

PLAY IMPLEMENTATION - FALL 1995

<u>Sat PM</u>	<u>Runs</u>	<u>Passes</u>	<u>P/A</u>	<u>Screens</u>	<u>GL</u>	<u>Specials</u>
	Oregon/Oklahoma	52 63 (Pench)	Dr Tp Pass			HB Pass
	Indiana/Illinois	53 64	Oregon Pass F Go			
	Dr Tp Wk	54 65				
	Crack Go Wk	55 66				
		57 66 Y Be				
		58 67				
		59				
		69 H Opt				

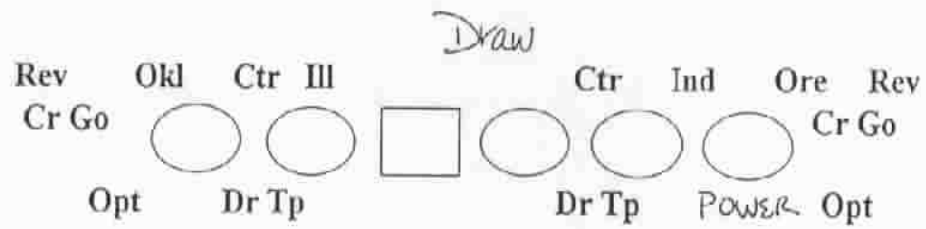
<u>Mon AM</u>	<u>Clr</u>	<u>68 BC</u>	<u>Clr Sc</u>	<u>HB Pass</u>
	CrGo Str	68 Dbl Sh		
	Dr Tp Str	62		
		61 Ted		
		61 YZ Options		
		61 Y Choice		

<u>Mon PM</u>	<u>Optiony</u>	<u>Scats</u>	<u>Nakeds</u>	<u>Middle Sc</u>	<u>Opt HB Pass</u>
		Specials (Zero)		F2	
		Streaks			
		Y Stick			

<u>Tue AM</u>	<u>Power</u>	<u>Sec. Blitzes</u>	<u>TB - Sc</u>	<u>Reverse</u>
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<u>Tue PM</u>	<u>Trap</u>	<u>80/90</u>	<u>2-pt Plays</u>
	Draw	800/900	

RUNS



Formations

Red
Green
Brown
Blue
I
Black
Near

Far
Pink
Orange
Rose
Gold
Purple
Zero

FALL PASSES

50

80/90

52

83/93

53

88/98

56

88/98 Y Stick

57

58

58 Y Stick

800/900

(Dbl)

(Rhonda/Lucy)

885/895

887/997

60

61 Y Choice

Play Pass

61 YZ Opt

61 Ted

A 32/33

62

(Slot)

62 (all combos)

Rex/Lee

63

(Off of Ore/OkI)

63 Rench (L/R Pro)

F Under

64

Ctr

64 Deep

Dr Tp (same side)

65

A Ore/OkI

65 F Opt

F Go

65 F Angle

HB Pass

65 Go (L/R Pro)

66

Screens

66 Y Bench

Regular

66 Y Be Fred

ZF Middle Screen

66 Scats

Counter Screen

67

Throwback Screen

67 CB

68 DS

68 BC

68 All Streak *(Special)*

68 All Streak H Scat

68 Special *(Jo)*

- ZYF Drag

- Inside Hunt

- Inside Arrow

69

69 H

TEAM GOALS

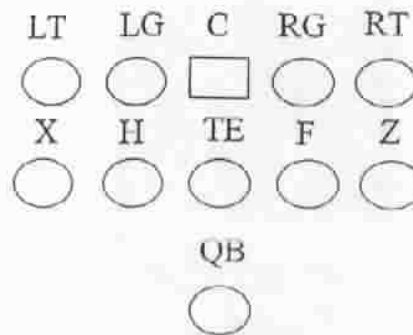
1. Beat our conference Rival!
2. Win the conference!
3. Find leaders!

COACHING GOALS

1. Put players in a position to be successful!
2. Keep it simple!
3. Work hard!
4. Be good teachers!

Offensive Procedures

The Huddle



1. The center will set the huddle 7 yards off the ball.
2. The offensive line will stand erect, with head and eyes directed at the quarterback.
3. The backs and receivers will bend at the waist and put their hands on their knees, keeping their heads up and their eyes directed at the quarterback.

Quarterback Procedure

1. The quarterback will do all the talking in the huddle. Any helpful information should be relayed to the quarterback outside the huddle or through the coaches on the sideline.
2. The quarterback will call: *Formation, play, and snap count.*
3. The quarterback will then repeat the Snap Count; i.e., *Ready, Break.*
4. In the event that any information is missed by a player, call "*check*" and the quarterback will repeat the entire call.

Sequence for Breaking the Huddle

1. The center and wide receivers leave on the first snap count.
2. The front line turns to outside and goes to their positions.
3. The tight end goes in front of the HB and FB.
4. In left formation, the Z will go to his position before the X. The SE will pause to let the Z pass. The fullback will go in front of the HB.

Pre-Snap

1. Interior linemen will be in a pre-snap position--hands on knees at LOS.
2. Backs will be in a two-point position, wide receivers in a two-point position.
3. The HB, when in the "I" position, is always in a two-point position.
4. When QB says, "*set*," all positions will line up in their set positions.

Pre-Snap Cont.

5. When quarterback in huddle says, "*Line up in it*," all players will come out in the formation called and down in a three-point stance.
6. When quarterback calls play on first sound, without stating "*Line up in it*," we will go from the Pre-Snap position from the formation called.

Quarterback Procedure at Line of Scrimmage

Quarterback command at LOS will be as follows:

1. Call word, "Set."
2. Call a snap count number (i.e., 3) and a double digit number (i.e., 35), repeat it twice.
 - a. Snap count number, other than the one called in huddle, means nothing—a dummy call.
 - b. Repeat of snap count called in huddle alerts the team to listen for the double digit number that follows, as this is the new play.

NOTE: When the audible is called, the new play will be run on an automatic one count!

3. The Go count on which the ball is to be snapped—this is a non-rhythmic count.

EXAMPLE: Play is called on 2.

- a. Set (pause) 3-45, 3-45 Go - Go
- b. Set (pause) 2-29, 2-29 (29 now becomes the play) Go

General Notes

1. The quarterback can call the play on the 1st sound (set) or the 1st, 2nd, 3rd, or 4th Go.
2. Quarterback must vary the count to keep the defense off balance!

Calling Plays at the LOS

When we want to call plays at the LOS, we can do so in the following manner:

1. In the huddle, the formation (i.e., *Purple Right*), quarterback will say, for example, "*76/66 on the line*," then he will call the snap count number. The snap count number will always be "1" as this is an audible call at the LOS.
2. At the LOS, he repeats the snap count number (1) and calls a double digit number (28) which is the play we will run.

EXAMPLE: In the huddle, the quarterback calls "*I Right Power 6 on 1*." At the LOS, the QB calls: "Set - 1-28 - 1-28 - Go." The play is 28 Toss on 1.

Offensive Stances

1. Center: Feet wide and parallel, three-point stance with left forearm resting on the leg, just above the knee. Right arm extended with ball slightly to the right of center with strings up. Grip the ball so QB receives the laces with his fingers.
2. Guards and Tackles: Three-point stance, shoulder-width apart - toe to instep - back level - head up. Lined up front toe on center's heel. We want to be as close to the football as the rules will allow. We will sometimes vary this on passing situations.
3. Wide Receivers: Two-point stance.
4. Tight End: Three-point stance, shoulder-width apart - toe to instep - back level - head up.
5. Fullback: A basic two-point stance, with the back foot staggered not more than heel to toe. In the "I" formation, the FB will be in a normal three-point stance.
6. Halfback: Same as fullback except in "I" formation, then in a two-point stance with feet parallel, depth 2-3 yards behind the fullback.
7. Quarterback: Feet parallel and shoulder-width. Knees bent, but relaxed. Shoulders should be square with the LOS. Weight on the inside of the feet.

NOTE: All players should endeavor to keep their stance the same at all times, for all plays, to avoid giving a key to the defense.

Line Splits

1. Guards: 30" (2 1/2 feet)
2. Tackles: 1 yard
3. Tight End: 3 feet or in a flex position

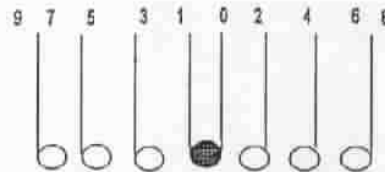
Depth and Alignment of the Backs

1. Fullback: In "I" formation: 4 1/2 yards deep, directly behind the QB.
In Red and Green formation: 4 3/4 to 5 yards deep, shading the inside leg of the OT.
2. Halfback: In Red and Green formations: Heels 4 3/4 to 5 yards from tip of football, directly behind the QB.
In Blue formation: 4 1/2 yards deep, shading the inside leg of QB.
In "I" formation: 2-3 yards behind the FB in a two-point stance.

NOTE: Depth of backs will vary according to the play called.

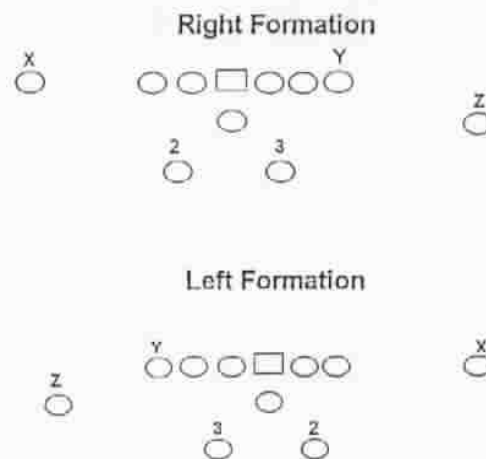
Hole Numbering

1. The hole is from the center-out; outside shoulder to outside shoulder.



2. The center is both "0" hole and "1" hole, depending on the side of him we wish to go.

Backfield Numbering



1. FB is always the #3 back.
2. HB is always the #2 back.
3. Backs called for pass routes will be referred to as F and H.

Identification of Receivers

All receivers will be identified as Z (FL), X (SE), Y (TE), H (HB), F (FB).

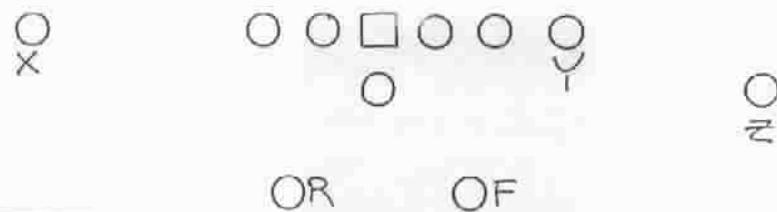
FORMATIONS

Formations will be called in three parts:

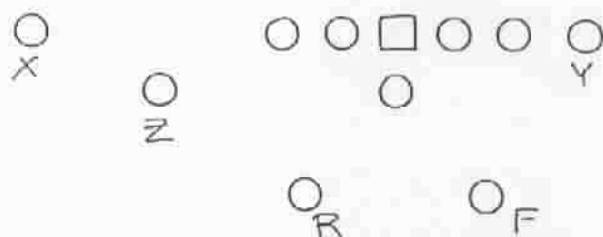
- (1) Backfield alignment
- (2) Direction of the tight end (Y)
- (3) Any special calls

- 1. Backfield alignment is designated by a color in relationship to Y.
- 2. Direction of Y is set by either "Left" or "Right" call.
- 3. Special calls will also be utilized. For example:
 - a. Slot - Z will line up in slot opposite Y.
 - b. Switch - X inside of Z on weak side.
 - c. Close - Z next to T on weak side.
 - d. I - Backs will shift on "Set."

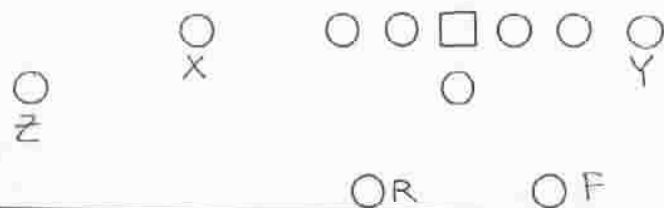
Red Right



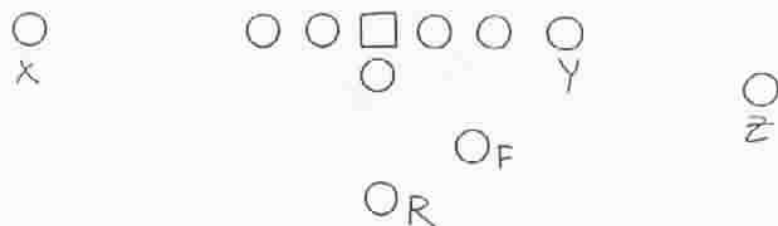
Red Right Slot



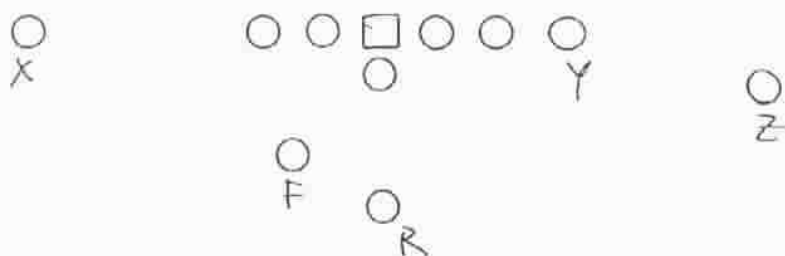
Red Right Switch



Near Right



Far Right



\bigcirc_X $\bigcirc \bigcirc \square \bigcirc \bigcirc \bigcirc_Y$
 \bigcirc
 $\bigcirc_R \bigcirc_F$ \bigcirc_Z

☐ X ☐ ☐ ☒ ☐ ☐ ☐ Y

☐ F
☐ R

☐ Z

A diagram of a 3x3 grid with a square in the center. The grid is labeled with letters X, F, R, Y, and Z. X is at the top-left, F is at the middle-left, R is at the bottom-middle, Y is at the middle-right, and Z is at the bottom-right. The square is in the center, and there are empty circles at the top-middle, top-right, middle-middle, and bottom-left positions.

Diagram illustrating a sequence of nodes: X, Z, F, R, Y. The nodes are represented by circles, with X, Z, F, and R labeled below them. Y is labeled to the right of its circle. There are also several empty circles and a square node in the sequence.

○
x

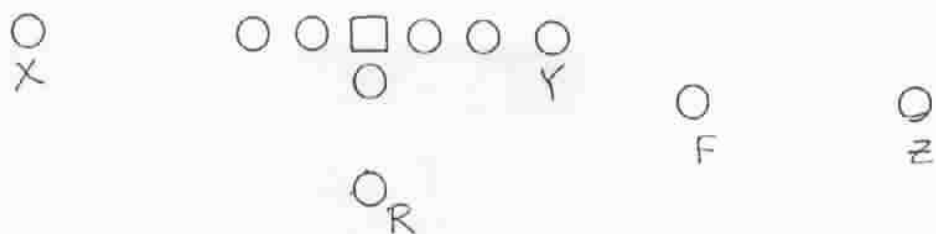
○ F

○ ○ ○ □ ○ ○ ○ ○ Y

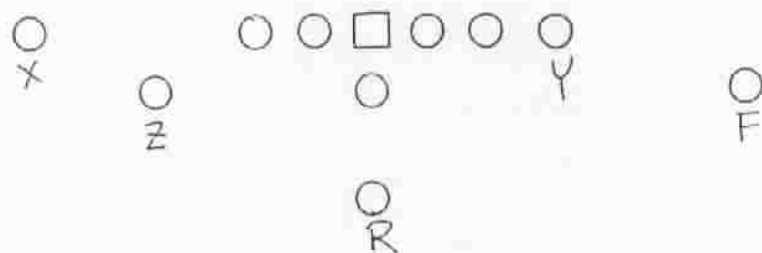
○
R

○
Z

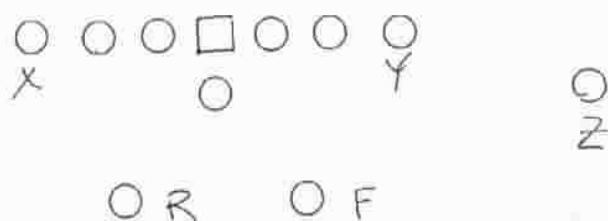
Blue Right



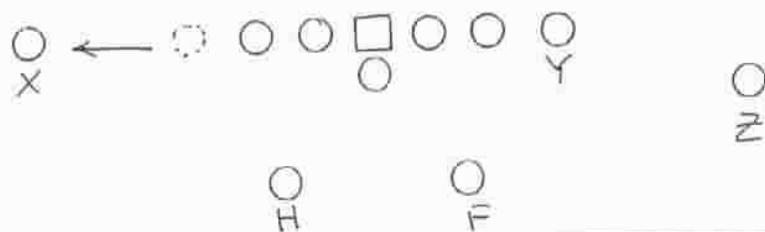
Rose Right



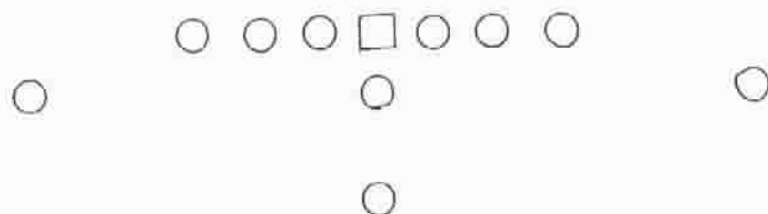
Black Right



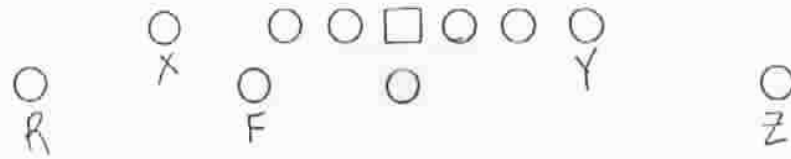
Black Right Out



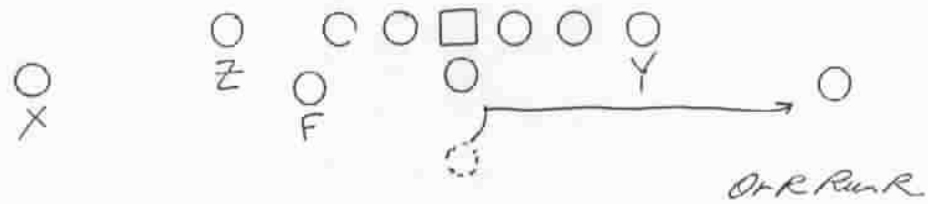
Purple Right



(No-back) Zero Right
(Run to Zero R)



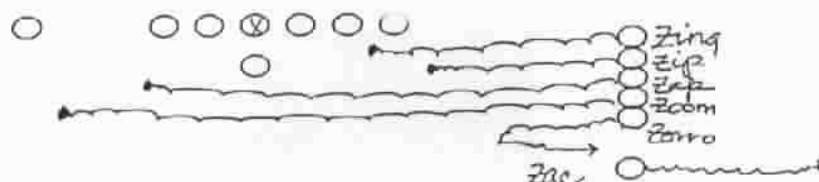
(No-back) Orange Right
(Run to Orange R)



MOTION

Motion is described as "early movement by backs or receivers." Movement by the designated back or receiver will begin with the quarterback either lifting his foot or nodding to the receiver.

Z Motion



- Zing* - motion inside of Y by Z
- Zip* - short motion outside of Y by Z
- Zap* - outside of the weak tackle by Z
- Zoom* - motion over the football by Z
- Zac* - motion by Z away from football
- Zorro* - motion by Z to return to original position

F Motion



- Fly* - go to either Near or Far
- Fly to* - motion to spot designated by formation call
- Flip* - motion to outside of tight end
- Flop* - motion to outside of weak tackle

H Motion

- Run to* - means H leaves to spot designated by formation call!
(Refers to no-back sets)

Y Motion

- Move* - tells Y to motion and line up in formation call
- Movement* - tells Y to continue in motion in formation call
- YoYo* - tells Y to return motion back to original call

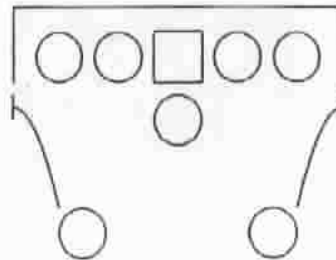
PASS PROTECTION

A. DROP-BACK PROTECTION - 60 SERIES

The QB will designate the type of protection in the huddle. No designation indicates solid protection.

1. Solid Protection

Cup protection - inside out. Area, rather than man, except vs. certain teams' defenses and certain blitzes.



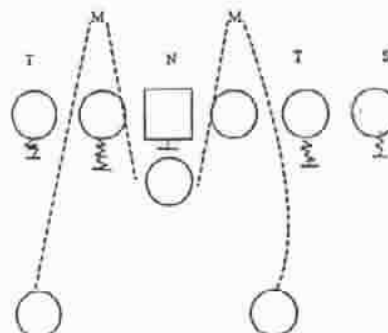
The line Tackle to Tackle is solid and responsible for all inside stunts and dogs. Backs are outside linebacker conscious. Line can zone and then backs would be outside tackle conscious.

2. Fan

This call indicates that we will have a double read on the inside LBers by both guards and both backs. All techniques remain constant and this is true for fan right or left.

- a. Center - Stay squared up; you have no immediate help.
- b. Tackles - You are man-to-man on the defensive tackles.
- c. Guards - you are double-reading LBer to defensive end.

NOTE: The Fan is off if the guards are covered, or on either side if that guard is covered.



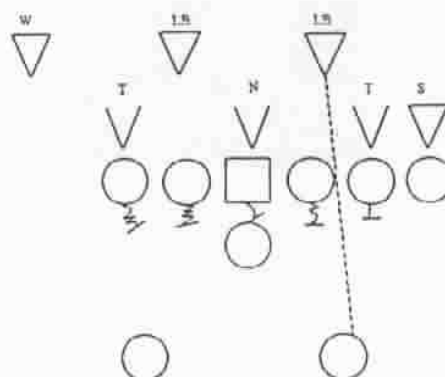
3. Mix

The back should step first with his inside foot as he reads the inside linebacker. If the linebacker blitzes, the back knows that he must check the outside linebacker before going to his pass route. If the inside linebacker drops to coverage, the back can go immediately to his pass route, knowing that the guard will pick up the outside linebacker.

The center can favor onside, knowing that he will have help from the backside guard.

The tackles will have the defensive tackles M/M.

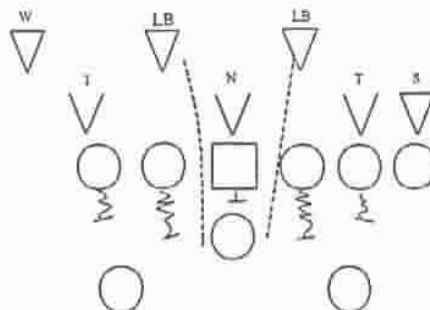
The Fan is off if the guard is covered.



4. Fan

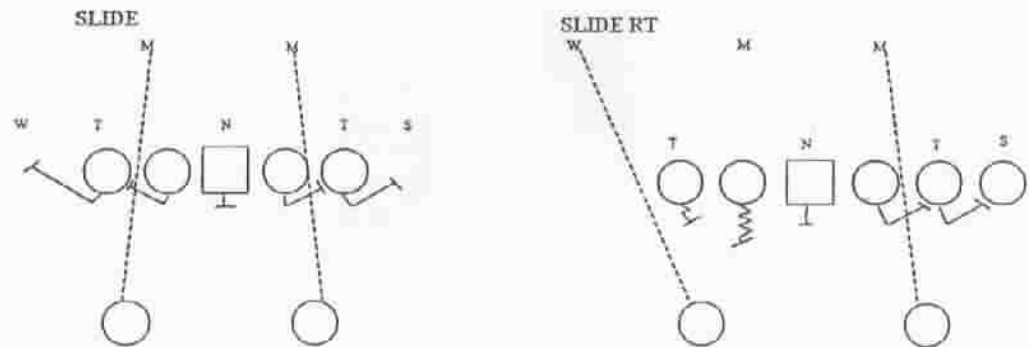
This call indicates that we will have a double read on the inside LBers by both guards and both backs. All techniques remain the same as on Fan right or left. The center must stay squared up because he has no immediate help. The tackles will have the defensive tackles M/M.

The Fan is off if the guards are covered, or in either side if the guard is covered. The FB and TB are responsible for the first man outside of our block on their side. They must attack and try to block him as close to the LOS as possible.



5. Slide Right and Left

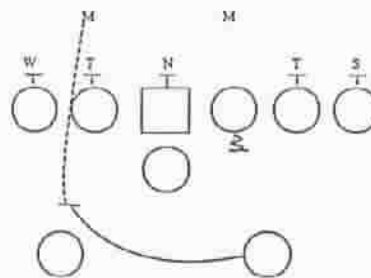
The right G and T will short set slide to the outside and either Bob or Bob Switch, obtaining a depth of 1½ yards. If the outside backer doesn't come, T can work back inside and help out.



B. DROP PROTECTION - 70 SERIES

This will be Max protection drop back series. Normally solid protection. The TE will stay in and slow block and we will put the halfback in a weakside flood pattern. We can also call Fan, Slide.

Solid M/M

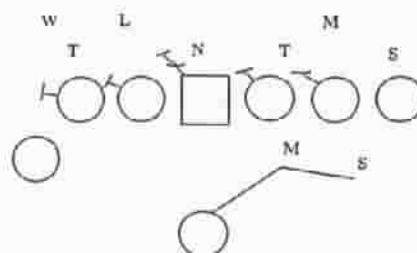
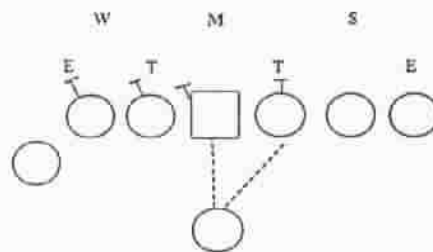
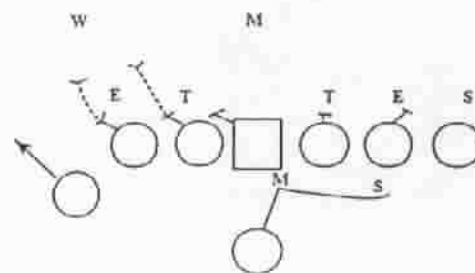


C. FIRE PASSES - 3 STEP DROP - 90 SERIES

The line will use a fire out and controlled fire out protection depending on the defense. Tackles normally full aggression inside out; Gs and Cs are controlled fire out. We will

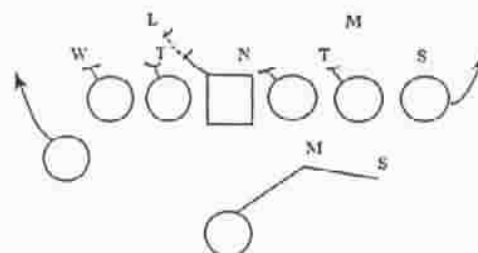
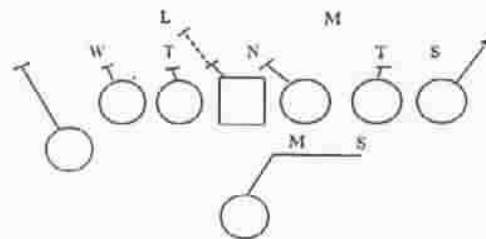
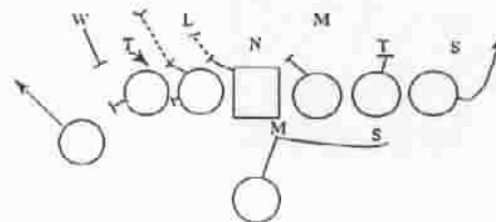
L PROTECTION

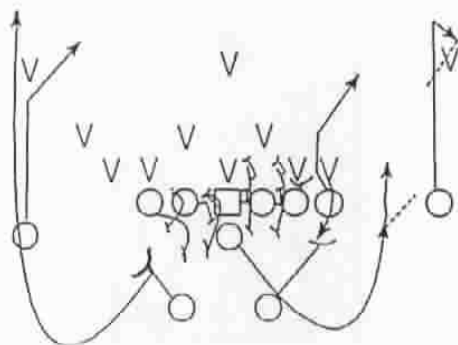
1. L side of line blocks 1, 2, 3 front side blocks Bob.
2. Backs on call side release on route front side back block in to S.
3. Vs any 8 man blitz check out of R and L.



(Line Protection, Cont., pg. 2)

1. L side of line blocks 1, 2, 3 front side blocks Bob.
2. Backs on call side release on route front side back block in to S.
3. Vs any 8 man blitz check out of R and L.

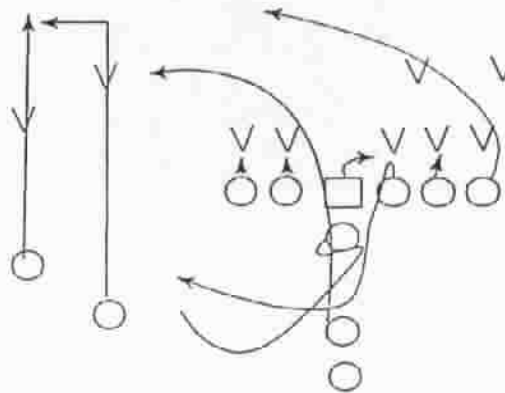




come off the ball to establish the LOS; get into the opponents to keep their hands down. We will zone block all the way.

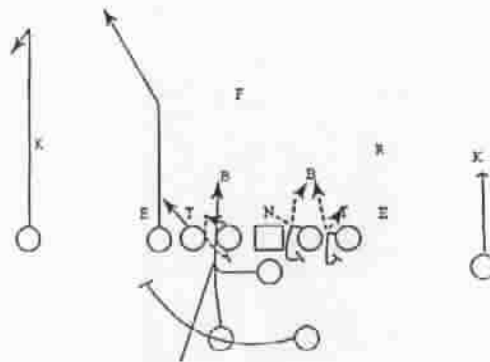
D. BOOTLEG PASS

1. Linemen: Remember on "Bootleg" outside will be the way the formation is called.
2. Techniques will be same as for play action passes. Attack with drive block, pull both guards if uncovered. If even defense, pull offside guard only.



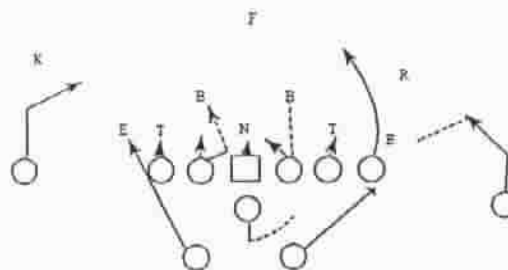
E. PLAY ACTION PASSES

1. All linemen will fire out, drive block as on a running play, then slide into a pass block on the man over first man to their side.
 - a. If your man is a down LM, attack him aggressively.
 - b. If your man is a LBer off your head 4 feet or more, step at him. If he doesn't come, hinge and attack the next man to your backside.
 - c. If your man is a LBer off your head 4 feet or more, step at him. If he doesn't come, hinge and attack the next man to your backside.
2. Drive block your man as though on a running play, and then slide head to the side and protect QB. Keep head up, keep feet moving, keep contact until ball is thrown.
3. When your man sees the ball thrown, you will feel him release from you. This is when you must get up and sprint after the football to: 1) help block for the receiver downfield, and 2) cover the pass.



F. 50 PASSES

1. All linemen will fire out and drive block inside out man-over or first man to their inside.
 - a. Defender playing normal depth from you: Fire out and execute all-out drive block, attack his numbers.
 - b. If LBer on you is playing 3 feet or less off you, treat him like a down LM and go after him. If LBer is playing off more than 4 feet, follow rule and block next man inside out.
2. Keep face up. Keep good contact. Keep feet moving until whistle. Above all, **keep defender's hands down!**
3. When pass has been released, you will feel defender relax his pressure and move laterally away from you to pursue the ball. This is when you must get up and sprint after the football to: 1) help block for receiver downfield, and 2) cover the pass.



G. 80°/90° PASSES

On 80°/90° pass, we are trying to get our QB outside the defensive contain man so we can put run-or-pass pressure on the next outside defender. This forces us to change our blocking slightly.

1. 80°/90° Pass Rules

ON-SIDE T:

Slide and hinge - block man in your gap. Block first LBer inside, turn back inside. When man in your gap is a down LM, you must control. Block him and stay on your block unless he slants inside, then look for inside LBer or hinge.

CENTER, ON-SIDE G & T:

On slide block, just as on set pass, after your first hit, you must get outside position, trying to square your shoulders with the sidelines to cut off your opponent's pursuit route since our QB is sprinting all the way to the outside.

OFF-SIDE G:

Slide and hinge block.

OFF-SIDE T:

Slide and hinge block.

TE:

On-side - Run pass route called. If you are called to block, scramble block man in your gap.

Off-side - Slide and hinge block.

FB Block 1st man outside Tackle

2. Cover

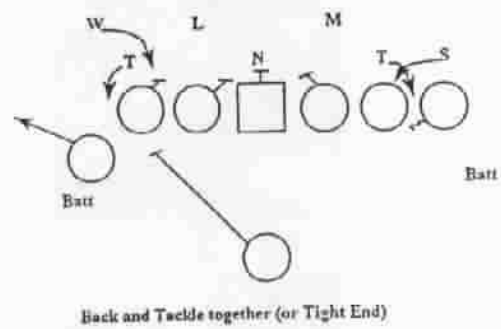
It is vital that we never forget to cover. As soon as you "feel" that the ball has been thrown, release and cover, shouting "COVER!" you should release and shout "COVER!" one time yourself. We will not have a lot of interceptions, but we must be there when it happens. Let's have the most alert, smart offensive line in the WAC!

3. All linemen will step playside check and hinge. Backs, your responsibility or run your route.

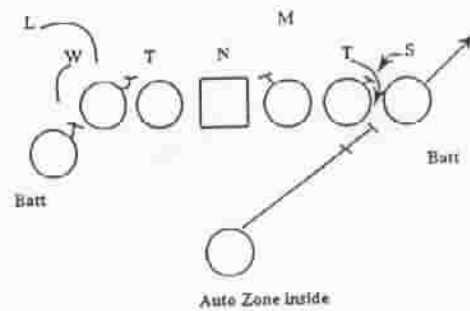
50 PROTECTION

53 Lucy

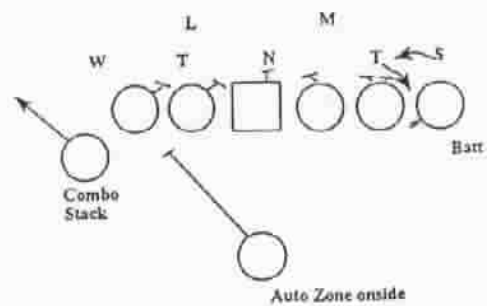
Guards and Center Zone inside



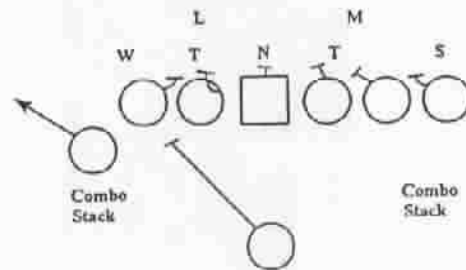
53 Rhonda



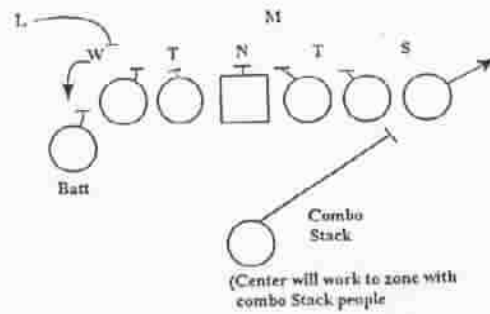
53 Lucy



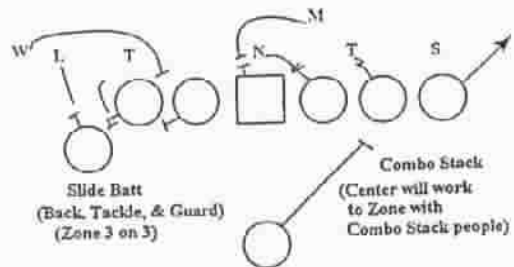
53 Lucy



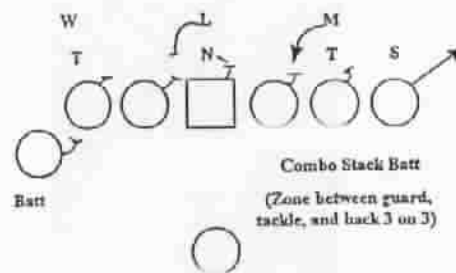
53 Rhonda



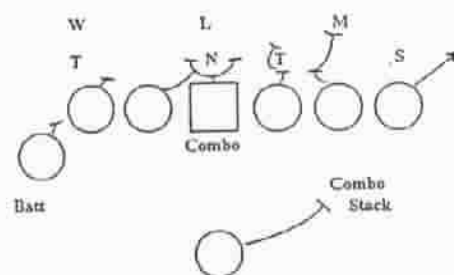
53 Rhonda



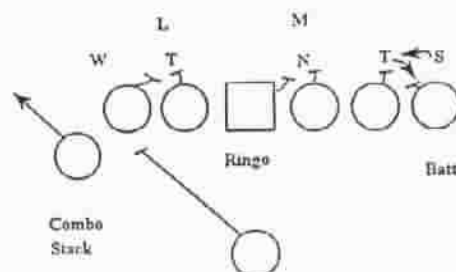
53 Rhonda



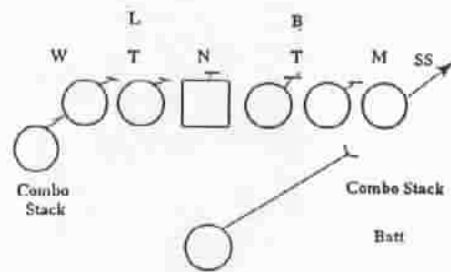
53 Rhonda



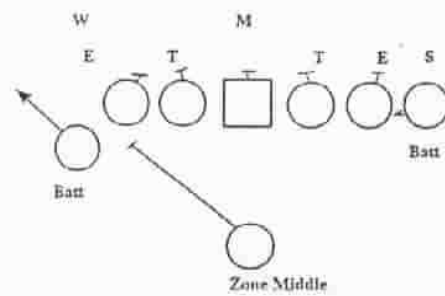
53 Lucy



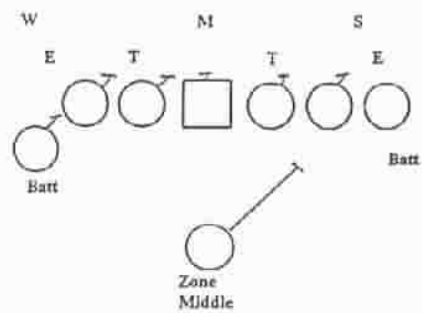
53 Rhonda



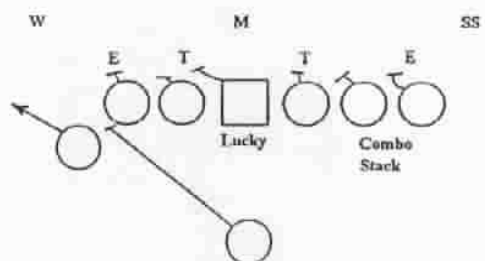
Lucy



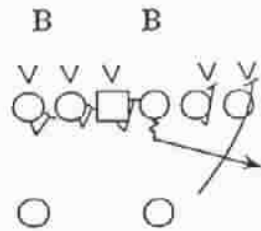
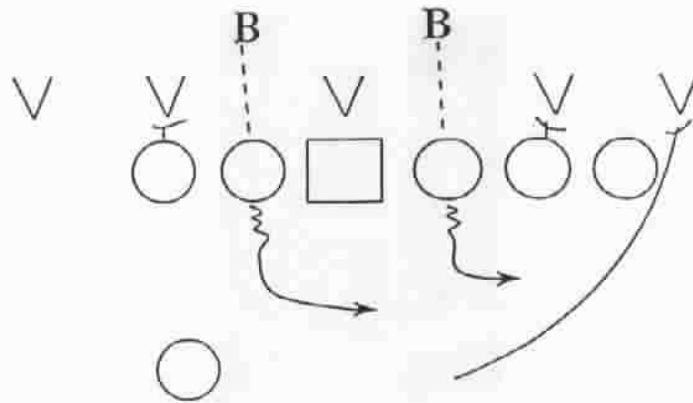
Rhonda



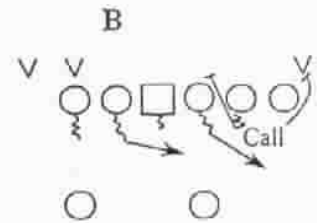
53 Lucy



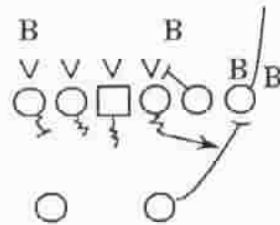
DASHES



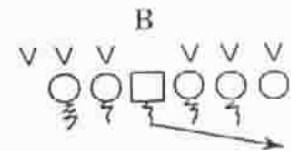
SW



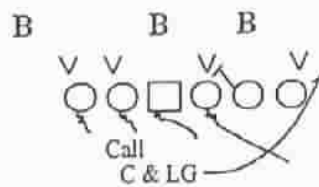
ES



Bears

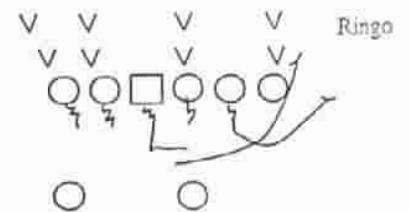


Pro 43



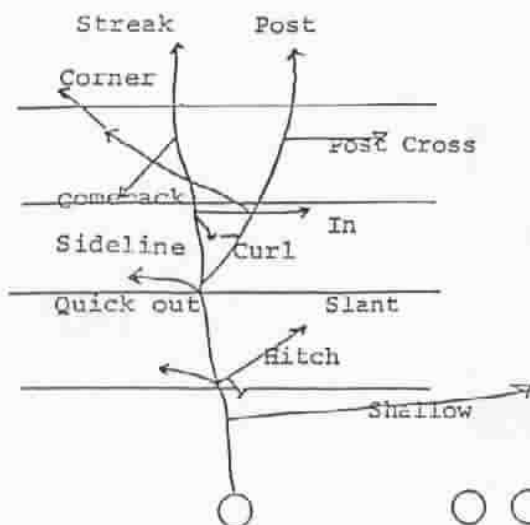
C43

*Uncovered linemen will release unless call.

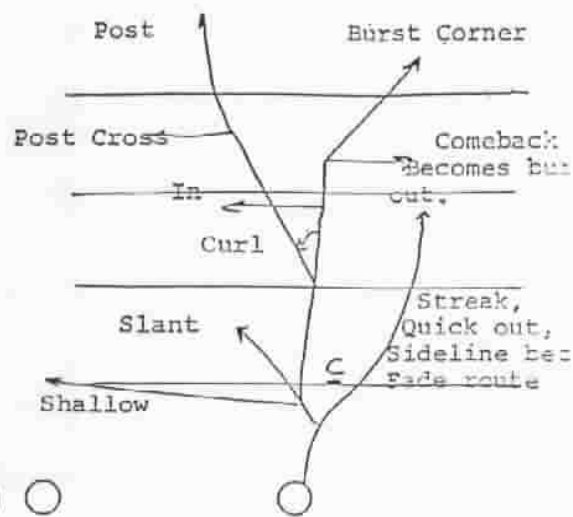


Individual Pass Patterns

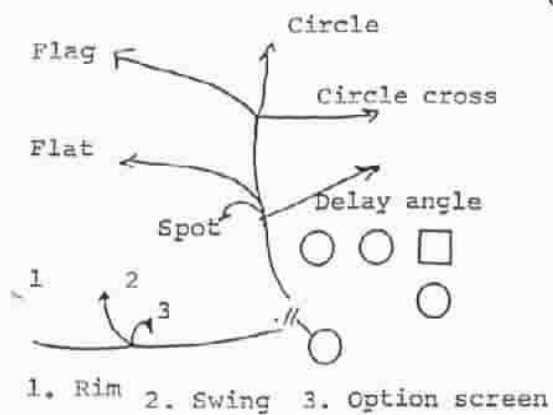
Wide Receiver Patterns



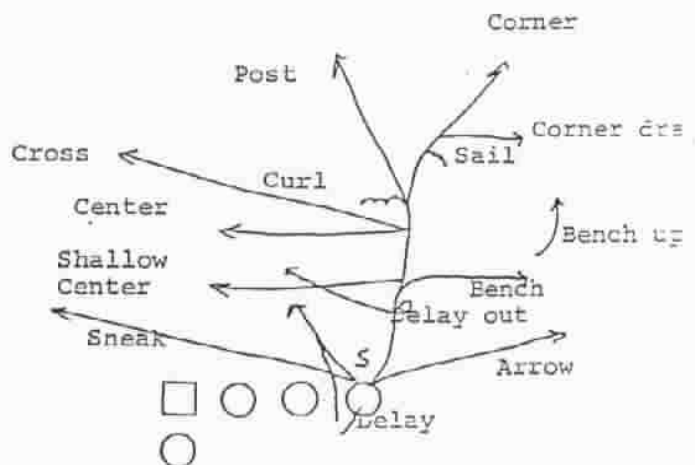
Adjustments vs corner rotation



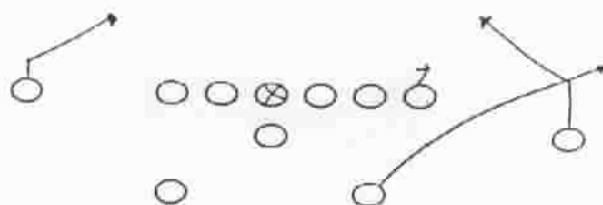
Running Back Patterns



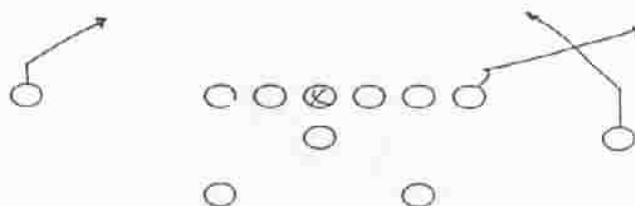
Tight End Patterns



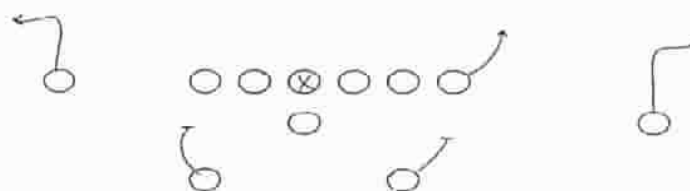
52



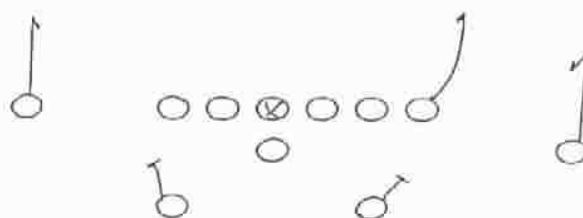
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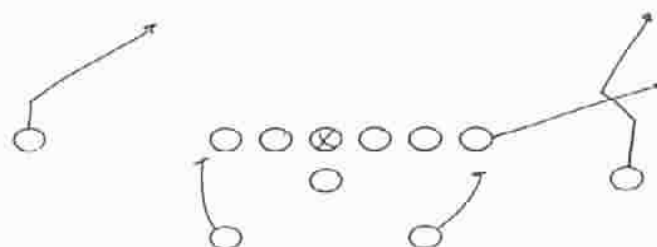
54



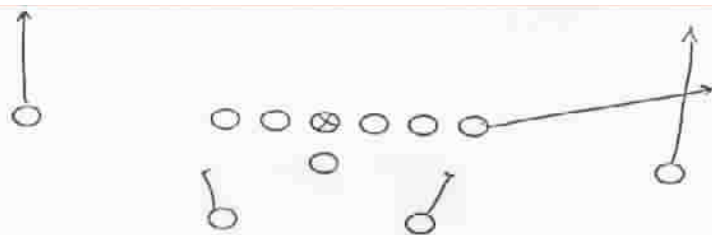
56



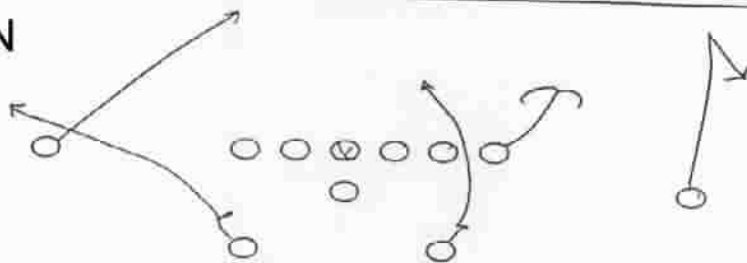
57



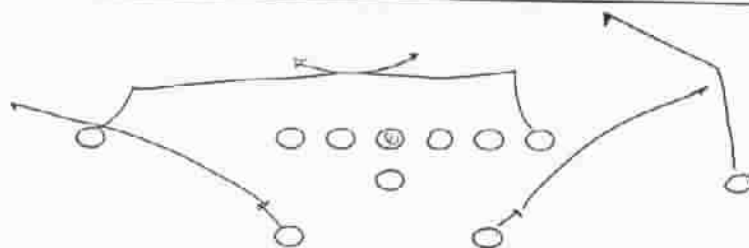
58



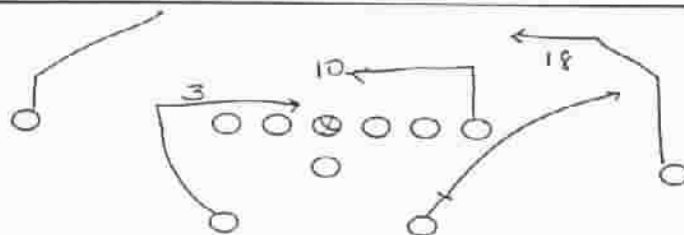
61 Y OPTION



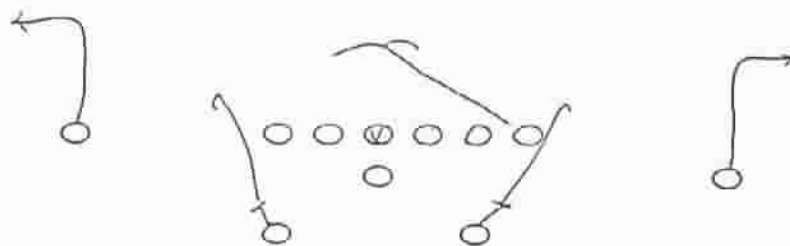
62



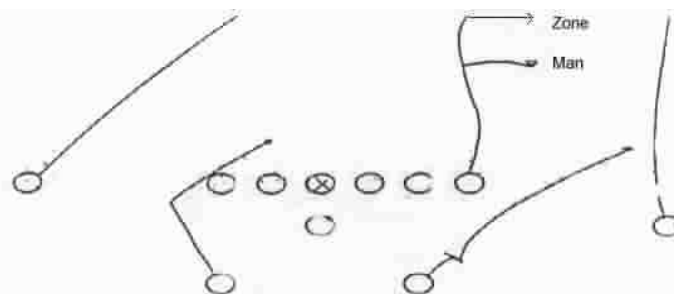
63



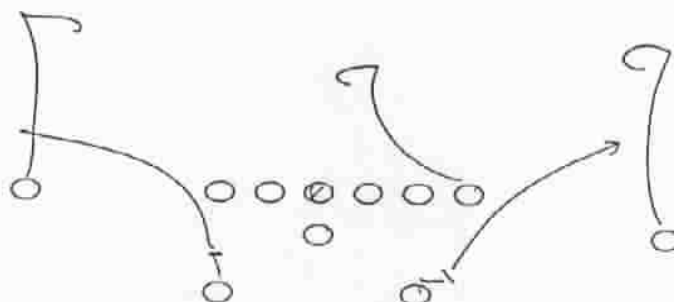
64



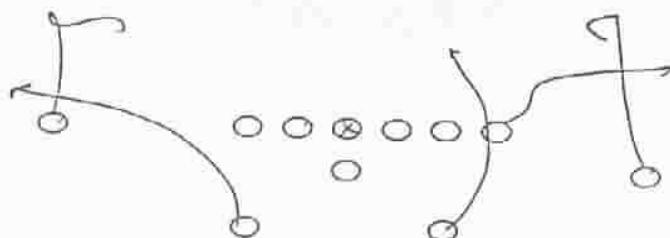
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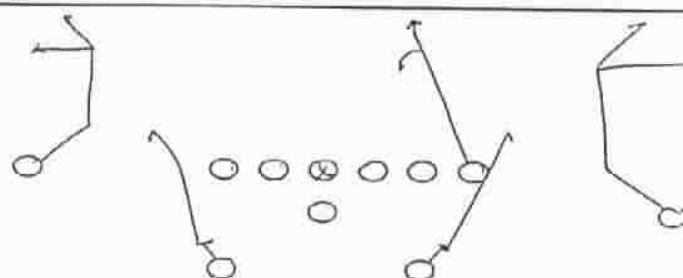
66



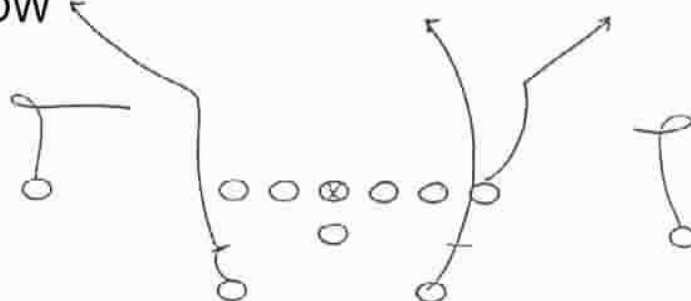
66 Y BENCH



67

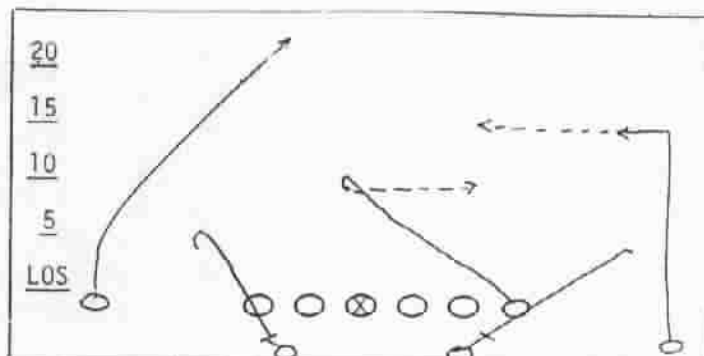


68 DBL SHALLOW

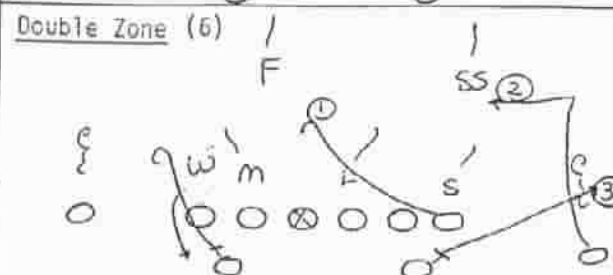
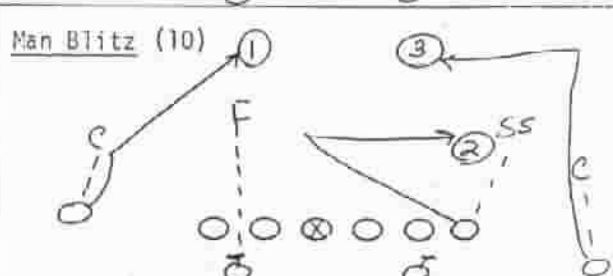
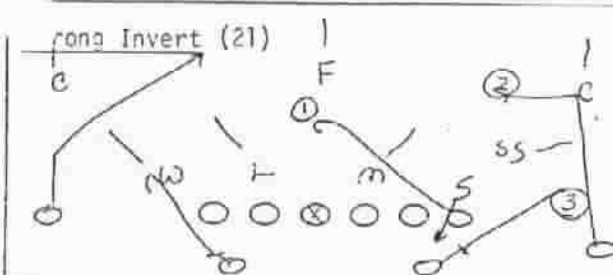


The diagram illustrates a water treatment process. A horizontal line at the bottom represents the water surface. Above it, several circles represent particles. Some particles are being captured by curved lines representing filter media. Arrows indicate the flow of water from left to right, and the removal of particles from the water column.

VARIATIONS Z choice from Slot



POS	ASSIGNMENT	COACHING POINTS
X	Post (Split)	
Z	15 yard in	Read man or zone. Find hole
Y	Choice—8 yds directly over ball (return if Man)	& sit
F	Arrow	
H	Spot	
QB	READS: 1. Strong Invert. FS 1st, read mid. LBers 2. Weak Roll FS 1st, read mid. LBers 3. Man Free FS 1st, read return of Y	Man Blitz Go post 5. Double Zone FS 1st, read mid. LBers 6. Double Man FS fast, read return of Y



PLAY: 62

FORMATIONS: Any (only exception to rule)
(Like "Switch" to move X closer)

CONCEPT Man

DROP 7 step

PROTECTION Regular

VARIATIONS 'Call' for underneath route

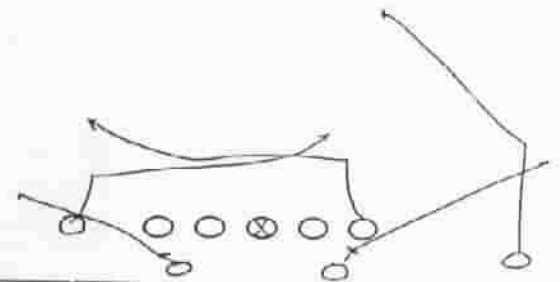
20

16

10

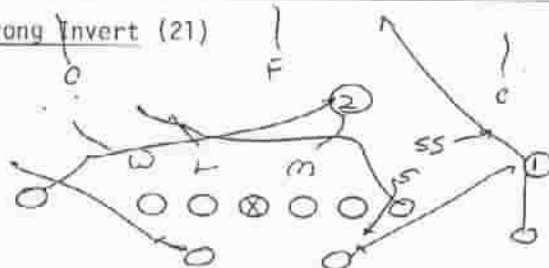
5

LOS

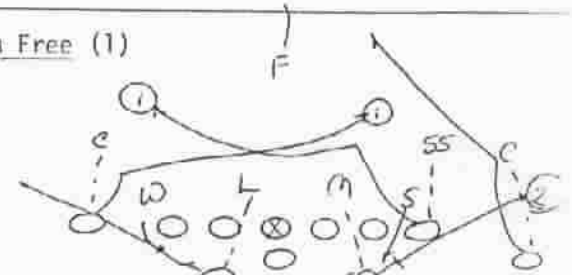


POS	ASSIGNMENT	COACHING POINTS
X	Crossing route	Responsible for "mesh"
Z	Post	
Y	Crossing route	Responsible for "depth"
F	Arrow	
H	Arrow	
QB	READS: 1. Strong Invert FS - watch mesh 2. Weak Roll FS - watch mesh 3. Man Free FS - watch mesh	4. Man Blitz FS - watch mesh 5. Double Zone FS - watch mesh 6. Double Man FS - watch mesh

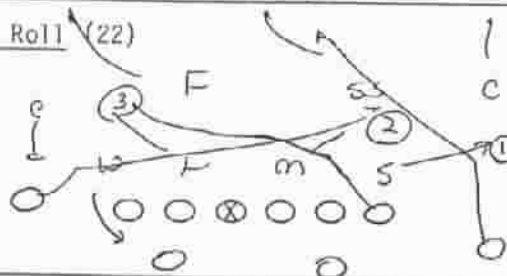
Strong Invert (21)



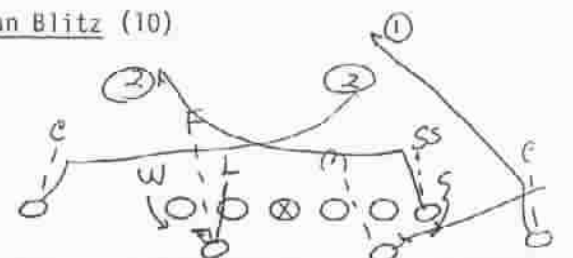
Man Free (1)



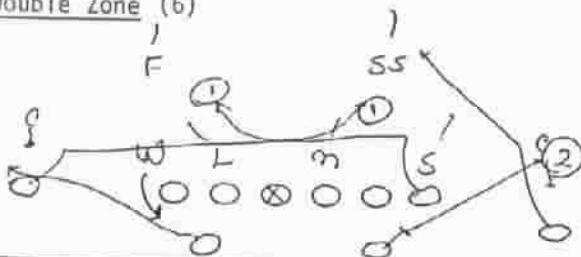
Weak Roll (22)



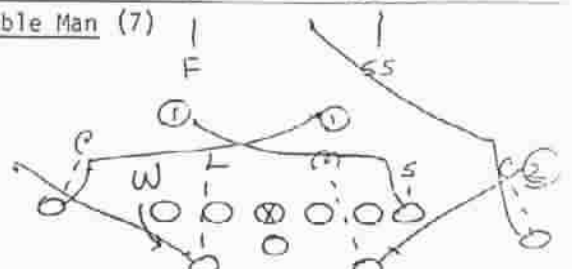
Man Blitz (10)



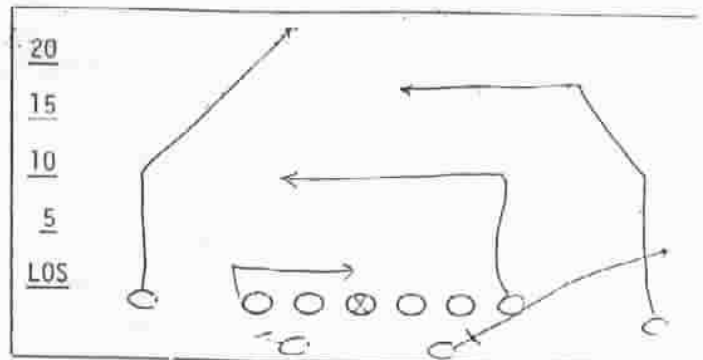
Double Zone (6)



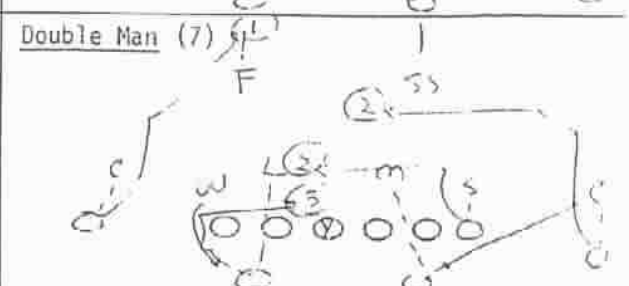
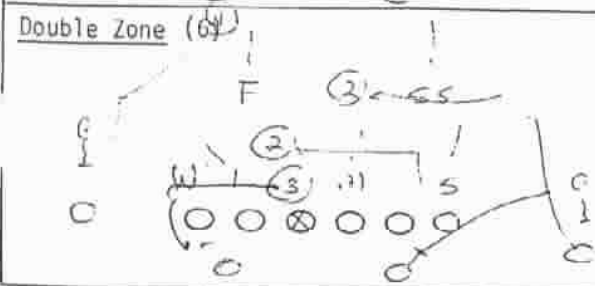
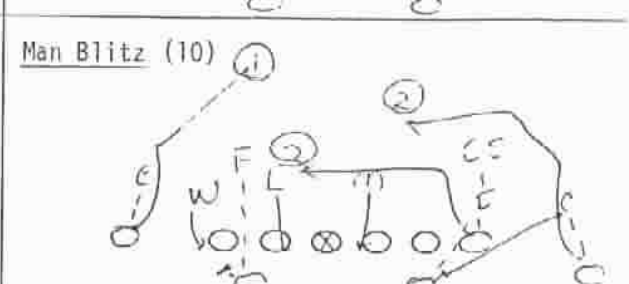
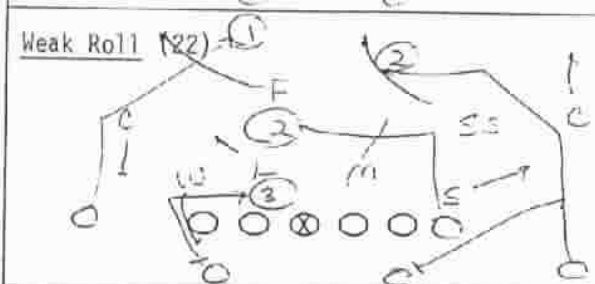
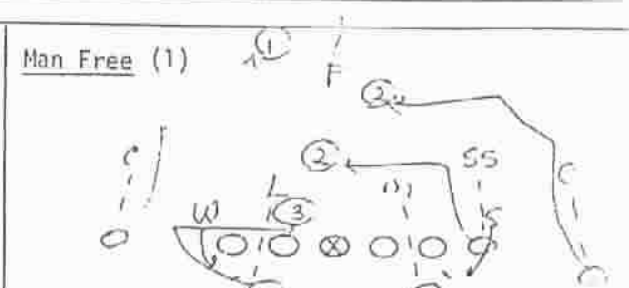
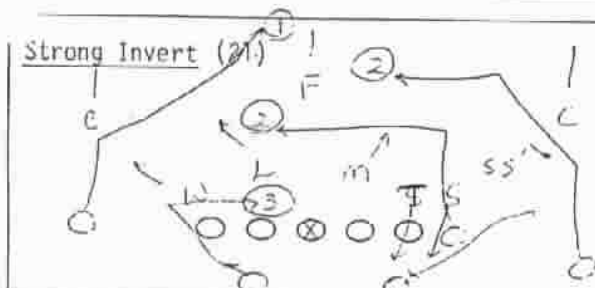
Double Man (7)



VARIATIONS Can go from Slot



POS	ASSIGNMENT	COACHING POINTS
X	Post	
Z	Post Cross	Push post hard
Y	Center	Stay at 10
F	Arrow	
H	Shallow Cross	3 yds
QB	READS: 1. Strong Invert <u>FS - down middle</u> 2. Weak Roll <u>FS - down middle</u> 3. Man Free <u>FS - down middle</u>	4. Man Blitz <u>FS - down middle</u> 5. Double Zone <u>FS - down middle</u> 6. Double Man <u>FS - down middle</u>



PLAY: 64

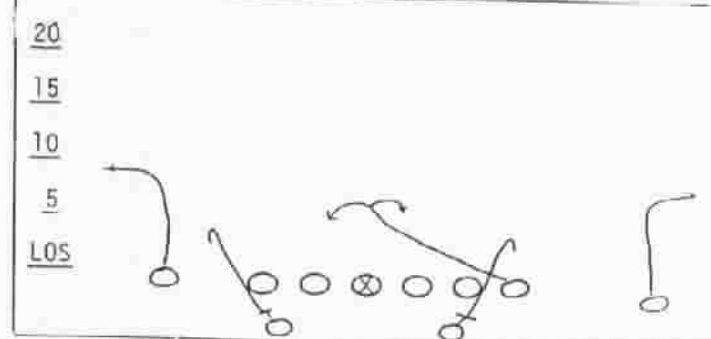
FORMATIONS Red Purple

CONCEPT Horizontal Stretch

DROP 5 step

PROTECTION Short drop

VARIATIONS WR fade if pressed



POS	ASSIGNMENT	COACHING POINTS
X	Out	Fade if pressed
Z	Out	Fade if pressed
Y	Option over ball	Read man or zone
F	Spot	Widen if two-deep
H	Spot	" " " "
QB	READS: 1. Strong Invert <u>X to H</u> 2. Weak Roll <u>Z to F</u> 3. Man Free <u>Y</u> 4. Man Blitz <u>Y</u> 5. Double Zone <u>Pick side</u> 6. Double Man <u>Y</u>	

<p><u>Strong Invert (21)</u></p>	<p><u>Man Free (1)</u></p>
<p><u>Weak Roll (22)</u></p>	<p><u>Man Blitz (10)</u></p>
<p><u>Double Zone (6)</u></p>	<p><u>Double Man (7)</u></p>

PLAY: 65

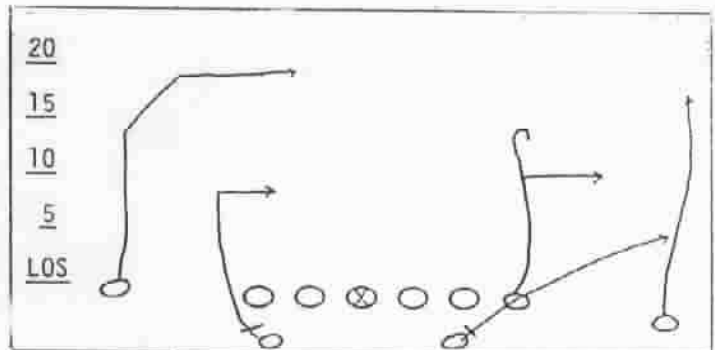
FORMATIONS Red Purple

CONCEPT Vertical Stretch (strong) - Man

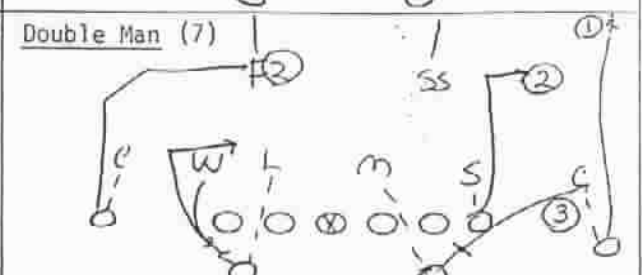
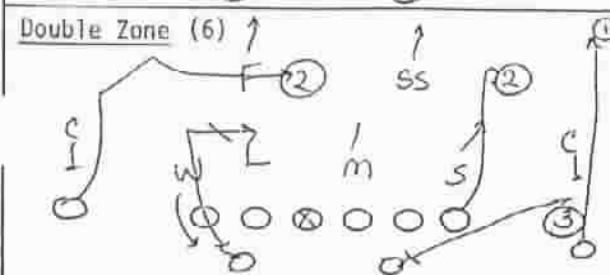
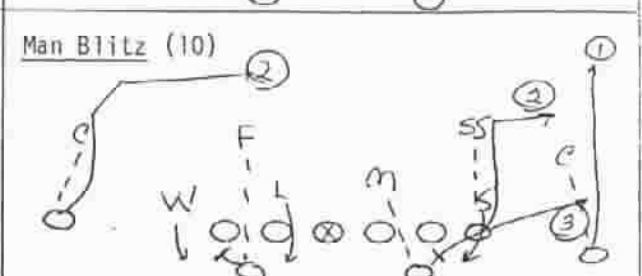
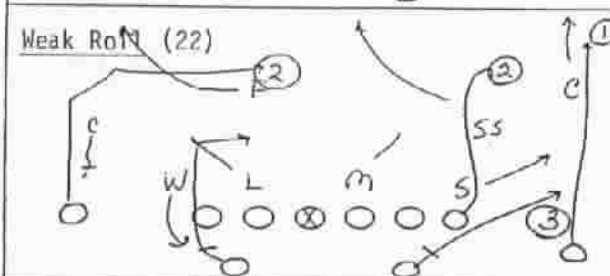
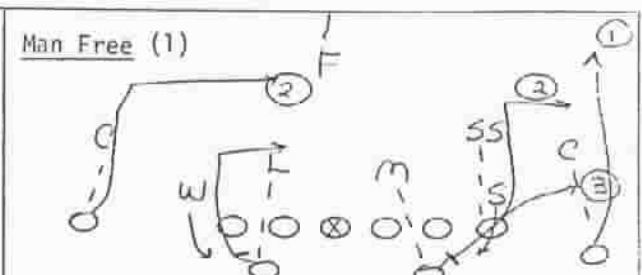
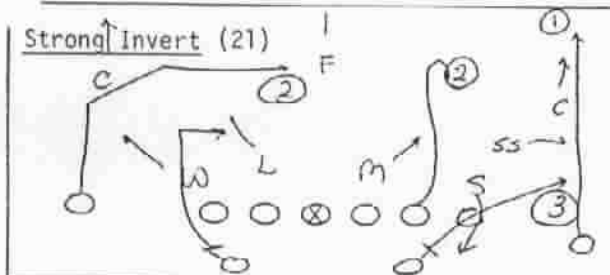
DROP 5 or Quick 7

PROTECTION Regular

VARIATIONS Rip/Liz and X Sneak



POS	ASSIGNMENT	COACHING POINTS
X	Post Cross	Go hard to hold FS
Z	Streak	
Y	Sail vs Zone; (corner) drag vs man	Stay high if zone; work hard if man.
F	Arrow	
H	Shallow Cross	8 yds
QB	READS: 1. Strong Invert $Z - Y(X) - F$ 2. Weak Roll $Z - Y(X) - F$ 3. Man Free $Z - Y - F$	4. Man Blitz $Z - Y$ 5. Double Zone $Z - Y(X) - F$ 6. Double Man $Z - Y(X) - F$



PLAY: 66

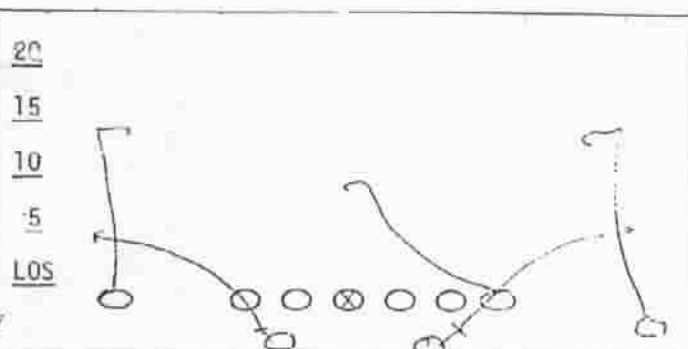
FORMATIONS Red-Brown-Purple-Gold

CONCEPT Horizontal Stretch

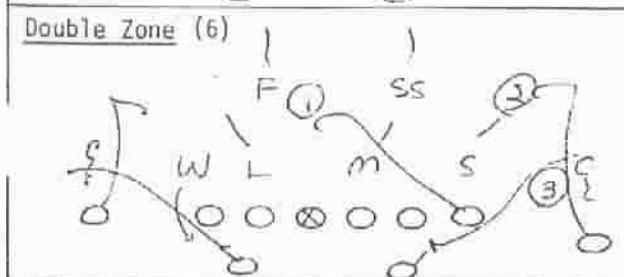
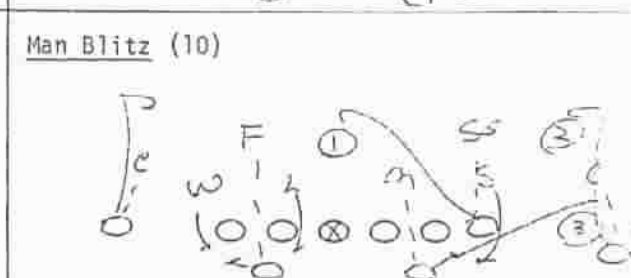
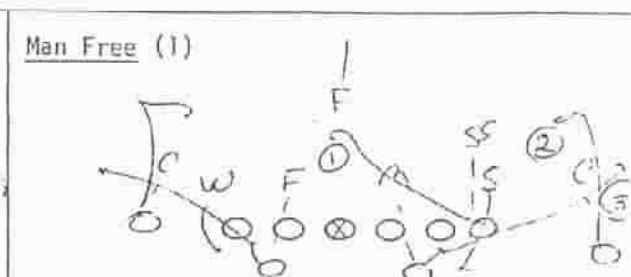
DROP 5

PROTECTION Regular

VARIATIONS Y Bench (F Delay), Y Delay



POS	ASSIGNMENT	COACHING POINTS
X	Curl	
Z	Curl	
Y	Curl	
F	Check, Arrow	
H	Check, Arrow	
QB	READS: 1. Strong Invert <u>L for dir; inside out</u> 4. Man Blitz <u>L for dir; inside out</u> 2. Weak Roll <u>L for dir; inside out</u> 5. Double Zone <u>L for dir; inside out</u> 3. Man Free <u>L for dir; inside out</u> 6. Double Man <u>L for dir; inside out</u>	



PLAY: 68 Double Shallow

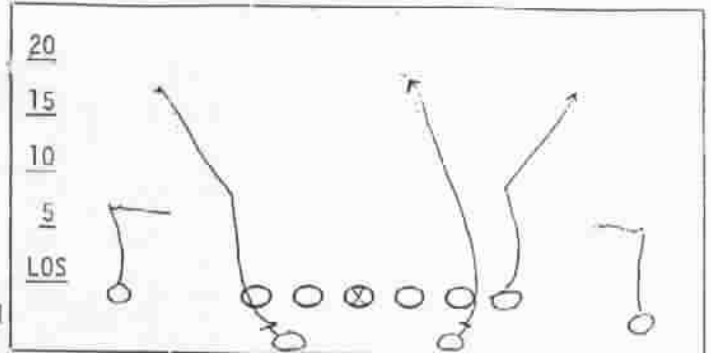
FORMATION: Two-Back, One-Back

CONCEPT: All-purpose

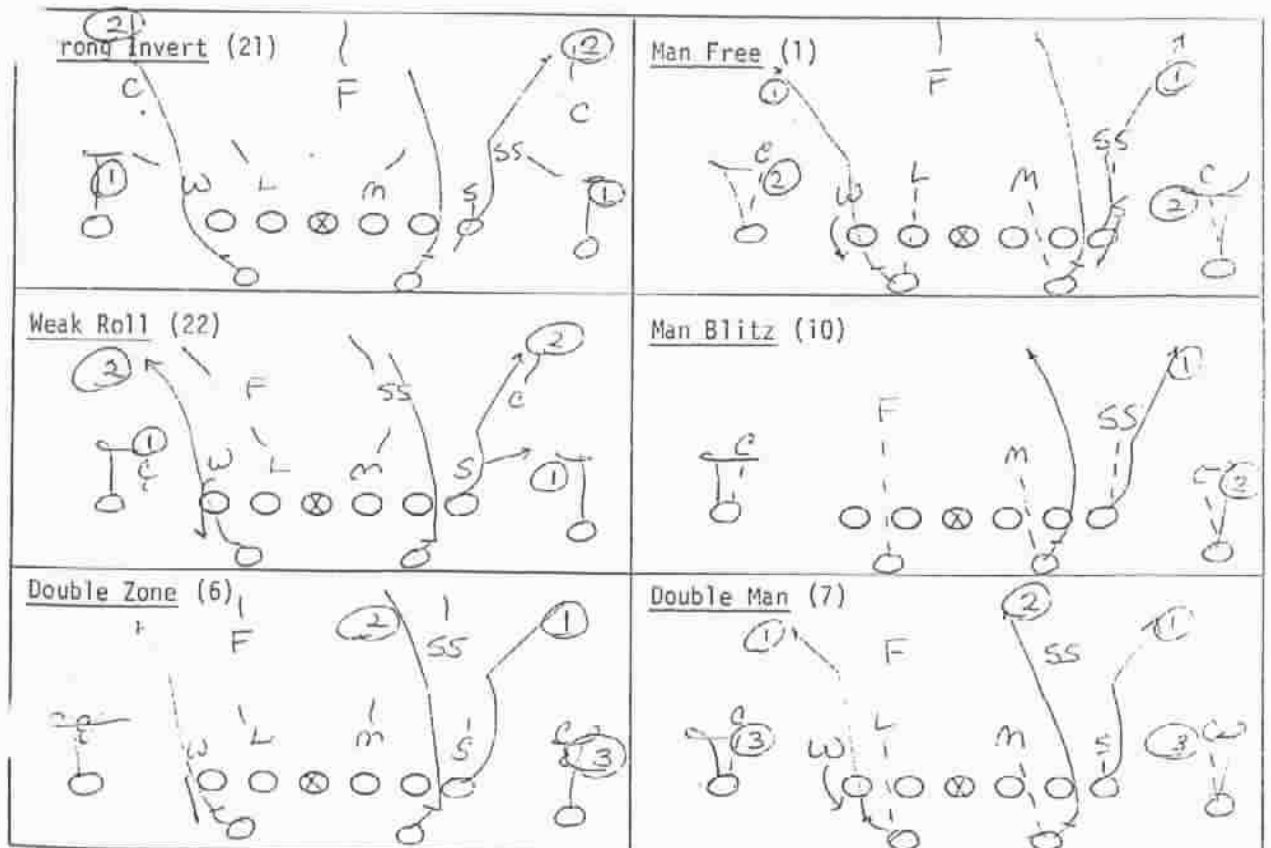
DROP: 7

PROTECTION: Regular, L/R

VARIATIONS: Many - try to place personnel in proper positions



POS	ASSIGNMENT	COACHING POINTS
X	Shallow	Come hard off LOS
Z	Shallow	Come hard off LOS
Y	Corner	
F	Check - Shoot	
H	Check - Corner	
QB	READS: 1. Strong Invert <u>X - Z</u> 4. Man Blitz <u>Corner - WR</u> 2. Weak Roll <u>Z - X</u> 5. Double Zone <u>Corner/Shoot/WR</u> 3. Man Free <u>Corner - WR</u> 6. Double Man <u>Corner/Shoot/WR</u>	



PLAY: 69 H Option

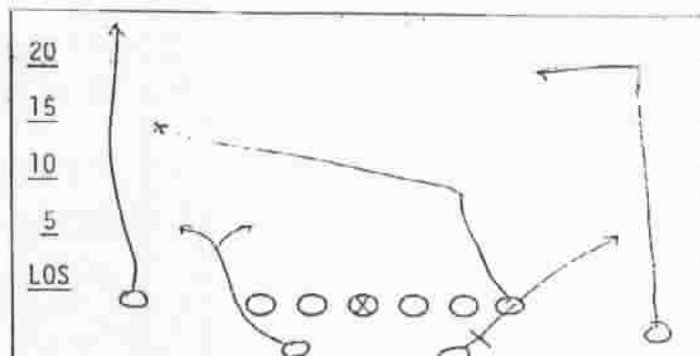
FORMATION: Red-Brown-Purple-Gold

CONCEPT Area

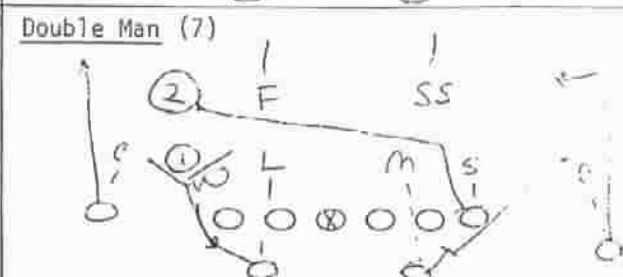
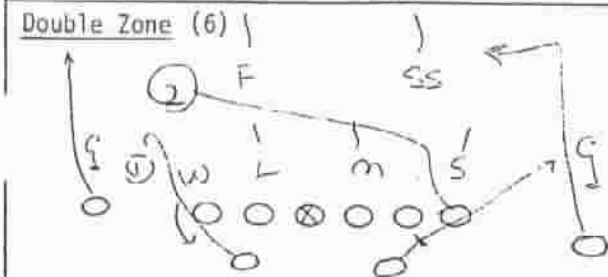
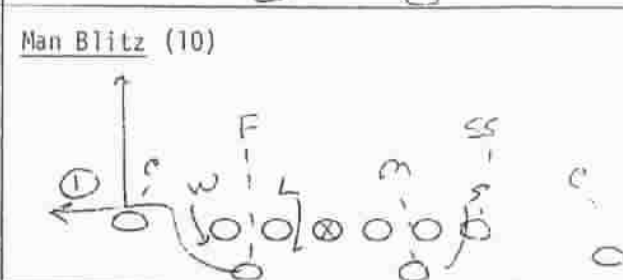
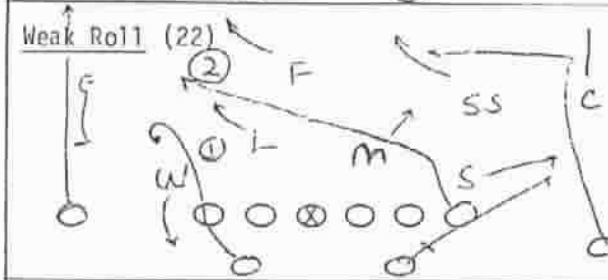
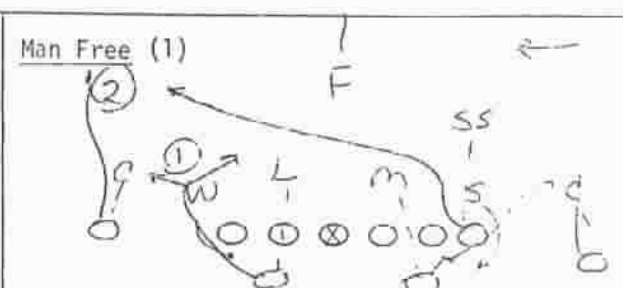
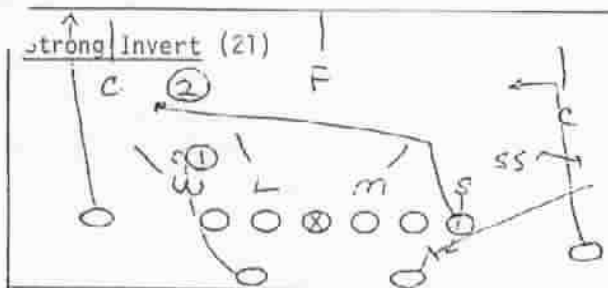
DROP 5

PROTECTION Regular

VARIATIONS Slot F Option



POS	ASSIGNMENT	COACHING POINTS
X	Streak	
Z	20 Yard In	
Y	Cross	
F	Check - Arrow	
H	Free release - option route	
QB	READS: 1. Strong Invert H - Y 2. Weak Roll H - Y 3. Man Free H - Y	4. Man Blitz H 5. Double Zone H - Y 6. Double Man H - Y

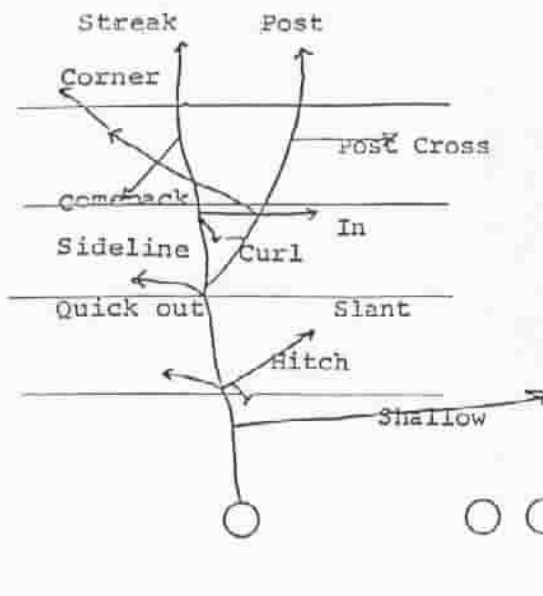


PLAY: *POWER 6-7*

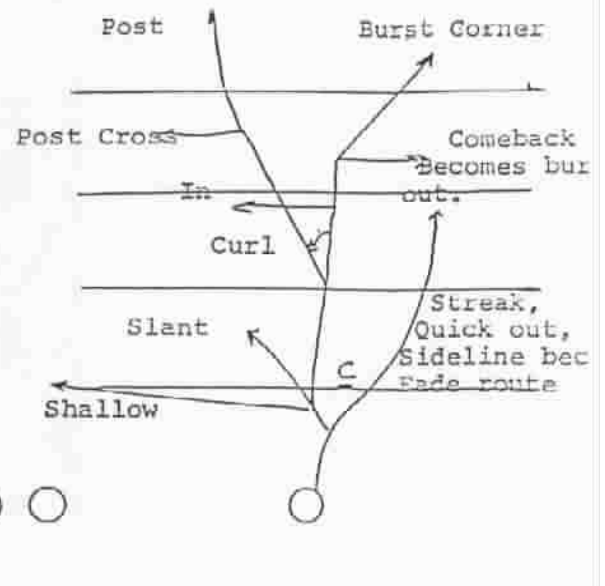
POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	RUN ROUTE OR BLOCK
LT	CUT OFF OVER ON GAP IS OVER LBER
LG	SET PULL FOR MLBER
C	DRIVE OR COMBO MAN OVER. NONE, BLOCK BACK SIDE GAP TO LBER
RG	DRIVE MAN OVER OR COMBO WITH C
RT	DRIVE MAN OVER DOUBLE WITH TE. NONE, DOUBLE WITH G
Y	DOUBLE WITH T OR DRIVE 1ST MAN TO SHOW FROM INSIDE
QB	OPEN TO TB OR FB, HAND BALL, CONTINUE ON AS IF TO SPRINT OUT, FAKE CONCEALMENT OF BALL.
HB	ACCEPT HANDOFF - HIT HOLE HARD AT DOUBLE TEAM FOR 1ST DOWN
FB	BLOCK OUT 1ST MAN OUTSIDE OF TE
Z	RUN ROUTE OR BLOCK

Individual Pass Patterns

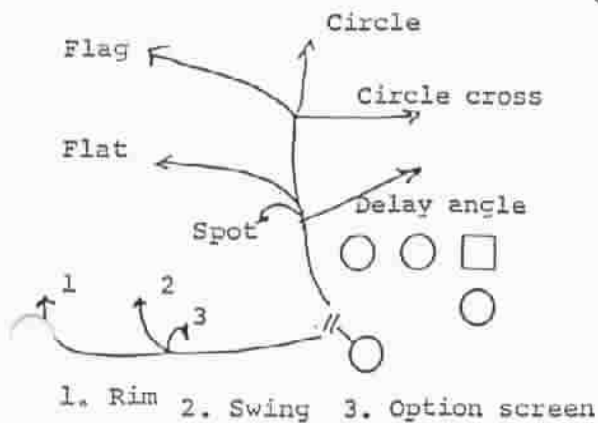
Wide Receiver Patterns



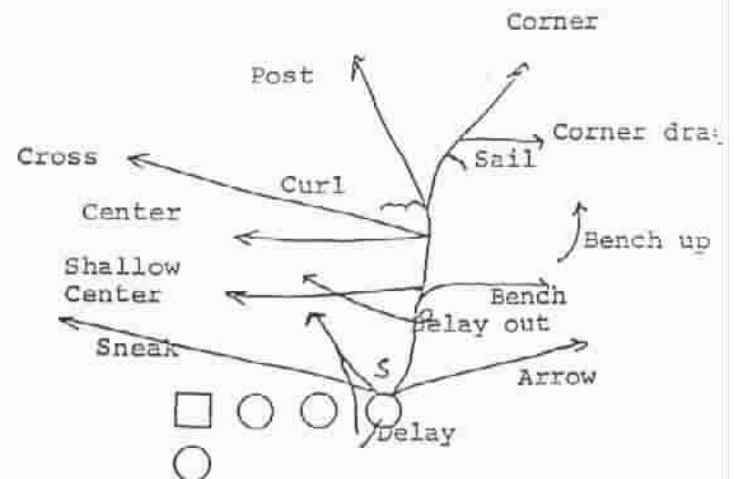
Adjustments vs corner rotation



Running Back Patterns



Tight End Patterns

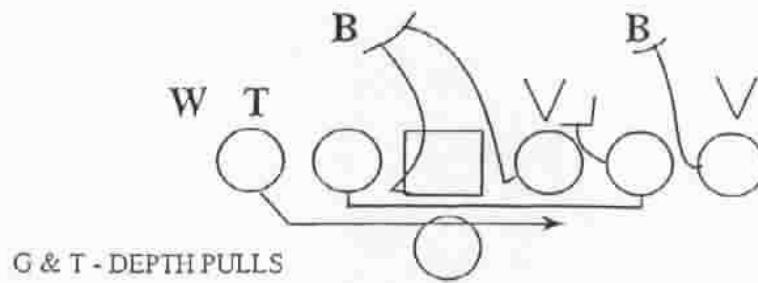


PLAY: COUNTER 26/27

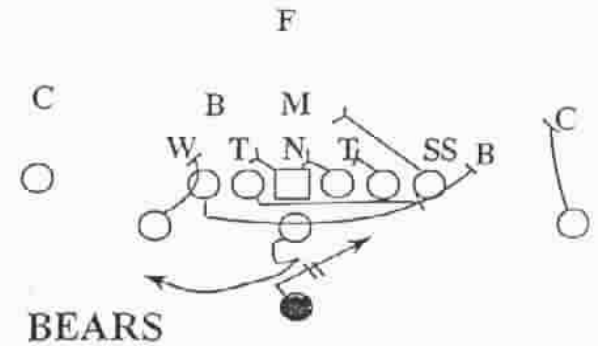
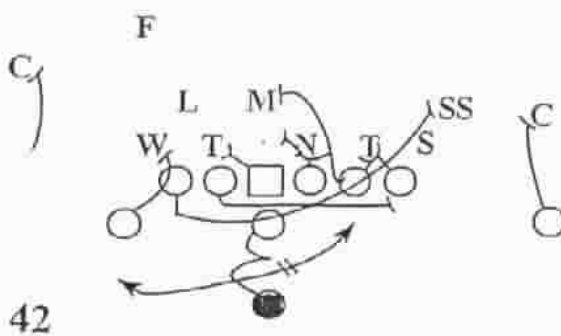
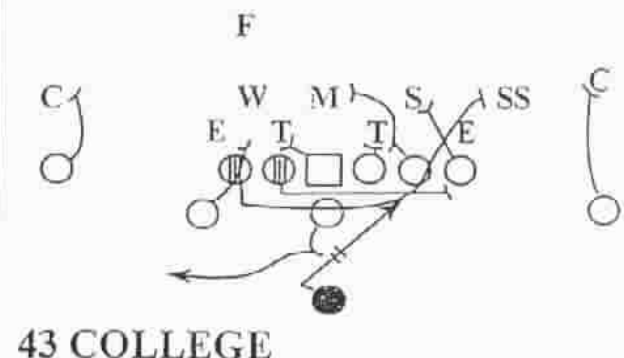
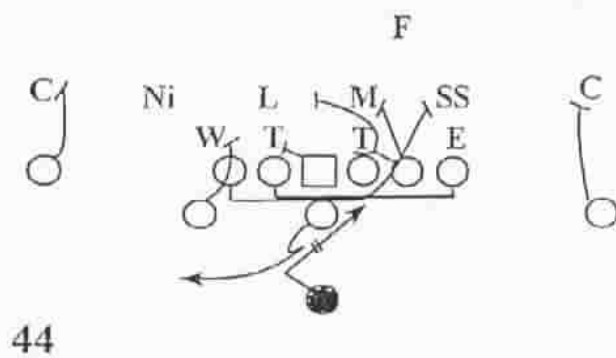
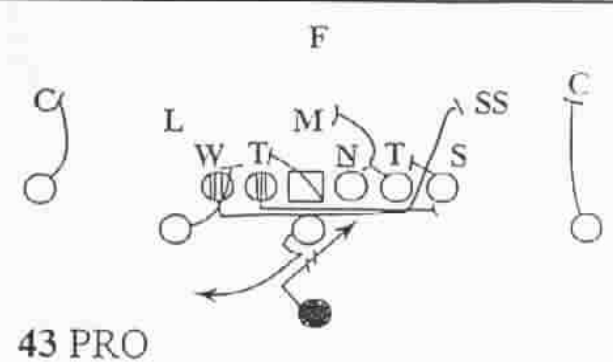
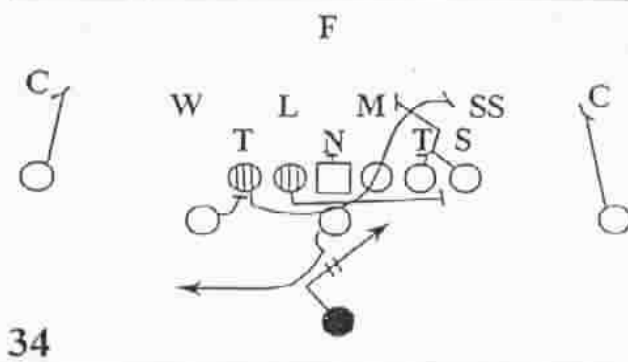
36/37

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	ROUTE RELEASE AND BLOCK DOWNFIELD
LT	PULL HEAD UP HOLE - READ TRAP
LG	PULL TRAP
C	BACKSIDE GUARD COVERED, BLOCK AWAY - UNCOVERED, BLOCK ZONE
RG	BLOCK AWAY
RT	SLAM AND DOWN BLOCK
Y	BLOCK DOWN
QB	REVERSE - HAND OFF TO BALL CARRIER AS DEEP AS POSSIBLE
HB	36/37 ONE BACK SET - SCOOP IF TIGHT - BLOCK W IF WIDE 26/27 TWO BACK SET - TAKE COUNTER STEPS - GET HAND OFF - READ BLOCKS AT HOLE
FB	36/37 TAKE COUNTER STEPS - GET HANDOFF - READ BLOCKS AT HOLE 26/27 SEAL BACKSIDE
Z	ROUTE RELEASE AND BLOCK DOWNFIELD

COACHING POINTS: Back: When counter lead comes towards you, fake load block on and man on LOS, then block force man.



ES

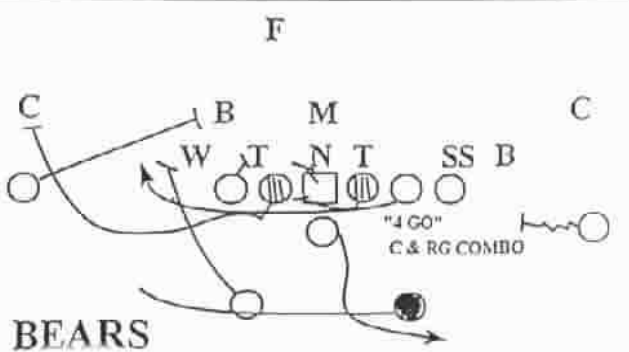
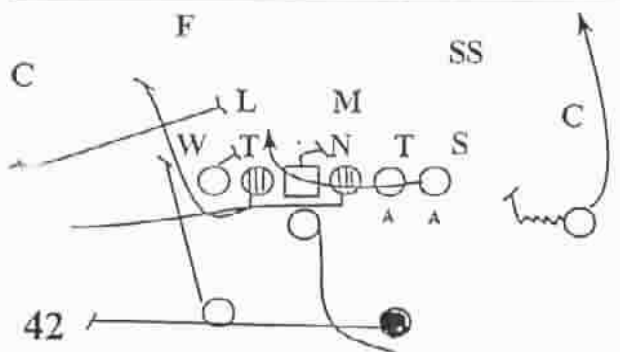
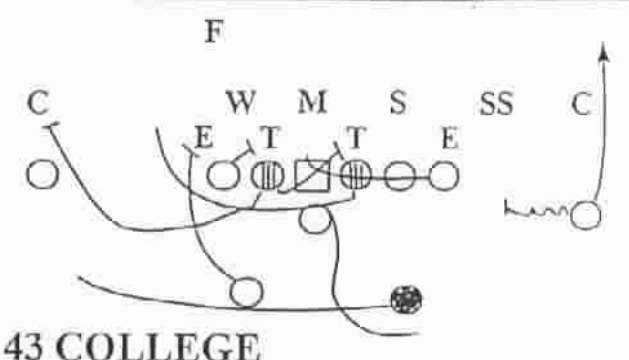
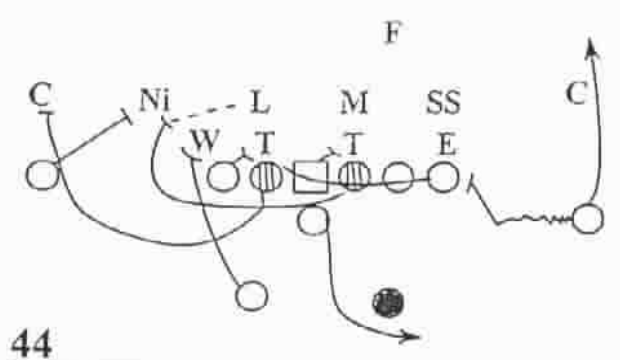
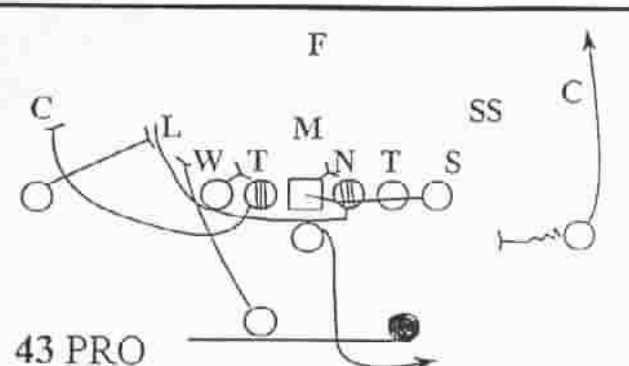
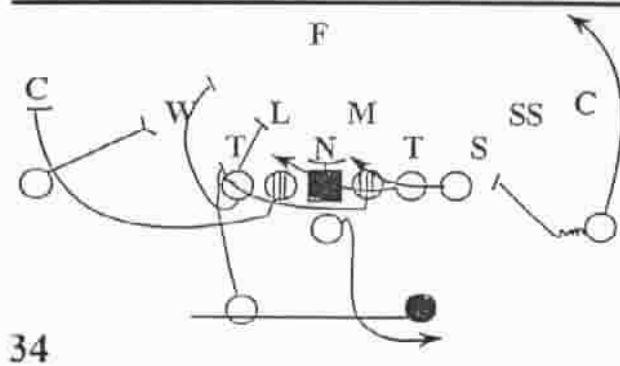
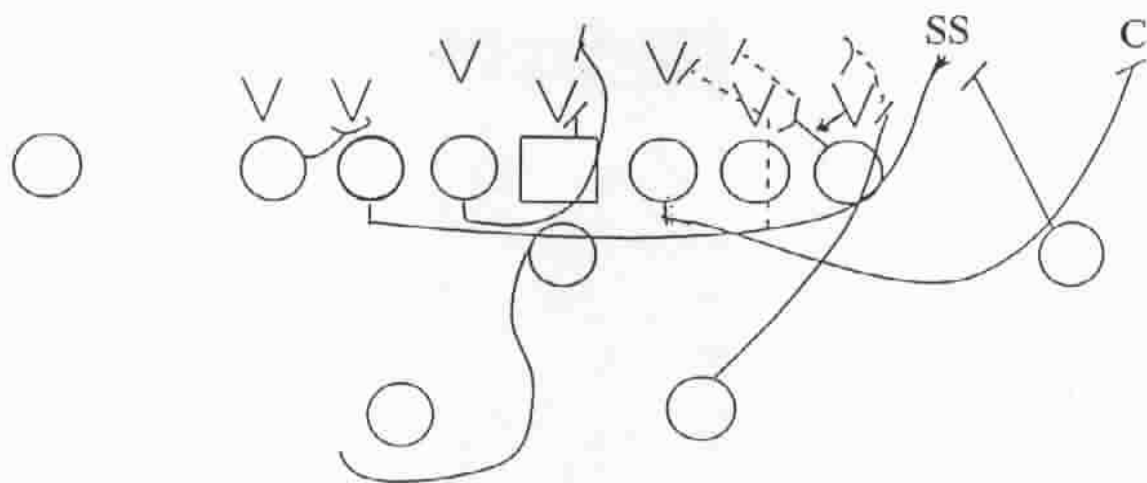


PLAY: *CRACK GO AT 9 OR 8*

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	CLOSE SPLIT TO 62 PASS ROUTE WIDTH. CRACK INSIDE LINEBACKER YOUR SIDE - NONE 2ND BACKER INSIDE.
LT	MAN BLOCK TACKLE WEAKSIDE, TE SIDE COMBO MAN OVER OR DOWN. BLOCK IF MAN ON G. IF REACH IS CALLED, T YOU GO TO LB NEAR OR MLBER
LG	Pull, get quick depth and block force man on weakside. If LBER in 34 walks up, you block solid and offensive guard force. TE side call down if LBER walks up and you block force man.
C	Block man over - none block back. Vs Bears, you and G could Combo NG to Mike. If even defense and playside T is in side shade of 9, call reach and go playside.
RG	Pull flat - check for LBER. Blitz, pick if you see him in front. Be alert weakside - strong side. If you hear solid, you block force man. Vs Bears, you could combo W/C.
RT	PULL SCOOP BACKSIDE LBER UNLESS EAGLE STRONG. BLOCK THROUGH TACKLE TO LBER. FAR A GAP.
Y	PULL SCOOP A GAP ON EAGLE STRONG COMBO WITH T
QB	OPEN TO HB - HAND OFF FAKE NAKED ROUTE
HB	TAKE HAND OFF, SPRINT TO CORNER, TURN UP, RUN TO DAYLIGHT. GET YARDS.
FB	LOCK OUTSIDE LBER ON OR OFF THE LOS
Z	RELEASE ROUTE

ACHING POINTS:

CRACK GO AT 9 OR 8

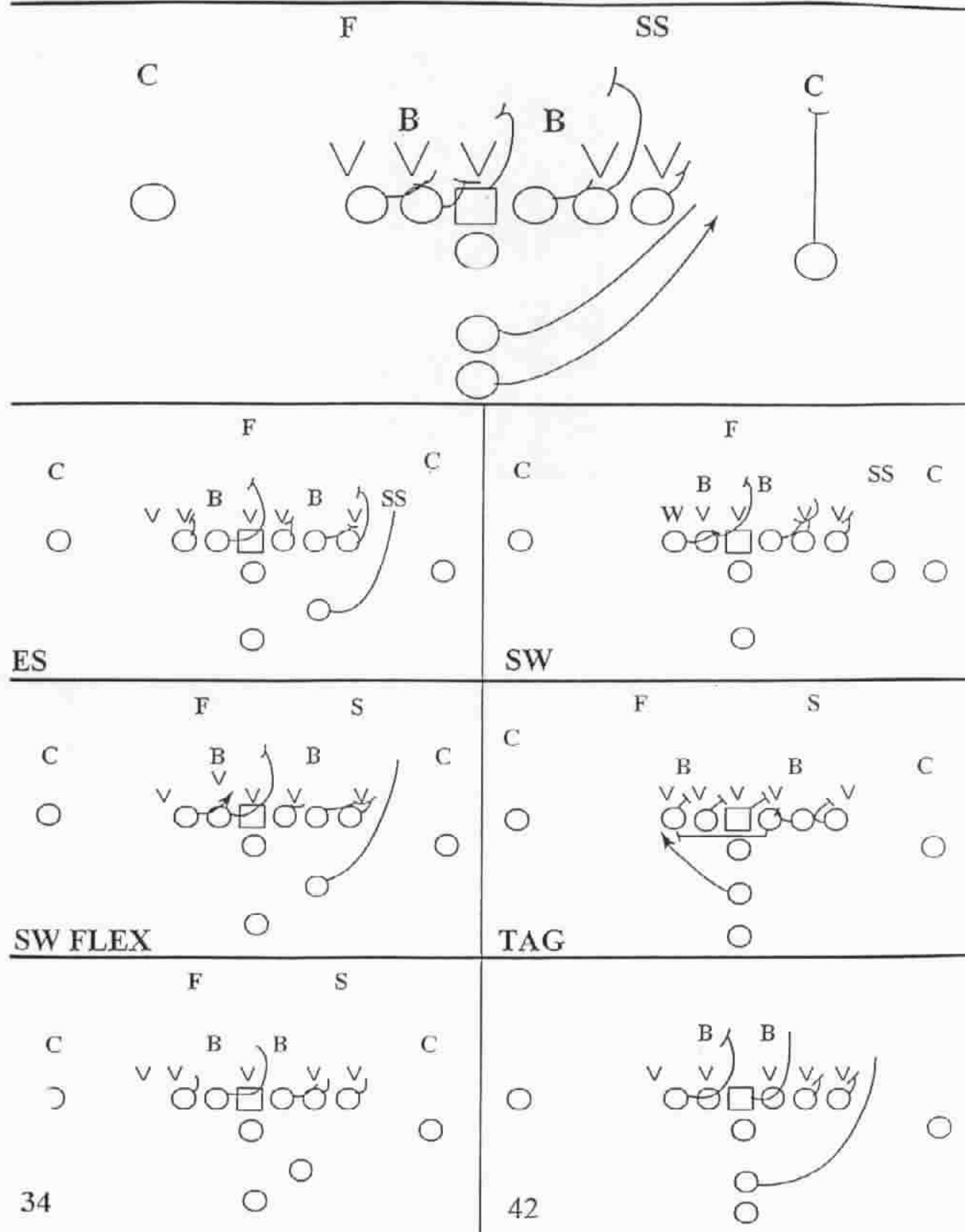


PLAY: OREGON/OKLAHOMA

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	STALK
LT	Take 2-3 split and align off the ball. If bubble is over you, work with TE. If over G, work with G on DT and LB. a. If G bubble and DT pinches, keep hands on him until you are forced off to Mike. b. If DT lines up in 2 gap or tight 4, T call tough. Step off with inside foot. c. If you and G are covered, single man on.
LG	Take 3 ft. split off the ball when Bubble is over you. Work with T - bucket step. Drive for armpit if DT keeps backside, shoulder down and under pads. Try to hook. If he runs outside, turn him out. If Bubble is over T, drive T alone.
C	WHEN COVERED, WORK WITH OFFSIDE G. IF BUBBLE OVER YOU, WORK WITH ON G.
RG	2-3 FOOT SPLIT OFF LOS. WHEN UNCOVERED, HELP WITH C. WHEN COVERED, CUT OFF MAN OVER (WALL) POSSIBLY WITH OFF T.
RT	3 FEET SPLIT OFF LOS. WHEN COVERED, WALL OFF MAN OVER. WHEN BUBBLE, WORK WITH G.
Y	Reach outside LB. Bucket step - aim at on T side armpit. Drive inside arm through armpit area. Keep backside shoulder under defensive man's pads. Try to hook. If he runs outside, turn him out. If bubble is over out T, be alert for double with T.
QB	OPEN UP AND GET THE BALL AS QUICK AND DEEP AS YOU CAN TO THE BACK.
HB	OPEN STEP DRIVE AT INSIDE FOOT OF TE AND READ END MAN ON LOS. IF THEY STRETCH, THEN CRAM THE BALL UPFIELD.
FB	FB MUST COME CALL SIDE AND BLOCK FORCE.
Z	STALK C

COACHING POINTS:

OREGON

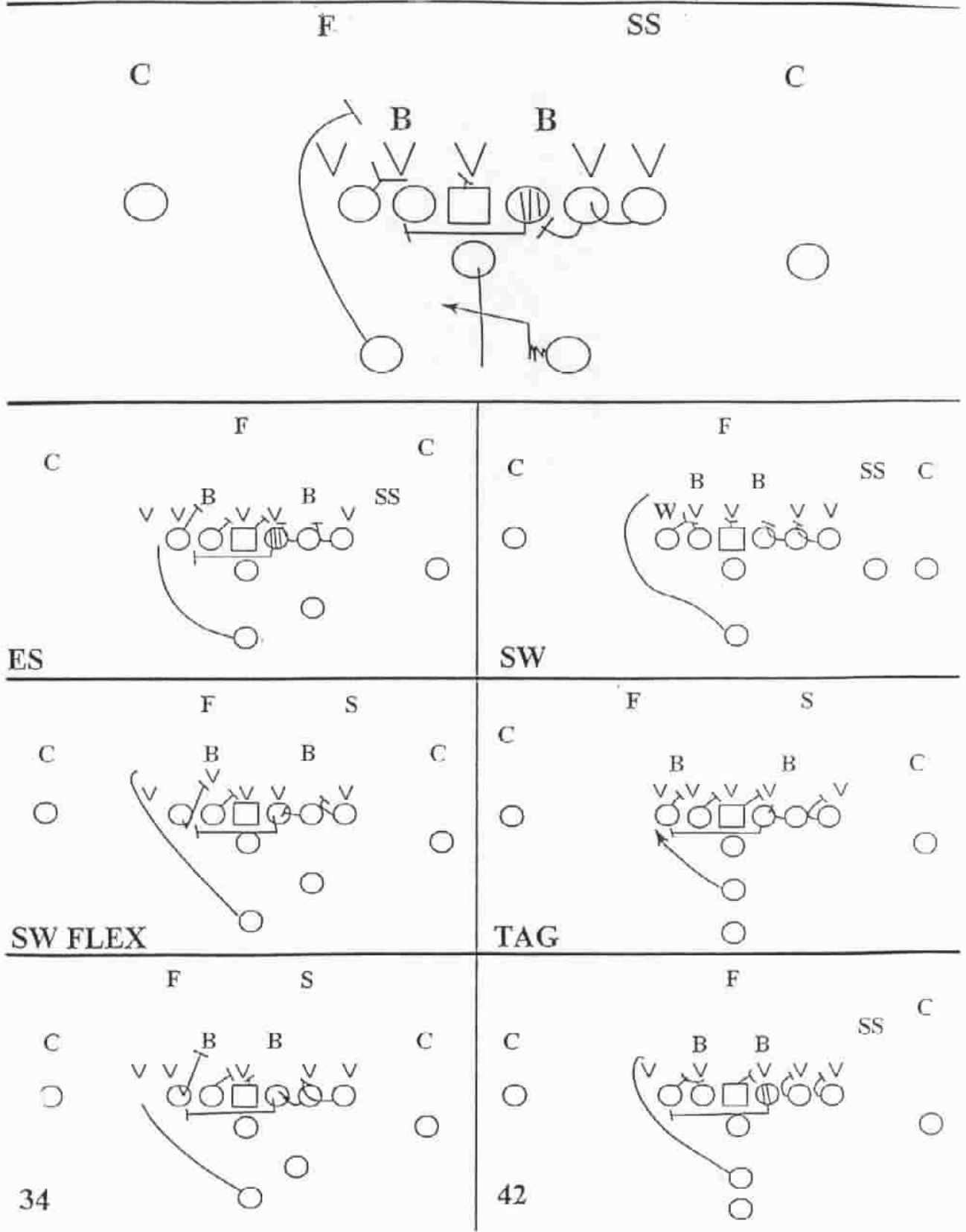


PLAY: 32-33 DRAW TRAP

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	RUN ROUTE AND BLOCK
LT	SLAM THROUGH NEAR LBER VS ODD, 1ST LBER INSIDE VS EVEN
LG	QUICK SET CO-OP TO LBER ODD INFLUENCE BLOCK NEAR LBER EVEN - ACE BLOCK MAN IN GAP
C	QUICK SET DRIVE 0, N BLOCK AWAY (SLIP) IF NG GOES TO POA OR SHADES STRONG
RG	QUICK SET TRAP 1ST MAN TO SHOW BEYOND CENTER - ACE EVEN CALL TURN UP FOR LBER
RT	DRIVE MAN OVER EITHER GAP IS OVER LBER
Y	SHORT SET INSIDE RELEASE FOR SS
QB	DROP BACK - HAND BALL OFF - CARRY OUT FAKE
HB	BLOCK 1ST MAN OUTSIDE OF T
FB	SIT BEHIND ONSIDE GUARD TURN OFF, PULLING G.
Z	ROUTE RELEASE AND BLOCK

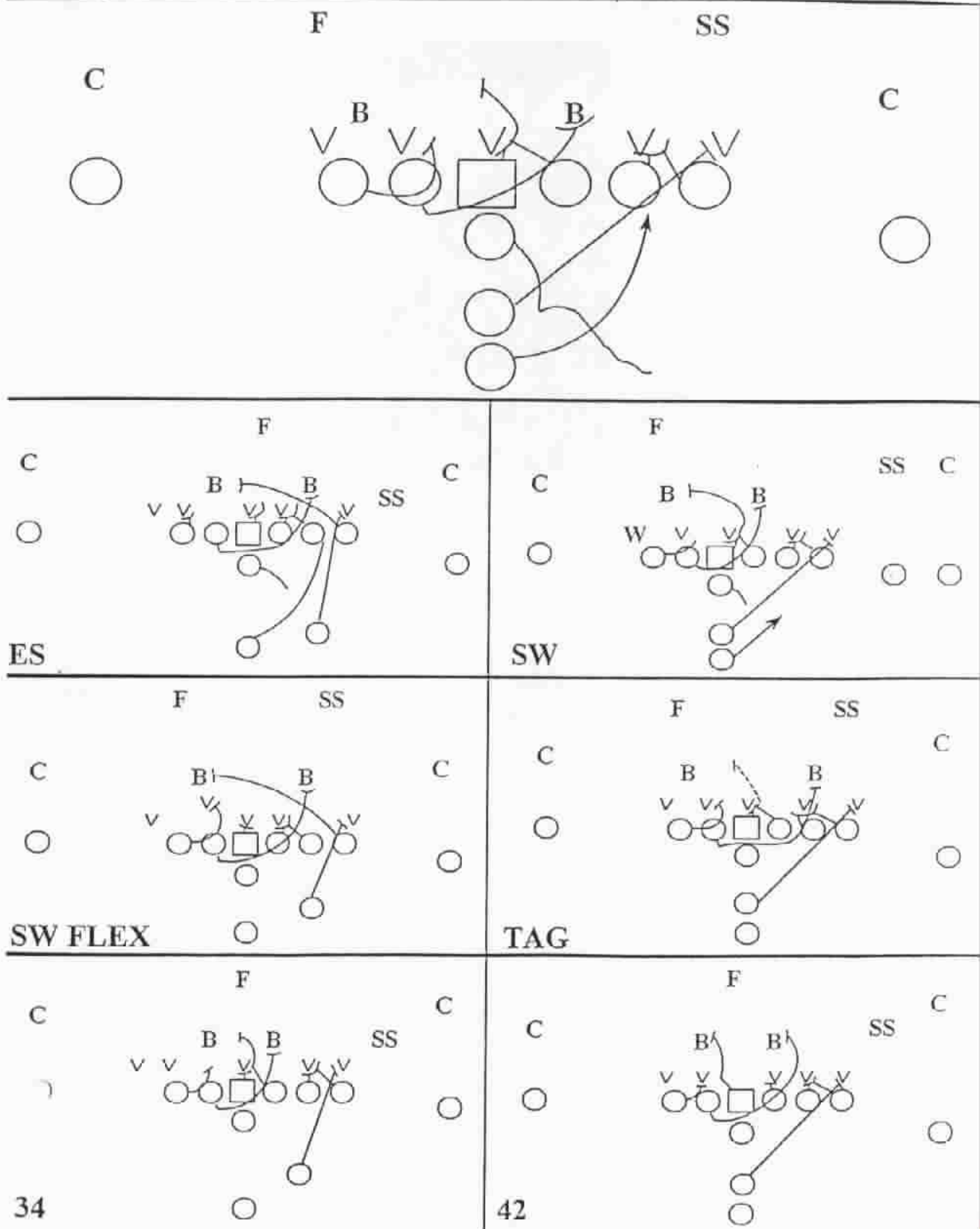
COACHING POINTS:

DRAW TRAP

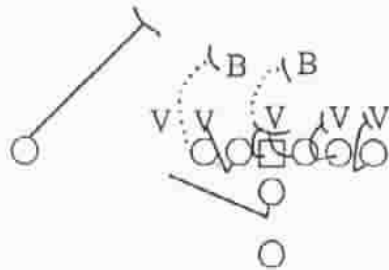




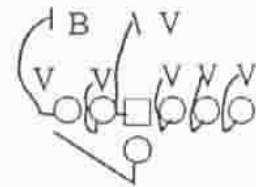
POWER



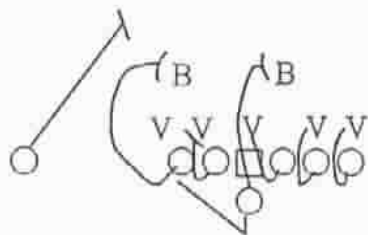
OPTION WIDEST MAN ON LOS BLOCK ORE OKL BLOCKING



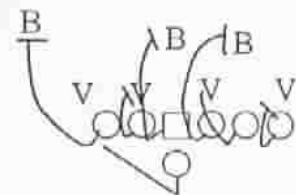
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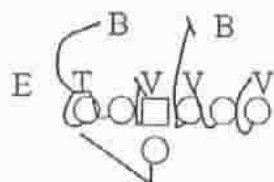
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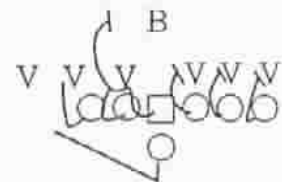
SW



43



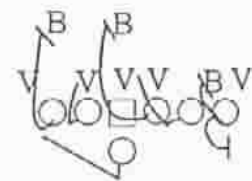
ES



61



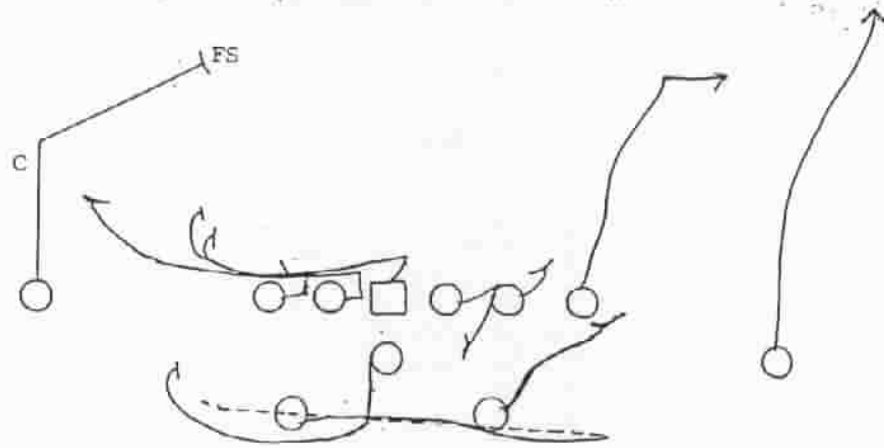
OVER



BEARS OR TAG

PLAY Ride 28 Screen to QB
HB to QB SCREEN

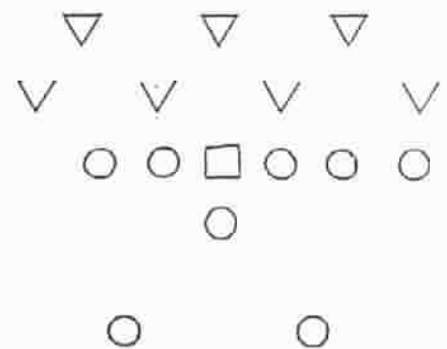
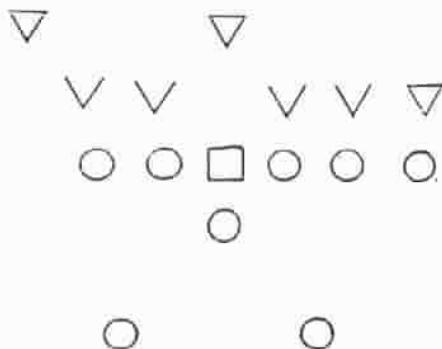
FORMATIONS



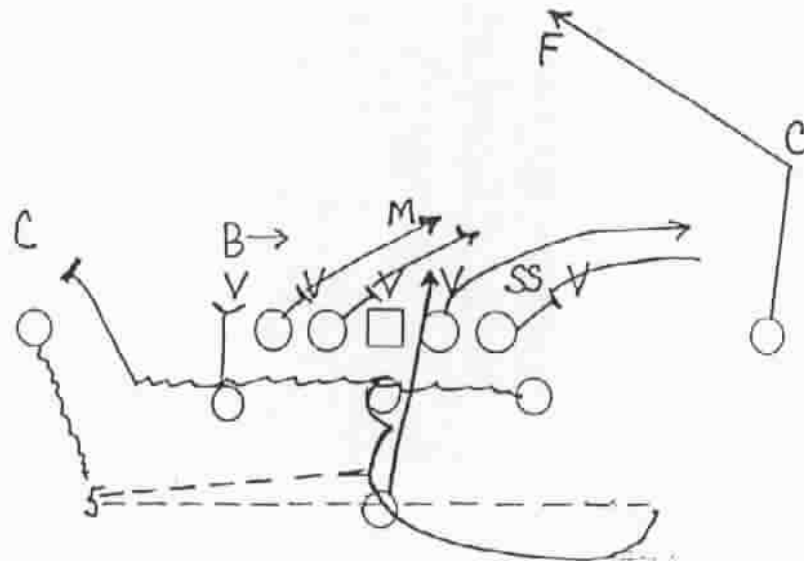
Rules:

- | | | |
|---|-------------------------|----------|
| X - Post FS | Z - Streak | Y - Sail |
| LT - 80 and 60 widest man | | |
| LG - 80 and 60 check area | | |
| C - 80 and 60 check area | | |
| RG - 80 Hinge | | |
| RT - 80 | | |
| TE - Sail | | |
| QB - Hand ball off drift | | |
| TB - Fake Ride - past Y - throw back to QB. | | |
| FB - Block 1st man to show outside T's block. | HB - Receive hand off - | |
| FL - Streak | Get depth - spring | |
| | outside TE's position | |
| | to throw 90 fake 28. | |

Coaching Points:



PLAY QB Throwback Screen
 FORMATIONS Ace Left



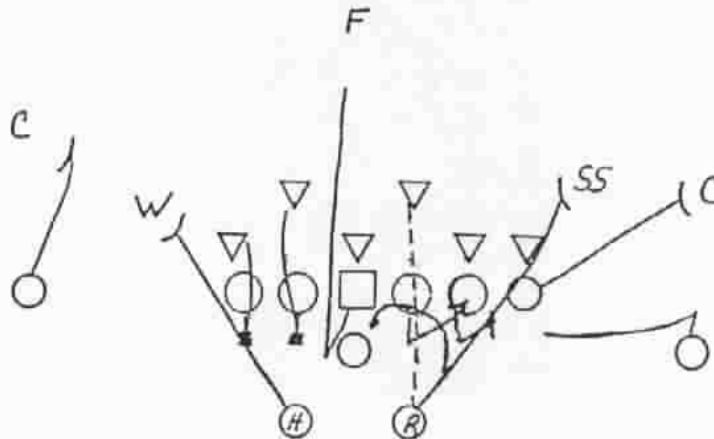
Rules:

- QB - Fk Dive; take step back - throw to X naked fake and receive ball.
- FB - Fk Dive and block first opposite color jersey.
- HB - Block
- X - Take first step forward; step back & receive ball; throw back to QB.
- Z - Black F
- Y - Motion block corner
- LT -
- LG -
- C -
- RG -
- RT -

Coaching Points:

(MARS RT)
PLAY 60 Z MIDDLE SCREEN

FORMATIONS, RED RIGHT



Rules:

QB - 7 step drop - drift - then get ball to receiver early

FB - Block 60 Pro

BACKS

HB - Call side, go to call side. Check LBer, run middle screen 3 yds deep

X - Block Corner

2 - Run off route

y - Block Corner

LT - 60 Pro 3 Ct go

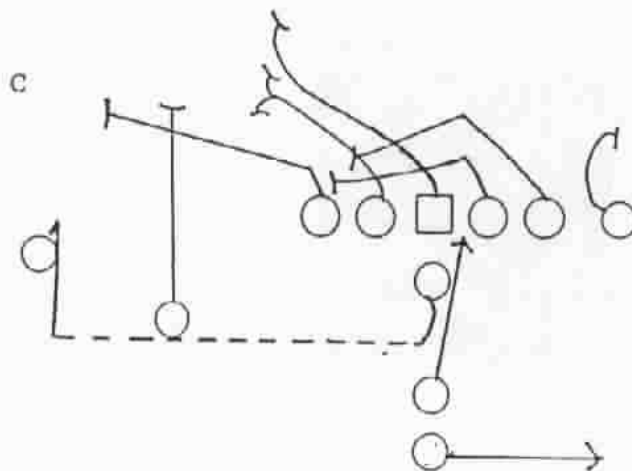
LG - 60 Pro 3 Ct go

C - 60 Base Pro give ground no deeper than 3 yds. Release rusher, to to DFM for cleanup, then go for FS

RG - 60 Pro FAn 3 Cts, go LB

RT - 60 Pro, fan 3 Ct, go DFM 3 ft. split off ball

PLAY Fake Dive 30 Quick Screen Left to X
FORMATIONS 1 Rt Slot

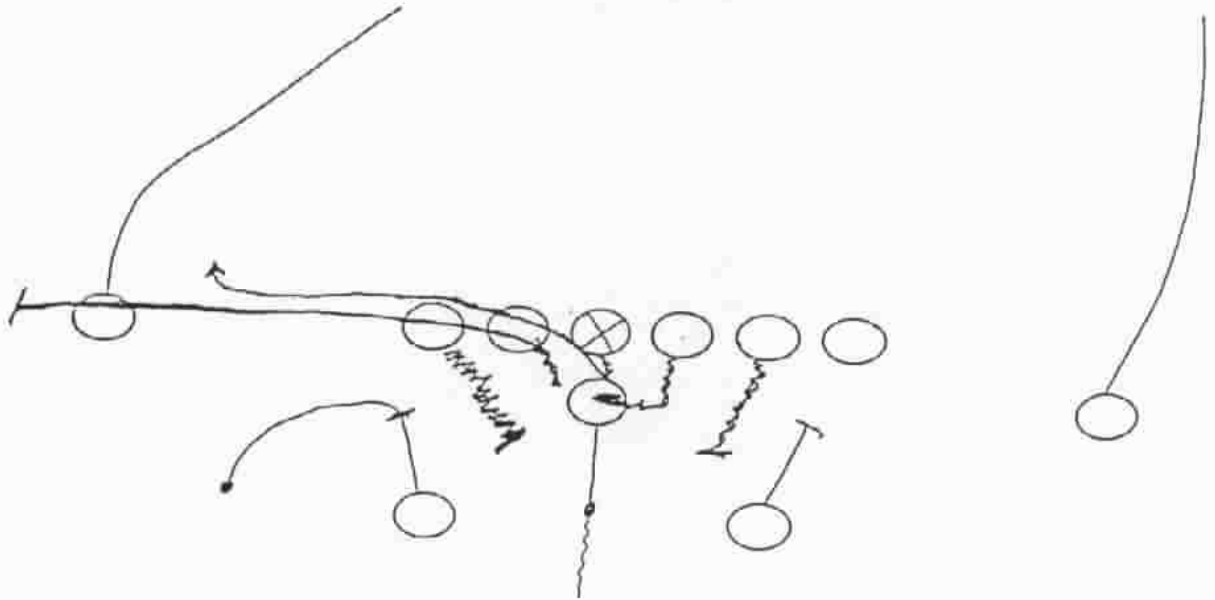


Rules:

- QB - Fake Dive turn and throw to X.
- FB - Fake Dive 30 and block.
- HB - Get into Pitch position.
- X - Take stop forward; backup and receive ball.
- Z - Block C
- Y - Block, cut off backside.
- LT - Slam release for man over Z.
- LG - Slam release 1st man outside (LB).
- C - Slam and go.
- RG - Slam fan back.
- RT - Slam fan back.

PLAY 60: H SCREEN LT

FORMATIONS RED



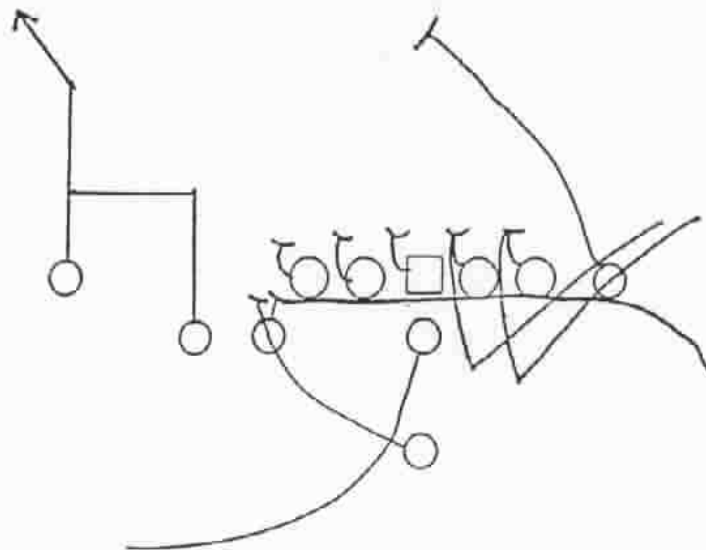
Rules:

- QB - 7 steps, quick retreat, throw to HB
- FB - Solid protection. Free run flat route
- HB - Block, 2 1/2 counts, release screen position
- X - Block FS
- Z - Run off C. If he goes stock him & block. If he reads screen, to to
- Y - Run 64, ball to screen turn and peel LBers
- LT - Block 60 Pro, stay with man for 5 yards, then get tough
- LG - Out in flat block widest defender 3 Ct area all games
- C - Out in flat turn up on 2nd widest man 3 Cts
- RG - Block 60 Pro. If LBer doesn't come, peel for chasers, none join the screen
- RT - Block 60 Pro - stay with man

Coaching Points: If no one is in flat, hold slightly, then go block.
Don't turn up too fast.

PLAY Throwback Screen Rt to H

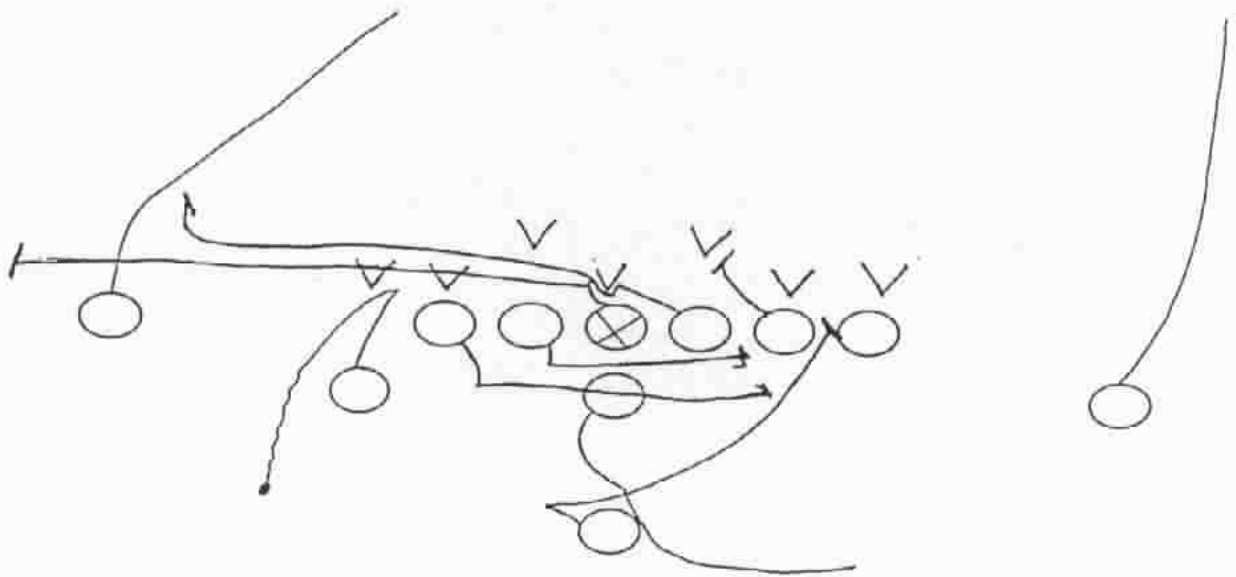
FORMATIONS Orange Rt



Rules:

- QB - Full 80/90 sprint.
- FB - Block 90
- HB - Block 90
- X - Run off
- Z - Run off
- Y - Block 80/90; release for screen
- LT - 90 Max
- LG - 90 Max
- C - 90 Max
- RG - 90 Max - hinge and Go.
- RT - 90 Max - hinge and Go.

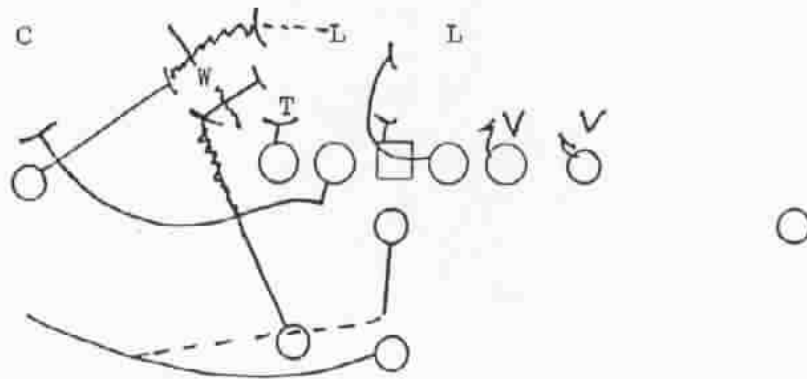
PLAY FAKE COUNTER 36 PASS H SCREEN LEFT
FORMATIONS GOLD



Rules:

- QB - Reverse out, Fk Ctr 36, follow play, set up outside tackle, throw back to HB
- FB - Fk Ctr 36
- HB - Fk scoop - hesitate - get into screen position
- X - Push to FS, block him
- Z - Run off
- Y - Run Naked
- LT - Counter blocking
- LG - Counter blocking
- C - Counter blocking go flat to block the widest defender
- RG - Counter blocking go flat, turn up and block 2nd widest defender possible near linebacker
- RT - Counter blocking

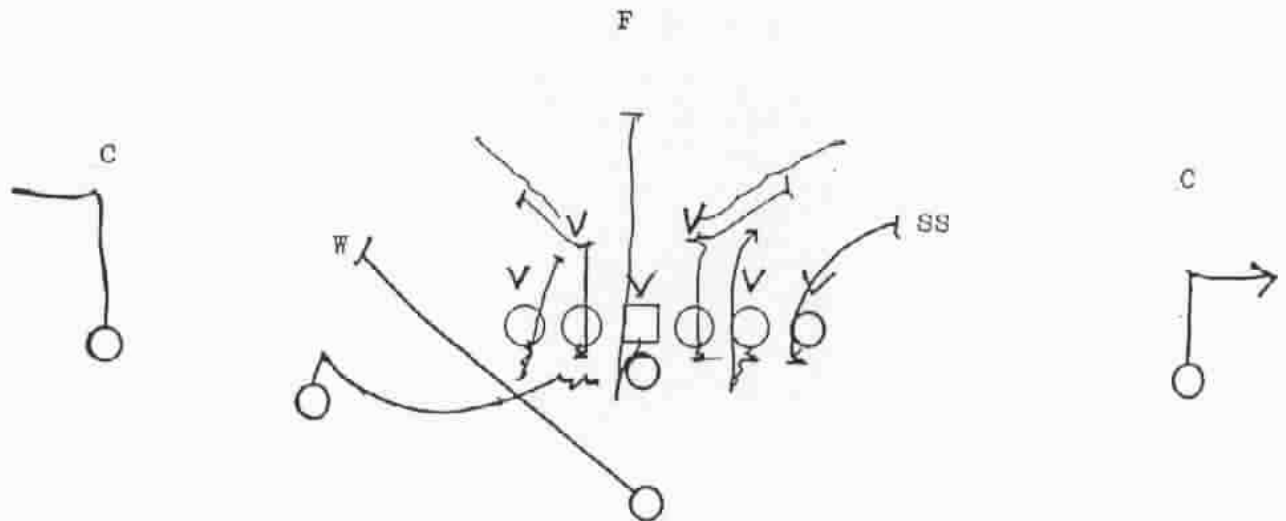
FORMATIONS. Brown Rt.



QB - Three step drop, plant and get ball to FB.
FB - Swing - catch ball - find guard.
HB - You and X Combo block W & L.
X - Crack
Z - Block FS
Y - Block S
LT - Dive Tackle
LG - Open release for widest man.
C - Free air for LBer/Combo
RG - Combo or Scoop playside
RT - Cut off T

PLAY 70 H Middle Screen

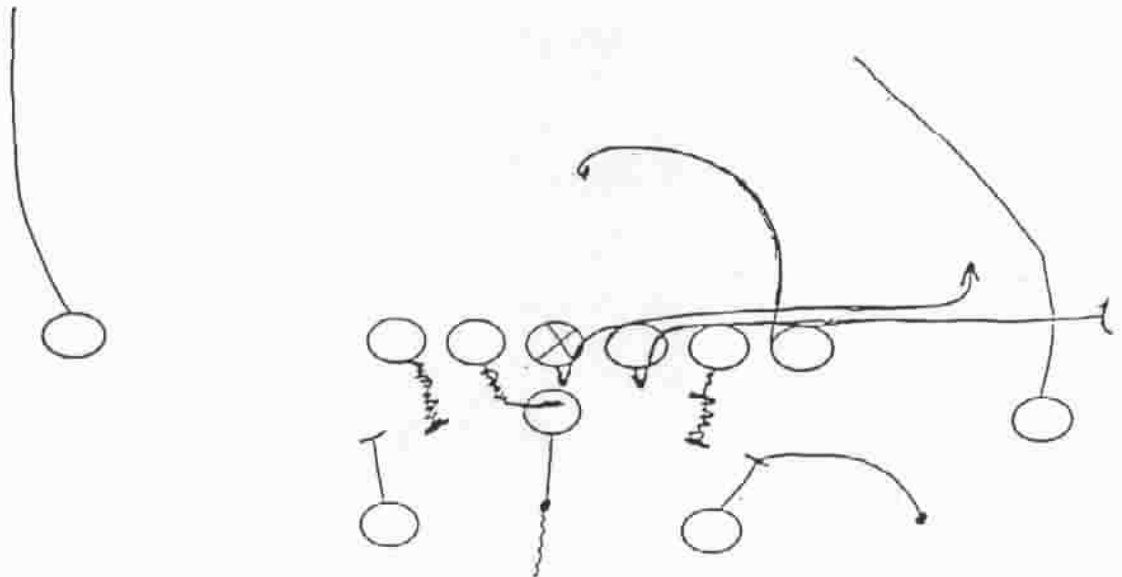
FORMATIONS Pink Rt



Rules:

- QB - Five-step drop - set up and then drift back.
- FB - Release off T for HB's M/M cover person - block him.
- HB - Step up and back - get to 1 yd. behind onside guard.
- X - Block FS
- Z - Run off
- Y - Blocks release for SS
- LT - 60 LBer
- LG - 60 LBer
- C - 60 check area for clean-up then go FS.
- RG - 60 Linebackers.
- RT - 60 Linebackers.

PLAY 60 F SCREEN RT
 FORMATIONS RED



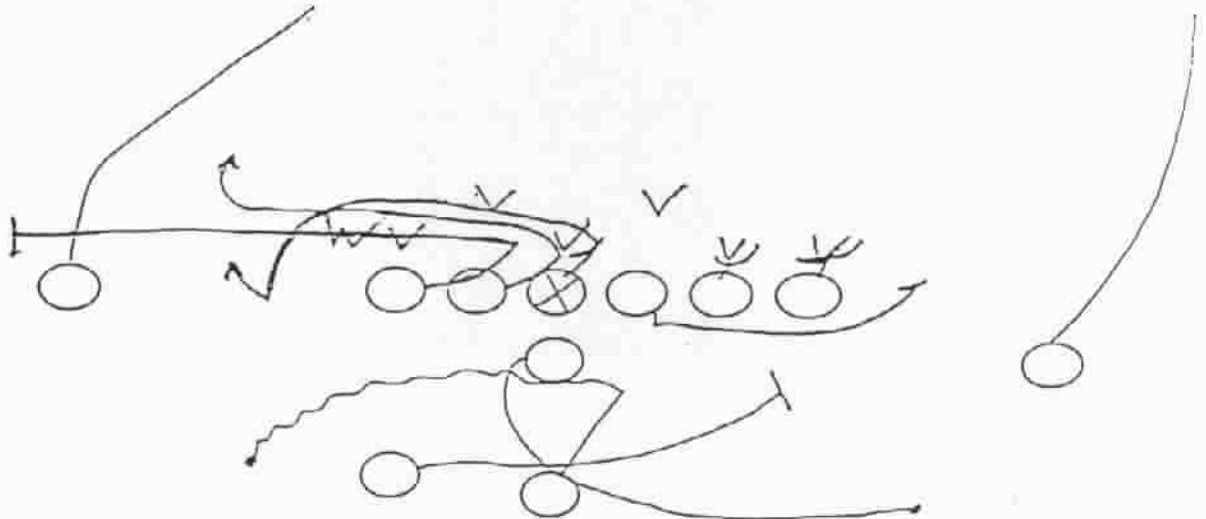
Rules:

- QB - 7 steps, quick retreat, throw to FB
- FB - Block, 2 1/2 counts, release screen screen position 5 & 5.
- HB - Solid protection. Free run flat route
- X - Run off
- Z - Run off C if he goes stack and block. If reads screen go to FS
- Y - Wall off inside backer. Run 64-ball to screen-turn on nearest LBe-
- LT - Block 60 Pro - stay with man
- LG - Block 60 Pro - If LBe- doesn't come, peel for chasers, none join the screen
- C - Out in flat turn up on 2nd widest man 3 Cts.
- RG - Out in flat block widest defender 3 Cts. area all games
- RT - Block 60 Pro stay with man for 5 yds then get tough area all games

Coaching Points: If no one in flat, hold slightly and then go block.
 Don't turn up too fast.

PLAY: FK SWEEP RT: F. SCREEN: LEFT

FORMATIONS BROWN

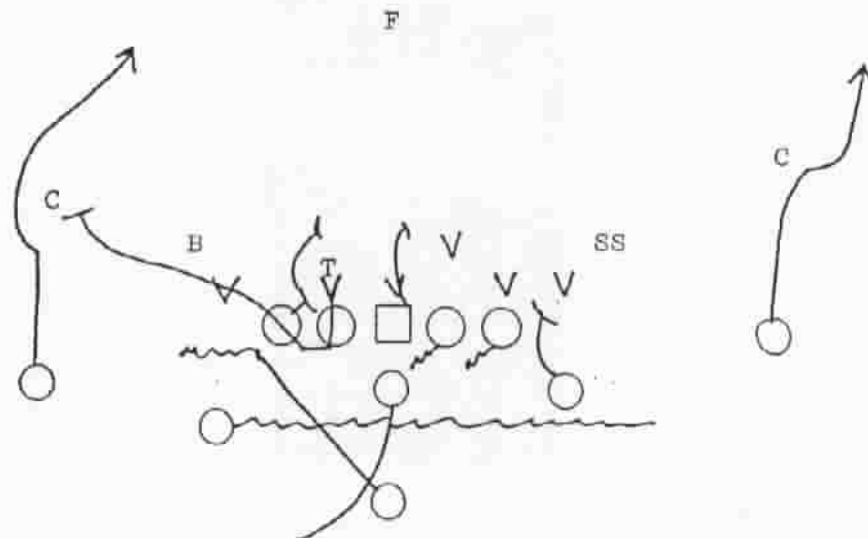


1451

- QB - Reverse out set up outside TE, throwback to F.
FB - Step up behind RT guard, hide, delay then roll back to screen position
HB - Run strong side, block front side to back side
X - Release to FS
Z - Run off
Y - Block sweep
LT - Run sweep peel and block widest defender - don't go too fast
LG - Run sweep peel and block 2nd widest defender
C - Run sweep peel and block - check back lead FB
RG - Run sweep pull
Run sweep read and drive Tackle

PLAY 90 F Screen Left

FORMATIONS Ace Rt

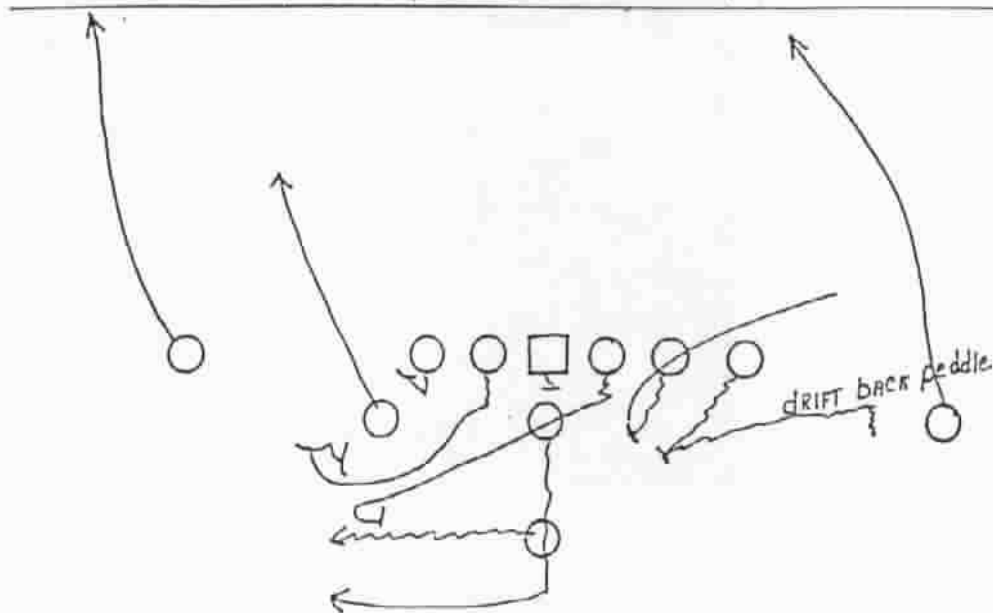


Rules:

- QB - 90 Footwork
- FB - Take direct path to outside man on the LOS. Slip him.
- HB - Slip past him and turn for screen close to LOS motion & block.
- X - Run off
- Z - Run off
- Y - Run off
- LT - Slam T to LBer
- LG - Block outside LBer or widest force man.
- C - Reach, let NG beat you, get LBer
- RG - 90 max pro
- RT - 90 Mx pro

PLAY . . . 60. Dash Left TB Screen Rt to Y

FORMATIONS Zero Rt - Hum Lt



Rules:

- QB - Drop then dash left - look downfield
- FB - Release on route
- HB - Hum left - Release on route
- X -
- Z - Release to FS and block late
- Y - Drop back inside with depth - lose block - back peddle to sideline
- LT - Set 90 protection
- LG - Set 90 protection - peel outside
- C - Set 90 - Release to flat and block
- RG - Set 90 protection - peel and check back
- RT - Set 90 protection - Release to flat and block

Coaching Points: Good out of any formation.

GOALLINE RUN

TL Zoom Oregon
TR Zoom Oklahoma
PoIR Jump R
PoIR Toss 29
PR QB Sneak

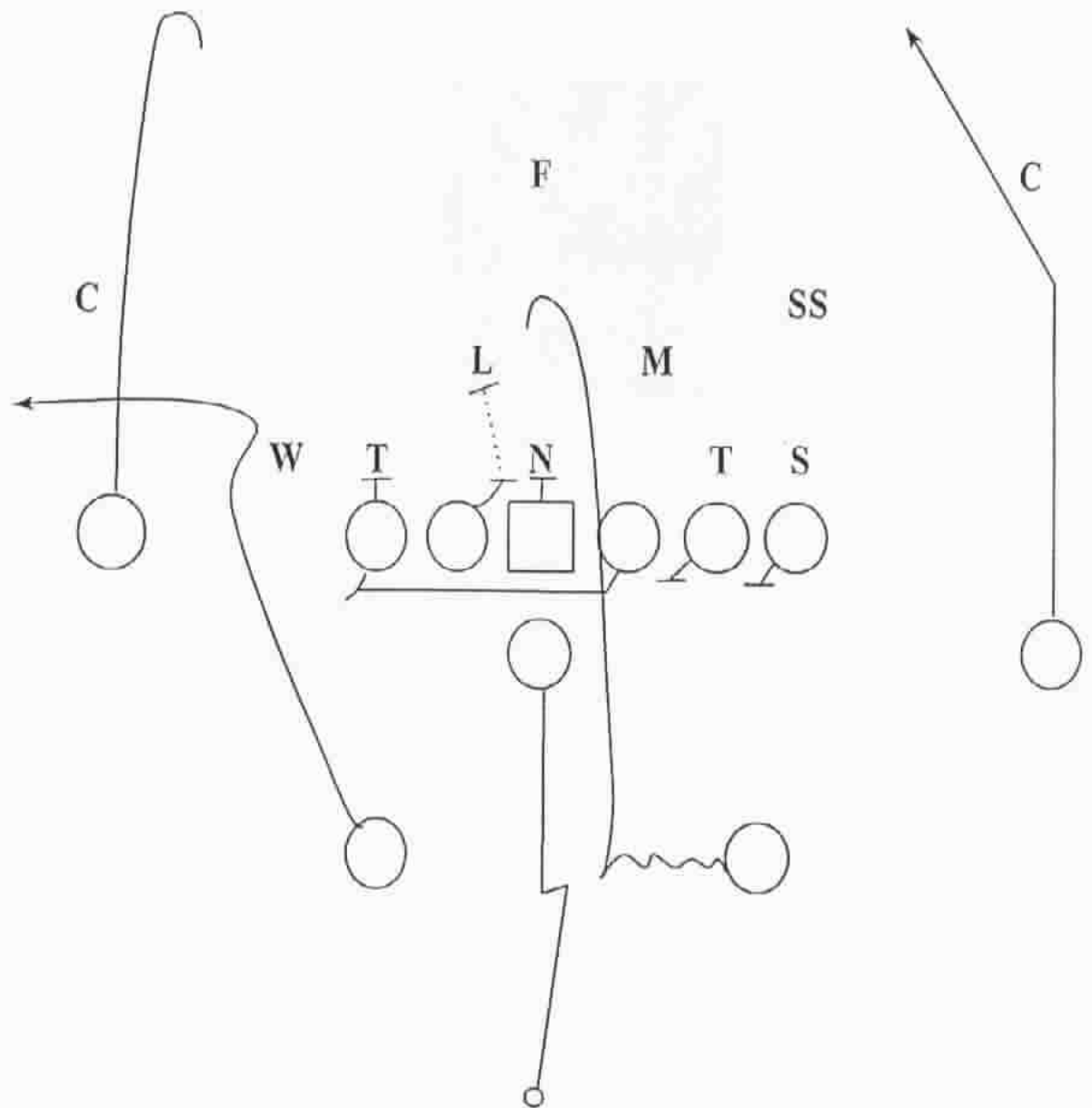
GOALLINE PASS

TR Ro 18 Ø
Pr Rex/Lee
PR 50 Stay OTL
TL Zoom Jump R Pass

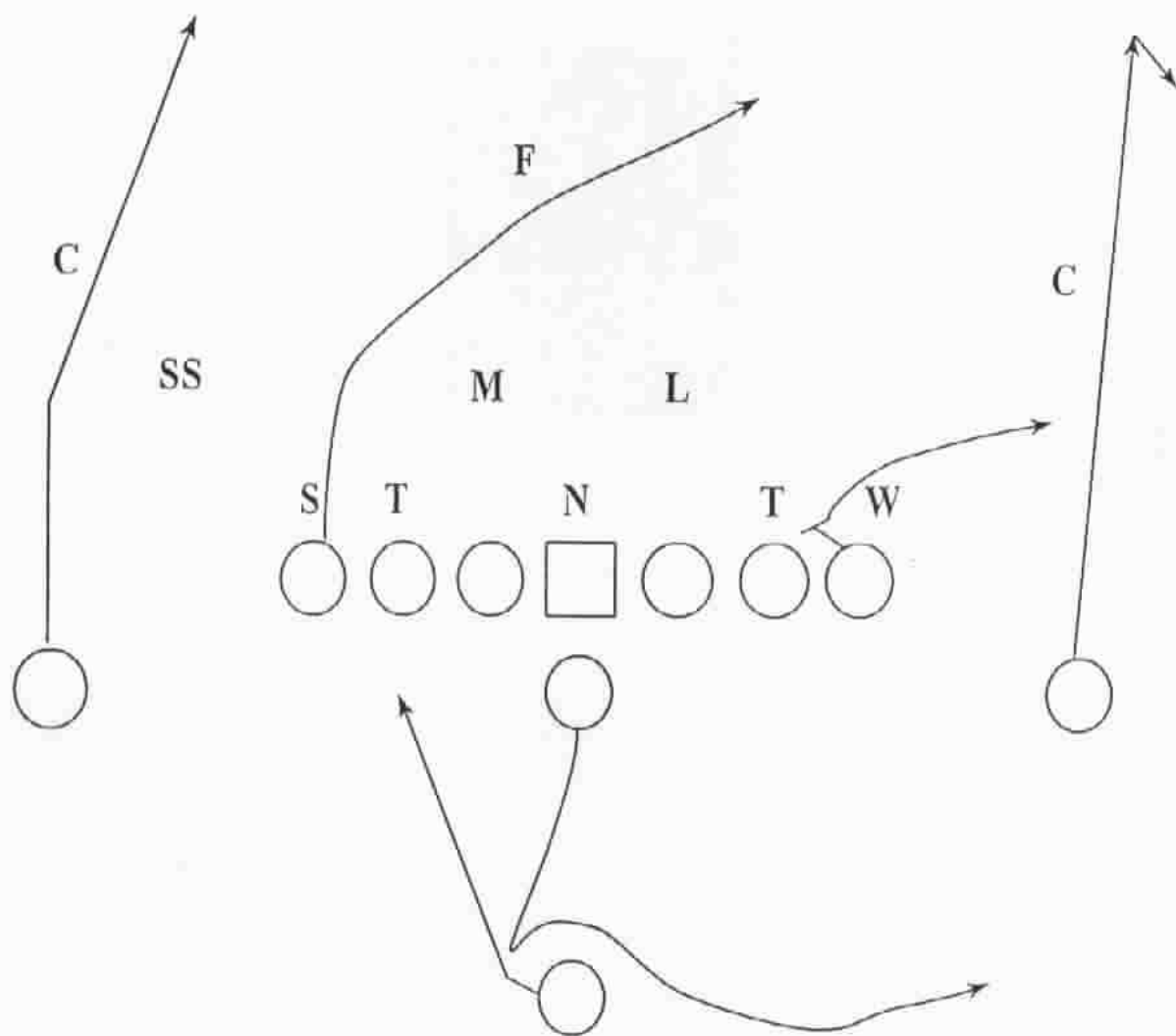
2-POINT PLAYS

PiLUZ 80 Pass
PiLUZ 80 Pass Cr Crn
PiLUZ 80 Pass Y TB Sc L
RRT 68 H Scat (Blk R)
HOL 66 F Scat

RRJ 68 y Carter Stay for

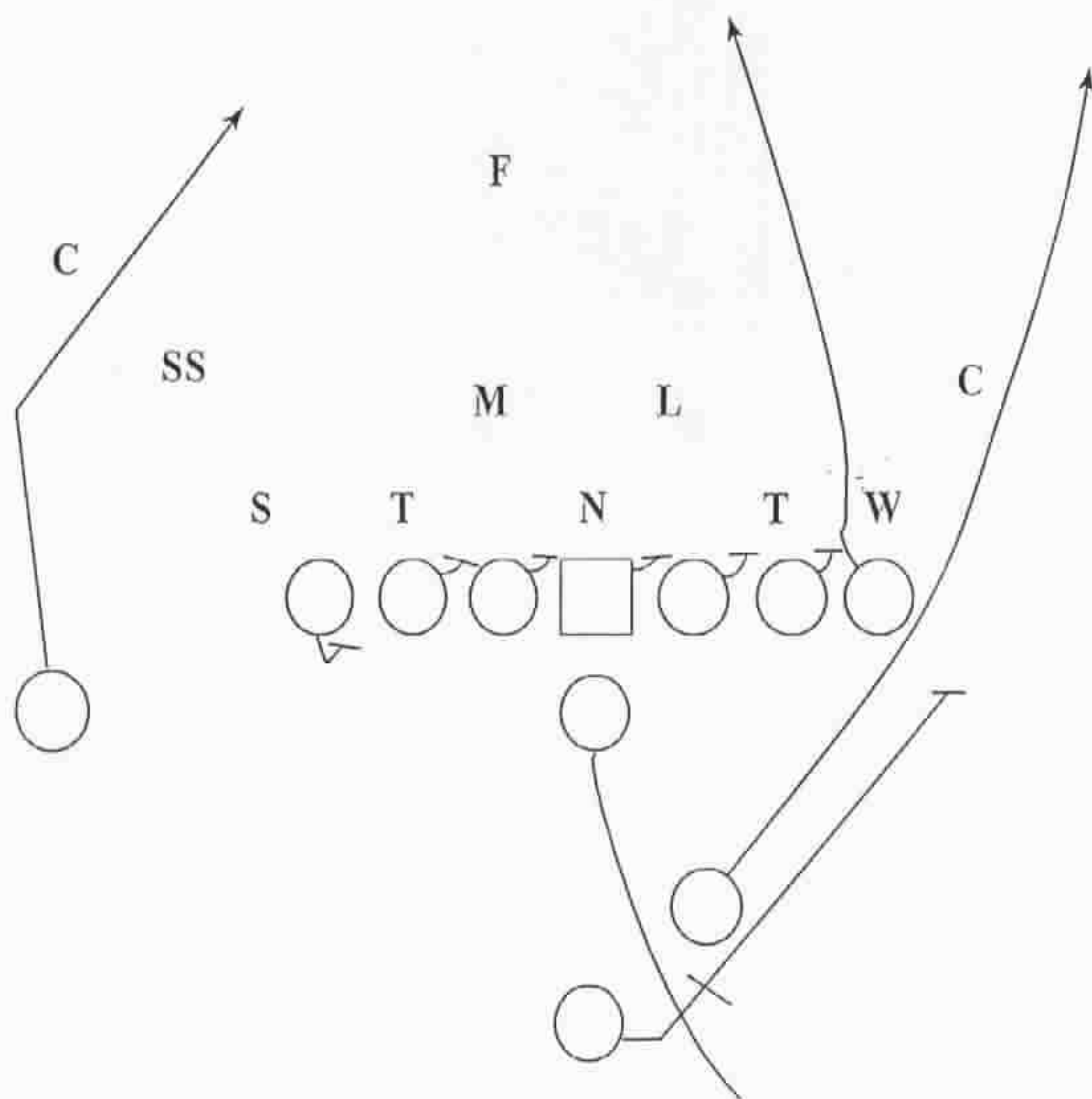


Purple Left Rex



near Black Right X

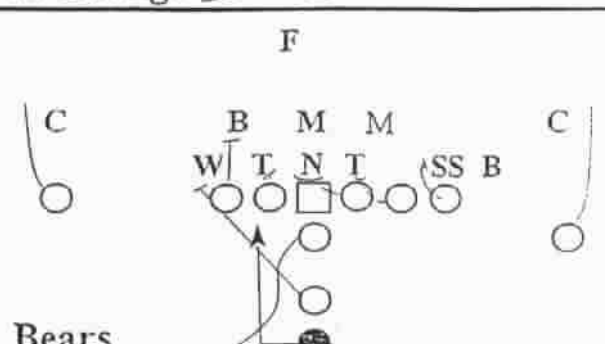
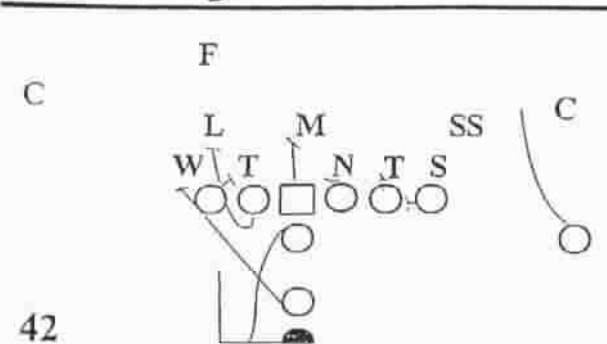
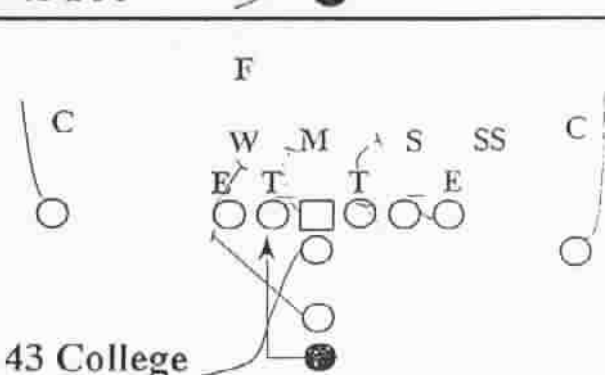
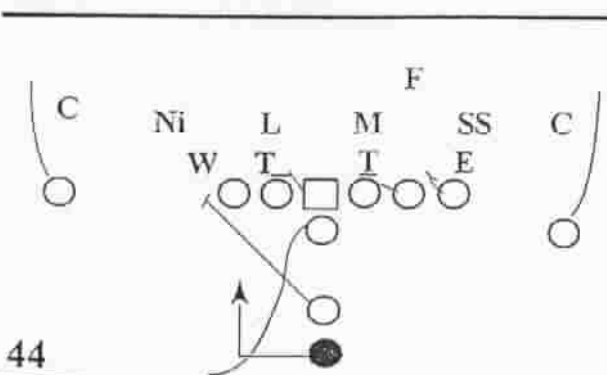
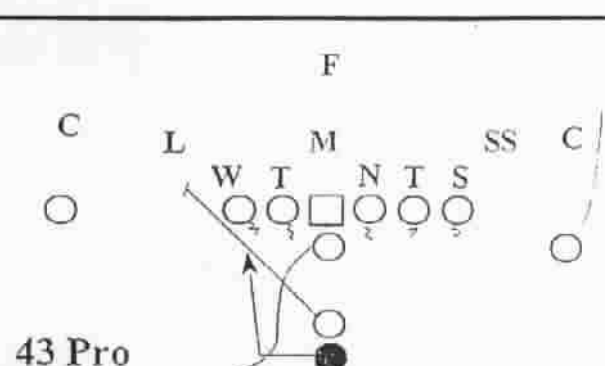
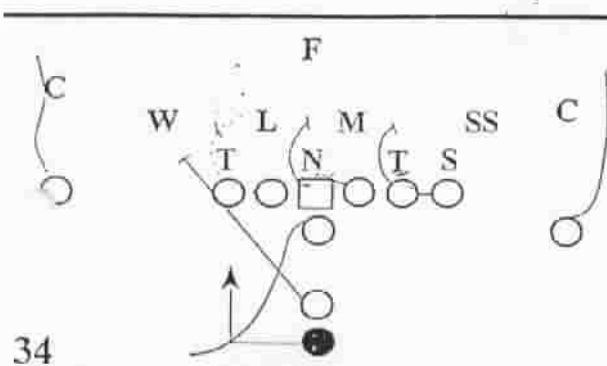
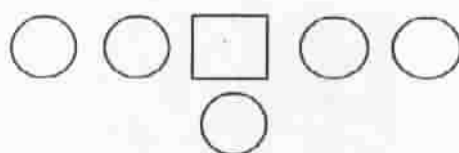
A-ORE F-GO



PLAY: *SPRINT DRAW (STRONG)*

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	SPRINT OFF
LT	STEP WITH PLAYSIDE FOOT - COMBO BLOCK WITH WG (FOREVER BLOCK)
LG	STEP WITH PLAYSIDE FOOT - COMBO BLOCK WITH WT OFF INSIDE OUT (FOREVER BLOCK)
C	STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG GUARD (FOREVER BLOCK)
RG	STEP WITH PLAYSIDE FOOT - COMBO WITH C (FOREVER BLOCK)
RT	STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG TE (FOREVER BLOCK)
Y	STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG T
QB	SPRINT TO DEPTH IN GUARD, TACKLE GAP, GIVE TO TAILBACK
HB	LEAD - CROSSOVER - PLANT - RUN OFF 1ST DOWN LINEMAN'S BLOCK TO DAYLIGHT
FB	BLOCK END MAN
Z	SPRINT OFF

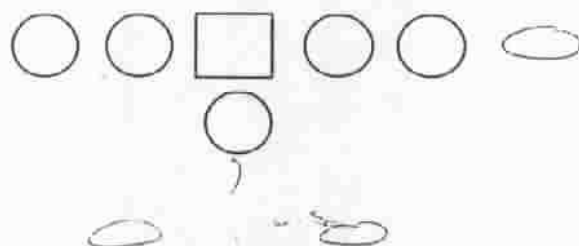
SPRINT DRAW



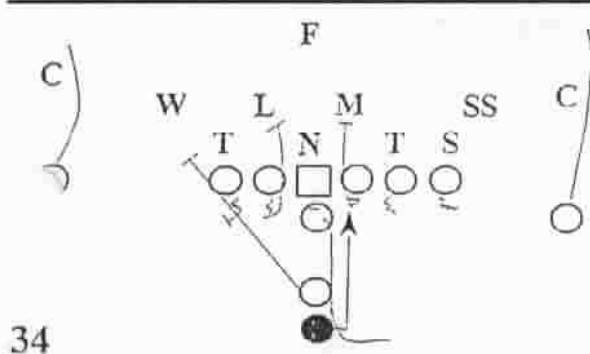
PLAY: FB DRAW

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	SPRINT OFF
LT	SHOW PASS BLOCK ZONE IF YOU ARE STRONG T AND GET A 34 INSIDE SHADE - YOU CAN TAG CALL - SET AND GO THROUGH OR AROUND FOR LBER
LG	SHOW PASS BLOCK ZONE - YOU CAN TAG 34 INSIDE T SHADE
C	SHOW PASS BLOCK ZONE - CALL GN VS EVEN - RINGO LUCKY VS 44
RG	SHOW PASS BLOCK ZONE - INSIDE T SHADE. YOU CAN TAG CALL 34
RT	SHOW PASS BLOCK ZONE - IF STRONG T, YOU CAN TAG 34 INSIDE T SHADE - YOU THEN SET AND GO THROUGH OR AROUND FOR LB
Y	RELEASE BLOCK SS
QB	SHOW PASS, DROP BACK - BRING BALL BACK TO CARRIER - AT C-G GAP MESH POINT CARRY OUT FAKE
HB	CHECK RELEASE - SIT BEHIND ONSIDE G - BLOCK WIDEST LBER OFF LOS
FB	SHUFFLE TO CG GAP TO SIDE OF CALL AND RUN OFF COVERED OG'S BLOCK
Z	SPRINT OFF

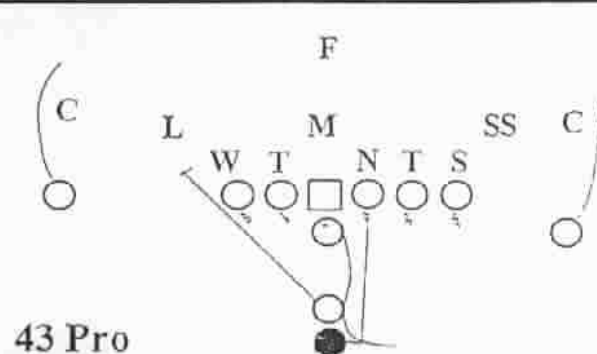
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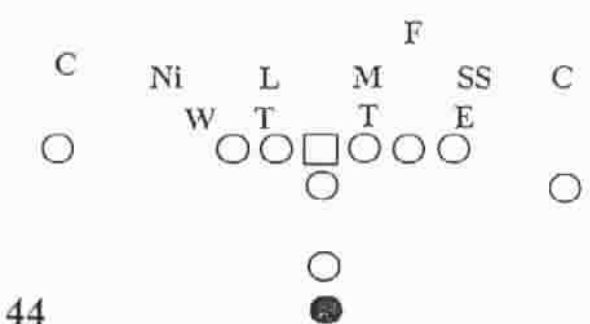
FB DRAW FROM SPLIT BACKS - HB DRAW FROM I



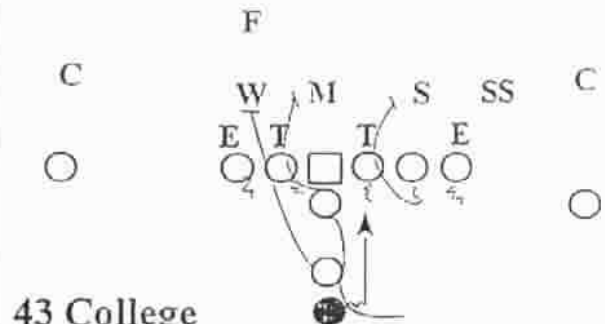
34



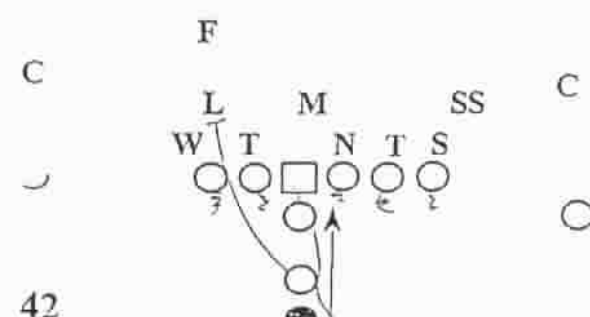
43 Pro



44



43 College



42

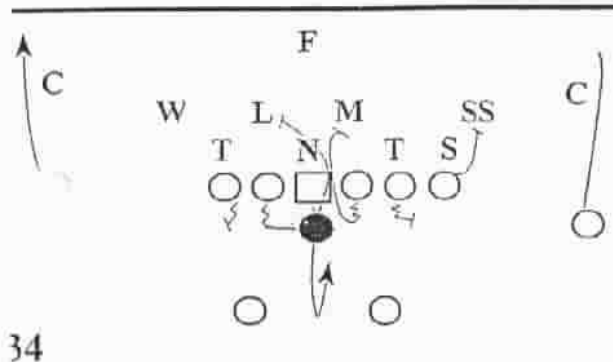
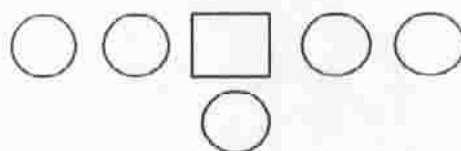


Rearc

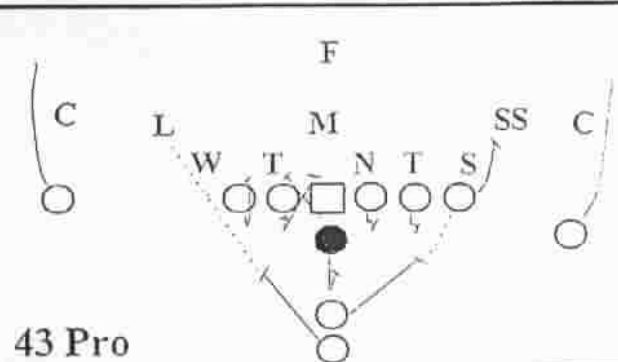
PLAY: *QB DRAW*

POSITION	BLOCKING ASSIGNMENTS AND COACHING POINTS
X	ROUTE RELEASE STREAK FADES
LT	SET PASS QUICK AND OFF LOS - CONTROL TO OUTSIDE - DON'T LET INSIDE - ZONE 60 PROTECTION
LG	SET PASS - SMASH NG ON ODD. IF IN YOUR GAP, COMBO. IF HEAD IS UP OR TO YOUR GAP, ZONE 60 PROTECTION.
C	SET PASS - CONTROL NG - RELEASE IF HEAD UP OR TO LEFT GAP. IF RIGHT GAP, STAY WITH AND CONTROL - RINGO-LUCKY 42'S, ZONE 60 PROTECTION. USE SMASH TECH VS GAP IN 43'S.
RG	SET PASS - CONTROL INSIDE GAP PROTECTION - ZONE 60 PROTECTION
RT	SET PASS - IF COVERED, PROTECT ZONE INSIDE GAPS. IF UNCOVERED, SET AND RELEASE ON NEAR LINEBACKER.
Y	ROUTE (5) RELEASE BLOCK SS
QB	5 STEP DROP - LOOK FOR RELEASE AREA LEFT 1ST THROUGH
HB	ROUTE (4) RELEASE
FB	SET CHECK OUTSIDE LBER, PROTECT INSIDE OUT
Z	ROUTE RELEASE STALKS FAKES

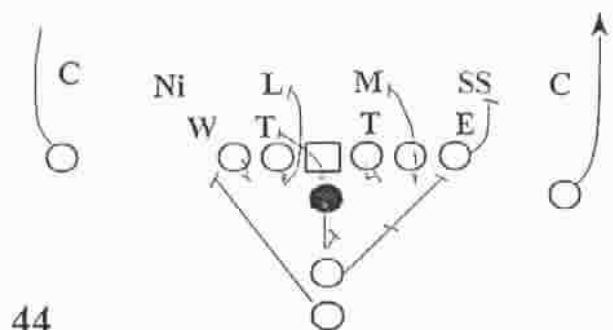
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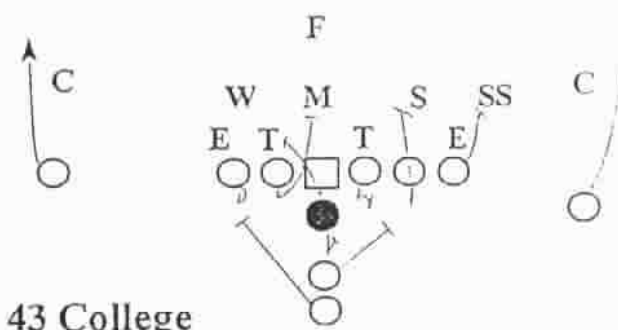
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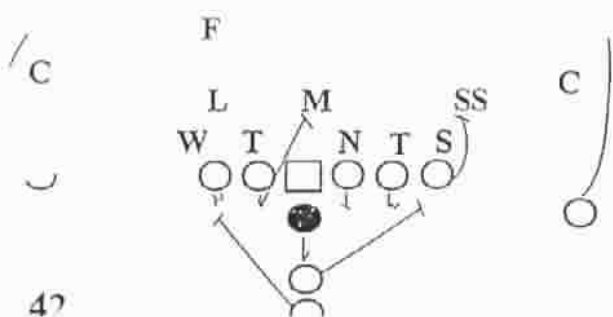
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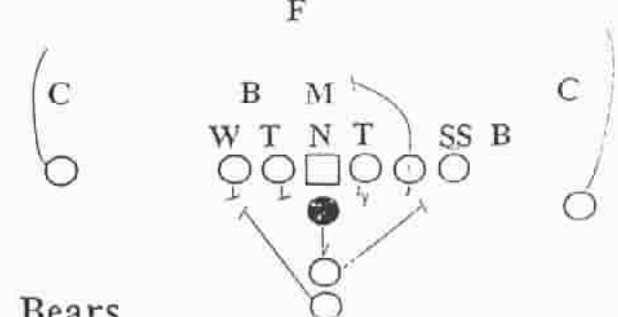
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43 College



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Rears