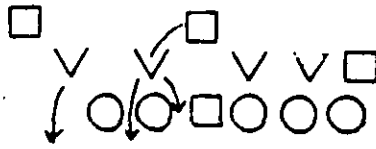
40 WOX SOX



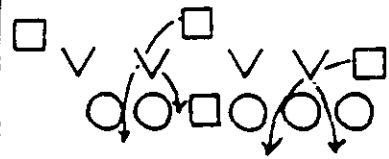
40 MAC 4 (SPIKE)



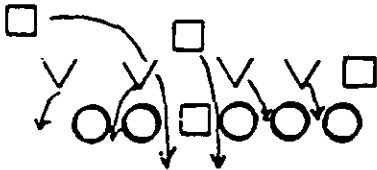
40 MAC 5 (NAIL)



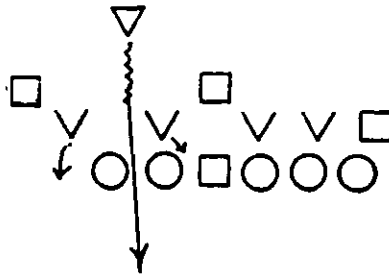
40 MAC 5 STUB 4
NAIL - SOX



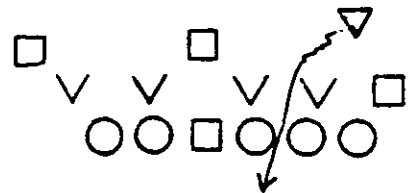
40 MAC 2/WILL 3
"DOUBLE GUT"



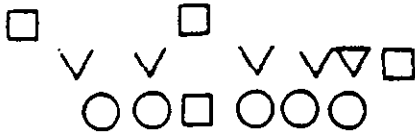
40 FRANK 5



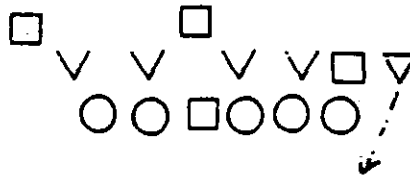
40 ROVER 4



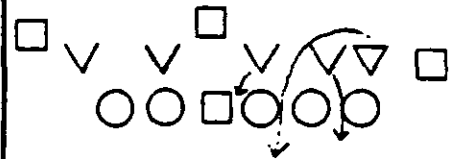
40 STORM



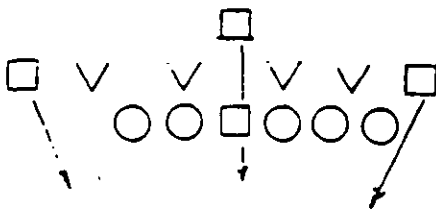
40 THUNDER/ROVER 8



40 STORM/ROVER 4



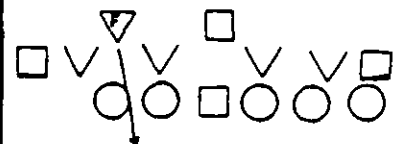
40 STUB 8/MAC 0/BUCK 9
"ALL"



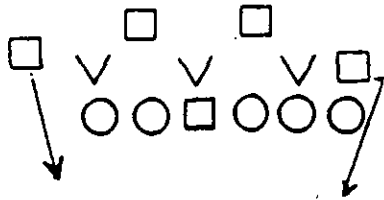
40 WORM



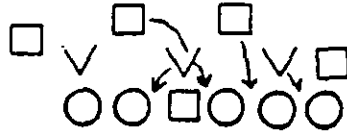
40 LIGHTNING



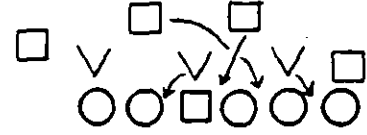
30 WILL 9/STUB 8



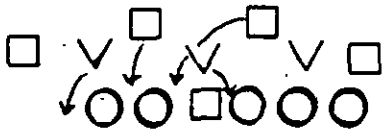
30 BUCK 4/MAC 2
(32)



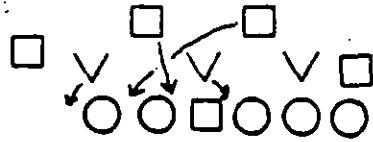
30 BUCK 2/MAC 4 (STRONG)
(32X)



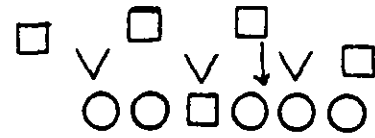
30 MAC 5/BUCK 3
(33)



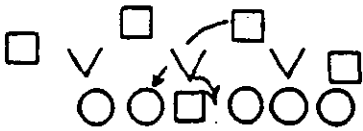
30 MAC 3/BUCK 5 (WEAK)
(33X)



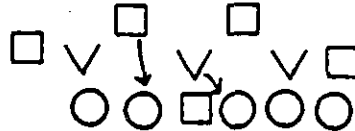
30 BUCK 4 (STRONG)
(3B)



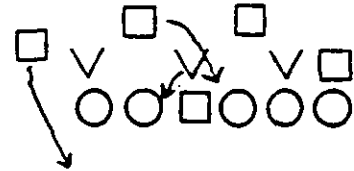
30 BUCK 3 (WEAK)
(3BN)



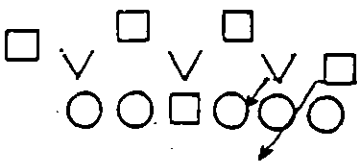
30 MAC 3 (WEAK)
(3M)



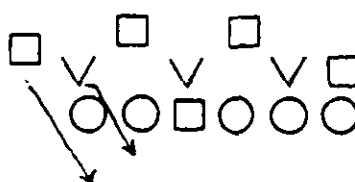
30 WILL 9/MAC 2 STRONG
(3WMN)



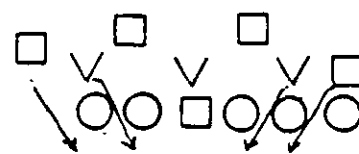
30 STUB 6 STRONG
"STRONG SWOOP"



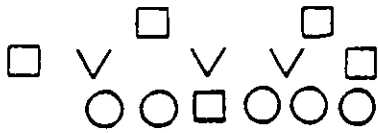
30 WILL 7 WEAK
"WEAK SWOOP"



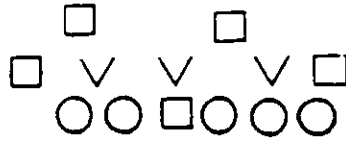
30 WILL 7/STUB 6
"DOUBLE SWOOP"



30 SINK STRONG



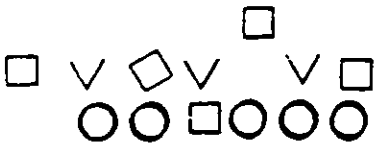
30 SINK WEAK



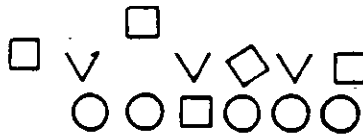
30 DOUBLE SINK



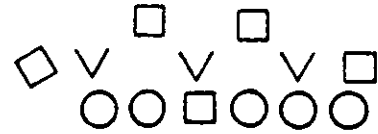
30 MAC DOWN
3/9



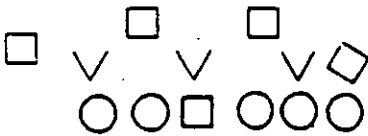
30 BUCK DOWN
3/7



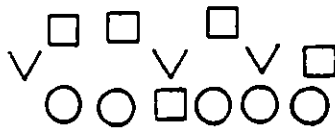
30 WILL DOWN
3/5 W



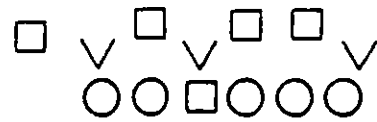
30 STUB DOWN
3/5



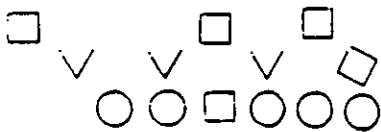
30 K



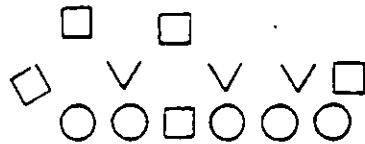
30 E

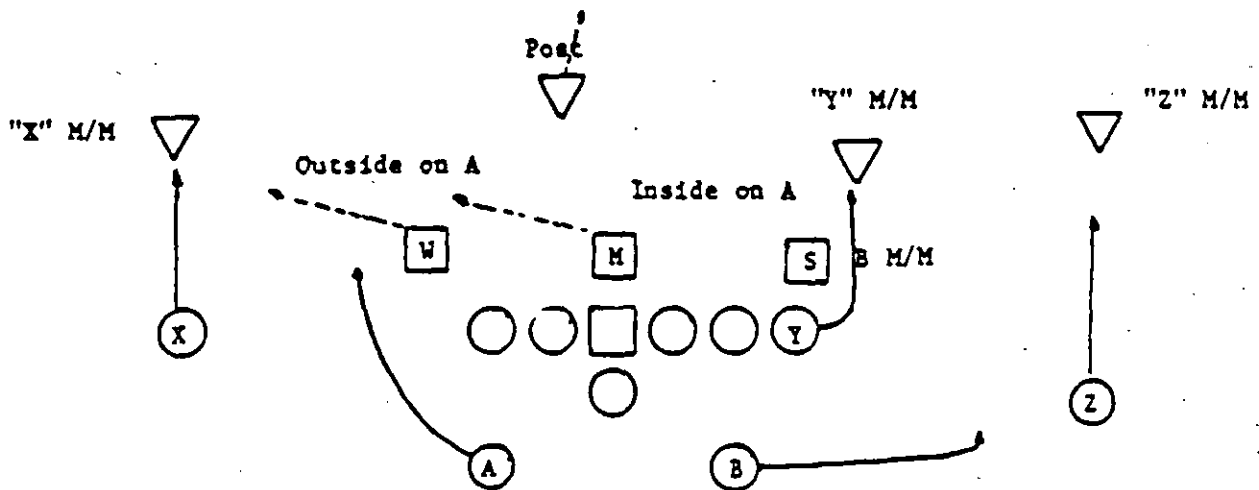
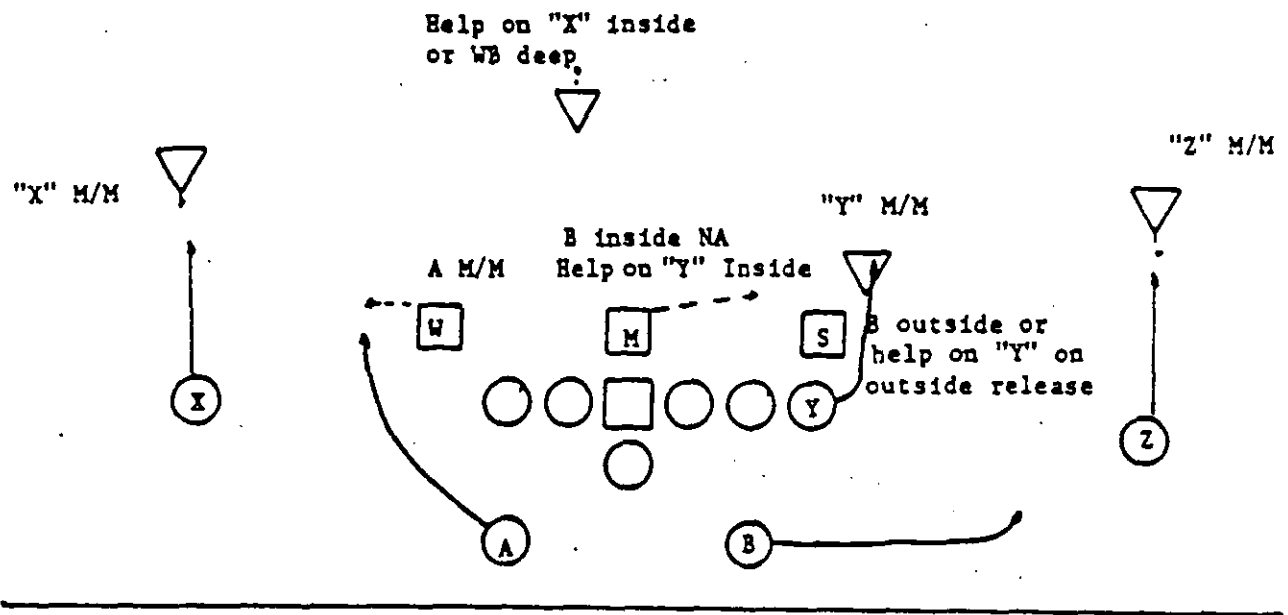


30 EVEN WEAK
3/4 E



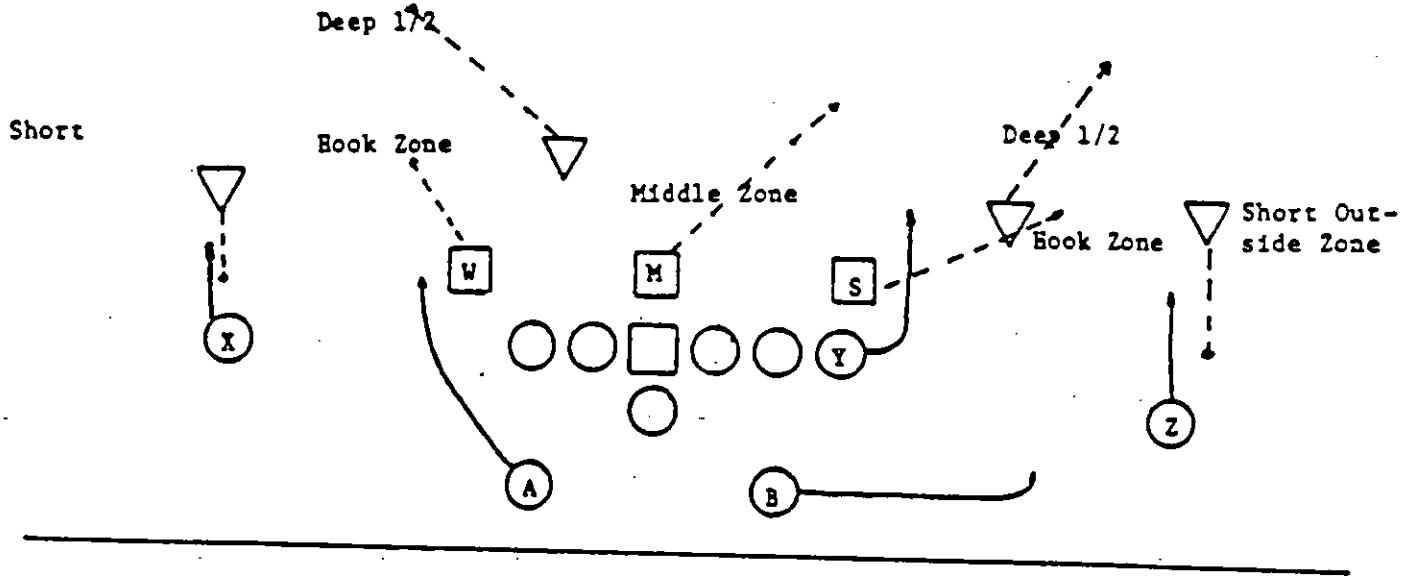
30 EVEN STRONG
3/4 K



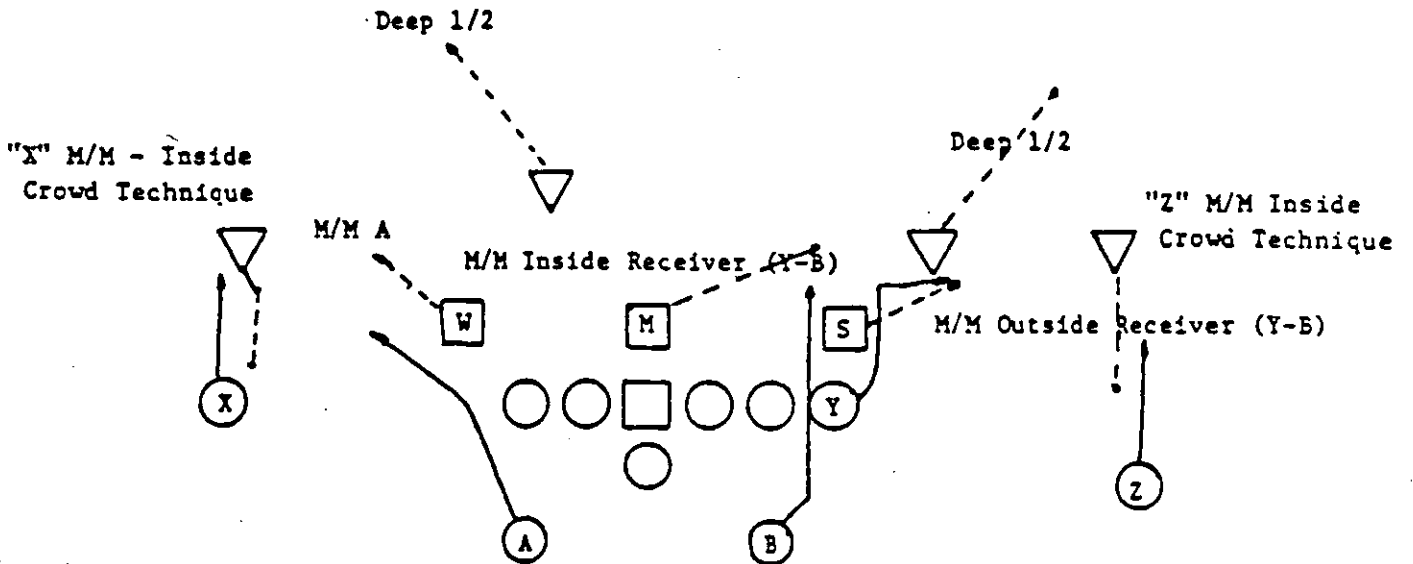


2 ZONE

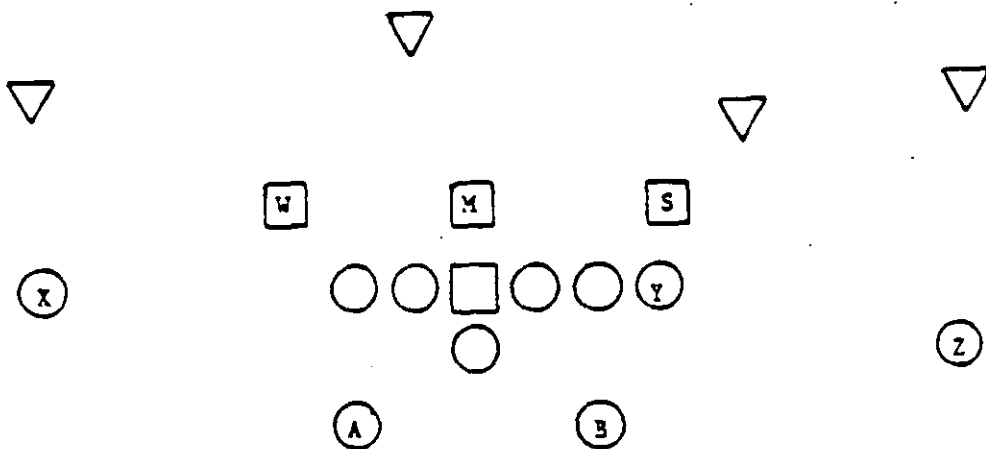
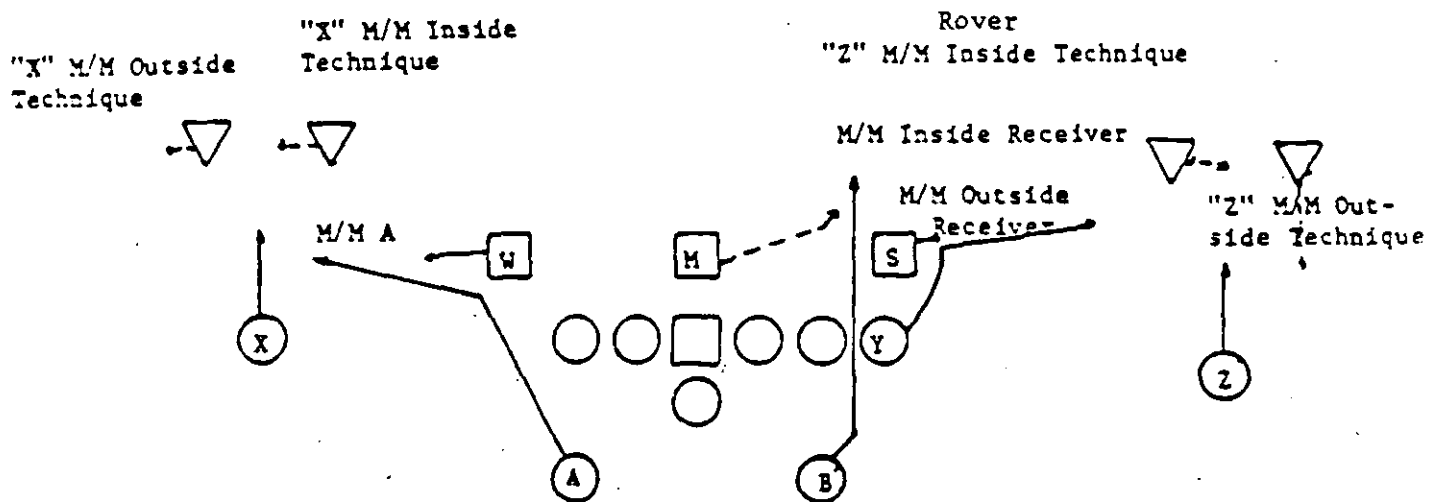
VARIATIONS: Mac and Stub will usually play "Y" M/M inside or outside.

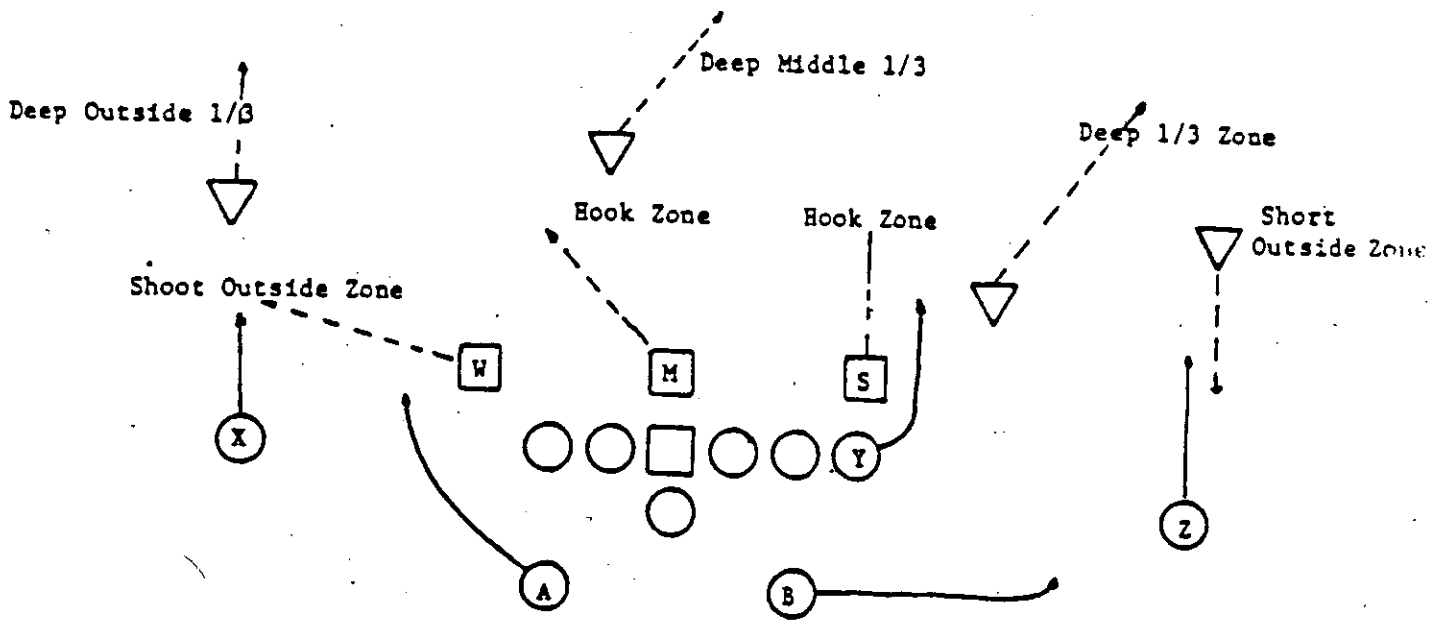


2 MAN

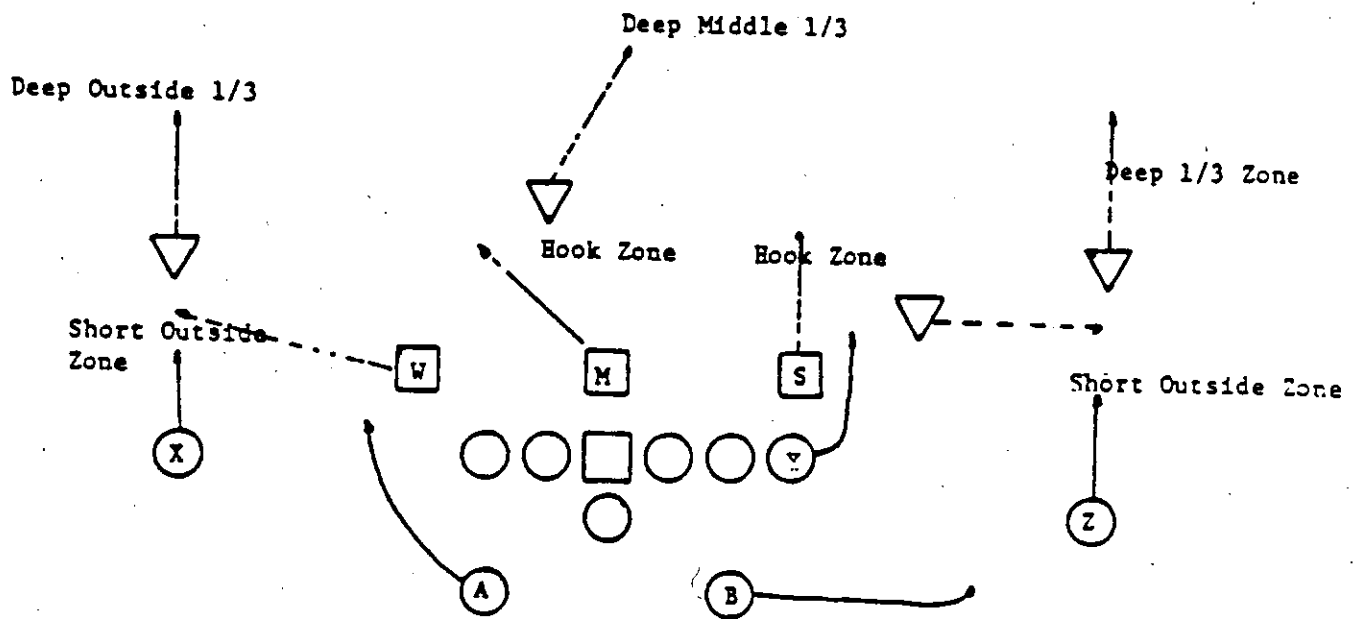


2 BRACKET

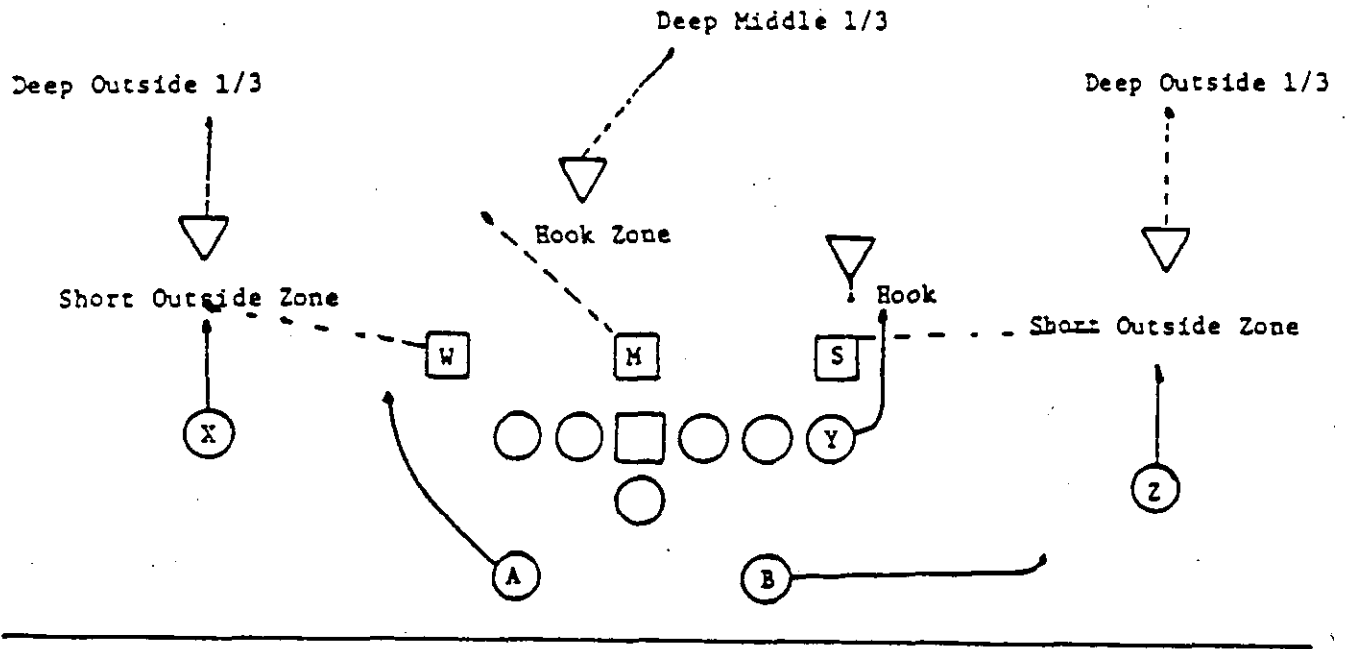




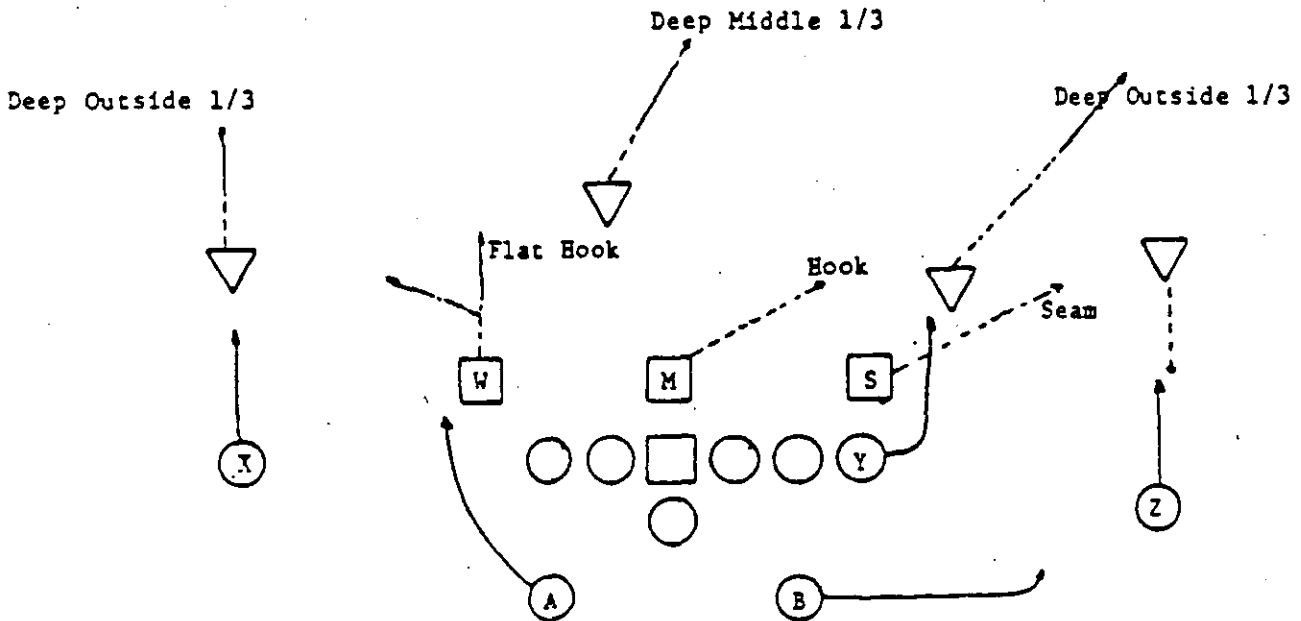
4 SLIDE

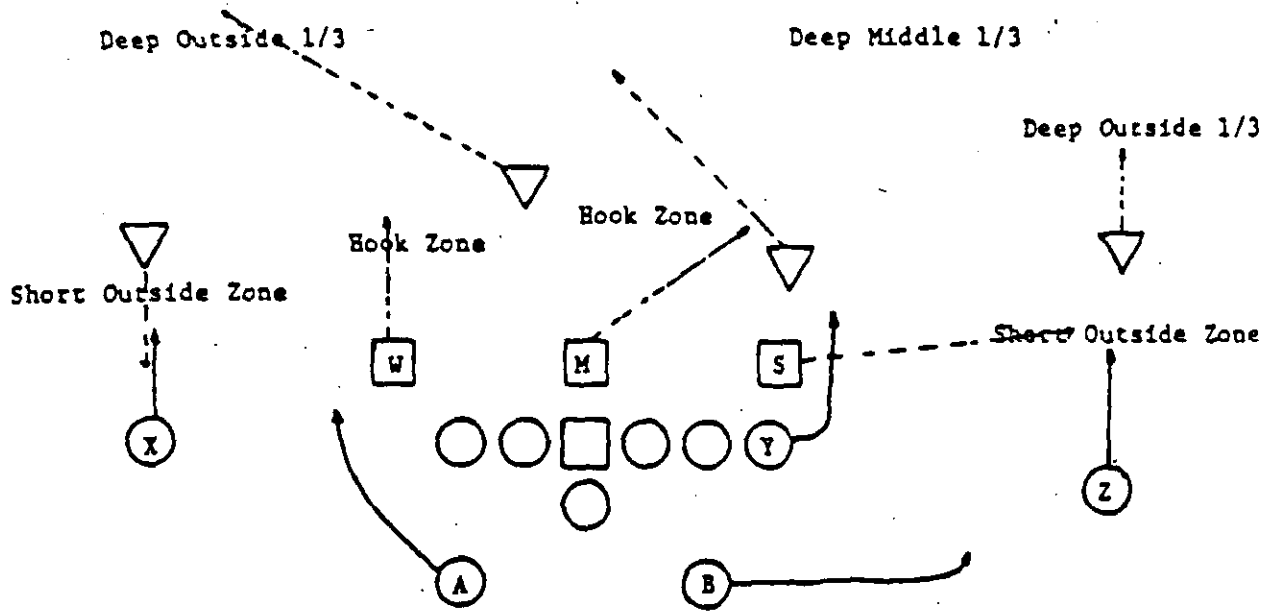


4 BAZOOKA

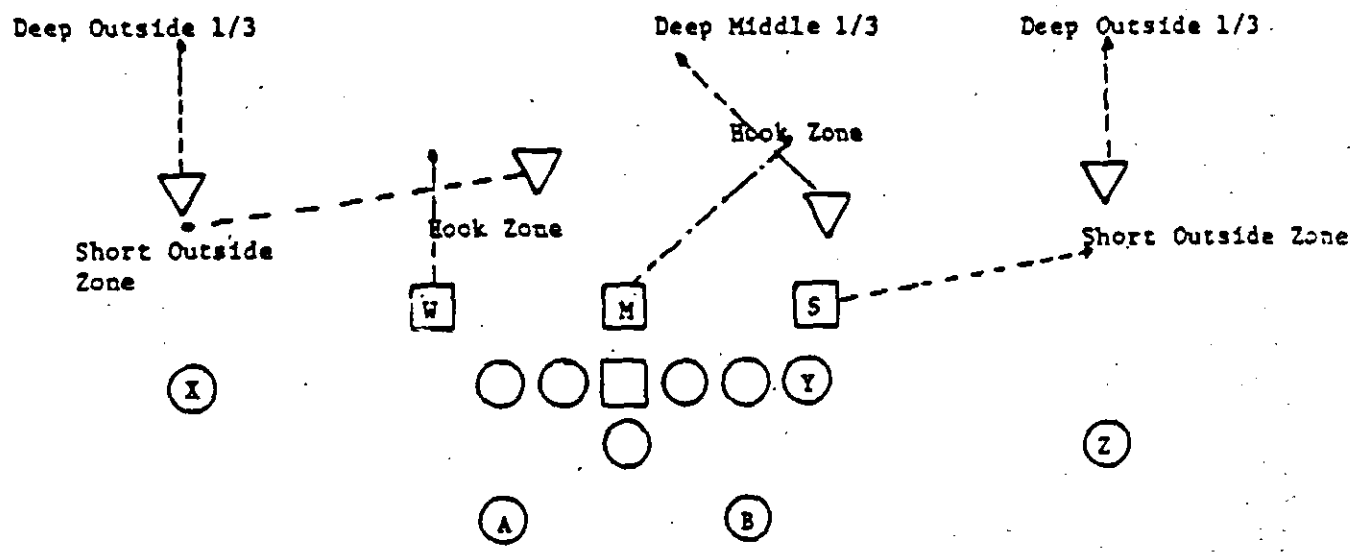


4 MAC - STRONG

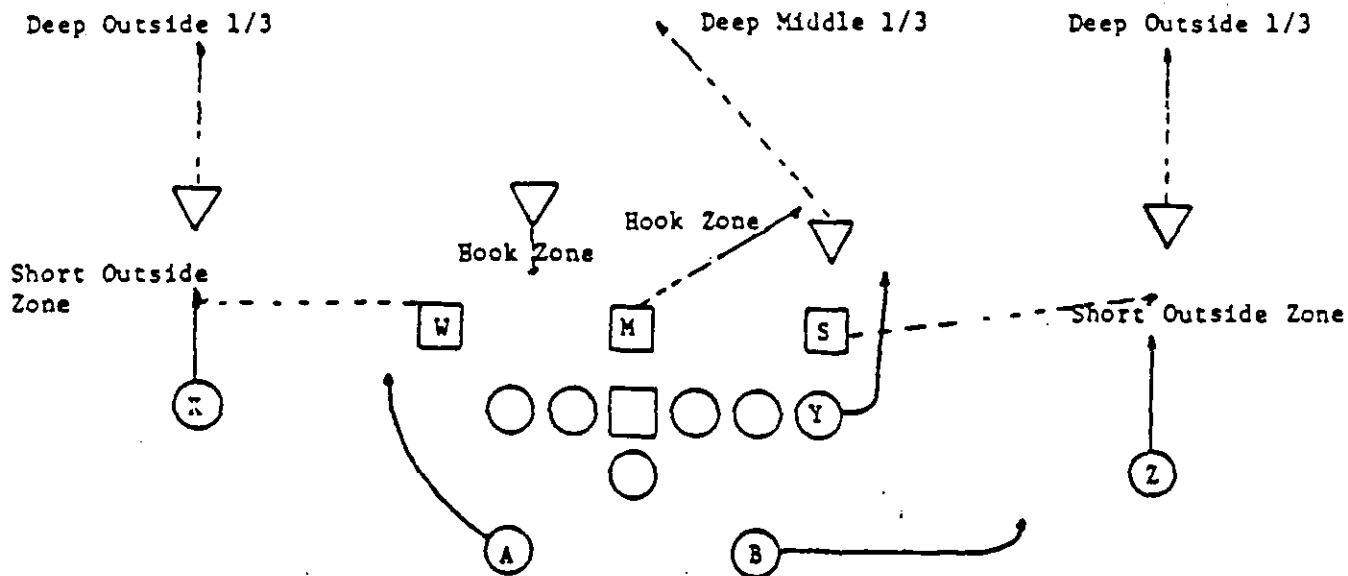




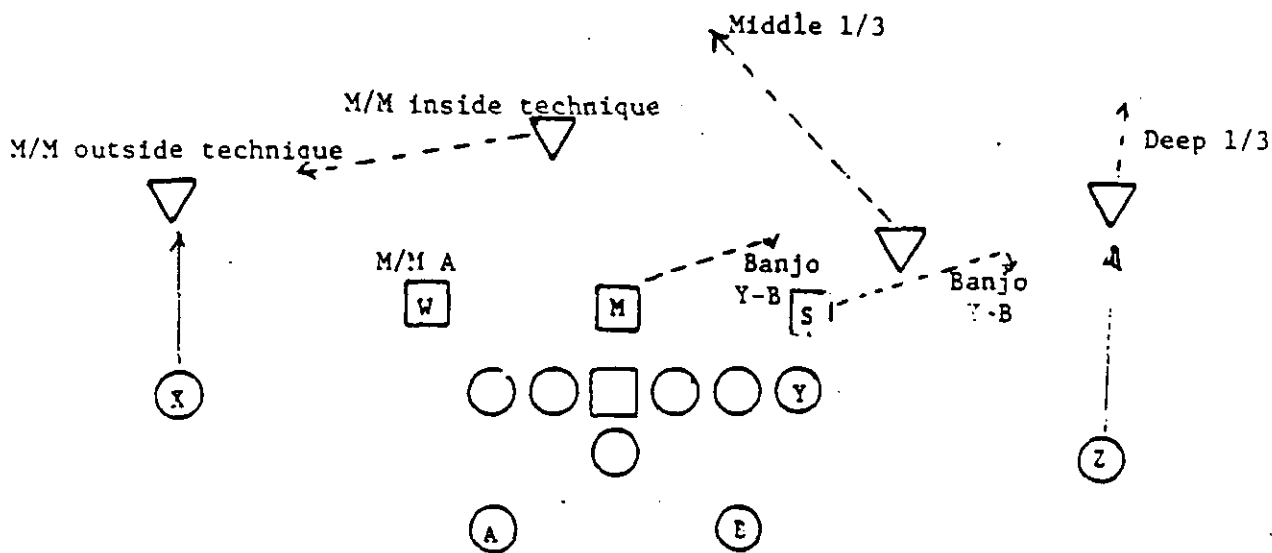
5' SLIDE



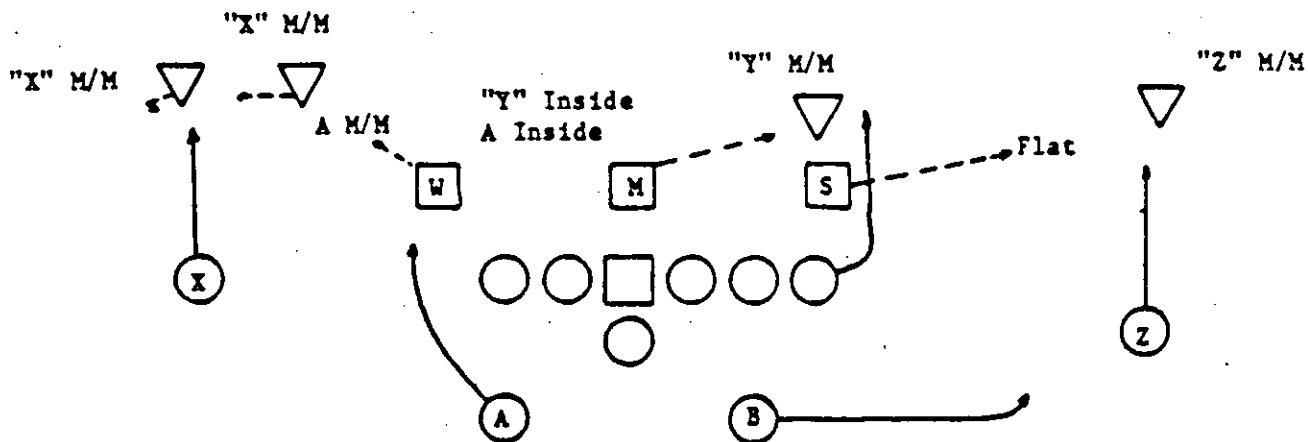
5 BAZOOKA



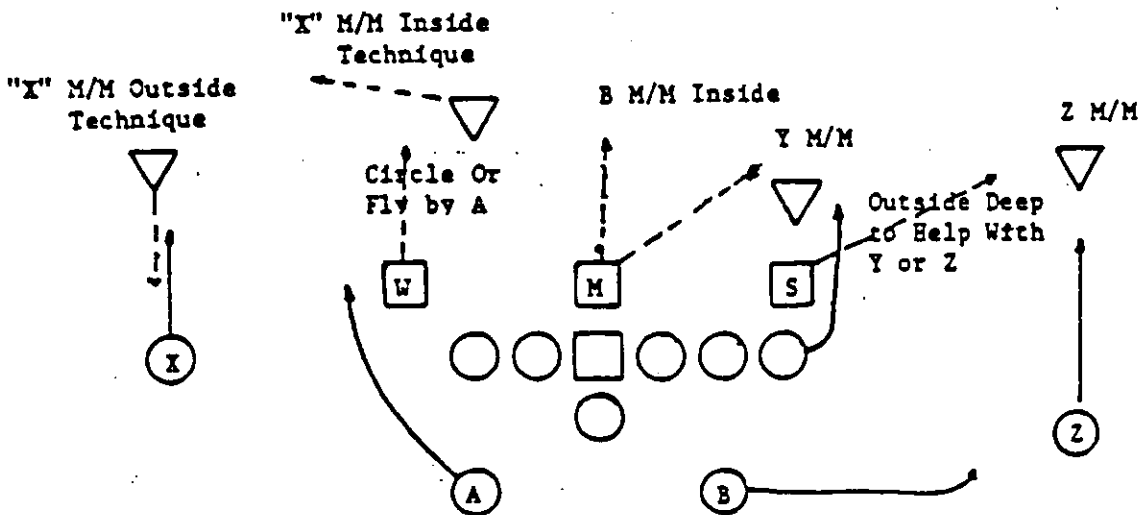
5 BRACKET

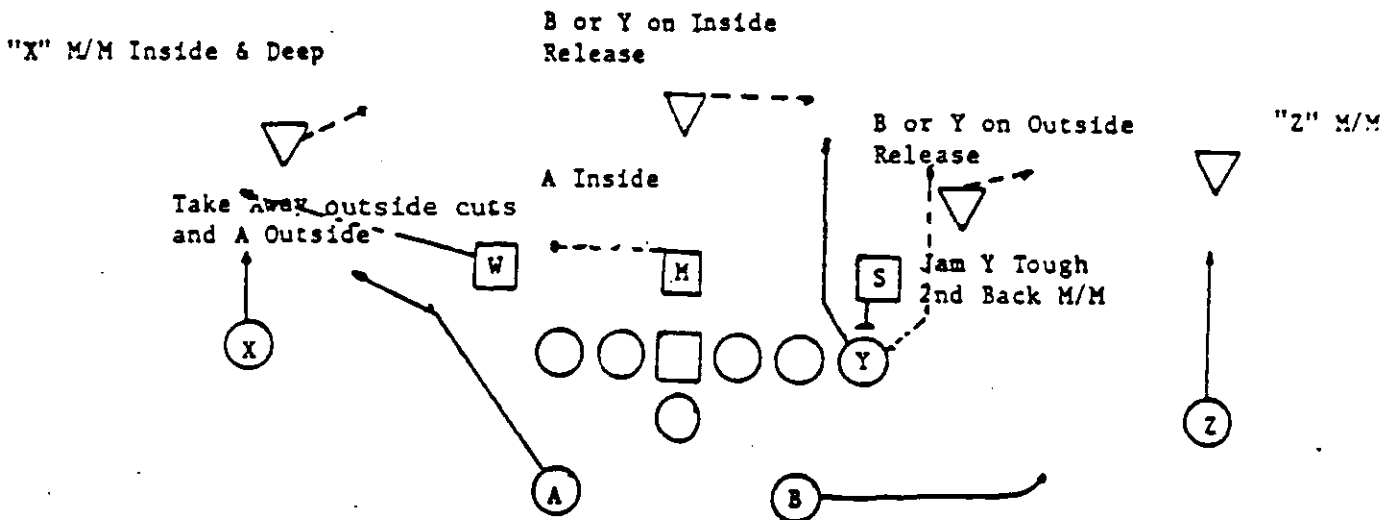


Weak corner and free safety can play "X" inside outside or long and short. Variation of this coverage is weak corner kick on "X" and play flat zone picking up A M/M outside...Will has WB inside or zone with FS deep on "X".

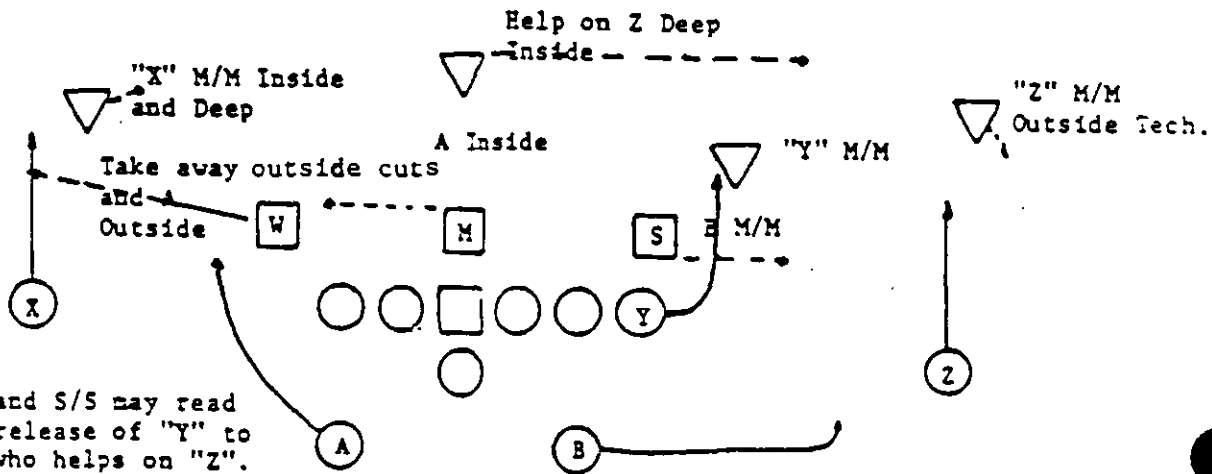


7 KICK



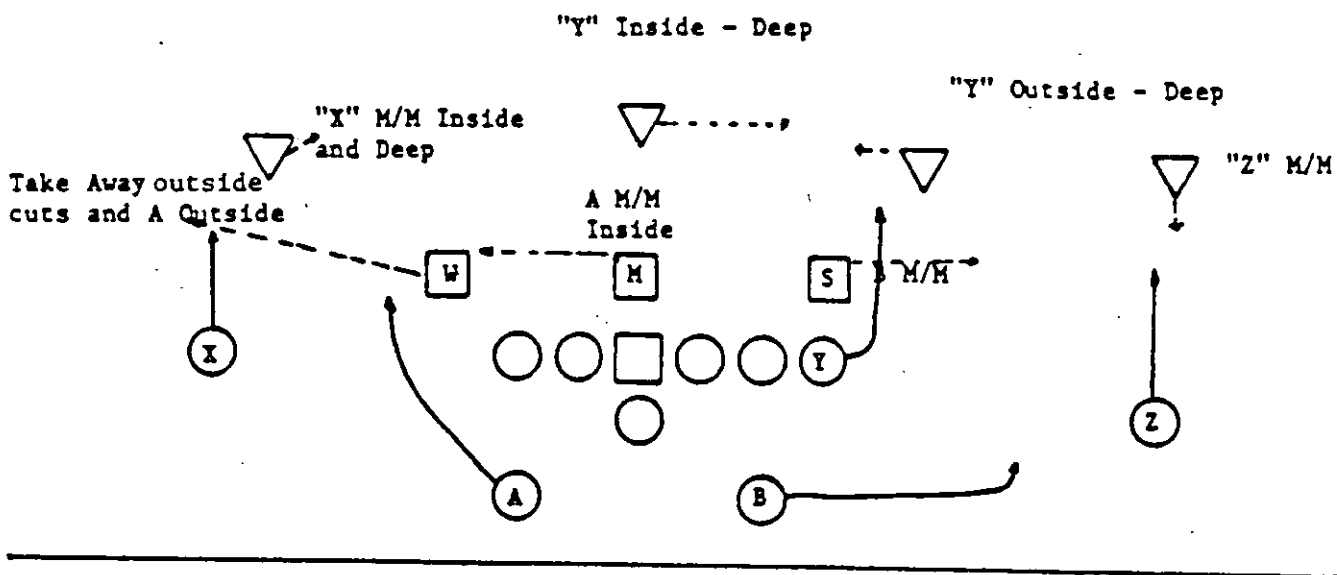


8 F.

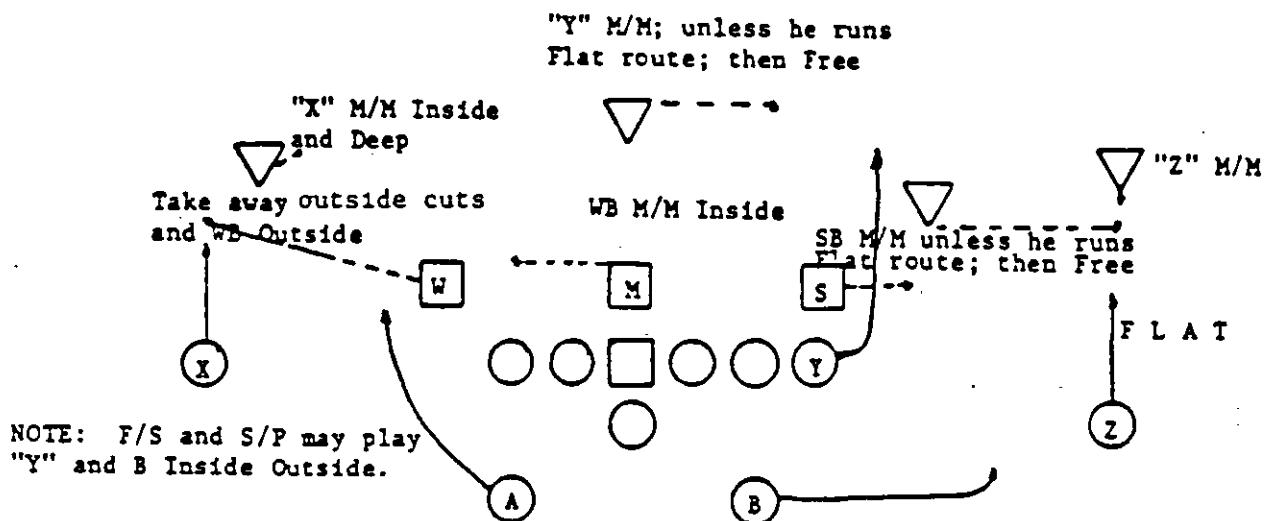


NOTE: F/S and S/S may read the release of "Y" to see who helps on "Z".

8 Y

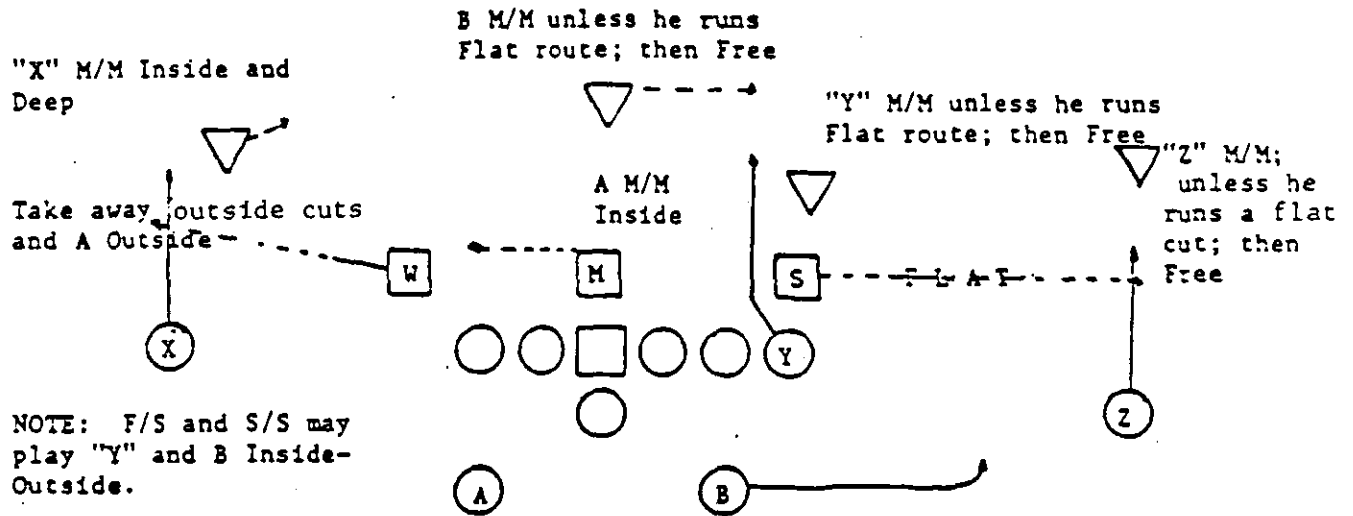


8 Z

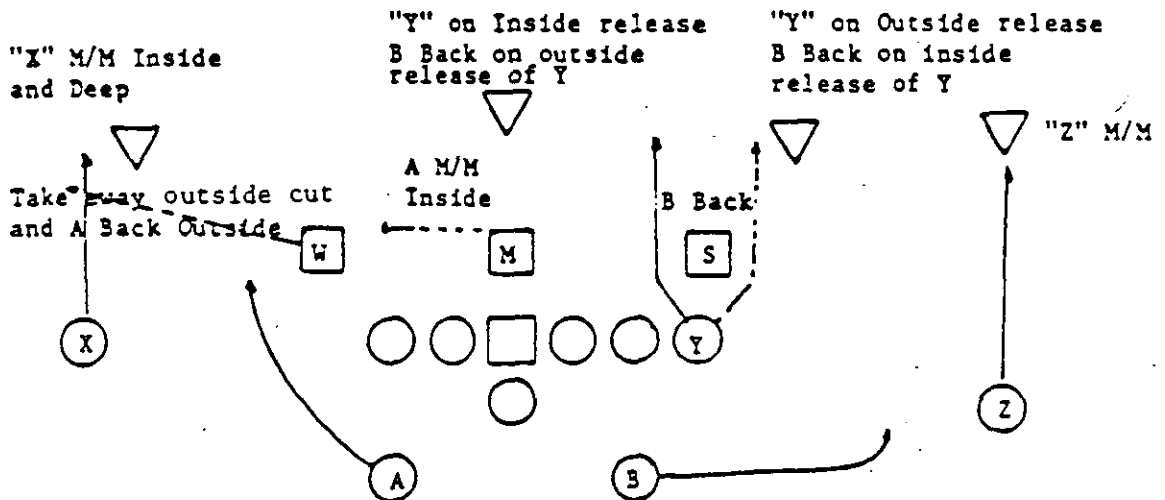


NOTE: F/S and S/P may play "y" and B Inside Outside.

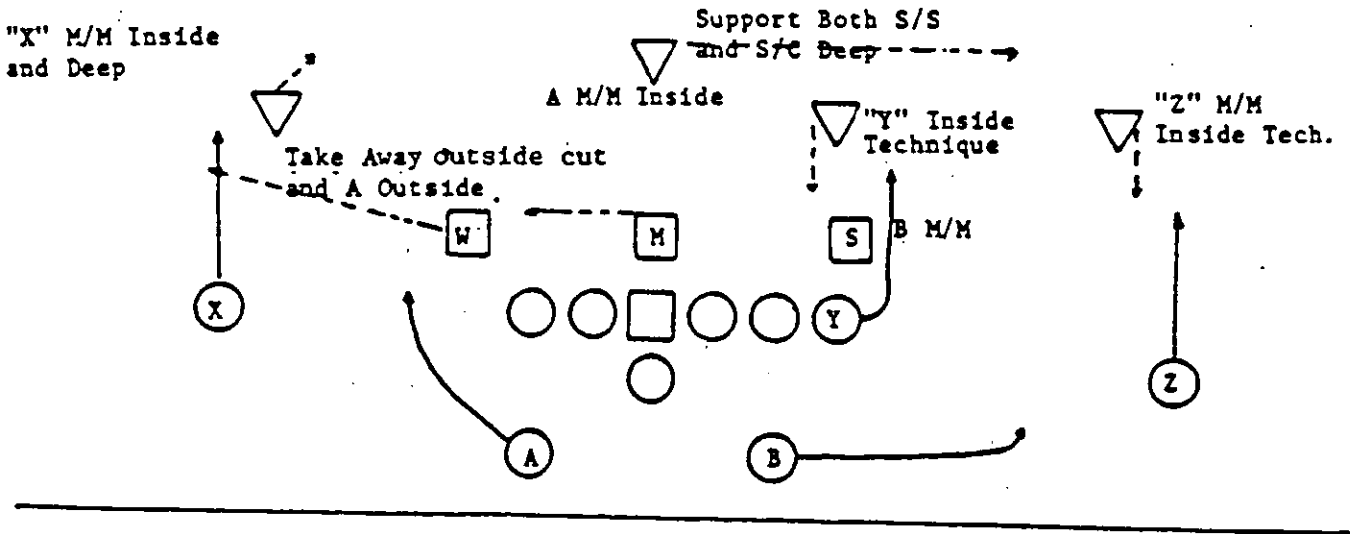
8 BOX



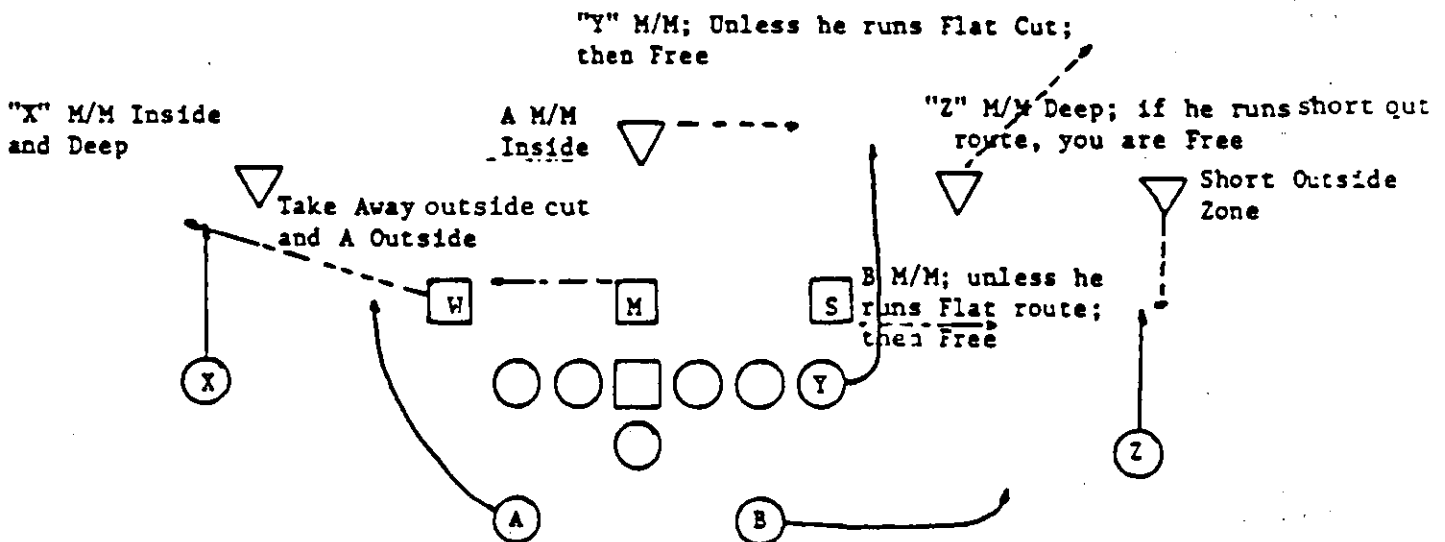
8 BASS



8 CROWD



8 KICK



G.L. BLITZ - S/S and Mac in and out on "Y" and B.

"X" M/M Inside Technique



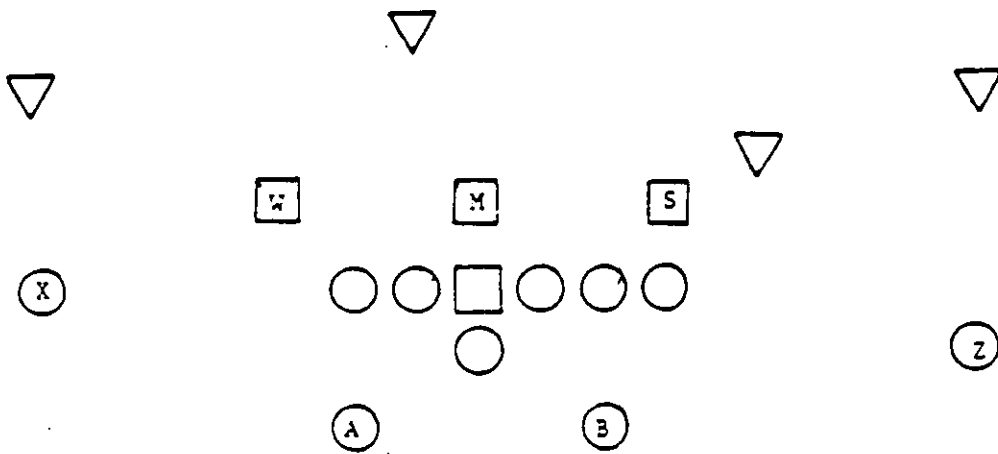
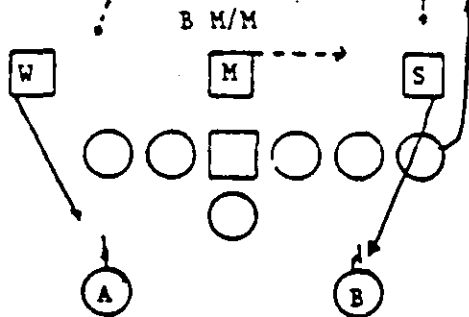
A M/M



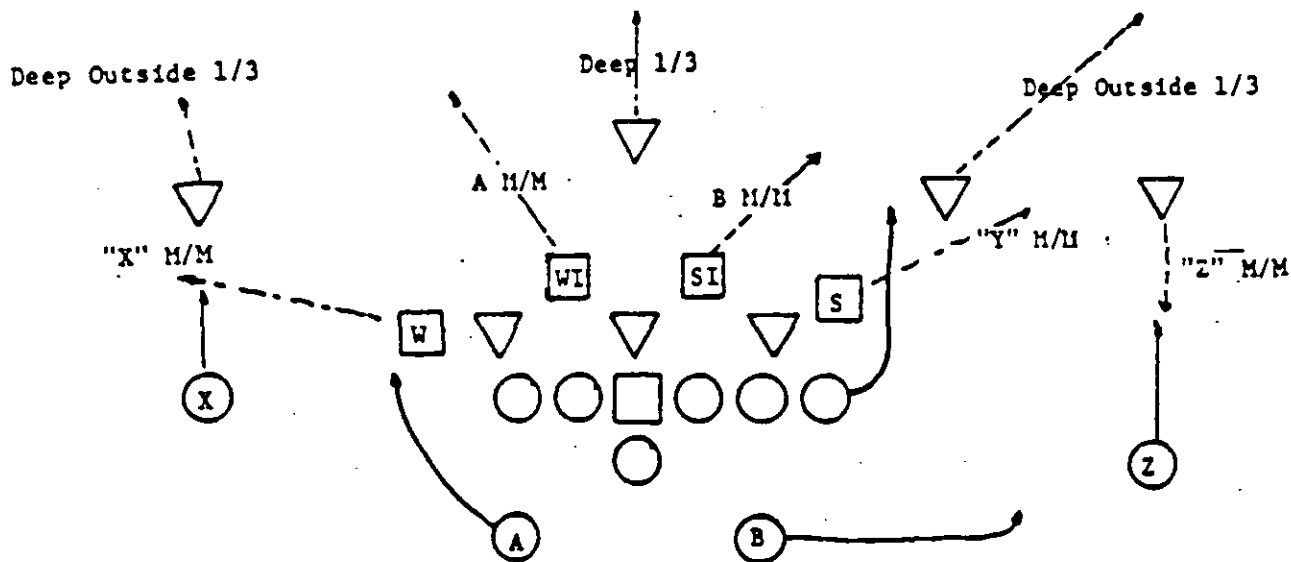
"Y" M/M



"Z" M/M Inside Technique

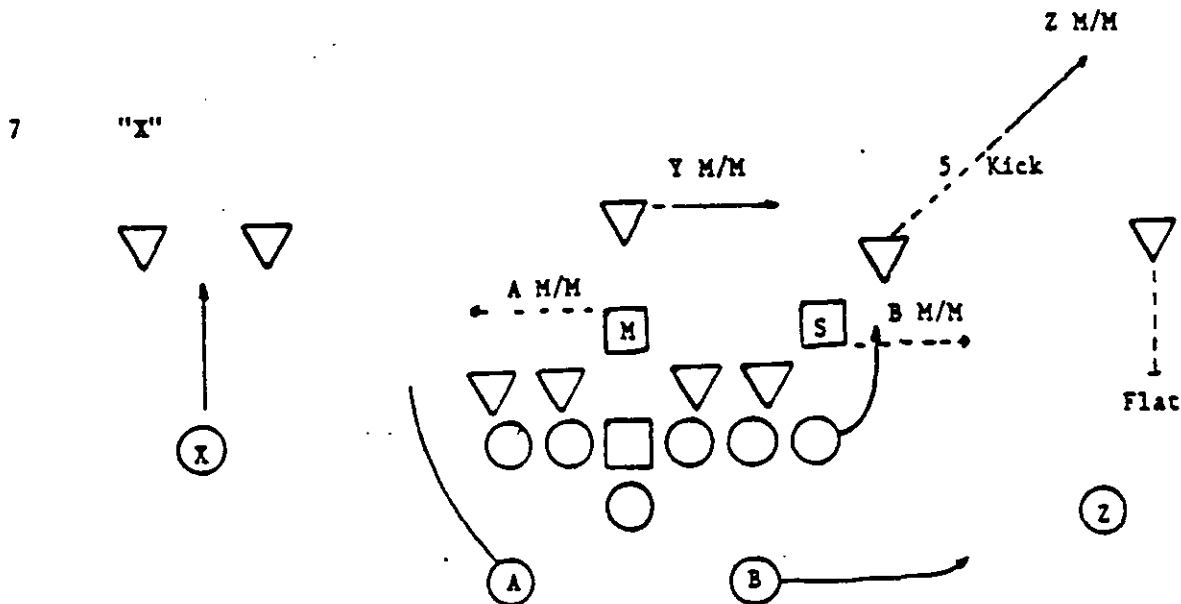


3 PREVENT



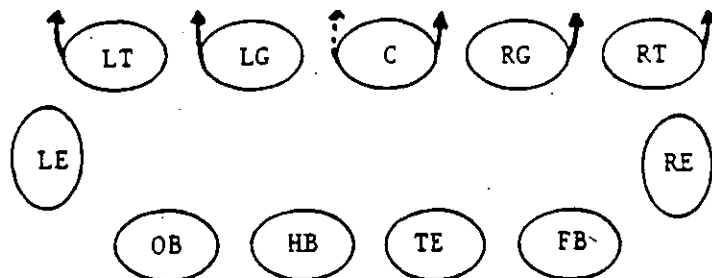
EXAMPLE OF
NICKEL
7X - 8 KICK

Can play all strong coverages.



GENERAL TERMS

<u>AWAY</u>	INSTRUCTS THE BACK NOT CARRYING THE BALL TO GO IN A DIRECTION OPPOSITE HIS NORMAL ASSIGNMENT ON THE PLAY.
<u>BASE</u>	MAN FOR MAN BLOCKING SCHEME ON PLAYSIDE.
<u>BUBBLE</u>	REFERS TO AN AREA OVER AN UNCOVERED OFFENSIVE LINEMAN.
<u>COUNTER</u>	BALLCARRIER ATTACKING OPPOSITE FLOW.
<u>DRIVE</u>	DIRECT TO HOLE. MAN BLOCKING.
<u>EVEN FRONT</u>	DEFENSIVE LINE SPACING WITH NO DOWN LINEMAN ON CENTER'S NOSE.
<u>GAP</u>	THE AREA BETWEEN TWO OFFENSIVE LINEMEN.
<u>INFLUENCE</u>	AN OFFENSIVE MOVE DESIGNED TO DESTROY THE NORMAL KEYS FOR A DEFENSIVE PLAYER.
<u>LANDMARK</u>	THE EXACT POINT AT WHICH A PLAYER DIRECTS HIS COURSE OF MOVEMENT.
<u>L.O.S.</u>	LINE OF SCRIMMAGE.
<u>N.A.</u>	DOES "NOT APPLY."
<u>N.T.</u>	A MAN "NOT THERE."
<u>O.T.B.</u>	ON THE BALL.
<u>ODD FRONT</u>	DEFENSIVE LINE SPACING WHEREBY THERE IS A DOWN LINEMAN COVERING THE CENTER.
<u>OFFSIDE</u>	THE SIDE OF THE PLAY AWAY FROM THE ATTACK SIDE.
<u>ON</u>	A DOWN LINEMAN ON THE L.O.S. COVERING AN OFFENSIVE LINE BLOCKER.
<u>OVER</u>	A DEFENSIVE MAN COVERING AN OFFENSIVE LINEMAN BUT OFF THE L.O.S.
<u>PITCH</u>	A LATERAL PASS TO A BACK IN A HB POSITION.
<u>PLAYSIDE</u>	THE ATTACK SIDE FOR A PLAY.
<u>P.O.A.</u>	POINT OF ATTACK.
<u>REVERSE</u>	COUNTER TYPE PLAY ATTACKING A FLANK.
<u>S.P.U.</u>	SWING PICKUP. A RECEIVER CHECKS AN ASSIGNED LINEBACKER FOR RED DOG PICKUP BEFORE RELEASING ON HIS PASS ROUTE.
<u>TOSS</u>	A LATERAL PASS TO A BACK IN A FB OR TB POSITION.



FORMING THE HUDDLE

1. CENTER FORMS THE HUDDLE 8 YARDS FROM THE BALL.
2. ALL PLAYERS HAVE HANDS ON THEIR KNEES WITH HEAD UP FACING THE QUARTERBACK.

HUDDLE PROCEDURE AND BREAK

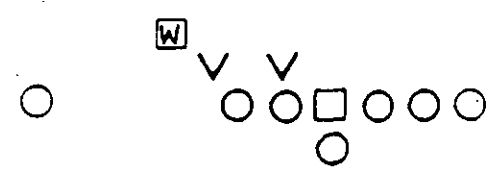
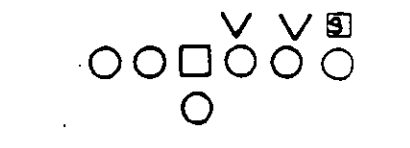
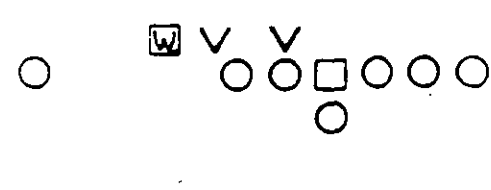
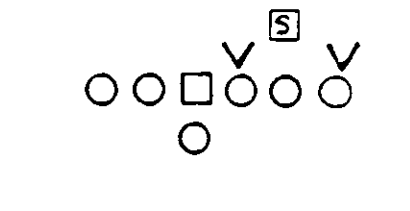
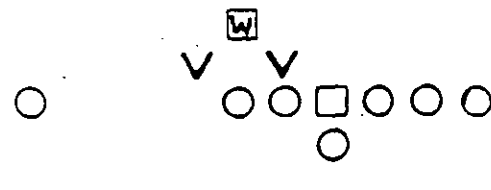
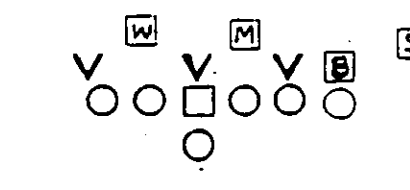
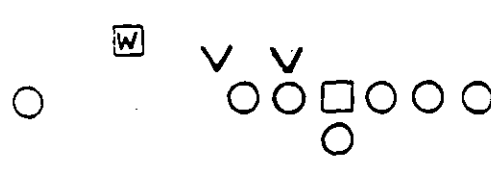
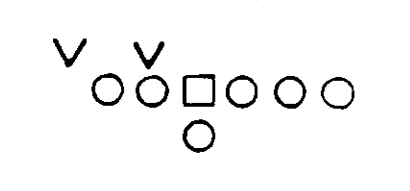
1. QUARTERBACK WILL CALL THE FORMATION, MOVEMENT IF WANTED, PLAY, AND SNAP COUNT ONCE.
2. ANY PLAYER WHO MISSES ANY INFORMATION WILL CALL "CHECK!" IN SUCH AN INSTANCE, THE QUARTERBACK WILL REPEAT HIS CALL.
3. CENTER AND WIDE RECEIVERS WILL LEAVE THE HUDDLE AS SOON AS THEY HEAR THE CALL.
4. QUARTERBACK WILL THEN SAY "BREAK." EVERYONE WILL CLAP HANDS AND YELL "HARD" IN UNISON AND THEN JOG TO L.O.S.
5. LINEMEN WILL ASSUME A THREE-POINT STANCE AT L.O.S.

*THREE EXAMPLES OF CALL IN HUDDLE:

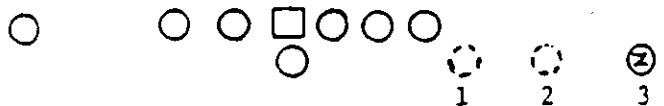
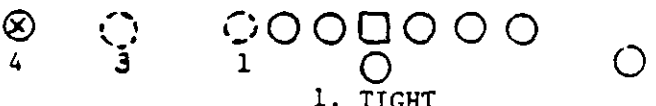
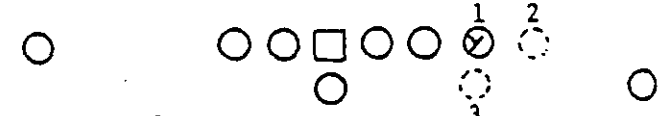
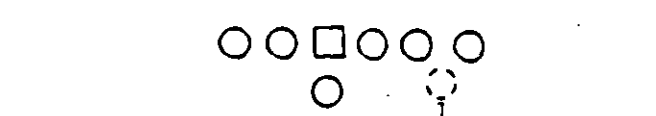
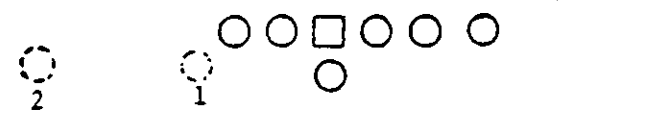
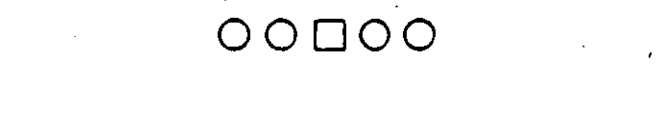
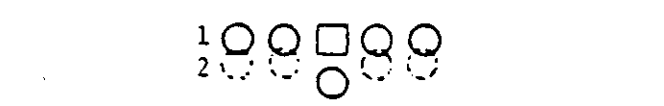
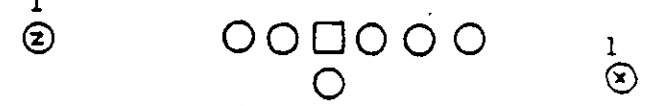
<u>FORMATION</u>	<u>MOTION IF WANTED</u>	<u>PLAY/ELABORATION</u>	<u>SNAP COUNT</u>
RED RIGHT	ZOOM	FLOW 26	(ON) TWO
RAM	-----	68 DIG	(ON) ONE
BROWN LEFT	Z SHORT	SLANT 38	(ON) TWO

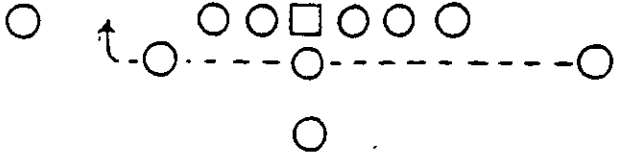
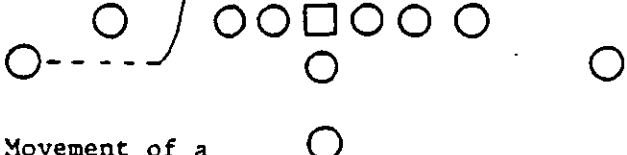
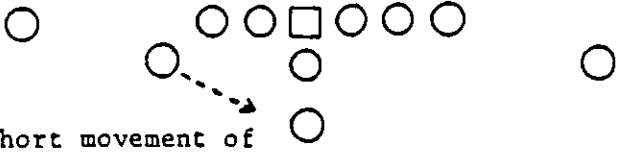
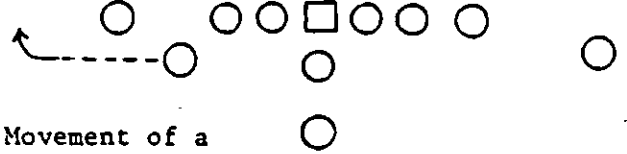
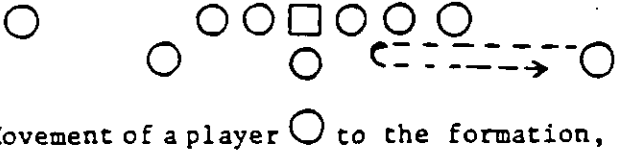
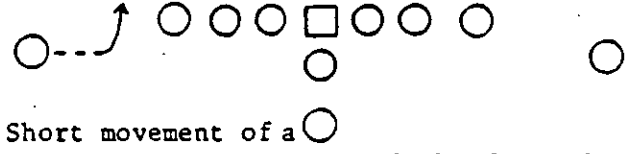
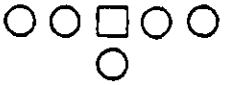
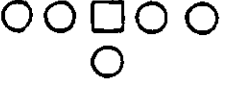
"WILL"

"STUB"

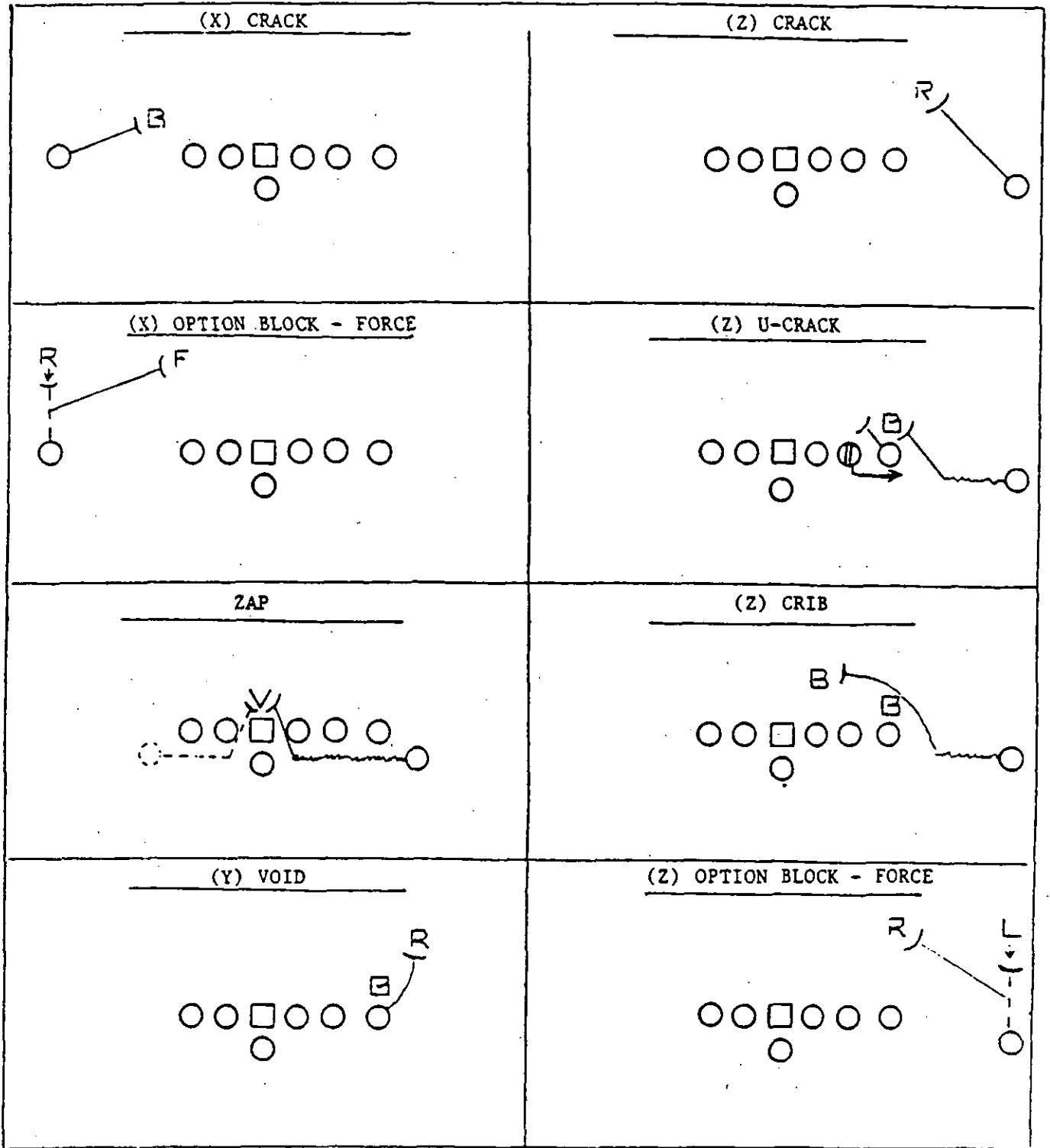
<u>NORMAL (HIP)</u>	<u>NORMAL</u>
	
<u>UP POSITION (W.U.)</u>	<u>STRONG EXCHANGE (E)</u>
	
<u>WEAK EXCHANGE (K)</u>	<u>STRONG FLOAT (SF)</u>
	
<u>WALK POSITION (W.W.)</u>	<u>OVER POSITION (WX)</u>
	

LINEUP VARIATIONS

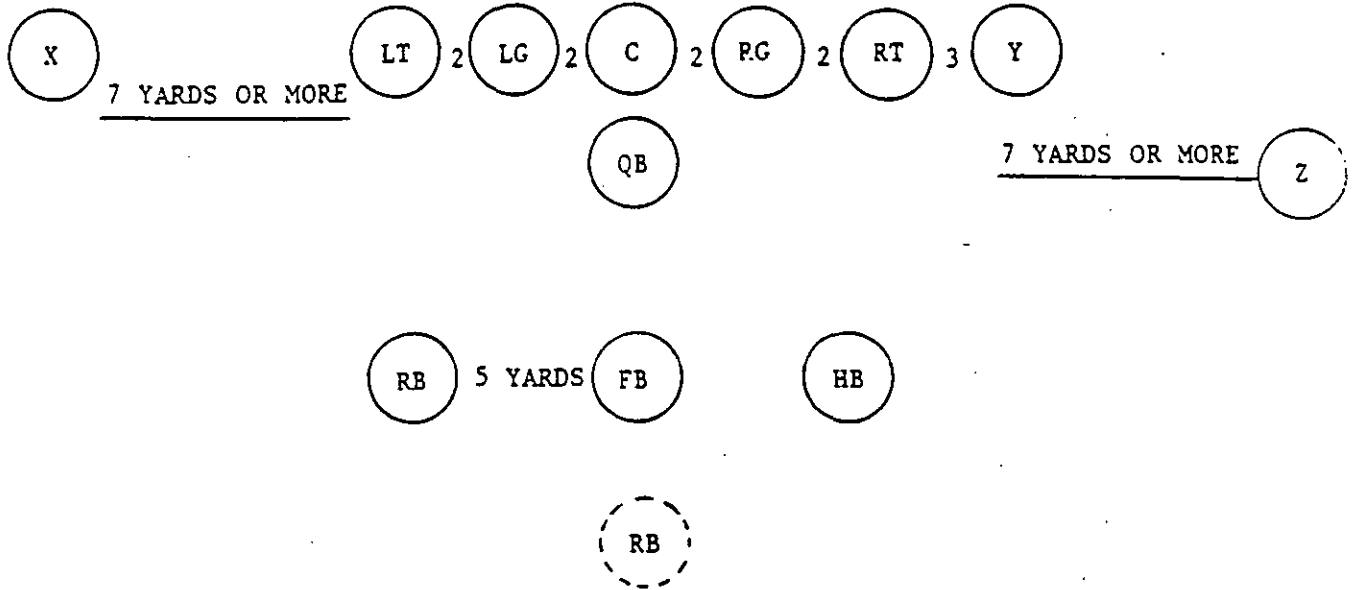
<p align="center"><u>LINEUP VARIATIONS FOR Z</u></p>  <p>1. NEAR 1/1 2. FLANK 4-6 YDS. 3. NORMAL</p>	<p align="center"><u>LINEUP VARIATIONS FOR X</u></p>  <p>1. TIGHT 3. CLOSE 4-6 YDS. 4. NORMAL</p>
<p align="center"><u>LINEUP VARIATIONS FOR Y</u></p>  <p>1. NORMAL 2. FLEX 3. OFF (TOFF)</p>	<p align="center"><u>LINEUP VARIATIONS FOR B-BACK</u></p>  <p>1. RAM (TE FLEX)</p>
<p align="center"><u>LINEUP VARIATIONS FOR A-BACK</u></p>  <p>1. SLOT 1/1 2. WING (X-TIGHT)</p>	<p align="center"><u>LINEUP VARIATIONS FOR QB</u></p>  <p>1. GUN</p>
<p align="center"><u>LINEUP VARIATIONS FOR O-LINE</u></p>  <p>1. NORMAL 2. 2ND LEVEL</p>	<p align="center"><u>CHANGE OF POSITION CALLS</u></p>  <p>1. CHANGE 2. SWITCH</p>

<p style="text-align: center;"><u>ZOOM</u></p>  <p>Movement of player to & thru formation.</p>	<p style="text-align: center;"><u>THRU</u></p>  <p>Movement of a player toward and through another player.</p>
<p style="text-align: center;"><u>SHORT</u></p>  <p>Short movement of a player to the formation.</p>	<p style="text-align: center;"><u>FLY</u></p>  <p>Movement of a player away from the formation.</p>
<p style="text-align: center;"><u>ZOUT</u></p>  <p>Movement of a player to the formation, then back to the original lineup.</p>	<p style="text-align: center;"><u>ZIP</u></p>  <p>Short movement of a player to a player toward the formation.</p>
	

RECEIVER BLOCKS



LINEUP AND SPACING

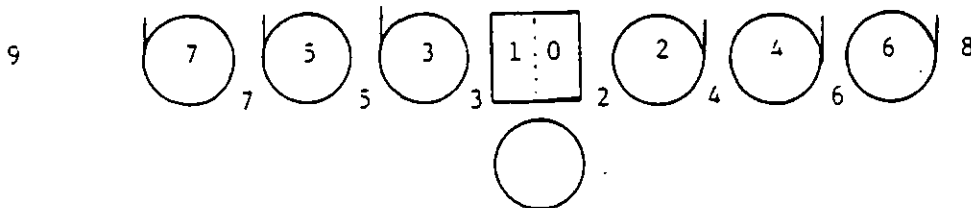


- BACKS:** Depth - Always referred to in terms of heels from back end of ball.
 Width - Base will be splitting inside leg of OT with cheats of 1/2 man or 1 man inside or outside based on play.
- FB/RB:** Depth - 1. Minimum 4-1/2 yards.
 2. Normal 5 yards.
 3. Maximum 5-1/2 yards.
- TAILBACK:** Depth - 1. Minimum 6-1/2 yards.
 2. Normal 7 yards.
 3. Maximum 7-1/2 yards.

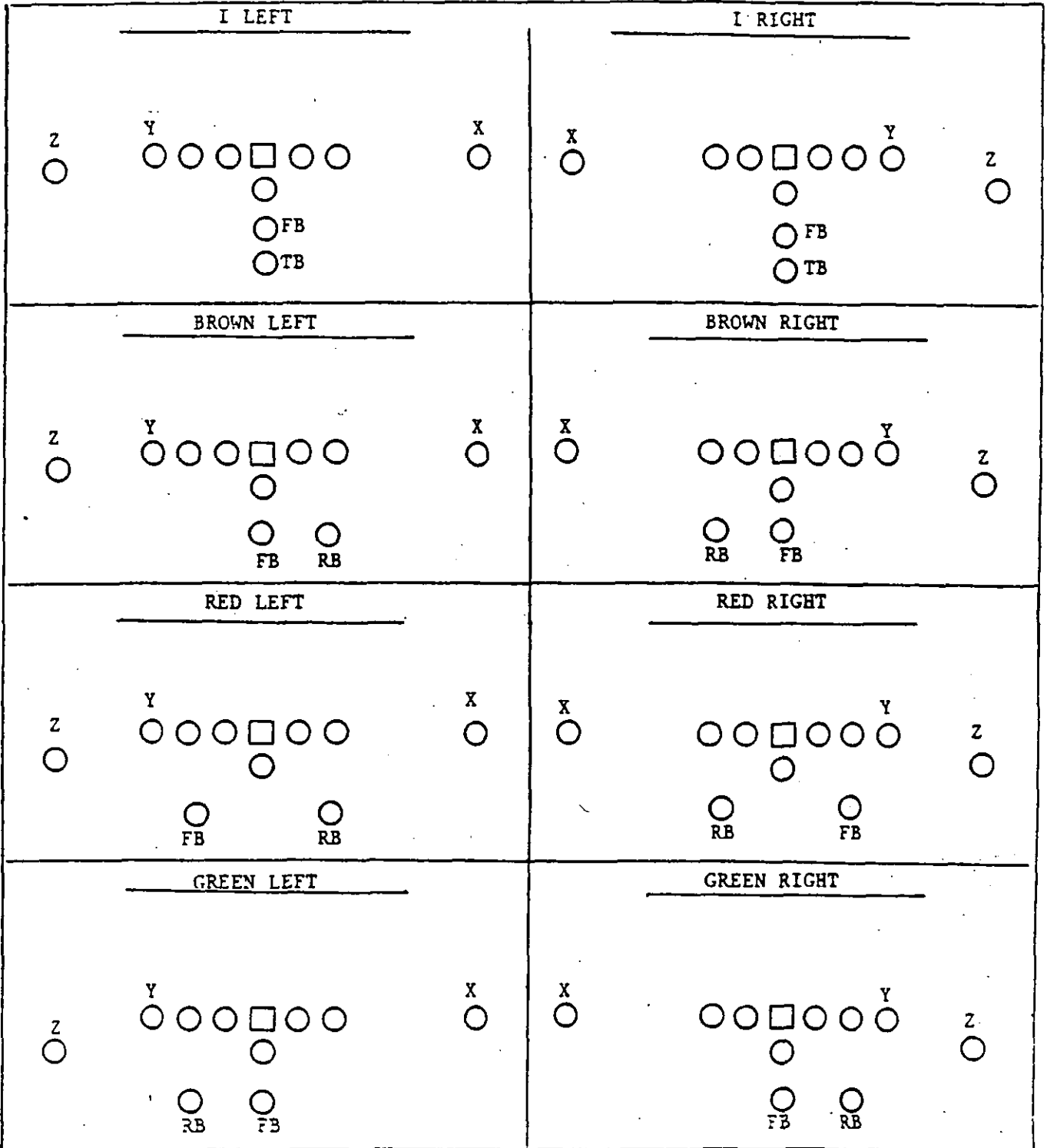
OFFENSIVE HOLE NUMBERING

Odd Numbers

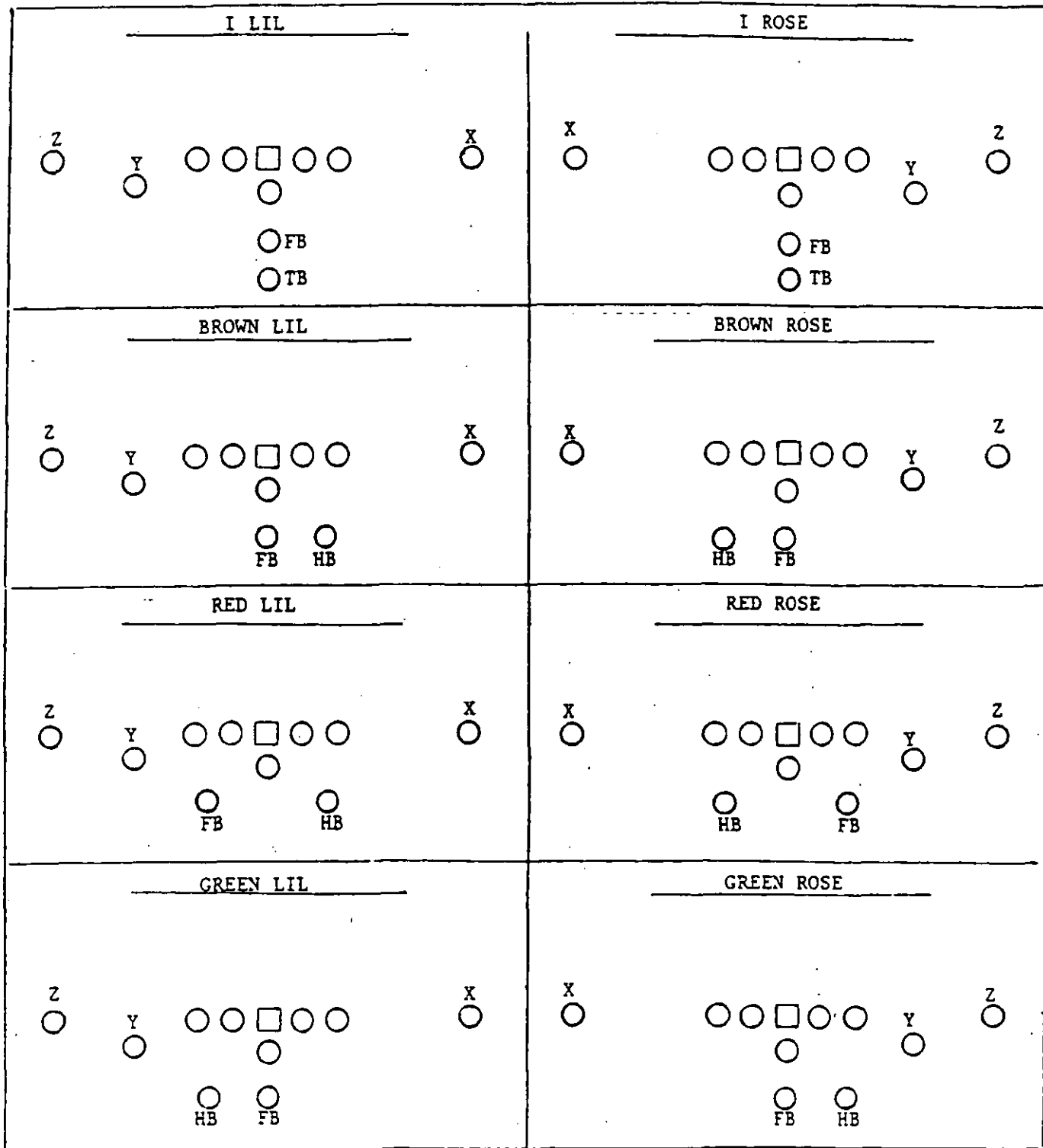
Even Numbers



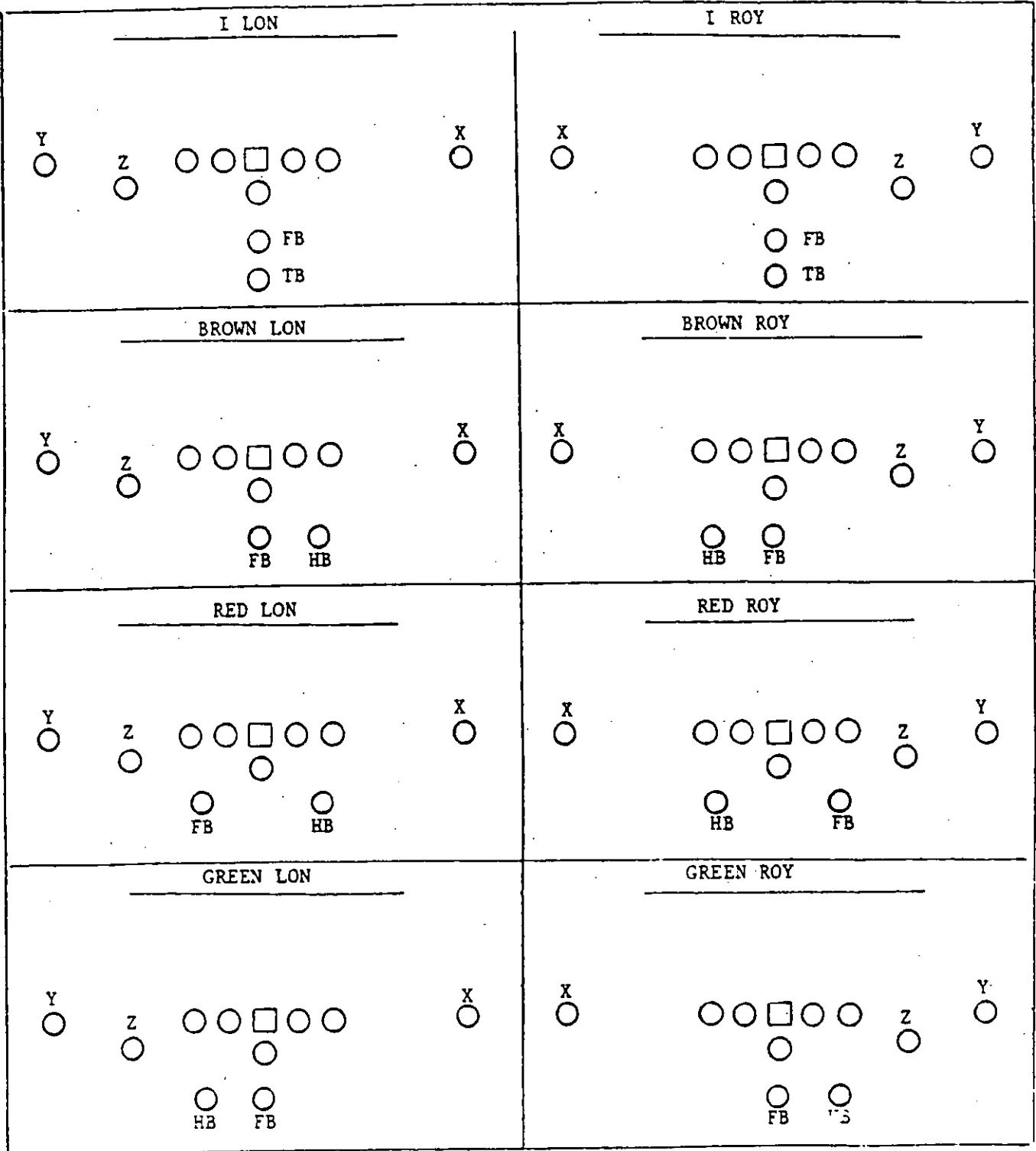
FORMATIONS

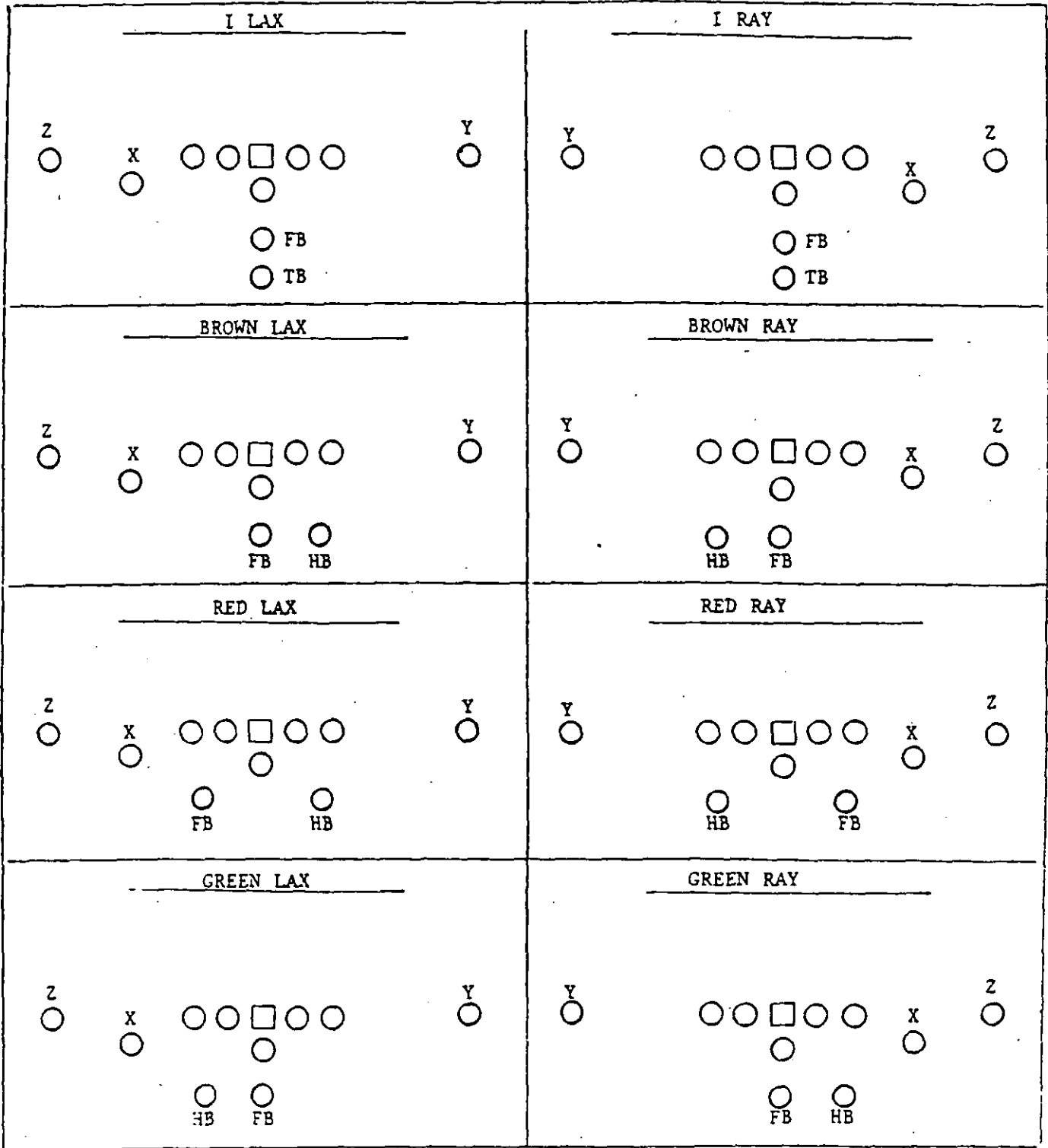


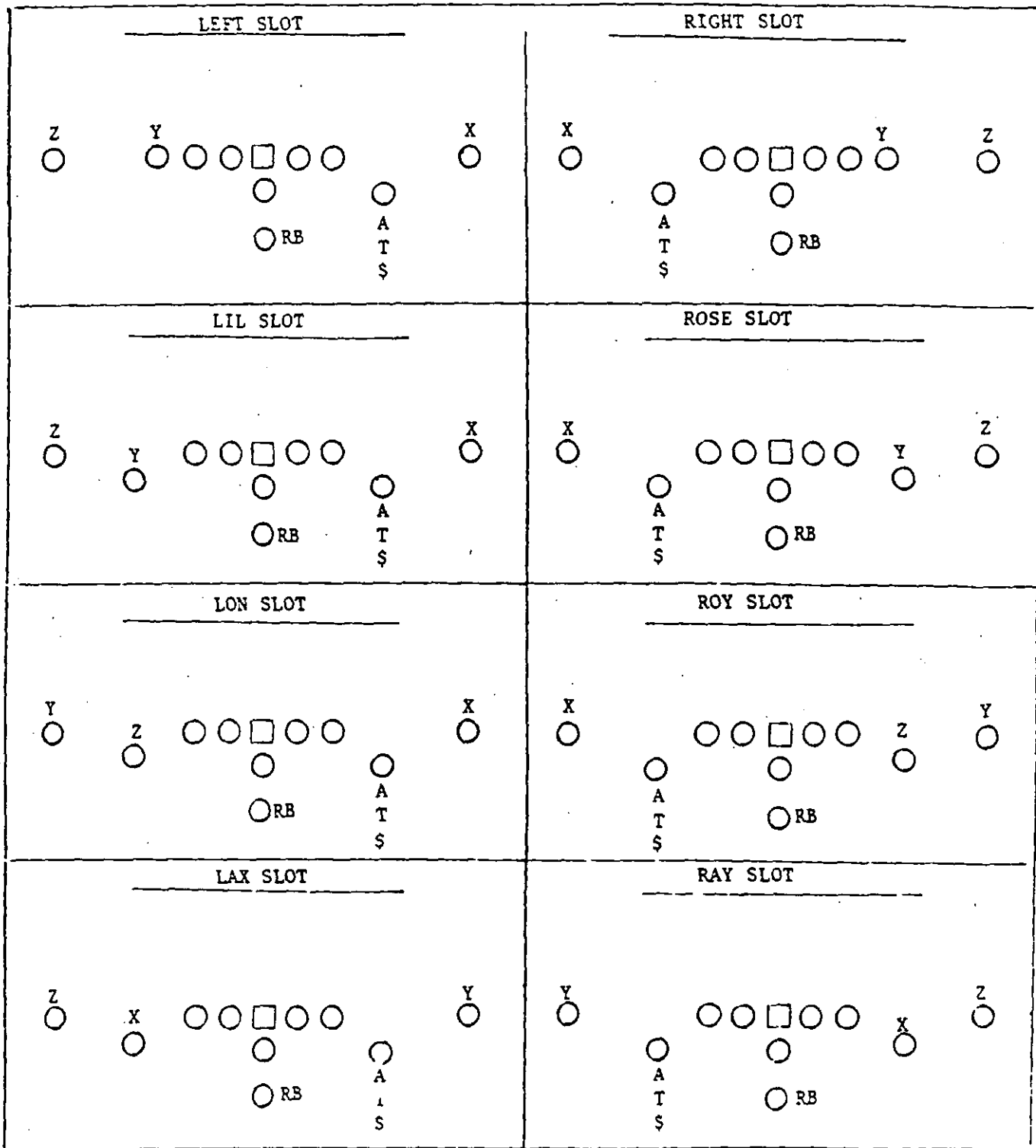
FORMATIONS

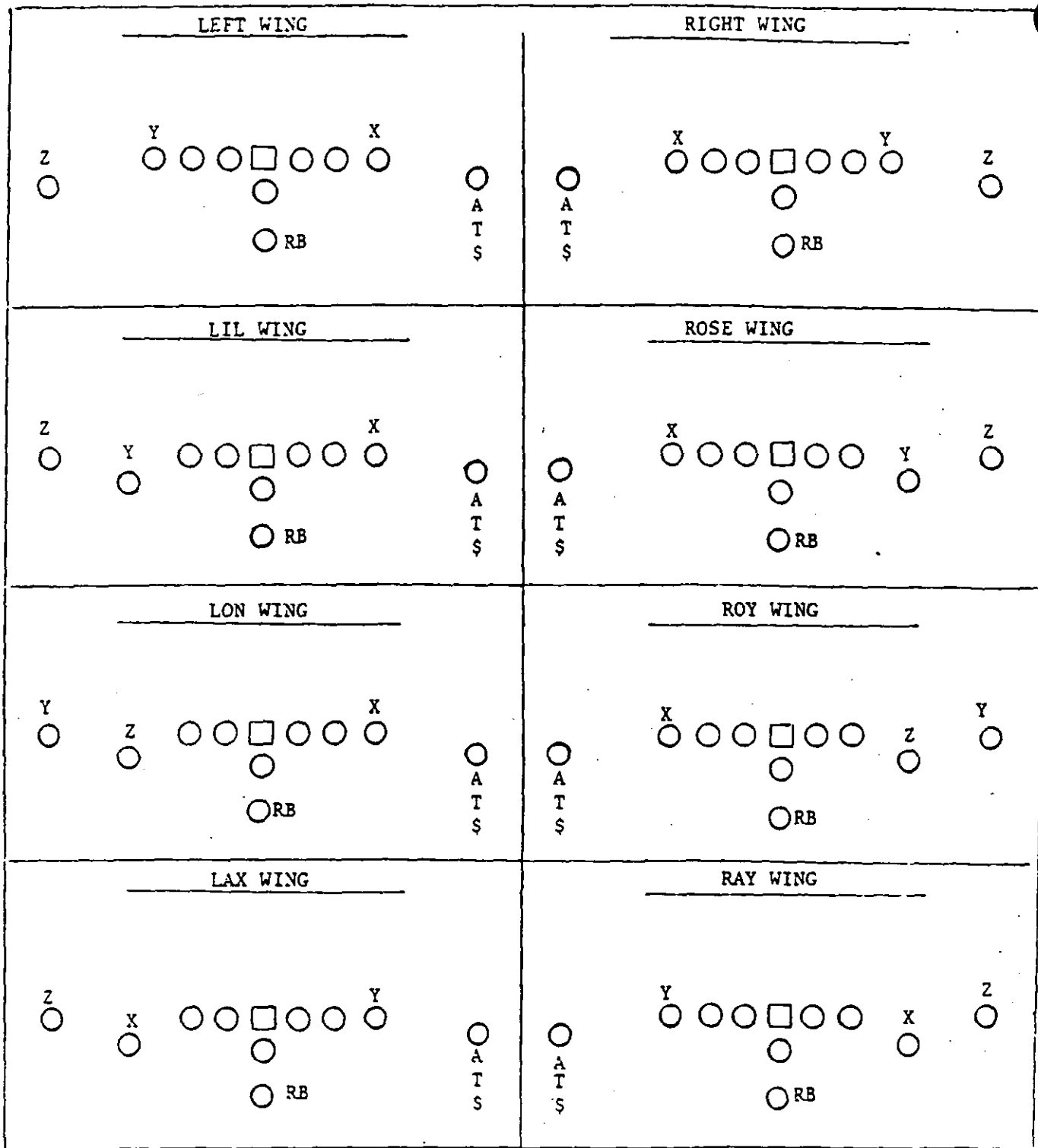


FORMATIONS

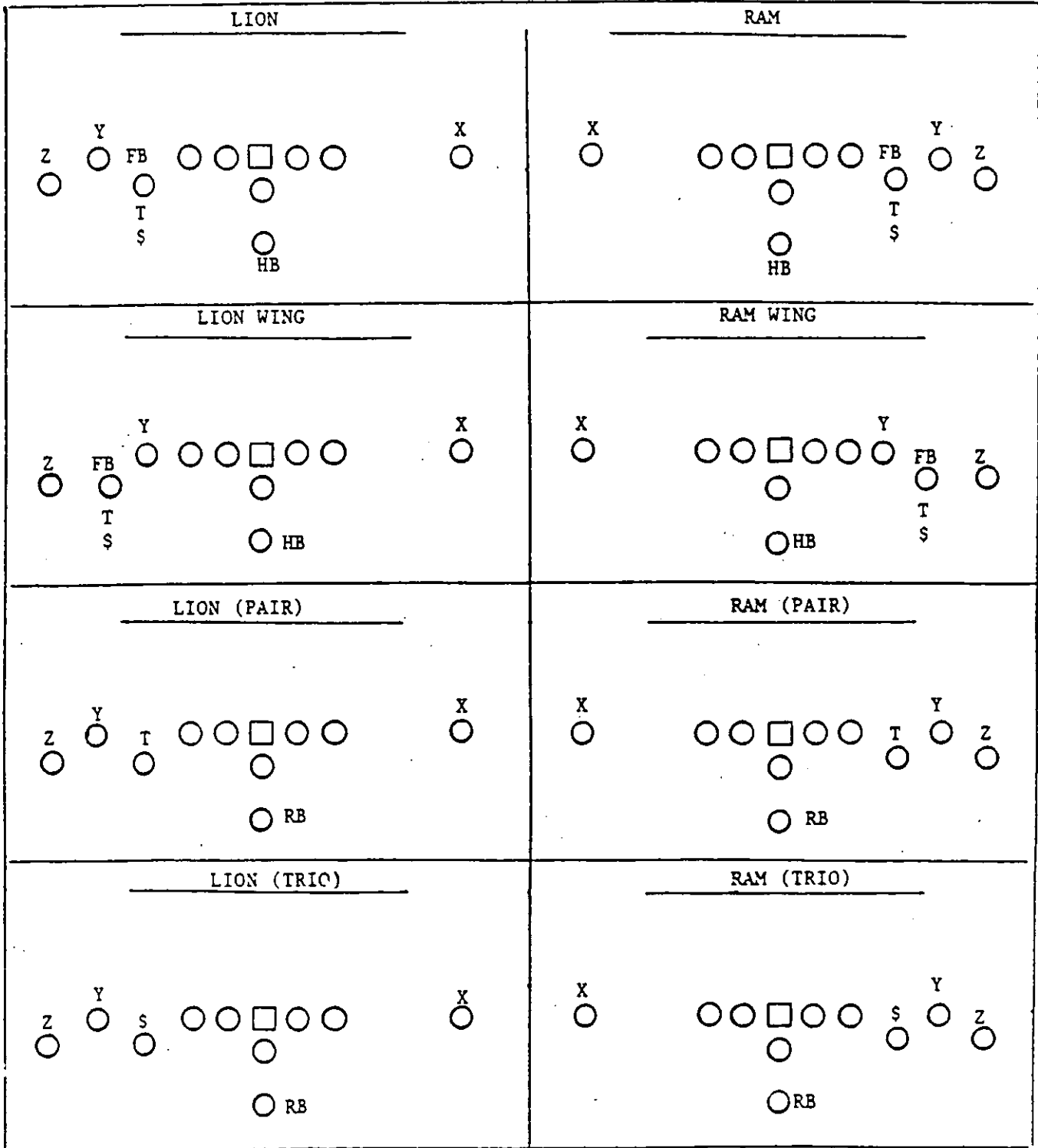






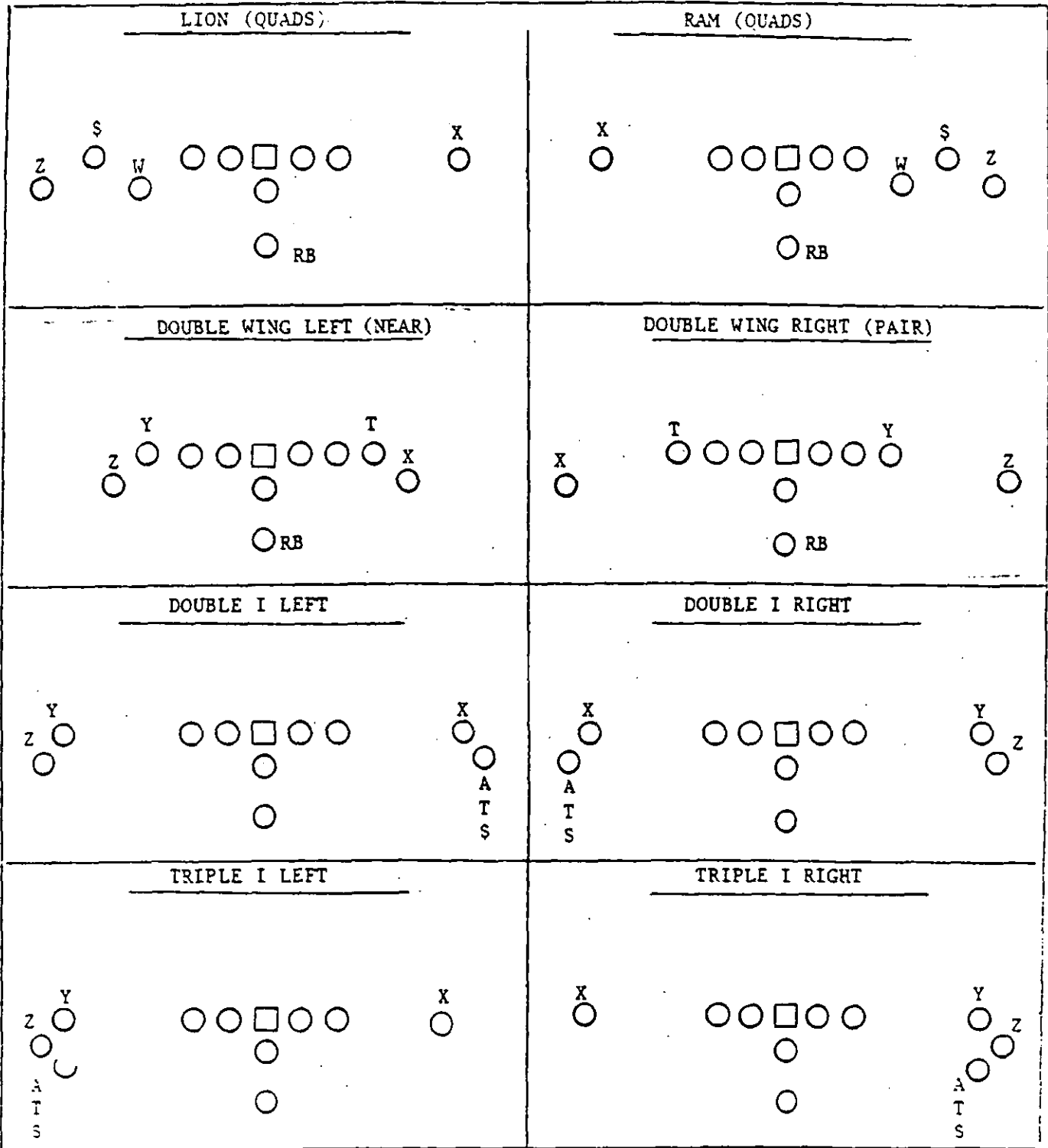


FORMATIONS

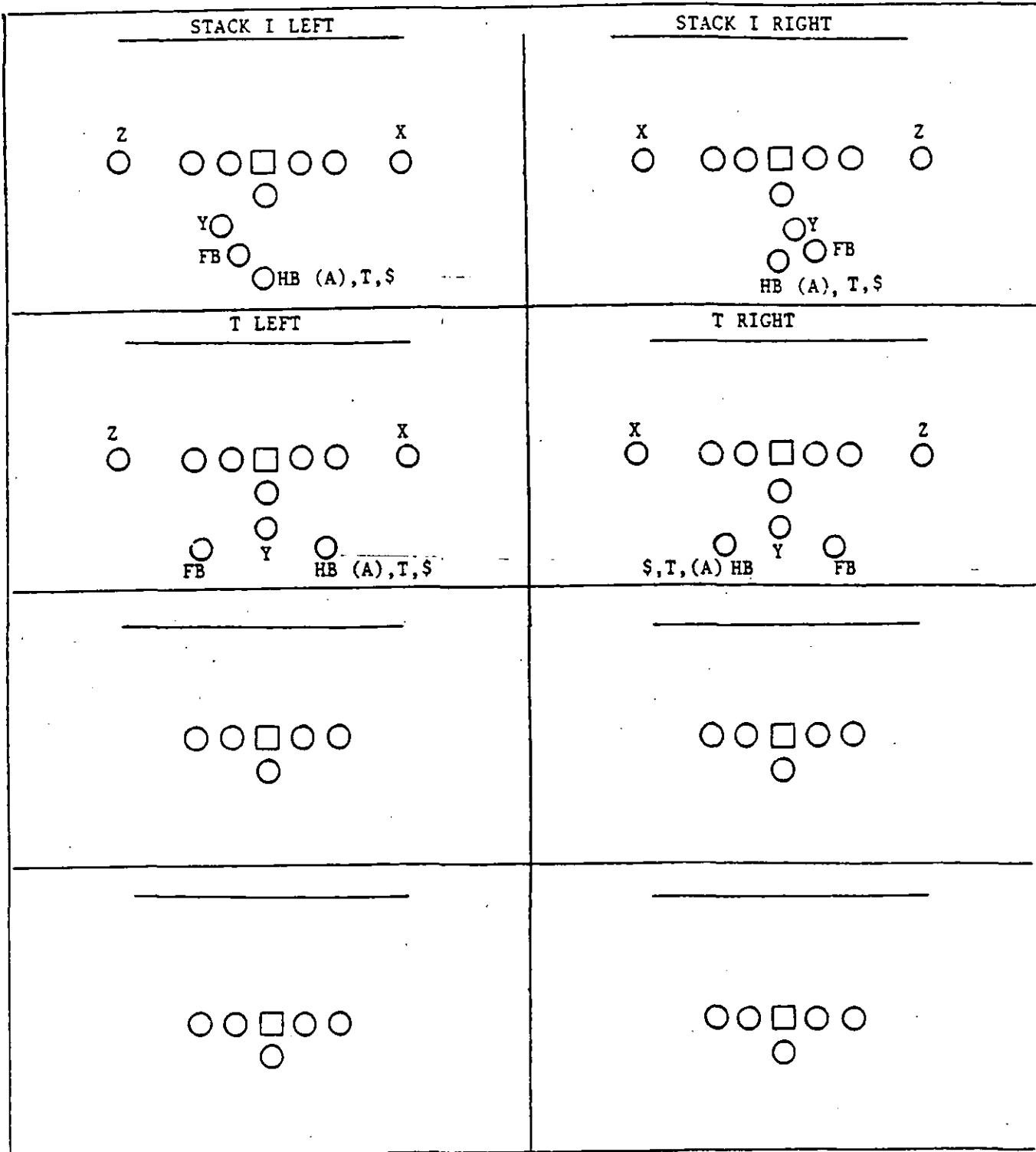


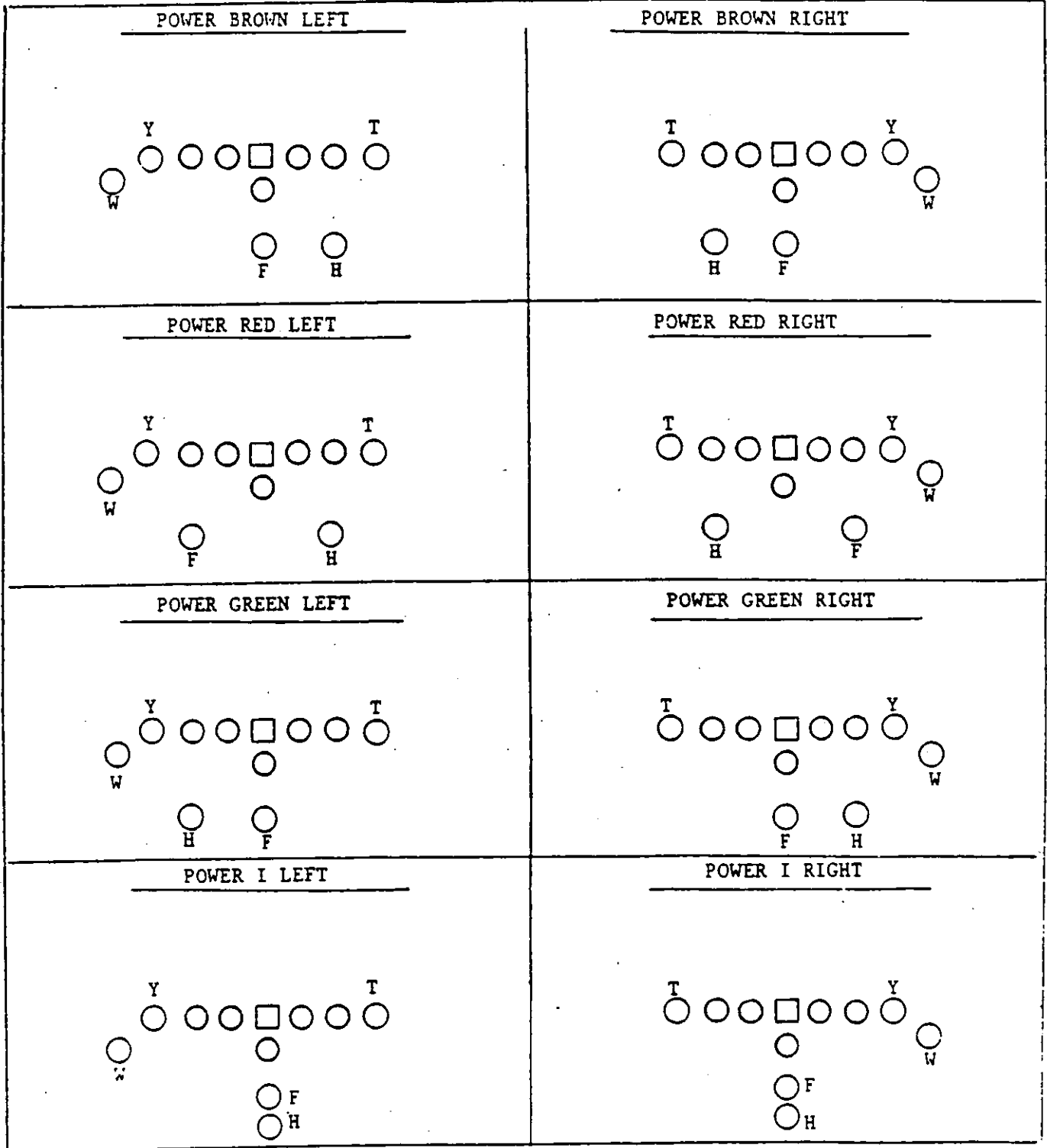
NOTE: Pair Right/Left and Trio Right/Left can also be run from "Wing" (same look as Ram Wing).

FORMATIONS



FORMATIONS





<p>_____</p> <p>○ ○ □ ○ ○ ○</p>	<p>_____</p> <p>○ ○ □ ○ ○ ○</p>
<p>_____</p> <p>○ ○ □ ○ ○ ○</p>	<p>_____</p> <p>○ ○ □ ○ ○ ○</p>
<p>_____</p> <p>○ ○ □ ○ ○ ○</p>	<p>_____</p> <p>○ ○ □ ○ ○ ○</p>
<p>_____</p> <p>○ ○ □ ○ ○ ○</p>	<p>_____</p> <p>○ ○ □ ○ ○ ○</p>

NUMBERING OF SERIES

I. We will indicate our running plays with two digits plus an explanation of the type of play series -- or blocking scheme -- or both. The first digit will be the ballcarrier and the second digit will designate the hole to be run. (EXAMPLE: Flow 26) (EXAMPLE: 30 Draw).

0-10 Quarterback carries
11-19 Tailback in I carries
20-29 Left halfback carries
30-39 Fullback carries
40-49 Right halfback carries

II. Our passing game will be constructed with the first digit being the protection wanted and the second digit being the flare control. The pattern content will be called in a word or words. (EXAMPLE: Dig-Horn, etc.). Within our series numbering it will also correspond with pattern content. Any protection can be used as an all-out Blitz Protection by using a word in front of the protection called. (EXAMPLE: Boston-85, etc.).

50's Both backs have linebackers on their respective sides, line solid with all inside pickup.

60's B Back has free release, A Back have weakside pickup (Will), uncovered lineman has strongside pickup.

70's A Back has free release, B Back has weakside pickup, uncovered lineman has strongside pickup.

80's A Back has free release, B Back has strongside pickup, uncovered lineman has weakside pickup.

90's Both backs have aggressive pickup on the outside LB's to their respective sides. Line is solid with aggressive blocking with all inside pickup (3-step drop by QB).

100's Play action passes with the second and third digit indicating the run play to be faked (EXAMPLE: Flow 124).

200's Rollout passes with QB rolling toward the faking backs (EXAMPLE: Flow 228).

300's Bootleg passes with the QB rolling away from the faking backs (EXAMPLE: Flow 328).

400's Running play passes with the designated back as the passer (EXAMPLE: Flow 425/ride 438).

500's Screen passes -- both play action and regular dropback screens (EXAMPLE: Ride 528 quick left to X/550 Screen right to 3).

STARTING COUNT AND CADENCE AT L.O.S.

I. SETTING THE TEAM:

- A. Backs, linemen and tight ends will assume a three-point stance. Wide receivers will be in a two-point stance.
- B. QB will call defensive front after all players are in initial position.
- C. QB will then call "GO" for any shifting to take place.
- D. QB will look over the defense at this time to decide if a checkoff is necessary.
- E. QB will call a live or dead color and a series number both left and right. QB will always call from the left to the right. (EXAMPLE: Blue - Ride 28 - Blue - Ride 28).
 1. If the QB calls the live color, the next play number called will be the play run. All audibles will go on two!
 2. If the QB calls any color other than the live color, the play called in the huddle will be run on the snap count called. It is important that the QB use the basic runs and pass calls as dummy audibles.
- F. QB will pause momentarily after the audible calls for the line to make blocking calls.
- G. QB will then call "READY."
- H. If motion is called, it will start on QB foot movement.
- I. QB then calls HUT 1 -- HUT 2, etc. (rhythmic).
- J. Example of call on LOS: 30 - Go - Blue, Flow 26 - Blue - Flow 26 (pause)(line calls) Ready - Hut 1 - Hut 2.
- K. Ball can be snapped on command of:
 1. First sound (blue).
 2. Go.
 3. Audible (blue).
 4. Double audible.
 5. Snap count called.
- L. At any time sequence during the cadence prior to the calling of the snap count, the QB can use the live audible color 11 time permits on the 30-second clock. "HOLD" will alert everyone for audible. (EXAMPLE: Live color "RED" - 30 - Go - Blue Flow 26, Blue Flow 26 (pause) Set - "HOLD" Red 92, Red 92 Ready Hut 1, Hut 2).

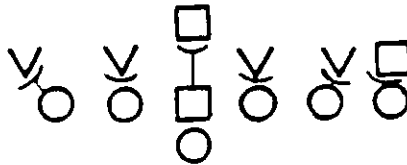
CHECKOFF SYSTEM

1. Color designated as live will be used as checkoff signal.
2. If QB calls any color other than live color, the play called in the huddle will be run. The next number called will be a fake.
3. If QB repeats the live color, the play called in the huddle is erased. The next number called will be the play run.
4. Checkoff cannot be used if the play called in the huddle was designated to go on first sound.
5. Snap count for all checkoff plays will be on two.
6. If the defense is shifting, it is imperative that several plays be run on the first sound or second audible.
7. QB should use change of cadence early in the game and should also use voice inflection to advantage; this keep the defensive line tense and off-balance.
8. No huddle to conserve time at the end of the half or end of the game can be used. "MAYDAY" designates no huddle. Here the formation will be set and all plays will be called on the LOS. We will huddle if a timeout is called or if clock is stopped. First sound will be used as our cadence.
9. "Check with me" plays may be called in the huddle to combat changing defenses. QB calls formation only. Snap count will always be on two (Example at LOS: Front - Blue - Slant 39 - Slant 39 - Ready - Hut 1 - Hut 2). We can continue to go without huddle once formation is initially set.
10. The live colors will be designated during the season.

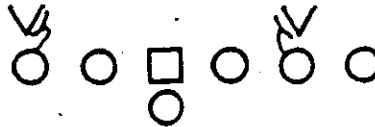
BLOCKING TERMINOLOGY

1. DESCRIPTION OF BLOCKING TECHNIQUES:

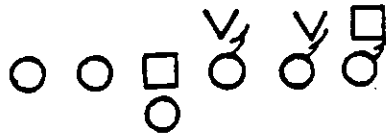
- A. BASE BLOCK - Basic one-on-one drive block with face in numbers driving man off L.O.S.



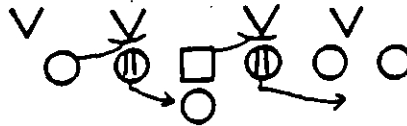
- B. TURN BLOCK - Same block getting position between defender and ballcarrier and driving man laterally down the L.O.S.



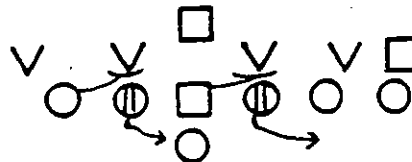
- C. HOOK BLOCK - Stepping to and getting outside position on defender on play going outside.



- D. SPRINT REACH BLOCK - Pulling technique used to fill and block man to your outside on playside.



- E. SPRINT CUTOFF - Same technique using a cut block on defender.

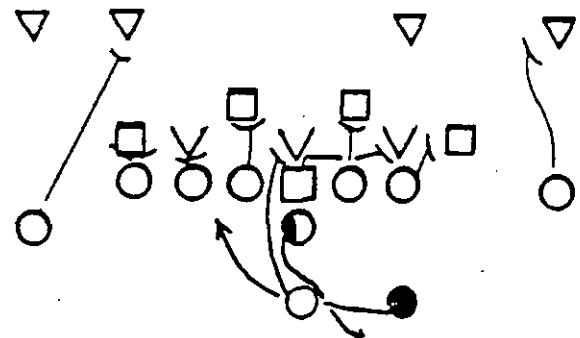
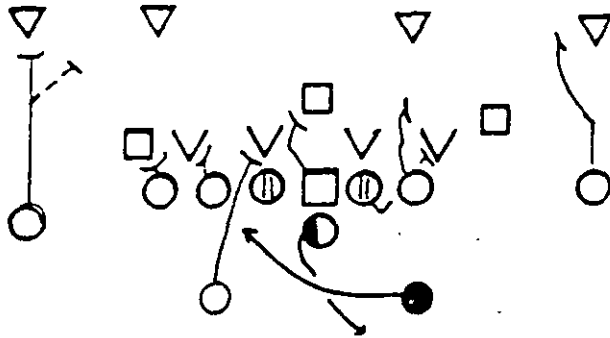


RIDE 45 SUCKER WHAM

RIDE 45 NOSE WHAM

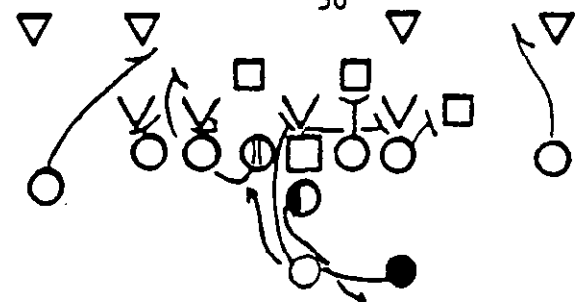
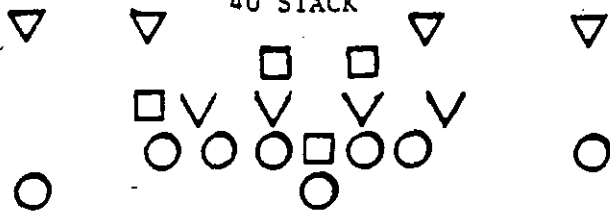
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40 STACK

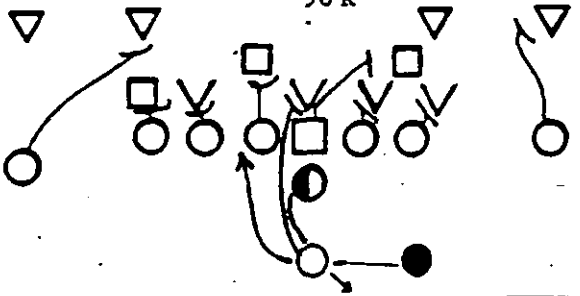
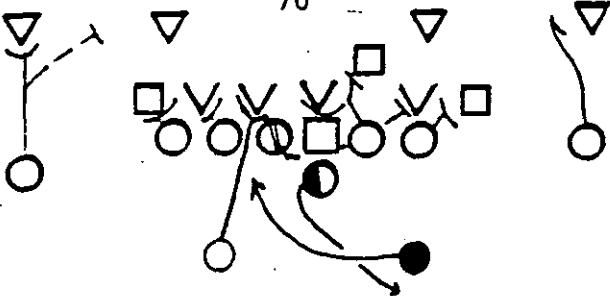
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N.A.

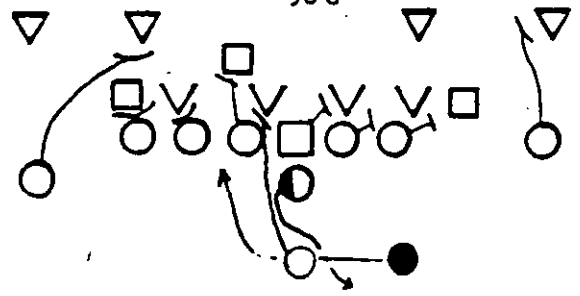
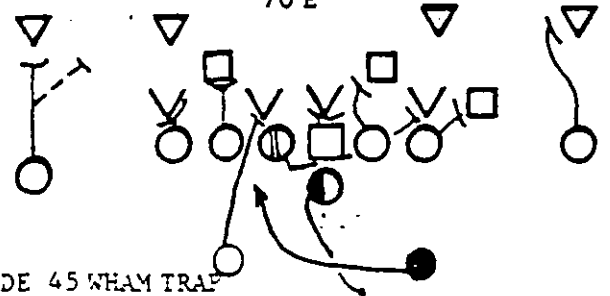
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90 K



70 E

90 G



RIDE 45 WHAM TRAP

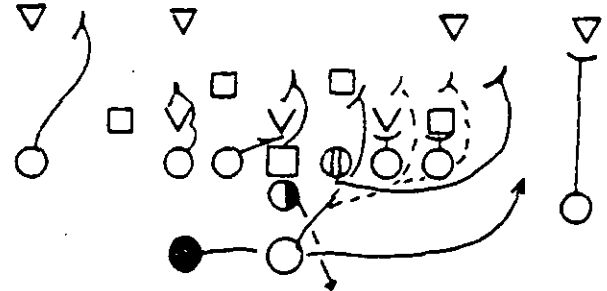
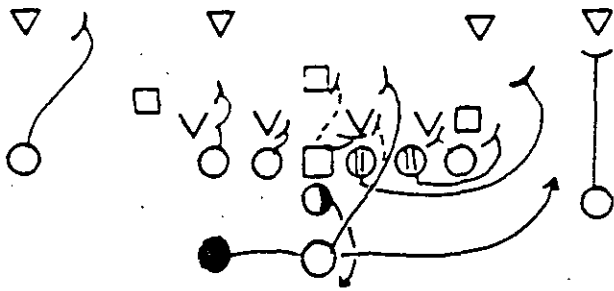
COACHING POINTS:

N/A

FORMATIONS:

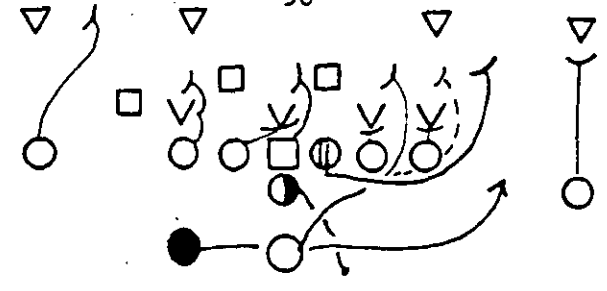
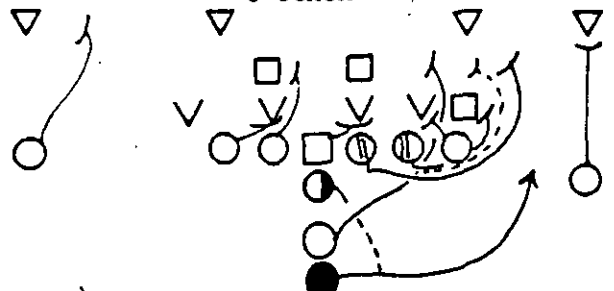
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40 STACK

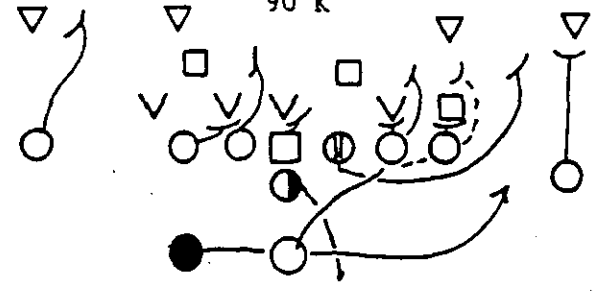
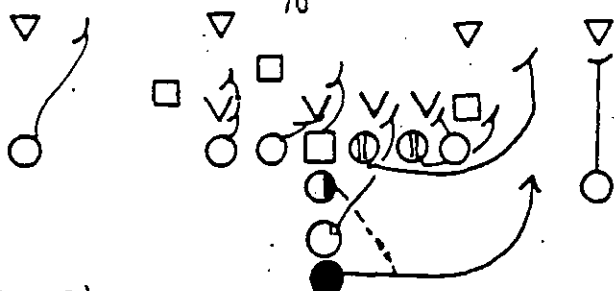
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(Ride 18)

70

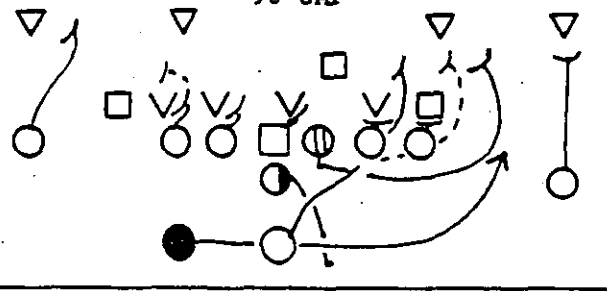
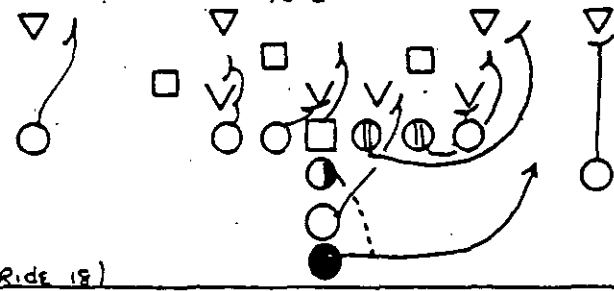
90 K



(Ride 18)

70 E

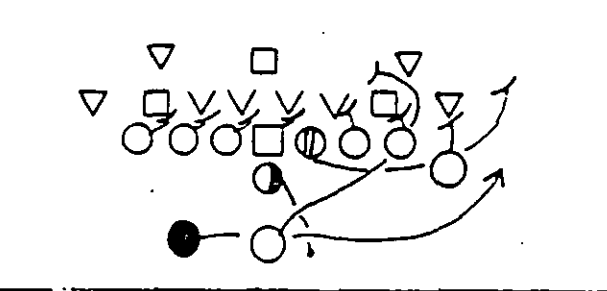
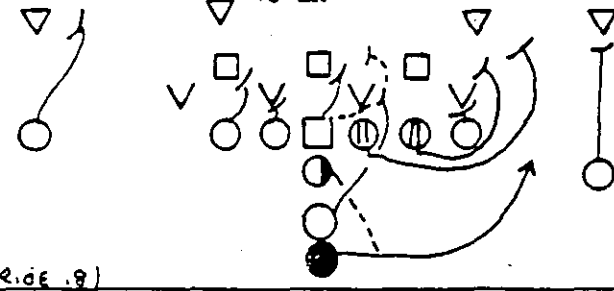
90 GAP



(Ride 18)

40 EK

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(Ride 18)

QB - Front out to FB. Get ball as quickly as possible to HB as this is a speed play. On I formation pivot and toss.

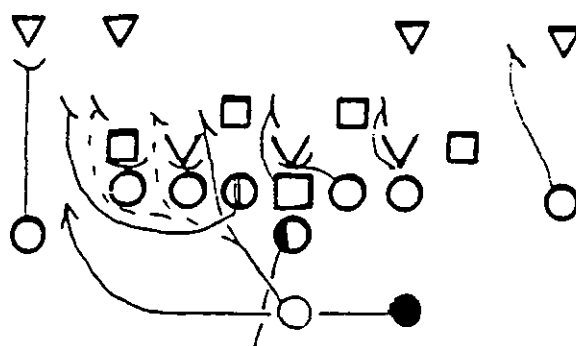
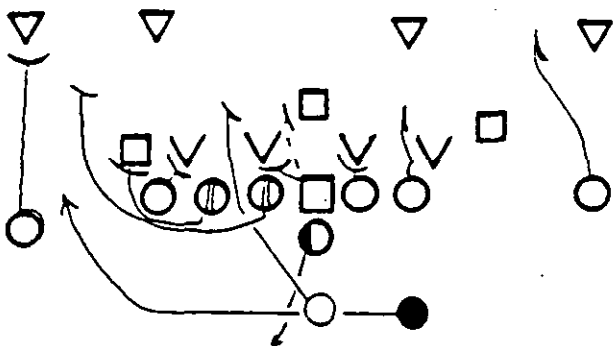
FB - You and center are responsible for defensive tackle and Mac. Alert even call by center, vs. bubble start in same path, but be ready to slide outside for inside linebacker.

RB - Crossover step, speed play to be accelerating from stance. Look for block of Y-on guard.

WR - Run off corner-block.

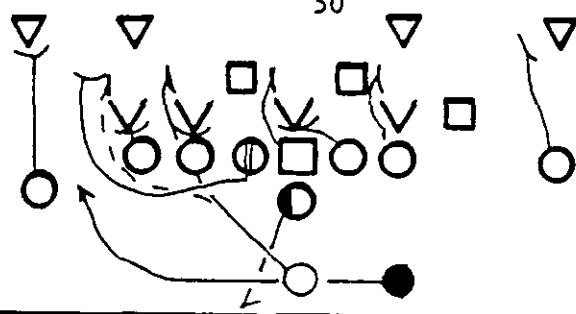
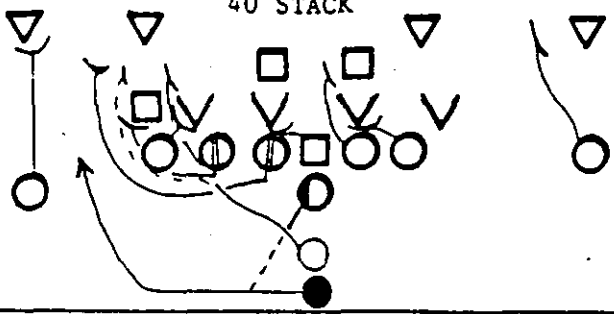
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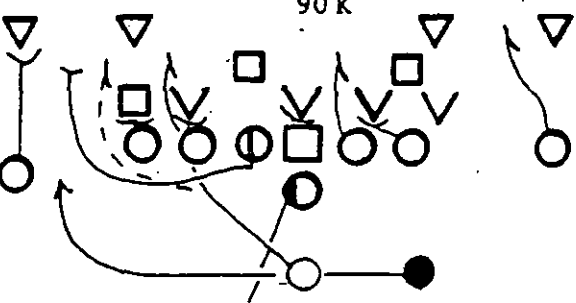
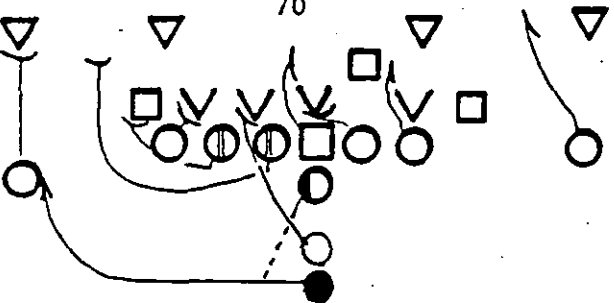
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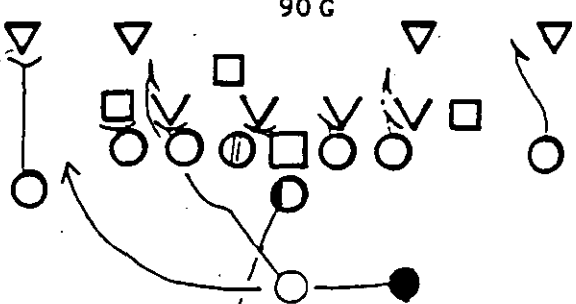
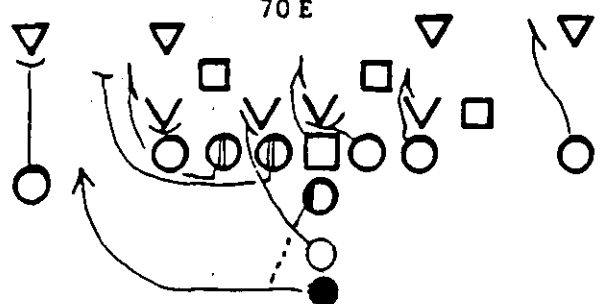
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90 K



70 E

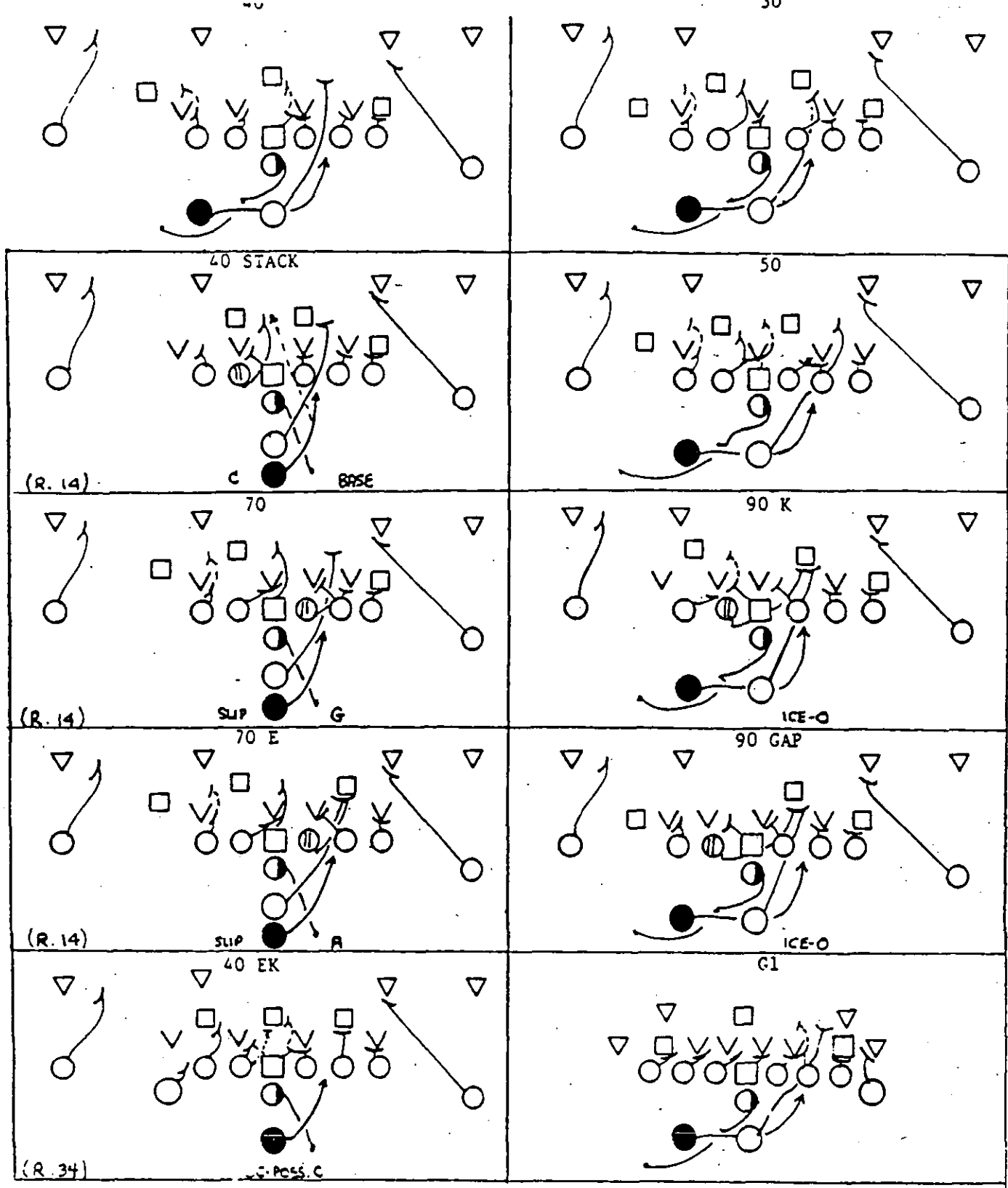
90 G



COACHING POINTS:

N/A

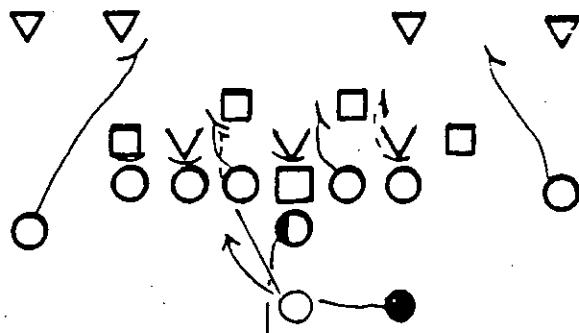
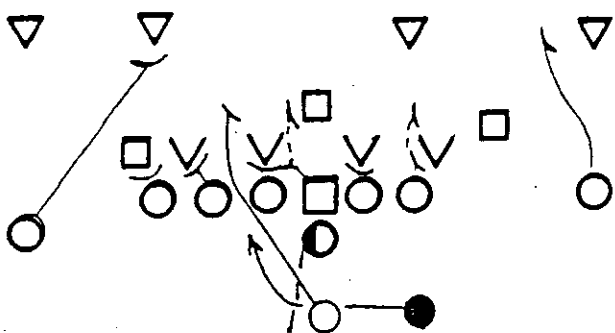
FORMATIONS:



- QB - Run out flat, hand off to H. Continue boot action. On I formation, bring wall back to H. Set up for Pass 114.
- FB - Drive to outside leg of guard, lead block on most dangerous man. Versus 30 defense, run lead on offensive tackle's block.
- RB - Crossover step. Drive at outside leg of guard. Read block of FB.
- WR - Crack block on strong safety.

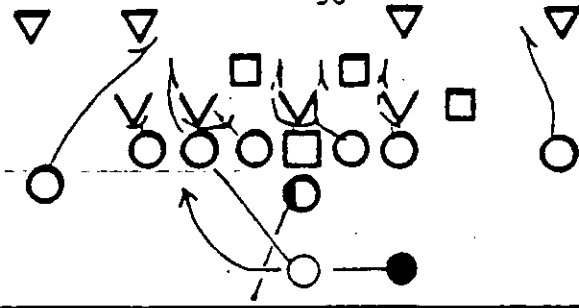
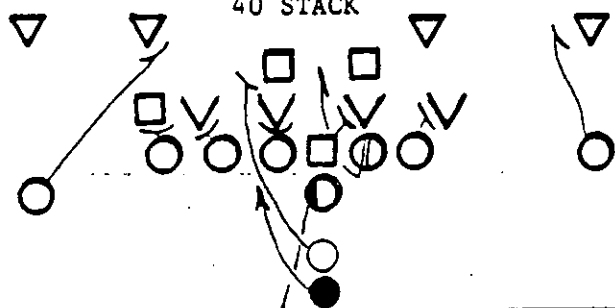
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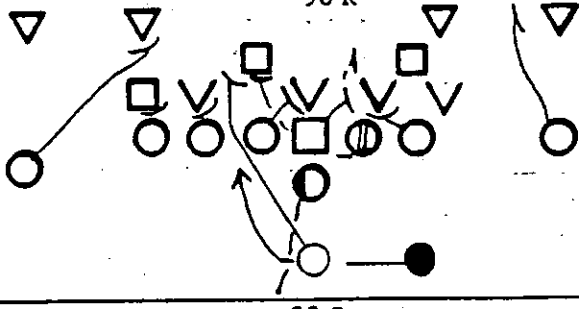
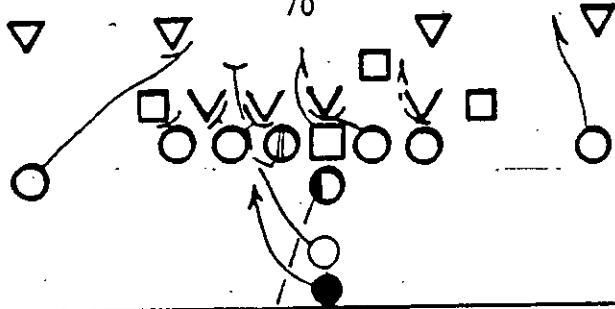
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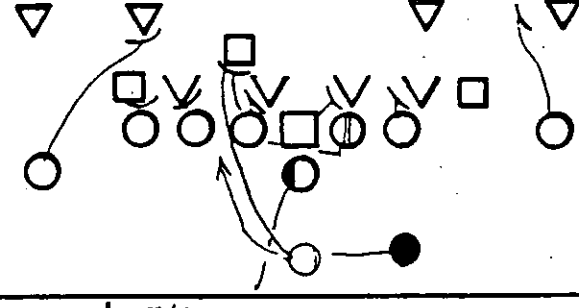
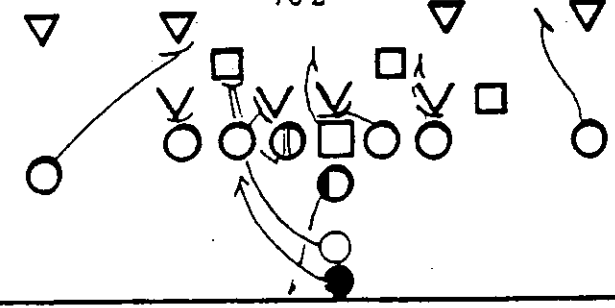
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90 K



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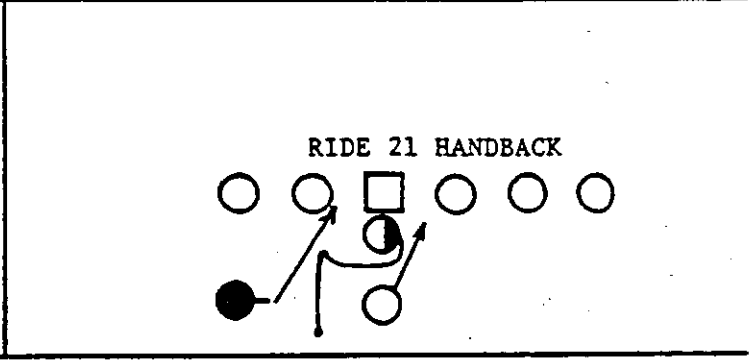
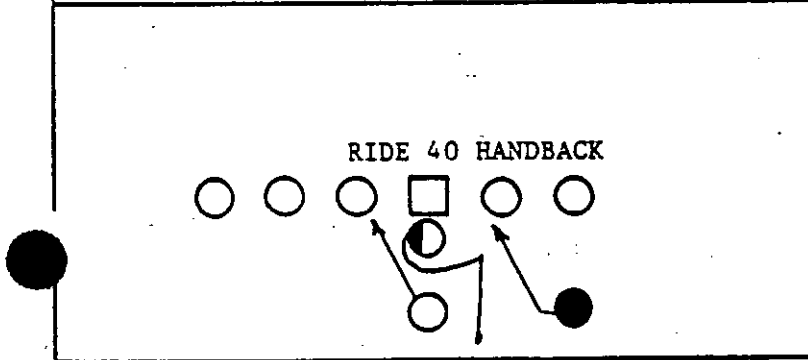
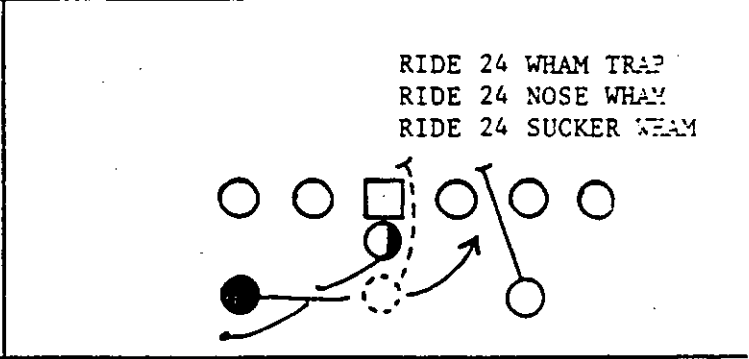
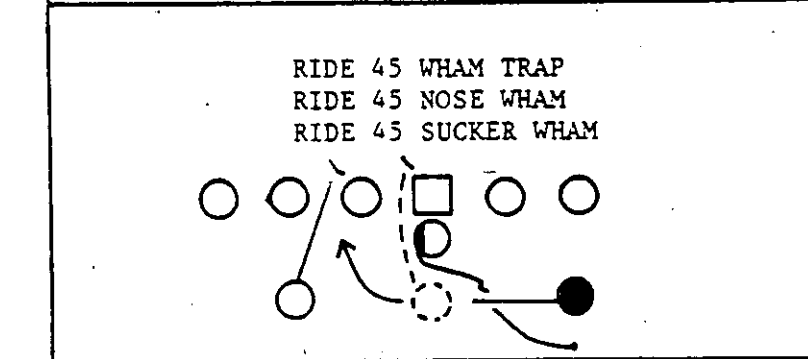
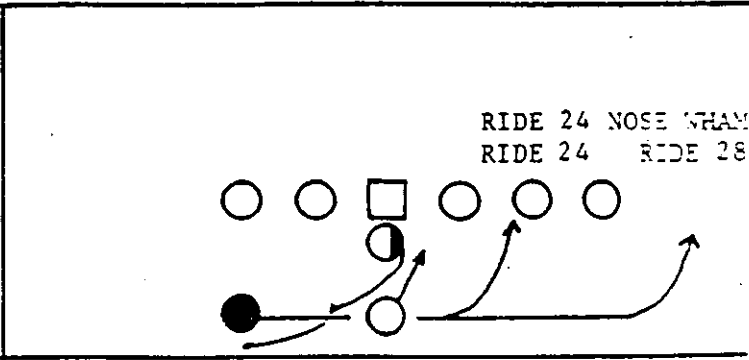
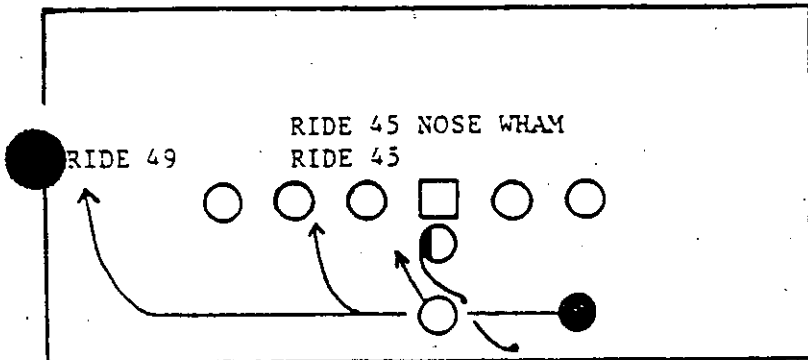


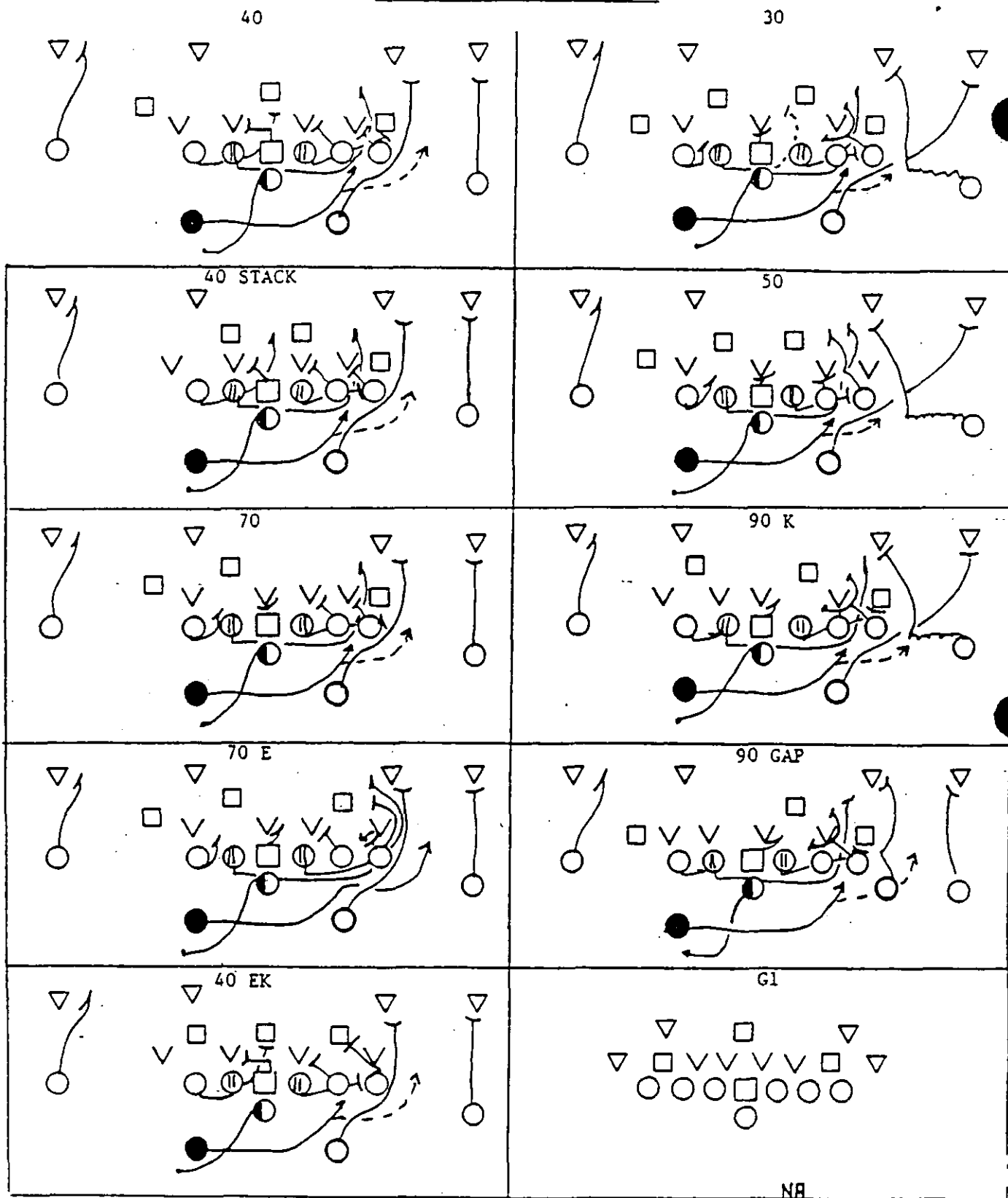
COACHING POINTS:

N/A

FORMATIONS:

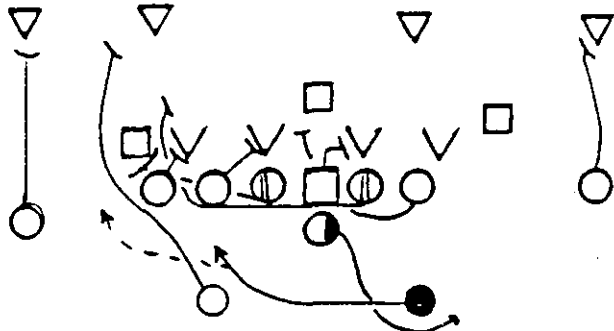
RIDE SERIES -- BALLHANDLING



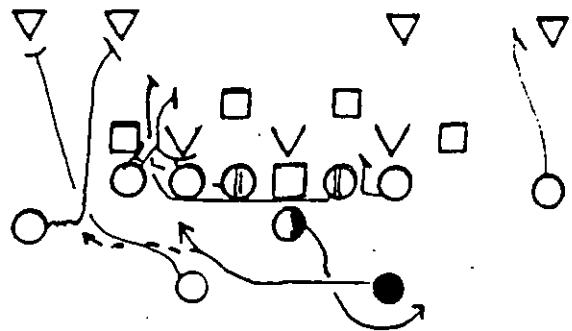


- QB - Open to HB. Do not drive him deep. Carry out fake for 328-349.
- FB - Lead step inside-outside at Stub as on Flow 26. Slide outside him and block strong safety. You take corner (Z com).
- RB - Take path exactly like Flow 26. Hole is off tackle. If on guard logs Stub, bounce outside.
- LB - Drive off corner -- block. If coming in motion, block strong safety. FB will take corner.

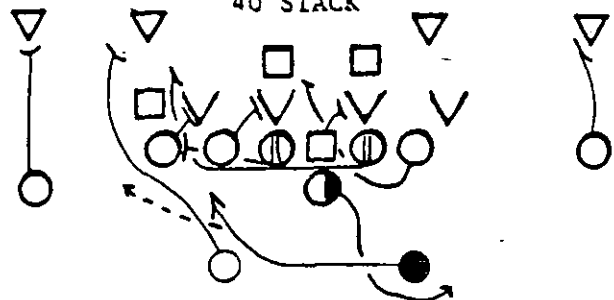
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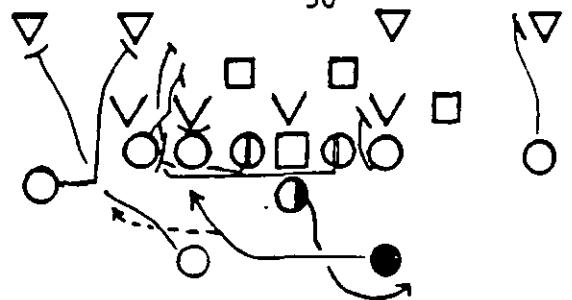
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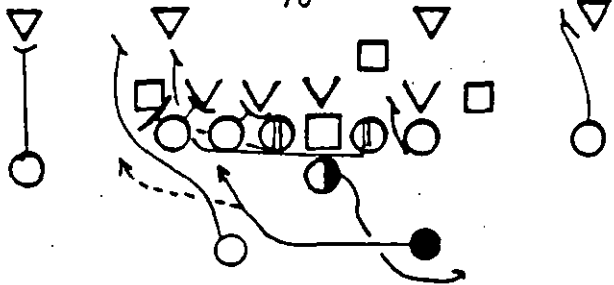
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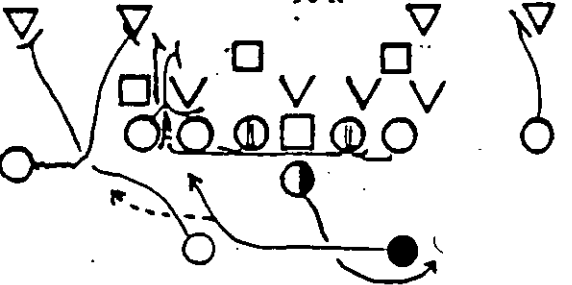
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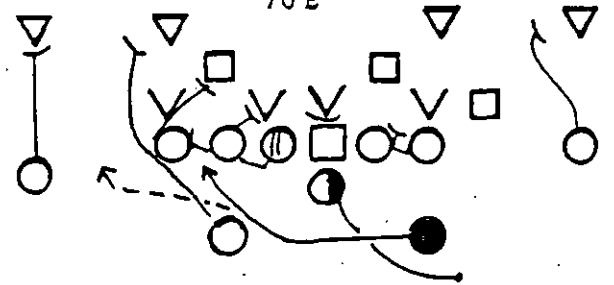
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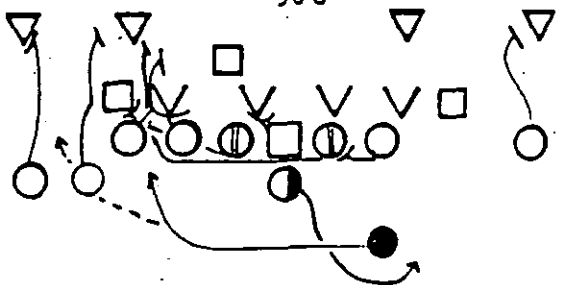
90 K



70 E



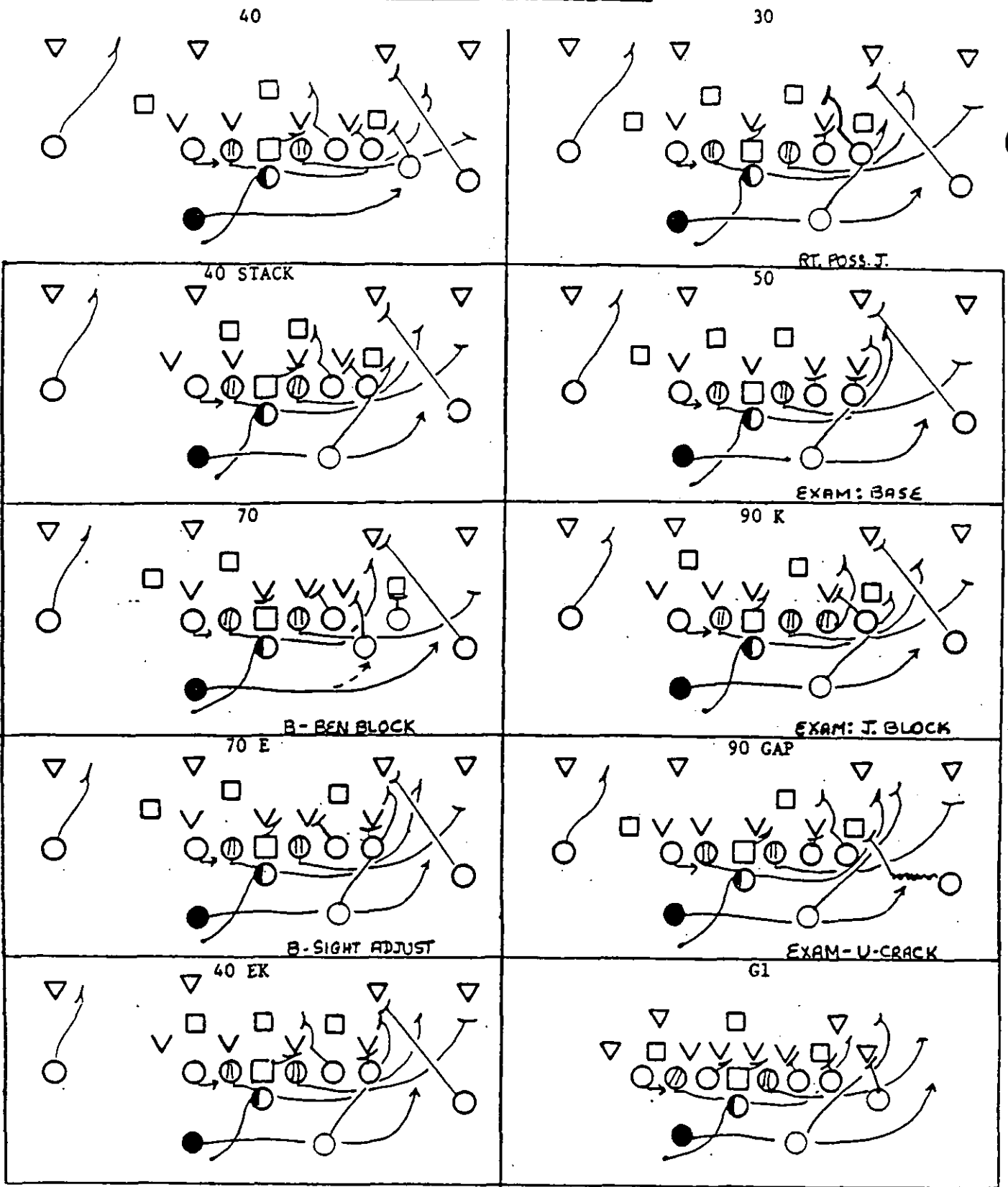
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COACHING POINTS:

N/A.

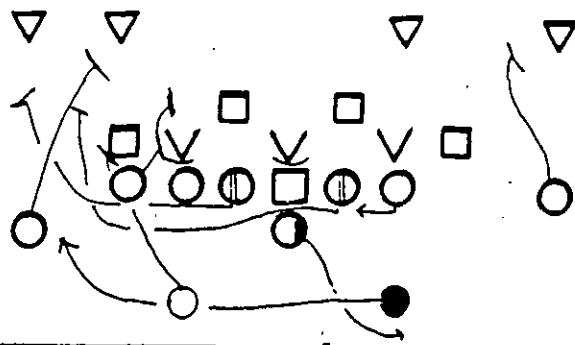
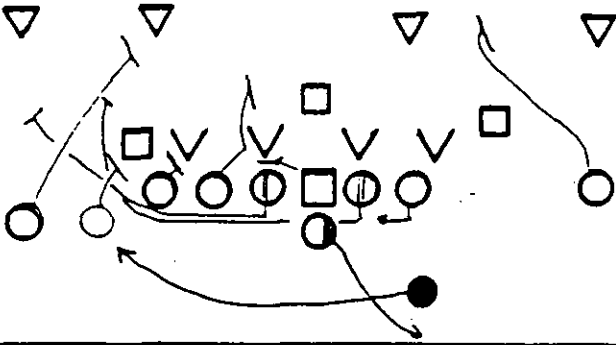
FORMATIONS:



- QB - Open to ballcarrier. Get ball to him quickly.. Fake boot action.
- FB - Drive at outside knee of Stub -- cut technique. If he skates, use reverse out technique.
- RB - Crossover step and sprint for on guard. Read FB to on guard. Get width quickly. Key blocking for break.
- WR - Crack block on strong safety.

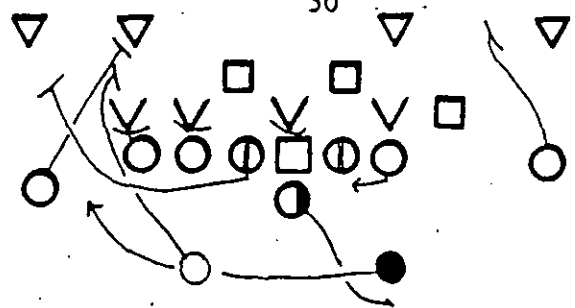
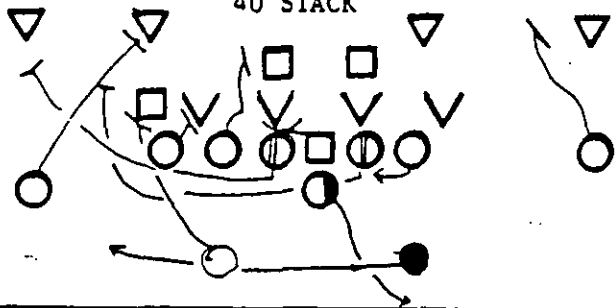
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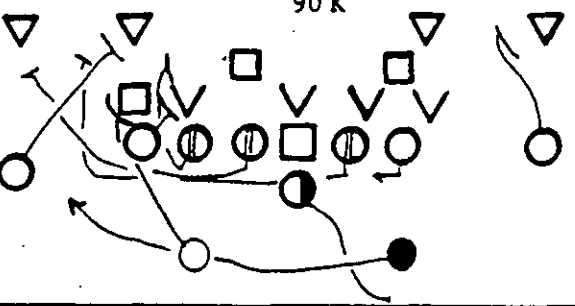
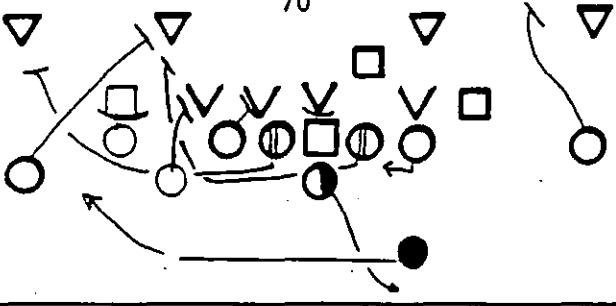
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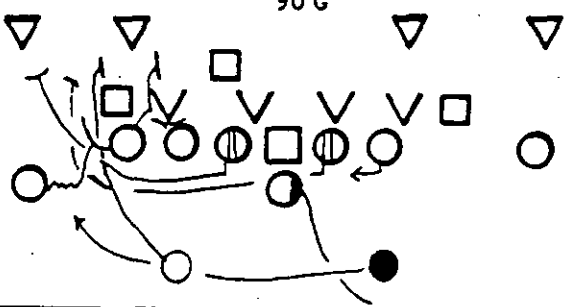
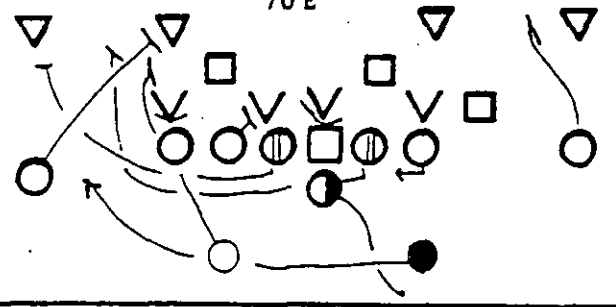
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90 K



70 E

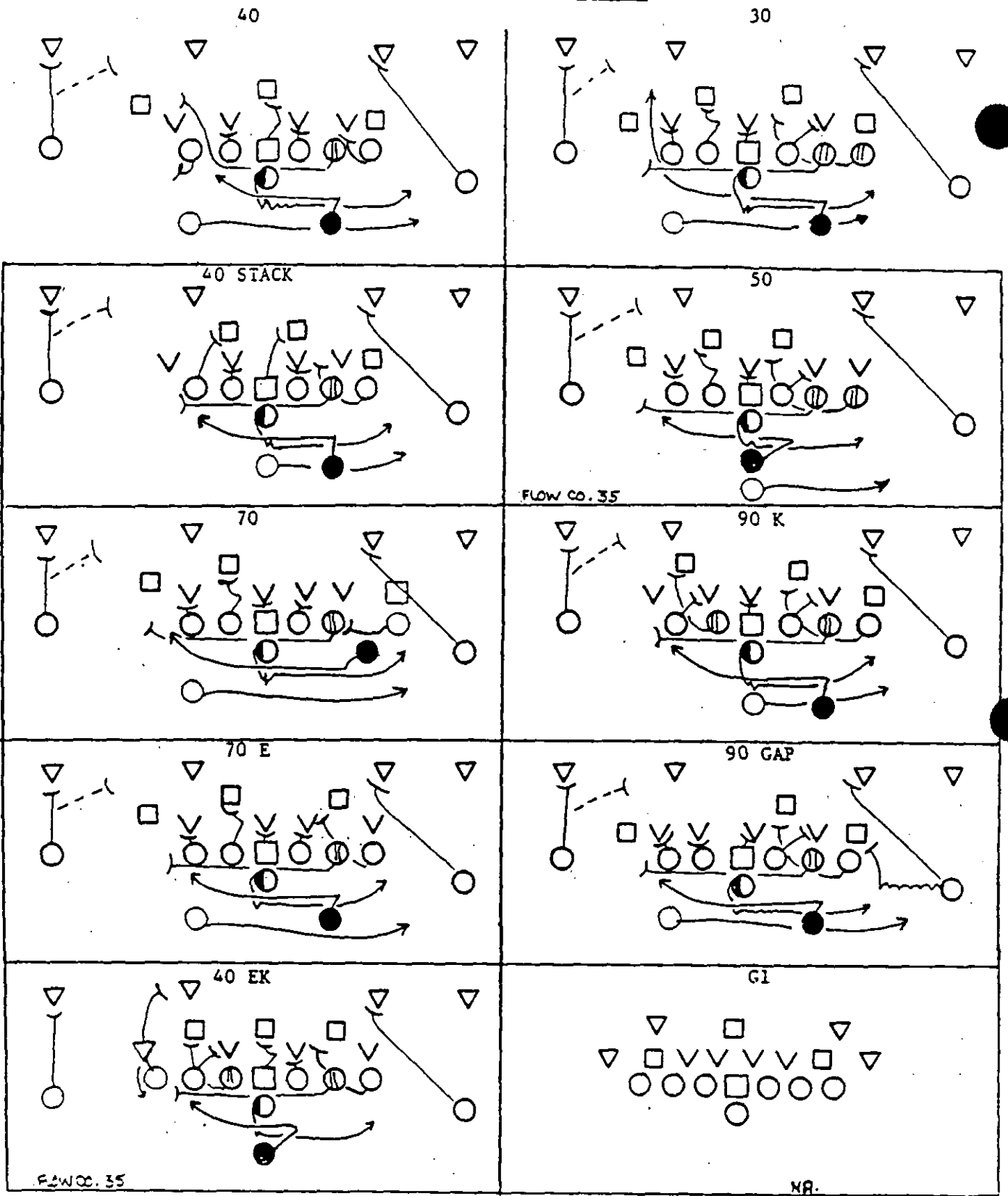
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COACHING POINTS:

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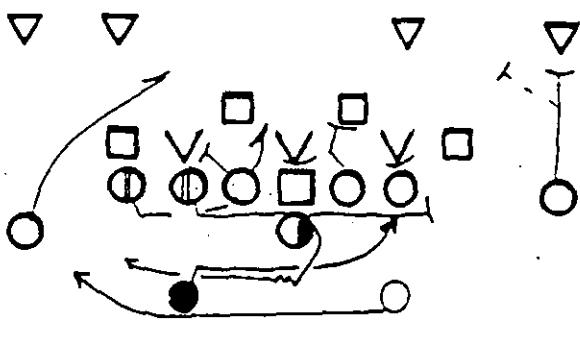
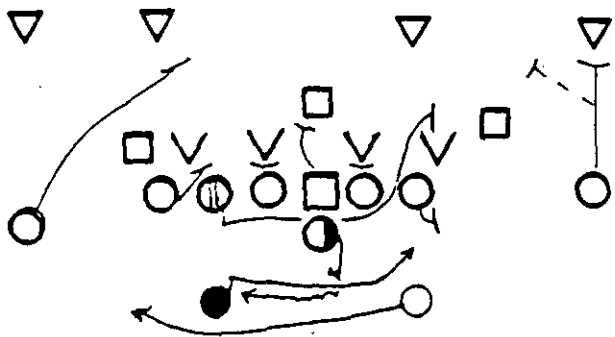
FORMATIONS:



- QB - Reverse pivot. Roll to ballcarrier -- underneath handoff -- continue down LOS on option fake.
- FB - Counter step up away from hole -- under ballhandling -- follow and read block of tackle.
- RB - Fake Flow 28 -- stay in front of and equidistant from QB for possible (called) option.
- WR - Crack on strong safety.

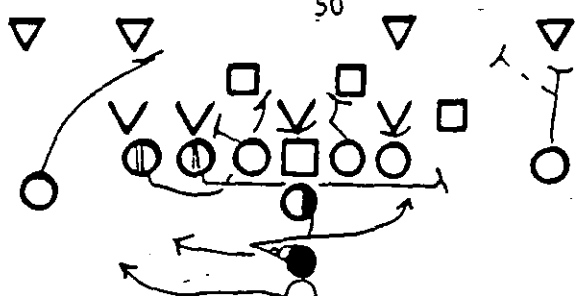
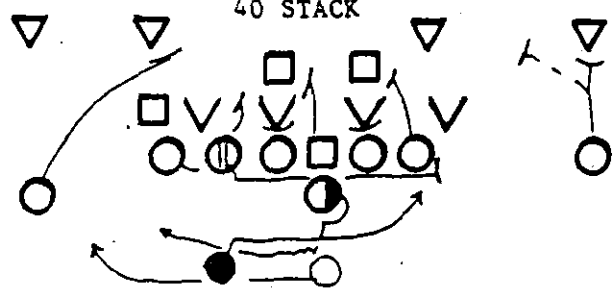
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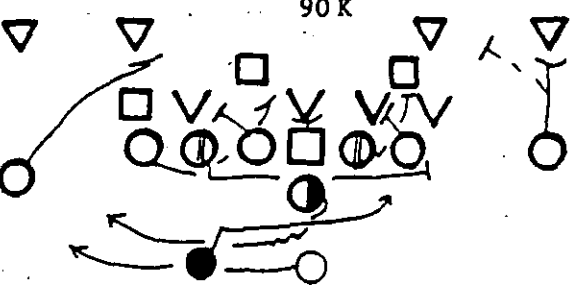
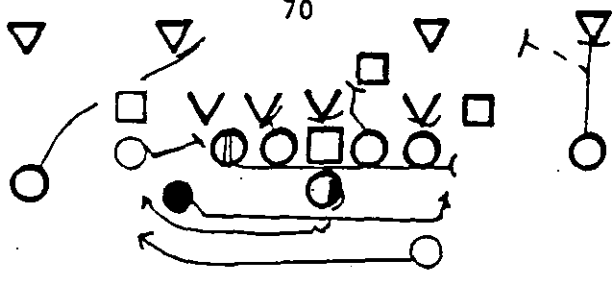
40 STACK

50



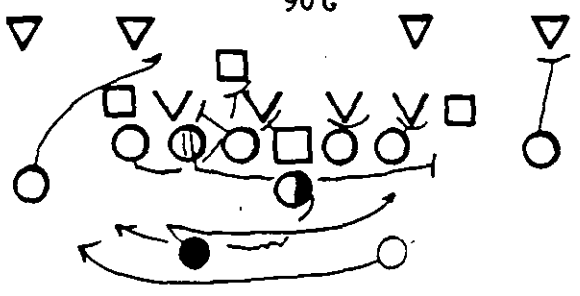
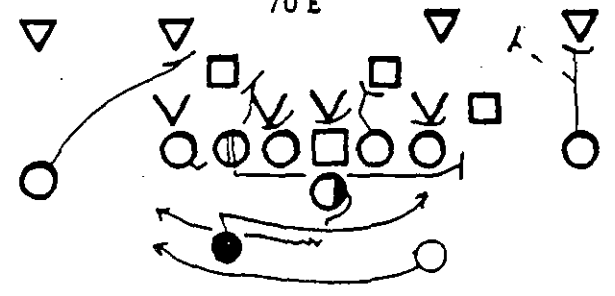
70

90 K



70 E

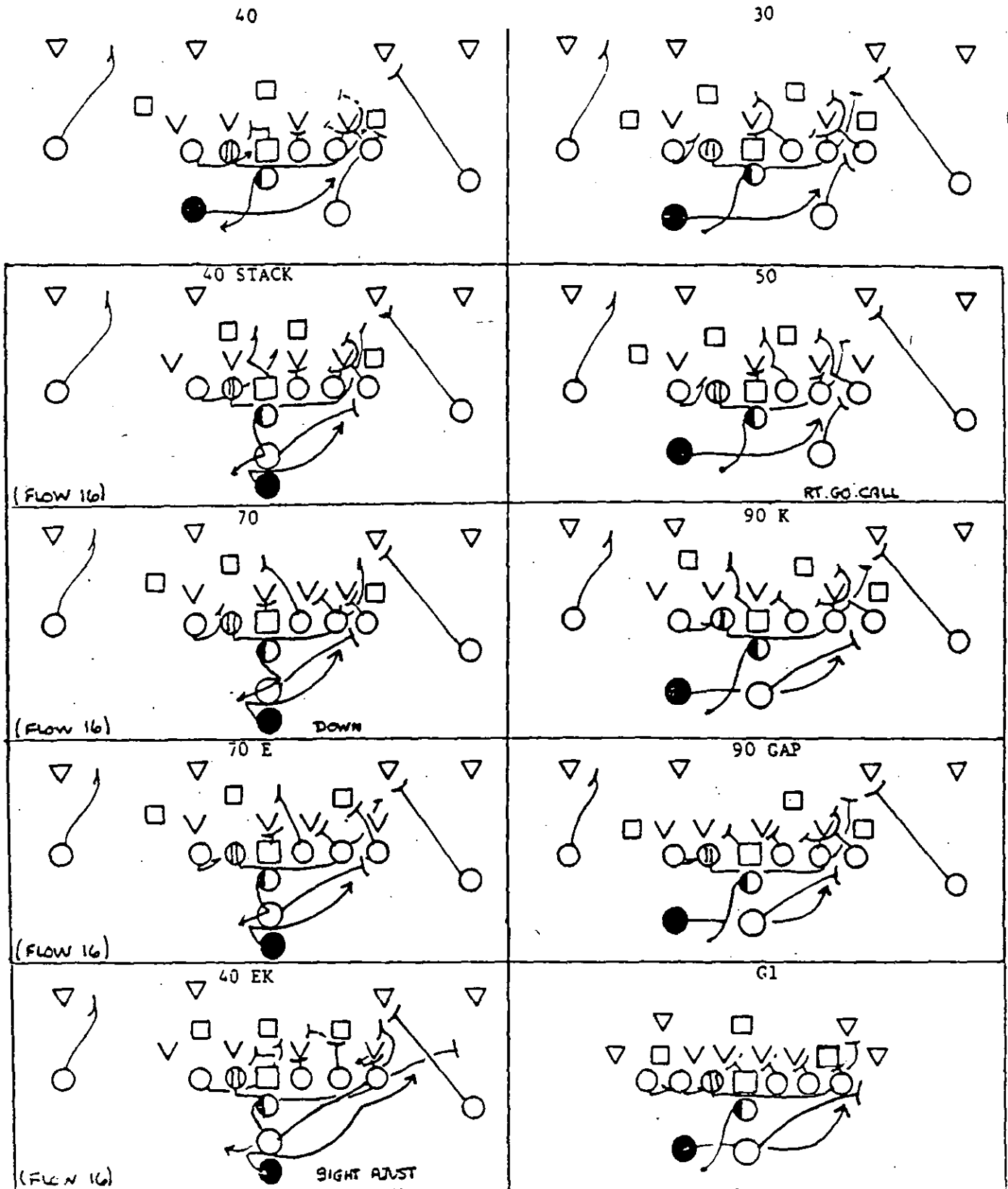
90 G



COACHING POINTS:

N/A

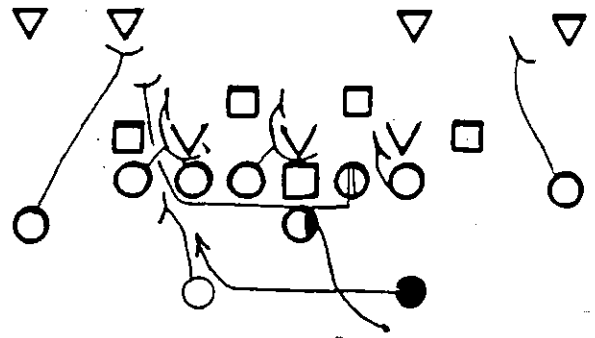
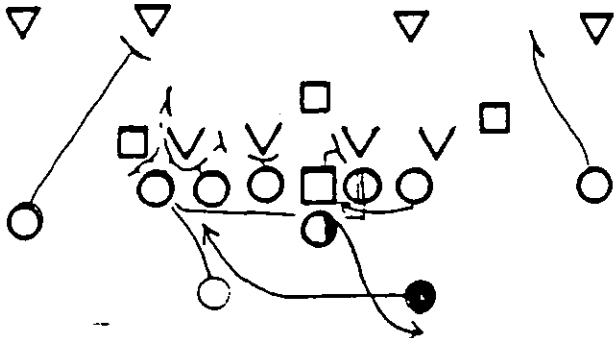
REMARKS:



- CB - Open to ballcarrier - flat - don't force him deep. Fake 328-349. On I formation, you should execute handoff approximately 3-4 yards deep.
- FB - Lead step inside. Drive at outside leg of Y, block Stub. If Stub closes hard inside, log him and will bounce play outside.
- RB - Crossover step. Read block of FB. Follow O-guard for blocking pattern. Be alert to bounce if FB logs Stub.
- WR - Crack block on strong safety.

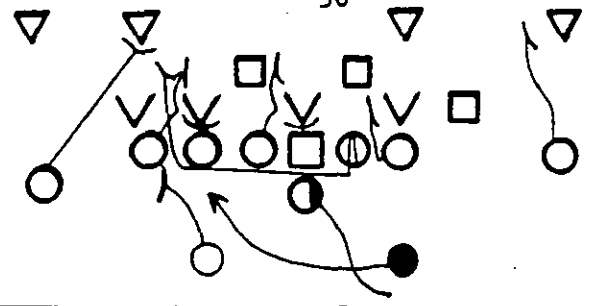
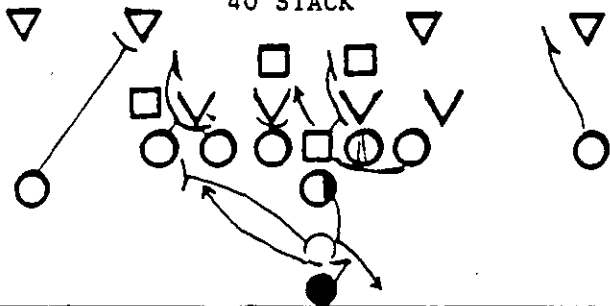
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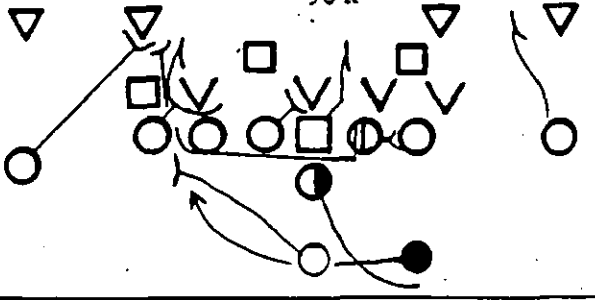
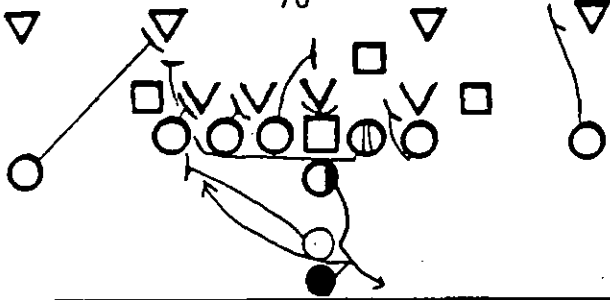
40 STACK

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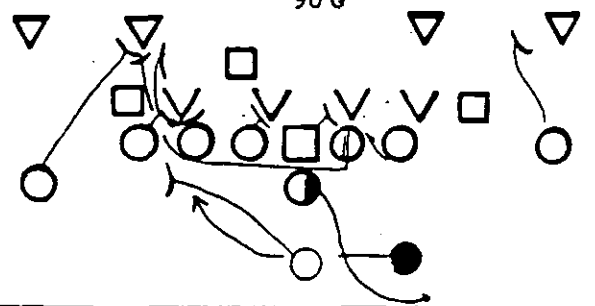
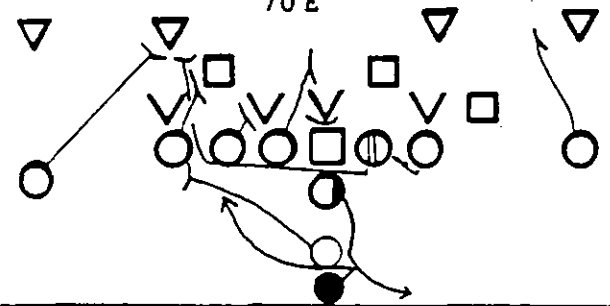
70

90 K



70 E

90 G



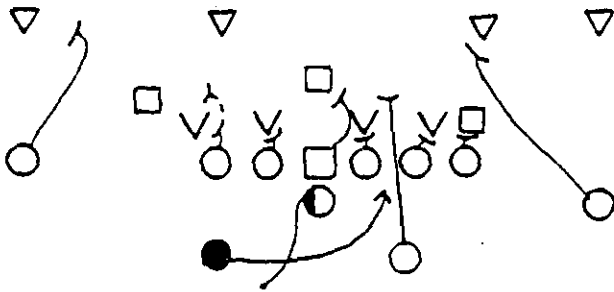
COACHING POINTS:

This is our basic off-tackle play. Our FB and O-guard should be alert for bounce out -- guard will always read FB block while HB reads guard.

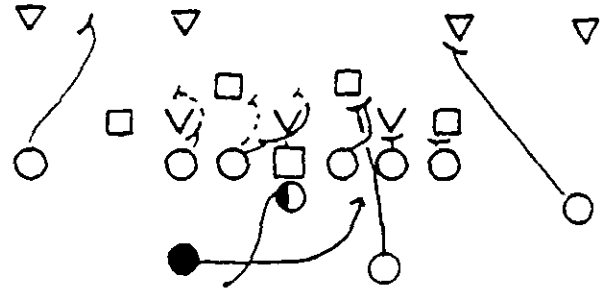
N/A

FORMATIONS:

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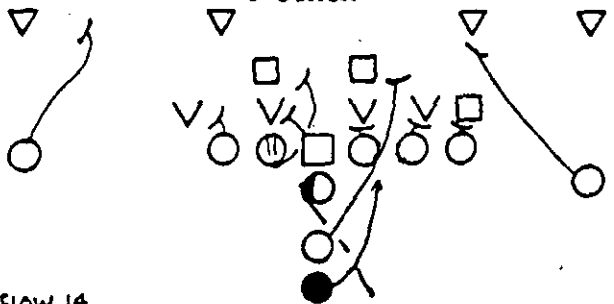


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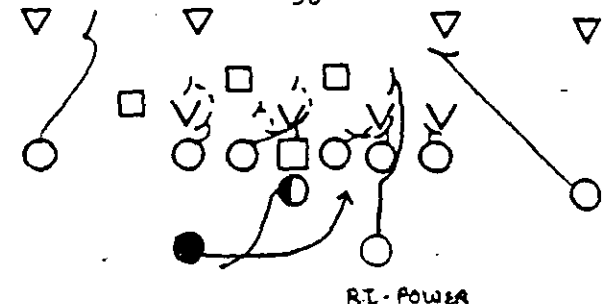
POSS - ICE-O

40 STACK



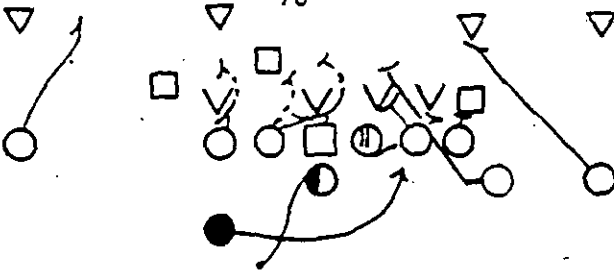
FLOW 14

50

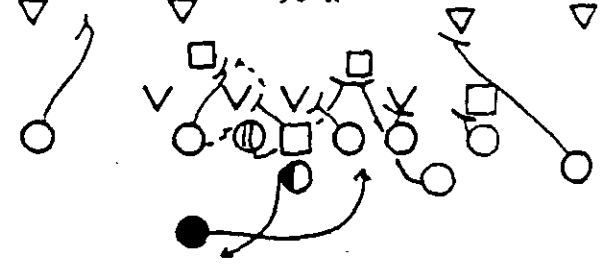


RT - POWER

70

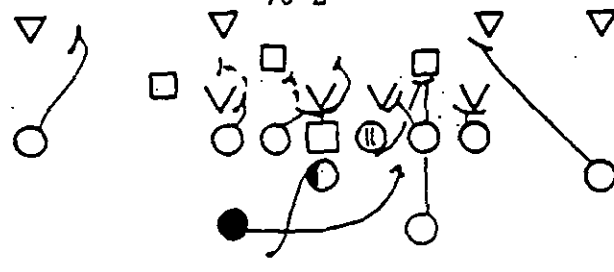


90 K

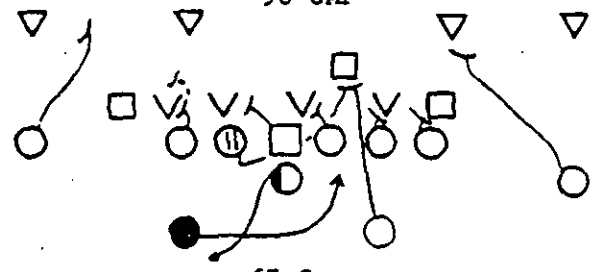


ICE-O

70 E

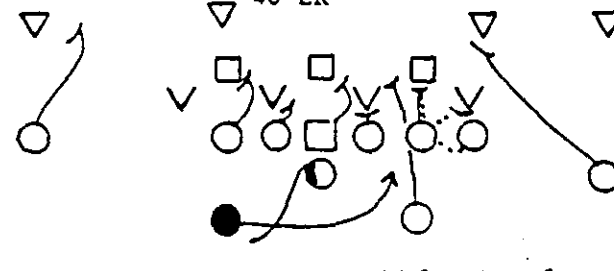


90 GAP

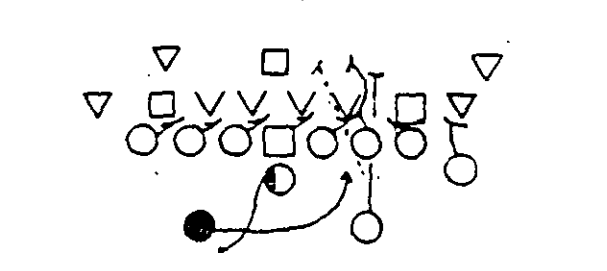


ICE-O

40 EK



G1



RT POSS CHANGE

OB - On red (brown) formation, open to ballcarrier -- don't force him deep -- fake 328-349. On I formation, reverse pivot, get ball as deep as possible.

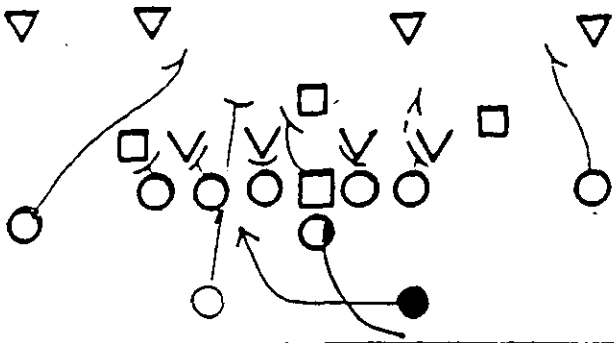
FB - Drive at gap between off. tackle and guard. Versus 30, read block of OT for inside-outside lead -- block first clean flash of defender.

EB - Crossover step. Drive at outside leg of guard. Follow FB and explode into hole.

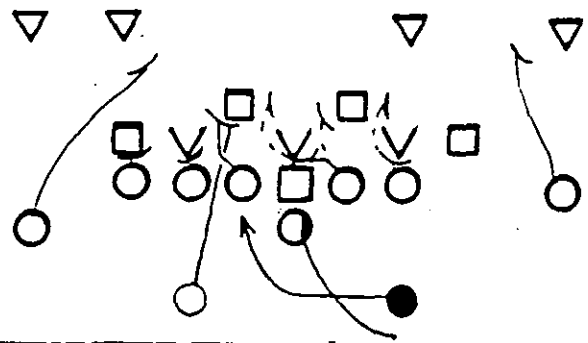
WR - Block strong safety.

FLOW 45 HUNCH

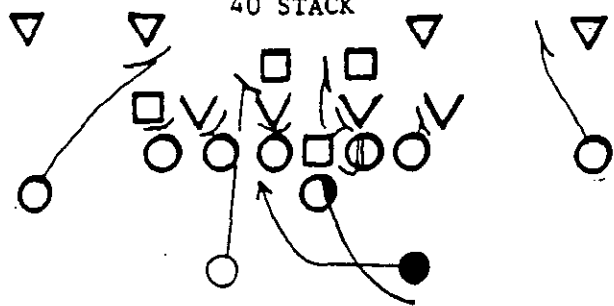
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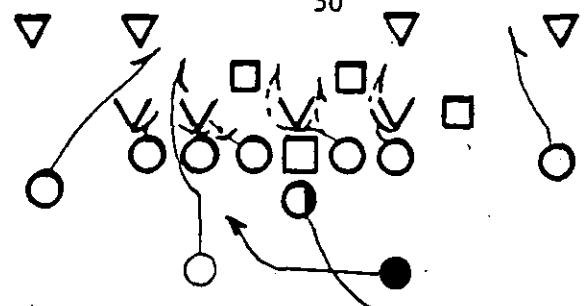
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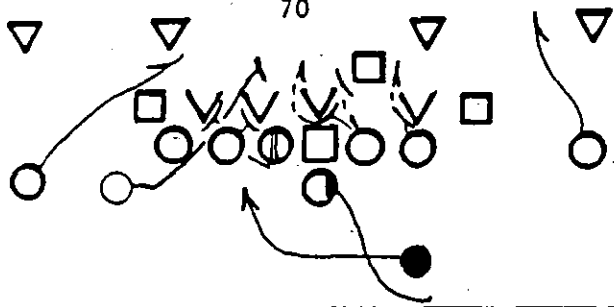
40 STACK



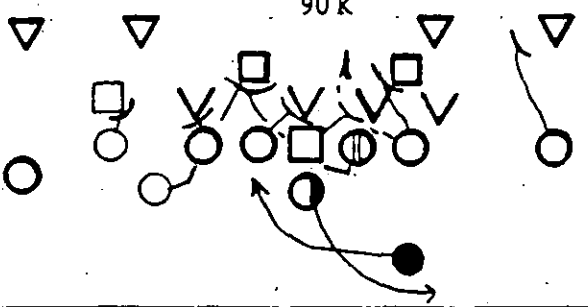
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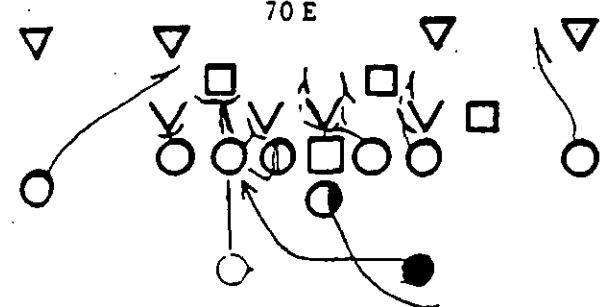
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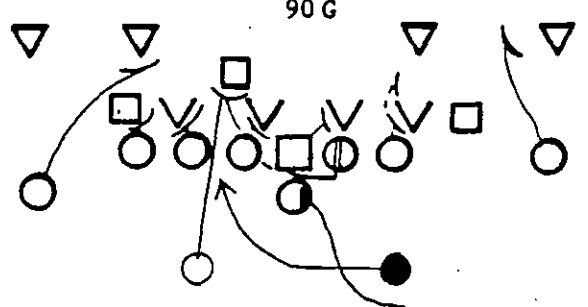
90 K



70 E



90 G

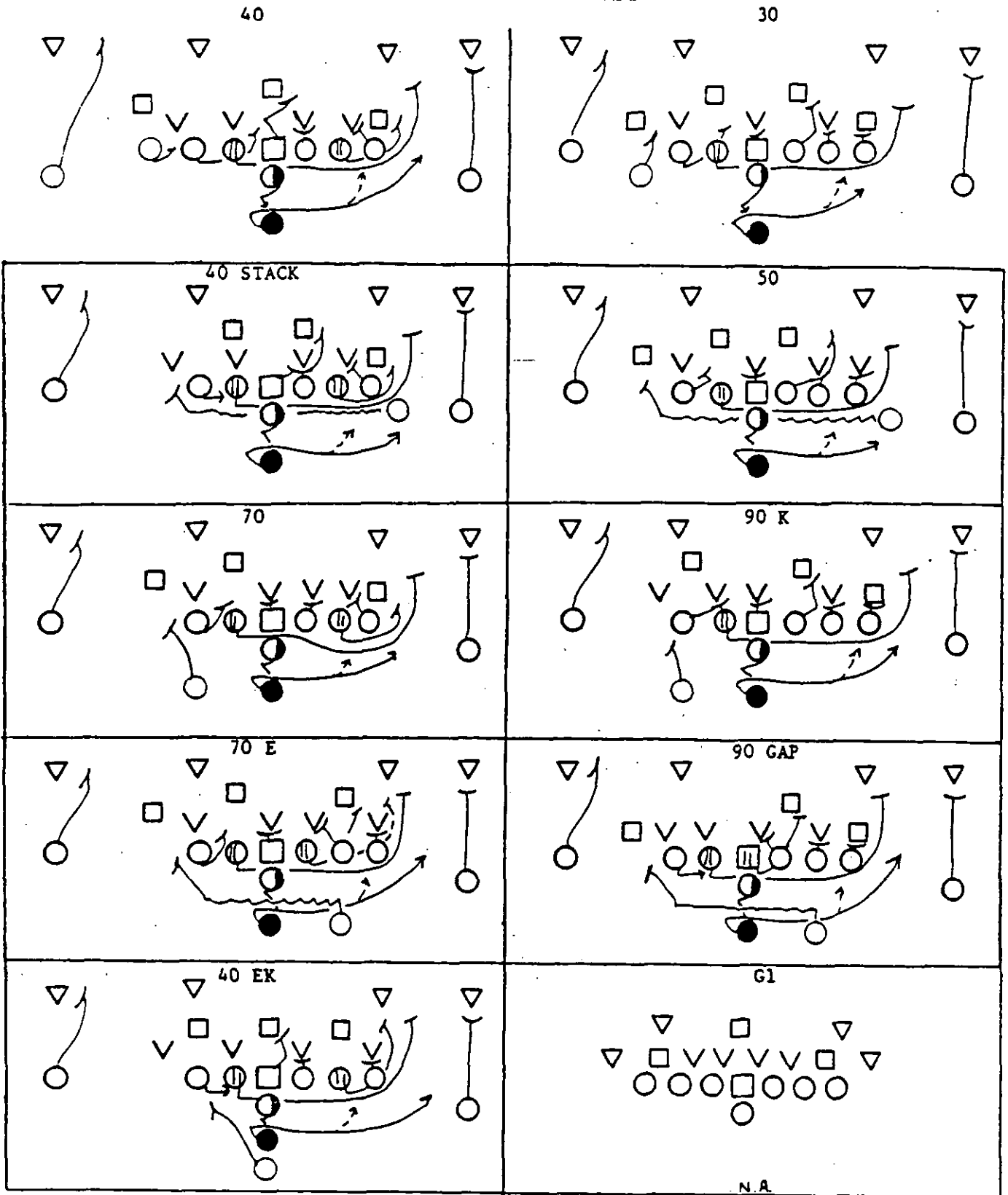


COACHING POINTS:

N/A

FORMATIONS:

SLANT COUNTER 38 (STRONG)



QB - Reverse pivot and hand back to FB three yards deep. Continue setup.

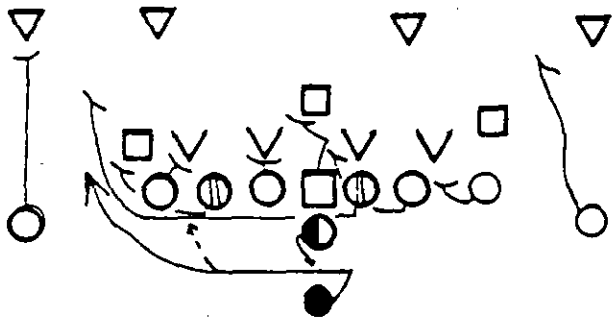
FB - Jab step away, run on pulling guard. Be alert for inside cut if defense stretches.

RB - Block Will linebacker unless K position, then seal off defensive end.

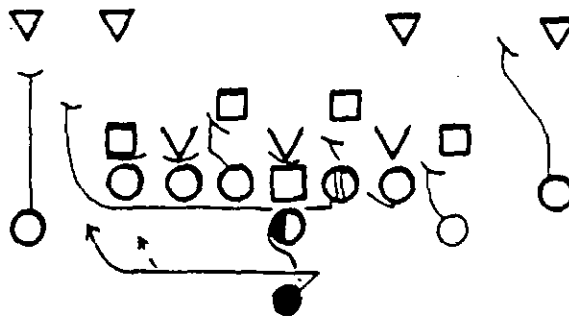
WR - Block corner your side as diagrammed.

SLANT COUNTER 39 (STRONG)

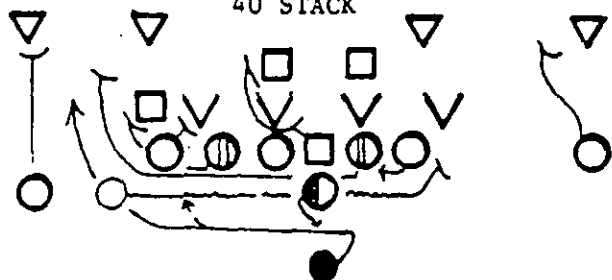
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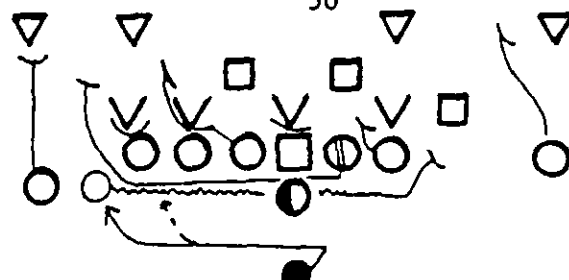
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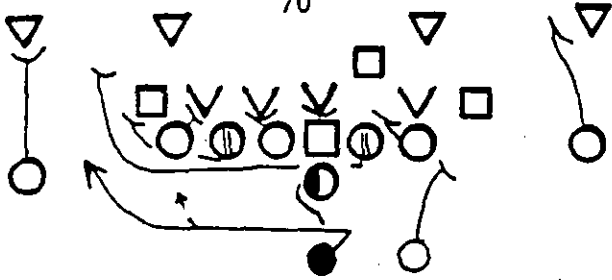
40 STACK



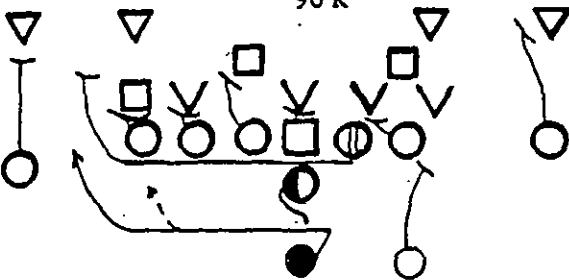
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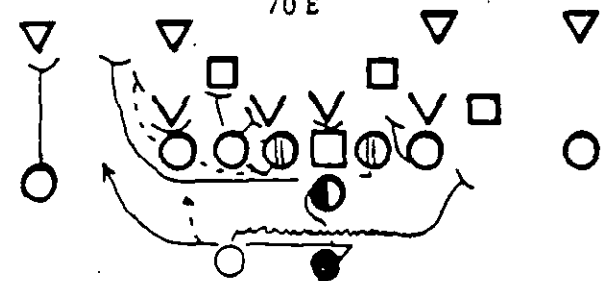
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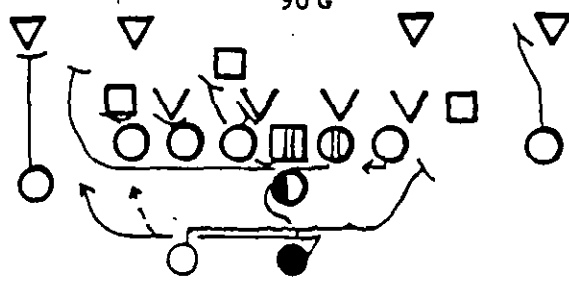
90 K



70 E



90 G

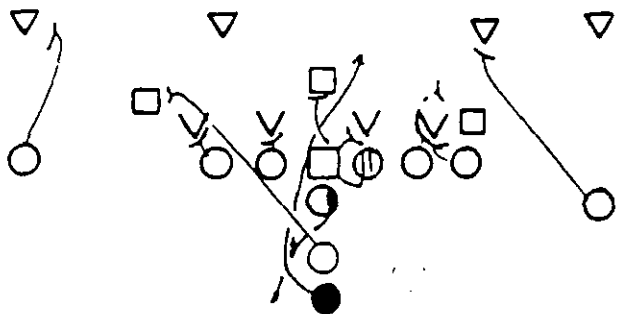


COACHING POINTS:

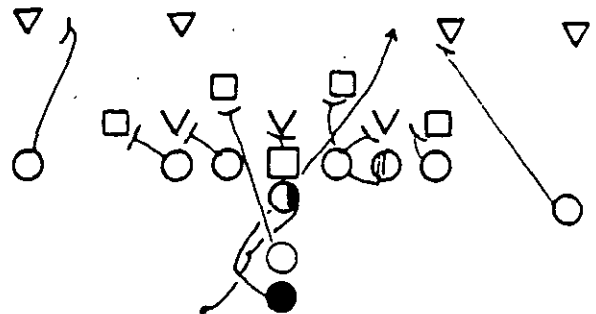
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FORMATIONS:

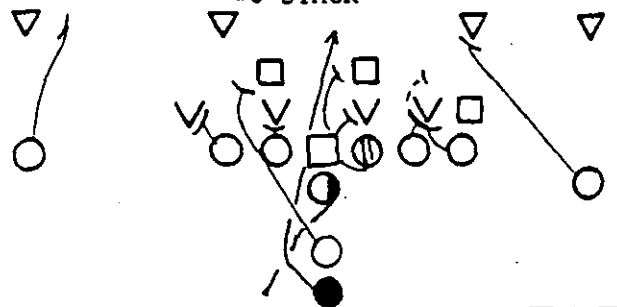
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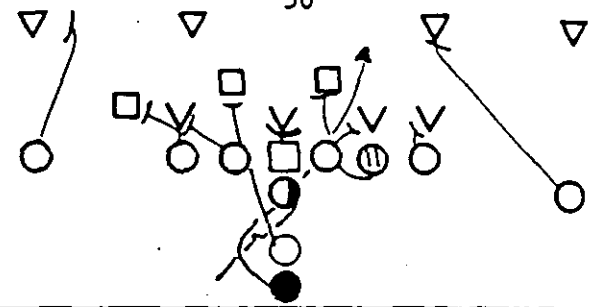
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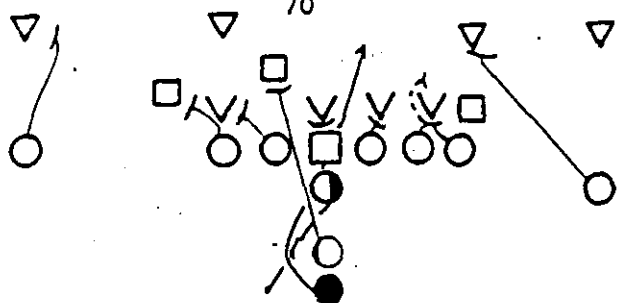
40 STACK



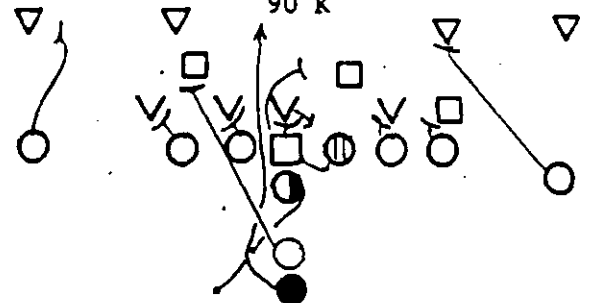
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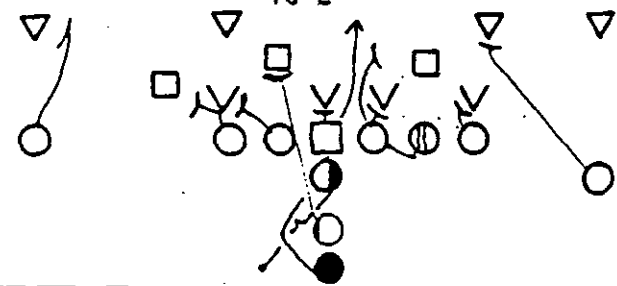
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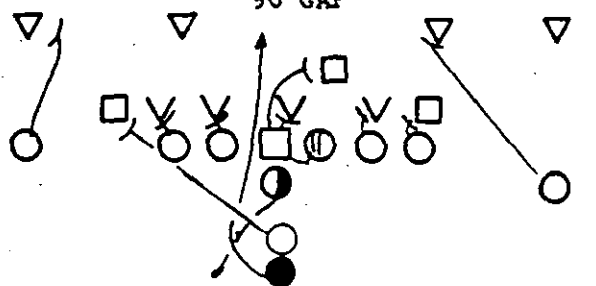
90 K



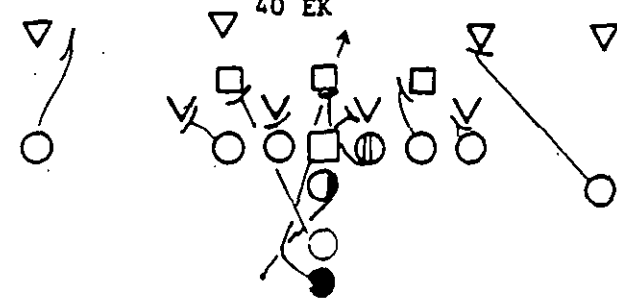
70 E



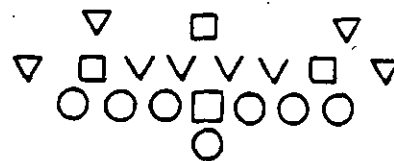
90 GAP



40 EK



G1



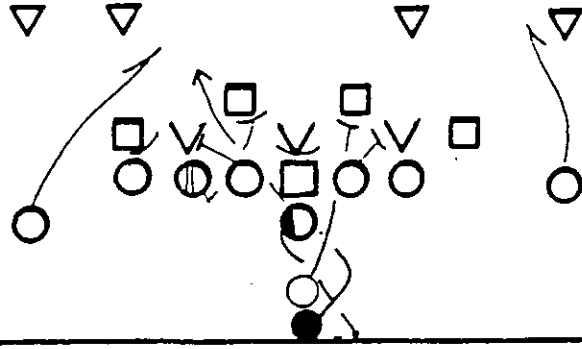
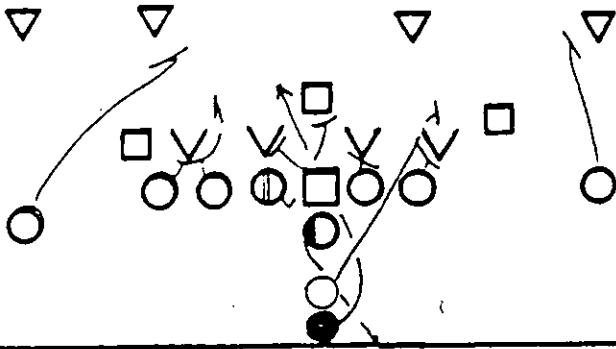
N.A.

- QB - Reverse pivot getting ball deep and as quickly as possible to ballcarrier. Set up after faking for pass.
- FB - Block different fronts as diagrammed above. Will always have first line-backer weak of center.
- RB - Cross over, cut on second step. Read defensive flow for cut. Usually over center in 40 defense, over guard in 30.
- WR - Block inside to play.

SLANT 14 CUTBACK

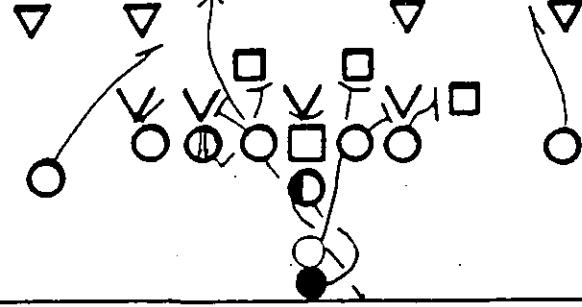
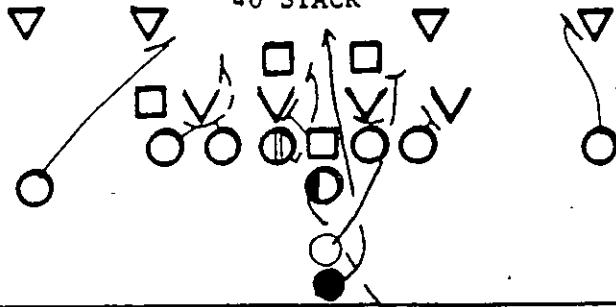
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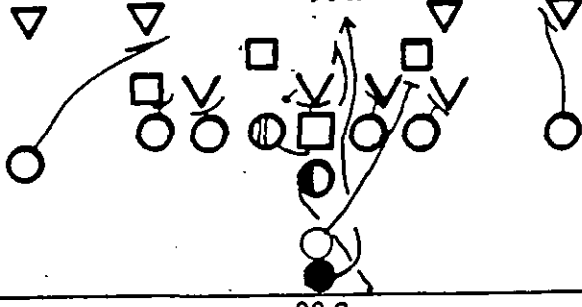
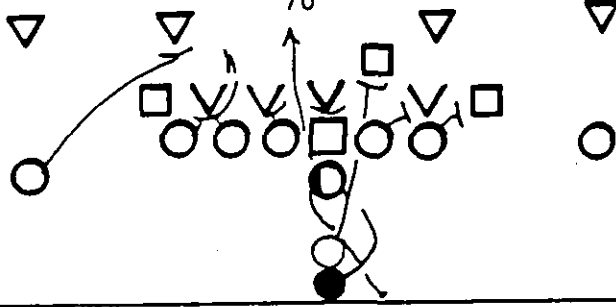
40 STACK

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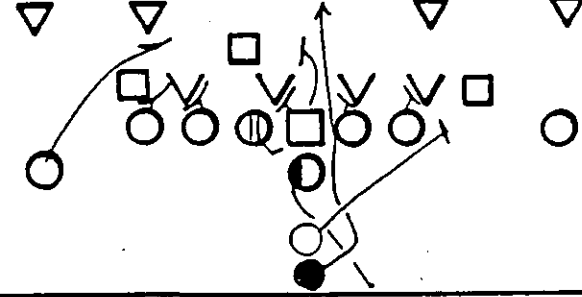
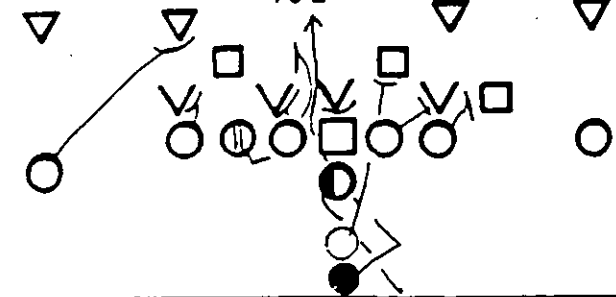
70

90 K



70 E

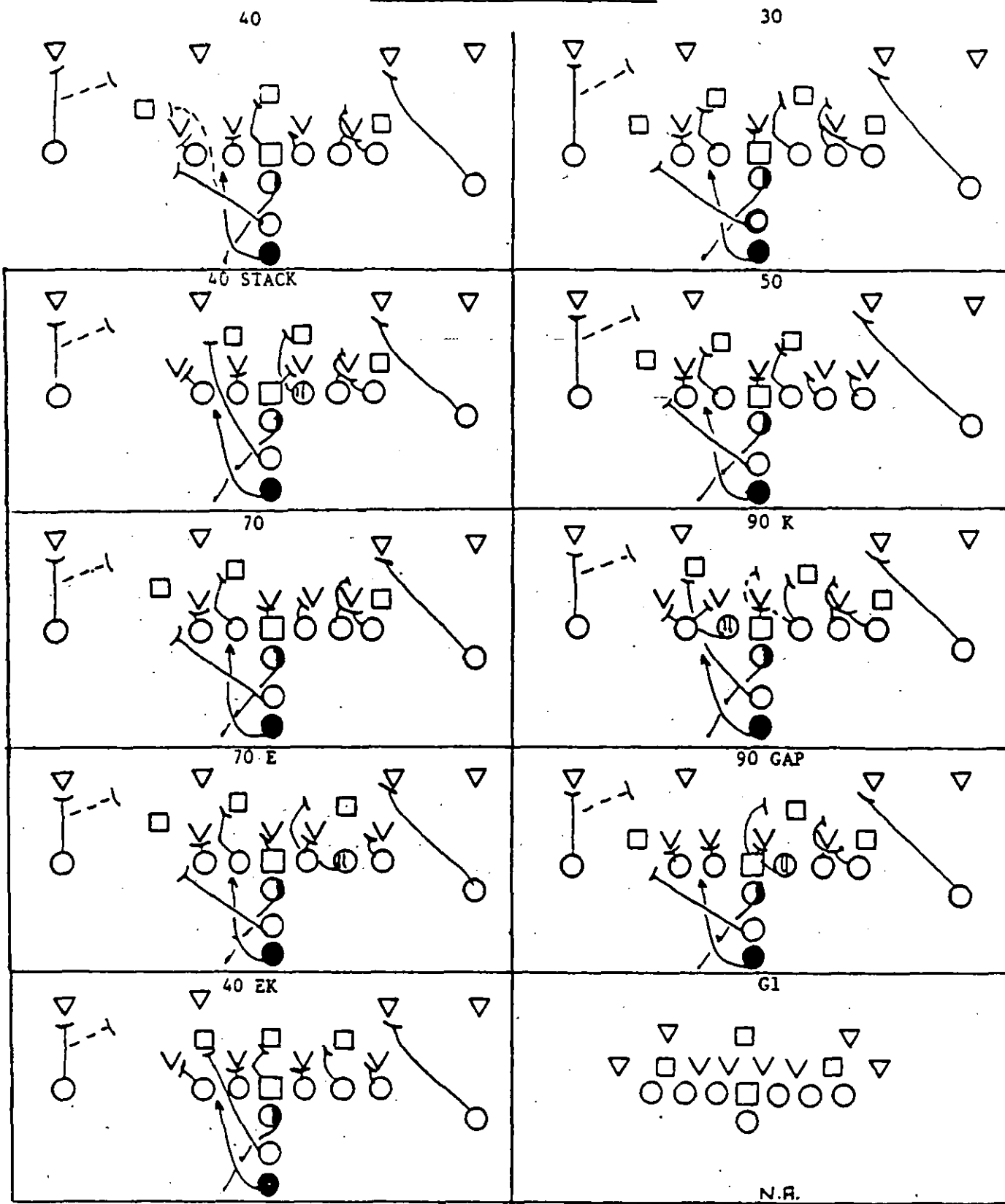
90 G



COACHING POINTS:

N/A

FORMATIONS:

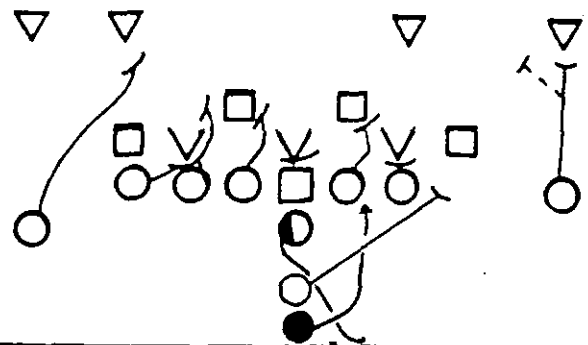
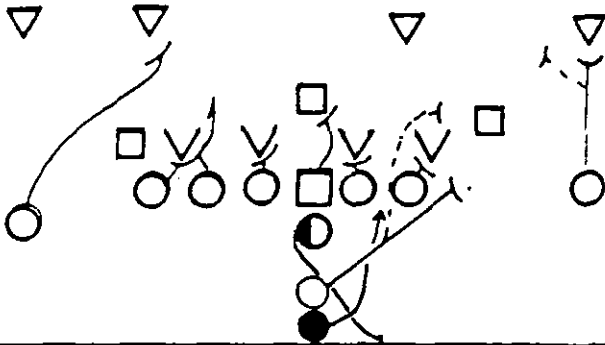


- QB - Reverse pivot, getting ball deep and quickly as possible to HB. Set up after handoff and carry out pass fake.
- FB - Locate position of Will on pre-snap read. If he is up on LOS, drive at him inside-outside. If he is in normal position (hip), drive to inside leg of OT. Sight adjust block.
- RB - Crossover -- cut on second step. Key block of FB. Run adjustment will be by defense and blocking pattern.
- WR - Block force man.

SLANT 14 (BOB)

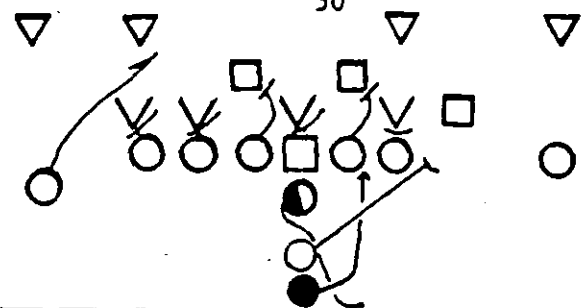
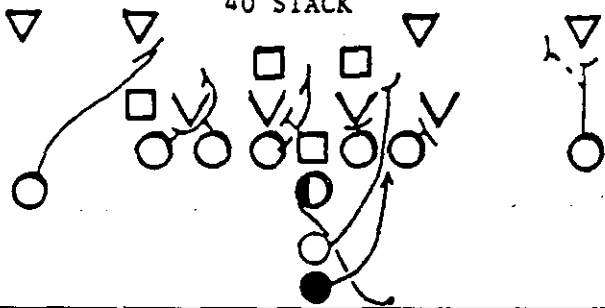
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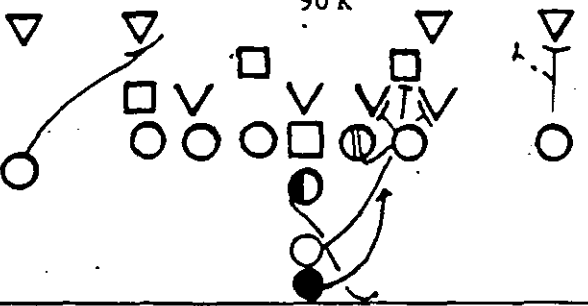
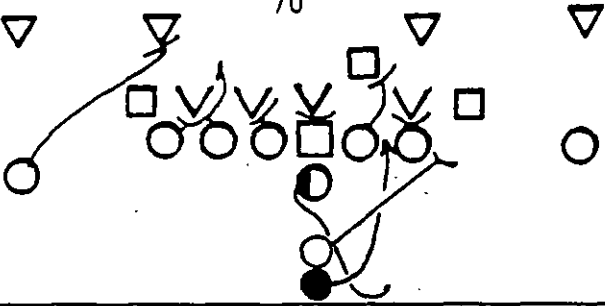
40 STACK

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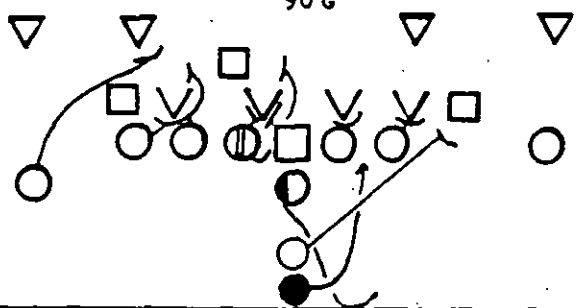
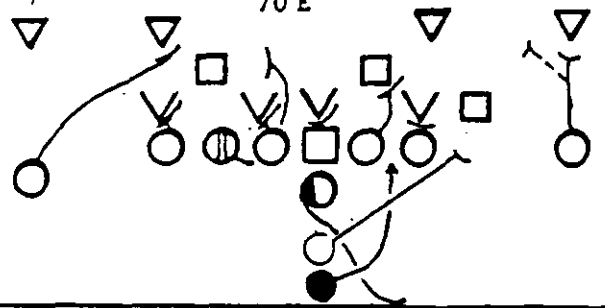
70

90 K



70 E

90 G

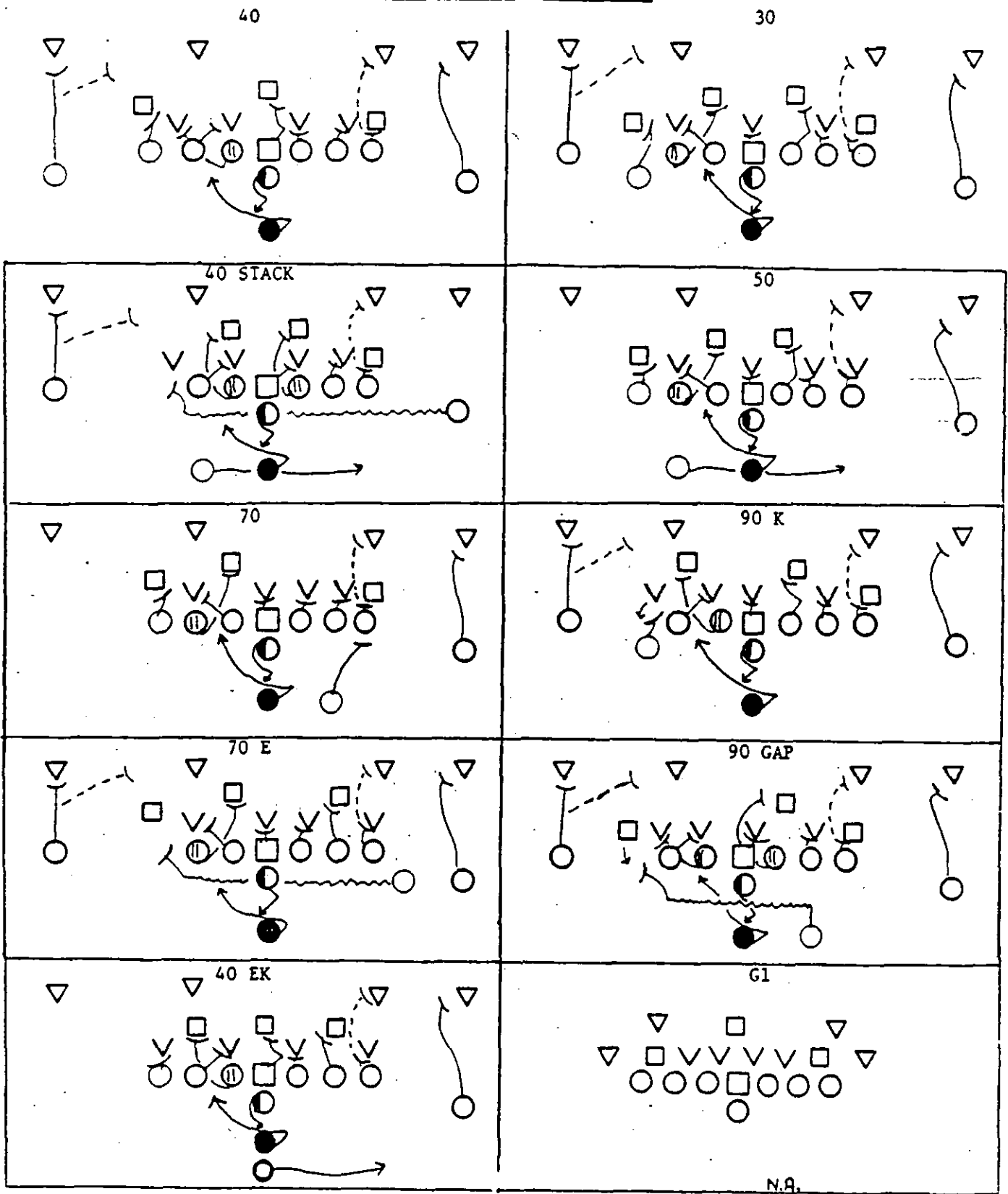


COACHING POINTS:

N/A

FORMATIONS:

SLANT COUNTER 35 (WEAK)



CB - Reverse pivot and hand back to FB three yards deep. Continue setup.

FB - Jab step away, drive at outside leg of on guard to hole side.

RB - If in normal 2-back position, fake away from hole call. Other alignment will be game plan selection.

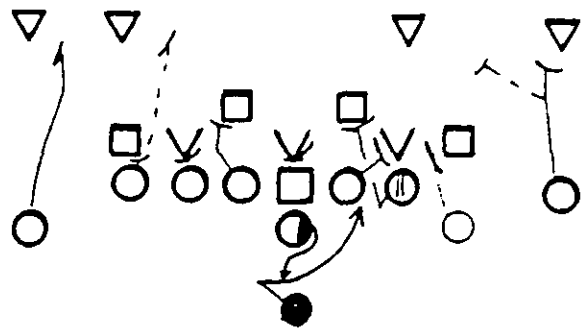
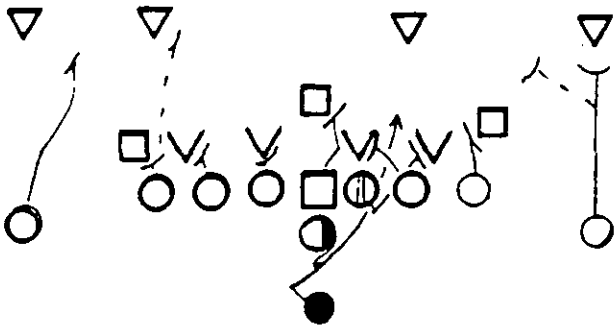
WR - Block force rules.

N.A.

SLANT COUNTER 34 (WEAK)

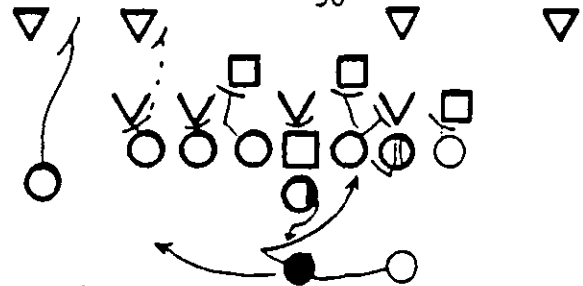
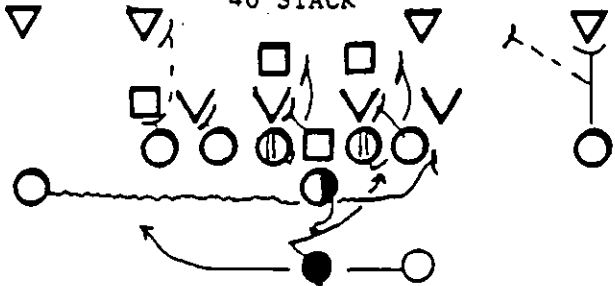
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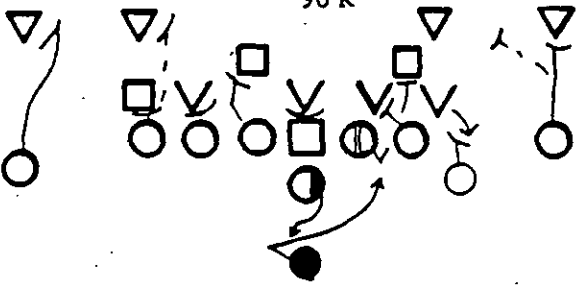
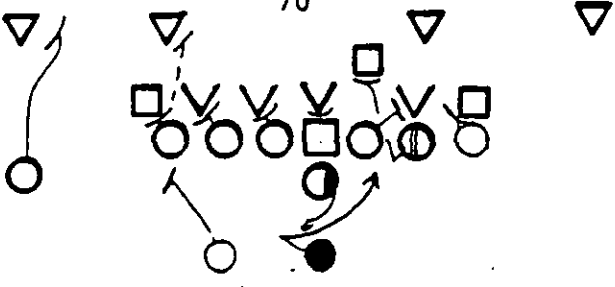
40 STACK

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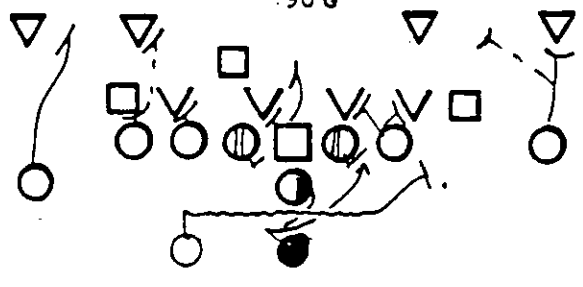
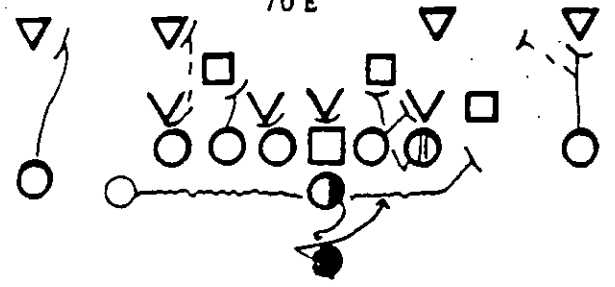
70

90 K



70 E

90 G



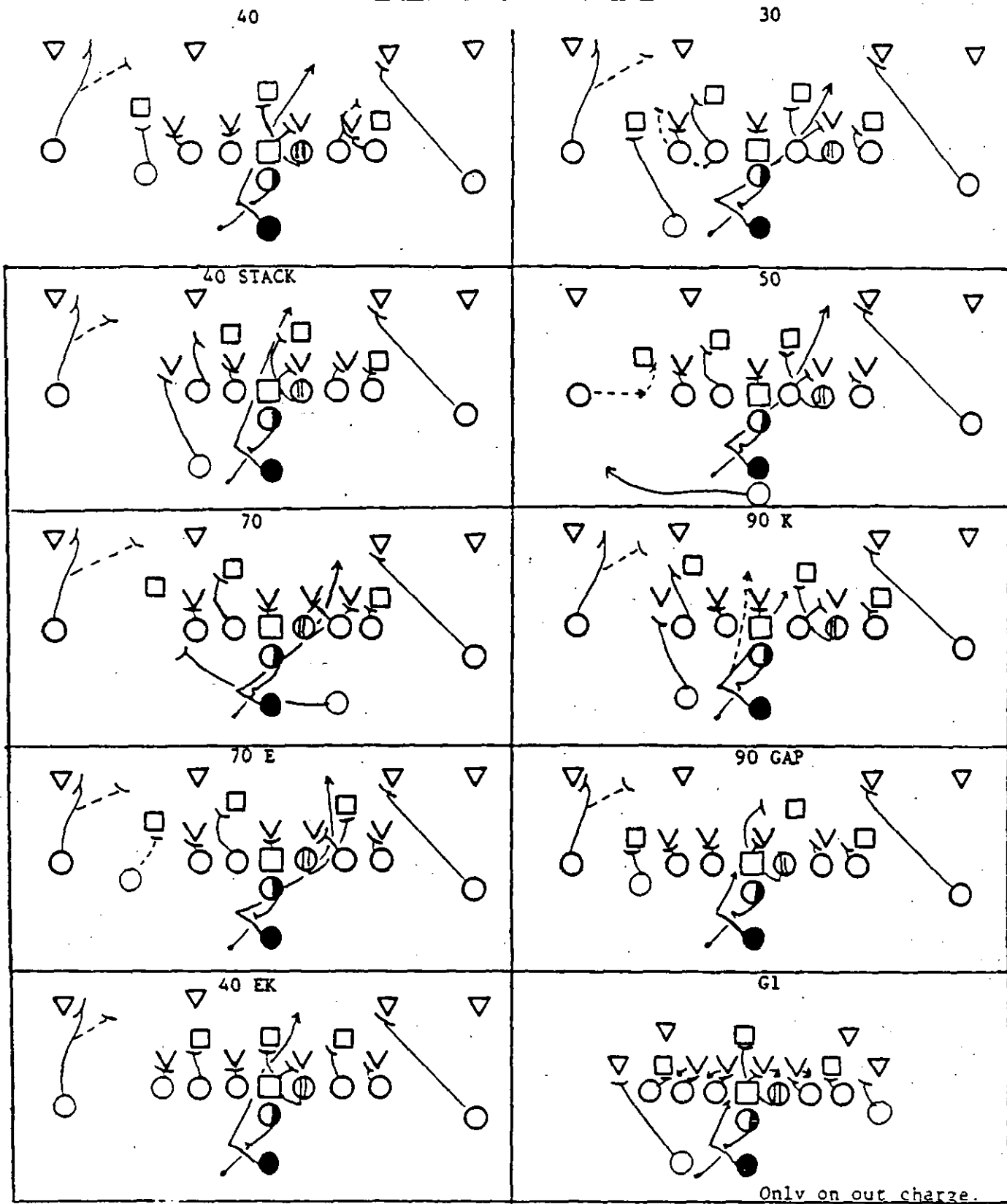
COACHING POINTS:

This play can also be run strongside with same blocking pattern.

N/A

FORMATIONS:

Game plan.



Only on out charge.

QB - Reverse pivot, get ball deep to FB on second step. Carry out pass fake.

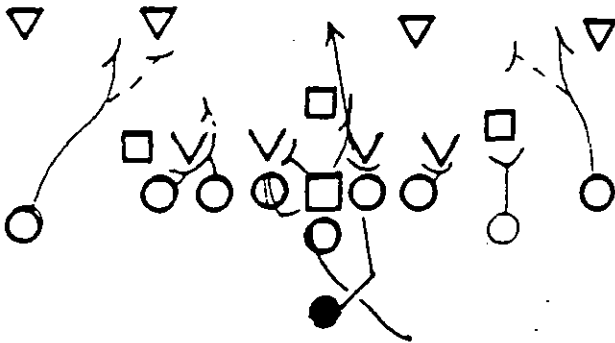
FB - Even spacing, break over center. Odd, look for X block over guard/tackle. Cross over and cut on second step. Read defensive flow for cut.

RB - Responsible for Will unless K position, then seal off defensive end.

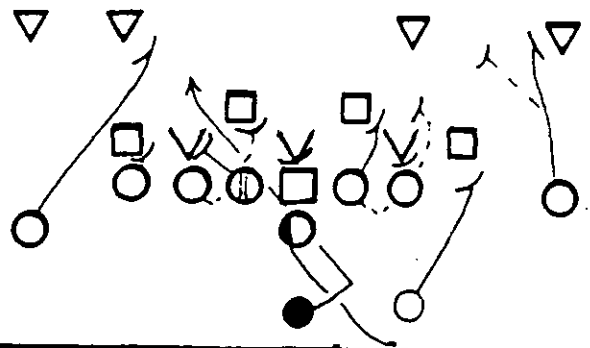
WR - Release for inside block.

SLANT 38 CUTBACK

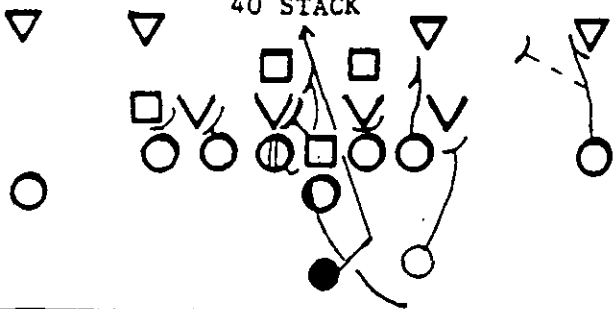
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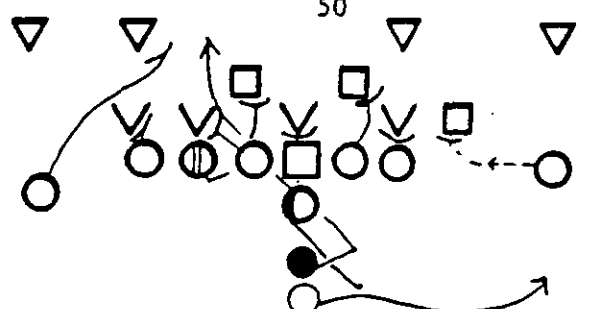
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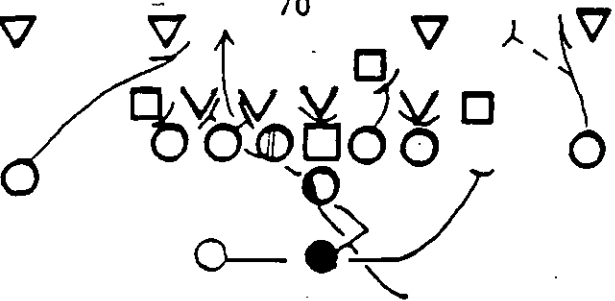
40 STACK



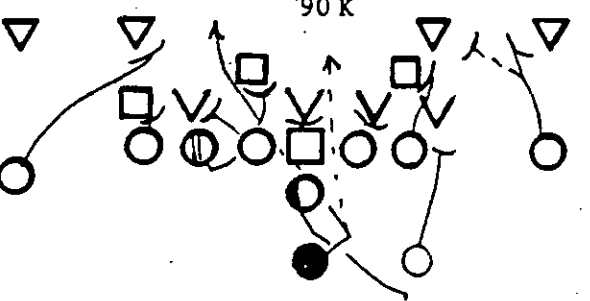
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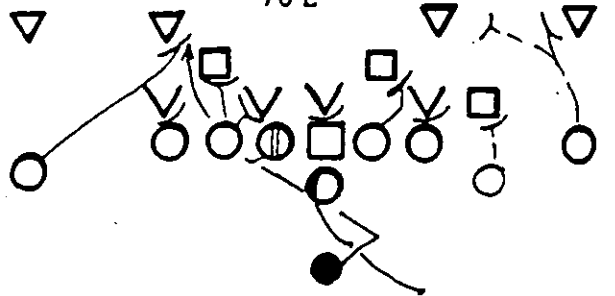
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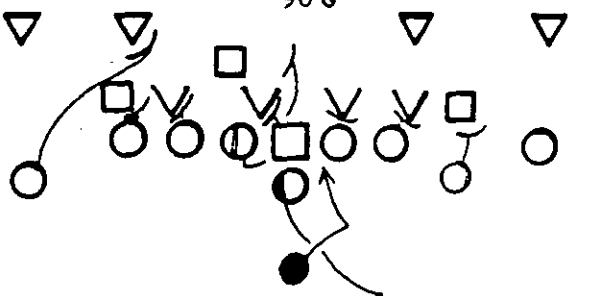
90 K



70 E



90 G



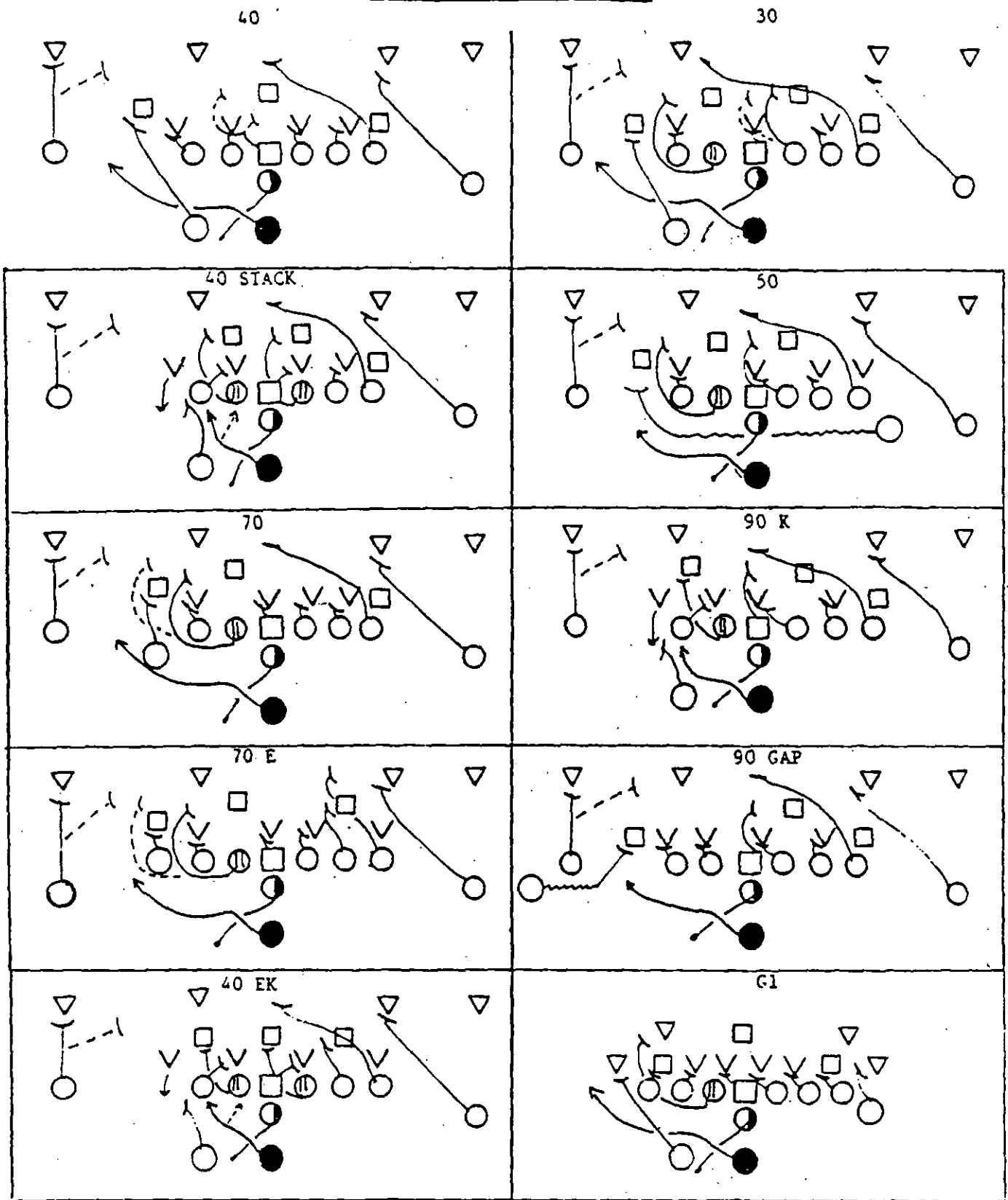
COACHING POINTS:

Excellent versus quick flow linebackers.

N/A

FORMATIONS:

Game plan.



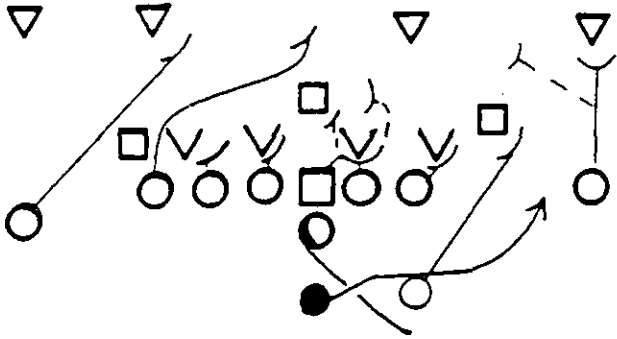
CB - Reverse pivot -- get ball deep and wide to back -- avoid reaching. Continue setup after handoff, faking Slant 139.

B-BACK - Crossover step. Drive at outside leg of OT. Think outside, then read blocking if inside cut is needed.

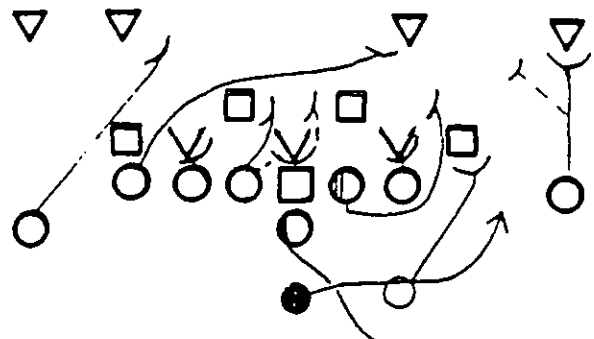
A-BACK - Drive to outside knee of Will. Put head into outside number and sustain. If defensive end has outside containment (EXAM: 40 Stack) drive inside DE and wall to outside.

WR - Read approach. Block force man.

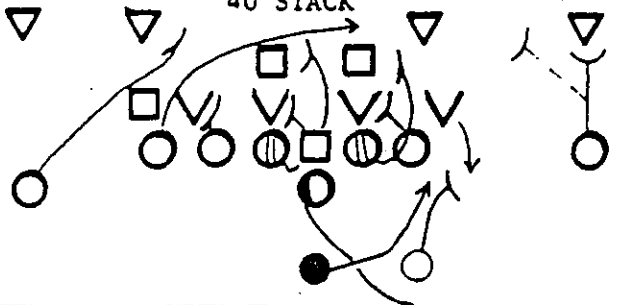
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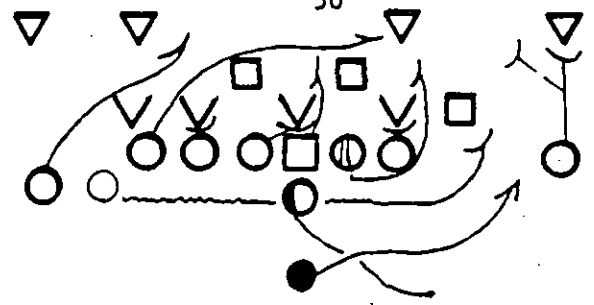
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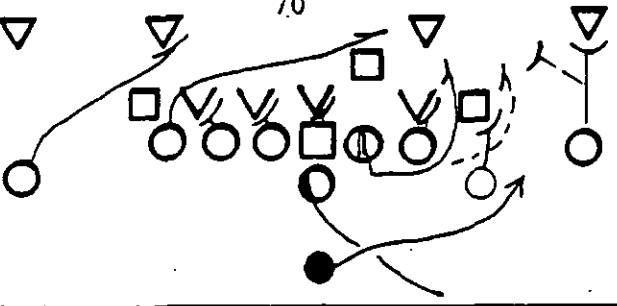
40 STACK



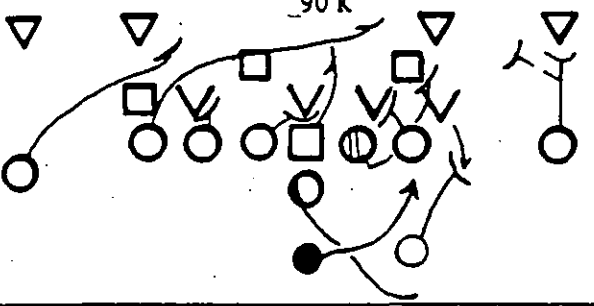
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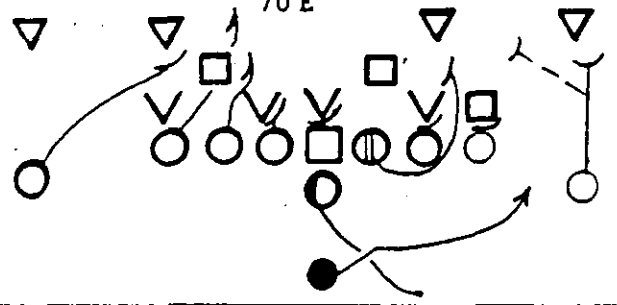
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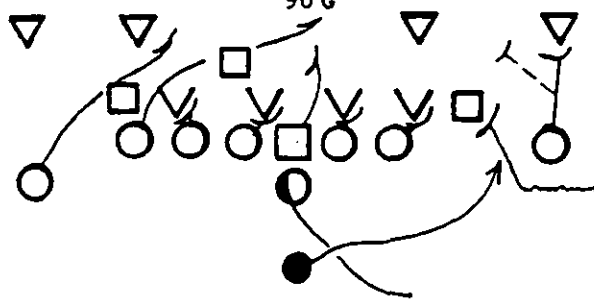
90 K



70 E



90 G



COACHING POINTS:

- This is an outside play whenever possible. 3 back will cut inside only when flow or blocking scheme takes him inside.

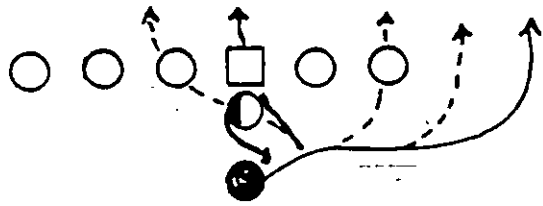
N/A

Occasionally will not run play against end containment defenses -- game plan!

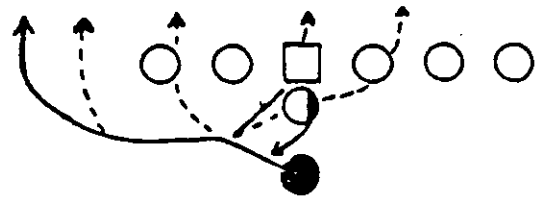
FORMATIONS:

Basic Brown and Brown Slot; game plan variations.

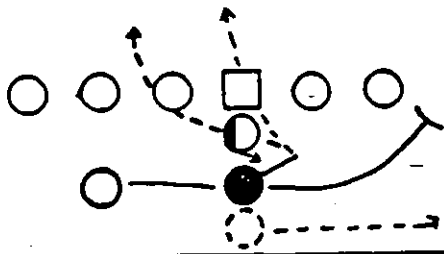
SLANT 38 CUTBACK SLANT 38



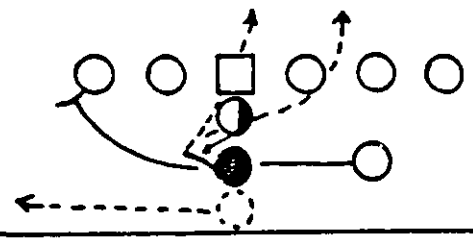
SLANT 39 SLANT 39 CUTBACK



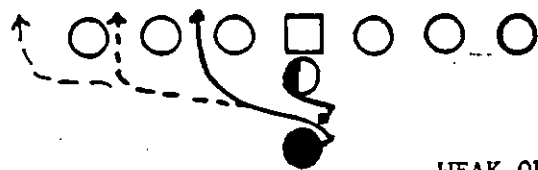
SLANT 38 CUTBACK



SLANT 39 CUTBACK

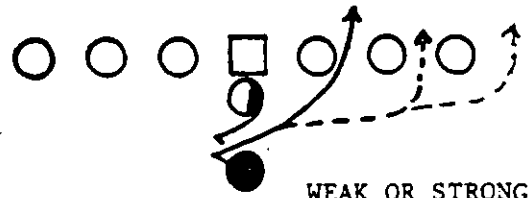


SLANT COUNTER
39 37 35



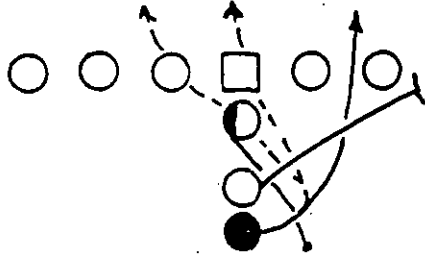
WEAK OR STRONG

SLANT COUNTER
34 36 38

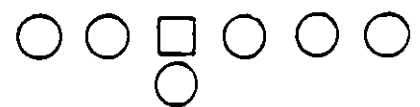
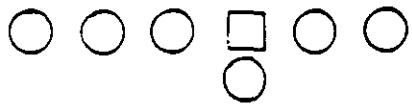
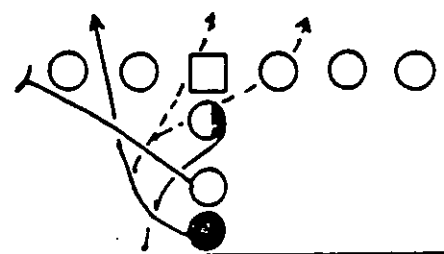


WEAK OR STRONG

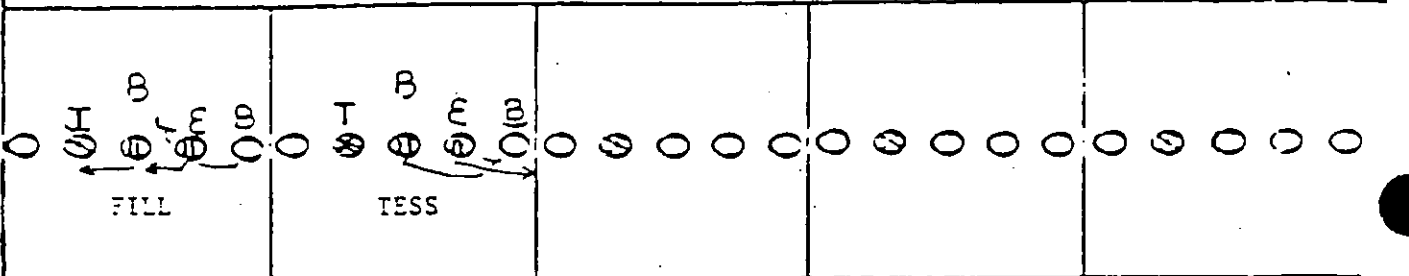
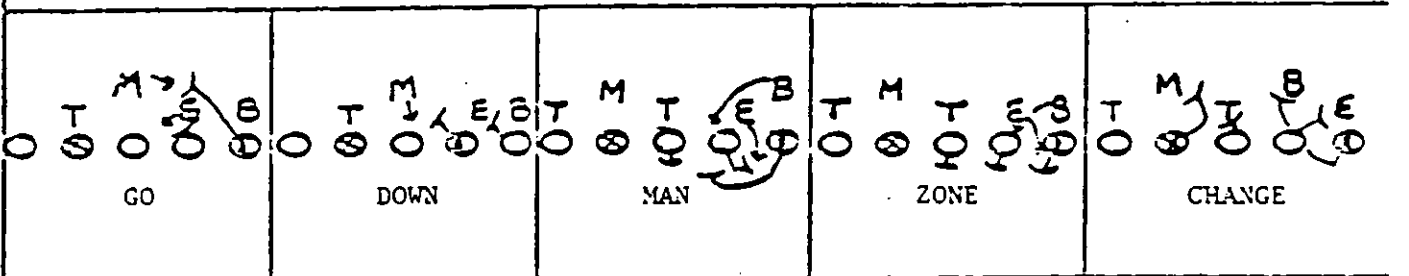
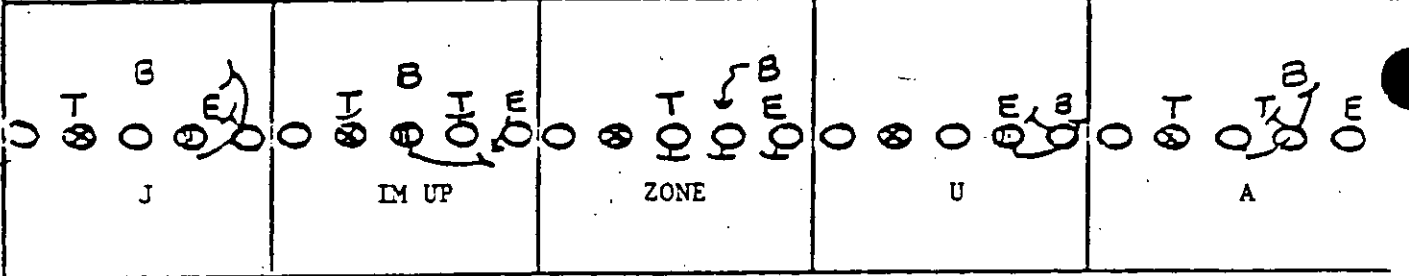
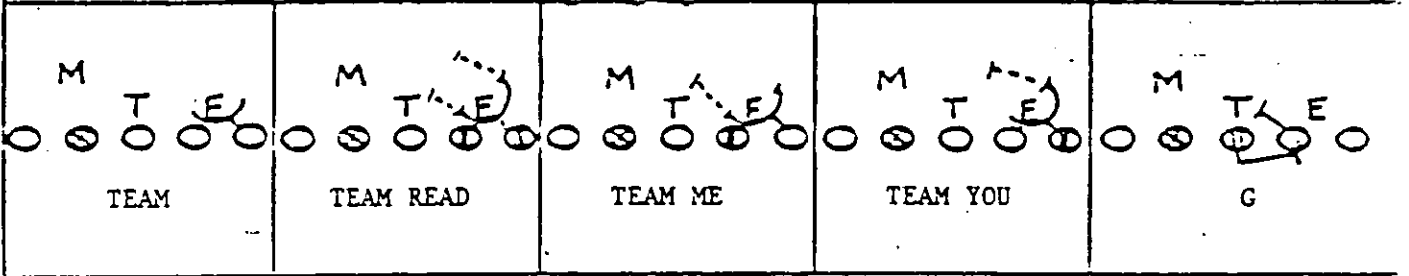
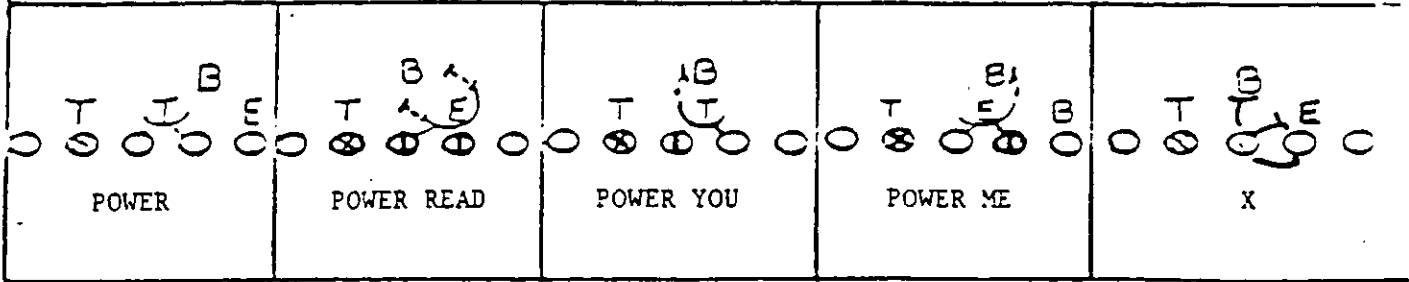
SLANT 14 CUTBACK SLANT 14



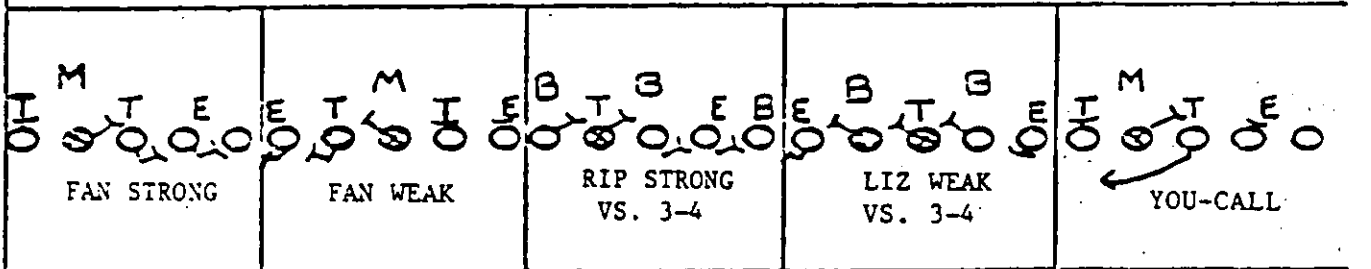
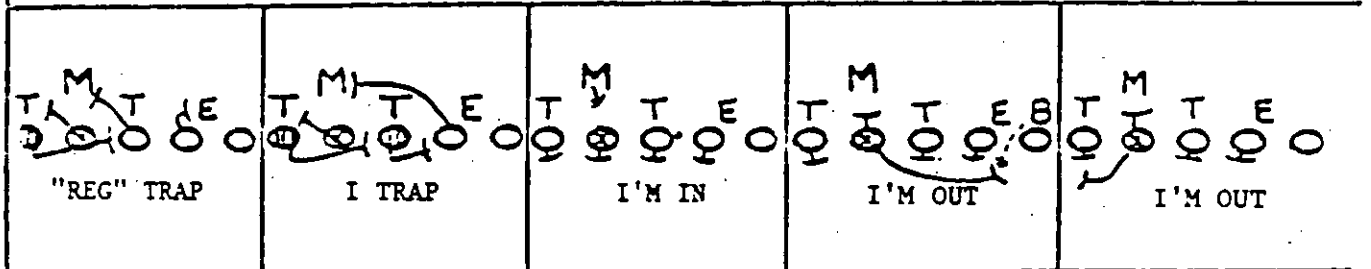
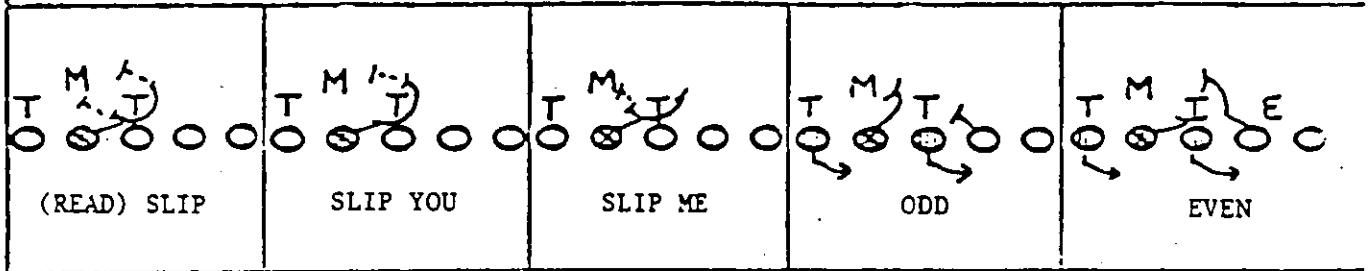
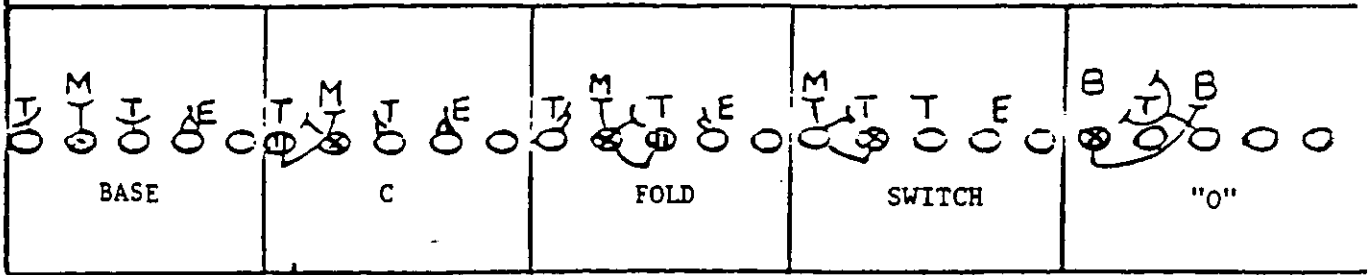
SLANT 15 SLANT 15 CUTBACK



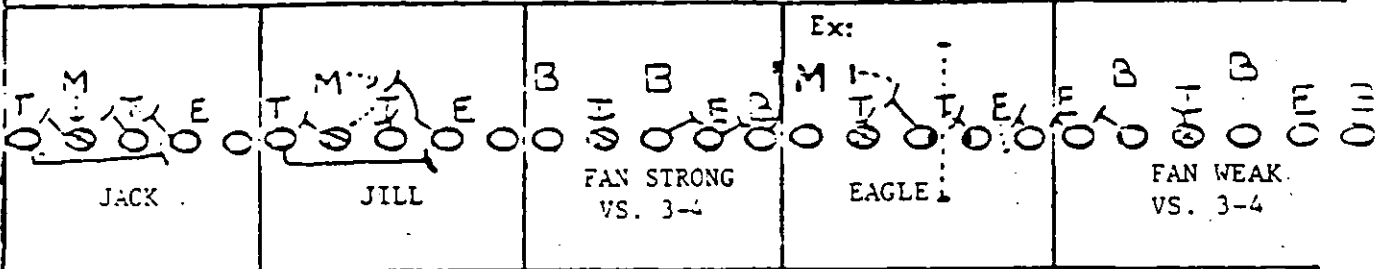
CALLS BY TACKLE



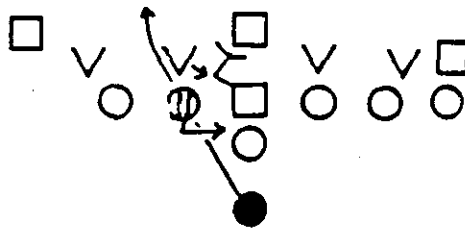
CALLS BY CENTER



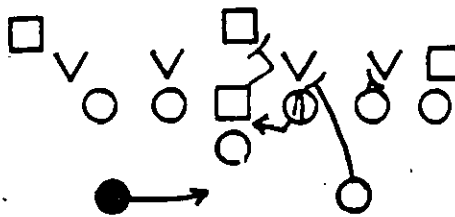
CALLS BY GUARD



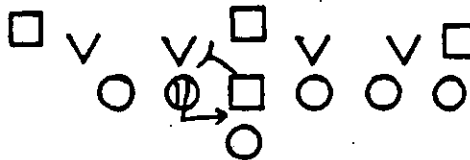
Y. SUCKER - Lineman pulling to influence defender to be run at.



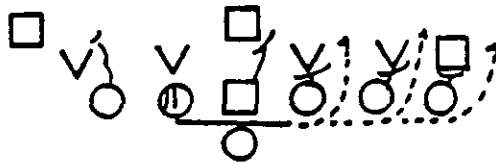
Z-1. SUCKER WHAM - Same action followed by a wham block on defender by near back.



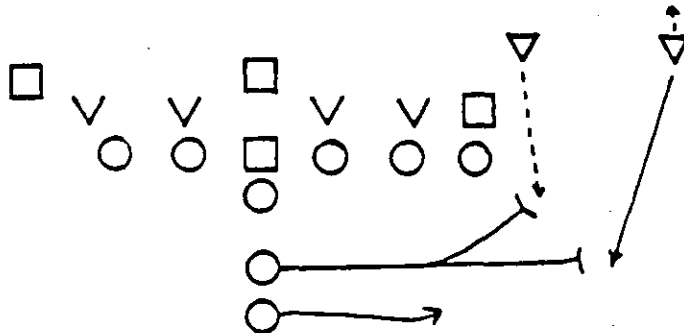
Z-2. SEAL - Block by OC - Blocking back on a down lineman on plays away.



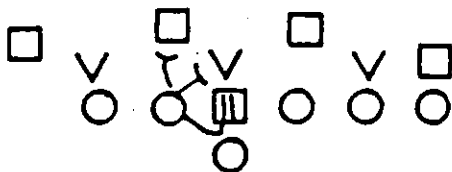
Z-3. SOLID - Term used to block outside with base or straight blocking with the O-Guard heading up through hole.



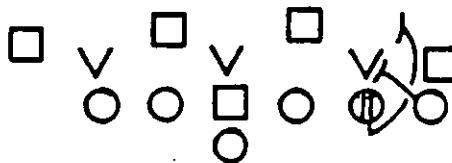
Z-4. BOSS - Term used to describe a block on the outside force man by an offensive player.



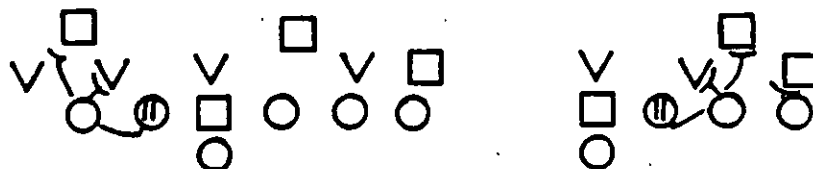
- S. SWITCH BLOCK - Cross block by guard and center on nose tackle and linebacker with guard going first.



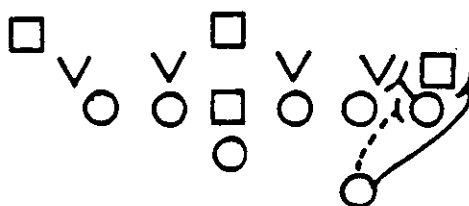
- T. J BLOCK - Block by TE and OT on DE and LB with TE going first.



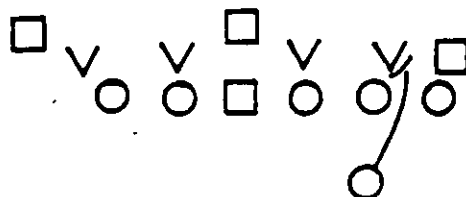
- U. A-BLOCK - Cross block between OT and OG with OT going first. This block is used on a down lineman and a linebacker.



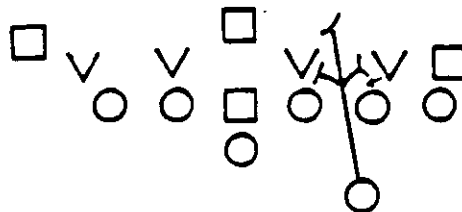
- V. BOB BLOCK - Near back block on outside man on L.O.S. (usually LB).



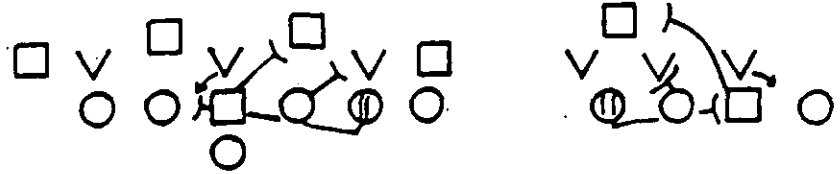
- W. BEN BLOCK - Near back block on inside man over the tackle.



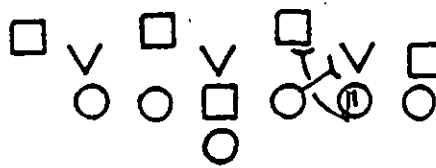
- X. HUNCH BLOCK - Near back leading through hole and helping on most dangerous man to play.



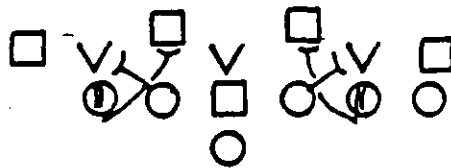
- N. TACKLE TRAP BLOCK - Block by pulling OT to inside, usually on a down lineman or nose.



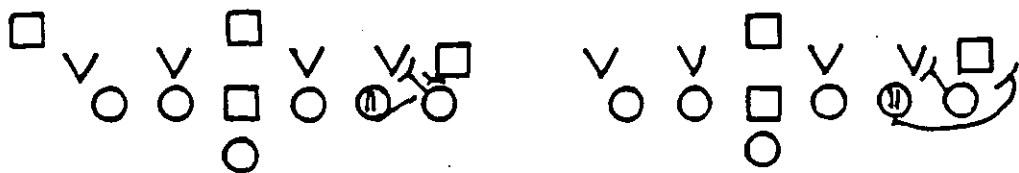
- O. X BLOCK - Cross block between OG and OT with OG going first.



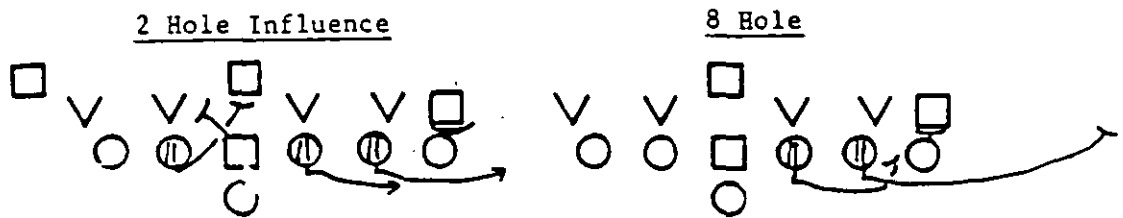
- P. DOUBLE X BLOCK - Same as above, on both sides.



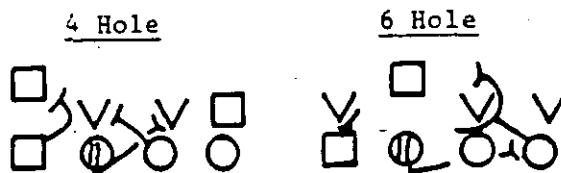
- Q. U-BLOCK - Cross block between OT and TE with TE going first.



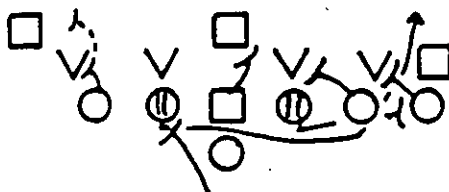
- R. TESS BLOCK - Onside tackle and guard pulling to get assigned block or act as influence.



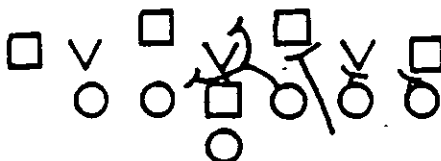
H. G BLOCK - On guard kicks out at the hole called.



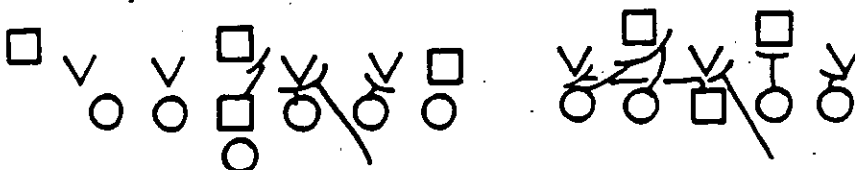
I. G-O BLOCK - On guard kicks out -- Off guard up through hole.



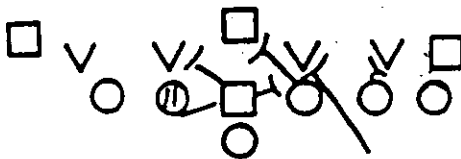
J. ICE BLOCK - Isolation block by near back on an inside LB.



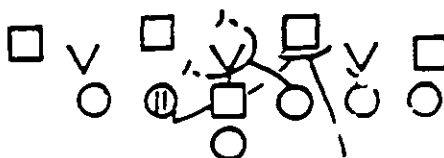
K. WHAM BLOCK - Block by near back on a down lineman.



L. WHAM TRAP BLOCK - Combination block by near back and pulling guard on a down lineman.

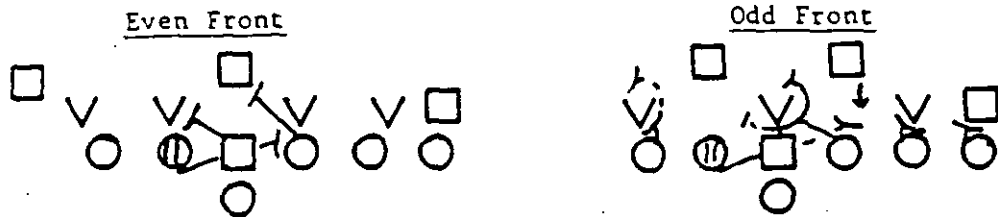


M. ICE-O BLOCK - Combination block by near back and pulling guard on an LB.

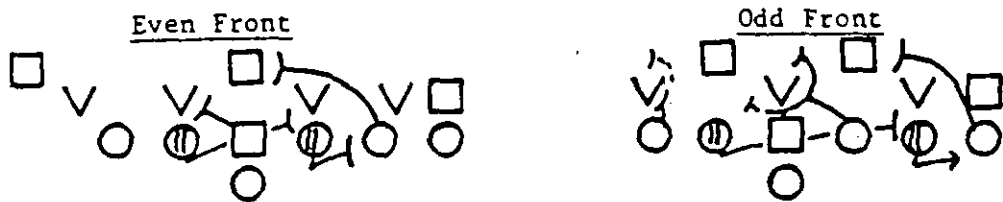


2. DESCRIPTION OF DIFFERENT BLOCKING TERMS AND COMBINATIONS:

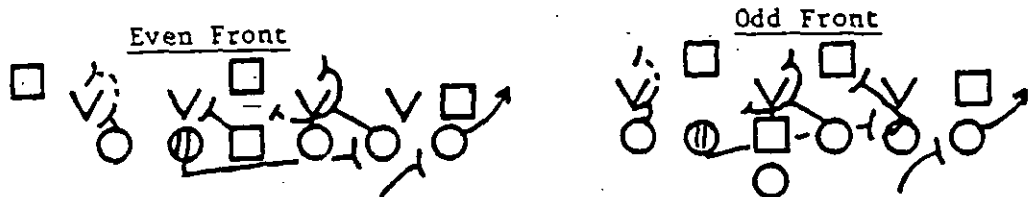
A. TRAP (2 & 3 HOLE) - Off guard trapping down lineman at hole called.



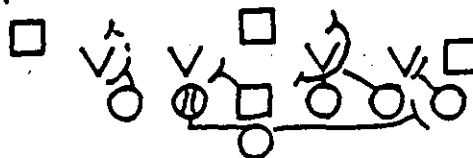
B. I-TRAP (2 & 3 HOLE) - I = Influence on man being trapped.



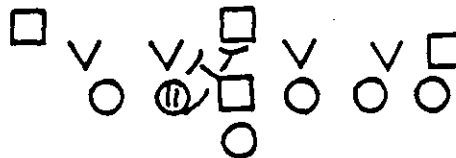
C. TRAP (4 & 5 HOLE) - Off guard trapping down lineman at hole called.



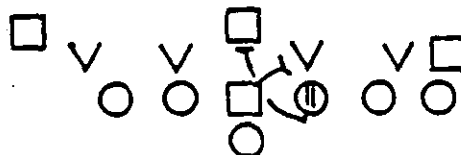
D. TRAP (6 & 7 HOLE) - Off guard trapping down lineman or linebacker at hole called.



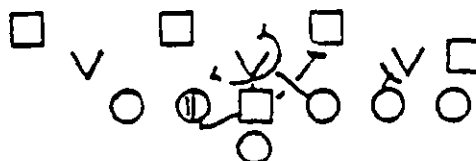
E. C BLOCK (2 HOLE) - Center seals back and O guard pull through on Mike.



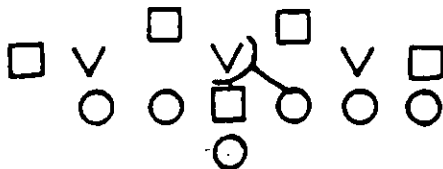
F. FOLD BLOCK -- Reverse of C Block (2 hole).



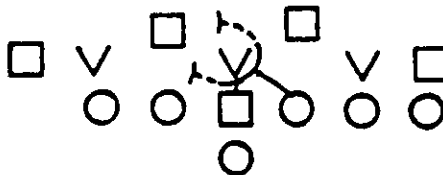
G. O BLOCK - Versus odd front -- Off guard pulling up through hole.



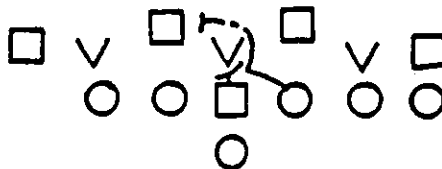
- V. SLIP BLOCK - All-out double team block by OC and OG on defender. Called by OC.



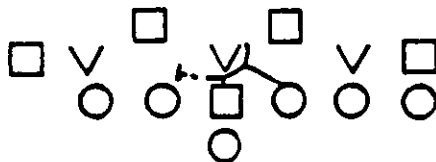
- W. SLIP READ BLOCK - Area block by OG and OC on two stacked or stunting defensive men with either offensive man coming off on stack man according to charge. Called by OC.



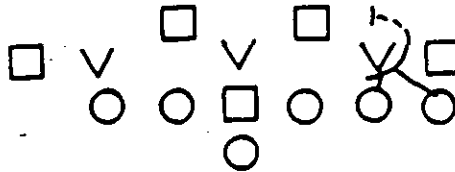
- X. SLIP YOU BLOCK - Area block by OC and OG on two stacked or stunting defensive men with OG firing into first defender and scraping off on stack man (predetermined). Called by OC.



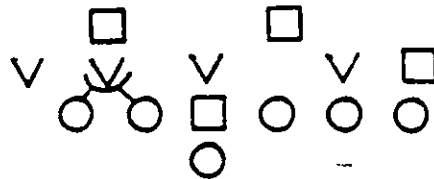
- Y. SLIP ME BLOCK - Same block as above with OC firing into first defender and scraping off on stack man (predetermined). Called by OC.



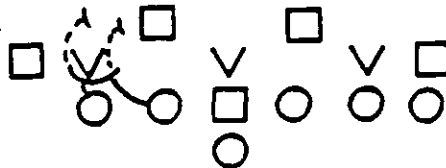
- Q. TEAM YOU BLOCK - Same block with TE firing into first defender and scraping off on stack man (predetermined). Called by OT.



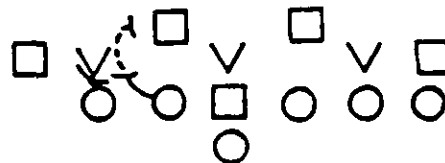
- R. POWER BLOCK - All-out double team block by OT and OG on a down lineman. Called by OT.



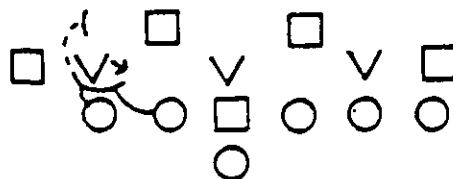
- S. POWER READ BLOCK - Area block by OT and OG on two stacked or stunting defensive men with either offensive man coming off on stack man according to charge. Called by OT.



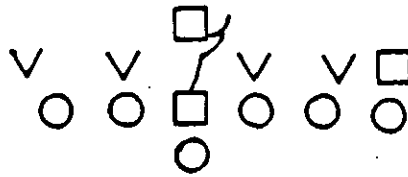
- T. POWER YOU BLOCK - Area block by OT and OG on two stacked or stunting defensive men with OG scraping off on stack man (predetermined). Called by OT.



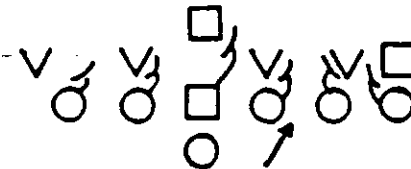
- U. POWER ME BLOCK - Same block as above with OT firing into first defender and scraping off on stack man (predetermined). Called by OT.



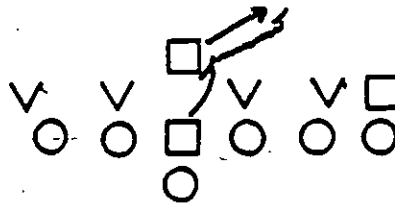
- K. CUT BLOCK - Technique used to cut defender quickly off his feet.



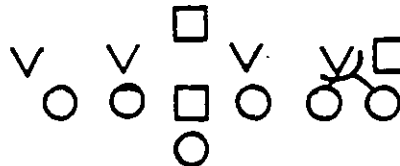
- L. WALL-OFF - Technique used by OL to climb up an opponent's face, walling him off and away from hole.



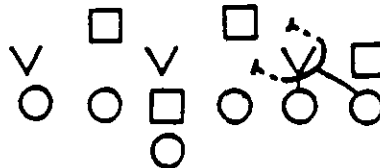
- M. SUSTAIN - Extra effort put forth by blocker to finish off block by staying glued to defender.



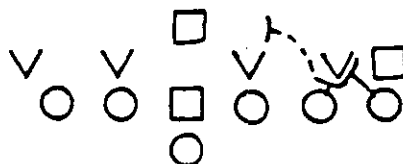
- N. TEAM BLOCK - All-out two-on-one block (double-shoulder) by OT and TE on defender. Called by OT.



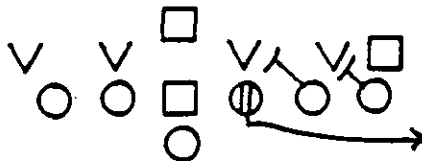
- O. TEAM READ BLOCK - Area block by OT and TE on two stacked or stunting defensive men with either defender coming off on stacked man according to charge. Called by OT.



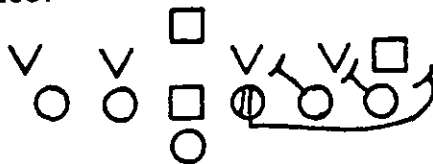
- P. TEAM ME BLOCK - Area block by OT and TE on two stacked or stunting defensive men with OT firing into first defender and scraping off on stack man (predetermined). Called by OT.



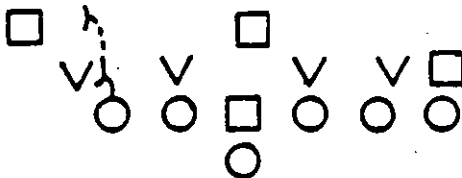
- F. DOWN BLOCK - Technique used to seal down on defender to your side.



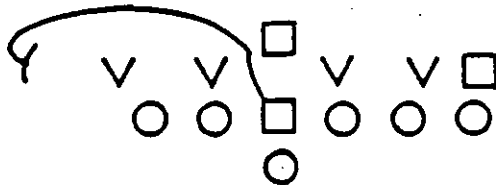
- G. LOG BLOCK - Technique used when the defender you are to trap or kick out squeezes hole inside and blocker seals (logs) him inside.



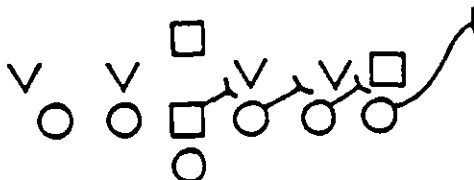
- H. PICK BLOCK - Technique used by OT to block one of two defensive men (usually DE-LB), one of which is on a contain charge and the other on a force charge.



- I. PEEL BLOCK - Technique used to block back on a pursuing defender, usually a misdirection play.



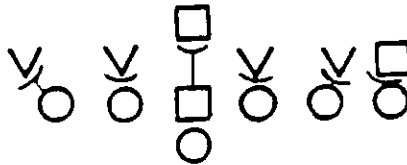
- J. FAN BLOCK - Technique of OC-OG-OT used to seal out on defenders lined up to outside.



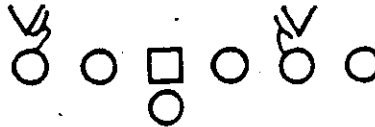
BLOCKING TERMINOLOGY

1. DESCRIPTION OF BLOCKING TECHNIQUES:

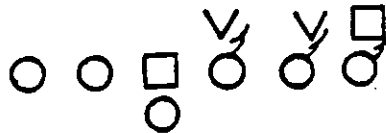
- A. BASE BLOCK - Basic one-on-one drive block with face in numbers driving man off L.O.S.



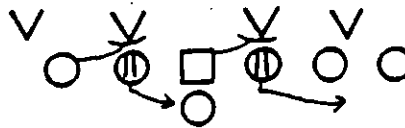
- B. TURN BLOCK - Same block getting position between defender and ballcarrier and driving man laterally down the L.O.S.



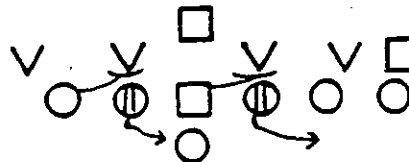
- C. HOOK BLOCK - Stepping to and getting outside position on defender on play going outside.



- D. SPRINT REACH BLOCK - Pulling technique used to fill and block man to your outside on playside.



- E. SPRINT CUTOFF - Same technique using a cut block on defender.



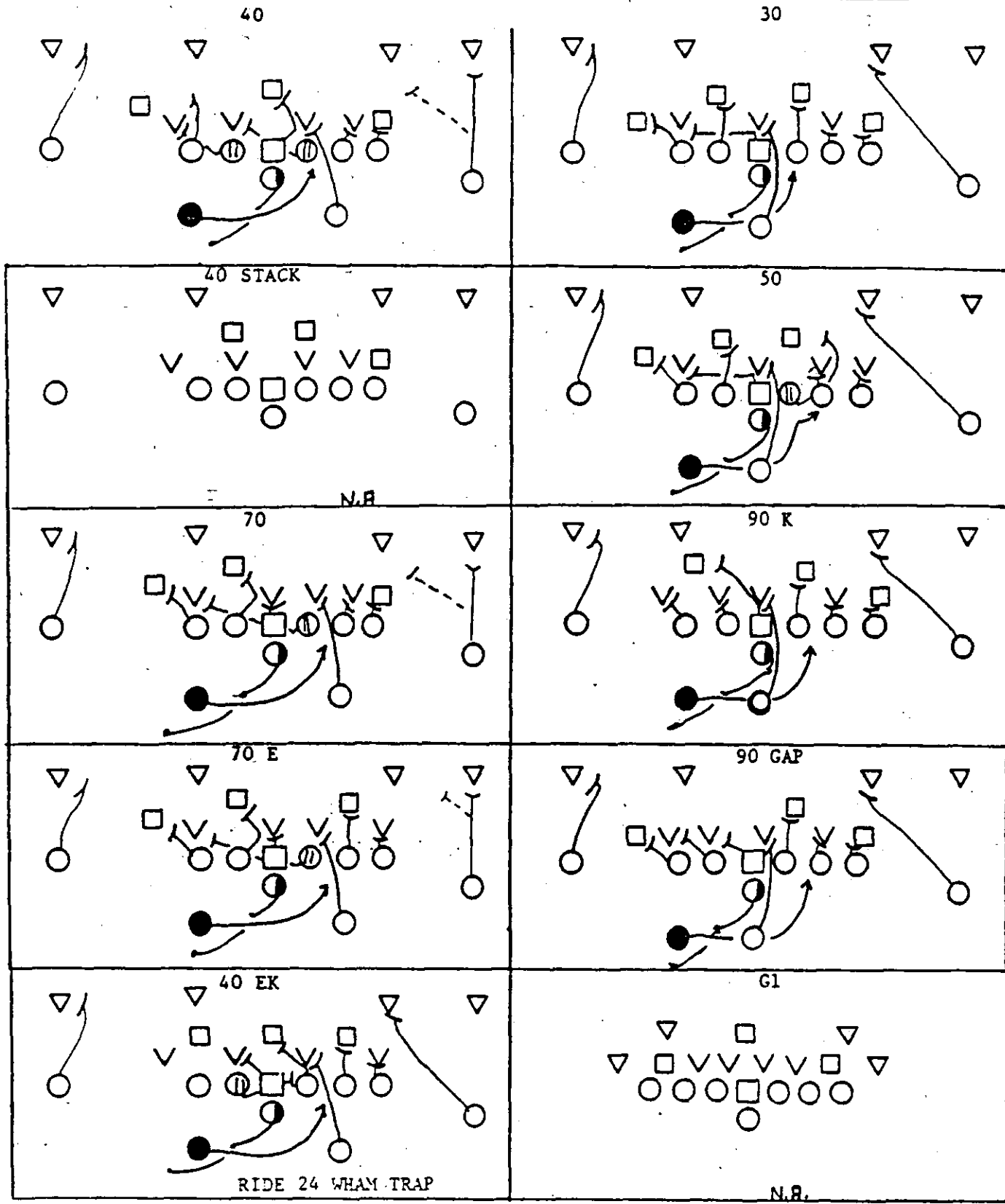
CHECKOFF SYSTEM

1. Color designated as live will be used as checkoff signal.
2. If QB calls any color other than live color, the play called in the huddle will be run. The next number called will be a fake.
3. If QB repeats the live color, the play called in the huddle is erased. The next number called will be the play run.
4. Checkoff cannot be used if the play called in the huddle was designated to go on first sound.
5. Snap count for all checkoff plays will be on two.
6. If the defense is shifting, it is imperative that several plays be run on the first sound or second audible.
7. QB should use change of cadence early in the game and should also use voice inflection to advantage; this keep the defensive line tense and off-balance.
8. No huddle to conserve time at the end of the half or end of the game can be used. "MAYDAY" designates no huddle. Here the formation will be set and all plays will be called on the LOS. We will huddle if a timeout is called or if clock is stopped. First sound will be used as our cadence.
9. "Check with me" plays may be called in the huddle to combat changing defenses. QB calls formation only. Snap count will always be on two (Example at LOS: Front - Blue - Slant 39 - Slant 39 - Ready - Hut 1 - Hut 2). We can continue to go without huddle once formation is initially set.
10. The live colors will be designated during the season.

STARTING COUNT AND CADENCE AT L.O.S.

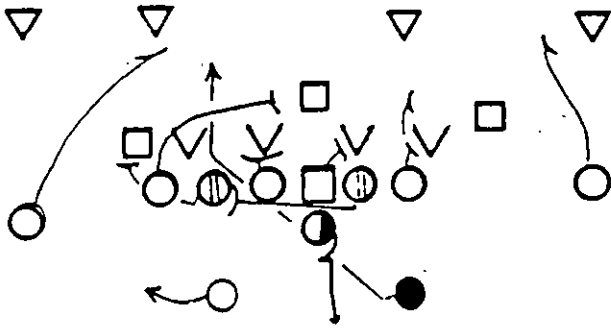
I. SETTING THE TEAM:

- A. Backs, linemen and tight ends will assume a three-point stance. Wide receivers will be in a two-point stance.
- B. QB will call defensive front after all players are in initial position.
- C. QB will then call "GO" for any shifting to take place.
- D. QB will look over the defense at this time to decide if a checkoff is necessary.
- E. QB will call a live or dead color and a series number both left and right. QB will always call from the left to the right. (EXAMPLE: Blue - Ride 28 - Blue - Ride 28).
 1. If the QB calls the live color, the next play number called will be the play run. All audibles will go on two!
 2. If the QB calls any color other than the live color, the play called in the huddle will be run on the snap count called. It is important that the QB use the basic runs and pass calls as dummy audibles.
- F. QB will pause momentarily after the audible calls for the line to make blocking calls.
- G. QB will then call "READY."
- H. If motion is called, it will start on QB foot movement.
- I. QB then calls HUT 1 -- HUT 2, etc. (rhythmic).
- J. Example of call on LOS: 30 - Go - Blue, Flow 26 - Blue - Flow 26 (pause)(line calls) Ready - Hut 1 - Hut 2.
- K. Ball can be snapped on command of:
 1. First sound (blue).
 2. Go.
 3. Audible (blue).
 4. Double audible.
 5. Snap count called.
- L. At any time sequence during the cadence prior to the calling of the snap count, the QB can use the live audible color 11 time permits on the 30-second clock. "HOLD" will alert everyone for audible. (EXAMPLE: Live color "RED" - 30 - Go - Blue Flow 26, Blue Flow 26 (pause) Set - "HOLD" Red 92, Red 92 Ready Hut 1, Hut 2).

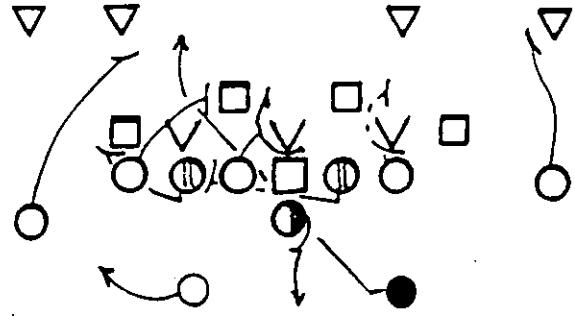


- QB - Ride 24 Sucker Wham -- run Ride 24 ballhandling. Ride 24 Nose Wham -- Ride 24 Wham Trap -- run Ride 24 ballhandling.
- FB - Ride 24 Sucker Wham and Wham Trap, drive to outside leg of guard and block defensive tackle. Ride 24 Nose Wham -- run at outside of center's right foot. Block man over center.
- RB - Run Ride 24 path.
- WR - Crack block on strong safety. If corner rolls, go to safety on Ride 24 Sucker Wham.

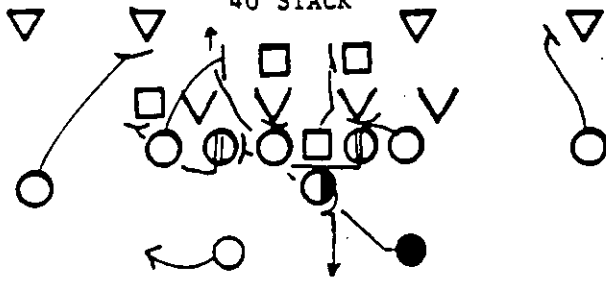
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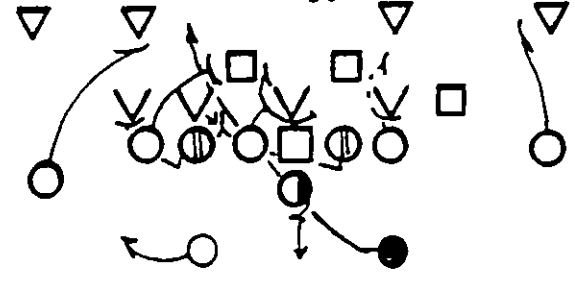
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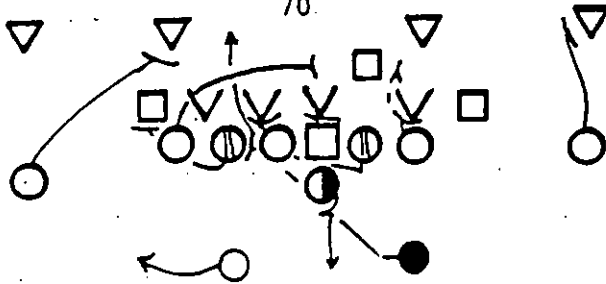
40 STACK



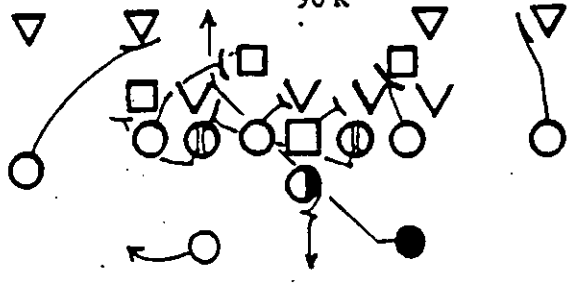
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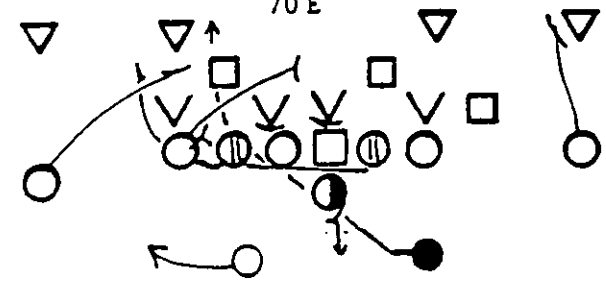
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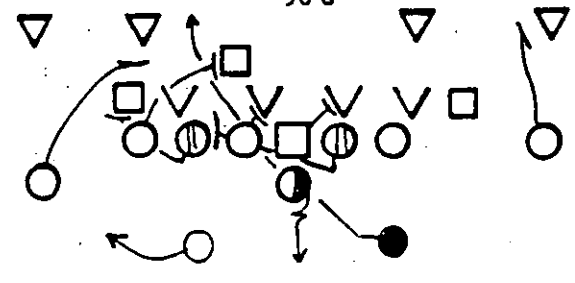
90 K



70 E



90 G

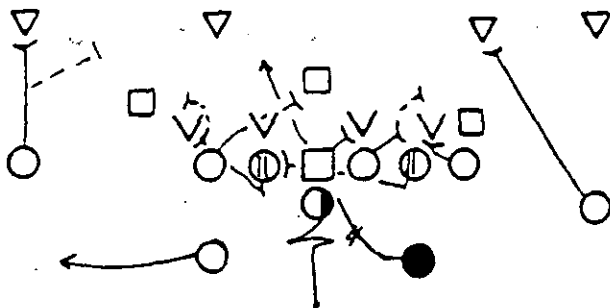


COACHING POINTS:

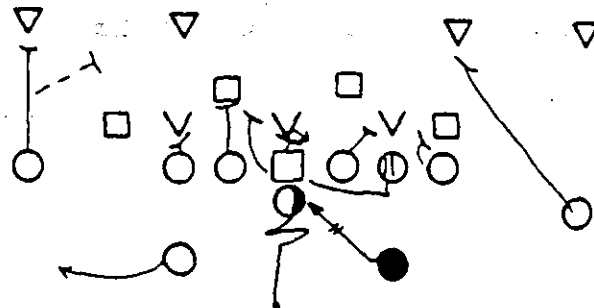
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FORMATIONS:

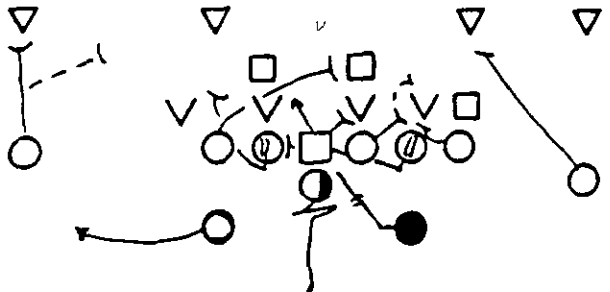
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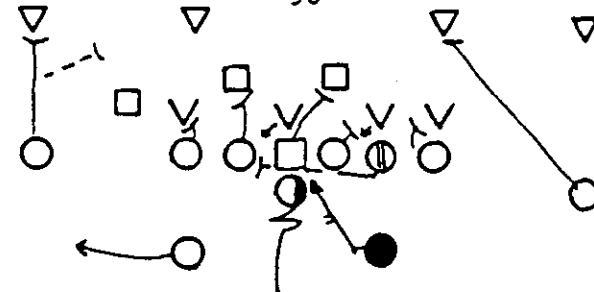
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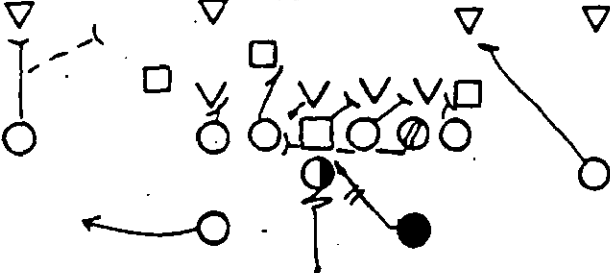
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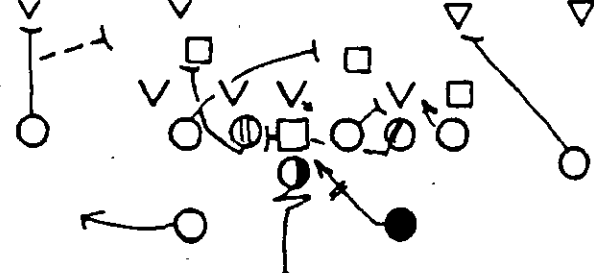
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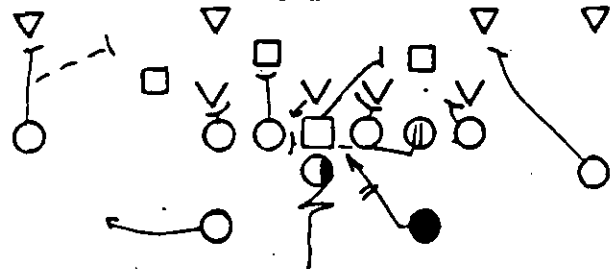
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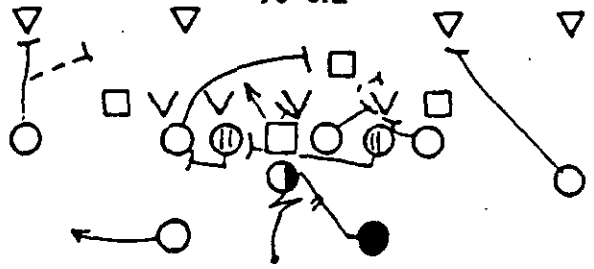
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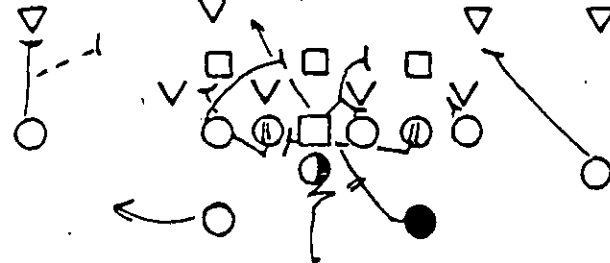
70 E



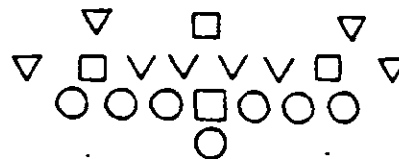
90 GAP



40 EK



G1



N.A.

QB - Reverse out, faking toss -- step -- hand back to FB. Continue faking pass setup. If QB wants to open up directly, faking toss, no problem!

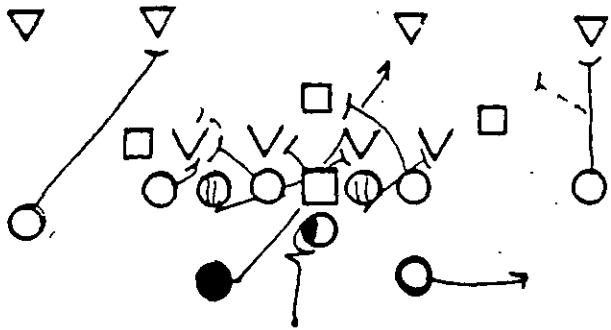
FB - Lead step. Cut will be off trapping tackle. Be aware of defensive front we are trapping -- will give you immediate read where hole will open.

RB - Fake weak toss.

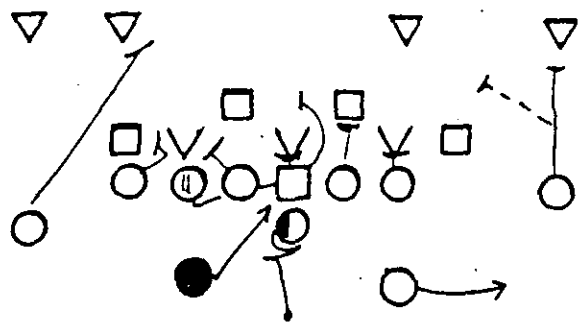
WR - Block force rule.

TOSS 22 TACKLE TRAP (WEAK)

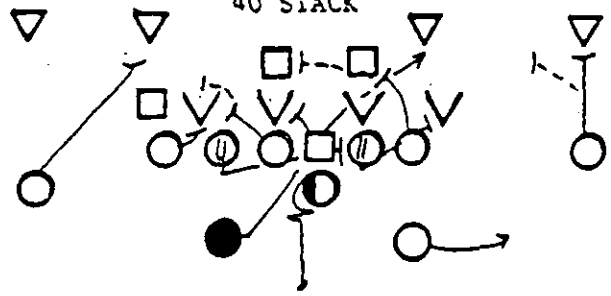
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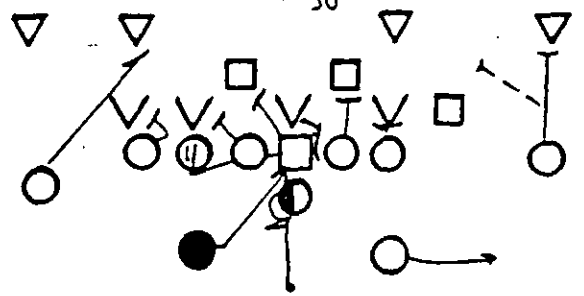
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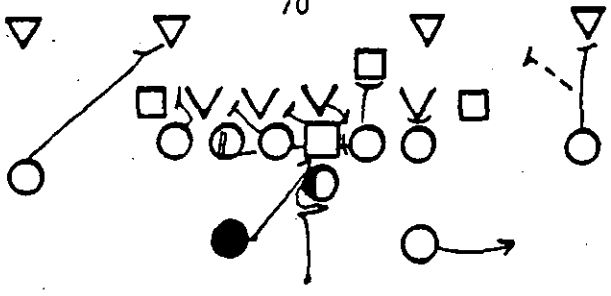
40 STACK



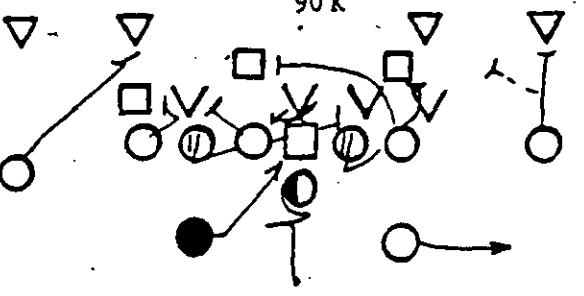
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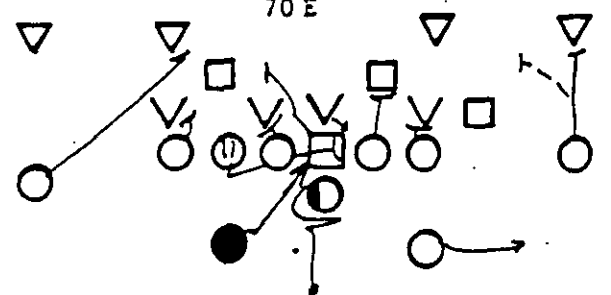
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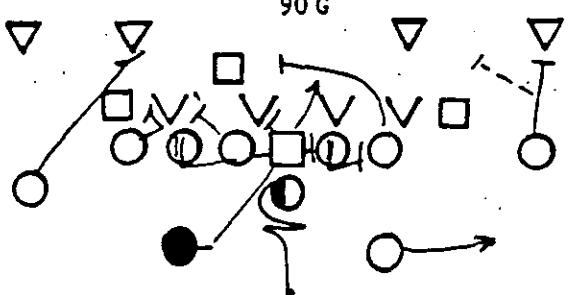
90 K



70 E



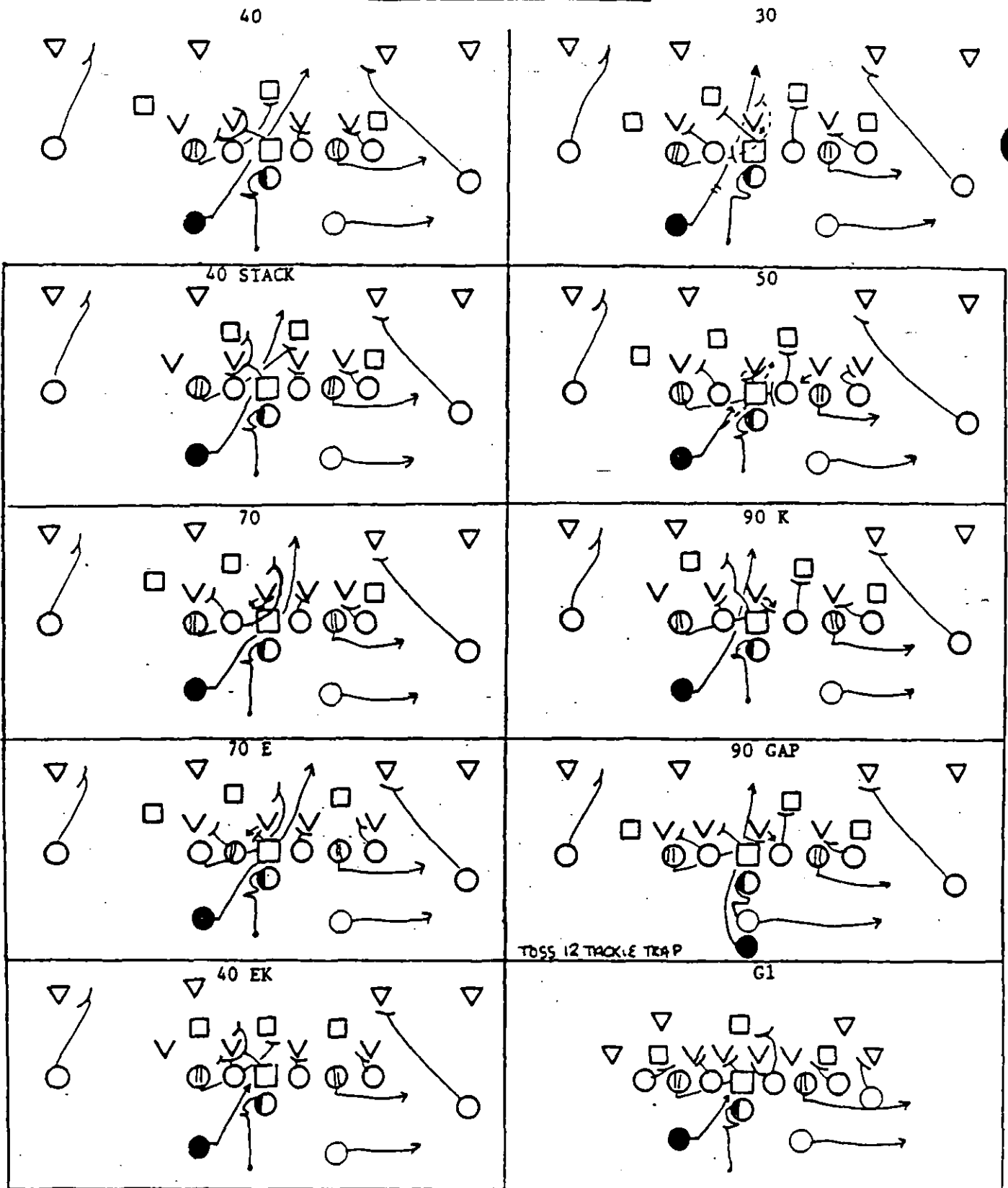
90 G



COACHING POINTS:

N/A

FORMATIONS:



QB - Reverse pivot out to faking back. Give a good ball fake. Pivot back in with underneath ballhandling to HB. Set up faking pass.

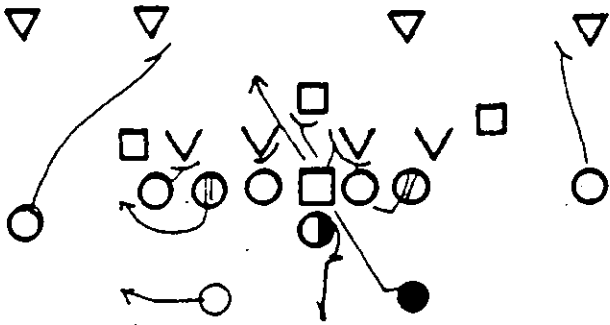
FB - Fake Toss 48.

RB - Lead step, drive to near leg of center, underneath handoff. Read cut from trapping tackle.

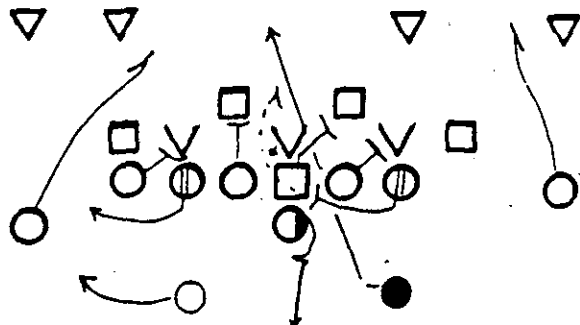
WR - Crack on strong safety.

TOSS 43 TACKLE TRAP (STRONG)

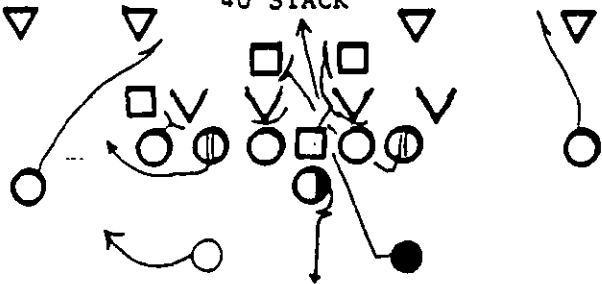
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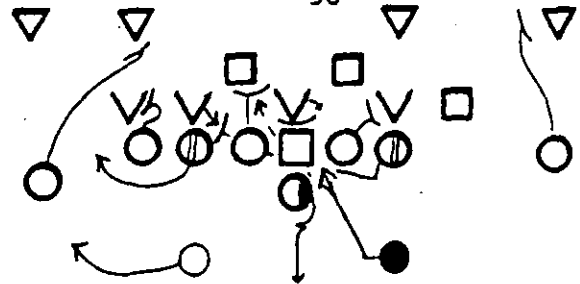
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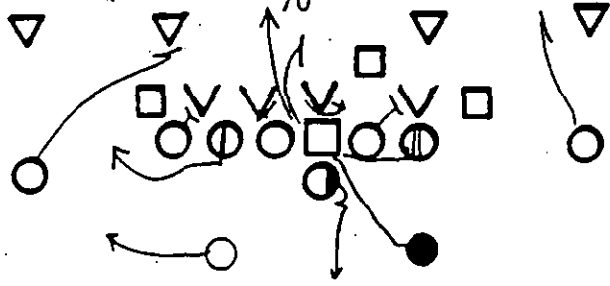
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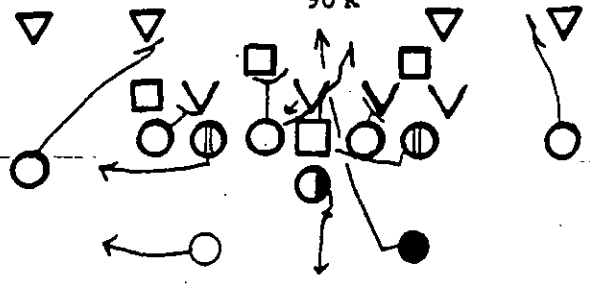
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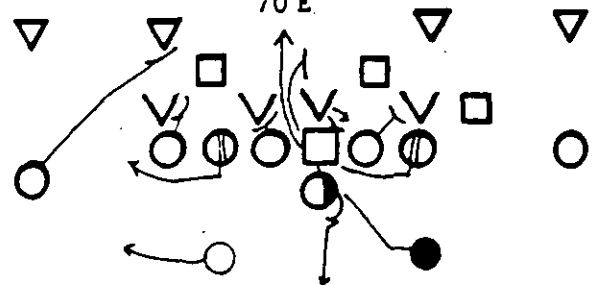
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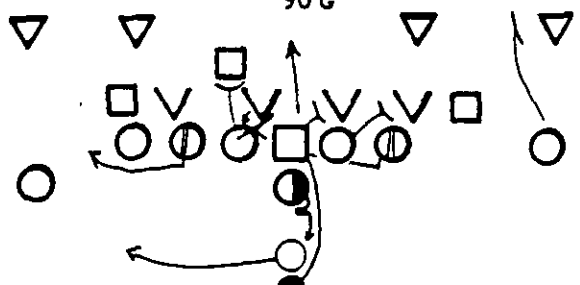
90 K



70 E



90 G

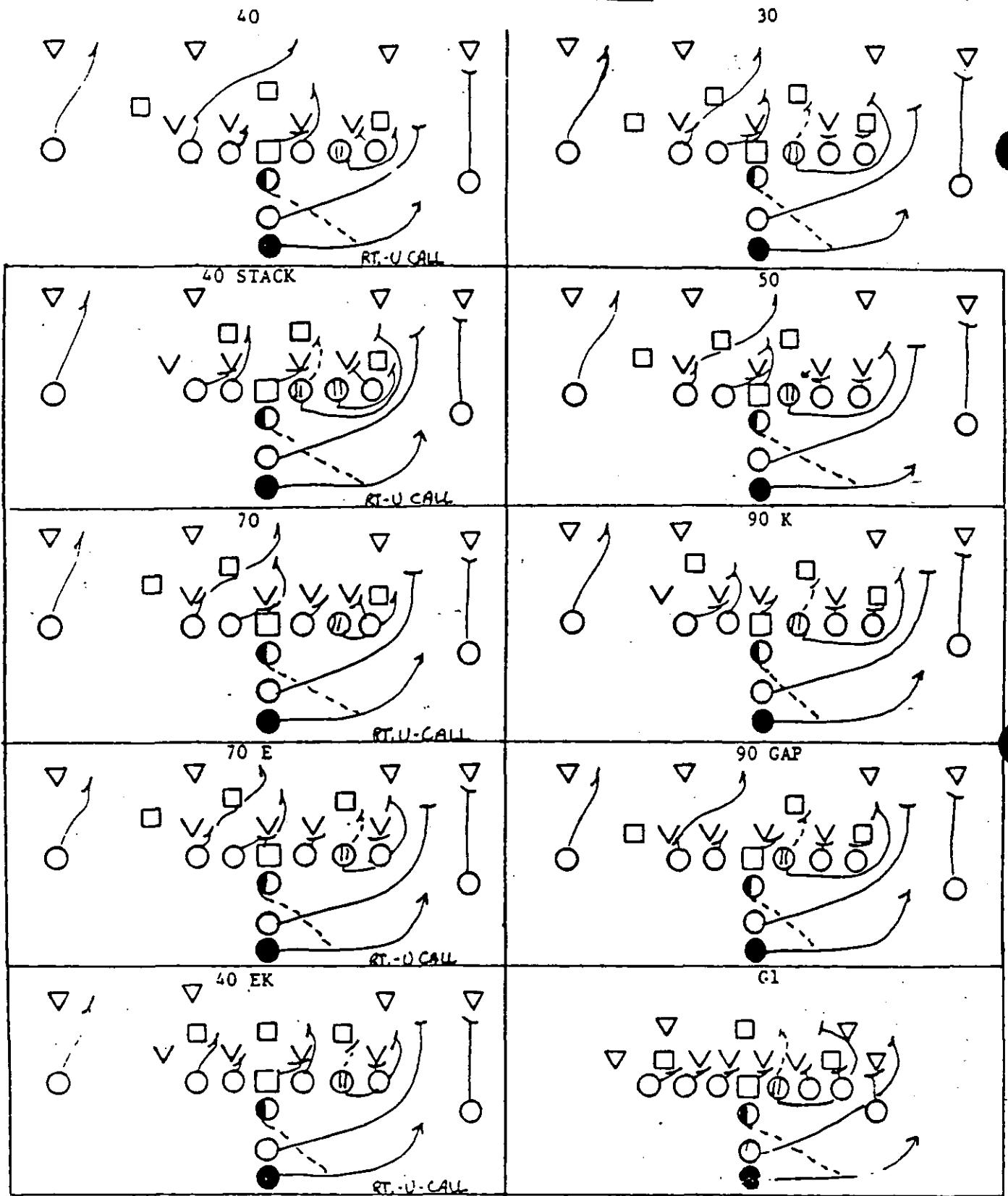


COACHING POINTS:

1. Will usually only use when we find a slanting nose tackle (also like on all-out blitz and double-sut).
2. Will run play weak and strong depending on defensive structure and slants.

N/A

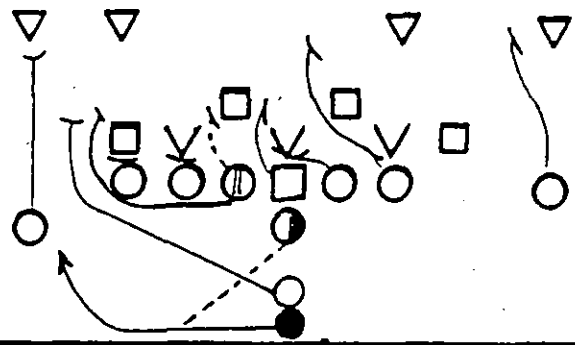
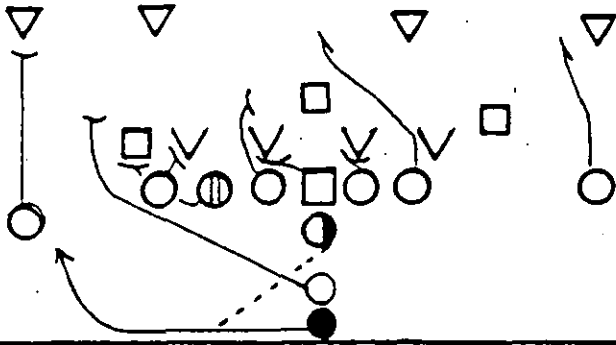
FORMATIONS:



- QB - Quick reverse pivot, pitching ball to HB. Keep ball in front on pitch. Be alert to follow ball on bad pitch or HB mishandling.
- FB - Sprint out at 45° -- block on strong safety. If Stub should drift out, cut inside for strong safety.
- RB - Set weight away. Crossover step. Sprint parallel to LOS. Hit crack between block of FB and Z man.
- WR - Run off corner -- block.

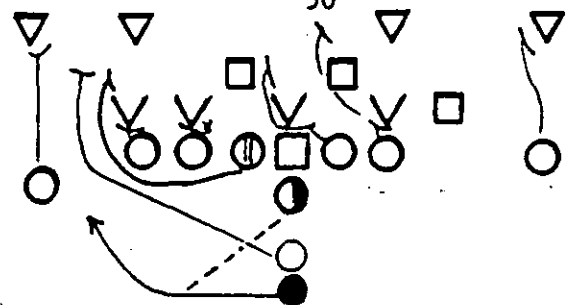
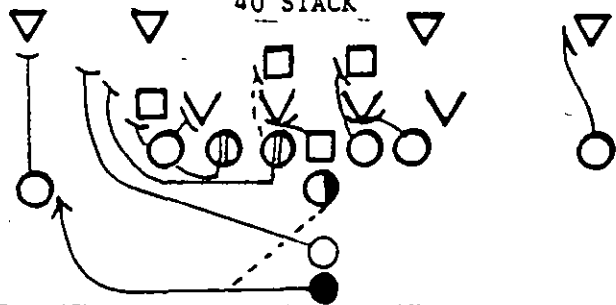
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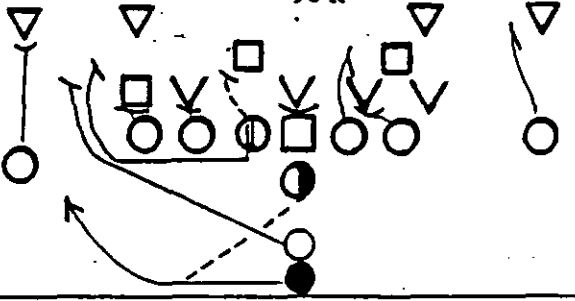
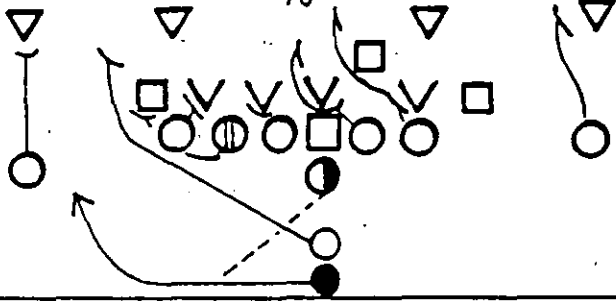
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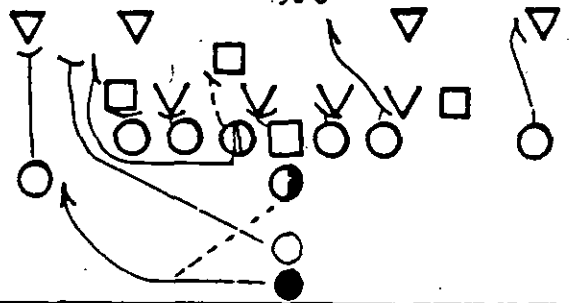
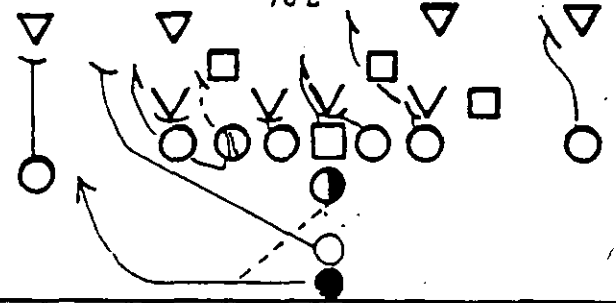
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90 R



70 E

90 G

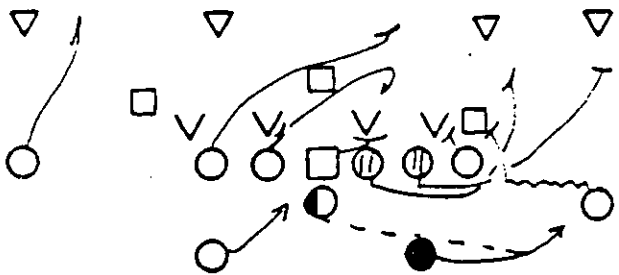


COACHING POINTS:

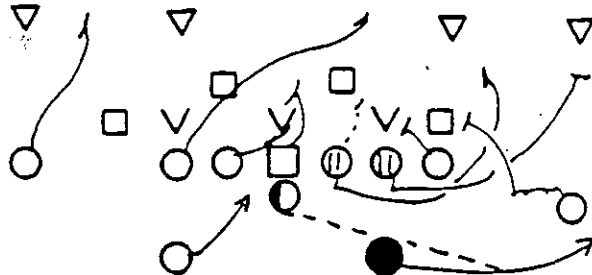
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FORMATIONS:

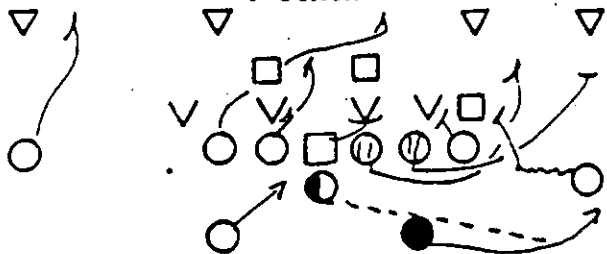
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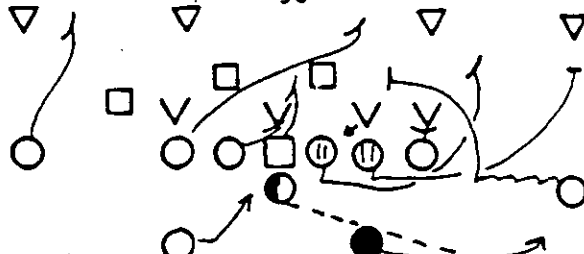
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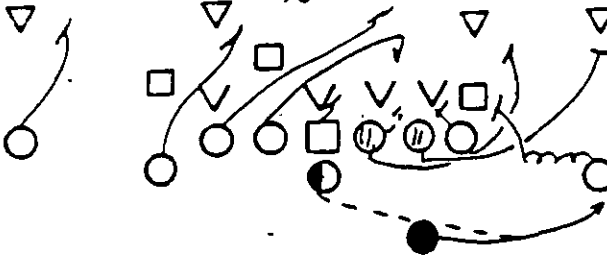
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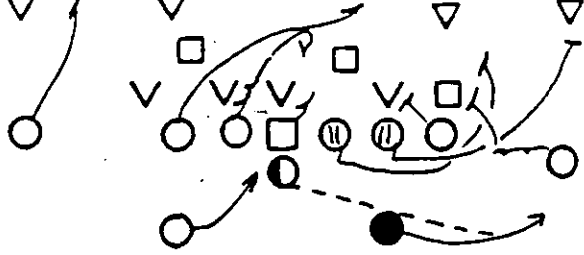
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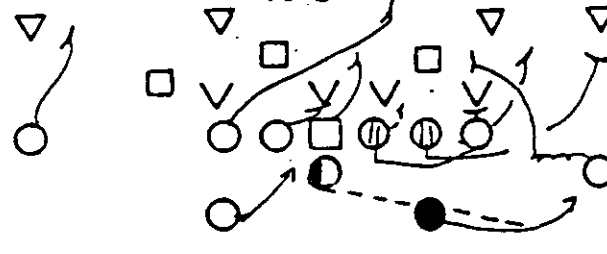
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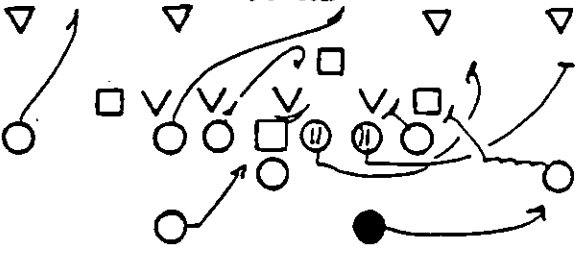
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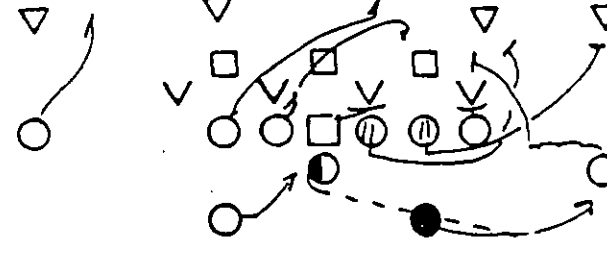
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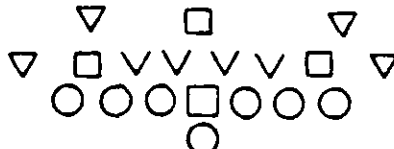
90 GAP



40 EK



G1



NA

QB - Quick reverse pivot, pitching ball to FB. Get ball wide as quickly as possible, aiming for hip of FB. Good follow-through. Be alert to cover bad pitch.

FB - Open -- crossover step. Lose a yard on path. Read block of OT and Z crack for cut.

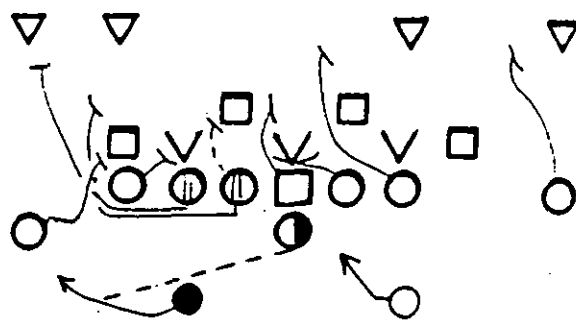
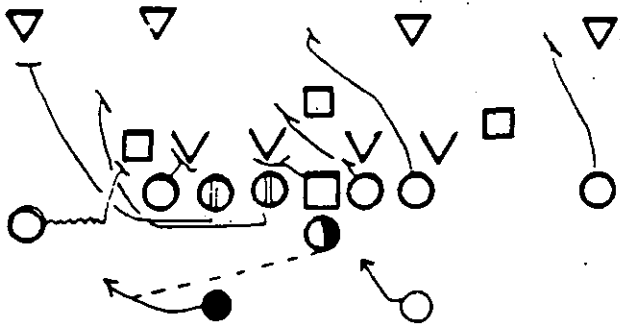
FB - Fake Quick 22 Trap when in 2-back position.

WR - QB will give you heel for zip movement. Crack on Stub linebacker. Should be 3-4 yards away when cracking. Stay up through numbers (above waist).

TOSS 29 U-CRACK (STRONG)

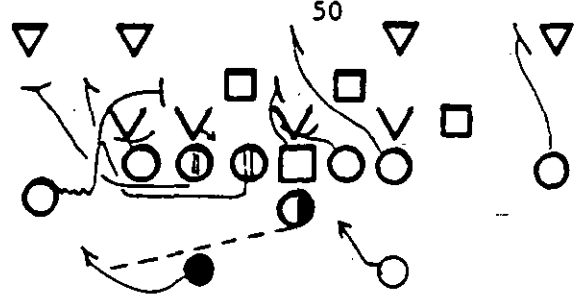
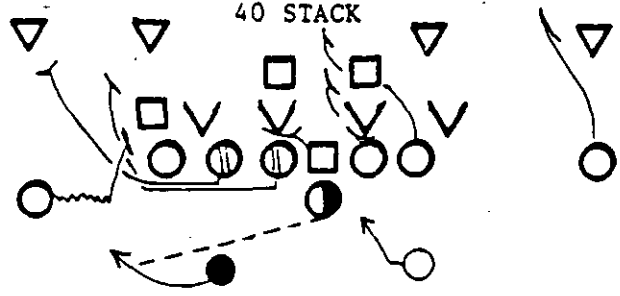
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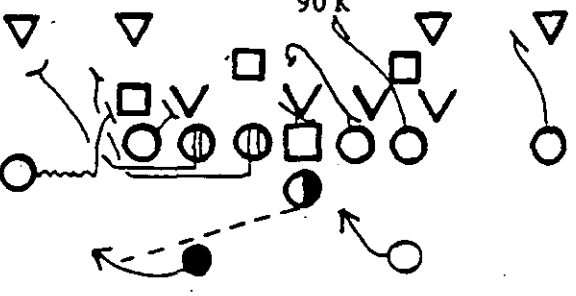
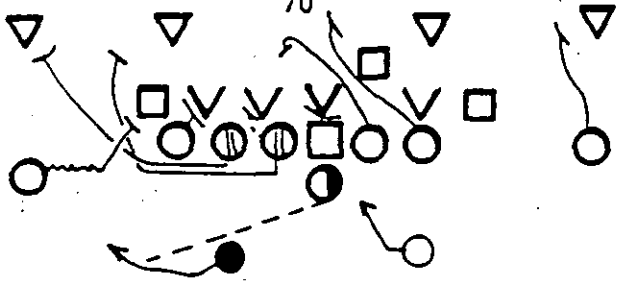
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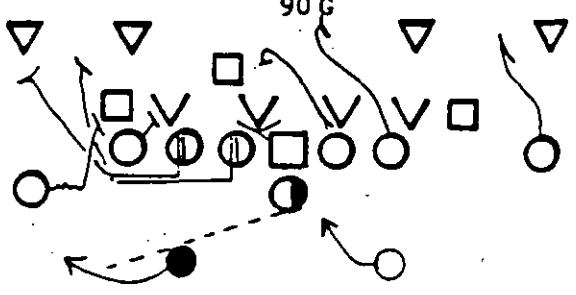
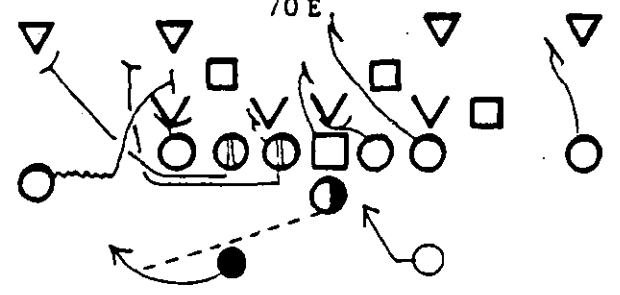
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90 K



70 E

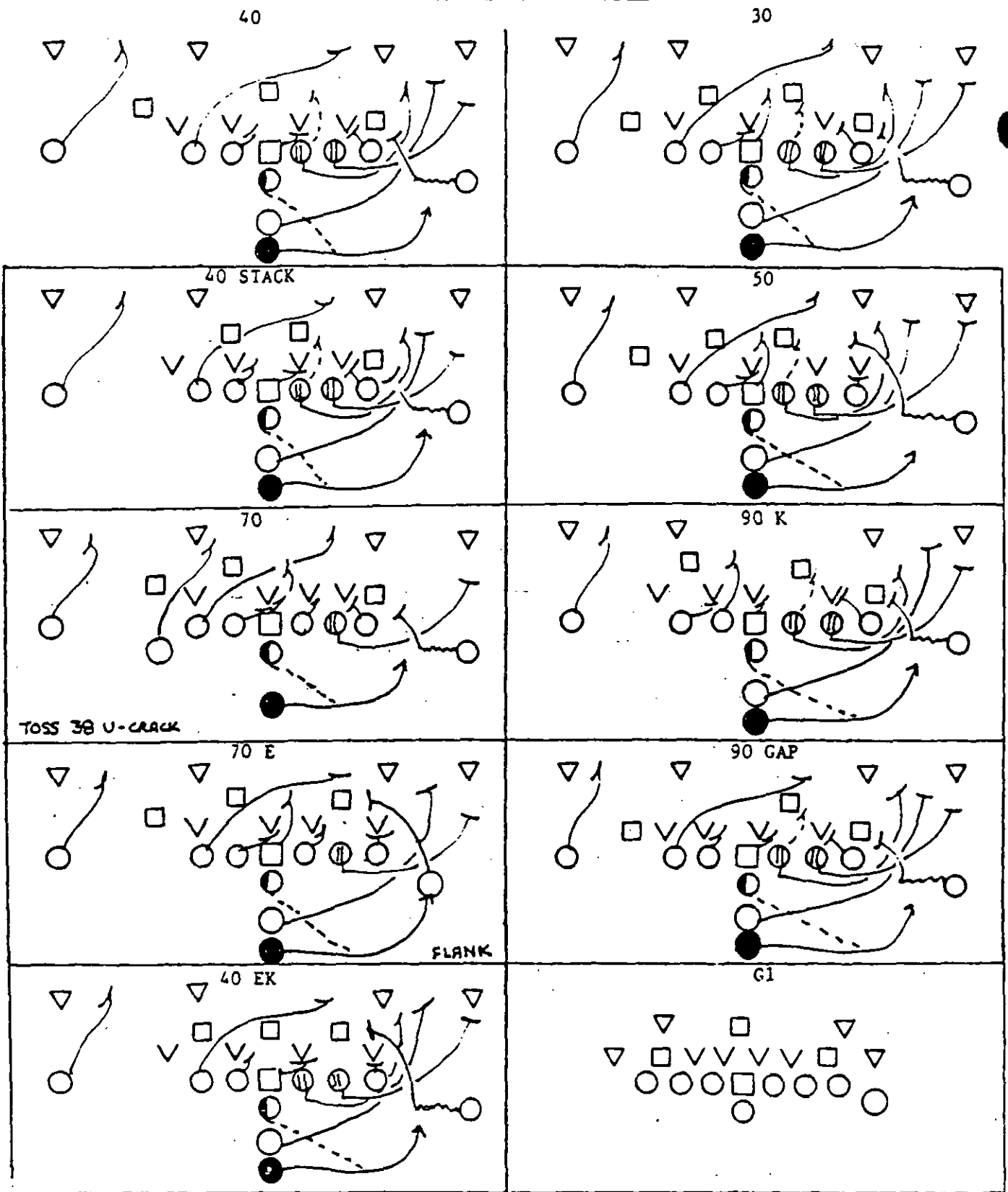
90 G



COACHING POINTS:

N/A

REMARKS:

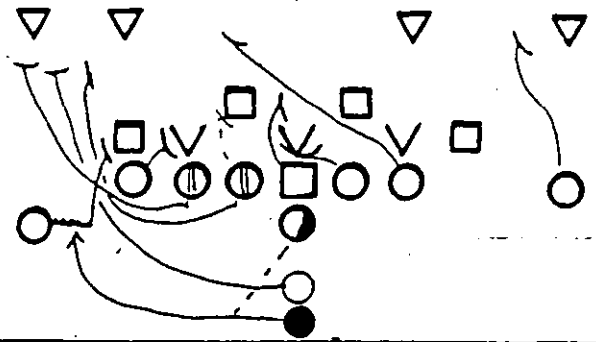
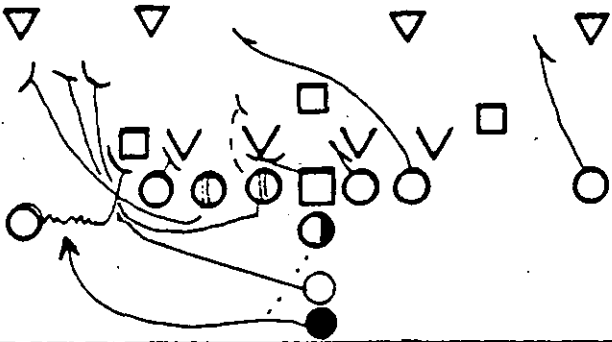


- QB - Quick reverse pivot, pitching ball to HB. Keep ball in front on pitch. Be alert to go after ball if there is a bad pitch or HB mishandles ball.
- FB - Sprint at 45°, clear crack block on Stub. Block first man inside OT. Block on force, usually strong safety unless they kick strong.
- RB - Set weight away, crossover step. Sprint parallel to LOS. Hit crack between and behind pulling tackle and FB's block.
- WR - Will start on heel of QB. Zip motion, get in position for block. Should be 3-4 yards away when cracking. Stay up through numbers (above waist).

TOSS 19 U CRACK

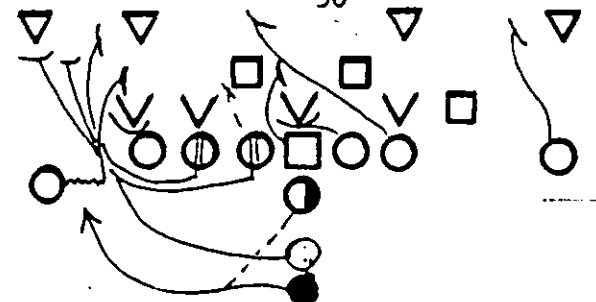
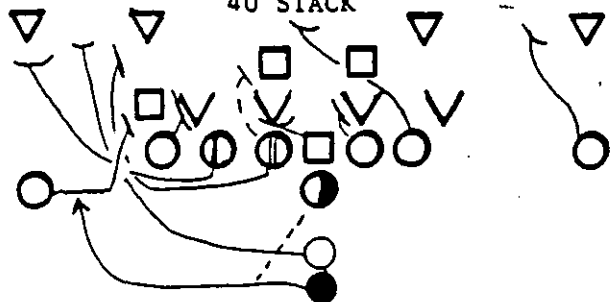
40

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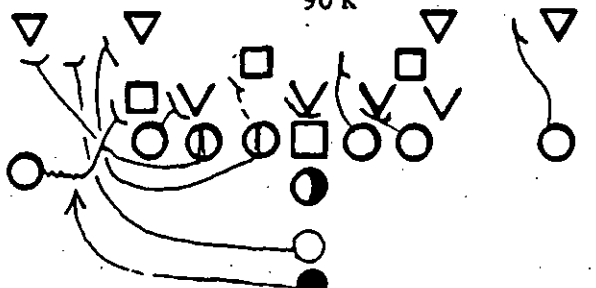
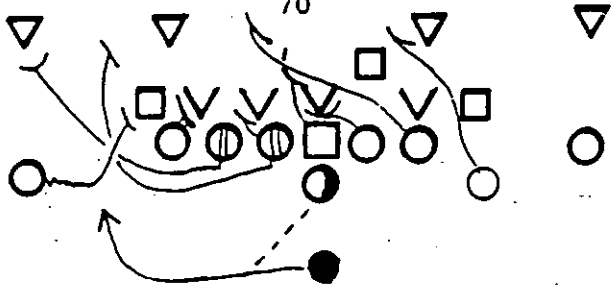
40 STACK

50



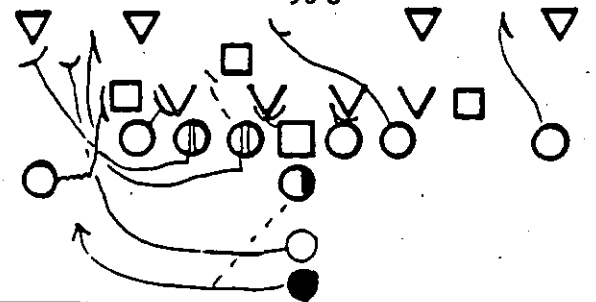
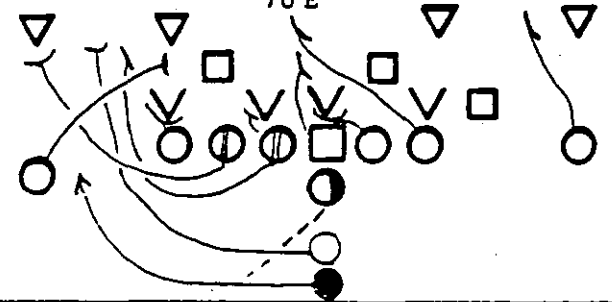
70

90 K



70 E

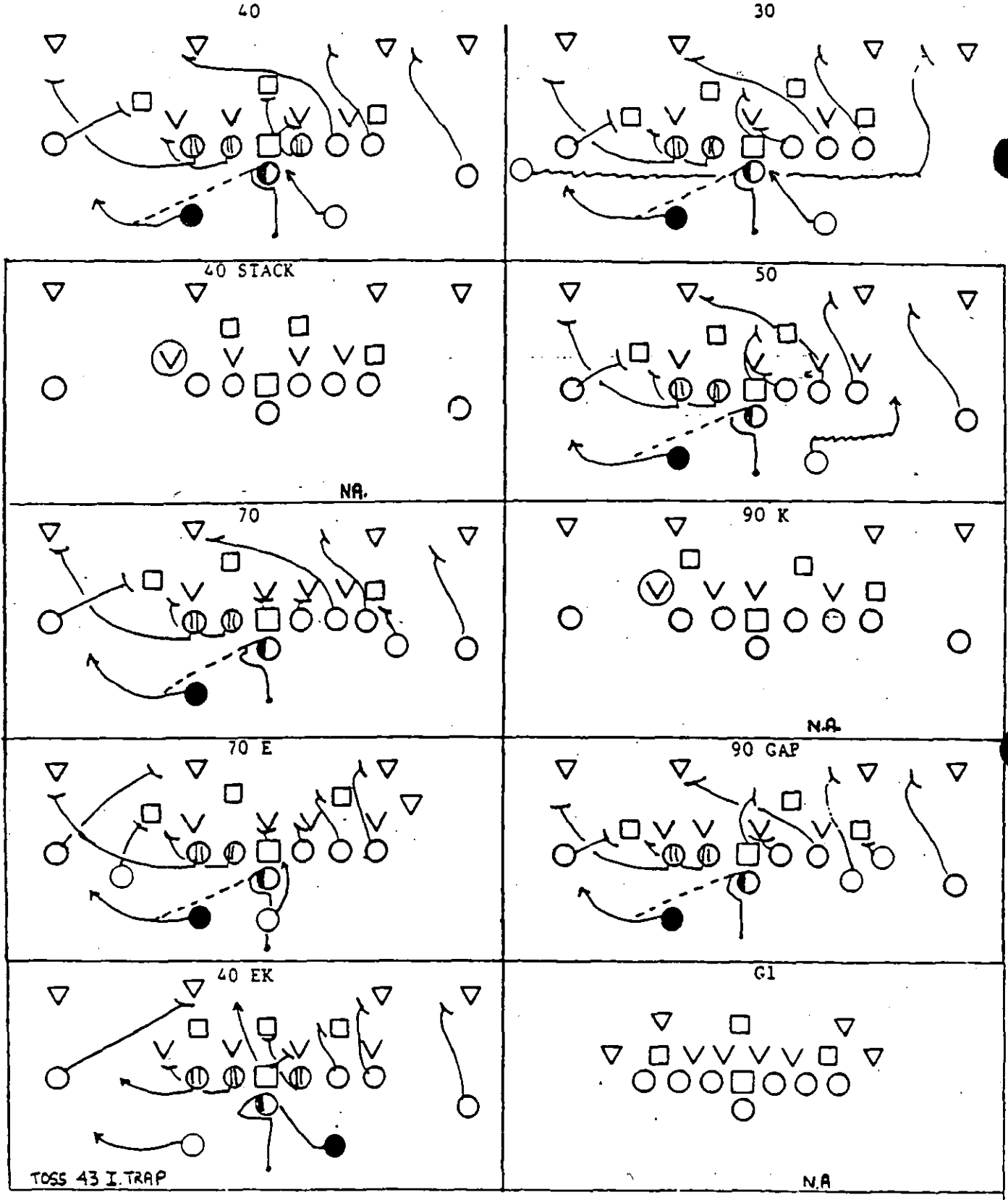
90 G



COACHING POINTS:

N/A

FORMATIONS:

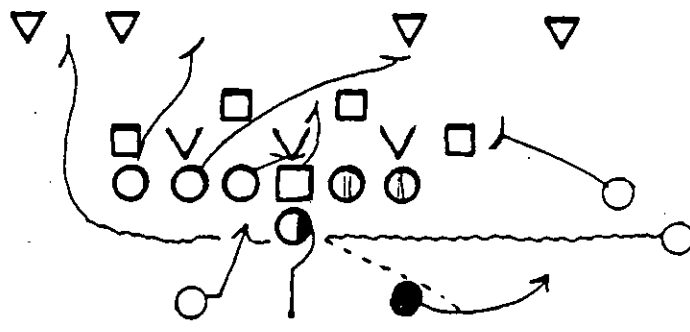
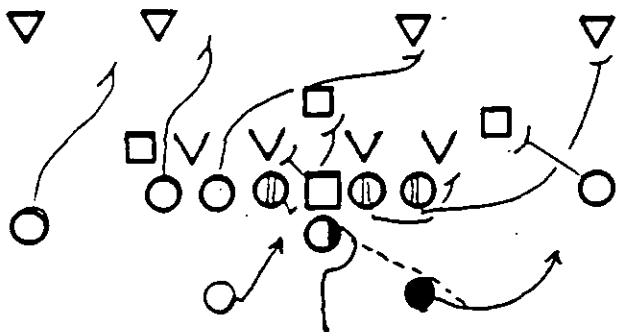


- CB - Quick reverse pivot pitching ball to HB. Get ball wide quickly, aiming for far hip of HB with good follow-through. Be alert to cover bad pitch.
- FB - Fake Quick 43 Trap if in 4-back position.
- EB - Open -- crossover step -- lose a good yard on path -- Read block of OT for cut.
- WR - Crack block on Will. Be in split to carry out block. If Will should blitz, go to next LB inside to free safety.

TOSS 48 (TESS) WEAK

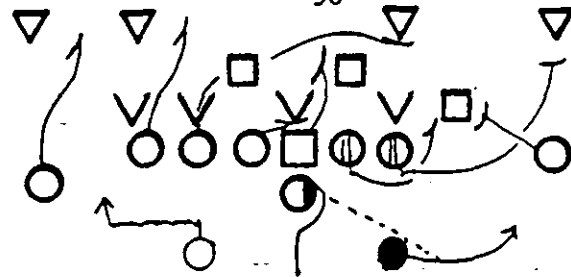
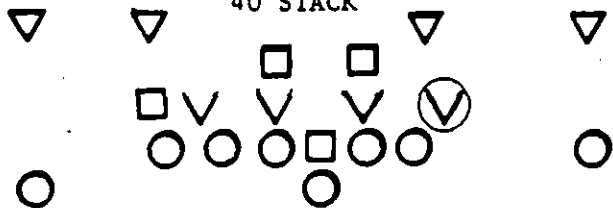
40

30



40 STACK

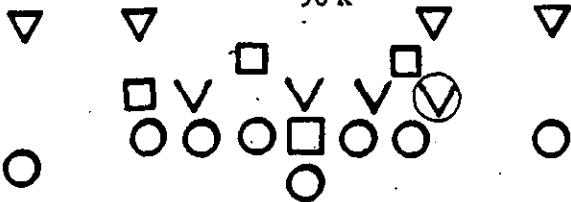
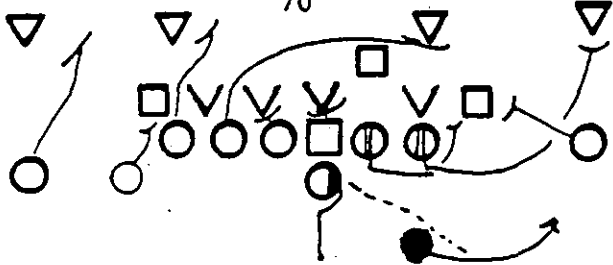
50



NA

70

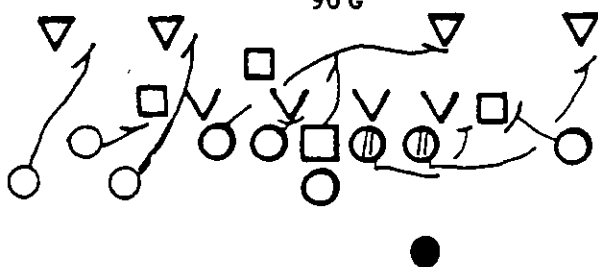
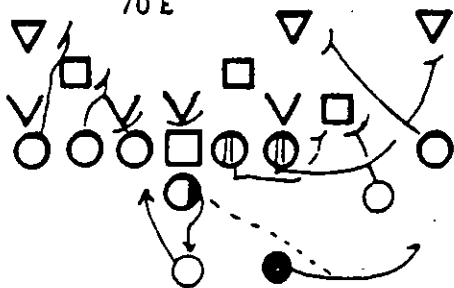
90 K



N.A.

70 E

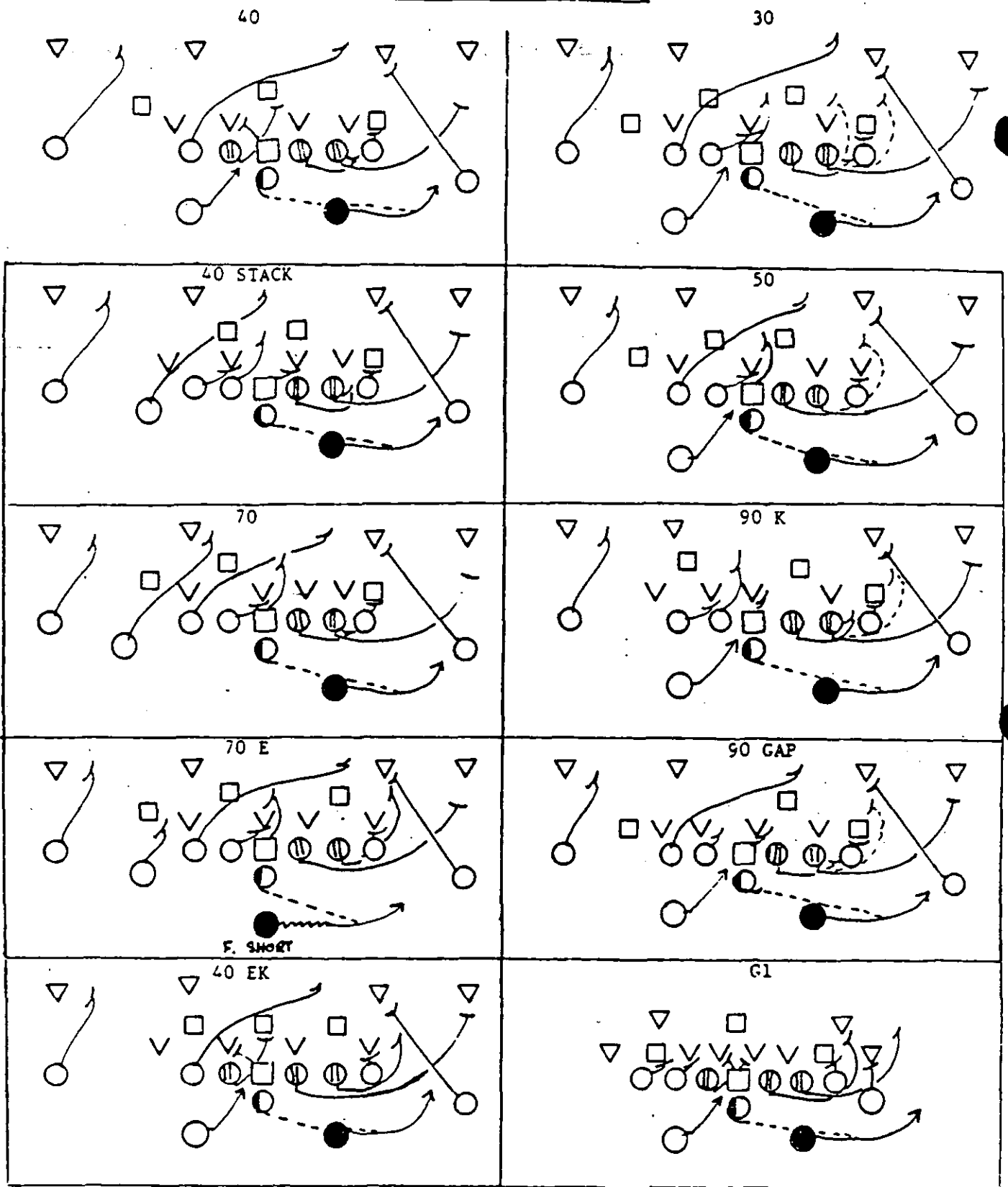
90 G



COACHING POINTS:

N/A

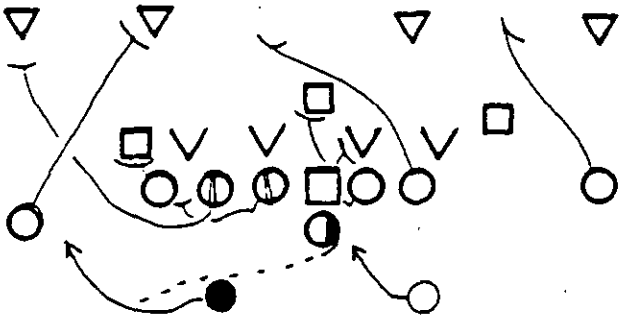
FORMATIONS:



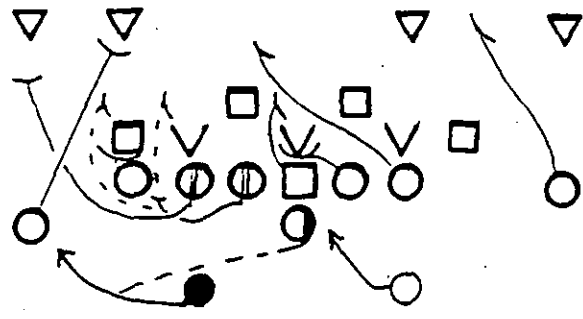
- QB - Quick reverse pivot pitching ball to FB. Get ball wide as quickly as possible, aiming for far hip of FB with good follow-through. Be alert to cover bad pitch.
- FB - Open -- crossover step -- lose a yard on path. Read OT for cut.
- RB - Fake Quick 22 Trap if in 2-back position.
- WR - Crack block on strong safety.

TOSS 29 (TESS) STRONG

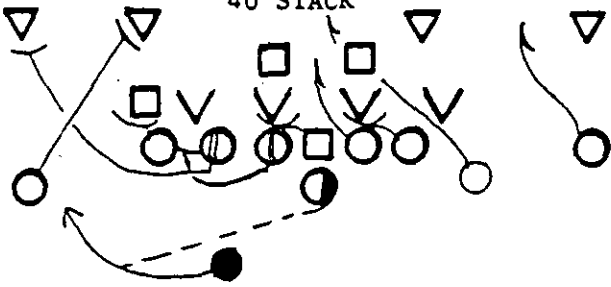
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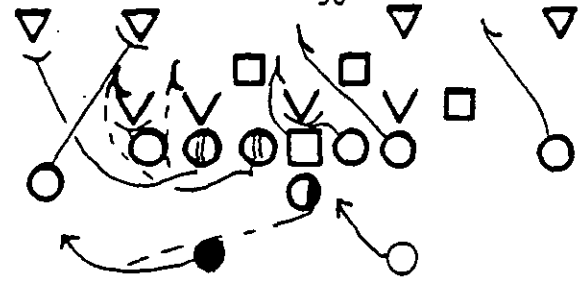
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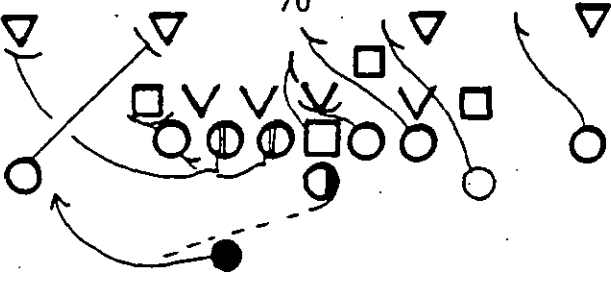
40 STACK



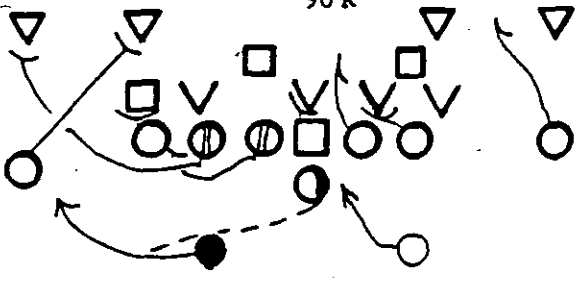
50



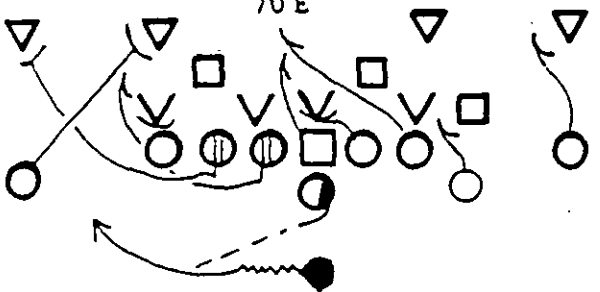
70



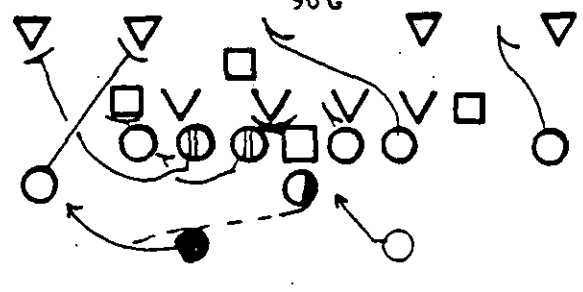
90 K



70 E



90 G



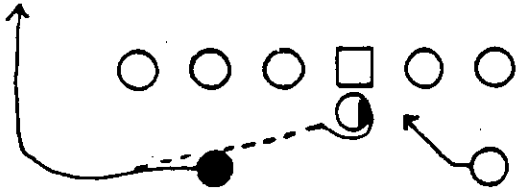
COACHING POINTS:

N/A

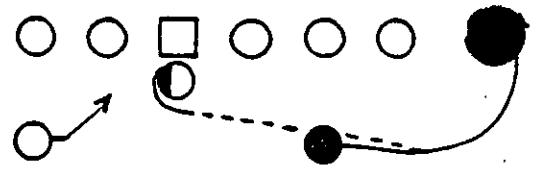
FORMATIONS:

STRONG SIDE

TOSS 29 U-CRACK
TOSS 29 (TESS)

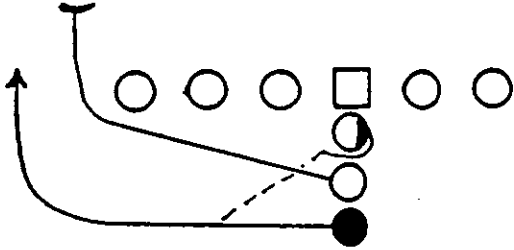


TOSS 48 U-CRACK
TOSS 48 (TESS)

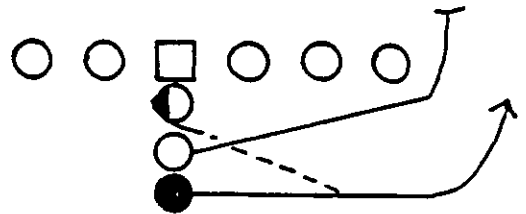


STRONG SIDE

TOSS 19 U-CRACK
TOSS 19 BASE (BOSS)

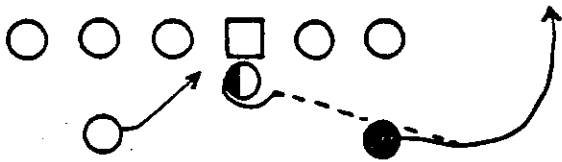


TOSS 18 U-CRACK
TOSS 18 BASE (BOSS)

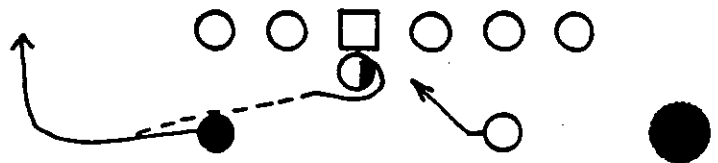


WEAK SIDE

TOSS 48 (TESS)

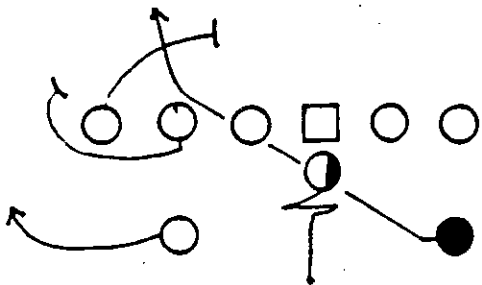


TOSS 29 (TESS)

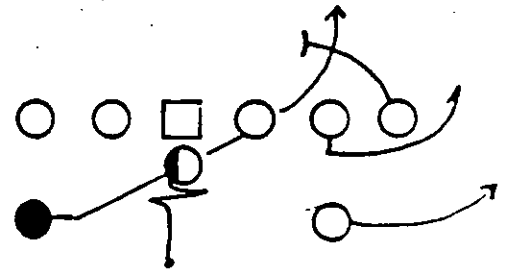


TOSS 45 I-TRAP

STRONG SIDE

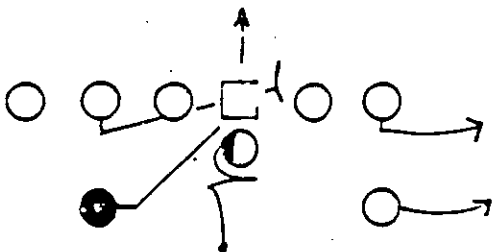


TOSS 24 I-TRAP



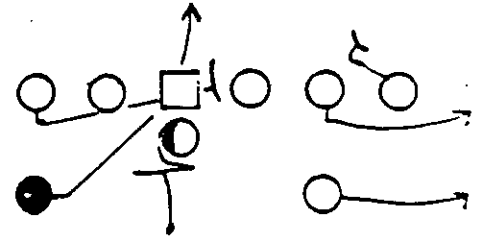
WEAK

TOSS 22 TACKLE TRAP

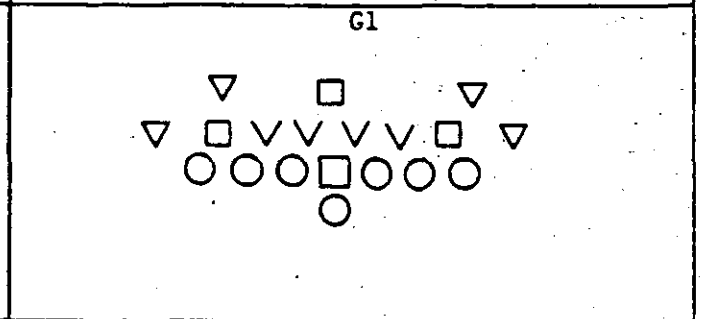
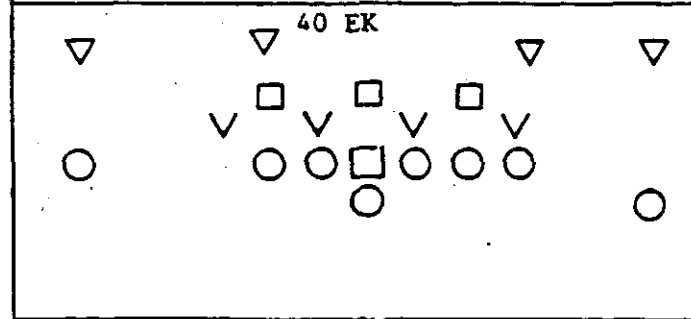
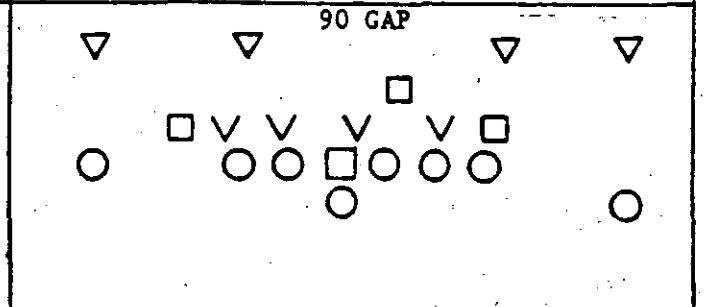
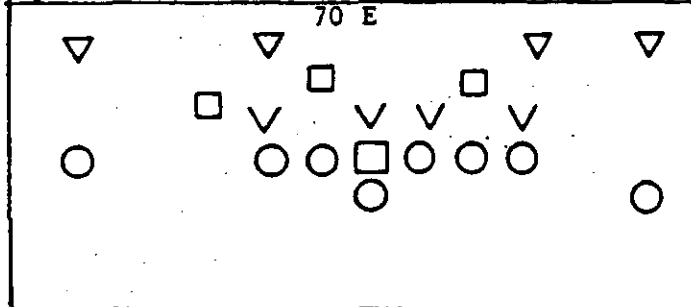
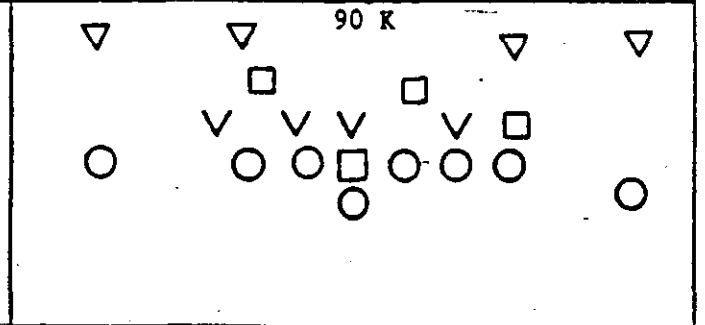
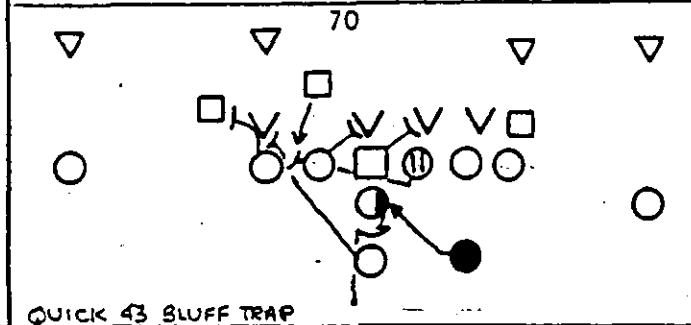
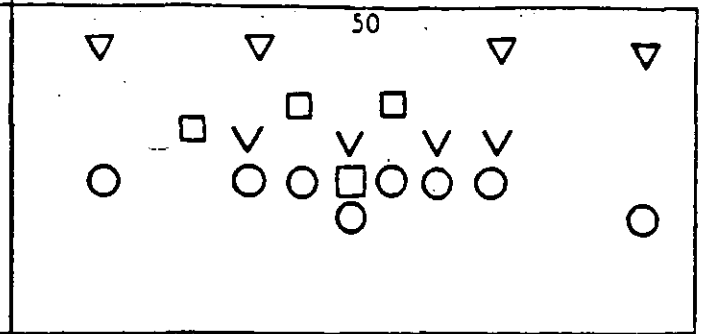
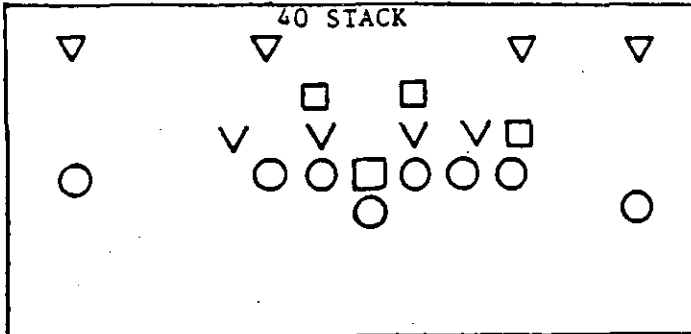
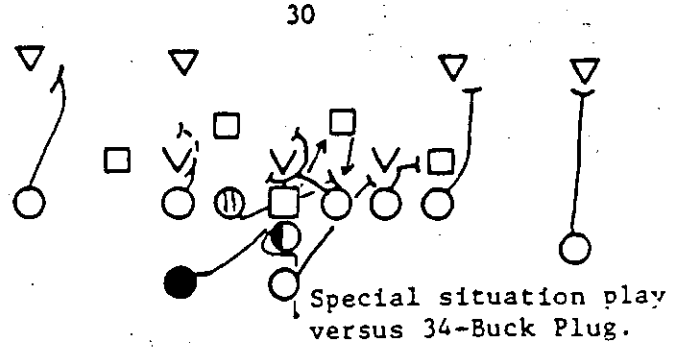
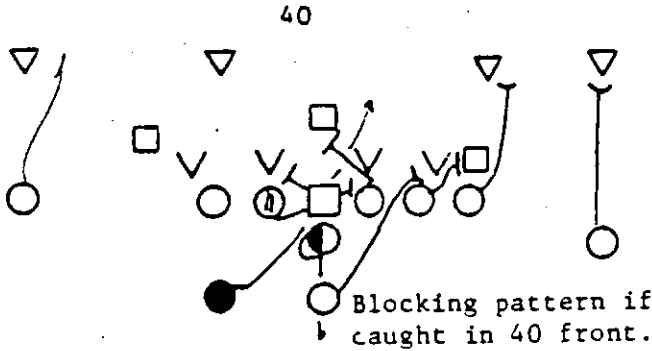


STRONG

TOSS 22 TACKLE TRAP



*NOTE Q3: We will let you open up on tosses to the side you feel most comfortable with for pivot.

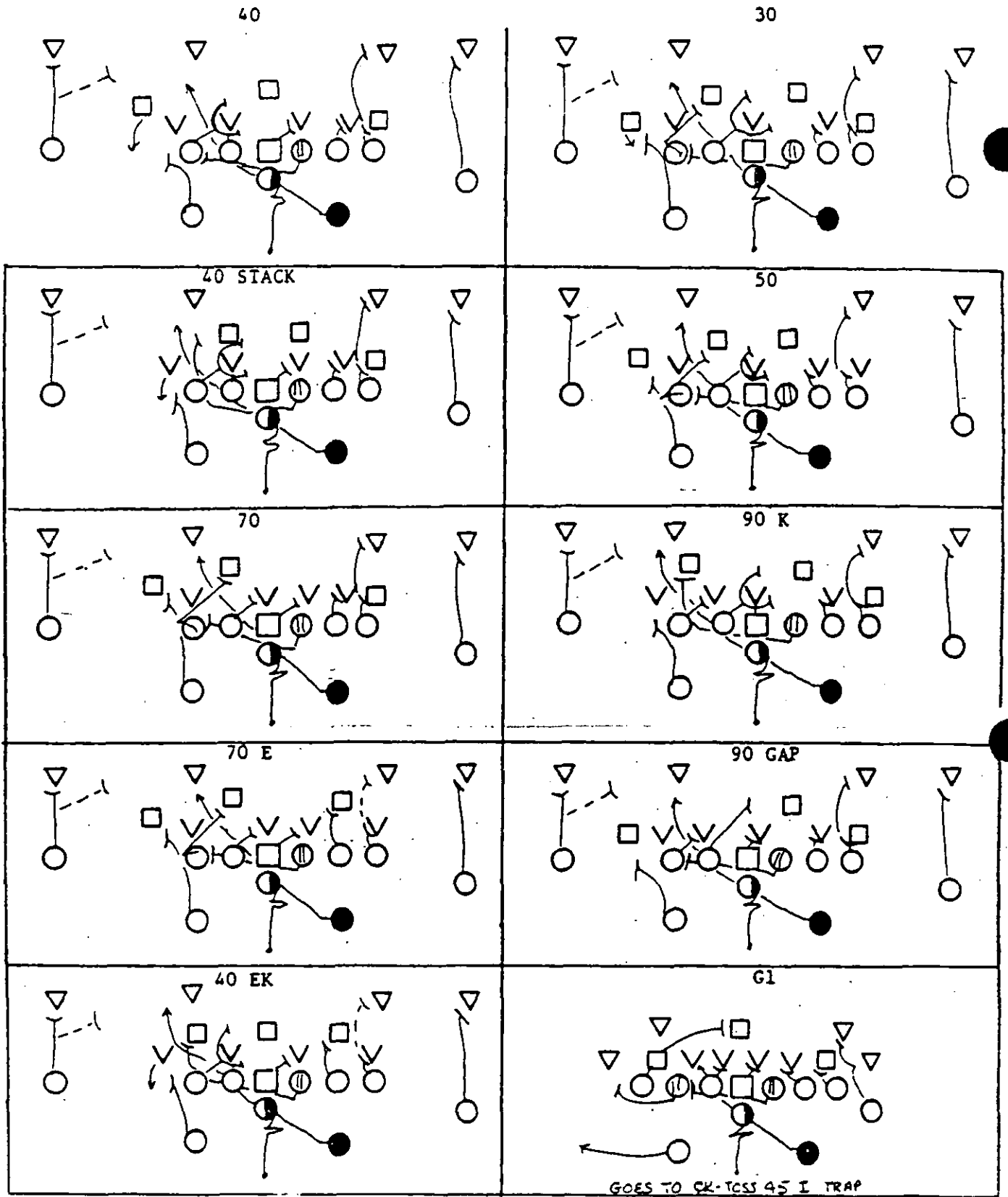


QB - Open pivot. Underneath ballhandling to HB. After handoff continue fake to FB. Set up pass fake.

FB - Drive to outside leg of on guard, walling inside on defensive man over OT. Wall off and sustain.

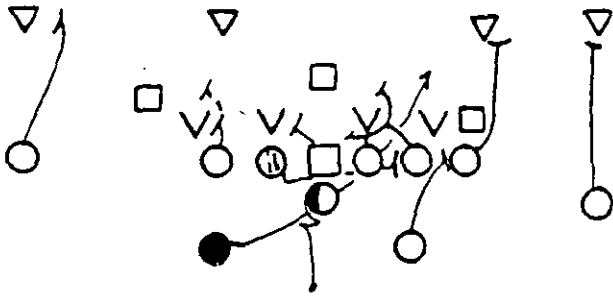
RB - Lead lateral step. Drive at inside leg of center. Underneath handoff and read trap of guard.

WR - Run off corner and block.

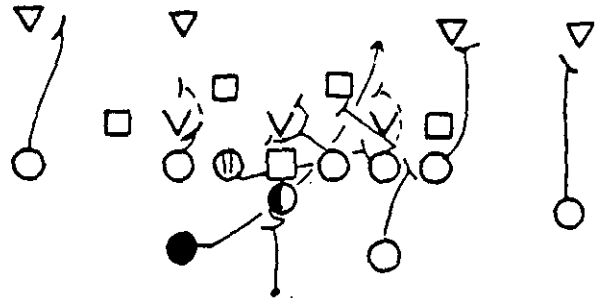


- OB - Open pivot -- underneath ballhandling to FB -- after handoff, continue faking Pass 1-5 Trap.
- FB - Lead step, drive at outside leg of guard. Underneath ballhandling. Key on trapping guard. Hug double-team going through hole.
- RB - Drive at outside leg of OT. Responsible to block either Will or defensive end, whomever has upfield responsibility. Inside wall off block.
- WR - Block force.

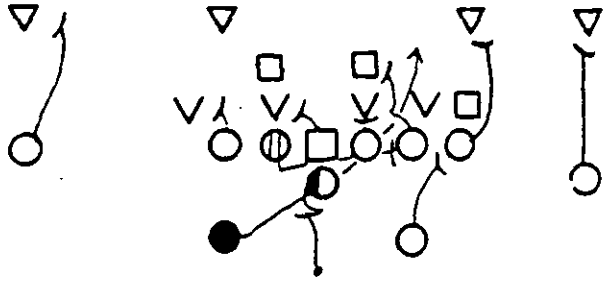
40



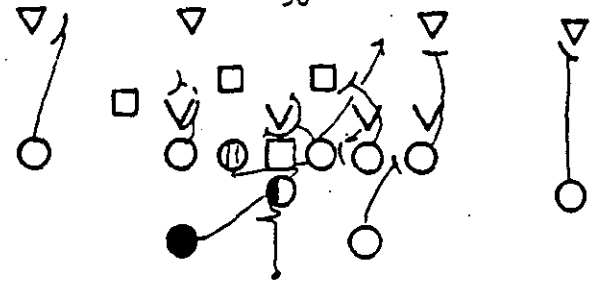
30



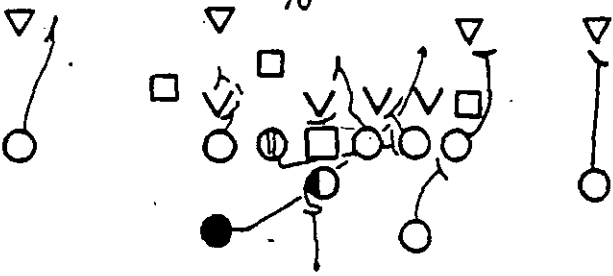
40 STACK



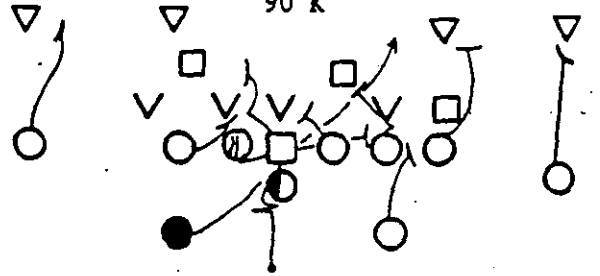
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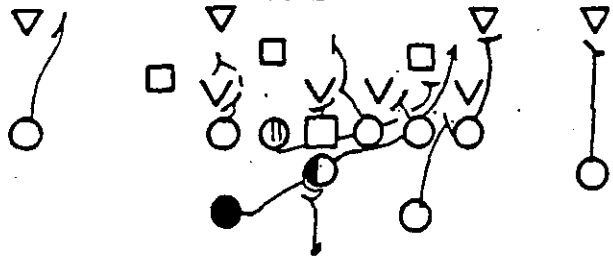
70



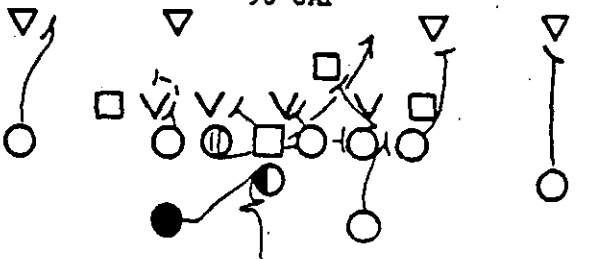
90 K



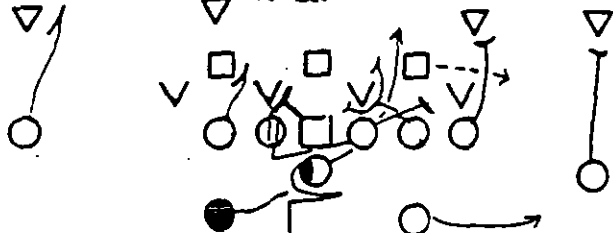
70 E



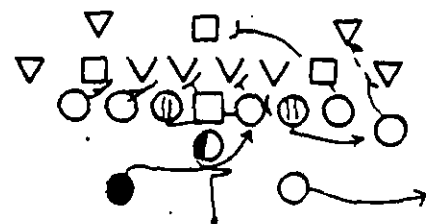
90 GAP



40 EK



G1



ILLUS. OF OK. TOSS 24 TRAP

GOES TO I-TRAP (TOSS)

QB - Open pivot -- underneath ballhandling; to Ho. After handoff, continue faking 124-145 Trap Pass.

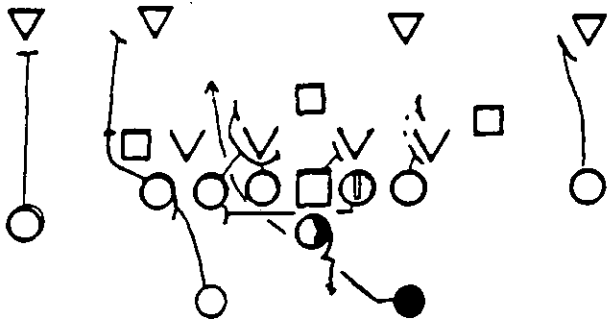
FB - Drive to outside leg of OT. Seal off area inside-outside over Y.

RB - Lead step -- drive at outside leg of guard -- underneath handoff. Read trapping guard for cut. Stay tight to the power block.

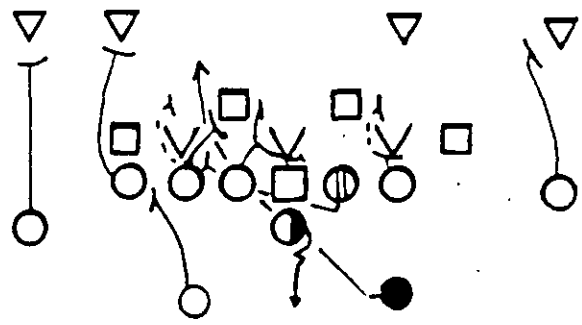
WR - Drive off corner -- block.

QUICK 45 TRAP (STRONG)

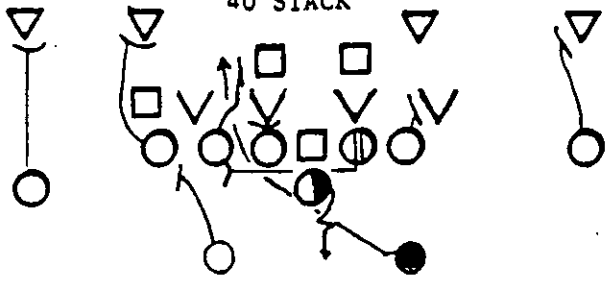
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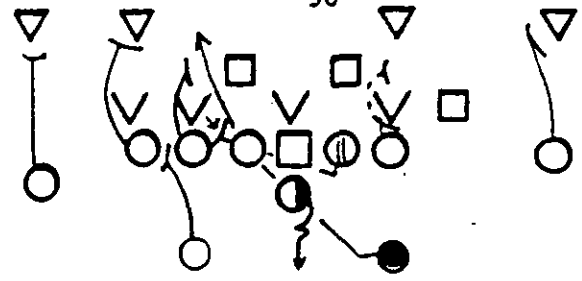
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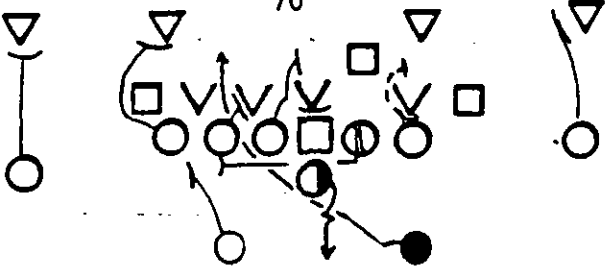
40 STACK



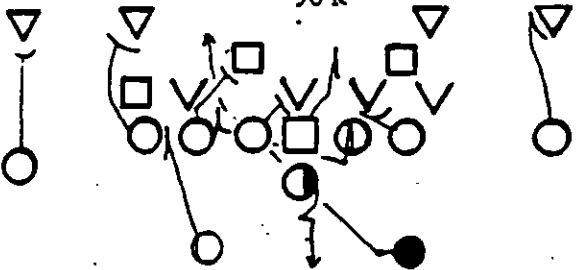
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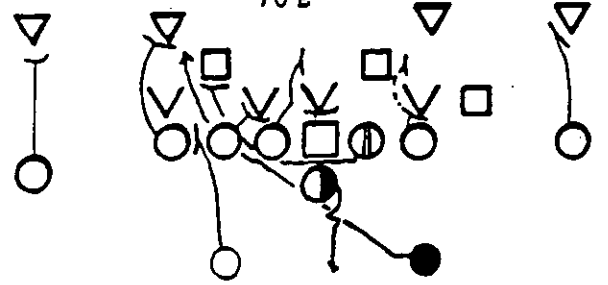
70



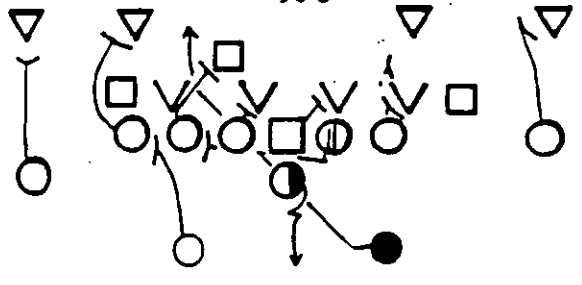
90 K



70 E



90 G

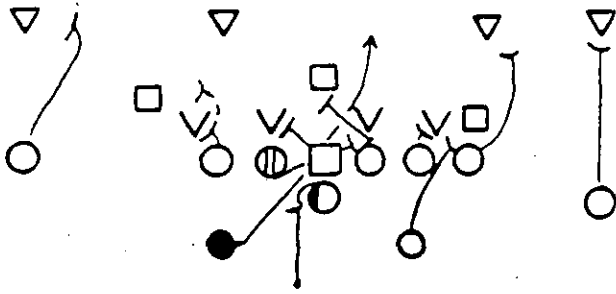


COACHING POINTS:

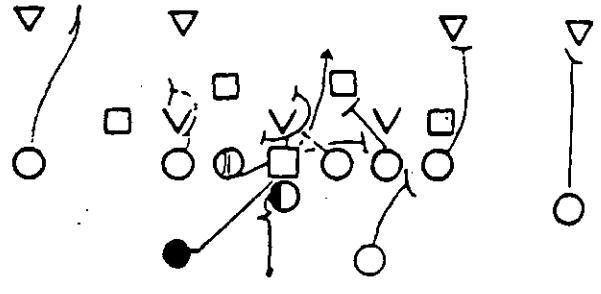
N/A

FORMATIONS:

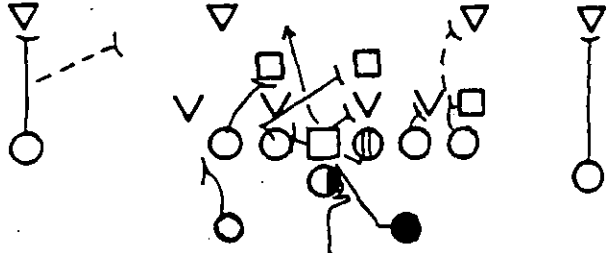
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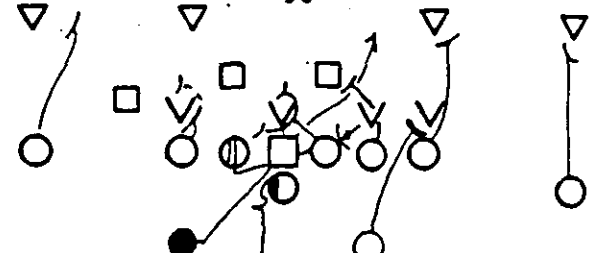


40 STACK

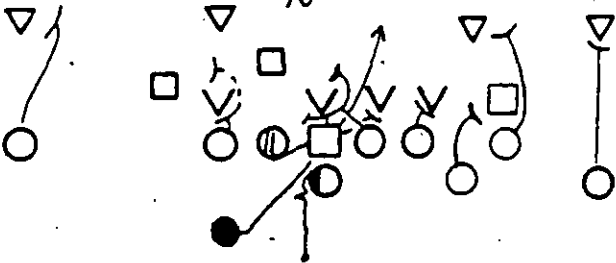


"WILL RUN OK. 43TRAP" - WEAK

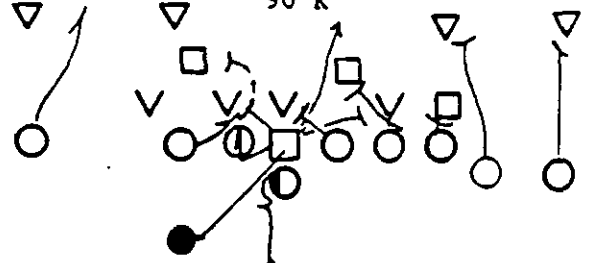
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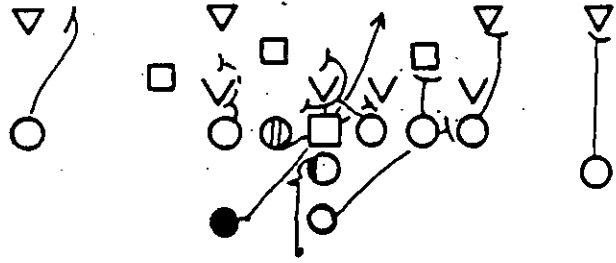
70



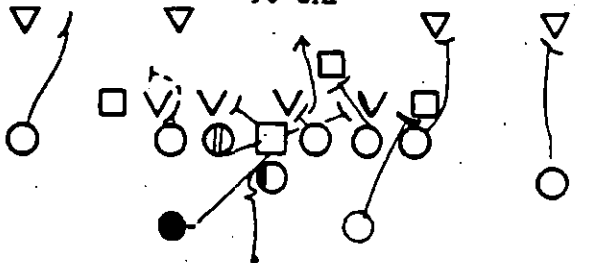
90 K



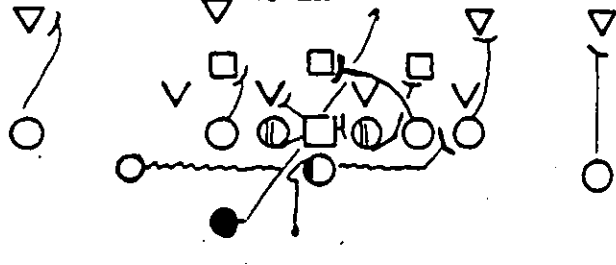
70 E



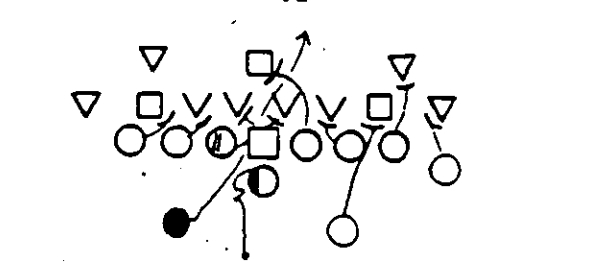
90 GAP



40 EK



G1



MUS: I TRAP

OB - Open pivot -- underneath ballhandling to HB. After handoff, continue faking 124-145 Trap Pass.

FB - Drive to outside leg of OT. Seal off area inside-outside over Y.

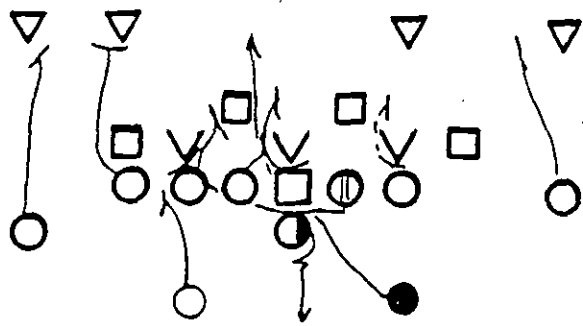
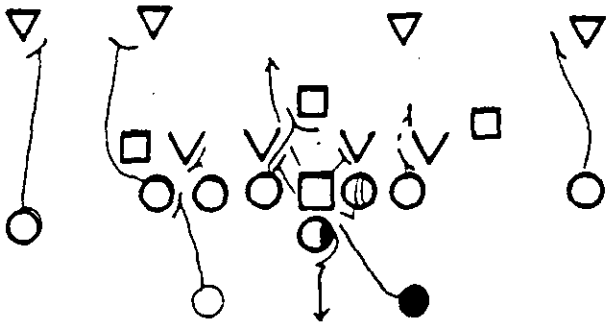
RB - Lead step -- drive at inside leg of center. Underneath handoff and read trap of guard.

WR - Drive off corner -- block.

QUICK 43 TRAP (STRONG)

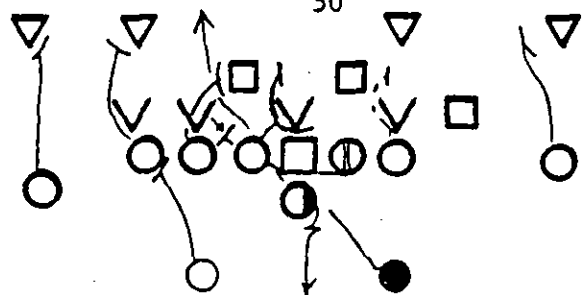
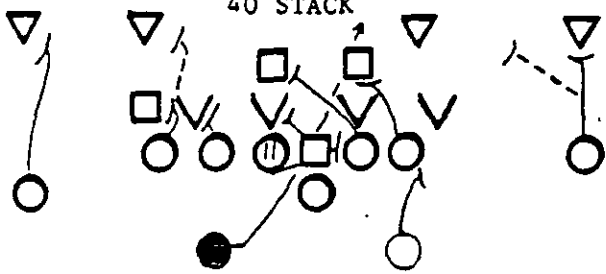
40

30



40 STACK

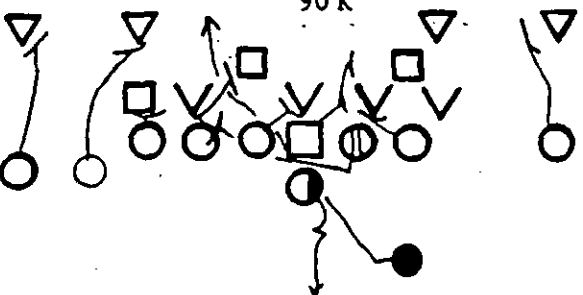
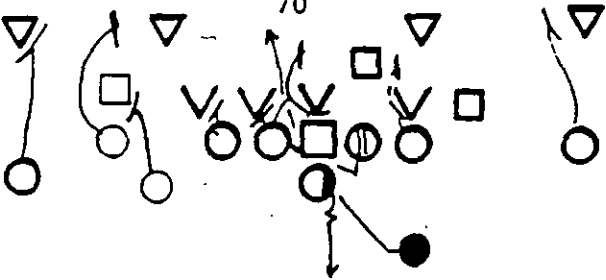
50



* WILL RUN QUICK 22 TRAP * WEAK

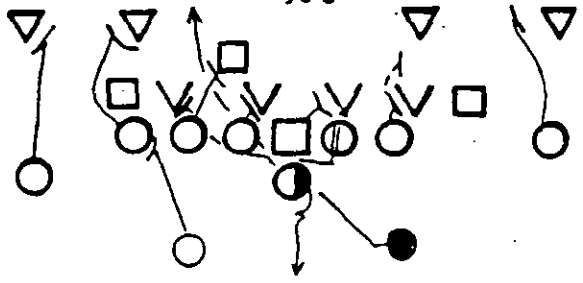
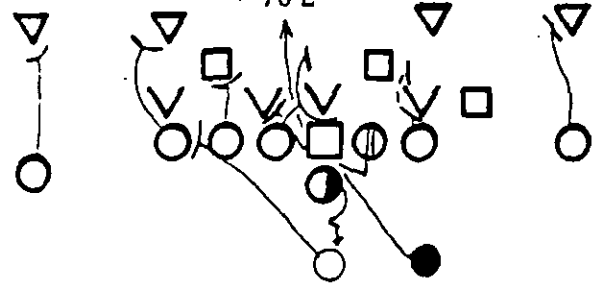
70

90 K



70 E

90 G



COACHING POINTS:

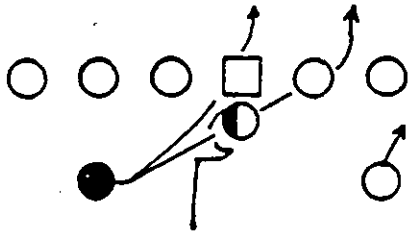
Can use I-trap vs. 40-70 front!

N/A

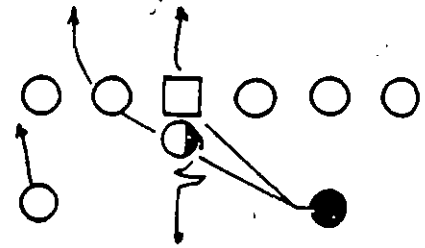
FORMATIONS:

WEAK SIDE

QUICK 22 TRAP QUICK 24 TRAP

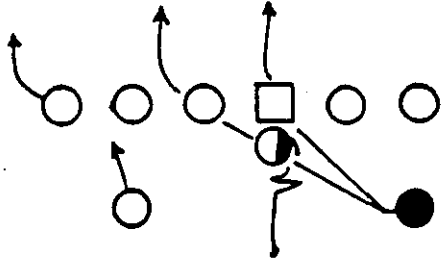


QUICK 43 TRAP

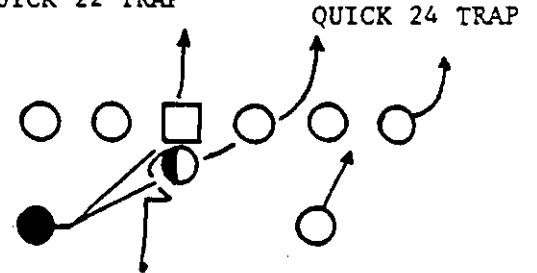


STRONG SIDE

QUICK 45 TRAP QUICK 43 BLUFF TRAP QUICK 43 TRAP

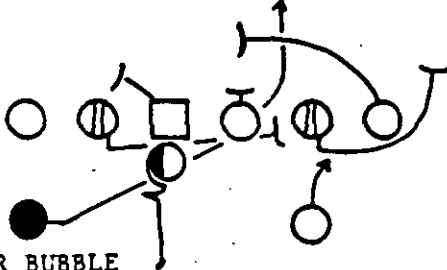


QUICK 22 BLUFF TRAP QUICK 22 TRAP



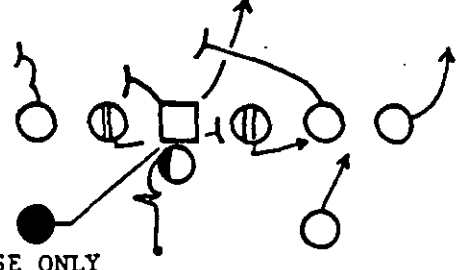
STRONG SIDE

QUICK 24 I TRAP

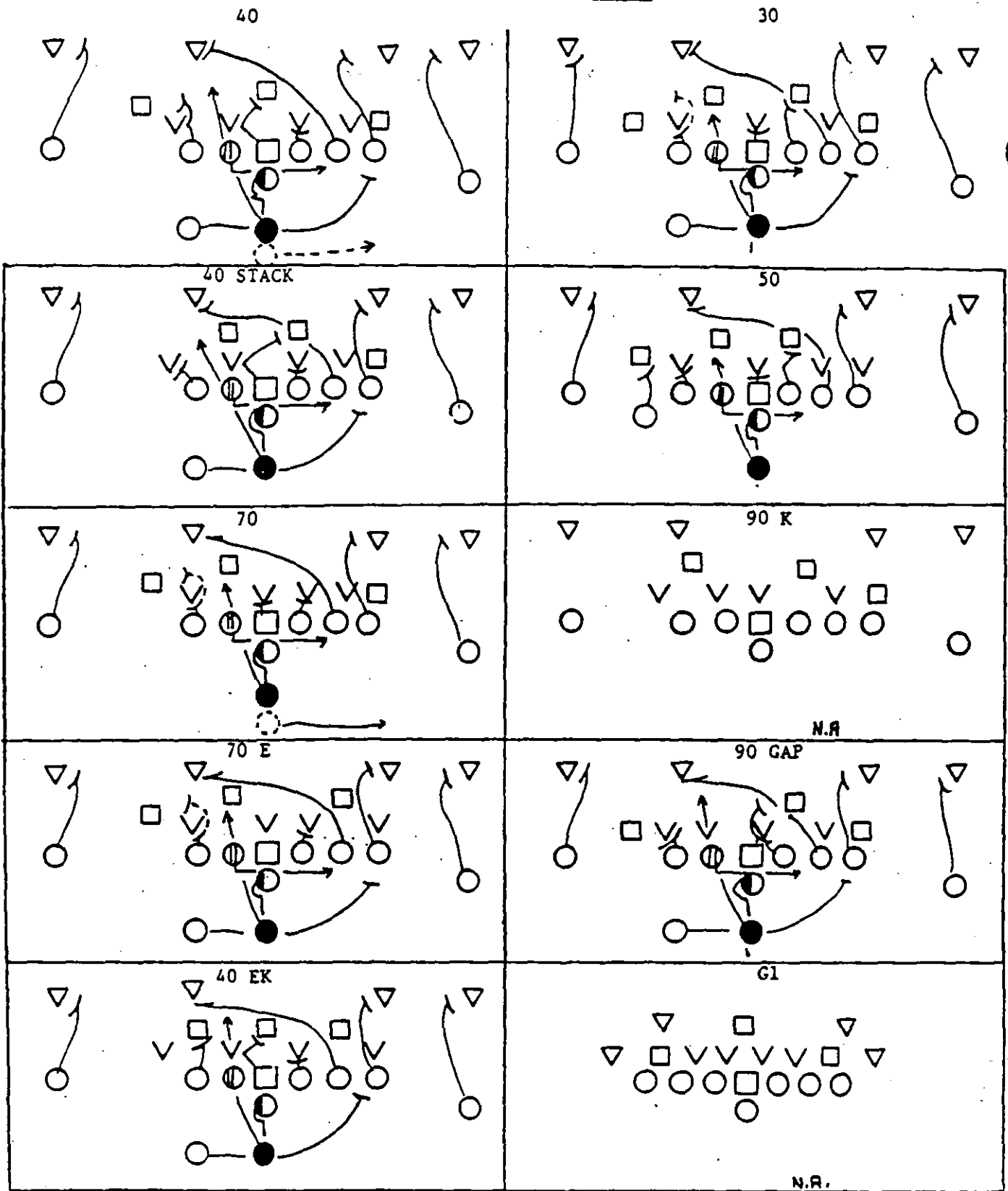


40 DEFENSE OR BUBBLE

QUICK 22 I TRAP

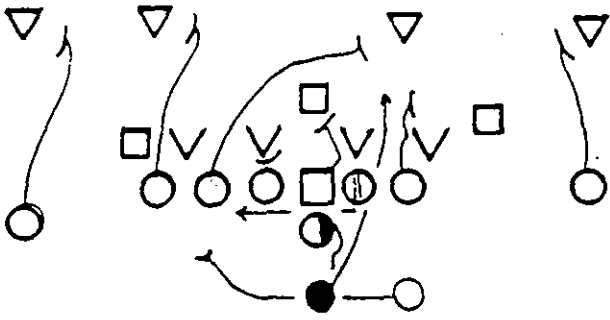


40-70 DEFENSE ONLY

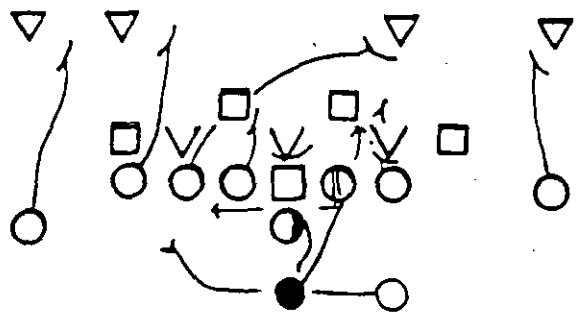


- QB - Open pivot to FB. Look ball into FB's stomach. Carry out fake to HB, faking around. Set up for Pass 131.
- FB - Lead step, drive to butt of guard. Be looking for defensive player in area. If he follows guard, you should have clean break. If he holds, secure ball.
- RB - Faking Flow 26 route.
- WR - Blocks corner as diagrammed.

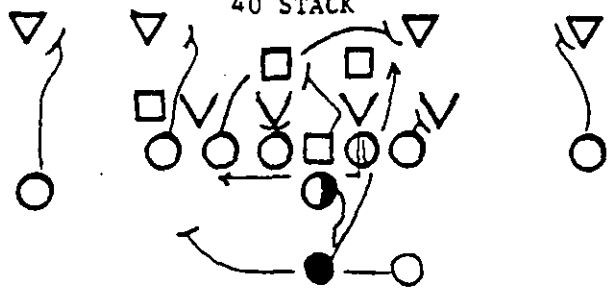
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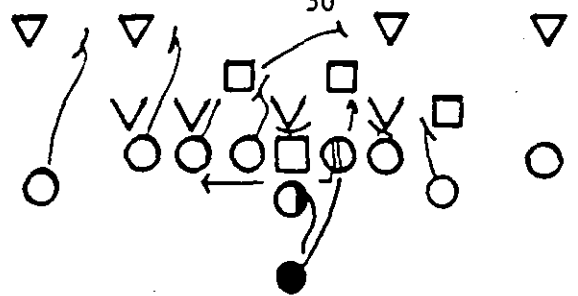
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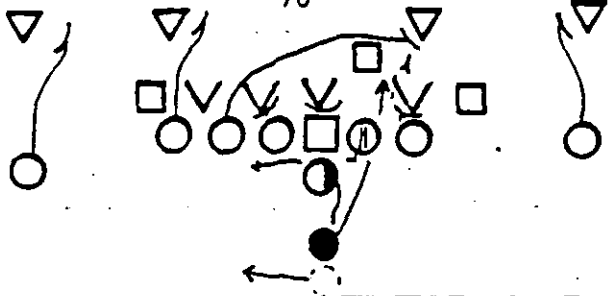
40 STACK



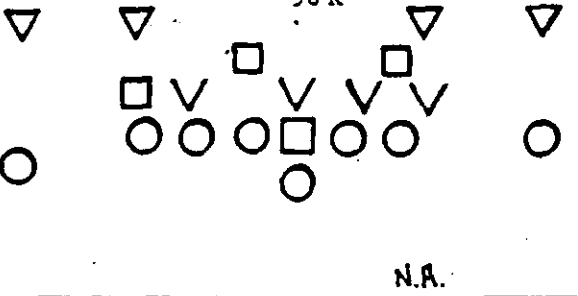
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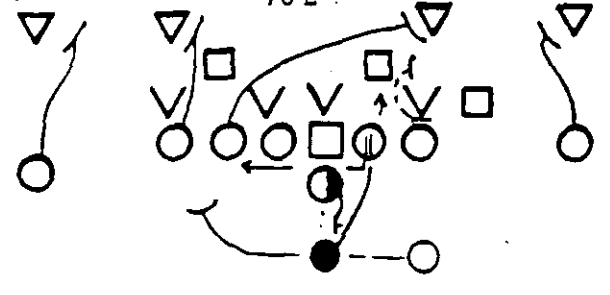


90 K

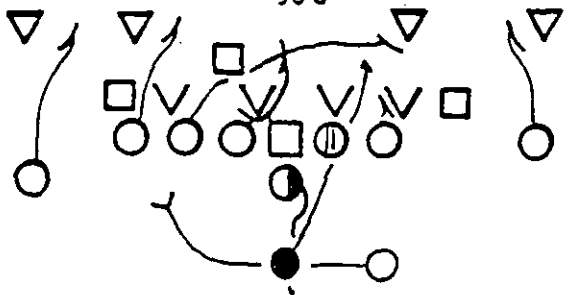


N.A.

70 E



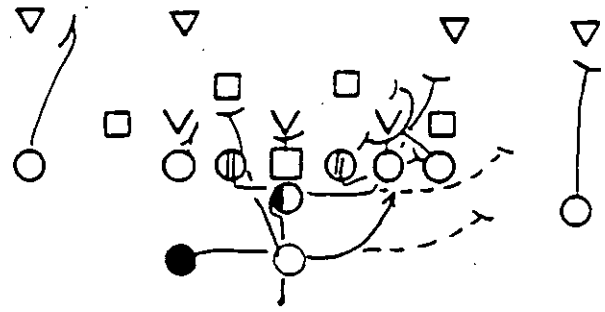
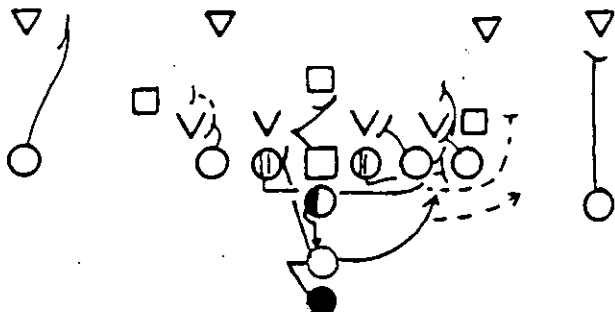
90 G



COACHING POINTS:

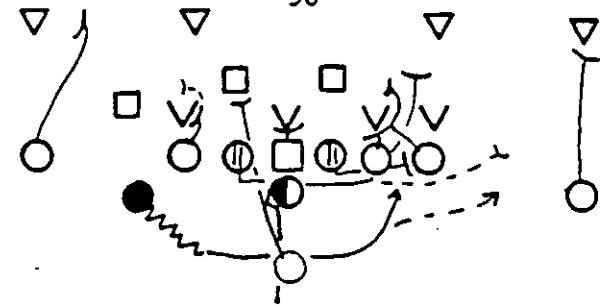
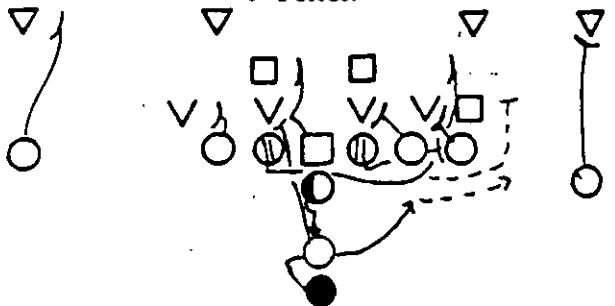
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FORMATIONS:



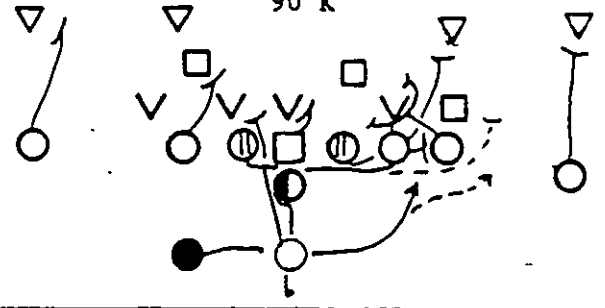
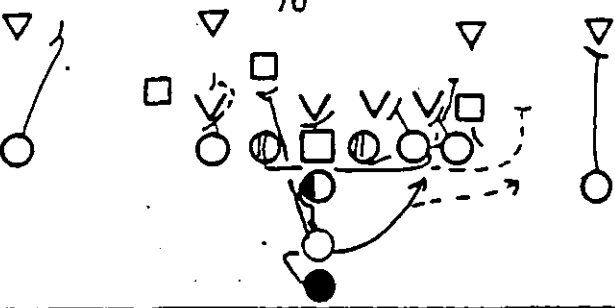
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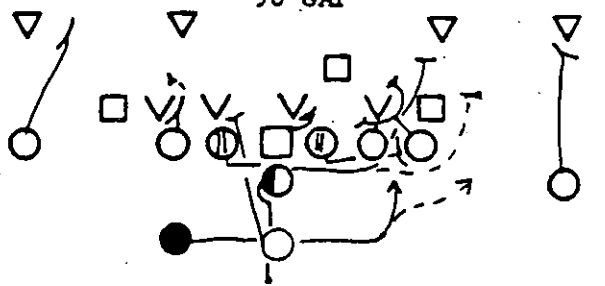
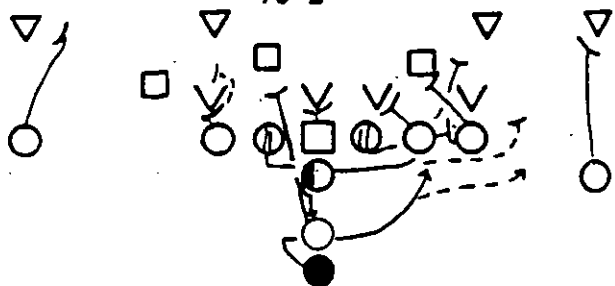
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90 K



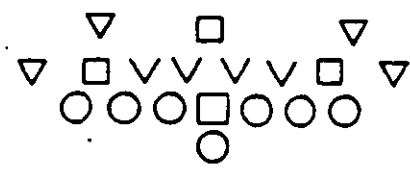
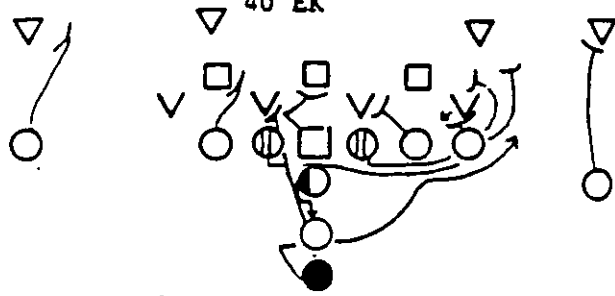
70 E

90 GAP



40 EK

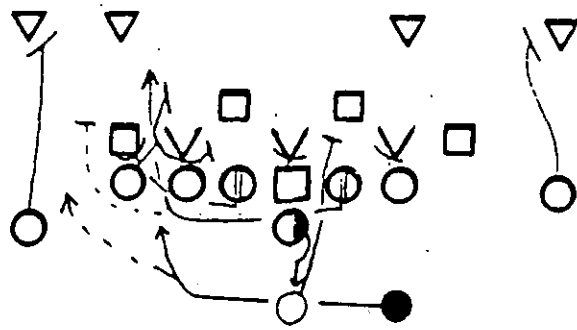
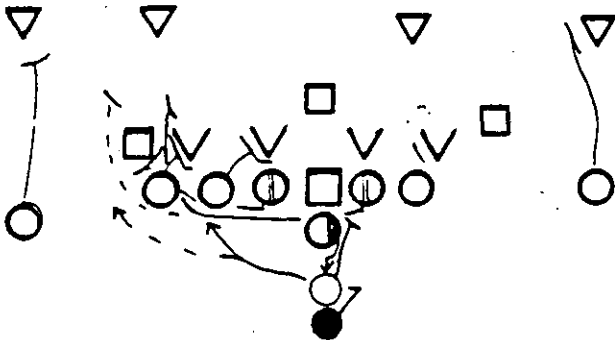
G1



- QB - Open pivot to FB. Stomach ball. Give open hand fake to FB. Give ball to #3. Continue faking P 126. I formation, HB will counter step.
- FB - Drive to inside leg of pulling guard, replace block defender in guard area, on or off LOS.
- RB - Run Flow 26 course. Be alert to bounce out if defense dictates. From I run counter step, crossover, plant and go.
- WR - Run off corner -- block.

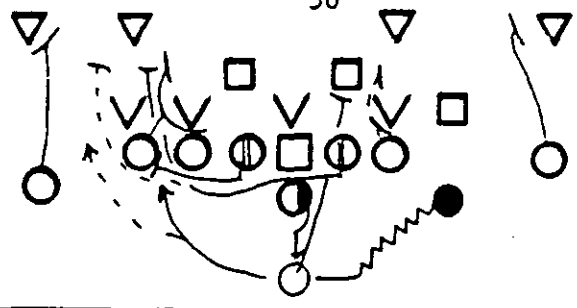
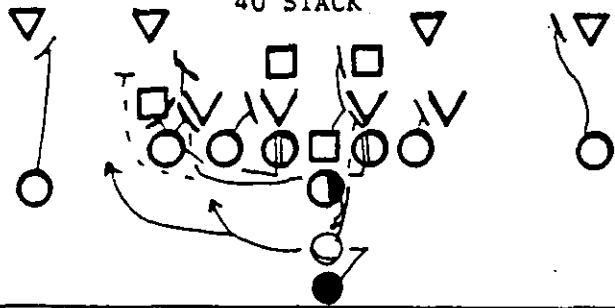
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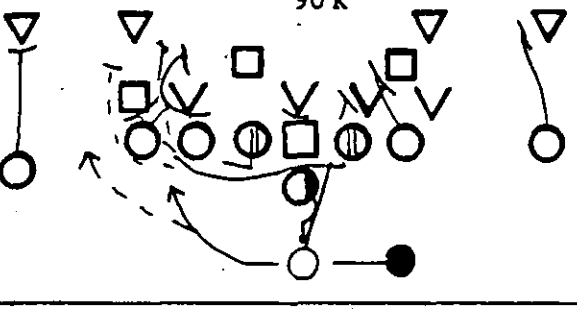
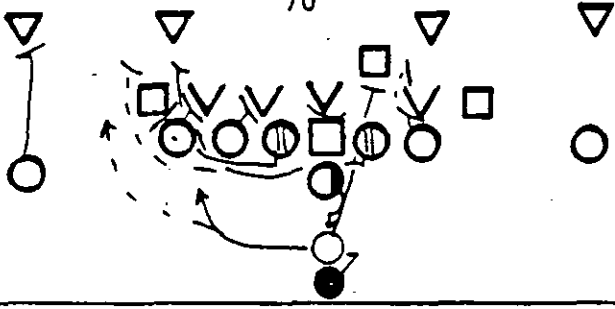
40 STACK

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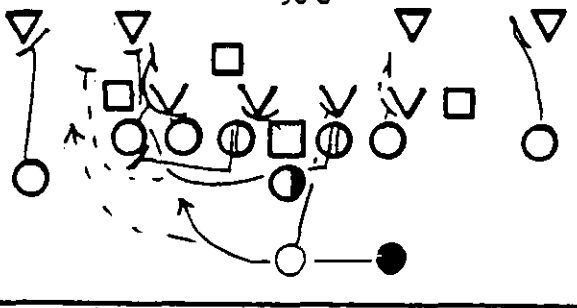
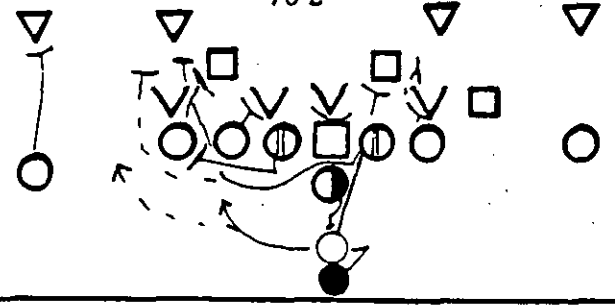
70

90 K



70 E

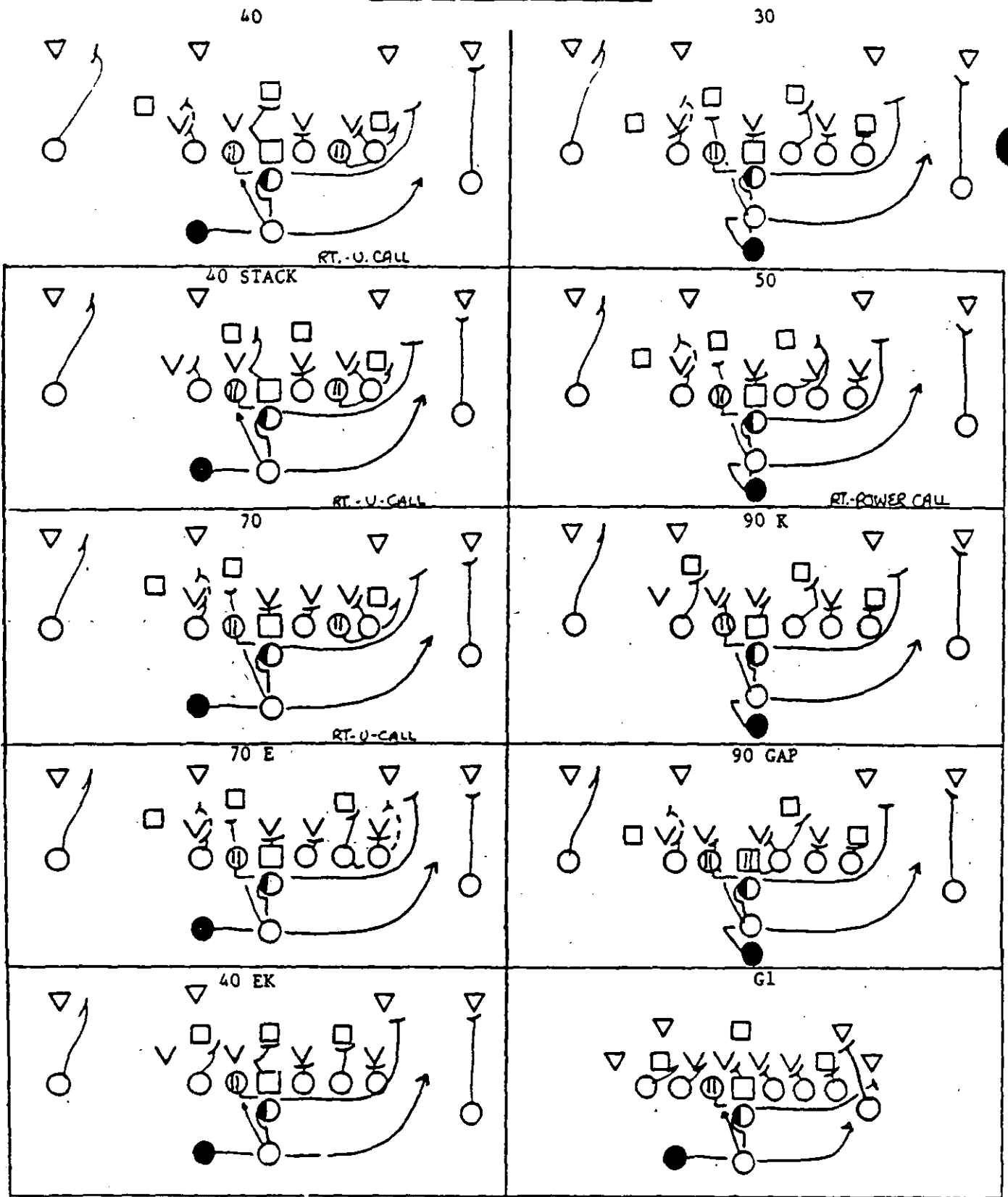
90 G



COACHING POINTS:

N/A

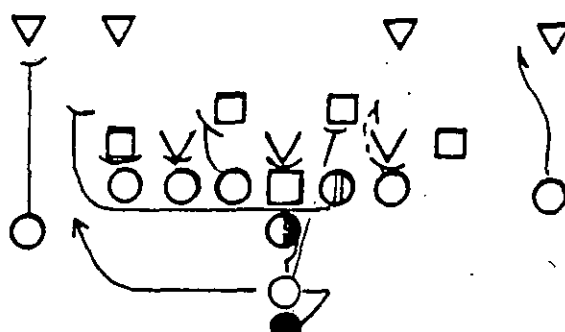
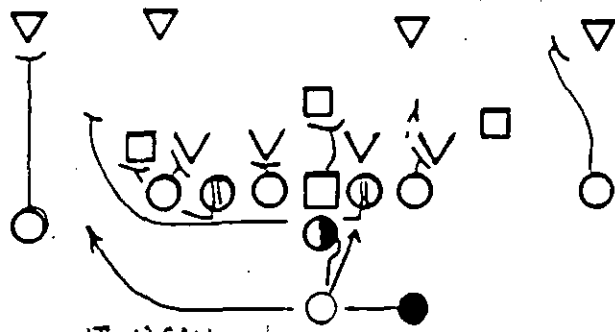
FORMATIONS:



- QB - Open pivot to FB. Stomach ball. Give hand fake to FB. Step, give ball to HB. Continue faking 126-127.
- FB - Replace off guard and block defensive tackle or linebacker. Drive path is to inside leg of pulling guard.
- RB - Run Flow 28 course -- read block of Y and C guard. On I formation, crossover, plant and go.
- WR - Run off corner and block.

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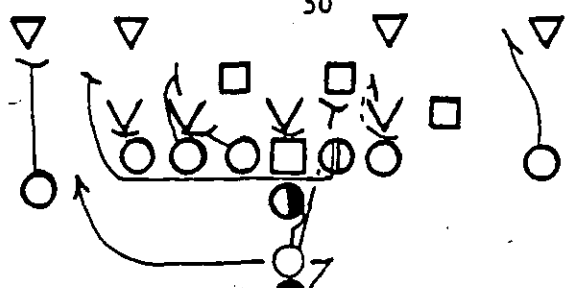
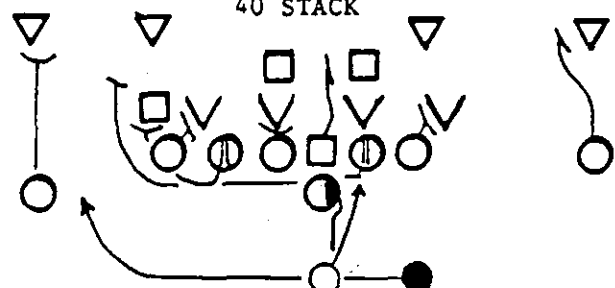
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LT-U CALL

40 STACK

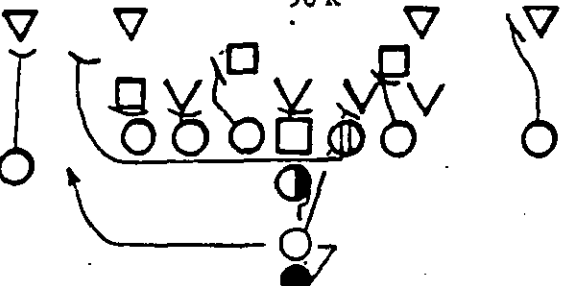
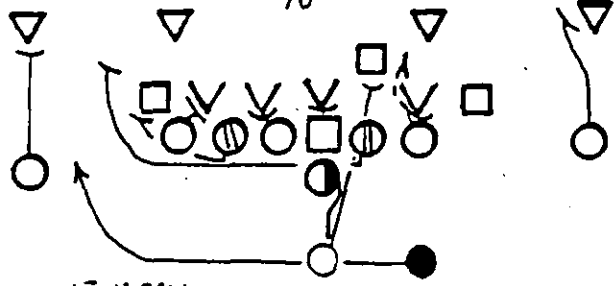
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LT-U CALL

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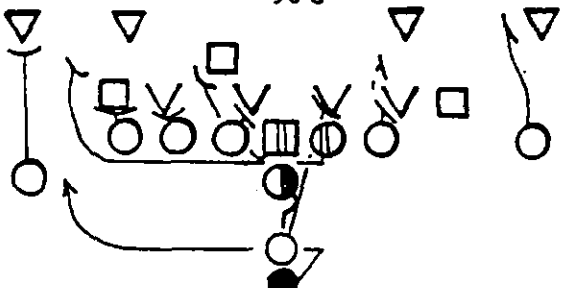
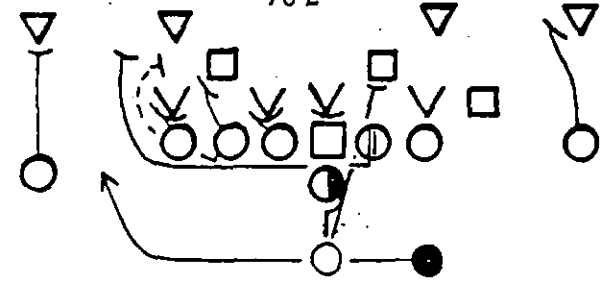
90 K



LT-U CALL

70 E

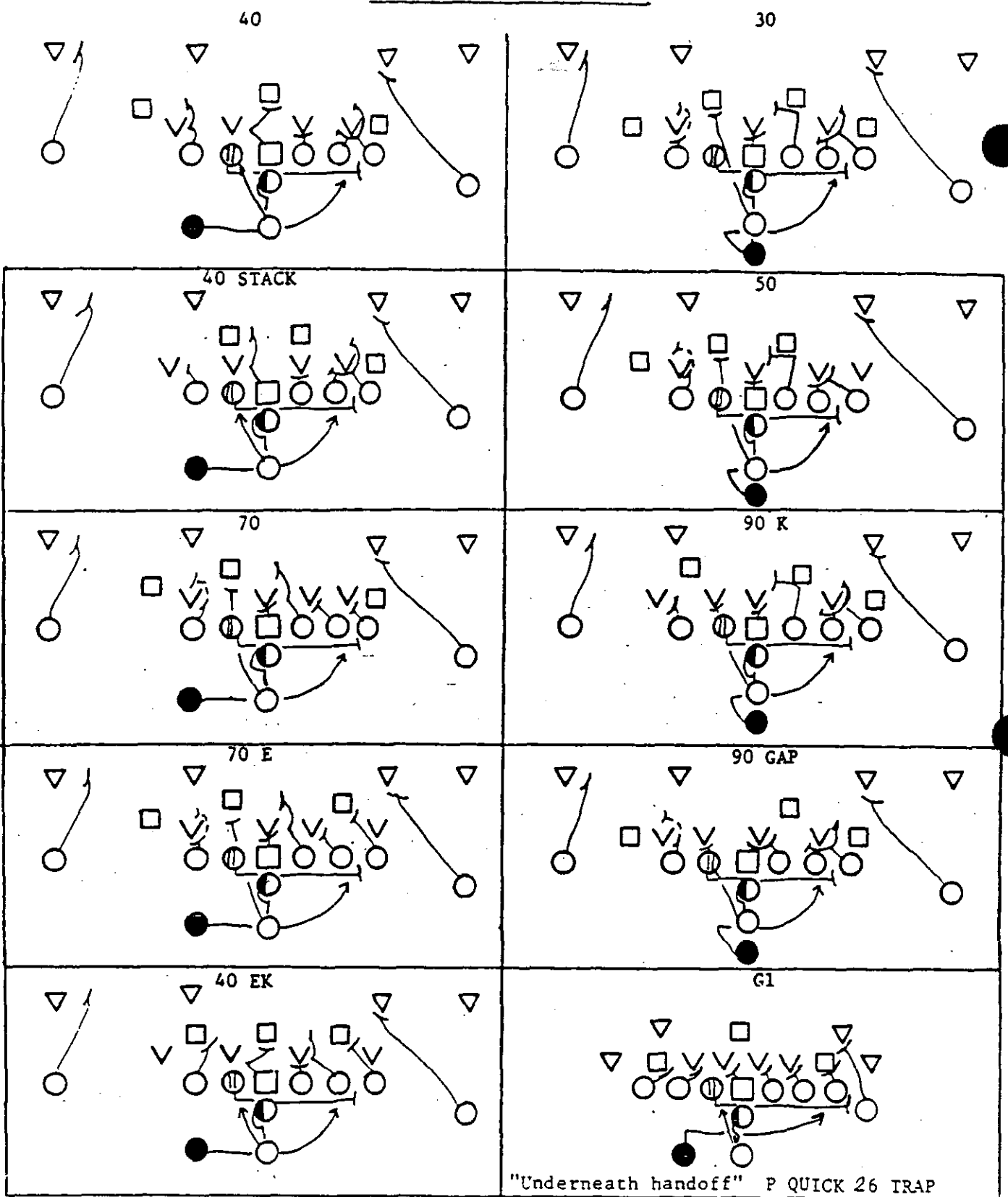
90 G



COACHING POINTS:

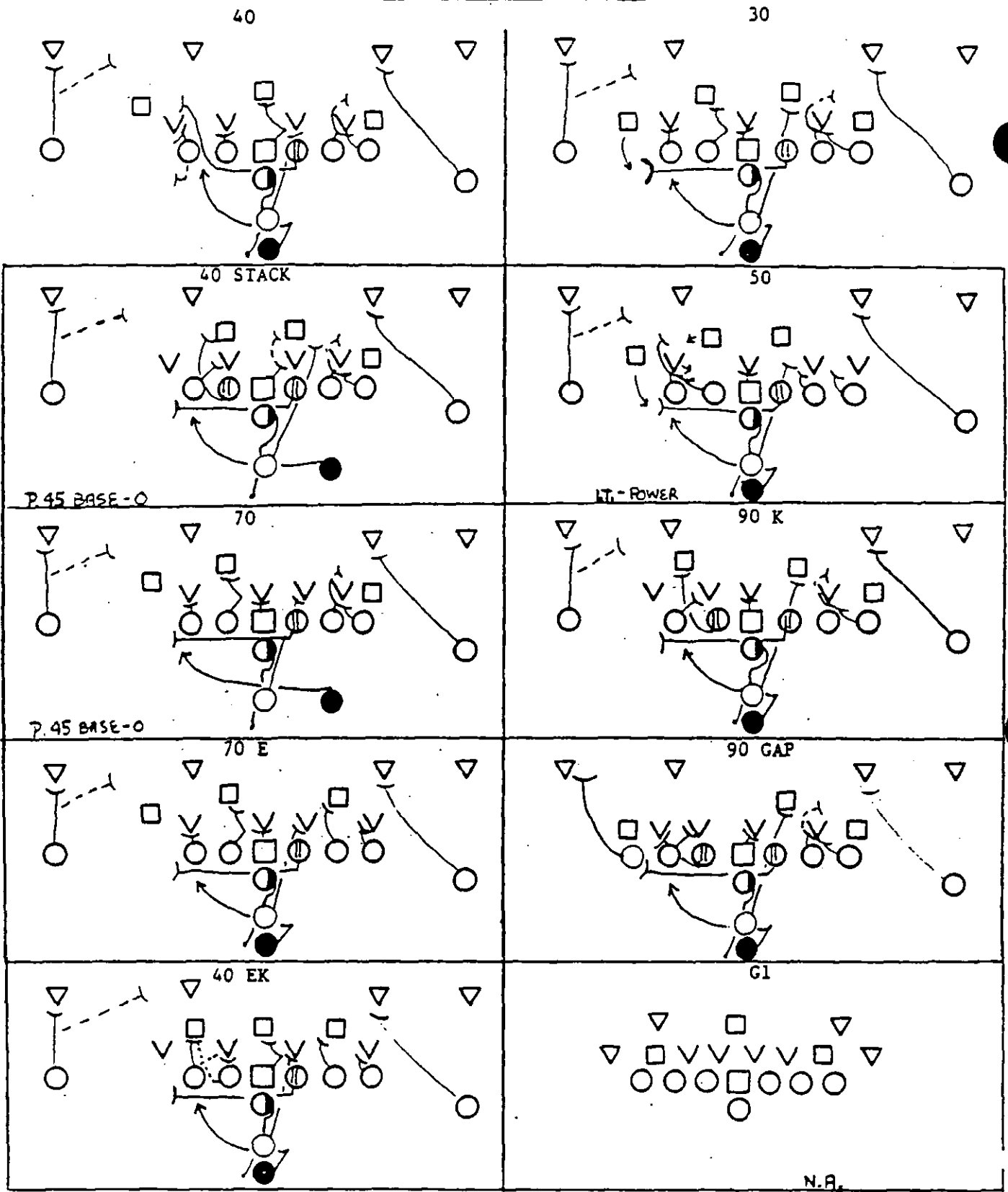
N/A

FORMATIONS:



"Underneath handoff" P QUICK 26 TRAP

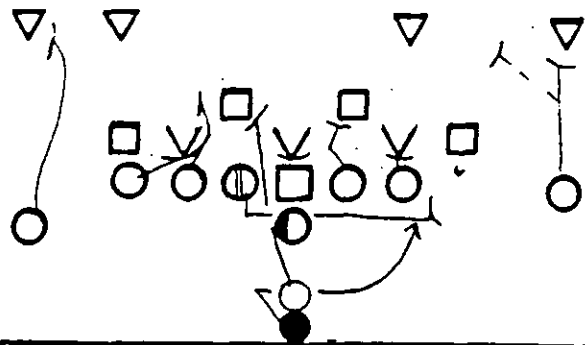
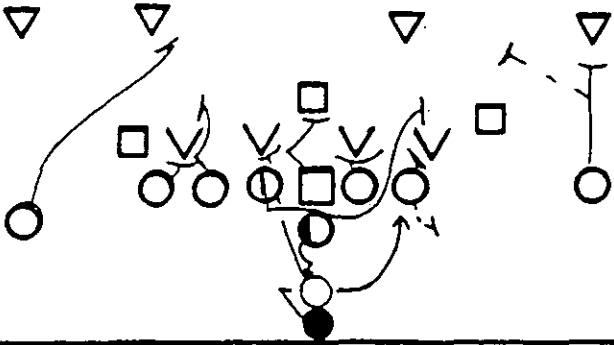
- OB - Open pivot to FB. Stomach ball. Give hand fake to FB. Step, give ball to HB. Continue faking P 126-127.
- FB - Replace off guard and block defensive tackle or linebacker. Drive path is to inside leg of pulling guard.
- RB - Run Flow 26 course. Read trap block on Stub. I formation, crossover, plant and go. On P, quick underneath ballhandling.
- WR - Crack block on strong safety.



- QB - Open pivot to FB. Give hand fake, hand ball to HB. On I formation, HB will run counter.
- FB - Drive to inside leg of guard. Block defender over guard on or off LOS. If you are ignored, we will run sucker.
- RB - From 4-back position, run Flow 47 path. From I formation, crossover, plant and go.
- WR - Block force.

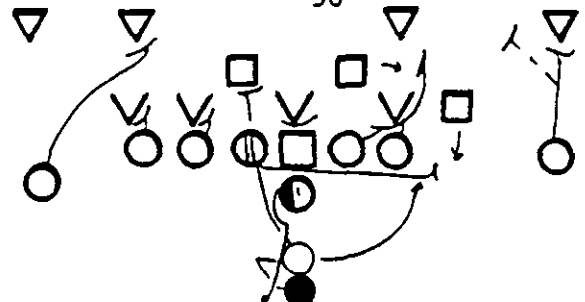
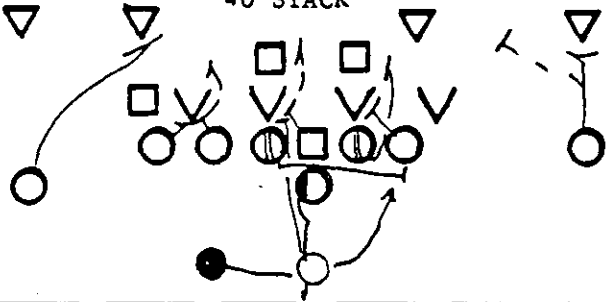
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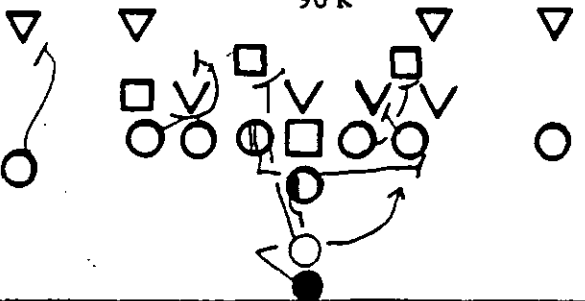
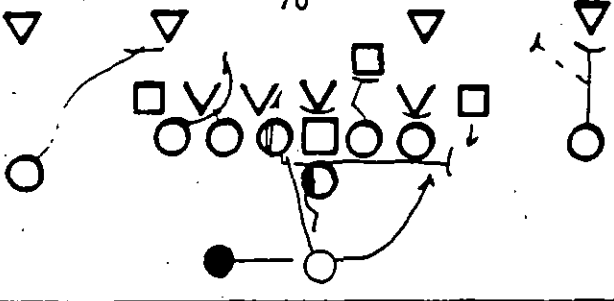
40 STACK

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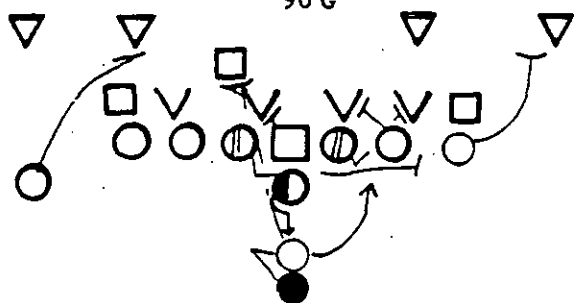
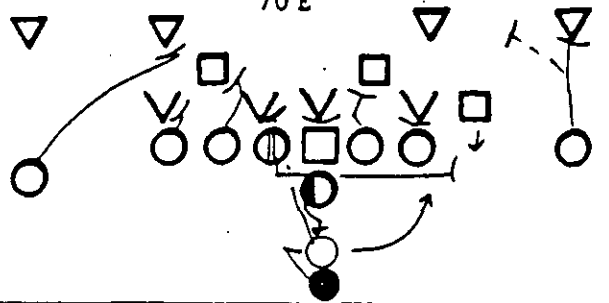
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90 K



70 E

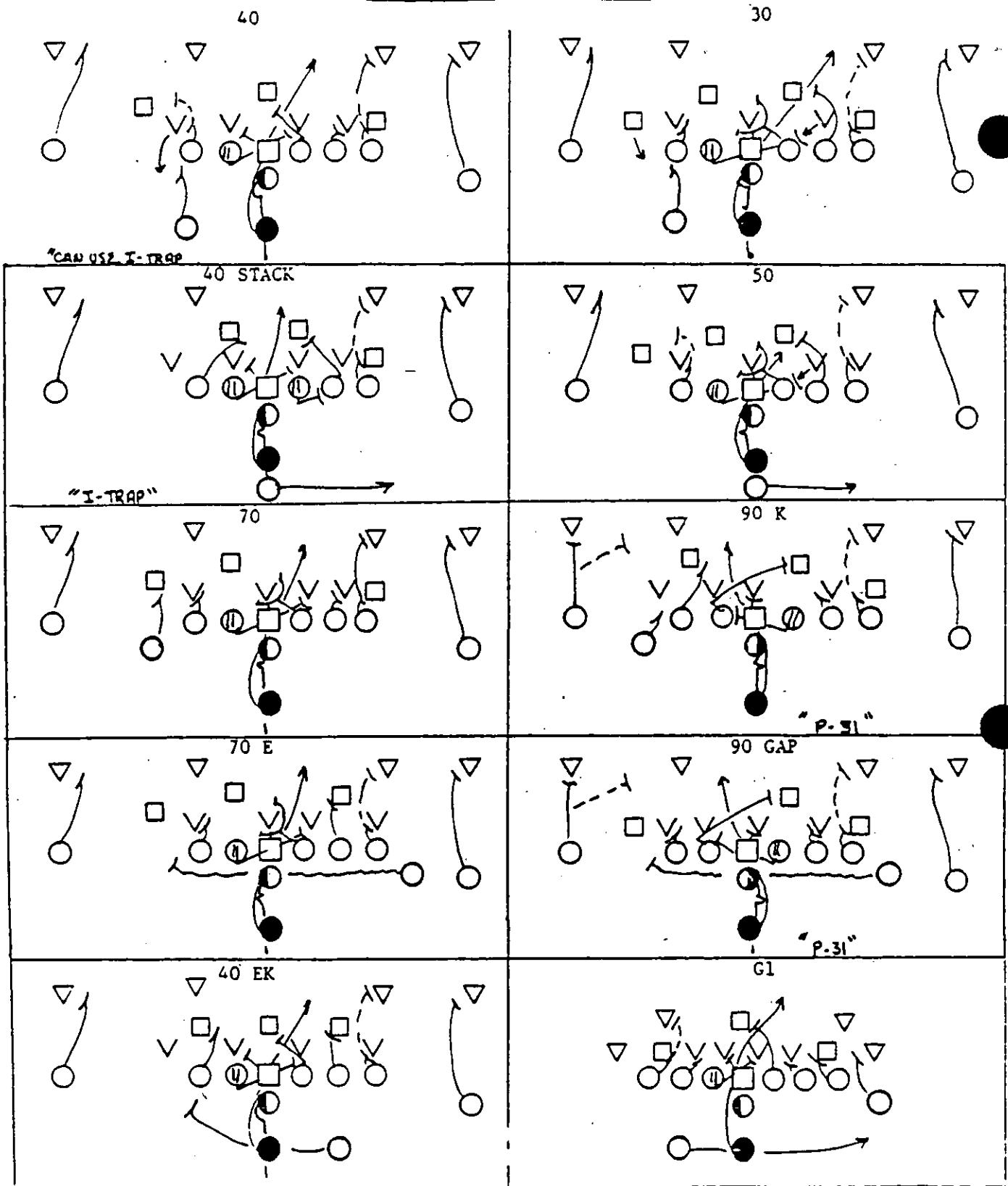
90 G



COACHING POINTS:

N/A

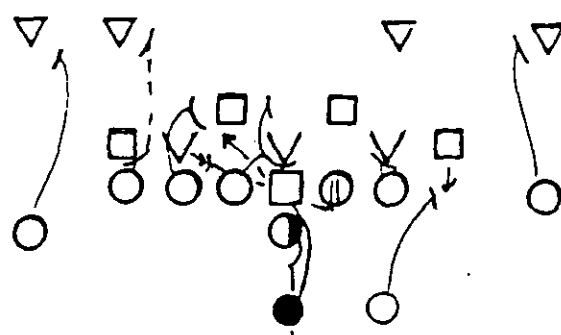
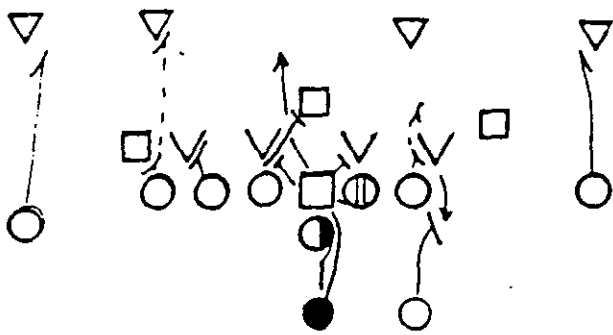
FORMATIONS:



- Q3 - Open pivot -- clear center area. Bring ball back to FB as deep as possible so FB can cut vs. odd front. Set up for Pass 130-131.
- F3 - Lead step to center's left foot. Drive to hole and make cut on trapping guard's block. Try and know defense we are trapping. Sight adjust.
- R3 - In 2-back position, area block with OT the defensive end and Will. In I, run Ride 28 path.
- T3 - Drive off corners -- block.

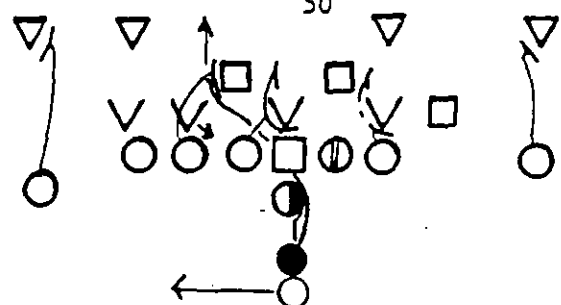
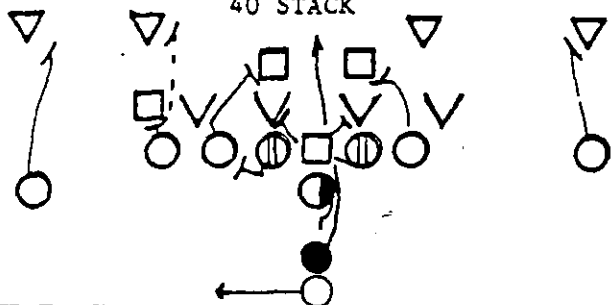
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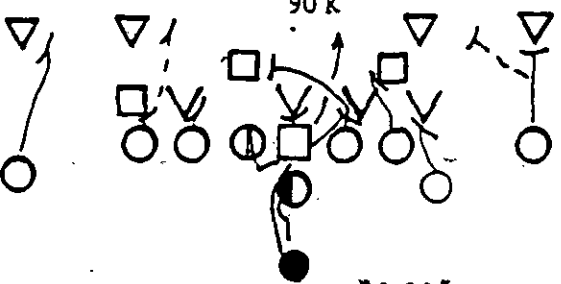
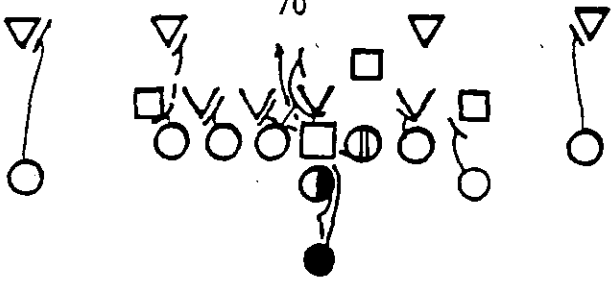
40 STACK

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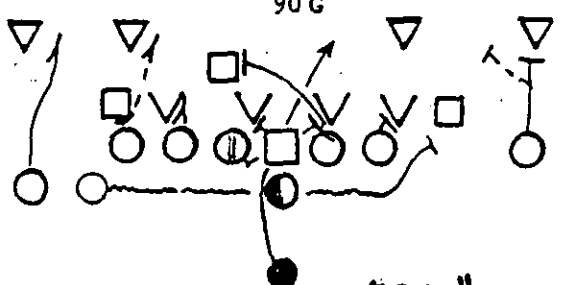
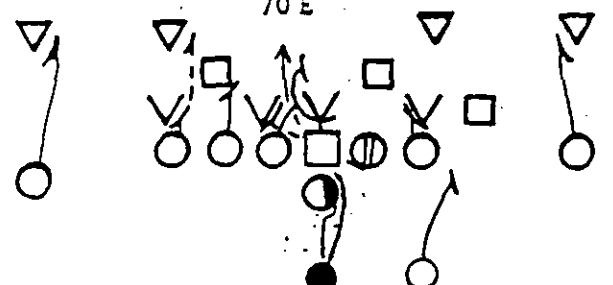
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90 K



70 E

90 G



"P-30"

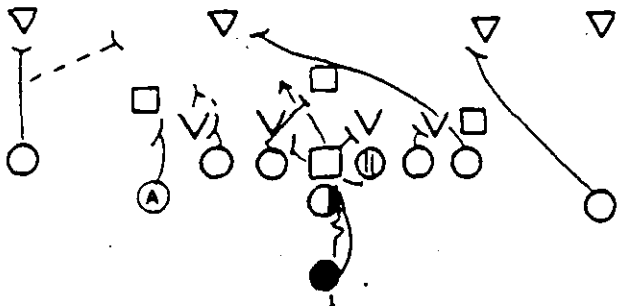
"P-30"

COACHING POINTS:

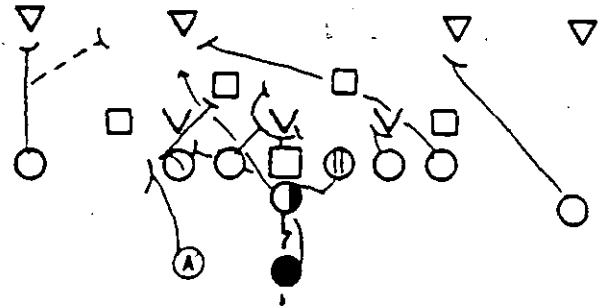
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FORMATIONS:

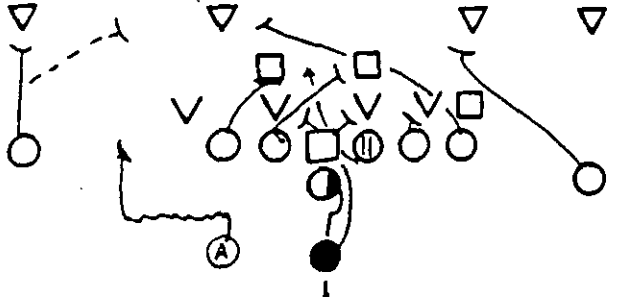
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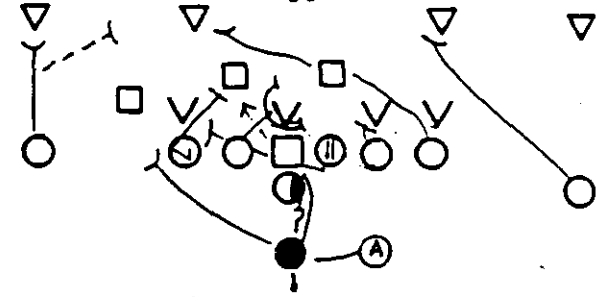
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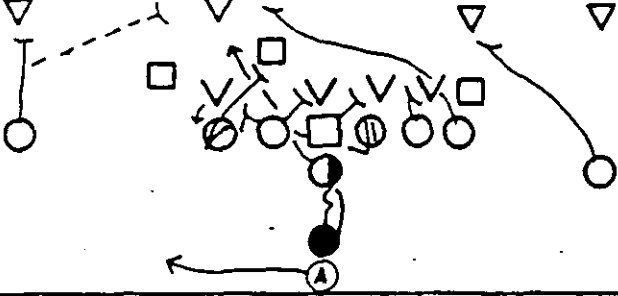
40 STACK



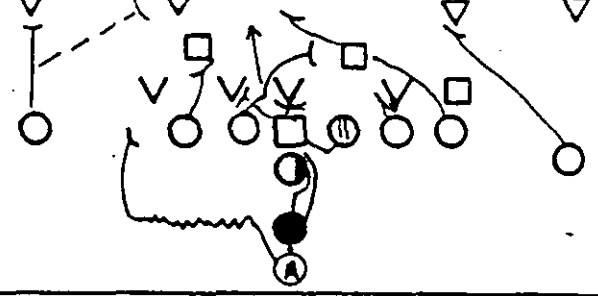
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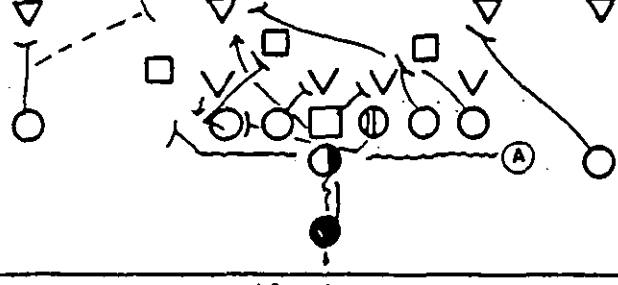
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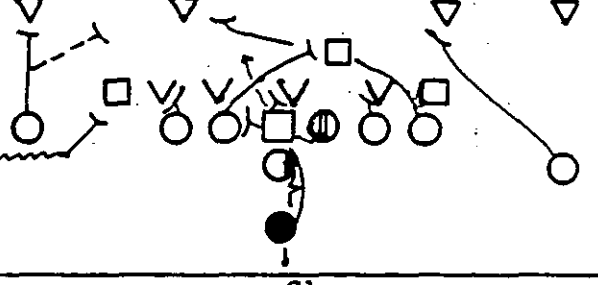
90 K



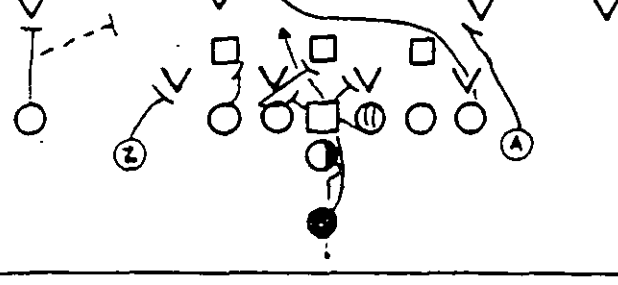
70 E



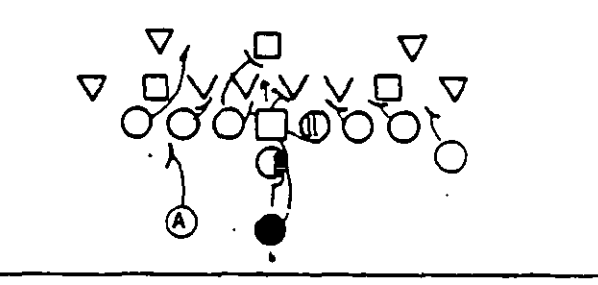
90 GAP



40 EK

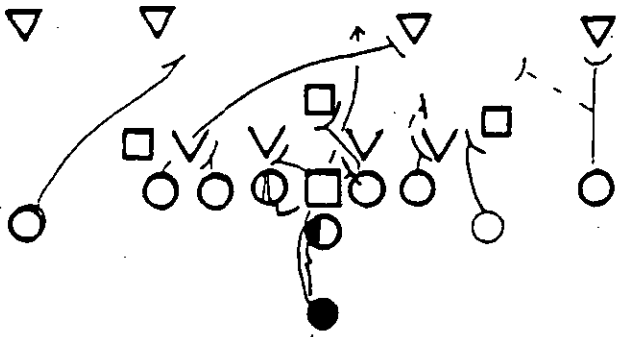


G1

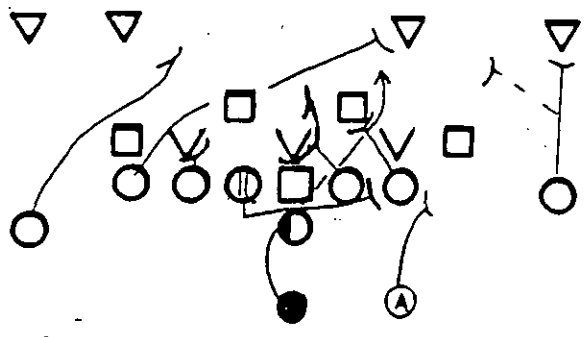


- QB - One step open pivot. Get ball quickly and deep as possible to FB. Look ball into FB's stomach. Fake l31.
- FB - Lead step with outside foot. Drive to right cheek of center's butt. Read trapping guard for break. Alert for calls. Versus bubble we are trapping 5 hole.
- RB - Normal 2-position, you block Will. On I formation, flare weak.
- WR - Drive across field for strong safety.

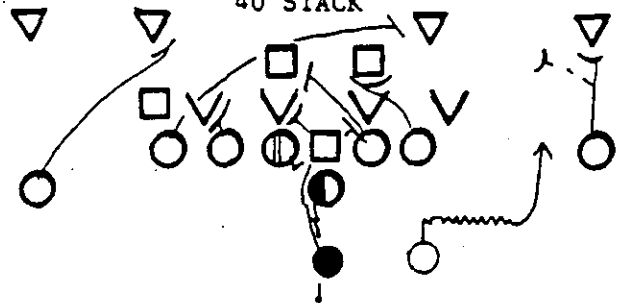
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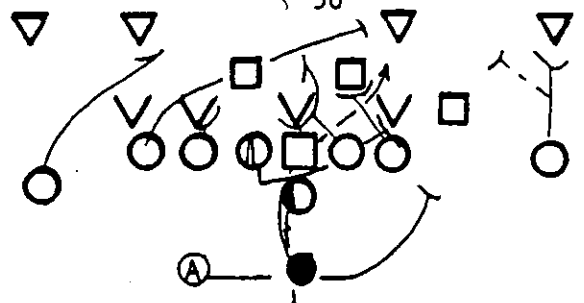
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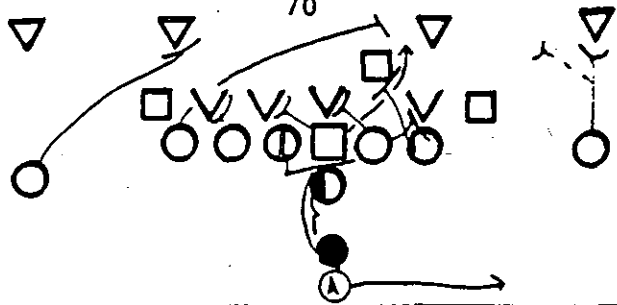
40 STACK



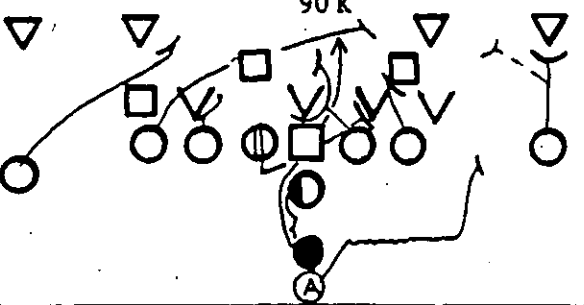
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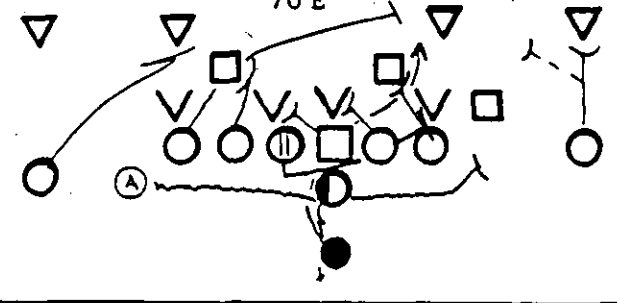
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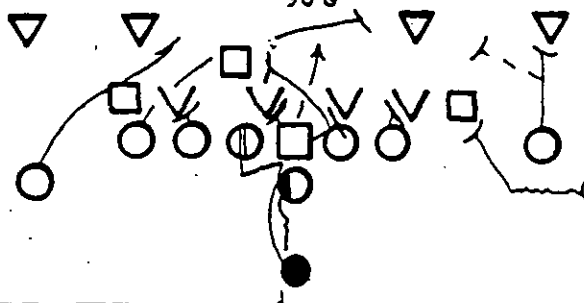
90 K



70 E



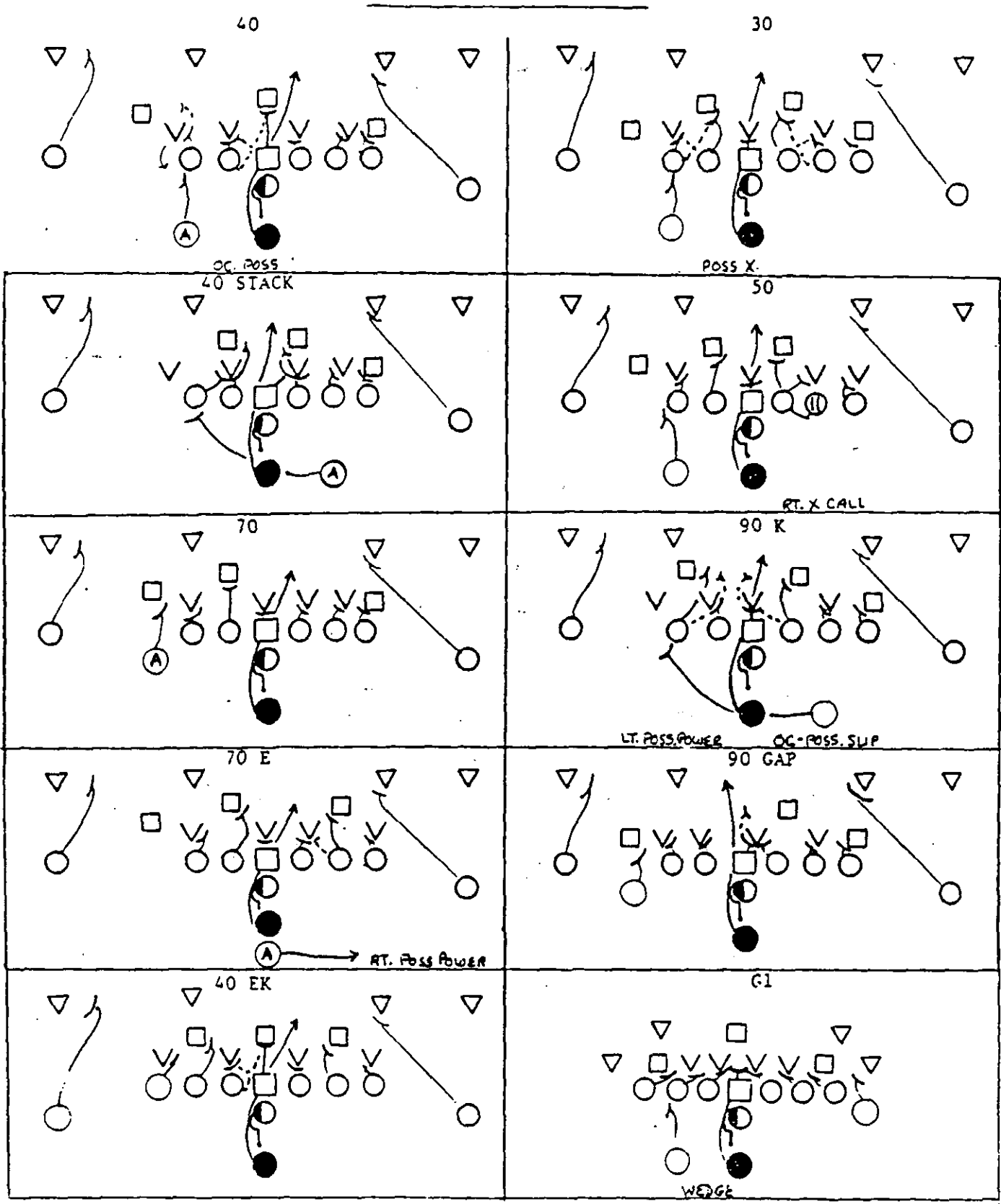
90 G



COACHING POINTS:

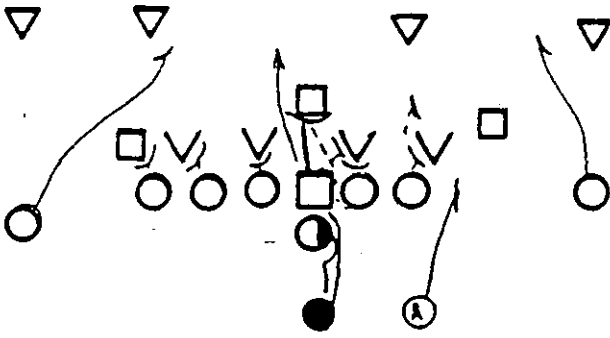
N/A

FORMATIONS:

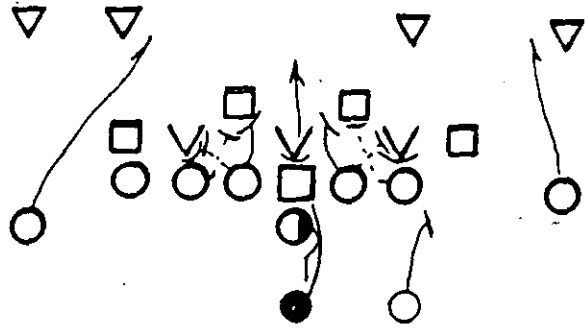


- CB - One step open pivot -- get ball to FB quick and deep as possible. Look ball into FB's stomach. Continue faking P. 130.
- FB - Lead step with outside foot. Drive to center's butt. Explode into hole. Alert for center's calls.
- RB - In 2-back position, you and tackle work defensive end and Will. Just block opposite tackle's block. On I, flare to strongside.
- WR - Crack block on strong safety.

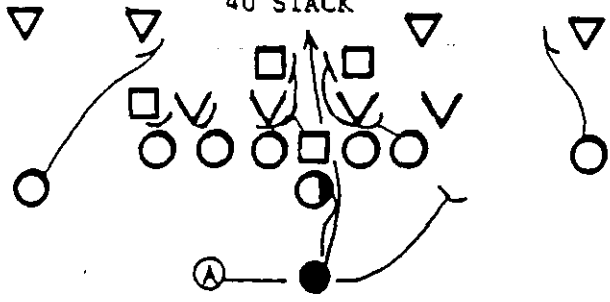
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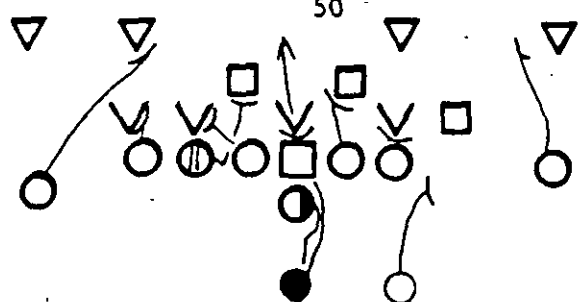
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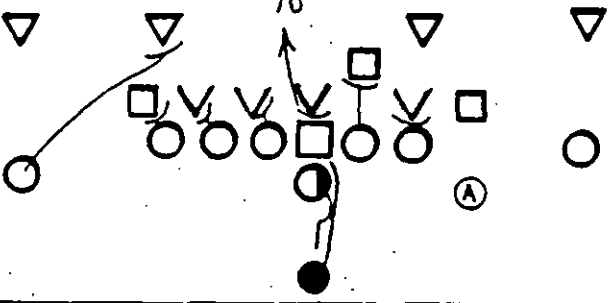
40 STACK



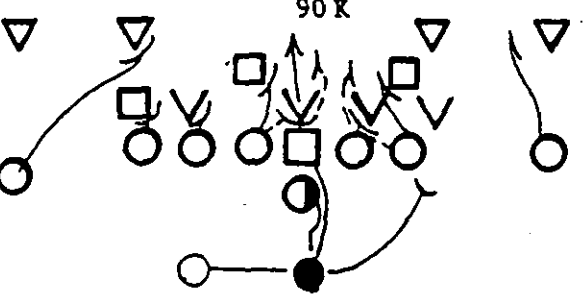
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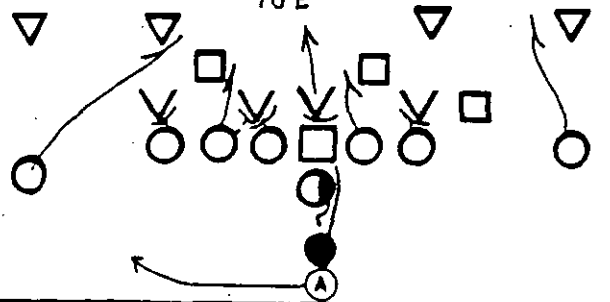
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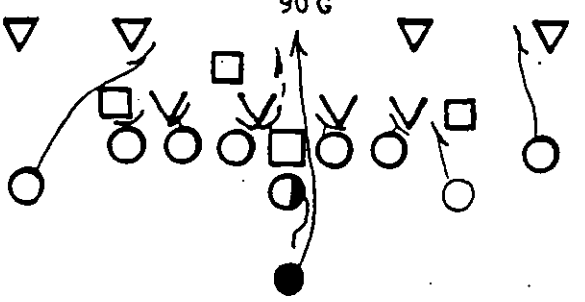
90 K



70 E



90 G



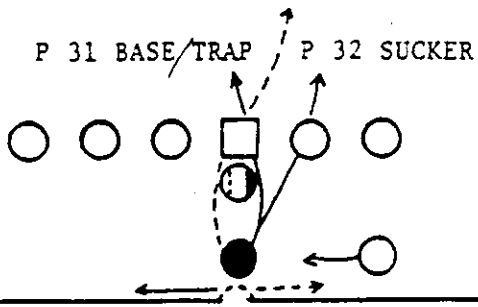
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N/A

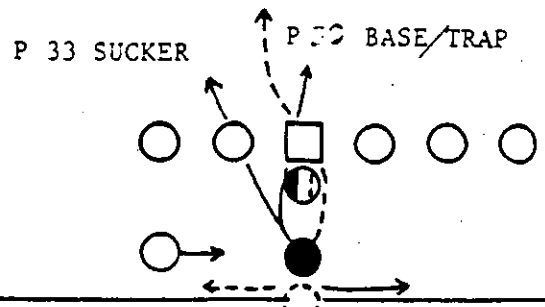
FORMATIONS:

PLUNGE SERIES -- BALLHANDLING

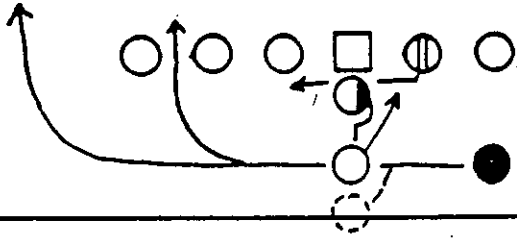
P 30 TRAP/BASE



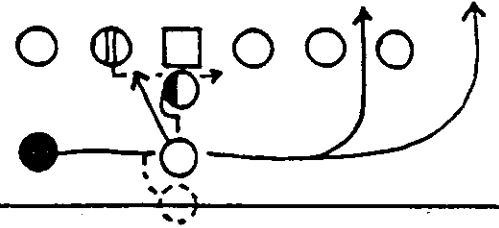
P 31 BASE/TRAP



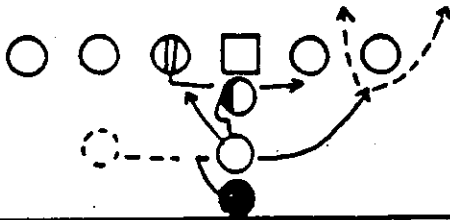
P 49-19
BASE-0
P QUICK 47-17 TRAP
P 47-17 TRAP
P 47-17 G.O.



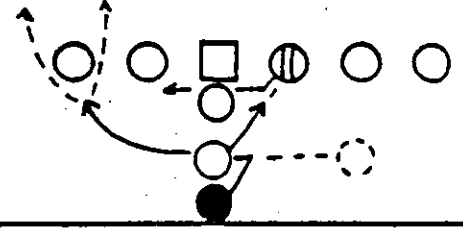
P QUICK 26-16 TRAP
P 26-16 TRAP
P 26-16 G.O. P 28-18
BASE-0

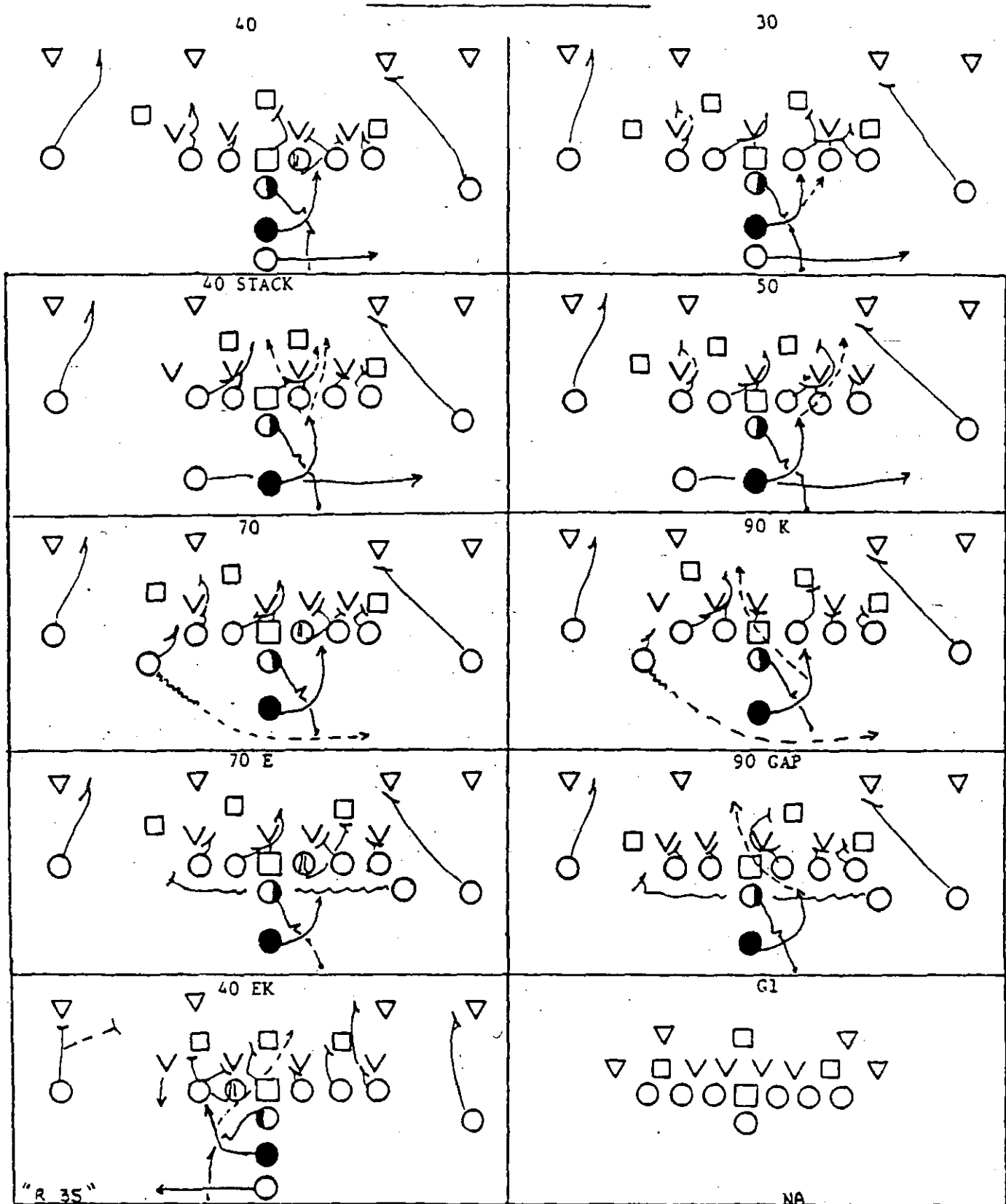


P 14-24 BASE-0



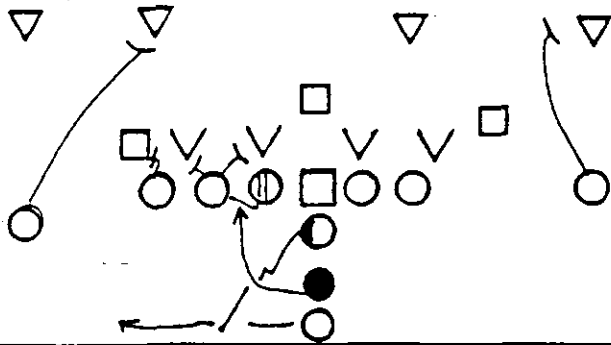
P 15-45 BASE-0



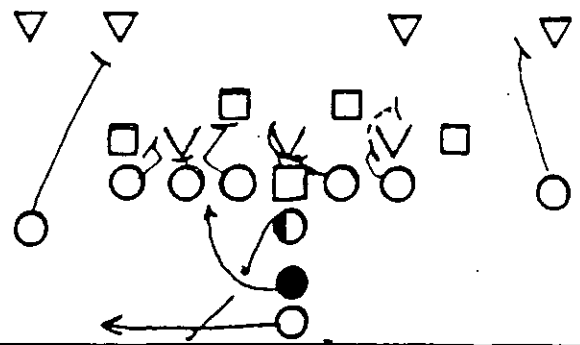


- QB - Open up to FB as on Ride series. Get FB ball on his third step so he can bounce if needed. Continue faking pitch to HB. Set up on pass fake.
- FB - Lead -- crossover plant step, keeping width. This is a designed 4 hole play, but FB may bounce in or out depending on defensive structure or pursuit.
- RB - If in 2 position or I, run your Ride 28. (18) pattern. If in slot or motion, block weakside.
- WR - Crack on strong safety.

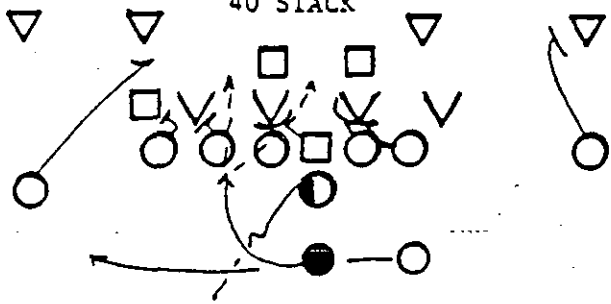
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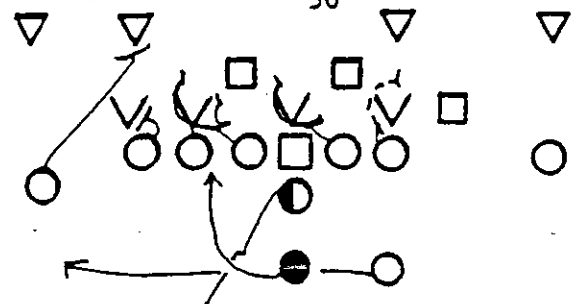
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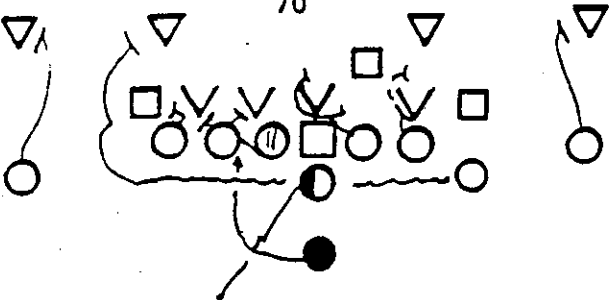
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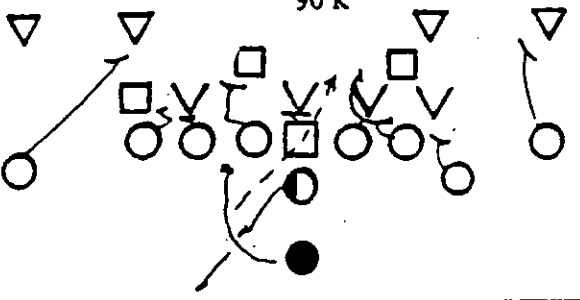
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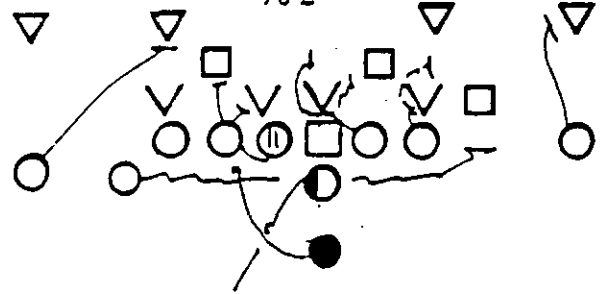
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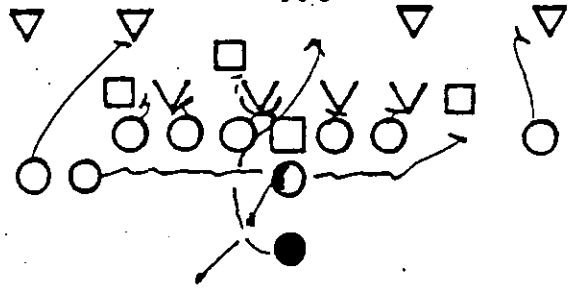
90 K



70 E



90 G



COACHING POINTS:

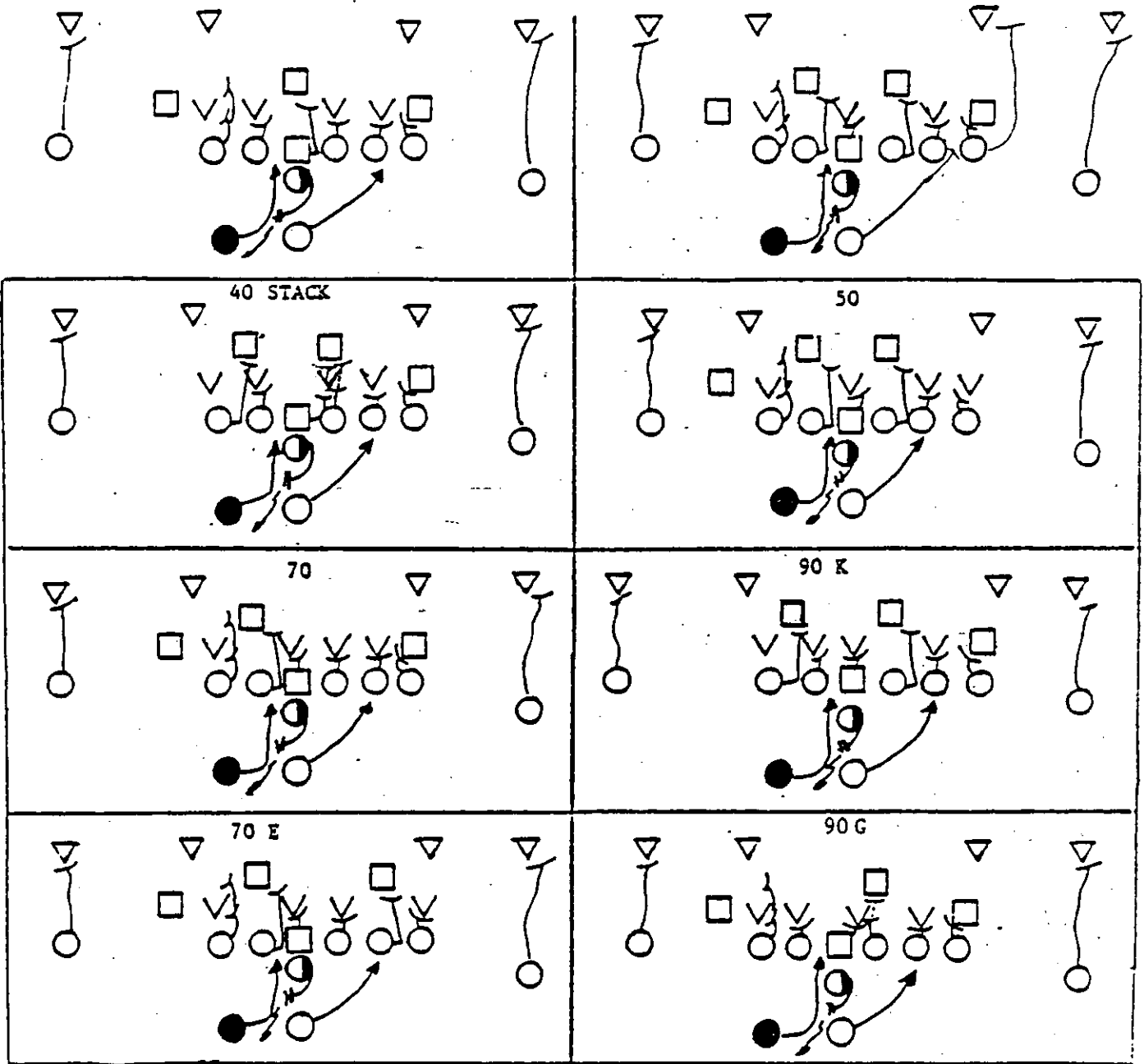
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FORMATIONS:

RIDE 21 HANDBACK

40

30



CB - Reverse out to 90° line. Effect handoff at maximum depth. Boot fake.

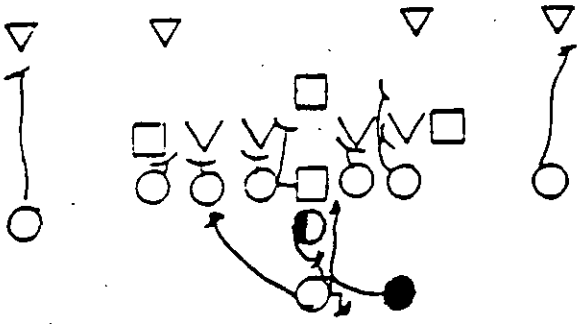
FB - Normal. LM is tail of OT to offside. Block first wrong color to outside. Wall technique. If no one in lane, look for box force.

RB - Normal. LM is playside leg of center. X over, gain ground, shoulders parallel. Vs. 30 read Mac, vs. 40 read DT.

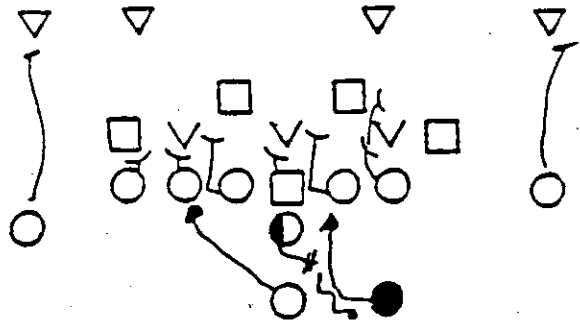
WR - Block outside 1/3.

RIDE 40 HANDBACK

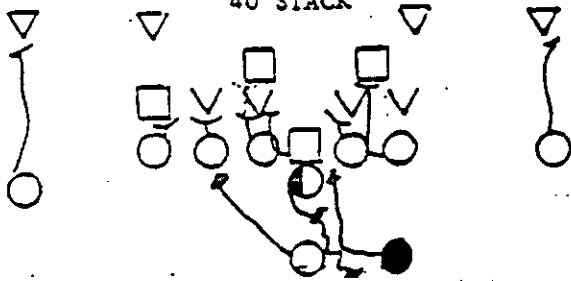
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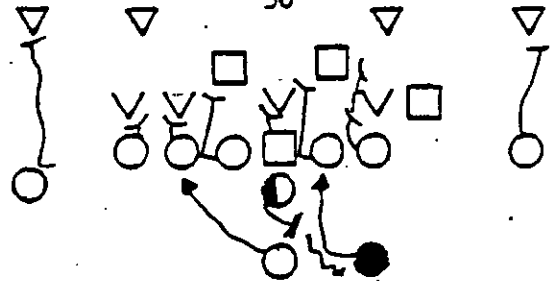
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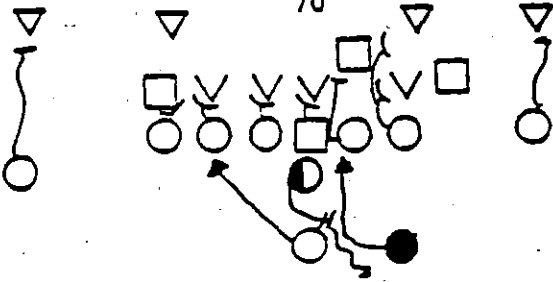
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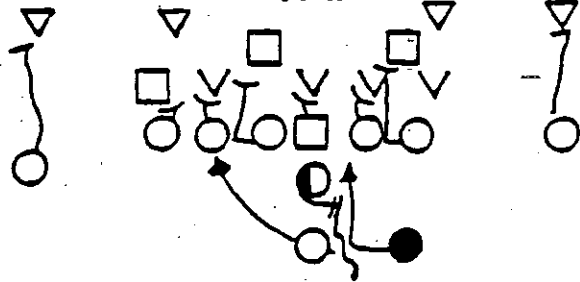
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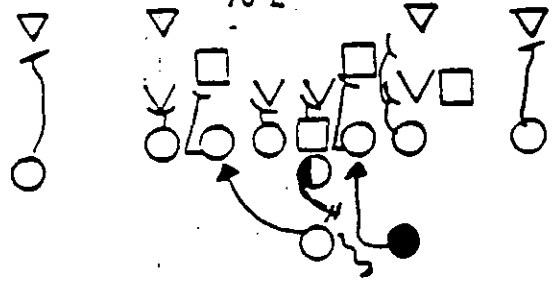
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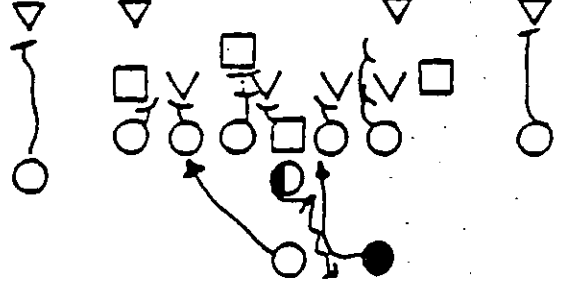
90 K



70 E



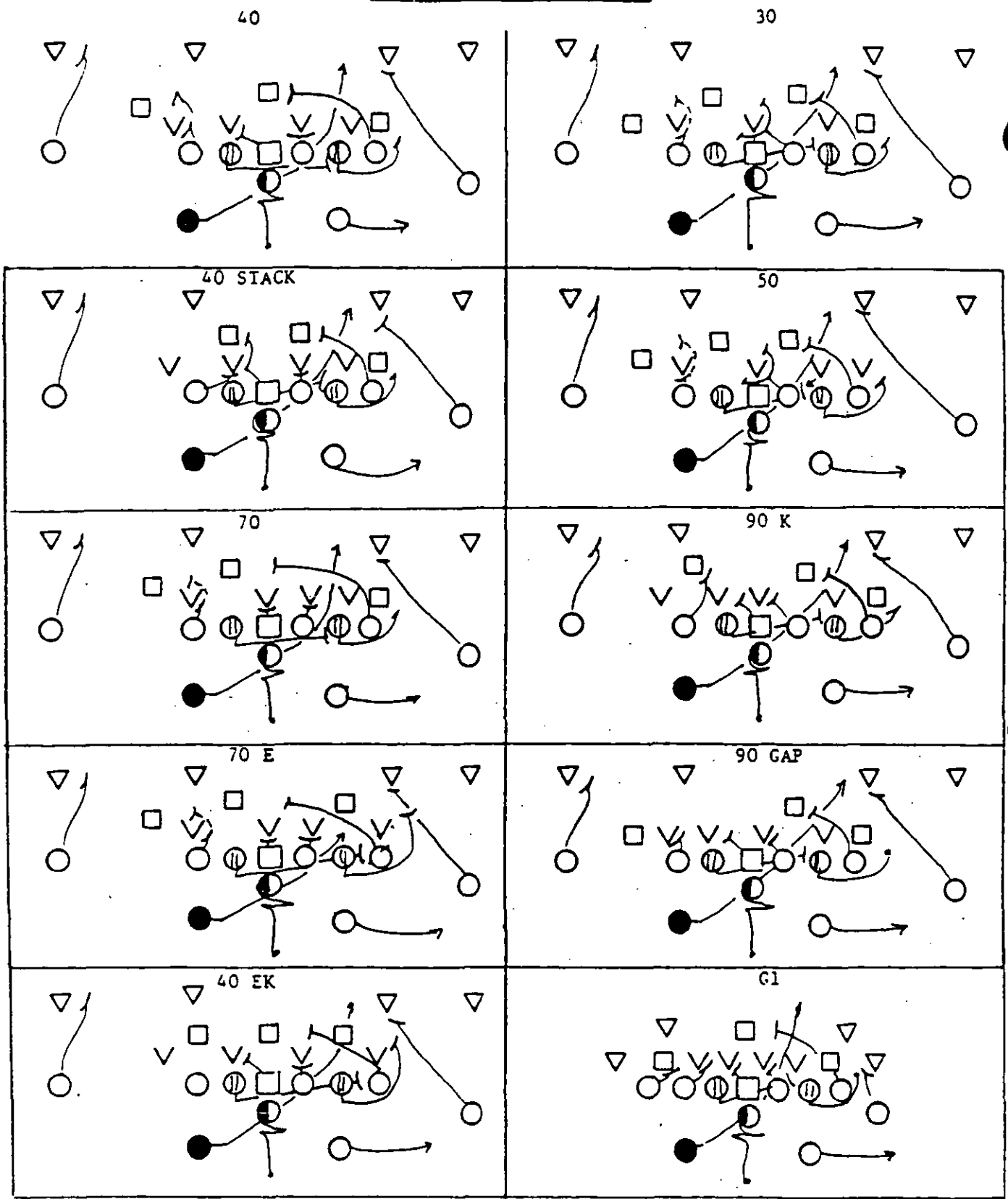
90 G



COACHING POINTS

N/A

Formations:

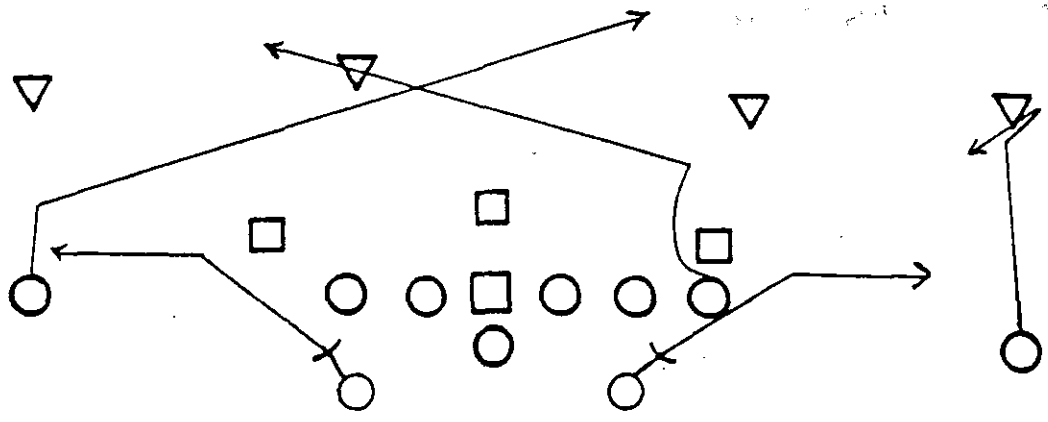


CB - Reverse pivot to faking back -- give a good ball fake. Pivot back in with underneath ballhandling to HB. Set up faking pass.

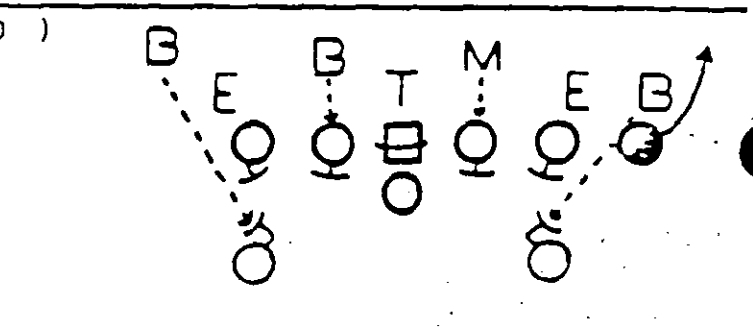
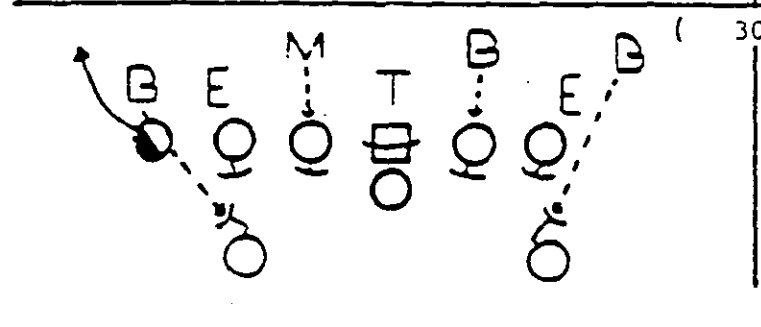
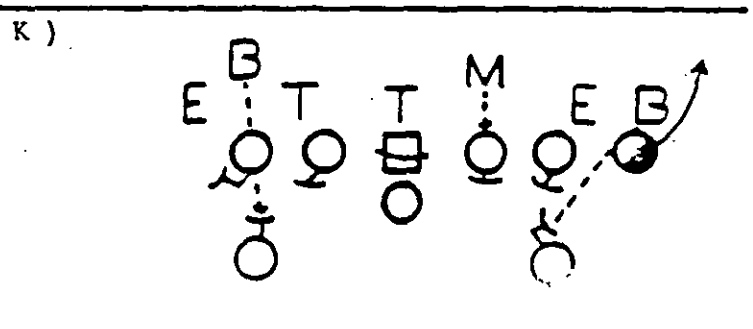
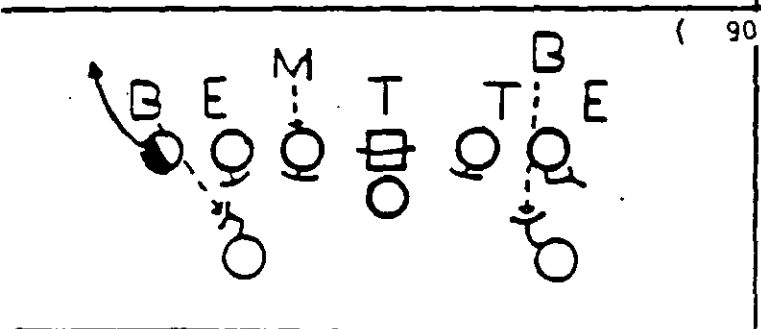
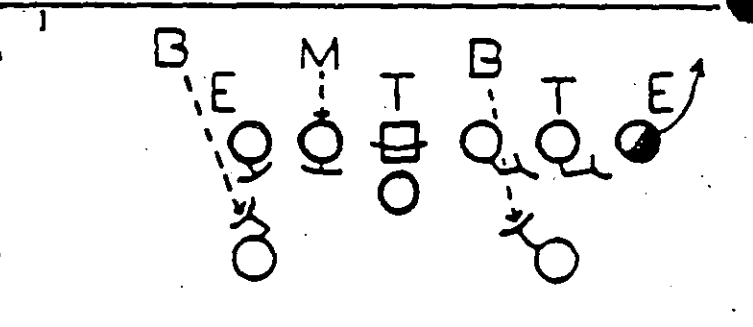
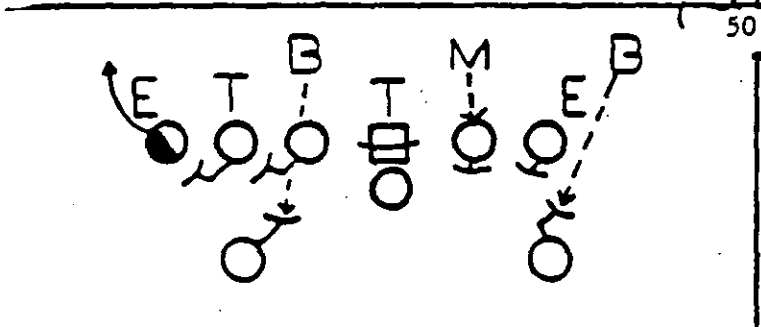
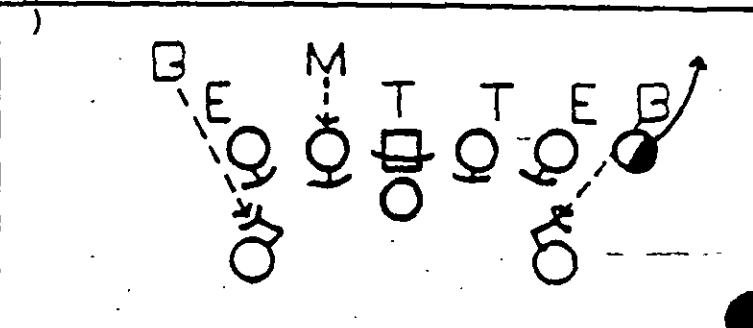
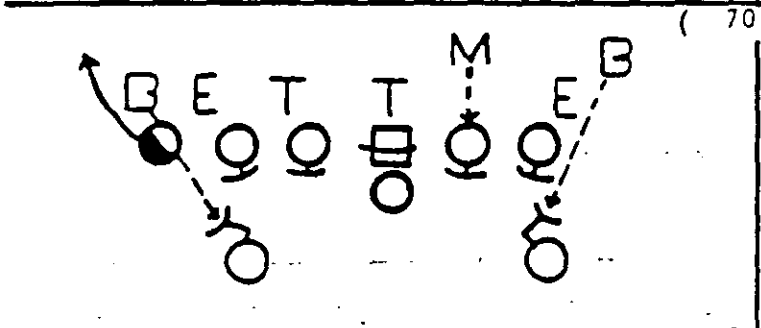
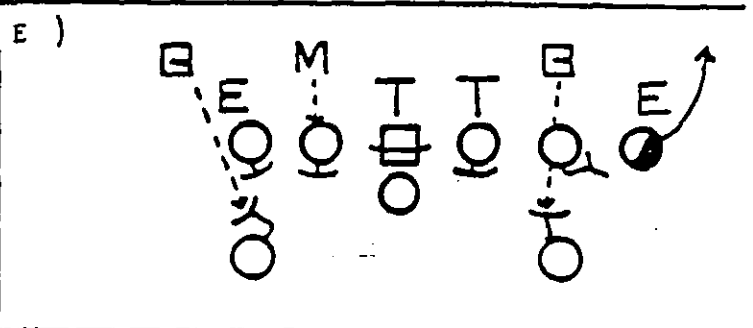
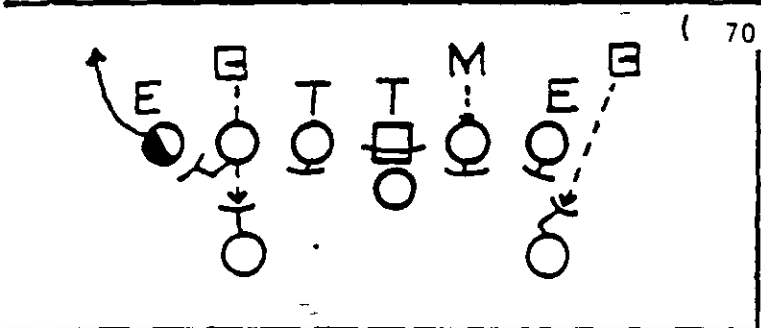
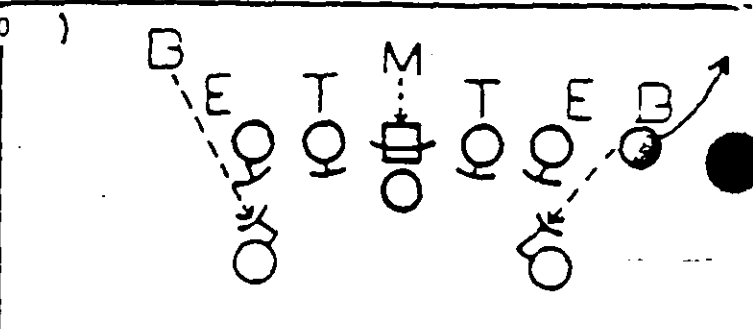
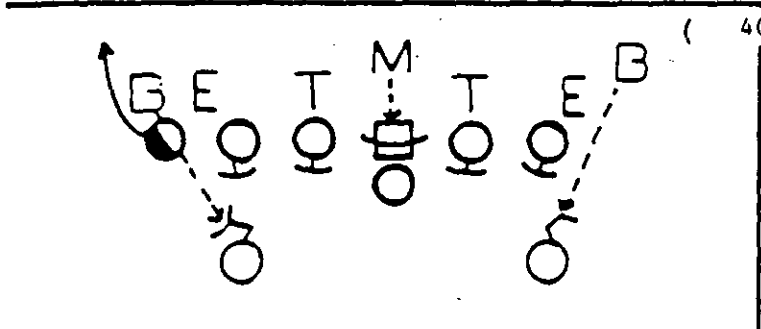
FB - Fake Toss 48.

RB - Lead step, drive at outside leg of guard. Underneath handoff. Read cut on trapping guard.

WR - Crack on strong safety.



<u>QB</u>	
<u>A</u>	
<u>B</u>	
<u>X</u>	
<u>Y</u>	
<u>Z</u>	
<u>QB KEYS:</u>	<u>GOOD VS. COVER:</u>



50 PROTECTION (FLARE CONTROL)

50 PASS PROTECTION (FLARE CONTROL)

Flare control featuring five-man patterns with both backs having pickup on the outside linebackers to their respective sides. No blitz, backs will continue on their designated complimentary routes. Basic seven-step drop by the quarterback unless quarterback calls semi, which are five-step drops.

VARIATIONS OF 50 PROTECTION CAN BE CALLED AS NEEDED:

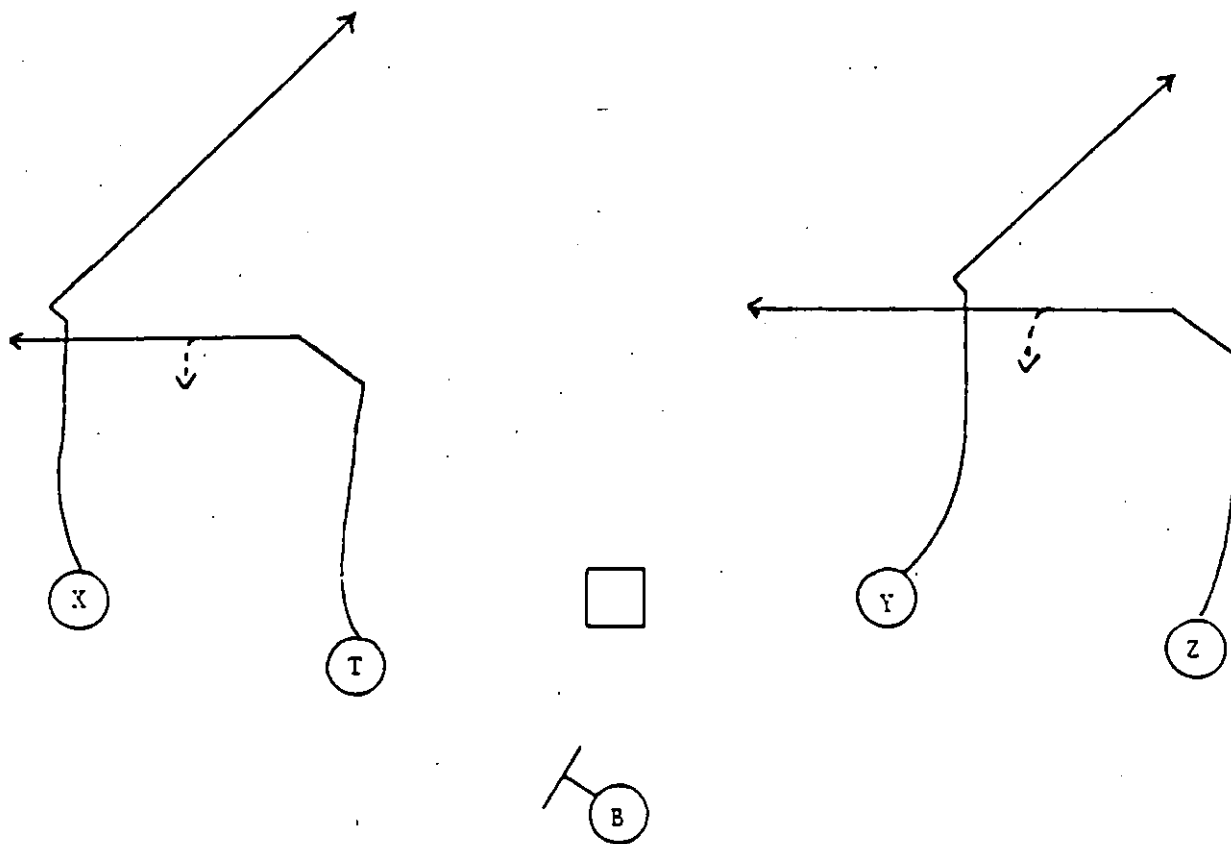
- A. MAX - If no blitz, both backs will stay and keep relative position between OG and OT, helping out from inside out on any defensive man.
- B. SEMI (FIVE-STEP DROP) - Semi can be called by QB when needed.
- C. SCAT - Both backs have a free release with dual pickup by uncovered lineman to their respective sides.
- D. COUNTER 50 - FB and HB will go to opposite sides exchanging assignments as in a counter action. Used from I, brown or green formations.
- E. BOSTON (OR NAME OF CITY) - Blitz alert call. TE slow blocks on outside linebacker -- A back, alert outside backer his side -- B back, alert safety on his side.
- F. DOUBLE DIGIT AFTER PROTECTION CALL - Denotes flare control. First number always refers to back/receiver to the left of formation, and second number to the right of formation.

<p>DRIFT</p>	<p>DRAG OUT</p>	<p>DRAG IN</p>	<p>DIG</p>
<p>DOG</p>	<p>HORN</p>	<p>DOUBLE POST</p>	<p>DRAG</p>
<p>OUTSIDE STOP</p>	<p>INSIDE STOP</p>	<p>INSIDE PICK</p>	<p>OUTSIDE PICK</p>
<p>SCAN LEFT</p>	<p>RIM</p>	<p>FAKE INSIDE PICK</p>	<p>DELAY IN - OUT</p>
<p>X-Y CROSS</p>	<p>Y-X CROSS</p>	<p>Y-Z CROSS</p>	<p>Z-Y CROSS</p>

COMBINATION PATTERNS

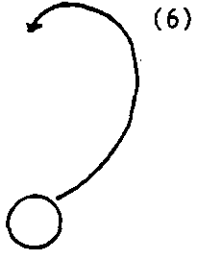
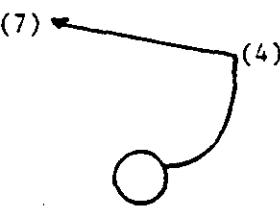
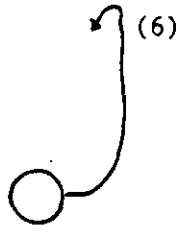
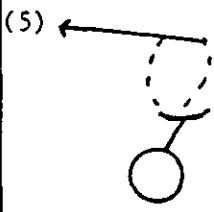

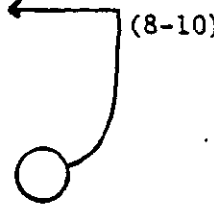


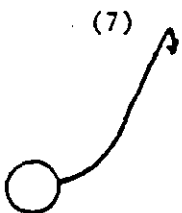
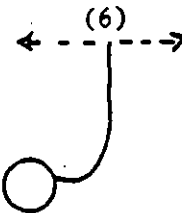


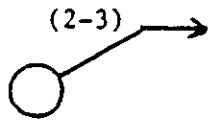
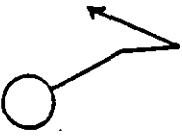
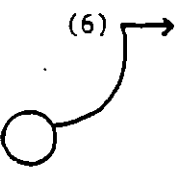


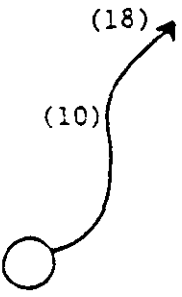
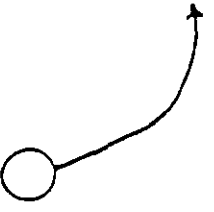

The following page refers to combination patterns which may be utilized whenever two receivers are aligned to one side. As noted in the diagrams, most are referred to as Y and Z, but they could also be referred to as X and T/A and Y and Z.

EXAMPLE: With "pair" personnel, Formation: Right Slot, 70 protection, Drag out weak, Drag in strong.

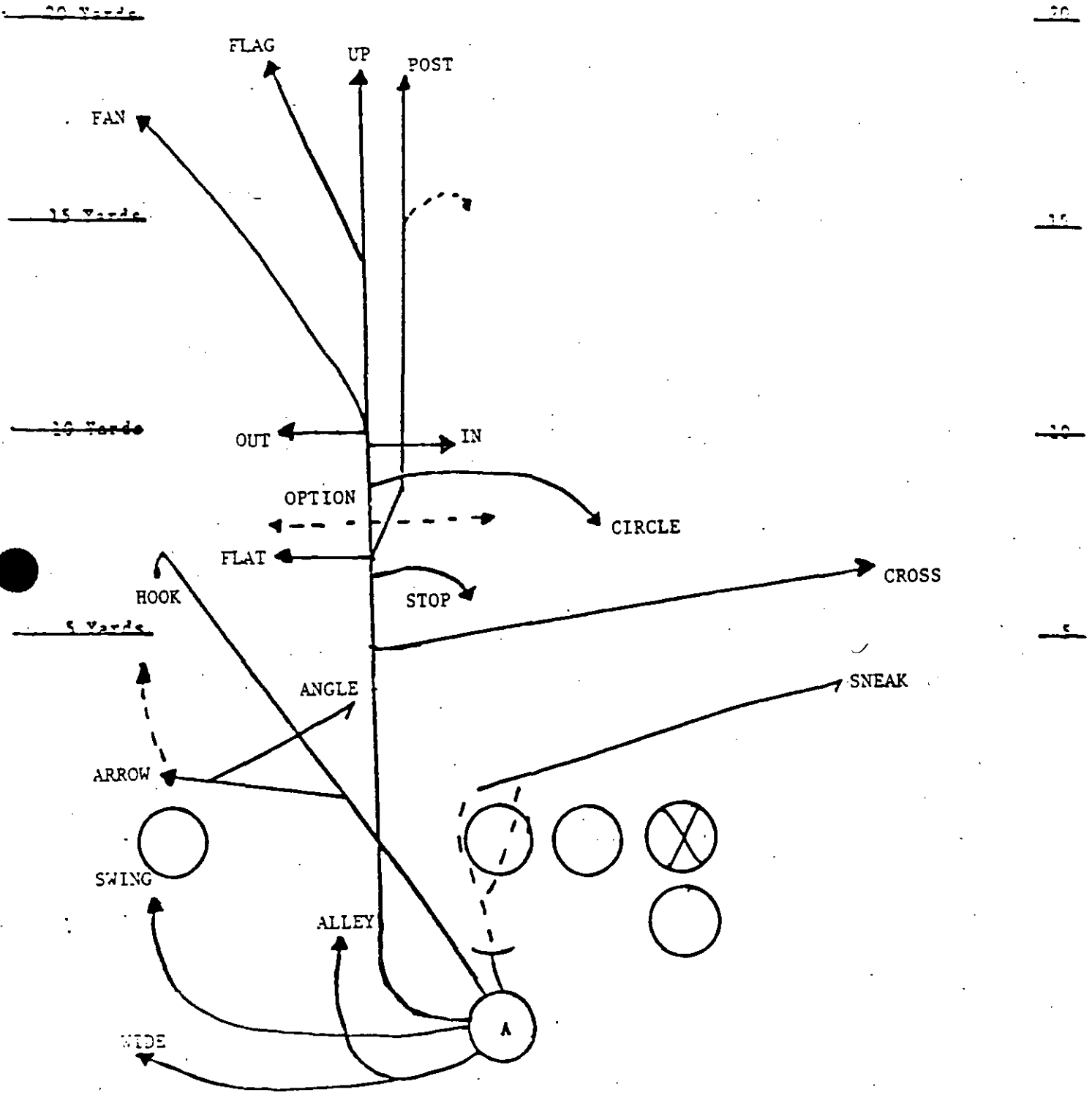


INDIVIDUAL ROUTES FOR RECEIVERS OUT OF THE BACKFIELD

(DIAGRAM BELOW IS FOR "4 BACK")

0/1	<p>CIRCLE (6)</p> 	<p>CROSS (7) (4)</p> 	<p>STOP (6)</p> 	<p>SNEAK (5)</p> 
2/3	<p>UP</p> 	<p>IN (8-10)</p> 	<p>POST</p> 	<p>FLAG</p> 
4/5	<p>HOOK (7)</p> 	<p>OPTION (6)</p> 	<p>ALLEY</p> 	
6/7	<p>ARROW (2-3)</p> 	<p>ANGLE</p> 	<p>FLAT (6)</p> 	<p>OUT (10)</p> 
3/9	<p>WIDE</p> 	<p>FAN (18) (10)</p> 	<p>SWING</p> 	

FLARE CONTROL TREE



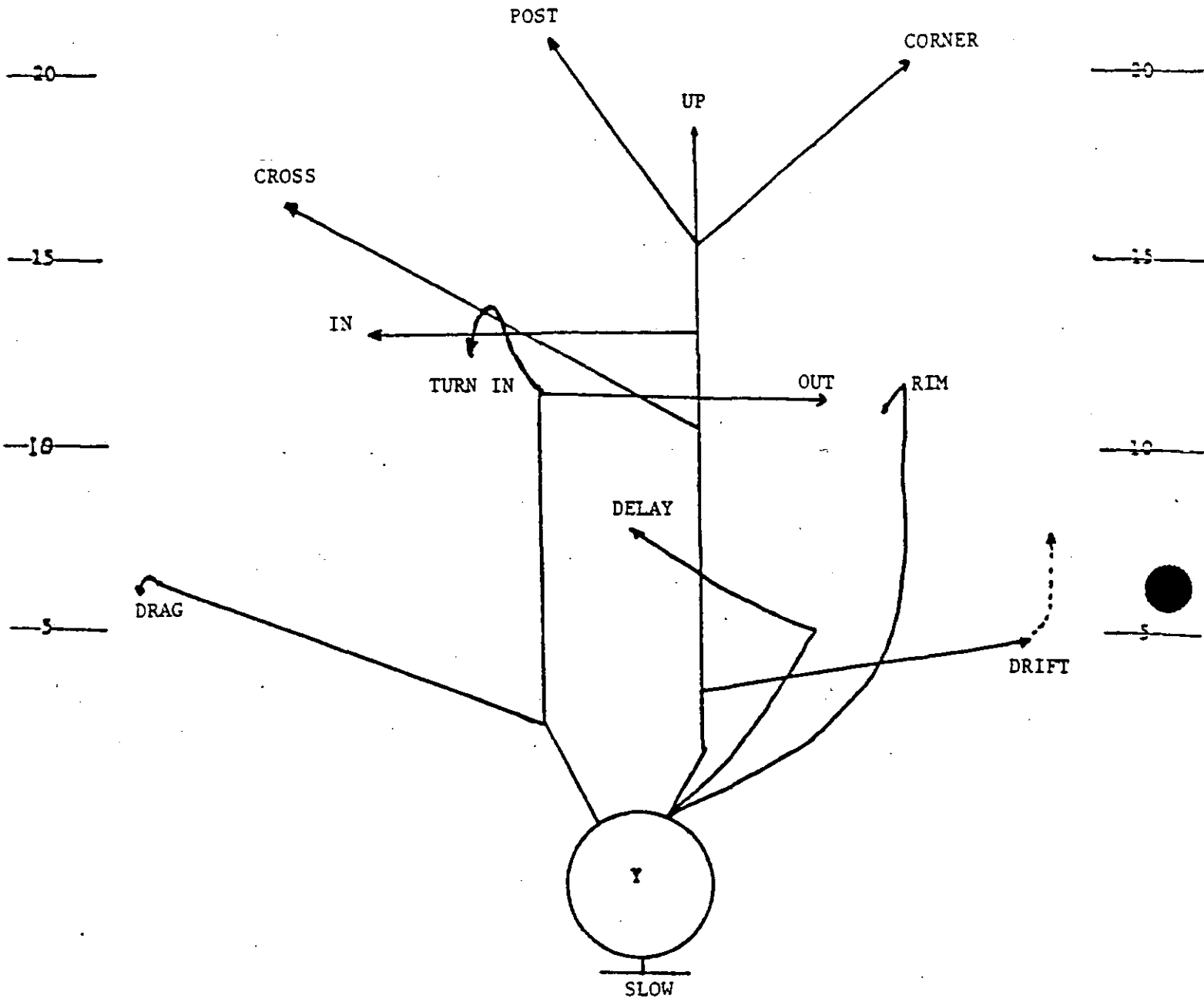
PASS ROUTES FOR RECEIVERS OUT OF BACKFIELD cont.

13. ANGLE - Comes off "arrow." Plant and break to inside at 45° angle. Angle could be less depending on depth of LB. Must come under the LB.
14. FLAT - Gain a depth of at least 6 yards. Jab fake the LB and break outside at 90°. Adjust against coverage.
15. OUT - Gain a depth of 10 yards on your release and break to the outside at 90°. Adjust against coverage.
16. WIDE - Take release parallel to LOS and belly slightly. Look for ball over your inside shoulder.
17. FAN - Release upfield outside of offensive tackle or LB. Break at 8-10 yards, depending on pattern, at 45° angle, look for ball over outside shoulder.
18. SWING - Outside release, driving toward WR's position and gaining ground as you go. Turn upfield and look for ball over inside shoulder.

PASS ROUTES FOR RECEIVERS OUT OF BACKFIELD

1. CIRCLE - Normal stem. Depth should be 6 yards, but can vary due to drop of Mac (beat Mac). Plant and break slightly to inside. You can hook up and look for the ball inside. Don't go beyond the ball placement laterally and come back to meet the thrown ball.
2. CROSS - Release downfield to a depth of 4 yards, jab fake LB to outside and break across field. Attain 7-yard depth at opposite tackle.
3. STOP - Drive LB and hook up at 6 yards to the inside, bringing yourself to the halfback's alignment.
4. SNEAK - Step up and square stance. Show pass block and delay for 2-count. Release in soft area over/inside/outside the OT. Angle to a maximum depth of 5 yards.
5. UP - Release outside offensive tackle, get upfield as quickly as possible, looking over inside shoulder.
6. IN - Release on normal stem, gain a depth of 8-10 yards depending on pattern, and break to inside at 90°.
7. FLAG - Release outside of LB or tackle, get upfield quickly and break to corner at 15 yards. Look for ball over outside shoulder.
8. POST - Release outside. Run stem at Mac if he drops toward you; should he drop away from you, apply the same technique to Will. However, do not go outside of original stem, and keep inside to the goalpost, looking for ball over inside shoulder.
9. HOOK - Get upfield directly to the "numbers" at a depth of 7 yards from LOS. Hook out -- do not drift or back up.
10. ALLEY - Go wide outside of Y and inside of Z. Turn upfield and look for ball from inside; you should belly some with your initial release.
11. OPTION - Drive at OLB and get inside position if defender will let you; if not, threaten his outside shoulder and break in or out, depending on what he gives you.
12. ARROW - Drive at OLB, then cut away on flat route parallel LOS. Break at about 1 yard and do not gain over 3 yards on lateral movement to LOS.

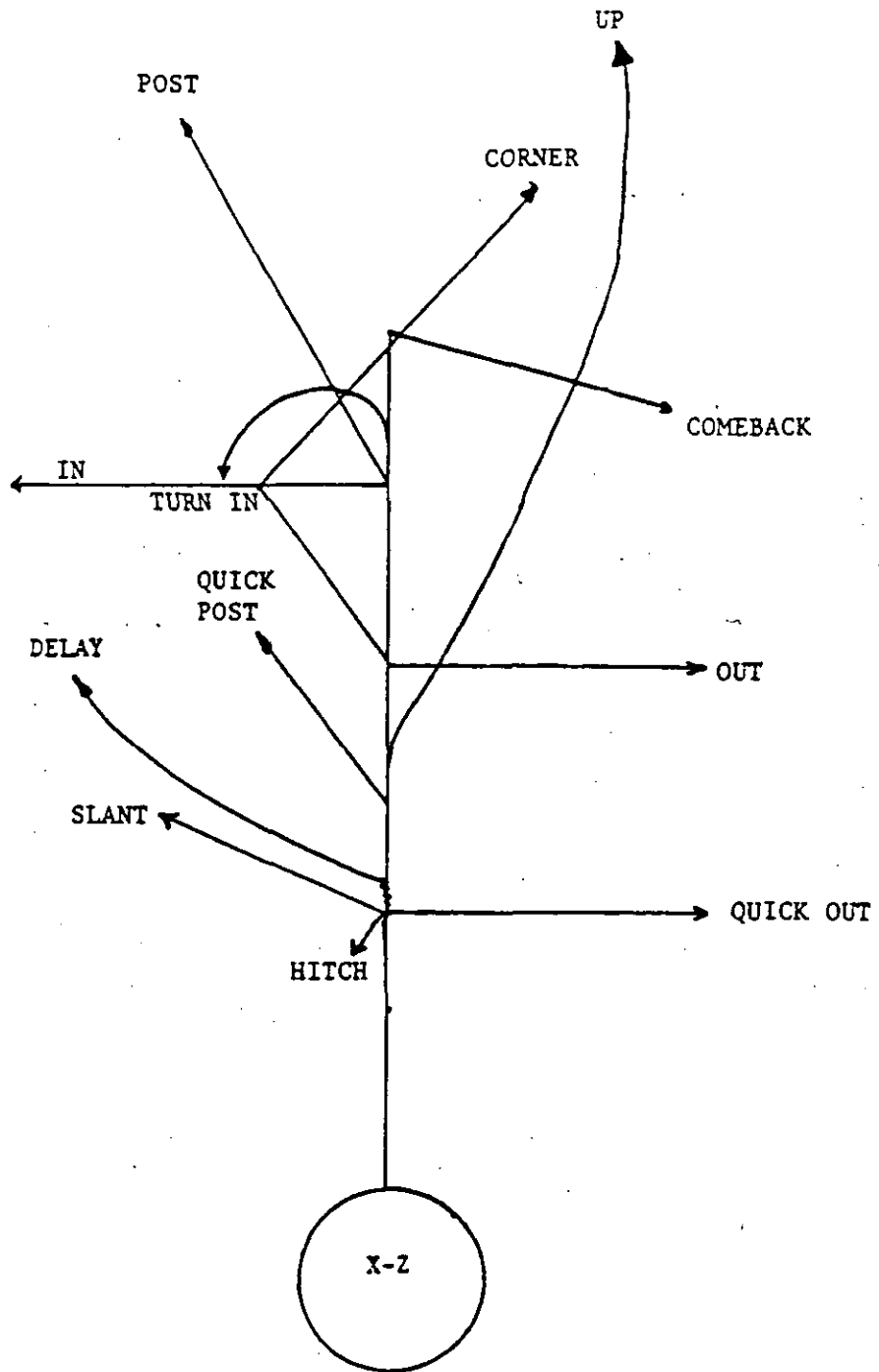
INDIVIDUAL ROUTES FOR Y



Y INDIVIDUAL ROUTES

1. DRIFT - Outside release, basic depth of break is 3 yards. Be 5 yards deep at sideline.
2. DRAG - Inside release (possible head and shoulder fake). Run a diagonal route. Type of pattern called will dictate adjustments.
3. OUT - Inside release, basic depth is 12 yards. Use good jab or stick move.
4. IN - Inside release. Get upfield 12 yards, break at 90° to the inside. Stay on the move.
5. RIM - Outside release, basic depth is 10 yards. Hook at inside edge of numbers.
6. TURN IN - Inside release, basic depth is 12 yards. You must have freedom of approach and move. You must find open area and come back to ball.
7. CORNER - Outside release, basic depth is 12 yards. Good fake to post, then break to deep outside area. Ball caught over outside shoulder.
8. POST - Release depends on the pattern. Basic depth of break is 12 yards. Good fake to outside stick or jab, break deep to inside. Possible adjustment to coverage.
9. UP - Outside release. Look for short arc pass over inside shoulder into zone dead spot.
10. CROSS - 4- and 8-yard depths. Release depends on pattern call. Receiver called first runs the shorter depth.
11. GO - A deep route off any primary route.
12. SLOW - Call made that alerts Y for blitz pickup (Stub or Rover). No blitz, run route called.

INDIVIDUAL PASS ROUTES FOR RECEIVERS



X AND Z INDIVIDUAL ROUTES cont.

14. OUT & GO - Run 10-yard out cut with 3 steps outside, plant off outside foot and run takeoff. Stay outside looking over inside shoulder.
15. TURN IN & GO - Run 12-14 yards. You can use either a 360° move or slow curl move and take off.

X AND Z INDIVIDUAL ROUTES

1. HITCH - 6-yard route. Drive defender with hard move, sit down and look to inside. Ball should be there as you break.
2. QUICK OUT - 6-yard sideline route. Can round cut at 5 yards. Do not drift downfield after break; run parallel to LOS.
3. SLANT - 6-yard cut to inside at 45° angle. Be 95% on break to be able to adjust to ball and defense.
4. QUICK POST - 8-yard cut to inside at 45° angle. Be ready for ball on break. Be alert to adjust to ball and defense.
5. OUT - 10-12-yard sideline cut. A rhythm-timed pattern quick break. Get head around quick. Flat break parallel to LOS.
6. IN - 15 to 18-yard square in. Run hard off of cut into throwing lanes.
7. COMEBACK - Depth will be 18 yards. Force defensive man to turn by running him down inside before your break. Give inside move, plant off of inside foot and come back 3-4 yards toward sideline.
8. TURN IN - Basic 15-yard pattern. Try to turn and/or get defensive man out of his backpedal. Plant outside foot and turn low coming back 3 yards to QB. If a LB is in the throwing lane as you are working back to QB, you can slide laterally to open up throwing lane.
9. CORNER - Run good post. Cut at 10 yards, 3-5 steps inside, then plant inside foot. Cut 45° angle to outside. Look over outside shoulder.
10. POST - 12-15-yard post move to inside at 45° angle.
11. UP - Streak. Drive at inside shoulder of corner at 10-12 yards. You can use a change of pace or, if you are on top of him, run by him. Stay to the outside looking over inside shoulder. Do not drift inside.
12. FADE - Used on out cuts when cornerback rotates toward you. Avoid jam, trying to clear outside and run an up after you clear. Look over inside shoulder staying to the outside.
13. O.S. - Quick outside move. Run upfield staying outside. QB will push you slightly to the outside. Look quick over your inside shoulder.

PASS OFFENSE MECHANICS

DROPPACK PASSING GAME

A. Mechanics

1. For purposes of definition, the mechanics of the pass offense are structured into four categories that are combined into one clearly outlined offensive play.
2. Each phase of the call directs one of four units involved in the execution of the play.
 - (a) Quarterback
 - (b) Offensive line
 - (c) Running backs
 - (d) Receivers
3. Theoretically, this organization should eliminate any breakdown in communication, define responsibilities and allow flexibility without taking anything away from execution.
4. The categories making up each call are:
 - (a) Pass drop depth
 - (b) Protection
 - (c) Flare control
 - (d) Pattern

EXAMPLE: SEMI, 6C DRIFT, X TURN IN

"SEMI" tells the depth of the QB drop (5 steps). "60" tells us the pass protection by the line, and the number "2" added to the sixty call gives us the flare control (circle). "DRIFT" tells us the combination pattern to be run, and "X TURN IN" is the route called for the single receiver on the weakside of the formation.

NOTE: Had the QB called 6C DRIFT, X TURN IN with no call preceding the 6C, that would refer to a normal 7-step drop.

PASS TERMINOLOGY cont.

STICK cont.

WEAVE: Exactly like the angle but the move is made at 45°. The greater the angle of the separation technique, the greater the need for body control.

90°: Also a three-step move but the break is at 90°. In order to make the break, the center of gravity must be low and the hip must be over the foot. The key is not to drift or round the cut.

PHONY ACCELERATION: A three-step move which forces the receiver to get his body low by bending his knees. He brings his hands to his armpits using a 1, 2, 3 pumping motion and moves his feet at the same tempo as his hands. This helps the receiver gather his body, bend his knees and get his arms in close. It helps his body control by lowering his center of gravity.

CHANGE OF PACE: The opposite of the phony acceleration. Gives defenders the impression that the receiver is slowing for a break in, out or back to the ball. The idea is to relax a bit and slow for three steps, then burst.

BREAKING POINT

- A critical point vertically down the field from the LOS where the receiver makes his break. This point will be described in relation to the numbers. EXAMPLE: The breaking point for the turn in is the plus side of the numbers.

ROUTE

- Prescribed technique of an individual receiver including split, release approach and breaking point.

PATTERNS

- Combination of routes.

FADE

- Used as an adjustment on the move against a corner kick technique.

SLOW

- Used by Y when designated, meaning to set and check Stub or S/S blitz; no blitz, release on called route.

JAB

- A definite one-step fake. It attempts to freeze or turn a defender at the break point.

DOUBLE JAB

- Fake leading into a break point. First step toward break -- second step away, rolling head and shoulder to freeze defender. Accelerate into route off second step.

PASS TERMINOLOGY

- X - Position of normal split end.
- Y - Position of normal tight end.
- Z - Position of normal strongside receiver.
- S - Position for third wide receiver.
- W - Position for fourth wide receiver.
- T - Position for second tight end.
- MAX - Call for line and both backs in protection.
- SCAT - Call for both backs to release without blitz pickup.
- FIRE - 3-step drop by QB (QB will call, or refers to 90's).
- SEMI - 5-step drop by QB (QB will call).
- NORMAL - 7-step drop by QB (no call, refers to normal).
- TRIO - Calling for three wide receivers.
- QUADS - Calling for four wide receivers.
- PAIR - Calling for two tight ends.
- DUAL - Signifying an uncovered lineman having double pickup, or a back having double pickup.
- BOSTON - (or call of team we are playing) - Blitz alert call. Tells TE to slow block. Protection and/or audible will be called to go with same.
- RELEASE - A maneuver by a receiver out of his stance when covered tight by a linebacker or defensive back; either a finesse-type move or an aggressive power move attempting to quickly escape the defender.
- APPROACH - A term describing the receiver's move on a particular route. For example, run a post route using a streak approach.
- STICK - Last three-step leg of the approach that drives at the defender to push, freeze or influence him before break.

ANGLE: A three-step move started on the foot opposite the break. The move is made at 30° for three steps and then into the final break. This move is excellent on corner to out patterns and post to cross patterns.

GENERAL INFORMATION

ON PASS OFFENSE

TYPES OF PASSES IN OUR OFFENSE:

1. DROPPACKS - Thrown by the QB who retreats straight back inside a protective cup formed by the linemen and blocking backs.

2. SPRINT-OUTS - The QB makes a front pivot and sprints directly at the flank.

3. PLAY PASSES - The fake of a running play occurs, but a pass develops. Blocking patterns will vary according to type of play pass.

4. SCREENS - Delayed type of pass thrown to receiver at a designated spot behind LOS. Several linemen release in front of the receiver to provide blocking. Screens can be thrown from the fake of a dropback or from the fake of a running play. Blocking will vary according to whether it is a dropback or play action screen.

5. SPECIAL PASSES - Passes, usually play action passes, which do not fit into any other definable category. These are mostly gadget-type, goal line, or short yardage passes.

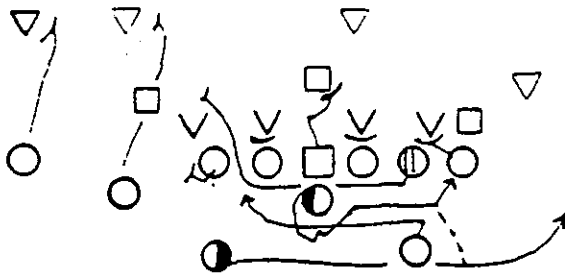
6. TURMOIL PASSES - The QB initially sets up inside protective pocket in order to lure rushers on upfield course. QB then breaks sharply at a designated flank. A planned pass pattern is executed in conjunction with this action and protection.

85

Chicago Blitz

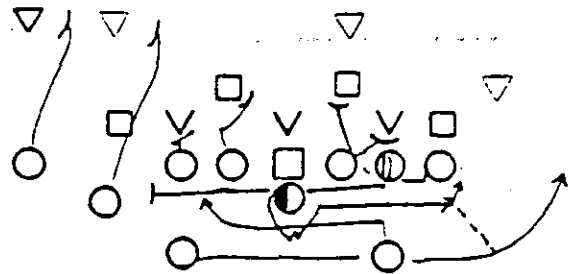
Pass

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Possible takeoff option

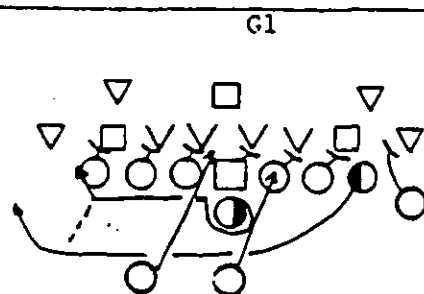
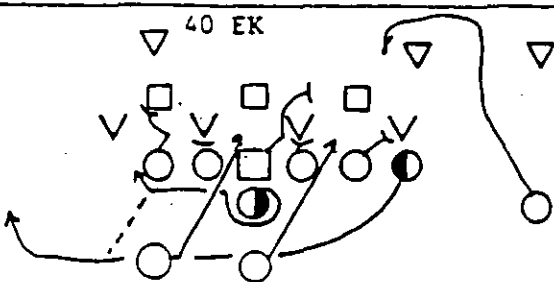
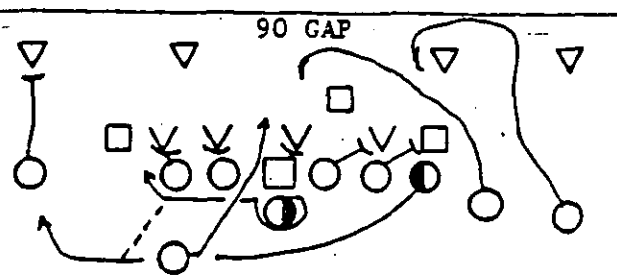
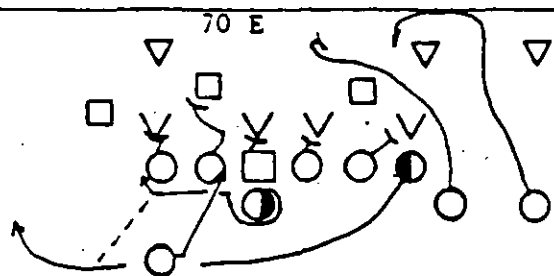
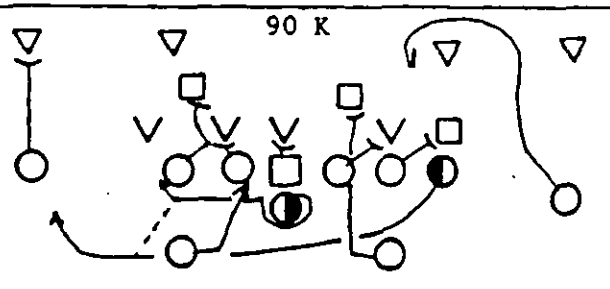
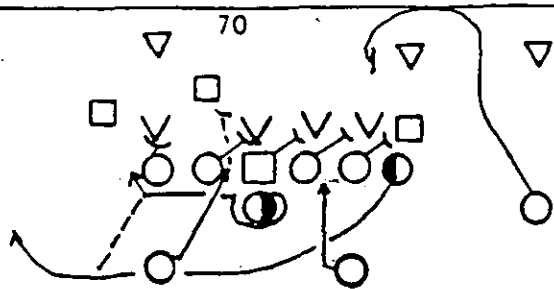
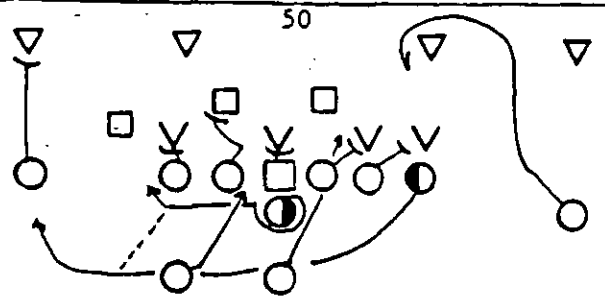
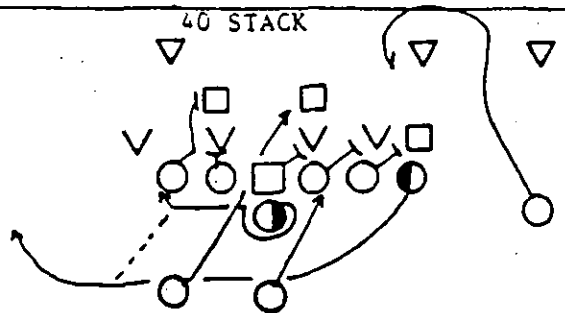
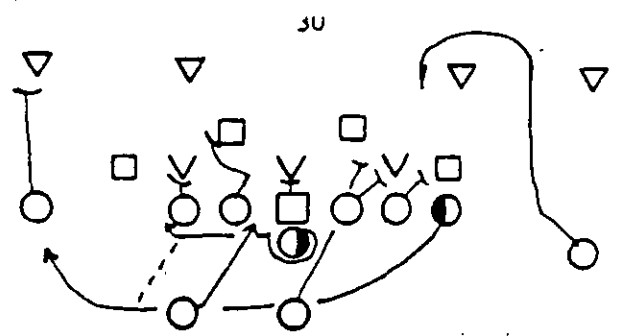
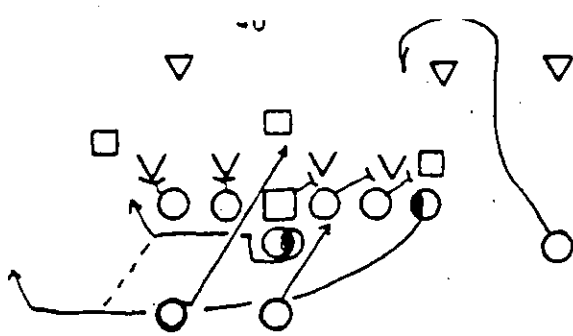
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Possible takeoff option

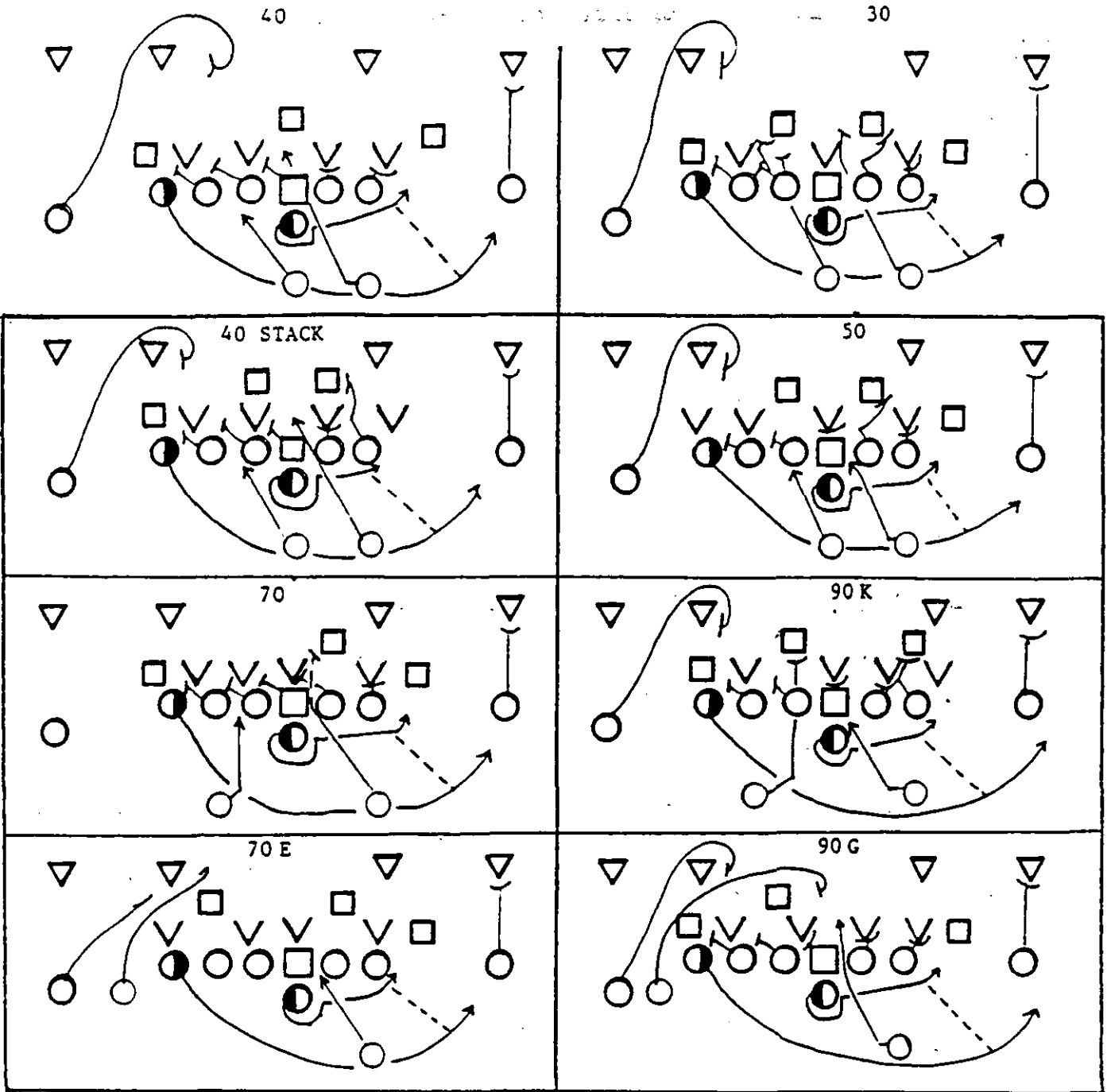
<p>40 STACK</p> <p>A schematic diagram for flow counter 40 STACK. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>	<p>50</p> <p>A schematic diagram for flow counter 50. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>
<p>70</p> <p>A schematic diagram for flow counter 70. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>	<p>90 K</p> <p>A schematic diagram for flow counter 90 K. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>
<p>70 E</p> <p>A schematic diagram for flow counter 70 E. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>	<p>90 GAP</p> <p>A schematic diagram for flow counter 90 GAP. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>
<p>40 EK</p> <p>A schematic diagram for flow counter 40 EK. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>	<p>61</p> <p>A schematic diagram for flow counter 61. It shows a line of seven offensive players (circles) and seven defensive players (triangles). A center (square) is positioned between the two halves of the line. Arrows indicate the movement of the center and the offensive line.</p>

- QB - Reverse pivot. Exact same ballhandling procedure vs. Flow Counter 45. Don't hurry fake. After fake to FB, try and gain some ground back to LOS. Option on Stub.
- FB - Run Flow Counter 45 making good ball fake.
- BB - Run Flow Counter 45. Be in front of QB, but throttle down enough not to be too much in front of him.
- LB - Drive off corner -- block.



- Complete reverse pivot to playside. Hand fake to FB. Do not hurry pivot; let the backs set up the play. Work down LOS under control. Pitch will be on inside contain man (Will or defensive end).
- Drive in gap over guard, sell out fake.
- Quick open step, drive in gap to inside leg of guard. Sell out fake.
- (X) Drive off corner, block. (Y) Open to playside with inside foot. Be moving across quickly. Your pitch path should be approximately 4-5 yards from LOS.

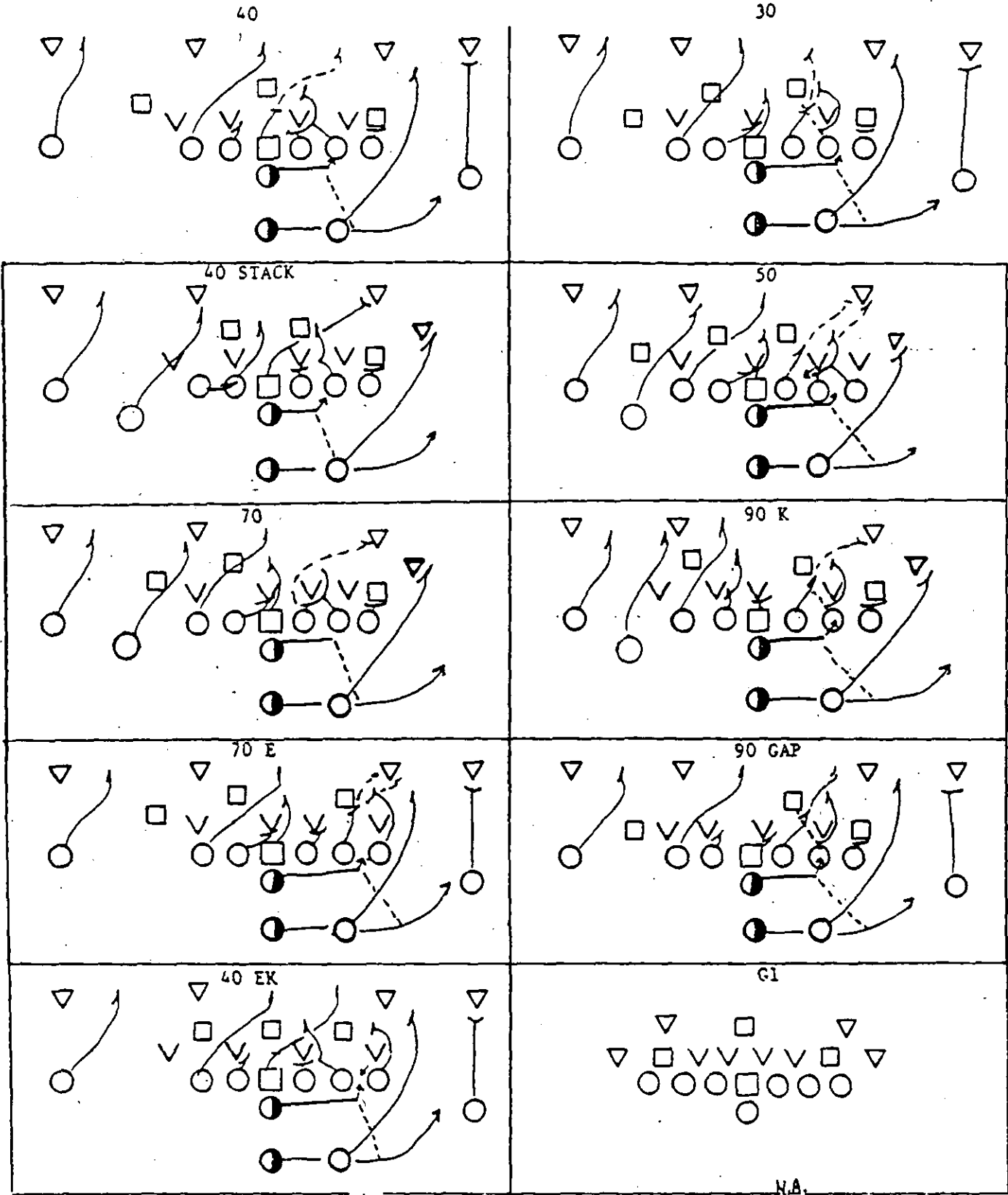
FAKE RIDE 43-Y OPTION AT 6



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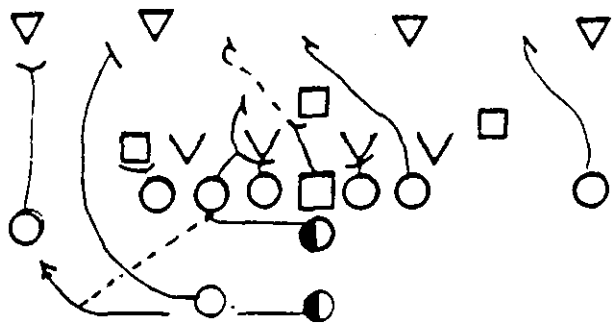
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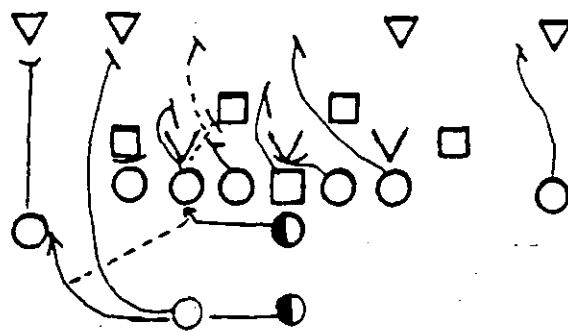


- QB - Lead step, come parallel down LOS. Be under control, two hands on ball, waist level. Key defensive end. If he plays you, pitch; if he plays upfield, keep.
- FB - Open, crossover, sprint wide. Get on outside hip of HB. Look pitch into hands. Read blocking pattern for cut.
- RE - Run arc and block strong safety.
- WR - Drive off corner -- block.

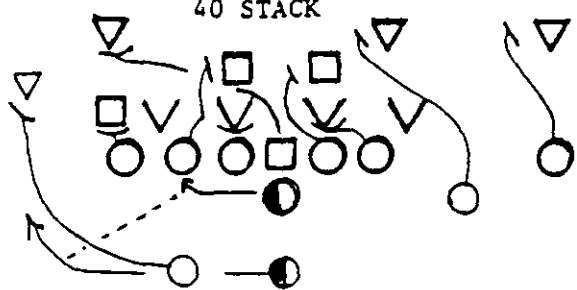
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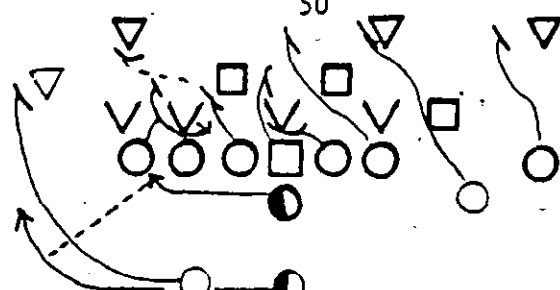
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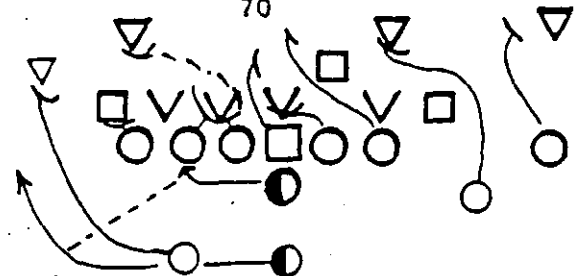
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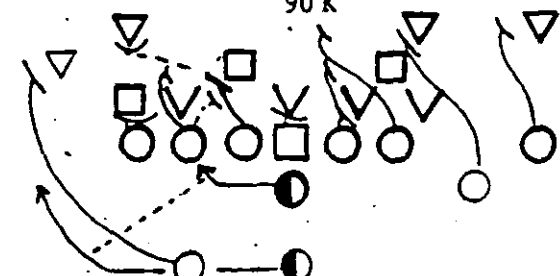
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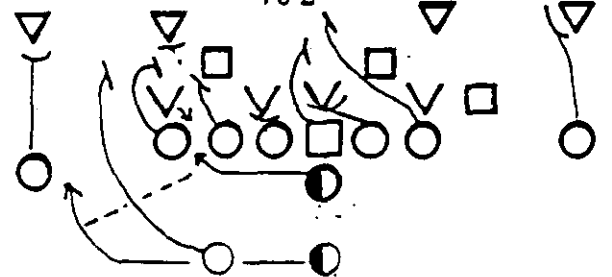
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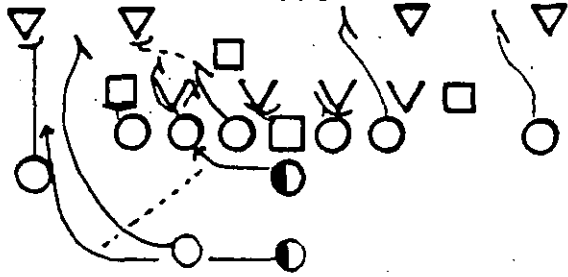
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70 E



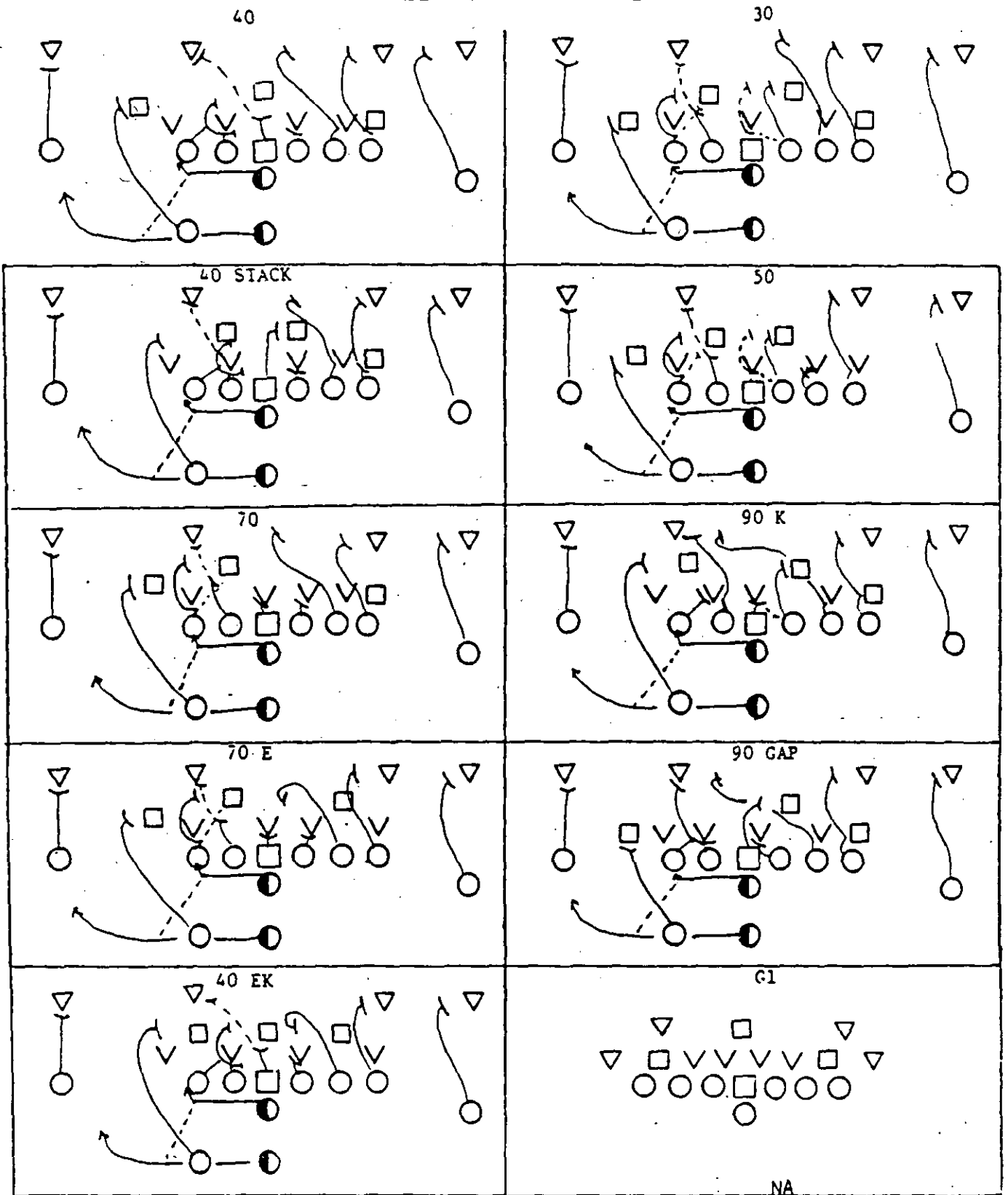
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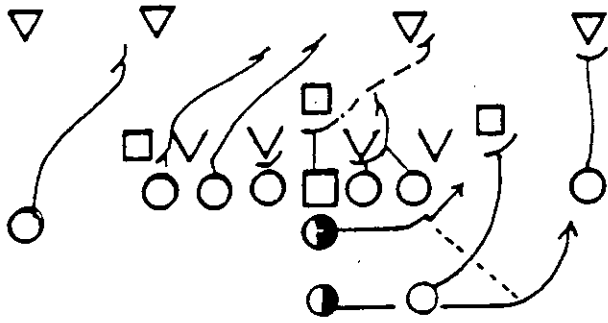
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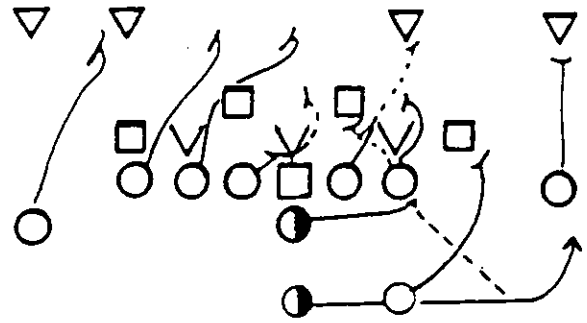


- QB - Lead step -- come parallel down LOS. Be under control, two hands on ball, waist level. Key defensive end. If he plays you, pitch; if he plays upfield, keep.
- FB - Open, crossover step, sprint. Set on outside hip of HB. Be ahead of QB for pitch relationship. Look pitch into hands. Read blocking pattern for cut.
- FB - Run arc outside Will linebacker, cut block. Will blitzes strong to center area, continue upfield for free safety.
- WR - Run at corner -- block.

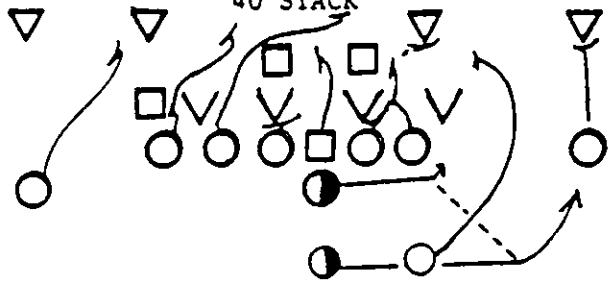
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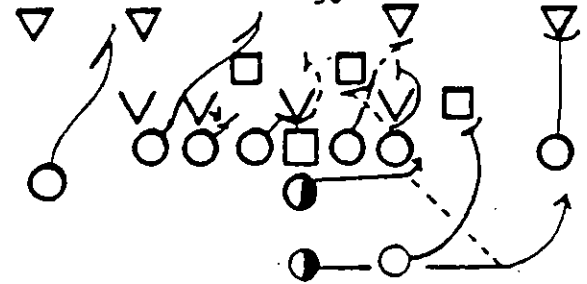
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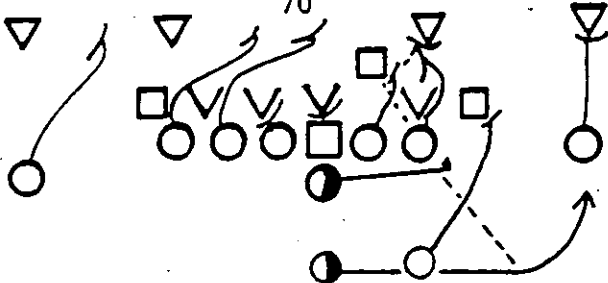
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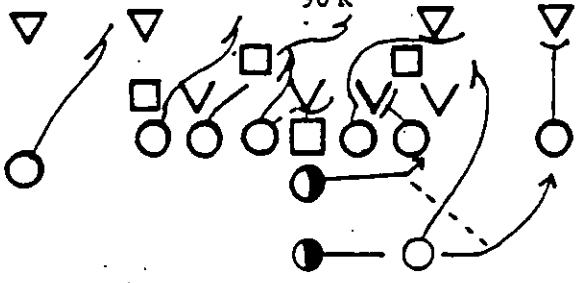
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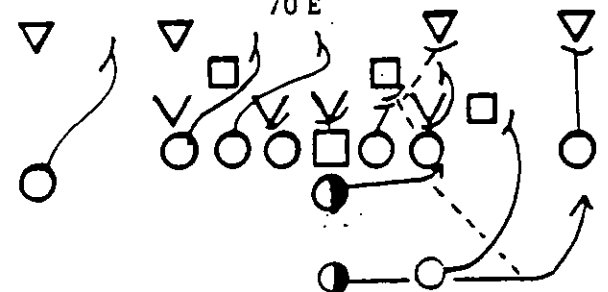
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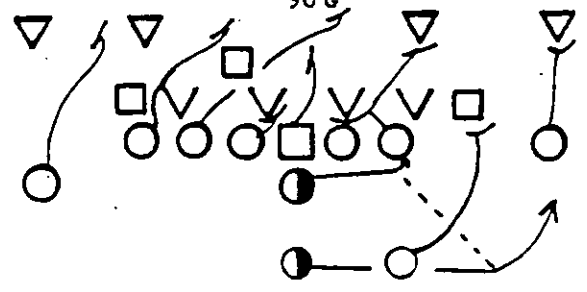
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70 E



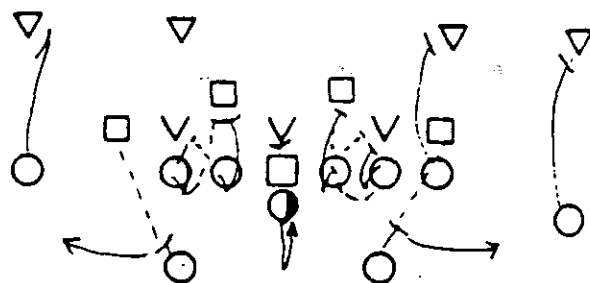
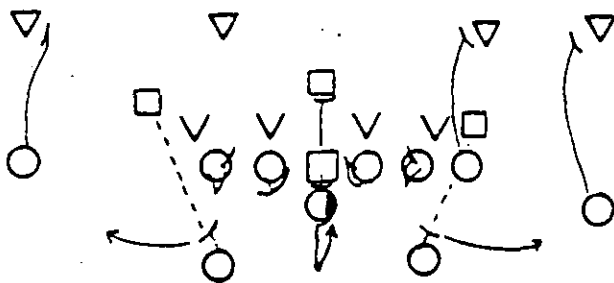
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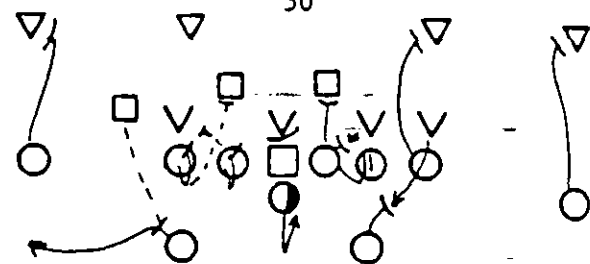
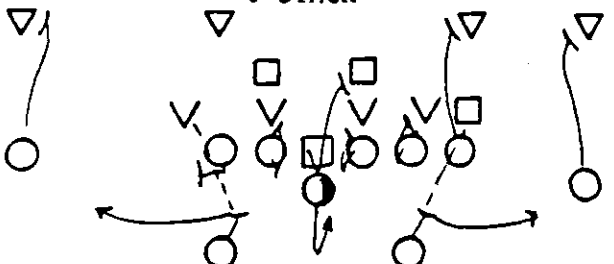
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40 STACK

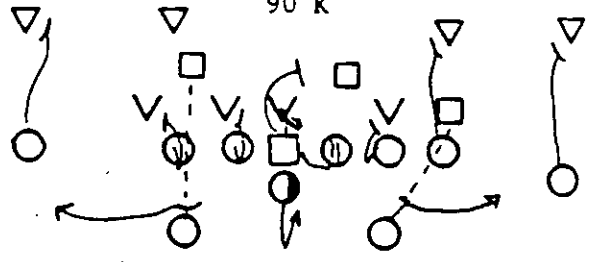
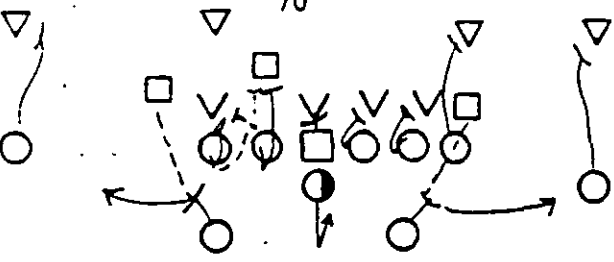
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OG - PASS, FOLD.

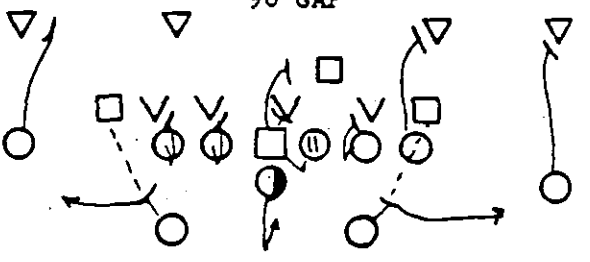
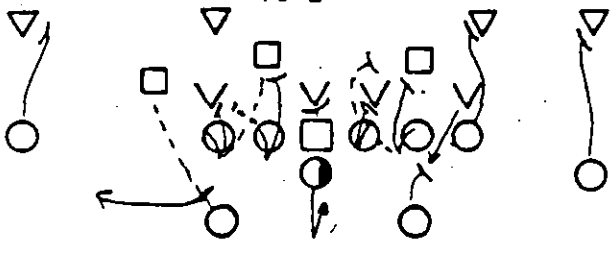
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90 K



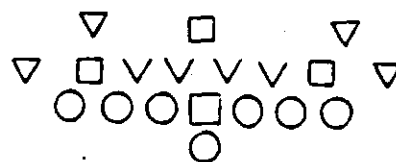
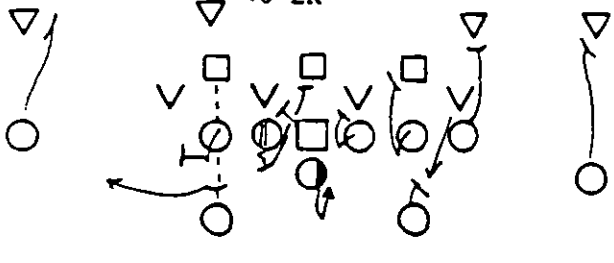
70 E

90 GAP



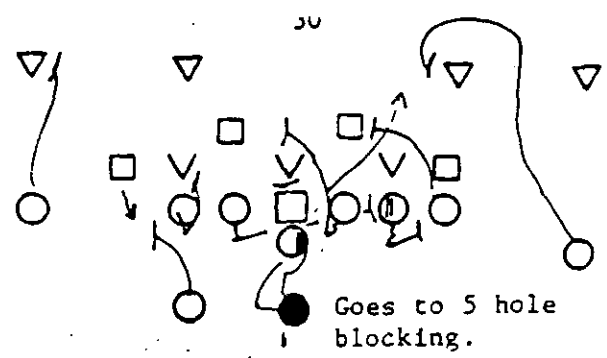
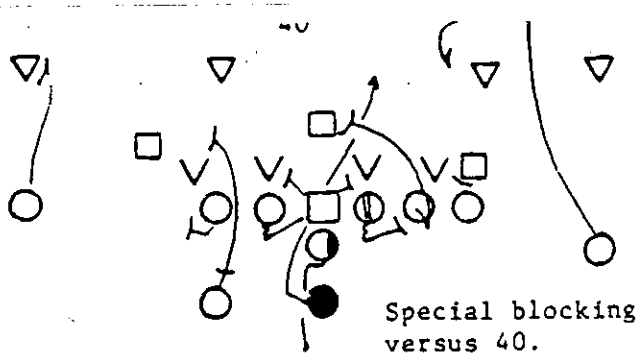
40 EK

G1



N.A

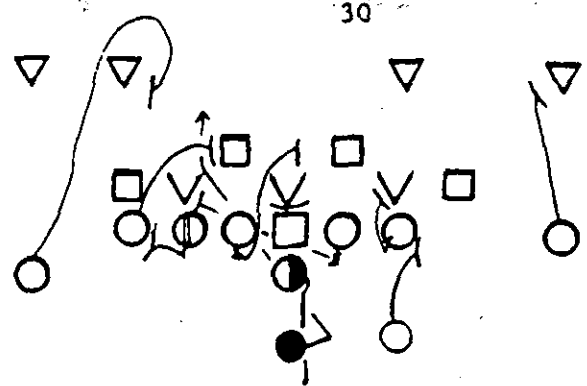
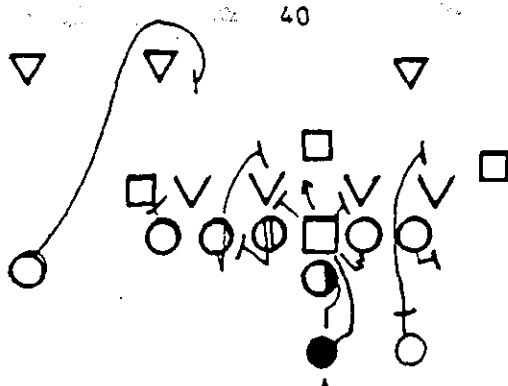
- 03 - Should be run off three-step drop. Do not be in a hurry. Make drop look normal. Plant and pick hole according to blocking and defensive structure.
- FB - Check Stub linebacker for blitz. No blitz, run flare.
- 23 - Check Will linebacker for blitz. No blitz, run flare.
- 27 - Drive off corners -- block.



<p>40 STACK</p>	<p>50</p>
<p>70</p>	<p>90 K</p>
<p>70 E</p>	<p>90 GAP</p>
<p>40 EK</p>	<p>G1</p>

- QB - Take regular drop. Slip ball to FB on opposite side of hole called. Continue faking pass set.
- FB - Set away from hole called. Let QB bring you the ball. Break on block of trapping guard and OT coming over top for Mac.
- RB - Quick pass set. Take easiest release for Will linebacker.
- WR - Run split route. Curl back inside, looking for free safety.

F 33 I TRAP DRAW



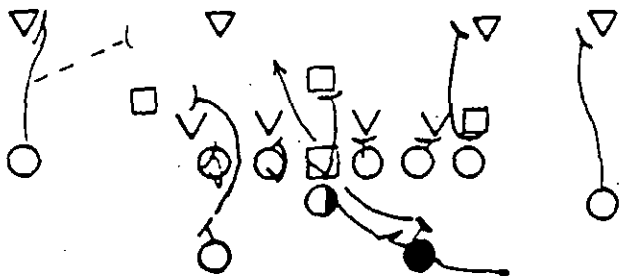
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<p>70 E</p>	<p>90 G</p>

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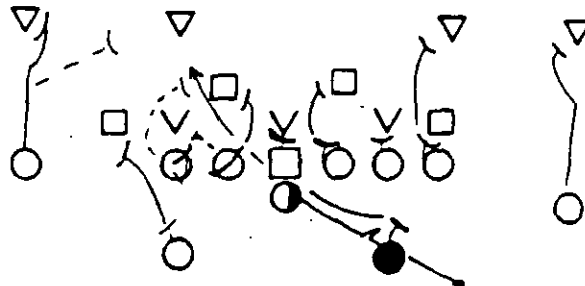
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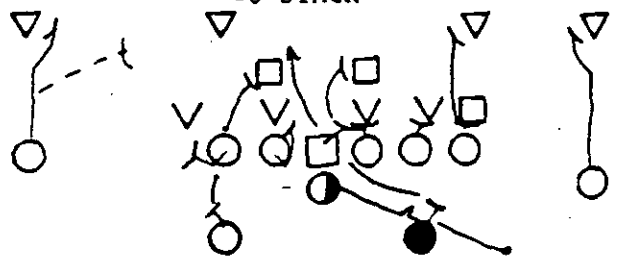
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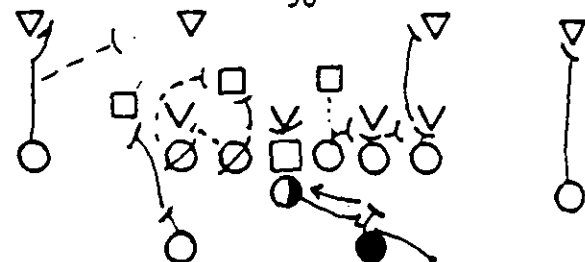
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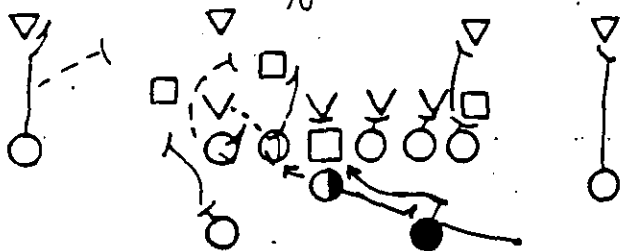
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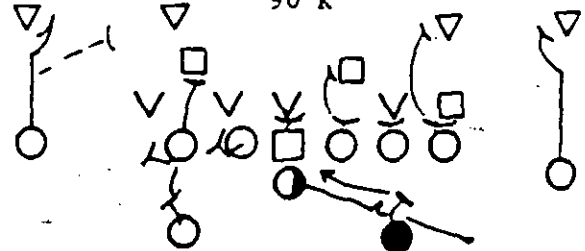
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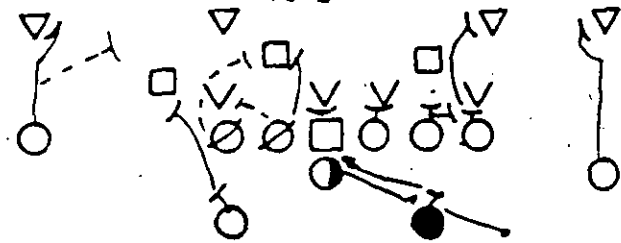
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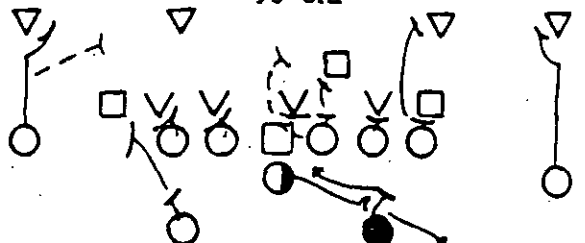
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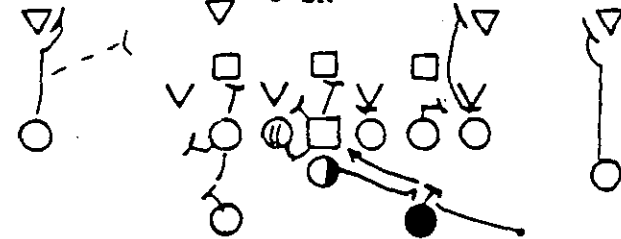
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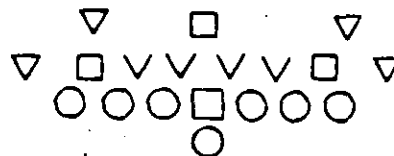
90 GAP



40 EK



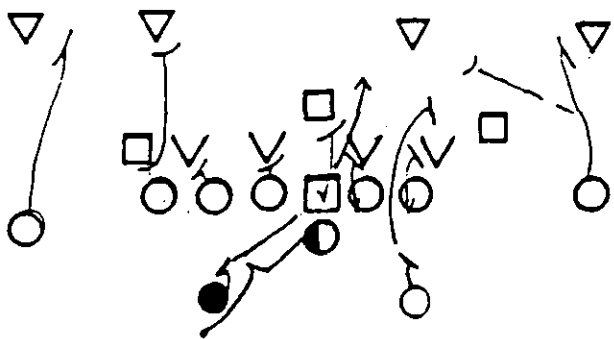
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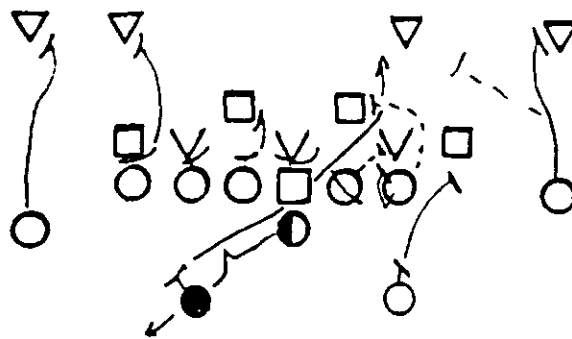
EXAM: CC - FOLD BLOCK

- QB - Open directly out as on 200 series. Slip ball to FB from behind; continue sprinting, faking pass.
- FB - Pass set. QB will bring you ball and hand underneath. Hole will open according to defensive scheme and offensive blocking pattern.
- LB - Pass set. Get Will linebacker moving to coverage. Take easiest escape and block Will linebacker.
- DE - Drive off corners -- block.

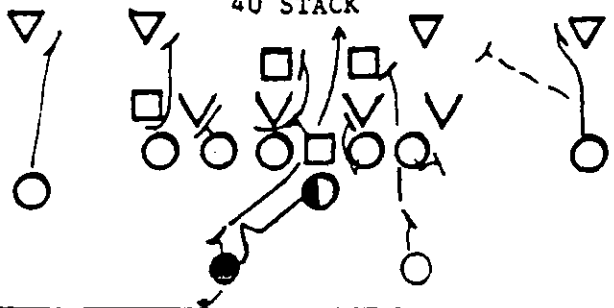
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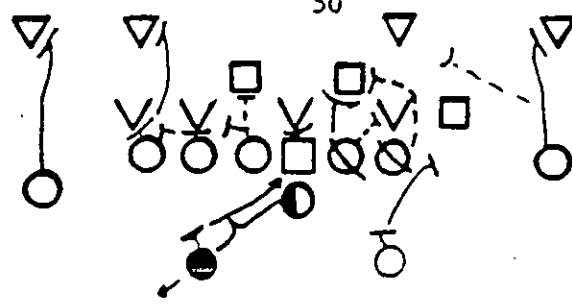
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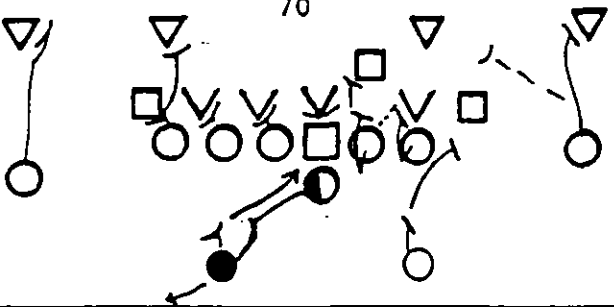
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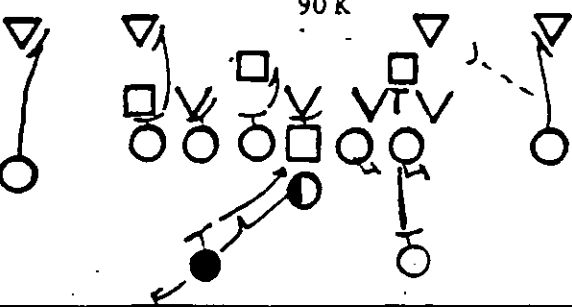
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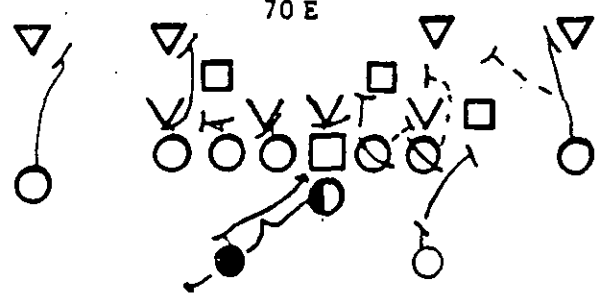
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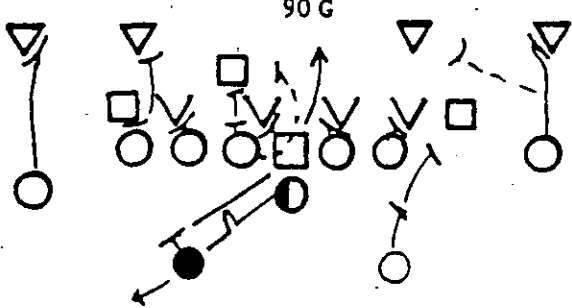
90 K



70 E



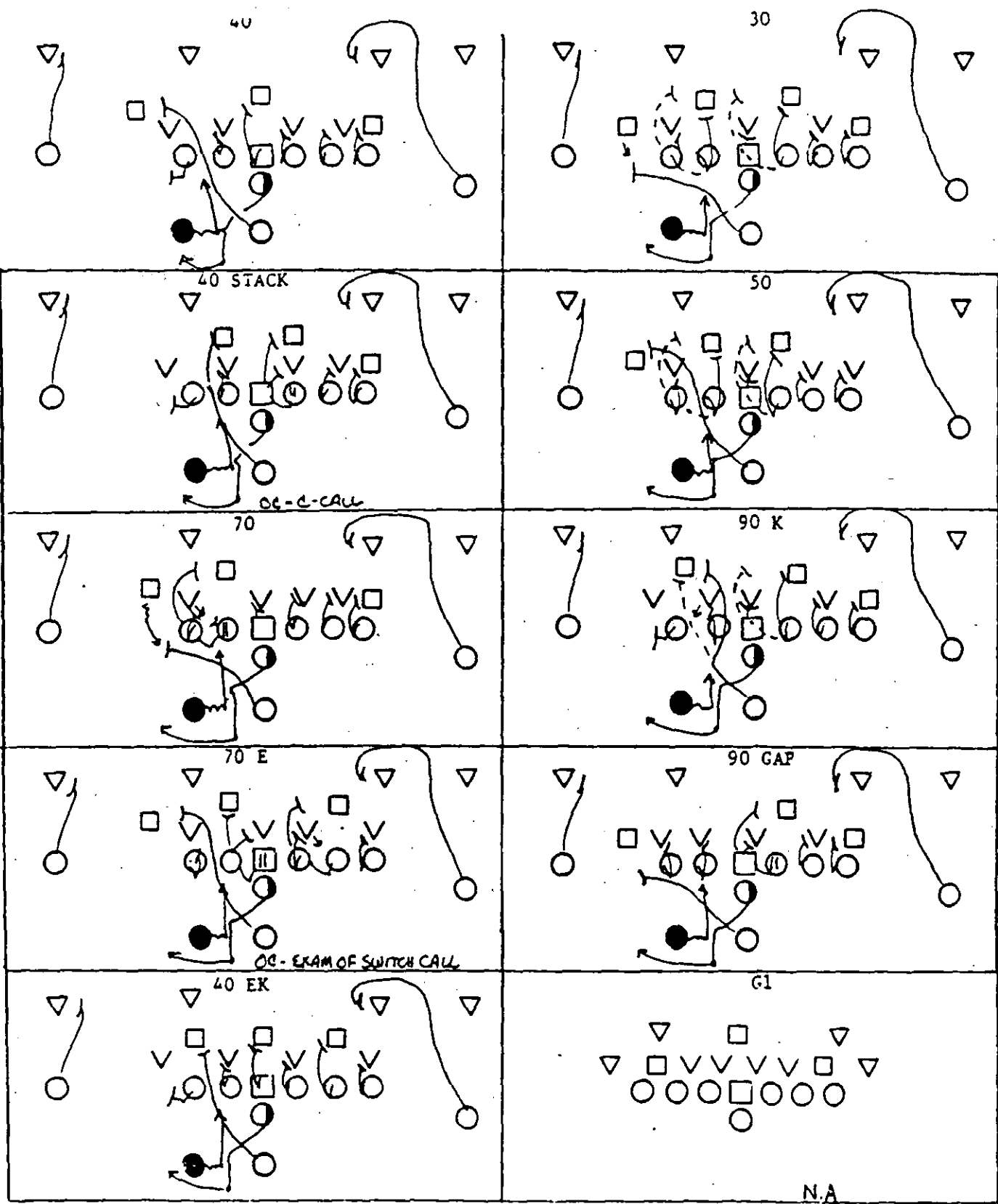
90 G



COACHING POINTS:

N/A

FORMATIONS:

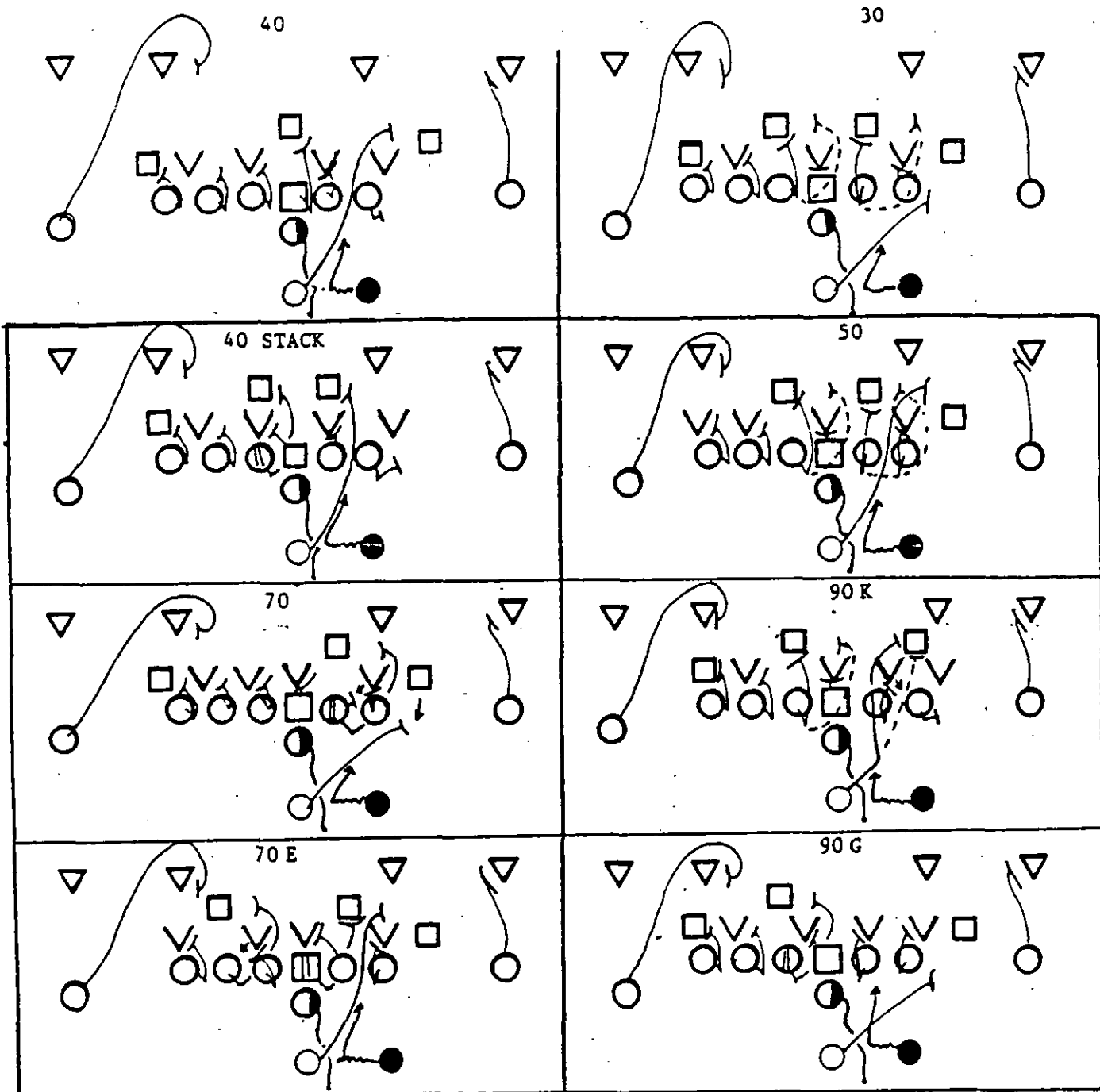


QB - Reverse pivot -- Get enough depth to clear FB and under handoff to HB.
 Continue roll action facking pass.

FB - Drive to inside leg of OT. Take best release to block Will.

RB - Shuffle two steps to QB. Fake under handoff. Read blocking pattern for cut.

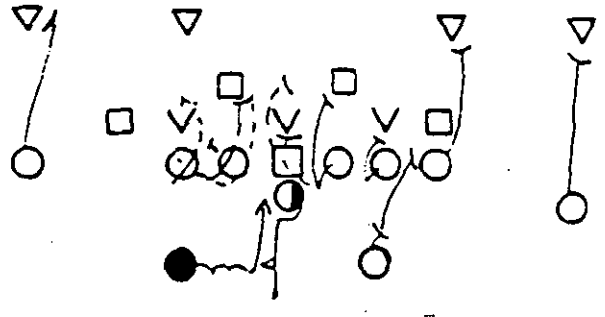
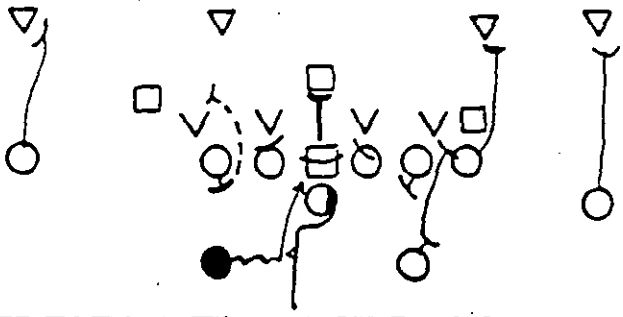
WR - Run off corner -- block.



COACHING POINTS:

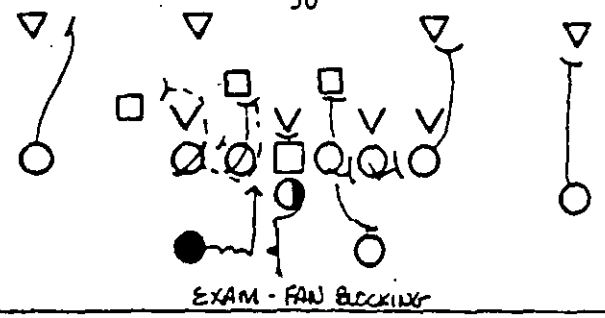
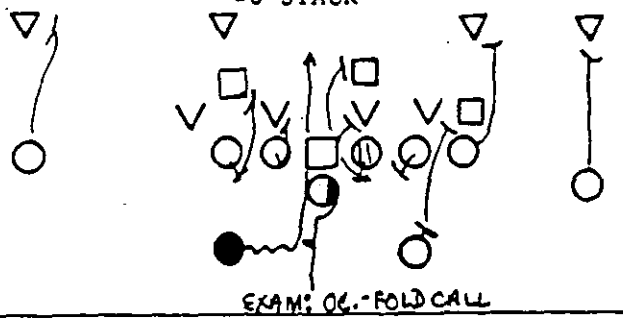
N/A

FORMATIONS:



40 STACK

50

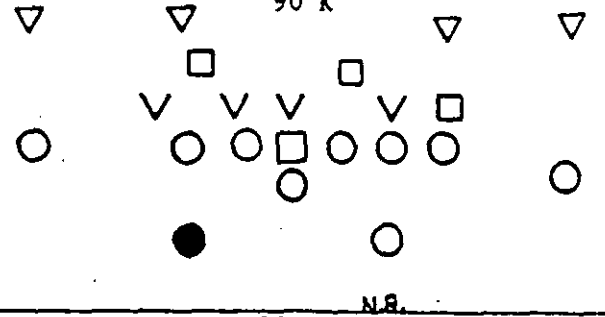
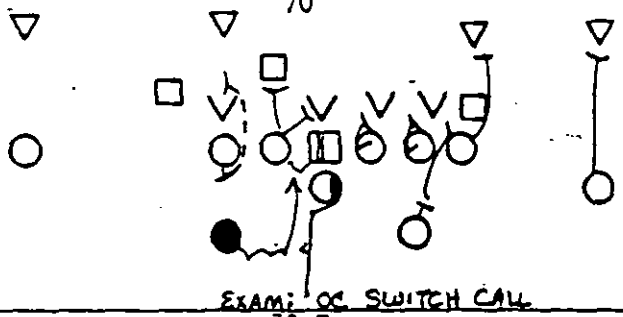


EXAM: OC - FOLD CALL

EXAM - FAKE BLOCKING

70

90 K

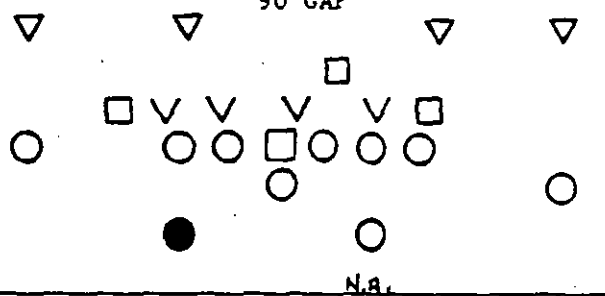
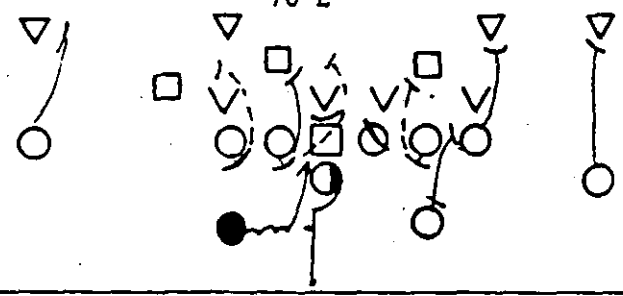


EXAM: OC SWITCH CALL

N.A.

70 E

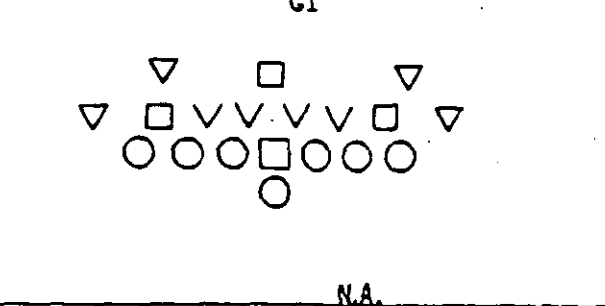
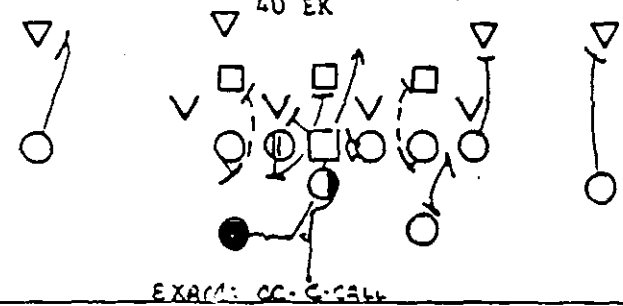
90 GAP



N.A.

40 EK

G1



EXAM: OC - G-CALL

N.A.

Q3 - Regular pass drop. Slip ball to HB. Continue pass set fake.

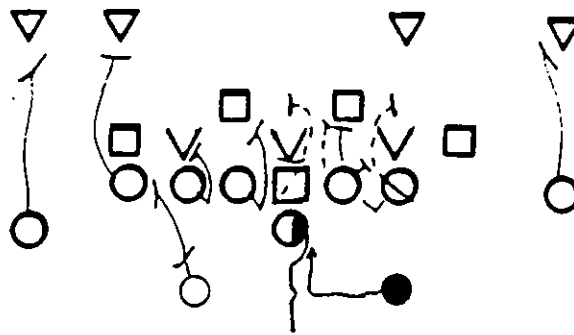
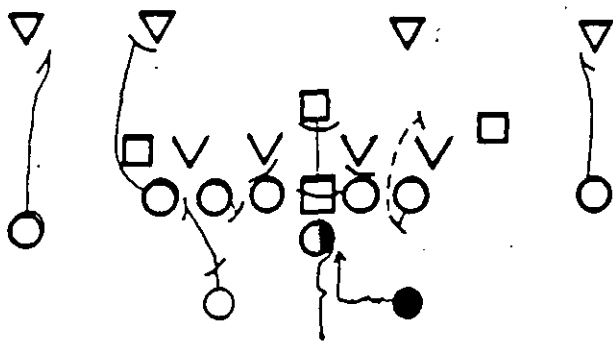
R3 - Quick pass set. Block man over Y, inside/outside.

R3 - Shuffle step laterally to QB. Do not hurry; let QB bring you the ball. Break on block of center and guards.

LR - Drive off corners -- block.

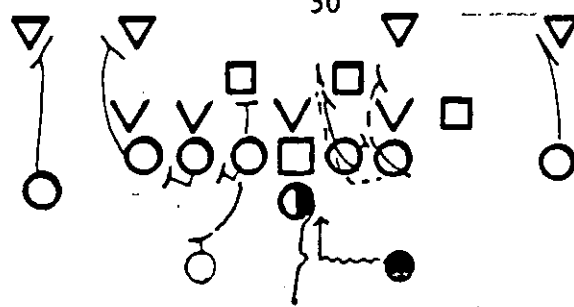
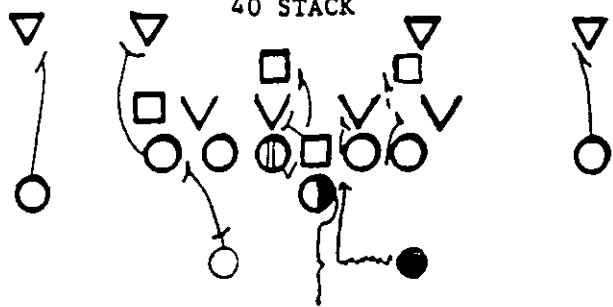
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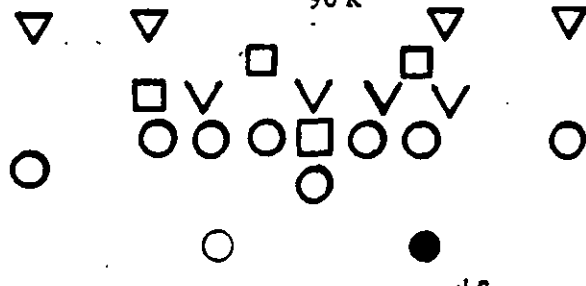
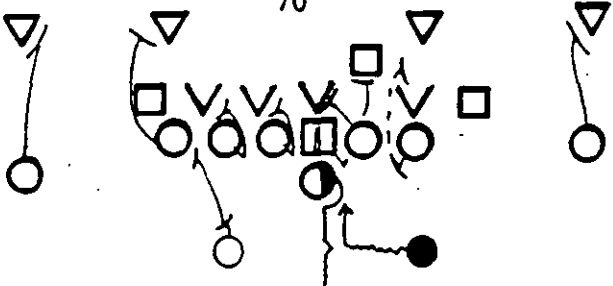
40 STACK

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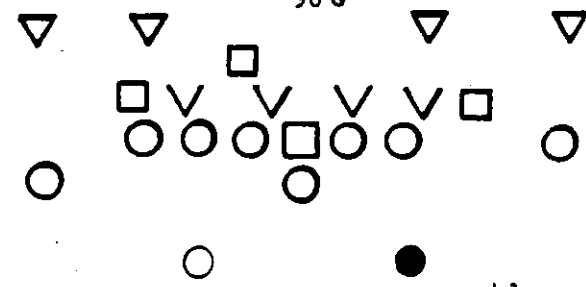
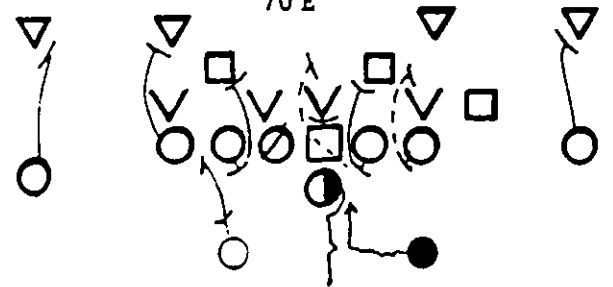
70

90 K



70 E

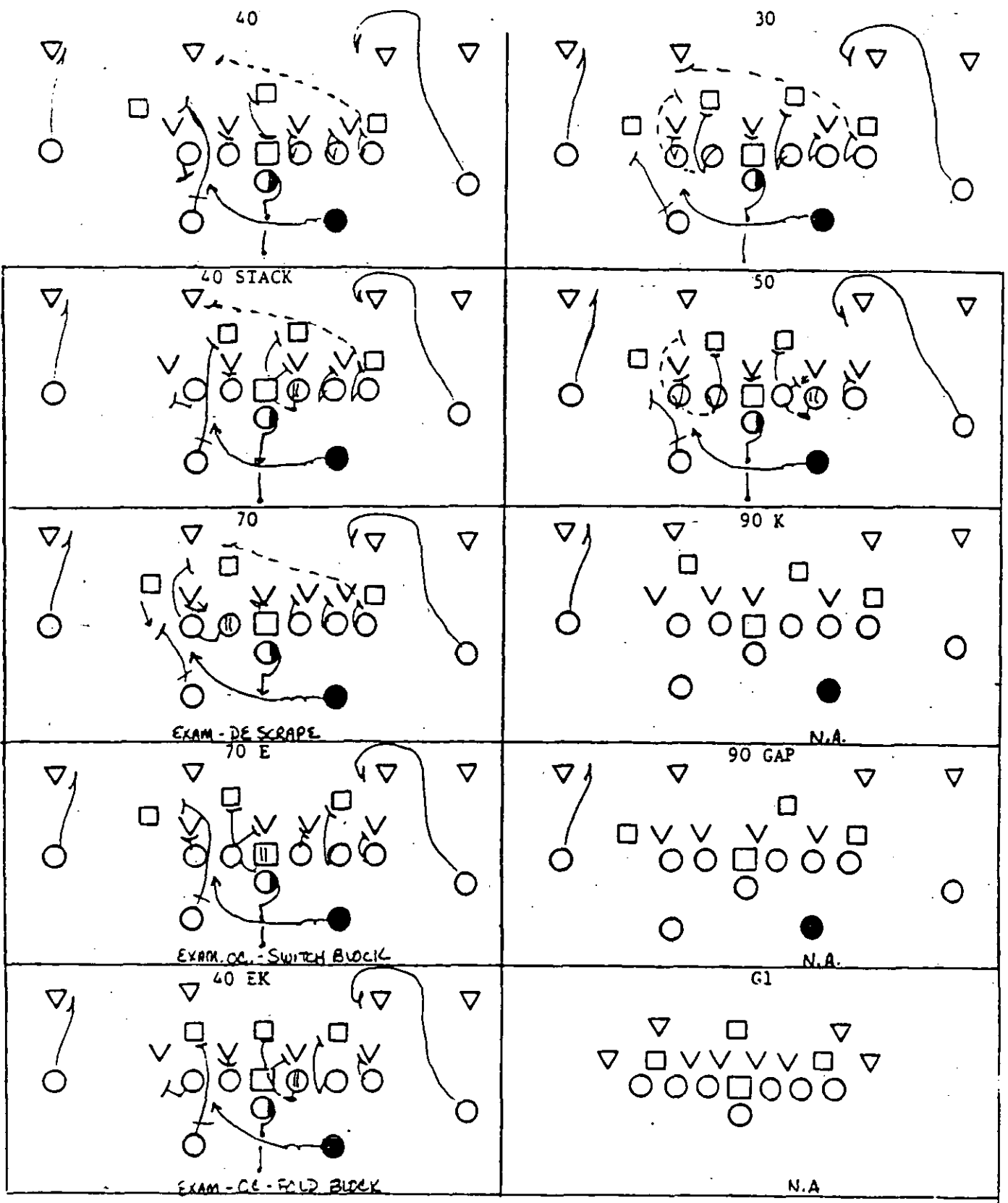
90 G



COACHING POINTS:

N/A

FORMATIONS:

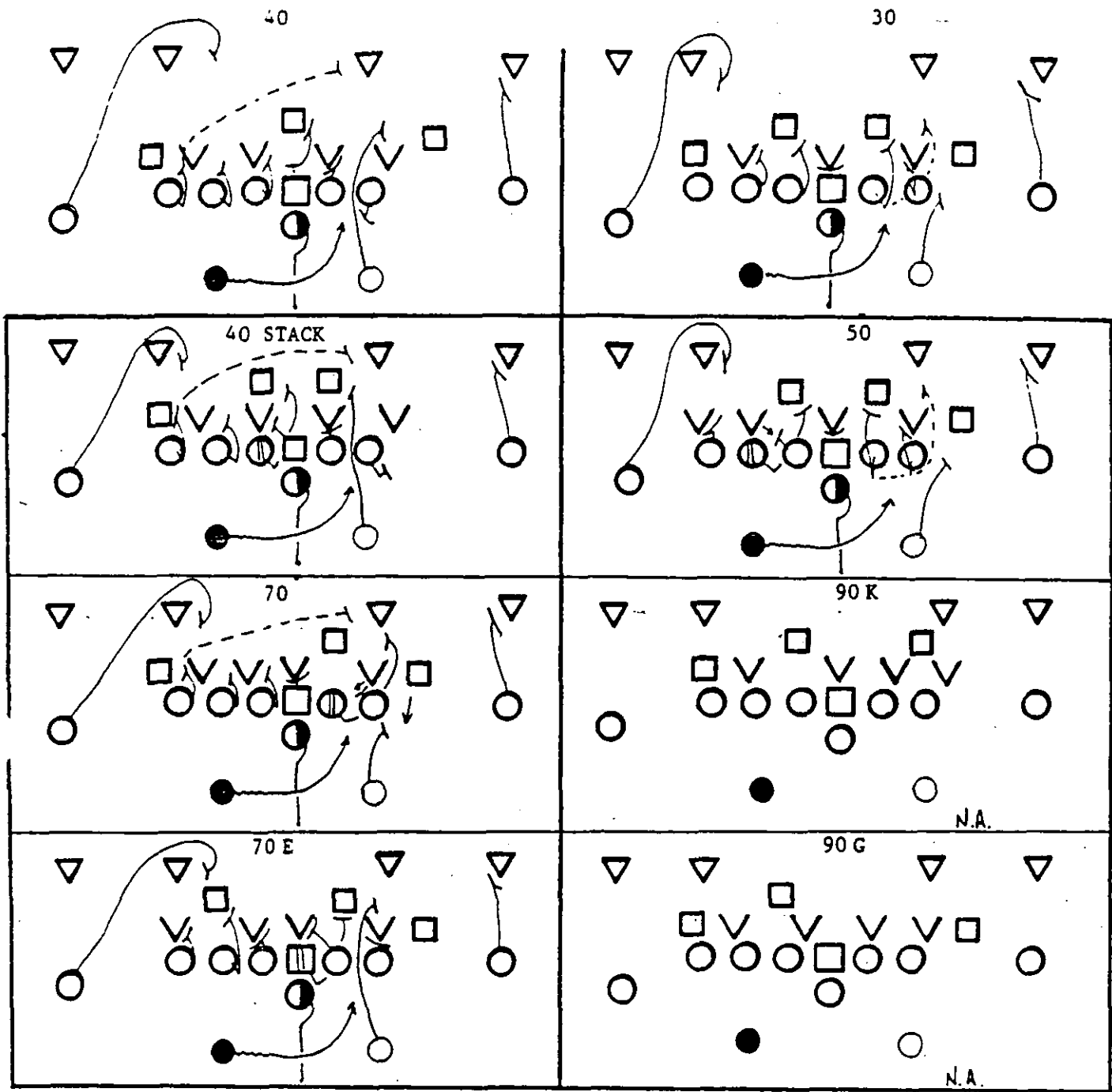


QB - Normal pass drop. Hand off to FB over the top. Continue faking pass setup.

FB - Slide step to QB. Take over handoff. Read OT's and HB's blocks.

RB - Slide to inside leg of OT. Take best release to block Will.

WR - Drive corner -- block.

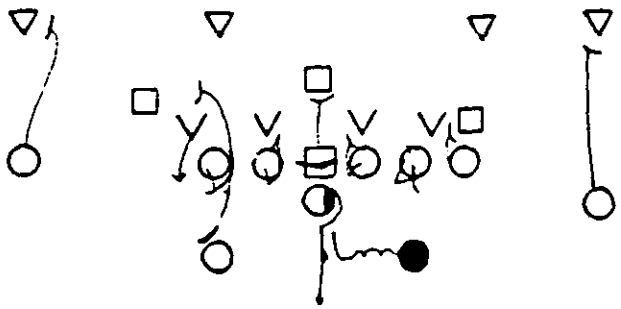


COACHING POINTS:

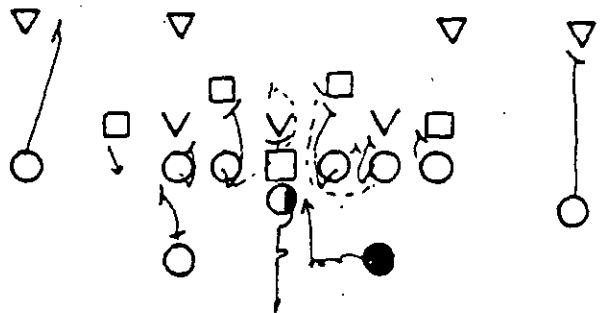
N/A

FORMATIONS:

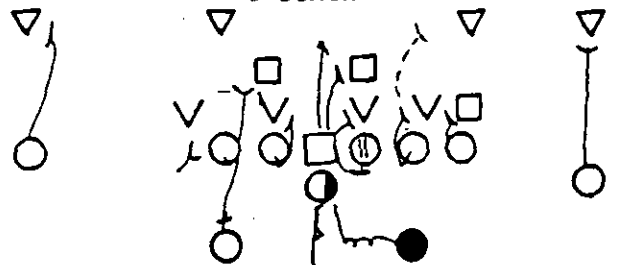
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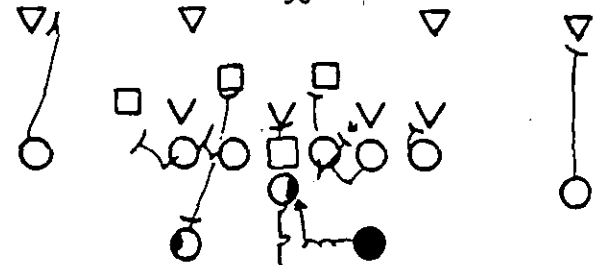


40 STACK



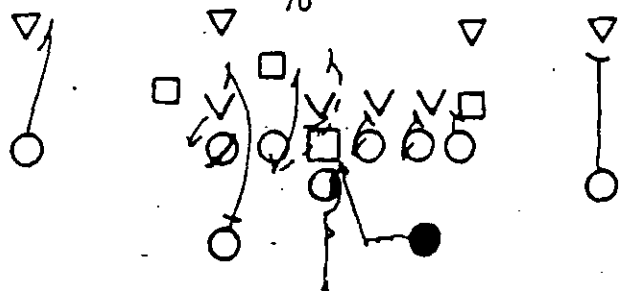
EXAM - OC - C BLOCK

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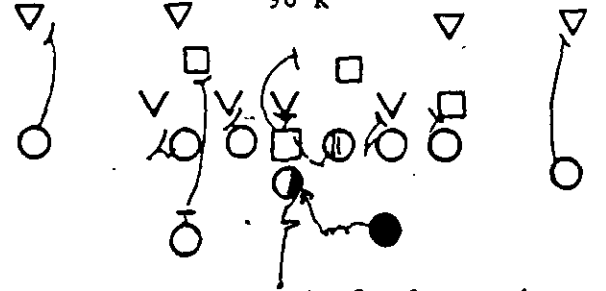


LT - EXAM - FB BLOCKING

70

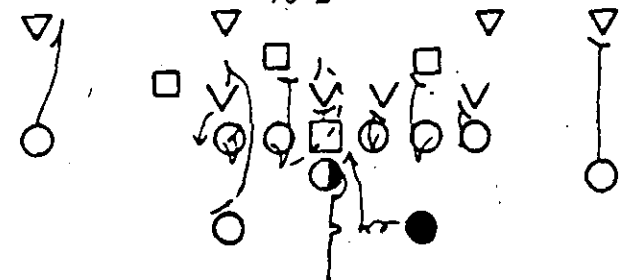


90 K

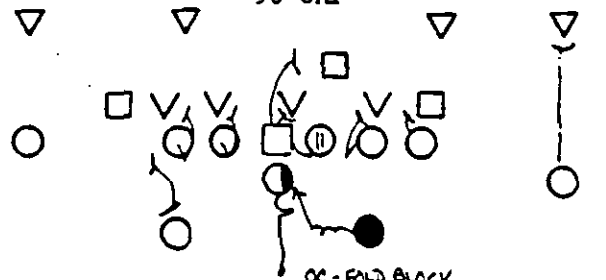


OC - FOLD BLOCK

70 E

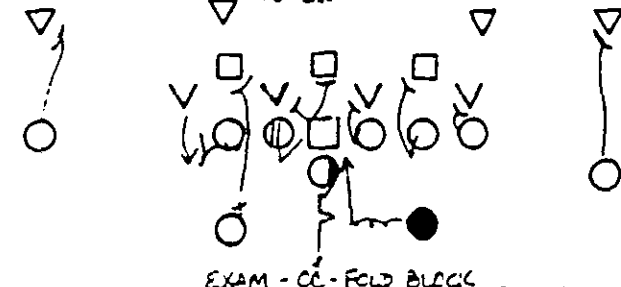


90 GAP



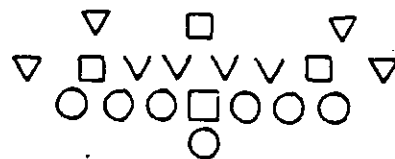
OC - FOLD BLOCK

40 EK



EXAM - OC - FOLD BLOCK

G1

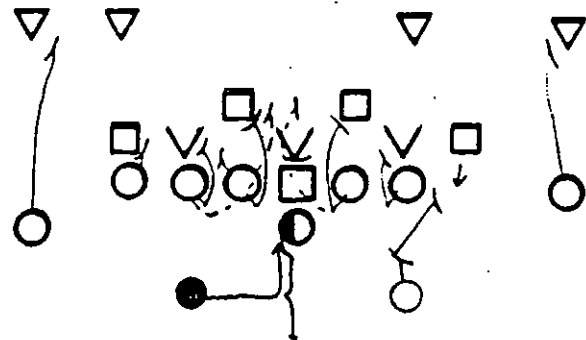
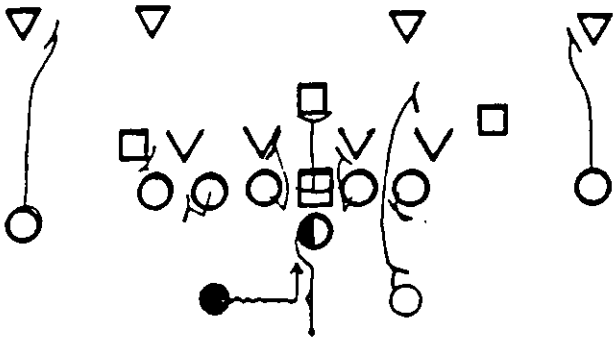


NA

- QB - Take normal pass drop. Slip ball to FB. Continue on fake pass action.
- FB - Shuffle step laterally to QB. Do not hurry move. Let QB bring you the ball. Break on blocks of center and guards.
- WR - Quick pass set look, block Will linebacker by releasing inside your OT.
- WR - Drive off corner -- block.

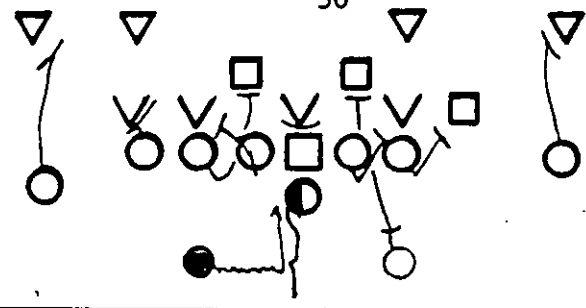
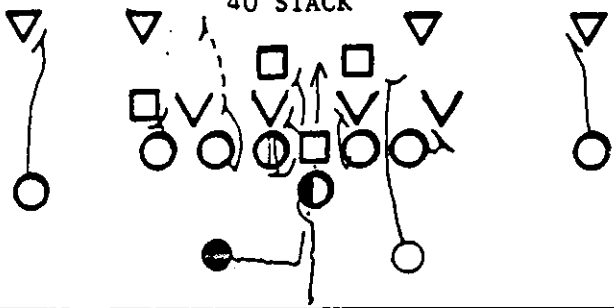
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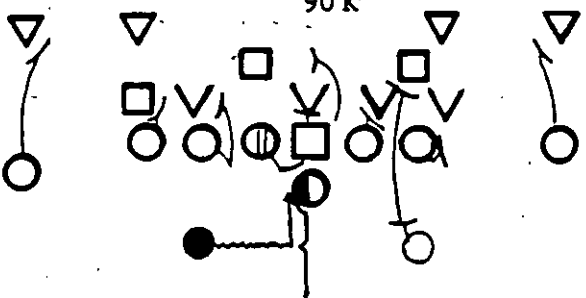
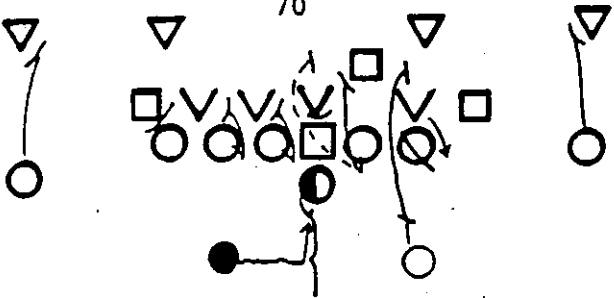
40 STACK

50



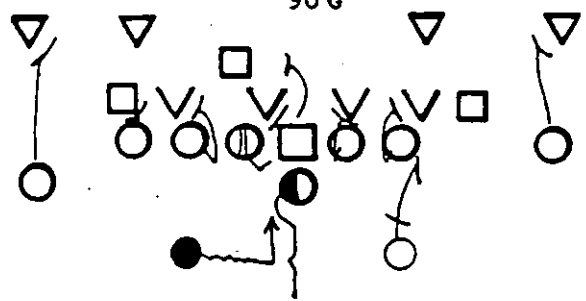
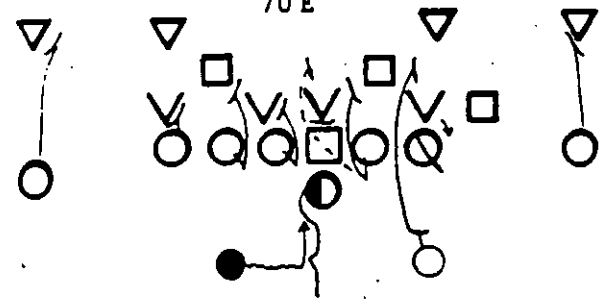
70

90 K



70 E

90 G

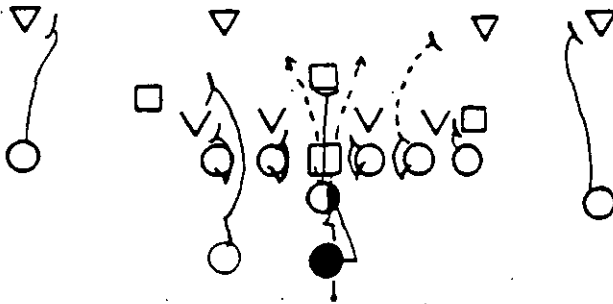


COACHING POINTS:

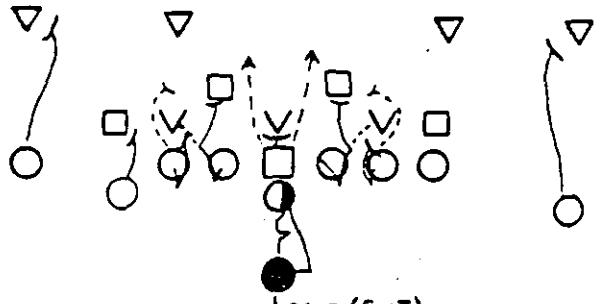
N/A

FORMATIONS:

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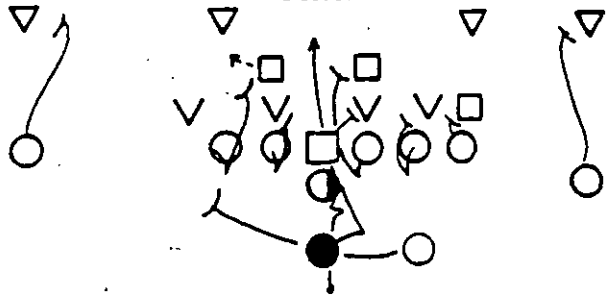


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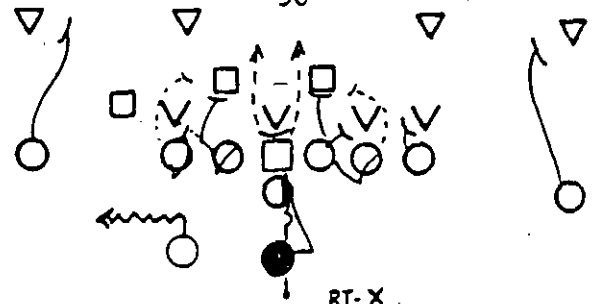


MIRROR READ (GAT)

40 STACK

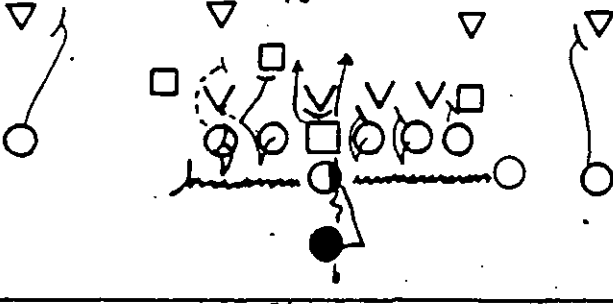


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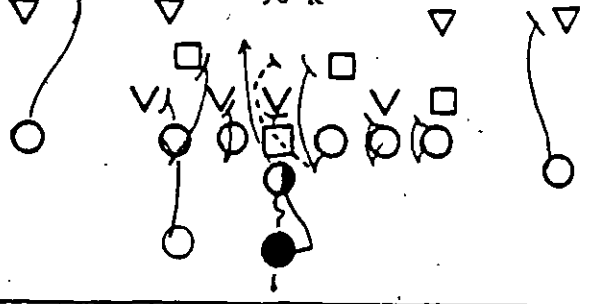


RT-X

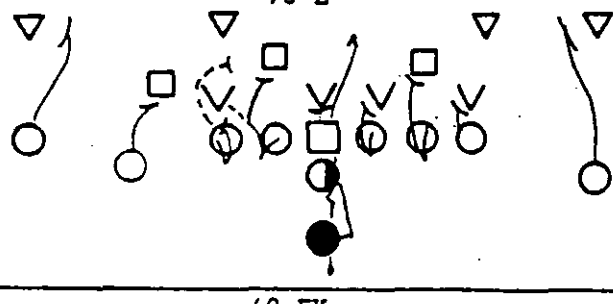
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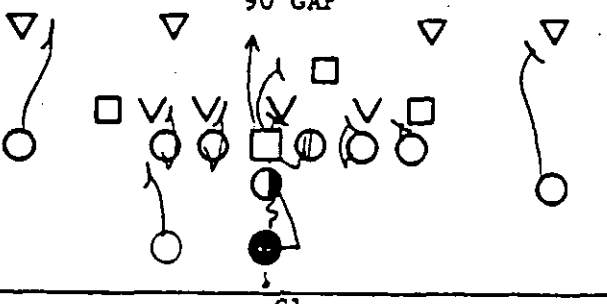
90 K



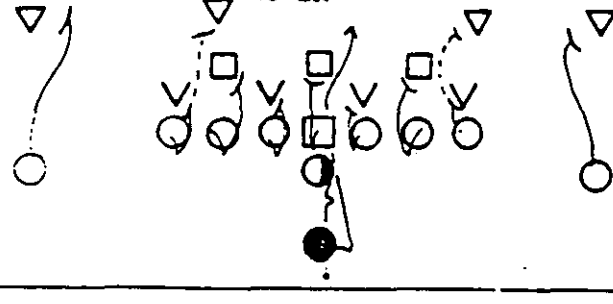
70 E



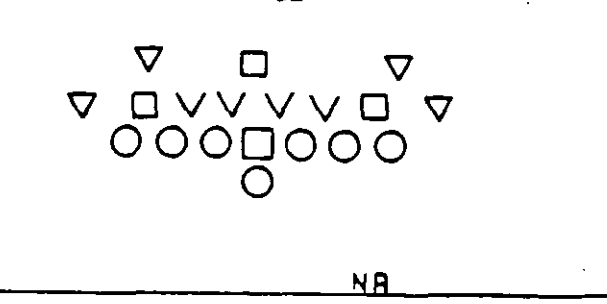
90 GAP



40 EK



G1



NR

QB - Take regular drop. Slip ball to FB. Continue faking Pass 131-130.

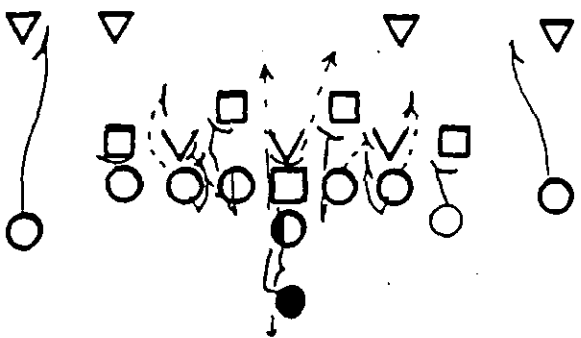
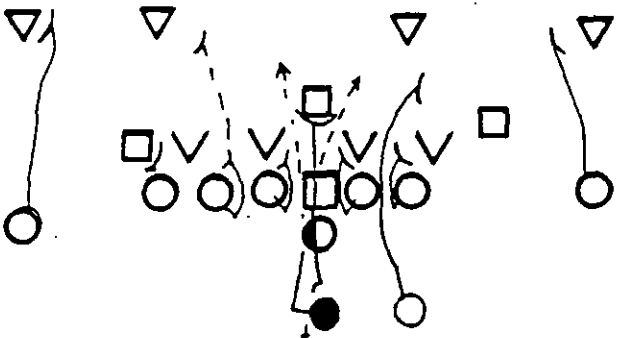
FB - Set away from hole. Let QB bring you the ball. Make your cut on blocks of center and guards.

RB - Quick pass set. Block outside contain man. Block Will if in hip position, defensive end if he is outside containment.

WR - Drive off corners and block.

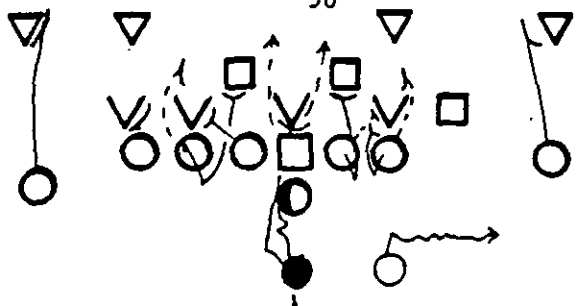
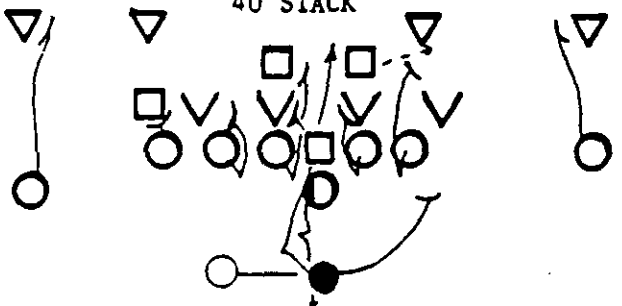
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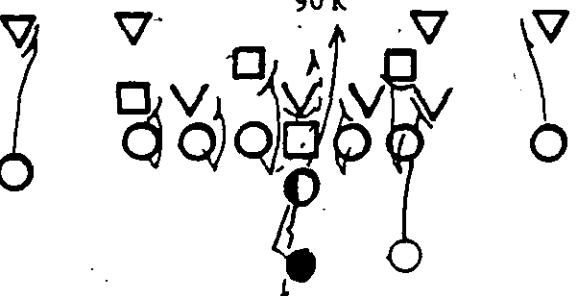
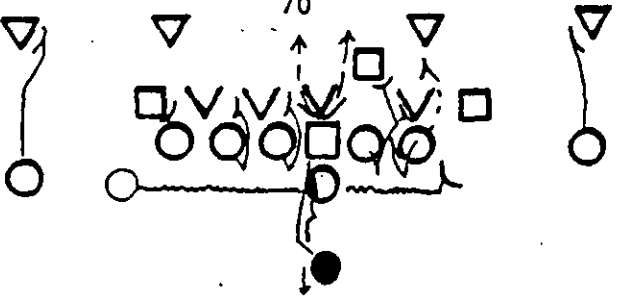
40 STACK

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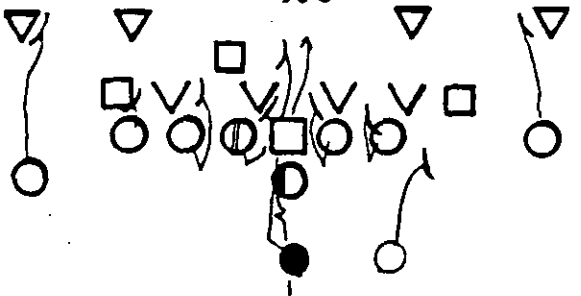
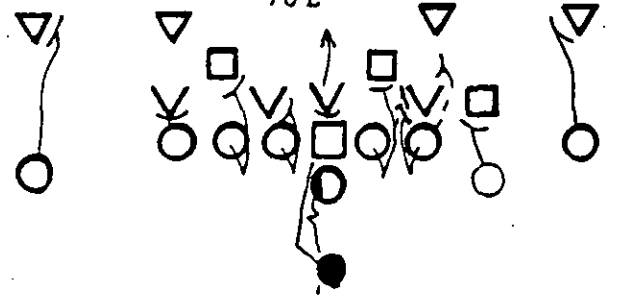
70

90 K



70 E

90 G

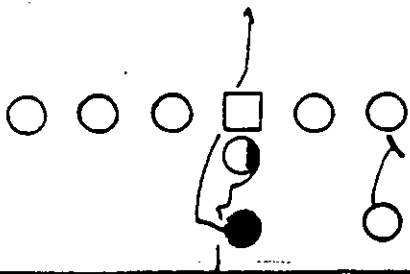


COACHING POINTS:

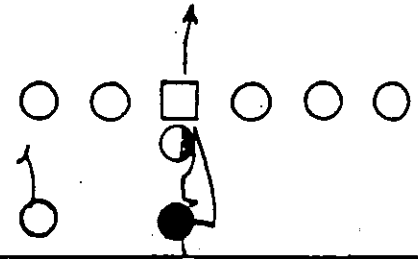
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FORMATIONS:

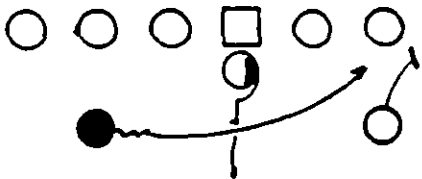
F-30 (BASE) DRAW



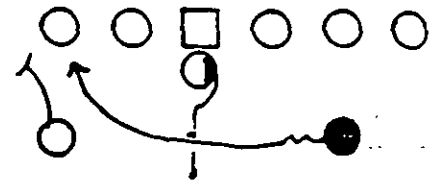
F-31 (BASE) DRAW



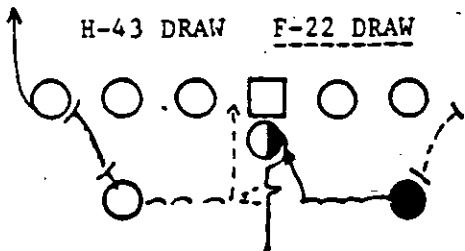
F-24 OVER DRAW



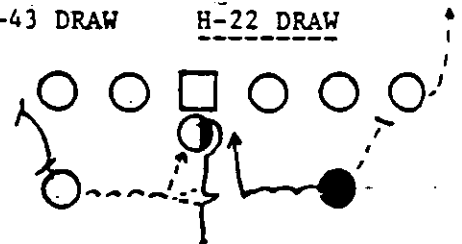
F-45 OVER DRAW



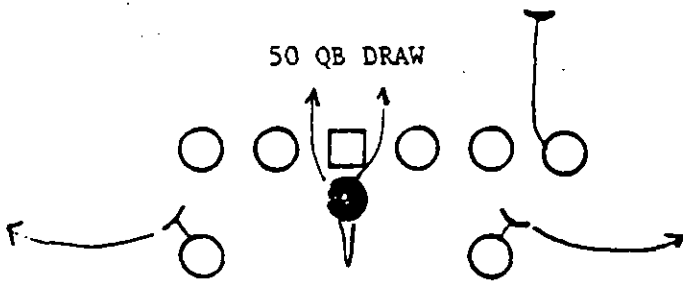
H-43 DRAW F-22 DRAW



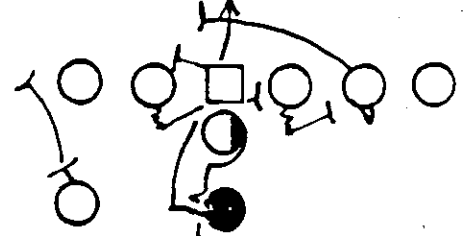
F-43 DRAW H-22 DRAW



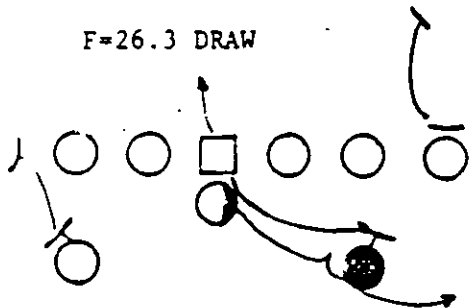
50 QB DRAW



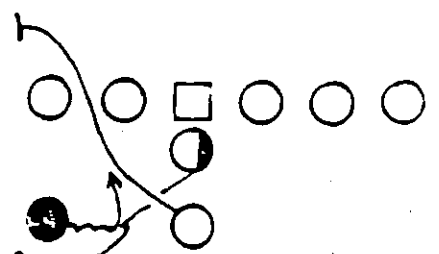
F-32 I TRAP DRAW

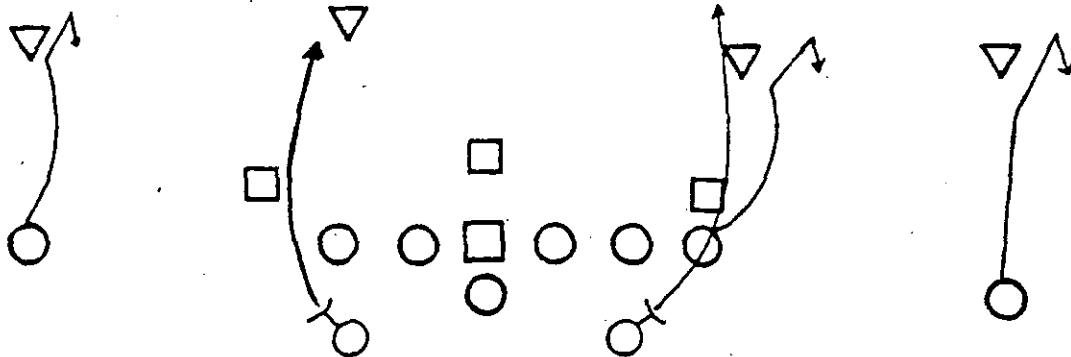


F-26.3 DRAW



LAG 25 DRAW





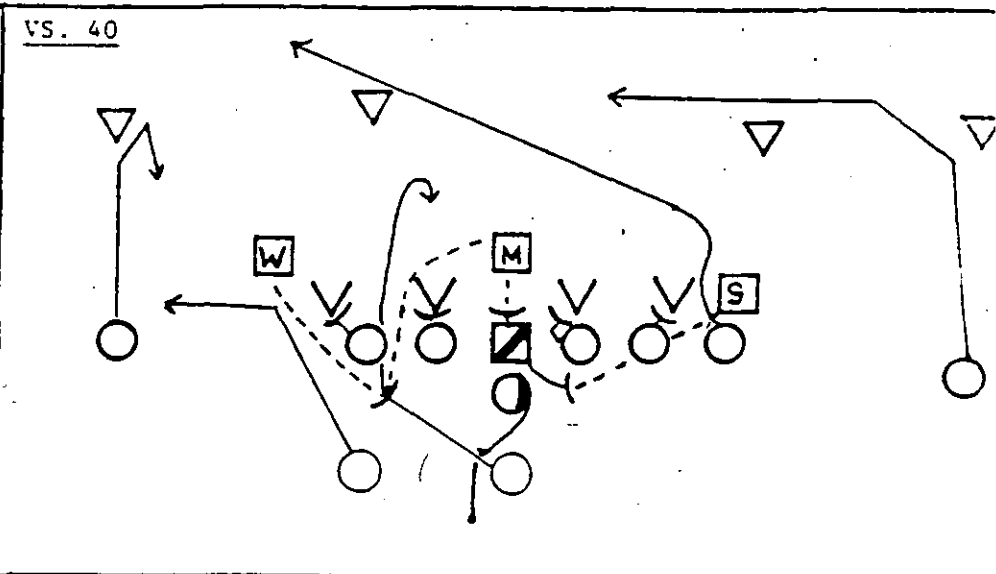
<u>QB</u>
<u>A</u>
<u>B</u>
<u>X</u>
<u>Y</u>
<u>Z</u>

QB KEYS:

GOOD VS. COVER:

FORMATIONS
BASIC:
OTHERS:

BLOCKING
BASIC:
OTHERS:



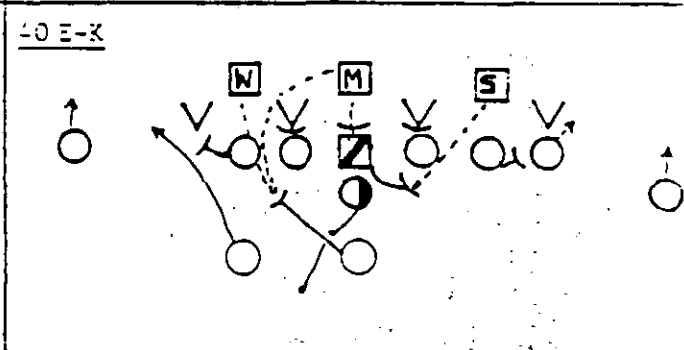
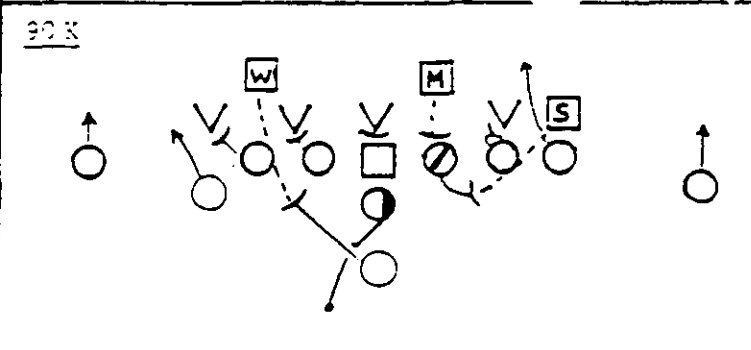
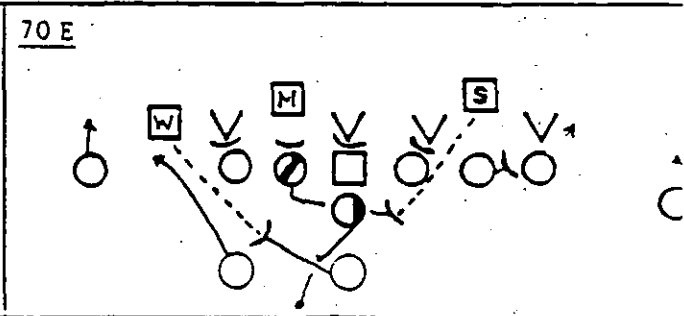
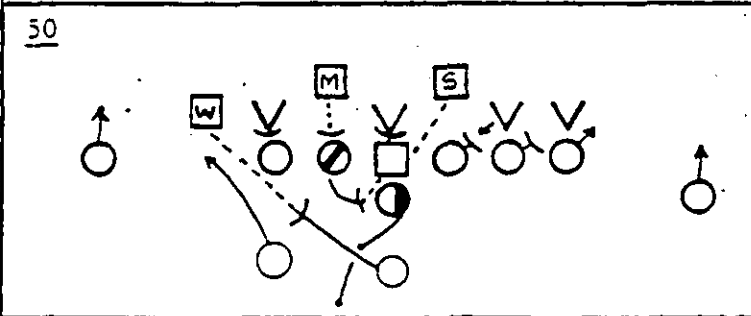
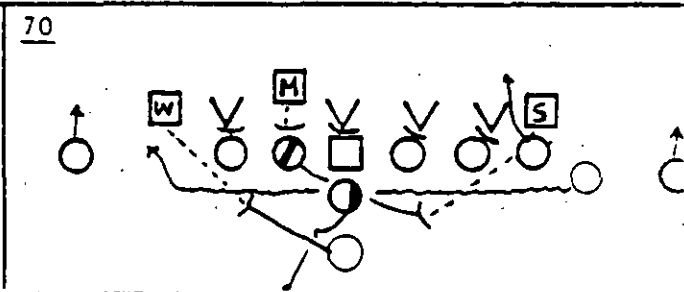
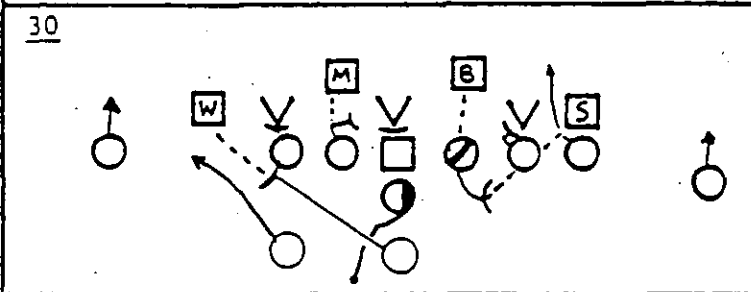
A-BACK: —Good fake at Will, then to the flat. Look quick for ball on break.

B-BACK: Fake Slant 39. Block Will to Mac. No blitz, check thru and curl over guard area.

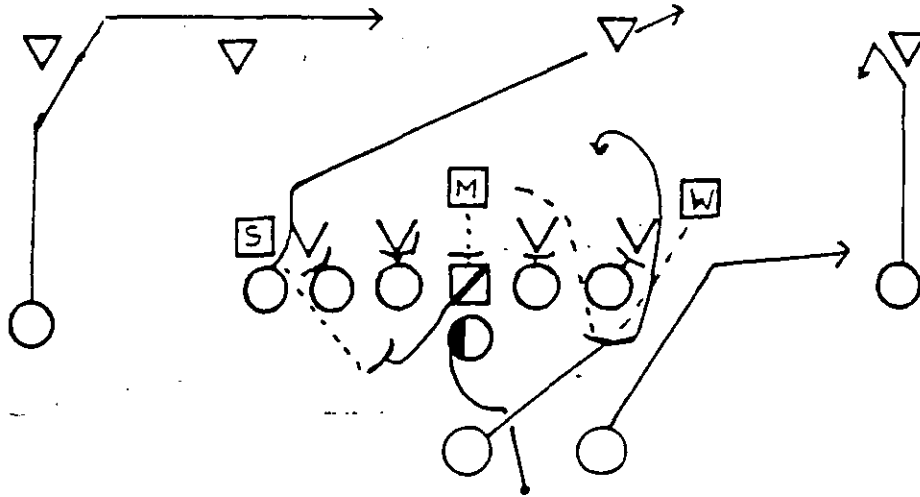
X: Turn in route. 16-yard depth back to 13.

Y: Drag pattern. Get to and through Frank.

Z: Drag pattern. 16-18 yard depth.



40



CHECKS

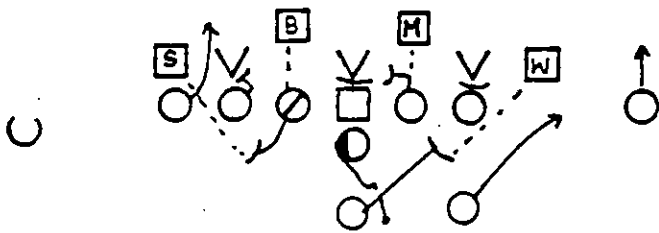
INTO:

OUT OF:

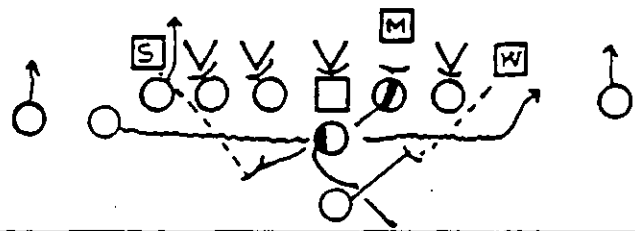
QB ACTION AND ALERTS:

Reverse out with open hand ball fake. Get turned around quickly to read A back! Key off corner for man or weak roll coverage. Progression is A to X to Y.

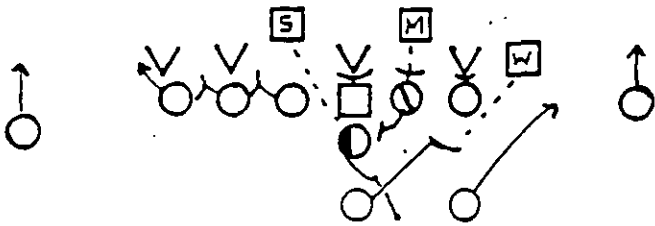
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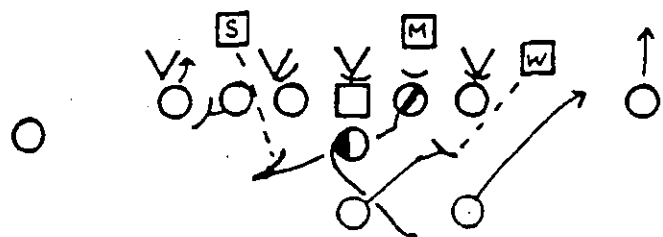
70



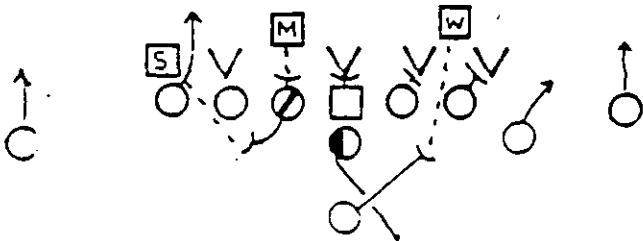
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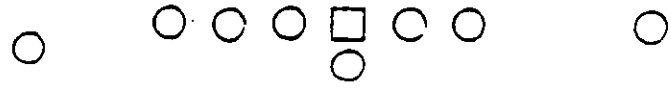
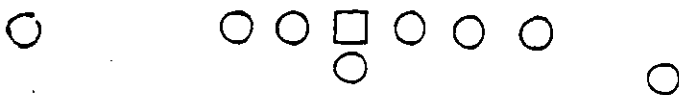
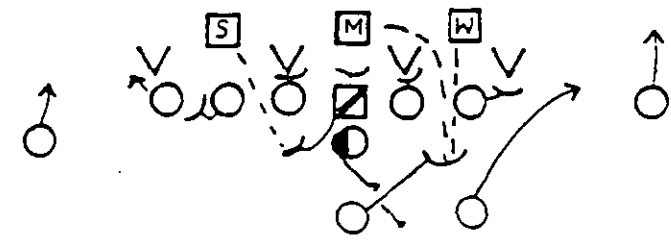
70 E



90 K

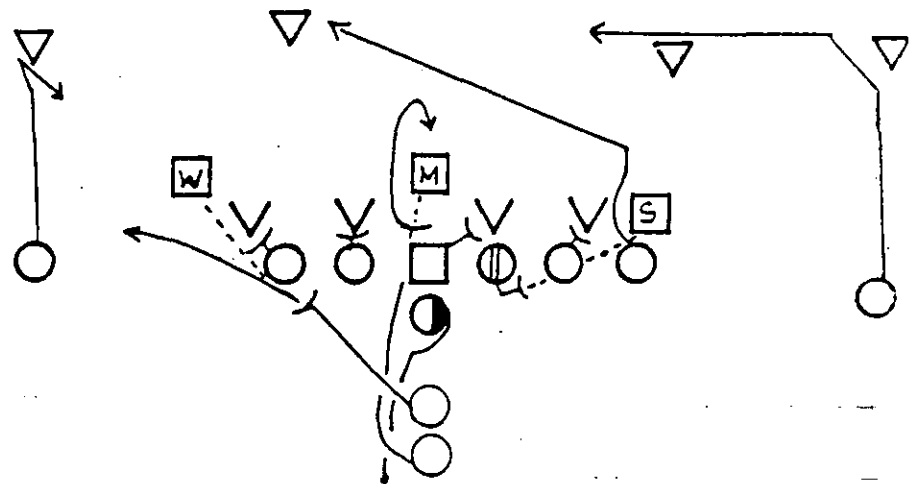


40 E-K



FORMATIONS
BASIC:
OTHERS:

VS. 40



BLOCKING
BASIC:
OTHERS:

A-BACK: Good ball fake. Block Mac on blitz. No blitz, run check route.

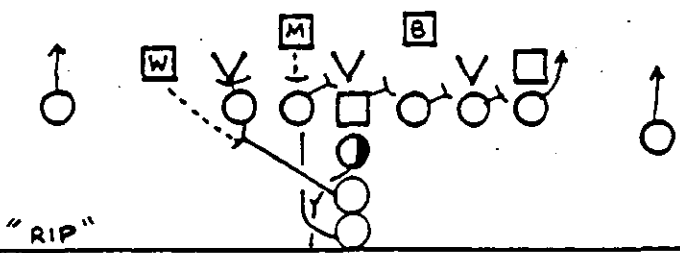
B-BACK: Drive hard at Will. Block if blitz. Release flat if no blitz.

X: Turn in route, 16-yard depth back to 13.

Y: Drag pattern. Get to and through Frank.

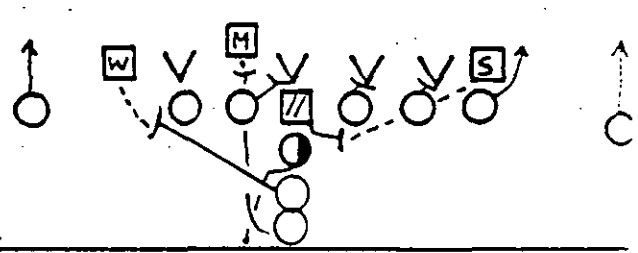
Z: Drag pattern, 16-18 yard depth.

30

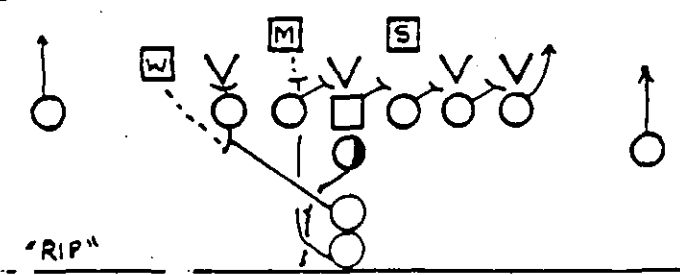


"RIP"

70

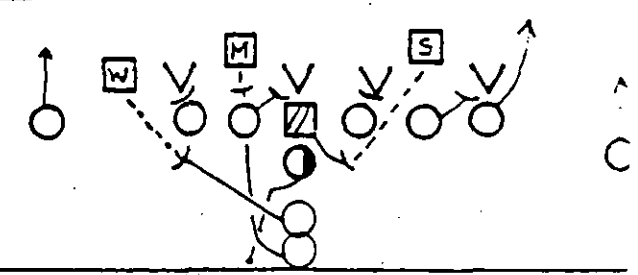


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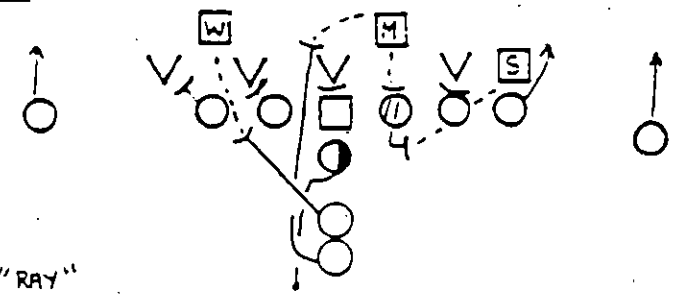


"RIP"

70 E

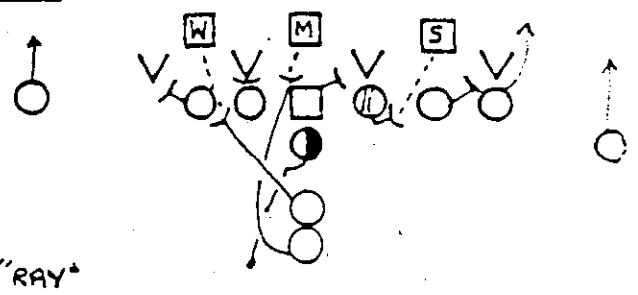


90 K



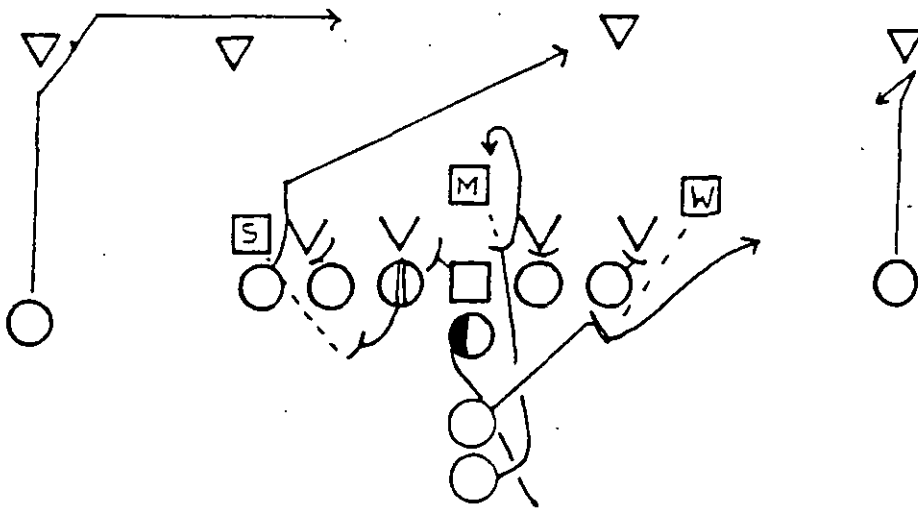
"RAY"

40 E-K



"RAY"

40



CHECKS

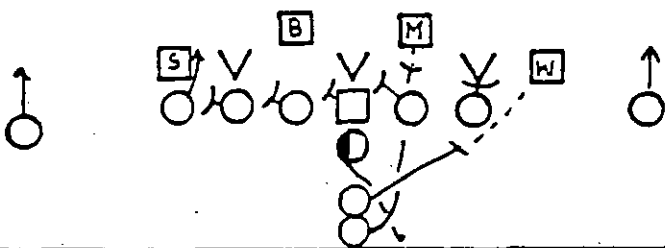
INTO:

OUT OF:

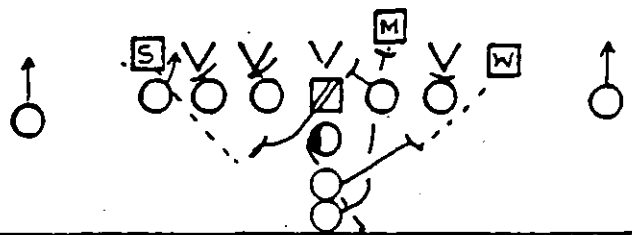
QB ACTION AND ALERTS:

QB reverse pivot to A back. Extend ball -- pull it in while executing 7-step drop. Progression X to T to B back.

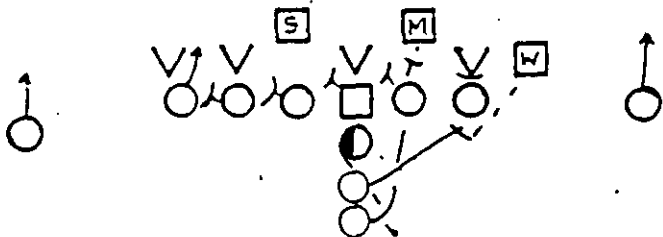
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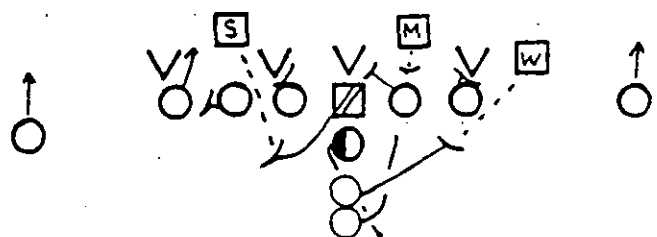
70



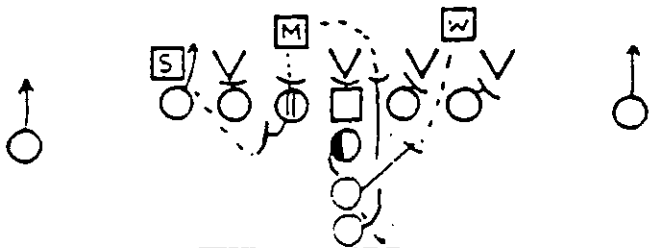
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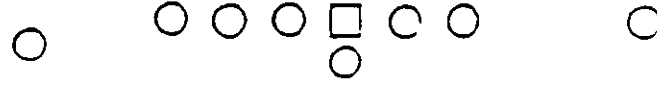
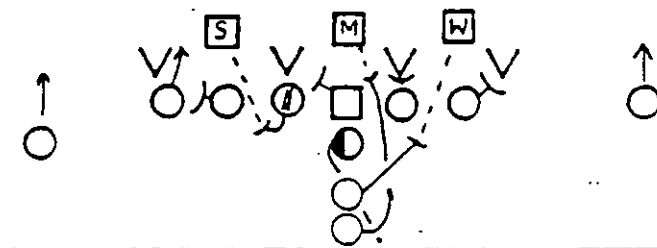
70 E



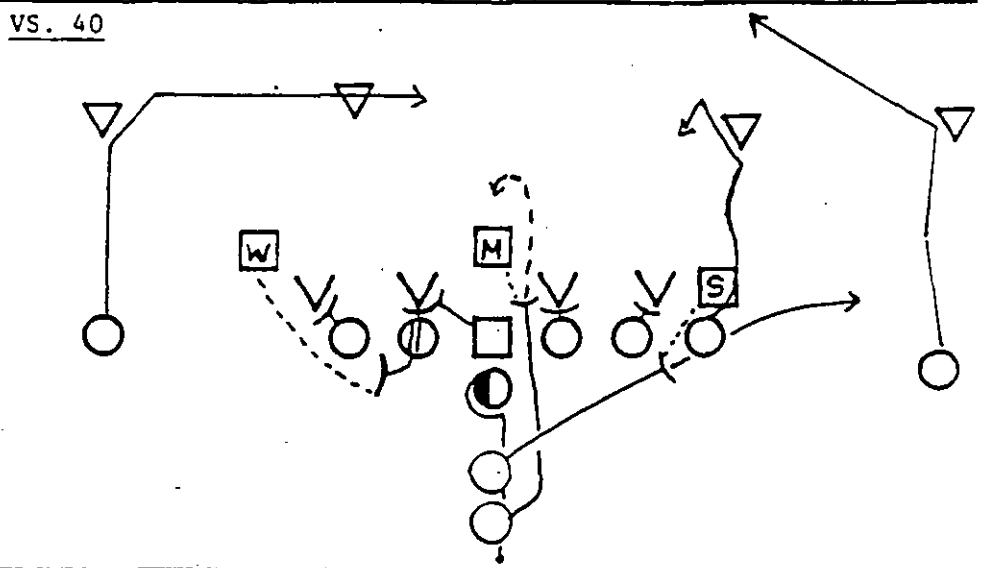
90 K



40 E-K



FORMATIONS
BASIC:
OTHERS:



BLOCKING
BASIC:
OTHERS:

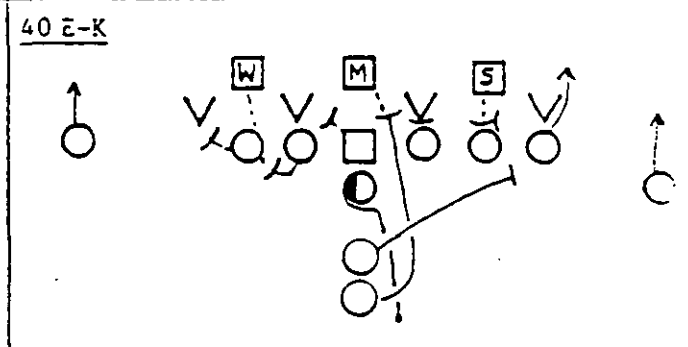
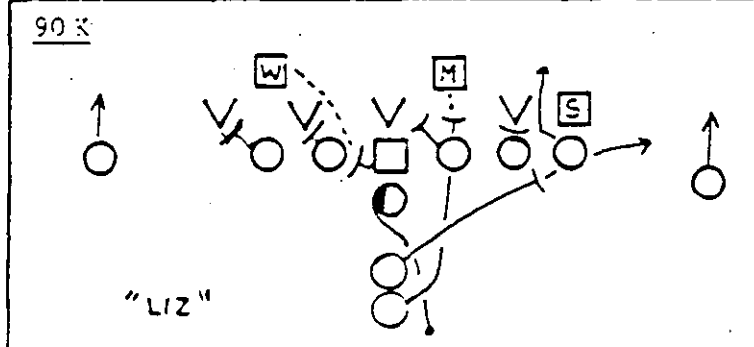
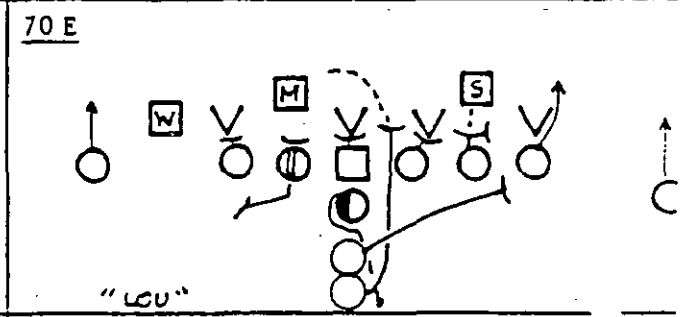
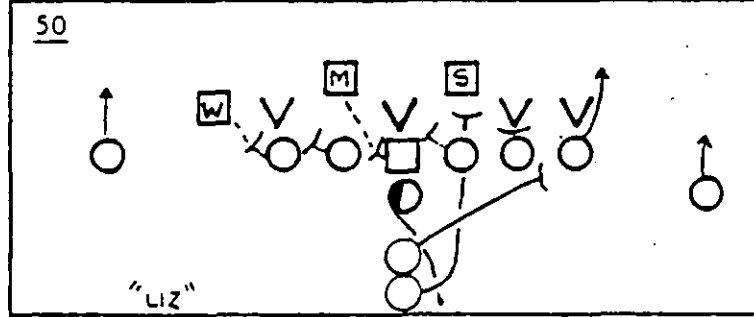
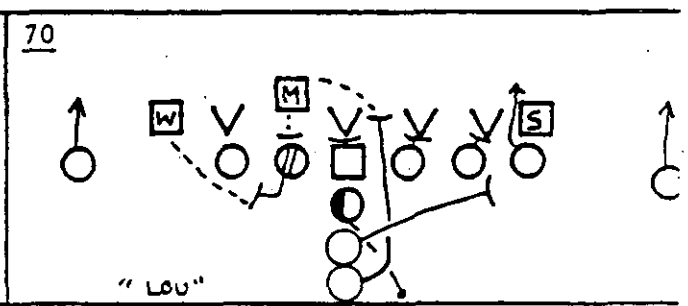
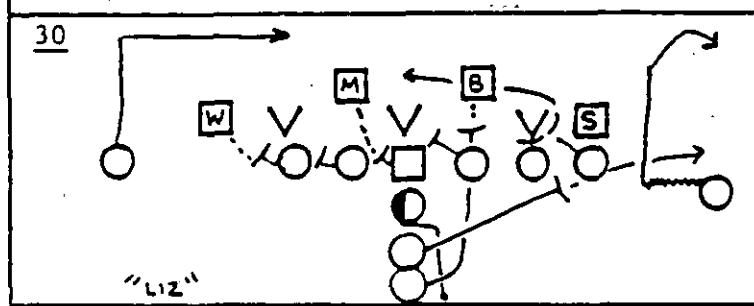
A-BACK: Crossover and plant. Fake slant 14 - fold over ball. Block Mac. No blitz, curl over center.

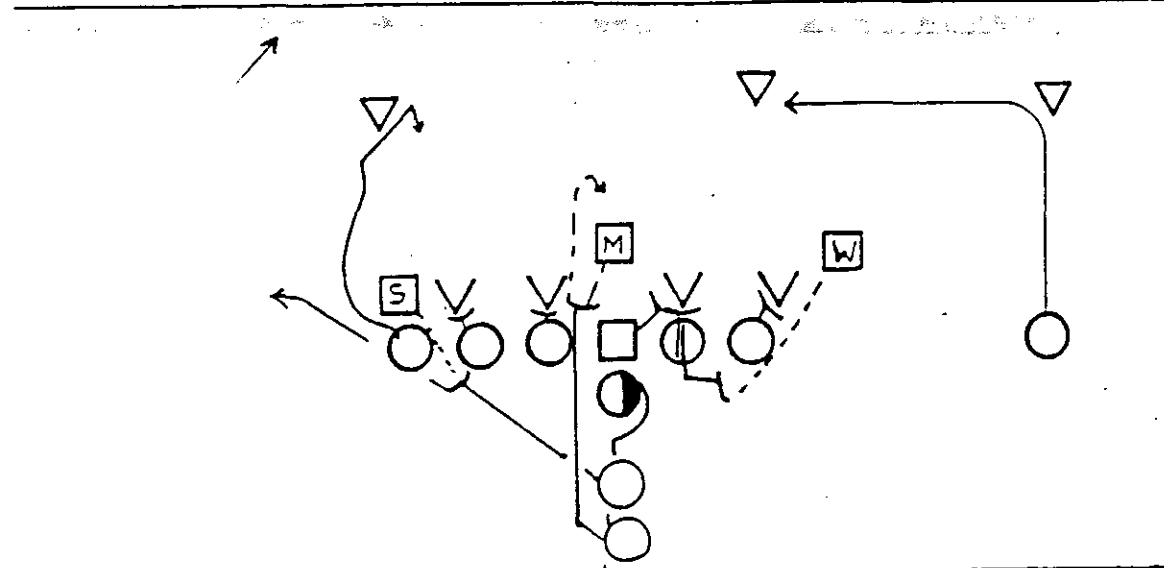
B-BACK: Drive at Stub, block on blitz. No blitz, run flat.

X: Route 15-18 yard depth.

Y: Inside stop pattern. Zone adjust.

Z: Inside stop pattern.





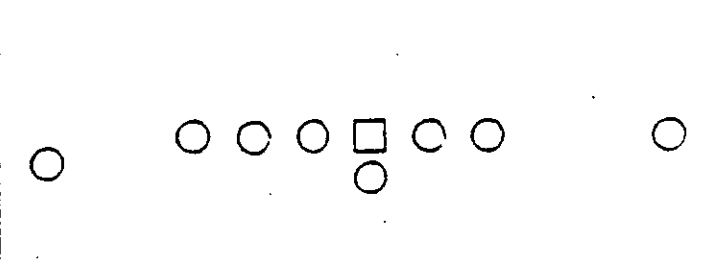
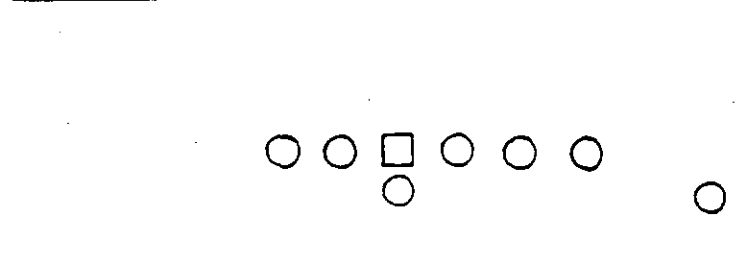
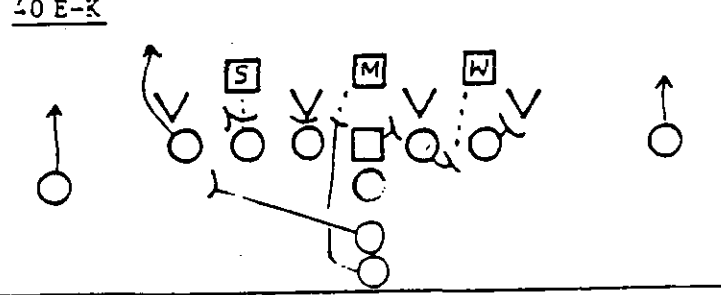
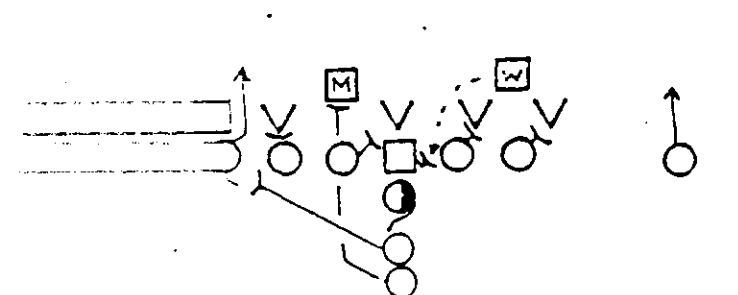
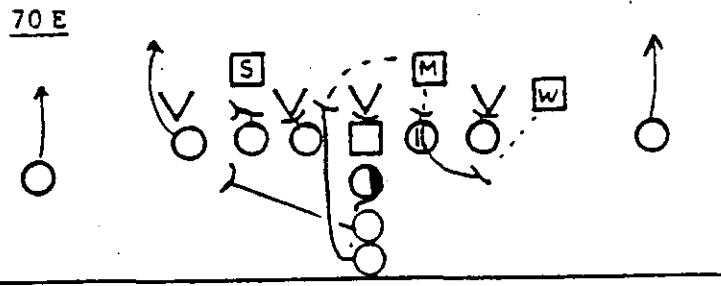
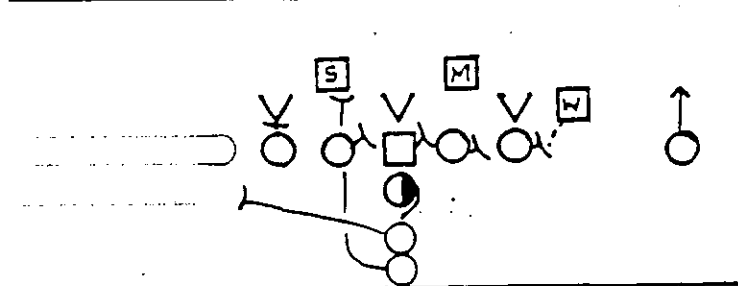
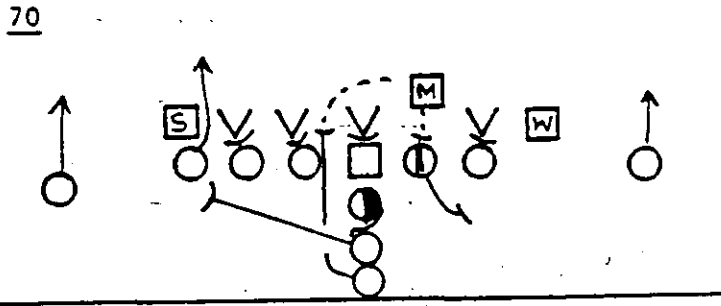
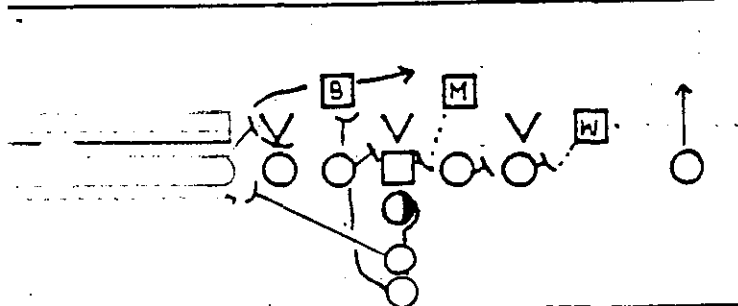
CHECKS

INTO:

OUT OF:

COMMON AND ALERTS:

Pivot - hand fake to A back. Continue 7-step drop. Read Mac to Will to
 X to Y. Progression should be X to Y to layoff to backs.

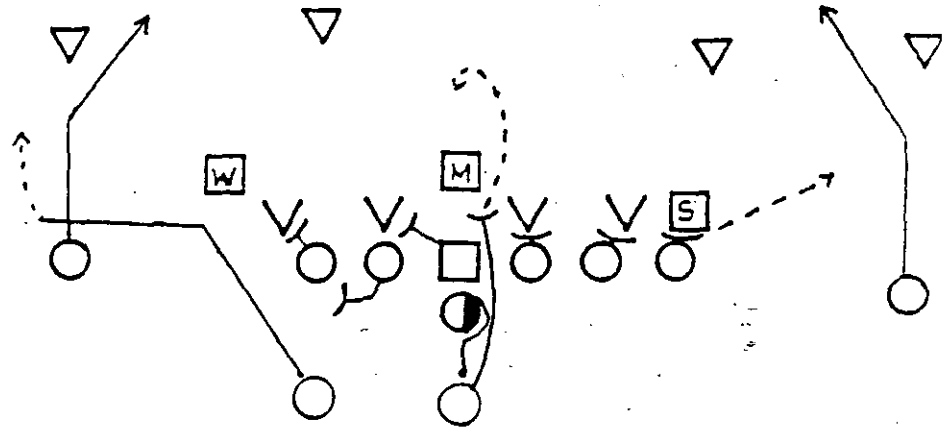


FORMATIONS

BASIC:

OTHERS:

VS. 40



BLOCKING

BASIC:

OTHERS:

A-BACK: Arrow route.

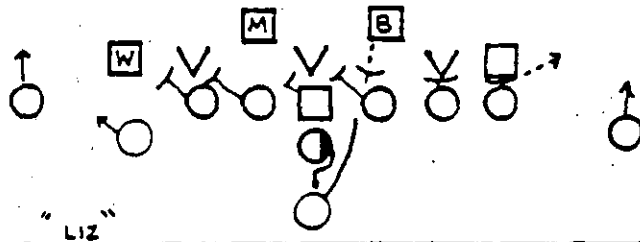
B-BACK: Fake P 31. Good ball fake. Block Mac if blitz. No blitz, curl over center.

X: Quick post. Look for ball on break.

Y: Slow and drift.

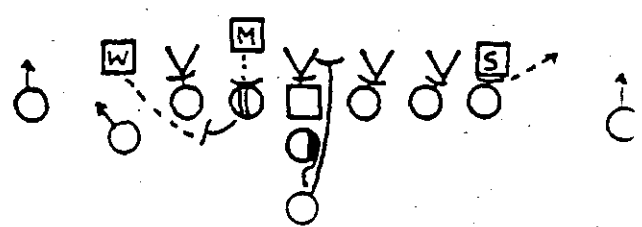
Z: Quick post. 8-yard break.

30

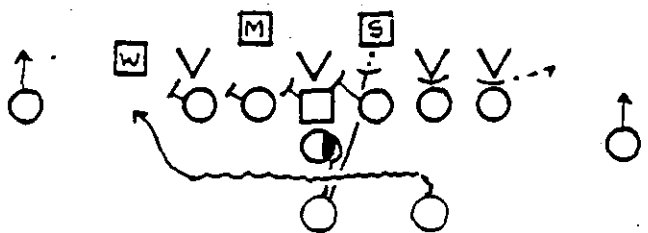


"LIZ"

70

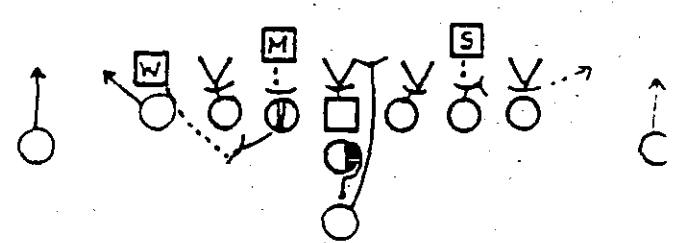


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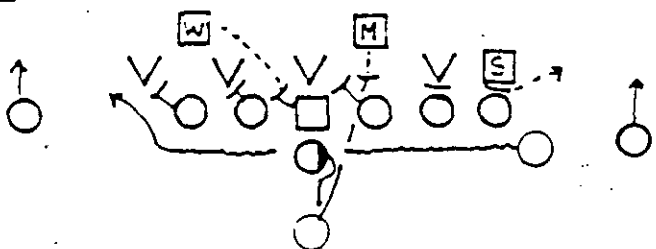


"LIZ"

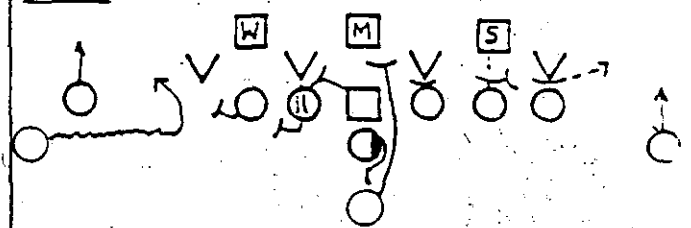
70 E



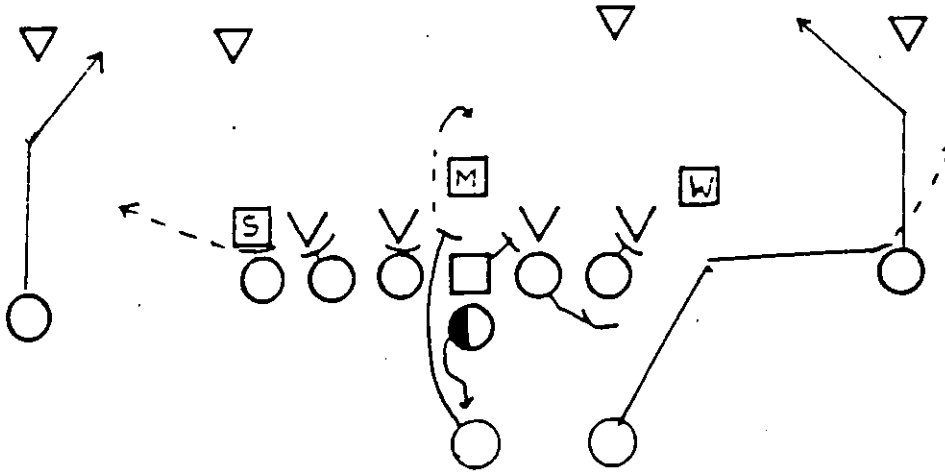
90 X



40 E-X



40



CHECKS

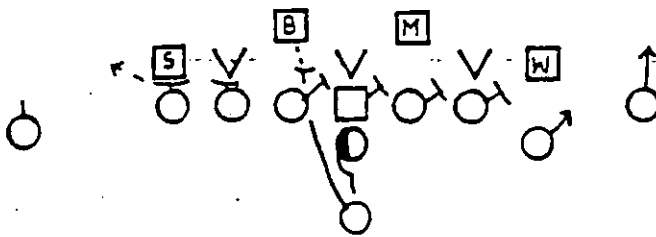
INTO:

OUT OF:

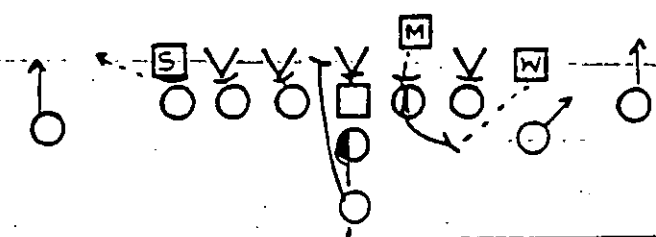
QB ACTION AND ALERTS:

QB stomach ball, pivot to B back and drop three steps. Progression should be X to A back.

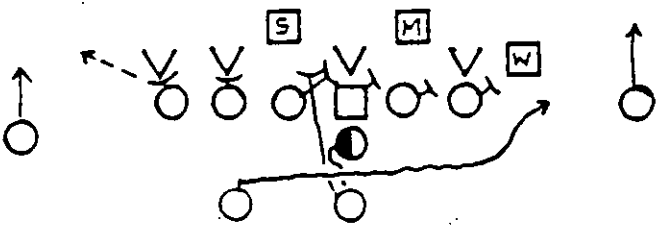
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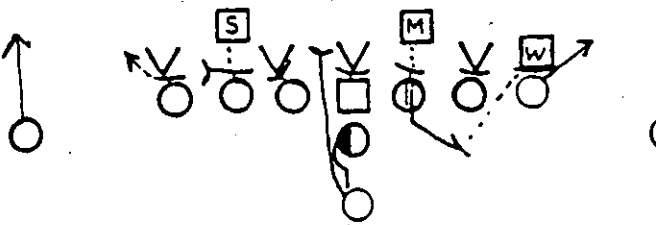
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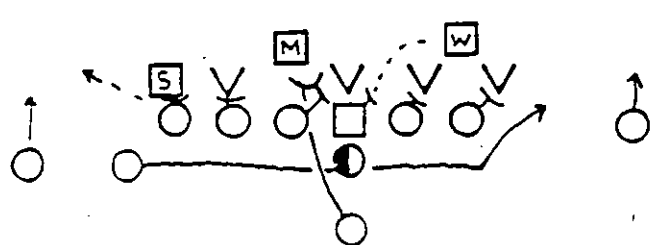
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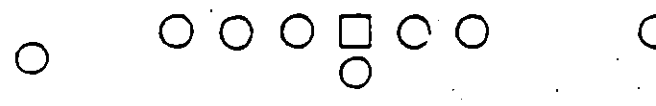
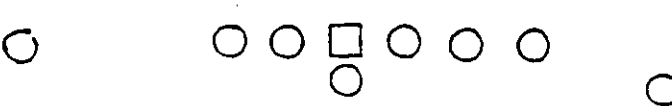
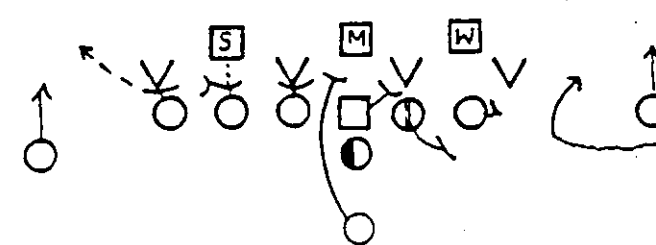
70 E



90 K

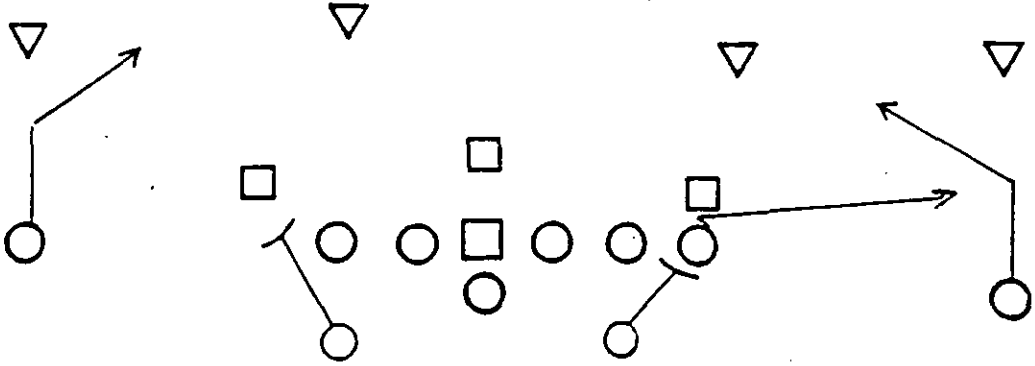


40 E-K

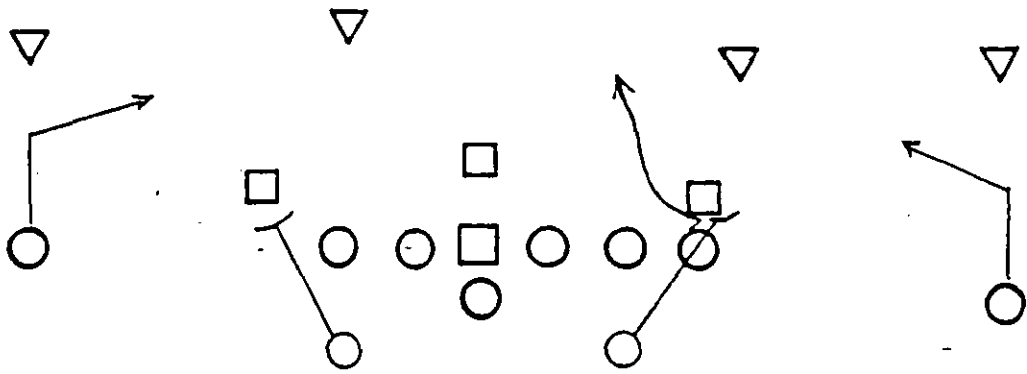


100 SERIES

This series is for play passes. The QB will call the run series first, then the one followed by the numbers of the play we are faking. (EXAMPLE: Ride 128 - Flow 126, etc.)



<u>QB</u>	
<u>A</u>	
<u>B</u>	
<u>X</u>	
<u>Y</u>	
<u>Z</u>	
<u>QB KEYS:</u>	<u>GOOD VS. COVER:</u>



QB

A

B

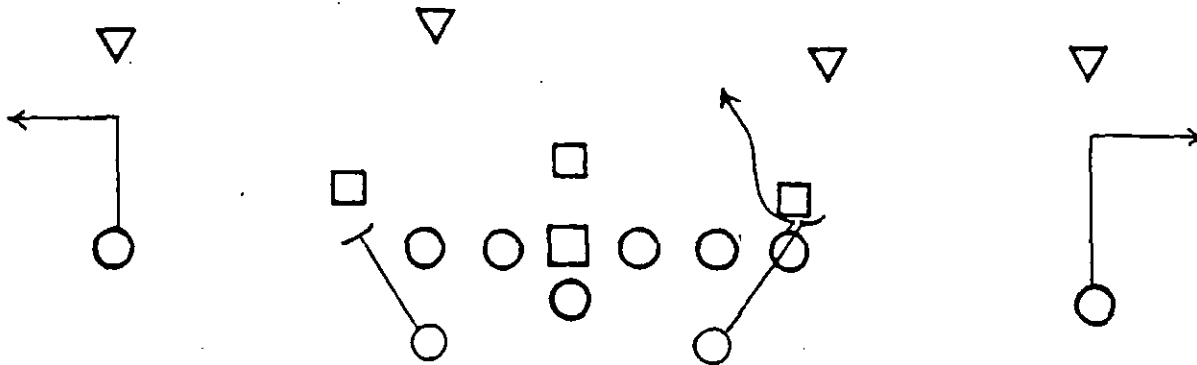
X

Y

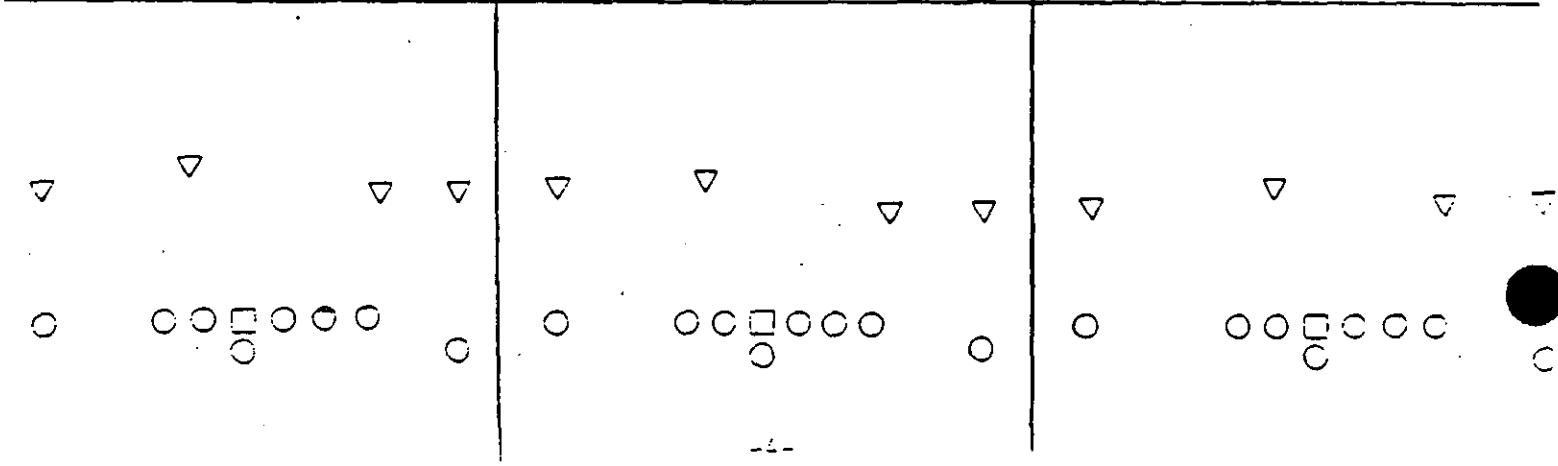
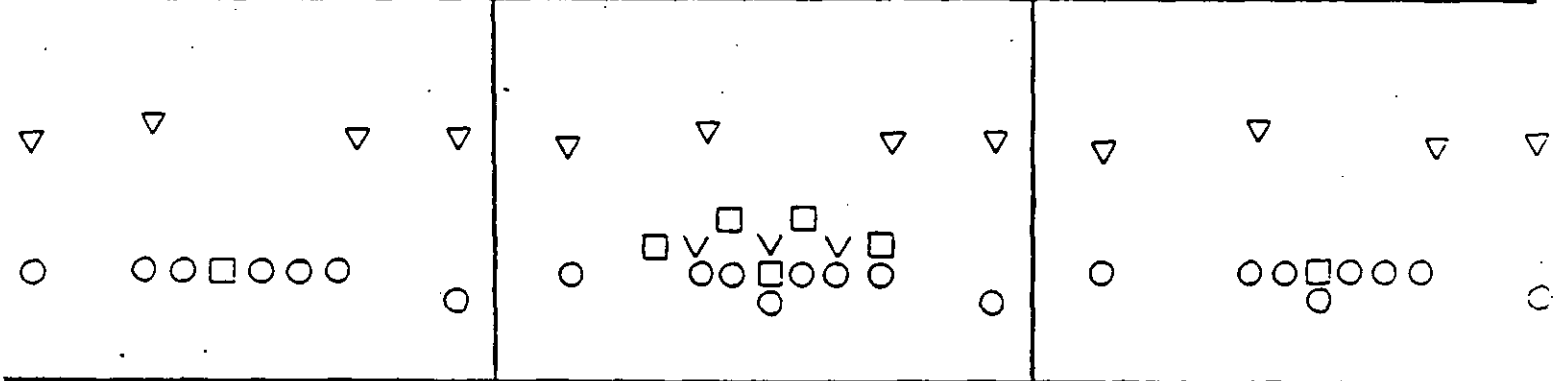
Z

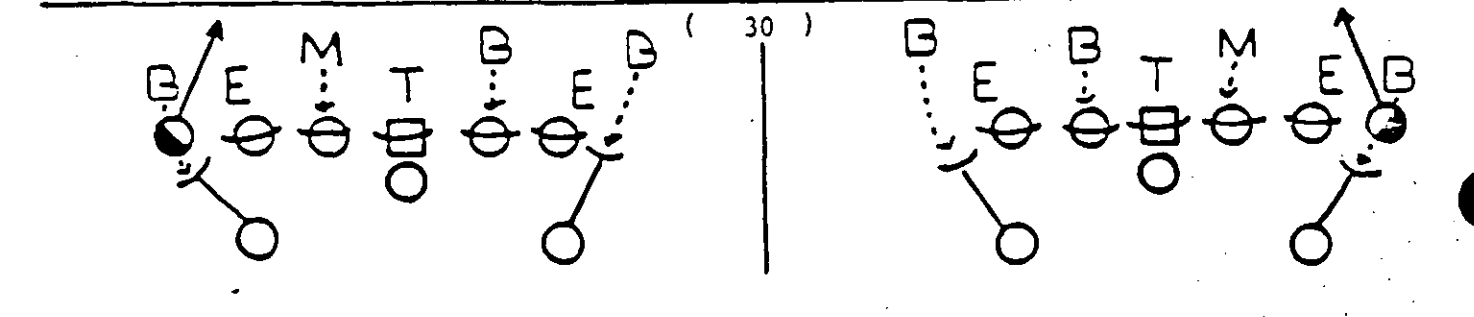
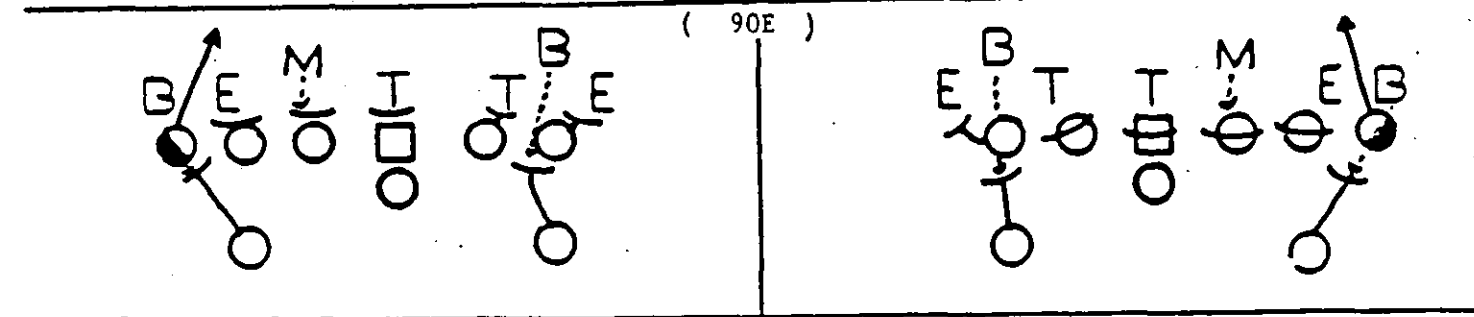
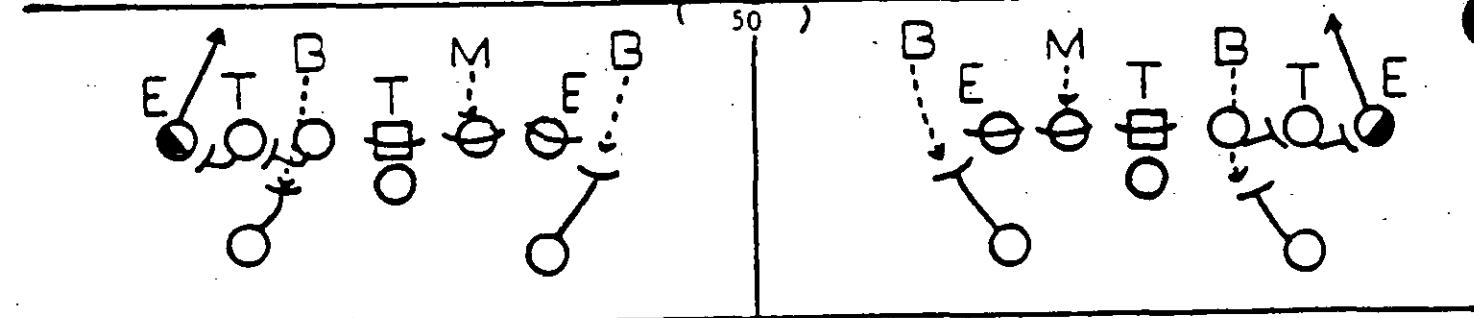
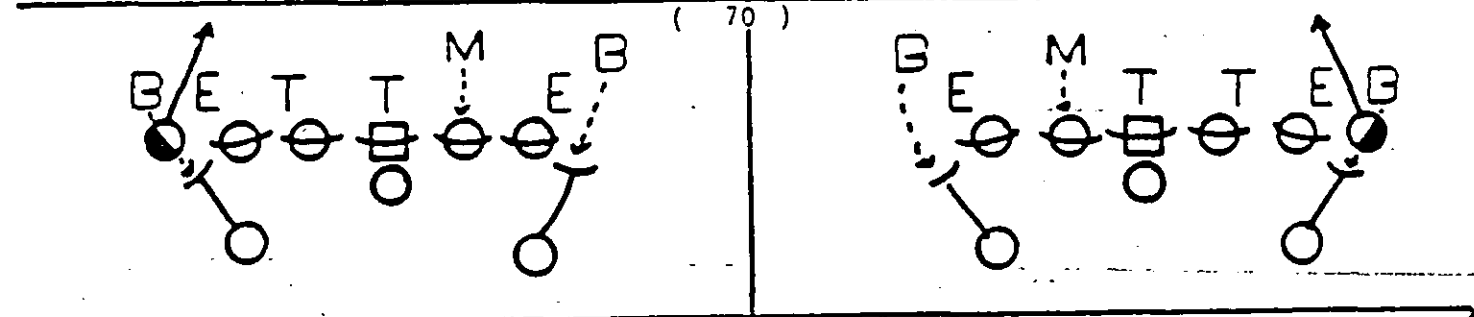
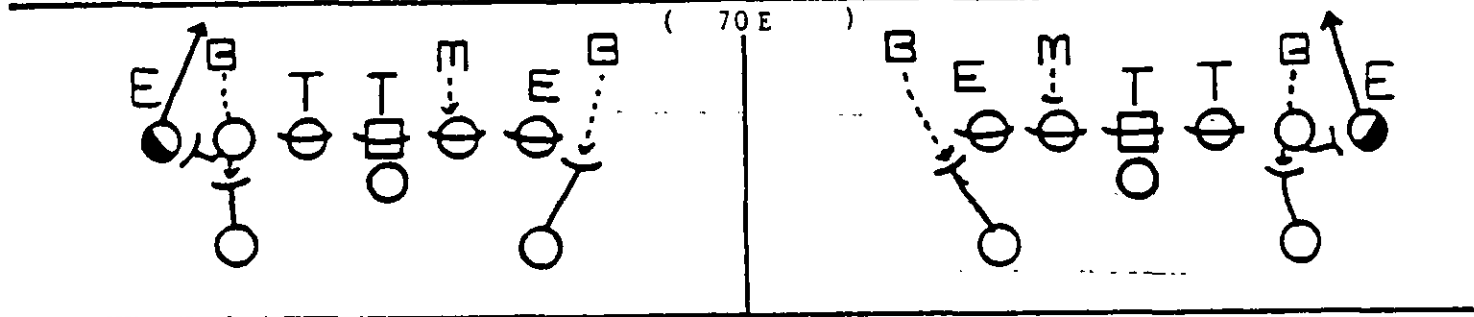
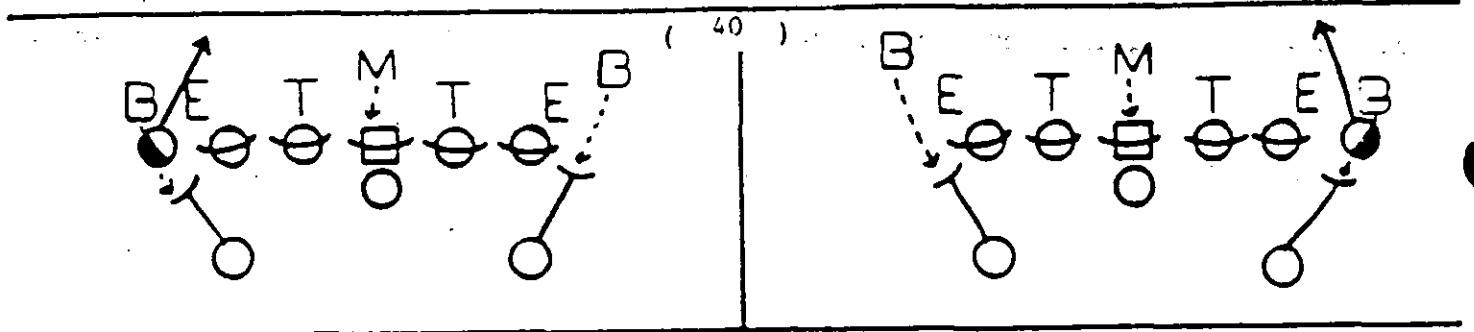
OB KEYS:

GOOD VS. COVER:



<u>QB</u>	
<u>A</u>	
<u>B</u>	
<u>X</u>	
<u>Y</u>	
<u>Z</u>	
<u>QB KEYS:</u>	<u>GOOD VS. COVER:</u>



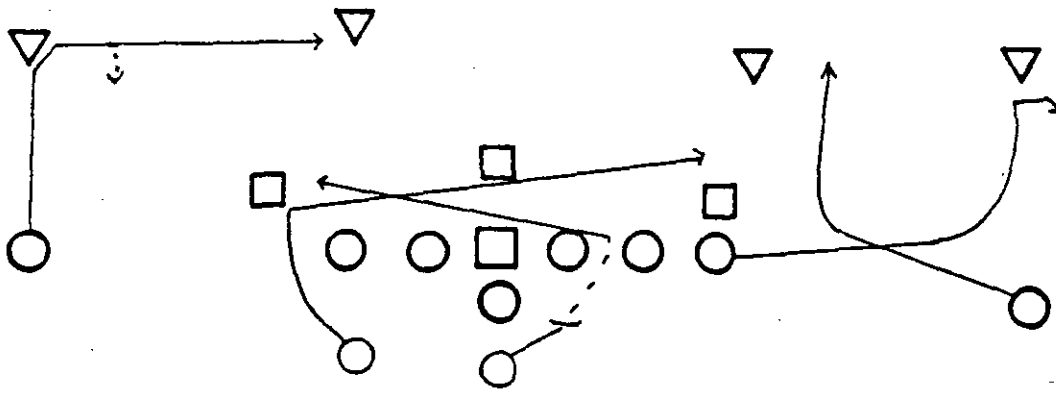


90 PROTECTION (FLARE CONTROL)

90 PASS PROTECTION

Three-step drop by QB. Flare control with both backs picking up aggressively on linebackers to their respective side, and then running designated routes. The lineman will block aggressively.

*WE WILL ALSO USE AS BLITZ AUDIBLES.



QB

A

B

X

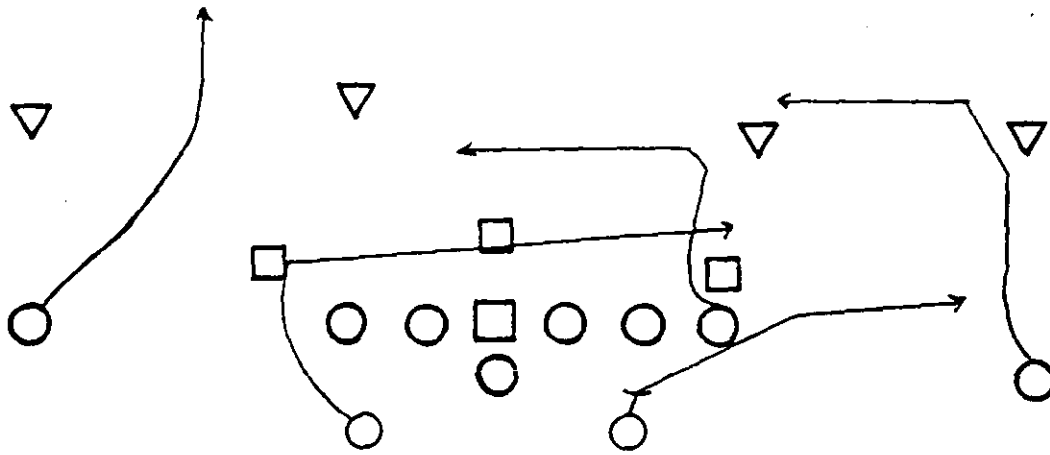
Y

Z

QB KEYS:

GOOD VS. COVER:

<p>7</p> <p>▽ ▽ ▽</p> <p>○ ○ ○ □ ○ ○ ○ ○</p>	<p>▽ ▽ ▽ ▽</p> <p>○ □ ▽ □ ▽ □ ▽ □ ○</p>	<p>▽ ▽ ▽ ▽</p> <p>○ ○ ○ □ ○ ○ ○ ○</p>
<p>▽ ▽ ▽ ▽</p> <p>○ ○ ○ □ ○ ○ ○ ○</p>	<p>▽ ▽ ▽ ▽</p> <p>○ ○ ○ □ ○ ○ ○ ○</p>	<p>▽ ▽ ▽ ▽</p> <p>○ ○ ○ □ ○ ○ ○ ○</p>



QB

A

B

X

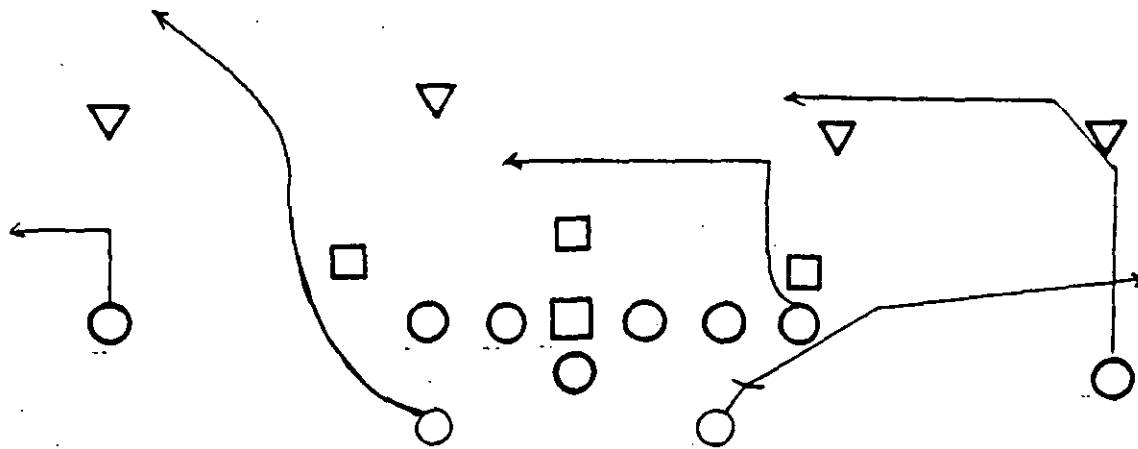
Y

Z

QB KEYS:

GOOD VS. COVER:

<p>7</p>	<p>7</p>	<p>7</p>
<p>7</p>	<p>7</p>	<p>7</p>



QB

A

B

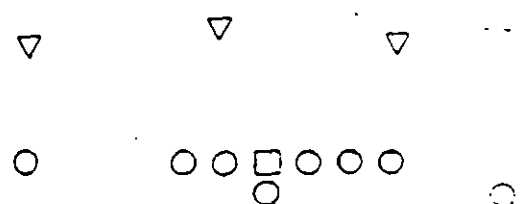
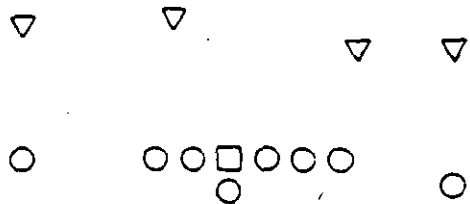
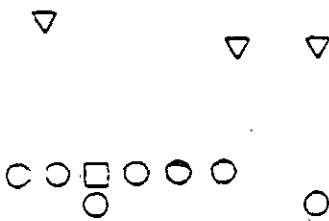
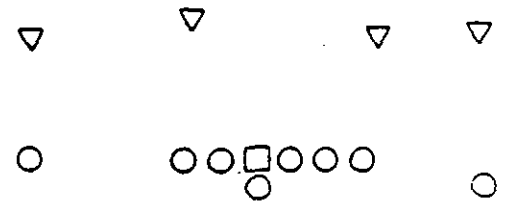
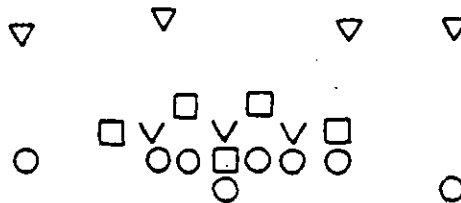
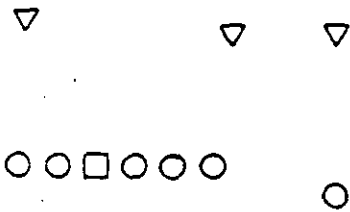
X

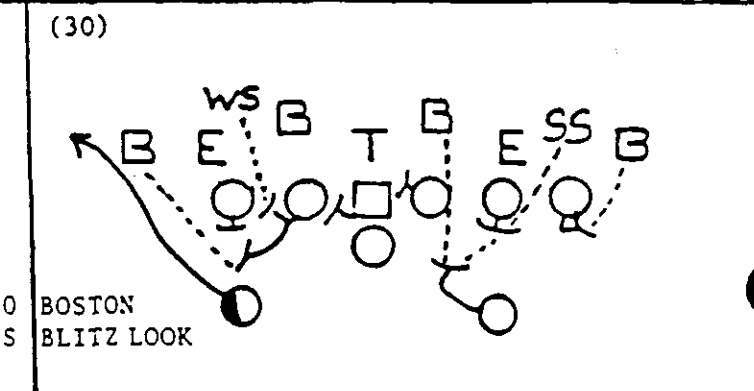
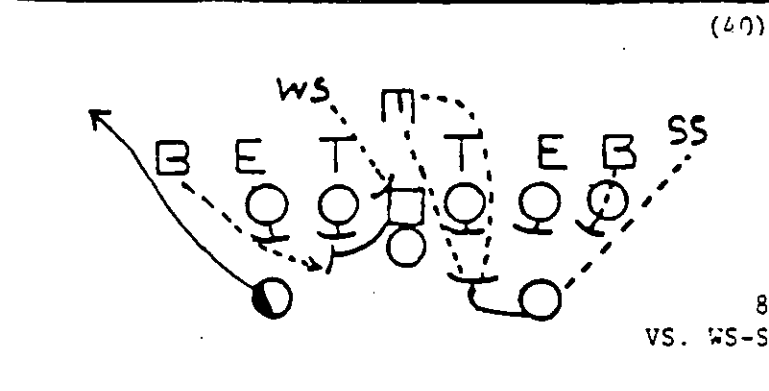
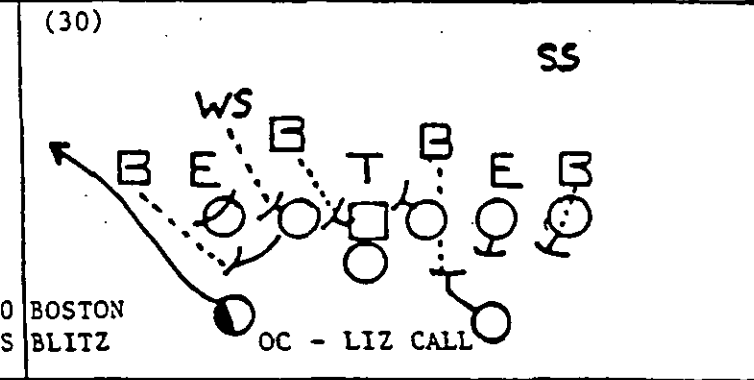
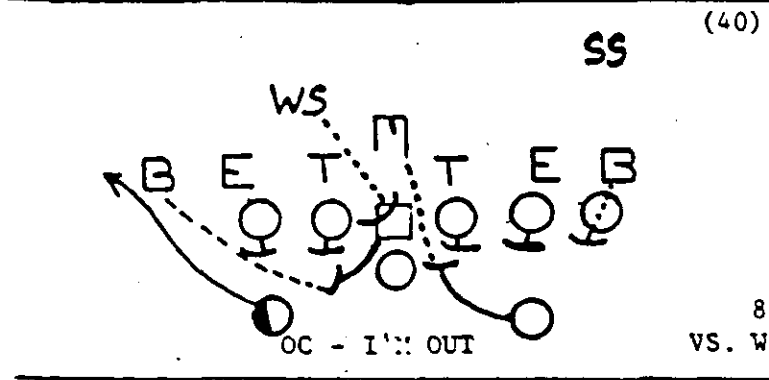
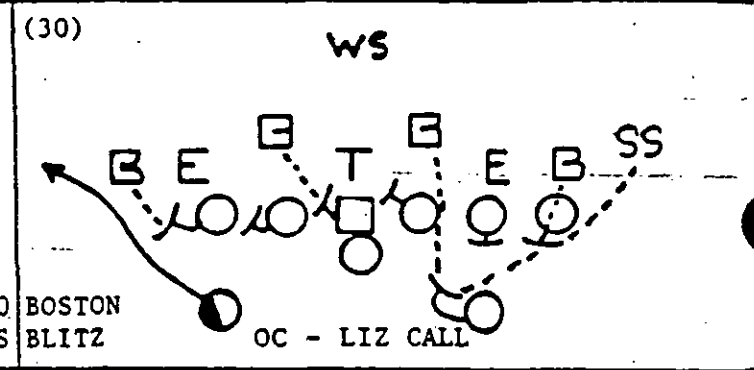
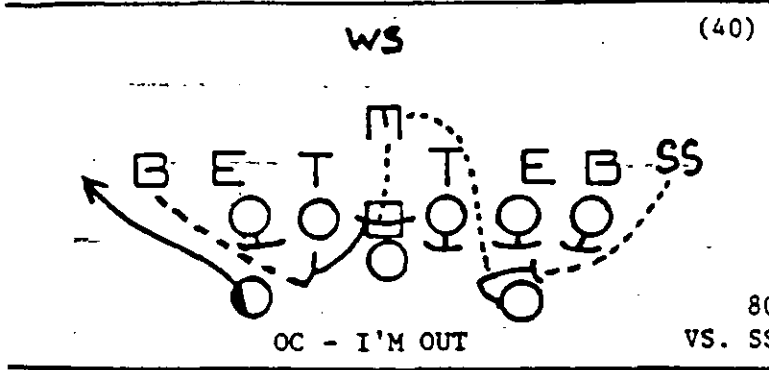
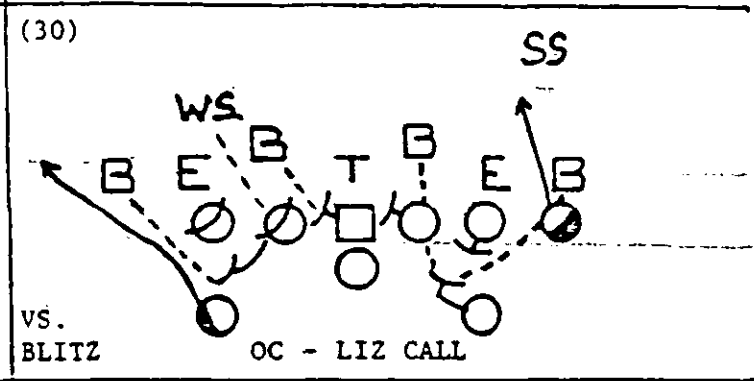
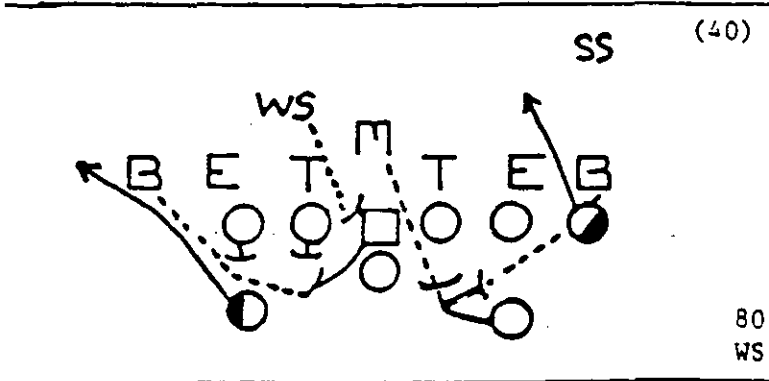
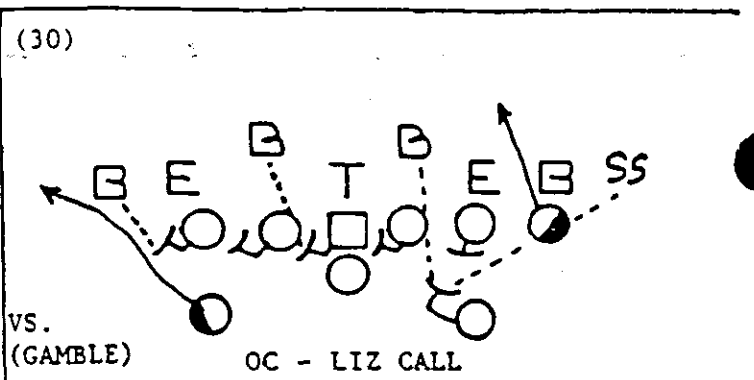
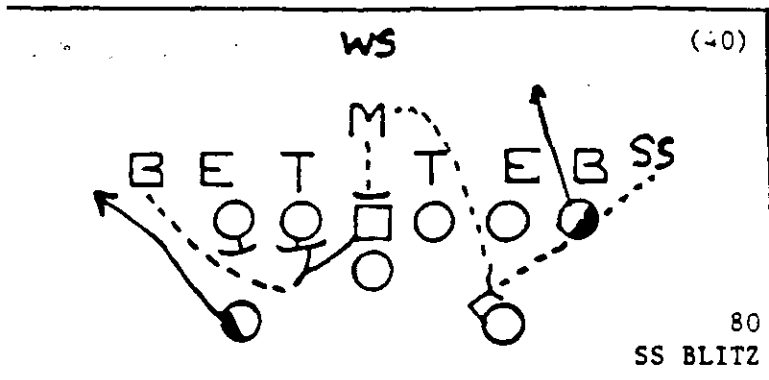
Y

Z

QB KEYS:

GOOD VS. COVER:





80 PROTECTION (FLARE CONTROL)

80 PASS PROTECTION

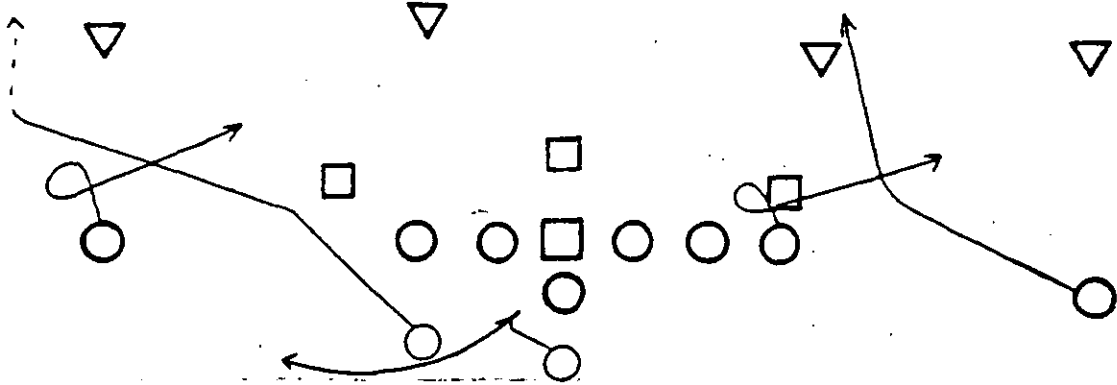
Flare control with the weakside back having a free release. The strongside back will have dual pickup (M-SB, Stub-Buck Strong) strongside. If no blitz, run designated pattern.

The uncovered lineman has dual pickup on Mac Weak or WB (4-3).

If both Mac and WB or Will and Mac blitz weakside, the weakside back will be hot.

VARIATIONS OF 80 PROTECTION

- A. HOT - Indicates A back not covered if both linebackers blitz to weakside of formation.
- B. SEMI - Semi can be called by QB when needed (five-step drop).
- C. COUNTER 80 - B and A will go to opposite sides exchanging assignments as in a counter action. Used from brown formation.
- D. BOSTON (OR NAME OF CITY) - Blitz alert call. TE slow block on outside backer. A back has free release. B back has strongside pickup from Mac Strong to strong safety. Uncovered lineman has Mac over to weak safety to weak backer. (Exact pickup will be game plan according to blitzes presented by opponent).



QB

A

B

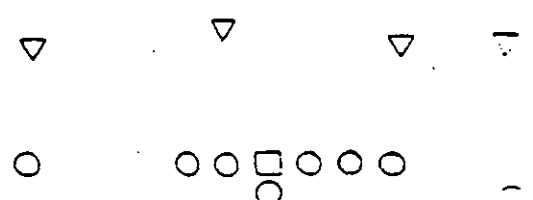
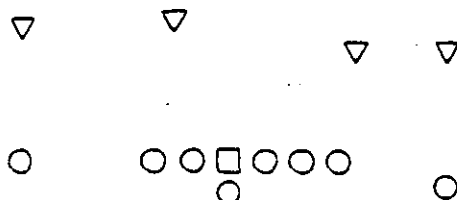
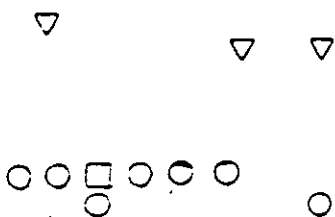
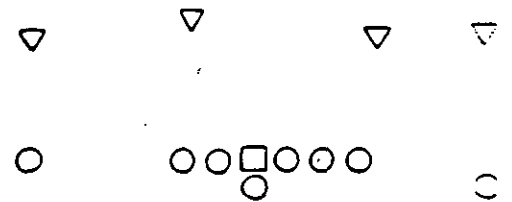
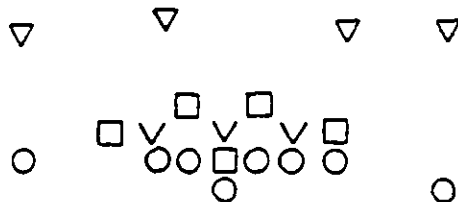
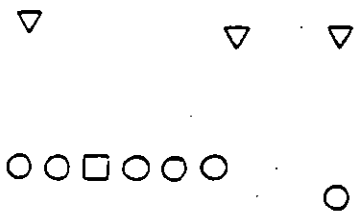
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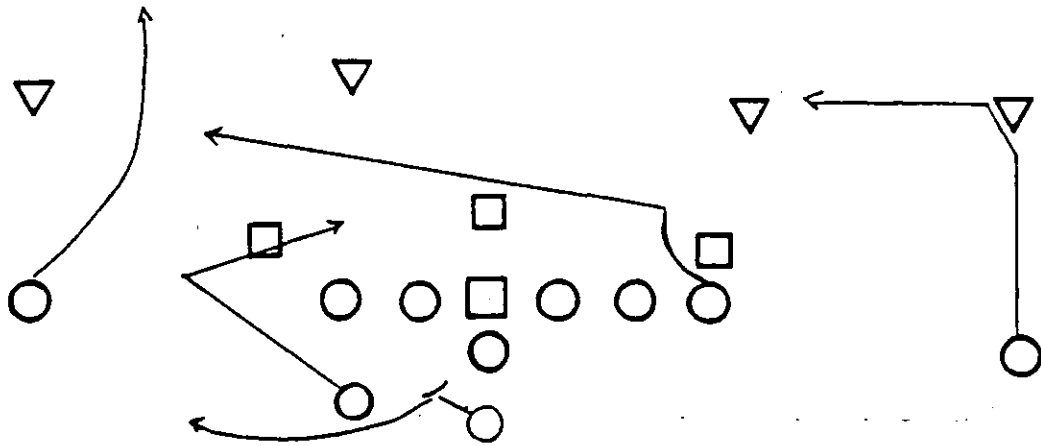
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

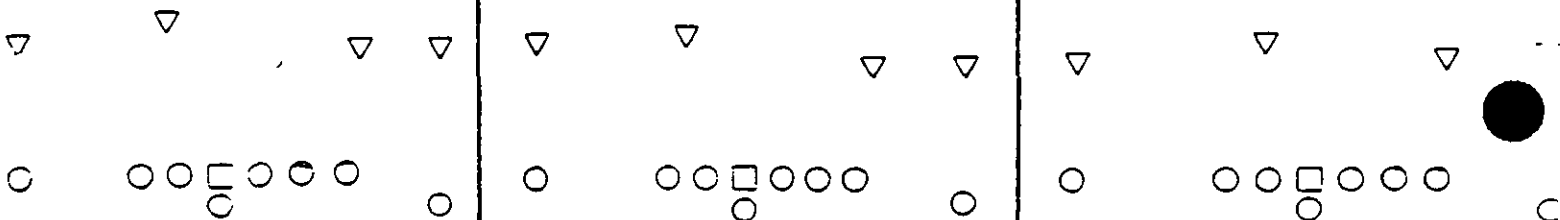
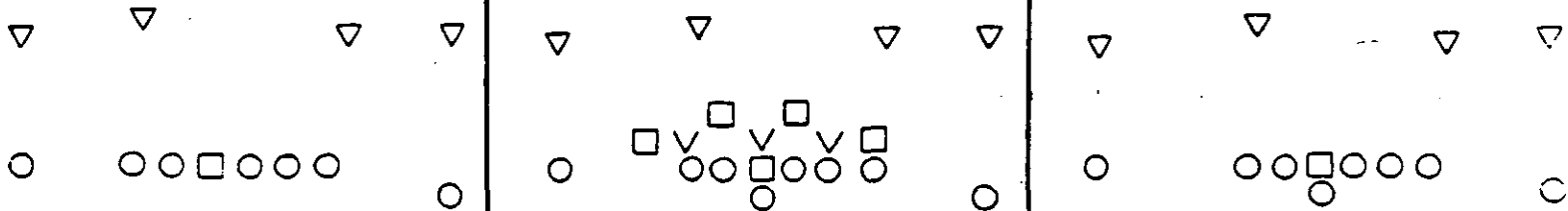
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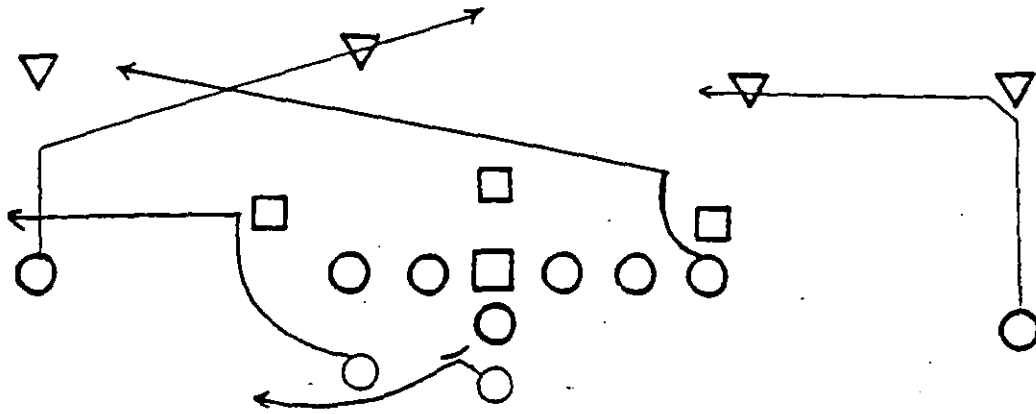
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

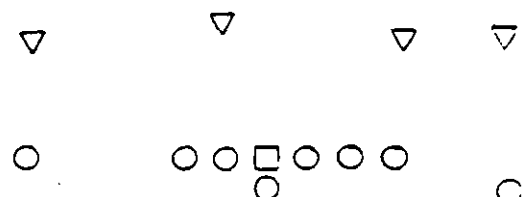
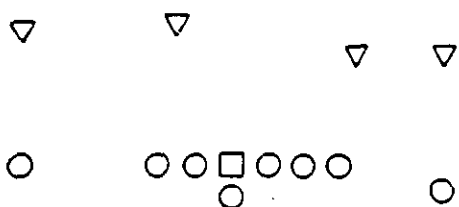
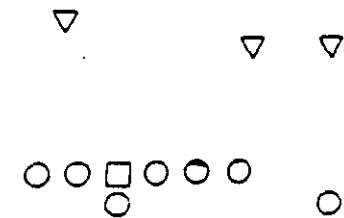
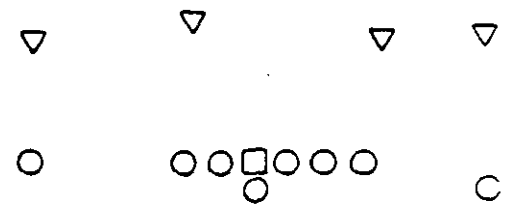
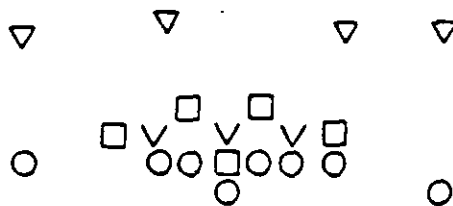
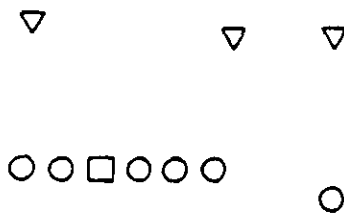
X

Y

Z

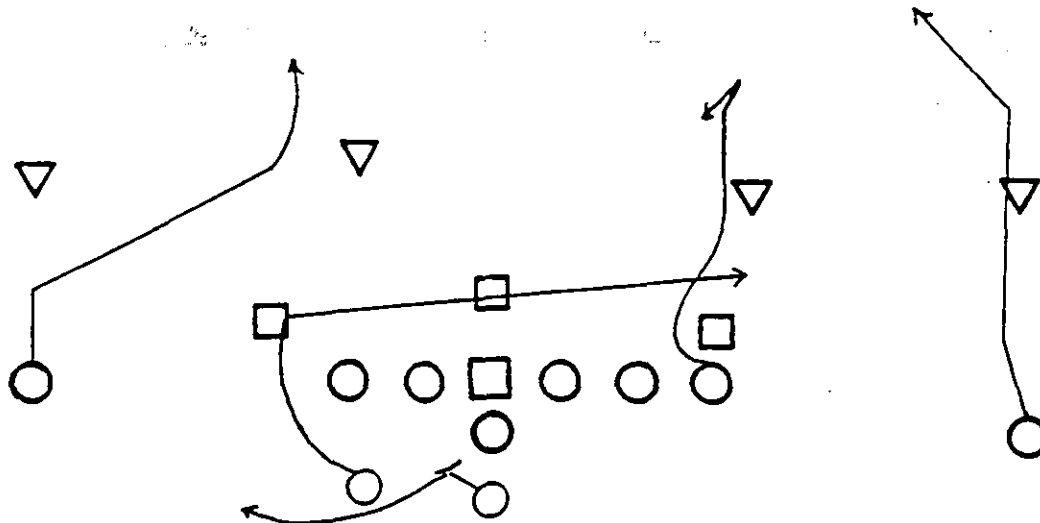
QB KEYS:

GOOD VS. COVER:



70's

71 CROSS, INSIDE STEP, X QUICK POST



QB

A

B

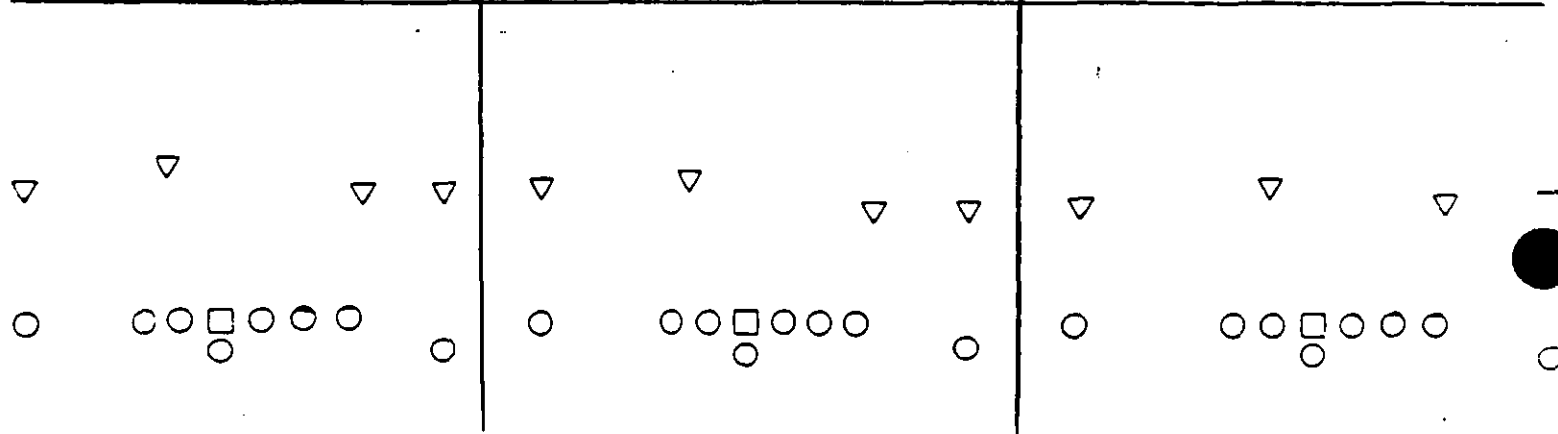
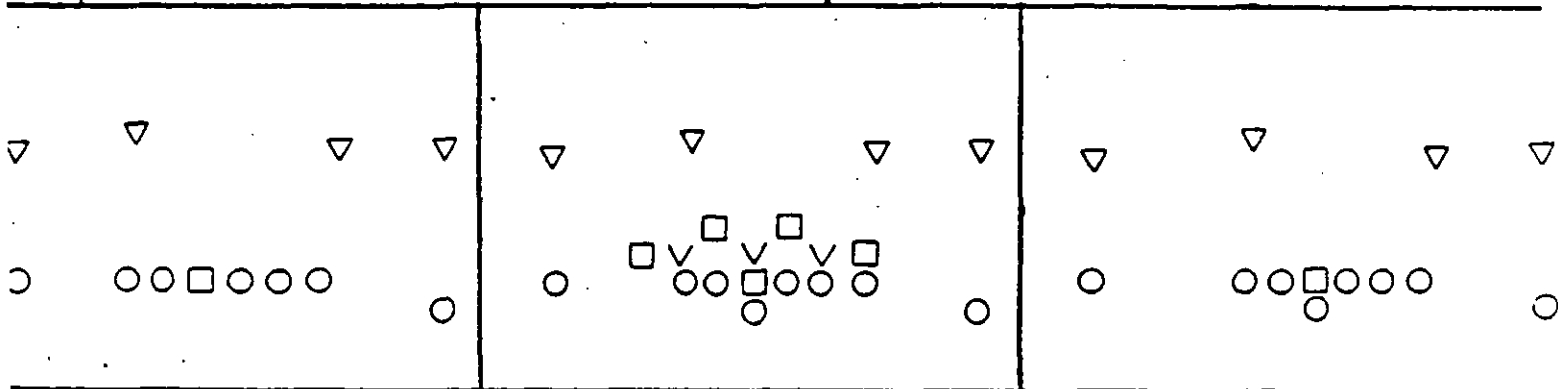
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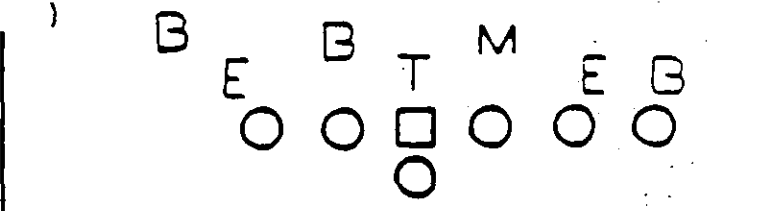
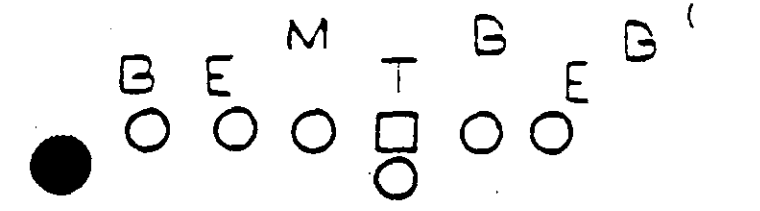
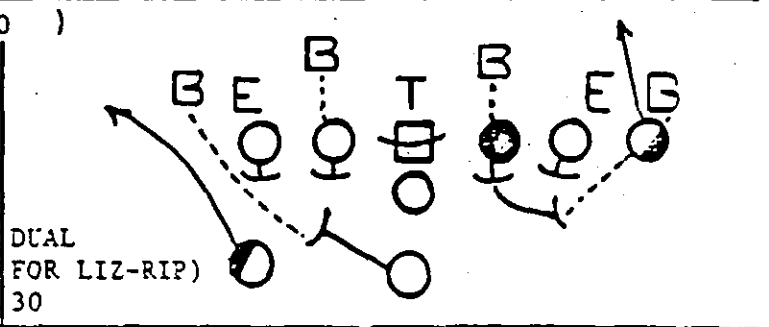
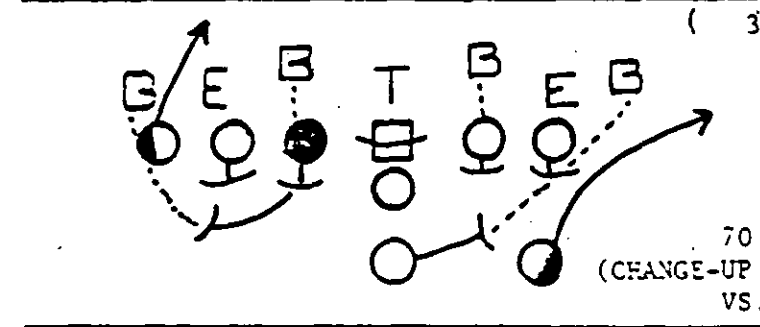
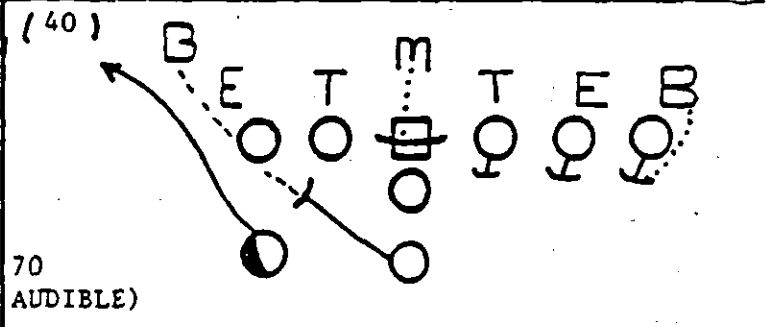
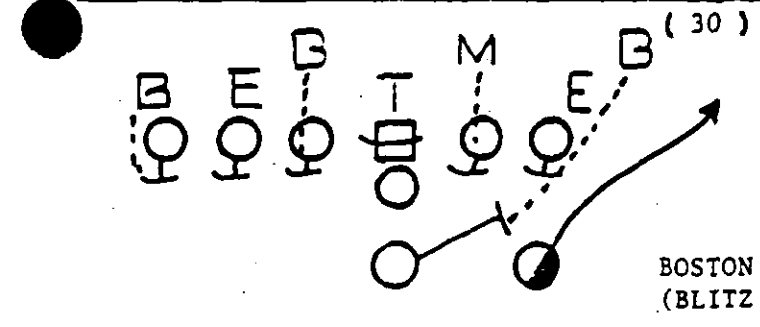
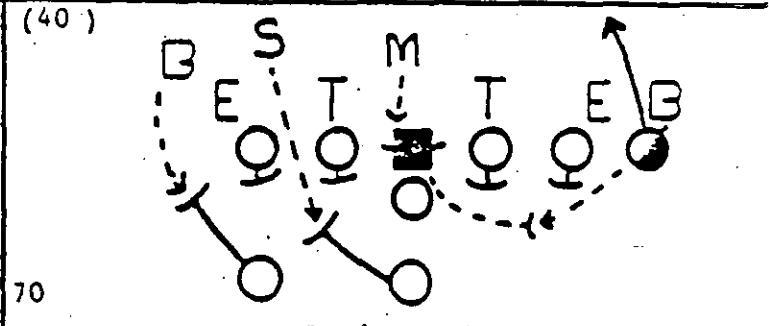
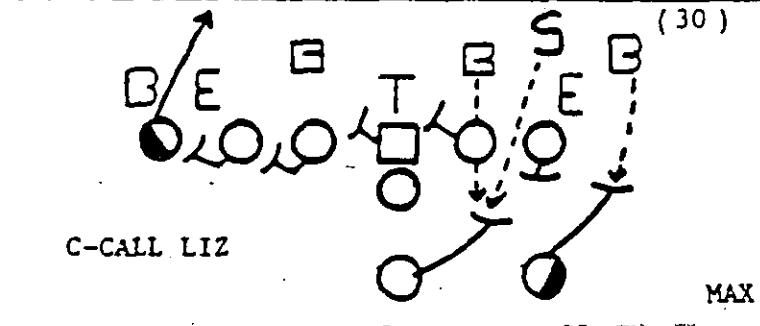
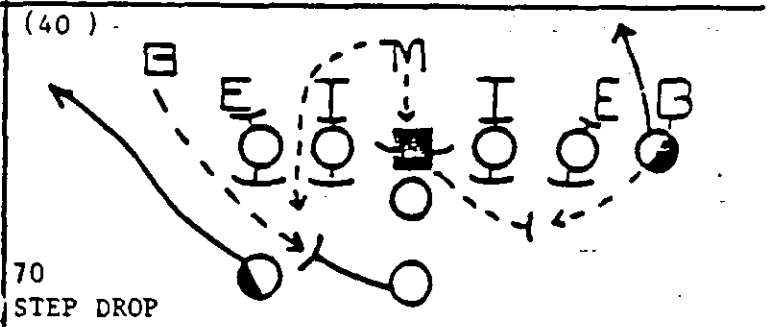
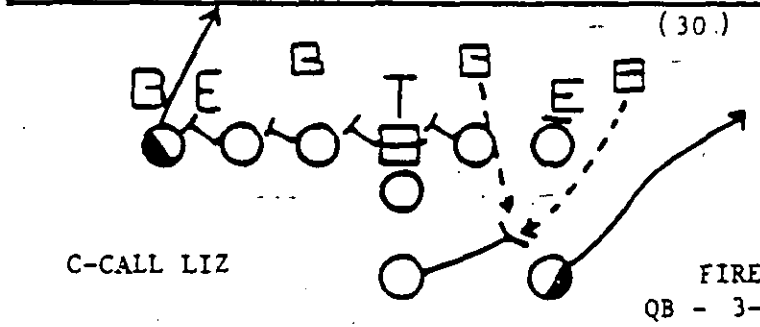
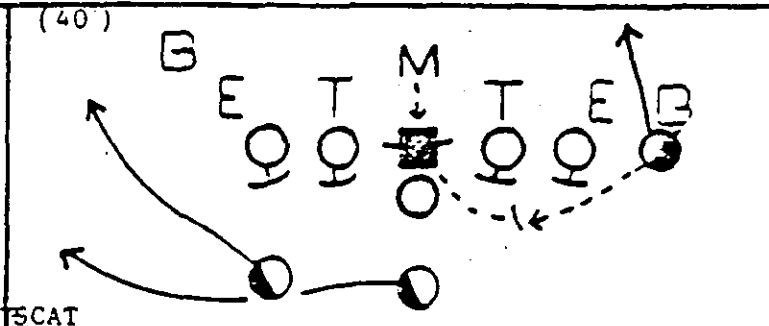
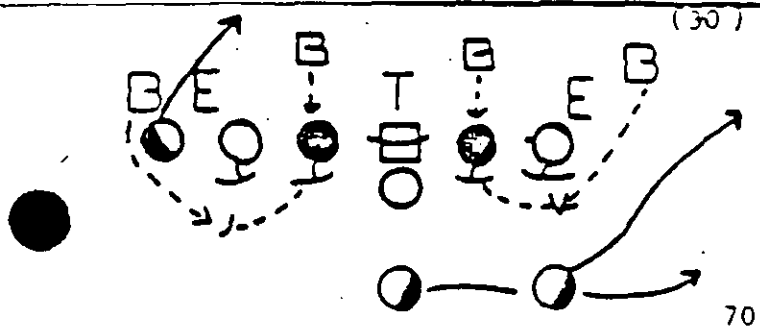
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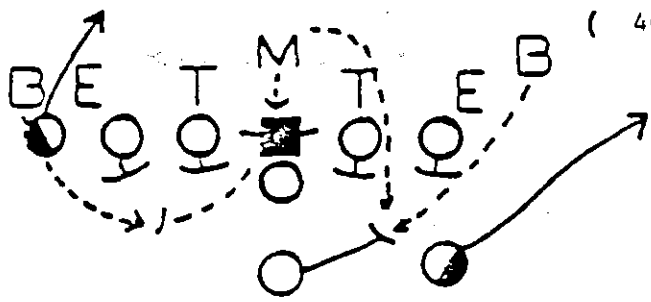
Z

QB KEYS:

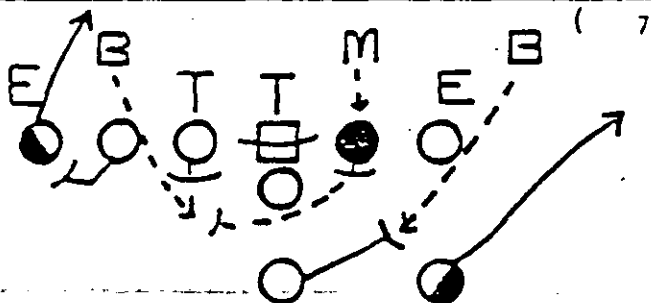
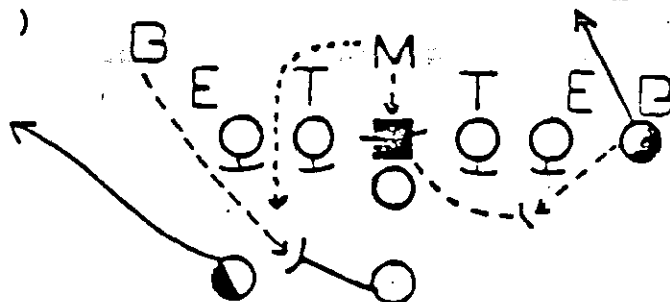
GOOD VS. COVER:



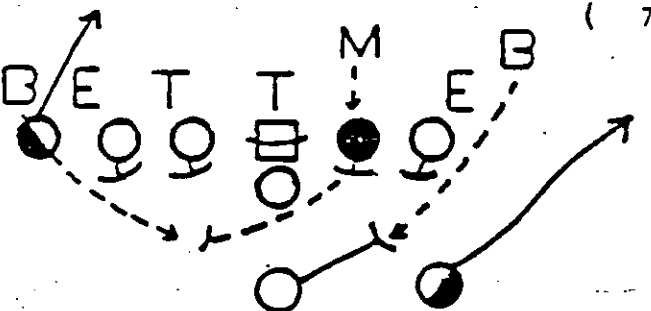
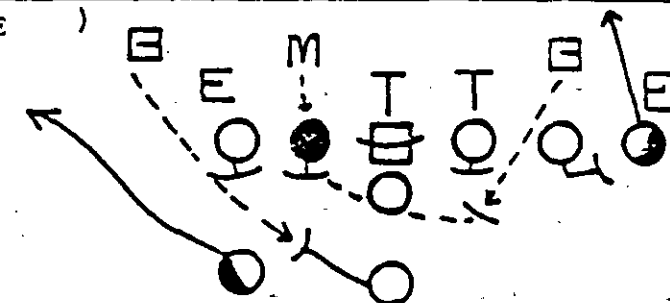




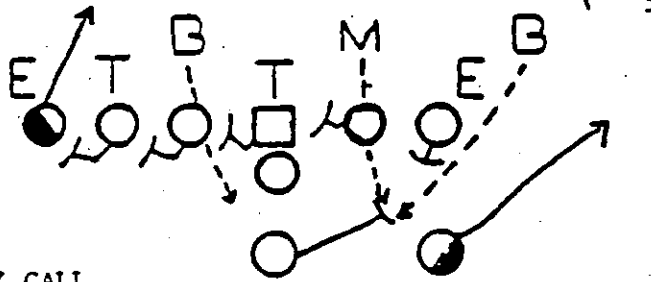
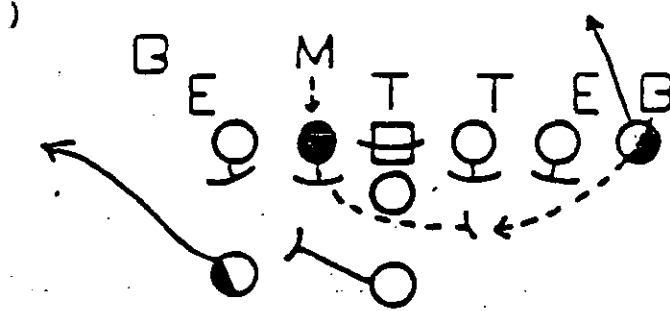
(40)



(70 E)

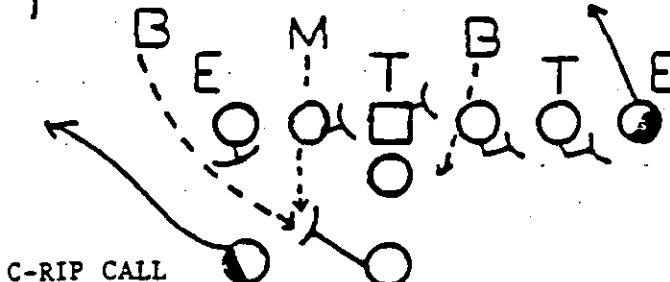


(70)

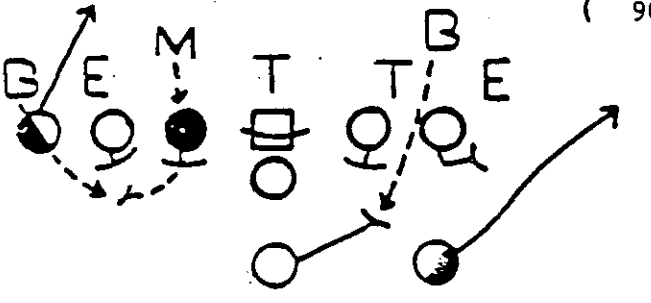


(50)

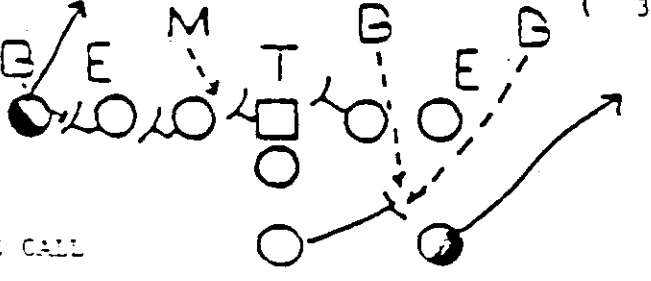
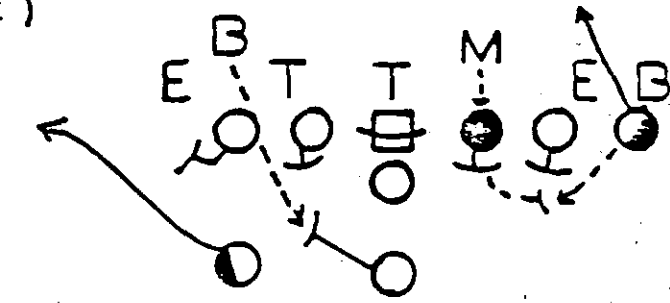
C-LIZ CALL



C-RIP CALL

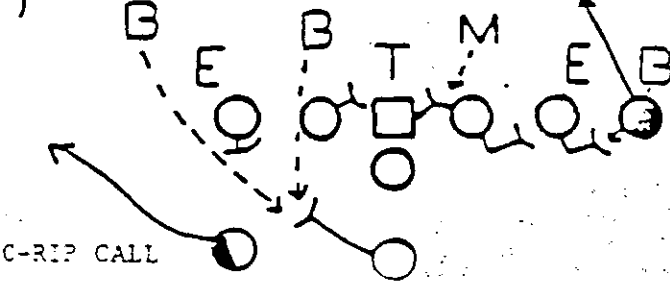


(90 K)



(30)

C-LIZ CALL



C-RIP CALL

70 PROTECTION (FLARE CONTROL)

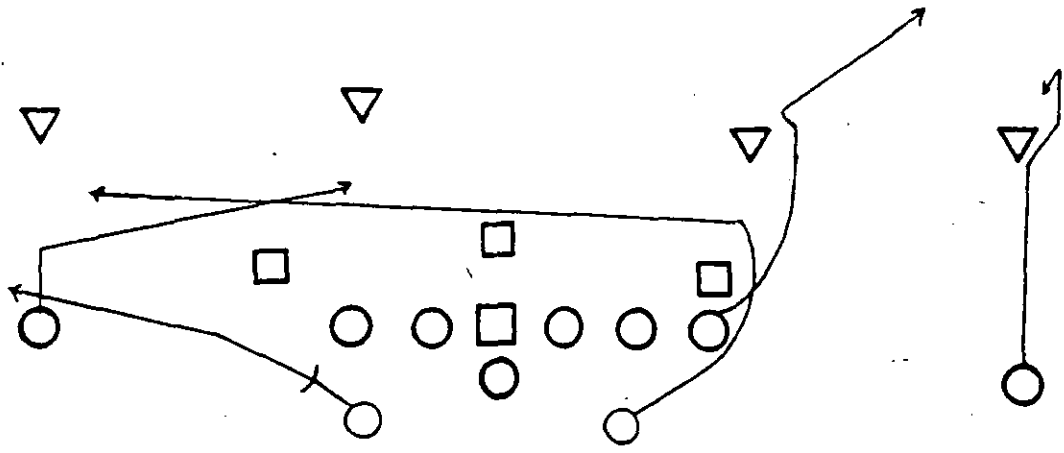
70 PASS PROTECTION

Flare control with both backs weak. First back has a free release in pattern, and second back has dual pickup (M-WB or Mac-Will Weak) weakside.

The tight end has a free release and the uncovered lineman has dual pickup on Mac Strong or SB.

VARIATIONS OF 70 PROTECTION

- A. MAX - A, blitz pickup on WB. No blitz, run complimentary route. B pickup extra blitzer weakside (WS-M-Will). No blitz, run check route.
- B. FIRE - Three-step drop. A free release. B basic 70 pickup.
- C. SEMI (FIVE-STEP DROP) - Semi can be called by QB as needed.
- D. SCAT - Both backs have a free release. Uncovered linemen have dual pickup to their respective sides.
- E. BOSTON (OR NAME OF CITY) - Blitz alert call. TE has slow block on Stub. B back has WB pickup. Line is solid. A back still has free release.
- F. DUAL - A change in protection call (vs. 30) from Liz-Rip technique to uncovered lineman blocking dual to strongside. Remaining back, single responsibility on Will.



QB

A

B

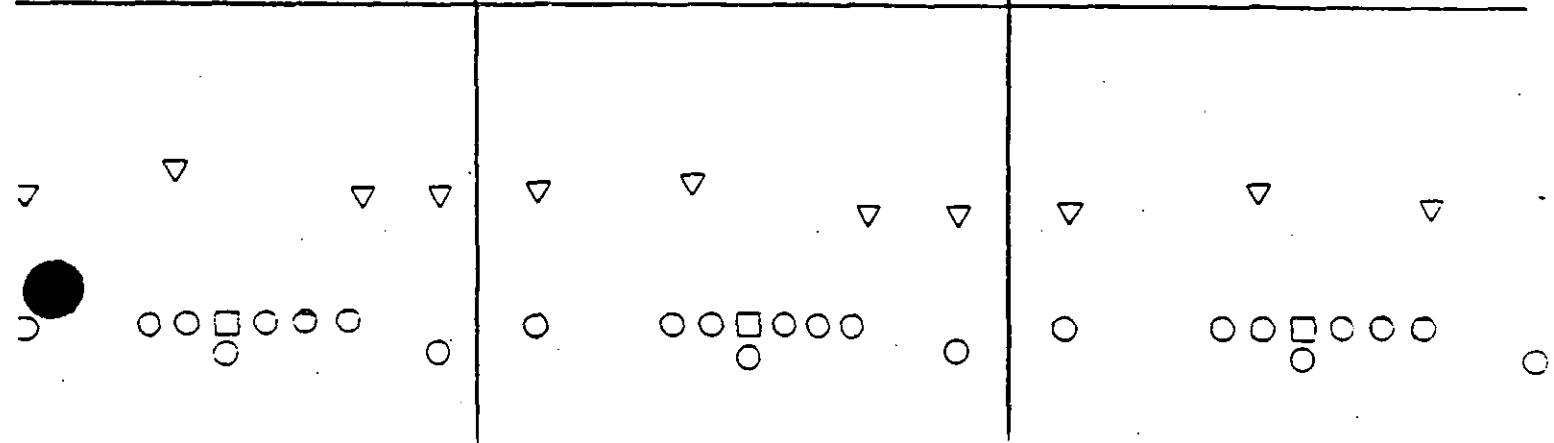
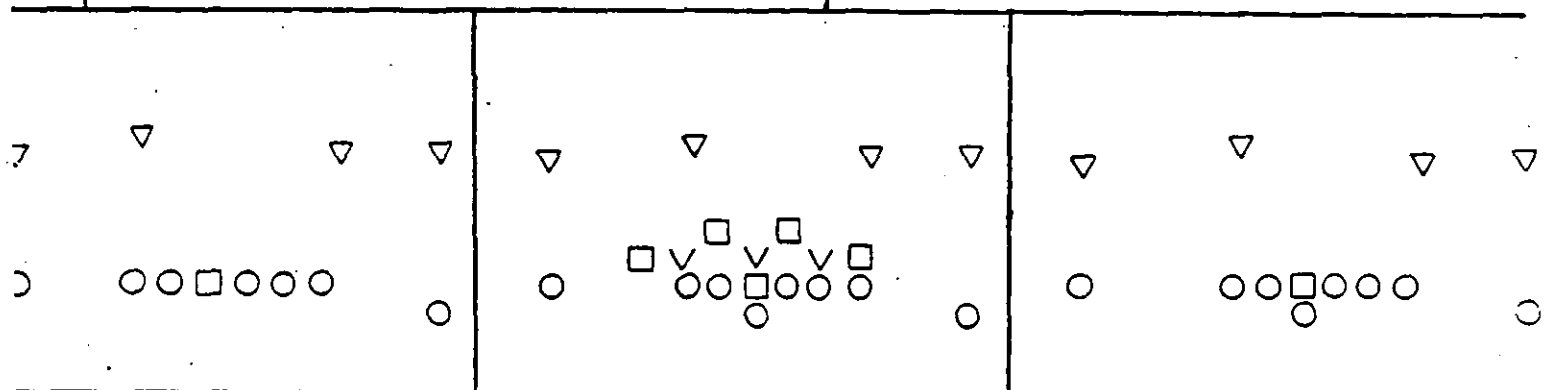
X

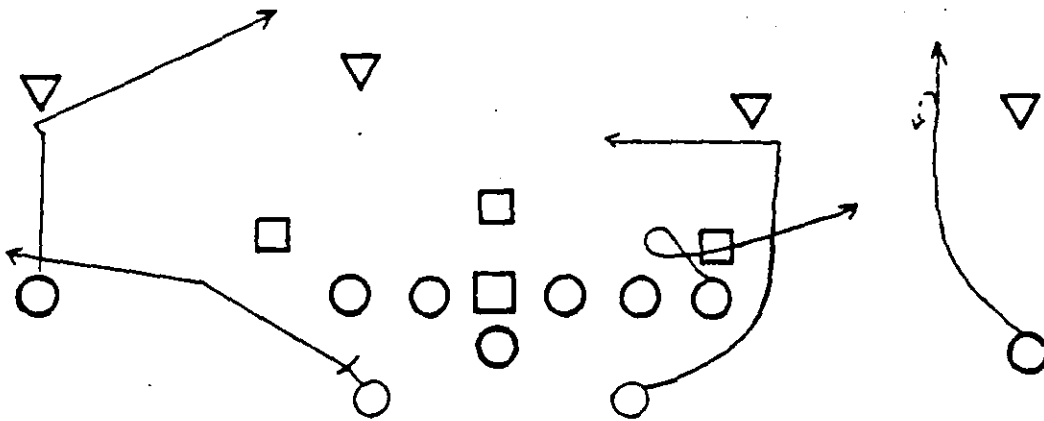
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

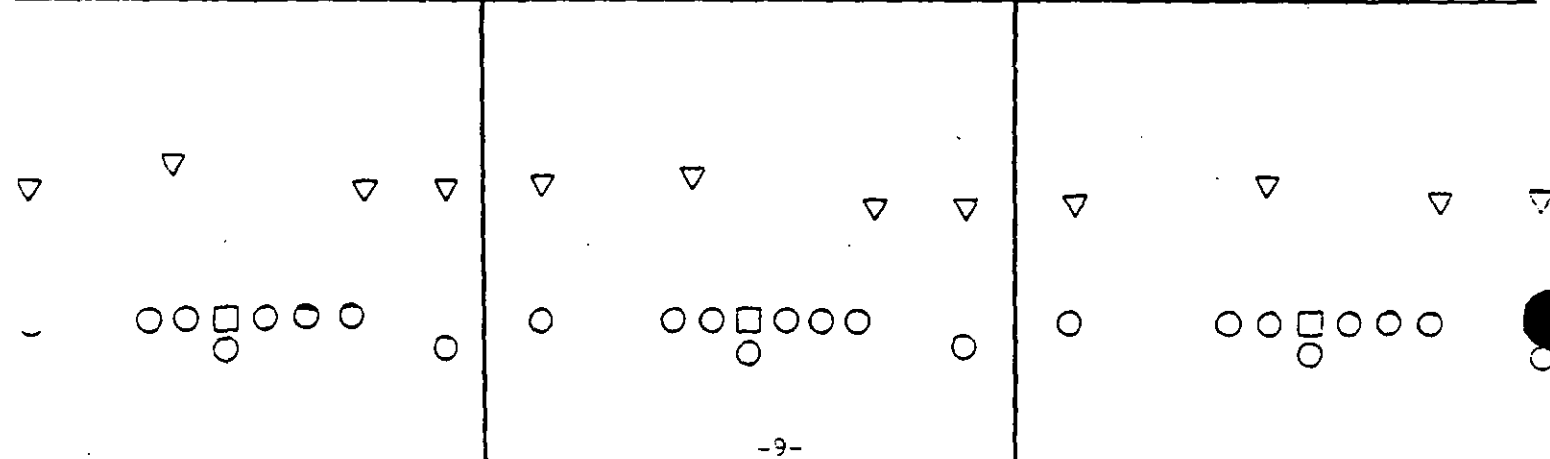
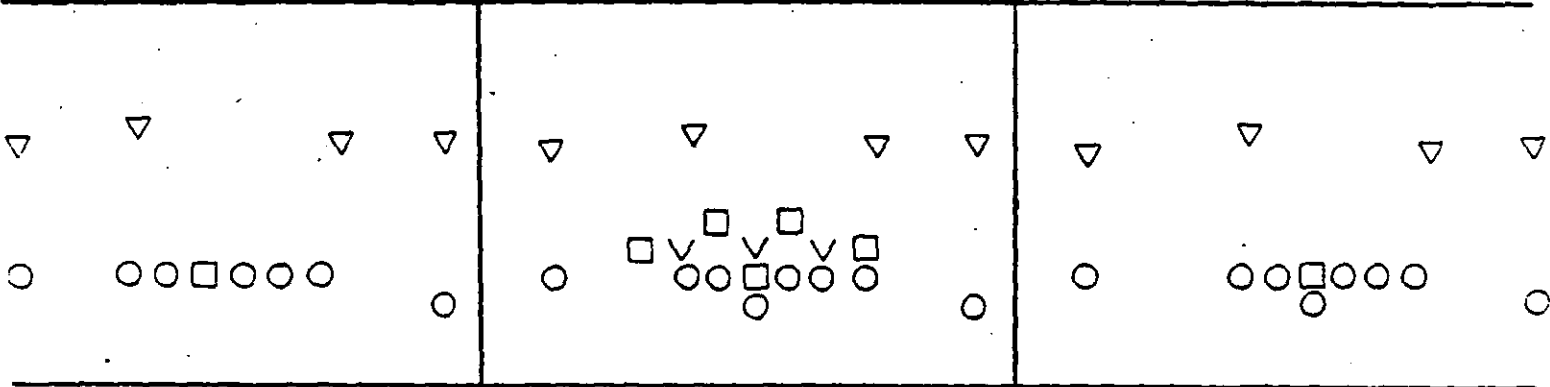
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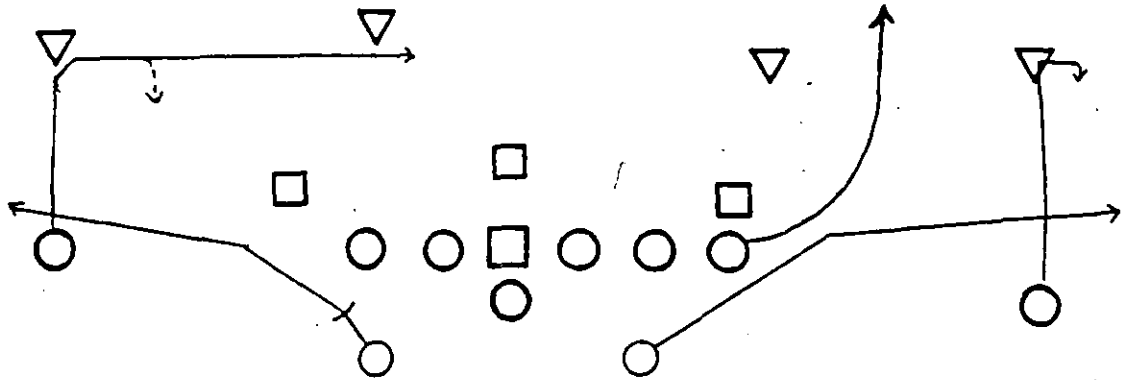
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

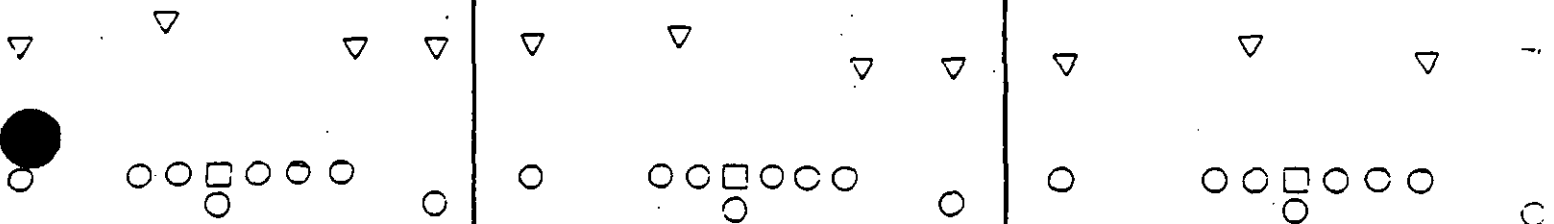
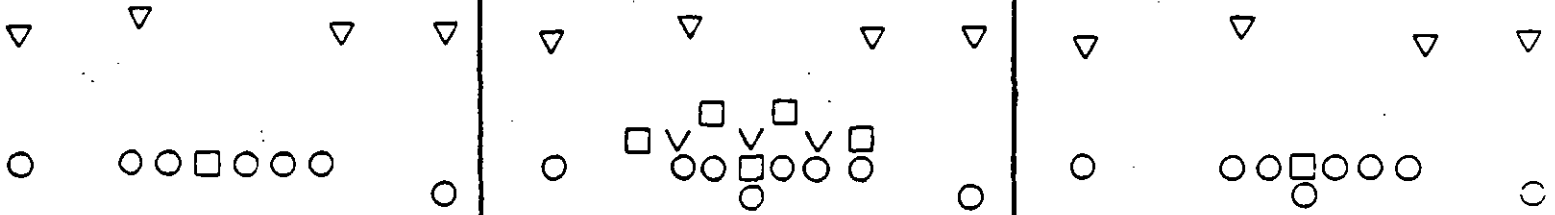
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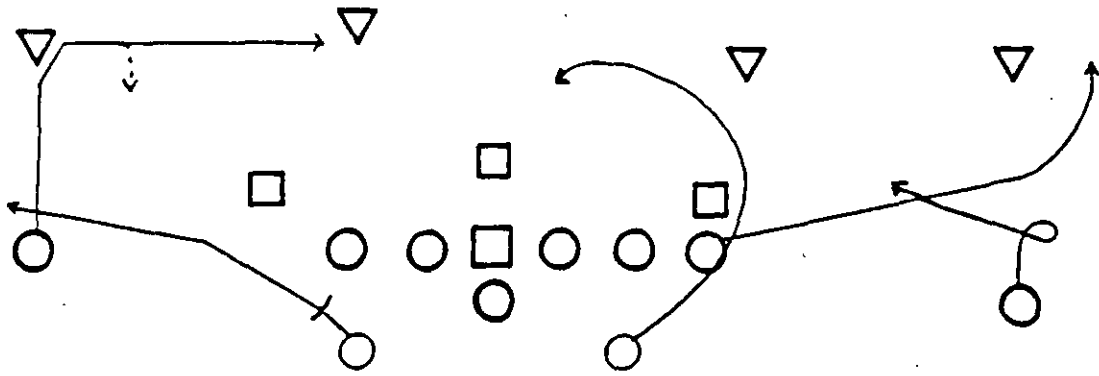
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

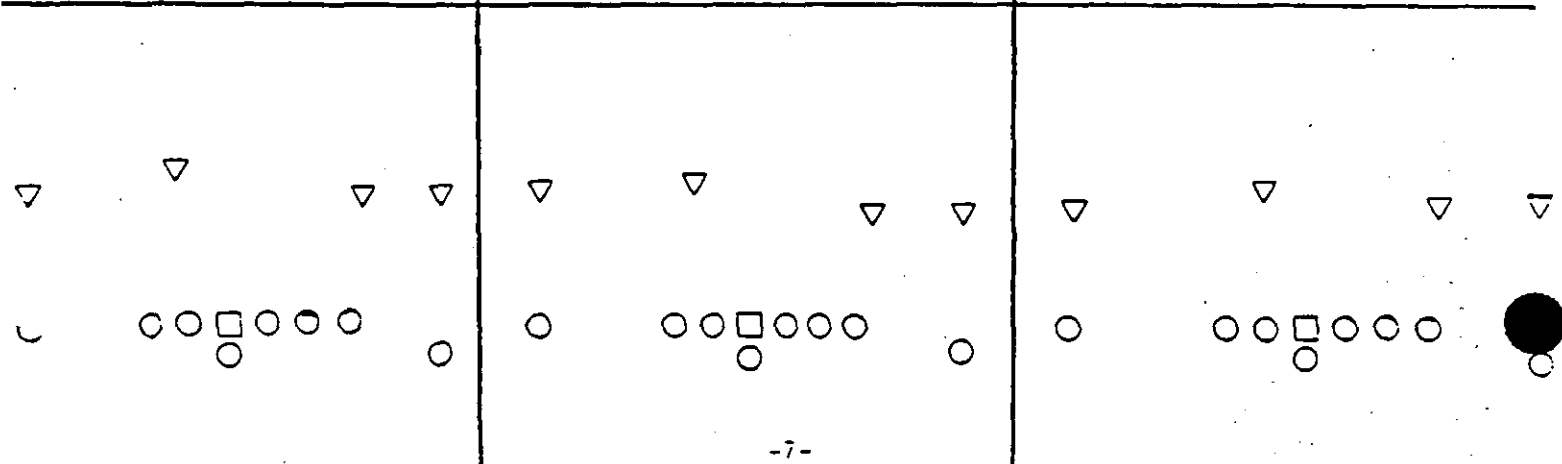
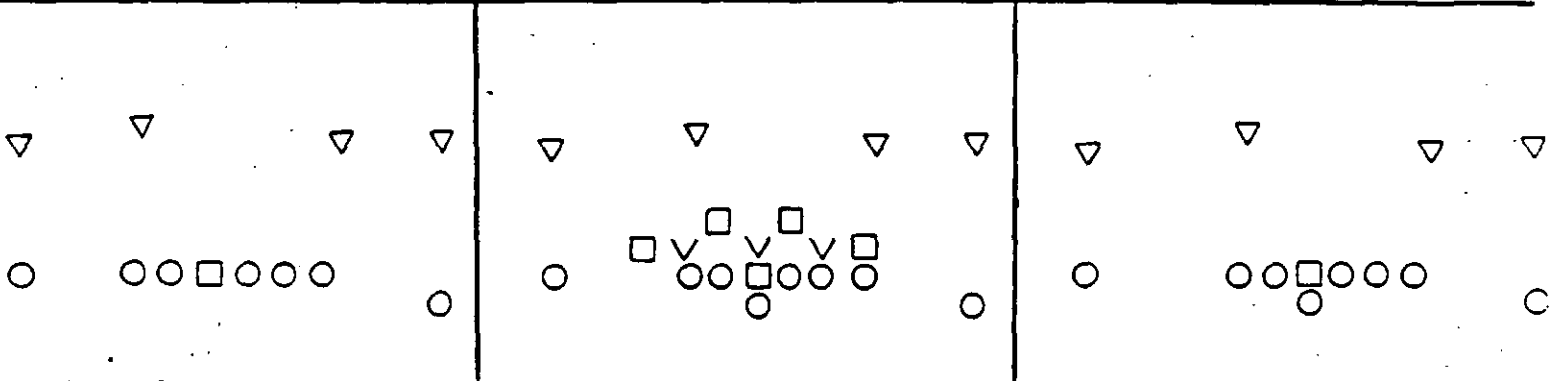
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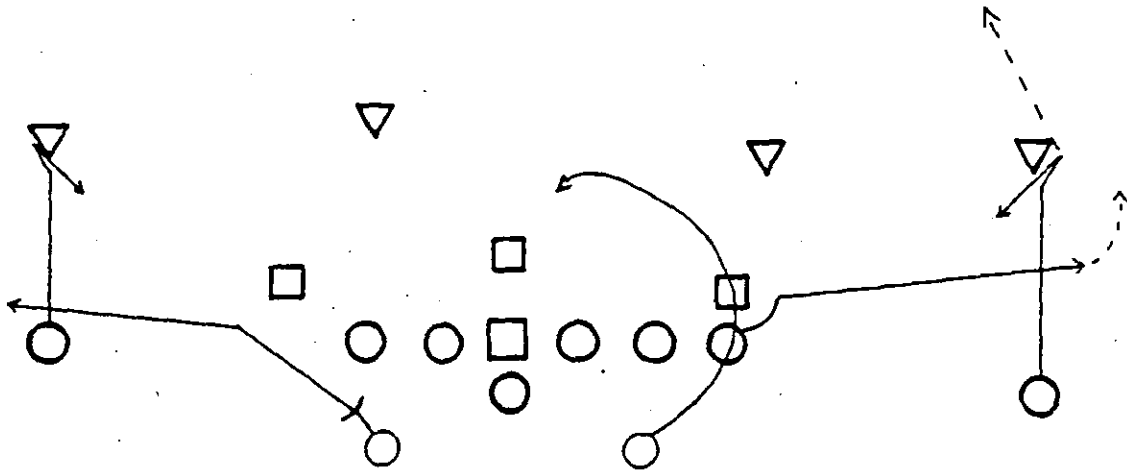
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

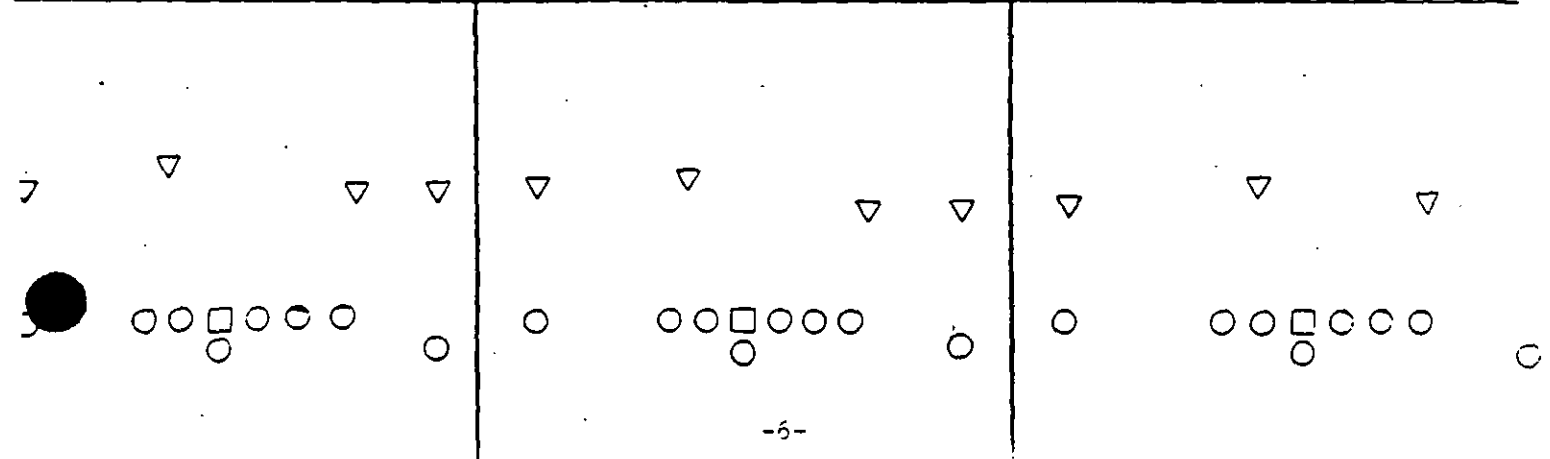
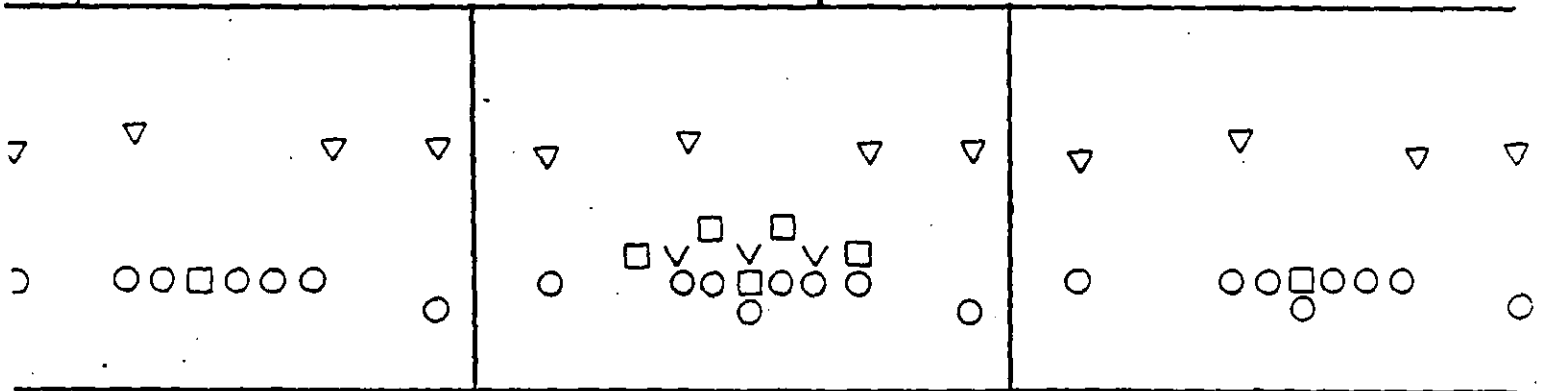
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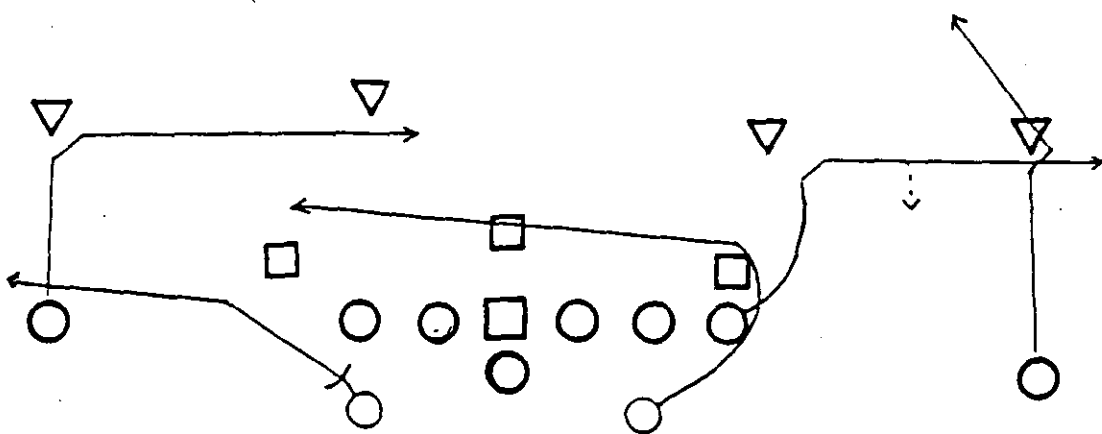
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

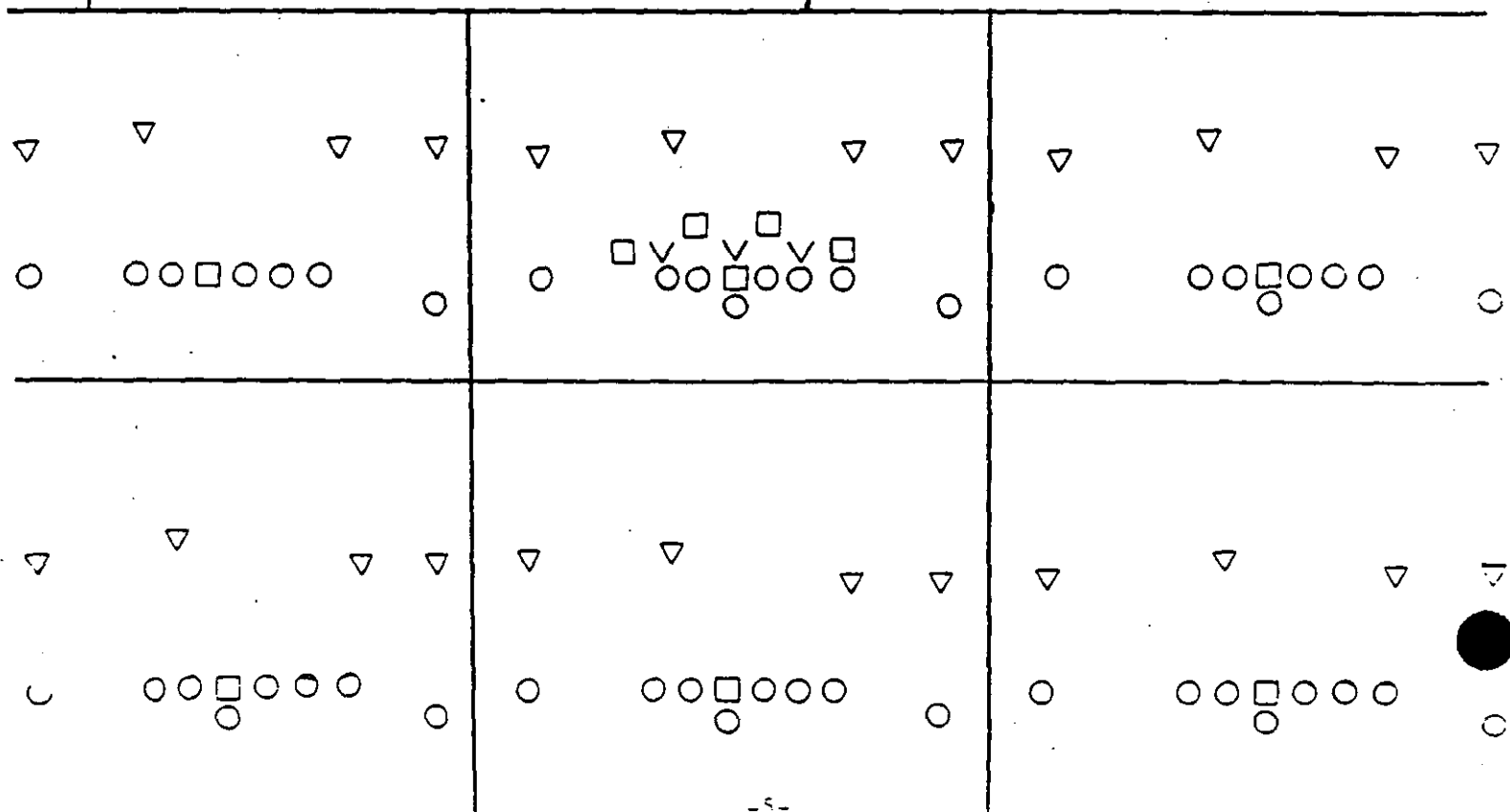
X

Y

Z

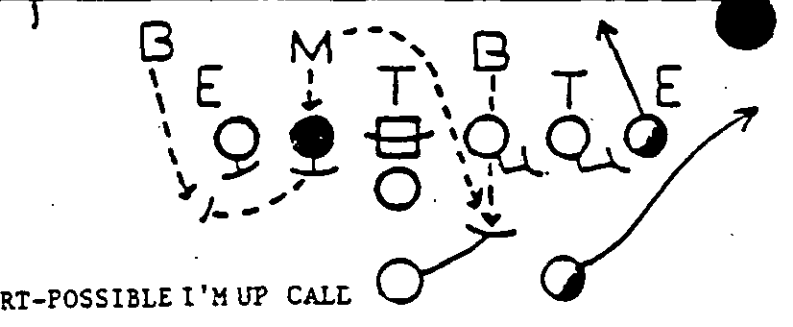
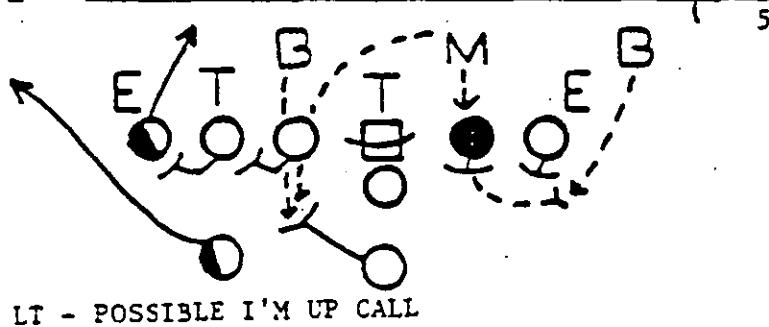
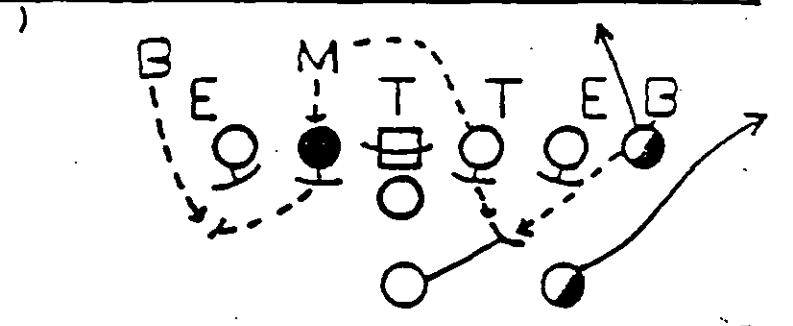
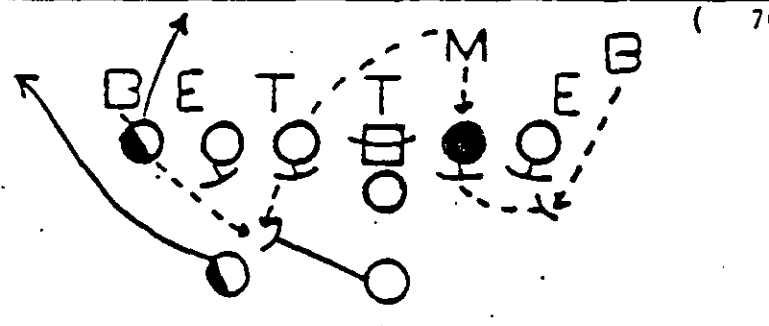
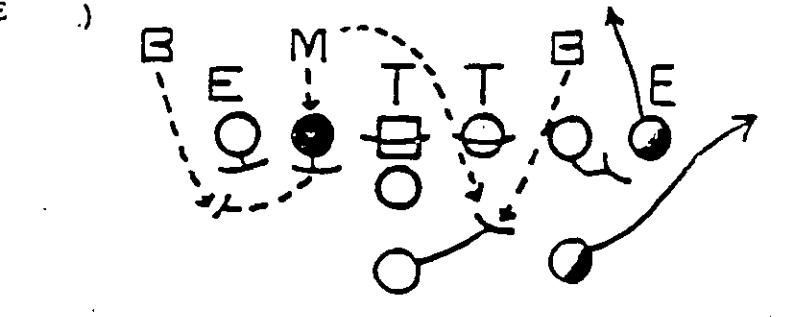
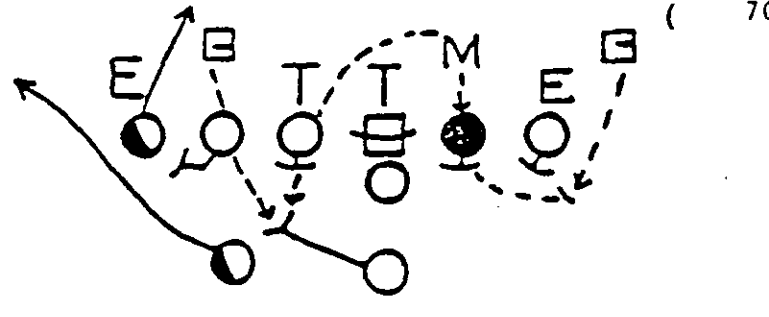
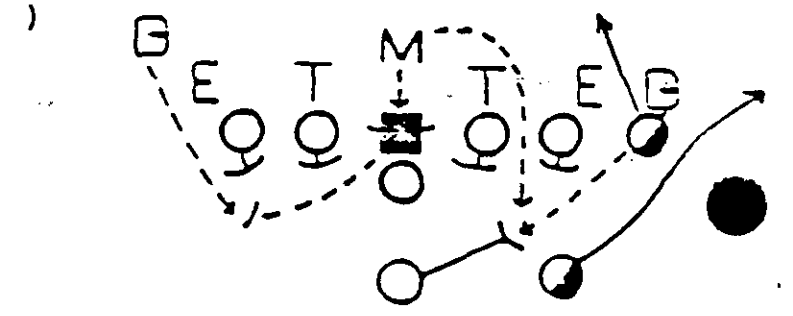
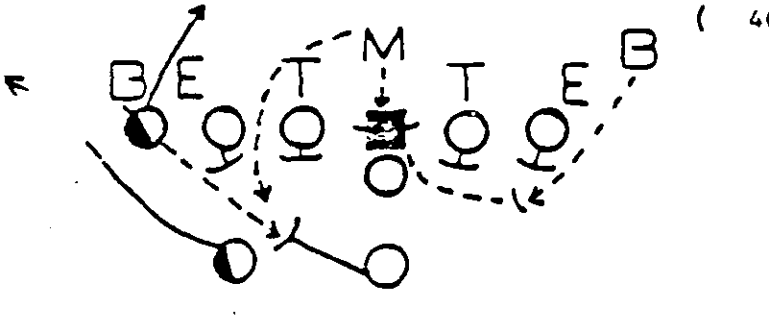
QB KEYS:

GOOD VS. COVER:



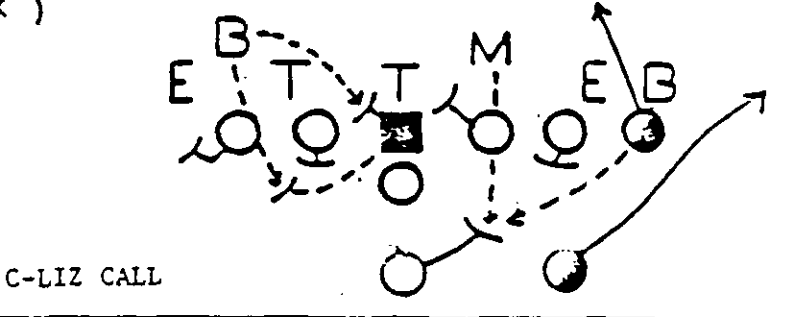
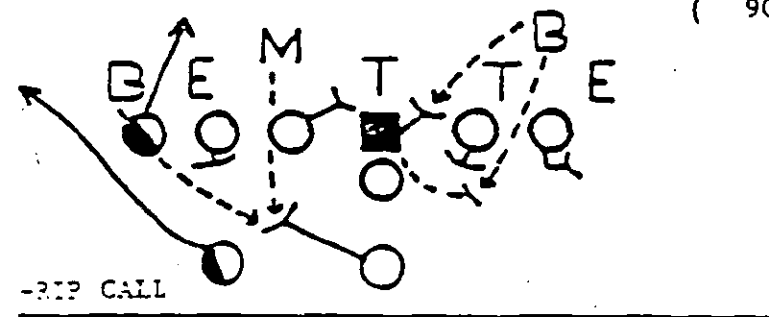
VARIATIONS OF 60 PROTECTION

<p>(40)</p>	<p>(30)</p>
<p>COUNTER</p>	
<p>(40)</p>	<p>(30)</p>
<p>60 STRONG SCAT</p>	
<p>(40)</p>	<p>(30)</p>
<p>60 STRONG MAX</p>	
<p>LIZ CALL</p>	
<p>B E T M T E B</p>	<p>B B T B E B</p>
<p>B E T M T E B</p>	<p>B B T B E B</p>



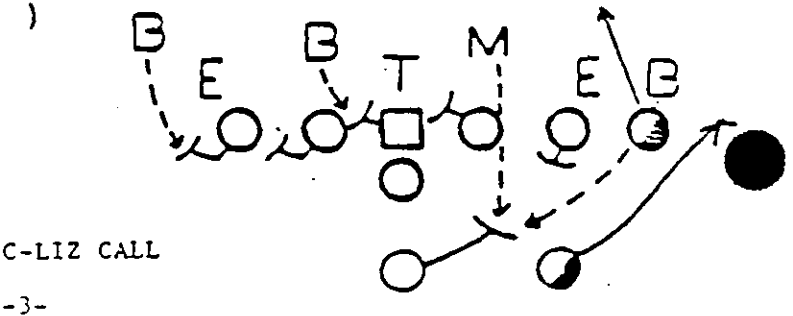
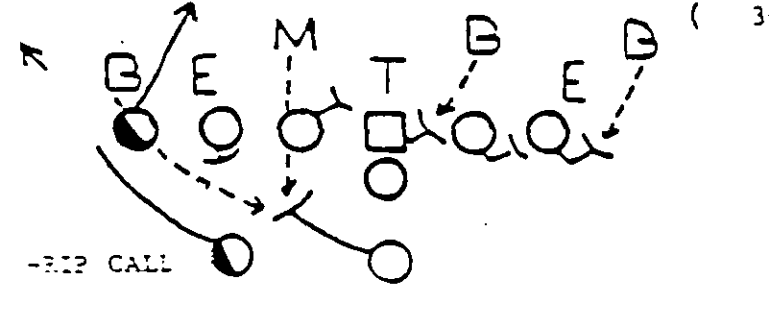
LT - POSSIBLE I'M UP CALL

RT-POSSIBLE I'M UP CALL



-RIP CALL

C-LIZ CALL



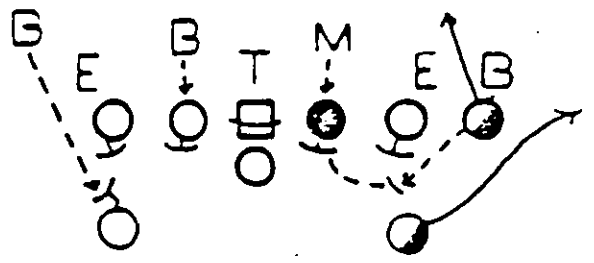
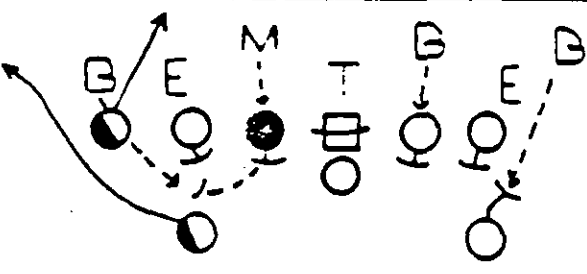
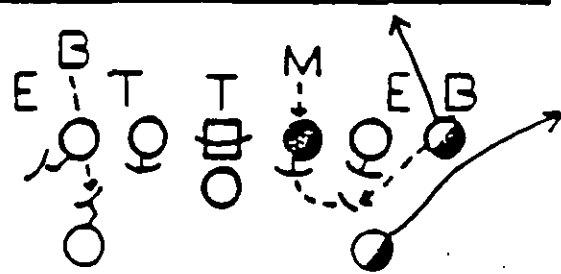
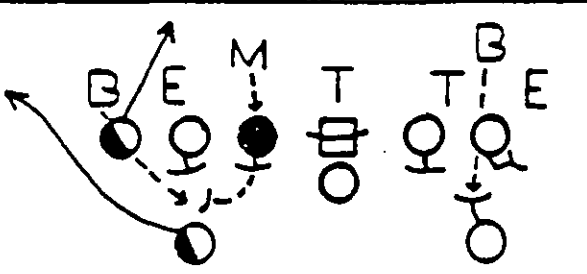
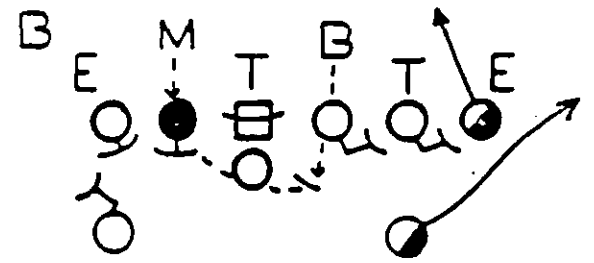
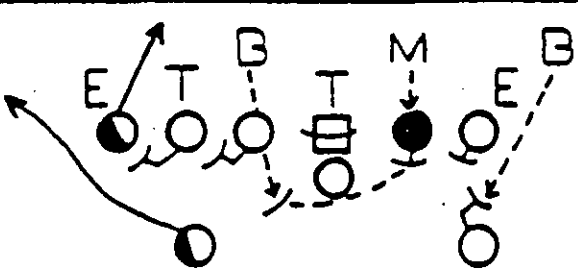
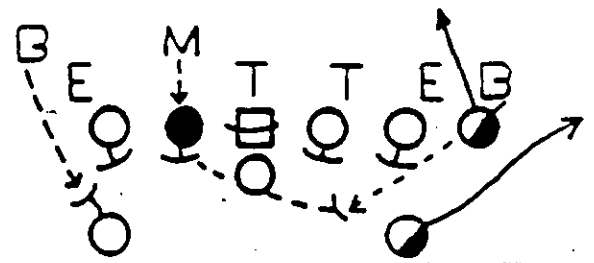
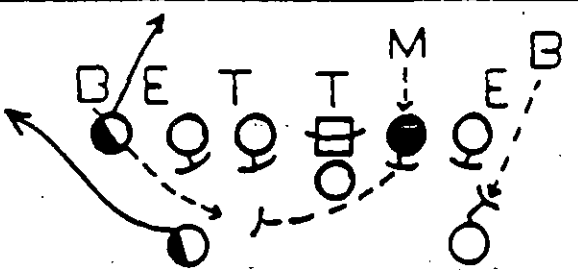
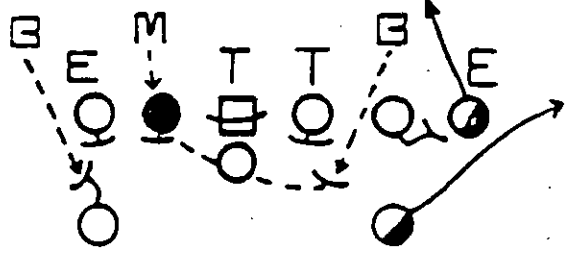
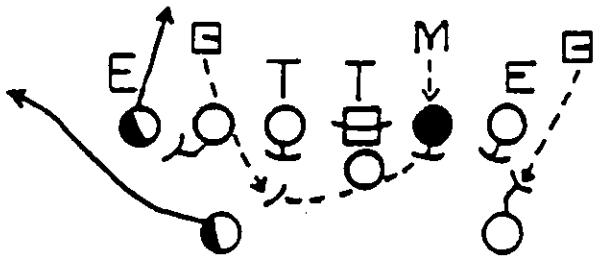
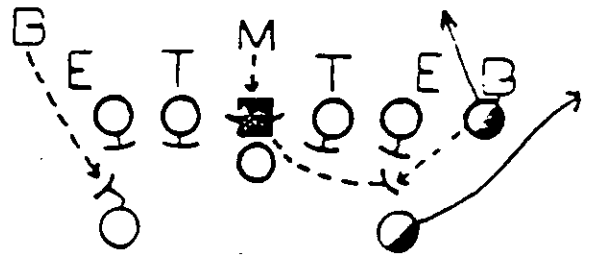
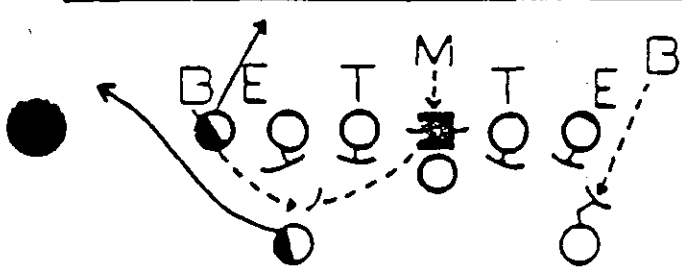
-RIP CALL

C-LIZ CALL

(STRONG LEFT)

60 PROTECTION

(STRONG RIGHT)



60 PROTECTION (FLARE CONTROL)

60 PASS PROTECTION

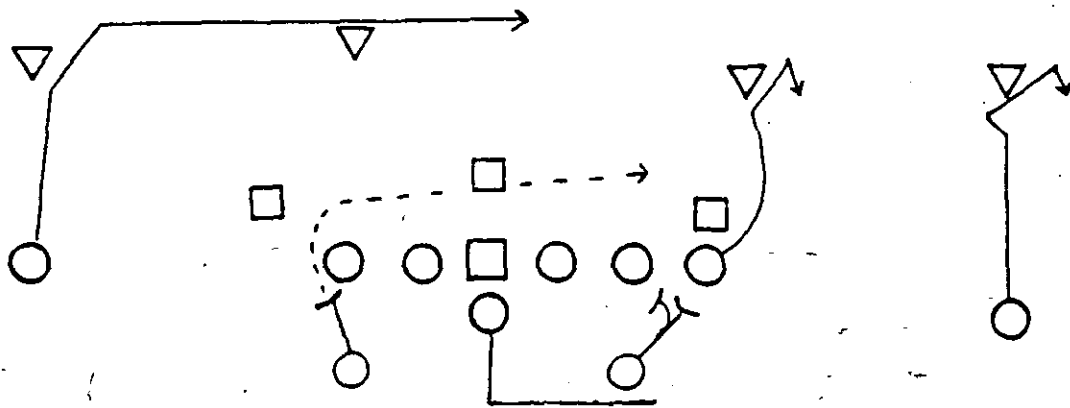
Flare control with the strongside back having a free release. The remaining back will pick up the WB on blitz. If no blitz, run designated complimentary route.

The uncovered lineman (center or either guard) will have dual blitz pickup on (1) Mac Strong, (2) Stub.

If both Mac and SB in 4-3 or Buck and Stub in 3-4 blitz strongside, the strongside back will be hot.

VARIATIONS OF 60 PROTECTION

- A. HOT - Indicates B back not covered if both linebackers blitz to strongside of formation.
- B. SEMI (FIVE-STEP DROP) - Semi can be called by QB when needed.
- C. COUNTER 60 - FB and HB will go to opposite sides, exchanging assignments as in a counter action used from green formations.
- D. STRONG - Will be called by QB indicating both backs will be flooding strong with first back in pattern, second back blocking to strongside. Uncovered lineman has dual weak (possible Liz or Rip).
- E. SCAT (60 STRONG) - Both backs flood to strongside with no blitz pickup. Uncovered linemen have dual pickup to their respective sides.
- F. MAX (60 STRONG) - Both backs flood to strong side with blitz pickup. First back has outside blitzer, second back has inside blitzer. Uncovered lineman has dual pickup weakside.



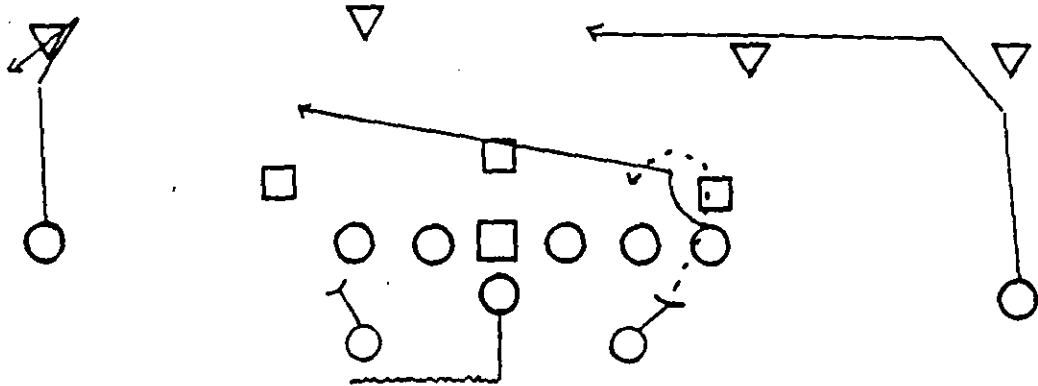
<u>Q3</u>	
<u>A</u>	
<u>B</u>	
<u>X</u>	
<u>Y</u>	
<u>Z</u>	
<u>Q3 KEYS:</u>	<u>GOOD VS. COVER:</u>

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TURMOIL WEAK

50 TURMOIL WEAK, DRAG -
X COMEBACK, B CHECK STOP



QB

A

B

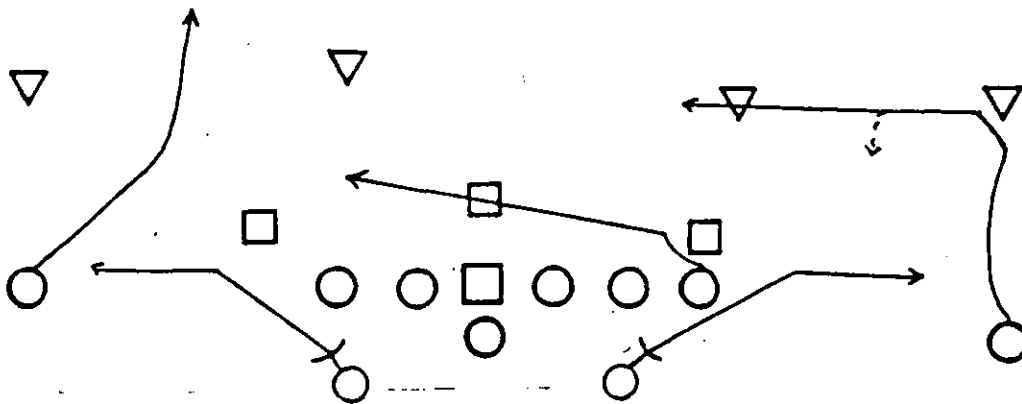
X

Y

Z

QB KEYS:

GOOD VS. COVER:



QB

A

B

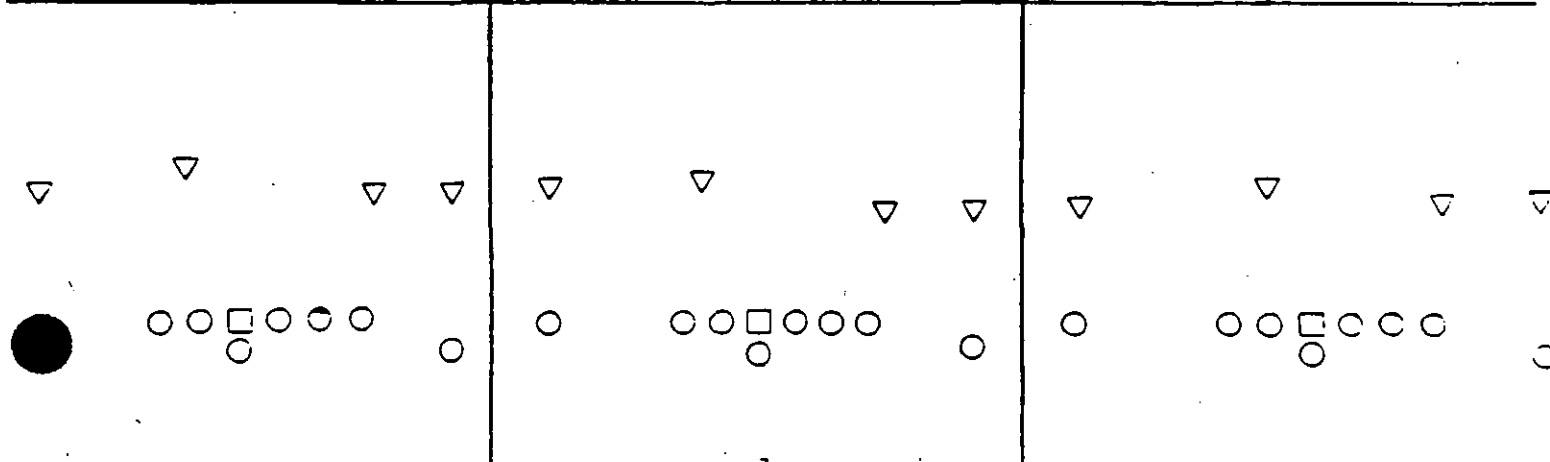
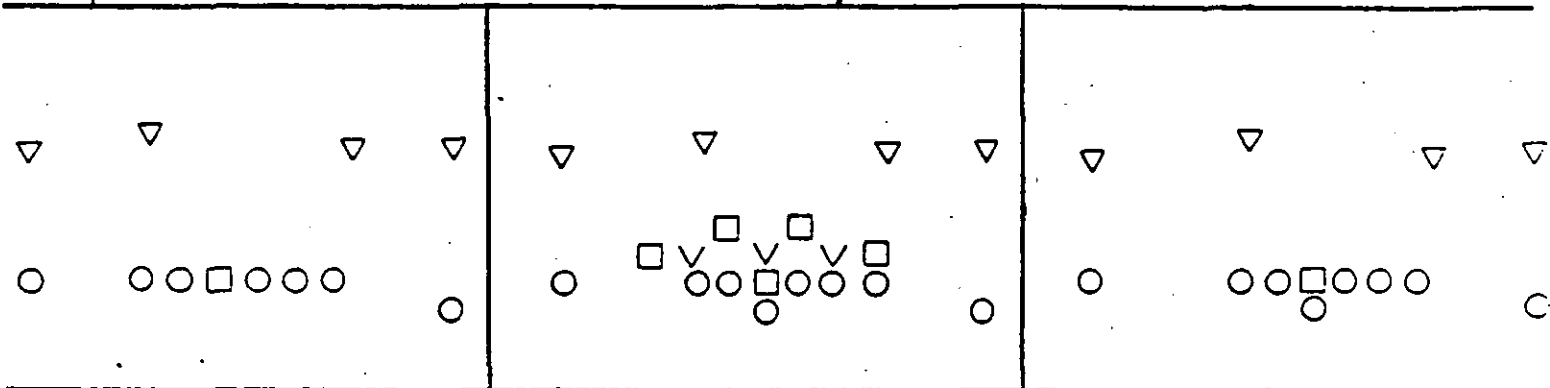
X

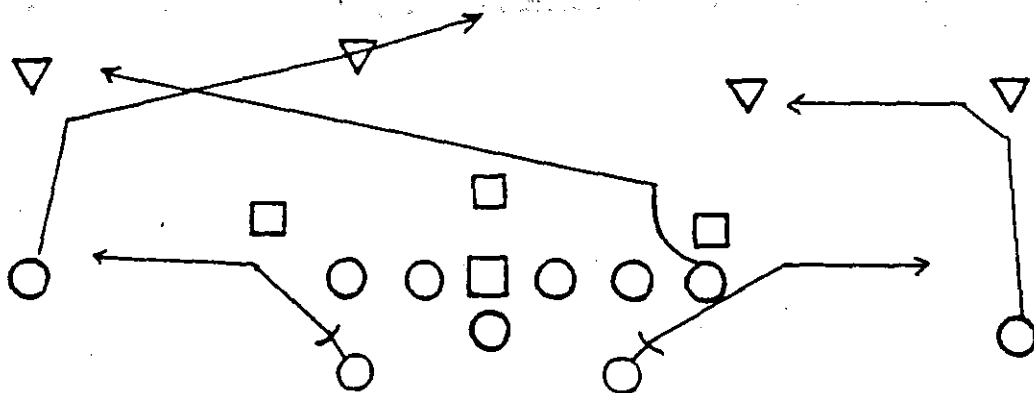
Y

Z

QB KEYS:

GOOD VS. COVER:





QB

A

B

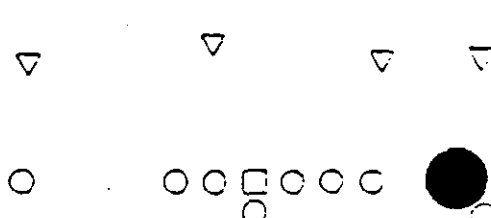
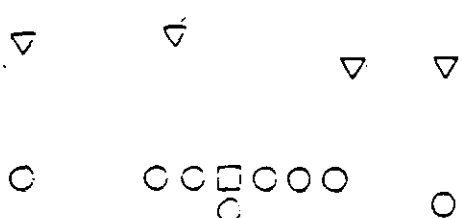
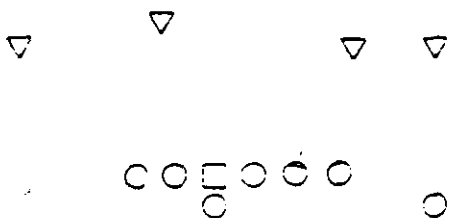
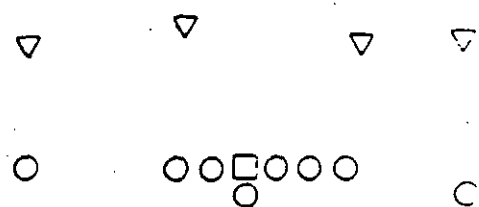
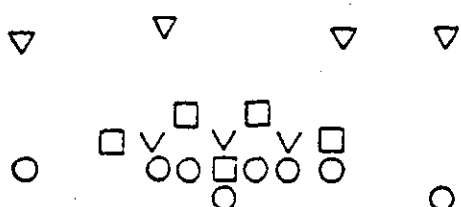
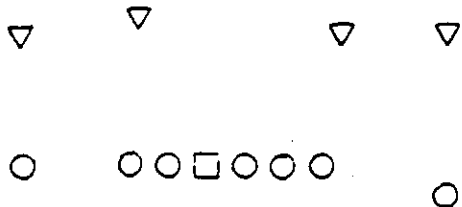
X

Y

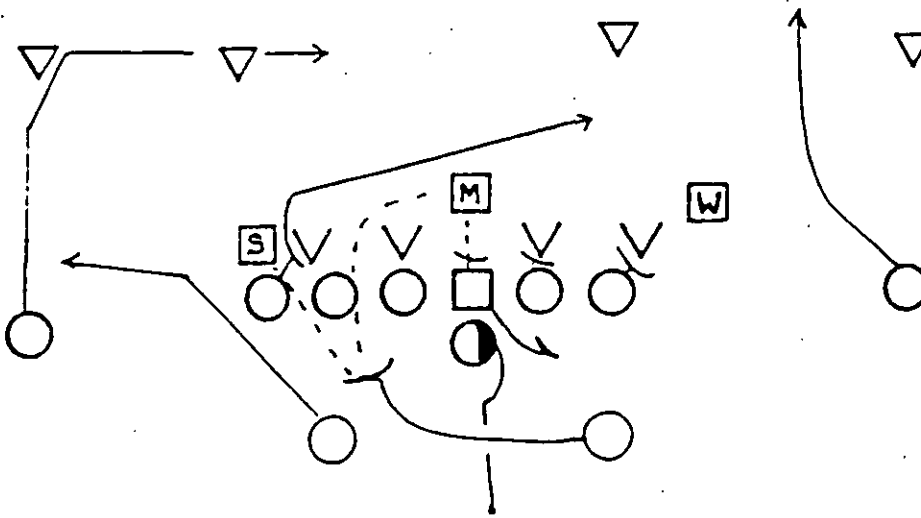
Z

QB KEYS:

GOOD VS. COVER:



40



CHECKS

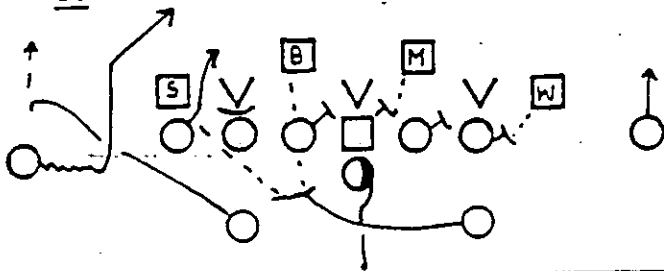
INTO:

OUT OF:

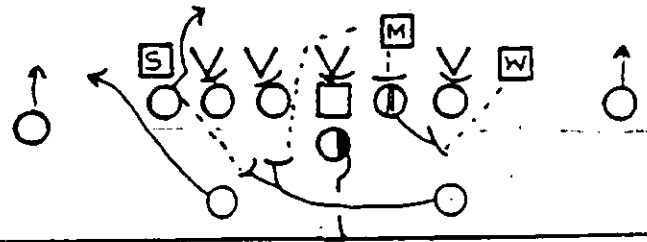
QB ACTION AND ALERTS:

Good hand fake to A back. Continue 5-step drop. Look quick to B back with Y. Primary target to Z.

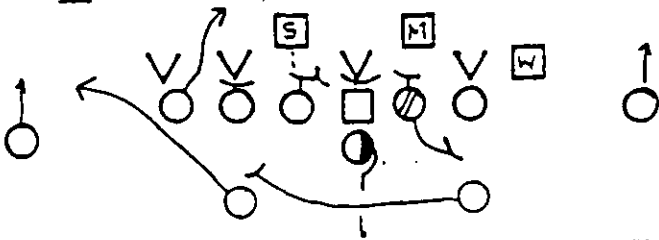
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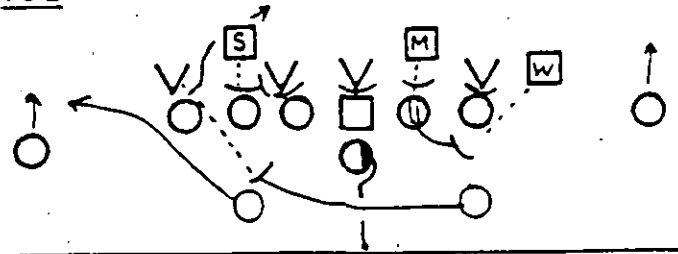
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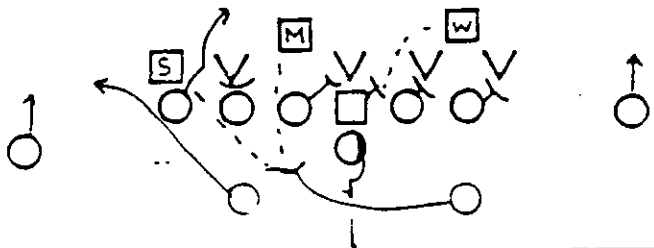
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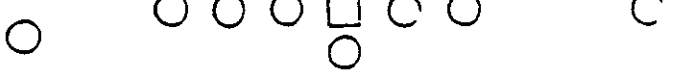
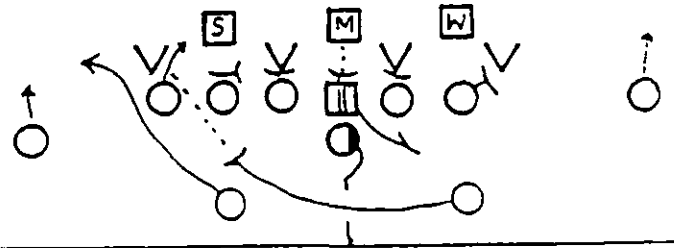
70 E



90 K



40 E-K



PUNTING GAME CONSIDERATIONS IN LAST TWO MINUTES

I. WHEN WE ARE AHEAD AND WE MUST PUNT

- A. Expect an all-out punt block attempt. Protect longer and be very alert to employing your protection rules and techniques.
- B. Punter be ready to kick more quickly, even at the expense of a "picture" punt.
- C. In most situations when the clock is running we will probably use the full 30 seconds even if it means taking a five yard penalty. Only when the five yards are of vital field position importance will we punt before the full 30 seconds elapse.
- D. If fewer than five seconds remain, we will likely not punt. Instead we will try to use the time remaining before our punter or ballcarrier is tackled. You will receive specific instructions on this from the bench.
- E. Do not down a punt unless it is bouncing back toward our goal line, but be certain to stay around the ball until the whistle is actually blown.

II. WHEN WE ARE AHEAD AND THE OPPONENT IS PUNTING TO US

- A. Be extremely careful to avoid penalties. A penalty in this situation is the same as a turnover.
- B. We will instruct the safety man in regard to whether he should do one of the following:
 1. Do not handle the punt under any circumstances. Get far away from the ball. Move closer to the LOS and be alert for a fake.
 2. Fair catch.
 3. Use normal punt return procedure.

III. WHEN WE ARE BEHIND AND THE OPPONENT IS PUNTING TO US

If it is the last play of either half and a field goal is meaningful to us, we will fair catch any punt which comes down within field goal range. In this situation even if time expired on the last play we would be allowed a free kick for a field goal.

If an opponent has taken an intentional safety and very little time remains when they use a high free kick punt from their 20 yardline we are allowed to use a fair catch so that our receiver can catch the ball without interference. Do not do this with no time remaining unless we are in field goal range and a field goal is meaningful to us.

FORMULA FOR USING MAXIMUM TIME IN LAST TWO MINUTES

There are two tables shown on this page which help to illustrate the time which can be "burned." These tables are based on factors which involve three variables:

1. The down.
2. The time remaining.
3. The number of time-outs still available to our opponents.

Table I shows the situations in which you merely need to kneel down. In actuality, the factors are shown in the purest form since the table is constructed with no time being used for the actual running of the QB Kneel play.

Table II shows the time you can realistically expect to use when we run a play which in itself is designed to consume time. These would not be QB Kneel plays. The basic assumption is that you can use five seconds in actually running a play when our opponents call a time-out immediately upon tackling the ballcarrier. When opponents have no time-outs remaining, we feel we use 10 seconds (five seconds to run the play and five seconds to unpile) for each first, second and third down play. Fourth down would still be a five-second play.

TABLE I: QB KNEEL FORMULA

	NO TIME-OUTS REMAINING	1 TIME-OUT REMAINING	2 TIME-OUTS REMAINING	3 TIME-OUTS REMAINING
1ST DOWN	1:30	1:00	:30	
2ND DOWN	1:00	:30		
3RD DOWN	:30			
4TH DOWN				

TABLE II: FORMULA FOR TIME WHICH WE SHOULD BE ABLE TO KILL

	NO TIME-OUTS REMAINING	1 TIME-OUT REMAINING	2 TIME-OUTS REMAINING	3 TIME-OUTS REMAINING
1ST DOWN	2:00	1:25	:50	:20
2ND DOWN	1:20	:45	:15	:15
3RD DOWN	:40	:10	:10	:10
4TH DOWN	:05	:05	:05	:05

1. Requires using five seconds per play when a time-out remains.
2. Requires using 10 seconds per play when no time-outs remain.

OUR TWO MINUTE OFFENSIVE PLAN WHEN WE ARE AHEAD

GENERAL POINTERS OF IMPORTANCE FOR QBs AND ALL OFFENSIVE PLAYERS:

1. Do not call a time-out.
2. Use close to the full 30 seconds on each play if the clock is running, but do not cut it so close that you risk a clock-stopping penalty.
3. Runners and receivers stay in bounds.
4. Ballcarriers should overprotect the ball. Cover it with two hands and do not be too intense in fighting for extra yardage and thereby allowing more defensive players a shot at you and at the ball.

REMEMBER! The defense is going to be going after the ball!

5. If there are less than 30 seconds remaining, allow the clock to run down without leaving the huddle.
6. Do not incur a penalty. They stop the clock.
7. If you are injured, try to get off the field under your own power. If you remain on the ground, the clock will be stopped. If at all possible we want to avoid this.
8. Unpile slowly.
9. Assume blitz and line stunts each down.
10. Simple ballhandling.
11. No laterals.
12. Do not pull both guards.
13. Tight formation possibility.

QUARTERBACK SUMMARY SHEET

1. You must be absolutely positive about the number of time-outs remaining.
2. Do not use a time-out until our two minute offense.
3. You must be certain that the team is aware of the fact that we are in the two minute offense.
4. You must know all the rules regarding the stopping and starting of the game clock.
5. The team must be aware of whether we are thinking touchdown or field goal.
6. Remember -- it is not necessary to call a snap count. We automatically go on our first "HUT." Use the "READY" command so a defensive call will not draw us offsides.
7. Recognize the situation in which you must intentionally throw an incomplete pass -- 91.
8. Follow the play closely so you will be alert to use the "MAYDAY" call.
9. Request a measurement any time the ball is close.
10. Remember the situations when it is necessary to have a play called and have your team on the LOS ready to go when the referee "winds up" the clock. Some examples of this are when the chains are moved after a first down or after a measurement for a first down.
11. You must understand the philosophy of when a called time-out is necessary. You must hustle to be next to the correct official in order to quickly get the time-out called.
12. Whenever you are in doubt, call a time-out if you have more than one time-out remaining.
13. Think in terms of using a huddle whenever feasible.
14. Do not confuse the game clock with the 30 second clock.
15. NEVER GO DOWN WITH THE BALL IN YOUR HANDS ON FOURTH DOWN. THROW THE BALL UP AND HOPE SOMEONE MAKES THE CATCH. DO NOT GET SACKED WHEN WE ARE BEHIND AND IT IS OUR LAST SHOT TO WIN. THIS ALSO APPLIES ON THIRD DOWN IN "MUST" FIELD GOAL SITUATIONS WHEN A SACK WOULD PUT YOU OUT OF RANGE.

FINAL SECONDS PLAN

1. Last play use Big Ben if more than 20 yards to score.
2. Defensive pass interference gives us an opportunity for an additional play after time has expired.
3. Throw to the endzone.
4. QB: Do not get tackled on last play. Put it up no matter how desperate.
5. Receivers and carriers be alert for tips and laterals.
6. If field goal wins, our field goal team must be up and ready. Players on offense who are not on field goal team must be alert to sprint off the field.
7. Be alert for a no-huddle field goal if time is running down and we are unable to stop the clock.
8. Everyone be alert for situation substitution. We may need to use different combinations of personnel from play to play.
9. We must maintain poise and discipline. Personnel not involved stay clear. No unsolicited suggestions.

SPECIAL CONSIDERATIONS

1. At the end of the first half we may take a "CONCEDE" approach deep in our own territory and run the ball on third and long in order to keep the clock moving and thereby diminish the time available to our opponents when they get the ball.
2. If you are injured and are able to get off the field without our having to use a time-out, you should make every effort to do so.

BASIC TWO MINUTE OFFENSE SELECTIONS WHEN WE ARE BEHIND

1. Pattern principle: We always want to have a running back in good layoff position, even if it means calling a different flare on one of our basic patterns.
2. Formation usage: For the most part our basic right formations will be used when we call for a "MAYDAY." In order to enhance our passing game, however, we may employ three or four wide receivers. This will usually be accomplished by replacing backs with wide receivers.
3. General play selection: We will have basic two minute offense selections, but we will be flexible enough to adjust each week in accordance with the type of coverage we anticipate.

2. If it is fourth down with 15 seconds or less remaining and if we are in field goal range, we will have to rush the field goal team onto the field without a "kill the clock" play. This situation must be anticipated and our players must be alerted to the possibility on the previous down.

STOPPING THE CLOCK WHEN YOU ARE OUT OF TIME-OUTS

If the clock continues to run, a fourth time-out can be bought in the last two minutes of either half by use of a designated injured player. The player must be removed from the game and the officials will run 10 seconds off the clock.

Any subsequent time-outs for injury will also result in 10 seconds being run off the clock plus a penalty of five yards.

NOTE! Do not use this tactic if 10 seconds or less remain in the game.

PENALTY ON LAST PLAY OF EITHER HALF

If the penalty is against the defensive team, the offense will be allowed an additional play even though time has expired.

If the penalty is on the offensive team, the offensive team will not be allowed an additional play if time has expired. This means, for example, that a team which makes a field goal on the last play but is guilty of a foul will not be awarded the three points and will not have an opportunity to try it again.

UNUSUAL DOWN AND DISTANCE SITUATIONS

1. If an unanticipated short yardage situation occurs and we have regular personnel in the game, line up in a Green formation and run a 34/35 M Boss to our tight end side. We will favor continuing to use regular personnel in short yardage situations when time is of the essence. When using this, call "MAYDAY."
2. If you have goal line personnel in the game and it is a passing situation you can do one of the following:
 - a. Call a time-out if one is available.
 - b. If it is not fourth down, use a kill the clock pass -- 91.
 - c. If it is fourth down and no time-outs remain, we will be forced because of the desperate nature of the situation to use one of our goal line play action passes. The code words for these will be "PAY DIRT LEFT" or "PAY DIRT RIGHT." Before the season begins we will designate our "PAY DIRT" pass.

If three time-outs remain, you can use one of them during the first minute of the two minute period. It is not desirable to waste a down during this first minute if all three time-outs are still available to you.

Do not wait too long to use your time-outs during the two minute period. If all three remain with less than a minute to play, be ready to start using the first one immediately.

If you are in a situation with more than one time-out remaining, you have just had a long gainer and the clock continues to run, you should use a time-out rather than use a lot of time getting our team to the new line of scrimmage.

During the last minute you need not use a "kill the clock" pass if two time-outs remain. Use either "MAYDAY" or one of the two remaining time-outs. We do not want to waste a valuable down unless absolutely necessary.

When we are behind, use your final time-out as follows:

1. If it is fourth down, regardless of time remaining if the clock is running.
2. With 15 seconds or less remaining and when we need a touchdown, regardless of down and distance.
3. If we are going for a field goal and are in range, run the clock down to five seconds; then call the time-out. Be careful, of course, not to violate the 30 second rule when running the clock down to five seconds. Get it as close to five seconds as you can within the 30 second limitation. Tell the referee ahead of time that when the clock shows five seconds left you are going to call a time-out.
 - a. If a field goal would win the game, we will run the clock down in order to kick it even when it is not fourth down, so long as we are within easy range.
 - b. When a field goal would tie the game and a touchdown would win the game, we will utilize our downs in order to try for the touchdown before settling for a field goal attempt on fourth down or on the last play of the game. This approach would prevail also at the end of the first half.

ADDITIONAL FIELD GOAL CONSIDERATIONS WITH NO TIME-OUTS REMAINING

1. If it is not fourth down and 15 seconds or less remain, call "MAYDAY" and use our 91 audible to kill the clock so that we can get our field goal team onto the field.

OUR TWO MINUTE OFFENSE PLAN WHEN WE ARE BEHIND

MECHANICS

Whenever the clock is stopped or there is a time-out, we will huddle and call two plays. Both plays will be from the same formation.

If the first play results in the clock being stopped we will huddle once again and call two plays. The snap count on these will be, "READY -- HUT."

If the clock is running after the first play of a two play sequence, we will line up on the ball and run the second play without huddling. The snap signal is on "HUT". There will be a preliminary call of "READY" by the QB. EXAMPLE:

"READY -- HUT" (Ball is snapped on "HUT")

If the QB does not wish to use the second play of a sequence, he will yell "MAYDAY" several times as our team is lining up. He will then call a play twice and the ball will be snapped on the "HUT" after the designation of the new play and the "READY" call. An example of this sequence is shown below.

"MAYDAY - MAYDAY - 91 - 91 - READY - HUT"

If the two play sequence has been completed and our QB still does not wish to huddle, he will yell "MAYDAY" several times. Our team will line up on the ball in the same formation which it had used on the previous play and we will once again carry out our "MAYDAY" procedure.

"MAYDAY" is used, therefore, in two situations:

1. When the QB does not want to huddle.
2. When the QB elects to change the second play of a two play sequence.

IMPORTANT CONSIDERATIONS CONCERNING USE OF YOUR TIME-OUTS

Know the down and yardage. A quarterback must not throw a "kill the clock" pass on fourth down. A ballcarrier or receiver must be thinking of getting out of bounds, but not on fourth down until he makes the necessary first down yardage.

Save all your time-outs until after the two minute warning. You cannot, however, be certain that all time-outs will be available to you during the two minute period. We may have had to use one or more time-outs on defense in order to conserve time in conjunction with our efforts to get the ball back from our opponents.

The clock starts on the referee's whistle:

1. After a measurement for first down.
2. After an excess time-out.
3. After a lateral out of bounds or a fumble out of bounds.
4. After a purposely incurred penalty designed to stop the clock.
5. After a quarterback sack.
6. After chains are set following a first down.

On a kickoff during the last two minutes, the clock starts when the ball is legally touched. The clock will remain stopped if the kickoff goes out of the endzone or if the ball is not returned from the endzone.

There are several other important factors which prevail during the final two minutes of each half. These are:

1. During the last two minutes of either half, one time-out in excess of the legally allotted three time-outs is allowed for an injured player who must be designated by the captain and removed from the game. However, the ball shall not be put in play thereafter until the clock has run for 10 seconds, and either half can end during this 10 second period.
2. Any subsequent time-out under the same conditions is penalized five yards along with the 10 second runoff.
3. A recent ruling specifies that any time the referee determines that an illegal delaying tactic is being used he will run 10 seconds off the clock. Either half can end during this 10 second period.
4. If a player is injured as the result of a personal foul, a time-out will not be charged against his team.
5. The referee no longer must wait until all defensive players are on the proper side of the line of scrimmage. He can signal the ball ready for play when the offense is ready. If a defensive man is on the wrong side of the line of scrimmage at the snap, the whistle is blown immediately, the clock is stopped and a five yard penalty is marked off against the defense.
6. SPECIAL ALERT! Fighting, particularly during the last two minutes: a common slick trick by a team which is behind is to provoke a fight. This stops the clock! Do not be lured into being a sucker for this maneuver.
7. Any fumble which goes forward is awarded at the advanced spot only if the man who actually fumbled is the person who recovers it. If a teammate recovers, the ball is brought back to the spot of the fumble.

TWO MINUTE CONSIDERATIONS

The most important part of a game is the last two minutes of either half. It is imperative to know when the clock is to be stopped and whether the clock will start again with the snap or with the referee's signal.

The team best able to handle itself through this time period without confusion and frustration will be the champion.

When we are behind, ballcarriers and receivers must think in terms of getting as much yardage as possible and then getting out of bounds. When we are trying to score, know whether we need a touchdown or a field goal.

If we are ahead, stay in bounds and seek to run out the clock. Take as much time as you possibly can in the huddle without violating the 30 second count.

The clock is stopped in the last two minutes when one of the following occurs:

1. Notification of two minute period is given.
2. A called time-out by player or official.
3. Incomplete forward pass.
4. Ball goes out of bounds.
5. A penalty.
6. Injured player.
7. Quarterback is tackled attempting to pass.
8. On a measurement for first down.
9. Moving the chains after a first down.
10. Change of possession.
11. Fair catch (on a punt or a kickoff).

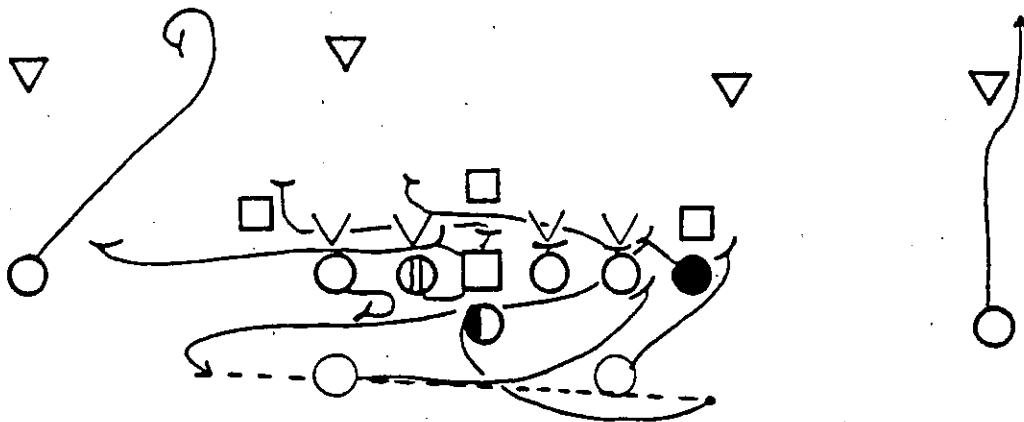
The clock starts on the snap:

1. After a called time-out.
2. After an incomplete pass.
3. After the ballcarrier has gone out of bounds.
4. After notification of the two minute period.
5. After change of possession.
6. After a penalty, provided the penalized team (in the judgment of the officials) did not incur the penalty for the purpose of stopping the clock.

PLAY PASS SCREENS
 "FAKING BASIC RUNS"
 WHILE SCREENING OPPOSITE

FLOW 526

SCREEN LEFT TO Y



- QB Reverse pivot giving hand fake to A back. Continue roll strong. Set to throw approximately a yard outside Y area.
- A Fake Flow 26 - Look back inside after fake to seal off area over your strongside tackle.
- B Drive for outside leg area of Stub. Seal Stub inside, maintain blocking position.
- X If zone, run split and block free safety. Man coverage read, run off corner deep.
- Y Step down near foot, near shoulder as on Flow 26. Release after two counts and find path through traffic. Locate outside of weak backer area.
- Z Run off corner. Block top 1/3.

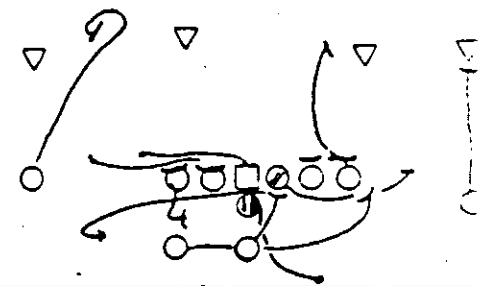
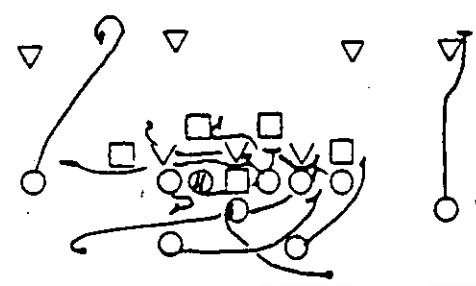
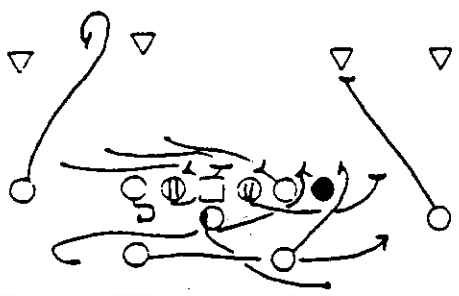
QB KEYS:
 Get good depth on roll. Do not look back for Y until ready to throw.

GOOD VS. COVER:
 Flow coverage.

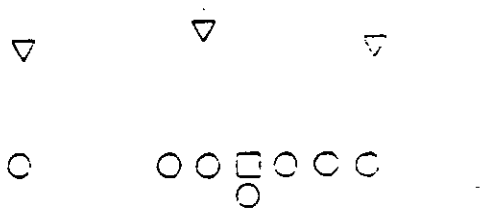
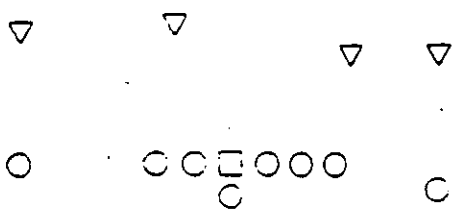
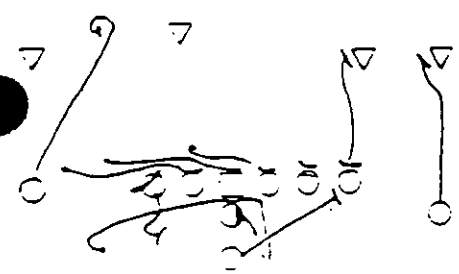
FLOW 528 SCREEN LEFT TO Y

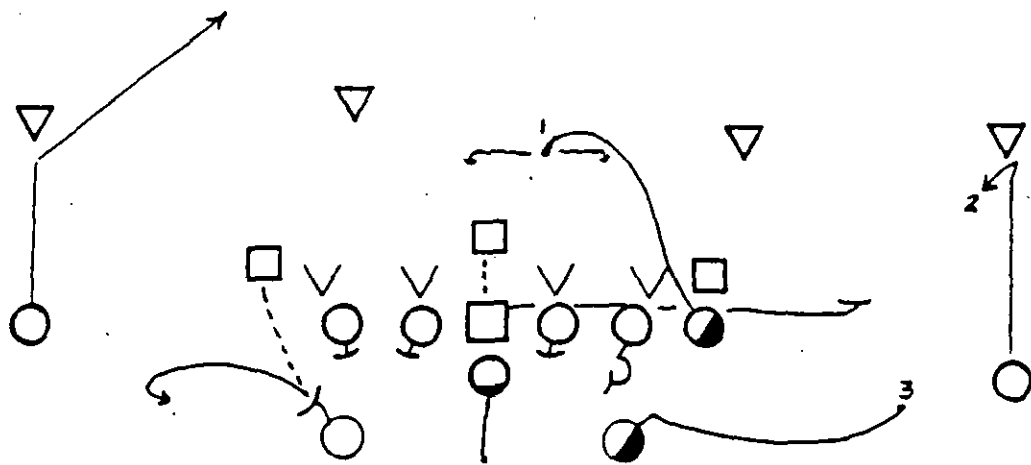
vs. 30

RIDE 528 SCREEN LEFT TO B



RIDE 514 SCREEN LEFT TO A

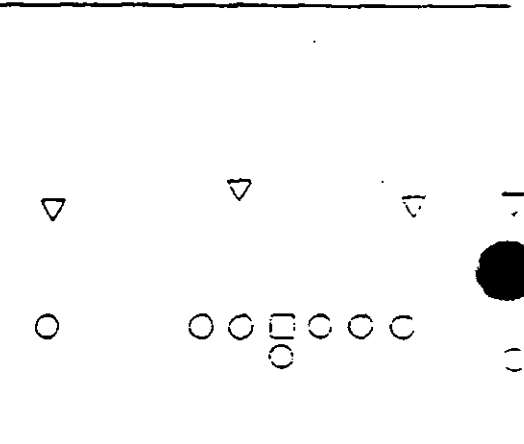
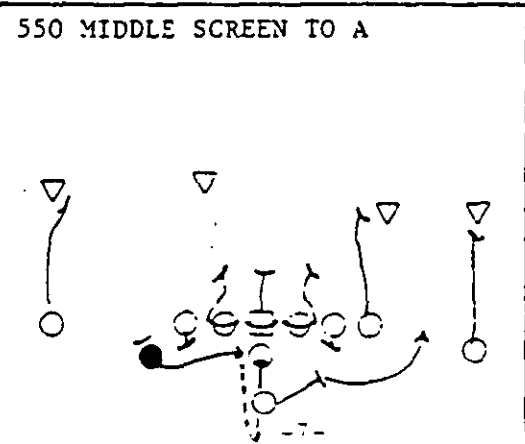
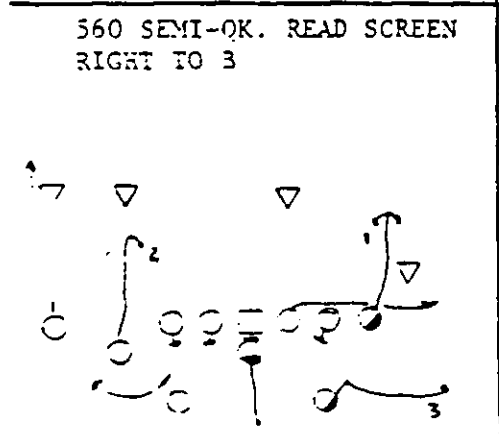
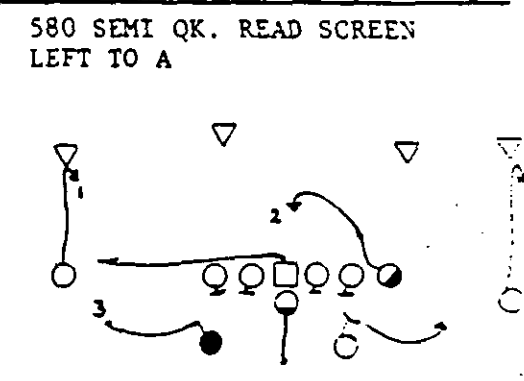
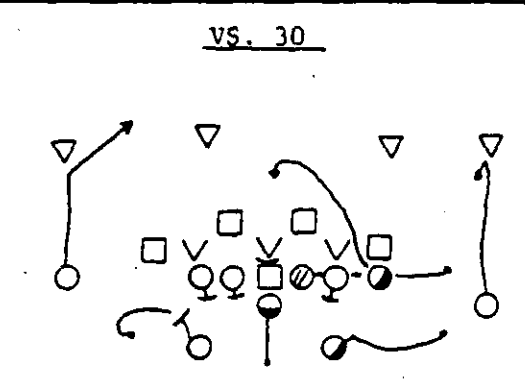
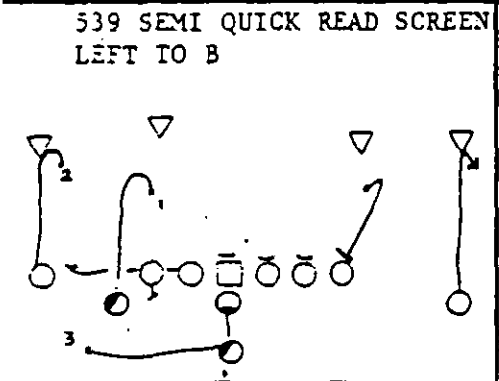


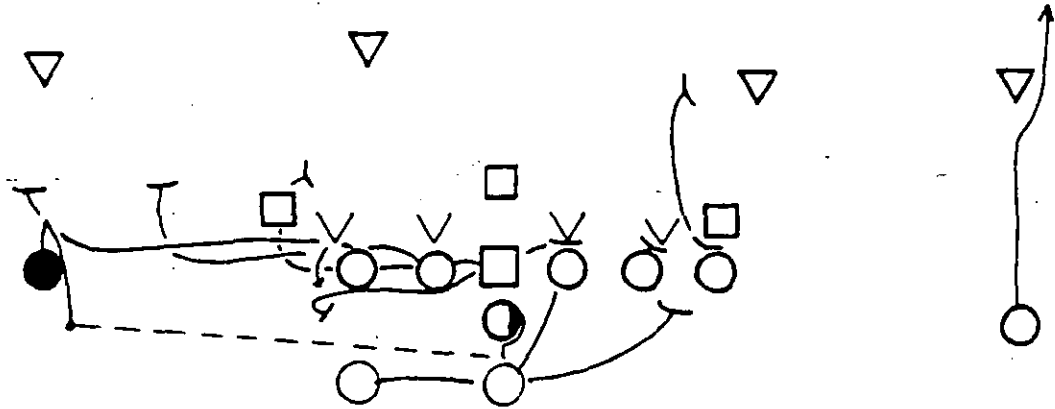


- QB 5-step drop - key progression.
- A Normal 60 protection - no blitz, be outlet.
- B Quick poss. set. Sprint to point five yards outside Y. Wait on guard. Go call if thrown to.
- X Run post.
- Y Inside release, look for ball immediately. No throw - settle in open area off drop of LB.
- Z 12-yard turn in.

QB KEYS:
 Look for TE quickly (on 3rd step), if Stub Blitz, dump quick to B.

GOOD VS. COVER:
 Most zones - Stub blitz from 40.





QB Three quick steps. Pivot throw to X.

A Run Ride 28. Block man over Y after he releases.

B Run Ride 28. Block man over on guard.

X Drive two steps upfield - 4 back, face QB.
Outside edge of numbers.

Y Block man over, release to strong safety.

Z Block top 1/3.

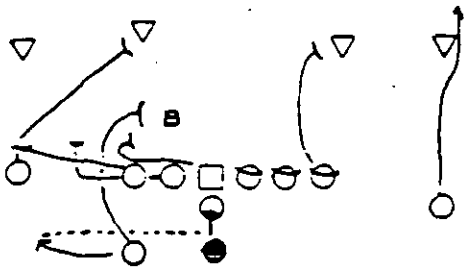
QB KEYS:

Press on X - check out of:

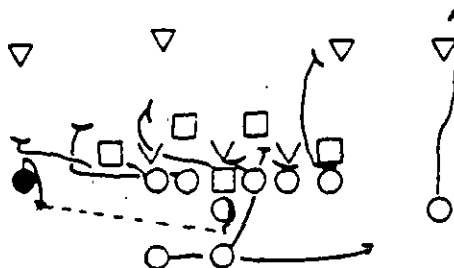
GOOD VS. COVER:

Zone or man.

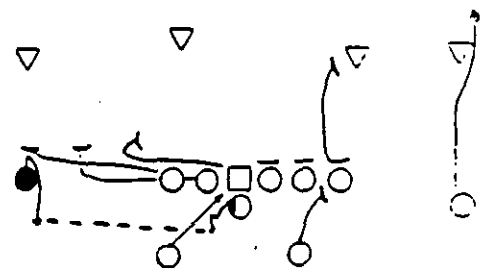
SLANT 539-QUICK SCREEN
LEFT TO B



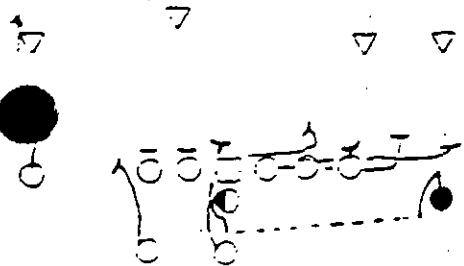
vs. 30



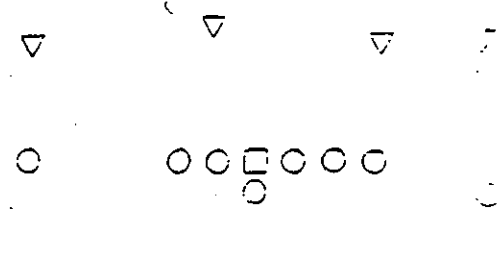
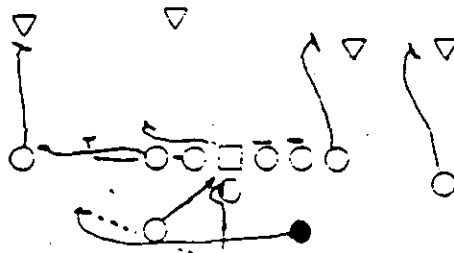
QUICK 522-QUICK SCREEN
LEFT TO X

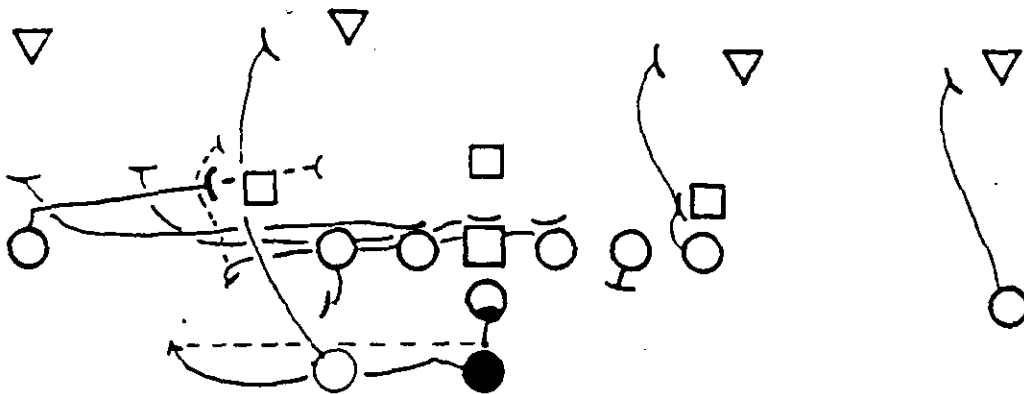


P 530-QUICK SCREEN
RIGHT TO Z



QUICK 522-QUICK SCREEN LEFT TO B
(EXCELLENT VS. SUB, MAN)





QB 5 quick steps. Pivot throw to B back.

A Run at outside leg of Will LB, continue upfield for free safety.

B Quick setup for block. Swing in arc so QB can throw ball in front of you. From 4 position (strong), 5 steps and pivot facing QB.

X Split in a position from which you have a chance of cracking Will LB. If Will blitzes, go to next inside backer.

Y Wall block one count on Stub, inside release for strong safety.

Z Block back 1/3 of screen.

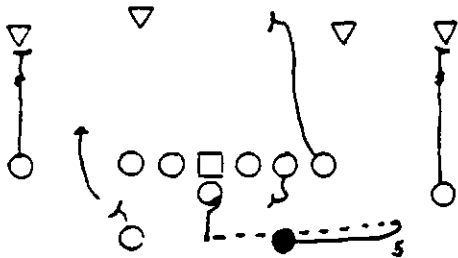
QB KEYS:

On press, leave on as X man vs. man coverage will drag corner with him.

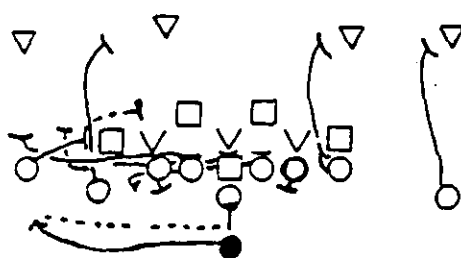
GOOD VS. COVER:

Man or zone.

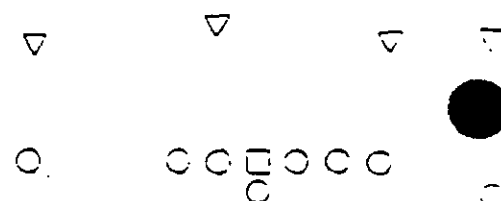
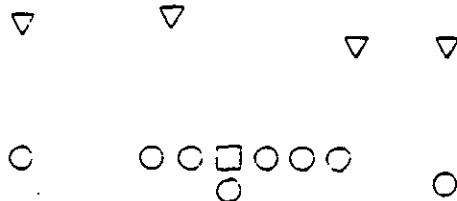
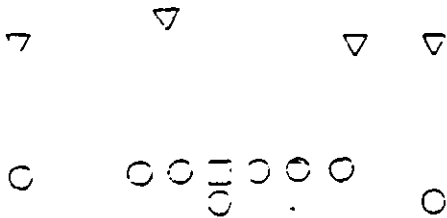
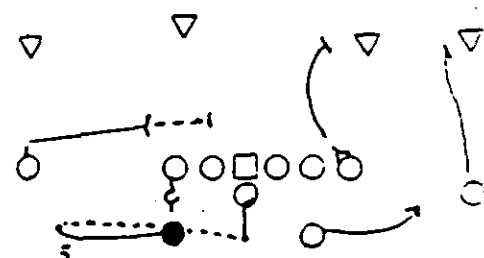
560 SEMI-QUICK SCREEN
RIGHT TO B

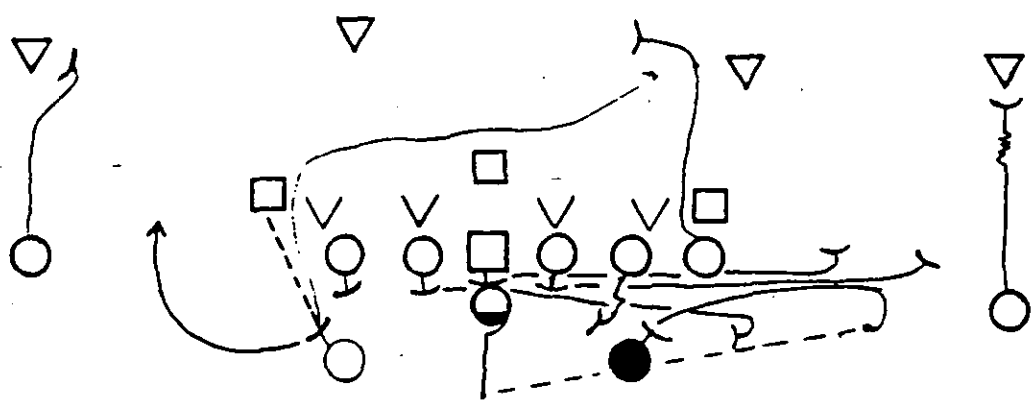


vs. 30



580 SEMI-QUICK SCREEN
LEFT TO A





- QB Set up at 5-step drop, then begin retreat. Throw when back is ready.
- A Block Will on 50 protection. No blitz, swing for possible outlet.
- B Block as on normal 50 protection; if Stub blitzes, block first before releasing to screen. Normal screen path inside OT. Give go call after catch.
- X Block back 1/3.
- Y Inside release. Block middle 1/3.
- Z Block top 1/3.

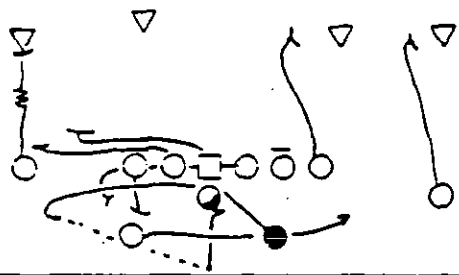
QB KEYS:

If screen is covered, check outlet or throw ball out of bounds.

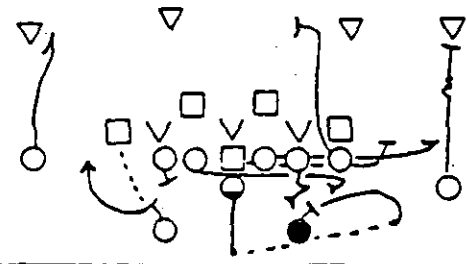
GOOD VS. COVER:

Good for zone only.

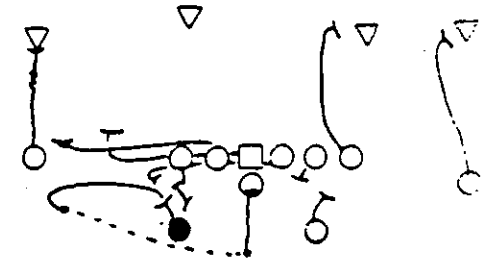
QUICK 543 COUNTER
SCREEN LEFT TO B



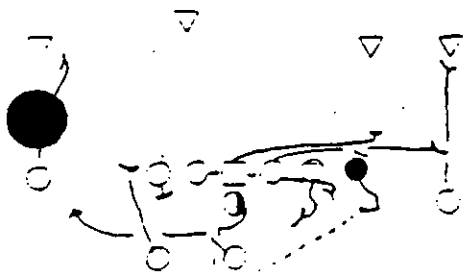
vs. 30



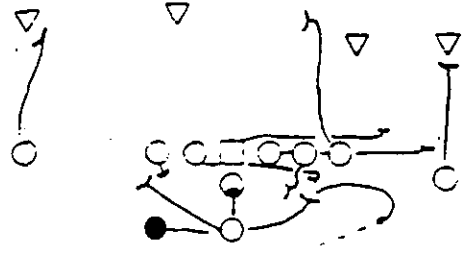
550 SCREEN LEFT TO A



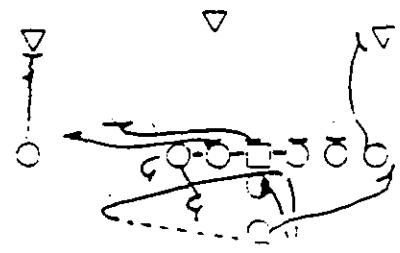
SLANT 539 SCREEN
RIGHT TO Y



COUNTER 550 SCREEN RIGHT TO A



SPRINT H. 514 SCREEN
LEFT TO A



On all screens (except quick) be sure to zone defensive line twists before releasing into screens.

On read screens we will bring out only one lineman to the screen side. Everyone else will use normal (QB 5-step) pass protection.

F. Receivers:

1. Will be used in quick screen package.
2. Have assignment drawn up in playbook on all screens.
3. If assigned a block on a defensive corner, you will normally run him off on man coverage and then block him. On zone, use sprint, stalk and block techniques.
4. If you read kick force, take the corner on, then release up-field to the safety. This helps the lineman who has outside force man.
5. You are as important to a screen as anyone else. Hustle and get to your assignment.

500 SERIES/SCREEN MECHANICS cont.

5. On play pass screens we will usually have the QB rolling deep to the play fake side and throwing back to the receiver.

D. Running backs:

1. The series calls directs your assignment.
2. If you have a blitz pickup (on normal 3-count screens) and you are the screen man, block the blitz first (releasing your man away from the screen direction), then go to screen pattern. Don't carry your screen course as far.
3. If you are the back being screened to, set up inside and read the lead blocker. Release when he releases on 3-count screens. Try always to stay just inside your lead blocker when receiving ball.
4. On your release path to screen, know where the easiest path will be, inside or outside your cutting tackle.
5. If you go into a regular screen and are hung up with a linebacker or back through man coverage and know there is no way we can screen to you, cut sharply upfield (usually inside defender) and look for QB.
6. Give a loud "GO" call to linemen when you have received ball.

E. Linemen:

1. Screenside tackle: The only screen you lead on is the quick screen (immediate slam release). On regular 3-count screens, take your normal drop and by techniques try to invite DE to your inside. Try to make cut on end approximately five yards from LOS.
2. Playside guard: Hug LOS as close as possible and yet be able to break defender down before releasing. Always try to get good arm extension on set-and-hit so defender cannot grab you. Your have outside force when you are lead blocker (everything but quick). Stay on feet when blocking whenever possible.
3. Center: Read all above under guard techniques; you are upfield blocker on all screens but quick (cleanup). If guard should get grabbed and can't get out, replace him as lead man.
4. Offside guard: Read all above under playside guard about technique. You are the cleanup blocker on all screens but quick (usually stay as blocker). When releasing into screen, look back toward the QB (over outside shoulder) for any pursuing defensive lineman (or linebacker) who has rushed and then started chasing screen. If it looks clean, block upfield, always looking to the inside of the field.
5. Offside tackle: Block type of pass called.

500 SERIES
SCREEN MECHANICS

A. Screens are basically divided into five types:

1. Regular Dropback (normal 3-count).
2. Semi-Quick (2-count).
3. Quick (immediate release).
4. Read (2-count one-man screen with pattern content).
5. Play Action (1-2-3-count faking runs).

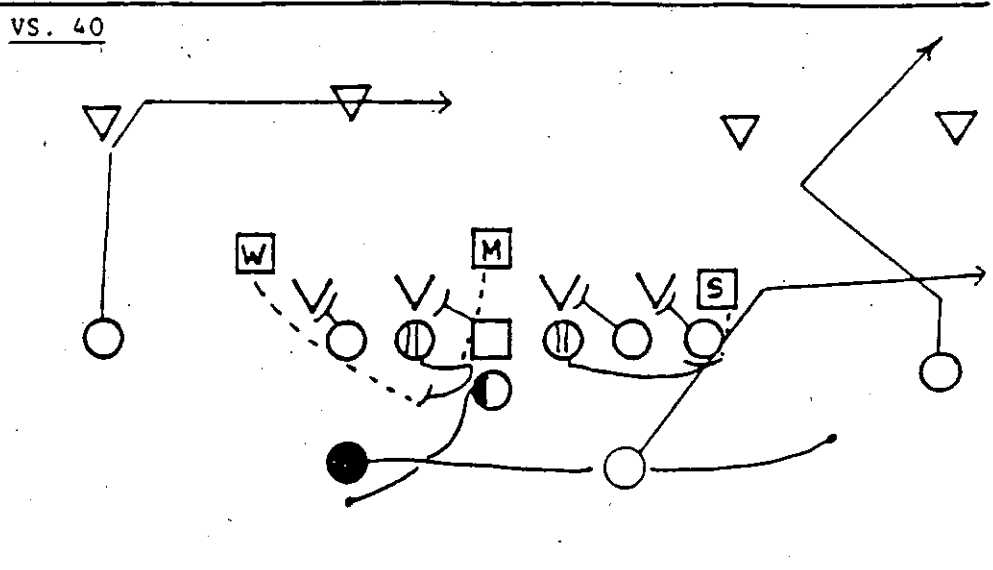
B. QB Procedure:

1. To call a screen, just call a five and add the series numbers we will be using (EXAMPLE: 550-560-580-528-539, etc.).
2. Secondly, call the rhythm of the screen such as quick, semi-quick, etc. Normal 3-count screens do not have to be called (normal).
3. Always call screen alerting everyone to procedure to be followed.
4. Give the direction of the screen such as right, left.
5. Call player to whom we are screening.
6. When using a play pass screen, call the series we are running before the five (EXAMPLE: Ride 528 quick screen left to X).
7. Always be looking downfield reading coverage, especially linebacker deployment, and not at the screen man until the ball is to be thrown.
8. Try never to throw an interception or take a sack on a screen. If receiver is covered, throw ball out of bounds or scramble upfield.

C. QB Mechanics:

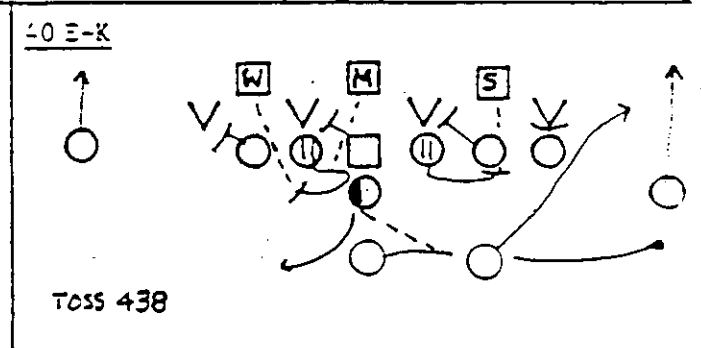
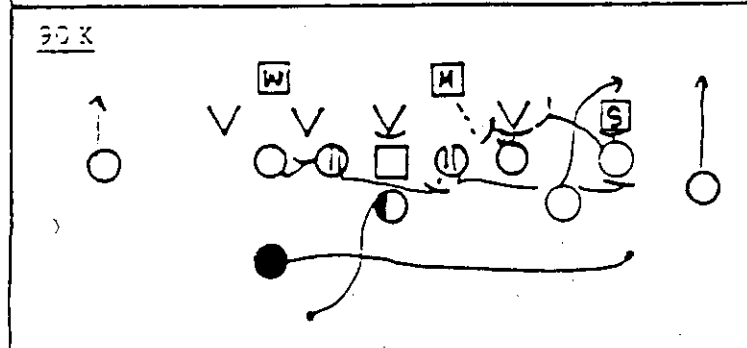
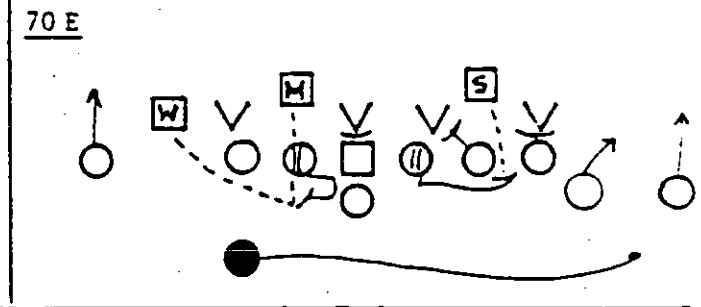
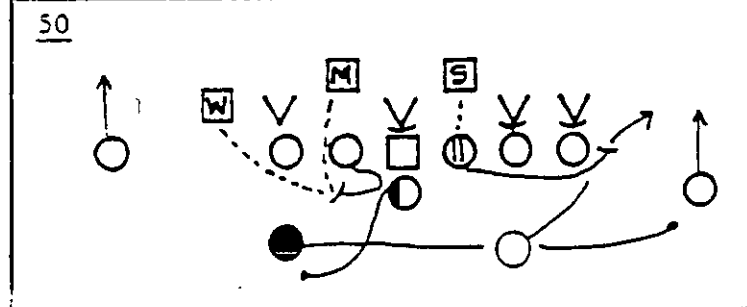
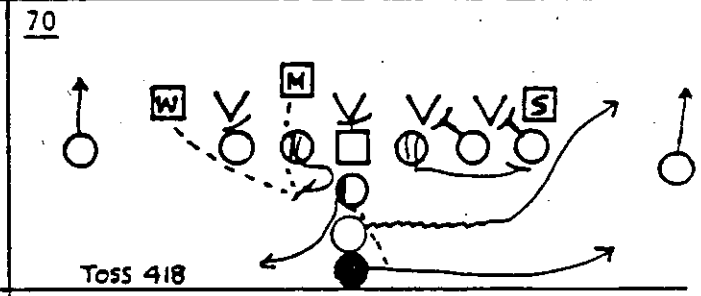
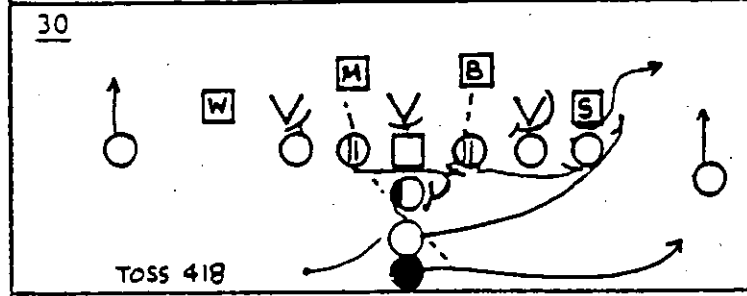
1. On regular (normal 3-count) screens, set up at five steps and then start your retreat technique.
2. On semi-quick screens, we usually will throw off five-step but will throw whenever receiver clears.
3. Quick screens are thrown off three-step drop.
4. On read screens, we will throw any time after receiving ball from center, depending on development of pattern and defensive structure. Read pattern first and screen second unless blitz calls for quick layoff to back.

FORMATIONS
BASIC:
OTHERS:

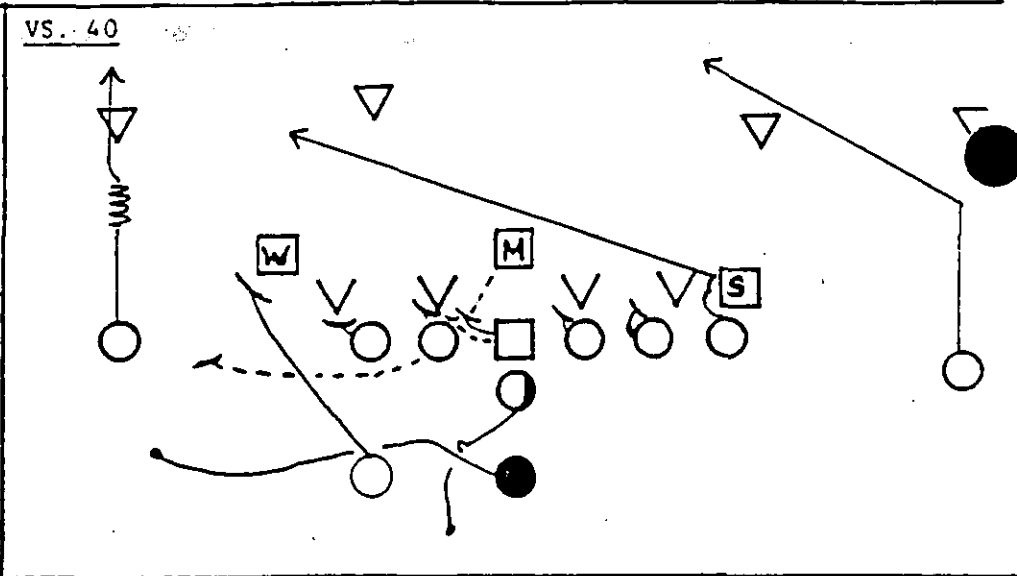


BLOCKING
BASIC:
OTHERS:

- A-BACK: Run Flow 28 - must make excellent fake of the sweep, belly slightly and delay through as long as possible off an upfield move.
- B-BACK: Drive at outside leg of Stub, run flat route. Hook up when five yards from sideline.
- X: Run in route. Complement to Z and B.
- Y: Down block as on Flow 28. On Toss 418 we will release you into pattern and block Stub with B back.
- Z: Run slant corner route - eye Lou and break deep when he supports the run fake.

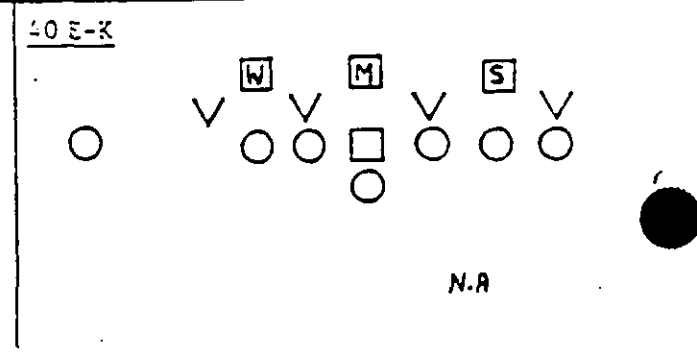
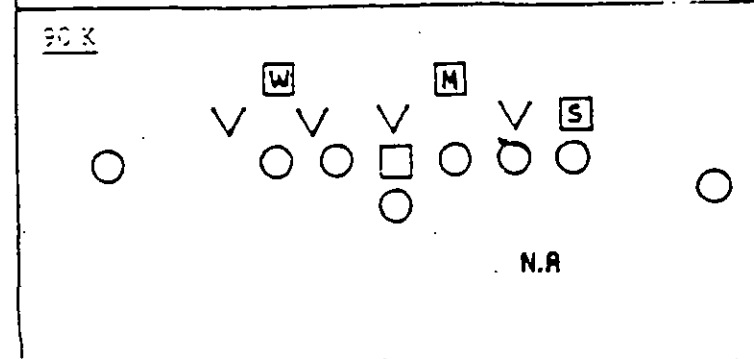
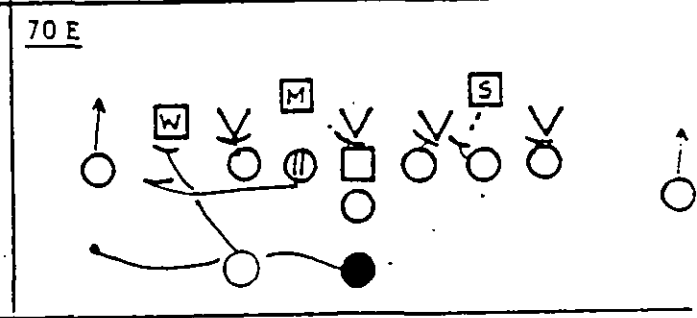
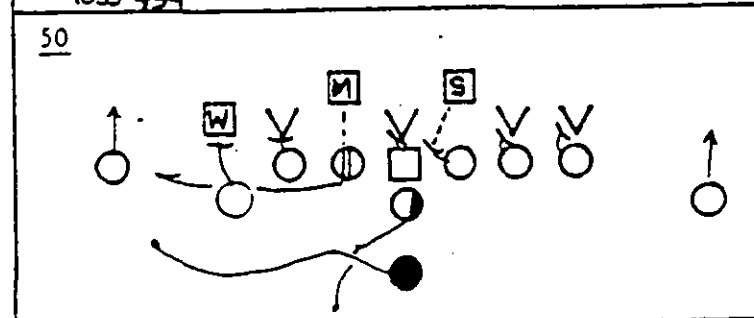
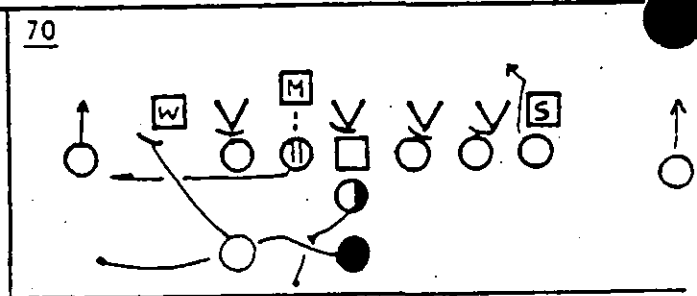
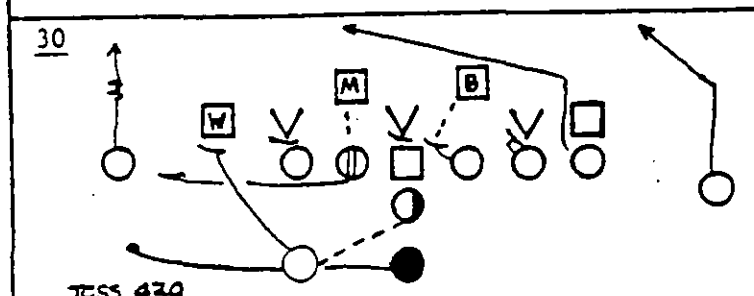


FORMATIONS
BASIC:
OTHERS:



BLOCKING
BASIC:
OTHERS:

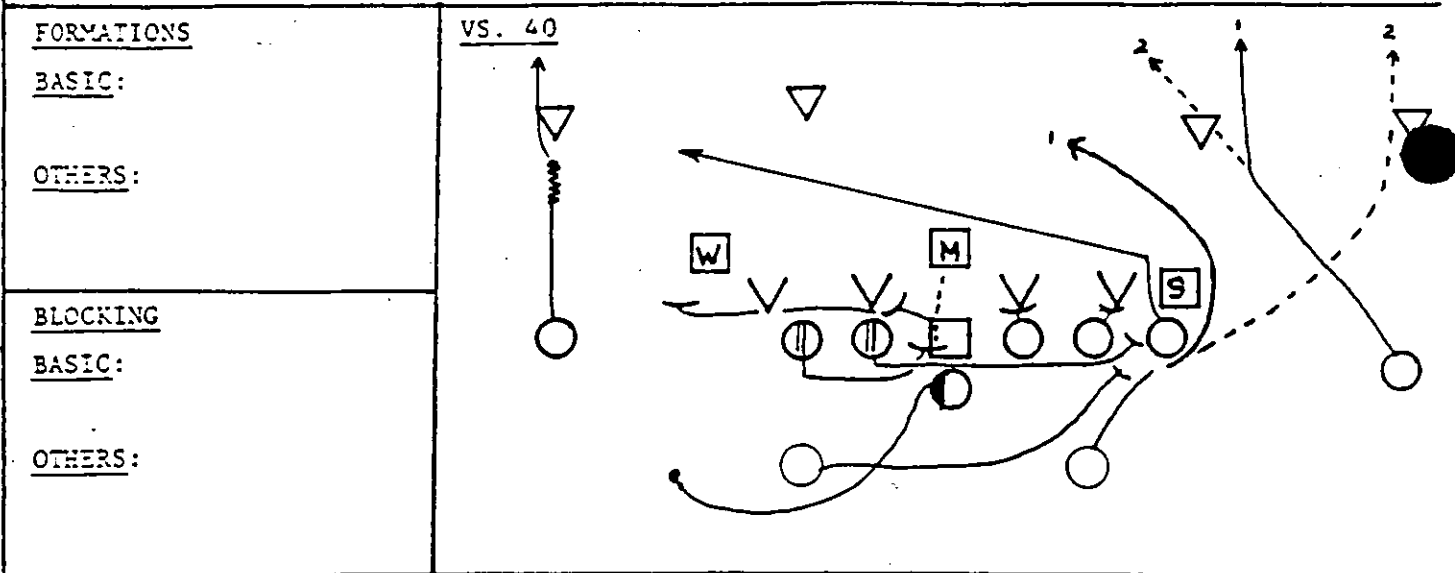
- A-BACK: Run Slant 39. Hook Will if he plays normal. IF HE BLITZES, CUT HIM.
- B-BACK: Run Slant 39. Make excellent run fake for as long as possible before throwing the ball.
- X: Run at corner. Go to stalk approach as to block. When corner settles, sprint past him.
- Y: Bump and drag route. Look for ball as an outlet.
- Z: Run a post route.



400 SERIES

This series is for our backs throwing the ball. The first call will be the series we are faking. The second call will be four followed by the number of the play we are running.

(EXAMPLE: Flow 428 - Slant 438, etc.)



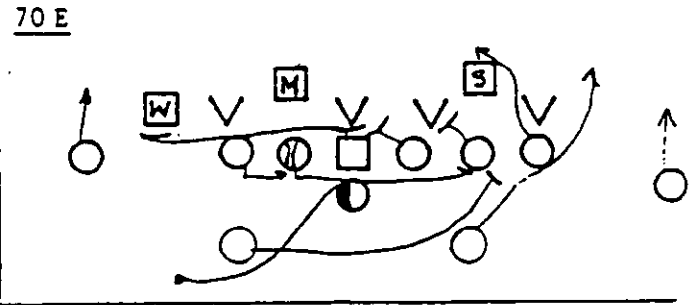
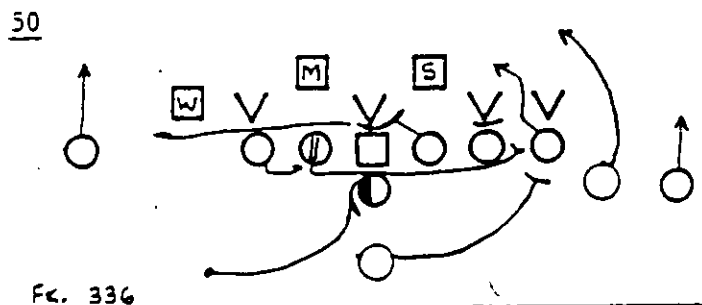
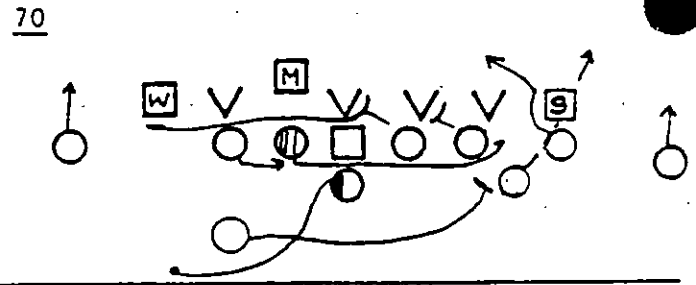
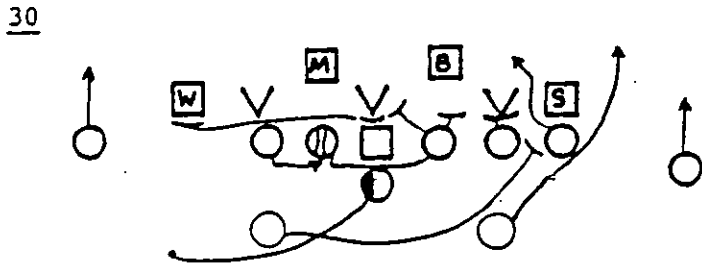
A-BACK: Fake Flow 26. Block Stub (or DE over Y area).

B-BACK: Run Flow 26 blocking approach, then run complimentary routes.

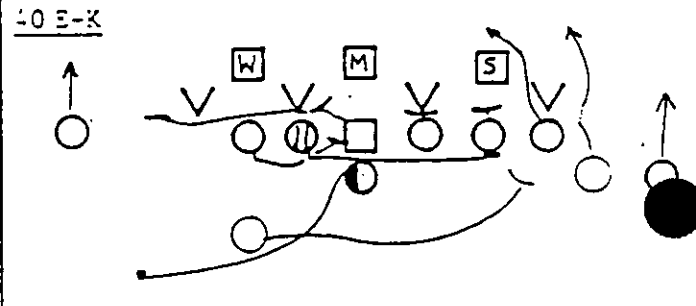
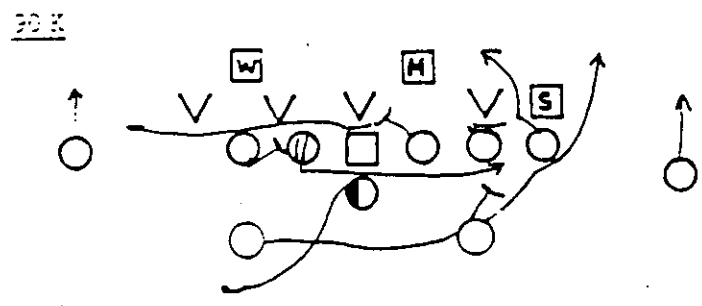
X: Drive at corner, then go into stalk approach as if to block. As soon as corner settles, run go route.

Y: Inside release and run drag pattern. Try to get behind linebackers.

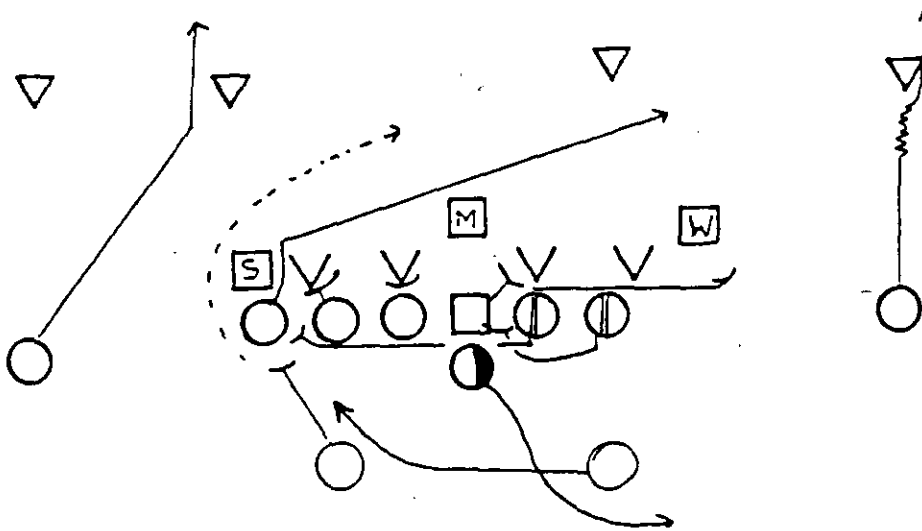
Z: Run crack approach to strong safety, then sprint deep to hold corner.



Fc. 336



40



CHECKS

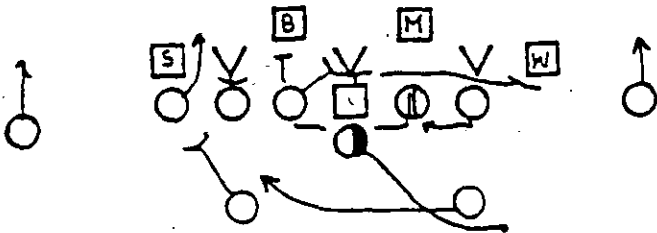
INTO:

OUT OF:

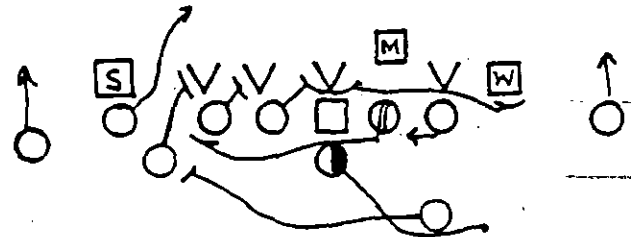
OB ACTION AND ALERTS:

Reverse pivot, open hand fake to A back, then sprint to weakside. Get depth as you roll. If no pressure, set up to throw. If pressure from Will, avoid such and throw on run according to position of Y. Progression is Y to X to B (run).

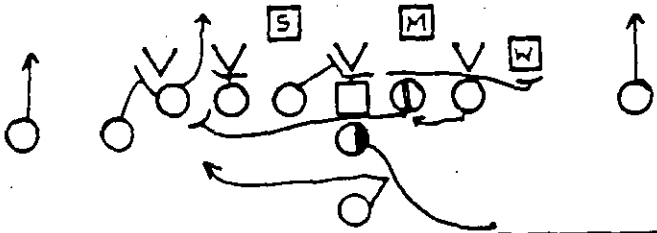
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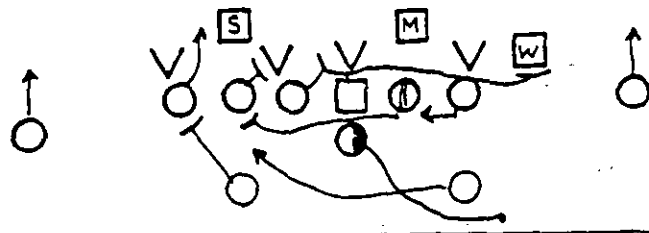
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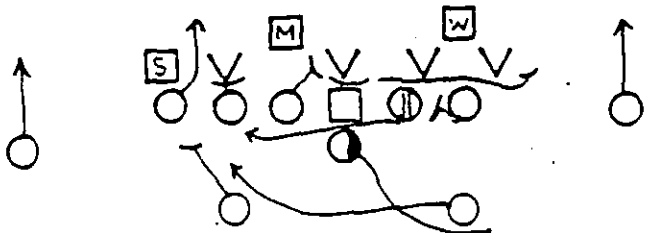
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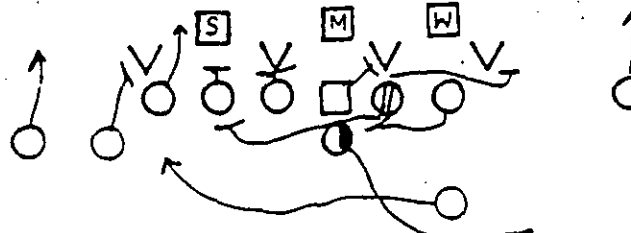
70 E



90 K



40 E-K



FAKE FLOW 336

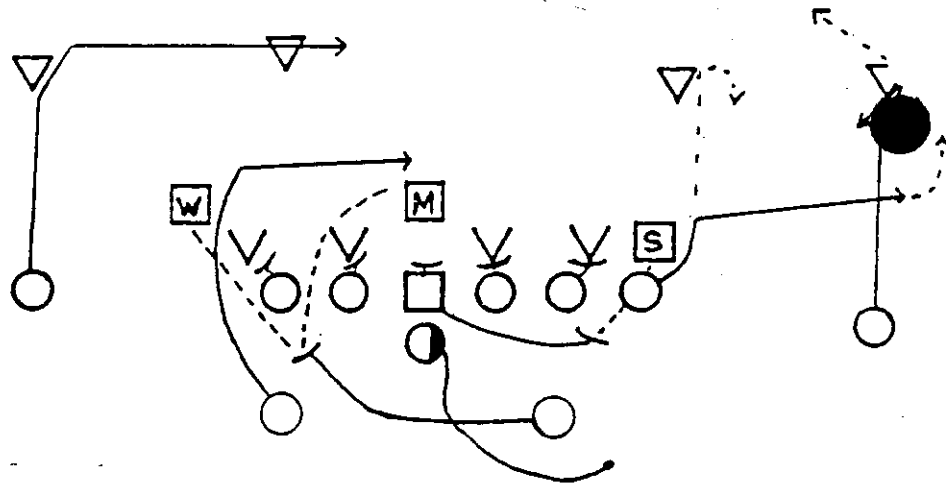
FAKE FLOW 347
B WEAK FLAT

FORMATIONS

BASIC:

OTHERS:

VS. 40



BLOCKING

BASIC:

OTHERS:

A-BACK: Run cross route.

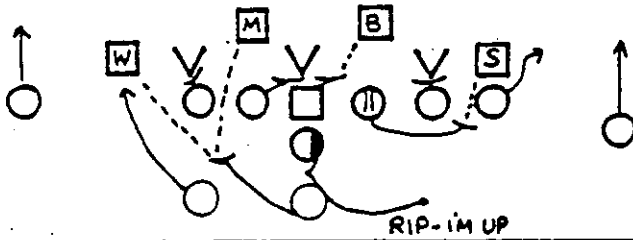
B-BACK: Good play fake and dual on Mac and Will.

X: In route - 18-yard depth.

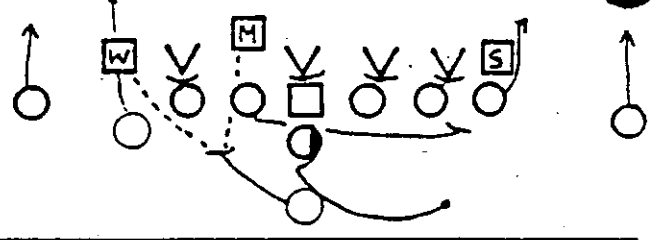
Y: Drift pattern or (2) inside stop pattern with an outside hook.

Z: Drift pattern or (2) inside stop pattern.

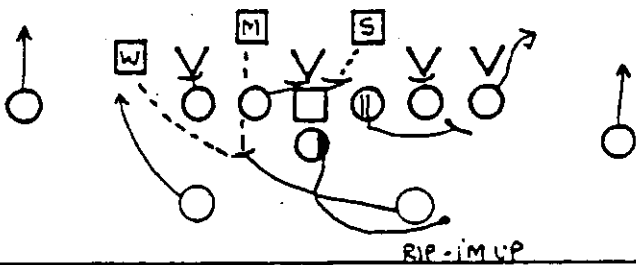
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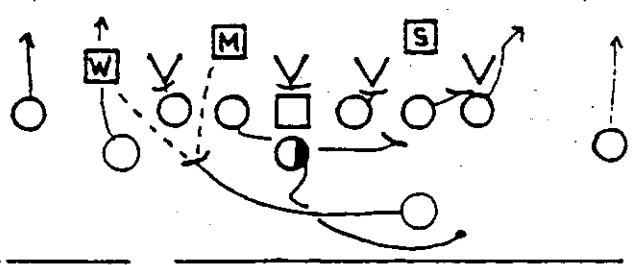
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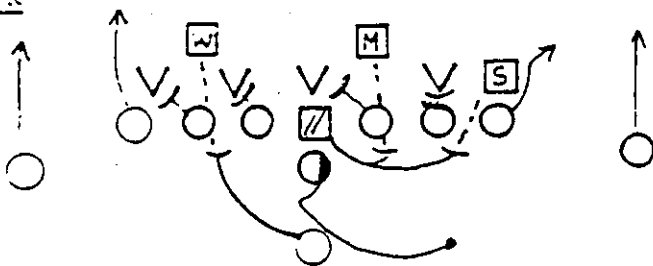
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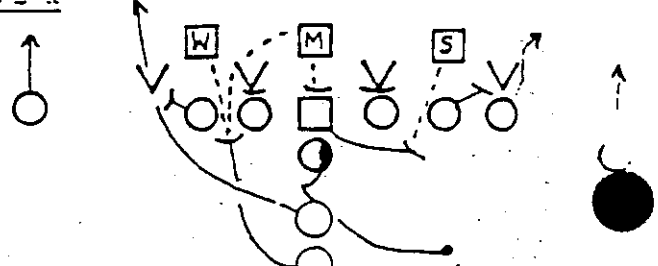
70 E



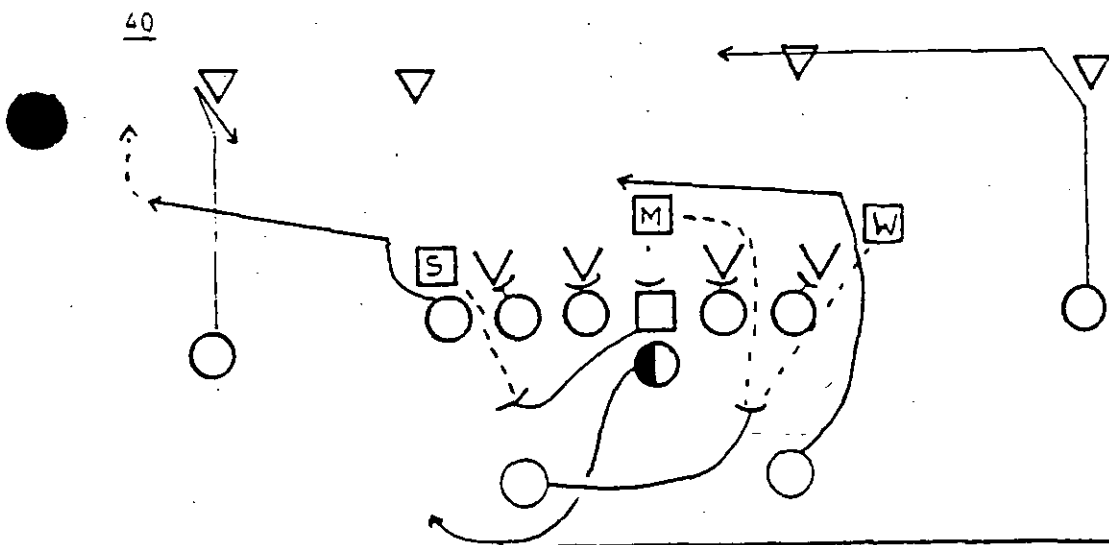
90 K



40 E-K



40



CHECKS

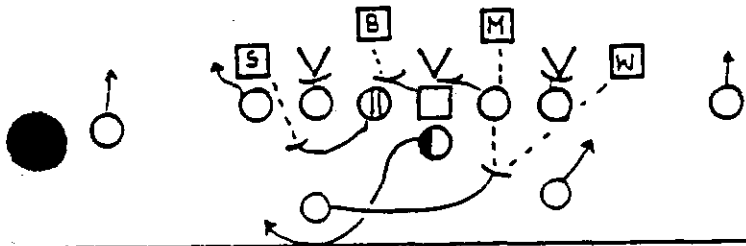
INTO:

OUT OF:

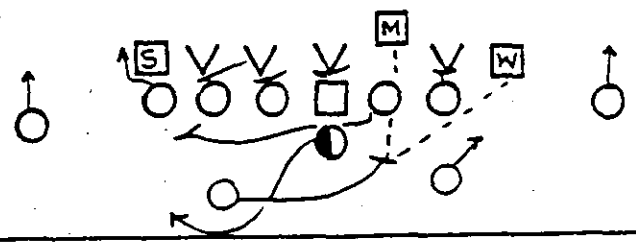
QB ACTION AND ALERTS:

Good play fake of sweep. Get depth and to the outside, quickly look for Y, Z, A and X.

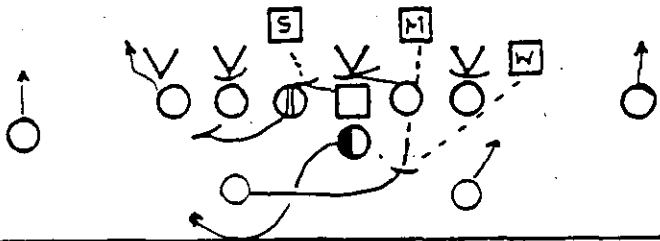
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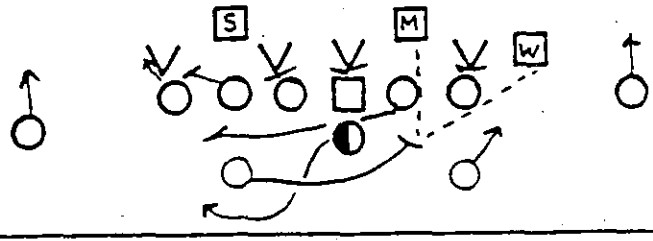
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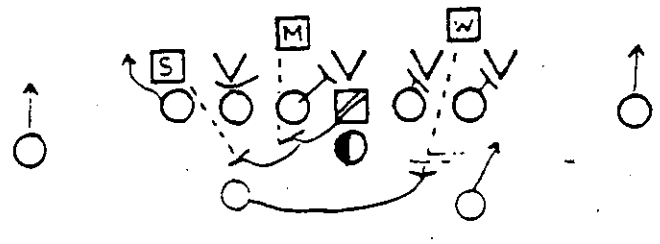
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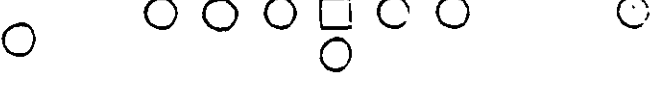
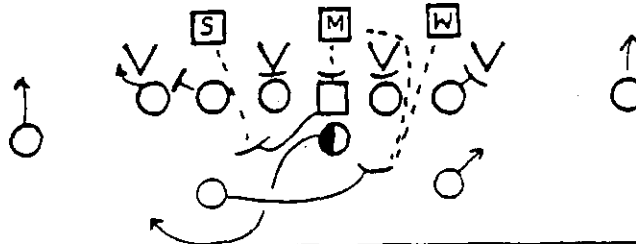
70 E



90 K



40 E-K



FORMATIONS

VS. 40

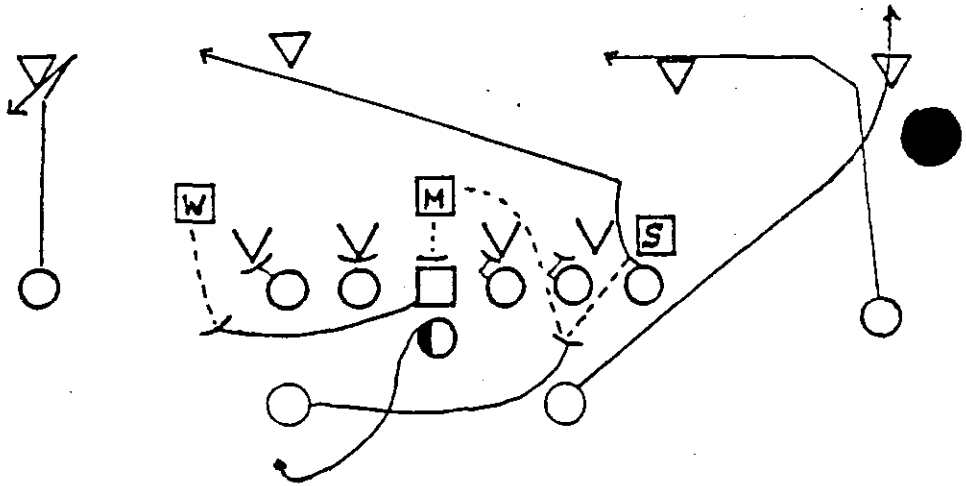
BASIC:

OTHERS:

BLOCKING

BASIC:

OTHERS:



A-BACK: Good fake Flow 28. Dual on Mac strong, Stub.

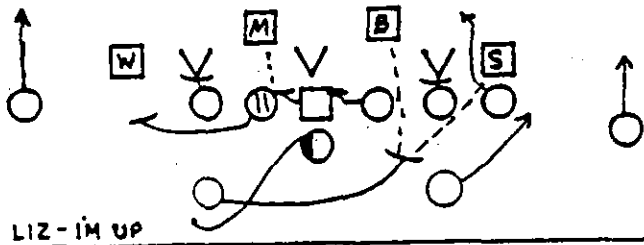
B-BACK: Swing route, look for ball as soon as you turn upfield (primary if uncovered).

X: Good comeback route off strong post move (primary).

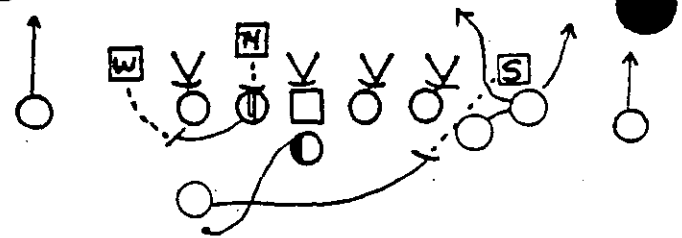
Y: Drag route off bump block technique.

Z: Drag route.

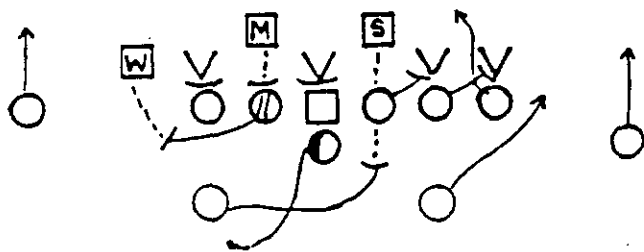
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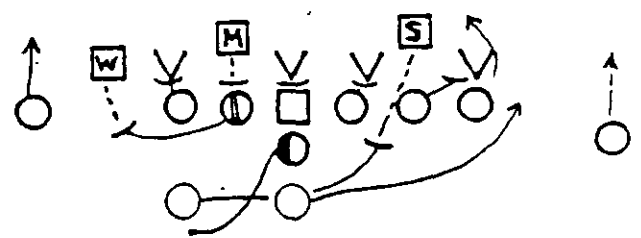
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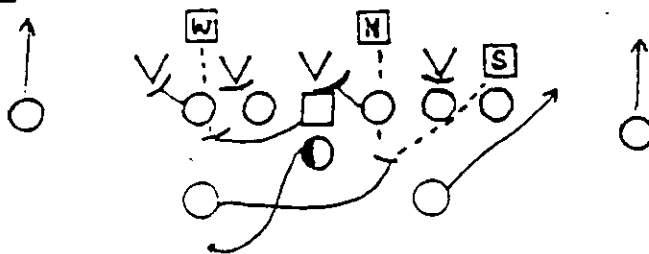
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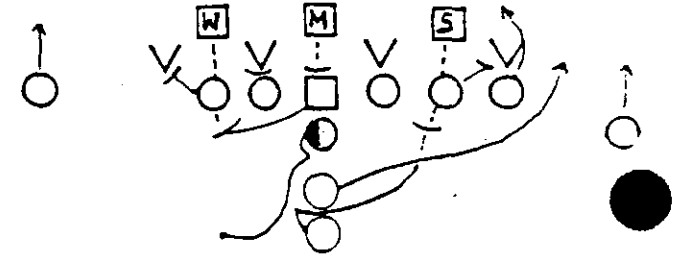
70 E



90 K

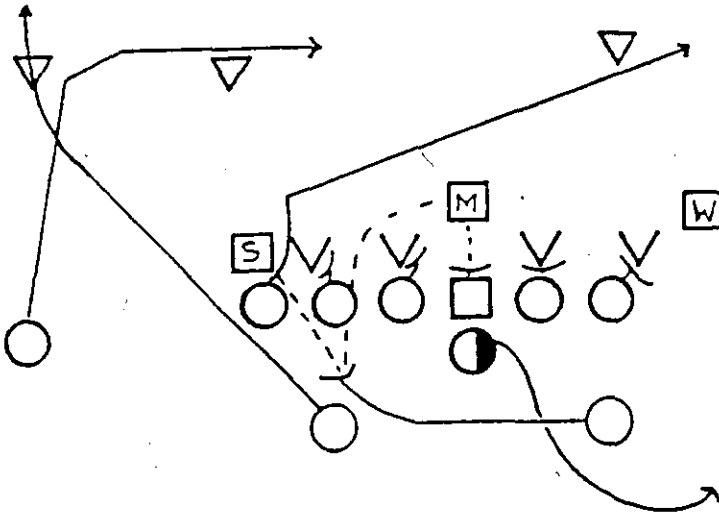


40 E-K



LIZ

40



CHECKS

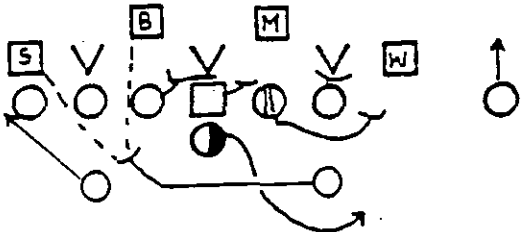
INTO:

OUT OF:

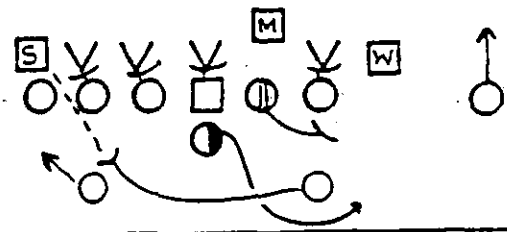
QB ACTION AND ALERTS:

Good fake of Flow 28. Look for B as soon as you come out of your fake. If he's not there, take X, Y or Z.

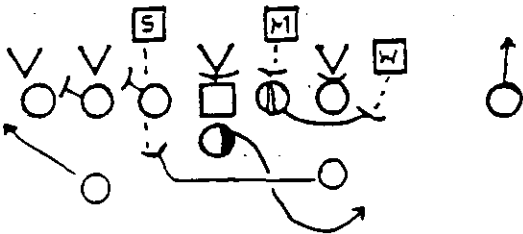
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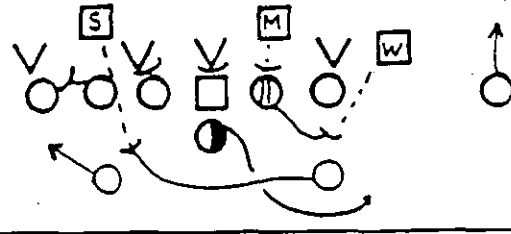
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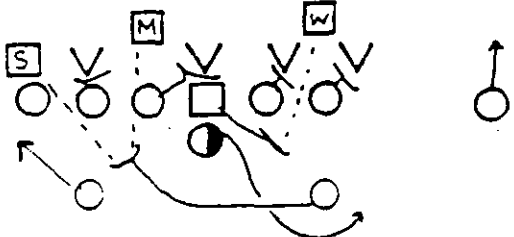
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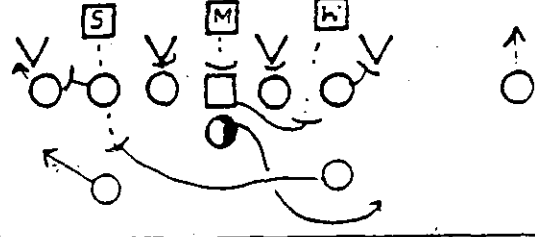
70 E



90 K



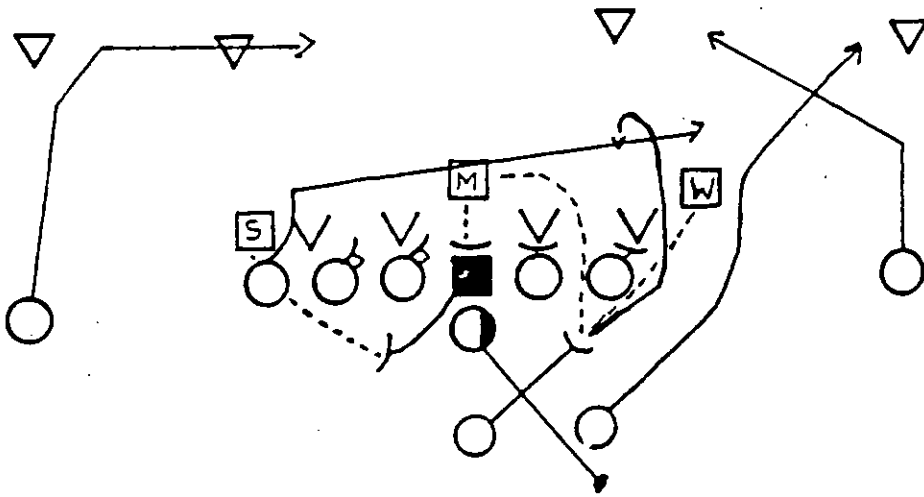
40 E-K



300 SERIES

This series is for the QB rolling away from the side of the faking backs. The first call will be the series we are faking, then the three followed by the series number we are faking.
(EXAMPLE: Flow 328, Flow 326, Slant 339, etc.)

40



CHECKS

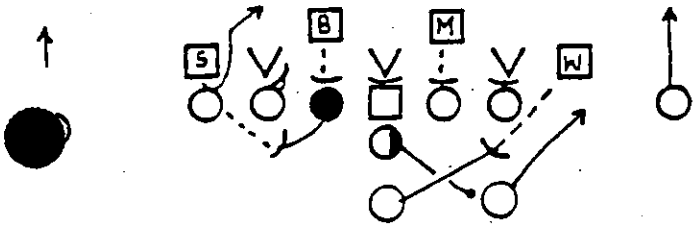
INTO:

OUT OF:

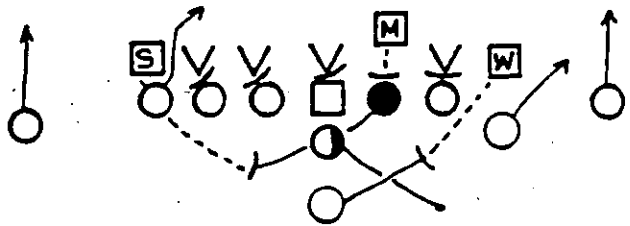
QB ACTION AND ALERTS:

Normal setup - behind offensive tackle to weakside of formation call.
 Dual pickup by remaining back weakside.

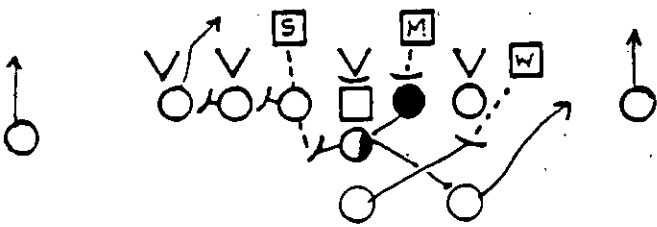
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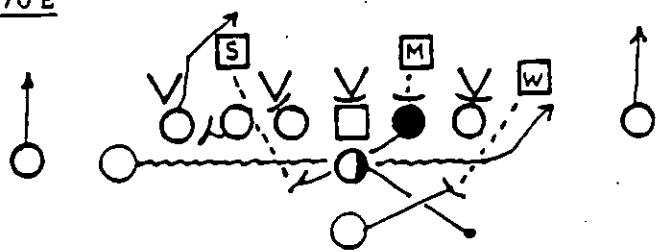
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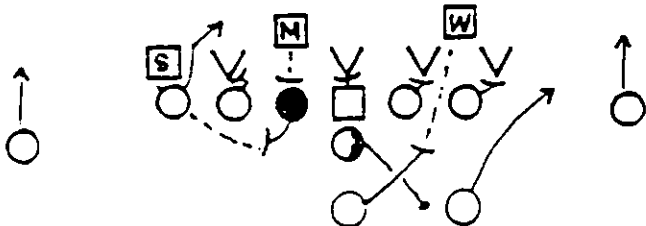
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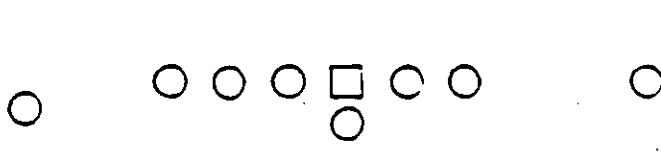
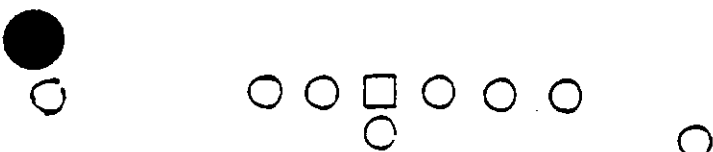
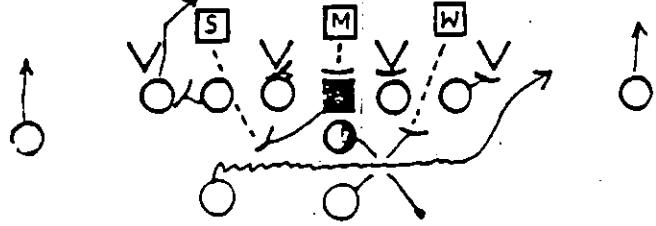
70 E

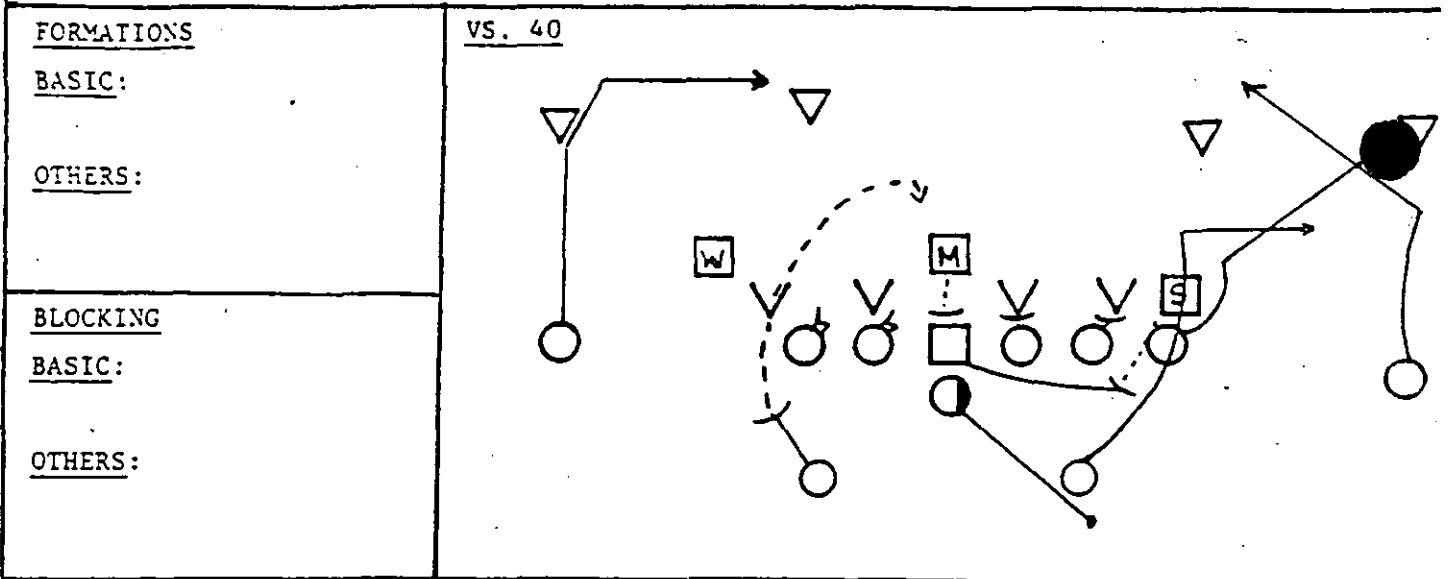


90 X



40 E-K





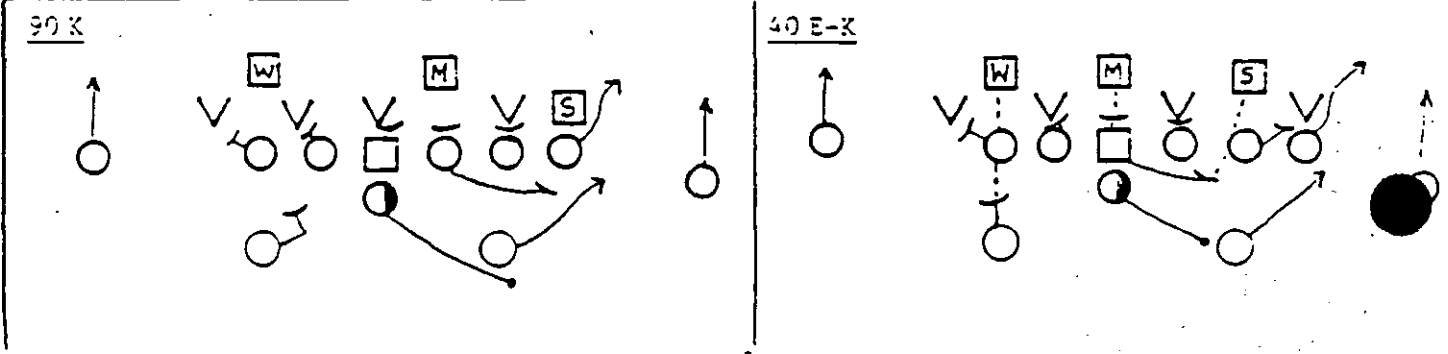
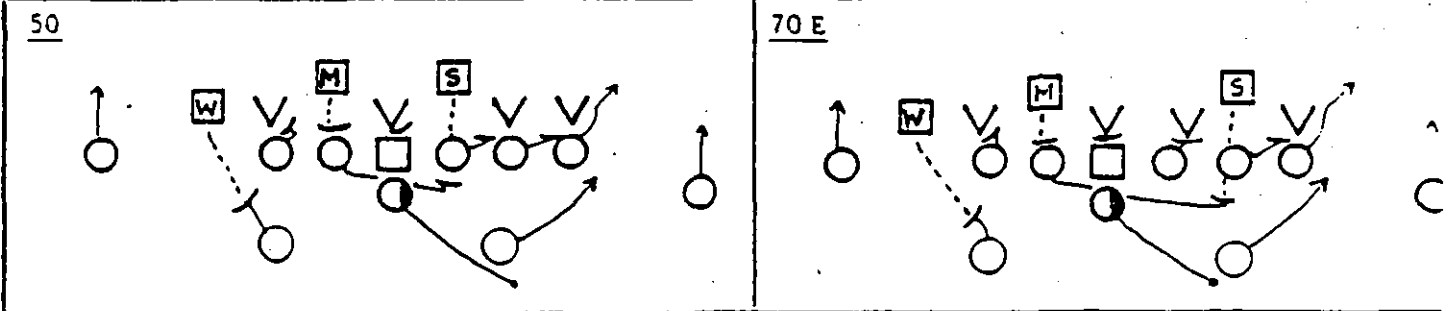
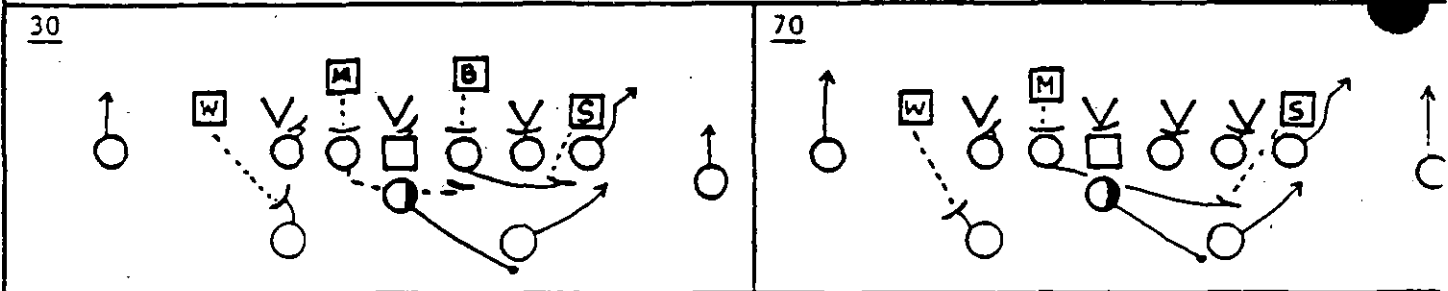
A-BACK: Check and circle, 6-yard depth.

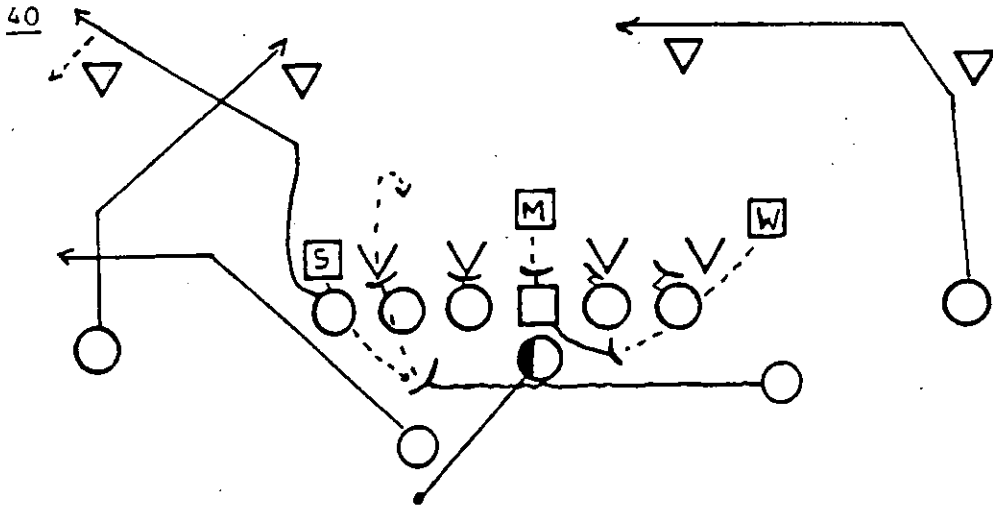
B-BACK: Flat route, 6-yard depth.

X: In route, 15-17 yard depth.

Y: Y-Z cross pattern, 4-yard depth.

Z: Y-Z cross pattern, 8-yard depth.





CHECKS

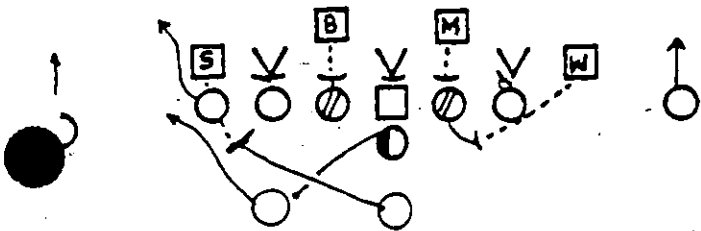
INTO:

OUT OF:

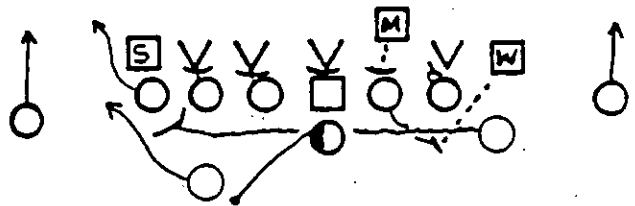
QB ACTION AND ALERTS:

Normal setup - behind the offensive tackle to strongside of formation call.
Dual pickup by lineman weakside.

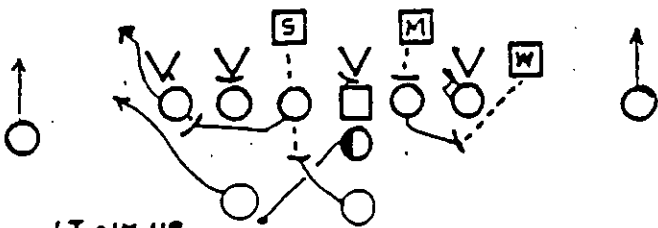
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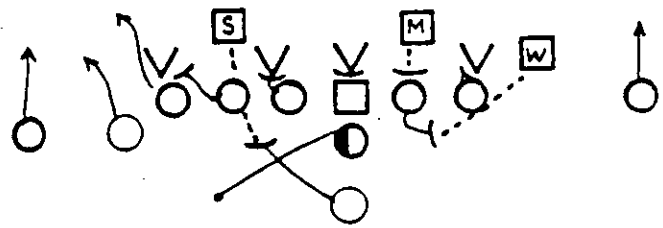
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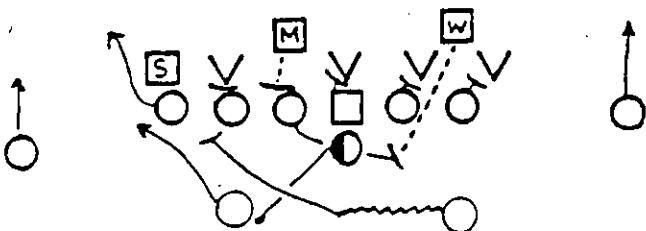


70 E

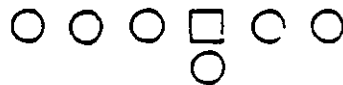
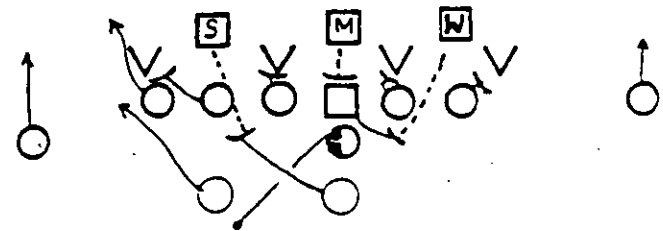


LT. - IN UP.

90 K



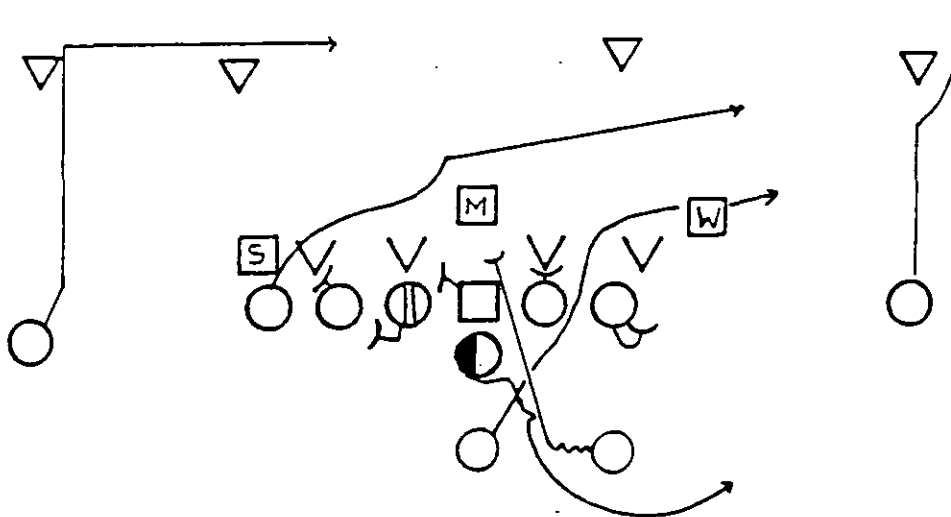
40 E-K



200 SERIES

This series is for the QB sprinting to a designated side called by the flare control. We may add a series call before the two if we want a run fake with QB rolling to the play side. (EXAMPLE: 260 - 260 Strong - Flow 226, etc.)

40



CHECKS

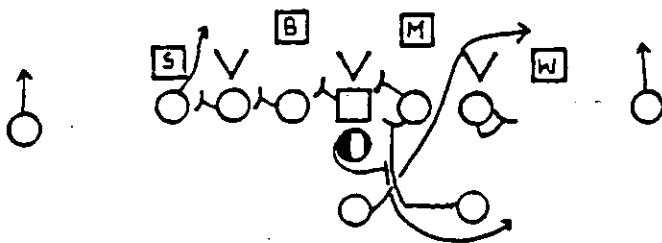
INTO:

OUT OF:

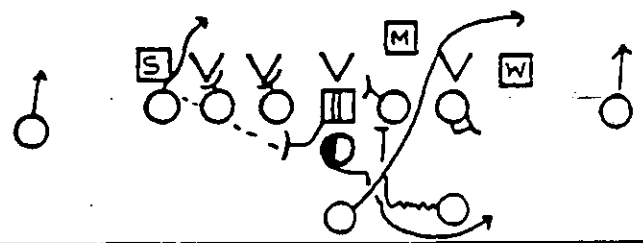
QB ACTION AND ALERTS:

Reverse out, giving a hand fake to the HB, faking draw. Don't hurry during fake action. After fake, roll quickly and get depth. If Will blitzes, hit FB quick. Normal progression is F to Y to Z.

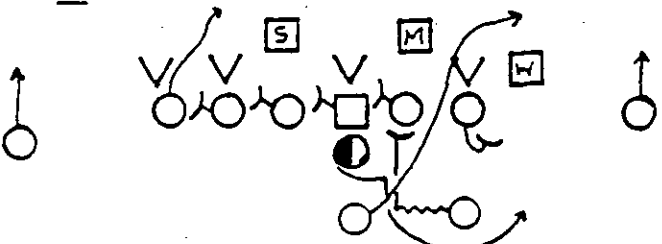
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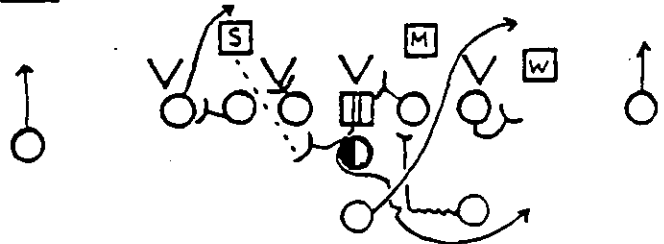
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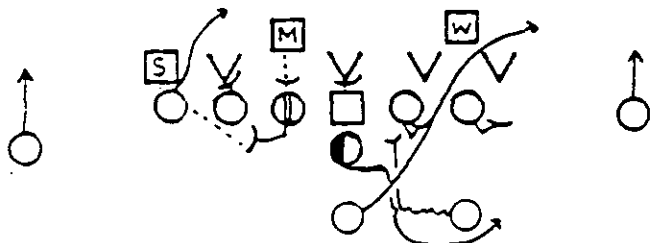
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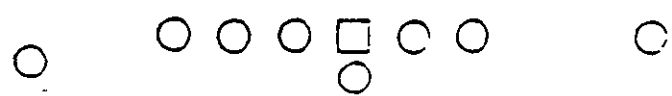
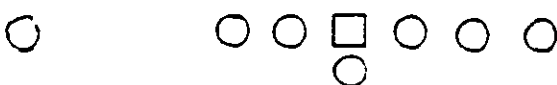
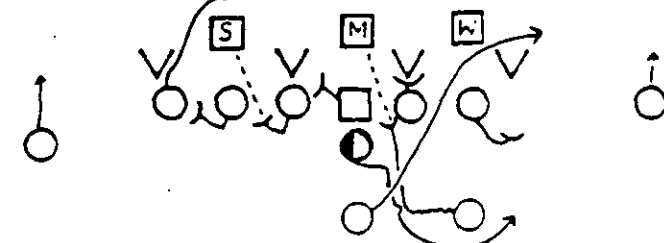
70 E



90 K



40 E-K



FORMATIONS

VS. 40

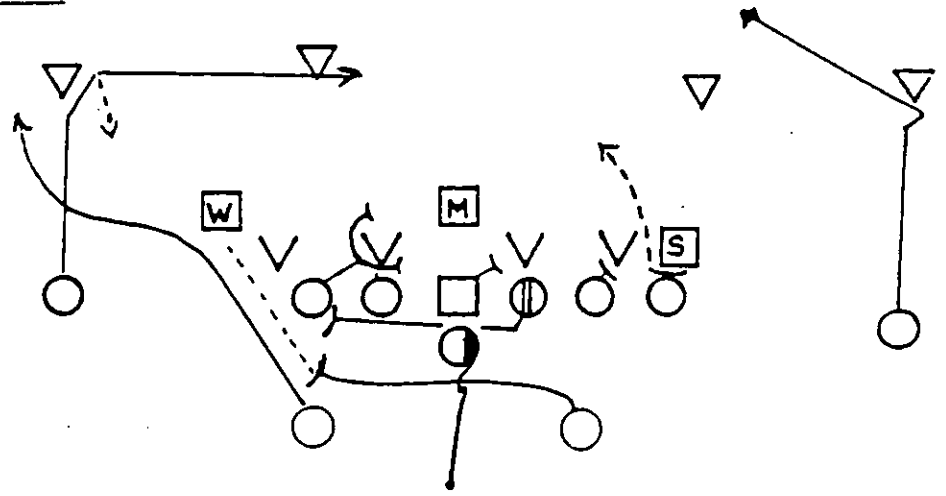
BASIC:

OTHERS:

BLOCKING

BASIC:

OTHERS:



A-BACK: Swing route.

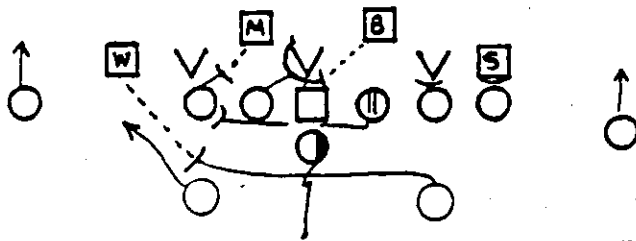
B-BACK: Ball fake quick trap. Block Will or help trapping guard.

X: In route or turn in.

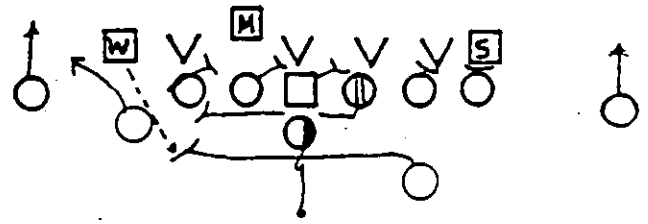
Y: Slow and look in.

Z: Post route.

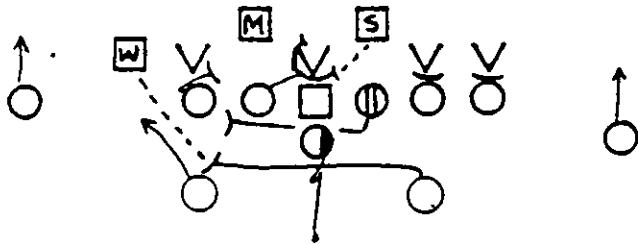
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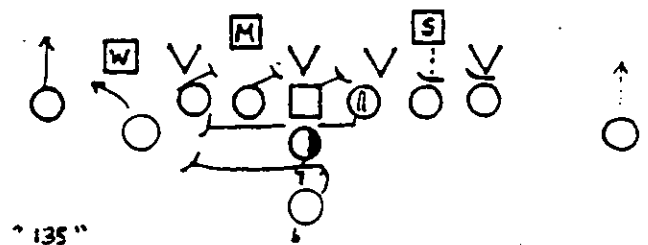
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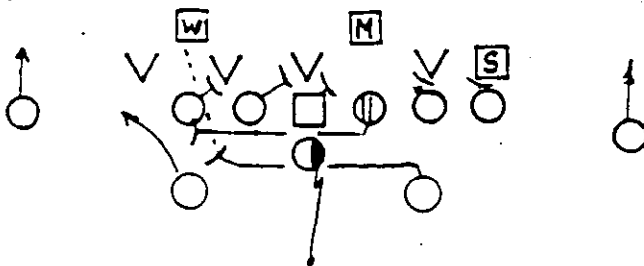
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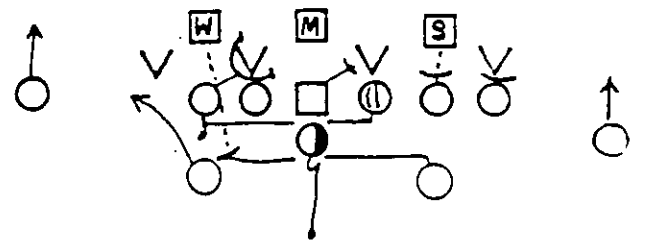
70 E

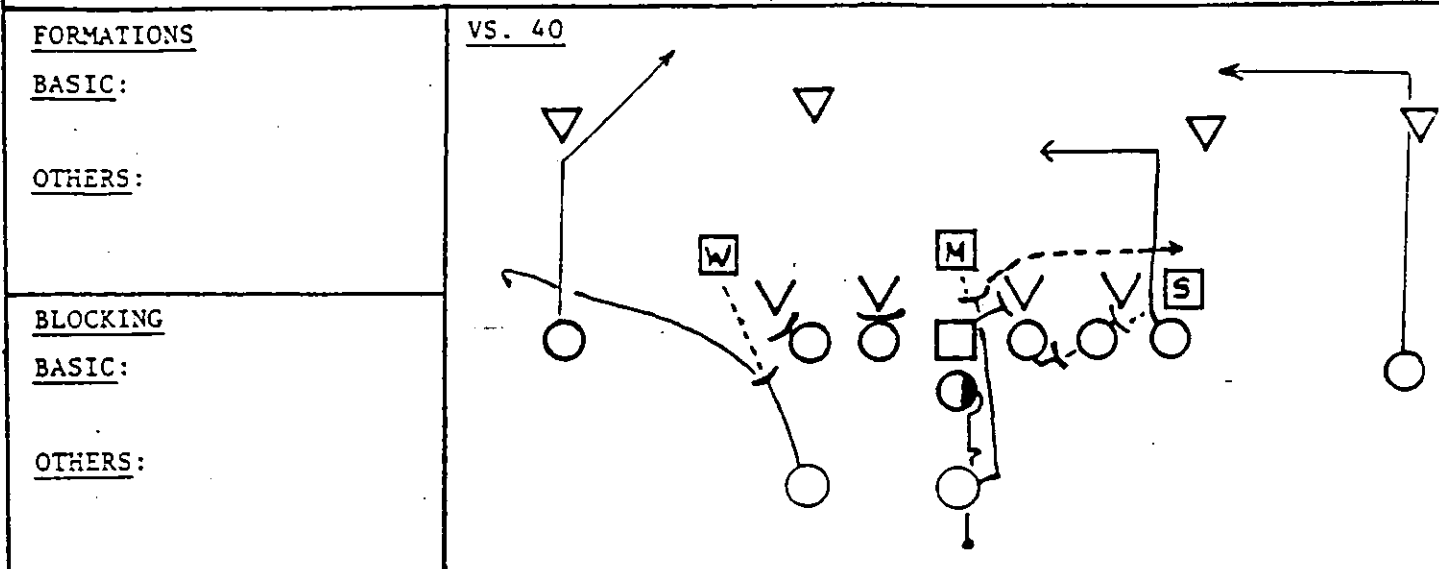


90 X



40 E-X





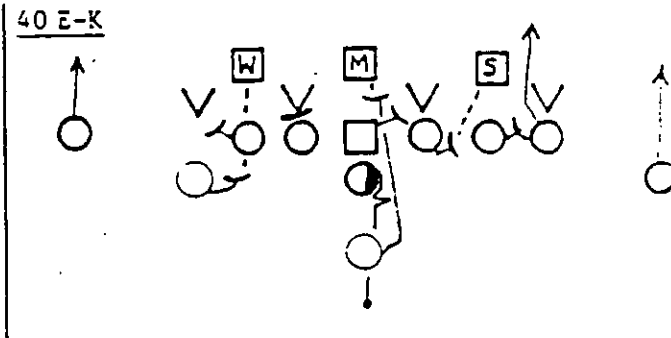
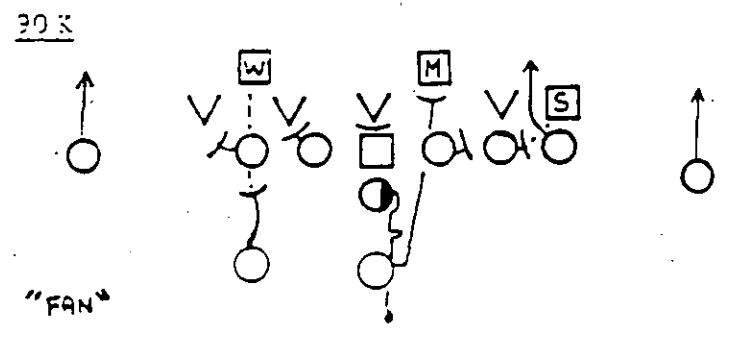
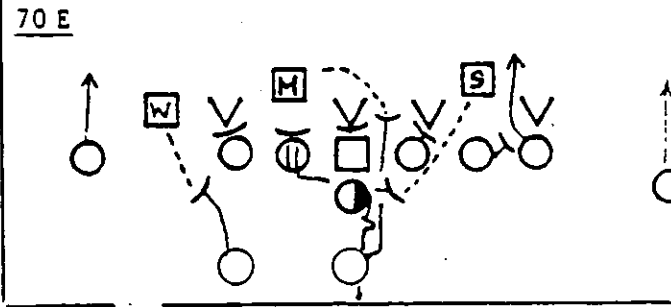
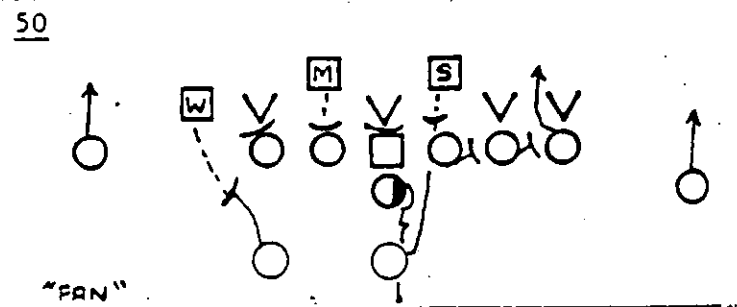
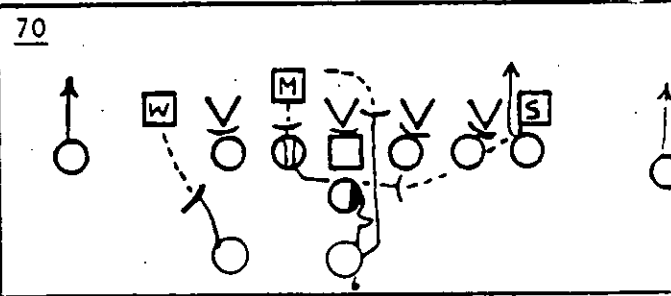
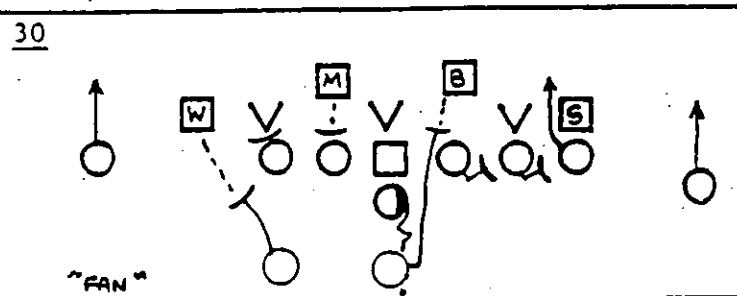
A-BACK: Drive at Will. No blitz, run flat route. Hook up five yards from sideline.

B-BACK: Fake 31 draw. Good ball fake. Pick up Mac on blitz. No blitz, run flat route.

X: Post route.

Y: Dig pattern. 12-14 yard depth.

Z: Dig pattern. 16-18 yard depth.

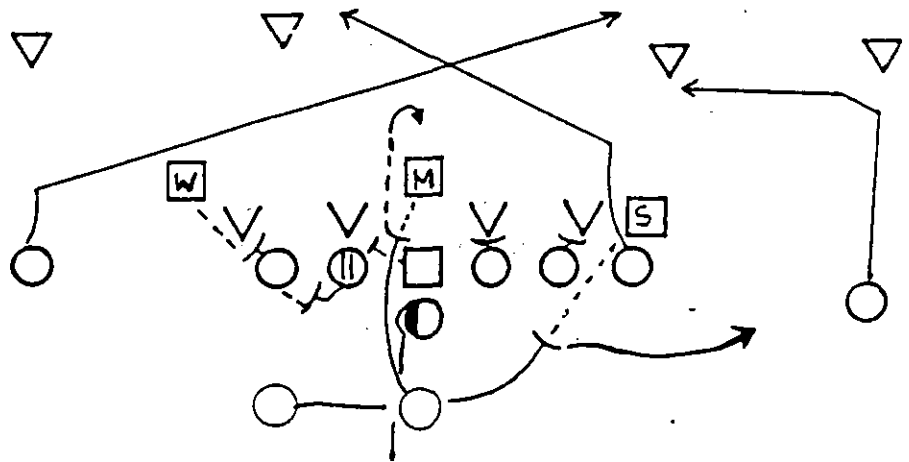


FORMATIONS

VS. 40

BASIC:

OTHERS:



BLOCKING

BASIC:

OTHERS:

A-BACK: Fake P 26. Block Stub linebacker on blitz. No blitz, run check wide.

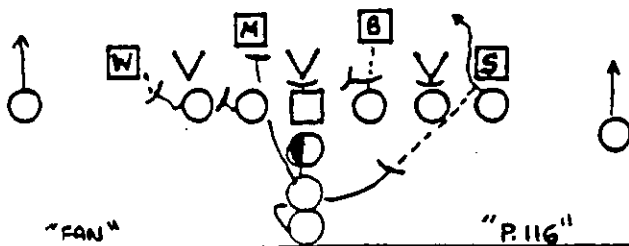
B-BACK: Drive over center/guard area weak. Block Mac on blitz. No blitz, run check route.

X: X-Y cross pattern, 4-yard depth at break.

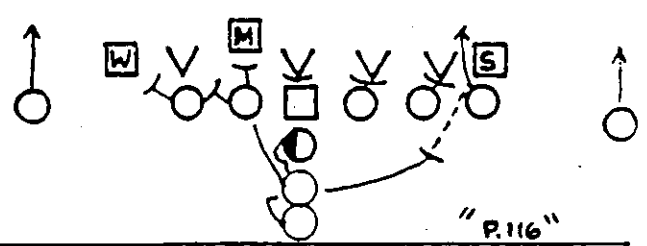
Y: X-Y cross pattern, 8-yard depth at break.

Z: In route, 15-yard depth.

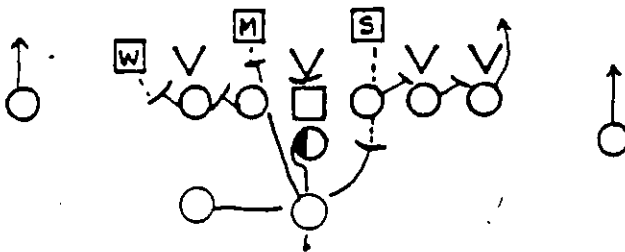
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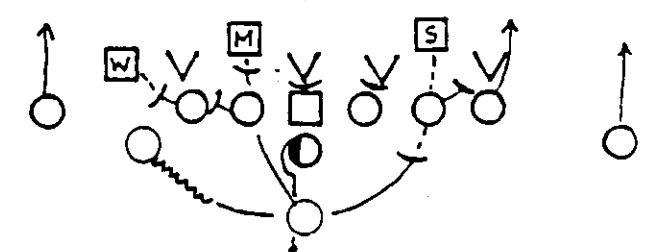
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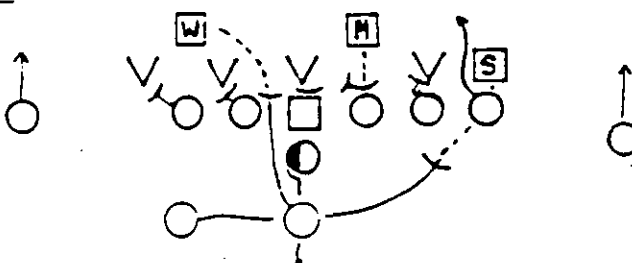
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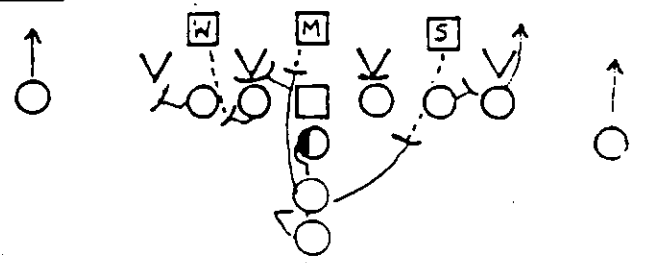
70 E



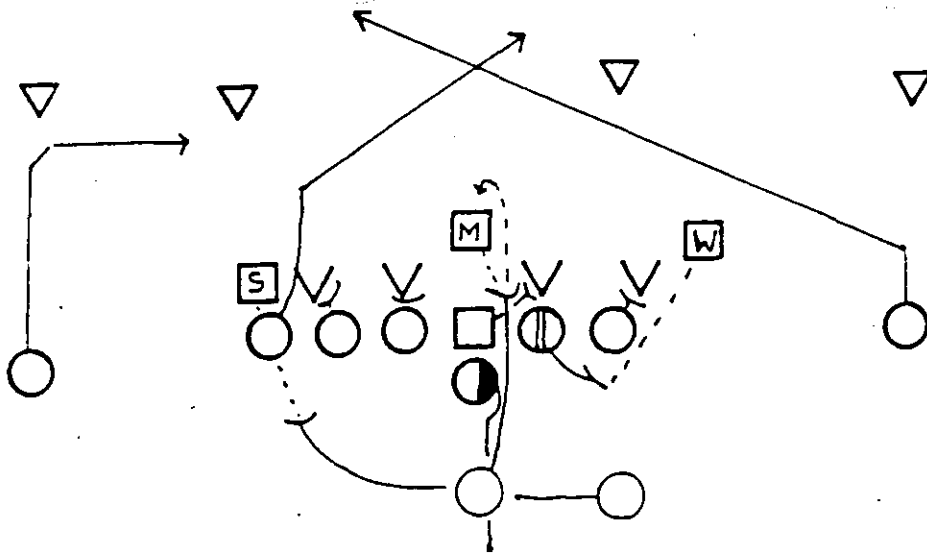
90 K



40 E-K



40



CHECKS

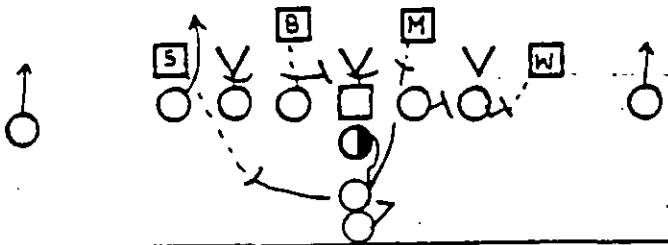
INTO:

OUT OF:

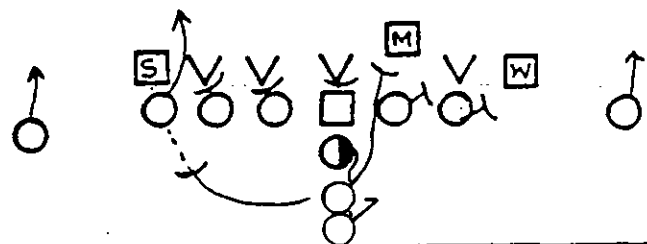
QB ACTION AND ALERTS:

Good hand fake to B back. 7-step drop. Progression X to Y to Z.

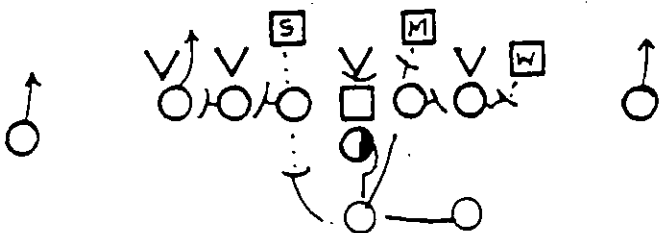
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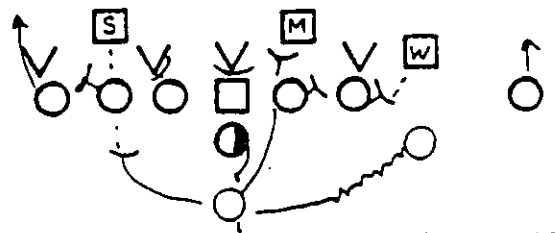
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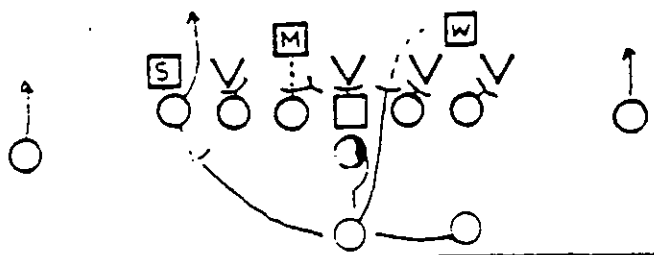
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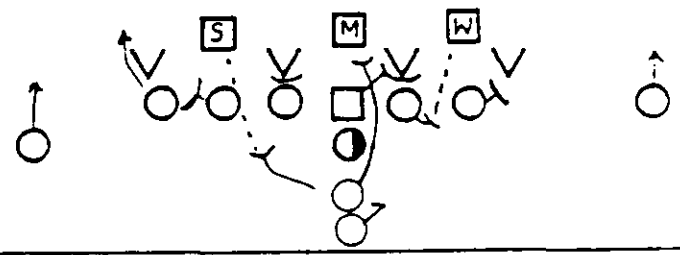
70 E



90 K



40 E-K

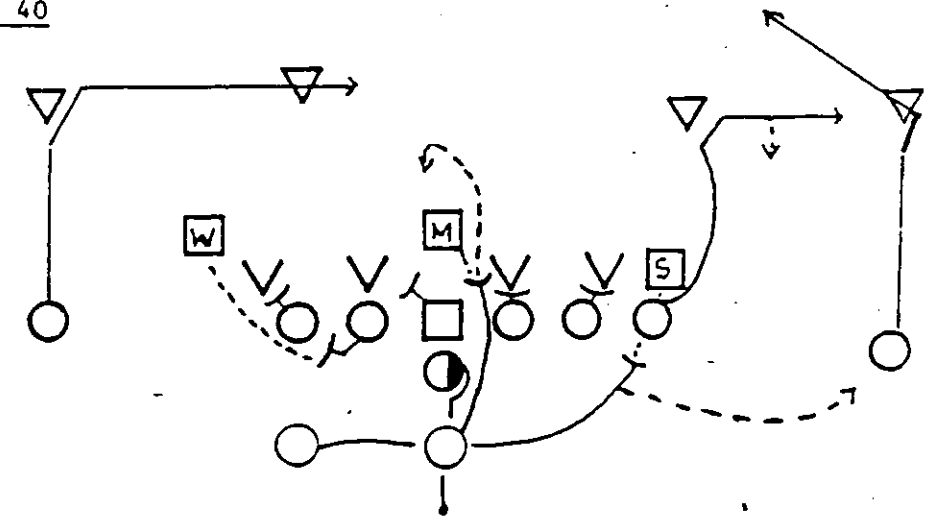


FORMATIONS

BASIC:

OTHERS:

VS. 40



BLOCKING

BASIC:

OTHERS:

A-BACK: Fake ride 28. Ball fake and block Stub. No blitz, run check wide.

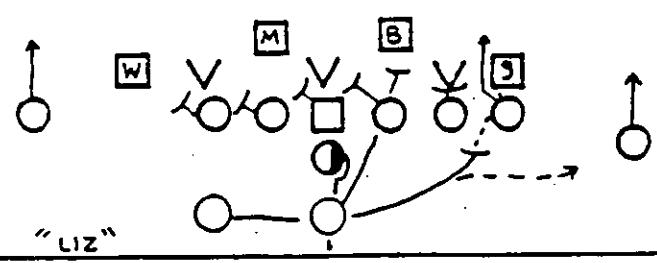
B-BACK: Drive to inside center/guard gap. Blitz pickup on Mac.

X: In.

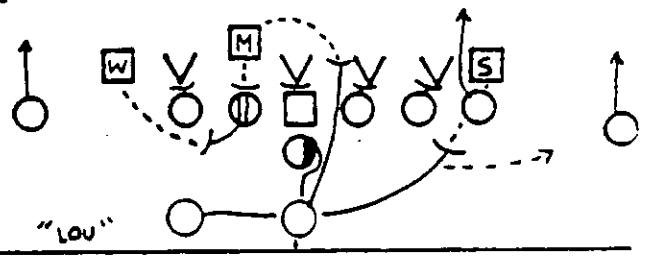
Y: Drag out pattern. Zone adjust.

Z: Drag out pattern. Post.

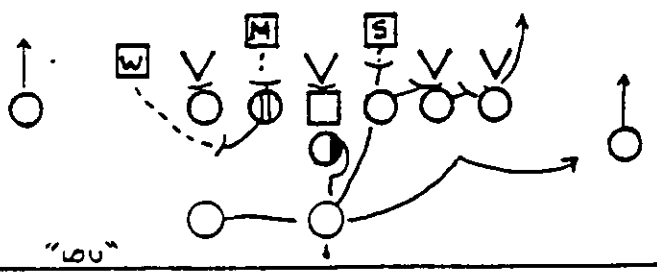
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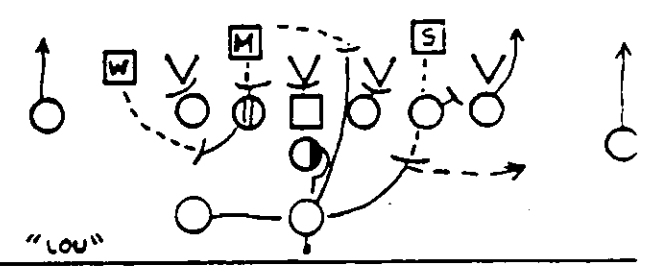
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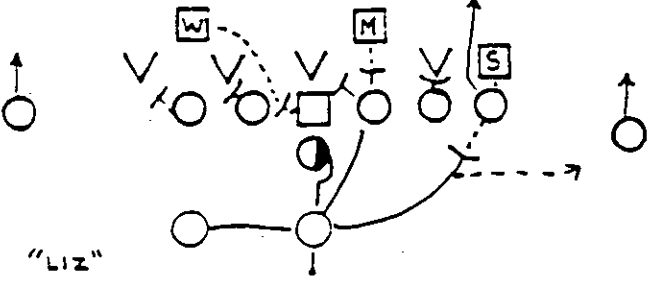
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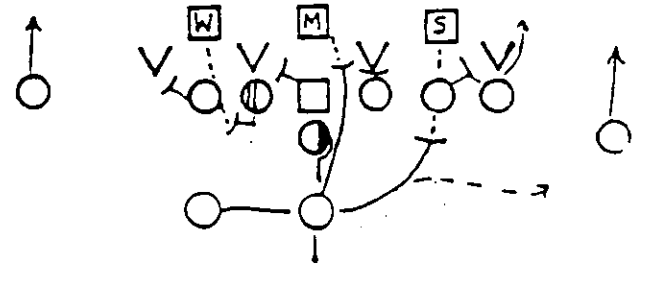
70 E



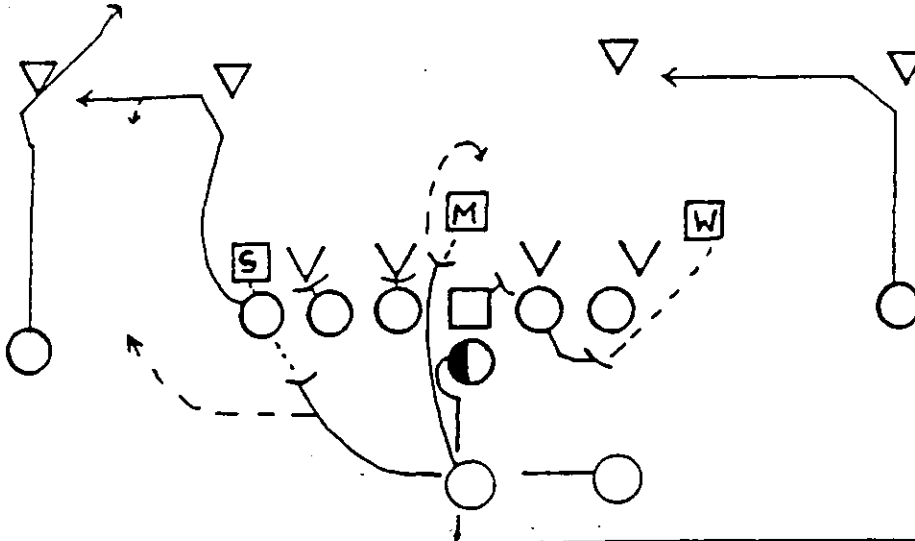
30 K



40 E-K



40



CHECKS

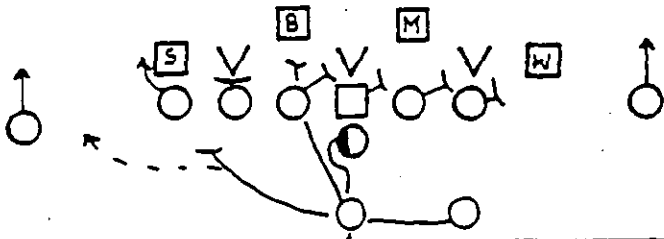
INTO:

OUT OF:

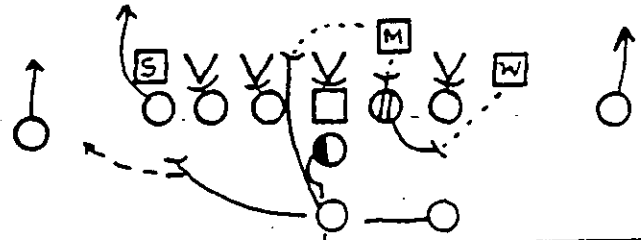
QB ACTION AND ALERTS:

Fake Ride 28 ballhandling. Key weak safety to strong safety. Progression should be Y to X to Z.

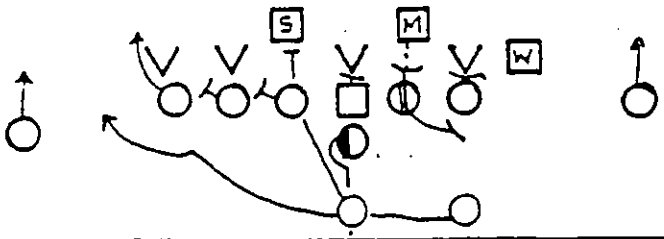
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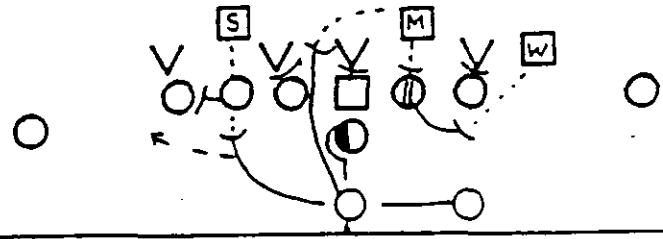
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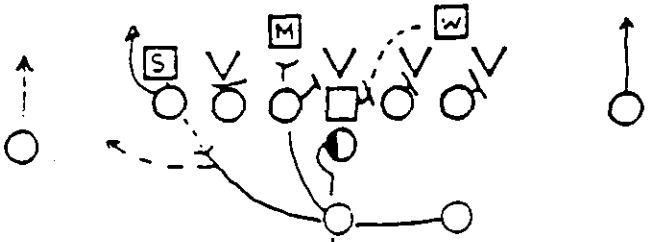
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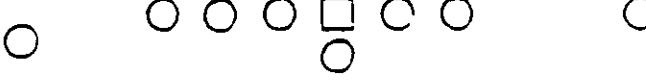
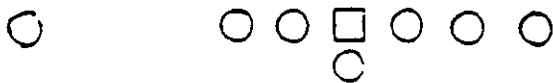
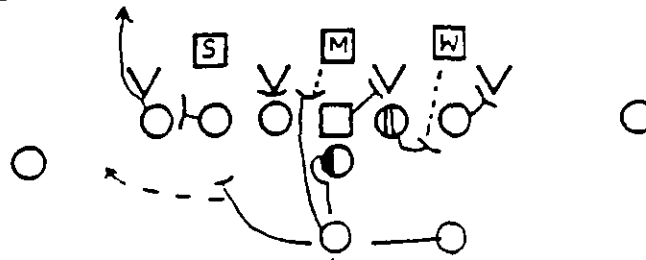
70 E



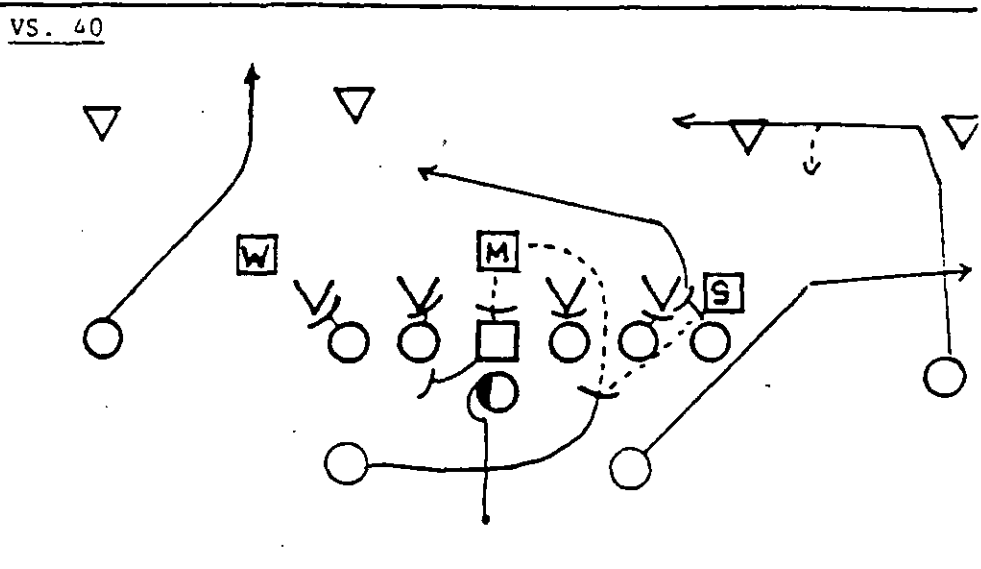
90 K



40 E-K

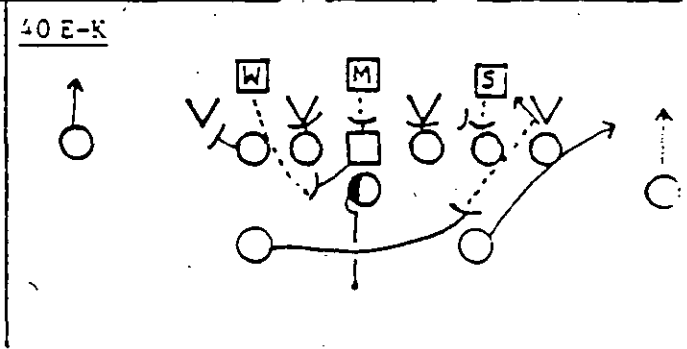
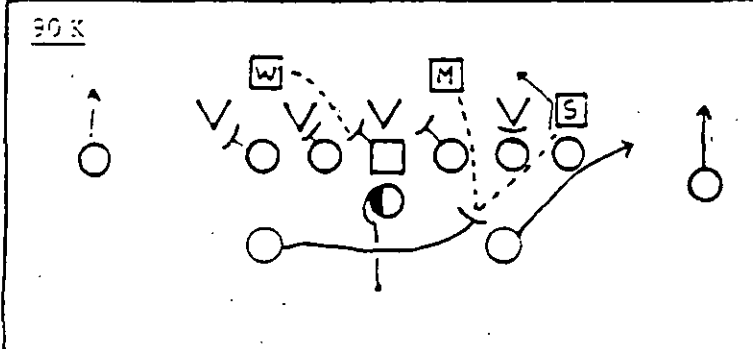
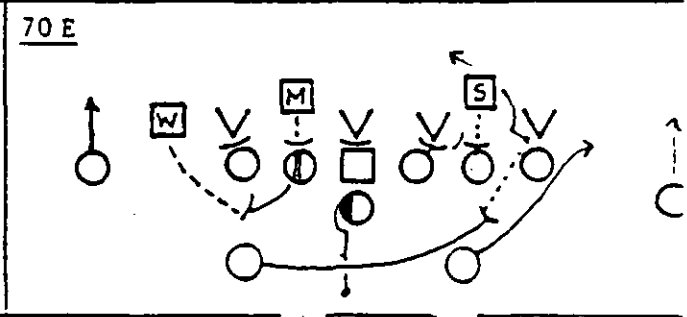
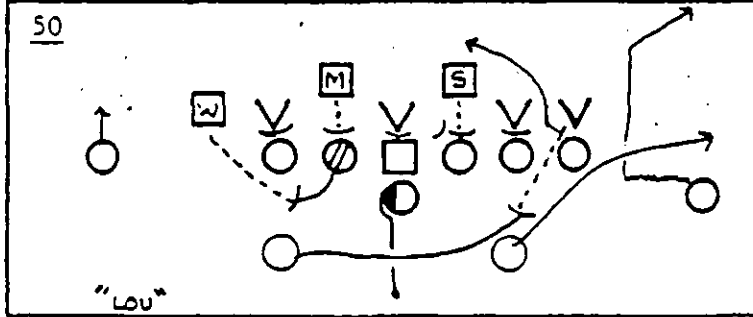
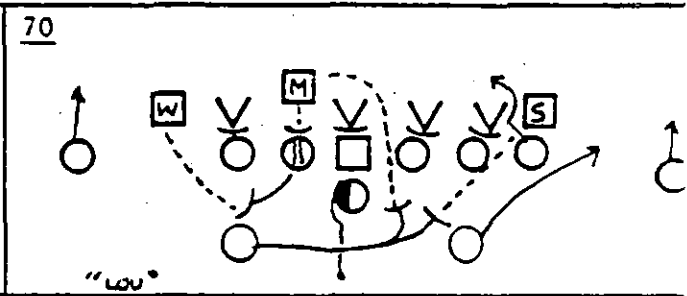
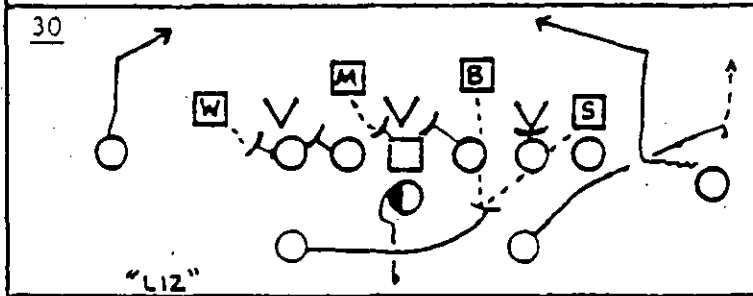


FORMATIONS
BASIC:
OTHERS:



BLOCKING
BASIC:
OTHERS:

- A-BACK: Crossover step. Fake flow 26. Pick up Mac strong to Stub.
- B-BACK: Arrow route, 4-yard depth. *Free Release*
- X: Seam route.
- Y: Drag pattern off bump block technique.
- Z: Drag pattern, 16-18 yard depth.



STOPPING THE CLOCK ON DEFENSE PRIOR TO TWO MINUTE WARNING

If we are trailing with the clock running and the opponent has the ball with 3:00 or less to play, we will very likely use at least one time-out on defense prior to the two minute warning. We would have two purposes in mind for doing this:

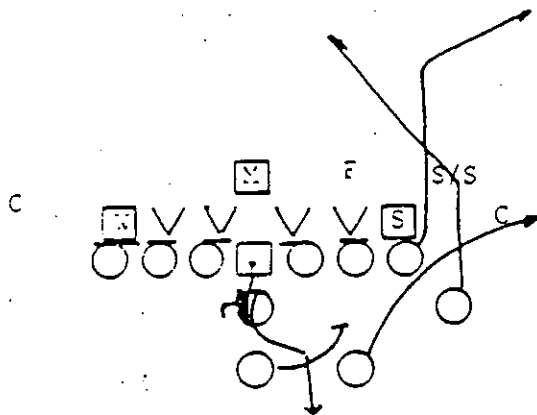
1. To stop the clock.
2. To force our opponents to use up one or more downs prior to the two minute warning, thereby forcing an earlier punt from them.

This tactic is valid even if only 2:05 remains since it will force them to use a down before the clock stops at 2:00.

Two cautionary notes so far as using this tactic are:

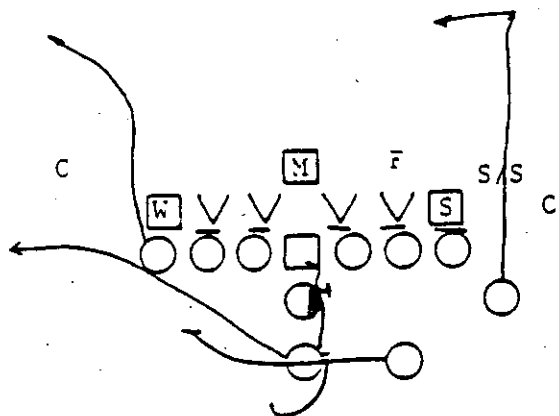
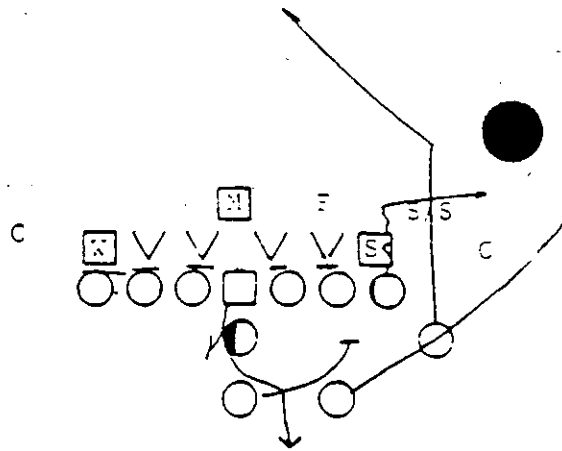
1. Do not call such a time-out if the clock is stopped (out of bounds, penalty, etc.). It is wise for our defensive captain to tell an official before a play that we will call a time-out after the play, provided the clock is not stopped.
2. If the opponent is very close to making a first down. Remember, we are using this tactic in order to make them use up their downs. If we use a time-out in a situation where it seems likely that our opponent will pick up a first down anyway, we have spent a precious time-out without actually having forced the desired punt.

We will yell "GERONIMO" and give the "GERONIMO" signal from the bench when we wish to use these defensive time-outs. Our defensive captain must still use his good judgment so far as the two cautionary items are concerned.



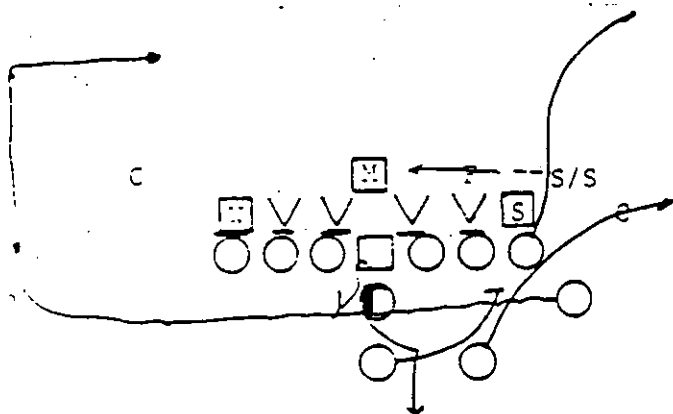
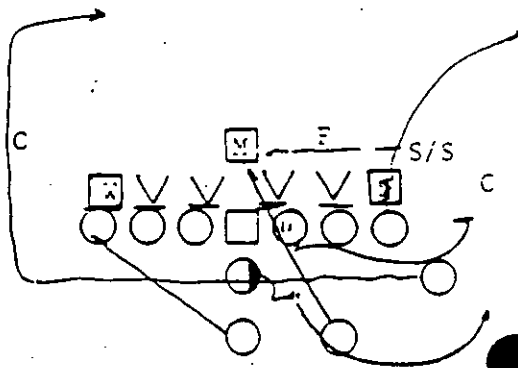
SLANT 136

SLANT 136 (SHORT YARDAGE)

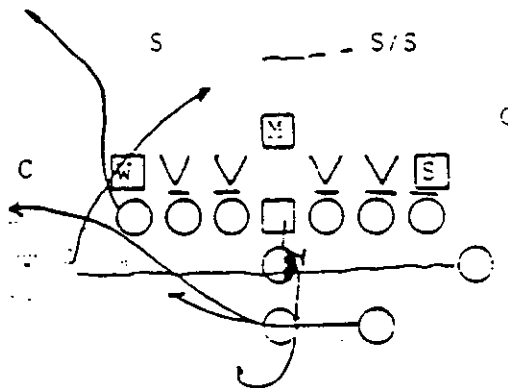


FLOW 147

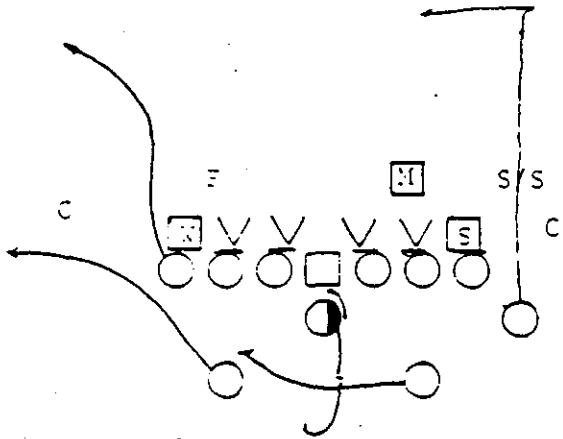
QUICK 141



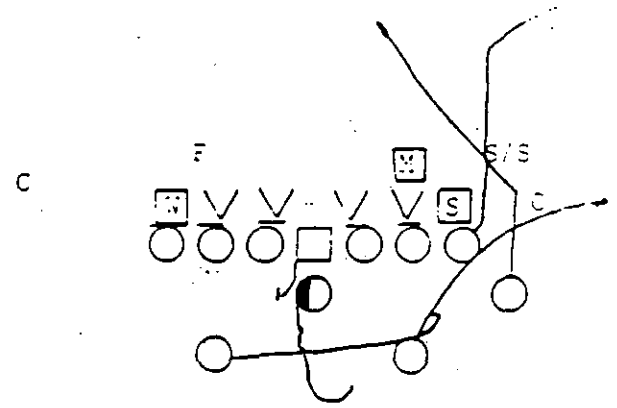
Z-ZOOM SLANT 136



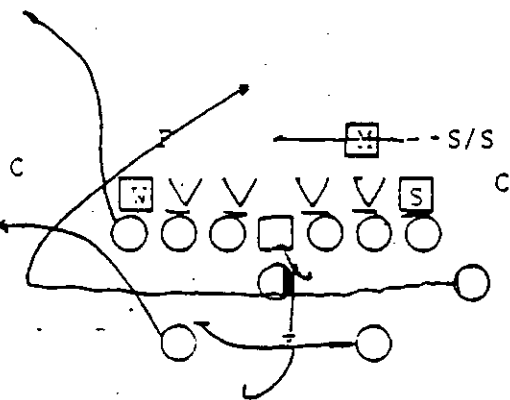
Z-ZOOM FLOW 147



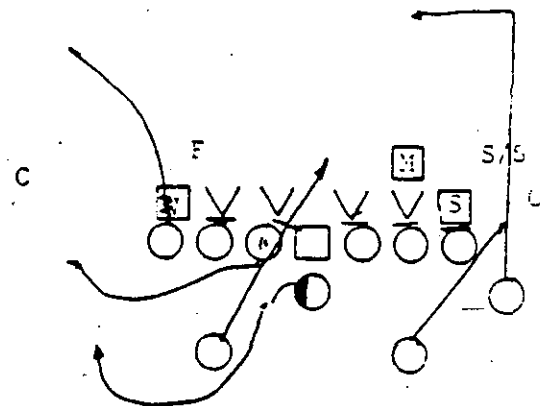
FLOW 147



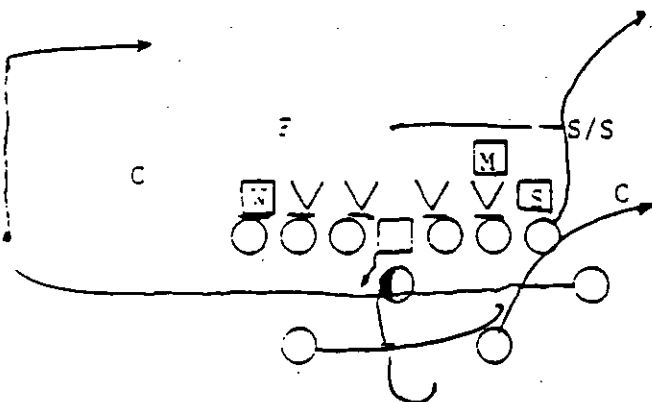
FLOW 126



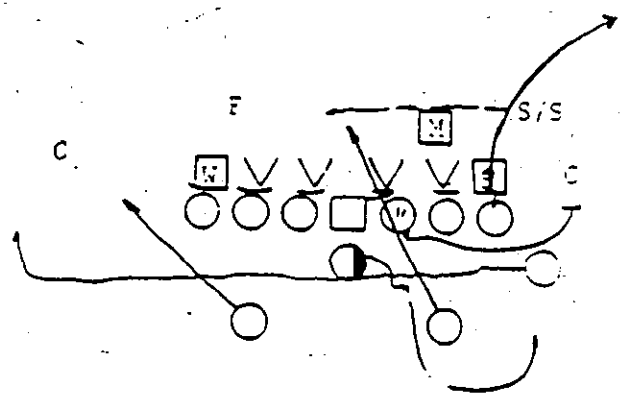
Z-ZOOM FLOW 147



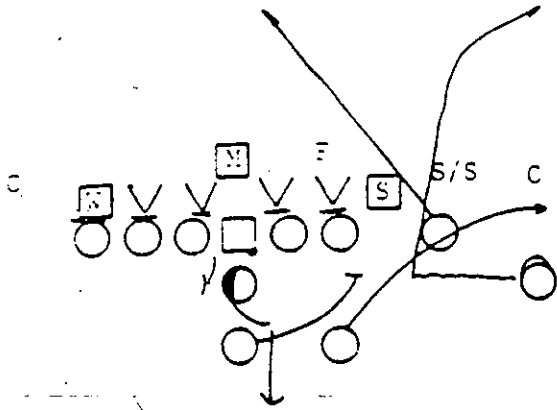
QUICK 121



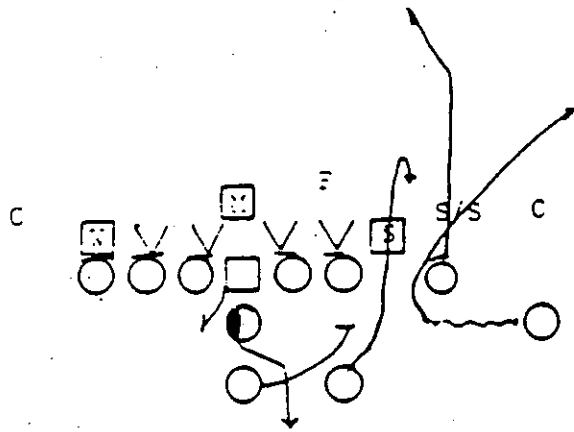
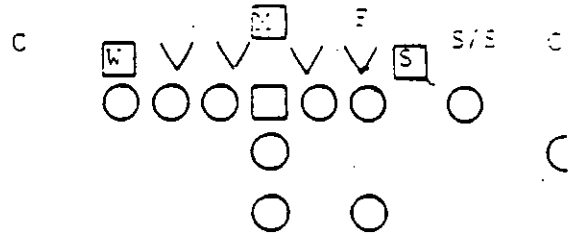
Z-ZOOM FLOW 126



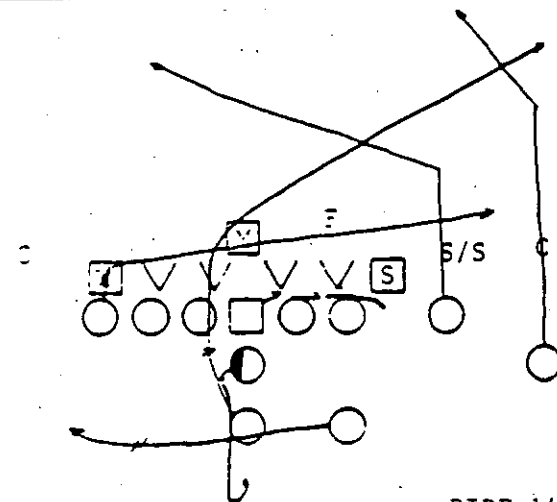
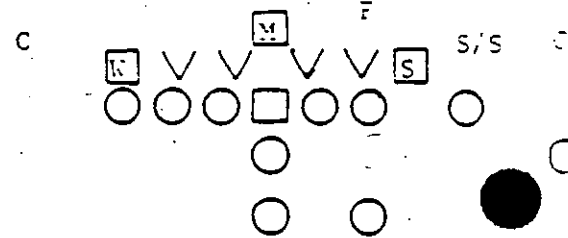
Z-ZOOM QUICK 140



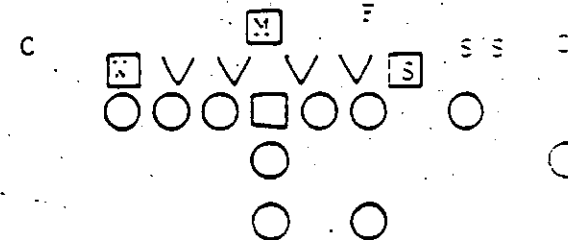
SLANT 136

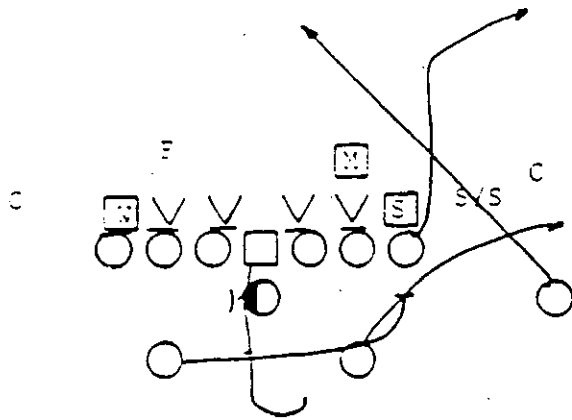


SLANT 136

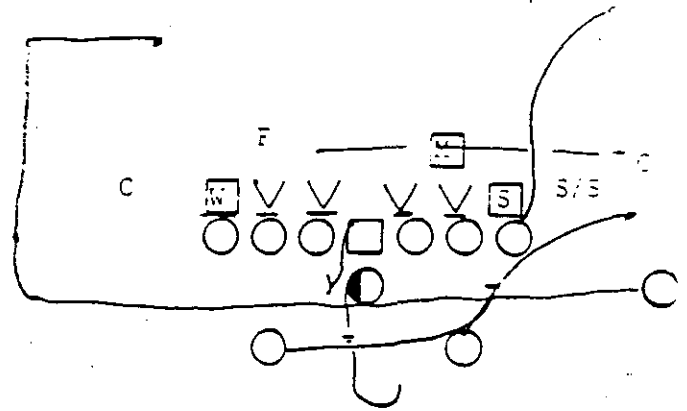


RIDE 149

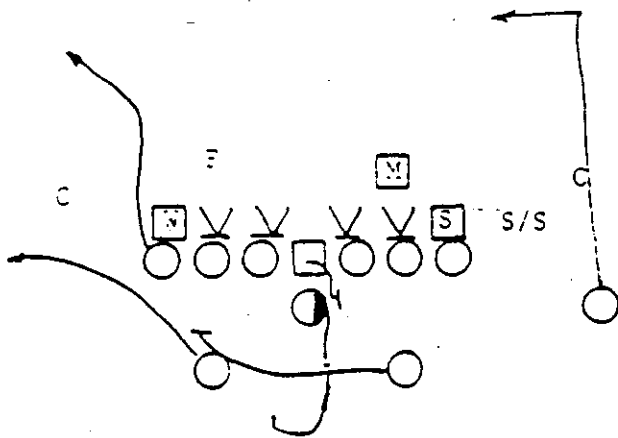




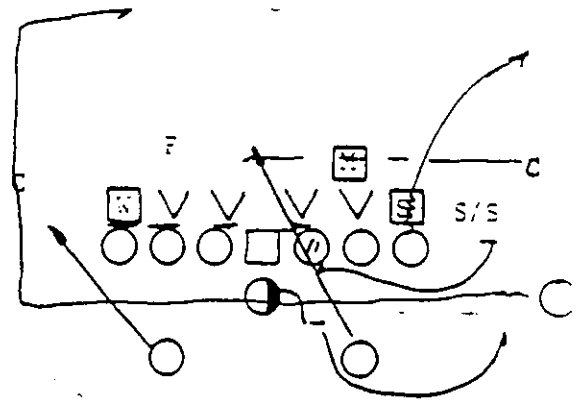
FLOW 126



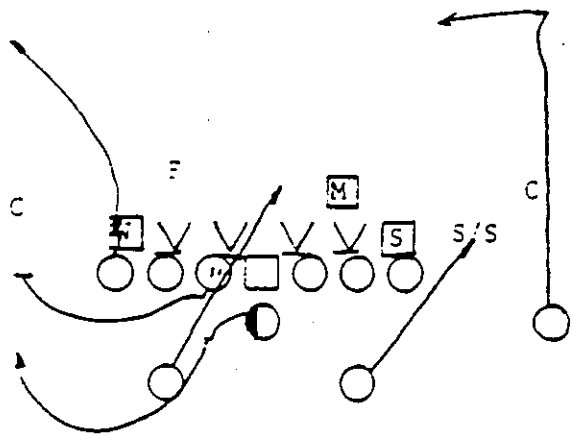
Z-ZOOM FLOW 126



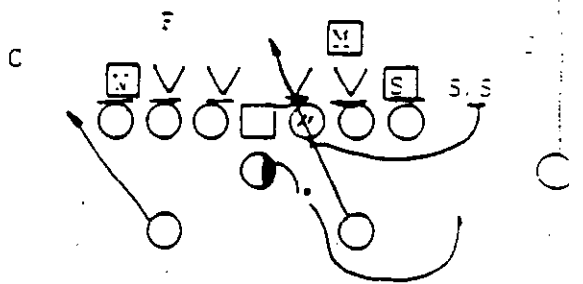
FLOW 147



Z-ZOOM QUICK 140

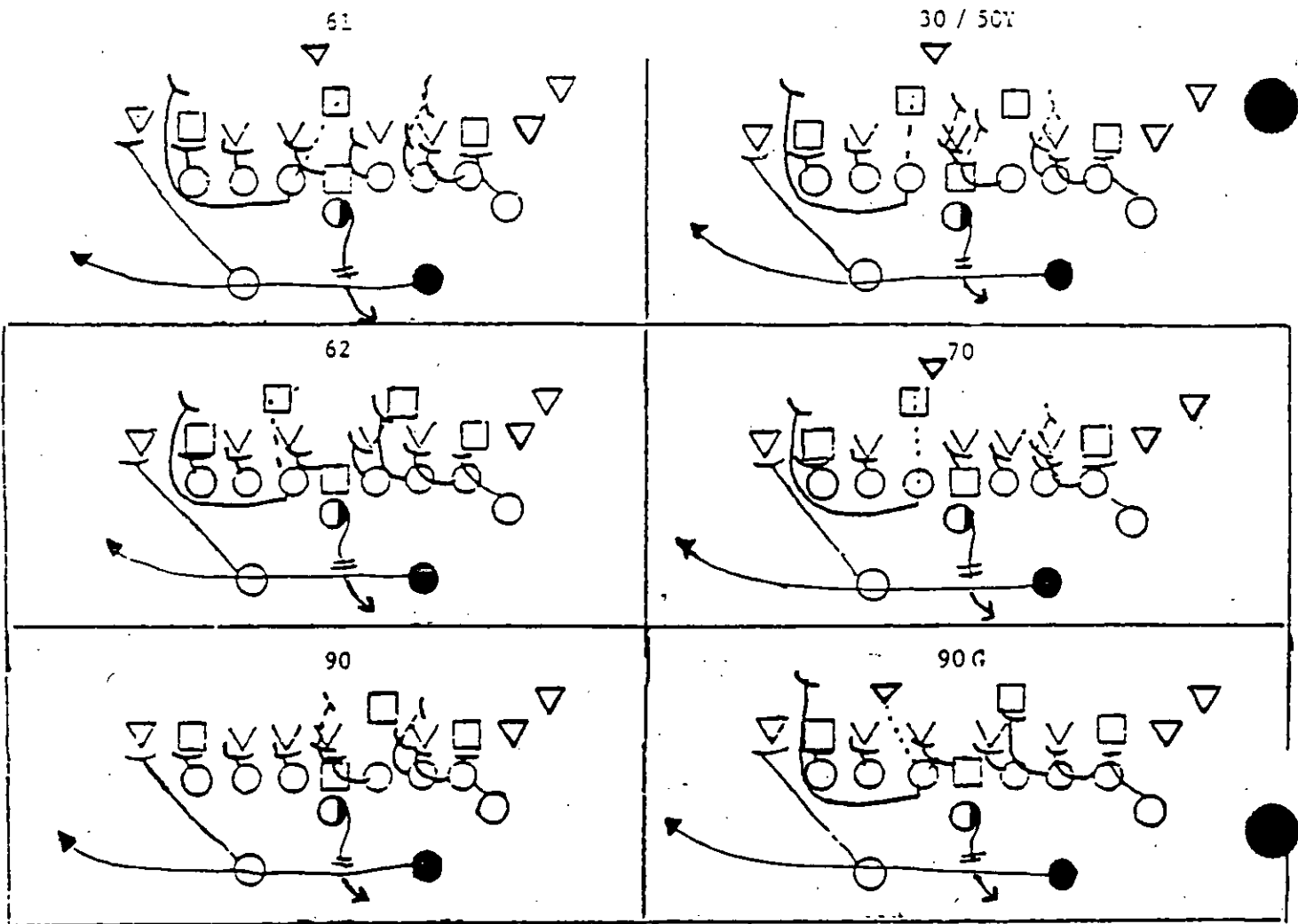


QUICK 121



QUICK 140

POWER RED RIGHT FLOW 49 G BOSS



ASSIGNMENTS

QB - Open to ball carrier on 90° line. Effect handoff.

FB - Normal. Lead step parallel to L.O.S. Sprint for flag, but if crease shows take it. Speed to corner is key.

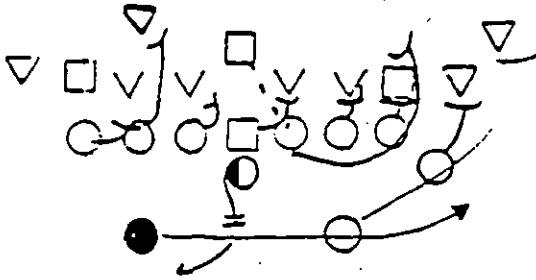
RB - Normal. Block end man on or off L.O.S. Block outside leg/numbers. Vs. Stack it is an area block.

WING - Scoop.

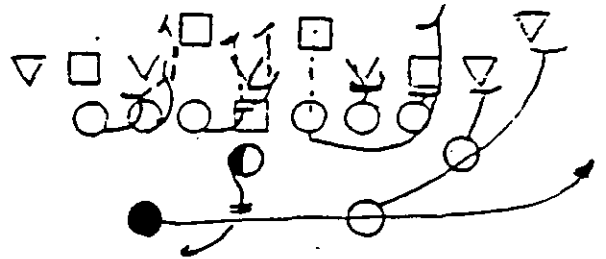
COACHING POINTS

1. Vs. 61 defense, it should not be run if free safety is aligned to the weak side.

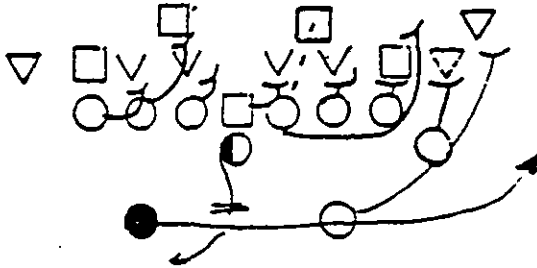
61



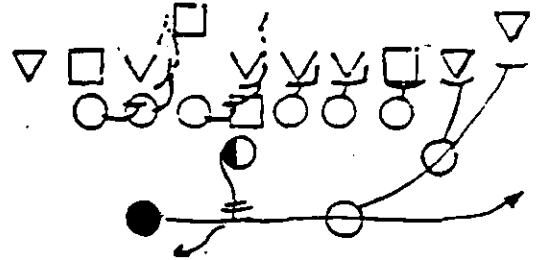
30 / 50Y



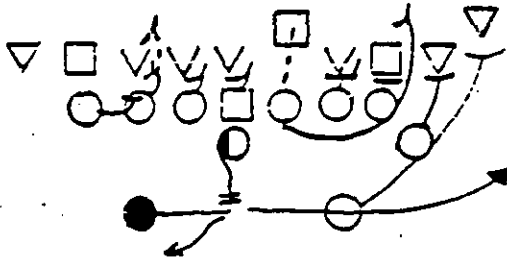
62



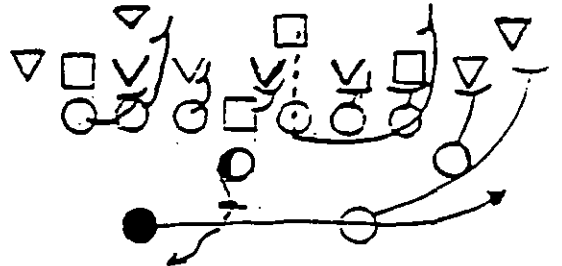
70



90



90G



ASSIGNMENTS

QB - Open to ball carrier on 90° line. Effect handoff.

FB - Normal. Block 1st man outside block of wing on or off L.O.S. Block outside leg/numbers. Ws. Stack it is an area block.

RB - Normal. Lead step parallel to L.O.S. Sprint for flag, but if crease shows take it. Speed to corner is key.

WING - "M" block -- hook technique.

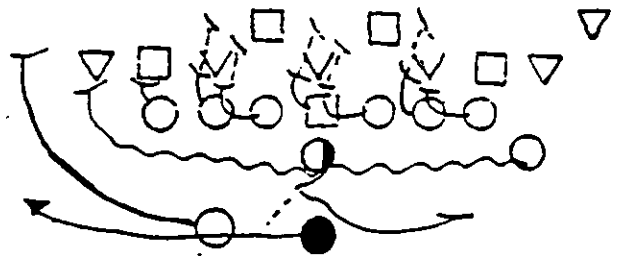
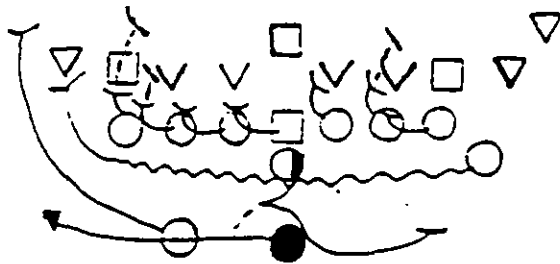
COACHING POINTS

1. If end man (defensive) on L.O.S. is considerably outside wing, the wing and FB may switch on blocking responsibilities.

POWER BROWN RIGHT MOTION-SLANT 39 PITCH

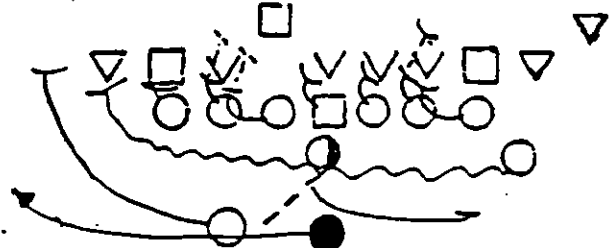
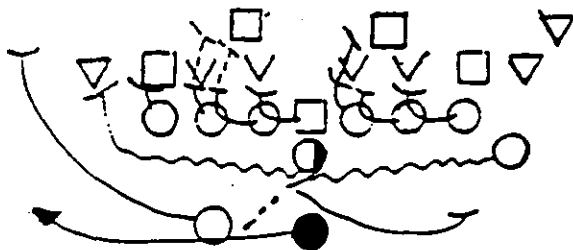
61

30 / 50Y



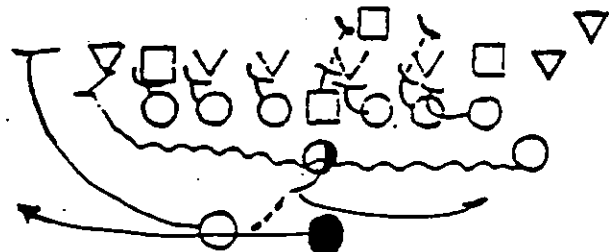
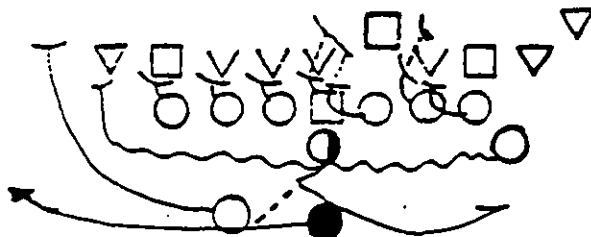
62

70



90

90G

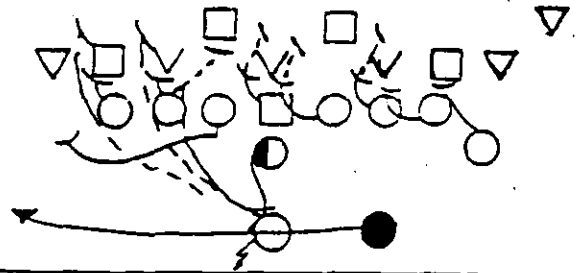
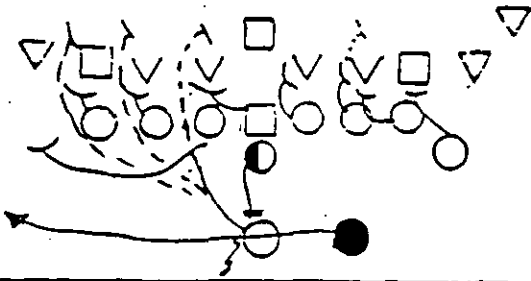


ASSIGNMENTS

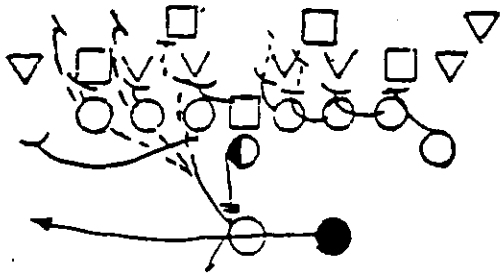
- QB - Reverse pivot. Soft 2 handed pitch to FB. Fake reverse block. Do not allow zoom motion to get too wide.
- FB - Normal/maximum. X over, stay parallel. Do not lose or gain ground. Sprint to corner, but look for crease right away. Be alert to quick force (running inside block of HB).
- RB - Minimum, 1/2 outside. Block widest wrong color -- on or off L.O.S. Be alert to secondary adjustments.
- WING - Zoom motion. Hook block 1st wrong color outside block of X.

COACHING POINTS

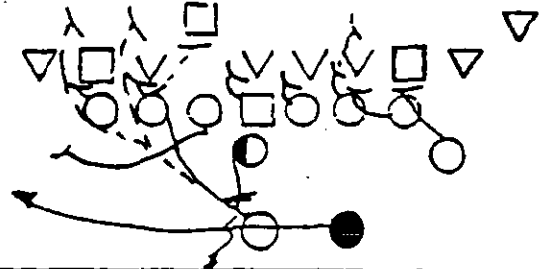
1. Can also be run from I.



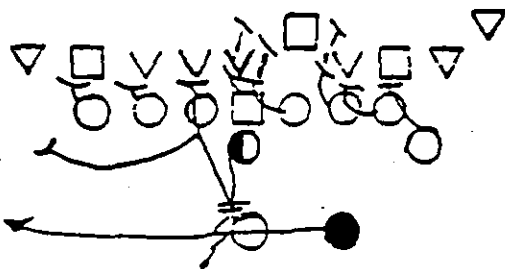
62



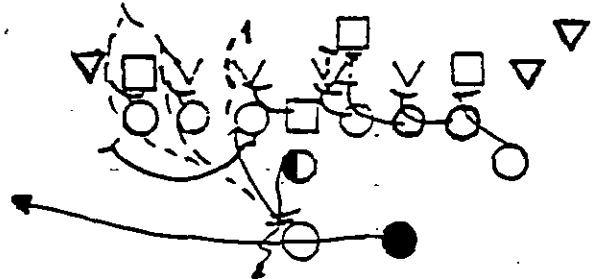
70



90



90G



ASSIGNMENTS

QB - Front out on 90° line. Effect handoff on playside of 90° line. You have outside element. Fake 149 pass.

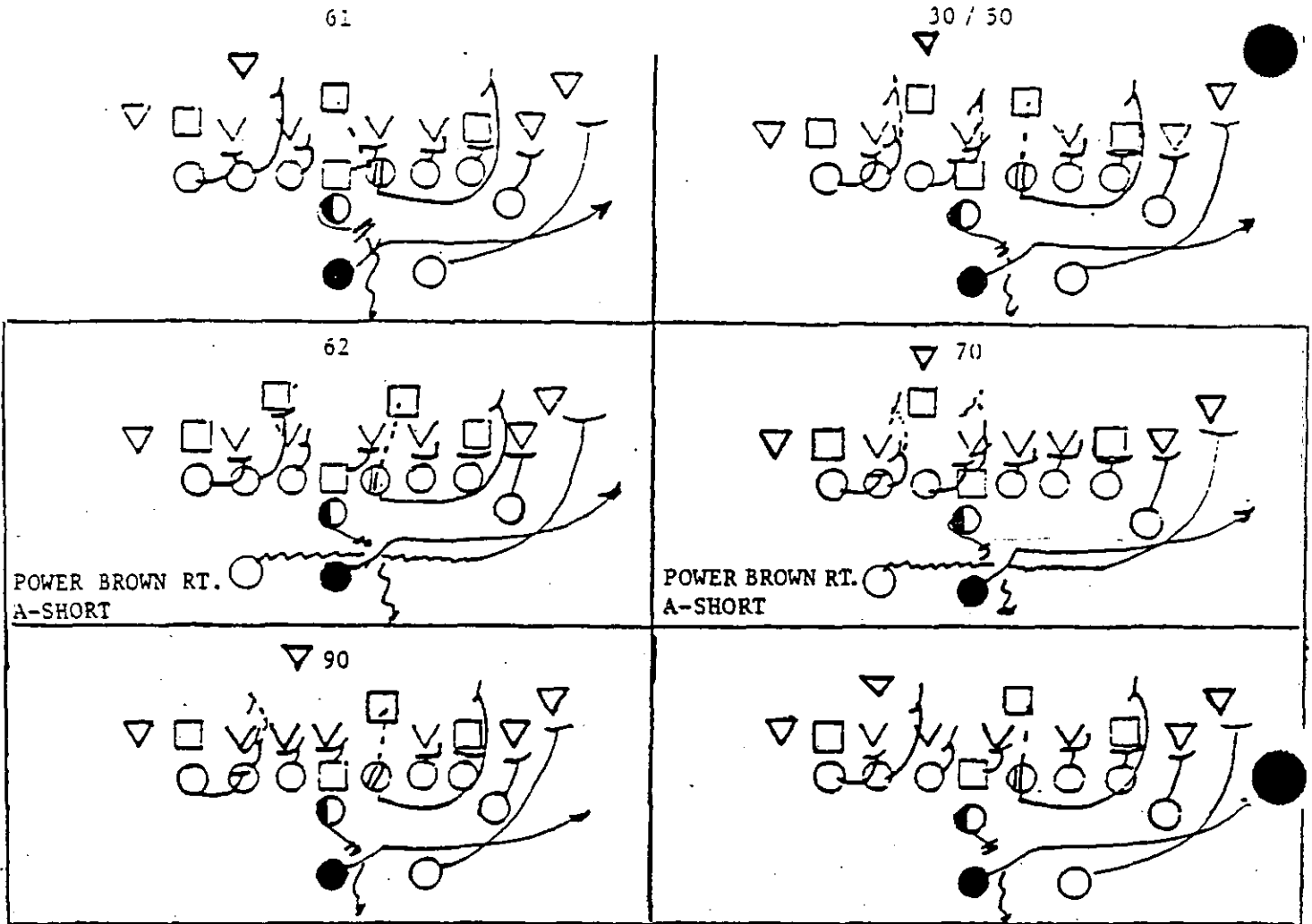
FB - Normal. If playside guard is covered LM is outside leg of OG. Work with center on DT/Mac combination. If center is covered, you have DT alone. If guard is uncovered LM is inside leg of OT. Work with tackle on DL/LB combo. You have inside element, then work to outside.

RB - Normal. Lead step parallel. Sprint to corner. Read block of TE.

WING - Scoop.

COACHING POINTS

POWER GREEN RIGHT-SLANT 38 BOSS



ASSIGNMENTS

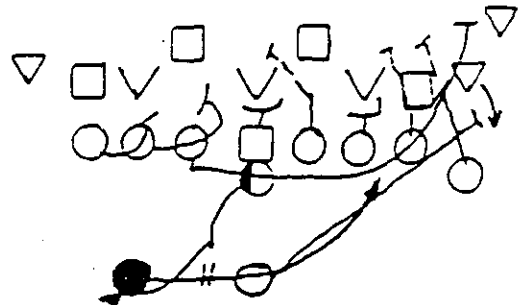
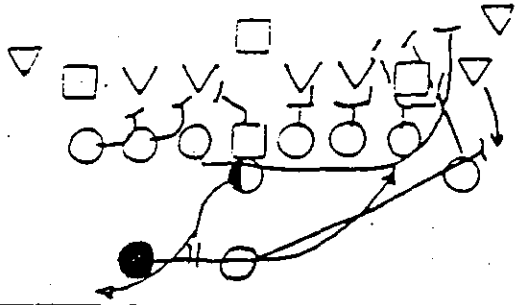
- QB - Reverse pivot. Cross 90° line. Effect handoff. Fake Pass (36).
- FB - Normal. Lead step (X Over) for landmark -- inside leg of tackle. Break parallel on 2nd step and sprint for corner. If crease appears inside take it.
- RB - Normal. Block 1st wrong color on or off L.O.S. outside block of wing. Block outside leg/numbers.
- WING - "M" block. Hook technique.

COACHING POINTS

1. RB/Wing may switch on blocking responsibilities if end man on line is aligned real wide.

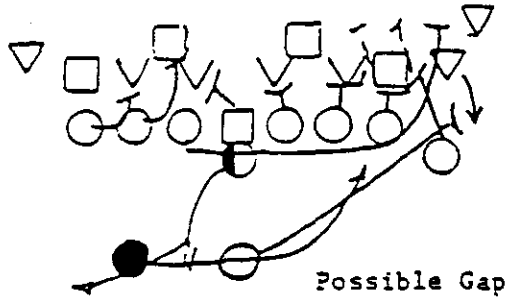
61

30/50

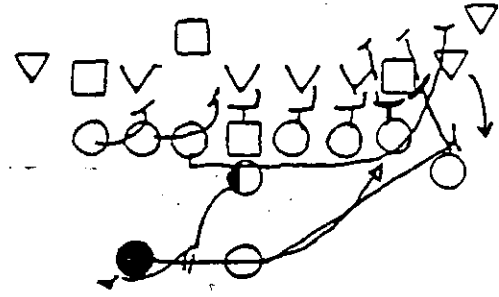


62

70

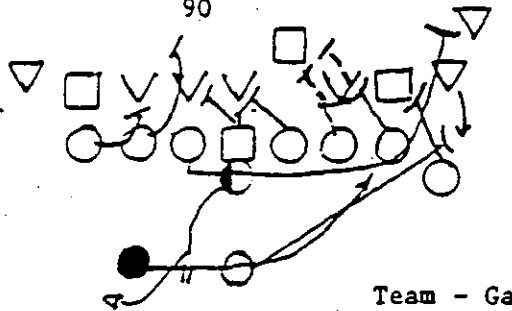


Possible Gap

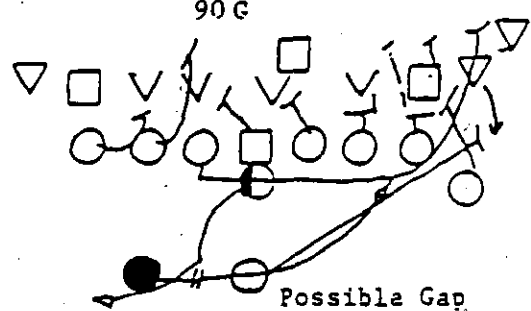


90

90 G



Team - Gap



Possible Gap

QB - Face out to ball carrier. Handoff. Fake keep.

FB - Normal. L.M. is inside number of support. Block support.

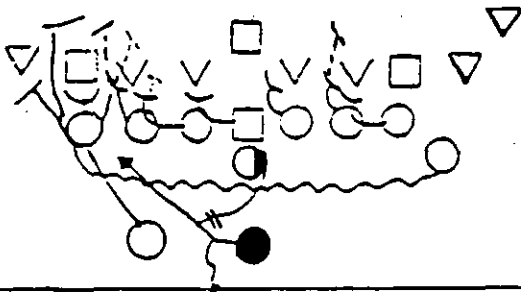
RB - Normal. Gain ground slightly. Run off block of FB.

WING - Buddy block with TE and be ready to come off on LB.

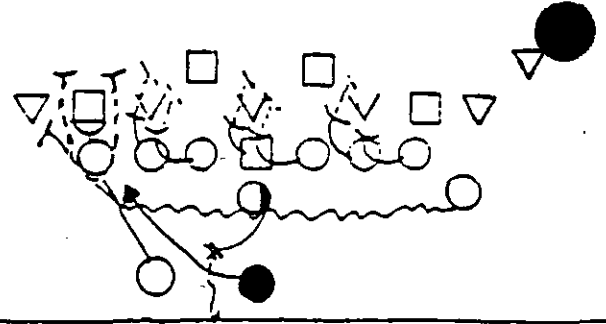
COACHING POINTS

POWER BROWN RIGHT MOTION - SLANT 37 M BOSS

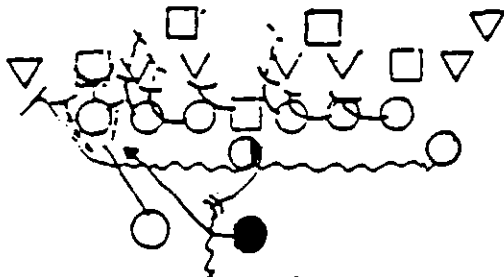
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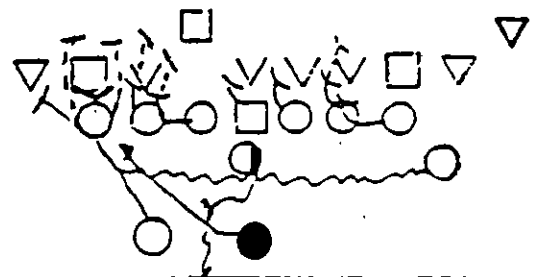
30 / 50Y



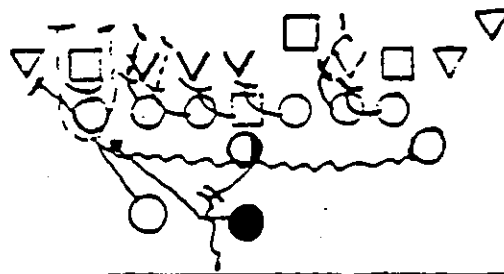
62



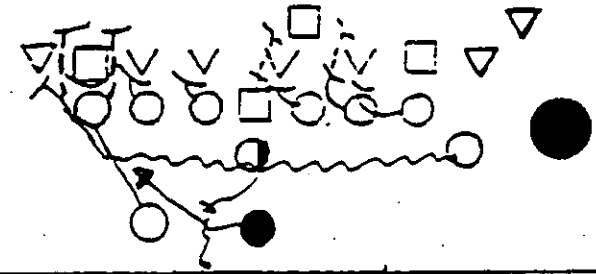
70



90



90G



ASSIGNMENTS

- QB - Reverse pivot. Cross 90° line. Effect handoff -- deep as possible. Fake Pass 137.
- FB - Normal. Lead step, but do not gain much ground. LM is inside leg of X/Y. Drive to hole. 2 way cut.
- RB - Minimum 1/2 outside. Landmark is tail of X/Y. Block opposite X/Y.
- WING - Peel motion. Block 1st wrong color outside block of X.

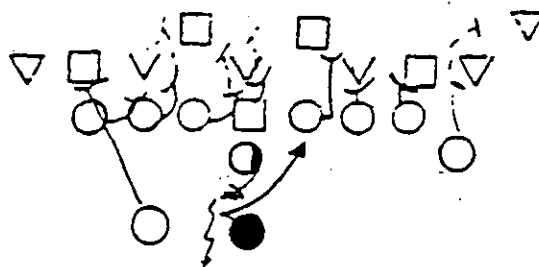
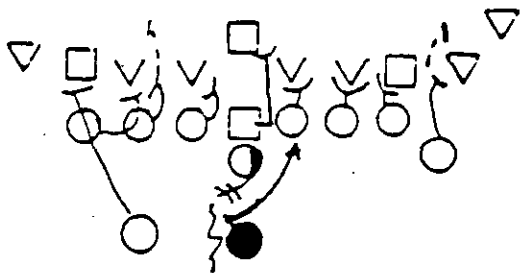
COACHING POINTS

- 1. Good vs. pinch.

POWER BROWN RIGHT SLANT 34 COUNTER

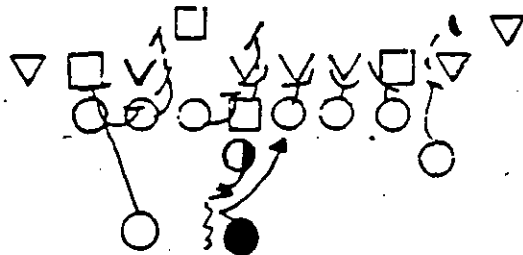
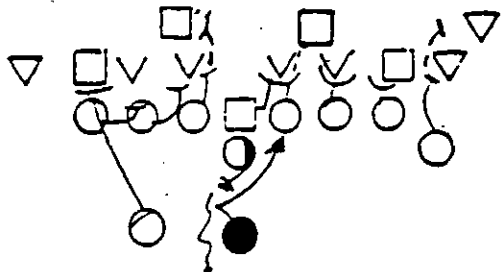
61

30 / 50Y



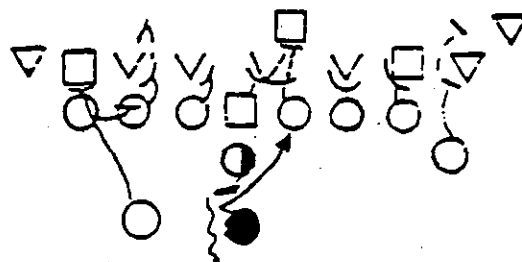
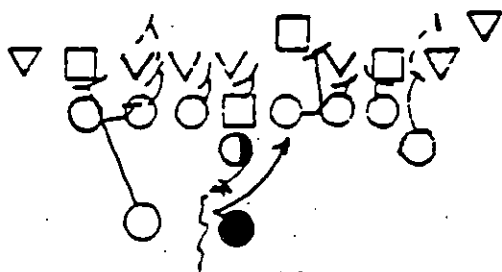
62

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90

90G



ASSIGNMENTS

QB - Reverse pivot(fake Slant 39)crossing 90°. Hard back to FB. Fake Pass.

FB - Normal. Lead step opposite hole with good head and shoulder fake. LM is outside leg of playside guard.

LT - Minimum, 1/2 out. LM is tail of X. Block 1st wrong color outside block of X.

WING - "M" side.

COACHING POINTS

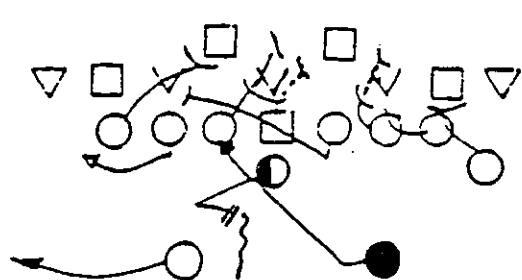
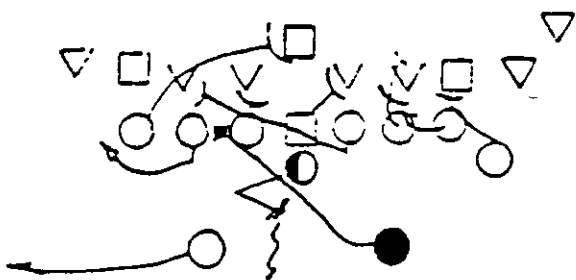
1. Good vs. Mac linebacker who flows fast.

2. Must go to 4 blocker side.

POWER RED RIGHT QUICK-TOSS 45 I-TRAP

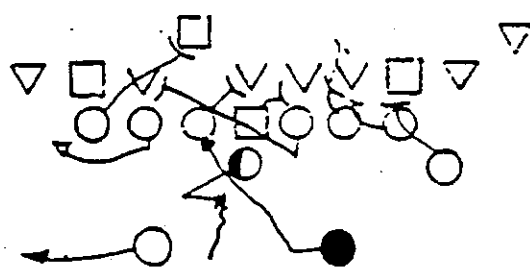
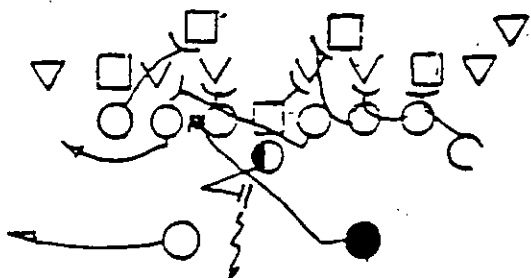
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30 / 50Y



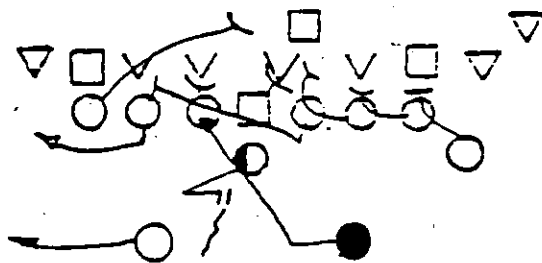
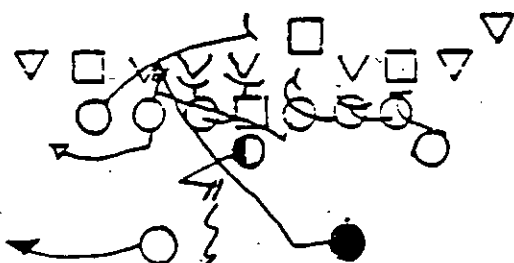
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90G



ASSIGNMENTS

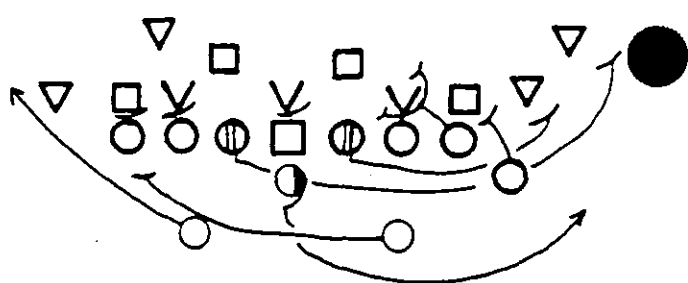
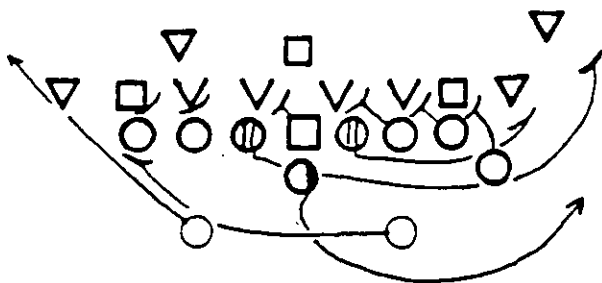
- QB - Front out playside one step on 45° angle. Reverse pivot. Effect handoff. Pass fake.
- FB - Normal. Lead step (parallel) for one step. LM is far leg of playside guard. Drive for hole after 1st step.
- RB - Normal. Flare. Fake pitch.
- WING - Scoop.

COACHING POINTS

1. Can be run strong or weak.
2. Can be run with or without Peel.
3. TE to playside, widen split.

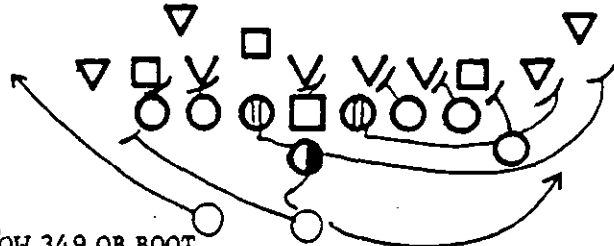
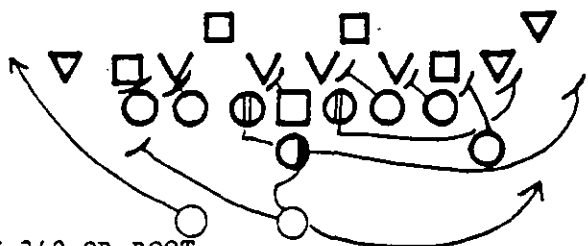
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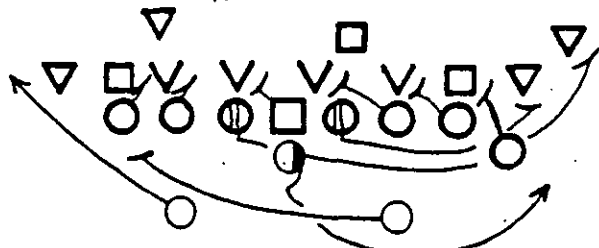
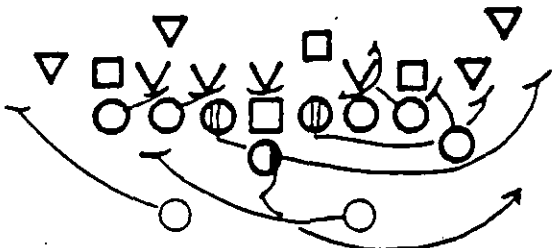


FLOW 349 QB BOOT

FLOW 349 QB BOOT

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90 G



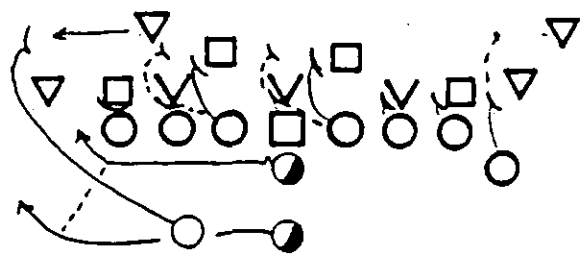
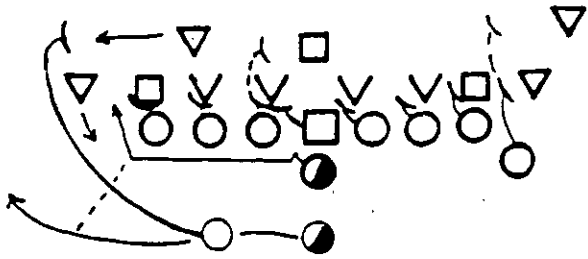
ASSIGNMENT

- QB - Reverse out, fake Flow 49, get depth and accelerate after fake. Run on off guard pull!
- FB - Good ball fake -- block corner.
- RB - Run outside of corner.
- WING - Down block on Stub -- sustain.

COACHING POINTS

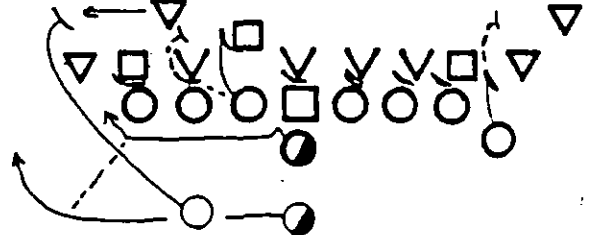
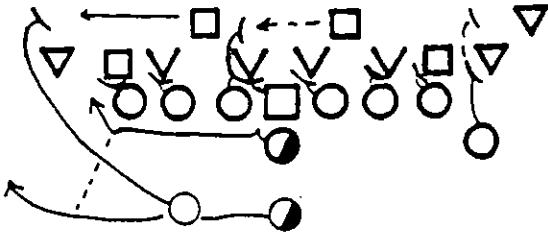
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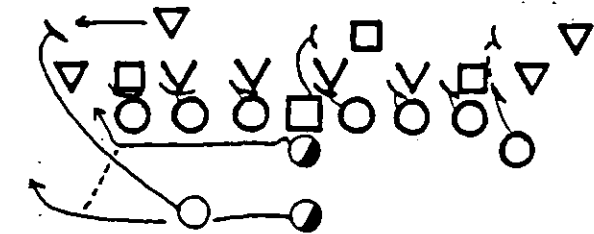
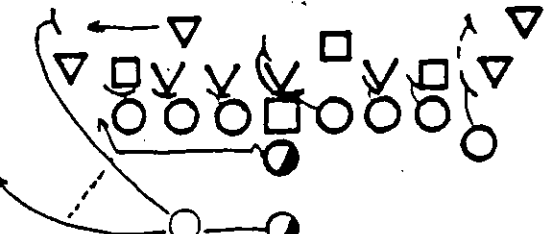
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90 G



ASSIGNMENT

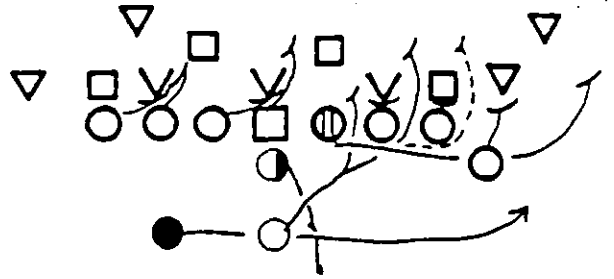
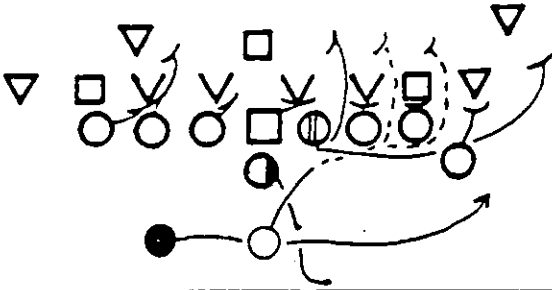
- QB - Quick jab step up with right foot, drop step with left foot, and run parallel to LOS approximately one yard from LOS. Option on corner.
- FB - Sprint in a line parallel with QB, trying to gain ground laterally to be slightly ahead for pitch.
- RB - Swing in arc outside the defensive corner looking back to inside for free safety. If corner should run out with you, bump him and continue to FS.
- WING - Inside cutoff on man over.

COACHING POINTS

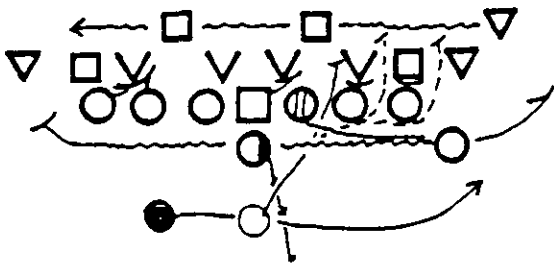
1. QB always think keep first.

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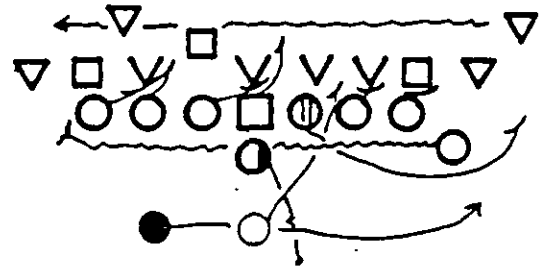
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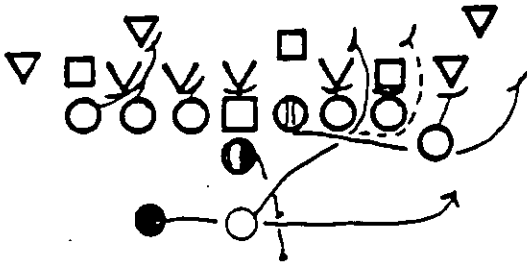
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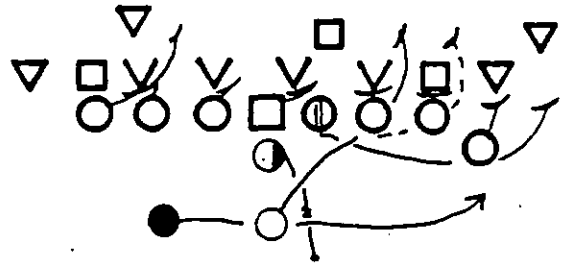
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90 G



ASSIGNMENT

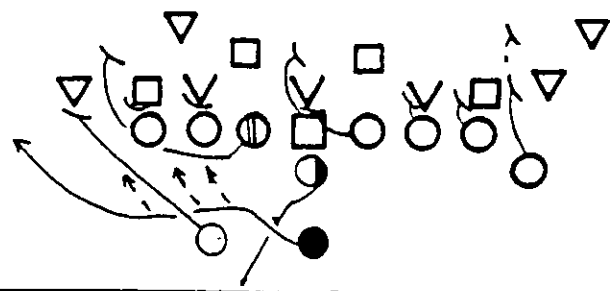
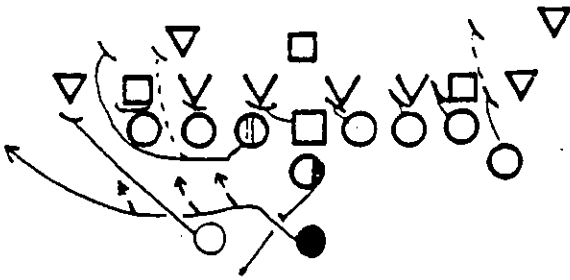
- QB - Front out on 90° line. Effect handoff on playside of 90° line. Fake slide pass.
- FB - Approach on GD area. If you have LB (OC on lineman) you will take him according to his flow responsibility.
- RB - Normal. Lead step parallel. Sprint to corner. Read block of TE and wing.
- WING - Hook technique.

COACHING POINTS

Vs. 62/40 gap strong FB will start out applying 40 principles, but may have to go to 30 principles.

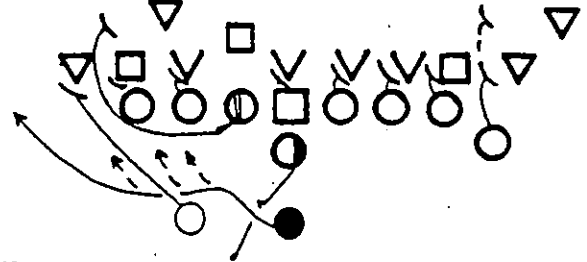
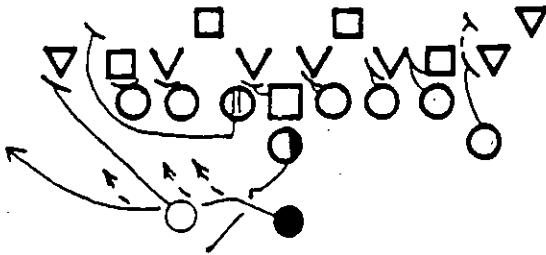
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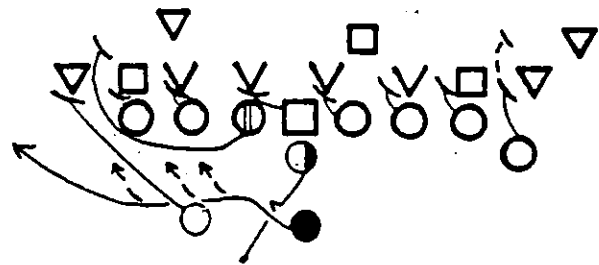
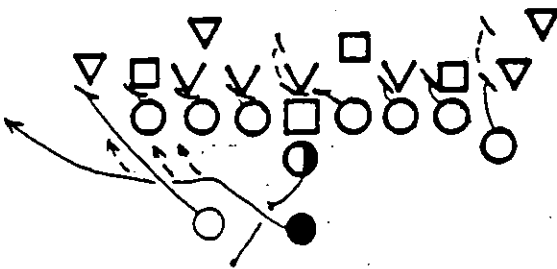
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90 G



ASSIGNMENT

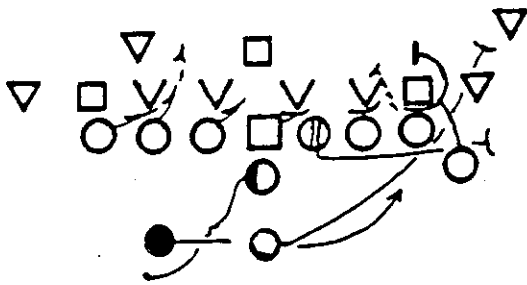
- QB - Reverse pivot. Cross 90° line. Effect handoff, as deep as possible. Fake Pass 139.
- FB - Normal. X overstep for LM -- inside leg of tackle. On third step be parallel and run for corner. Take crease if it appears.
- RB - Normal. LM is outside leg of end man on LOS. Go for outside leg of corner on or off LOS, unless he is stacked. Block outside leg/numbers.
- WING - Scoop.

COACHING POINTS

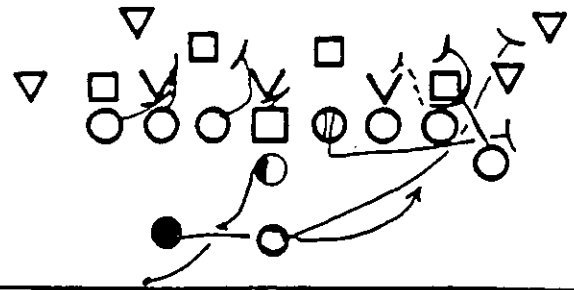
This play is an outside play -- the B back can take the inside cut if it shows.

POWER BROWN RIGHT FLOW 26 G LEAD

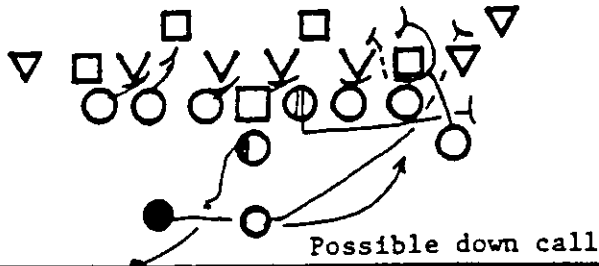
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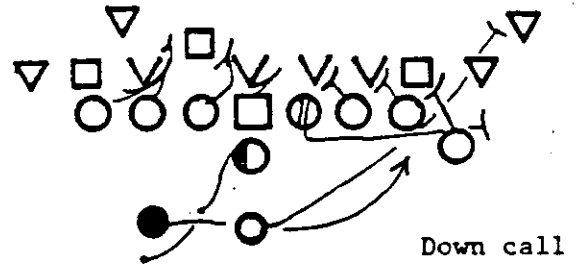
30/50



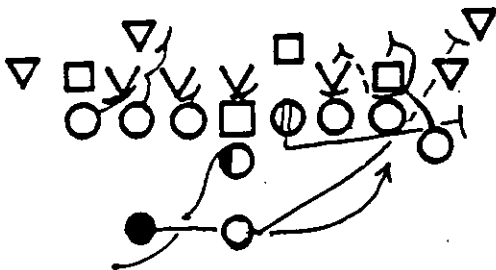
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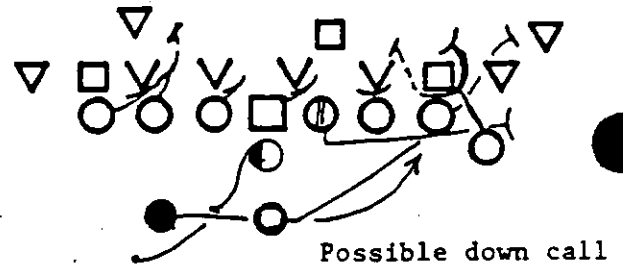
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90 G



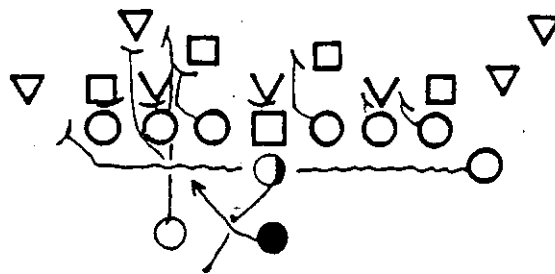
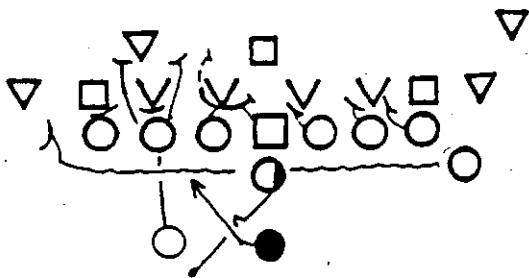
ASSIGNMENT

- QB - Face out to ballcarrier. Handoff. Fake keep.
- FB - Normal. Turn up underneath block of G, and block support.
- RB - Normal. Gain ground slightly. Run off block of guard.
- WING - Double block with TE and be ready to come off on LB. Always be alert for down call!

COACHING POINTS

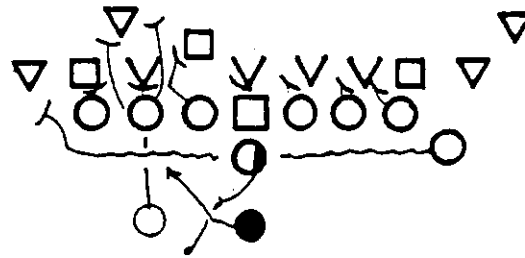
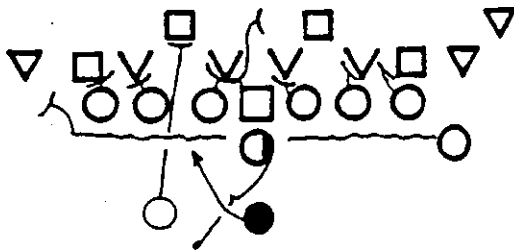
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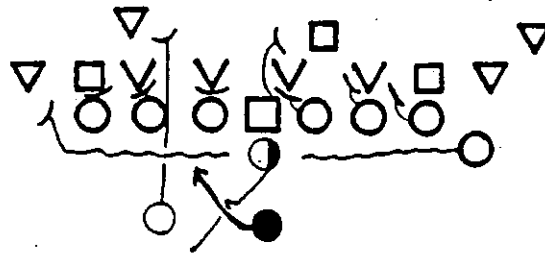
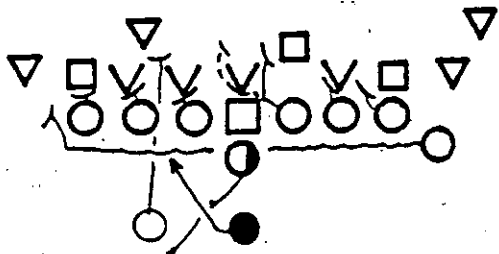
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90 G



ASSIGNMENT

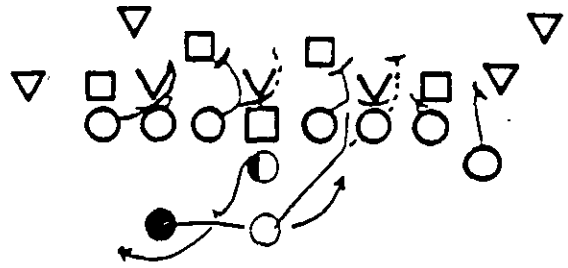
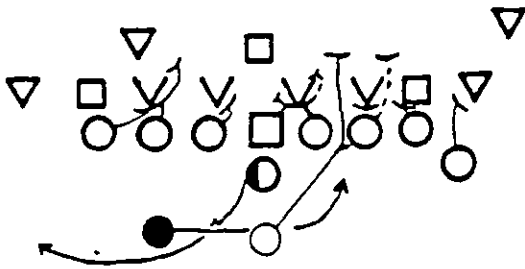
- QB - Reverse pivot. Cross 90° line. Effect handoff deep. Fake Pass 137.
- FB - Normal. Lead step and drive for LM which is inside leg of tackle. Tight hole, but may slice to crease.
- RB - Minimum, 1/2 out. LM is tail of tackle. Block opposite tackle.
- WING - Block first wrong color outside block of T. Zoom motion.

COACHING POINTS

H3 - sight adjust going through hole.

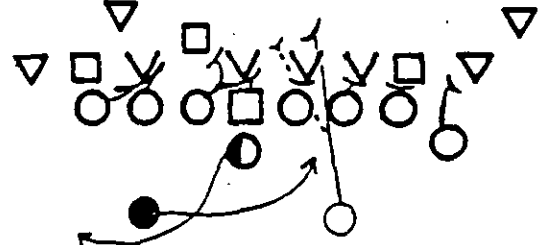
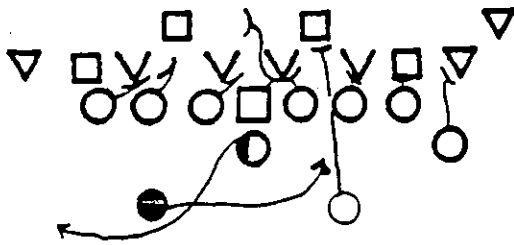
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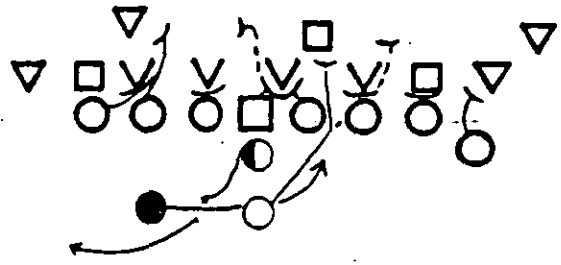
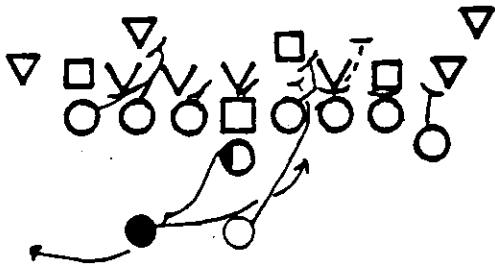
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90 G



ASSIGNMENT

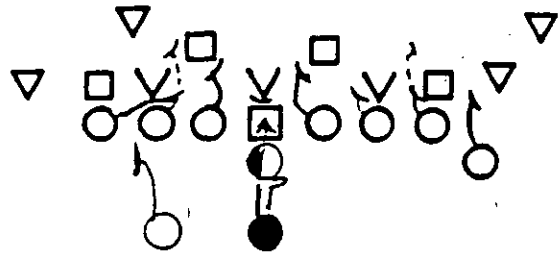
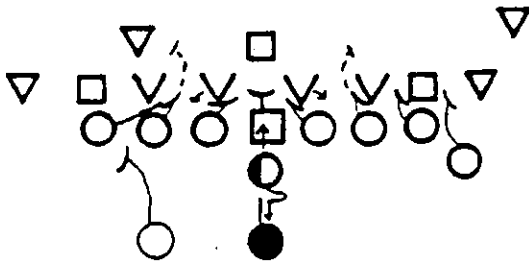
- QB - Open to ballcarrier. Effect handoff.
- FB - LM is tail of OT. Block opposite tackle.
- RB - Normal. Lead step slightly downhill. LM is inside leg of OT. Tight hole, follow lead block.
- WING - Block man over.

COACHING POINTS

Play may break to either side of OT, or possibly over center if defense runs double-out.

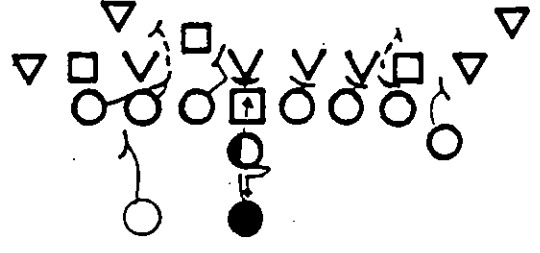
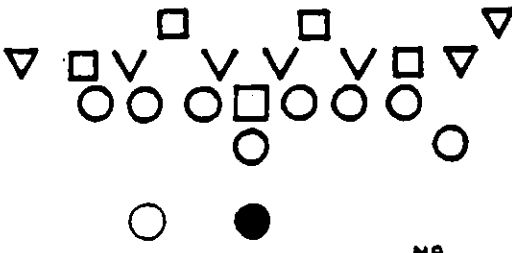
61

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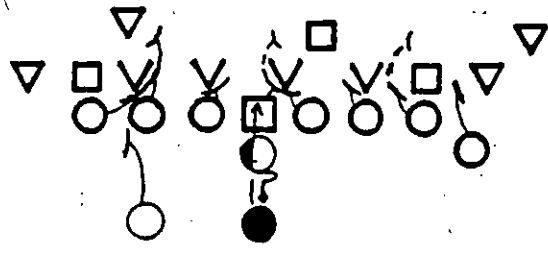
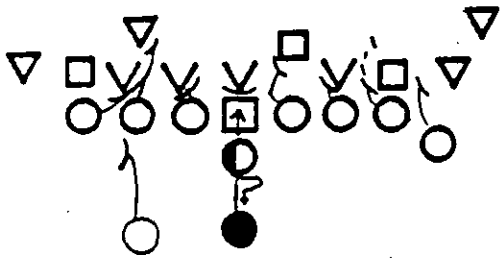
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NR.

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90 G



ASSIGNMENT

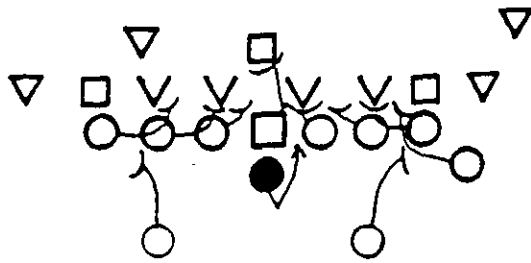
- QB - Open playside. Adequate pivot step so FB can hit directly over the center.
- FB - Drive straight ahead, keying for crack. This is a play you may have to bounce after you hit line for second effort TD.
- RB - Drive to outside leg of OT, sealing man over your T.
- WING - Inside cutoff.

COACHING POINTS

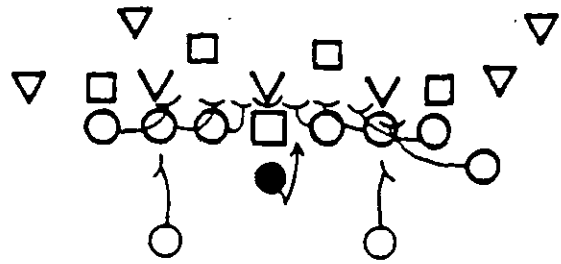
1. This play calls for good line surge.
2. Very good when defense is using a double-out charge.
3. May have FB jump the pile on a sellout gap charge for a yard or less.

POWER RED RIGHT QB WEDGE AT O

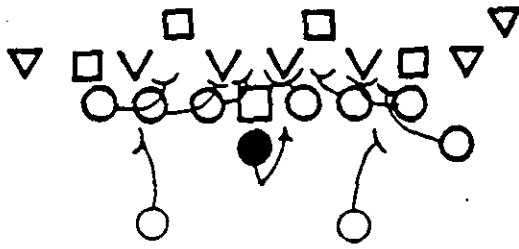
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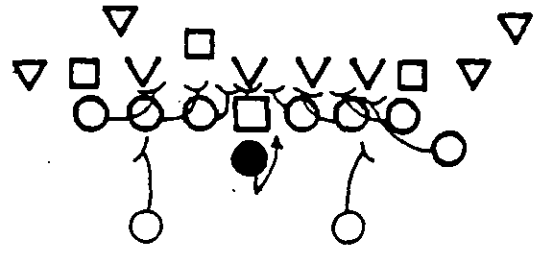
30/50



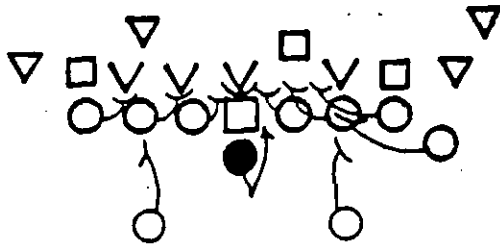
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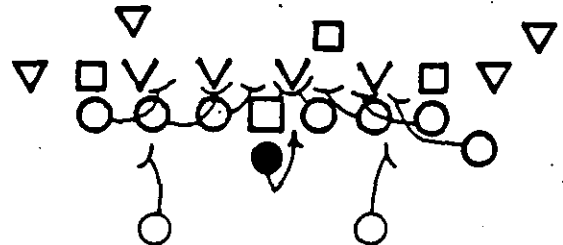
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90 G



ASSIGNMENT

QB - Sneak at wedge.

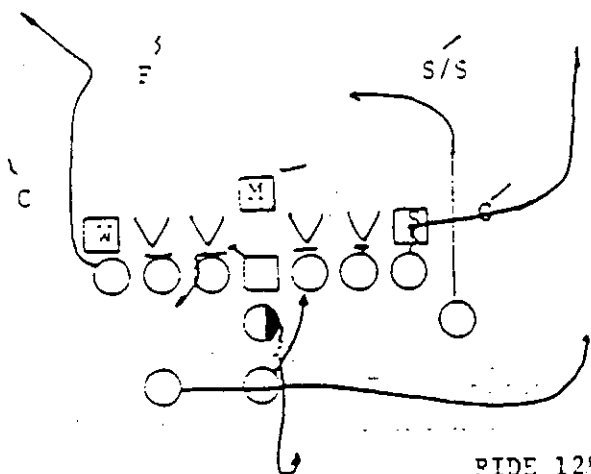
FB - Seal off inside, outside over Y area.

RB - Seal off inside, outside over T area.

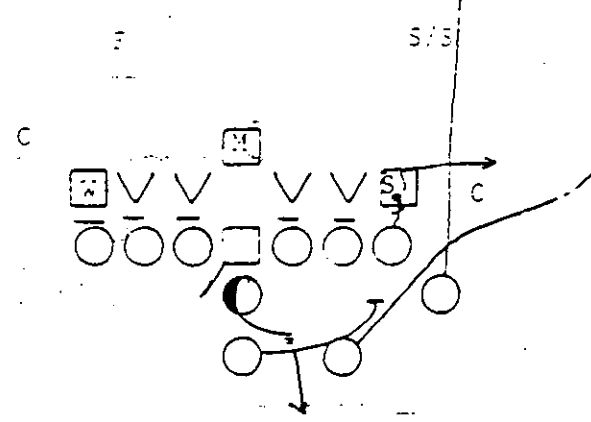
WING - Wedge.

COACHING POINTS

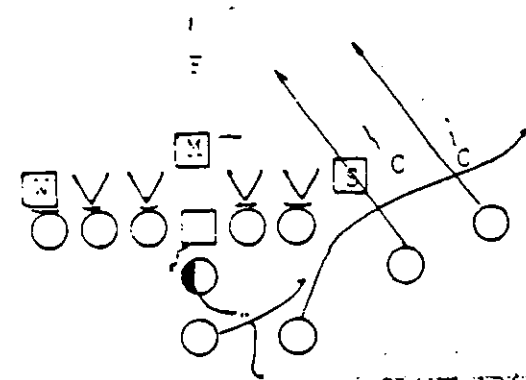
May call in game at 2 or 3 hole depending on defensive structure.



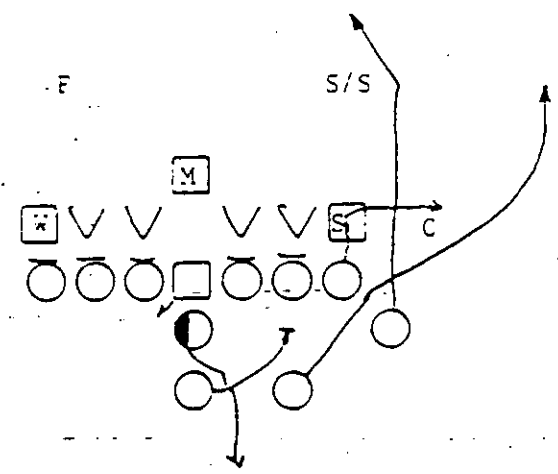
PIDE 128



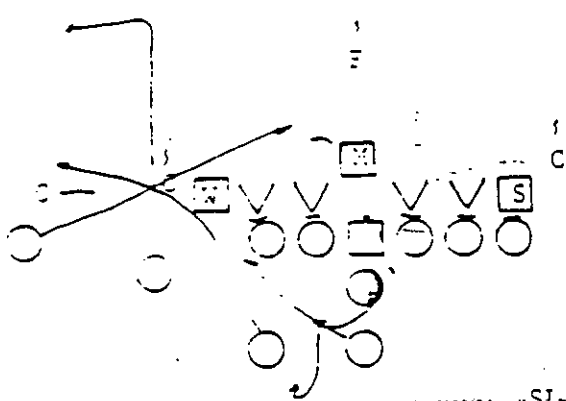
SLANT 136



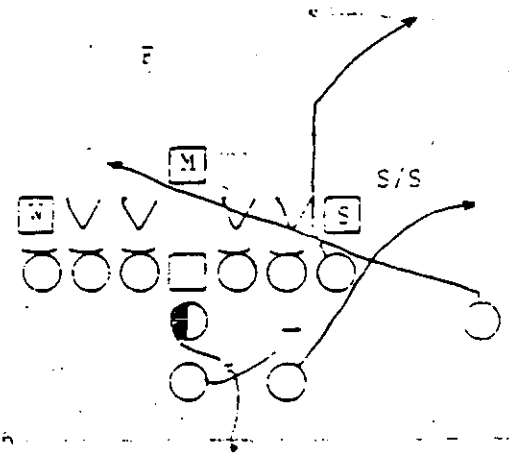
SLANT 136



SLANT 136



SLANT 136



SLANT 136