



**MECHANICS**

- 1 - When previous play ends, all Skill Players look to sideline immediately to get Personnel and Huddle or Tempo Call.
- 2 - OL get to LOS and get set as soon as ball is set for play.
- 3 - WR/RB/TE look at sideline to live signalers for formation, motion, protection, and play.
- 4 - RB will look to RB signaler to get any RB adjustments
- 5 - QB get tempo, formation, motion, protection, and play from the sideline.
- 6 - QB tell the O-Line tempo and play call.

**CADENCE**

**Our Snap Count is simple and basic...A WORD NUMBER sequence with multiple variations**

**BASE CADENCES**

<b>GREEN</b>	Standard On One Cadence	"Green 13 Bash, 392." - "Green 13 Bash, 392." - "Ready.... Set-Go!"
<b>YELLOW</b>	Standard On Two Cadence	"Yellow 13 Bash, 392." - "Yellow 13 Bash, 392." - "Ready.... Set-Go! Go!"
<b>SCARLET</b>	Double Cadence	"Scarlet 13 Bash, 392." - Scarlet 13 Bash, 392." - "Ready. Set-Go!" (Look back to Sideline & Play if left on) - "Gold, Gold. Ready.... Set-Go!"
<b>SILVER</b>	Quick Cadence	"Silver 13 Bash, 392." - "Silver 13 Bash, 392." - "Ready.... Set!"
<b>GRAY</b>	Motion Cadence	"Gray, Gray, Gray" - "28 Push, 360" - "GO!" (on QB indicator)
<b>BINGO</b>	Repeat the play	"Bingo, Bingo, Bingo. Ready.... Set-Go!"

**SECONDARY CADENCES**

<b>"JET"</b>	Tempo to snap the ball quickly	"JET 12" - "JET 12" - "Ready.... Set-Go!"
<b>"CHARLIE"</b>	No Play Dummy Cadence	"Charlie 12 Book" - "Charlie 12 Book" - "Ready.... Set-Go!" (Look back to Sideline for Play)
<b>"CLOCK"</b>	(Stopping the Game Clock) On First Sound	"Clock" - "Clock" - "Go!"
<b>"COBRA"</b>	(No Huddle - QB Sneak)	"COBRA" - "COBRA" - "Ready.... Set-Go!"

1. The snap count and operation are **WEAPONS**. It needs your full attention **DAILY**.
2. You **DO NOT** need a coach to practice the snap count... **MASTER IT!**
3. Crowd noise is a problem that is well understood. **PROJECT** your voice. **WORK** on it!
4. Our cadence will not become **SELF - DESTRUCTIVE!** **THIS IS OUR WEAPON!**



1. On "GREEN" will be the base snap count.
2. We like to go on "GREEN" most of the time because of our audible potential vs. "Vanilla" defenses.
3. If no snap count is signaled, it is implied that we are going on "GREEN".
4. Standard Rhythmic cadence – "Color, Play, Dummy" - "Color, Play, Dummy" - "Ready.... Set-Go!"
5. Generally used with CALL IT Plays, however audible potential is *live*.
6. Any "G" Colors can be used as our indicator that we are using an "On One" Cadence!
7. THIS IS A WEAPON!

HERE'S HOW IT SOUNDS

*With 1<sup>st</sup> Number Live*

**"Green 12. 361." - "Green 12. 361." - "Ready.... Set-Go!"**  
**(The Play is 12)**

*With 2<sup>nd</sup> Number Live*

**"Green 361. 12." - "Green 361. 12." - "Ready.... Set-Go!"**  
**(The Play is 12)**



1. On “YELLOW” is our On Two cadence.
2. The Operation is just like our On One cadence (“GREEN”).
3. The “YELLOW” cadence will be signaled in along with the play. It is not an implied cadence.
4. Standard Rhythmic cadence –“Color, Play, Dummy” - “Color, Play, Dummy” - “Ready. Set-Go.... Go!”
5. Generally used with CALL IT Plays, however audible potential is *live*.
6. THIS IS A WEAPON!
7. If the Defense jumps, a “FIRE” call will be made.  
- A “FIRE, FIRE” call is when the Center catches the Defense jumping off sides and snaps the ball. The receivers run Fades on the outside and working hitches on the inside. The line and RB will block 301 protection.

HERE’S HOW IT SOUNDS

*With 1<sup>st</sup> Number Live*

**“Yellow 12. 361.” - “Yellow 12. 361.” - “Ready.... Set-Go. Go!”**  
(The Play is 12)

*With 2<sup>nd</sup> Number Live*

**“Yellow 361. 12.” - “Yellow 361. 12.” - “Ready.... Set-Go. Go!”**  
(The Play is 12)



1. On "SCARLET", we will use a dummy cadence first, look to the sideline and go back to Green.
2. The "SCARLET" cadence will be signaled in along with the play. It is not an implied cadence.
3. The dummy cadence means that we will be FAKING a "GREEN" cadence.
4. It is critical that all the players use the same procedure as if we are going "GREEN".  
*EX: "Scarlet 13 Book. 400." - "Scarlet 13 Book. 400" - "Ready.... Set-Go!"*  
\*\*\* If the Defense jumps, a "FIRE" call will be made. A "FIRE, FIRE" call is when the Center catches the Defense jumping off sides and snaps the ball. The receivers run Fades on the outside and working hitches on the inside. The line and RB will block 301 protection.  
After the dummy cadence, all the skill position players will look back to the sideline when the QB Looks back.
6. We are GATHERING INFORMATION. Keep your poise and use your eyes to gain knowledge. We use the dummy cadence to check the play versus disguising defenses, to steal 5 yards from the defense, to slow aggressive defensive fronts down, to handle disguise coverage, Fire Zones, Blitzes, and Stemming Fronts.
7. This is a valuable weapon that we must get good at! – Rehearse IT!
8. The play can be checked or left on.
  - If the play is left on, the QB says "Gold-Gold" to tell the line that the original play call is "Golden". The Center follows the Gold call with the 2<sup>nd</sup> "Ready. Set-Go!" and the play is run.
  - If the play is checked, the QB goes through his Audible procedure and the cadence goes back to being On One ("GREEN").

**HERE'S HOW IT SOUNDS**

**"Scarlet 13 Book. 358." - "Scarlet 13 Book. 358." - "Ready.... Set-Go!"**

*QB & Skill Players look back to the sideline. (13 Book is left on).*

**"Gold-Gold! Ready.... Set-Go!"**

**(The Play is 13 Book)**



1. "Silver" is a quicker cadence than going on One.
2. The operation is exactly like going on "GREEN", except we will go on the "S" of "Set".

HERE'S HOW IT SOUNDS

"Silver 92, 345." - "Silver 92, 345." - "Ready.... Set!"



1. JET TEMPO is a tempo that can be called at any time that is to be executed as fast as humanly possible.
2. The QB and all skill position players will receive the "JET" signal from the live signaler.
3. The QB will repeatedly begin barking "JET! JET! JET!" so the offensive line hurries up and gets set.
4. In addition to the "JET" signal, the live signaler will also be signaling the play. The dummy signalers will be signaling the formation that the skill position players should be sprinting to.
5. The QB relays the play to the offensive line by then yelling "JET + PLAY! JET + PLAY! JET + PLAY!"
6. As soon as everyone is set, the ball is snapped on "Ready. Set-Go!"

**HERE'S HOW IT SOUNDS**

**"JET! JET! JET!" - "JET 92! JET 92! JET 92!" - "Ready.... Set-Go!"**

**(We are jetting to the play 92)**



1. JET CHECK Tempo is the tempo that we use to simulate JET and get the defense to show their hand.
2. The operation is exactly the same as JET tempo.
3. The live signaler will give the JET signal but with a number that is not in the offense. Like regular JET Tempo, the dummy signalers will give the formation that the skill positions will sprint to.
4. The acting is critical to the success of the play. The defense must be convinced that we will snap the ball in order for this tempo to be executed.
5. The dummy cadence will sound like JET Tempo, but will include a number not in our offense. This number will be between 30 and 39 because there is no play in our Offense that is in the 30's.  
EX: "JET 31! JET 31! JET 31!"
6. The Cadence of "Ready.... Set-Go!" will be used.
7. The QB and all the skill position players will look to the sideline and get the play.
8. The QB will relay the play call to the Offensive Line using a normal "GREEN" cadence.
9. If the Defense jumps, a "FIRE" call will be made.

**HERE'S HOW IT SOUNDS**

**"JET! JET! JET!" - "JET 31! JET 31! JET 31!" - "Ready.... Set-Go!"**

*(QB & All the skill position players look to the sideline)*

**"GREEN 12. 361." - "GREEN 12. 361." - "Ready.... Set-Go!"**

**(The Play is 12)**



1. If we have to audible the play at the line of scrimmage, the QB will step up to the Offensive Line and say the number "555" to indicate the audible. The number following the "555" will be the play call.
2. If ever an audible occurs, the snap count automatically goes back to "GREEN".  
ex: "555 – 93. 555 – 93. Ready. Set-Go!"
3. If the QB feels like the line is ready to come off the ball or in the middle of his cadence, he can use the word "Easy" to alert the Offensive Line to the upcoming change.  
ex: "Easy. Easy. Easy. 555 – 93. 555 – 93. Ready. Set-Go!"

HERE'S HOW IT SOUNDS

"Scarlet 60, 590." - "Scarlet 60, 590." - "Ready.... Set-Go!"

"555 – 93." - "555 – 93." - "Ready.... Set-Go!"

(The Play is 93)





1. If we are playing a defense that checks when we check, we will use a Fake Check to identify first and then call another play after the defense shows their hand.
2. The play will begin with either a JET CHECK cadence or "SCARLET". The signaler will signal in the Fake Check procedure.
3. All skill position players and most importantly the QB will do a great job of acting to give the illusion that we are checking the play convincing the defense that we have checked ourselves into a better play. The QB will Fake Check the play to a game plan determined code word.
4. The defense might check themselves into a different defense or remain static. The skill position players will look to the sideline and receive the actual play from the signaler.
5. The QB will call the play at the line of scrimmage and the play will be run accordingly.

**HERE'S HOW IT SOUNDS**

**"JET! JET! JET!" - "JET 31! JET31! JET 31!" - "Ready. Set-Go!"**

*(QB & All the skill position players look to the sideline and receive the fake check signal)*

**"Check Ram." - "Check Ram."**

*(QB & All the skill position players look to the sideline)*

**"Green 12. 361." - "Green 12. 361." - "Ready.... Set-Go!"**

**(The Play is 12)**



1. Within the Offense, there are certain concepts that are better plays when checked in the correct direction. *"To the G. Away from the Shade."* is a phrase that describes which technique we would like to check the play to given the option. To do this, we will use concept names within the cadence to alert the Offensive Line what concept we are using, then check the play at the line of scrimmage in the desired direction and run it.

### CONCEPTS ABLE TO BE CHECKED

- Reebok (Read / Book)
  - Book
  - Zombie
  - Wade (Triple)
  - Tres
  - Spade
2. We will use either a Scarlet Cadence or a Jet Check Tempo to execute this. If we are using Scarlet Cadence, the play will be signaled in as "Formation. Concept Check. Scarlet Cadence."
    - The QB will say *"Scarlet Book. 360."* - *"Scarlet Book. 360."* - *"Ready.... Set-Go!"*
    - The QB will check the play to the G or away from the Shade and the Cadence go to Green and move either the Tailback or the Tight End/Fullback if needed.
      - "Green 13 Book. 500."* - *"Green 13 Book. 500"* - *"Ready.... Set-Go!"*



1. JET LION and JET TIGER are two play packages that are called and run at JET TEMPO.
2. JET LION is always run from TRIO LT  
JET LION Play #1 –  
JET LION Play #2 –
3. JET TIGER is always run from DUECE LT  
JET TIGER Play #1 –  
JET TIGER Play #2 –
4. The operation is exactly the same as regular JET Tempo. Instead of saying a number, the QB will say “JET LION! JET LION! JET LION!” instead.

**HERE’S HOW IT SOUNDS**

**“JET! JET! JET!” - “JET LION! JET LION! JET LION!” - “Ready.... Set-Go!”**

**(We are jetting to the 1<sup>st</sup> play in the series)**

*The Ball is Blown Dead and then Ready to Play Again.*

**“Ready.... Set-Go!”**

**(We are jetting to the 2nd play in the series)**



1. CLOCK! CLOCK! will announce to the offensive unit during a Hurry, Hurry situation that we are going to spike the football to stop the game clock!
2. We will not take this procedure for granted. College and NFL teams screw this procedure up every year! We will practice this procedure, and we will be 100% on executing a Clock – Clock situation!
3. The QB will announce to the Offensive Unit we will be spiking the football (“Clock – Clock”). The offensive unit will run to the line of scrimmage and the quarterback will go under center.
4. The offensive Skill Players will align on the line of scrimmage. The quarterback will make sure all the offensive players are aligned for one count. The cadence will be “**GO!**” The QB will spike the ball to stop the clock! (Avoid spiking the ball on the OL’s heels.)

**HERE’S HOW IT SOUNDS**

**Clock! Clock! Clock!**  
**(The QB must make sure every one is set / WR’s on the LOS)**

**“GO!”**

**(QB spike the football)**



1. COBRA! COBRA! will announce to the offensive unit that we are going to use a quarterback sneak play to obtain a first down!
2. We will not take this procedure for granted. College and NFL teams screw this procedure up every year! We will practice this procedure, and we will be 100% on executing a Cobra – Cobra situation!
3. The QB will announce to the Offensive Unit we will be running a sneak (COBRA – COBRA). The offensive unit will run to the line of scrimmage and the quarterback will go under center.
4. The offensive receivers will align on the line of scrimmage. The quarterback will make sure all the offensive players are aligned for one count. The cadence will be “Ready....Set-Go!” The QB and offensive unit will execute a QB sneak to obtain a first down!
5. The RB will align @ 3 Yards & Power through the same A-Gap as the QB.
6. The Quarterback and Offensive Unit will be educated on how we are executing the Sneak football play.

**HERE’S HOW IT SOUNDS**

**“JET COBRA! JET COBRA! JET COBRA!”**

**(The QB must make sure every one is set / WR’s on the LOS)**

**Ready....Set-Go!**

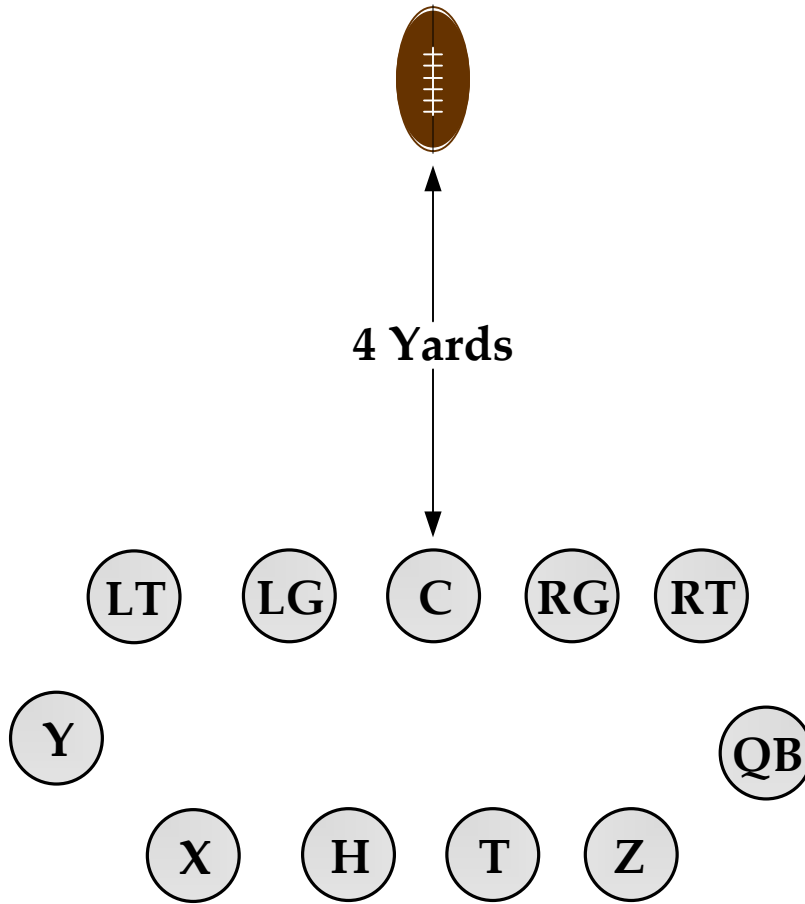
**(The Offensive Unit will execute the QB Sneak Play)**

**JET FROSTY**

No play is called. The QB will call a cadence and if the defense does not jump the QB will continue to try to draw the defense off sides until the play clock runs out or until a timeout is called from the SIDELINE or take a delay of game.

**JET FROSTY LOOK BACK**

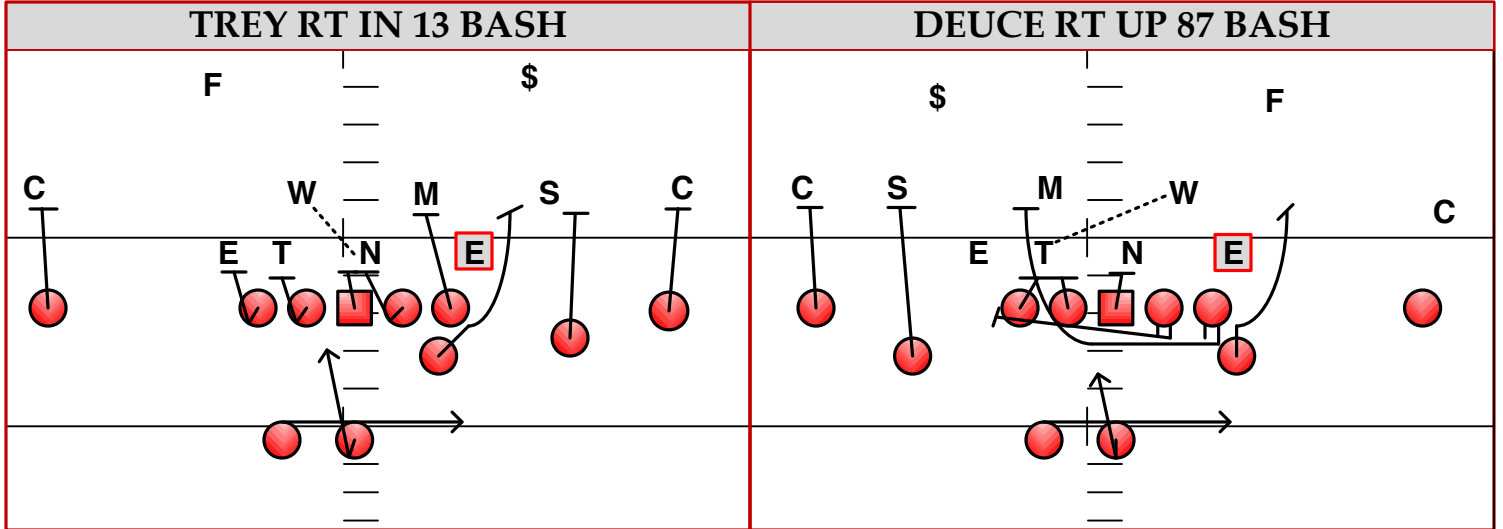
No play is called. The QB will call a cadence and if the defense does not jump the QB will continue to try to draw the defense off sides. At 17 seconds left on the play clock, the QB and all skill position players will look over to the sideline and get a play signaled in. The QB will go through his normal cadence on "GREEN" to tell the Offensive Line the play called.



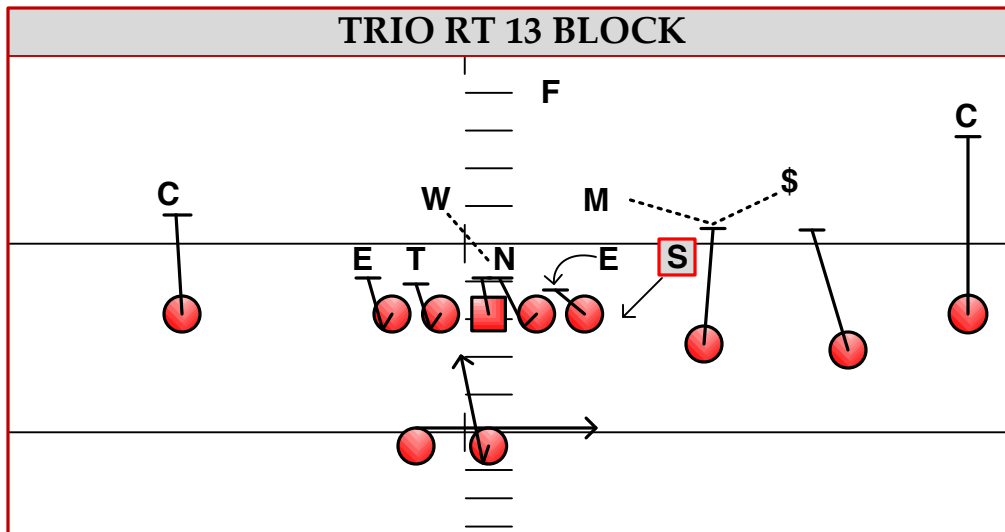
OHIO STATE SIDELINE

- 1 - CENTER FORMS HUDDLE 4 YARDS FROM THE FOOTBALL
- 2 - HUDDLE IS CIRCULAR, FOOTBALL POSITION, EYES UP
- 3 - QB IS LAST MAN IN HUDDLE. ONCE HE ENTERS- NO TALKING!!
- 4 - QB WILL CALL FORMATION, PLAY AND SNAP COUNT. WRs LEAVE.
- 5 - QB WILL REPEAT SNAP COUNT AND SAY "READY-BREAK"
- 6 - ON BREAK CLAP HANDS AND BREAK THE HUDDLE
- 7 - QB & Y WILL FLIP POSITIONS, SO QB IS CLOSEST TO OUR SIDELINE

THE *BASH CONCEPT* IS A CALLED **QB** RUN PLAY FRONTSIDE WITH A BACKSIDE READ FOR THE QB AND A SPEED SWEEP AWAY.



THE *BASH LOCK CONCEPT* IS THE SAME CONCEPT AS BASH. BASH LOCK IS USED TO RUN THE BASH CONCEPT OUT OF AN OPEN SET BACKSIDE AND TELLS THE BST NOT TO LOOP IN A RIFLE SITUATION. INSTEAD BLOCK THE VEER END.



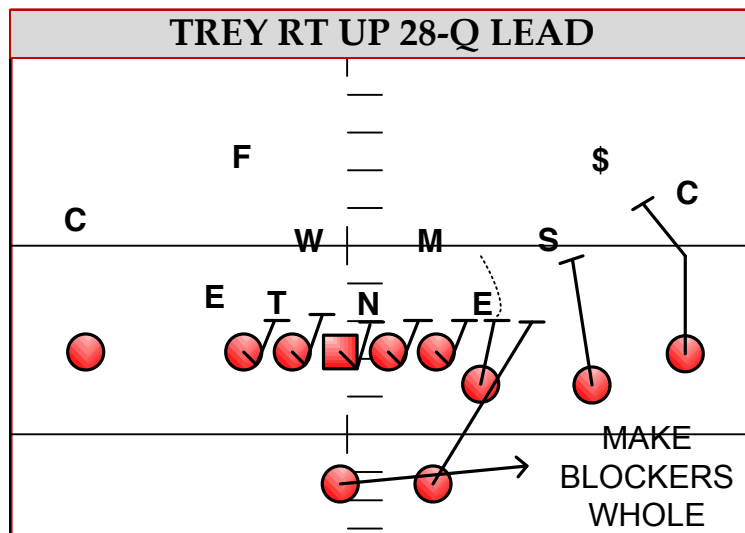
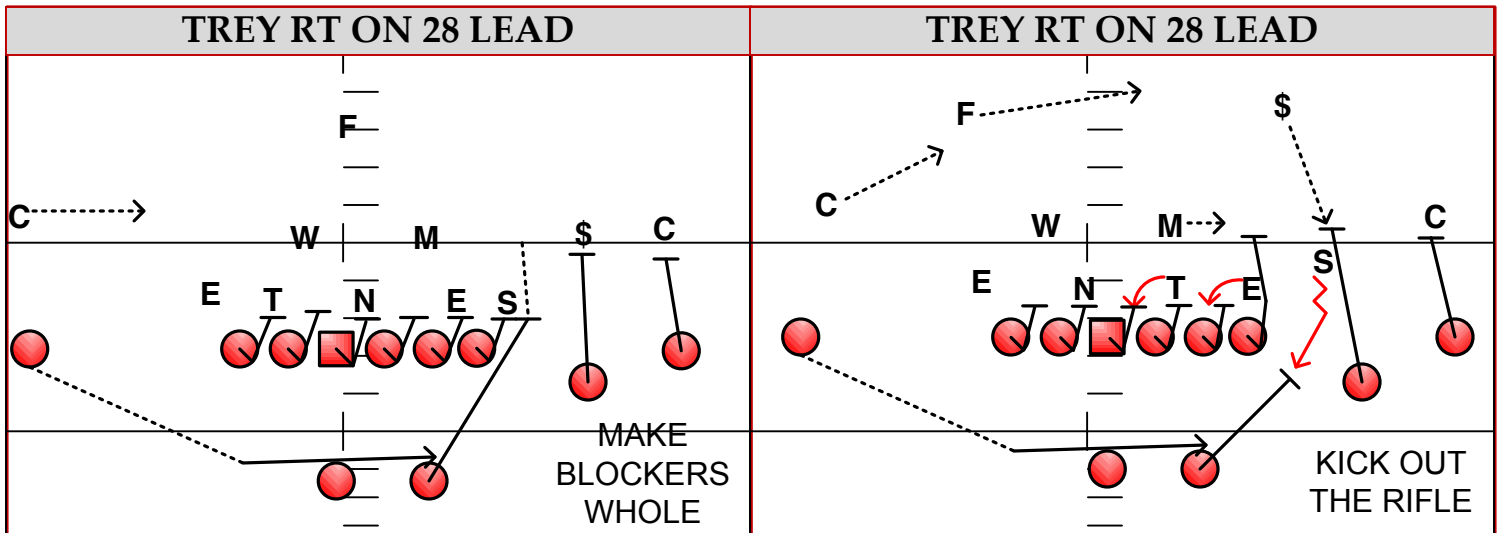




THE LEAD CONCEPT TALKS TO THE TB. IT MAKES THE TB RESPONSIBLE FOR THE FIRST 2<sup>ND</sup> LEVEL DEFENDER THROUGH THE C/D GAP, SECURING AND CLIMBING.

**THE LEAD BLOCKERS RESPONSIBILITIES INCLUDE:**

1. KICK OUT RIFLE
2. SECURE THE FRONT
3. MAKE PERIMETER BLOCKS WHOLE.





THE SEAL CONCEPT IS USED IN TRIPLE OPTION AND BASH/BOOM PHASES. SPECIFICALLY EMPLOYED WITH 12/13 TRES. TRES IS THE CODE WORD INDICATING TRIPLE OPTION WITH SEAL PRINCIPLES. TRES TALKS TO THE BST, AND Y & H TO ALERT THE BST OF HELP SEALING 1-PAST THE ID BACKSIDE.

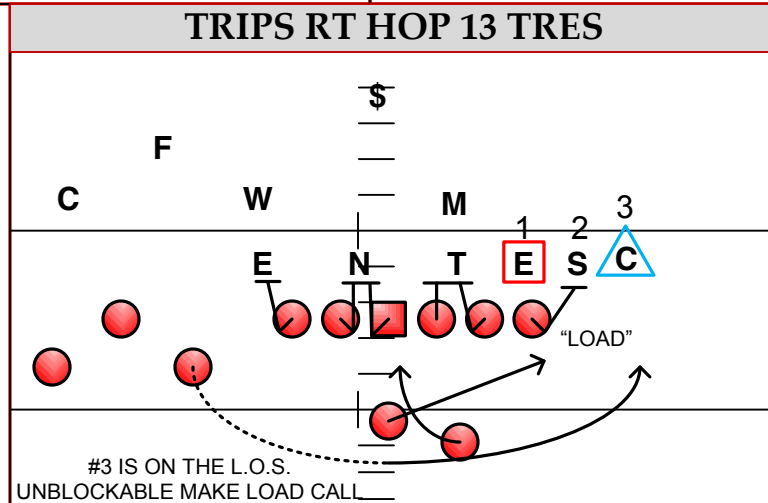
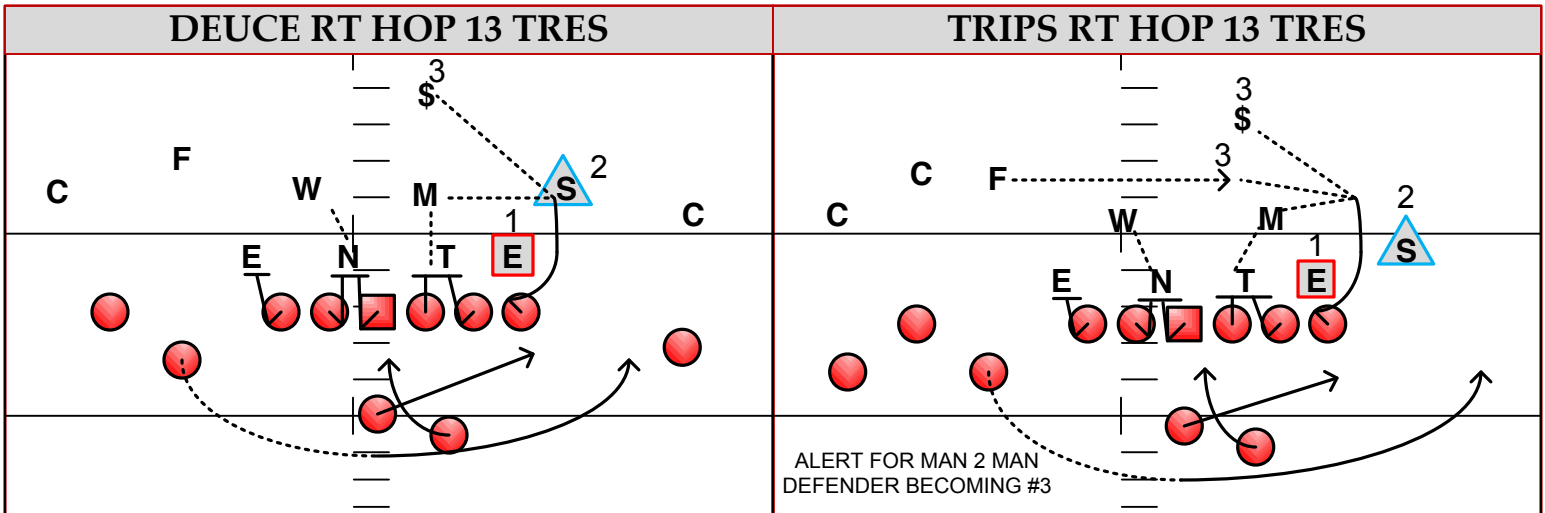
**PRINCIPLES:** STARTS WITH UNDERSTANDING THE COUNT SYSTEM. THE COUNT STARTS FROM THE BST OUT. THE SEAL MEANS WE WILL SECURE THE BOX AND CLIMB (ARC) TO #3.

**GENERALLY:**

- ONE HIGH LOOKS WILL PLACE #3 INSIDE THE MAN RESPONSIBLE FOR THE SEAL. IN 1-HIGH LOOKS THINK (SIFT/SECURE/CLIMB) **\*\*ALERT FOR MAN TO MAN DEFENDERS COMING ACROSS THE FORMATION LATE TO BECOME #3\*\***.
- WHEN #3 IS HEAD UP TO OUTSIDE THE MAN RESPONSIBLE FOR THE SEAL THINK ARC.
- WHEN #3 IS OUTSIDE IN AN UNBLOCKABLE POSITION (SMOKE/BULLET/ZONE PRESSURE) BLOCK #2 USING LOAD TECHNIQUE. LOAD TECHNIQUE IS PINNING THE OUTSIDE NUMBER OF #2 AND LOCK THE BOX SO THE QB CAN PRESS THE PERIMETER AND PITCH OFF #3. Y/H MUST MAKE THE LOAD CALL AND HAVE IT ECHOED BACK TO THE QB.

**KEY COACHING POINT SUMMARY:** WE MUST BE 100% ON THE COUNT SYSTEM AND PROPERLY ID #3. EMPLOY 3 DIFFERENT TOOLS IN YOUR TOOLBOX TO BE SOUND IN OUR SEAL CONCEPT.

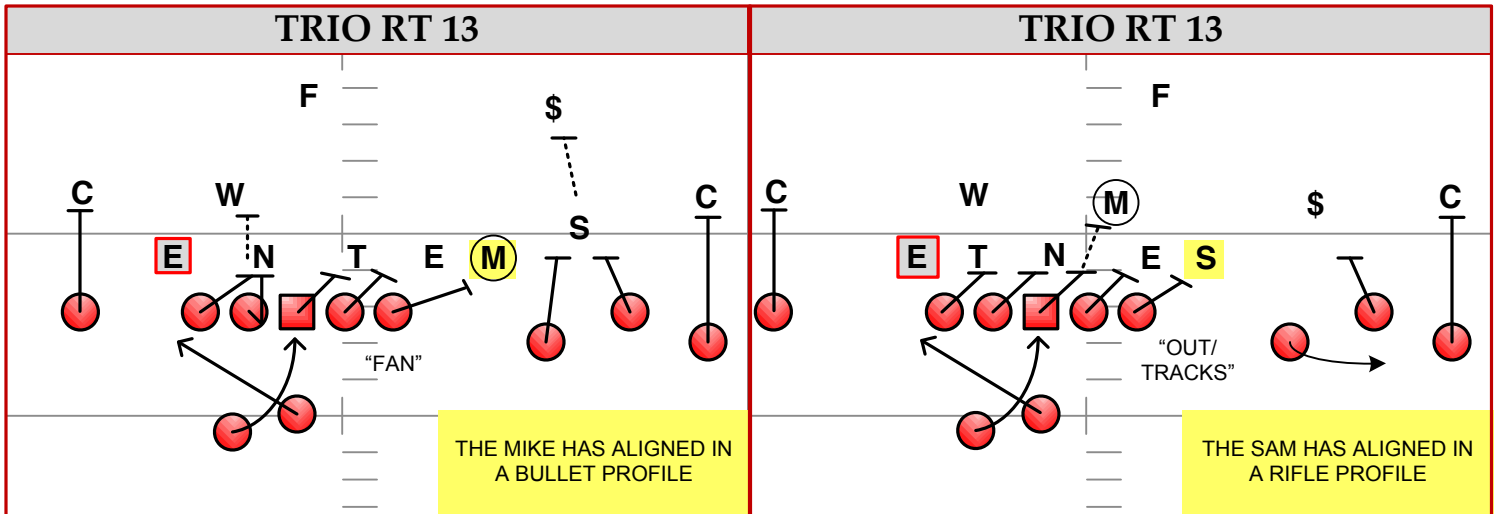
- (SIFT/SECURE/CLIMB) 1-HIGH LOOKS.
- ARC TECHNIQUE = WHEN #3 IS HEAD UP TO OUTSIDE, MOST LIKELY USED IN 2-HIGH LOOKS
- LOAD TECHNIQUE = WHEN #3 IS IN AN UNBLOCKABLE POSITION, LOAD #2 (SMOKE/BULLET/ZONE PRESSURE LOOKS)



THE RIFLE AND BULLET CONCEPTS ARE USED IN ZONE BASED BLOCKING SCHEMES. IT ALERTS THE OFFENSIVE LINE AND THE QUARTERBACK TO THE PRESENCE OF EDGE PRESSURE. BOTH THE OFFENSIVE LINE AND THE QUARTERBACK HAVE TO BE ALERT TO THE RIFLE AND THE BULLET AS THESE ARE DANGEROUS TO THE INTEGRITY OF THE SCHEME.

**BULLET:** MEANS THE PRESENCE OF A DEFENDER THAT IS ALREADY ACCOUNTED FOR IN THE BLOCKING SCHEME HAS ALIGNED TO APPLY EDGE PRESSURE. THE SCHEME REMAINS INTACT AND THE TECHNIQUE CHANGES.

**RIFLE:** MEANS THE PRESENCE OF A DEFENDER THAT IS **NOT** ALREADY ACCOUNTED FOR IN THE BLOCKING SCHEME HAS ALIGNED TO APPLY EDGE PRESSURE. THE SCHEME WILL BE ALTERED AND NEW RULES APPLY.





**WE WILL USE NUMBERS TO CALL THE PLAY AT THE LINE OF SCRIMMAGE IN THE CADENCE. IF AT ANY POINT WE FEEL LIKE THERE IS A DEFENSE THAT HAS PICKED UP AN UNDERSTANDING OF OUR NUMBER SYSTEM, WE CAN USE THE CODE WORDS OF THE PLAY WITH A TWO-PART COMBINATION SUCH AS "TRUE / FALSE" TO CALL THE PLAY. THE COMBINATIONS LIKE "TRUE / FALSE" MEAN RIGHT OR LEFT AND WHICH WAY THE PLAY IS GOING. "TRUE" MEANS THE PLAY IS GOING TO THE RIGHT AND "FALSE" MEANS THE PLAY IS GOING TO THE LEFT.**

EX. "GREEN TRUE BOOK." - "GREEN TRUE BOOK" - "READY. SET-GO!"

(THE PLAY IS 12 BOOK)

**OTHER COMBINATIONS THAT CAN BE USED TO DESIGNATE THE RIGHT OR LEFT DIRECTION THE PLAY.**

FALSE / TRUE

ODD / EVEN

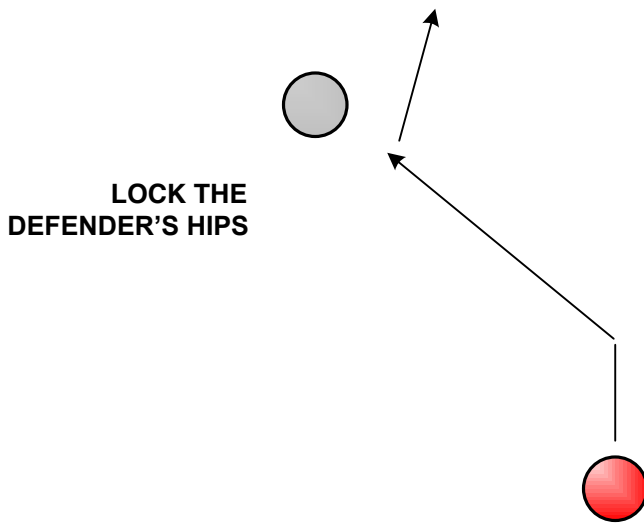
COLD / HOT

WHEN RUNNING THE BALL IN THE OPEN FIELD, WE ARE GOING TO USE THE PHRASE,  
*"ATTACK ONE, SPLIT TWO."*

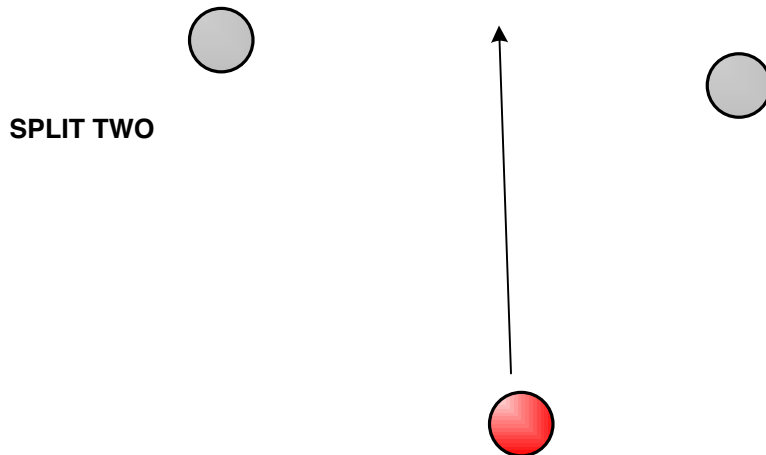
IF THERE IS A SINGLE DEFENDER ATTEMPTING TO MAKE THE TACKLE, AS THE BALL CARRIER, YOU WILL RUN DIRECTLY AT HIM. YOU WILL LOCK HIS HIPS AS YOU ATTACK HIM AND THEN ONE-CUT BACK INTO SPACE.

IF THERE ARE TWO DEFENDERS TRYING TO PARTNER TACKLE YOU, AS THE BALL CARRIER, YOU WILL SPLIT THE TWO DEFENDERS.

### ATTACK ONE DEFENDER



### SPLIT TWO DEFENDERS





**THE X RECEIVER WHEN IN A 3x1 CONCEPT HAS THE OPTION TO SIGNAL TO THE QB A ROUTE THAT HE DECIDES BASED ON THE LEVERAGE OF THE CORNER.**

- GLANCE
- OUT
- GO
- STOP



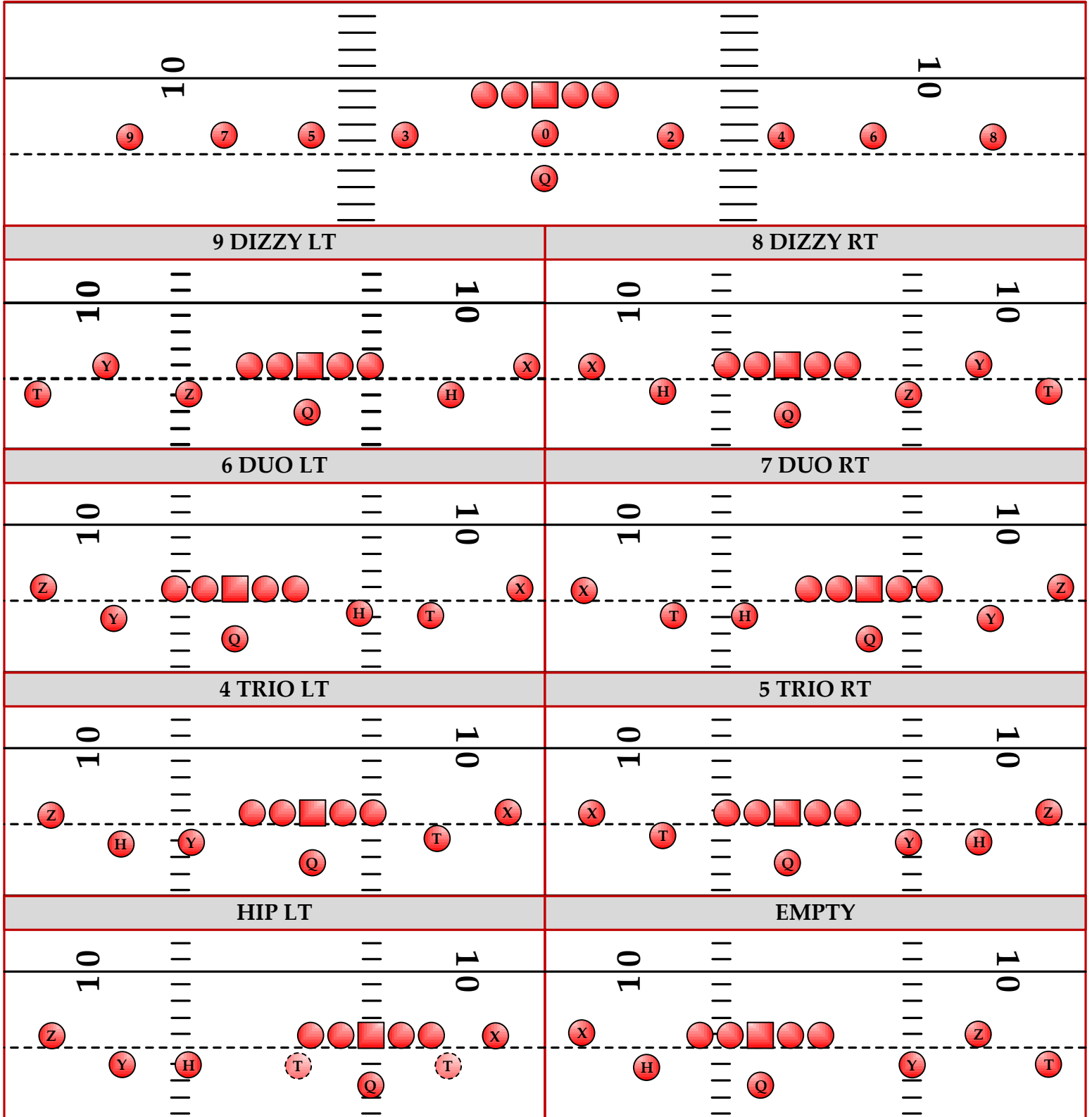
# FORMATIONS

2013

## EMPTY

NOTES

- Empty formations will be handled with numbers for the position of T.





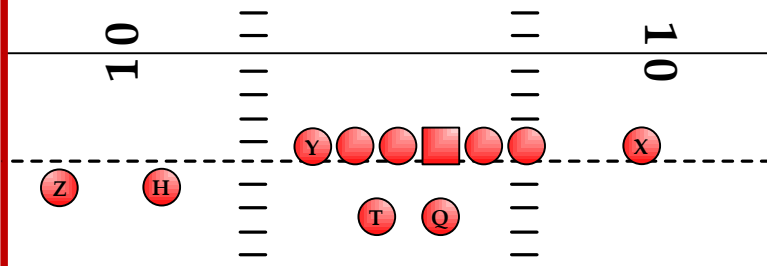




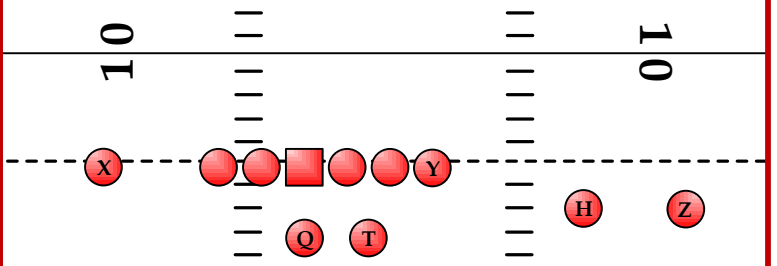
1-BACK FORMATIONS *cont.*

NOTES

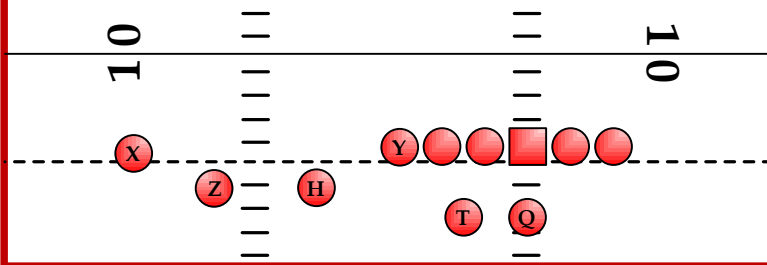
TREY LT



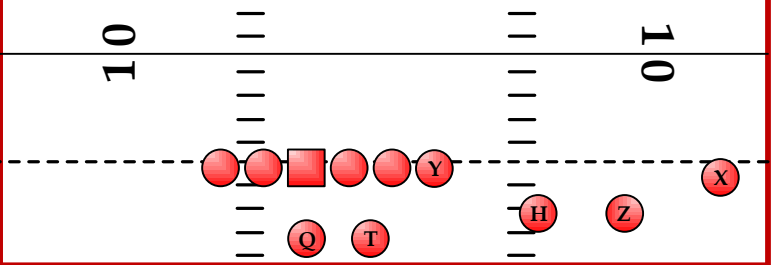
TREY RT



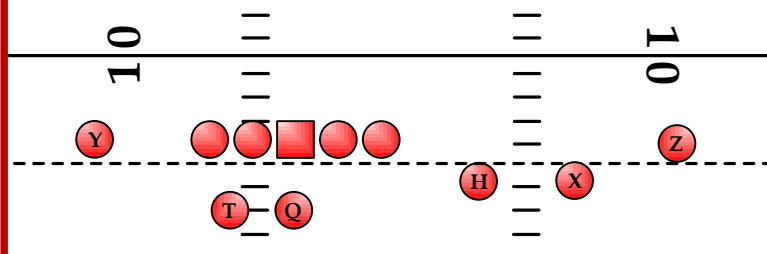
TREY LT OVER



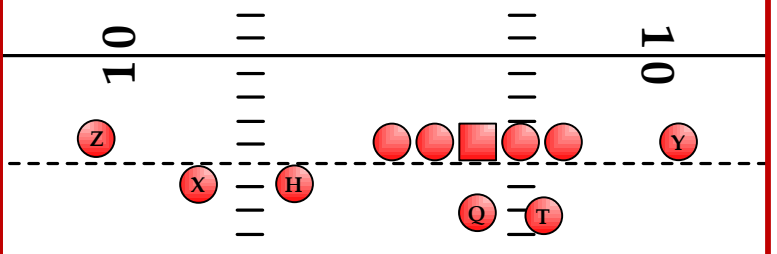
TREY RT OVER



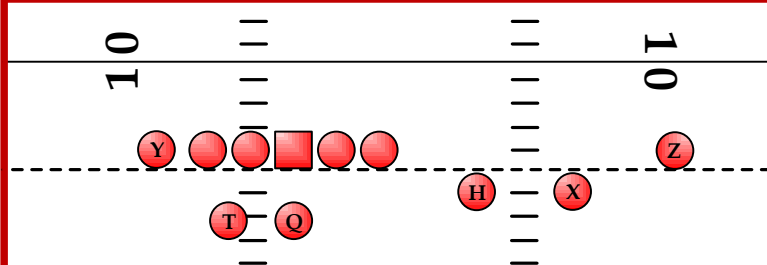
TROJAN LT



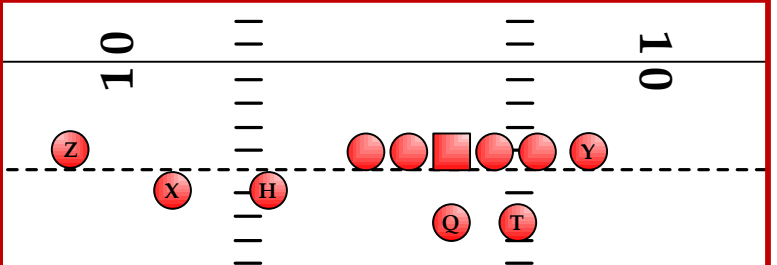
TROJAN RT



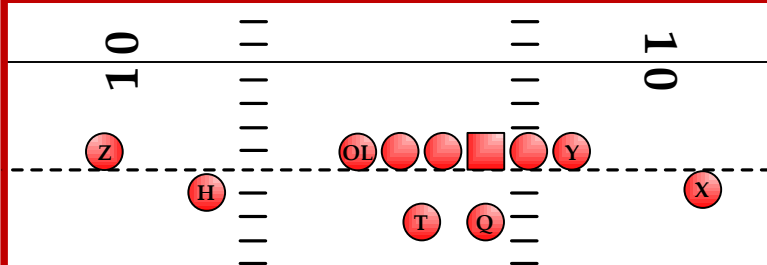
TRIPS LT



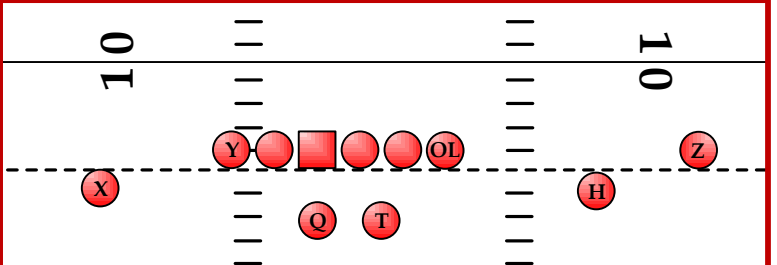
TRIPS RT



TANK LT



TANK RT





TIGHT END ADJUSTMENTS

NOTES

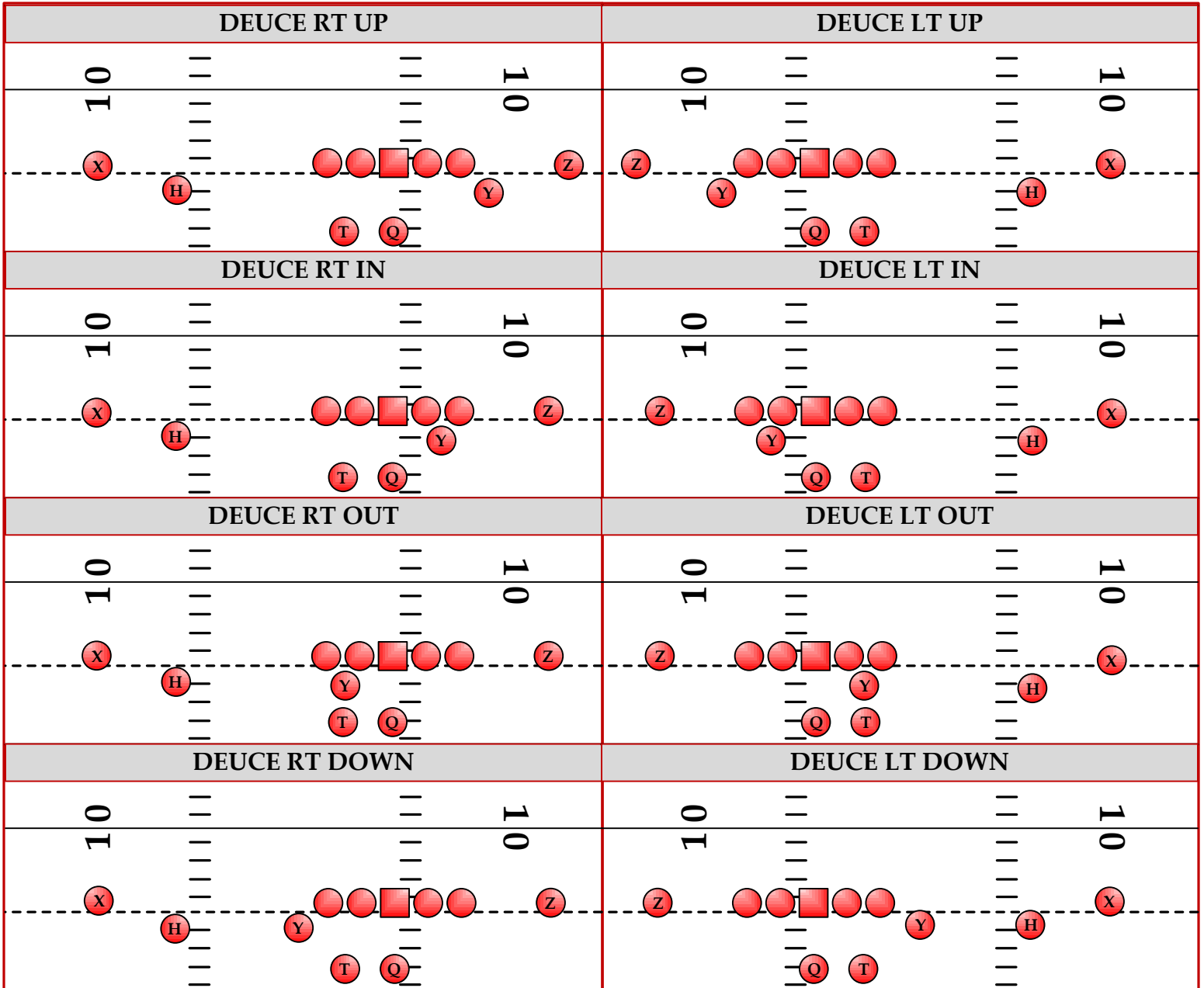
“UP”, “IN”, “OUT” AND “DOWN” ARE WORDS THAT TALK TO THE Y AND HIS ALIGNMENT TO THE FORMATION.

**UP** - THE Y IS “UP” OFF THE LINE IN A 1x1 POSITION FROM THE TACKLE.

**IN** - THE Y IS “IN” THE B-GAP.

**OUT** - OPPOSITE OF “IN”

**DOWN** - OPPOSITE OF “UP”





1-BACK FORMATION ADJUSTMENTS *cont.*

NOTES

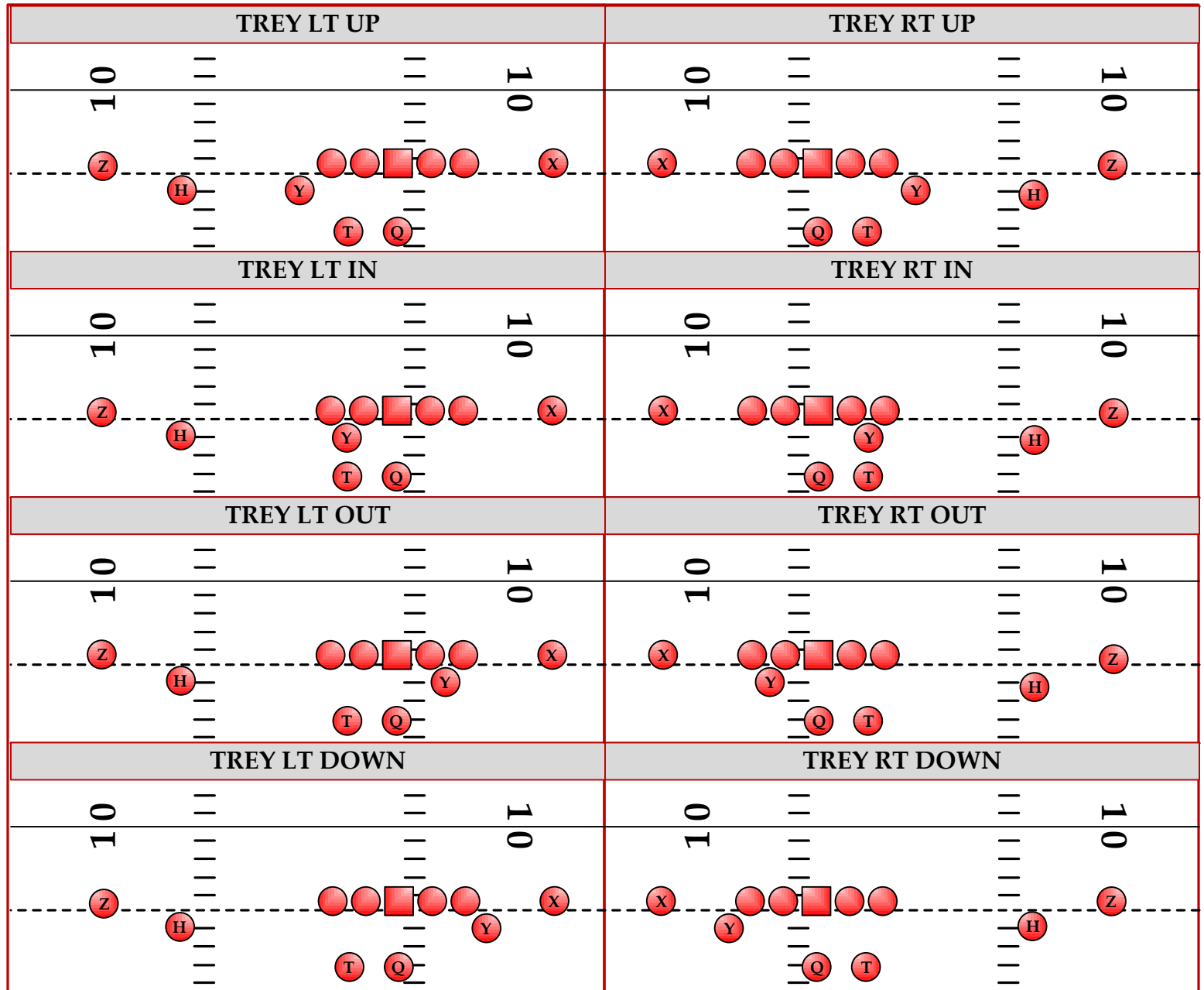
“UP”, “IN”, “OUT” AND “DOWN” ARE WORDS THAT TALK TO THE Y AND HIS ALIGNMENT TO THE FORMATION.

UP – THE Y IS “UP” OFF THE LINE IN A 1x1 POSITION FROM THE TACKLE.

IN – THE Y IS “IN” THE B-GAP.

OUT – OPPOSITE OF “IN”

DOWN – OPPOSITE OF “UP”







1 BACK FORMATIONS w/ TAILBACK ADJUSTMENT

NOTES

"HEAVY", "STRONG", "WEAK" AND "LITE" TALK TO THE H & THE T AND HIS ALIGNMENT. IF IN A 2-BACK (INCLUDING TIGHT END), THE ADJUSTMENT WILL ALWAYS BE MADE BY THE H/Y

TREY RT HEAVY (STRONG)	TREY RT WEAK (LITE)
DEUCE RT STRONG (HEAVY)	DEUCE RT WEAK (LITE)
TRIPS RT STRONG (HEAVY)	TRIPS RT WEAK (LITE)
TRIO RT STRONG (HEAVY)	TRIO LT WEAK (LITE)
BUCKEYE LT	BUCKEYE RT



2-BACK FORMATIONS w/ H-ADJUSTMENTS

NOTES

"HEAVY", "STRONG", "WEAK" AND "LITE" TALK TO THE H & THE T AND HIS ALIGNMENT. IF IN AN I-FORMATION, THE ADJUSTMENT WILL BE MADE BY THE H.

LT STRONG (HEAVY)		RT STRONG (HEAVY)	
10		10	
10		10	
SLOT LT STRONG (HEAVY)		SLOT RT STRONG (HEAVY)	
10		10	
10		10	
UNDER LT		UNDER RT	
10		10	



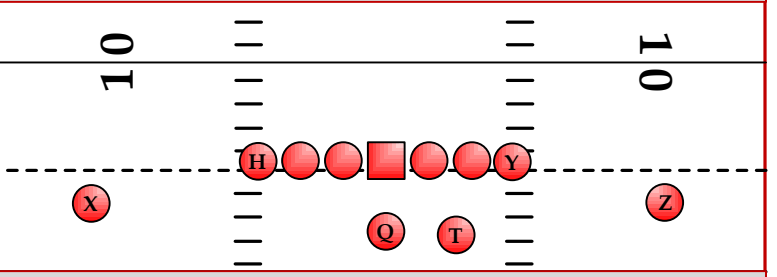
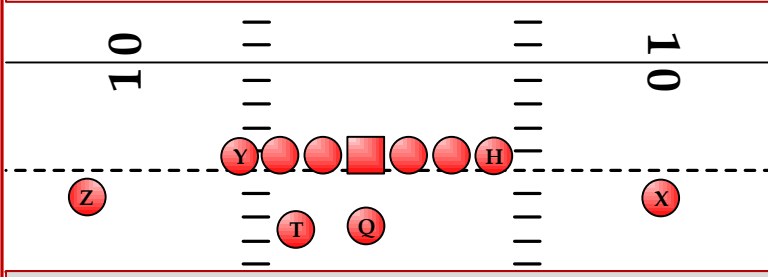
2 TIGHT END - 1 BACK FORMATIONS

NOTES

Empty box for notes.

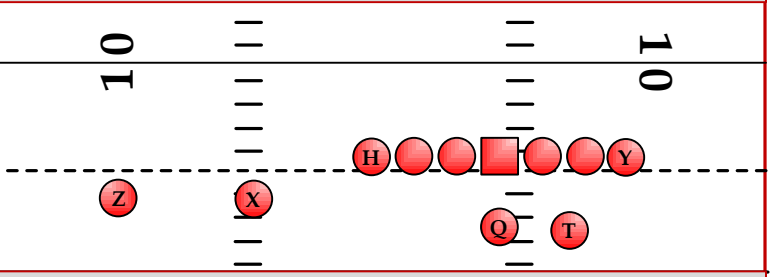
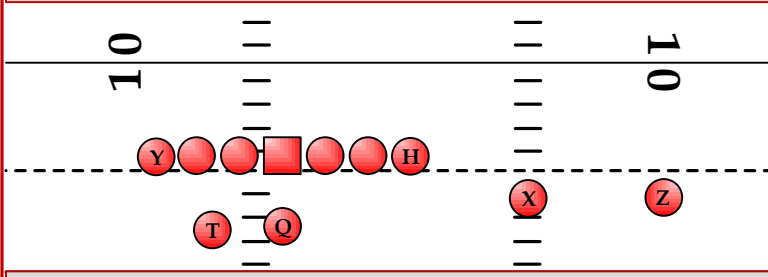
DOUBLES LT

DOUBLES RT



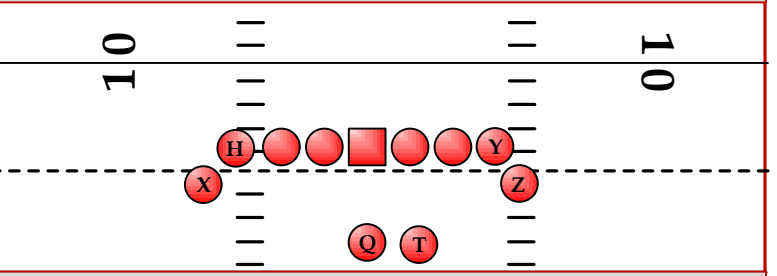
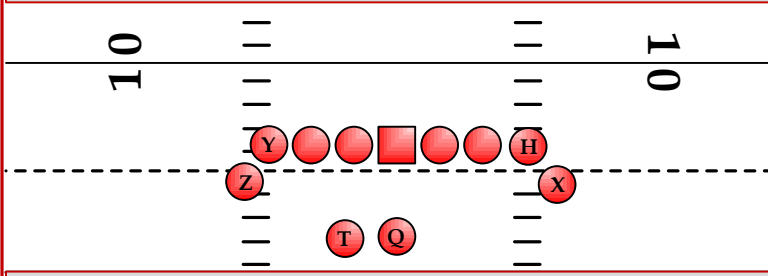
TRIPLES LT

TRIPLES RT



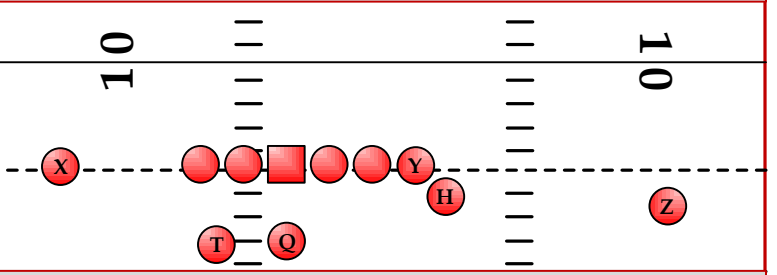
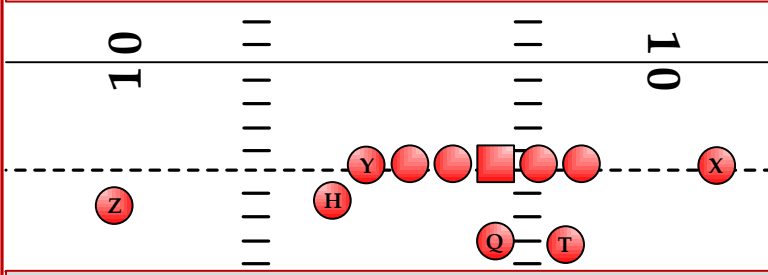
HAMMER LT

HAMMER RT



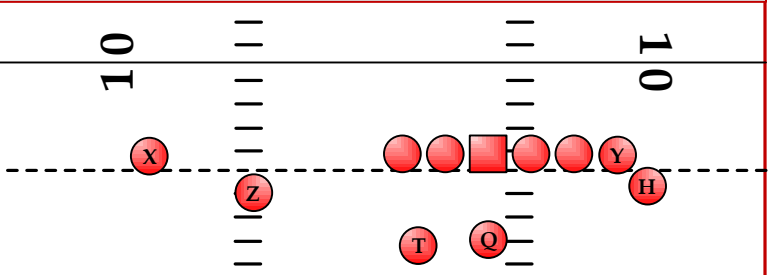
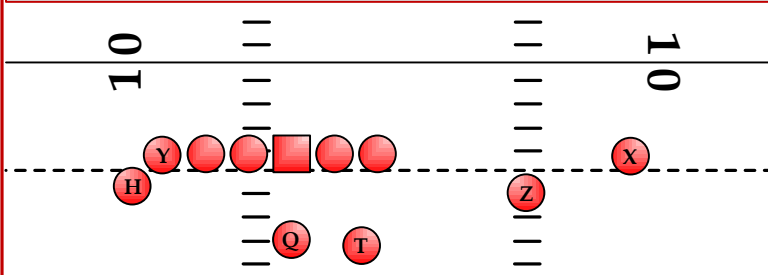
STING LT

STING RT



SLING LT

SLING RT







GOALLINE / SHORT YARDAGE

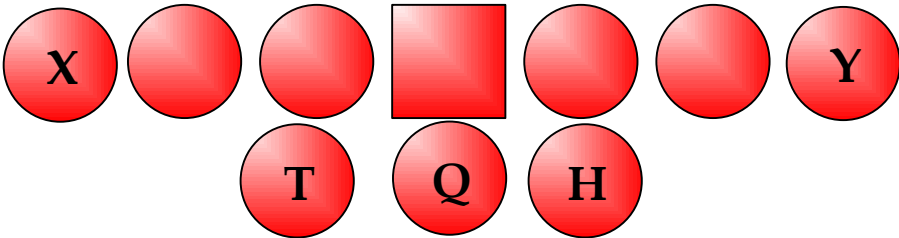
NOTES

(RHINO) I LT		(RHINO) I RT	
10		10	
(RHINO) I WING LT		(RHINO) I WING RT	
10		10	
(RHINO) I WING LT OVER		(RHINO) I WING RT OVER	
10		10	
(ELEPHANT) I WING LT		(ELEPHANT) I WING RT	
10		10	
BONE LT		BONE RT	
10		10	



VICTORY PERSONNEL

NO SPLITS



QB TAKE KNEE

MOVE UP



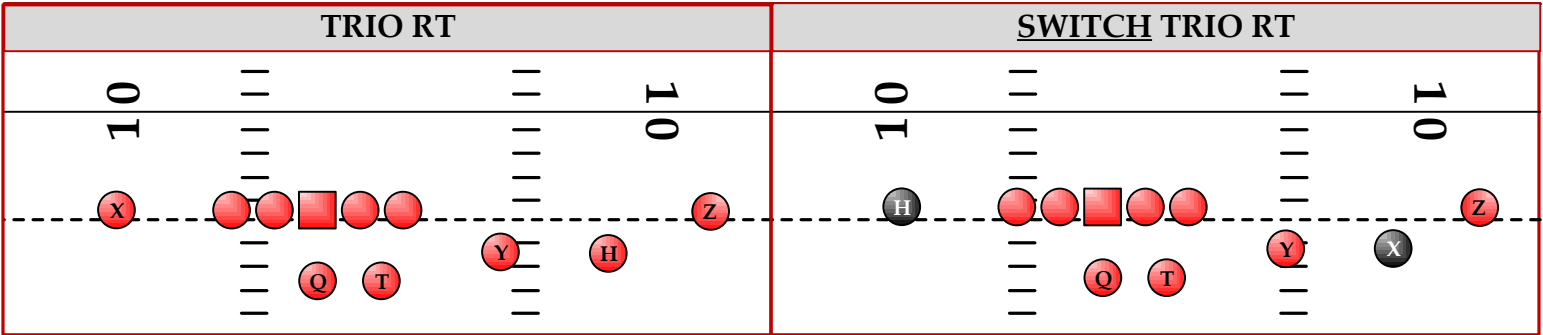
10 YDS DEEP

EMPTY?

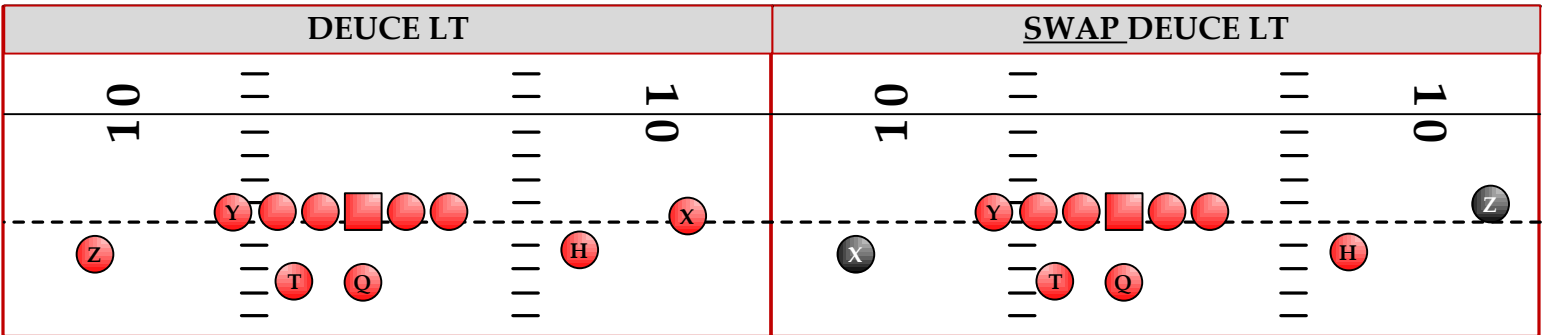
O-line Rules: No Splits. Step with inside foot, secure inside gap.  
 T & H Rules: Check A Gap to outside edge.

**TAG WORDS TO POSITION PERSONNEL**

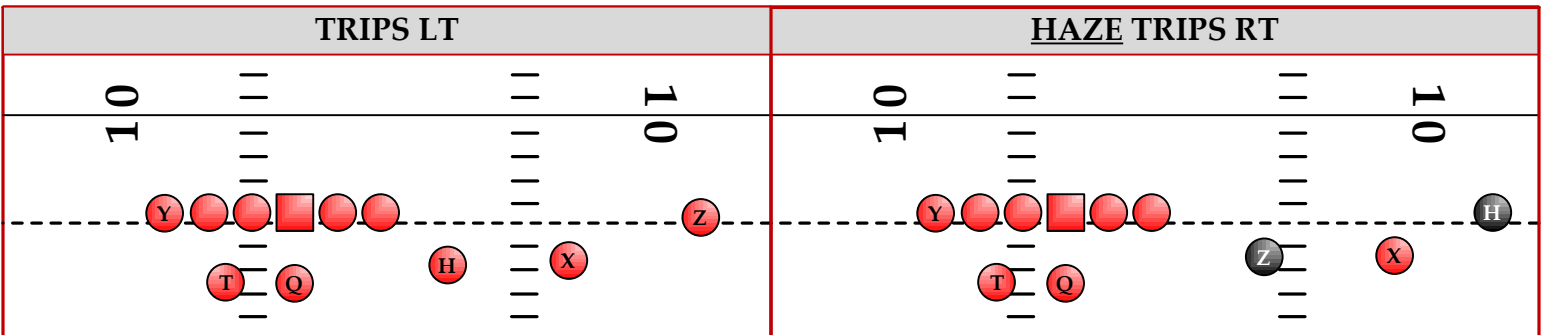
**“SWITCH”**      THE TERM “SWITCH” WILL EXCHANGE THE H AND X WR’S



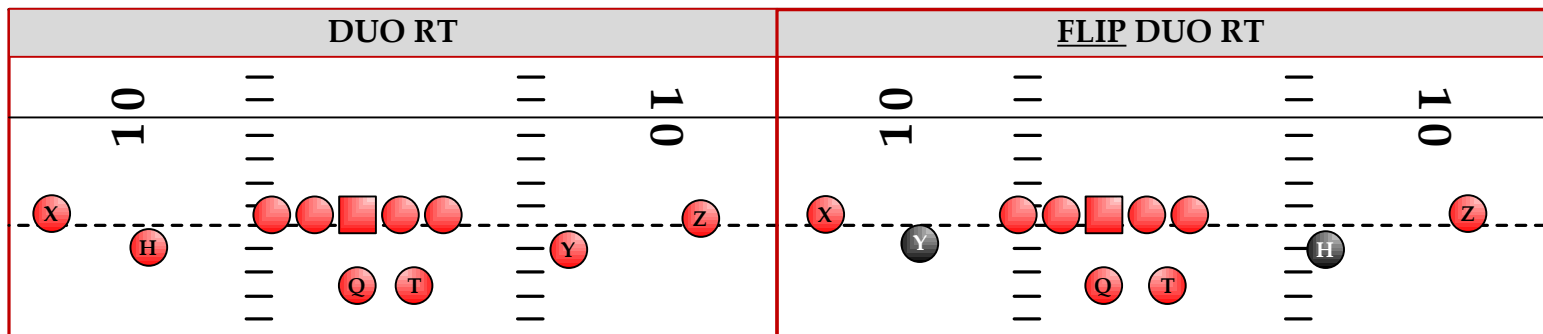
**“SWAP”**      THE TERM “SWAP” WILL EXCHANGE THE X AND Z WR’S



**“HAZE”**      THE TERM “HAZE” WILL EXCHANGE THE H AND Z WR’S



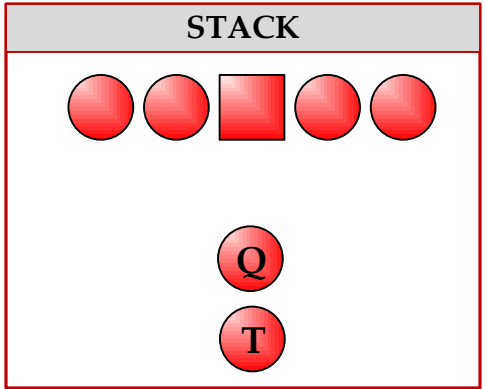
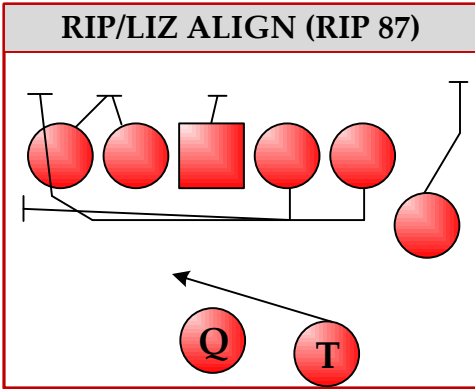
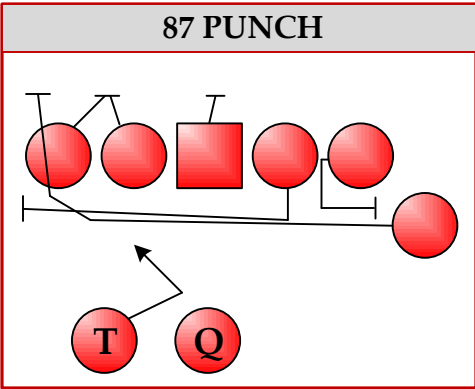
**“FLIP”**      THE TERM “FLIP” WILL EXCHANGE THE H AND Y WR’S





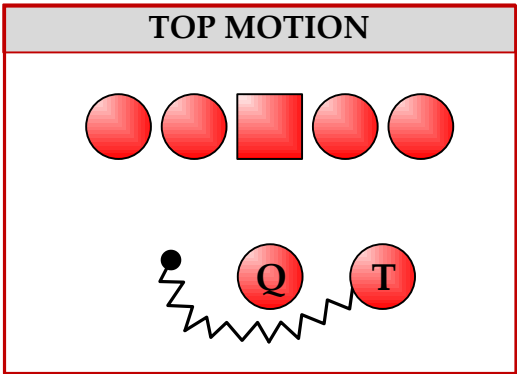
ALIGNMENTS

RULES THE RB WILL ALIGN ACCORDING TO THE PLAY CALL

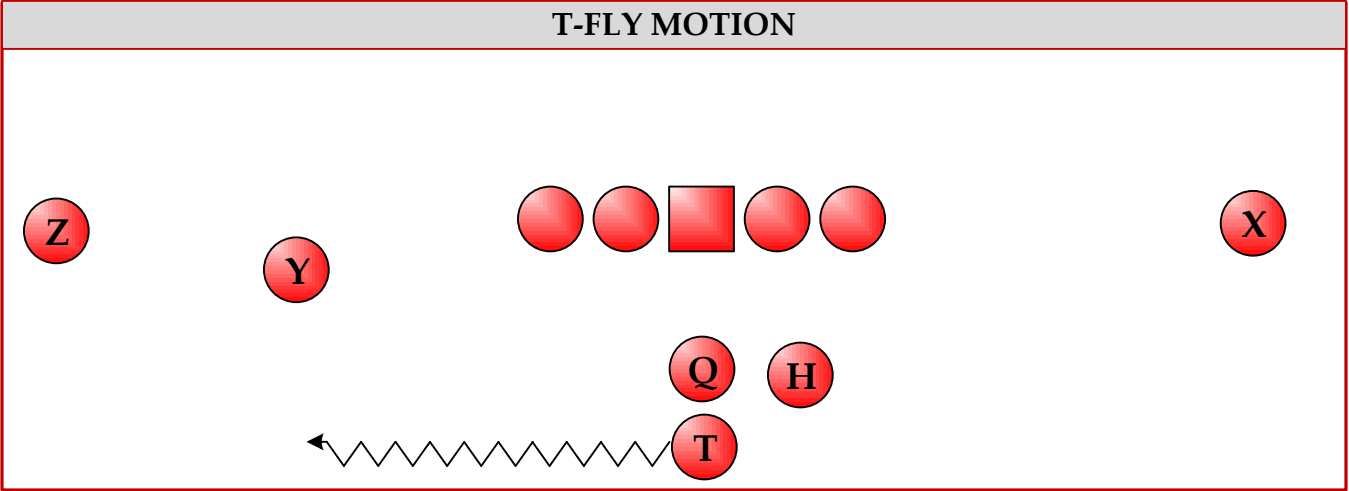


MOTIONS

"TOP" TB WILL MOVE ACROSS TO OPPOSITE SIDE OF QB



"T-FLY" TB WILL FLY MOTION TO THE FIELD



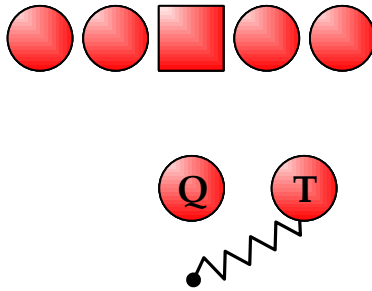
MOTIONS

**"STACK"**

TAGGED PLAYER WILL MOTION TO A STACK ALIGNMENT BEHIND THE QB

Ex: "T-STACK"

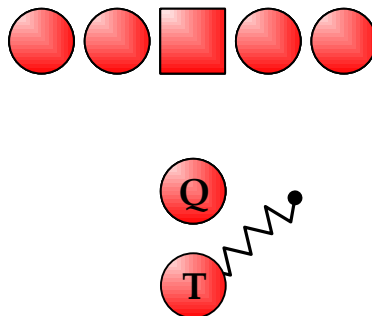
STACK MOTION



**"JUMP"**

TB WILL MOTION FROM A STACK ALIGNMENT TO NEXT TO THE QB

JUMP MOTION

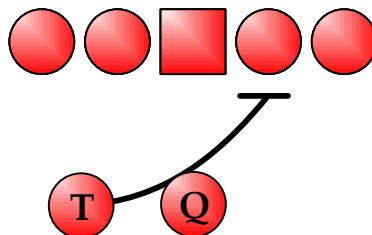


FLOP PROTECTION

**"FLOP"**

TAG FOR RUNNING BACK TO LINE UP AND RELEASE OPPOSITE OF PROTECTION CALL

"FLOP 60" PROTECTION



**ALIGNMENTS**

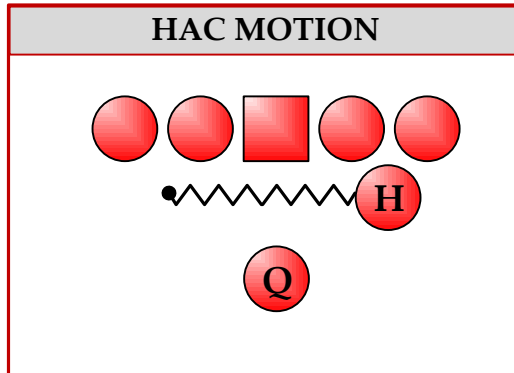
<b>RULES</b>	<b>THE T OR H WILL ALIGN ACCORDING TO THE FORMATION AND ADJUST ALIGNMENT BASED ON THE FORMATION TAG.</b>
--------------	--

LIGHT ALIGNMENT	WEAK ALIGNMENT	STRONG ALIGNMENT	HEAVY ALIGNMENT

**MOTIONS**

<b>ACROSS &amp; RETURN</b>	<b>OUTLINED ON NEXT PAGE – SAME FOR ALL POSITIONS</b>
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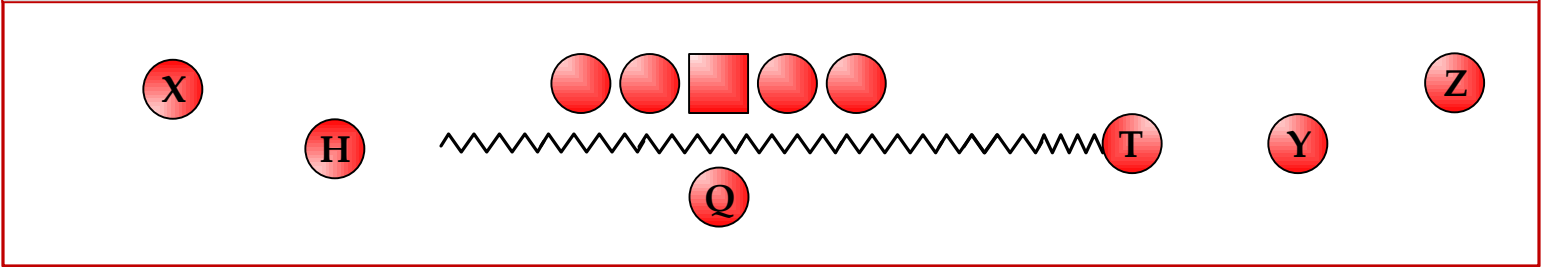
<b>MOTION</b>	<b>BEGIN IN CALLED FORMATION – QB WILL MOTION TO ADJUST FOR BLOCKING ASSIGNMENT</b>
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**MOTION CONCEPTS**

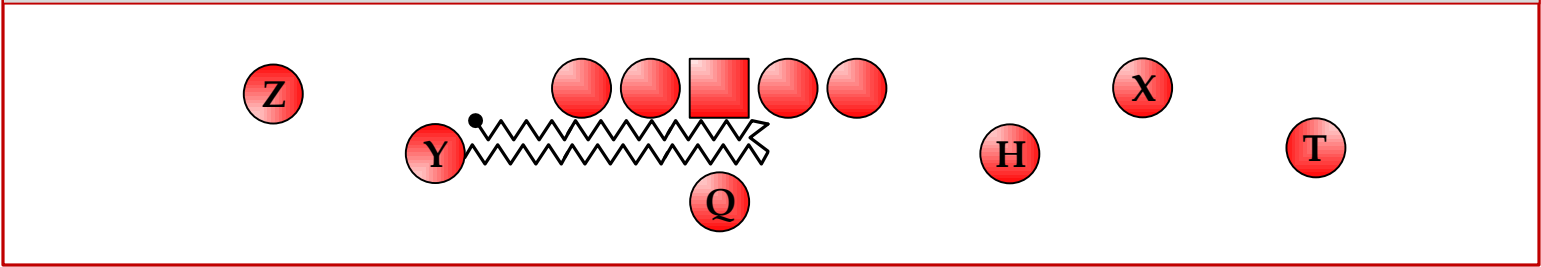
<b>ACROSS</b>	<b>BEGIN IN CALLED FORMATION – MOTION ACROSS BALL TO NECESSARY ALIGNMENT FOR CALLED PLAY (EX: TAC, HAC, YAC, ZAC, X-AC)</b>
---------------	---

4 DUO RT "TAC"



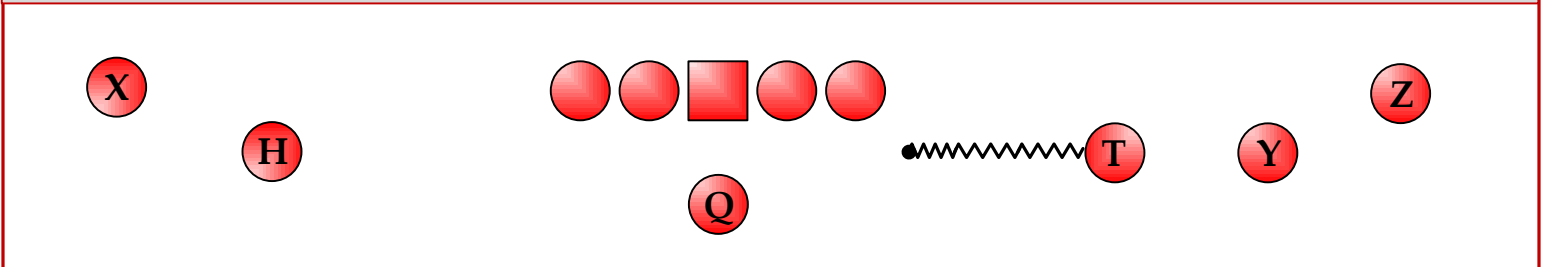
<b>YOYO</b>	<b>BEGIN IN CALLED FORMATION – MOTION ACROSS BALL AND RETURN TO ASSIGNMENT ALIGNMENT. Y=YOYO, Z=ZORRO, X=X-ULU, H=HOBO, T=TOTO</b>
-------------	--

8 DUO LT "YOYO"



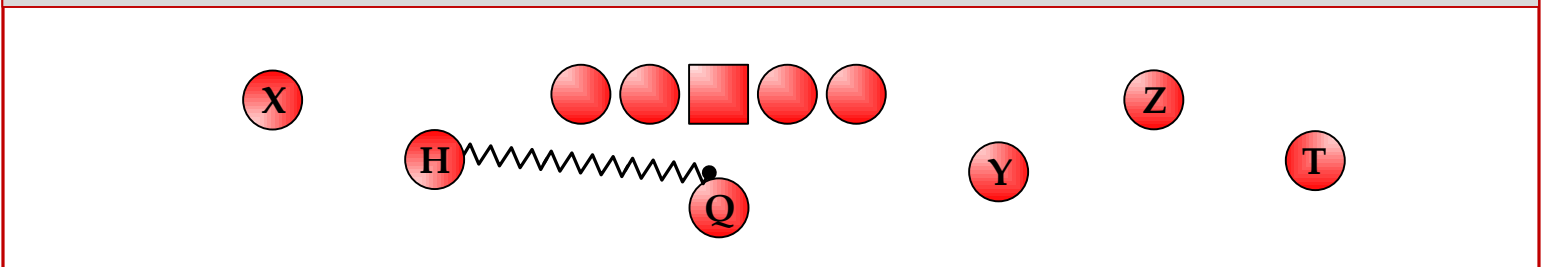
<b>IN</b>	<b>MOTION FROM ORIGINAL FORMATION CALLED, TOWARD BALL TO NECESSARY ALIGNMENT FOR CALLED PLAY. (EX: T-IN, X-IN, H-IN, Y-IN, Z-IN)</b>
-----------	--

4 DUO RT "T IN"



<b>ZOOM</b>	<b>BEGIN IN CALLED FORMATION – MOTION IN TOWARD BALL TO EXECUTE JET SWEEP OR FAKE</b>
-------------	---

8 DUO RT "H ZOOM"

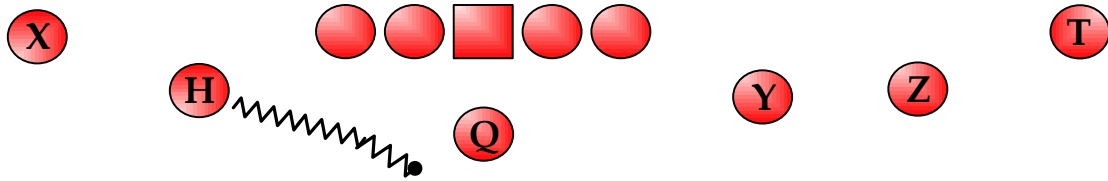


MOTION CONCEPTS

"HIC" or "TIC"

FIRST LETTER WILL TAG MOTION WR (EX. HIC) BEGIN IN CALLED FORMATION - MOTION INTO BACKFIELD ON SAMESIDE, SHOULDERS SQUARE TO LOS

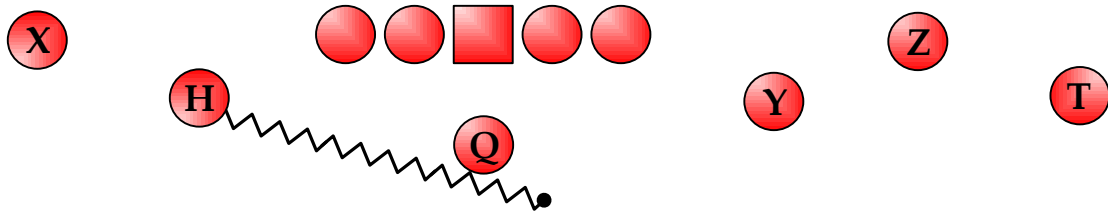
8 DUO RT "HIC"



"HOP or TOP"

FIRST LETTER WILL TAG MOTION WR (EX. HOP) BEGIN IN CALLED FORMATION - MOTION INTO BACKFIELD OVER THE TOP OF THE QB TO THE OPPOSITE SIDE (EX. SPEED OPTION)

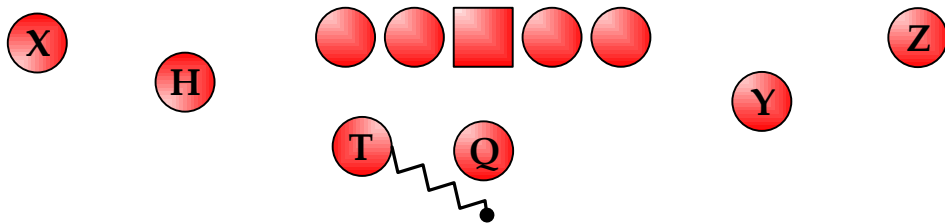
8 DUO RT "HOP"



"STACK"

BEGIN IN OFF SET ALIGNMENT - STACK BEHIND THE QB

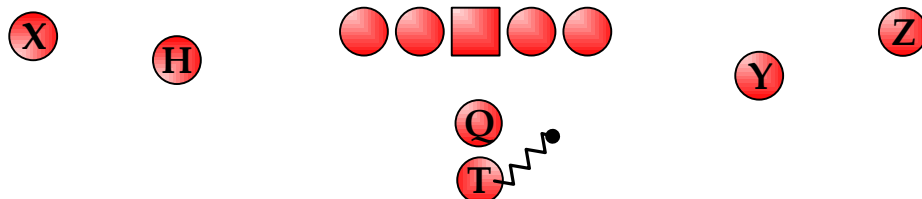
DUO RT T-STACK



"JUMP"

BEGIN IN STACKED ALIGNMENT AND JUMP TO APPROPRIATE SIDE OF QB DEPENDING ON PLAY CALL

DUO RT JUMP

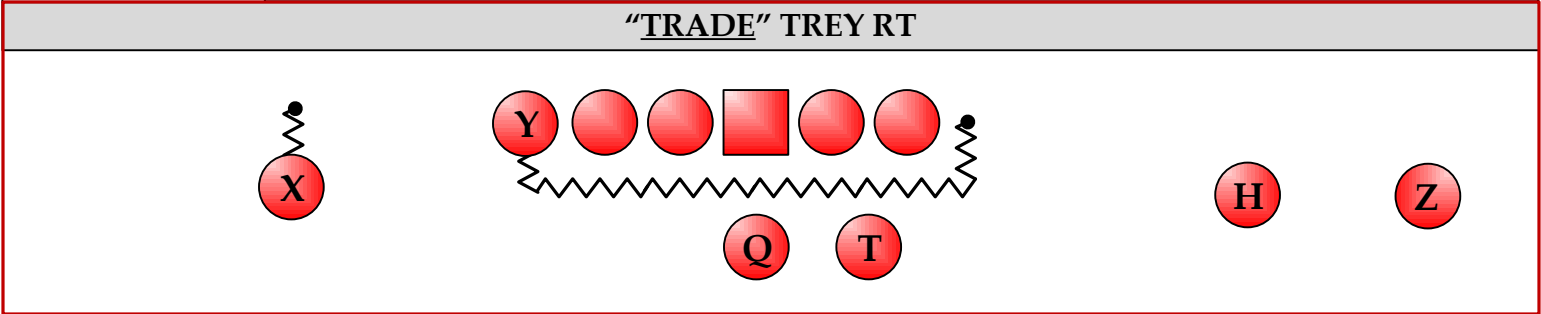




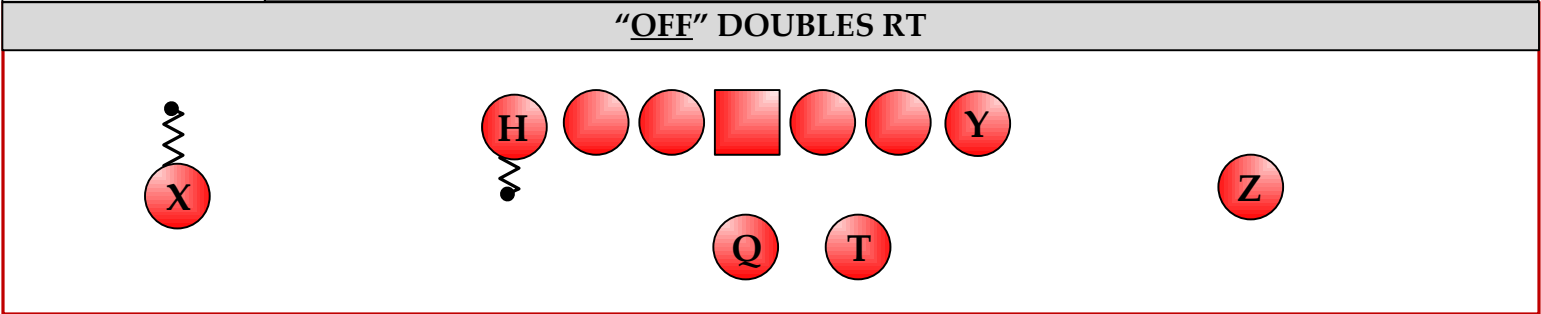


ALIGNMENTS

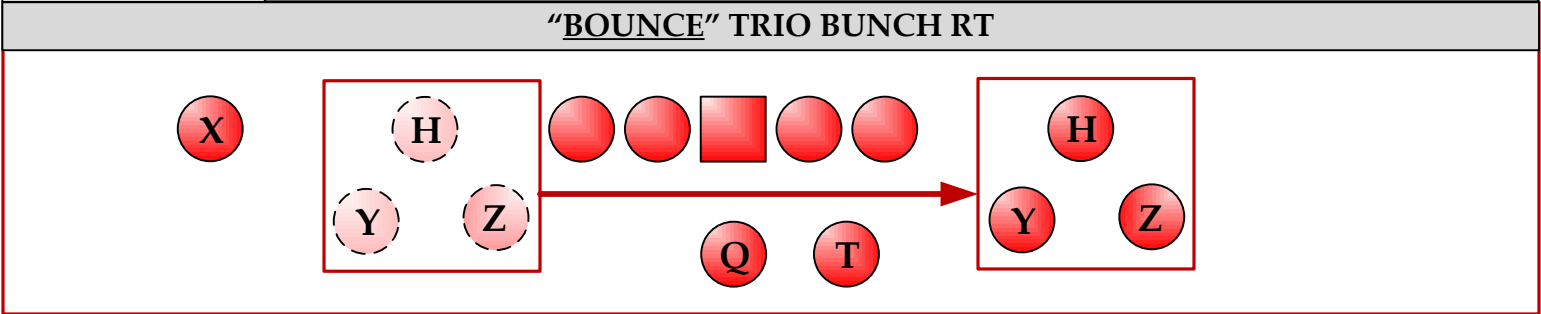
<b>TRADE</b>	Y WILL START AWAY FROM FORMATION CALL – QB WILL CALL MOVE AND Y WILL SHIFT TO FORMATION CALLED
--------------	--



<b>OFF</b>	H WILL ALIGN ON THE BALL AND WR WILL ALIGN OFF THE BALL. ONCE SET THE WR WILL STEP ON THE BALL AND THE TE WILL STEP OFF.
------------	--



<b>BOUNCE</b>	BUNCH SET WILL START AWAY FROM THE FORMATION CALL – QB WILL CALL BOUNCE AND BUNCH WILL SHIFT TO FORMATION ALIGNMENT.
---------------	--





**THE NUMBER SYSTEM CONSISTS OF A TWO DIGIT NUMBER THAT IS COMPRISED OF TWO MUTUALLY EXCLUSIVE SINGLE DIGIT NUMBERS THAT HAVE SEPARATE MEANINGS.**

EX: **16** BLAST

**THE 1<sup>ST</sup> NUMBER DETAILS THE SERIES OF PLAY THAT IS CALLED.**

SERIES ARE DEFINED AS...

- ANY NUMBER THAT STARTS WITH A "1" IS A OPEN SIDE RUN  
*ex: TRIO RT 16 BLAST*
- ANY NUMBER THAT STARTS WITH A "9" IS A CLOSED SIDE RUN  
*ex: DEUCE LT 93*
- ANY NUMBER THAT STARTS WITH AN "8" IS AN INSERT PLAY  
*ex: RT STRONG 87 PUNCH*
- ANY NUMBER THAT STARTS WITH A "5", "6" OR A "7" IS A PASS PROTECTION  
*ex: 8 DUO RT 50 SMASH*

**THE 2<sup>ND</sup> NUMBER DETAILS THE STYLE OF PLAY THAT IS CALLED.**

STYLES ARE DEFINED AS...

- 0/1 : (EXTRA SERIES)  
*ex:*
- 2/3 : TIGHT ZONE  
*ex: TRIO RT 13*
- 4/5 : MIDDLE ZONE  
*ex: RT STRONG 14 CRUNCH*
- 6/7 : GAP SCHEME  
*ex: LT LITE 87 TOPPER*
- 8/9 : OUTSIDE RUN  
*ex: TREY RT 28 LEAD*

**THE WORDS AFTER THE PLAY NUMBER DEFINE MORE OF THE BLOCKING SCHEME AND/OR GIVE AN ADDED ELEMENT TO THE PLAY (16 BLAST).**



**THE NUMBER SIGNAL SYSTEM WORKS FROM THE TOP OF THE BODY  
DOWNWARDS**

**0 – TOP OF THE HEAD**

**1 – NOSE (ONE NOSE)**

**2 – EAR (TWO EARS)**

**3 – CHIN (THREE CHINS)**

**4 – SHOULDER (MAKE A FOUR)**

**5 – CHEST**

**6 – STOMACH (SIX PACK)**

**7 – HIP**

**8 – BELOW THE BELT**

**9 – KNEE**

*\*\*\* TO MAKE A TWO-DIGIT NUMBER, TWO SEPARATE NUMBER SIGNALS  
WILL BE GIVEN.*



**OVERALL PHILOSOPHY**

1. **Get the ball in the Hands of our Playmakers**  
Utilize Personnel – Don't Force Square Peg in a Round Hole
2. **Equate numbers in the Run Game – Never leave an Unblocked Defender on the Line of Scrimmage**  
1 Hi – Equal Numbers  
2 Hi – Offense is +1  
No Deep – Offense is -1  
Offensive Answers to No Deep:  
Run Game: Speed Option  
Pass Game: Take a Shot (Make them Pay)
3. **Create Match-ups in the Throw Game**  
Run Game Designed to Force Defense into 1 Hi / No Deep Structure  
Pass Game Designed to Beat 1 Hi and No Deep

**RUN GAME**

1. **Re-Equate Numbers**  
Read a Defensive Player  
Single Wing Offense (QB Runs)  
Misdirection (Flash or Sweep Fake)
2. **We are a Multiple Zone/Gap Scheme Team**
3. **Create Conflicts on the Defensive Ends and Slow Linebackers**  
They should never know if they are being Kicked, Logged, or Read
4. **Innovative Enhancement – Find Ways to Create the Conflict (Ex. Bash)**
5. **Have Answers for Overloaded Box Counts Through Built-In Reliefs**

**PASS GAME**

1. **Philosophy**  
High % Plays – 70% or Better Completion Percentage  
High Efficiency – 55% or Better Efficient
2. **Spread the Defense out Formationally**
3. **Move Around Personnel to Create Mismatches**
4. **Stay True to our Philosophy**

**PROTECTIONS**

1. **Always Protect the Quarterbacks Backside**  
4 Backside = "Out" / 4 Frontside = Redirect
2. **No A or B Gap Pressure ("Squeeze")**
3. **No Deep – Defenses only way to have Advantage**  
*Offenses Answers in Protection*  
6 Man Protection (60/61) - Widest Rusher is Free (D-Gap)  
– Marries with Routes because of  
Warm Adjustment  
5 Man Protection (50/51) – Alert 0, Aggressive Set, QB Drift, Throw Warm



# OHIO STATE CORE VALUES

HONESTY

TREAT WOMEN WITH RESPECT

NO DRUGS

NO STEALING

NO WEAPONS

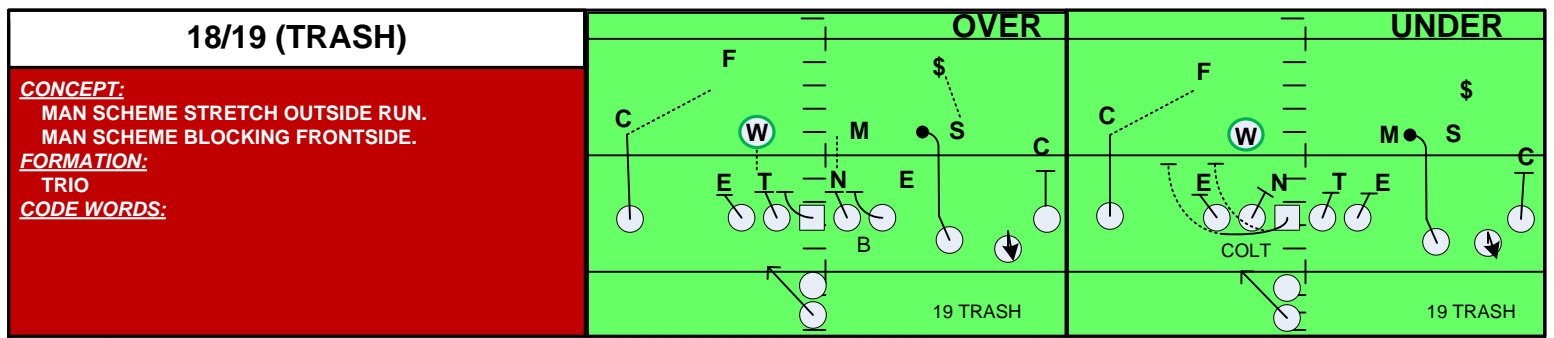
# OHIO STATE PLAN TO WIN

1. PLAY GREAT DEFENSE

2. WIN THE TURNOVER BATTLE – PROTECT THE FOOTBALL

3. SCORE TOUCHDOWNS IN THE REDZONE

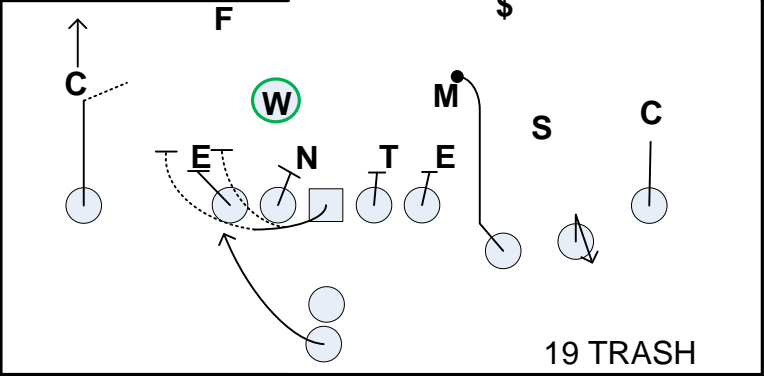
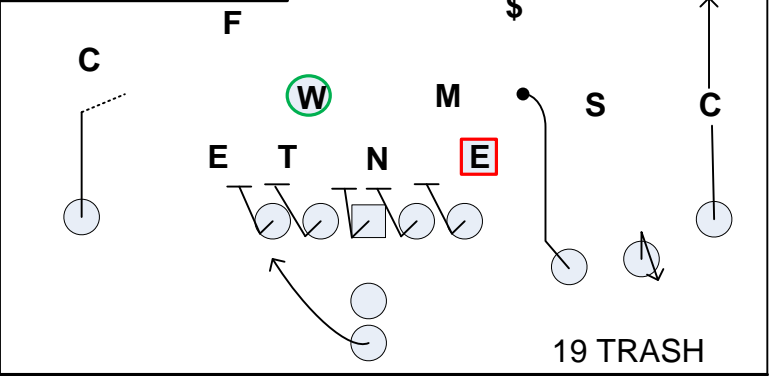
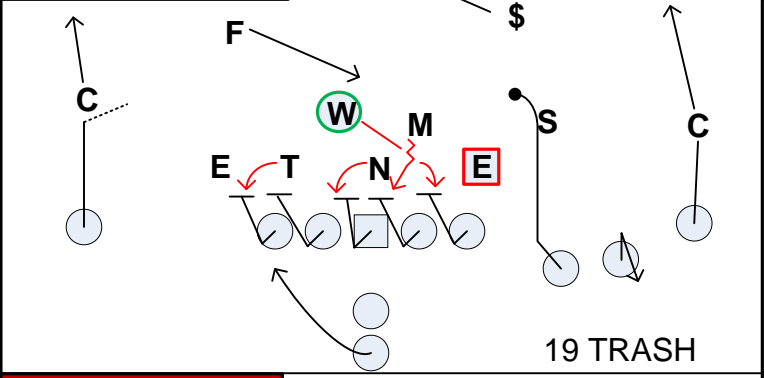
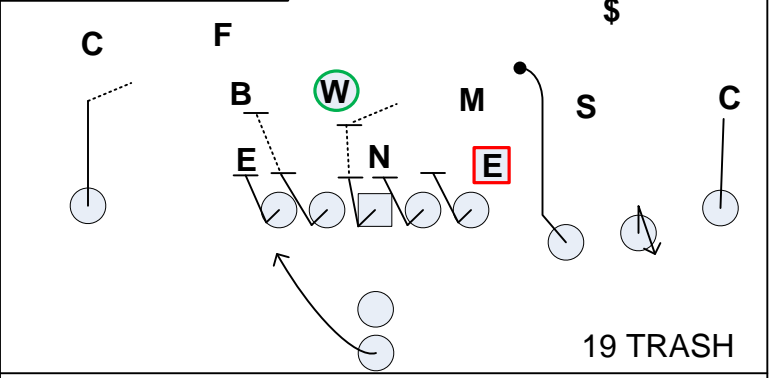
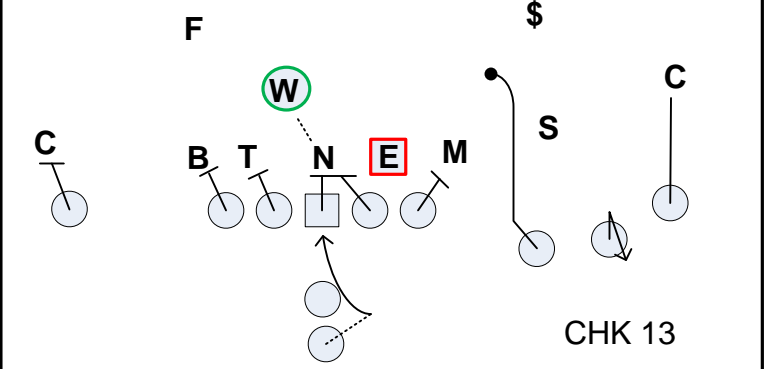
4. DOMINATE SPECIAL TEAMS

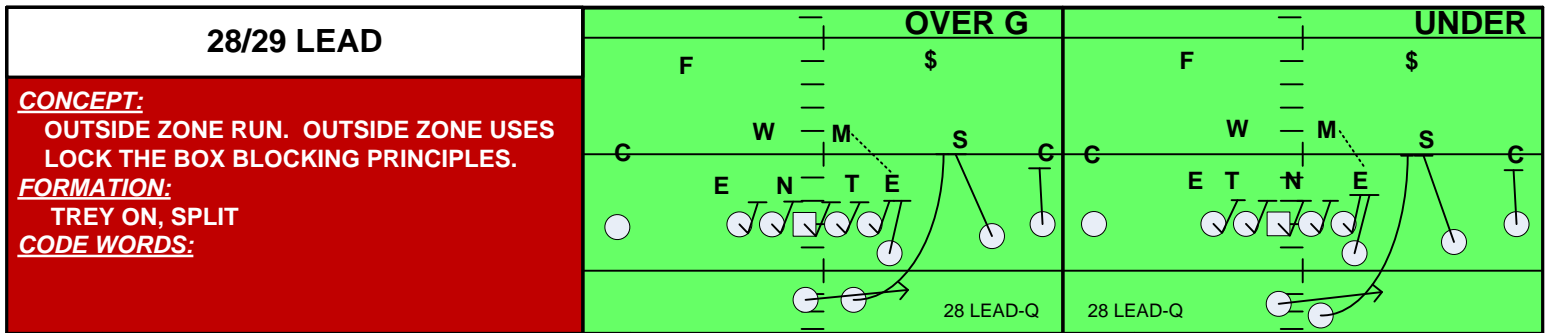


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<b>WHITESIDE</b> = BASE REACH <b>BLACKSIDE</b> = FULL ZONE <b>ODD</b> = FULL ZONE	- AIMING POINT IS PLAYSIDE OF THE DEFENDER AND WORK FOR WIDTH. IF HE WIDENS, STRETCH HIM. IF HE PLAYS UNDERNEATH, SEAL HIM.	- MAN NO HELP
<u>PSG</u>	<b>WHITESIDE</b> = COLT VS G, <b>BLACKSIDE</b> = FULL ZONE <b>ODD</b> = FULL ZONE	- COLT = DOWN BLOCK ON THE A GAP DEFENDER.	- CAN'T LOSE NG OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPERCUT.
<u>C</u>	ID USING THE MIDDLE ID SYSTEM. <b>WHITESIDE</b> = COLT VS G <b>BLACKSIDE</b> = FULL ZONE <b>ODD</b> = FULL ZONE	- COLT= PULL AROUND DOWN BLOCK.	- READ PST BLOCK TO PULL AROUND OR INSERT.
<u>BSG</u>	<b>WHITESIDE</b> = REACH RIP AND CLIMB - MAN CALL = MAN <b>BLACKSIDE</b> = MAN, B TO BSLB - MAN CALL = INSIDE V <b>ODD</b> = A TO BSLB	- WHITESIDE = BLOCK A GAP DEFENDER. - BLACKSIDE = REACH, RIP, AND CLIMB.	- CUT THE 2 <sup>ND</sup> LEVEL ON THE BACKSIDE
<u>BST</u>	<b>WHITESIDE</b> = B TO BSLB <b>BLACKSIDE</b> = B TO BSLB - IF 1-PAST THE ID IS WIDE, MAN-SIFT	- WORK INSIDE NUMBER OF BSDE VERTICAL.	- CUT THE 2 <sup>ND</sup> LEVEL ON THE BACKSIDE
<u>QB</u>	- HAND OFF TO RB - CHECK TO 12/13 OR 0/1 VS. BEAR	- OPEN TO THE CALL, HAND OFF AND NAKED OUT. - CARRY OUT FAKE	- VS. RIFLE, PLAY THE DUMP CONCEPT.
<u>TB</u>	- LANDMARK = OUTSIDE HIP OF PST	- STACK ALIGNMENT - AIMING POINT IS THE OUTSIDE HIP OF THE PST.	- CHASE LANDMARK
<u>BS3</u>	- KEEP BLOCK UNLESS TAGGED WITH TRASH	- NOSE UP STALK BLOCK - IF TAGGED WITH TRASH, RUN DUMP ROUTE	
<u>BS2</u>	- KEEP BLOCK UNLESS TAGGED WITH TRASH	- NOSE UP STALK BLOCK - IF TAGGED WITH TRASH, RUN LOOK ROUTE	
<u>BS1</u>	- KEEP BLOCK	KEEP BLOCK - MAN ON, NOSE UP, STALK BLOCK	
<u>FS1</u>	- BLOCK MAN ON UNLESS TAGGED WITH TRASH	- NOSE UP STALK BLOCK - IF TAGGED WITH TRASH, PUSH-CRACK FREE SAFETY	



# 18/19 (TRASH)

OVER	UNDER	VS. PRESSURE	ODD	BEAR			
	FULL ZONE	FULL ZONE	FULL ZONE	CHECK 12/13 OR CHECK 0/1			
<b>OVER</b>				<b>UNDER</b>			
 <p>Diagram illustrating the 'OVER' strategy. A defender (C) is positioned on the left. The offense consists of players E, N, T, E, M, S, and C. A green circle highlights player W. A red box highlights player E. Arrows indicate movement paths. The text '19 TRASH' is at the bottom right.</p>				 <p>Diagram illustrating the 'UNDER' strategy. A defender (C) is positioned on the left. The offense consists of players E, T, N, E, M, S, and C. A green circle highlights player W. A red box highlights player E. Arrows indicate movement paths. The text '19 TRASH' is at the bottom right.</p>			
<b>VS. PRESSURE</b>				<b>ODD</b>			
 <p>Diagram illustrating the 'VS. PRESSURE' strategy. A defender (C) is on the left. The offense includes players E, T, N, E, M, S, and C. A green circle highlights player W. A red box highlights player E. Red arrows show pressure paths from W to N and E. The text '19 TRASH' is at the bottom right.</p>				 <p>Diagram illustrating the 'ODD' strategy. A defender (C) is on the left. The offense includes players B, E, W, N, E, M, S, and C. A green circle highlights player W. A red box highlights player E. Arrows indicate movement paths. The text '19 TRASH' is at the bottom right.</p>			
<b>BEAR</b>							
 <p>Diagram illustrating the 'BEAR' strategy. A defender (C) is on the left. The offense includes players B, T, N, E, M, S, and C. A green circle highlights player W. A red box highlights player E. Arrows indicate movement paths. The text 'CHK 13' is at the bottom right.</p>							



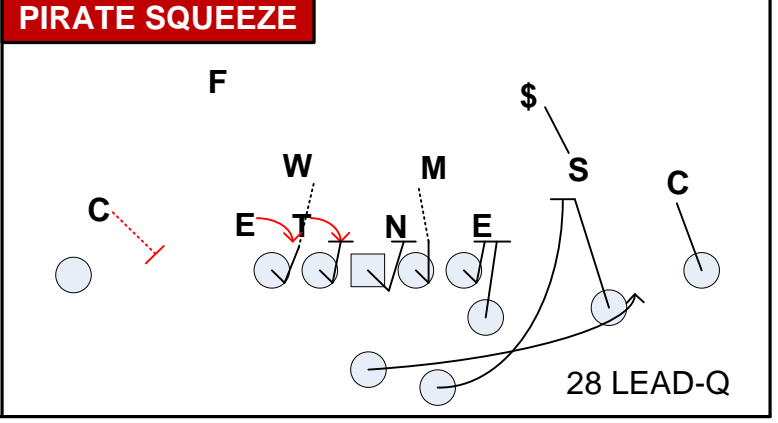
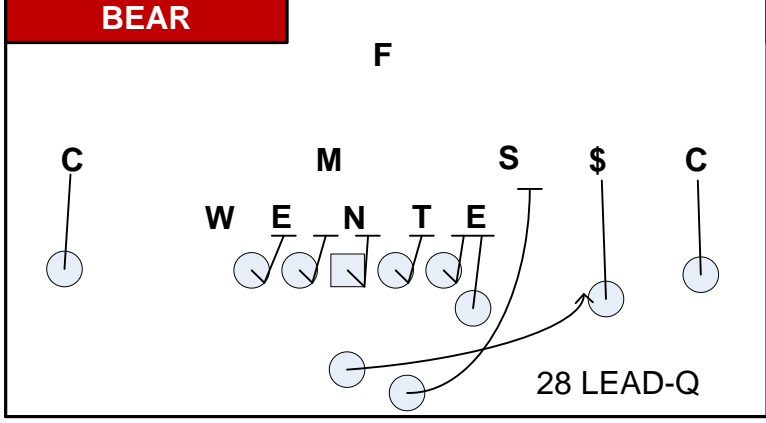
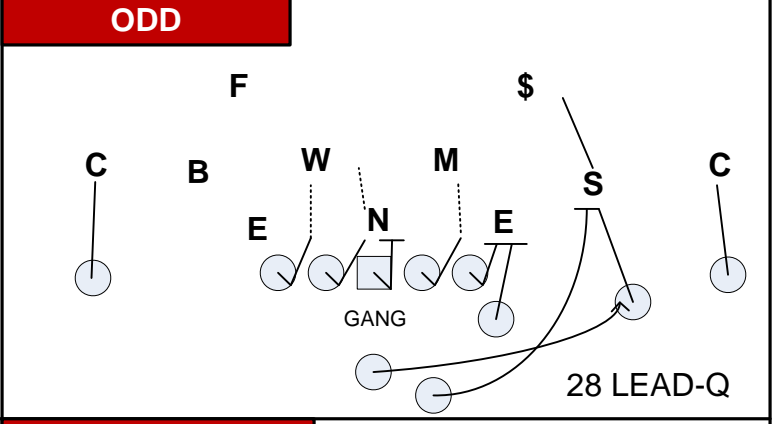
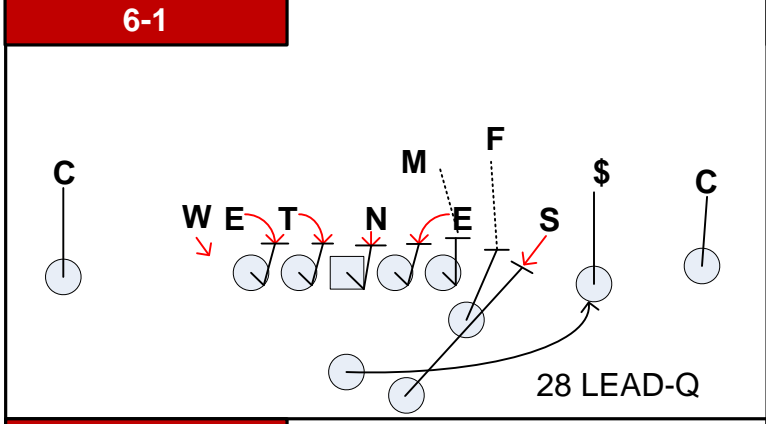
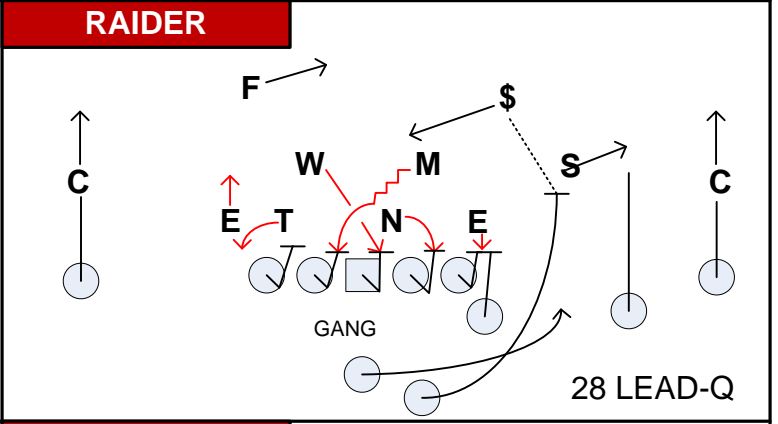
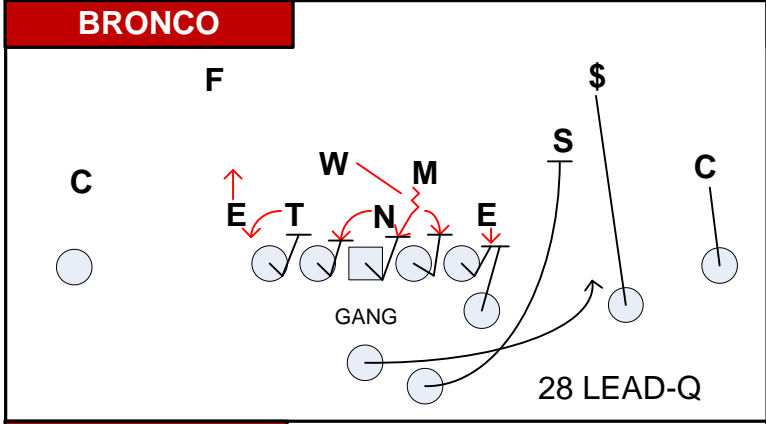
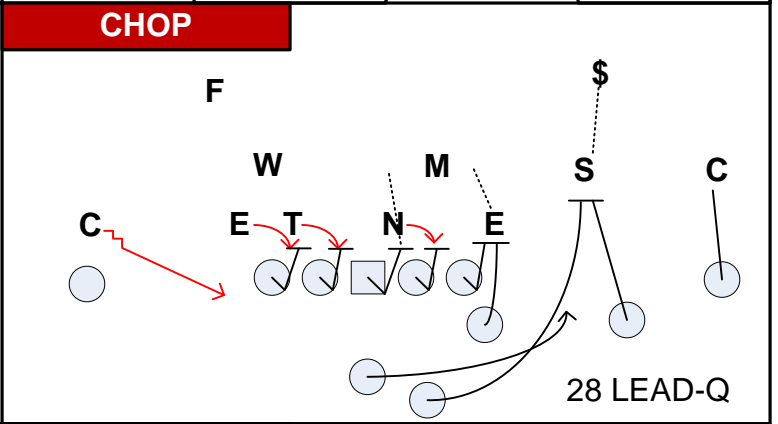
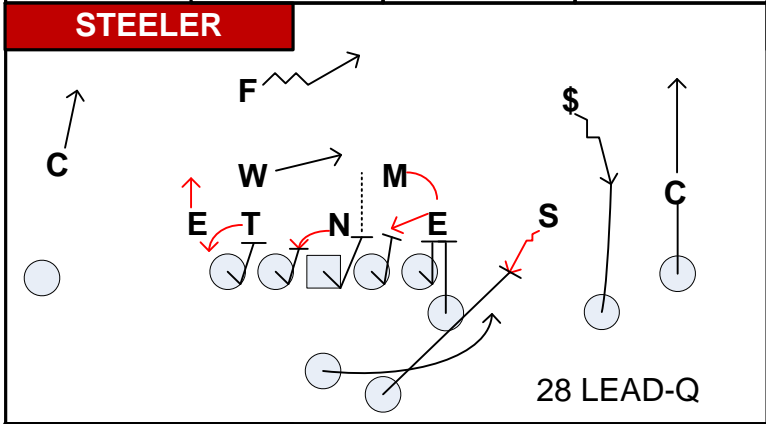
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	- REACH, RIP, OVERTAKE THE E.M.O.L.	- GAIN GROUND WITH WIDTH, REACH, RIP, OVERTAKE THE E.M.O.L. DEFENDER AND TRY TO LOCK THE BOX.	- GAIN GROUND AND RUN. THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDER AT 2 <sup>ND</sup> LEVEL
<u>PSG</u>	- REACH, RIP, OVERTAKE B GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH, RIP, OVERTAKE B GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN. THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDER AT 2 <sup>ND</sup> LEVEL
<u>C</u>	ID 1 <sup>ST</sup> LB IN THE BOX PLAYSIDE OUTSIDE IN. - REACH, RIP, OVERTAKE A GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH, RIP, OVERTAKE A GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDER AT 2 <sup>ND</sup> LEVEL
<u>BSG</u>	- REACH, RIP, OVERTAKE A GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH, RIP, OVERTAKE A GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDER AT 2 <sup>ND</sup> LEVEL
<u>BST</u>	- REACH, RIP, OVERTAKE B GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH REACH, RIP, OVERTAKE B GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDER AT 2 <sup>ND</sup> LEVEL
<u>TE/ FB</u>	- D GAP RIFLE TO SECURE C GAP AND CLIMB.	- KICK OUT RIFLE - FLIPPER TECHNIQUE WITH PST AS YOU SECURE AND CLIMB – 3 <sup>RD</sup> HAND HELP	- LOCK THE BOX, SECURE AND CLIMB
<u>QB</u>	- HAND OFF TO SWEEP, NAKED AWAY.	- SNAP BALL WHEN MOTION MAN IS AT OUTSIDE LEG OF TACKLE	
<u>TB</u>	- (LEAD)FIRST SECOND LEVEL DEFENDER IN THE C/D GAP, SECURING AND CLIMBING - BALL CARRIER CIRCLE THE FIELD	- (LEAD) = WIDE ALIGNMENT, SECURE THE FRONT AND MAKE PERIMETER BLOCKS WHOLE.	- ALERT RIFLE PLAYSIDE = KICK OUT RIFLE - (BALL CARRIER) ALERT RIFLE = PUNCTURE INSIDE KICK-OUT BLOCK
<u>FS1</u>	STYLE OF RUN PLAY: PERIMETER RUN	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	- PROTECT THE SLICE CB
<u>FS2</u>	STYLE OF RUN PLAY: PERIMETER RUN	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	
<u>BS1</u>	STYLE OF RUN PLAY: PERIMETER RUN	CFC (CROSS FIELD CUT-OFF)	CAN'T GET BEAT OVER THE TOP
<u>BS2</u>	STYLE OF RUN PLAY: PERIMETER RUN	CFC (CROSS FIELD CUT-OFF)	CAN'T GET BEAT OVER THE TOP





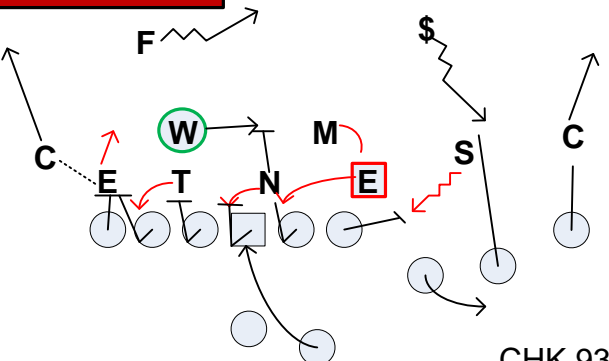
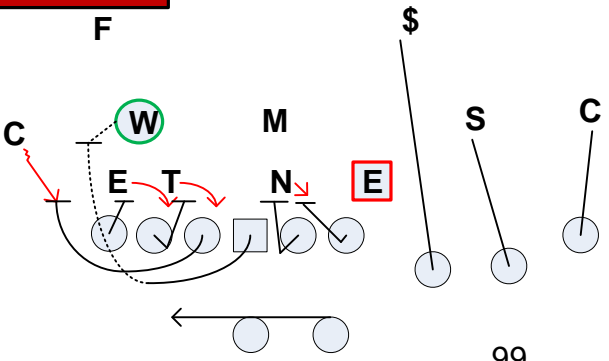
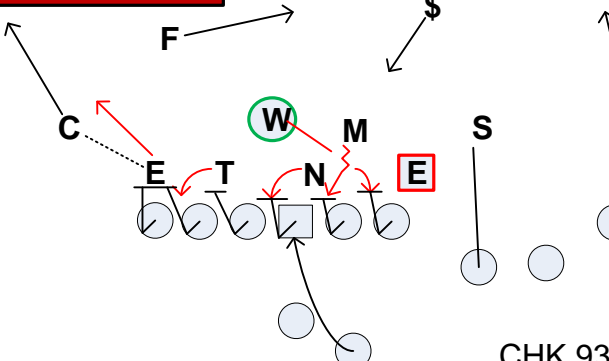
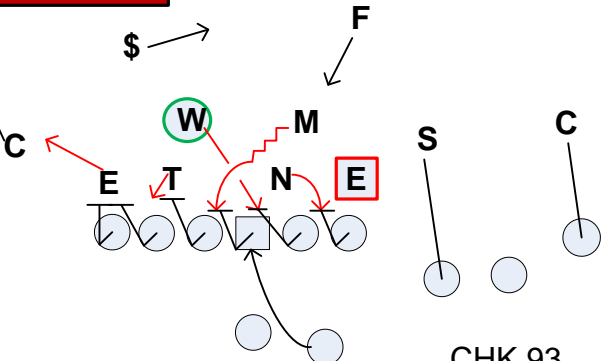
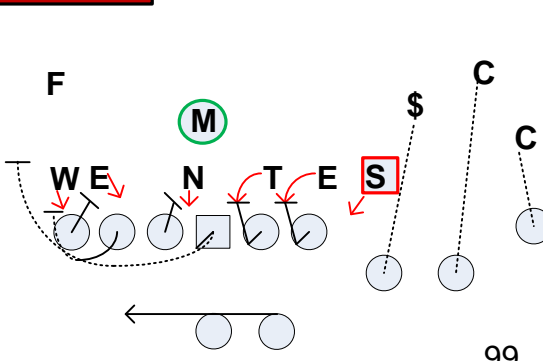
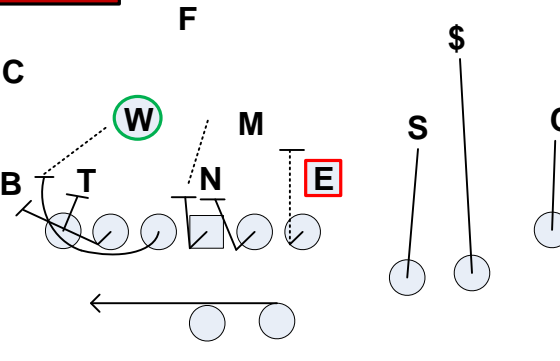
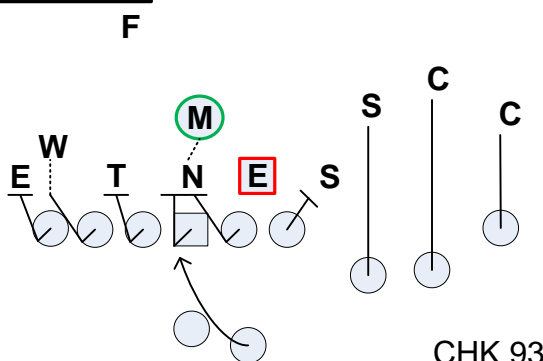
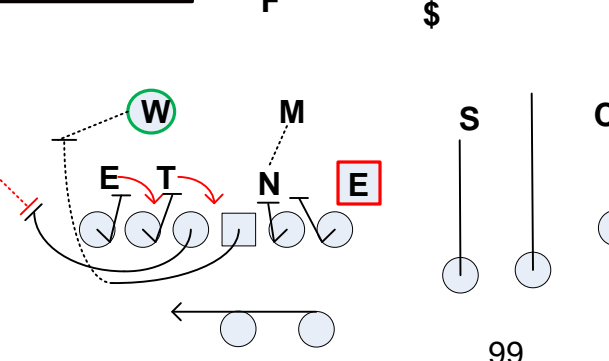
# 28/29 LEAD

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
FS KICK OUT PUNCTURE	:	GANG	GANG	-	GANG	-	BS



98/99		OVER G	UNDER
<b>CONCEPT:</b> MAN SCHEME STRETCH OUTSIDE RUN. MAN SCHEME BLOCKING FRONTSIDE. <b>FORMATION:</b> TRIPS, TREY <b>CODE WORDS:</b>			
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<b>WHITE SIDE</b> = TEX <b>BLACK SIDE</b> = GIANT <b>ODD</b> = GUT	<ul style="list-style-type: none"> <li>- GIANT = DOWN BLOCK ON THE B GAP DEFENDER</li> <li>- TEX = PULL AROUND FOR PRIMARY SUPPORT DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- CAN'T LOSE 3 TECH OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPERCUT.</li> </ul>
<u>PSG</u>	<b>WHITESIDE</b> = COLT VS G, POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = GIANT <b>ODD</b> = GUT	<ul style="list-style-type: none"> <li>- GIANT = PULL AROUND FOR PRIMARY SUPPORT DEFENDER.</li> <li>- COLT = DOWN BLOCK ON THE A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- CAN'T LOSE NG OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPERCUT.</li> <li>- PULL AND EYEBALL TE BLOCK FOR ENTRY POINT.</li> </ul>
<u>C</u>	ID USING THE MIDDLE ID SYSTEM. <b>WHITESIDE</b> = COLT VS G POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = MAN OR PULL <b>ODD</b> = A TO BSLB	<ul style="list-style-type: none"> <li>- COLT = PULL AROUND DOWN BLOCK. EYE PSLB FOR INSERT.</li> <li>- YOU = REACH SHADE PSG PULLS FOR 1<sup>ST</sup> LB PLAYSIDE</li> <li>- MAN = PULL EYEING PSLB FOR INSERT</li> </ul>	<ul style="list-style-type: none"> <li>- ANTICIPATE RUN THROUGH LB.</li> <li>- READ ENTRY POINT</li> </ul>
<u>BSG</u>	<b>WHITESIDE</b> = MAN, BACKSIDE CUTOFF <b>BLACKSIDE</b> = MAN, B-1 TO BSLB <b>ODD</b> = A-1 TO BSLB	<ul style="list-style-type: none"> <li>- WHITESIDE = BLOCK A GAP DEFENDER.</li> <li>- BLACKSIDE = REACH, RIP, AND CLIMB.</li> </ul>	<ul style="list-style-type: none"> <li>- CUT ON THE BACKSIDE.</li> </ul>
<u>BST</u>	<b>WHITESIDE</b> = B-1 TO BSLB <b>BLACKSIDE</b> = B-1 TO BSLB	<ul style="list-style-type: none"> <li>- WORK INSIDE NUMBER OF BSDE VERTICAL.</li> </ul>	<ul style="list-style-type: none"> <li>- CUT ON THE BACKSIDE</li> </ul>
<u>TE/ FB</u>	<ul style="list-style-type: none"> <li>- BLOCK PSDE.</li> </ul>	<ul style="list-style-type: none"> <li>- TEX = DOWN BLOCK – NEAR FOOT – NEAR HAND. LM – V OF THE NECK.</li> <li>- MAN = BASE BLOCK PSDE.</li> </ul>	<ul style="list-style-type: none"> <li>- MUST WIN AT P.O.A.- YOU ARE THE KEY TO THE PLAY</li> <li>- NO CROSS FACE – NO PENETRATION</li> <li>**** YOU WIN WE WIN</li> </ul>
<u>QB</u>	-HAND OFF FLAT TO RB AND CARRY OUT THE READ FAKE	<ul style="list-style-type: none"> <li>- FLAT STEP, RIDE AND READ BSDE.</li> </ul>	
<u>TB</u>	<ul style="list-style-type: none"> <li>- LANDMARK = FLAT DOWN THE LOS</li> <li>- READ = 2<sup>ND</sup> PULLER</li> <li>- TREAT PULL AND GIVE THE SAME.</li> </ul>	<ul style="list-style-type: none"> <li>- WIDE ALIGNMENT = HEELS ON QB TOES, OPEN, CROSSOVER, SPRINT TO GET ON HIP OF 2<sup>ND</sup> PULLER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT PLAYSIDE RIFLE = PUNCTURE</li> </ul>
<u>FS1</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, STALK BLOCK	
<u>FS2</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, STALK BLOCK	BLOCK THE MAN OVER. IF HE SPLITS THE DIFFERENCE WORK TO THE HIGH SAFETY
<u>BS1</u>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP, STALK BLOCK	
<u>BS2/ 3</u>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP, STALK BLOCK	



STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
<b>BS</b> CHK 93 THROW BUBBLE		CHK 93 GANG	CHK 93 GANG	GIVE		CHK 93 READ 3 TECH	=
<b>STEELER</b> 	<b>CHOP</b> 	<b>BRONCO</b> 	<b>RAIDER</b> 	<b>6-1</b> 	<b>ODD</b> 	<b>BEAR</b> 	<b>PIRATE SQUEEZE</b> 

# 86/87

**CONCEPT:**

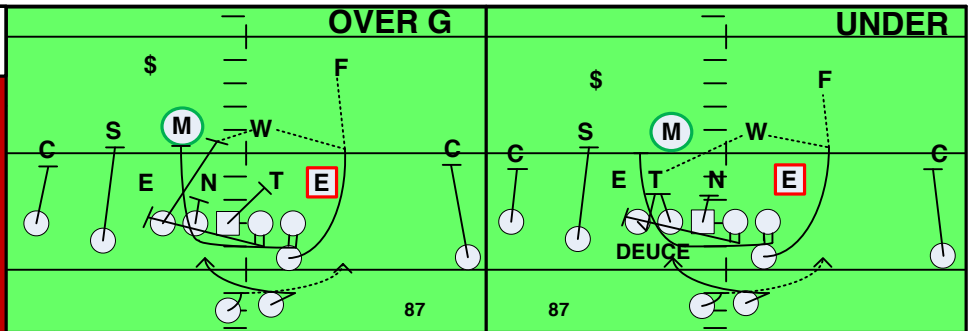
GAP SCHEME COUNTER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP, TREY IN, DEUCE UP, DEUCE IN

**CODE WORDS:**

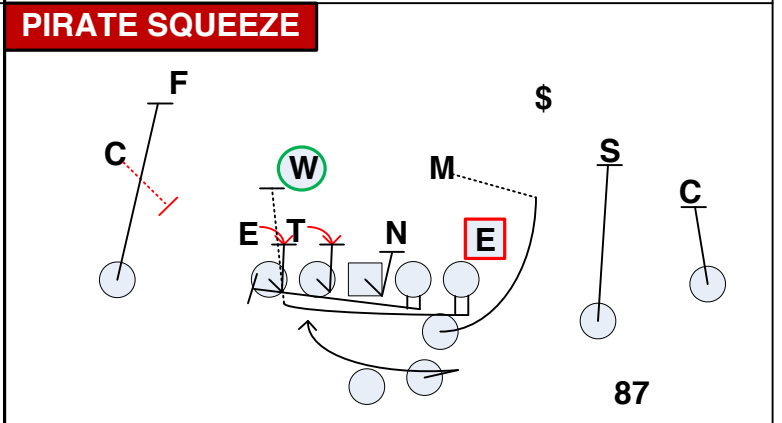
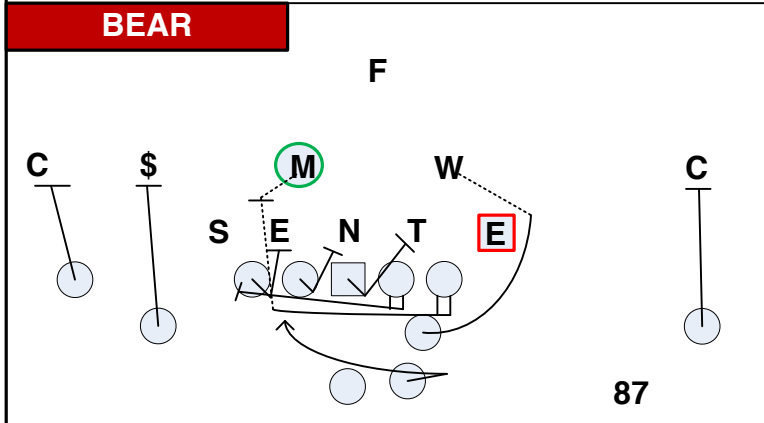
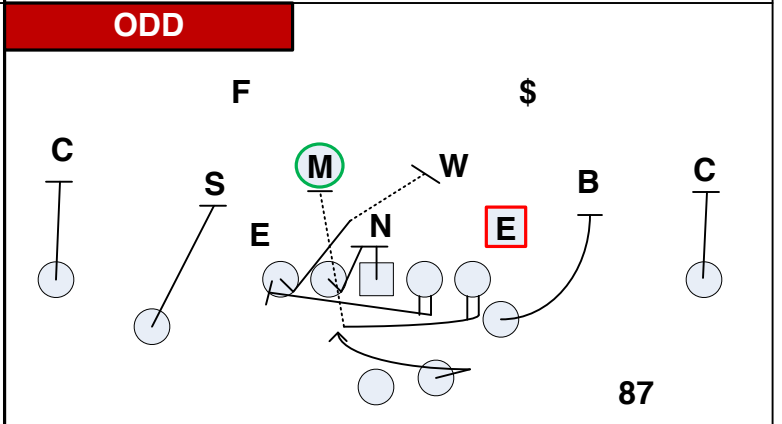
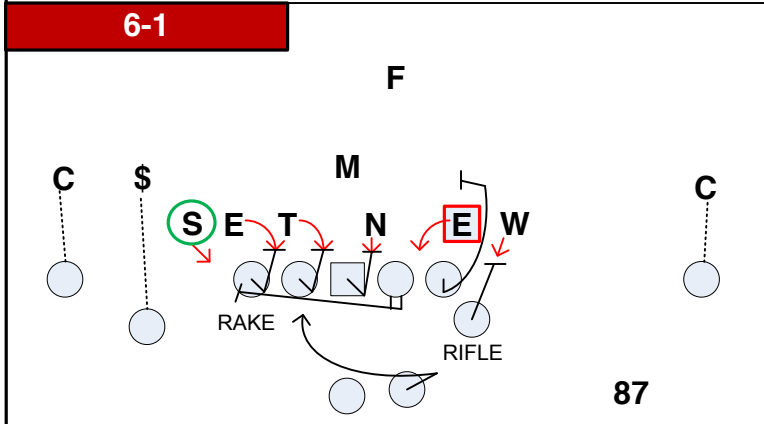
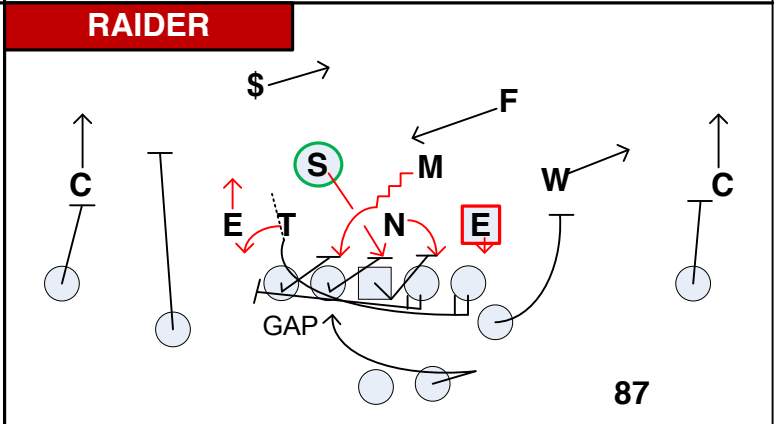
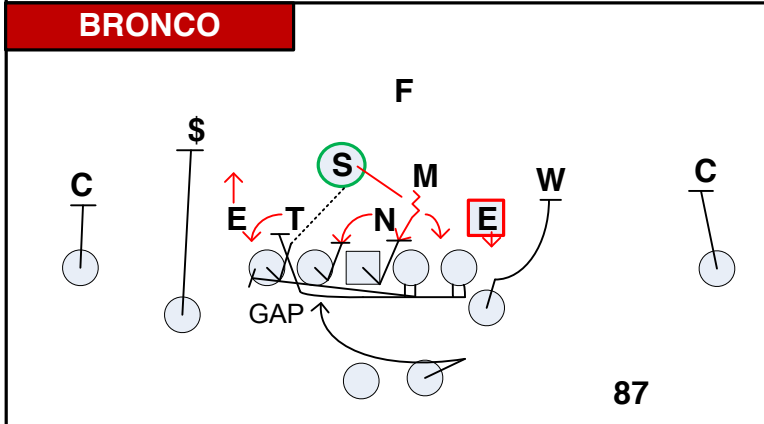
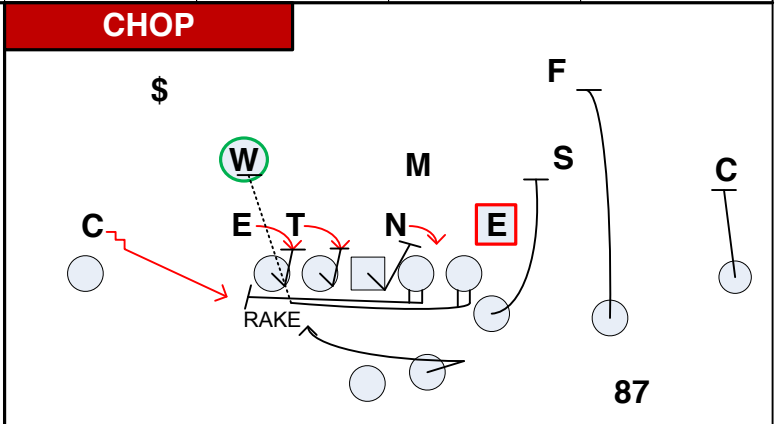
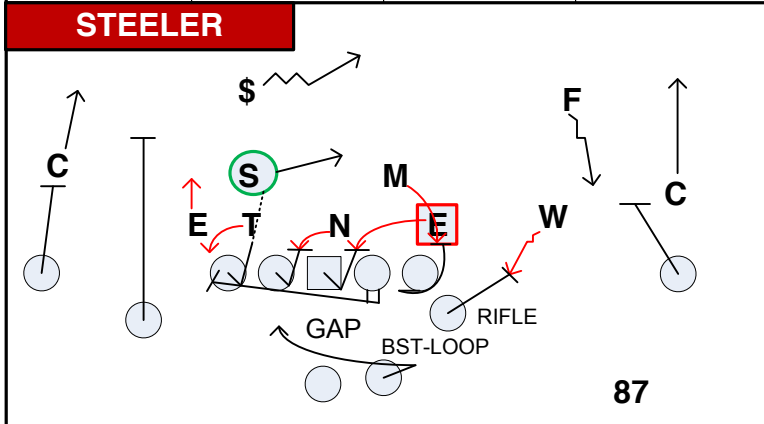
86/87 = TELLS THE BST TACKLE HE IS THE SECOND PULLER. REAMER IS RESPONSIBLE FOR ID LB. "TOPPER"



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS.</li> <li><b>BLACKSIDE</b> = REVERSE DEUCE TO ONE PAST THE ID</li> </ul>	<ul style="list-style-type: none"> <li>- WORK TRACK THROUGH YOUR B GAP TO BSLB.</li> <li>- WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB. (#1 PAST THE ID)</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS.</li> <li>- STAY SQUARE TO L.O.S. WHILE WORKING BACK ON WHITESIDE.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. "READY TO RAKE"</li> </ul>
<b>PSG</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = BLOCK DOWN A GAP DEFENDER</li> <li><b>BLACKSIDE</b> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT.</li> <li>- STAY SQUARE ON REVERSE DEUCE BLOCK KEEPING LB SIDE ARM FREE, SECURE YOU'RE A GAP TO BSLB. (#1 PAST THE ID)</li> </ul>	<ul style="list-style-type: none"> <li>- MUST STOP PENETRATION ON DOWN BLOCK, SO PULLER CAN GET AROUND.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>- ID 1<sup>st</sup> LB IN THE BOX PS OUTSIDE IN.</li> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD.</li> <li><b>BLACKSIDE</b> = BLOCK BACK ON A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT.</li> <li>- WORK BACK AND SECURE WITH "RIFLE" CALL</li> </ul>	<ul style="list-style-type: none"> <li>- HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> </ul>
<b>BSG</b>	<ul style="list-style-type: none"> <li>- PULL FLAT WORKING INTO THE L.O.S. AND KICKOUT/LOG FIRST DEFENDER OUTSIDE OF PST.</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL FLAT WORKING A TRACK INTO THE L.O.S.</li> <li>- KICK OUT BOX PLAYER, LOG A WRONG ARM DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- DON'T GET DEPTH IN YOUR PULL, STAY FLAT AND WORK A GOOD TRACK TO KICK OUT OR LOG THE DEFENDER. TOO MUCH DEPTH LEAVES A CREASE.</li> </ul>
<b>BST</b>	<ul style="list-style-type: none"> <li>- PULL BEHIND OG WORKING OFF HIS BLOCK. WORK 1 X 1 BEHIND PULLING GUARD. "REAMER"</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL BEHIND OG, REAM BEHIND KICK OUT, WRAP AROUND LOG BLOCK VERTICAL TO IDLB.</li> </ul>	<ul style="list-style-type: none"> <li>- GET DEPTH TO CLEAR KICK/LOG BLOCK BY THE PULLING GUARD.</li> <li>- LOOP VS. RIFLE</li> <li>- READ THE KICK BLOCK</li> </ul>
<b>TE/ FB</b>	<ul style="list-style-type: none"> <li>- D GAP RIFLE TO SECURE AND CLIMB</li> </ul>	<ul style="list-style-type: none"> <li>- ARC AND SECURE BOX TO SECONDARY DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- NEVER PASS UP OPPOSITE COLOR JERSEY ON WAY TO SECONDARY DEFENDER.</li> </ul>
<b>QB</b>	<ul style="list-style-type: none"> <li>- READ BSDE.</li> <li>- IF GIVE CONTINUE SPRINT FAKE</li> </ul>	<ul style="list-style-type: none"> <li>- BRING THE BALL TO THE RB</li> <li>- OPEN TO THE RB</li> </ul>	<ul style="list-style-type: none"> <li>- GIVE = TUCK GHOST BALL</li> </ul>
<b>TB</b>	<ul style="list-style-type: none"> <li>- LANDMARK = PS A GAP.</li> <li>- READ = PS A GAP TO HIP OF PULLING TACKLE.</li> </ul>	<ul style="list-style-type: none"> <li>- (AWAY FROM CALL) BASE ALIGNMENT (3 FEET) HEELS ON TOES OF QB = FLASH AWAY.</li> </ul>	<ul style="list-style-type: none"> <li>- TAKE THE BALL TO THE FEET OF THE OL.</li> <li>- OPEN A GAP TAKE IT, A GAP CLOSED FOLLOW HIP OF PULLING TACKLE (NOT A CUTBACK PLAY)</li> </ul>
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	<ul style="list-style-type: none"> <li>- FSSS – SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER</li> </ul>	<ul style="list-style-type: none"> <li>- INSIDE RUN, COME TO BALANCE</li> </ul>
<b>FS2</b>	STYLE OF RUN PLAY: COMBO	<ul style="list-style-type: none"> <li>- MAN ON, NOSE UP, INSIDE NUMBER</li> </ul>	<ul style="list-style-type: none"> <li>- INSIDE RUN, COME TO BALANCE</li> </ul>
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP	
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP	

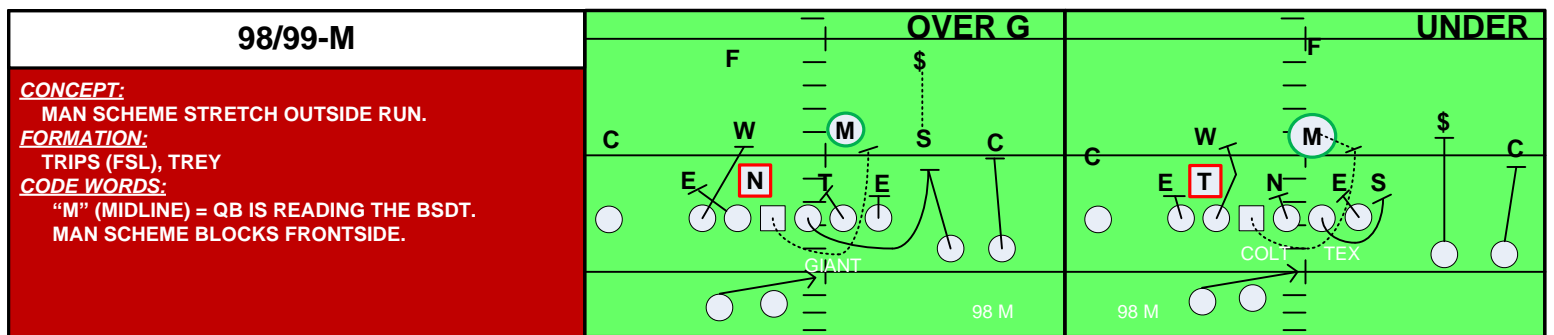


STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GAP CALL BST LOOP PULL/KNIFE	FS RAKE DE	GAP CALL	GAP CALL	LOOP PULL/KNIFE	-	BACK	RAKE DE



98/99 BUMP		OVER G	UNDER
<p><b>CONCEPT:</b> MAN SCHEME STRETCH OUTSIDE RUN. MAN SCHEME BLOCKING FRONTSIDE.</p> <p><b>FORMATION:</b> TRIPS, TREY</p> <p><b>CODE WORDS:</b> BUMP (BOZO+DUMP) = QB IS READING THE BSLB. MAN SCHEME BLOCKS FRONTSIDE. ZOMBIE RULES BACKSIDE</p>			
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<b>WHITE SIDE</b> = TEX <b>BLACK SIDE</b> = GIANT <b>ODD</b> = GUT	<ul style="list-style-type: none"> <li>- GIANT = DOWN BLOCK ON THE B GAP DEFENDER</li> <li>- TEX = PULL AROUND FOR PRIMARY SUPPORT DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- CAN'T LOSE 3 TECH OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPERCUT.</li> </ul>
<u>PSG</u>	<b>WHITESIDE</b> = COLT VS G, POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = GIANT <b>ODD</b> = GUT	<ul style="list-style-type: none"> <li>- GIANT = PULL AROUND FOR PRIMARY SUPPORT DEFENDER.</li> <li>- COLT = DOWN BLOCK ON THE A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- CAN'T LOSE NG OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPERCUT.</li> <li>- PULL AND EYEBALL TE BLOCK FOR ENTRY POINT.</li> </ul>
<u>C</u>	ID USING THE MIDDLE ID SYSTEM. <b>WHITESIDE</b> = COLT VS G POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = MAN OR PULL <b>ODD</b> = A TO BSLB	<ul style="list-style-type: none"> <li>- COLT = PULL AROUND DOWN BLOCK. EYE PSLB FOR INSERT.</li> <li>- YOU = REACH SHADE PSG PULLS FOR 1<sup>ST</sup> LB PLAYSIDE</li> <li>- MAN = PULL EYEING PSLB FOR INSERT</li> </ul>	<ul style="list-style-type: none"> <li>- ANTICIPATE RUN THROUGH LB.</li> <li>- READ ENTRY POINT</li> </ul>
<u>BSG</u>	<b>WHITESIDE</b> = MAN <b>BLACKSIDE</b> = MAN <b>ODD</b> = A TO BSLB	<ul style="list-style-type: none"> <li>- WHITESIDE = BLOCK A GAP DEFENDER.</li> <li>- BLACKSIDE = MAN 3 TECH, INSIDE V AIMING POINT.</li> </ul>	<ul style="list-style-type: none"> <li>- WORK VERTICAL ON BACK BLOCK ON LOCK CALL, DON'T LOSE 3 TECH OVER THE TOP.</li> <li>- TREAT BACKSIDE LIKE ZOMBIE.</li> </ul>
<u>BST</u>	<b>WHITESIDE</b> = MAN BSDE <b>BLACKSIDE</b> = MAN BSDE	<ul style="list-style-type: none"> <li>- WORK INSIDE NUMBER OF BSDE VERTICAL.</li> </ul>	<ul style="list-style-type: none"> <li>- TREAT BACKSIDE LIKE ZOMBIE.</li> </ul>
<u>TE/ FB</u>	<ul style="list-style-type: none"> <li>- BLOCK PSDE.</li> </ul>	<ul style="list-style-type: none"> <li>- TEX = DOWN BLOCK – NEAR FOOT – NEAR HAND. LM – V OF THE NECK.</li> <li>- MAN = BASE BLOCK PSDE.</li> </ul>	<ul style="list-style-type: none"> <li>- MUST WIN AT P.O.A. - YOU ARE THE KEY TO THE PLAY</li> <li>- NO CROSS FACE – NO PENETRATION</li> <li>**** YOU WIN WE WIN</li> </ul>
<u>QB</u>	<ul style="list-style-type: none"> <li>- READ BSLB.</li> <li>- STATIC=GIVE</li> <li>- CHASE=THROW TO UNCOVERED (IF COVERED DOWN, KEEP)</li> </ul>	<ul style="list-style-type: none"> <li>- FLAT STEP, RIDE AND READ BSLB.</li> </ul>	
<u>TB</u>	<ul style="list-style-type: none"> <li>- LANDMARK = FLAT DOWN THE LOS</li> <li>- READ = 2<sup>ND</sup> PULLER</li> <li>- TREAT PULL AND GIVE THE SAME.</li> </ul>	<ul style="list-style-type: none"> <li>- WIDE ALIGNMENT = HEELS ON QB TOES, OPEN, CROSSOVER, SPRINT TO GET ON HIP OF 2<sup>ND</sup> PULLER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT PLAYSIDE RIFLE = PUNCTURE</li> </ul>
<u>FS</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, STALK BLOCK	
<u>BS1</u>	STYLE OF RUN PLAY: COMBO	KEEP = NOSE UP STALK BLOCK BUB, H-DUMP = BLOCK FOR BUBBLE (MDM NOSE UP, O/S #, STALK BLOCK)	
<u>BS2</u>	STYLE OF RUN PLAY: COMBO	KEEP = NOSE UP STALK BLOCK BUB, H-DUMP = RUN BUBBLE	
<u>BS3</u>	STYLE OF RUN PLAY: COMBO	KEEP = NOSE UP STALK BLOCK BUB, H-DUMP = RUN THE DUMP ROUTE - VS. MAN COV. = RUN SLANT	



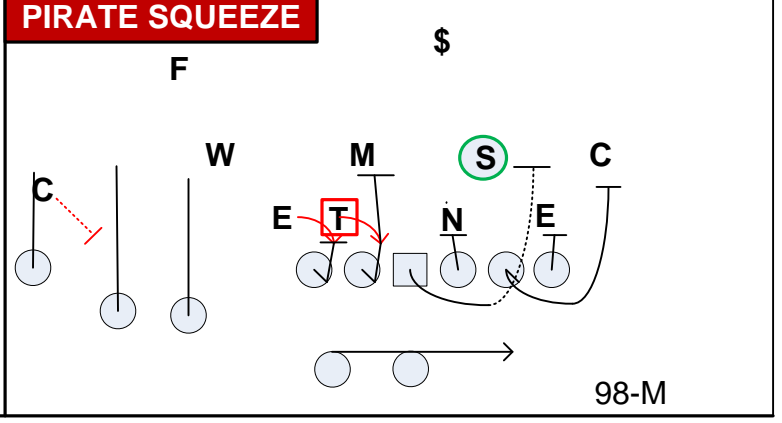
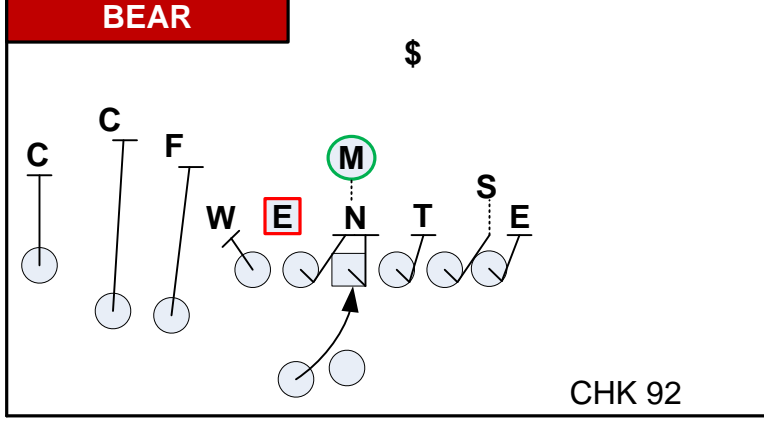
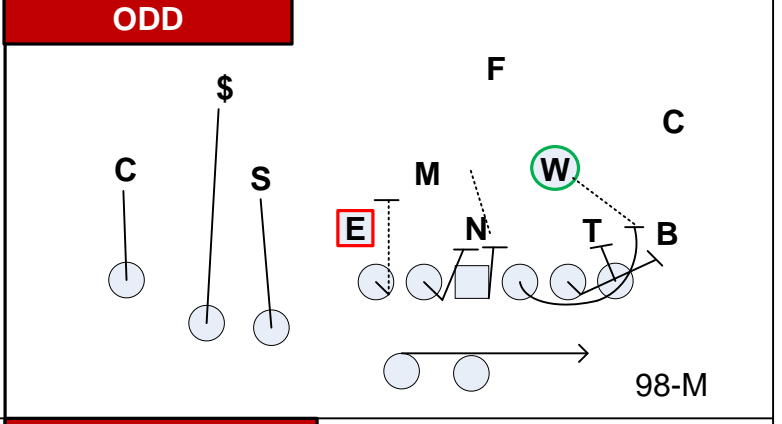
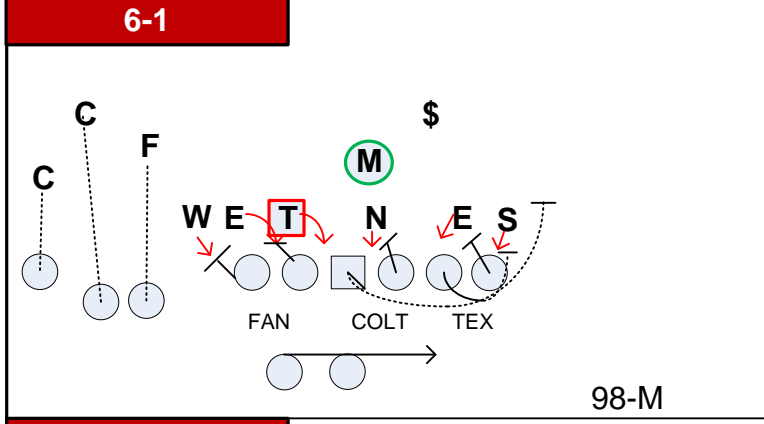
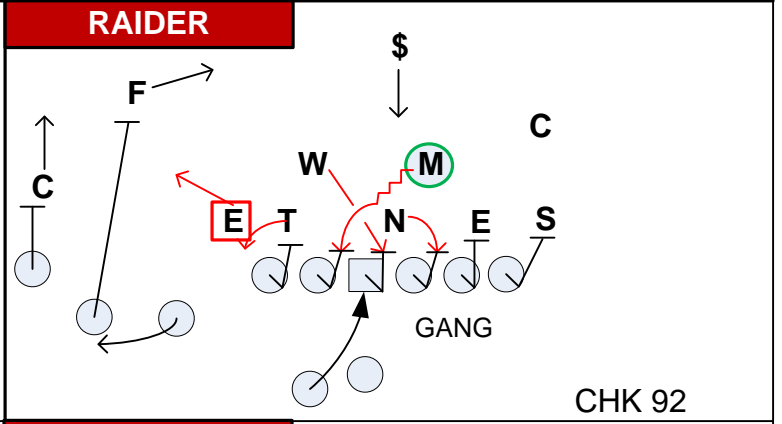
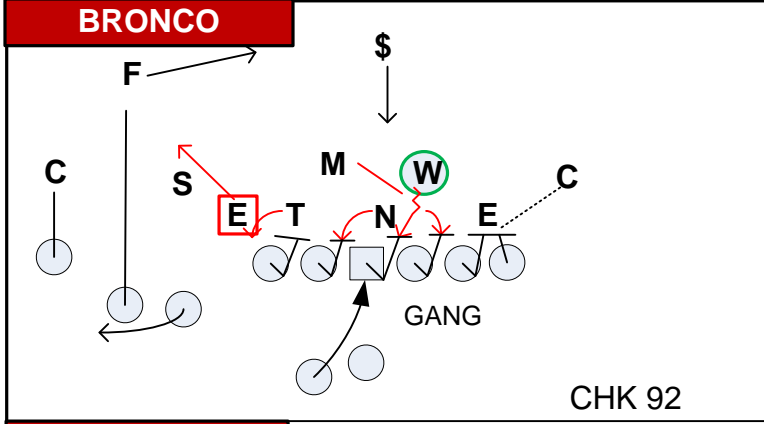
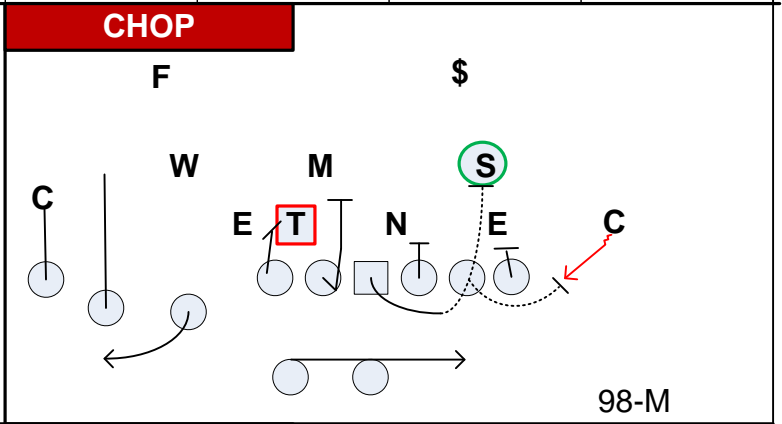
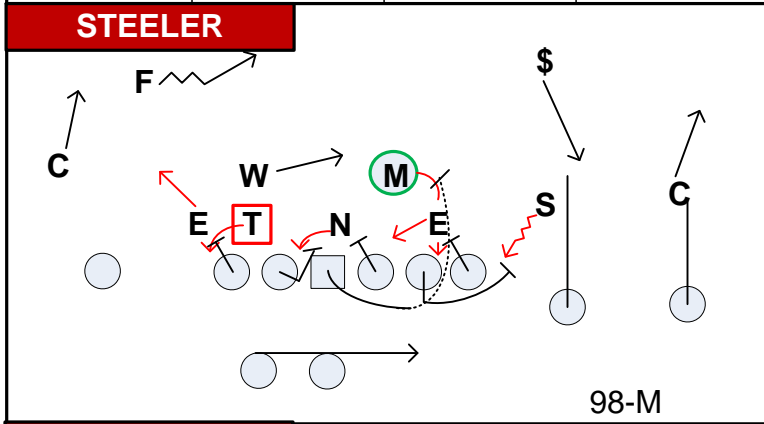


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<b>WHITE SIDE</b> = TEX <b>BLACK SIDE</b> = GIANT <b>ODD</b> = GUT	- GIANT = DOWN BLOCK ON THE B GAP DEFENDER - TEX = PULL AROUND FOR PRIMARY SUPPORT DEFENDER.	- CAN'T LOSE 3 TECH OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPER CUT.
<u>PSG</u>	<b>WHITESIDE</b> = COLT VS G, POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = GIANT <b>ODD</b> = GUT	- GIANT = PULL AROUND FOR PRIMARY SUPPORT DEFENDER. - COLT = DOWN BLOCK ON THE A GAP DEFENDER.	- CAN'T LOSE NG OVER THE TOP ON DOWN BLOCK. BITE THE PAD TIP AND UPPER CUT. - PULL AND EYEBALL TE BLOCK FOR ENTRY POINT.
<u>C</u>	ID USING THE MIDDLE ID SYSTEM. <b>WHITESIDE</b> = COLT VS G POSSIBLE "YOU" CALL VS SHADE <b>BLACKSIDE</b> = MAN OR PULL <b>ODD</b> = A TO BSLB	- COLT = PULL AROUND DOWN BLOCK. EYE PSLB FOR INSERT. - YOU = REACH SHADE PSG PULLS FOR 1 <sup>ST</sup> LB PLAYSIDE - MAN = PULL EYEING PSLB FOR INSERT	- ANTICIPATE RUN THROUGH LB. - READ ENTRY POINT
<u>BSG</u>	<b>WHITESIDE</b> = BLOCK OUT ON DE <b>BLACKSIDE</b> = RELEASE TO BSLB <b>ODD</b> = A	- WHITESIDE = SECURE DE OFF BST. - BLACKSIDE = IN-UP RELEASE-LOW AND QUICK	
<u>BST</u>	<b>WHITESIDE</b> = RELEASE TO 1 PAST THE I.D. <b>BLACKSIDE</b> = BASE CUT-OFF	- WHITESIDE - SECURE THE BSLB FOR THE QB TO RUN IN THE B-GAP	
<u>TE/ FB</u>	- BLOCK PSDE.	- TEX = DOWN BLOCK – NEAR FOOT – NEAR HAND. LM – V OF THE NECK. - MAN = BASE BLOCK PSDE.	- MUST WIN AT P.O.A. - YOU ARE THE KEY TO THE PLAY - NO CROSS FACE – NO PENETRATION **** YOU WIN WE WIN
<u>QB</u>	- READ 1 <sup>st</sup> DL BACKSIDE OF CENTER	- FLAT STEP, RIDE AND READ DT.	
<u>TB</u>	- LANDMARK = FLAT DOWN THE LOS - READ = 2 <sup>ND</sup> PULLER - TREAT PULL AND GIVE THE SAME.	- WIDE ALIGNMENT = HEELS ON QB TOES, OPEN, CROSSOVER, SPRINT TO GET ON HIP OF 2 <sup>ND</sup> PULLER.	- ALERT PLAYSIDE RIFLE = PUNCTURE
<u>FS1</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, STALK BLOCK	
<u>FS2</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, STALK BLOCK	BLOCK THE MAN OVER. IF HE SPLITS THE DIFFERENCE WORK TO THE HIGH SAFETY
<u>BS1</u>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP, STALK BLOCK	
<u>BS2/ 3</u>	STYLE OF RUN PLAY: COMBO	KEEP BLOCK - MAN ON, NOSE UP, STALK BLOCK	





STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
		CHECK 92 GANG	CHECK 92 GANG	GIVE	CHECK 92 BANJO	CHECK 92	-



# 12/13 BASH

**CONCEPT:**

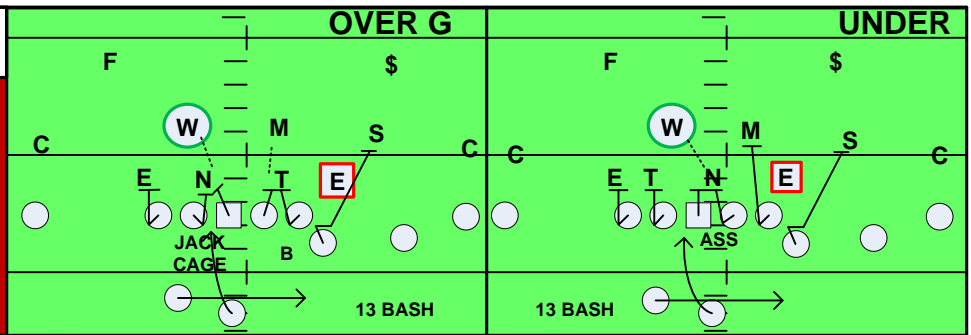
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TREY (UP), TRIO

**CODE WORDS:**

BASH = QB IS READING THE BSDE. RB IS HORIZONTAL SPEED STRETCH.



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	WHITE SIDE = GUT (POSSIBLE MAN) BLACK SIDE = MAN ODD = GUT	MAN = INSIDE V AIMING POINT GUT = WEDGE 90 TO THE ID LB	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - POSSIBLE OUT CALL = TRACKS
<b>PSG</b>	WHITESIDE = SHADE - GUT G - CAGE (JACK) BLACKSIDE = CAGE (ASS = MAN) ODD = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = JACK DT TO ID LB - MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. WHITESIDE = SHADE - MAN G - CAGE (JACK) BLACKSIDE = SHADE - ASS G - CAGE ODD = A TO BSLB	- CAGE = JACK G TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).	- (JACK) WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT. - OUTSIDE B GAP WORK CAGE. - OUT CALL = TRACKS
<b>BSG</b>	WHITESIDE = SHADE - MAN / ASS G - MAN / B BLACKSIDE = B ODD = A (JACK) TO BSLB	- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL. - B = DELIVER 3 TECH TO BST UP TO BSLB. - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - STAY SQUARE ON "B" WITH EYES ON BSLB . - POSSIBLE TRACKS - BASE = MAN
<b>BST</b>	WHITESIDE = MAN/SIFT/B BASED ON BSLB 1 PAST THE ID ALIGNMENT. BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT. ODD = MAN	- SIFT TECHNIQUE WORK VERTICAL TO BSLB LEAVE BSDE FOR QB READ. (READ-REACT) - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- OUT CALL = TRACKS. - POTENTIAL LOOP TO VEER 5 VS. RIFLE PROFILE. - TE IS PROTECTING THE RIFLE SO DO NOT BLOCK OUT. - NEVER BLOCK THE READ KEY
<b>TE</b>	- D GAP RIFLE TO SECURE AND CLIMB - INFLUENCE BSDE	- NOD BSDE, MINI ARC AND SECURE BOX TO SECONDARY DEFENDER.	- HARD FOOTWORK TO INFLUENCE BSDE. - NEVER PASS UP OPPOSITE COLOR JERSEY ON WAY TO SECONDARY DEFENDER.
<b>TB</b>	- LANDMARK = CIRCLE THE FIELD. POSSIBLE DUCK VS. RIFLE. - IF THE QB PULLS, SELL THE FAKE.	- BASE ALIGNMENT (HEELS @ QB'S TOES - INSIDE FOOT ON GUARD'S O/S FOOT) = OPEN LATERAL STEP FLAT TO MESH.	- ARMS ON BODY. - SPRINT THROUGH THE MESH - VS. RIFLE, POSSIBLE DUCK.
<b>QB</b>	- READ BSDE.	- SLIDE STEP BACKSIDE. - IF KEEP, LANDMARK = P/S LEG OF CENTER.	- VS. RIFLE = GIVE - IF KEEP, PRESS THE HEELS OF THE O-LINE.
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2/3</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	- SUPPORT TO MAN ON, NOSE UP STALK BLOCK	- GIVE THE RB A TWO WAY GO
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP O/S # STALK BLOCK	- ARC TO NOSE-UP DEFENDER - OUTSIDE # BLOCK



# 12/13 BASH

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GIVE ES OUT CALL	BS GIVE ES OUT CALL	GANG	GANG	LOOP GIVE	BANJO	READ 3 TECH LOOP GIVE	BS LOOP = GIVE
<b>STEELER</b>	<b>CHOP</b>						
13 BASH	13 BASH						
<b>BRONCO</b>	<b>RAIDER</b>						
13 BASH	13 BASH						
<b>6-1</b>	<b>ODD</b>						
13 BASH	13 BASH						
<b>BEAR</b>	<b>PIRATE SQUEEZE</b>						
13 BASH	13 BASH						

# 92/93 BLOCK

**CONCEPT:**

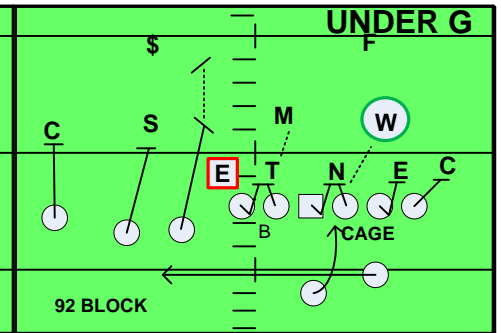
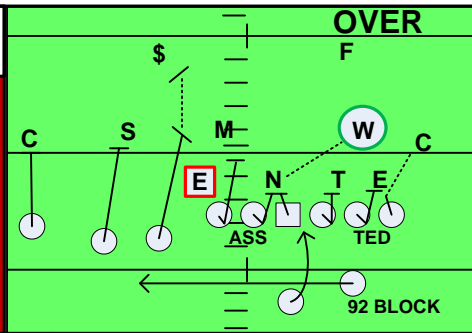
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TRIPS, TREY, DEUCE

**CODE WORDS:**

BLOCK = BST STAYS ON VEER END (NO LOOP VS. RIFLE)



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	WHITESIDE = GUT (POSSIBLE MAN) BLACKSIDE = MAN ODD = GUT	MAN = INSIDE V AIMING POINT GUT = WEDGE 90 TO THE ID LB	- VERTICAL PUSH ON DEFENDER, STAY SQUARE.
<b>PSG</b>	WHITESIDE = SHADE - GUT G - CAGE (JACK) BLACKSIDE = CAGE (ASS = MAN) ODD = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = JACK DT TO ID LB - MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE.
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. WHITESIDE = SHADE - MAN G - CAGE (JACK) BLACKSIDE = SHADE - ASS G - CAGE ODD = A TO BSLB	- CAGE = JACK DT TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).	- WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT. OUTSIDE B GAP WORK CAGE.
<b>BSG</b>	WHITESIDE = SHADE - MAN / ASS G - MAN / B BLACKSIDE = B ODD = A (JACK) TO BSLB	- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL. - B = DELIVER 3 TECH TO BST UP TO BSLB. - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - STAY SQUARE ON "B" WITH EYES ON BSLB .
<b>BST</b>	WHITESIDE = MAN/SIFT BASED ON BSLB 1 PAST THE ID ALIGNMENT. BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT. LOCK AND BLOCK DE ON RIFLE	- SIFT TECHNIQUE WORK VERTICAL TO BSLB LEAVE BSDE FOR QB READ. (READ-REACT) - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- RIFLE PROFILE OR VEER 5 = LOCK ON DE
<b>TE</b>	- POSSIBLE TED W/PST TO #1 PAST ID FRONT SIDE. - MAN/TED -	- MAN = INSIDE V - TED = WEDGE 90, TAKEOVER DE TO #1 PAST THE ID.	- IF #1 IS WIDE, RELEASE STRAIGHT TO HIM. - RIFLE CALL MAN ON MAN OUTSIDE - RIFLE PROFILE = GANG CALL - SMOKE CALL=RIFLE WITH THREAT OF #4
<b>QB</b>	- READ C-GAP DEFENDER	- SLIDE STEP BACKSIDE. - IF KEEP, LANDMARK = P/S LEG OF CENTER.	- VS. RIFLE = READ RIFLE - IF KEEP, PRESS THE HEELS OF THE O-LINE.
<b>TB</b>	- LANDMARK = CIRCLE THE FIELD. POSSIBLE DUCK VS. RIFLE. - IF THE QB PULLS, SELL THE FAKE.	- BASE ALIGNMENT (HEELS @ QB'S TOES - INSIDE FOOT ON GUARD'S O/S FOOT) = OPEN LATERAL STEP FLAT TO MESH.	- ARMS ON BODY. - SPRINT THROUGH THE MESH - VS. RIFLE, POSSIBLE DUCK.
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP STALK BLOCK	- GIVE THE RB A TWO WAY GO
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP O/S # STALK BLOCK	- ARC TO NOSE-UP DEFENDER - OUTSIDE # BLOCK
<b>BS3</b>	STYLE OF RUN PLAY: COMBO	- SECURE BOX AND CLIMB	- ARC TO NOSE-UP DEFENDER - OUTSIDE # BLOCK



# 92/93 BLOCK

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GANG READ RIFLE	GANG	GANG	GANG	RAKE END READ RIFLE	BANJO OR TRACKS	READ 3 TECH, BLOCK OUT GIVE	GANG
<p><b>STEELER</b></p> <p>92 BLOCK</p>	<p><b>CHOP</b></p> <p>92 BLOCK</p>	<p><b>BRONCO</b></p> <p>92 BLOCK</p>	<p><b>RAIDER</b></p> <p>92 BLOCK</p>	<p><b>6-1</b></p> <p>92 BLOCK</p>	<p><b>ODD</b></p> <p>92 BLOCK</p>	<p><b>BEAR</b></p> <p>92 BLOCK</p>	<p><b>PIRATE SQUEEZE</b></p> <p>92 BLOCK</p>

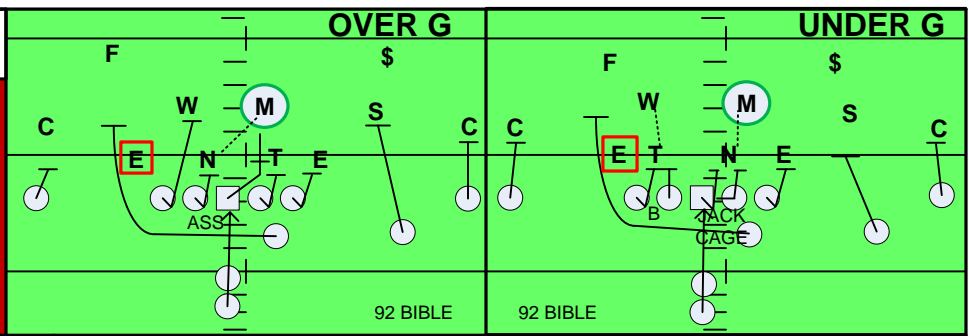
# 92/93 BIBLE

**CONCEPT:**

TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

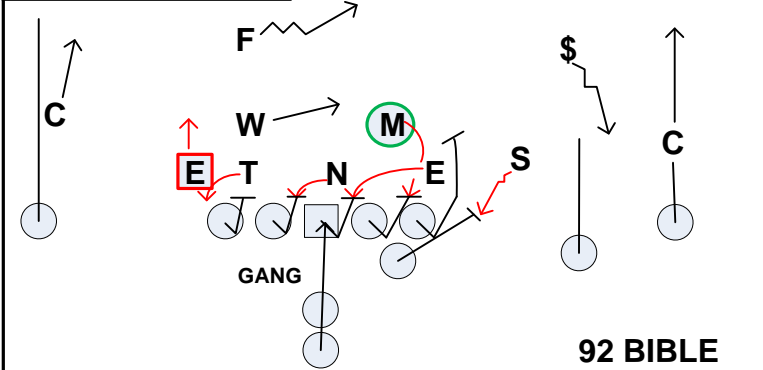
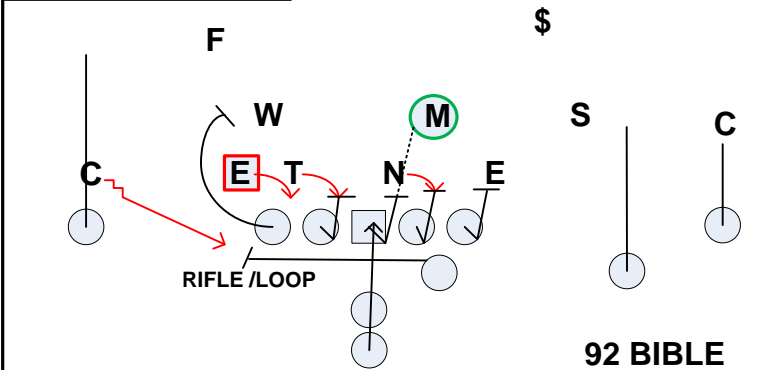
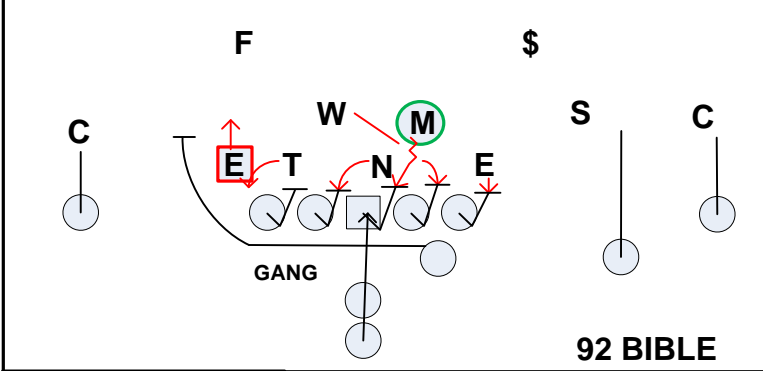
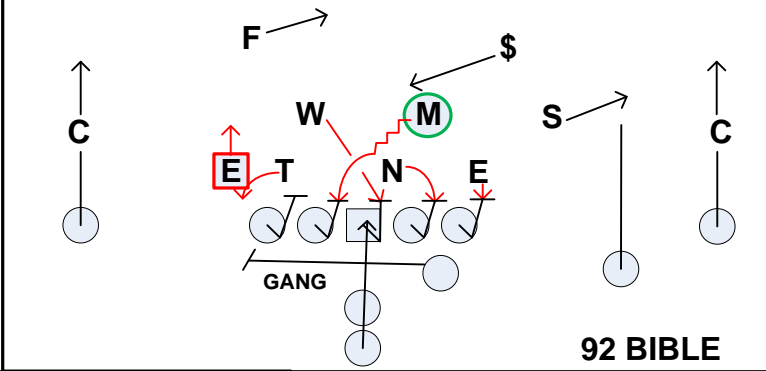
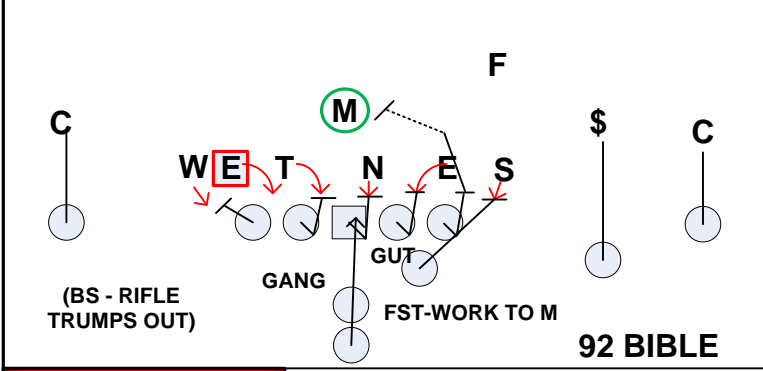
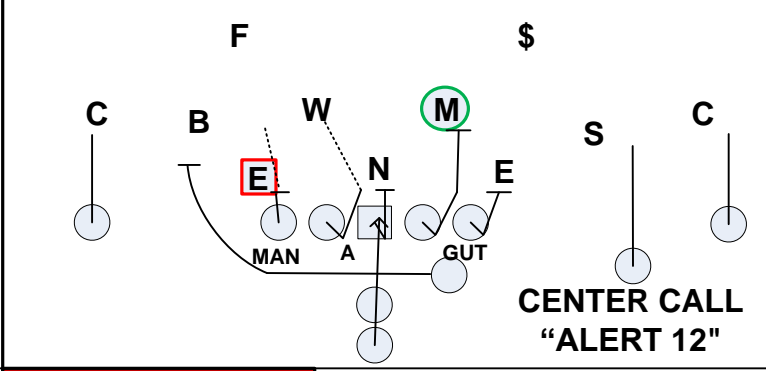
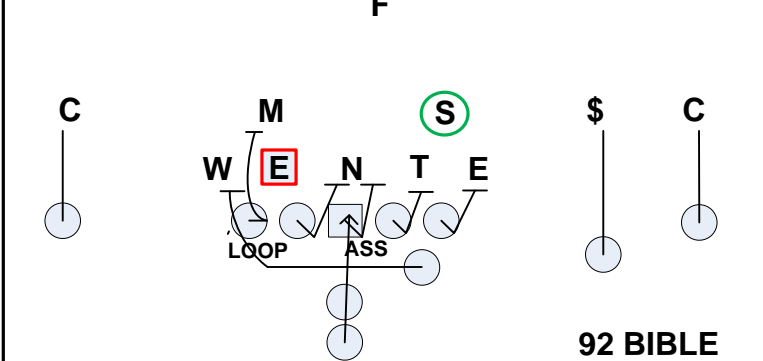
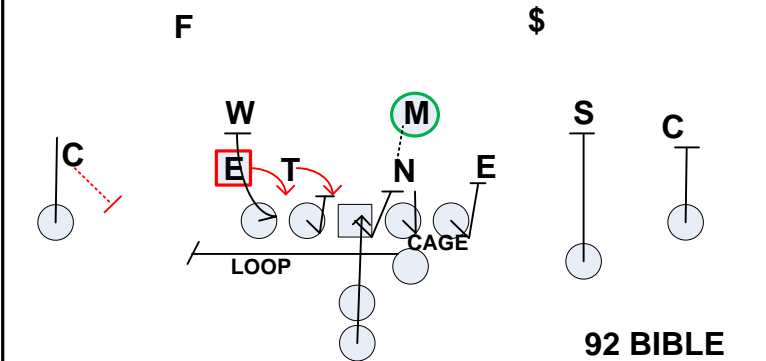
TREY IN



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<p>WHITE SIDE = CAGE (POSSIBLE MAN)                      BLACK SIDE = MAN                      ODD = GUT</p>	<p>MAN = INSIDE V AIMING POINT</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE.                      - GANG VS. RIFLE</p>
<b>PSG</b>	<p>WHITESIDE = SHADE - GUT                      G - CAGE                      BLACKSIDE = CAGE (ASS - MAN)                      ODD = GUT</p>	<p>- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB.                      - CAGE = JACK G UP TO ID LB                      VERTICAL PUSH ON THE DEFENDER</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE.                      - GANG VS. RIFLE</p>
<b>C</b>	<p>ID USING MIDDLE ID SYSTEM.                      WHITESIDE = SHADE - MAN                      G - CAGE                      BLACKSIDE = SHADE - ASS                      G - CAGE                      ODD = A TO BSLB</p>	<p>- CAGE - G WITH OG UP TO ID LB.                      - MAN INSIDE V AIMING POINT.                      - ASS - DELIVER BS SHADE TO BSG UP TO ID LB                      - A - WEDGE 90 UP TO BSLB.</p>	<p>- WORK CAGE TO ID LB B GAP LEVERAGE OUT.                      - POSSIBLE GANG VS. RIFLE OR MIDDLE PRESSURE.                      - ODD = CHK 12/13. ALERT O-LINE.</p>
<b>BSG</b>	<p>WHITESIDE = SHADE - MAN/POSSIBLE A                      G - MAN / B                      BLACKSIDE = B                      ODD = A(JACK) TO BSLB</p>	<p>- MAN - WEDGE 90 WORK PS NUMBER VERTICAL                      - ASS - WEDGE 90 TAKEOVER SHADE VERTICAL.                      - B - DELIVER 3 TECH TO BST UP TO BSLB.                      - A - DELIVER NG TO OC UP TO BSLB.                      #1 PAST THE ID</p>	<p>- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP.</p>
<b>BST</b>	<p>WHITESIDE = MAN/SIFT/B BASED ON BSLB 1 PAST THE ID ALIGNMENT AND A GAP DEFENDER.                      BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT.                      ODD = MAN</p>	<p>- SIFT TECHNIQUE WORK VERTICAL TO BSLB LEAVE BSDE FOR CRUNCH. (READ - REACT)                      - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK.                      - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.</p>	<p>- NEVER BLOCK THE READ KEY                      - RIFLE PROFILE = LOOP</p>
<b>TE/FB</b>	<p>- BLOCK RIFLE FRONTSIDE OR BACKSIDE                      - SECURE BOX TO ALLEY DEFENDER                      - VS. ODD, CHECK 12/13. WORK BACKSIDE ONLY.</p>	<p>- INFLUENCE DE.                      - AVOID WRONG ARM DE AT ALL COSTS.</p>	<p>- CHECK RIFLE FRONT/BACK SIDE                      - ANTICIPATE WRONG ARM DE BY 3<sup>RD</sup> STEP.                      - ALIGN TIGHT TO LOS</p>
<b>QB</b>	<p>- READ BSDE.</p>	<p>- LEAD STEP TO RB. 2<sup>ND</sup> STEP - DIRECT RB TO LANDMARK.                      - IN STACK - JUMP OFF MIDLINE!                      - RIDE BACK HIP TO FRONT HIP.</p>	<p>- DON'T PUSH RB OFF TRACK                      - BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T.                      - RIFLE = PULL KNIFE</p>
<b>TB</b>	<p>- LANDMARK = BUTT OF CENTER.                      - READ = FS A GAP TO BS A GAP TO BS B GAP.                      - IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.</p>	<p>- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP.                      - STACK ALIGNMENT (TOES @ 7) = LEAD STEP TO LANDMARK.</p>	<p>- ARMS ON BODY.                      - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.</p>
<b>FS1</b>	<p>STYLE OF RUN PLAY: QUICK BETWEEN THE TACKLES</p>	<p>FSSS - SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER</p>	<p>- SQUEEZE CORNER BYPASS TO SAFTY.</p>
<b>FS2</b>	<p>STYLE OF RUN PLAY: QUICK BETWEEN THE TACKLES</p>	<p>MAN ON, NOSE UP, INSIDE NUMBER</p>	
<b>BS1</b>	<p>STYLE OF RUN PLAY: QUICK BETWEEN THE TACKLES</p>	<p>BSSS - SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER</p>	
<b>BS2</b>	<p>STYLE OF RUN PLAY: QUICK BETWEEN THE TACKLES</p>	<p>MAN ON, NOSE UP, INSIDE NUMBER</p>	



# 92/93 BIBLE

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
GANG		GANG	GANG	OUT-LOOP = PULL/KNIFE	"ALERT 12/13" GUT A MAN	GANG	BS
<b>STEELER</b>				<b>CHOP</b>			
 <p>92 BIBLE</p>				 <p>92 BIBLE</p>			
<b>BRONCO</b>				<b>RAIDER</b>			
 <p>92 BIBLE</p>				 <p>92 BIBLE</p>			
<b>6-1</b>				<b>ODD</b>			
 <p>(BS - RIFLE TRUMPS OUT) GANG GUT FST-WORK TO M</p> <p>92 BIBLE</p>				 <p>CENTER CALL "ALERT 12"</p>			
<b>BEAR</b>				<b>PIRATE SQUEEZE</b>			
 <p>92 BIBLE</p>				 <p>92 BIBLE</p>			

# 92/93 ATLAS

**CONCEPT:**

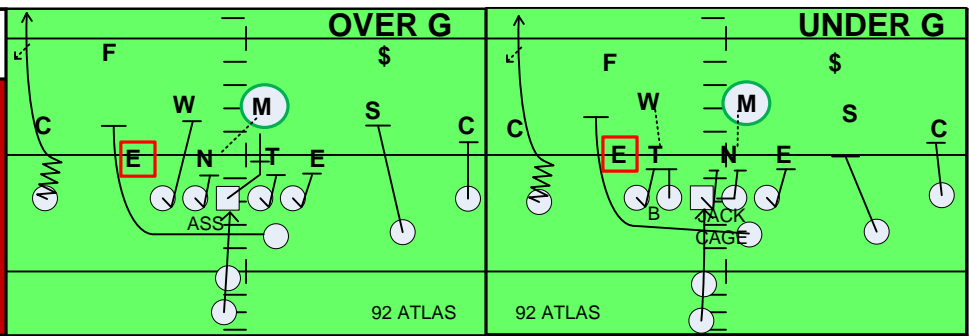
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP (IN)

**CODE WORDS:**

ATLAS = BIBLE RULES WITH A TRIPLE OPTION TO THE X.



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<p>WHITE SIDE = GUT (POSSIBLE MAN)                      BLACK SIDE = MAN                      ODD = GUT</p>	<p>MAN = INSIDE V AIMING POINT                      GUT = WEDGE 90 TO THE ID LB</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE.                      - GANG VS. RIFLE</p>
<b>PSG</b>	<p>WHITESIDE = SHADE - GUT                      G - CAGE (JACK)                      BLACKSIDE = CAGE (ASS = MAN)                      ODD = GUT</p>	<p>- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB.                      - CAGE = JACK DT TO ID LB                      - MAN = INSIDE V AIMING POINT</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE.                      - GANG VS. RIFLE</p>
<b>C</b>	<p>ID 1<sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE.                      WHITESIDE = SHADE - MAN                      G - CAGE (JACK)                      BLACKSIDE = SHADE - ASS                      G - CAGE                      ODD = A TO BSLB</p>	<p>- CAGE = JACK G TO OG UP TO ID LB.                      - MAN INSIDE V AIMING POINT.                      - ASS - DELIVER BS SHADE TO BSG UP TO ID LB                      - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).</p>	<p>- WORK CAGE TO ID LB B GAP LEVERAGE OUT. RB TRACK IS DIFFERENT FROM TIGHT ZONE.                      - POSSIBLE GANG VS. RIFLE OR MIDDLE PRESSURE.                      - ODD = CHK 12/13 "ALERT OLINE"</p>
<b>BSG</b>	<p>WHITESIDE = SHADE - MAN / ASS                      G - MAN / B                      BLACKSIDE = B                      ODD = A (JACK) TO BSLB</p>	<p>- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL.                      - B = DELIVER 3 TECH TO BST UP TO BSLB.                      - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).</p>	<p>- "A" BLOCK TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP.</p>
<b>BST</b>	<p>WHITESIDE = MAN/SIFT/B BASED ON BSLB 1 PAST THE ID ALIGNMENT.                      BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT.                      ODD = MAN</p>	<p>- SIFT TECHNIQUE WORK VERTICAL TO BSLB LEAVE BSDE FOR QB READ. (READ-REACT)                      - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK.                      - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.</p>	<p>- B GAP UP AND IN.                      - RIFLE = LOOP                      - NEVER BLOCK THE READ KEY</p>
<b>TE/ FB</b>	<p>- BLOCK RIFLE FRONTSIDE OR BACKSIDE                      - SECURE BOX TO ALLEY DEFENDER                      - VS. ODD, CHECK 12/13. WORK BACKSIDE ONLY.</p>	<p>- SPRINT FLAT DOWN LOS.                      - AVOID WRONG ARM DE AT ALL COSTS.</p>	<p>- CHECK RIFLE FRONT/BACK SIDE                      - ANTICIPATE WRONG ARM DE BY 3<sup>RD</sup> STEP.                      - ALIGN TIGHT TO LOS</p>
<b>QB</b>	<p>- READ BSDE.                      - IF PULL READ, READ NEXT DEFENDER OUTSIDE FOR THROW OR KEEP</p>	<p>- LEAD STEP AT 45 DEGREES. 2<sup>ND</sup> STEP - DIRECT RB TO LANDMARK.                      - IN STACK - JUMP OFF MIDLINE!                      - RIDE BACK HIP TO FRONT HIP.                      - IF PULL, GET BELT BUCKLE TO PITCH KEY.</p>	<p>- DON'T PUSH RB OFF TRACK                      - BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T.                      - RIFLE = PULL KNIFE                      - KEEP - MOLD THE BALL</p>
<b>TB</b>	<p>- LANDMARK = BUTT OF CENTER.                      - READ = FS A GAP TO BS A GAP TO BS B GAP.                      - IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.</p>	<p>- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP.                      - STACK ALIGNMENT (TOES @ 7) = LEAD STEP WITH BACKSIDE FOOT TO LANDMARK.</p>	<p>- ARMS ON BODY.                      - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.                      - RB IS RESPONSIBLE FOR MESH.                      - JUMP CUT TO BS A GAP</p>
<b>FS1</b>	<p>STYLE OF RUN PLAY: COMBO</p>	<p>- SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #</p>	<p>- NEVER BLOCK A BLITZER</p>
<b>FS2</b>	<p>STYLE OF RUN PLAY: COMBO</p>	<p>- MAN ON, NOSE UP, INSIDE NUMBER</p>	<p>- NEVER BLOCK A BLITZER</p>
<b>BS1</b>	<p>STYLE OF RUN PLAY: TRIPLE OPTION (THROW)</p>	<p>- STALK AND GO.                      - VS. RETREAT CORNER - 8 YARD PIN ROUTE.                      - COV 2 - THROTTLE IN THE FUNNEL</p>	<p>- VS. OFF CB - SELL STALK FOR 1 COUNT AND REACT                      - VS. COV 2 - STALK UNTIL CB TRIGGERS</p>





# 92/93 ATLAS

STEELER	CHOP	BRONCO	RAIDER	6-1	ODD	BEAR	PIRATE SQUEEZE
GANG	PULL KNIFE OR THROW	GANG	GANG	OUT-LOOP = PULL/KNIFE	"ALERT 12" BANJO	GANG	BS
<b>STEELER</b> 	<b>CHOP</b> 	<b>BRONCO</b> 	<b>RAIDER</b> 	<b>6-1</b> 	<b>ODD</b> 	<b>BEAR</b> 	<b>PIRATE SQUEEZE</b> 
92 ATLAS	92 ATLAS	92 ATLAS	92 ATLAS	92 ATLAS	"ALERT 12" BANJO	92 ATLAS	92 ATLAS

# 16/17 BLAST

**CONCEPT:**

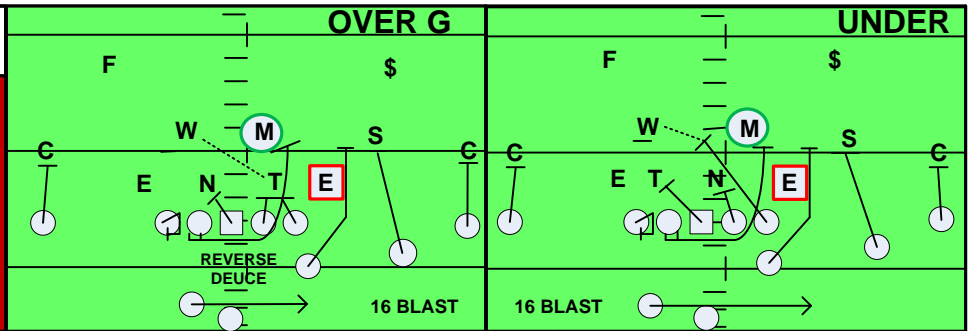
GAP SCHEME POWER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP

**CODE WORDS:**

"BLAST"

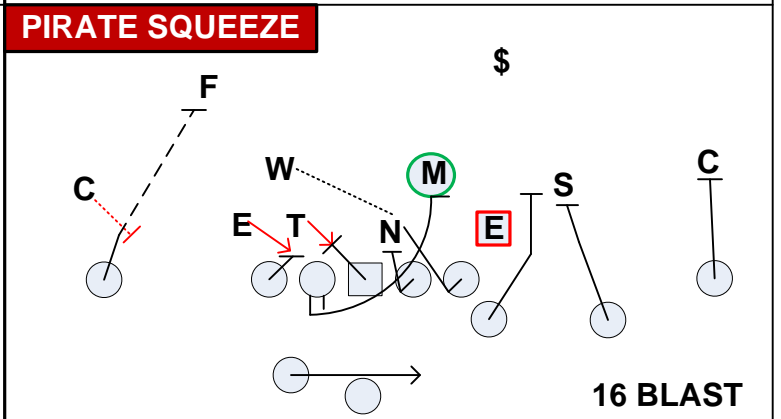
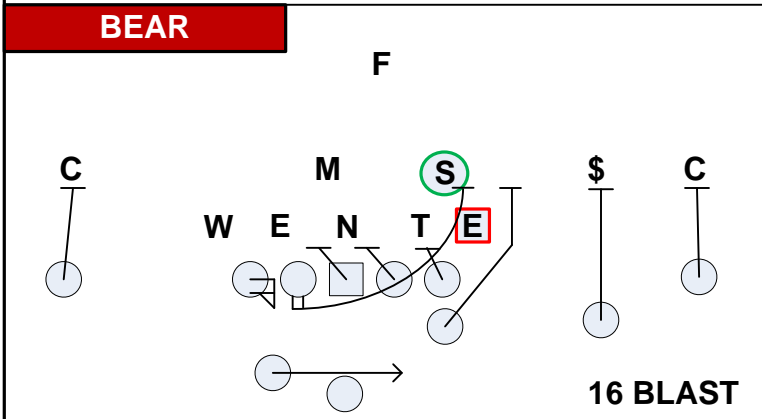
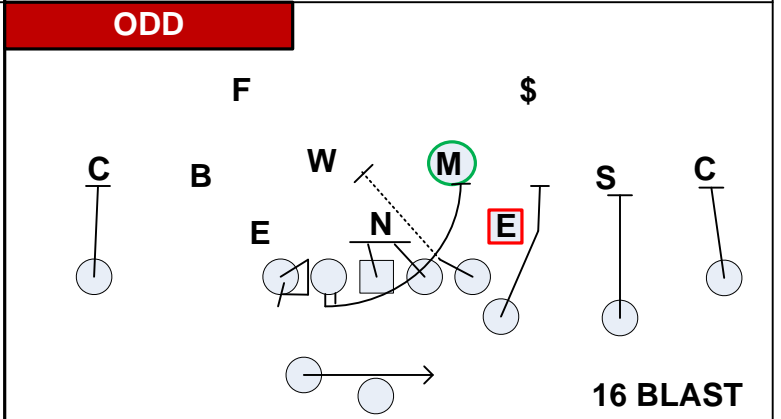
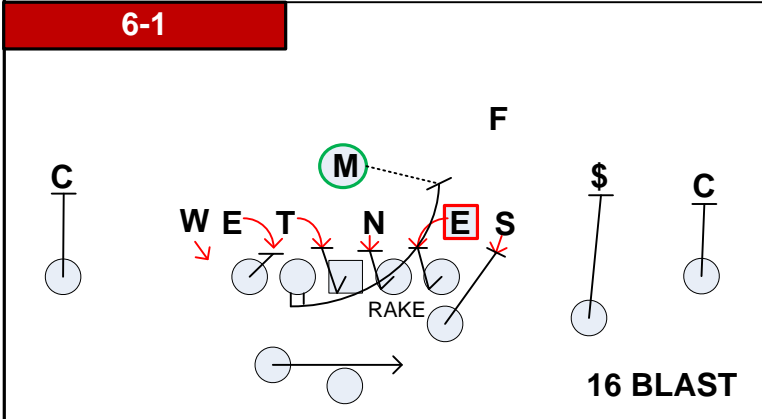
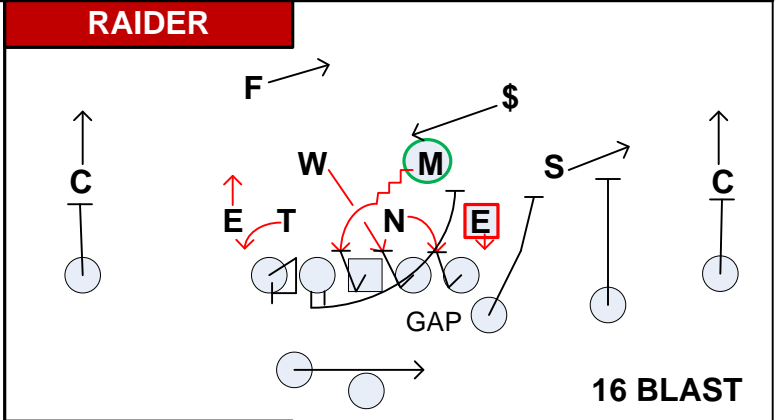
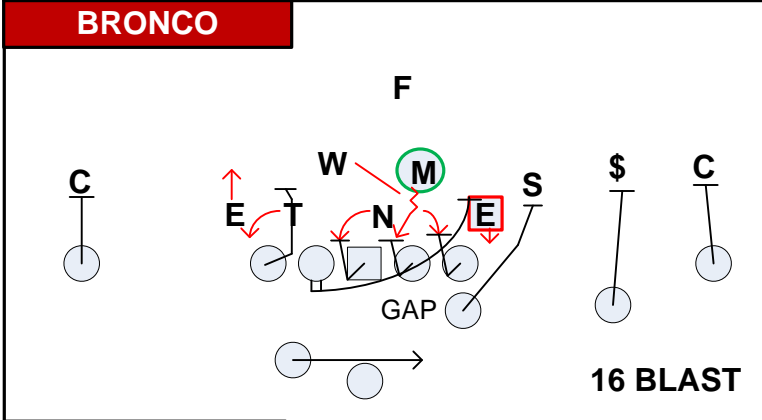
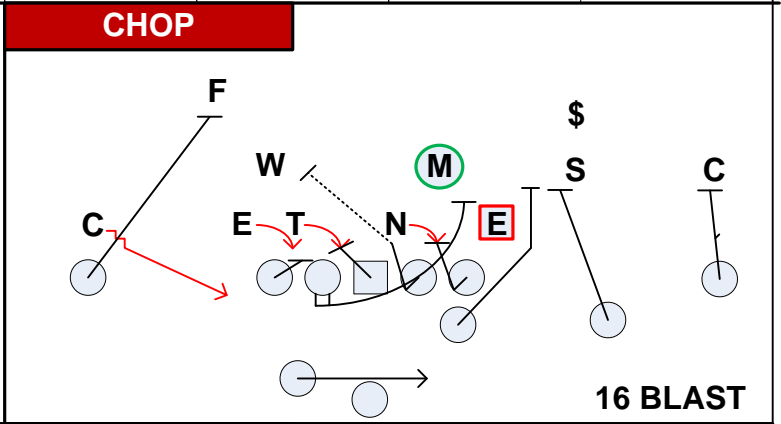
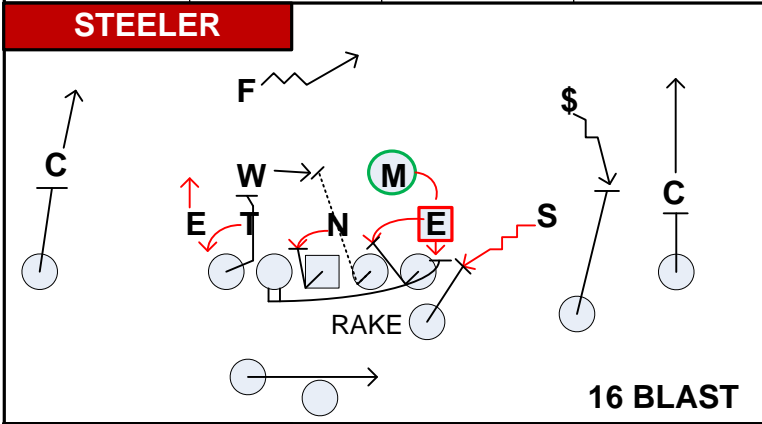


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><i>WHITESIDE</i> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS.</li> <li><i>BLACKSIDE</i> = REVERSE DEUCE TO ONE PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- WORK TRACK THROUGH YOUR B GAP TO BSLB.</li> <li>- WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS.</li> <li>- STAY SQUARE TO L.O.S. WHILE WORKING BACK ON WHITESIDE.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. "READY TO RAKE"</li> </ul>
<b>PSG</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><i>WHITESIDE</i> = BLOCK DOWN ON AN A GAP DEFENDER</li> <li><i>BLACKSIDE</i> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT.</li> <li>- STAY SQUARE ON REVERSE DEUCE BLOCK</li> <li>- TWO-HAND FIT ON REVERSE DEUCE</li> </ul>	<ul style="list-style-type: none"> <li>- MUST STOP PENETRATION ON DOWN BLOCK.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> <li>- DENT = BE ALERT FOR NOSE IN A GAP</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>- ID 1ST LB IN THE BOX PS OUTSIDE IN.</li> <li>- GAP SCHEME RULES ON TO OFF</li> <li><i>WHITESIDE</i> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD.</li> <li><i>BLACKSIDE</i> = BLOCK BACK ON A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- BLUNT A SHADE BACK TO THE 3 TECH</li> <li>- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT.</li> <li>- WORK BACK AND SECURE WITH "RIFLE" CALL</li> </ul>	<ul style="list-style-type: none"> <li>- DON'T WORK BACK INTO SHADE ON BLUNT TECH</li> <li>- HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> <li>- DENT = ALERT FOR BS MOVEMENT</li> </ul>
<b>BSG</b>	<ul style="list-style-type: none"> <li>- PULL TIGHT OFF THE ASS OF THE DOUBLE TEAM UP TO ID LB.</li> </ul>	<ul style="list-style-type: none"> <li>- CLEAR THE PS DOUBLE TEAM, STAY SQUARE AND TIGHT USE SKIP PULL TECHNIQUE.</li> <li>-WORK VERTICAL WITH INSIDE OUT TARGET ON PSLB</li> </ul>	<ul style="list-style-type: none"> <li>- DON'T SWING WIDE AROUND DOUBLE/DOWN BLOCK.</li> <li>- AVOID THE DE – GO AROUND HIM IF HE TRIES TO WRONG ARM YOU.</li> </ul>
<b>BST</b>	<ul style="list-style-type: none"> <li>- GAP, SEAL, HINGE.</li> </ul>	<ul style="list-style-type: none"> <li>- POWER STEP DOWN TO SECURE BS B GAP. HINGE BACK LATE IF NO THREAT OR YOU FEEL THE OC BLOCK AND SECURE BACK.</li> </ul>	<ul style="list-style-type: none"> <li>- MAKE "DENT" CALL TO ALERT FOR MOVEMENT COMING BACK TO GAPS.</li> <li>- SECURE AND HINGE BACK TO A WHITESIDE, DON'T KEEP POWER STEPPING DOWN TO NO ONE AND SHORTENING THE EDGE.</li> </ul>
<b>TE/FB</b>	<ul style="list-style-type: none"> <li>- D GAP RIFLE TO SECURE AND CLIMB</li> <li>- INFLUENCE PSDE</li> </ul>	<ul style="list-style-type: none"> <li>- NOD PSDE, ARC AND SECURE BOX TO SECONDARY DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- HARD FOOTWORK TO INFLUENCE PSDE.</li> <li>- NEVER PASS UP OPPOSITE COLOR JERSEY ON WAY TO SECONDARY DEFENDER.</li> </ul>
<b>QB</b>	<ul style="list-style-type: none"> <li>SHUFFLE TO PS – READ PS C-GAP DEFENDER FOR GIVE/KEEP READ.</li> </ul>	<ul style="list-style-type: none"> <li>- TWO BIG SHUFFLES PLAYSIDE.</li> <li>- KEEP = FOLLOW PULLER</li> </ul>	<ul style="list-style-type: none"> <li>- WE WANT THE RB TO CARRY THE BALL</li> </ul>
<b>TB</b>	<ul style="list-style-type: none"> <li>- LANDMARK = CIRCLE THE FIELD</li> <li>- IF THE QB PULLS, SELL THE FAKE.</li> </ul>	<ul style="list-style-type: none"> <li>- BASE ALIGNMENT (HEELS @ QB'S TOES – INSIDE FOOT ON GUARD'S O/S FOOT) = OPEN LATERAL STEP FLAT TO MESH.</li> </ul>	<ul style="list-style-type: none"> <li>- ARMS ON BODY.</li> <li>- SPRINT THROUGH THE MESH</li> </ul>
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	<ul style="list-style-type: none"> <li>- SUPPORT TO MAN ON, NOSE UP STALK BLOCK</li> </ul>	<ul style="list-style-type: none"> <li>- GIVE THE RB A TWO WAY GO</li> </ul>
<b>FS2</b>	STYLE OF RUN PLAY: COMBO	<ul style="list-style-type: none"> <li>- MAN ON, TO ALLEY DEFENDER, NOSE UP O/S # STALK BLOCK</li> </ul>	<ul style="list-style-type: none"> <li>- ARC TO NOSE-UP DEFENDER</li> <li>- OUTSIDE # BLOCK</li> </ul>
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	CUT OFF	
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	CUT OFF	



# 16/17 BLAST

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
ES RAKE		GAP CALL	GAP CALL	PULL	-	BACK-BACK	



# 12/13 BOOK

**CONCEPT:**

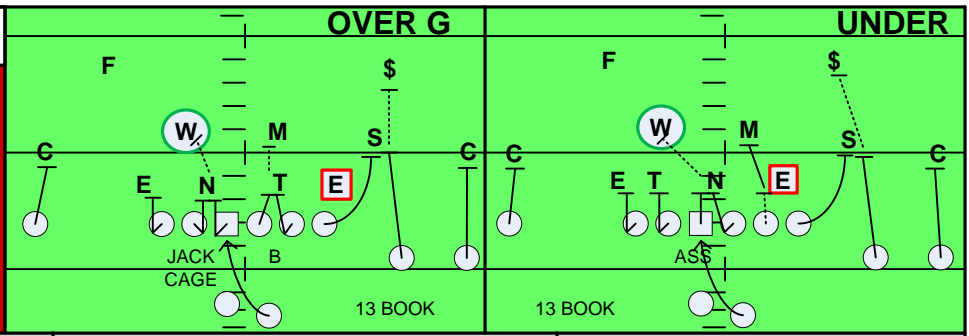
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES. (BOOK CHECK) TO A "G", AND AWAY FROM THE SHADE.

**FORMATION:**

TREY, DEUCE, DOUBLES, TRIPLES

**CODE WORDS:**

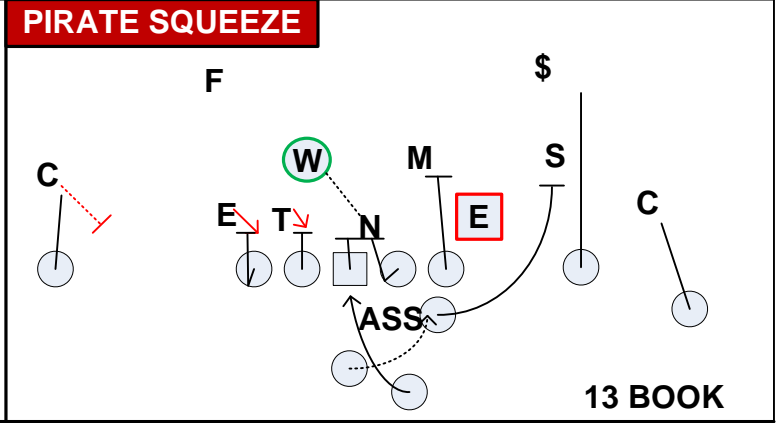
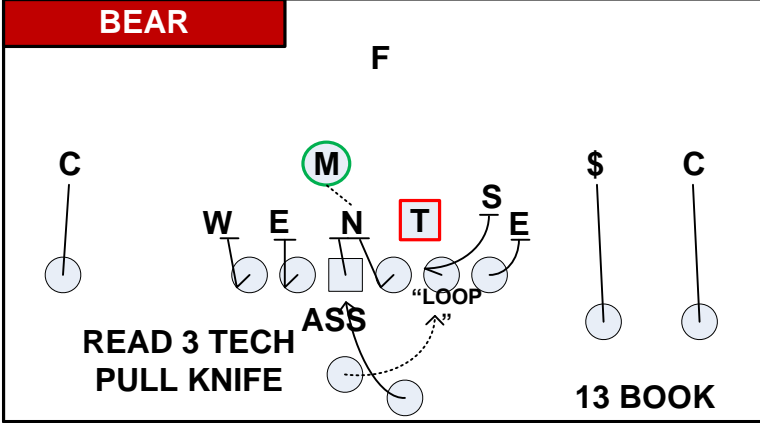
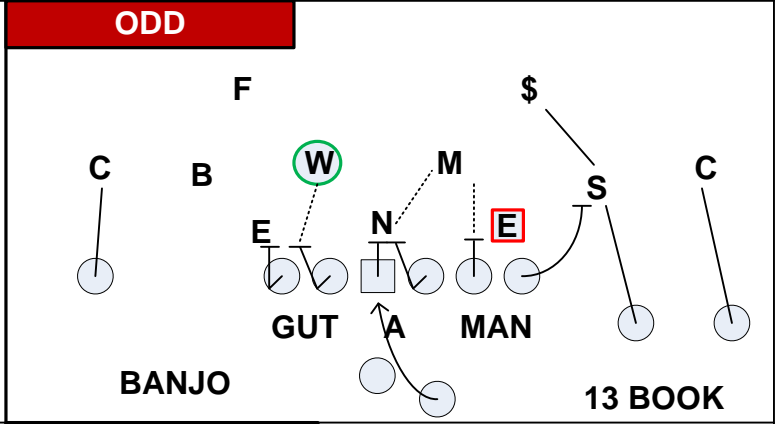
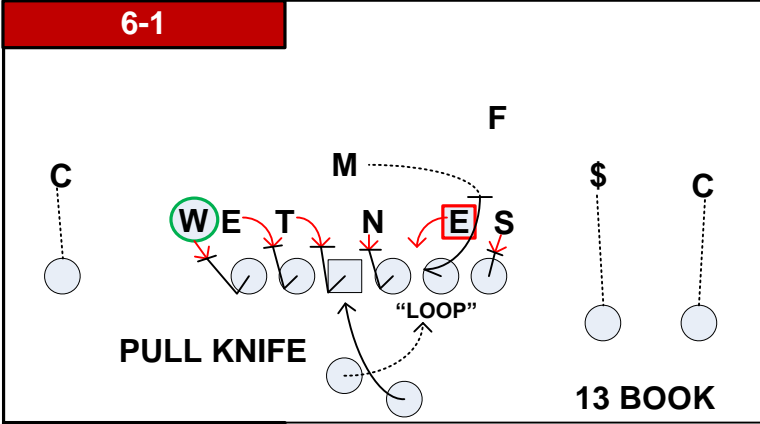
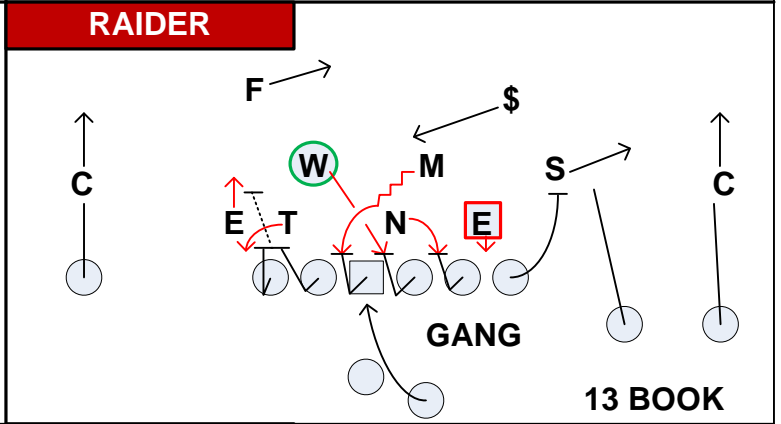
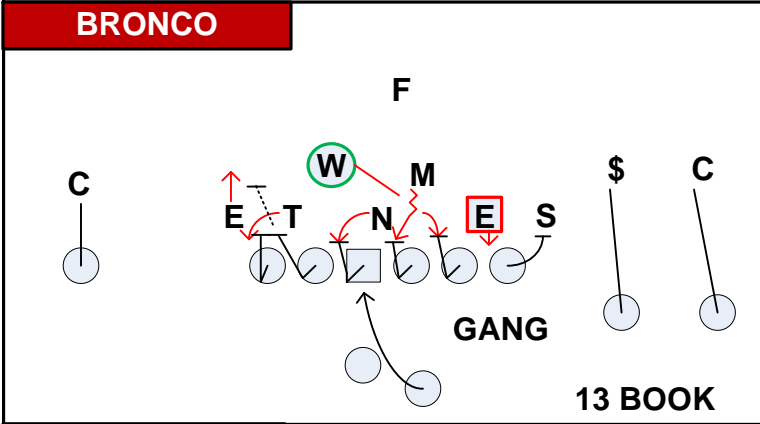
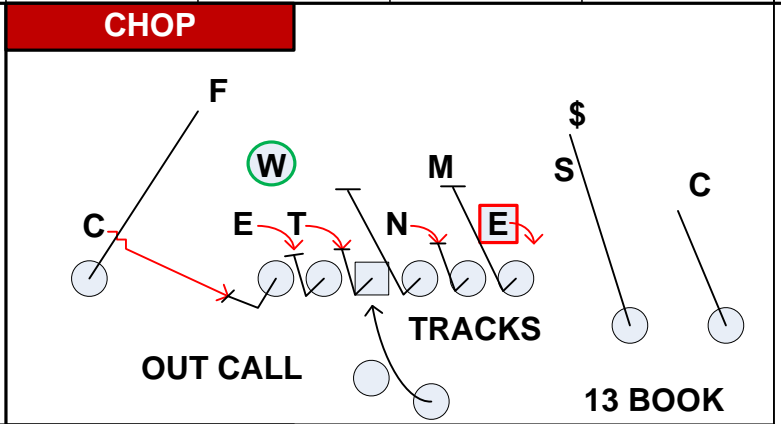
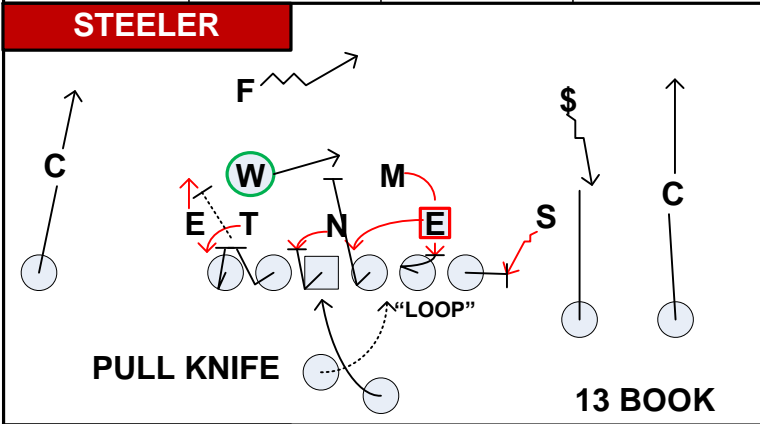
BOOK = QB IS READING THE BSDE. TE/FB IS SECURING BACKSIDE RIFLE.



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	WHITE SIDE = GUT (POSSIBLE MAN) BLACK SIDE = MAN ODD = GUT	MAN = INSIDE V AIMING POINT GUT = WEDGE 90 TO THE ID LB	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - POSSIBLE OUT CALL = TRACKS
<b>PSG</b>	WHITESIDE = SHADE - GUT G - CAGE(JACK) BLACKSIDE = CAGE (ASS = MAN) ODD = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = JACK DT TO ID LB - MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. WHITESIDE = SHADE - MAN G - CAGE (JACK) BLACKSIDE = SHADE - ASS G - CAGE ODD = A TO BSLB	- CAGE = JACK G TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).	- (JACK) WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT. OUTSIDE B GAP WORK CAGE. - OUT CALL = TRACKS - BANJO CALL vs ODD
<b>BSG</b>	WHITESIDE = SHADE - MAN / ASS G - MAN / B BLACKSIDE = B ODD = A (JACK) TO BSLB	- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL. - B = DELIVER 3 TECH TO BST UP TO BSLB. - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - STAY SQUARE ON "B" WITH EYES ON BSLB . - POSSIBLE TRACKS
<b>BST</b>	WHITESIDE = MAN/SIFT/B BASED ON BSLB 1 PAST THE ID ALIGNMENT. BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT. ODD = MAN	- SIFT TECHNIQUE WORK VERTICAL TO BSLB LEAVE BSDE FOR QB READ. (READ-REACT) - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- OUT CALL = TRACKS. - POTENTIAL LOOP TO VEER 5 VS. RIFLE PROFILE. - TE IS PROTECTING THE RIFLE SO DO NOT BLOCK OUT. - NEVER BLOCK THE READ KEY
<b>TE/ FB</b>	- D GAP RIFLE TO 2 OR 3 PAST THE ID - 4 DOWN: 2 PAST THE ID - 3 DOWN: POSSIBLE 3 PAST THE ID	- SIFT/MINI ARC TECHNIQUE - NOSE UP TECHNIQUE	- IF 2 PAST THE ID IS OFFLINE GAIN LEVERAGE THEN TAKE UP SLACK. - WIDE DE OR SOFT SLOW PLAY FLIPPER THINK SIFT. - ALWAYS THINK RIFLE FIRST.
<b>TB</b>	- LANDMARK = BUTT OF CENTER. - READ = FS A GAP TO BS A GAP TO BS B GAP. - IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.	- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP. - STACK ALIGNMENT(TOES @ 7) = LEAD STEP WITH BACKSIDE FOOT TO LANDMARK.	- ARMS ON BODY. - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL. - RB IS RESPONSIBLE FOR MESH. - JUMP CUT TO BS A GAP
<b>QB</b>	- READ BSDE. - ID POTENTIAL SIGHT ADJUSTMENT	- LEAD STEP AT 45 DEGREES. 2 <sup>ND</sup> STEP - DIRECT RB TO LANDMARK. - IN STACK - JUMP OFF MIDLINE! - RIDE BACK HIP TO FRONT HIP.	- DON'T PUSH RB OFF TRACK - BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T. - RIFLE = PULL KNIFE
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2/3</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	- KEEP BLOCK (AREA) - MDM NOSE UP STALK BLOCK - POSSIBLE SIGHT TAG - NOSE UP OUTSIDE # STALK BLOCK	- DON'T CHASE BLOCKING AN AREA
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	- KEEP BLOCK (AREA) - MDM NOSE UP STALK BLOCK - POSSIBLE SIGHT TAG - NOSE UP OUTSIDE # STALK BLOCK	- DON'T CHASE BLOCKING AN AREA



STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS PULL KNIFE FS OUT CALL	BS PULL KNIFE FS OUT CALL	GANG	GANG	LOOP PULL KNIFE	BANJO	READ 3 TECH LOOP PULL KNIFE	BS LOOP = PULL KNIFE



# 12/13 BUMP

**CONCEPT:**

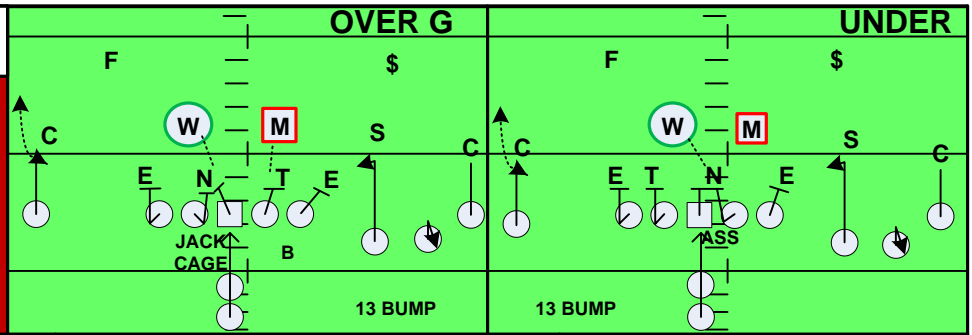
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TRIO

**CODE WORDS:**

BUMP (BOZO+DUMP) = QB IS READING THE BSLB. BST BASES THE END. NO OUT CALLS.

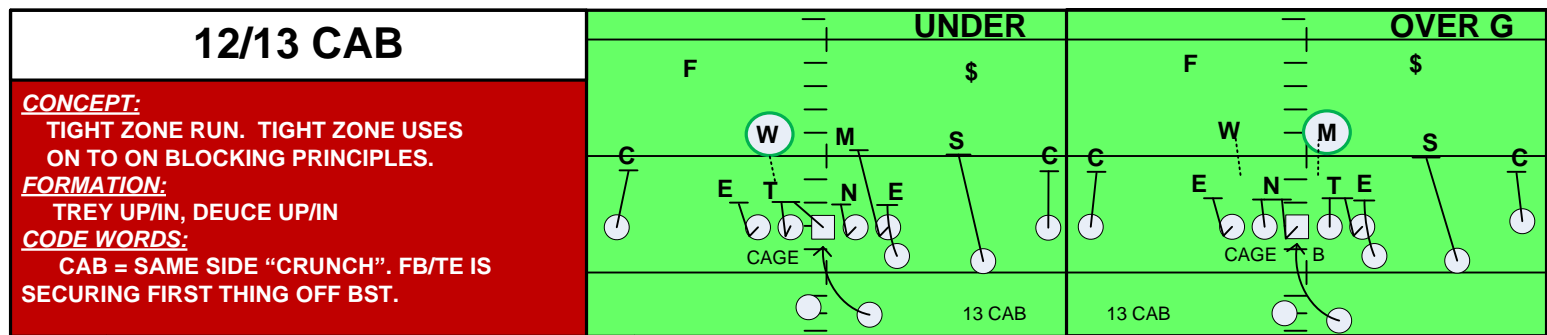


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	WHITESIDE = GUT (POSSIBLE MAN) BLACKSIDE = MAN ODD = GUT	MAN = INSIDE V AIMING POINT GUT = WEDGE 90 TO THE ID LB	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - NO "OUT" CALL
<b>PSG</b>	WHITESIDE = SHADE - GUT G - CAGE(JACK) BLACKSIDE = CAGE (ASS = MAN) ODD = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = JACK DT TO ID LB - MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE.
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. WHITESIDE = SHADE - MAN G - CAGE (JACK) BLACKSIDE = SHADE - ASS G - CAGE ODD = A TO BSLB	- CAGE = JACK G TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).	- (JACK) WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT. - OUTSIDE B GAP WORK CAGE. - OUT CALL = TRACKS - BANJO CALL vs ODD
<b>BSG</b>	WHITESIDE = SHADE - MAN / ASS G - MAN BLACKSIDE = MAN ODD = A (JACK) TO BSLB	- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL. - MAN = INSIDE V AIMING POINT - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP.
<b>BST</b>	- MAN ON BSDE	- MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE.
<b>TB</b>	- LANDMARK = BUTT OF CENTER. - READ = FS A GAP TO BS A GAP TO BS B GAP. - IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.	- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP. - STACK ALIGNMENT(TOES @ 7) = LEAD STEP WITH BACKSIDE FOOT TO LANDMARK.	- ARMS ON BODY. - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL. - RB IS RESPONSIBLE FOR MESH. - JUMP CUT TO BS A GAP
<b>QB</b>	- READ BSDE. - ID POTENTIAL SIGHT ADJUSTMENT	- LEAD STEP AT 45 DEGREES. 2 <sup>ND</sup> STEP - DIRECT RB TO LANDMARK. - IN STACK - JUMP OFF MIDLIN! - RIDE BACK HIP TO FRONT HIP.	- DON'T PUSH RB OFF TRACK - BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T. - RIFLE = PULL KNIFE
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2/3</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	- KEEP BLOCK (AREA) - MDM NOSE UP STALK BLOCK - POSSIBLE SIGHT TAG - NOSE UP OUTSIDE # STALK BLOCK	- DON'T CHASE BLOCKING AN AREA
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	- KEEP BLOCK (AREA) - MDM NOSE UP STALK BLOCK - POSSIBLE SIGHT TAG - NOSE UP OUTSIDE # STALK BLOCK	- DON'T CHASE BLOCKING AN AREA
<b>BS3</b>	STYLE OF RUN PLAY: COMBO SIGHT TAG = IF PRESSURE BUBBLE	- KEEP BLOCK (AREA) - MDM NOSE UP STALK BLOCK - POSSIBLE SIGHT TAG - NOSE UP OUTSIDE # STALK BLOCK	- DON'T CHASE BLOCKING AN AREA



# 12/13 BUMP

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
<b>READ KEY</b> <b>BLITZES</b> <b>THROW DUMP</b> <b>TO LOOK</b>	<b>NO "OUT"</b> <b>SIGHT TO X</b>	<b>READ KEY</b> <b>BLITZES</b> <b>THROW DUMP</b> <b>TO LOOK</b>	<b>READ KEY</b> <b>BLITZES</b> <b>THROW DUMP</b> <b>TO LOOK</b>	<b>CHECK 0/1</b> <b>OR THROW</b> <b>FADE</b>	<b>BANJO</b>	<b>MATCH CALL</b> <b>AL. CHECK</b> <b>0/1 OR 12/13</b>	<b>:</b>
<b>STEELER</b> 	<b>CHOP</b> 	<b>BRONCO</b> 	<b>RAIDER</b> 	<b>6-1</b> <b>THROW FADE</b> <b>OR CHECK 0/1</b> 	<b>ODD</b> 	<b>BEAR</b> <b>CHECK 0/1</b> <b>OR 12/13</b> 	<b>PIRATE SQUEEZE</b> 
13 BUMP	13 BUMP	13 BUMP	13 BUMP	CHECK 0/1	13 BUMP	13 BUMP	13 BUMP



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<b>WHITESIDE</b> = GUT (POSSIBLE MAN) <b>BLACKSIDE</b> = MAN <b>ODD</b> = GUT	MAN = INSIDE V AIMING POINT VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - POSSIBLE OUT CALL = TRACKS
<b>PSG</b>	<b>WHITESIDE</b> = SHADE - GUT G - CAGE (JACK) <b>BLACKSIDE</b> = CAGE (POSSIBLE MAN) <b>ODD</b> = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = (LT/RT, RT/LT) G UP TO ID LB VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. PSG #0 <b>WHITESIDE</b> = SHADE - MAN G - CAGE (JACK) <b>BLACKSIDE</b> = SHADE - SCOOP/POSSIBLE SLIP G - ASS <b>ODD</b> = A TO BSLB	- CAGE = JACK G TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 UP TO ID LB.	- WORK SCOOP TO ID LB B GAP LEVERAGE OUT. RB TRACK IS DIFFERENT FROM TIGHT ZONE. - OUT CALL = TRACKS GANG VS. MIDDLE PRESSURE
<b>BSG</b>	<b>WHITESIDE</b> = SHADE - MAN/POSSIBLE A/ASS <b>BLACKSIDE</b> = B-GAP DEFENDER <b>ODD</b> = A TO BSLB	- ASS - WEDGE 90 TAKEOVER SHADE VERTICAL. - B - DELIVER 3 TECH TO BST UP TO BSLB. - A - DELIVER NG TO OC UP TO BSLB.	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - OUT CALL = TRACKS
<b>BST</b>	<b>WHITESIDE</b> = B-GAP TO 1-PAST THE ID <b>BLACKSIDE</b> = B-GAP TO 1-PAST THE ID. <b>ODD</b> = MAN	<b>BLACKSIDE</b> - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. <b>WHITESIDE</b> - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- OUT CALL = TRACKS. - B GAP UP AND IN
<b>TE/ FB</b>	- CUT OFF C GAP DEFENDER OFF BST.	- SAME SIDE CRUNCH = TIGHT INSIDE OUTSIDE FOOTWORK.	- BE PREPARED TO SIFT DE TO C-GAP DEFENDER
<b>QB</b>	- HANDOFF TO TB, CARRY-OUT READ FAKE	- OPEN STEP TO TB, HANDOFF, NAKED AWAY - STACK = OPEN @ 5/7 O'CLOCK	- QB IS RESPONSIBLE FOR THE MESH - IF Q CAB IS CALLED, ROCKER STEP, AIMING POINT IS THE BUTT OF THE PSG.
<b>TB</b>	- LANDMARK = BUTT OF THE CENTER. - READ = FS A GAP TO BS A GAP TO BS B GAP.	- BASE ALIGNMENT = LATERAL LEAD STEP TO BUTT OF CENTER. - STACK ALIGNMENT (TOES @ 7) = ANGLE LEAD STEP TO AIMING POINT .	- SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.
<b>FS1</b>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<b>FS2/3</b>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE
<b>BS1</b>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<b>BS2</b>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE





# 12/13 CAB

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
GANG	OUT TRACKS	GANG	GANG	CHECK 0/1	BANJO	CHECK 0/1	
<b>STEELER</b>	<b>CHOP</b>						
13 CAB	13 CAB						
<b>BRONCO</b>	<b>RAIDER</b>						
13 CAB	13 CAB						
<b>6-1</b>	<b>ODD</b>						
<b>CHECK 0/1</b>							
13 CAB	13 CAB						
<b>BEAR</b>	<b>PIRATE SQUEEZE</b>						
<b>CHECK 0/1</b>							
13 CAB	13 CAB						

# 86/87 BASH

**CONCEPT:**

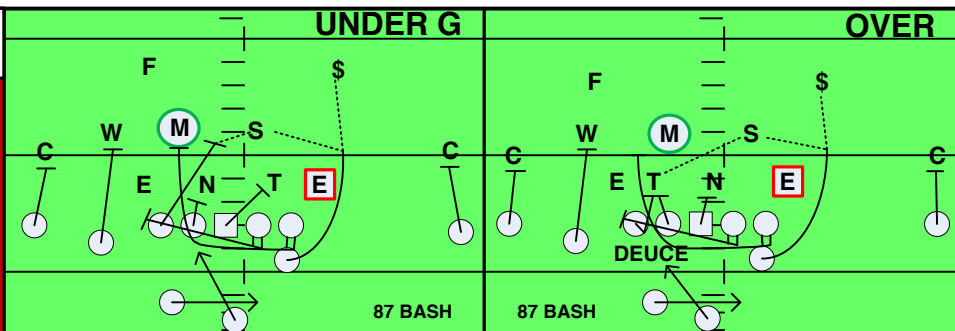
GAP SCHEME COUNTER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP, TREY IN, DEUCE UP, DEUCE IN

**CODE WORDS:**

86/87 = TELLS THE BST TACKLE HE IS THE SECOND PULLER. REAMER IS RESPONSIBLE FOR ID LB.

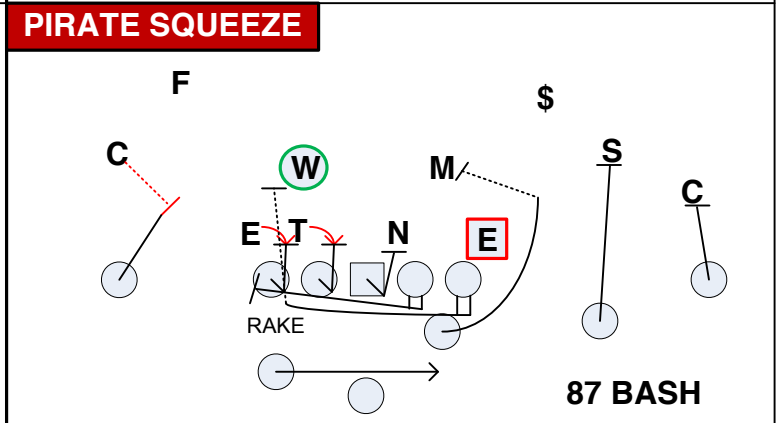
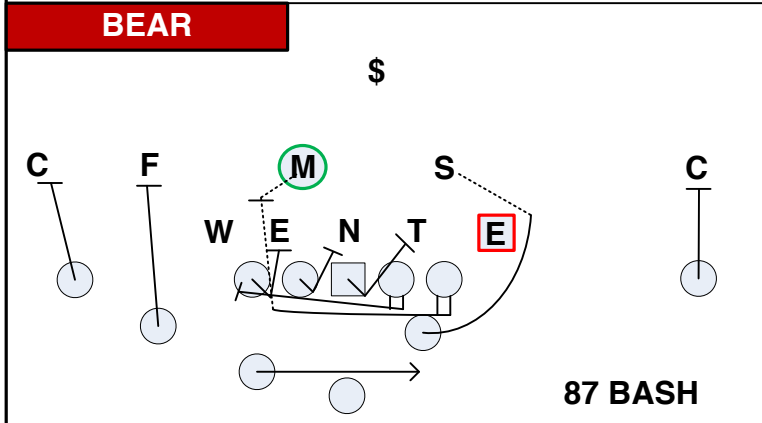
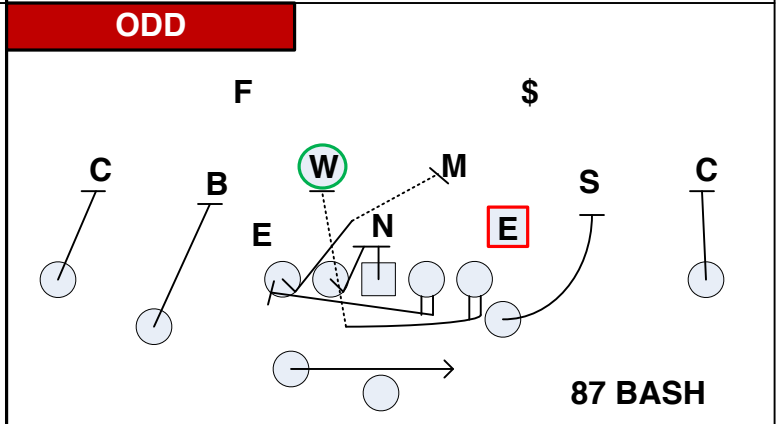
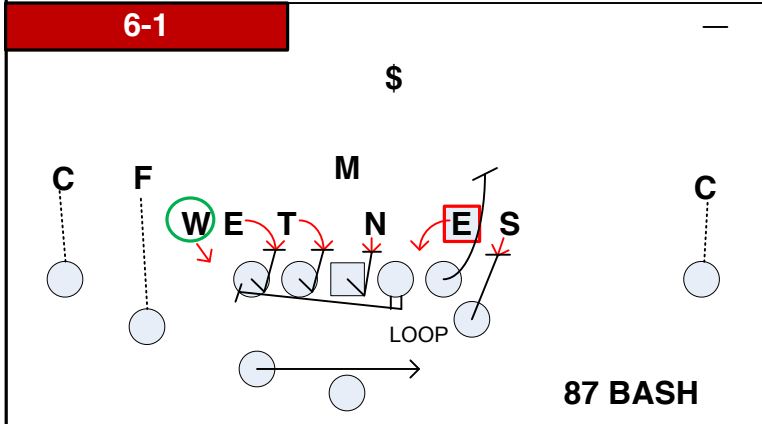
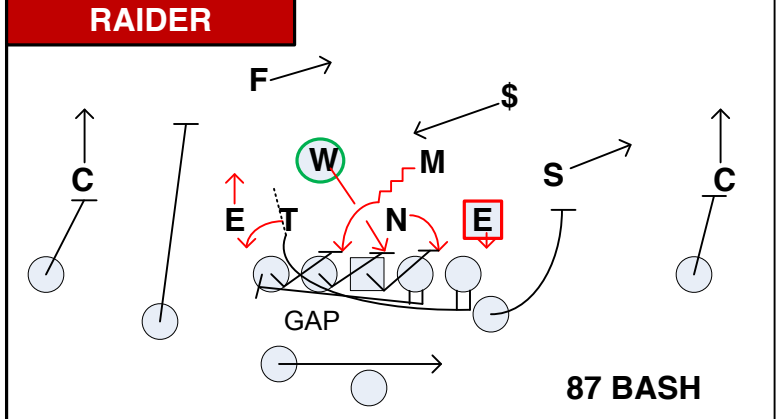
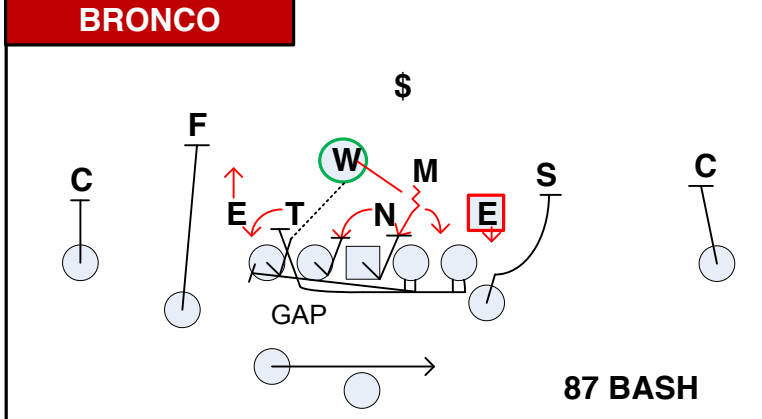
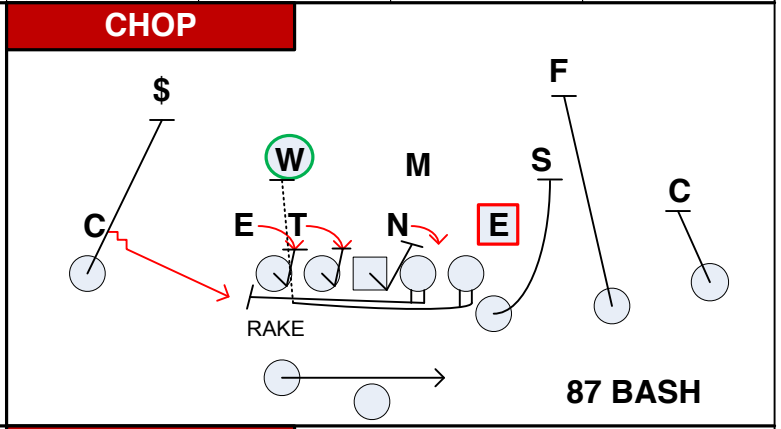
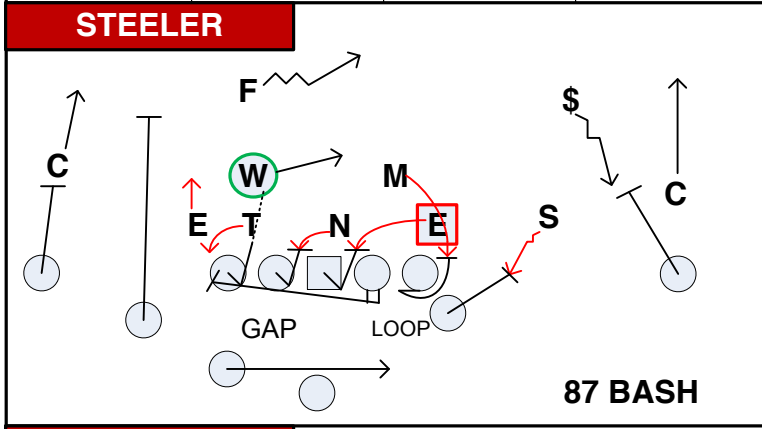


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS. <i>BLACKSIDE</i> = REVERSE DEUCE TO ONE PAST THE ID BS.	- WORK TRACK THROUGH YOUR B GAP TO BSLB. - WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB. (#1 PAST THE ID)	- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS. - STAY SQUARE WHILE WORKING BACK ON WHITESIDE. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. "READY TO RAKE"
<b>PSG</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = BLOCK DOWN A GAP DEFENDER <i>BLACKSIDE</i> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.	- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT. - STAY SQUARE ON REVERSE DEUCE BLOCK	- MUST STOP PENETRATION ON DOWN BLOCK, SO PULLER CAN GET AROUND. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>C</b>	- ID 1 <sup>ST</sup> LB IN THE BOX PS OUTSIDE IN. - GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD. <i>BLACKSIDE</i> = BLOCK BACK ON A GAP DEFENDER.	- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT. - WORK BACK AND SECURE WITH "RIFLE" CALL	- HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = READ FOR A-GAP MOVEMENT
<b>BSG</b>	- PULL FLAT WORKING INTO THE L.O.S. AND KICKOUT/LOG FIRST DEFENDER OUTSIDE OF PST.	- OPEN PULL FLAT WORKING A TRACK INTO THE L.O.S. - KICK OUT BOX PLAYER, LOG A WRONG ARM DEFENDER.	- DON'T GET DEPTH IN YOUR PULL, STAY FLAT AND WORK A GOOD TRACK TO KICK OUT OR LOG THE DEFENDER. TOO MUCH DEPTH LEAVES A CREASE. - DENT = READY FOR BS MOVEMENT
<b>BST</b>	- PULL BEHIND OG WORKING OFF HIS BLOCK. WORK 1 X 1 BEHIND PULLING GUARD. "REAMER"	- OPEN PULL BEHIND OG, REAM BEHIND KICK OUT, WRAP AROUND LOG BLOCK VERTICAL TO ID LB.	- GET DEPTH TO CLEAR KICK/LOG BLOCK BY THE PULLING GUARD. - LOOP VS. RIFLE
<b>TE/ FB</b>	- D GAP RIFLE TO SECURE AND CLIMB - INFLUENCE BSDE	- NOD BSDE, MINI ARC AND SECURE BOX TO SECONDARY DEFENDER.	- HARD FOOTWORK TO INFLUENCE BSDE. - NEVER PASS UP OPPOSITE COLOR JERSEY ON WAY TO SECONDARY DEFENDER.
<b>QB</b>	- READ BSDE.	- ONE SLIDE STEP BACKSIDE. - GIVE = CARRY OUT FAKE - PULL = FOLLOW 2 <sup>ND</sup> PULLER	- WHEN IN DOUBT, KEEP IT.
<b>TB</b>	- LANDMARK = CIRCLE THE FIELD. POSSIBLE DUCK VS. RIFLE. - IF THE QB PULLS, SELL THE FAKE.	- BASE ALIGNMENT (HEELS @ QB'S TOES - INSIDE FOOT ON GUARD'S O/S FOOT) = OPEN LATERAL STEP FLAT TO MESH.	- ARMS ON BODY. - SPRINT THROUGH THE MESH - VS. RIFLE, POSSIBLE DUCK.
<b>FS1</b>	STYLE OF RUN PLAY: COMBO	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: COMBO	- SUPPORT TO MAN ON, NOSE UP STALK BLOCK	- GIVE THE RB A TWO WAY GO
<b>BS2</b>	STYLE OF RUN PLAY: COMBO	- MAN ON, NOSE UP O/S # STALK BLOCK	- ARC TO NOSE-UP DEFENDER - OUTSIDE # BLOCK



# 86/87 BASH

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GAP CALL BST LOOP GIVE	FS RAKE DE	GAP CALL	GAP CALL	LOOP GIVE	-	BACK	RAKE DE



# 12/13 CRUNCH (AL SIGHT)

**CONCEPT:**

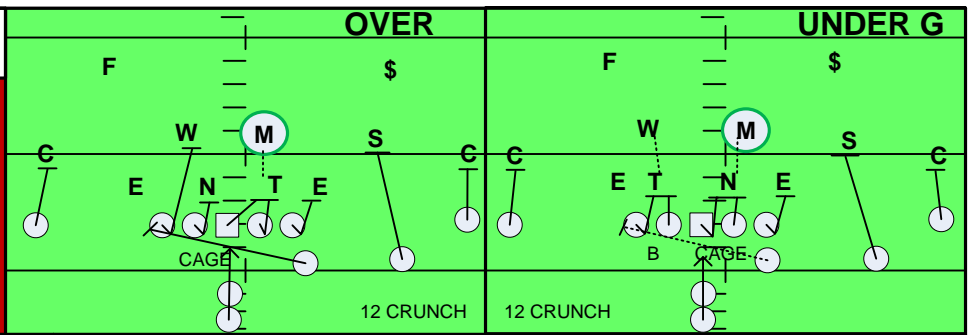
TIGHT ZONE RUN. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP/IN, DEUCE UP/IN

**CODE WORDS:**

CRUNCH = FB/TE IS SECURING FIRST THING OFF BST.



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<b>WHITESIDE</b> = GUT (POSSIBLE MAN) <b>BLACKSIDE</b> = MAN <b>ODD</b> = GUT	MAN = INSIDE V AIMING POINT VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - POSSIBLE OUT CALL = TRACKS
<b>PSG</b>	<b>WHITESIDE</b> = SHADE - GUT G - CAGE (JACK) <b>BLACKSIDE</b> = CAGE (POSSIBLE MAN) <b>ODD</b> = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = (LT/RT, RT/LT) G UP TO ID LB VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. PSG #0 <b>WHITESIDE</b> = SHADE - MAN G - CAGE (JACK) <b>BLACKSIDE</b> = SHADE - CAGE/POSSIBLE A G - ASS <b>ODD</b> = A TO BSLB	- CAGE = JACK TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 UP TO ID LB.	- WORK CAGE TO ID LB B GAP LEVERAGE OUT. RB TRACK IS DIFFERENT FROM TIGHT ZONE. - OUT CALL = TRACKS GANG VS. MIDDLE PRESSURE
<b>BSG</b>	<b>WHITESIDE</b> = SHADE - MAN/POSSIBLE A/ASS <b>BLACKSIDE</b> = B-GAP DEFENDER <b>ODD</b> = A TO BSLB	- ASS - WEDGE 90 TAKEOVER SHADE VERTICAL. - B - DELIVER 3 TECH TO BST UP TO BSLB. - A - DELIVER NG TO OC UP TO BSLB.	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - OUT CALL = TRACKS
<b>BST</b>	<b>WHITESIDE</b> = B-GAP TO 1-PAST THE ID <b>BLACKSIDE</b> = B-GAP TO 1-PAST THE ID. <b>ODD</b> = MAN	- <b>BLACKSIDE</b> - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. - <b>WHITESIDE</b> - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- OUT CALL = TRACKS. - B GAP UP AND IN
<b>TE/ FB</b>	- CUT OFF C GAP DEFENDER OFF BST.	- LM FROM FS = I/S LEG OF THE TACKLE - SAME SIDE CRUNCH = TIGHT INSIDE OUTSIDE FOOTWORK.	- ANTICIPATE WRONG ARM FROM DE BY THIRD STEP.
<b>QB</b>	- HANDOFF TO TB, CARRY-OUT READ FAKE	- OPEN STEP TO TB, HANDOFF, NAKED AWAY - STACK = OPEN @ 5/7 O'CLOCK	- IF Q CRUNCH CALLED, ROCKER STEP, AIMING POINT IS THE BUTT OF THE PSG. - QB IS RESPONSIBLE FOR THE MESH
<b>TB</b>	- LANDMARK = BUTT OF THE PSG. - READ = FS B GAP TO FS A GAP TO BS A GAP.	- BASE ALIGNMENT = ANGLE LEAD STEP, ANGLE ENTRY TO LANDMARK. - STACK ALIGNMENT (TOES @ 7) = ANGLE LEAD STEP TO AIMING POINT .	- ARMS ON BODY. - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.
<b>FS1</b>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<b>FS2/3</b>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE
<b>BS1</b>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<b>BS2</b>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE



# 12/13 CRUNCH (AL SIGHT)

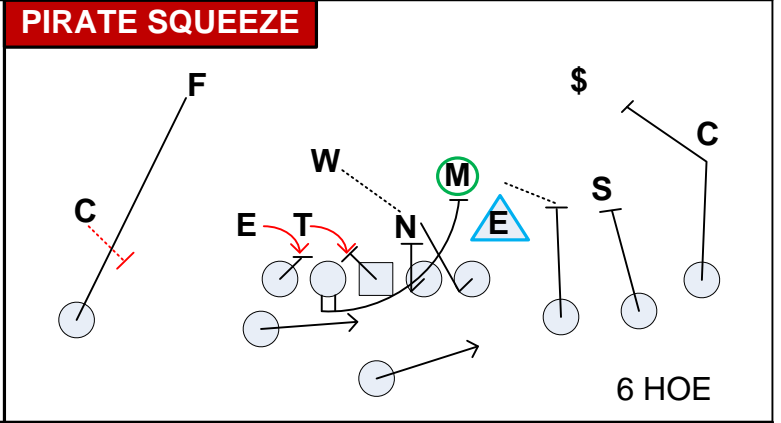
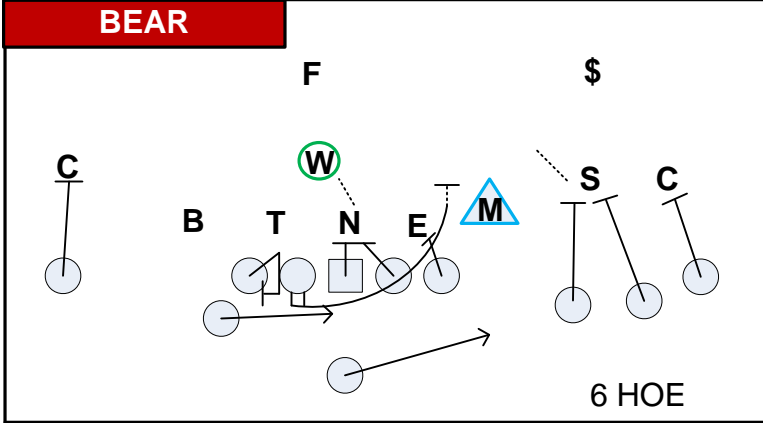
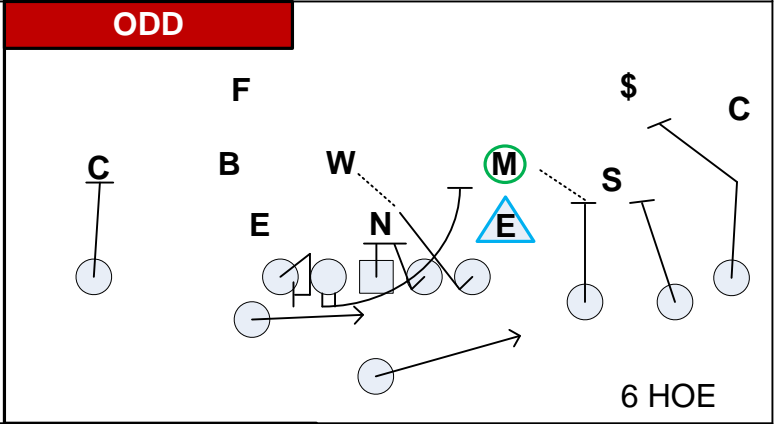
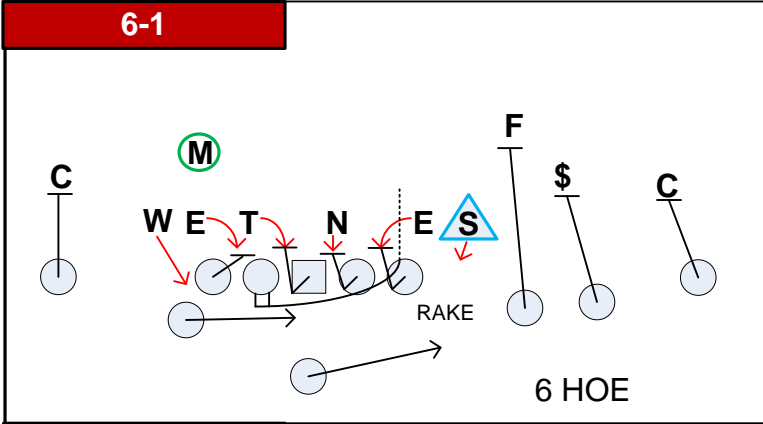
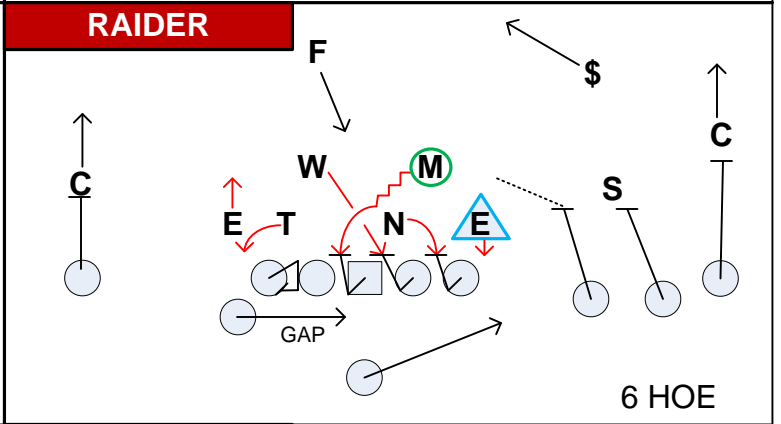
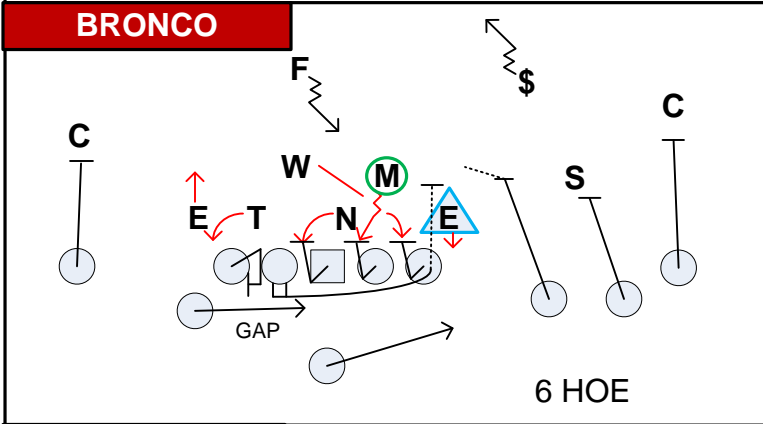
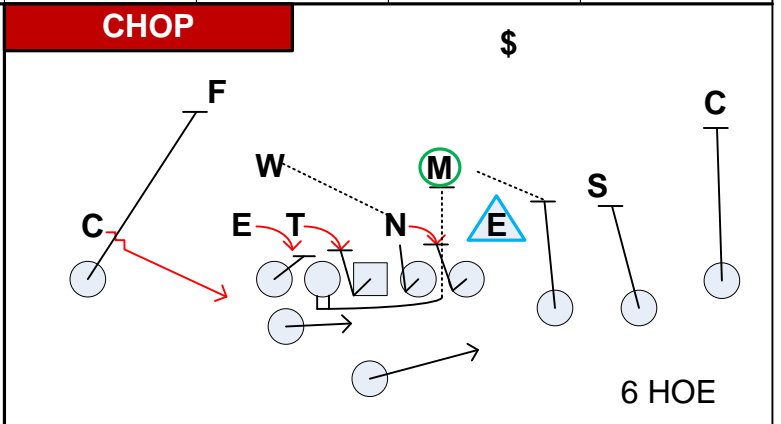
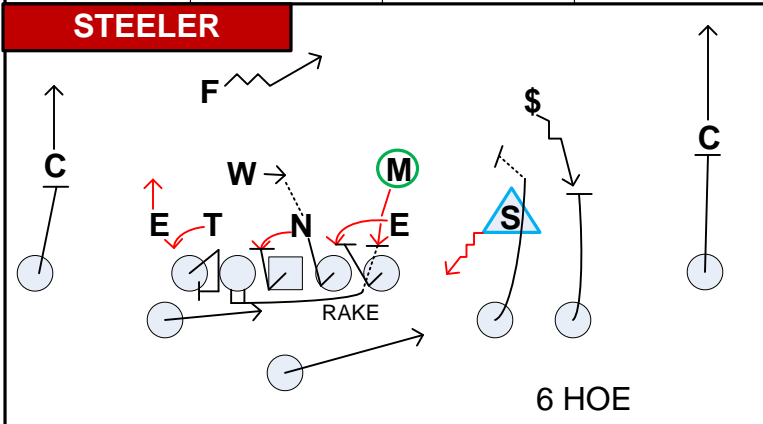
STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
FS OUT (POSSIBLE AL BY GAMEPLAN)		GANG	GANG	OUT	BANJO	GANG	BS
<b>STEELER</b>	<b>CHOP</b>						
12 CRUNCH	12 CRUNCH						
<b>BRONCO</b>	<b>RAIDER</b>						
12 CRUNCH	12 CRUNCH						
<b>6-1</b>	<b>ODD</b>						
<b>CHECK 0/1</b>							
12 CRUNCH	12 CRUNCH						
<b>BEAR</b>	<b>PIRATE SQUEEZE</b>						
<b>CHECK 0/1</b>							
12 CRUNCH	12 CRUNCH						





# 6/7 HOE

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
FS RAKE	:	GAP CALL	GAP CALL	-	-	BACK-BACK	BS



# 86/87 MAKER

**CONCEPT:**

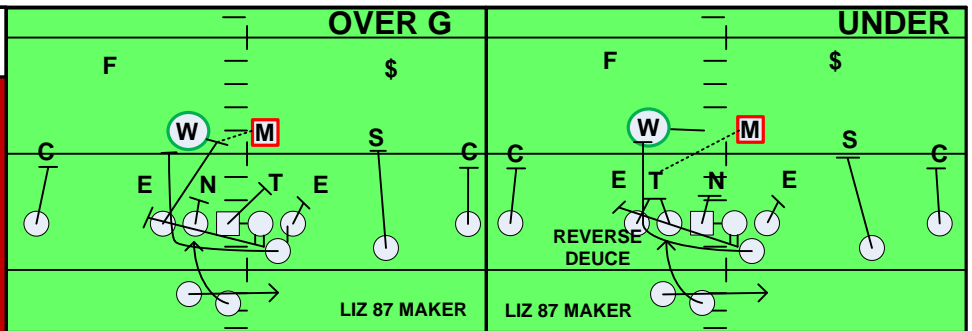
GAP SCHEME COUNTER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP, DEUCE UP

**CODE WORDS:**

MAKER = PUNCH – READ THE MIKE TO MANAGE BOX COUNT



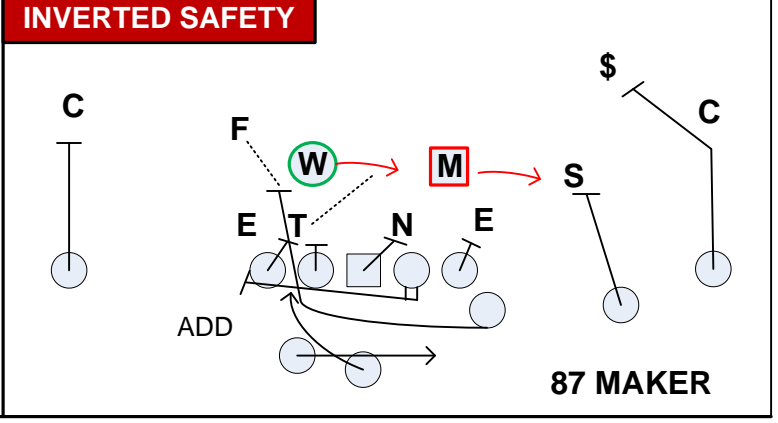
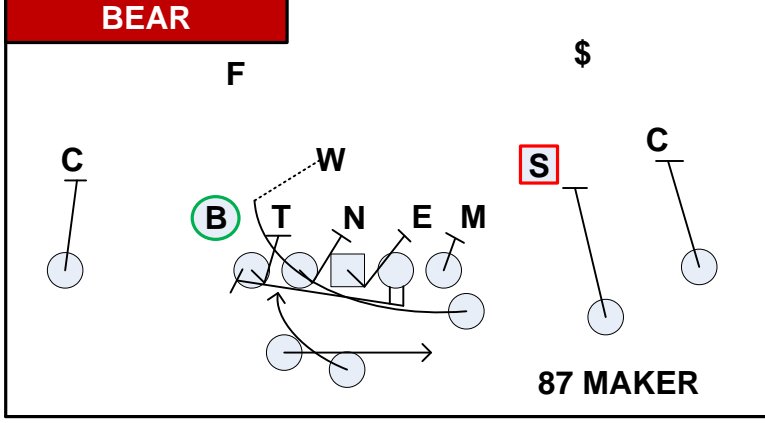
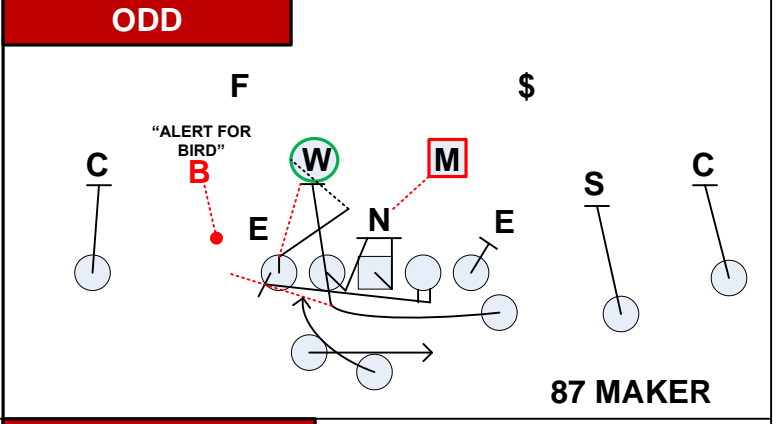
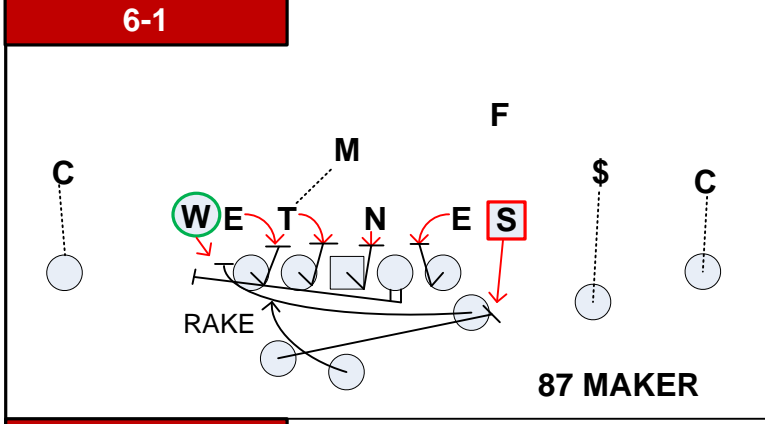
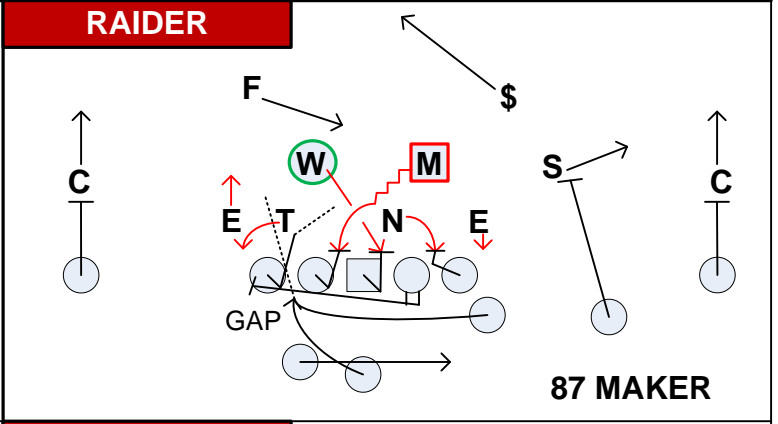
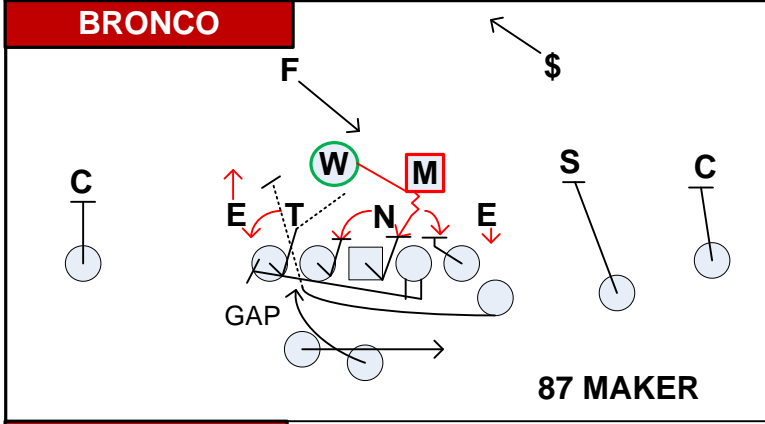
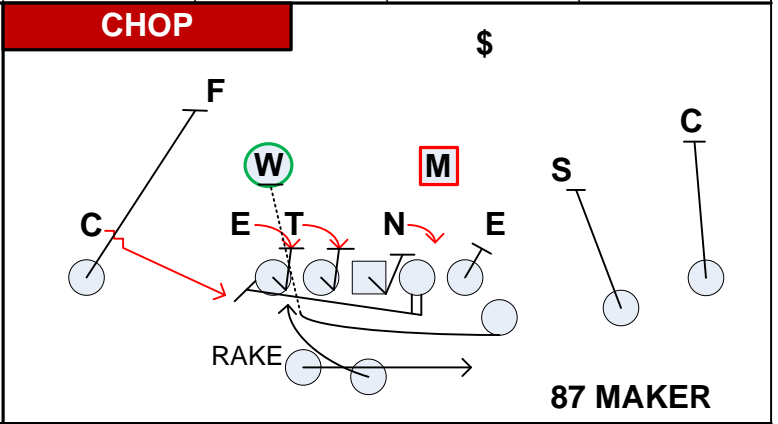
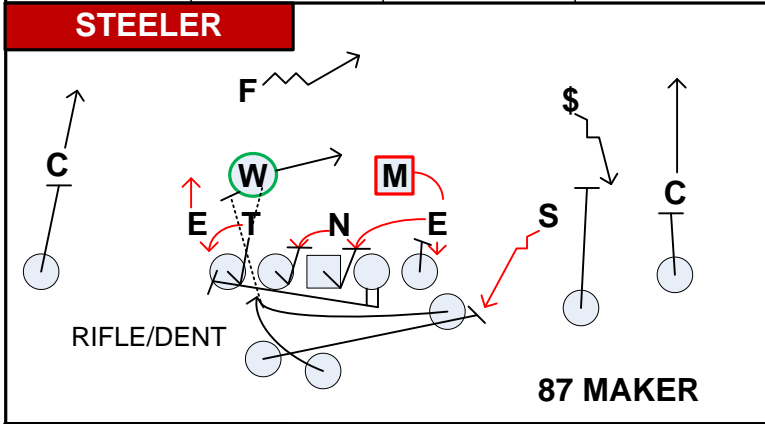
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS. <i>BLACKSIDE</i> = REVERSE DEUCE TO ONE PAST THE ID BS.	- WORK TRACK THROUGH YOUR B GAP TO BSLB. - WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB. (#1 PAST THE ID)	- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS. - STAY SQUARE WHILE WORKING BACK ON WHITESIDE. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>PSG</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = BLOCK DOWN A GAP DEFENDER <i>BLACKSIDE</i> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.	- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT. - STAY SQUARE ON REVERSE DEUCE BLOCK KEEPING LB SIDE ARM FREE, SECURE YOU'RE A GAP TO BSLB.	- MUST STOP PENETRATION ON DOWN BLOCK, SO PULLER CAN GET AROUND. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>C</b>	- ID 1 <sup>ST</sup> LB IN THE BOX PS OUTSIDE IN. - GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD. <i>BLACKSIDE</i> = BLOCK BACK ON A GAP DEFENDER.	- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT. - WORK BACK AND SECURE WITH "RIFLE" CALL	- HAVE PRESENCE IN PS – A-GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = ALERT FOR BS MOVEMENT
<b>BSG</b>	- PULL FLAT WORKING INTO THE L.O.S. AND KICKOUT/LOG FIRST DEFENDER OUTSIDE OF PST.	- OPEN PULL FLAT WORKING A TRACK INTO THE L.O.S. - KICK OUT BOX PLAYER, LOG A WRONG ARM DEFENDER.	- DON'T GET DEPTH IN YOUR PULL, STAY FLAT AND WORK A GOOD TRACK TO KICK OUT OR LOG THE DEFENDER. TOO MUCH DEPTH LEAVES A CREASE.
<b>BST</b>	- MAN ON BSDE	- MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE.
<b>TE/ FB</b>	- PULL FOR THE ID OR THE 1 <sup>ST</sup> IN THE BOX. "REAM"	- LM: ENTRY TO LB FROM A GAP OUT. - A GAP OPEN = TAKE IT - A GAP CLOSED = WRAP WITH PULLER - NOSE UP = FOOT TO FOOT, NOSE TO NOSE	- STAY TIGHT AND DON'T FORCE ENTRY. - ONE BY ONE OFF THE PULLER
<b>QB</b>	- READ THE MIKE	- SLIDE STEP BACKSIDE. - IF KEEP, LANDMARK = P/S LEG OF CENTER.	- IF THE MIKE GETS WIDTH, RUN PUNCH-Q. IF THE MIKE STAYS IN THE BOX, HANDOFF.
<b>TB</b>	- LANDMARK = CIRCLE THE FIELD. POSSIBLE DUCK VS. RIFLE. - IF THE QB PULLS, SELL THE FAKE.	- BASE ALIGNMENT (HEELS @ QB'S TOES – INSIDE FOOT ON GUARD'S O/S FOOT) = OPEN LATERAL STEP FLAT TO MESH.	- ARMS ON BODY. - SPRINT THROUGH THE MESH - VS. RIFLE, POSSIBLE DUCK.
<b>FS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- FSSS – SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>FS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>BS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	
<b>BS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	





# 86/87 MAKER (AL SIGHT)

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	INVERTED FS
BS GAP CALL	FS RAKE DE	GAP CALL	GAP CALL	HANGER	ALERT BIRD	BACK BACK	ADD CALL



# 16/17 MICKEY

**CONCEPT:**

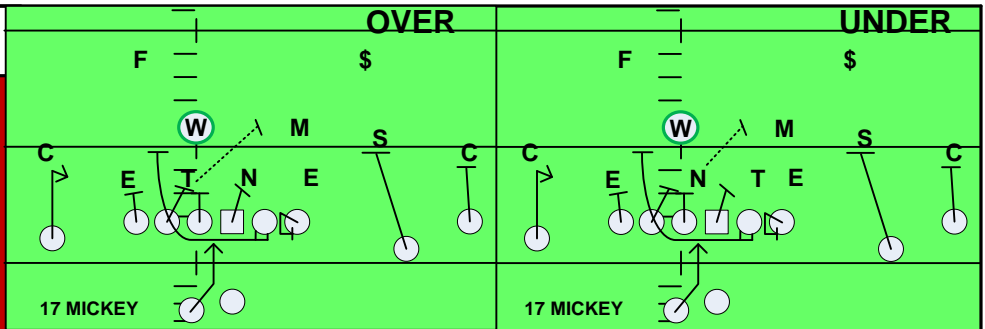
GAP SCHEME POWER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY, DEUCE

**CODE WORDS:**

MICKEY



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS. <i>BLACKSIDE</i> = DEUCE TO ONE PAST THE ID BS.	- WORK TRACK THROUGH YOUR B GAP TO BSLB. - WORK HIP TO HIP WITH PSG ON DEUCE BLOCK TO 1 PAST.	- ALERT 3 LB BOX OR BIRD CALL WORK TO MLB. STILL ONE PAST THE ID BS. - MICKEY = STICKEY. IF 3-TECH LOOPS OUT, STICK ON HIM. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. "READY TO RAKE"
<b>PSG</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = BLOCK DOWN ON AN A GAP DEFENDER <i>BLACKSIDE</i> = DEUCE, SECURE A GAP TO ONE PAST THE ID BS.	- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT. - STAY SQUARE ON DEUCE BLOCK USE FLIPPER LIFT TECHNIQUE, SECURE YOU'RE A GAP TO 1 PAST.	- MUST STOP PENETRATION ON DOWN BLOCK - DENT = BE ALERT FOR NOSE IN A-GAP - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>C</b>	- ID 1ST LB IN THE BOX PS OUTSIDE IN. - GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD. <i>BLACKSIDE</i> = BLOCK BACK ON A GAP DEFENDER.	- BLUNT A SHADE BACK TO THE 3 TECH - BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT. - WORK BACK AND SECURE WITH "RIFLE" CALL	- DON'T WORK BACK INTO SHADE ON BLUNT TECH - HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = ALERT FOR BS MOVEMENT
<b>BSG</b>	- PULL TIGHT OFF THE ASS OF THE DOUBLE TEAM UP TO THE ID LB.	- CLEAR THE PS DOUBLE/DOWN BLOCK SQUARE AND TIGHT. SQUARE PULL. -WORK VERTICAL WITH INSIDE OUT TARGET ON PSLB	- DON'T SWING WIDE AROUND DOUBLE/DOWN BLOCK. - TAKE COLOR OUT OF THE HOLE TO THE ID LB
<b>BST</b>	- GAP, SEAL, HINGE	- POWER STEP DOWN TO SECURE BS B GAP. HINGE BACK LATE IF NO THREAT OR YOU FEEL THE OC BLOCK AND SECURE BACK.	- MAKE "DENT" CALL TO ALERT FOR MOVEMENT COMING BACK TO GAPS. - SECURE AND HINGE BACK TO A WHITESIDE, DON'T KEEP POWER STEPPING DOWN TO NO ONE AND SHORTENING THE EDGE.
<b>TE/ FB</b>	- TACKLE UNCOVERED: BASE DE - TACKLE COVERED: COMBO TO 1-PAST THE ID WITH PST	- INSIDE FOOTWORK	- INSIDE V ALL BLOCKS
<b>QB</b>	- HANDOFF TO TB	- OPEN STEP TO TB, HANDOFF - STACK = REVERSE OUT	- IF 16/17-Q CALLED, DROP STEP, AIMING POINT IS THE A GAP. - IF A GAP CLOSED, FOLLOW INSIDE LEG OF PULLER
<b>TB</b>	- LANDMARK = PS A GAP. - READ = PS A GAP TO HIP OF PULLING GUARD.	- SAME SIDE ALIGNMENT = DROP STEP, SQUARE SHOULDER ENTRY PRESSING A-GAP - STACK ALIGNMENT = TOES @ 7. DROP STEP, SQUARE SHOULDER ENTRY PRESSING A-GAP	- TAKE THE BALL TO THE FEET OF THE OL. - OPEN A GAP TAKE IT, A GAP CLOSED WORK OFF HIP OF PULLING GUARD (NOT A CUTBACK PLAY)
<b>FS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- FSSS – SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>FS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>BS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	
<b>BS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	

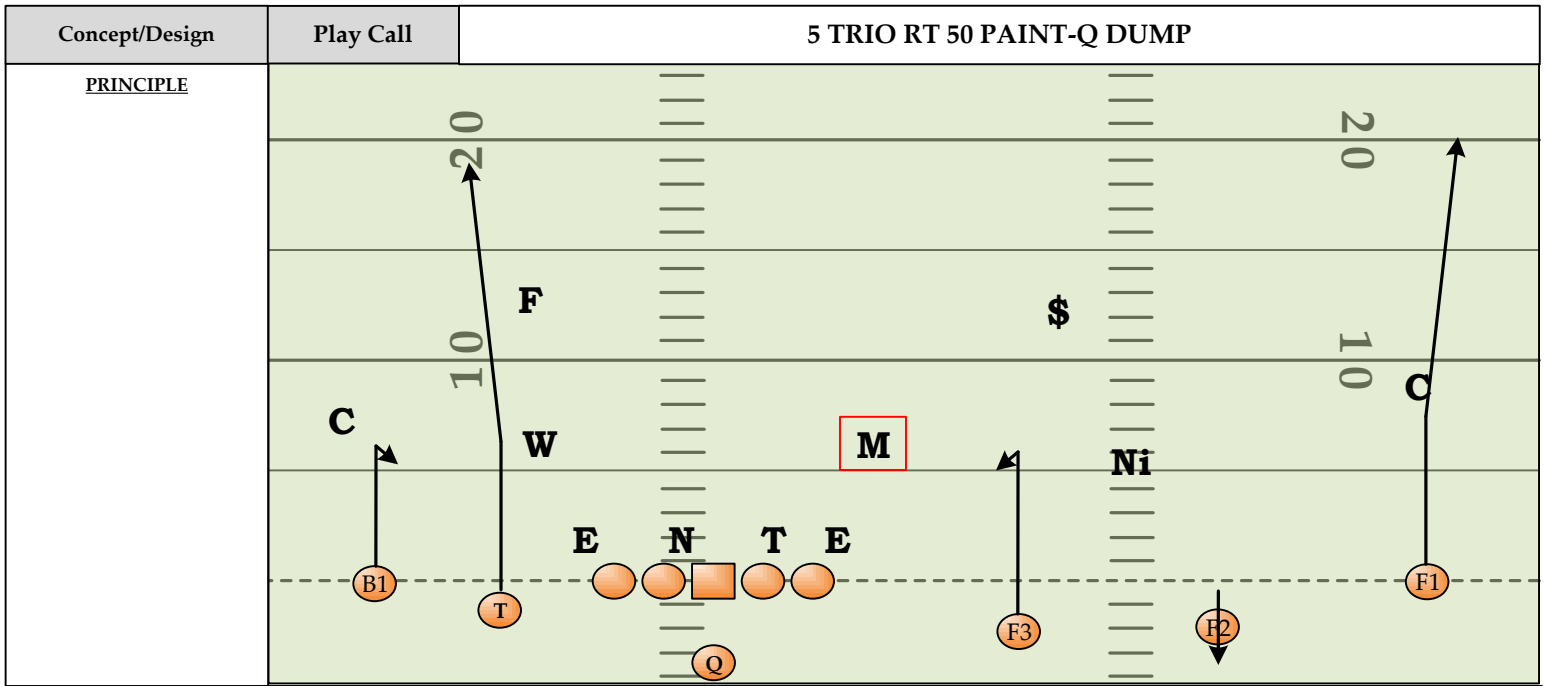


# 16/17 MICKEY

STEELER	CHOP	BRONCO	RAIDER	6-1	ODD	BEAR	INVERTED SAFETY
BS DENT	FS SIGHT ADJUST	GAP	GAP	GAP CALL	ACE = BASE	-	HITCH
<b>STEELER</b>  17 MICKEY Z-HITCH	<b>CHOP</b>  17 MICKEY Z-HITCH	<b>BRONCO</b>  17 MICKEY Z-HITCH	<b>RAIDER</b>  17 MICKEY Z-HITCH	<b>6-1</b>  17 MICKEY Z-HITCH	<b>ODD</b>  17 MICKEY Z-HITCH	<b>BEAR</b>  17 MICKEY Z-HITCH	<b>INVERTED SAFETY</b>  17 MICKEY Z-HITCH



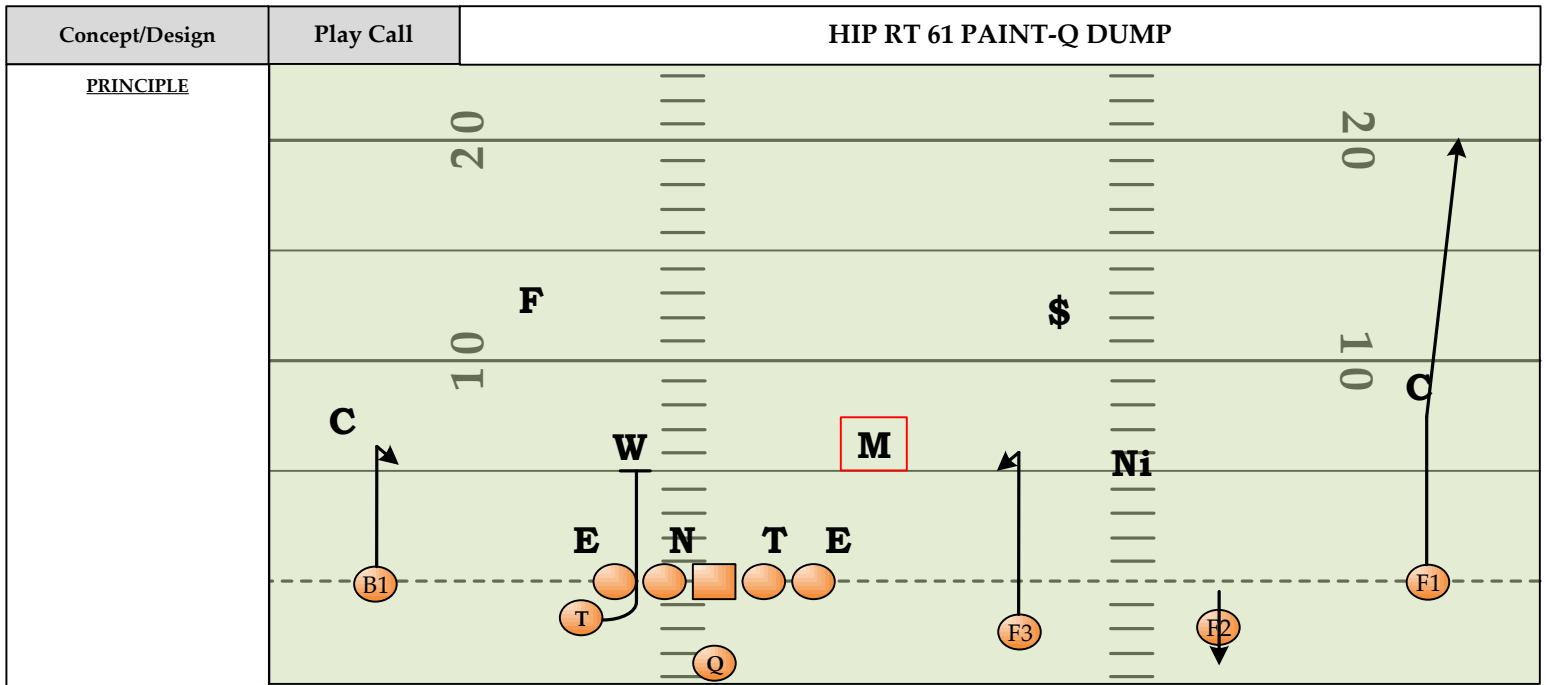
**SCREEN PRINCIPLE: PAINT**



BASE FORM	Empty Formations		
PLAYER	Responsibility	Assignments	Pressure
F1	PROTECTION		N/A
F2	LOOK		N/A
F3	DUMP		N/A
B1	MDM		N/A
T	PROTECTION		N/A
<u>PST</u>	LOCK SIDE	1 KICK VERTICAL SET (BUMP ANY GAMES)	
<u>PSG</u>	LOCK SIDE	1 KICK VERTICAL SET (BUMP ANY GAMES)	
<u>C</u>	SLIDE SIDE A GAP	BLOCK A GAP TO ID LB	CLEAR THE GAMES BEFORE YOU CLIMB TO ID. NEVER AN OUT CALL.
<u>BSG</u>	SLIDE SIDE B GAP	BLOCK B GAP TO ID LB	NEVER AN OUT CALL.
<u>BST</u>	SLIDE SIDE C GAP	BLOCK C GAP TO ID LB	NEVER AN OUT CALL.



**SCREEN PRINCIPLE: PAINT**



**NOTES** Empty Formations

PLAYER	Responsibility	Assignments	Pressure
F1	PROTECTION		N/A
F2	LOOK		N/A
F3	DUMP		N/A
B1	HITCH		N/A
T	BLOCK	BLOCK 1-PAST THE ID FRONTSIDE	N/A
<u>PST</u>	LOCK SIDE	1 KICK VERTICAL SET (BUMP ANY GAMES)	
<u>PSG</u>	LOCK SIDE	1 KICK VERTICAL SET (BUMP ANY GAMES)	
<u>C</u>	SLIDE SIDE A GAP	BLOCK A GAP TO ID LB	CLEAR THE GAMES BEFORE YOU CLIMB TO ID. NEVER AN OUT CALL.
<u>BSG</u>	SLIDE SIDE B GAP	BLOCK B GAP TO ID LB	NEVER AN OUT CALL.
<u>BST</u>	SLIDE SIDE C GAP	BLOCK C GAP TO ID LB	NEVER AN OUT CALL.

# 86/87 PUNCH (AL SIGHT)

**CONCEPT:**

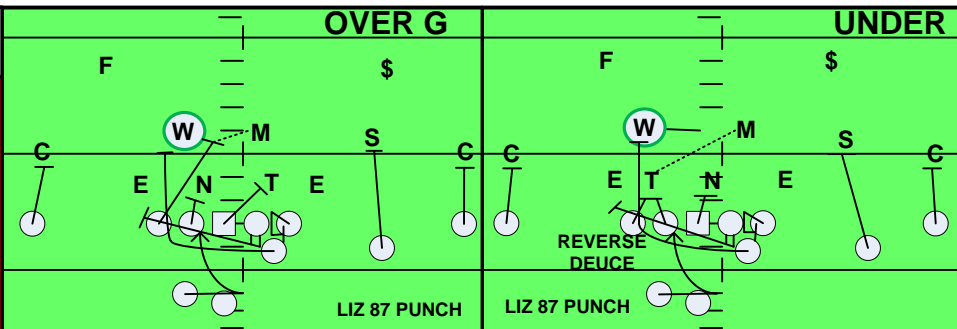
GAP SCHEME COUNTER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

TREY UP, DEUCE UP

**CODE WORDS:**

PUNCH = REAMER IS RESPONSIBLE FOR ID LB.

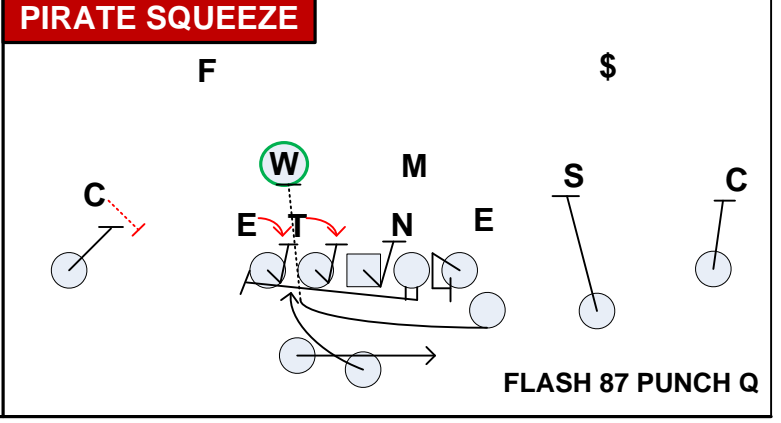
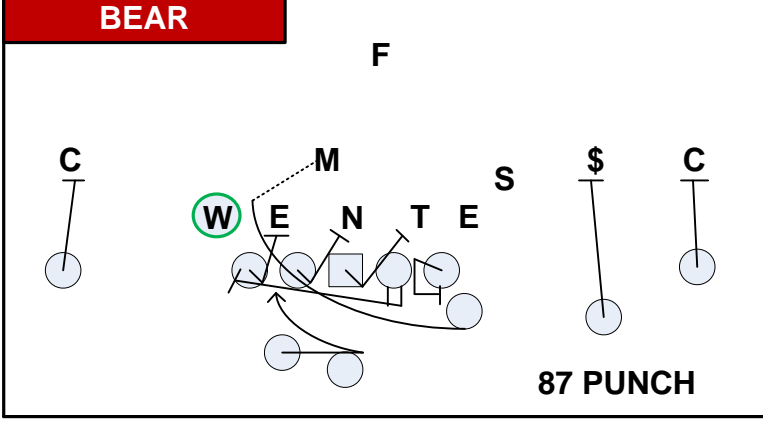
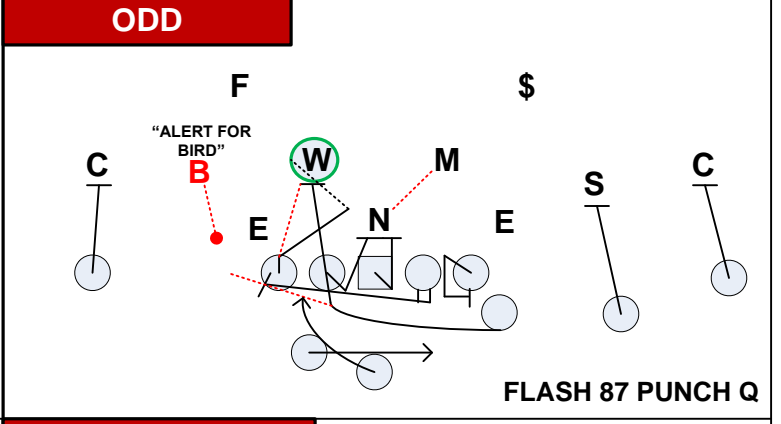
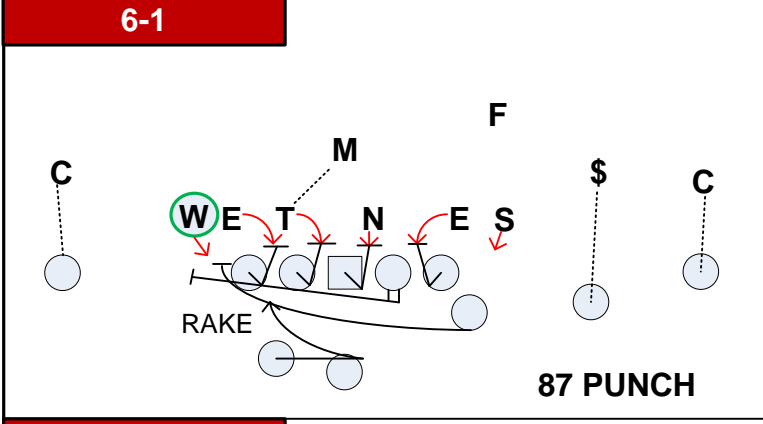
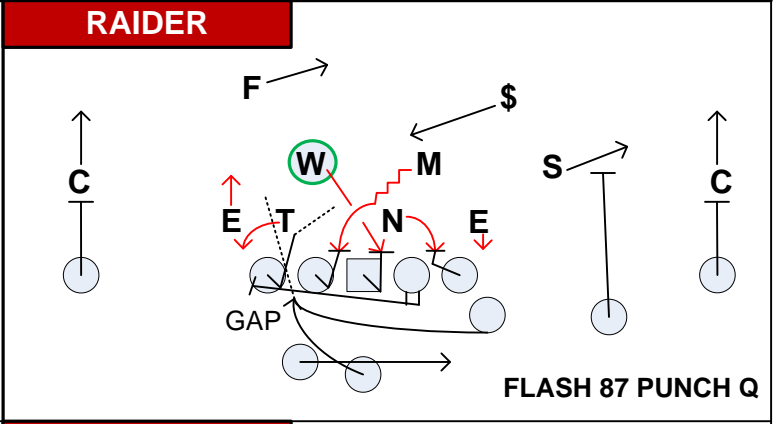
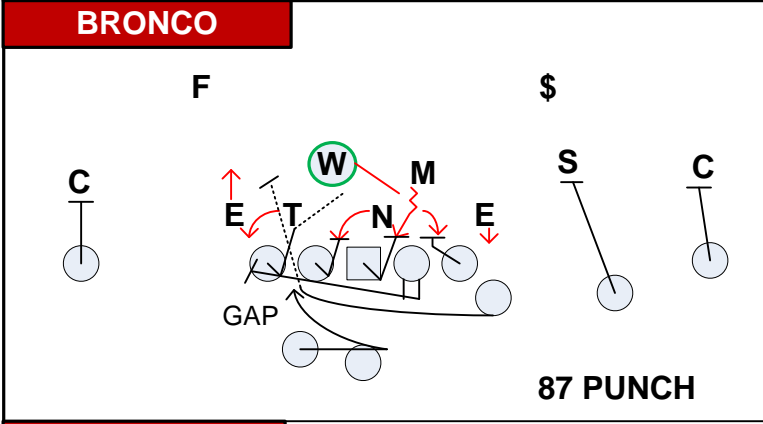
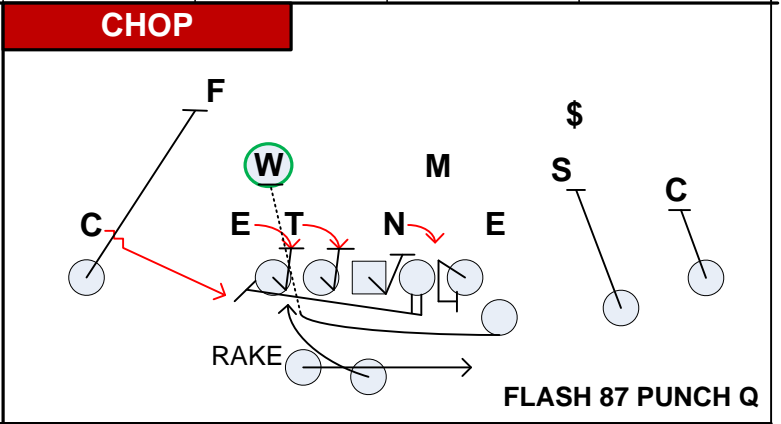
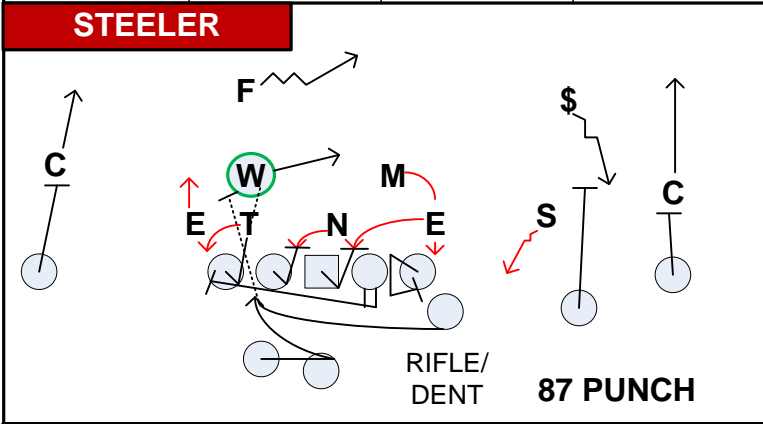


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS. <i>BLACKSIDE</i> = REVERSE DEUCE TO ONE PAST THE ID BS.	- WORK TRACK THROUGH YOUR B GAP TO BSLB. - WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB. (#1 PAST THE ID)	- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS. - STAY SQUARE WHILE WORKING BACK ON WHITESIDE. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>PSG</b>	- GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = BLOCK DOWN A GAP DEFENDER <i>BLACKSIDE</i> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.	- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT. - STAY SQUARE ON REVERSE DEUCE BLOCK KEEPING LB SIDE ARM FREE, SECURE YOU'RE A GAP TO BSLB.	- MUST STOP PENETRATION ON DOWN BLOCK, SO PULLER CAN GET AROUND. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.
<b>C</b>	- ID 1 <sup>ST</sup> LB IN THE BOX PS OUTSIDE IN. - GAP SCHEME RULES ON TO OFF <i>WHITESIDE</i> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD. <i>BLACKSIDE</i> = BLOCK BACK ON A GAP DEFENDER.	- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT. - WORK BACK AND SECURE WITH "RIFLE" CALL	- HAVE PRESENCE IN PS – A-GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = ALERT FOR BS MOVEMENT
<b>BSG</b>	- PULL FLAT WORKING INTO THE L.O.S. AND KICKOUT/LOG FIRST DEFENDER OUTSIDE OF PST.	- OPEN PULL FLAT WORKING A TRACK INTO THE L.O.S. - KICK OUT BOX PLAYER, LOG A WRONG ARM DEFENDER.	- DON'T GET DEPTH IN YOUR PULL, STAY FLAT AND WORK A GOOD TRACK TO KICK OUT OR LOG THE DEFENDER. TOO MUCH DEPTH LEAVES A CREASE.
<b>BST</b>	- GAP, SEAL, HINGE	- POWER STEP DOWN TO SECURE BS B GAP. HINGE BACK LATE IF NO THREAT OR YOU FEEL THE OC BLOCK AND SECURE BACK.	- MAKE "RIFLE" CALL TO ALERT FOR MOVEMENT COMING BACK TO GAPS. - SECURE AND HINGE BACK TO A WHITESIDE, DON'T KEEP POWER STEPPING DOWN TO NO ONE AND SHORTENING THE EDGE.
<b>TE/ FB</b>	- PULL FOR THE ID OR THE 1 <sup>ST</sup> IN THE BOX. "REAM"	- LM: ENTRY TO LB FROM A GAP OUT. - A GAP OPEN = TAKE IT - A GAP CLOSED = WRAP WITH PULLER - NOSE UP = FOOT TO FOOT, NOSE TO NOSE	- STAY TIGHT AND DON'T FORCE ENTRY. - ONE BY ONE OFF THE PULLER, - READ HIP OF 1 <sup>ST</sup> PULLER
<b>QB</b>	- HANDOFF TO TB.	- OPEN STEP TO TB, HANDOFF	- YOU ARE RESPONSIBLE FOR THE MESH.
<b>TB</b>	- LANDMARK = PS A GAP. - READ = PS A GAP TO WORK OFF PULLING TE/FB.	- (AWAY FROM CALL) BASE ALIGNMENT (3 FEET) HEELS ON TOES OF QB = FLASH AWAY. - (TO CALL) BASE ALIGNMENT (3 FEET) HELLS ON TOES OF QB = OPEN, CROSSOVER, PLANT.	- TAKE THE BALL TO THE FEET OF THE OL. - OPEN A GAP TAKE IT, A GAP CLOSED WORK OFF PULLING TE/FB (NOT A CUTBACK PLAY)
<b>FS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- FSSS – SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>FS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN, COME TO BALANCE
<b>BS1</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	
<b>BS2</b>	STYLE OF RUN PLAY: INSIDE RUN	- CUT OFF	



# 86/87 PUNCH (AL SIGHT)

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GAP CALL	FS RAKE DE	GAP CALL	GAP CALL	HANGER	ALERT HANGER	BACK BACK	RAKE DE



# 86/87 SLIDER

**CONCEPT:**

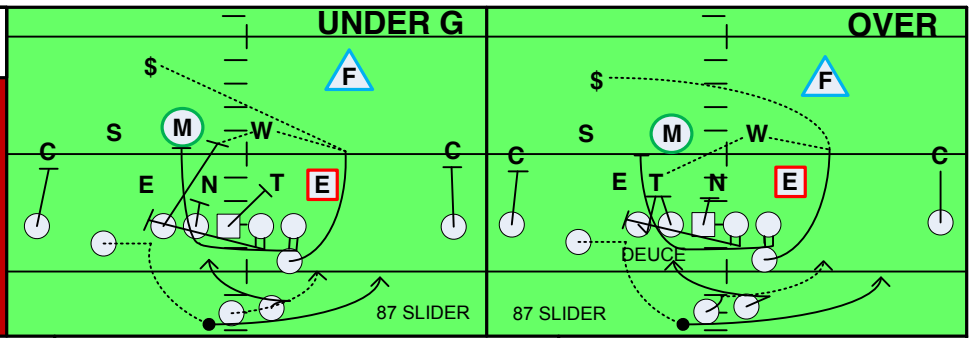
GAP SCHEME COUNTER RUN. GAP SCHEME USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**

DEUCE UP HIC (FSL), TRIPS HIC (FSL), HOUSE

**CODE WORDS:**

SLIDER = TELLS THE BST TACKLE HE IS THE SECOND PULLER. REAMER IS RESPONSIBLE FOR ID LB.



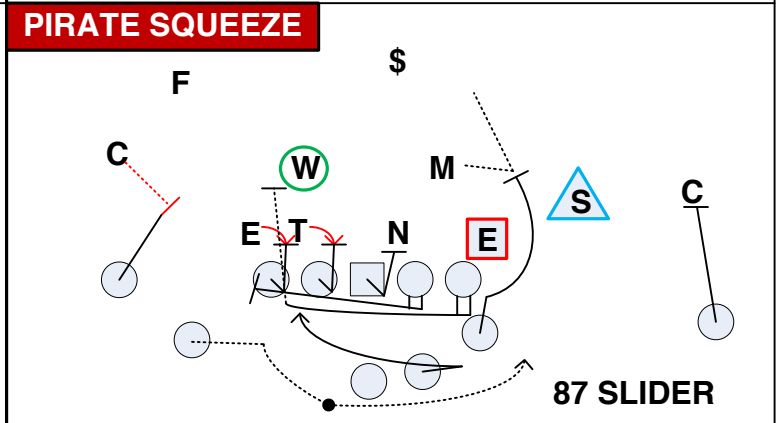
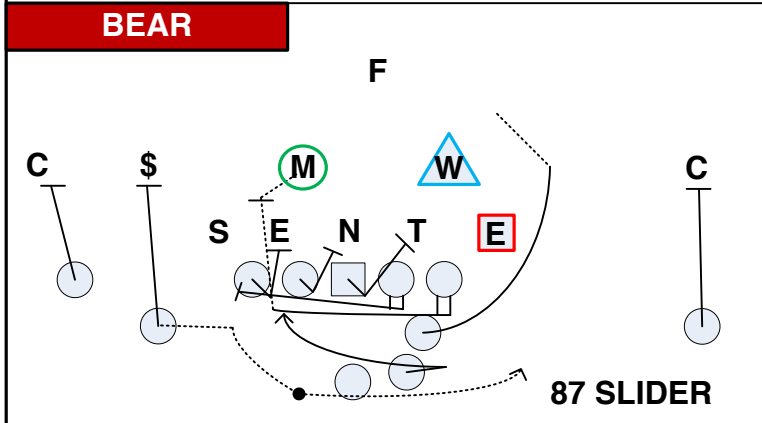
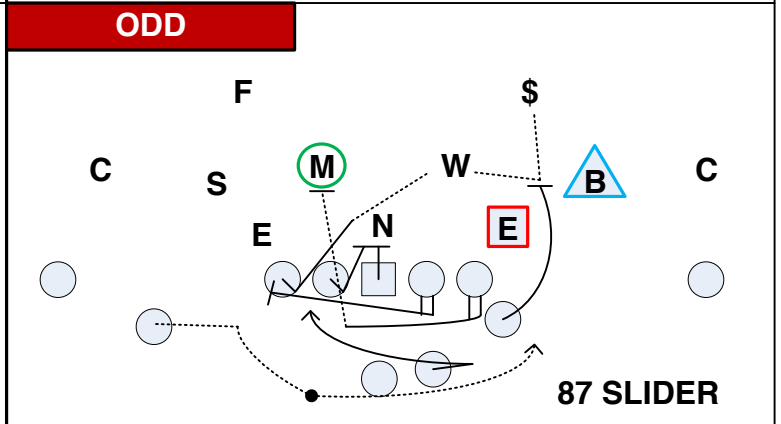
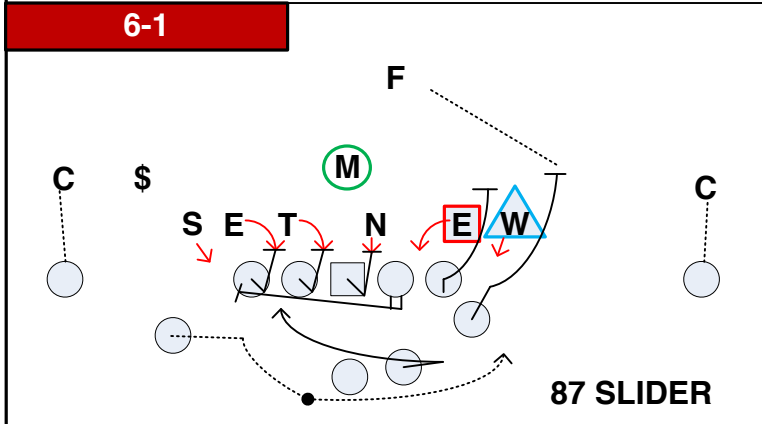
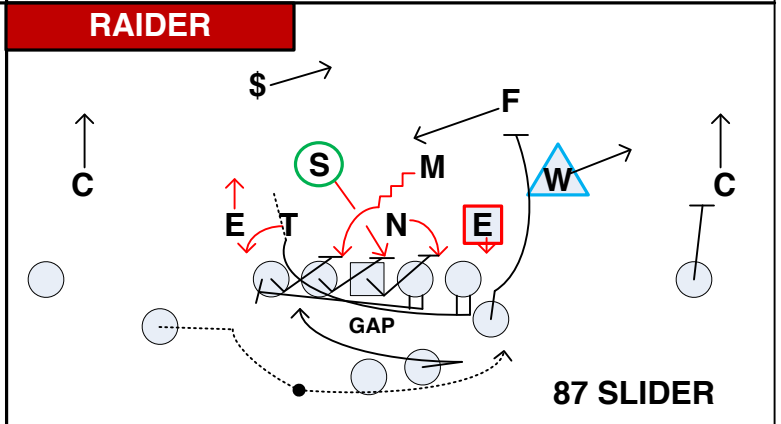
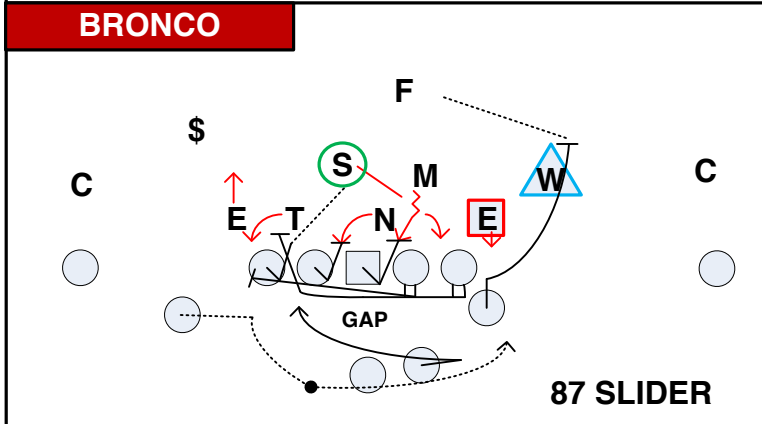
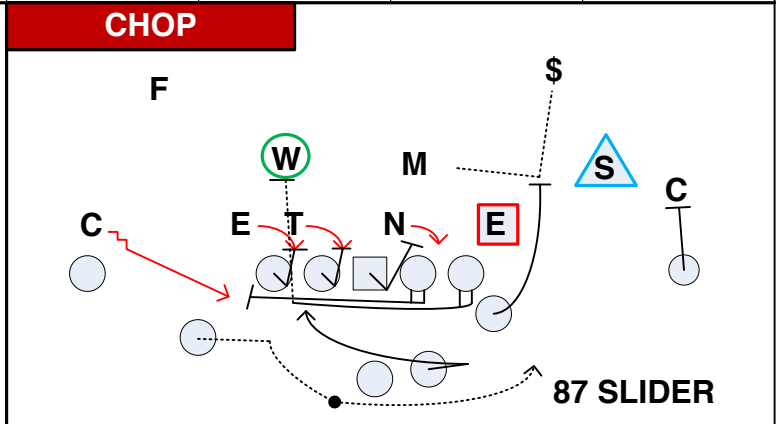
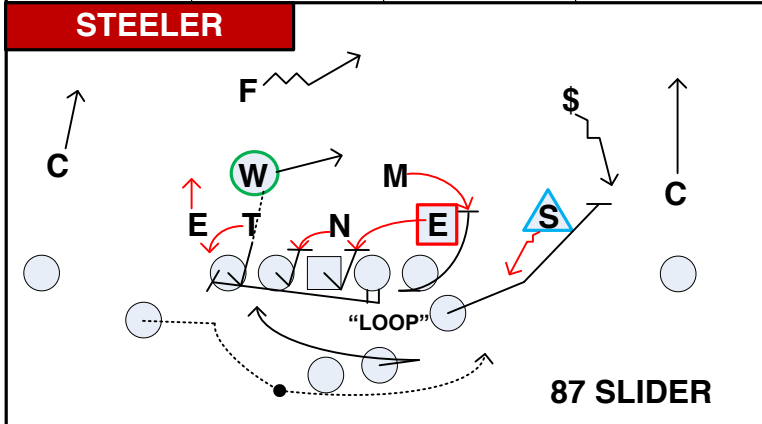
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS.</li> <li><b>BLACKSIDE</b> = REVERSE DEUCE TO ONE PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- WORK TRACK THROUGH YOUR B GAP TO BSLB.</li> <li>- WORK HIP TO HIP WITH PSG ON REVERSE DEUCE BLOCK TO BSLB.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS.</li> <li>- STAY SQUARE WHILE WORKING BACK ON WHITESIDE.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> </ul>
<b>PSG</b>	<ul style="list-style-type: none"> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = BLOCK DOWN A GAP DEFENDER</li> <li><b>BLACKSIDE</b> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT.</li> <li>- STAY SQUARE ON REVERSE DEUCE BLOCK</li> </ul>	<ul style="list-style-type: none"> <li>- MUST STOP PENETRATION ON DOWN BLOCK, SO PULLER CAN GET AROUND.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>- ID 1<sup>ST</sup> LB IN THE BOX PS OUTSIDE IN.</li> <li>- GAP SCHEME RULES ON TO OFF</li> <li><b>WHITESIDE</b> = WORK BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD.</li> <li><b>BLACKSIDE</b> = BLOCK BACK ON A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT.</li> <li>- WORK BACK AND SECURE WITH "RIFLE" CALL</li> </ul>	<ul style="list-style-type: none"> <li>- HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH.</li> <li>- ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP.</li> </ul>
<b>BSG</b>	<ul style="list-style-type: none"> <li>- PULL FLAT WORKING INTO THE L.O.S. AND KICKOUT/LOG FIRST DEFENDER OUTSIDE OF PST.</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL FLAT WORKING A TRACK INTO THE L.O.S.</li> <li>- KICK OUT BOX PLAYER, LOG A WRONG ARM DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- DON'T GET DEPTH IN YOUR PULL, STAY FLAT AND WORK A GOOD TRACK TO KICK OUT OR LOG THE DEFENDER. TOO MUCH DEPTH LEAVES A CREASE.</li> </ul>
<b>BST</b>	<ul style="list-style-type: none"> <li>- PULL BEHIND OG WORKING OFF HIS BLOCK. WORK 1 X 1 BEHIND PULLING GUARD.</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL BEHIND OG, INSERT BEHIND KICK OUT, WRAP AROUND LOG BLOCK VERTICAL TO ID LB.</li> </ul>	<ul style="list-style-type: none"> <li>- GET DEPTH TO CLEAR KICK/LOG BLOCK BY THE PULLING GUARD.</li> <li>- LOOP VS. RIFLE</li> </ul>
<b>TE/FB</b>	<ul style="list-style-type: none"> <li>- SECURE BOX AND CLIMB TO SEAL #3.</li> </ul>	<ul style="list-style-type: none"> <li>- ARC AND SECURE BOX TO #3.</li> </ul>	<ul style="list-style-type: none"> <li>- MAKE A LOAD CALL AND BLOCK #2 IF #3 IS IN AN UNBLOCKABLE POSITION ON THE LINE. (SMOKE BLITZ)</li> <li>- COUNT SYSTEM STARTS FROM BST OUT</li> </ul>
<b>QB</b>	<ul style="list-style-type: none"> <li>- READ BSDE.</li> <li>- IF GIVE CONTINUE SPRINT FAKE</li> <li>- IF PULL ATTACK PITCH KEY</li> </ul>	<ul style="list-style-type: none"> <li>- BE PREPARED FOR PULL PITCH</li> <li>- ATTACK PITCH KEY'S OUTSIDE SHOULDER</li> </ul>	<ul style="list-style-type: none"> <li>- BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T</li> <li>- RIFLE = QUICK PULL PITCH</li> </ul>
<b>TB</b>	<ul style="list-style-type: none"> <li>- LANDMARK = PS A GAP.</li> <li>- READ = PS A GAP TO HIP OF PULLING TACKLE.</li> </ul>	<ul style="list-style-type: none"> <li>- (AWAY FROM CALL) BASE ALIGNMENT (3 FEET) HEELS ON TOES OF QB = FLASH AWAY.</li> </ul>	<ul style="list-style-type: none"> <li>- TAKE THE BALL TO THE FEET OF THE OL.</li> <li>- OPEN A GAP TAKE IT, A GAP CLOSED FOLLOW HIP OF PULLING TACKLE (NOT A CUTBACK PLAY)</li> </ul>
<b>FS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- PROTECT THE PITCH - VS COVER 2 PROTECT SLICE.
<b>BS2</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- PROTECT THE PITCH





# 86/87 SLIDER

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS GAP CALL BST LOOP PULL/PITCH	FS RAKE DE	GAP CALL	GAP CALL	LOOP PULL/PITCH	-	BACK BACK	RAKE DE

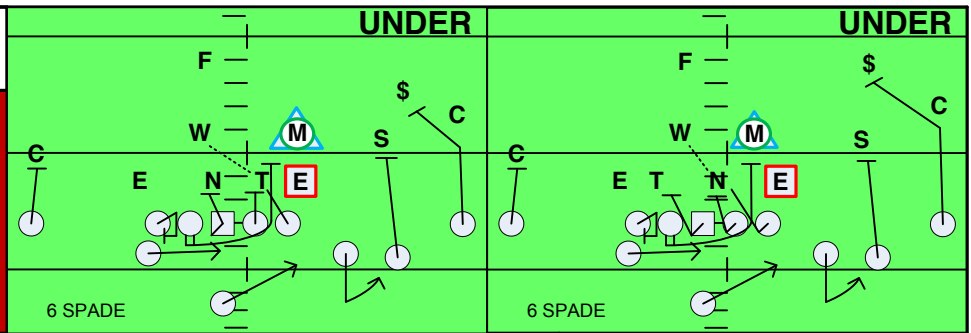


# SPADE

**CONCEPT:**  
GAP SCHEME RUN. GAP SCHEME  
USES ON TO OFF BLOCKING PRINCIPLES.

**FORMATION:**  
HIP, EMPTY TIC, SPLIT

**CODE WORDS:**  
SPADE = SHOVEL TRIPLE OPTION  
(SAME AS BLAST FOR O-LINE)

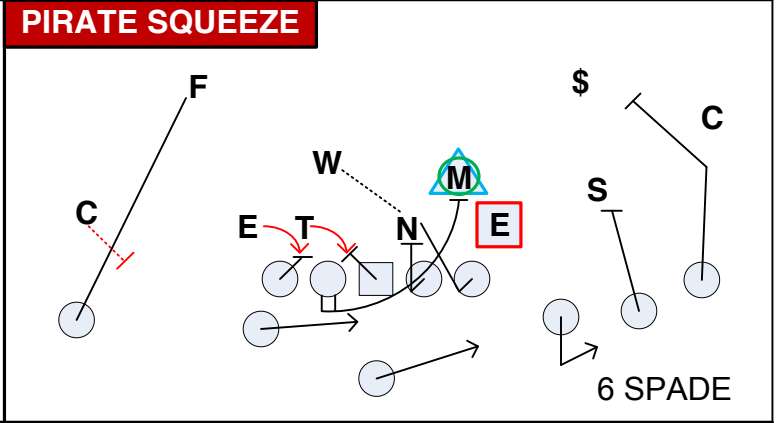
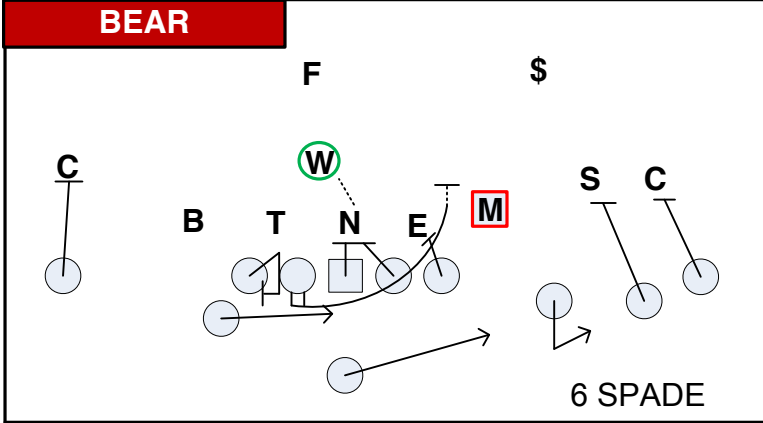
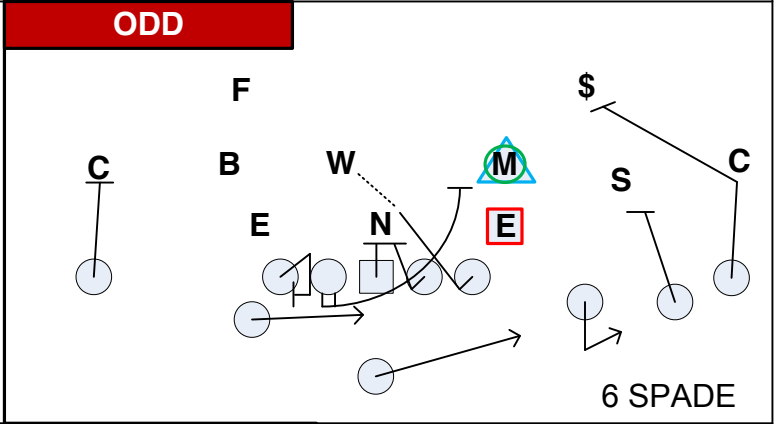
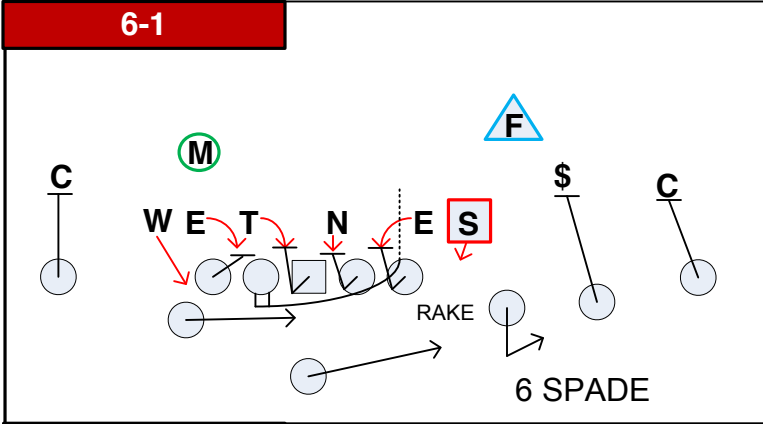
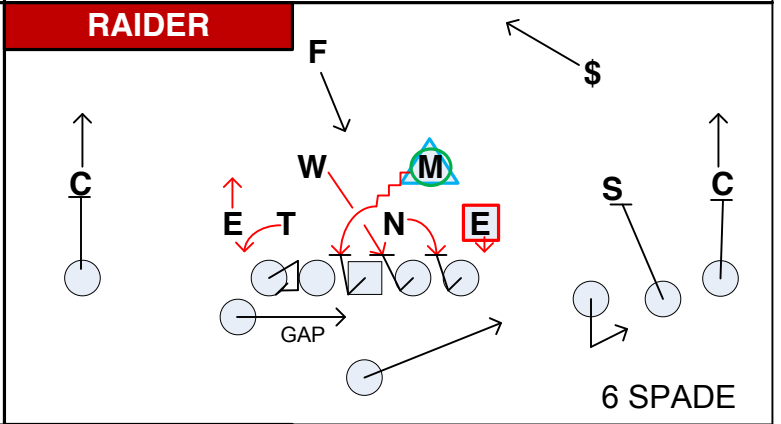
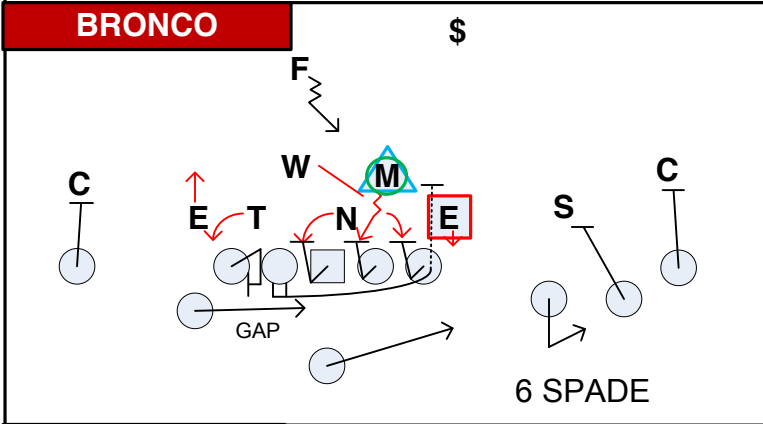
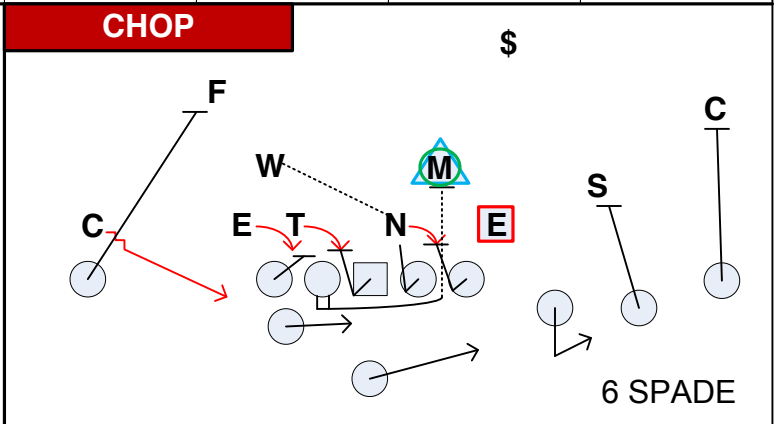
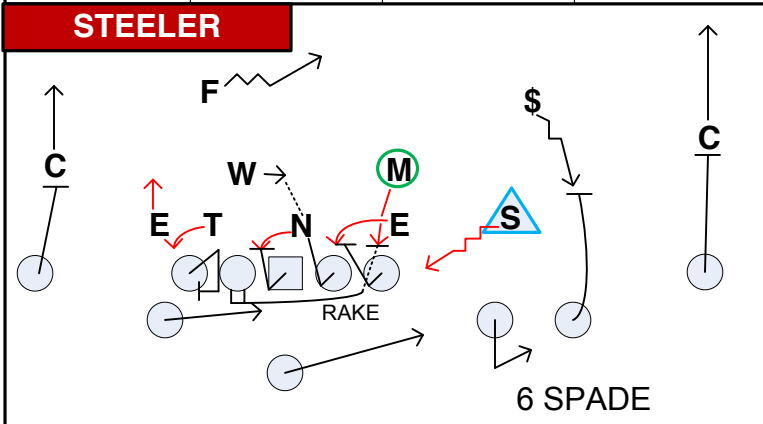


POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	- GAP SCHEME RULES ON TO OFF <b>WHITESIDE</b> = INSIDE RELEASE TO SECURE B GAP TO ONE PAST THE ID BS. <b>BLACKSIDE</b> = REVERSE DEUCE TO ONE PAST THE ID BS.	- WORK TRACK THROUGH YOUR B GAP TO BSLB. - WORK HIP TO HIP WITH PSG ON DEUCE BLOCK TO BSLB - IF WHITESIDE SHADE, HEAD/SHOULDER FAKE.	- ALERT 3 LB BOX WORK TO MLB. STILL ONE PAST THE ID BS. - STAY SQUARE WHILE WORKING BACK ON WHITESIDE. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP (READY TO RAKE).
<u>PSG</u>	- GAP SCHEME RULES ON TO OFF <b>WHITESIDE</b> = BLOCK DOWN A ON GAP DEFENDER <b>BLACKSIDE</b> = REVERSE DEUCE, SECURE A GAP TO ONE PAST THE ID BS.	- BITE THE PAD TIP ON DOWN BLOCK WORKING VERTICAL AND FIGHTING SPIN OUT WITH PS HAND UPPER CUT. - STAY SQUARE ON REVERSE DEUCE BLOCK	- MUST STOP PENETRATION ON DOWN BLOCK - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = BE ALERT FOR MOVEMENT IN A-GAP
<u>C</u>	- ID 1 <sup>ST</sup> LB IN THE BOX PS OUTSIDE IN. - GAP SCHEME RULES ON TO OFF <b>WHITESIDE</b> = BLUNT/BACK TO SECURE BS A GAP AND REPLACE PULLING GUARD. <b>BLACKSIDE</b> = BLOCK BACK ON A GAP DEFENDER.	- BLUNT A SHADE BACK TO THE 3 TECH. - BITE THE PAD TIP ON BACK BLOCK WORKING VERTICAL AND FIGHTING SPIN WITH PS HAND UPPER CUT. - WORK BACK AND SECURE WITH "RIFLE" CALL	- DON'T WORK BACK INTO SHADE ON BLUNT TECH. - HAVE PRESENCE IN PSA GAP AND AWARENESS OF BS PRESSURE IN BLUNT TECH. - ALERT "RIFLE CALL" FOR MOVEMENT TO YOUR GAP. - DENT = IS AN ALERT FOR BS MOVEMENT
<u>BSG</u>	- PULL TIGHT OFF THE ASS OF THE DOUBLE DOWN BLOCK UP TO THE ID LB.	- CLEAR THE PS DOUBLE/DOWN BLOCK SQUARE AND TIGHT. - WORK VERTICAL WITH INSIDE OUT TARGET ON PSLB.	- DON'T SWING WIDE AROUND DOUBLE/DOWN BLOCK. - DON'T CHASE LB, SNAP EYES BACK INSIDE - AVOID THE DE = GO AROUND HIM IF HE TRIES TO WRONG ARM YOU.
<u>BST</u>	- SEAL INSIDE GAP AND HINGE.	- POWER STEP DOWN TO SECURE BS B GAP. HINGE BACK LATE IF NO THREAT OR YOU FEEL THE OC BLOCK AND SECURE BACK.	- MAKE "DENT" CALL TO ALERT FOR MOVEMENT COMING BACK TO GAPS. - SECURE AND HINGE BACK TO A WHITESIDE, DON'T KEEP POWER STEPPING DOWN TO NO ONE AND SHORTENING THE EDGE.
<u>TE/ FB</u>	- SHOVEL RUNNER	- INFLUENCE BSDE WITH OUTSIDE FOOT - GET IN SHOVEL PHASE 4X2 - THROTTLE IN CENTER AREA BEHIND PULLING GUARD	- DON'T BELLY, STAY IN PHASE - KNIFE THE DEFENSE AFTER THE CATCH – UP CUT MENTALITY
<u>QB</u>	- WHITESIDE CHECK - READ C-GAP DEFENDER FOR SHOVEL, D GAP DEFENDER FOR PITCH	- IF DE WIDENS - SHOVEL - IF DE SQUEEZES - READ NEXT OUTSIDE DEFENDER FOR PITCH	- STAY PARALELL TO L.O.S. TO KEEP PITCH PHASE
<u>TB</u>	- (OPTION RUNNER) = PITCH PHASE 5X1 - (SHOVEL RUNNER) = SHOVEL PHASE 4X2 STAY BEHIND PULLING GUARD	- (OPTION RUNNER) = (O) – STEAL 2 <sup>ND</sup> BASE (S) - CONTROLLED 5X1 - (SHOVEL RUNNER) = THROTTLE AT THE CENTER BOX AREA STAY BEHIND THE PULLER	- STAY W/QB - FLAT PITCH COURSE - BUBBLE VS RIFLE(OPTION RUNNER)
<u>FS1</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	- PROTECT THE SLICE CB
<u>FS2</u>	STYLE OF RUN PLAY: COMBO	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	- LEAVE PITCH KEY, 1 <sup>ST</sup> SECOND LEVEL DEFENDER O/S THE DE
<u>BS1</u>	STYLE OF RUN PLAY: COMBO	CUT OFF	- CAN'T GET BEAT OVER TOP
<u>BS2</u>	STYLE OF RUN PLAY: COMBO	CUT OFF	- CAN'T GET BEAT OVER TOP



# 6/7 SPADE

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
<b>FS</b> RAKE	:	GAP CALL	GAP CALL	-	-	BACK-BACK	<b>BS</b>



0/1

**CONCEPT:**

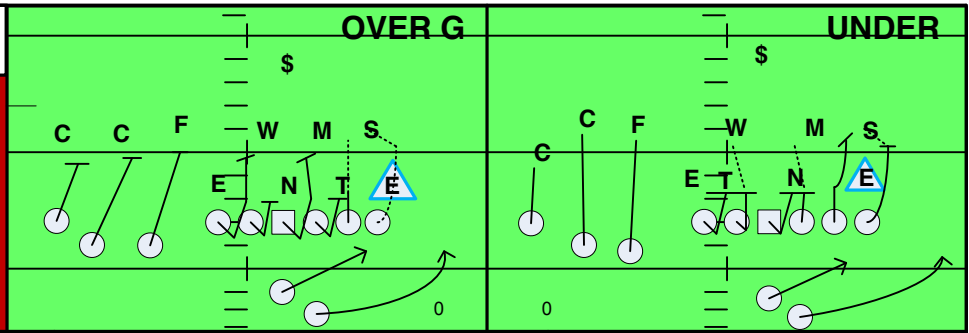
OUTSIDE ZONE RUN. OUTSIDE ZONE USES LOCK THE BOX BLOCKING PRINCIPLES.

**FORMATION:**

ALL FORMATIONS

**CODE WORDS:**

SPEED = LEAVE THE E.M.O.L. AS QB PITCH KEY.



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	- LEAVE E.M.O.L. AS PITCH KEY - IN-UP/LOOP BASED ON DE ALIGNMENT UP FOR PSLB TO BSLB TO SAFETY.	IN-UP = PRESS VERTICAL INSIDE WIDE 5 TECH. CUT THE ID LB UNLESS CIRCLE CALL. LOOP = ARC RELEASE AROUND DE UP FOR PSLB TO SAFETY.	- KEEP EYES ON PSLB. IF YOU GET A CIRCLE CALL, SECURE B/S LB TO SAFETY. ALERT RIFLE = "GANG"
<u>PSG</u>	- RIP REACH OVERTAKE B GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH RIP AND OVERTAKE B GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDERS FINISHING UP THE FIELD.
<u>C</u>	ID 1 <sup>ST</sup> LB IN THE BOX PLAYSIDE OUTSIDE IN. - RIP REACH OVERTAKE A GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH RIP AND OVERTAKE A GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDERS FINISHING UP THE FIELD.
<u>BSG</u>	- RIP REACH OVERTAKE A GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH RIP AND OVERTAKE A GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDERS FINISHING UP THE FIELD.
<u>BST</u>	-RIP REACH OVERTAKE B GAP DEFENDER UP TO 2 <sup>ND</sup> LEVEL.	- GAIN GROUND WITH WIDTH, REACH RIP AND OVERTAKE B GAP DEFENDER UP TO SECOND LEVEL TRYING TO LOCK THE BOX.	- GAIN GROUND AND RUN THIS IS A FULL FLOW PLAY WITH NO ACTION TO HOLD THE LB. - CUT DEFENDERS FINISHING UP THE FIELD.
<u>TE</u>	- NO INVERTED DEFENDER, MAKE CIRCLE CALL TO OT. SECURE BOX & CLIMB	- LEVERAGE AND PRESS DEFENDER - MUST ELIMINATE CROSS FACE - TAKE UP SLACK AND CHOP OR CUT ON 2 <sup>ND</sup> LEVEL	- MUST UNDERSTAND STRUCTURE - RIFLE = DELIVER DE TO TACKLE - CIRCLE CALL TO OT WHEN #3 IS IN THE BOX
<u>QB</u>	- PITCH OFF E.M.O.L.	- ATTACK OUTSIDE SHOULDER OF PITCH KEY - BE READY FOR QUICK PITCH	- ELIMINATE THE PITCH KEY
<u>TB</u>	- PITCH PHASE = 5X1 OFF OF QB	- ("O") = STEAL SECOND BASE - STACK ALIGNMNET = OPEN STEP CROSSOVER	- STAY W/QB - FLAT PITCH COURSE
<u>FS1</u>	STYLE OF RUN PLAY: PERIMETER	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	PROTECT THE SLICE CB
<u>FS2</u>	STYLE OF RUN PLAY: PERIMETER	MAN ON, NOSE UP, OUTSIDE NUMBER, STALK BLOCK	
<u>BS1</u>	STYLE OF RUN PLAY: PERIMETER	CFC (CROSS FIELD CUT OFF)	CAN'T GET BEAT OVER TOP
<u>BS2</u>	STYLE OF RUN PLAY: PERIMETER	CFC (CROSS FIELD CUT OFF)	CAN'T GET BEAT OVER TOP



STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL	PITCH OFF EMOL
<b>STEELER</b>				<b>CHOP</b>			
<b>BRONCO</b>				<b>RAIDER</b>			
<b>6-1</b>				<b>ODD</b>			
<b>BEAR</b>				<b>PIRATE SQUEEZE</b>			

# 12/13 TRES

**CONCEPT:**

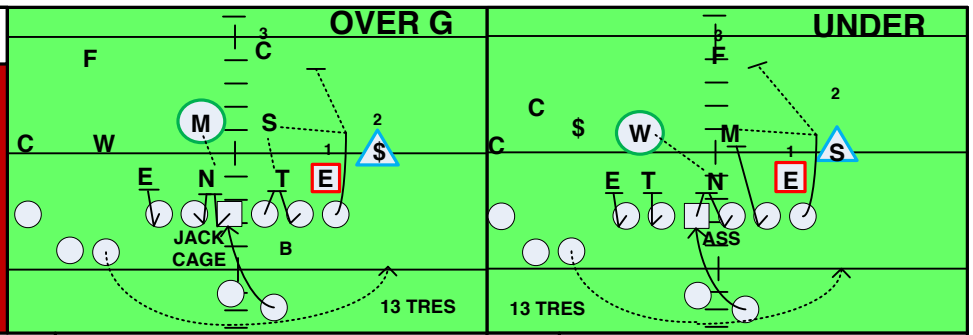
TIGHT ZONE RUN WITH OPTION. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**

TRIPS (FSL), TRIPLES

**CODE WORDS:**

TRES = QB IS READING THE BSDE. TE SHOULD LEAVE TWO (READ KEY/PITCH KEY)



POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	WHITE SIDE = GUT (POSSIBLE MAN) BLACK SIDE = MAN ODD = GUT	MAN = INSIDE V AIMING POINT GUT = WEDGE 90 TO THE ID LB	- VERTICAL PUSH ON DEFENDER, STAY SQUARE - ADD CALL vs FOLD PLAYER - POSSIBLE OUT CALL = TRACKS
<b>PSG</b>	WHITESIDE = SHADE - GUT G - CAGE (JACK) BLACKSIDE = CAGE (ASS = MAN) ODD = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = JACK DT TO ID LB - MAN = INSIDE V AIMING POINT	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<b>C</b>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. WHITESIDE = SHADE - MAN G - CAGE (JACK) BLACKSIDE = SHADE - ASS G - CAGE ODD = A TO BSLB	- CAGE = JACK G TO OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).	- (JACK) WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT. - OUTSIDE B GAP WORK CAGE. - OUT CALL = TRACKS - BANJO CALL vs ODD
<b>BSG</b>	WHITESIDE = SHADE - MAN / ASS G - MAN / B BLACKSIDE = B ODD = A (JACK) TO BSLB	- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL. - B = DELIVER 3 TECH TO BST UP TO BSLB. - ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - STAY SQUARE ON "B" WITH EYES ON BSLB. - POSSIBLE TRACKS
<b>BST</b>	WHITESIDE = MAN/SIFT BASED ON BSLB (1 PAST THE ID ALIGNMENT.) BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT. ODD = MAN	- SIFT TECHNIQUE WORK VERTICAL TO BSLB - LEAVE DE FOR QB READ. (READ - REACT) - BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK. - WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.	- VS RIFLE PROFILE - LOOP ALWAYS REMEMBER YOU CAN LEAVE 2. DE=READ, #2 = PITCH - DON'T CHASE TE IS SECURING THE BOX IF #3 IS INSIDE. - LAST RESORT LEAVE 2!! - LOOK FOR ADD TO BOX LB OR ROLLING COVERAGE.
<b>TE/ FB</b>	- INFLUENCE THE END - SECURE BOX AND CLIMB TO SEAL #3. - VS. MAN - BLOCK MAN RESPONSIBLE FOR PITCH PLAYER.	- SIFT OR LOOP READ KEY BASED ON ALIGNMENT - SECURE BOX AND CLIMB IF # 3 IS ALIGNED INSIDE. - INSIDE OUTSIDE FOOTWORK.	- MAKE A LOAD CALL AND BLOCK #2 IF #3 IS IN AN UNBLOCKABLE POSITION ON THE LINE. (SMOKE BLITZ) - "LEAVE TWO" - COUNT SYSTEM STARTS FROM BST OUT
<b>QB</b>	- READ BSDE. - IF PULL READ PITCH OFF NEXT DEFENDER OUTSIDE.	- LEAD STEP AT 45 DEGREES. 2 <sup>ND</sup> STEP - DIRECT RB TO LANDMARK. - RIDE BACK HIP TO FRONT HIP. - BE PREPARED FOR PULL/PITCH	- DON'T PUSH RB OFF TRACK - BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T. - RIFLE = PULL/PITCH
<b>TB</b>	- LANDMARK = BUTT OF CENTER. - READ = FS A GAP TO BS A GAP TO BS B GAP. - IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.	- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP. - STACK ALIGNMENT (TOES @ 7) = LEAD STEP WITH BACKSIDE FOOT TO LANDMARK.	- ARMS ON BODY. - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL. - RB IS RESPONSIBLE FOR MESH. - JUMP CUT TO BS A GAP
<b>FS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>FS3</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>BS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- PROTECT THE PITCH - VS COVER 2 PROTECT SLICE.
<b>BS2</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- PROTECT THE PITCH



# 12/13 TRES

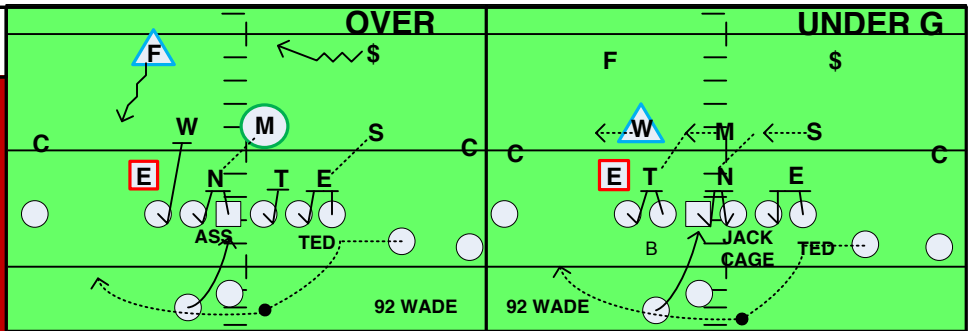
STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
FS OUT CALL = TRACKS	BS PULL PITCH	GANG	GANG	LOOP PULL PITCH	BANJO	READ 3 TECH	
<p><b>STEELER</b></p> <p>13 TRES</p>	<p><b>CHOP</b></p> <p>13 TRES</p>	<p><b>BRONCO</b></p> <p>13 TRES</p>	<p><b>RAIDER</b></p> <p>13 TRES</p>	<p><b>6-1</b></p> <p>13 TRES</p>	<p><b>ODD</b></p> <p>13 TRES</p>	<p><b>BEAR</b></p> <p>13 TRES</p>	<p><b>PIRATE SQUEEZE</b></p> <p>13 TRES</p>

# 92/93 WADE

**CONCEPT:**  
TIGHT ZONE RUN WITH OPTION. TIGHT ZONE USES ON TO ON BLOCKING PRINCIPLES.

**FORMATION:**  
TREY (HIC)

**CODE WORDS:**  
WADE = QB IS READING THE BSDE. BST SHOULD LEAVE TWO (READ KEY/PITCH KEY)



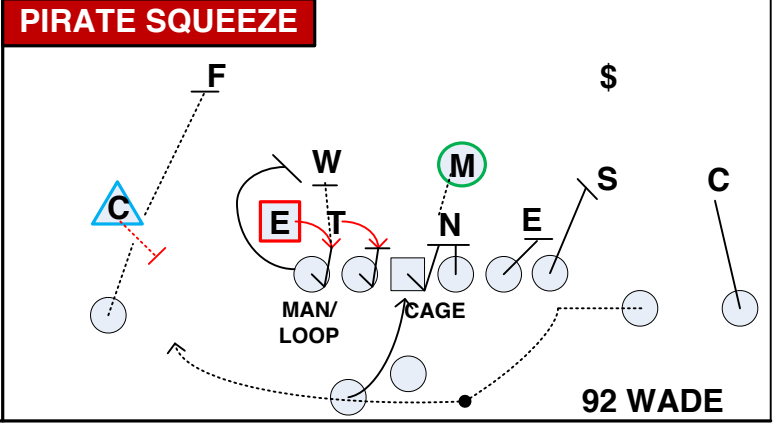
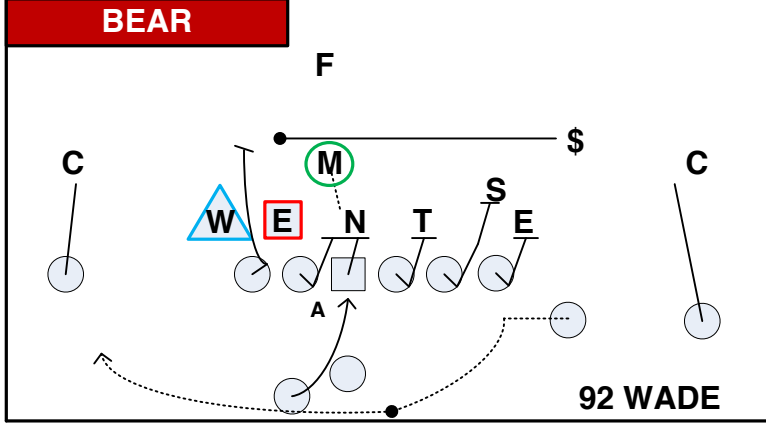
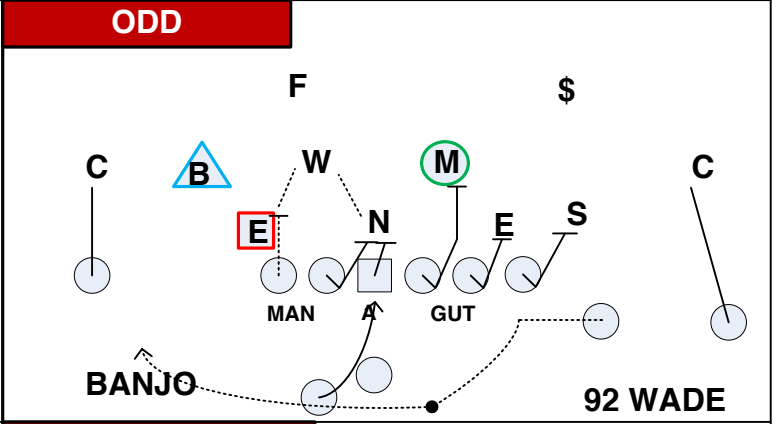
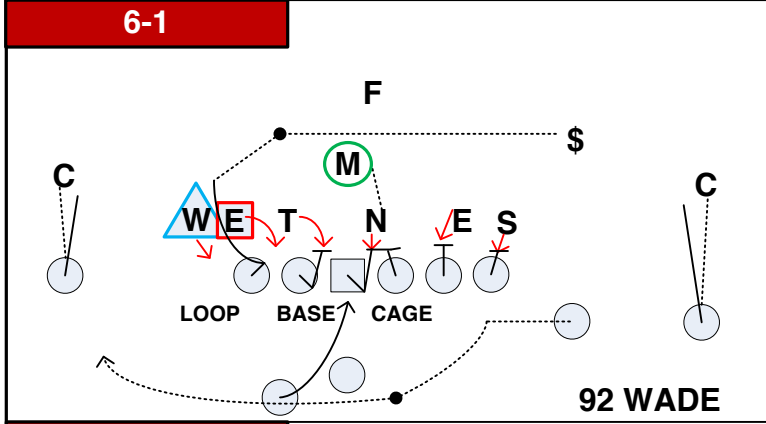
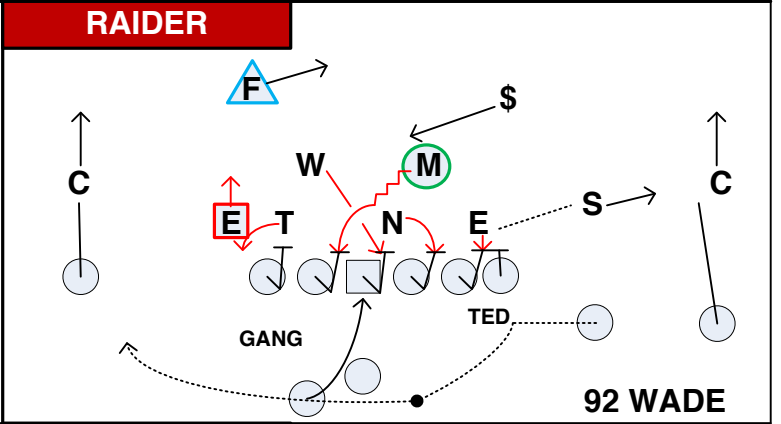
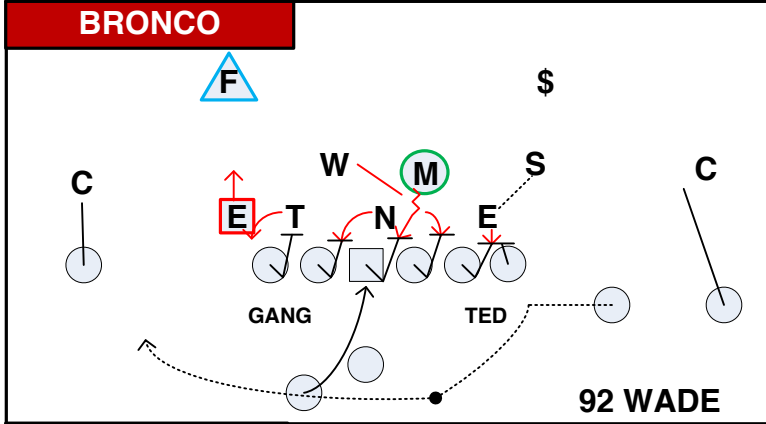
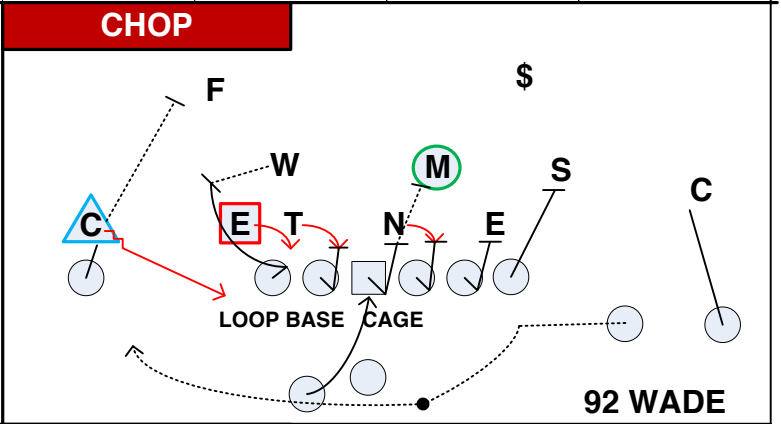
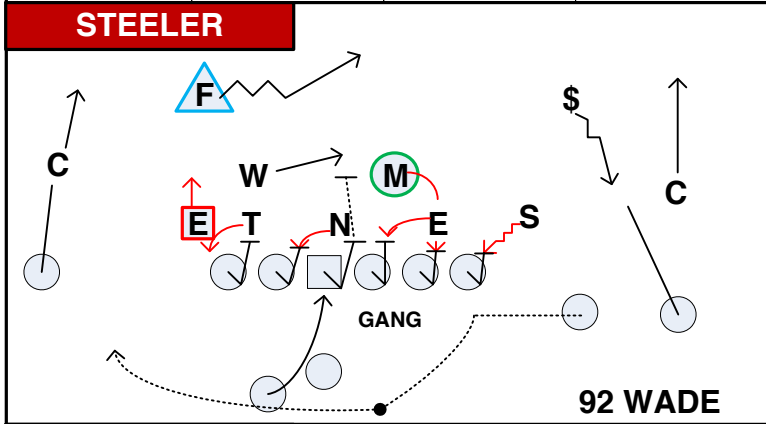
POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<p>WHITE SIDE = TED/GUT (POSSIBLE MAN)</p> <p>BLACK SIDE = MAN/TED (JACK)</p> <p>ODD = GUT</p>	<p>MAN = INSIDE V AIMING POINT</p> <p>TED = JACK DE TO #1 PAST THE ID</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE. GANG VS. RIFLE</p> <p>- NO OUT CALL = TE IS RESPONSIBLE FOR RIFLE</p>
<b>PSG</b>	<p>WHITESIDE = SHADE - GUT</p> <p>G - CAGE(JACK)</p> <p>BLACKSIDE = CAGE (ASS = MAN)</p> <p>ODD = GUT</p>	<p>- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB.</p> <p>- CAGE = JACK DT TO ID LB</p> <p>- MAN = INSIDE V AIMING POINT</p>	<p>- VERTICAL PUSH ON DEFENDER, STAY SQUARE.</p> <p>- RIFLE = GANG</p>
<b>C</b>	<p>ID USING MIDDLE ID SYSTEM.</p> <p>** LOOK FOR ADD TO BOX LB OR ROLLED COV.</p> <p>WHITESIDE = SHADE - MAN</p> <p>G - CAGE (JACK)</p> <p>BLACKSIDE = SHADE - ASS</p> <p>G - CAGE</p> <p>ODD = BANJO CALL</p>	<p>- CAGE = JACK G TO OG UP TO ID LB.</p> <p>- MAN INSIDE V AIMING POINT.</p> <p>- ASS - DELIVER BS SHADE TO BSG UP TO ID LB</p> <p>- A - WEDGE 90 NOSE UP TO BSLB (#1 PAST THE ID BACKSIDE).</p>	<p>- (JACK) WORK COMBO UNTIL ID LB IS B GAP LEVERAGE OUT.</p> <p>- OUTSIDE B GAP WORK CAGE.</p> <p>- RIFLE = GANG OR MIDDLE PRESSURE</p> <p>- LOOK FOR ADD TO BOX LB OR ROLLING COVERAGE.</p>
<b>BSG</b>	<p>WHITESIDE = SHADE - MAN / ASS</p> <p>G - MAN / B</p> <p>BLACKSIDE = B</p> <p>ODD = A (JACK) TO BSLB</p>	<p>- ASS = WEDGE 90 TAKEOVER SHADE VERTICAL.</p> <p>- B = DELIVER 3 TECH TO BST UP TO BSLB.</p> <p>- ODD A = DELIVER NG TO OC UP TO BSLB (#1 PAST THE ID BACKSIDE).</p>	<p>- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP.</p> <p>- STAY SQUARE ON "B" WITH EYES ON BSLB .</p> <p>- POSSIBLE GANG</p>
<b>BST</b>	<p>WHITESIDE = MAN/SIFT BASED ON BSLB (1 PAST THE ID) ALIGNMENT.</p> <p>BLACKSIDE = B/ POSSIBLE MAN BASED ON BSLB ALIGNMENT.</p> <p>ODD = MAN</p>	<p>- SIFT TECHNIQUE WORK VERTICAL TO BSLB</p> <p>- LEAVE DE FOR QB READ. (READ - REACT)</p> <p>- BLACKSIDE - WEDGE 90 WORK TO PS NUMBER AND TAKEOVER BLOCK.</p> <p>- WHITESIDE - WEDGE 90 TO CHECK FOR COLOR AND CLIMB TO LB.</p>	<p>- VS RIFLE PROFILE - LOOP ALWAYS REMEMBER YOU SHOULD LEAVE 2.</p> <p>1. DE = READ KEY.</p> <p>2. 2<sup>ND</sup> = PITCH KEY.</p> <p>- LAST RESORT LEAVE 2!!</p> <p>- LOOK FOR ADD TO BOX LB OR ROLLING COVERAGE.</p>
<b>TE</b>	<p>- POSSIBLE TED W/PST TO #1 PAST ID FRONT SIDE.</p> <p>- MANTED</p>	<p>- MAN = INSIDE V</p> <p>- TED = WEDGE 90, TAKEOVER DE TO #1 PAST THE ID.</p>	<p>- IF #1 IS WIDE, RELEASE STRAIGHT TO HIM.</p> <p>- RIFLE CALL MAN ON MAN OUTSIDE</p> <p>- RIFLE PROFILE = BLOCK RIFLE</p> <p>- SMOKE CALL = BLOCK FIRST RIFLE</p>
<b>QB</b>	<p>- READ BSDE.</p> <p>- IF PULL READ PITCH OFF NEXT DEFENDER OUTSIDE.</p>	<p>- LEAD STEP AT 45 DEGREES. 2<sup>ND</sup> STEP - DIRECT RB TO LANDMARK.</p> <p>- RIDE BACK HIP TO FRONT HIP.</p> <p>- BE PREPARED FOR PULL/PITCH</p>	<p>- DON'T PUSH RB OFF TRACK</p> <p>- BE DECISIVE ON READ KEY, GIVE UNTIL CAN'T.</p> <p>- RIFLE = PULL/PITCH</p>
<b>TB</b>	<p>- LANDMARK = BUTT OF CENTER.</p> <p>- READ = FS A GAP TO BS A GAP TO BS B GAP.</p> <p>- IF THE QB PULLS, BOUNCE PLAYSIDE. SELL THE FAKE.</p>	<p>- BASE ALIGNMENT (TOES @ 6 - BUTT OF GUARD) = LATERAL LEAD STEP.</p> <p>- STACK ALIGNMENT(TOES @ 7) = LEAD STEP WITH BACKSIDE FOOT TO LANDMARK.</p>	<p>- ARMS ON BODY.</p> <p>- SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.</p> <p>- RB IS RESPONSIBLE FOR MESH.</p> <p>- JUMP CUT TO BS A GAP</p>
<b>FS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	SINGLE SIDE = SUPPORT TO MAN ON, NOSE UP, INSIDE #	- NEVER BLOCK A BLITZER
<b>FS2/3</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, INSIDE NUMBER	- NEVER BLOCK A BLITZER
<b>FS2/3</b>	PITCH OPTION	- PITCH PHASE: 5x1 YARDS FROM QB	
<b>BS1</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- PROTECT THE PITCH
<b>BS2</b>	STYLE OF RUN PLAY: TRIPLE OPTION	- MAN ON, NOSE UP, O/S#, STALK BLOCK	- VS COVER 2 PROTECT SLICE.
			- PROTECT THE PITCH

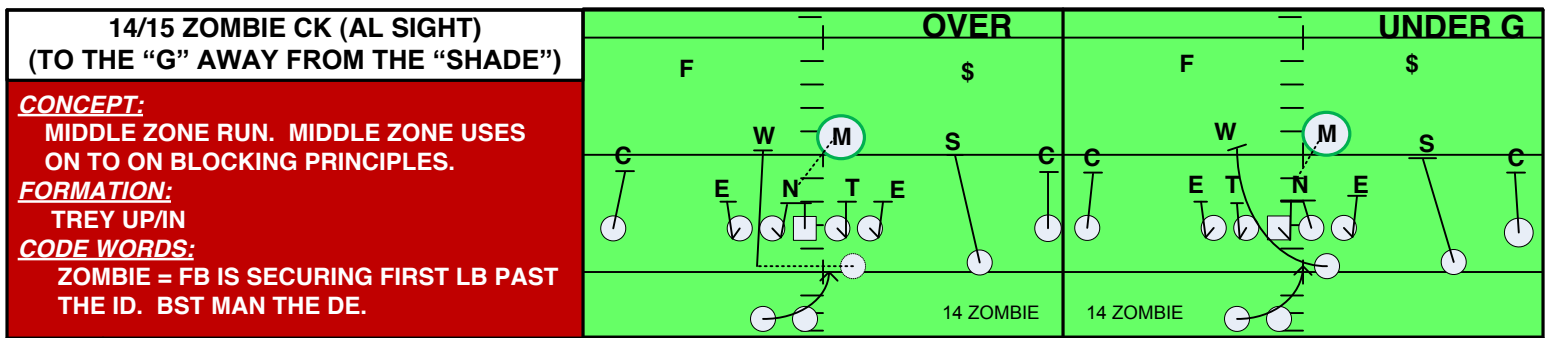




# 92/93 WADE

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
FS GANG	BS LOOP PULL PITCH	GANG	GANG	QUICK PULL PITCH	BANJO	PULL PITCH	BS PULL





POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<b>WHITE SIDE</b> = GUT (POSSIBLE MAN) <b>BLACK SIDE</b> = MAN <b>ODD</b> = GUT	MAN = INSIDE V AIMING POINT VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - POSSIBLE OUT CALL = TRACKS
<u>PSG</u>	<b>WHITESIDE</b> = <u>SHADE</u> - GUT <u>G</u> - GAGE <b>BLACKSIDE</b> = CAGE (POSSIBLE MAN) <b>ODD</b> = GUT	- GUT = WEDGE 90 CHECK FOR COLOR AND CLIMB TO LB. - CAGE = (LT/RT, RT/LT) G UP TO ID LB VERTICAL PUSH ON THE DEFENDER	- VERTICAL PUSH ON DEFENDER, STAY SQUARE. - OUT CALL = TRACKS
<u>C</u>	ID 1 <sup>ST</sup> LB IN THE BOX FROM OUTSIDE IN PLAYSIDE. PSG #0 <b>WHITESIDE</b> = <u>SHADE</u> - MAN <u>G</u> - CAGE <b>BLACKSIDE</b> = <u>SHADE</u> - CAGE/POSSIBLE A <u>G</u> - ASS <b>ODD</b> = A TO BSLB	- CAGE - WITH OG UP TO ID LB. - MAN INSIDE V AIMING POINT. - ASS - DELIVER BS SHADE TO BSG UP TO ID LB - A - WEDGE 90 UP TO ID LB.	- WORK CAGE TO ID LB B GAP LEVERAGE OUT. RB TRACK IS DIFFERENT FROM TIGHT ZONE. - OUT CALL = TRACKS
<u>BSG</u>	<b>WHITESIDE</b> = <u>SHADE</u> - MAN/POSSIBLE A <b>BLACKSIDE</b> = MAN B GAP DEFENDER <b>ODD</b> = A (JACK) TO BSLB	- ASS - WEDGE 90 WORK PS NUMBER VERTICAL - MAN = PLAYSIDE NUMBER AIMING POINT VERTICAL PUSH ON THE DEFENDER. - A - DELIVER NG TO OC UP TO BSLB.	- ASS TAKEOVER NG AND WORK VERTICAL SO RB CAN WORK BS A GAP. - OUT CALL = TRACKS
<u>BST</u>	<b>WHITESIDE</b> = MAN BSDE. <b>BLACKSIDE</b> = MAN BSDE. - POSSIBLE SIFT IF EXTRA DEFENDER IS IN BOX.	MAN = PLAYSIDE NUMBER AIMING POINT VERTICAL PUSH ON THE DEFENDER.	- WORK INSIDE NUMBER VERTICAL DON'T SWING ASS INTO HOLE. - OUT CALL = TRACKS ( <b>ZOMBIE TURNS INTO CRUNCH</b> )
<u>TE/ FB</u>	- 1 OR 2 PAST THE ID - 4 DOWN = 1 PAST THE ID - 3 DOWN = 2 PAST THE ID	- LM/AP = A GAP ENTRY UNTIL YOU CAN'T - NOSE UP BLOCK	- OUT OR GANG CALL = CRUNCH. - VS. BS RIFLE - BLOCK RIFLE
<u>QB</u>	- HANDOFF TO TB, CARRY-OUT READ FAKE	- OPEN STEP TO TB, HANDOFF, NAKED AWAY - STACK = OPEN @ 5/7 O'CLOCK	- IF Q CRUNCH CALLED, ROCKER STEP, AIMING POINT IS THE BUTT OF THE PSG. - QB IS RESPONSIBLE FOR THE MESH
<u>TB</u>	- LANDMARK = BUTT OF THE PSG. - READ = FS B GAP TO FS A GAP TO BS A GAP.	- BASE ALIGNMENT = ANGLE LEAD STEP, ANGLE ENTRY TO LANDMARK. - STACK ALIGNMENT (TOES @ 7) = ANGLE LEAD STEP TO AIMING POINT .	- ARMS ON BODY. - SPRINT THROUGH THE MESH AND TO THE FEET OF THE OL.
<u>FS1</u>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<u>FS2</u>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE
<u>BS1</u>	STYLE OF RUN PLAY: CUT BACK	SS- SUPPORT TO MAN ON, NOSE UP, INSIDE NUMBER.	- INSIDE RUN - COME TO BALANCE
<u>BS2</u>	STYLE OF RUN PLAY: CUT BACK	- MAN ON, NOSE UP, INSIDE NUMBER	- INSIDE RUN - COME TO BALANCE

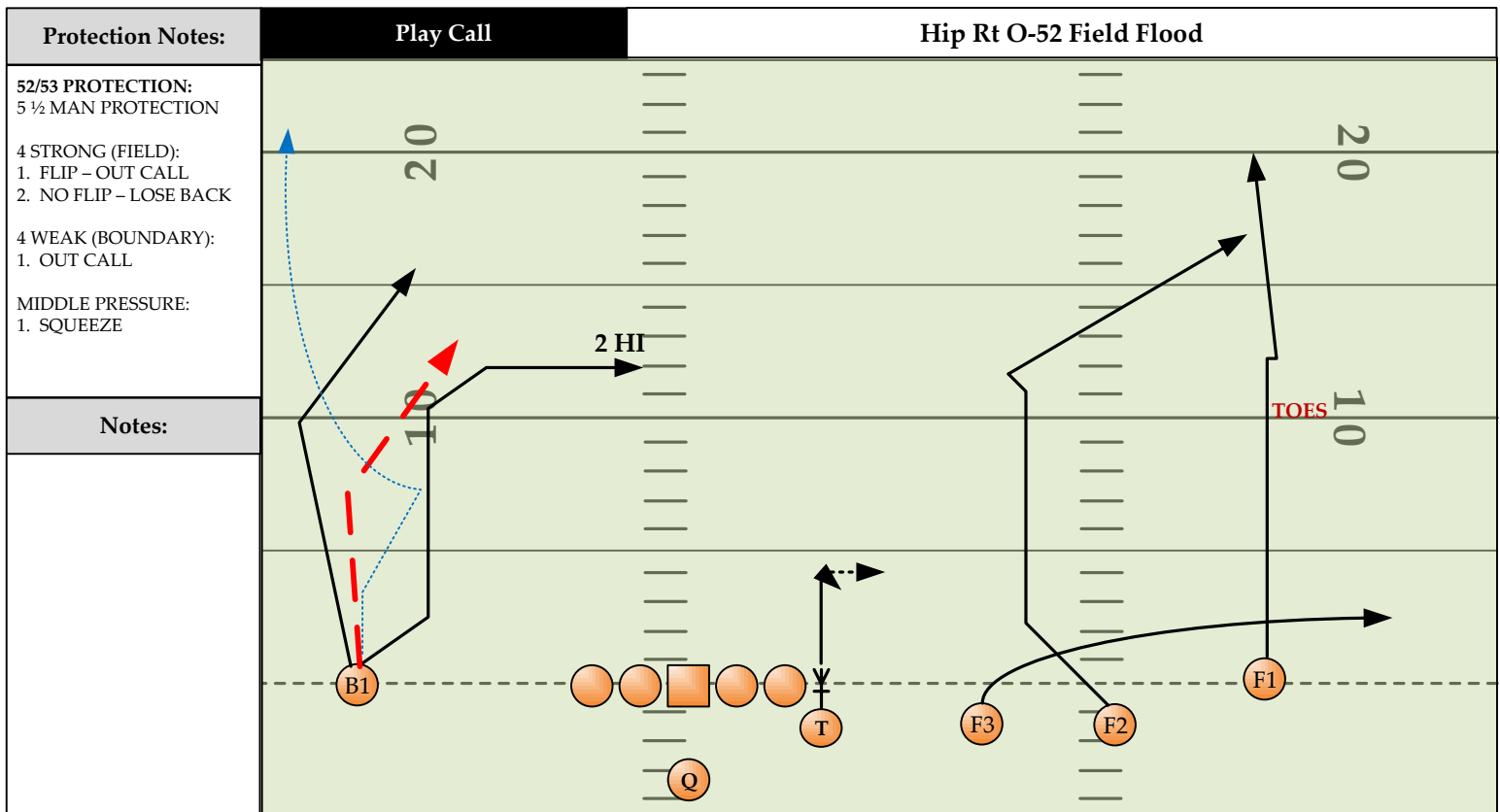


**14/15 ZOMBIE CK (AL SIGHT)  
(TO THE "G" AND AWAY FROM THE "SHADE")**

STEELER	CHOP	BRONCO	RAIDER	6 - 1	ODD	BEAR	PIRATE SQUEEZE
BS CRUNCH FS OUT	FS OUT BS CRUNCH	GANG	GANG	OUT	BANJO		BS
<b>STEELER</b>	<b>CHOP</b>						
<b>BRONCO</b>	<b>RAIDER</b>						
<b>6-1</b>	<b>ODD</b>						
<b>BEAR</b>	<b>PIRATE SQUEEZE</b>						



## ROUTE PRINCIPLE: FLOOD (52/53)

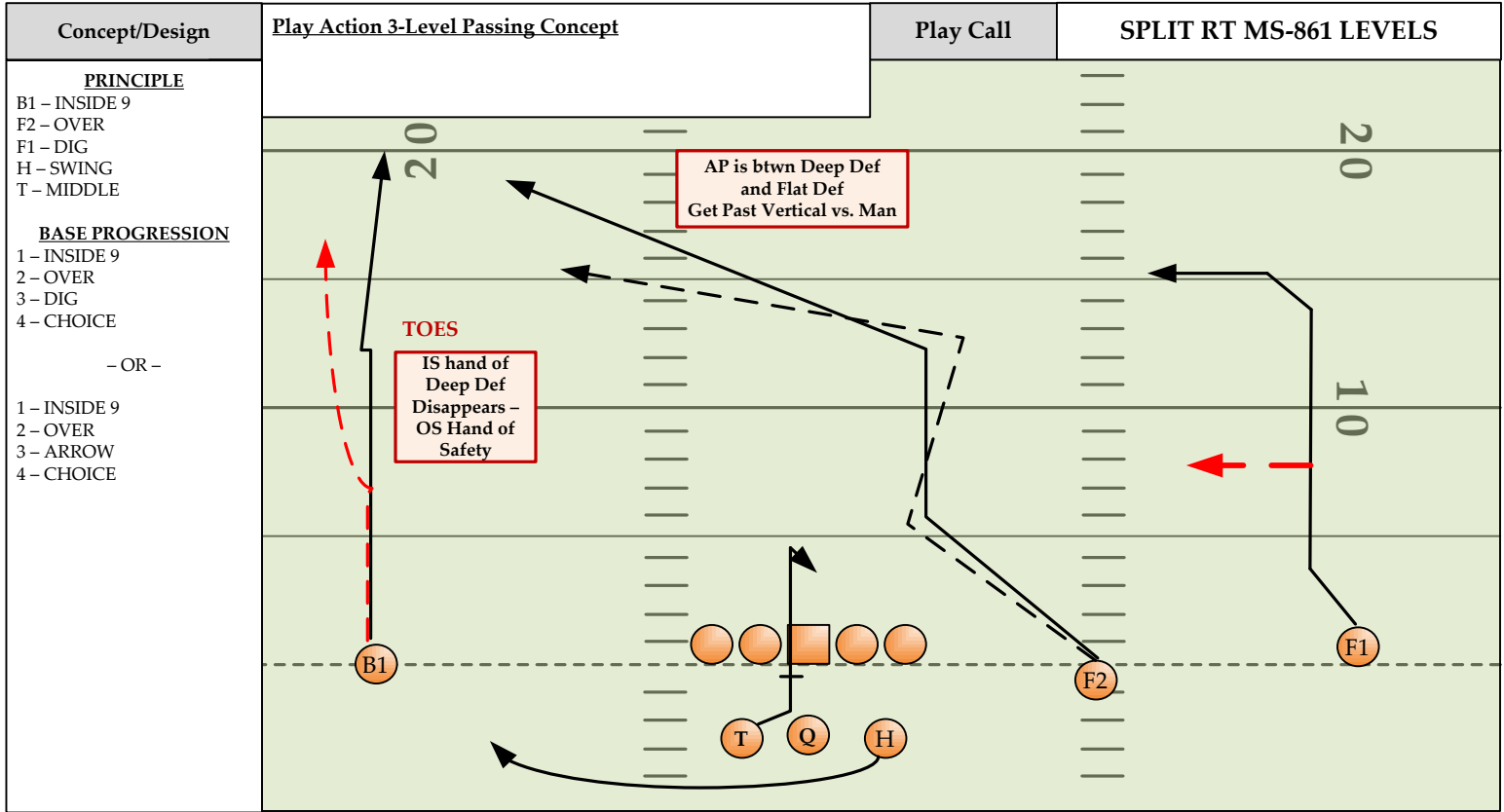


PLAYER	ROUTE	Assignments	Pressure
F1	INSIDE 9	RUN THROUGH THE I/S HAND OF THE CORNER VS. COV 2 - RUN THROUGH THE O/S HAND OF THE SAFETY	N/A
F2	CORNER	LOSE 2 CORNER @ 12-15 YDS FIND THE WINDOW BETWEEN DEEP & FLAT DEFENDERS	N/A
F3	ARROW	2-3 YARDS ON SIDELINE	N/A
B1	GLANCE	7 STEP (WIDEN DEFENDER), 2 HIGH - FOLLOW, CB BLITZ - ATTACK FS & GO	<b>NO DEEP= 5 STEP</b>
TB	O-ROUTE	OUTSIDE CHOICE ROUTE @ 4 YARDS	N/A

COVERAGE	READ	PROGRESSION
1/2	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
6 / 6-Z	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
1/4	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
3 STR	ISOLATION TO X	GLANCE TO X
3 WK	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
FIRE ZONE	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
32	VERTICAL READ ON FIELD SEAM DEFENDER	CORNER to ARROW
1 HOLE	MOVE THE HOLE DEFENDER	GLANCE TO X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	GLANCE TO X
NO DEEP	DRIFT AND THROW TD	<b>5-STEP</b>



# ROUTE PRINCIPLE: LEVELS



**BASE FORM** Deuce Up, House, Trey Hic

**PROTECTIONS** 860-861 Protection

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	DIG	DIG @ 15 YARDS	<b>NO DEEP = 8 yd In</b>
<b>F2</b>	LEVELS	OVER ROUTE @ 12 YARDS. AIMING POINT IS BETWEEN DEEP DEF AND FLAT DEF. GET PAST VERTICAL VS. MAN.	N/A
<b>B1</b>	INSIDE 9	RUN THROUGH THE I/S HAND OF THE CORNER VS. COV 2 - RUN THROUGH THE O/S HAND OF THE SAFETY	<b>NO DEEP = Go</b>
<b>F3</b>	SWING	GET WIDTH - STRETCH FLAT DEFENDER	N/A
<b>TB</b>	MIDDLE	DUAL - MIDDLE ROUTE	N/A

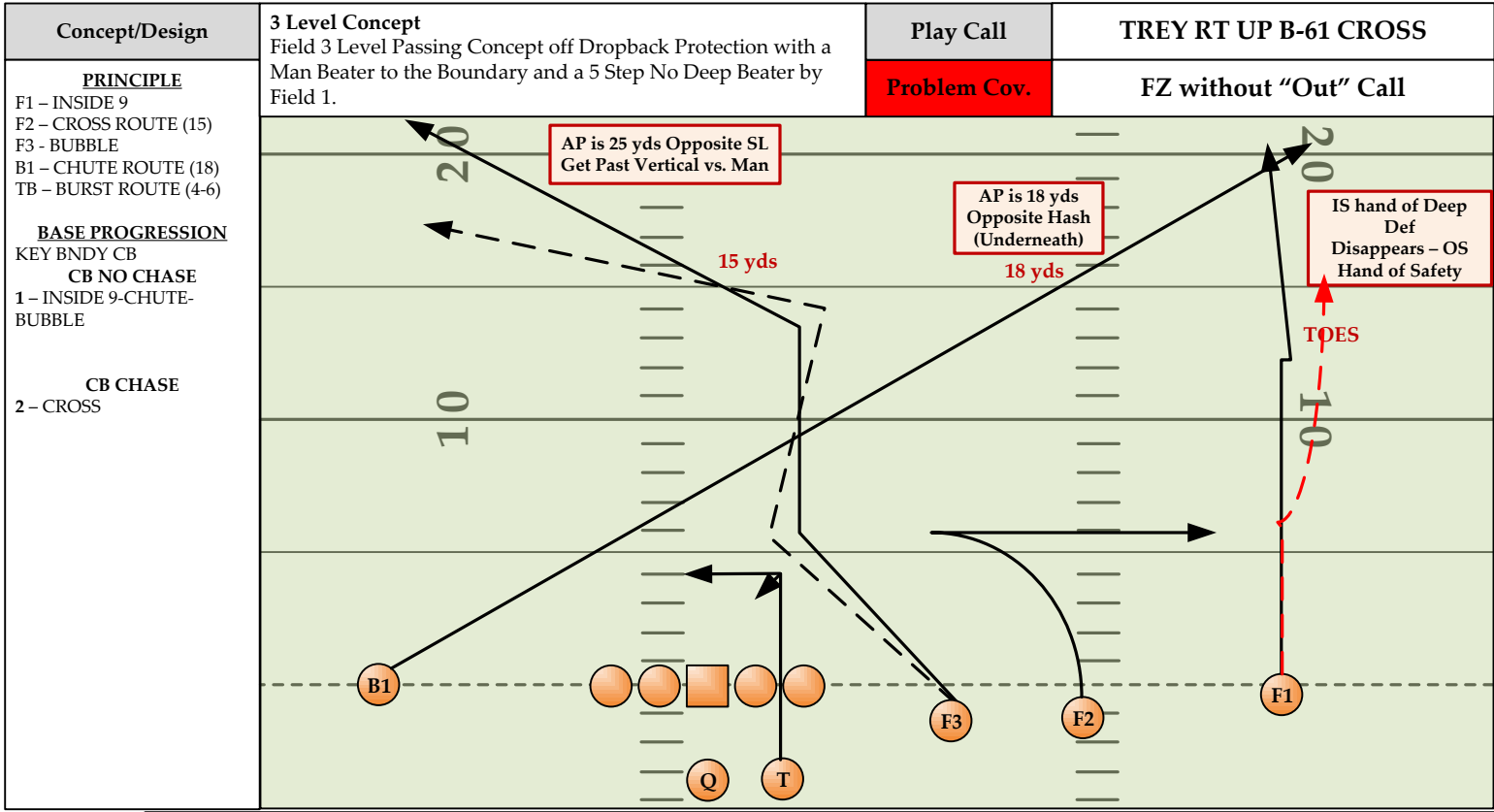
**QB Notes** 860/861 PROTECTION

- 1) Vs. 4 Down to the Callside of the Protection - Takes 2 / Vs. 3 Down to the Callside of the Protection - Takes 2
- 2) Good Opposite the Pass Protection Call because of an "Out" call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (860 to 861 or 861 to 860) 2. Possible built in "Q" if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: "Out" Call {Verify}
- 5) No Deep - Buy Time from Free Blitz and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	<b>No Deep</b>
<b>MOVEMENT KEY</b>	Bndy Safety to Bndy Flat	Match-up	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	Bndy Safety to Bndy Flat	<b>Protected</b>
<b>PROGRESSION</b>	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING (ALERT DIG)	I/S 9 - OVER - SWING (ALERT DIG)	I/S 9 - OVER - SWING	I/S 9 - OVER - SWING (ALERT DIG)	<b>Go</b>



# ROUTE PRINCIPLE: CROSS



<b>BASE FORM</b>	<b>Deuce Up/In</b>
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<b>PROTECTIONS</b>	<b>60-1 Protection</b>
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<b>VARIATIONS</b>	
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PLAYER	ROUTE	Assignments	Pressure
F1	Inside 9	Run through the inside hand of the deep defender. If he disappears run through the outside hand of the Safety.	No Deep = Go
F2	Pivot	Pivot @ 6 Yards.	N/A
F3	Cross Route	Cross Route @ 15 yds. A.P. is 18 yds on the Hash – Get Past Vertical vs. Man.	N/A
B2	Burst	Check Protection to Burst	N/A
B1	Chute Route	Chute Route – A.P. is 18 yds on the Opposite Hash. Find the Window between the Deep Defender & the Flat Defender	N/A

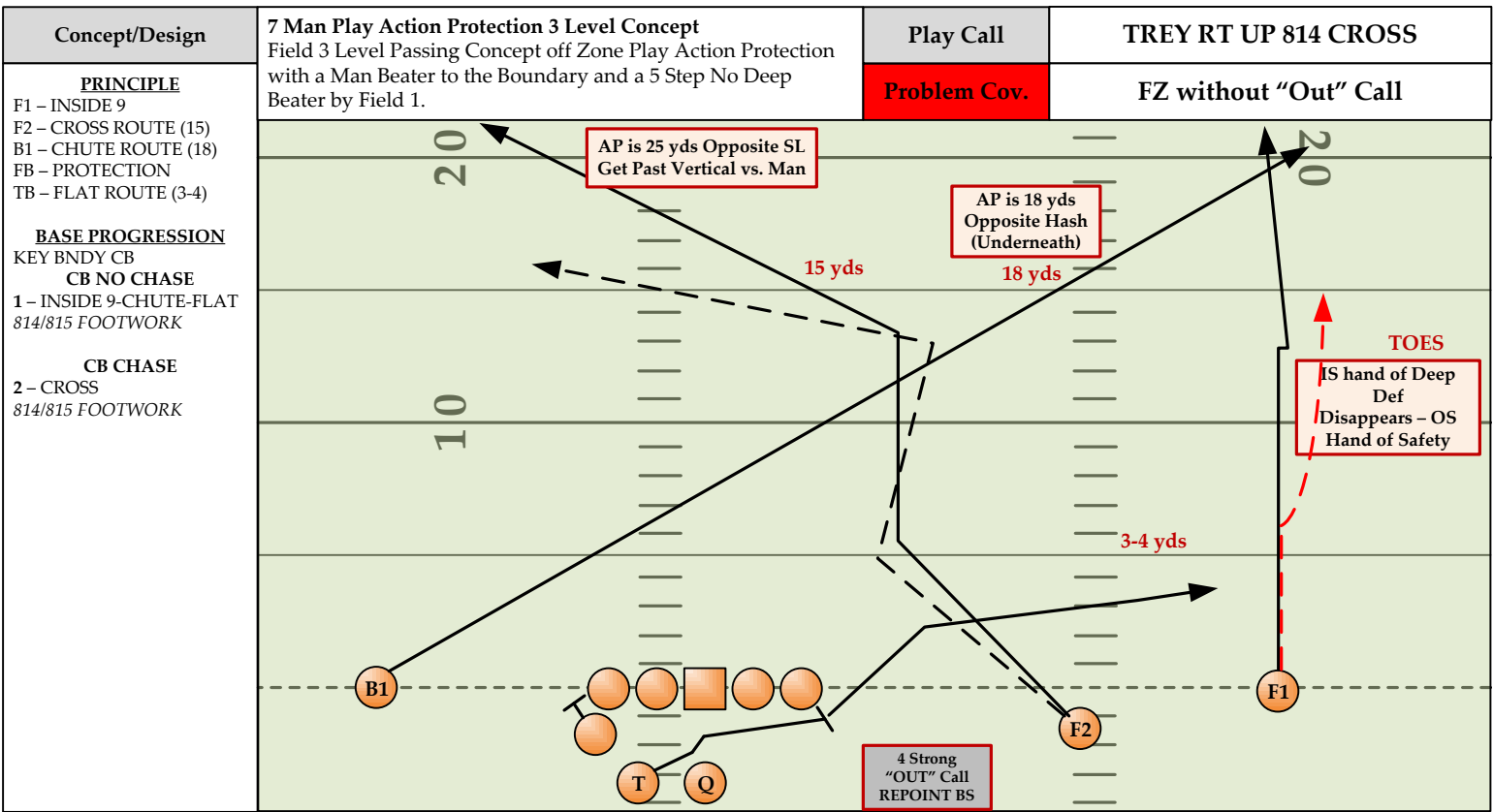
<b>QB Notes</b>	<b>60/61 PROTECTION</b>
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- 1) Vs. 4 Down to the Callside of the Protection – Takes 2 / Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an "Out" call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (60 to 61 or 61 to 60) 2. Possible built in "Q" if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: "Out" Call {Verify}
- 5) No Deep – Buy Time from Free Blitzers and throw a TD.

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Protected
<b>PROGRESSION</b>	Inside 9 to Chute to Pivot	Cross	Inside 9 to Chute to Pivot	Inside 9 to Chute to Pivot	Cross	Inside 9 to Chute to Pivot	Inside 9 to Chute to Pivot	Go to F1



**ROUTE PRINCIPLE: CROSS**



<b>BASE FORM</b>	<b>Deuce Up/In</b>
<b>PROTECTIONS</b>	<b>814/815 Protection</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Inside 9	Run through the inside hand of the deep defender. If he disappears run through the outside hand of the Safety.	<b>No Deep = Go</b>
<b>F2</b>	Cross Route	Cross Route @ 15 yds. A.P. is 18 yds on the Hash - Get Past Vertical vs. Man.	N/A
<b>B1</b>	Chute Route	Chute Route - A.P. is 18 yds on the Opposite Hash. Find the Window between the Deep Defender & the Flat Defender	N/A
<b>F3</b>	814/815 Protection	Block Protection	N/A
<b>TB</b>	814/815 - Flat Route	Check Protection to Flat Route	

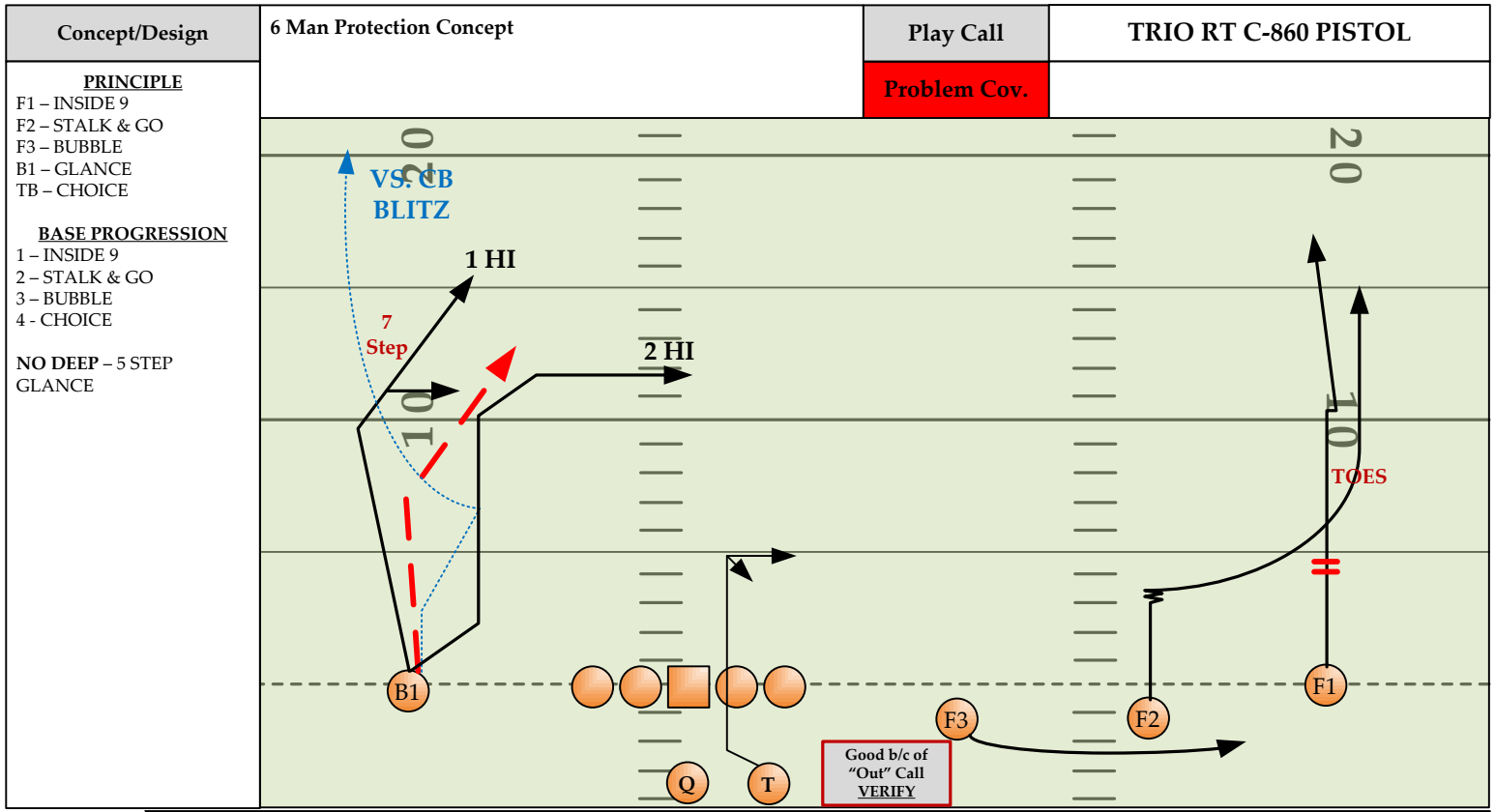
**QB Notes**    **814/815 PROTECTION**

- 1) Run Action / Play Action - 7 Man Protection that compliments our Mid-Zone Run Game
- 2) vs. 4 Strong Pressures - We are good Callside because of "Out" call and the TB will Check Release off the 4<sup>th</sup> Defender
- 3) We want our QB to ID 4 Strong - make an "Out" call to get the TB to the flat and give the QB another throw vs. Firezone
- 4) vs. 4 Weak Pressures - Takes Two to Make Us Hot
- 5) No Deep - Warm Routes or Gameplan Adjustments

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	<b>No Deep</b>
<b>MOVEMENT KEY</b>	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	Bndy CB	Bndy CB to Fld Flat Def	Bndy CB to Fld Flat Def	<b>Protected</b>
<b>PROGRESSION</b>	Inside 9 to Chute to Flat	<b>Cross</b>	Inside 9 to Chute to Flat	Inside 9 to Chute to Flat	<b>Cross</b>	Inside 9 to Chute to Flat	Inside 9 to Chute to Flat	<b>Go to F1</b>



**ROUTE PRINCIPLE: 860-1 PISTOL**



**BASE FORM** Trio, Tap

**PROTECTIONS** 860-861 Protection – Set to the Field – No Deep Set to the Boundary

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	INSIDE 9	Run Through The Inside Hand of the CB Vs. Cov 2 – Run Through Outside Hand of the Safety	N/A
F2	STALK & GO	Sell the Bubble Block For 2 Counts & Then Get Width Outside the Numbers.	N/A
F3	BUBBLE	Bubble , Stop at 2 Yards from the Sideline STRETCH THE FIELD	N/A
B1	GLANCE	7 Step (widen defender), 2 High – Follow, CB Blitz – Attack FS & Go.	<b>NO DEEP – 5 STEP</b>
TB	860/861 – Choice	Dual 1-2 Past – Choice Route. Work the Box vs. Man.	Dual

**QB Notes** 860/861 PROTECTION

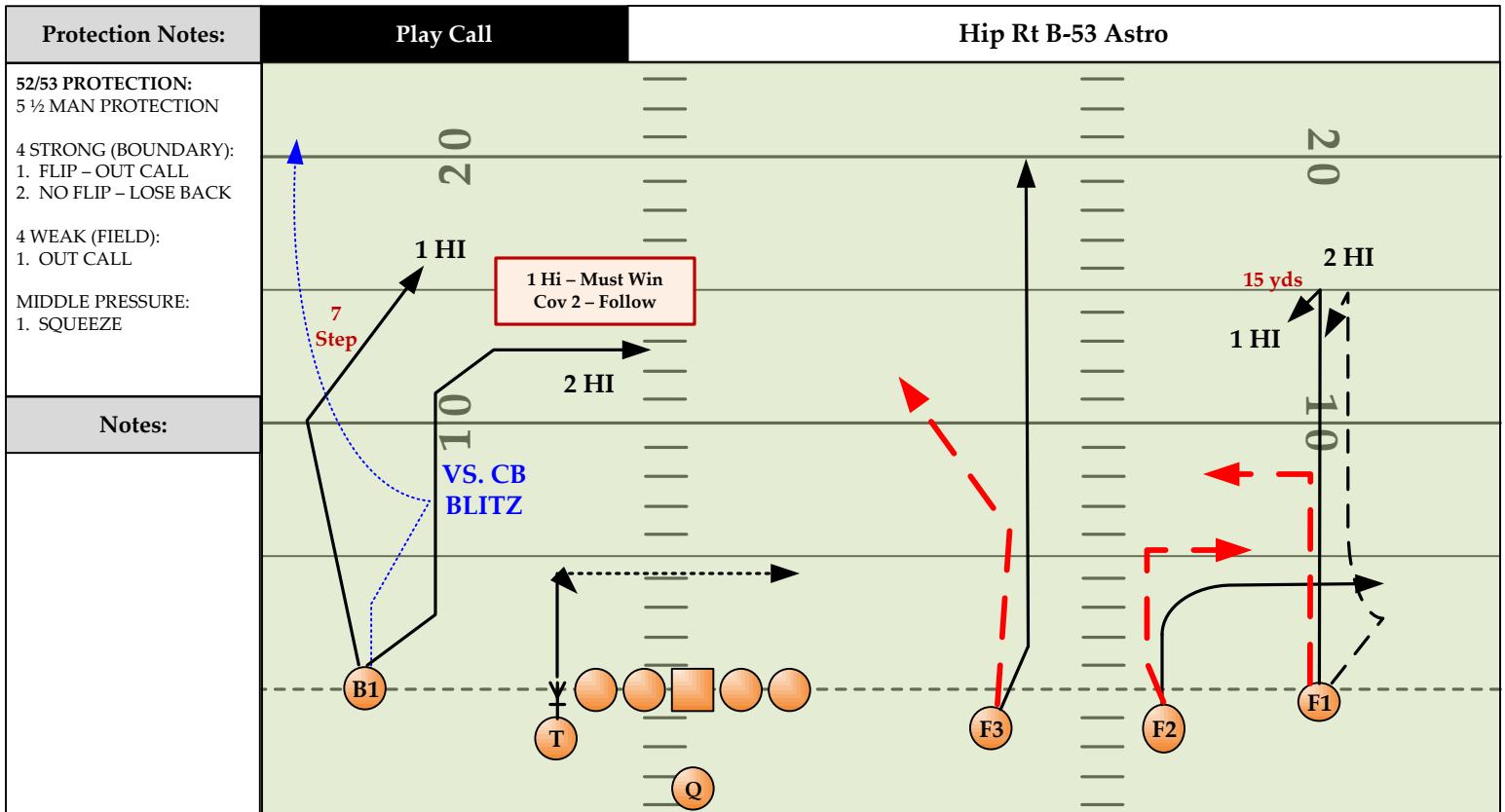
- 1) Vs. 4 Down to the Callside of the Protection – Takes 2/ Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an “Out” call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (860 to 861 or 861 to 860) 2. Possible built in “Q” if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: “Out” Call {Verify}
- 5) No Deep – Buy Time from Free Blitz and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	F/S to Fld Flat Defender	F/S	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	F/S to Fld Flat Defender	Protected
<b>PROGRESSION</b>	Inside 9 to Stalk/Go to Bub to Choice	Glance to RB	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	Inside 9 to Stalk/Go to Bub to Choice	5-Step





**ROUTE PRINCIPLE: ASTRO (52/53)**

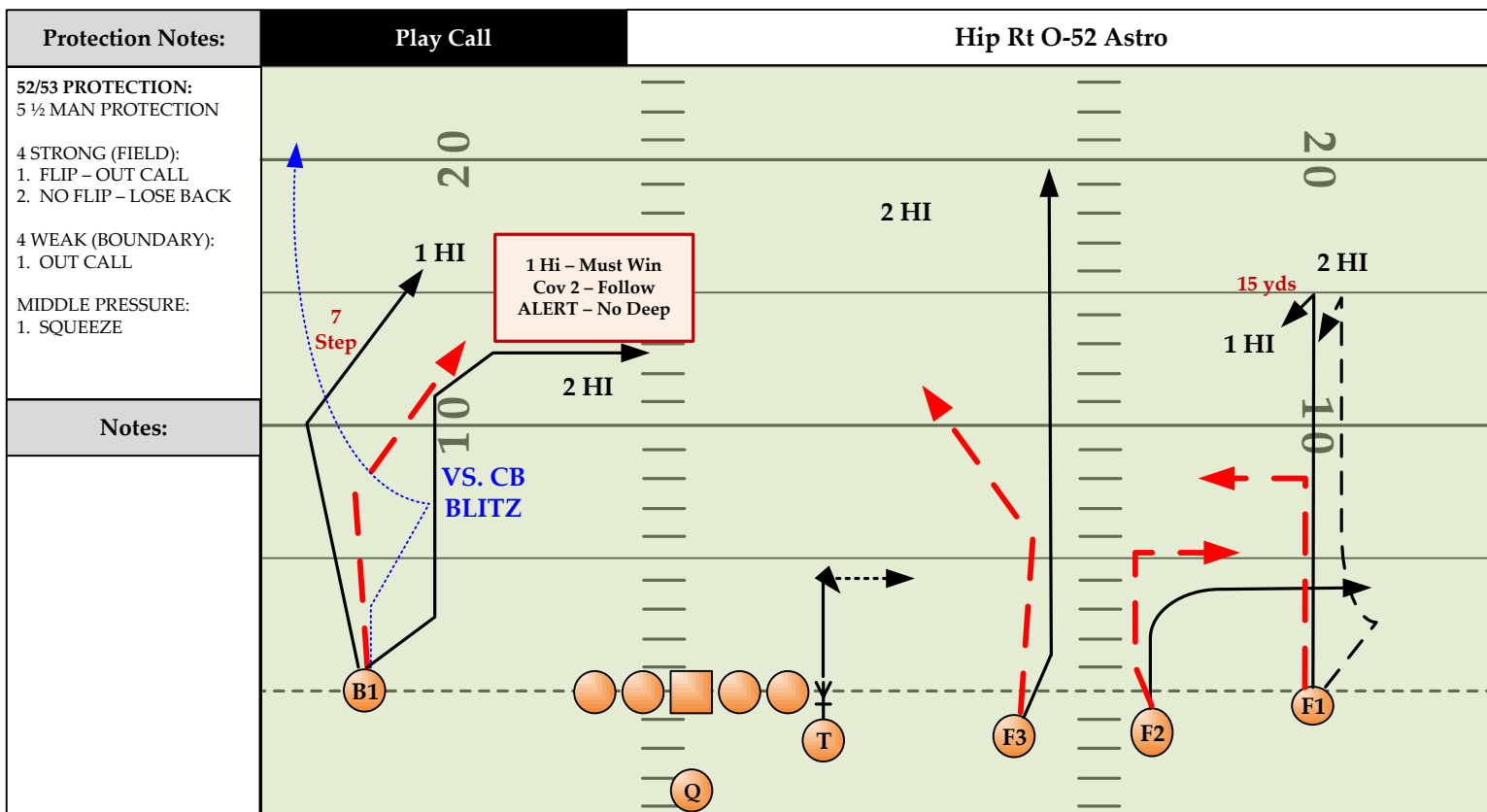


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	15 Curl Route	Curl @ 15 Yards.	<b>NO DEEP = 8 YD IN</b>
<b>F2</b>	Roll Flat	2 Roll to 4 Yards	<b>NO DEEP = OHIO</b>
<b>F3</b>	Skinny Seam	Stop at 2 Yards from the Sideline STRETCH THE FIELD	<b>NO DEEP = 5-STEP</b>
<b>TB</b>	B Route	Burst Route @ 6 Yds. Work the Box vs. Man	
<b>B1</b>	Glance	7 Step (widen defender), 2 High - Follow, CB Blitz - Attack FS & Go.	<b>NO DEEP = 5-STEP</b>

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON HOOK DEFENDER [M]	SKINNY SEAM to B-ROUTE
6 / 6-Z	HORIZONTAL READ ON FIELD FLAT DEFENDER [S]	6: ROLL FLAT to CURL to O-ROUTE 6-Z: SKINNY SEAM to BACK (ALT MATCH-UP to CURL)
1/4	HORIZONTAL READ ON FIELD FLAT DEFENDER [S]	ROLL FLAT to CURL to B ROUTE
3 STR	ISOTLATION TO X	GLANCE to B-ROUTE
3 WK	HORIZONTAL READ ON FIELD CURL-FLAT DEFENDER	ROLL FLAT to CURL to B-ROUTE
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK	GLANCE to B-ROUTE
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	CURL to ROLL FLAT
1 HOLE	MOVE THE HOLE DEFENDER	GLANCE to B-ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	GLANCE
NO DEEP	DRIFT AND THROW TD	<b>5 STEP to OHIO</b>



**ROUTE PRINCIPLE: ASTRO (52/53)**

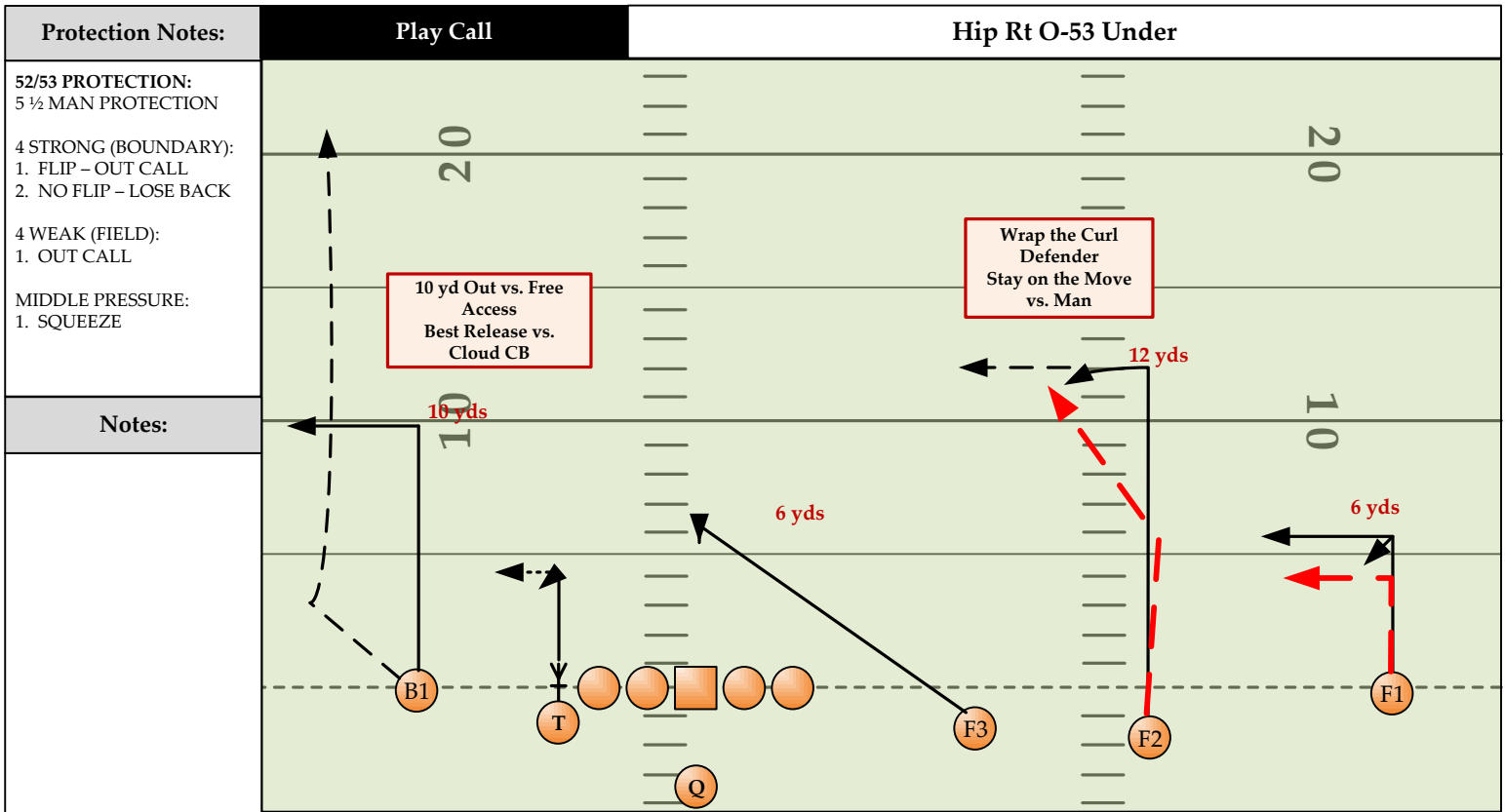


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	15 Curl Route	Curl @ 15 Yards.	<b>NO DEEP = 8 YD IN</b>
<b>F2</b>	Roll Flat	2 Roll to 4 Yards	<b>NO DEEP = OHIO</b>
<b>F3</b>	Skinny Seam	Stop at 2 Yards from the Sideline STRETCH THE FIELD	<b>NO DEEP = 5-STEP</b>
<b>TB</b>	O-Route	Outside Choice Route @ 4 Yards	
<b>B1</b>	Glance	7 Step (widen defender), 2 High - Follow, CB Blitz - Attack FS & Go.	<b>NO DEEP = 5-STEP</b>

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON HOOK DEFENDER [M]	BENDER to O-ROUTE
6 / 6-Z	HORIZONTAL READ ON FIELD FLAT DEFENDER [S]	6: ROLL FLAT to CURL to O-ROUTE 6-Z: SKINNY SEAM to BACK (ALT MATCH-UP to CURL)
1/4	HORIZONTAL READ ON FIELD FLAT DEFENDER [S]	ROLL FLAT to CURL to O-ROUTE
3 STR	ISOLATION ON X	GLANCE
3 WK	HORIZONTAL READ ON FIELD CURL-FLAT DEFENDER	ROLL FLAT to CURL to O-ROUTE
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK PLAY AWAY FROM ROTATION	ROLL FLAT to CURL to O-ROUTE or GLANCE
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	CURL to ROLL FLAT
1 HOLE	MOVE THE HOLE DEFENDER	GLANCE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	GLANCE
NO DEEP	DRIFT AND THROW TD	<b>5 STEP to OHIO</b>



**ROUTE PRINCIPLE: UNDER (52/53)**

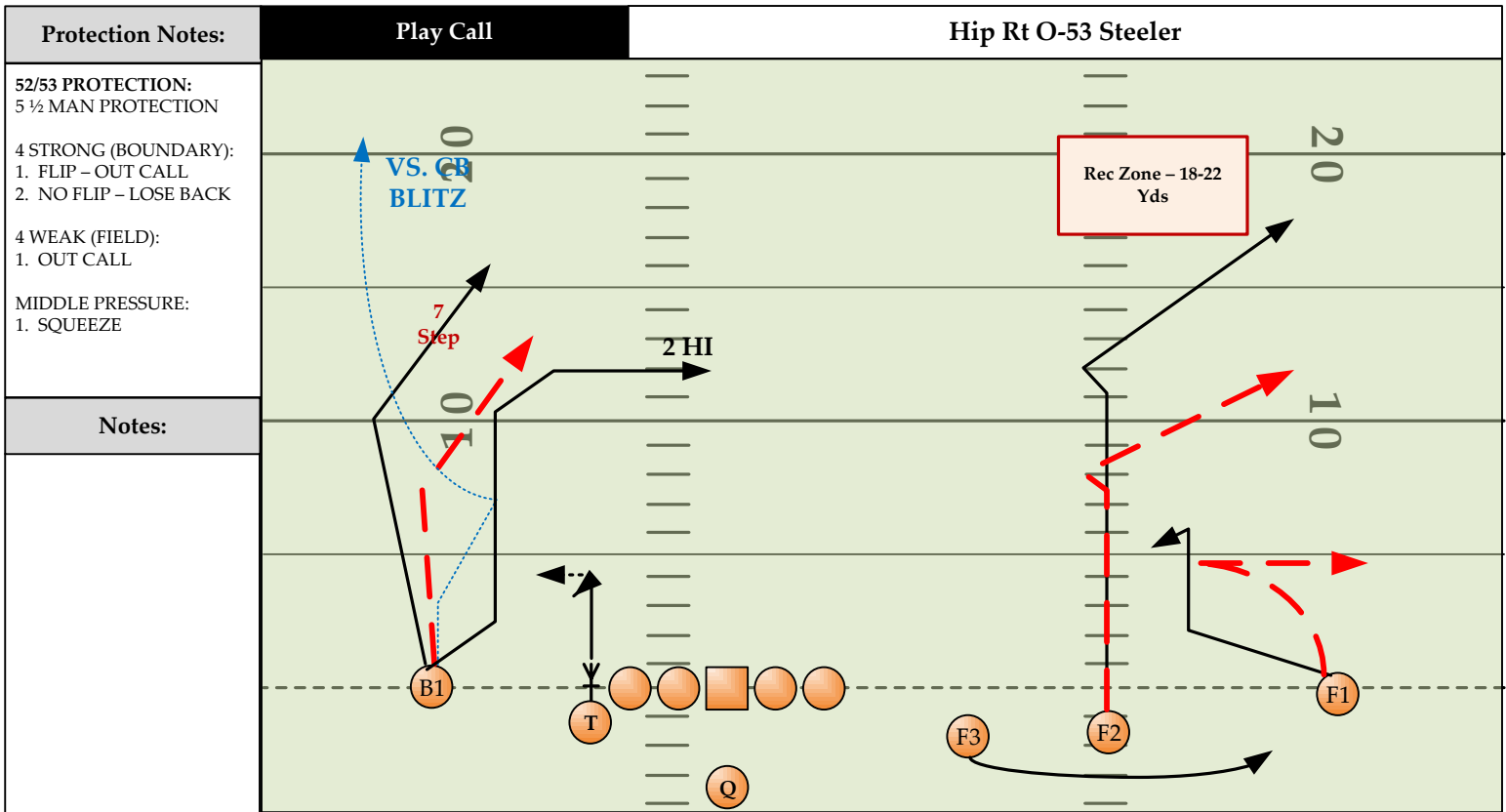


PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	India Route	India Route @ 6 yds. Unmatched – Sit, Matched – Go Inside.	<b>NO DEEP = 5-STEP</b>
<b>F2</b>	Vertical Wrap Route	Vertical Wrap @ 12 yds. Wrap the Curl Defender. Stay on the Move vs. Man.	<b>NO DEEP = WARM INDIA</b>
<b>F3</b>	Spot Route	Spot Route @ 6 yds	
<b>B1</b>	Out Route	Out @ 10 yds. Convert to Best Release vs. Cloud CB.	
<b>TB</b>	O-Route	Outside Choice Route @ 4 yds	

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON FIELD CURL DEFENDER [S]	SPOT to VERTICAL WRAP to INDIA
6 / 6-Z	VERTICAL READ ON FIELD CURL DEFENDER [S]	6: SPOT to VERTICAL WRAP to INDIA
1/4	VERTICAL READ ON FIELD CURL DEFENDER [S]	SPOT to VERTICAL WRAP to INDIA
3 STR	ISOLATION TO X	OUT to O-ROUTE
3 WK (DIRTY BOX)	VERTICAL READ ON FIELD CURL-FLAT DEFENDER [S]	SPOT to VERTICAL WRAP to INDIA
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK PLAY AWAY FROM SPIN	OUT to O ROUTE or SPOT to VERTICAL WRAP to INDIA
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	SPOT to INDIA
1 HOLE	ISOLATION TO X	OUT to O-ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	OUT to O-ROUTE
NO DEEP	SIGNAL INDY CUT TO X. DRIFT AND THROW TD	<b>5-STEP TO WARM INDIA (ALT WEB)</b>



# ROUTE PRINCIPLE: STEELER (52/53)

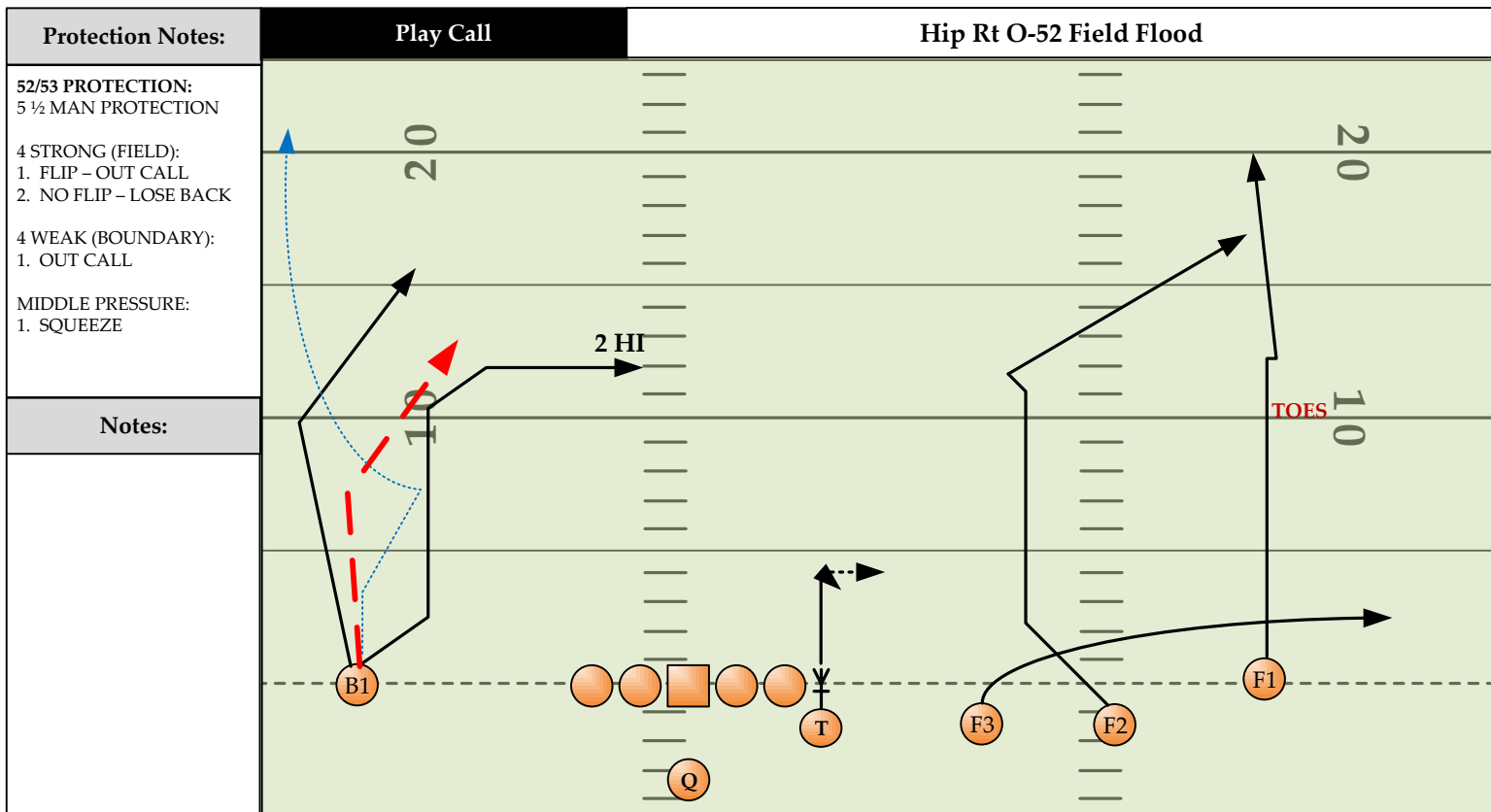


PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	STEELER	STEELER @ 6 YARDS. UNMATCHED - SIT.	<b>WARM PIVOT</b>
<b>F2</b>	CORNER	CORNER @ 12 YDS	<b>WARM CORNER</b>
<b>F3</b>	FLARE	J-STEP - STRETCH THE FIELD! (SQUARE SHOULDERS)	
<b>B1</b>	GLANCE (X)	7 STEP (WIDEN DEFENDER), 2 HIGH - FOLLOW, CB BLITZ - ATTACK FS & GO. (X = INDIVIDUAL CUT IF SIGNALLED BY QB)	
<b>TB</b>	O ROUTE	OUTSIDE CHOICE ROUTE @ 4 YARDS	

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON FIELD FLAT DEFENDER	FLARE to CORNER
6 / 6-Z	HORIZONTAL READ ON FIELD CURL DEFENDER	6: FLARE to STEELER to (CORNER) 6-Z: STEELER to CORNER
1/4	HORIZONTAL READ ON FIELD CURL DEFENDER	FLARE to STEELER to (CORNER)
3 STR	ISOLATION TO X	GLANCE to O ROUTE
3 WK	HORIZONTAL READ ON FIELD CURL-FLAT DEFENDER	FLARE to STEELER to (CORNER)
FIRE ZONE	PLAY AWAY FROM ROTATION. FLIP PROTECTION IF NEEDED OR LOSE BACK	GLANCE to O ROUTE or FLARE to STEELER to CORNER
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	FLARE to STEELER
1 HOLE	ISOLATION TO X	GLANCE to O ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	GLANCE to O ROUTE
NO DEEP	SIGNAL INDY CUT TO X. DRIFT AND THROW TD	<b>WARM CORNER to WARM PIVOT</b>



# ROUTE PRINCIPLE: FLOOD (52/53)

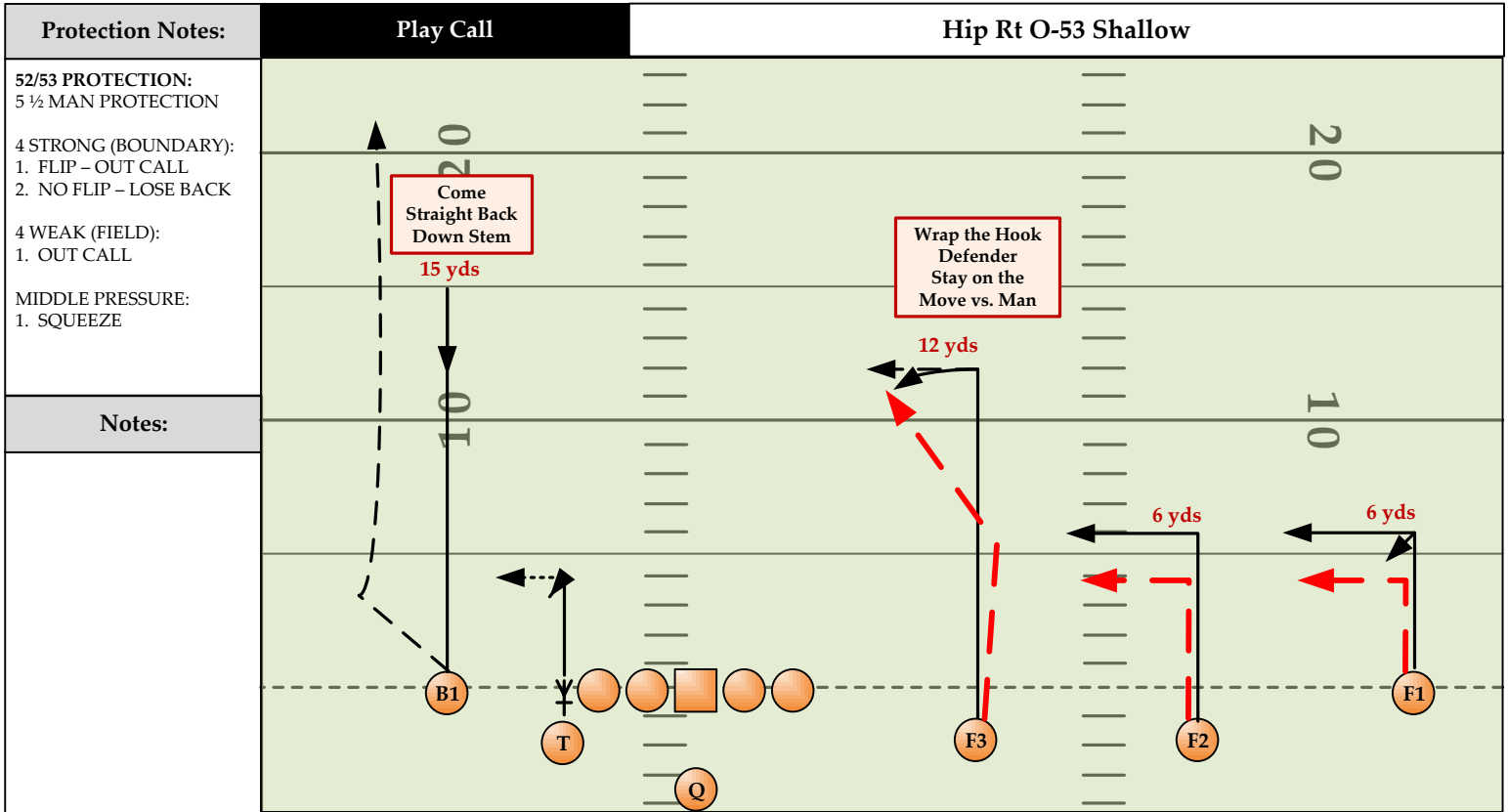


PLAYER	ROUTE	Assignments	Pressure
F1	INSIDE 9	RUN THROUGH THE I/S HAND OF THE CORNER VS. COV 2 - RUN THROUGH THE O/S HAND OF THE SAFETY	N/A
F2	CORNER	LOSE 2 CORNER @ 12-15 YDS FIND THE WINDOW BETWEEN DEEP & FLAT DEFENDERS	N/A
F3	ARROW	2-3 YARDS ON SIDELINE	N/A
B1	GLANCE	7 STEP (WIDEN DEFENDER), 2 HIGH - FOLLOW, CB BLITZ - ATTACK FS & GO	NO DEEP= 5 STEP
TB	O-ROUTE	OUTSIDE CHOICE ROUTE @ 4 YARDS	N/A

COVERAGE	READ	PROGRESSION
1/2	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
6 / 6-Z	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
1/4	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
3 STR	ISOLATION TO X	GLANCE TO X
3 WK	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
FIRE ZONE	FIELD DEEP DEFENDER to FIELD FLAT DEFENDER	INSIDE 9 to CORNER to ARROW to O ROUTE
32	VERTICAL READ ON FIELD SEAM DEFENDER	CORNER to ARROW
1 HOLE	MOVE THE HOLE DEFENDER	GLANCE TO X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	GLANCE TO X
NO DEEP	DRIFT AND THROW TD	5-STEP



**ROUTE PRINCIPLE: SHALLOW (52/53)**

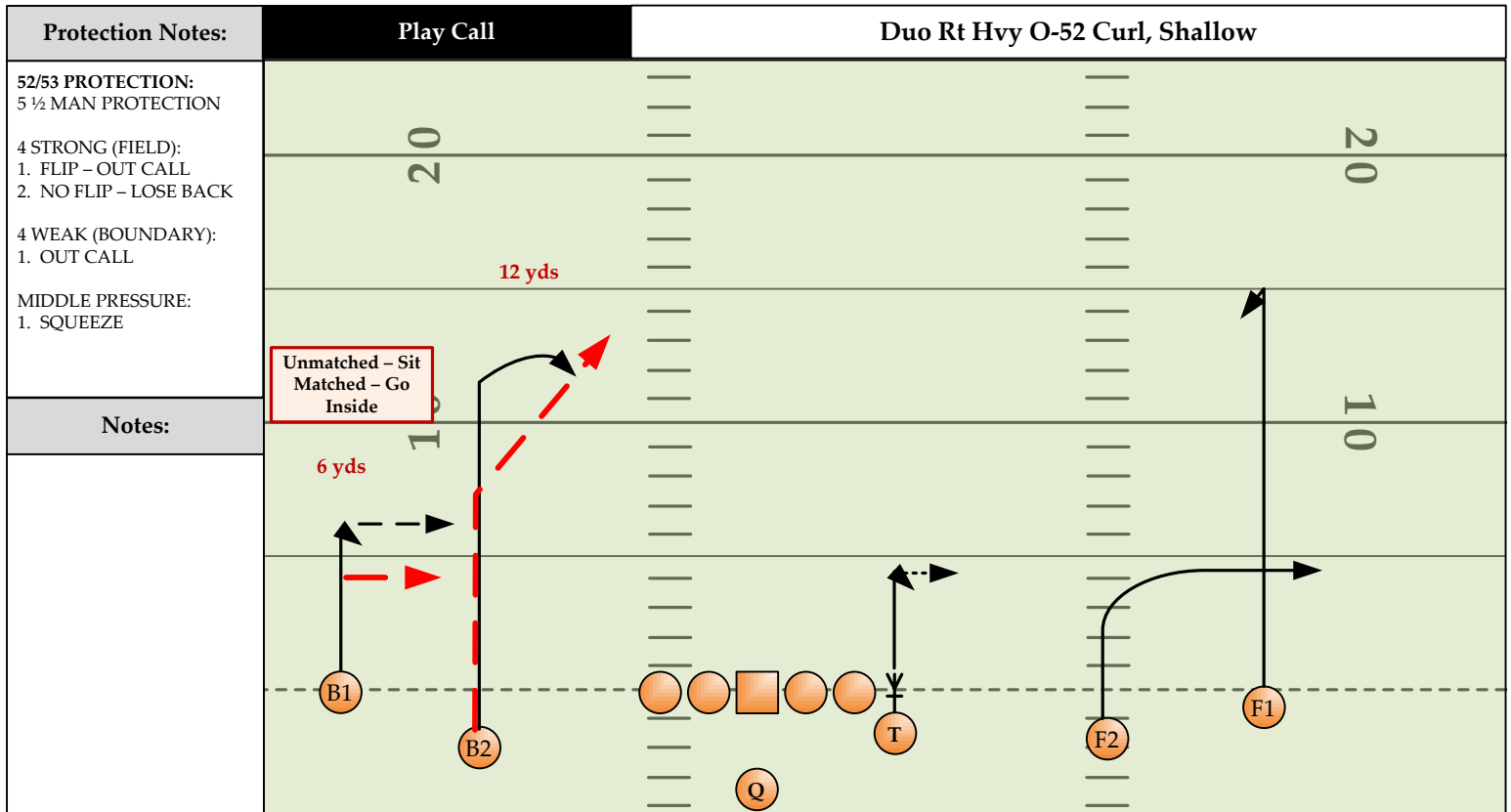


PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	India Route	India Route @ 6 yds. Unmatched – Sit, Matched – Go Inside.	<b>NO DEEP = WARM INDIA</b>
<b>F2</b>	India Route	India @ 6 yds. Stay on the Move (India Coming Behind You)	<b>NO DEEP = WARM INDIA</b>
<b>F3</b>	Vertical Wrap Route	Vertical Wrap @ 12 yds. Wrap the Hook Defender. Stay on the Move vs. Man.	<b>NO DEEP = 5-STEP</b>
<b>B1</b>	Stop Route (X)	Stop Route @ 15 yds. Come straight back down stem. Convert Best Release vs. Cloud	
<b>TB</b>	O Route	Outside Choice Route @ 4 Yards	

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON HOOK DEFENDER [M]	VERTICAL WRAP to I/S INDIA to O/S INDIA
6 / 6-Z	VERTICAL READ ON HOOK DEFENDER [M]	VERTICAL WRAP to I/S INDIA to O/S INDIA
1/4	VERTICAL READ ON HOOK DEFENDER [M]	VERTICAL WRAP to I/S INDIA to O/S INDIA
3 STR	ISOLATION TO X	STOP to O-ROUTE
3 WK (DIRTY BOX)	VERTICAL READ ON FIELD HOOK-CURL DEFENDER [M]	VERTICAL WRAP to I/S INDIA to O/S INDIA
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK PLAY AWAY FROM SPIN	STOP to ARROW or VERTICAL WRAP to I/S INDIA to O/S INDIA
32	HORIZONTAL READ ON FIELD SEAM DEFENDER [M]	I/S INDIA to O/S INDIA
1 HOLE	ISOLATION ON X	STOP to O-ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION ON X	STOP to O-ROUTE
NO DEEP	SIGNAL INDY CUT TO X. DRIFT AND THROW TD	<b>WARM 5-STEP to WARM INDIA (ALERT)</b>



**ROUTE PRINCIPLE: SHALLOW (52/53)**



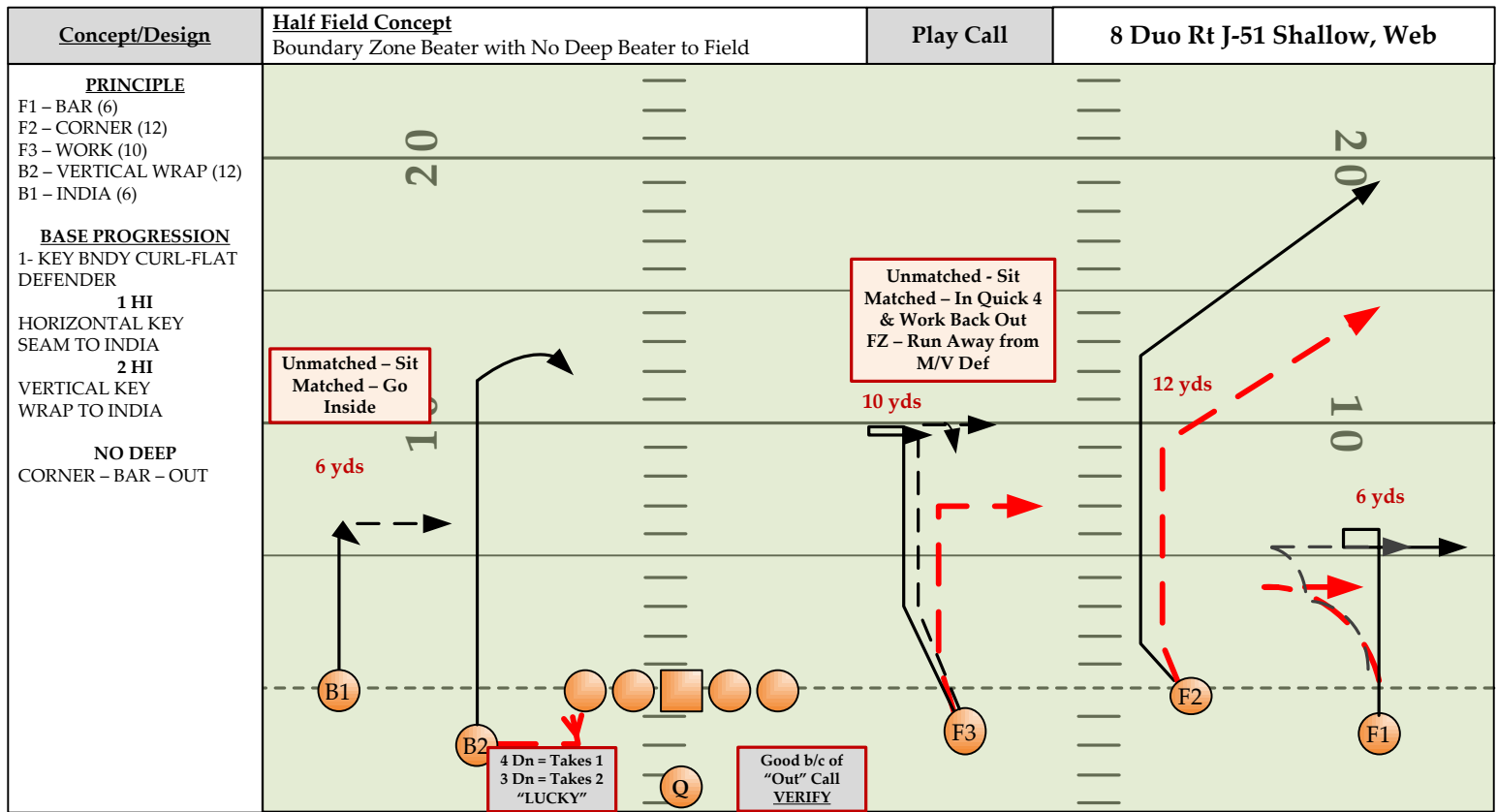
PLAYER	ROUTE	Assignments	Pressure
F1	Curl	15 Yard Vertical Stem Curl	
F2	Roll Flat	2 Roll to 4 Yards	
TB	O-Route	Outside Choice Route @ 4 Yards	
B2	Vertical Wrap Route	Wrap Curl Def @ 12 Yds	No Deep = 5 Step
B1	India Route	India Route @ 6 yds. Unmatched - Sit, Matched - Go Inside (Cloud or Press).	No Deep = India

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON BOUNDARY CURL DEFENDER [W]	INDIA to WRAP
6	VERTICAL READ ON BOUNDARY CURL DEFENDER [W]	INDIA to WRAP
1/4	VERTICAL READ ON BOUNDARY CURL DEFENDER [W]	INDIA to WRAP
3 STR	HORIZONTAL READ ON BOUNDARY CURL-FLAT DEFENDER [W]	INDIA to WRAP
3 WK	AWAY FROM ROTATION FREE ACCESS	FLAT to CURL to O-ROUTE
FIRE ZONE	HORIZONTAL READ ON BOUNDARY CURL-FLAT DEFENDER [W]	INDIA to WRAP
32	FREE ACCESS	BAR ROUTE
1 HOLE	MOVE THE HOLE DEFENDER	INDIA to WRAP
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	INDIA to WRAP
NO DEEP	DRIFT AND THROW TD	5 STEP to INDIA



**ROUTE PRINCIPLE: 50-1 SHALLOW, WEB**

2013



<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>50-51 Protection – Field No Deep Beater</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
F1	Bar Route	Bar Route @ 6 yds. Free Access = Hitch. Cloud CB = 6 yd India Return (4 quick in and pivot). Man = Pivot Return	<b>No Deep = Warm Pivot</b>
F2	Corner Route	Corner Route @ 12 yds. Lose 2 on Stem.	<b>No Deep = Warm (8)</b>
F3	Work Route	Work Route @ 10 yds. Matched – Leverage In Quick 4 and Back Out. Unmatched – Sit. Run away from M/V Def in FZ.	<b>No Deep = Warm Out (8)</b>
B2	Vertical Wrap Route	Wrap Curl Def @ 12 Yds	
B1	India Route	India Route @ 6 yds. Unmatched – Sit, Matched – Go Inside (Cloud or Press).	

**QB Notes** | **50/51 PROTECTION**

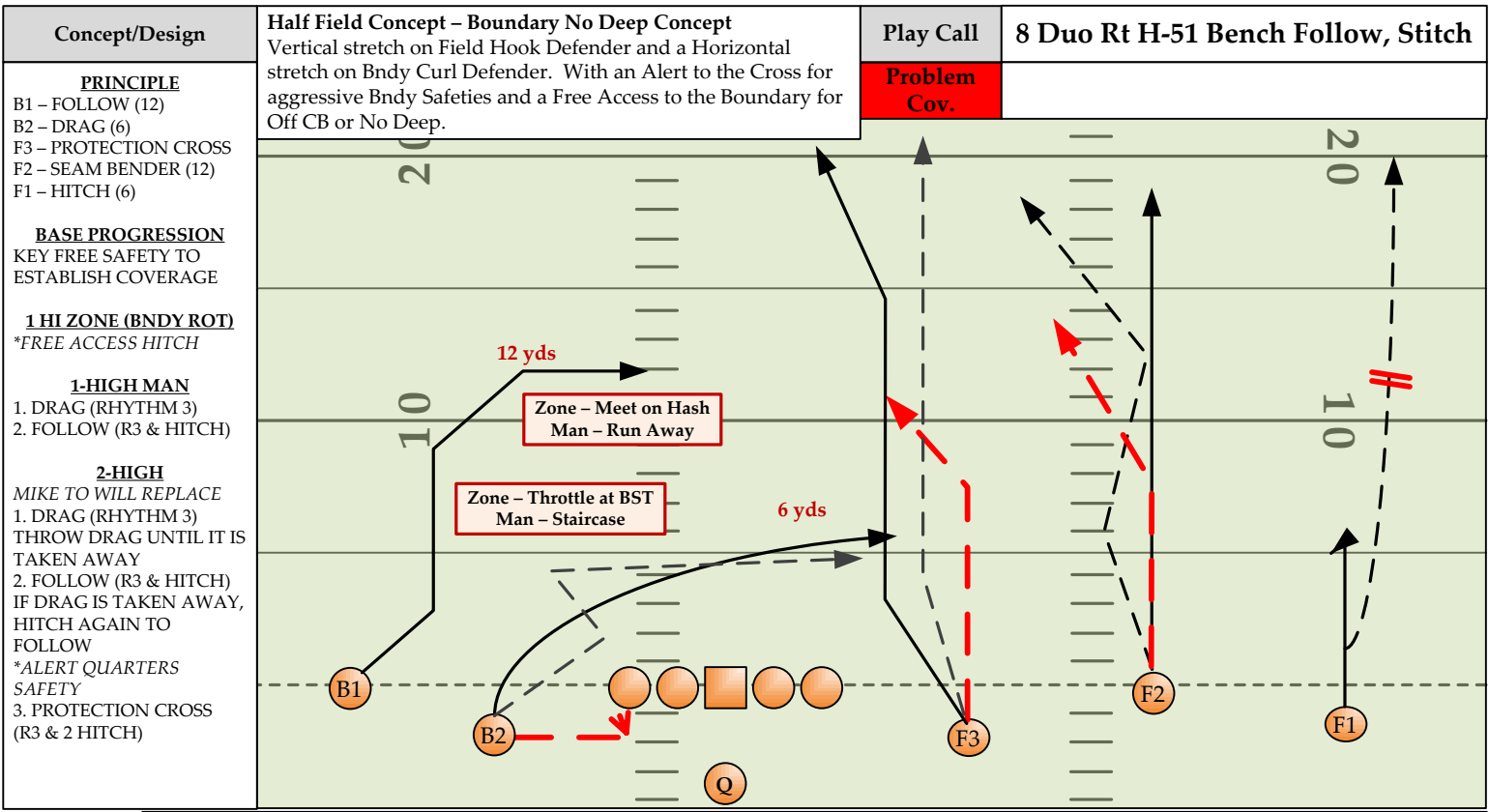
- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an "Out" Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR's will warm their routes – Signal and Verbalize "No Deep"

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Bndy Curl-Flat Def	Match-up	Bndy Curl-Flat Def	Bndy Curl Def	Match Up	Bndy Curl-Flat Def		<b>Alert 0</b>
<b>PROGRESSION</b>	Wrap to India (Poss. Free Access)	Wrap to India	Wrap to India (Poss. Free Access)	Wrap to India (AI Web)	Wrap to India (AI Web)	Wrap to India (AI Web)		<b>Corner to Bar to Quick Out</b>





**ROUTE PRINCIPLE: FOLLOW/DRIVE**



**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Field, Hot and Alert 0 to the Boundary

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	Hitch	Hitch @ 6 Yards	<b>NO DEEP = FADE</b>
F2	Seam Bender	Seam or Bender – A.P. is inside shoulder vs. 2 Hi (hash closed). 1 Hi – Run Seam (hash open)	<b>No Deep = 5 STEP</b>
F3	Protection Cross	Protection Release MLB. Protection Cross at 15 vs. 2-Hi. Aiming Point is 40 yards on the Opposite Numbers	<b>NO DEEP = 5-STEP</b>
B2	Drag	Drag @ 6 yds – Underneath LB’s – Staircase vs. Man.	
B1	Follow Route	Follow @ 12 yds – Lose 2, Double Plant Top End.	

**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	Z Cov.	3-2	Hot	No Deep
<b>MOVEMENT KEY</b>	Hook to Bndy Curl Def Replace	Hole Defender	Hook to Bndy Curl Def Replace	Field Hook to Bndy Curl Def Replace	Field Hook to Bndy Curl Def Replace	<b>1 Def. Unblocked</b>		<b>Alert 0</b>
<b>PROGRESSION</b>	Drag to Follow (Poss. Free Access)	Drag to Follow	Drag to Follow (Poss. Free Access)	Drag to Follow (Al Cross)	Drag to Follow (Al Cross)	Q Drag or F.A. to Hitch	<b>Q Drag</b>	<b>5-Step to 5-Step to Fade</b>



**ROUTE PRINCIPLE: FOLLOW/DRIVE**

2013



<b>Concept/Design</b>	<p><b>Half Field Concept – Field No Deep Concept</b> Vertical stretch on Field Hook Defender and a Horizontal stretch on Bndy Curl Defender. With an Alert to the Cross for aggressive Bndy Safeties and a Free Access to the Field for off CB</p>	<b>Play Call</b>	8 Duo Rt H-51 Bench Drive, Stitch
<p><b>PRINCIPLE</b> B1 – DRAG (6) B2 – IN (12) F3 – PROTECTION CROSS F2 – SEAM BENDER (12) F1 – HITCH (6)</p> <p><b>BASE PROGRESSION</b> KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p><b>1 HI ZONE (BNDY ROT)</b> * FREE ACCESS HITCH</p> <p><b>1 HI MAN</b> 1. DRAG (RHYTHM 3) 2. IN (R3 &amp; HITCH)</p> <p><b>2 HIGH</b> MIKE TO WILL REPLACE MOVEMENT KEY 1. DRAG (RHYTHM 3) THROW DRAG UNTIL IT IS TAKEN AWAY 2. IN (R3 &amp; HITCH) IF DRAG IS TAKEN AWAY, HITCH AGAIN TO IN *ALERT QUARTERS SAFETY 3. PROTECTION CROSS (R3 &amp; 2 HITCH)</p>		<b>Problem Cov.</b>	

**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Field, Hot and Alert 0 to the Boundary

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Hitch	Hitch @ 6 Yards	<b>NO DEEP = FADE</b>
<b>F2</b>	Seam Bender	Seam or Bender – A.P. is inside shoulder vs. 2 Hi (hash closed). 1 Hi – Run Seam (hash open)	<b>NO DEEP = 5-STEP</b>
<b>F3</b>	Protection Cross	Protection Release MLB. Protection Cross at 15 vs. 2-Hi. Aiming Point is 40 yards on the Opposite Numbers	<b>NO DEEP = 5-STEP</b>
<b>B2</b>	In Route	In @ 12 yds – Gain 2, Double Plant Top End.	
<b>B1</b>	Drag Route	Drag @ 6 yds – Underneath LB’s – Staircase vs. Man.	

**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	Z Cov.	3-2	Hot	No Deep
<b>MOVEMENT KEY</b>	Hook to Bndy Curl Def Replace	Hole Defender	Hook to Bndy Curl Def Replace	Field Hook to Bndy Curl Def Replace	Field Hook to Bndy Curl Def Replace	<b>1 Def. Unblocked</b>		<b>Alert 0</b>
<b>PROGRESSION</b>	Drag to In (Bndy Rot. – Free Access)	Drag to In	Drag to In (Bndy Rot. – Free Access)	Drag to In (AI Cross)	Drag to In (AI Cross)	Q Drag or F.A. to Hitch	<b>Q Drag</b>	<b>5-Step to 5-Step to Fade</b>



**ROUTE PRINCIPLE: FOLLOW/DRIVE**

<b>Concept/Design</b>	<b>Half Field Concept – Boundary No Deep Concept</b> Vertical stretch on Bndy Curl Defender and a Horizontal stretch on Field Hook Defender. With an Alert to the Cross for aggressive Bndy Safeties and a Free Access to the Boundary for Off CB or No Deep.	<b>Play Call</b>	8 Duo Rt I-50 Field Follow, Stitch
<b>PRINCIPLE</b> F1 – INDIA (6) F2 – FOLLOW (12) F3 – DRAG (6) B2 – SEAM BENDER (12) B1 – HITCH (6)		<b>Problem Cov.</b>	20
<b>BASE PROGRESSION</b> KEY FREE SAFETY TO ESTABLISH COVERAGE  <b>1-HIGH ZONE</b> THINK FREE ACCESS 1. HITCH (RHYTHM 3) *ALERT BUZZ FLAT DEFENDER/3 CLOUD 2. SEAM (RHYTHM 3) IF FLAT DEFENDER BUZZES UNDERNEATH THE OUT RIGHT NOW, THROW THE SEAM ON RHYTHM  <b>1-HIGH MAN</b> 1. DRAG (RHYTHM 3) 2. IN (R3 & HITCH)  <b>2-HIGH</b> WILL TO MIKE REPLACE 1. DRAG (RHYTHM 3) THROW DRAG UNTIL IT IS TAKEN AWAY 2. IN (R3 & HITCH) IF DRAG IS TAKEN AWAY, HITCH AGAIN TO IN *ALERT QUARTERS SAFETY 3. BENDER (R3&HITCH) IF IN IS TAKEN AWAY BY QUARTERS SAFETY, HITCH AGAIN TO THE BENDER		10	10

<b>BASE FORM</b>	Empty
<b>PROTECTIONS</b>	50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
F1	India	India Route @ 6 yds	
F2	Follow Route	Follow @ 12 yds – Lose 2, Double Plant Top End.	
F3	Drag Route	Drag @ 6 Yds – Underneath LB’s – Staircase vs. Man.	
B2	Seam Bender	1 Hi – Seam. 2 Hi – Bender (Stick Release) @ 12 yds	No Deep = 5 Step
B1	Hitch	Hitch @ 6 Yards	No Deep = Fade

<b>QB Notes</b>	50/51 PROTECTION
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- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	Z Cov.	3-2	Hot	No Deep
<b>MOVEMENT KEY</b>	Bndy Flat to Hook Def	Hole Def	Bndy Flat to Hook Def	Bndy Curl to Fld Hook Def	Field Hook to Bndy Curl Def Replace	1 Def. Unblocked		Alert 0
<b>PROGRESSION</b>	Out to Drag (Poss. Seam)	Drag to In	Out to Drag (Poss. Seam)	Drag to In to India	Drag to In (AI Cross)	Q Drag or F.A. to Bar	Q Drag	5 Step to Fade



**ROUTE PRINCIPLE: FOLLOW/DRIVE**

2013



<b>Concept/Design</b>	<p><b>Half Field Concept – Boundary No Deep Concept</b> Vertical stretch on Bndy Curl Defender and a Horizontal stretch on Field Hook Defender. With an Alert to the Bender for aggressive Field Safeties and a Free Access to the Boundary for Off CB or No Deep.</p>	<b>Play Call</b>	<b>8 Duo Rt I-50 Field Drive, Stitch</b>
<p><b>PRINCIPLE</b> B1 – HITCH (6) B2 – SEAM BENDER (12) F3 – IN (12) F2 – DRAG (6) F3 – INDIA (6)</p> <p><b>BASE PROGRESSION</b> KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p><b>1-HIGH ZONE</b> THINK FREE ACCESS 1. HITCH (RHYTHM 3) 2. SEAM (RHYTHM 3) IF FLAT DEFENDER BUZZES UNDERNEATH THE OUT RIGHT NOW, THROW THE SEAM ON RHYTHM</p> <p><b>1-HIGH MAN</b> 1. DRAG (RHYTHM 3) 2. IN (R3 &amp; HITCH)</p> <p><b>2-HIGH</b> WILL TO MIKE REPLACE 1. DRAG (RHYTHM 3) THROW DRAG UNTIL IT IS TAKEN AWAY 2. IN (R3 &amp; HITCH) *ALERT QUARTERS SAFETY 3. BENDER (R3&amp; 2 HITCHES) IF IN IS TAKEN AWAY BY QUARTERS SAFETY, HITCH AGAIN TO THE BENDER</p>		<b>Problem Cov.</b>	20 10

**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	India	India Route @ 6 yds	
F2	Drag Route	Drag @ 6 yds – Underneath LB’s – Staircase vs. Man.	
F3	In Route	In @ 12 yds – Gain 2, Double Plant Top End.	
B2	Seam Bender	1 Hi – Seam. 2 Hi – Bender (Stick Release) @ 12 yds	No Deep = 5 Step
B1	Hitch	Hitch @ 6 Yards	No Deep = Fade

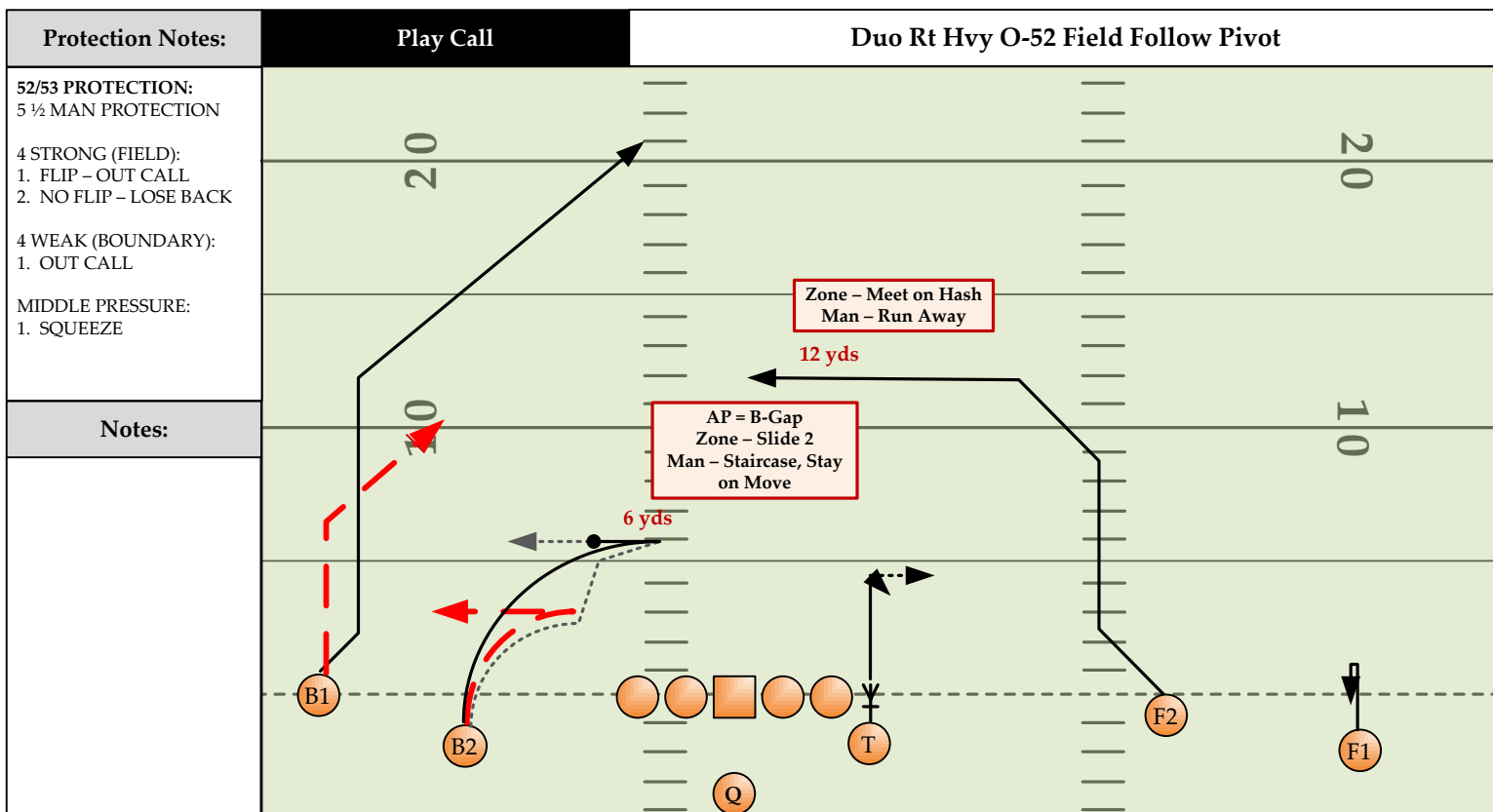
**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	Z Cov.	3-2	Hot	No Deep
<b>MOVEMENT KEY</b>	Bndy Flat to Hook Def	Hole Def	Bndy Flat to Hook Def	Bndy Curl to Fld Hook Def	Field Hook to Bndy Curl Def Replace	1 Def. Unblocked		Alert 0
<b>PROGRESSION</b>	Out to Drag (Poss. Seam) (Poss. India)	Drag to In	Out to Drag (Poss. Seam) (Poss. India)	Drag to In to India	Drag to In (AI Cross)	Q Drag or F.A. to Bar	Q Drag	5 Step to Fade



# ROUTE PRINCIPLE: PIVOT (52/53)

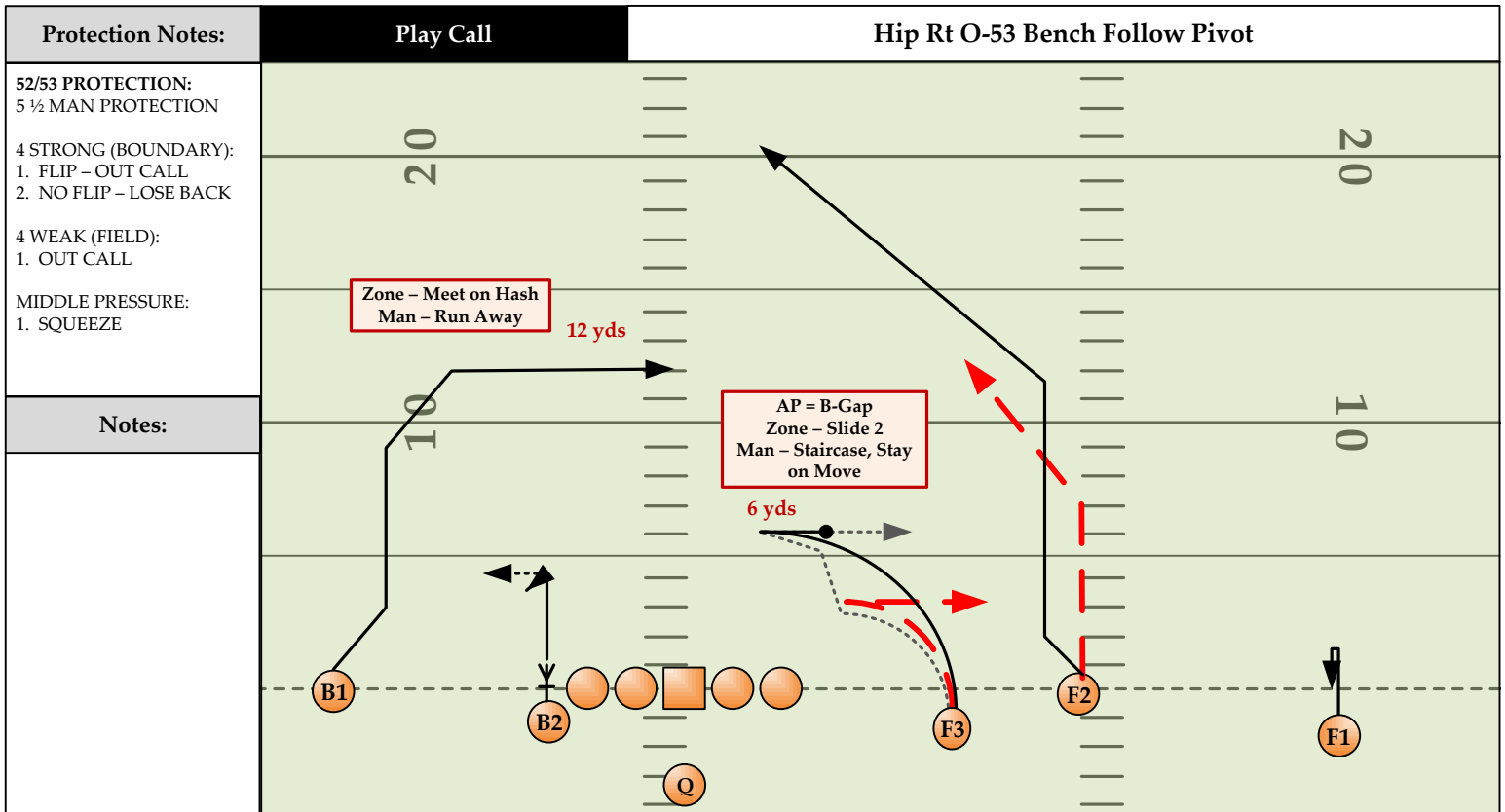


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Now Route	1 Step Now Route	
<b>F2</b>	Follow Route	Follow @ 12 yds - Lose 2, Double Plant Top End.	
<b>TB</b>	O-Route	Outside Choice Route @ 4 Yards	N/A
<b>B1</b>	Big Post	Big Post - BP @ Toes of Defender.	<b>No Deep - 5 Step</b>
<b>B2</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Settle vs. Zone. Staircase and Stay on the Move vs. Man.	<b>No Deep - Warm Pivot</b>

COVERAGE	READ	PROGRESSION
1/2	TRIANGLE READ [W-M]	PIVOT to FOLLOW to O-ROUTE
6	TRIANGLE READ [W-M]	PIVOT to FOLLOW to O-ROUTE AL. FREE ACCESS TO NOW
1/4	TRIANGLE READ [W-M-(FS)]	PIVOT to FOLLOW to O-ROUTE (AL. BIG POST)
3 STR	TRIANGLE READ [W-M]	PIVOT to FOLLOW to O-ROUTE
3 WK	FREE ACCESS	FREE ACCESS: NOW to O-ROUTE
FIRE ZONE	PLAY AWAY FROM ROTATION - TRIANGLE READ [W-M] or FREE ACCESS	PIVOT to FOLLOW to (O ROUTE) AL. FREE ACCESS TO NOW
32	FREE ACCESS	FREE ACCESS to NOW
1 HOLE	MOVE THE HOLE DEFENDER	PIVOT to FOLLOW to O-ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	PIVOT to FOLLOW to (O-ROUTE)
NO DEEP	DRIFT AND THROW TD	<b>5 STEP to WARM PIVOT</b>



**ROUTE PRINCIPLE: PIVOT (52/53)**

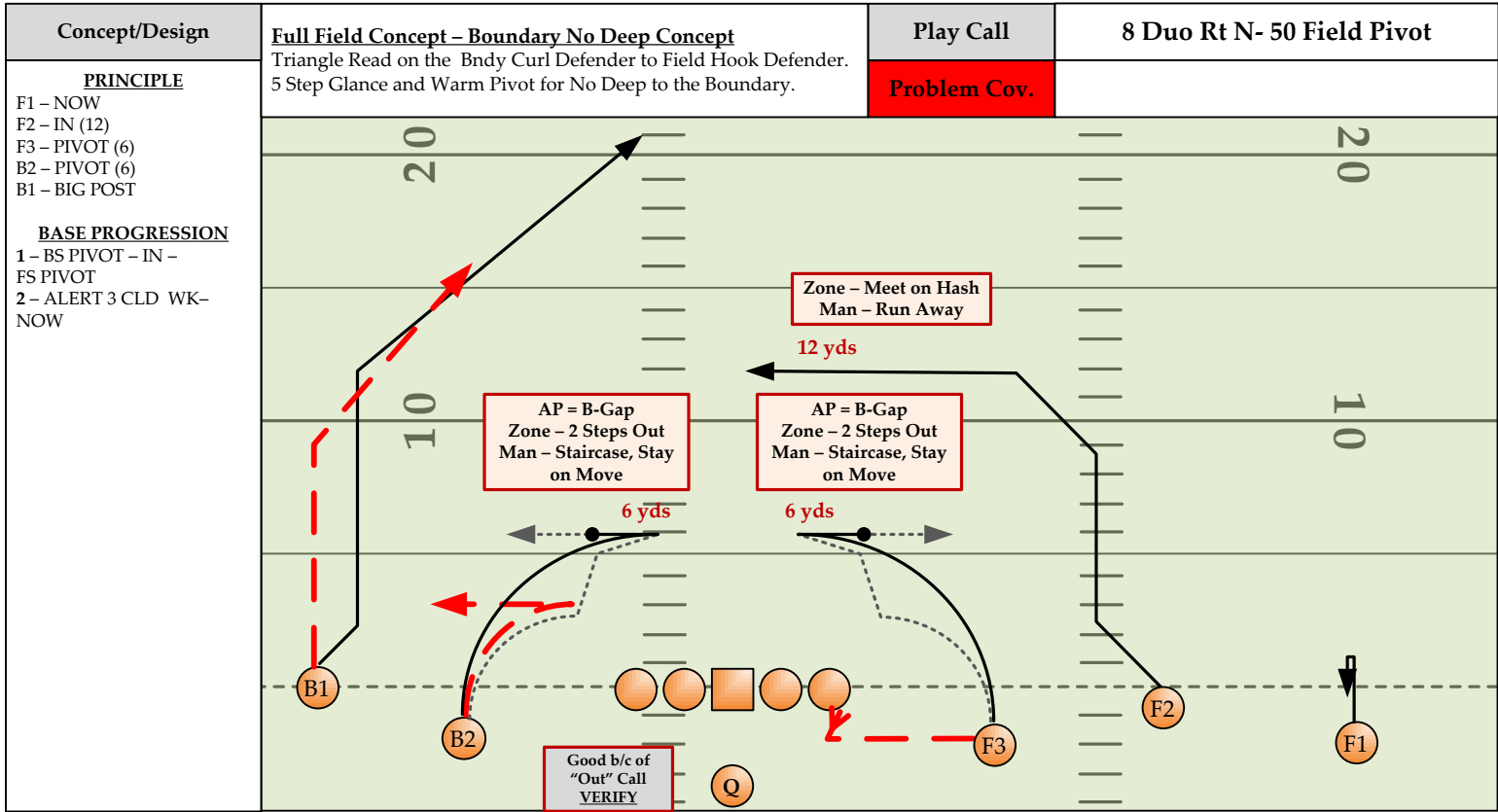


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Now Route	1 Step Now Route	
<b>F2</b>	Big Post	Big Post - BP @ Toes of Defender.	No Deep - 5 Step
<b>F3</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Sit vs. Zone. Staircase and Stay on the Move vs. Man.	No Deep - Warm Pivot Return
<b>TB</b>	O Route	Outside Choice Route @ 4 Yards	N/A
<b>B1</b>	Follow Route	Follow @ 12 yds - Lose 2, Double Plant Top End.	

COVERAGE	READ	PROGRESSION
1/2	TRIANGLE READ [M-W]	PIVOT to FOLLOW to O-ROUTE
6 / 6-Z	TRIANGLE READ [M-W]	PIVOT to FOLLOW to O-ROUTE
1/4	TRIANGLE READ [M-W-(FS)]	PIVOT to FOLLOW to O-ROUTE AL. (PROTECTION CROSS)
3 STR	TRIANGLE READ [M-W]	PIVOT to FOLLOW to O-ROUTE
3 WK	FREE ACCESS HORIZ. READ FIELD FLAT DEFENDER	FREE ACCESS: NOW to PIVOT
FIRE ZONE	PLAY AWAY FROM ROTATION TRIANGLE READ [M-W] OR FREE ACCESS	PIVOT to FOLLOW to O-ROUTE OR FREE ACCESS to NOW
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	PIVOT to NOW
1 HOLE	MOVE THE HOLE DEFENDER	PIVOT to FOLLOW to O-ROUTE
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	PIVOT to FOLLOW to (O-ROUTE)
NO DEEP	DRIFT AND THROW TD	5 STEP to WARM PIVOT



# ROUTE PRINCIPLE: PIVOT / DIVOT



<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>50-51 Protection</b>

<b>VARIATIONS</b>			
<b>PLAYER</b>	<b>ROUTE</b>	<b>Assignment</b>	<b>Pressure</b>
<b>F1</b>	Now Route	1 Step Now Route	
<b>F2</b>	In Route	In @ 12 yds – Lose 2, Double Plant Top End.	<b>No Deep – Warm to 8</b>
<b>F3</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Settle vs. Zone. Staircase and Stay on the Move vs. Man.	
<b>B2</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Settle vs. Zone. Staircase and Stay on the Move vs. Man.	<b>No Deep – Warm Pivot</b>
<b>B1</b>	Big Post	Big Post – BP @ Toes of Defender.	<b>No Deep – 5 Step</b>

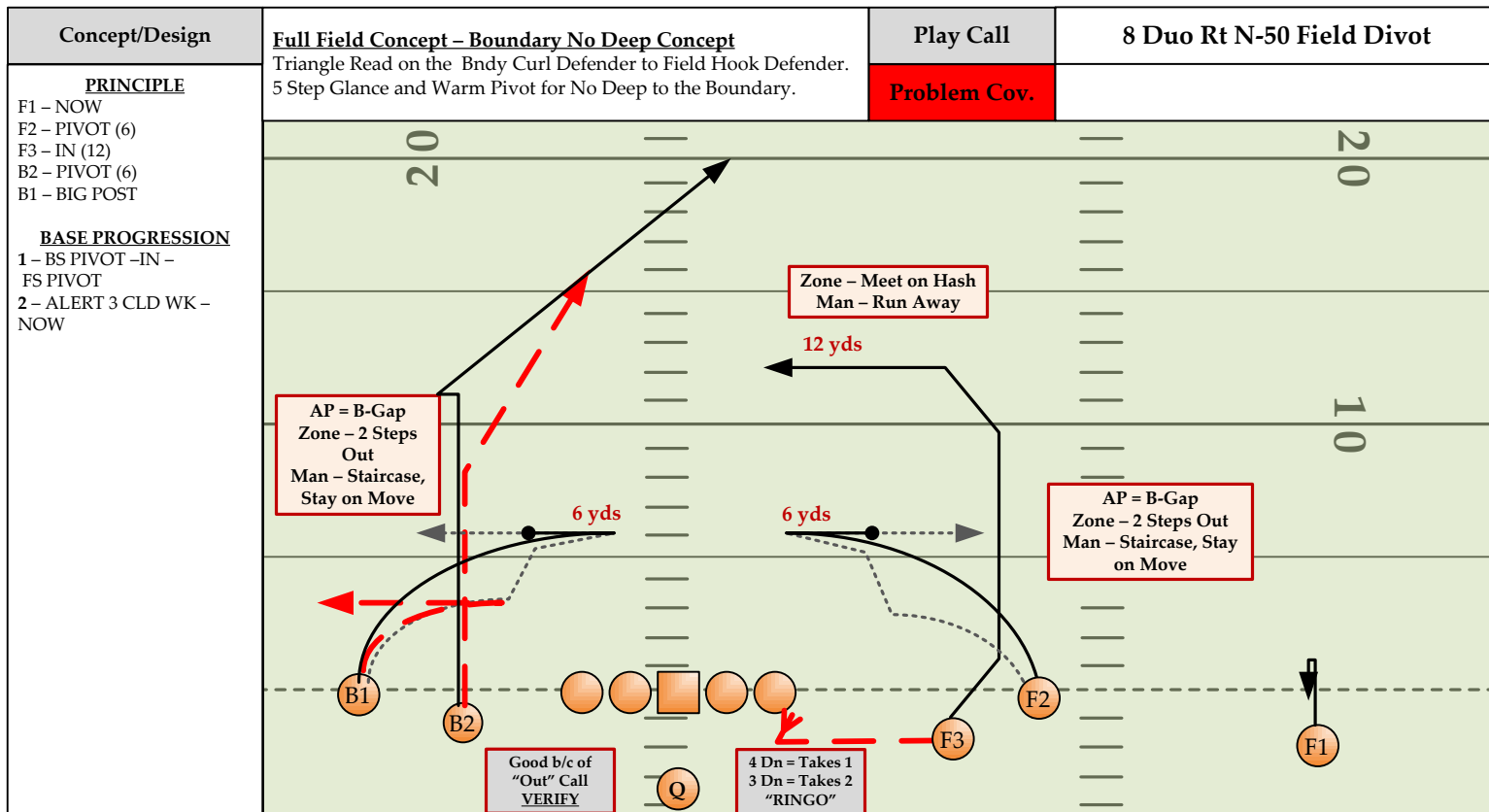
<b>QB Notes</b>	<b>50/51 PROTECTION</b>
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- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – “Ringo/Lucky” Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

<b>COVERAGE</b>	<b>1 Hi Zone</b>	<b>1 Hi Man</b>	<b>1 Hi FZ</b>	<b>2 Hi Zone</b>	<b>2 Hi Man</b>	<b>Quarters</b>	<b>HOT</b>	<b>No Deep</b>
<b>MOVEMENT KEY</b>	Bndy Curl to Field Hook Def	Hole Defender	Bndy Curl to Field Hook Def	Bndy Curl to Field Hook Def	Match up	Bndy Curl to Field Hook Def		<b>Alert 0</b>
<b>PROGRESSION</b>	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot		<b>5 Step to Warm Pivot</b>



# ROUTE PRINCIPLE: PIVOT / DIVOT



BASE FORM	Empty
PROTECTIONS	50-51 Protection
VARIATIONS	

PLAYER	ROUTE	Assignments	Pressure
F1	Now Route	1 Step Now Route	
F2	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Settle vs. Zone. Staircase and Stay on the Move vs. Man.	
F3	In Route	In @ 12 yds – Gain 2, Double Plant Top End.	No Deep – Warm to 8
B2	Big Post	Big Post – BP @ Toes of Defender.	No Deep – 5 Step
B1	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Settle vs. Zone. Staircase and Stay on the Move vs. Man.	No Deep – Warm Pivot

**QB Notes** | 50/51 PROTECTION

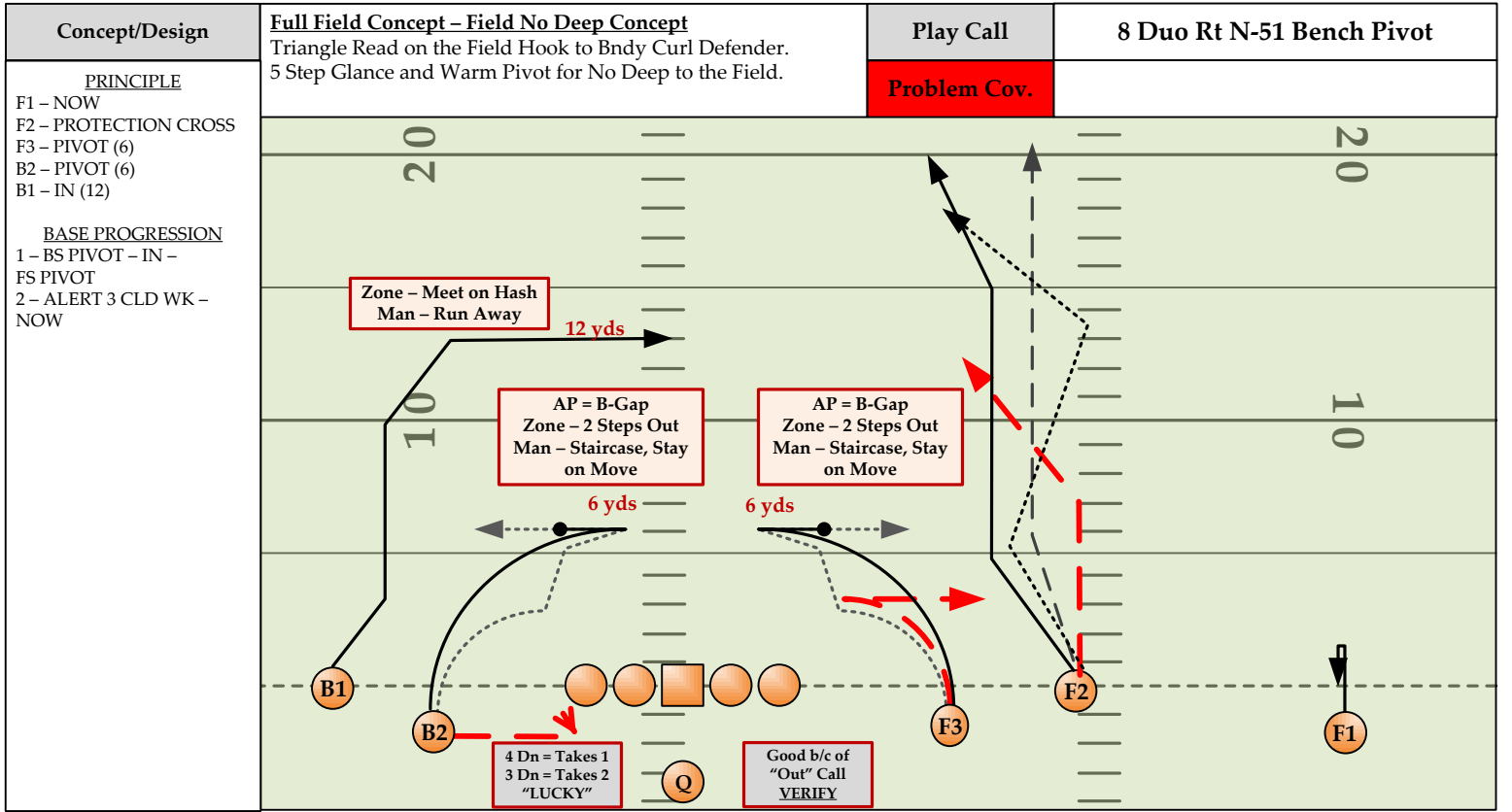
- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – “Ringo/Lucky” Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Bndy Curl to Field Hook Def	Hole Defender	Bndy Curl to Field Hook Def	Bndy Curl to Field Hook Def	Match up	Bndy Curl to Field Hook Def		Alert 0
PROGRESSION	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot		5 Step to Warm Pivot





# ROUTE PRINCIPLE: PIVOT / DIVOT



**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Field, Hot and Alert 0 to the Boundary

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	Now Route	1 Step Now Route	N/A
F2	Protection Cross	Protection Release MLB. Protection Cross at 15. Aiming Point is 40 yards on the Opposite Numbers.	No Deep – 5 Step
F3	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Sit vs. Zone. Staircase and Stay on the Move vs. Man.	No Deep = Warm (2-3 yds)
B2	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Sit vs. Zone. Staircase and Stay on the Move vs. Man.	
B1	In Route	In @ 12 yds – Lose 2, Double Plant Top End.	

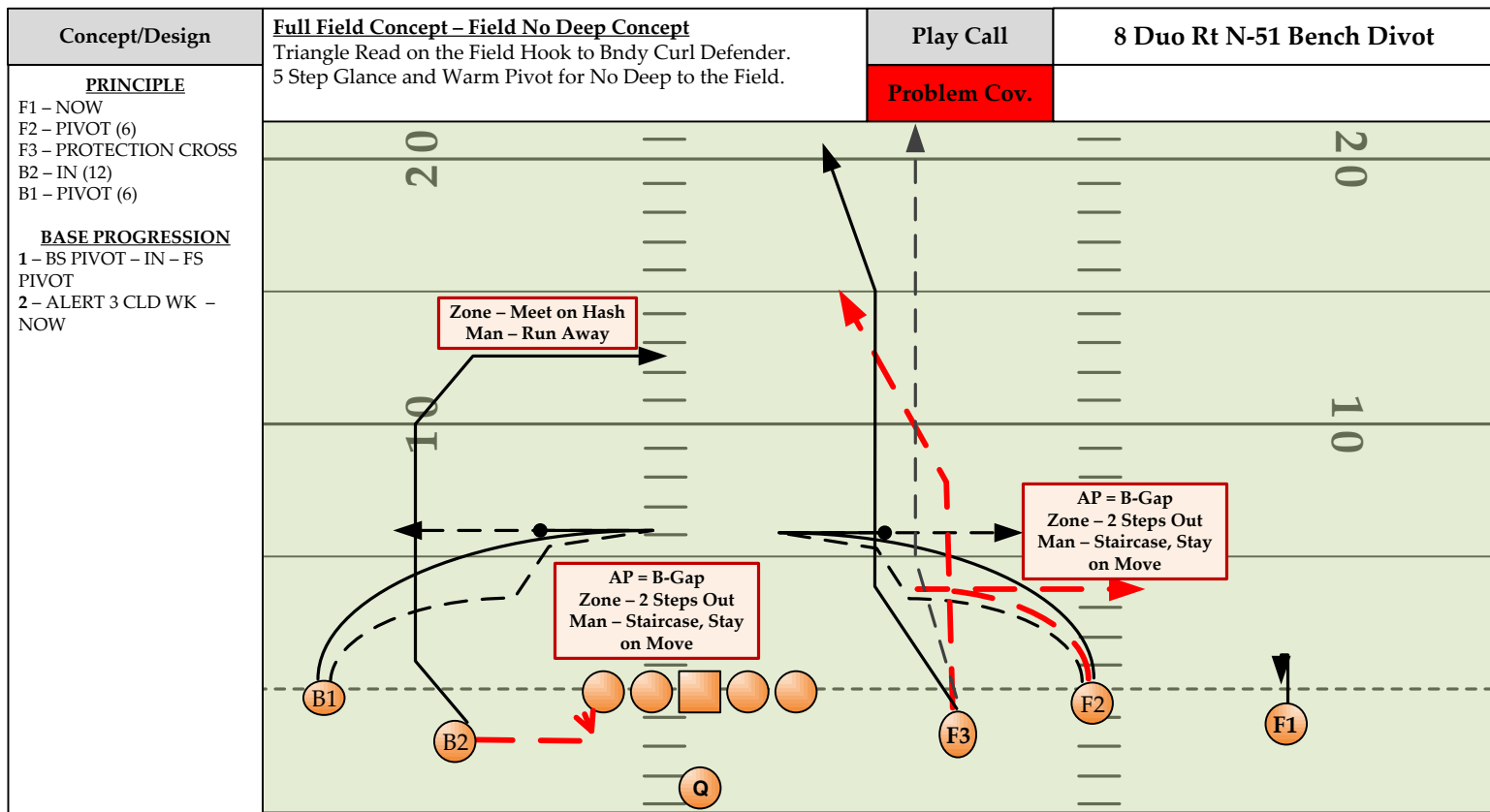
**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an "Out" Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – "Ringo/Lucky" Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR's will warm their routes – Signal and Verbalize "No Deep"

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Field Hook to Bndy Curl Def	Hole Defender	Field Hook to Bndy Curl Def	Field Hook to Bndy Curl Def	Match up	Field Hook to Bndy Curl Def		Alert 0
<b>PROGRESSION</b>	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot		5 Step to Warm Pivot



# ROUTE PRINCIPLE: PIVOT / DIVOT



<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>50-51 Protection</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Now Route	1 Step Now Route	
<b>F2</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Sit vs. Zone. Staircase and Stay on the Move vs. Man.	<b>No Deep – Warm Pivot</b>
<b>F3</b>	Protection Cross	Protection Release MLB. Protection Cross at 15. Aiming Point is 40 yards on the Opposite Numbers.	<b>No Deep – 5 Step</b>
<b>B2</b>	In Route	In @ 12 yds – Gain 2, Double Plant Top End.	N/A
<b>B1</b>	Pivot Route	Pivot Route @ 6 yds AP = B-Gap. 2 Hard Steps out and Sit vs. Zone. Staircase and Stay on the Move vs. Man.	

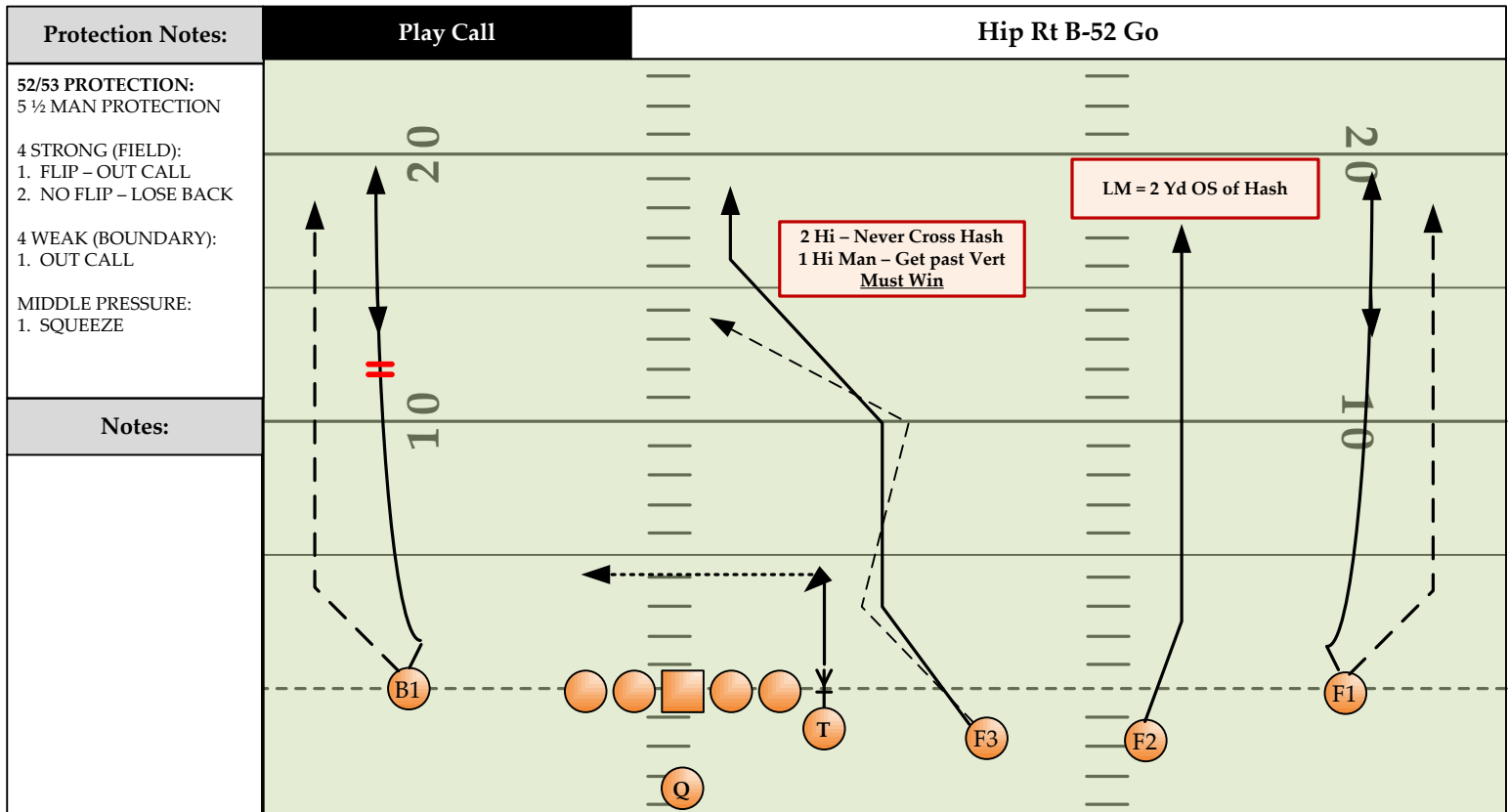
**QB Notes** | **50/51 PROTECTION**

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an "Out" Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – "Ringo/Lucky" Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR's will warm their routes – Signal and Verbalize "No Deep"

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Field Hook to Bndy Curl Def	Hole Defender	Field Hook to Bndy Curl Def	Field Hook to Bndy Curl Def	Match up	Field Hook to Bndy Curl Def		<b>Alert 0</b>
<b>PROGRESSION</b>	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot	BS Pivot to In to FS Pivot		<b>5 Step to Warm Pivot</b>



**ROUTE PRINCIPLE: 3x1 GO (52/53)**

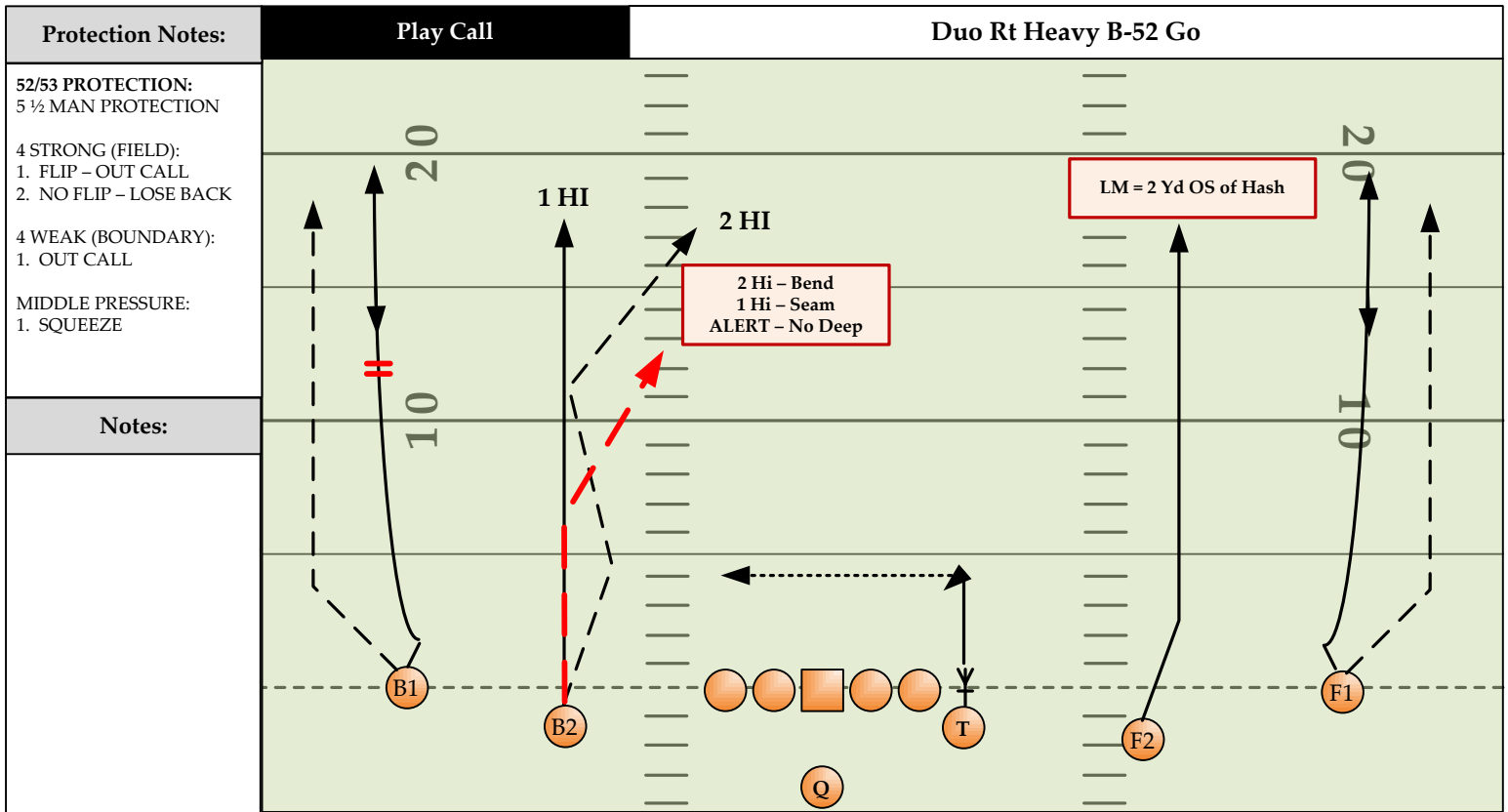


PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Read-Go	If You Can't Touch Him By 10, Drop Off at 15. Best Release vs. Cloud CB	
<b>F2</b>	Landmark Seam Route	LM is Outside Edge of the Hash (Ball on the Hash) – Adjust LM with Ball if off the Hash	
<b>F3</b>	Up and Over Route	Up and Over – AP is opposite hash at 18 yds. 2 Hi – Never Cross Hash, 1 Hi – Win (vs. Man – Get Past Vertical).	
<b>B1</b>	Read-Go	If You Can't Touch Him By 10, Drop Off at 15. Best Release vs. Cloud CB	<b>No Deep = Go</b>
<b>TB</b>	B Route	Burst Route @ 4 Yds	

COVERAGE	READ	PROGRESSION
1/2	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	READ-GO to UP & OVER to B-ROUTE
6 / 6-Z	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	6: READ-GO to UP & OVER to B-ROUTE 6-Z: UP & OVER to BACK (ALT MATCH UP TO FIELD 1)
1/4	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	READ-GO to UP & OVER to B-ROUTE
3 STR	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
3 WK	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
FIRE ZONE	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
32	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
1 HOLE	ISOLATION ON X	READ-GO TO X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	READ-GO TO X
NO DEEP	DRIFT AND THROW TD	<b>GO</b>



**ROUTE PRINCIPLE: 2x2 GO (52/53)**

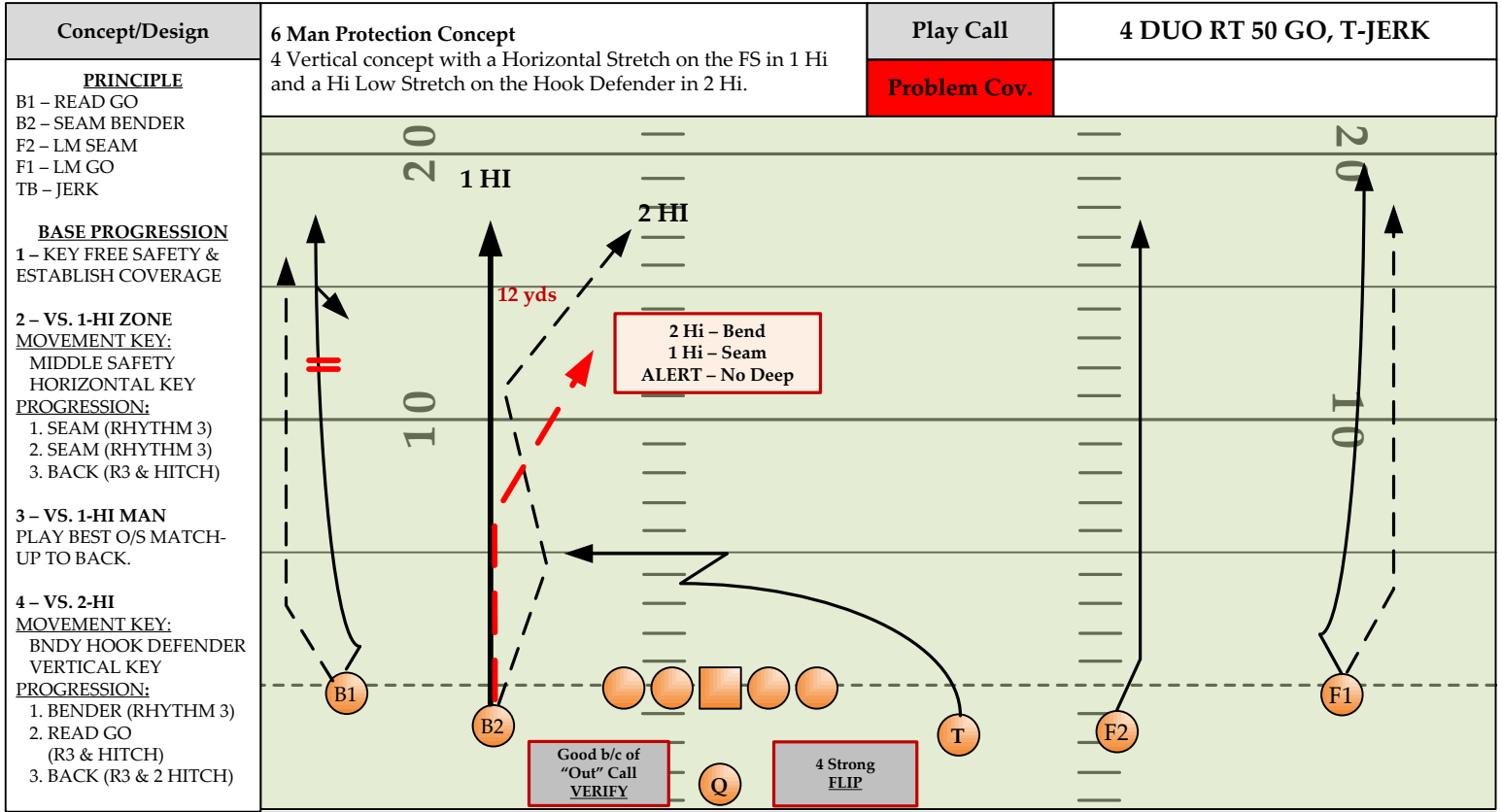


PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Read-Go	If You Can't Touch Him By 10, Drop Off at 15. Best Release vs. Cloud CB	
<b>F2</b>	Landmark Seam Route	LM is Outside Edge of the Hash (Ball on the Hash) – Adjust LM with Ball if off the Hash	
<b>B2</b>	Seam Bender	Seam or Bender – A.P. is inside shoulder vs. 2 Hi (hash closed). 1 Hi – Run Seam (hash open)	<b>No Deep = 5 Step</b>
<b>B1</b>	Read-Go	If You Can't Touch Him By 10, Drop Off at 15. Best Release vs. Cloud CB	<b>No Deep = Go</b>
<b>TB</b>	B Route	Burst Route @ 4 Yds	

COVERAGE	READ	PROGRESSION
1/2	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	READ-GO to UP & OVER to B-ROUTE
6	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	READ-GO to UP & OVER to B-ROUTE
1/4	HORIZONTAL READ ON FREE SAFETY VERTICAL READ ON WILL	READ-GO to UP & OVER to B-ROUTE
3 STR	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
3 WK	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
FIRE ZONE	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
32	HORIZONTAL READ ON FREE SAFETY	BEST SEAM to READ-GO to B-ROUTE
1 HOLE	ISOLATION ON X	READ-GO TO X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	READ-GO TO X
NO DEEP	DRIFT AND THROW TD	<b>GO</b>



**ROUTE PRINCIPLE: 50-1 GO, JERK**



**BASE FORM** 2x2 Formations (Duo, Deuce)

**PROTECTIONS** 60-61 Protection

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Landmark Go	LM is Split the Diff between #'s and Sideline (Ball on the Hash) - Best Release vs. Cloud CB	N/A
<b>F2</b>	Landmark Seam	LM is 2 yards outside the hash	N/A
<b>B2</b>	Seam Bender	Seam or Bender - A.P. is inside shoulder vs. 2 Hi (hash closed). 1 Hi - Run Seam (hash open)	<b>No Deep = 5 Step</b>
<b>B1</b>	Read Go	LM is Split the Diff between #'s and Sideline (Ball on the Hash) - Best Release vs. Cloud CB	N/A
<b>TB</b>	Jerk Route	Jerk Curl Defender. Get on His Toes! Be Patient while selling the Return.	

**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an "Out" Call made by the Tackle - Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside - Flip the Protection
- 4) Mechanics to Handle No Deep - 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR's will warm their routes - Signal and Verbalize "No Deep"

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	FS	FS	FS	Hook Def	Hook Def	Hook Def	Bndy Curl-Flat Def	
<b>PROGRESSION</b>	Seam to Read-Go to Jerk	Best OS Matchup to Jerk	Seam to Read-Go to Jerk	Bender, Box, Jerk	Bender, Box, Jerk (AI Run)	Bender, Box, Jerk	Bender, Box, Jerk	<b>5 Step to B2</b>



**ROUTE PRINCIPLE: FLY**

Concept/Design	PLAY ACTION VERTICAL CONCEPT	Play Call	TREY RT UP O-887 FLY
<p><b>PRINCIPLE</b>            F1 - LM GO            F2 - SEAM BENDER (12)            B1 - LM GO            TB - "O"-ROUTE</p> <p><b>BASE PROGRESSION</b>            1 - KEY FREE SAFETY &amp; ESTABLISH COVERAGE</p> <p><b>VS. 1-HI ZONE</b>            1 - LM GO            2 - SEAM (IF F/S CHEATS)            3 - "O" ROUTE</p> <p><b>VS. 1-HI MAN</b>            PLAY BEST GO MATCHUP</p> <p><b>VS. 2-HI ZONE</b>            1 - BENDER            2 - GO            3 - "O" ROUTE</p>	<p>3 Vertical concept            Vs. 1-High - Matchup to outside receiver            Vs. 2-High - Vertical Stretch of the Hook Defender in a Run/            Pass Conflict with Man to Man Match-Ups with Outside Gos.</p>	<b>Problem Cov.</b>	

<b>BASE FORM</b>	<b>Trey Up/In, Deuce Up/In</b>
<b>PROTECTIONS</b>	<b>886/887 Protection</b>

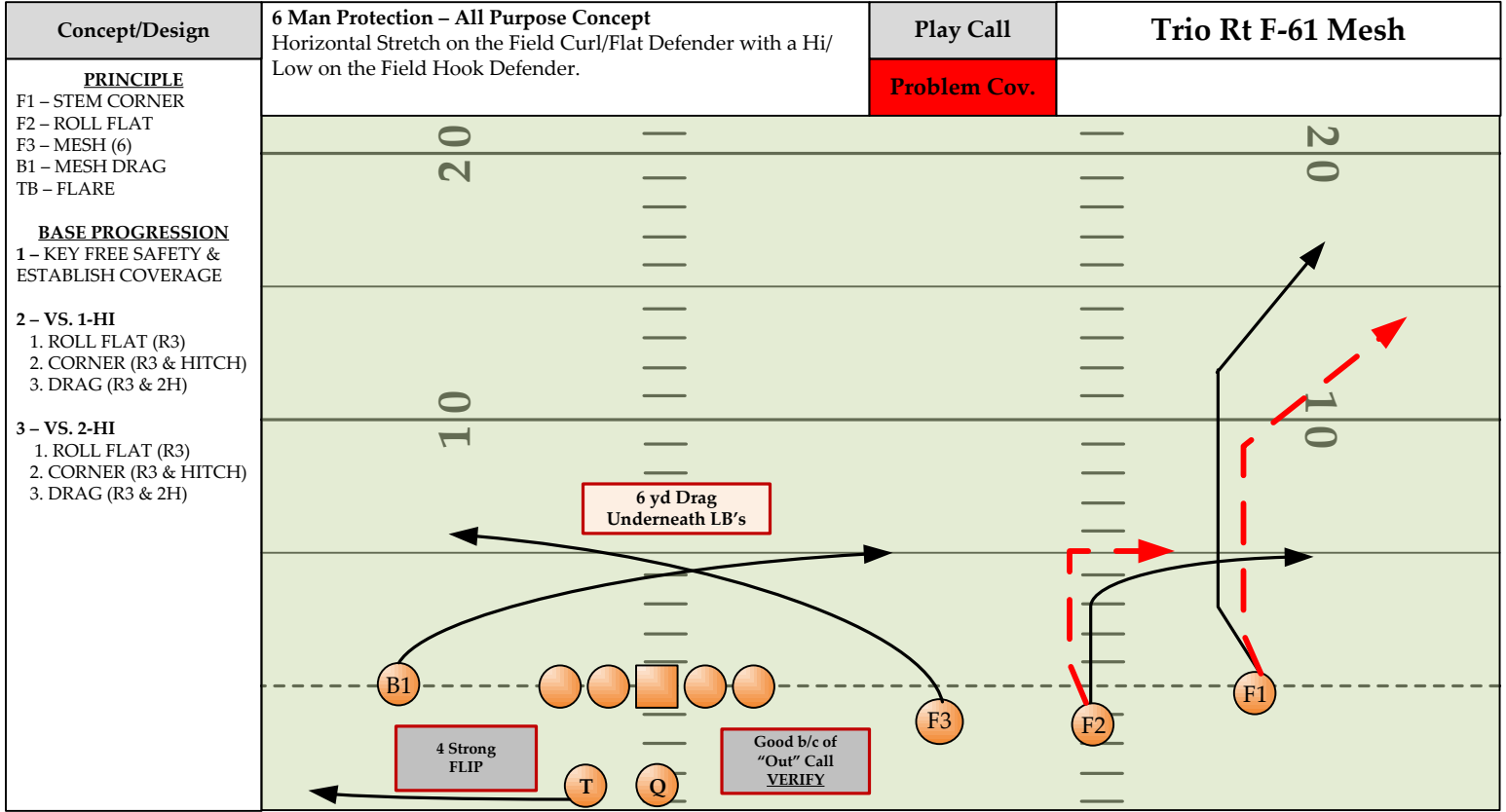
<b>VARIATIONS</b>			
PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Landmark Go Route	LM is Split the Diff between #'s and Sideline (Ball on the Hash) - Best Release vs. Cloud CB - Lock His Hips & Win vs. Man to Man	N/A
<b>F2</b>	Seam-Bender	1-Hi - Seam 2-Hi - Bender @ 12 Yards	N/A
<b>B1</b>	Landmark Go Route	LM is Split the Diff between #'s and Sideline (Ball on the Hash) - Best Release vs. Cloud CB - Lock His Hips & Win vs. Man to Man	N/A
<b>TB</b>	Outside Choice		N/A

<b>QB Notes</b>	<b>POSS. 886/887 Protection</b>

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	F/S	F/S	F/S	Fld Hook Def	Fld Hook Def	Fld Hook Def	Fld Hook Def	
<b>PROGRESSION</b>	LM Go to Seam to "O"	LM Go to "O"	LM Go to Seam to "O"	Bender to Back	Bender to Back	Bender to Back	Bender to Back	Best O/S Match-up



**ROUTE PRINCIPLE: 60-1 MESH**



**BASE FORM**      **Trio (Tap)**

**PROTECTIONS**      **60-61 Protection**

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Stem Corner	Stick Release. Run Corner Route @ 12 Yards.	No Deep = 8 Yd Corner
<b>F2</b>	Roll Flat	Roll Flat @ 2 Roll to 4 Yards	No Deep = Ohio
<b>F3</b>	Mesh	Vs. Man, Force the Man Player to Bubble. Vs. Zone, Throttle in Window after Mesh has Occurred.	N/A
<b>B1</b>	Mesh Drag	Drag Route. Vs. Man, Rub Shoulders with and underneath Mesh Route.	N/A
<b>TB</b>	Flare Route "F"	Dual 1 Past to 2 Past 3 Hard Steps to Sideline	Dual

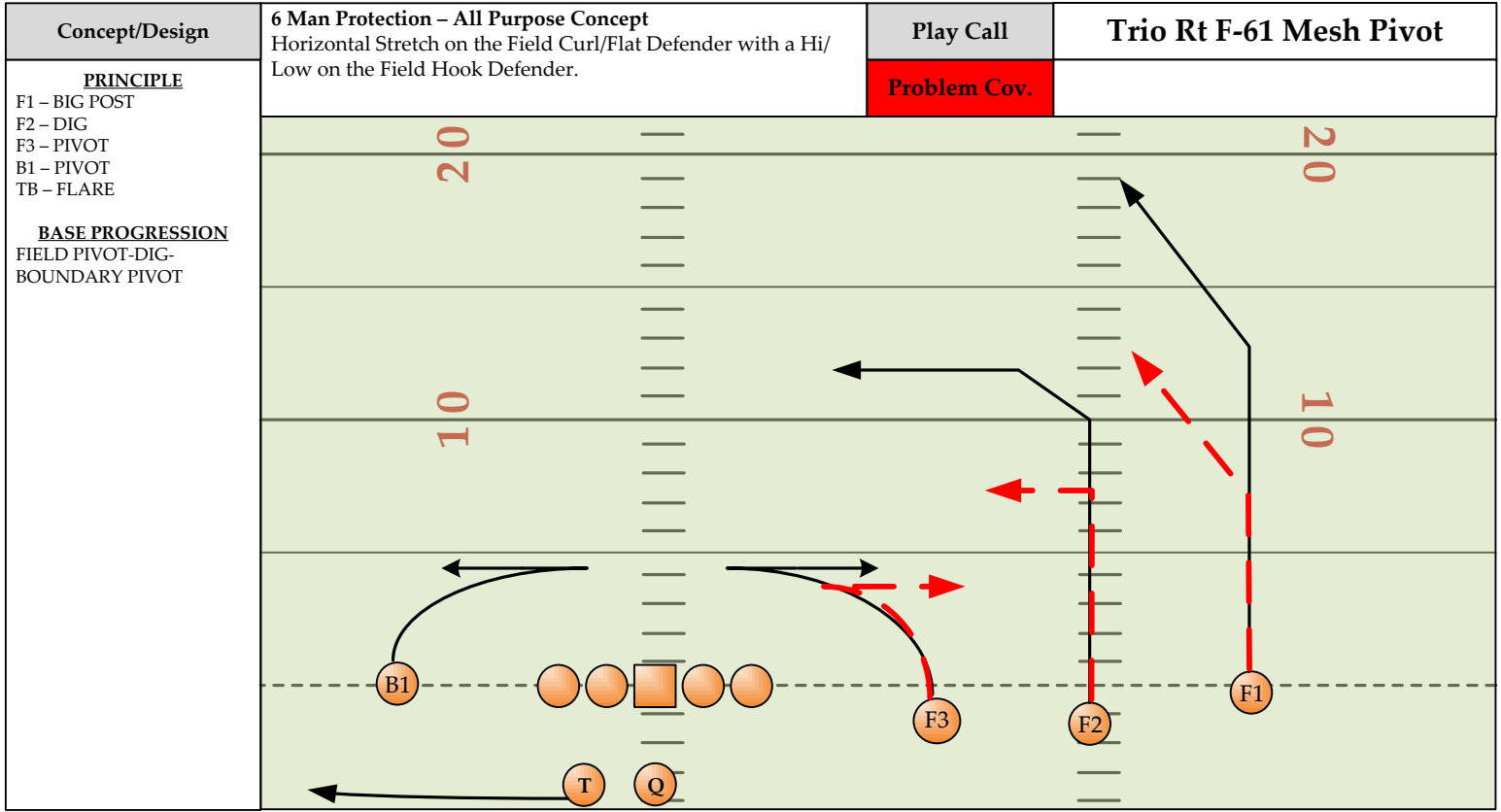
**QB Notes**      **60/61 PROTECTION**

- 1) Vs. 4 Down to the Callside of the Protection – Takes 2 / Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an "Out" call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (60 to 61 or 61 to 60) 2. Possible built in "Q" if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: "Out" Call {Verify}
- 5) No Deep – Buy Time from Free Blitz and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Fld Curl/ Flat Def	Match-Up	Fld Curl/ Flat Def	Fld Flat to Fld Curl Def	Match-up	Fld Curl/ Flat Def	Fld Curl/ Flat Def	Protected
<b>PROGRESSION</b>	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Roll Flat to Corner to Drag	Corner to Ohio



**ROUTE PRINCIPLE: 60-1 MESH PIVOT**



**BASE FORM** Trio (Tap)

**PROTECTIONS** 60-61 Protection

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Big Post	Vertical Release, Hit @ 12 Yards	<b>NO DEEP = 5-STEP</b>
<b>F2</b>	Dig	Dig @ 12 yds – Vertical Stem, Double Plant Top End.	<b>NO DEEP = WARM IN</b>
<b>F3</b>	Pivot	Pivot Route @ 6 yds AP = B-Gap	<b>NO DEEP = WARM PIVOT</b>
<b>B1</b>	Pivot	Pivot Route @ 6 yds AP = B-Gap	N/A
<b>TB</b>	Flare Route “F”	Dual 1 Past to 2 Past 3 Hard Steps to Sideline	Dual

**QB Notes** 60/61 PROTECTION

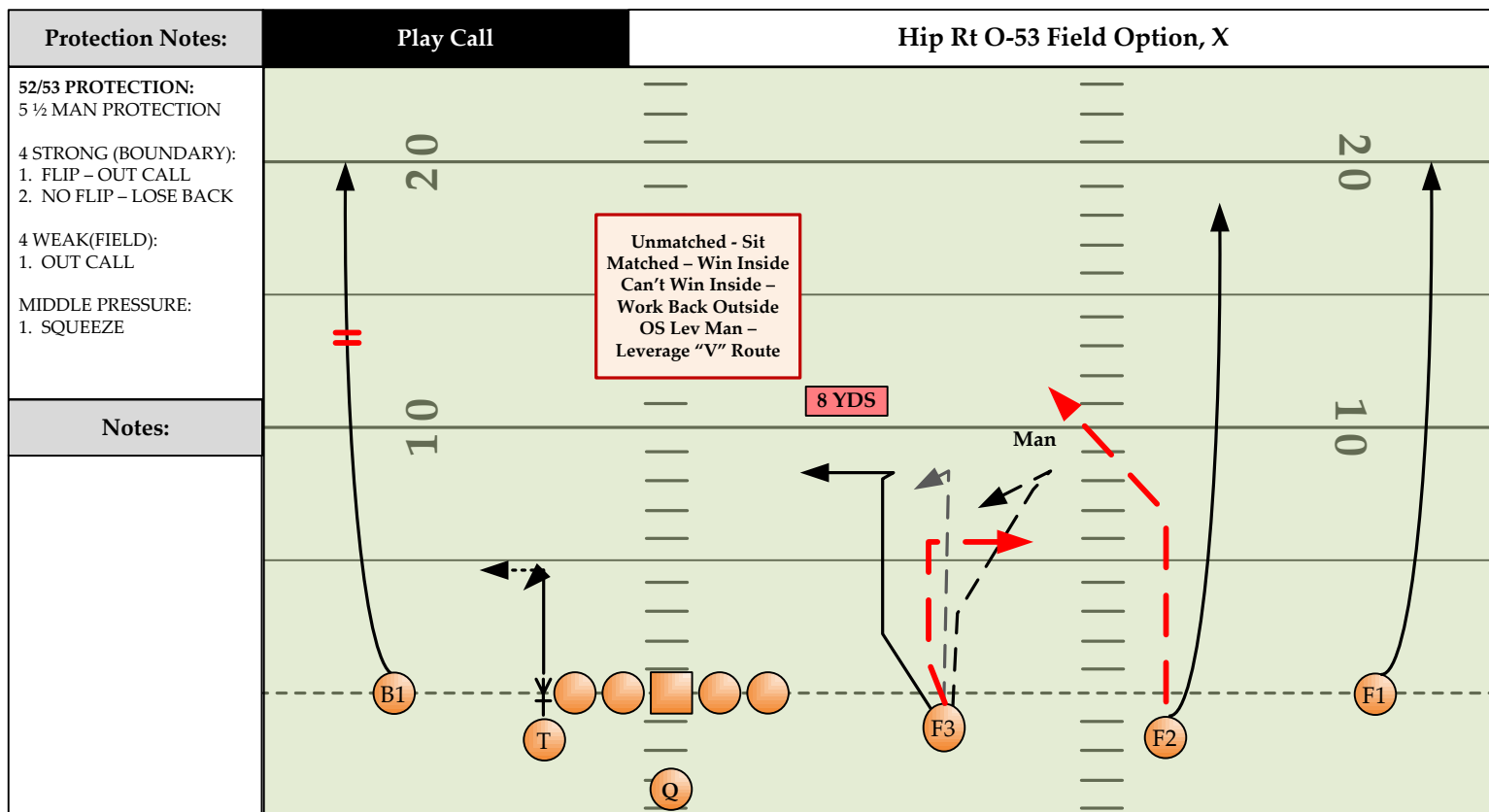
- 1) Vs. 4 Down to the Callside of the Protection – Takes 2 / Vs. 3 Down to the Callside of the Protection – Takes 2
- 2) Good Opposite the Pass Protection Call because of an “Out” call by OT {Verify}
- 3) 4 Man Pressure to Callside: 1. Flip Pass Pro (60 to 61 or 61 to 60) 2. Possible built in “Q” if protection flip missed based on gameplan
- 4) 4 Man Pressure opposite the Callside: “Out” Call {Verify}
- 5) No Deep – Buy Time from Free Blitzers and throw a TD.

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Fld Curl/ Flat Def	Match-Up	Fld Curl/ Flat Def	Fld Flat to Fld Curl Def	Match-up	Fld Curl/ Flat Def	Fld Curl/ Flat Def	
<b>PROGRESSION</b>	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	Field Pivot – Dig- Boundary Pivot	<b>5-Step – In – Pivot</b>





**ROUTE PRINCIPLE: FIELD OPTION (52/53)**

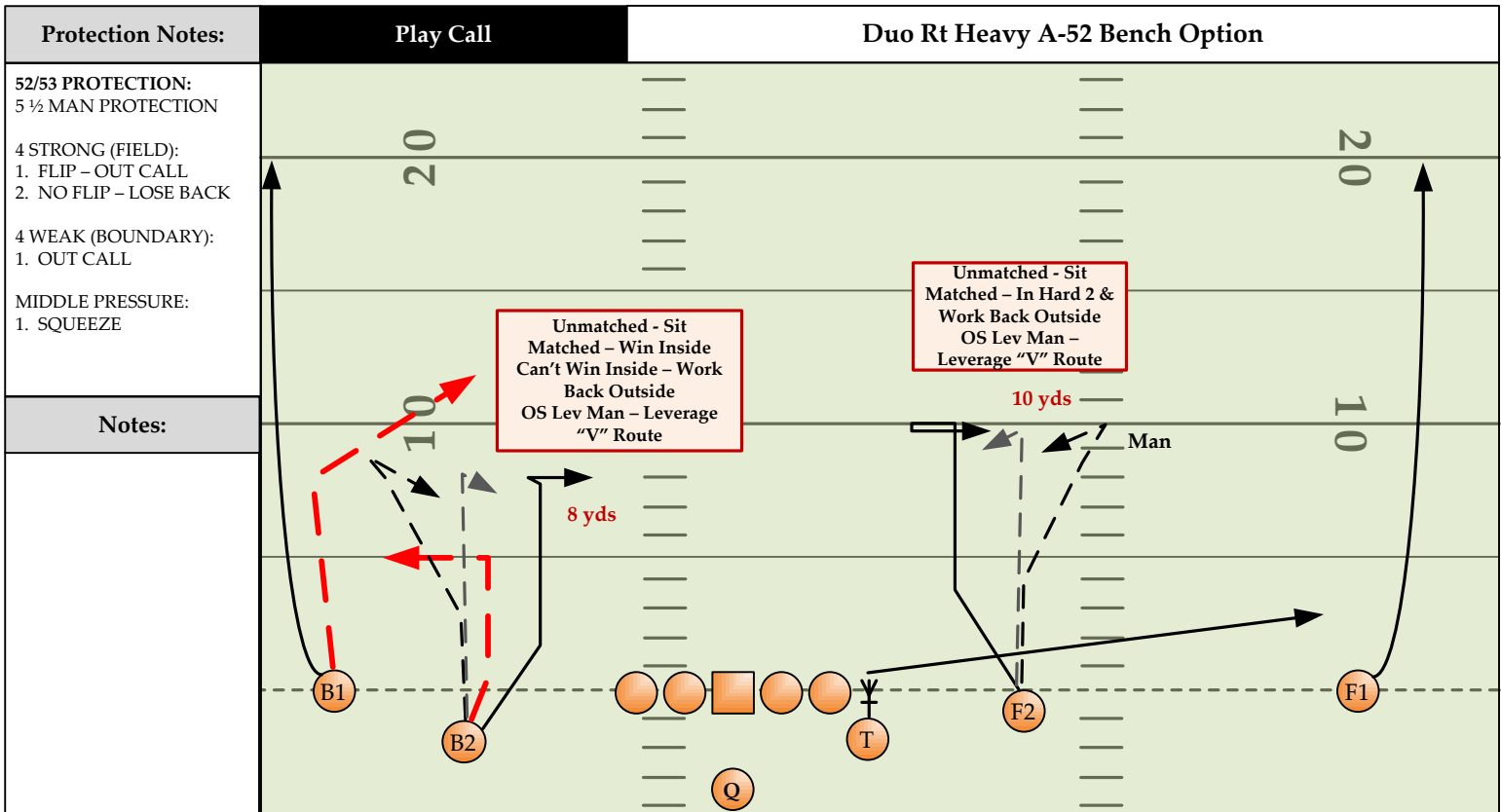


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Protection	Protection Release. Vs. Press = Win	
<b>F2</b>	Protection	Protection Release. Vs. Press = Win	<b>NO DEEP = OHIO</b>
<b>F3</b>	Option Route	Option Route @ 8 yds. Unmatch - Sit. Matched - Win Inside. O/S Lev Man - "V" Route.	<b>NO DEEP = OHIO</b>
<b>TB</b>	O Route	Outside Choice Route @ 4 Yards	
<b>B1</b>	Protection (X)	Protection Release. Vs. Press = Win.	

COVERAGE	READ	PROGRESSION
1/2	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
6 / 6-Z	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
1/4	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
3 STR	ISOLATION TO X	X ON INDY CUT
3 WK	ISOLATION ON HOOK DEFENDER	OPTION to O-ROUTE
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK.	OPTION to O-ROUTE
32	ISOLATION ON FIELD SEAM DEFENDER	OPTION
1 HOLE	MOVE THE HOLE DEFENDER	X ON INDY CUT
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	X ON INDY CUT
NO DEEP	DRIFT AND THROW TD	<b>WARM OHIO</b>



**ROUTE PRINCIPLE: BENCH OPTION (52/53)**

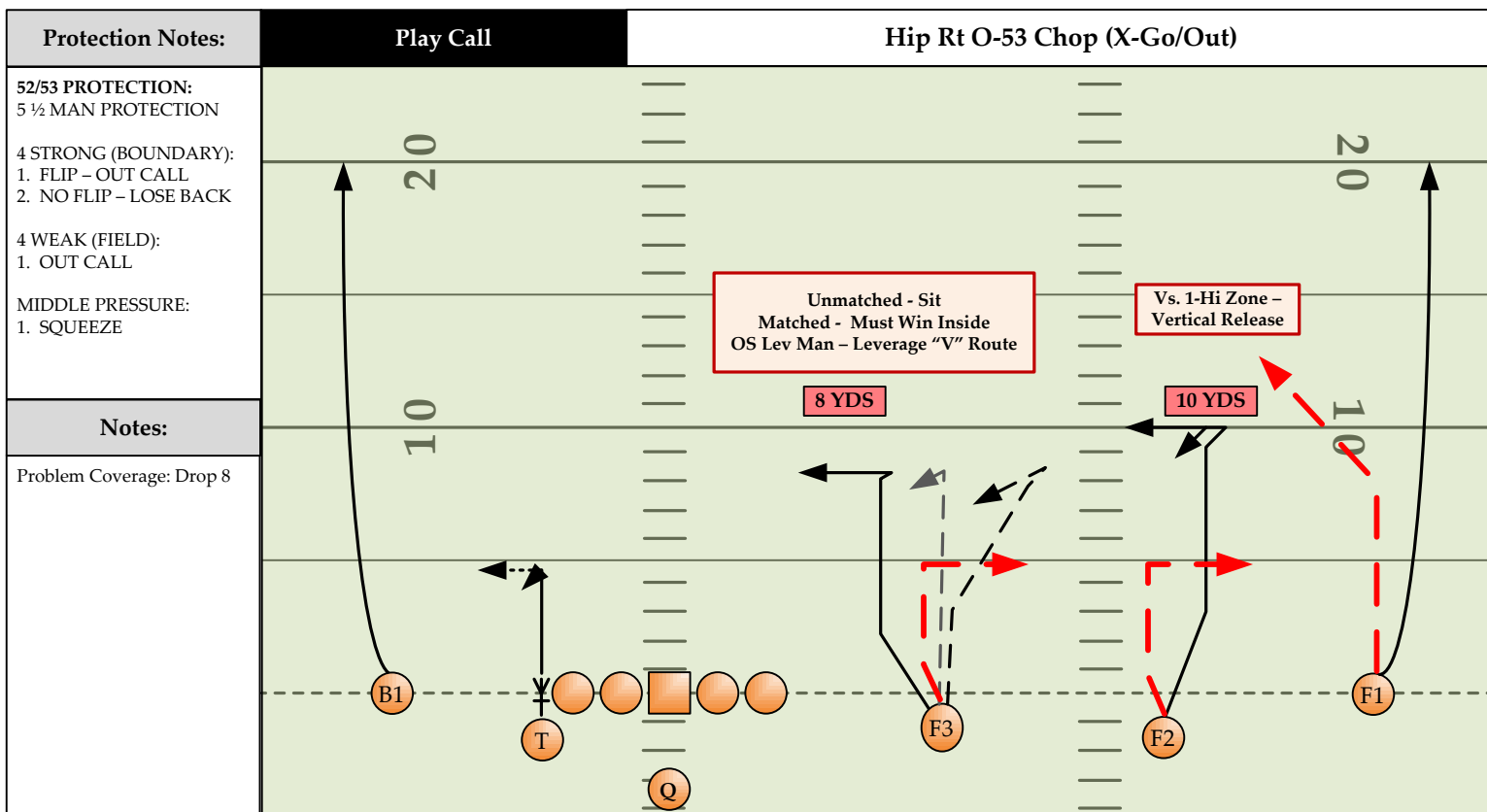


PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Protection	Protection Release. Vs. Press = Win	
<b>F2</b>	BS Option Route	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box - Push in hard 2 and back out. OS Lev Man - "V" Route	
<b>TB</b>	A-Route	Arrow Route 2-3 Yds on Sideline	
<b>B2</b>	FS Option Route	Option Route @ 8 yds. Unmatch - Sit. Matched - Win Inside. Can't Win Inside - Work Back Outside. O/S Lev Man - "V" Route.	No Deep = Ohio
<b>B1</b>	Protection	Protection Release. Vs. Press = Win	No Deep = 5-Step

COVERAGE	READ	PROGRESSION
1/2	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
6	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
1/4	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
3 STR	ISOLATION ON BOUNDARY CURL DEFENDER	FS OPTION to BS OPTION
3 WK	PLAY AWAY FROM ROTATION HORIZ. READ ON FIELD CURL DEFENDER	ARROW to BS OPTION
FIRE ZONE	FLIP PROTECTION IF NEEDED OR LOSE BACK.	FS OPTION to BS OPTION
32	ISOLATION READ ON BOUNDARY SEAM DEFENDER	FS OPTION to BS OPTION
1 HOLE	MOVE THE HOLE DEFENDER	FS OPTION to BS OPTION AL. MATCHUP WITH X
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION ON OPTION F3 DEFENDER	FS OPTION to BS OPTION AL. MATCHUP WITH X
NO DEEP	DRIFT AND THROW TD	5-STEP to OHIO

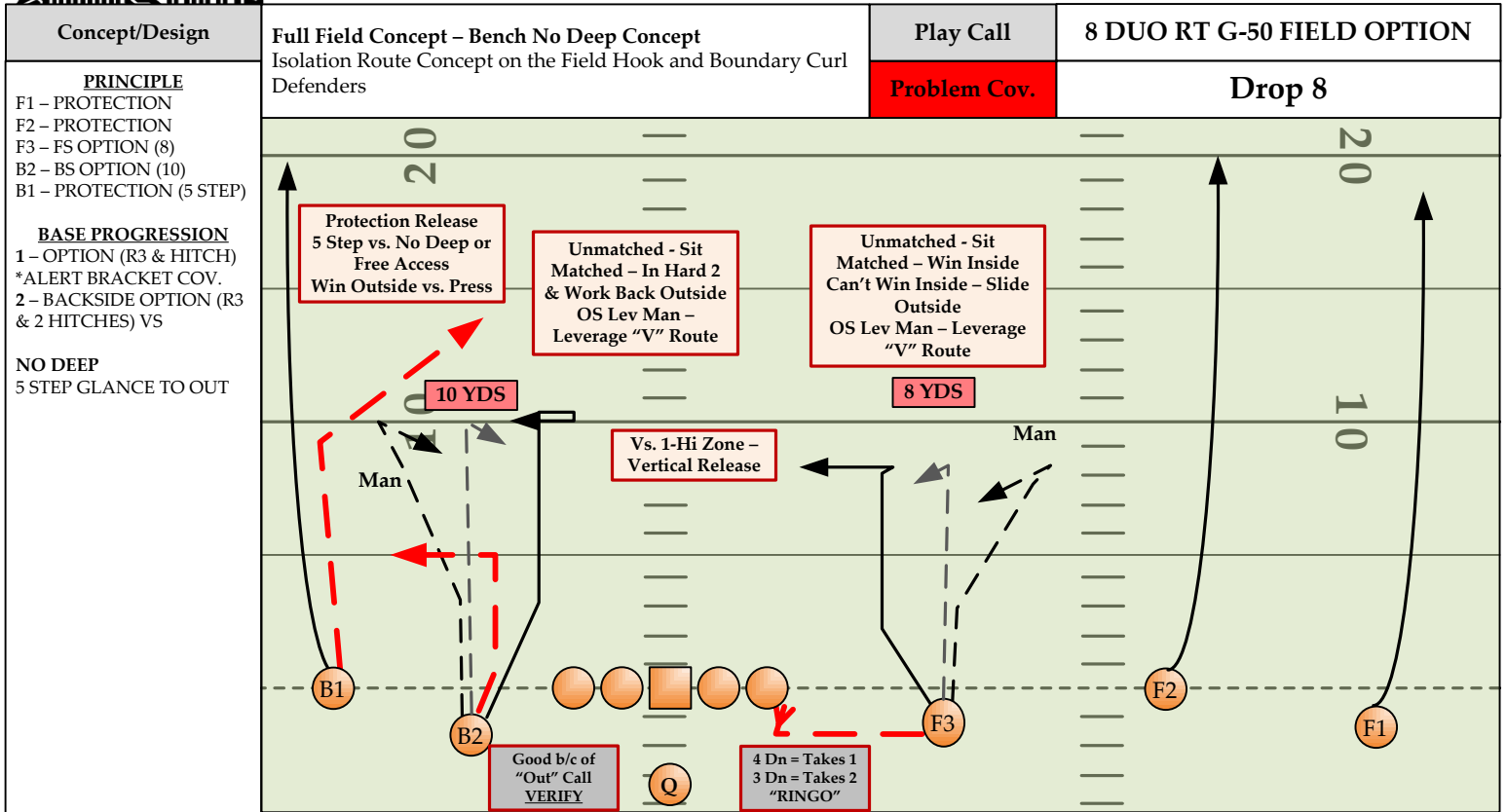


# ROUTE PRINCIPLE: CHOP (52/53)



PLAYER	ROUTE	Assignment	Pressure
<b>F1</b>	Protection	Protection Release. Vs. Press = Win	<b>NO DEEP = 5-STEP</b>
<b>F2</b>	Choice	Choice Route @ 10 yds. Unmatched = Sit, Matched = Win Inside.	<b>NO DEEP = OHIO</b>
<b>F3</b>	Option Route	Option Route @ 8 yds. Unmatch – Sit. Matched – Win Inside.	<b>NO DEEP = OHIO</b>
<b>TB</b>	O Route	Outside Choice Route @ 4 Yards	
<b>B1</b>	Protection (X)	Protection Release. Vs. Press = Win (X = Individual cut if signaled by QB)	

COVERAGE	READ	PROGRESSION
1/2	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
6 / 6-Z	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
1/4	FIELD HOOK to FIELD CURL DEFENDER	OPTION to CHOICE
3 STR	ISOLATION TO X	X to O ROUTE
3 WK	FIELD HOOK to FIELD CURL/FLAT DEFENDER	OPTION to CHOICE
FIRE ZONE	PLAY AWAY FROM ROTATION. FLIP PROTECTION IF NEEDED OR LOSE BACK	OPTION to CHOICE. AL X to (O ROUTE)
32	HORIZONTAL READ ON FIELD SEAM DEFENDER	OPTION to CHOICE
1 HOLE	MOVE FREE SAFETY.	PLAY X to O ROUTE vs. CLEAN BOX. PLAY OPTION to CHOICE vs. DIRTY BOX
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK ISOLATION TO X	PLAY X to O ROUTE vs. CLEAN BOX. PLAY OPTION to CHOICE vs. DIRTY BOX
NO DEEP	DRIFT AND THROW TD	<b>DOUBLE OHIO</b>



**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	Protection Release	Protection Release. Press Coverage = Win	N/A
F2	Protection Release	Protection Release. Press Coverage = Win	N/A
F3	FS Option	Option Route @ 8 yds. Unmatched = Sit, Matched = Win Inside, Can't win inside – work back out. OS Lev Man – “V” Route	N/A
B2	BS Option	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box – Push in hard 2 and back out. OS Lev Man – “V” Route	No Deep - Ohio
B1	Protection Release	Protection Release. Press Coverage = Win	No Deep – 5 Step

**QB Notes** 50/51 PROTECTION

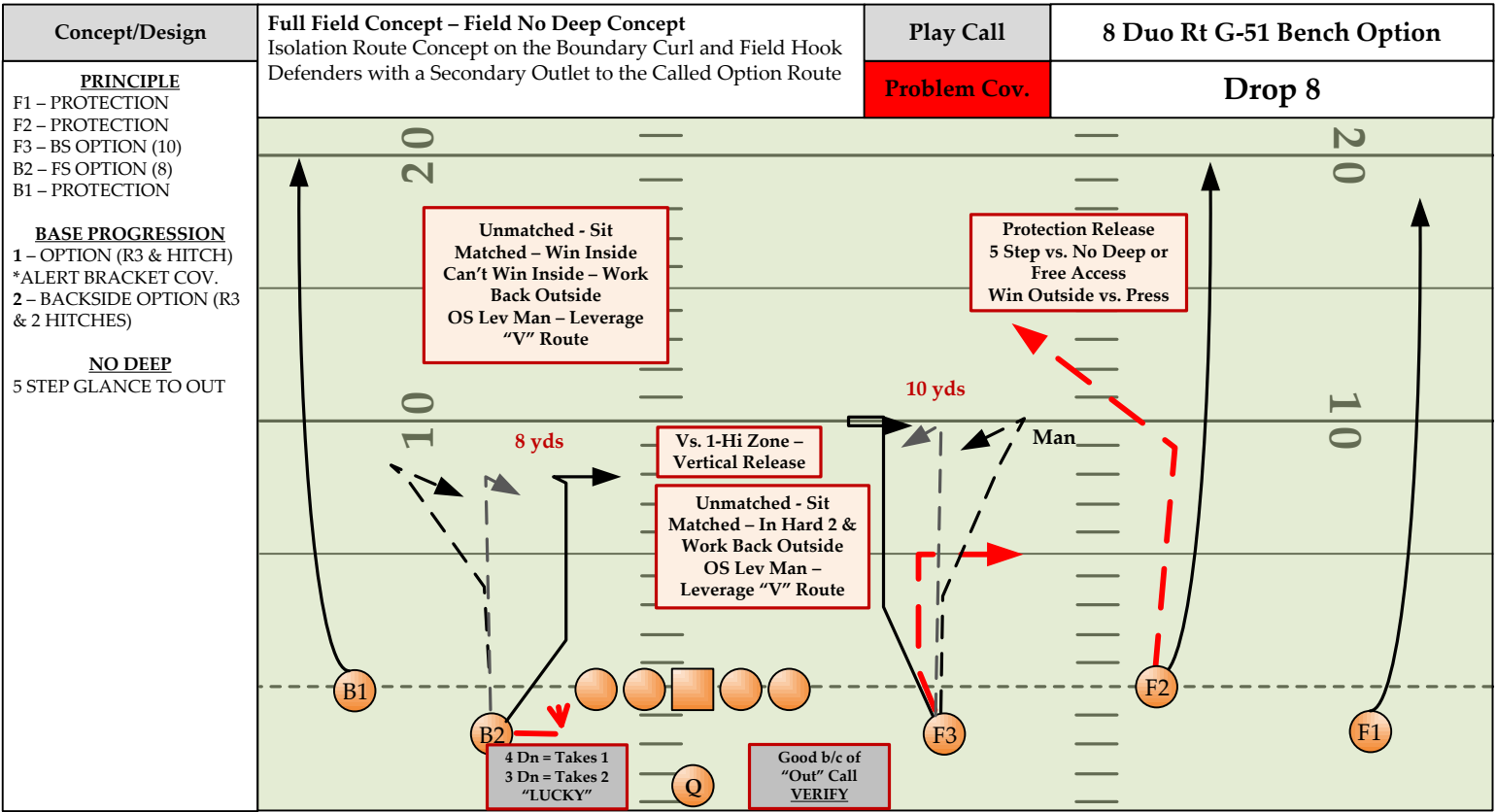
- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
MOVEMENT KEY	Hook Defender	Hole Defender	Hook Defender	Fld Hook to Bndy Curl Def	Fld Hook to Bndy Curl Def	Fld Hook to Bndy Curl Def		Alert 0
PROGRESSION	FS to BS Option	FS to BS Option (All Protection)	FS to BS Option	FS to BS Option	FS to BS Option	FS to BS Option		5 Step to Ohio



**ROUTE PRINCIPLE: 50-1 BENCH OPTION**

2013



<b>BASE FORM</b>	Empty
<b>PROTECTIONS</b>	50-51 Protection – No Deep Beater to Field, Hot and Alert 0 to the Boundary
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
F1	Protection Release	Mandatory Outside Release – Body Contact.	N/A
F2	Protection Release	Protection Release. Press Coverage = Win.	<b>NO DEEP = 5-STEP</b>
F3	BS Option Route	Option Route @ 10 yds. Unmatched = Sit, Matched = Stay out of box – Push in hard 2 and back out. OS Lev Man – “V” Route	<b>NO DEEP = OHIO</b>
B2	FS Option Route	Option Route @ 8 yds. Unmatched = Sit, Matched = Win Inside, Can’t win inside – work back out. OS Lev Man – “V” Route	
B1	Protection Release	Mandatory Outside Release – Body Contact.	

**QB Notes** | 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle 3 Man Pressure to the Protection Callside – “Ringo/Lucky” Call
- 5) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Hook Defender	Hole Defender	Hook Defender	Bndy Curl to Fld Hook Def	Matchup	Bndy Curl to Fld Hook Def		<b>Alert 0</b>
<b>PROGRESSION</b>	FS to BS Option	FS to BS Option <b>(AI Protection)</b>	FS to BS Option	FS to BS Option	FS to BS Option	FS to BS Option		<b>5 Step to Ohio</b>



**ROUTE PRINCIPLE: LION THUNDER**

2013



<b>Concept/Design</b>	<p><b>QUICK GAME CONCEPT</b> VS. 1-HI HORIZONTAL STRETCH OFF OF FIELD FLAT DEFENDER</p> <p><b>PRINCIPLE</b> F1 – LOCKED HITCH F2 – PROTECTION F3 – HASH HITCH B2 – LOOKIE B1 – SLANT</p> <p><b>BASE PROGRESSION</b> KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p><b>2 HIGH</b> KEY BNDRY CURL DEFENDER HORIZ. MOVEMENT KEY QUICK GAME FOOTWORK 1. LOOKIE 2. SLANT</p> <p><b>1 HIGH ZONE</b> KEY FIELD FLAT DEFENDER HORIZONTAL MOVEMENT KEY QUICK GAME FOOTWORK 1. LOCKED HITCH 2. HASH HITCH</p> <p><b>1 HI MAN</b> QUICK GAME FOOTWORK 1. BEST MATCHUP SLANT</p>	<b>Play Call</b>	<b>6 DUO RT G-351 LION THUNDER</b>
		<b>Problem Cov.</b>	

<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>350/351 PROTECTION</b>

<b>VARIATIONS</b>	
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PLAYER	ROUTE	Assignments	Pressure
F1	LOCKED HITCH	LOCKED HITCH @ 6 YARDS.	
F2	PROTECTION		
F3	HASH HITCH	GAIN ON STEM TO HASH. HITCH @ 5 YARDS	
B1	SLANT	3 STEP SLANT	
B2	LOOKIE	1-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 <sup>ST</sup> DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	

<b>QB Notes</b>	<b>350/351 PROTECTION</b>

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Field Flat Defender	Best Matchup	Field Flat Defender	Bndy Curl Defender	Best Matchup	Bndy Flat Defender		
<b>PROGRESSION</b>	Locked Hitch to Hash Hitch	Lookie to Slant	Locked Hitch to Hash Hitch	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant



# ROUTE PRINCIPLE: LION STEELER

2013



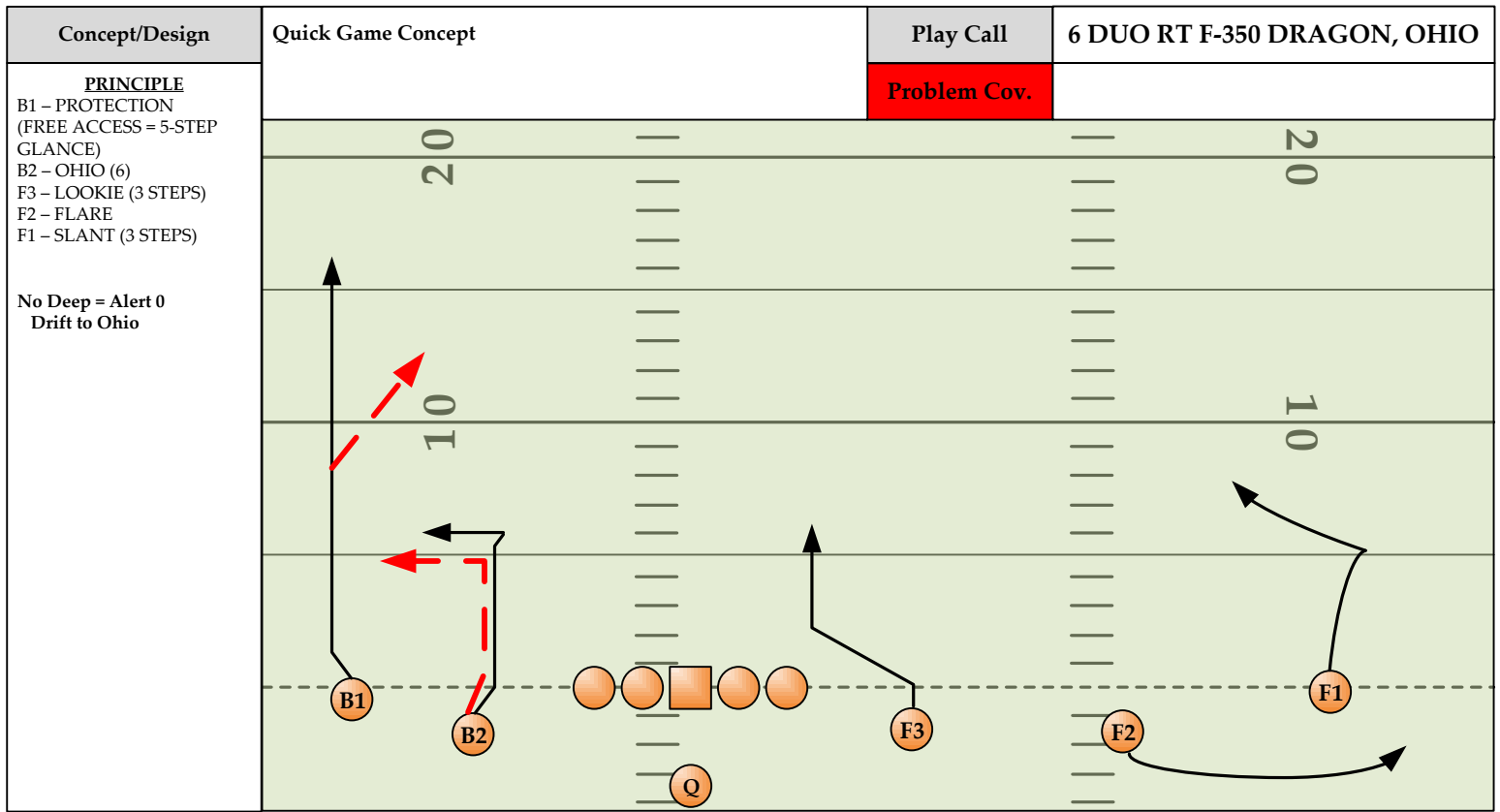
<b>Concept/Design</b>	<p><b>QUICK GAME CONCEPT</b> VS. 1-HI HORIZONTAL STRETCH OFF OF FIELD FLAT DEFENDER</p> <p><b>PRINCIPLE</b> VS. 2-HI HORIZONTAL STRETCH OFF OF BOUNDARY CURL DEFENDER</p>	<b>Play Call</b>	<b>4 DUO RT F-351 LION STEELER</b>
<p>F1 – STEELER F2 – CORNER F3 – FLARE B2 – LOOKIE B1 – SLANT</p> <p><b>BASE PROGRESSION</b> KEY FREE SAFETY TO ESTABLISH COVERAGE</p> <p><b>2 HIGH</b> KEY BNDRY CURL DEFENDER HORIZ. MOVEMENT KEY QUICK GAME FOOTWORK 1. LOOKIE 2. SLANT</p> <p><b>1 HIGH ZONE</b> KEY FIELD FLAT DEFENDER HORIZONTAL MOVEMENT KEY COMBINATION FOOTWORK 1. FLARE 2. STEELER</p> <p><b>1 HI MAN</b> QUICK GAME FOOTWORK 1. BEST MATCHUP SLANT</p>	<b>Problem Cov.</b>		

<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>350/351 PROTECTION</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	<b>STEELER</b>	STEELER @ 6 YARDS. UNMATCHED – SIT.	
<b>F2</b>	<b>CORNER</b>	CORNER @ 12 YDS	
<b>F3</b>	<b>FLARE</b>	GAIN ON STEM TO HASH. HITCH @ 5 YARDS	
<b>B1</b>	<b>SLANT</b>	3 STEP SLANT	
<b>B2</b>	<b>LOOKIE</b>	1-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 <sup>ST</sup> DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	

<b>QB Notes</b>	<b>350/351 PROTECTION</b>

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Field Flat Defender	Best Matchup	Field Flat Defender	Bndy Curl Defender	Best Matchup	Field Flat Defender		
<b>PROGRESSION</b>	Flare to Steeler	Lookie to Slant	Flare to Steeler	Lookie to Slant	Lookie to Slant	Lookie to Slant	Lookie to Slant	Warm Pivot to Warm Corner



<b>BASE FORM</b>	Empty
<b>PROTECTIONS</b>	350-351 Protection
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
F1	SLANT	3 STEPS	NO DEEP = 5 STEP
F2	FLARE	Stop at 2 Yards from the Sideline STRETCH THE FIELD	N/A
F3	LOOKIE	3-STEP SLANT. GRAB THE INSIDE HAND OF THE 1 <sup>ST</sup> DEFENDER OVER TO INSIDE OF YOUR ALIGNMENT. (GET VERTICAL)	N/A
B2	OHIO	OHIO @ 6 YARDS	N/A
B1	PROTECTION	PROTECTION RELEASE - 5 STEP VS. FREE ACCESS	NO DEEP = 5 STEP

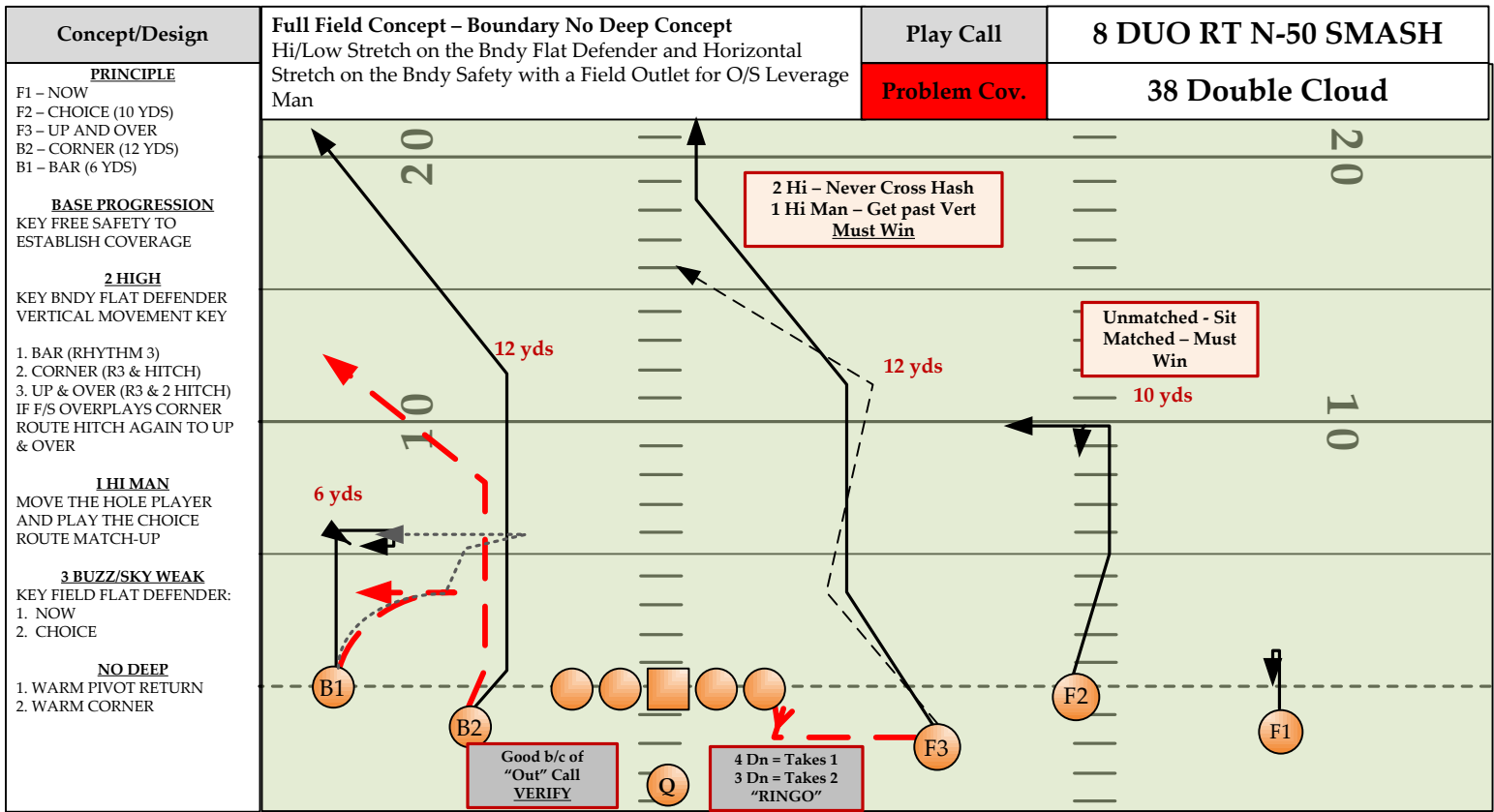
<b>QB Notes</b>	350/351 PROTECTION
NO DEEP: Alert 0 and Drift to Ohio	

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Fld Curl Def	Match-up	Fld Curl Def	Bndy Flat Defender	Match-up	Bndy Flat Defender		
<b>PROGRESSION</b>	Flare to Slant	Protection to Ohio	Flare to Slant	Protection to Ohio	Protection to Ohio	Protection to Ohio		OHIO





**ROUTE PRINCIPLE: SMASH**



**BASE FORM** Empty

**PROTECTIONS** 50-51 Protection – No Deep Beater to Boundary

**VARIATIONS**

PLAYER	ROUTE	ASSIGNMENT	Pressure
F1	NOW ROUTE	1 STEP NOW ROUTE	
F2	CHOICE	CHOICE ROUTE @ 10 YARDS. MATCHED – UNMATCHED – MUST WIN INSIDE.	
F3	UP AND OVER	UP AND OVER AIMING POINT IS OPPOSITE HASH @ 18 YARDS 2-HIGH – NEVER CROSS. 1-HIGH MAN – GET PAST VERTICAL.	
B2	CORNER ROUTE	CORNER ROUTE @ 12 YARDS. LOSE 2 ON STEM.	No Deep = Warm (8)
B1	BAR	BAR ROUTE @ 6 YDS. FREE = HITCH. HARD CB = 6 YD INDIA RETURN (4 QUICK IN AND PIVOT). MAN = PIVOT RETURN (STAIRCASE)	No Deep – Pivot (3)

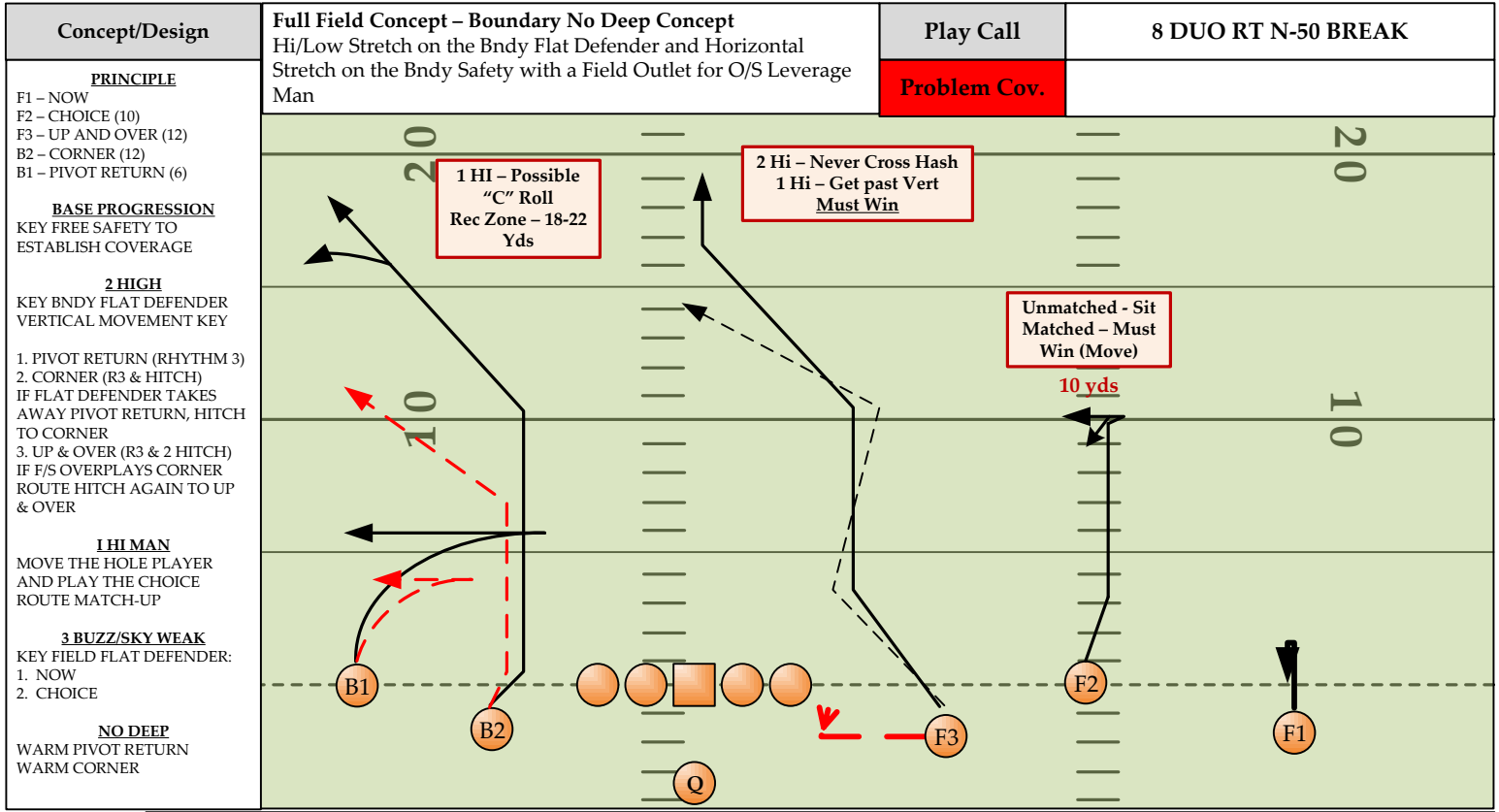
**QB Notes** 50/51 PROTECTION

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Bndy Flat Def to CB	Leverage	Bndy Flat Def to CB	Bndy CB to Safety	Bndy CB to Safety	Bndy CB to Safety	Sight	Alert 0
<b>PROGRESSION</b>	Bar to Corner to Up & Over	Choice	Bar to Corner to Up & Over	Bar to Corner to Up & Over	Bar to Corner to Up & Over	Bar to Corner to Up & Over to Choice	Sight	Warm Corner to Pivot Ret



# ROUTE PRINCIPLE: BREAK



<b>BASE FORM</b>	<b>Empty</b>
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<b>PROTECTIONS</b>	<b>50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field</b>
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<b>VARIATIONS</b>	
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PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	NOW ROUTE	1 STEP NOW ROUTE	
<b>F2</b>	CHOICE	CHOICE ROUTE @ 10 YARDS. MATCHED – UNMATCHED – MUST WIN INSIDE.	
<b>F3</b>	UP AND OVER	UP AND OVER AIMING POINT IS OPPOSITE HASH @ 18 YARDS 2-HIGH – NEVER CROSS. 1-HIGH MAN – GET PAST VERTICAL.	
<b>B2</b>	CORNER ROUTE	CORNER ROUTE @ 12 YARDS. LOSE 2 ON STEM. BAIL CB = C ROLL.	No Deep = Warm (8)
<b>B1</b>	PIVOT RETURN	PIVOT RETURN ROUTE @ 6 YARDS	No Deep = Warm (3)

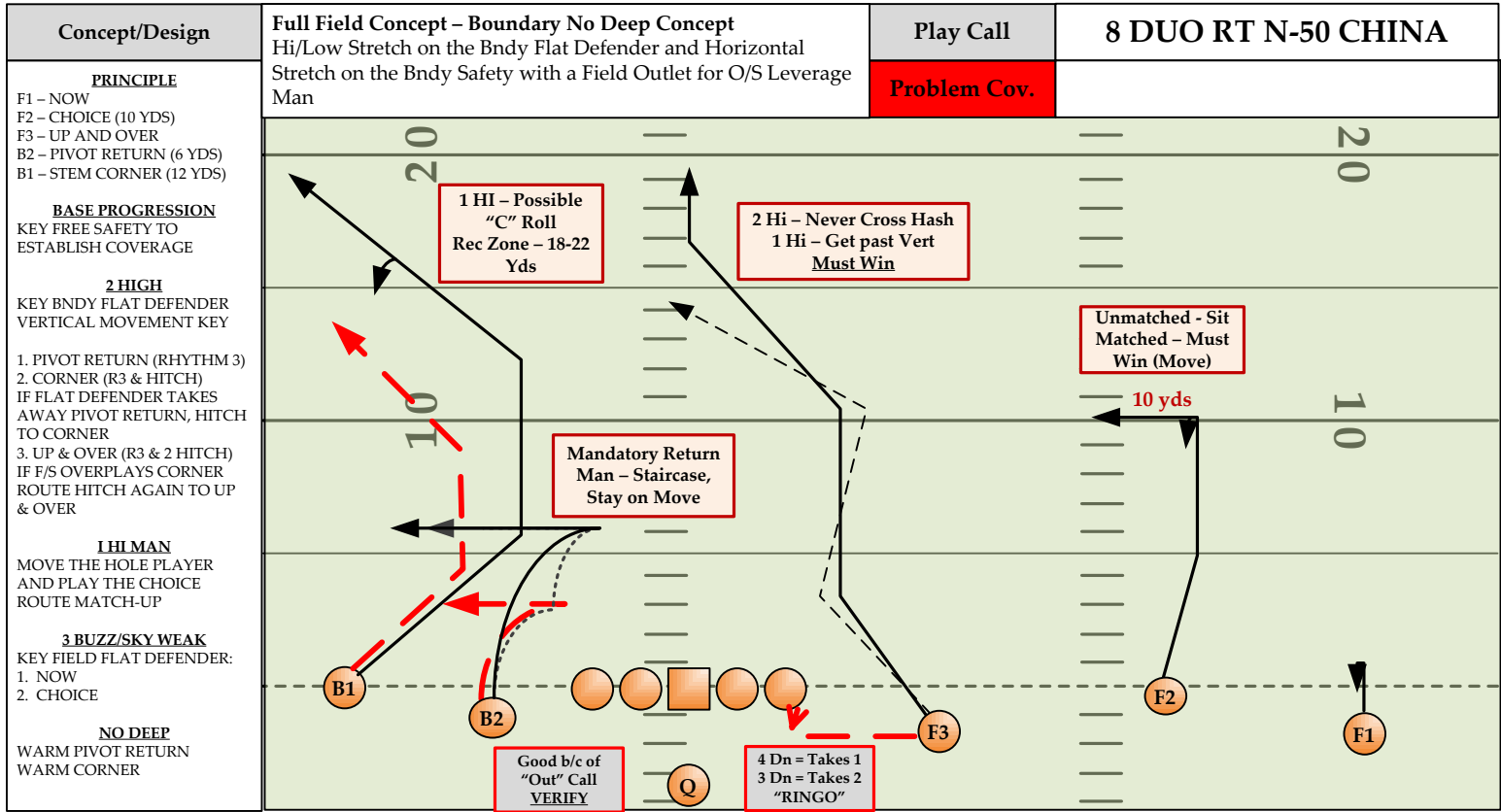
<b>QB Notes</b>	<b>50/51 PROTECTION</b>
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- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Bndy Flat Def to CB	Leverage	Bndy Flat Def to CB	Bndy CB to Safety	Bndy CB to Safety	Bndy CB to Safety	Sight	Alert 0
<b>PROGRESSION</b>	Pivot Ret to Corner to Up & Over	Choice	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over to Choice	Sight	Warm Corner to Pivot Ret



# ROUTE PRINCIPLE: CHINA



<b>BASE FORM</b>	<b>Empty</b>
<b>PROTECTIONS</b>	<b>50-51 Protection – No Deep Beater to Boundary, Hot and Alert 0 to the Field</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Now	1 Step Now Route	
<b>F2</b>	Choice	Choice Route @ 10 yds. Option Rules (Matched – Unmatched).	N/A
<b>F3</b>	Up and Over	Up and Over – AP is opposite hash at 18 yds. 2 Hi – Never Cross Hash, 1 Hi Man – Get Past Vertical.	
<b>B2</b>	Pivot Return	Pivot Return Route @ 6 yds. Mandatory Return.	No Deep – Warm (3)
<b>B1</b>	Stem Corner	Corner Route @ 12 yds. Lose 4 on stem. Bail CB = C Roll.	No Deep – Warm (8)

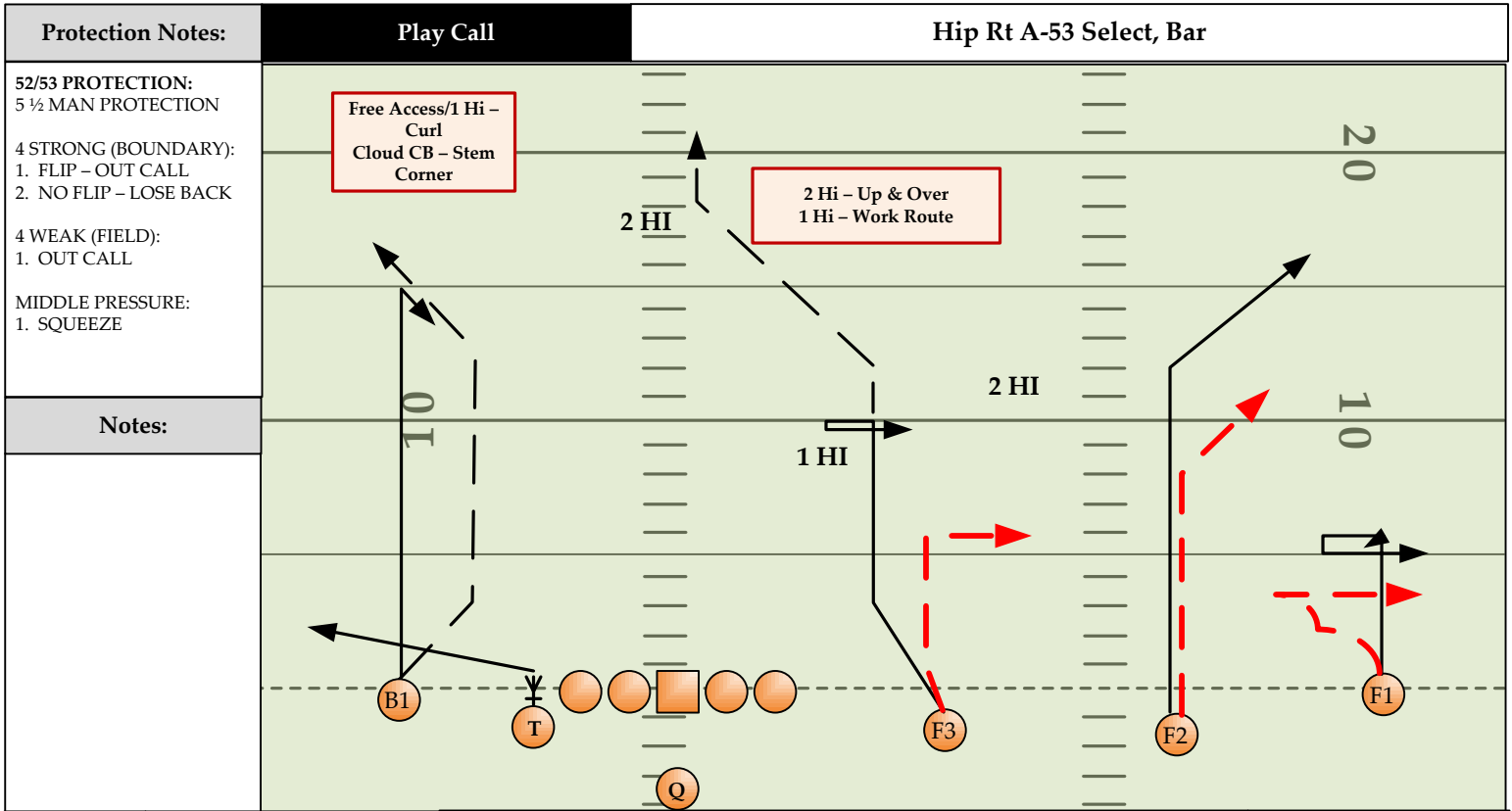
**QB Notes**    **50/51 PROTECTION**

- 1) vs. 4 Down to the Callside of the Protection it takes 1. Versus 3 Down to the Callside of the Protection it takes 2.
- 2) Good Opposite the Protection Call because of an “Out” Call made by the Tackle – Verify {Front/Safety Activation}
- 3) Mechanics to Handle 4 Man Pressure to the Protection Callside – Flip the Protection
- 4) Mechanics to Handle No Deep – 1. Alert Zero (1<sup>st</sup> WR off the ball) 2. QB Drift opposite the Protection Callside 3. The WR’s will warm their routes – Signal and Verbalize “No Deep”

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Bndy Flat Def to CB	Leverage	Bndy Flat Def to CB	Bndy CB to Safety	Bndy CB to Safety	Bndy CB to Safety	Sight	Alert 0
<b>PROGRESSION</b>	Pivot Ret to Corner to Up & Over	Choice	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over	Pivot Ret to Corner to Up & Over to Choice	Sight	Warm Corner to Pivot Ret

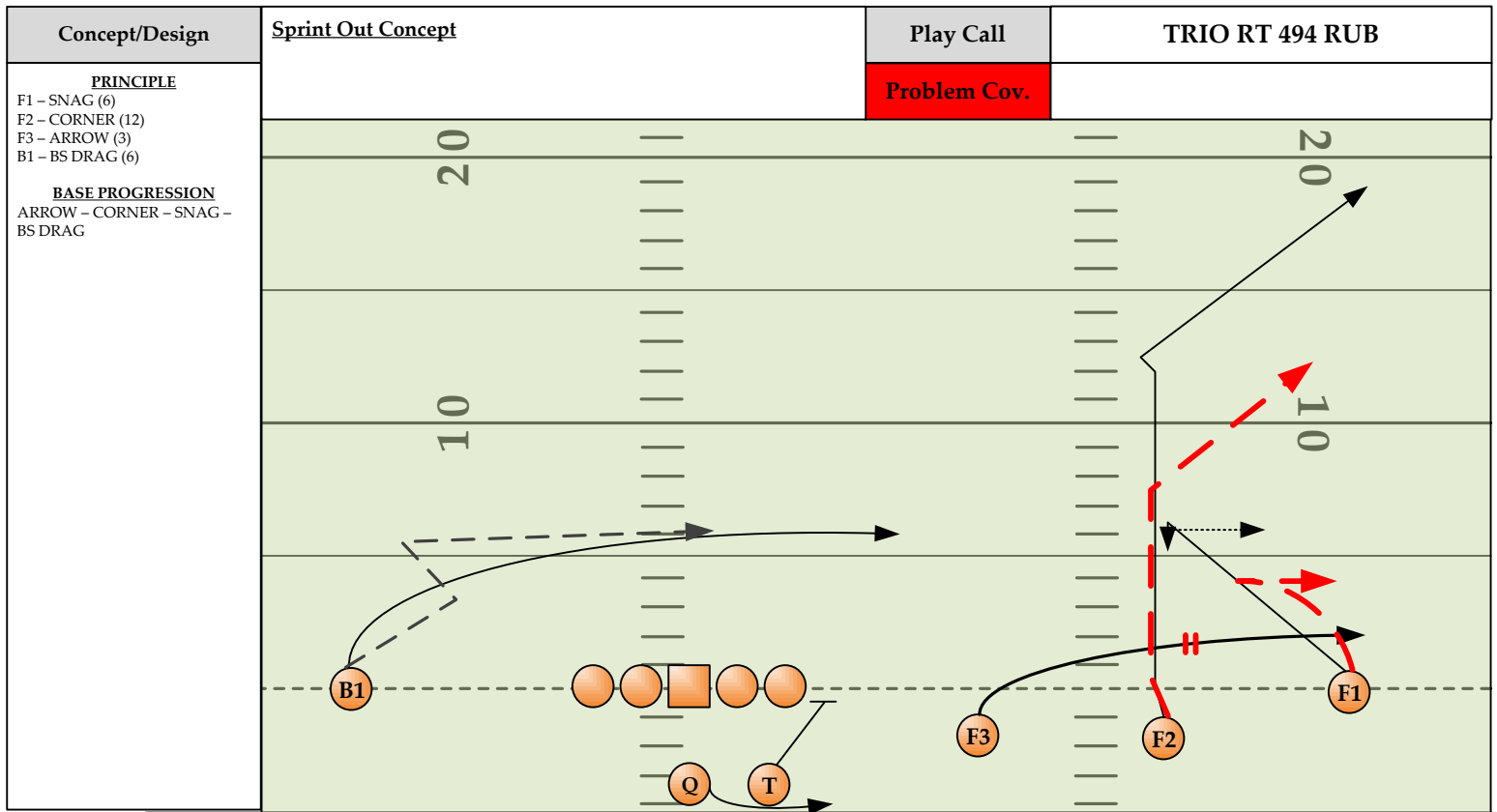


**ROUTE PRINCIPLE: SELECT (52/53)**



PLAYER	ROUTE	ASSIGNMENT	Pressure
<b>F1</b>	Bar Route	Bar Route at 6 yds. Free Access = Hitch. Cloud CB = 6 yd India Return (4 quick in and pivot), Man = Pivot Return.	<b>No Deep - Warm Pivot</b>
<b>F2</b>	Corner Route	12 yd Corner. Aiming point is 18-22 yds on sideline	<b>No Deep - Warm Corner</b>
<b>F3</b>	Window Route	2 Hi - Up & Over @ 12 Yds - Don't Cross the Hash 1 Hi - Work Route @ 10 Yds	<b>No Deep - Warm Work</b>
<b>B1</b>	Select Route	15 Yd Curl - (12 Yd Stem Corner vs Cloud)	
<b>TB</b>	A Route	Arrow Route 2-3 Yds on Sideline	

COVERAGE	READ	PROGRESSION
1/2	VERTICAL READ ON BOUNDARY FLAT DEF	CORNER to ARROW to UP & OVER
6 / 6-Z	VERTICAL READ ON BOUNDARY FLAT DEF	CORNER to ARROW to UP & OVER
1/4	HORIZONTAL READ ON BOUNDARY FLAT DEF	CURL to ARROW
3 STR	HORIZONTAL READ ON BOUNDARY FLAT DEF	CURL to ARROW
3 WK	ISOLATION READ ON FIELD HOOK-CURL DEF	WORK to BAR
FIRE ZONE	HORIZONTAL READ ON BOUNDARY FLAT DEF	CURL to ARROW to UP & OVER
32	HORIZONTAL READ ON FIELD SEAM DEF	WORK to BAR
1 HOLE	MOVE THE HOLE PLAYER	CURL to ARROW
1 FIRE	FLIP PROTECTION IF NEEDED OR LOSE BACK	CURL to ARROW
NO DEEP	DRIFT AND THROW TD	<b>WARM WORK to WARM CORNER to WARM PIVOT</b>



**BASE FORM** Trio, Empty (Top), Tap, Trips

**PROTECTIONS** Sprint Out Protections – 494/495 & 414/415

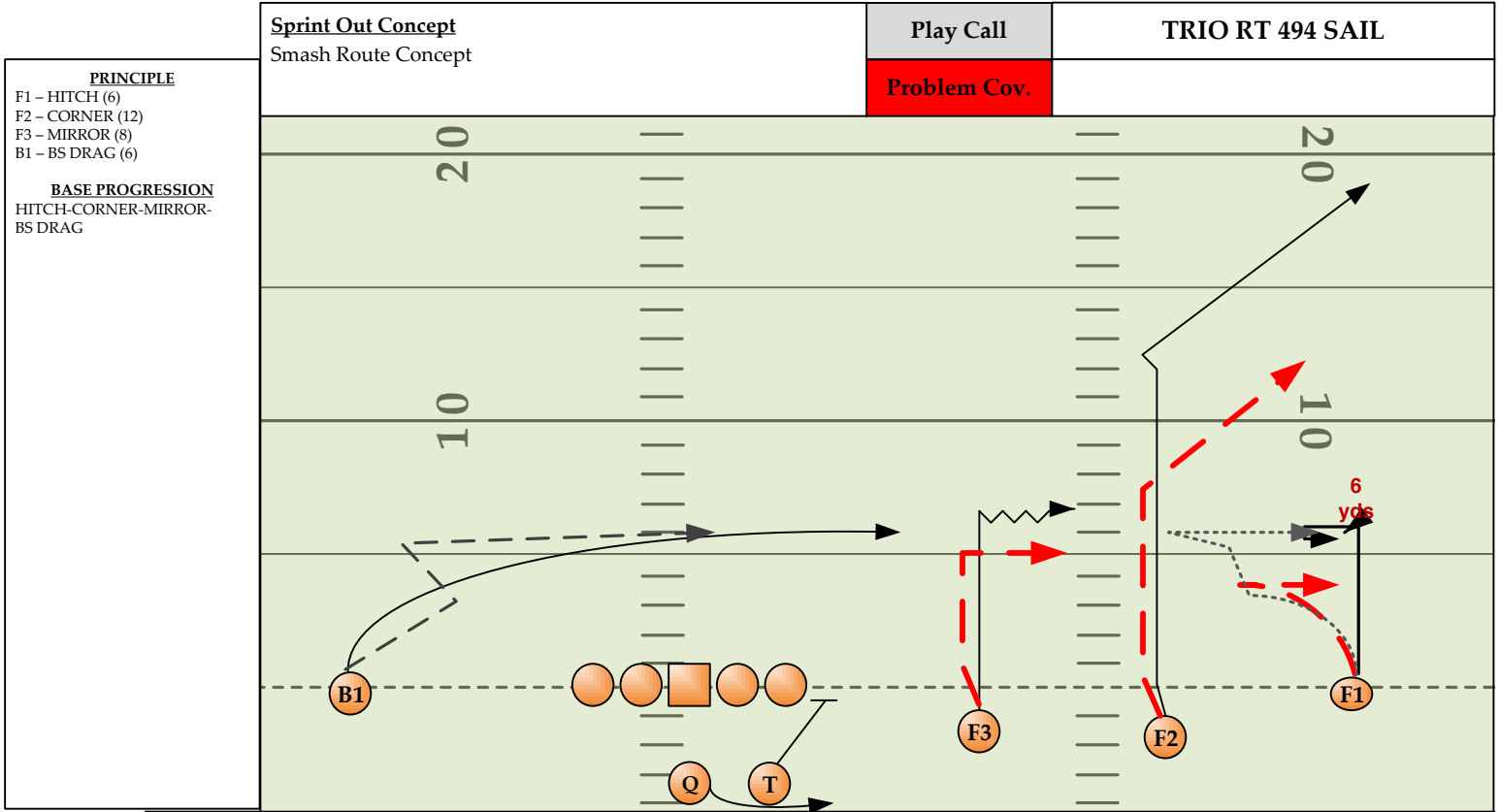
**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
F1	SNAG	6 YARD SNAG. UNMATCHED – SIT. MATCHED – SNAG RETURN. VS. MAN, FORCE THE MAN ON #3 TO BUBBLE AROUND YOU.	<b>NO DEEP = WARM PIVOT</b>
F2	CORNER	12 YARD CORNER	<b>NO DEEP = WARM CORNER</b>
F3	ARROW	2-3 YARD ARROW (vs MAN – HARD HEAD & SHOULDER)	
B1	BS DRAG	6 YARD DRAG	
TB	494/495	494/495 RULES	

**QB Notes** 494/495 PROTECTION

If you are pulled up, find the BS Drag now. If the BS Drag is not open, run.


COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Fld Flat Def	Matchup	Fld Flat Def	Field CB	Matchup	Fld Flat Def		
<b>PROGRESSION</b>	Arrow to Corner to Snag	Arrow to Corner to Snag	Arrow to Corner to Snag	Corner to Snag to BS Drag	Arrow to Corner to Snag	Arrow to Corner to Snag		<b>Corner to Pivot to Arrow</b>



<b>BASE FORM</b>	Trio / Empty
<b>PROTECTIONS</b>	Sprint Out Protections – 494/495 & 414/415
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
F1	BAR	BAR ROUTE @ 6 YDS. FREE = HITCH. HARD CB = 6 YD INDIA RETURN (4 QUICK IN AND PIVOT). MAN = PIVOT RETURN (STAIRCASE)	No Deep – Pivot (3)
F2	CORNER	12 YARD CORNER	No Deep – Corner (8)
F3	MIRROR	8 YARD MIRROR	No Deep – Ohio (5)
B1	BS DRAG	6 YARD BS DRAG	
TB	494/495	494/495 RULES	

**QB Notes**     494/495 PROTECTION

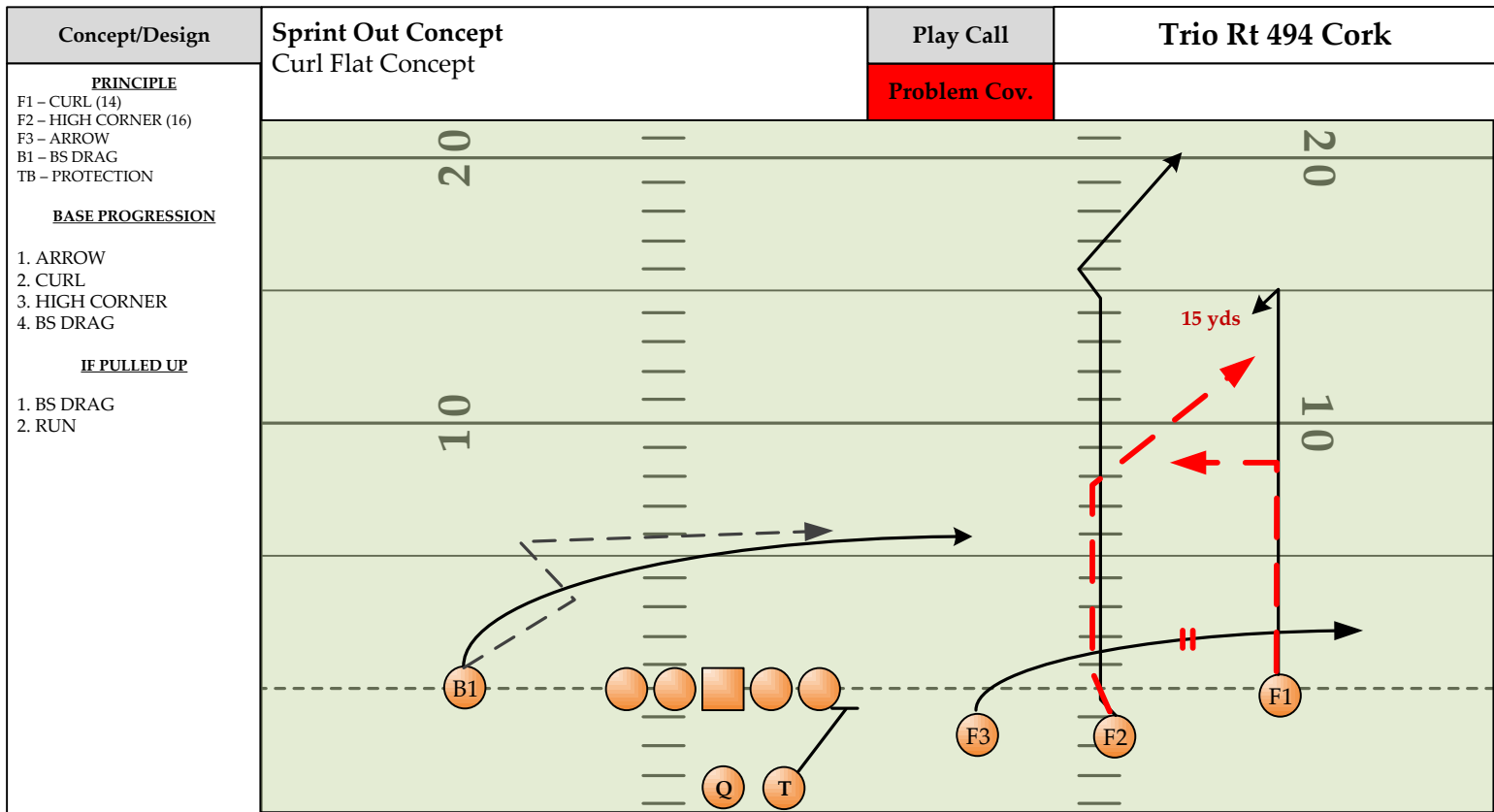
If you are pulled up, find the BS Drag now. If the BS Drag is not open, run.

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COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Fld Flat Def	Matchup	Fld Flat Def	Field CB	Matchup	Fld Flat Def		
<b>PROGRESSION</b>	Bar to Mirror	Corner to Bar to Mirror	Bar to Mirror	Corner to Mirror	Corner to Bar to Mirror	Bar to Mirror		Corner to Pivot



**ROUTE PRINCIPLE: CORK**



**BASE FORM** Trio, Tap, Empty

**PROTECTIONS** Sprint Out Protections – 494/495 & 414/415

**VARIATIONS**

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Curl	Straight Stem Curl route at 15 Yards.	<b>NO DEEP = WARM IN</b>
<b>F2</b>	High Corner	LM is 16 Yards. Aiming Point is 40 yards on the Sideline	<b>NO DEEP = WARM CORNER</b>
<b>F3</b>	Arrow	2-3 Yard Arrow (vs Man – Hard Head & Shoulder)	
<b>B1</b>	BS Drag	6 Yard BS Drag	
<b>TB</b>	494/495		

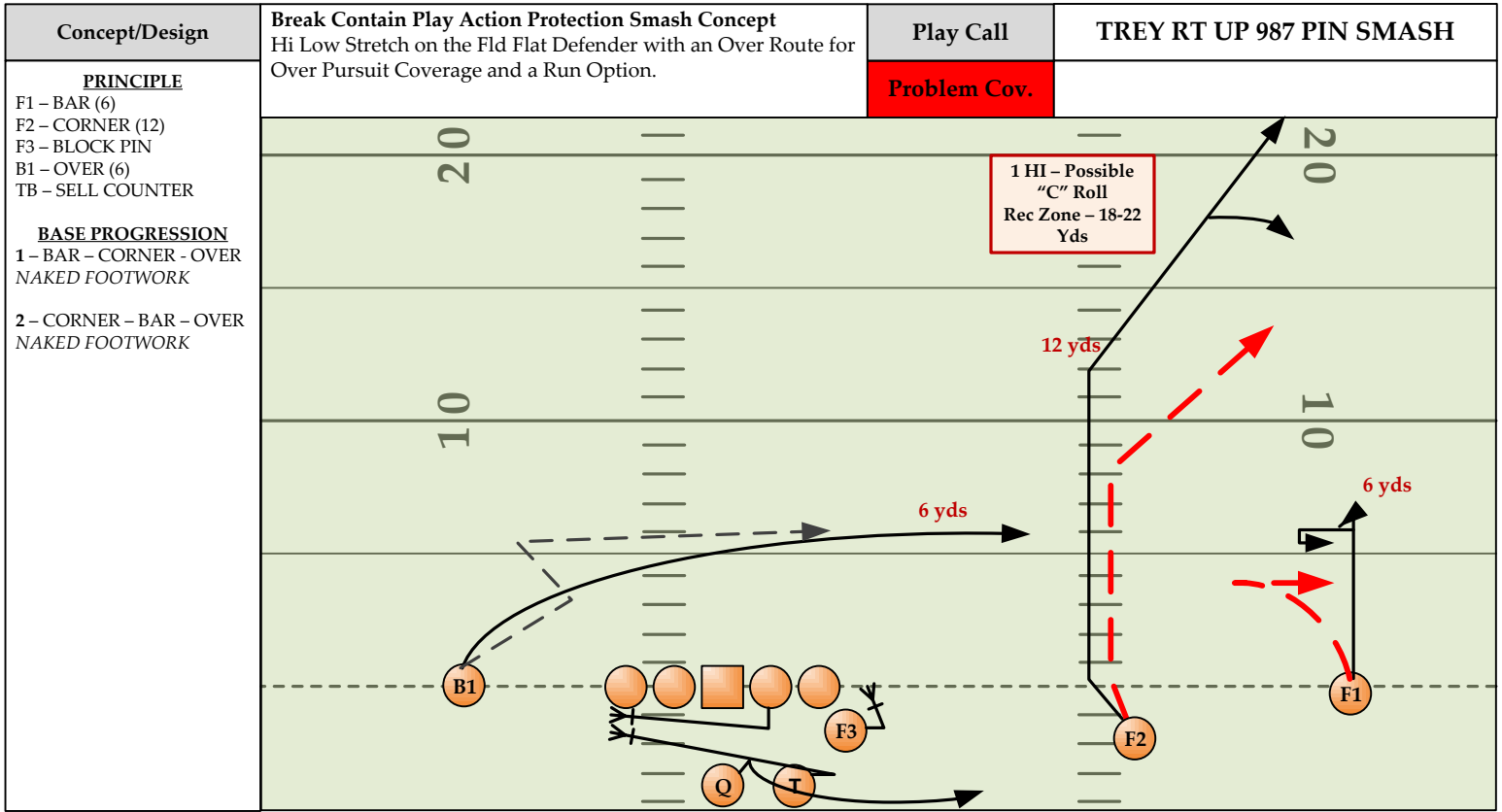
**QB Notes** 494/495 PROTECTION

**If You Are Pulled Up, Find the BS Drag Now. If the BS Drag is Not Open, Run.**

<b>COVERAGE</b>	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	Quarters	HOT	No Deep
<b>MOVEMENT KEY</b>	Fld Flat Def	Matchup	Fld Flat Def	Field CB	Matchup	Fld Flat Def		
<b>PROGRESSION</b>	Arrow to Curl to Corner	Arrow to Curl to Corner	Arrow to Curl to Corner	Corner to BS Drag	Corner to BS Drag	Arrow to Curl to Corner		



**ROUTE PRINCIPLE: NAKED SMASH**



BASE FORM	<b>Trey Up, Trey In</b>
PROTECTIONS	<b>986-987 Pin Protection - Break Contain</b>
VARIATIONS	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Bar	Bar Route @ 6 yds. Free Access = Hitch. Cloud CB = 6 yd India Return (4 quick in and pivot). Man = Pivot Return	<b>Pivot</b>
<b>F2</b>	Corner	Corner Route @ 12 yds. Lose 2 on stem. Bail CB = C Roll.	<b>Corner</b>
<b>B1</b>	Over	Over Route @ 6 yds.	
<b>F3</b>	Pin	Pin the DE - vs. Rifle - Block the Rifle.	N/A
<b>TB</b>	Sell Counter	Sell Counter	N/A

**QB Notes**    **986/987 PIN PROTECTION**

- 1) Hard Play Action Break Contain Protection - Aware of Field Rifle (Pull Up - Over to Run)
- 2) 4 Man Pressure to the Pass Protection call - Protected
- 3) 4 Man Pressure opposite the Pass Protection call - Pull = Throw Over to Run. OR Kill the Play.
- 4) Odd 4 Strong - Protected
- 5) No Deep - PULL UP = THROW OVER TO RUN

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Fld Flat Def	Match-up	Fld Flat Def	Fld CB to Curl Def	Match-up	Fld CB to Curl Def	Fld Flat Def	
<b>PROGRESSION</b>	Bar to Over to Run	Corner to Bar to Over	Bar to Over to Run	Corner to Bar to Over	Corner to Bar to Over	Corner to Bar to Over	Bar to Corner to Over	<b>Corner to Pivot</b>





**ROUTE PRINCIPLE: NAKED DITCH**

Concept/Design	Break Contain Play Action Protection Hitch Concept Horizontal Stretch on the Fld Flat Defender with an Over Route for Over Pursuit Coverage and a Run Option.	Play Call	TREY RT UP 987 PIN DITCH
<p><b>PRINCIPLE</b></p> <p>F1 – HITCH (8) F2 – HITCH (8) F3 – BLOCK PIN B1 – OVER (6) TB – SELL COUNTER</p> <p><b>BASE PROGRESSION</b></p> <p>1 – O/S HITCH – I/S HITCH – OVER – RUN NAKED FOOTWORK</p>	20	<b>Problem Cov.</b>	20
	10		10
	10		10
	20		20

BASE FORM	<b>Trey Up, Trey In</b>
PROTECTIONS	<b>986-987 Pin Protection – Break Contain</b>
VARIATIONS	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Hitch	Hitch @ 8 Yards	<b>Pivot</b>
<b>F2</b>	Hitch	Hitch @ 8 Yards	<b>Pivot</b>
<b>B1</b>	Over	Over Route @ 6 yds.	
<b>F3</b>	Pin	Pin the DE – vs. Rifle – Block the Rifle.	N/A
<b>TB</b>	Sell Counter	Sell Counter	N/A

**QB Notes**    **986/987 PIN PROTECTION**

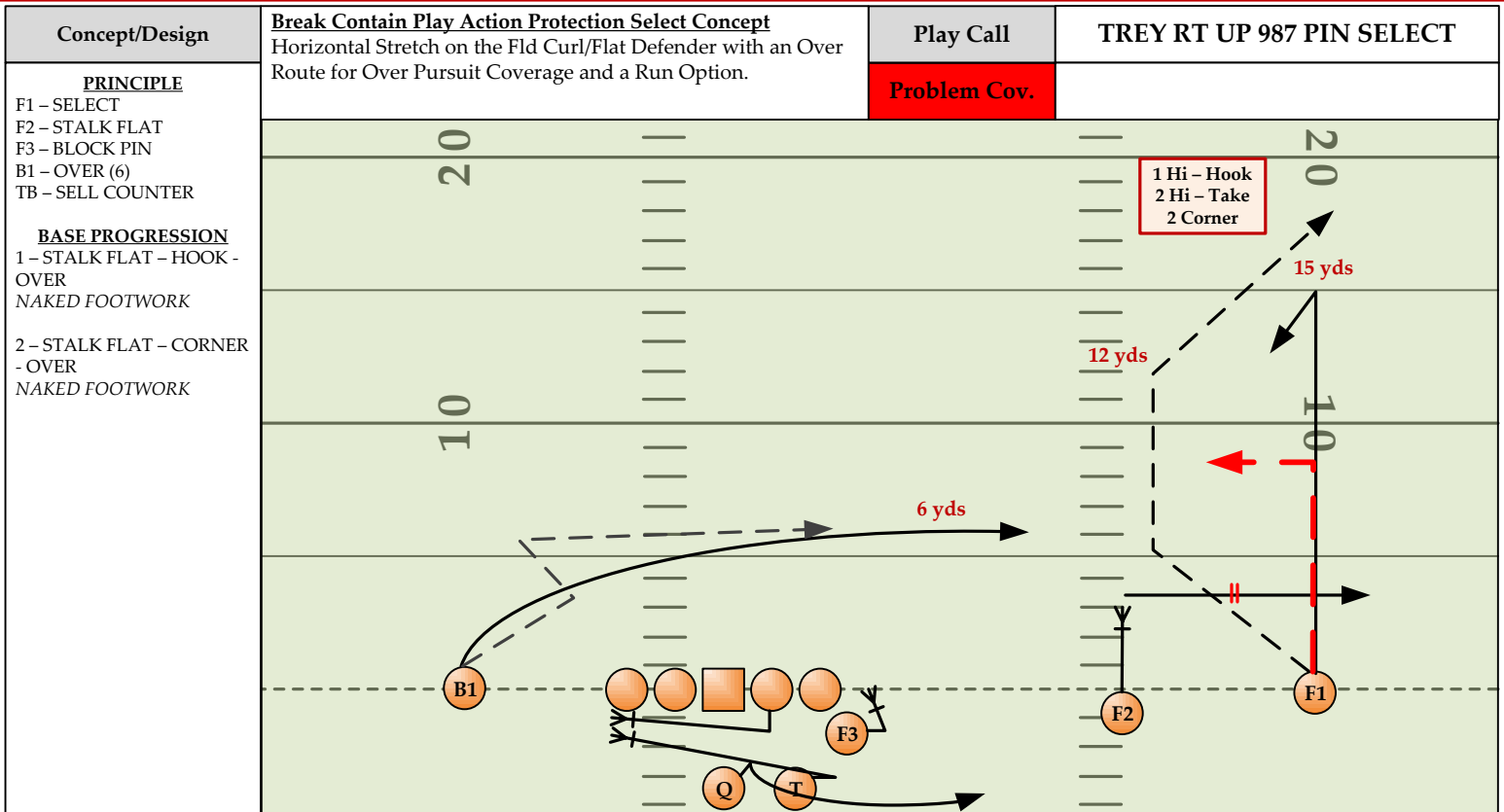
- 1) Hard Play Action Break Contain Protection – Aware of Field Rifle (Pull Up – Over to Run)
- 2) 4 Man Pressure to the Pass Protection call – Protected
- 3) 4 Man Pressure opposite the Pass Protection call – Pull = Throw Over to Run. OR Kill the Play.
- 4) Odd 4 Strong – Protected
- 5) No Deep – PULL UP = THROW OVER TO RUN

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Fld Flat Def	Match-up	Fld Flat Def	Fld Flat Def	Match-up	Fld CB to Curl Def	Fld Flat Def	
<b>PROGRESSION</b>	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	O/S Hitch to I/S Hitch to Over to Run	<b>Pivot to Pivot</b>



**ROUTE PRINCIPLE: NAKED SELECT**

2013



<b>BASE FORM</b>	Trey Up, Trey In
<b>PROTECTIONS</b>	986-987 Protection – Break Contain
<b>VARIATIONS</b>	

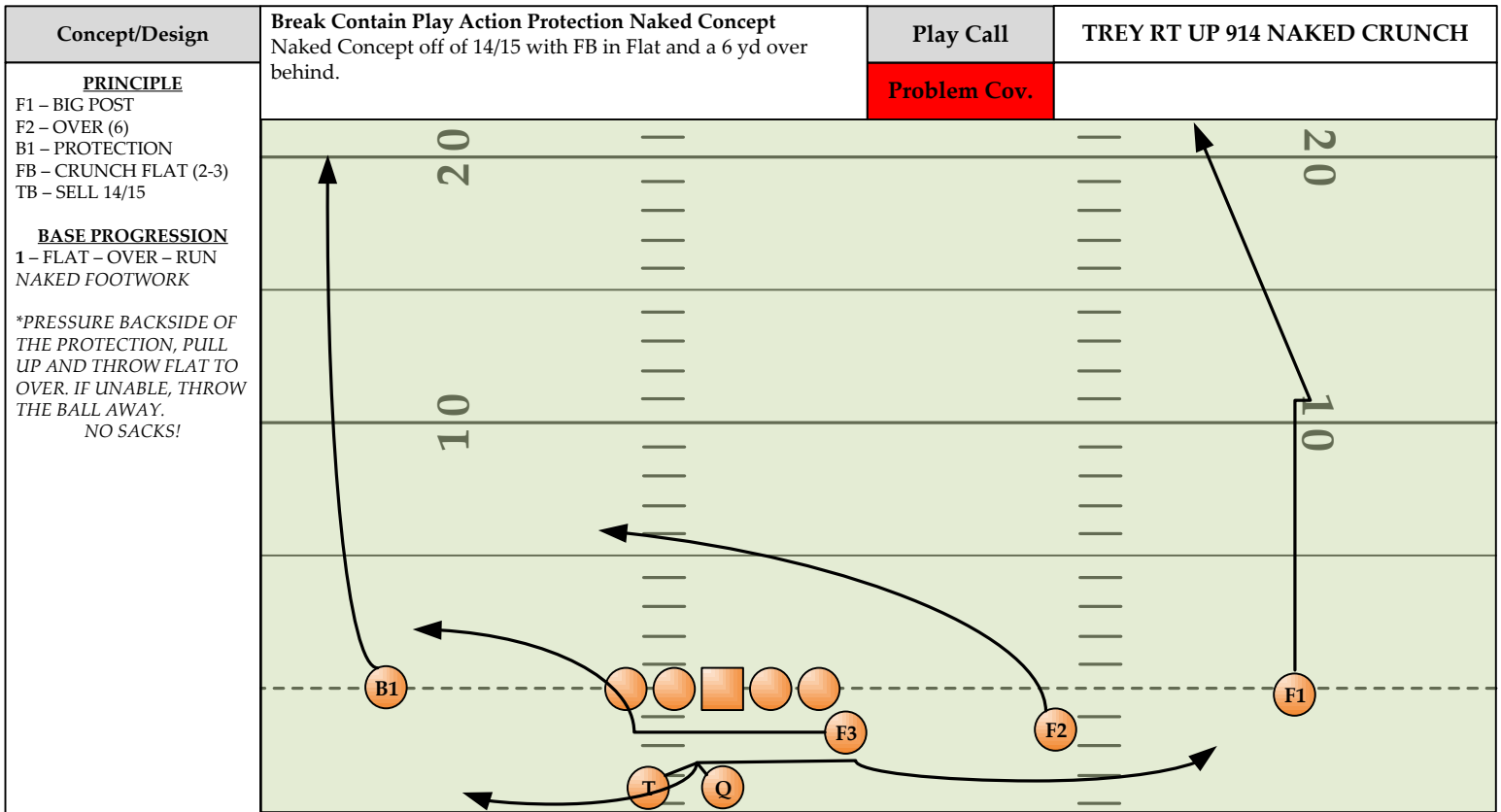
PLAYER	ROUTE	Assignments	Pressure
F1	Select	Select – 1 Hi – Hook @ 15 yds. Cloud CB – Stem Corner Route.	N/A
F2	Stalk Flat	Stalk Flat @ 3 yds.	N/A
B1	Over Route	Over Route @ 6 yds.	
F3	986/987 Pin Protection	Pin the DE – vs. Rifle – Block the Rifle.	N/A
TB	Sell Counter	Sell Counter	N/A

- QB Notes**    986/987 PIN PROTECTION
- 1) Hard Play Action Break Contain Protection – Aware of Field Rifle (Pull Up – Over to Run)
  - 2) 4 Man Pressure to the Pass Protection call – Protected
  - 3) 4 Man Pressure opposite the Pass Protection call – Pull = Throw Over to Run. OR Kill the Play.
  - 4) Odd 4 Strong – Protected
  - 5) No Deep – PULL UP = THROW OVER TO RUN

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Fld Curl-Flat Def	Match-up	Fld Curl-Flat Def	Fld Flat Def	Match-up	Fld Curl-Flat Def	Fld Curl-Flat Def	<b>PULL UP</b>
<b>PROGRESSION</b>	Stalk Flat to Hook to Over	Stalk Flat to Hook to Over	Stalk Flat to Hook to Over	Stalk Flat to Corner to Over	Stalk Flat to Corner to Over	Stalk Flat to Corner to Over	Stalk Flat to Hook to Over	<b>Over to Run</b>



**ROUTE PRINCIPLE: NAKED**



<b>BASE FORM</b>	<b>Trey Up/In, Deuce Up/In</b>
<b>PROTECTIONS</b>	<b>914/915 PROTECTION</b>
<b>VARIATIONS</b>	

PLAYER	ROUTE	Assignments	Pressure
<b>F1</b>	Big Post	Big Post	N/A
<b>F2</b>	Over	Over Route @ 6 yds.	N/A
<b>B1</b>	Protection Release	Protection Release – Body Contact.	N/A
<b>F3</b>	Naked – Crunch Flat Route	Sell Crunch, Tight Path – Invite Wrong Arm from DE – Release into Flat. 2-3 yds.	N/A
<b>TB</b>	SELL 14/15	Sell 14/15 – Carry out fake	N/A

**QB Notes**    **914/915 CRUNCH**

- 1) Naked Pass Protection: Hard Play Action Break Contain Protection – Aware of Rifle (Pull Up – Throw Flat to Over)
- 2) 4 Man Pressure to the Pass Protection call – Protected
- 3) 4 Man Pressure opposite the Pass Protection call – PULL UP = THROW FLAT TO OVER
- 4) Odd 4 Strong – Protected
- 5) No Deep – PULL UP = THROW FLAT TO OVER

COVERAGE	1 Hi Zone	1 Hi Man	1 Hi FZ	2 Hi Zone	2 Hi Man	2 Hi FZ	Quarters	No Deep
<b>MOVEMENT KEY</b>	Flat Def		Flat Def	Flat Def		Flat Def	Flat Def	<b>PULL UP</b>
<b>PROGRESSION</b>	Flat to Over to Run	Flat to Over to Run	Flat to Over to Run	Flat to Over to Run	Flat to Over to Run	Flat to Over to Run	Flat to Over to Run	<b>Flat to Over</b>

## 50/51 – 350/351 – 850/851 PROTECTION

- 5 MAN PROTECTION
- ALWAYS PROTECTING THE QB BACKSIDE
- ALLOW NO A/B GAP RUN THROUGH
- 4 WEAK PRESSURE IS HANDLED WITH AN OUT CALL IN 50/51 OR 350/351 WITH THE BACK IN 850/851
- 4 STRONG IS HANDLED WITH FLIPPING THE PROTECTION
- CALL SIDE IS A “LOCK SQUEEZE” CONCEPT.
- QB IS RESPONSIBLE FOR THE 6<sup>TH</sup> DEFENDER (CALL SIDE WIDEST)

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = “LOCK SQUEEZE” 2<sup>ND</sup> DL FROM THE CENTER TO ONE PAST THE ID.</li> <li>- BEAR = MATCH CALL, “LOCK SQUEEZE” C GAP DEFENDER</li> <li>- ODD = “BASE NOSE DOUBLE SORT” DE TO ONE PAST THE ID LB</li> </ul>	<ul style="list-style-type: none"> <li>- VERTICAL/POWER SET TO INSIDE NUMBER OF “LOCKED/SQUEEZED” DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON “LOCKED/SQUEEZED” DEFENDER</li> <li>- VERTICAL SET, KEEP SHOULDERS SQUARE ON A BLACK SIDE</li> <li>- “SETTLE” CALL, WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li>- 850/851 = INSIDE V JUMP SET</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE</li> <li>- MUST BE VERTICAL IN SETS FOR TIME TO REACT ON SQUEEZE.</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR “TIMBER” TO AN “OUT” CALL IF DE DROPS.</li> <li><b><u>(350/351 = AGGRESSIVE SET/ POSSIBLE CUT)</u></b></li> </ul>
<u>PSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = “LOCK SQUEEZE” 1<sup>ST</sup> DL FROM THE CENTER TO ONE PAST THE ID.</li> <li>- BEAR = MATCH CALL; “LOCK SQUEEZE” B GAP DEFENDER TO THE ID LB.</li> <li>- ODD = “BASE NOSE DOUBLE SORT” FROM THE CENTER ID TO DE.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = VERTICAL/POWER SET TO INSIDE NUMBER LEVERAGE OF “LOCKED/SQUEEZED” DEFENDER .</li> <li>- <b>WHITESIDE</b> = POWER SET DOWN TO INSIDE NUMBER LEVERAGE OF “LOCKED” DEFENDER.</li> <li>- VERTICAL SET, KEEP SHOULDERS SQUARE ON A BLACK SIDE</li> <li>- “SETTLE” CALL, WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li>- 850/851 = INSIDE V JUMP SET</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE</li> <li>- MUST BE VERTICAL IN SETS FOR TIME TO REACT ON SQUEEZE.</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR “TIMBER” TO AN “OUT” CALL</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li><b><u>(350/351 = AGGRESSIVE SET/ POSSIBLE CUT. NO CUT ON SQUEEZE)</u></b></li> </ul>
<u>C</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SLIDE SIDE LB SET FOR “SLIDE” SIDE A GAP DEFENDER</li> <li>- BEAR = “MATCH” CALL, BLOCK MAN ON</li> <li>- ODD = “BASE NOSE DOUBLE SORT”</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERT SET GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE.</li> <li>- <b>BLACKSIDE</b> = VERT SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON “SLIDE” SIDE DEFENDER.</li> <li>- 850/851 – PLAY ACTION PASS – JUMP SET</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO “SLIDE” SIDE VS 4 WEAK.</li> <li>- VERT SET AND FEATHER NG TO THE A GAP DEFENDER. –</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li><b><u>(350/351 = AGGRESSIVE SET)</u></b></li> </ul>
<u>BSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR “SLIDE” SIDE B GAP DEFENDER</li> <li>- BEAR = “MATCH” CALL, BLOCK MAN ON</li> <li>- ODD = “BASE NOSE DOUBLE SORT” TO 1 PAST THE CENTER ID BS TO DE.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERTICAL SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER.</li> <li>- <b>BLACKSIDE</b> = VERTICAL SET GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE.</li> <li>- “SETTLE” CALL, WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li>- 850/851 – PLAY ACTION PASS – JUMP SET</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO “SLIDE” SIDE VS 4 WEAK.</li> <li>- VERT SET AND COLLECT THE B GAP DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li><b><u>(350/351 = AGGRESSIVE SET)</u></b></li> </ul>
<u>BST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR “SLIDE” SIDE C GAP DEFENDER</li> <li>- BEAR = “MATCH” CALL</li> <li>- ODD = “BASE NOSE DOUBLE SORT” DE TO TWO PAST THE ID BS.</li> </ul>	<ul style="list-style-type: none"> <li>- VERTICAL SET FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON “SLIDE” SIDE DEFENDER.</li> <li>- “SETTLE” CALL, WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li>- 850/851 – PLAY ACTION PASS – JUMP SET</li> <li>- 850/851 = NO OUT CALLS</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO “SLIDE” SIDE VS 4 WEAK.</li> <li>- VERT SET AND COLLECT THE WIDEST DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li><b><u>(350/351 = AGGRESSIVE SET/ POSSIBLE CUT)</u></b></li> </ul>
<u>QB</u>	<ul style="list-style-type: none"> <li>- VS 4 DOWN TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 1 (SIGNAL)</li> <li>- VS ODD(3 DOWN) TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2 (SIGNAL)</li> <li>- MECHANICS TO HANDLE 4 MAN PRESSURE TO THE CALLSIDE OF THE PASS PROTECTION</li> <li>1) FLIP PROTECTION VS. 4-DOWN</li> <li>2) SIGHT</li> </ul>	<ul style="list-style-type: none"> <li>- ALL 4 MAN PRESSURES OPPOSITE THE PASS PRO CALL, THE QB IS GOOD BECAUSE OF AN OUT CALL MADE BY THE OT. QB VERIFY IT.</li> <li>- NO DEEP = ALERT 0 PROTECTION WILL ALWAYS BE THE 1<sup>ST</sup> WR OFF THE BALL TO THE CALLSIDE OF THE PASS PROTECTION. OUR WARM ROUTES WILL ALWAYS BE OPPOSITE THE PASS PROTECTION CALLSIDE. THE QB WILL ALERT 0 DRIFT OPPOSITE THE PASS PRO CALL, AND EXECUTE THE WARM ROUTES (QB MUST SIGNAL NO DEEP)</li> <li>- “SAFE” CALL = CHECK OUT OF NO DEEP PROTECTION</li> </ul>	

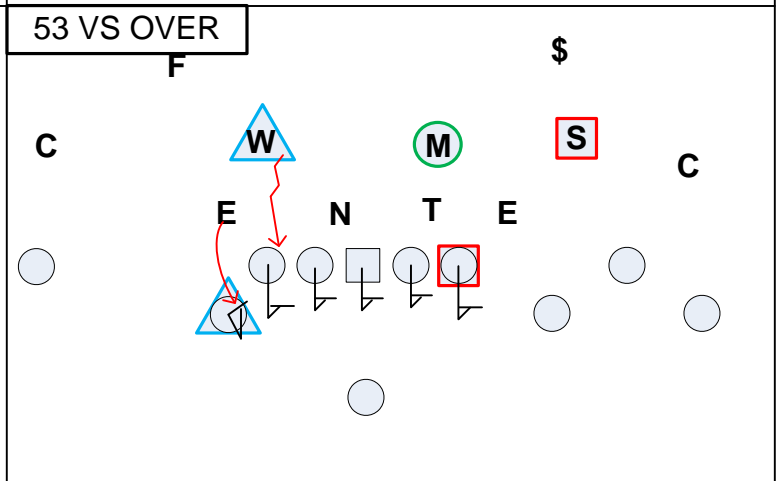
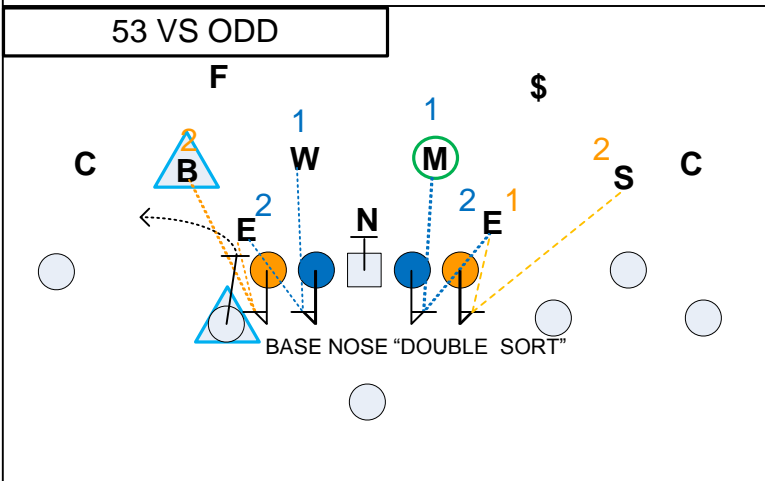
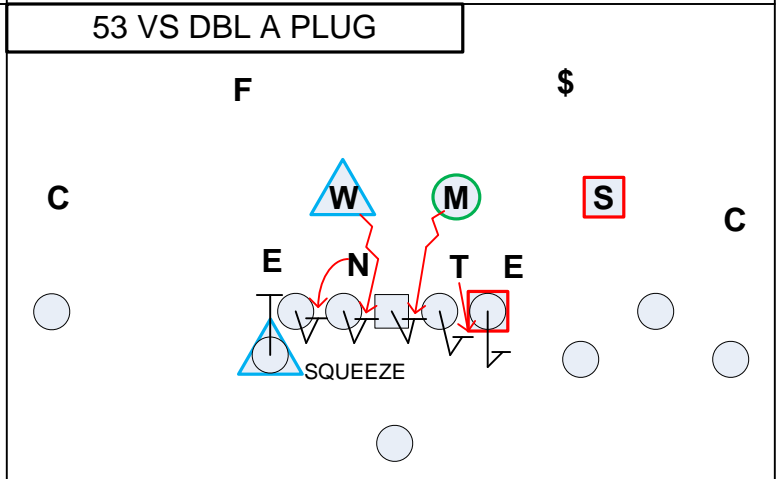
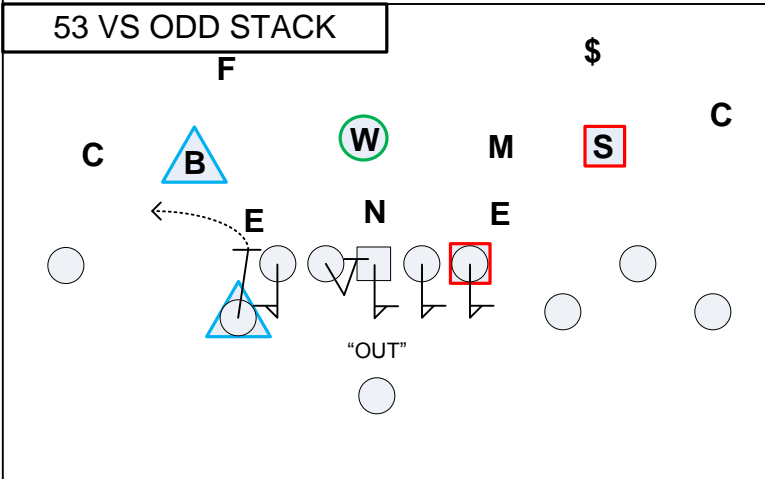
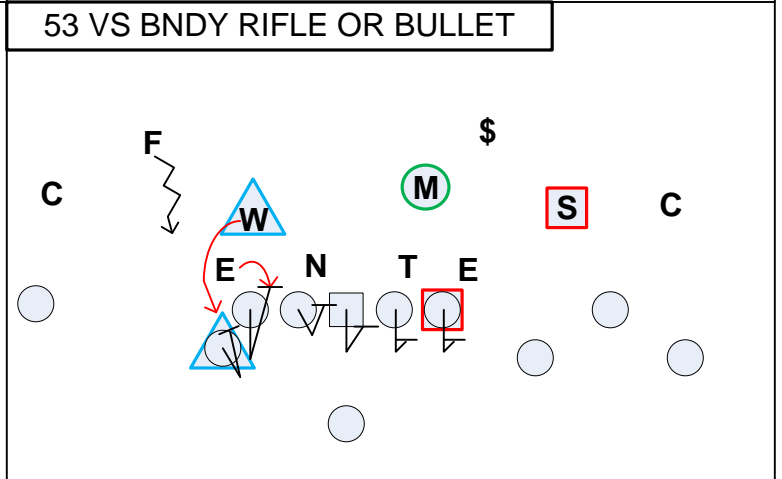
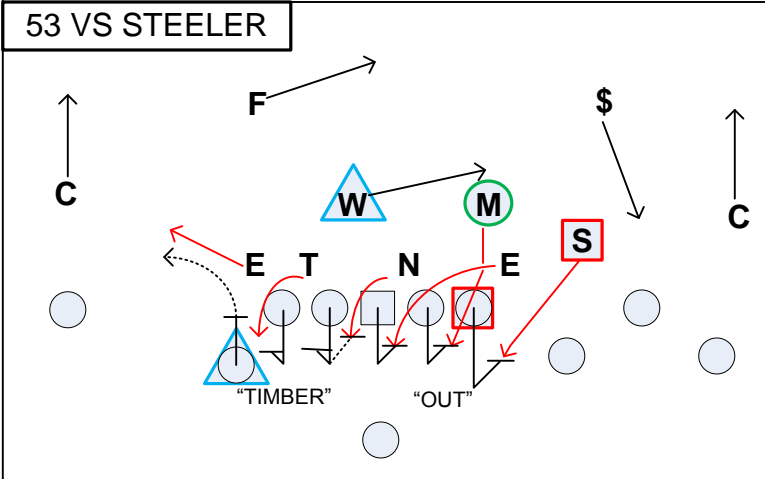
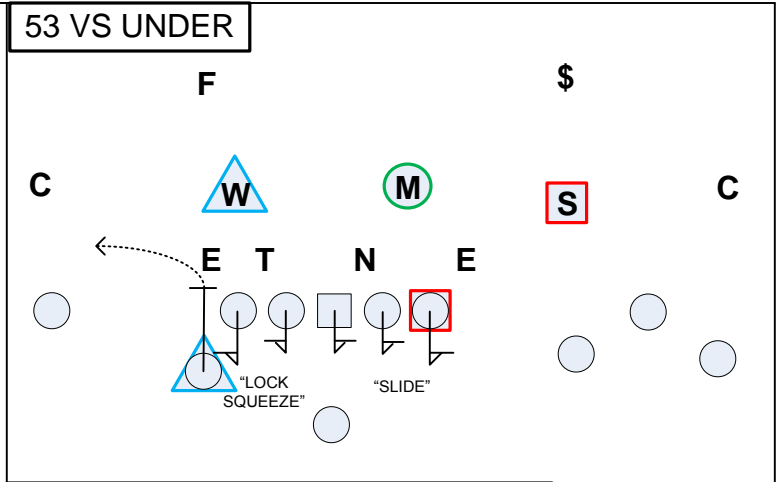
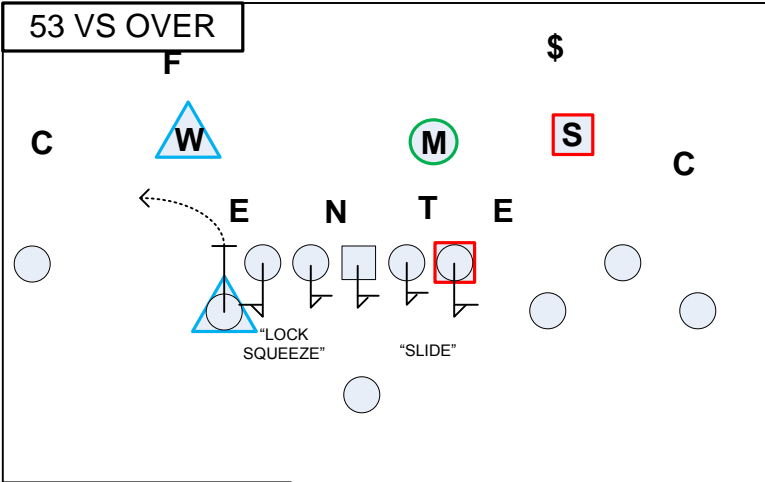




## 52/53 PROTECTION

- **5 & ½ MAN PROTECTION**
- **ALWAYS PROTECTING THE QB BACKSIDE**
- **ALLOW NO A/B GAP RUN THROUGH**
- **4 WEAK PRESSURE IS HANDLED WITH AN OUT CALL**
- **T/H/Y HAS A SQUEEZE/CHIP**

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK SQUEEZE" 2<sup>ND</sup> DL FROM THE CENTER TO ONE PAST THE ID.</li> <li>- BEAR = MATCH CALL. "LOCK SQUEEZE" C GAP DEFENDER TO ID LB</li> <li>- ODD = "LOCK SQUEEZE" 2<sup>ND</sup> DL FROM THE CENTER. (POSSIBLE DOUBLE SORT)</li> </ul>	<ul style="list-style-type: none"> <li>- VERTICAL/POWER SET TO INSIDE NUMBER OF "LOCKED/SORTED" DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED/SQUEEZED" DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE.</li> <li>- MUST BE VERTICAL IN SETS FOR TIME TO REACT ON SQUEEZE.</li> </ul>
<u>PSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK SQUEEZE" 1<sup>ST</sup> DL FROM THE CENTER TO ONE PAST THE ID.</li> <li>- BEAR = MATCH CALL. "LOCK SQUEEZE" B GAP DEFENDER TO THE ID LB.</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = VERTICAL/POWER SET TO INSIDE NUMBER LEVERAGE OF "LOCKED/SQUEEZED" DEFENDER .</li> <li>- <b>WHITESIDE</b> = POWER SET DOWN TO INSIDE NUMBER LEVERAGE OF "LOCKED" DEFENDER. (SQUEEZE B-GAP VS. LB RUN THROUGH)</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE.</li> <li>- MUST BE VERTICAL IN SETS FOR TIME TO REACT ON SQUEEZE.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<u>C</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SLIDE SIDE LB IS THE ID. SET FOR "SLIDE" SIDE A GAP DEFENDER</li> <li>- BEAR = MATCH CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERT SET GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE.</li> <li>- <b>BLACKSIDE</b> = VERT SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP CALL FROM QB VS 4 STRONG. POSSIBLE 50/51 ON FLIP</li> <li>- BUMP GAMES ON BEAR MATCH</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<u>BSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE B GAP DEFENDER</li> <li>- BEAR = MATCH CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE B-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERTICAL SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER.</li> <li>- <b>BLACKSIDE</b> = VERTICAL SET GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP CALL FROM QB VS 4 STRONG. POSSIBLE 50/51 ON FLIP</li> <li>- BUMP GAMES ON BEAR MATCH</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<u>BST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE C GAP DEFENDER</li> <li>- BEAR = MATCH CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE C-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- VERTICAL SET FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP CALL FROM QB VS 4 STRONG. POSSIBLE 50/51 ON FLIP</li> <li>- BUMP GAMES ON BEAR MATCH</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> <li>- OUT CALL VS. RIFLE</li> </ul>
<u>T/H/Y</u>	<ul style="list-style-type: none"> <li>- C GAP SQUEEZE TO CHIP</li> </ul>	<ul style="list-style-type: none"> <li>- VS. STRONG PRESSURE – SQUEEZE C GAP RUSHER</li> </ul>	<ul style="list-style-type: none"> <li>- RUN COMPLIMENTARY ROUTE AFTER CHIP</li> </ul>
<u>QB</u>	<ul style="list-style-type: none"> <li>- ALL 50/51 RULES APPLY</li> <li>- GOOD VS. PLAYSIDE PRESSURE DUE TO SQUEEZE/CHIP PRINCIPLE.</li> </ul>		





## 60/61 (360/361) PROTECTION

- 6 MAN PROTECTION
- ALWAYS PROTECTING THE QB BACKSIDE
- ALLOW NO A GAP RUN THROUGH
- 4 WEAK PRESSURE IS HANDLED WITH AN OUT CALL
- 4 STRONG IS HANDLED BY FLIPPING THE PROTECTION
- RB HAS A DUAL READ (MAKES THE LOCK SIDE WHOLE)
- QB IS RESPONSIBLE FOR THE 7<sup>TH</sup> DEFENDER (CALL SIDE WIDEST)

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL</li> <li>- <b>COVERED</b> – BLOCK MAN ON</li> <li>- <b>UNCOVERED</b> – BLOCK MAN OUTSIDE</li> <li>- ODD = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER. (POSSIBLE DOUBLE SORT)</li> </ul>	<ul style="list-style-type: none"> <li>- VERTICAL SET TO INSIDE NUMBER OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> <li>- VERTICAL SET, KEEP SHOULDERS SQUARE ON A BLACK SIDE</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL IF 2<sup>ND</sup> DL DROPS.</li> </ul> <p style="text-align: center;"><b><u>(360/361 = AGGRESSIVE SET/ POSSIBLE CUT)</u></b></p>
<u>PSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 1<sup>ST</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> <li>- TAKE ANY A GAP RUN THROUGH IF LB IS CLOSER THAN HEELS DEPTH AT THE SNAP OF THE BALL. "HARD CALL"</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = VERT/ANGLE SET TO INSIDE NUMBER LEVERAGE OF DEFENDER. (HARD CALL VS. TUFF LB=SQUEEZE)</li> <li>- <b>WHITESIDE</b> = POWER SET DOWN TO INSIDE NUMBER LEVERAGE OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul> <p style="text-align: center;"><b><u>(360/361 = AGGRESSIVE SET/ POSSIBLE CUT)</u></b></p>
<u>C</u>	<ul style="list-style-type: none"> <li>- ID SLIDE SIDE LB</li> <li>- 4 DOWN = SET FOR "SLIDE" SIDE A GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERT/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE.</li> <li>- <b>BLACKSIDE</b> = VERT/ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul> <p style="text-align: center;"><b><u>(360/361 = AGGRESSIVE SET)</u></b></p>
<u>BSG</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE B GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE B-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = VERT/ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER.</li> <li>- <b>BLACKSIDE</b> = VERT/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul> <p style="text-align: center;"><b><u>(360/361 = AGGRESSIVE SET)</u></b></p>
<u>BST</u>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE C GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE C-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- VERT/ANGLE SET FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- OUT CALL VS. RIFLE</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul> <p style="text-align: center;"><b><u>(360/361 = AGGRESSIVE SET/ POSSIBLE CUT)</u></b></p>
<u>TB</u>	<ul style="list-style-type: none"> <li>- DUAL READ MOST DANGEROUS THREAT INSIDE OUT CALLSIDE</li> <li>- BEAR = DUAL READ MOST DANGEROUS THREAT INSIDE-OUT AT LB LEVEL</li> <li>- ALERT A GAP "HARD" CALL TO BLACKSIDE</li> </ul>	<ul style="list-style-type: none"> <li>- LEAD STEP WITH INSIDE FOOT FOR INSIDE PRESSURE OR OUTSIDE FOOT FOR OUTSIDE PRESSURE.</li> <li>- KEEP FEET STAGGERED, INSIDE FOOT UP. SPLIT CROTCH OF THE DEFENDER WITH OUTSIDE FOOT.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION, NOW HAS 1 THREAT TO OPEN GAP, MAKE LOCK SIDE WHOLE</li> <li>- VS 4 WEAK OUT CALL SECURE OPEN GAP TO 1<sup>ST</sup> INSIDE LB.</li> </ul>
<u>QB</u>	<ul style="list-style-type: none"> <li>- VS 4 DOWN TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS ODD (3 DOWN) TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS NO DEEP</li> <li>1) POSSIBLE BUILT IN Q'S</li> <li>2) THROW WARM ADJUSTMENT</li> <li>3) CHECK TO OPTION OR Q.G.</li> </ul>	<ul style="list-style-type: none"> <li>- MECHANICS TO HANDLE 4 MAN PRESSURE TO THE CALLSIDE OF THE PASS PROTECTION VS 4 DOWN</li> <li>1) FLIP THE PROTECTION</li> <li>2) POSSIBLE BUILT IN Q'S IF NO FLIP</li> <li>3) THROW SIGHT</li> </ul>	





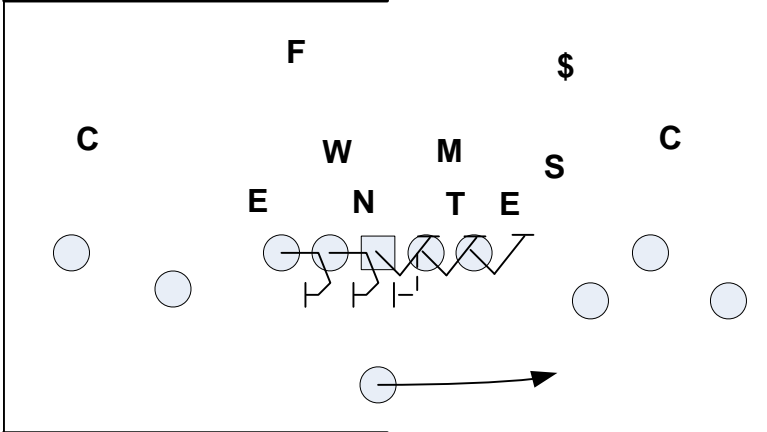


- 5-MAN SPRINT PROTECTION
- QB BREAK CONTAIN, MOVE THE POCKET PASS

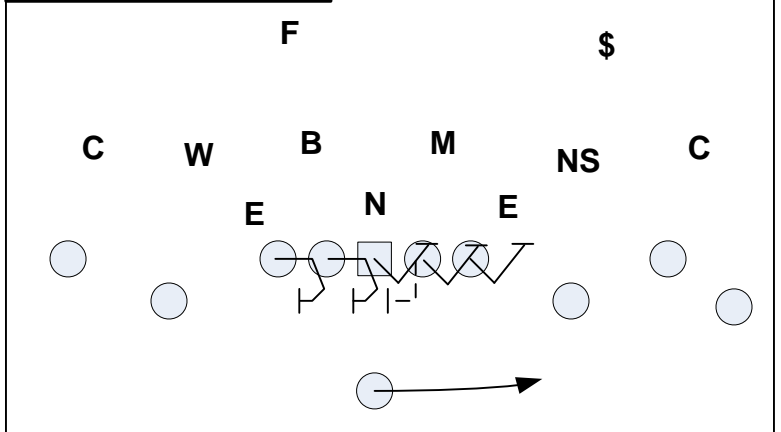
<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- REACH C GAP DEFENDER, IF NO THREAT LOOK TO HELP IN B GAP. -POSSIBLE "OUT" CALL	- HARD REACH C GAP DEFENDER TO CAPTURE THE EDGE FOR QB TO BREAK CONTAIN. - IF NO C GAP THREAT ON HARD REACH LOOK BACK TO SECURE INSIDE GAP LATE.	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED INSIDE. - OUT TRACKS VS. RIFLE
<u>PSG</u>	- REACH B GAP DEFENDER, IF NO THREAT LOOK TO HELP IN A GAP.	- HARD REACH B GAP DEFENDER - IF NO B GAP THREAT ON HARD REACH LOOK BACK TO SECURE INSIDE GAP LATE.	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED INSIDE. - OUT TRACKS VS. RIFLE
<u>C</u>	- REACH A GAP DEFENDER, IF NO THREAT LOOK TO HELP IN BS A GAP.	- HARD REACH A GAP DEFENDER - IF NO A GAP THREAT ON HARD REACH LOOK BACK TO SECURE BS A GAP LATE.	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED BACKSIDE.
<u>BSG</u>	- SECURE INSIDE GAP, HINGE BACK AND BACKPEDAL TO SECURE BACKSIDE.	- SECURE INSIDE FIRST, HINGE BACK AND PROTECT BACKSIDE LATE.	- BE SURE TO CLEAR INSIDE GAP FIRST, DON'T BE IN A HURRY TO HINGE BACK. - ALERT FOR RETURN BACK TO GAP IF UNCOVERED PLAYSIDE.
<u>BST</u>	- SECURE INSIDE GAP, HINGE BACK AND BACKPEDAL TO SECURE BACKSIDE.	- SECURE INSIDE FIRST, HINGE BACK AND PROTECT BACKSIDE LATE.	- BE SURE TO CLEAR INSIDE GAP FIRST, DON'T BE IN A HURRY TO HINGE BACK. - ALERT FOR RETURN BACK TO GAP IF UNCOVERED PLAYSIDE.
<u>QB</u>	- QUICK MOVEMENT PASS USED TO CHANGE THE LAUNCH POINT OF THE QB. - UNDERSTAND THE WEAKNESS OF THE PASS PROTECTION CALL = VS 4 WEAK YOU MUST STAY ON THE MOVE!	- FRONTSIDE - OUR OBJECTIVE IS TO CAPTURE THE EDGE AND BREAK CONTAIN. - POSSIBLE PULL UP CAN OCCUR WITH POOR CUTS BY THE RB OR ULTRA-AGGRESSIVE CONTAIN RUSHERS ON PRESSURES	



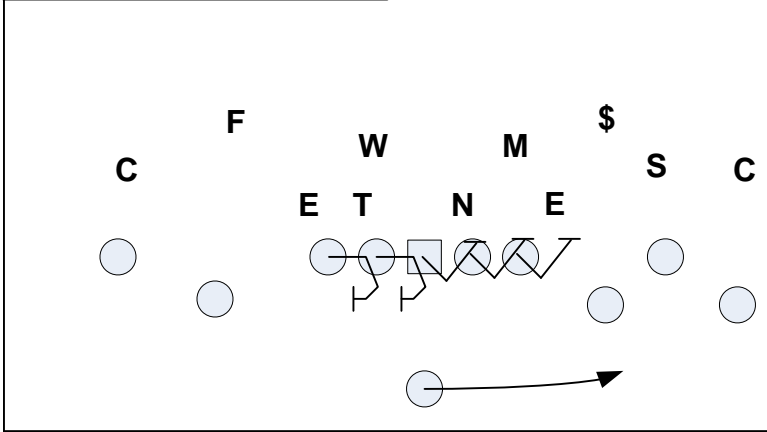
414 VS OVER



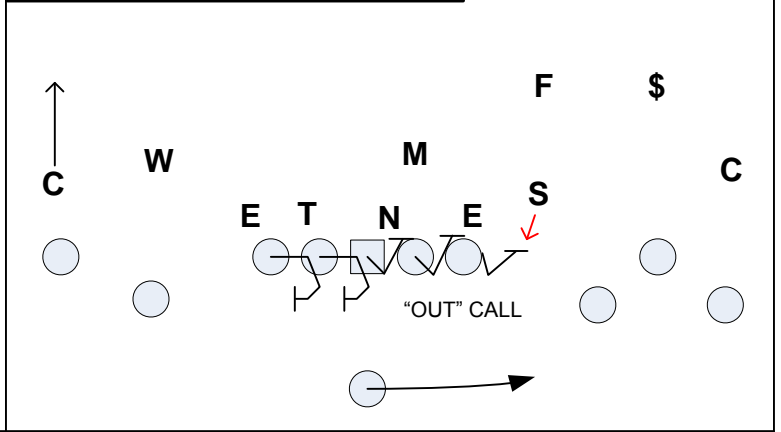
414 VS ODD



414 VS UNDER



414 VS RIFLE



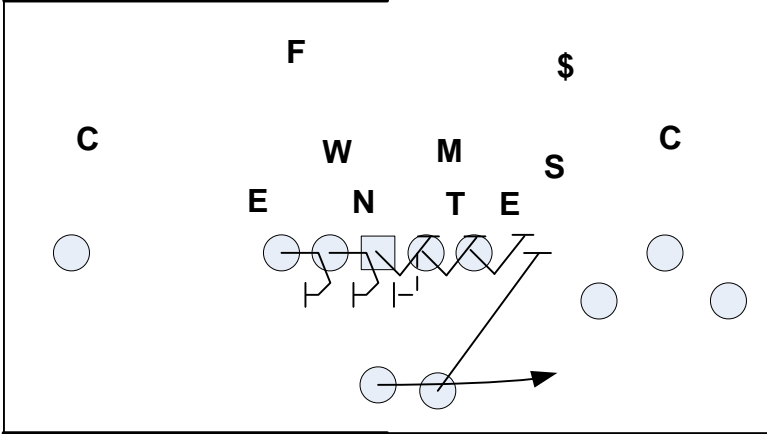


- **6-MAN SPRINT PROTECTION**
- **QB BREAK CONTAIN, MOVE THE POCKET PASS**
- **RB SECURES CALLSIDE EDGE**

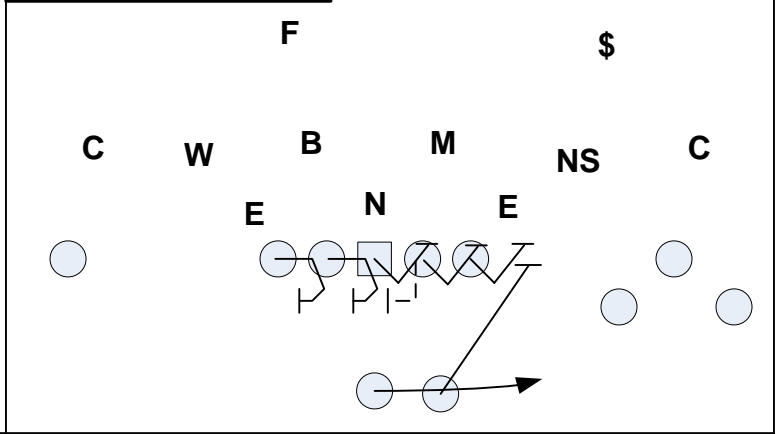
<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- REACH C GAP DEFENDER, IF NO THREAT LOOK TO HELP IN B GAP.	- HARD REACH C GAP DEFENDER TO CAPTURE THE EDGE FOR QB TO BREAK CONTAIN. - IF NO C GAP THREAT ON HARD REACH LOOK BACK TO SECURE INSIDE GAP FOR A SCRAPE LB.	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED INSIDE. - IF LOOSE END – LET THE TB BLOCK HIM. SIGNAL TO TB. - RB HAS A RIFLE - GANG
<u>PSG</u>	- REACH B GAP DEFENDER, IF NO THREAT LOOK TO HELP IN A GAP.	- HARD REACH B GAP DEFENDER - IF NO B GAP THREAT ON HARD REACH LOOK BACK TO SECURE INSIDE GAP LATE.	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED INSIDE. - GANG CALL VS. INSIDE PRESSURES.
<u>C</u>	- REACH A GAP DEFENDER, IF NO THREAT LOOK TO HELP IN BS A GAP.	- HARD REACH A GAP DEFENDER - IF NO A GAP THREAT ON HARD REACH LOOK BACK TO SECURE BS A GAP LATE. - WATERFALL TECHNIQUE	- DO NOT TURN BACK WITH MOVEMENT ACROSS FACE, YOU ARE PROTECTED BACKSIDE. - GANG CALL VS. INSIDE PRESSURES.
<u>BSG</u>	- SECURE INSIDE GAP, HINGE BACK AND BACKPEDAL TO SECURE BACKSIDE.	- SECURE INSIDE FIRST, HINGE BACK AND PROTECT BACKSIDE LATE. - WATERFALL TECHNIQUE – BACK PEDAL INSIDE OUT PROTECTING THE A-GAP TO B-GAP.	- BE SURE TO CLEAR INSIDE GAP FIRST, DON'T BE IN A HURRY TO HINGE BACK. - ALERT FOR RETURN BACK TO GAP IF UNCOVERED PLAYSIDE. - GANG CALL VS. INSIDE PRESSURES.
<u>BST</u>	- SECURE INSIDE GAP, HINGE BACK AND BACKPEDAL TO SECURE BACKSIDE.	- SECURE INSIDE FIRST, HINGE BACK AND PROTECT BACKSIDE LATE. - WATERFALL TECHNIQUE – BACK PEDAL INSIDE OUT PROTECTING THE A-GAP TO B-GAP.	- BE SURE TO CLEAR INSIDE GAP FIRST, DON'T BE IN A HURRY TO HINGE BACK. - ALERT FOR RETURN BACK TO GAP IF UNCOVERED PLAYSIDE.
<u>TB</u>	- SECURE FRONTSIDE EDGE OUTSIDE PST/TE.	- ATTACK THE OUTSIDE SHOULDER OF E.M.O.L.	- TAKE OVER DE - BE ALERT FOR 2 <sup>ND</sup> LEVEL CONTAIN LB. - WORK ON THE SAME PLANE OF OT/TE.
<u>QB</u>	- QUICK MOVEMENT PASS USED TO CHANGE THE LAUNCH POINT OF THE QB. - UNDERSTAND THE WEAKNESS OF THE PASS PROTECTION CALL = VS 4 WEAK YOU MUST STAY ON THE MOVE!	- FRONTSIDE - OUR OBJECTIVE IS TO CAPTURE THE EDGE AND BREAK CONTAIN. - POSSIBLE PULL UP CAN OCCUR WITH POOR CUTS BY THE RB OR ULTRA-AGGRESSIVE CONTAIN RUSHERS ON PRESSURES	



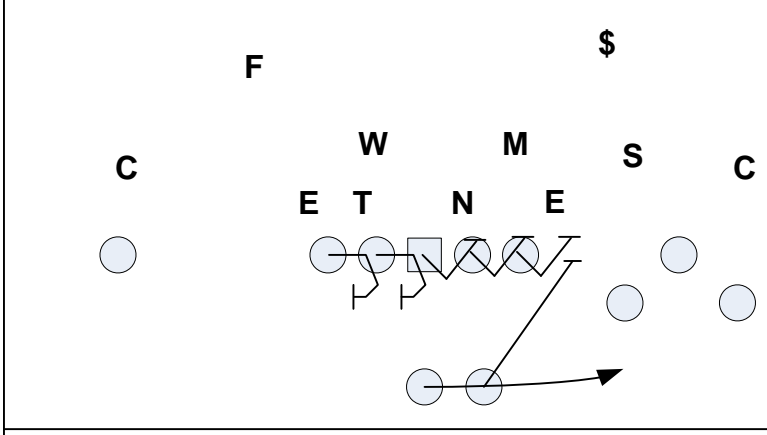
494 VS OVER



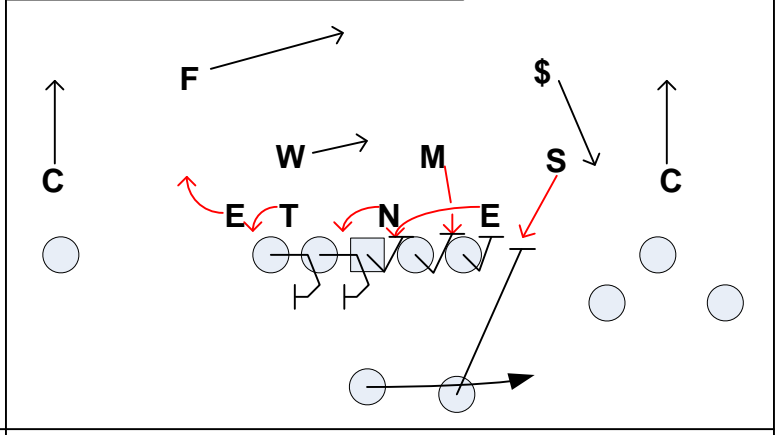
494 VS ODD



494 VS UNDER



494 VS STEELER





# 600/601 (300/301) PROTECTION

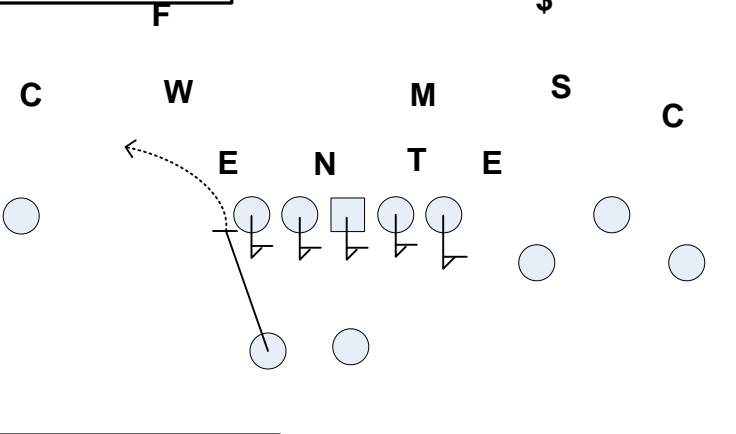
- 6 MAN PROTECTION
- OL GAPS AWAY FROM CALL
- TB HANDLES CALLSIDE C-GAP THREAT

<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- BLOCK THE B GAP	- <b>BLACKSIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER OF B GAP DEFENDER. - <b>WHITESIDE</b> = SET AND EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO C GAP. YOU ARE PROTECTED BY THE RB.
<u>PSG</u>	- BLOCK THE A GAP	- <b>BLACKSIDE</b> = SET AN EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO A GAP DEFENDER. - <b>WHITESIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO B GAP. YOU ARE PROTECTED BY THE PST.
<u>C</u>	- BLOCK THE BS A GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE TO NO A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO A GAP. YOU ARE PROTECTED BY THE PSG.
<u>BSG</u>	- BLOCK THE BS B GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSA GAP. YOU ARE PROTECTED BY THE OC.
<u>BST</u>	- BLOCK THE BS C GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER. - <b>WHITESIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER.	- STAY SQUARE IN GAP. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSB GAP. YOU ARE PROTECTED BY THE BSG.
<u>TB</u>	- BLOCK THE PS C GAP		
<u>QB</u>	- FULL GAP PROTECTION WITH THE TB HANDLING THE CALLSIDE C-GAP. QB SHOULD UNDERSTAND WHERE THE SLIDE IS TAKING PLACE. THE STRENGTH OF THE PASS PROTECTION IS OPPOSITE THE PASS PROTECTION CALL. THE WEAKNESS OF THE PASS PROTECTION IS TO THE CALL.  - IT TAKES 2 DEFENDERS OUTSIDE OF THE CALL SIDE TACKLE TO CREATE A HOT SITUATION FOR THE QB.	- OPPOSITE THE PASS PROTECTION YOU ARE GOOD BECAUSE OF THE FULL SLIDE.	

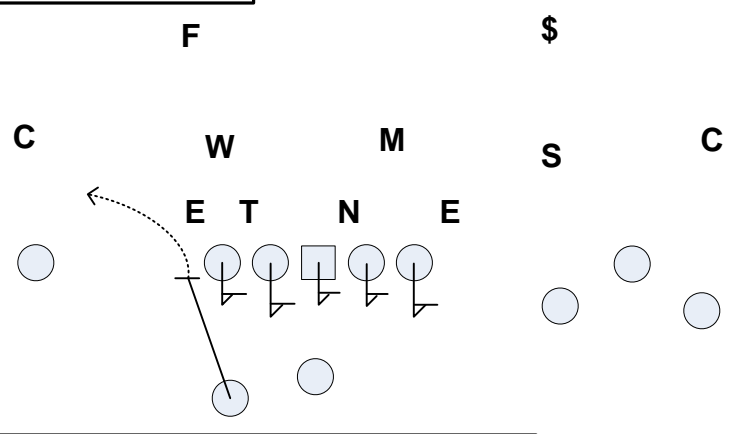


# 600/601 (300/301) PROTECTION

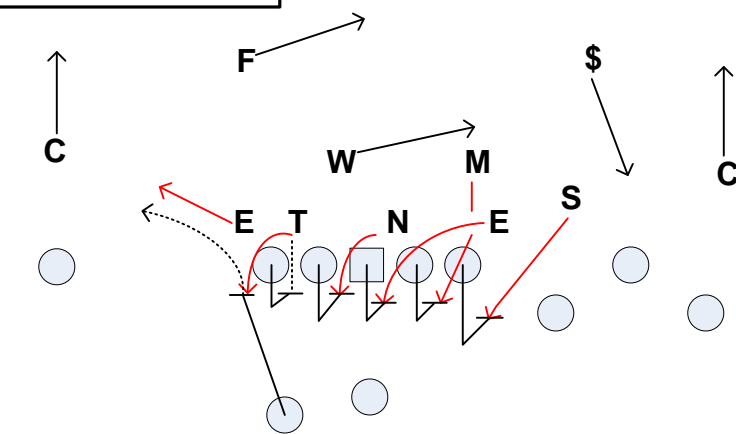
### 601 VS OVER



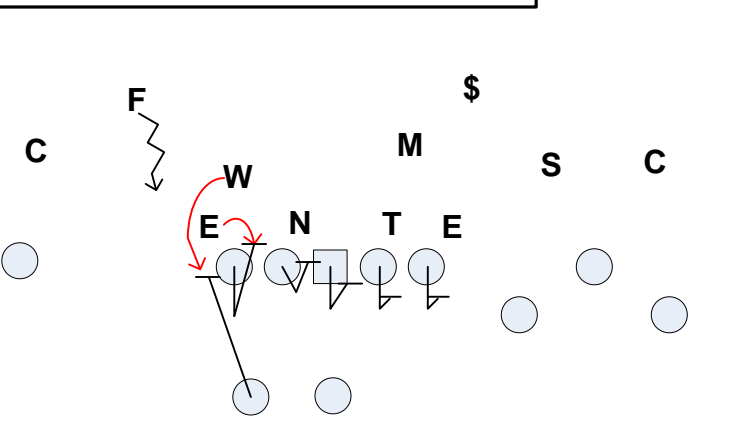
### 601 VS UNDER



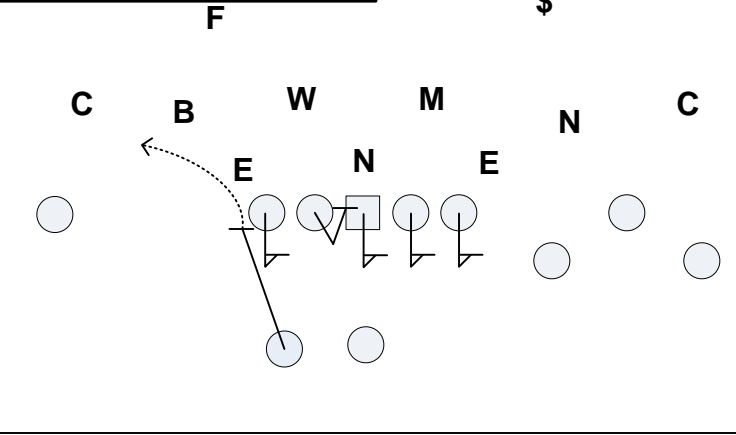
### 601 VS STEELER



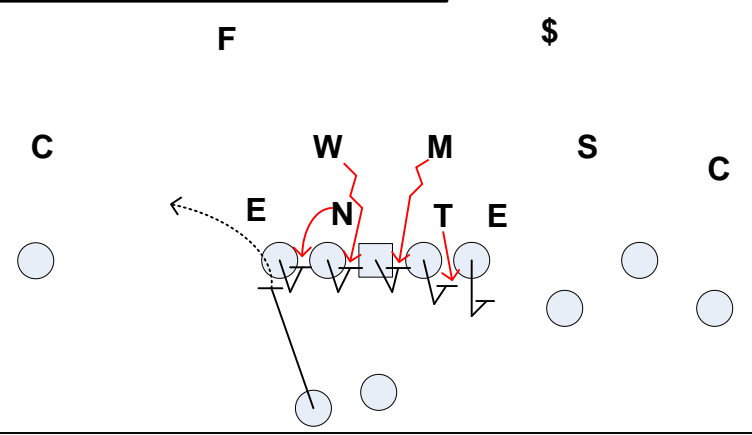
### 601 VS BNDY RIFLE OR BULLET



### 601 VS ODD



### 601 VS DBL A PLUG





# 700/701 PROTECTION

- 7 MAN PROTECTION
- OL GAPS AWAY FROM CALL
- TB HANDLES CALLSIDE C-GAP THREAT

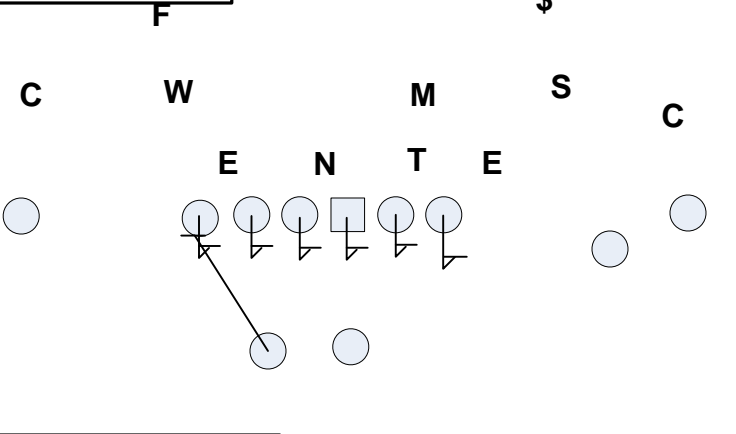
<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- BLOCK THE B GAP	- <b>BLACKSIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER OF B GAP DEFENDER. - <b>WHITESIDE</b> = SET AND EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO C GAP. YOU ARE PROTECTED BY THE RB.
<u>PSG</u>	- BLOCK THE A GAP	- <b>BLACKSIDE</b> = SET AN EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO A GAP DEFENDER. - <b>WHITESIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO B GAP. YOU ARE PROTECTED BY THE PST.
<u>C</u>	- BLOCK THE BS A GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE TO NO A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO A GAP. YOU ARE PROTECTED BY THE PSG.
<u>BSG</u>	- BLOCK THE BS B GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSA GAP. YOU ARE PROTECTED BY THE OC.
<u>BST</u>	- BLOCK THE BS C GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER. - <b>WHITESIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER.	- STAY SQUARE IN GAP. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSB GAP. YOU ARE PROTECTED BY THE BSG.
<u>TB</u>	- MAKE TE/FB WHOLE. BLOCK C-GAP IF TE/FB BLOCKS OUT ON D-GAP DEFENDER. BLOCK D-GAP IF TE/FB BLOCKS DOWN ON C-GAP DEFENDER	- LEAD STEP TO LANDMARK. SPEED TO POWER WITH INSIDE STAGGER FOOT.	- WATCH COMMUNICATION OF TE/FB - TE/FB SLAPS HIP HE IS BASING D-END TO D-GAP (TAKE TRACK TO INSIDE HIP OF TACKLE) - NO SLAP = TE/FB TAKING C-GAP (TAKE TRACK TO INSIDE HIP OF TE/FB)
<u>TE/ FB</u>	- MAN D-END - IF C-GAP THREAT BLOCK C-GAP	- FIRM SET, AGGRESSIVE AND DO NOT ALLOW INSIDE PENETRATION	- COMMUNICATE WITH BACK ON C-GAP / D-GAP RULES



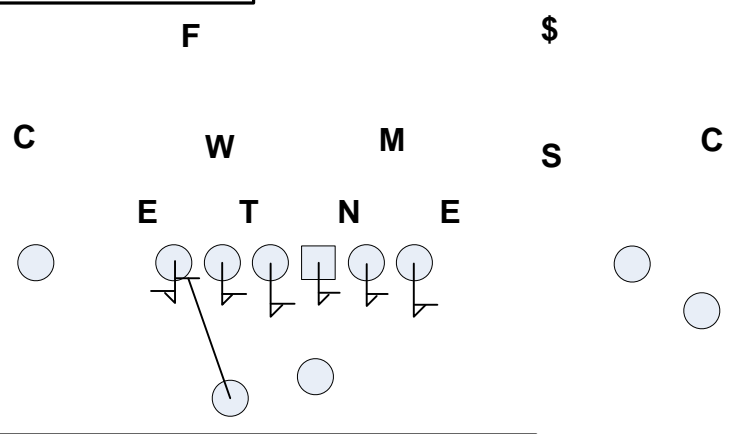


700/701 PROTECTION

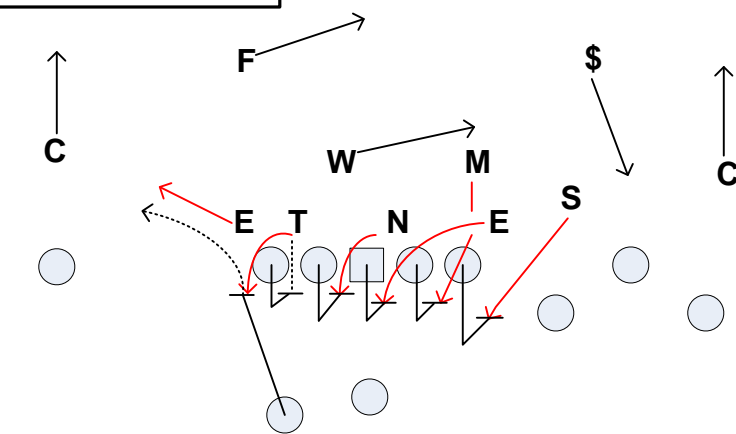
701 VS OVER



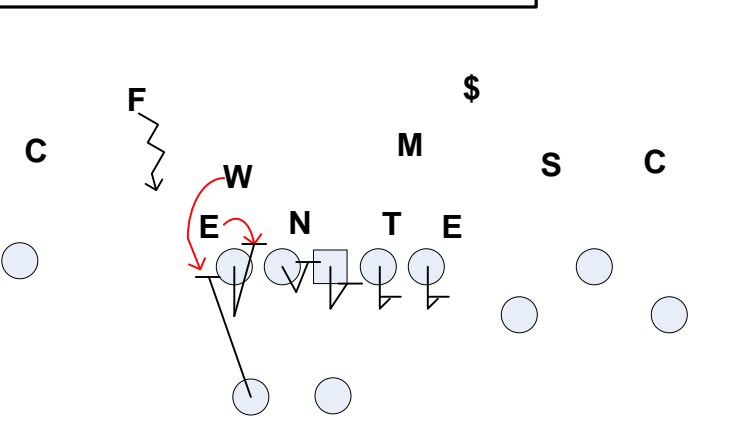
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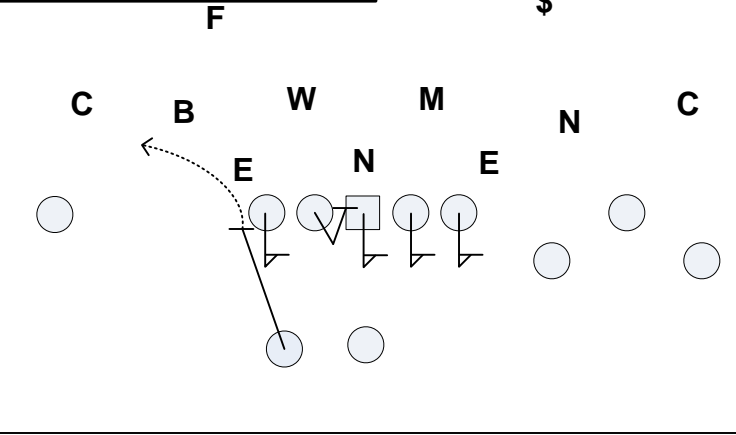
701 VS STEELER



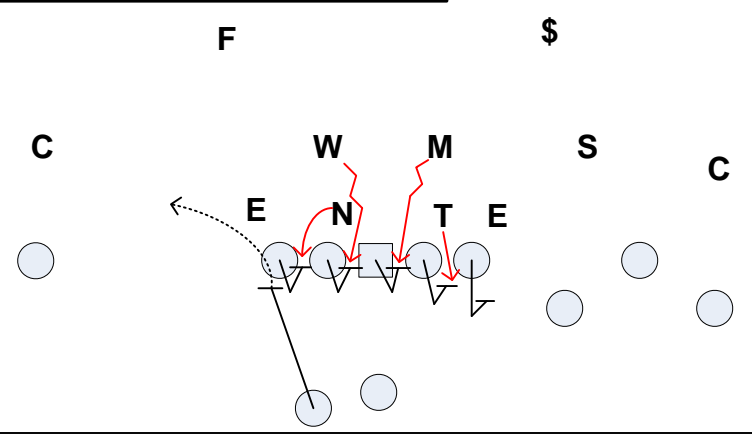
701 VS BNDY RIFLE OR BULLET



701 VS ODD



701 VS DBL A PLUG





# 800/801 PROTECTION

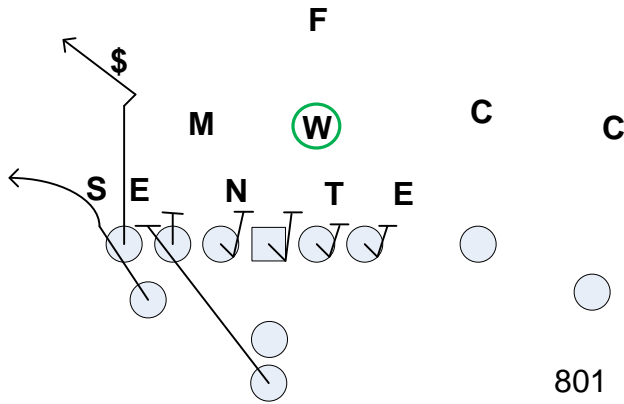
- 6 MAN PROTECTION
- OL GAPS AWAY FROM CALL
- RB QUICK FAKE AND CUTS THE E.M.O.L.
- QB HANDLES CALLSIDE RIFLE

<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- BLOCK THE B GAP	- <b>BLACKSIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER OF B GAP DEFENDER. - <b>WHITESIDE</b> = SET AND EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO C GAP. YOU ARE PROTECTED BY THE RB.
<u>PSG</u>	- BLOCK THE A GAP	- <b>BLACKSIDE</b> = SET AN EDGE WITH CALLSIDE HAND, DO NOT VACATE TO NO A GAP DEFENDER. - <b>WHITESIDE</b> = POWER SET DOWN HARD TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO B GAP. YOU ARE PROTECTED BY THE PST.
<u>C</u>	- BLOCK THE BS A GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE TO NO A GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO A GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO A GAP. YOU ARE PROTECTED BY THE PSG.
<u>BSG</u>	- BLOCK THE BS B GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER. - <b>WHITESIDE</b> = GET UPRIGHT GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE TO NO B GAP DEFENDER. - KEEP INSIDE NUMBER LEVERAGE ON B GAP DEFENDER.	- STAY SQUARE IN GAP. - DO NOT VACATE IMMEDIATELY IF NO B GAP THREAT. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSA GAP. YOU ARE PROTECTED BY THE OC.
<u>BST</u>	- BLOCK THE BS C GAP	- <b>BLACKSIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER. - <b>WHITESIDE</b> = ANGLE SET TO INSIDE NUMBER LEVERAGE OF C GAP DEFENDER.	- STAY SQUARE IN GAP. - FEATHER BUT DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO BSB GAP. YOU ARE PROTECTED BY THE BSG.
<u>TB</u>	- QUICK 16/17 FAKE - CUT INSIDE THIGH OF 1 <sup>ST</sup> DEFENDER OFF OT.	- AIM O/S HIP OF THE OT.	- FLASH FAKE RUN ACTION TO INFLUENCE DEFENDERS. - SHOW SHELF AND SHOW FOLD WITH TOP ARM.
<u>QB</u>	- FULL GAP PROTECTION WITH THE TB CUTTING THE EMOL TO THE CALL. QB SHOULD UNDERSTAND WHERE THE SLIDE IS TAKING PLACE. THE STRENGTH OF THE PASS PROTECTION IS OPPOSITE THE PASS PROTECTION CALL. THE WEAKNESS OF THE PASS PROTECTION IS TO THE CALL.  - IT TAKES 2 DEFENDERS OUTSIDE OF THE CALL SIDE TACKLE TO CREATE A HOT SITUATION FOR THE QB.	- OPPOSITE THE PASS PROTECTION YOU ARE GOOD BECAUSE OF THE FULL SLIDE.	

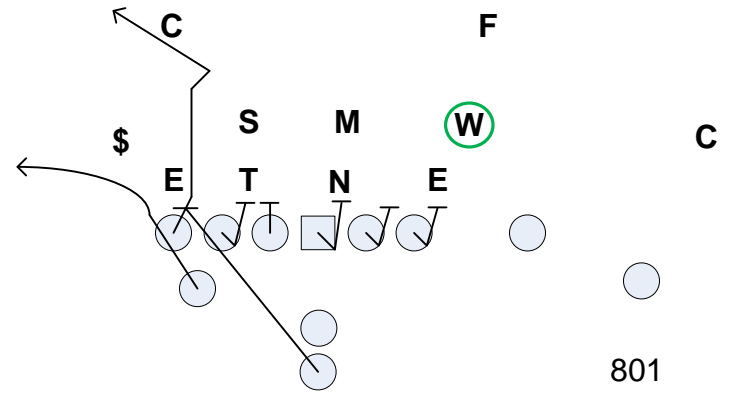


# 800/801 PROTECTION

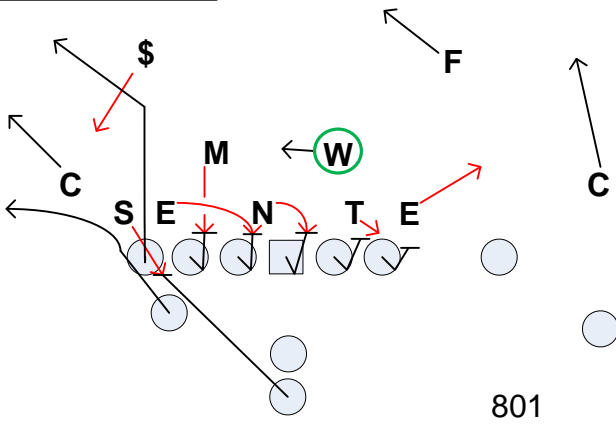
### 801 VS UNDER



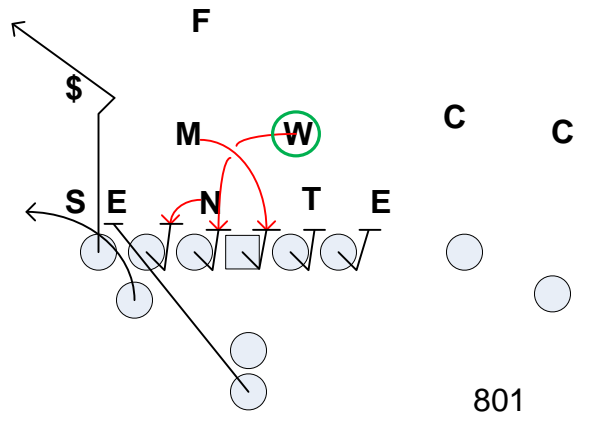
### 801 VS OVER



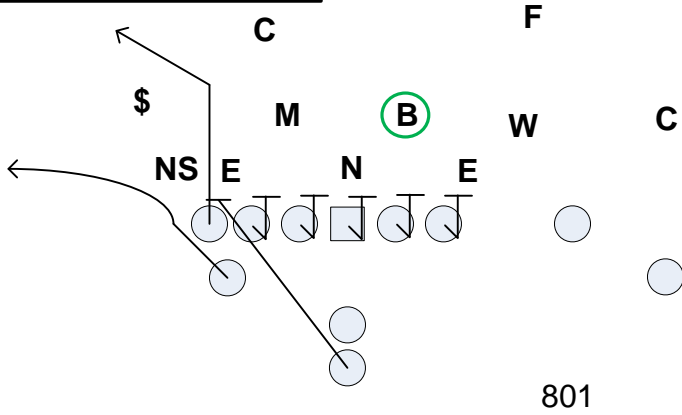
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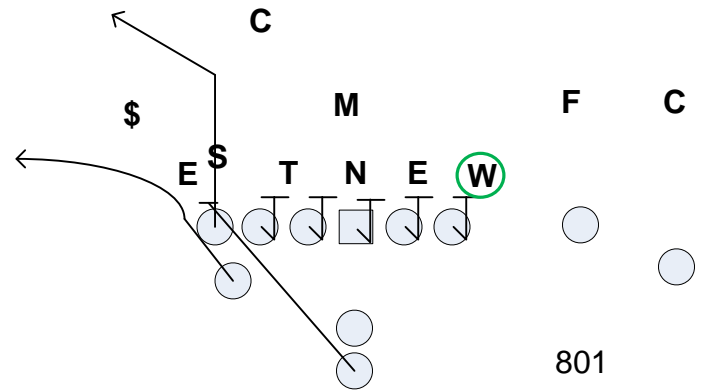
### 801 VS MIDDLE PLUG



### 801 VS ODD



### 801 VS BEAR





# 860/861 PROTECTION

- 6 MAN PLAY ACTION PROTECTION
- ALWAYS PROTECTING THE QB BACKSIDE
- ALLOW NO A GAP RUN THROUGH
- 4 WEAK PRESSURE IS HANDLED WITH AN OUT CALL
- 4 STRONG IS HANDLED BY FLIPPING THE PROTECTION
- RB HAS A DUAL READ (MAKES THE LOCK SIDE WHOLE)
- QB IS RESPONSIBLE FOR THE 7<sup>TH</sup> DEFENDER (CALL SIDE WIDEST)

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL</li> <li><b>COVERED</b> – BLOCK MAN ON</li> <li><b>UNCOVERED</b> – BLOCK MAN OUTSIDE</li> <li>- ODD = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER. (POSSIBLE DOUBLE SORT)</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP SET TO INSIDE NUMBER OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> <li>- JUMP SET, KEEP SHOULDERS SQUARE ON A BLACK SIDE</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE. (JUMP SET)</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL IF 2<sup>ND</sup> DL DROPS.</li> </ul>
<b>PSG</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 1<sup>ST</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> <li>- TAKE ANY A GAP RUN THROUGH IF LB IS CLOSER THAN HEELS DEPTH AT THE SNAP OF THE BALL. "HARD CALL"</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF DEFENDER. (HARD CALL VS. TUFF LB=SQUEEZE)</li> <li><b>WHITESIDE</b> = POWER SET DOWN TO INSIDE NUMBER LEVERAGE OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE. (NO B GAP PENETRATION)</li> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>- ID SLIDE SIDE LB</li> <li>- 4 DOWN = SET FOR "SLIDE" SIDE A GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = JUMP/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE.</li> <li><b>BLACKSIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO "SLIDE" SIDE VS 4 WEAK. JUMP SET AND FEATHER NG TO THE A GAP DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>BSG</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE B GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE B-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER.</li> <li><b>BLACKSIDE</b> = JUMP/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO "SLIDE" SIDE VS 4 WEAK. JUMP SET AND COLLECT THE B GAP DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>BST</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE C GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE C-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP/ANGLE SET FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT FLIP PROTECTION BY QB IF HE SEES 4 STRONG</li> <li>- ALERT FOR AN OUT CALL TO "SLIDE" SIDE VS 4 WEAK. JUMP SET AND COLLECT THE WIDEST DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>TB</b>	<ul style="list-style-type: none"> <li>- LINE UP TO SAME SIDE AS PROTECTION CALL</li> <li>- PLAY FAKE</li> <li>- DUAL READ MOST DANGEROUS THREAT INSIDE OUT CALLSIDE</li> <li>- BEAR = DUAL READ MOST DANGEROUS THREAT INSIDE-OUT AT LB LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>- LEAD STEP WITH INSIDE FOOT FOR INSIDE PRESSURE OR OUTSIDE FOOT FOR OUTSIDE PRESSURE.</li> <li>- KEEP FEET STAGGERED, INSIDE FOOT UP. SPLIT CROTCH OF THE DEFENDER WITH OUTSIDE FOOT.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT PROTECTION FLIP VS 4 STRONG</li> <li>- VS 4 WEAK OUT CALL SECURE 1 THREAT TO OPEN GAP.</li> <li>- FTF VS. BLITZ</li> </ul>
<b>QB</b>	<ul style="list-style-type: none"> <li>- VS 4 DOWN TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS ODD (3 DOWN) TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS NO DEEP</li> <li>1) POSSIBLE BUILT IN Q'S</li> <li>2) THROW WARM ADJUSTMENT</li> <li>3) CHECK TO OPTION OR Q.G.</li> </ul>	<ul style="list-style-type: none"> <li>- MECHANICS TO HANDLE 4 MAN PRESSURE TO THE CALLSIDE OF THE PASS PROTECTION VS 4 DOWN</li> <li>1) FLIP PROTECTION</li> <li>2) POSSIBLE BUILT IN Q'S IF ROGER/LARRY IS MISSED</li> <li>3) THROW SIGHT</li> </ul>	





# 880/881 PROTECTION

- 8 MAN PLAY ACTION PROTECTION
- ALWAYS PROTECTING THE QB BACKSIDE
- ALLOW NO A GAP RUN THROUGH
- 4 WEAK PRESSURE IS HANDLED WITH AN OUT CALL
- 4 STRONG IS HANDLED BY FLIPPING THE PROTECTION
- RB HAS A DUAL READ (MAKES THE LOCK SIDE WHOLE)

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<b>PST</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL</li> <li><b>COVERED</b> – BLOCK MAN ON</li> <li><b>UNCOVERED</b> – BLOCK MAN OUTSIDE</li> <li>- ODD = "LOCK" 2<sup>ND</sup> DL FROM THE CENTER. (POSSIBLE DOUBLE SORT)</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP SET TO INSIDE NUMBER OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> <li>- JUMP SET, KEEP SHOULDERS SQUARE ON A BLACK SIDE</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE. (JUMP SET)</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL IF 2<sup>ND</sup> DL DROPS.</li> </ul>
<b>PSG</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = "LOCK" 1<sup>ST</sup> DL FROM THE CENTER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> <li>- TAKE ANY A GAP RUN THROUGH IF LB IS CLOSER THAN HEELS DEPTH AT THE SNAP OF THE BALL. "HARD CALL"</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF DEFENDER. (HARD CALL VS. TUFF LB=SQUEEZE)</li> <li><b>WHITESIDE</b> = POWER SET DOWN TO INSIDE NUMBER LEVERAGE OF DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT TWIST TO BLACK SIDE. (NO B GAP PENETRATION)</li> <li>- ALERT FOR "TIMBER" TO AN "OUT" CALL</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>- ID SLIDE SIDE LB</li> <li>- 4 DOWN = SET FOR "SLIDE" SIDE A GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE A-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = JUMP/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO PSG. DO NOT VACATE.</li> <li><b>BLACKSIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP SET AND FEATHER NG TO THE A GAP DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>BSG</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE B GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL BLOCK MAN ON</li> <li>- ODD = SLIDE B-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- <b>WHITESIDE</b> = JUMP/ANGLE SET TO INSIDE NUMBER LEVERAGE OF B GAP DEFENDER.</li> <li><b>BLACKSIDE</b> = JUMP/ANGLE SET GIVING HELP WITH CALL SIDE HAND TO OC. DO NOT VACATE.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "SLIDE" SIDE DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP SET AND COLLECT THE B GAP DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>BST</b>	<ul style="list-style-type: none"> <li>- 4 DOWN = SET FOR "SLIDE" SIDE C GAP DEFENDER</li> <li>- BEAR = "MATCH" CALL, BLOCK MAN ON</li> <li>- ODD = SLIDE C-GAP OR DOUBLE SORT BASED ON GAMEPLAN</li> </ul>	<ul style="list-style-type: none"> <li>- JUMP/ANGLE SET FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON "LOCKED" DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- NEVER AN OUT CALL VS. 4 WEAK</li> <li>- JUMP SET AND COLLECT THE WIDEST DEFENDER.</li> <li>- SETTLE CALL WORKS YOUR EYES THAT DIRECTION FOR PRESSURE</li> </ul>
<b>TB</b>	<ul style="list-style-type: none"> <li>- LINE UP TO SAME SIDE AS PROTECTION CALL</li> <li>- PLAY FAKE</li> <li>- DUAL READ MOST DANGEROUS THREAT INSIDE OUT CALLSIDE</li> <li>- BEAR = DUAL READ MOST DANGEROUS THREAT INSIDE-OUT AT LB LEVEL</li> </ul>	<ul style="list-style-type: none"> <li>- LEAD STEP WITH INSIDE FOOT FOR INSIDE PRESSURE OR OUTSIDE FOOT FOR OUTSIDE PRESSURE.</li> <li>- KEEP FEET STAGGERED, INSIDE FOOT UP. SPLIT CROTCH OF THE DEFENDER WITH OUTSIDE FOOT.</li> </ul>	<ul style="list-style-type: none"> <li>- ALERT PROTECTION FLIP VS 4 STRONG</li> <li>- VS 4 WEAK OUT CALL SECURE 1 THREAT TO OPEN GAP.</li> <li>- FTF VS. BLITZ</li> </ul>
<b>QB</b>	<ul style="list-style-type: none"> <li>- VS 4 DOWN TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS ODD (3 DOWN) TO THE CALLSIDE OF THE PASS PROTECTION = IT TAKES 2</li> <li>- VS NO DEEP</li> <li>1) POSSIBLE BUILT IN Q'S</li> <li>2) THROW WARM ADJUSTMENT</li> <li>3) CHECK TO OPTION OR Q.G.</li> </ul>	<ul style="list-style-type: none"> <li>- MECHANICS TO HANDLE 4 MAN PRESSURE TO THE CALLSIDE OF THE PASS PROTECTION VS 4 DOWN</li> <li>1) FLIP PROTECTION</li> <li>2) POSSIBLE BUILT IN Q'S IF ROGER/LARRY IS MISSED</li> <li>3) THROW SIGHT</li> </ul>	

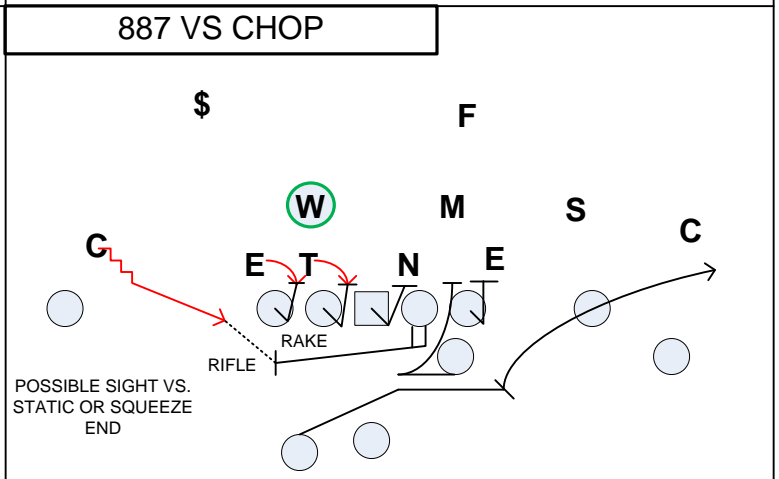
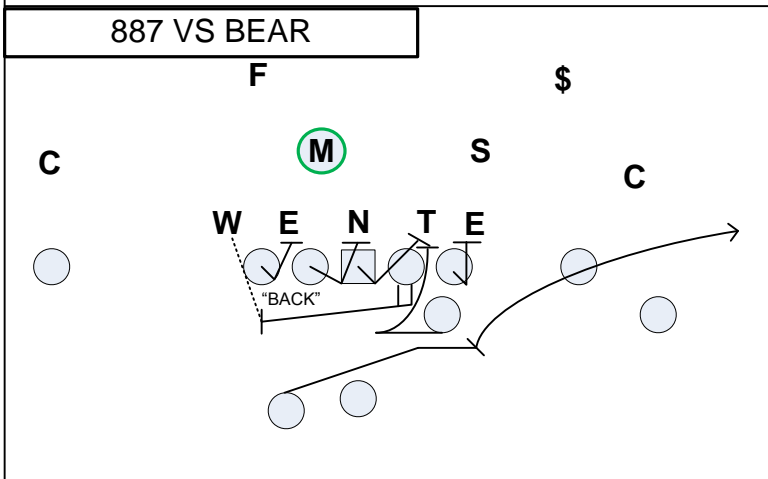
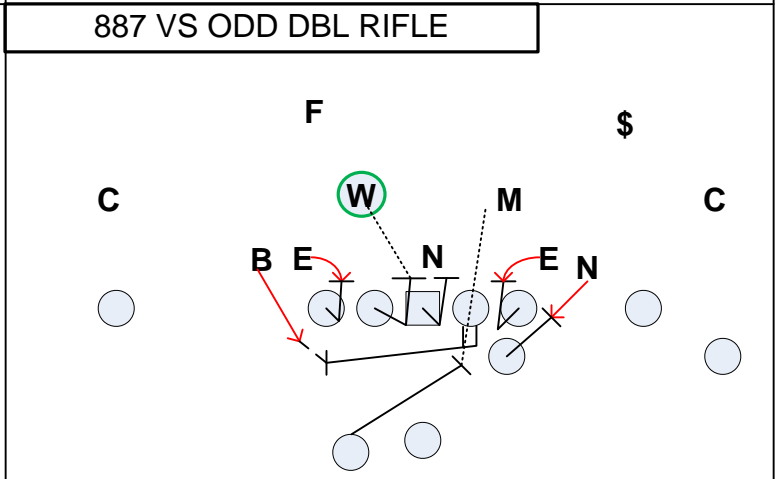
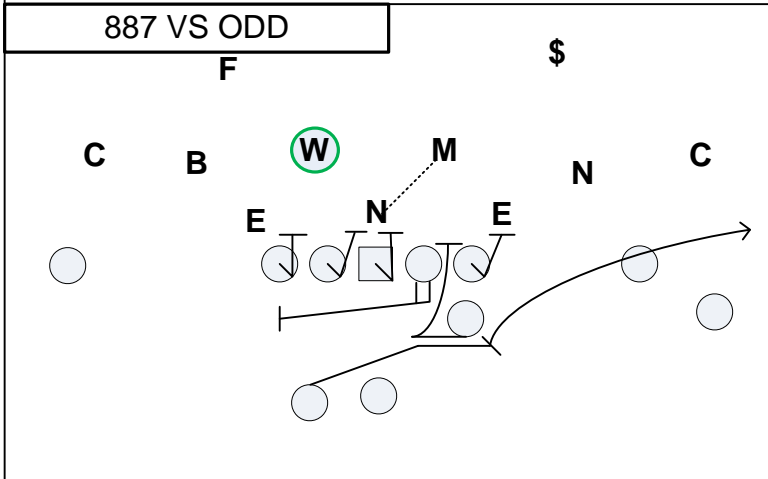
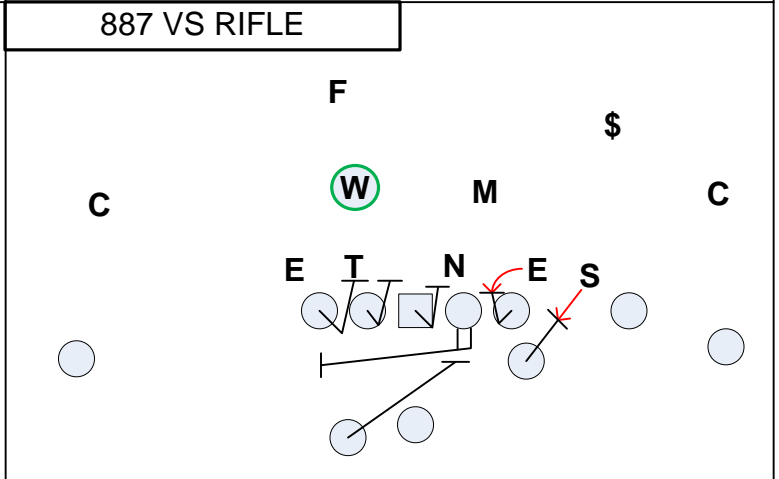
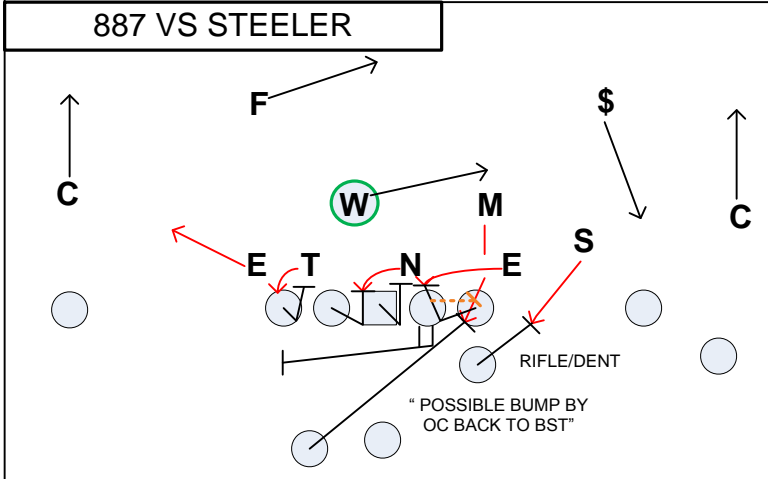
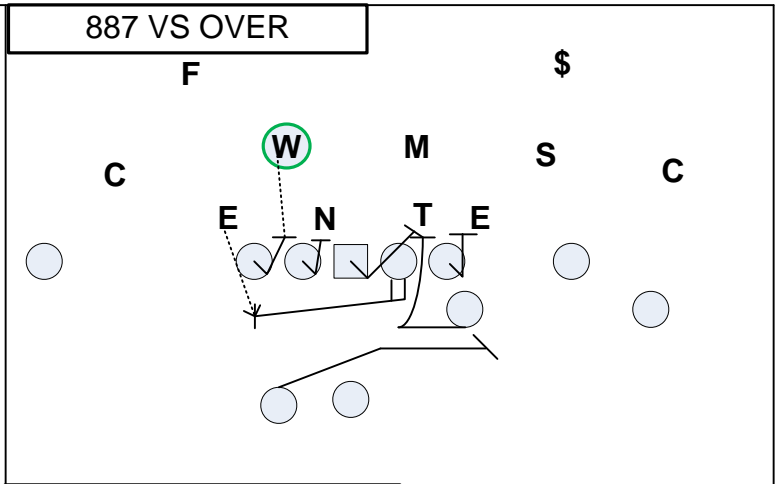
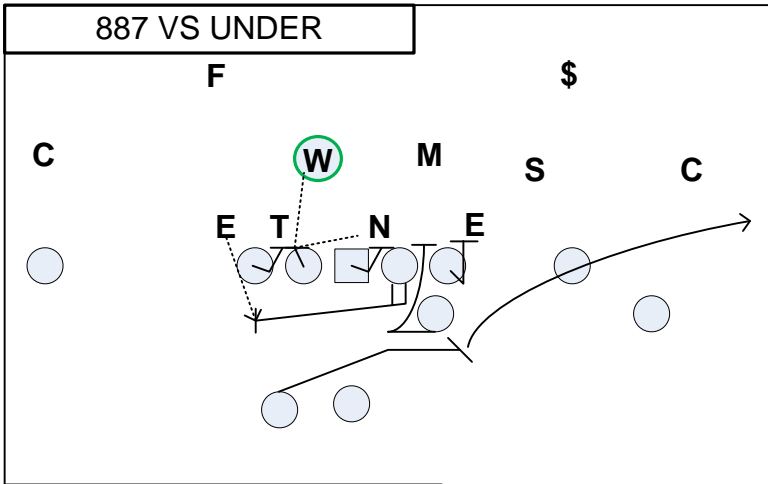


## 886/887 (SIGHT) PROTECTION

- 6/7 MAN PROTECTION
- HARD PLAY ACTION POCKET PASS
- OL GAP SCHEME TO A MAN WITH A PULLER ALLOWS FOR BIG ON BIG PROTECTION.
- RB POSSIBLE 7<sup>TH</sup> MAN PROTECTOR VS PRESSURE.
- VS. 2 OUTSIDE PST, A GAMEPLAN SIGHT ADJUSTMENT IS NEEDED.

POS	RULES/CALLS	TECHNIQUE	COACHING POINT
<u>PST</u>	<ul style="list-style-type: none"> <li>- BLOCK INSIDE B GAP.</li> <li>- TRACK CALLSIDE/ID LB</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = HARD RUN SELL WORKING TO INSIDE NUMBER LEVERAGE. (GUT)</li> <li>- <b>WHITESIDE</b> = HARD RUN SELL IN B GAP WITH AWARENESS OF 2<sup>ND</sup> LEVEL B GAP DEFENDER. MAKE SURE NOT TO GO DOWN FIELD.</li> </ul>	<ul style="list-style-type: none"> <li>- STAY SQUARE IN GAP.</li> <li>- DO NOT CHASE MOVEMENT ACROSS YOUR FACE. YOU ARE PROTECTED BY THE PULLING GUARD.</li> </ul>
<u>PSG</u>	<ul style="list-style-type: none"> <li>- BLOCK INSIDE A GAP</li> <li>- TRACK CALLSIDE/ID LB</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = HARD RUN SELL WITH A GAP AWARENESS. (GUT)</li> <li>- <b>WHITESIDE</b> = HARD RUN SELL ON A GAP DEFENDER.</li> <li>- WORK TO KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- STAY SQUARE IN GAP.</li> <li>- DO NOT CHASE MOVEMENT ACROSS YOUR FACE. YOU ARE PROTECTED BY THE PST.</li> </ul>
<u>C</u>	<ul style="list-style-type: none"> <li>- BLOCK BACKSIDE A GAP BACK REPLACING PULLING GUARD.</li> <li>- ID PLAYSIDE ILB</li> </ul>	<ul style="list-style-type: none"> <li>- <b>BLACKSIDE</b> = HARD RUN SELL BACK SIDE AND CLAMP B GAP DEFENDER WITH Y/H/T</li> <li>- <b>WHITESIDE</b> = HARD RUN SELL ON THE A GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE ON A GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- STAY SQUARE IN GAP.</li> <li>- WORK TO CLAMP THE B GAP DEFENDER</li> <li>- DO NOT CHASE MOVEMENT ACROSS YOUR FACE TO A GAP. YOU ARE PROTECTED BY THE PSG. "ALERT DENT VS. RIFLE"</li> </ul>
<u>BSG</u>	<ul style="list-style-type: none"> <li>- OPEN PULL TO WAGGLE DIRECTION, BLOCK C GAP DEFENDER.</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL FLAT DOWN THE LINE FOR C GAP DEFENDER.</li> <li>- KEEP INSIDE NUMBER LEVERAGE.</li> </ul>	<ul style="list-style-type: none"> <li>- OPEN PULL FOR A MINIMUM OF 3 STEPS THEN SETTLE.</li> <li>- WORK FLAT DOWN THE LINE THEN FOR DEPTH NOT TO CREATE A GAP FOR THE C GAP DEFENDER.</li> </ul>
<u>BST</u>	<ul style="list-style-type: none"> <li>- BLOCK THE DE</li> </ul>	<ul style="list-style-type: none"> <li>- HARD RUN SELL CALL ON THE DEFENSIVE END.</li> <li>- KEEP INSIDE NUMBER LEVERAGE.</li> </ul>	<ul style="list-style-type: none"> <li>- HARD SELL RUN TO INSIDE NUMBER THEN SETTLE.</li> <li>- MAINTAIN INSIDE NUMBER LEVERAGE.</li> <li>- ALERT BUMP FROM OC VS STEELER BLITZ OR RIFLE</li> <li>- CALL DENT VS. RIFLE</li> </ul>
<u>TE/ FB</u>	<ul style="list-style-type: none"> <li>- CHECK RIFLE TO SECURE B GAP.</li> </ul>	<ul style="list-style-type: none"> <li>- PULL FOR 3 QUICK STEPS TO SELL PUNCH.</li> <li>- SECURE B GAP TO MLB WITH OC AND CLAMP DEFENDER</li> <li>- RIFLE = BLITZ TECHNIQUE INSIDE #</li> </ul>	
<u>TB</u>	<ul style="list-style-type: none"> <li>- QUICK CHECK B GAP TO ROUTE (ALERT RIFLE)</li> <li>- ABORT FAKE VS BLITZ</li> <li>- IF NO THREAT, RUN AN ARROW ROUTE UNLESS TAGGED OTHERWISE</li> </ul>	<ul style="list-style-type: none"> <li>- SELL MID ZONE RUN ACTION AWAY FROM PRO CALL.</li> <li>- ARMS ON BODY</li> </ul>	<ul style="list-style-type: none"> <li>- HARD RUN SELL ACTION TO INFLUENCE DEFENDERS</li> <li>- FLAT CONTROL</li> </ul>
<u>QB</u>	<ul style="list-style-type: none"> <li>- GAP/MAN PASS PROTECTION USED TO COMPLIMENT COUNTER RUN GAME</li> <li>- THIS IS AN AGGRESSIVE RUN ACTION FAKE USED WITH 5 STEP RHYTHM TIMING FOR THE QB.</li> <li>- GOOD VS ALL ZONE PRESSURES (EXCEPTIONS-POSSIBLE SIGHT ADJUSTMENT PLAYSIDE BASED ON GAMEPLAN)</li> <li>- SELL COUNTER FAKE – AGGRESSIVE ROCKER UP/ROCKER BACK</li> </ul>	<ul style="list-style-type: none"> <li>- EXAMPLE (887)</li> <li>+ RT GUARD WILL PULL LT</li> <li>+ RB WILL TAKE FAKE TO THE RT, CHECK PASS PRO RESPONSIBILITIES AND LEAK TO THE FLAT UNLESS ROUTE IS TAGGED</li> <li>- NO DEEP 8 MAN PRESSURE</li> <li>+ WARM ROUTE</li> <li>+ POSSIBLE SIGHTS BASED ON GAME PLAN</li> <li>+ POSSIBLE AUDIBLE BASED ON GAME PLAN</li> </ul>	







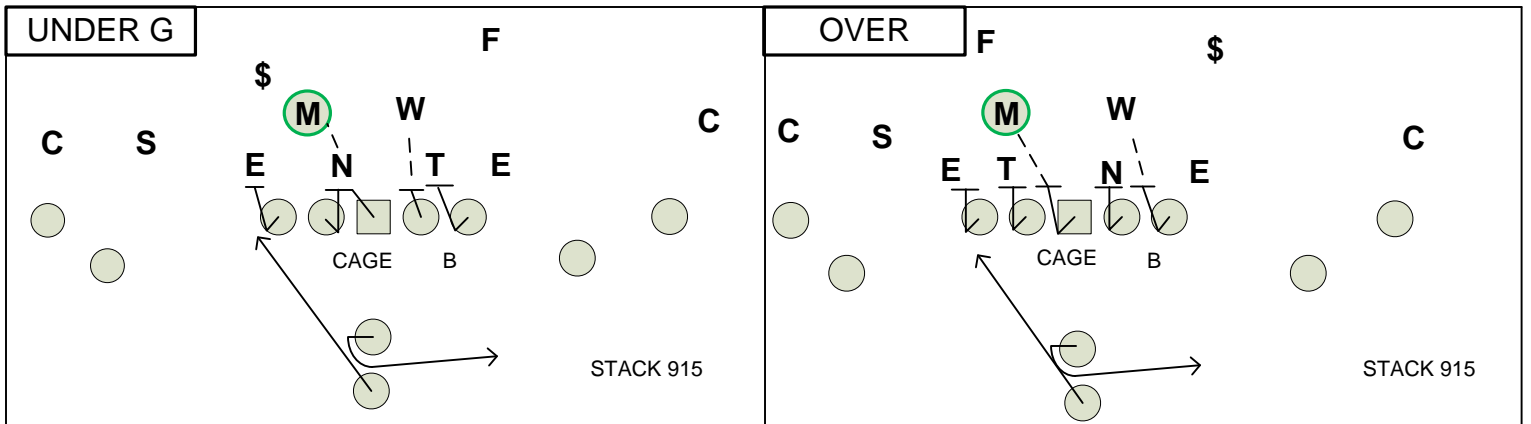
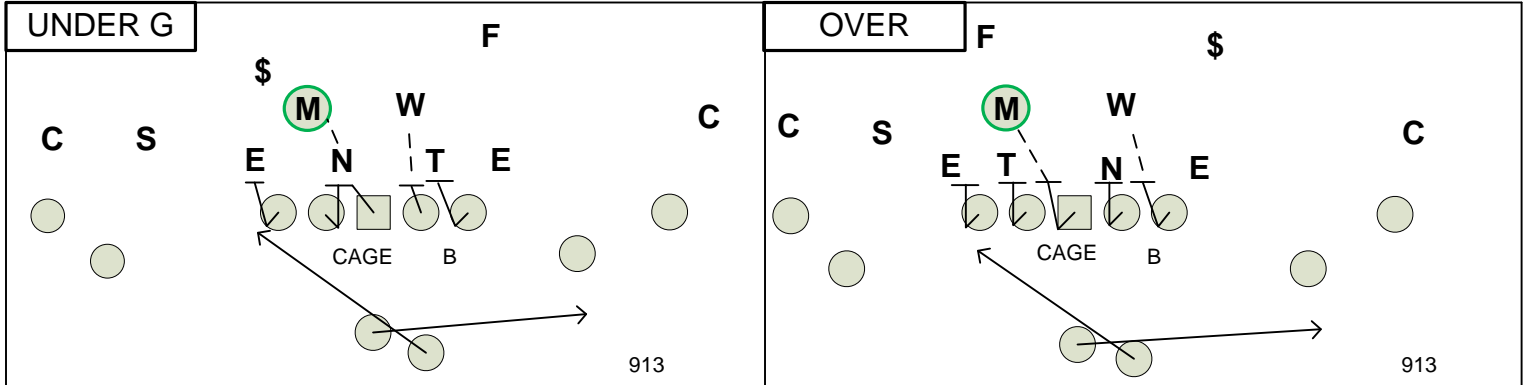
912/913 (914/915)

- **NAKED PROTECTION**
- **6 MAN PROTECTION**

<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE. - BLOCK A RIFLE AND MAKE OUT CALL TO ALERT OTHERS OF MOVEMENT
<u>PSG</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>C</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BSG</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BST</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>TB</u>	- HARD 14/15 PLAY FAKE. - BLINK 1 PAST CENTER'S ID	- GREAT FAKE - ARMS ON BODY	- HARD SELL RUN ACTION TO INFLUENCE DEFENDERS.
<u>QB</u>	- RUN ACTION BREAK CONTAIN PASS PROTECTION USED TO COMPLIMENT OUR STRETCH ZONE RUN GAME - ALWAYS UNDERSTAND WHAT YOU ARE GETTING TO THE SIDE YOU NAKED TO. - DECEPTION IS CRITICAL. ULTRA CLEAR, CONFIDENT, AND CRISP BALL HANDLING. (SPECIFIC GUN AND SPECIFIC STACK TECHNIQUES)	- BE READY FOR THE FOLLOWING: + CLEAN BREAK CONTAIN + BREAK CONTAIN RE TRACE PULL UP THROW BY ATH. DE + PULL UP OVER DRAG THROW (RIFLE) + CHASE TECHNIQUE	



912/913 (914/915)





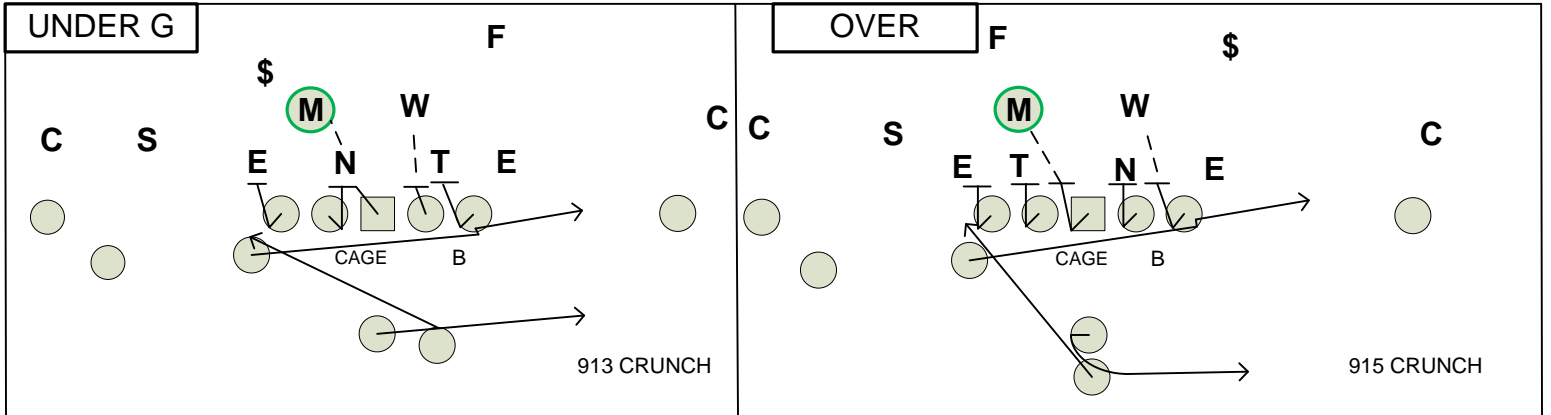
## 912/913 (914/915) CRUNCH

- **6 MAN PROTECTION**
- **HARD SELL PLAY ACTION PASS OFF OF CRUNCH ACTION**

<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE. - BLOCK A RIFLE AND MAKE OUT CALL TO ALERT OTHERS OF MOVEMENT
<u>PSG</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>C</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BSG</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BST</u>	-SELL 12/13 BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>TE/FB</u>	- RUN CRUNCH FLAT (2-3 YARDS) - INFLUENCE CRUNCH - READ BSDE FOR RELEASE	- DEEPEN ALIGNMENT - TIGHT DOWNHILL COURSE TOWARDS BSDE - IF BACKSIDE – SELL CRUNCH CUT-OFF WITH HAT PLACEMENT	-INFLUENCE BSDE TO WRONG ARM AND RELEASE OVER TOP DE -VS. HIGH CONTAIN BSDE RELEASE UNDER TO ROUTE
<u>TB</u>	- HARD 12/13 PLAY FAKE. - BLINK 1 PAST CENTER'S ID TO ROUTE.	- GREAT FAKE - ARMS ON BODY	- HARD SELL RUN ACTION TO INFLUENCE DEFENDERS.
<u>QB</u>	- RUN ACTION BREAK CONTAIN PASS PROTECTION USED TO COMPLIMENT OUR STRETCH ZONE RUN GAME - ALWAYS UNDERSTAND WHAT YOU ARE GETTING TO THE SIDE YOU NAKED TO. - DECEPTION IS CRITICAL. ULTRA CLEAR, CONFIDENT, AND CRISP BALL HANDLING. (SPECIFIC GUN AND SPECIFIC STACK TECHNIQUES)	- BE READY FOR THE FOLLOWING: + CLEAN BREAK CONTAIN + BREAK CONTAIN RE TRACE PULL UP THROW BY ATH. DE + PULL UP OVER DRAG THROW (RIFLE) + CHASE TECHNIQUE	



912/913 (914/915) CRUNCH





## 912/913 (914/915) PIN PROTECTION

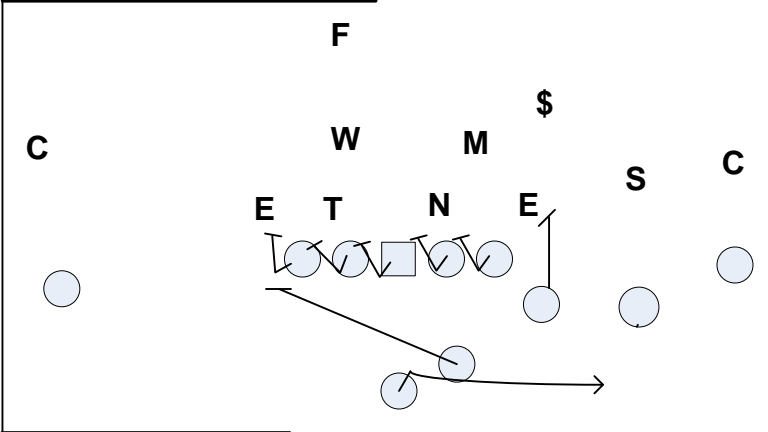
- **6 MAN PROTECTION**
- **HARD PLAY ACTION BREAK CONTAIN PASS PLAY**
- **OL SELLS STRETCH PLAY HARD BUT DOES NOT GO DOWNFIELD.**
- **RB POSSIBLE 7 MAN PROTECTOR VS PRESSURE.**

<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- SELL 12/13 (14/15) BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE. - BLOCK A RIFLE AND MAKE OUT CALL TO ALERT OTHERS OF MOVEMENT
<u>PSG</u>	- SELL 12/13 (14/15) BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>C</u>	- SELL 12/13 (14/15) BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BSG</u>	- SELL 12/13 (14/15) BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BST</u>	- SELL 12/13 (14/15) BUT DO NOT GO DOWN FIELD.	- HARD SELL RUN TO THE CALL	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>BSTE</u> <u>/FB</u>	- D GAP RIFLE TO PIN C GAP DEFENDER	- VS RIFLE USE OUTSIDE BLITZ TECHNIQUE – INSIDE # OF BLITZER, SPLIT THE CROTCH WTH OUTSIDE FOOT - VS BASE – PIN EMOL	- COMMUNICATE THE RIFLE
<u>TB</u>	- HARD 12/13 (14/15) PLAY FAKE. - BLINK 1 PAST CENTER'S ID TO ROUTE.	- GREAT FAKE - ARMS ON BODY	- RESPONSIBLE FOR FLAT CONTROL - HARD SELL RUN ACTION TO INFLUENCE DEFENDERS.
<u>QB</u>	- RUN ACTION BREAK CONTAIN PASS PROTECTION USED TO COMPLIMENT OUR STRETCH ZONE RUN GAME - ALWAYS UNDERSTAND WHAT YOU ARE GETTING TO THE SIDE YOU NAKED TO. - DECEPTION IS CRITICAL. ULTRA CLEAR, CONFIDENT, AND CRISP BALL HANDLING. (SPECIFIC GUN AND SPECIFIC STACK TECHNIQUES)	- BE READY FOR THE FOLLOWING: + CLEAN BREAK CONTAIN + BREAK CONTAIN RE TRACE PULL UP THROW BY ATH. DE + PULL UP OVER DRAG THROW (RIFLE) + CHASE TECHNIQUE	

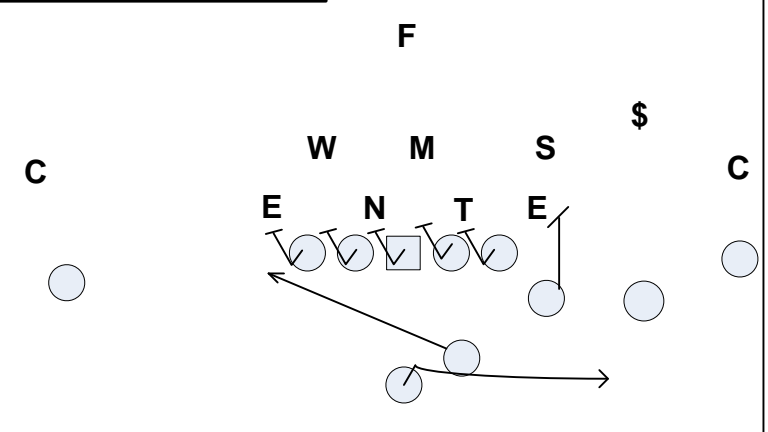


# 912/913 (914/915) PIN PROTECTION

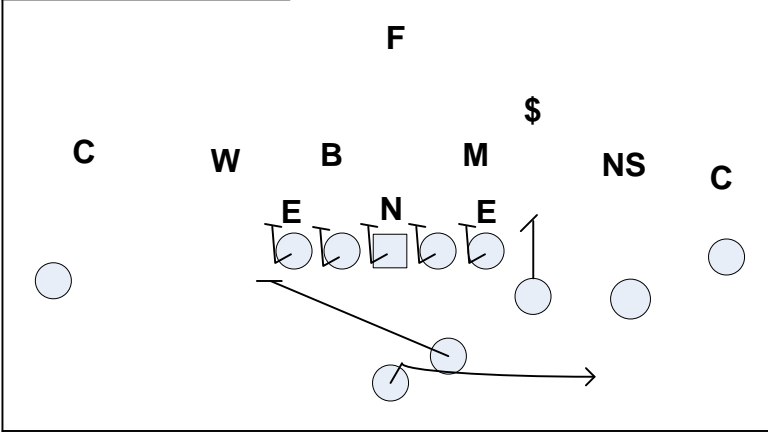
913 PIN VS UNDER



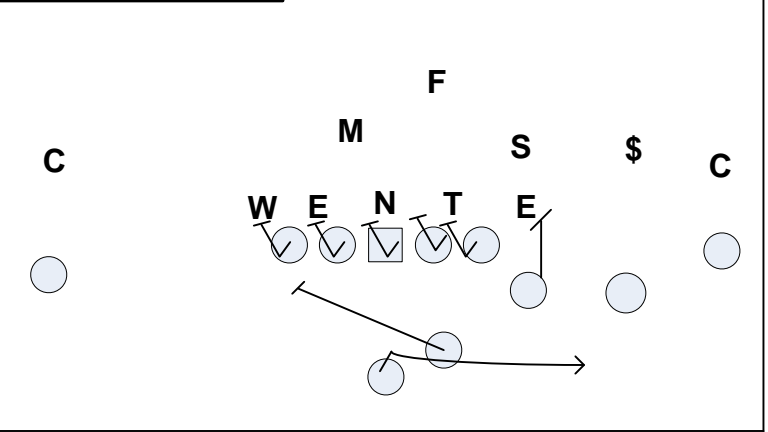
913 PIN VS OVER



913 PIN VS ODD



913 PIN VS BEAR





## 986/987 PIN PROTECTION

- **6 MAN PROTECTION**
- **HARD PLAY ACTION BREAK CONTAIN PASS PLAY**
- **OL SELLS COUNTER PLAY HARD BUT DOES NOT GO DOWNFIELD.**

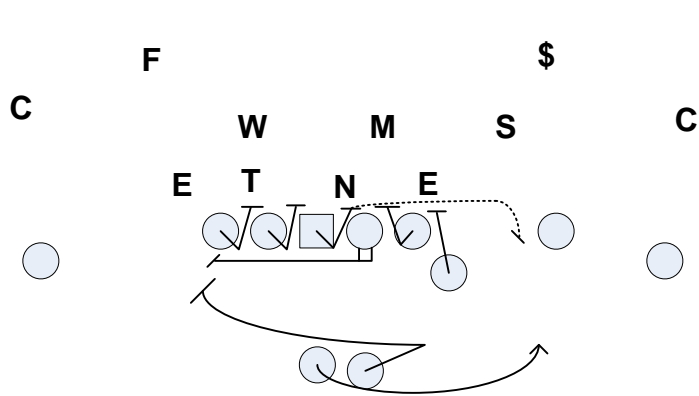
<u>POS</u>	<u>RULES/CALLS</u>	<u>TECHNIQUE</u>	<u>COACHING POINT</u>
<u>PST</u>	- BLOCK DOWN IN THE B GAP.	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.	- DO NOT GO DOWN FIELD - RAKE DEFENSIVE END VS. RIFLE
<u>PSG</u>	- BLOCK DOWN IN THE A GAP.	- HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.	- DO NOT GO DOWN FIELD
<u>C</u>	- BLOCK BACK THROUGH THE A GAP, RELEASE FLAT DOWN THE LINE AND TURN BACK TO BLOCK CONTAIN. - IF A GAP THREAT STAY IN.	- HARD SELL RUN CALL TO YOUR BSG BUT DO NOT GO DOWN FIELD RELEASE FLAT DOWN THE LINE.	- LOOK FOR SCRAPE LB OR RIFLE WHEN YOU CLEAR THE DEFENSIVE END
<u>BSG</u>	- OPEN PULL STRAIGHT DOWN THE LINE TO THE C GAP, BLOCK C GAP DEFENDER.	- HARD SELL RUN CALL ON YOUR PULL BUT DO NOT GO DOWN FIELD.	- ALERT RIFLE CALL. - HARD SELL RUN ACTION - CUT THE DEFENSIVE END OR CUT THE RIFLE
<u>BST</u>	- BLOCK DOWN IN B GAP BACK THROUGH TO A GAP.	- HARD SELL RUN CALL TO YOUR GAP BUT DO NOT GO DOWN FIELD.	- ALERT RIFLE TO MAN ON MAN OUTSIDE. - HARD SELL RUN ACTION, DO NOT CHASE RETURN ACROSS YOUR FACE.
<u>TE/ FB</u>	- D GAP RIFLE TO PIN C GAP DEFENDER	- VS RIFLE USE OUTSIDE BLITZ TECHNIQUE – INSIDE # OF BLITZER, SPLIT THE CROTCH WTH OUTSIDE FOOT - VS BASE – PIN EMOL	- COMMUNICATE THE RIFLE
<u>TB</u>	- HARD SELL 86/87 - BLOCK 1 <sup>ST</sup> DEFENDER OUTSIDE PULLER - NO THREAT - SECURE BLOCK OF PULLER	- SELL RUN ACTION - ARMS ON BODY	- HARD SELL RUN ACTION TO INFLUENCE DEFENDERS.
<u>QB</u>	- RUN ACTION BREAK CONTAIN PASS PROTECTION USED TO COMPLIMENT OUR GAP SCHEME COUNTER GAME - ALWAYS UNDERSTAND WHAT YOU ARE GETTING TO THE SIDE YOU ROLL TO. - DECEPTION IS CRITICAL. ULTRA CLEAR, CONFIDENT, AND CRISP BALL HANDLING. - UNDERSTAND MAN COVERAGE, GREEN DOG POTENTIAL	- BE READY FOR THE FOLLOWING: + CLEAN BREAK CONTAIN + PULL UP OVER DRAG THROW (RIFLE) + CHASE TECHNIQUE - VS RIFLE – POSSIBLE PULL UP AND FIND CROSSER, IF CROSSER COVERED RUN UP THE MIDDLE	



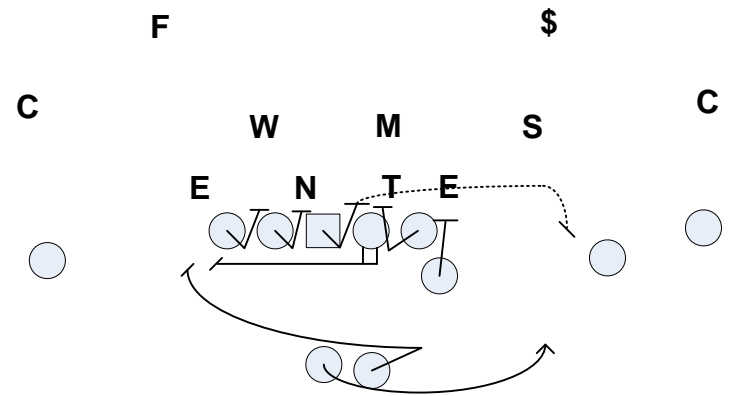


# 986/987 PIN PROTECTION

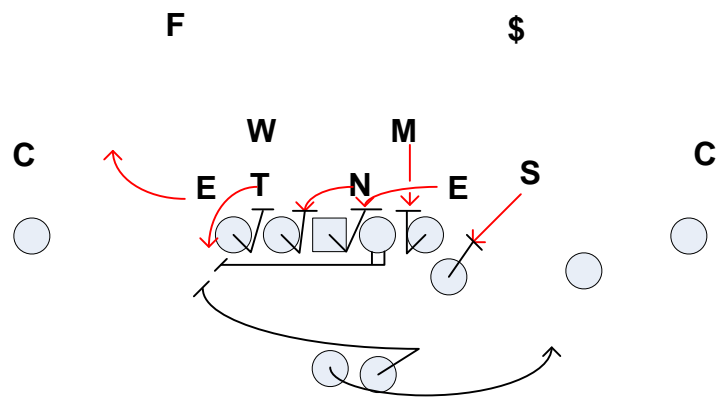
## 987 PIN VS UNDER



## 987 PIN VS OVER



## 987 PIN VS STEELER



## 987 PIN VS ODD

