BOISE STATE

BRONCOS

PLAYBOOK 2001

FALL 2001

BOISE STATE UNIVERSITY
OFFENSIVE INSTALLATION

8/4/01

practices	2 SUNDAY 12-Aug	2 MONDAY 13-Aug	2 TUESDAY 14-Aug	1, fm bldng WEDNESDAY 15-Aug	2 THURSDAY 16-Aug
SUB GROUP	Bronco Fins Falcon Jets	Cowboy Jax		Qk Bronco	
FORMATIONS	Slot Deuce Trey Double Trio Ace Triple On	No./So. Deuce Cowboy Open	Trey Slot Cock Trump	Hawk	Tandem
SET	I Near, Far Strong Gun	Split		Weak	Change
MOTIONS/ SHIFT	Shift, Bounce Hoof Zing, Zip, Full X, Z	Fake Hoof Fire/Flame	Seal Line up in it	Bump T	Zoom
SITUATION/ STRATEGY	Red Ball Chk Zone	Chk Ted Chk Speed	Chk Counter Chk Bully Scramble rules		Choose Cut Pkg
RUN	22/23 Zone 22/23 Zone Fit 22/23 Rim	26/27 Stretch 26/27 Ted 16/17 Speed	24/25 Counter 25/24 Bull 24/25 Bully	review	23/22 Cut 22/23 Ice package bob/slip
FLY	48/49 Sweep	48/49 Sweep	48/49 Sweep	48/49 Sweep	Give
P/A	Play Pass Cobb Play Pass Flood Play Pass Press Naked Slide	Zone Boot rt 3x1 Zone Boot rt 2x2 Stretch Pass	Ctr nkd Ute	P.P. Dbl Post Poker, Dig, 787 Throwback,989	Slide Pass Slide Pass z/x Loop Naked Ute
SCREEN	Slide Sally/Sara	F-Line Qk Screen	Rip Sally	P.P. Sally	Base Sally, Sara
PASS	Streak Y/Z Curl Y Go 5 Layer 9 Curl, 9 Choice 9 Texas	11 (& Go) Big 11 3 Stick, Look 1 1 Run 99	Smash(Y read) Out (& Go) Press, Thwbk Grid, Y-Delay Layer 3 X-Over	48 Flare 88 X-Over 33, 38 Bronco Bronco Stop	Dagger 648 Ring 383 Spot(mof) 404 Flat, 787 flt 848 Swing Flood Flat 989 Under
PASS PRO	Play Pass Slide Slam	Zone Boot Stretch Pass Smoke	Ctr nkd Rip/Liz	Max	Base Slide Pass
MISC.	P.P. F-Seam	Sucker Pass	dbl lt 24 ctr X rev lt	Hwk rt 48 Swp Rev	Cut Package

FALL 2001

BOISE STATE UNIVERSITY
OFFENSIVE INSTALLATION

8/4/01

practices	2 FRIDAY 17-Aug	1, scrim SATURDAY 18-Aug	2 SUNDAY 19-Aug	1, H20 world MONDAY 20-Aug	2 TUESDAY 21-Aug
SUB GROUP	30	R E V I E W & S C R I M M A G E		Giants	
FORMATIONS					
SET				Stack	
MOTIONS/ SHIFT	X-In				
SITUATION/ STRATEGY	Choose Draw Pkg 30 Pkg			Goalline Red Zone	Bear (5 Call)
RUN	Rip Draw 20/21 Draw		28/29 Toss 32/33 Belly 33/32 Pitch	27/26 Reach S.Y./G.L. QB Sneak	22/23 Zack
FLY	30: 48 sweep cut-go 23 Zone ft				
P/A	Dive Pass Flood Grid, Dig,		Iso Pass		Ctr Boot
SCREEN	Wide Screen		Dual Screen		Fast Screen
PASS	Choice Choice Swing H Follow Sting Floss		Z Cobb Cobb (Slot) Stutter 22, Look Sluggo 29 Mouse	Red Smash/Corner Keep Pass S.P. Cross G.L. Pass Roll Rub Roll X/Z Loop Roll Z Arrow	
PASS PRO	Hot		Dash	Roll	
MISC.				Detour	Sweep Pass

FALL 2001

BOISE STATE UNIVERSITY
OFFENSIVE INSTALLATION

8/4/01

practices	2 WEDNESDAY 22-Aug	2 THURSDAY 23-Aug	1, Scrim FRIDAY 24-Aug	optimist, 1 SATURDAY 25-Aug
SUB GROUP				
FORMATIONS				
SET				
MOTIONS/ SHIFT				
SITUATION/ STRATEGY				
RUN	S O			
FLY	C A			
P/A	R O L I			
SCREEN	N A			
PASS	P L A N			
PASS PRO				
MISC.				

Day: Mon, Aug 13

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 3, 4

RUN GAME

26/27 Stretch

1 (B) Near rt 26 Stretch
2 (F) Shft Trio rt Fk Hf 26 Stretch
3 (Fi) Deuce rt Hoof 26 Stretch
4 rh (F) Dbl rt Fly 27 Stretch
5 rh (C) Near lt Y-In 27 Stretch

26/27 Ted

1 (Fi) Deuce rt Chk Ted
2
3
4
6 (F) Full Trio rt 26 Stretch

16/17 Speed/Arc

1 (J) Triple rt 16 Speed
2 (F) Trio rt 16 Speed
3 (Fi) Deuce rt Chk Speed
4 (B) Near rt 16 Arc Option

SWEEP

48/49 Sweep

1 (Fi) Deuce rt X 48 Sweep
2 (J) Ace rt X 48 Sweep
3

PLAY ACTION

Zone Boot 3x1

1 (F) Trio rt Fake Hoof Zone Boot rt Flood
2 (F) Trio rt Zone Boot rt Cobb
3 (Fi) No. Deuce Zone Boot rt Grid
4

Zone Boot 2x2 or Weak

1 (Fi) Deuce rt Zone Boot rt H Wheel
2 (Fi) Deuce rt Zone Boot rt H Grid
3 (rh)(B) Near lt Zip Zone Boot rt Prong
4 (rh)(C) Lt Zip Zone Boot rt Prong Z

Stretch Pass

1 (Fi) Deuce rt S.P. rt X Over
2 (Fi) Deuce rt S.P. rt Dbl 7
3 (Fi) Deuce rt S.P. rt Press
4

SCREENS

F-Line/ Qk Screen

1 (B) Far lt Slot 23 Zone F-Line rt
2 (Fi) No. Deuce Qk Screen rt
3 (F) Trio rt Qk Screen rt
4 (F) Gun Dbl lt 23 Zone Qk Screen rt

SPECIAL

Sucker Pass

1 (B) Gun Split rt Sucker Pass rt
2

PROTECTIONS

- Smoke
- Zone Boot
- Stretch Pass

PASS GAME

11/Big 11	Look 1	3 Stick	1 Run	99
1 (F) Dbl lt Smoke lt 11	1 (F) Dbl lt Smoke lt Look 1	1 (F) Trio rt Smoke rt 3 Stick	1 (F) Trio rt Smoke rt 1 Run	1 (J) Ace rt 99
2 (F) Trio rt Smoke rt 11	2 (J) Ace lt Smoke lt Look 1	2 (F) Full Trio rt Smoke rt 3 Stick	2 (F) Full Trio rt Smoke rt 1 Run	2
3 (Fi) Deuce rt Smoke rt Big 11	3 (F) Bounce Dbl lt Smoke lt Look 1	3	3	3
4 (J) Gun Ace rt Smoke rt Big 11	4	4	4	4
5 (Fi) Deuce rt Smoke rt 11 & Go	5	5	5	5
6	6	6	6	6

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Day: Tue, Aug 14

Practice # 5, 6

RUN GAME

24/25 Counter	25/24 Bull	24/25 Bully	SWEEP
1 (Fi) Deuce rt Chk Counter	1 (B) Cock rt X 25 Bull	1 (C) Far rt 24 Bully	1 (B) Cock rt X 48 Sweep (muff)
2 (F) Dbl lt Chk Ctr alert Seal	2 (B) Near lt Zing 24 Bull	2 (C) Rt Chk Bully	2 (F) Dbl lt Z 48 Sweep
3 (Fi) Str Deuce rt X 25 Ctr	3 (Fi) Trey lt Slot 24 Bull	3	3
4	4	4	
5			

PLAY ACTION

Counter Naked Ute		
1 (F) Dbl rt Fake Hoof 25 Ctr Nkd Ute	1	1
2	2	2
3	3	3
4	4	4

SCREENS

Rip Sally
1 (F) Trio rt Fake Hoof Rip Sally
2
3
4

SPECIAL

Ctr Reverse
1 (F) Dbl lt Fake Seal 25 Ctr Z Reverse
2

PROTECTIONS

Rip/Liz
Counter Naked

PASS GAME

Smash (Y-Read)	Out (& Go)/Press	Throwback, Grid, Over	Layer 3	Y-Delay
1 (F) Trio rt Rip Smash	1 (F) Shift Trio rt Rip Out	1 (F) Train rt Rip Throwback	1 (F) Dbl rt Rip Layer 3	1 (Fi) Deuce rt X Rip Y [redacted]
2 (Fi) No. Deuce Rip Smash	2 (C) Near rt Rip Out	2 (Fi) No. Deuce Rip Grid	2	2
3 (B) Far lt Slot Rip Smash Y Read	3 (F) Trio rt Rip Out & Go	3 (F) Shift Trio rt Rip X-Over	3	3
4	4 (Fi) No. Deuce Rip Press	4	4	4
5	5 (F) Train rt Rip Press	5	5	5
6	6	6	6	6

BOISE STATE BRONCOS
INSTALLATION 2001

Day: Wed, Aug 15

8/4/01

Practice # 7 pads

RUN GAME

REVIEW			SWEEP
			48/49 Sweep
1	1	1	1 (F) Trio rt On X 48 Sweep (Muff)
2	2	2	2 (QB) Bmp Hwk lt T 48 Sweep
3	3	3	3
4	4	4	
5			

PLAY ACTION

Play Pass	Play Pass (Slot)	
1 (B) Rt Play Pass rt 787	1 (B) Lt Slot Play Pass rt Dbl Post	1
2 (B) Rt Play Pass rt 989	2 (B) Lt Slot Play Pass rt Poker	2
3 (B) Rt Play Pass rt Throwback	3 (B) Lt Slot Play Pass rt Dig	3
4	4 (C) Rt Play Pass rt Dagger	4

SCREENS

P.P. Sally/Sara

1 (B) Rt Play Pass rt Sally

2 (B) Rt Play Pass rt 989 Sally

3

4

SPECIAL

Reverse

1 (B) Bump Hawk rt Z 48 Sweep Rev

2

PROTECTIONS

Max

PASS GAME

33, 38, 88, 77	48 Flare	X-Over	Look 1	Bronco/Bronco Stop
1 (B) Weak rt Max lt 88	1 (B) Weak rt Max lt 48 Flare	1 (B) Far rt Max lt X-Over	1 (QB) Bump Hawk lt Smoke lt Look 1	1 Trio rt On Exit Rip Bronco
2 (B) Weak rt Max lt 33	2	2	2	2 Trio rt On Exit Rip Bronco Stop
3 (B) Weak rt Max lt 38	3	3	3	3
4 (B) Far rt Max lt 77	4	4	4	4
5	5	5	5	5
6	6	6	6	6

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Day: Thurs, Aug 16

Practice # 8, 9

RUN GAME

23/22 Cut

1 Lt Slot 22 Cut Slip
2 (B) Lt Slot Fk Zing 22 Cut
3 (F) Trio rt On X 22 Cut
4 (F) Wk Dbl lt Z 22 Cut
5 (F) Dbl lt VV 22 Cut Package

22/23 Cut (Str)/ Zack

1 (B) Lt Slot 23 Cut
2 (F) Dbl lt 23 Zack
3
4

Ted Alert Ctr

1 (Fi) No. Deuce
26 Ted Alert 25 Ctr
2
3
4

SWEEP

Sweep Give

1 (B) Lt Z
23 Cut Give
2 (F) Dbl lt Z
25 Ctr Give
3

PLAY ACTION

Slide Pass

1 (Jx) Lt Slide Pass rt(mof)
2 (B) Far lt Tandem Zip S.P. rt Z Loop
3 (B) Far lt Zoom S.P. rt X Loop
4

Naked

1 (B) Far lt 27 Naked
2
3
4

Naked Ute

1 (Fi) Deuce lt 27 Naked Ute
2
3
4

SCREENS

Base Screen

1 (C) Change rt Base rt Sara
2 (B) Far rt Base rt 989 Sara
3
4

SPECIAL

1
2

PROTECTIONS

Slide Pass

Naked

Base

PASS GAME

Dagger	648 Ring/ Flood Flat	408 Flat	787 Flat/ 383 Spot	848 Swing/ 989 Under
1 (B) Split rt Base rt Dagger	1 (B) Split rt Base rt 648 Ring	1 (C) Gun Split rt Base rt 408 Flat	1 (B) Split rt Base rt 787 Flat	1 (B) Far rt Base rt 848 Swing
2 (C) Split rt Base rt Dagger	2 (C) Gun Split rt Base rt 648 Ring	2	2 (C) Split rt Base rt 787 Flat	2 (B) Split rt Base rt 989 Under
3 (F) Wk Dbl lt Slam rt Dagger	3 (C) Split rt Base rt Flood Flat	3	3 (B) Split rt Base rt 383 Spot	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6

Day: Fri, Aug 17

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 10, 11

RUN GAME

Rip Draw (am)	20/21 Draw (pm)	
1 (B) Far lt Slot Rip Draw	1 (C) Rt V/V Draw Pkg	1
2 (C) Near rt Rip Draw	2	2
3	3	3
4	4	4
5		

SWEEP

30 Package
1 (30) Split rt On X 48 Sweep
2 (30) Split rt On X 22 Cut Go
3 (30) Near rt On X 23 Zone Fit

PLAY ACTION

Dive Pass Flood/Dig	Dive Pass Prong/Grid	Dive Pass Goner
1 (F) Bounce Wk Dbl lt Z Dive Pass rt Flood	1 (F) Wk Dbl lt Z Dive Pass rt Grid	1 (Fi) Str Deuce rt X D.P. rt Goner
2 (QB) Bump Wk Hawk lt T Dive Pass rt Dig	2 (QB) Bmp Wk Hawk lt T D.P. rt Prong	2
3	3	3
4	4	4

SCREENS

Wide Screen
1 (F) Gun Dbl rt Wide Screen rt
2 (QB) Bump Hawk rt Wide Screen rt
3
4

SPECIAL

Wojo
1 (QB) Bump Hawk rt Slide rt Wojo
2

PROTECTIONS

Dive Pass
Hot

PASS GAME

Hot Choice	Hot H Follow	Hot or Slam Sting	Floss	
1 (B) Near rt Hot rt Choice	1 (F) Trio rt Fk Hoof Hot rt H Follow	1 (C) Far rt Zip Hot rt Sting	1 (C) Change rt Zip Hot rt Floss	1
2 (F) Trio rt Hot rt Choice	2	2 (F) Dbl lt X-In Slam rt Sting	2 (B) Split rt Zip Hot rt Floss	2
3 (F) Dbl lt Hot lt 81 Choice Swing	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6

Day: Sat, Aug 18

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 12, 13 (Scrim)

RUN GAME

REVIEW			SWEEP
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	
5			

PLAY ACTION

REVIEW		
1	1	1
2	2	2
3	3	3
4	4	4

SCREENS

REVIEW
1
2
3
4

SPECIAL

1
2

PROTECTIONS

PASS GAME

REVIEW				
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
	4	4	4	4
5	5	5	5	5
6	6	6	6	6

Day: Sun, Aug 19

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 14, 15

RUN GAME

28/29 Toss

1 (B) Far rt Fire 28 Toss
2 (Jx) Rt 28 Toss
3 (Fi) No. Deuce On Hoof 28 Toss
4
5

32/33 Belly

1 (B) Rt 32 Belly
2
3
4

33/32 Pitch

1 (B) Lt Slot 33 Pitch
2 (F) Dbl lt X 49 Pitch
3
4

SWEEP

Sweep Option

1 (Fi) Str Deuce rt X 17 Speed
2
3

PLAY ACTION

Iso Pass (& Go)

1 (Jx) Rt Iso Pass rt
2 (B) Rt Iso Pass rt
3 (B) Rt Iso Pass rt & Go
4

1
2
3
4

1
2
3
4

SCREENS

Dual Screen

1 (Fi) So. Deuce Dual Screen rt (rh)
2 (F) Dbl rt Slot Dual Screen rt (rh)
3
4

SPECIAL

1
2

PROTECTIONS

Iso Pass

Dash

PASS GAME

Dash Cobb	Dash Stutter	Smoke 22, Look, sluggo	Mouse	
1 (Jx) Near rt Dash rt Z Cobb	1 (B) Shift Near rt Dash rt Z Stutter	1 (Fi) Deuce rt Smoke rt 22	1 (J) Triple rt Smoke rt 29 Mouse	1
2 (B) Near rt Dash rt Z Cobb	2 (B) Far lt Slot Dash rt Stutter	2 (J) Ace rt Smoke rt Look	2	2
3 (B) Far lt Slot Dash rt Cobb	3	3 (F) Dbl lt Smoke lt Sluggo	3	3
4 (B) Shift Far lt Zoom Dash rt Cobb Switch	4	4	4	4
5	5	5	5	5
6	6	6	6	6

Day: Mon, Aug 20

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 16

RUN GAME

27/26 Reach

1 (B) Far lt Zing 26 Reach
2 (B) Far lt Slot Fk Zng 26 Reach
3 (C) Near rt Fk Fly 26 Reach
4
5

28/29 Toss/chk Bull

1 (G) Near rt Fake Zing 28 Toss
2 (G) Rt chk Bull
3
4

17/16 Arc Option

1 (G) Near lt Fire 16 Arc Option
2 (G) Far rt Zing 17 Arc Option
3
4

SWEEP

Sweep/ Spinner

1 (B) Cock rt X 48 Sweep
2 (QB) Hawk lt T 48 Spinner
3

PLAY ACTION

1
2
3
4

1
2
3
4

1
2
3
4

SCREENS

1
2
3
4

SPECIAL

Detour

1 (Fi) Deuce rt X In 27 Naked Detour
2

PROTECTIONS

Goalline Pass

Keep Pass

Roll

PASS GAME

Smoke Red Smash	Slide Pass Cross	Goalline Pass	Keep Pass	Roll Rub/Loop
1 (F) Trio rt Smoke rt Red Smash	1 (Jx) Strong rt Zip Slide Pass rt Cross	1 (G) Rt Goalline Pass lt	1 (G) Near lt Zing 25 Keep Pass rt	1 (F) Wk Dbl lt X-Stack Roll rt Rub
(F) Trio rt Smoke rt Red Corner	2	2	2	2 (Fi) Wk Deuce lt Zm Roll rt Rub
(J) Dbl lt Slide lt Dbl Smash	3	3	3	3 (F) Wk Dbl lt Slot X-StackRoll rt X Loop
	4	4	4	4 (F) Trey lt Slot Hoof Roll rt Z Loop
5	5	5	5	5 (Fi) Str Deuce rt Fk Zng Roll rt Z Arrow
6	6	6	6	6 (Fi) Wk So Deuce X-lt Roll rt X Arrow

Day: Tues, Aug 21

BOISE STATE BRONCOS
INSTALLATION 2001

8/4/01

Practice # 17, 18

RUN GAME

1
2
3
4
5

1
2
3
4

1
2
3
4

SWEEP

HAMMER

1 (Fi) Str Deuce rt X
20 Hammer

2

3

PLAY ACTION

Counter Boot

1 (B) Near rt Slot Ctr Boot rt Pin
2 (B) Lt Slot Ctr Boot rt Flood
3
4

1
2
3
4

1
2
3
4

SCREENS

Fast Screen

1 (F) Trio rt Fast Screen rt
2
3
4

SPECIAL

Sweep Pass

1 (QB) Hawk lt T Sweep Pass rt
2

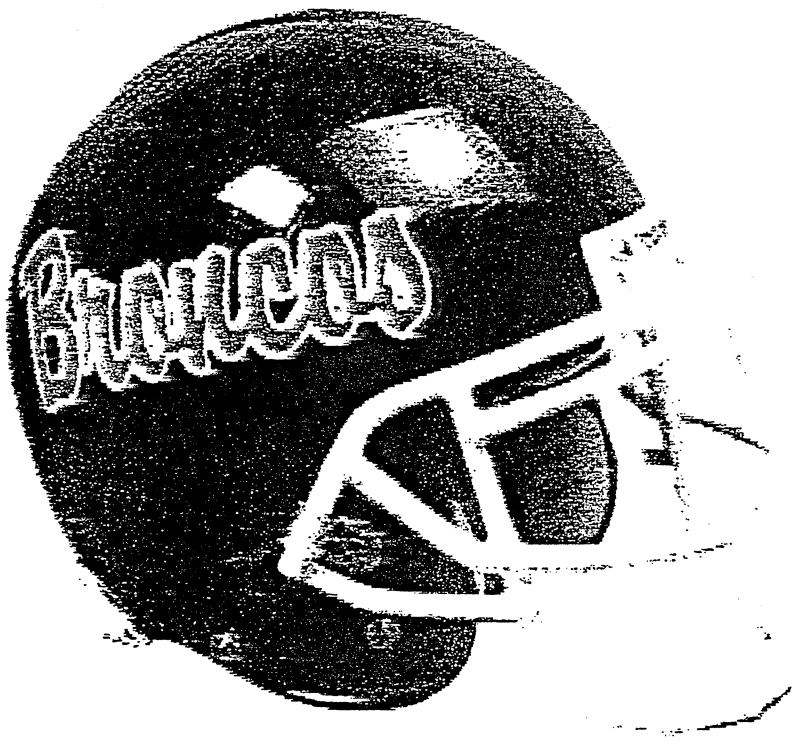
PROTECTIONS

Counter Boot

PASS GAME

REVIEW				
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6

OFFENSIVE TERMINOLOGY



2001 BRONCO FOOTBALL

OFFENSIVE TERMINOLOGY

2 by 2 Set - 2 eligible receivers (including TE & RB) aligned on each side of the center.

3 x 1 Sets - 3 eligible receivers aligned to one side of center and 1 eligible receiver aligned to the other side (includes TE & RB).

Aiming Point - Reference point on the L.O.S. or defensive player toward which an offensive player will run/move from his alignment. This aiming point determines the player's path.

Ace - Playside center and guard double team vs a shade noseguard to a backside LB.

Angle Release - Inside slant release at a 45° angle at a depth of 3-5 yards before getting into the seam.

Base - 7 man Big on Big protection used in 2 back formations where the off. line is responsible for the 4 def. lineman and the MLB. QB front call will direct the center and RB's. RB's are responsible for OLB's.

Blitz - Defensive back rushing through a gap.

Box - The area from the bottom of the numbers to the sideline. "Save the box." Also refers to the area inside offensive tackle to offensive tackle.

Bull - Back up on LB. Used on counter plays where the H/F are pulling to block the LB. Tag word for counter.

Bull Pull - Pulling technique used by lead blocker on Bull plays. Run course into L.O.S. with enough depth to see your LB. Turn up for LB when in position.

Cadence - A combination of words and numbers used by the QB in a non-rhythmic count in order to get the ball snapped.

Cage - Center and backside guard combo vs a noseguard to a backside LB.

Check Release - Technique used by TE, H or RB to check his protection rule in the passing game and if his responsibility does not Dog or Blitz, release in the pass pattern.

Chip - Double team between center and guard on a noseguard to backside DE.

Cloud - The corner back rotates up (off the LOS) to force the run or play the flat coverage in zone. Cover 2 structure or 3 deep roll.

Clutch Series - Our two-minute offense.

Cobra - Refers to a corner blitz.

Contain - Responsibility given to a defender to keep the play from going wide.

Convoy - Backside receiver technique blocking a secondary defender.

Cop - Defensive End covering TE in dog/blitz situations.

Depth - The number of yards from the L.O.S.

Deuce - Double team between guard and tackle on a DT to a backside LB. Also formation with 2 TE on LOS and 2 WR off LOS.

Digable - Defender in position for WR to block from an outside position and working to the inside number of the defender.

Dime - Refers to 2 defensive backs replacing LB's or linemen in coverage (6 DB's)

Dog - LB'er rushing through a gap.

Down - Tells an off. lineman that he must block the defender in his gap alone because the adjacent off. lineman is doing the same.

EMLOS - End man on line of scrimmage.

Even - Call by QB at L.O.S. to alert that Center is covered by a Mike LB and both Guards are covered.

Face - True double team between a center and guard on a noseguard.

Five Call - Call by O.L. where all 5 are covered and they will block the 5 down linemen. Signal will be 5 fingers held up.

Flash & Go - Technique used by an off. lineman in which he shows pass, influencing a def. lineman up the field, then releases to his LB.

Fold - Back block by an off. lineman on a DT with the adjacent lineman pulling around to a LB.

Foot - Pass protection call by 2 adjacent off. lineman to a def. lineman with a stack linebacker. Both off. linemen step together foot to foot to handle any blitz by the linebacker.

Freak - Refers to a free safety blitzing.

Gut - Playside off. tackle down block to a 3 or 4i technique with playside OG gap pull to a playside LB.

Help - Backside combination block between a center and backside tackle. Center blocks down on a 3 or 4i technique and chips to a backside LB while the OT cuts off the 3 or 4i technique.

Hot - Designated receiver who must look for the quick pass from QB when #4 or outside defender blitzes on the side of the double read.

Jam - Technique used by defender to hold up receivers on the L.O.S.

L.O.S. - Line of Scrimmage

Left Up - Alignment of ball between hash and middle of field.

Left/Right - Call used for full OL to designate the direction on a full turn protection.

Line Him Up - Attacking defender's inside eye to make defender turn his hips. In other words, get him out of his back pedal.

Lock - Backside slide protection call by the center, guard and tackle to indicate that there are only 3 potential rushers.

Lucky/Ringo - Call used by OL to designate the direction on a slide protection.

M.O.F. - Middle of Field

MDM - Most dangerous man.

Man - Used to take off a zone scheme and, instead, base block the two defenders.

Moon - Backside tackle and tight end (or fullback) combo vs a 5 technique to a folding OLB.

Moose - True double team between a guard and tackle on a DT.

Nickel - Refers to one extra defensive back replacing LB or lineman in coverage (5 DB's).

"O" Call - Call made by frontside tackle to inform others that he is blocking out on DE. Pullers will understand that they will lead into the hole for appropriate LB's.

Out - Call used by tackle and tight end (or guard and tackle) to single block two defenders on the line. This term is used on the backside of slide protection to declare that the third defender is out of the box.

P.O.A. - Point of attack.

Pin Call - Call by off. linemen or tight end to tell the RB he is blocking down inside. RB will block 1st defender outside person making the call. Signal will be slapping the hip.

Post - Call by TE to alert that he will block defender aligned on him.

Power Cut - Push vertical and break coming back to QB slightly. (QB Friendly)

Pre-Snap Read - Defensive appearance prior to snap of the ball.

Press - Defensive back aligned close to wide receiver preparing to play tight man to man coverage (Bump & Run).

Push - Full speed. Everything looks like a takeoff! Take his cushion.

Q - Designated receiver who must look for the quick pass on the side of the single read on an inside linebacker blitz.

Rake - H in protection.

Ray/Lou - Calls by QB at L.O.S. to determine the 4 man side.

Red Zone - Plus 25 to Plus 4 yard line.

Red Ball - Our no huddle offense, not a hurry up situation.

Rock - TE in protection.

Rub - Offensive player bumping a defender upfield while completing his route. Also a pass pattern run by two WR's.

Sally - Screen left.

Sarah - Screen right.

Scoop - Backside guard and tackle combo on a DT to a backside LB.

Separate - Depending on route called, you should be in a position to separate from the defensive back. Go get the ball.

Sift - Technique used on the backside by a T.E. or tackle to block on outside aligned def. end, then working to the next level folding OLB or strong safety.

Sight Adjust - Designated receiver on the split end side who must look for the quick pass when a corner, or 4th defender blitz from that side.

Slide - 6 man protection called to the strength of formation. Playside off. lineman have "Big" on "Big" responsibility. We will slide weak from the 1st call side uncovered off. lineman (center or guard).

Smoke - Aggressive 3 step drop turn protection called to the strength of the formation.

Sort - Backside slide protection call used by the center, guard, and tackle to indication that there are 4 potential rushers.

Speed Cut - Push vertical and break hard gaining ground slightly. Run through the break.

Split - Width of alignment of receiver, OL or TE from nearest offensive player.

Split End - Refers to wide receiver away from Y (X).

Stem - Receivers path or stem, as in come back down the stem. Also stem route (5).

Strong Side - Side on L.O.S. towards the Y for runs. The side with 2 or more WR's in the passing

game.

Tag - Playside tackle and guard double combo on a DT to a playside LB.

Talking - You/Me calls used by the OL and TE/H to determine who has the inside and outside rushers in pass protection.

Ted - TE down block to a 7 or 8 technique with a tackle lead pull to a linebacker.

Tim - TE and tackle combo on a DE to a LB inside the TE.

Tom - TE and tackle combo on a DE to a LB outside the TE.

Trey - T.E. and tackle playside double team vs a DE to a backside LB. Also formation.

Turn (Rip/Liz) - Sprint out pass protection in which each off. lineman and TE is responsible for a BS gap away from the sprint out direction call.

Vice - Used to identify TE tightly covered and man in attack position outside.

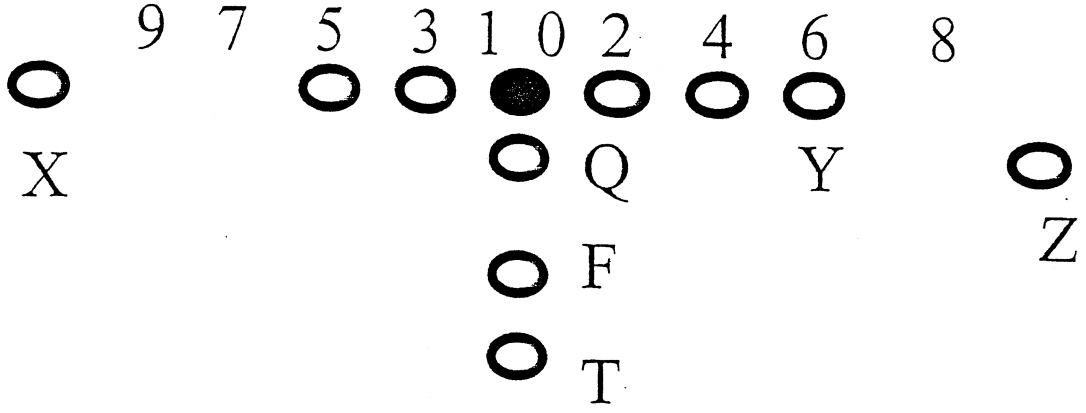
Weak Side - Side on L.O.S. away from the Y for runs.

You/Me - Pass protection call by two adjacent off. lineman declaring responsibility for a LB.

OFFENSIVE PROCEDURE

2001 BRONCO FOOTBALL

Hole Numbering and Position Identification



I. Numbering System

A. The numbering system is based upon assigning a number to the space occupied by the offensive linemen and tight end(s.)

B. Holes to the right of the center are even (0, 2, 4, 6, 8.)

C. Holes to the left of the center are odd (1, 3, 5, 7, 9.)

II. Position Identification

A. Our linemen are referred to as Right Guard and Tackle, Left Guard and Tackle, and Center.

B. Our running backs are referred to as **Fullback**, known as **"3"** in the running game and **"F"** in the passing game and **Tailback**, designated **"2"** in the running game and **"T"** in the passing game.

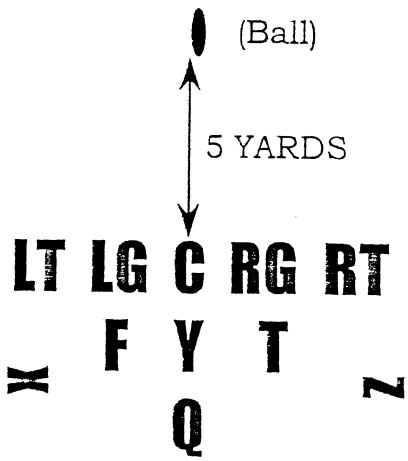
C. The **quarterback** is the number "**1**" and the letter "**Q**."

D. The **split end** is "**X**," the **flanker** is "**Z**," and the **tight end** is "**Y**."

E. The **second tight end** or **third wide receiver** is referred to as "**H**" when replacing X/T/F.

Line of Scrimmage Procedures

III. Huddle Formation



A. The center forms the huddle with his heels at five yards facing away from the football. Everyone must hustle into the huddle as soon as possible to avoid problems with the play clock. Do your resting in the huddle, not on your way to it.

B. The linemen will form a wall at five yards standing up and facing the QB. The receivers, backs, and tight ends will form the front row, with the X and Z receivers forming a tunnel on the ends. Stay in the huddle until someone replaces you!

IV. Huddle Procedure

A. The center will put his hands above his head and give the command "Huddle." The offensive personnel will then take their positions in the huddle.

B. When the QB enters the huddle, all eyes are focused on him.

C. The QB will do ALL the talking in the huddle. Any information that can be helpful should be relayed to the QB outside the huddle or through coaches on the sideline.

D. The QB will call the formation, play, and snap count.

E. If you don't hear the call, call "CHECK"; QB will repeat call.

F. The huddle call sequence is as follows:

1. Movement/Strategy (Shift, Gun, Freeze)
2. Backfield Set (Far, Change, Strong)
3. Formation (Double, Deuce, Ace)
4. Strength (Right/Left)
5. WR Variations (Slot, On, Tight)
6. Motion (Zing, X, Hoof)
7. Play (22 Zone)

****NOTE:** We will align in the formation called and motion out of the formation. (Examples in formation section.)

a. Run (2 digits)
   1. Hole (22)
   2. Tag term indicating blocking scheme (Zone)

b. Pass
   1. Protection and direction (Slide RT)
   2. Digits and/or tag words(s) (989/Flood)

5. Snap count
6. Ready... Break (Clap hands on break.)

Example Run:

Far
Right
Slot
22 Zone
On one

"Ready" - Break

Example Pass:

Shift
Trio
Right
Smoke Left
11
On one
"Ready" - Break

BREAKING THE HUDDLE:

All players will hustle to the LOS and assume their positions in a minimum amount of time.

REMEMBER: We only have 25 seconds to snap the ball after the ball is ready for play.

"LINE UP IN IT": If we have a motion or a shift called, and 8 seconds or less is left on the 25 second clock, the QB will yell "Line Up In It". All players will quickly align to the position they would have assumed after their motion or shift.

PROCEDURE AT THE LOS:

If shifting, designated players will come to the LOS in a formation other than the one called in the huddle.

All players assume their positions immediately (Y stay in 2-point when shifting.)
If a "gun" formation is used, the line shall play out of a two-point (also by designated play or game plan situation.)

Motion is initiated by the QB's heel, the nod of his head, or in relationship to the snap count.

Cadence

The cadence is a combination of words and numbers used in a non-rhythmic count. The cadence must be used as a weapon by the offensive team. The QB can NEVER allow the defense to time our cadence.

A. Our cadence will be:
   Front call - alerts team as to what type of front we are facing
   Set
   Color - Number - Dummy calls unless "Live" color (Green/Blue) is used to change play
   Color - Number - QB should use 20s, 12/13 as dummy calls often
   Hut (non-rhythmic)
   Hut (non-rhythmic)

B. Our possible starting counts will be on:
   Set - Lou-Set
   One - Hut
   Two - Hut - Hut (used on all checks/chooses and alerts)
   Freeze - Hut - Hut - Hut - Hut, Hut, Hut . . . Set, Hut

C. Freeze:
   A "Freeze" count will be used when we are deliberately trying to draw the defense offsides. The QB will proceed through his cadence and use as many "huts" as he feels is necessary to get the defense offsides. The only 2 players that should be "keyed-up" are the QB and Center. All other players should be in good looking stances, but relaxed. If a D-lineman jumps offside, the Center should snap the ball and the QB should quickly take a knee. If no defensive player jumps offside after 5 or 6 "huts", the QB will pause and then say "set, hut" and we will then run the play called in the huddle.

D. 1 Bob: Is a silent count that will be used when we are having trouble hearing the QB's cadence. It will primarily be used in Shot Gun, but can be used from under the Center as well. The QB will lift his foot (in the gun) or pat Center's butt (direct snap). The Center will look through his leg to see QB lift his foot and then will look up at the D-line, pause one second, then snap the ball.

E. 2 Bob: Is the same concept as 1 Bob, but now Center will look through his legs and bob his head twice (instead of once) and then snap the ball.

F. No snap
   QB may call formation and "no snap." This alerts team that we will attempt to draw the defense offside. If we are unsuccessful the QB will be instructed to either use a time out or take the delay penalty. We will not snap the ball under any circumstance.

Automatic/Check Off - Two Play Offense

We will have several ways to get into another play at the LOS. These will be tied into our snap count, as well as not allowing the defense to catch on to what we are doing.

A. Live Colors

1. Green - used as live audible only. Snap count is on one (Possible "Easy" call for quick count plays.)
2. Blue - used on all checks and alerts. Snap count automatically is 2.

B. Live Audibles

- 12/13 - directional number for any pass play
- 16/17 - Speed Option
- 20/21 or 30/31 - Trap
- 22/23 - Zone unless prefaced by: "Wham, Rim, Slice, Iso, Blast, or Paint"
- 24/25 - Power unless preface by: "Bull, Counter"
- 26/27 - Stretch

C. We will automatic or check our offense in the following ways:

1. Color system/live audible - will be used if the QB has not alerted the team in the huddle. All "Live Audibles" are on 1.

EX: in the huddle QB calls 24 Power on "1"; at the LOS the QB calls "Lou, Set, Green 26, Green 26," the play will be 26 Stretch on "1."

2. "Alert" at the LOS-This is used to take advantage of defensive team's alignment and allows us to choose between two different plays. All "Alerts" are on 2.

EX: In the huddle QB calls "26 Stretch, Alert 17 Speed" on "2." At the line the QB calls "Ray, Set, Blue 17, Blue 17, Hut, Hut." Play will be 17 Speed Option.

3. "Check with Me" - This is used to take advantage of defensive team's alignment to choose between the same type of play (Run to run, Pass to pass.) All "Checks" are on 2.

EX: In the huddle QB calls "Check Zone on two." At the LOS the QB calls "Ray, Set, Blue 22, Blue 22, Hut, Hut." Play will be 22 Zone on 2.

4. "Choose Package" - package of 3 plays, usually 2 runs and 1 pass. All "Chooses" are on 2.

EX: In the huddle QB calls "Choose Stretch Package" (26/27 Stretch, 16/17 Speed, or Smoke R/L 11); At the LOS QB says "Blue 12, Blue 12," the play is Smoke Right 11 on 2.

*NOTE - 12/13 is used as the directional for all pass plays.

*NOTE - The QB will always turn head to the play side first... this will help to allow callside OL to make calls, combat crowd noise, etc.

RED BALL / GAME ENDING SITUATIONS

2001 BRONCO FOOTBALL

Red Ball

Red Ball as a No Huddle Offense

NOTE: This is **not** a "hurry up" situation.

1. QB calls out "Red Ball, Red Ball," and gives a Formation call ""Trio Right" or "Trio Left"
    a. Offense alerted to no huddle situation. Align at LOS.
    b. Base formation is Trio to the field, but can vary by game plan.
    c. Snap count is always on "Set, Hut" (No dummy calls.)
    d. Receivers must start inside the tick mark, then expand to final split depending on play (by rule.)
    e. Center read defense for front call.
2. QB will look to the sideline for play call, or make the call himself based on the game plan.
    a. Call out entire play call to each side of formation. (I.e. "Slide 12 Streak, Slide 12 Streak)
    b. Front call
    c. Begin snap count with "Set," followed by a short pause, "Hut," ball is snapped

3. EXAMPLES: (QB LOS call = Play)
    a. Dropback Passes
    - Smoke 12, 11 = Smoke Right 11
    - Otto 13, Flood = Otto Left Flood
    - Slide 12, Streak Z = Slide Right Streak Z

    b. Screens
    - Bob 12 = Bob Right
    - Base 13 Sally = Base Left Sally
    - Dual 12 = Dual Screen Right

    c. Action Pass
    - Sprint 12, Cobb = Sprint Right Cobb
    - Sprint 13, Smash = Sprint Left Smash

    d. Runs
    - Any term 16 = 16 Speed Option
    - Any term 23 = 23 Zone
    - Zack 23 = 23 Zack
    - Any term 24 = 24 Counter
    - Bull 24 = 24 Bull
    - Any term 27 = 27 Stretch
    - Ted 27 = 27 Ted
    - Blast 22 = 22 Blast

NOTE: When 12/13 is used, first word is "live."

NOTE: QB must allow sufficient time for OL to make appropriate calls and WR to get set for one full count before snapping football. (Center responsible to make front call.)

NOTE: QB will again make the call to the play side first to aid communication and combat crowd noise, etc. QB will use hand signals to aid the WR if needed.

NOTE: Signal for RED BALL is arms forming a circle over the top of head.

TWO MINUTE OFFENSE

"Clutch Series"

One of the most important parts of a football game is the two minute period just prior to the completion of each half. Many games are won and/or lost during this vital time period. It is not only imperative for the QB to know when time is legally out, and whether the clock starts with the snap or the referee's signal, but each player on the field should also know. It is essential that we do not waste a time out prior to this period, and use whatever time outs available very wisely.

This time period may give us the opportunity to go into half-time with either a score or psychological advantage. Field position, remaining time, down and distance, and the score are all factors that must be taken into account before assessing the two minute offense.

The following points are important and should be noted during the two minute period. This is the same procedure as RED BALL, except that we are now trying to save time:

1. It is the responsibility of the QB to know how much time is remaining. It is important to know how many time outs you have remaining.

2. The clock is not started after a score until the KO is legally touched. The clock does not start on a change of possession until the ball is snapped.

3. A time out in excess of three is a foul unless for an injured player, who must be removed from the game. Time continues at the referee's signal. Excessive time outs bear a 5-yard penalty, and the clock starts with the referee's signal. You can call a time out immediately after a time out without a snap.

4. Officials will notify the Captain and Coach of the number of time outs remaining.

5. Automatic time granted upon Captain's request for measurements of first down yardage or injury, will not be charged against the legal three time outs. Clock starts on the referee's signal.

6. When all ball carriers are tackled from the hash mark to the sideline, they will run the ball to the hash mark and/or give it to the nearest official.

Controlling the clock is vital at this time. If you are ahead, you want the clock to keep running, and if you are behind, you want the clock to be stopped on every play, and in every way possible. It is the responsibility of the signal caller to control the clock and to keep the rest of the team advised. It is important that the team know what is expected and how we intend to execute our plan.

Champions are people who can do their best in emergencies which unnerve the ordinary player. The "Clutch" offense requires poise, hustle, proper execution, confidence, communication, and the ability of a team or individual to make the critical run or pass go all the way. The perfect utilization of this offense has an important bearing on the final outcome of any contest.

"Clutch as a Catch-Up Offense"

In the "Clutch" offense, other than in the huddle, all plays should be called from audibles on the LOS. The QB should always check sideline for play signal.

While in this offense, time becomes our opponent, therefore, we will eliminate motion and shifting to conserve valuable time.

It should be noted that when the QB calls an audible, the backs must shift in to the appropriate alignment. Linemen will be down in a three point stance for run and a two point stance for pass.

1. 2:00 to 1:00 remaining:

    a. Emphasis must be placed on hustle, poise, execution, communication, and confidence.
    b. Do not call time out unless absolutely necessary.
    c. All plays must be executed in 15 seconds or less.
    d. Ball carriers and receivers should try to get as much positive yardage as possible after making the first down (clock will stop.)
    e. No timeouts except after a sack.

2. Less than 1:00:

    a. Utilize time outs.
    b. Stop clock whenever possible. Ball carriers must get out of bounds.
    c. Use quick pass and sprint out series.
    d. NO sacks!

3. "Spike Play":

    a. Used to stop the clock when we are out of, or don't want to call timeout
    b. QB calls "Spike" to both sides of the ball.
    c. OL/TE assume tight splits and protect inside gaps. NO penetration.
    d. All TE/WR align quickly <u>on</u> the LOS and <u>do not release</u> downfield.
    e. QB take 1 step back & immediately spike the ball forward to stop the clock. Eyes must remain down.
    f. Ball must not touch a lineman on the way down.

When the clock stops, the QB will signal and yell "Huddle" and we will call our plays in the huddle. When the plays are called in the huddle, we will have the ability to use the entire system including regular snap count. When the clock is not stopped, we will call the plays on the LOS using our no-huddle cadence the same as in RED BALL. The ball will be snapped on the "HUT" command. For example, "Sprint 12 Cobb, Sprint 12 Cobb, Set, Hut."

The Clock is stopped and we will huddle when:

- •Officials time out
- •Players time out
- •Incomplete pass
- •Ball carrier out of bounds
- •Injury
- •Change of Possession

The clocks stop but we will align on LOS:

- •Markoff of all penalties
- •Measurement for a first down
- •Resetting the chains after a first down

The clock starts when:

- •The ball is legally touched on a KO
- •The ball is snapped
- •Referee's whistle indicating ready-for-play after:
- •First down measurement, chains set, administering a penalty

Four Minute Offense

In "Four Minute Offense" we want the clock to run, however, we still need to make at least one first down. The QB will receive the play call later then normal from the sideline (after official has marked the ball ready for play.) QB will hold team at LOS while watching the 25 second clock and not snap the ball until play clock is inside three seconds.

KEEP CLOCK RUNNING:

- •Stay in bounds
- •NO time out calls
- •Use all of 25 second clock
- •Ball carrier stay on the ground and make official take ball from you
- •Do not ask for measurement on 1st or 2nd down
- •No foolish penalties (be prepared for cheap shots)
- •Injured players get off the field on their own
- •Use a simple snap count
- •Make sure of all ball handing
- •Be prepared for stunts and blitzes
- •Remember that one first down will usually win the game

Victory Offense

When we are in a situation where we are leading or want to kill the clock with less than 2 minutes remaining in the game or half (depending on field position and number of time outs remaining by our opponent) we will call "Victory." This call will serve as both the formation and the play call. Victory formation has no strength call; thus remains constant (see diagram.)

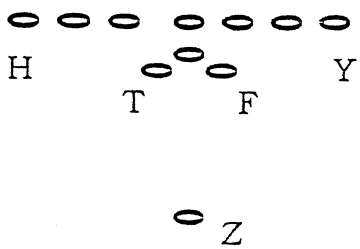
Victory:

- •Lineman, Y, and H, cut splits to foot-to-foot and execute wedge blocking. Pre-align in 3-point stance.
- •T and F align one yard deep behind guards and serve as personal protectors for QB
- •Z align directly behind QB at 10 yards. Serve as the safety man.
- •QB will secure snap then drop 1-3 yards and touch one knee down; thus downing the ball. QB then gets up quickly and hands the ball directly to the referee.

NOTE: Remember that the defense may advance a fumble!

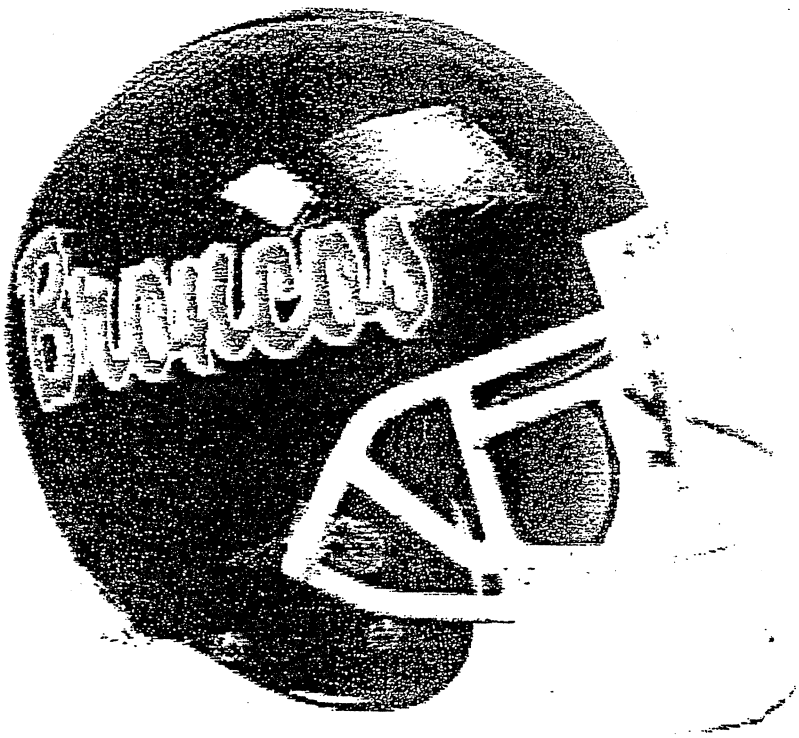
QB reminders in Victory:

- •Use all of the 25 second clock
- •Take delay of game penalty after each snap if clock remains running.



- •JAX group

ALIGNMENTS / GROUPS / FORMATIONS



2001 BRONCO FOOTBALL

Substitution Group Terminology

BRONCOS - regular personnel - 2 WRs, 1 TE, 2 RBs
Quick Bronco - same as above, but another TB for the FB is substituted.
Signal: Both fists together extended in front of body.

CHIEFS - Z and FB out, 2 TEs in (H & Z) - 1 WR (X), 3 TEs (Y, H, Z) and a TB.
Signal: Palm over mouth.

COWBOYS - Y out, WR in (Y) - 3 WRs, 0 TE, 2 RBs
Signal: Six shooters with both hands.

***FALCONS** - FB out, WR in (H) - 3 WRs, 1 TE, 1 TB
Signal: Both fists in air with arms at 90 degree angles.

***FINS** - FB out, TE in (H) - 2 WRs, 2 TEs, 1 TB
Signal: Straight hand, extended out on top of forehead.

GIANTS - X and Z out, 2 TEs in (H and Z) - 0 WRs, 3 TEs, 2 RBs
Signal: Both arms flexed downward.

JAX - X out, TE in (H) - 1 WR (Z), 2 TEs, 2 RBs
Signal: Open hand, shaking up in the air.

***JETS** - FB and TE out, 2 WRs in (H and Y) - 4 WRs, 0 TE, 1 TB
Signals: Both arms extended outward.

ZEBRA - Z out, TE in (H) - 1 WR (X), 2 TEs, 2 RBs
Signal: Drawing stripes down chest.

***NOTE**: The word **"BIG"** may be inserted in front of **Falcons**, **Jets**, or **Fins** to insert a Fullback for the Tailback.

Motion Terminology

Z Motion:

- •ZIP - Z inside toward the ball. Short motion. Leave on 2nd color.
- •ZOOM - Z over the ball. Long motion. Leave on 1st color.
- •ZING - Z over the ball to wing position. Leave on 1st number.
- •Full - Z will start in backfield then motion to his alignment. Leave on 1st number.

H Motion:

- •HOOF - H across the formation to same alignment on opposite side. Leave on 1st color or 1st number depending on how far you have to go.
- •BANG - Short motion after the 2nd color-number (wham play)
- •SEAL - Motion to the Backside Tackle and cut off the 1st man outside the T.

Y Motion:

- •FLY - Y across the formation to same alignment on opposite side. Leave on 1st number.

T Motion:

- •TEAR - TB motion right (let play be guide as to when you leave.)
- •TAIL - TB motion left (let play be guide as to when you leave.)

F Motion:

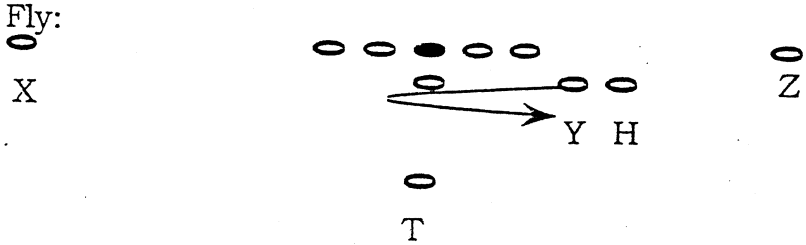
- •FIRE - FB motion right (let play be guide as to when you leave.)
- •FLAME - FB motion left (let play be guide as to when you leave.)

**NOTE: All motion snap counts are on one!

**NOTE: It is the motion man's responsibility to get where he needs to be when the ball is snapped. The QB will try to help. Motion should be at a crisp pace (3/4 speed.)
It is OK to turn shoulders toward the LOS and shuffle after crossing the center.

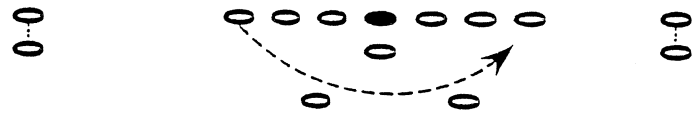
**NOTE: The term "FAKE" can be added to any motion. This tells the motion man to cross the center to the offside "A" gap, then reverse himself to original alignment.

i.e. Trips Rt Fake Fly:



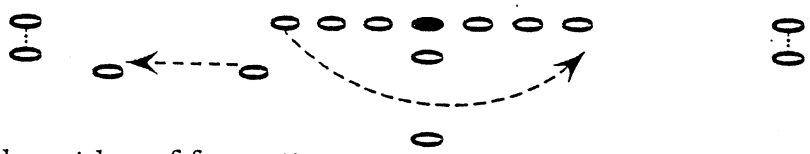
Shift Procedures

1. SHIFT - Y trades sides of formation
   (I.e., Shift Split Right)

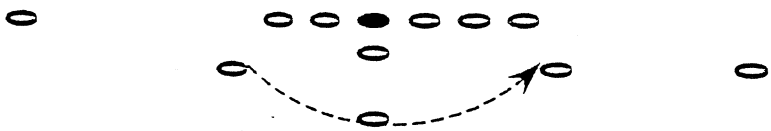


2. STEM - (H) adjust inside-out or outside-in on the same side of formation.
   (I.e., Double to Doc, Stem Doc Right) 'Stem' is never used by itself.

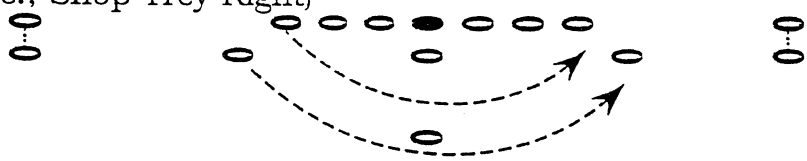
3. MOVE - Combination shift (Y) and stem (H.) Also, WRs may also stem.
   (I.e., Move Double Right)



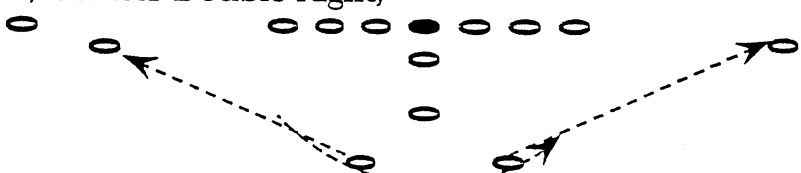
4. HOP - H trades sides of formation.
   (I.e., Hop Trey Right)



5. SHOP - Combination of a shift (Y) and a hop (H.)
   (I.e., Shop Trey Right)



6. SCATTER - Pre-determined game plan shift where multiple shifts are made.
   (I.e., Scatter Double Right)



7. OUT - Formation in which TB pre-aligns at an outside wide receiver position based on game plan (I.e., Trey Right Out).
*BUMP - Same as OUT, only TB will start in backfield and shift to WR position.
*BOUNCE - Z will start aligned in backfield and will shift to his position.

NOTES:
All shifts will be executed on the front call and carried out within a silent 3 count.
- Motion can be added to the end of any shift.
- The in line TE should not put his hand on the ground.
- The TE is responsible for making sure the receiver is on/off the LOS when necessary.
- WR adjust on/off LOS by vision of TE on your side.

Wide Receiver Alignments

A. Slot - Refers to both the X and Z aligning opposite of the Rt/Lt call. The Z aligns as the inside receiver off the LOS and splits the difference between the tackle and X. The X receiver aligns on the LOS. For some route combinations, the X and Z will **"flop"** with the Z aligning on the LOS and the X off the ball. This can be done at any time to put us in the most advantageous position by specific play.

B. Tandem Same as Slot, except X and Z switch alignments - X inside and Z outside.

C. Stack X and Z both go opposite the Rt/Lt call with Z aligning directly behind X.

D. North - Both X and Z align to the <u>right</u> with the Z as the inside receiver and X as the outside receiver with both <u>off</u> the ball (will be used with "Deuce.") NOTE: 'Zip to North' would start Z outside of X and short motion inside.

E. South - Both X and Z align to the <u>left</u> with the Z as the inside receiver and X as the outside receiver with both off the ball (will be used with "Deuce.")

F. Deuce - Term used with two tight formations. If simply "Right/Left Deuce," Z will align to the call side with X opposite. Both will be <u>off</u> the ball.

NOTE: Term 'deuce' always indicates both WR off the LOS.

G. East - X and Z align to the <u>right</u> side in a Slot alignment. Will be used with unbalanced formations. (X <u>on</u> LOS, Z <u>off</u> LOS)

H. West - X and Z align to the <u>left</u> side in a Slot alignment. Will be used with unbalanced formations. (X <u>on</u> LOS, Z <u>off</u> LOS)

I. Tite - Refers to the X receiver aligning on the LOS with a split of 1 yard from the tackle just like a TE, opposite of the call side.

J. Squeeze -X = 5 yds from OT. Z split by play.

NOTE: Receivers must memorize what terms put them on/off LOS and/or on the same side of formation.

- Both receivers off LOS
  - -Deuce
  - -North/South
- Both receivers on LOS
  - -Fly (Y motion)
  - -Trips
  - -Open
- Both receivers on same side of formation
  - -Slot/Tandem
  - -North/South
  - -East/West

Running Back Alignments

A. I
1. FB - Foot to Foot on Center, 3-point stance, toes 5 yards from nose of ball.
2. TB - Foot to foot on Fullback, 2-point stance, toes 7 yards from nose of ball.

B. Split
1. FB - Align so that the inside foot of the Strongside Tackle splits you down the middle; 3-point stance, toes 5 yards from the nose of the ball.
2. TB - Align so the inside foot of the Weakside Tackle splits you down the middle, 3-point stance, toes 5 yards from the nose of the ball.

C. Change
1. FB - Same as split, except FB goes to weakside
2. TB - Same as split, except Tb goes to strongside

D. Weak
1. FB - Same as Change to weakside
2. TB - In 'Q' Alignment

E. Strong
1. FB - Same as Split to strongside
2. TB - In 'Q' Alignment

F. Far
1. FB - Same as Split, but away from TE
2. TB - Align in the "I"

G. Near
1. FB - Same as Split
2. TB Align in the "I"

NOTE: The alignments above are general split alignments. At times the play will call for the backs to align in an adjusted position to better aid the structure of the play.

H. Doc
1. FB - In "Doc" alignment, 1 yard off, 1 yard wide of weak tackle
2. TB - In "Q" alignment

I. Trey
1. FB - In "Trey" alignment, 1 yard off, 1 yard wide of tight end
2. TB - In "Q" alignment

J. Deuce (or "Single/Q" alignment):
1. FB/TB - Align foot-to-foot on Center, 2-point stance, toes at seven

K. Out
1. TB - Formation in which TB pre-aligns out of the backfield to an outside wide receiver position based on game plan (I.e., Trey Right Out).

L. Bump
1. TB - Formation in which TB shifts out of the backfield to an outside wide receiver position based on game plan (I.e., Bump Slot Right)

NOTE: Term "flip" can be added to any formation to allow RBs to flip/trade alignments and assignments (I.e. Trey Rt Flip, TB in Trey, FB in Q.)

Y Alignments

A. YO - Align 1 yard behind the LOS and 1 yard wide at the tackle to the call side This can be used in conjunction with any formation when Y normally is on LOS. Fly motion is an automatic YO.

B. OPEN - On or off ball depending on route play. Split the difference between the tackle and Z to the call side

C. TRUMP - Align in a YO position to call side

D. TRIPS - Align in a YO position to call side

E. FLEX - Align on the ball, approximately five yards from the tackle (split will depend on the play called.

F. TOY - TE align as outside receiver to the strong (call) side.

NOTE: It is the Tight End's responsibility to check with the outside receiver to make sure they are on/off the LOS whenever Y is in a YO position or whenever TE is shifting.

H Alignments

A. TREY - align 1 yard away and 1 yard deep from the TE, toward the call

B. DOC - align 1 yard away and 1 yard deep from the weakside tackle

C. TRIO - align off the LOS, splitting the difference between the Z and the TE

D. DOUBLE - align off the LOS, splitting the difference between X and the weakside tackle

E. DEUCE - align on the LOS opposite of the call with a "normal" split from the tackle

F. TRUMP - align on the LOS with approx. 3-5 yard split from the tackle to the call side. The Y will be off the ball between the tackle and the H.

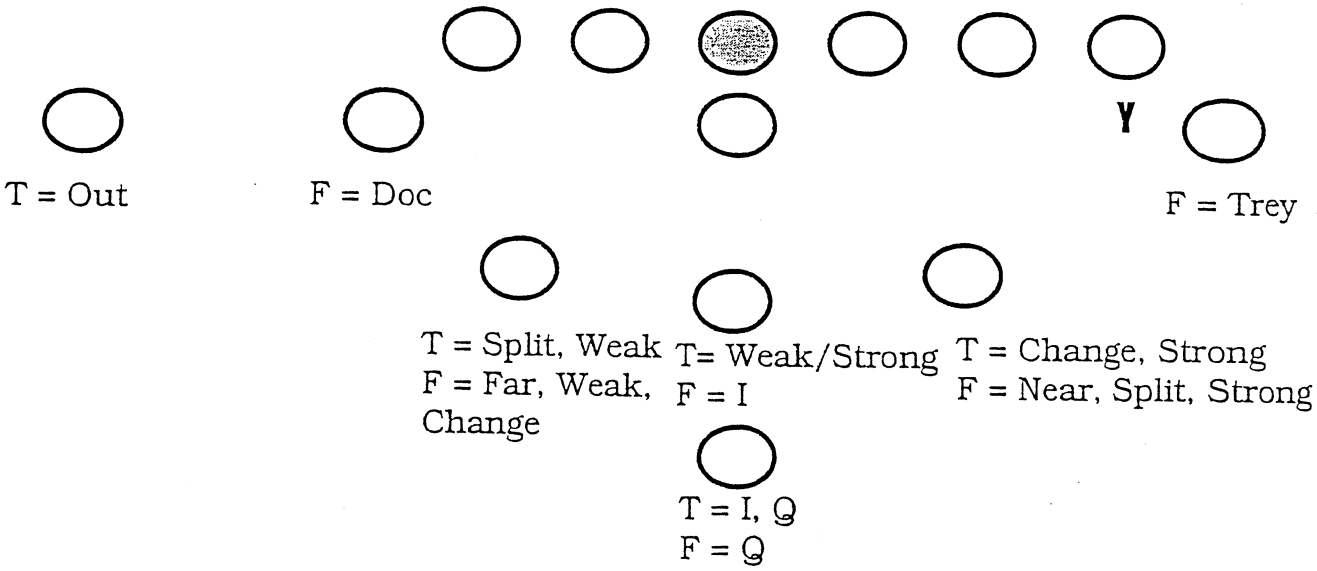
G. TRIPS - align in normal trey alignment. Y will be off the LOS.

H. TRIPLE - align off the LOS, splitting the difference between the TE and the Z to the call side (trio)

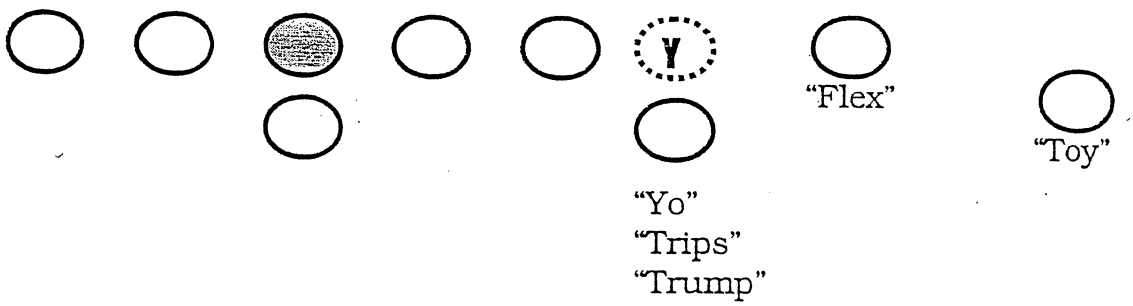
I. OPEN - align off the LOS, splitting the difference between the tackle and Z to the call side.

J. SQUEEZE - align on/off the LOS by play, 3 yds from OT.

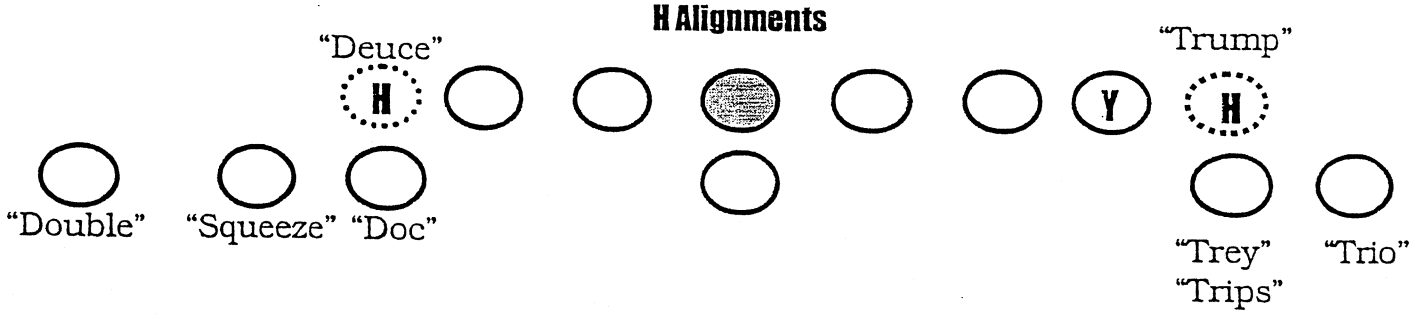
Backfield Alignments



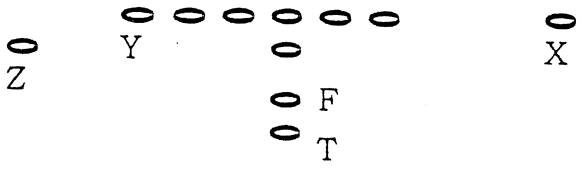
Y Alignments



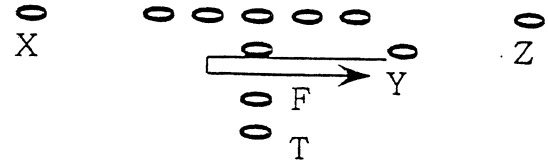
H Alignments



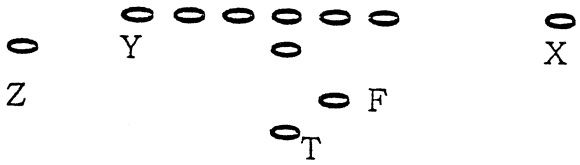
Boise State Football - Formations



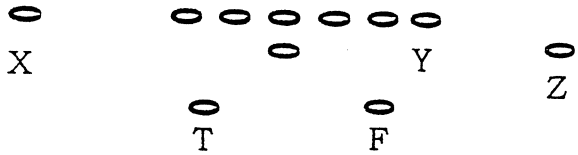
LEFT



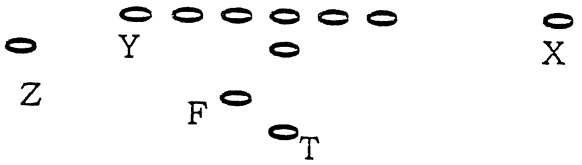
RIGHT FAKE FLY



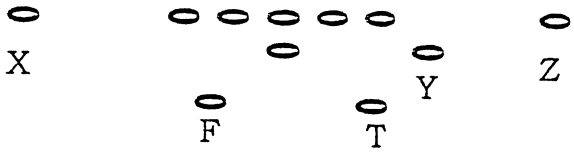
FAR LEFT



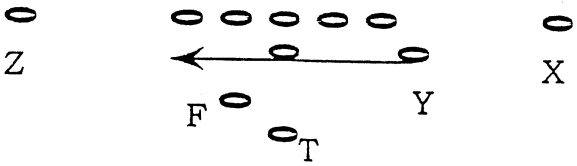
SPLIT RIGHT



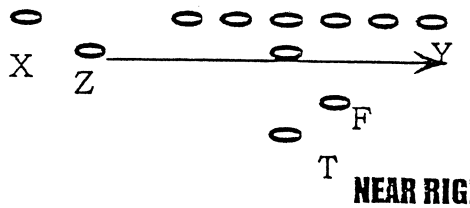
NEAR LEFT



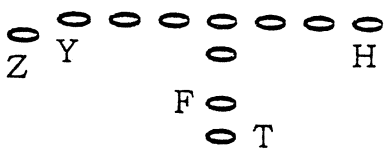
CHANGE RIGHT YO



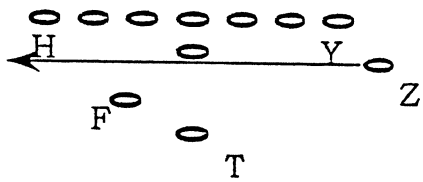
FAR RIGHT FLY



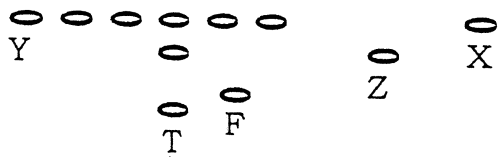
NEAR RIGHT SLOT ZING



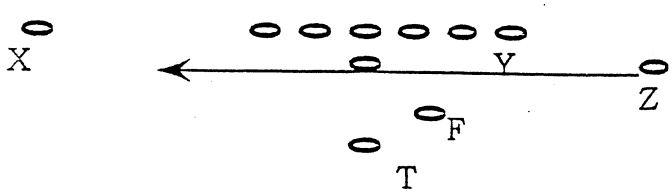
LEFT (GIANTS GROUP)



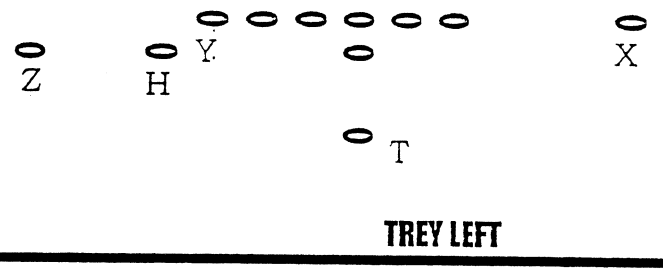
FAR RIGHT ZING (GIANTS GROUP)



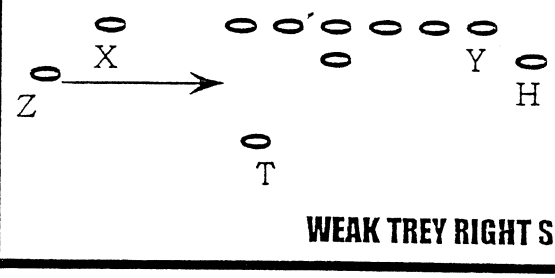
WEAK LEFT SLOT



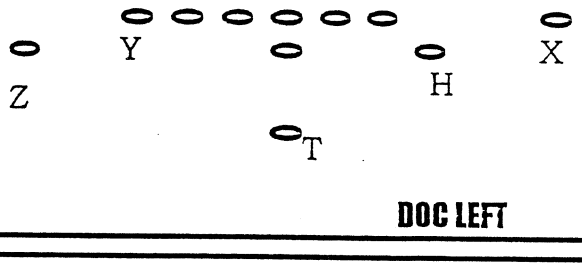
NEAR RIGHT ZOOM



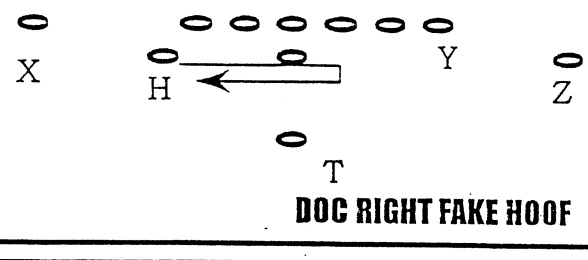
TREY LEFT



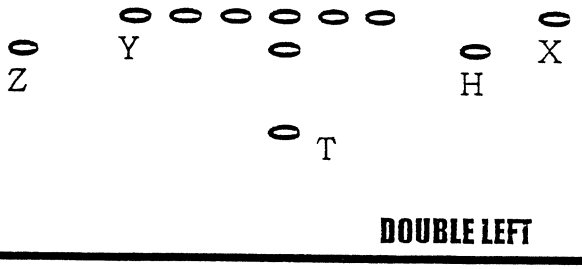
WEAK TREY RIGHT SLOT ZIP



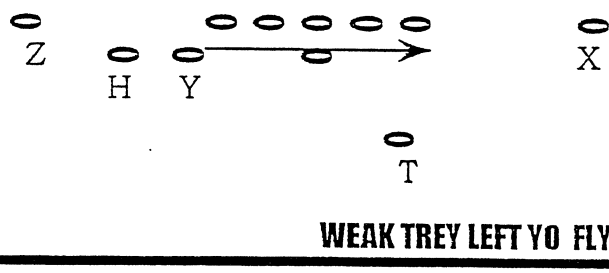
DOC LEFT



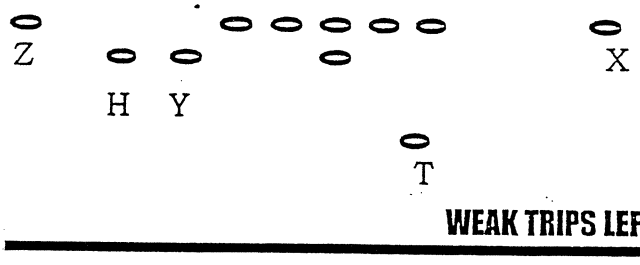
DOC RIGHT FAKE HOOF



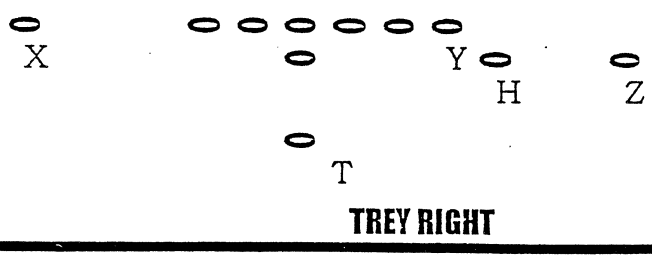
DOUBLE LEFT



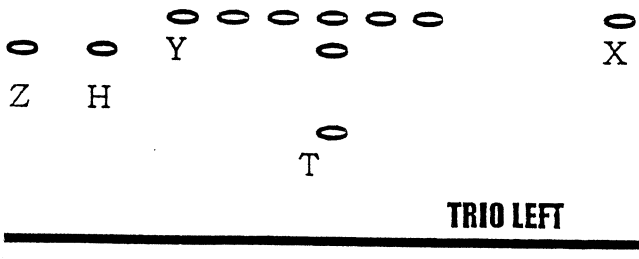
WEAK TREY LEFT YO FLY



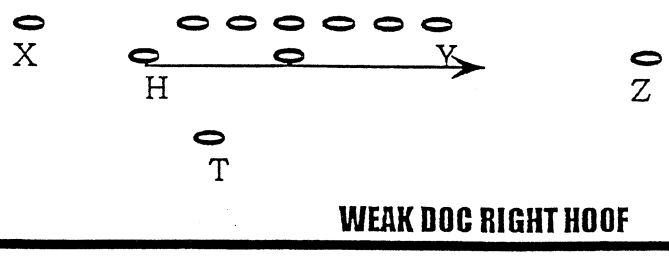
WEAK TRIPS LEFT



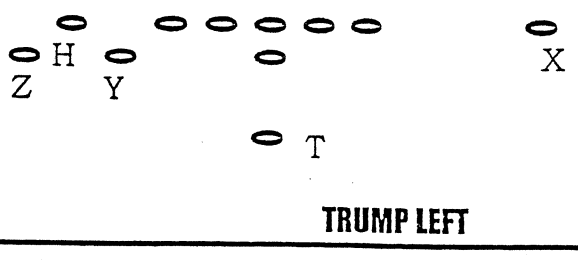
TREY RIGHT



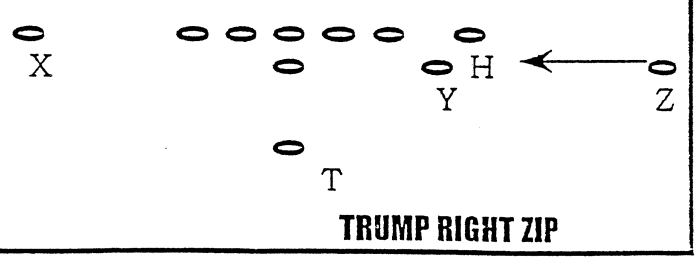
TRIO LEFT



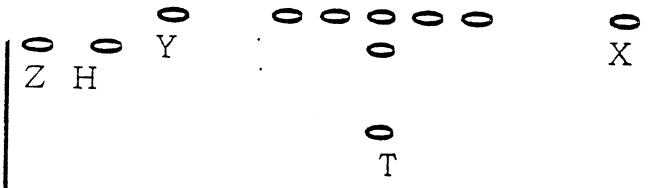
WEAK DOC RIGHT HOOF



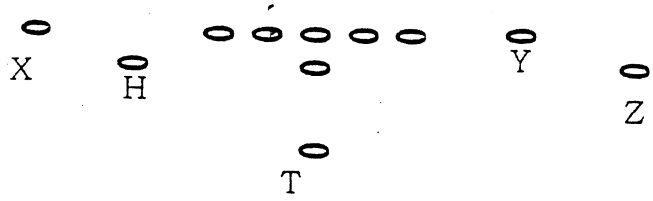
TRUMP LEFT



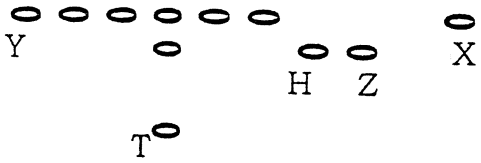
TRUMP RIGHT ZIP



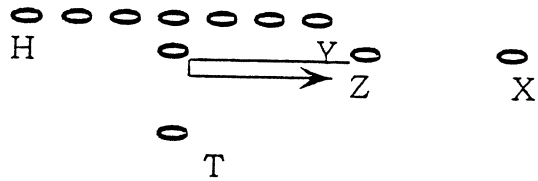
TRIPLE LEFT (JETS/FINS)



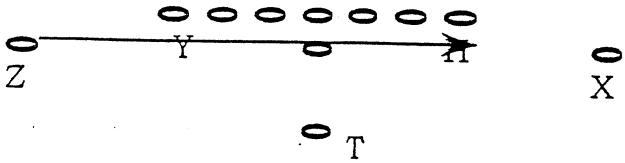
DOUBLE RIGHT FLEX (FINS)



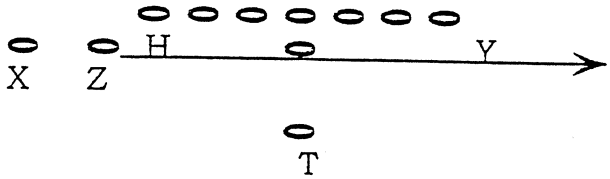
DOC LEFT SLOT



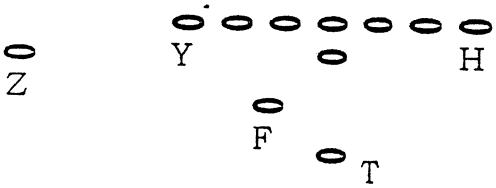
NORTH DEUCE FAKE ZING



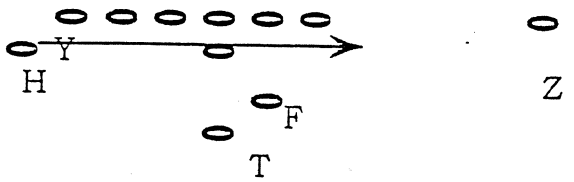
DEUCE LEFT ZING



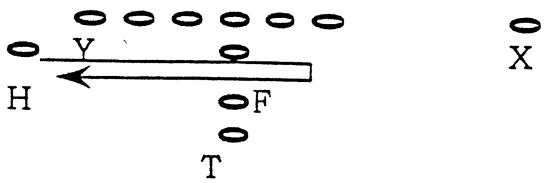
SOUTH DEUCE ZING



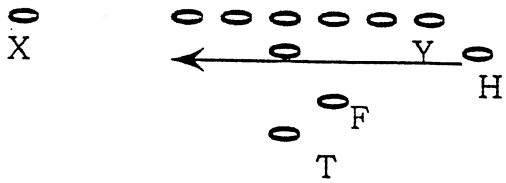
NEAR LEFT (JAX ONLY)



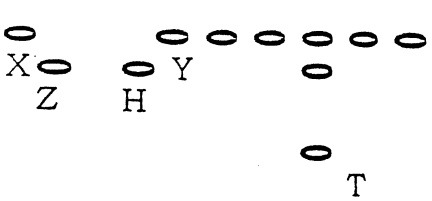
FAR LEFT SLOT HOOF (JAX ONLY)



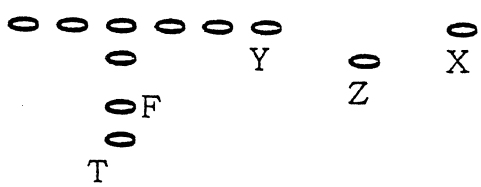
TREY LEFT FAKE HOOF (ZEBRA ONLY)



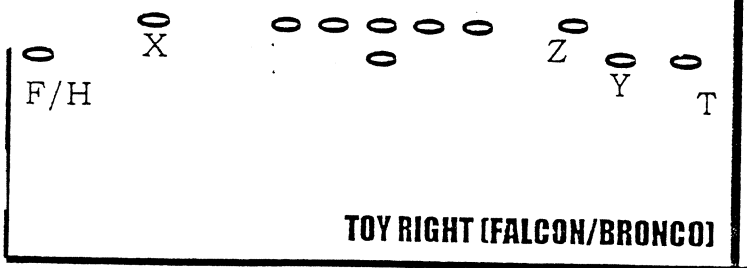
NEAR TREY RIGHT HOOF (ZEBRA ONLY)



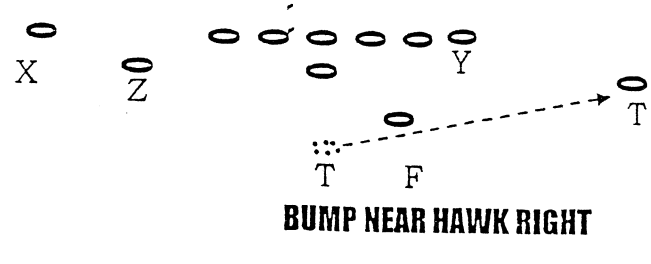
WEST TREY



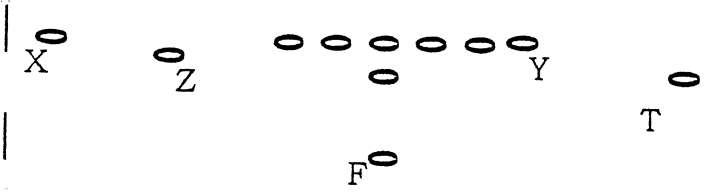
EAST



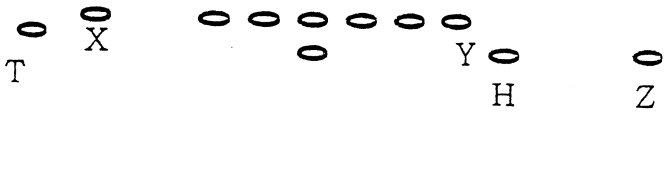
TOY RIGHT (FALCON/BRONCO)



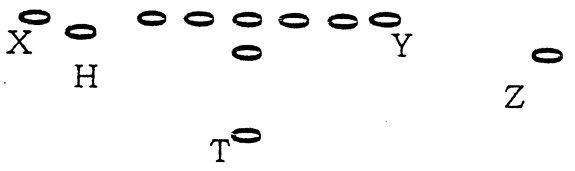
BUMP NEAR HAWK RIGHT



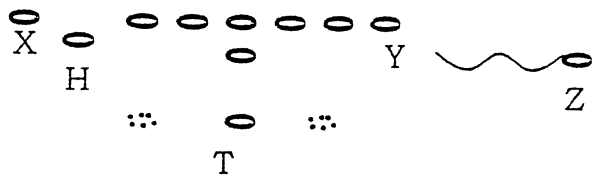
HAWK RIGHT



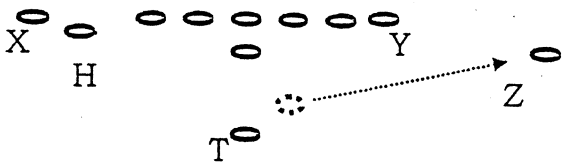
TREY RIGHT SLOT OUT



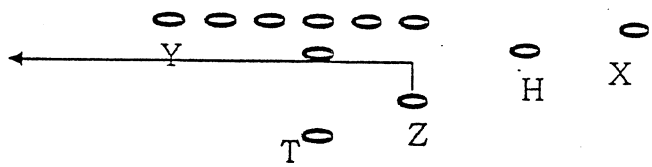
SQUEEZE RIGHT



ZIP SQUEEZE (can be Auto-Zip)



Bounce Double Right



Full Double Left

DEFENSIVE IDENTIFICATION

2001 BRONCO FOOTBALL

Defensive Identification

DEFENSIVE ALIGNMENT AND GAP DESIGNATION

Techniques will be designated by using a number system. A "head-up" alignment on the center is defined as a "0." Shades on the center will be called simply "Shade Strong or Shade Weak." A "1" technique is an inside eye relationship by the defensive tackle on the guard, a "2" technique is a head-up alignment on the guard, and a "3" technique is an outside eye alignment on the guard. This continues in a systematic fashion down the line.

A "loose" technique refers to the defensive player being aligned with his inside foot on the offensive lineman's outside foot, while a "gap" player is squarely aligned within a gap.

Gaps are designated by letters... the Center-Guard gaps are "A" gaps, G-T gaps are "B" gaps, T-TE gaps are "C" gaps, and the gap outside the tight ends are "D" gaps.

DEFENSIVE PERSONNEL RECOGNITION

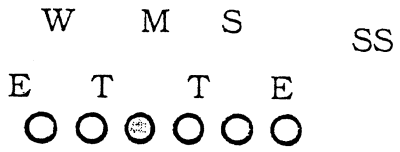
In a "four down" defensive scheme, the inside two defensive down players will be referred to as "tackles" (T) while the outside two down players will be referred to as "ends" (E.)

In a "three down" defensive scheme, the defender aligned over the center will be termed the "nose guard" (N) and the remaining two down players will be "ends."

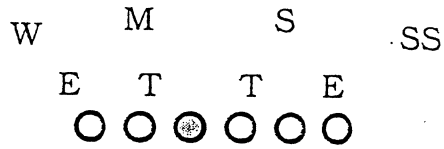
Defensive Recognition

We will refer to the Linebackers in the following way:

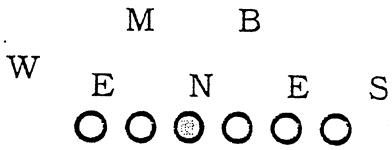
- Mike (M) - The Middle linebacker in a 4-3 scheme or the Weak Inside backer in a 4-4 and an Odd scheme.
- Sam (S) - The strongside outside backer in a 4-3 and an Odd scheme or the strongside inside backer in a 4-4 scheme.
- Will (W) - The weakside outside backer.
- Backer (B) - The strongside inside backer in an Odd scheme.



Example: 4-3 Scheme



Example: 4-4 Scheme

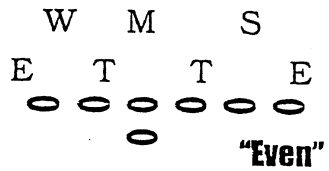


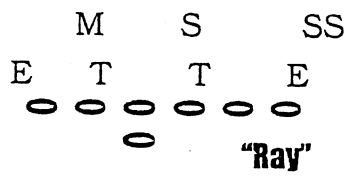
Example: Odd Scheme

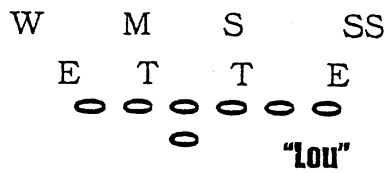
QB Front Calls

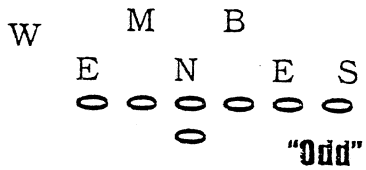
The first word in the cadence will be the QB's identification of the front. There are six possible descriptions:

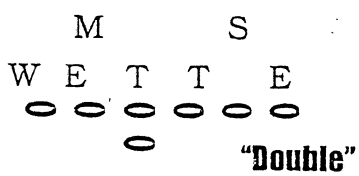
- Ray/Lou - Right/Left strength indication of the four-man side. If two four-man sides exist, the front call will be made to the offense's weak side.
- Odd - indicates the center being covered and both guards being uncovered.
- Even - indicates the center being covered by a middle backer and both guards covered.
- Bear/Double - indicates a Bear or Double Eagle defense (Bear is an 8 man front, Double is a 7 man front, center and both guards covered.)

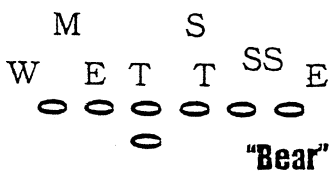










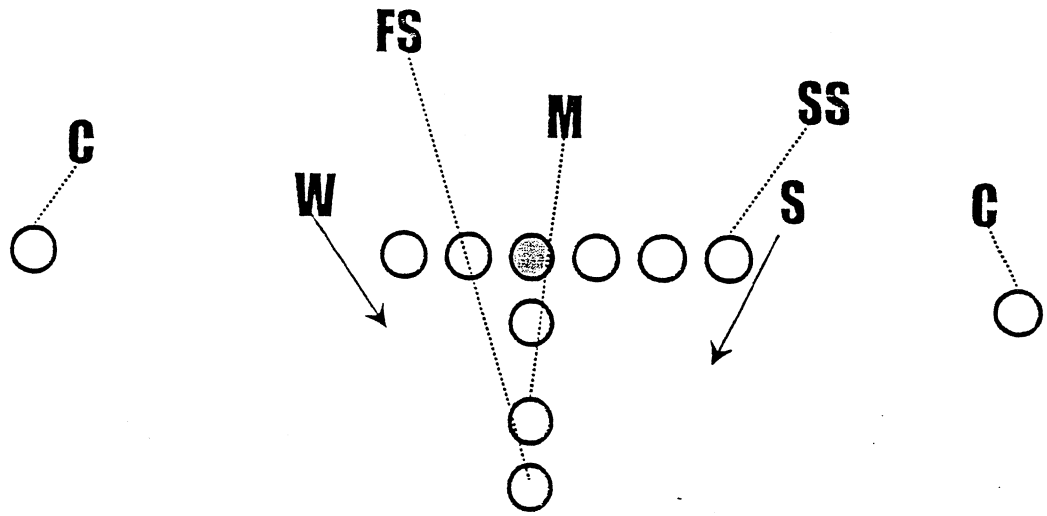


Identification of Secondary Coverages

Cover 0	Blitz coverage, Man to Man with no help and middle open (6 or more rushers.)
Cover 1	Man coverage with a free safety. Usually 5 man rush, but could be a 4 man rush with a free LB.
Cover 2	Two deep zone coverage (Can add "Man" indicating two deep, man under.) Corner Force.
Cover 3	Three deep zone coverage rolled strong, can be Sky or Cloud force (also Three Man)
Cover 4	Quarters coverage, safeties and corners responsible for one-quarter of the field. Safety force on both sides.
Cover 5	Three deep zone coverage rolled weak, can be sky or cloud force (same concept as Cover 3.
Cover 6	Quarter-Quarter-Half zone coverage. Strongside corner and safety playing quarters, with weak safety responsible for the deep half (can sometimes be rolled "weak," called "Six weak.")
Cover 7	Two deep coverage with three DBs playing over two receivers to the strong side. Backside corner has the deep half weak (same concept as Cover 2.)
Cover 8	Man coverage with FS doubling to the strongside, usually out of a nickel look.
Cover 9	Man coverage with FS doubling to the weakside, usually out of a nickel look.

NOTE: Nickel coverages will be double digit calls. Strongside first, then weakside. (Two deep zone on both sides = 22.)

Cover 0 - Man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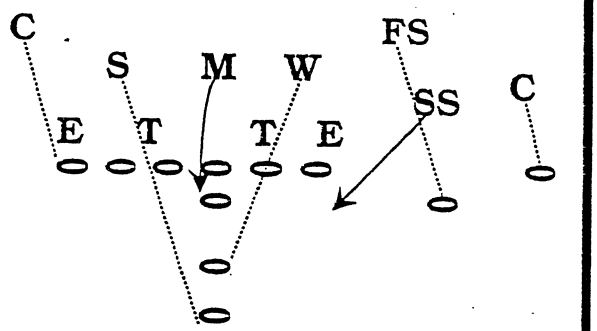
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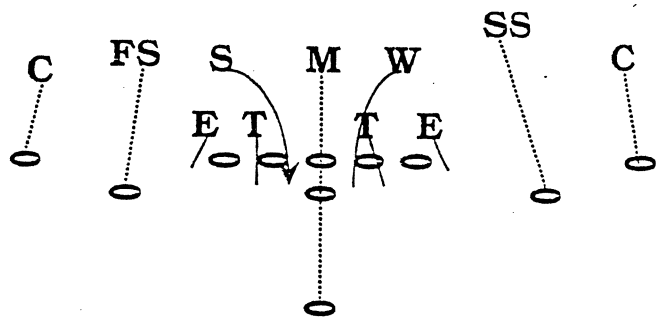
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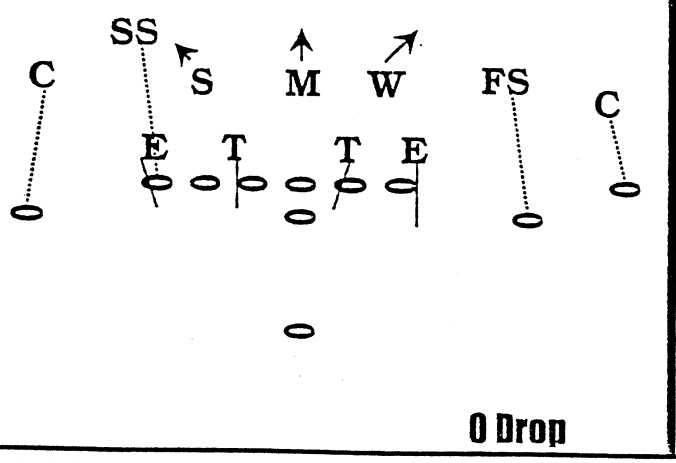
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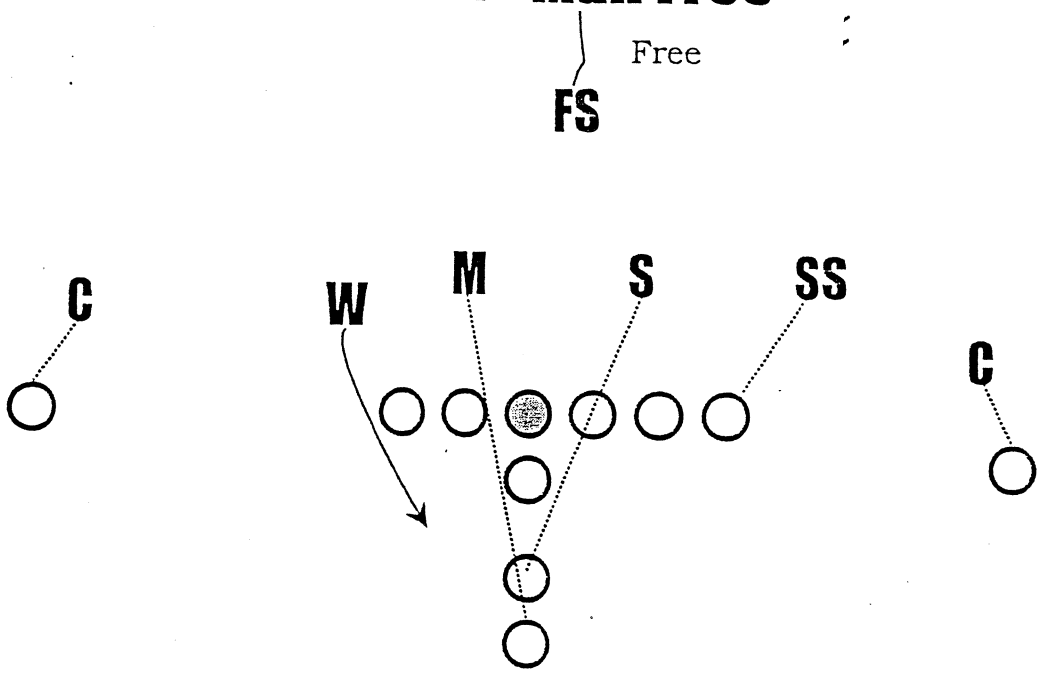
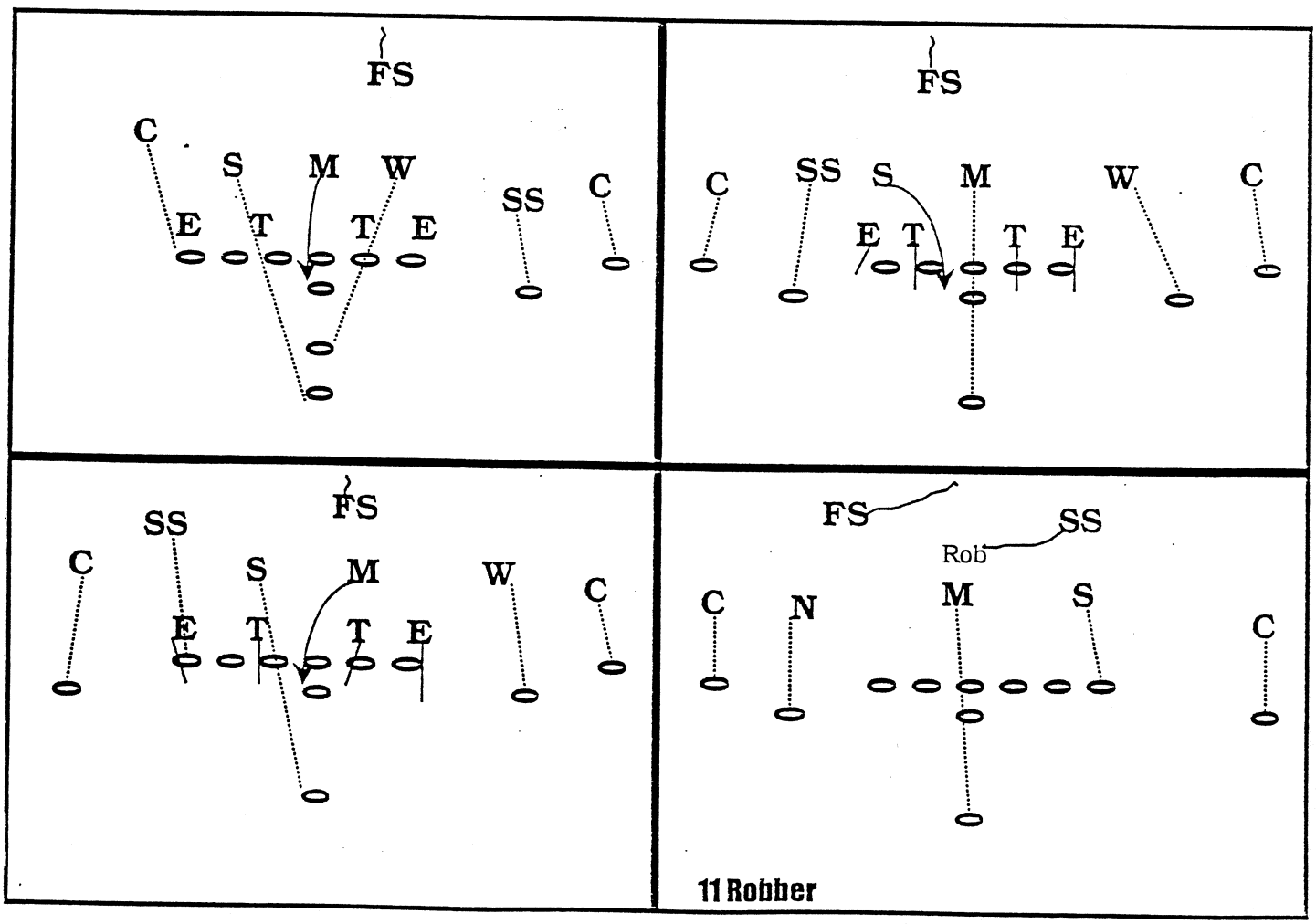
Cover 1 - Man Free





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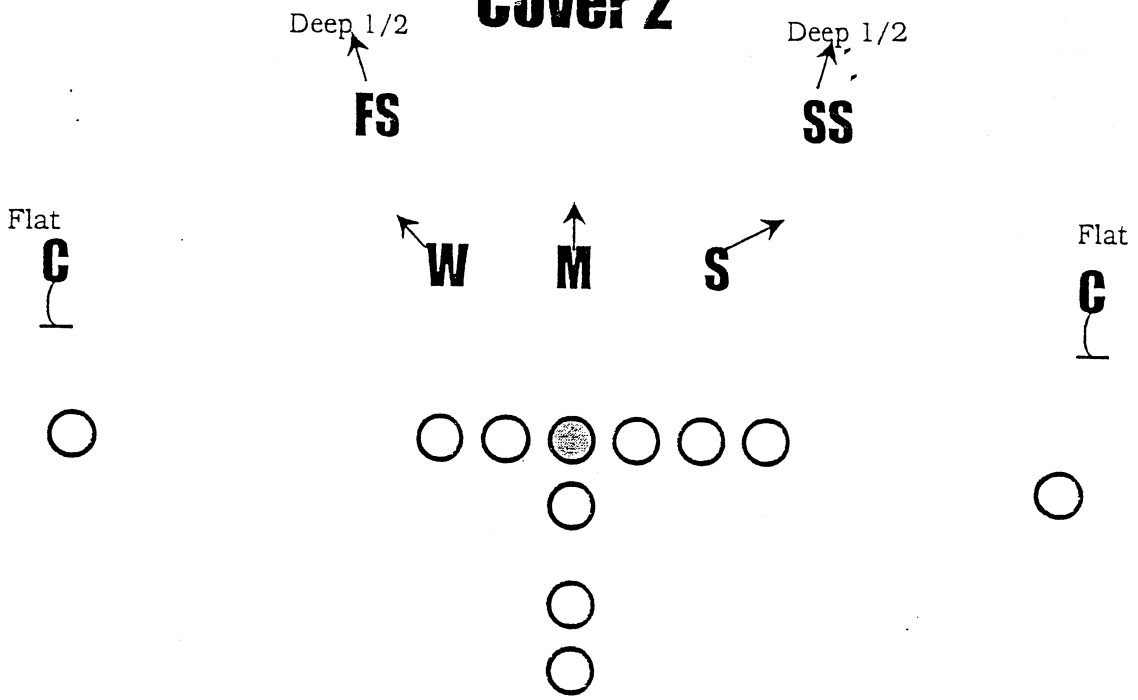
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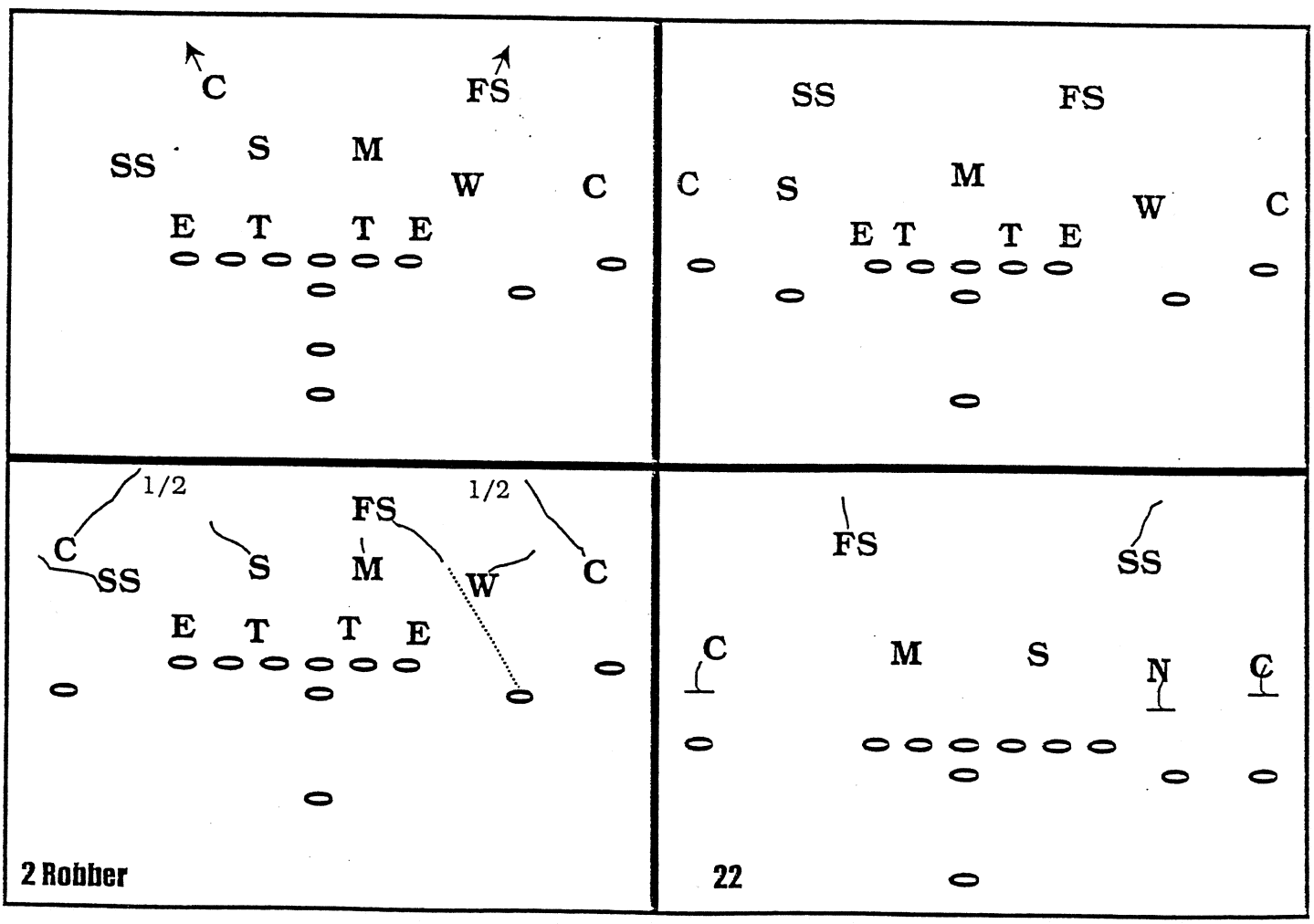
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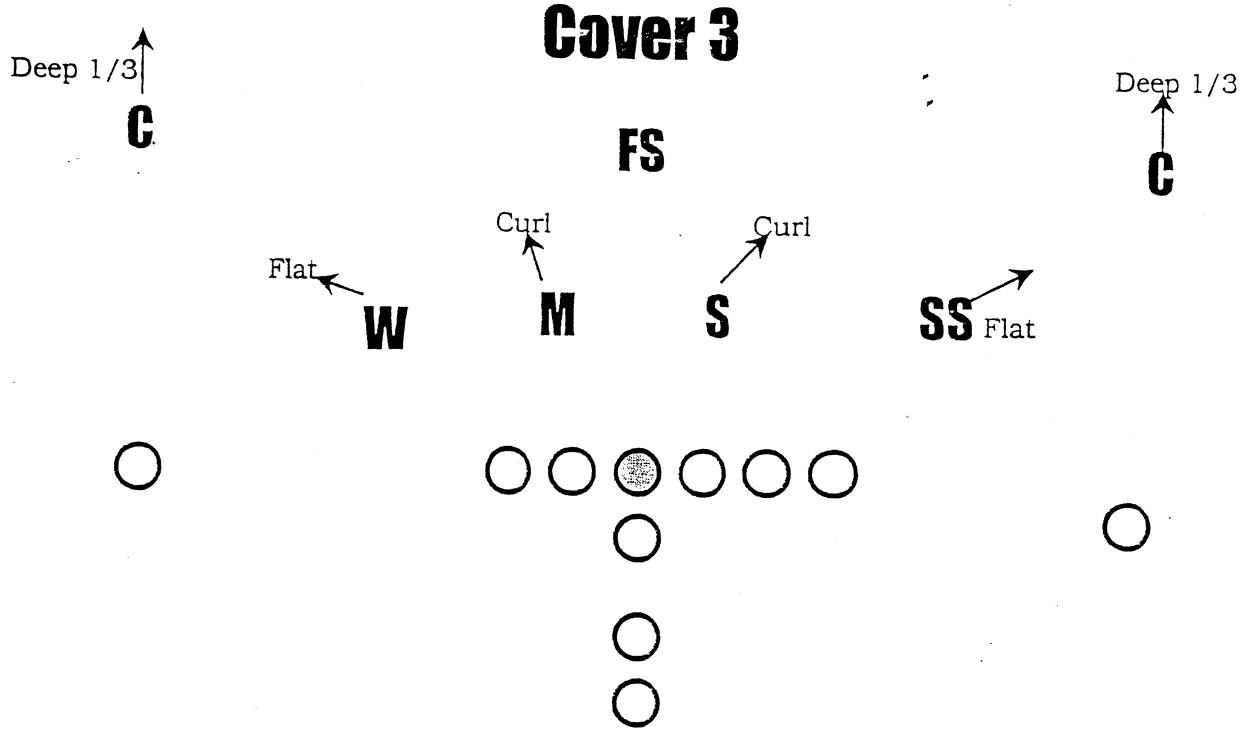
Cover 3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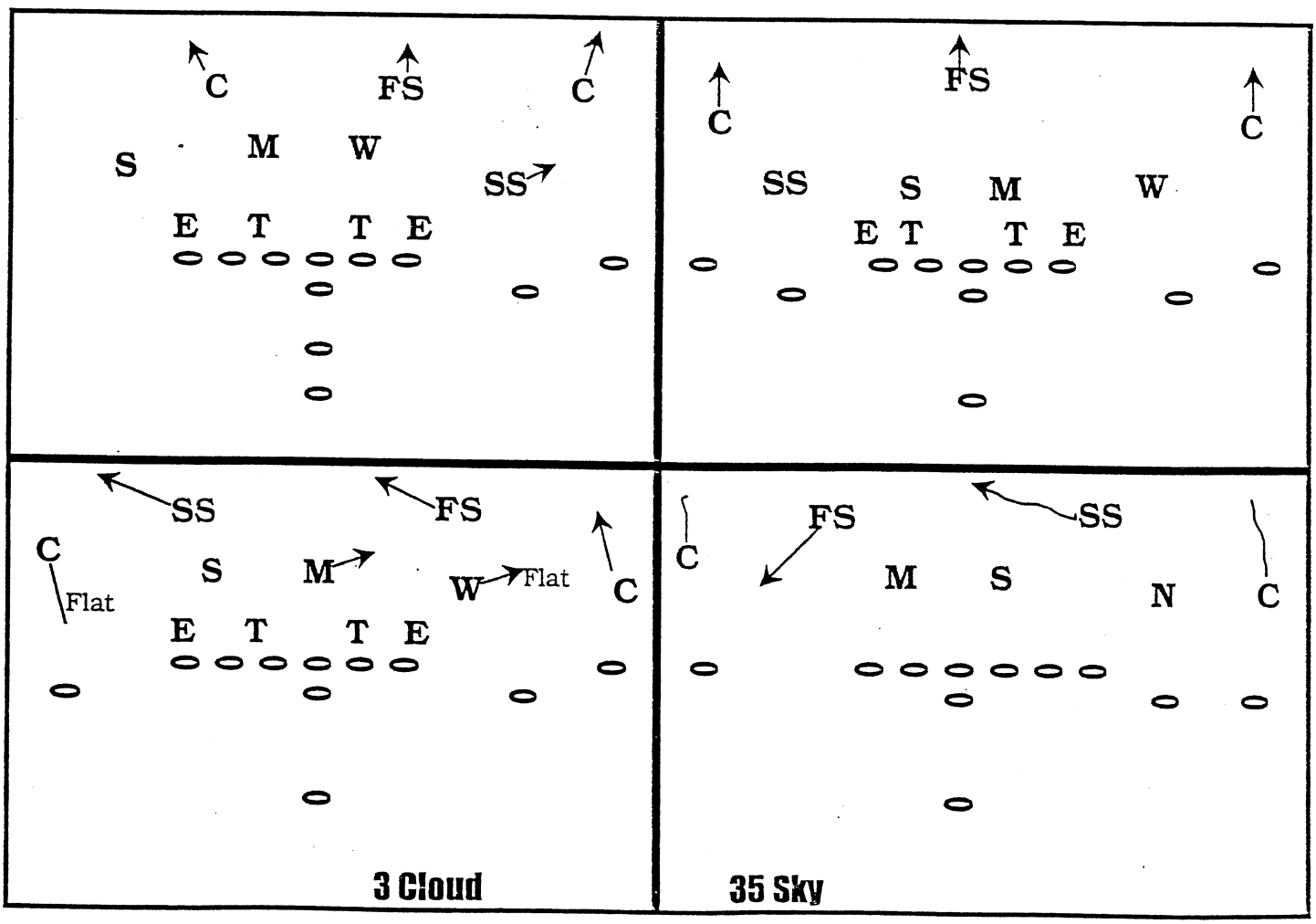
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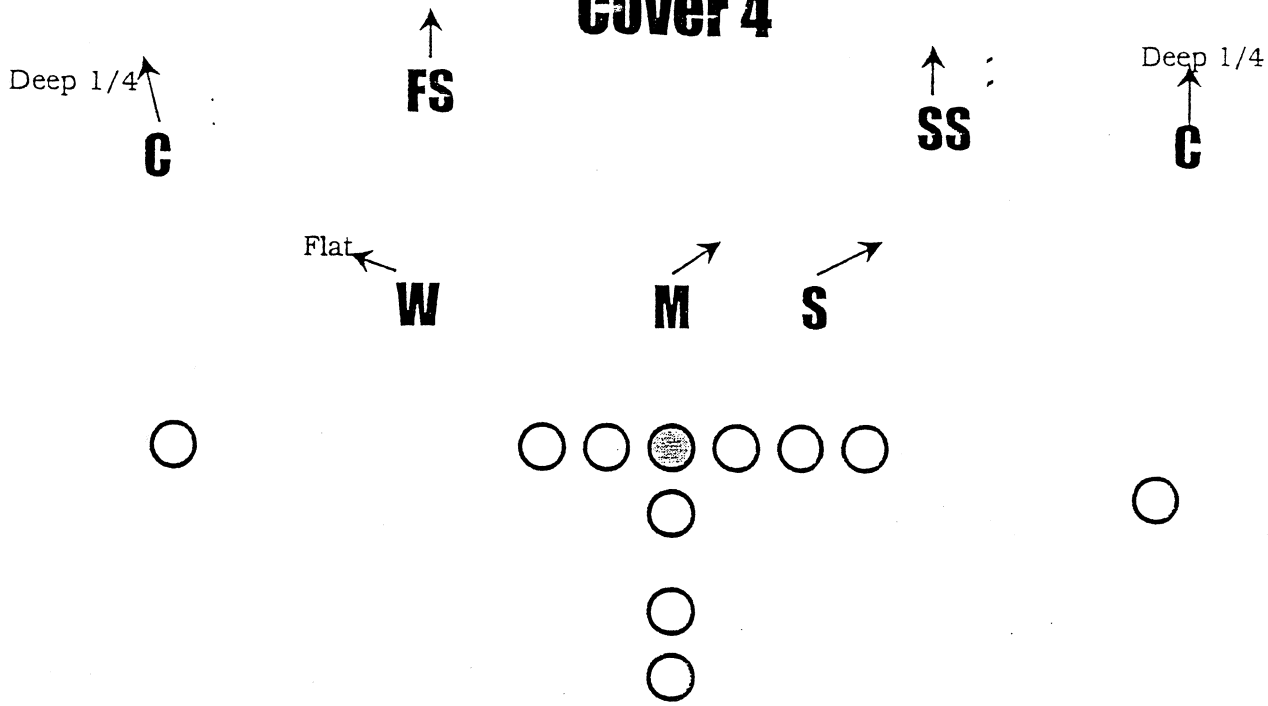
35 Sky

Cover 4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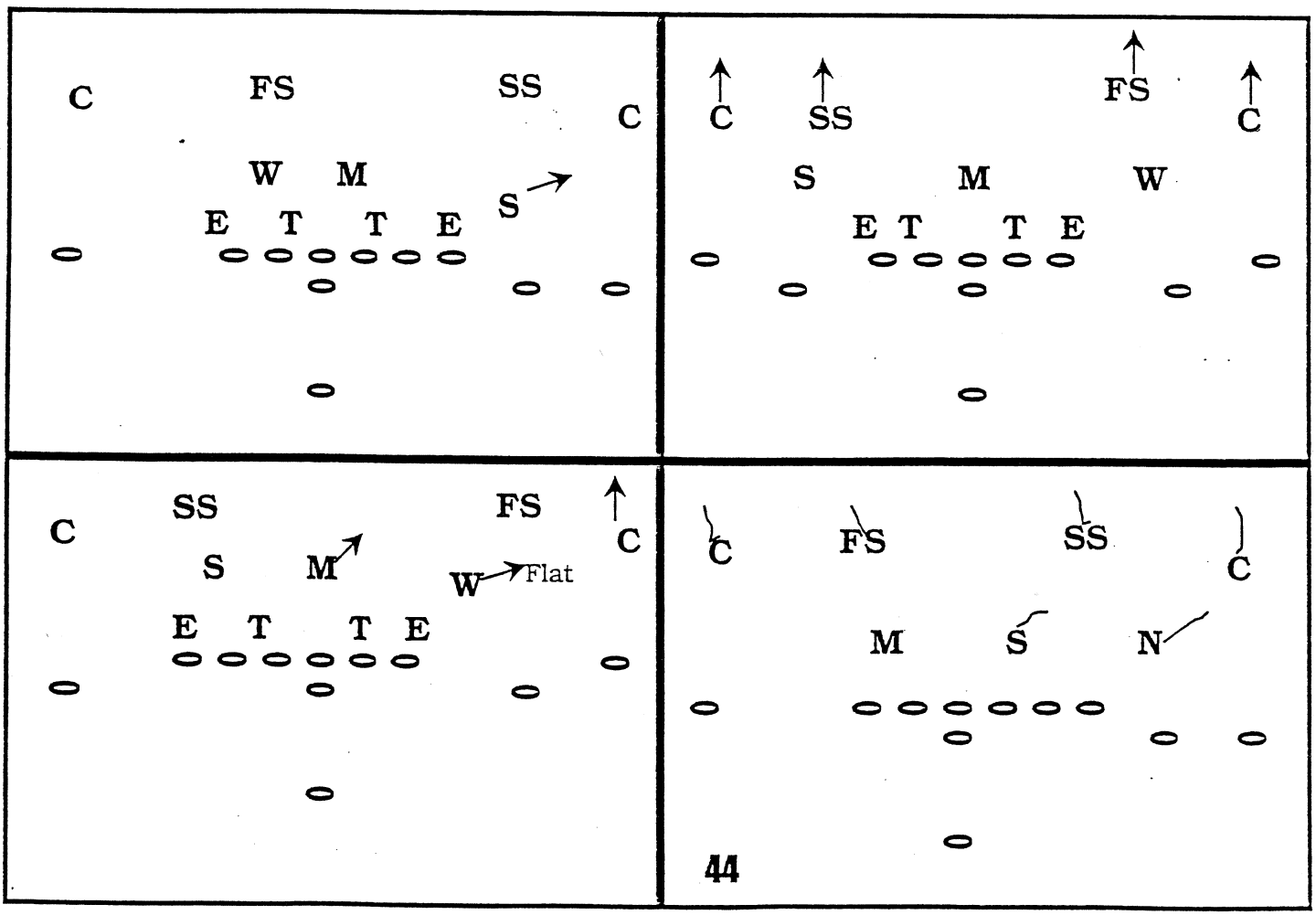
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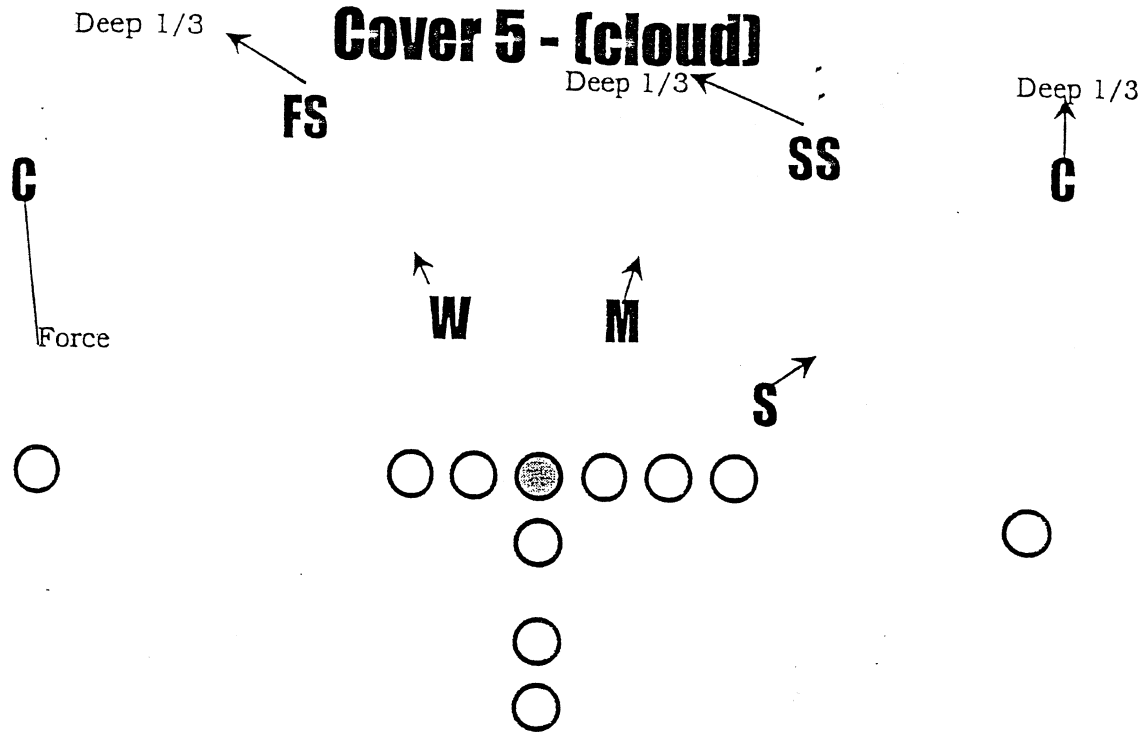
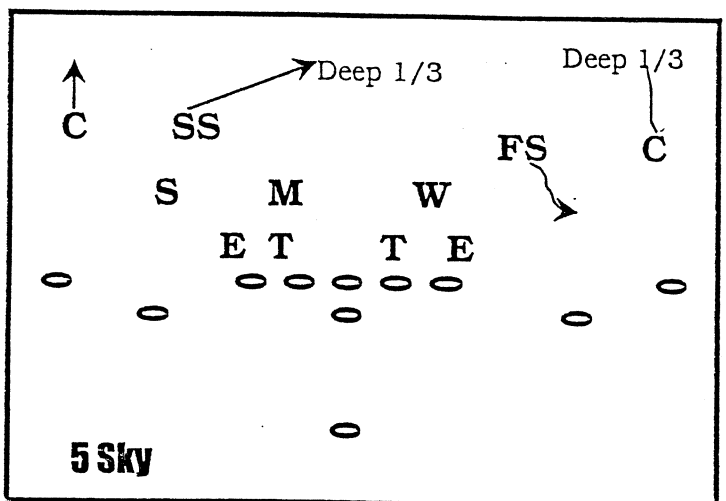
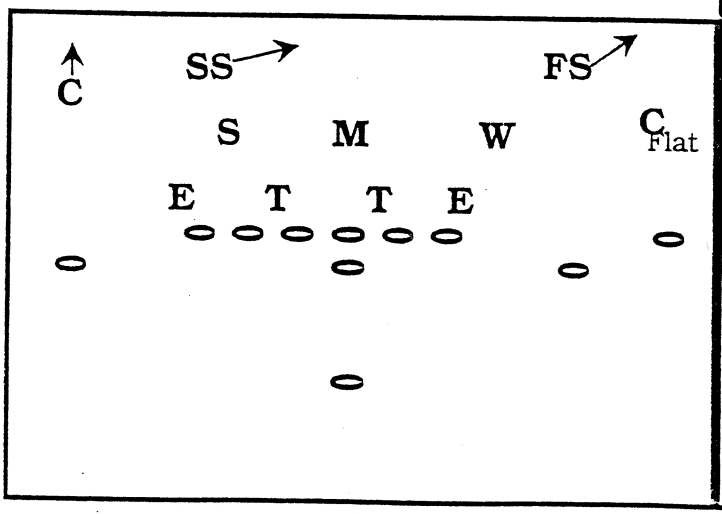
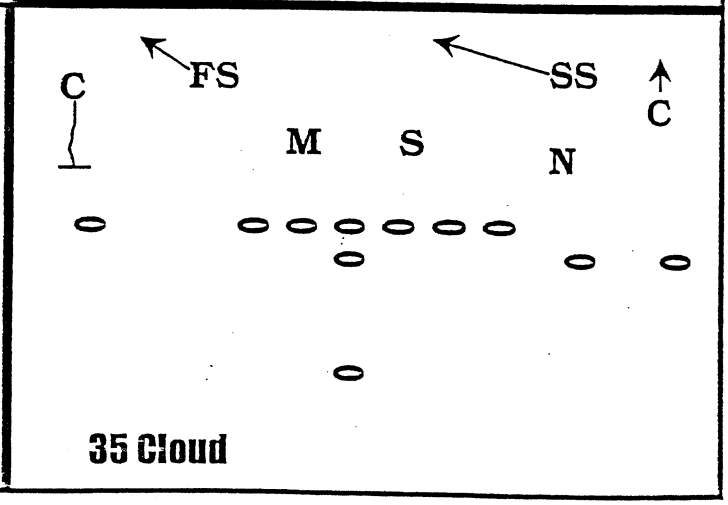
Cover 5 - (cloud)









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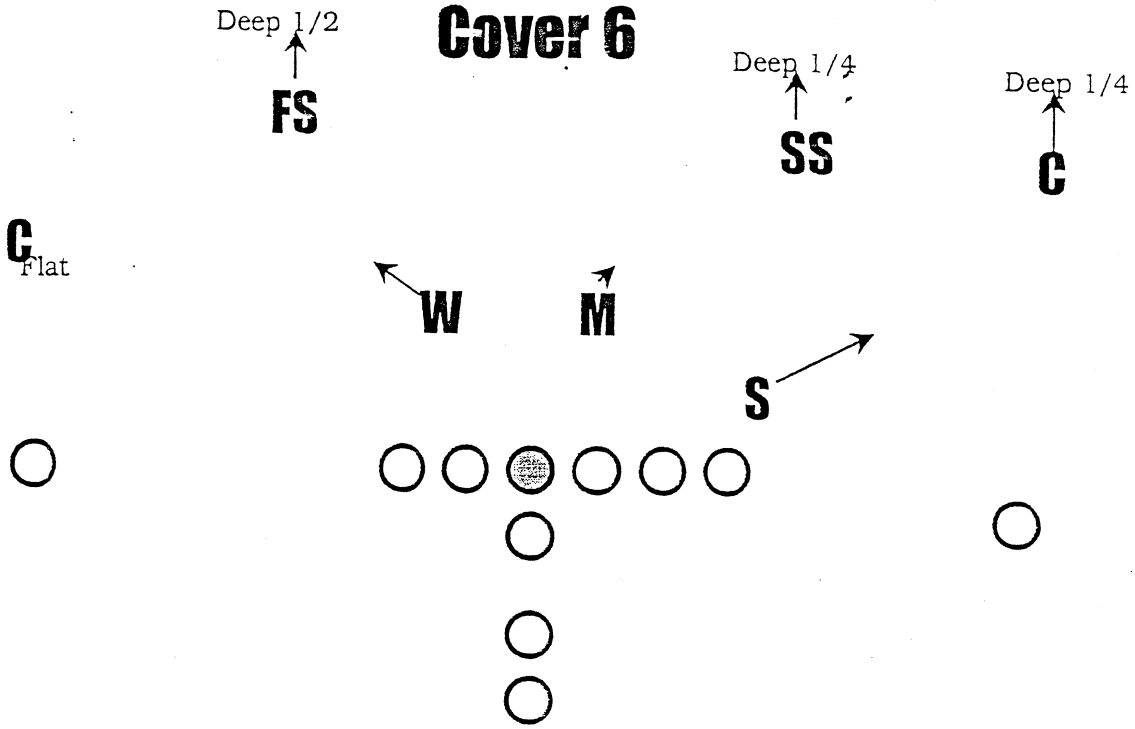
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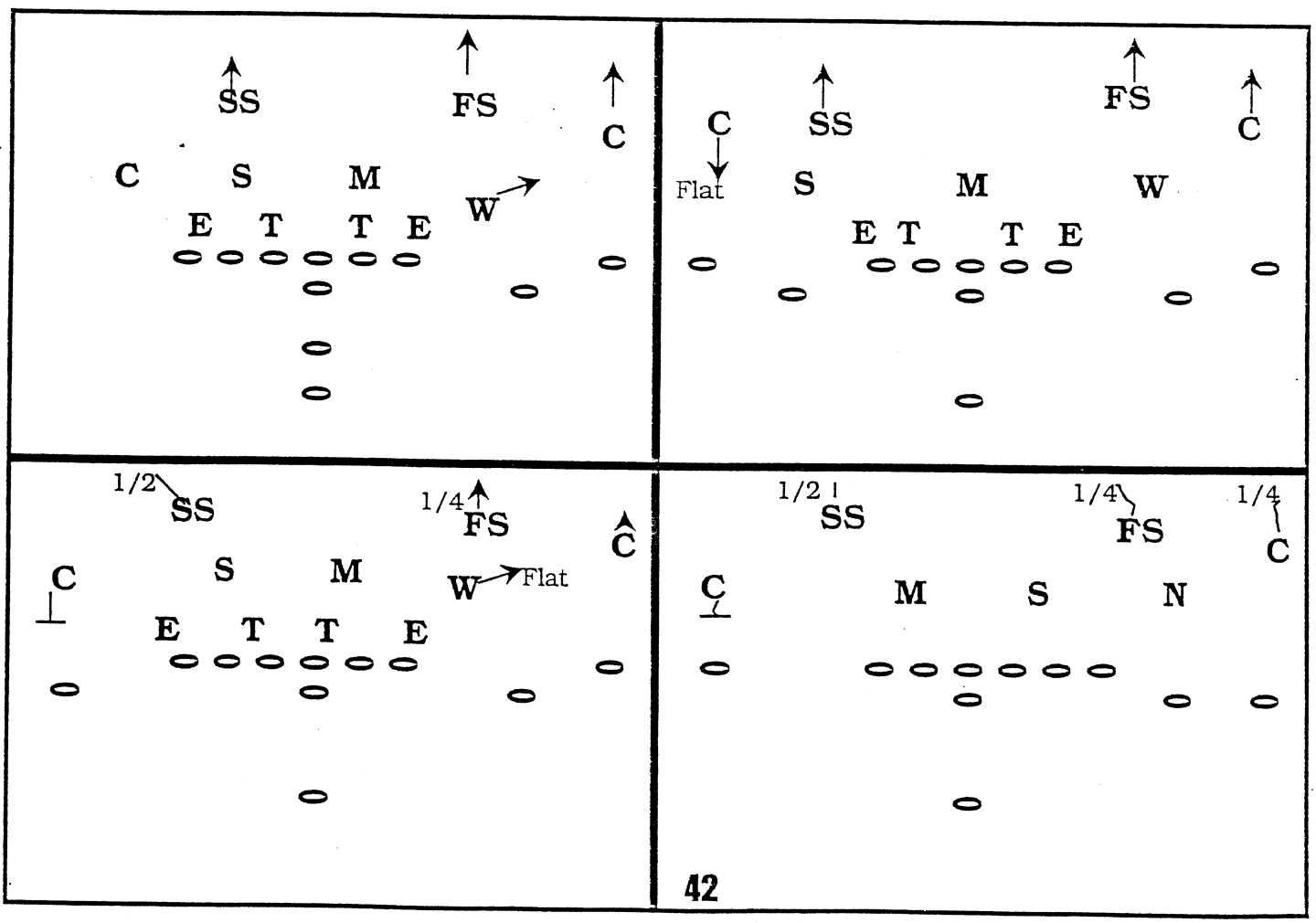
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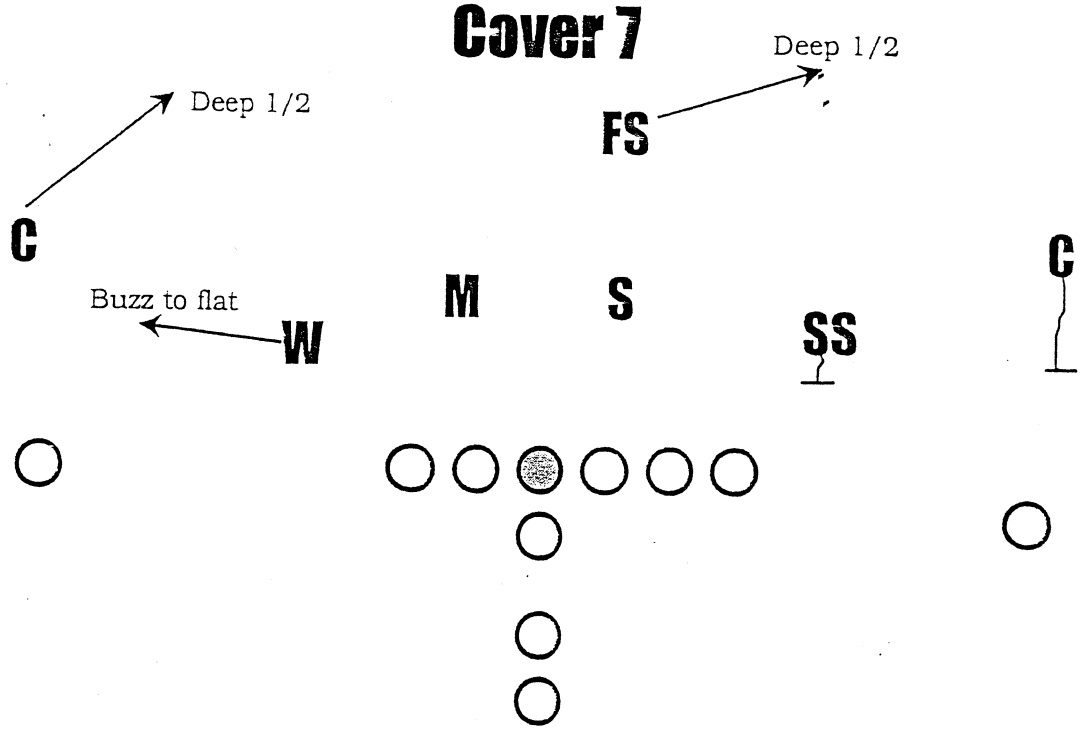
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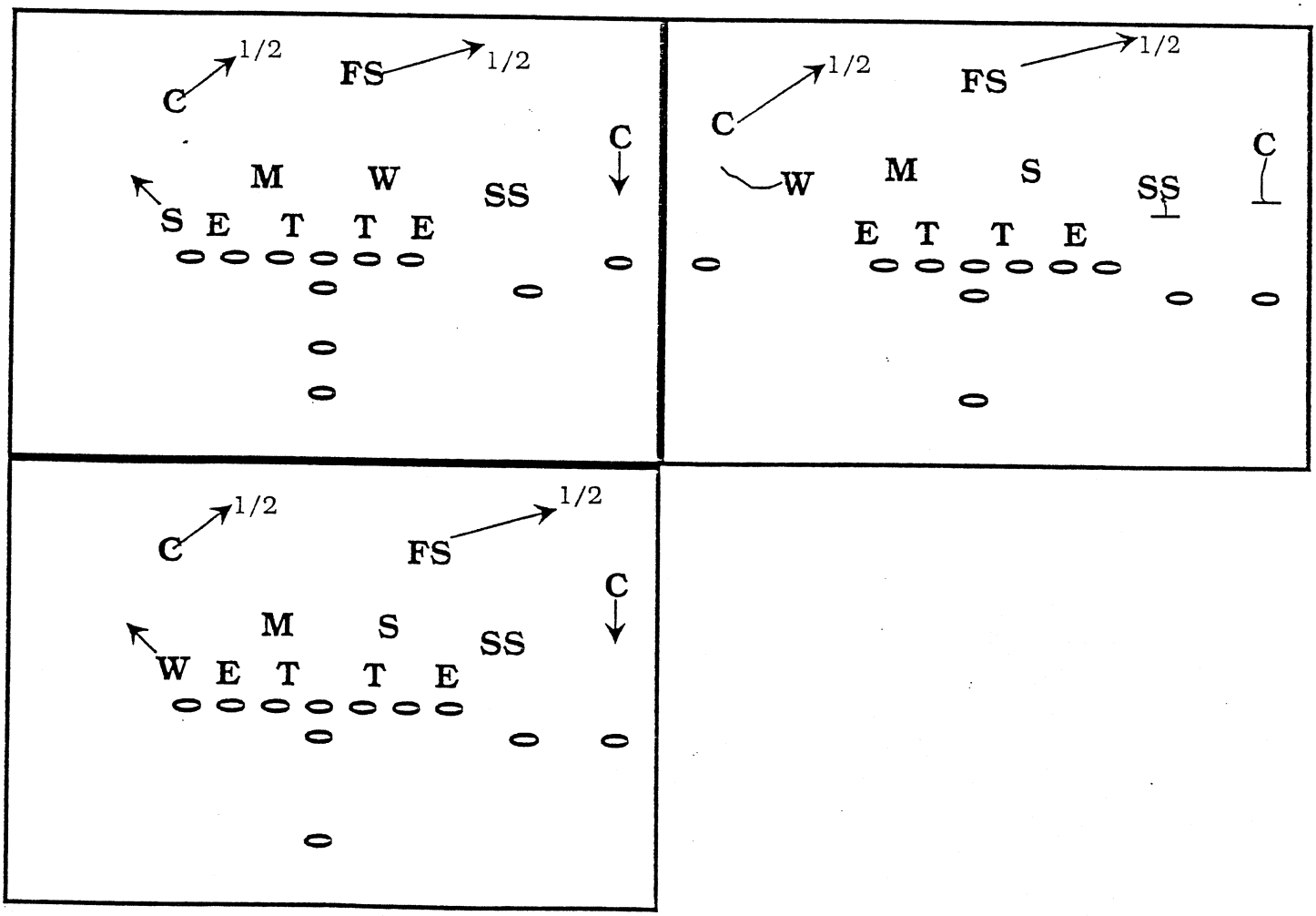
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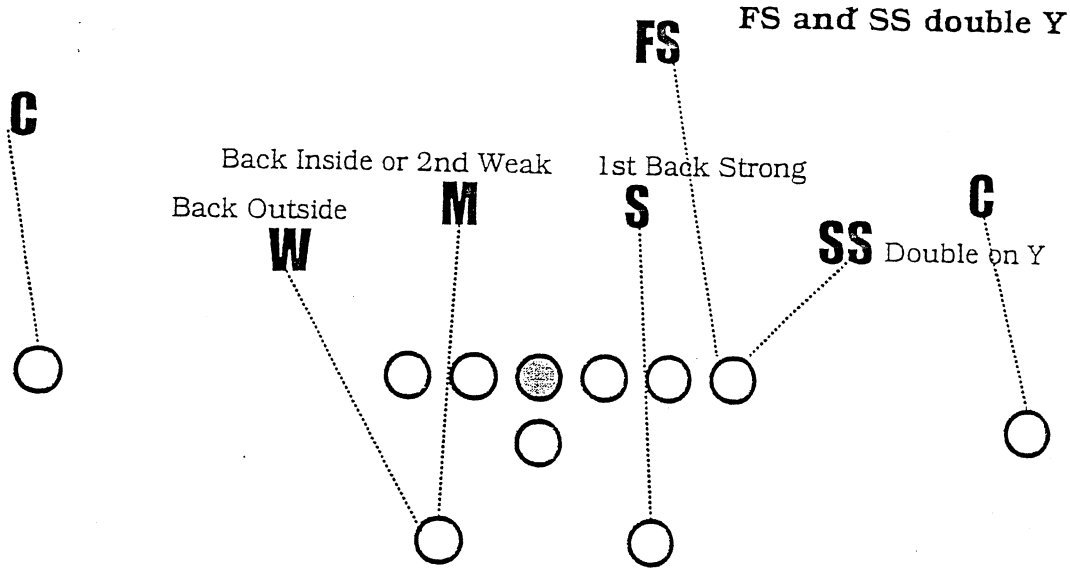
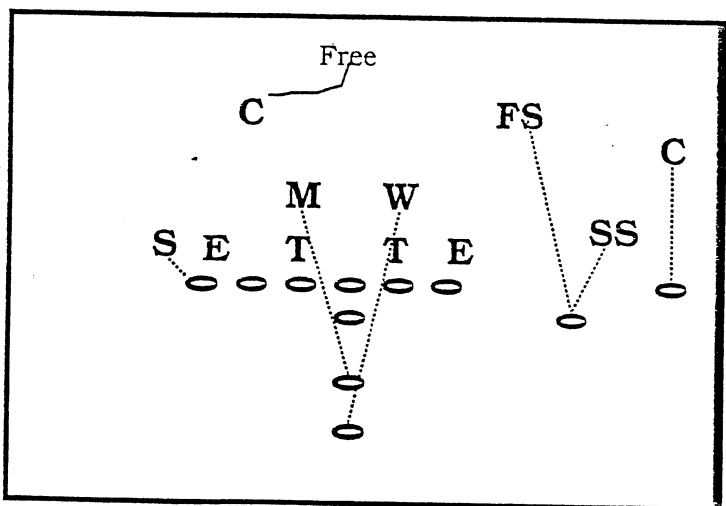
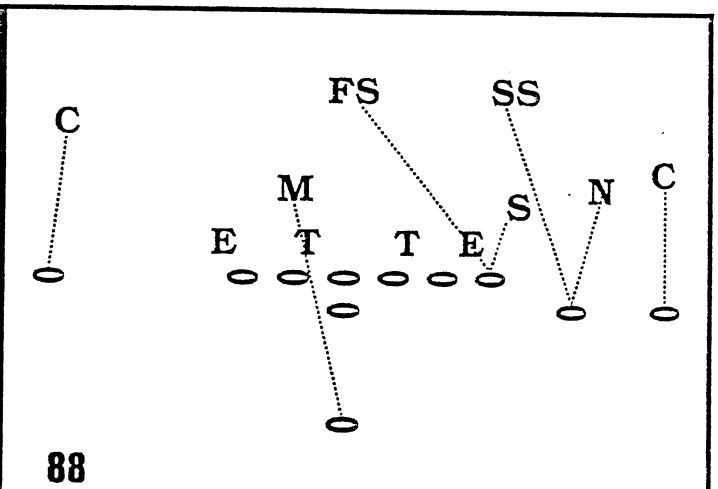
Cover 8



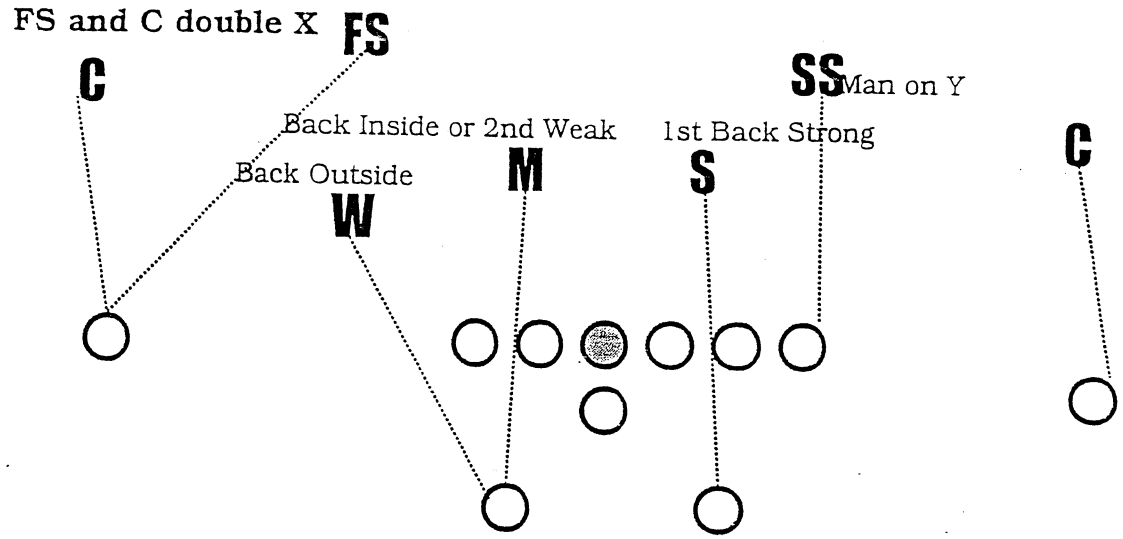


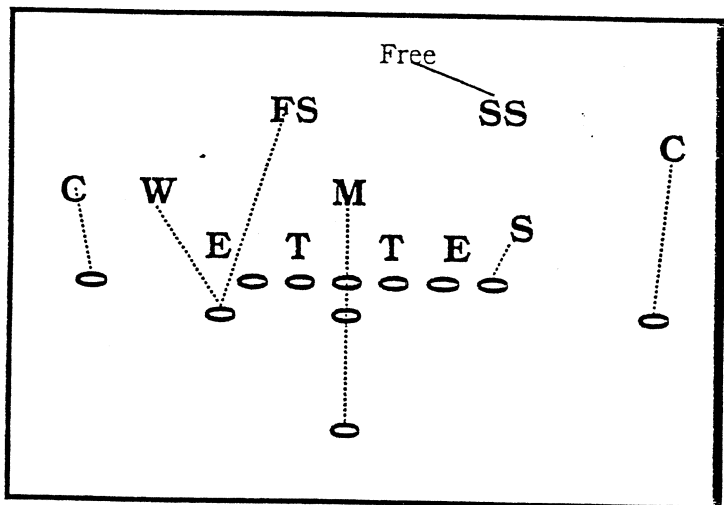


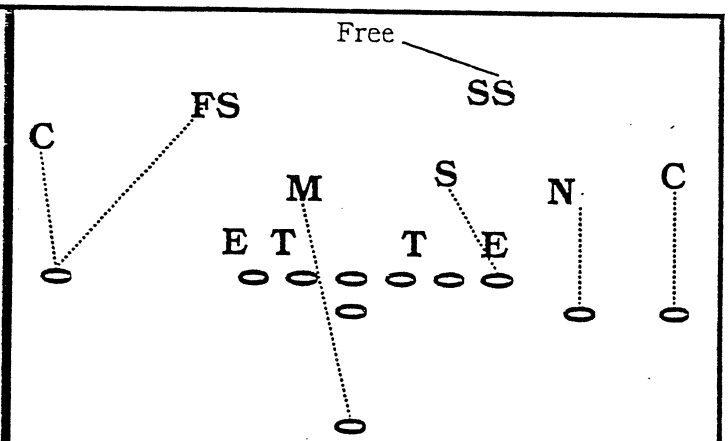
88

Cover 8 is identifiable by a double team by the Free Safety to the strong side. It can be on any receiver, tight end, or back to the strong side. It is still Cover 8 whether the doubler is a corner, a safety, or a linebacker.

Cover 9



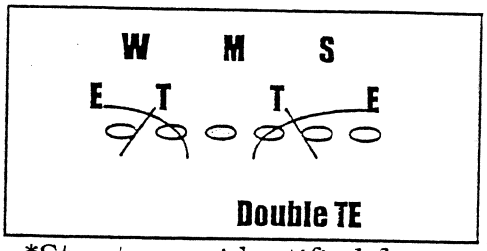




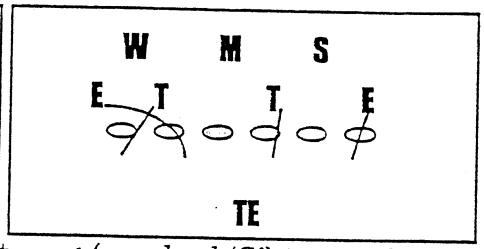
Cover 9 is identifiable by a double team by the Free Safety to the weak side. It can be on any receiver, tight end, or back to the weak side. It is still Cover 9 whether the doubler is a corner, a safety, or a linebacker.

Identification of Stunts, Dogs, and Blitzes

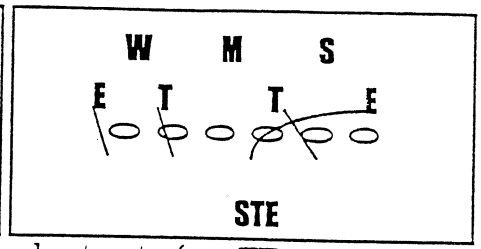
A **stunt** is any game involving the down defensive linemen. Some of the more common stunts we will see are:



Double TE

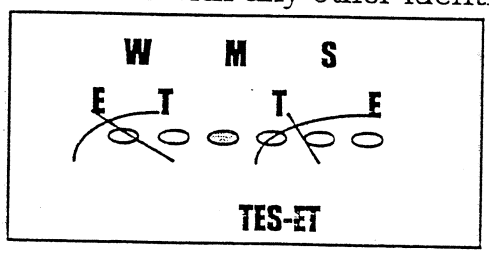


TE

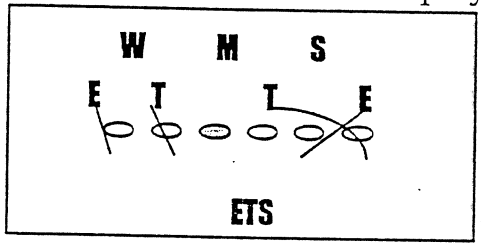


STE

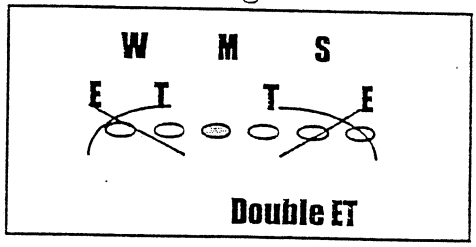
*Stunts are identified from strong (marked 'S') to weak. Weak stunts (ex. TE, are not marked with any other identification other than which players are stunting.



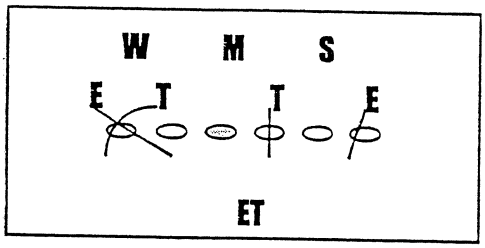
TES-ET



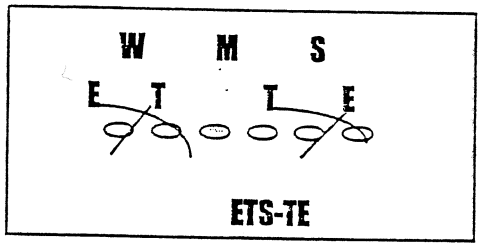
ETS



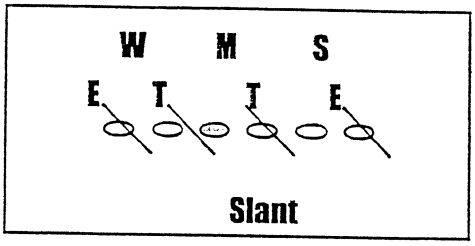
Double ET



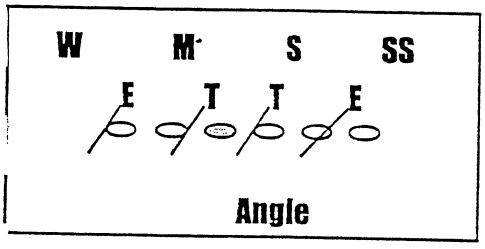
ET



ETS-TE



Slant



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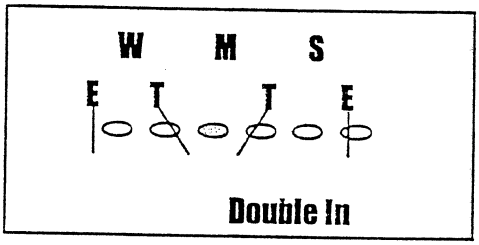

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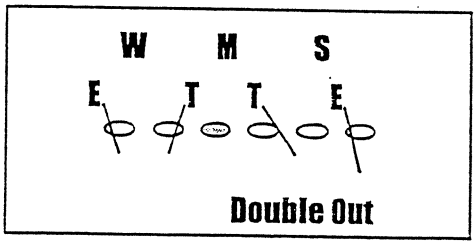

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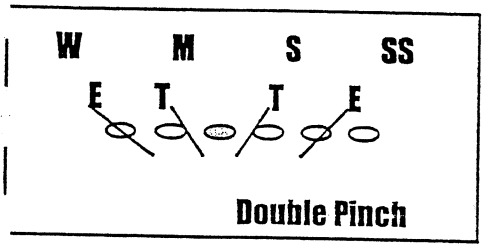
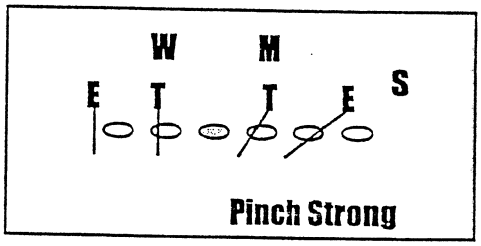
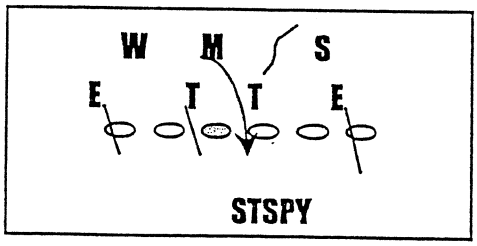


Double Pinch

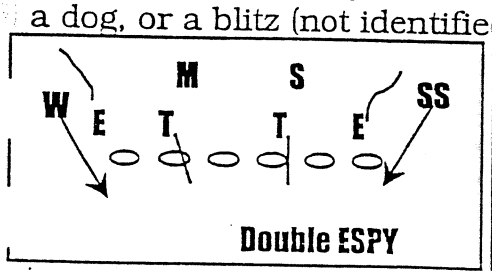


Pinch Strong

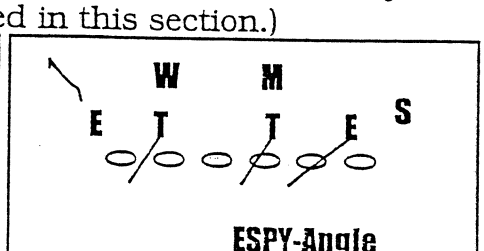


STSPY

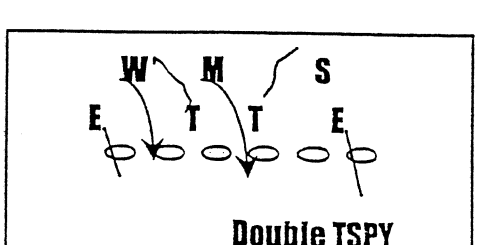
*A stunt involving defensive linemen dropping is termed a "spy." The lineman will be identified followed by the term "spy." They are usually accompanied by another stunt, a dog, or a blitz (not identified in this section.)



Double ESPY



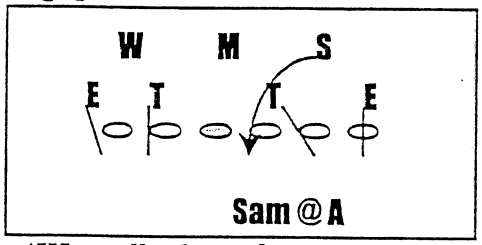
ESPY-Angle



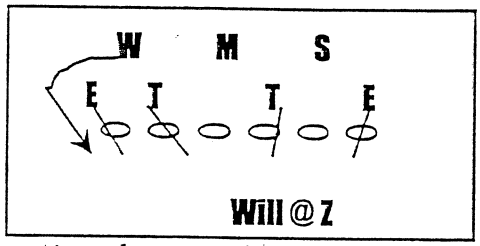
Double TSPY

Identification of Stunts, Dogs, and Blitzes - Cont.

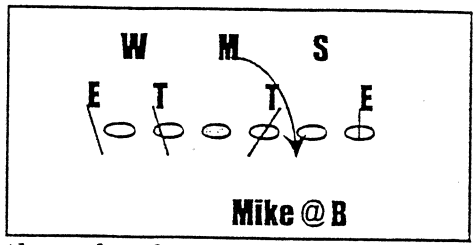
A **dog** is a rush by any linebacker. We will identify dogs by calling the position from which he is dogging and identifying the gap to which he is blitzing. When identifying dogs and blitzes, the strongside gaps will remain A, B, C, and D, while the weakside gaps will be X, Y, and Z.



Sam @ A

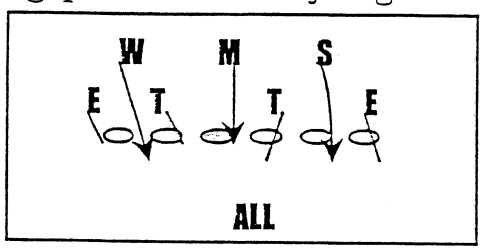


Will @ Z

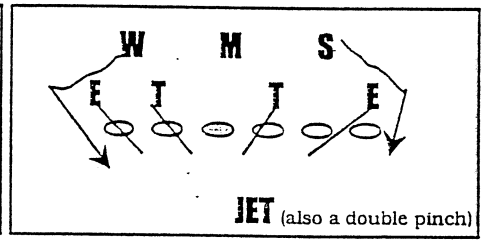


Mike @ B

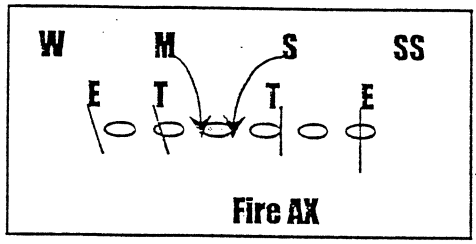
*We will identify some combination dogs with words. If all three backers come, this is termed "ALL." If one backer comes off of each edge, this is termed "JET." If two inside backers dog on the inside, this will be called a "FIRE" followed by the letters of the gaps to which they dog.



ALL

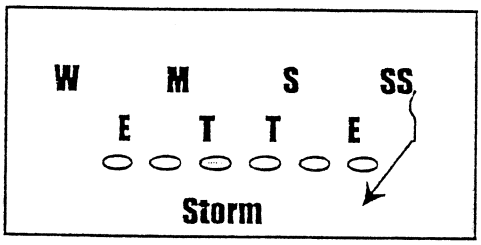


JET (also a double pinch)

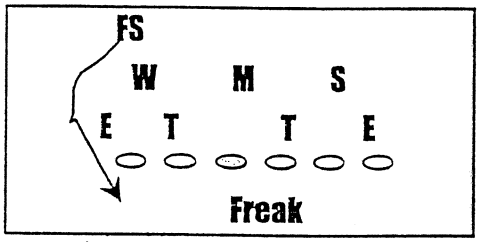


Fire AX

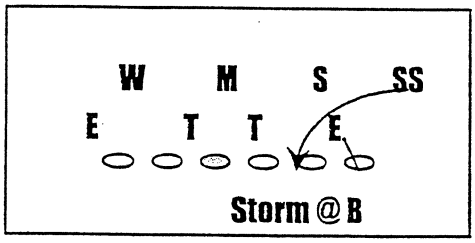
Blitzes are any pressures by secondary players and will be identified similarly to dogs. The Free Safety will be called the "FREAK" and the Strong Safety will be called "STORM." If the blitzer is a single blitzer coming off of his edge (FS weak, SS strong,) this will simply be identified by calling the player (first two diagrams.) A corner blitz is a "COWBOY."



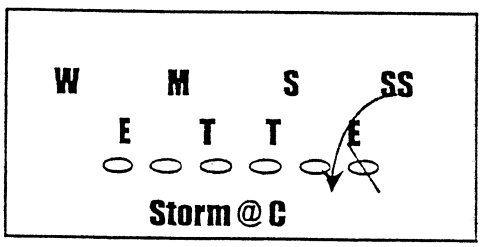
Storm



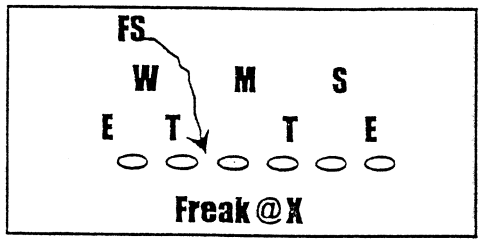
Freak



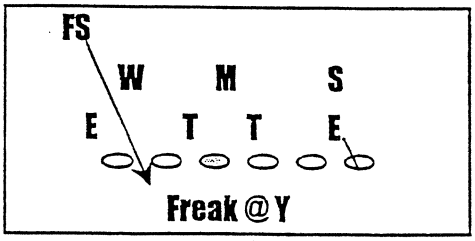
Storm @ B



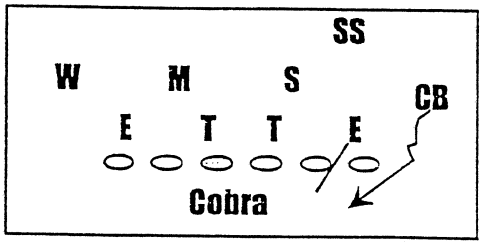
Storm @ C



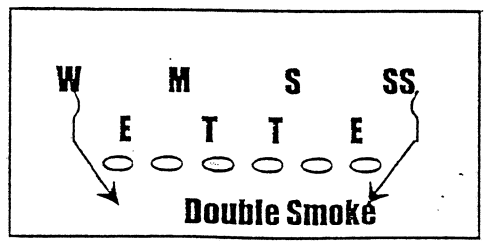
Freak @ X



Freak @ Y



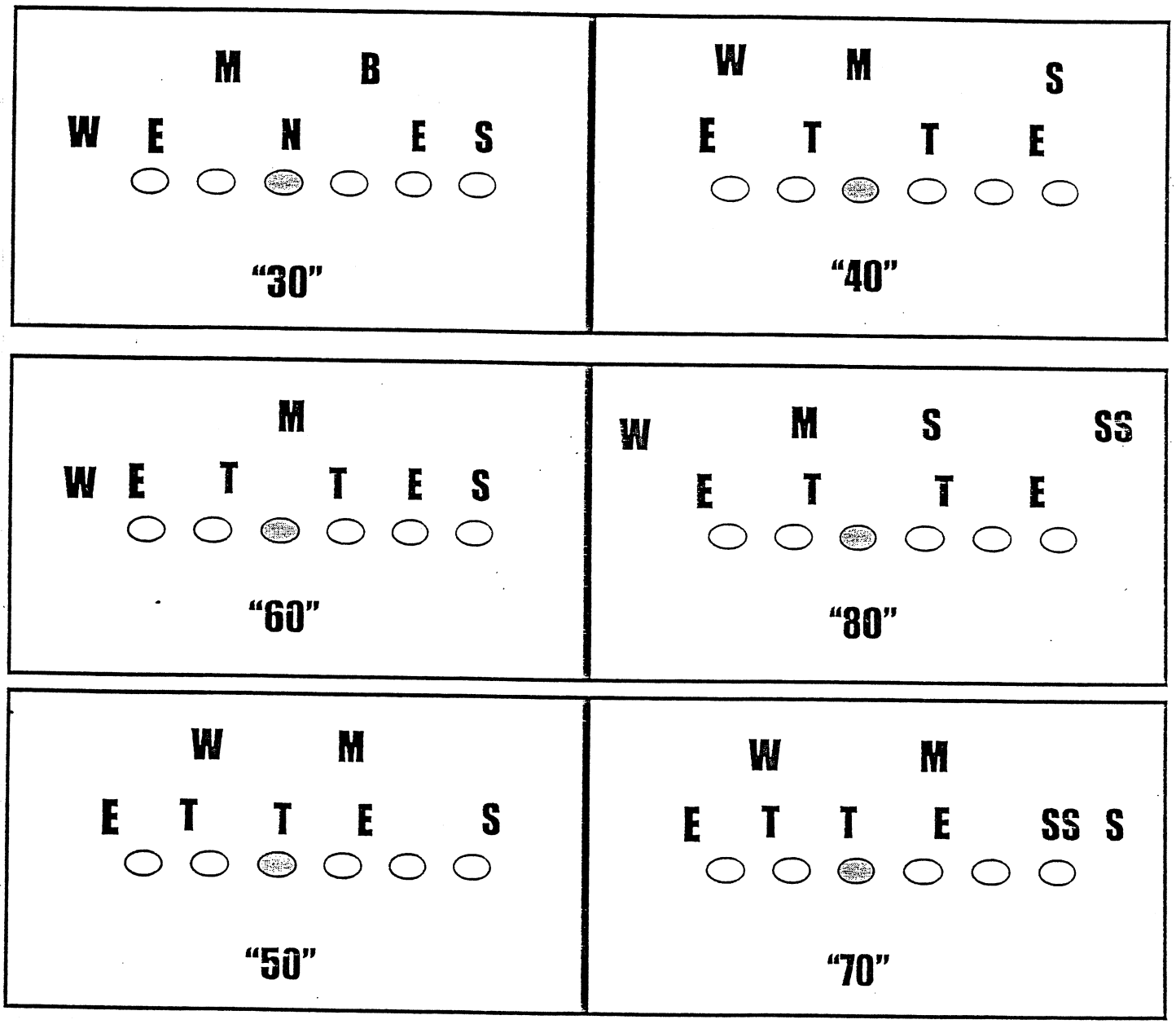
Cobra

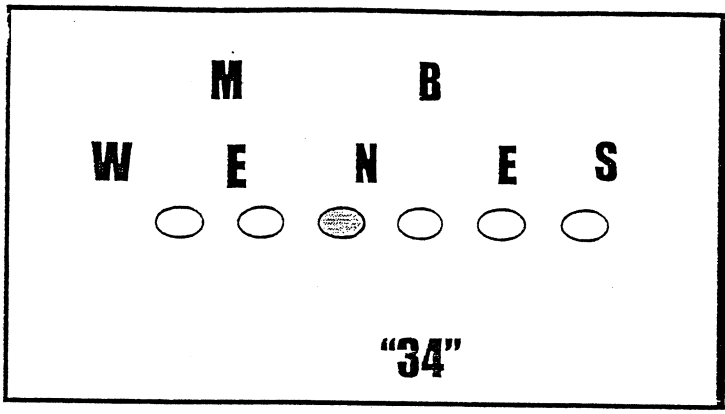


Double Smoke

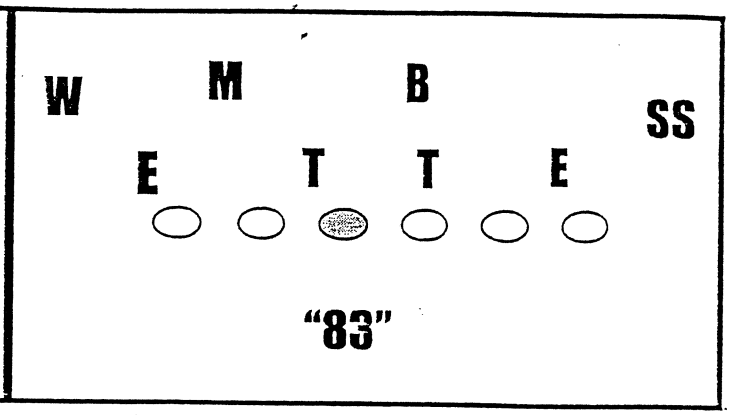
Defensive Front Identification

Our fronts will be determined by recognition of 5 basic and balanced fronts. If the front is not balanced it will be recognized by calling the strongside first followed by the weakside. The 5 basic looks to recognize are 30, 40, 60, 80, 50/70.

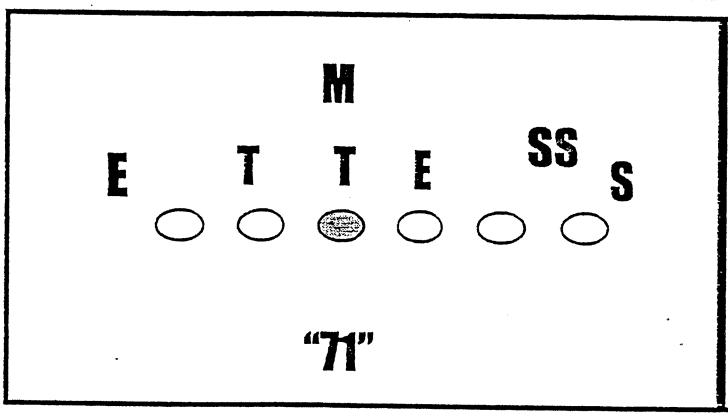




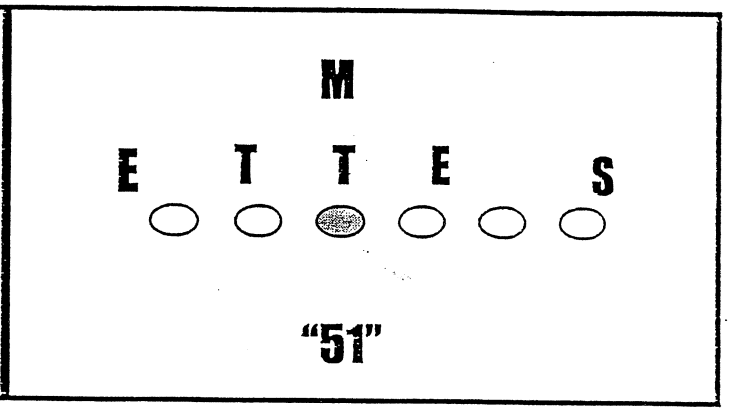
"34"



"83"

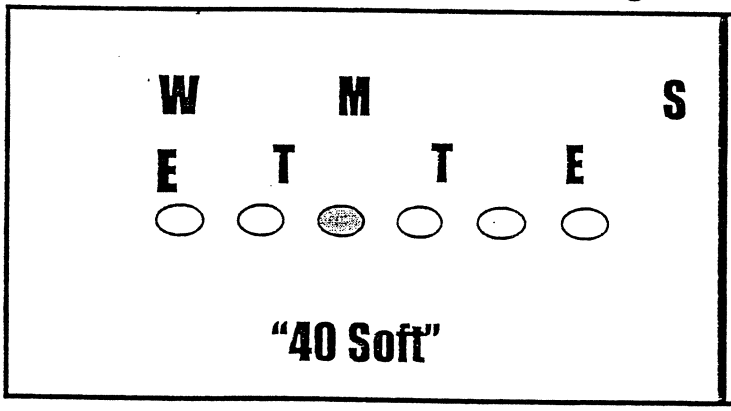


"71"

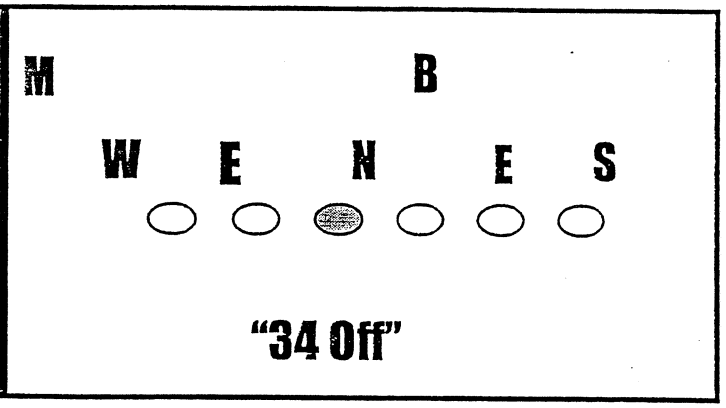


"51"

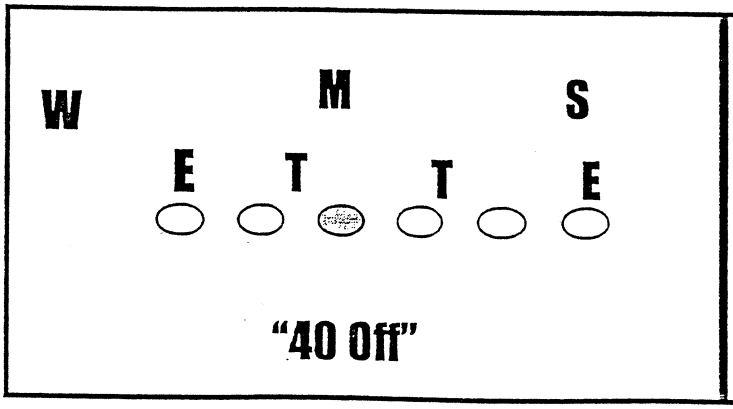
We will determine linebacker walk off with "soft" for stronside and "off" on the weakside. We will use the term "tight" for a reduced 80 front.



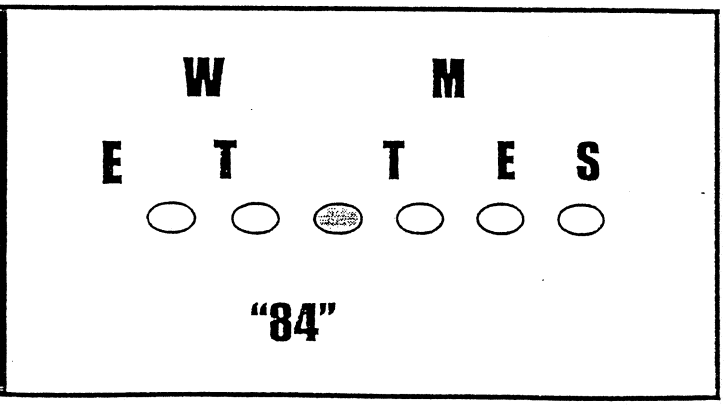
"40 Soft"



"34 Off"



"40 Off"



"84"

RUNNING GAME

2001 BRONCO FOOTBALL

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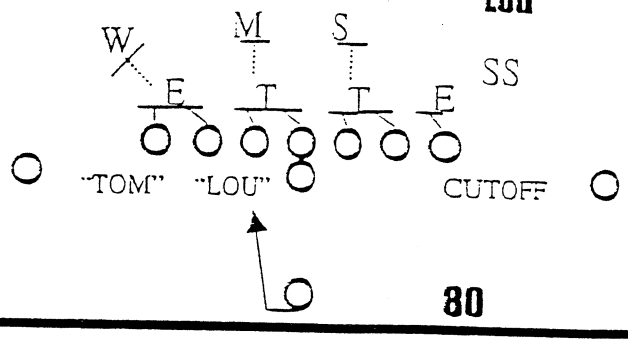
HAMMER

BOISE STATE

22-23 Zone

PST	Cov: base, poss. "TAG" w/G Unc: base combo - "TIM" or "TOM" w/TE
PSG	Cov: base, poss. "RAY, LOU, or EVEN" w/C Unc: base combo - "TAG" w/T
C	Cov: base, poss. "CAGE" w/BSG or "TRIO" w/ BSG and BST, poss. "RAY, LOU, or EVEN" w/PSG Unc: base combo - "RAY, LOU, or EVEN" w/ PSG
BSG	Cov: slam A gap, poss. "Scoop", "Adios" [illegible] Unc: BS combo - "CAGE" w/C or cutoff solo w/"EVEN" call
BST	Cov: slam B gap poss. "Scoop" or "Adios" Unc: BS combo - "SCOOP or ADIOS" w/G
X	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
Y/H	PS: vs 5 &9 -drive. Vs Even or Stack-"TIM" vs Ray/Lou "TOM" with PST , vs 7 or 8 and hard 9-"OUT". BS: Cutoff. vs 5&9 "MOON" with BST. "OUT" vs 60
Z	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
FB	Backside cutoff on EMLOS. "PIGGY" call with T/TE
TB	J course to POA. Aiming point is inside leg of PST. Read 1st down lineman from "0" nose. over. Press LOS.
QB	Open at 5:00/7:00, handoff to TB. accelerate out of exchange. boot away.

"Lou"



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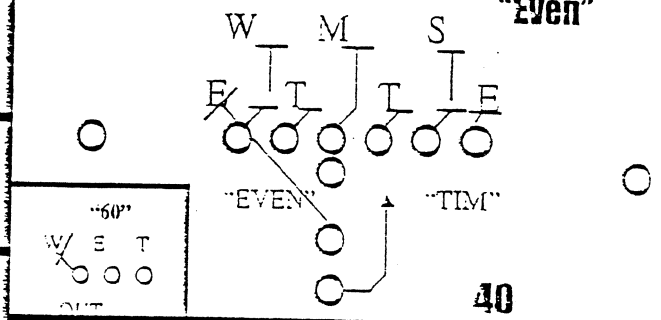
"Even"



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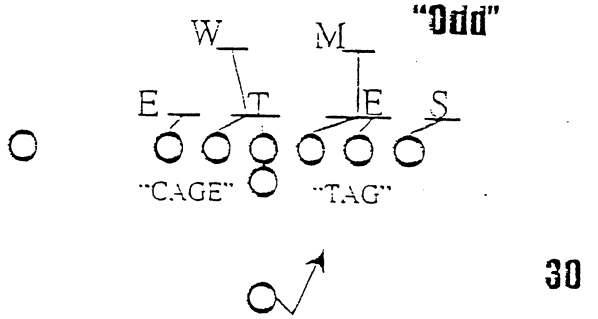
"Odd"



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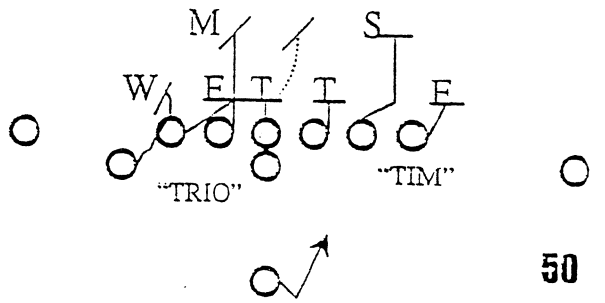
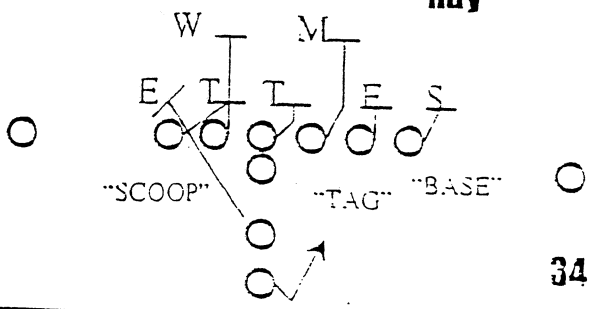


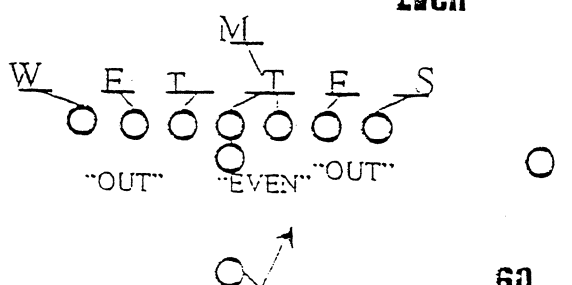
50

"Ray"



34

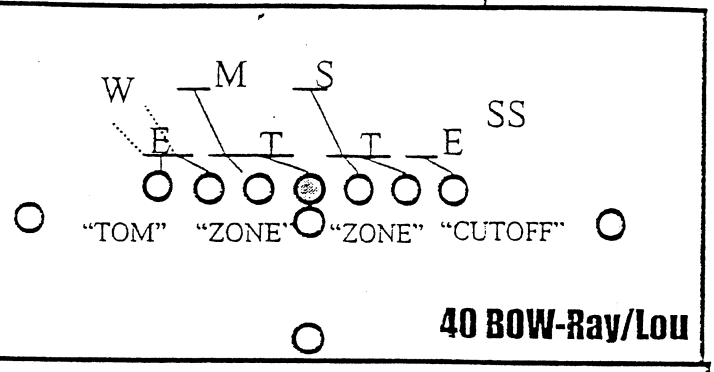
"Even"



60

Zone Frontside-TE's & H's

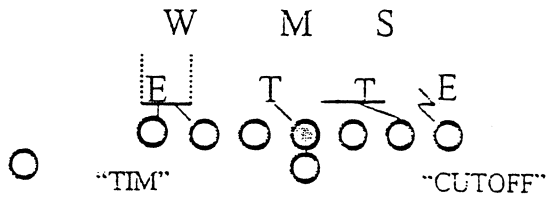
Frontside Responsibility: Frontside is essentially a double team with the tackle. Stay on the first level as long as possible. Do not come off untill the second level defender penetrates first level. Be alert for "OUT" call vs tight or blitzing 9 technique.



40 BOW-Ray/Lou

Frontside Technique: Tom (Used with OT vs 7 & 8 technqiue & second level LB or S

Base Drive technique. Gap step with outside foot (6" x 6"), bring second step with inside foot vertical to inside leg of defender. Aim for v of the neck (inside arm pit vs off defender). Think double team and maintain leverage. If LB walks up to LOS on OT-man rules apply.



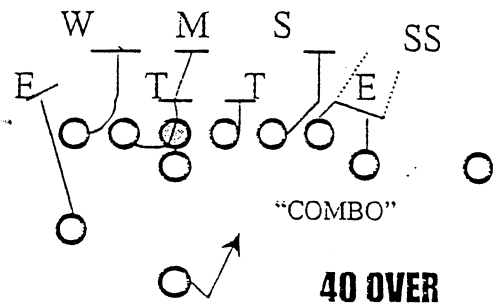
40- EVEN

Frontside Technique: Tim (Used with OT vs Even defense

Vs Even there is no defender to TOM to. Therefore-TIM. Same technique as TOM. but with inside arm pit aiming point If LB walks up to LOS on OT-man rules apply.

Frontside Technique: Combo (used with TE and H inTrey alignment)

TE must take inside arm pit position and H will take outside arm pit position. Combo first level to second level outside. Stay on first level and think double team. Unless second level attacks



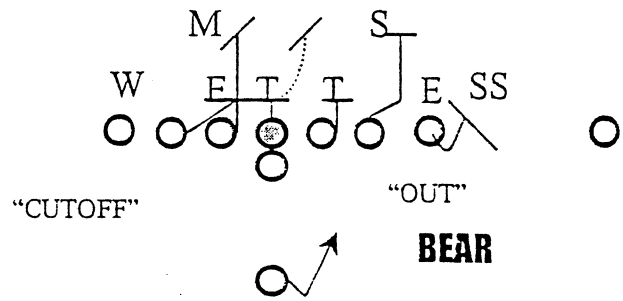
40 OVER

Frontside Technique: Out (used with tight 9 technqiue (blitz or BEAR)

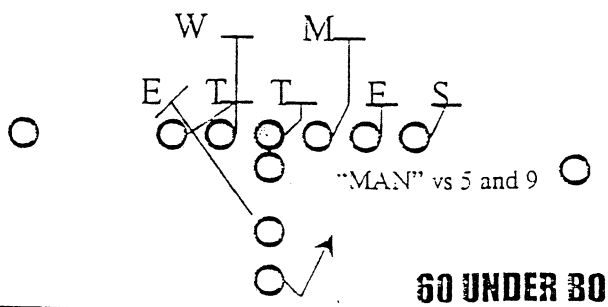
TE must make "OUT" call to tackle to let the OT know he is on his own. TE must drop step to inside arm pit position and block man.

Frontside Technique: Man (used vs 5 &9 tech) technqiue (blitz or BEAR)

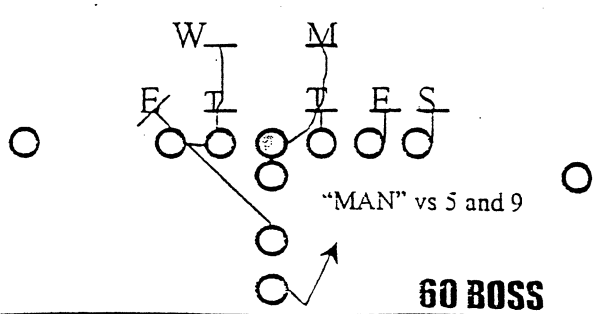
Base Drive technique. Same as Tom with inside arm pit aiming point.



BEAR



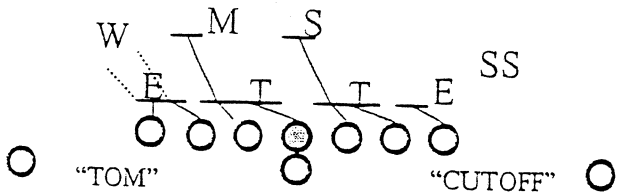
60 UNDER BOSS



60 BOSS

Zone Backside-TE's & H's

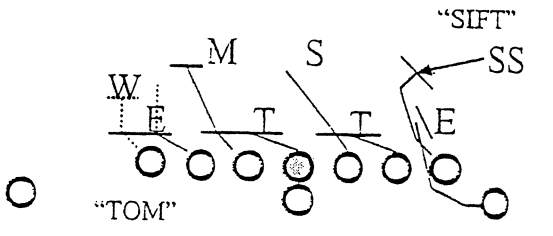
Backside Responsibility: Backside is the most important. Zone is a cutback play. Must hold the backside, so the running back may cut back through the backside A or B gap. If unable to secure inside position, throw outside flipper under defenders arm pit and push by the backside A or B gap. Play is checked to 1 technqiue side. Knowing Ray/Lou call helps to determine if sift is needed. If Even-stay on first level



40 BOW

Backside Technique: Cutoff [TE vs 7 or 8 tech, H Swoop, Flexed TE[ie triple

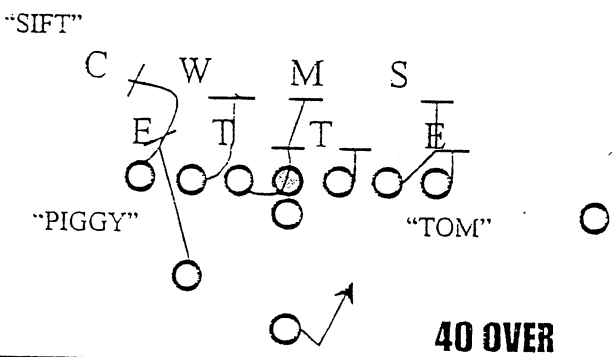
Drop step with inside foot, cross over with outside foot, dip outside shoulder to ground and shoot outside elbow through.Sink hips. Get hat on defenders inside arm pit. Regain hands to breast plate. Hinge back outside, Point butt at ball carrier and turn butt as ball carrier moves up, into, and beyond the point of attack



40 BOW

Backside Technique: Sift (used with H Trey Position.]= TE -Sift, H-Swoop

Initial Cutoff Technqiue. Get outside hand on breast plate and allow H to get inside position. Sift up to second level if Ray/Lou Front call (Cut off second level defender as in cutoff of first level defender).



40 OVER

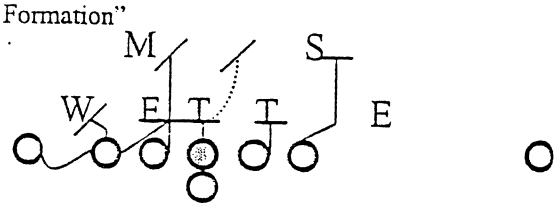
'ackside Technique: Piggy (used with FB on Backside]=TE-Sift

Initial Cutoff Technique. Get outside hand on breast plate and allow FB to get inside position. Sift up to second level if Ray/Lou Front call- (Cutoff second level defender as in cutoff of first level defender)

Backside Technique: Moon [TE vs 5 technique

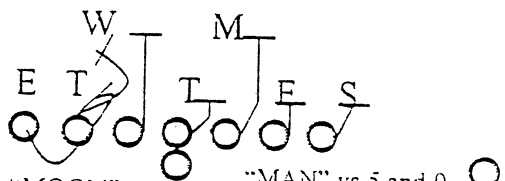
Drop step with inside foot, cross over with outside foot, dip outside shoulder to ground and shoot outside elbow through inside arm pit of five technique.Sink hips. Get hat on defenders inside arm pit. Regain hands to breast plate. Hinge back outside, Point butt at ball carrier and turn butt as ball carrier moves up, into, and beyond the point of attack.

"Triple Formation"



"CUTOFF"
(must have inside foot back in stance)

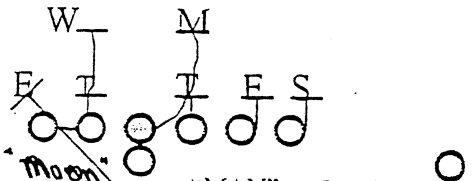
DOUBLE



"MOON"
vs backside 5 technique

"MAN" vs 5 and 9

60 UNDER BOSS



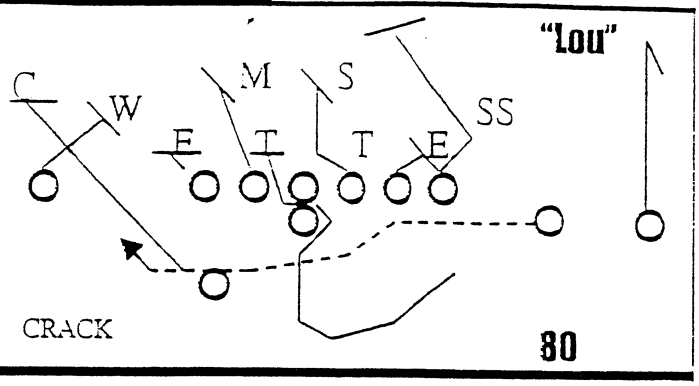
"MAN" vs 5 and 9

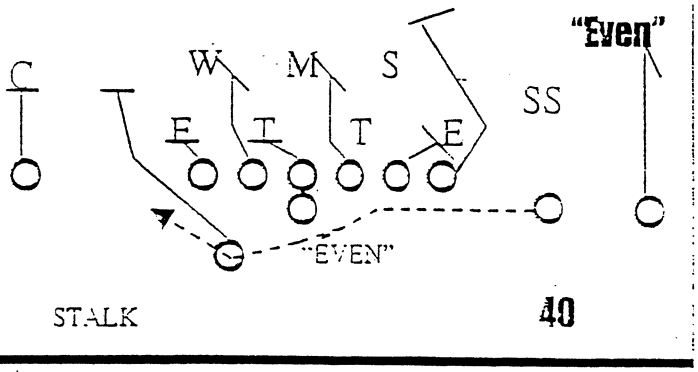
60 BOSS

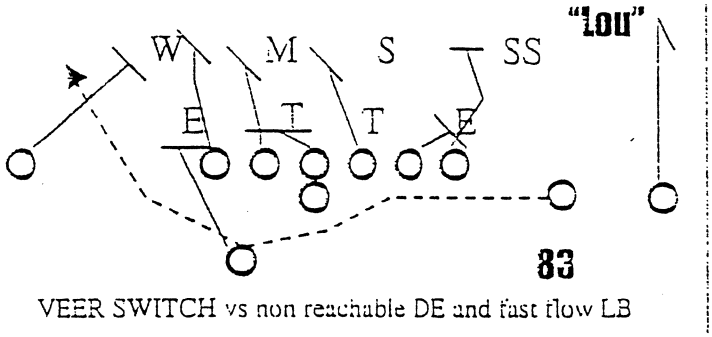
To one receiver

48-49 Sweep

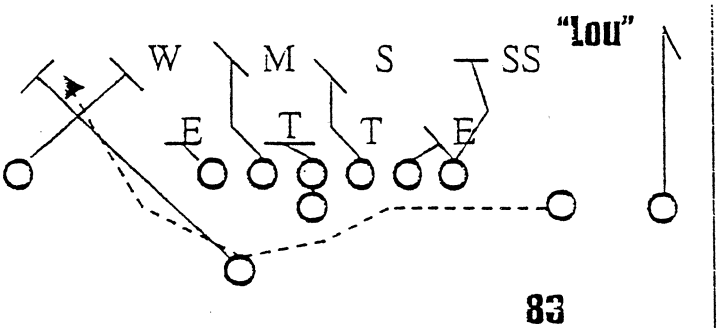
PST	DE Reachable: reach-cut, poss. "TAG" w/G or "TITE" w/TE DE not reachable: veer release to LB level
PSG	Reach and cut, get to LBs if possible
C	Reach and cut, get to LBs if possible
BSG	Reach and cut, get to LBs if possible
BST	Cut DE
X	Stalk #1 (C) or Crack #2 (OLB or WS), if blitz by OLB or WS redirect to corner
Y	Best available release- run through FS
Z	Run Cobb to set up boot
FB	Lead to Corner on Crack, OLB on Stalk.DE on switch, Corner on influence
H	Go in motion on second number, speed under control. Slightly loose ground on snap. Get to outside hip of lead block. Read Def Key
QB	Snap ball when motion is near outside leg of OT Open to ball carrier with back parallel to LOS Fake boot after hand off (or by play.)

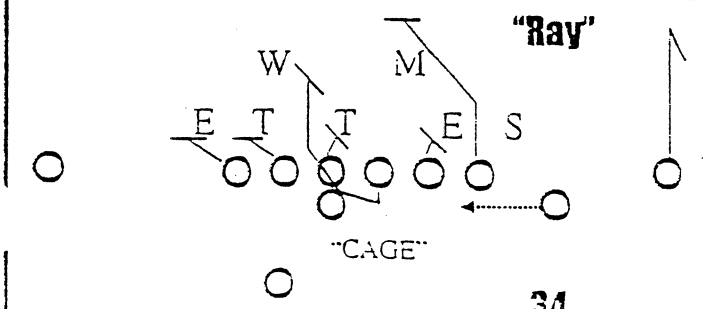


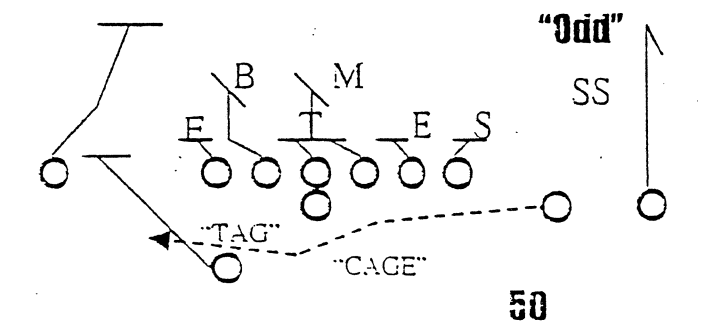




VEER SWITCH vs non reachable DE and fast flow LB





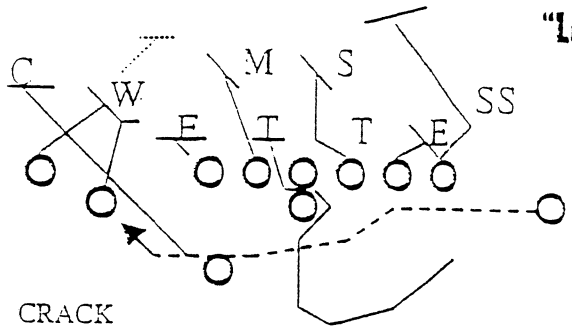


To Two Receivers

48-49 Sweep

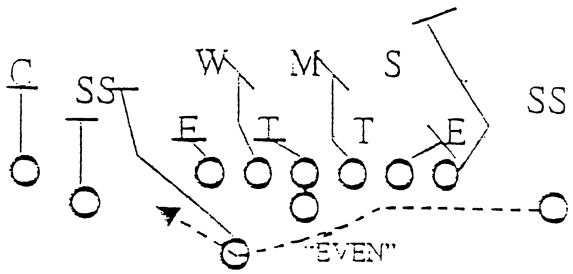
PST	DE Reachable: reach-cut, poss. "TAG" w/G or "TITE" w/TE DE not reachable: veer release to LB level
PSG	Reach and cut, get to LBs if possible
C	Reach and cut, get to LBs if possible
BSG	Reach and cut, get to LBs if possible
BST	Cut DE
X	2x2 set, block with H 2 to 4: if #2 is in hard sky position, block MDM (1-4)
Y	Run Cobb to set up boot
Z	Go in motion on second number, speed under control. Slightly loose ground on snap. Get to outside hip of lead block. Read Def Key
FB	Lead to Corner on Crack, OLB on Stalk.DE on switch, Corner on influence
H	Double team with X 2 to 4. If #2 is in hard sky position, block #3.
QB	Snap ball when motion is near outside leg of OT Open to ball carrier with back parallel to LOS Fake boot after hand off (or by play.)

"Lou"



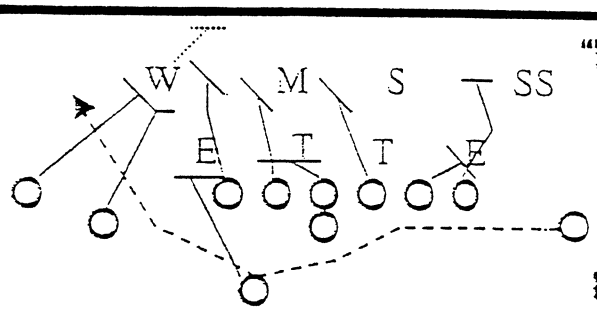
CRACK **80**

"Even"



STALK **40**

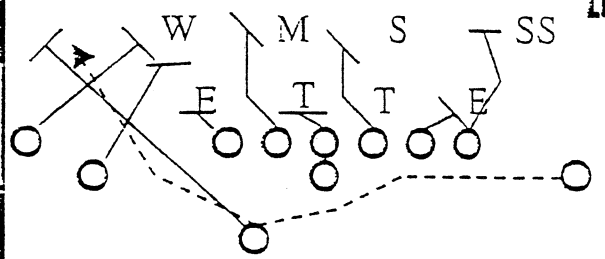
"Lou"



83

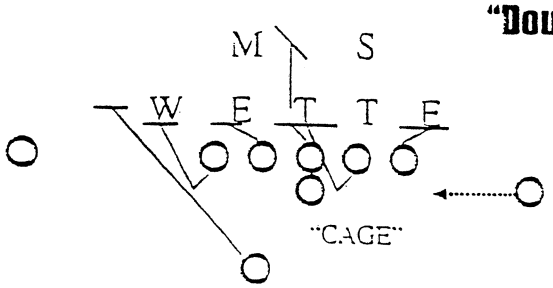
VEER SWITCH vs non reachable DE and fast flow LB

"Lou"



83

"Double"



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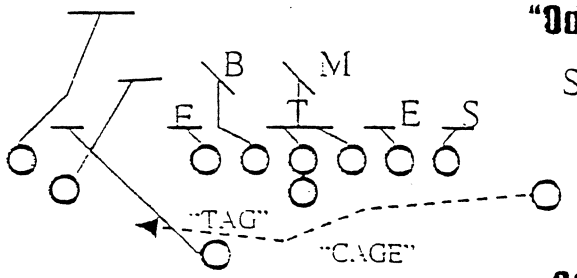
"Odd"

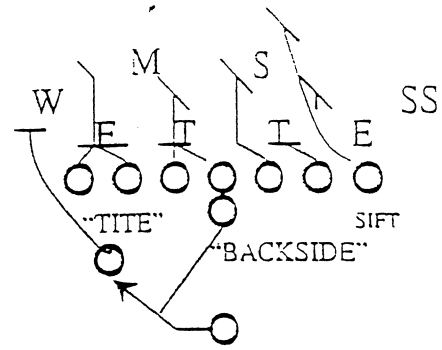


30

26-27 Stretch

PST	Cov: reach, poss. "TAG" w/G Unc: reach combo - "TITE" w/TE, poss. "TED"
PSG	Cov: reach, poss. "EVEN or "BACKSIDE" w/C Unc: reach combo - "TAG" w/T unless "EVEN" w/C
C	Cov: reach, poss. "CAGE" w/BSG or "TRIO" w/BSG and BST Unc: reach combo - "EVEN or BACKSIDE" w/PSG
BSG	Cov: cutoff, poss. "SCOOP" w/T Unc: BS combo - "CAGE" w/C or cutoff solo w/"EVEN" call
BST	Cov: cutoff, poss. "SCOOP" w/G or "MOON" w/TE Unc: BS combo - "SCOOP" w/G
X	Varied split-BS convoy. PS-MDM vs 7 man front/#1 vs 8 man
Y/H	BS-, sift, or possible "MOON" with BST vs 5/9 or Stack cut defenders on BS. PS "TITE" vs 8 possible "TED" vs 7 (only); vs 9 Reach:
Z	Varied split. PS-MDM/#1 based on front.
FB/H	Arc release to outside number of force defender. Kick out or log.
TB	Angle course to POA. Aiming point is 2 yards outside TE. Read 2nd down lineman from "0" nose. over.
QB	Open at 4:00/8:00, handoff to TB, dropback after Boomer tuck

"Lou"



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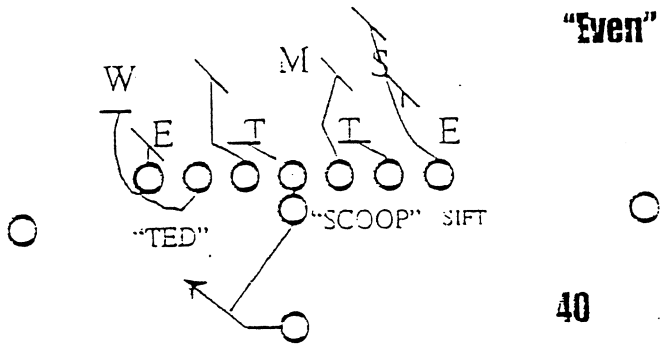
"Even"



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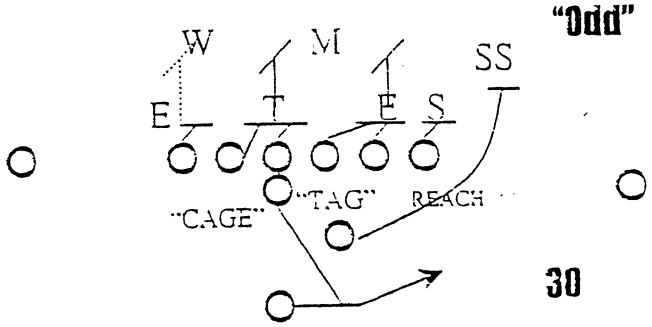

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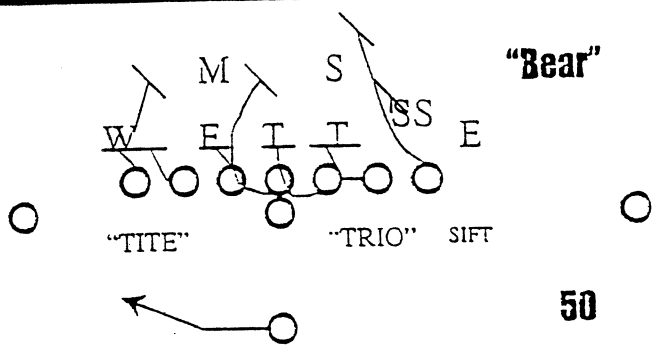
"Bear"



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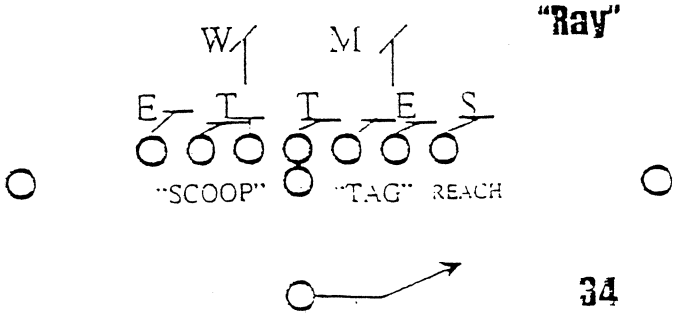
"Ray"



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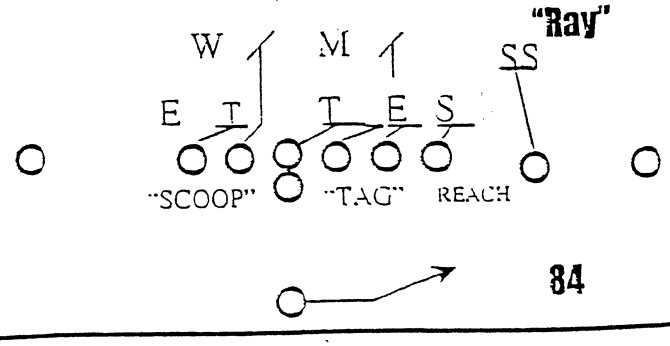
"Ray"

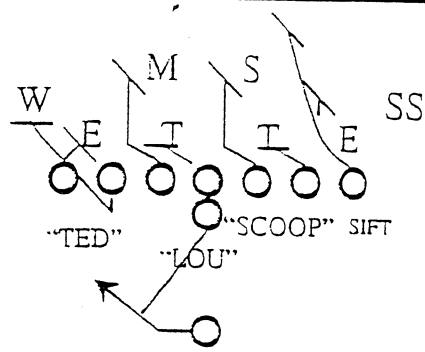


84

26-27 Ted

PST	Cov: reach. poss. "TAG" w/G (Stretch rules.) Unc: lead pull for near LB
PSG	Cov: reach. poss. "RAY, LOU, EVEN and/or "BACKSIDE" w/C Unc: reach combo - "TAG" w/T unless "EVEN" w/C
C	Cov: reach. poss. "CAGE" w/BSG or "TRIO" w/BSG and BST Unc: reach combo - "RAY, LOU, EVEN and/or BACKSIDE" w/FSG
BSG	Cov: cutoff, poss. "SCOOP" w/T Unc: BS combo - "CAGE" w/C
BST	Cov: cutoff, poss. "SCOOP" w/G or "MOON" w/TE Unc: BS combo - "SCOOP" w/G
X	Varied split-BS convoy. PS-MDM vs 7 man front/#1 vs 8 man
Y/H	PS- Vs 8 -TITE , vs 9 reach, vs 7 "TED" BS- SIFT- cut on second level
Z	Varied split. PS - MDM/#1 based on front: North/South Deuce block force.
TB	Angle course to POA. Aiming point is 2 yards outside TE. Read 2nd down lineman from "0" nose. over.
QB	Open at 4:00/8:00, handoff to TB, dropback after Boomer tuck

"Lou"



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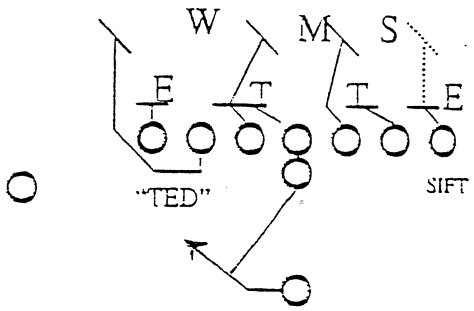
"Even"



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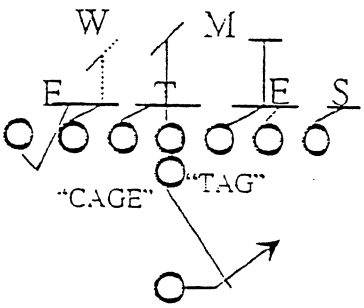

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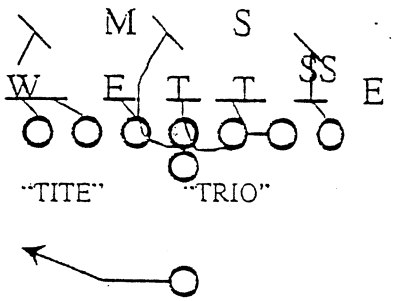
"Bear"



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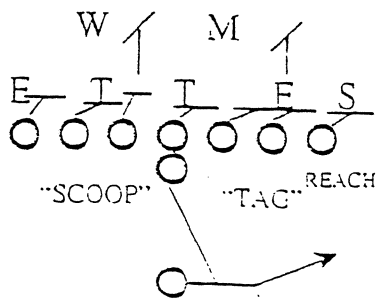

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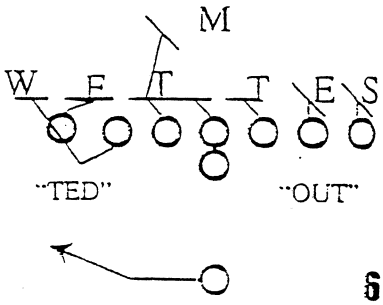

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TED -TE's & H's

Frontside Responsibility: Base Drive technique. Aiming point is outside arm pit Vs 7 and 8 technique-must gap step outside. Vs 5 technique step with inside foot. In each case, assume the DE will rock outside. Vs 5a nd 9 technique-"Man" call. If DE rocks inside- expect inside tackle to loop outside, get to outside arm pit of defender looping outside. DE will usually have gap side foot back in stance.

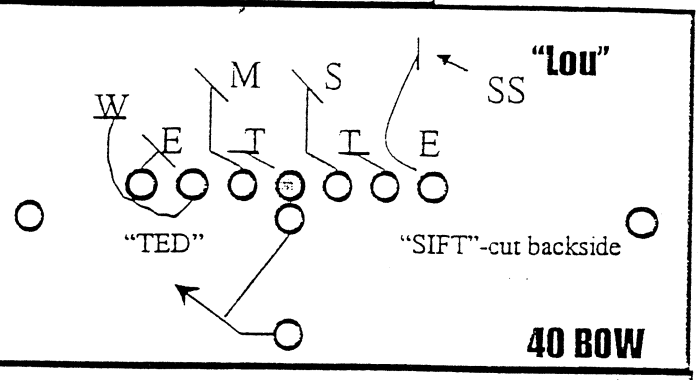
Frontside Technique: Base Drive (TED)
Gap step with outside foot. Second step right at DE. Aiming point outside arm pit. Avoid hopping to position. Vs 5 and 9 technique, make "Man" call. Reach Drive= Gap step, second step to crotch, hands to breast plate. Wide base. Can "Man" if TED is not beneficial. Possible to "TIM" a stacked LB. Vs Even Ted to inside LB, vs ray/lou Ted to outside LB or S

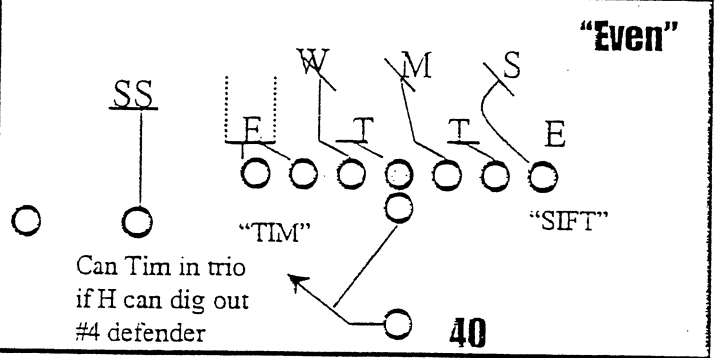
Backside Technique: Sift and Cut

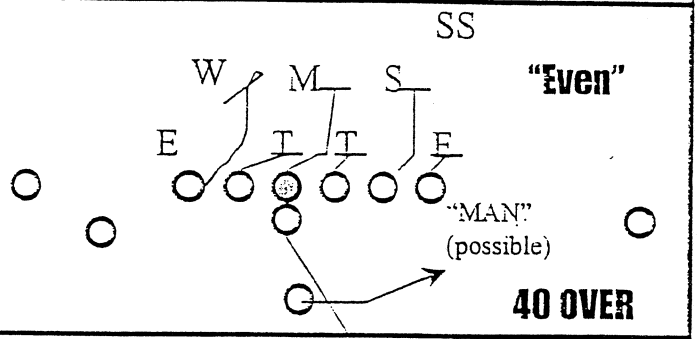
Drop step inside, throw the shoulder through and cross over with outside foot. Get through to second level, cut the backside (there is no cutback). Get the defender off his feet to slow him down for later plays

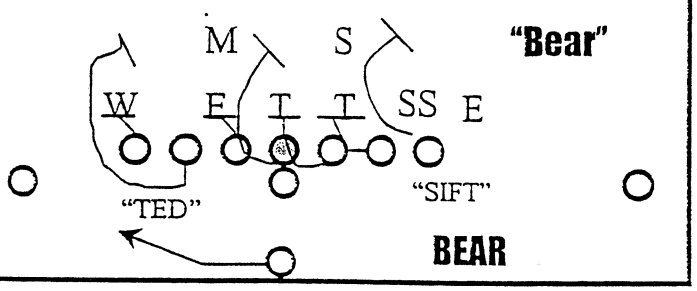
Backside Technique: Moon vs 5 and 9 tech

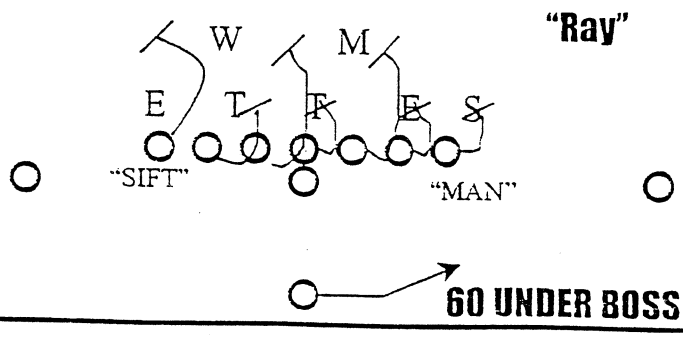
Drop step inside, crossover, throw elbow through to inside arm pit of 5 technique. Cut 5 technique

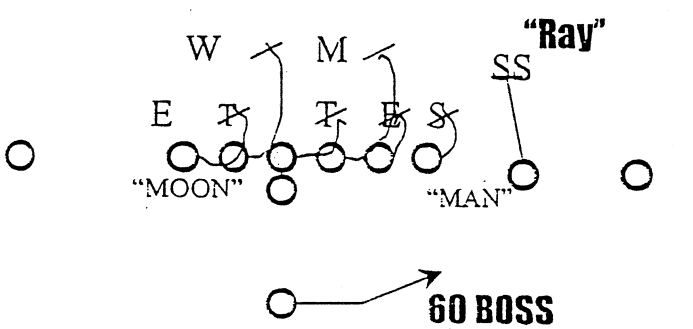








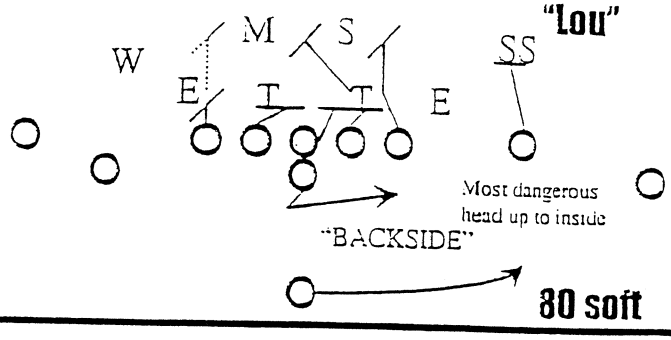




16-17 Speed

PST	Tight End side - "Tite" or "Tag" Open end side - veer release to PSLB
PSG	Cov: reach, poss. "EVEN or BACKSIDE" w/C Unc: reach combo - "TAG" w/T unless "EVEN" w/C
C	Cov: reach, poss. "CAGE" w/BSG or "TRIO" w/ BSG & BST Unc: reach combo - "EVEN or BACKSIDE" w/PSG
BSG	Cov: cutoff, poss. "SCOOP" w/T Unc: bs combo - "CAGE" w/C or cutoff solo w/"EVEN" call
BST	Cov: cutoff, poss. "SCOOP" w/G or "MOON" w/TE Unc: bs combo - "SCOOP" w/G
X	Normal split. MDM. BS-convoy.
Y/H	PS - "REACH" vs 9, "TITE" vs 7 or 8, vs 5 & 9 "REACH" or "TITE" if wide 9. IF OPEN- most dangerous defender head up to inside BS - "SIFT" vs 7,8,9 or "MOON" vs 5 &9-cut on second level. IN TREY-H- SWOOP
Z	Normal split. BS-convoy. PS-MDM. N/S Deuce - block FS or 3rd level defender.
H	Wideout in trio, block FS
TB	To open side: open step to sideline, keeping relationship 4 yds deeper and 4 yds wider than QB To TE side: stretch footwork to pitch relationship
QB	To open side: quick three step backout drop, attack downhill, option EMOL To TE side: 1 step backout, attack force man: Check: 1. Numbers (see FS) 2. Path of T/TE 3. 1 tech: 7 vs. 9 tech.

"Lou"



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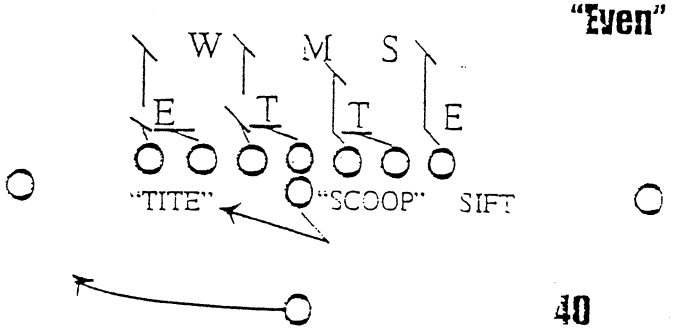
"Even"



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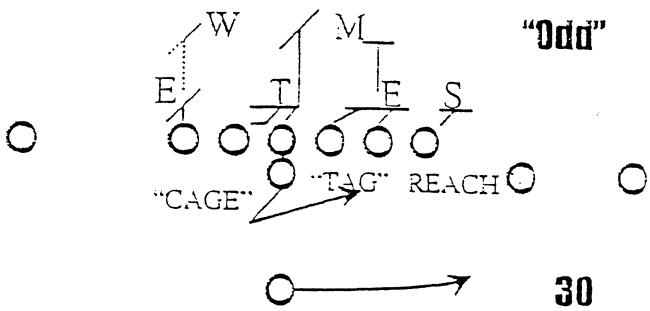

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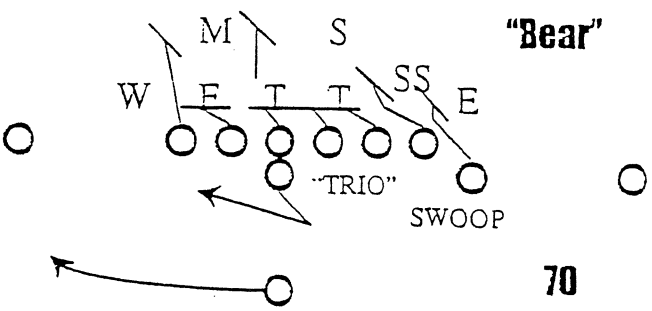
"Bear"



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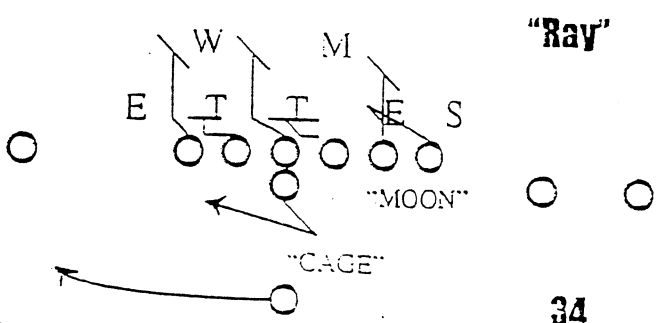

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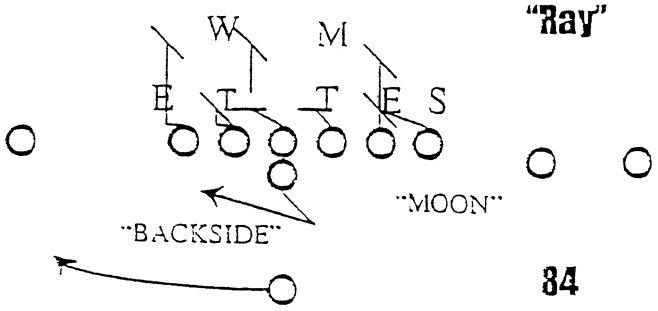
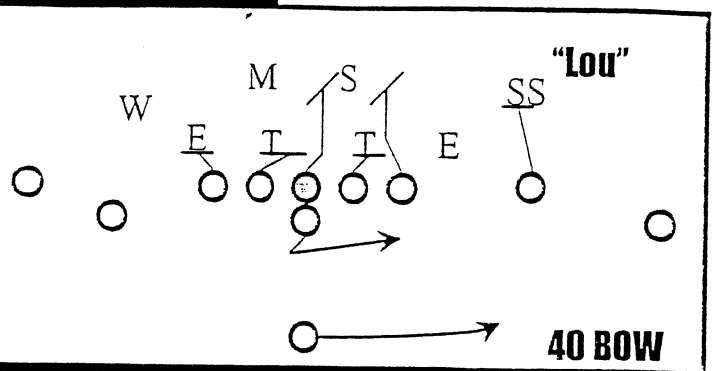
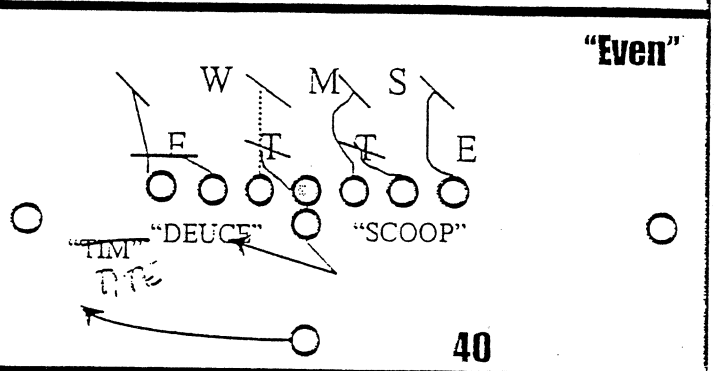


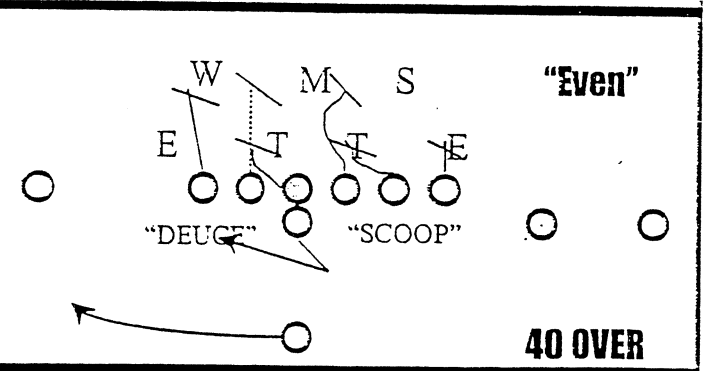
84

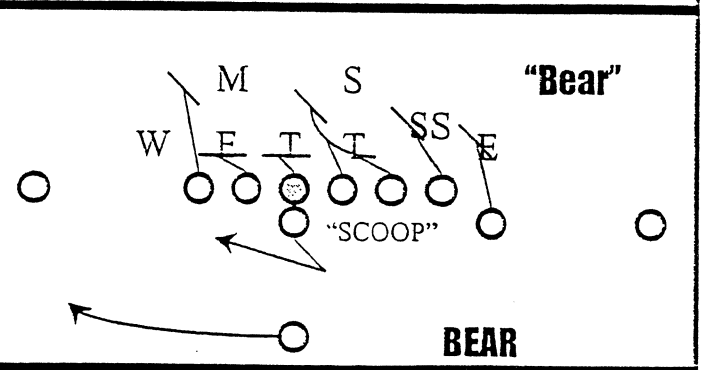
SPEED TE & H

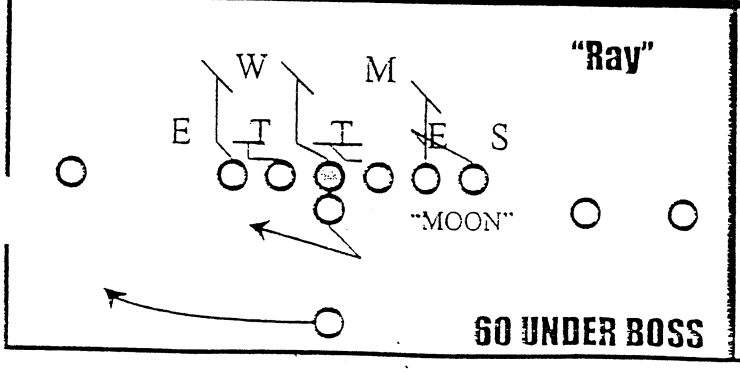
PST	Veer release to 1st PS ILB TE Side - possible "TIM" call
PSG	Covered - drive reach Uncovered - "DEUCE" call with center to second level: possible "ZONE" call
C	Covered - drive reach, possible "DEUCE" call with PSG Uncovered - zone to LB level
BSG	Covered - drive reach, cut off Uncovered - zone piggy back to 2nd level possible "SCOOP" call with BST
BST	Covered - drive reach, cut off Uncovered - "MOON" call with TE Split side "CHIP" to 2nd level.
X	Normal split. MDM. BS-convoy.
	PS-drive reach, possible ~~"TIM"~~ (No "TOM") BS-"MOON," cutoff
Z	Normal split. BS-convoy. PS-MDM.
H	BS-cutoff, "MOON" call if on LOS PS-drive, reach, possible "TIM" If wideout in trio, block FS
TB	Open step to sideline, keeping relationship 4 yds deeper and 4 yds wider than QB
QB	Quick three step backout drop, attack downhill, option force man.

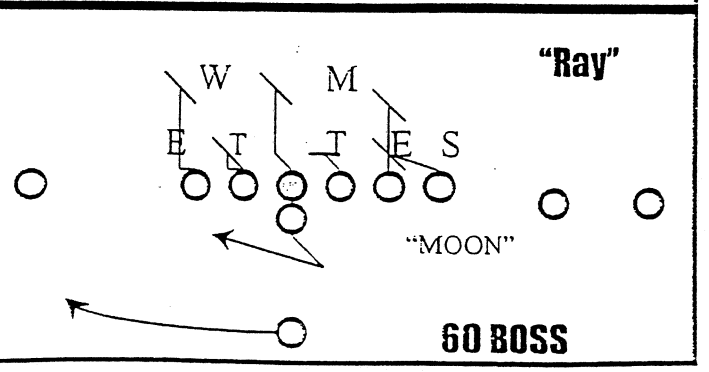












SPEED -TE's & H's

Frontside Responsibility: SAME AS STRECTCH. TIM with OT . Must anticipate fast scrape by ILB. Get off first level early enough to get to outside arm pit of scraping LB.

Frontside Technique: TIM (W/OT) Gap step with outside foot. Second step to crotch of DE. Aiming point outside arm pit. Throw inside fore arm. Keep shoulders square. If DE rocks outside, get hands to breast plate and take Man. If DE maintains or rocks inside work up to outside arm pit of LB. 3 technique will take longer than vs 7 technique. Vs 7 do not hang on too long. Vs 9 tech must drop step (lose ground to gain ground). Vs 5 and tight 9 must man block. vs 5 and wide 9 TIM to ILB. Vs Bear TIM 8 tech

Frontside Technique: OPEN ALIGNMENT (ie, triple)

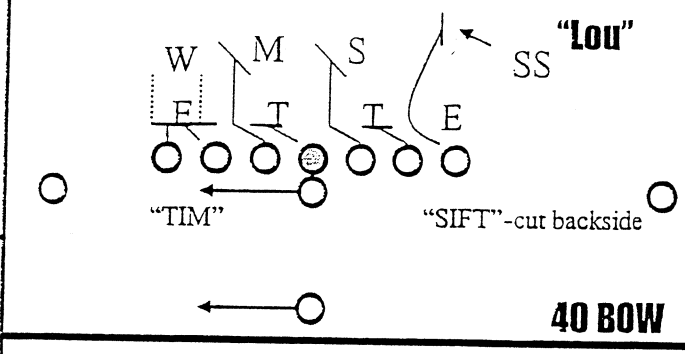
Must block first man head up to inside Y's alignment, run off vs man coverage (key defenders eyes focus for man key). If inside LB is assignment, force him to go over the top. Do not allow him to duck under block. Be alert to DE alignment which will determine if tackle can get through to LB. If LB blitzes or dissappears, redirect to safety.

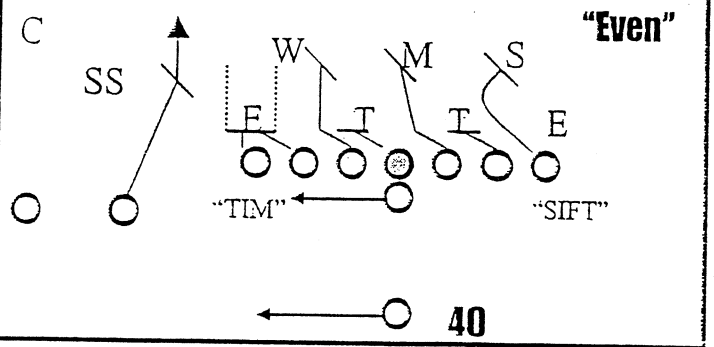
Backside Technique: Sift and Cut

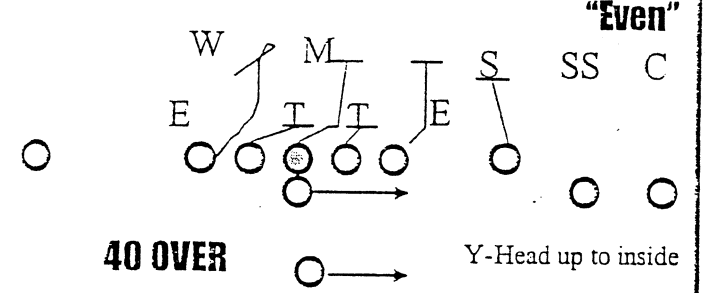
Same as Backside rules as TED and STRETCH. Drop step inside, throw the shoulder through and cross over with outside foot. Do not waist time with first level .Get through to second level, cut the backside (there is no cutback). Get the defender off his feet to slow him down for later plays

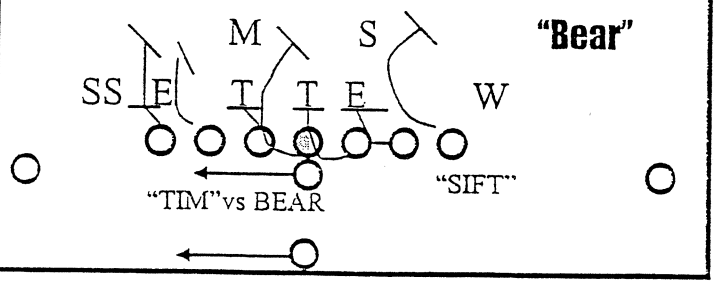
Backside Technique: Moon vs 5 and 9 tech

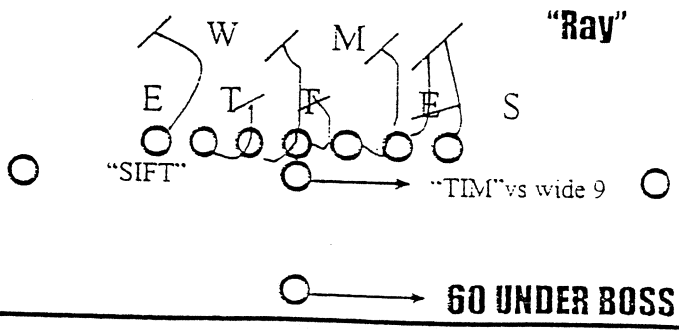
Same as backside rules for TED and Speed Drop step inside, crossover, throw elbow through to inside arm pit of 5 technique. Cut 5 technique

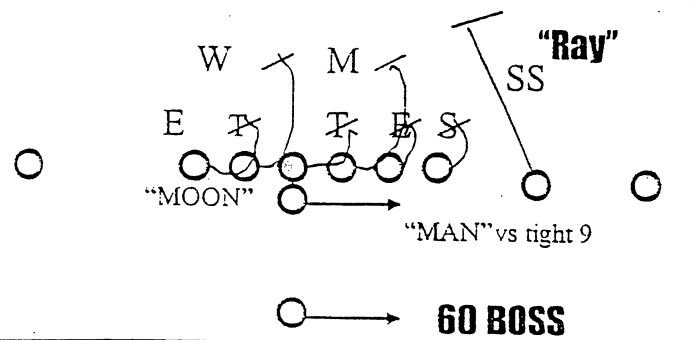








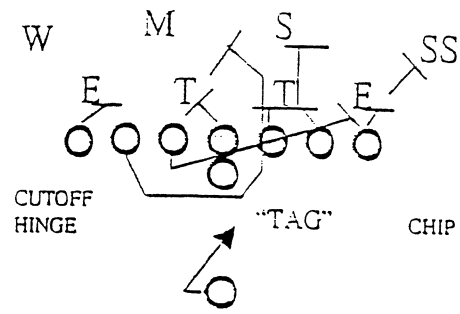




24-25 Counter (Strong)

PST	1 tech: "O" call - base block 3 tech: "TAG" call - double down w/G, poss. "DOWN"
PSG	On, Inside Cov: Drive vs 2/3 tech. "Tag" with PST Unc: block down
C	BSG cov: block down solo BSG unc: block man qb or "FACE" if FSG is also unc.
BSG	"O": lead pull for PSLB "DEUCE": Kickout pull for playside End
BST	Lead pull for #2 LB
X	Varied split. PS-MDM vs 7 man front/#1 vs 8 man; BS-convoy
Y/H	BULL RULES-except no 9 call BS- Cutoff hinge*Must sift up to LB in even and double. PS - "CHIP" vs DEUCE. Release to safety vs 9. "O" vs . "OUT" call vs Bear
Z	Varied split. BS-convoy: PS- in slot, block force/ MDM vs 7 man front/#1 vs 8 man
FB/H	Assignment.
TB	Counter steps opposite the call. Attack downhill to playside A gap. Stay on pulling tackle's backside hip.
QB	Open opposite at 5:30/6:30. hand over the top, accelerate into boot.

"Lou"



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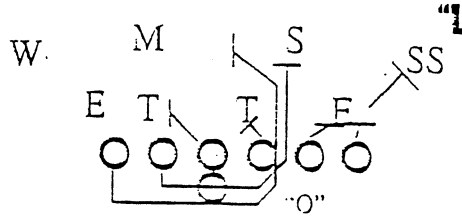
"Lou"



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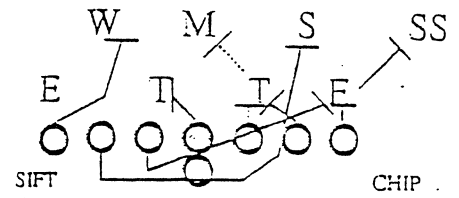
"Even"



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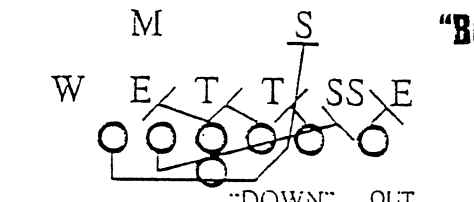
"Bear"



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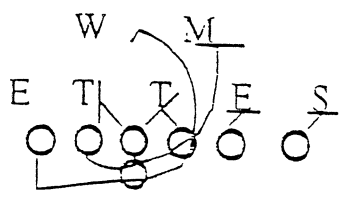

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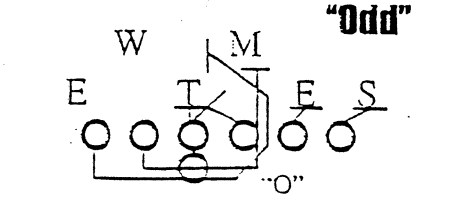

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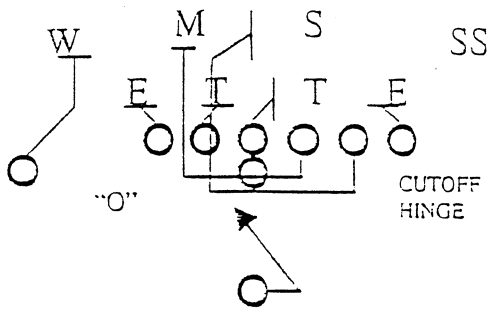
24-25 Counter (Weak)

PST	1 tech: "O" call - base block 3 tech: "TAG" call - double down w/G. poss: "DOWN"
PSG	On, inside Cov: Drive vs 2/3 tech. "Tag" with PST Unc: block down
C	BSG cov: block down solo BSG unc: block man on or "FACE" if FSG is also unc.
BSG	"O": lead pull for PSLB "DEUCE": Kickout pull for playside End
BST	Lead pull for #2 LB
X	Varied split. PS-MDM vs 7 man front/#1 vs. 8 man; BS-convoy
H/H	BS- Cutoff hinge*Must sift up to LB in even and double.
Z	Varied split. BS-convoy; PS- in slot. block force/ MDM vs 7 man front/#1 vs 8 man
FB/H	Assignment.
TB	Counter steps opposite the call. Attack downhill to playside A gap. Stay on pulling tackle's backside hip.
QB	Open opposite at 5:30/6:30. hand over the top, accelerate into boot.

"Lou"



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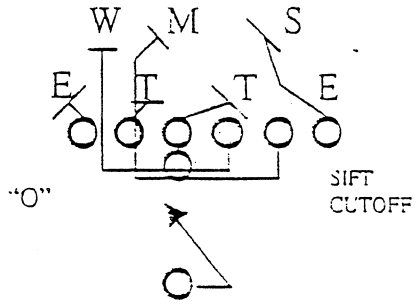

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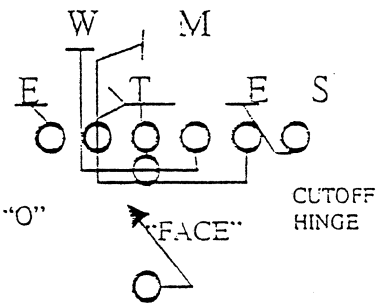

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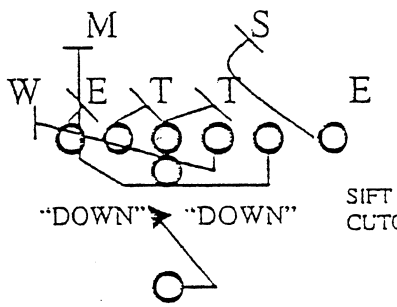

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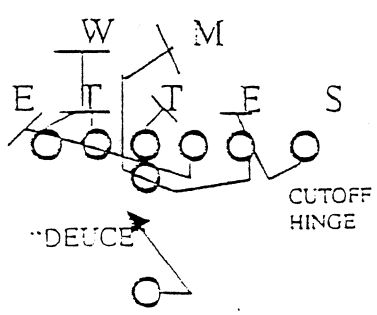

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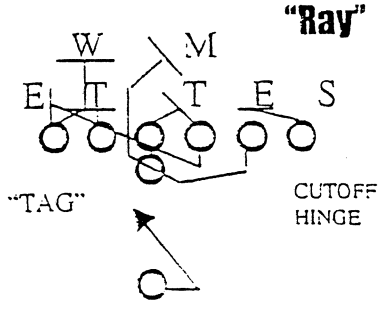

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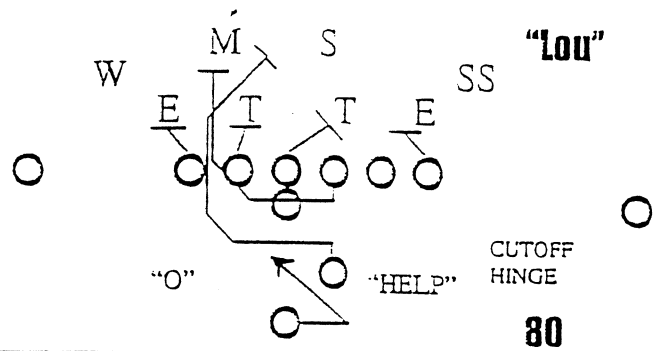
24-25 Bull

PST	1 tech: "O" call - base block, TE side - poss. "TOM" 3 tech: "Tag" call - double down w/G, poss. "DOWN"
PSG	On, Inside Cov: Drive vs 2/3 tech. "Tag with PST Unc: Block down
C	BSG cov: 2/3 tech. - "HELP" w/BST to most BSLB 1 tech. - block down solo ("SOLO" vs Bear) BSG unc: block man on or "FACE" if FSG is also unc.
BSG	"O": lead pull for PSLB "DEUCE": Kick-out pull for playside End
BST	Cov: "MOON" w/TE Unc: 2/3 tech - "HELP" w/C to most BSLB or out vs. bear ("SOLO" from C) 1 tech. - block most BSLB solo If no TE backside, B-gap hinge
X	Varied split. PS-MDM vs 7 man front/#1 vs 8 man; BS-convoy
Y/H	BS- Cutoff hinge. "MOON" vs 5/9. PS - "CHIP" vs DEUCE. "9" call vs 9. "O" vs . "OUT" call vs Bear
Z	Varied split. BS-convoy; PS- in slot, block force/ MDM vs 7 man front/#1 vs 8 man
FB/H	Jab step, bull pull for #1 LB
TB	Counter steps opposite the call. Attack downhill to playside A gap. Stay on pulling guard's backside hip.
QB	Open opposite at 5:30/6:30, hand over the top, accelerate into boot.

"Lou"



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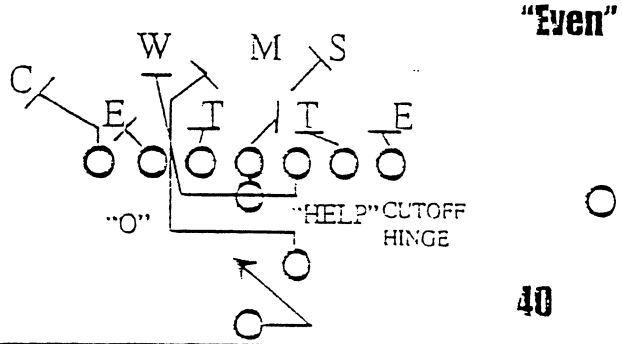

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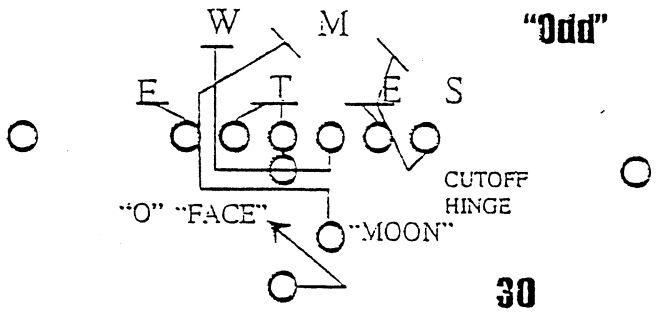

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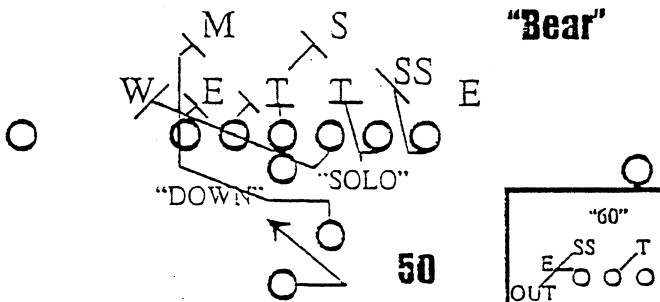

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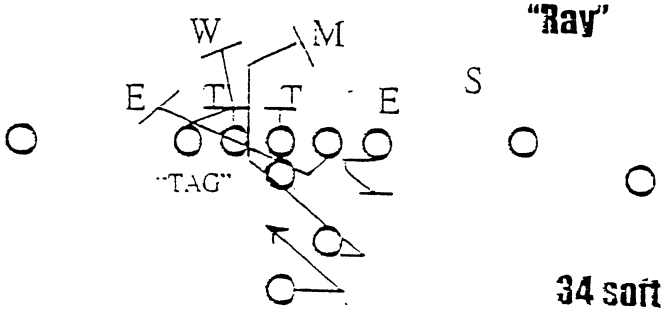

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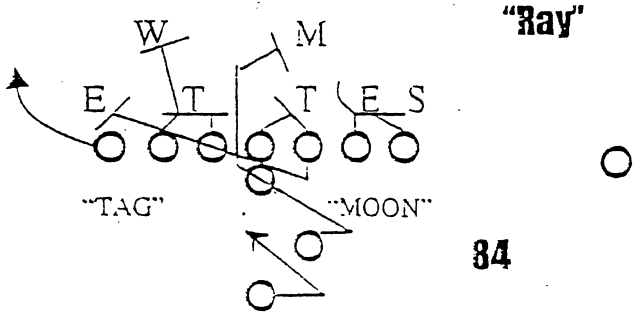

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BULL-TE & H

Frontside Responsibility: Same frontside rules as power except no trey vs 5 and 9(O call y or h block out to 9 tech) in "O" call arch to 9 tech, do not chip on 7 or 8 tech. Y base rules are Vs 7 or 8 tech- chip to SS/OLB.(must take stacked player if Ray/Lou) vs even arch to SS or CB. vs 9- inside release and seal backside ILB (or MLB in even)if LB dissappears inside work to offside LB. When in motion, must bluff five technique before arching out.

Frontside Technique: CHIP (Y vs 7 or 8 tech)

Similar to REACH DRIVE. Gap step with outside foot. Second step to outside leg of DE. Throw inside fore arm. Keep shoulders square. If DE rocks outside, get hands to breast plate and take Man. If DE maintains or rocks inside work up to inside arm pit of LB or SS. In "O" technique arch out rather than chipping.

Frontside Technique: 9 (Y or H vs 9 tech)

Make 9 call. Release inside and aim for outside arm pit of backside inside LB vs Ray/Lou- MLB vs Even. Vs flex treat flexed 3 tech as backside LB. Seal LB. If 9 rocks inside across your face lock on and drive him down inside. If LB disappears down inside work to offside LB.

Frontside Technique: Out (y vs Bear)

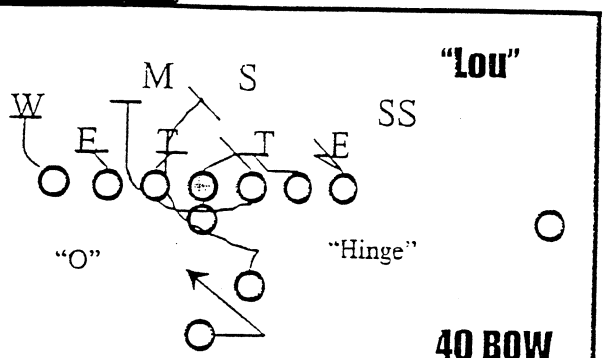
Vs Bear make out call. Base Drive to inside arm pit of 9 tech. Keep
ide

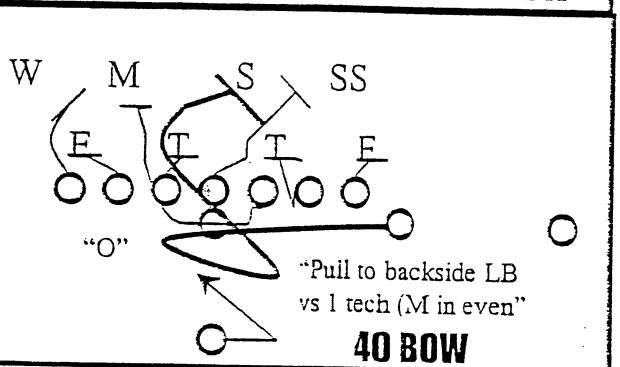
Backside Technique: Backside LB vs 1 tech
Frontside LB vs 3 tech

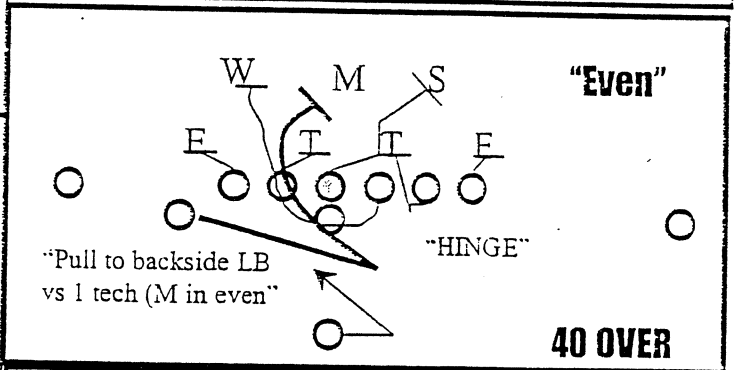
Must read 1 or 3 tech to determine which LB to block and path to LB-be alert to movement either way-must take tight path to LB. With 3 tech get depth to run around. Block SLB (even) or frontside ILB. Vs 1 tech be alert to running around 5 tech on slant inside Block MLB (even) or backside ILB. From Doc or Trey align with depth and drop step. Vs 6 man front if LB is picked up run through to FS

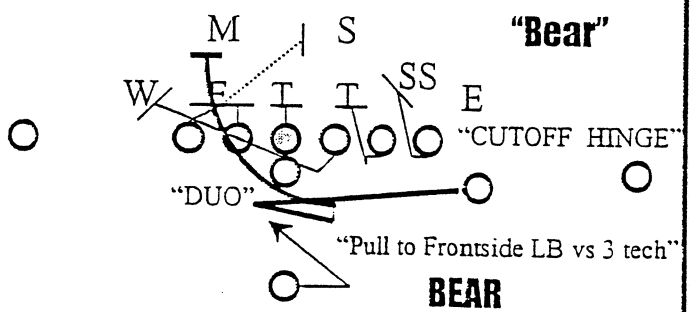
Backside Technique: Hinge vs 7 or 8 and blitzing 9 Moon Hinge vs 5 and 9

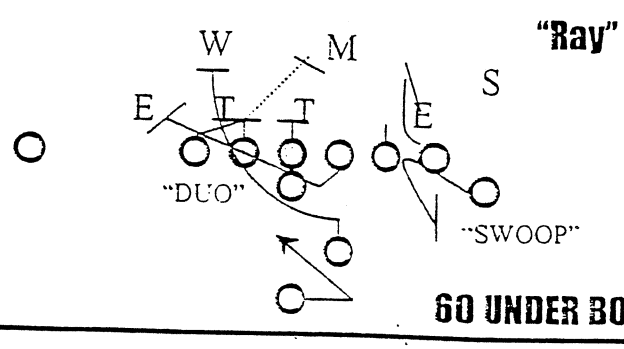
Must hinge to most dangerous defender. Do not allow LB run through. Vs Bear step inside and hinge out for wide 9 penetration. Vs 5 and 9 Drop step inside, crossover, throw elbow through to inside arm pit of 5 technique work to hinge back out In trey swoop.

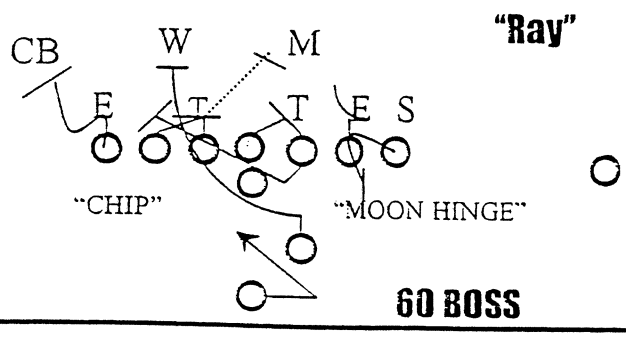








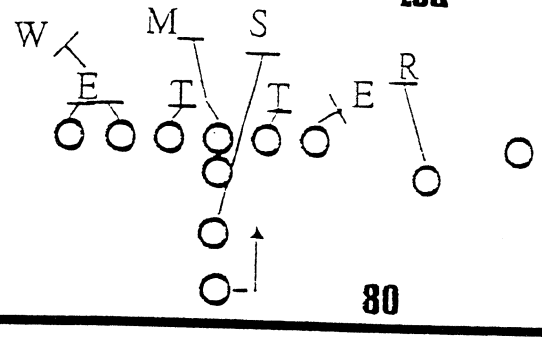




22-23 Cut

PST	Cov: Base block EMOL Unc:
PSG	Cov. Drive. poss. Ray/Lou with Center Unc. Ray/Lou with Center
C	Base nose to directional call. Ray/Lou or Even.
BSG	Cov. Cut off, poss. Ray/Lou with Center Unc. Ray/Lou with Center poss. "Cage"
BST	Cov. Cut off Unc. "Foot" or "Tom"
X	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
Y/H	Call to you = out Call away = Backside cutoff
Z	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
FB	Lead block on PSLB. With directional call to the play block OLB. With Even call block OLB.
TB	J course to POA. Aiming point is inside leg of PST. Read 1st down lineman from "0" nose. over. Press LOS.
QB	Open at 5:00/7:00, handoff to TB. accelerate out of exchange, boot away.

"Lou"



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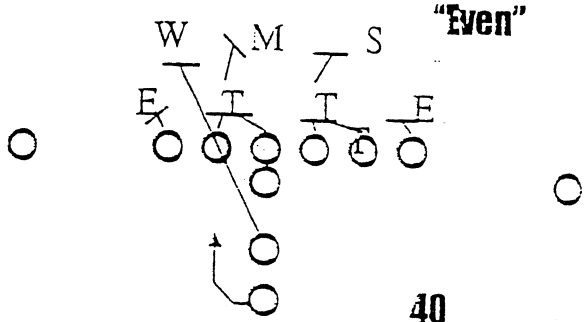
"Even"



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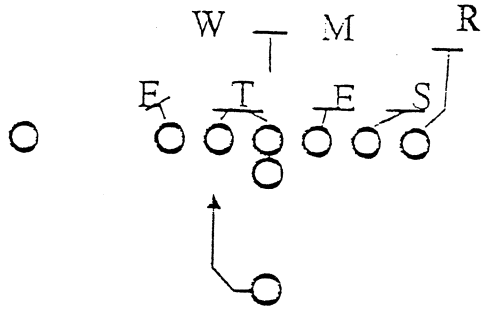

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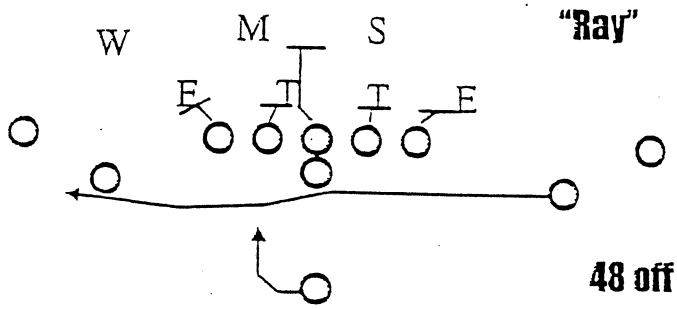
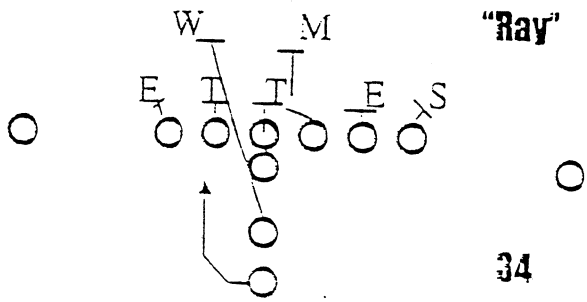


48 off

"Ray"



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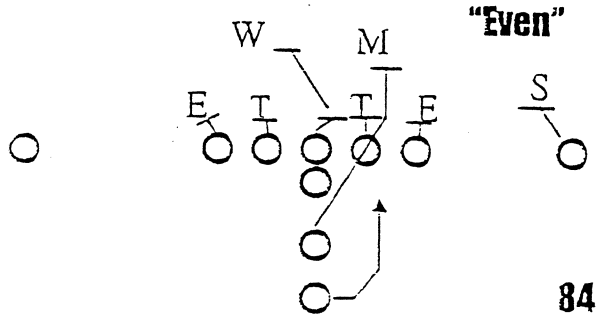
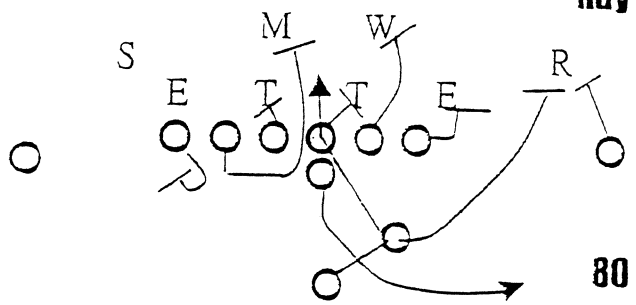


84 soft

Rip/Liz Draw

PST	PSG Cov: set for 1 count and work to PSLB PSG Unc: block EMOL
PSG	Cov: influence, reach 3 tech. Unc: set for 1 count block PSLB
C	Cov: influence, reach head up to playside nose, block back on backside nose Unc: work with PSG to Mike Linebacker
BSG	Cov: block back on 3 tech. For BST fold Unc: set for 1 count work to Mike, poss. fold
BST	Cov: hinge and cut off EMOL Unc: fold for PSLB
X	Block man on
/	Hinge and cut off first man outside
Z	Block man on/ MDM
FB	PSG Cov: influence seal End PSG Unc: block first player outside box
TB	Attack Rip/Liz course and set on inside leg of Tackle, aiming point is inside of first backside D-Lineman
QB	Open at 5 o'clock. Get ball deep to running back. Sell Rip/Liz drop

"Ray"



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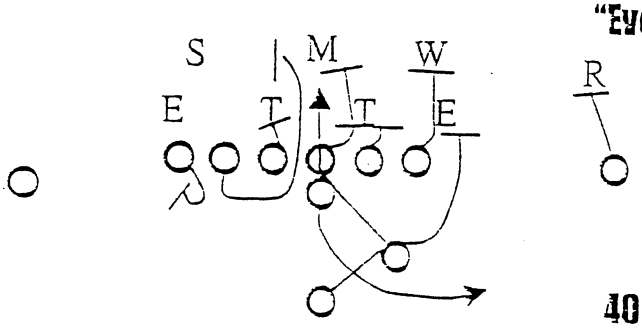

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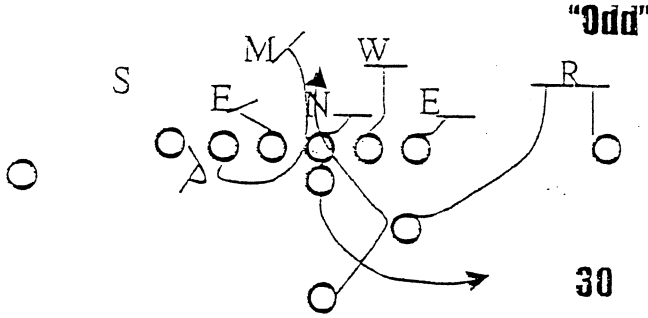

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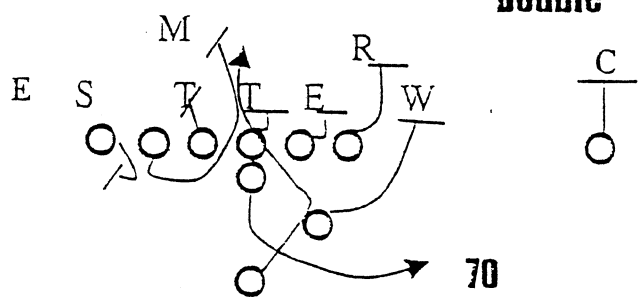
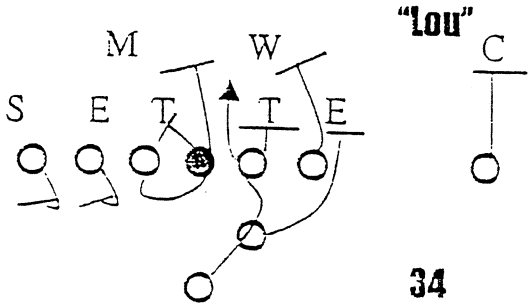
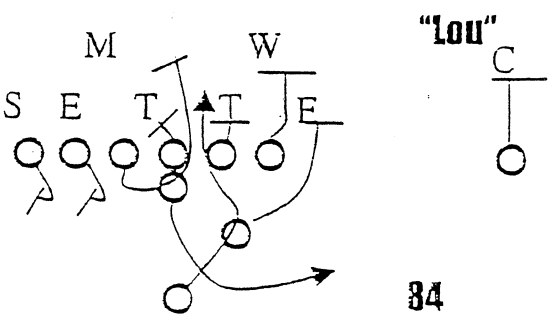


"Lou"



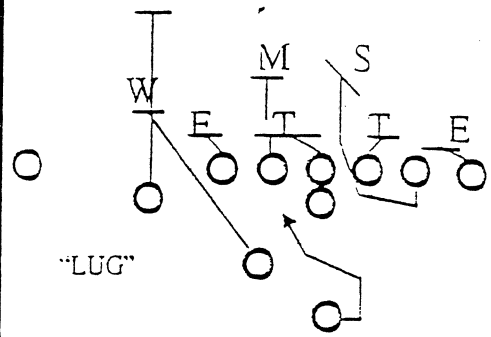
"Lou"



Base 20 Draw

PST	On-outside, poss. "OUT" w/G
PSG	On-over-QB's call, poss. "ROCK/LUG"
C	On-over-QB's call, poss. "ROCK/LUG"
BSG	On-over-QB's call, poss. "ROCK/LUG"
BST	On-outside, poss. "OUT" w/G
X	Block #1
Y	Base protection rules: LOU/RAY away check #4 - run post through FS; poss. "SIGHT" vs. 4 strong w/RAY/LOU away
Z	Block #1
FB	Check Base pro rules. Set and sell pass. Lead through to LB
TB	Check Base pro rules. Set and sell pass. Lead through to LB
QB	Five quick drop, sell pass with eyes - hit fifth step and read leverage of rush - get vertical.

"Lou"



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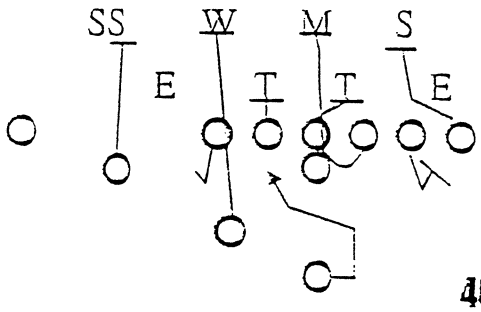

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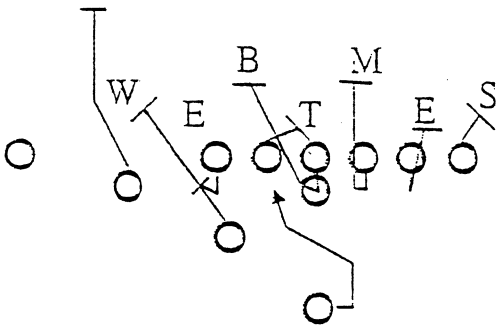

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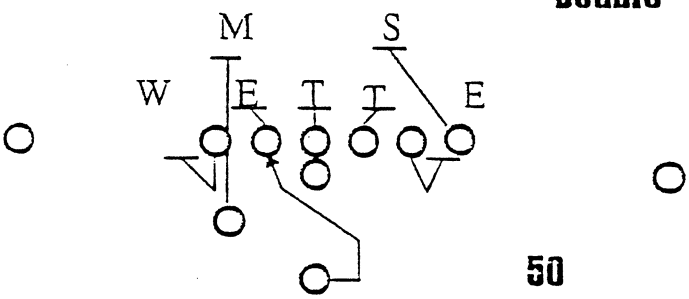

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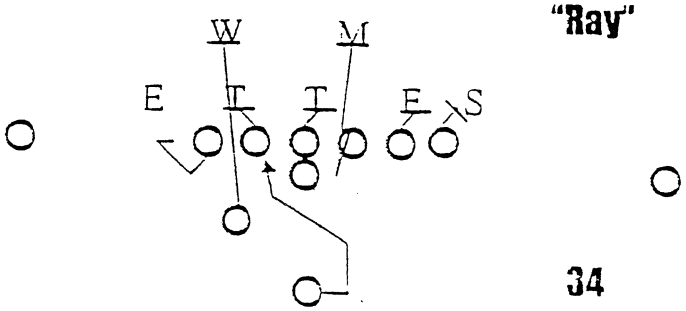

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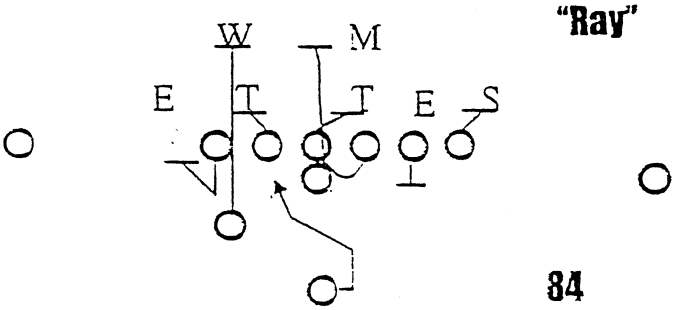
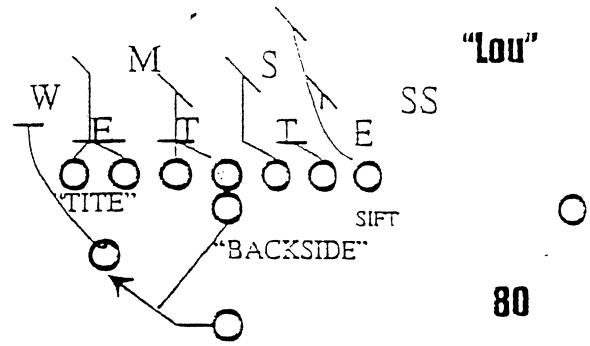


84

28-29 Toss

PST	Same as 26/27 Stretch
PSG	Same as 26/27 Stretch
C	Same as 26/27 Stretch
BSG	Same as 26/27 Stretch
BST	Same as 26/27 Stretch
X	Varied split. BS-Convoy tech. PS-MDM vs 7 man front. block #1 vs 8 man front
Y	STRETCH RULES-BS-. sift. or possible "MOON" with BST vs 5/9 or Stack cut defenders on BS. PS "TITE" vs 8. possible "TED" vs 7 (only); vs 9 Reach:
Z	Varied split. PS-block MDM vs 7 man front/#1 vs 8 man front; Trio-block force
FB	Arc release to outside number of force defender.
TB	Open step and run to sideline. Key FB and stay on his outside hip.
QB	Reverse pivot at 5:00/7:00, pitch to TB, boot.

"Lou"



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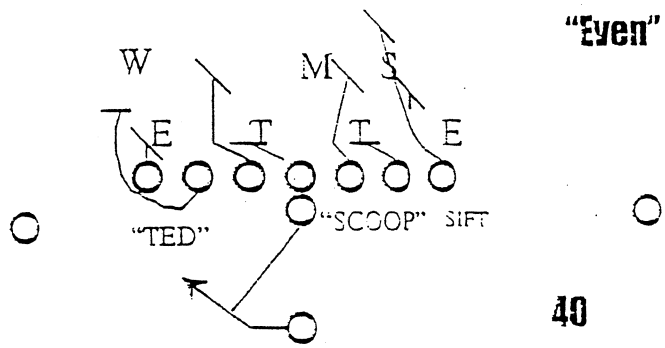

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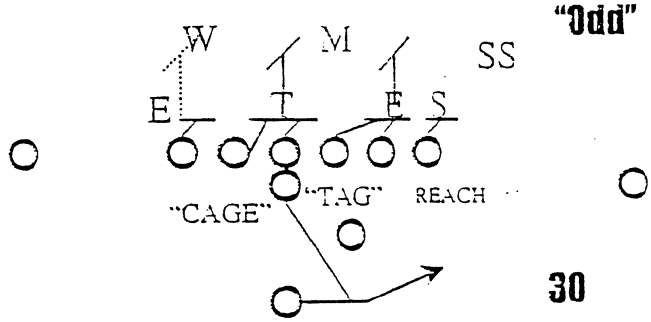

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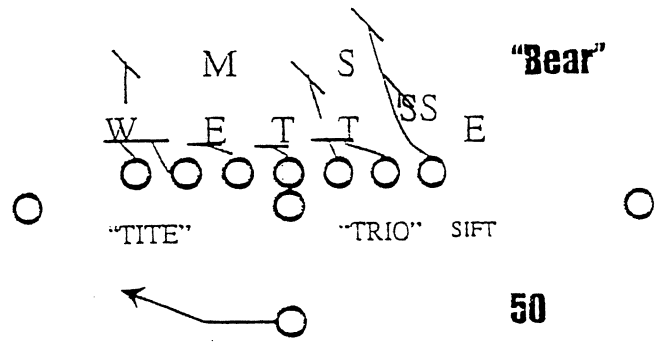
"Bear"



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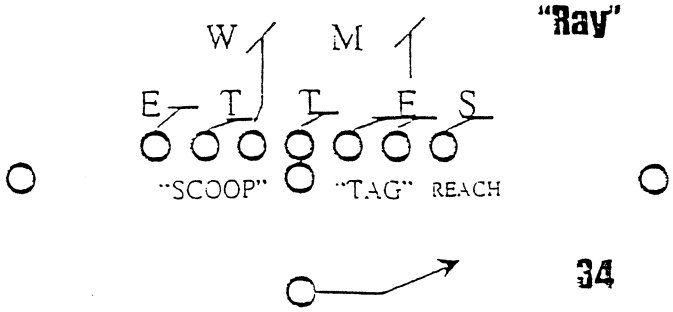

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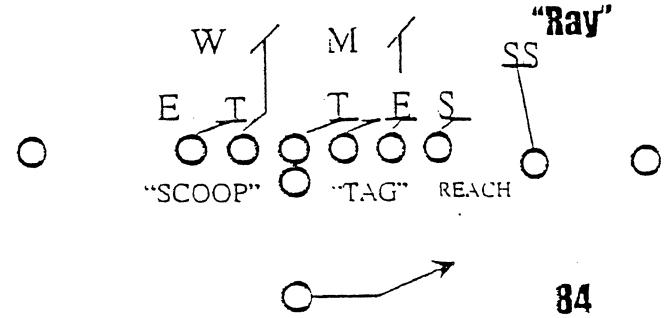
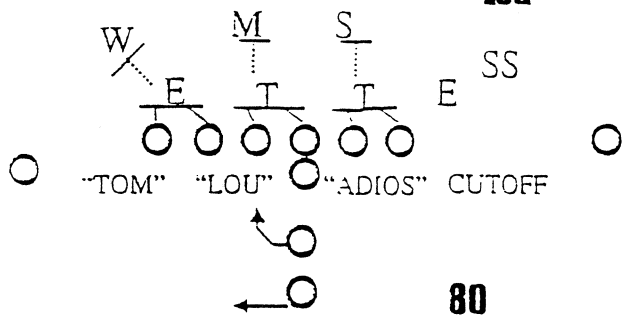


84

32-33 Belly

PST	Cov: base, poss. "TAG" w/G Unc: base combo - "TIM" or "TOM" w/TE
PSG	Cov: base, poss. "RAY, LOU, or EVEN" w/C Unc: base combo - "TAG" w/T or "EVEN" w/C
C	Cov: base, poss. "CAGE" w/BSG or "TRIO" w/ BSG and BST, poss. "RAY, LOU, or EVEN" w/PSG Unc: base combo - "RAY, LOU, or EVEN" w/ PSG
BSG	Cov: cutoff, poss. "SCOOP or ADIOS" w/T Unc: BS combo - "CAGE" w/C or cutoff solo w/"EVEN" call
BST	Cov: cutoff, poss. "SCOOP" w/G or "MOON" w/TE Unc: BS combo - "SCOOP or ADIOS" w/G
X	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
Y/H	PS: vs 5 &9 -drive. Vs Even or Stack-"TIM" vs Ray/Lou "TOM" with PST , vs 7 or 8 and hard 9-"OUT" BS: Cutoff, vs 5&9 "MOON" with BST, "OUT" vs 60
Z	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
FB	Backside cutoff on EMLOS. "PIGGY" call with T/TE
TB	J course to POA. Aiming point is inside leg of PST. Read 1st down lineman from "0" nose, over. Press LOS.
QB	Open at 5:00/7:00, handoff to FB, accelerate out of exchange, boot away.

"Lou"



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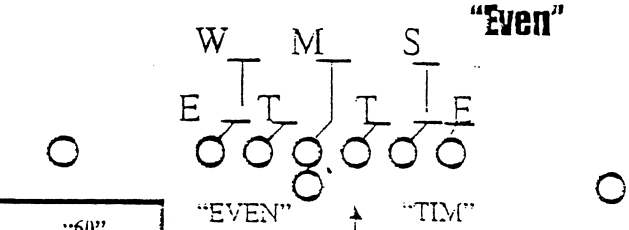

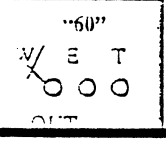

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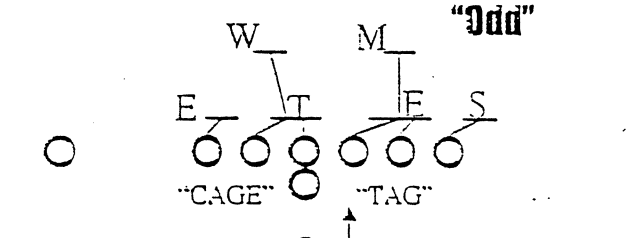

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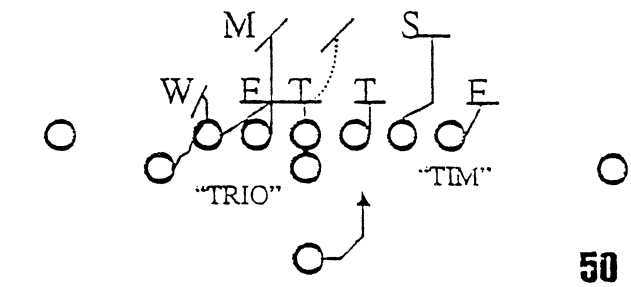

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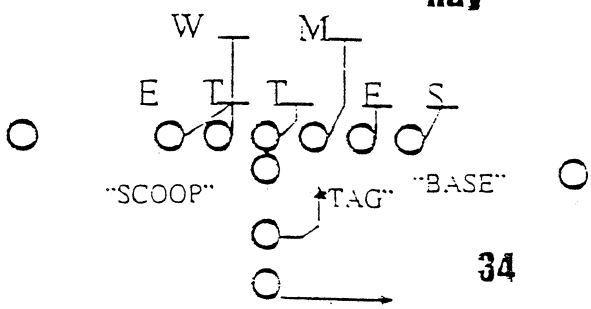

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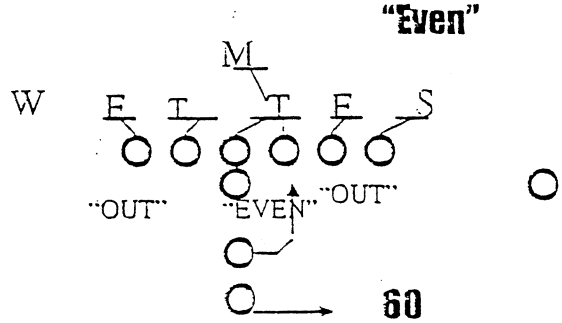

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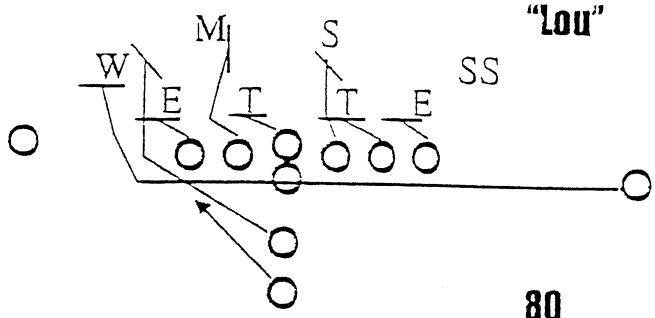
26-27 Reach

PST	Cov: reach EMOL, poss. Through or Tag
PSG	Cov: reach, poss. "EVEN or "BACKSIDE" w/C Unc: reach combo - "TAG"
C	Cov: reach, poss. "CAGE" w/BSG or "TRIO" w/BSG and BST Unc: reach combo - "EVEN or BACKSIDE" w/PSG
BSG	Cov: cutoff, poss. "SCOOP" w/T Unc: BS combo - "CAGE" w/C or cutoff solo w/"EVEN" call
BST	Cov: cutoff, poss. "SCOOP" w/G or "MOON" w/TE Unc: BS combo - "SCOOP" w/G
X	Varied split. PS-MDM/#1 based on front
I/H	BS-, slit, or possible "MOON" with BST vs 5/9 or Stack cut defenders on BS.
Z	Varied split. BS-Backside Convoy.
FB/H	Guard uncovered ARC release for force player. Guard covered hunt PSLB.
TB	Angle course to POA. Aiming point is 2 yards outside PST. Read EMOL
QB	Open at 4:00/8:00, handoff to TB, dropback after Boomer tuck

"Lou"



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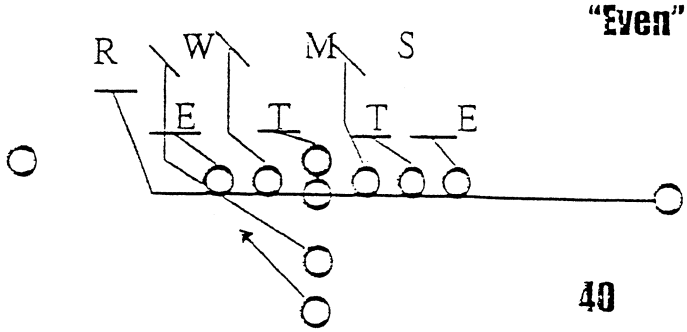

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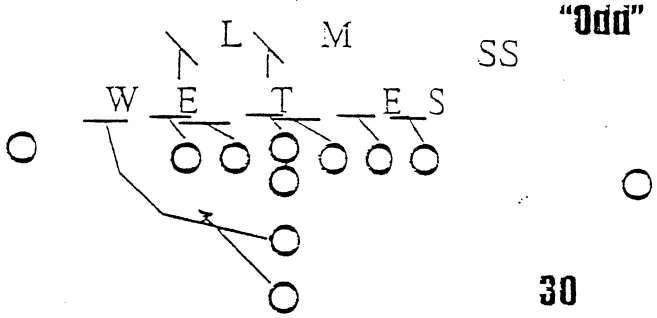

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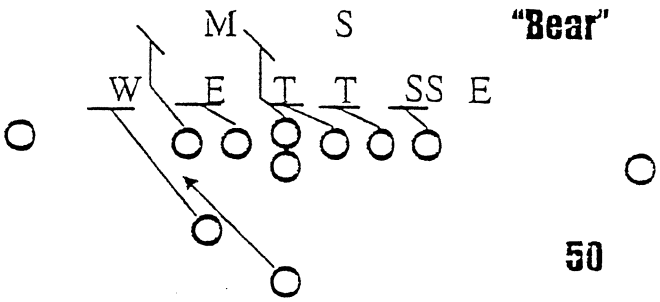

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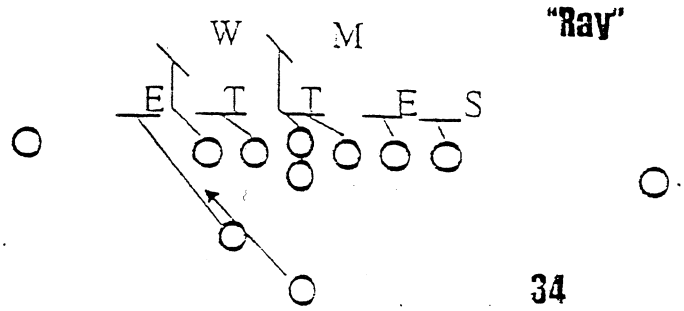

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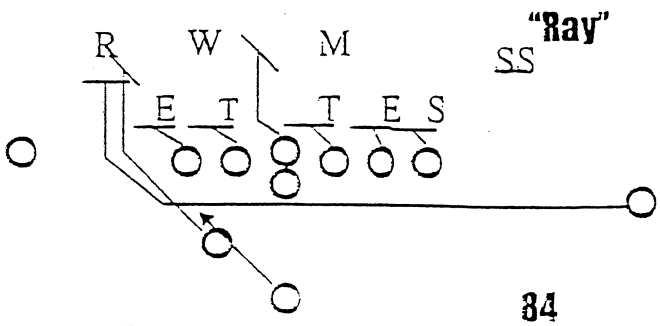

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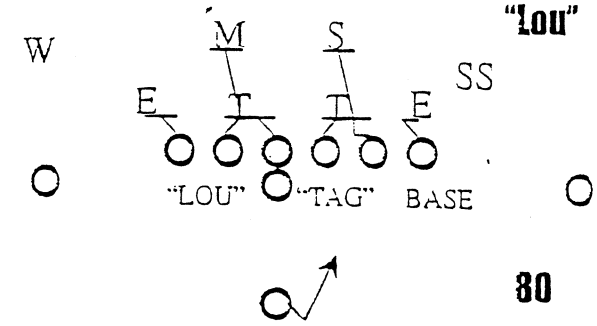
22-23 Zack

PST	Cov: base. poss. "TAG" w/G Unc: base combo - "TIM" or "TOM" w/TE. poss. "TAG" w/G
PSG	Cov: base. poss. "RAY. LOU. or EVEN" w/C Unc: base combo - "TAG" w/T or "EVEN" w/C
C	Cov: base. poss. "CAGE" w/BSG or "TRIO" w/ BSG and BST. poss. "EVEN" w/PSG Unc: base combo - "EVEN" w/PSG or "RAY/LOU" w/ BSG
BSG	Cov: cutoff. poss. "SCOOP or ADIOS" w/T. poss. "RAY/LOU" w/C Unc: BS combo - "CAGE" w/Cor cutoff solo w/ "EVEN" call
BST	Cov: cutoff. poss. "SCOOP" w/G or "MOON" w/TE Unc: BS combo - "SCOOP" w/Gor "TOM" w/TE
X	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
Y/H	PS: Base drive . Vs Even or Double - "TIM" with PST. vs 7 or 8 and hard 9 "OUT" BS: cutoff. or vs 5 &9 "MOON" with BST. "OUT" vs 60
Z	Varied split. PS-block MDM vs 7 man front, #1 vs 8 man front. BS - convoy tech.
FB	Arc release to outside number of force defender (like stretch).
TB	J course to POA. Aiming point is inside leg of PST. Read 1st down lineman from "0" nose. over. Press LOS.
QB	Open at 5:00/7:00, handoff to TB. accelerate out of exchange. boot away.

"Lou"



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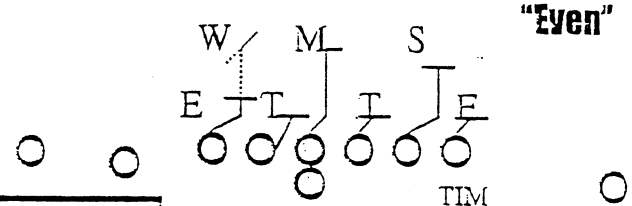

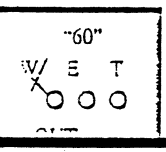

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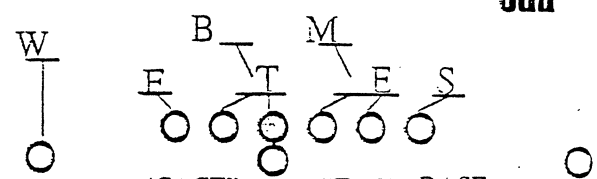

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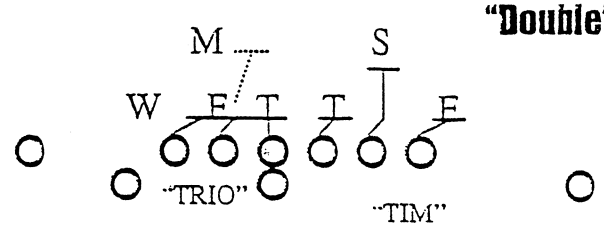

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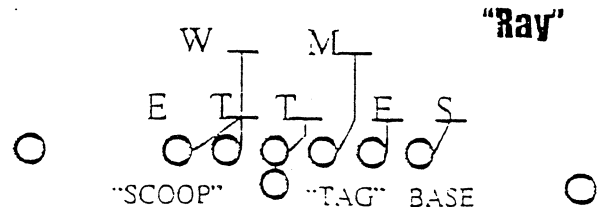

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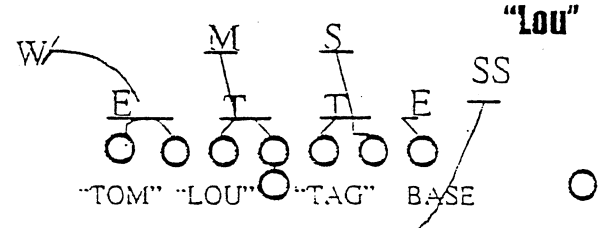

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PASS PROTECTIONS

2001 BRONCO FOOTBALL

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Pg.2 PLAY PASS
Pg.3 SLIDE
Pg.4 SLAM

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Pg.7 STRECTH PASS

Tuesday, Aug 14
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BOISE STATE

The Huddle Call consists of a combination of words and/or words and numbers. The first word is the protection, and the next words/numbers are the route combinations.

The protections:

- •Smoke - 3 step quick game, aggressive turn protection
- •Base - 5/7 step big on big protection. No hots, sights vs weak Cowboy/Freak
- •Hot - 5/7 step base protection rules with one back. Hots/Q's by route structure.
- •Otto - 5/7 step 7 man protection. Possible sight based on front call.
- •Rip/Liz - full turn pro. No hots/no sights.
- •Dash - same rules as sprint with QB breaking contain and both backs protecting strong.
- •Slide Pro - 5/7 step 6 man protection. Hot/Qs by route. Sight vs. 4 weak. Back double-read to call side.
- •Slam - 3/5 step 5 man slide pro. Built-in Hot/Q and sight by route.
- •Play Pass - play action slide protection. Strong fake - 7 man pro with possible sight, weak fake - 8 man pro with no sights. No Qs.
- •Max - 8 man slide protection. Same rules as Play Pass
- •Dive Pass - play action slide protection strong fake - 1 back protection with same rules as slide.
- •Slide Pass - Same as play pass with FB free releasing
- •Roll Pass - Aggressive gap hinge protection. Line is responsible for gaps.
- •Iso Pass - play action max pro based on turn rules. No hots/no sights.
- •Goal Line Pass- play action goal line pass with Iso Pass rules.
- •Stretch Pass - Stretch blocking rules, 8 man protection. Can not block 4 weak.
- •Boot pro - 6 man pro off of play action by backfield. "Boot" will be preceded in the huddle call by the run play to be faked (e.g., Zone Boot Left)
- •Naked - 6 man pro off of play action by backfield. Can be Bull Naked or Stretch Naked.

The second part of the pass play call consists of words/numbers. Numbers indicate the route to be run (see passing trees) while words indicate the route combination to be run. Tag words can also be added to modify routes and/or add the running back routes.

Examples:

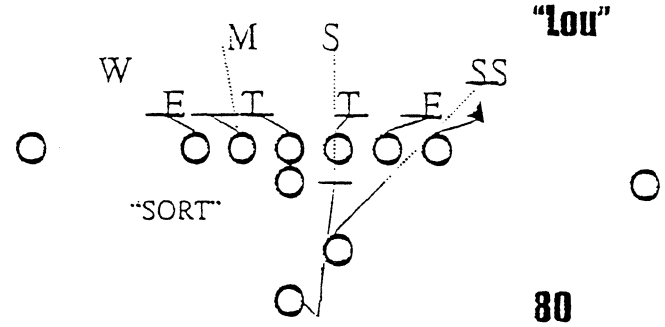
- •Base Right 383 Spot (Base right is the protection, 383 is the route combination from X, Y, to Z, and Spot is the route the RBs are to run.
- •Slide Right Streak (Slide Right is the protection and Streak is the tag word for the route.)

"PLAY PASS"

Based on Slide Rules. 7 man pro. Possible sight weak depending on formation. No "FIVE" call.

PST	Block #2 DL (on-outside) except vs. Bear. Make a "PIN" call vs. Bear and block B gap. (Use jump set.)
PSG	Block #1 DL (May choose to "PIN" a LB in A gap (Be right!) (Use jump set.)
C	BS A gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB; poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT"
X	Route by call.
Y/H	Base route middle 3, or by play call. H (Jax): Check #4 if Play Pass away to route.
Z	Route by call.
FB	Power course. Check 2nd LB from inside out, to route. Alert for "PIN" calls.
TB	Blast Fake. Check 1st LB from inside out, middle checkdown. If "PIN" call, dual read inside/out.
QB	Walsh fake blast deep, dropback. Set up behind onside guard.

"Lou"



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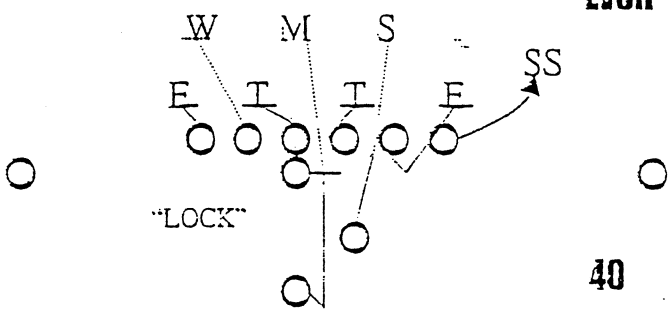

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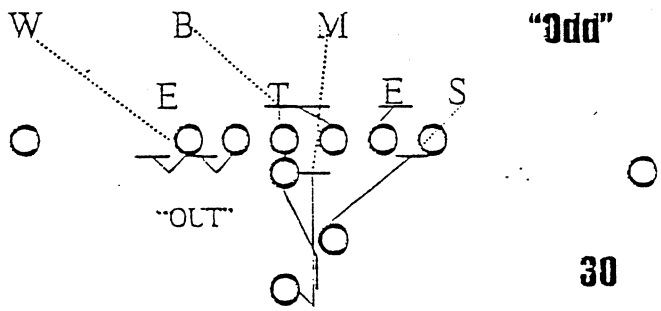

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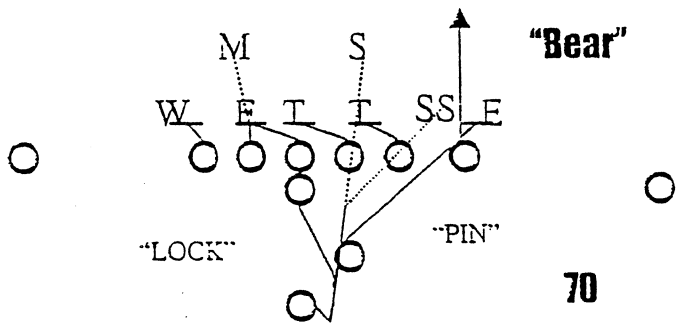

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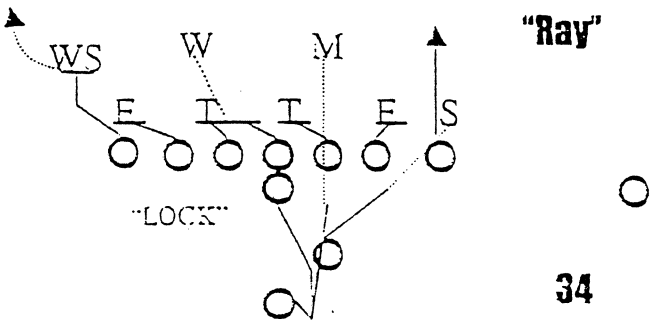

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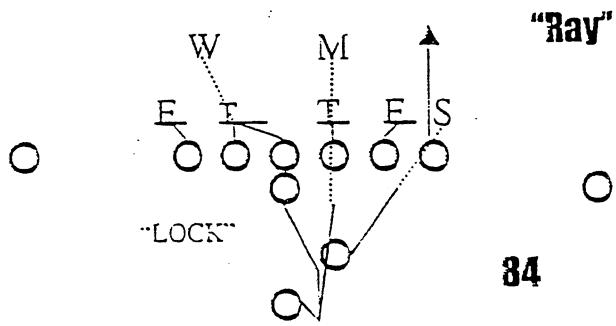

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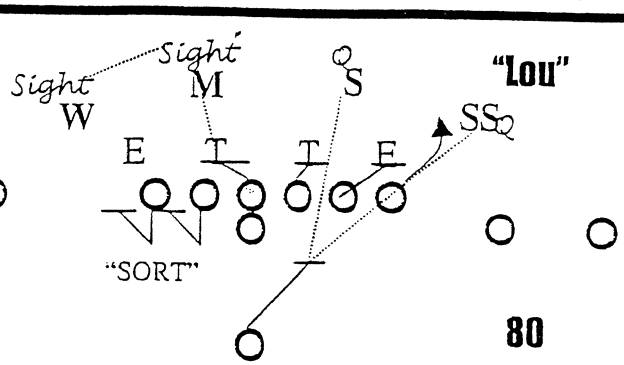
"SLIDE" Pro. Six-man drop-back protection

PST	Block #2 DL (on-outside), poss. "PIN" from G
PSG	Block #1 DL. May choose to "PIN" a LB in A gap (Be right!)
C	BS A Gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT"
X	Route called. Possible sight in 3x1 set.
Y/H	PS- Route called possible Q off ILB. BS- must check #4 to flag
Z	Route called.
H	Route called. Possible sight in 2x2 set.
TB	Check, release - dual read strong from MLB over. Vs. Bear, read weak to strong.
QB	5/7 drop by route. Q vs 4 strong. Sight vs 4th weak defender blitz. **Point** at sight blitzer to alert receiver.



"Lou"

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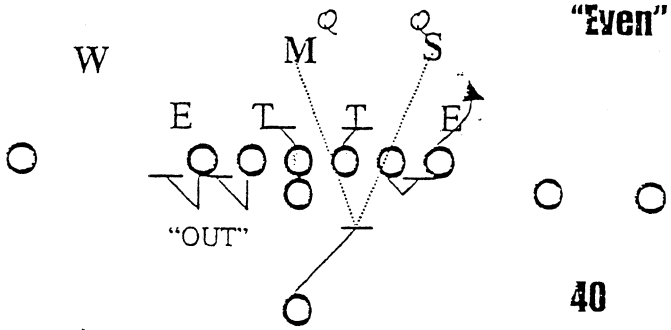

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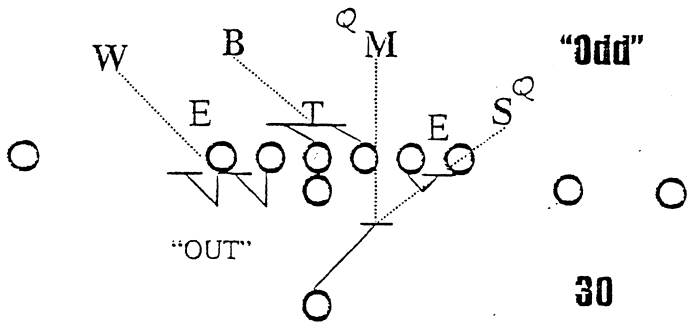

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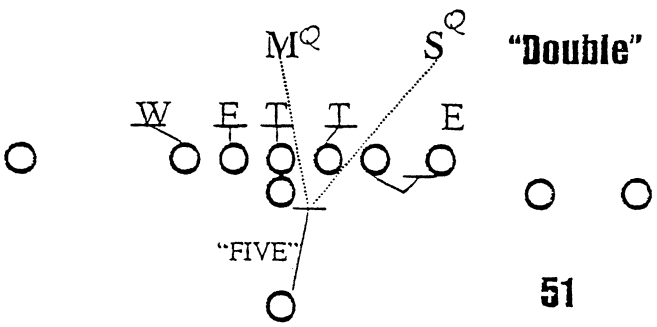

"Double"

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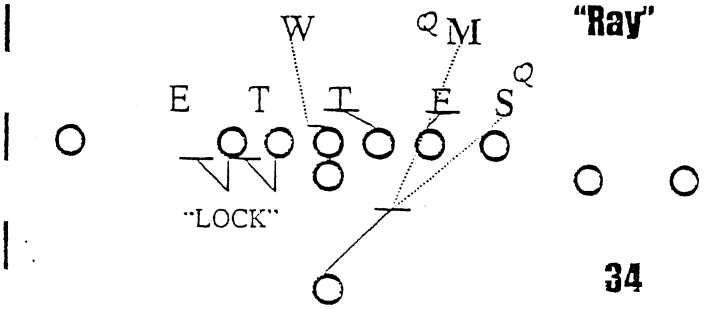

"Ray"

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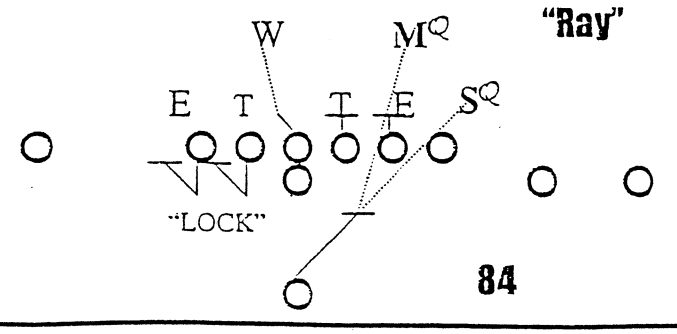
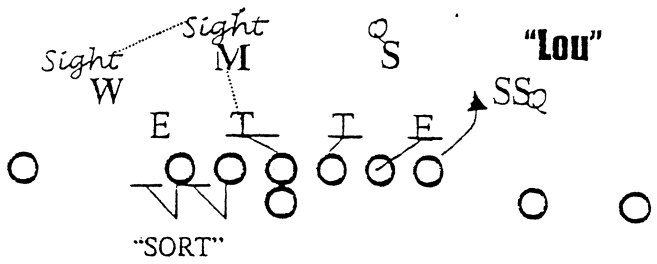


"Ray"

84

"SLAM" Pro. Five-out drop-back protection. Hots/Sights are built-in.

PST	Block #2 DL (on-outside.) May choose to save the hit on QB vs. LB in B-gap (Be right!)
PSG	Block #1 DL. May choose to "PIN" a LB in A gap (Be right!)
C	BS A Gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT"
X	Route by call.
Y/H	Route by call. Possible Q or Double Q. If backside-must check #4 to route
Z	Route by call.
H	Route by call.
TB	Route by call.
QB	3/5 step drop. Hot/Q/Sight by route.



"Lou"

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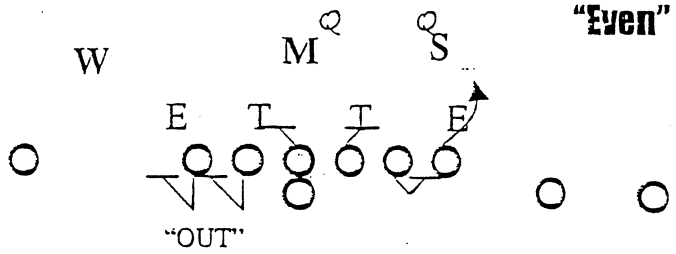

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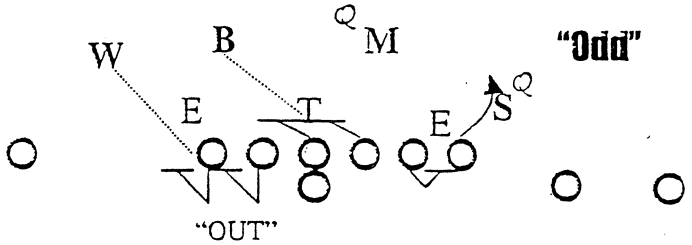

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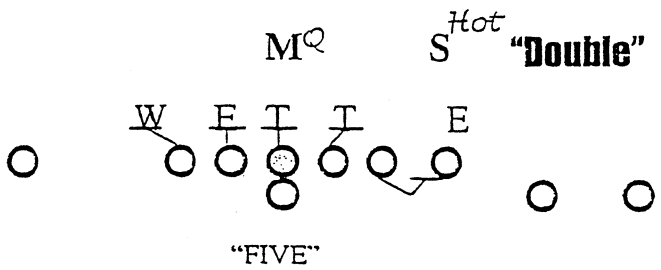

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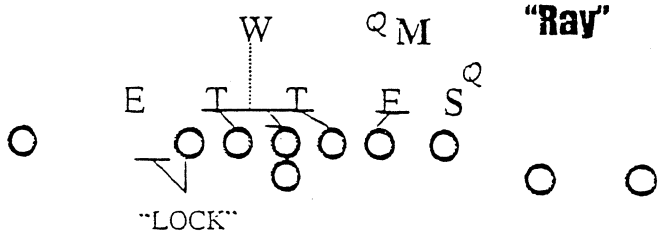

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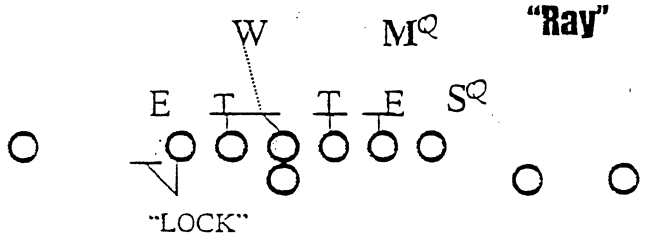


"Ray"

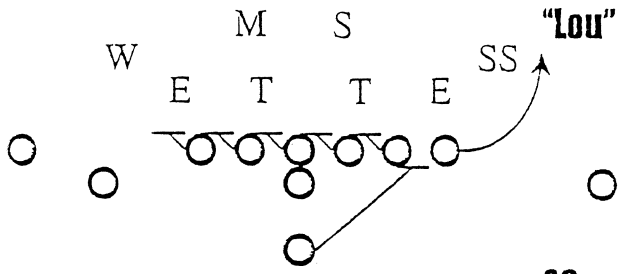
84

"SMOKE"

Aggressive turn protection. "RIGHT/LEFT" calls. No "five" calls. No hots, No sights.

PST	B gap, poss. "FOOT" w/G (when "RAY/LOU" is to you.)
PSG	A gap, poss. "FOOT" w/T (when "RAY/LOU" is to you.)
C	Bs A gap, poss. "LOCK" - no "SORT"
BSG	B gap, poss. "LOCK" - no "SORT"
BST	Set & cut C gap rusher - no "SORT"
X	Route
Y	Any 3x1 set: Inside check down, unless mouse (run arrow) 2x2: Route
Z	Route
H	Route by formation rule
TB	Cut first defender outside of Tackle's hip to call side.
QB	3 or 5 Quick drop based on route.

"Lou"



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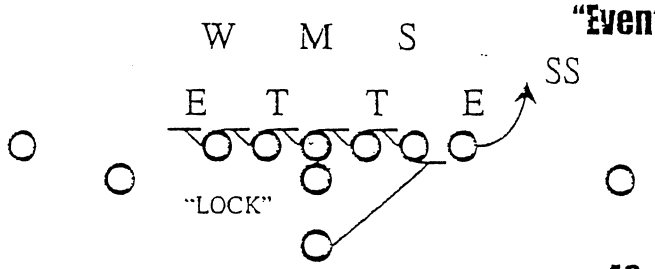

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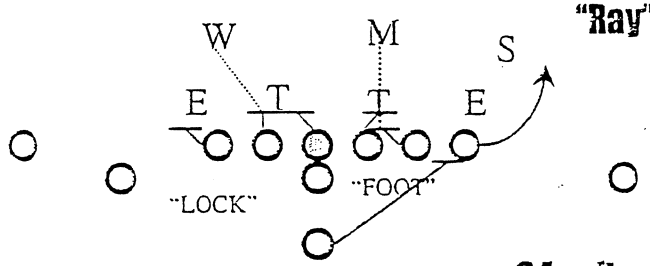

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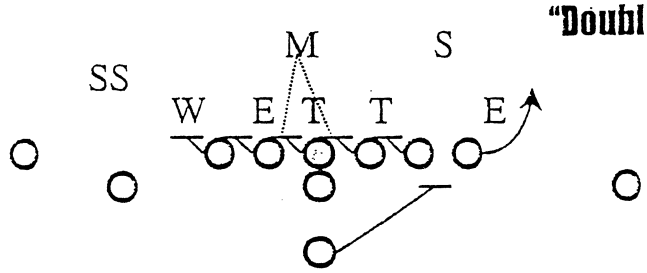

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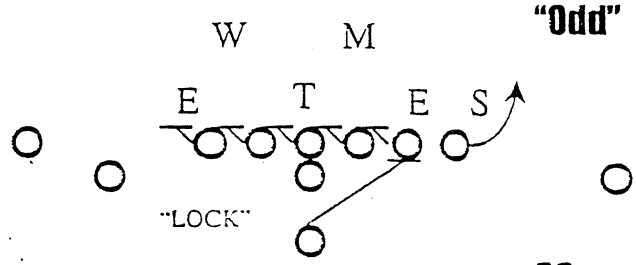

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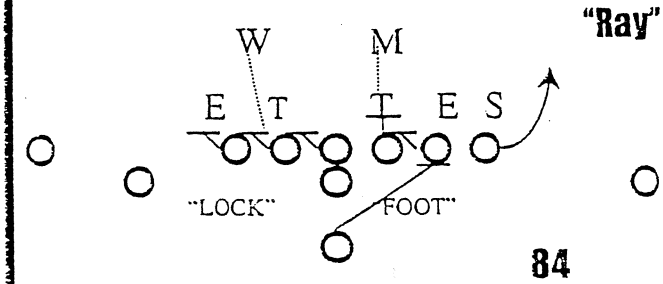

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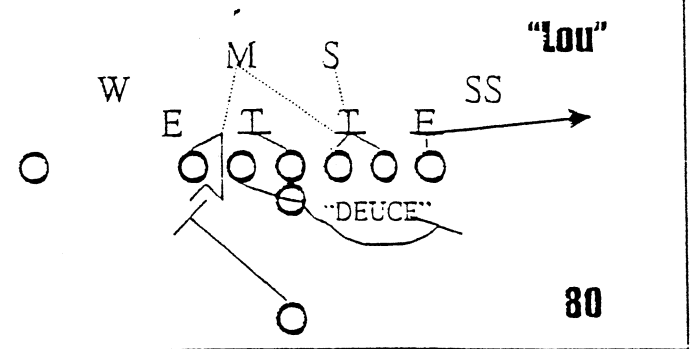
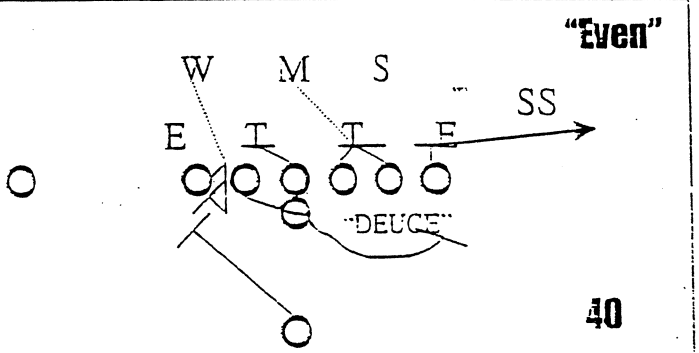
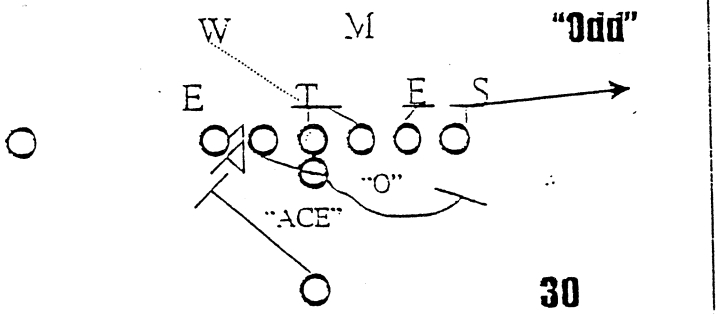
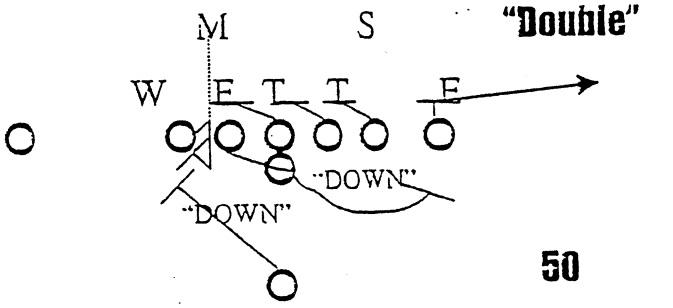
BOOT PRO.

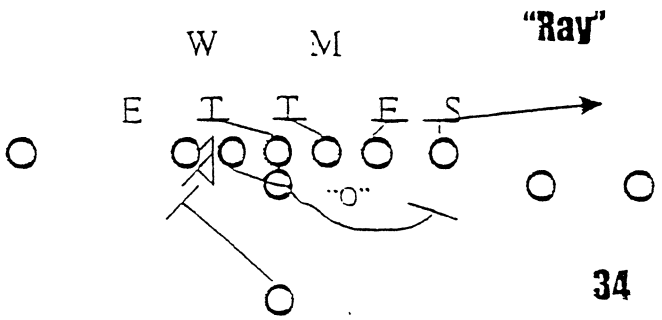
PST	1 tech or G unc: on-outside - "O" call 2/3 tech: B gap - "DEUCE" call
PSG	1 tech or unc: block #1 DL - "O" call 2/3 tech: A gap - "DEUCE" call
C	BSG cov: block down solo, poss. "DOWN" BSG unc: BS A gap, poss. "ACE"
BSG	Boot pull and block MDM @ PS C gap - listen to PS call. See any LB run-through
BST	B gap hinge
X	Route by call. BS - over.
Y/H	PS-slow pin arrow in zone boot or cutoff arrow if naked. Inside release flag on Ctr Boot. BS-Over unless route change.
Z **FB/H**	Base route is flood concept. Receivers must know where they are in the formation and if they are frontside or backside.
TB	Fake play opposite the call and protect C gap. Zone or counter path depending on call.
QB	Play fake/drop by play call (Zone or counter.) Zone=2 step turn Counter=3 step turn

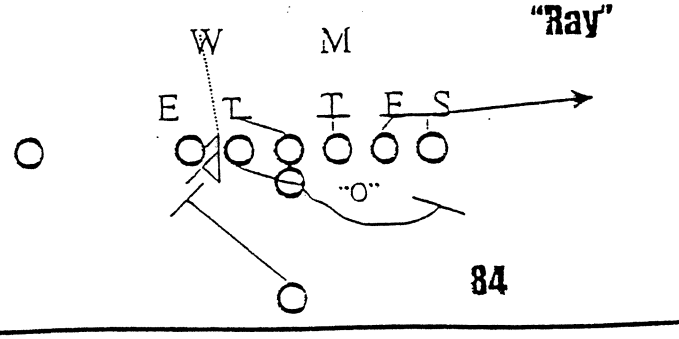








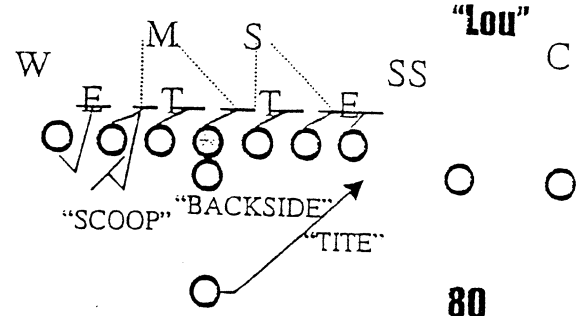




Stretch Pass R/L

PST	Same as Stretch. If uncov., scan LBs from playside to backside.
PSG	Same as Stretch. If uncov., scan LBs from playside to backside.
C	Same as Stretch. If uncov., scan LBs from playside to backside.
BSG	Same as Stretch. If LB does not rush, take over DT to free up BST.
BST	Same as Stretch. If uncov. And LB does not rush, pick out for edge blitzer or help TE.
X	Take 1 as base route - or by call.
Y/H	FS: Post BS: Cutoff Versus Bear: SS or gameplan
Z	If off Zing motion, check 4th to Over. Route by call.
H	FS: Post BS: Cutoff Versus Bear: SS or gameplan
TB	Stretch fake to call side. Sell fake, block #4 if he comes - late bench route.
QB	Exaggerated Boomer fake on Stretch - set up behind inside leg of TE - progression - shot play.

"Lou"



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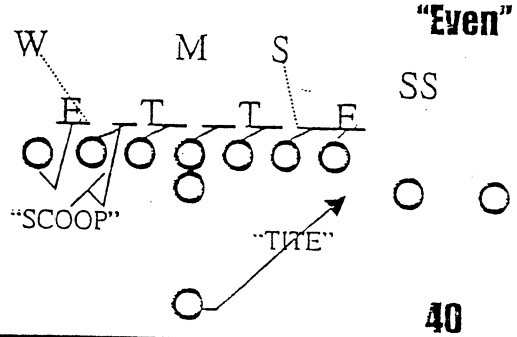
"Even"



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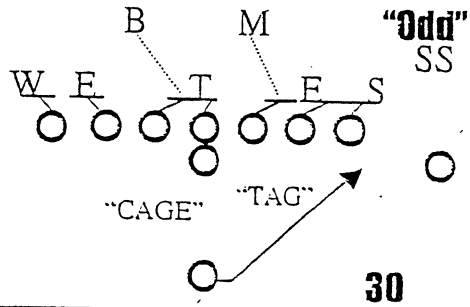

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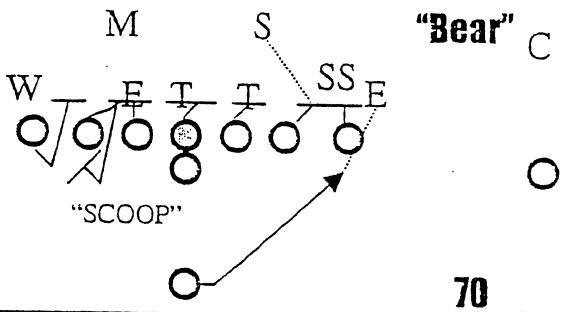
"Bear"



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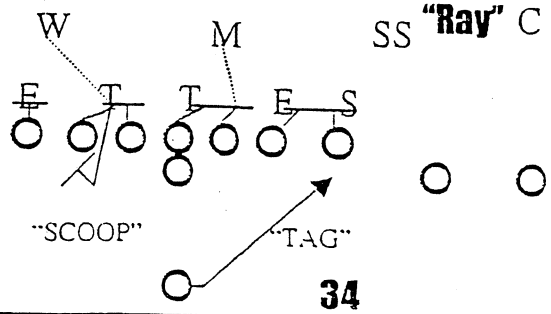

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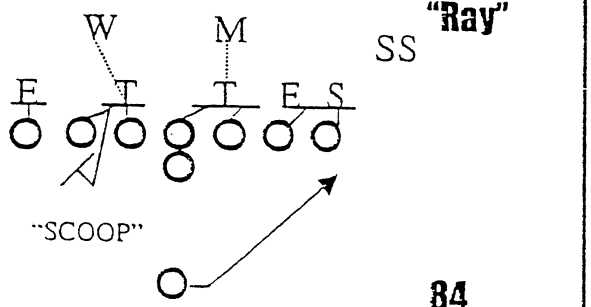


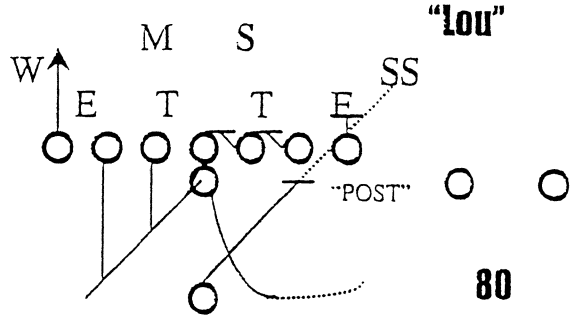
84

"RIP/LIZ"

Full turn protection. "RIGHT/LEFT" calls. Possible "POST" call by tight end. Two man combo routes strong. Backside route by rule. No Hots. No sights.

PST	B gap (No gap threat - check psLB, DL, bsLB)
PSG	A gap (No gap threat - check psLB, DL, bsLB)
C	Bs A gap
BSG	B gap
BST	C gap
X	Route BS-Over FS-Route called
Y	FS "PIN" vs C gap threat. no C gap threat- "POST" . Y Delay = 2.5 count and release to under. BS check #4 to over, unless route called
Z	Route called
H	Route by call
SB	If "PIN" by TE, block 1st defender outside the TE. If "POST" by TE, check C gap to outside the TE.
QB	Step on 6:00, cross over and sprint to break contain. Pull up by route or pressure.

"Lou"



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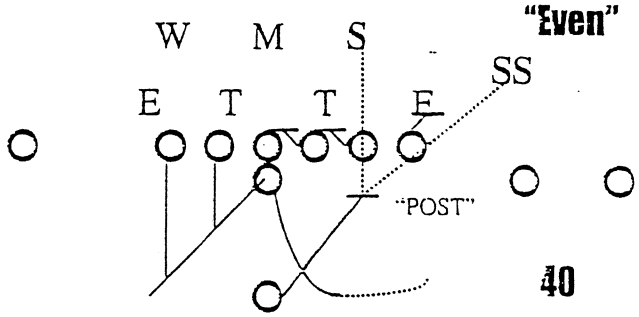

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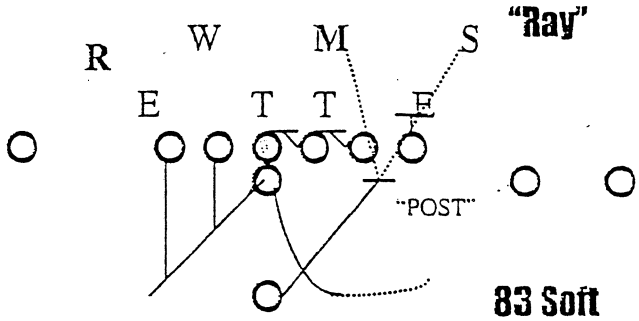

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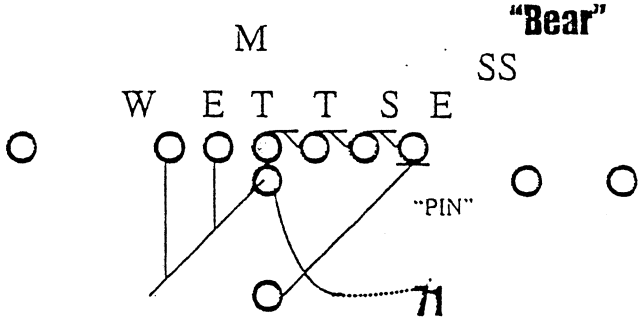
"Bear"



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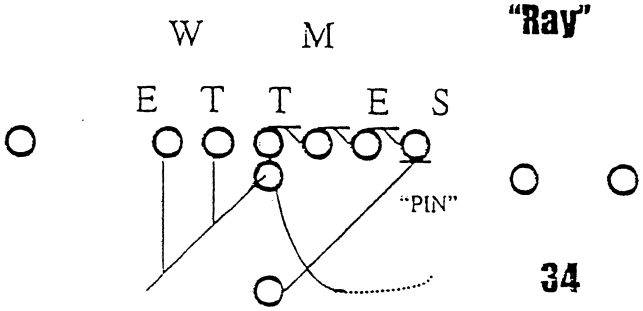

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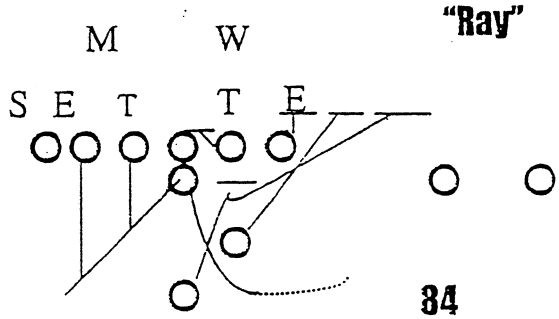
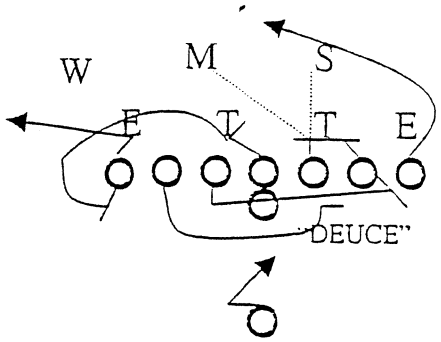


34

"COUNTER NAKED"

PST	Block counter
PSG	Block counter
C	Begin down block, then wheel out to protect QB
BSG	Pull and cut every time w/"DEUCE" and every time possible w/"O"
BST	Pull and cut when possible
X	Must outside release 9 route
Y/H	PS- Cutoff arrow (Y)/pivot (H) based on alignment. BS-Drag
Z	8 route
FB/H	Route by call.
TB	Quick counter steps. Block backside C gap.
QB	Open opposite at 5:30/6:30, hand over the top, boot.

"Lou"



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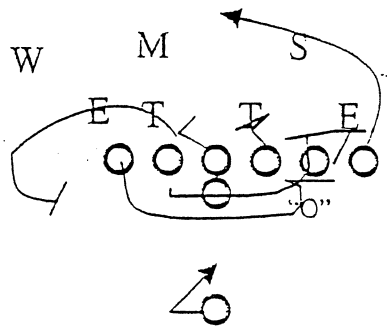

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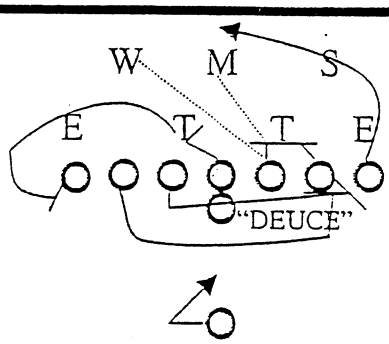

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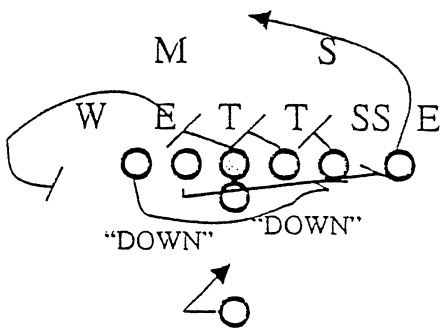

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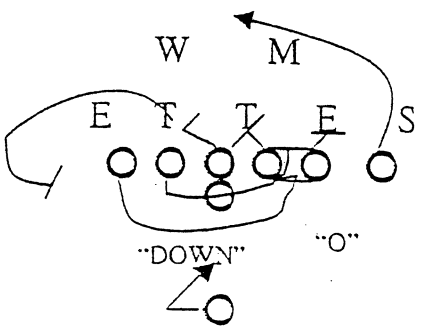

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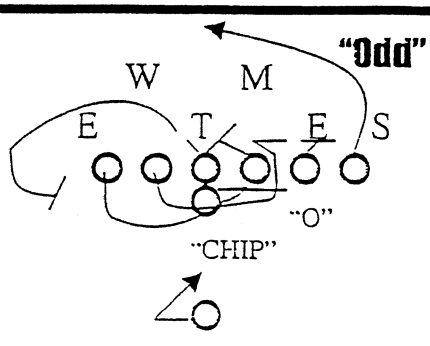
"Odd"



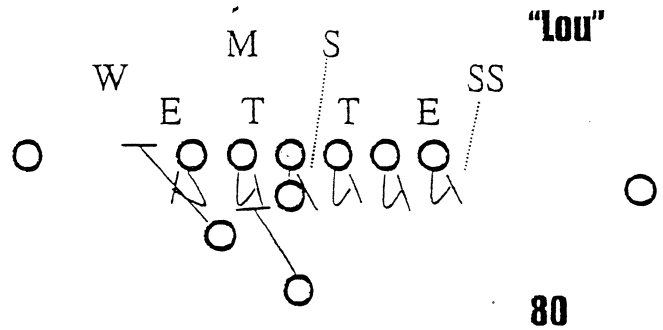
30

"MAX" Pro.

Based on Slide Rules. 8 man pro. Possible sight weak depending on formation.

PST	Block #2 DL (On, Outside). "Five" call vs. Bear front.
PSG	Block #1 DL (On, Inside). "Five" call vs. Bear front.
C	BS A gap to LB, poss. "LOCK".
BSG	B gap to LB. "LOCK"
BST	C gap extended. "LOCK"
X	Route by call.
Y/H	Check #4 and run route.
Z	Route by call.
FB	Power course. Check 2nd LB from inside out, to route. Alert for "PIN" calls.
TB	Blast Fake. Check 1st LB from inside out, middle checkdown. If "PIN" call, dual read inside/out.
QB	5 or 7 step drop dependant on route.

"Lou"



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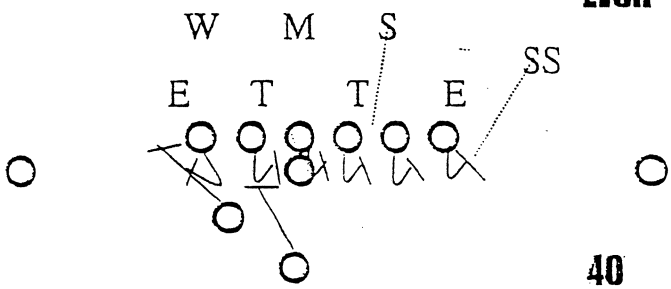

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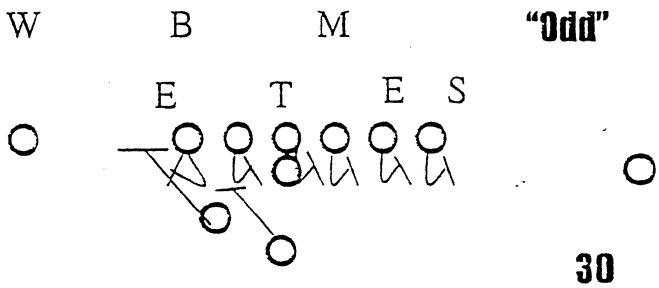

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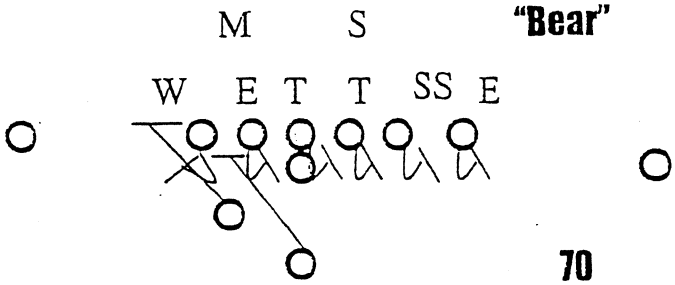

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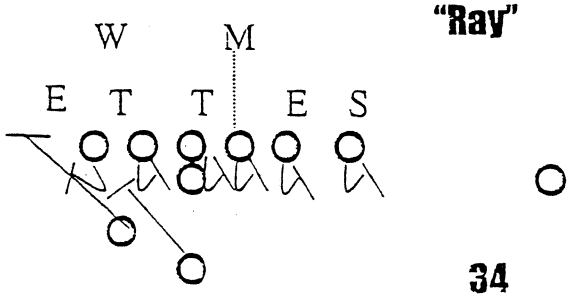

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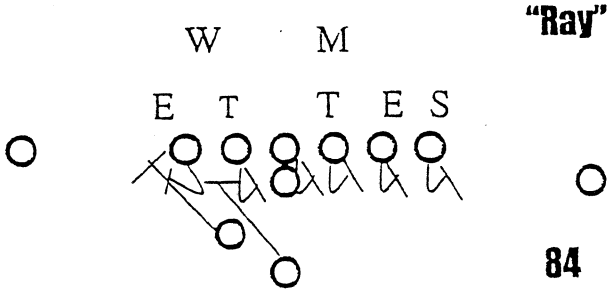
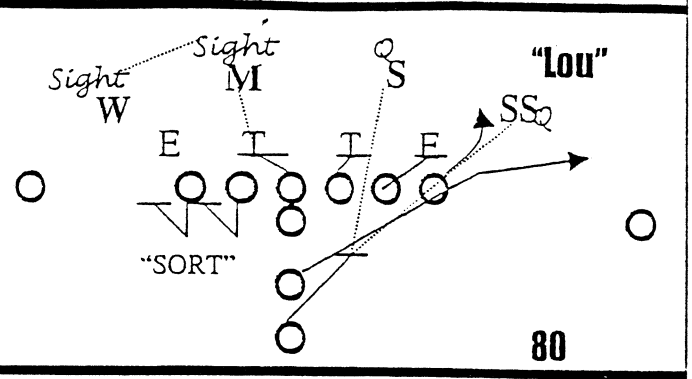
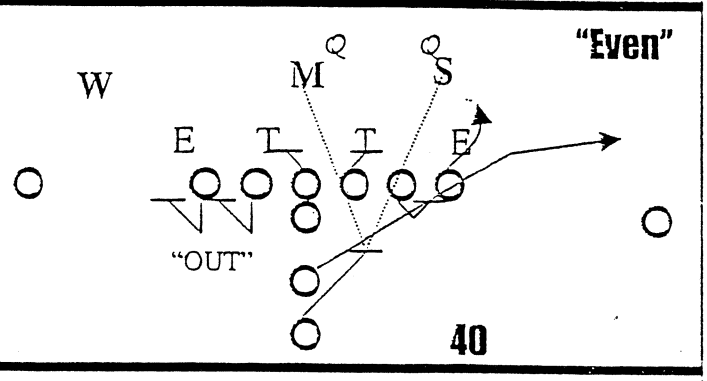


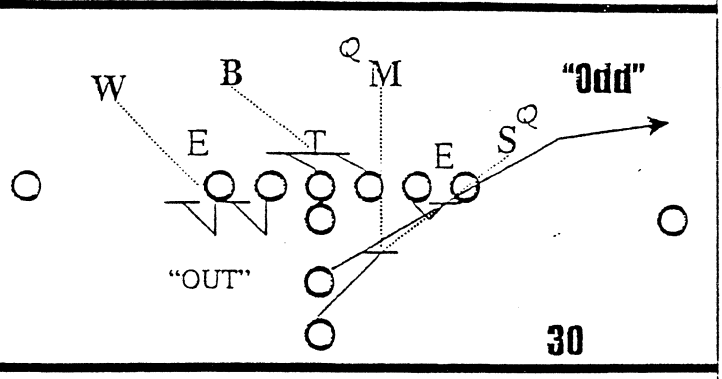
84

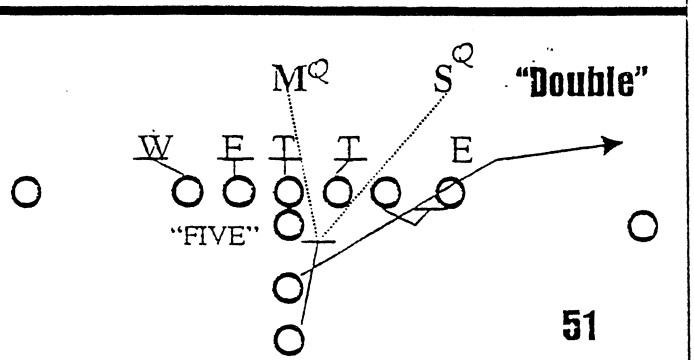
"SLIDE PASS" 2 back play action. FB has a free release.Same as slide rules.

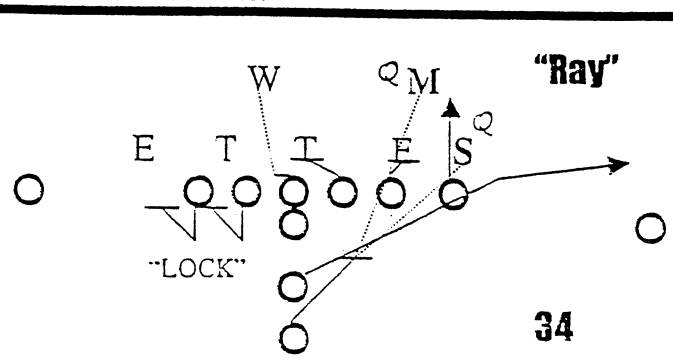
PST	Block #2 DL (on-outside), poss. "PIN" from G
PSG	Block #1 DL. May choose to "PIN" a LB in A gap (Be right!)
C	BS A Gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT"
X	Route called. Possible sight in 3x1 set.
Y/H	PS- Route called possible Q off ILB. BS- must check #4 to flag
Z	Route called.
FB	Free release run route called.
TB	Check, release - dual read strong from MLB over. Vs. Bear, read weak to strong.
QB	5/7 drop by route. Q vs 4 strong. Sight vs 4th weak defender blitz. **Point** at sight blitzer to alert receiver.

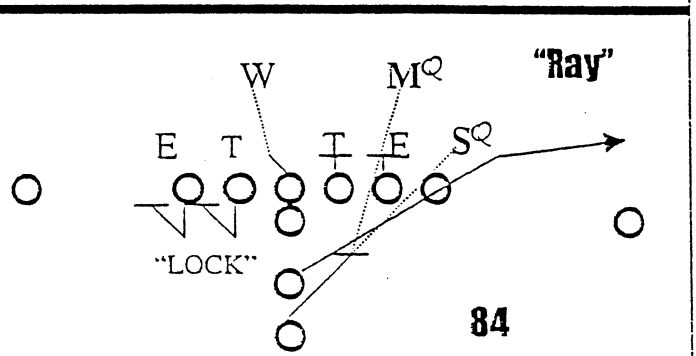








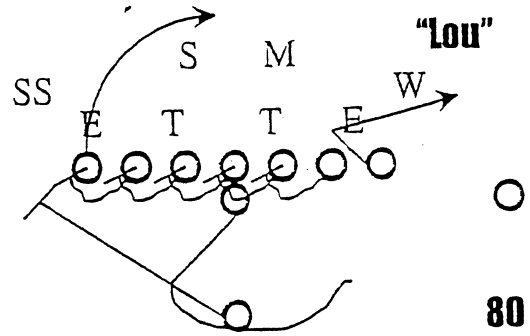




"26/27 STRECTH NAKED"

PST	Full bucket and run - give TE room to clear
PSG	Full bucket and run
C	Full bucket and run
BSG	Full bucket and run
BST	Full bucket and run, earhole technique
X	Normal split. 9 route, must outside release.. Backside N/S Deuce, Over route.
Y/H	PS-Cutoff arrow. BS- Jab release, Drag. Width vs Zone, Depth vs Man (get behind backside LB.)
Z	Normal split. 8 route. Backside N/S Deuce, 8 route.
FB/H	H: Pin/Sift-Arrow FB: Cutoff-Arrow
TB	Stretch track, fake and continue on course. Carry out your fake or block #4.
QB	4 step turn, DeBerg fake, gain depth as you roll. Attack corner and pull up to get to last option or tuck and run

"Lou"



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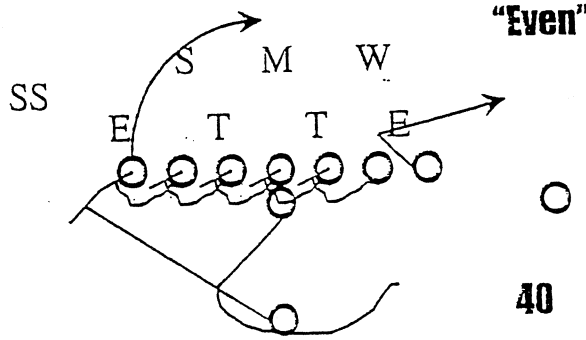

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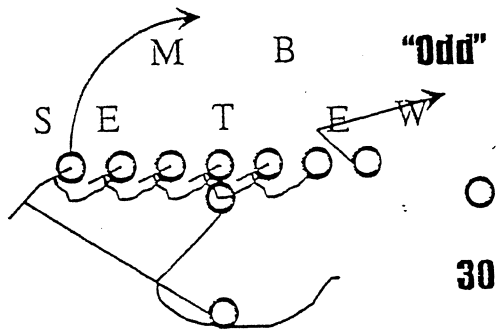

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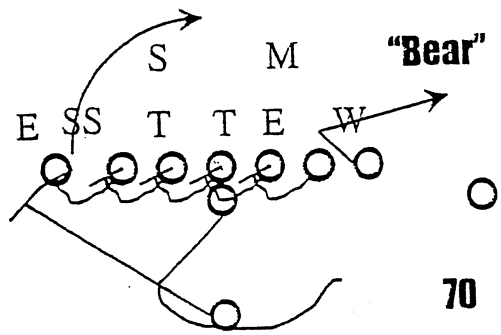

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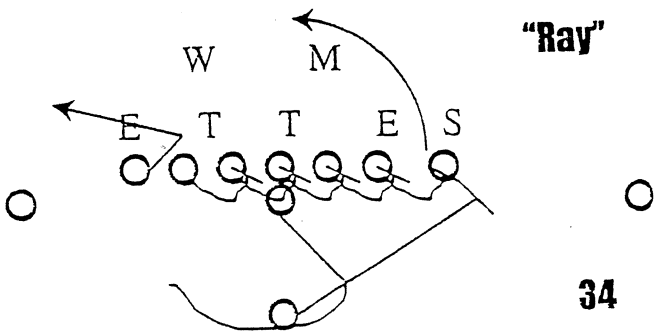

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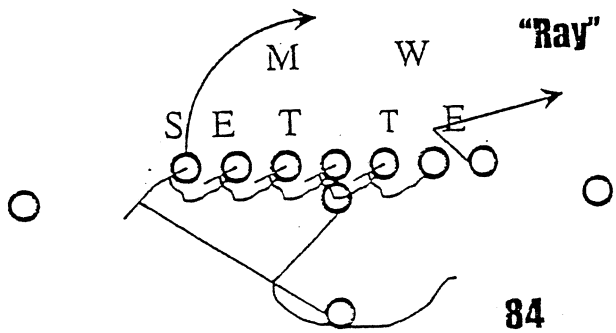


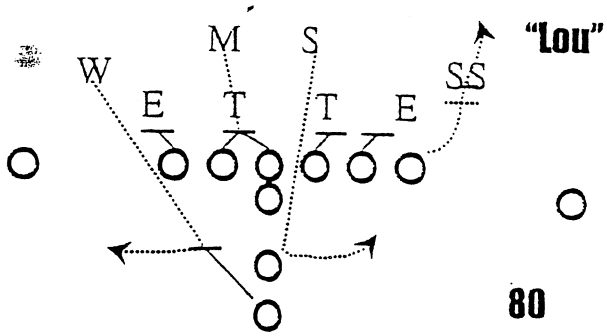
84

"BASE"

"Big on Big" protection. Called TO Y. No Hots, sights vs weak Cowboy or Freak. Strongside "sight" if Y flexed vs 4 strong.

PST	On - outside, poss. "OUT" w/G
PSG	On - Over - QB's Call
C	On - Over - QB's Call
BSG	On - Over - QB's Call
BST	On - Outside, poss. "OUT" w/G
X	Route. Possible sight vs Cowboy, Freak
Y	Route called. Must check #4 blitz if Lou/Ray away.
Z	Route.
FB	Check base rules, route. "FIVE" call - check ILB to TE side. Always dual read.
TB	Check base rules, route. "FIVE" call - check ILB to split end side. Always dual read.
QB	5 or 7 quick drop based on route

"Lou"



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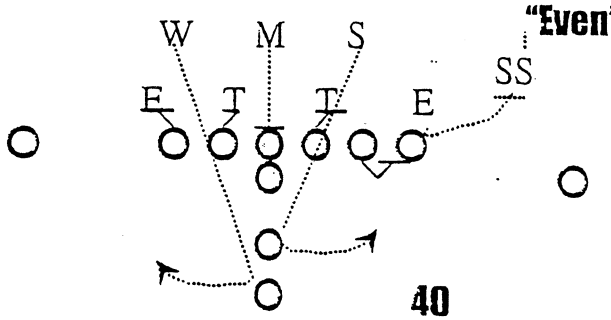

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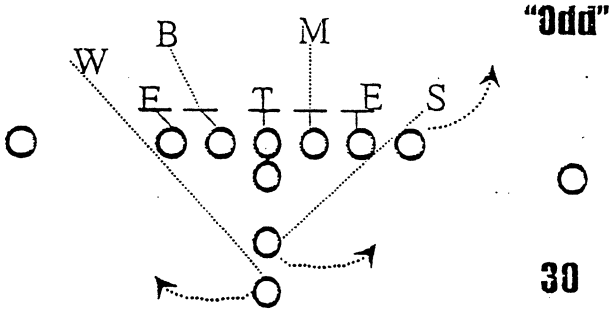

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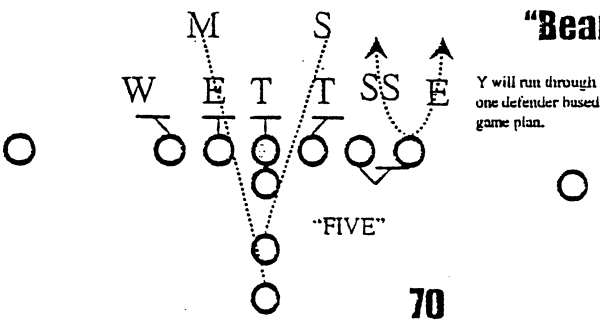
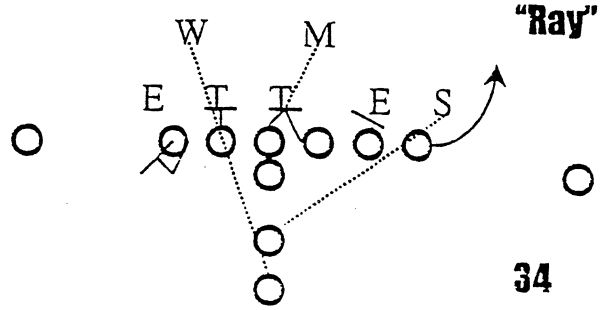


Y will run through one defender based on game plan.

70

"Ray"



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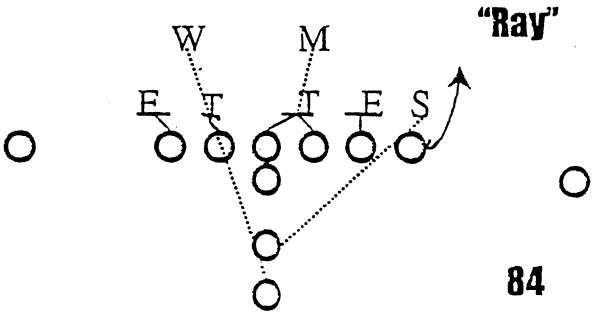
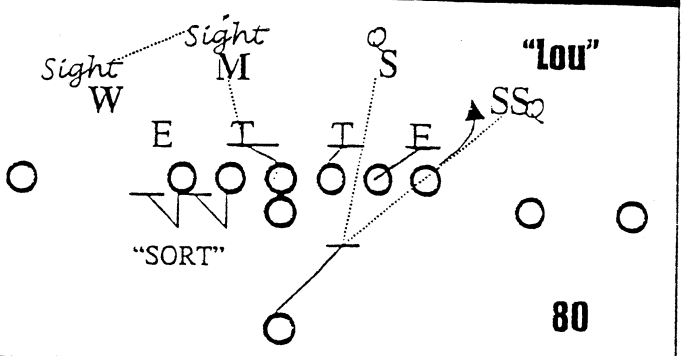
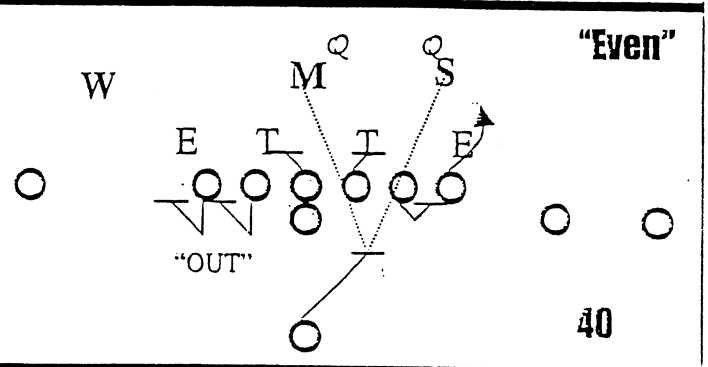


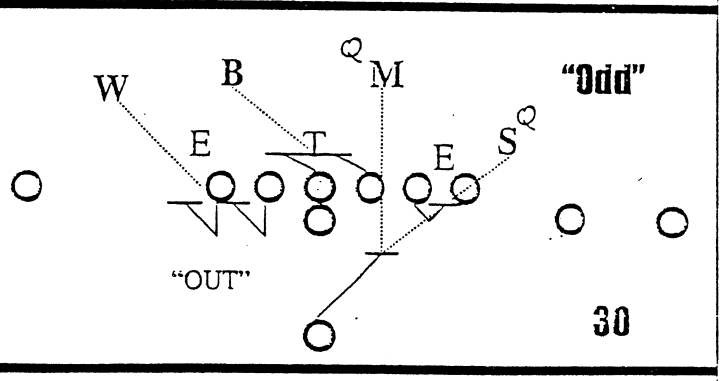
84

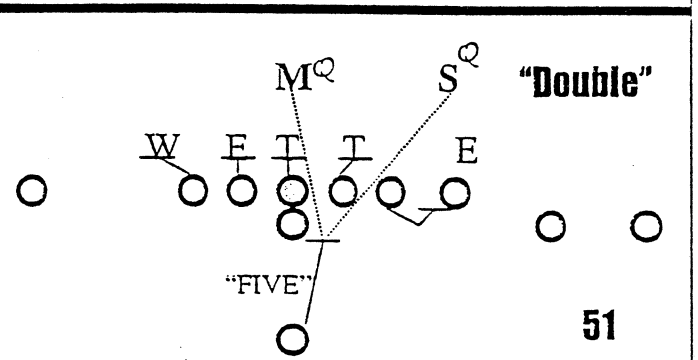
"DIVE PASS" One back play action. Same rules as Slide protection. Pg. 14

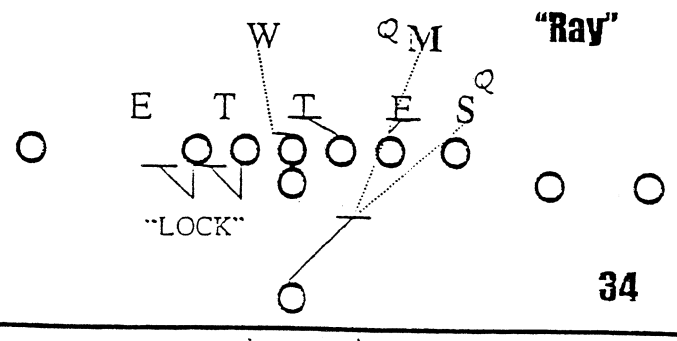
PST	Block #2 DL (on-outside), poss. "PIN" from G
PSG	Block #1 DL. May choose to "PIN" a LB in A gap (Be right!)
C	BS A Gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT"
X	Route called. Possible sight in 3x1 set.
Y/H	PS- Route called possible Q off ILB. BS- must check #4 to flag
Z	Route called.
H	Route called. Possible sight in 2x2 set.
TB	Check, release - dual read strong from MLB over. Vs. Bear, read weak to strong.
QB	5/7 drop by route. Q vs 4 strong. Sight vs 4th weak defender blitz. **Point** at sight blitzer to alert receiver.

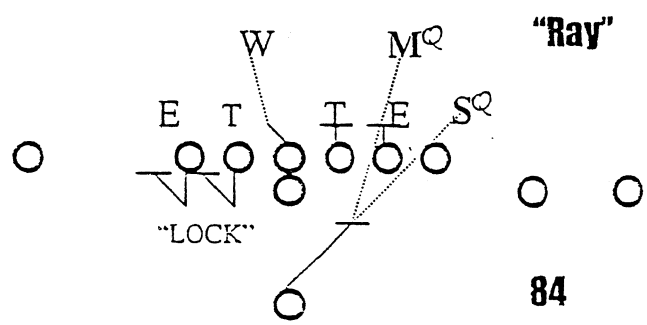










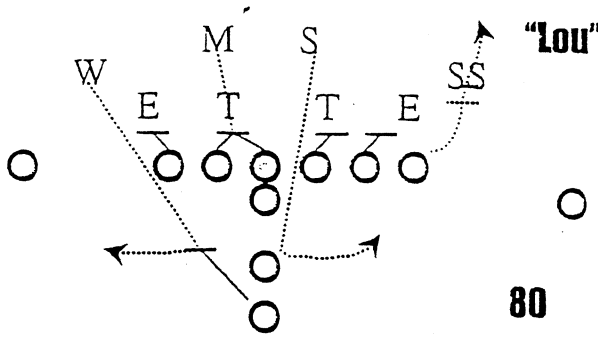


"HOT"

"Big on Big" protection. Called TO Y. Hots, sights vs weak Cowboy or Freak. Strongside "sight" if Y flexed vs 4 strong.

PST	On - outside, poss. "OUT" w/G
PSG	On - Over - QB's Call
C	On - Over - QB's Call
BSG	On - Over - QB's Call
BST	On - Outside, poss. "OUT" w/G
X	Route. Possible sight vs Cowboy, Freak
Y	Route called. Must check #4 blitz if Lou/Ray away.
Z	Route.
FB	FS free release to route BS base protection rules
TB	FS free release to route BS base protection rules Single Back - block base pro. Rules to backside
QB	5 or 7 quick drop based on route

"Lou"



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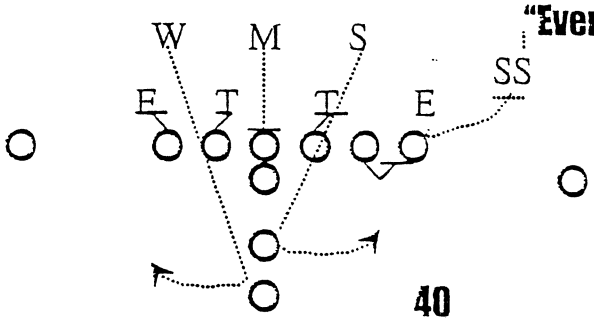
"Even"



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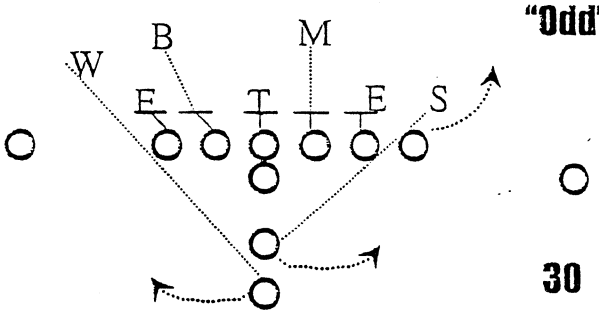

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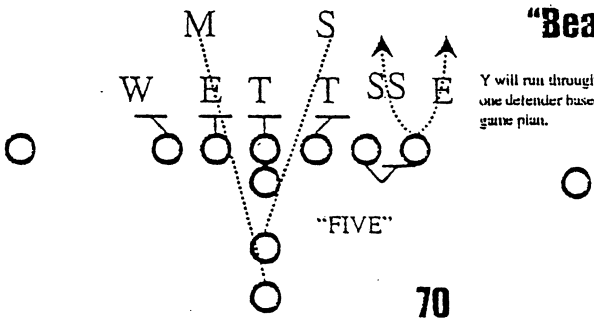
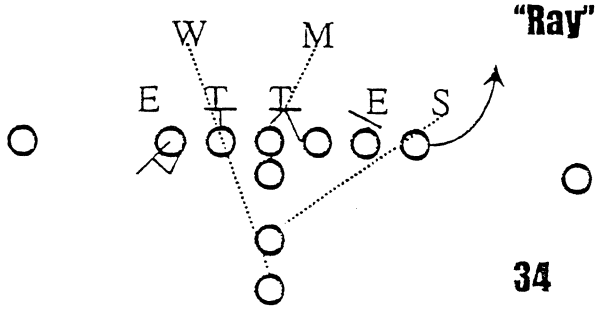
"Bear"



Y will run through one defender based on game plan.

70

"Ray"



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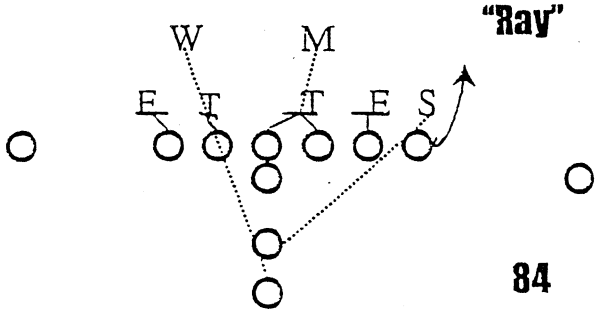
"Ray"

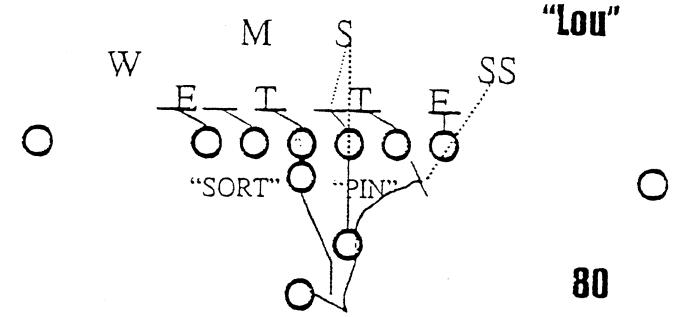


84

"ISO PASS RIGHT" Based on Slide Rules ("LUCKY.")

PST	Cov: base Unc: "PIN" to MLB or PSLB
PSG	Block #1 DL, poss. "PIN" from T to MLB or psLB
C	BS A gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT." Cut most dangerous edge rusher.
X	Max split. 1 route. Get great depth.
Y	Jump 'em - Rock (Post) inside-on-outside,vs 5 and 9 block 9 tech Vs Bear, block rusher (E)
Z	Max split. 1 route. Get great depth.
FB	2/3 technique: lead through the C gap 1 technique: lead through the B gap (1st ILB)
TB	Fake Blast. If edge pressure, abort fake and expand to block edge pressure.
QB	Flash Boomer fake in 5 quick

"Lou"



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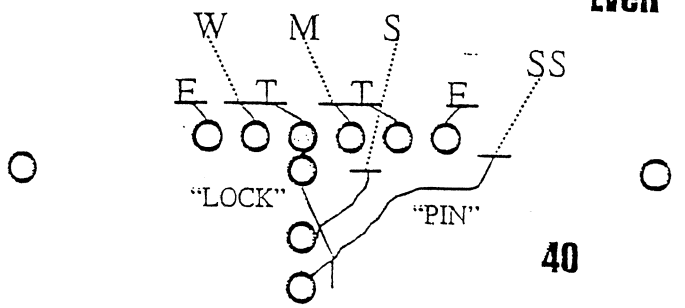

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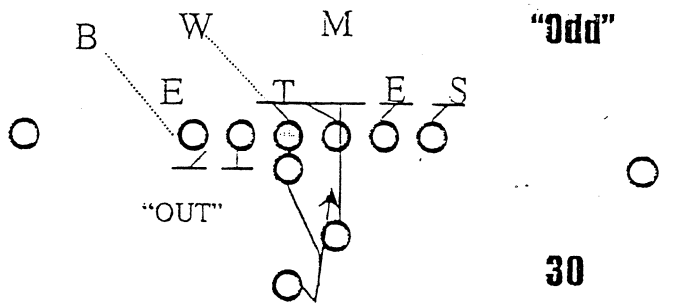

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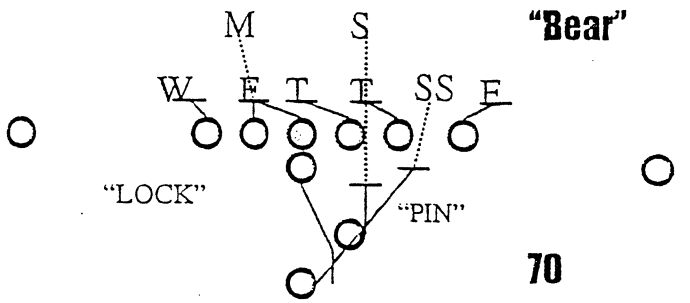
"Bear"



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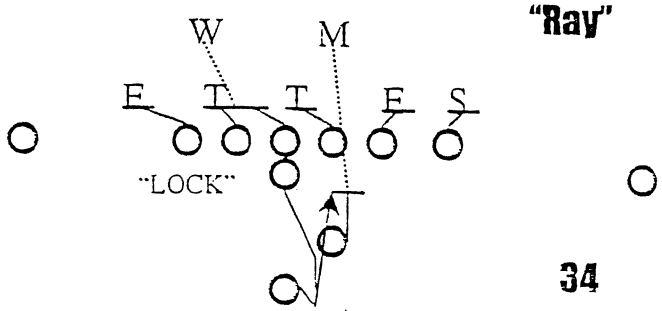
"Ray"



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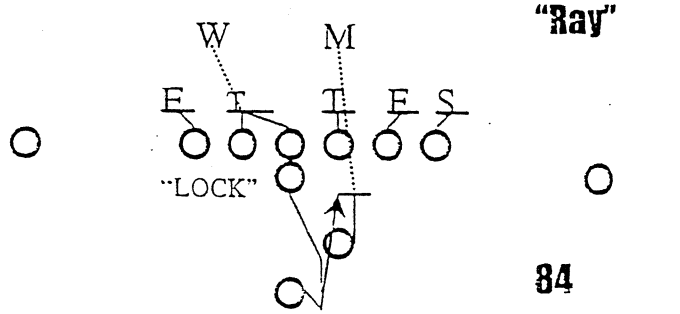


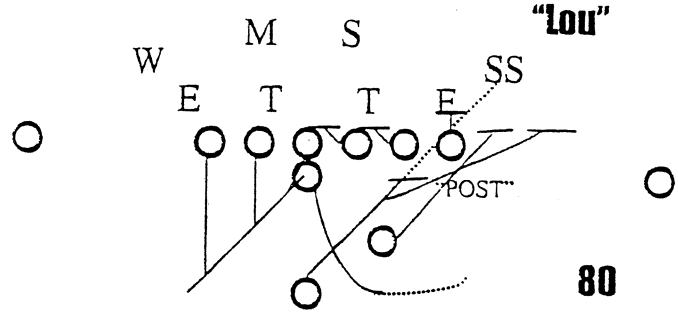
84

"DASH"

Full turn protection. "RIGHT/LEFT" calls. Possible "POST" call by tight end. Two man combo routes strong. Backside route by rule. No Hots. No sights.

PST	B gap (No gap threat - check psLB, DL, bsLB)
PSG	A gap (No gap threat - check psLB, DL, bsLB
C	Bs A gap
BSG	B gap
BST	C gap
X	Route BS-Over FS-Route called
Y	FS "PIN" vs C gap threat. no C gap threat- "POST" . BS check #4 to over unless specific route called.
Z	Route called
FB	Secure first defender off edge
TB	Secure C gap to second defender off edge no one shows work for with looking inside for force player.
QB	Step on 6:00, cross over and sprint to break contain. Pull up by route or pressure.

"Lou"



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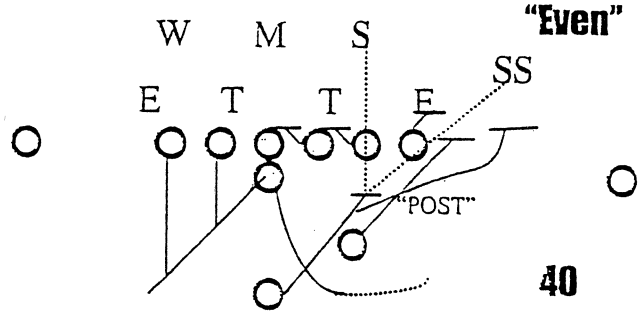
"Even"



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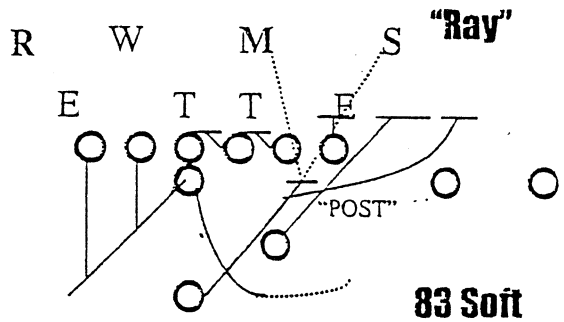
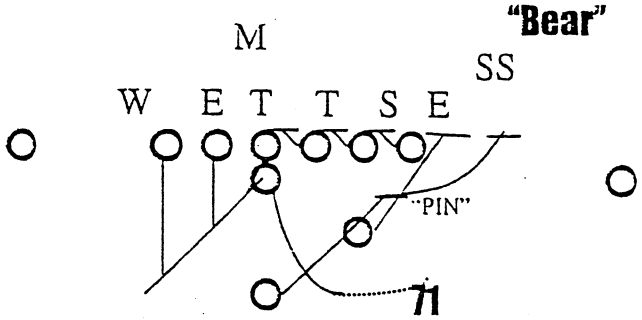


83 Soft

"Bear"



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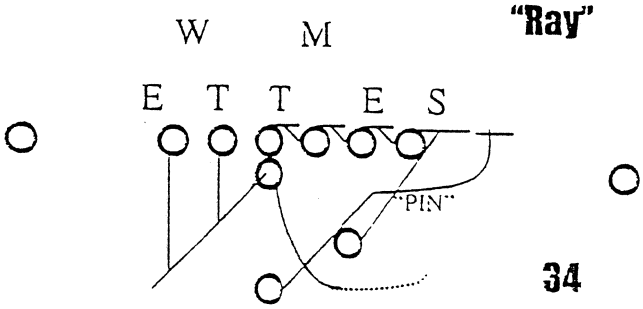
"Ray"



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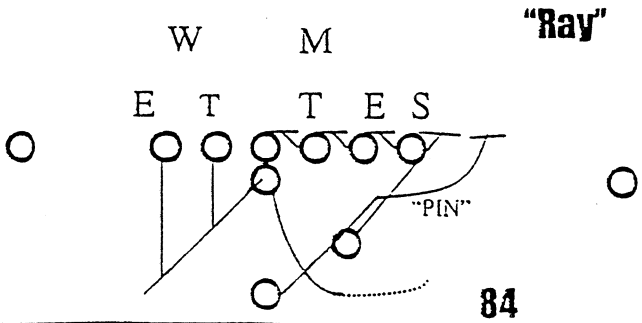


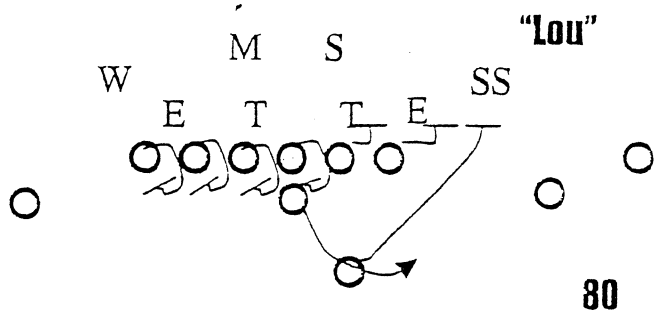
84

"ROLL"

Aggressive reach protection. Line is responsible for playside gaps. Quarterback will roll to side called and throw on the run. No sights or hots.

PST	C gap
PSG	B gap
C	Playside A gap. No threat hinge and look to BS A gap.
BSG	A gap. No threat hinge and look to B gap
BST	B gap. No threat hinge and look to C gap.
X	Route BS-Over FS-Route called
Y	Reach C gap. No threat hinge and look to D gap.
Z	Route called
H	Route by call
TB	Take 2nd defender off edge. If no immediate threat, help PST secure edge while looking for secondary force player
QB	Open at 5:00, attack the edge and be ready to throw on 3 or 5 steps.

"Lou"



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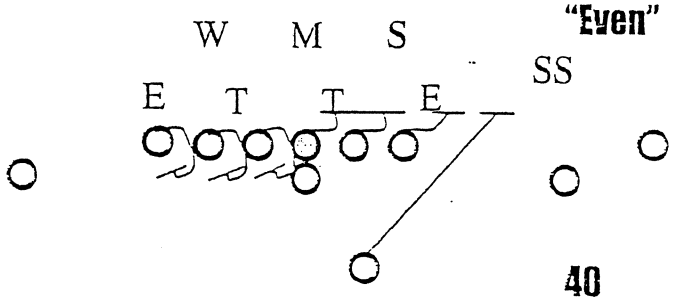
"Even"



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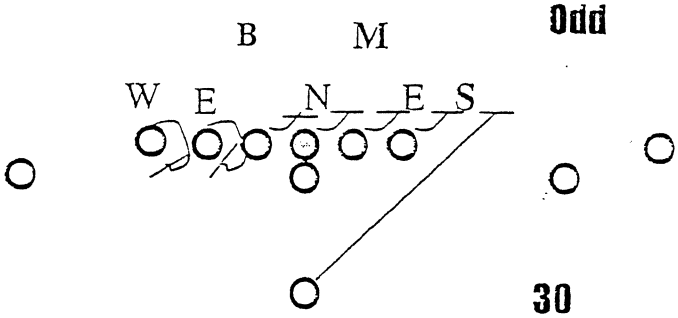
Odd



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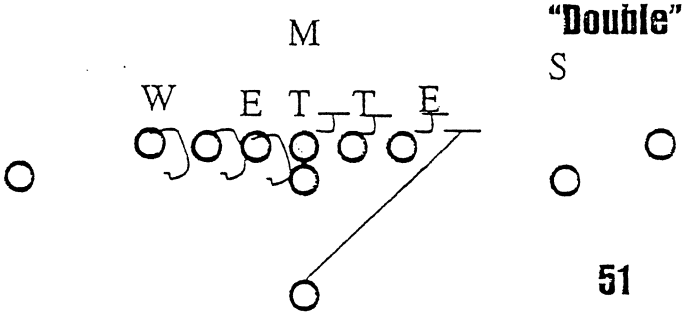
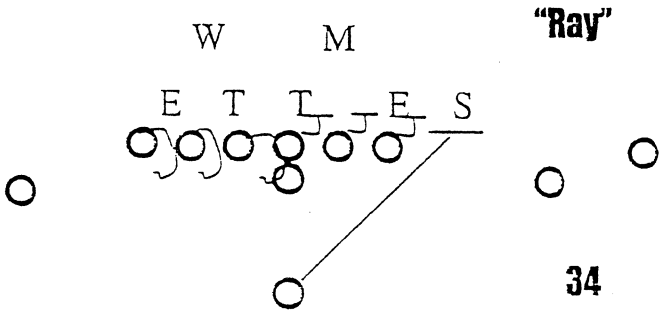
"Double"



51

"Ray"



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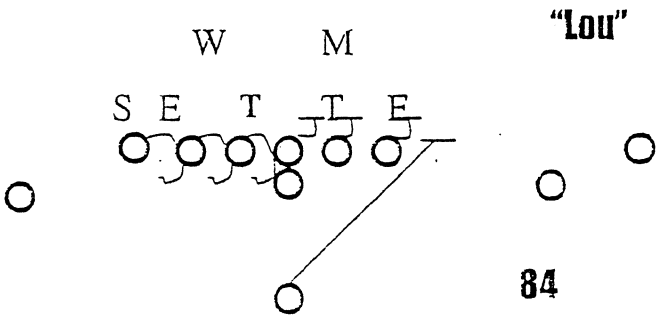
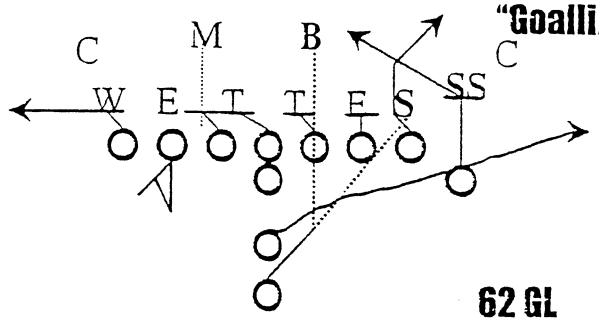


84

"GOAL LINE PASS"

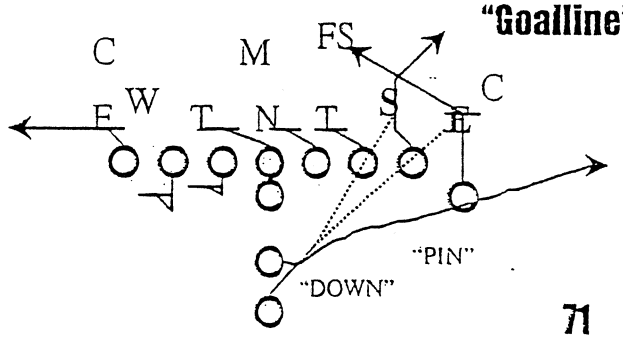
PST	Cov: base Unc: "PIN" to MLB or PSLB
PSG	Block #1 DL, poss. "PIN" from T to MLB or psLB
C	BS A gap to LB, poss. "LOCK, SORT, or OUT"
BSG	B gap to LB, poss. "LOCK, SORT, or OUT"
BST	C gap extended, poss. "LOCK, SORT, or OUT."
H	FS: Inside release, flag BS: Slow "POST" 4 count MDM EOL, LOS, arrow
Y	FS: Inside release, flag BS: Slow "POST" MDM EOL, LOS, arrow
Z	Run through man over Shoot at back hash pylon
FB	Flat (Hot) - must cross face of contain rusher "Flatter than the flattest"
TB	Aggressive slide pro - check inside-out Possible "PIN" call; mental "alert" outside pressure quick
QB	Flash Boomer Power fake five quick, set behind guard. FB Hot.

"Goalline"



62 GL

"Goalline"



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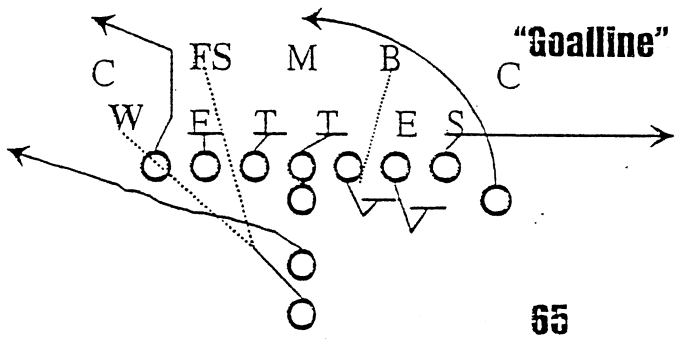
"Goalline"



65

Note: This play can be run strong or weak.

PASSING GAME

2001 BRONCO FOOTBALL

PASSING GAME

QUICK GAME

SMOKE ..... 1 - 4

1. 11, Big 11
2. 22, Look, Look 1/2
3. 99, 19 Mouse, 1 Run
4. Sluggo, Red Smash, Red Corner, Stick

DROP BACK

SLIDE ..... 5 - 6

5. Streak (Y, Z, H, Hate)
6. Smash, Curl Y Go, 5 Layer

SLAM ..... 7 - 8

7. Curl, Choice, Texas, Sting
8. Dagger

MAX 9

9. 33, 38, 48 Flare, 77, 88, X-Over

BASE ..... 10 - 11

10. 383, 787, Flood, 848, 989, 484
11. 585, 648, 408, Dagger

HOT ..... 12 - 13

12. Choice, Sting, Floss, Follow
13. Pump Run

MOVEMENT

RIP/LIZ ..... 13 - 16

14. Out (& Go), Smash, Throwback
15. Flood, Press, Over, Cobb, Grid
16. Bronco (Stop), Y Delay
17. Layer 3, Smash 3, H Grid, H Wheel, Dig 9, Flood 9

DASH 17

18. Cobb (Switch), Go Switch, Stutter

ROLL 18

19. Rub, Loop, Arrow

PLAY ACTION

PLAY PASS ..... 20 - 22

20. Cobb, Pig, Dagger Dig, 787
21. Dbl Post, Poker, F-Seam, Prong
22. Press, 989, Throwback, Flood (Y)

SLIDE PASS 23

23. Slide Pass, Loop

DIVE PASS 24

24. Flood, Grid, Press, Dig, Goner, Prong

ZONE BOOT ..... 25 - 26

25. Zone Boot, Ute, Grid, Flood, Prong (Z)
26. Cobb, H Grid, H Wheel, CTR Boot

NAKED 27

27. Naked, Naked Slide

STRETCH PASS 28

28. X Over, Dbl 7, Press, Dbl Go

ISO PASS 29

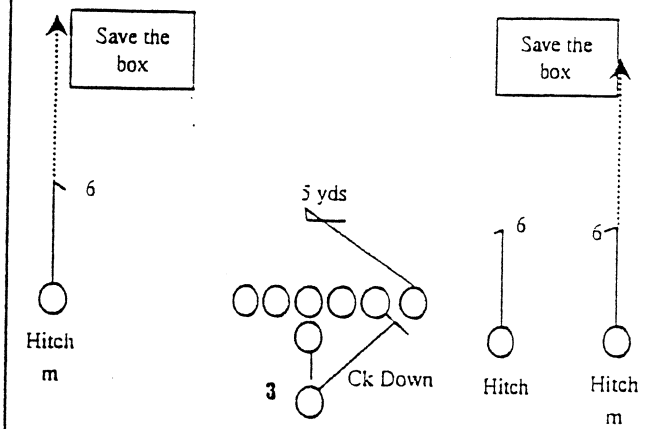
29. Iso Pass

GOALLINE PASS 30

30. Cross, Goalline Pass, Keep Pass

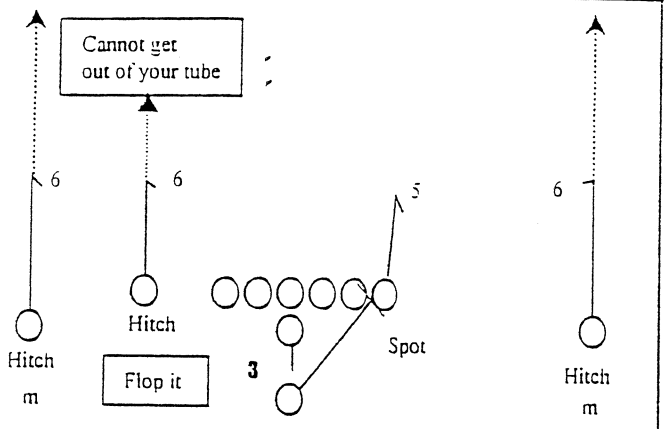
SCREENS 31

SMOKE-Hitches



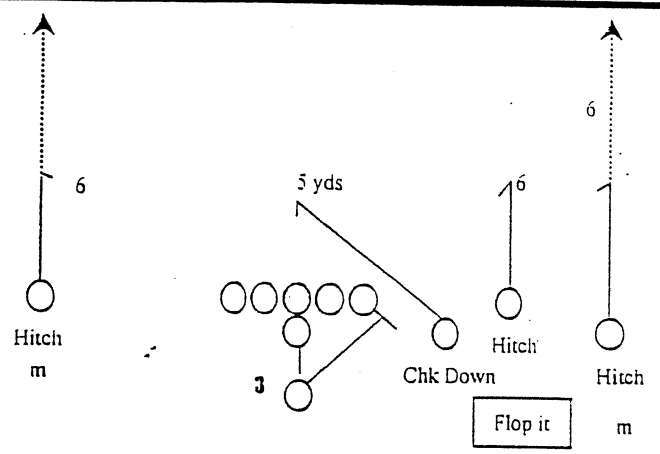
Trio rt Smoke rt 11 [Falcon]

Progression: Outside/In vs Soft C Inside/Out vs Cloud - away from rotation.	COMMENTS: Full field read. Find softest coverage. If equally soft, think shortest throw. KYP



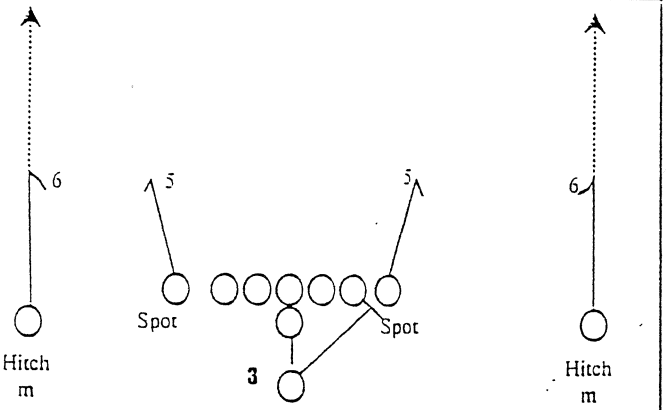
Double rt Smoke rt 11 [Falcon]

Progression: Outside/In vs Soft C. Inside/Out vs Cloud - away from rotation.	COMMENTS: Full field read. Find softest coverage. If equally soft, think shortest throw. KYP



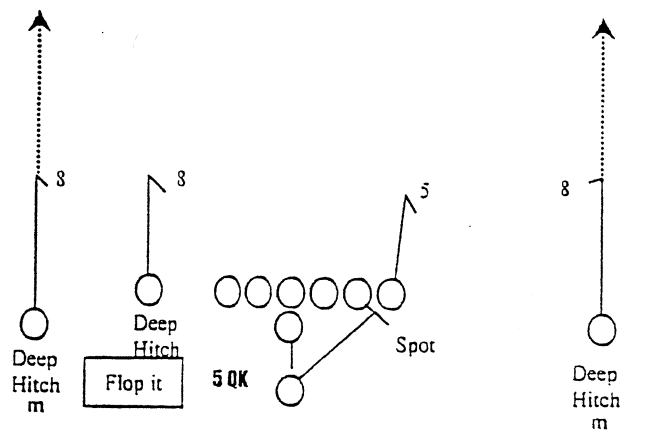
Triple rt Smoke rt 11 [Jets]

Progression: Outside/In vs Soft C Inside/Out vs Cloud - away from rotation.	COMMENTS: Full field read. Find softest coverage. If equally soft, think shortest throw. KYP



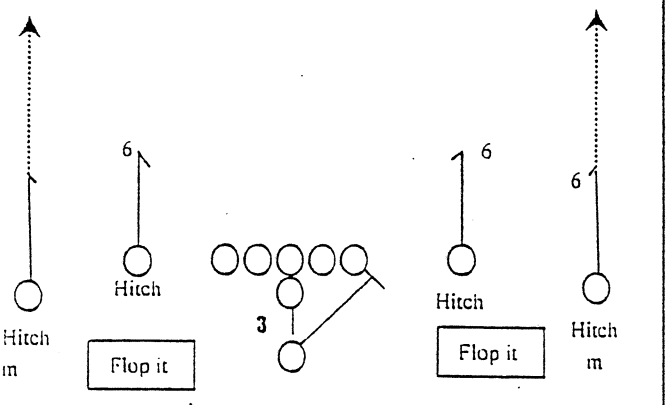
Deuce rt Smoke rt 11 [Fins]

Progression: Outside/In vs Soft C Inside/Out vs Cloud - away from rotation.	COMMENTS: Full field read. Find softest coverage. If equally soft, think shortest throw. KYP



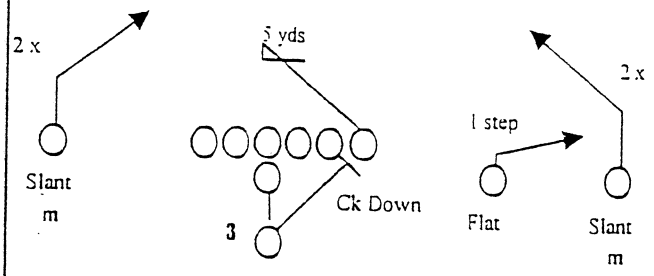
Double rt Smoke rt BIG 11 [Falcon]

Progression: Outside/In vs Soft C Inside/Out vs Cloud - away from rotation.	COMMENTS:. We will call Big 11 vs. corners that read 3 step or as a change up.



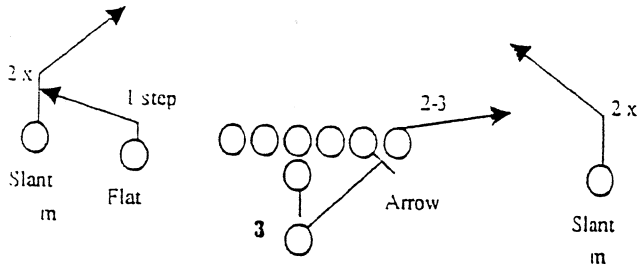
Ace rt Smoke rt 11 [Jets]

Progression: Outside/In vs Soft C Inside/Out vs Cloud - away from rotation.	COMMENTS: Full field read. Find softest coverage. If equally soft, think shortest throw. KYP



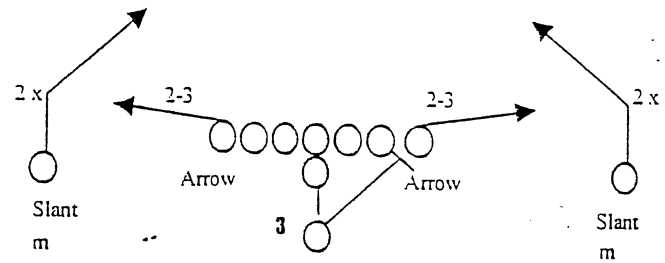
Trio rt Smoke rt 22 [Falcon]

Progression: 1. X, Y 2. Z, H, Y	COMMENTS: Full field . Flat defender read. Be aware of the ILB when throwing slant.



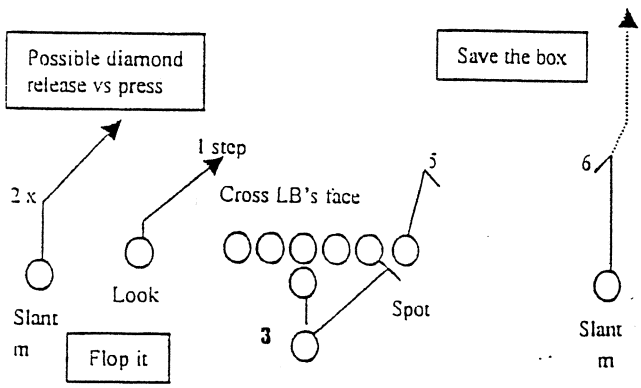
Double rt Smoke rt 22 [Falcon]

Progression: Slant/Flat or Arrow	COMMENTS: Full field . Flat defender read. Be aware of the ILB when throwing slant.



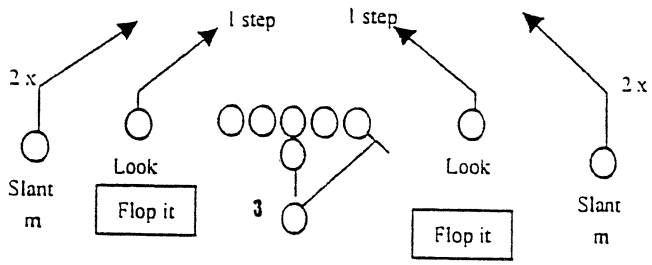
Deuce rt Smoke rt 22 [Fins]

Progression: Slant/Arrow	COMMENTS: Full field . Flat defender read. Be aware of the ILB when throwing slant.



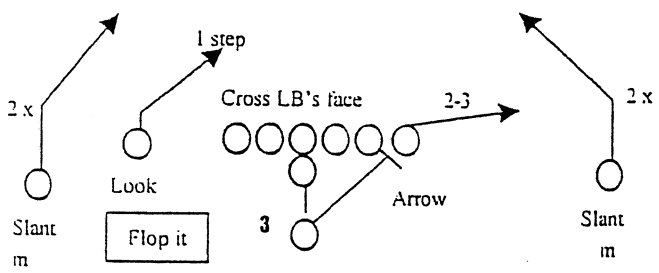
Double rt Smoke rt Look 1 [Falcon]

Progression: Vs2 shell=look side. Vs 3 shell = 1 side Inside/Out	COMMENTS: Shell read. Locate softest look. Be aware of MLB & work away.



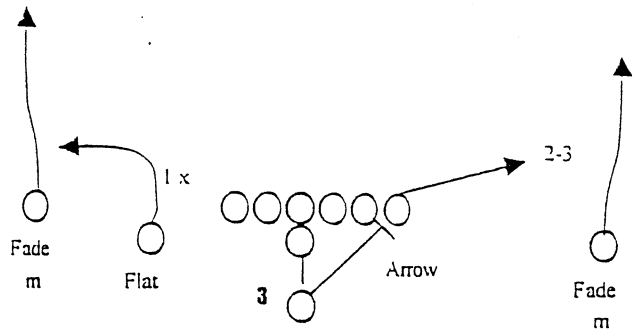
Ace rt Smoke rt Look [Jets]

Progression: Inside/Out	COMMENTS: Full Field. Locate the softest look.



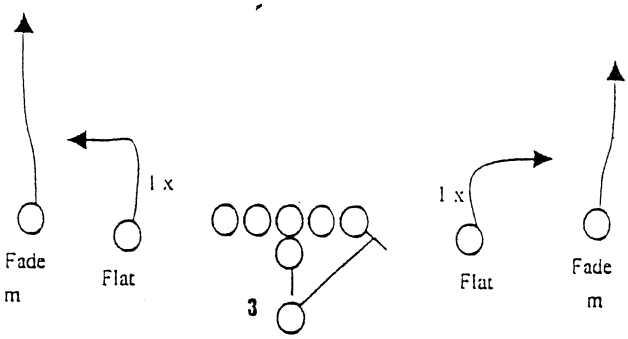
Double rt Smoke rt Look 2 [Falcon]

Progression: Vs2 shell=look side. Vs 3 shell = 2 side Inside/Out	COMMENTS: Shell read.



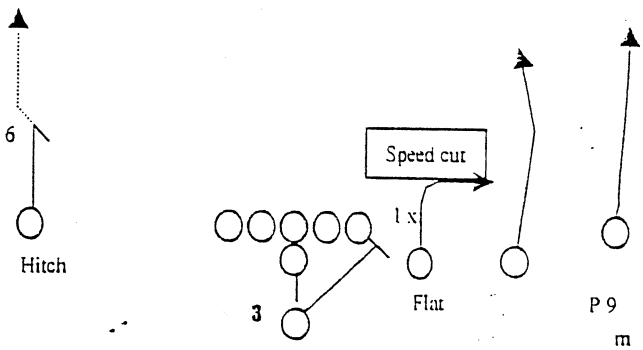
Double rt Smoke rt 99 (Falcon)

Progression: X/H. Z/Y	COMMENTS: Full field. Softest coverage or KYP.



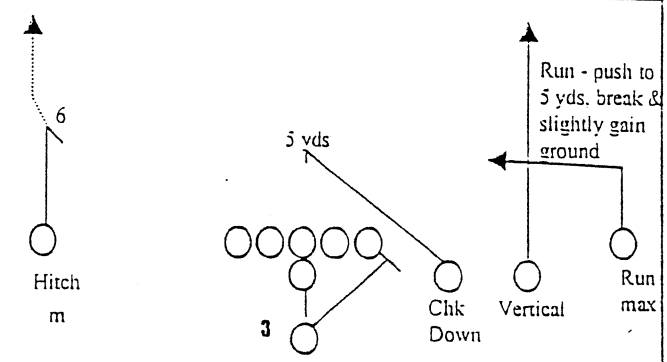
Ace rt Smoke rt 99 (Jets)

Progression: X/H, Z/Y	COMMENTS: Full field. Softest coverage or KYP.



Triple rt Smoke rt 19 Mouse (Jets)

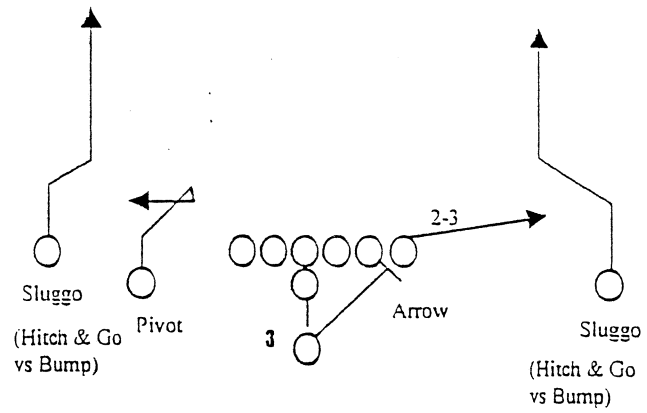
Progression: H/Y, X. Can take Z vs Press	COMMENTS: Flat defender read. Take X if singled.



Can also call "2" Run

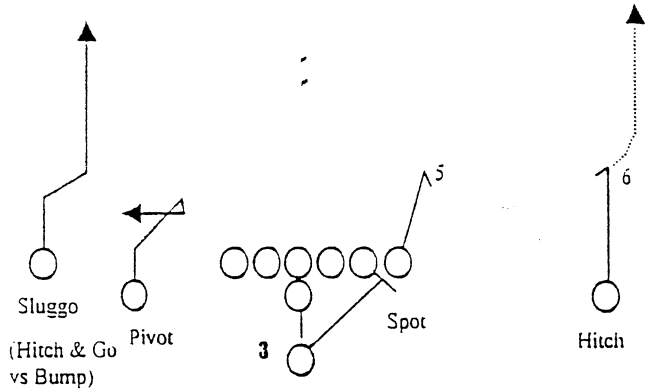
Triple rt Smoke rt 1 Run (Jets)

Progression: 1. X, Y 2. Y, H, Z	COMMENTS: Work wk vs single safety. Work strong vs 2 shell. Flat defender read.



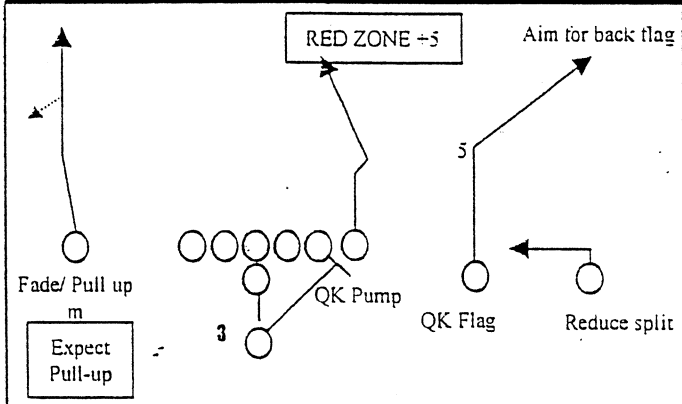
Double rt Smoke rt Sluggo (Falcon)

Progression: X/H, Z/Y	COMMENTS: Shot play. Don't forget throw behind if CB doesn't bite



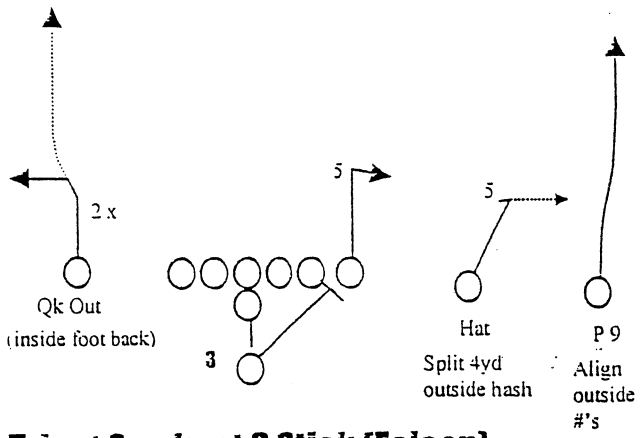
Double rt Smoke rt Sluggo 1 (Falcon)

Progression: X/H, Z/Y	COMMENTS: Shot play. Don't forget throw behind if CB doesn't bite



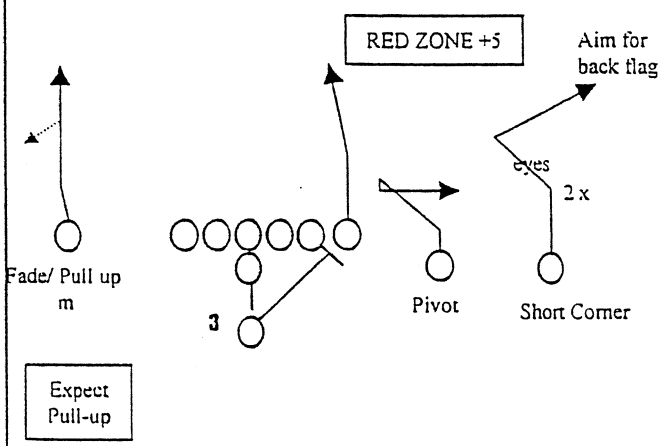
Trio rt Smoke rt Red Smash (Falcon)

Progression: 1. H, Y, Z 2. X, throw away	COMMENTS: If CB is press on Z, think H. Work weak vs Single saftey . Work strong vs 2 shell.



Trio rt Smoke rt 3 Stick (Falcon)

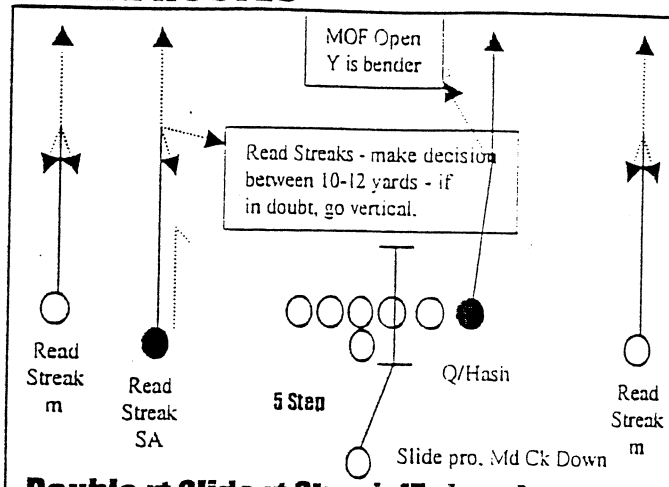
Progression: X vs Single H/Y	COMMENTS: Flat defender read vs. 2 Shell. Work X vs. loaded coverage



Trio rt Smoke rt Red Corner (Falcon)

Progression: 1. Z 2. H 3. Throw away	COMMENTS: Don't forget pull-up vs. Bump (single safety). Alert to TE vs. 2 Shell.

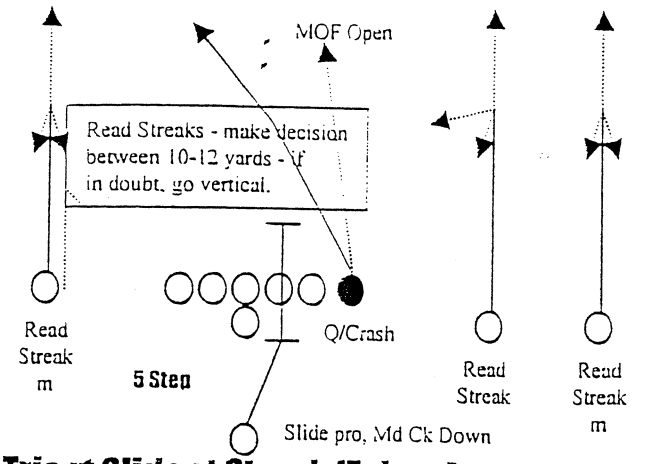
SLIDE ROUTES



Double rt Slide rt Streak (Falcon)

Progression: Cov 3: Wide hash/short hash/RB; Cov 0/1/4: Wide streaks/RB or short streak/RB if singled: Cov 2: Y/Z/T

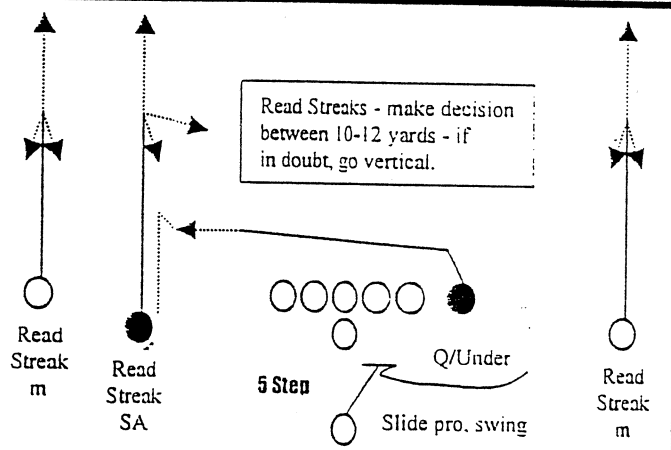
COMMENTS: If man over H backs up, you have single on outside receiver. Simple progression: read FS, streaks, RB



Trio rt Slide rt Streak (Falcon)

Progression: Cov 3: Wide hash/short hash/RB; Cov 0/1/4: Wide streaks/RB or short streak/RB if singled: Cov 2: Y/X/T

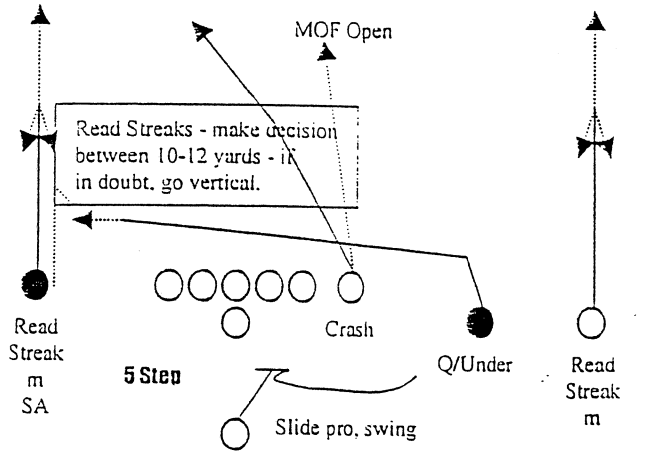
COMMENTS: If man over H backs up, you have single on outside receiver. Simple progression: read FS, streaks, RB



Double rt Slide rt Streak Y (Falcon)

Progression: See FS: Streak/Under/Back

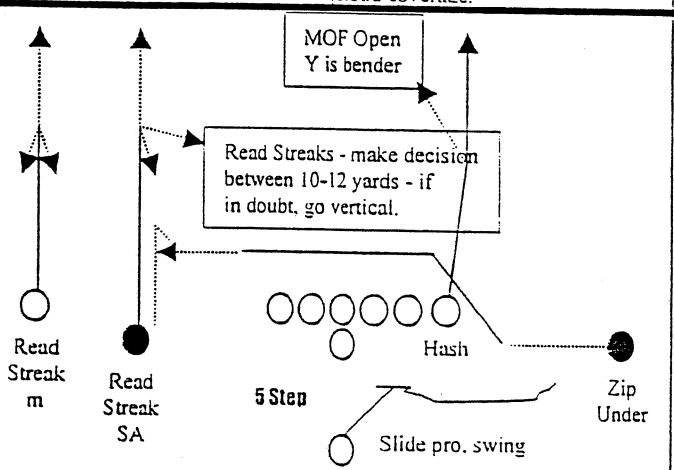
COMMENTS: See press/mismatch on streaks. Indicate SA by pointing. Think H/Under/RB vs any form of cloud coverage.



Trio rt Slide rt Streak H (Falcon)

Progression: See FS: Streak/Under/Back

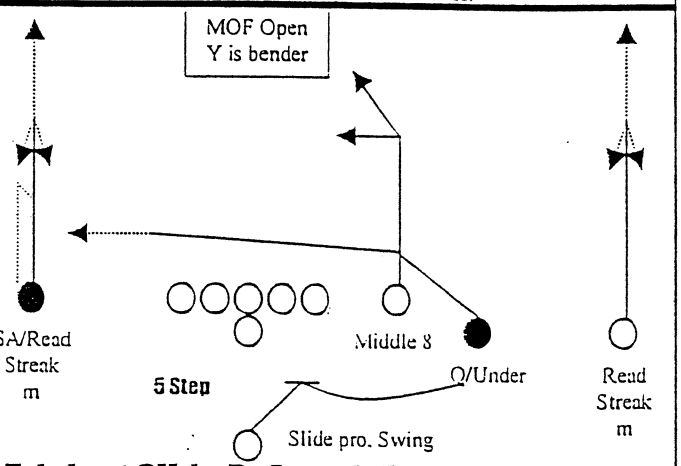
COMMENTS: If H is on the move, he is the Q. If static, Y is the Q. Think H/Under/RB vs any form of cloud coverage.



Double rt Zip Slide rt Streak Z (Falcon)

Progression: See FS: Streak/Under/Back

COMMENTS: If Z is on the move, he is the Q. If it is static, Y is the Q. Think H/Under/RB vs any form of cloud coverage.

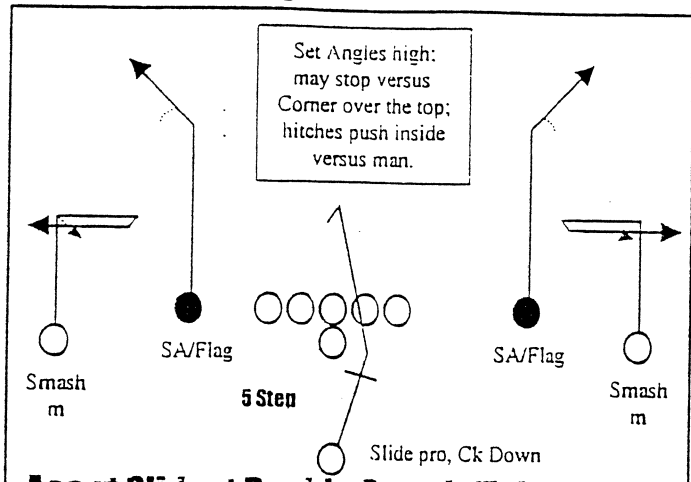


Triple rt Slide Rt Streak Hate (Triple)

Progression: Cover 2: Start with Y/see Safeties. O/1/4: Z/Y/T or X/Y/T.

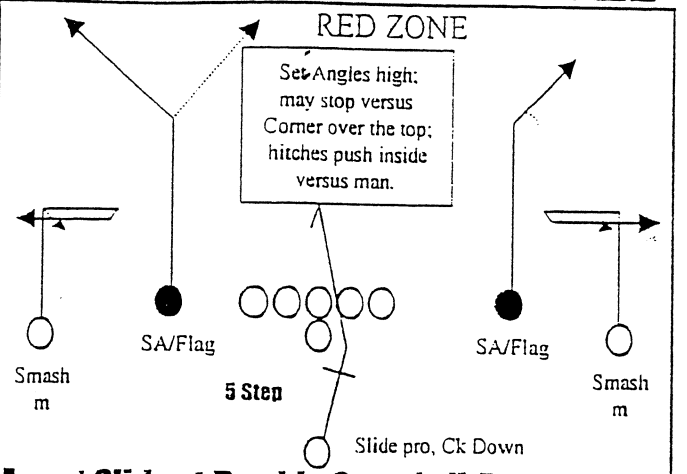
COMMENTS: MOF open - start with Y and read safety leverage down to outlet (T or H)

SLIDE ROUTES



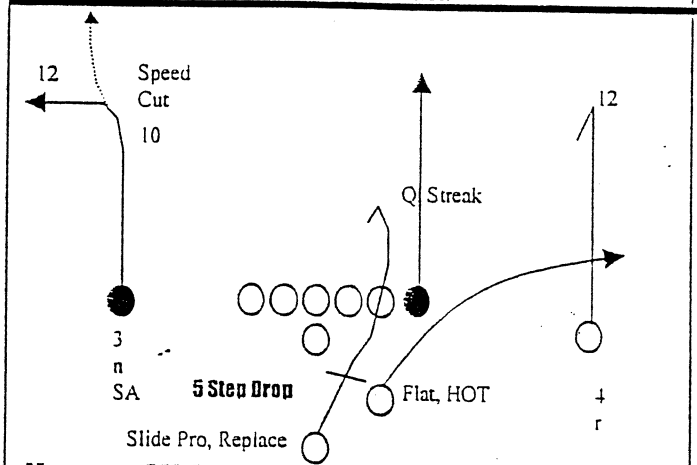
Ace rt Slide rt Double Smash (Falcon)

Progression: X/H, T or Z/Y, T	COMMENTS: Best look side. Full field - takes two to sight/two to Q. Tailback is outlet when reading either side.



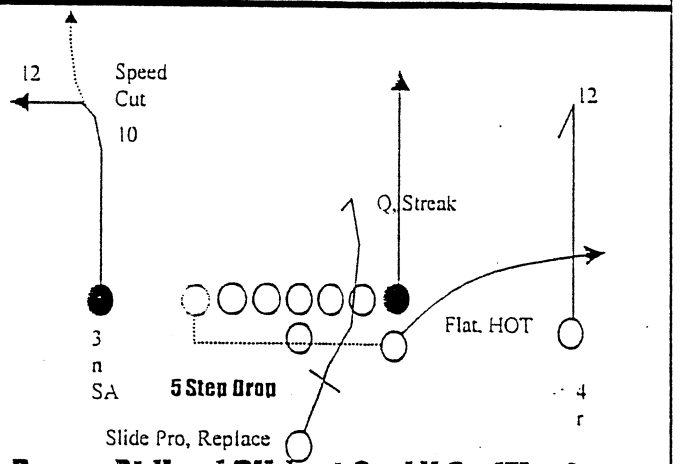
Ace rt Slide rt Double Smash H-Read (Falcon)

Progression: X/H, T or Z/Y, T	COMMENTS: Best look side. Full field - takes two to sight/two to Q. Tailback is outlet when reading either side.



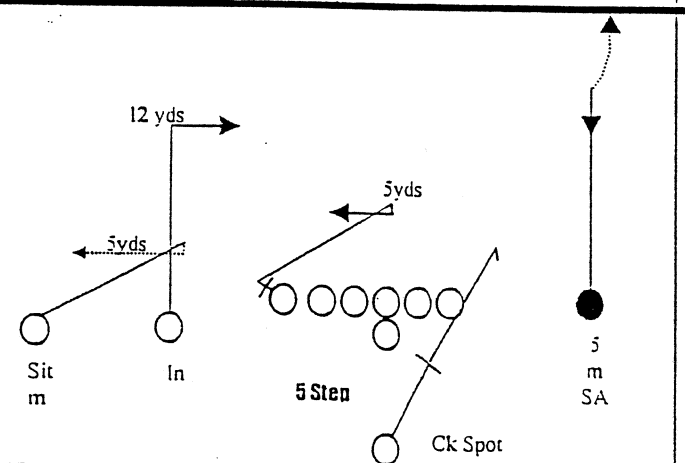
Near rt Slide rt Curl Y Go (Bronco)

Progression: Z/F, T or Backside	COMMENTS: Triangle/Backside.



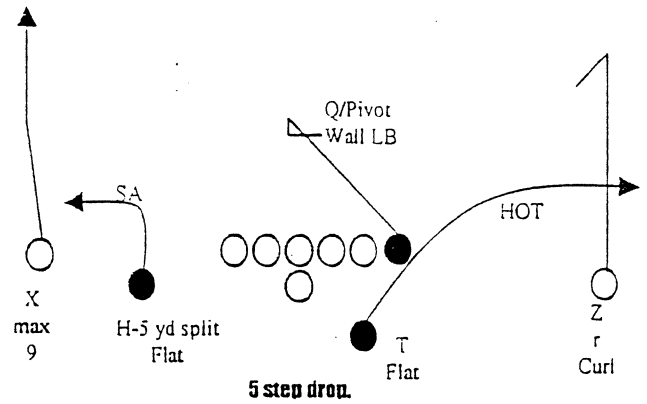
Deuce Rt Hoof Slide rt Curl Y Go (Fins)

Progression: Z/H, T or Backside	COMMENTS: Triangle/Backside.



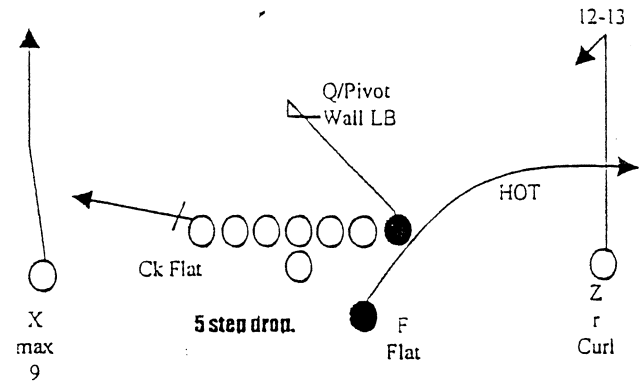
Trio Lt Slide Rt 5 Layer (Falcon)

Progression: 1. X, T, Y 2. Z, H, Y	COMMENTS: Work X vs single safety. Work Strong side vs 2 Shell



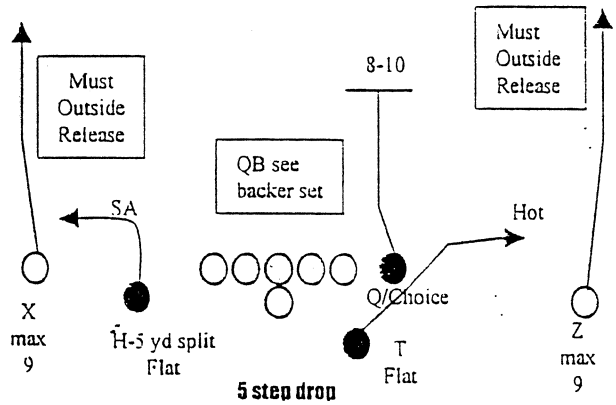
Double rt Slam Rt 9-Curl (Falcon)

Progression: T/X, Z/F/Y	COMMENTS: Strong side triangle. Best look



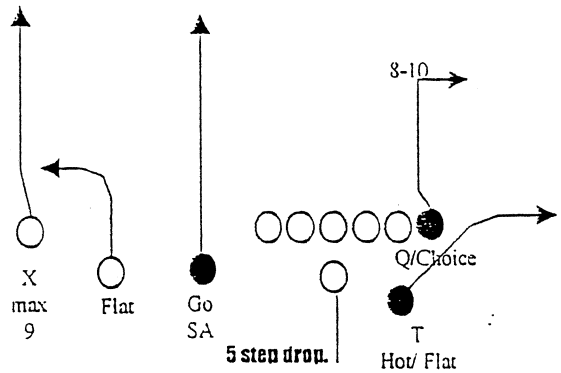
Deuce Rt Strong Slam Rt 9 Curl (Fins)

Progression: H/X, Z/F/Y	COMMENTS: Best Look



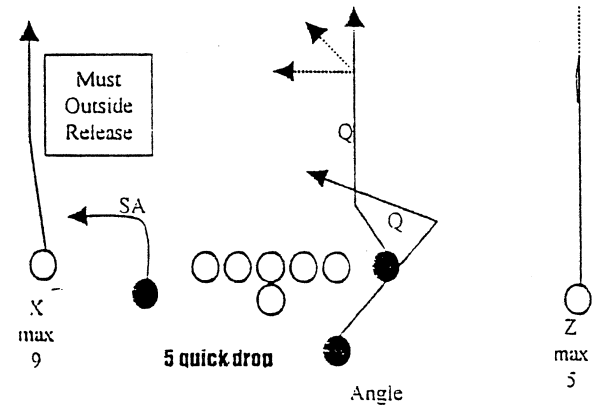
Double Rt Slam Rt 9-Choice (Falcon)

Progression: 1. Y, T 2. H, X	COMMENTS: Strongside vertical. See in front of angle to backside hitch.



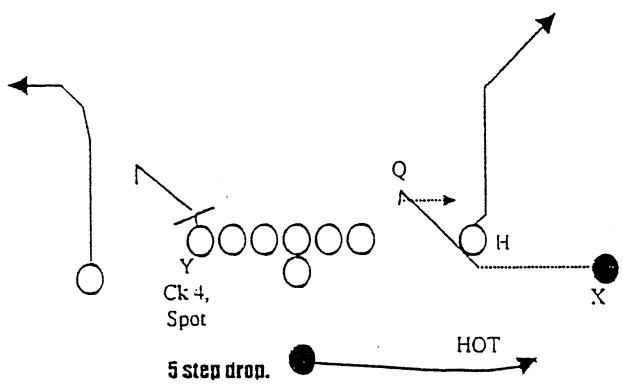
Double rt Slot Slam Rt 9 Choice

Progression: 1. Y, T 2. H, X	COMMENTS: Read frontside LB.



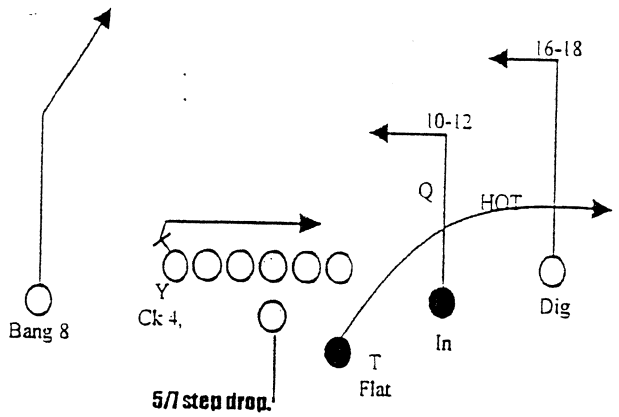
Double Rt Slam Rt Texas (Falcon)

Progression: Y, T, Z	COMMENTS: Read frontside LB. Alert to H



Double lt Slam Rt Sting (Falcon)

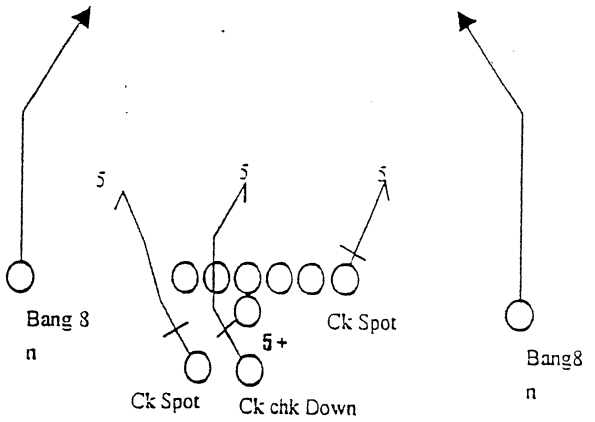
Progression: 1. H 2. X 3. T	COMMENTS: Read high to low



Double It Slam Rt Dagger (Falcon)

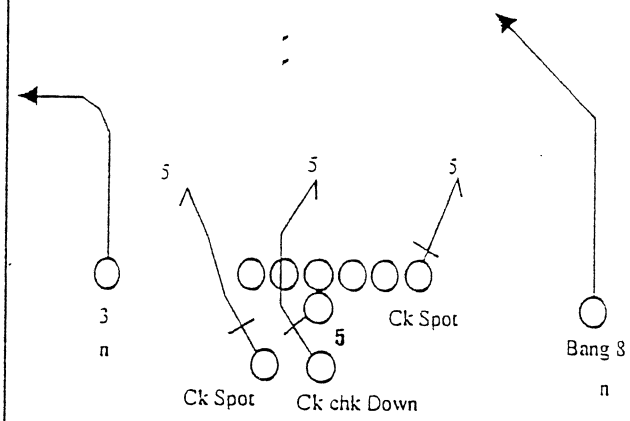
Progression:	COMMENTS: Cover 3/1 (clean look) think Bang 8. If 2 shell. think Dagger. 2 man think Y/T.	Progression:	COMMENTS:
1. X, H, Y 2. Z, H, Y			

Max - All from BRONCO



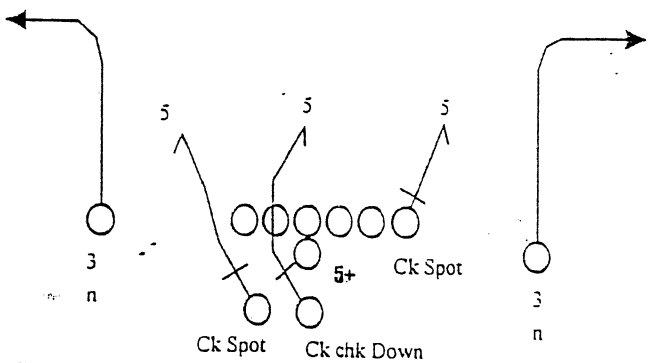
Weak rt Max Lt 88 (Bronco)

Progression:	COMMENTS: Full field read
1. X, T, F 2. Z, Y, F	Find softest look.



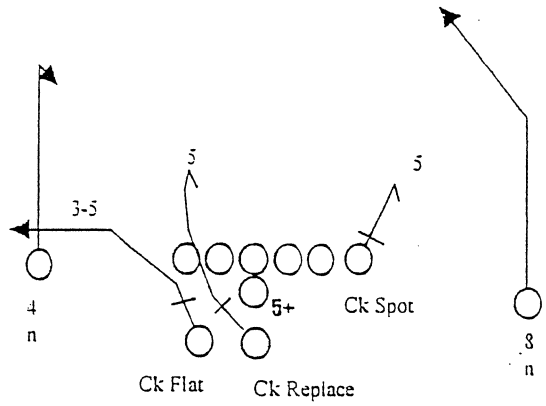
Weak rt Max Lt 38 (Bronco)

Progression:	COMMENTS: Weak side read
1. X, T, F 2. Z, Y, F	Alert thinking to Post



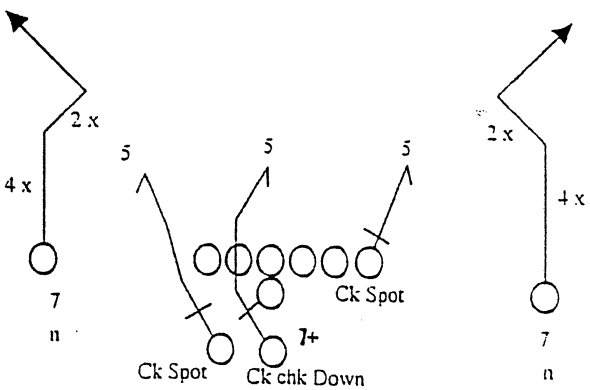
Weak rt Max Lt 33 (Bronco)

Progression:	COMMENTS: Full field read.
1. X, T, F 2. Z, Y, F	Find softest look/shortest throw.



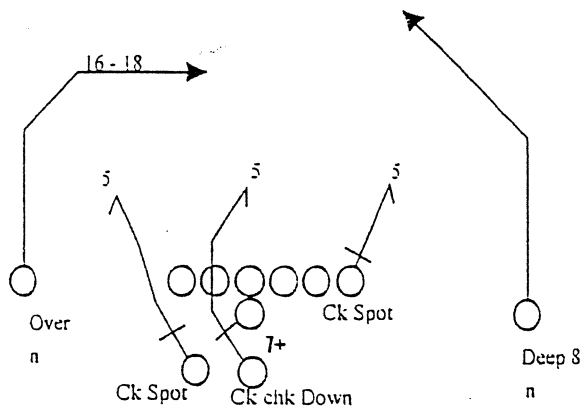
Weak rt Max Lt 48 Flare (Bronco)

Progression:	COMMENTS: Weakside read
1. X, T, F 2. Z, Y, F	Alert to Bang 8.



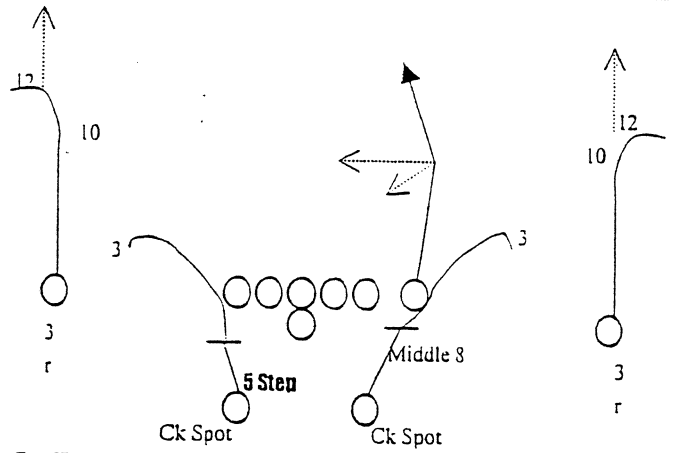
Weak rt Max Lt 77 (Bronco)

Progression:	COMMENTS: Full field read.
1. X, T, F 2. Z, Y, F	Find softest look/shortest throw.



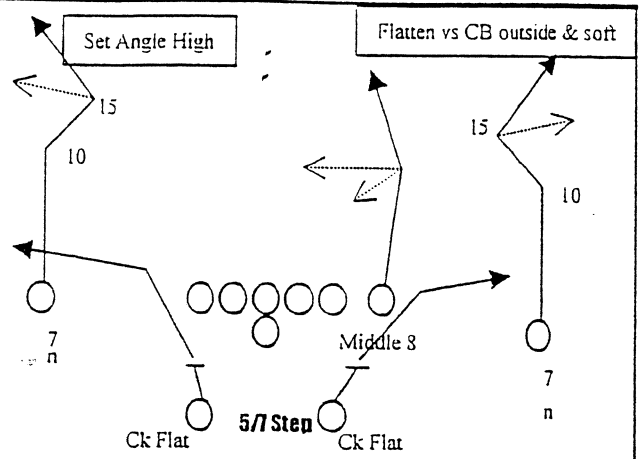
Weak rt Max Lt X-Over(Bronco)

Progression:	COMMENTS: Eyes to Post. If F/S doesn't move to Post, throw it.
1. Z, X, F	



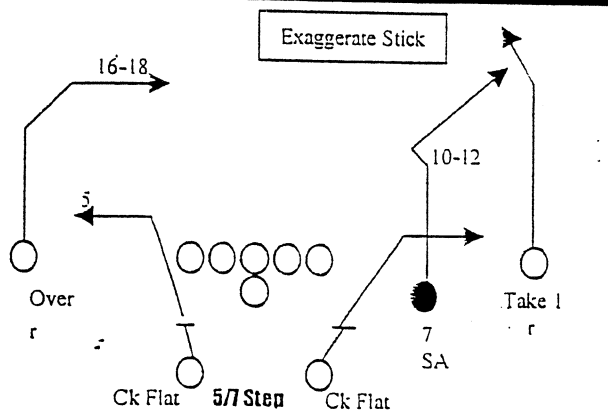
Split rt Base rt 383 Spot (Bronco)

Progression: Outside/Down/Middle or Middle/Down Outside	COMMENTS: Think weak or soft cov vs 1 safety. Think strong vs 2 shell



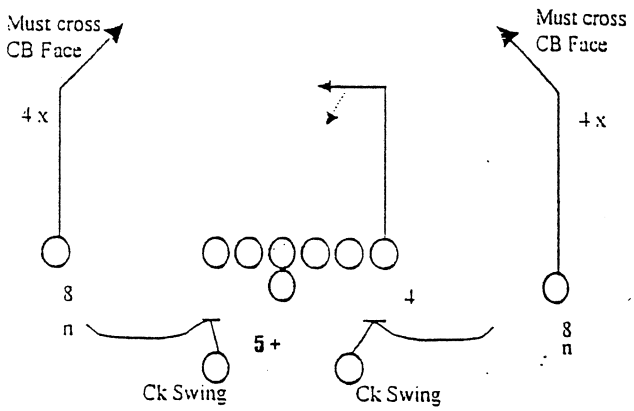
Split rt Base rt 787 Flat (Bronco)

Progression: Outside/down/middle or middle/down/outside	COMMENTS: Think weak or soft cov vs 1 safety. Think strong vs 2 shell



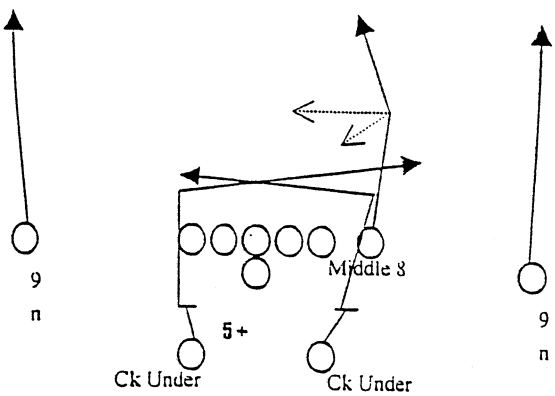
Split rt Base rt Flood Flat (Cowboy)

Progression: Z, Y, F, Backside	COMMENTS: Flood read



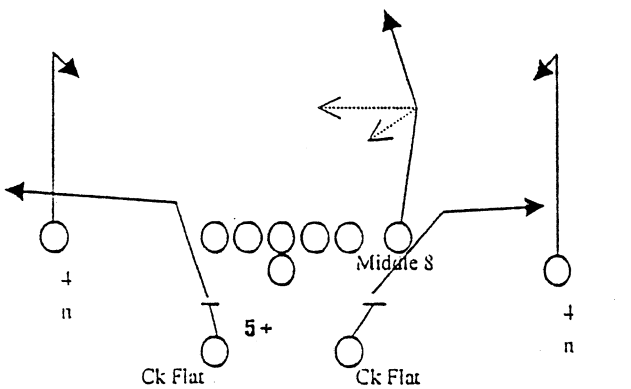
Split rt Base rt 848 Swing (Bronco)

Progression: Outside/down/middle or middle/down/outside	COMMENTS: Think weak or soft cov vs 1 safety. Think strong vs 2 shell



Split rt Base rt 989 Under (Bronco)

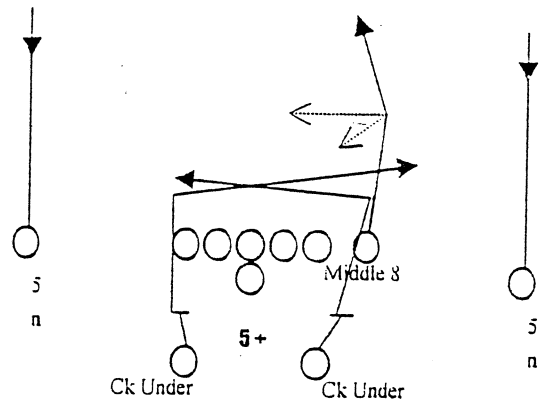
Progression: Outside/Down/Middle or middle/down/outside	COMMENTS: Shot Play. Give WR's a chance to make a play.



Split Base rt 484 Flat (Bronco)

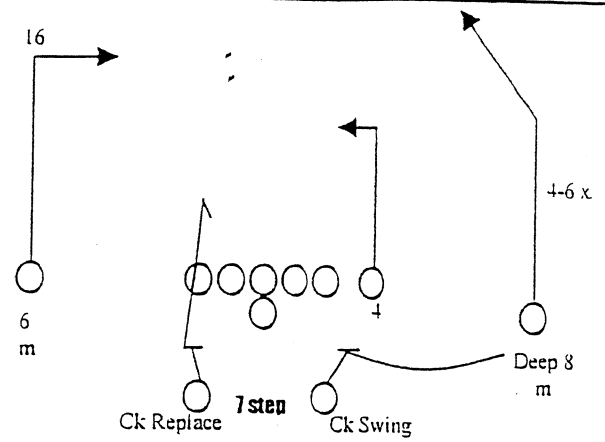
Progression: Inside/Outside	COMMENTS: Think weak or soft cov vs 1 safety. Think strong vs 2 shell

BASE - All from BRONCO/COWBOY group



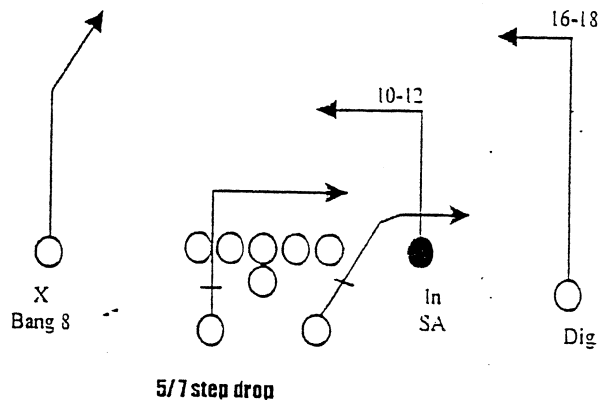
Split rt Base rt 585 Under (Bronco)

Progression:	COMMENTS:
1. X, T 2. Z, Y, F	Work weak vs single safety. Work strong vs 2 Shell.



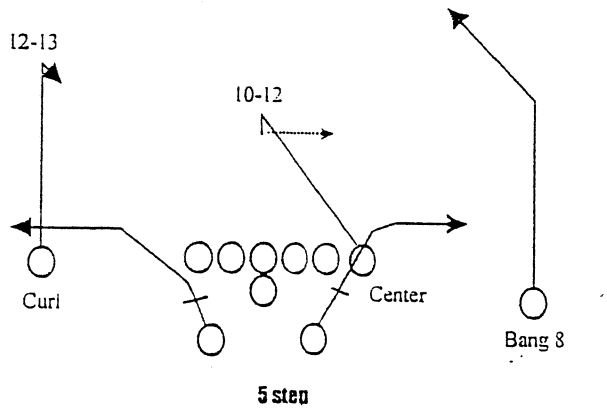
Split rt Base rt 648 Ring (Bronco)

Progression: X if single. Z/Y/F. vs1 Safety=X/Replace vs 2 Safeties= Z/Y/F	COMMENTS: Vs. Cover 4 - work strongside read. Vs. all others - work 6 to replace route.



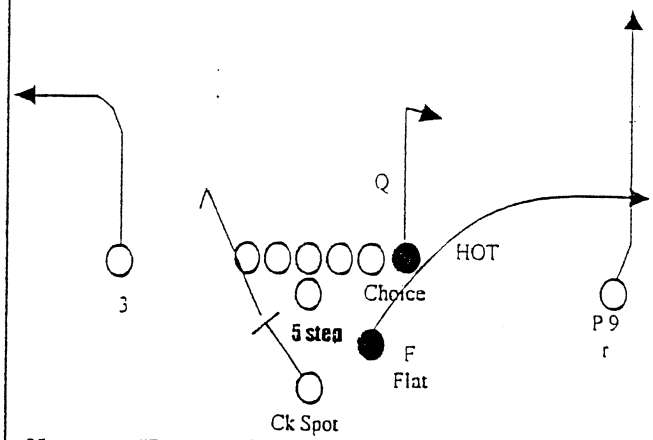
Split rt Base rt Dagger (Cowboy)

Progression: 1. X, Y, T 2. Z, Y, T	COMMENTS: Cover 3/1 (clean look) think Bang 8. If 2 shell, think Dagger. 2 man think Y/T.



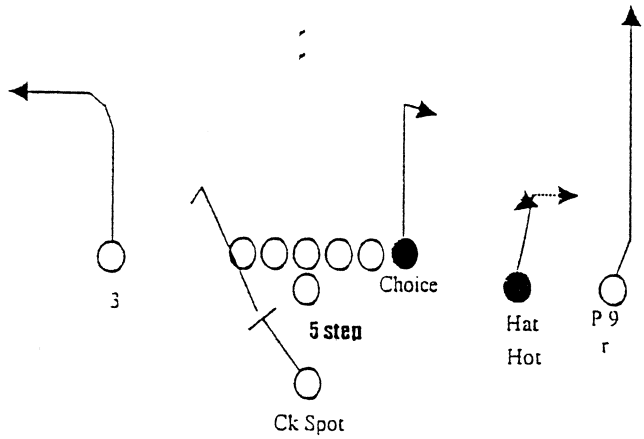
Split rt Base Rt 408 Flat (Bronco)

Progression: 1. Z, F, Y vs Man 2. X, T, Y vs Zone	COMMENTS: Vs Man work strong. Vs Zone work weak



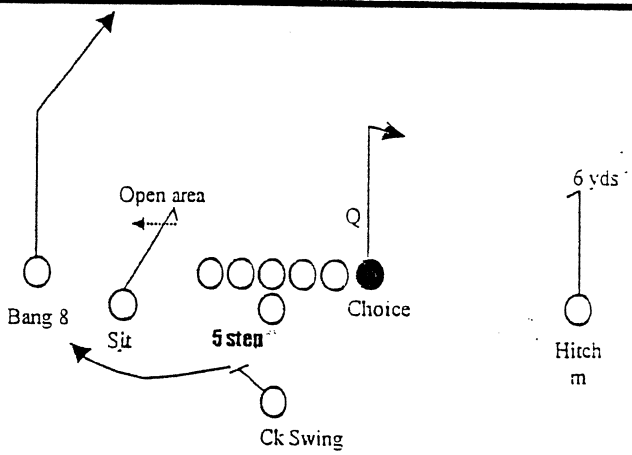
Near rt Hot Rt Choice (Bronco)

Progression:	COMMENTS: Flat defender rtad. Vs loaded coverage work weak.
1. Y, F 2. X, T	



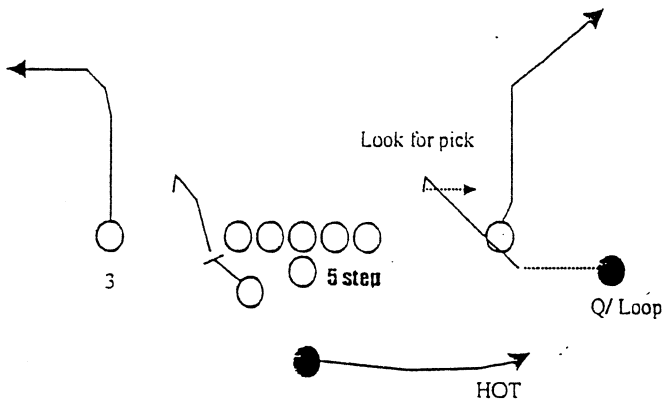
Trio rt Hot Rt Choice (Falcon)

Progression:	COMMENTS: Flat defender rtad. Vs loaded coverage work weak.
1. Y, H 2. X, T	



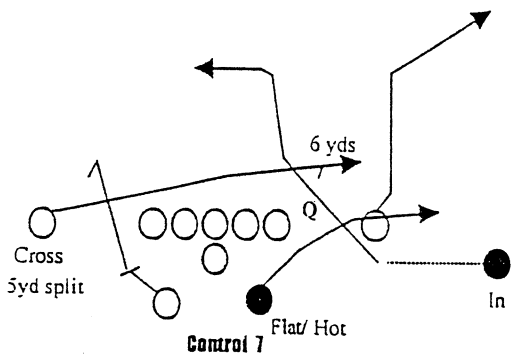
Double rt Hot Rt 81 Choice Swing (Falcon)

Progression:	COMMENTS: Full field read. Work away from Mike Lber.
1. Y, Z 2. H, T	



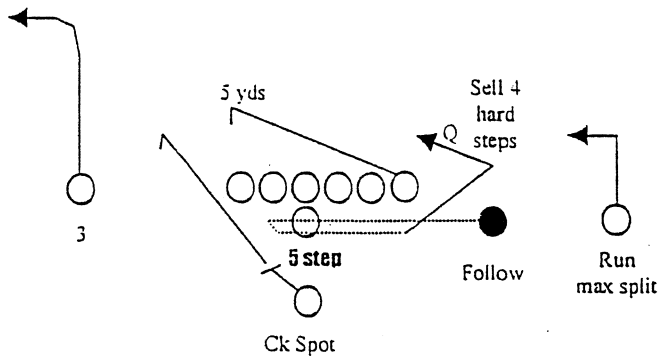
Far rt Hot Rt Sting (Cowboy)

Progression:	COMMENTS: Flood read. Work backside vs loaded coverage.
1. Y, Z, T 2. X, F	



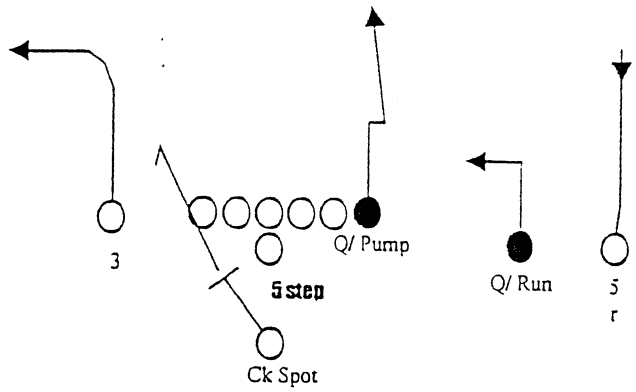
Change rt Hot Rt Floss (Cowboy)

Progression:	COMMENTS:
1. Y. H. X	Read High to low.



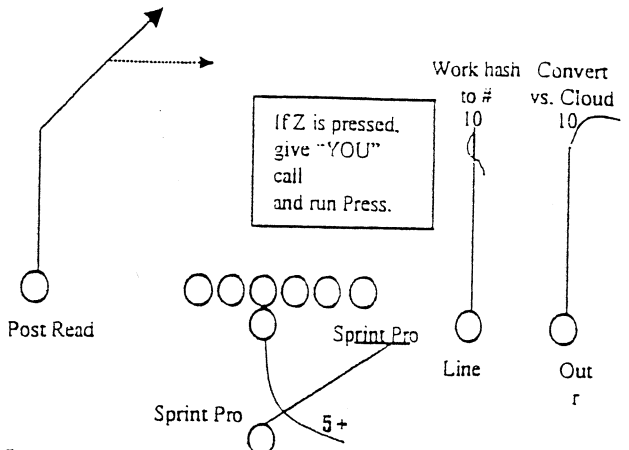
Trio rt tk Hot Rt Follow (Falcon)

Progression:	COMMENTS:
Y/H/Z	Read front side Lber.



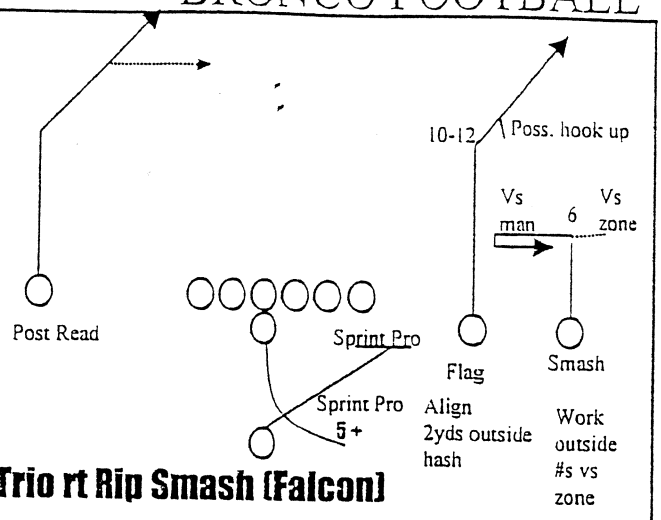
Hot Rt Pump Run- Trio Rt - Falcon

Progression:	COMMENTS: Play designed for 2 shell. Vs single safety work weak or Stem/Run combo.	Progression:	COMMENTS:
1. Y, H 2. X, T			



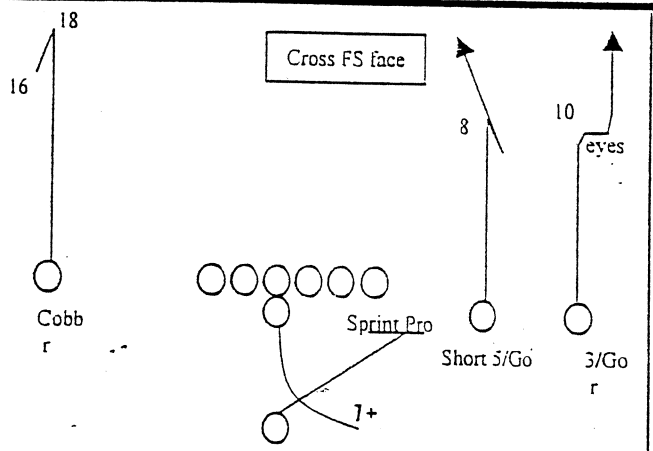
Trio rt Rip Out (Falcon)

Progression:	COMMENTS: Alert thinking to X if no F/S.
1. Z 2. H 3. Y	



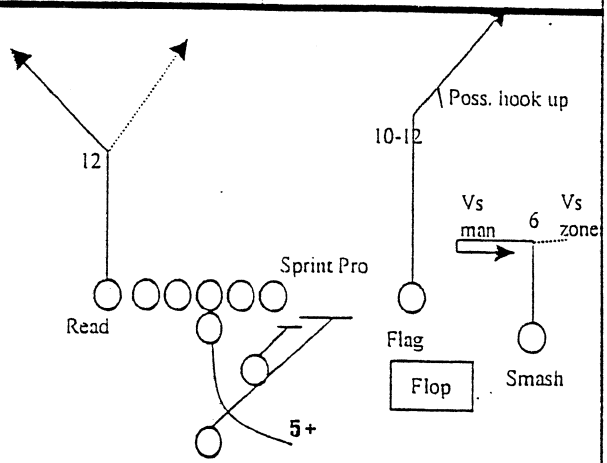
Trio rt Rip Smash (Falcon)

Progression: CB Read	COMMENTS: Alert thinking to X if no F/S. Be prepared for Hook-up by H if CB gets depth.
1. Z 2. H 3. X	



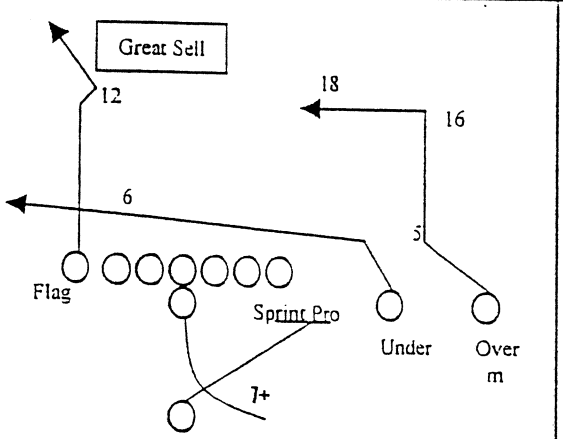
Trio rt Rip Out & Go (Falcon)

Progression:	COMMENTS: Shot play. Possible throw behind if CB doesn't bite. Beware of F/S.
1. Z 2. H	



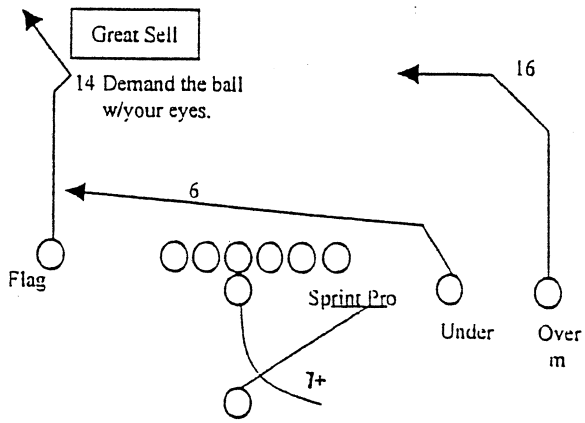
Far lt Slot Rip Smash (Bronco)

Progression:	COMMENTS: Work Y vs 3 on 2 to slot. Work 2 WRs vs Man look.
1. Y 2. Z, X	



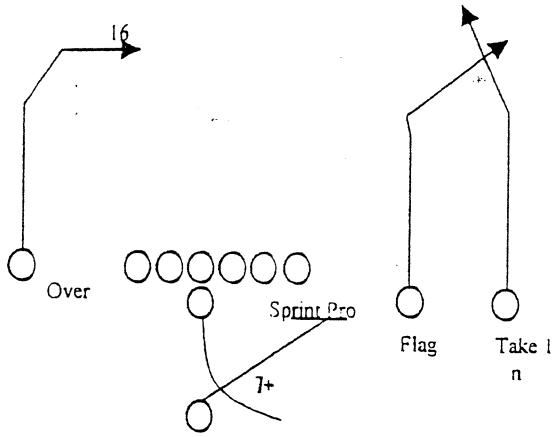
No. Deuce Rip Throwback (Fins)

Progression: H/Z/X	COMMENTS: Work Under route as Man or Pressure beater.



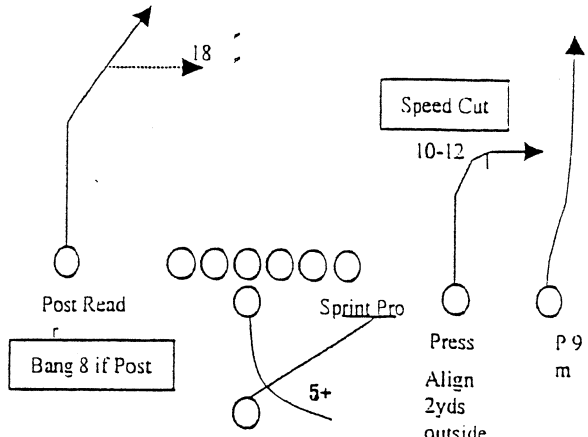
Trio rt Rip Throwback (Falcon)

Progression: H/Z/X	COMMENTS: Work Under route as Man or Pressure beater.



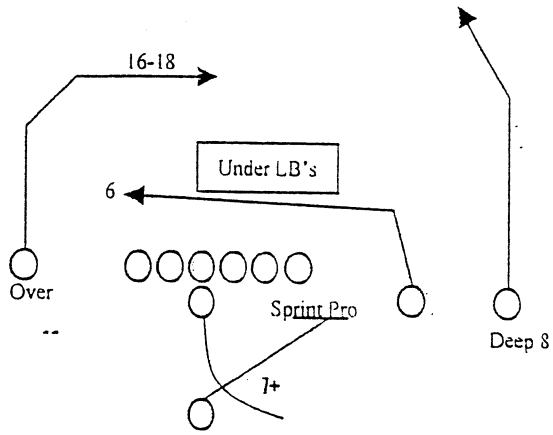
Trio rt Rip Flood (Falcon)

Progression: Z/H/X	COMMENTS: Vertical



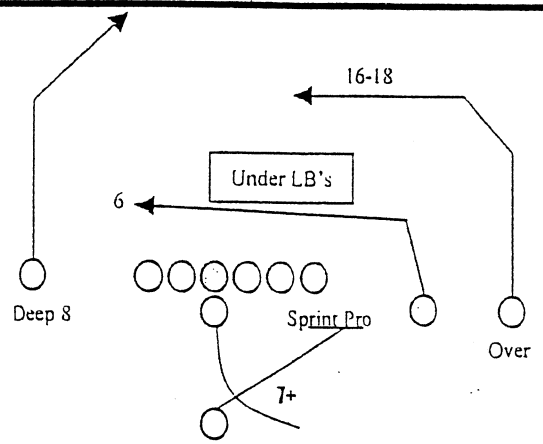
Trio rt Rip Press (Falcon)

Progression: X/H/Z	COMMENTS: Like vs man coverage. Possible Hook-up vs zone w/outside leverage.



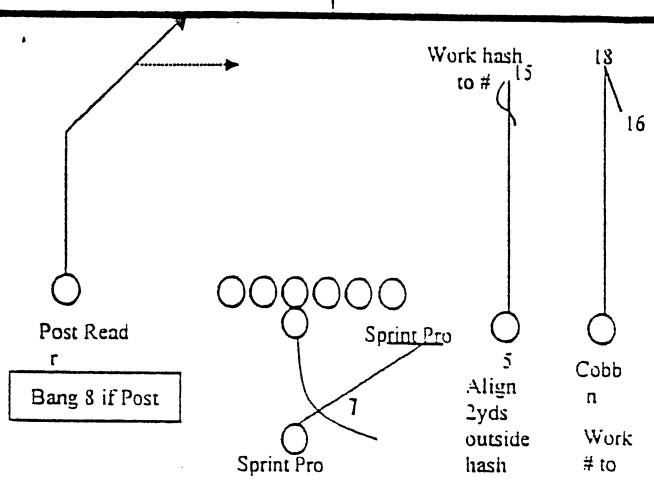
Trio rt Rip X Over (Falcon)

Progression: Z/X/H	COMMENTS: Read F/S. Think crosser if you get pressure.



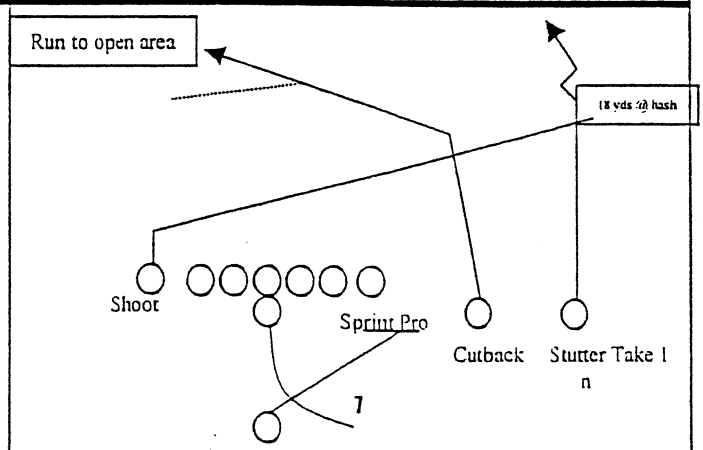
Trio rt Rip Z Over (Falcon)

Progression: X/Z/H	COMMENTS: Read F/S. Think crosser if you get pressure.



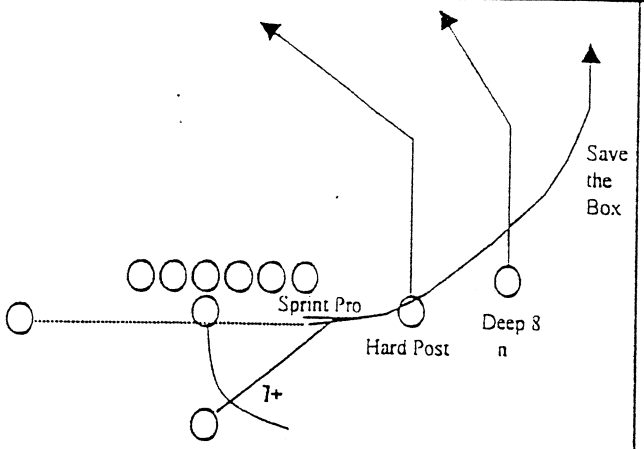
Trio rt Rip Cobb (Falcon)

Progression: Z/H/X	COMMENTS: Read outside/ In Alert thinking for X.



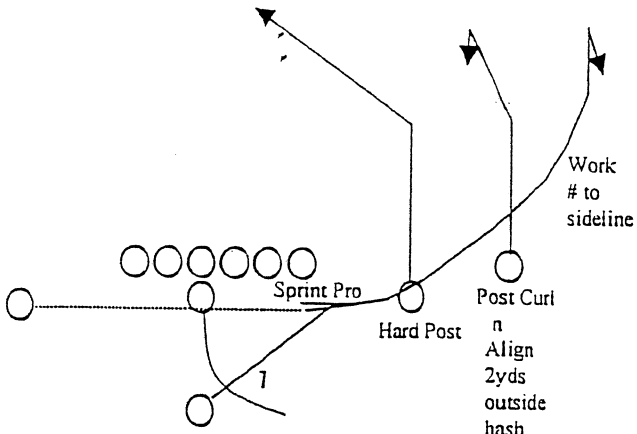
No. Deuce Rip Grid (Fins)

Progression: Z/X/H	COMMENTS: Read backside corner.



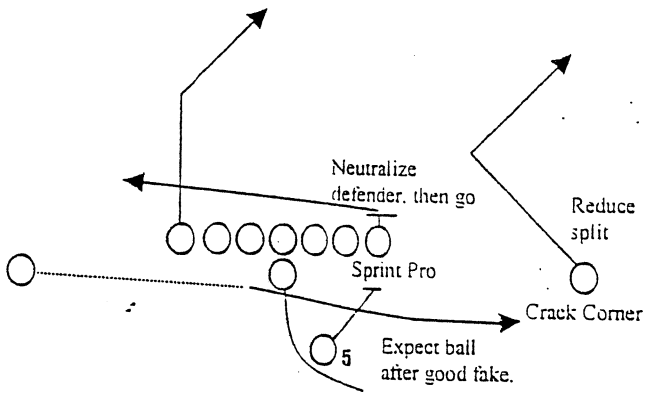
Trio rt On Exit Rip Bronco (Falcon)

Progression: X, Z	COMMENTS: Read outside CB. Be aware of middle defender if throwing Deep 8.



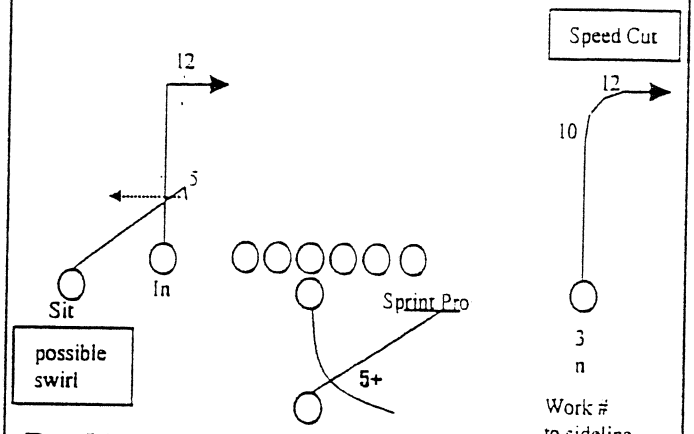
Trio rt On Exit Rip Bronco Stop (Falcon)

Progression: X, Z	COMMENTS: Read outside in.



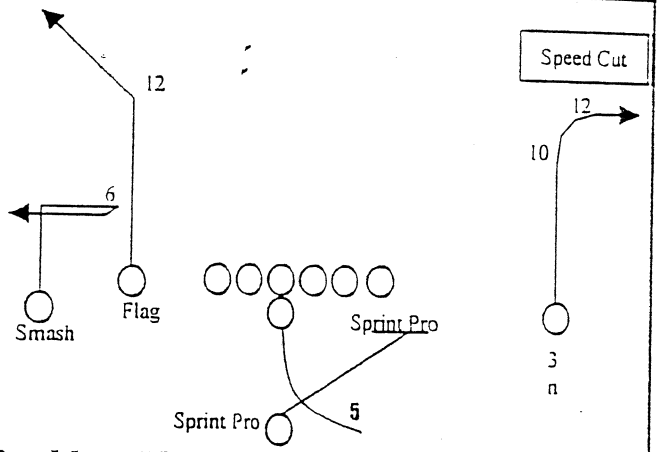
Deuce rt X Rip Y Delay (Fins)

Progression: Y, Z, X	COMMENTS: If Y is not clean, think crack corner.



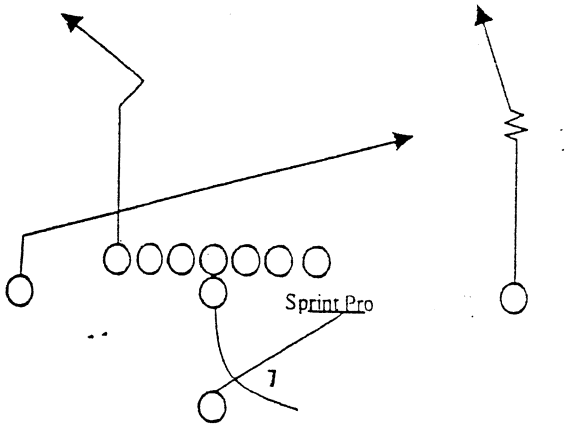
Double rt Rip Layer 3 (Falcon)

Progression: Z/H/X	COMMENTS: Single safety think Z. 2 Shell think Layer concept



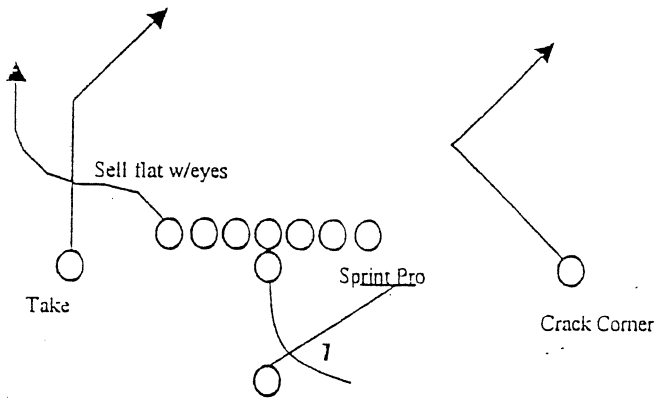
Double rt Rip Smash 3 (Falcon)

Progression: Z/H/X	COMMENTS: Single safety think Z. 2 Shell think Smash.



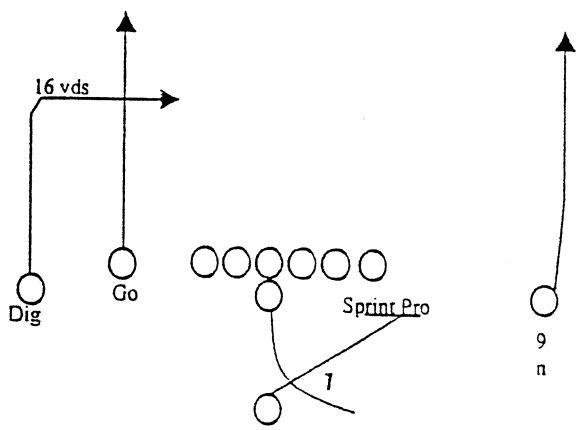
Deuce rt Rip H Grid (Fins)

Progression: H, Z, X	COMMENTS: Read like Grid. Throw to H if a winner.



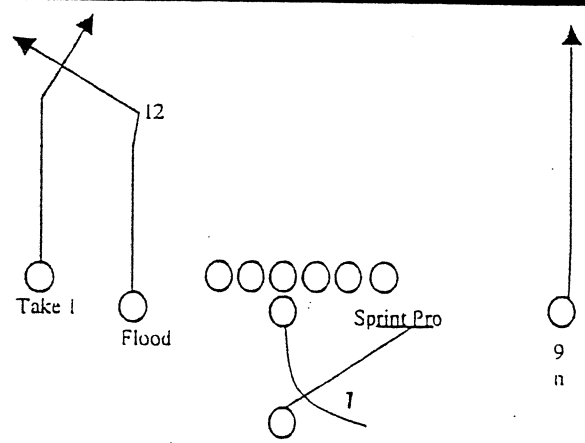
Deuce rt Rip H Wheel (Fins)

Progression: X, H, Z	COMMENTS: We arre trying to throw Wheel, but alert to X on Take.



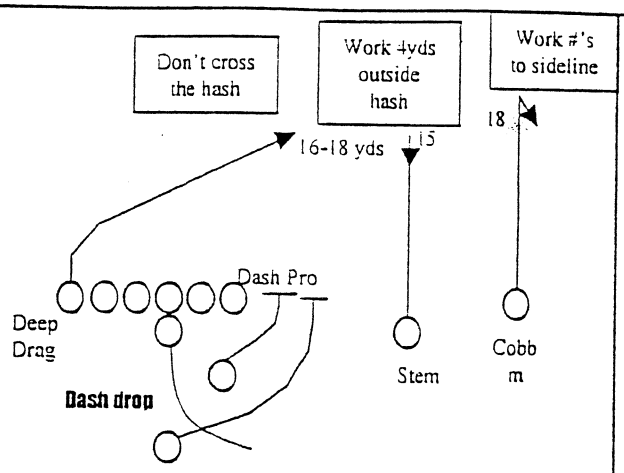
Double rt Rip Dig 9 (Falcon)

Progression: Z/X/H	COMMENTS: Shot or long yardage.



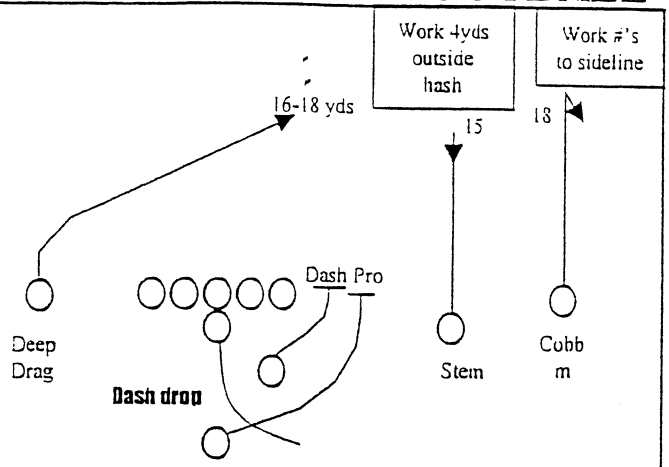
Double rt Rip Flood 9 (Falcon)

Progression: Z/X/H	COMMENTS: Shot type play. Possible long yardage call.



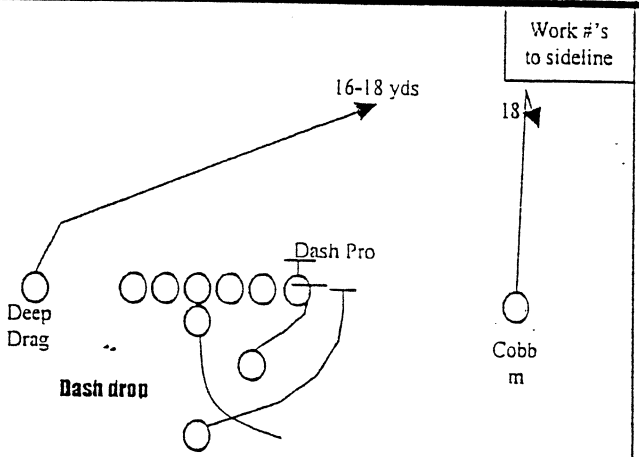
Far lt Slot Dash rt Cobb (Bronco)

Progression: X/Z/Y	COMMENTS: Think Z if flat coverage buzzes X. Anticipate Cobb. Work outside-in.



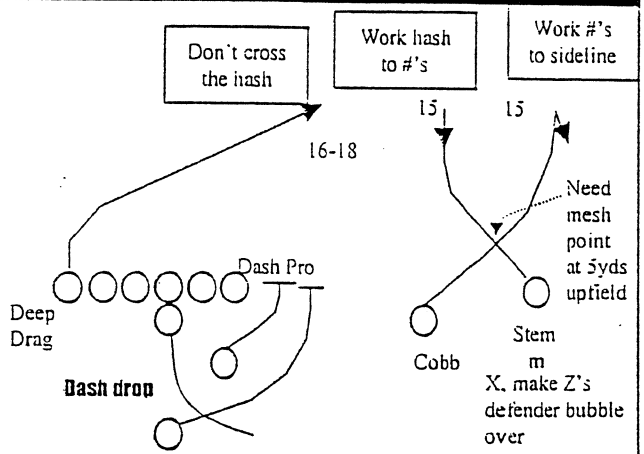
Near rt Dash rt Cobb (Cowboy)

Progression: X/Z/Y	COMMENTS: Think Z if flat coverage buzzes X. Anticipate Cobb. Work outside-in.



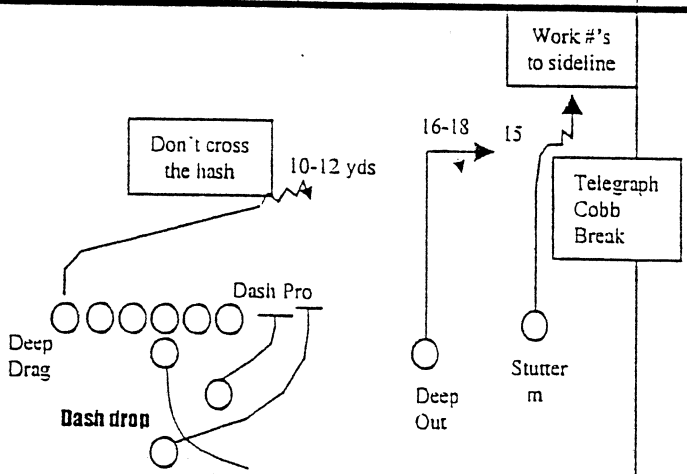
Near rt Dash rt Z Cobb (Bronco)

Progression: Z/X	COMMENTS:



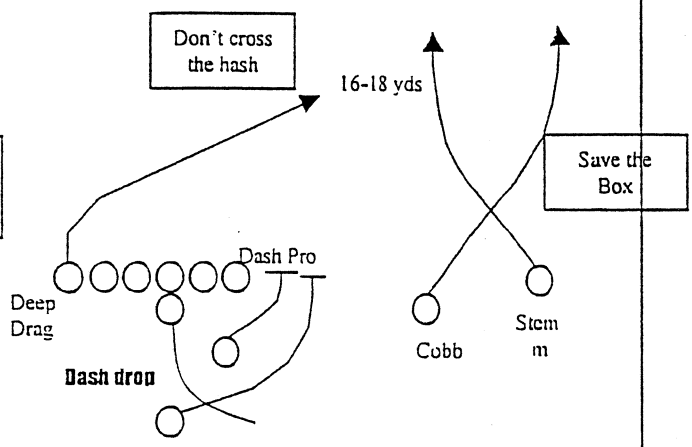
Far lt Slot Dash rt Cobb Switch (Bronco)

Progression: Z, X	COMMENTS: Think Z if flat coverage buzzes X. Anticipate Cobb. Work outside-in.



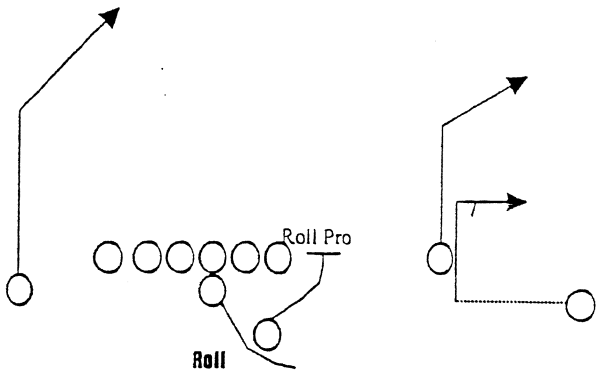
Far lt Slot Dash rt Stutter (Bronco)

Progression: X/Z/Y	COMMENTS: Work outside-in.



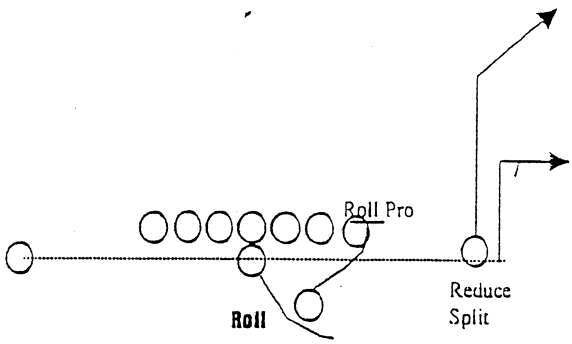
Far lt Slot Dash rt Go Switch (Bronco)

Progression: Z, X, Y	COMMENTS: Complement to Cobb Switch if CB's are sitting on Cobbs.



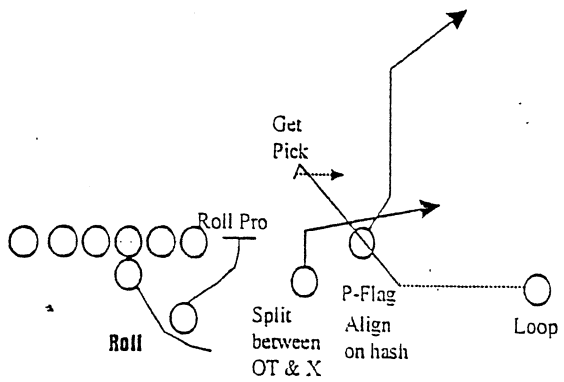
Dbl It Weak X- Stack Roll rt Rub (Falcon)

Progression:	COMMENTS: 3rd medium play. Attack to run. Be ready to throw on 3rd step.
1. X 2. Z 3. Run	



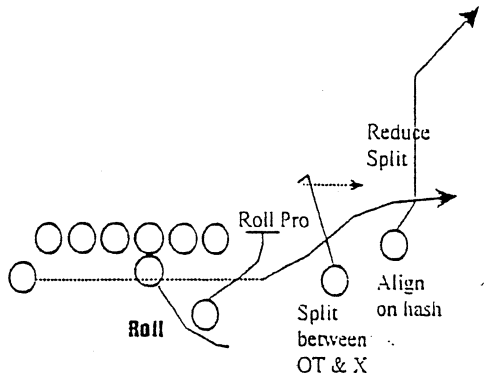
Deuce It Wk Zoom Roll rt Rub (Fins)

Progression:	COMMENTS: 3rd medium play. Attack to run. Be ready to throw on 3rd step.
1. Z 2. X 3. Run	



Dbl It Tandem Zip Roll rt Z Loop (Falcon)

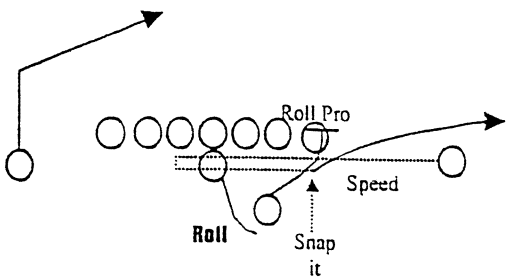
Progression:	COMMENTS:3rd medium play. Attack to run. Be ready to throw on 3rd step. Alert X
1. H 2. Z 3. Run/ X	



Trey It Slot Hoof Roll rt Z Loop (Falcon)

Progression:	COMMENTS: 3rd medium play. Attack to run. Be ready to throw on 3rd step.
1. H 2. Z 3. Run/ X	

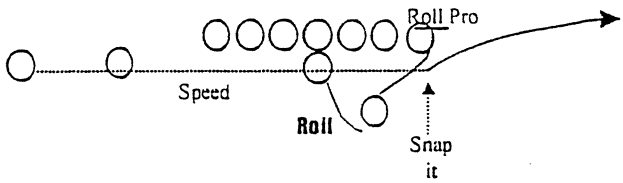
+5 Play



Str Deuce rt Fake Zing Roll rt Z Arrow (Fins)

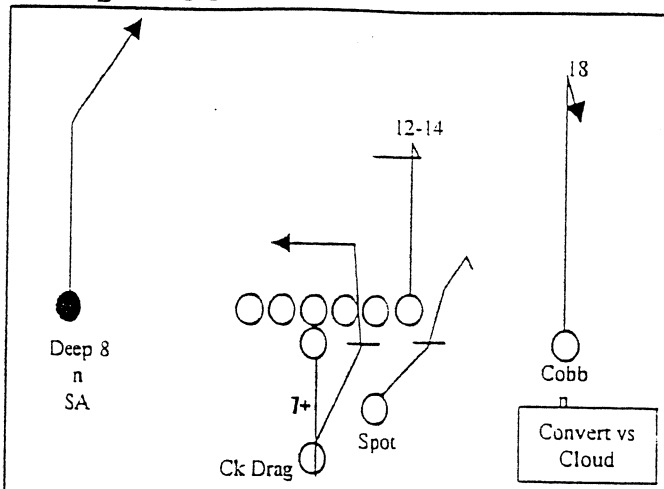
Progression:	COMMENTS:Give theball to WR on 3rd step.
1. Z 2. Run 3. Throw away	

+5 Play



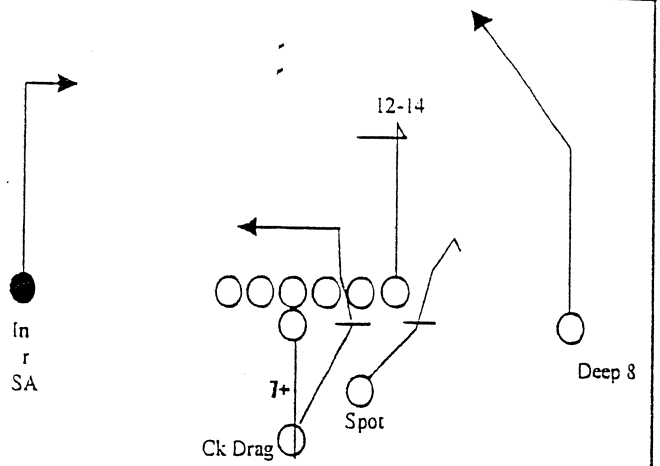
Weak So. Deuce Exit Roll rt X Arrow (Fins)

Progression:	COMMENTS:Give theball to WR on 3rd step.
1. Z 2. Run 3. Throw away	



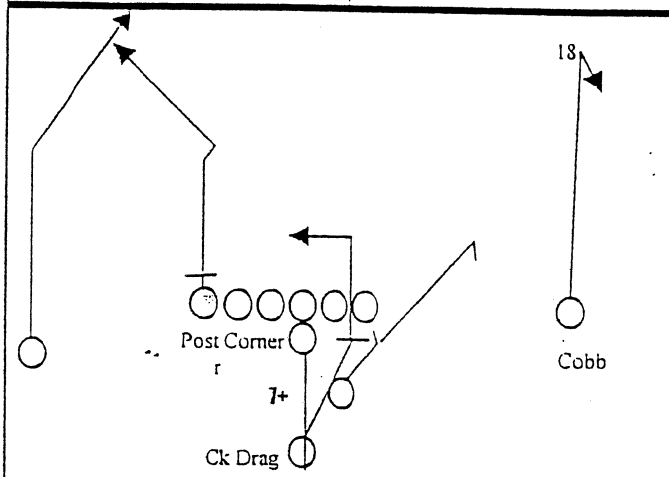
Near rt Play Pass rt Z Cobb (Bronco)

Progression: Z, F, Y	COMMENTS: 2 man game off the flat defender.



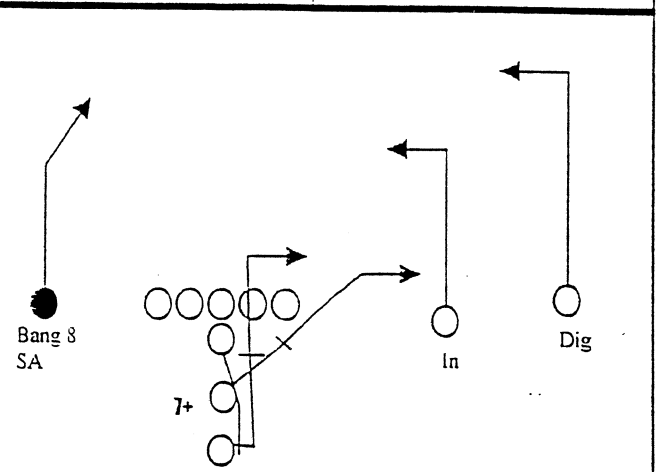
Near rt Play Pass rt Pig (Bronco)

Progression:	COMMENTS:



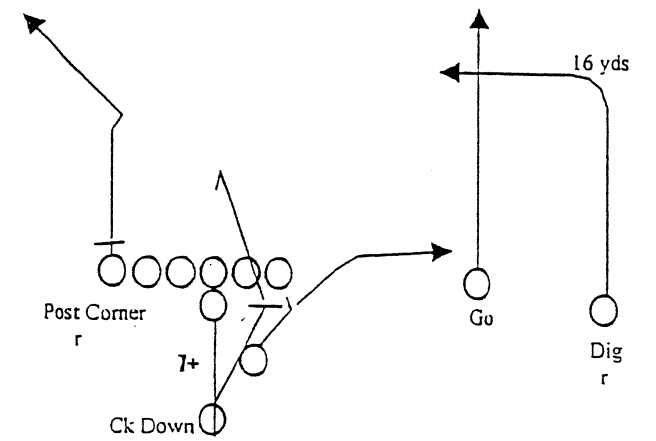
Far lt Play Pass rt X Cobb (Bronco)

Progression:	COMMENTS: 2 man game off the flat defender.



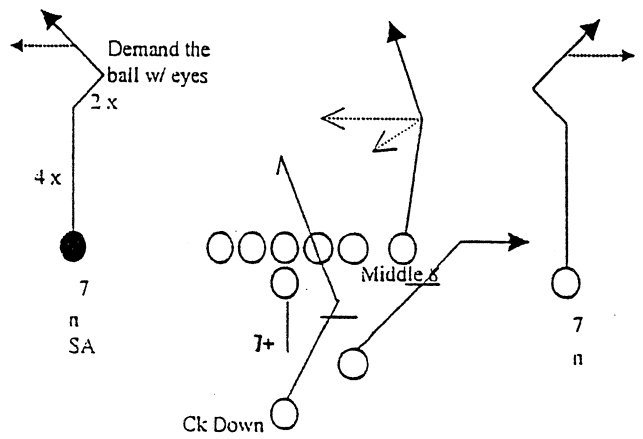
Play Pass Dagger - Cowboy

Progression: 1. X, Y, T 2. Z, Y, T	COMMENTS: Cover 3/1 (clean look) think Bang 8. If 2 shell, think Dagger. 2 man think Y/T.



Far lt Slot Play Pass rt Dig (Bronco)

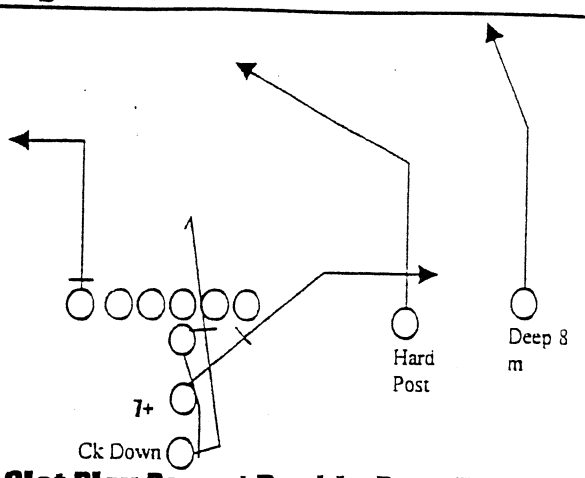
Progression: X, Y, Z/T	COMMENTS: Read weak flat. Alert to Z.



Near rt Play Pass rt 787 (Bronco)

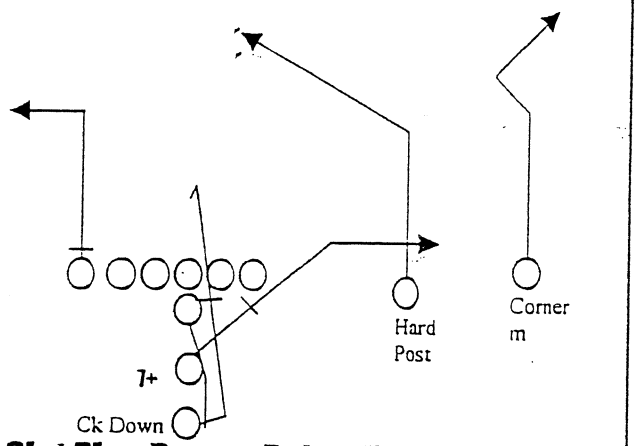
Progression: Outside/Down/Middle or middle/down/outside	COMMENTS: Middle/Full Field

Play Pass



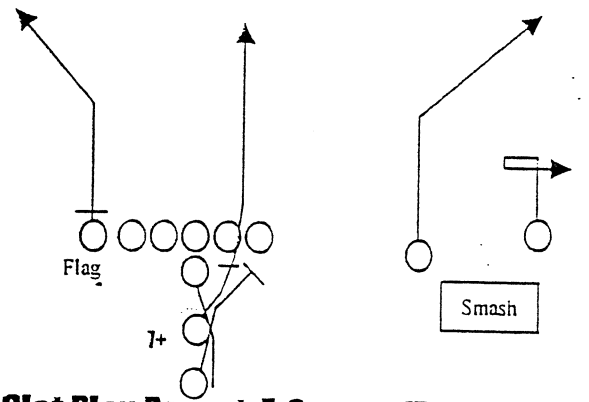
Rt Slot Play Pass rt Double Post (Bronco)

Progression:	COMMENTS:
1. X 2. Z 3. T	Try to put the ball on X.



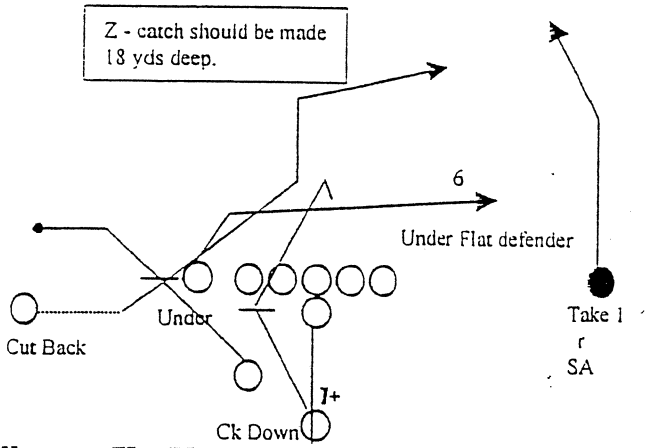
Rt Slot Play Pass rt Poker (Bronco)

Progression:	COMMENTS:
1. X 2. Z 3. T	Be alert to Post vs Blitz



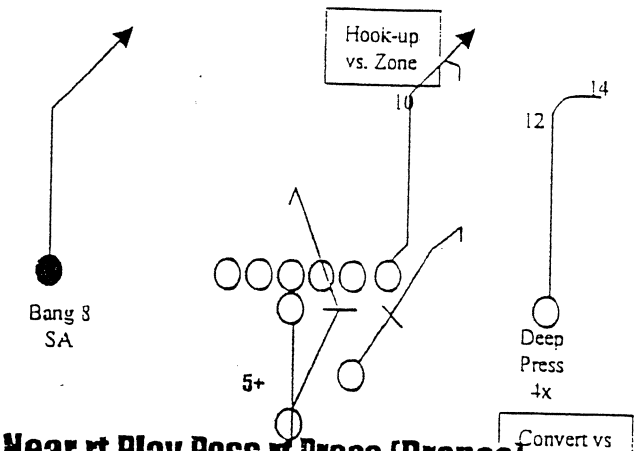
Rt Slot Play Pass rt F-Seam -(Bronco)

Progression:	COMMENTS:
1. FB 2. Flag 3. Smash Hitch	Shot Play. Work Smash if you lose FB to protection.



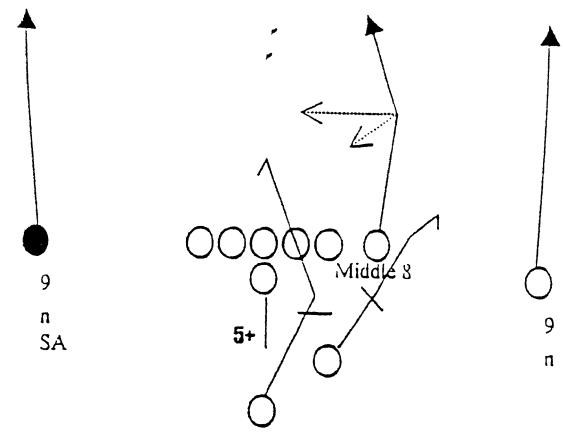
Near rt Zip Play Pass rt Prong (Bronco)

Progression: X, Z, Y, T/F	COMMENTS: See FS after fake. If FS drops work Z/Y/T.



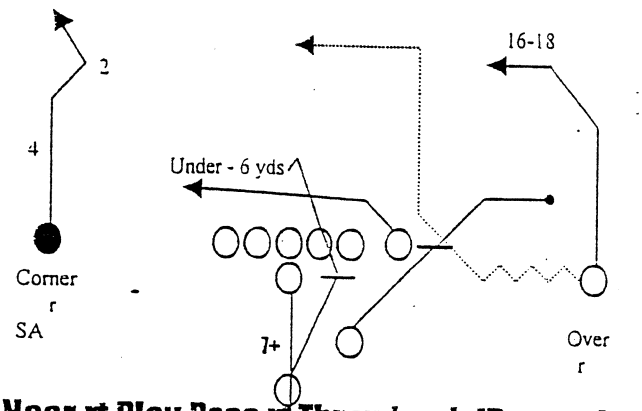
Near rt Play Pass rt Press (Bronco)

Progression:	COMMENTS:
Z, Y, F	Alert to X vs loaded coverage.



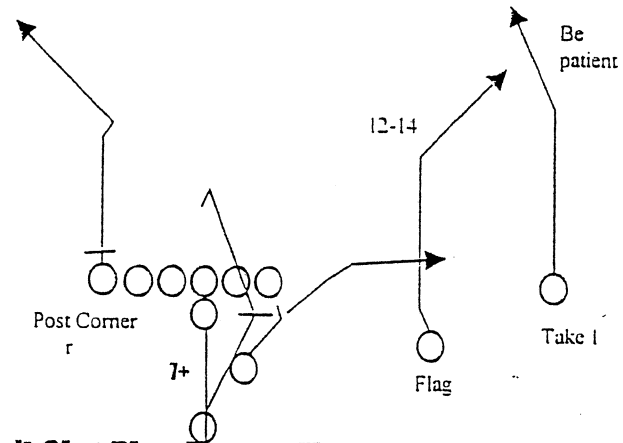
Near rt Play Pass rt 989 (Bronco)

Progression:	COMMENTS:
Outside/Ck Down	Middle/Full Field. Give WRs a chance to make a play. Alert TE vs Cov 2.



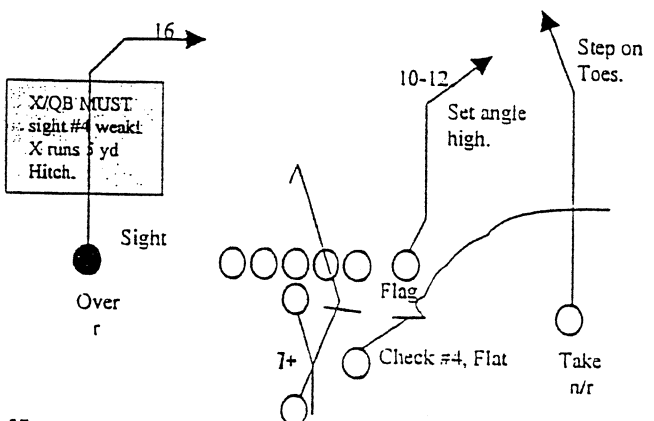
Near rt Play Pass rt Throwback (Bronco)

Progression: X, Y, Z/T	COMMENTS: Read weak flat



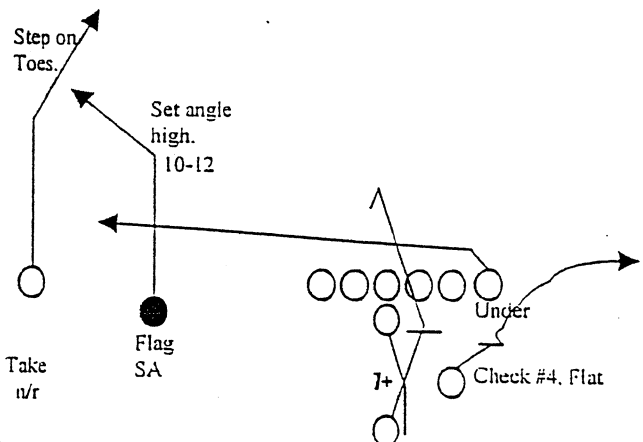
Far lt Slot Play Pass rt Flood (Bronco)

Progression:	COMMENTS:



Near rt Play Pass rt Flood (Bronco)

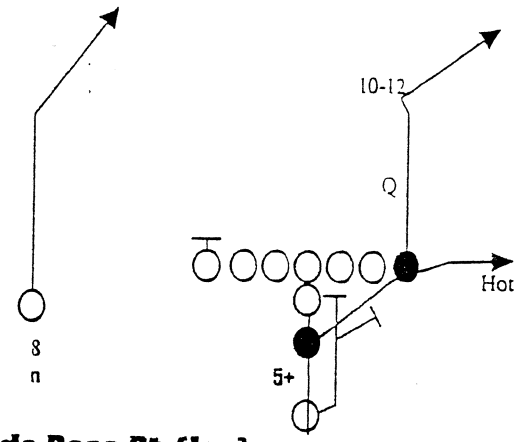
Progression: Z/Y/Down	COMMENTS: Vertical. Walsh fake to Right, Boomer fake to left.



Rt Slot Play Pass rt Flood Y (Bronco)

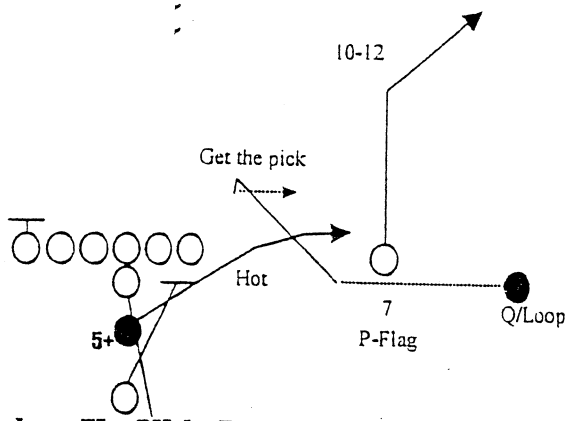
Progression: X/Z/Y	COMMENTS: Flood read.

Slide Pass



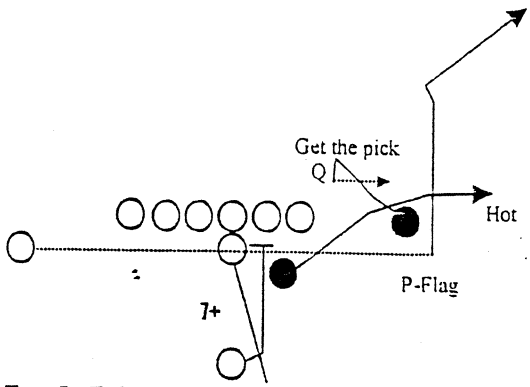
Lt Slide Pass Rt (Jax)

Progression:	COMMENTS: Read low to high. Get the 1st down. Alert to Post.
1. F 2. Y	



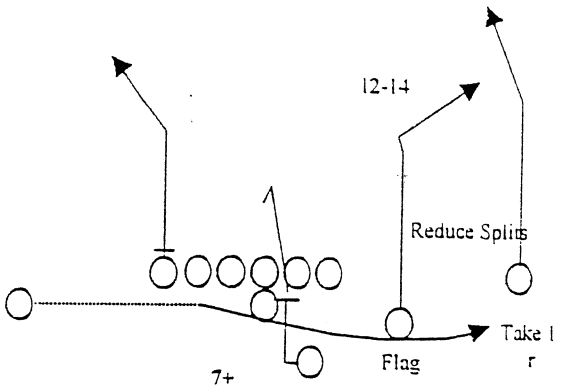
Lt Tandem Zip Slide Pass rt Z Loop (Bronco)

Progression:	COMMENTS: Read low to high. Get the 1st down.
1. F 2. Z	



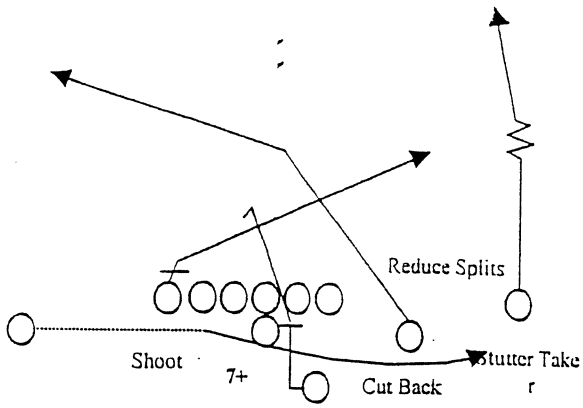
Far lt Z-Stack Slide Pass Rt X Loop (Bronco)

Progression:	COMMENTS: Read low to high.
1. F 2. X 3. Z	



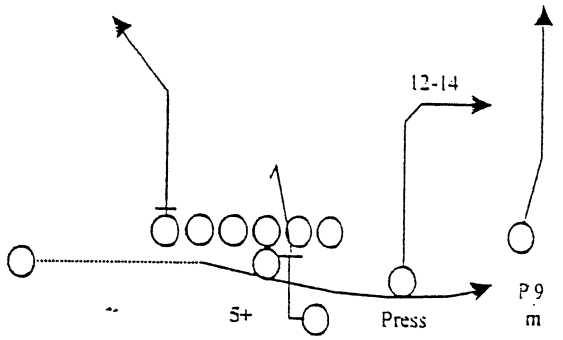
Double It Z Dive Pass Right Flood (Falcon)

Progression: X, Z, T	COMMENTS: Flood concept. Read High to low. Don't forget RBs as a Checkdowns.



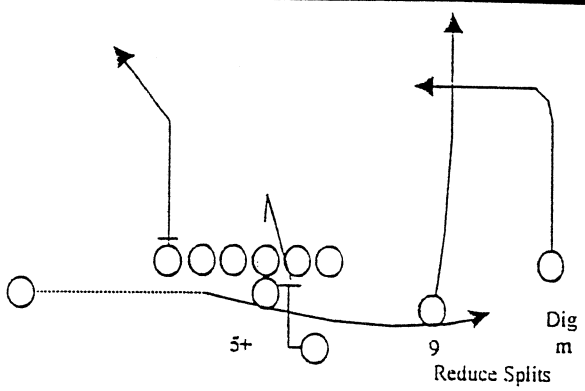
Double It Z Dive Pass Right Grid (Falcon)

Progression: 1. Z 2. X 3. Y	COMMENTS: Read backside CB to start your progression.



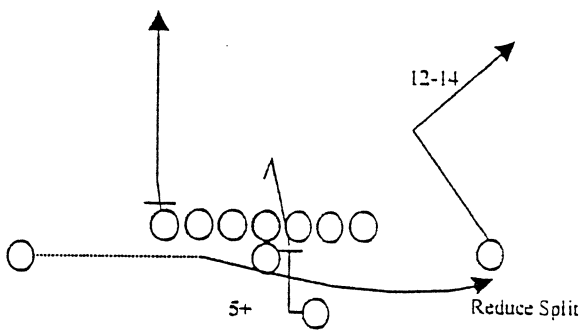
Hawk It T Dive Pass Right Press (Qk Bronco)

Progression: 1. Z 2. T	COMMENTS: Alert think with X.



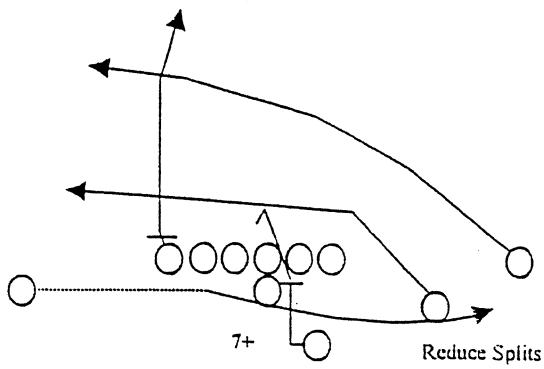
Hawk It T Dive Pass Right Dig (Qk Bronco)

Progression: 1. Dig 2. Swing	COMMENTS: Alert to Z on 9 route



Deuc rt X Dive Pass Right Goner (Fins)

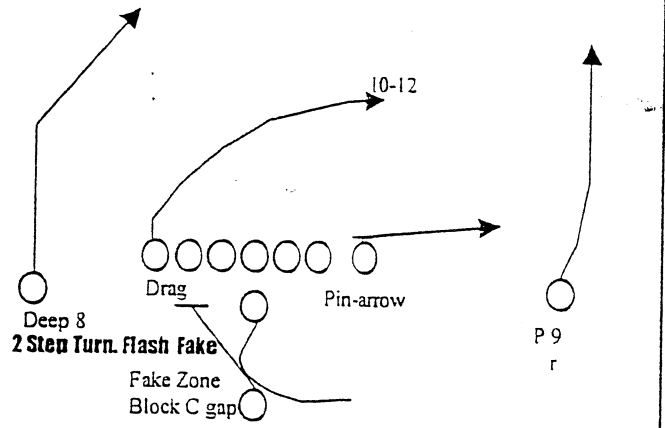
Progression: 1. H 2. Z 3. X	COMMENTS: Shot Play. Don't forget Z as throw away.



Hawk It T Dive Pass Right Prong (Qk Bronco)

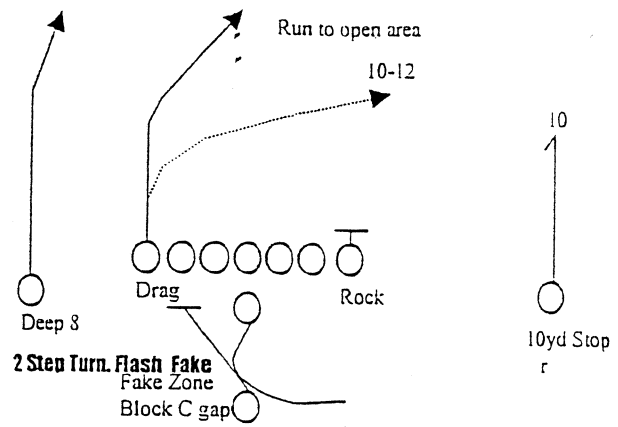
Progression: 1. X 2. Z	COMMENTS: If pressure, find your crosser.

BOOT ROUTES



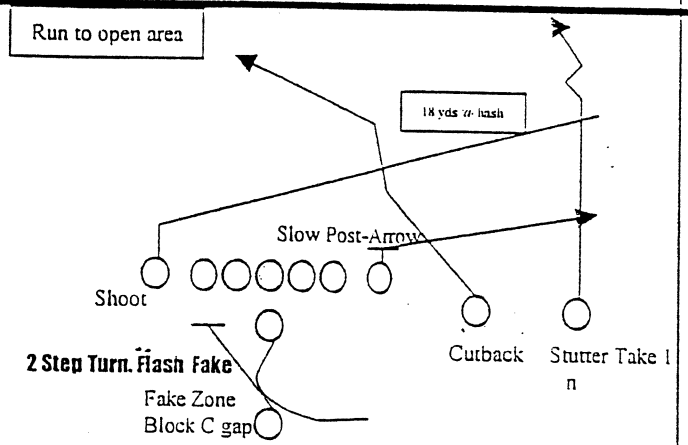
Deuce rt Zone Boot Rt (Fins)

Progression: H, Y	COMMENTS: Read low to high



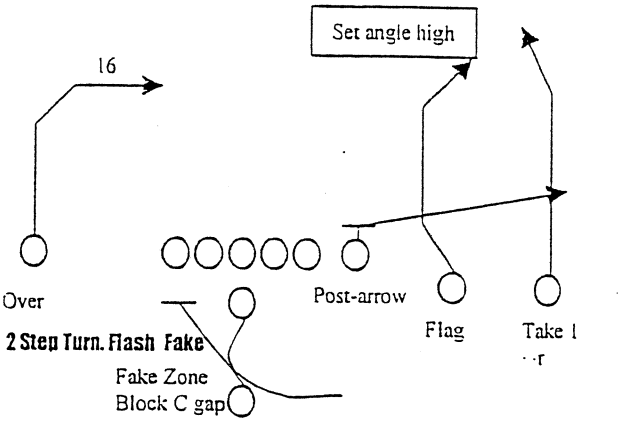
Deuce rt Zone Boot Rt Ute (Fins)

Progression: X, H, Z	COMMENTS: If you don't like H, Z will be open on sideline.



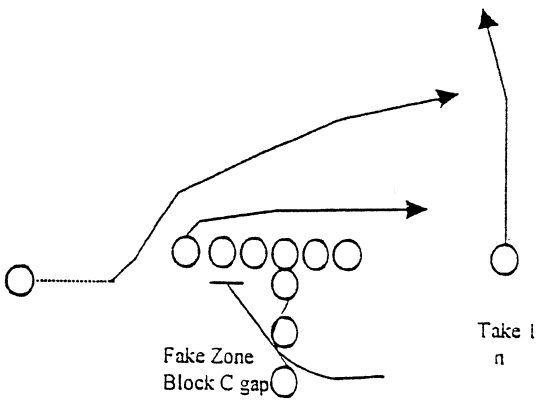
No. Deuce Zone Boot Rt Grid (Fins)

Progression: Z, X, H, Y.	COMMENTS: Read backside corner.



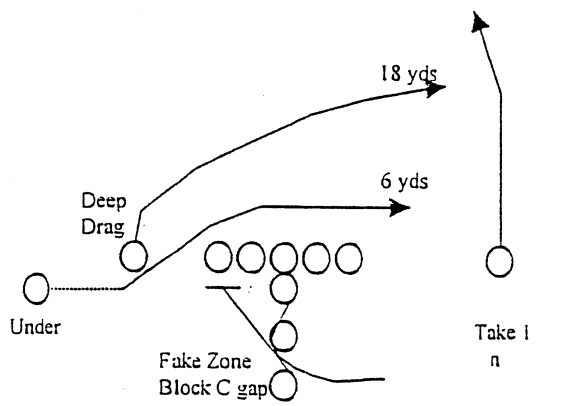
Trio rt Zone Boot Rt Flood (Falcon)

Progression: Take, Flag, Flat. BS Alert to Take 1.	COMMENTS: Flood Read.



Lt Zip Zone Boot Rt Prong (Bronco)

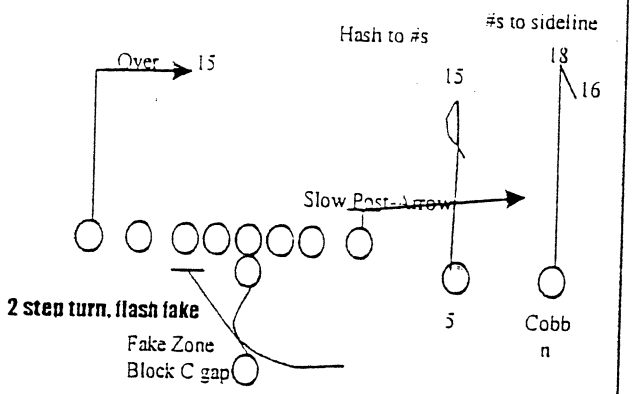
Progression: 1. X 2. Z 3. Y	COMMENTS: Flood Read. X is Alert thinking.



Lt Zip Zone Boot Rt Prong Z (Cowboy)

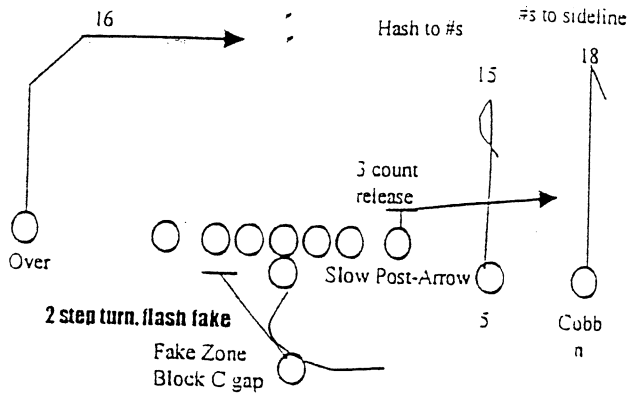
Progression: 1. X 2. Y 3. Z	COMMENTS: Flood Read. X is Alert thinking.

BOOT ROUTES



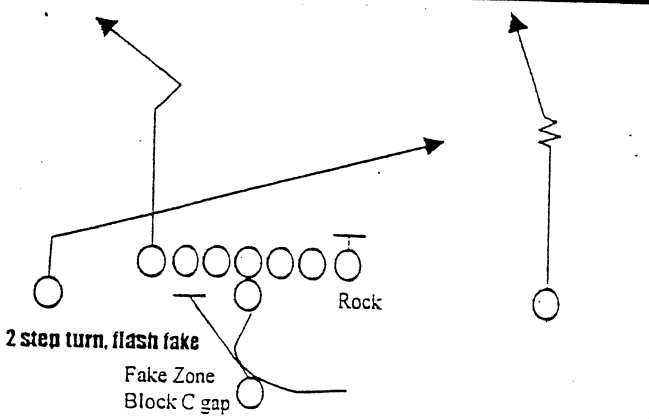
No. Deuce Zone Boot Rt Cobb (Fins)

Progression: X, Z, Y, H	COMMENTS: Horizontal/Backside. Outside/In



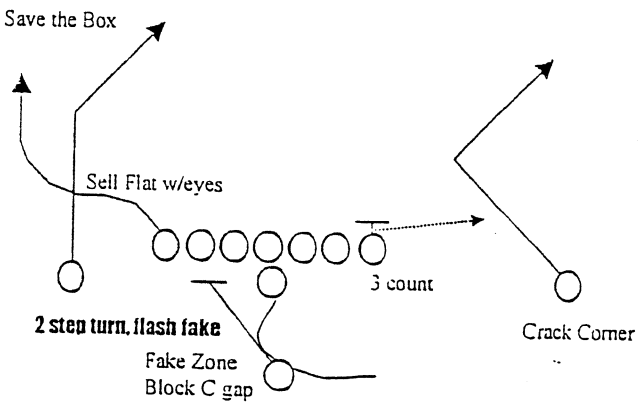
Trio rt Zone Boot Rt Cobb (Falcon)

Progression: Z, H, Y, X.	COMMENTS: Horizontal/Backside. Outside/In



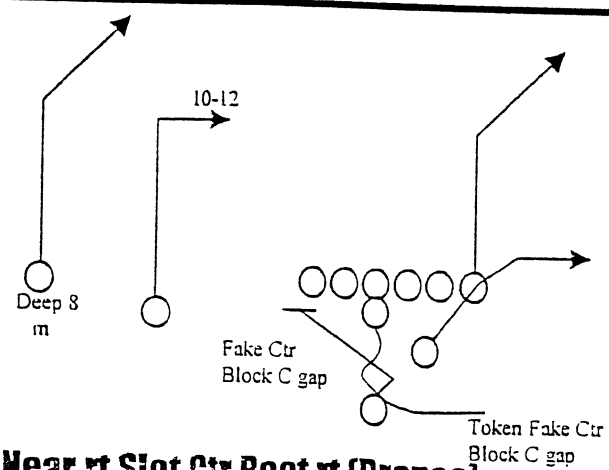
Deuce rt Zone Boot Rt Rock H Grid (Fins)

Progression: 1. H 2. Z 3. X	COMMENTS: Full field read. Grid thinking. Think H first.



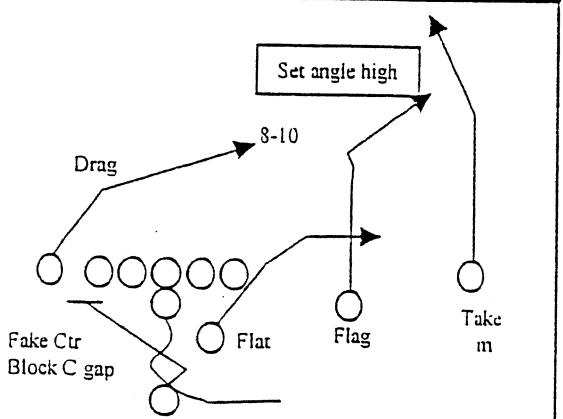
Deuc rt Zone Boot Rt H Wheel (Fins)

Progression: 1. X 2. H 3. Z	COMMENTS: X is Alert thinking. Don't forget crack corner as throw away.



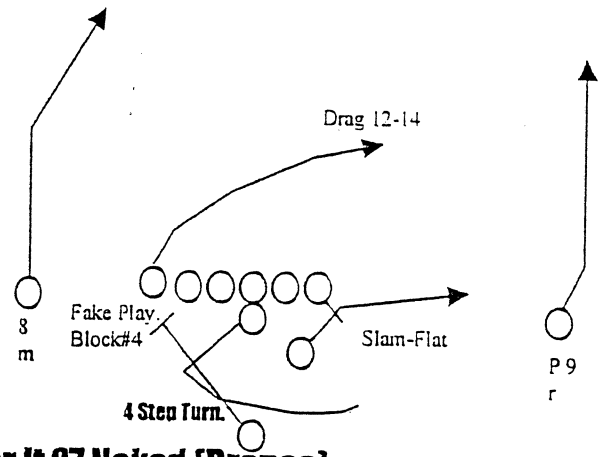
Near rt Slot Ctr Boot rt (Bronco)

Progression: Flat, Flag, BS	COMMENTS: Read low to high



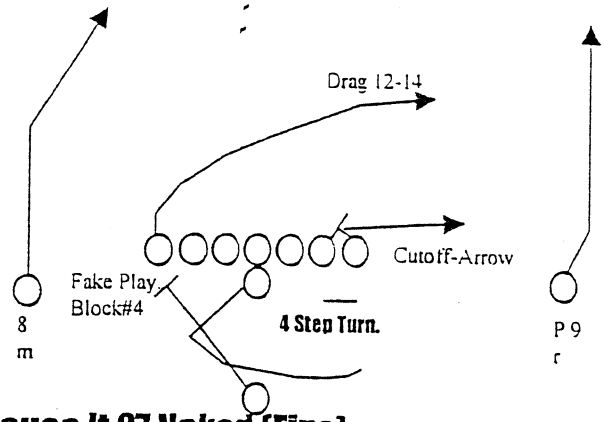
Lt Slot Ctr Boot rt Flood (Bronco)

Progression: Flat, Flag, BS	



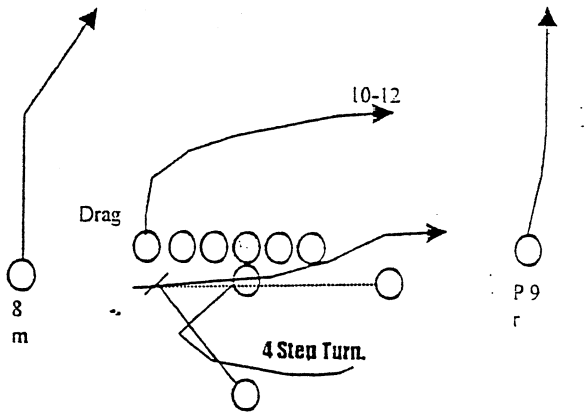
Far It 27 Naked (Bronco)

Progression: Flat/drag/Post	COMMENTS: Weak Flat. Need full extension by QB on fake.



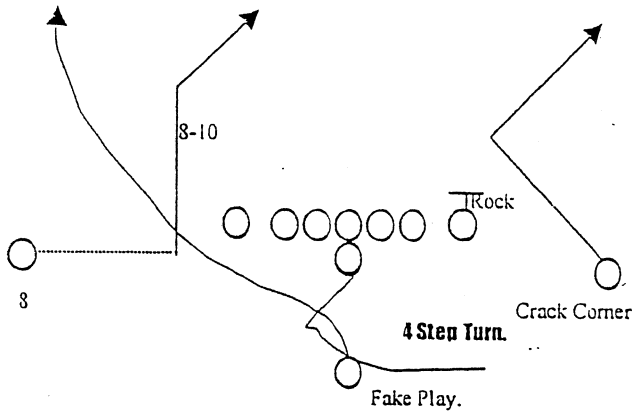
Deuce It 27 Naked (Fins)

Progression: Flat/Drag/Post	COMMENTS: Weak Flat. Need full extension by QB on fake.



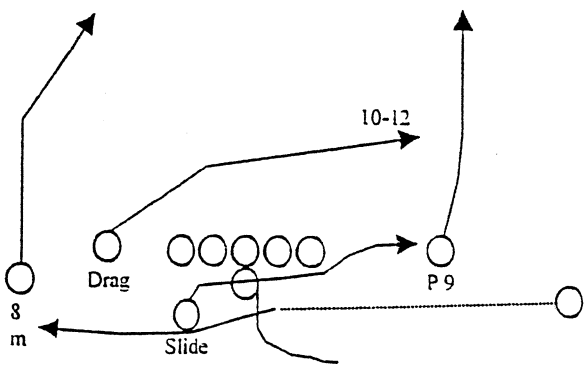
Dbl It Hoof 27 Naked H Slide (Falcon)

Progression: 1. H 2. Y 3. RUN	COMMENTS: Get some depth! Read low to high.



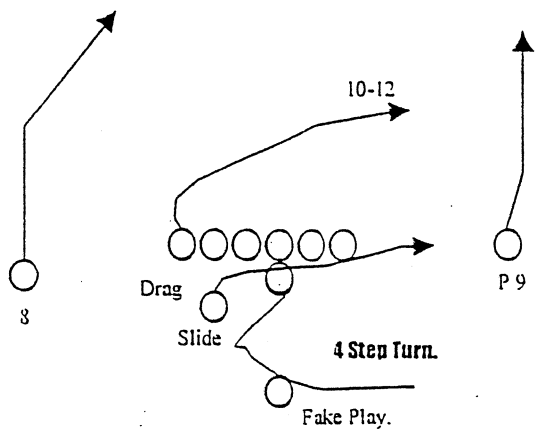
Deuce Rt X-In 27 Naked Detour (Fins)

Progression: Detour/Post	COMMENTS: Shot Play.



Ace Lt X 49 Naked T Slide (Jets)

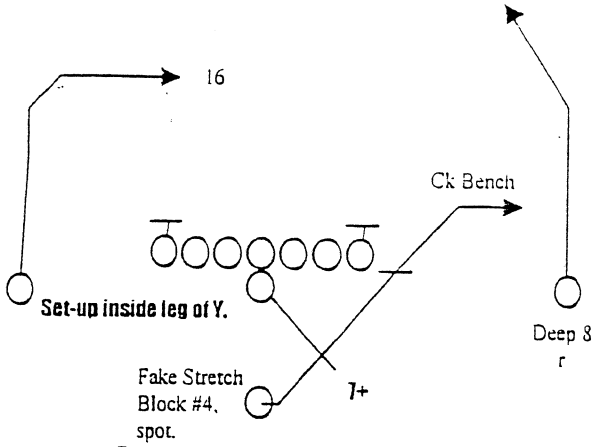
Progression: 1. T 2. Y 3. RUN	COMMENTS: Get Depth. Read low to high



Near It 27 Naked F Slide (Bronco)

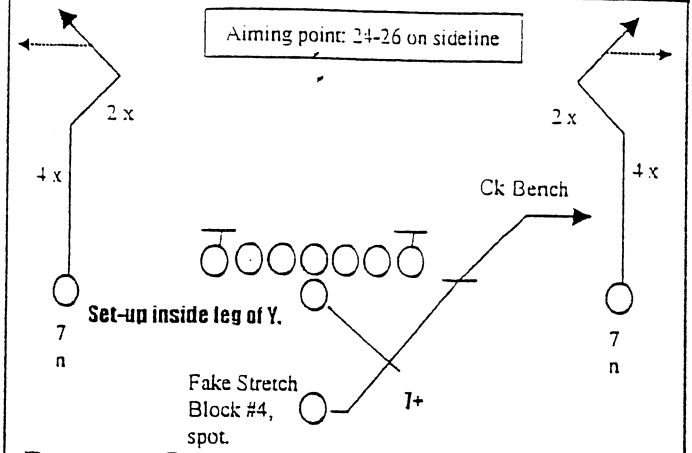
Progression: 1. F 2. Y 3. RUN	COMMENTS: Get depth. Read low to high.

STRETCH PASS RIGHT



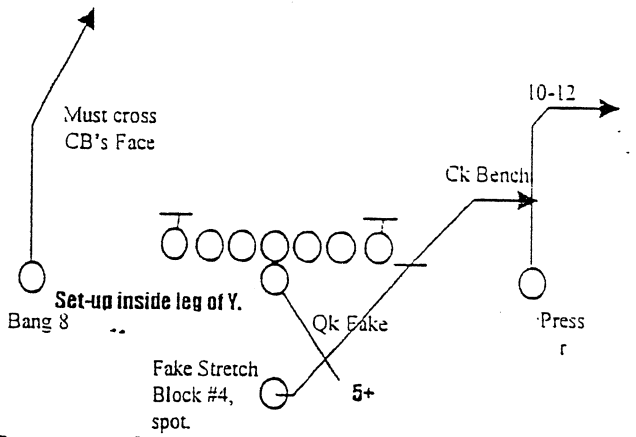
Deuce rt Stretch Pass Right X Over (Fins)

Progression: Z, X/T.	COMMENTS: Shot Play. Eye to Safety.



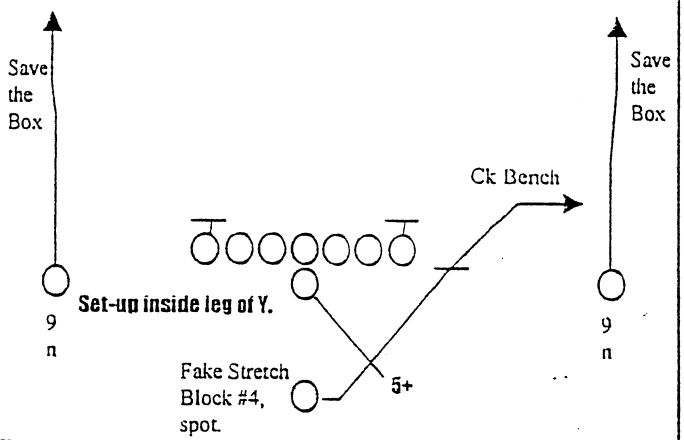
Deuce rt Stretch Pass Right Dbl 7 (Fins)

Progression: Z/X, T.	COMMENTS: Work softest CB or KYP.



Deuce rt Stretch Pass Right Press (Fins)

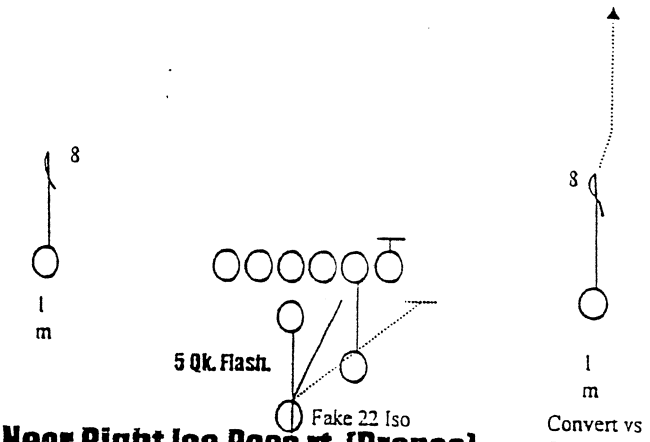
Progression: Z, T	COMMENTS: Alert to F/S leaving the M.O.F.



Deuce rt Stretch Pass Right Double Go (Fins)

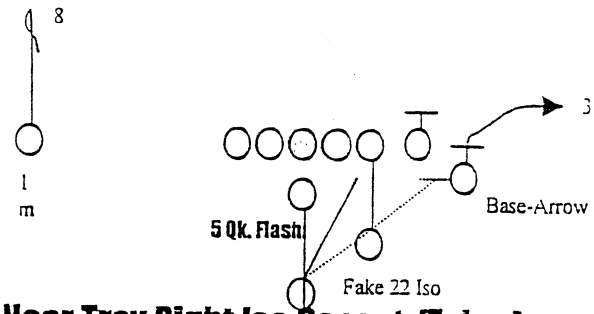
Progression: Z/X, T.	COMMENTS: Shot play. Give WRs a chance.

Iso Pass



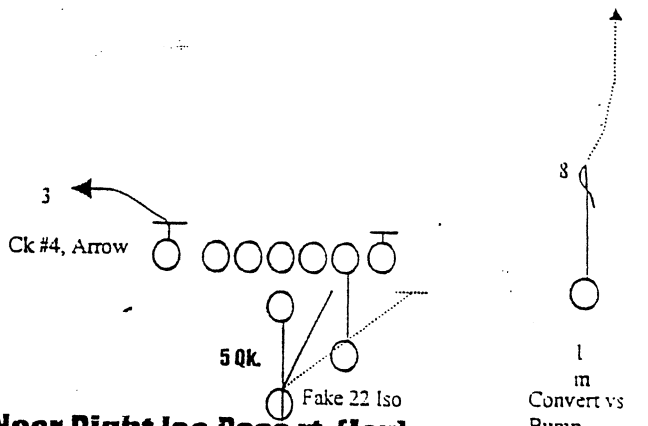
Near Right Iso Pass rt (Bronco)

Progression: X or Z	COMMENTS: Softest coverage, shortest throw.



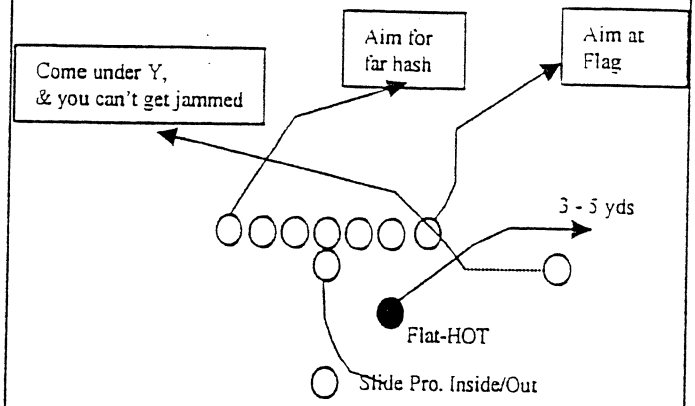
Near Trey Right Iso Pass rt (Zebra)

Progression: X, H late	COMMENTS: Best Look



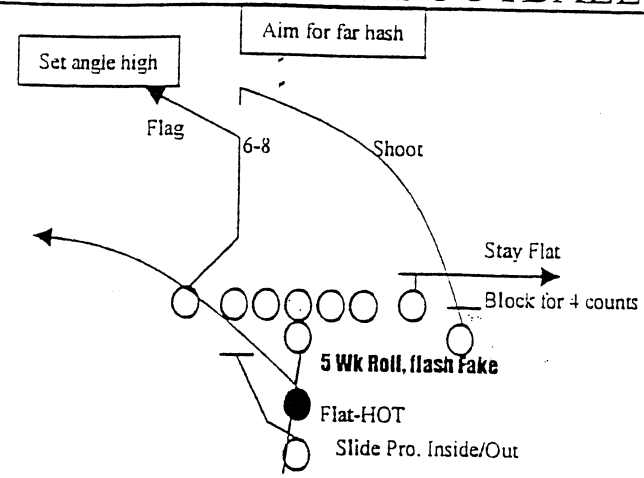
Near Right Iso Pass rt (Jax)

Progression: Z, H late	COMMENTS: Best Look		



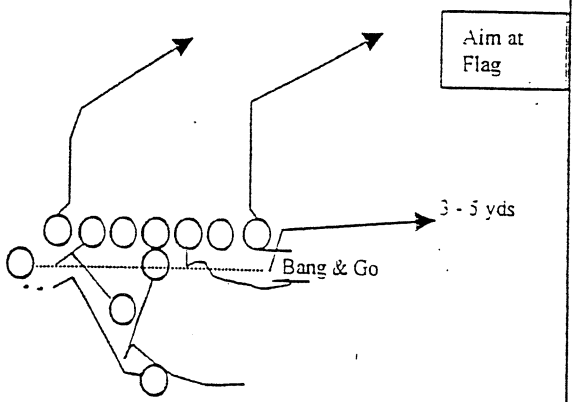
Near rt Slide Pass rt Cross (Jax)

Progression:	COMMENTS: Come out fast and check the FB. Think backside TE vs. Zone.
1. F 2. Y 3. Z/H	



Rt Goalline Pass lt (Giants)

Progression:	COMMENTS: Playside flat (hot.)
Flat/Flag/Crosser/Backside	

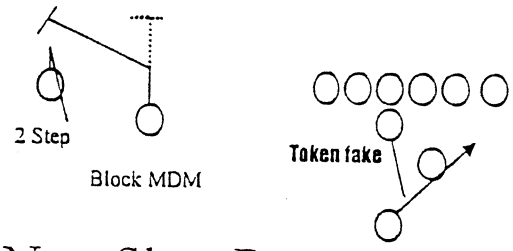


Near lt Zing 25 Keep Pass rt (Jax)

Progression:	COMMENTS: Remember to give "Go" call if you run.
1. H 2. Z 3. Y	

SCREENS - variations

QUICK SCREEN R/L

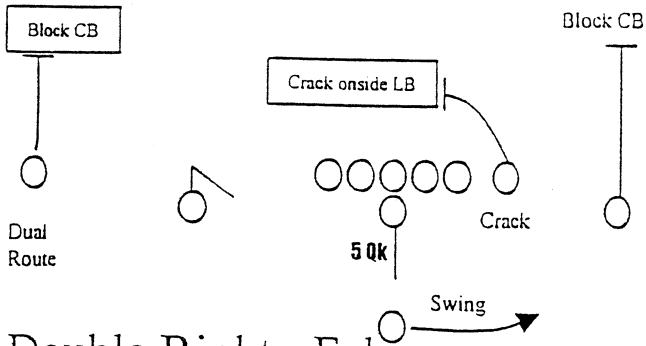


Near Slot - Bronco RB quick stretch fake

Progression: X, Throw away

COMMENTS: Flash stretch fake. Must throw away behind LOS.

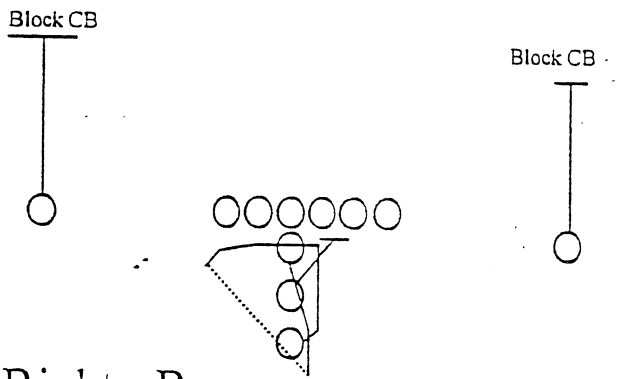
DUAL SCREEN R/L



Double Right - Falcon

Progression: Read playside DE. TB to backside. Continue to get depth. Back out on Dual Screen Left.

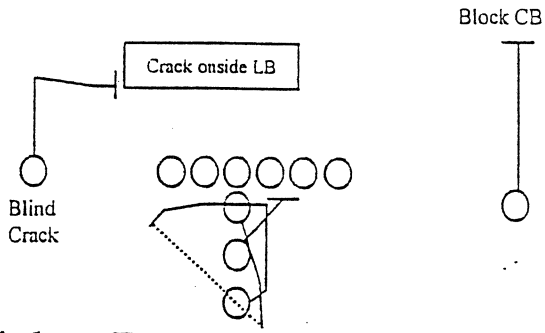
Play Pass 989 Sally/Sara



Right - Bronco

Progression: Fake play pass (9 step drop) throw flow screen to TB. Throw away behind LOS or chase screen

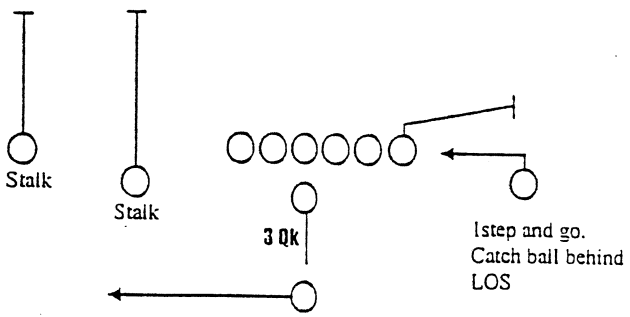
Play Pass Sally/Sara (Crack)



Right - Bronco

Progression: Fake play pass (9 step drop) throw flow screen to TB. Throw away behind LOS or chase screen

Wide Screen Rt

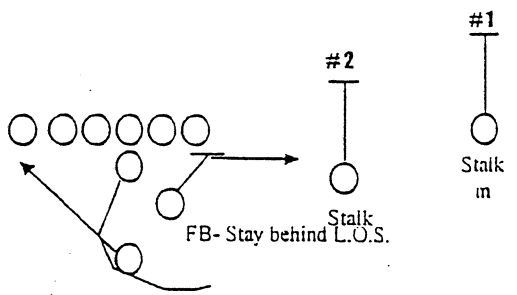


Double - Falcons

Progression: Read playside DE. TB to backside. Continue to get depth. Back out on Dual Screen Left.

COMMENTS: Don't let DE bat the ball. Find a lane

23 Zone F Line rt

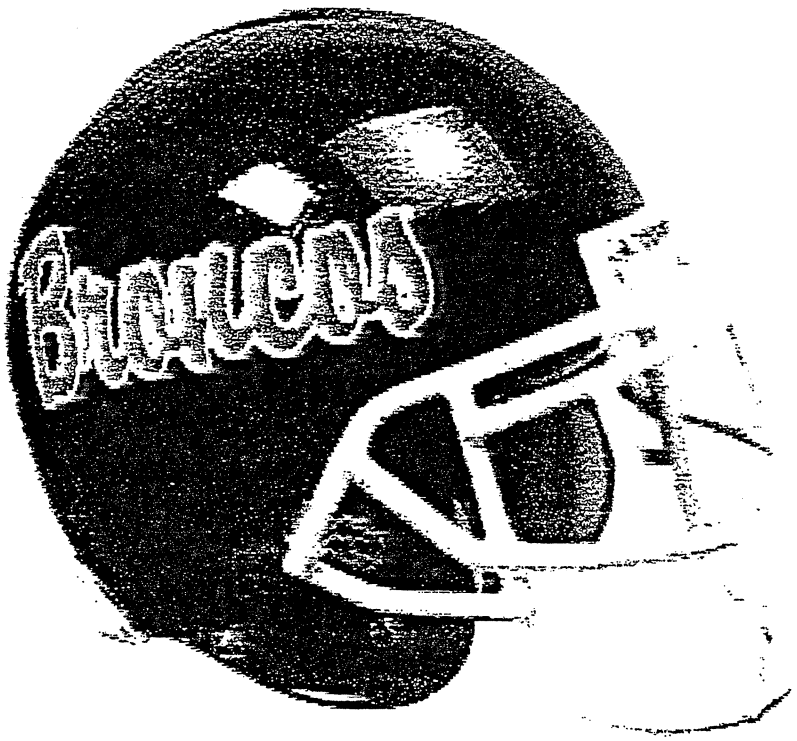


Far Slot - Bronco

Progression: FB/ run

COMMENTS: Run the ball if the end chases the FB.

SCREENS



2001 BRONCO FOOTBALL

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SCRIMMAGE

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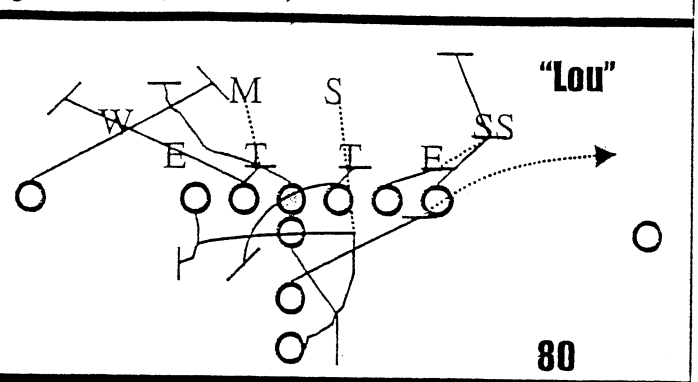
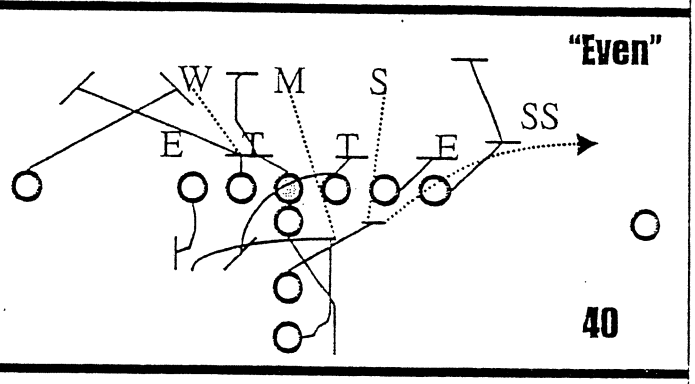
Pg.8 FAST SCREEN

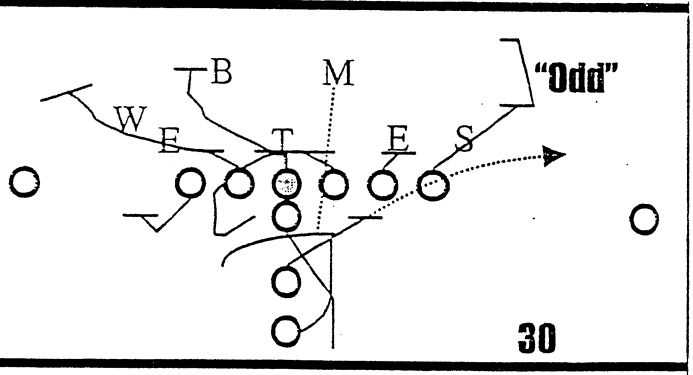
BOISE STATE

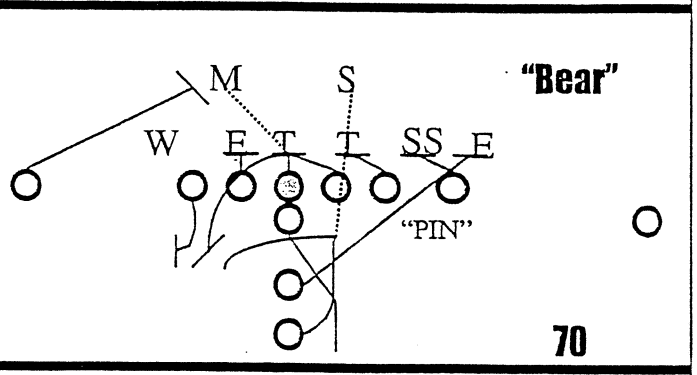
"Slide R/L Sally/Sarah"

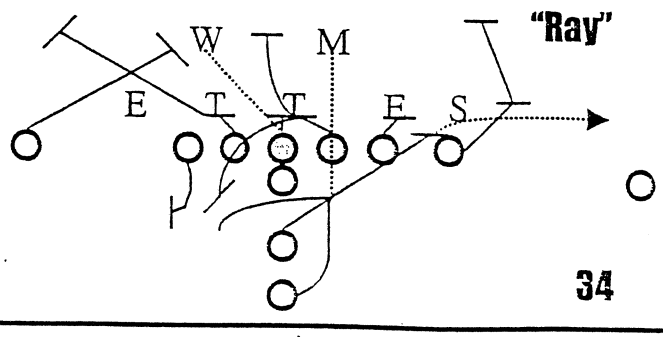
PST	Slide Pro - deep set and cut or run by most dangerous edge rusher
PSG	Slide Pro - 2 count, release flat block force defender
C	Slide Pro - 2 count, release flat block PS ILB
BSG	Slide Pro - 2 count, release flat and peel for trash, then downfield
BST	Slide Pro
X	Slow crack first LB inside box
Y/H	PS- Slide Protection - to - free release Run through SS, block middle third.BS- check #4.
Z	Block deep zone
FB	Free release.
TB	Slide rules, flow screen route. Key OG release. Get vertical ASAP.
QB	Throw flow screen to TB. Throw away behind LOS or chase screen.

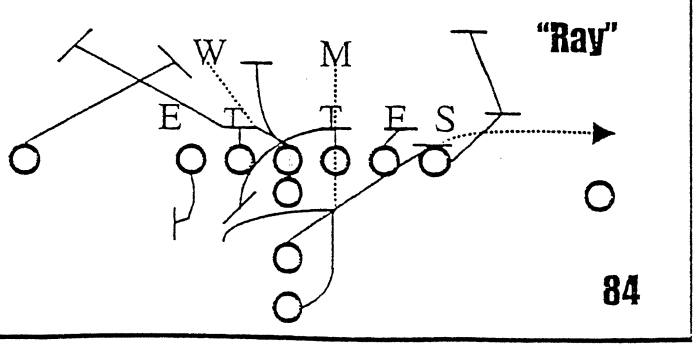








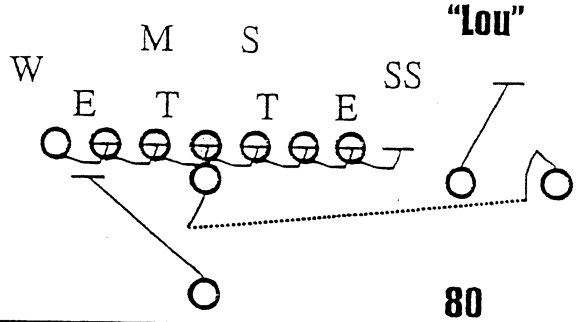




"Quick Screen R/L"

PST	Block onside gap to downfield
PSG	Block onside gap to downfield
C	Block onside gap to downfield
BSG	Block onside gap to downfield
BST	Block onside gap to downfield
X	Block middle zone. Run Qk Screen if Slot or N/S. Possible "YOU" call.
Y	Block onside gap to downfield. Get DE's hands down.
Z	Run Qk Screen. Block MDM if Slot. Possible "YOU" call.
H	PS: Block MDM, possible "YOU" call vs press. BS: Block middle third.
SB	Stretch course to C gap. Be aggressive
QB	Flash fake stretch opposite (3 step to throw left, 4 step to throw right.) Get quick depth, throw forward pass.

"Lou"



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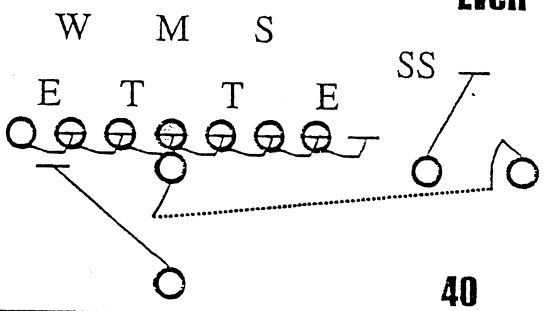
"Even"



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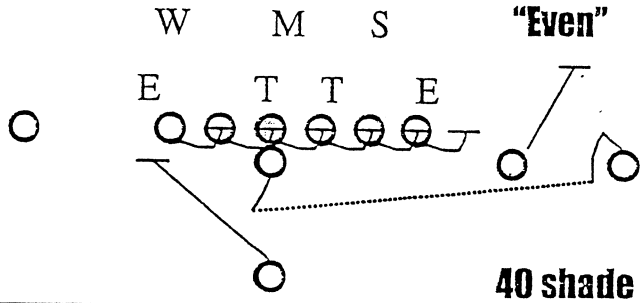
"Even"



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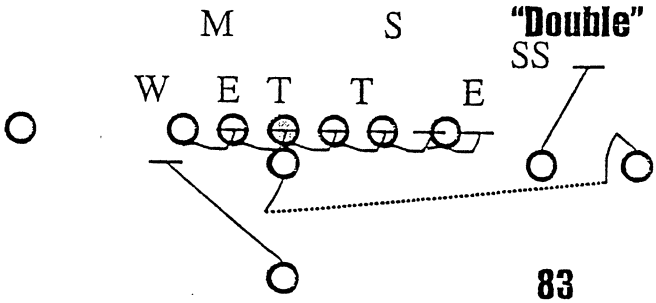
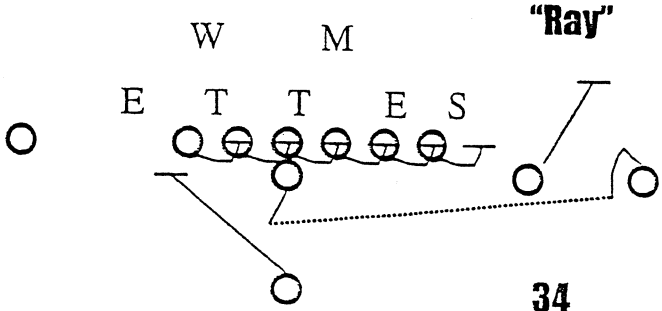
"Double"



83

"Ray"



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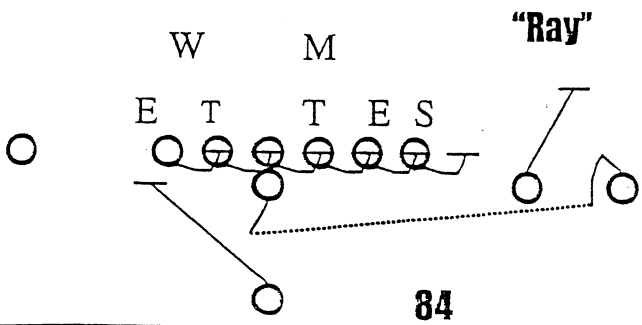
"Ray"



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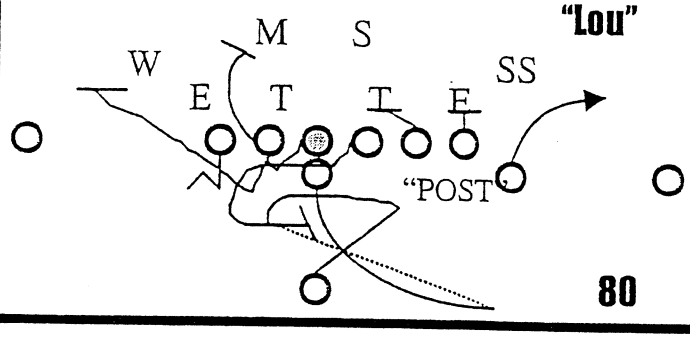
"Rip Sally" (H)

PST	Sprint Pro - cut or run by most dangerous edge rusher
PSG	Sprint Pro - 2 count, release flat for force defender
C	Sprint Pro - 2 count, release flat for PS ILB
BSG	Sprint Pro - 2 count, release flat and peel for trash, then downfield
BST	Sprint Pro
X	Slow crack 1st LB inside box
Y	"PIN" or "POST" call
Z	Block deep zone
H	Bang inside run through blitz if H screen. If RB screen, release (check) through #4 to flat
TB	If screen to TB, 1st LB outside, in to screen route. Get vertical ASAP. If screen to H, release through #4 to flat route.
QB	9 step sprint. Know where the edge of protection is. Screen to T or H.

"Lou"



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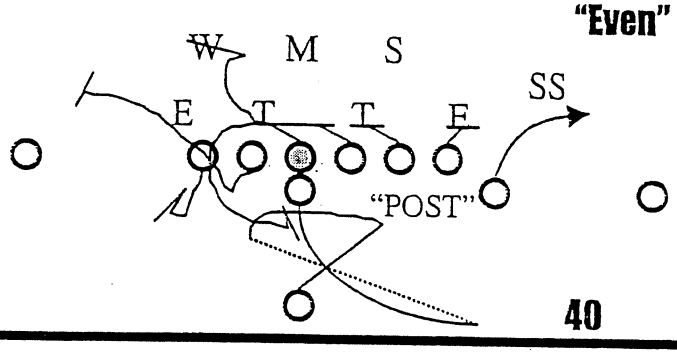
"Even"



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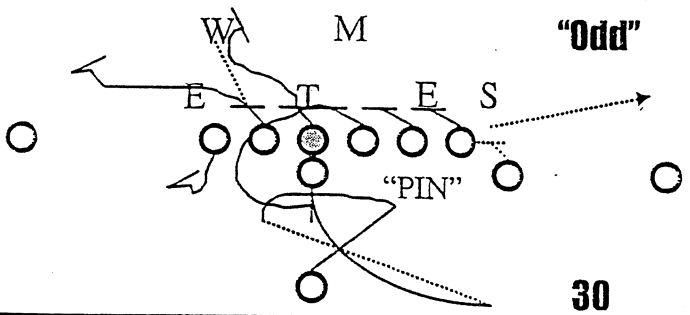
"Odd"



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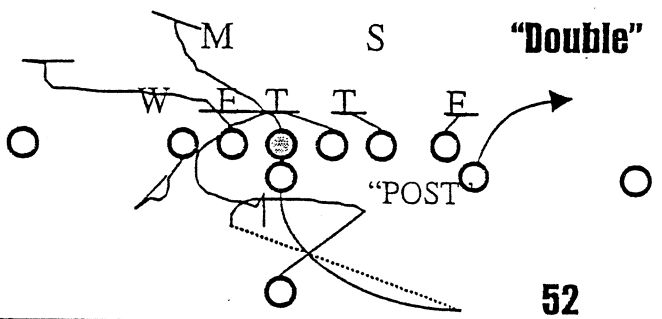
"Double"



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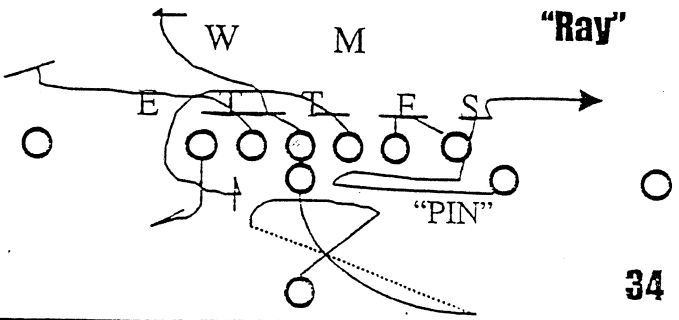
"Ray"



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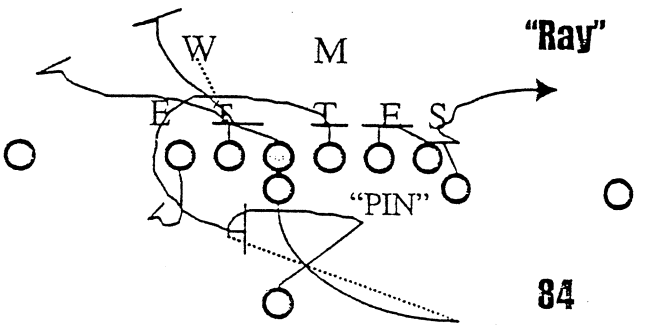
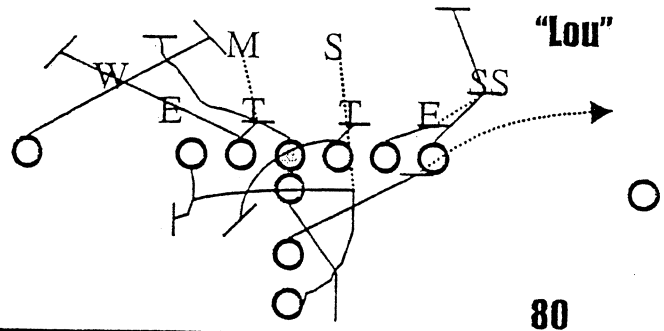
"Ray"

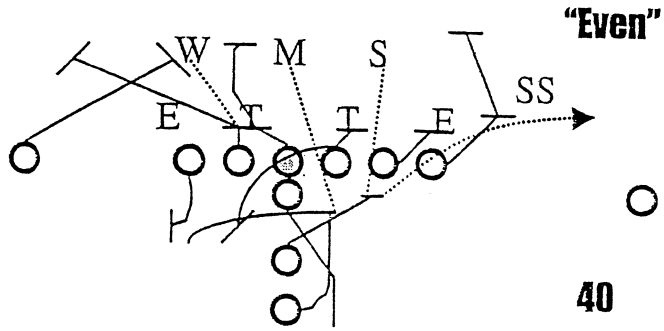


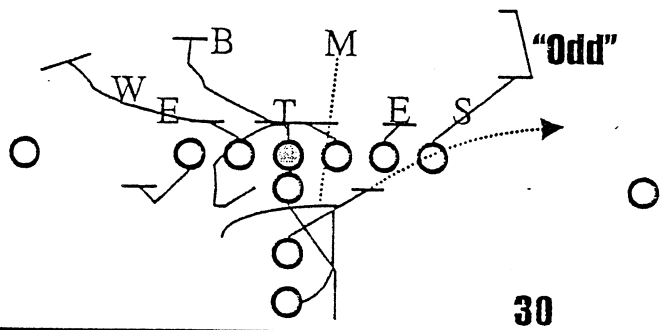
84

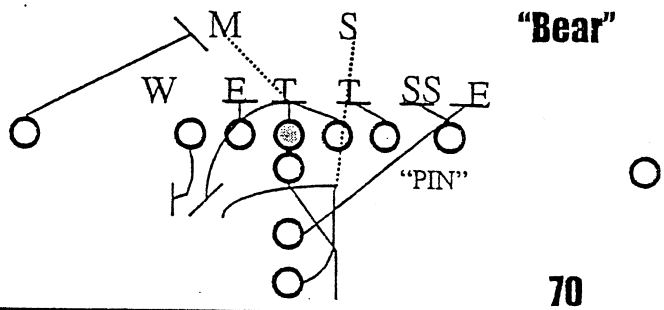
"Play Pass R/L Sally/Sarah"

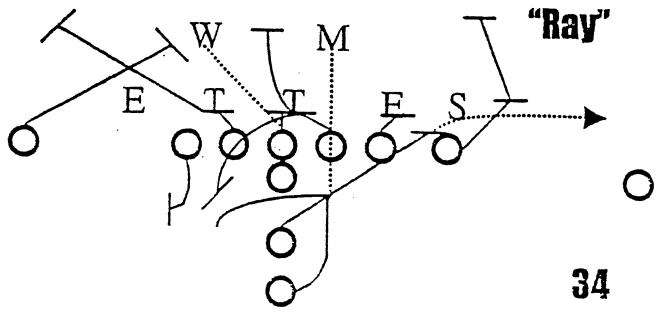
PST	Slide Pro - deep set and cut or run by most dangerous edge rusher
PSG	Slide Pro - 2 count, release flat block force defender
C	Slide Pro - 2 count, release flat block PS ILB
BSG	Slide Pro - 2 count, release flat and peel for trash, then downfield
BST	Slide Pro
X	Slow crack first LB inside box
Y/H	PS- Play Pass Protection - to - free release Run through SS, block middle third.BS- check #4.
Z	Block deep zone
FB	Play Pass rules, to flat route. Possible "PIN" call.
TB	Play Pass rules, flow screen route. Key OG release. Get vertical ASAP.
QB	Fake play pass (9 step drop,) throw flow screen to TB. Throw away behind LOS or chase screen.

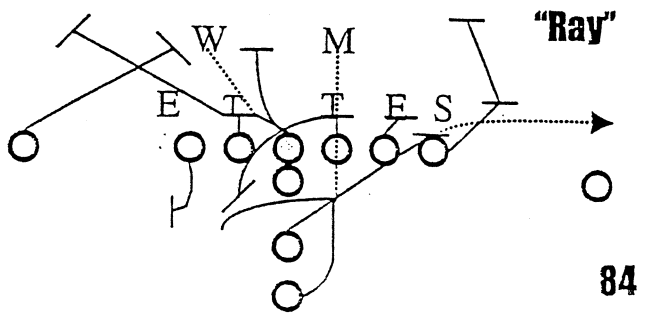






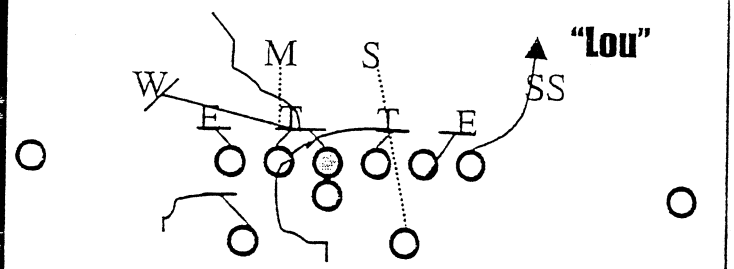


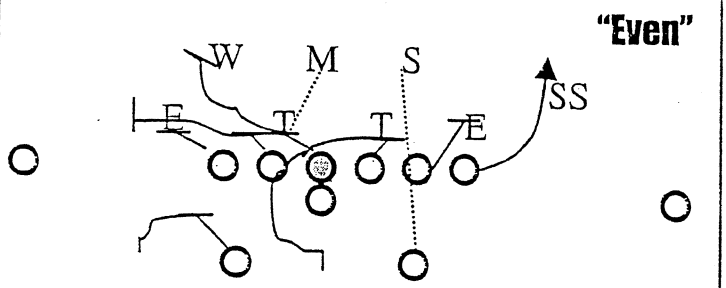


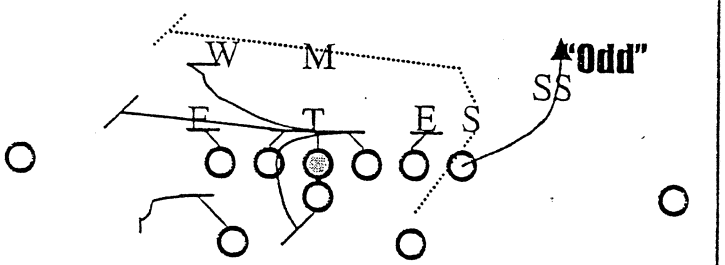


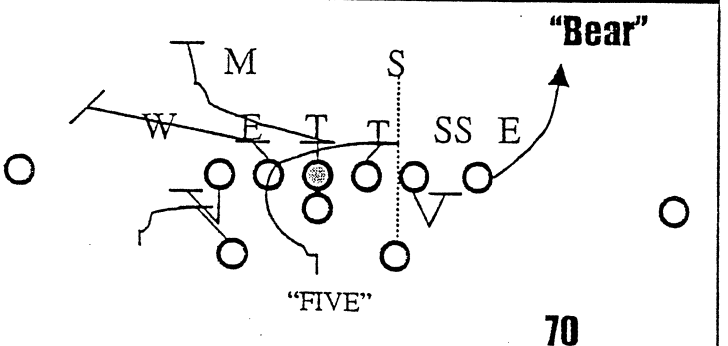
Base 989 "Sally/Sarah"

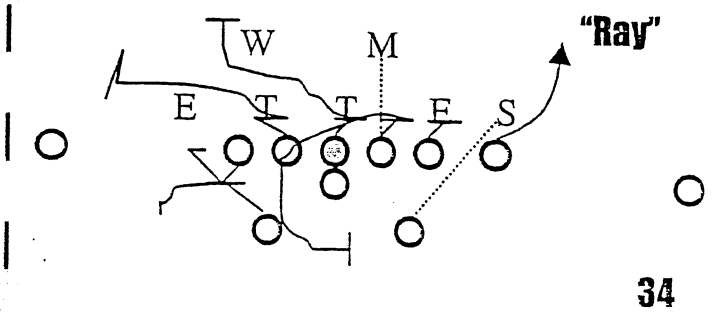
PST	Base Pro - deep set and cut or run by
PSG	Base Pro - 2 count, release flat for force defender
C	Base Pro - 2 count, release flat and block PS ILB
BSG	Base Pro - 2 count, release flat and peel for trash, then downfield
BST	Base Pro
X	No route called - slow crack 1st LB in box.
Y	Base protection rules; LOU/RAY away check #4 - run through middle 3rd block FS
Z	Route called.
FB	Check base rules, block near safety.
TB	Check base rules, execute screen. Leave with OG, get vertical ASAP.
QB	Five step drop - sell pass with eyes downfield. Pause, get depth and throw screen.

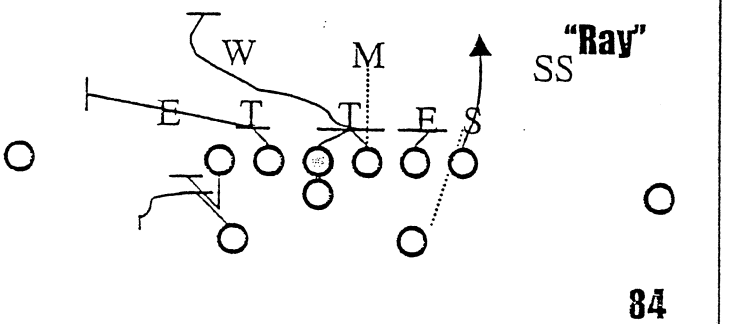






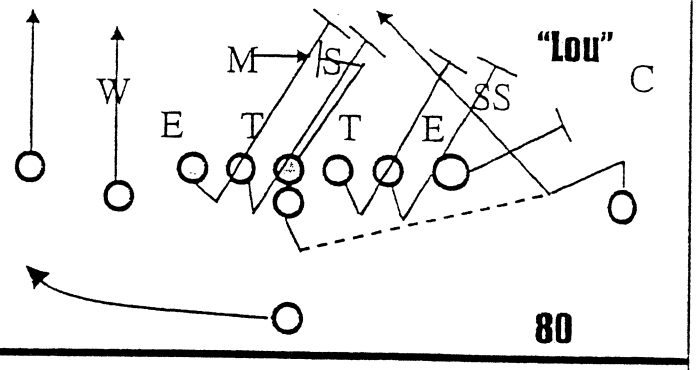


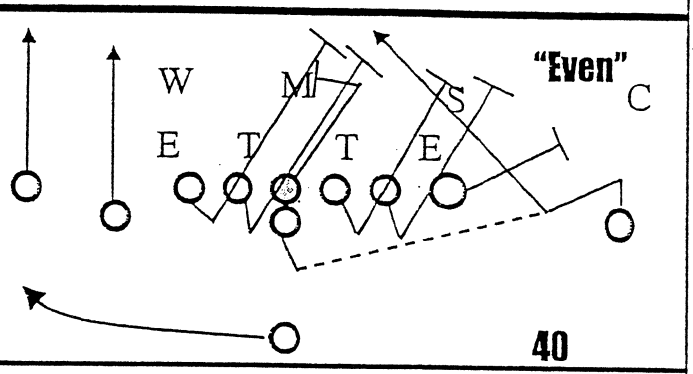


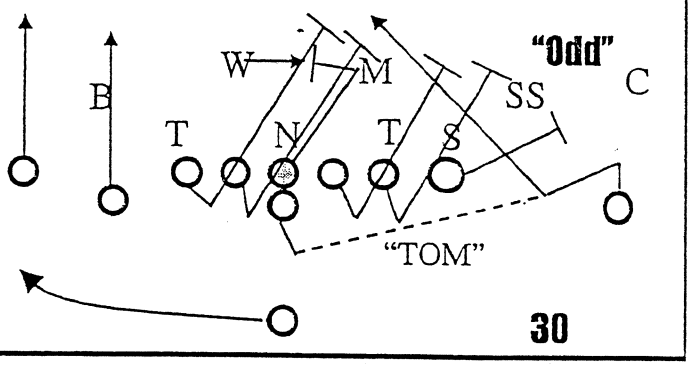


Wide Screen R/L

PST	Pass Flash, Run Track
PSG	Pass Flash, Run Track
C	Pass Flash. Run track, check BSLB
BSG	Pass Flash, Run Track
BST	Pass Flash, Run Track
X	Wide Screen path - stay tight to the OT's block
Y	Post: "TIM/TOM" on front call
Z	BS: Convoy PS: Block MDM
H	Block MDM
TB	Swing Opposite the call.
QB	3 step. Hit receiver coming back to the ball.

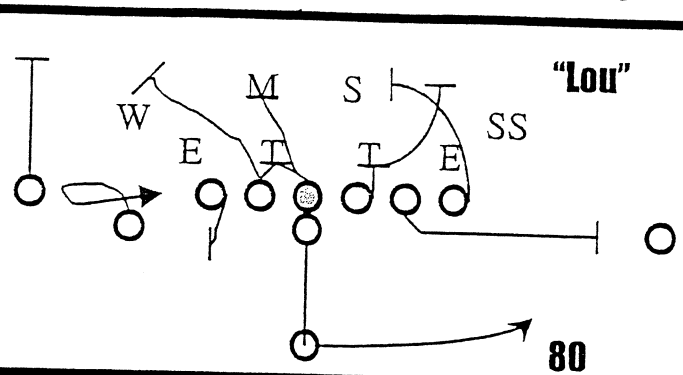


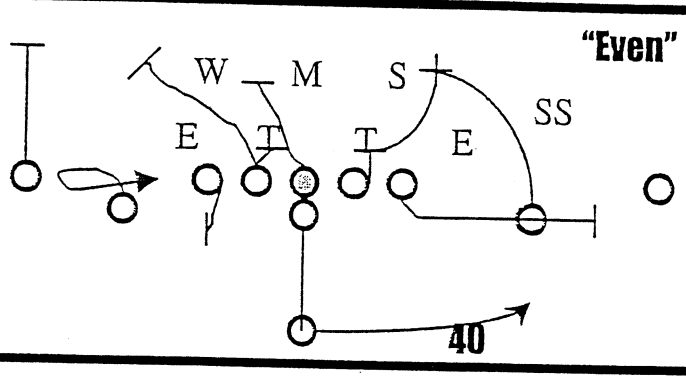


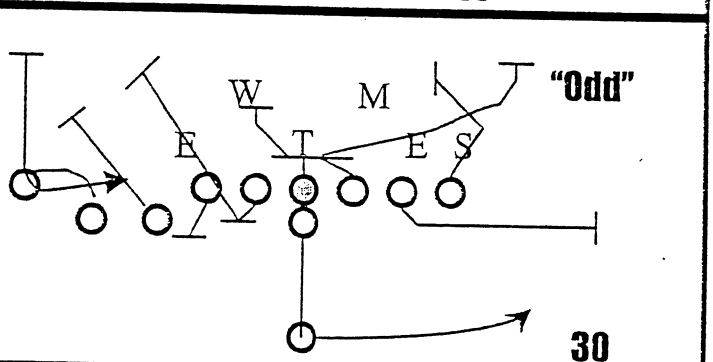


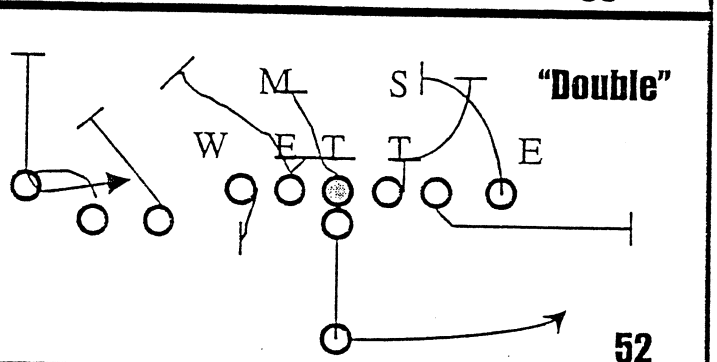
"Dual Screen R/L"

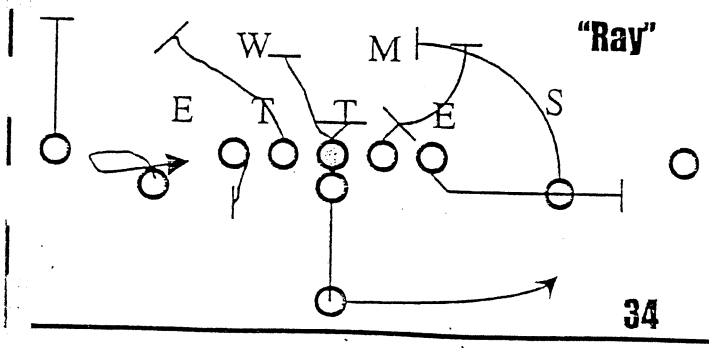
PST	Slide Pro - brush and go flat for force defender
PSG	Slide Pro - brush and go flat for hook defender
C	Slide Pro - stop & Go, release flat for 1st BS ILB
BSG	Slide Pro - stop & Go, release flat for 1st cover down defender weak
BST	Slide Pro - cut most dangerous edge rusher.
X	Onside - Crack 1st ILB Offside - block corner
Y/H	PS: Outside release crack 1st ILB. Crack MLB vs 3 LB look. BS: block wide screen MDM based on #1 defender. Avoid blitzer.
Z	Onside - block corner, vs half-field safety vs Cloud. Must OS release. Offside - wide screen route. If outside wr in a 3X1 set block corner.
H	Onside - Crack 1st ILB Offside - If #2, run wide screen route. lock wide screen MDM based on #1 defender, avoid Storm.
SB	Check steps, dual screen route (Hot.) Get quick width.
QB	No Q. Hot - TB. Five quick. Read playside DE. TB, to backside. Continue to get depth. Back out on Dual Screen Left.

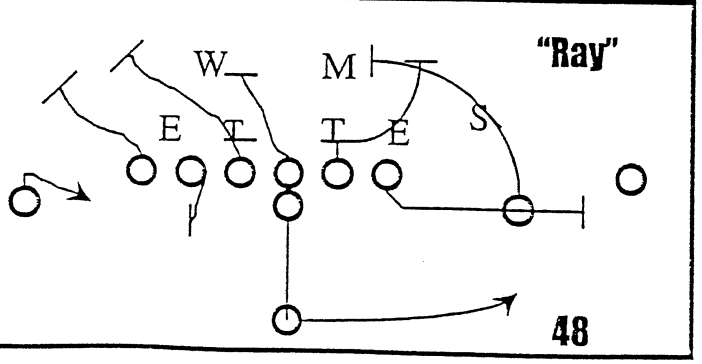






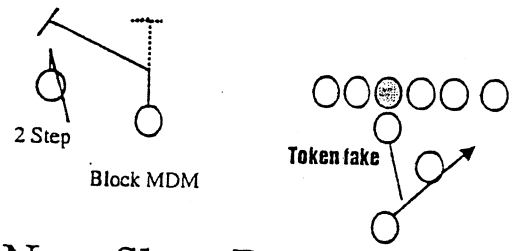






SCREENS - variations

QUICK SCREEN R/L

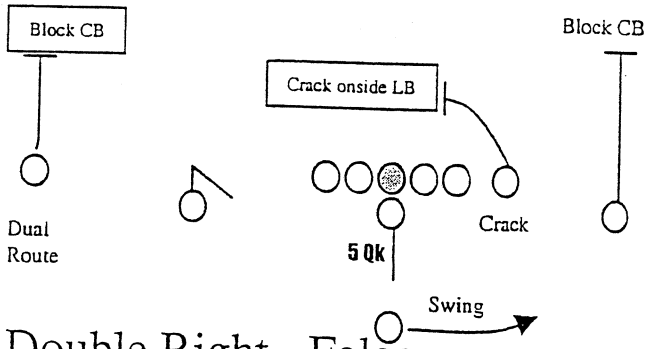


Near Slot - Bronco RB quick stretch fake

Progression: X, Throw away

COMMENTS: Flash stretch fake. Must throw away behind LOS.

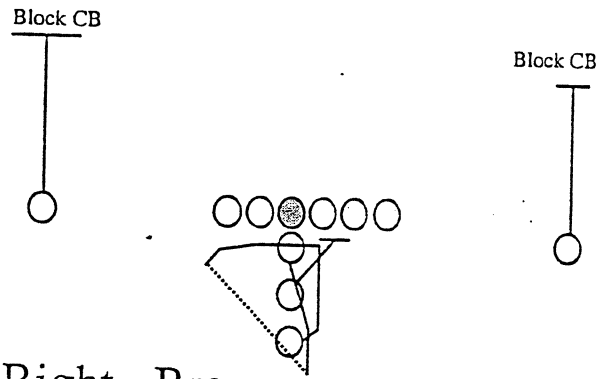
DUAL SCREEN R/L



Double Right - Falcon

Progression: Read playside DE. TB to backside. Continue to get depth. Back out on Dual Screen Left.

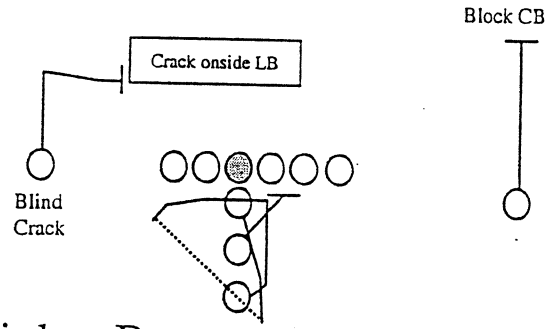
Play Pass 989 Sally/Sara



Right - Bronco

Progression: Fake play pass (9 step drop) throw flow screen to TB. Throw away behind LOS or chase screen

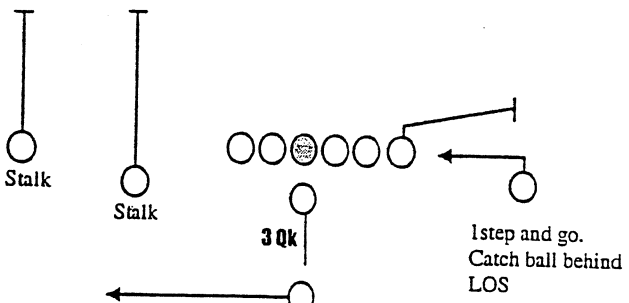
Play Pass Sally/Sara [Crack]



Right - Bronco

Progression: Fake play pass (9 step drop) throw flow screen to TB. Throw away behind LOS or chase screen

Wide Screen Rt

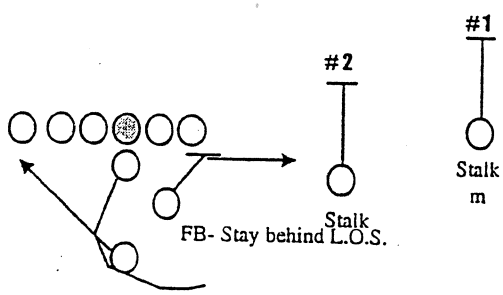


Double - Falcons

Progression: Read playside DE. TB to backside. Continue to get depth. Back out on Dual Screen Left.

COMMENTS: Don't let DE bat the ball. Find a lane

23 Zone F Line rt



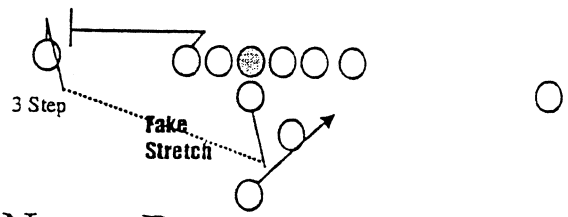
Far Slot - Bronco

Progression: FB/ run

COMMENTS: Run the ball if the end chases the FB.

SCREENS - variations

Stretch Screen It

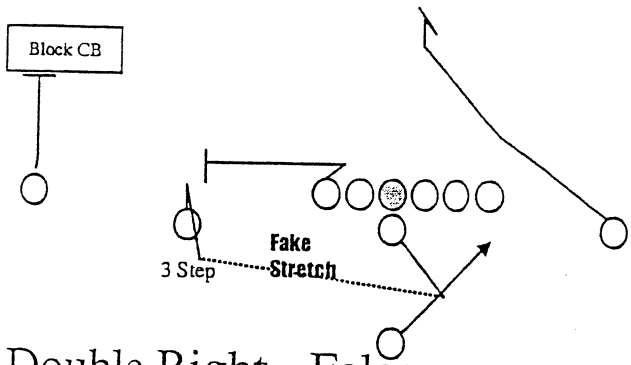


Near - Bronco

RB quick stretch fake

Progression: X, Throw away	COMMENTS: Flash stretch fake. Must throw away behind LOS.

Stretch Screen It

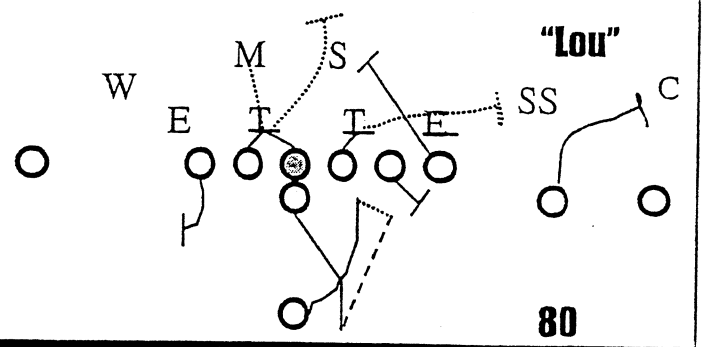


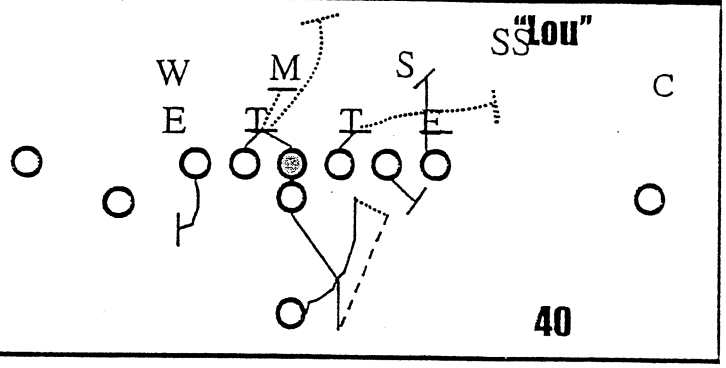
Double Right - Falcon

Progression: X, Throw away	COMMENTS: Flash stretch fake. Must throw away behind LOS.

"Fast Screen RT"

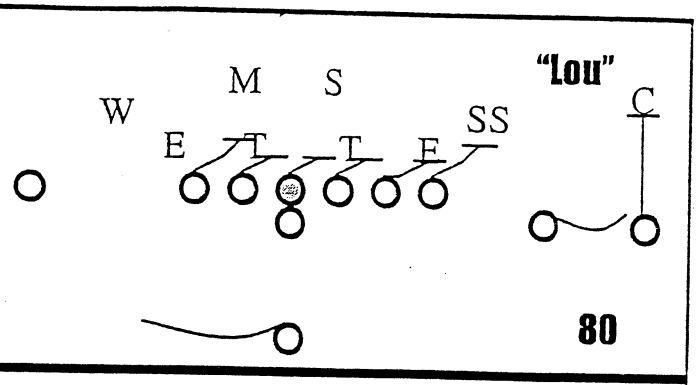
PST	Slide Pro - Short set to get DE upfield
PSG	Slide Pro - 1 count, release flat block force defender
C	Slide Pro - 1 count, release flat block MLB to BSLB
BSG	Slide Pro - 1 count, release downfield for BSLB to FS
BST	Slide Pro
X	Backside Convoy
Y	PS- Inside Release and block PSLB.
Z	vs. 2 shell block Saf. vs. 3 shell block Corner.
H	Trio - Push to alley, block Corner Double - Block man on
TB	Slide rules. Bang blitzer if he comes from LOS. Let him go if he comes from depth. Sit inside PST.
QB	Fake play pass (9 step drop,) throw flow screen to TB. Throw away behind LOS or chase screen.





"Bob Screen R/L"

PST	Block Playside Zone Rules and cut when poss.
PSG	Block Playside Zone Rules and cut when poss.
C	Block Playside Zone Rules and cut when poss.
BSG	Block Playside Zone Rules and cut when poss.
BST	Block Playside Zone Rules and cut when poss.
X	Onside outside: Block corner, possible cut. Offside: Convoy
Y/H	Playside Zone rules (to cover down defender on frontside.) BS-sift to FS
Z	Offside: Convoy Onside outside: Block corner, possible cut. Onside Inside: Drop step, crossover. Receive ball after 3rd step.
H	Onside Inside: Drop step, crossover, and receive ball after 3rd step. Offside: Convoy.
TB	Dual screen rules away from the screen. (NO check steps.)
QB	2 step drop. Throw to upfield shoulder - keep him on the run.



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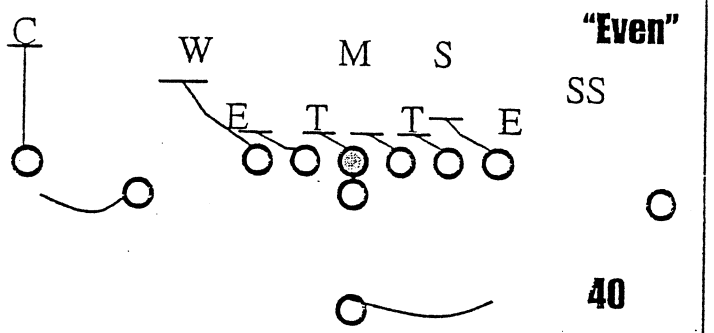

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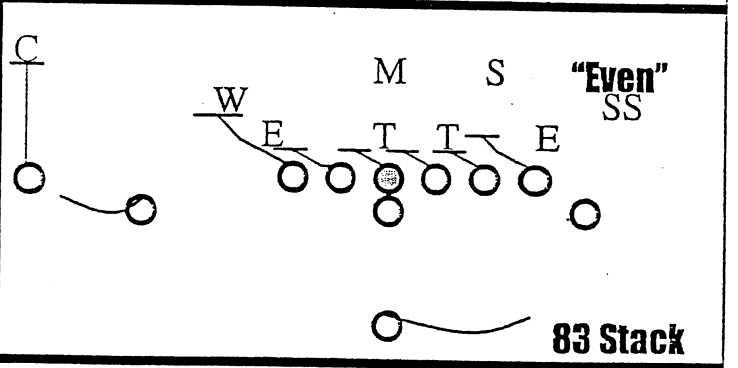
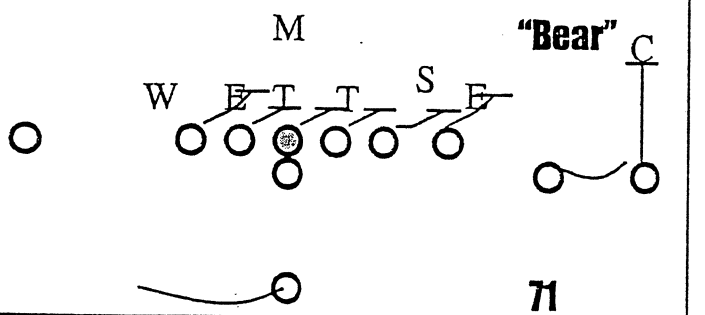


83 Stack



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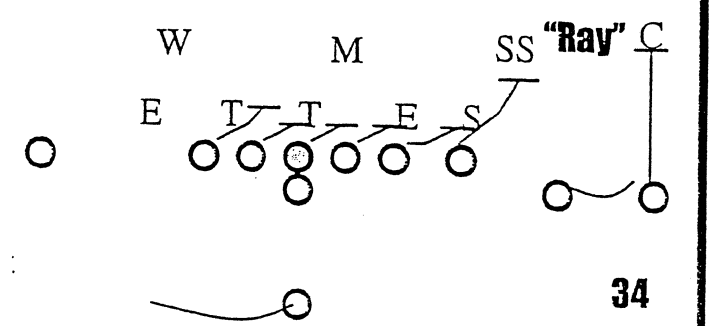

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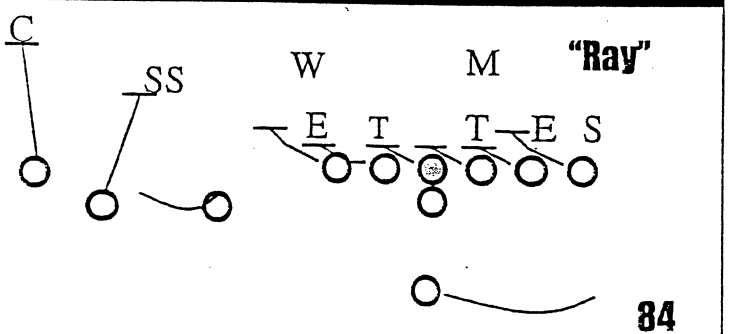

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