

The University of Kentucky

Offensive Playbook

includes :

- A) Running Game*
- B) Passing Game*
- C) Screens & Draws*

Kentucky's Air-Raid Passing Offense

I. 1-3-5 Step Game

A. Hot pass to uncovered receiver

B. Quick Game

1. Slants

2. Hitches

3. Fades

II. 5-7 Step Game

A. All Curl

B. Y-Cross

C. Y-Sail

III. Base Runs

A. Leads

B. Draws

IV. Best of 1997 Drives

A. Quick Strikes

B. Ball Control

Part 1 Go 1/2 speed
QB

QB

R
R
R

between back & #3

over

hole

R
R
settling

align top of #3

Problems
no air

vs. you - find grass & settle

vs. man - keep running

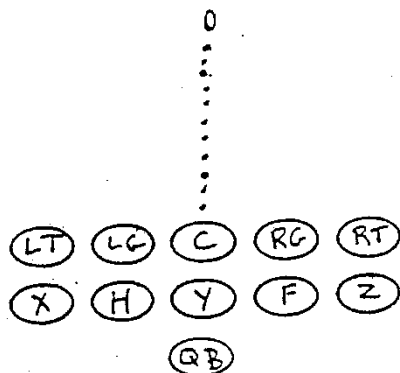
see never settle behind a dummy

get arms thrown over a dummy

★ pen ball BB & strip and hit
wrist / release to score

bucket drill - 33 gallon can for back

able Procedure



QB says: "Team - Formation, Motion, Play, Adjustments"

Wide Receivers leave

Repeat

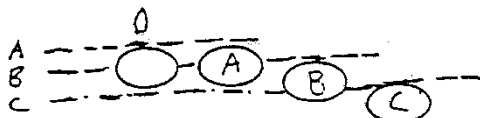
(Snap Count if Sound)

"Ready - Break" - Clap

Splits - (adjust as needed)



ment of Offensive Line



ensive Terms

dd - 50 defense

ven - 4-3 defense

lickel - Split or wide tackle fromt with 5 defensive blocks

lear - Chicago Bear 46 front

W hip M-Mike N S-Sam L-stud
 ○ ○ ○ ○ ○

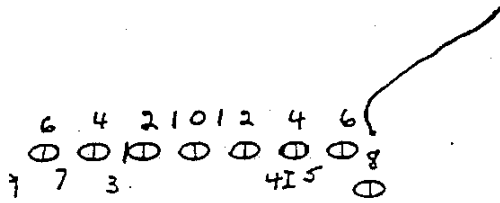
W E M S E
 ○ ○ ○ ○ ○

Even

M S
 E L L E
 ○ ○ ○ ○ ○

M S
 W L L L E
 ○ ○ ○ ○ ○

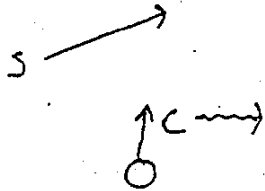
sive Techniques



Base



Corners

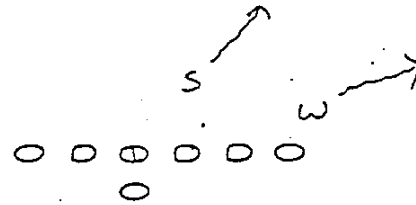
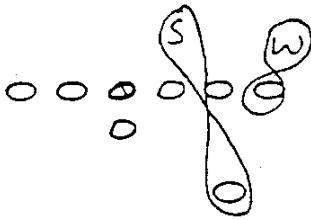


Roll

X

Press

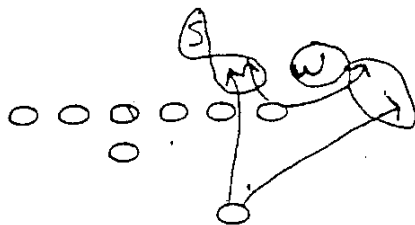
Corners



Zone

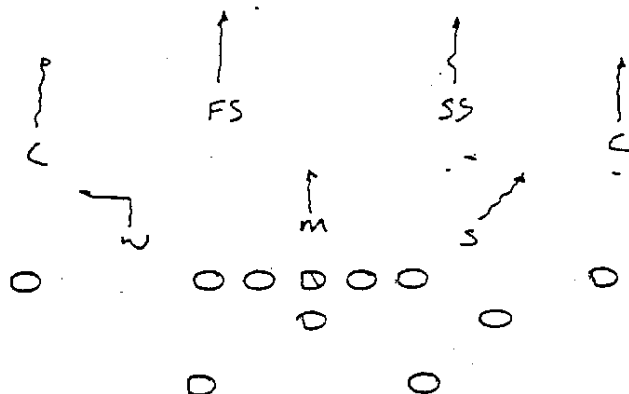
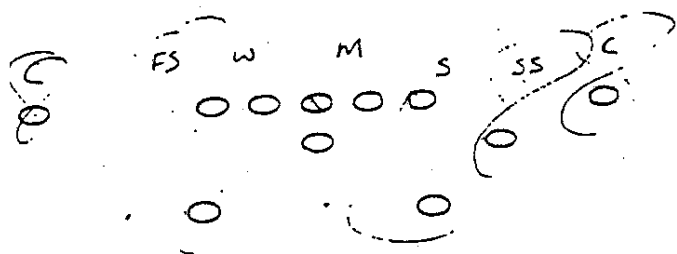
ers

Linebackers

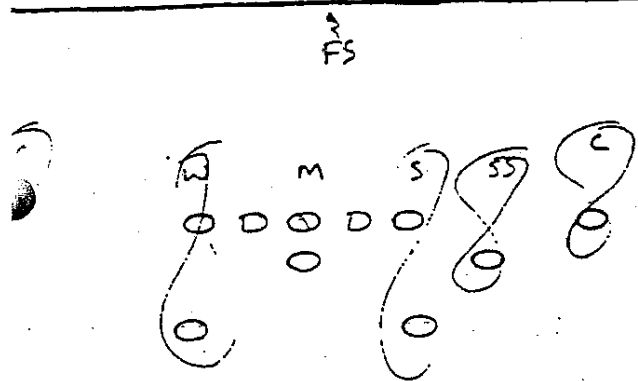


Banio

Defensive Terms - Secondary Calls & Stunts



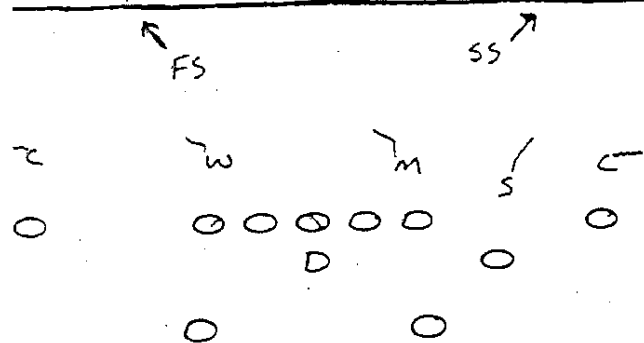
"4"



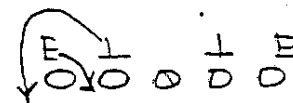
Stunt



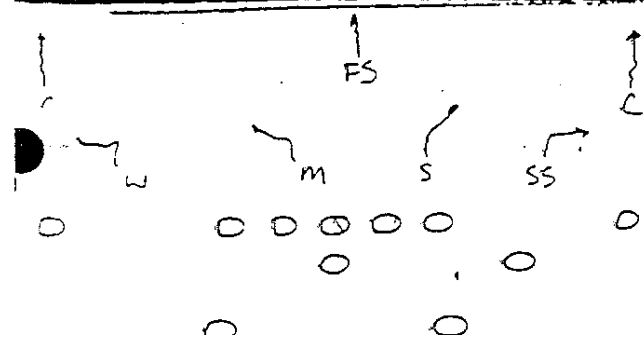
Twist



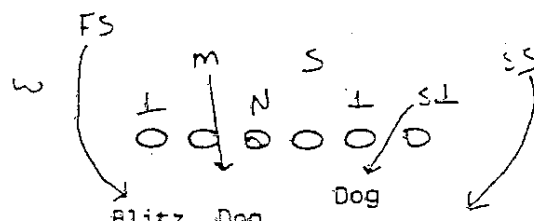
Stunt



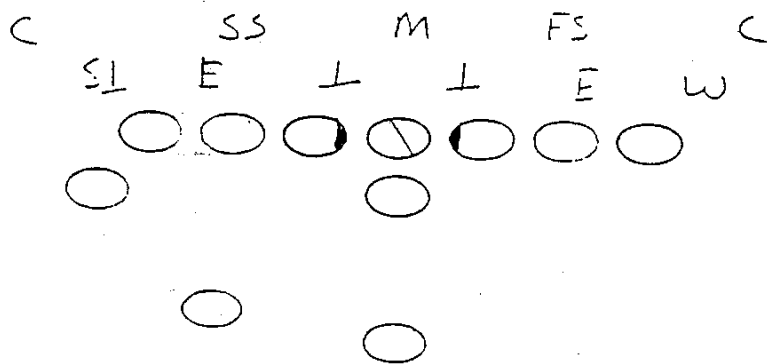
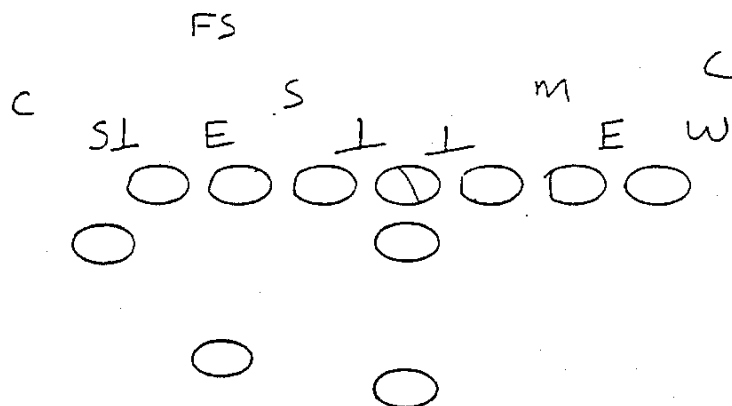
Loop



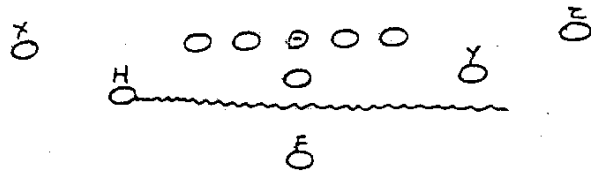
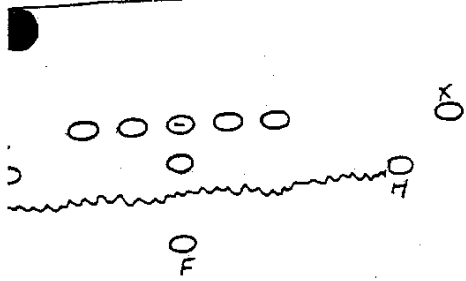
Stunt



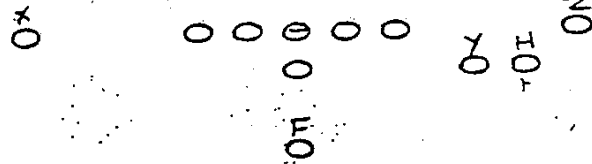
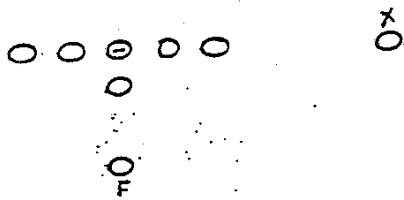
Line Defense



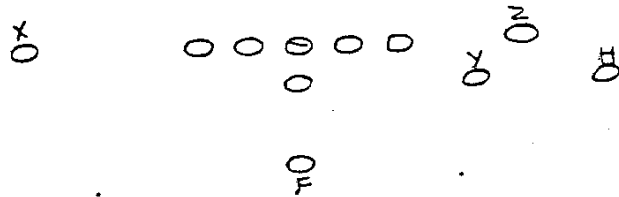
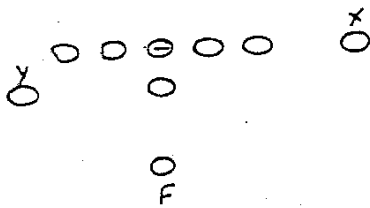
Rip - Low Scis



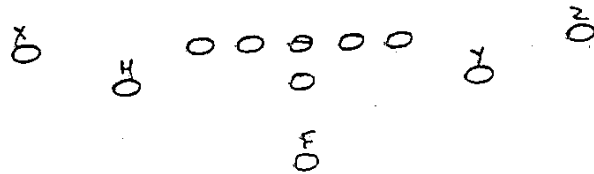
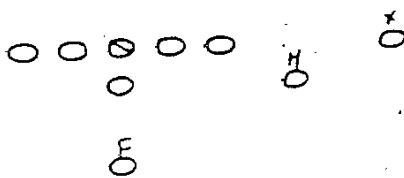
Rip



Early Rip



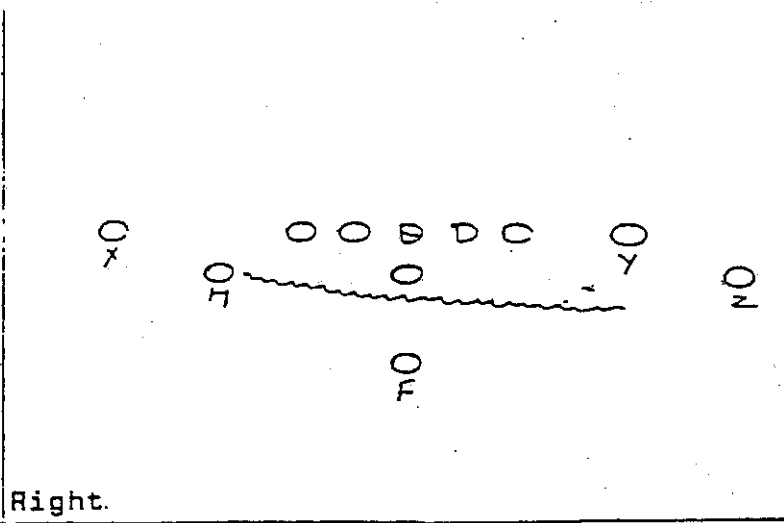
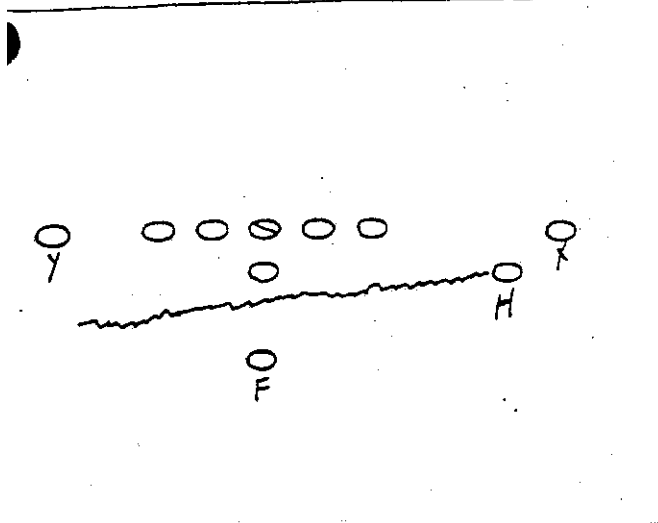
Late Rip



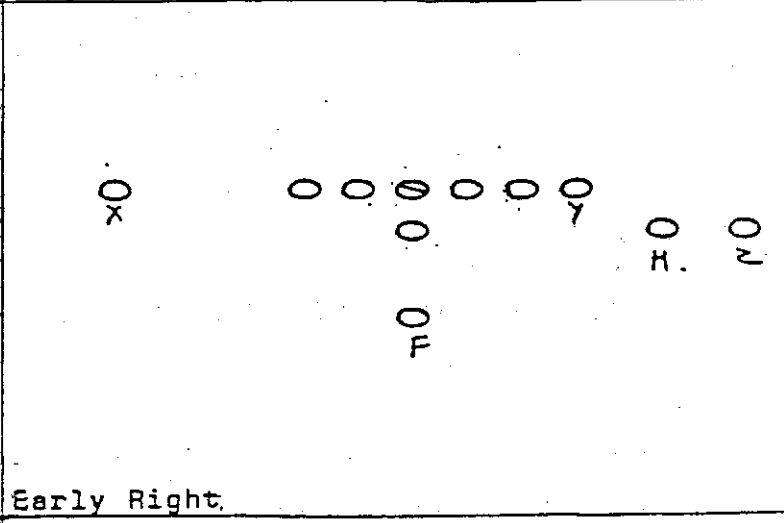
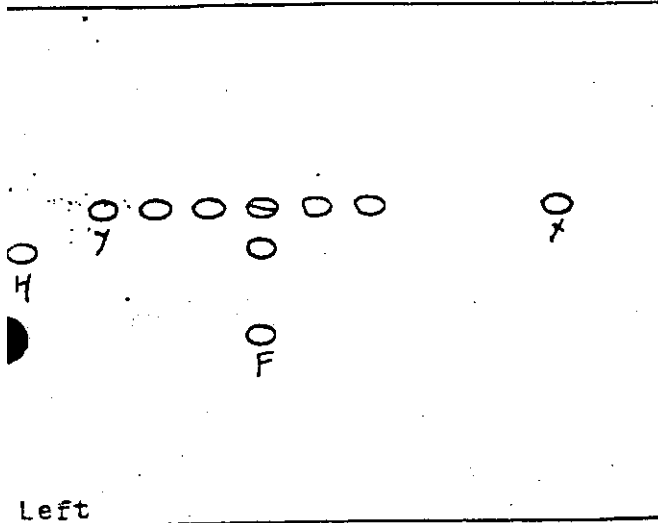
Rip - Lou Sets

<p>Diagram of Rip - Lou Set 1 (Blue Rip) Left Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'X'.</p>	<p>Diagram of Rip - Lou Set 1 (Blue Rip) Right Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'H', below the third is 'F', and to the right is 'Y' and 'Z'.</p> <p>Blue Rip</p>
<p>Diagram of Rip - Lou Set 2 (Green Rip) Left Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'H', below the third is 'F', and to the right is 'X'.</p>	<p>Diagram of Rip - Lou Set 2 (Green Rip) Right Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'Y' and 'Z'.</p> <p>Green Rip</p>
<p>Diagram of Rip - Lou Set 3 (Black Rip) Left Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'X'.</p>	<p>Diagram of Rip - Lou Set 3 (Black Rip) Right Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'Y' and 'Z'.</p> <p>Black Rip</p>
<p>Diagram of Rip - Lou Set 4 (Brown Rip) Left Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'X'.</p>	<p>Diagram of Rip - Lou Set 4 (Brown Rip) Right Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'H', below the third is 'F', and to the right is 'Y' and 'Z'.</p> <p>Brown Rip</p>
<p>Diagram of Rip - Lou Set 5 (Unlabeled) Left Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'H', below the third is 'F', and to the right is 'Y'.</p>	<p>Diagram of Rip - Lou Set 5 (Unlabeled) Right Panel: A horizontal row of five circles with a sixth circle below the third. Below the first circle is 'F', below the third is 'H', and to the right is 'Y' and 'Z'.</p>

Right - Left Sets

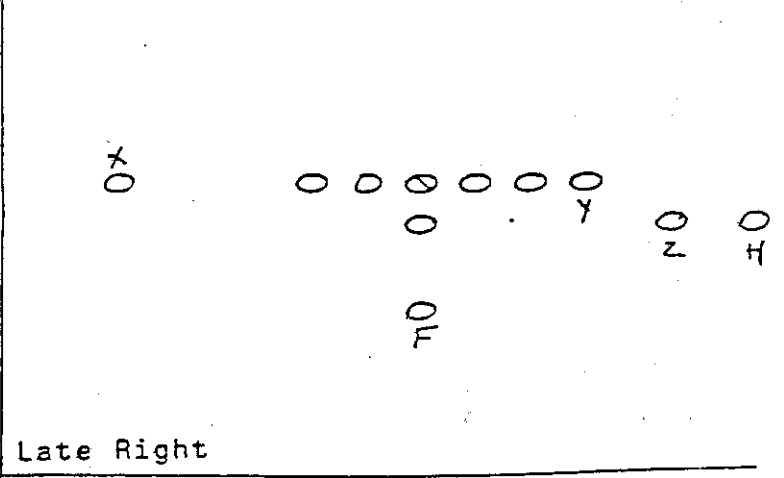
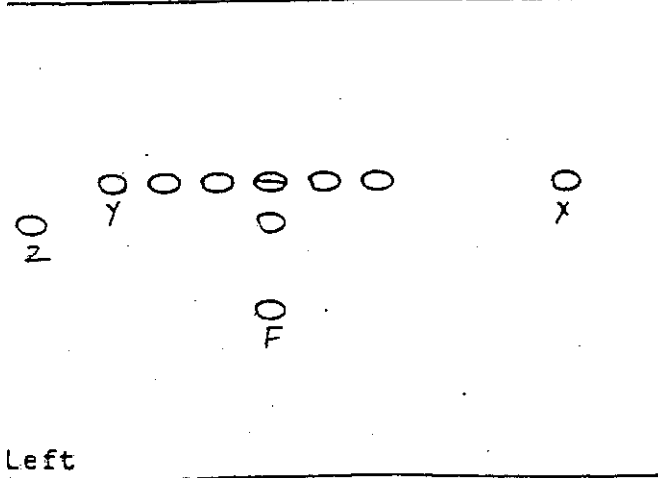


Right.



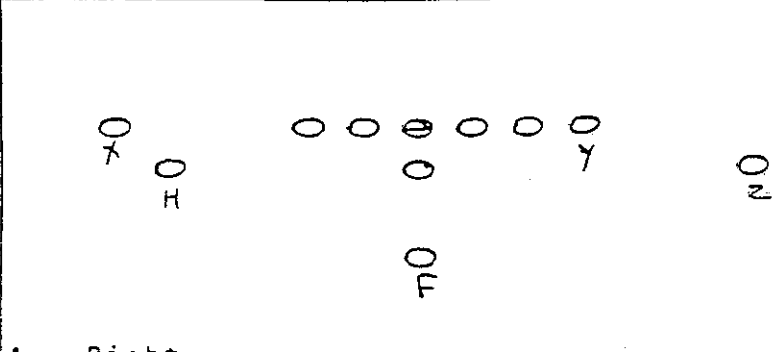
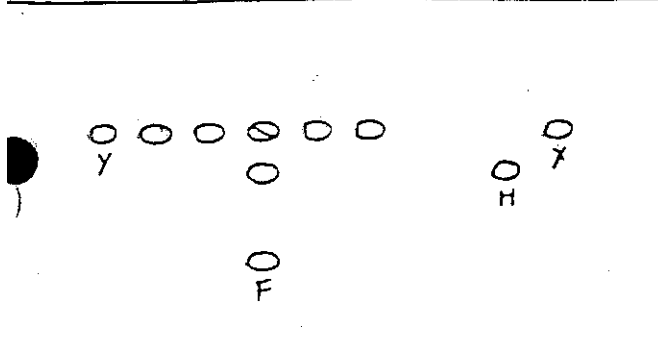
Left

Early Right.



Left

Late Right



Right - Left Sides

<p>Left</p> <p>Y O O O O O X</p> <p>F H</p>	<p>Blue Right</p> <p>X O O O O O Y Z</p> <p>H F</p>
---	---

<p>Left</p> <p>Y O O O O O X</p> <p>H F</p>	<p>Green Right</p> <p>X O O O O O Y Z</p> <p>F H</p>
---	--

<p>Left</p> <p>Y O O O O O X</p> <p>F H</p>	<p>Black Right</p> <p>X O O O O O Y Z</p> <p>F H</p>
---	--

<p>Left</p> <p>Y O O O O O X</p> <p>F H</p>	<p>Brown Right</p> <p>X O O O O O Y Z</p> <p>H F</p>
---	--

<p>Left</p> <p>Y O O O O O X</p> <p>H F</p>	<p>Black Right</p> <p>X O O O O O Y Z</p> <p>F H</p>
---	--

Special Sets

H O O O O O Y
 O
 F

O
Z

O
Z

Y O O O O O H
 O
 F

O
X

ight

Duece Left

X O O O O O Z
 O
 F

O
Y

O
Y

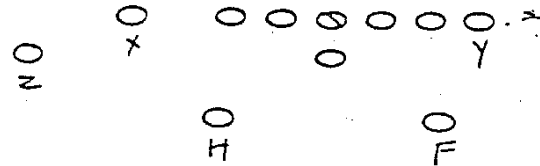
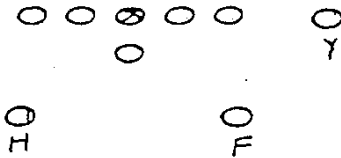
Z O O O O O Y
 O
 F

O
H

Dert Lou

Flip, Flop, Motion, & Gun

Flop



Right Flip - Flip = Z inside X

Blue Right Flop - Flop = Z outside X

- Add any letter i.e. Y-Fly, X move

Motion across

Motion in - does not cross

Return motion

Outgun formation from any set

Pass Offense

Hots - 1 to 4 steps to uncovered receiver. Called or sight adjusted

60's - 3 or 5 step - quick to medium routes

70's - Roll right - 72 or left - 73

80's - 7 step drop with draw fake medium to deep routes

90's - 7 step drop medium to deep routes

300's - Goaline and short yardage play action passes

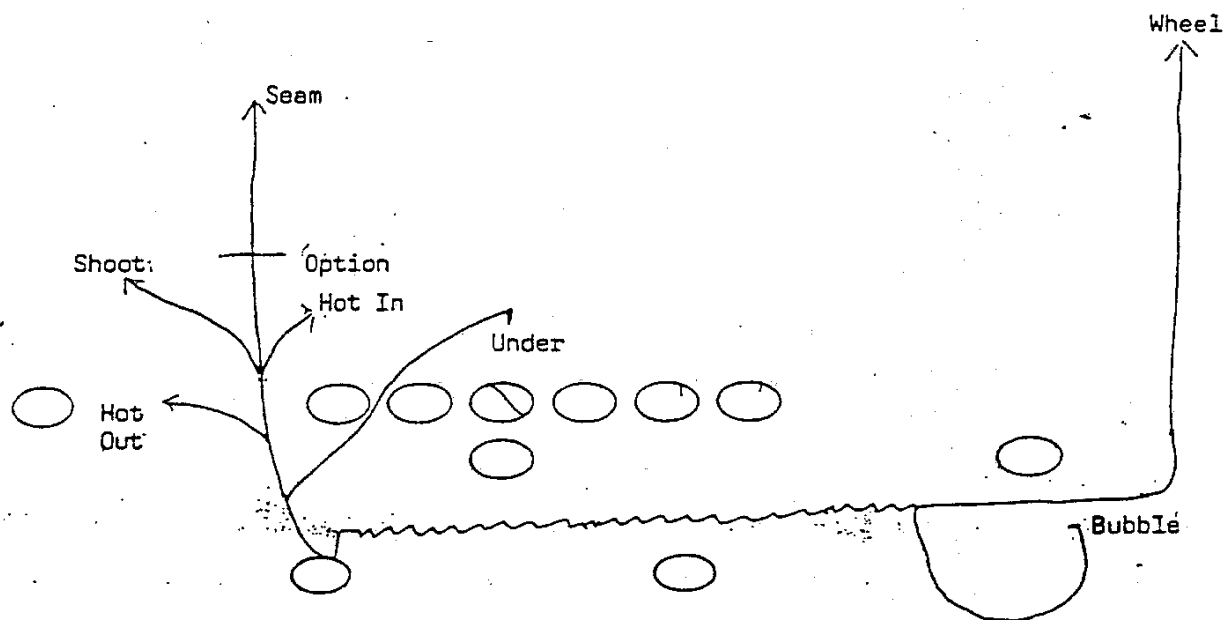
Play action - Passes called by saying play fake then route - i.e.
"Pass 28-94"

Nakeds QB sprint opposite run fake - Y - cross route

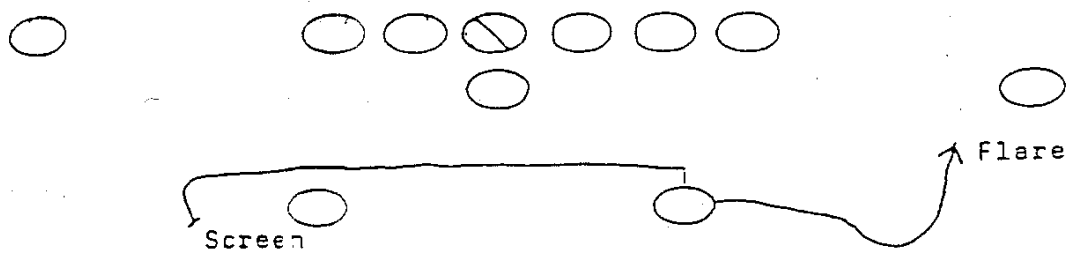
Screens - To HB/FB regular screens. To X-H-Y-Z quick screens

Shuttles - Run blocking with Utah pass for exchange

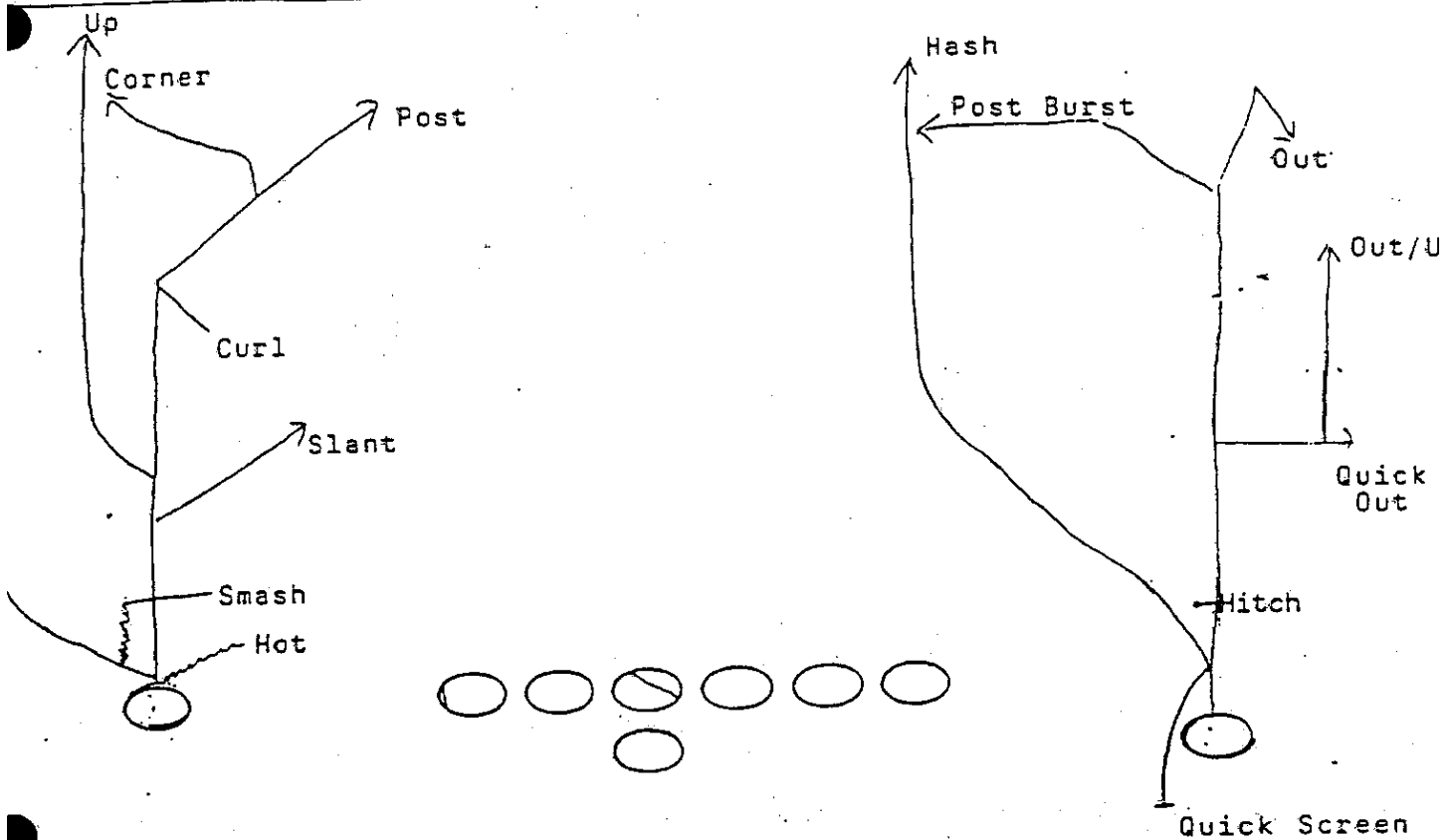
Routes



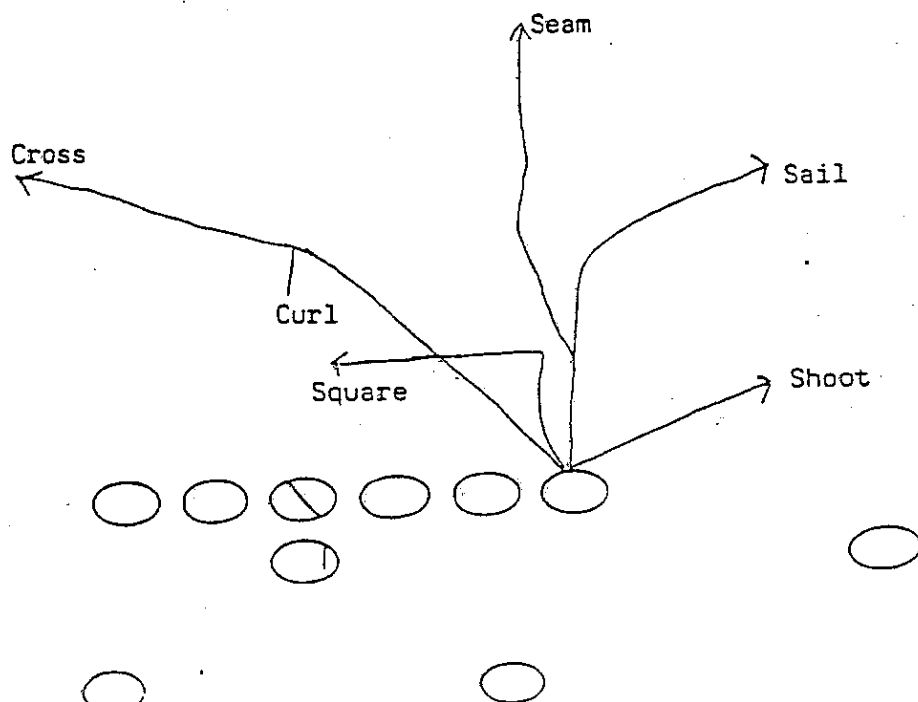
Backs - F + H



Rules



Receivers - X + Z



3
W

2
⊥

1
M

0
N

5
⊥

3
⊥

3
⊥

$\begin{matrix} 3 \\ 1 \\ 1 \\ 1 \\ 2 \end{matrix} \begin{matrix} E \\ T \\ T \\ T \\ E \end{matrix}$

33
F
140
1
3
1
E

```
set - Block #2.
```

RT Hard set - Block #2

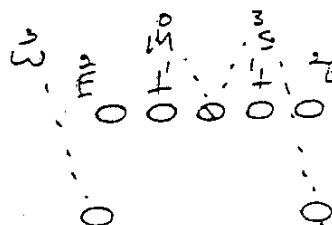
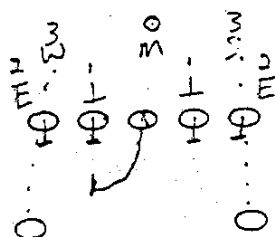
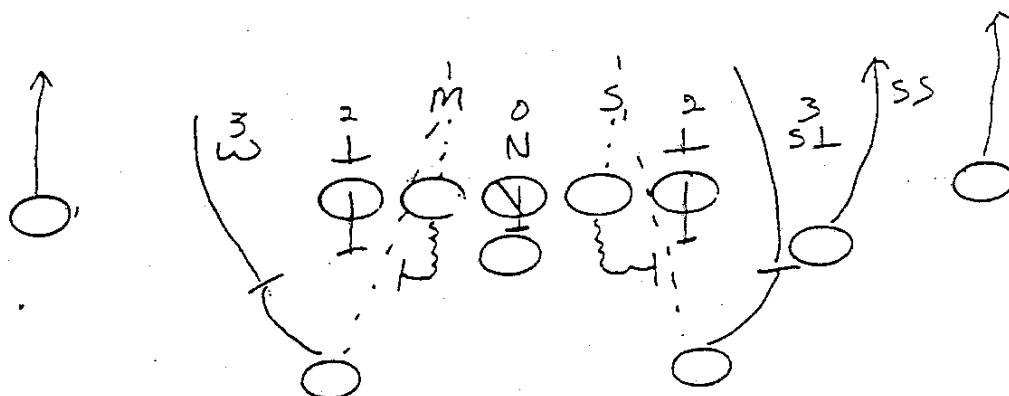
```
Set - Block #1
dd - read to #3
```

RG Hard set - Block #1

set - Block #0

H8/F8 Check #3 to route vs. odd read #1.

Protection



Nickel

Hard set - Block #2

RT - Hard set - Block #2

set - Block #1
- read to #3

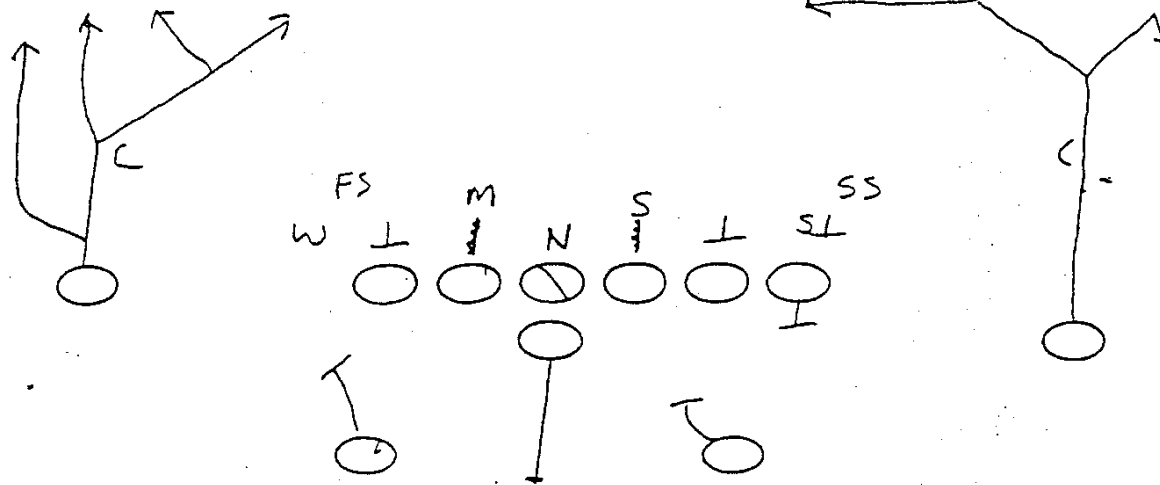
RG - Hard set - Block #1
Odd - Read to #3

Hard set - Block #0

HB/FB - Check #3 to route
odd - read #1

s Offense

erage 0

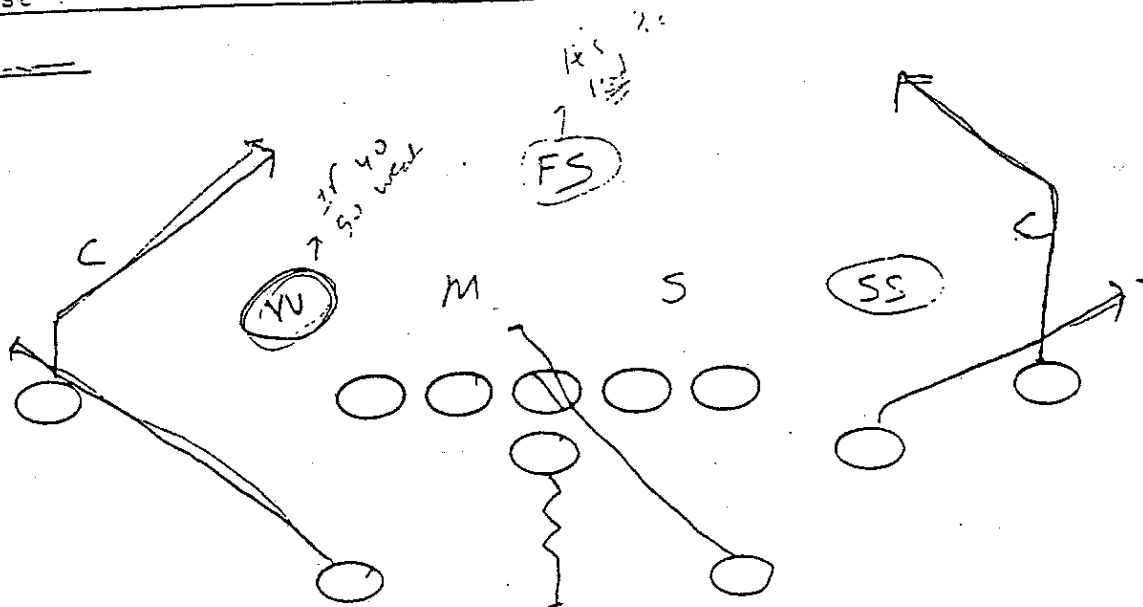


60

age	Coverage	Coverage
<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>
<p>: 3 long 2 short No FS - Audible coverage either side et signal from X. sion : 1 - X 2 - Z</p>	<p>HB Maximum protection #3</p> <hr/> <p>FB Maximum protection most dangerous #4</p>	<p>X Signal deep route to QB</p> <hr/> <p>Y Maximum protection #3</p> <hr/> <p>Z Signal medium route to QB</p>

Offense

age



61

Coverage

Coverage

Coverage

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

: 1 long 2 short
: FS - go away from him.

hip to W.S.
SS to SS
ssion :

- #1 - post
- #2 - shoot
- #3 - FB

HB
check #3 to shoot

FB
check #3 to under

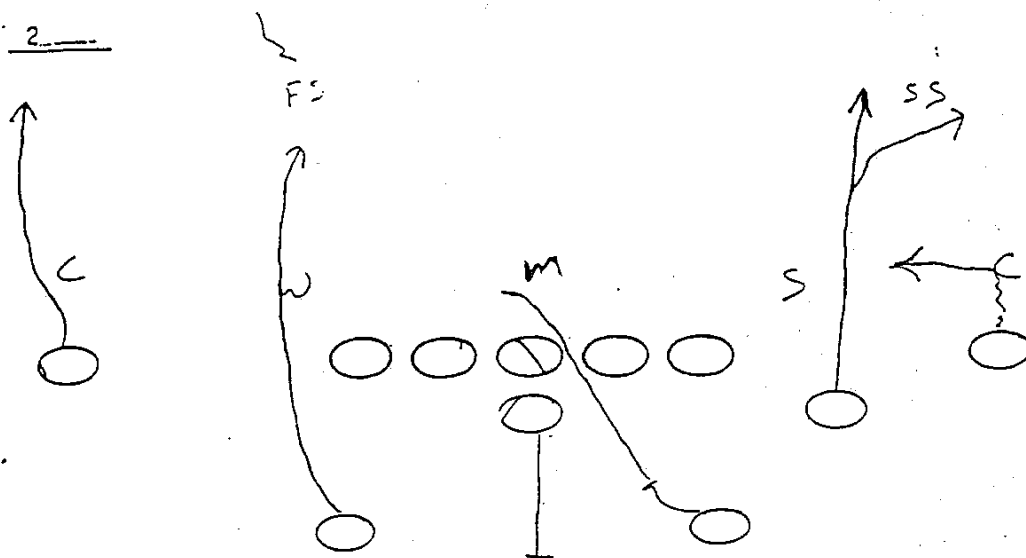
X
slant 5th step

Y
shoot route

Z
slant 5th step

Offense

age 2

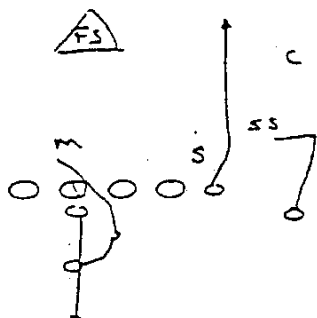


62

ie 3

Coverage

Coverage



Fs - go HB to Y

3 long 2 short

FS - Audible this vs. cover 2:

ion :
 #1 - X
 #2 - H
 #3 - Read b.S.
 smash rt.

HB
 Hot #3
 Seam Route

FB
 Check #3 to under

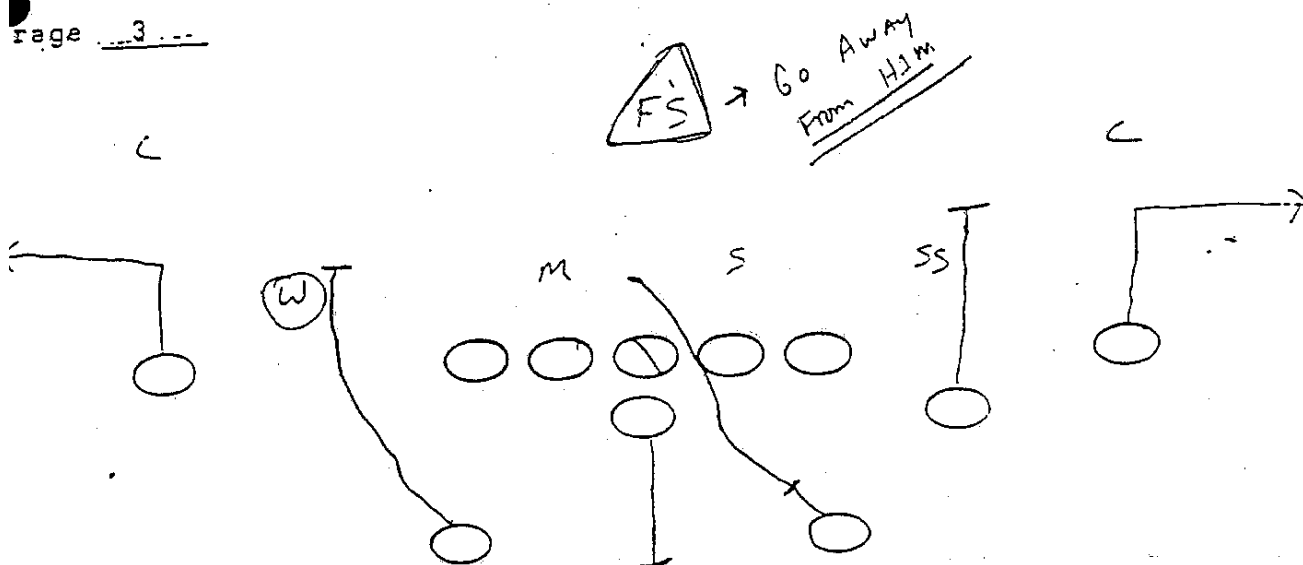
X
 Fade vs. Roll

Y
 Read safety seam or corner

Z
 Smash

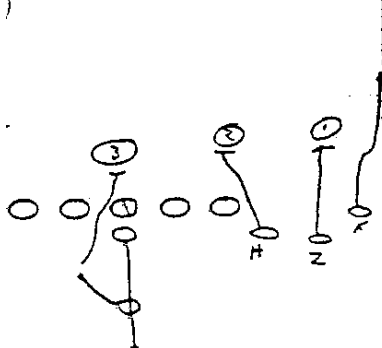
Offense

Page 3



63

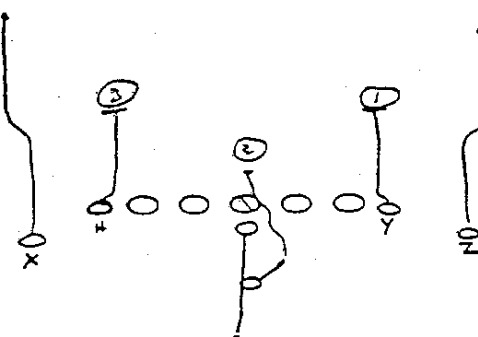
LT flip 63 Z - opt.



: 3 Long 2 short
FS - go away from him

ip - W.S.
S - SS
sion : #1 - out
#2 - option
#3 - FB
tments)

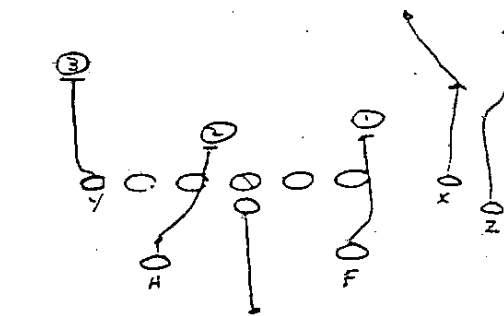
Duece RT 63 Y-option



HB:
check #3 option route

FB
check #3 under route

Coverage
Green RT Flop 63 F-Opt.



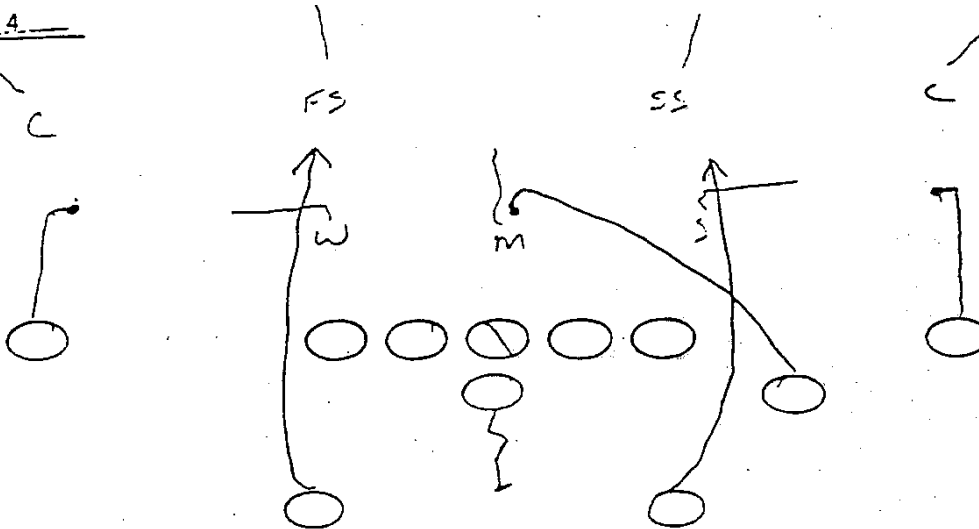
X
Quick out
(fade when letter called)

Y
Option route

Z
Quick out
(fade when letter called)

ss Offense

erage 4

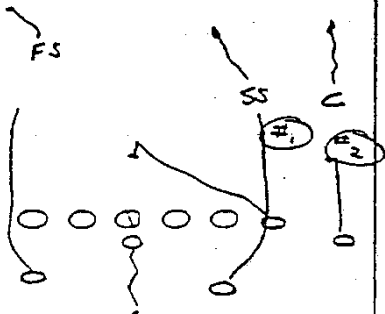


64

Images

Coverage

Coverage



Images

Images

: 1 long 2 short

: FS' to S'S' to CB's

Whip - W.S.

Jam - S.S.

vision :

#1 - Hot to HB or FB

#2 - Hitch to WR that side

#3 - T F in middle

HB

Hot #3 seam route

X

Hitch on 3rd step

Y

Hitch over ball at 6 yds. depth.

FB

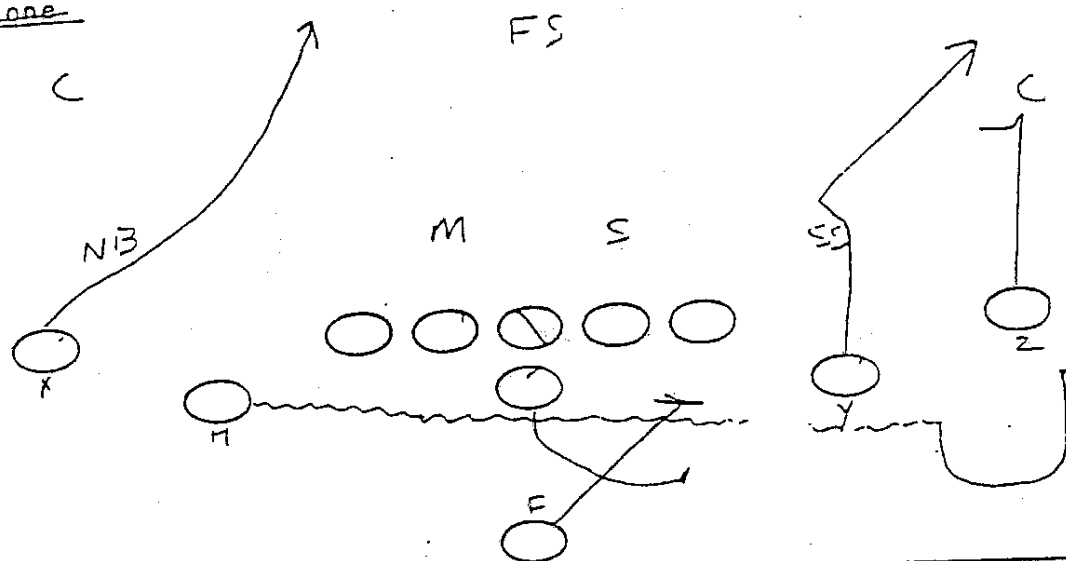
Hot #3 seam route

Z

Hitch on 3rd step

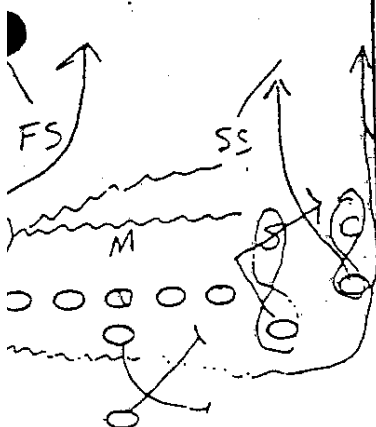
ffense

age Zone

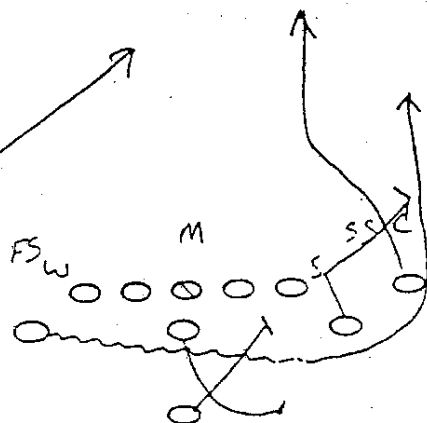


72 Bubble!

se Man



Coverage Blitz



Coverage



: 5 - 7 step roll

Coverage on motion man

SS vs. Zone
FS vs. Man

ession :

#1 - Z

#2 - H

40 v vs man

HB vs. zone - check hot run
bubble route vs. man or blitz-
check hot, run wheel route-
read depth of man covering you

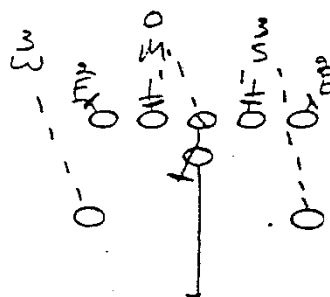
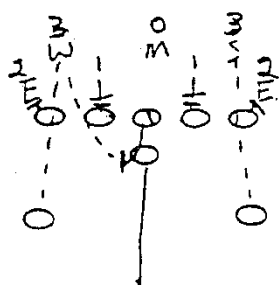
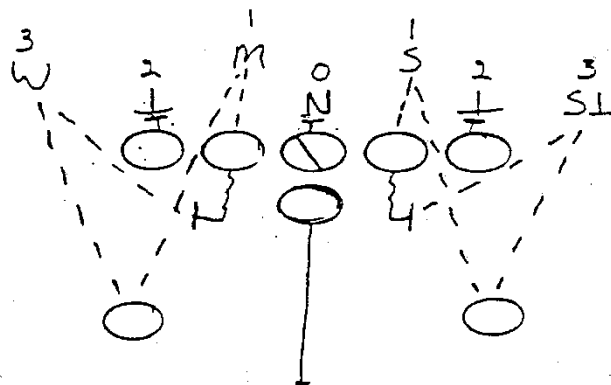
FB Block #3 utility

X Post

Y vs. zone - check hot, rub off
hot defender, corner route vs.
man or blitz - fake inside
cut run shoot route

Z vs. zone - stop route vs. man-
hash & up vs. blitz-slant & up

Pass Protection - 90 Series



Nickel

ick set - Block #2

RT Quick set - Block #2

ck set - Block #1
1 - Read to #3

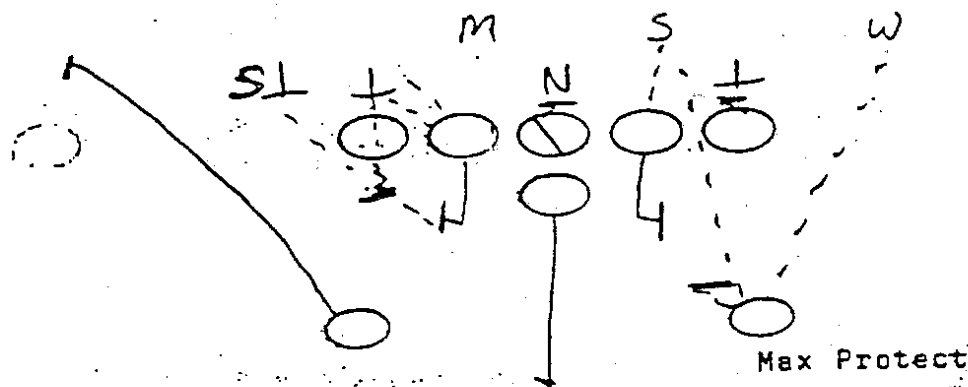
RG Quick set - Block #1
odd - read to #3

l1 Front - Quick set
ock #0

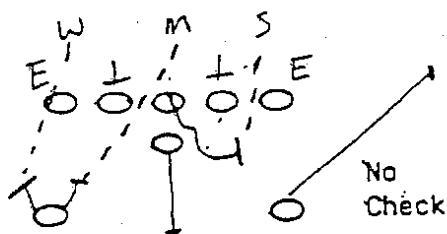
H8 Check #3 - one back set - Hot LBs w/QB
odd - read #1

Pass Protection - 90 Series - Adjustments

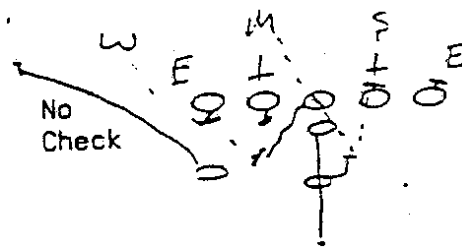
ingo/Lucky



vs.



vs



Lucky vs
Nickel

#2 unless "Fan" call then #3

BST Same 90 Prot

unless "Fan" call then #2

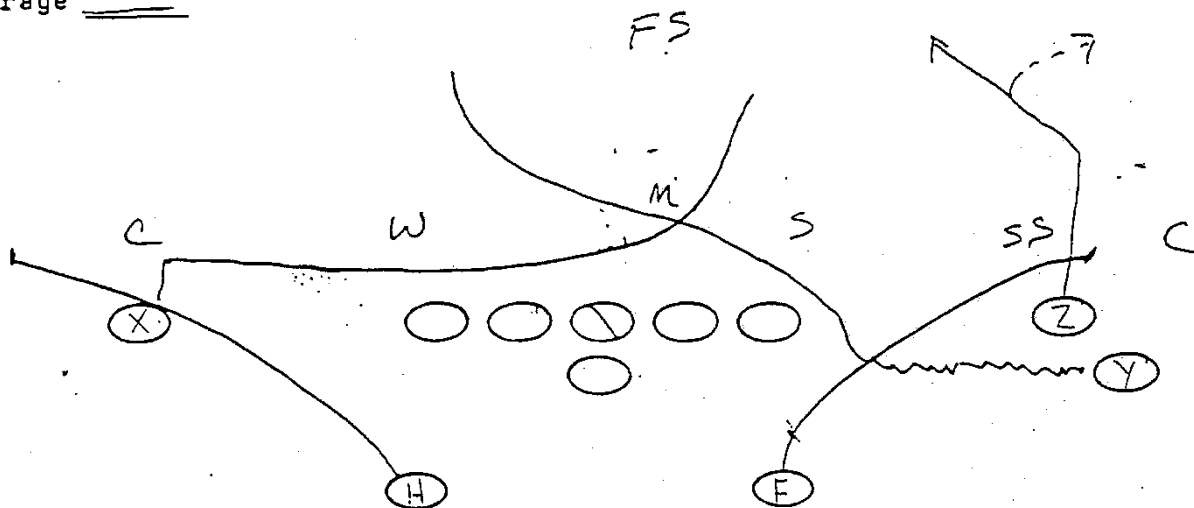
BSG Same 90 Prot

#1 - #0

H8/F8 To side called - Free route
Away side called - Max Protect

s Offense.. 90 Series

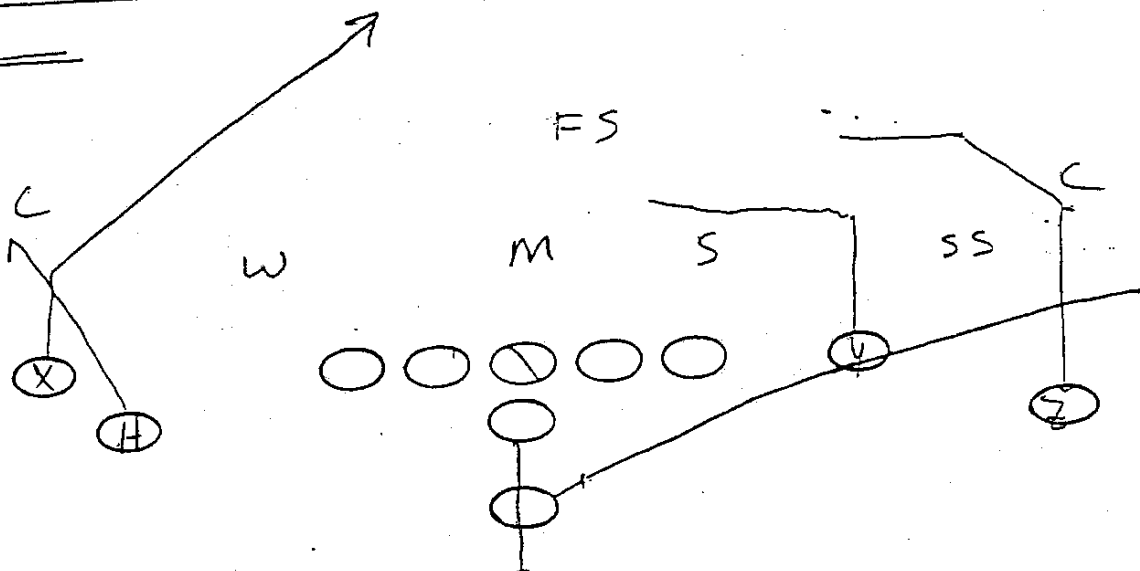
erage



: Late Blue Rip 92 (Y - Fly Automatic)

age <u> </u>	Coverage <u> </u>	Coverage <u> </u>
<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>
<p>: 5 long 2 short coverage on Z Mesh lon : #1 - Z #2 - Mesh X or Y #3 - HB or FB</p>	<p>HB: Check #3, shoot route FB Same as H</p>	<p>X Cross, mesh w/Y Y Cross, set depth Z <u> </u></p>

verage _____



y : Ace Right 931

page 2

Governing

Coverage

1 FS

SAM

HB: Check #3
shoot route

FB Same as H

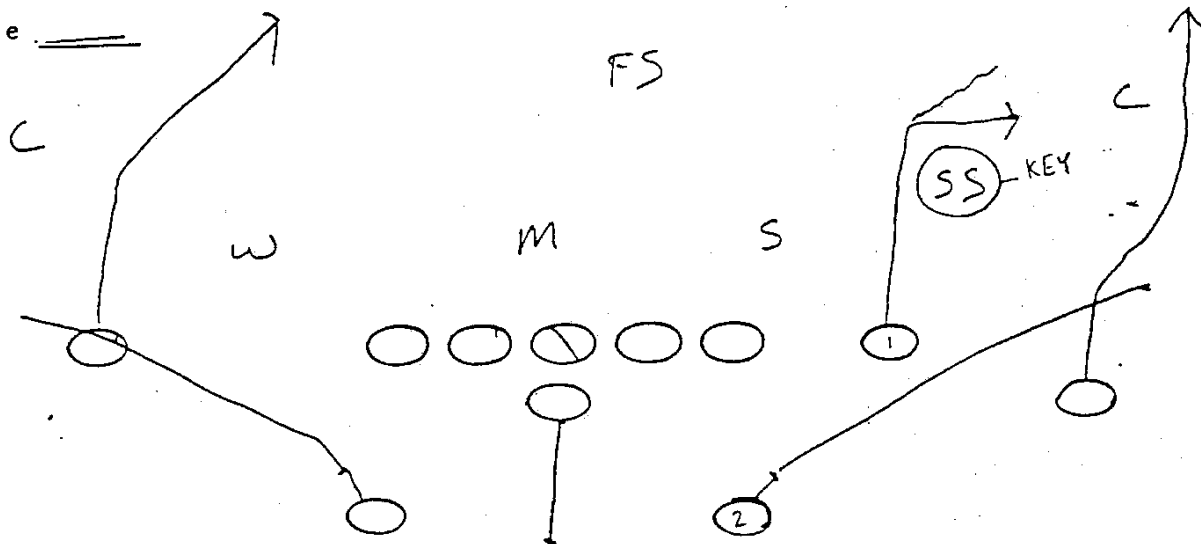
X Post - think TD

Y Square at 7 yards - read
MLB

2 Burst at 17 yards

Offense 90 Series

age _____



Blue Right 94

je _____

Coverage _____

Coverage _____

○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

5 long 2 short

FS

SS

on : #1 - Y
#2 - F

HB Check #3
Shoot route

FB Same as H

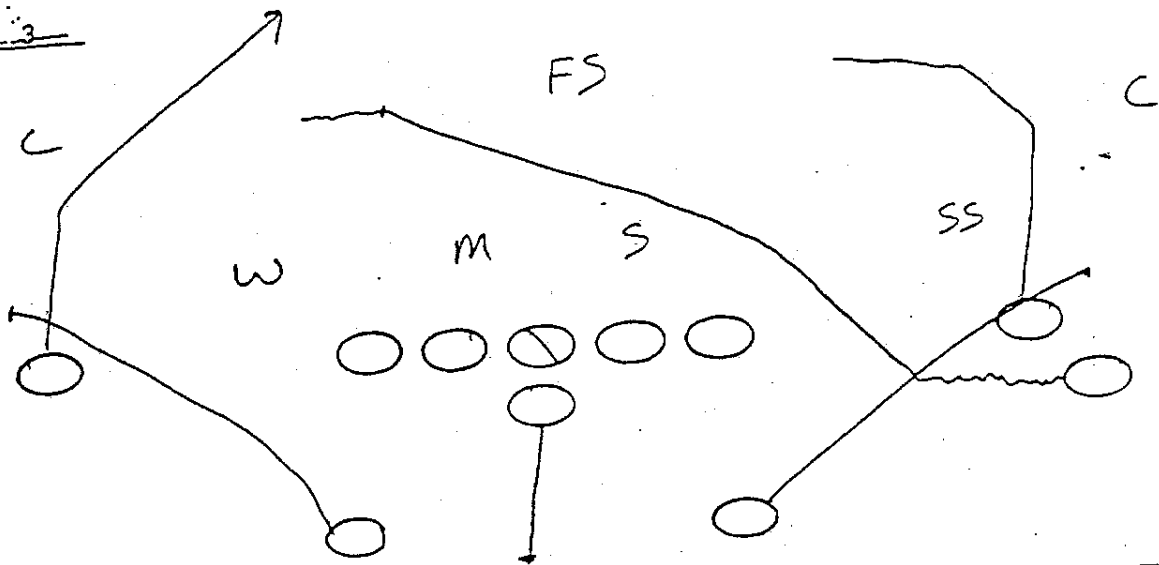
X Post - think TD

Y 10 yd sail route - convert
to out vs. man coverage

Z up route

s Offense 90 Series

erage 3



Blue Rip 95

Coverage

Coverage

o o o o o

o o o o o

o o o o o

pr : 5 long 2 short

FS

Whip

ession : #1 - Y
#2 - HB

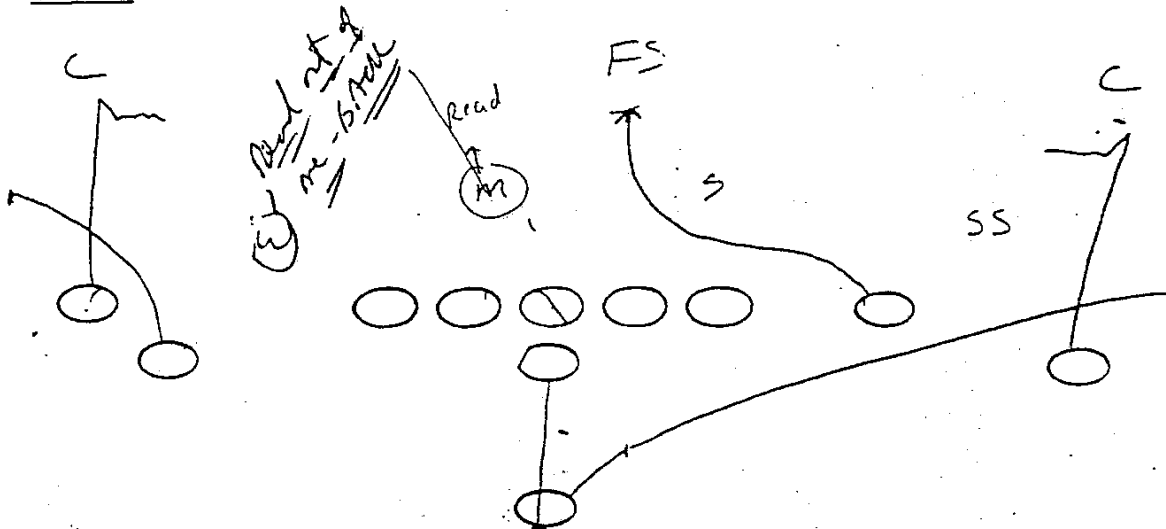
HB Check #3
Shoot route

FB Same as H

X Post

Y Cross at 15 to 17 on
opposite hash

Z post burst

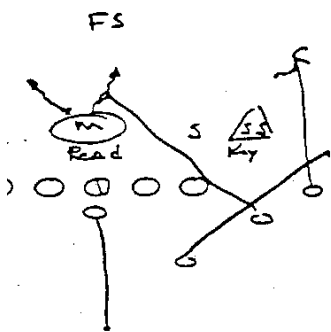


Ace Right 96

go

Coverage

Coverage



5 long 2 short

MLB

Whip to W.S. SS to S.S.

on :
#1 - curl
#2 - shoot

HB:
check #3
shoot route

FB
same as H

X
curl 13 back to 10

Y
curl 8-10 split LB's

s Offense..

erage

2

FS

SS



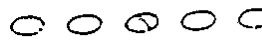
S

C

Ace Right 96

Coverage

Coverage



s : 5 long 2 short

FS - SS Adjust route

FS

ission :
#1 - X
#2 - Y
#3 - HB

HB:
Check #3
Shoot route

FB
Same as H

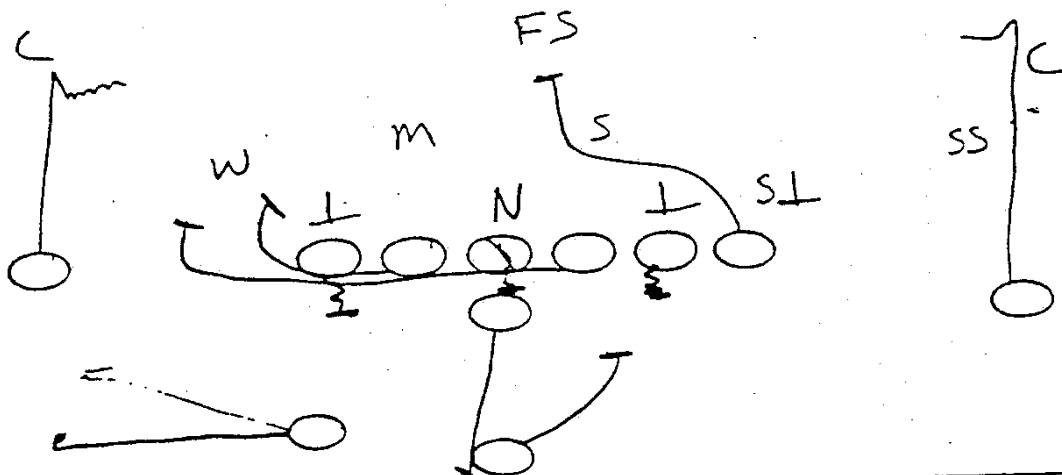
X
Convert curl to shake

Y
Convert to seam
think W.S.

Z
Same as Y

s Offense Screens

erage



Brown Right 96 Lion

erage

Coverage

Coverage

o o o o o

o o o o o

o o o o o

s :

.4

ssion :

HB

7 step turn, Yell go on
QB Arm Action
Hot whip w/QB

FB

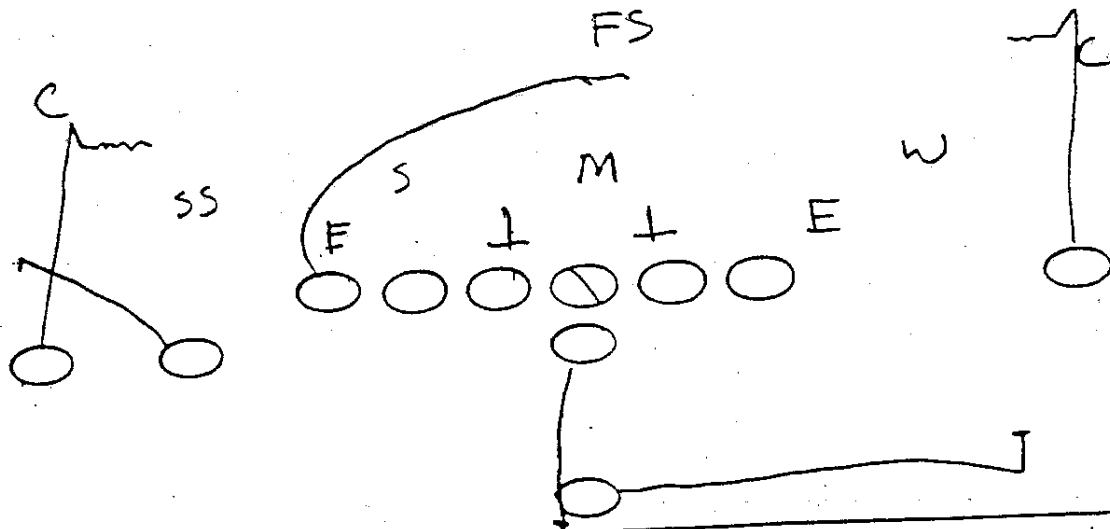
Max - Protect

RT - LT - Regular 90 pass
protection

RG - LG - Check #1 - Pull
left
Release on "go" call

Offense Screens

erage



Early left 96 Ram

erage

Coverage

Coverage

OOO

OOO

OOO

ps :

ression :

HB Same as regular 96

F8

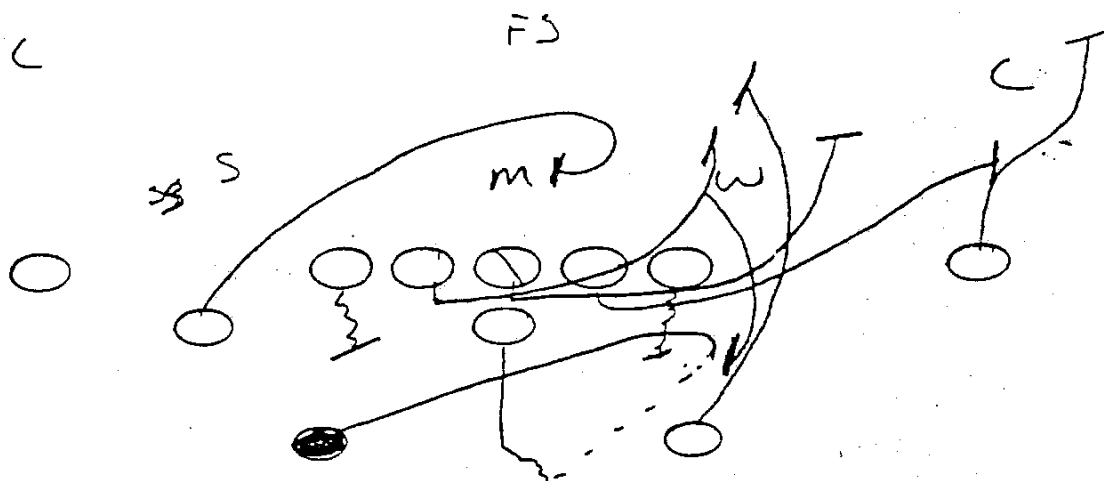
7 steps turn yell go on QB
arm action
Wait when w/QB

RT - LT Same as regular
RG - LG

OC - check #0
Pull right - release
"go" call

s Offense Screens

verage _____



Blue Lou F - Screen Right

verage _____

Coverage _____

Coverage _____

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

HB Hot Release - Seal MLB to FS

RT - LT - Quick set 7 steps and cut #2

PSG - Hard set - Release to support

OC - Hard set. Release to up-field.

BSG - Hard set - release to inside check for trash

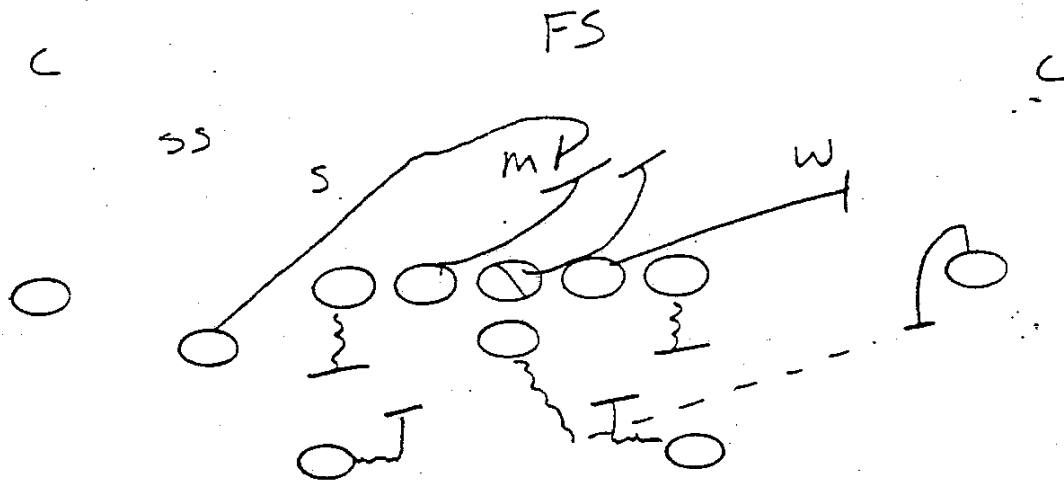
Y - Run cross route - seal MLB

tion :




FB Pass set - release under PST get aligned with QB

ss Offense Screens

verage _____



Blue, Lou X - Quick Screen Right

Coverage	Coverage	Coverage
		
<p>FB Max Protect</p>	<p>HB Fake Draw - Max Protect</p>	<p>PST - BST - Hard set - 3 step & cut</p> <p>PSG, BSG, OC - Same</p>

ip :
:

ession :

ense

- Draw to FB
- Draw trap to FB
- Dive to FB
- Counter trade to FB
- Handsweep to HB
- Counter trade to HB

9 7 5 3 1 0 2 4 6 8
○ ○ ○ ○ ○ ○ ○ ○ ○

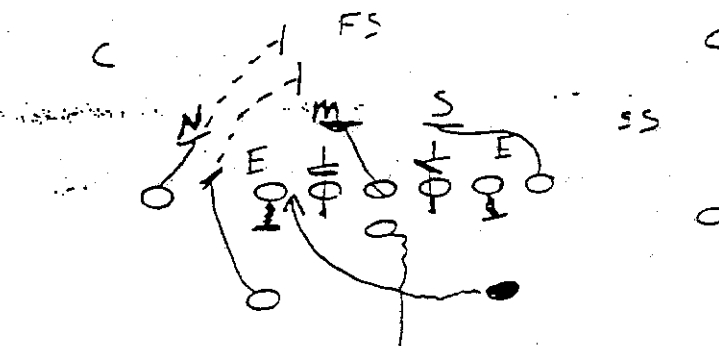
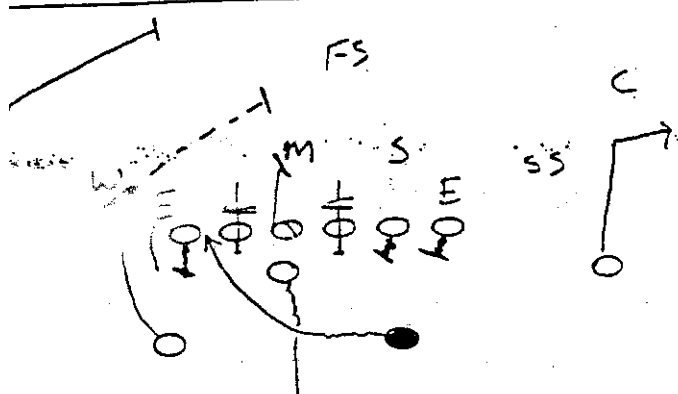
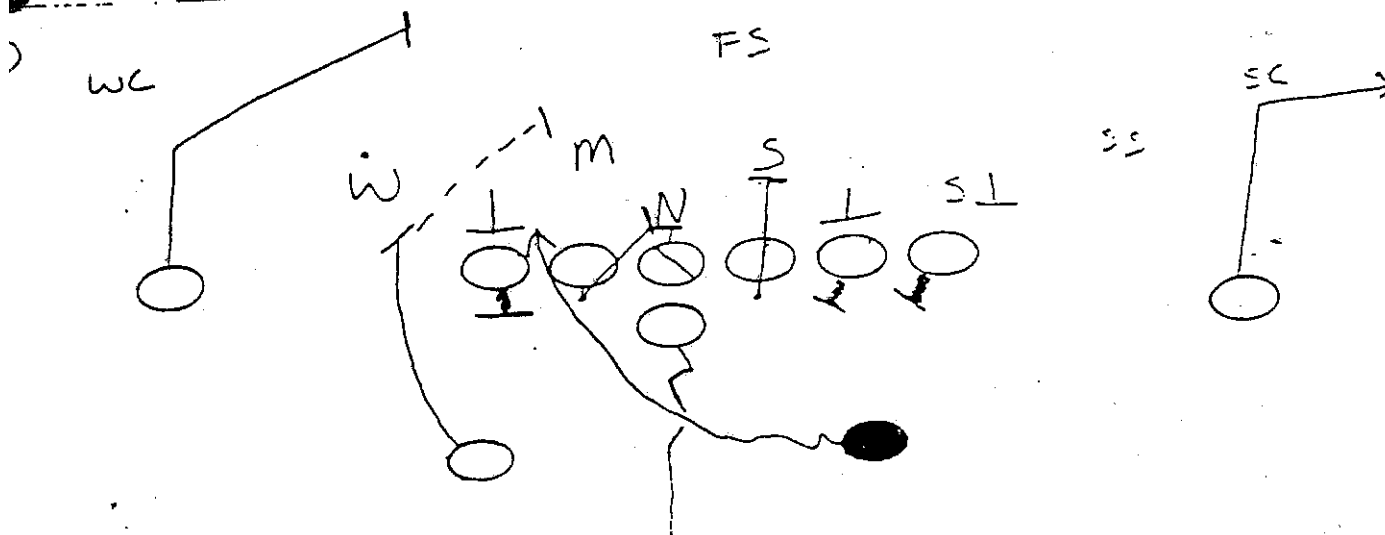
lumbering

○ ○ ○ ○ ○ ○ ○
○

(H)
2

(F)
3

ense



Nickel

Quick set 5 steps... Roll #2 outside with inside hand

Hard set attack #0 vs. odd... #1 vs. even and nickel

Hard set attack #0

Hard set attack #1

Hard set attack #2

QB - Drop 3 steps - handoff to FB

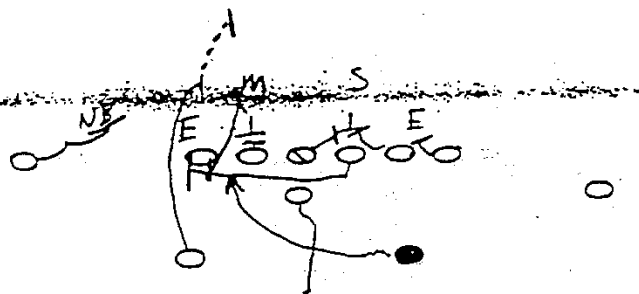
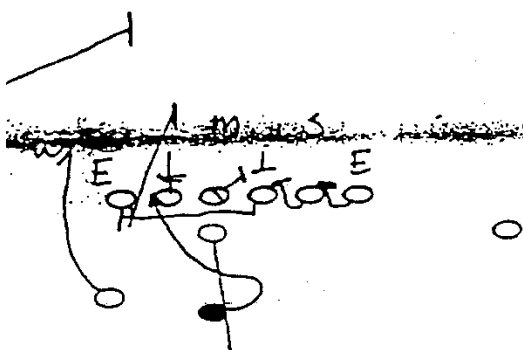
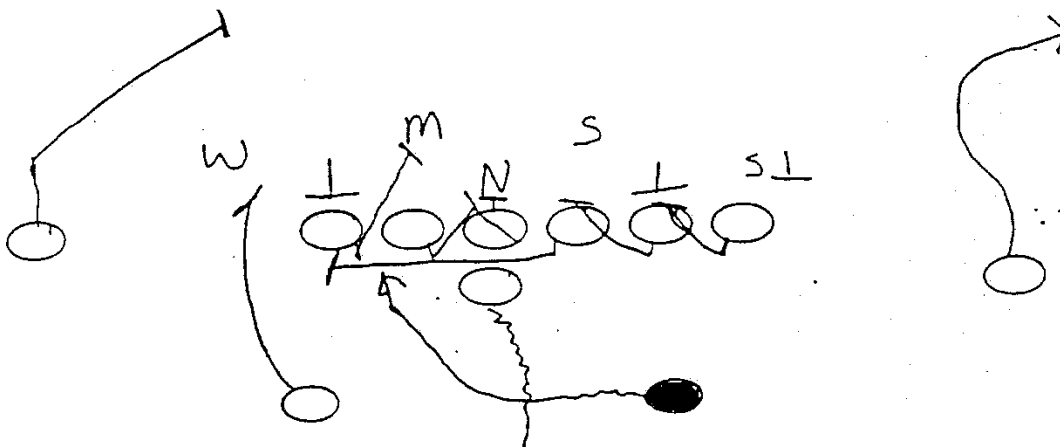
FB - Step to position, wait on ball, crossover step to hole

HB - Check #3 - if threat block. N/A block inside to FS

Y - Hard set attack #3

X - Block deep 1/3

Z - Block deep 1/3



Nickel

is pro, inside step, outside step,
ease to MLB

d set on #0 to B.S. #1 vs. odd
d set on #1 vs. even or nickel

d set on #0 vs. odd
ck B.S. #1 vs. even or nickel

s pro, inside step, outside step, pull
p

ea "R" can w/pass pro technique

QB - Drop 3 steps - handoff to FB

FB - Step to position, wait on ball, crossover,
step to hole

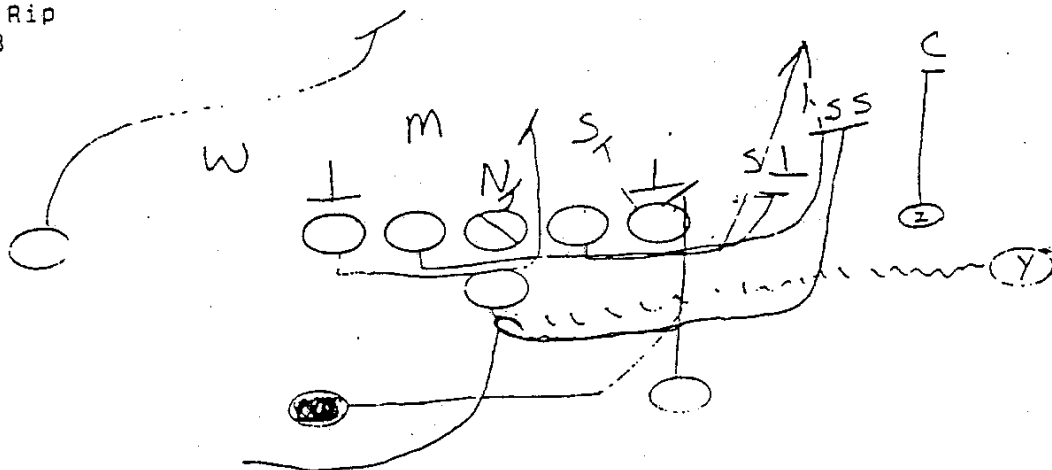
HB - Check #3 - if threat block. N/A block
inside LB to FS

Y - Hard set attack #3

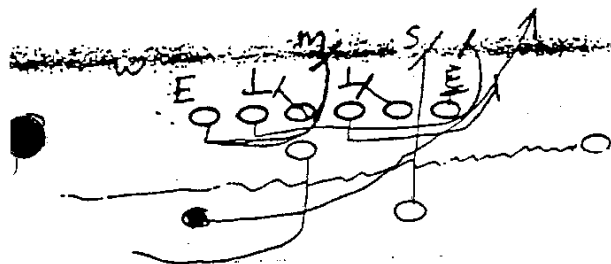
X - Block deep 1/3

Z - Block deep 1/3

Blue Rip
fly - 28



di



n

Nickel

- vs. off step inside hard aim an ILB
If #2 crosses your face take him if not block LB to B.S.L.B. block #1 vs. Even/Nickel

- Pull deep behind FB - block first defender outside T.E. area - think outside

- Cut off NG vs. Odd
Block back vs. even/nickel

- Pull deep, turn up at 1st opportunity - think inside

Pull deep, turn back vs. trailer,
turn up 1st opportunity past OC

- QB - Faceout like drop back pass
hand off to HB, naked fake

- FB - Cheat alignment up, block thru
PST area to ILB

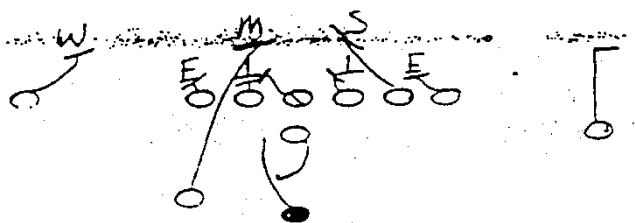
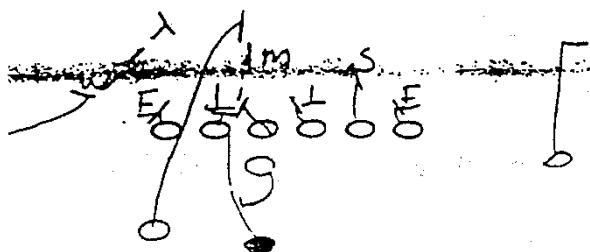
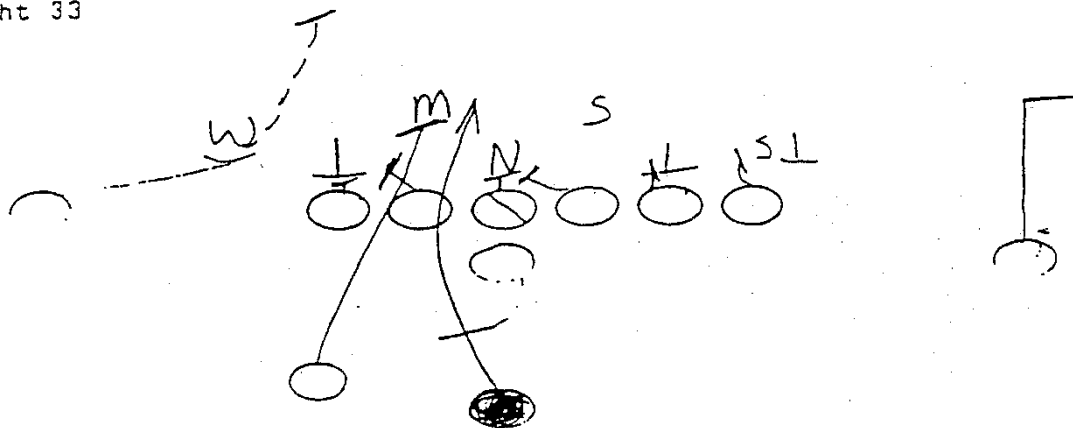
- HB - Run parallel to LOS until you
reach FB area then make cut to
day light stay on hip of BSG

- Y - Off the ball Auto. motion take
defender away from play if he will
go-block thru T.E. area to ILB.

- X - Block deep middle

- Z - Same as Y

own Right 33



Nickel

Base #2

QB - Reverse out, hand off to FB, set up

Out block #2 vs. odd
Base #1 vs. even/nickel

FB - Jab step at hole, run

Piggy back w/BSG vs. odd
Rub off P.S. #1 to #0 vs.
even/nickel

HB - Lead thru to ILB

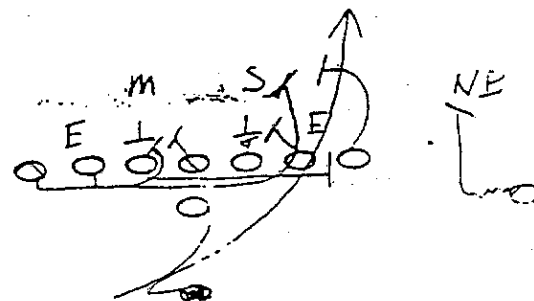
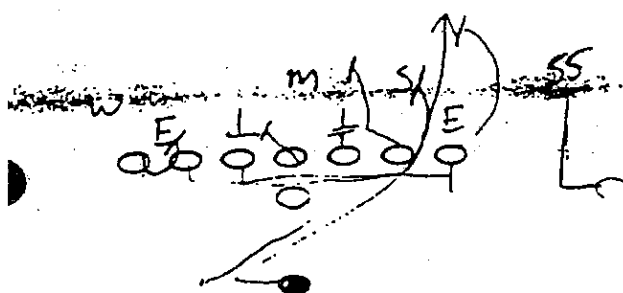
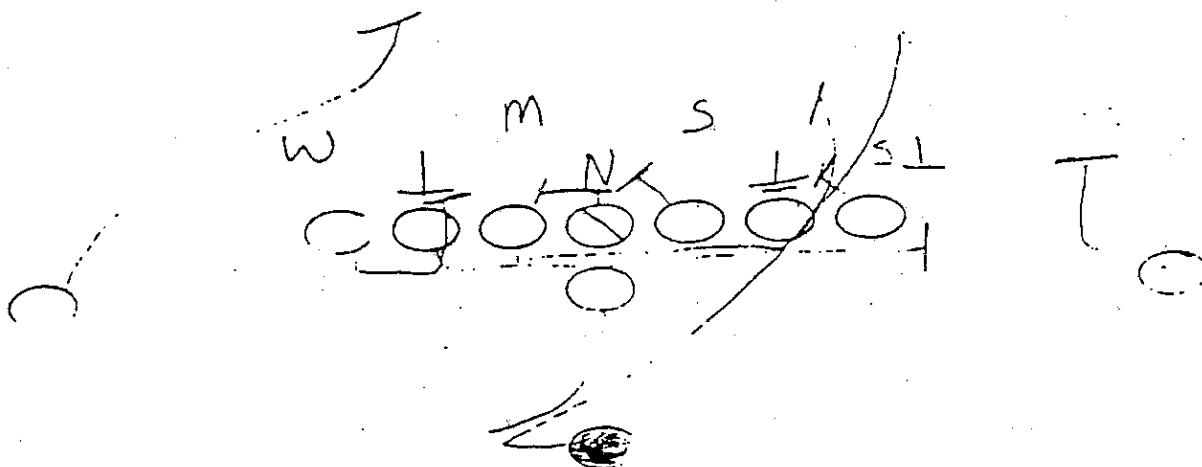
Piggy back w/OC vs. odd
Base #1 vs. even/nickel

Y - Base #3 or deep 1/3

X - Block closest defender or clear
w/route

Z - Same as X

Base #2



Nickel

Double team #2 vs. odd
Double team #1 vs. even/nickel

Double team #0 vs. odd
Double team #1 vs. even/nickel

Post #0 block backside #1 vs. odd
Block back for BSG vs. even/nickel

Pull trap 1st defender outside PST

Pull lead thru hole created by
asc trap block

QB - Reverse out, roll to handoff
w/FB - Naked Fake

FB - Shuffle 2 steps opposite hole, get
on hip BSG run to trap hole

HS - Block BST man

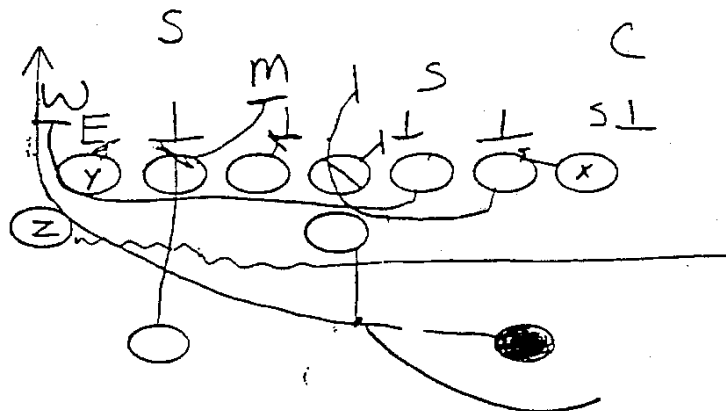
Y - Double w/PST vs. off outside
release - seal ILB vs. even/nickel

X - Block deep 1/3

Z - Block support

Run Offense - Goalline Package.

Blue Left tite 29



Release inside to LB, block DT if he crosses your face.

Block #1 B.S.

Block #1 B.S.

Pull to first man outside TE.

Pull to first open lane past the QB

QB Face out like dropback

FB Pass handoff to HB
Run thru PST seal "c" gap.

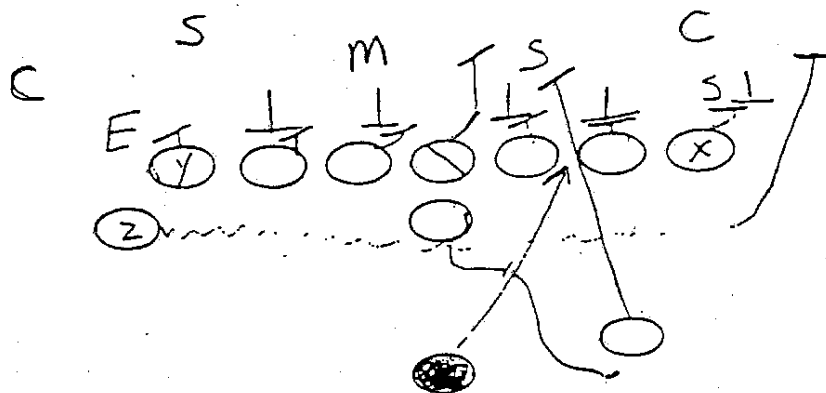
HB Run parallel until you pass the FB area
then make cut. Try to stay on hip of BSG

Y Base block #

X Block down on B.S. #2

Z Motion to best advantage.

own left tite Z move - 32



~~E L L L E~~

~~E L L L E~~

Nickel

Base #2

QB Rev. out - handoff to FB set for pass.

Base #1

FB Run thru B or C gap

Reach P.S. for #1 to B.S. LB

HB Lead block on #4

Base #1 - cut off

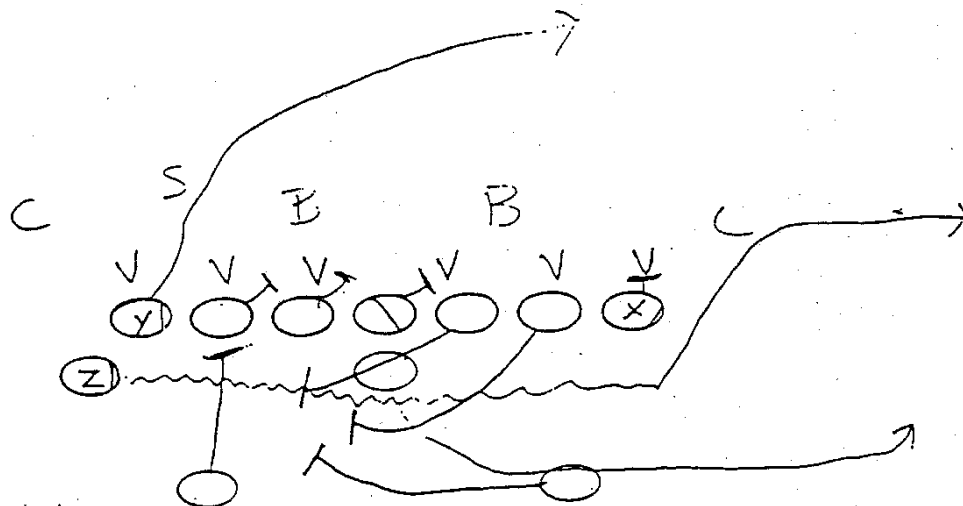
Y Base block #3

X Base block #3


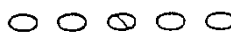
Z Motion lead on 1st man outside.

Base #2 - cutoff

erage _____

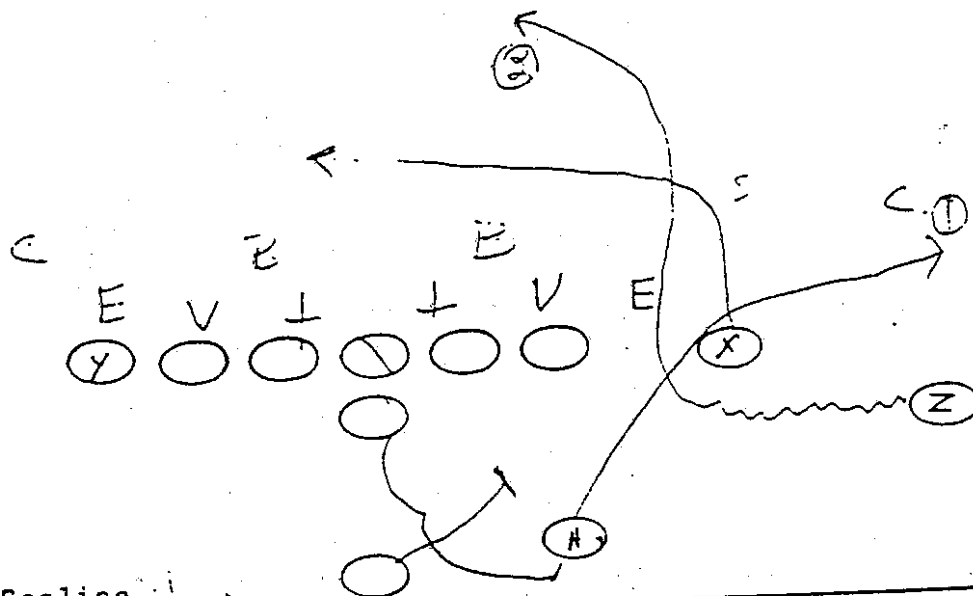


Left Title 29 Naked

Page <u>2</u> of <u>2</u> <u>Print and Coverage</u>	Coverage
	
<p>: Sprint opposite play break contain ck. for blitz CB</p>	<p>X Block #3 Y Cross</p>
<p>ession : #1 - Z #2 - Y</p>	<p>Z Motion work open on out move at goaline</p>

Offense Goaline Package

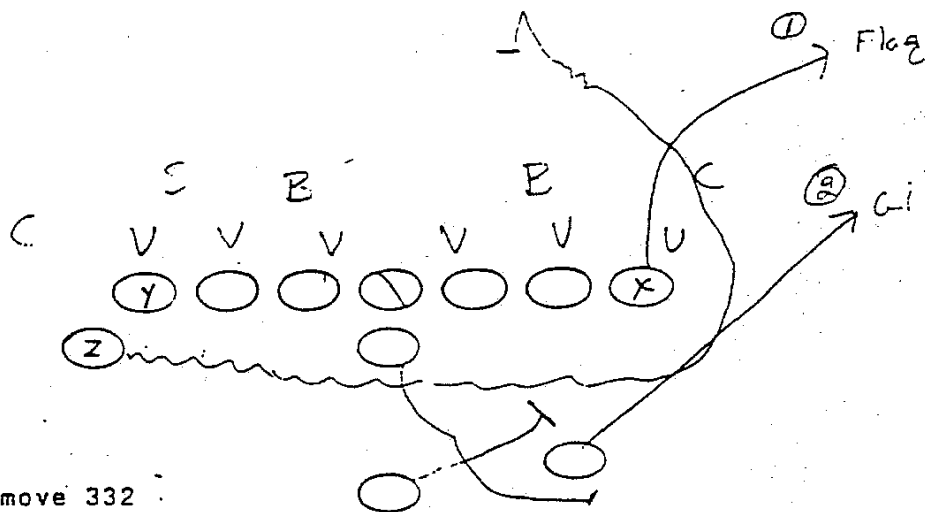
Page






wn Left Flop 72 Goaline

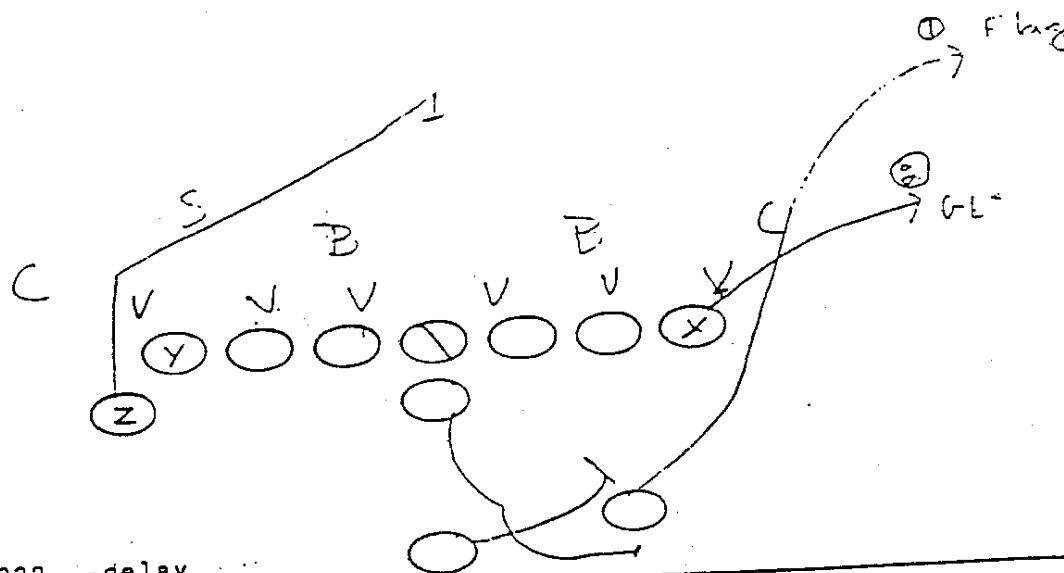
Page	Coverage	Coverage
<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>	<p>○ ○ ○ ○ ○</p>
<p>s : Roll behind tackle</p> <p>FS to CB for zone or man</p> <p>SS</p> <p>ression :</p> <p>#1 - HB</p> <p>#2 - Throwback to X</p>	<p>HB: Shoot Rt - hot</p> <p>F8 block #3</p>	<p>X Horizontal on goalline - go underneath all defenders</p> <p>Y Block #3</p> <p>Z Horizontal on endline - behind all defenders</p>

erage






Left title. Z move 332

Age	Coverage	Coverage
		
<p>: play fake, roll behind tackle Ck. for blitz CB</p>	<p>HB Shoot rt. - hot</p>	<p>X corner route</p>
<p>ssion :</p> <p>#1 - X #2 - HB #3 - Complete or overthrow Z.</p>	<p>FB Make fake, block #3</p>	<p>Y block #3</p> <p>Z motion, get open under past.</p>



Left tite 332 -delay

Page	Coverage	Coverage
		
<p> s : play fake, roll behind tackle Ck. for blitz C8 </p> <p> ession : #1 - H8 #2 - X #3 - complete or over- </p>	<p>H8' corner route - hot</p> <p>F8 make fake, block #3</p>	<p>X delay 2 counts, shoot Rt</p> <p>Y Block #3</p> <p>Z get open under post</p>

"Fundamentals, Drills and Techniques for Dramatically Improved WR Play"

**Mike Leach, Offensive Coordinator
University of Kentucky**

"Fundamentals, Drills and Techniques for Dramatically Improved WR Play"

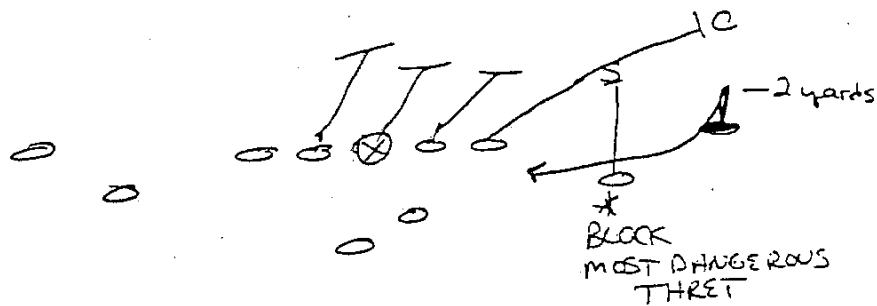
- I. Coaching Philosophy and Communication
 - A. Effort vs. Execution
 - B. Maximizing Practice Time
 - C. Warming up without stretching
- II. Settle up and Noose
 - A. Stance
 - B. Settle and Noose
 - C. Tuck and turn straight up field
- III. Pat and Go
 - A. Arc Release
 - B. One Step Drop
 - C. Three Step Drop
- IV. Routes on Air
 - A. Set up zone coverage
 - B. Run the play – settle the routes
 - C. Catch –straight up field - score
 - D. QB Rotation
 - E. QB Reads
 - F. Run each play 5 times
- V. Scramble Drill
- VI. Releases
 - A. Attach half the man
 - B. Clear the DB's hands
 - C. Bring the foot with the hand
 - D. Throw back the arm
- VII. Route Running
 - A. Alignment
 - B. Play low – shoulders over feet

- C. Never let him touch you
- D. Get on the correct number
- E. Lean on and maximize
- F. Go where you saw the DB last
- G. Touch the DB opposite of where you go
- H. Get on top of the DB (vertical routes)
- I. Stick the route
- J. Run with hands down
- K. Come back to ball/catch at the highest point

VII. Post Practice Work

- A. Last five steps
- B. Jugs

Notes:



OT-block force

G C G - Stop your man's rush then go downfield

* Slant-shoot route combination



Shoot - 0 to 3 yds in the flat
~~get to the #5~~
 Stretch the field

After you've hit the shoot + LB runs out, hit the
 angle route underneath - fake the shoot for 3 steps
 then come underneath the LB



Brian R. Campbell



Kentucky's Air-Raid Passing Offense

Hal Mumme, Head Coach, University of Kentucky

"Throw the ball short as many times as possible to people who can score." That basic premise describes the extraordinary University of Kentucky Air-Raid passing attack. Coach Mumme invaded the SEC with his passing offense and broke every UK and several conference offensive records. He will share the thought process, philosophies and fundamentals of his short controlled passing game. He will include not only QB, WR and RB responsibilities, but will also thoroughly describe the blocking schemes that allow for his very efficient pass protection within the context of his system. (1.5 CEU Credit in the College of Offense).

Hand-drawn diagram of a network topology. A central horizontal line of nodes contains a crossed square. To the left, a node connects to a curved line with an arrow pointing to '15'. To the right, a node connects to a curved line with an arrow pointing to '15'. Below the central line, there are two more nodes connected by arrows to the main structure.

Hand-drawn diagram of a network topology. A central horizontal line of nodes contains a crossed square. To the left, a node connects to a curved line with an arrow pointing to '15'. To the right, a node connects to a curved line with an arrow pointing to '15'. Below the central line, there are two more nodes connected by arrows to the main structure.

Hand-drawn diagram of a network topology. A central horizontal line of nodes contains a crossed square. To the left, a node connects to a curved line with an arrow pointing to '15'. To the right, a node connects to a curved line with an arrow pointing to '15'. Below the central line, there are two more nodes connected by arrows to the main structure.

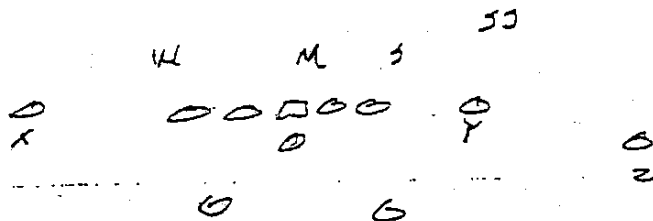
l. Munn

20/98

Never let counsel of your fear

J. J. Jackson

When surrounded by superior forces... unless
Munnich's method is out?



quick game

attack under cover

Hot & are (uncoverable)

quick screens

slant / fence

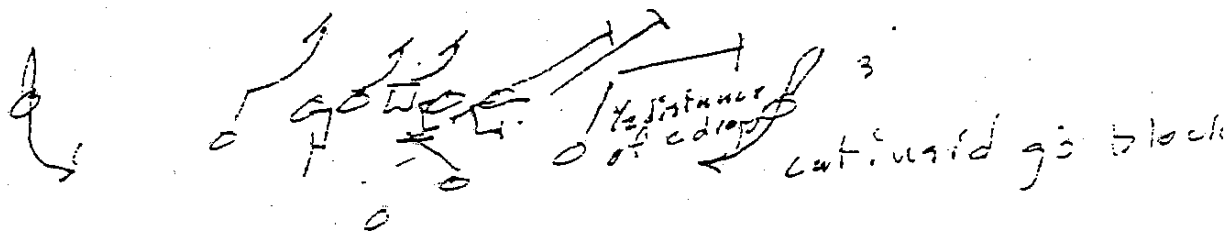
hit

option to angles

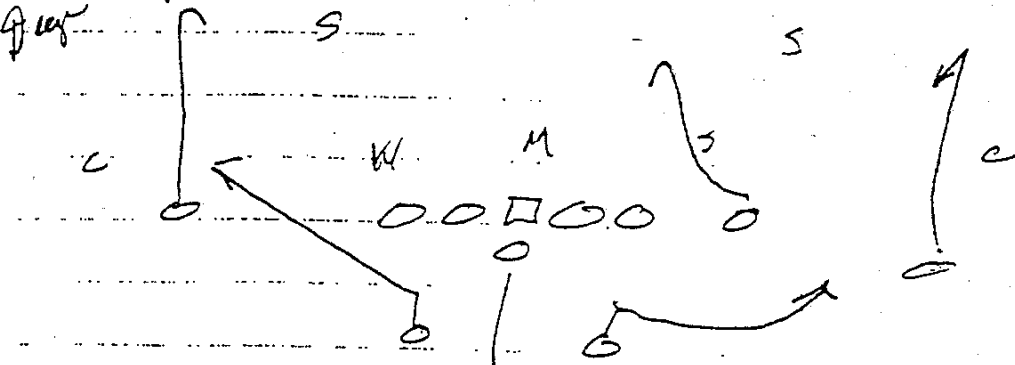
catch & settle
out of gun

2 deep

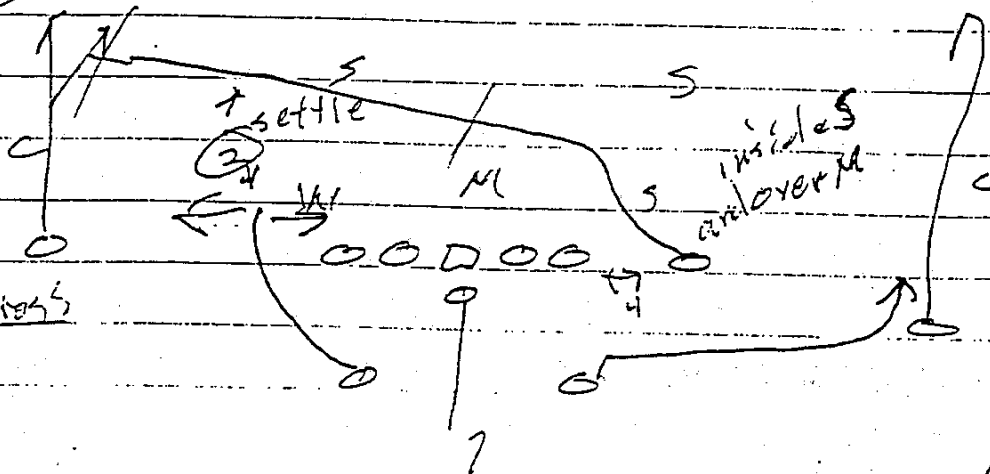
scripting 2 yds antitank barbed or missilized



fly drop
 1 long 2 short
 out of shotgun



96 All coal
 1 slow

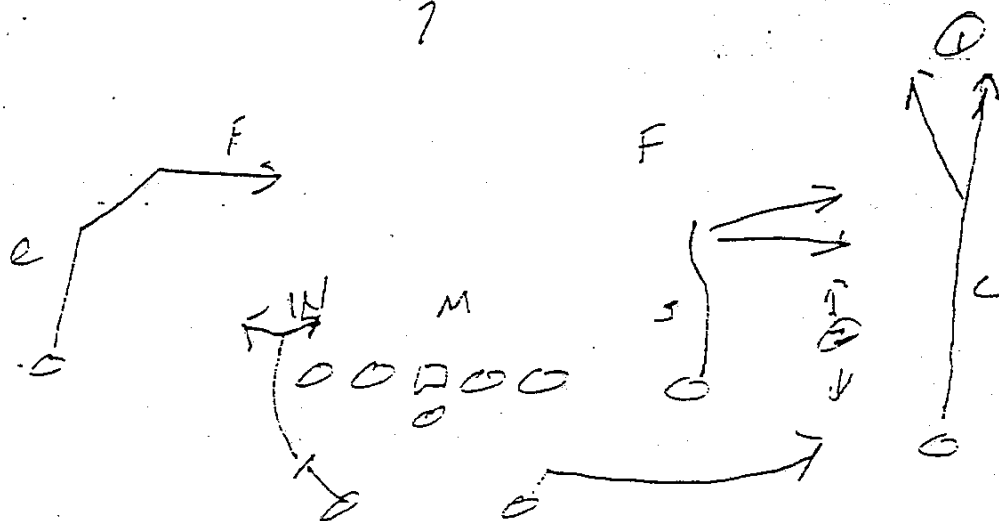


95 4 cross
 1 cross

94 don't fly
 sets

94 1
 1 snail

1 snail



run - lead, (base, drive) stretch
out of 2 point stance
don't run everything both way

score 1/2 points

3 long drives

3 quick scores

script plays by field posit

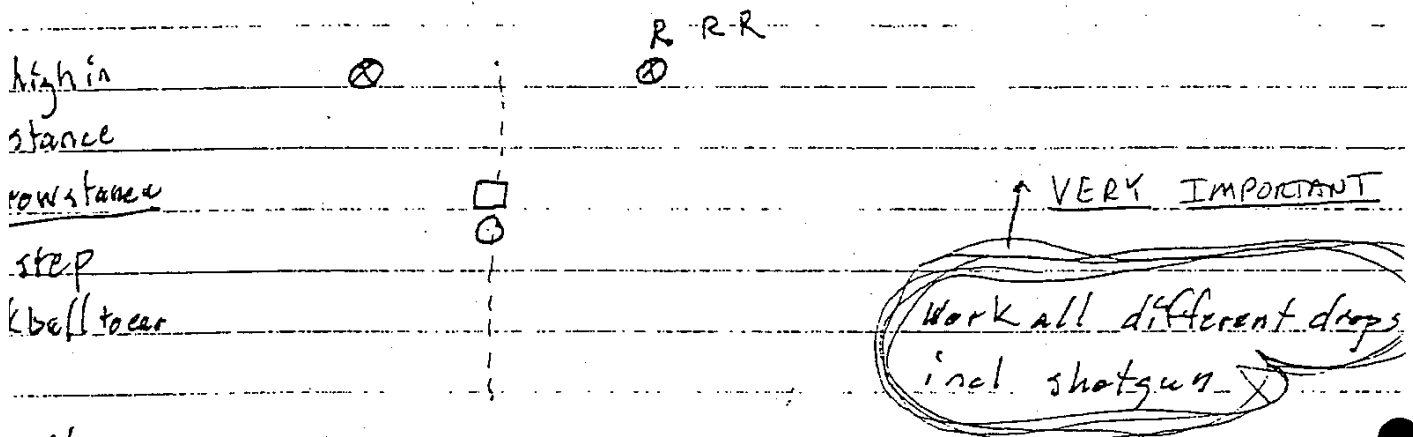
Be Leach

20/4/9

Every player can give great effort

1/4 speed

Settle up and noose



- stance

hit on

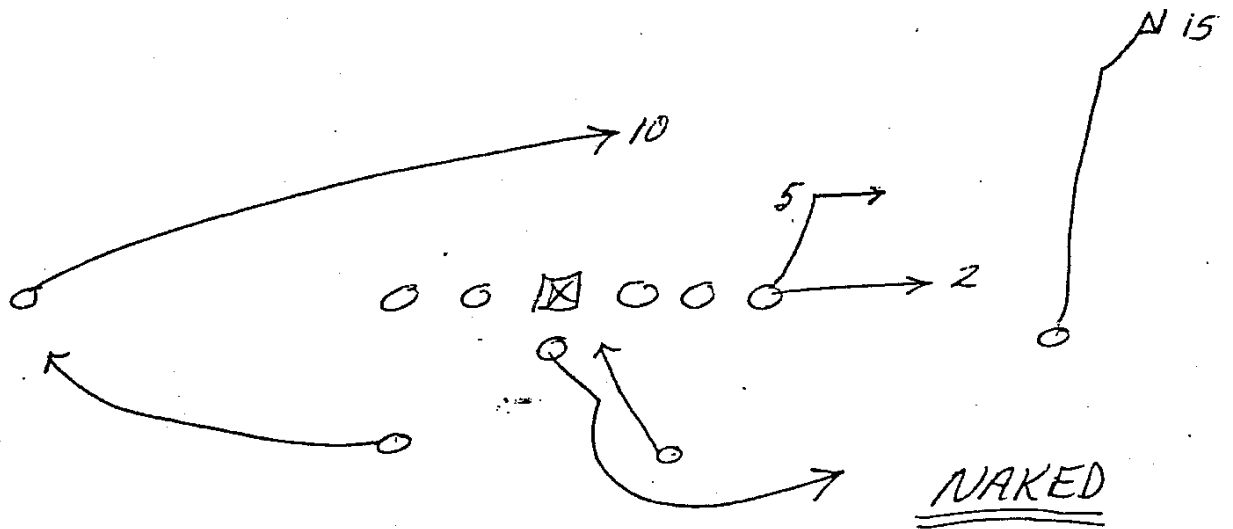
at foot

out on spot

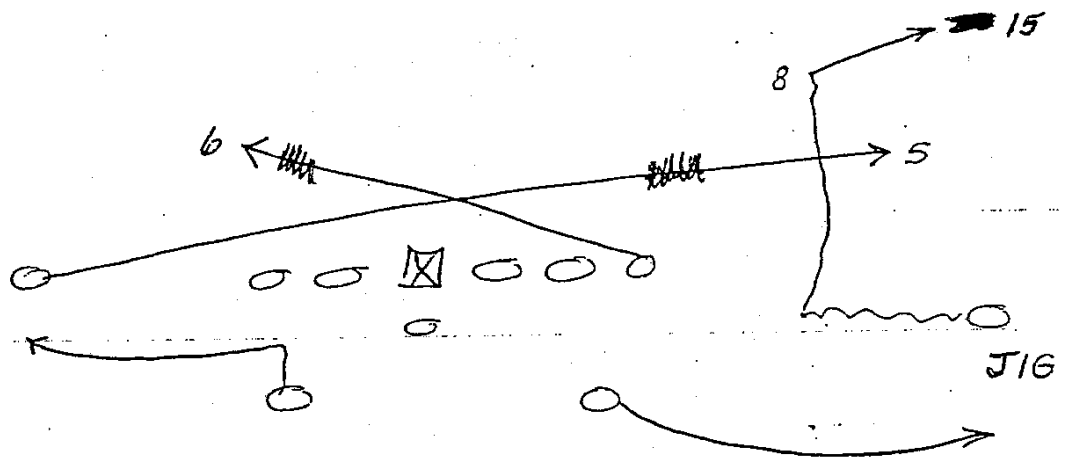
re yourself

up will go

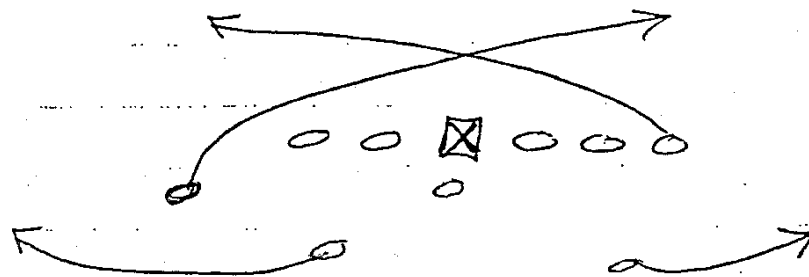
- ① Receiver settles closer to one dummy than the other. L.B. places the ball away from the defender
- ② Noose index finger & thumb under elbow knees (ensure the catch - Get the yardage we have right now.) Elbows down / relaxed.
- ③ Turn away from coverage / straight up field move



5 STEP



5 STEP



KENTUCKY WILDCATS

PASSING GAME

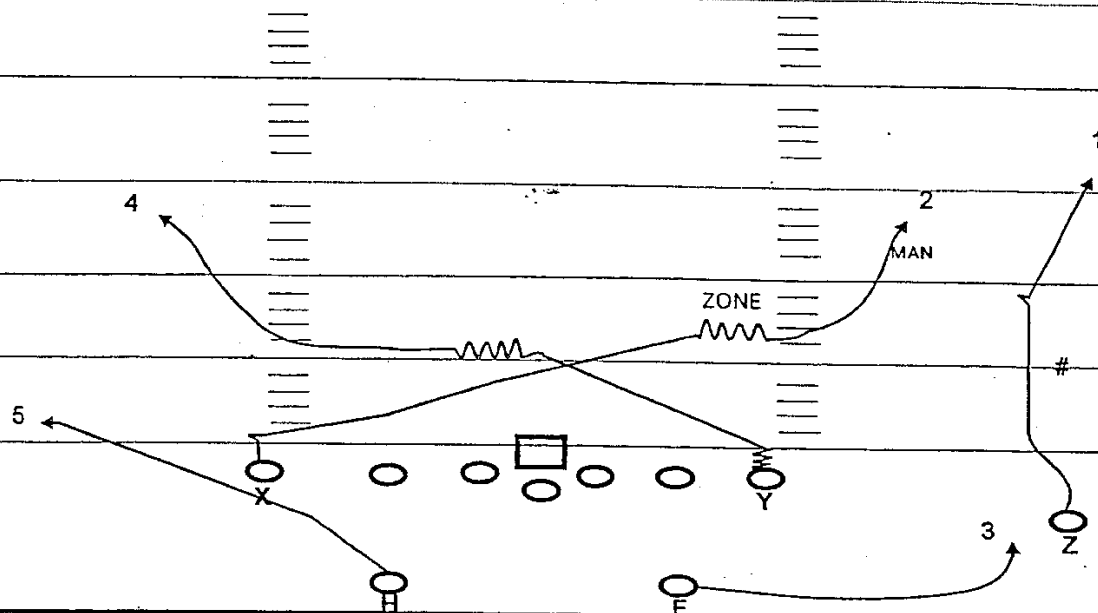
KENTUCKY WILDCATS

OFFENSIVE RULES

1. ONE PROTECTION (DIFFERENT SETS) 3, 5, 7.
 - A. SCHEME FIRST – TO ALLOW MORE TIME FOR TECHNIQUE.
2. EVERYTHING WORKS ON COVER 3.
3. OFFENSE HAS MORE ADVANTAGES THAN A DEFENSE.
4. NO HUDDLE ON GOAL LINE IS GOOD.
5. HUDDLE UP IF YOU ARE STRUGGLING.
6. SHOW THE QB'S AND RB'S; WR'S WHERE THE GRASS IS TO HELP TEACH THE PASSING GAME.
7. BACKS CALL FOR THE BALL IF THEY CAN GET 10 YARDS.

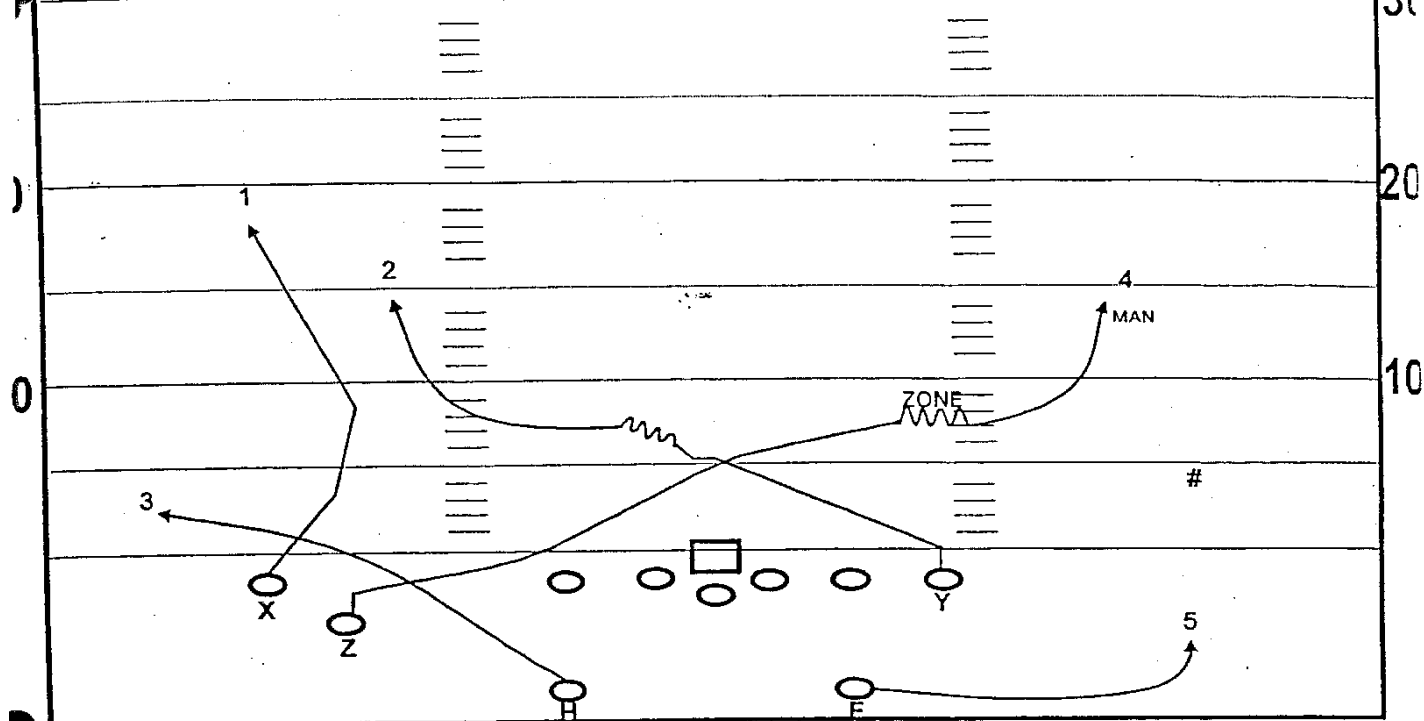
Blue Rt 92 (Mesh)

(Tags-PCP, Return, Wheel, Double Wheel, H Corner, Double Seam)



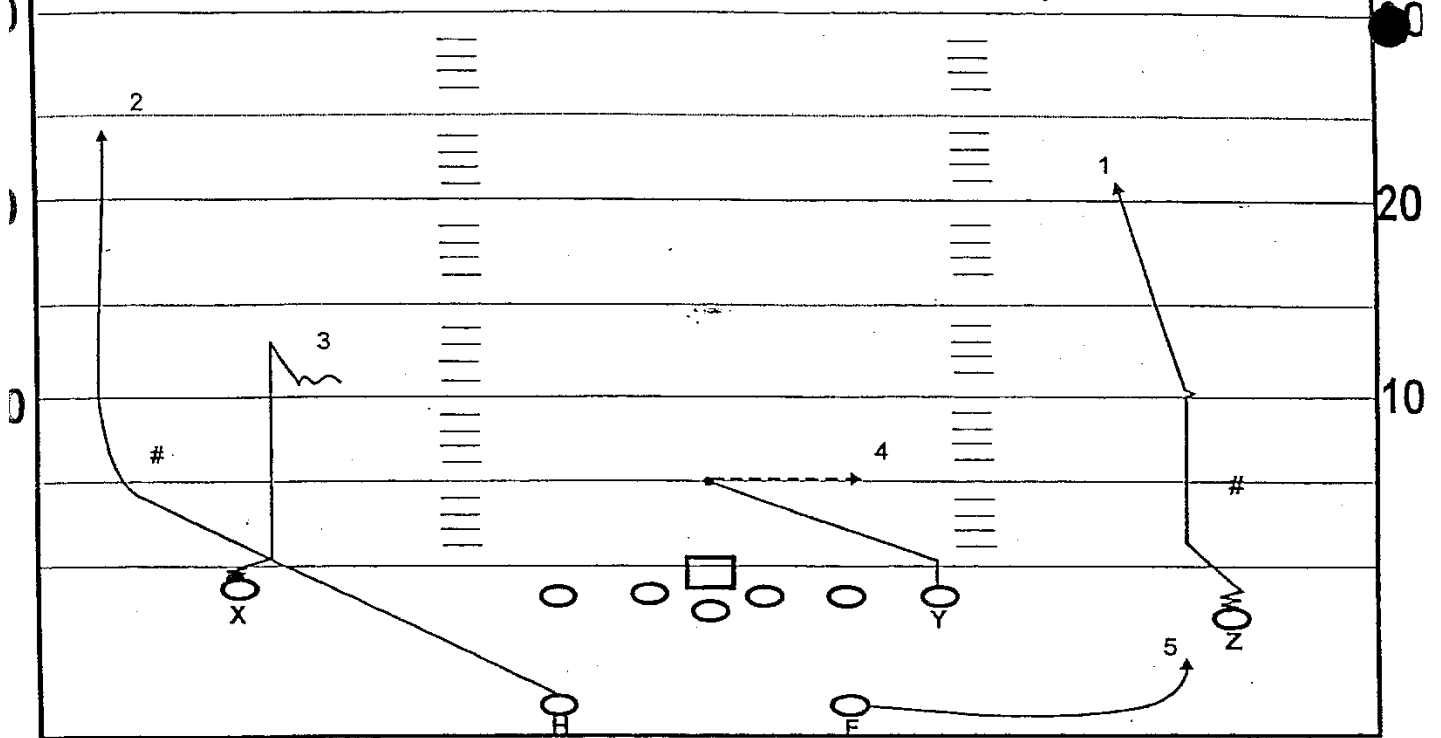
POS	ASSIGNMENT
QB	5 step drop. 3 step drop in gun. Use gun mostly. Read deep to mesh flat. In this case Read: 1-Z, 2-X, 3-F, 4-Y, 5-H. Great play vs. man or zone. If the middle is open give Z a post.
X	Run the mesh route. Push upfield 1 step then mesh underneath Y. Settle in the first hole that you come to, after you mesh with Y vs. zone. Keep running vs. man. Flair upfield when you get outside the hash.
Y	Run the mesh route. Push upfield 1 step and then set the mesh at 6 yards or less. Run your route in front of the MLB. X will come underneath you. Settle in the first hole you come to after you mesh with X vs. Zone. Keep running vs. Man. Flair it upfield when you get outside the hash.
Z	Cheat your split in. Get an outside release. Run an 8-10 yd. corner route. Push vertical 8-10 yds., stick the route, break to the corner away from coverage.
H	Check pass protection. Run a shoot route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Louie if you are away from the deep route.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can get 10 yds. call for the ball. Vs. Nickel call Roger if you are already away from the deep route.

Blue Rt Flip 92 Switch



PCS	ASSIGNMENT
CB	5 step drop. 3 step drop if in gun. Use gun mostly. Read deep, to mesh, to flat. In this case Read: 1-X, 2-Y, 3-H, 4-Z, 5-F. If the middle is open give X a post.
X	Switch 92 assignment with Z. Cheat your split. Get an inside release. Run an 8-10 yd. corner route. Push vertical 8-10 yds., stick the route, break to the corner away from coverage.
Y	Run the mesh route. Push upfield 1 step and then set the mesh at 6 yards or less. Run your route in front of the MLB. X will come underneath you. Settle in the first hole you come to after you mesh with X vs. zone. Keep running vs. man. Flair it upfield when you get outside the hash.
Z	Switch 92 assignment with X. Run a mesh route underneath Y. Settle in the first hole after the mesh vs. zone. Keep running vs. man. Flair it upfield once you get outside the hash.
H	Check pass protection. Run a shoot route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Louie if you are away from the deep route.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can get 10 yds. call for the ball. Vs. Nickel call Louie if you are already away from the deep route.

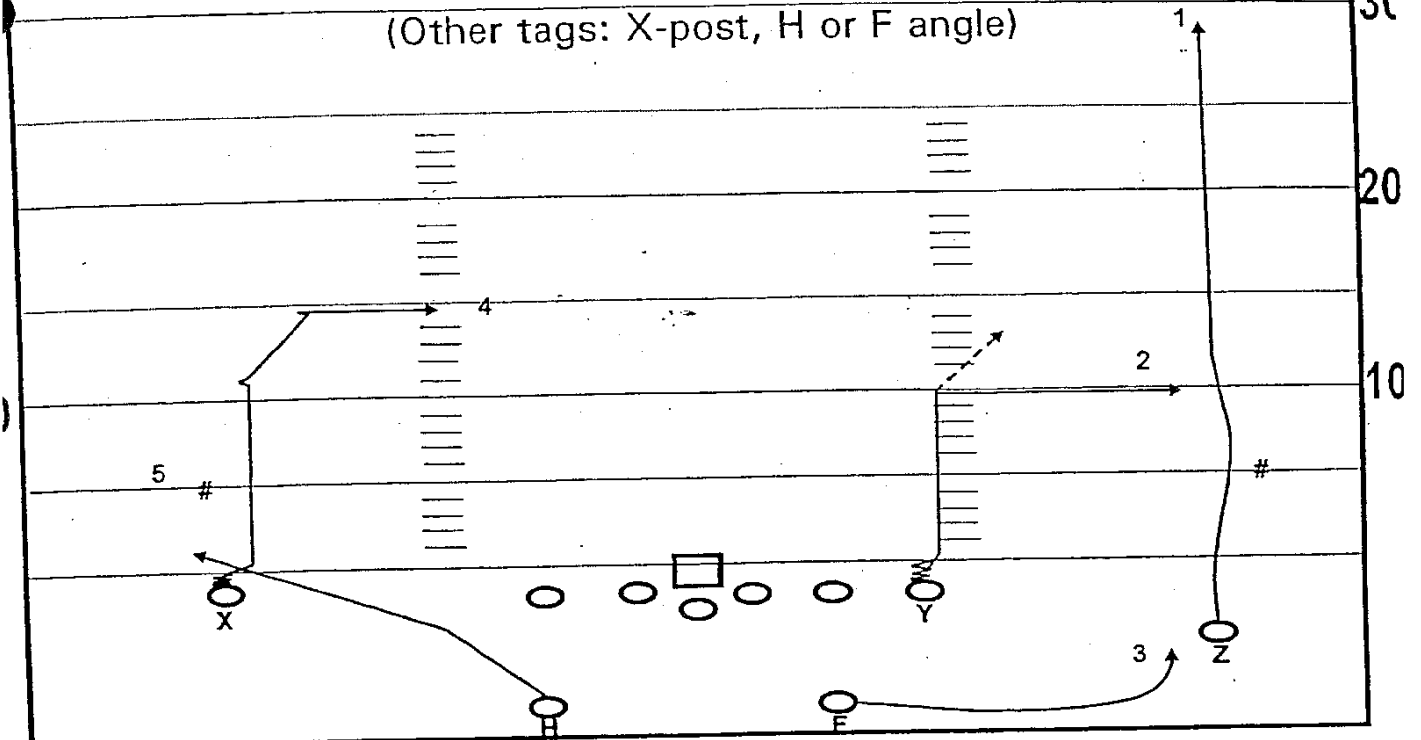
Blue Rt 93 (H-Wheel)



POS	ASSIGNMENT
QB	7 step drop. 3 step drop in gun. Read: 1-Z, 2-H, 3-X, 4-Y, 5-F. Shorten drop to 5 steps if you hit first read.
X	Inside release. Run a curl route 13 back to 10 yds. Push 13 yds., stick the route, come back down the stem to 10 yds. and settle to grass.
Y	Inside release. Run a 6 yd. return route. (make it look like 92) Sit down over the ball. Wait until the QB makes eye contact. If you are open, stay there. If you are covered then return back outside.
Z	Inside release. Run a 20 yd. skinny post. Push vertical 10 yds., stick the route, break at a skinny post angle away from coverage. Push deep fast.
H	Free release. Run a wheel route. Sell shoot route to the numbers and run a wheel upfield. Stay around the bottom of the numbers. Expect the ball early if your man blitzes.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Roger.

Blue Rt 94 (Y-Sail)

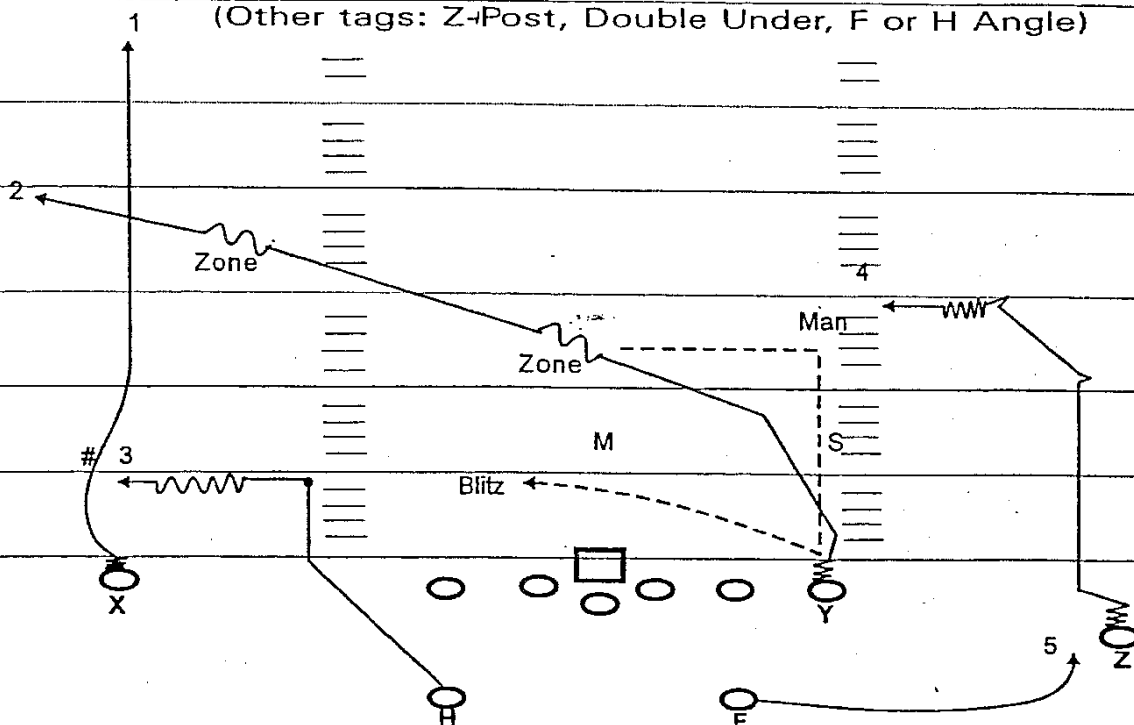
(Other tags: X-post, H or F angle)



POS.	ASSIGNMENT
QB	7 step drop. 3 step drop in gun. Read: 1-Z, 2-y, 3-f, 4-X, 5-H. Shorten drop to 5 steps if you hit first read.
X	Inside release. Run a 15 td. Post dig route. Push vertical 10 yds., stick the route, push toward the post for 5 yds., stick the route and dig across. Settle in the first hole vs. zone, run vs. man.
Y	Outside release. Run a 10 yd. sail route. Push to 10 yds., stick the route and square it out toward the sideline. Settle in the first hole vs. zone, run vs. man.
Z	Outside release. Get back over the top of the defender. Run an up route. stay on the numbers. Beat them deep. Work to catch the ball over the outside shoulder.
H	Check pass protection. Run a shoot route to the numbers 0-3 yds. deep. Vs. Nickel call Louie.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Roger.

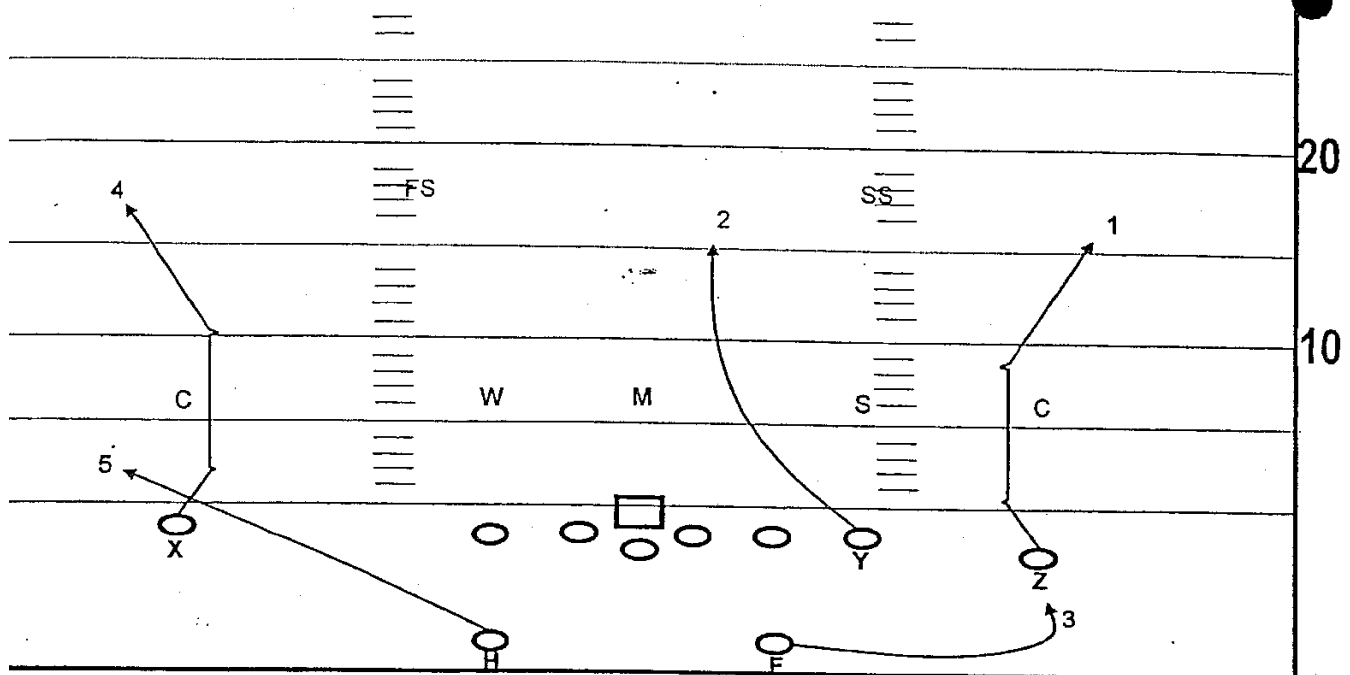
Blue Rt 95 (Y-Cross)

(Other tags: Z+Post, Double Under, F or H Angle)



PDS	ASSIGNMENT
QB	7 step drop. 3 step drop in gun. Read: 1-X, 2-Y, 3-H, 4-Z, 5-F. Shorten drop to 5 steps if you hit first read.
X	Take the quickest way vertical. Run an up route. Get over the top of the defender and stay on the numbers. Catch the ball over your outside shoulder. If there is one safety run a skinny post. Break apart at 10 yds. at an angle away from coverage.
Y	Inside release. Run a crossing route. If you were to run out of bounds, you would be 18-22 yds. deep. Run under Sam and over Mike. Vs. zone settle to the first hole after Mike. Vs. man, run vertical and then break across, keep running. If Mike blitzes, flatten your route and look for the ball.
Z	Inside release. Run a 15 td. Post dig route. Push vertical 10 yds., stick the route, push toward the post for 5 yds., stick the route and dig across. Settle in the first hole vs. zone, run vs. man.
H	Run a 5 yard option route. Turn your butt to coverage. Sit if you are open. Work outside if you are covered. Vs. zone settle in the first hole. Vs. man keep running.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Roger.

Blue Rt 96 vs. Cover 2 (Shakes)

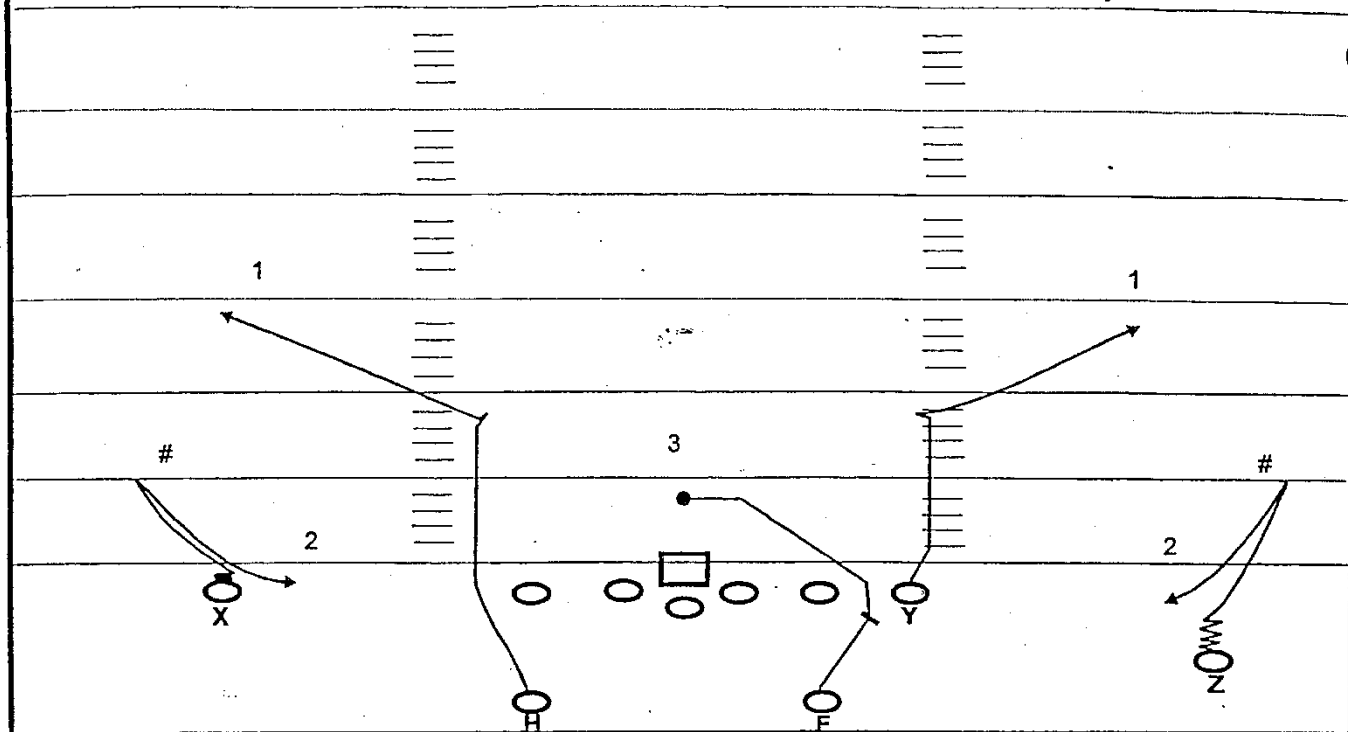


OS	ASSIGNMENT
QB	5 step drop. 3 step drop in gun, Audible to shake routes out of 96 when you see Cover 2. Pick a side and read across the field. Throw opposite of where the safeties go. In this example we would be starting with Z. 1-Z, 2-Y, 3-F, 4-X, 5-H.
X	Tun A 10 yd. shake route. Push inside at a 45 degree angle for 4 steps. Push vertical to 10 yds., stick the route and break to the corner away from coverage.
Y	Inside release. Run a seam route. Go vertical between the hashes. Settle if you come to a hole. Otherwise, split the safeties and beat them deep.
Z	Tun A 10 yd. shake route. Push inside at a 45 degree angle for 4 steps. Push vertical to 10 yds., stick the route and break to the corner away from coverage.
H	Check pass protection. Run a shoot route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. nickel call Louie if you are away from the call side. 96 Z call Louie.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Roger if you are away from the call side. 96 X or 96 Y call Roger.
96	96 - 90 Fake to F

PCS	ASSIGNMENT
QB	6 step drop. 3 step drop in gun. We will call 96 X, 96 Y, or 96 Z. You read the side that is called and read across. 96 X Read: 1-X, 2-H, 3-Y, 4-Z, 5-F. 96 Y Read: 1-Y, 2-X, 3-H, 4-Z, 5-F.
X	Inside release. Run a curl route 13 back to 10 yds. Push 13 yds., stick the route, come back down the stem to 10 yds. and settle to grass.
Y	Inside release. Run an 8-15 yd. curl route. (Get open between the hashes) Sell a crossing route. When you get Mike turned, stick and separate back to the ball. Settle to a hole inside or outside.
Z	Inside release. Run a curl route 13 back to 10 yds. Push 13 yds., stick the route, come back down the stem to 10 yds. and settle to grass.
H	Check pass protection. Run a shoot route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. nickel call Louie if you are away from the call side. 96 Z call Louie.
F	Check pass protection. Run a swing route to the numbers and settle. Expect the ball early. If you can make 10 yds. call for the ball. Vs. Nickel call Roger if you are away from the call side. 96 X or 96 Y call Roger.

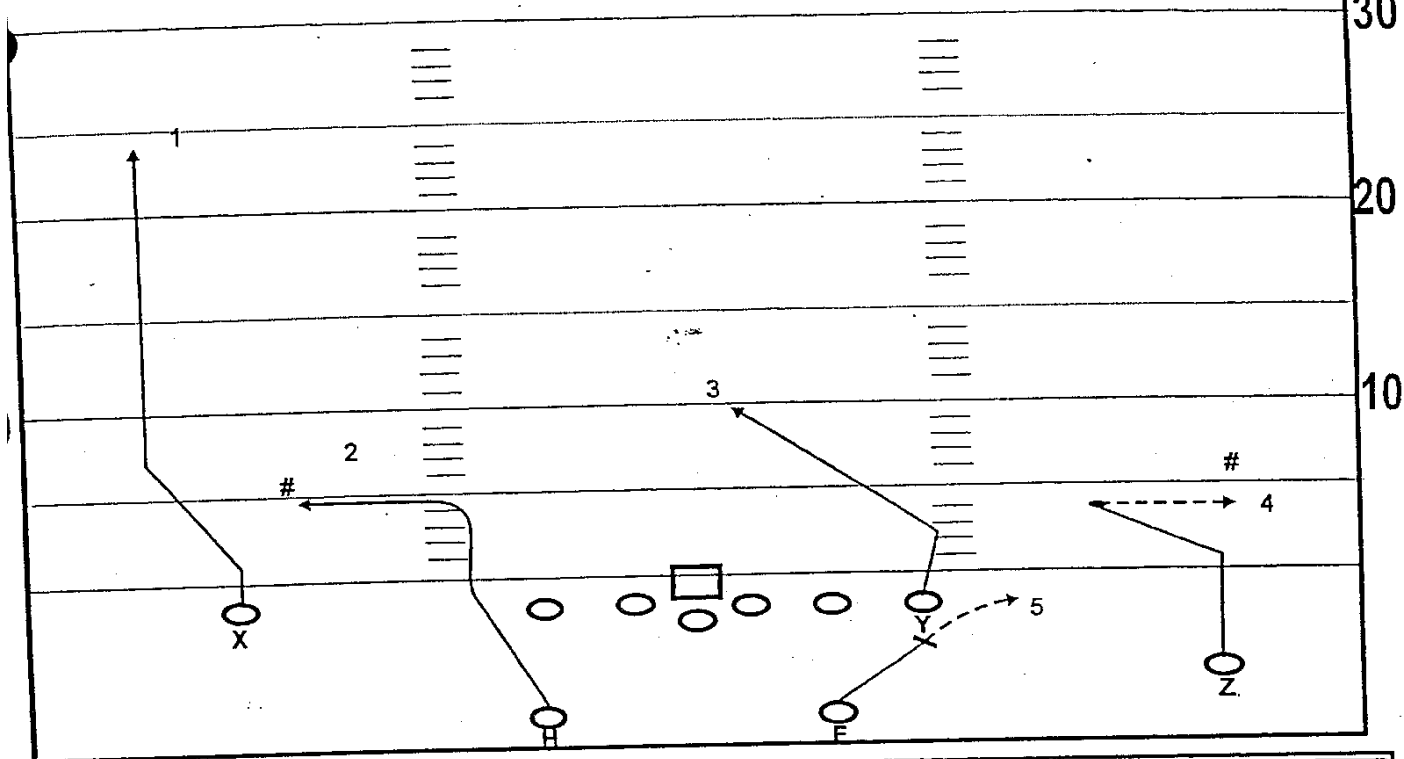
ASSIGNMENT	
POS QB	3 step drop. 1 step drop in gun. Reads: 1-X, 2-H, 3-Y, 4-Z, 5-F. Key the cornerback playing tight, or look for outside leverage by H to the flat.
X	Outside release. Push vertical and run an up or fade route. After release get back on the numbers. Beat them deep. Work to catch the ball over your outside shoulder.
Y	Inside release. Run a 3 step slant route. Stick the route. Settle vs. zone, run vs. man.
Z	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
H	Outside release. Run a 5 yd. flat route. Push vertical and speed cut outside at 5 yds. Push route to the numbers. Come slightly downhill after the cut.
F	Check pass protection. Leak outside the tackle to the flat. Vs. Nickel call Roger.

Month	Number of people
January	10
February	15
March	20
April	25
May	30
June	25
July	20
August	15
September	10
October	5
November	5
December	5



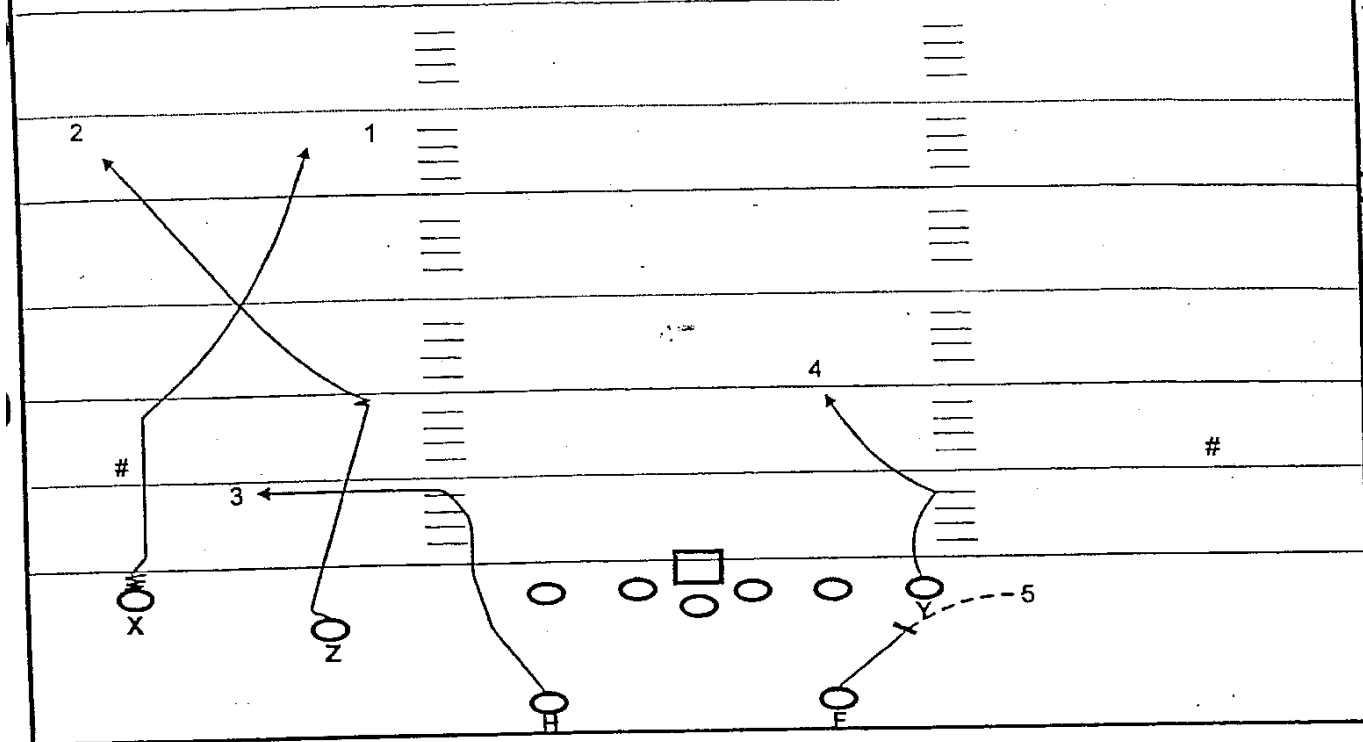
POS.	ASSIGNMENT
QB	5 step drop. 1 step drop in gun. Read one side and work across the field. Read corner route to smash route. Look for outside leverage by H or Y on their corner routes. Then key the cornerback: if he drops throw the smash route, if he sits throw the corner route.
X	Run a Lisa route. Sell a fade route for 5 yds. and then return on the same path. Bring it in about 2 yds. from original alignment. This is our smash route.
Y	Outside Release. Run an 8-10 yd. corner route. Push the route vertical 8-10 yds., stick the route, break to the corner at an angle away from coverage.
Z	Run a Rita route. Sell a fade route for 5 yds. and then return on the same path. Bring it in about 2 yds. from original alignment. This is our smash route.
#1	Outside Release. Run an 8-10 yd. corner route. Push the route vertical 8-10 yds., stick the route, break to the corner at an angle away from coverage.
F	Check pass protection. Leak out to the flat just outside the OT, to the side that the shallow route came from. Vs. Nickel call Roger or Louie to your side.

Blue Rt 617 (H-Flat)



POS	ASSIGNMENT
QB	3 step drop. 1 step drop in gun. Reads: 1-X, 2-H, 3-Y, 4-Z, 5-F. Key the cornerback playing tight, or look for outside leverage by H to the flat.
X	Outside release. Push vertical and run an up or fade route. After release get back on the numbers. Beat them deep. Work to catch the ball over your outside shoulder.
Y	Inside release. Run a 3 step slant route. Stick the route. Settle vs. zone, run vs. man.
Z	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
H	Outside release. Run a 5 yd. flat route. Push vertical and speed cut outside at 5 yds. Push route to the numbers. Come slightly downhill after the cut.
F	Check pass protection. Leak outside the tackle to the flat. Vs. Nickel call Roger.

30
20
10

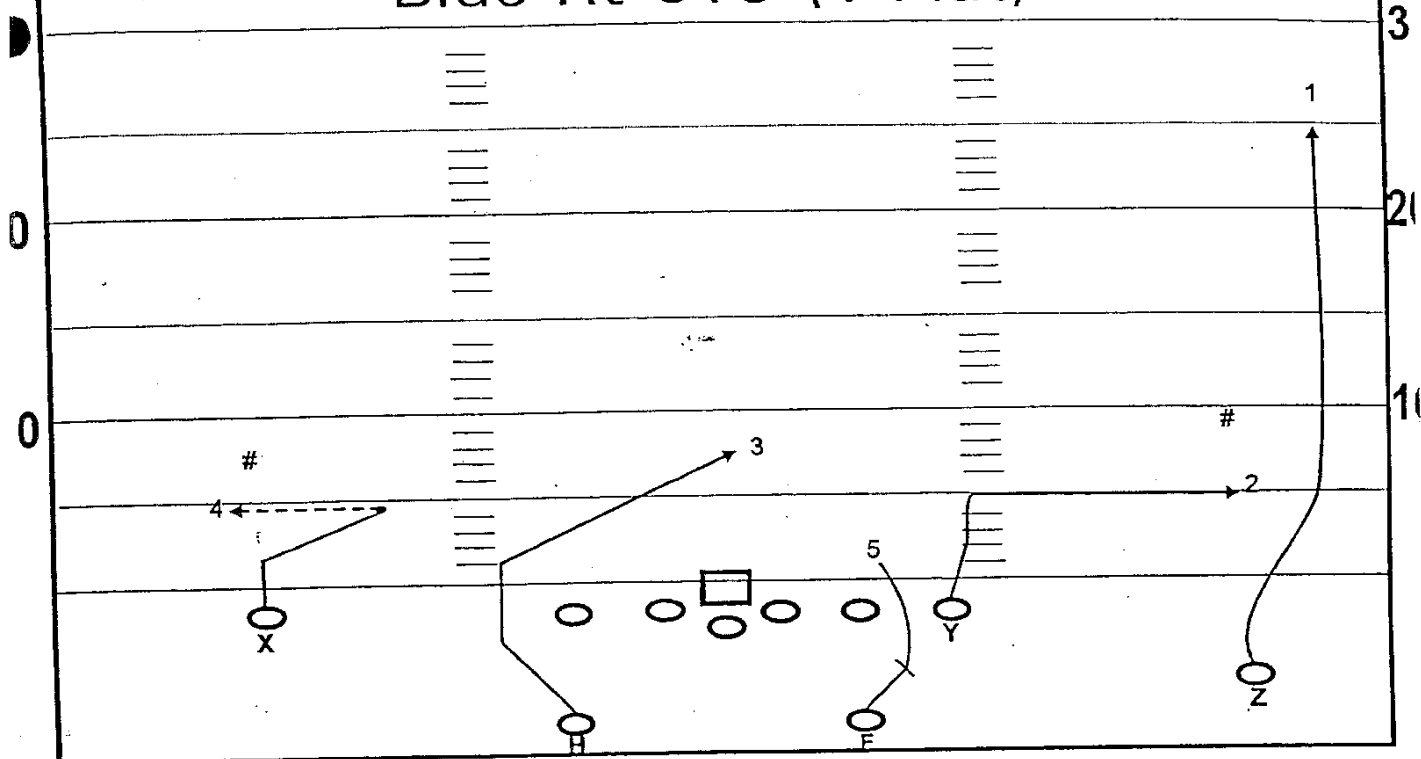


POS	ASSIGNMENT
QB	3 step drop. 1 step drop in gun. Reads: 1-X, 2-Z, 3-H, 4-Y, 5-E. This is a good man coverage route. Pre-snap look for leverage by X, Z, or H.
X	Inside release. Run a 10 yd. post route. Push vertical 10 yds., stick the route, break to post at an angle away from coverage. Get deep quick.
Y	Inside release. Run a 3 step slant route. Stick the route. Settle vs. zone, run vs. man.
Z	Outside release. Run a corner route at 8-10 yards, stick the route, break to the corner at an angle away from coverage.
H	Outside release. Run a 5 yd. flat route. Push vertical and speed cut outside at 5 yds. Push route to the numbers. Come slightly downhill after the cut.
E	Check pass protection. Leak outside the tackle to the flat. Vs. Nickel call Roger.

30

10

Blue Rt 619 (Y-Flat)



PCS	ASSIGNMENT
DB	3 step drop. 1 step drop in gun. Reads: 1-Z, 2-Y, 3-H, 4-X, 5-F. Look for the cornerback playing tight on Z or outside leverage by Y to the flat.
X	Outside release. Run a corner route at 8-10 yards, stick the route, break to the corner at an angle away from coverage.
Y	Inside release. Run a 3 step slant route. Stick the route. Settle vs. zone, run vs. man.
Z	Inside release. Run a 10 yd. post route. Push vertical 10 yds., stick the route, break to post at an angle away from coverage. Get deep quick.
H	Check pass protection. Run a slant. Stick the route, get inside the defender. Settle Vs. Zone, Run vs. Man.
F	Check pass protection. Leak out into an open spot outside the tackle. Vs. Nickel call Roger.

Screen Tips

OFFENSIVE LINEMEN: Stop the feet of the DL and then release. Take a flat path. You can work upfield if you are too shallow, but you cannot work back.

If you miss your man or your man is not there, work upfield or outside to the next one. Never chase a man you miss, you will not get there in time.

Regardless of who your man is, cut the first person who crosses your face. This man is an immediate threat to the play.

Cut with your head on the side where you expect the ball carrier.

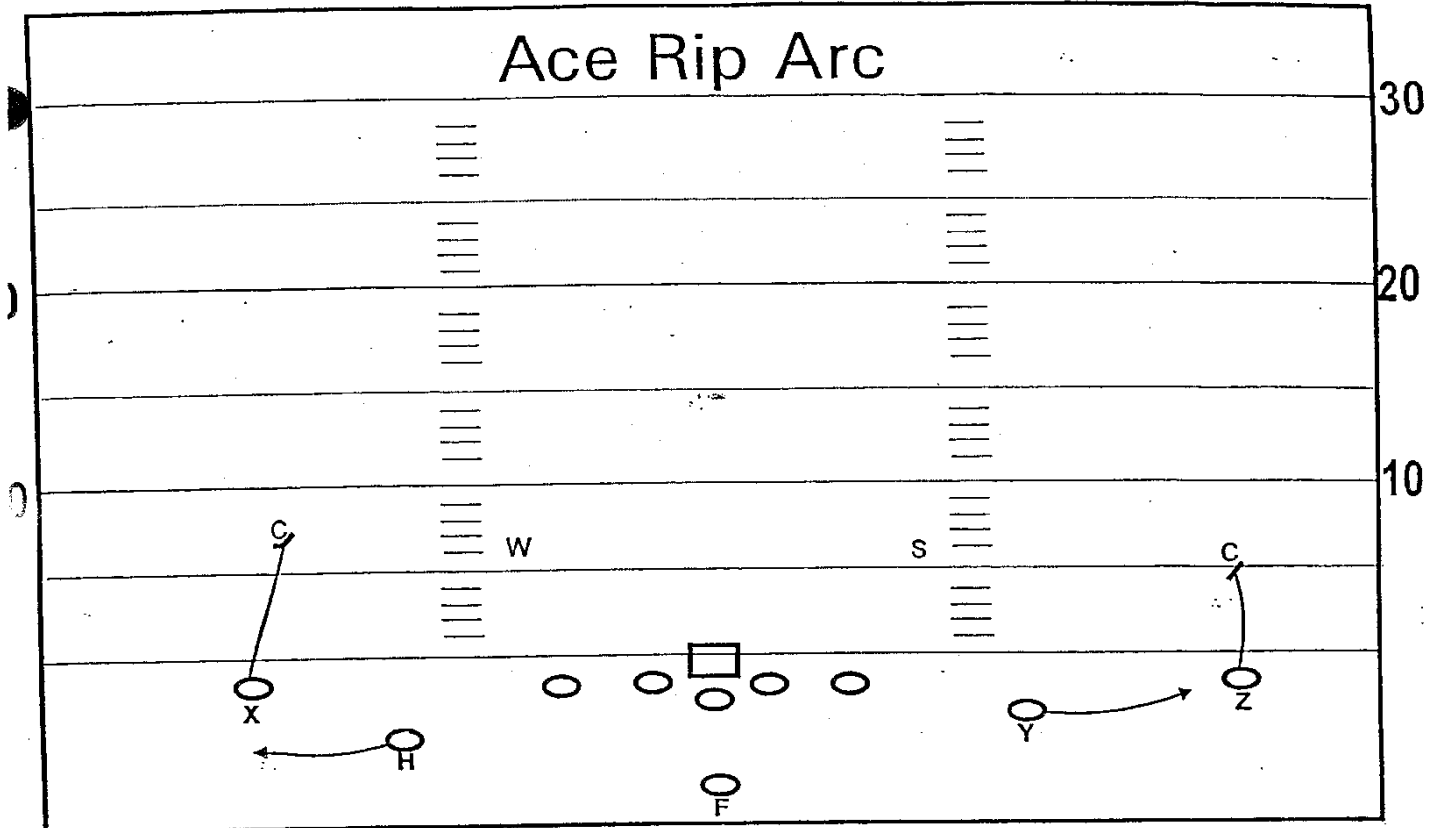
BALL CARRIER: Any receiver is a potential quick screen receiver. Sell upfield to loosen the defender, but be sure to catch the ball behind the LOS.

After the catch make 5 yards before you make your cut. This allows the blocks to engage. Now decide whether to cut inside or up the sideline. If you cut inside, go at about a 45° angle. Get behind the butts of the O-linemen. This lane will be hard to see because there will be bodies everywhere – but there will be a lane. Always go inside if you are unsure about the outside lane. You should go inside about 75% of the time. Once you get inside and you run into traffic, break it hard back outside until you find another lane.

If you cut up the sideline make sure you can see the lane. If you cannot see it, it is not there and you need to cut inside. If you go up the sideline a ways and run into traffic, then break it hard inside until you find another lane.

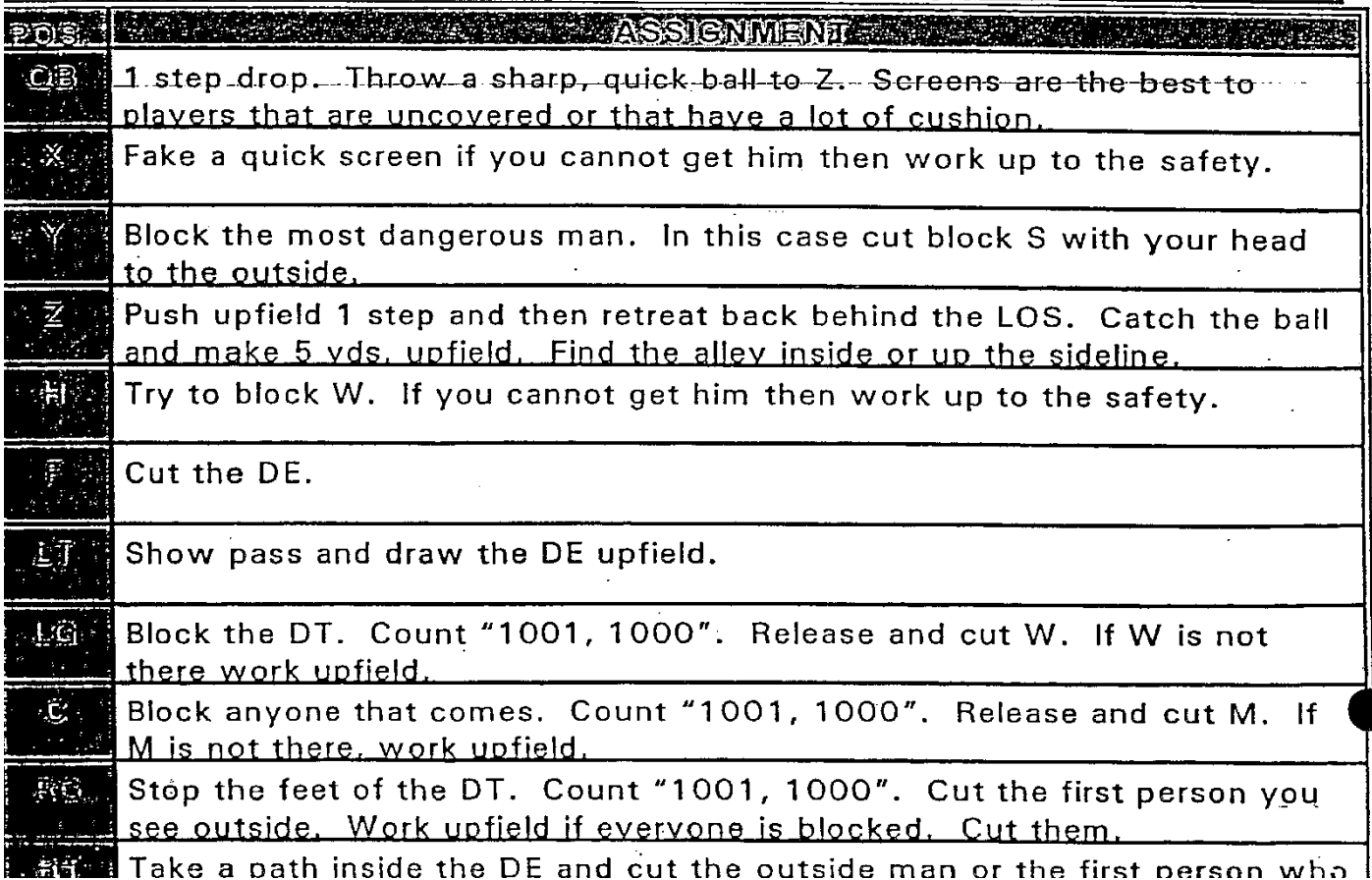
RECEIVER NEXT TO THE BALL CARRIER: Block the most dangerous man. It is your job to insure the catch. Sometimes it is the man over you and sometimes it is the man over the ball carrier. Eliminate the man that can make the play first.

Ace Rip Arc

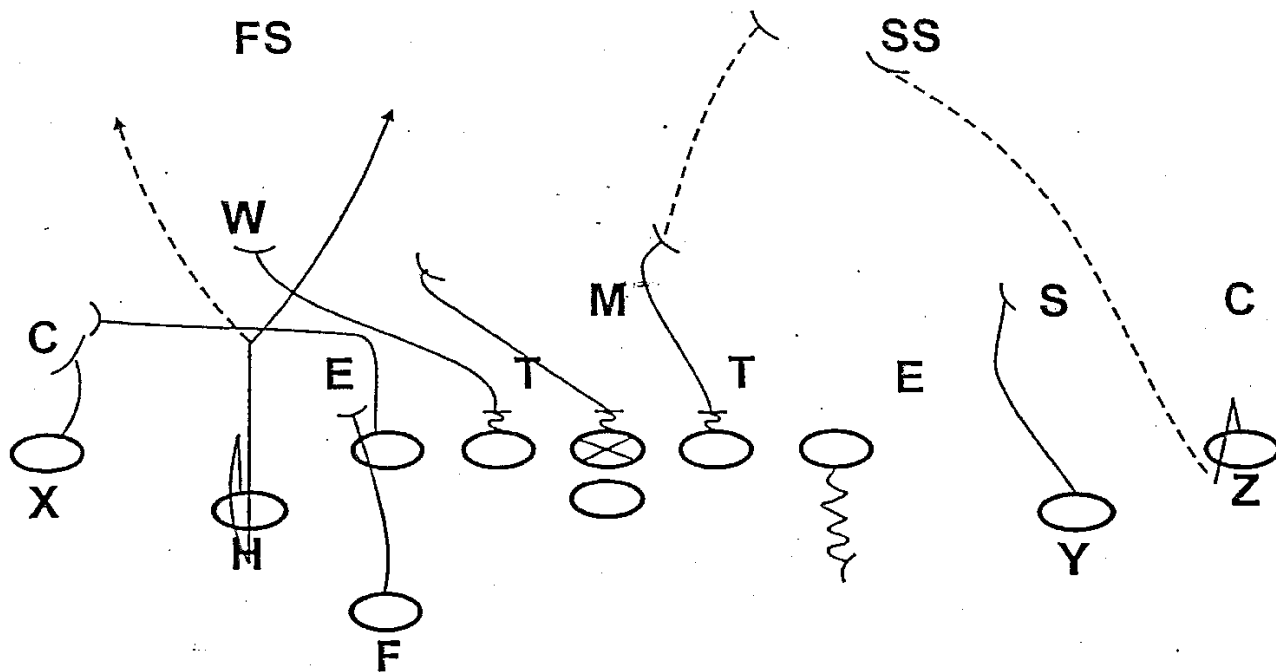


POS	ASSIGNMENT
QB	1 step drop. Look for outside leverage by the slot receiver on the LB. Get the ball to the receiver as quick as possible. Put the ball slightly in front of the slot receiver.
X	Cut block the corner with your head to the outside.
Y	Run an arc route. Take 3 steps parallel with the LOS. Look early for the ball and catch it on about your third step. Find a lane up the sideline.
Z	Cut block the corner with your head to the outside.
H	Run an arc route. Take 3 steps parallel with the LOS. Look early for the ball and catch it on about your third step. Find a lane up the sideline.
F	Block away from the call. For example: "4 Arc", you protect the left side.

We will throw Randy or Larry to any receiver.
The scheme is the same.



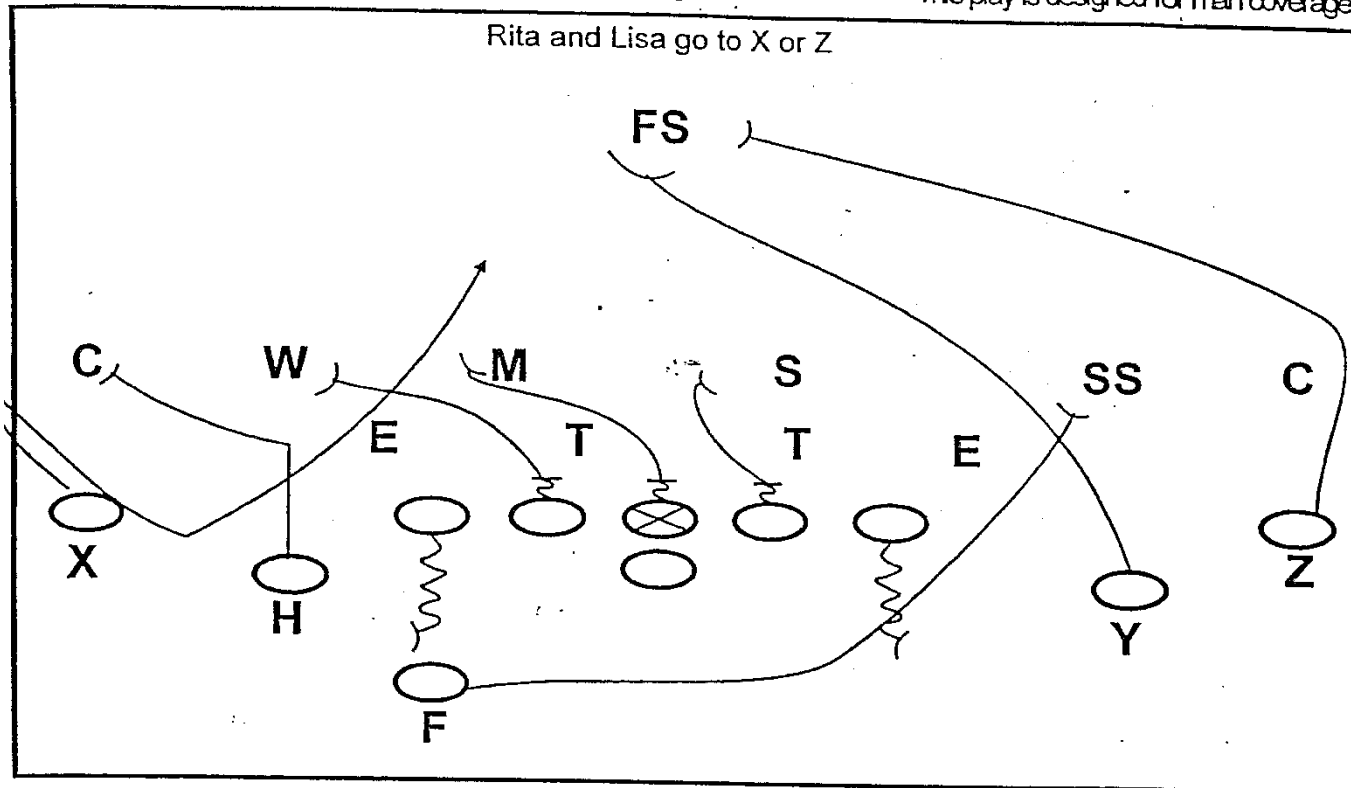
Ace Rip H Larry



CS	ASSIGNMENT
CB	1 step drop. Throw a sharp, quick ball to H.
X	Cut the most dangerous man. In this case cut the CB with your head to the inside.
Y	Cut S. If S is not there work upfield.
Z	Fake quick screen if they will bite. Otherwise work upfield and cut the SS.
H	Push upfield 1 step and then retreat behind the LOS. Catch the ball and make 5 yds. upfield. Find the alley inside or up the sideline.
F	Cut the DE.
LT	Take a path inside the DE and cut the outside man or the first person who crosses your face. In this case cut the W if he crosses your face or get the CB. Take a flat path.
LG	Block the DT. Count "1001, 1000". Cut the first person that you see out-side. In this case W. Work upfield if everyone is blocked.
C	Block anyone that comes. Count "1001, 1000". Release and cut M. If M is not there, work upfield.
RG	Block the DT. Count "1001, 1000". Release and cut S or the first person that crosses your face. If no one is there work upfield.
DE	Show pass and draw the DE upfield

Ace Rip Lisa

Rita and Lisa go to X or Z

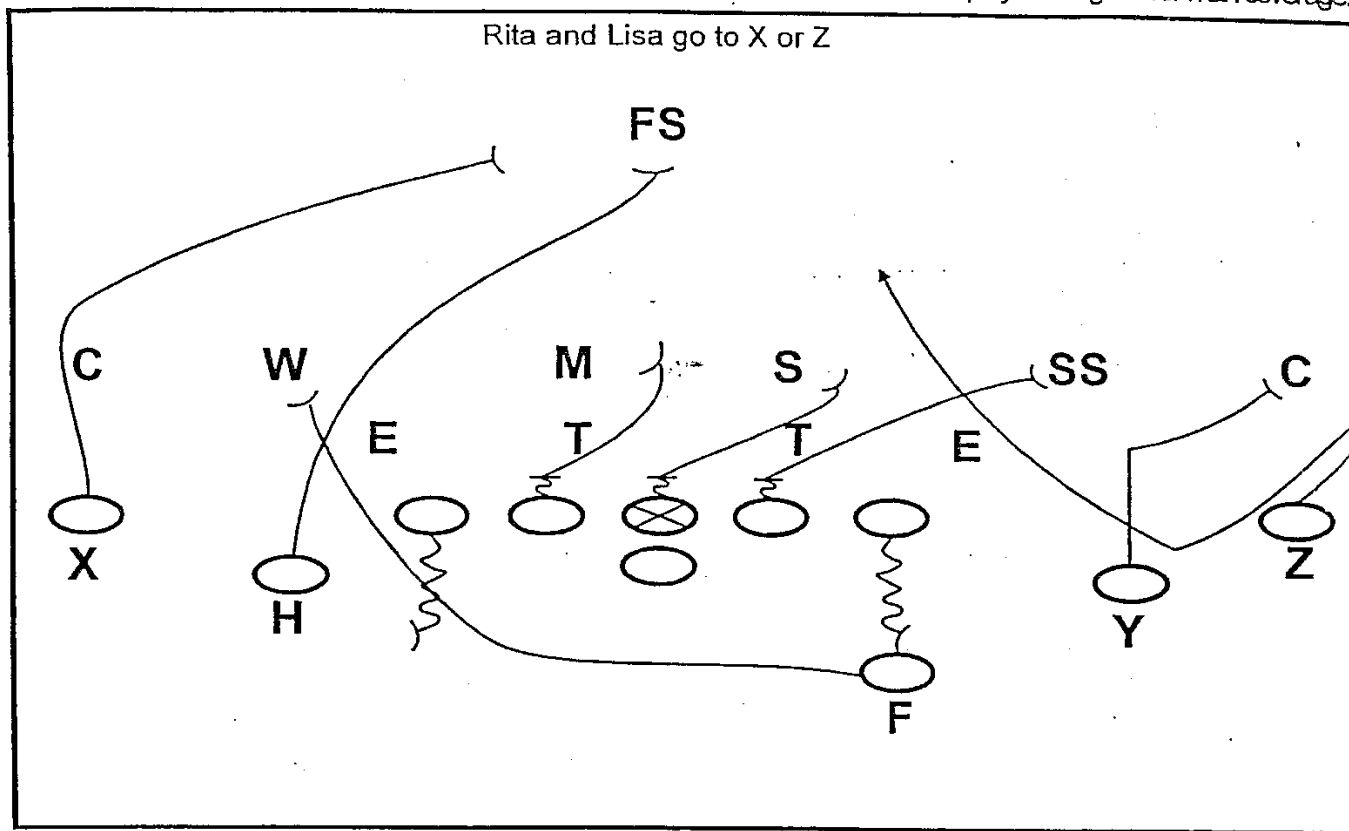


POS.	ASSIGNMENT
CB	3 step drop from center or in gun. Throw the ball to X. If you don't have a lane initially continue to drop.
X	Sell a wide fade route for 3 steps. Retrace your steps and catch the ball behind the LOS. Cut inside the butt of the LG. Find a lane. When you get into traffic, break hard inside or outside.
Y	Block the safety.
Z	Release outside the CB and try to block the safety.
H	Sell vertical to loosen the defender over you. Go vertical about the distance that the CB is off X. Then go cut the CB.
#	Line up on the side of the play. Show run to the opposite side and block the OLB.
LT	Show Pass. Draw DE upfield and cut.
LB	Show pass. Stop feet of Dt. Count "1001, 1000". Release flat and cut the defender over H. Work upfield if no one is there.
C	Show pass. Block anyone that comes. Count "1001, 1000". Release flat and cut LB or first man that crosses your face. Work upfield if no one is there.
RB	Show pass. Stop feet of Dt. Count "1001, 1000". Release flat and cut LB or first man that crosses your face. If no one is there work upfield.
RT	Show pass. Draw the DE upfield.

Ace Rip Rita

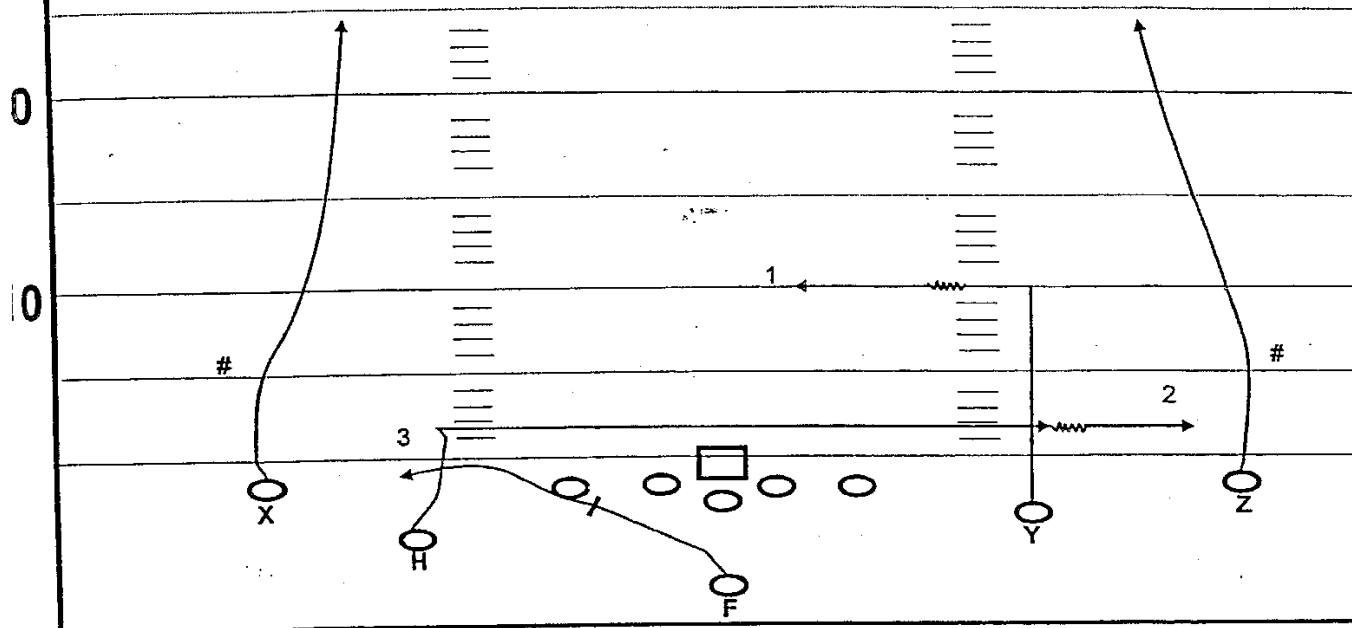
**This play is designed for man coverage.

Rita and Lisa go to X or Z



POS.	ASSIGNMENT
QB	3 step drop from center or in gun. Throw the ball to Z. If you don't have a lane initially continue to drop.
X	Release outside the CB and try to block the safety.
Y	Sell vertical to loosen the defender over the top of you. Go vertical about the distance that the CB is off Z. Then go cut the CB.
Z	Sell a wide fade route for 3 steps. Retrace your steps and catch the ball behind the LOS. Cut the butt of the RG. Find a lane. When you run into inside, break hard inside or outside.
H	Block the safety.
F	Line up on the side of the play. Show run to the opposite side and block the OLB.
LT	Show Pass. Draw DE upfield and cut.
LG	Show pass. Stop feet of Dt. Count "1001, 1000". Release flat and cut LB or first man that crosses your face. If no one is there work upfield.
C	Show pass. Block anyone that comes. Count "1001, 1000". Release flat and cut LB or first man that crosses your face. Work upfield if no one is there.
RB	Show pass. Stop feet of DT. Count "1001, 1000". Release flat and cut the defender over Y. Work upfield if no one is there.
TE	Show pass. Draw the DE upfield.

(This example is 6 H-Shallow)



POS.	ASSIGNMENT
QB	5 step drop. 3 step drop in gun. Reads: 1 dig, 2 shallow, and 3 F Leak. Key the MLB and throw opposite of where he goes.
X	If the call is X shallow, run a 1 step shallow route. On all other calls, run a vertical route and try to draw coverage.
Y	If the call is X or H shallow, then run a 10 yd. dig route. Settle in the flat hole vs. zone, keep running vs. man. If call is Y shallow run a 1 step shallow route. If call is Z shallow then go deep and draw coverage.
Z	If the call is Z shallow, run a 1 step shallow route. On all other calls, run a vertical route and try to draw coverage.
H	If the call is Y or Z shallow, then run a 10 yd. dig route. Settle in the flat hole vs. zone, keep running vs. man. If call is H shallow, run a 1 step shallow route. If the call is X shallow then run a vertical route and draw coverage.
F	Check pass protection. Leak out to the flat just outside the OT, to the side that the shallow route came from. Vs. Nickel call Roger or Louie to your side.

(Other tags: Smash)

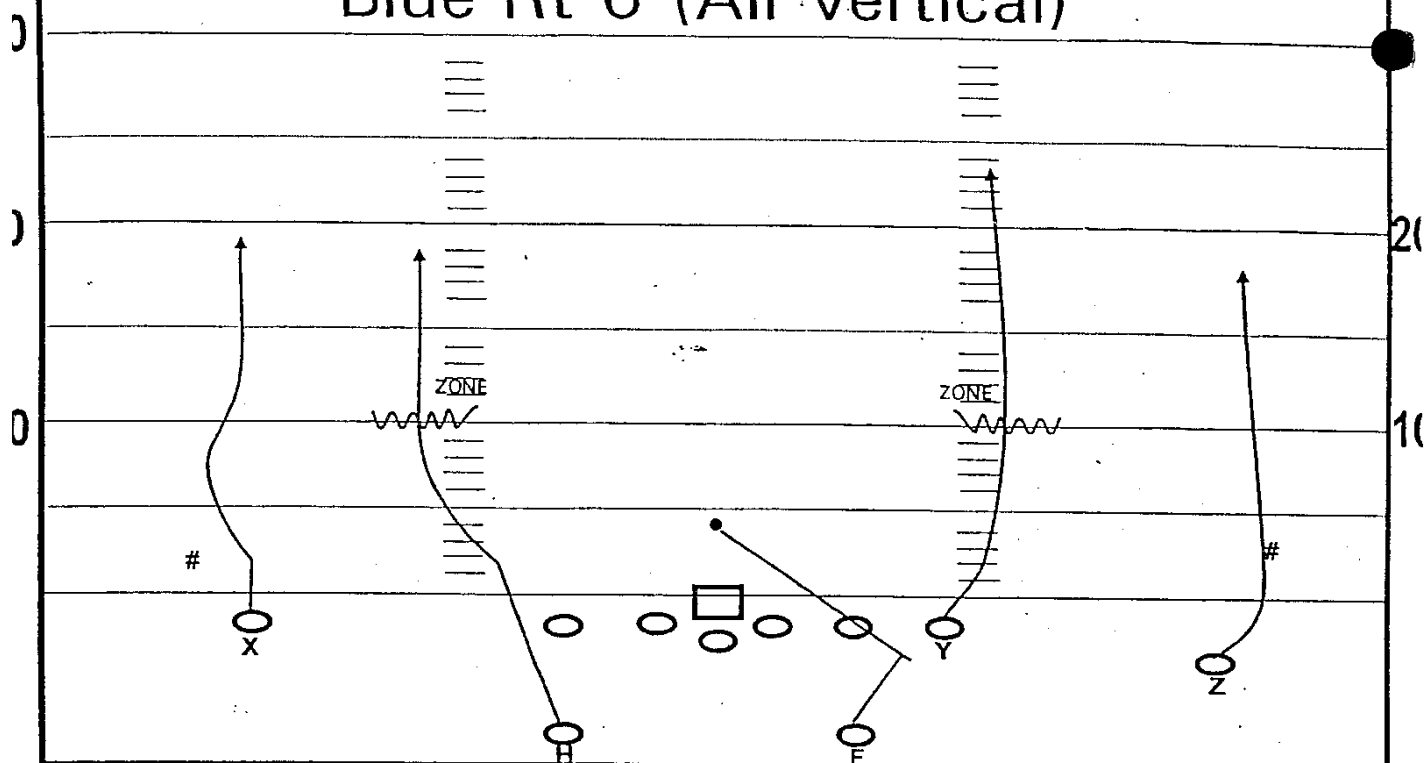
E

X H F Y Z

1 2 3 4

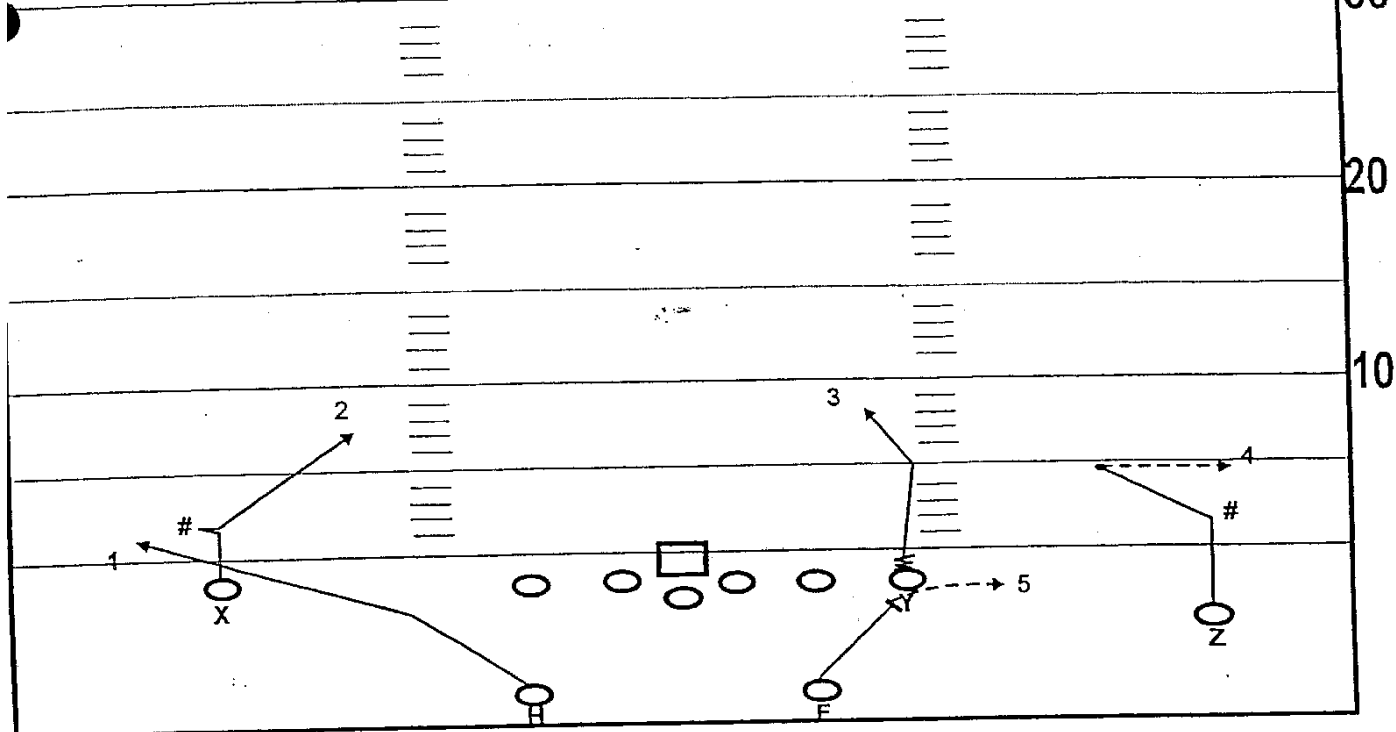
POS.	ASSIGNMENT
QB	Reverse out. Fake 35 and roll behind RT. Throw to Y quickly if he is open or can get 5 yds. Read: 1-Y, 2-Z, 3-X, 4-F.
X	Cheat split in so you can get across quickly. Run an 8-10 yds. crossing route. Find the open area and settle. Vs. Man keep running.
Y	Block the outside shoulder of the DE and force him inside. Release on a shoot route 0-3 yds. deep. Push to the numbers. Expect the ball early.
Z	Cheat split in slightly. Outside release and run a corner route. Push vertical to 10 yds. and break at an angle away from coverage.
H	Sell 35. Block Will. If Nickel make a Louie call.
F	Sell 35 fake all the way through the hole. Then leak outside the LT.

Blue Rt 6 (All Vertical)



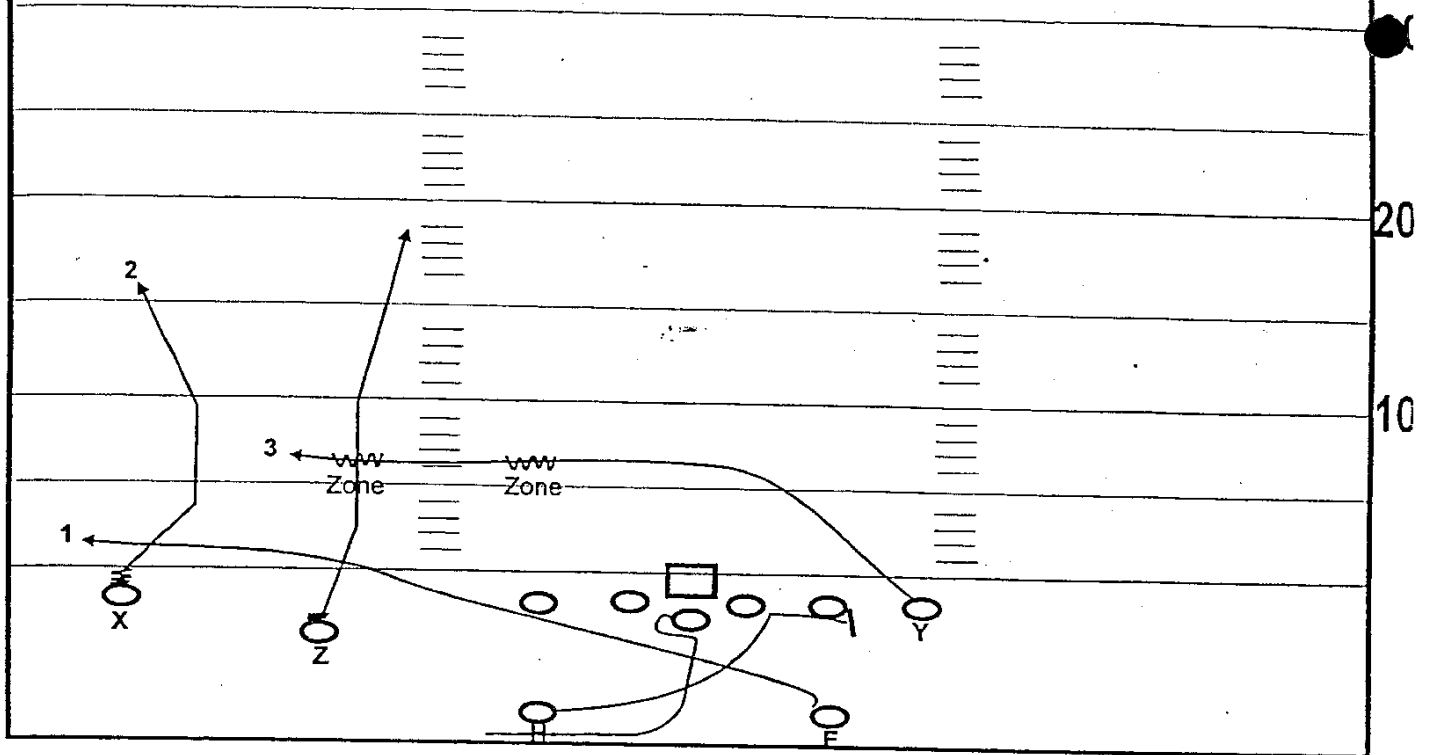
POS.	ASSIGNMENT
QB	3 step drop. If receivers get held up continue to a 5 step drop. 1 step drop in gun. Pick a side and read across the field. Look to the side where the defense is playing tight.
X	Outside release. Get back over the top of the defender. Run an up route. Stay on the numbers. Beat them deep. Work to catch the ball over the outside shoulder.
Y	Outside release. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
Z	Outside release. Get back over the top of the defender. Run an up route. Stay on the numbers. Beat them deep. Work to catch the ball over the outside shoulder.
H	Check pass protection. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
F	Check pass protection. Run an under route 0-5 yds. deep over the ball. Vs. Nickel front Call Roger.

Blue Rt 7 (H- Shoot)



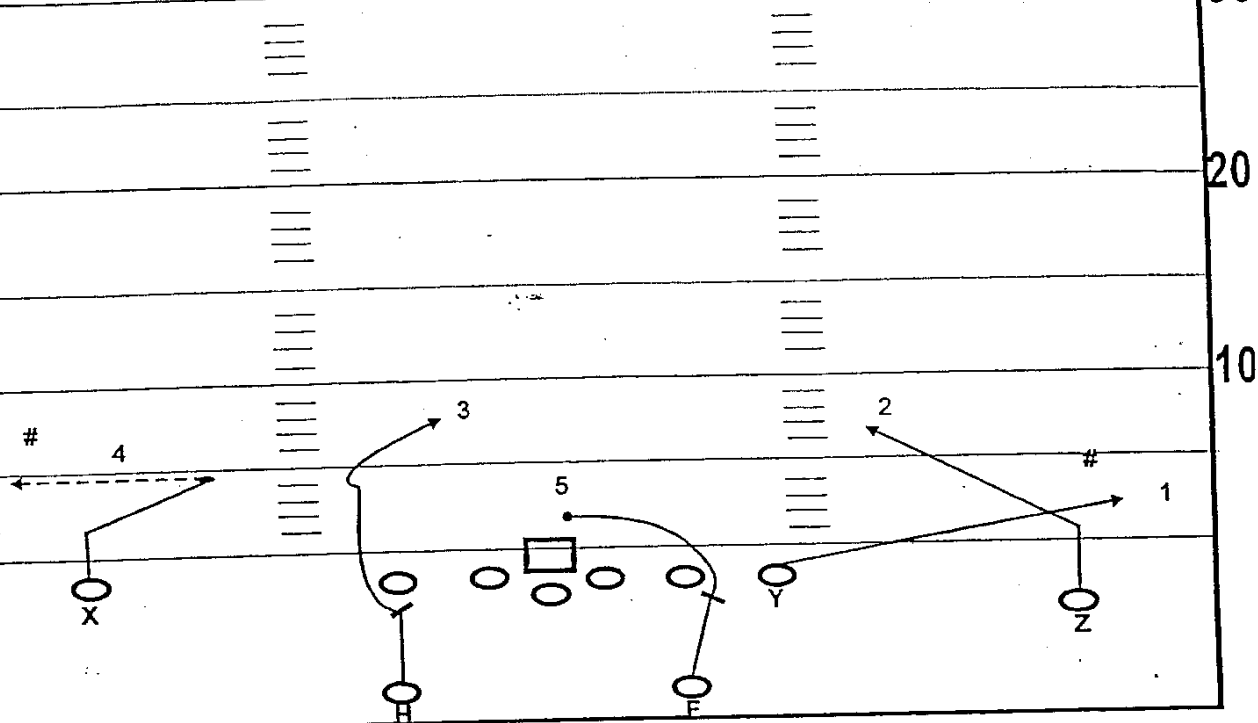
POS.	ASSIGNMENT
QB	1-3 step drop. 0-1 step drop-in gun. Reads 1-H, 2-X, 3-Y, 4-Z, 5-F. Look for leverage to the flat by H or leverage to the inside by X. Key the flat defender and throw opposite.
X	Inside release. Run a 1 step slant route. Settle in the hole vs. zone, run vs. man. Expect ball early.
Y	Inside release. Run a 3 step slant route. Stick the route. Settle vs. zone, run vs. man.
Z	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
H	Run a shoot route to the numbers, 0-3 yds. Deep. Expect the ball early.
F	Check pass protection. Leak to flat outside of tackle vs. Nickel Call Roger.

Blue Rt Flip 24 Naked Pass



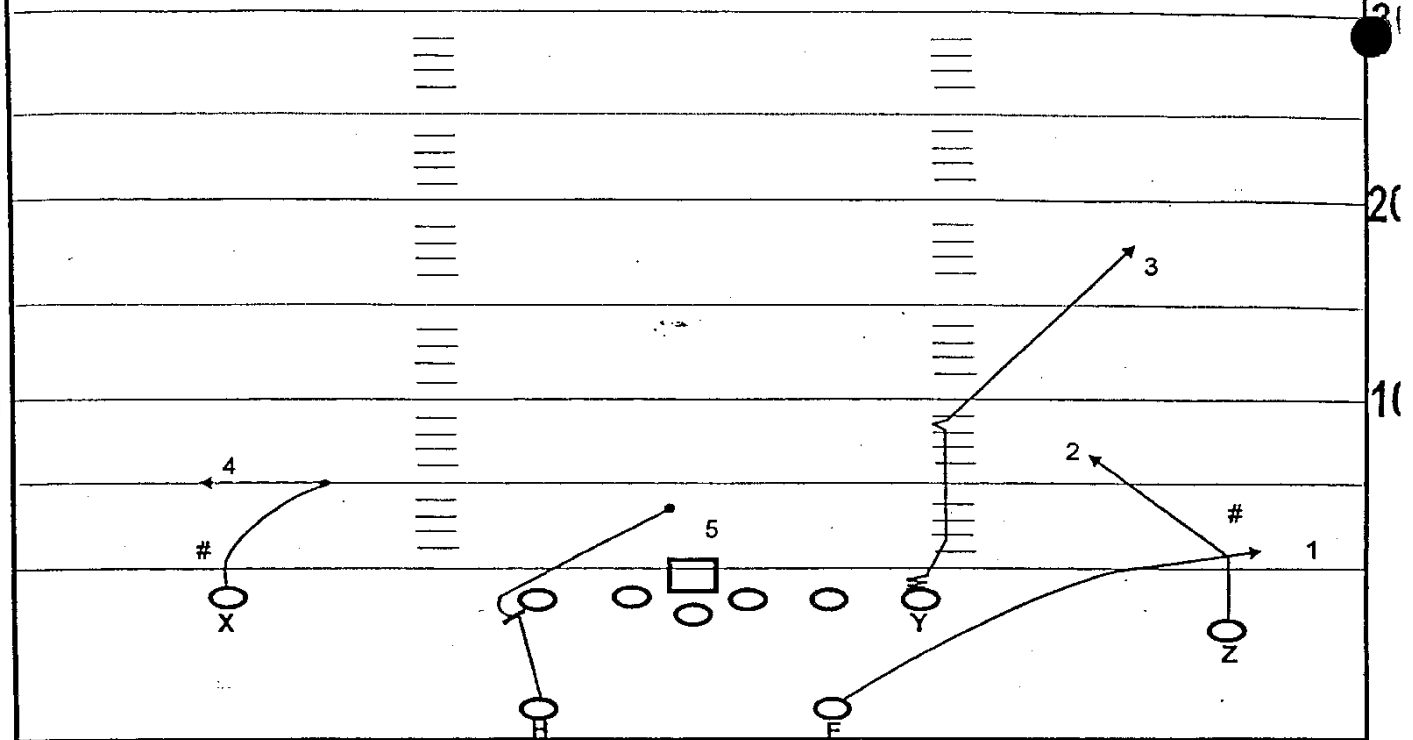
POS	ASSIGNMENT
QB	Reverse out and fake 24. Get depth and settle behind the LT. Throw it to F if he is open. Read: 1-F, 2-X, 3-Y.
X	Cheat split in. Run an 8-10 yd. corner route. Break at an angle away from the coverage.
Y	Run an 8-10 yd. crossing route. Try to get in front of the QB's hand and settle in the open area. Keep running vs. man.
Z	Inside release. Run a 10 yd. skinny post. Get deep quick.
H	Fake 24 and block anything coming from the back side.
F	Go underneath the QB and run a shoot route to the left side. Push the route to the numbers 0-3 yds. deep.
OFFENSIVE LINE - 3 point stance - sell 24 then pass protect. Keep head and shoulders low.	

Blue Rt 9 (Y-Shoot)



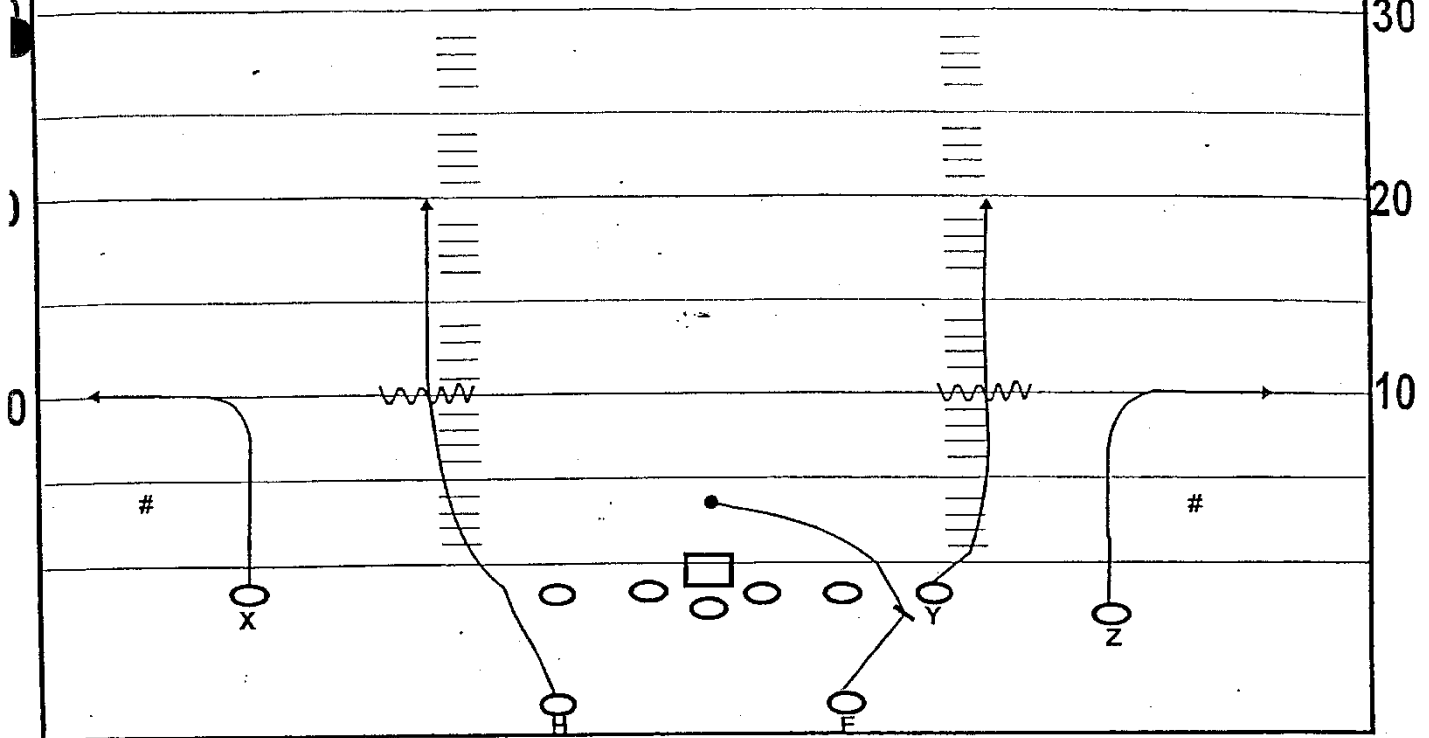
POS.	ASSIGNMENT
QB	1-3 step drop. 0-1 step drop in gun. Reads 1-Y, 2-Z, 3-H, 4-X, 5-F. Look for leverage to the flat by Y or leverage to the inside by Z. Key the flat defender and throw opposite.
X	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
Y	Run a shoot route to the numbers, 0-3 yds. Deep. Expect the ball early.
Z	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
H	Run a 3 step slant route. Get inside the defender. Stick to the route. Settle vs. zone, run vs. man.
F	Check pass protection. Run an under route 0-5 yds. deep over the ball. Vs. Nickel front Call Roger.

Blue Rt 8 (F-Shoot)



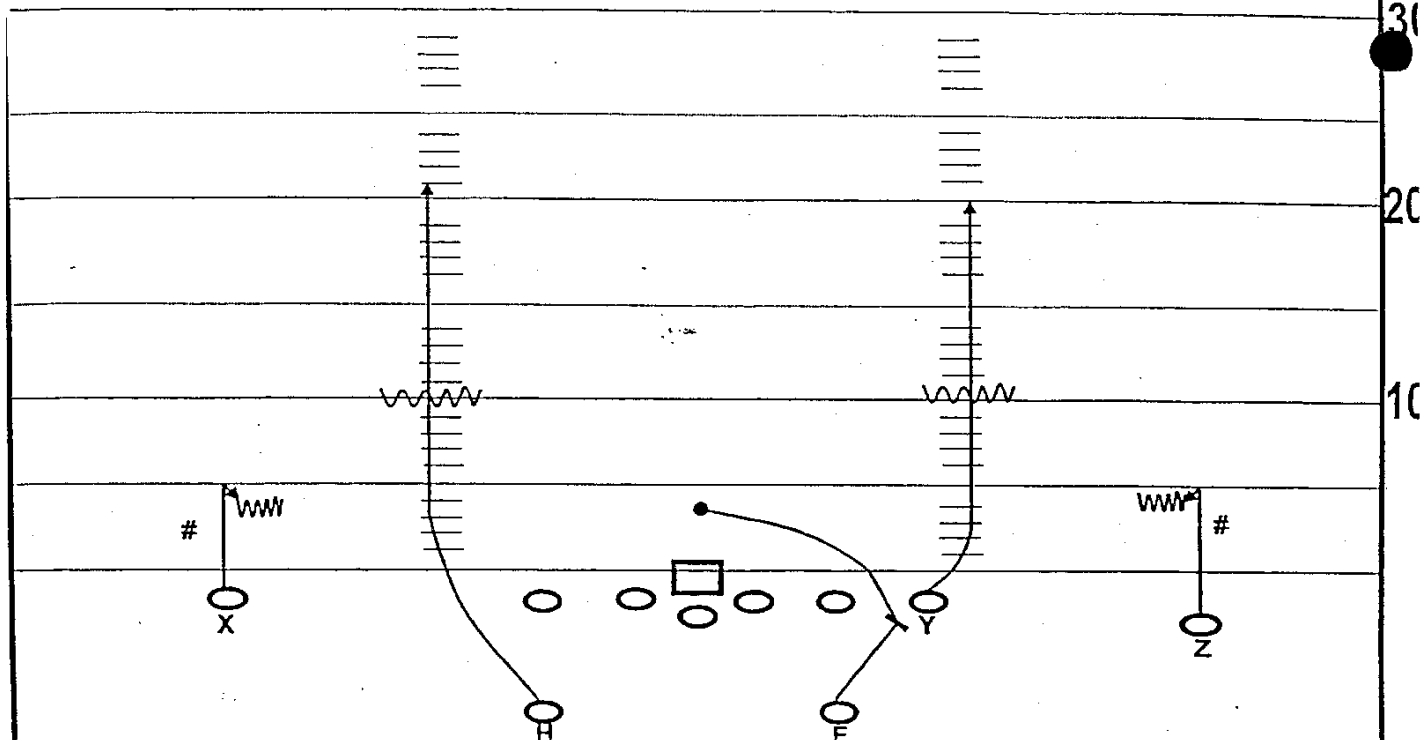
POS.	ASSIGNMENT
QB	1-3 Step drop. 0-1 step drop in gun. Read 1-F, 2-Z, 3-Y, 4-X, 5-H. Throw quick to F if he is open. Pre-snap look for who has leverage. Key the cornerback and throw opposite.
X	Inside release. Run a slant return route. Take your time and settle in slant area. When QB's eyes come to you sit if open, break outside if covered.
Y	Outside release. Run an 8-10 yd. corner route. Push the route vertical 8-10 yds., stick the route, break to the corner at an angle away from coverage.
Z	Inside release. Run a 1 step slant route. Settle in the hole vs. zone, run vs. man. Expect ball early.
H	Check pass protection vs. Nickel Call Louie. Run an under route 0-5 yds. Deep, over the ball.
F	Run a shoot route to the numbers, 0-3 yds. Deep. Expect the ball early.

Blue Rt 60 (Out Routes)



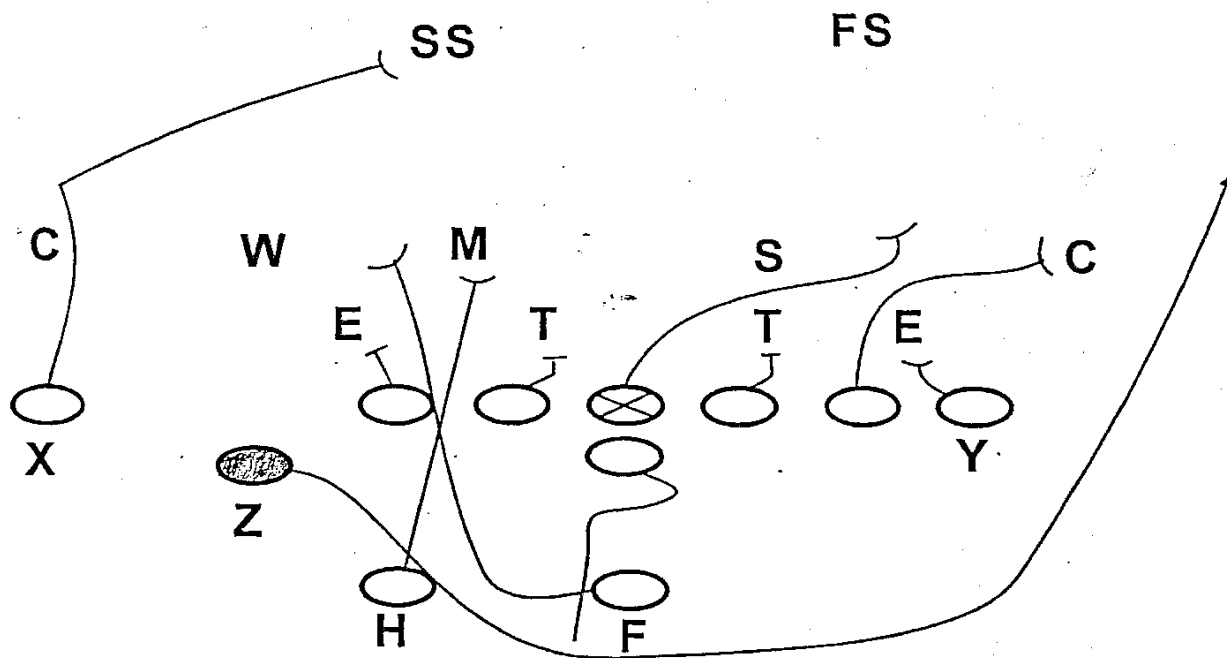
POS	ASSIGNMENT
QB	5 step drop. 1 step drop in gun. Pick a side and read across the field. Look to the side where a defender is playing loose or is bailing. Also look to the side where the WR has outside leverage on the defender.
X	Cheat split in so you have room to the outside, Outside release. Push vertical, speed cut and run a 10 yd. out route. Come downhill slightly after you make your cut.
Y	Outside release. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
Z	Cheat split in so you have room to the outside. Outside release. Push vertical, speed cut and run a 10 yd. out route. Come downhill slightly after you make your cut.
H	Check pass protection. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
F	Check pass protection. Run an under route 0-5 yds. deep over the ball. Vs. Nickel front Call Roger.

Blue Rt 66 (Hitch Outside)



POS.	ASSIGNMENT
QB	3 step drop. 1 step in gun. Pick a side and read across the field. Look to the side where the defense is playing loose or the defender is bailing.
X	Inside release. Run a 3 step hitch route and settle inside. Expect the ball early.
Y	Outside release. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
Z	Inside release. Run a 3 step hitch route and settle inside. Expect the ball early.
H	Check pass protection. Run a seam route up the hash. After 10 yards decide whether to settle in the hole or beat them deep.
F	Check pass protection. Run an under route 0-5 yds. deep over the ball. Vs. Nickel front Call Roger.

Brown Right Flip 35 Z Reverse



POS.	ASSIGNMENT
QB	Give a great 35 fake – show the hand and then hand the ball off to Z coming over the top.
X	Run off the CB and block the safety.
Y	Block the DE – force him inside.
Z	Run inside and take the handoff and run the reverse.
H	Sell 35. Block the LB.
F	Sell the 35 fake. Keep the shoulders and numbers down and sprint through the LOS.
LT	Block the DE.
LG	Block the DT.
C	Stop the initial rush of anyone that comes, then release and block the safety or anyone who threatens the reverse.
RG	Block the DT.
RT	Release and block the CB to the outside.

Mumme/Leach Air Raid

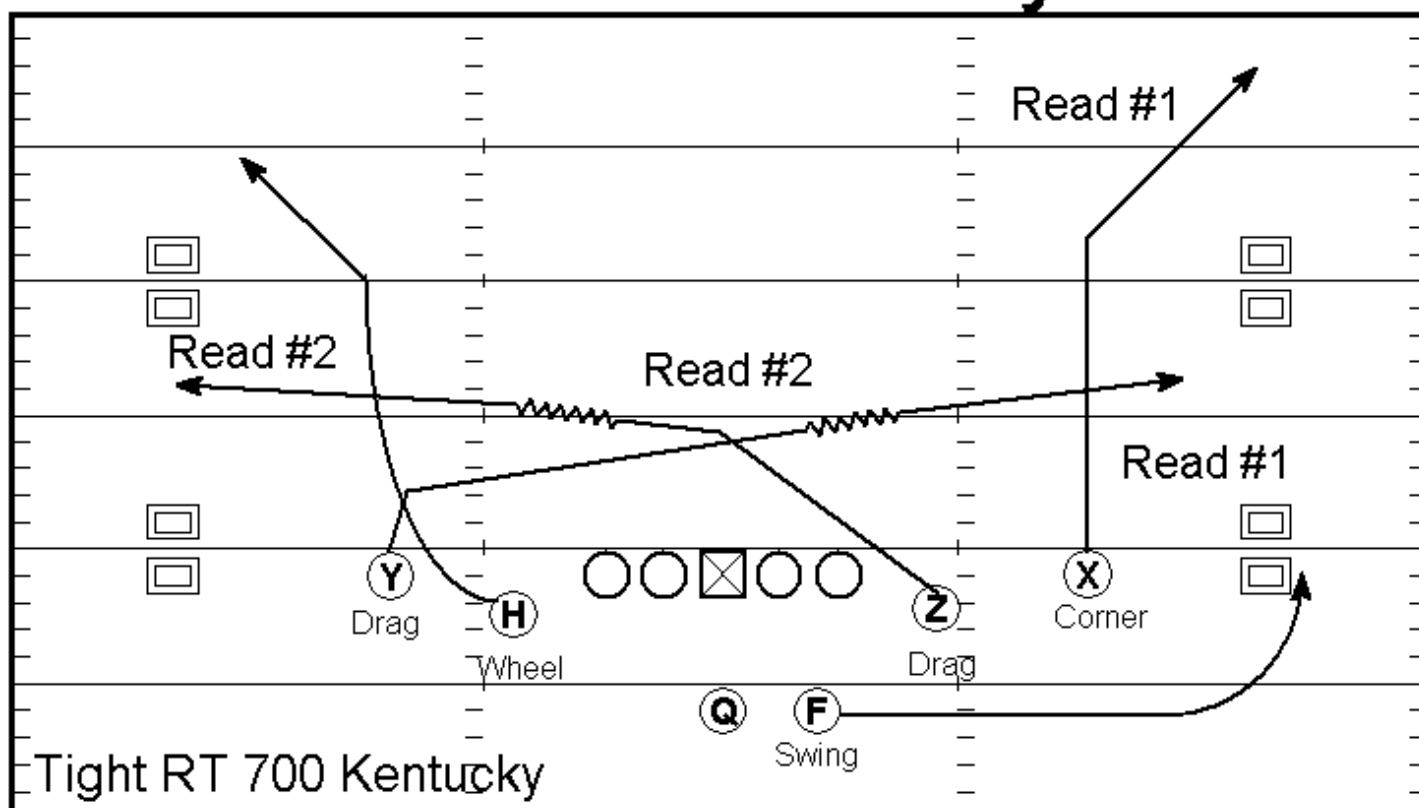
The Mesh Series

The Shallow Series

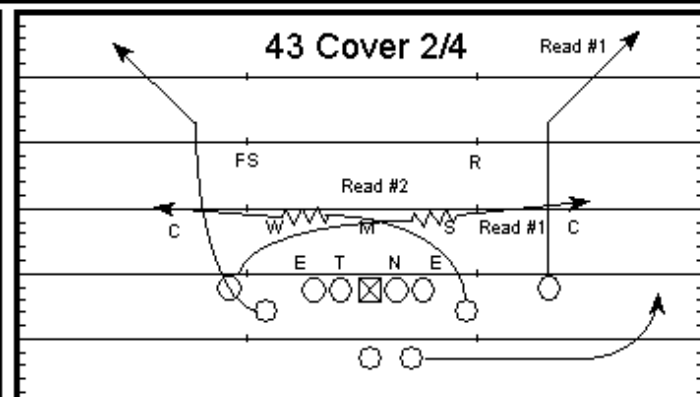
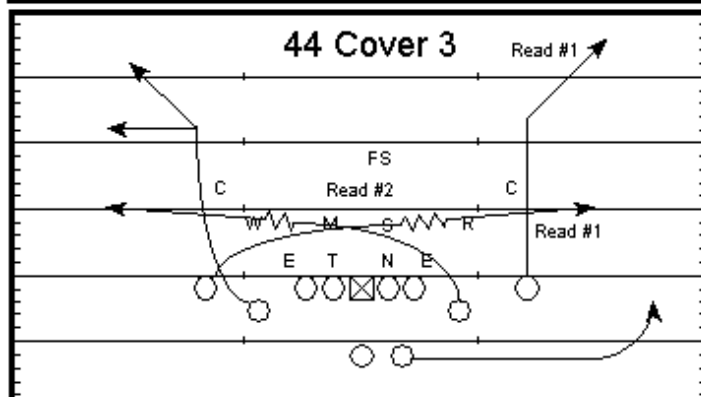
The Screens

The Mesh Series

700 Kentucky

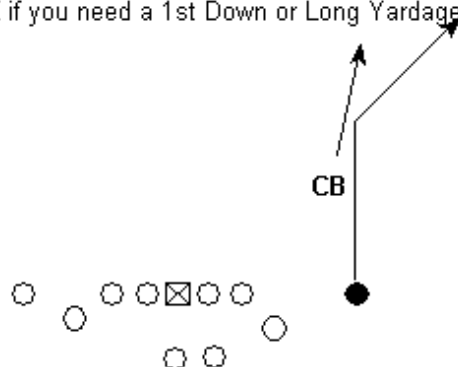


X Corner Align inside hash. Best release. run Corner route breaking at 12 yards. If CB is inside break away outside from him. If CB is outside beat him deep. Fake Post route to keep FS inside of you. If FS rotates outside beat him deep on seam route.	Y Drag Drag to 5-7 yards deep over opposite tackle. You are responsible for the Mesh with Z. Read Sam if he covers Swing or follows Z sit in open area outside opposite tackle. If Sam waits for you or you have man coverage run across to opposite flat.	Z Drag Drag to 5-7 yards deep over opposite tackle. You are responsible for depth of the Mesh. Read Will if he covers H sit in open area outside opposite tackle. If Will waits for you or you have man coverage run across to opposite flat.	HB Wheel Run Wheel route. If CB is inside break away outside from him. If CB is outside beat him deep. Fake Post route to keep FS inside of you. If FS rotates outside beat him deep on seam route.
FB Swing Run Swing route. Stay behind LOS until outside hash. If CB or Sam cover you stay behind LOS and get width.	QB Pre Snap 1. Go to X if he's 1 on 1 2. Is anyone covering Corner area? 3.	QB Read 1 Corner/Drag/Swing 1. Go to X on Corner if he's 1 on 1. 2. If CB is inside throw outside to X. If CB is outside throw over the top to X. 3. Read Sam on Drag/Swing	QB Read 2 Mesh 1. Read Mesh point 2. If Sam covers Y Drag go Z 3. If W is in picture throw ball away or run



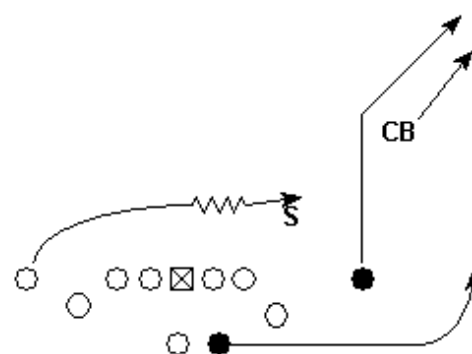
X Corner Read

1. Throw to X if he's 1on1
2. Throw to X if CB is inside
3. Throw over the top of CB if he's outside
3. Throw to X if you need a 1st Down or Long Yardage



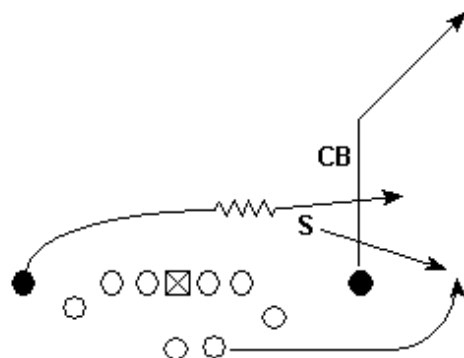
X Corner - F Swing Read

1. Rules for X Corner Read are primary
2. High Low Read on CB
3. If Sam covers Swing throw Drag to Y



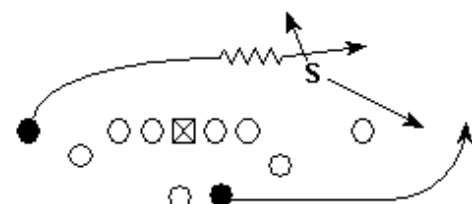
X Corner - Y Drag Read

1. Rules for X Corner Read are primary
2. High Low Read on CB
3. If Sam covers Swing throw Drag to Y



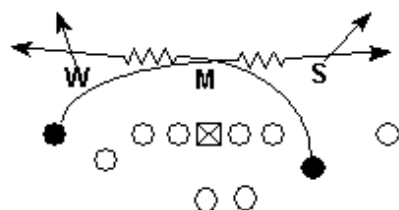
Y Drag - F Swing Read

1. High Low Read on Sam
2. If Sam covers Swing throw Drag to Y
3. If Sam covers Drag throw Swing to F



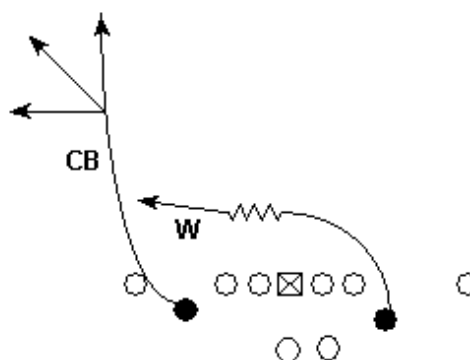
X - Z Mesh Read

1. Read Mesh point
2. If Sam covers Y Drag go Z
3. If W is in picture throw ball away or run

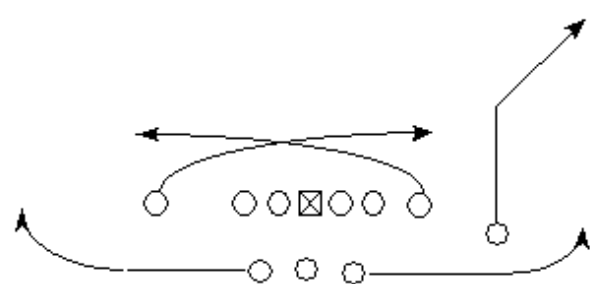


H Wheel - Z Drag Read

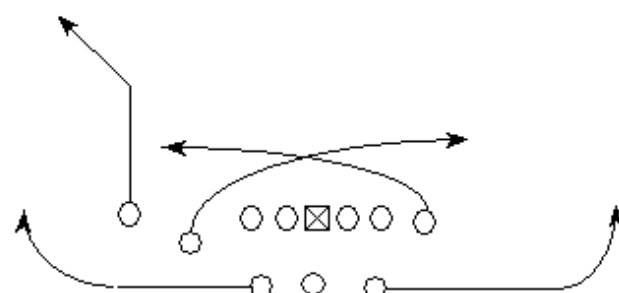
1. Usually a call from sideline
2. Good call against man coverage
3. See if H beats CB Deep



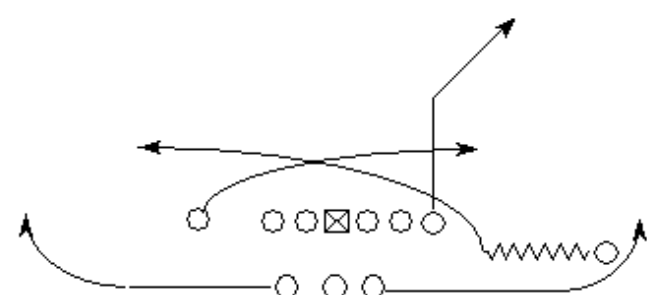
Mumme/Leach Variations



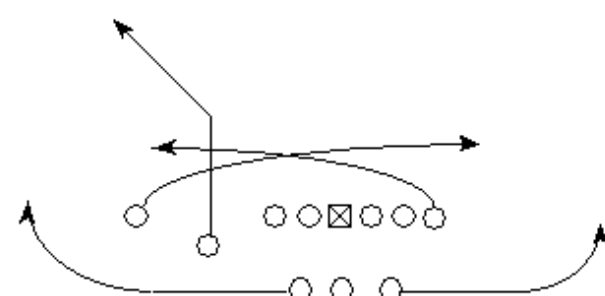
X Mesh



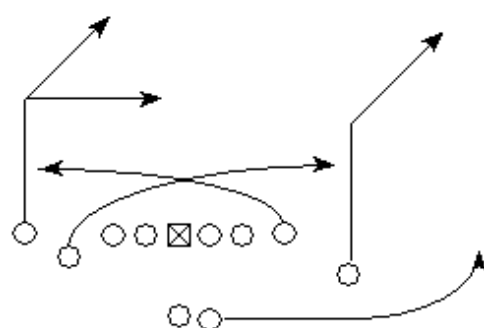
Z Mesh



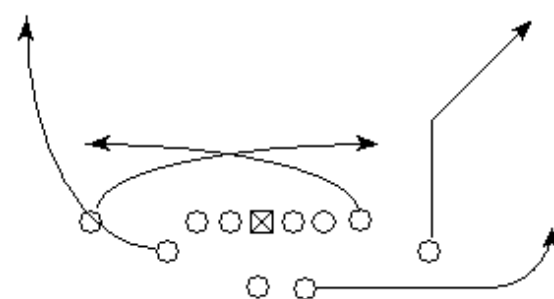
Z Drive



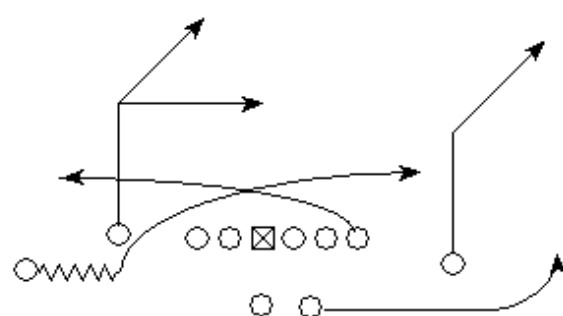
X Mesh out of Twins



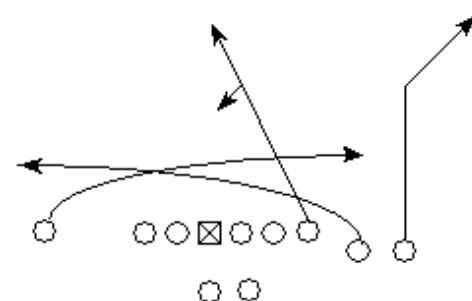
H Mesh



H Wheel

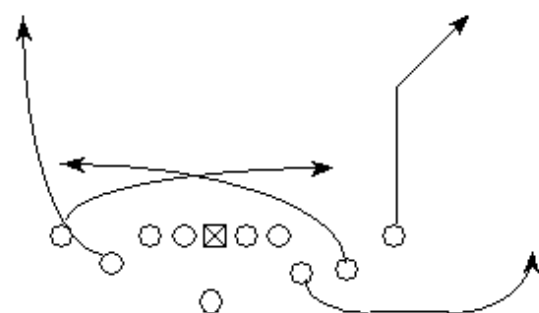


H Drive

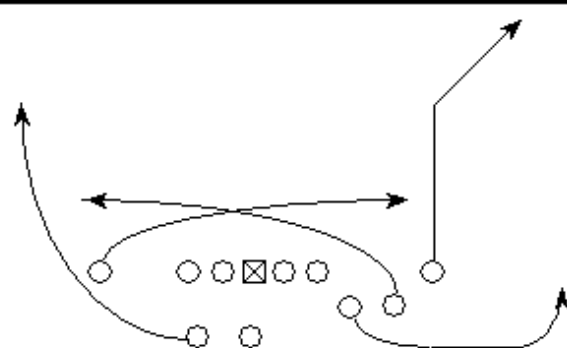


Y Middle Read

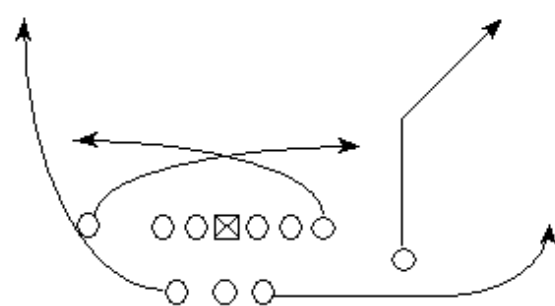
Variations of 700 Kentucky



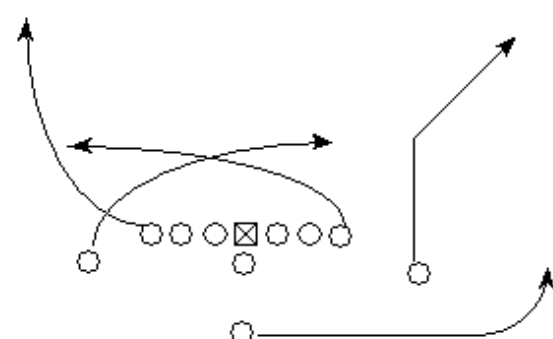
Empty



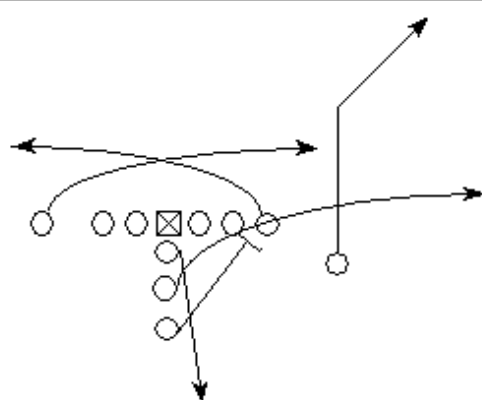
Bunch



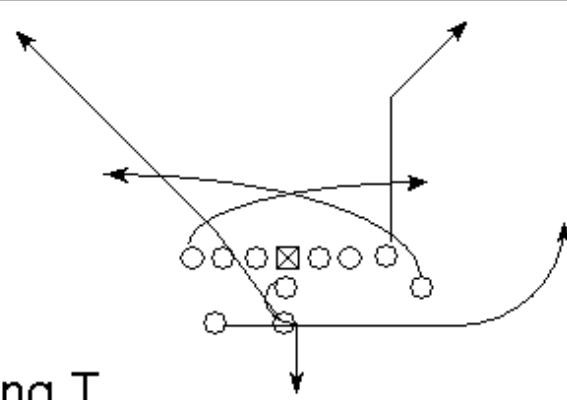
Pro Set



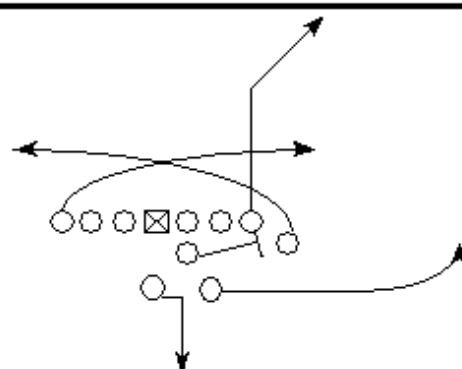
Ace



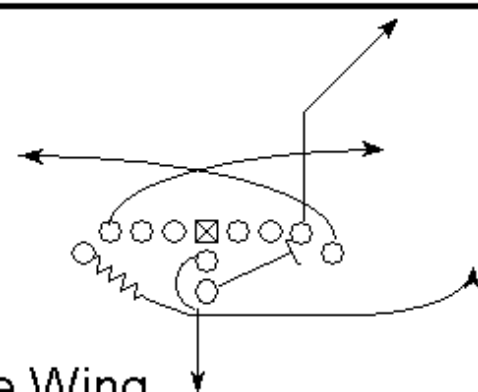
I Backs



Wing T



Single Wing



Double Wing

Empty

<p>44</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>	<p>44 Strong</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>
<p>43</p> <p>Help Call if Will Blitz's</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>	<p>61</p> <p>Automatic Help Call</p> <p>QB has Sam on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>
<p>34</p> <p>QB has Rover on HOT</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>	<p>Bear</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>
<p>52</p> <p>Automatic Help Call</p> <p>Tackle makes Help call to Guard</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>	<p>52 Walk</p> <p>Help Call if Will Blitz's</p> <p>Tackle makes Help call to Guard</p> <p>Protect Inside Gap</p> <p>Block Most Dangerous Rusher</p>

The Shallow Series

Hal Mumme SE Louisiana Clinic

Notes on the Shallow Series

Take from Gary Goff WR Coach SE Louisiana.

General Reminders

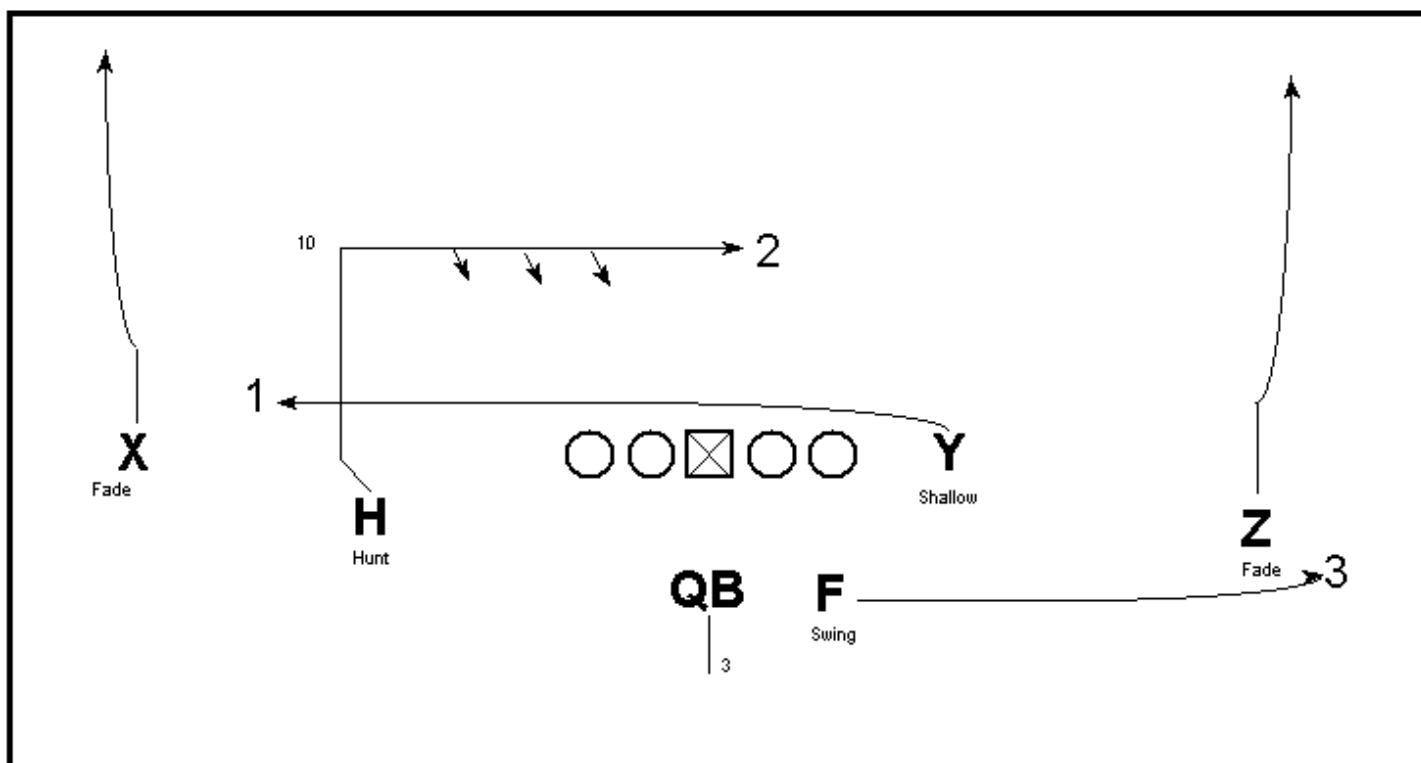
1. The player running the shallow cross runs through the heels of the DLine men
2. The player that runs the complementary route (Hunt/Dig) is always the 1st WR opposite the Shallow Cross. He must always outside release so he does not turn the LB back into the shallow cross. At 10 yards vs Zone he runs a Hunt route and settles in the 1st open hole. Versus Man coverage he runs a Dig. Versus a blitz by the defender over him he runs a speed out as a Hot adjustment.
3. The QB takes a 3 step drop in the Shotgun. He usually hits the Shallow crosser vs man or press coverage.

Y Shallow/ H Shallow	Z Shallow/X Shallow	F Shallow From Empty	Y Shallow (X Post)/H Shallow (Z Post)	Y Shallow (Z Curl)/H Shallow (X Curl)
--------------------------------------	-------------------------------------	--------------------------------------	---	---

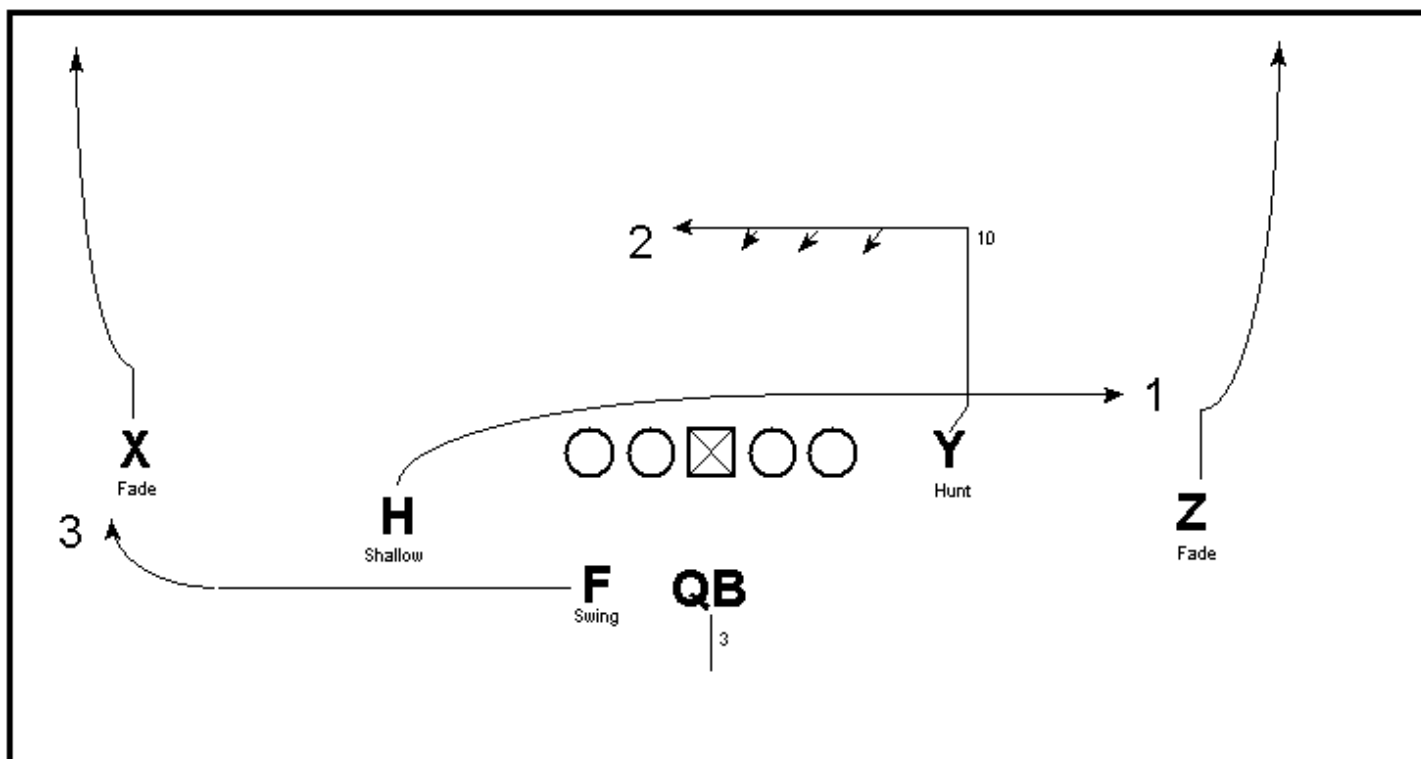
The SE Louisiana staff got 2 Shallow Cross variations from Mike Shanahan of the Bronco's when they visited him this past Spring. Shanahan invented the Shallow Cross Series.

Y Shallow Denver/F Shallow Denver

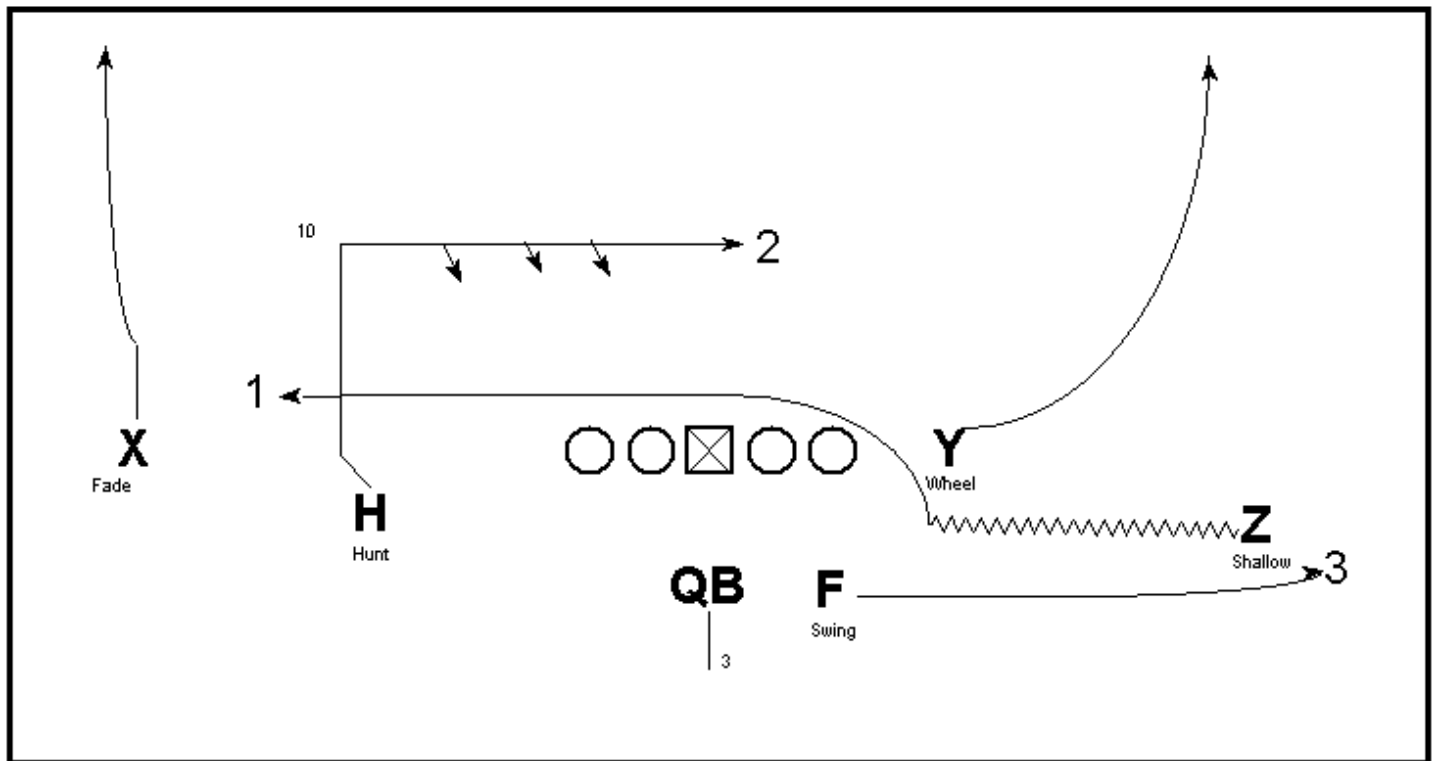
Y Shallow



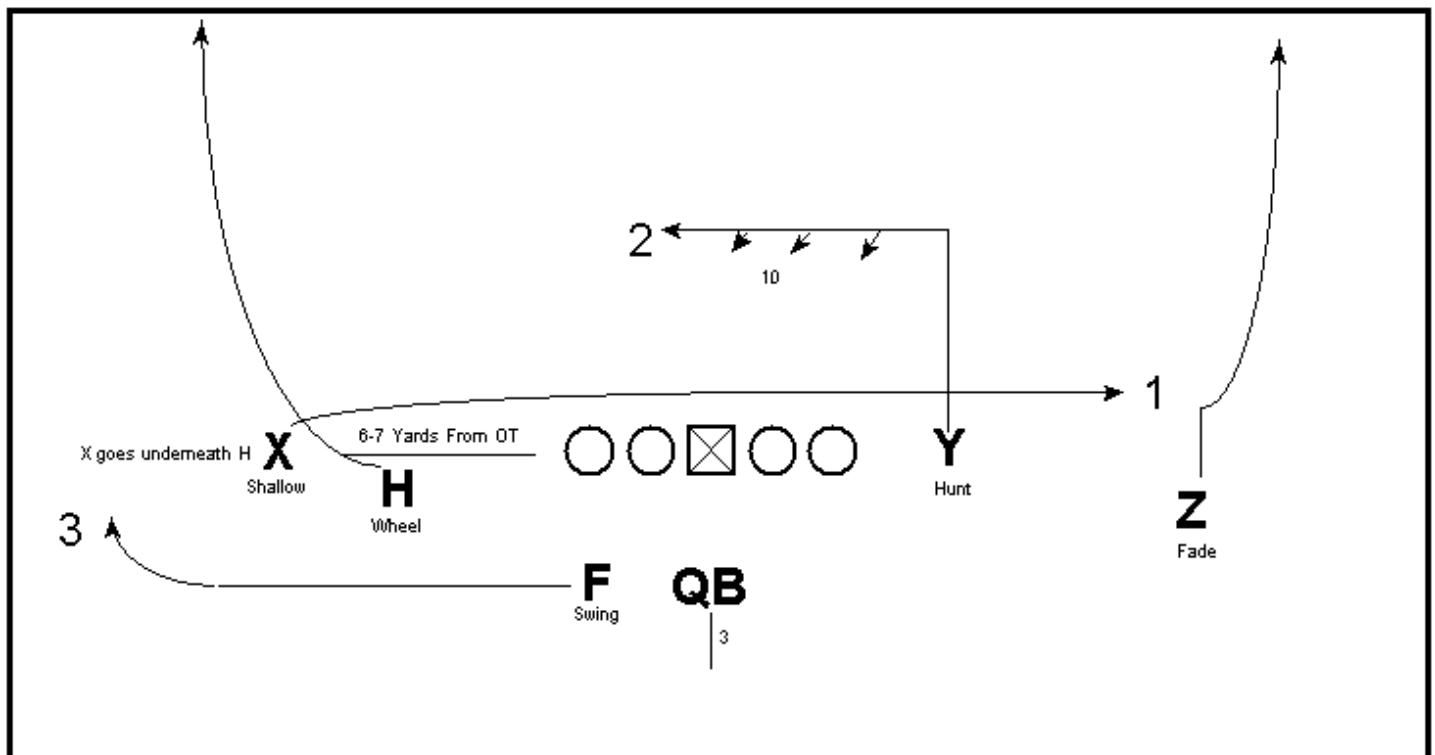
H Shallow



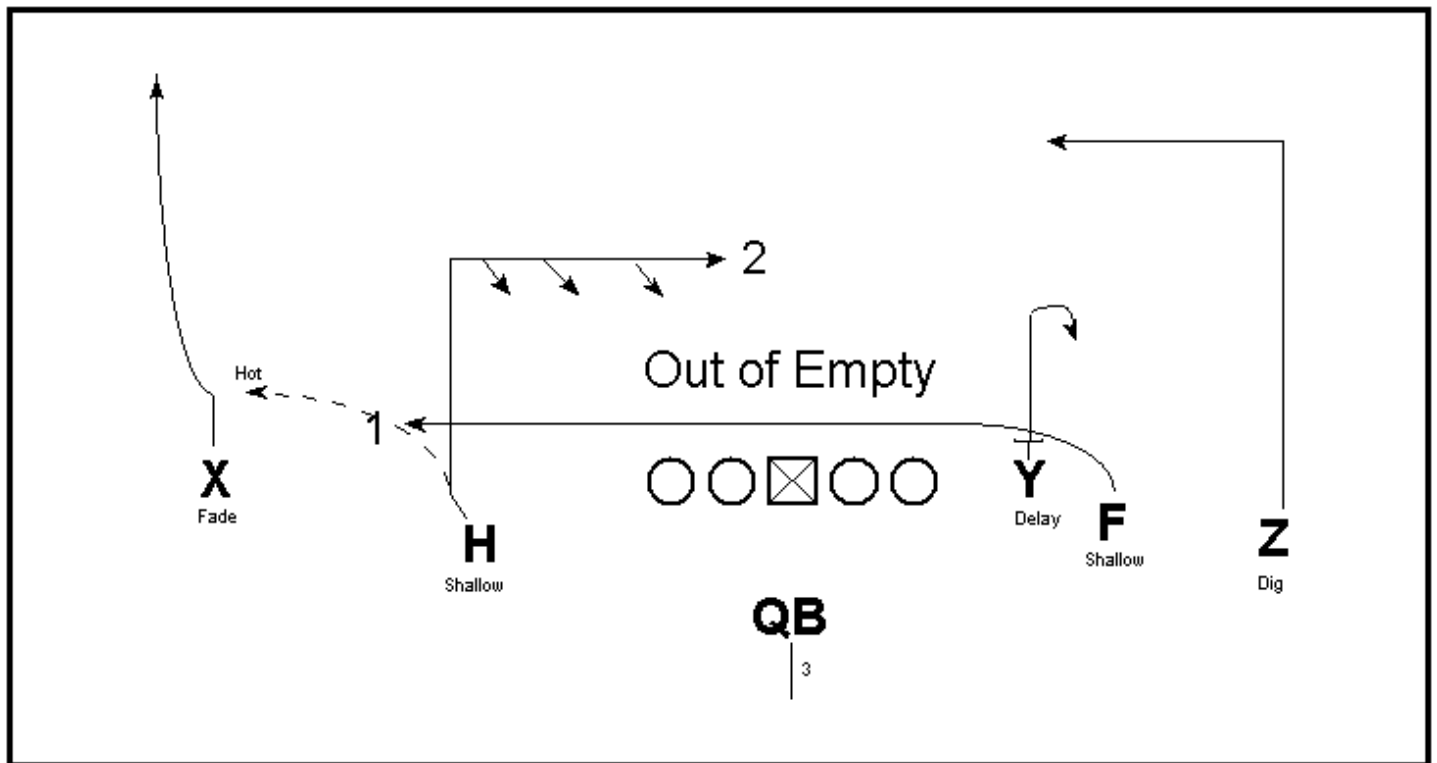
Z Shallow



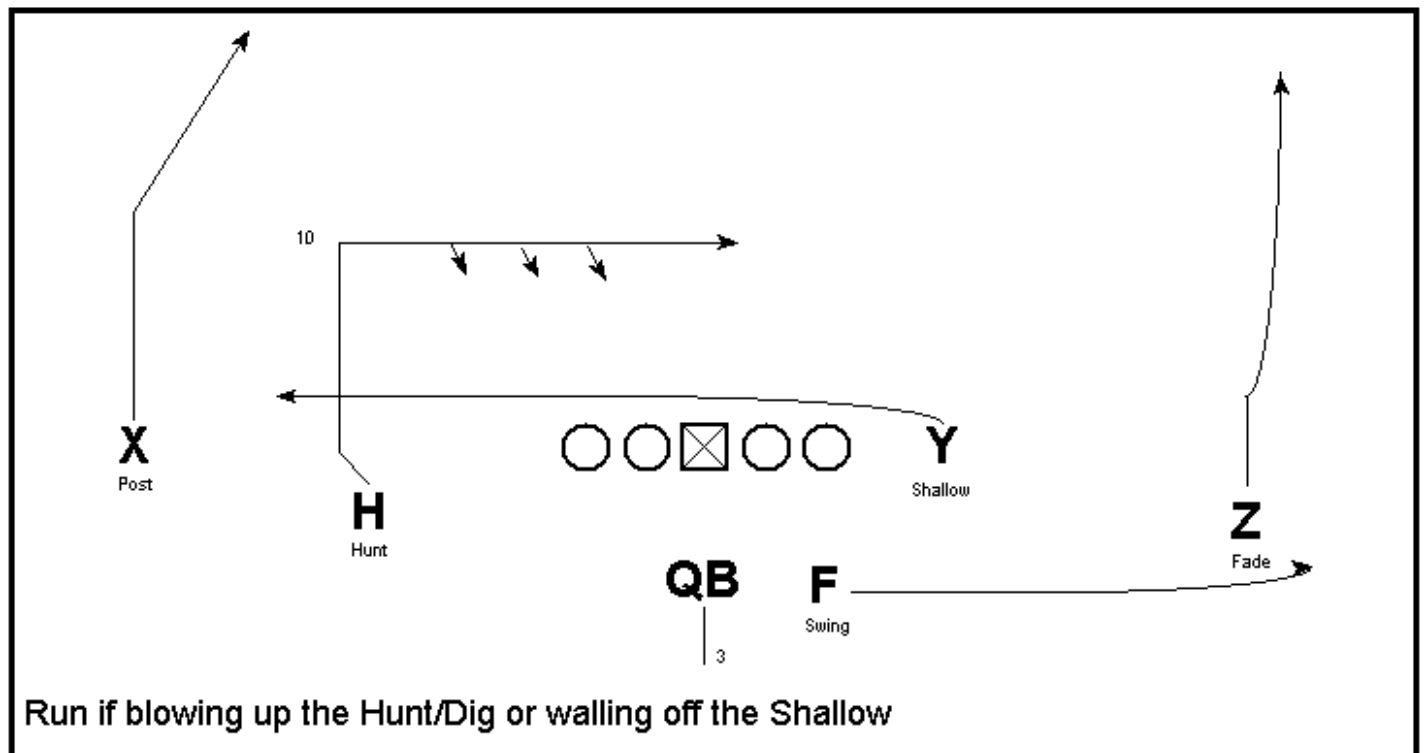
X Shallow



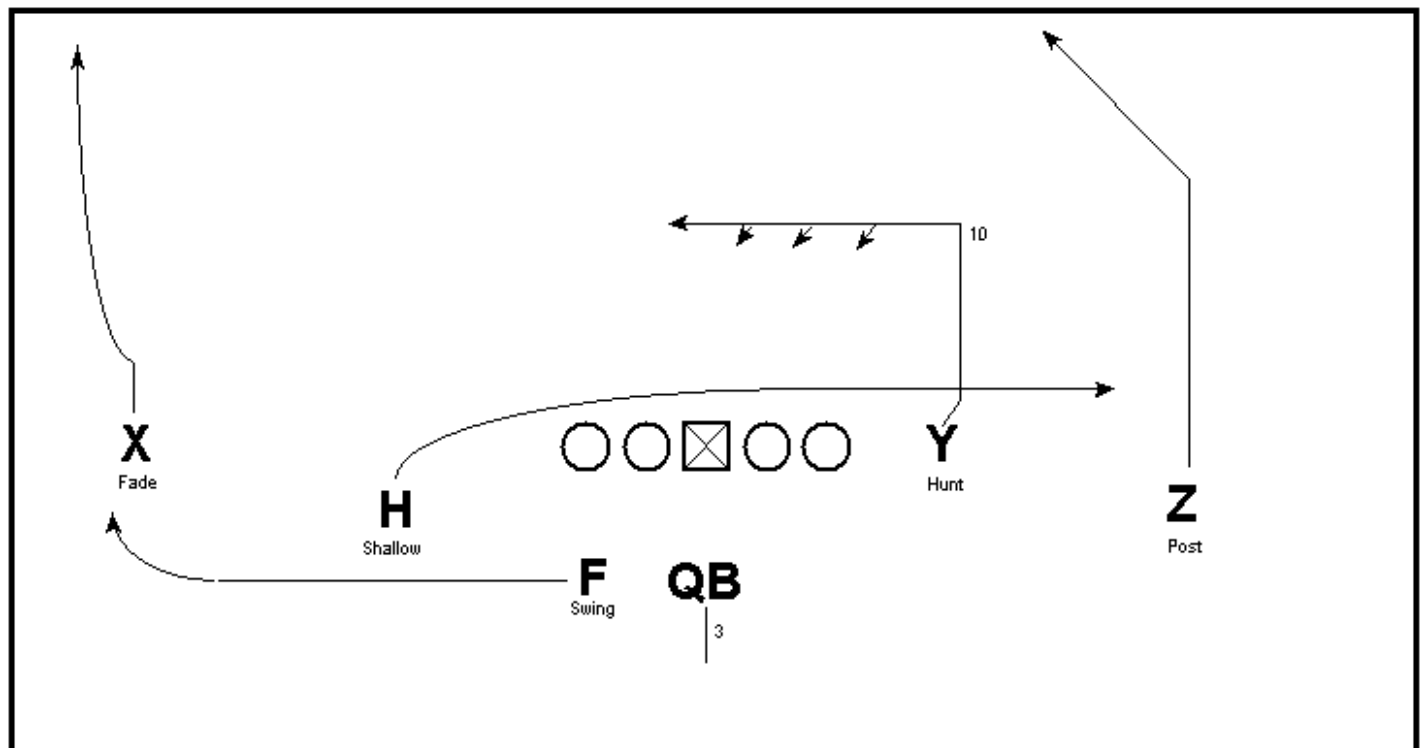
F Shallow



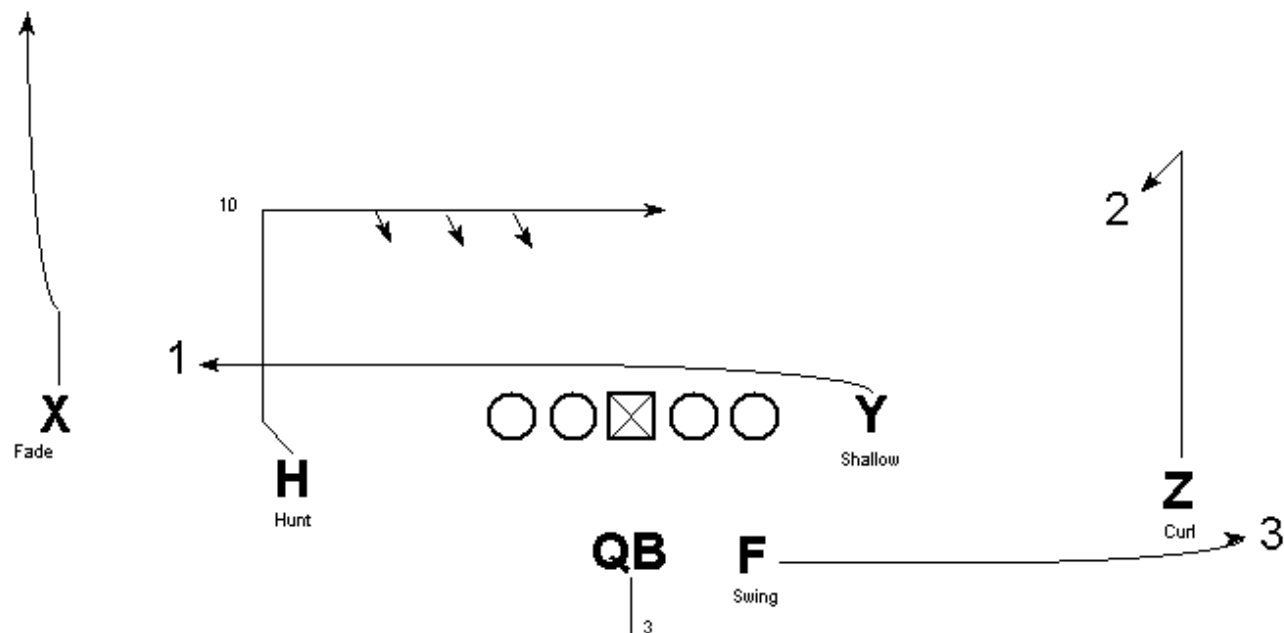
Y Shallow (X Post)



H Shallow (Z Post)

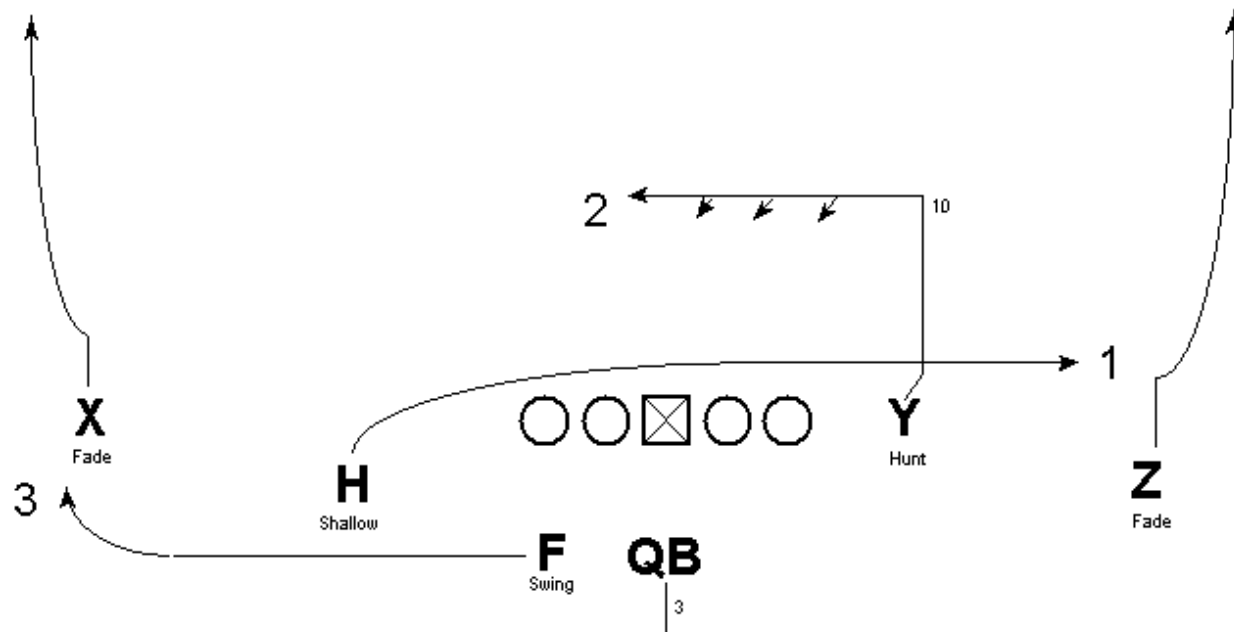


Y Shallow (Z Curl)



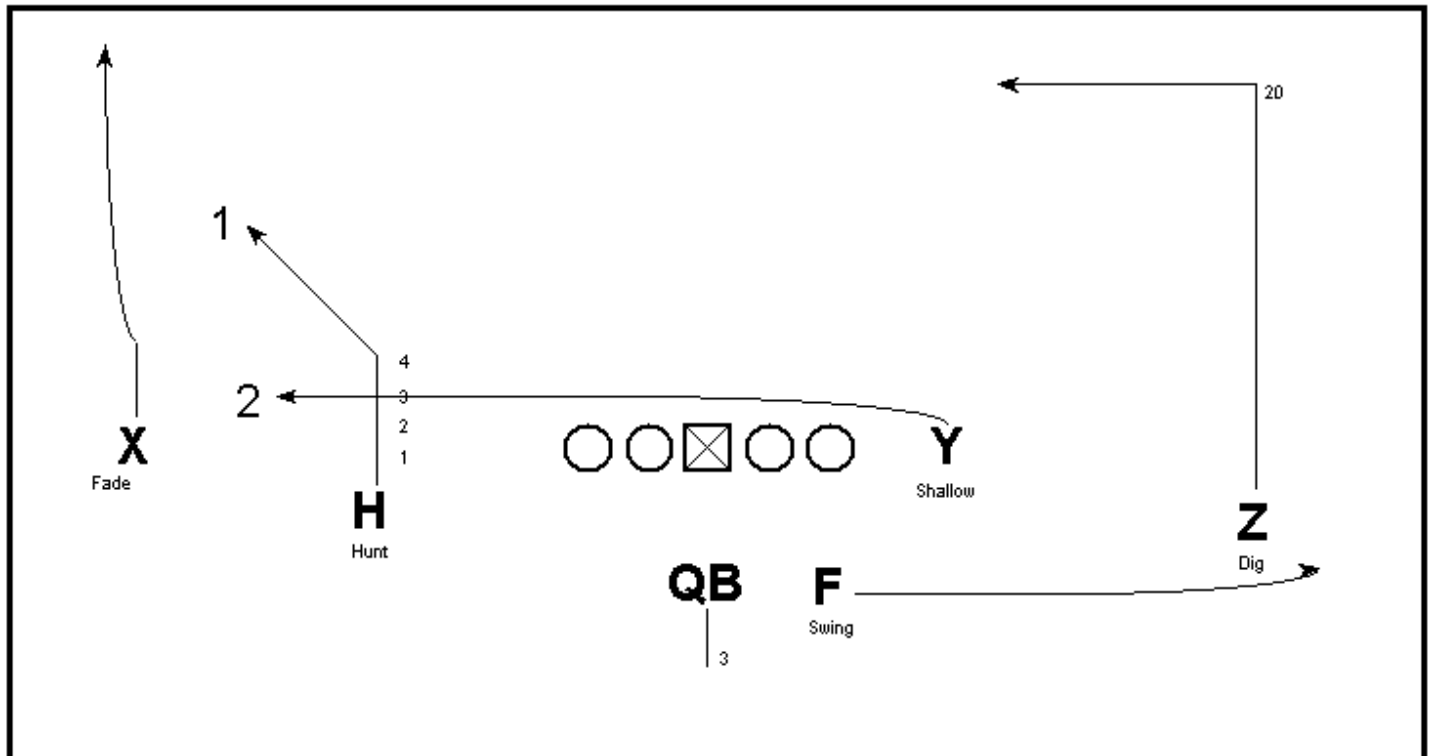
Coach Hatcher of Valdosta State ignores the Dig on this tag and goes Shallow, Curl, Swing

H Shallow (X Curl)

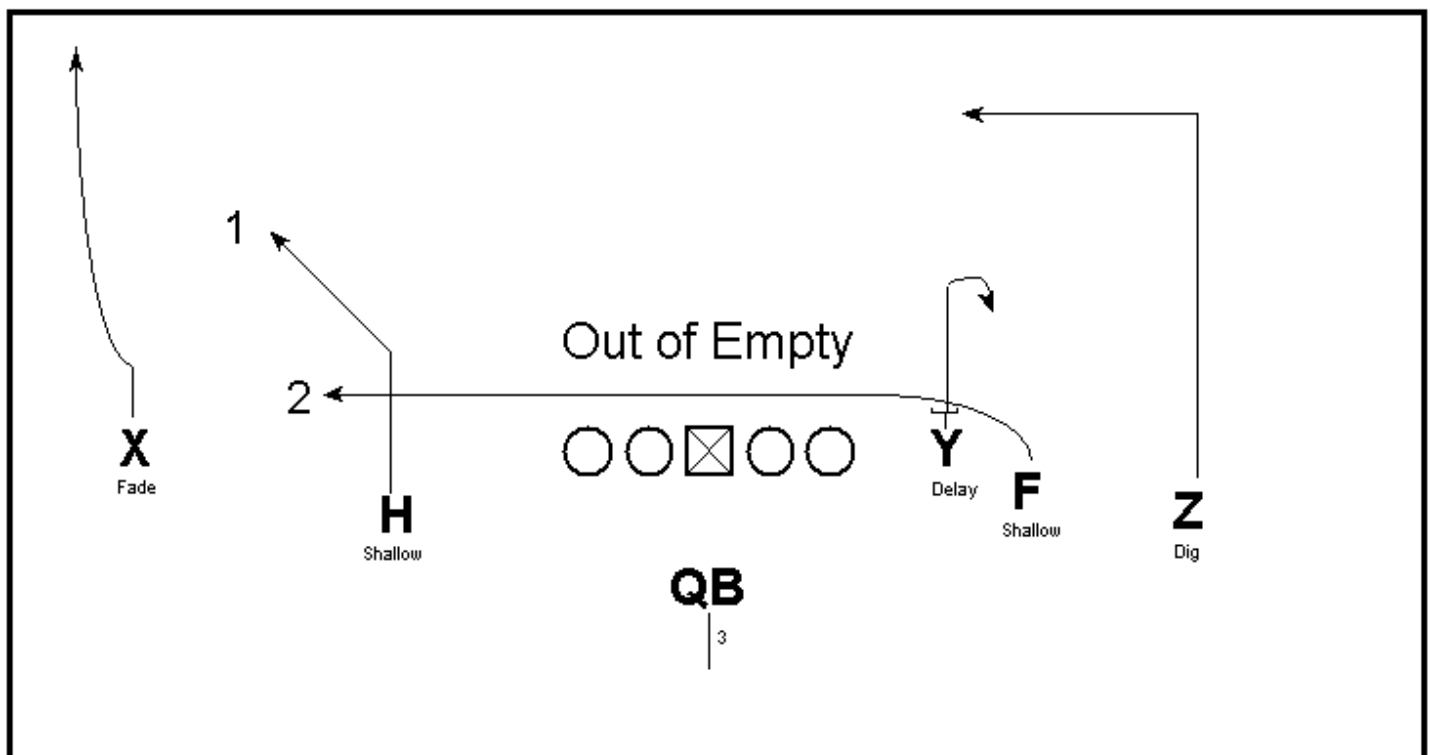


Coach Hatcher of Valdosta State ignores the Dig on this tag and goes Shallow, Curl, Swing

Y Shallow (Denver)

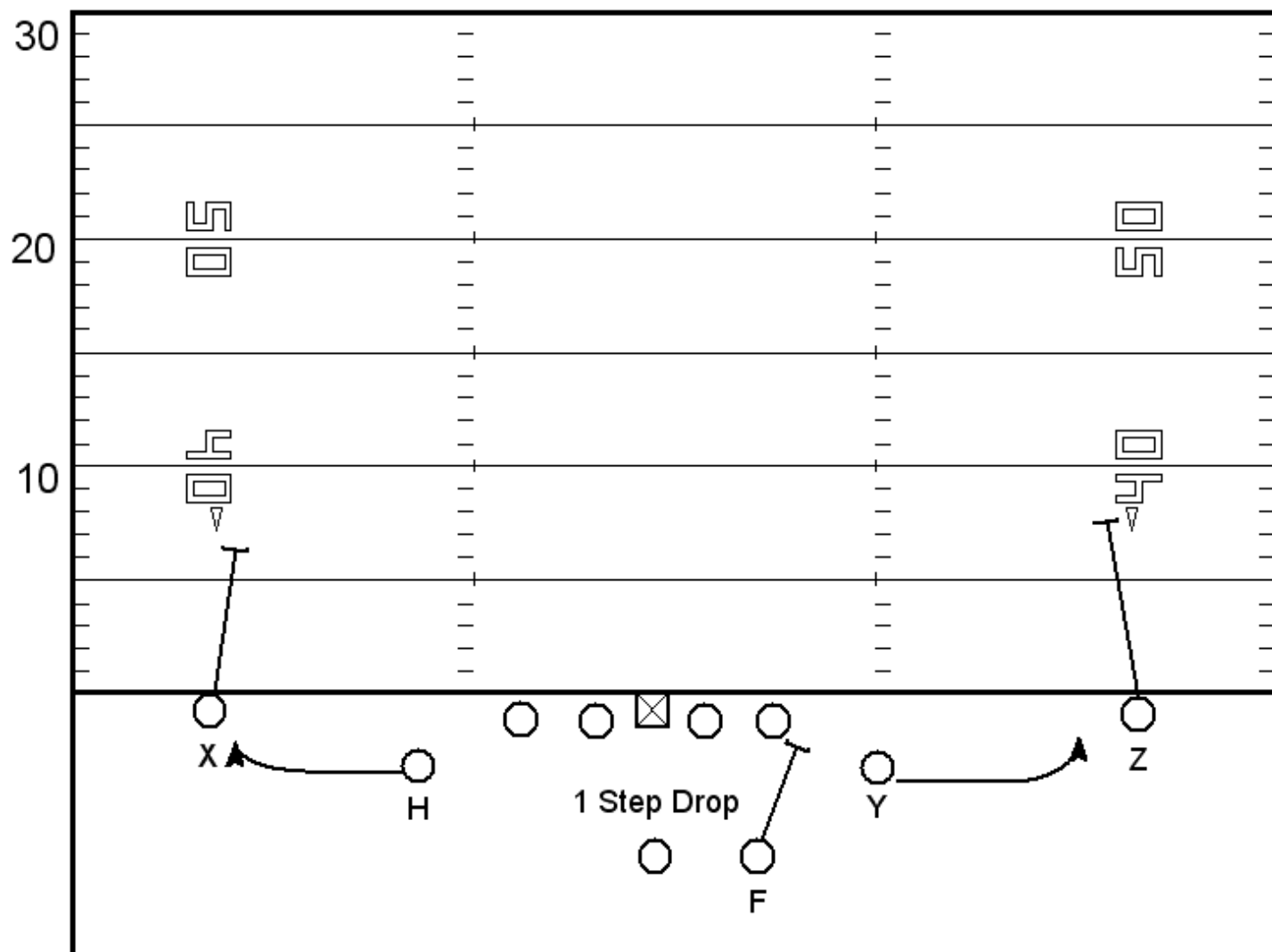


F Shallow (Denver)

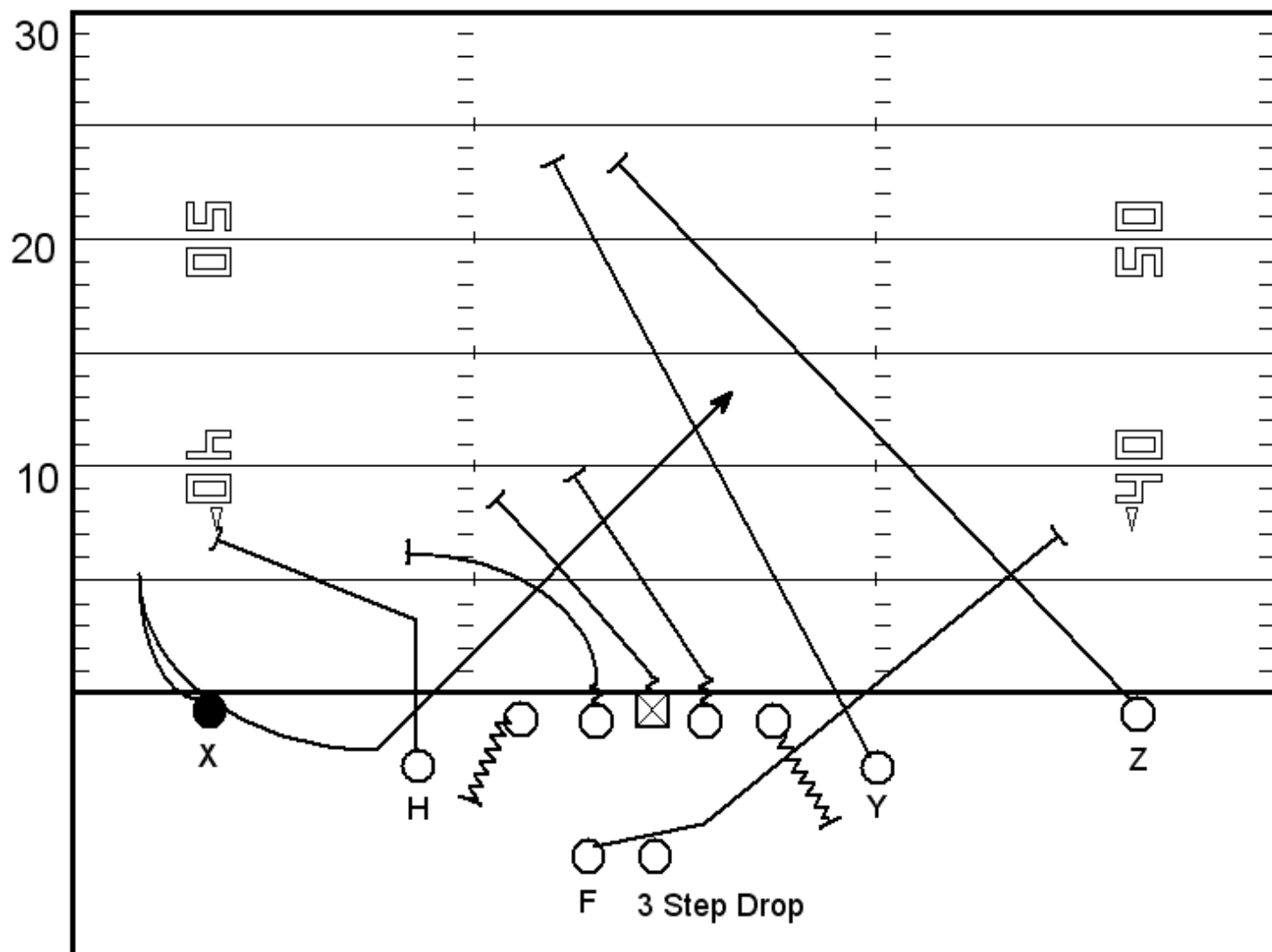


The Screens

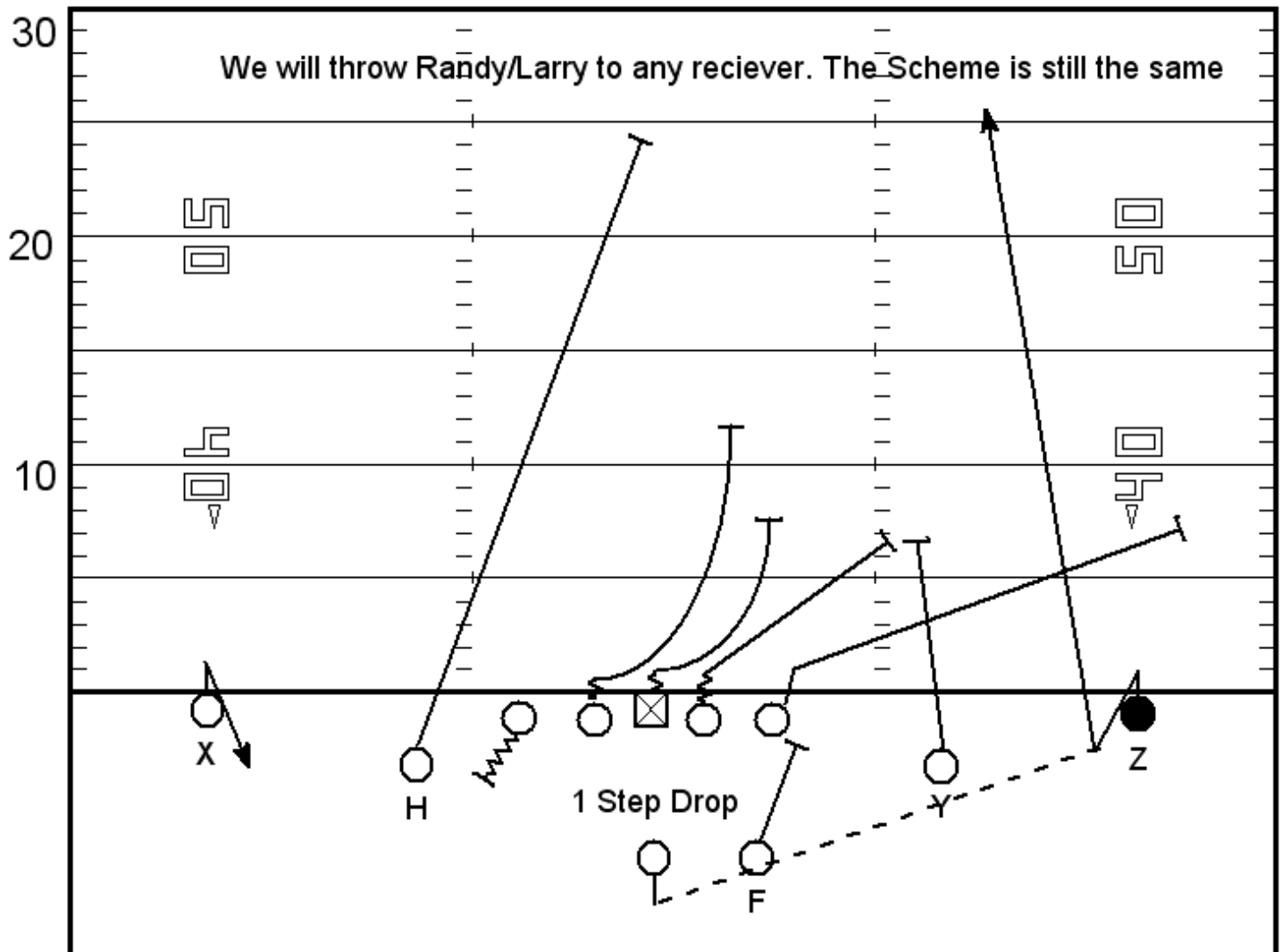
Ace Rip Arc



Ace Rip Lisa (Rita)



Ace Rip Z Randy (Larry)



This season turned out to be one of the most productive years in quite some time for the Texas Tech Red Raiders. Offensive production was at an all-time high in an offense that has been highly successful at all levels of football. Our main offensive objective is to get the ball to all five skill positions as many times as possible throughout the course of the game. We feel that if we evenly distribute the ball to all skill players, this will stress the defense and force them to account for the entire field. We keep a close eye on how we are distributing the ball both during the game and throughout the season.

Our quarterback is also well aware of the importance of proper ball distribution and is informed of how we are doing. The five skill positions in our offense are as follows:

- "F" Runningback
- "H" Inside receiver/H-back
- "Y" Inside receiver/Tight end
- "X" Wide receiver
- "Z" Wide receiver

The Three Main Categories We Focus On Are

1. Total Touches: The amount of times the entire position touched the ball throughout the course of the game either by rushing the ball or catching the ball. Naturally the "F" position will handle the ball the most because the majority of the rushes will come from this position. Also, it is easier to get him the ball because he is closer to the quarterback. The "H" and "Y" positions typically will touch the ball a little more than the "X" and "Z" positions because of proximity to the quarterback. During the course of a game, it is important that we sustain drives and get first downs. The most devastating thing is to go three and out. We also want to get between 60-65 touches in a game spread out between the five positions. Our quarterback accounted for 6.6 touches a game which is 11 percent of the total touches due to sacks, scrambles and sneaks. The others are:

F – This position averaged 21.5 touches a game and accounted for 34 percent of the total touches over the course of thirteen games.

H – This position averaged 10.6 touches a game and accounted for 16.5 percent of the total touches.

Y – This position averaged 7.3 touches a game and accounted for 11 percent of the total touches.

X – This position averaged 8.5 touches a game and accounted for 14 percent of the total touches.

Z – This position averaged 7.6 touches a game and accounted for 13.5 percent of the total touches.

2. Total Yardage: The amount of yardage the entire position accounted for either by rushing the ball or receptions. Here, again we want the yardage distribution to be as evenly as possible with "F" getting a few more yards due to the proximity to the quarterback. Also the wide receivers, "X" and "Z," should get more yards as they are more of a deep threat than the inside receivers. Due to the fact that we got sacked only 26 times in 806 attempted passes, our quarterback ended up with positive rushing yards accounting for two percent of the total yards.

F – This position averaged 148 yards a game and accounted for 25.5 percent of the total yardage over the course of thirteen games.

H – This position averaged 104.1 yards a game and accounted for 18 percent of the total yardage.

Y – This position averaged 86.7 yards a game and accounted for 14.5 percent of the total yardage.

X – This position averaged 122.3 yards a game and accounted for 21 percent of the total yardage.

Z – This starter averaged 111 yards a game and accounted for 19 percent of the total touches.

3. Total Touchdowns: We want to keep track of who scores our touchdowns and make it as competitive as possible. We try to teach our players to know where the end zone is in proximity to where they are at on the field. Our quarterback accounted for five touchdowns on quarterback sneaks. We feel we can always get a yard from the quarterback.

F – This position scored 21 touchdowns and accounted for 29 percent of the total touchdowns over the course of thirteen games.

H – This position scored 11 touchdowns and accounted for 15 percent of the total touchdowns.

Y – This position scored 12 touchdowns and accounted for 16.5 percent of the total touchdowns.

X – This position scored 14 touchdowns and accounted for 19 percent of the total touchdowns.

Z – This position scored 10 touchdowns

Texas Tech Vertical Passing Game



Dana Holgorsen
*Inside Receivers
Coach*

**Texas Tech
University**

Lubbock, Tex.

Sonny Dykes

**Wide Receivers
Coach**



Bill Bedenbaugh
*Runningbacks
Coach*



Robert Anae

**Offensive Line
Coach**



Chalk Talks

Wednesday, January 7

AFC
AMERICAN FOOTBALL COACHES ASSOCIATION

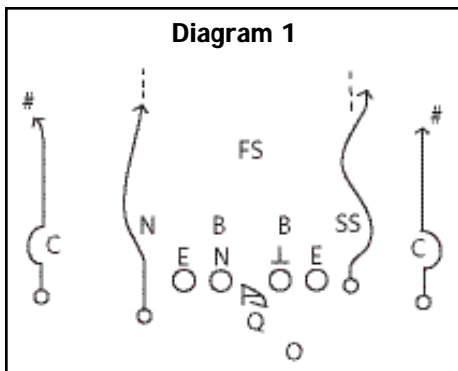
and accounted for 13.5 percent of the total touchdowns.

Vertical Game

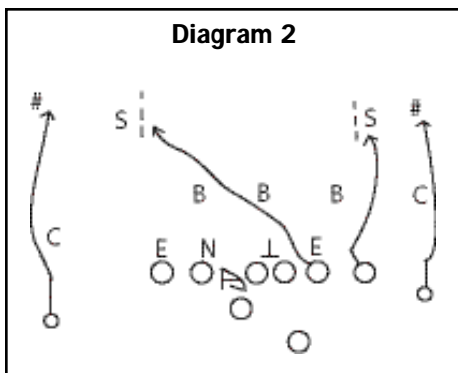
One of the most effective plays that we have at Texas Tech is the all vertical route. We choose to talk about this because it is a route that everyone in all levels of football have and use. There might be some slight differences in scheme and technique, but we feel like the biggest difference is how committed we are to both working this route and calling this route.

The biggest coaching point from a scheme standpoint is teaching landmarks. We break the field down into four sections: left numbers, left hash, right hash and right numbers. We want our four receivers to be at these landmarks as the routes are being run. We can run this play out of all our sets and teach the skill players to recognize how many receivers are outside of them which tells them which landmark to go to.

In a 2x2 set, all receivers basically go straight up field (Diagram 1). In a 3x1 set,



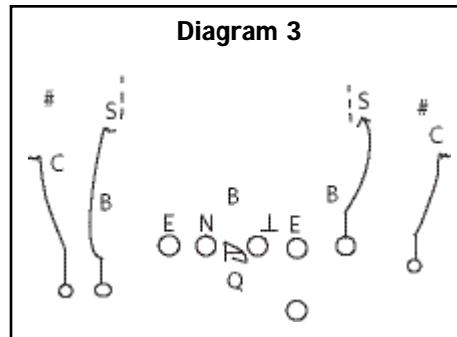
the No. 3 inside receiver knows there are two receivers outside of him and now must work across the field (Diagram 2). A general rule for all receivers is to outside release all routes both in man coverage and zone coverage. This puts little doubt in



the quarterbacks mind to where the receiver is headed. It also widens the gaps in coverage when the defense is dropping

into zone coverage. After the receivers get their outside release, each of them will get to their respective landmarks. We work hard on our receivers being able to recognize man coverage or zone coverage.

If they read man coverage, we encourage them to get up field as fast as they possibly can on their landmark and expect the ball. If they read zone coverage, they now have the option to sit in zones as they see fit (Diagram 3). We would like for them to



be at least 10 yards up field before they sit down. A lot of times it ends up being 15 yards because of the depth of the defenders drop. A key coaching point to install in all of your receivers minds is to look for the ball at all times and to sit in the hole in zone coverage.

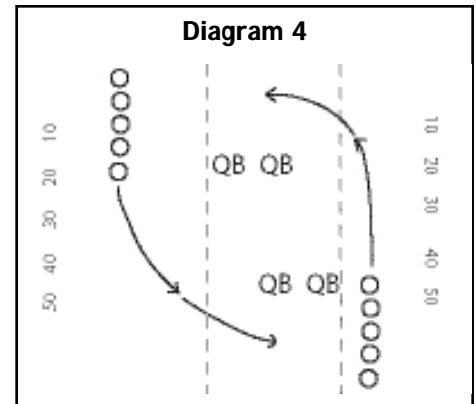
Blitz should trigger this as most receivers should understand that if the defense is blitzing, the quarterback will more than likely have to get rid of the ball, but even if there are no blitzing defenders they need to get their path and get their eyes on the quarterback. We tell the quarterback to use this route to attack man-blitz, especially in press coverage. We have enough confidence in both throwing this ball quickly and running these routes correctly to complete enough to be successful. Coincidentally, it also has become one of our better zone beaters as well.

Quarterback and Receiver Drills in the Vertical Scheme

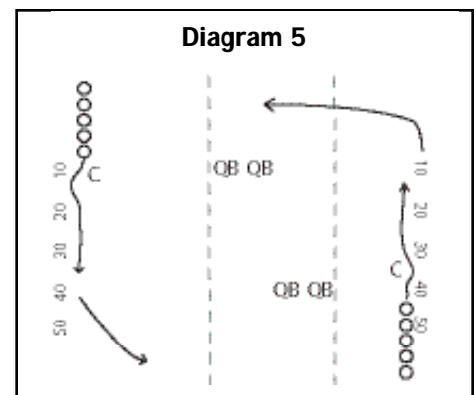
One of the main drills we do on a daily basis, regardless of what type of practice we are having is the Pat-N-Go drill. This is a 10-minute drill at the beginning of each practice that accomplishes a number of things. We use this drill as a warm up for the rest of practice. We want to get the players ready for full speed drills while we work at improving some aspect of the game of football. We are believers that the best way to improve technique is to work technically sound drills. Stretching and running for 15 minutes a day might do the

body some good, but it does not make you better fundamentally.

The quarterbacks and all skill players split in half facing each other, 25 yards apart. The quarterbacks are on the hash mark and skill players are half way between the hash and the numbers (Diagram 4). Every other day we switch which side we



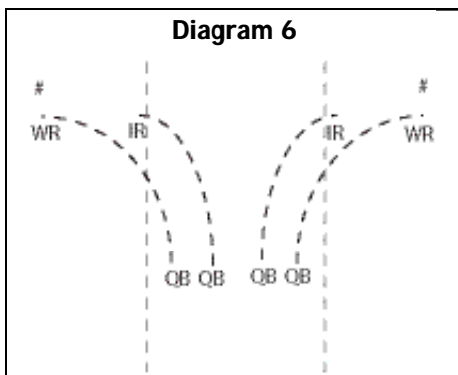
work, either right side or left side throws. During the first five minutes of the drill, the quarterback pats the ball to put it in play and takes a one-step drop. At this time, the skill player works their proper stance and starts coming off the ball with his eyes on the quarterback. This works quick throws that might happen in a game during hot throws or uncovered looks as well as slant throws to outside receivers. The second five minutes, we are working more downfield vertical throws. The quarterbacks now take a three-step drop and work on putting the ball 25-30 yards downfield with plenty of air under the ball, half way between the numbers and the sidelines. The skill players, who are now aligned at the top of the numbers, will work a detailed release on a defender or stand up dummy from a proper stance (Diagram 5).



One key coaching point we focus on at this point is for the skill players to get back to the top of the numbers by squeezing the defender after working the outside release. This leaves plenty of room to separate from

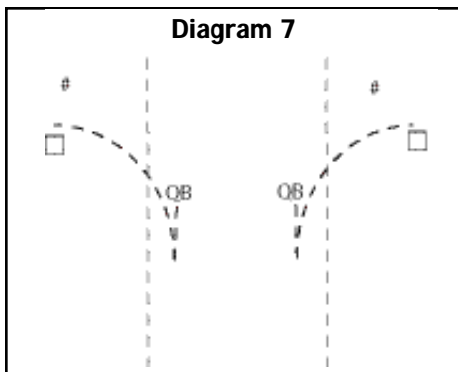
the pinned defender and catch the ball on the outside shoulder. By doing this, it really does not matter how tight the coverage is, he uses his body to protect the ball from the defender.

It takes a lot of time and practice to get good at the skill of catching the ball over the shoulder, which is why we came up with the Over-the-Shoulder drill. If quarterbacks are available, it benefits them to get used to the concept of ball placement, but a coach can do the same for the receivers. We get the receivers in close proximity to where there are at on the field, such as outside receivers on the numbers and inside receivers on the hash mark and get them running in place around 15-20 yards up field. The quarterback will be in the middle of the field and will place the ball over the receiver's outside shoulder a few yards in front of them (Diagram 6). This gets

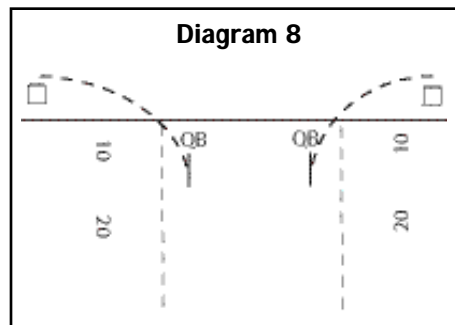


receivers used to keeping their body inside and adjusting to the ball being outside. You can get a lot of repetitions in because there is not much running involved.

The one individual drill we work with the quarterbacks is the bucket drill. The first part of this drill is working on fade throws. A regular sized trash can is placed approximately 25 yards up field, half way between the numbers and the hash marks. The quarterbacks will take a three-step drop and try to place the ball into the trash can (Diagram 7). This forces them to put air under the football, otherwise the ball has no

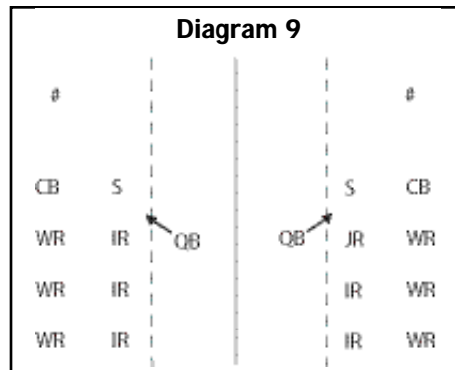


chance to get in the bucket. We want this throw in a game because it reduces how accurate the throw needs to be. By putting the ball up in the air, it gives the receiver a chance to adjust to the ball to make the catch. The second part of this drill is on the goal line. We adjust the quarterbacks to around the five yard line and the bucket to the back corner of the end zone. The quarterback now takes a one step drop and again throws the ball with enough air to make the ball go into the bucket (Diagram 8). Typically after practice, all the quarter-



backs will get together and compete against each other to see who can make the most throws into the bucket.

Most of the practices we have will involve a 10-minute, one-on-one period with the defensive backs. For the first five minutes, we work open field routes in which we encourage as much vertical routes as possible. The receivers align as close as they can to where they will be aligning in a game to get them comfortable with their surroundings (Diagram 9). The second five



minutes, we move the entire drill to the five yard line to work on goal line routes. The routes typically stay the same, we just want everyone to get used to a shorter field. Again we encourage as many vertical routes as possible.

Runningbacks Role in the Vertical Scheme

The runningback at Texas Tech has to have the ability to effectively block (pass

protect), catch the ball and run the ball. On 95 percent of our pass plays, including the four verticals, our back has a protection assignment and route assignment. The most important thing to our offense from the back position is that he be able to identify fronts, recognize blitz and use proper technique to pick up the blitzing linebacker or defensive back. The back also has to have the ability to see whether the defense will blitz very quickly. The quicker he recognizes that there is no blitz, the quicker he can release and stretch the defense. On our four vertical passing game, the back will first check his assignment and then release and run a five-yard option route.

Since we are a team that throws the ball, our back has to excel in pass protection. Our runningbacks use almost the same principles and techniques that our offensive linemen are taught. If a running back uses the proper technique, it does not matter how big he is, he can get the job done. There are five things that have to be done in order to ensure that our running back can pick up the blitz.

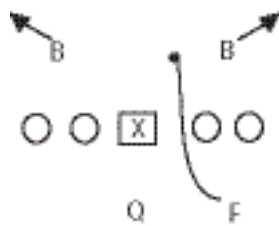
1. Step up and get inside leverage.
2. Keep head up.
3. Use your hands.
4. Keep a base.
5. Move feet.

If our running back can execute these five techniques, we feel that he can be successful in picking up the blitz.

On the four vertical routes, if the back gets no blitz, he will release to a five-yard option route. There are basically three things that can happen when the back releases. The defense will drop into zone, play loose man, or play tight man. The back has to recognize what the defense is playing because in each of the different coverage's, the back has to make slight adjustments to the route. If the back recognizes zone coverage, he will release to five yards, turn back to the quarterback and sit down. If he stays uncovered, he will not move and wait for the quarterback to throw the ball. If the quarterback throws him the ball, he will tuck the ball and get straight up field (Diagram 10).

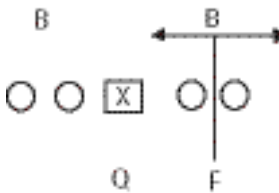
If the back recognizes man coverage (or the backer just sits), he will run right at the defender and try and step on his toes. He wants to make the defender think that he will run by him and hopefully this will loosen him. As he breaks the cushion of the defender, he will stick his toe in the ground and break either in or out. The back needs

Diagram 10



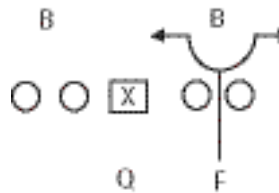
to make sure that he does not round off the route. He wants to stay at five yards. After he catches the ball, he needs to turn straight up field (Diagram 11).

Diagram 11



If the back recognizes tight man (or the backer jumps him and tries to grab him), he needs to run right at the defender, try to get his hands off of him and then get up field to five yards. Once he gets to five yards, he will stick his toe in the ground and break away from the defender (Diagram 12).

Diagram 12



The four vertical routes has been a very effective way for us to get the ball downfield or to get the ball to the back in space. The running back has to be able to recognize the blitz and be able to use proper technique to pick it up. If he gets no blitz, he will release to a five-yard option route. After his release, he must make the right decision on whether to sit down or keep running based on the coverage that is being played.

Offensive Line Protection in the Vertical Passing Game vs. Defensive Line Twists

We believe that to be successful on offense, you need to focus on developing your players to be good fundamentally. We also believe that any success on offense starts with the offensive line. The attitude towards practice, the intensity of a game,

and the offensive tempo starts with the line. Pass protection is the key to any successful passing offense. The two main areas we work on daily in practice is: 1) How to get the offensive line to play together at a high level, and 2) Pass protection fundamentals.

How to get the offensive line to play together at a high level?

Paramount to any offensive scheme's success is to be good up front. To do this, your offensive line must be able to consistently play at a high level. So the question is, how do you get the offensive line to play well together on a consistent basis? I don't know that there is a clear cut answer to this question that fits all situations. All I can do is share with you what has helped us at Tech.

1. Keeping the group together under one roof. Don't fragment this group. Keep the group together and make them strong together. They need to rise to challenges together rather than as individuals. My goal is to foster the mentality that "group productivity" is more important than any individual's achievement. The challenge with the offensive line is that you succeed or fail as a group. All it takes is one guy to breakdown and the whole play could possibly be ruined. Challenge the guys as a group, reward them as a group and discipline them as a group. By keeping them as a group, they will grow and strengthen as a group.

2. Another thing we do at Tech to get our offensive line to play at a high level is to find and play the best guys. I try to find seven to eight guys that we can win with. Find these guys and rotate them. If they have earned their way, don't keep them off the field. Two benefits here first, if you average close to 90 plays per game, you need a rotation to keep guys fresh and playing at a high level. Secondly, you are going to have injuries throughout the year. This helps you suffer through those injuries without much loss of production.

3. Grade and challenge them. Grade every play in the game. Let them see their grades. Make their grades easy to evaluate (A, B, C, D, and F). Grade their practice. Let them know if they have let down the group in practice. Set goals for improvement in the off-season, spring ball and summer workouts.

4. Develop a sense of pride in the group. Pride and identity are things that come from the offensive coordinator and the head coach. If this group is treated right, they can assess great pride and tradition. Don't

make the mistake of using the offensive line as a whipping boy for the offense. Challenge the group, be tough with the group, but in the end, this group must have a huge sense of pride and identity.

I believe that two of the most important fundamentals on offense are blocking and ball security. Both of these are prime responsibilities of both the offensive line and the entire offense. Each play starts with a center-quarterback exchange. This is the first area of ball security that you need to be sound. On most offensive plays, three different players touch the football and all three are responsible for the security of the football. The Center needs to secure the snap, the quarterback needs to secure the hand-off or direct the throw, the runningback or wide receiver needs to secure the gain.

Blocking is the other basic offensive fundamental. Because of time, I will focus the remainder of my remarks to pass blocking fundamentals. I believe the first fundamental of pass protection is to stay between the defender and the quarterback. As you leverage yourself between the defense and the quarterback the next step is to offer enough resistance to form a pocket. Centers and guards keep the pocket tight to the line of scrimmage. Tackles keep the pocket wide to the quarterback. Pad level and a powerful punch are the tools used to offer resistance to the defense.

In the course of doing this, there are occasions in which you need to switch guys. It is our approach that all first level guys that twist should be switched-off. When picking up the twist, you use the same fundamentals you would if you were blocking individually up until that point where you bump hips, then simply switch guys and continue to protect.

The basic idea of picking up the twist is that you have to set the drive guy first. Once you have set the drive guy, the freed-up lineman needs to trap his helmet into the drive guy. This force alerts the lineman next to him that he needs to switch.

There are basically three types of twists. Two-man, three-man and four-man twists. Everyday, we work on picking up the twists during individual period. We later go on to pass rush with the defensive line and work on picking up the twist also. We view picking up the twists as fundamental as pass blocking an individual rusher. If you are to be successful in picking up the twists, you must devote practice time.