

SIMPLE OFFENSE

COACH ARTHUR MONTAGNOLI

NOMENCLATURAS

COACH ARTHUR MONTAGNOLI

LETRA POR POSIÇÃO

X

T

G

C

G

T

Y

S

Z

Q

R

LETRAS x CARACTERÍSTICAS

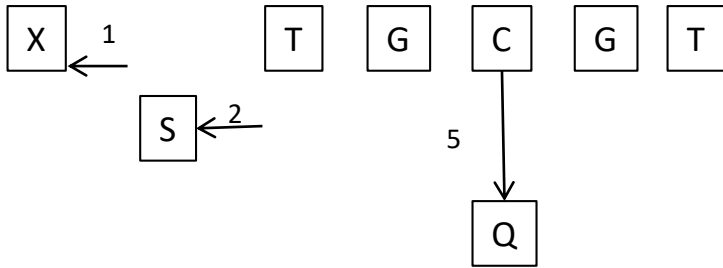
- **X** = FLANKER PADRÃO
- **S** = SLOT R COM POTENCIAL DE CORRIDA
- **Y** = TIGHT END PADRÃO
- **Z** = FLANKER PADRÃO
- **Q** = QUARTERBACK
- **R** = RUNNING BACK

FRONTS BASE

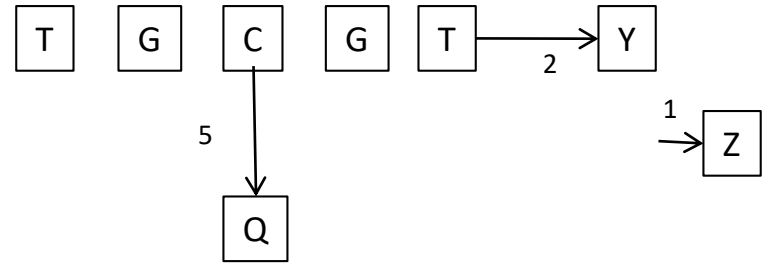
- CLOSE ESQUERDA
- CLOSE DIREITA
- CLOSE CLOSE
- OPEN ESQUERDA
- OPEN DIREITA
- OPEN OPEN
- TRIÂNGULO ESQUERDA
- TRIÂNGULO DIREITA
- PRO DIREITA
- PRO ESQUERDA

FRONTS BASE

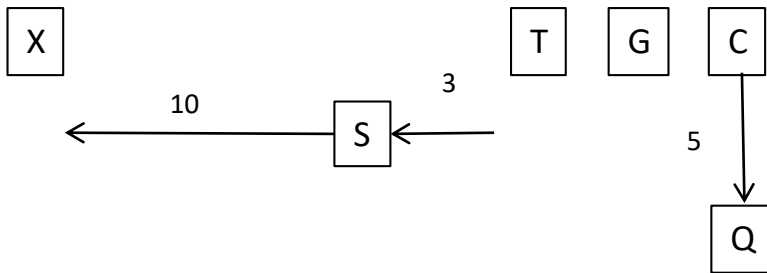
CLOSE ESQUERDA



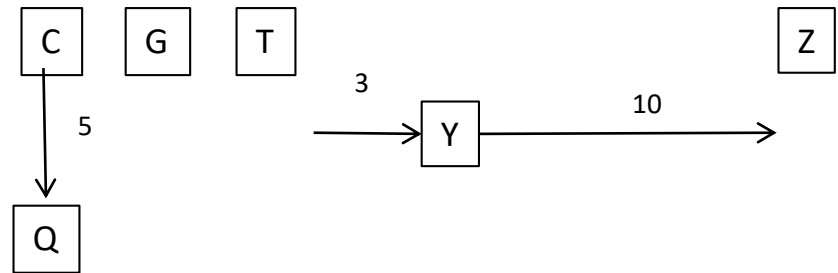
CLOSE DIREITA



OPEN ESQUERDA

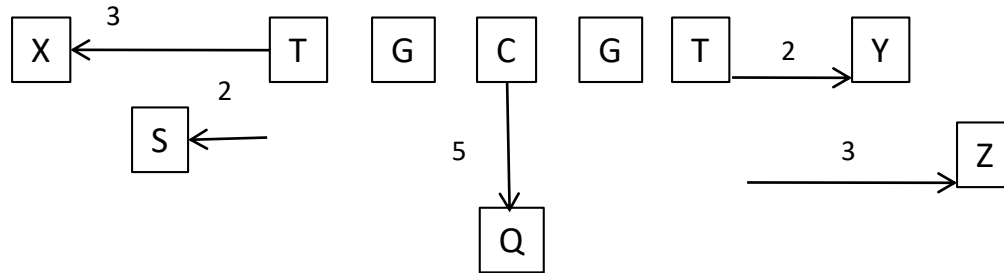


OPEN DIREITA

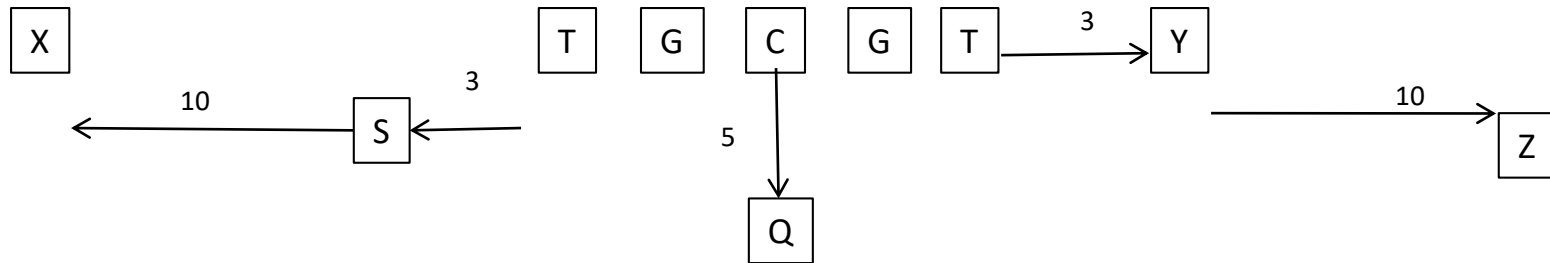


FRONTS BASE

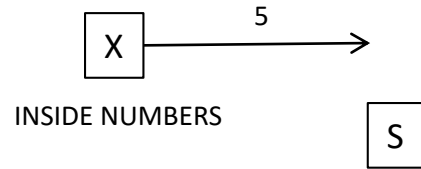
CLOSE CLOSE



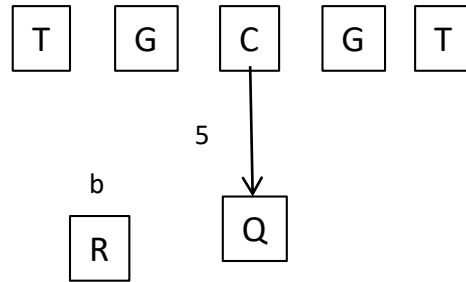
OPEN OPEN



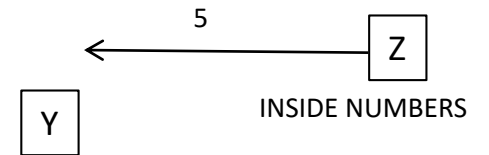
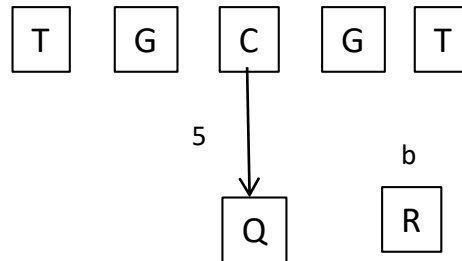
FRONTS BASE



TRIÂNGULO ESQUERDA

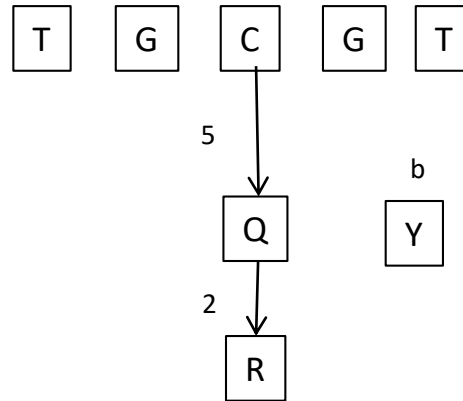


TRIÂNGULO DIREITA

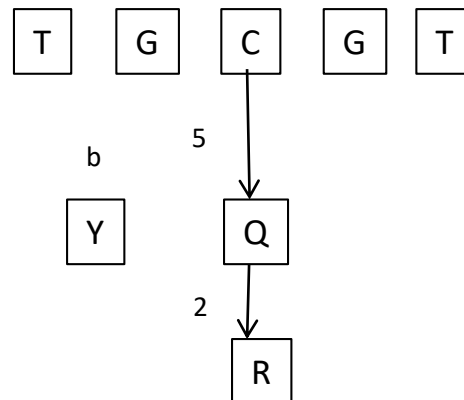


FRONTS BASE

PRO DIREITA



PRO ESQUERDA



SOBRE VARIAÇÕES DE FRONTS

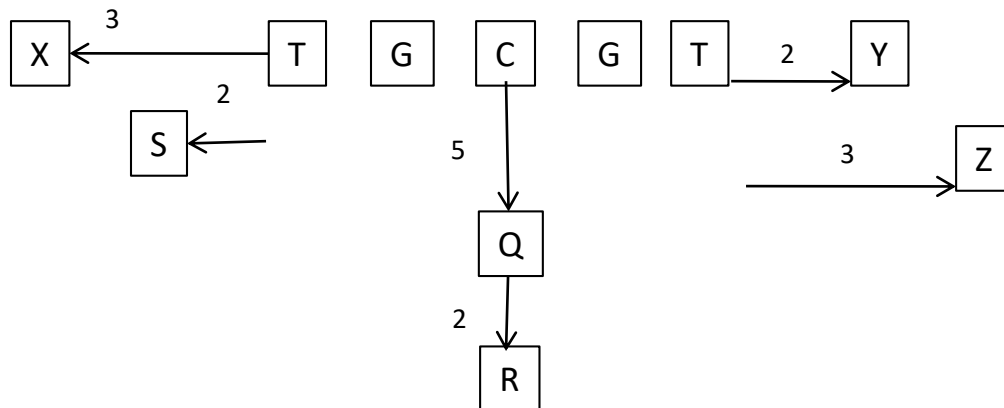
A PARTIR DOS FRONTS BASES, PODE-SE FORMAR
QUALQUER VARIAÇÃO DE FRONT MANTENDO
O CONCEITO BASE DA JOGADA

LETRAS x MOTION

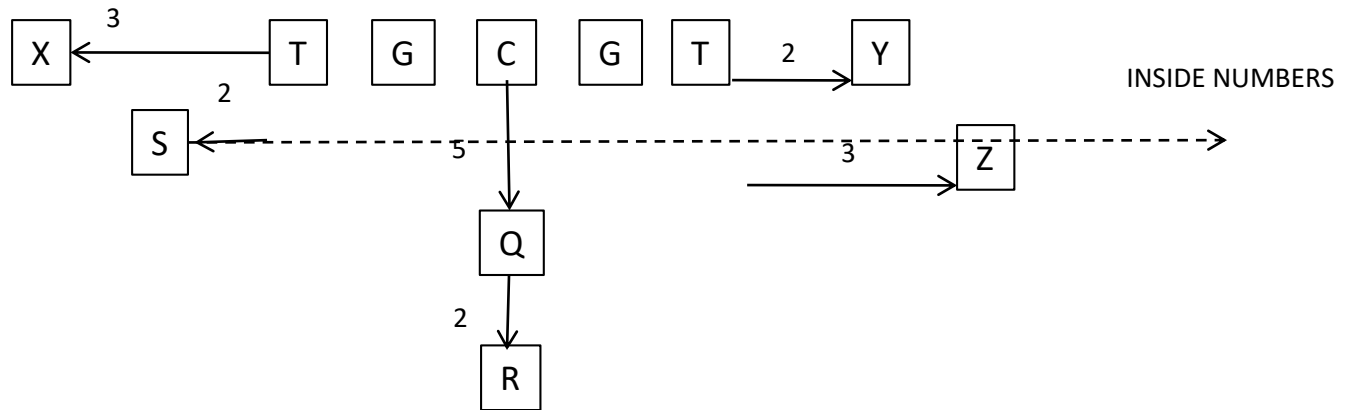
- X = XENON
- S = SILVER
- Y = YANKEE
- Z = ZOOM
- Q = KILL
- R = ROLL (**Left**) / REAR (**Right**)

VARIAÇÕES DOS FRONTS A PARTIR DAS BASES

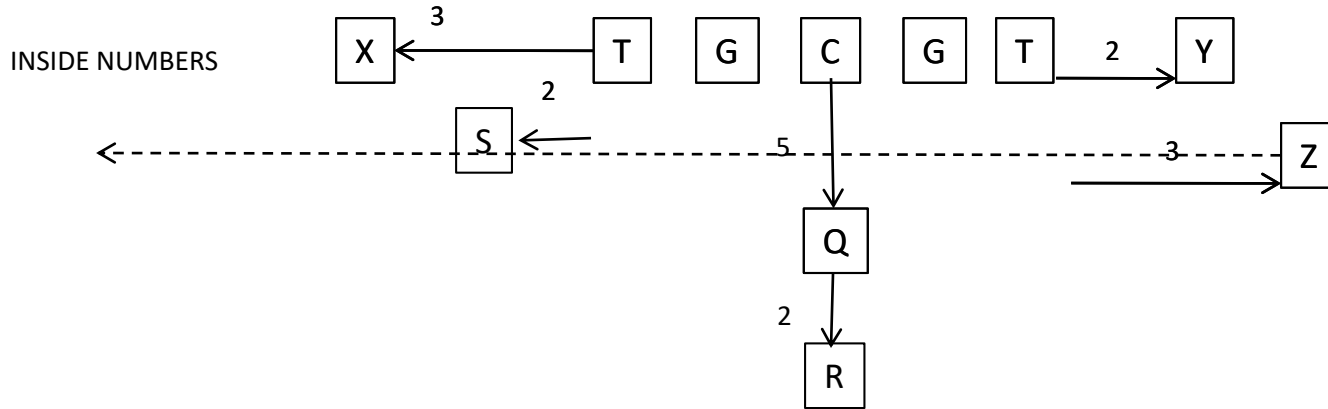
FRONT CLOSE



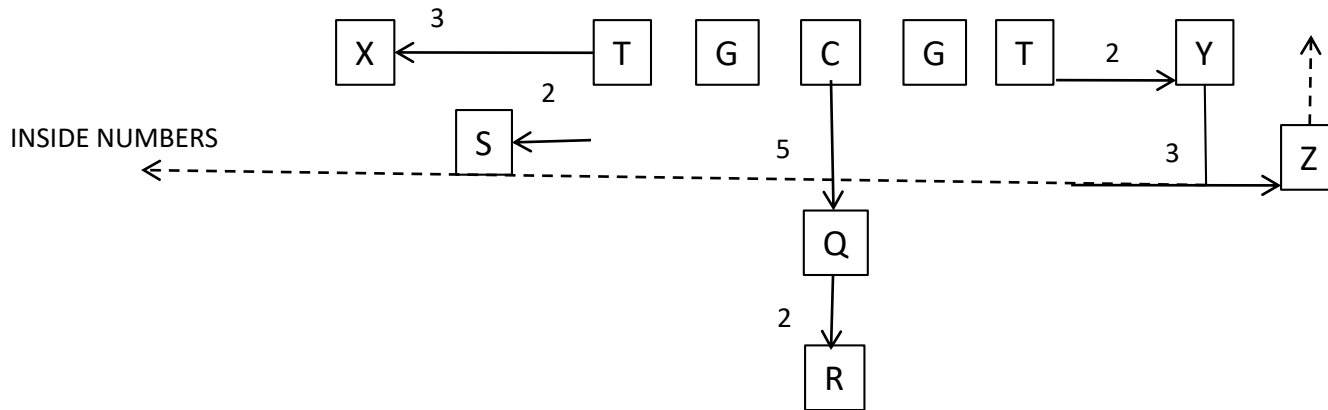
CLOSE -> TRIP "SILVER"



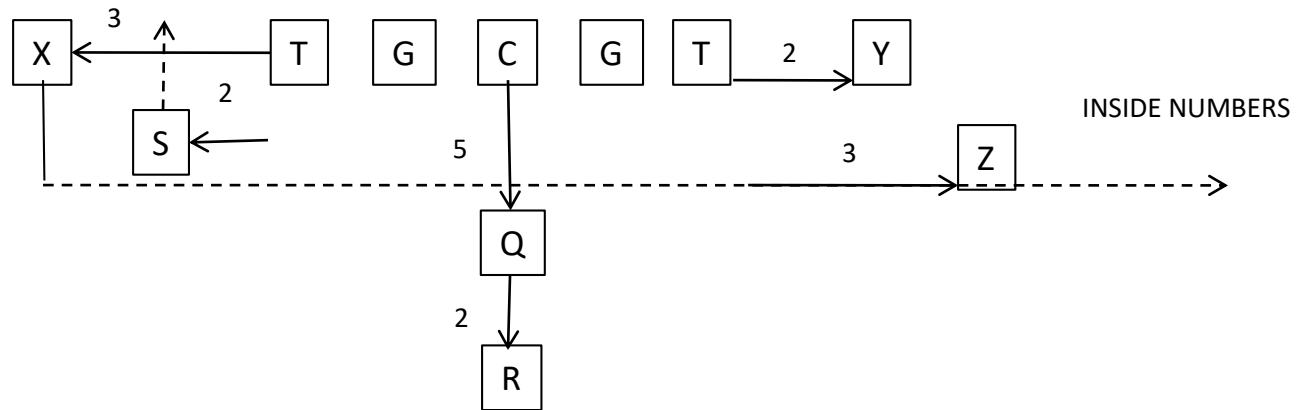
CLOSE -> TRIP "ZOOM"



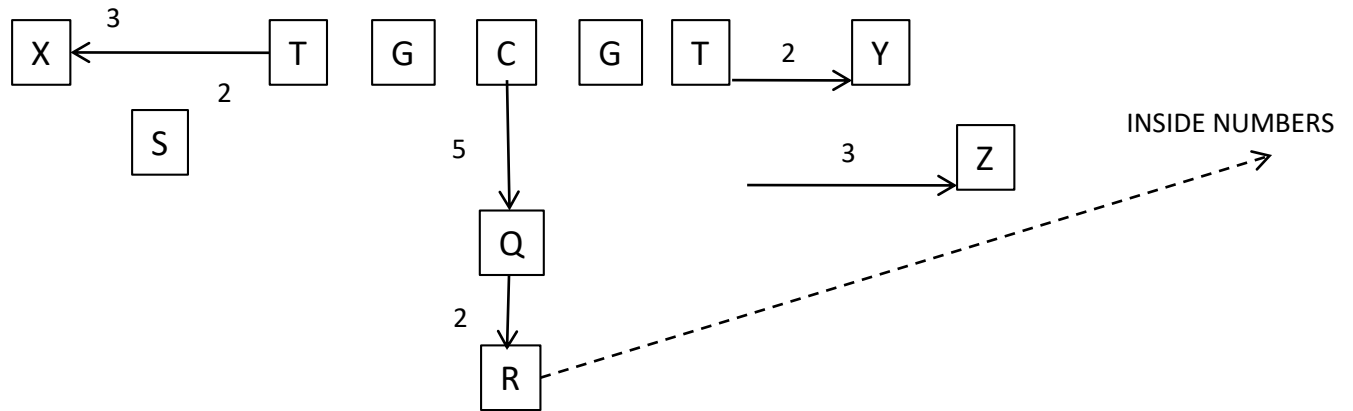
CLOSE -> TRIP "YANKEE"



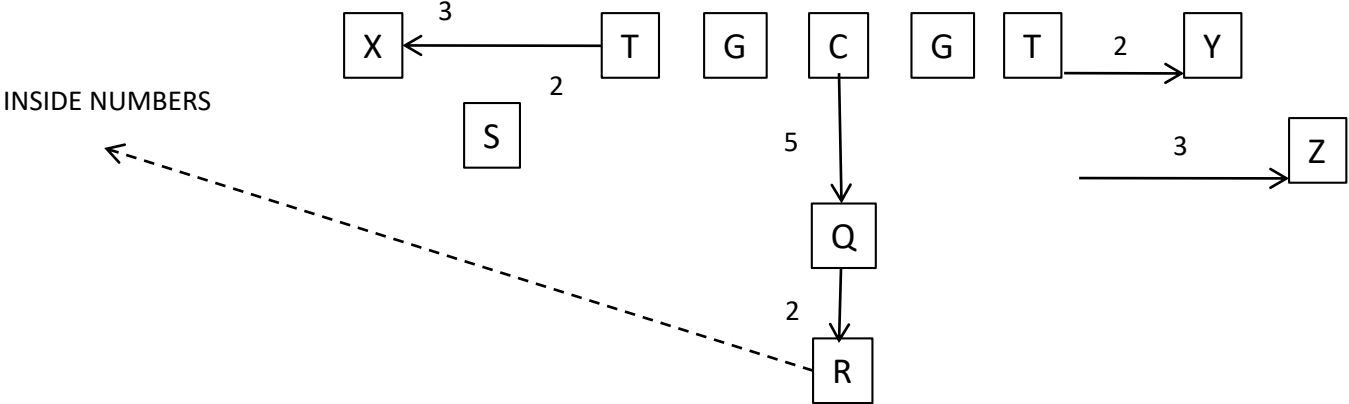
CLOSE -> TRIP "XENON"



CLOSE -> EMPTY "REAR"

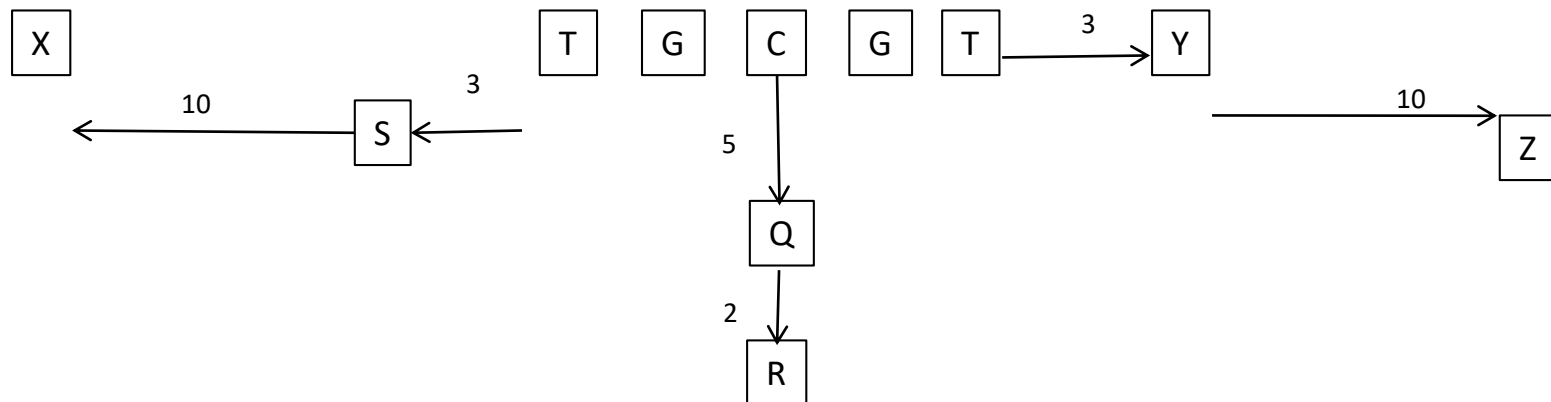


CLOSE -> EMPTY "ROLL"

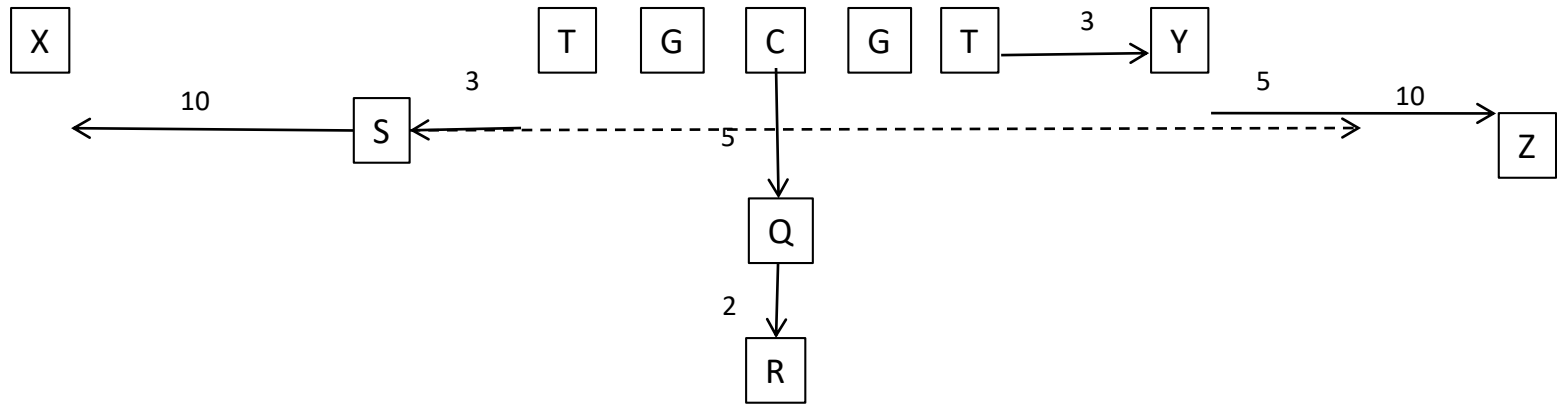


VARIAÇÕES DOS FRONTS A PARTIR DAS BASES

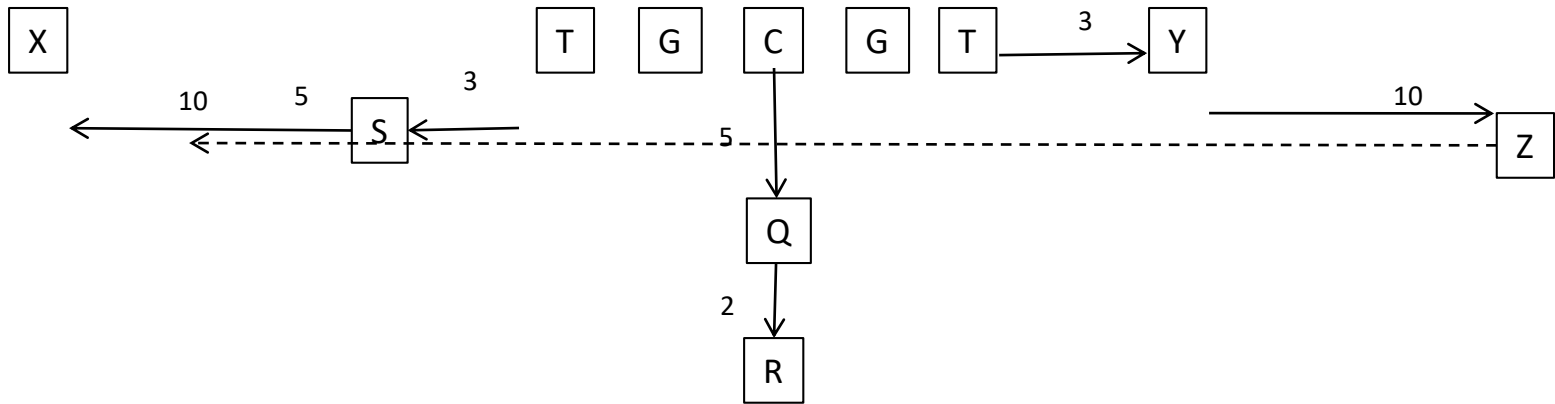
FRONT OPEN



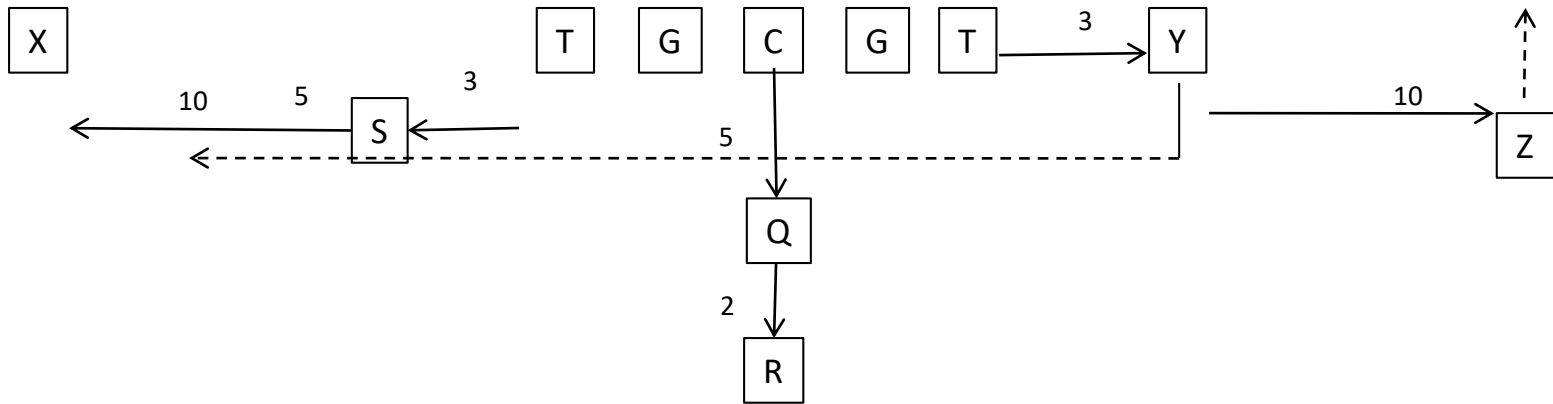
OPEN -> TRIP "SILVER"



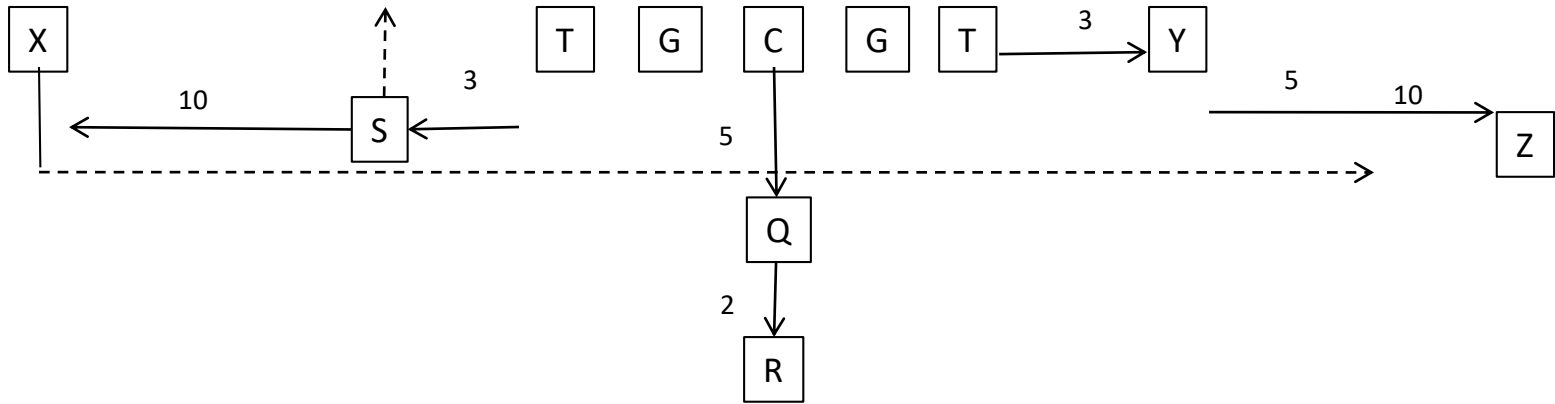
OPEN -> TRIP "ZOOM"



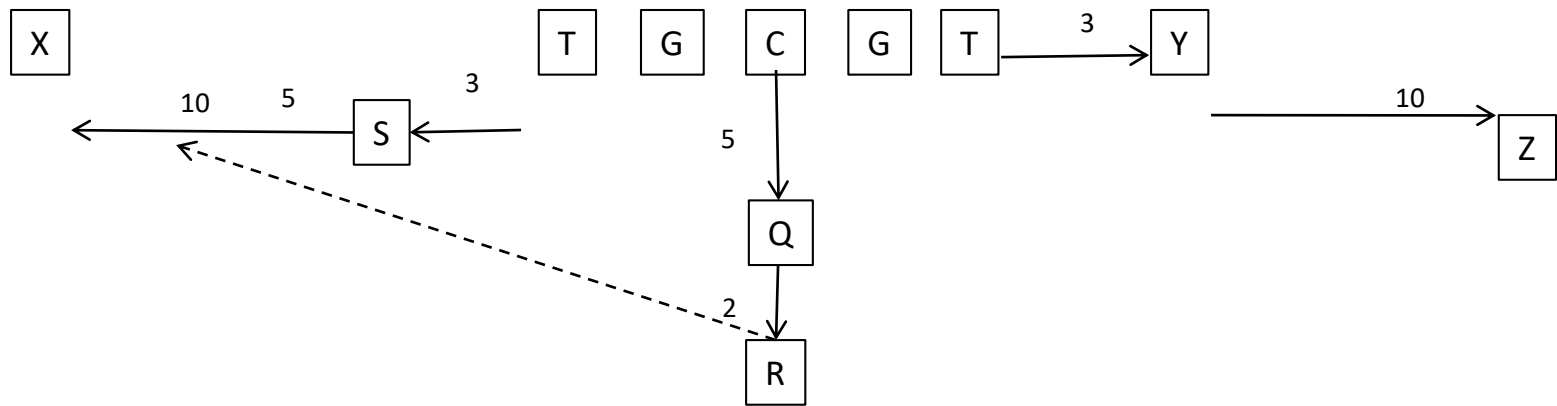
OPEN -> TRIP "YANKEE"



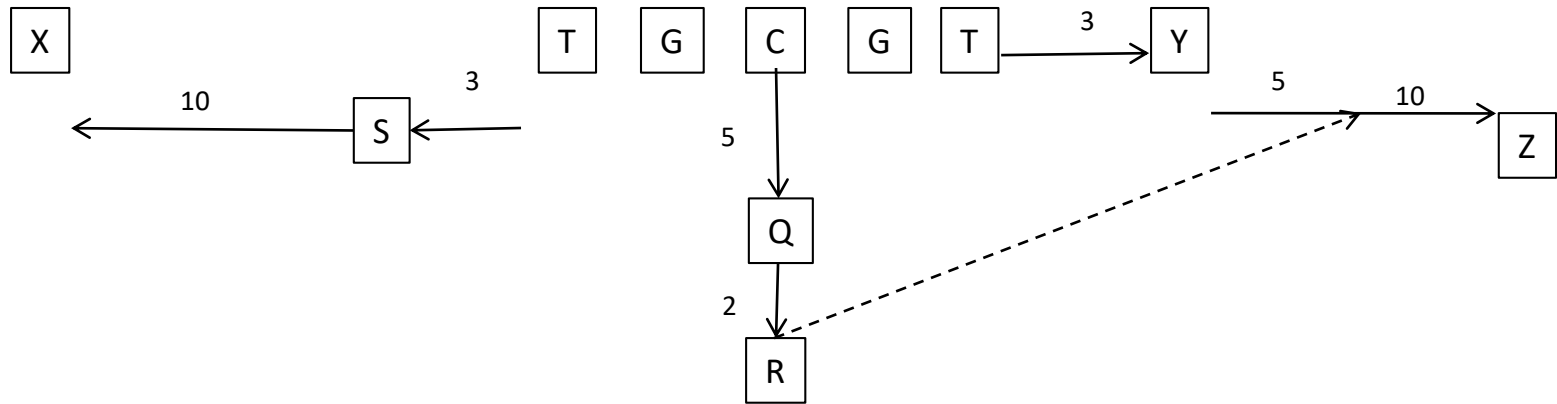
OPEN -> TRIP "XENON"



OPEN -> EMPTY "ROLL"

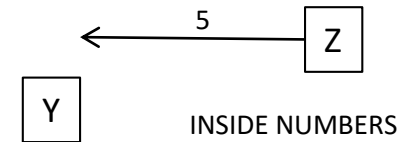
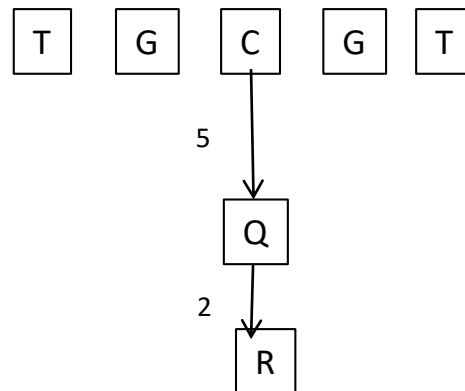
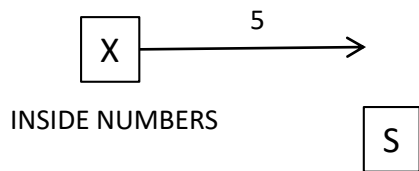


OPEN -> EMPTY "REAR"

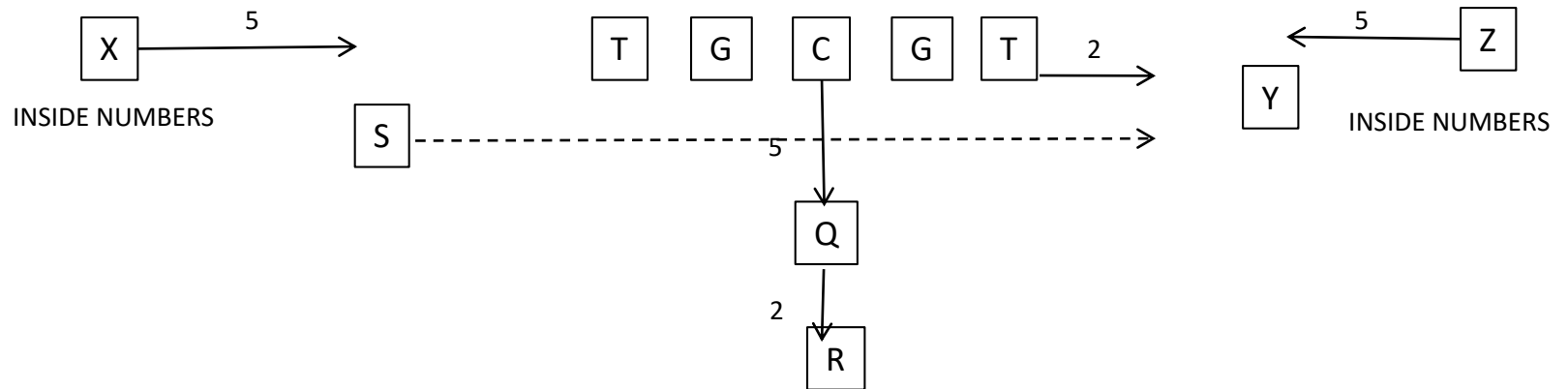


VARIAÇÕES DOS FRONTS A PARTIR DAS BASES

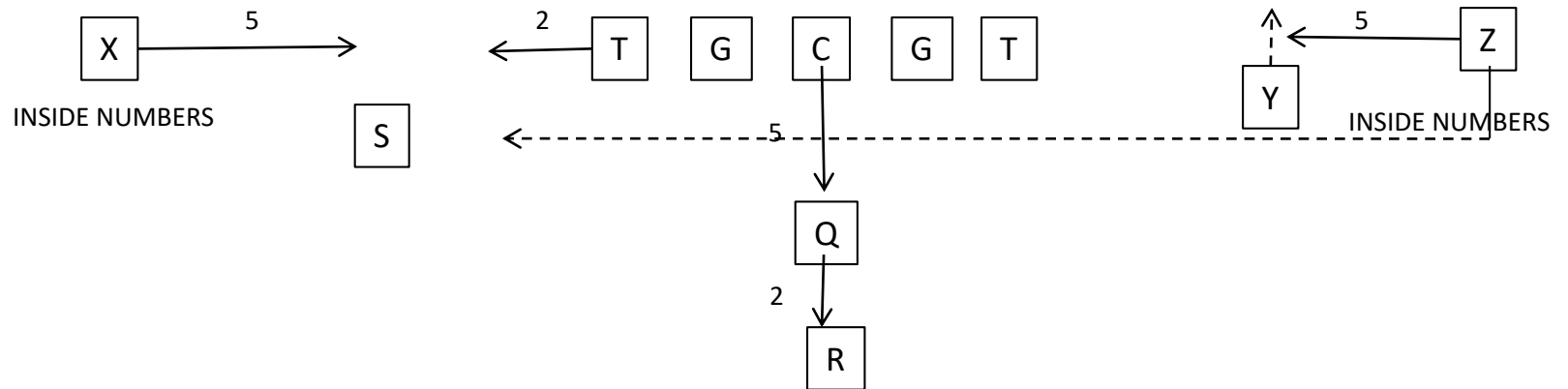
FRONT TRIÂNGULO



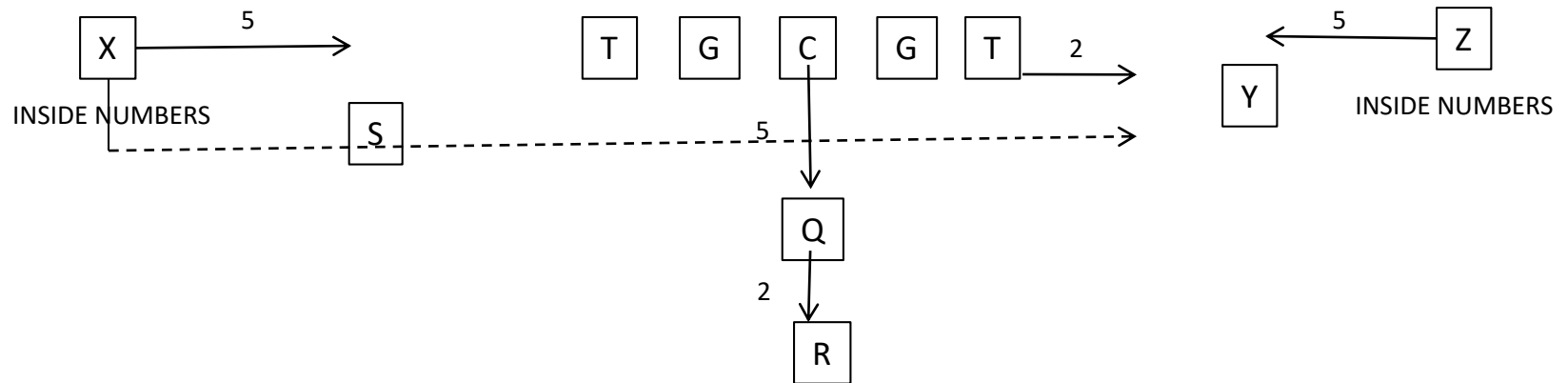
TRIÂNGULO -> TRIP "SILVER"



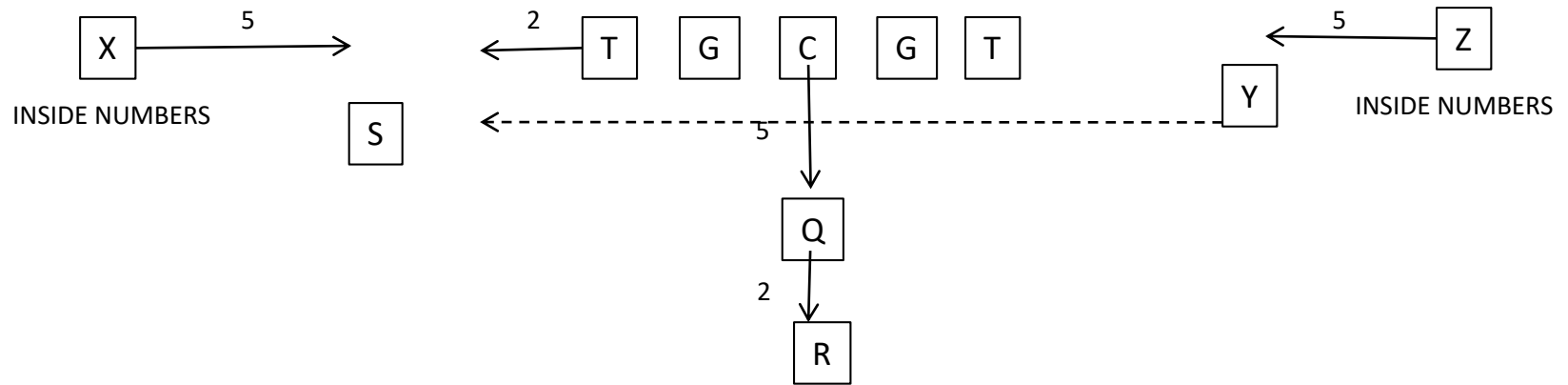
TRIÂNGULO -> TRIP "ZOOM"



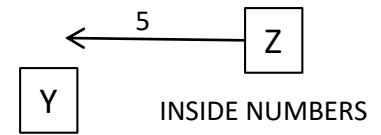
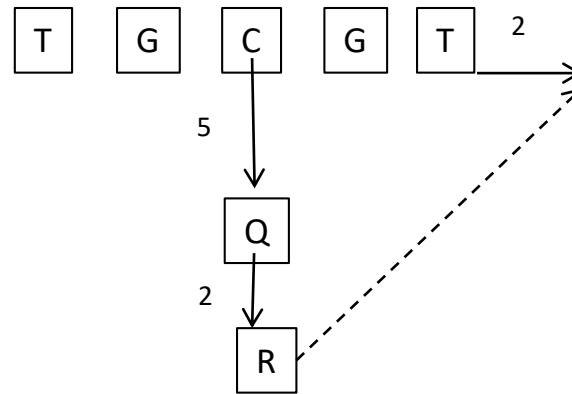
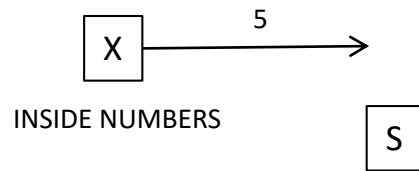
TRIÂNGULO -> TRIP "XENON"



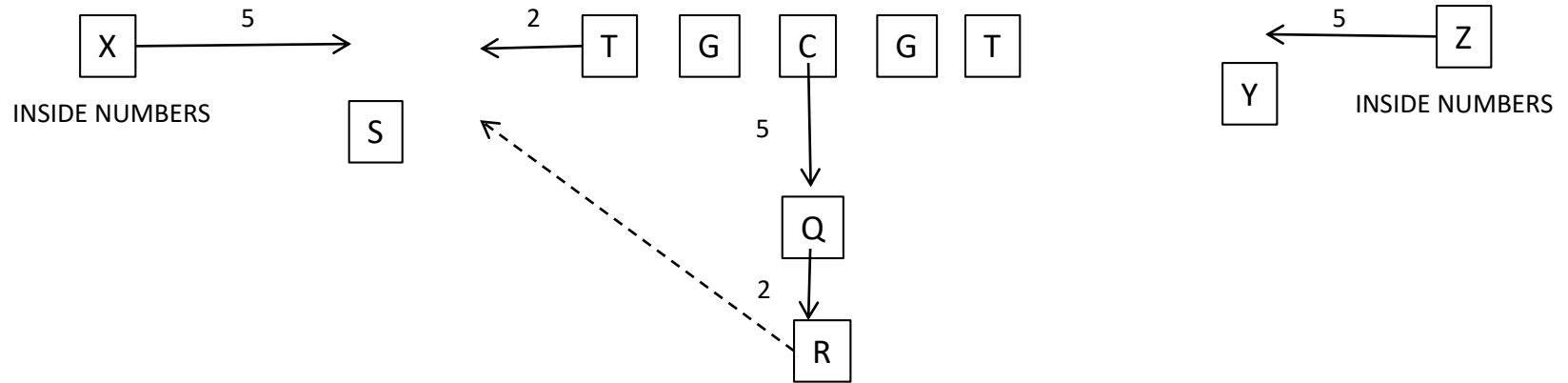
TRIÂNGULO -> TRIP "YANKEE"



TRIÂNGULO -> EMPTY "REAR"



TRIÂNGULO -> EMPTY "ROLL"



FRONT PRO

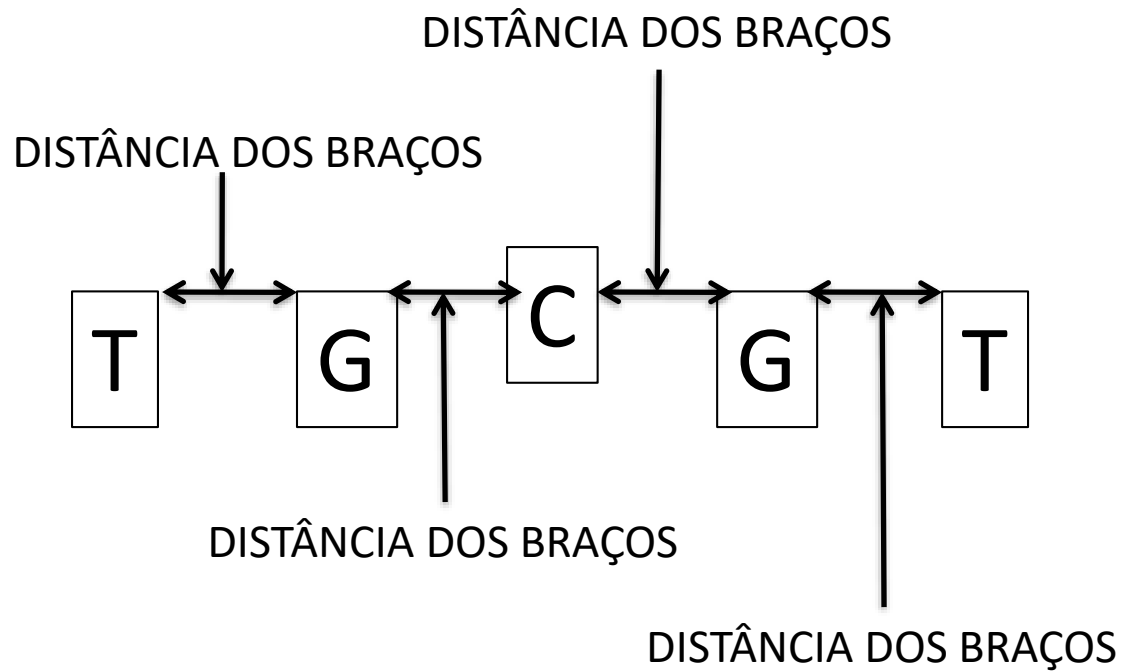
- USA-SE TODAS AS VARIAÇÕES DO PLAYBOOK, PORÉM COM 3 JOGADORES NO BACKFIELD

BLOCK CONCEPT

COACH ARTHUR MONTAGNOLI

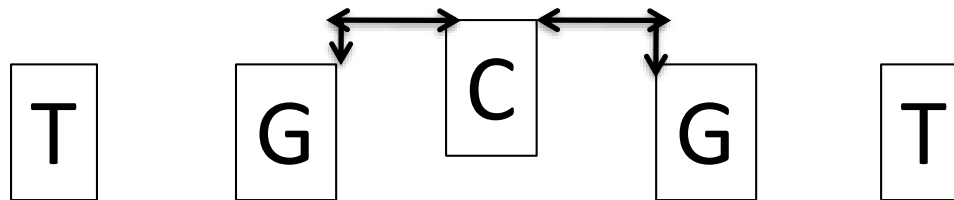
ALINHAMENTO DA OL

SPLIT



RECUO

GUARDS COM O OMBRO NO ALINHAMENTO DO QUADRIL DO CENTER



TACKLES ALINHADOS OMBRO A OMBRO COM OS GUARDS

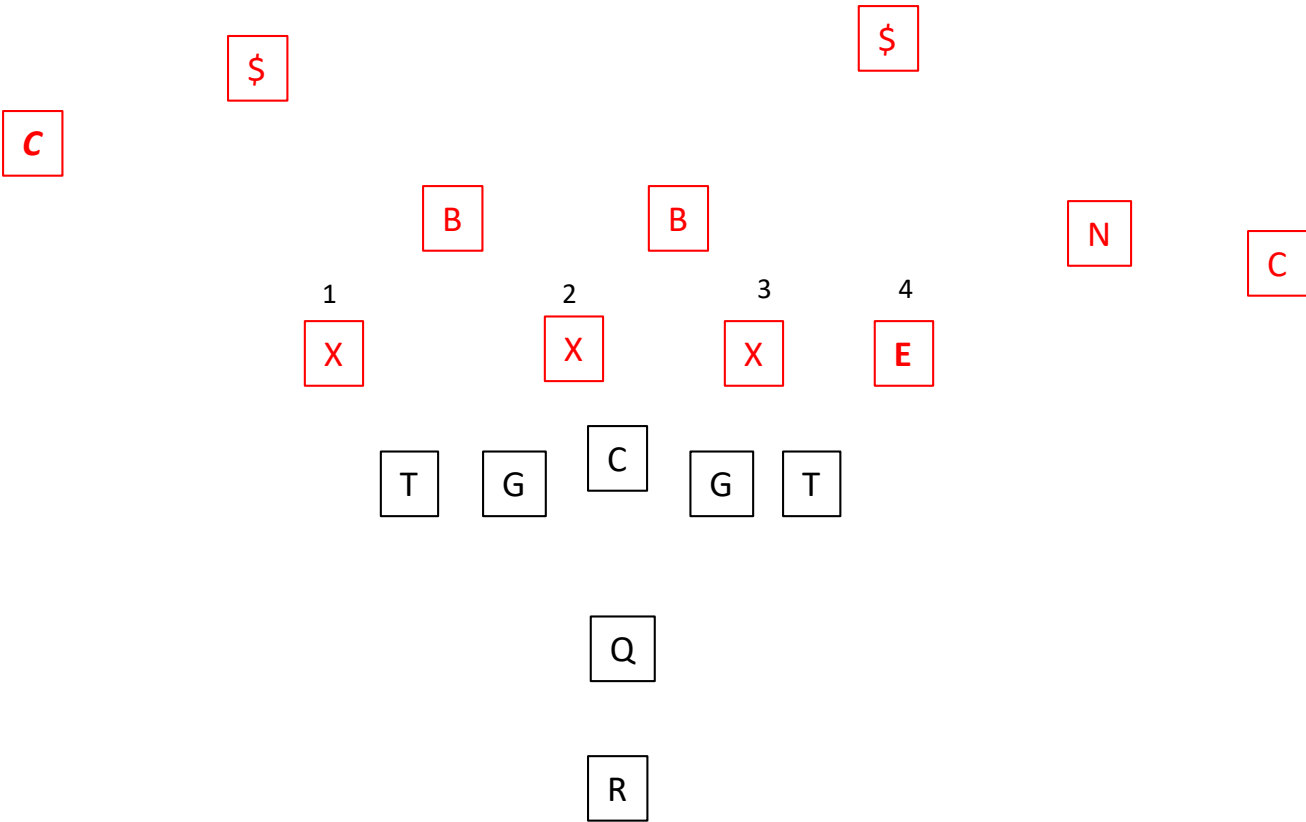
SIMPLE BLOCK CONCEPT

- INSIDE RUN ZONE BLOCK
- OUTSIDE RUN ZONE BLOCK
- ZONE PASS PROTECT BLOCK
- SPRINT OUT ZONE BLOCK
- READ OPTION INSIDE ZONE BLOCK
- READ OPTION OUTSIDE ZONE BLOCK
- RUN PASS OPTION INSIDE ZONE BLOCK
- RUN PASS OPTION OUTSIDE ZONE BLOCK
- DRAW RUN CONCEPT
- PIN & PULL BLOCK

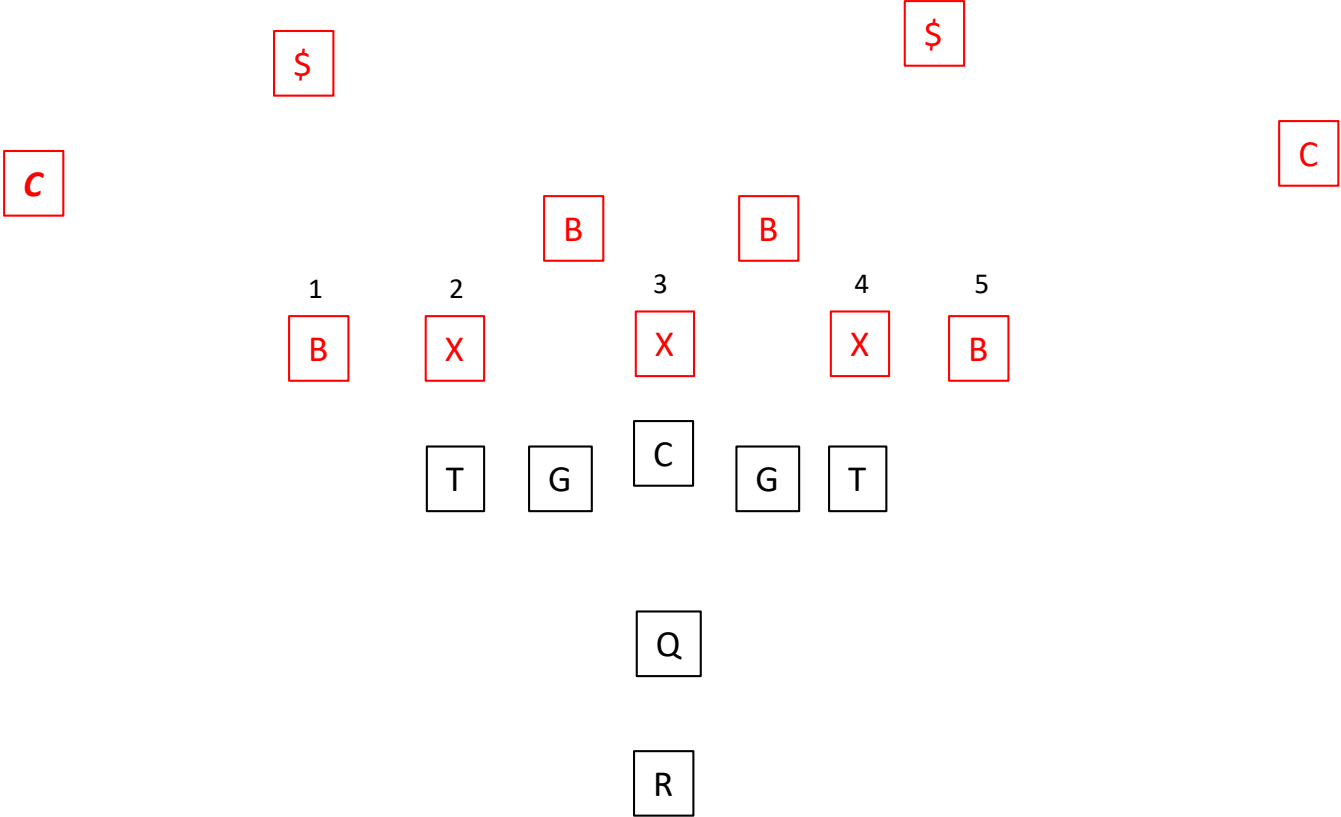
FRONTS DEFENSIVOS

- ODD BOX
- EVEN BOX

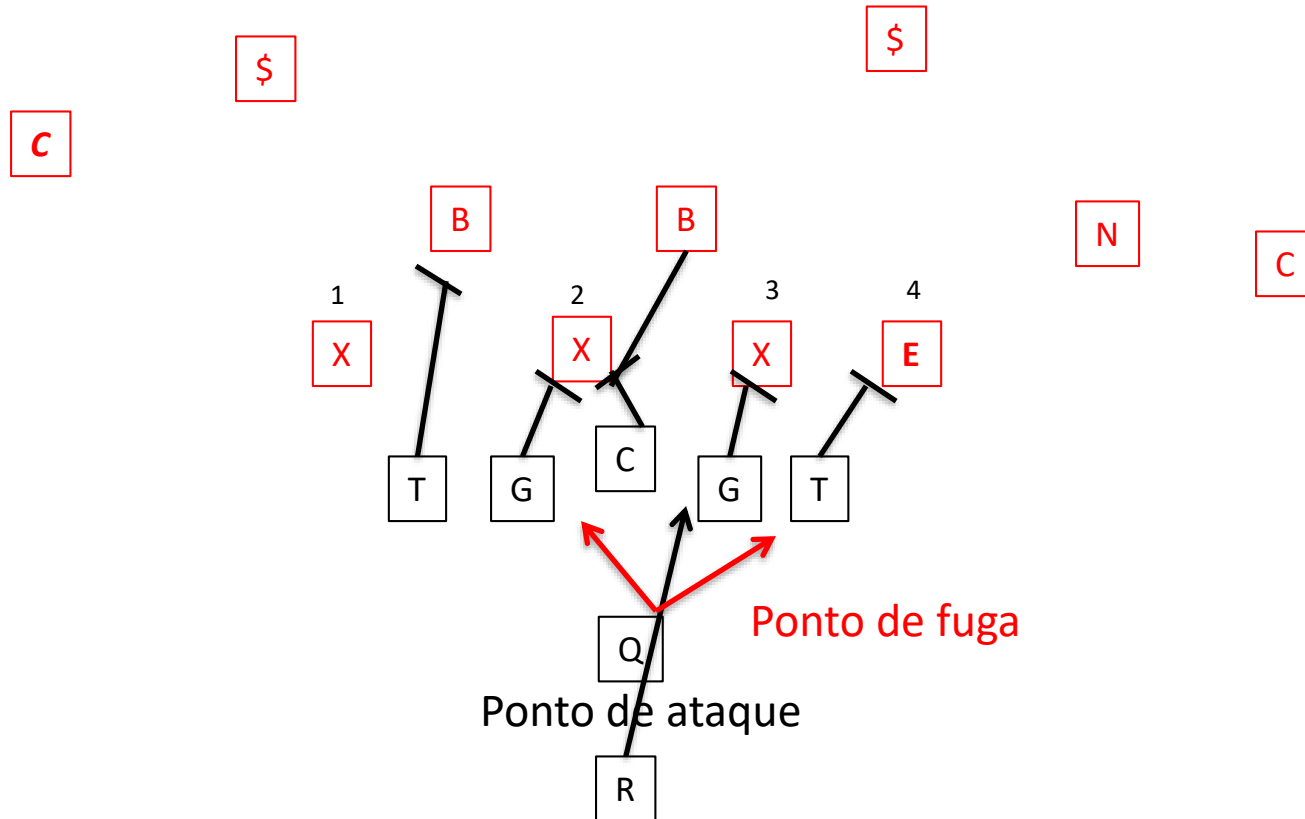
EVEN BOX



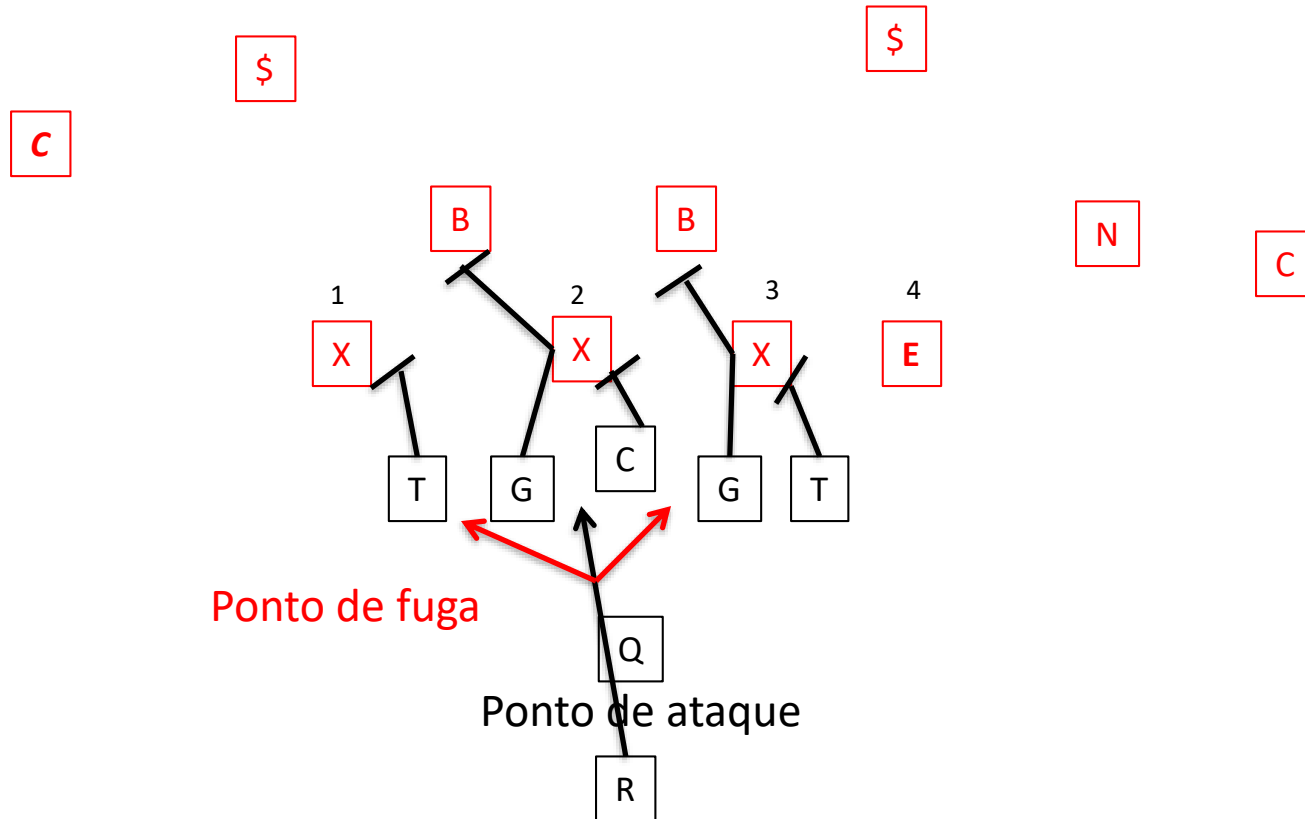
ODD BOX



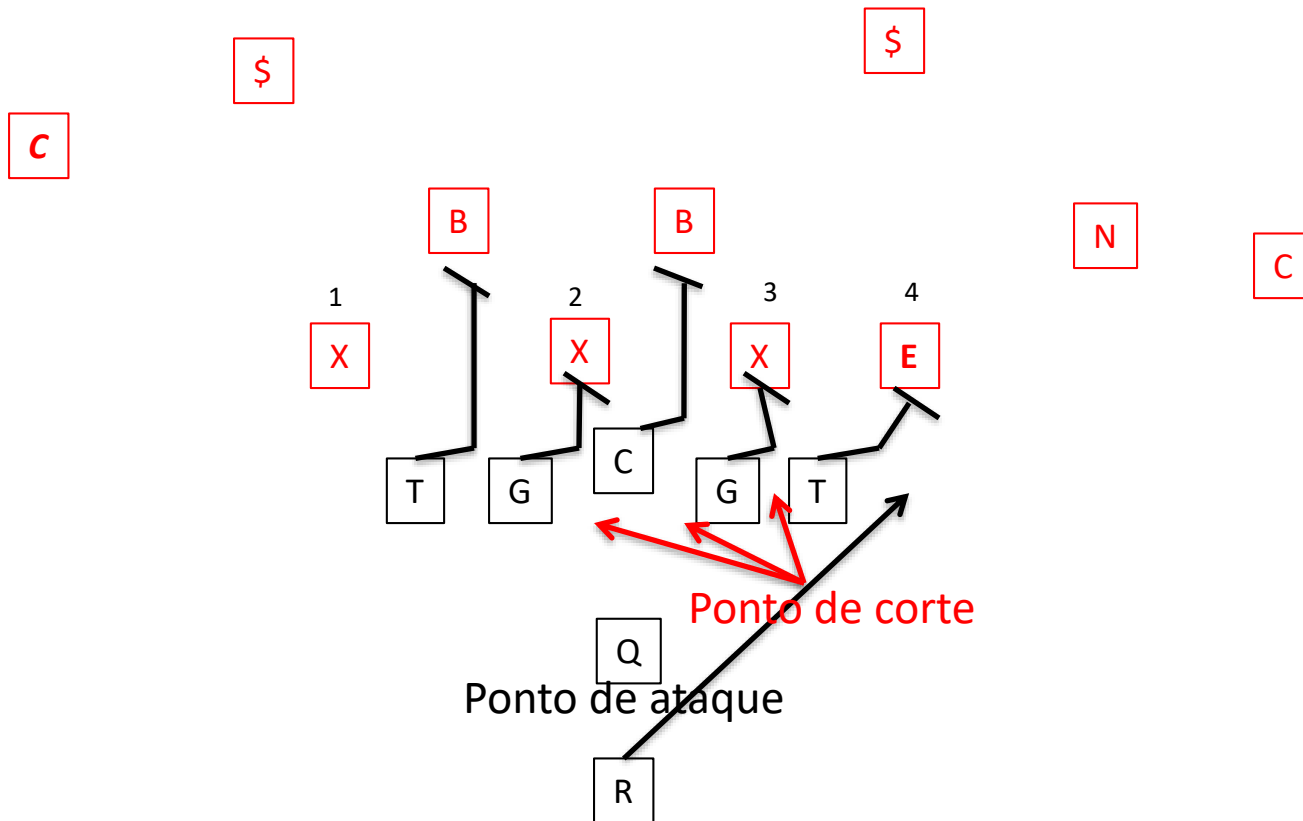
INSIDE ZONE BLOCK QUICK END DIREITA



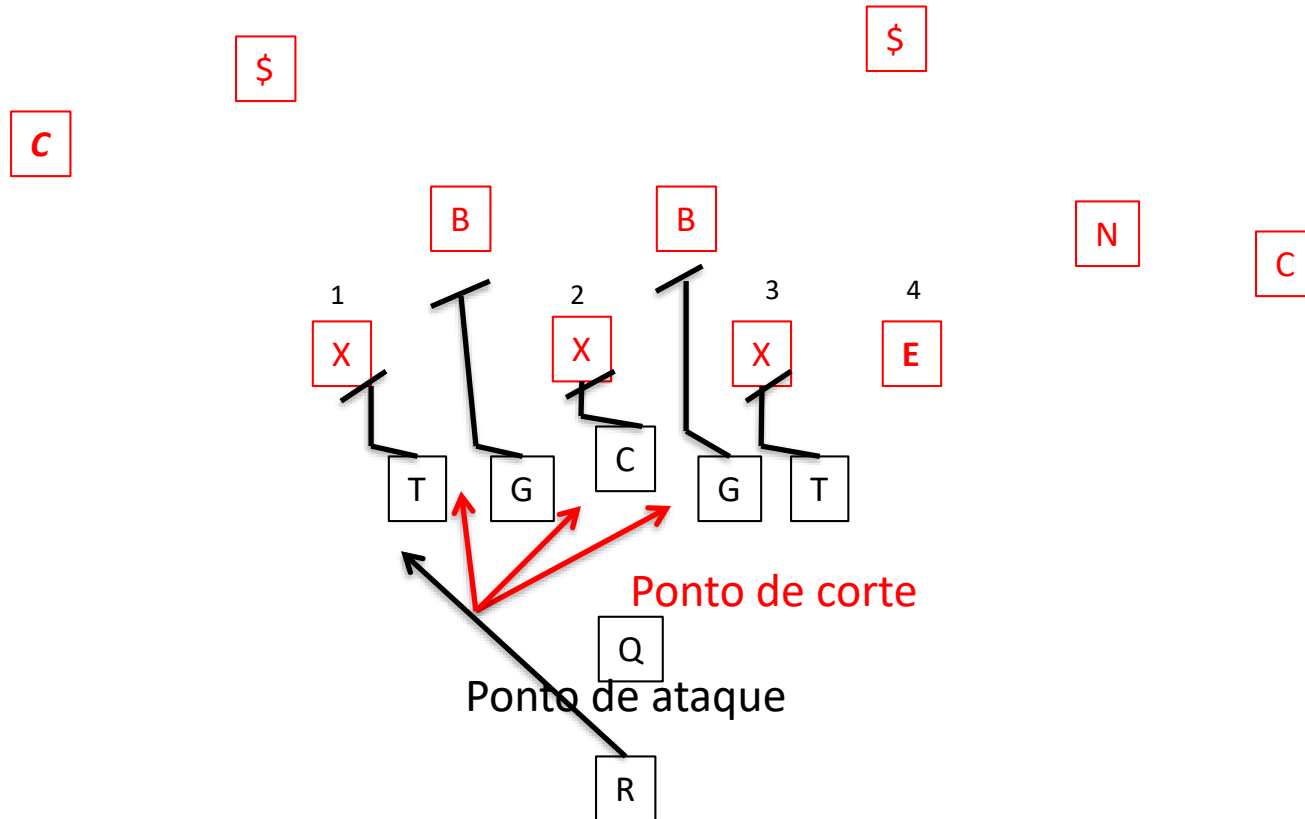
INSIDE ZONE BLOCK QUICK END ESQUERDA



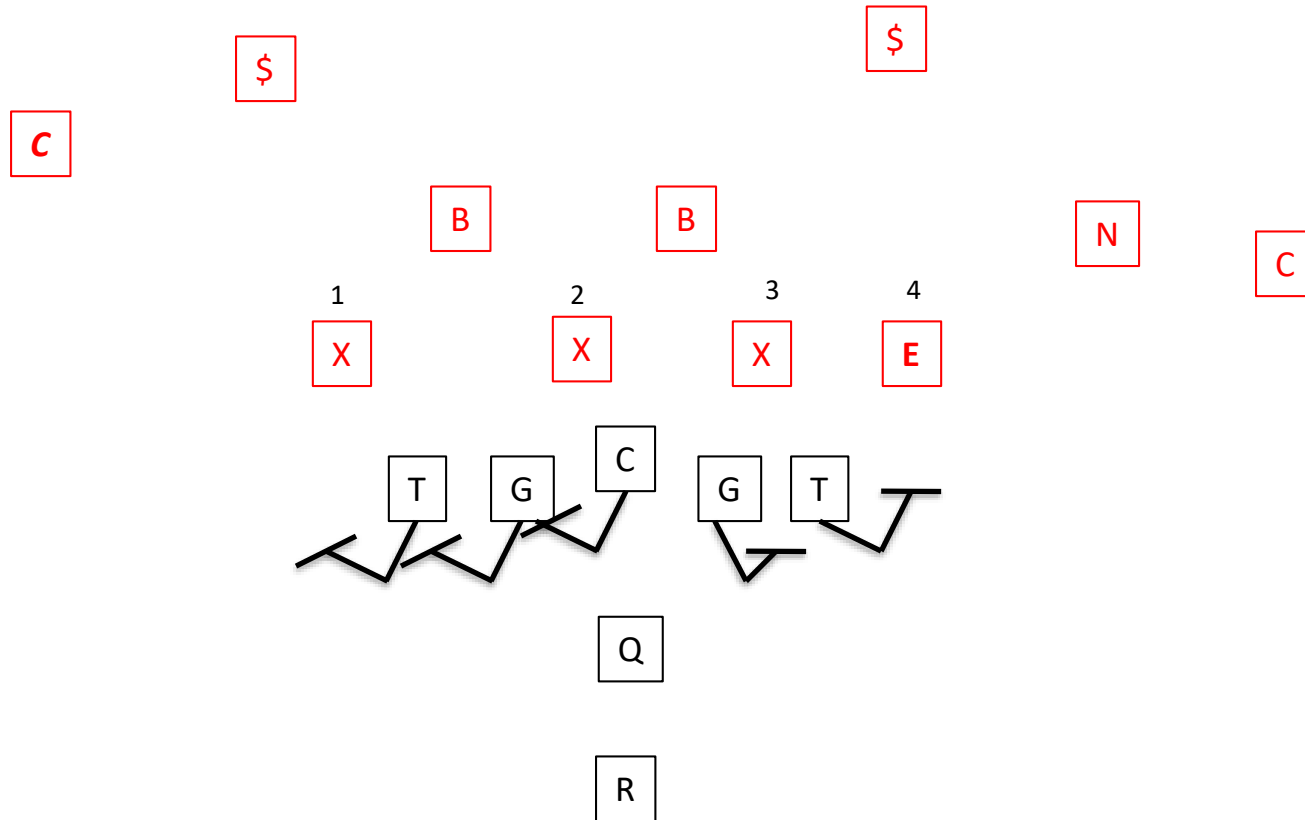
OUTSIDE ZONE BLOCK QUICK END DIREITA



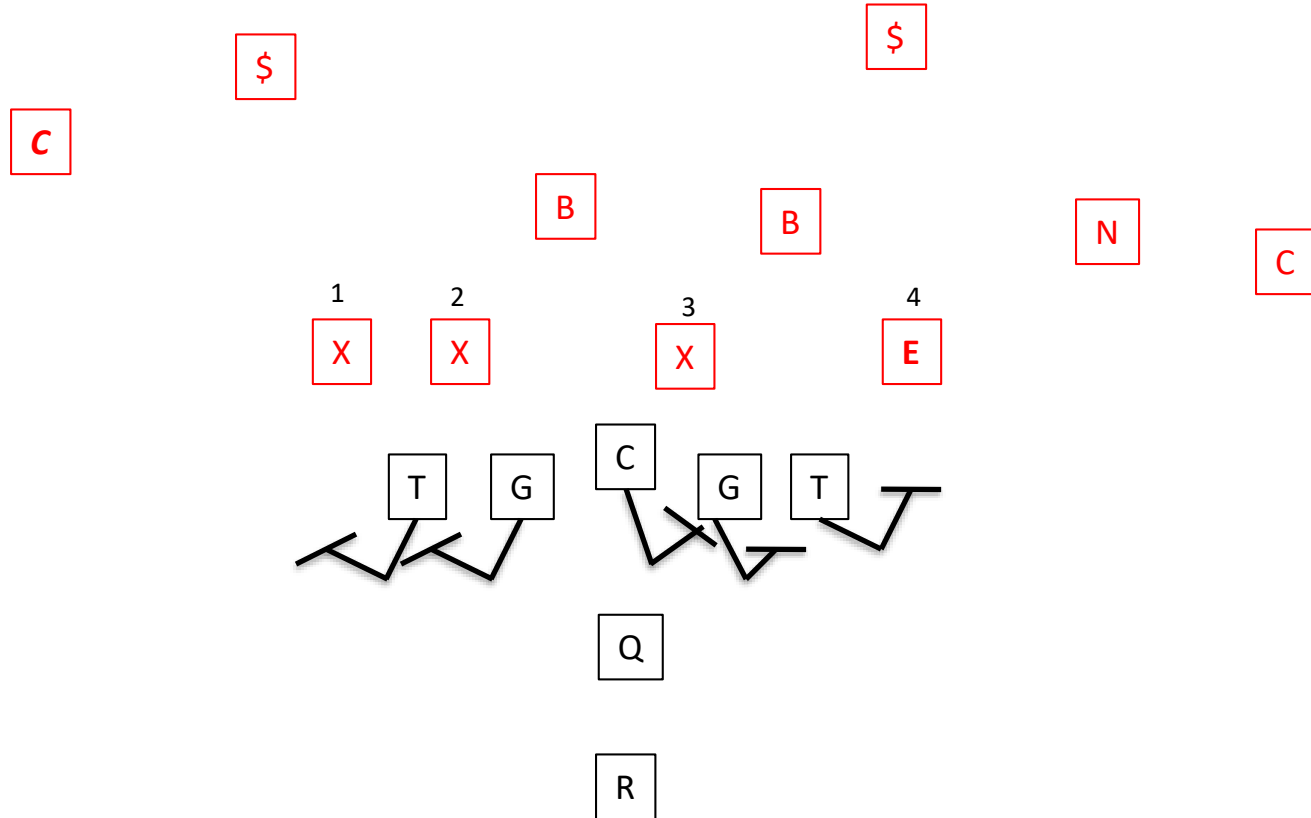
OUTSIDE ZONE BLOCK QUICK END ESQUERDA



ZONE BLOCK PASS PROTECT



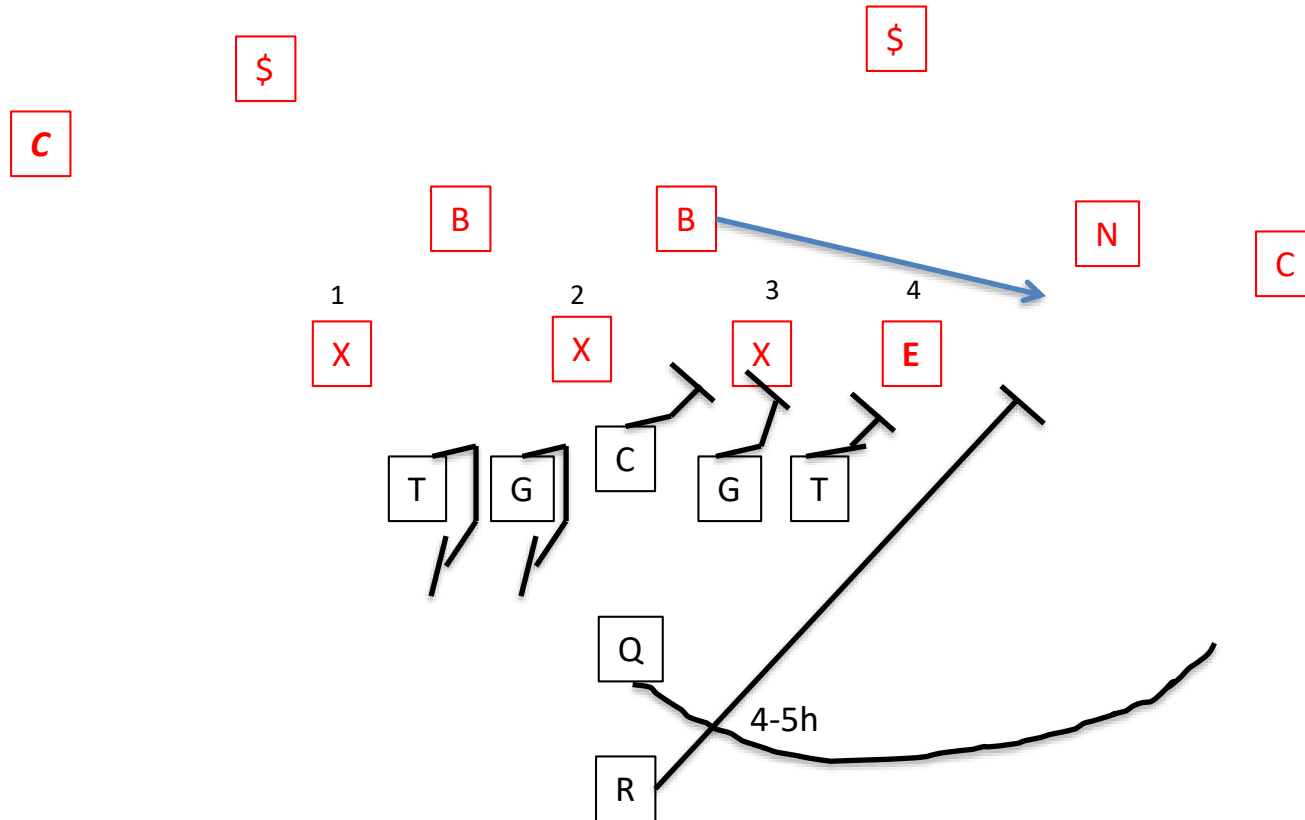
ZONE BLOCK PASS PROTECT



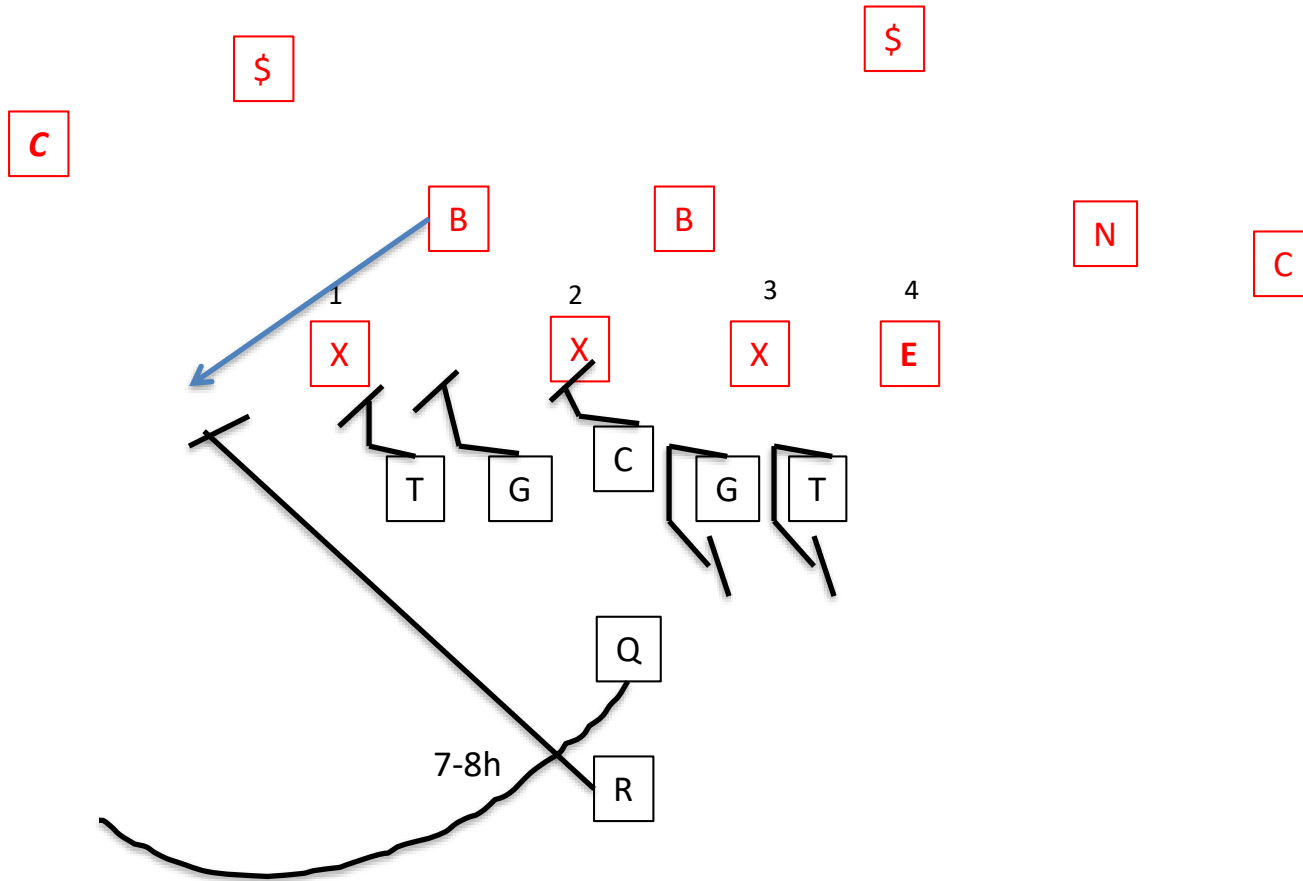
SPRINT OUT PROTECT

- SEGUE O PADRÃO DE BLOQUEIO OUTSIDE ZONE BLOCK COM QUICK END

ZONE BLOCK SPRINT OUT PROTECT DIREITA



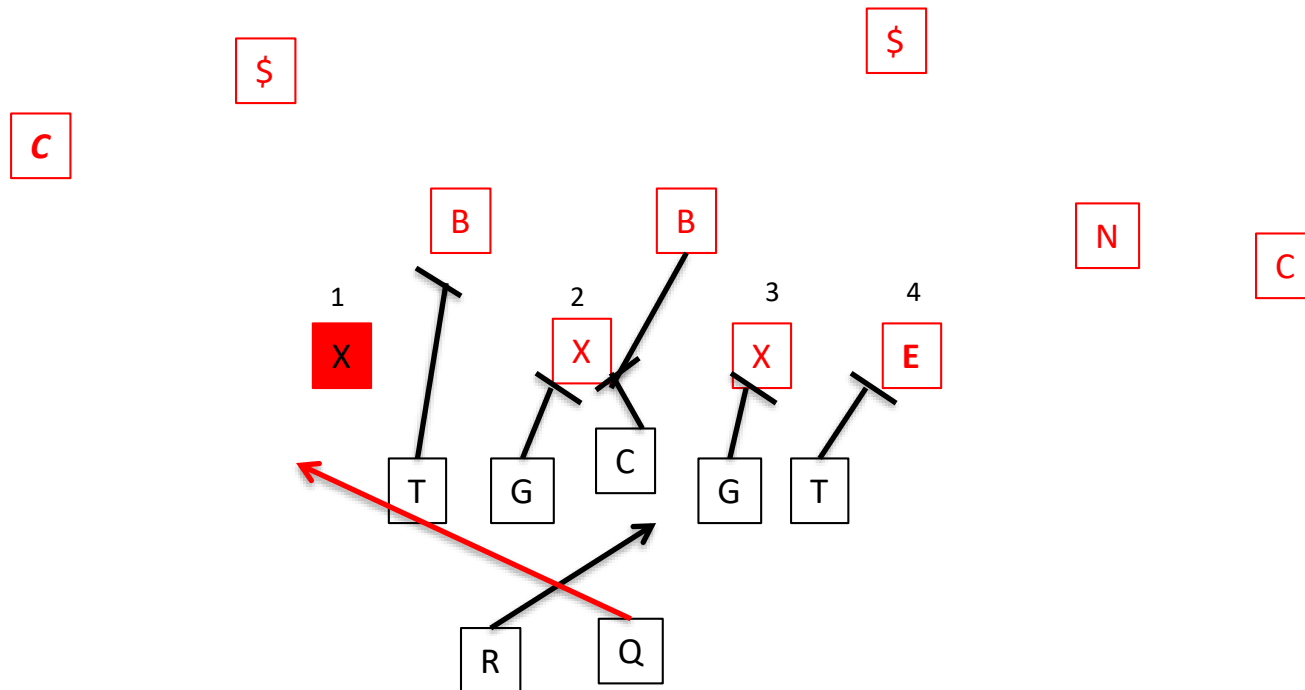
ZONE BLOCK SPRINT OUT PROTECT ESQUERDA



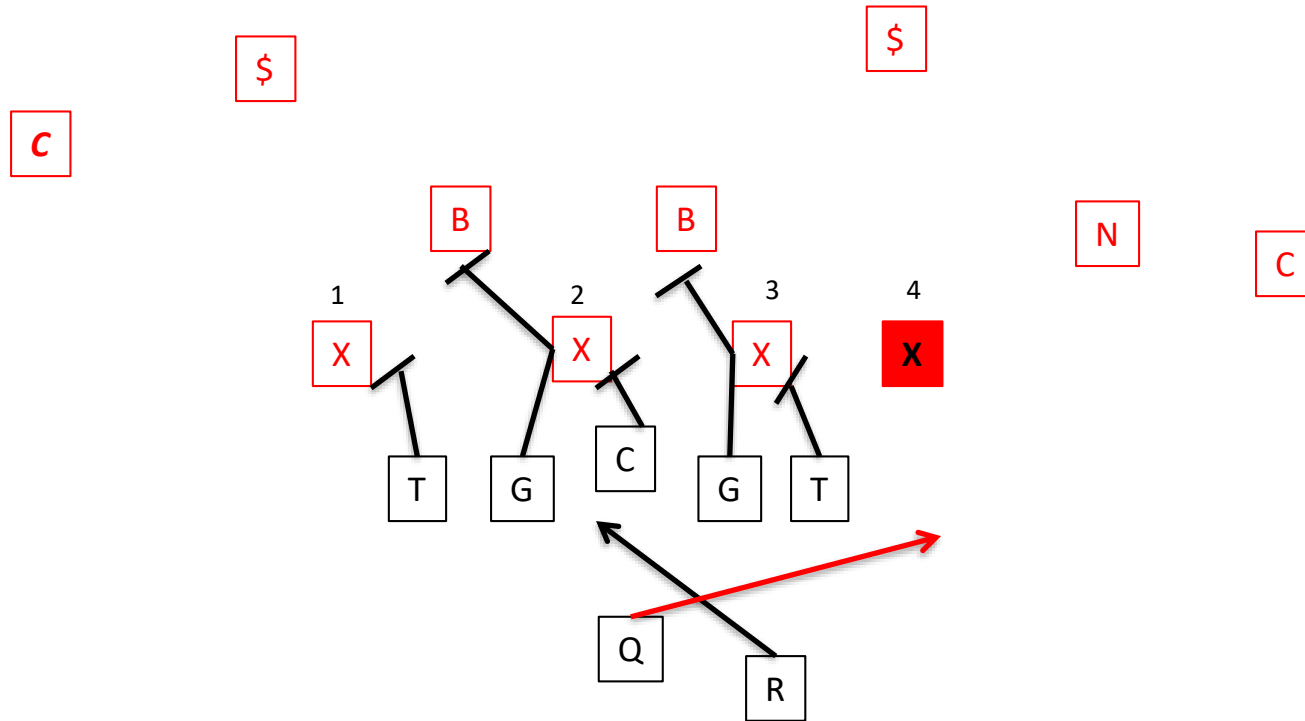
INSIDE READ OPTION PROTECT

- SEGUE O PADRÃO DE BLOQUEIO INSIDE ZONE BLOCK COM QUICK END

INSIDE ZONE BLOCK QUICK END DIREITA



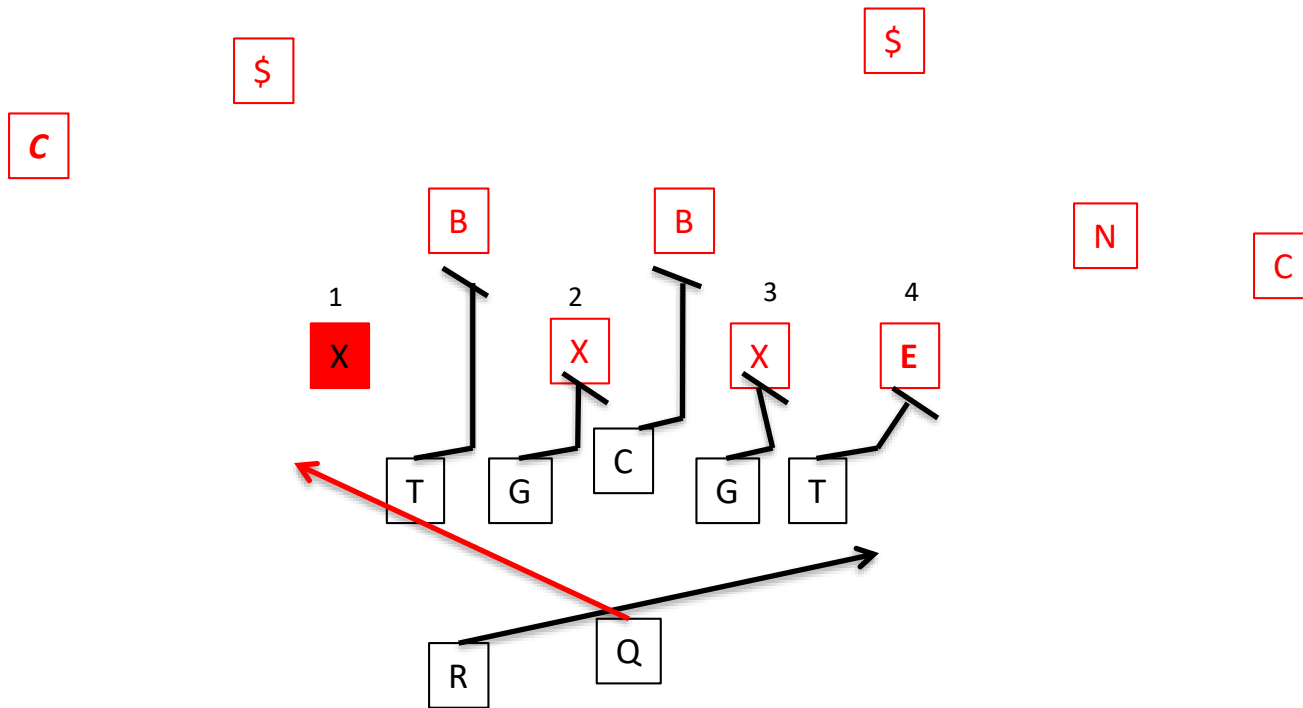
INSIDE ZONE BLOCK QUICK END ESQUERDA



OUTSIDE READ OPTION PROTECT

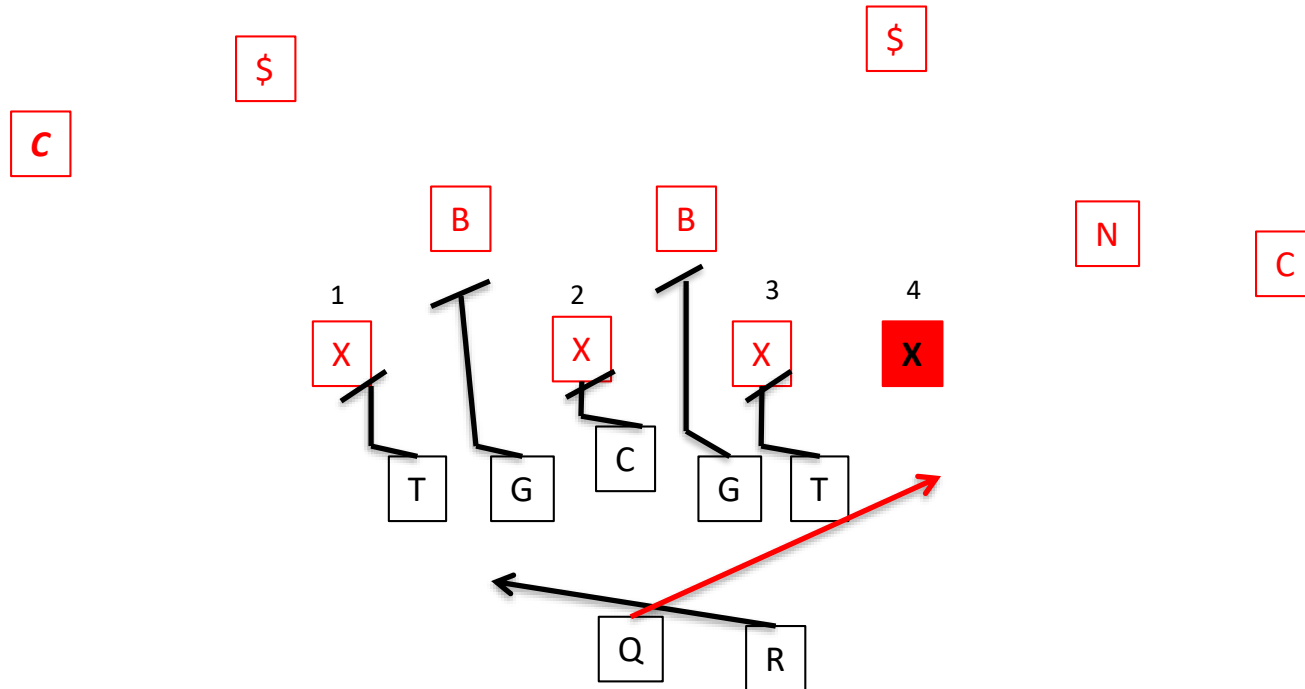
- SEGUE O PADRÃO DE BLOQUEIO OUTSIDE ZONE BLOCK COM QUICK END

READ OPTION OUTSIDE ZONE BLOCK QUICK END DIREITA



Q faz a leitura do Defensive End oposto a corrida

READ OPTION OUTSIDE ZONE BLOCK QUICK END ESQUERDA

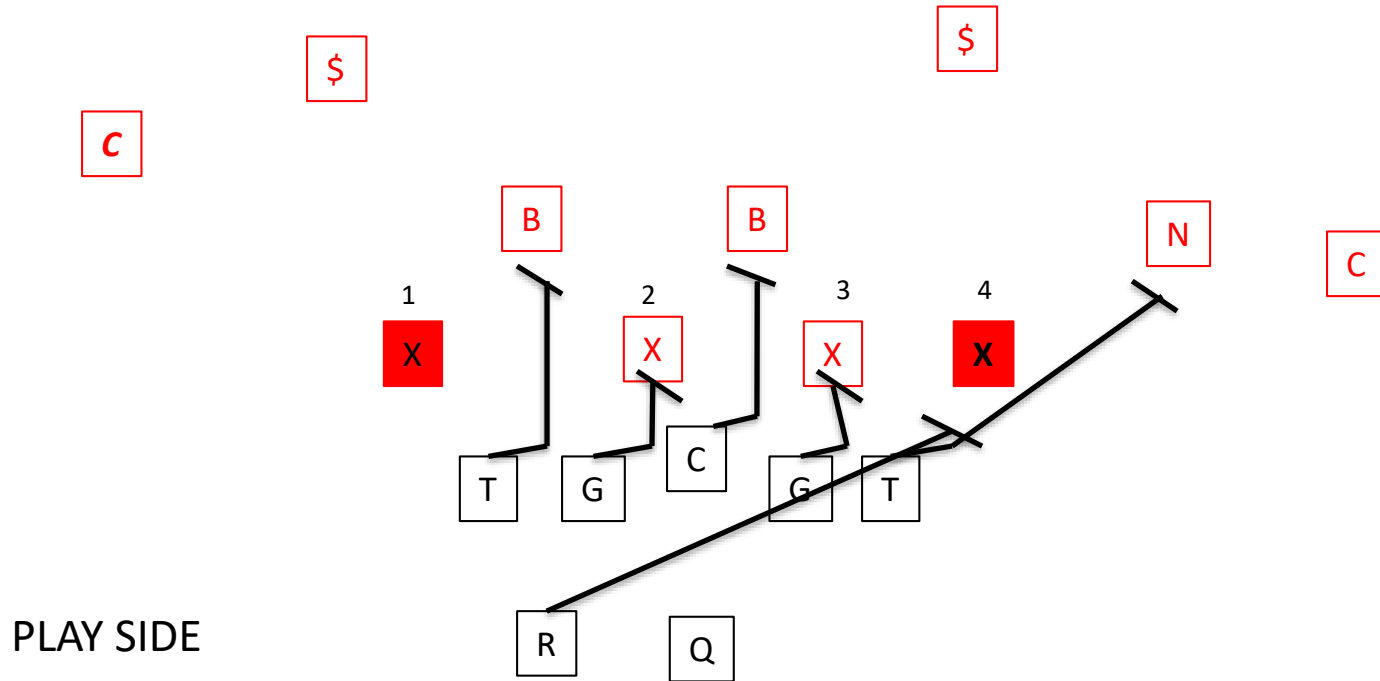


Q faz a leitura do Defensive End oposto a corrida

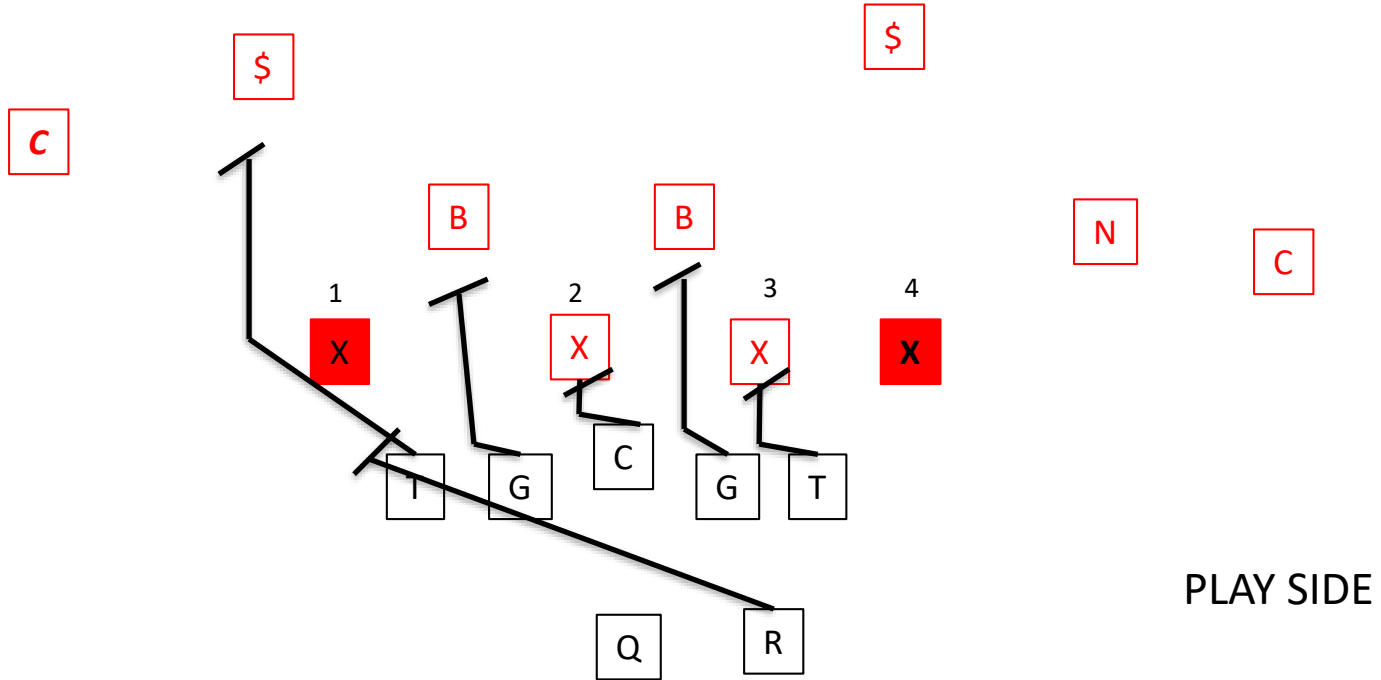
R.P.O. OUTSIDE PROTECT

- SEGUE O PADRÃO DE BLOQUEIO DE READ OPTION COM QUICK END DOS DOIS LADOS

OUTSIDE ZONE BLOCK R.P.O.



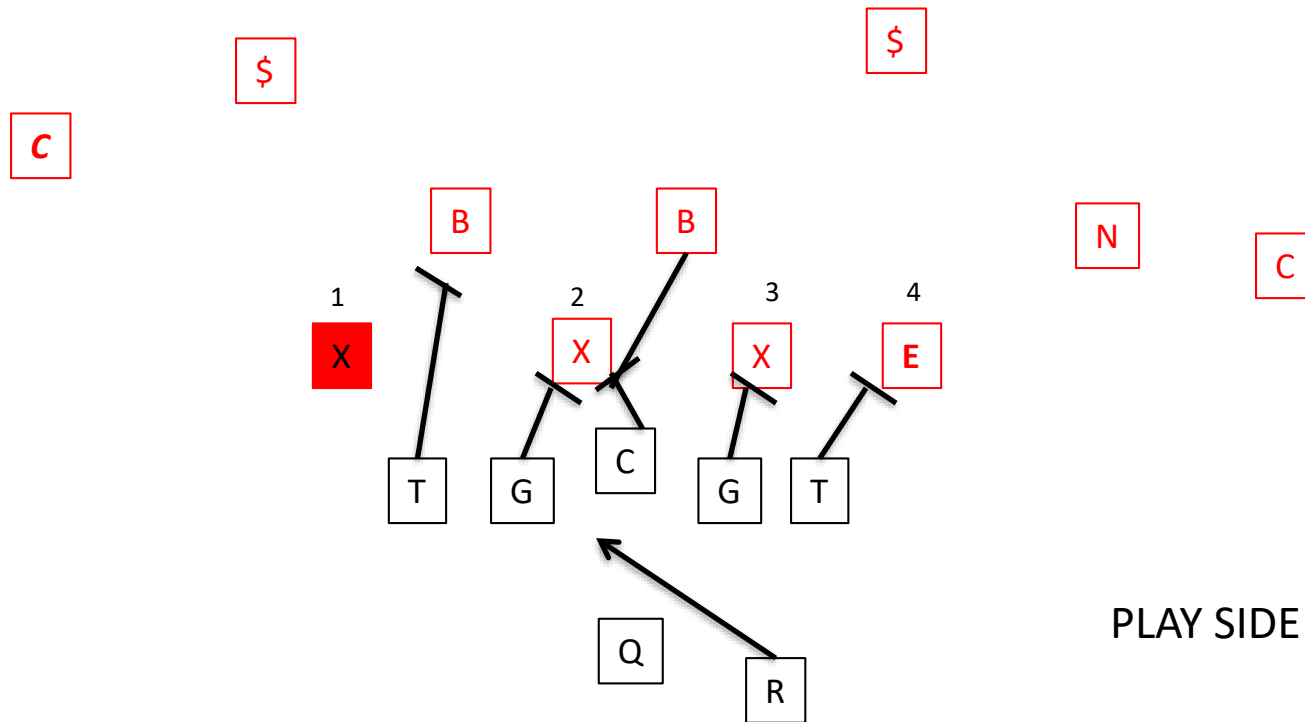
OUTSIDE ZONE BLOCK R.P.O.



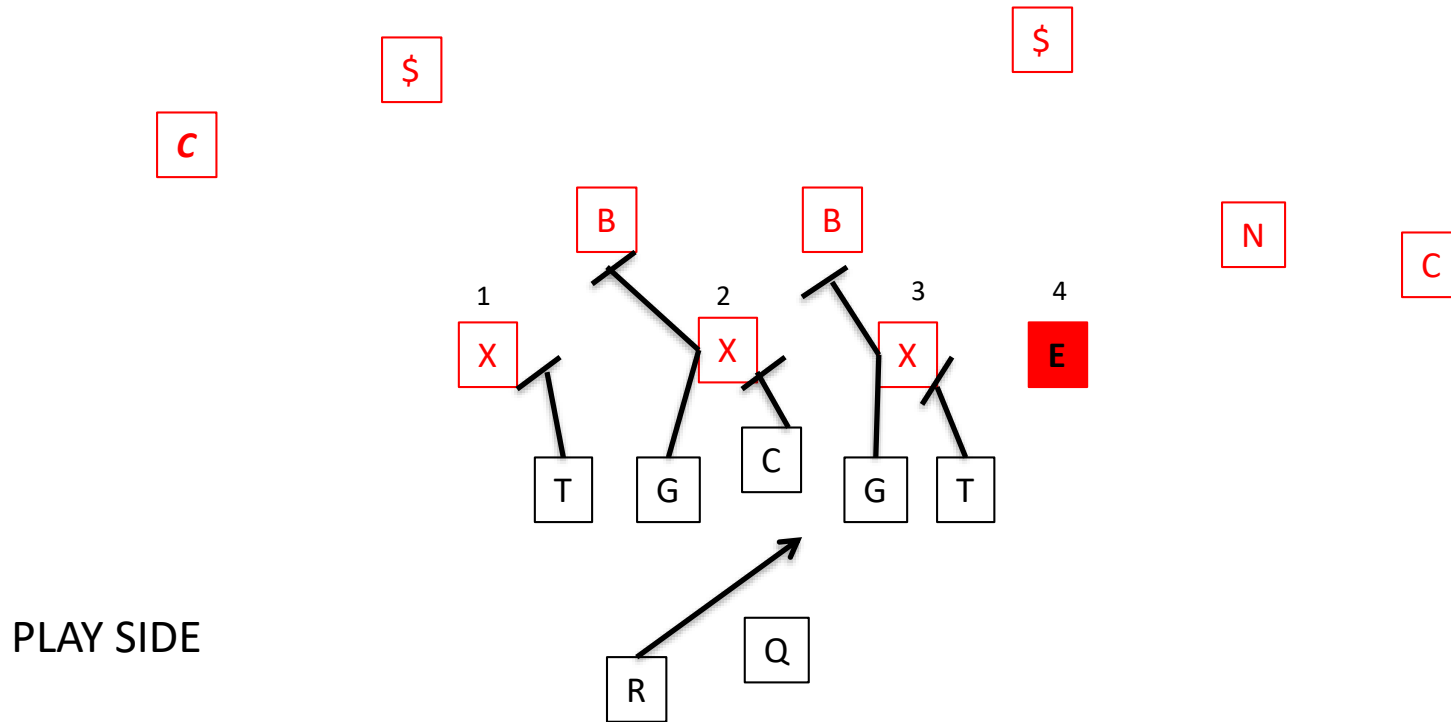
R.P.O. INSIDE PROTECT

- SEGUE O PADRÃO DE BLOQUEIO DA CORRIDA
INSIDE ZONE BLOCK COM QUICK END

INSIDE ZONE BLOCK QUICK END DIREITA

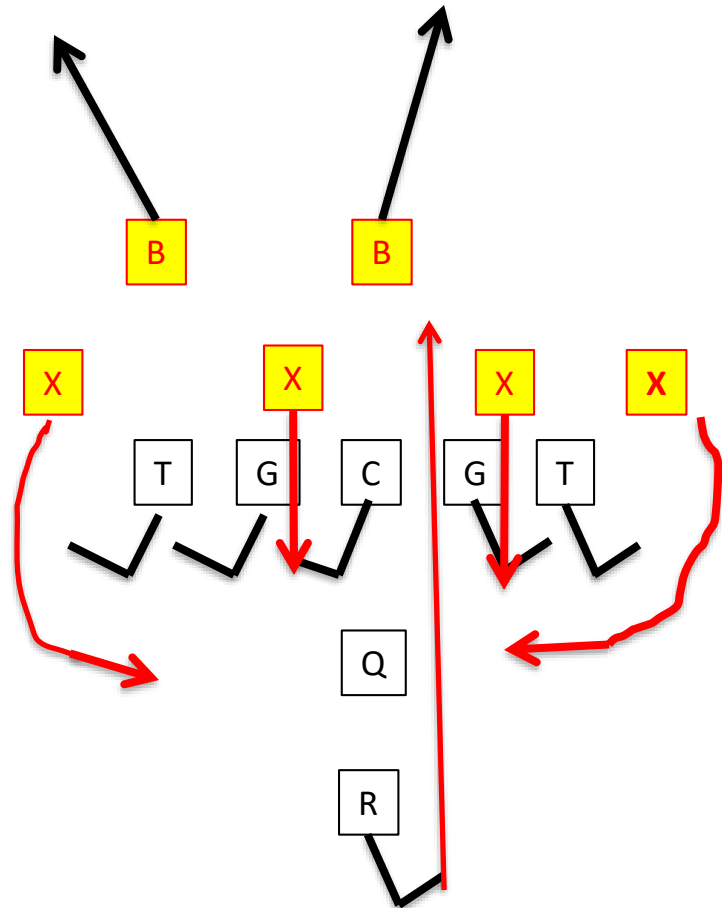


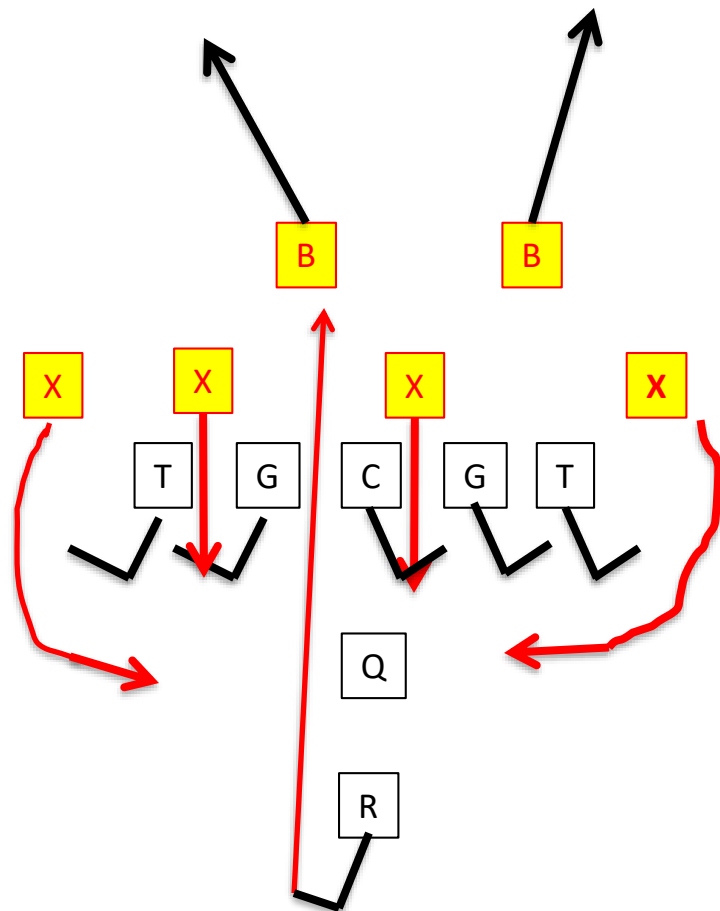
INSIDE ZONE BLOCK QUICK END ESQUERDA



DRAW RUN BLOCK CONCEPT

- SEGUE O PADRÃO DE BLOQUEIO DE PASSE
O RB CORRE COM DELAY





RUN CONCEPT

COACH ARTHUR MONTAGNOLI

SIMPLE RUN CONCEPT

- INSIDE ZONE
- OUTSIDE ZONE
- DRAW
- READ OPTION
- SPRINT OUT

INSIDE ZONE

BALL CARRIER

- Ponto de ataque
- Perímetro
- Chave de leitura
- Ponto de corte
- Cut Back

ZONE BLOCK

- Ponto de ataque
- Perímetro + Contagem
- Quick End = Ganho numérico
- Equilibrando Contagem
- Combo Block
- Combo Block + Quick End
- Superioridade Numérica
- Ganho de Território

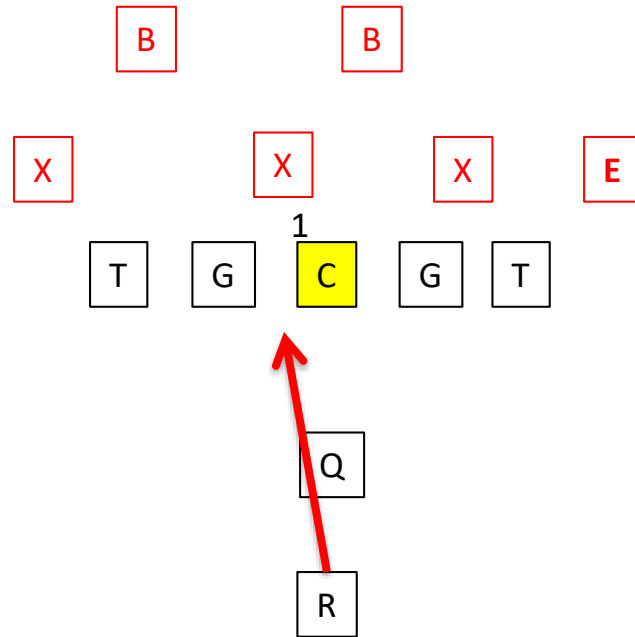
BALL CARRIER

BALL CARRIER

- Ponto de ataque
- Perímetro + Contagem
- Chave de leitura
- Ponto de corte
- Cut Back

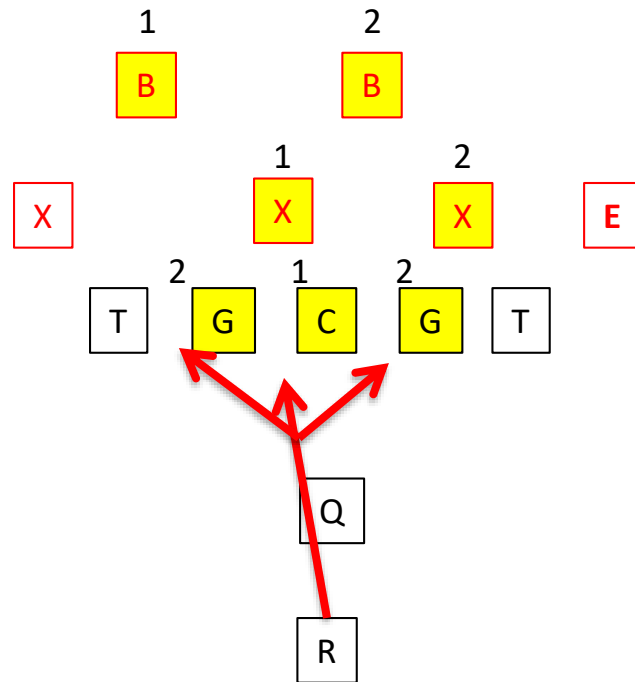
BALL CARRIER

PONTO DE ATAQUE



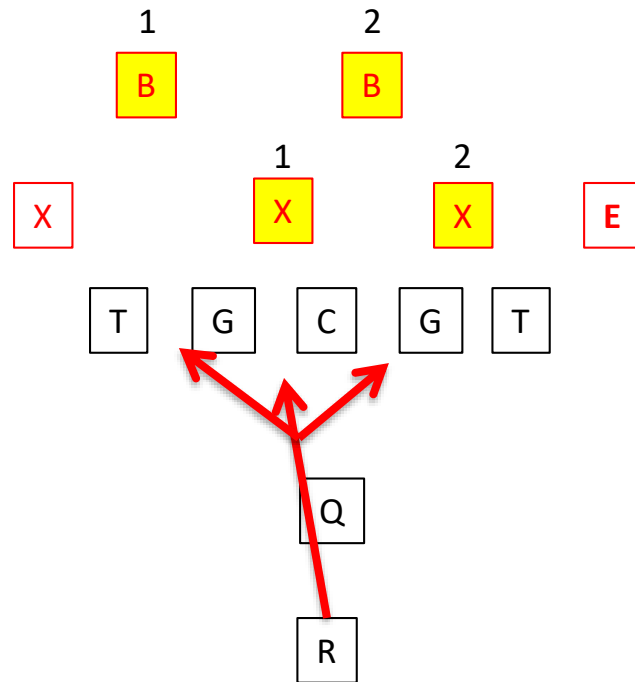
BALL CARRIER

PERÍMETRO



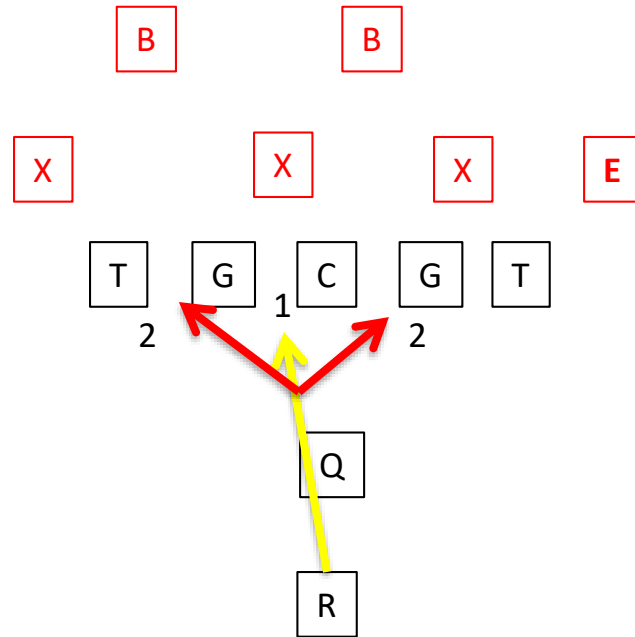
BALL CARRIER

CHAVE DE LEITURA



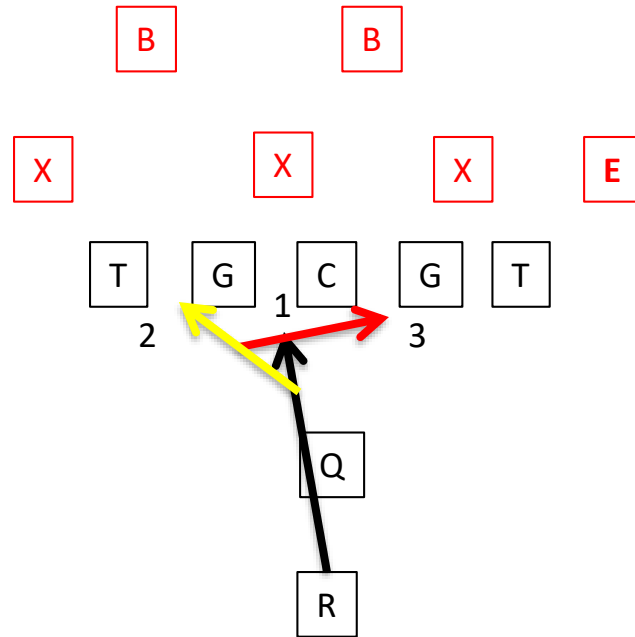
BALL CARRIER

PONTO DE CORTE



BALL CARRIER

CUT BACK



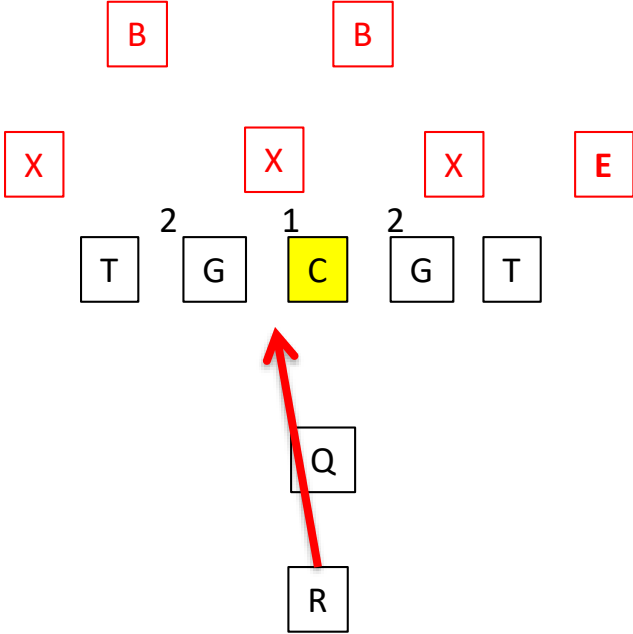
BLOQUEADORES

INSIDE ZONE BLOCK

- Ponto de ataque
- Perímetro + Contagem
- Quick End = Ganho numérico
- Equilibrando Contagem
- Combo Block
- Combo Block + Quick End
- Superioridade Numérica
- Ganho de Território

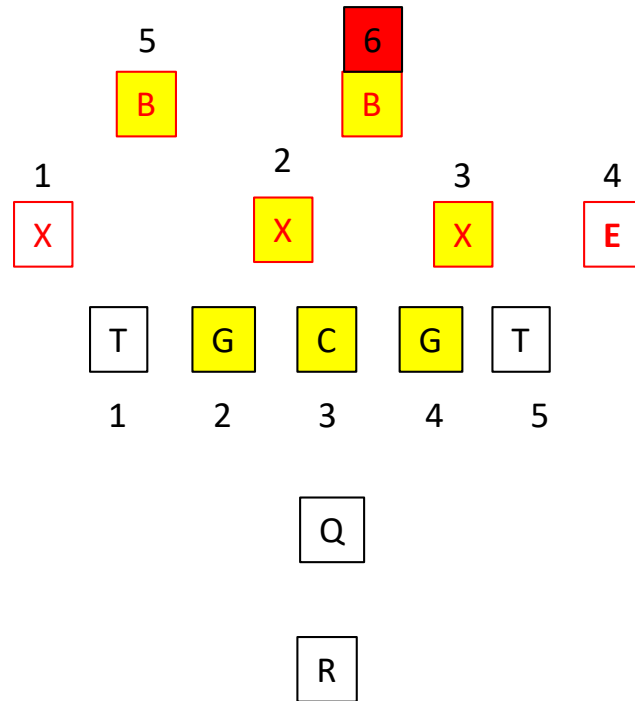
INSIDE ZONE BLOCK

PONTO DE ATAQUE



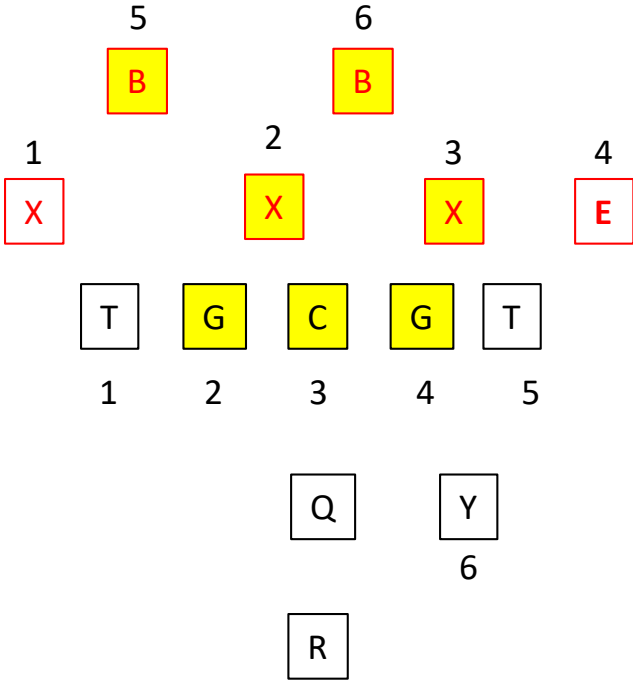
INSIDE ZONE BLOCK

PERÍMETRO + CONTAGEM



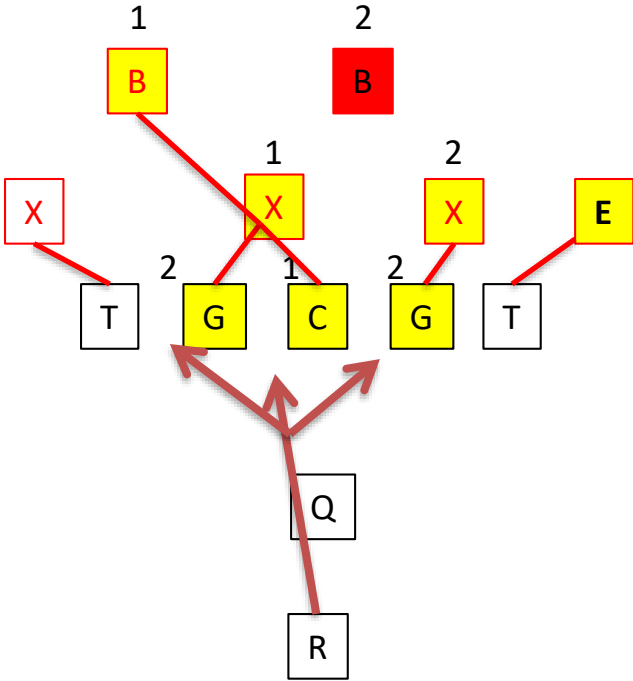
INSIDE ZONE BLOCK

EQUILIBRANDO A CONTAGEM



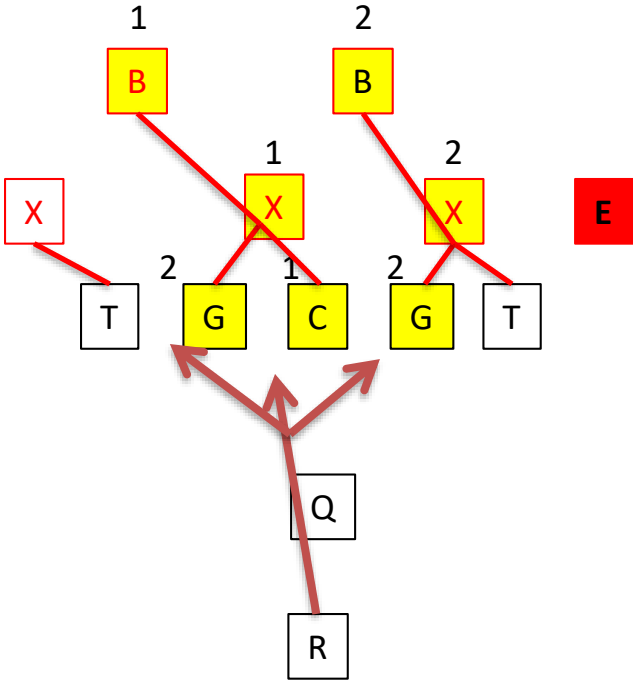
INSIDE ZONE BLOCK

COMBO BLOCK



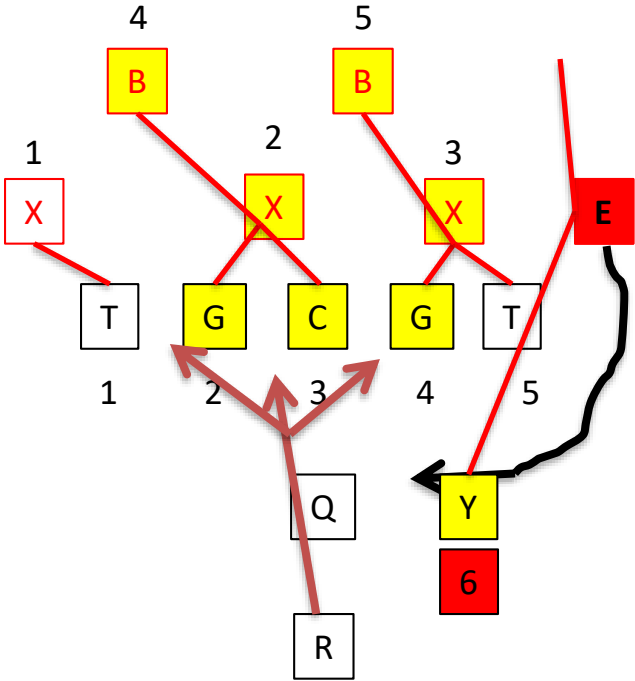
INSIDE ZONE BLOCK

COMBO BLOCK + QUICK END



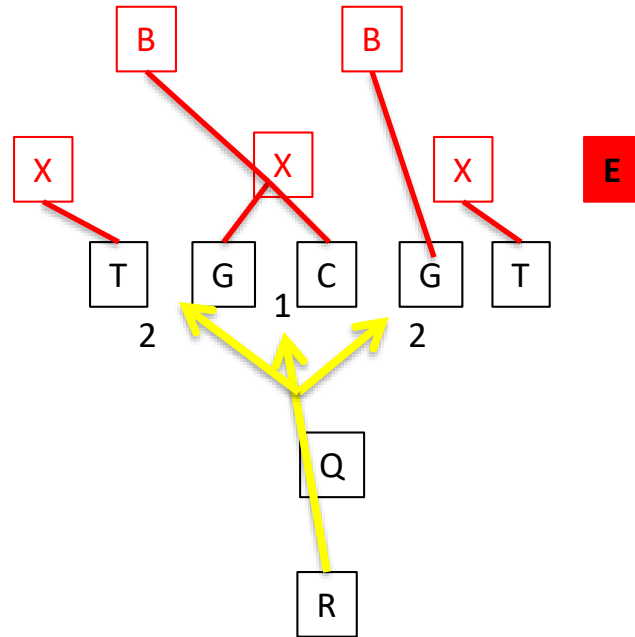
INSIDE ZONE BLOCK

COMBO BLOCK + EQUILIBRIO + QUICK END = SUPERIORIDADE NUMÉRICA



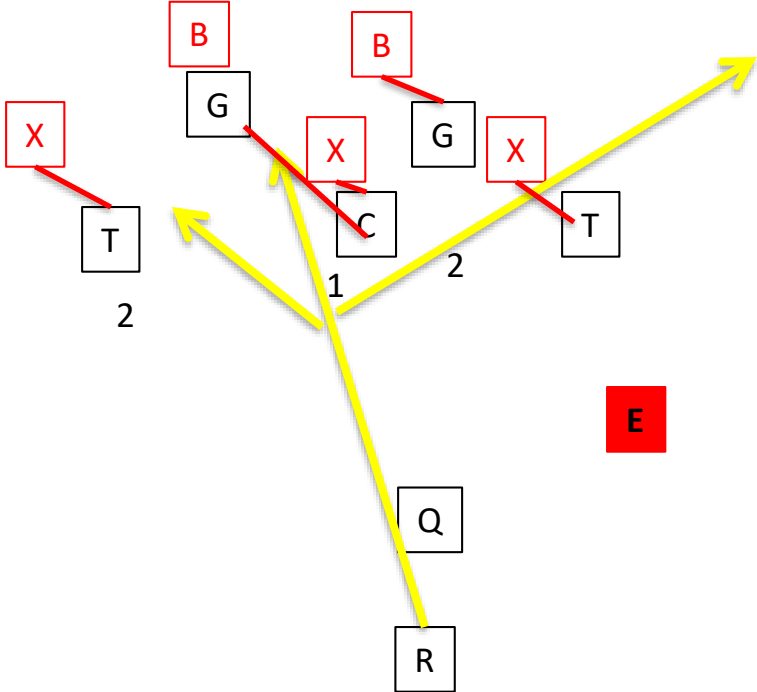
INSIDE ZONE BLOCK

GANHO DE TERRITÓRIO



INSIDE ZONE BLOCK

GANHO DE TERRITÓRIO



OUTSIDE ZONE

BALL CARRIER

- Ponto de ataque
- Perímetro
- Chave de leitura
- Ponto de corte
- Cut Back

ZONE BLOCK

- Ponto de ataque
- Perímetro + Contagem
- Quick End = Ganho numérico
- Equilibrando Contagem
- Combo Block
- Combo Block + Quick End
- Superioridade Numérica
- Ganho de Território

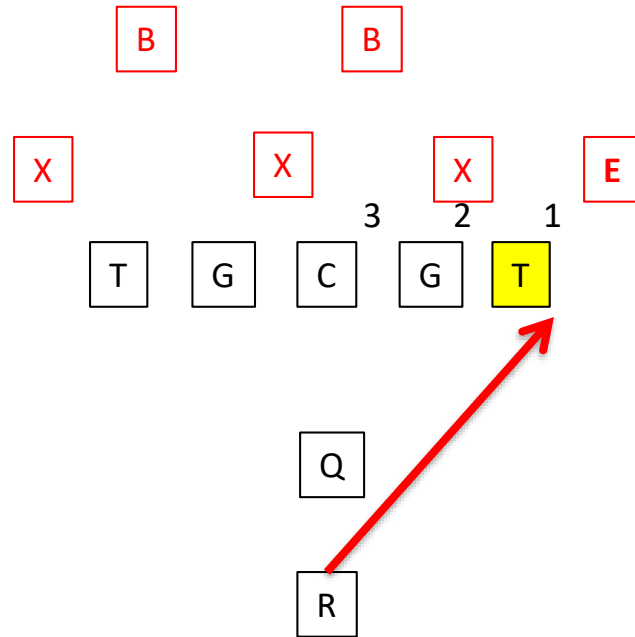
BALL CARRIER

BALL CARRIER

- Ponto de ataque
- Perímetro + Contagem
- Chave de leitura
- Ponto de corte
- Cut Back

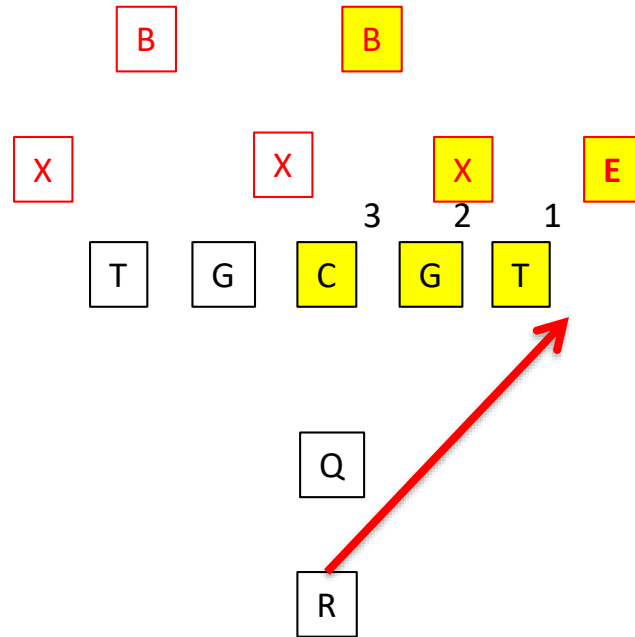
BALL CARRIER

PONTO DE ATAQUE



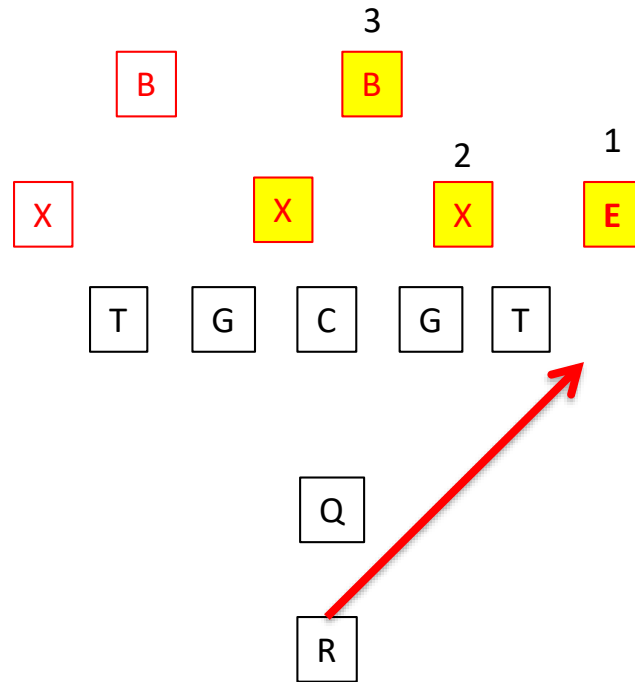
BALL CARRIER

PERÍMETRO



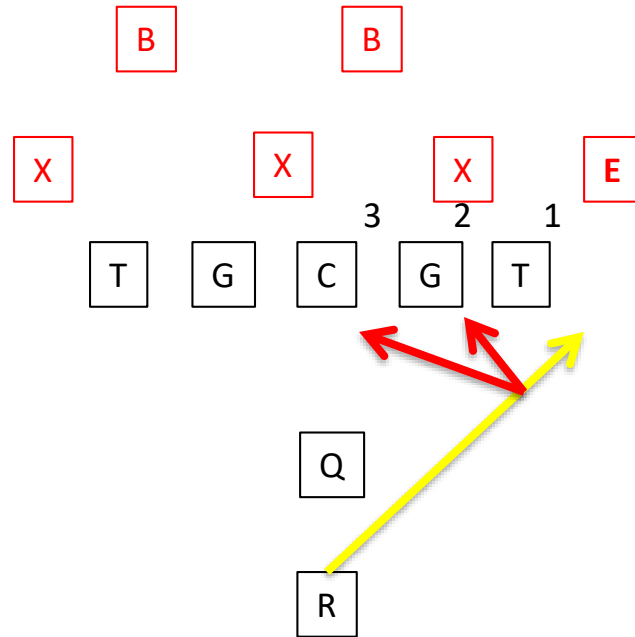
BALL CARRIER

CHAVE DE LEITURA



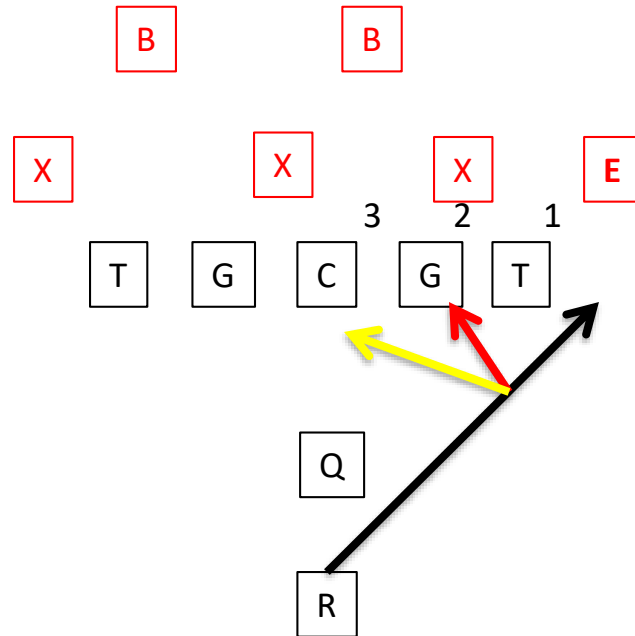
BALL CARRIER

PONTO DE CORTE



BALL CARRIER

CUT BACK



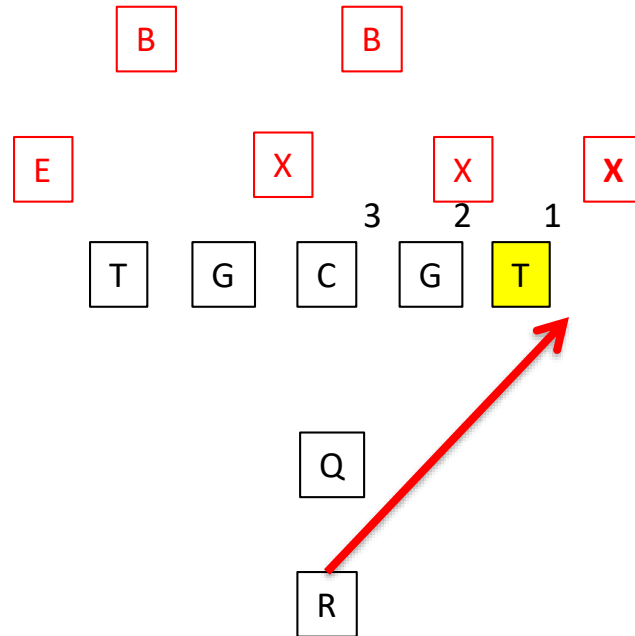
BLOQUEADORES

OUTSIDE ZONE BLOCK

- Ponto de ataque
- Perímetro + Contagem
- Quick End = Ganho Numérico
- Equilibrando a Contagem
- Combo Block + Quick End
- Combo Block + Equilíbrio Numérico
- Combo Block + Equilíbrio Numérico + Quick End = Superioridade Numérica
- Ganho de Território

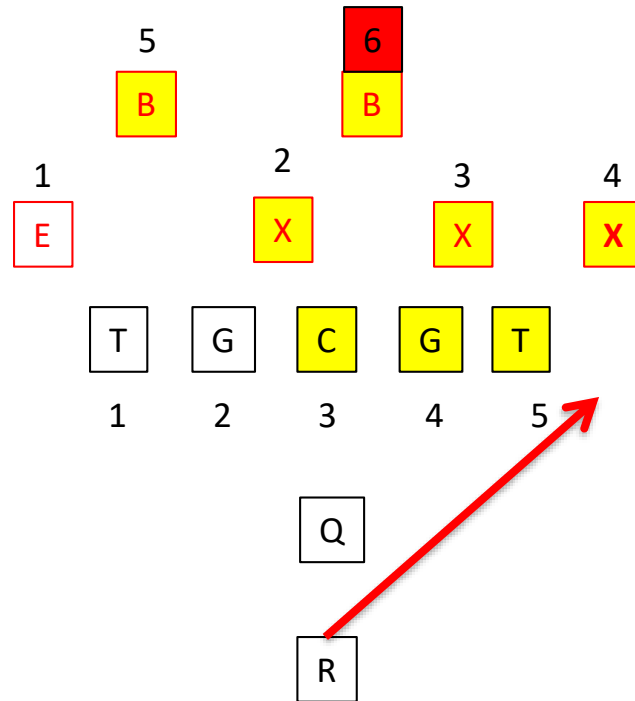
OUTSIDE ZONE BLOCK

PONTO DE ATAQUE



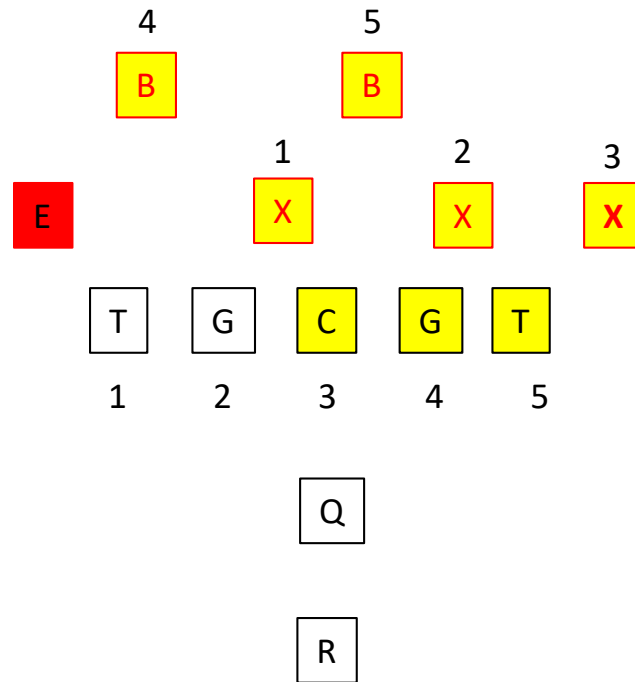
OUTSIDE ZONE BLOCK

PERÍMETRO + CONTAGEM



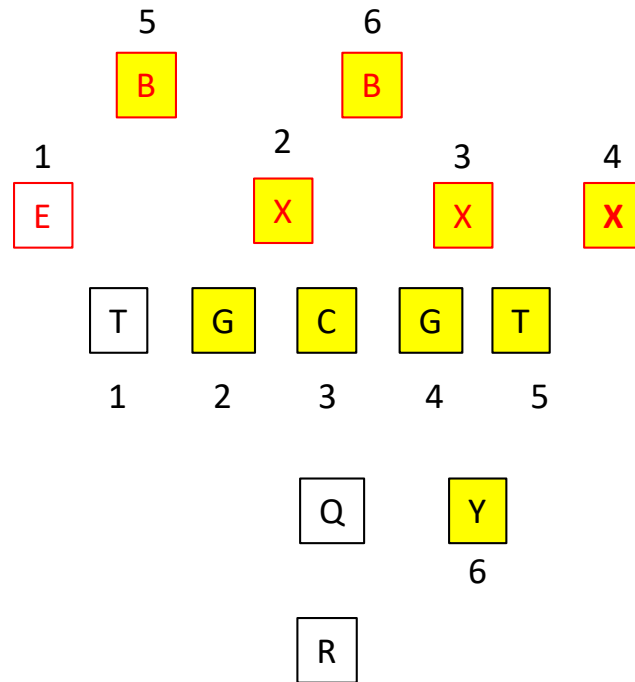
OUTSIDE ZONE BLOCK

QUICK END= GANHO NUMÉRICO



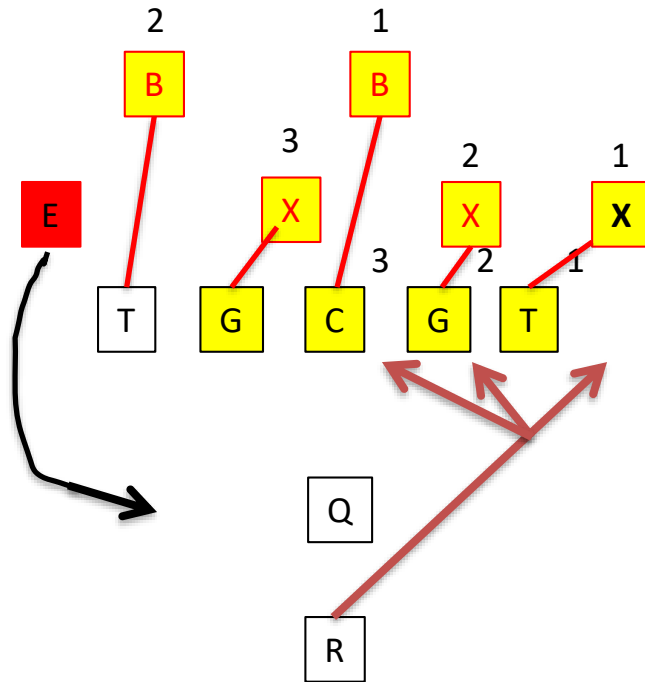
OUTSIDE ZONE BLOCK

EQUILIBRANDO A CONTAGEM



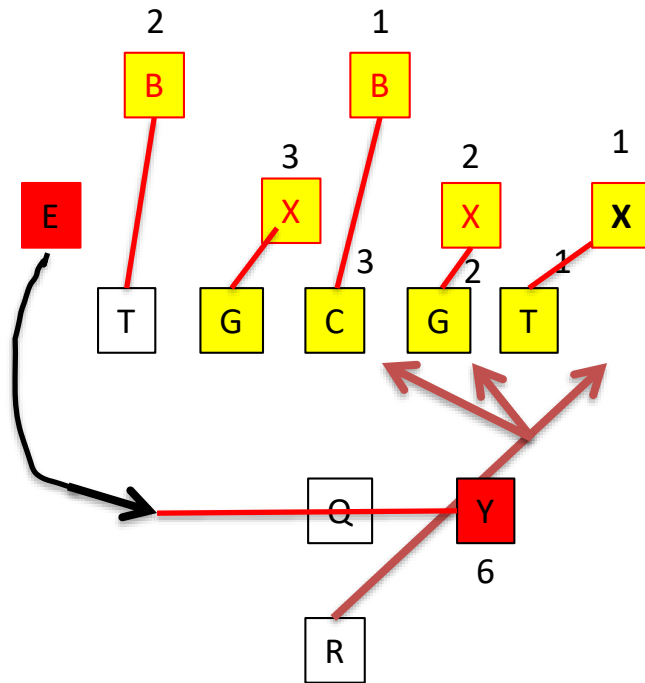
OUTSIDE ZONE BLOCK

COMBO BLOCK + QUICK END



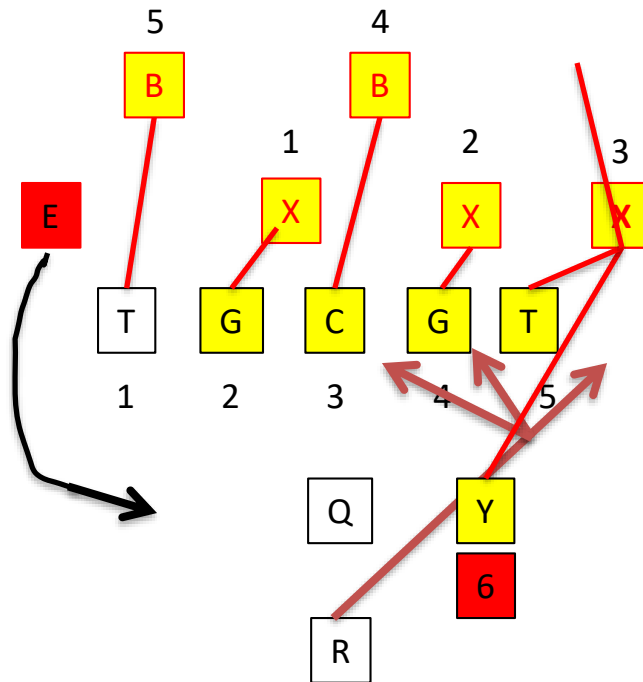
OUTSIDE ZONE BLOCK

COMBO BLOCK + EQUILIBRIO NUMERICO



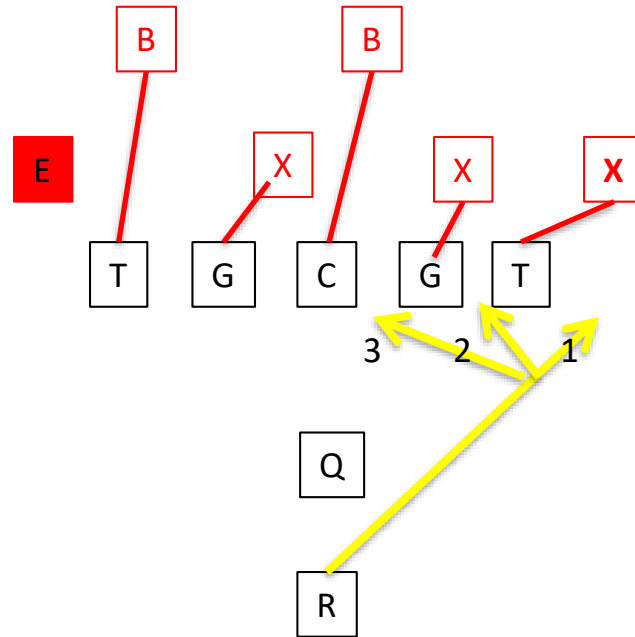
OUTSIDE ZONE BLOCK

COMBO BLOCK + EQUILIBRIO + QUICK END = SUPERIORIDADE NUMÉRICA



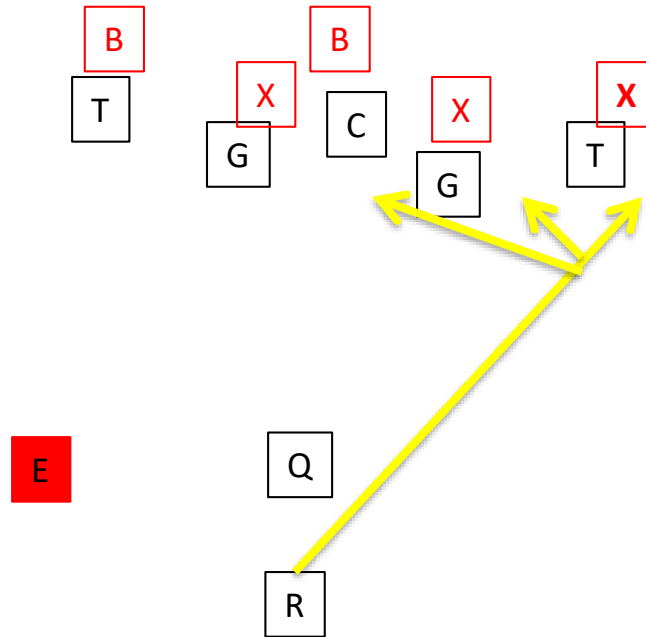
OUTSIDE ZONE BLOCK

GANHO DE TERRITÓRIO



OUTSIDE ZONE BLOCK

GANHO DE TERRITÓRIO



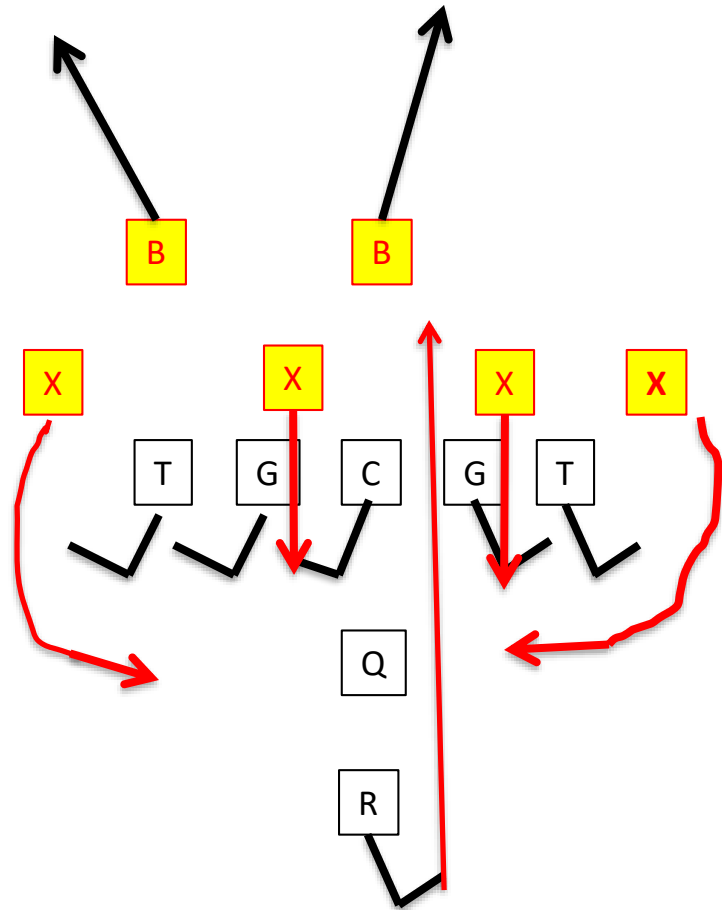
DRAW RUN CONCEPT

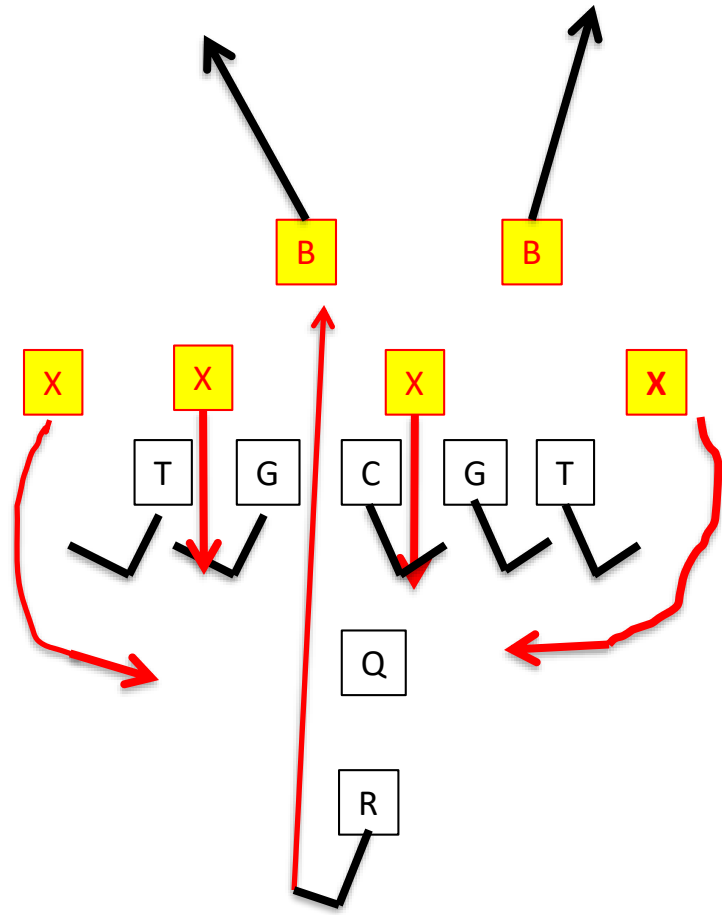
BALL CARRIER

Proteger o passe
por 1,5 segundos
e correr no gap
interno aberto

PASS PROTECT

Padrão
Center dobrar no
Nose Tackle





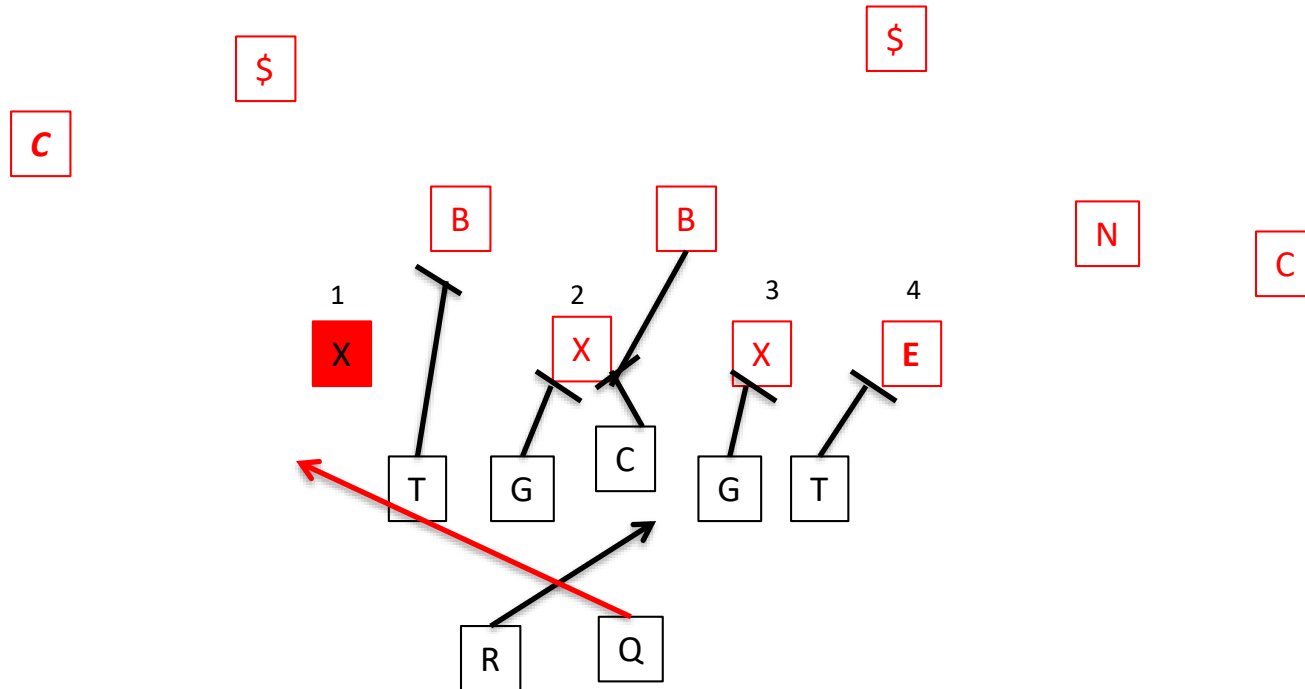
READ OPTION INSIDE ZONE RUN

- SEGUE TODOS OS PADRÕES DE CORRIDA INSIDEZONE RUN COM QUICK END, PORÉM O QB PODE CORRER COM A BOLA

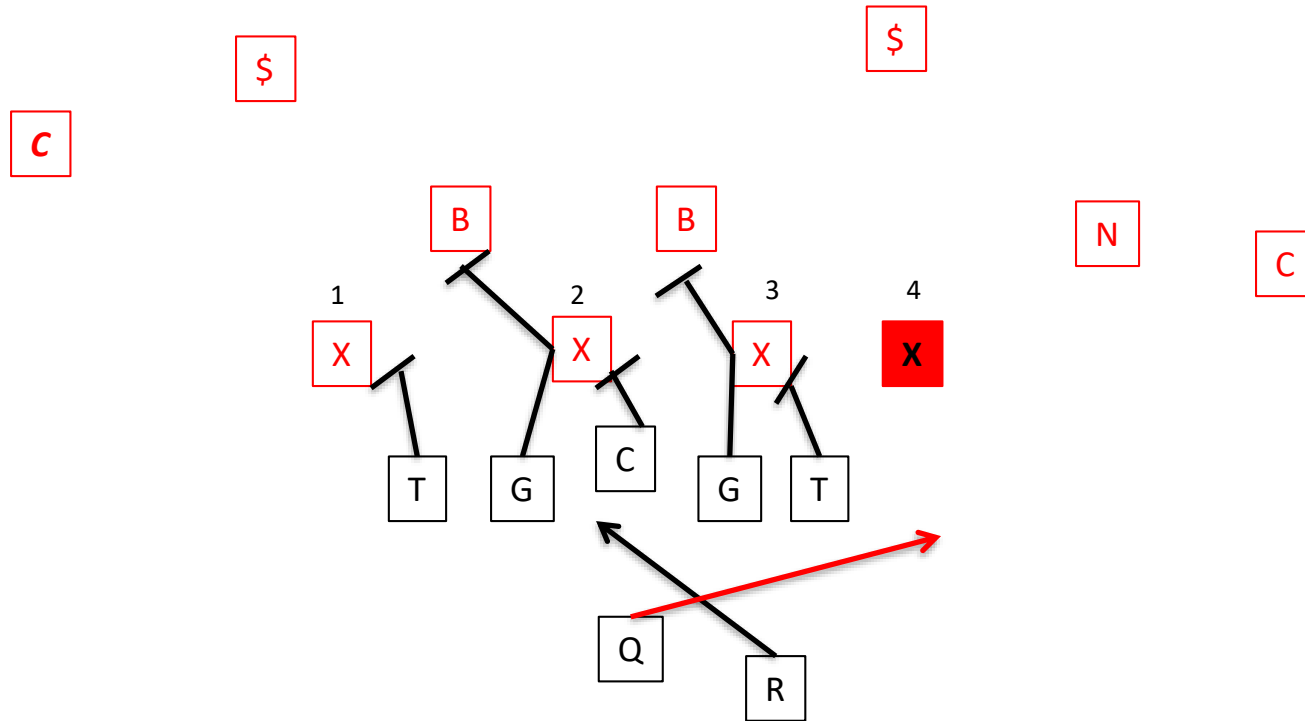
INSIDE READ OPTION PROTECT

- SEGUE O PADRÃO DE BLOQUEIO INSIDE ZONE BLOCK COM QUICK END

INSIDE ZONE BLOCK QUICK END DIREITA



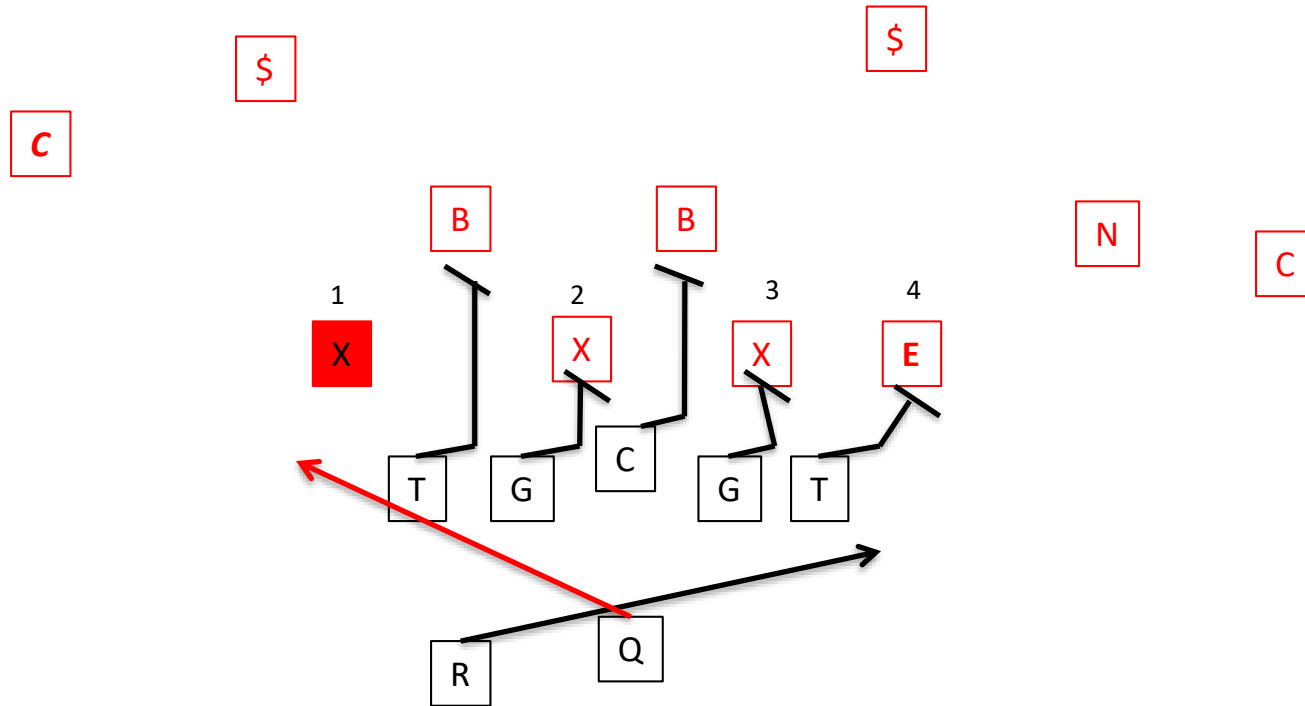
INSIDE ZONE BLOCK QUICK END ESQUERDA



OUTSIDE READ OPTION PROTECT

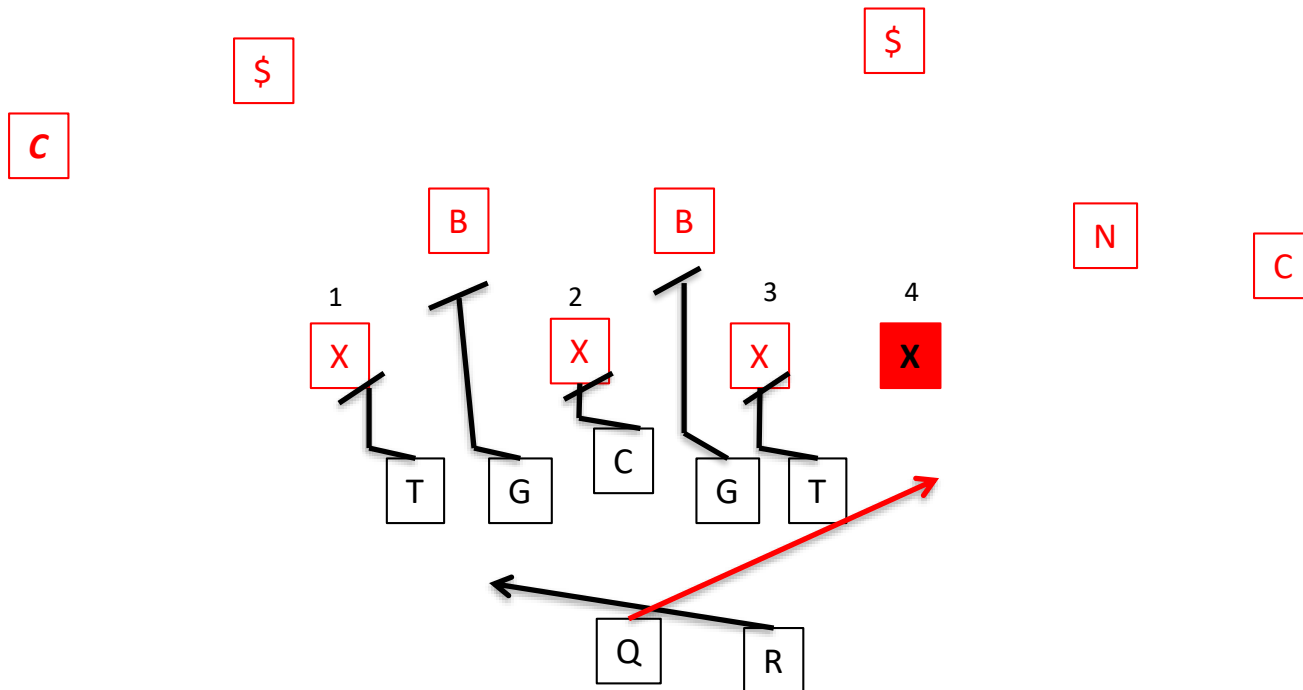
- SEGUE O PADRÃO DE BLOQUEIO OUTSIDE ZONE BLOCK COM QUICK END

READ OPTION OUTSIDE ZONE BLOCK QUICK END DIREITA



Q faz a leitura do Defensive End oposto a corrida

READ OPTION OUTSIDE ZONE BLOCK QUICK END ESQUERDA

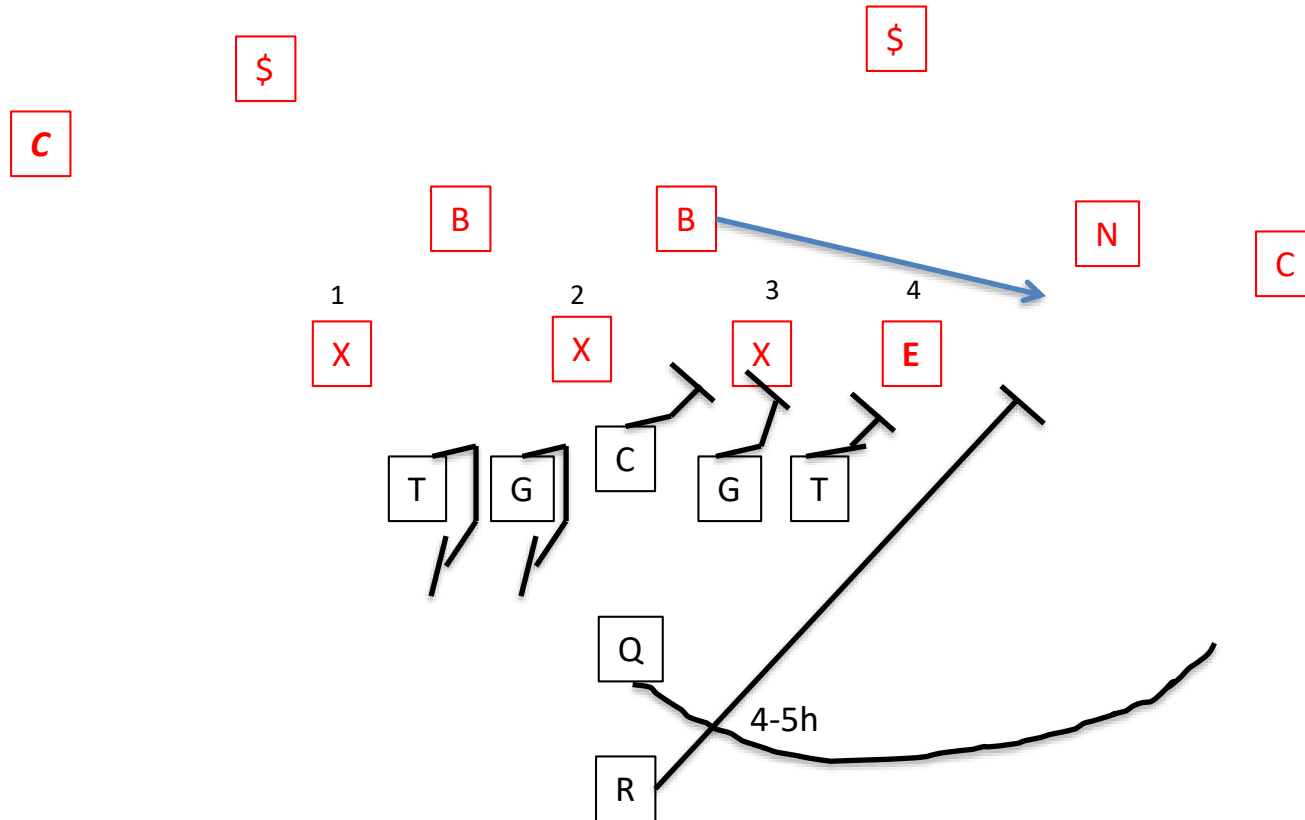


Q faz a leitura do Defensive End oposto a corrida

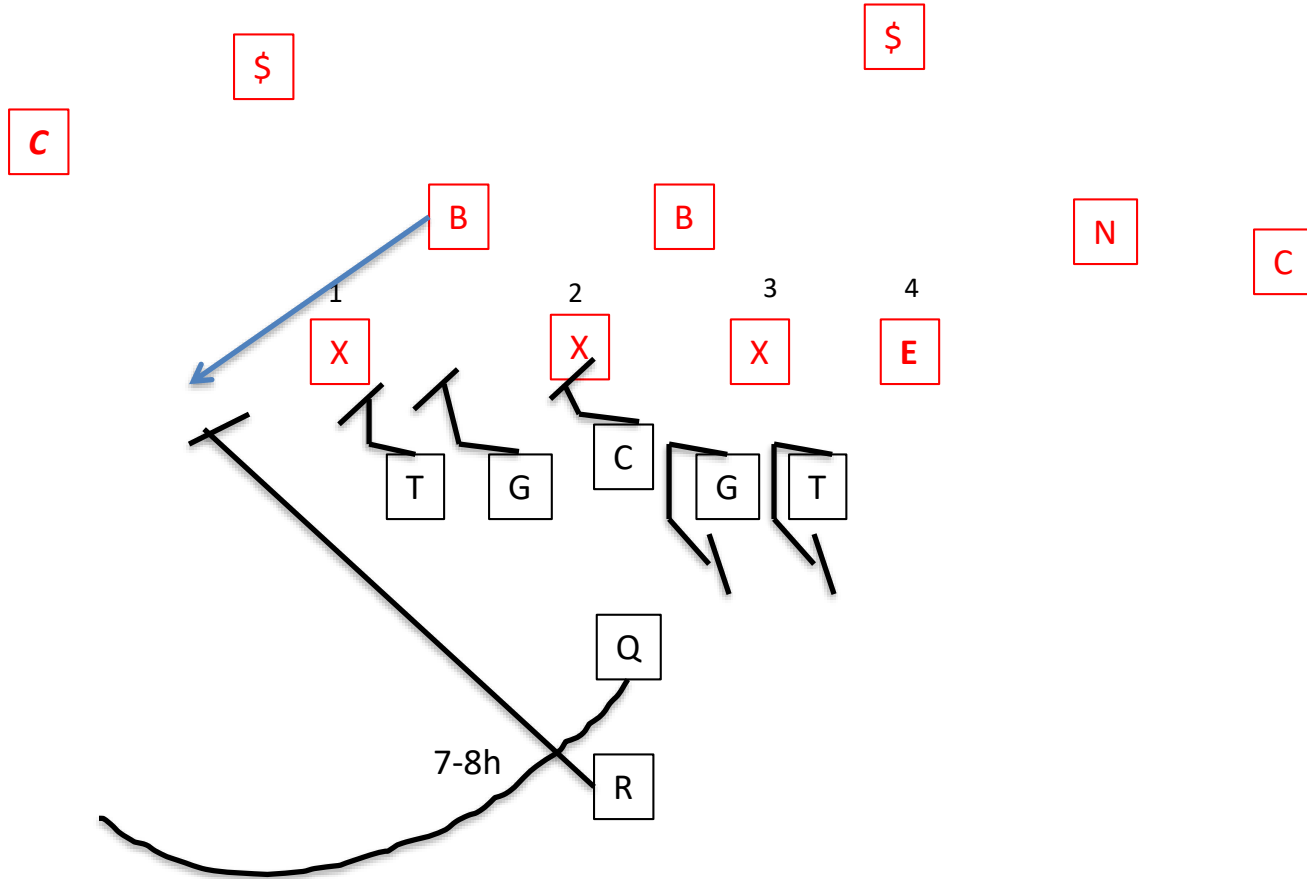
SPRINT OUT

- SEGUE TODOS OS PADRÕES DE CORRIDA INSIDEZONE RUN COM QUICK END COM O QB CORRENDO PRA FORA DO POCKET. RB BLOQUEIA O ÚLTIMO HOMEM.
- A DECISÃO DE PASSAR A BOLA OU CORRER É DO QB
- WR SEMPRE FAZEM AS ROTAS DOS CONCEITOS CHAMADOS COM LEITURA HOT READ
- QB PODE CHAMAR BLOQUIOS NO HUDLLE

ZONE BLOCK SPRINT OUT PROTECT DIREITA



ZONE BLOCK SPRINT OUT PROTECT ESQUERDA



SIMPLE PASS CONCEPT

COACH ARTHUR MONTAGNOLI

SIMPLE PASS CONCEPT

- SMASH -> FLAG, CHINA, BENCH
- TRIANGLE -> SCAT, SNAG
- FLOOD -> FLODD, WEAK FLOOD
- LEVEL -> MESH, SHALLOW CROSS
- VERTICAL -> FADE, WHEEL, SWITCH
- RPO -> BUBBLE, BUBBLE, SAW, SCAT, SNAG

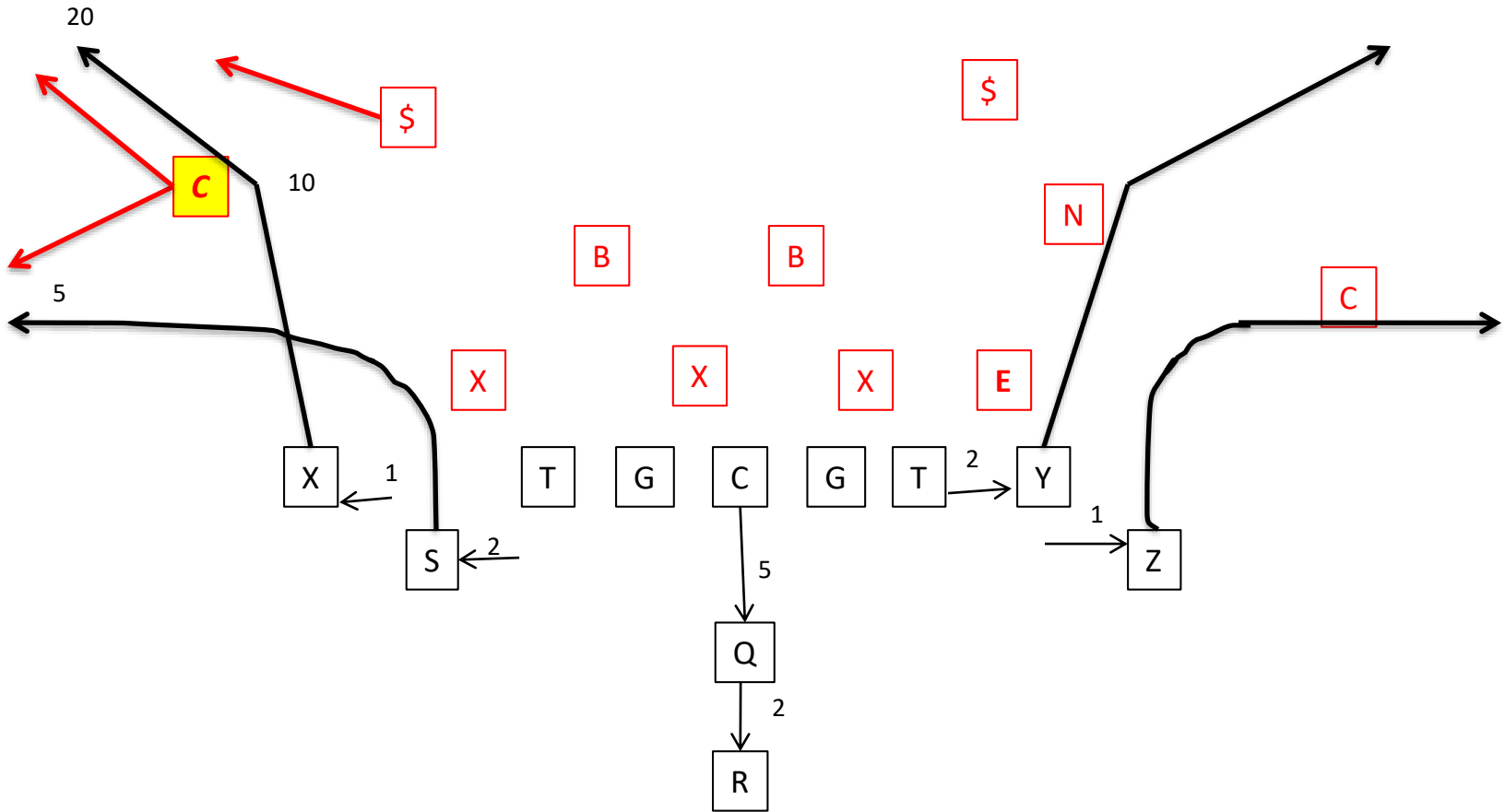
SMASH CONCEPT

- FLAG
- CHINA
- BENCH

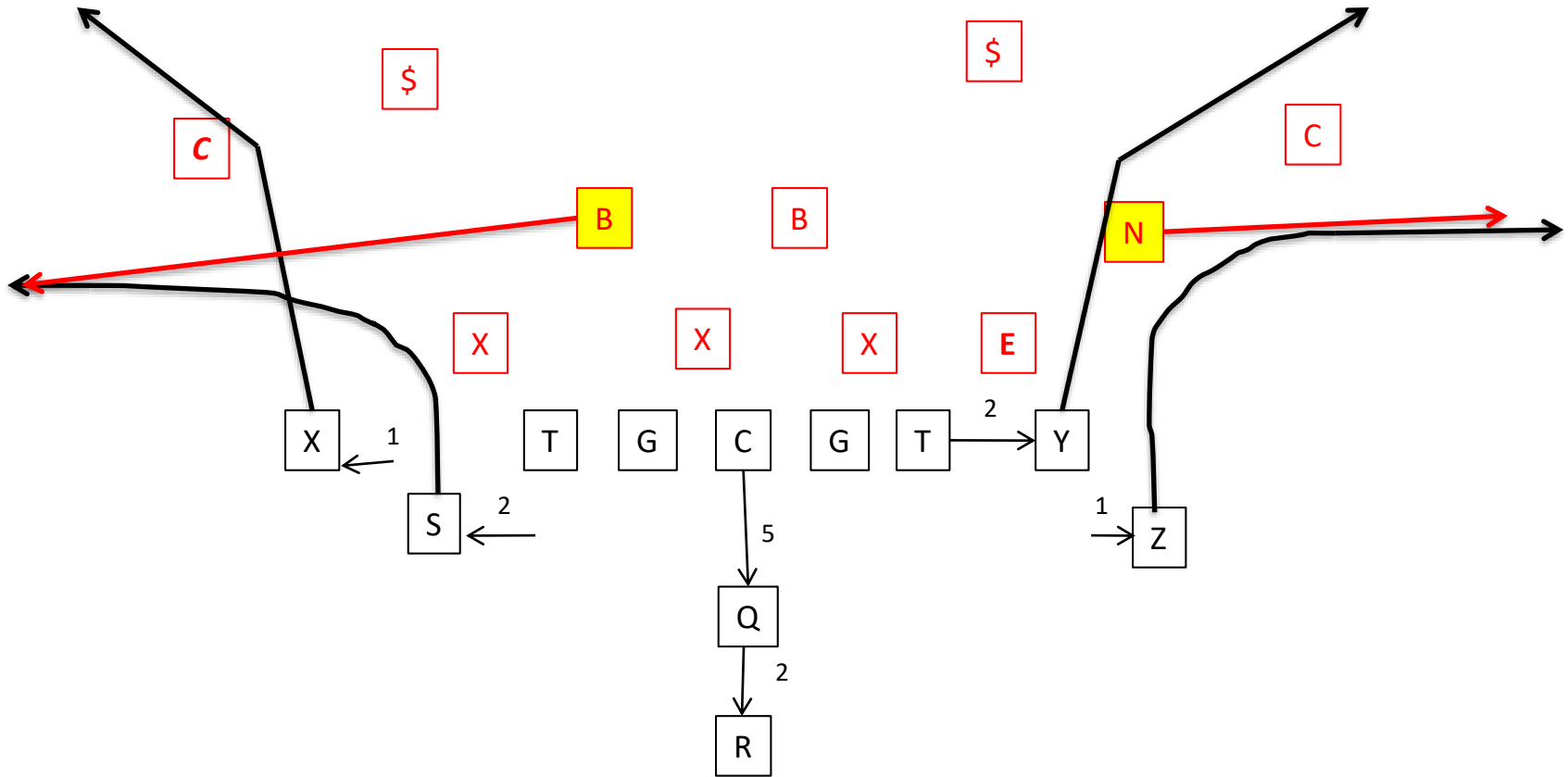
FLAG

- **FLAG**
- **FLAG S ANGLE** ou **Z ANGLE**
- **FLAG S CHAIR** ou **Z CHAIR**
- **FLAG X POST** ou **Y POST**
- **FLAG S STICK** ou **Y STICK**
- **FLAG X POST** ou **Y POST**

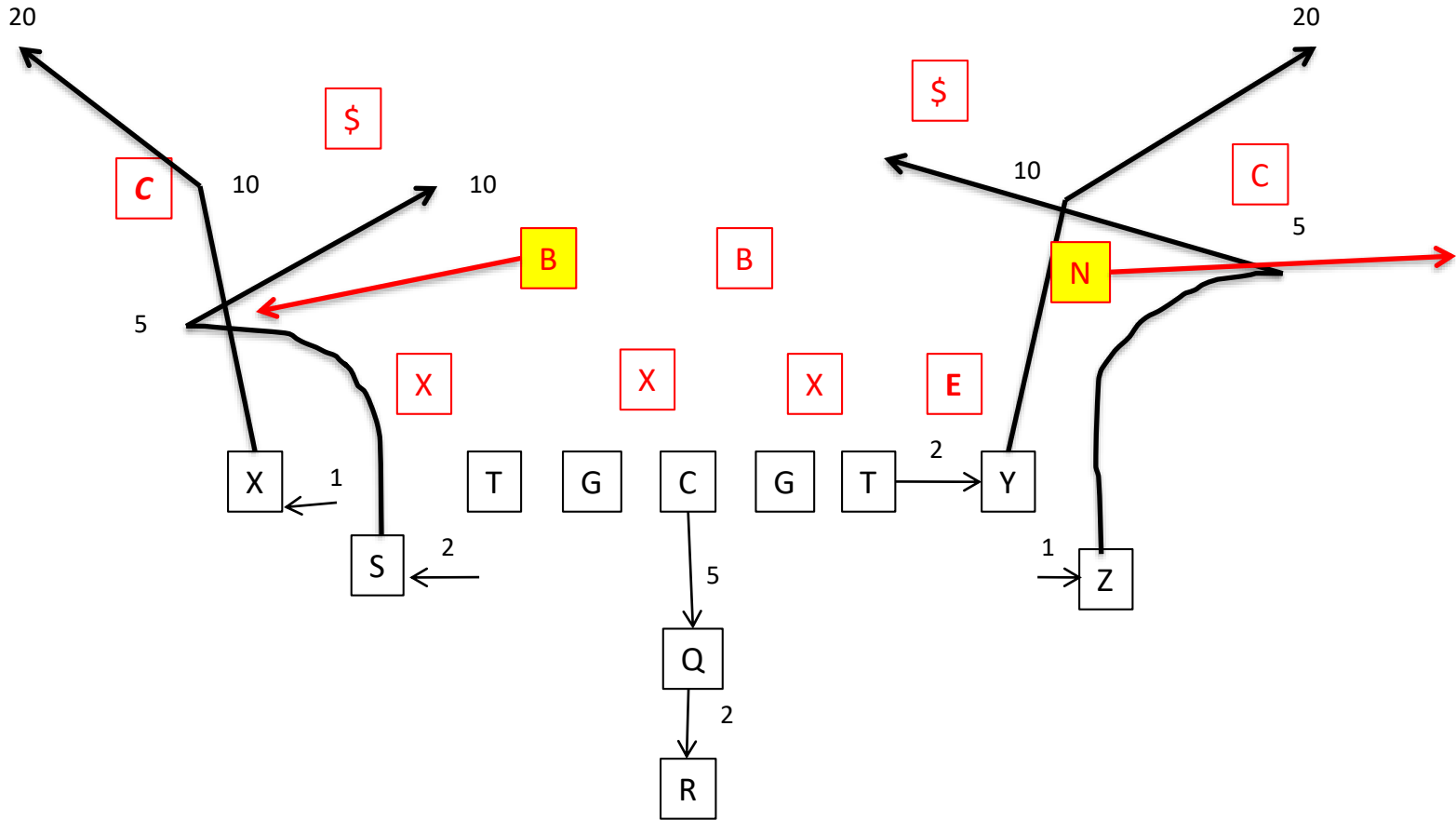
FLAG



PROBLEMAS COM O OLB

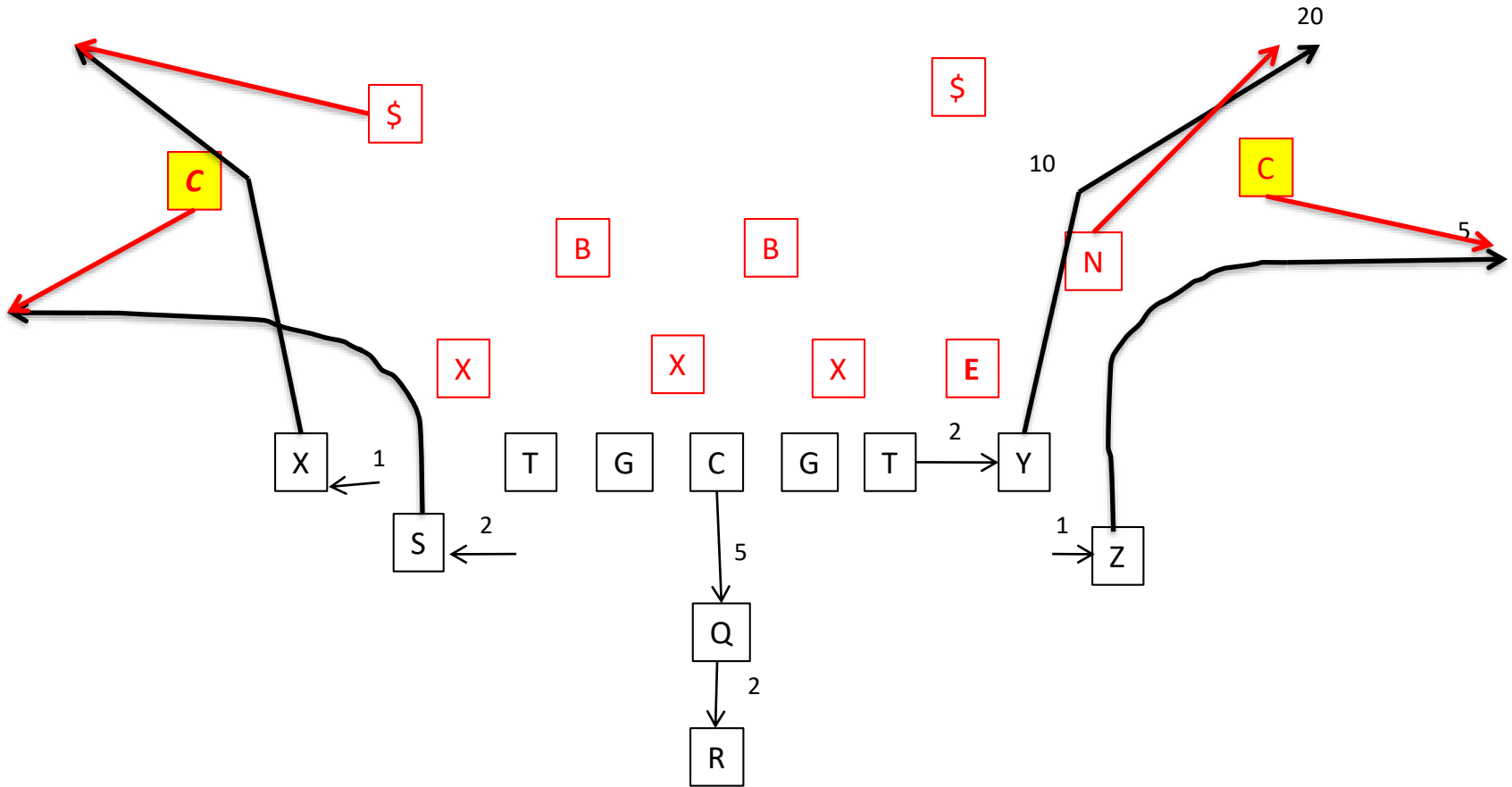


FLAG S ANGLE

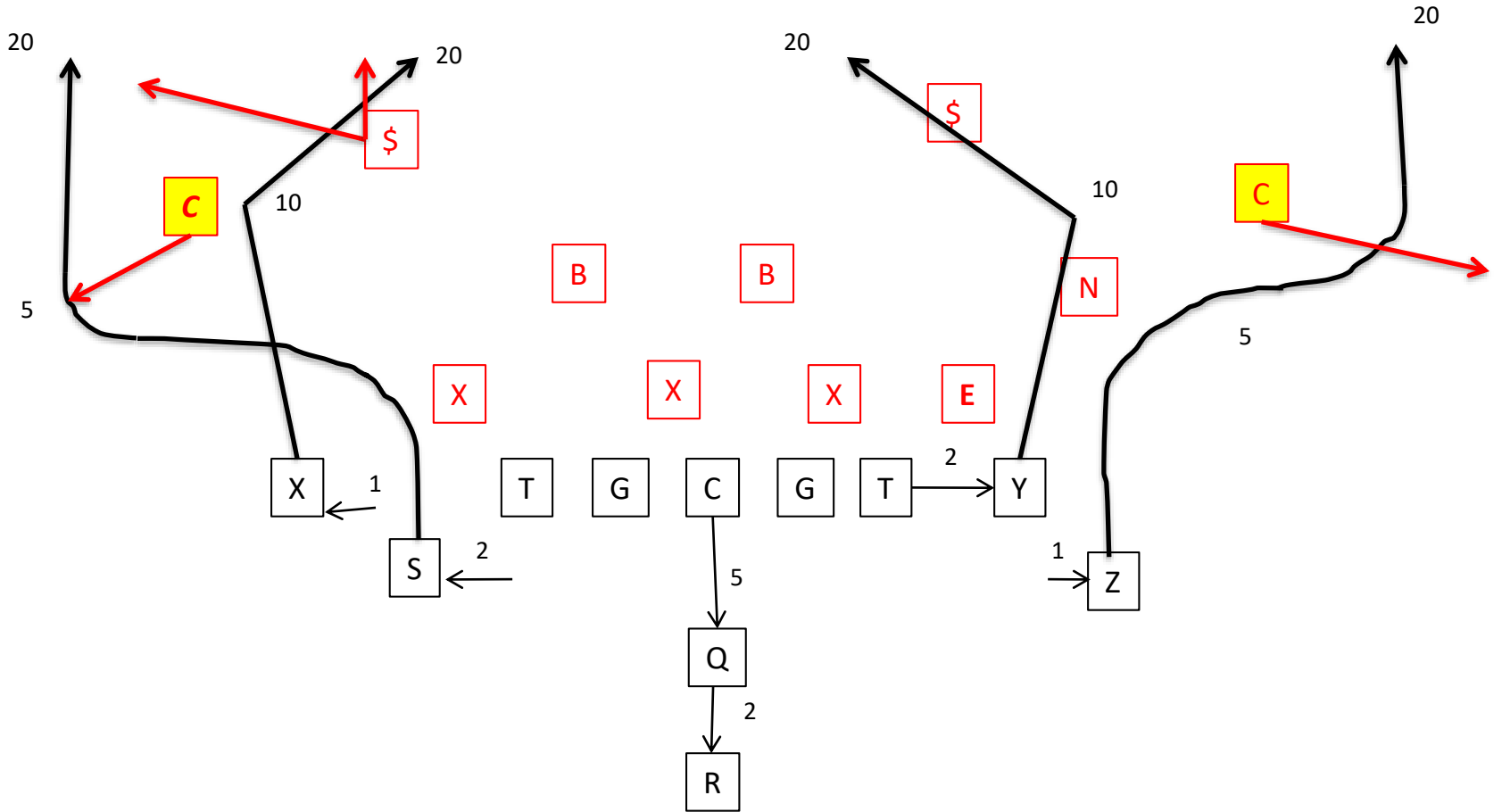


FLAG Z ANGLE

PROBLEMAS COM O **CB**

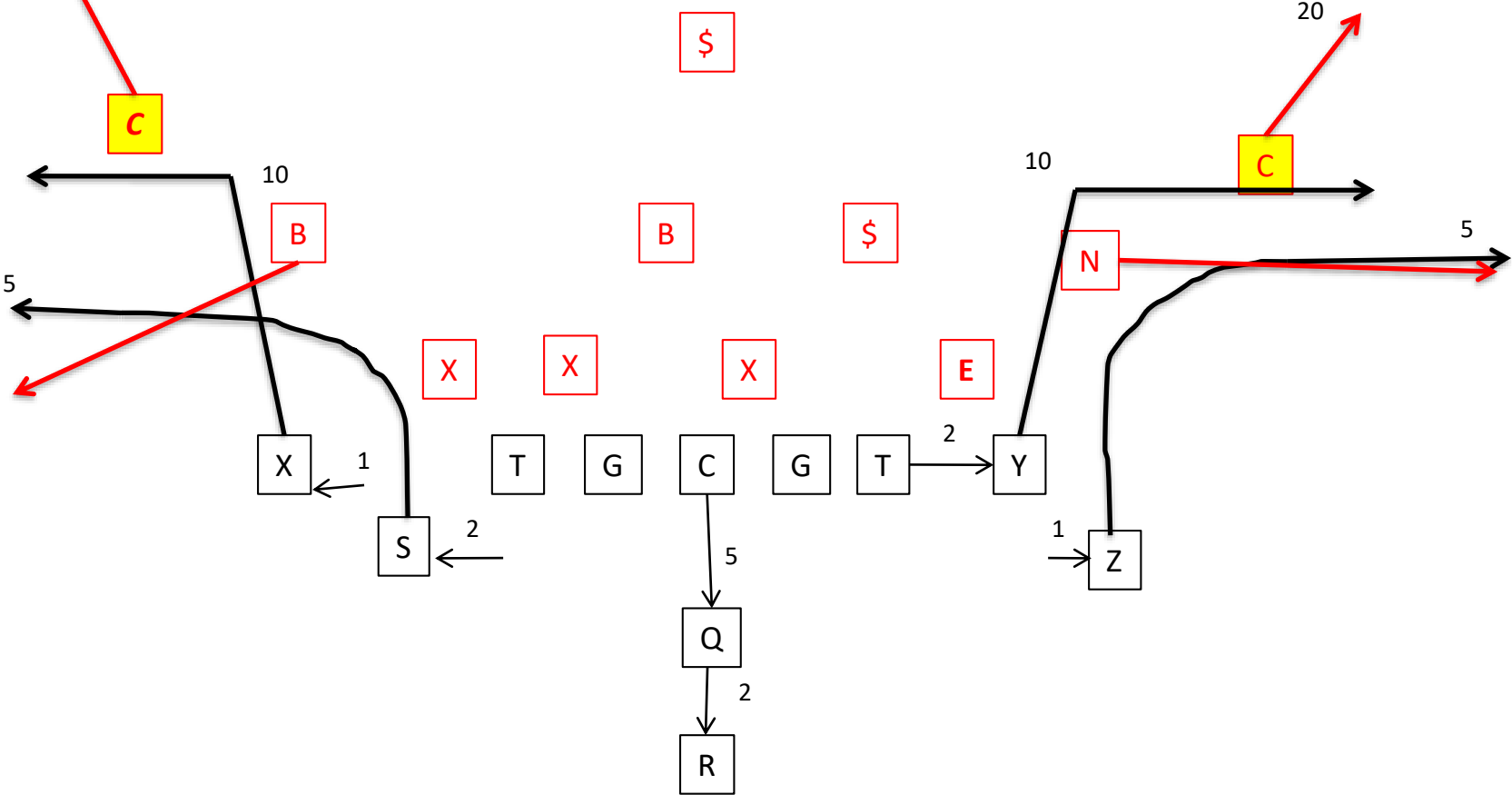


FLAG S CHAIR



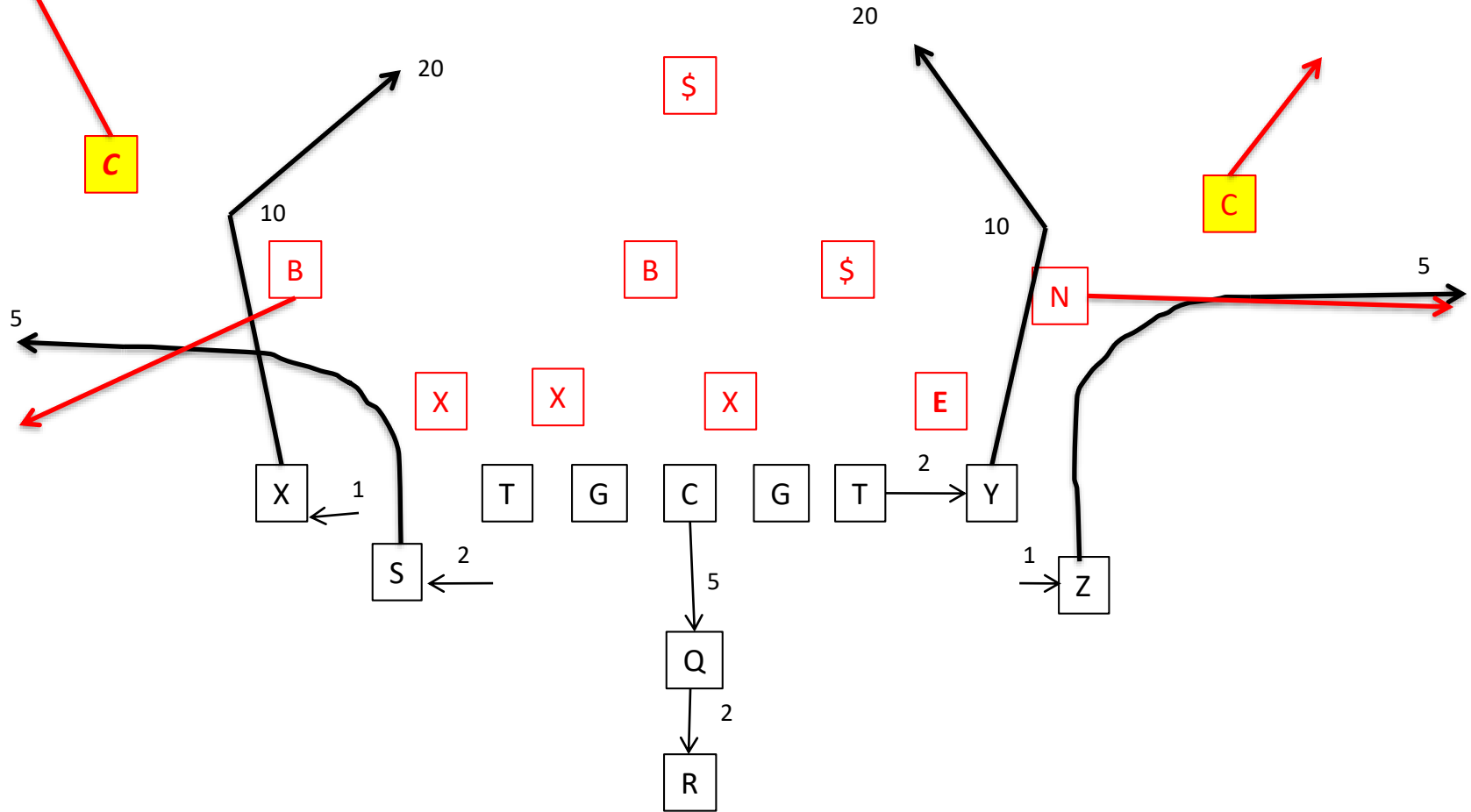
FLAG Z CHAIR

FLAG X OUT



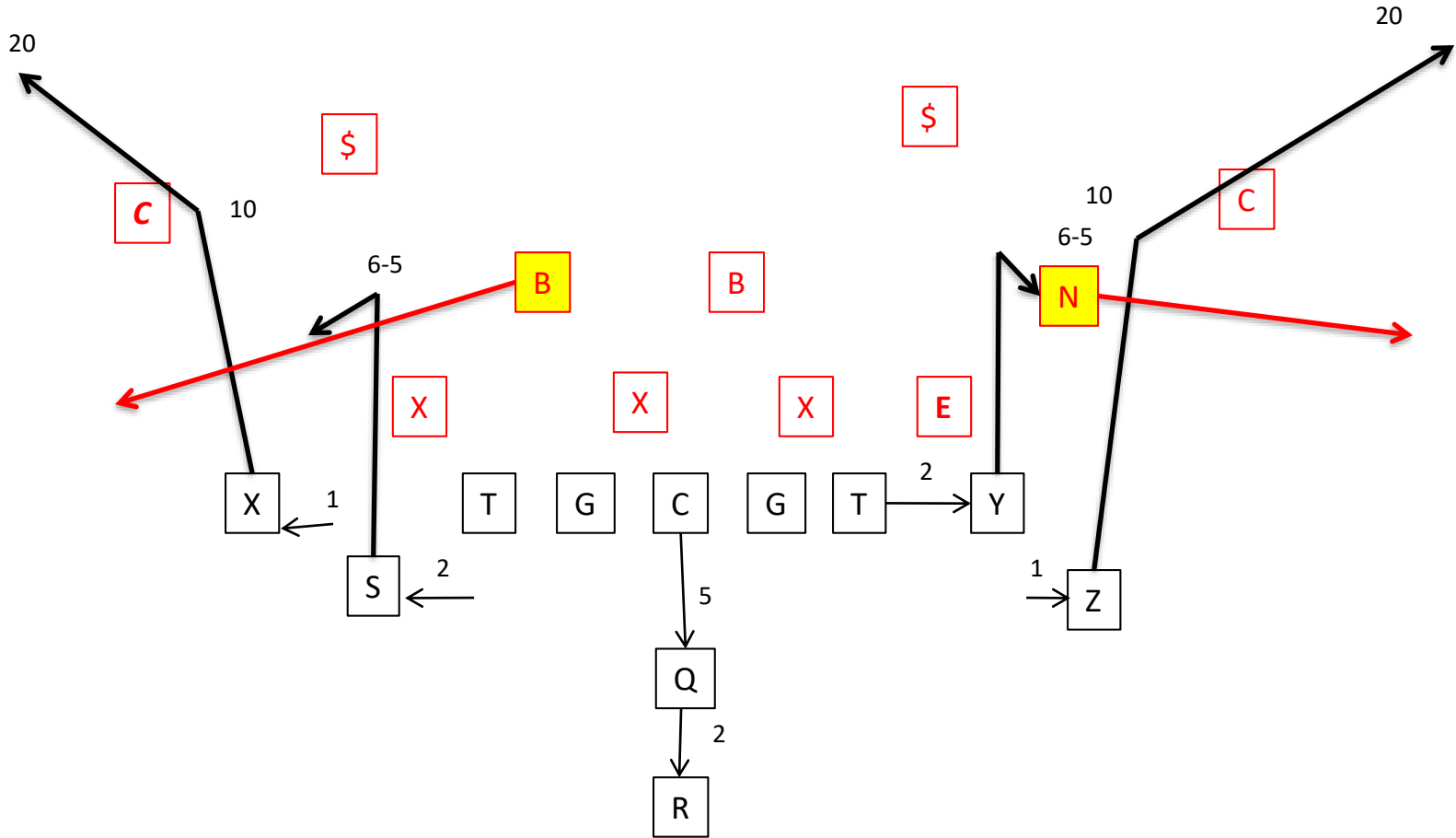
FLAG Y OUT

FLAG X POST



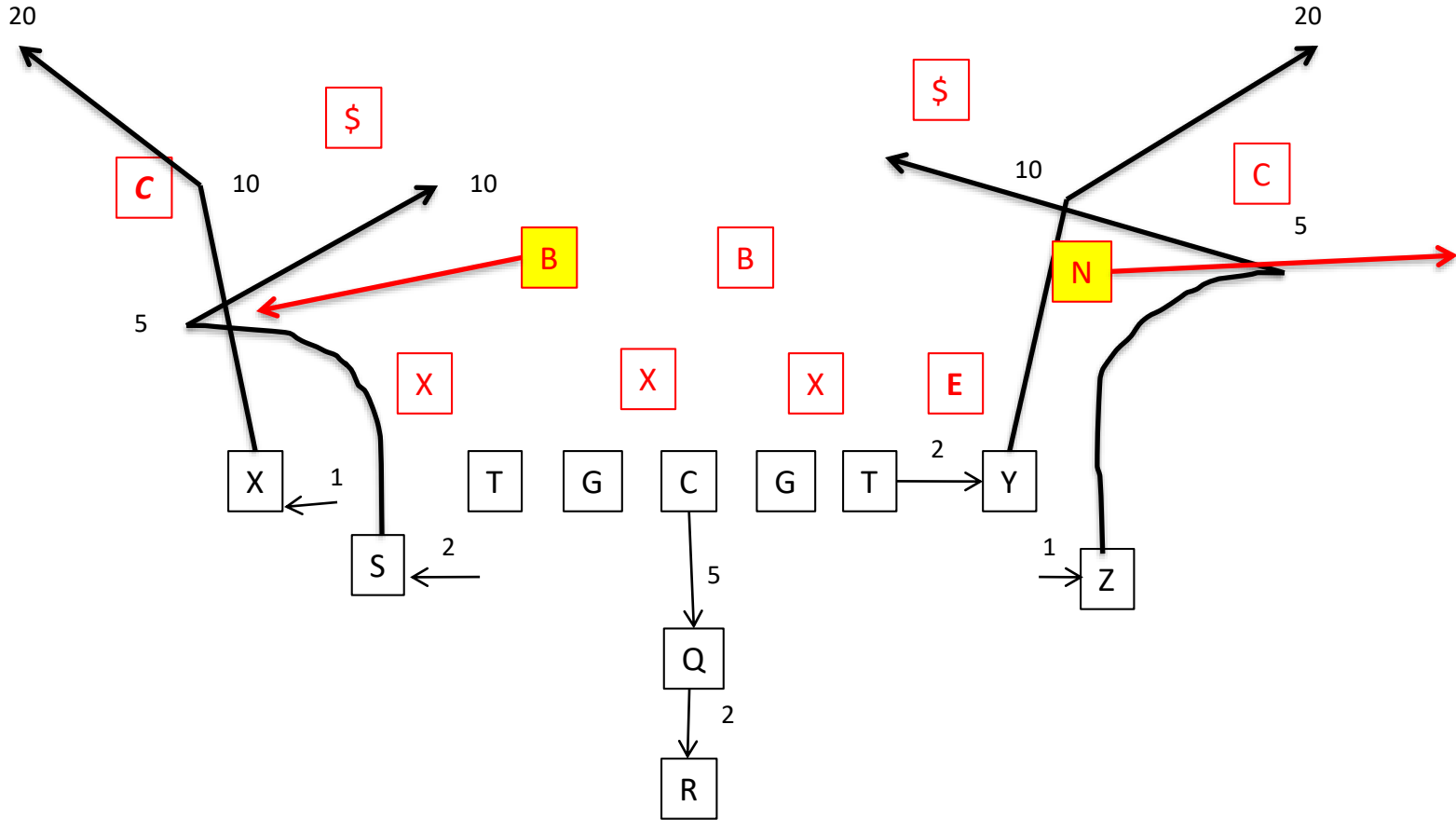
FLAG Y POST

FLAG S STICK



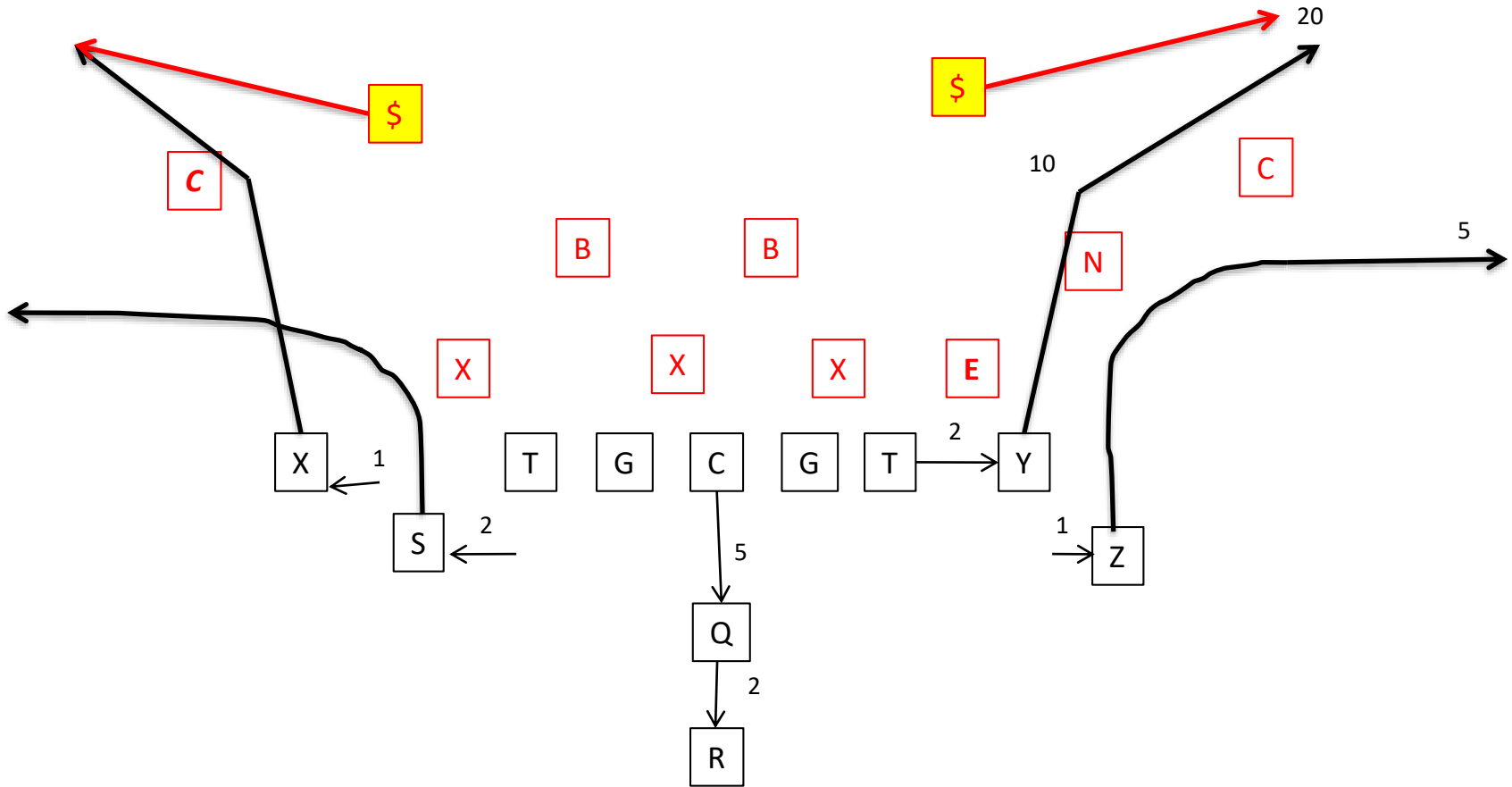
FLAG Y STICK

FLAG S ANGLE

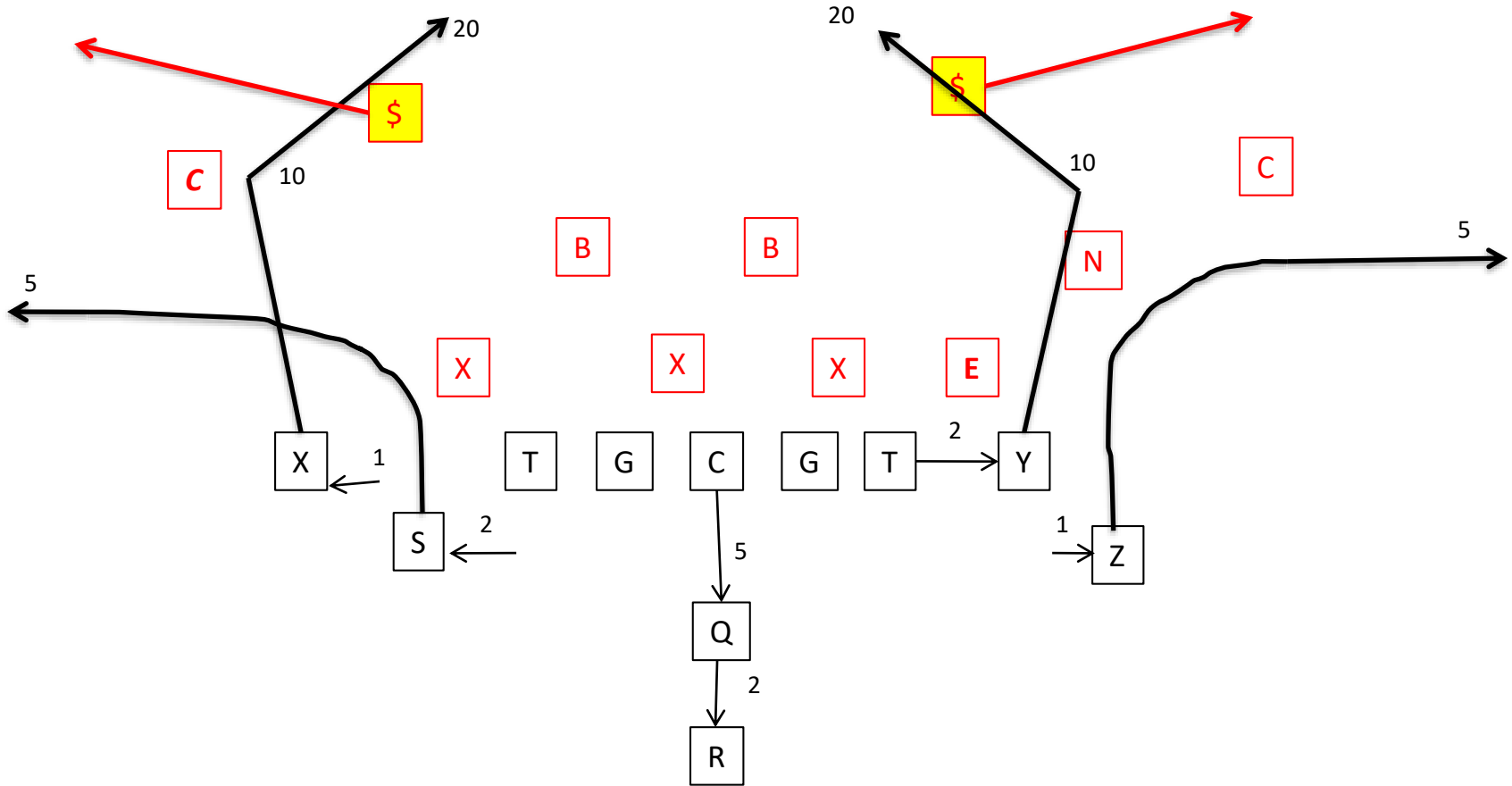


FLAG Z ANGLE

PROBLEMAS COM O \$



FLAG X POST

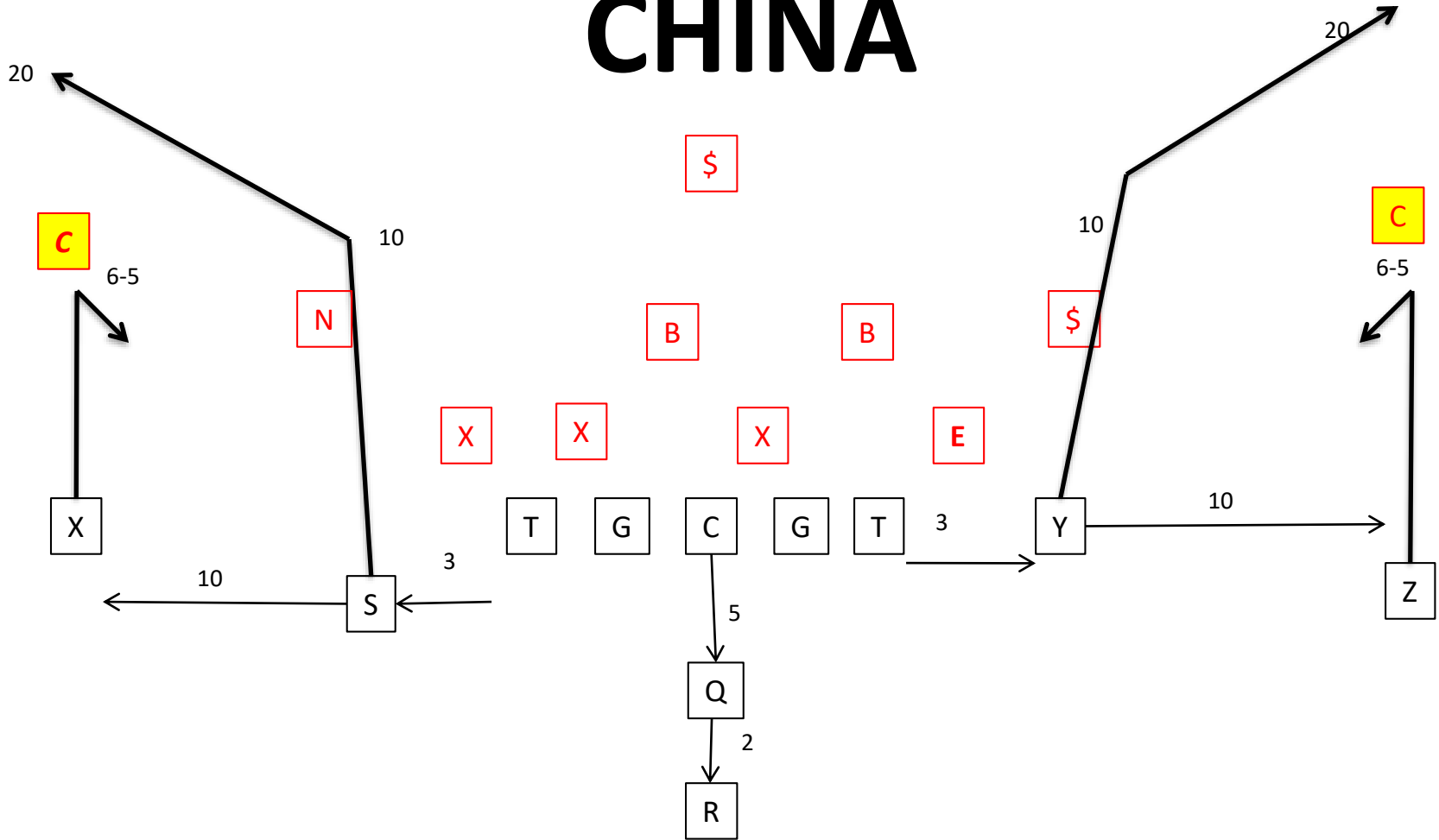


FLAG Y POST

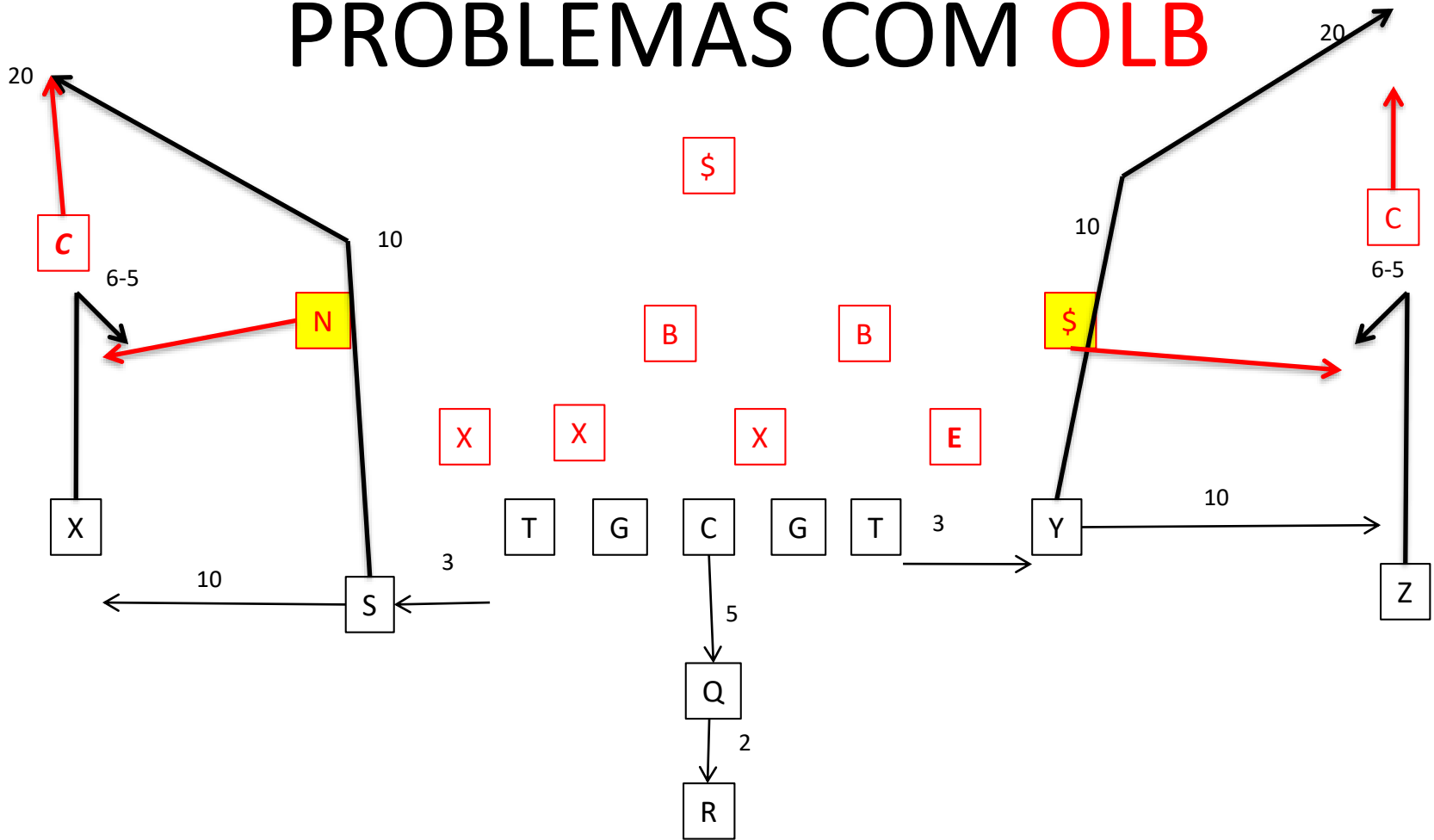
CHINA

- **CHINA**
- **CHINA X SLIDE ou Z SLIDE**
- **CHINA X WHIP ou Y WHIP**
- **CHINA DOUBLE STOP**
- **CHINA X STOP N' GO ou Y STOP N' GO**
- **CHINA X SLIDE ou Z SLIDE**
- **CHINA S POST ou Y POST**

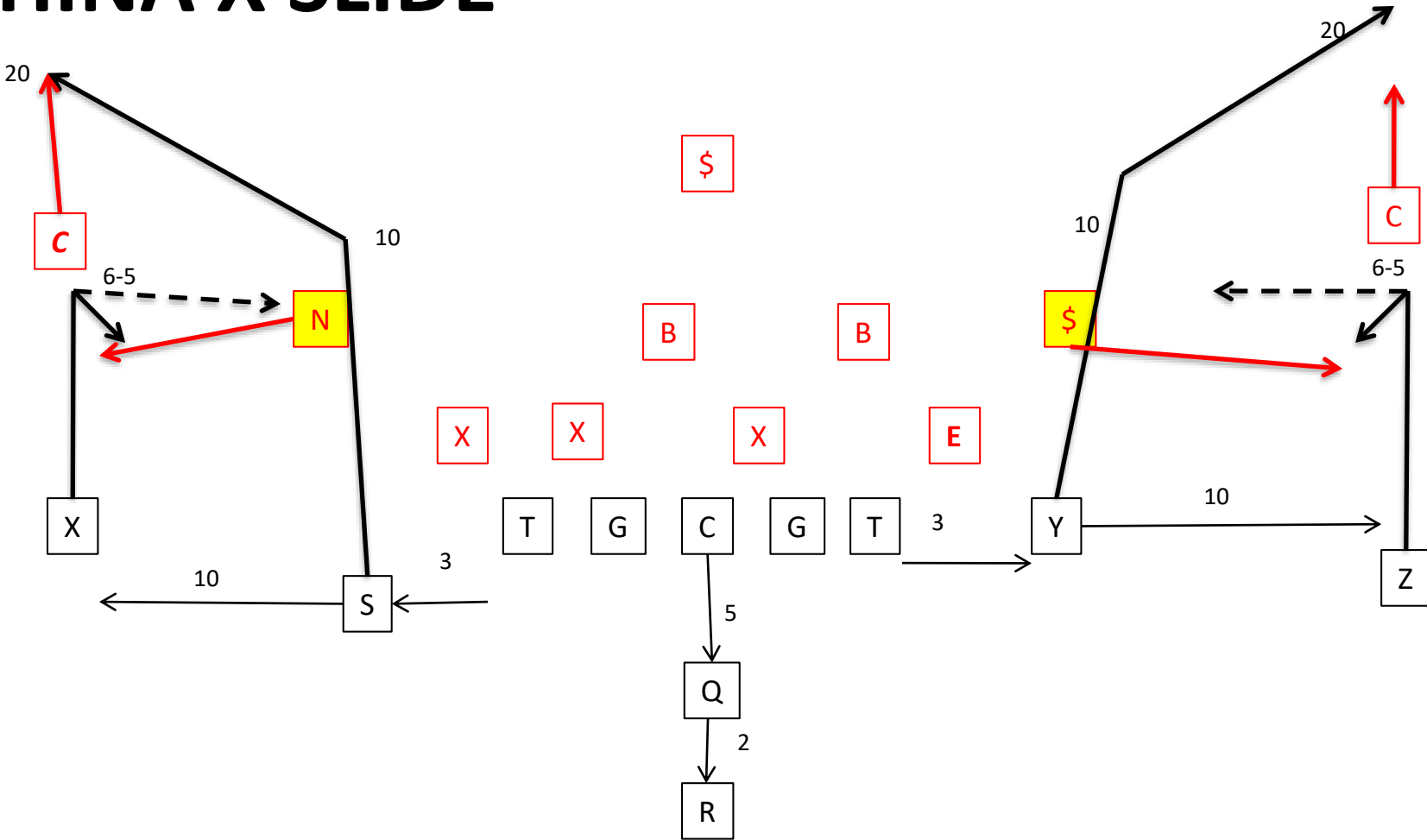
CHINA



PROBLEMAS COM OLB

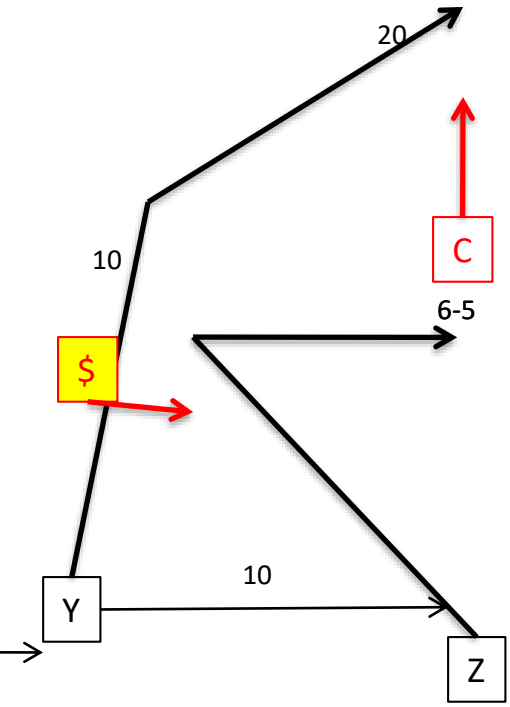
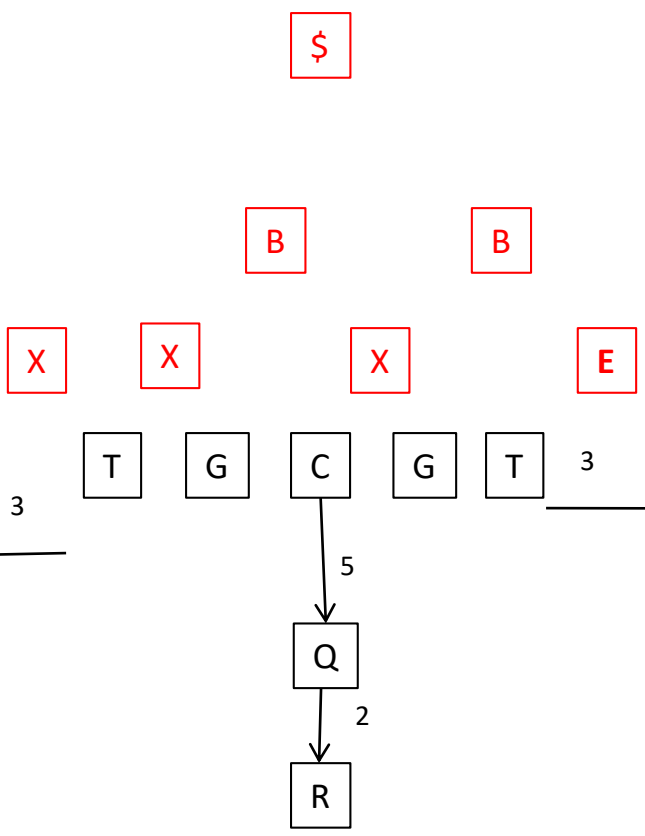
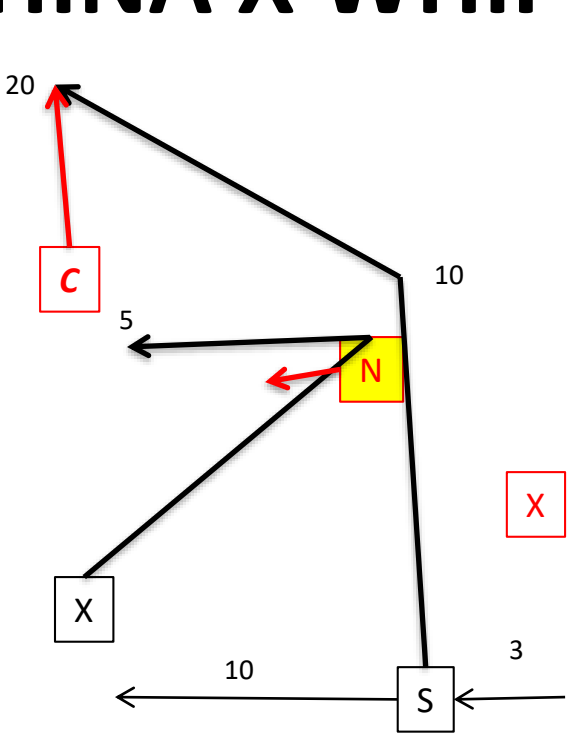


CHINA X SLIDE



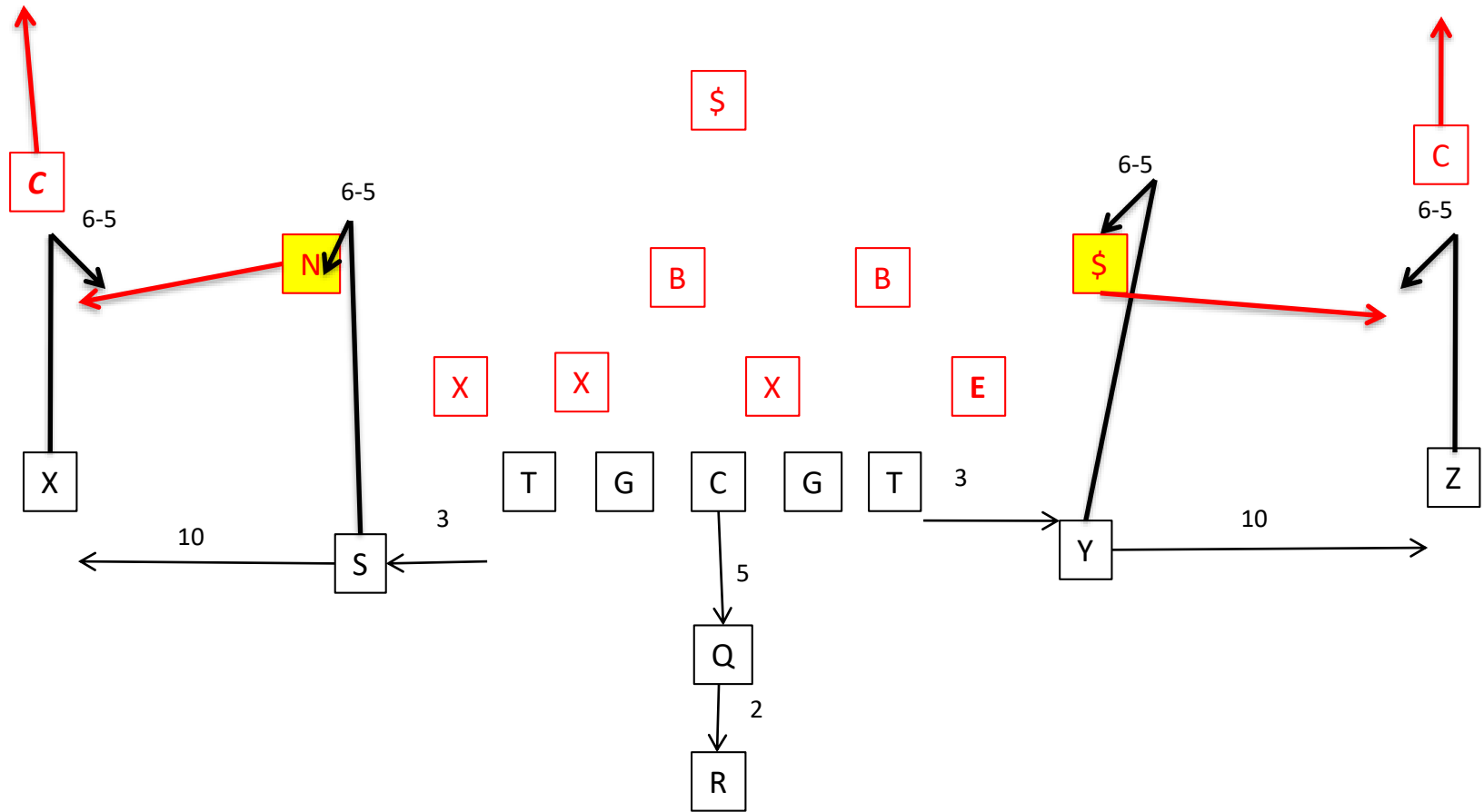
CHINA Z SLIDE

CHINA X WHIP



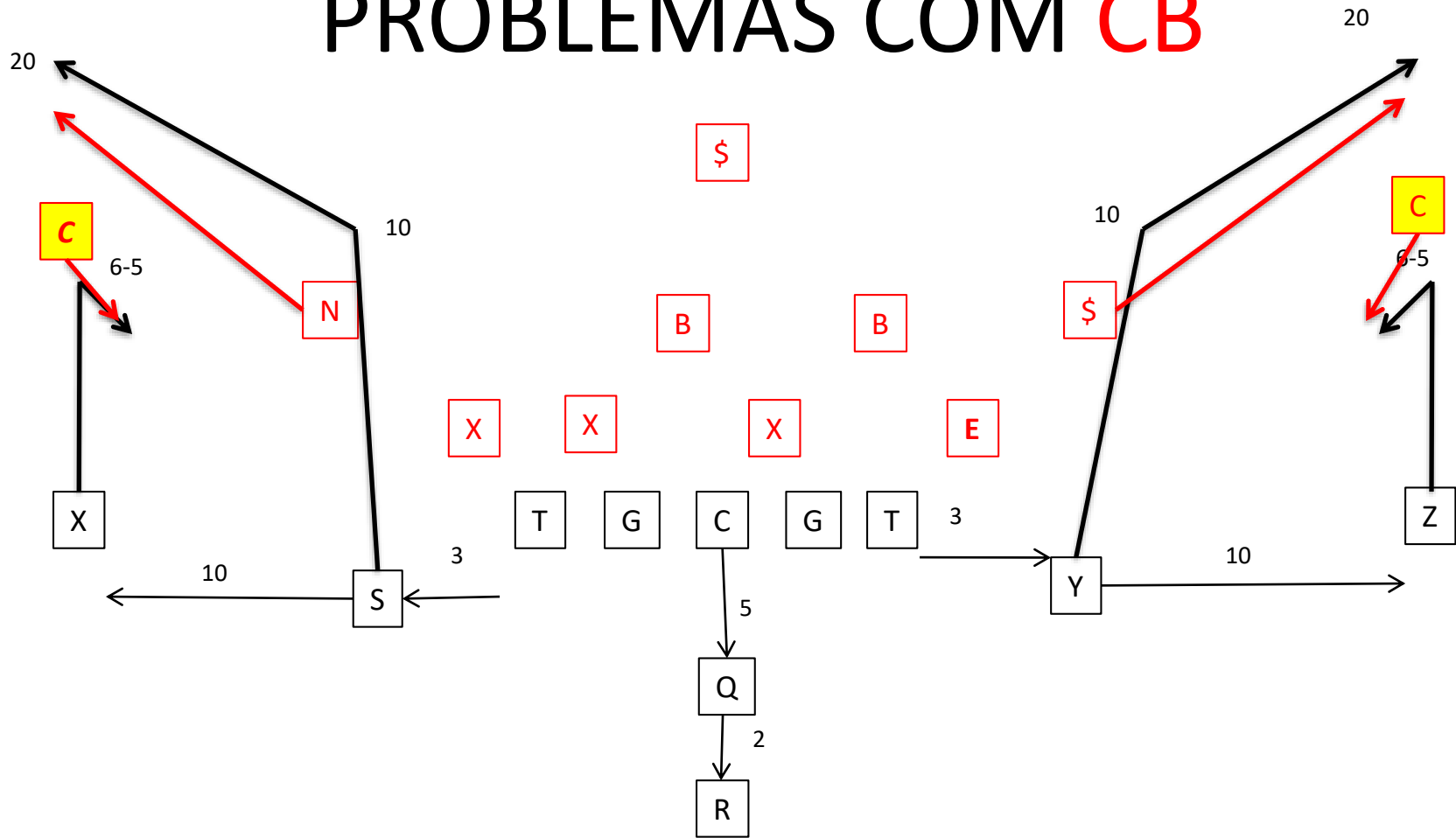
CHINA Z WHIP

CHINA DOUBLE STOP

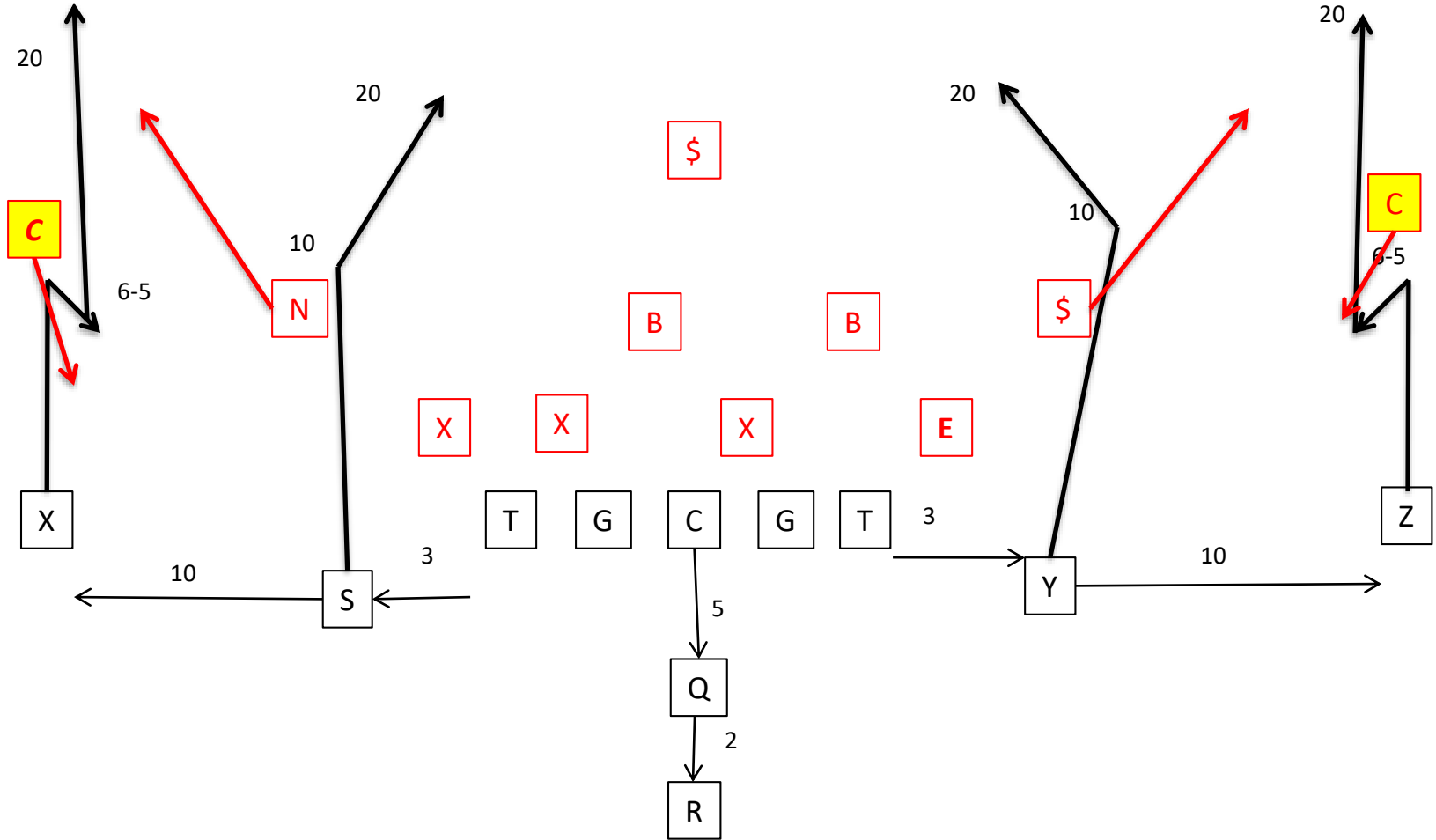


CHINA DOUBLE STOP

PROBLEMAS COM CB

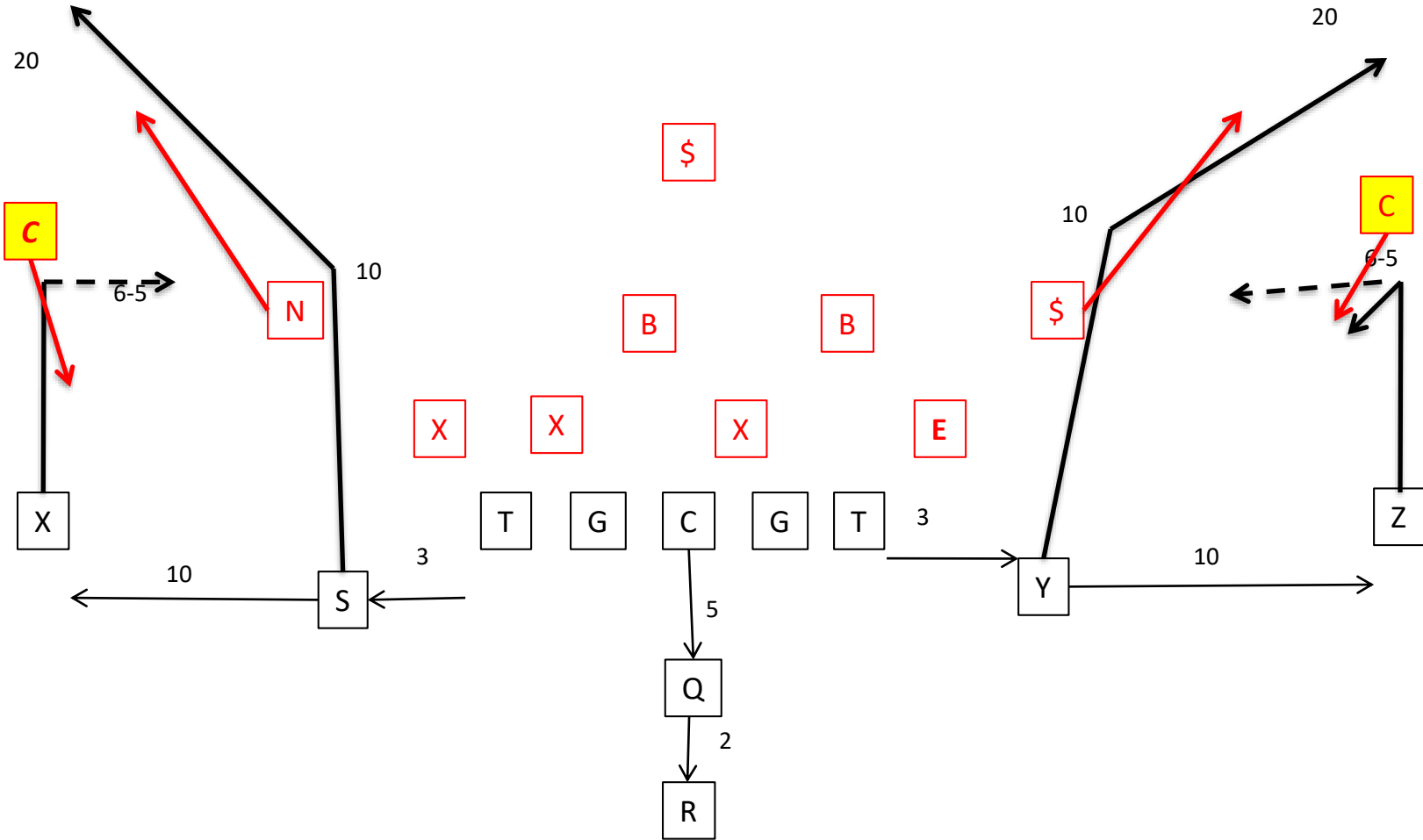


CHINA X STOP N'GO



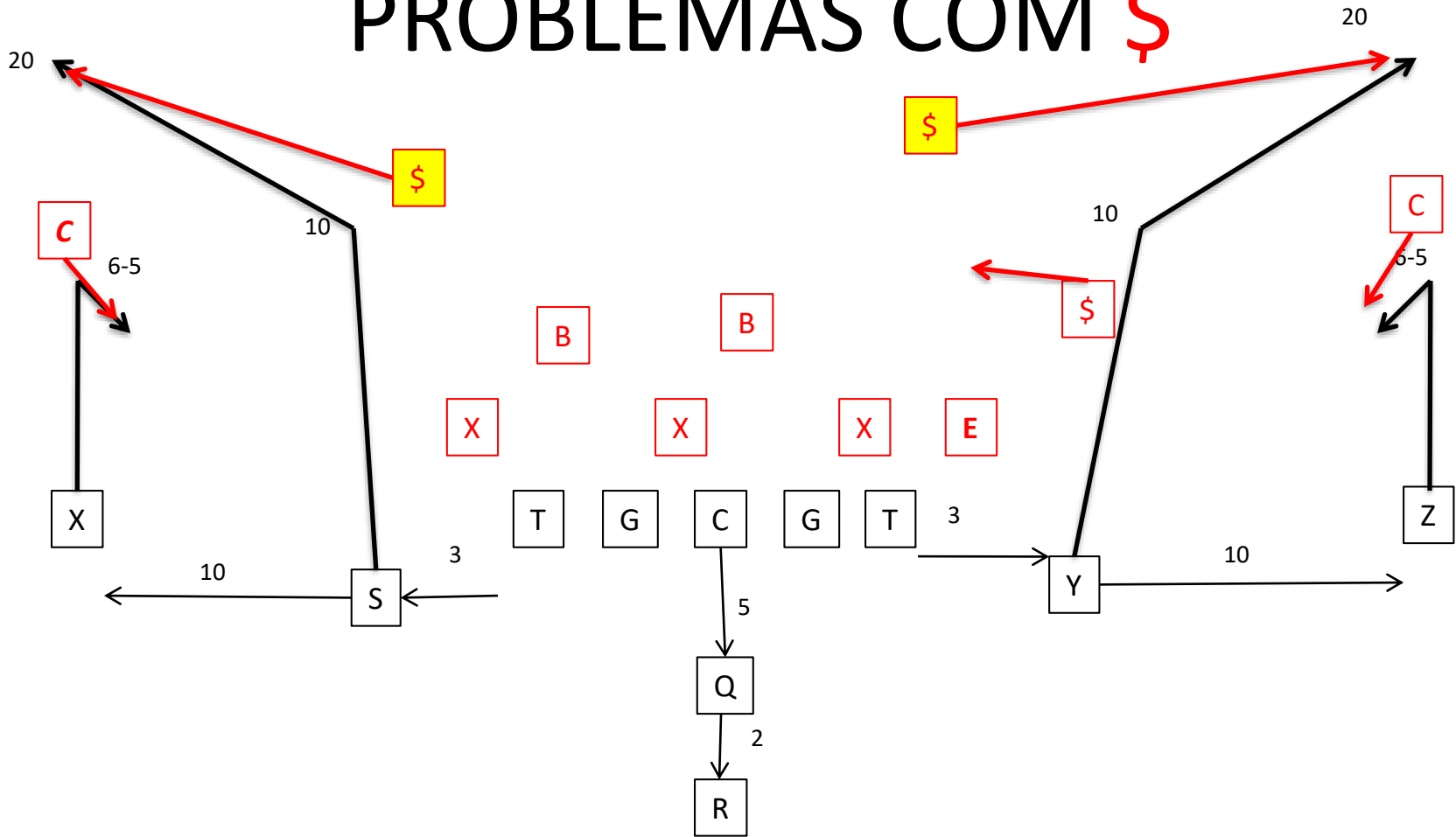
CHINA Z STOP N'GO

CHINA X SLIDE

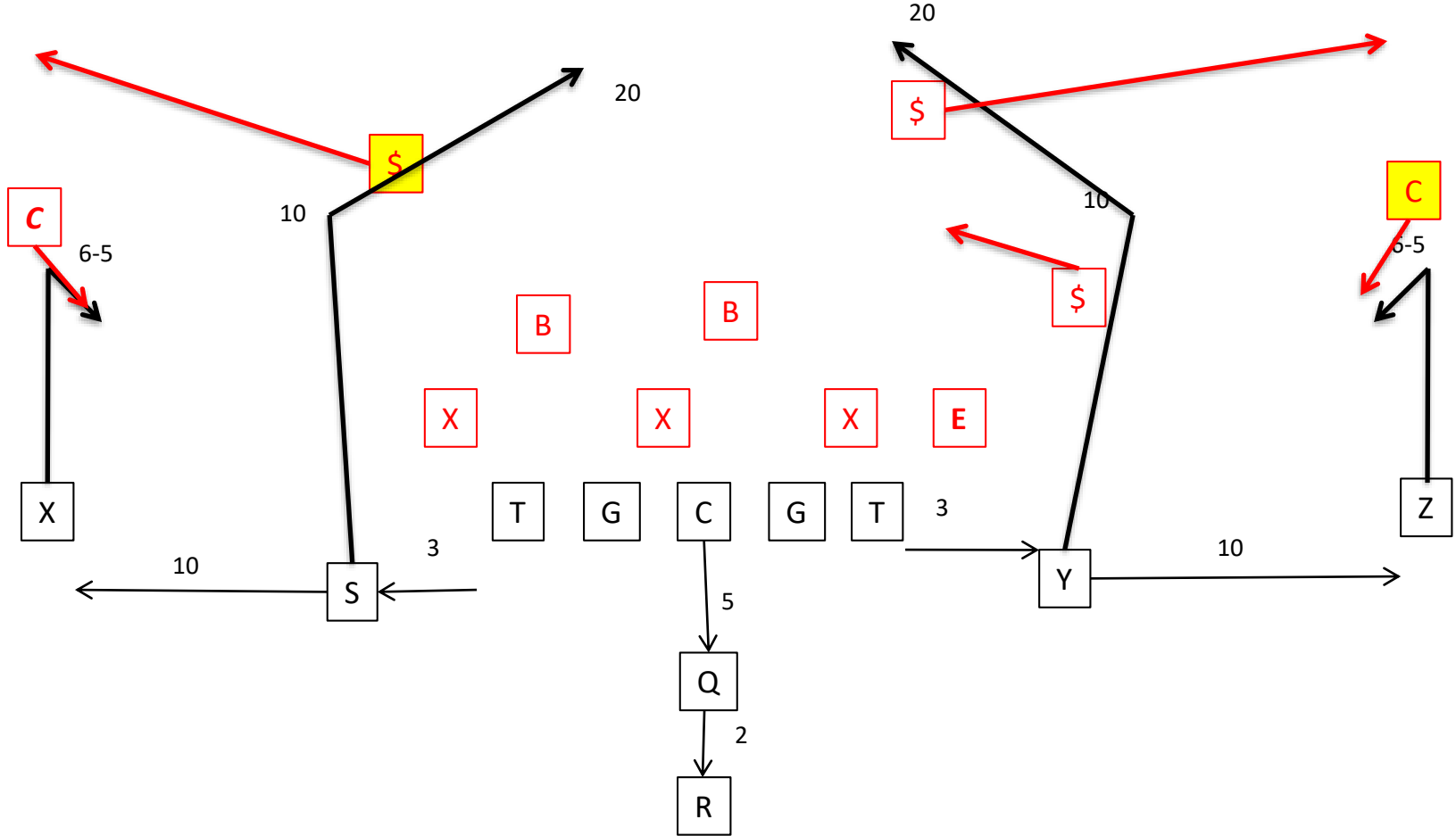


CHINA Z SLIDE

PROBLEMAS COM \$

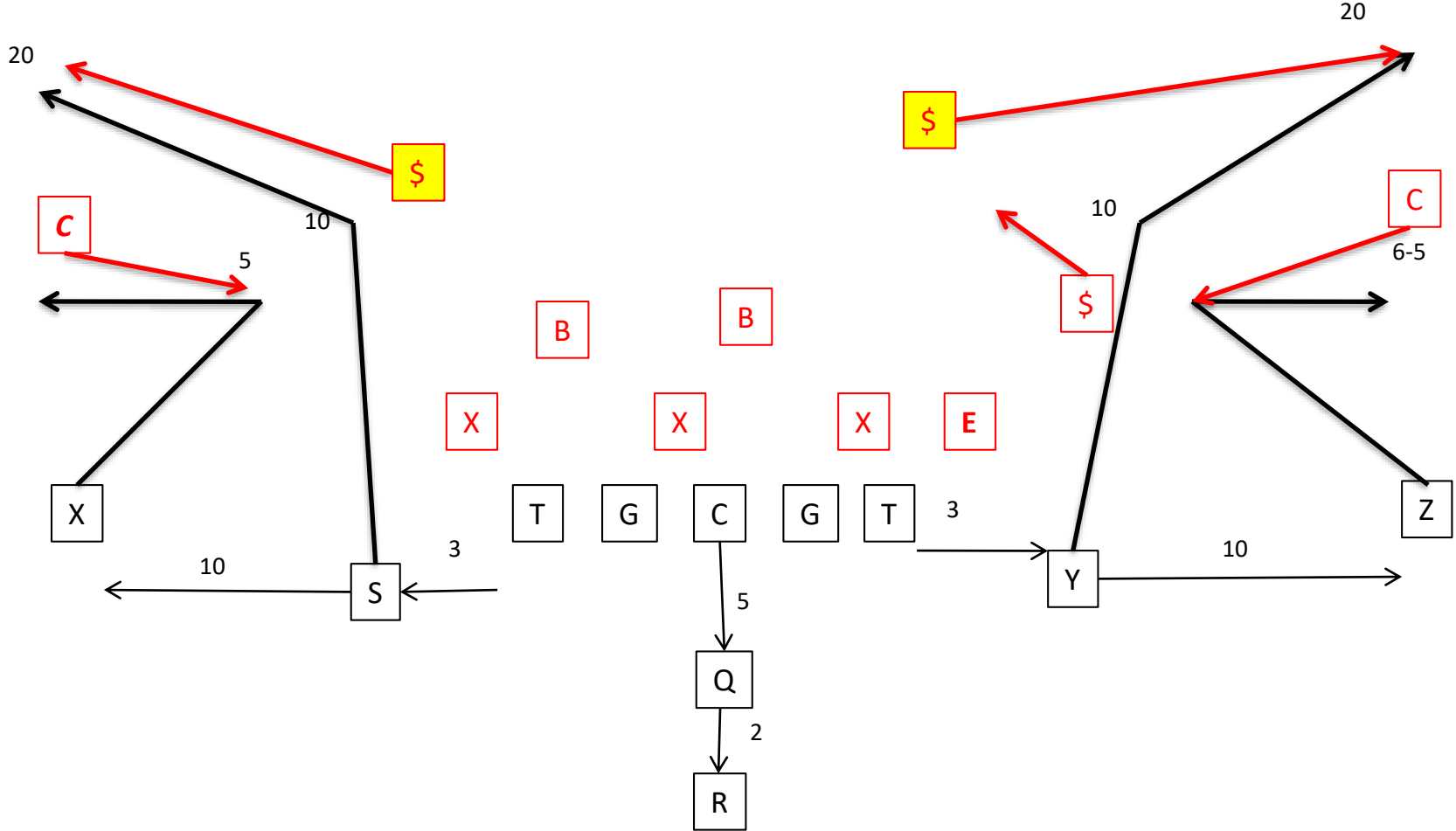


CHINA S POST



CHINA Y POST

CHINA X WHIP

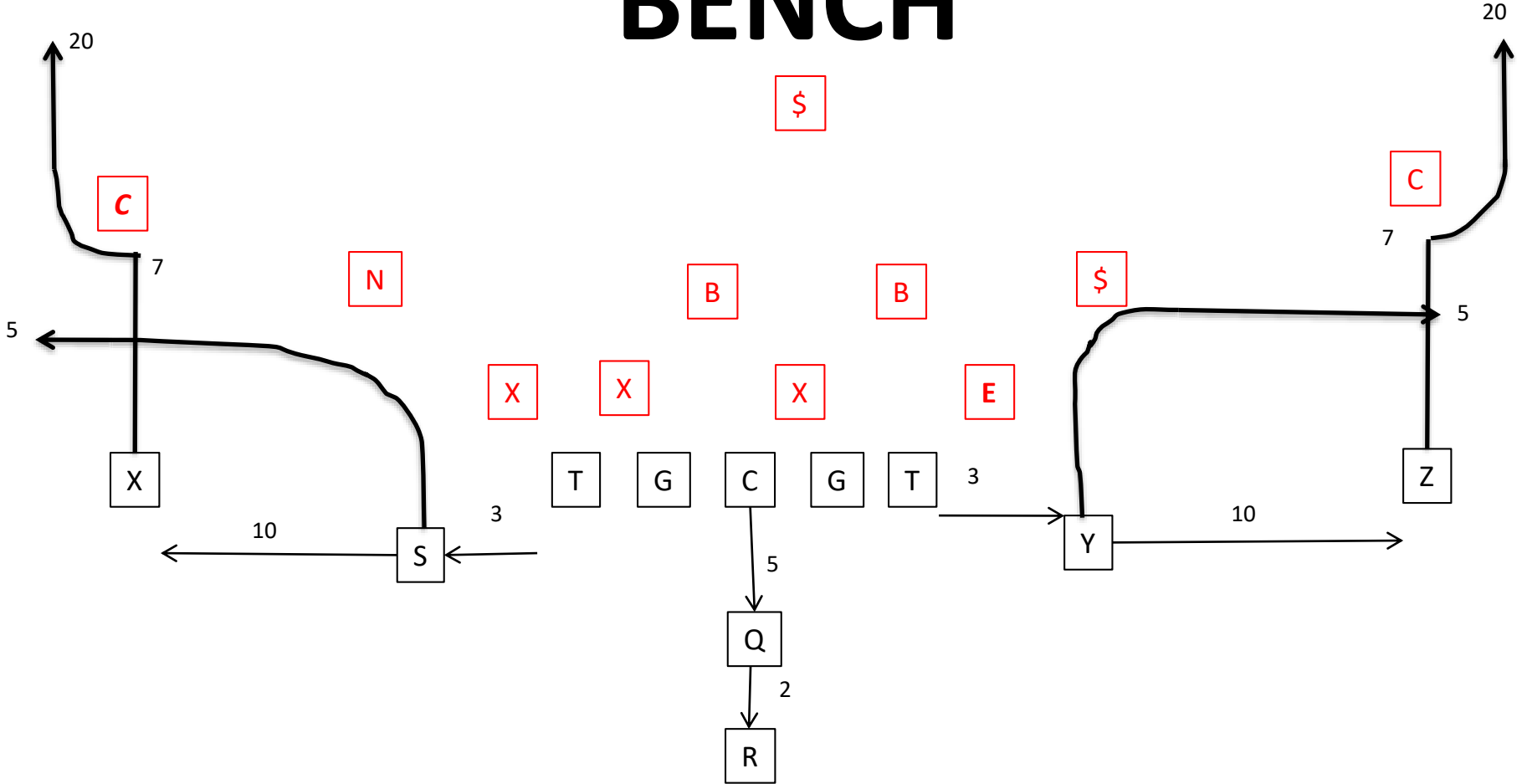


CHINA Z WHIP

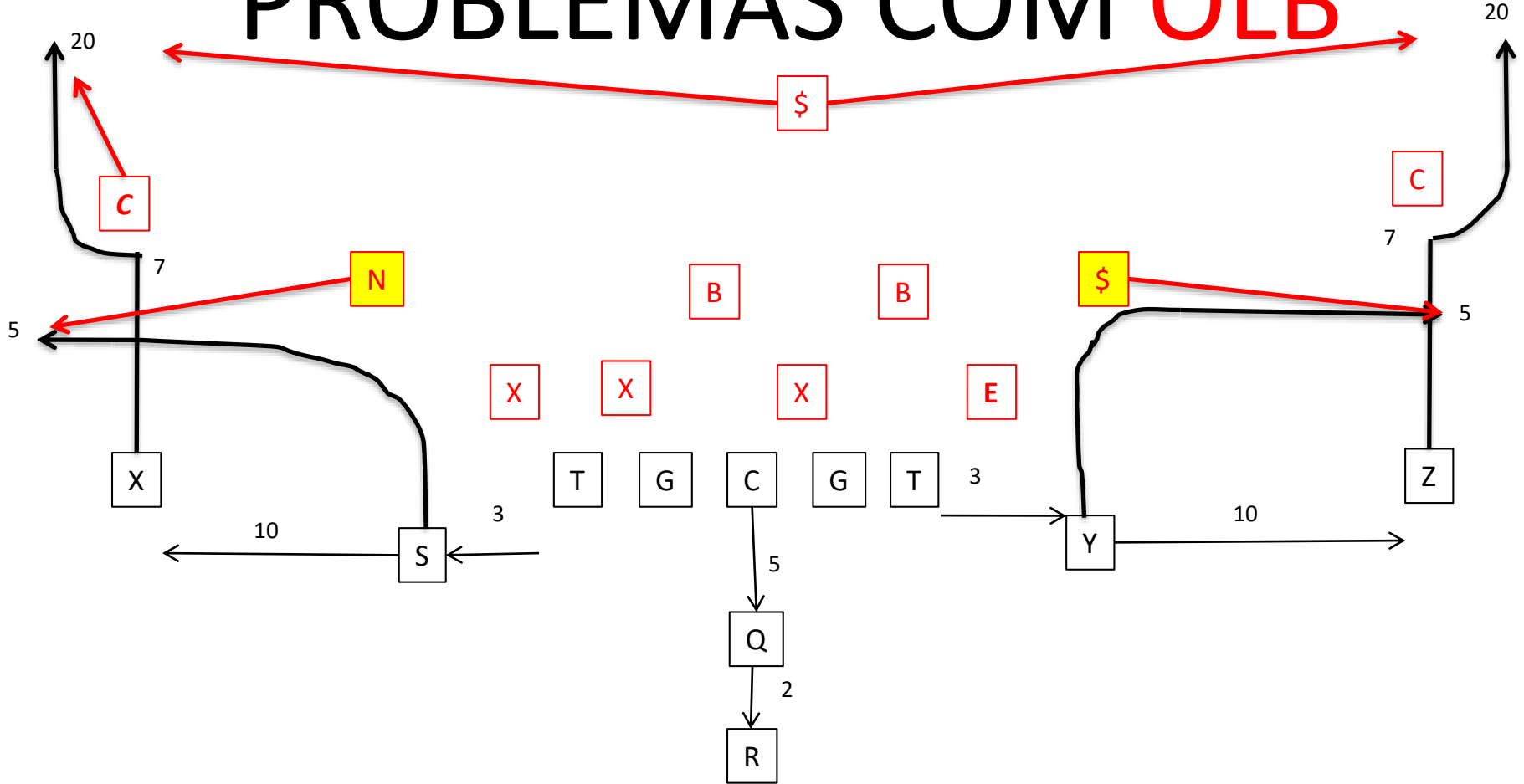
BENCH

- **BENCH**
- **BENCH S STICK** ou **Y STICK**
- **BENCH S SEAM** ou **Y SEAM**
- **BENCH X COMEBACK** ou **Z COMEBACK**

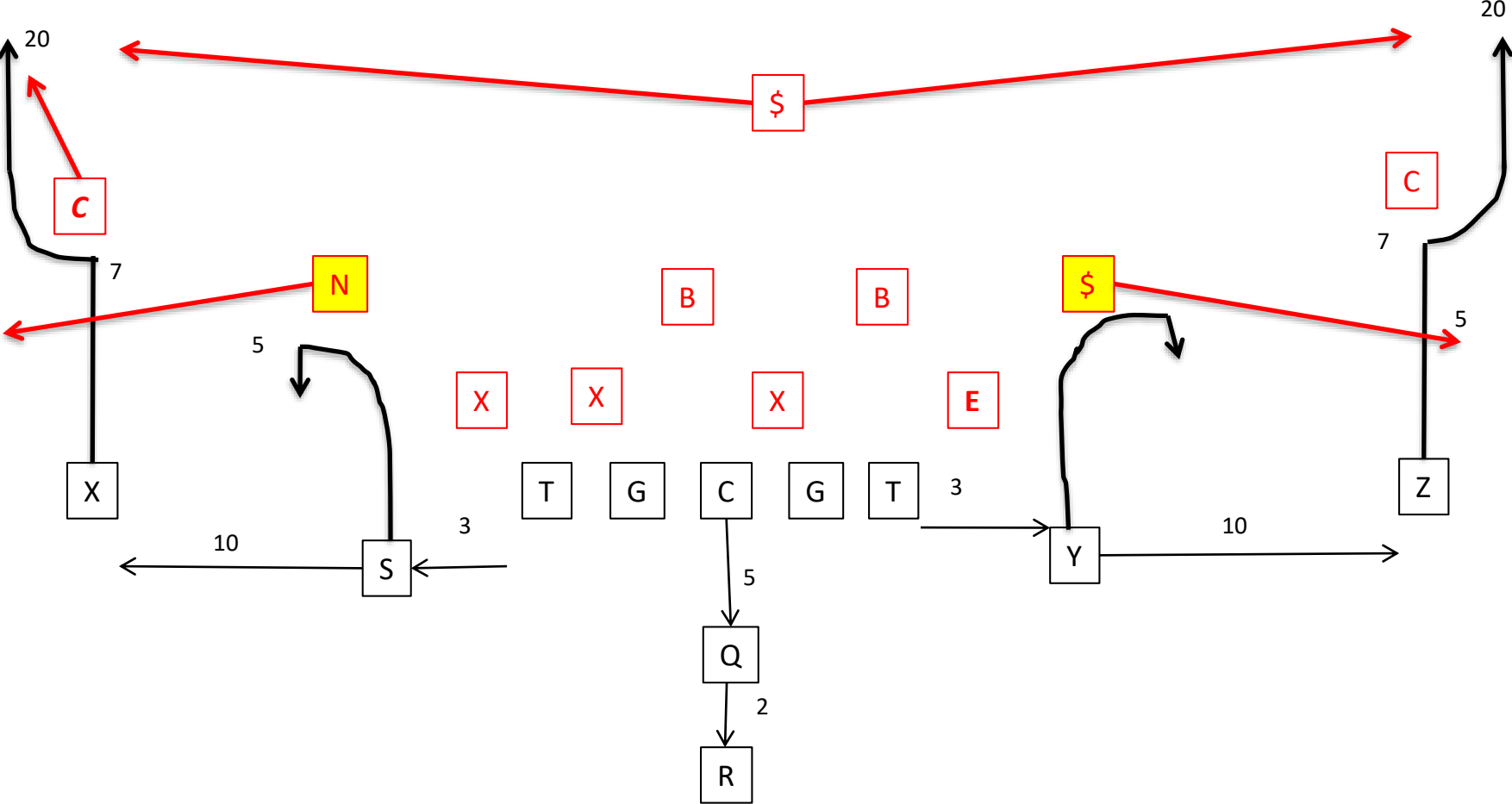
BENCH



PROBLEMAS COM OLB

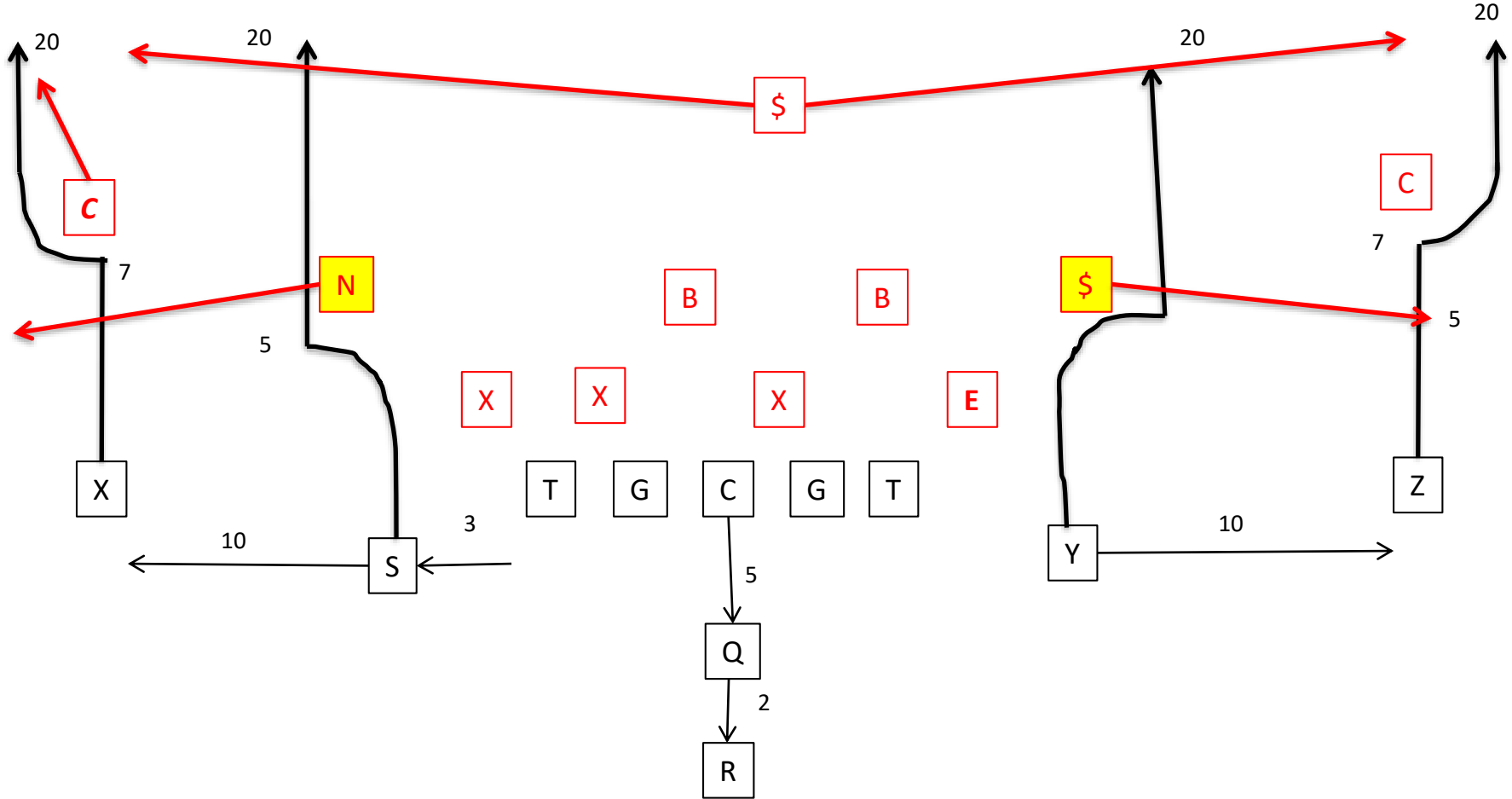


BENCH S STICK



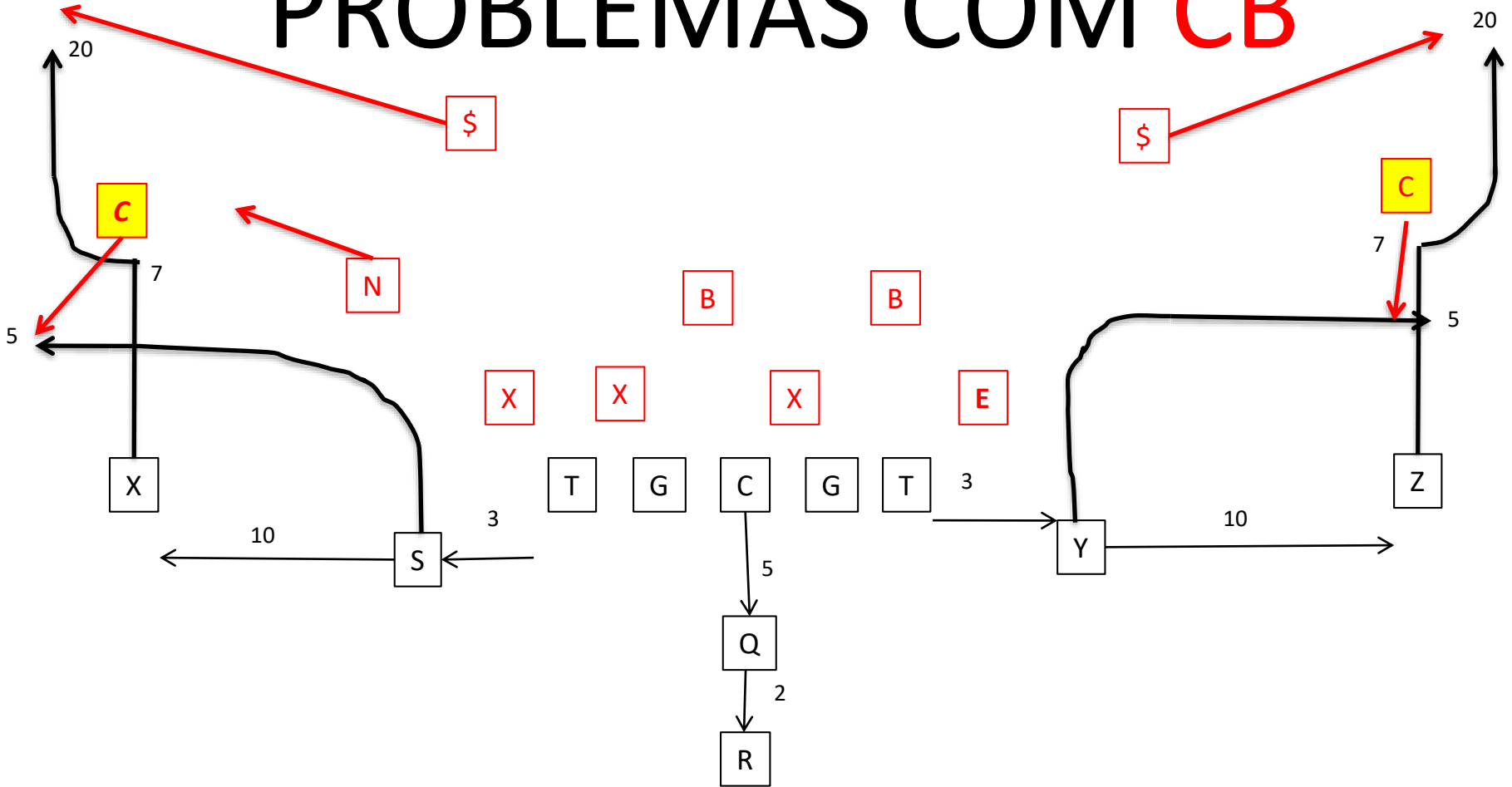
BENCH Y STICK

BENCH S SEAM

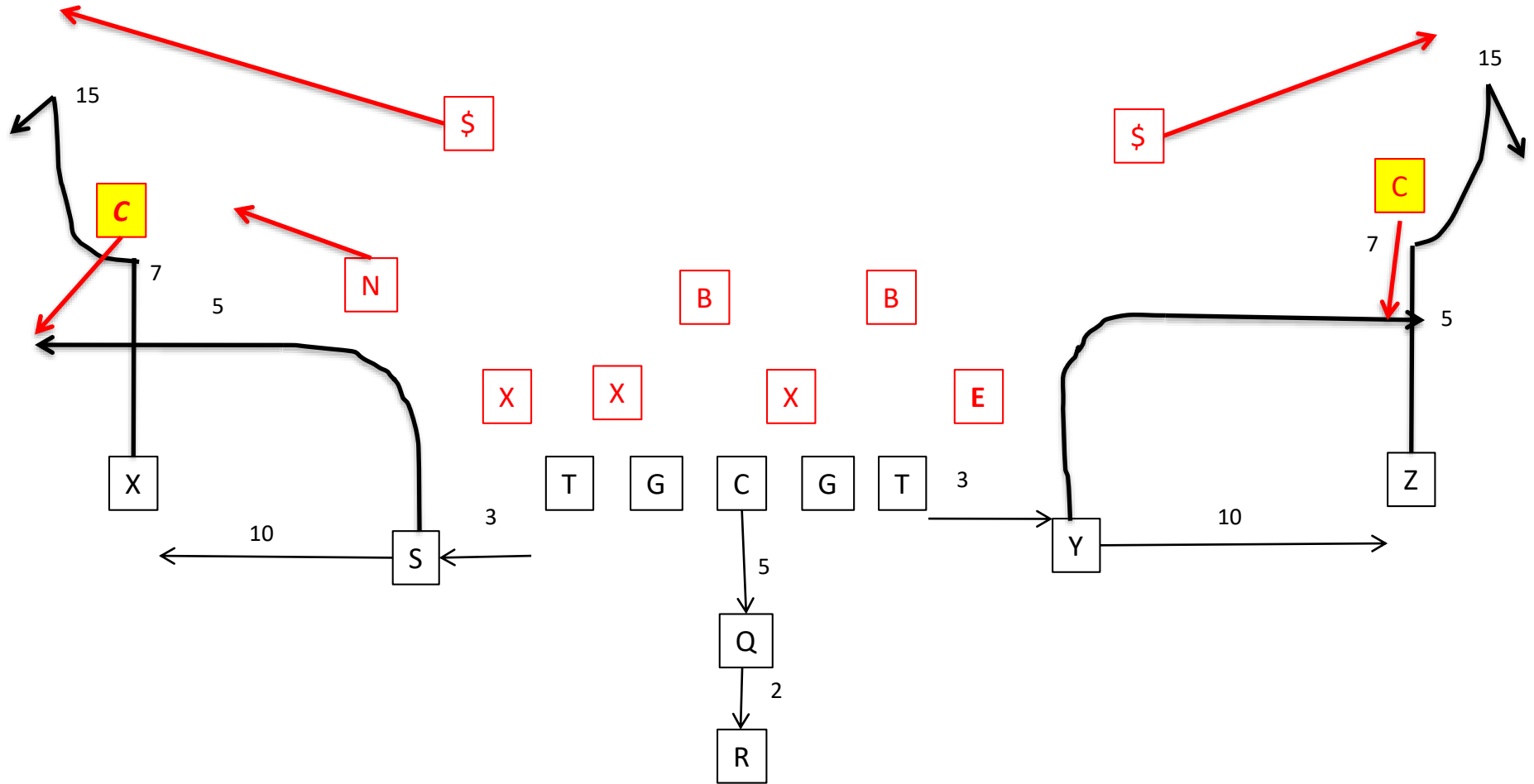


BENCH Y SEAM

PROBLEMAS COM CB



BENCH X COMEBACK



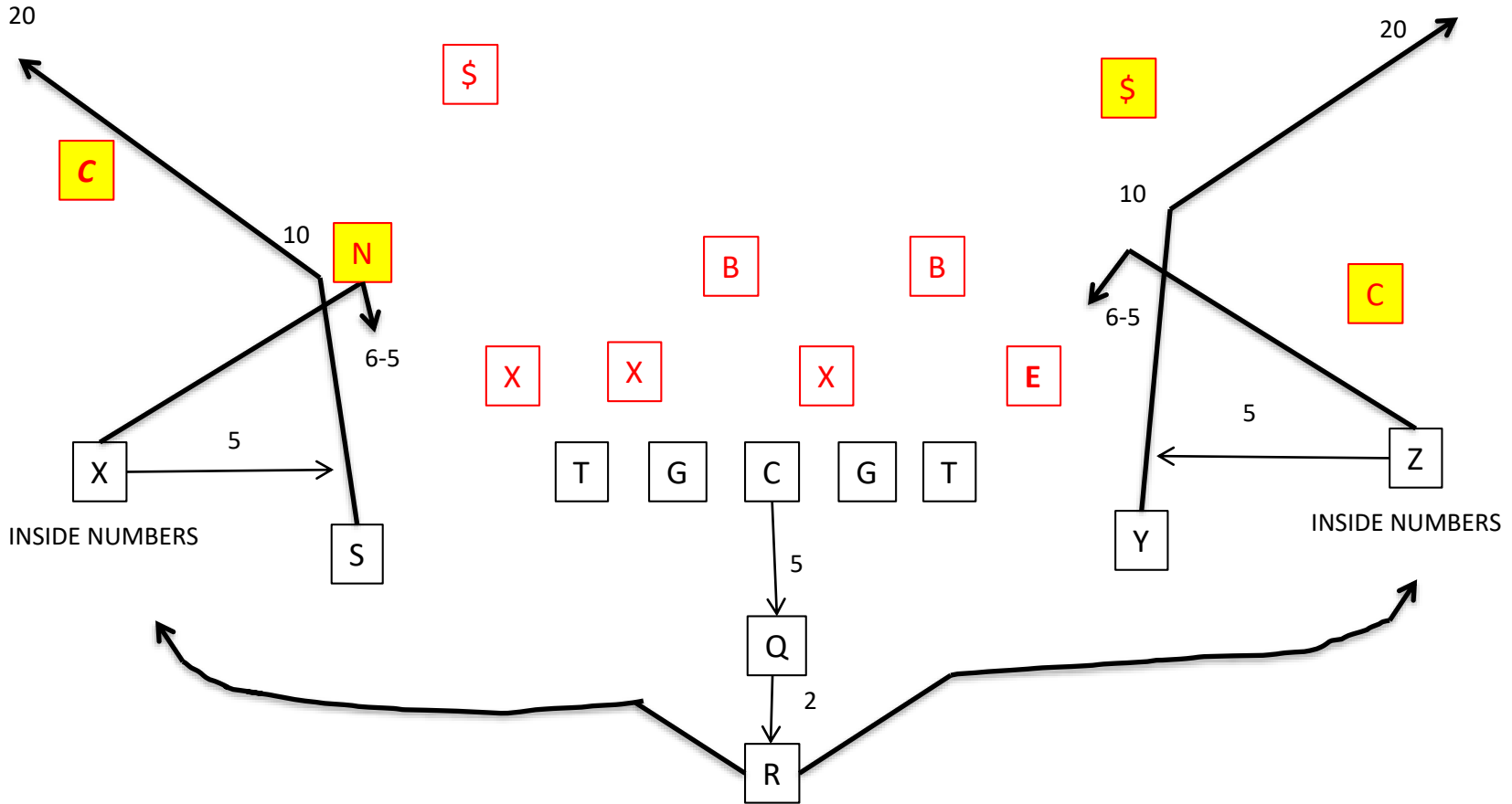
BENCH Z COMEBACK

TRIANGLE IN HIGH-LOW CONCEPT

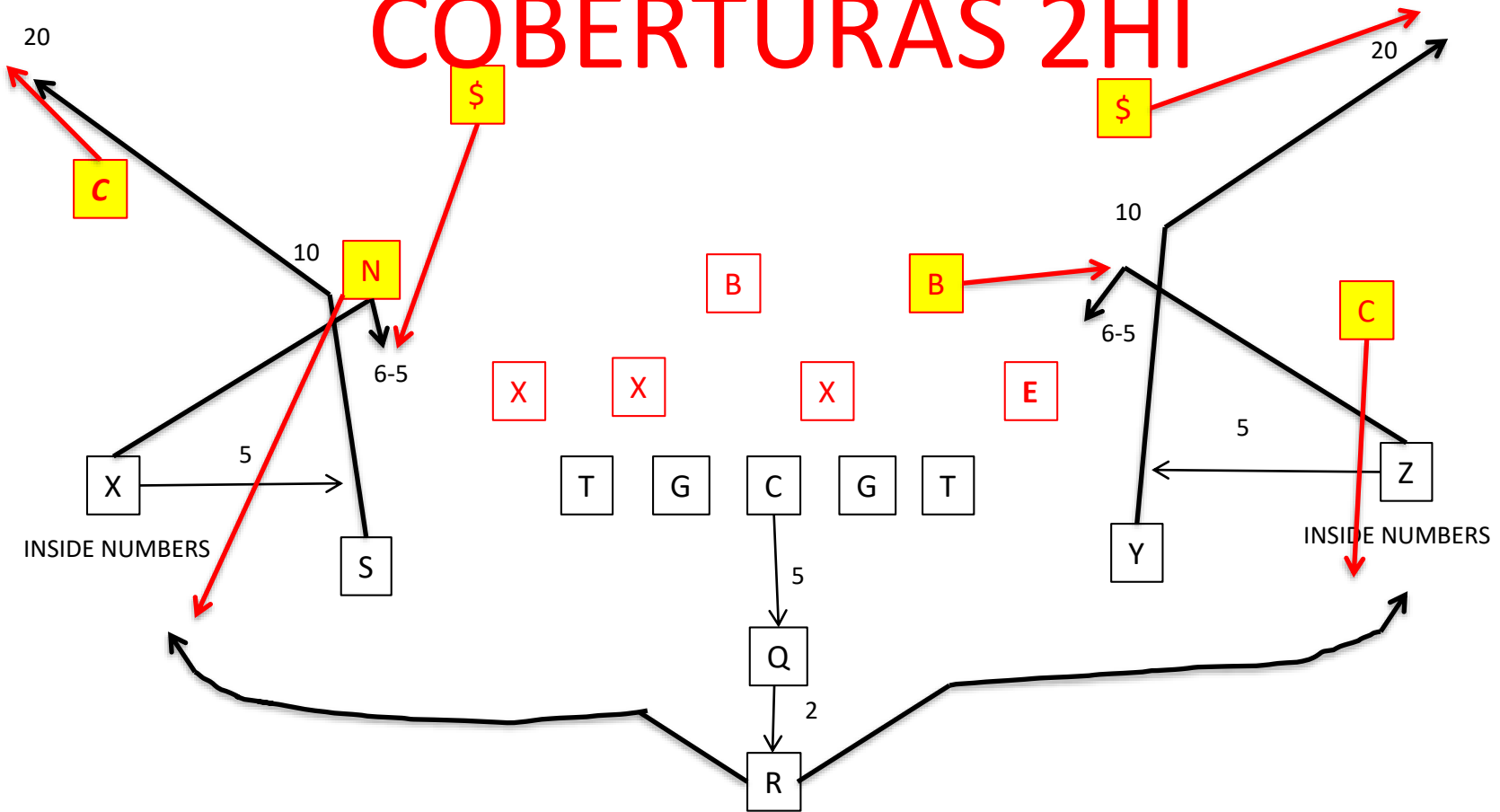
- **SCAT**
- **SCAT X SLIDE Z SLIDE**
- **SCAT X SLIDE S DIG Z SLIDE Y DIG**
- **SCAT S POST Y POST**
- **SCAT S POST R WHEEL Y POST R WHEEL**

- **SNAG**
- **SNAG SWITCH**
- **SNAG SWITCH S COMEBACK S COMEBACK**
- **SNAG X SLIDE Z SLIDE**

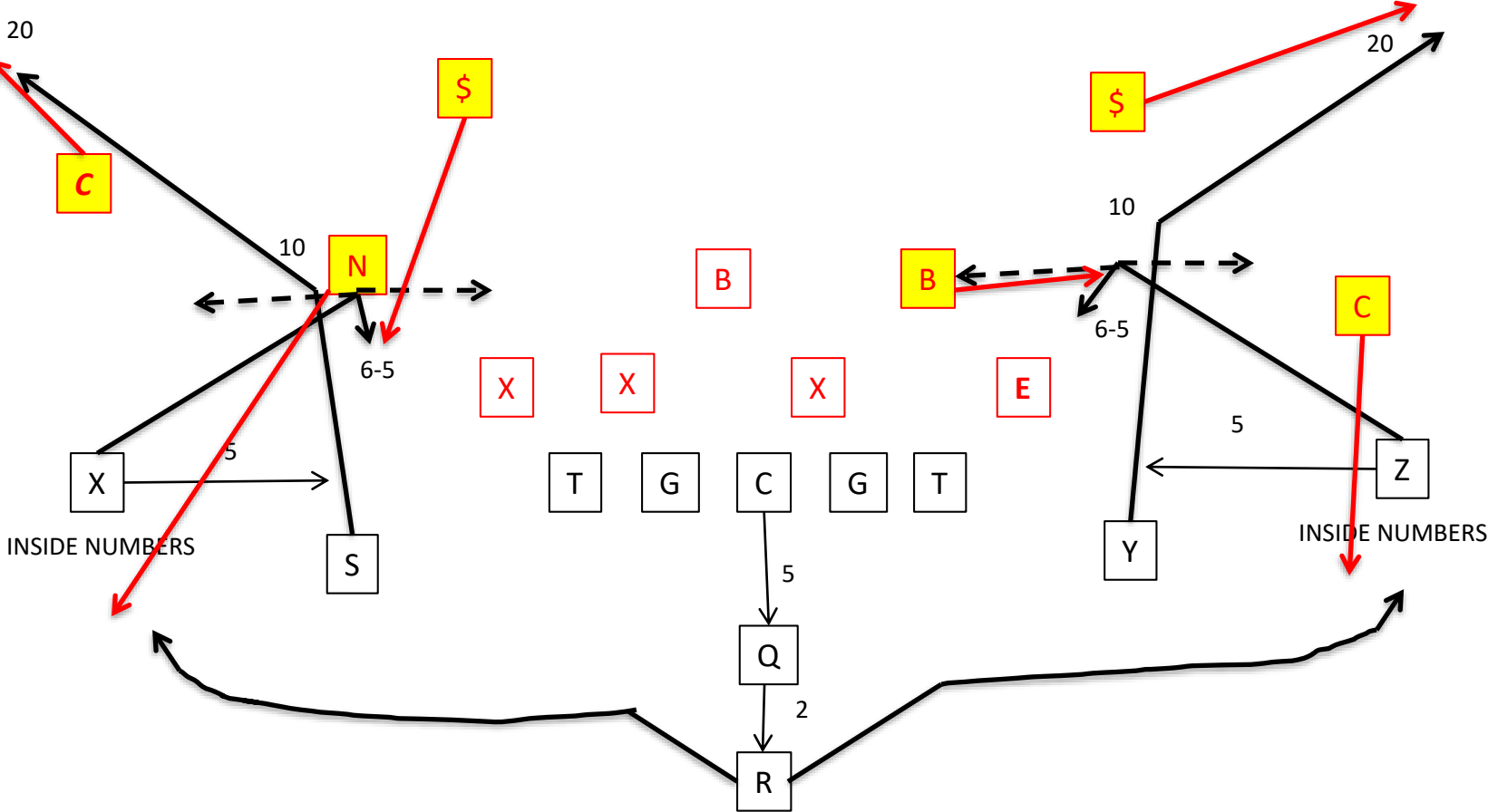
SCAT



PROBLEMAS COM COBERTURAS 2HI

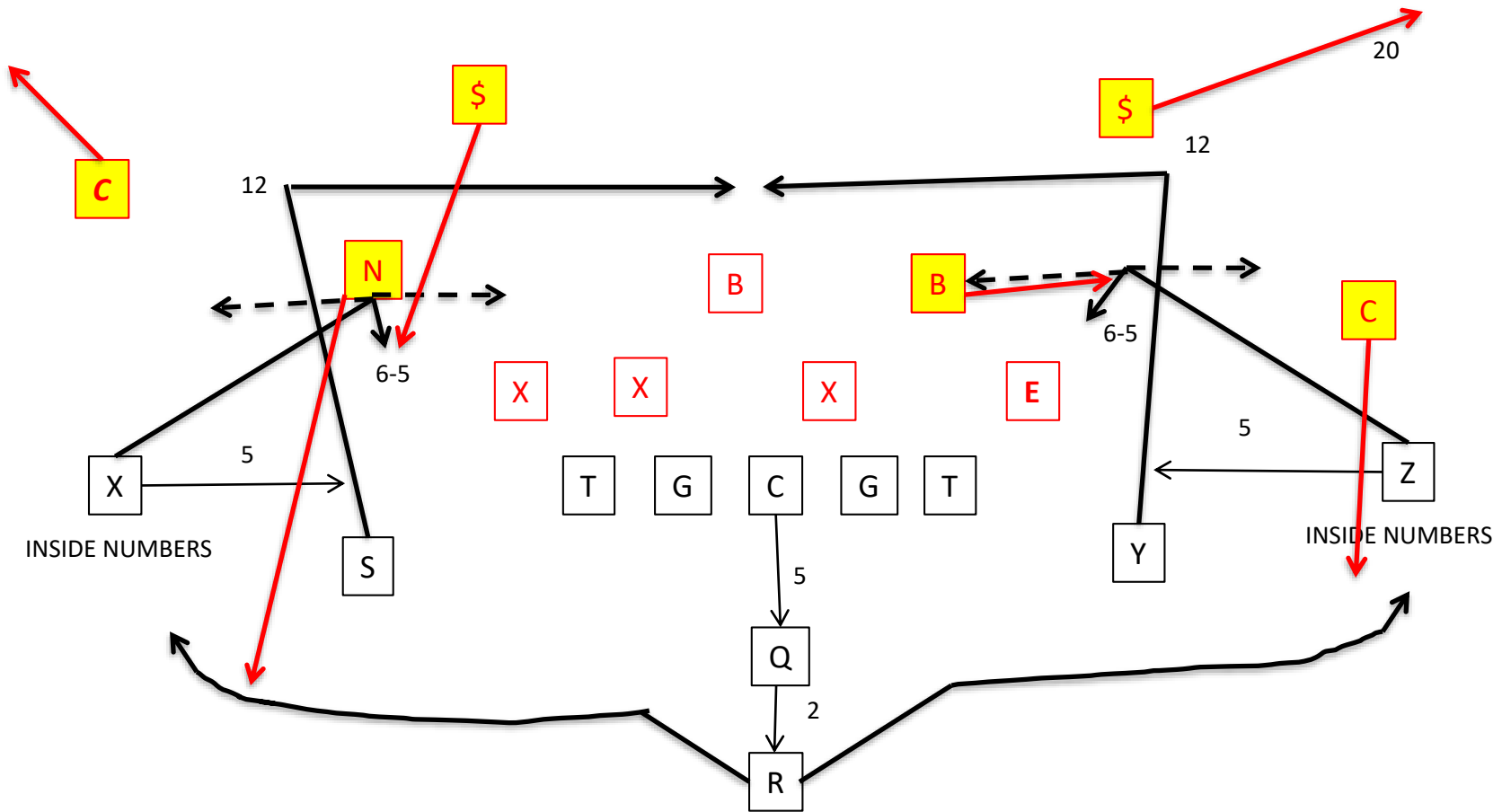


SCAT X SLIDE



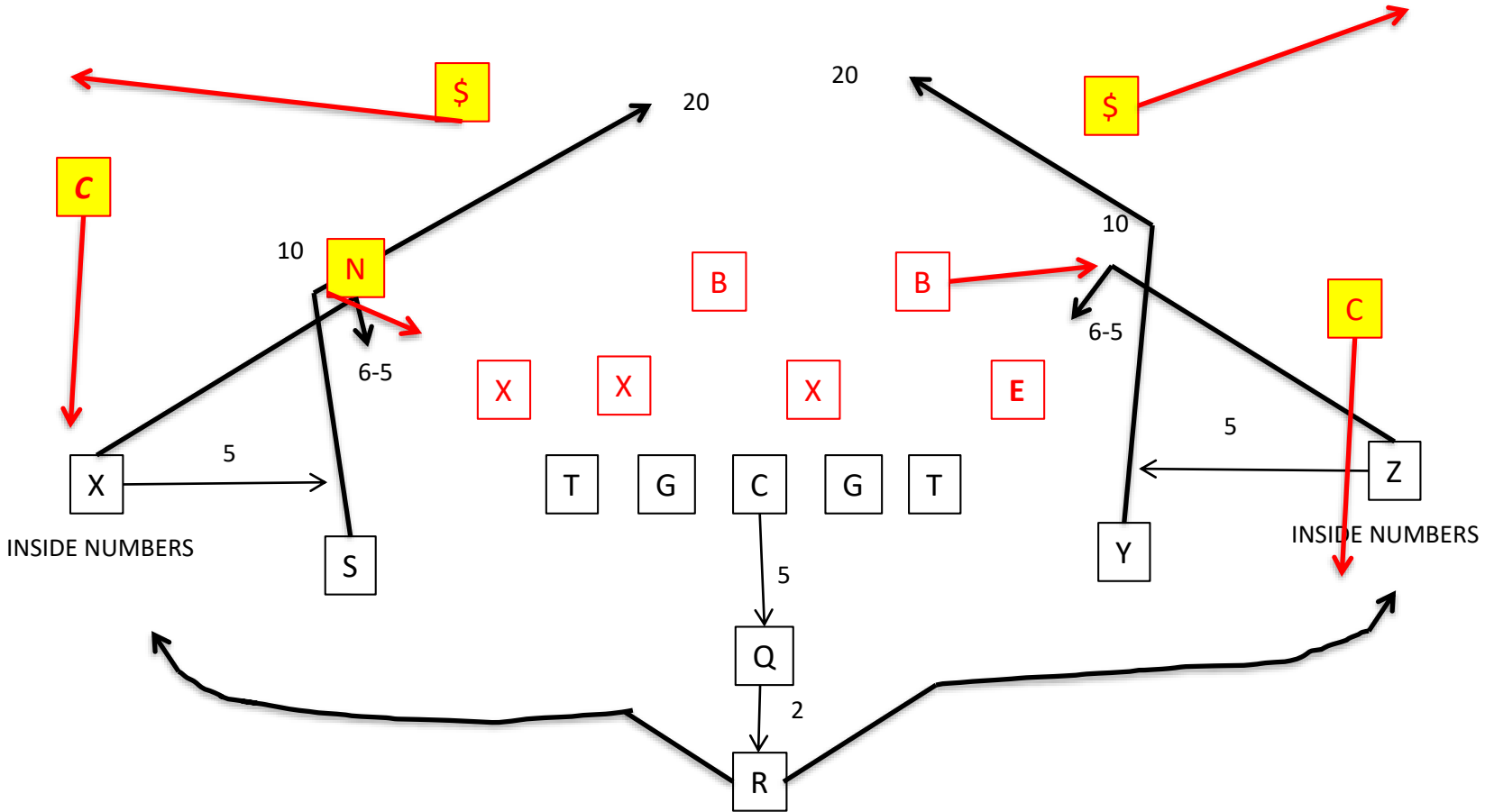
SCAT Z SLIDE

SCAT X SLIDE S DIG



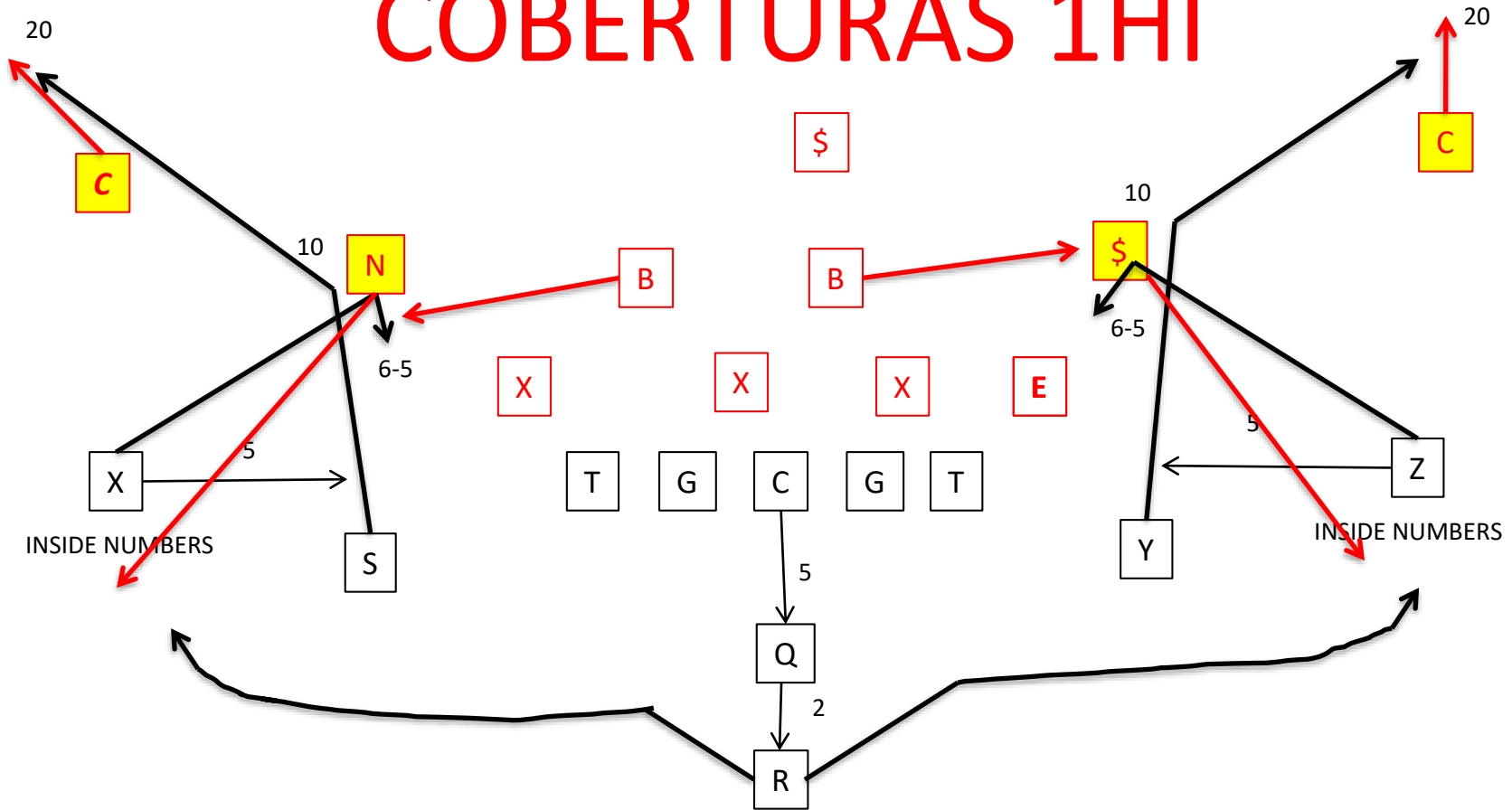
SCAT Z SLIDE Y DIG

SCAT S POST

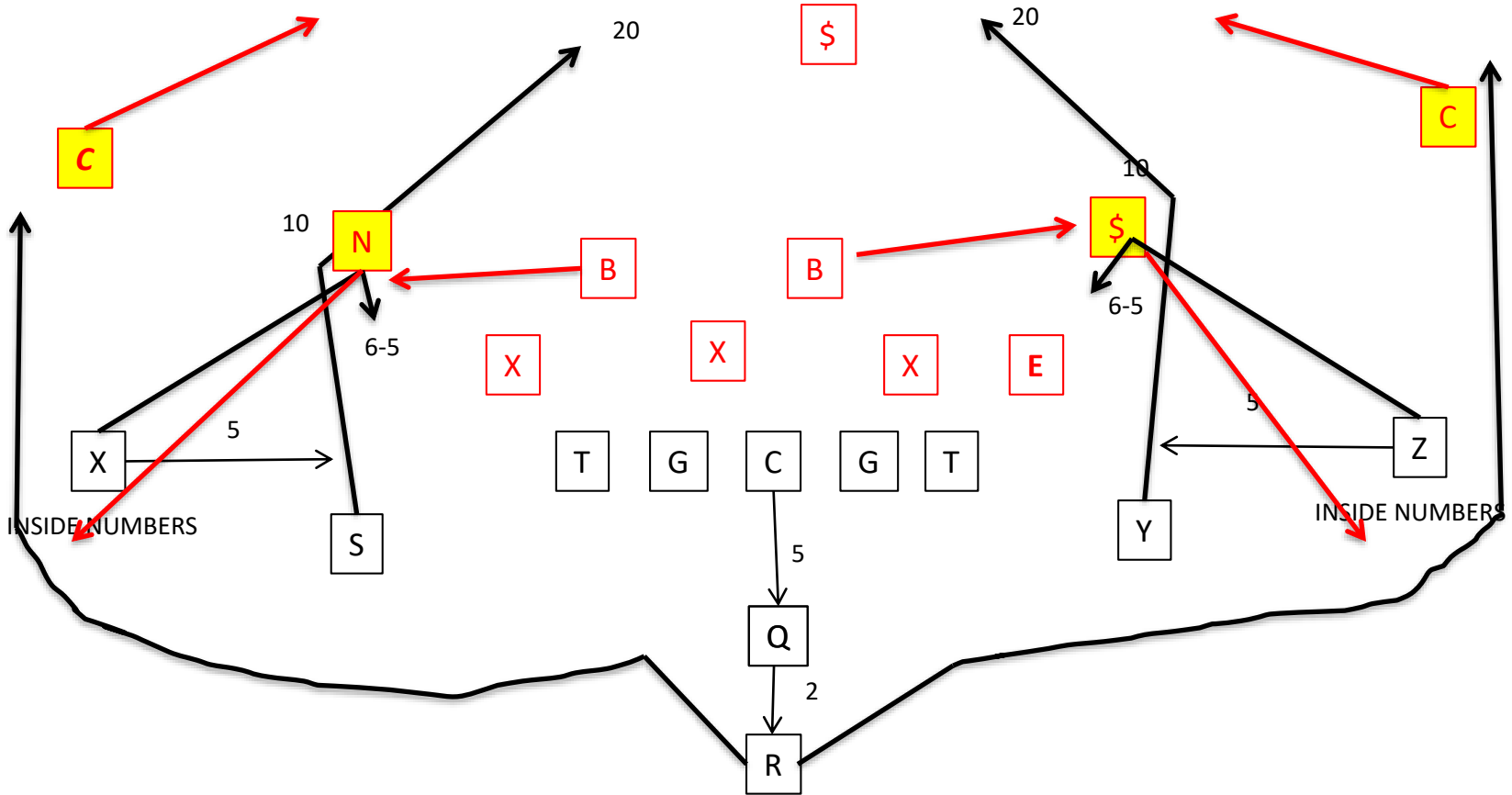


SCAT Y POST

PROBLEMAS COM COBERTURAS 1HI

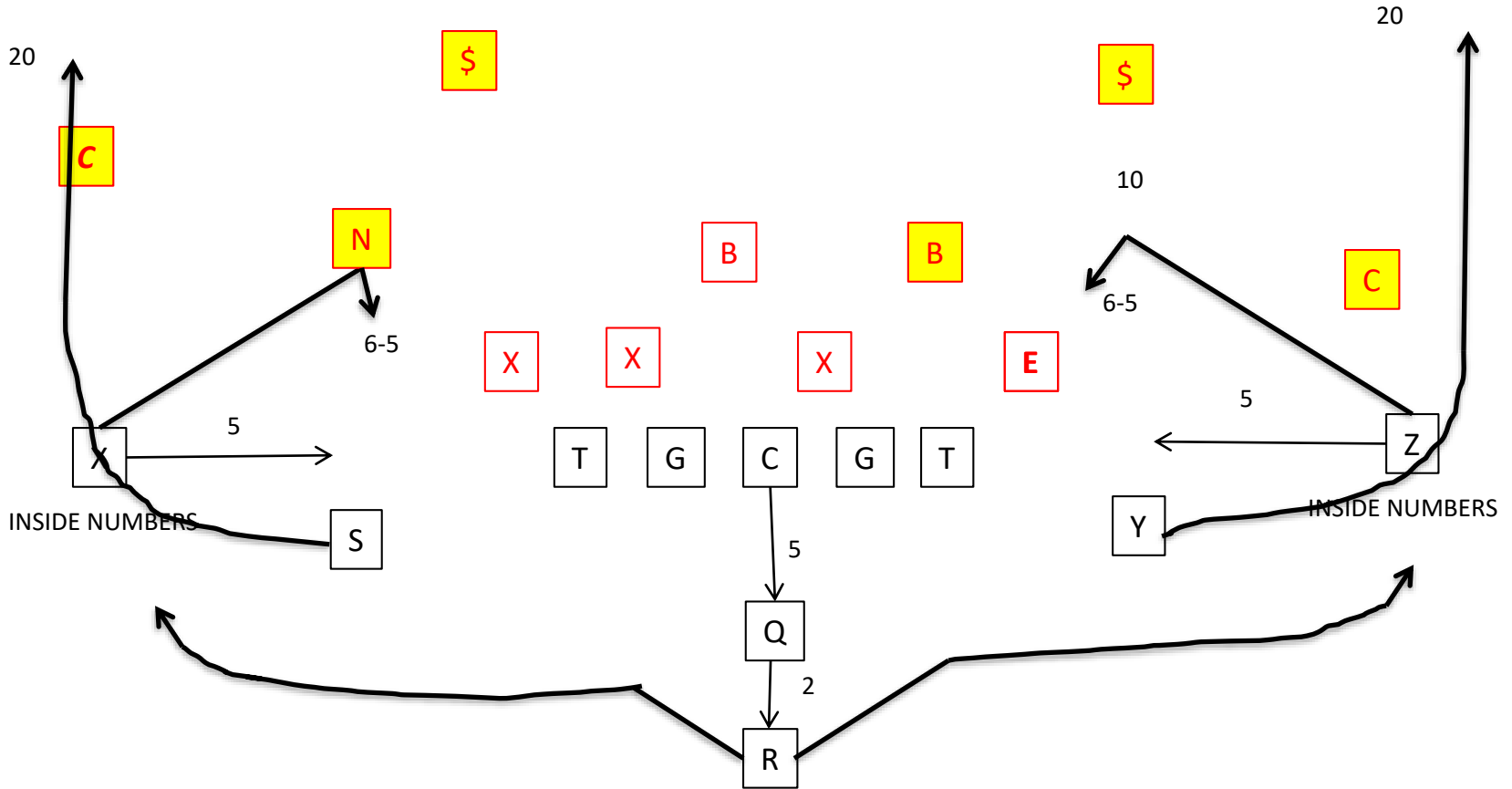


SCAT S POST R WHEEL

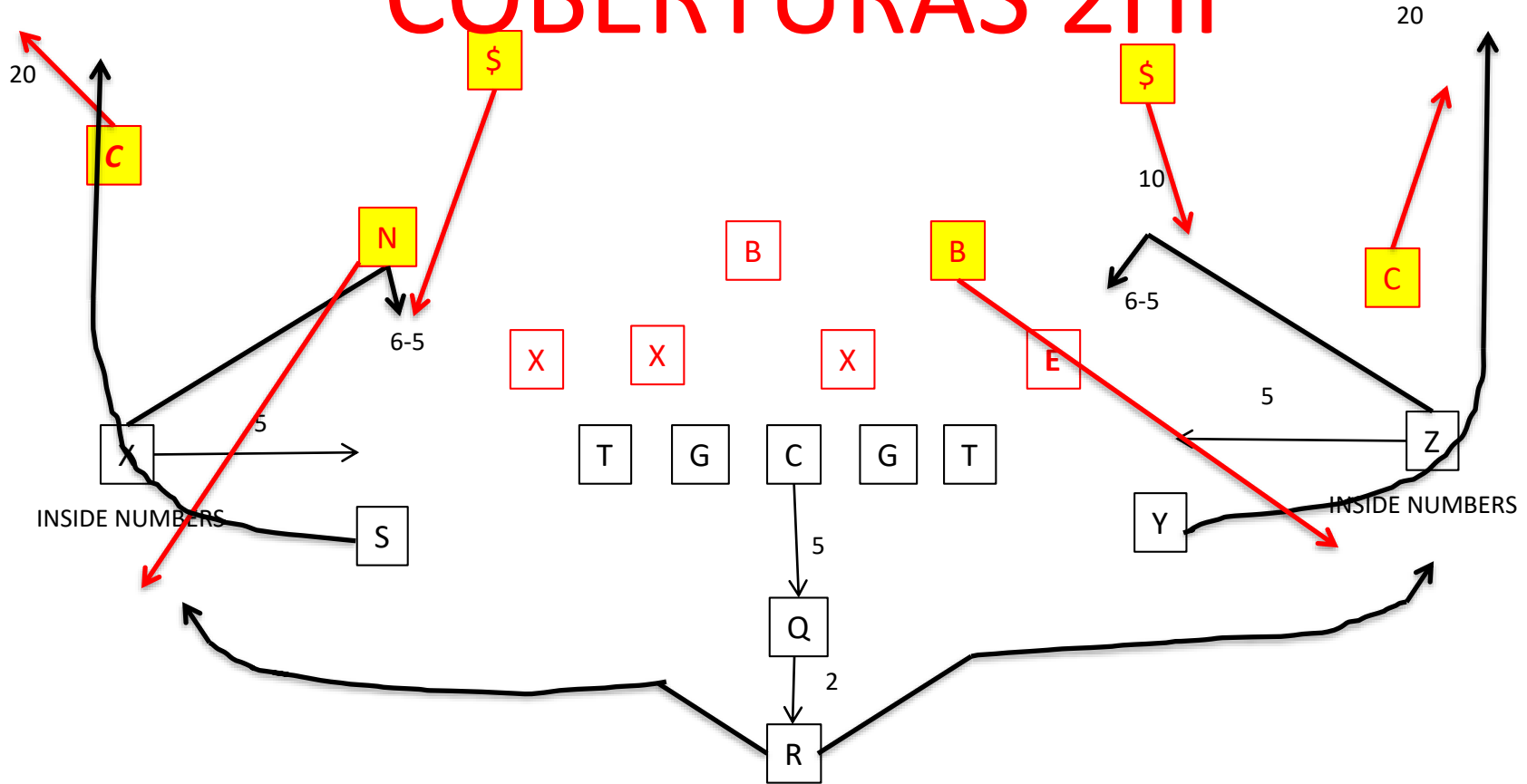


SCAT Y POST R WHEEL

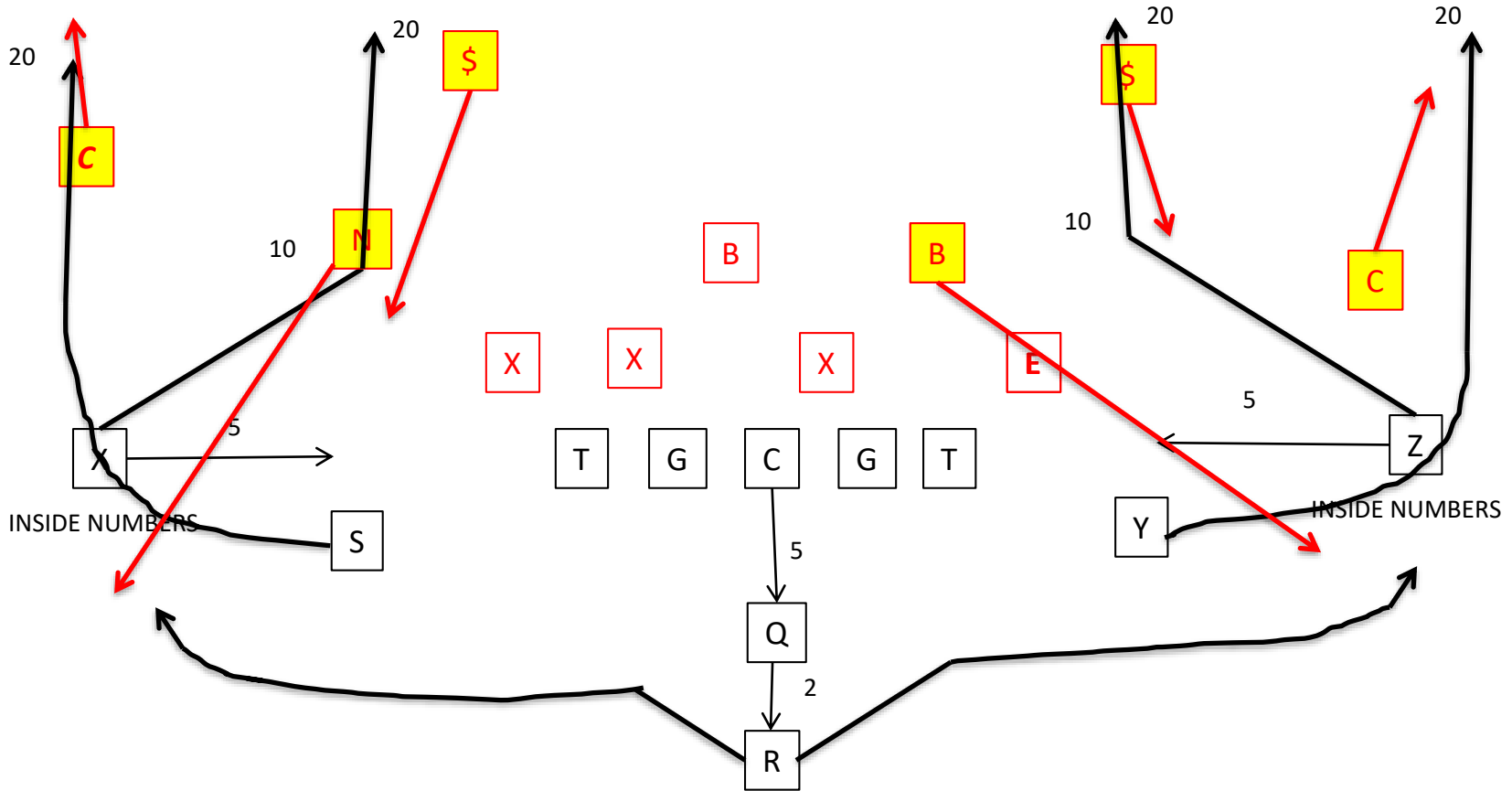
SNAG



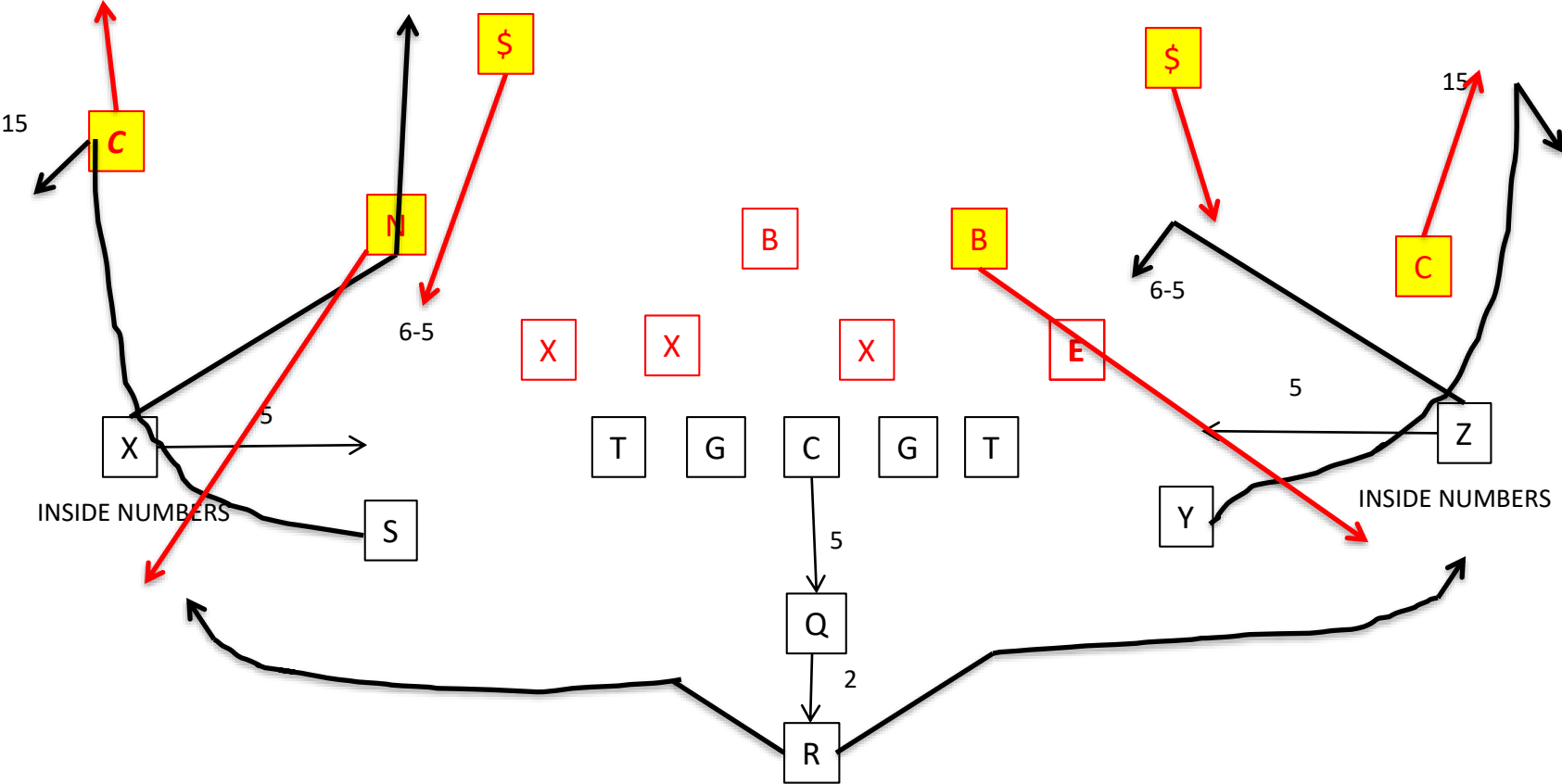
PROBLEMAS COM COBERTURAS 2HI



SNAG SWITCH

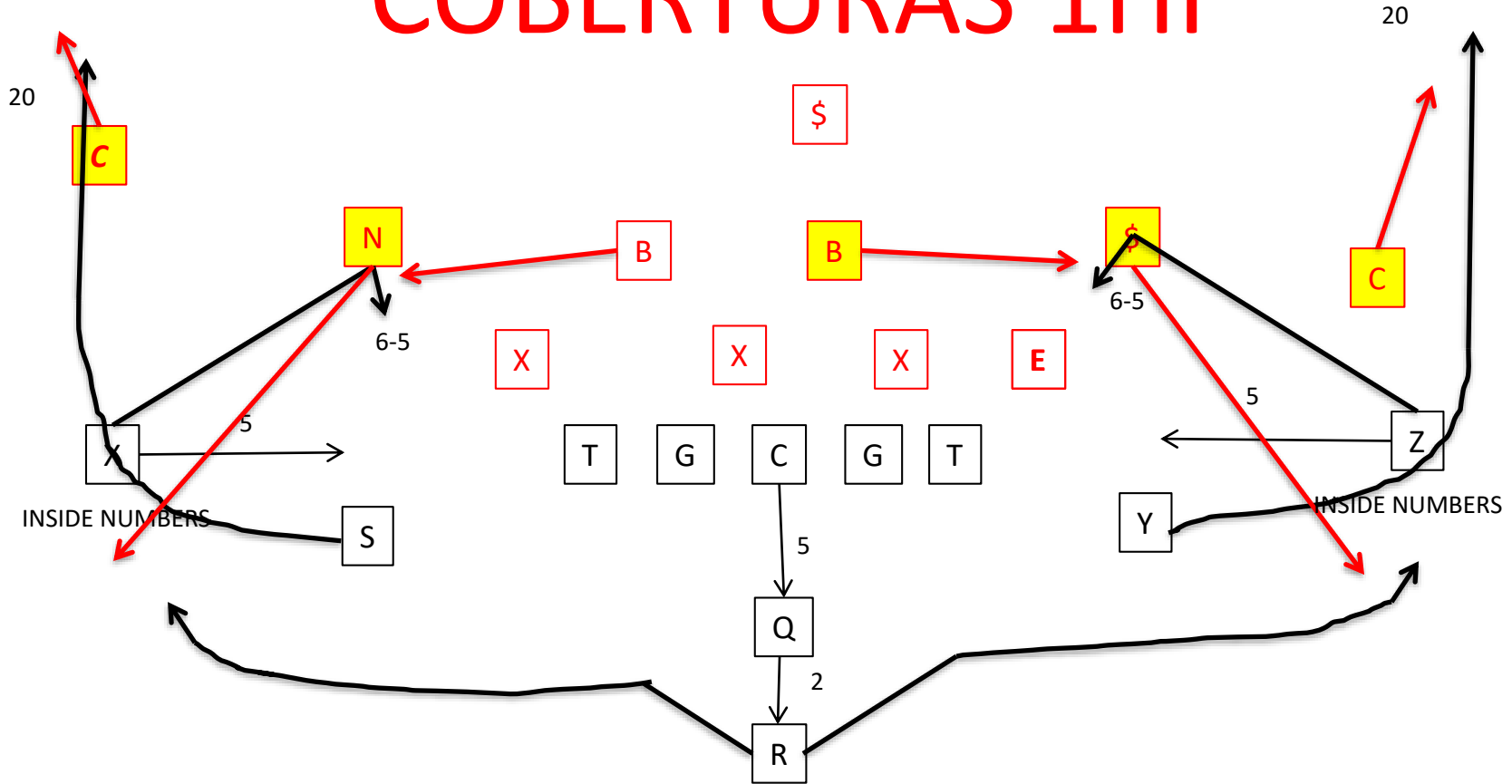


SNAG SWITCH S COMEBACK

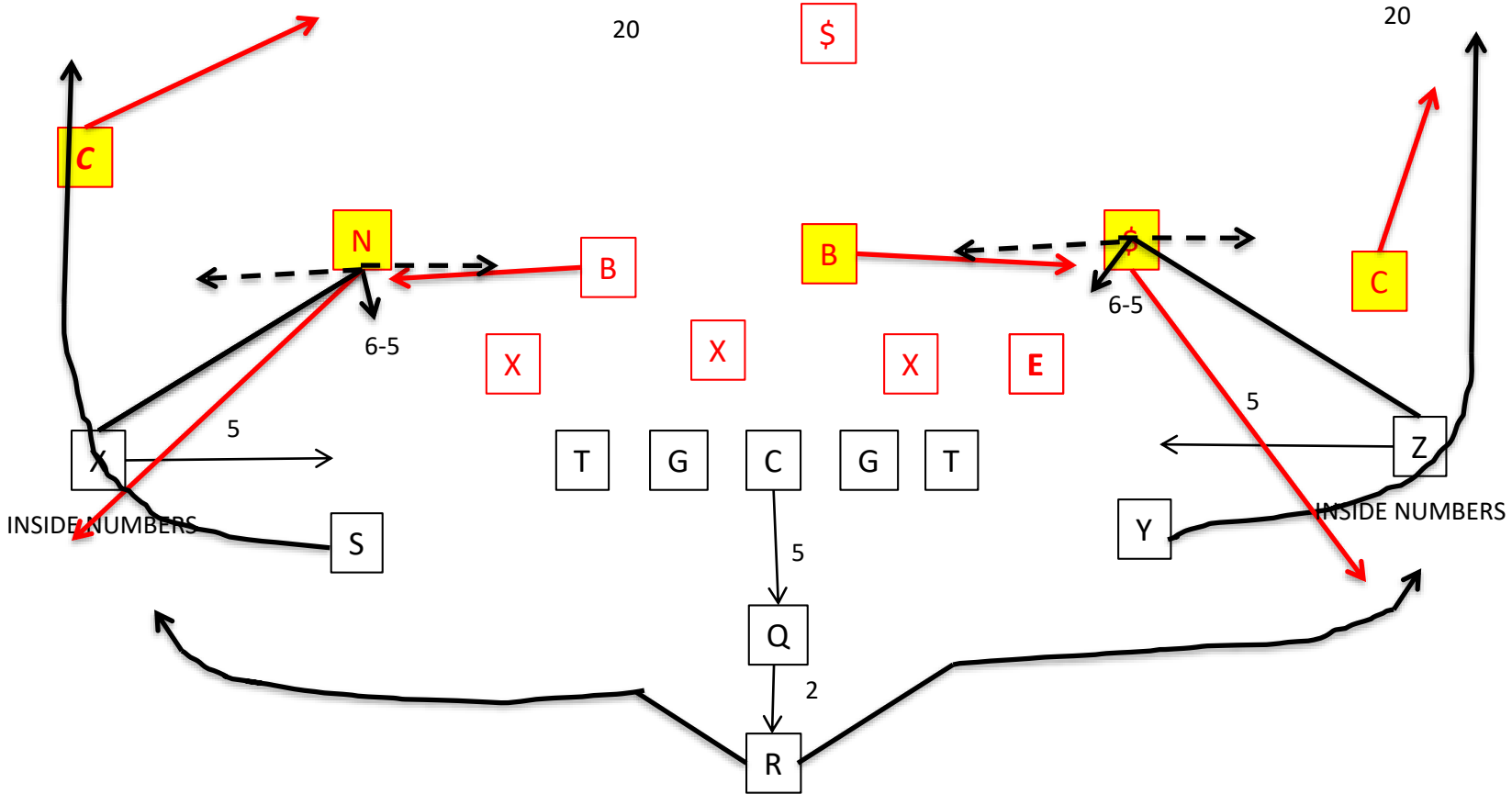


SNAG SWITCH Y COMEBACK

PROBLEMAS COM COBERTURAS 1HI



SNAG X SLIDE

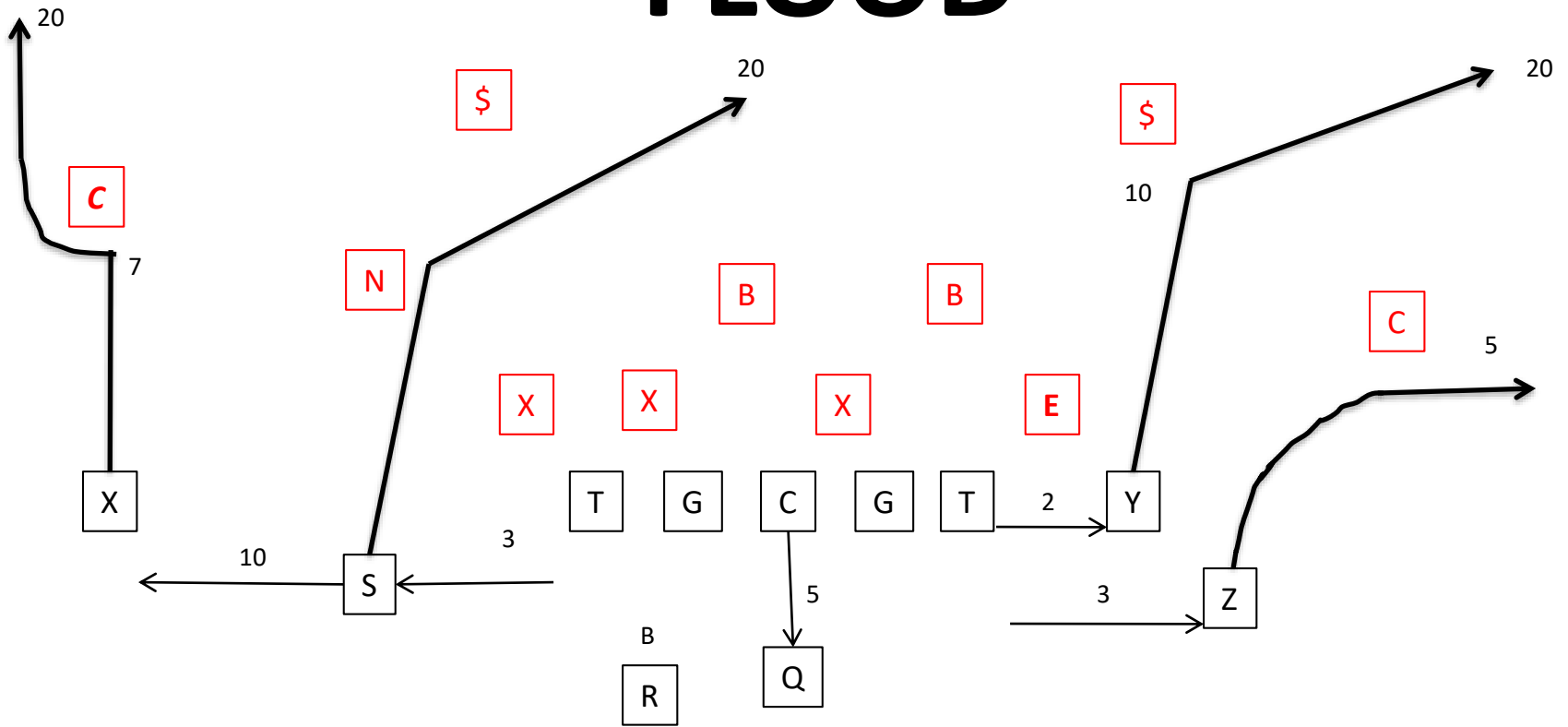


SNAG Z SLIDE

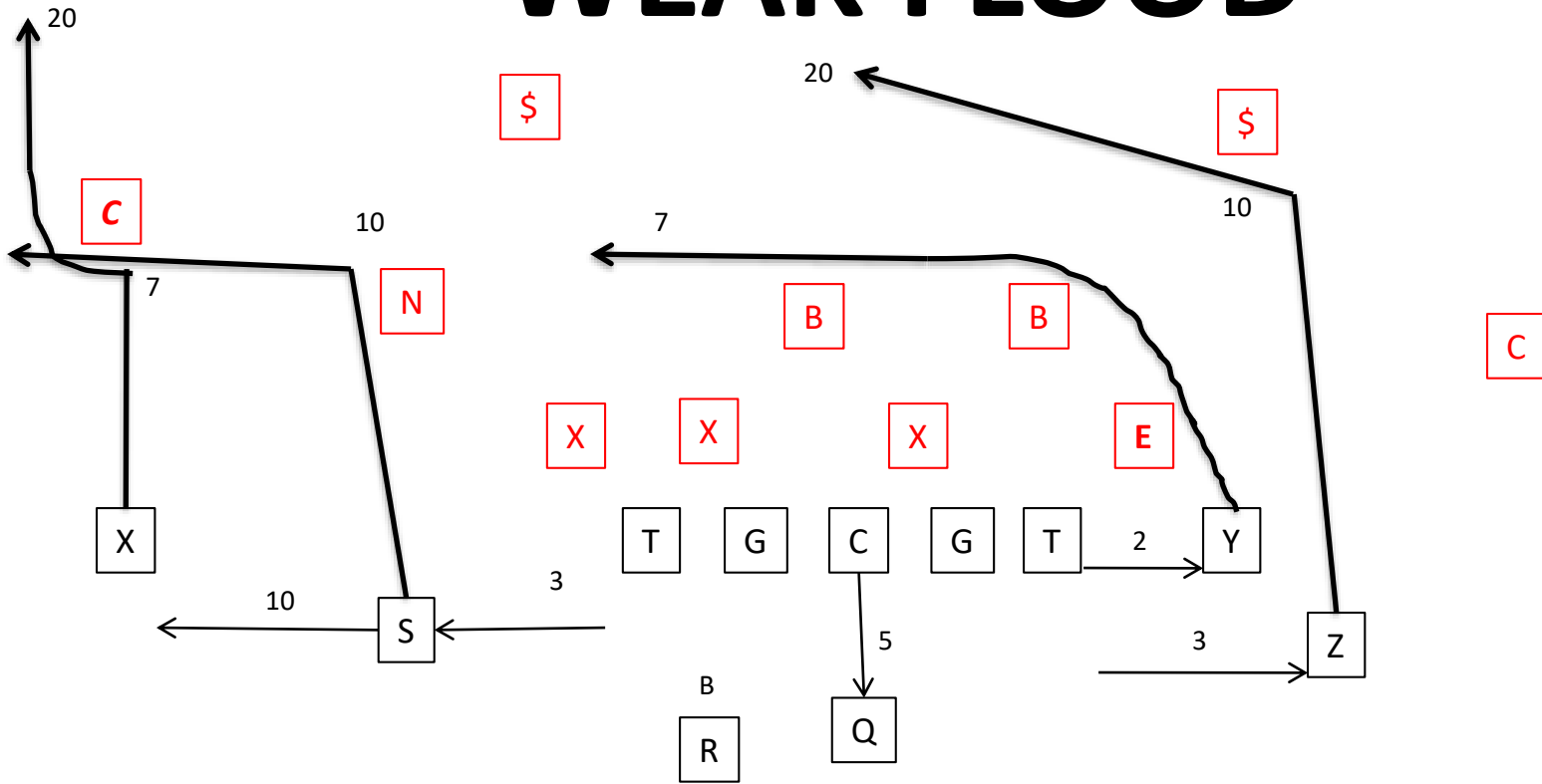
FLOOD CONCEPT

- FLOOD
- WEAK FLOOD

FLOOD



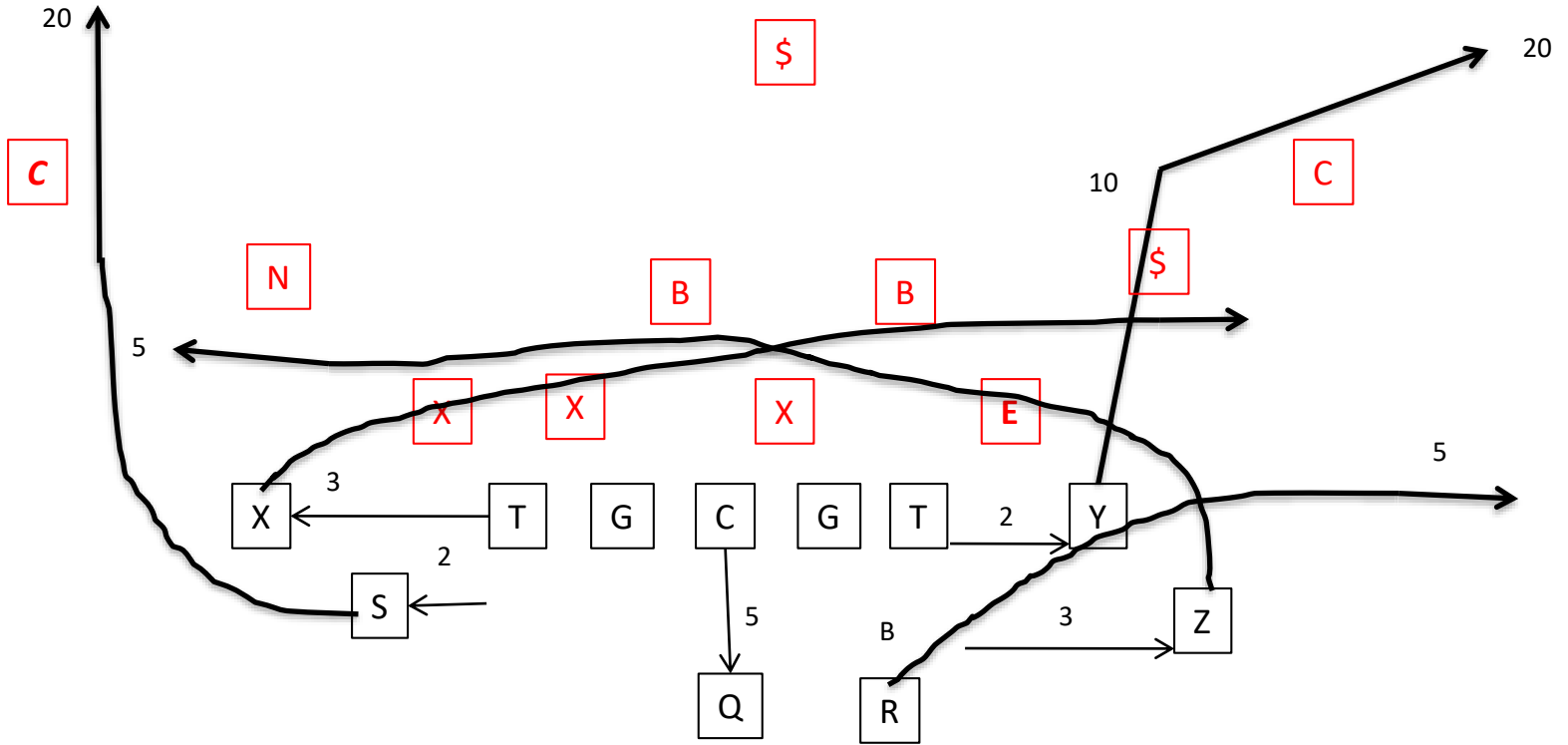
WEAK FLOOD



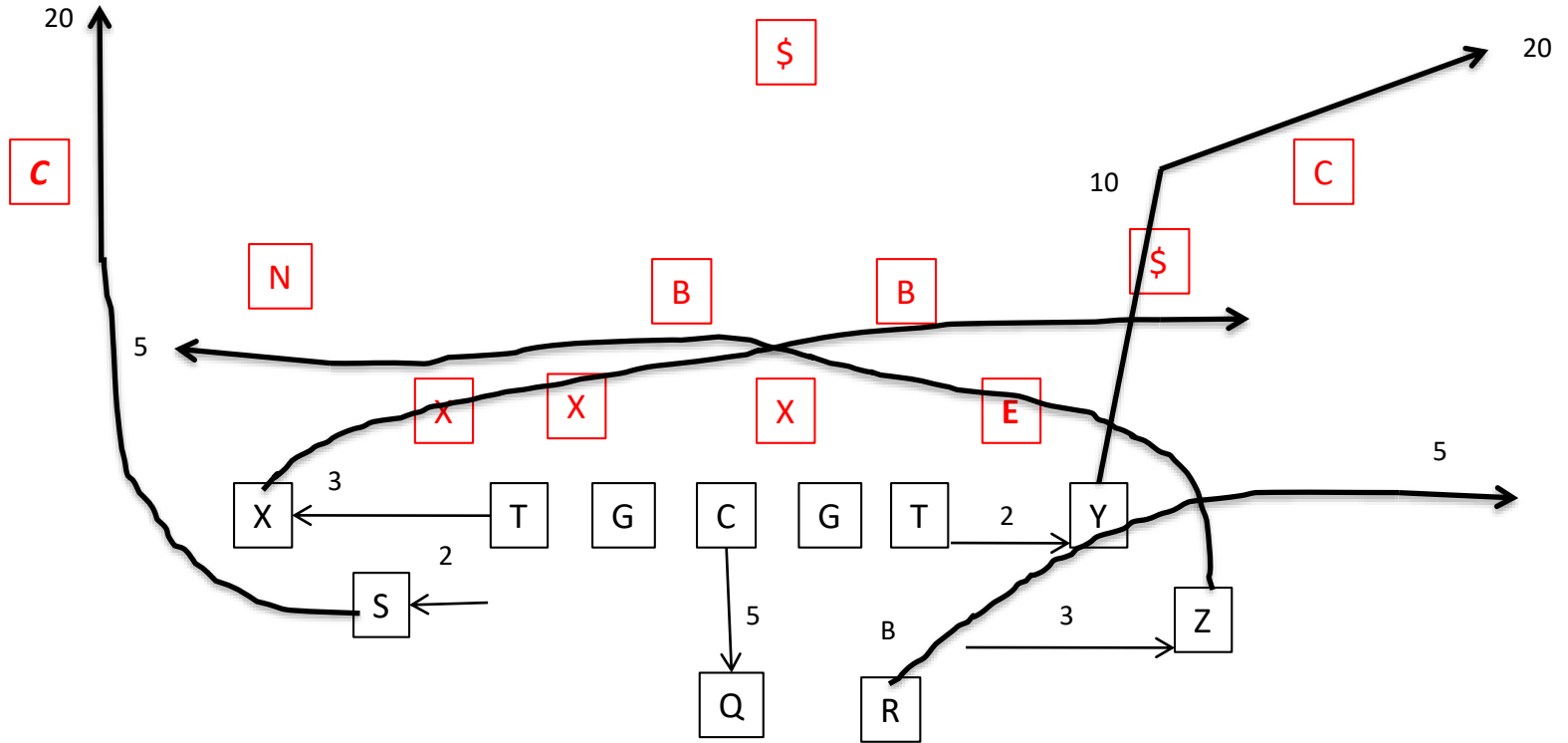
LEVEL RANGE

- MESH
- SHALLOW
- DIG

MESH

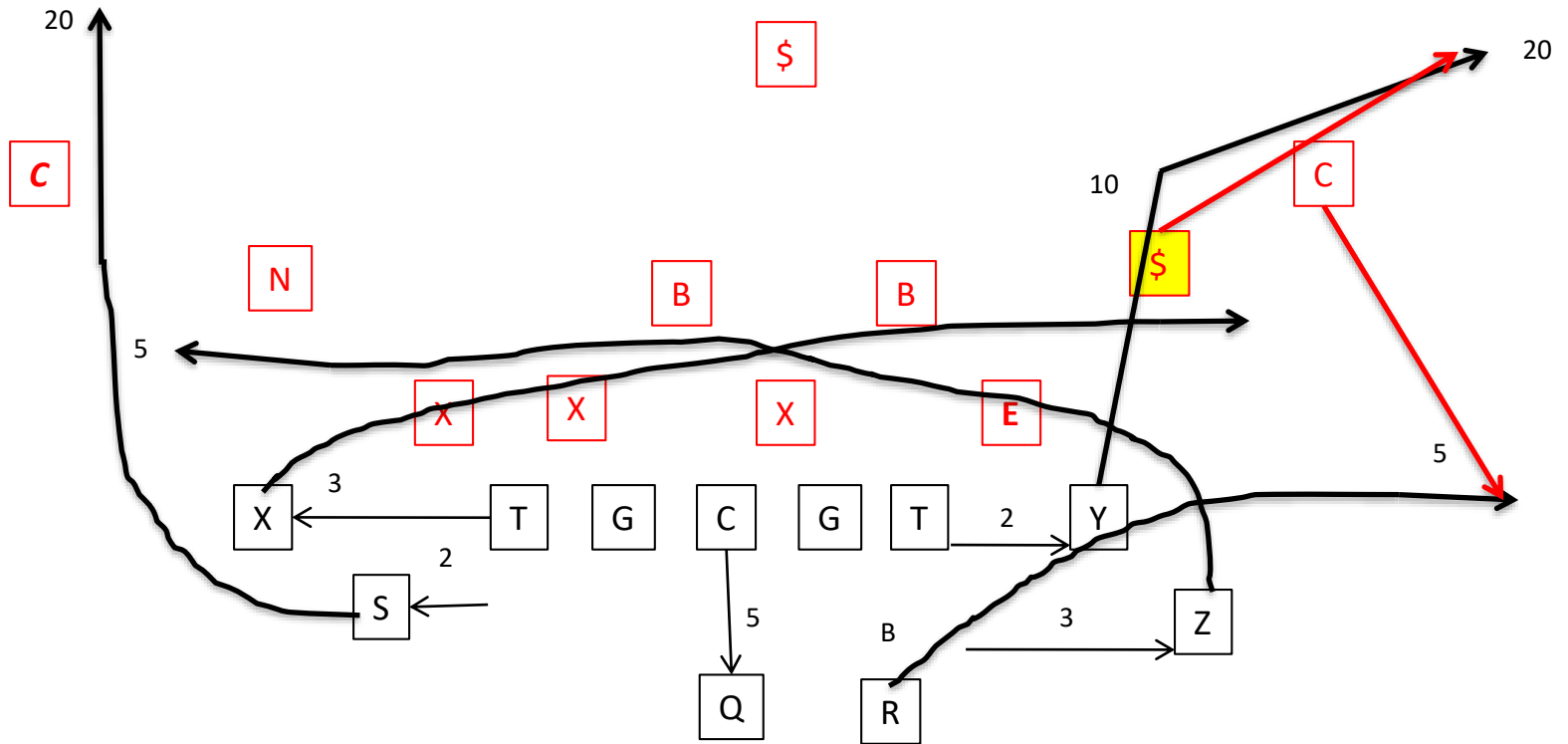


PLAY SIDE



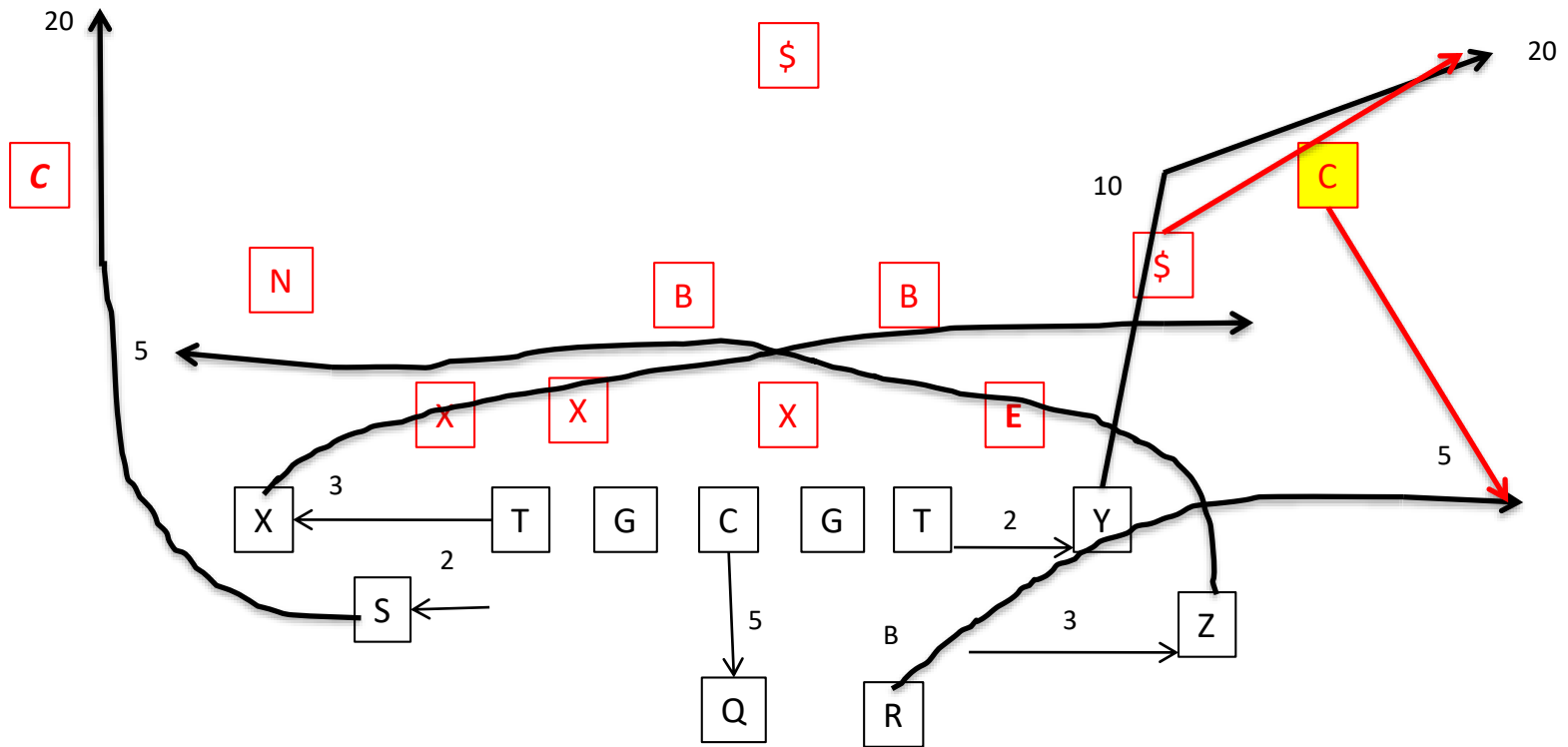
TRIANGLE READ

PROBLEMAS COM CB



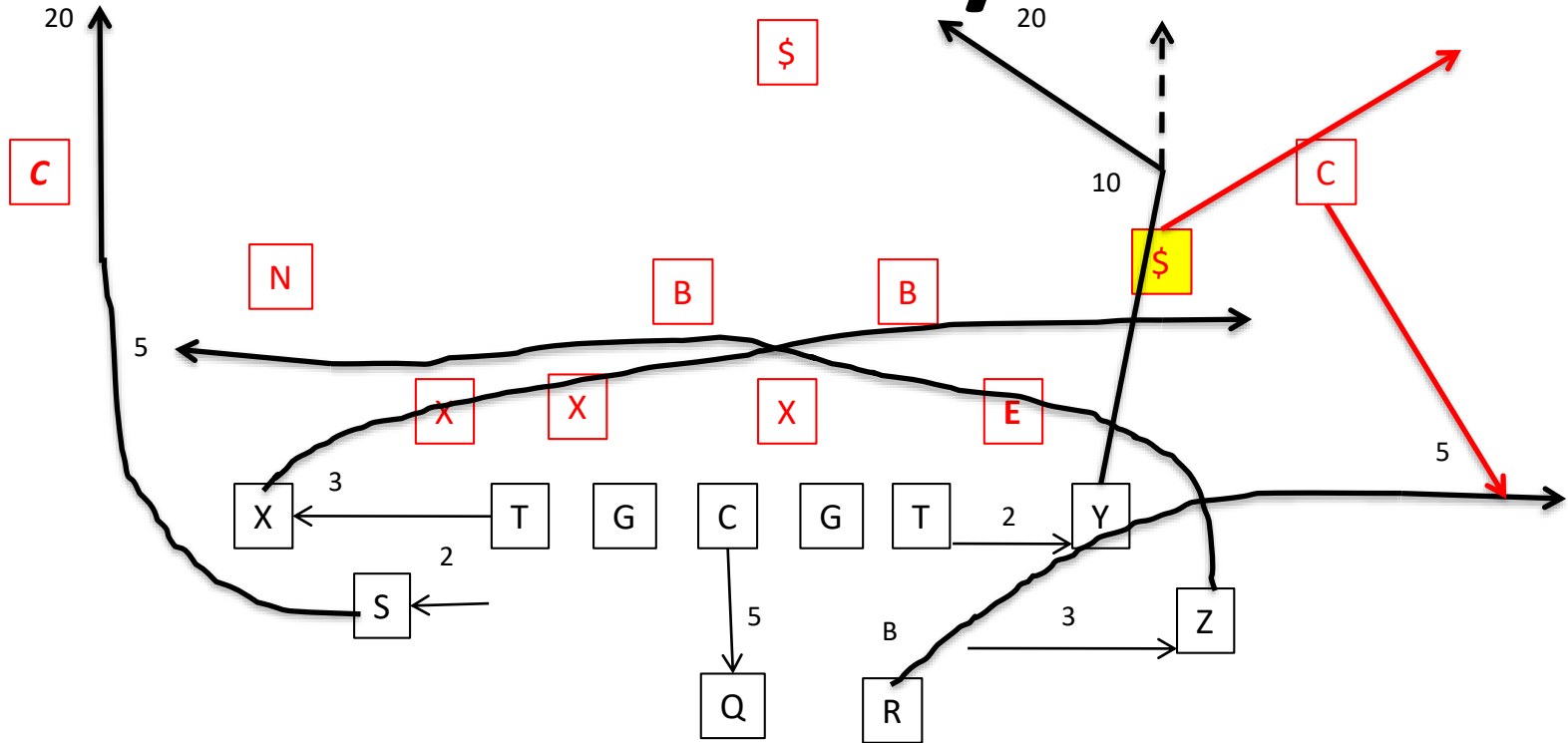
TRIANGLE READ

PROBLEMAS COM \$



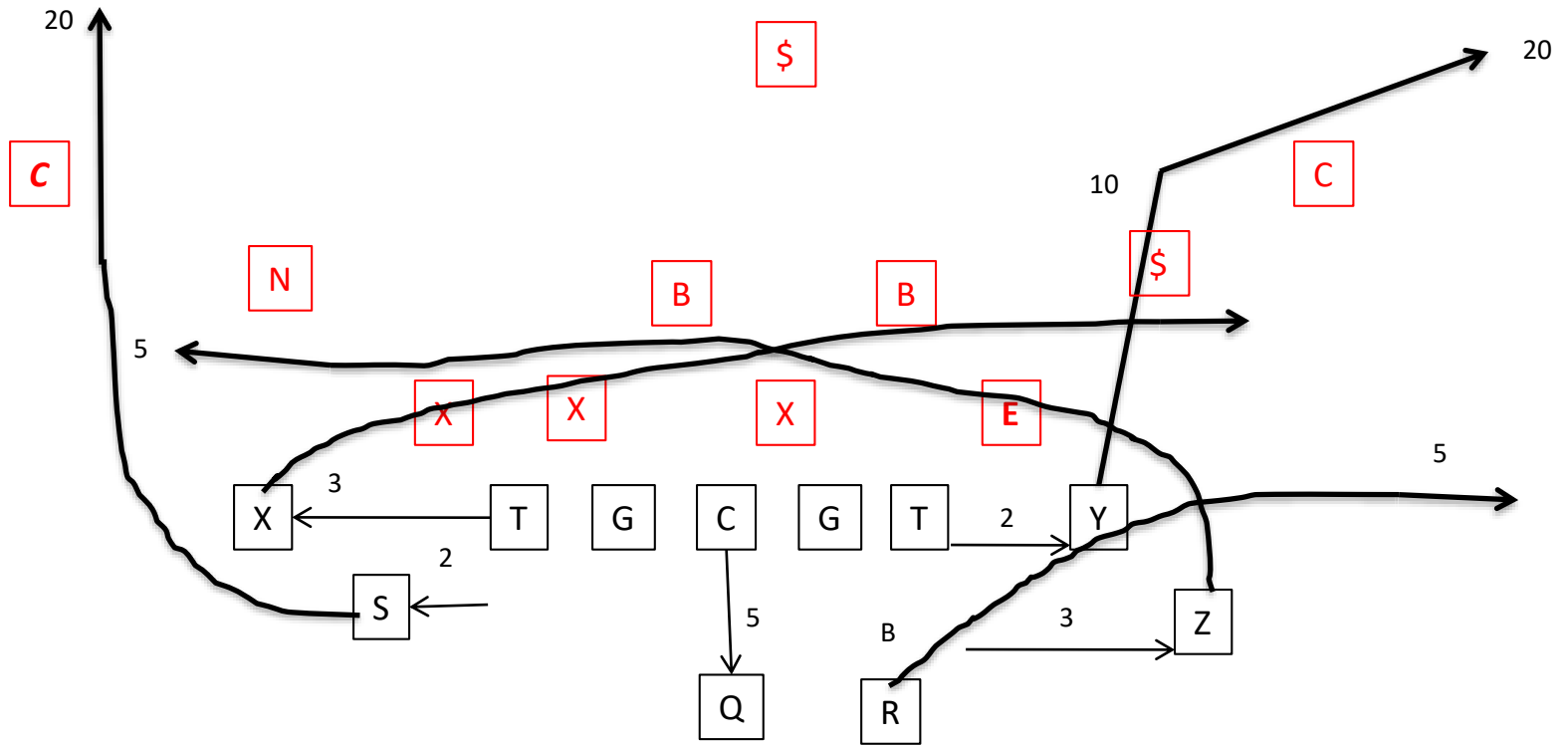
TRIANGLE READ

MESH Y POST/SEAM



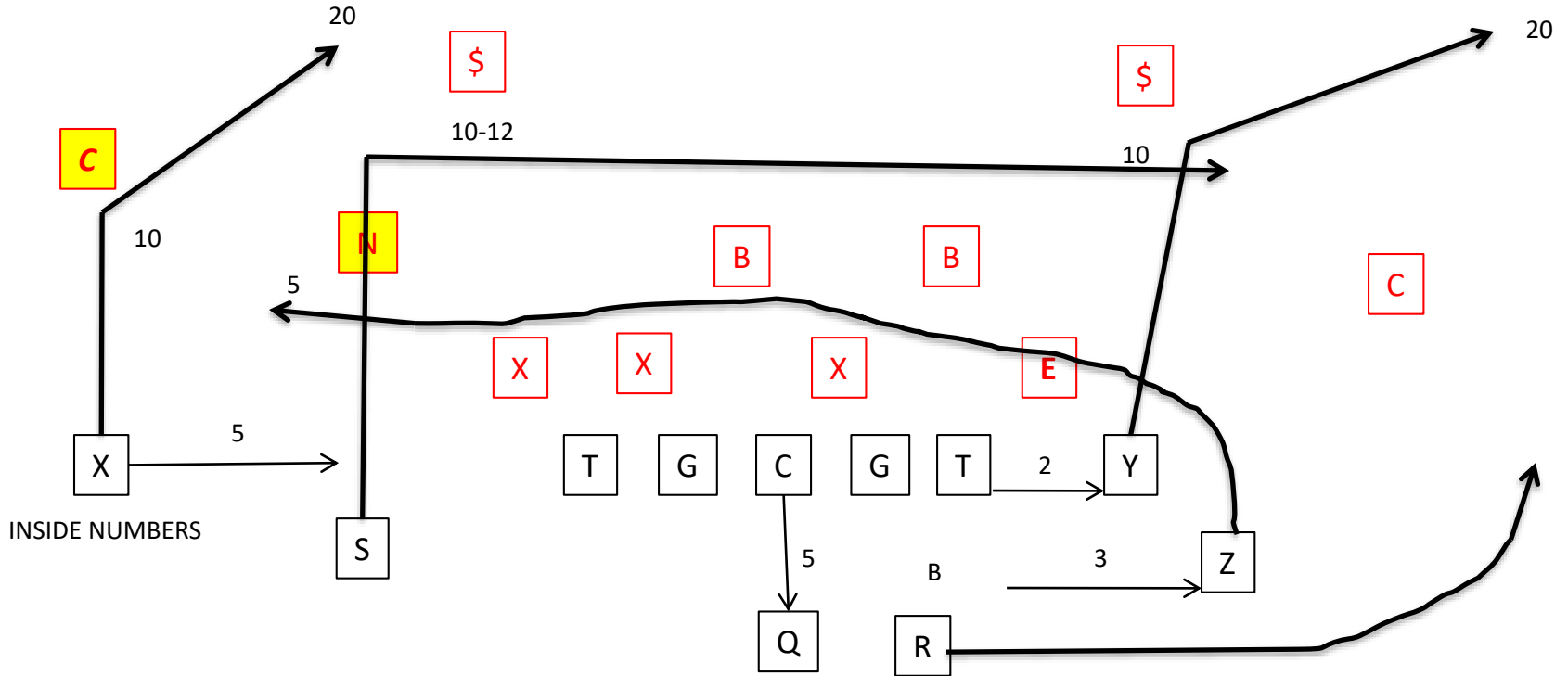
TRIANGLE READ

BACK SIDE

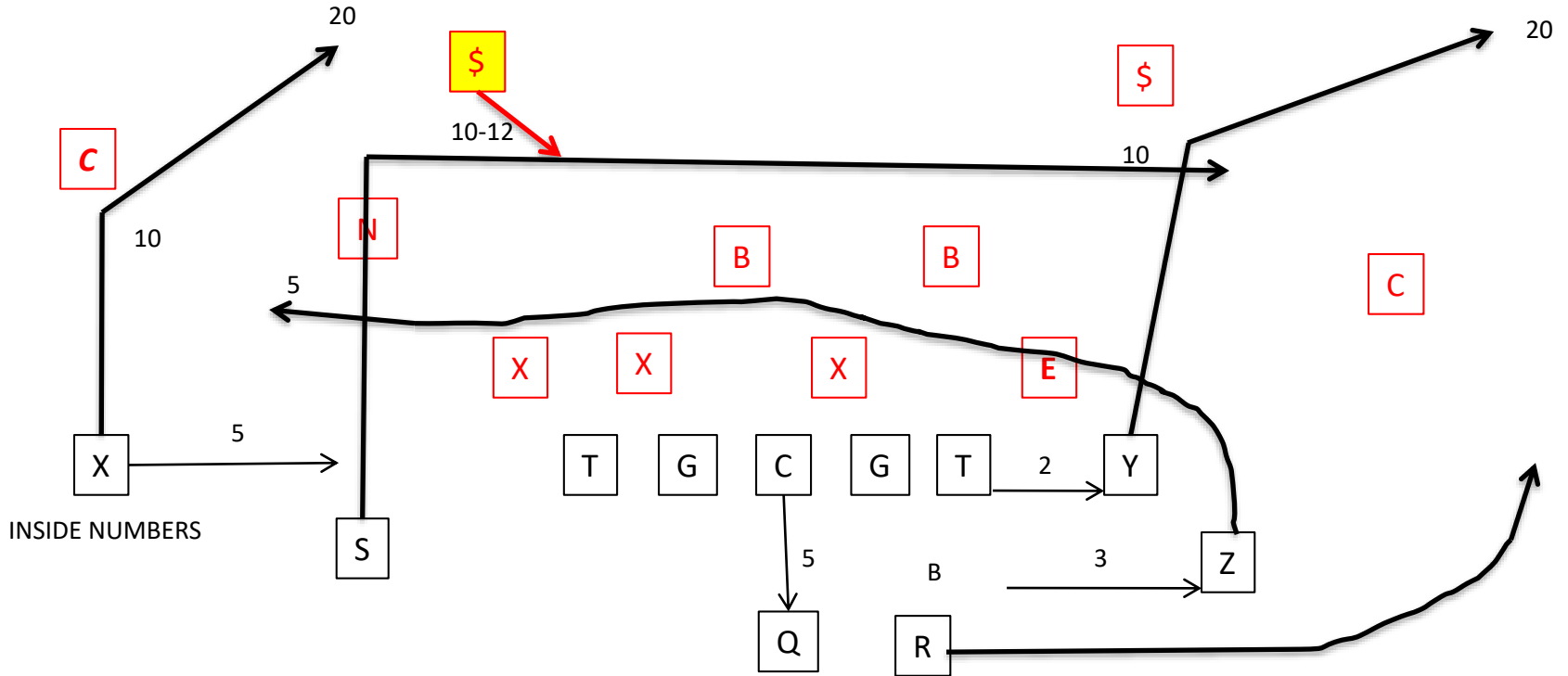


SMASH READ

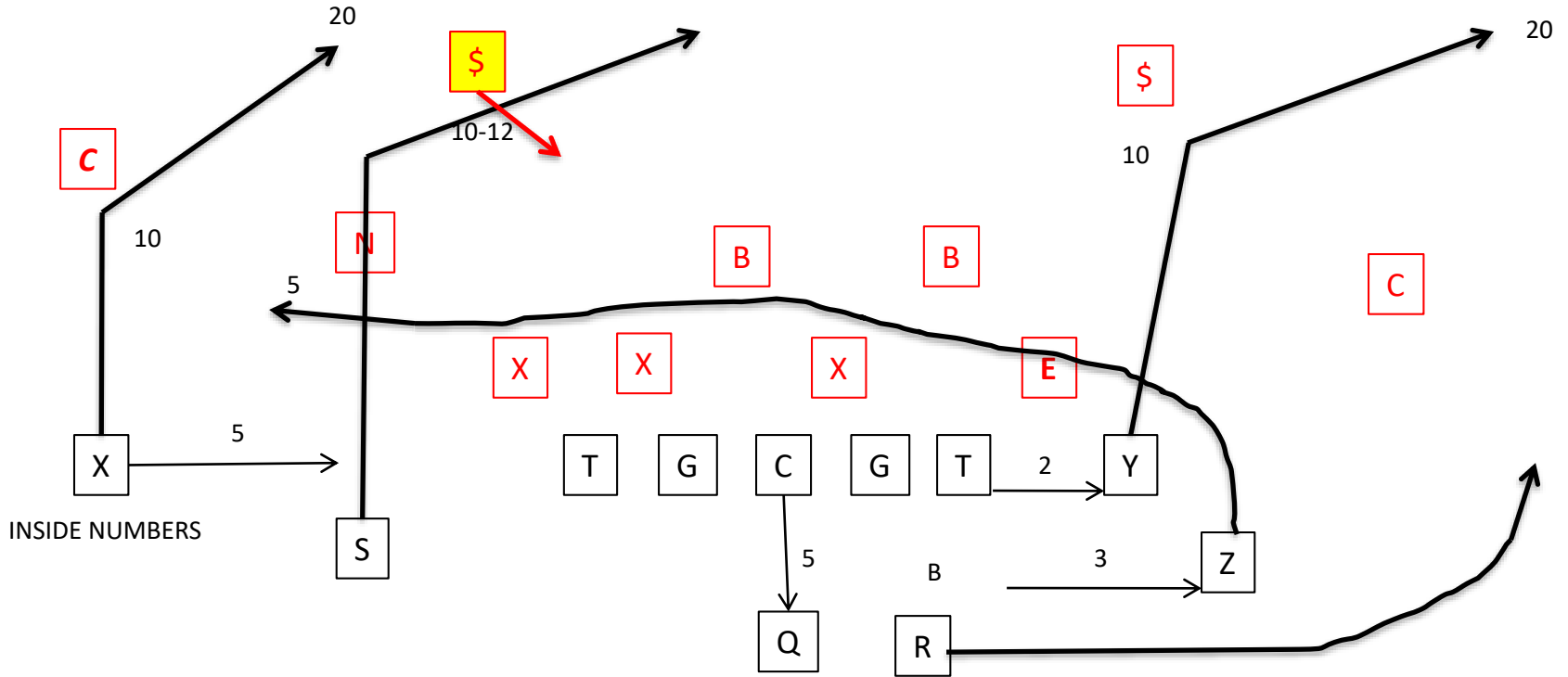
SHALLOW



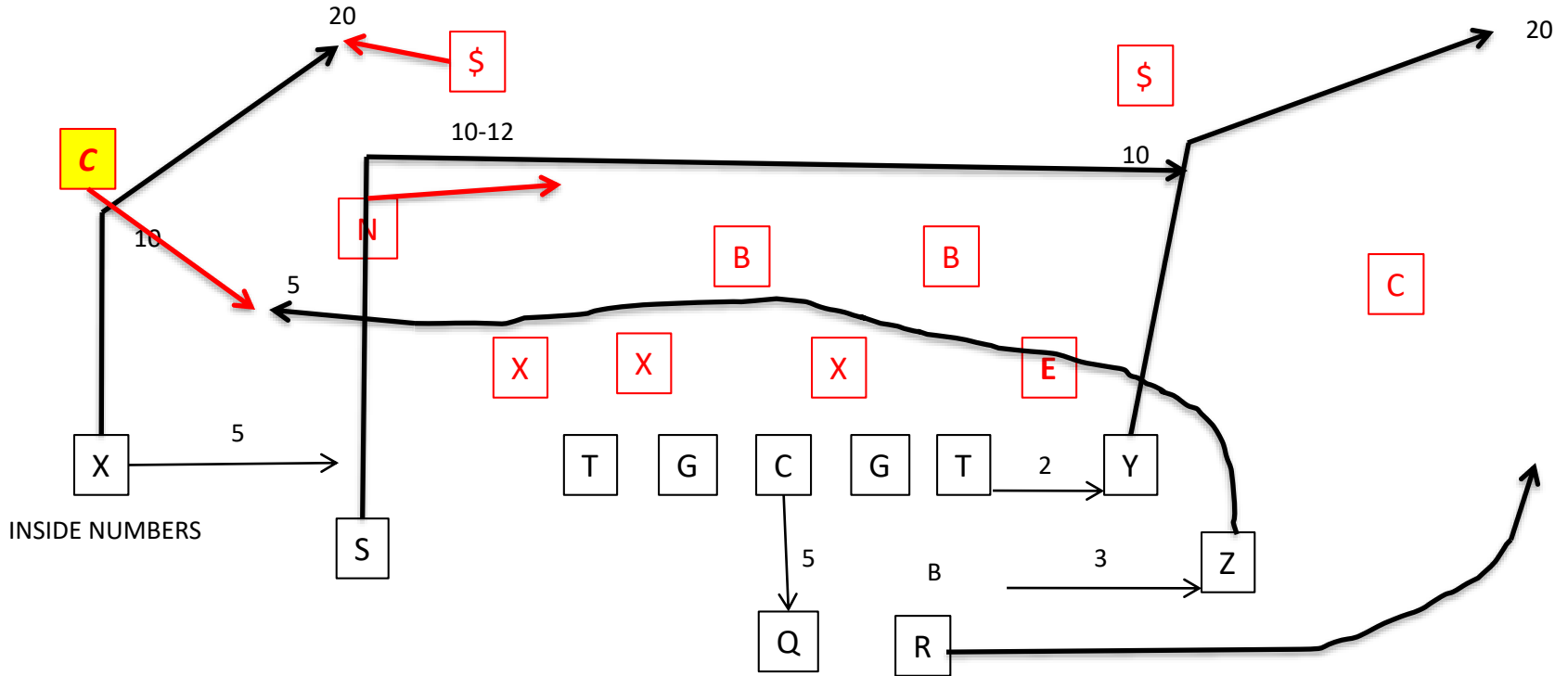
PROBLEMAS COM \$



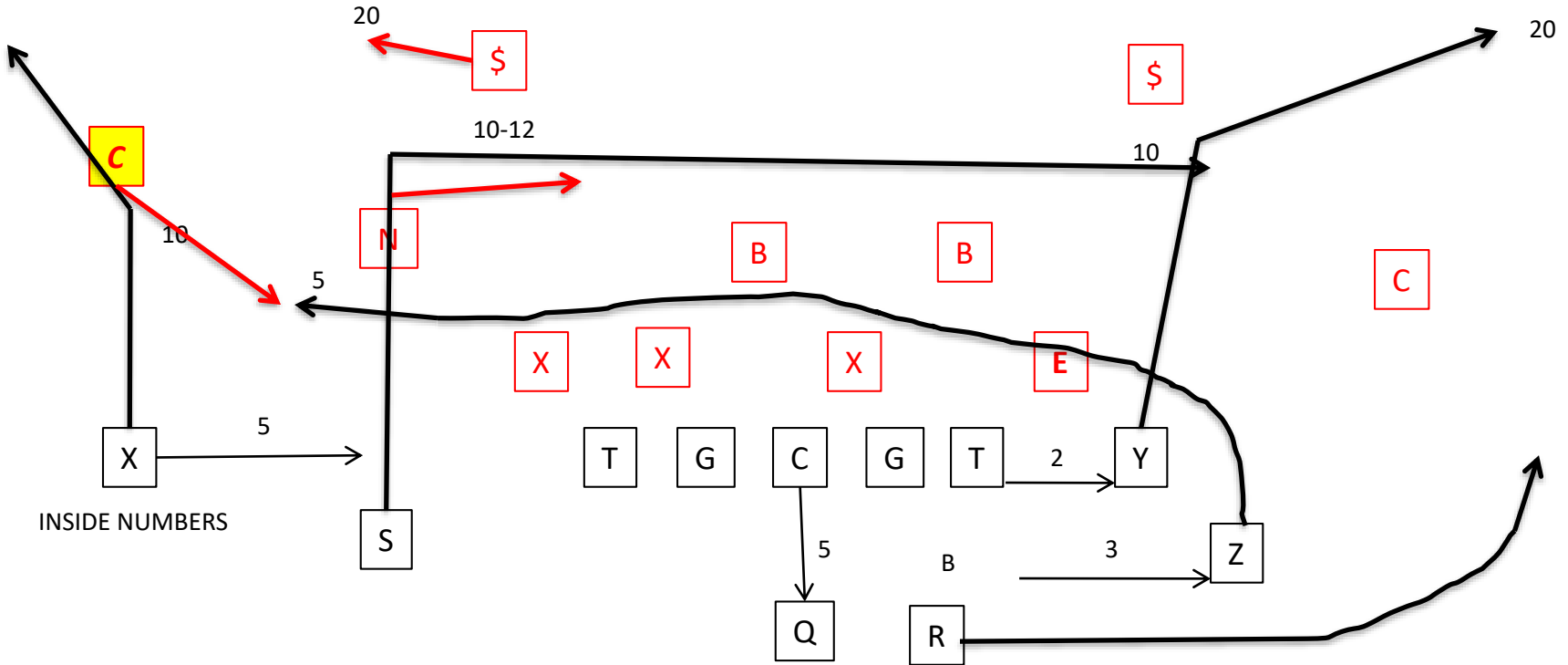
SHALLOW S POST



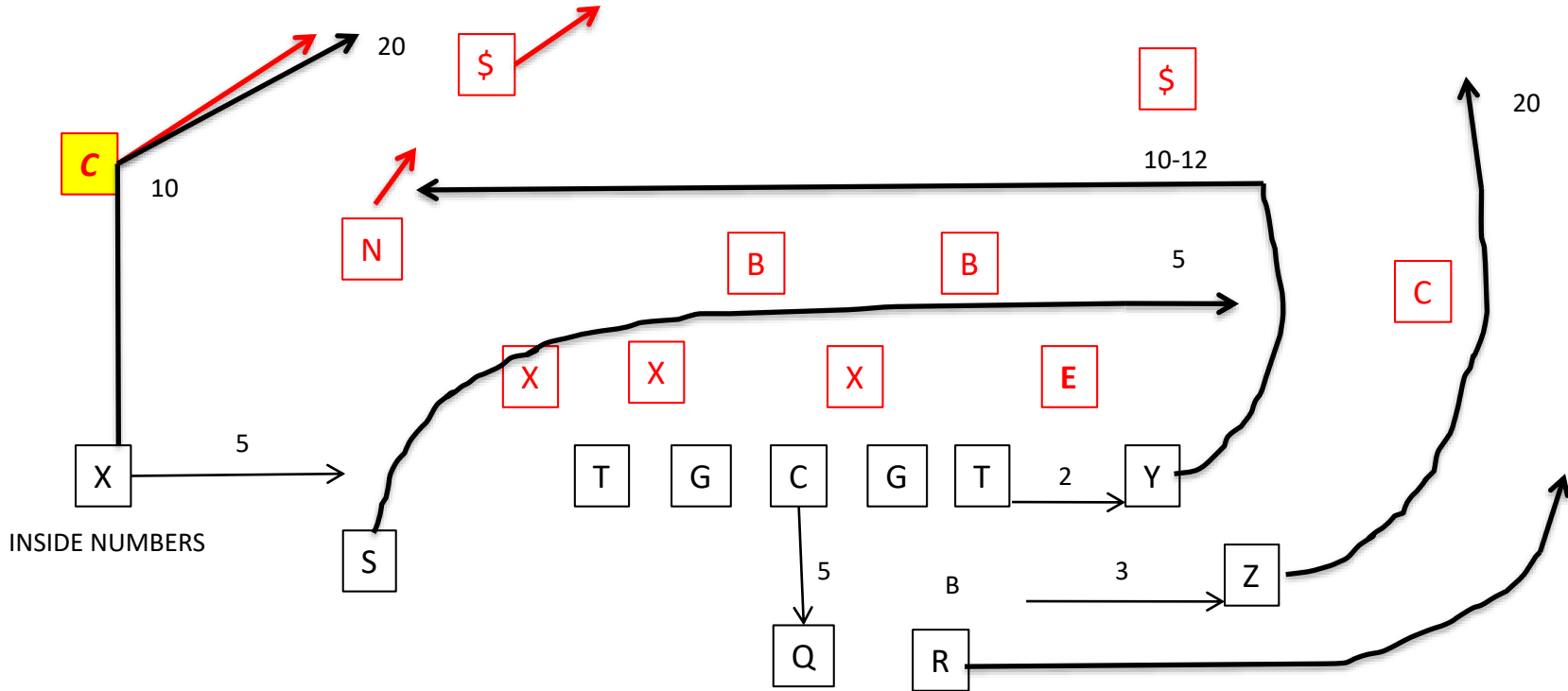
PROBLEMAS COM CB



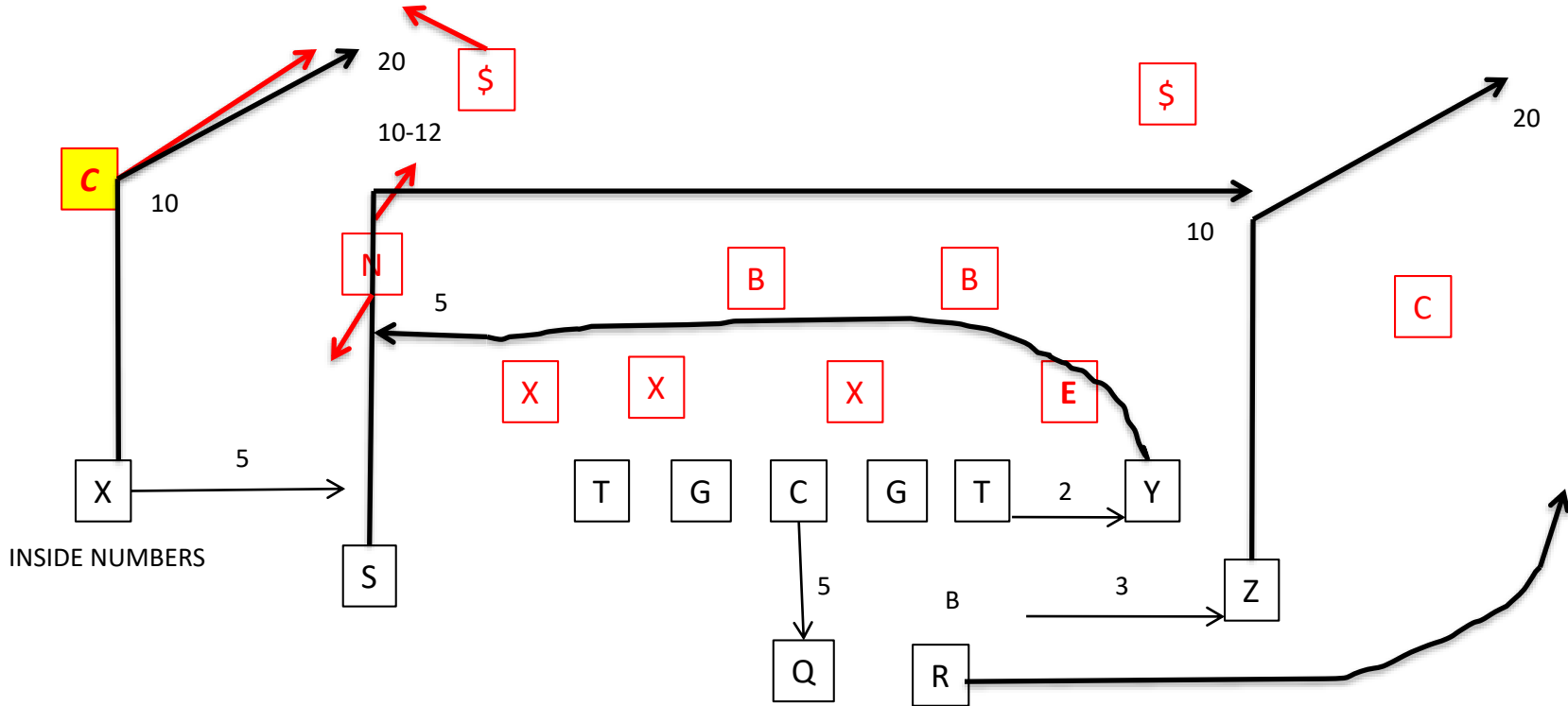
SHALLOW X CORNER



SHALLOW S SHALLOW



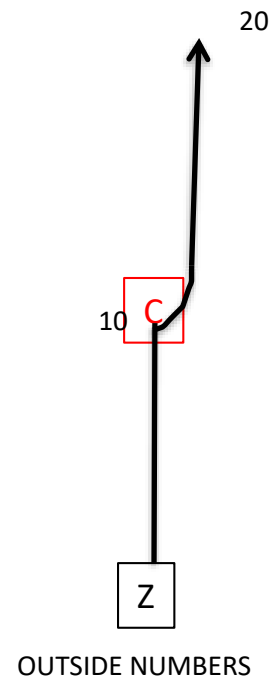
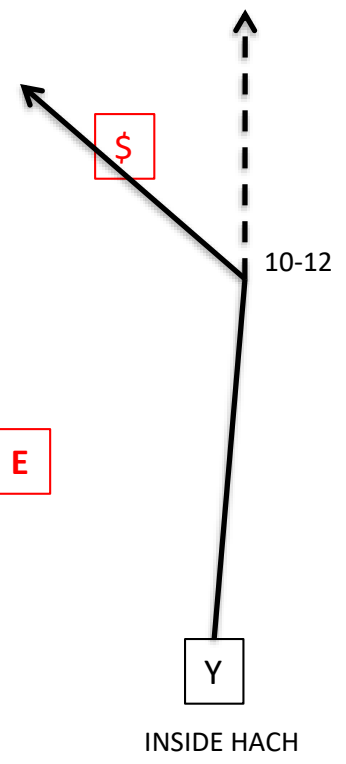
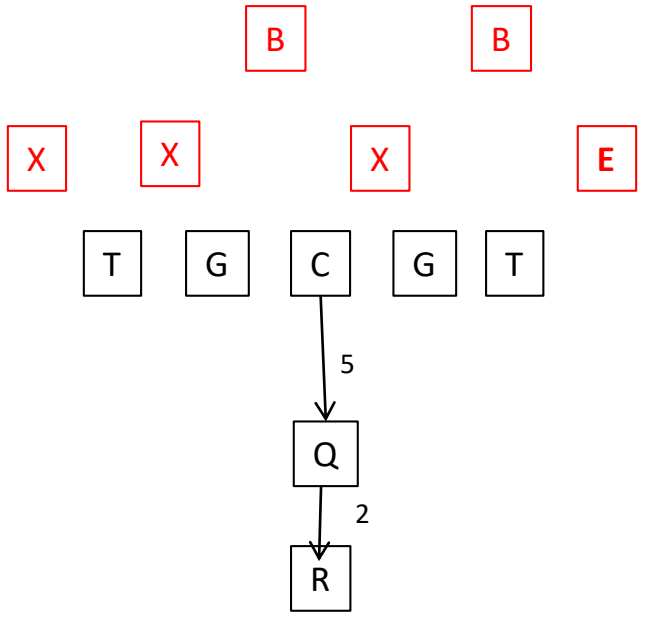
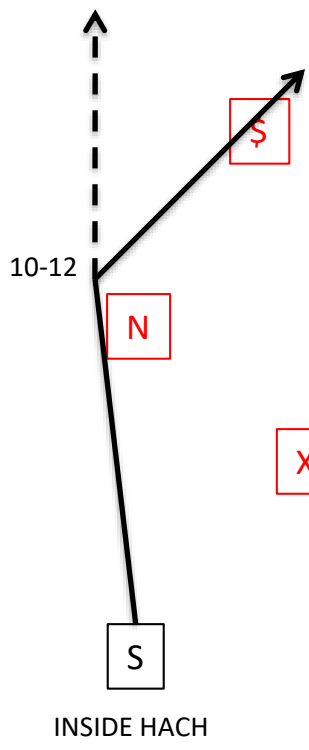
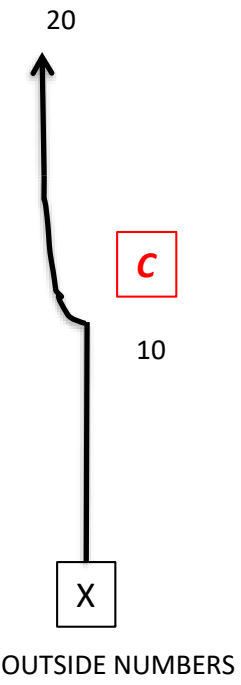
SHALLOW Y SHALLOW



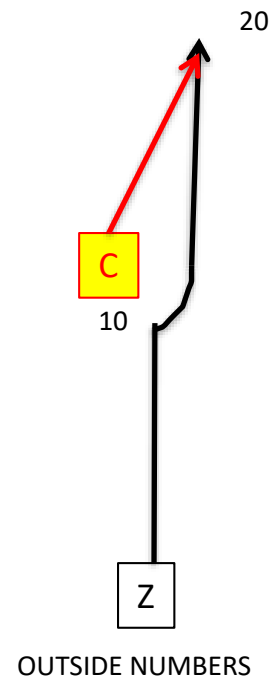
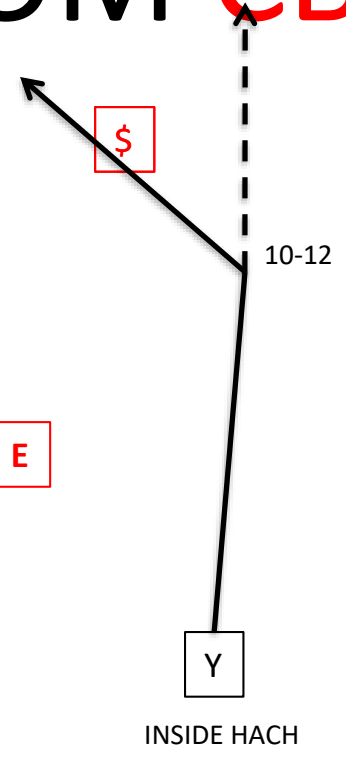
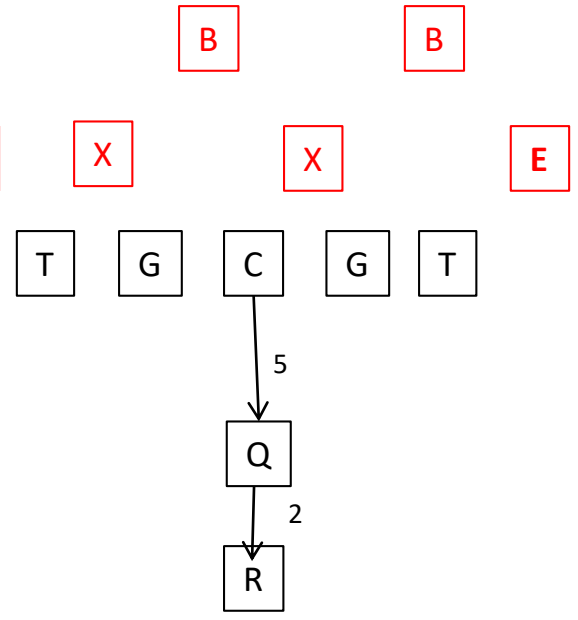
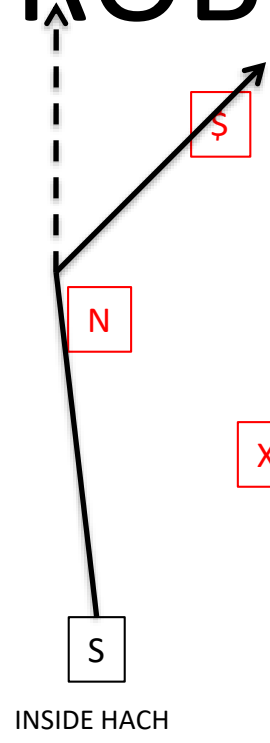
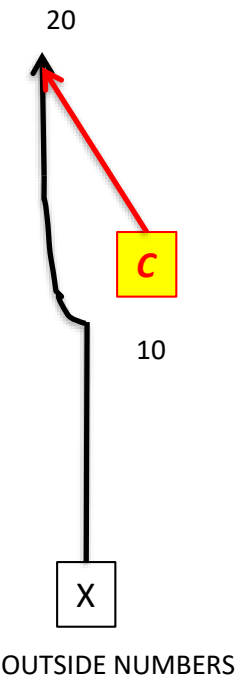
VERTICAL CONCEPT

- FADE
- WHEEL
- SWITCH

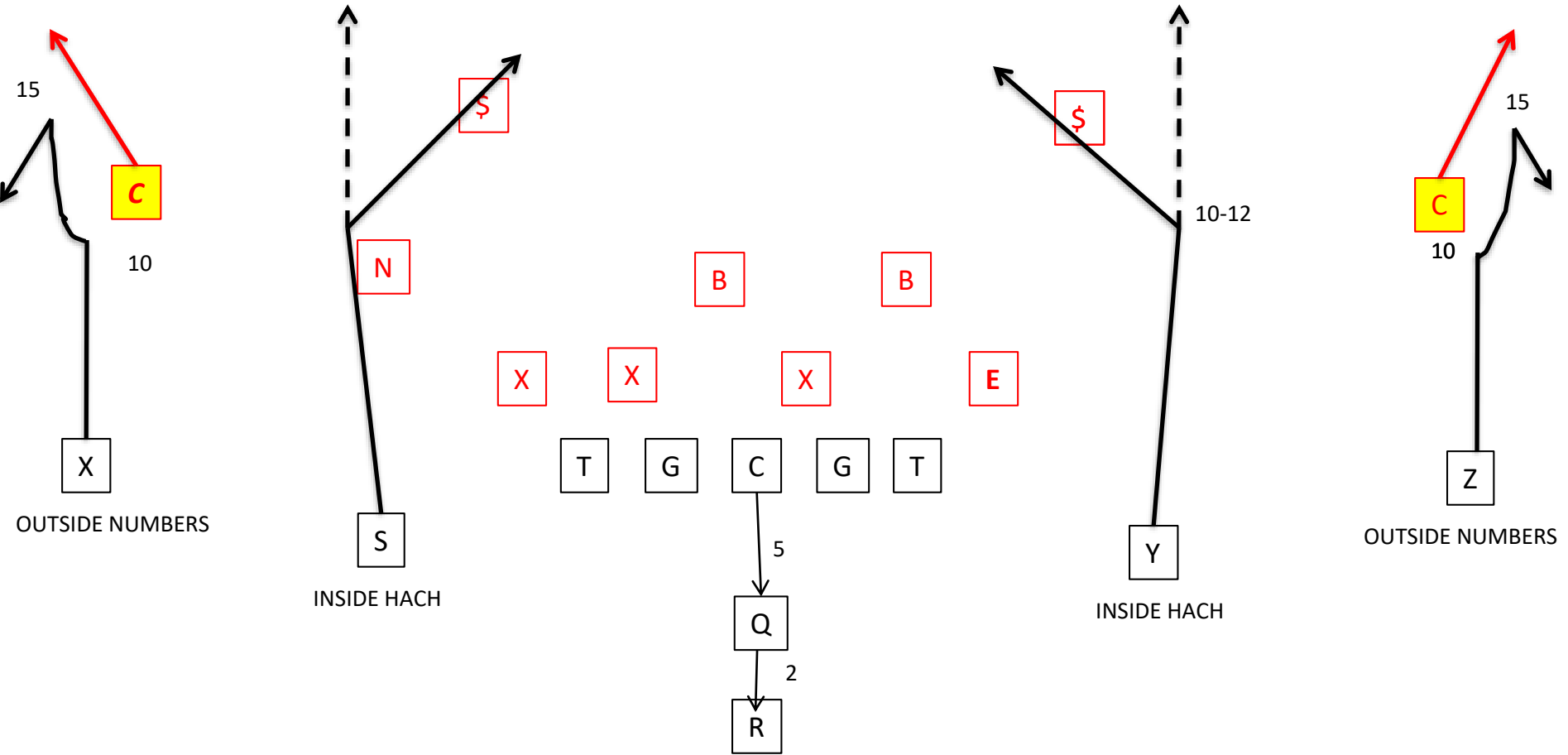
FADE



PROBLEMAS COM CB

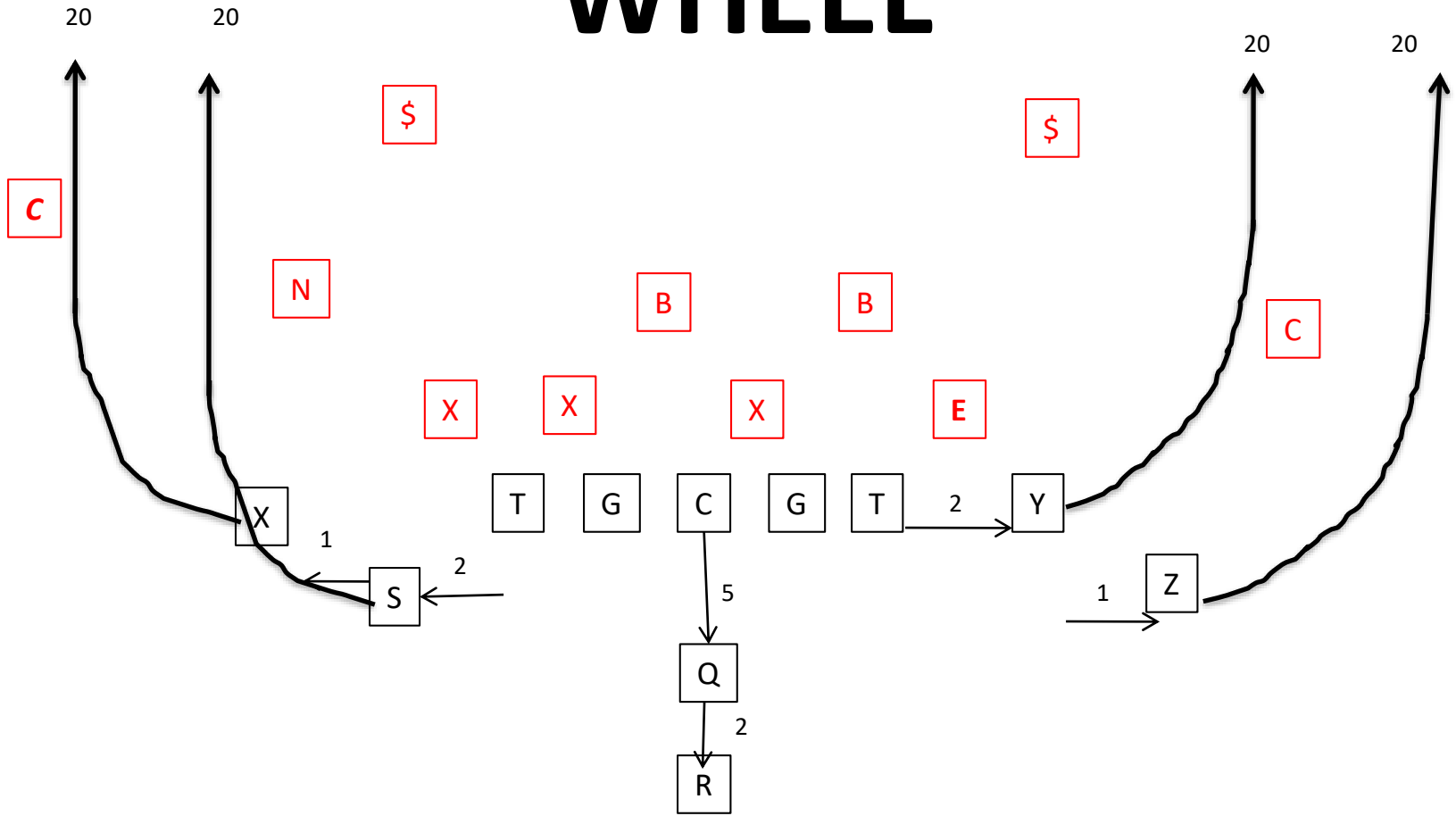


FADE X COME BACK

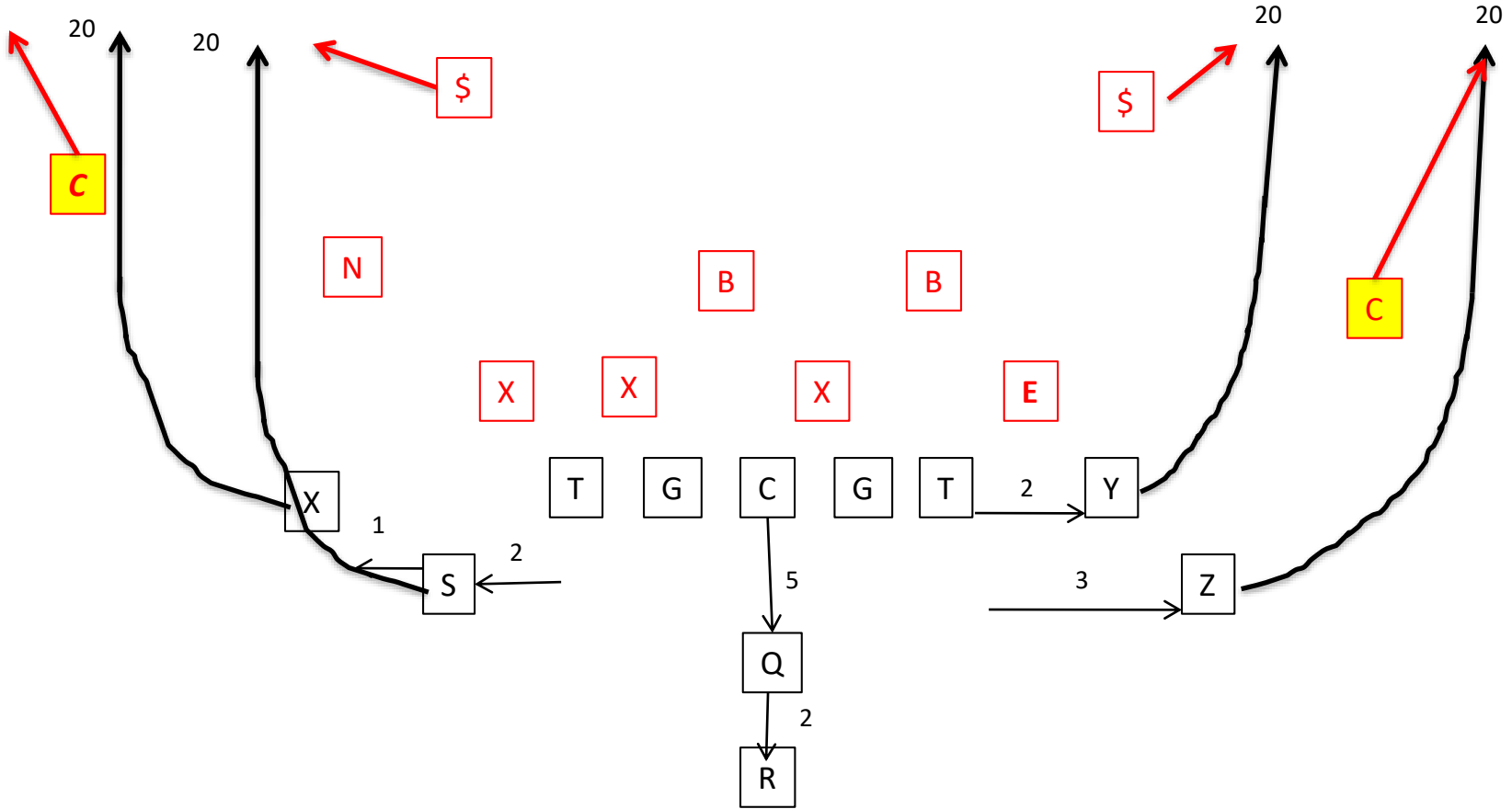


FADE Z COME BACK

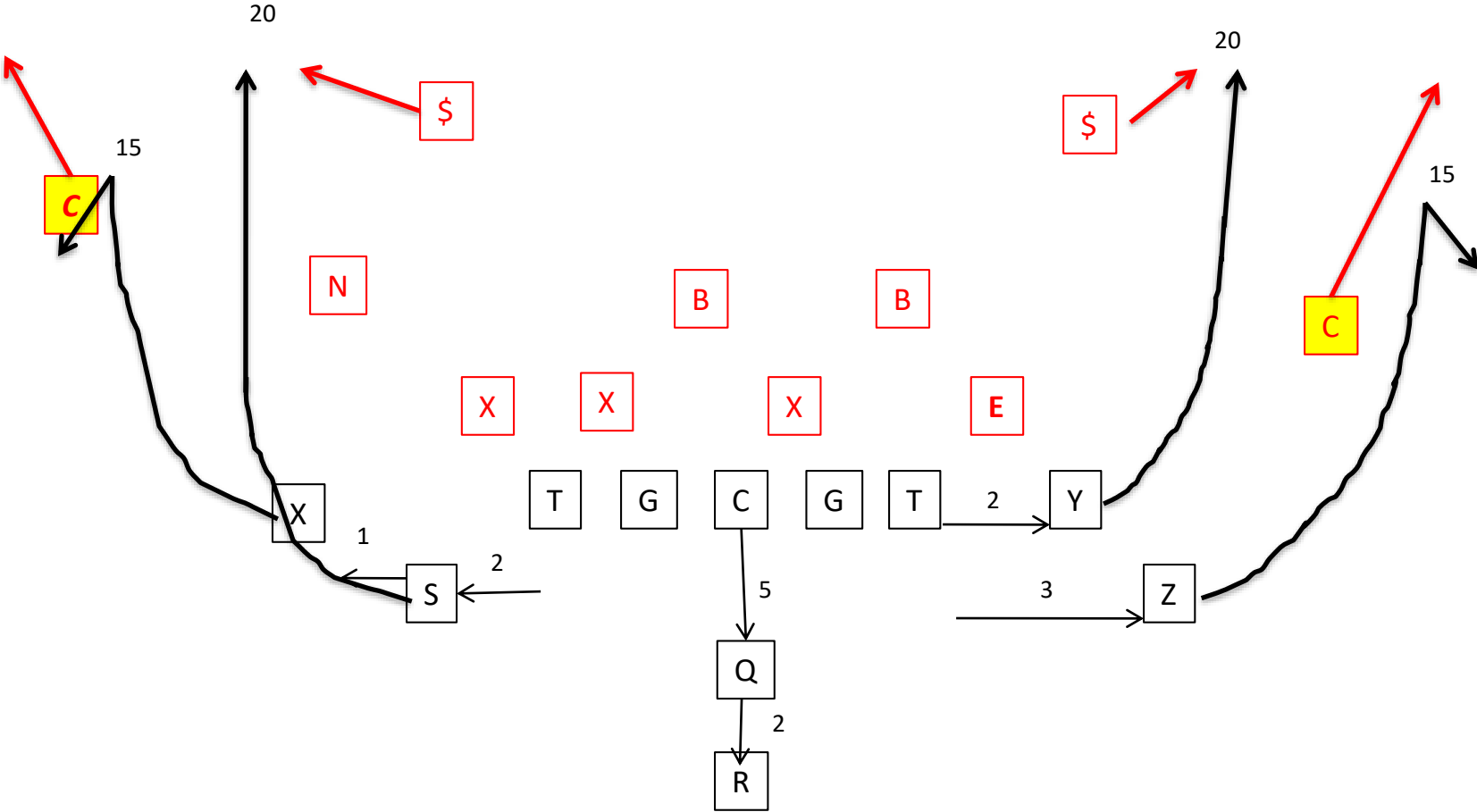
WHEEL



PROBLEMAS COM CB

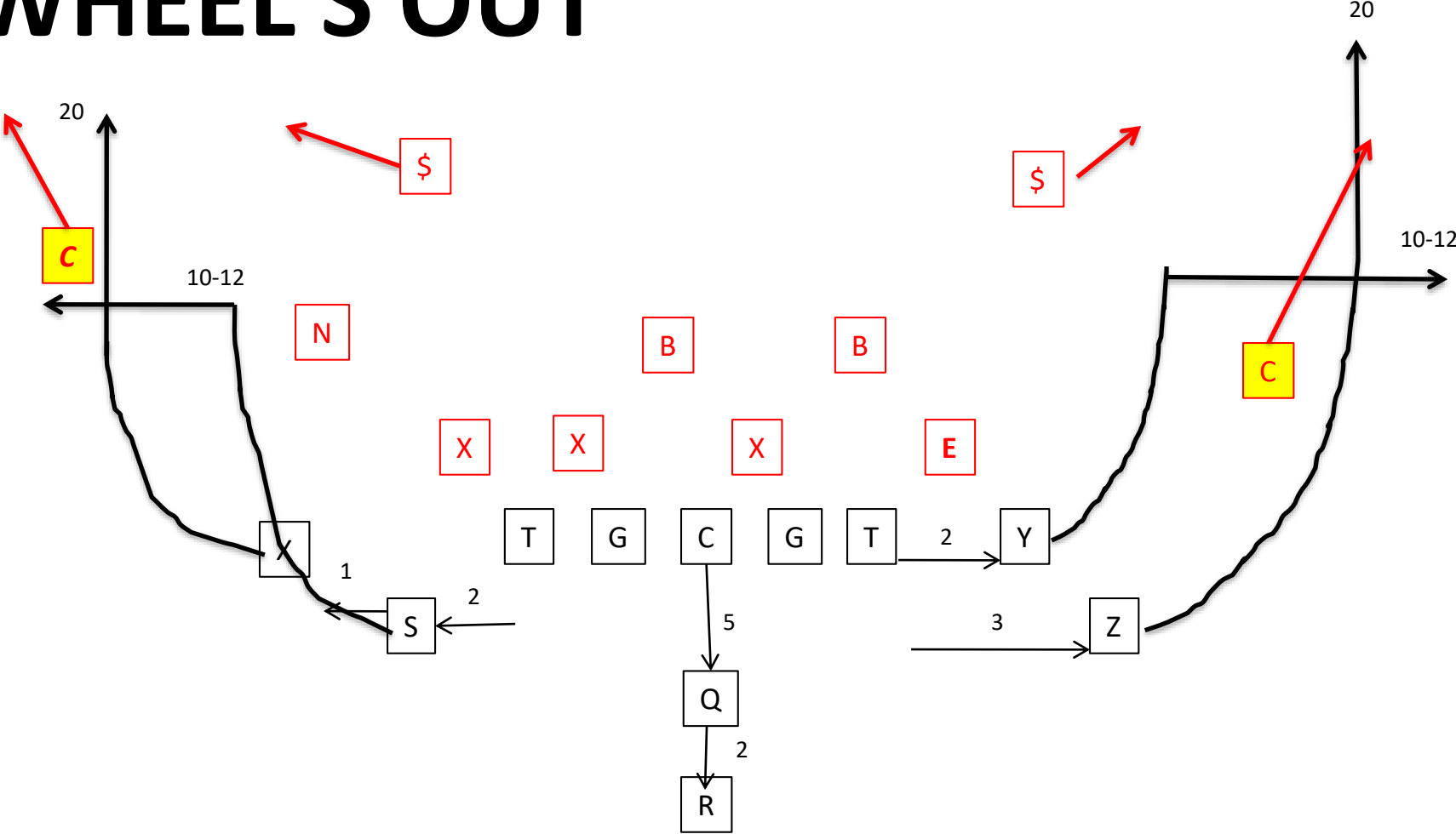


WHEEL X COMEBACK



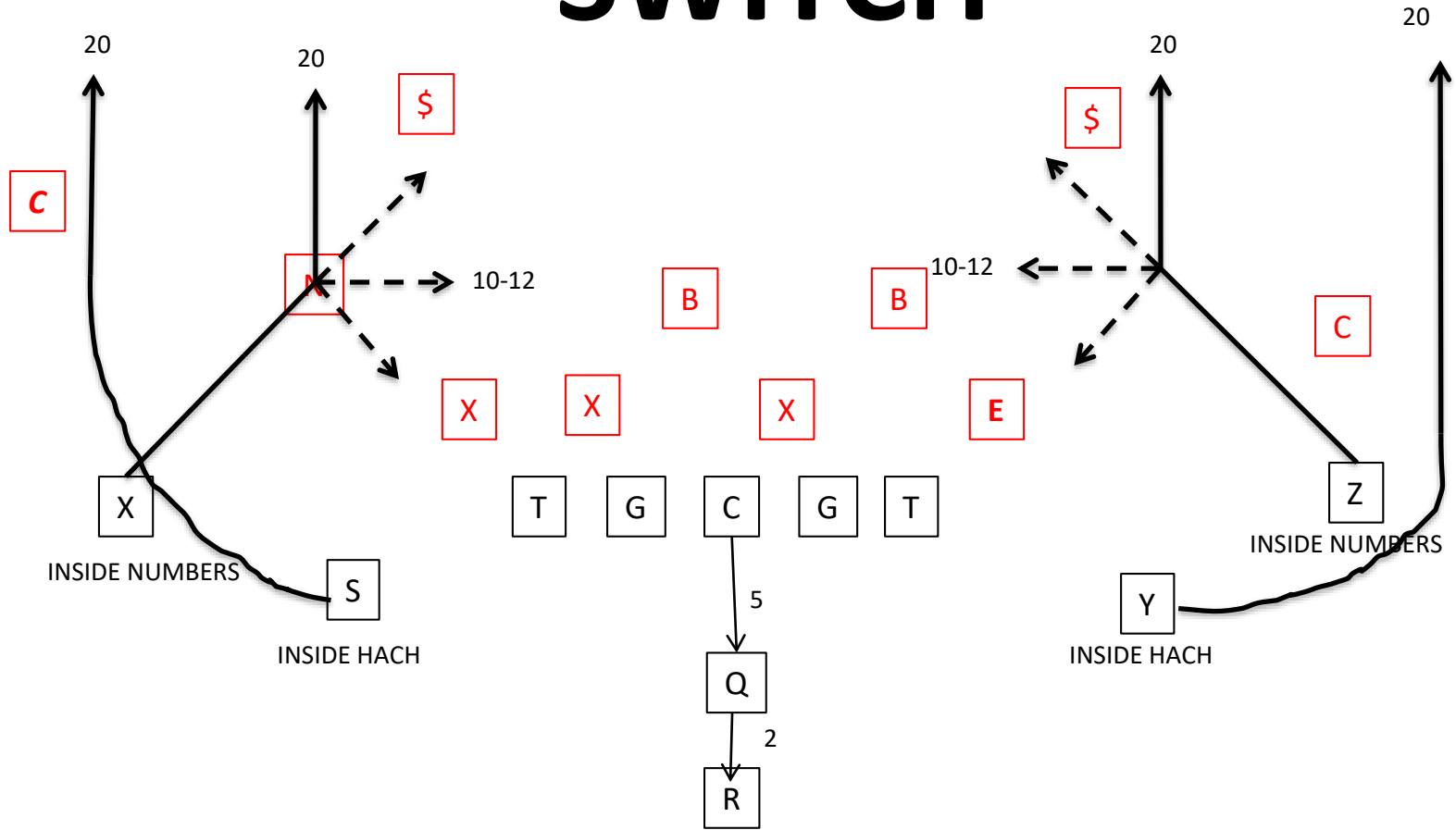
WHEEL Z COMEBACK

WHEEL S OUT

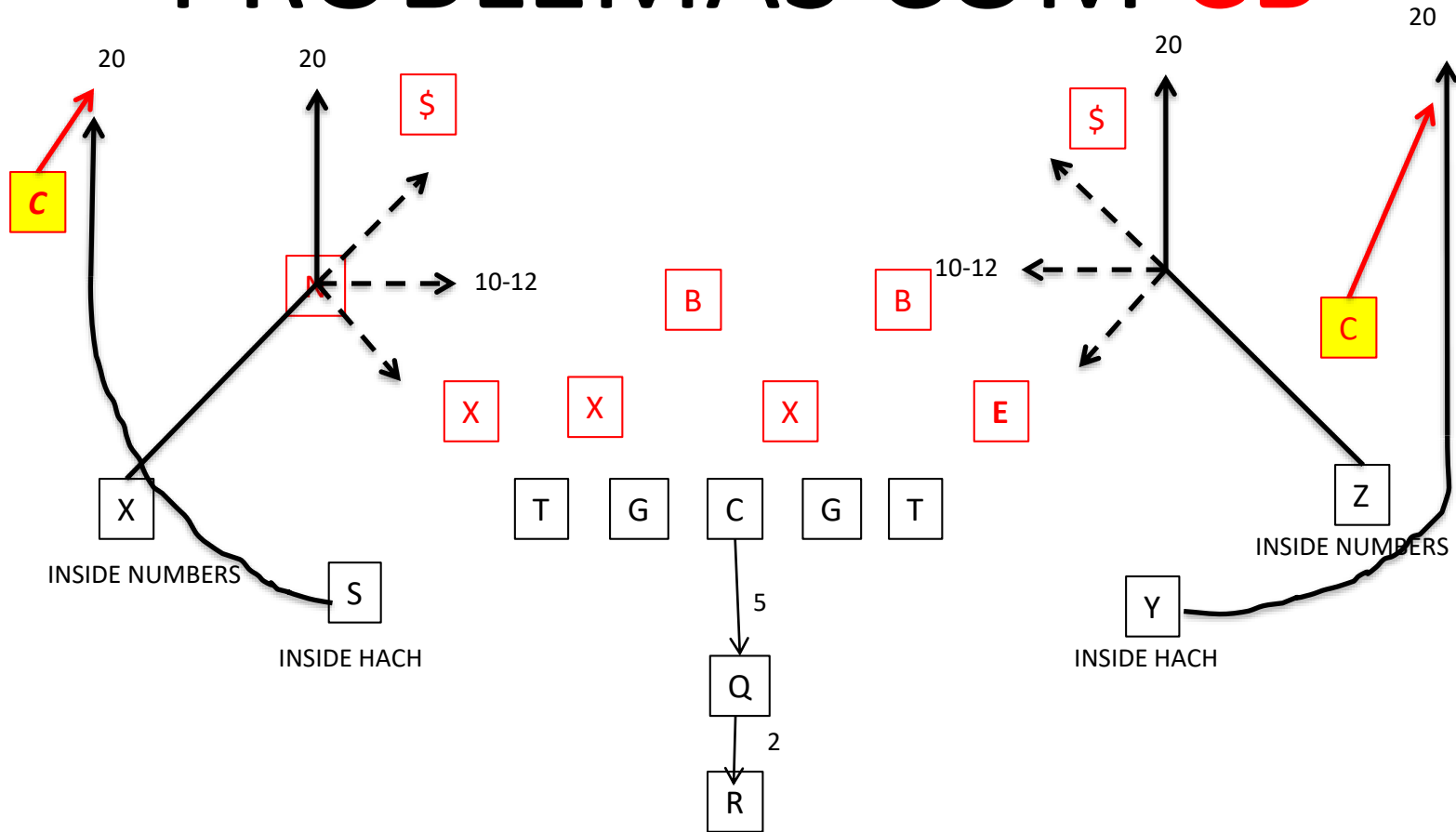


WHEEL Y OUT

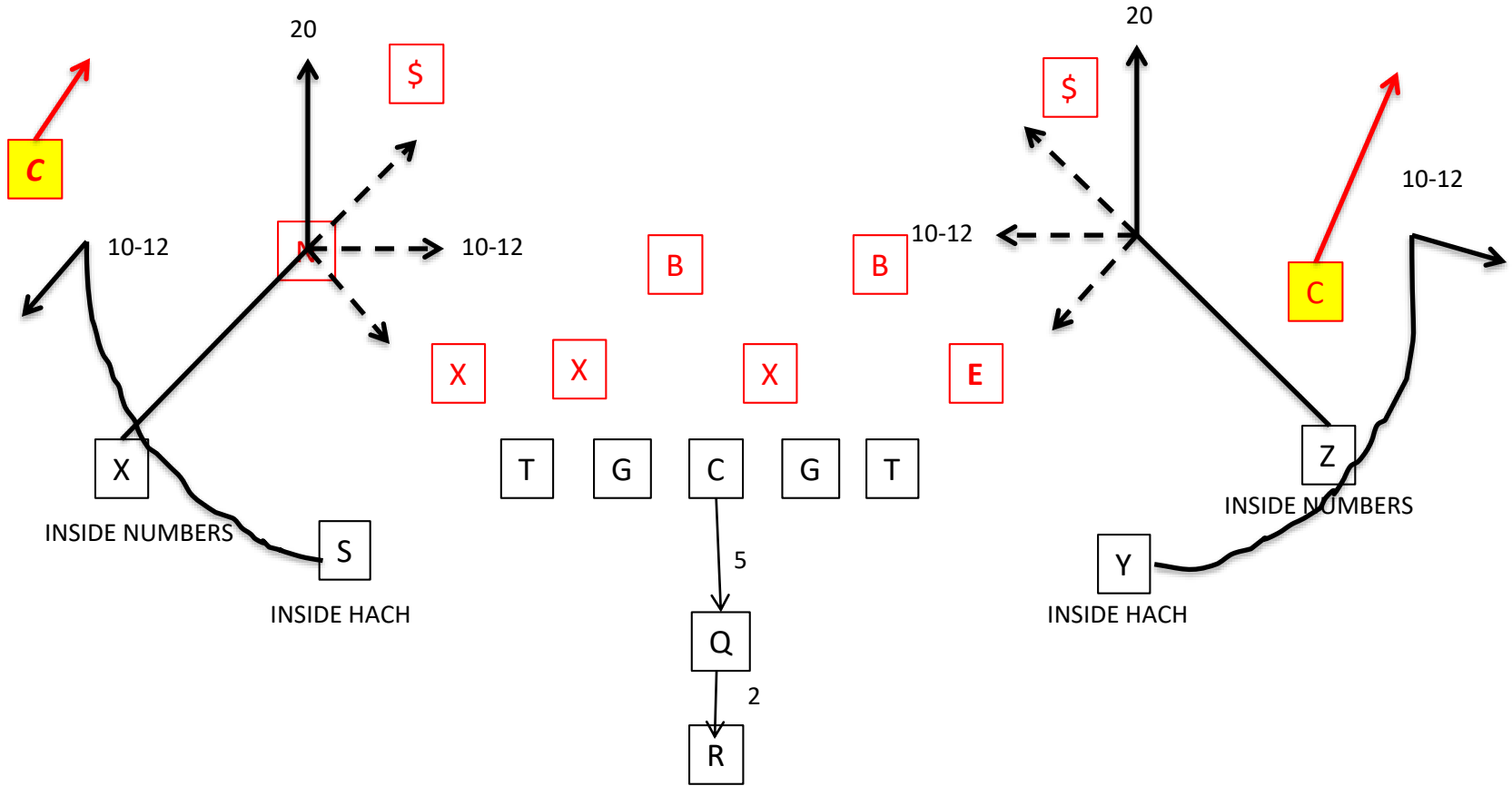
SWITCH



PROBLEMAS COM CB



SWITCH S COMEBACK

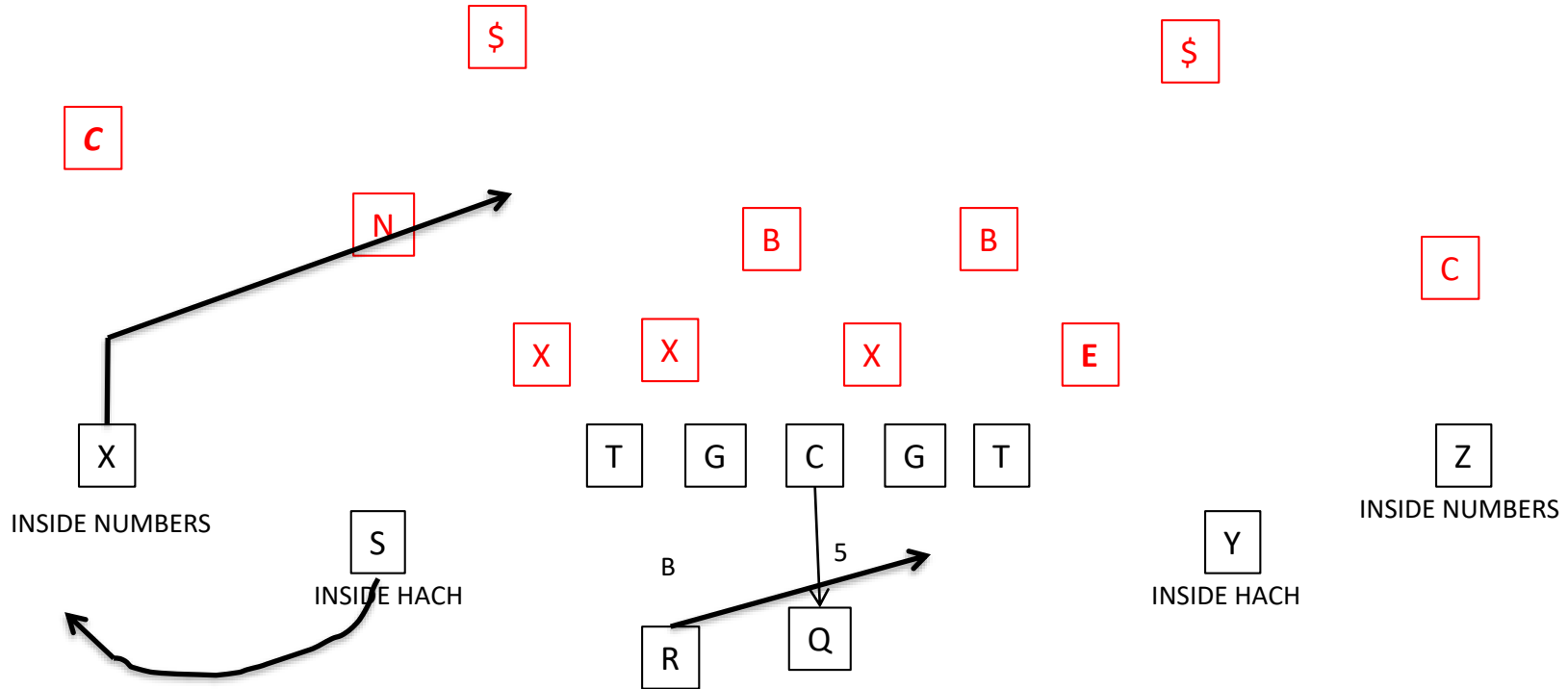


SWITCH Y COMEBACK

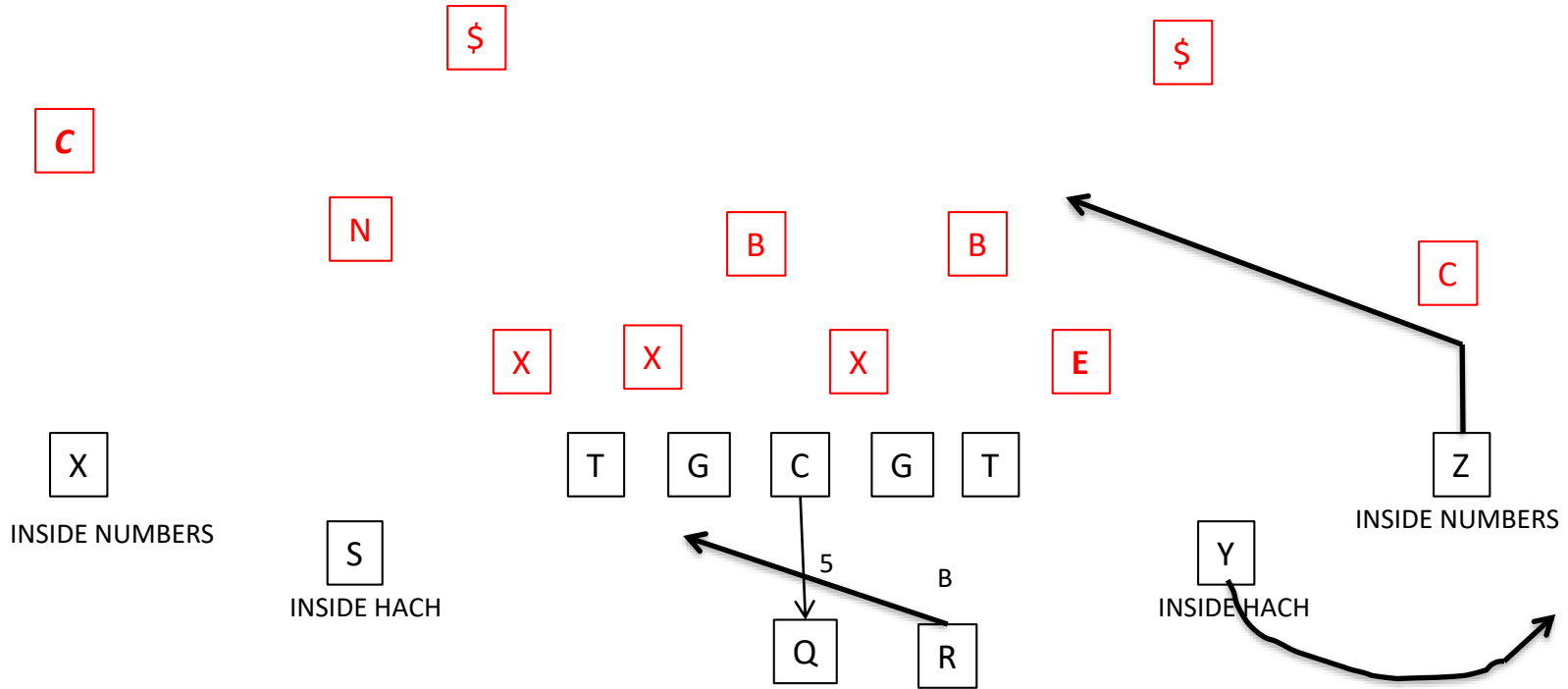
RPOs (Run Pass Options)

- BUBBLE SLANT
- BUBBLE
- SAW
- SAW STOP
- SAW STOP
- SCAT
- SNAG

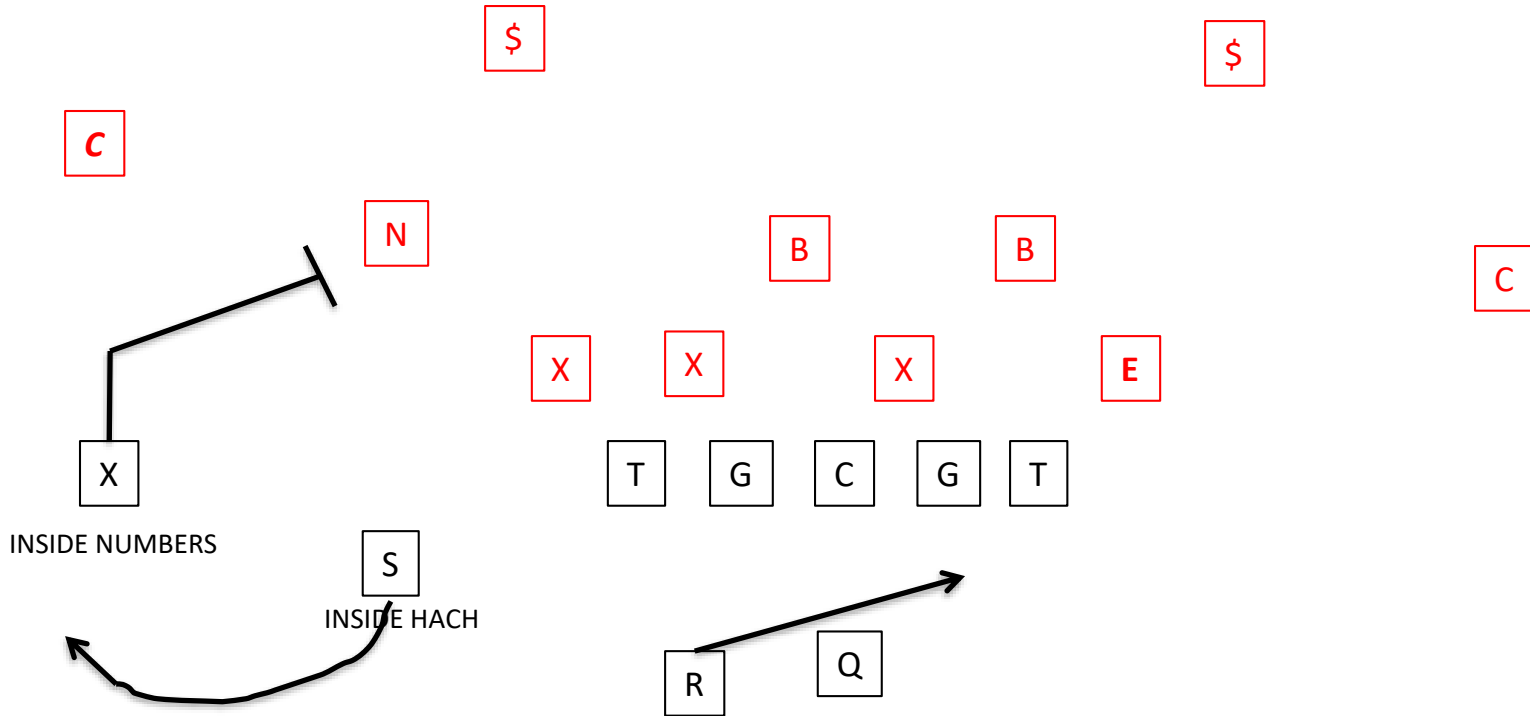
BUBBLE SLANT



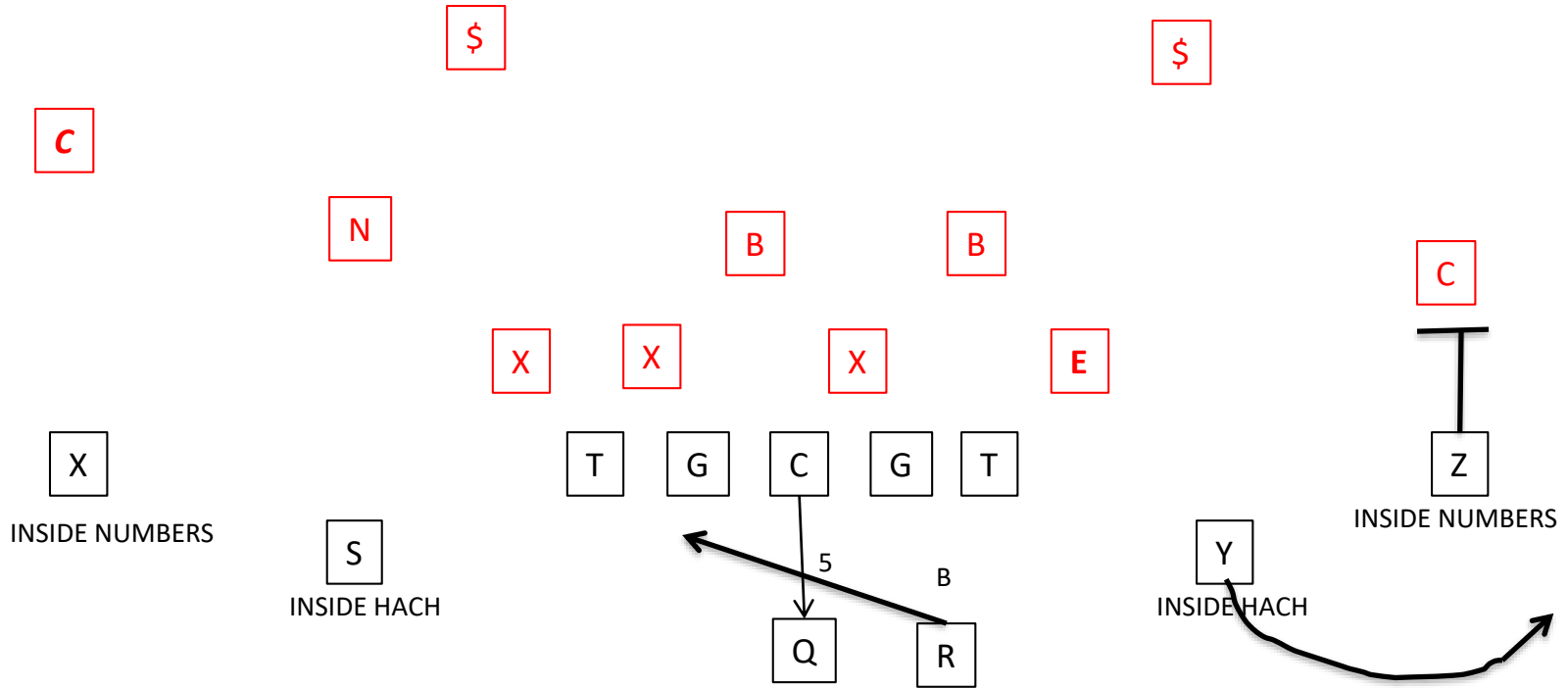
BUBBLE SLANT



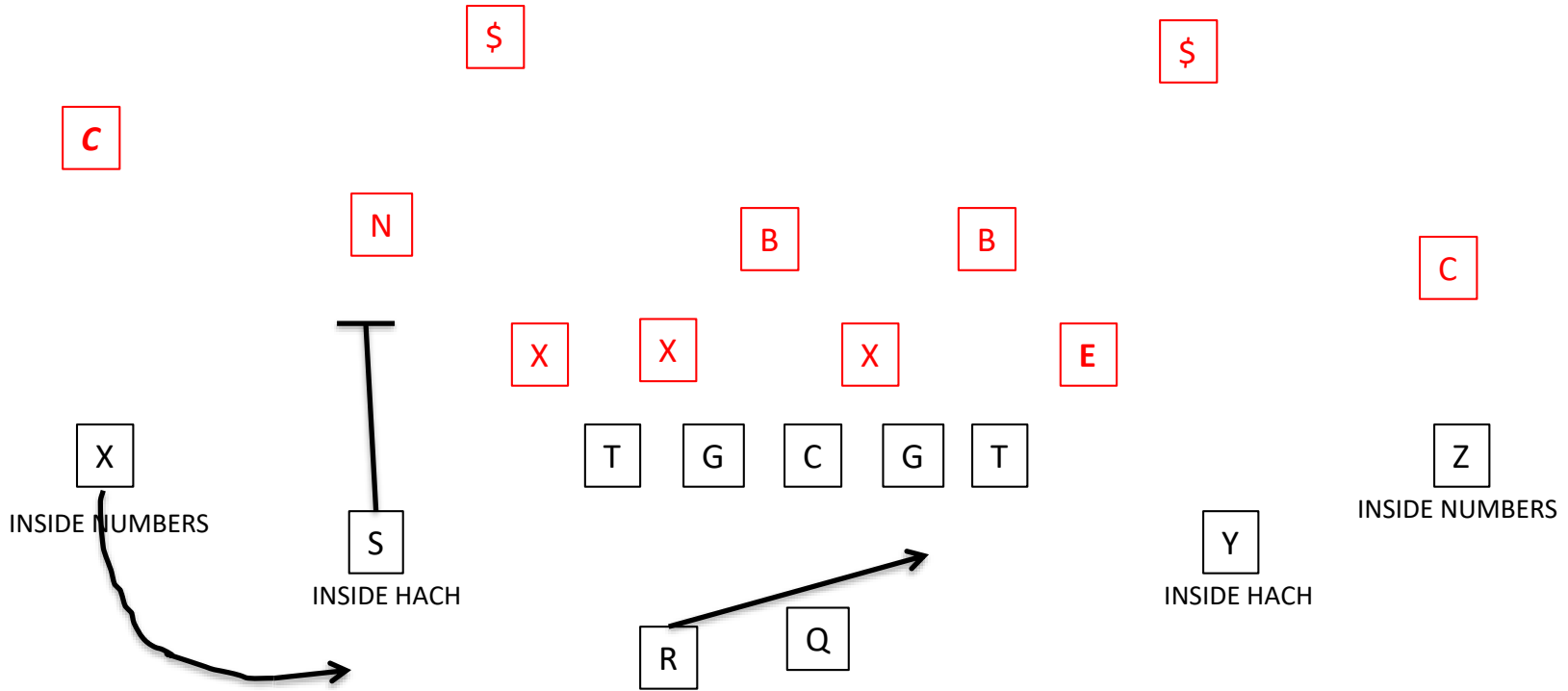
BUBBLE



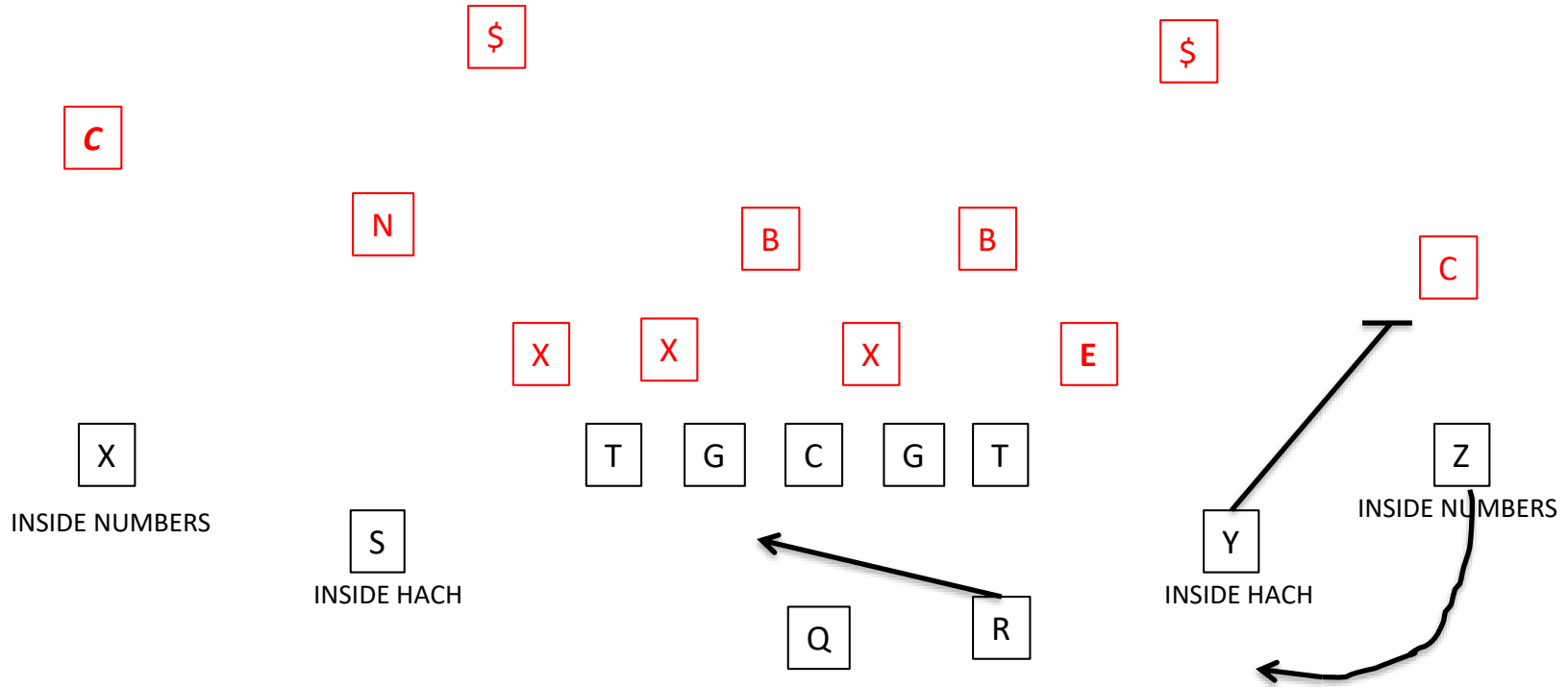
BUBBLE



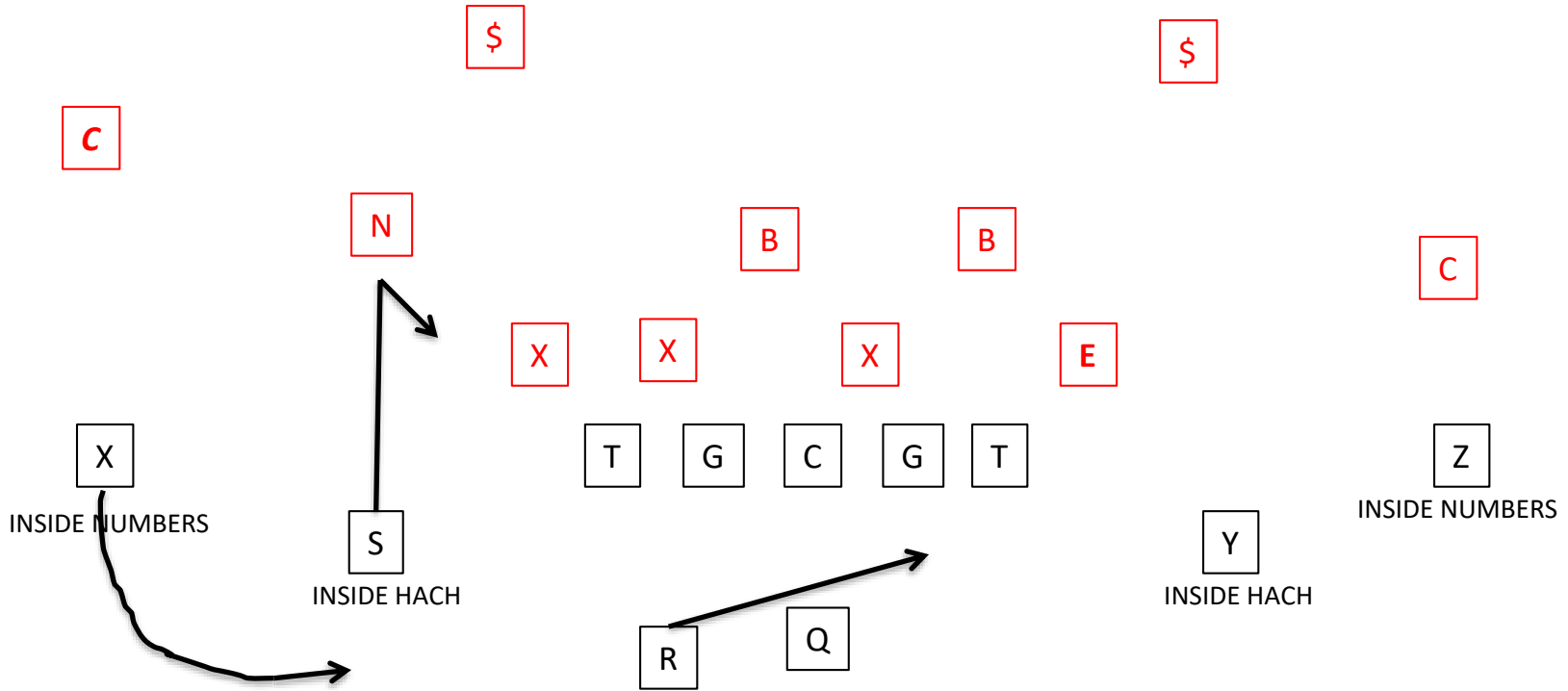
SAW



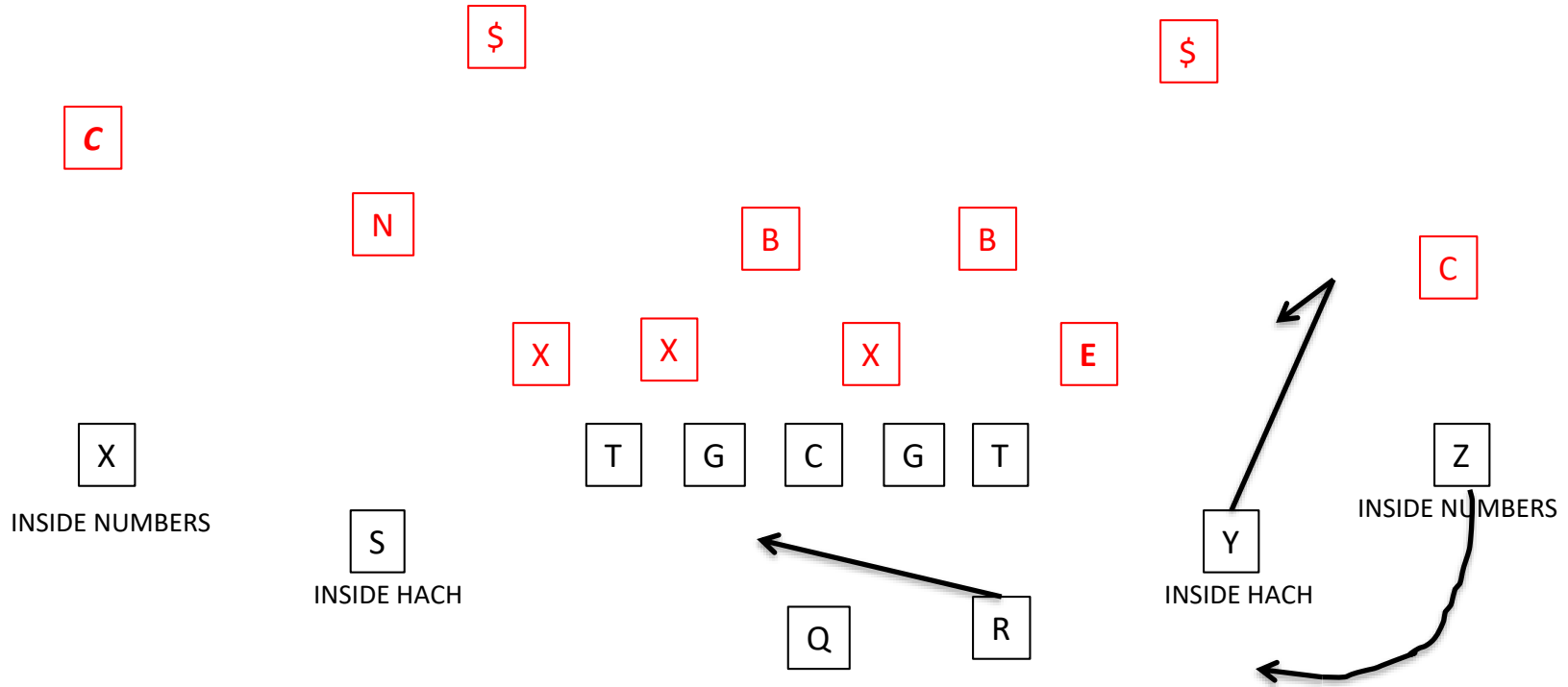
SAW



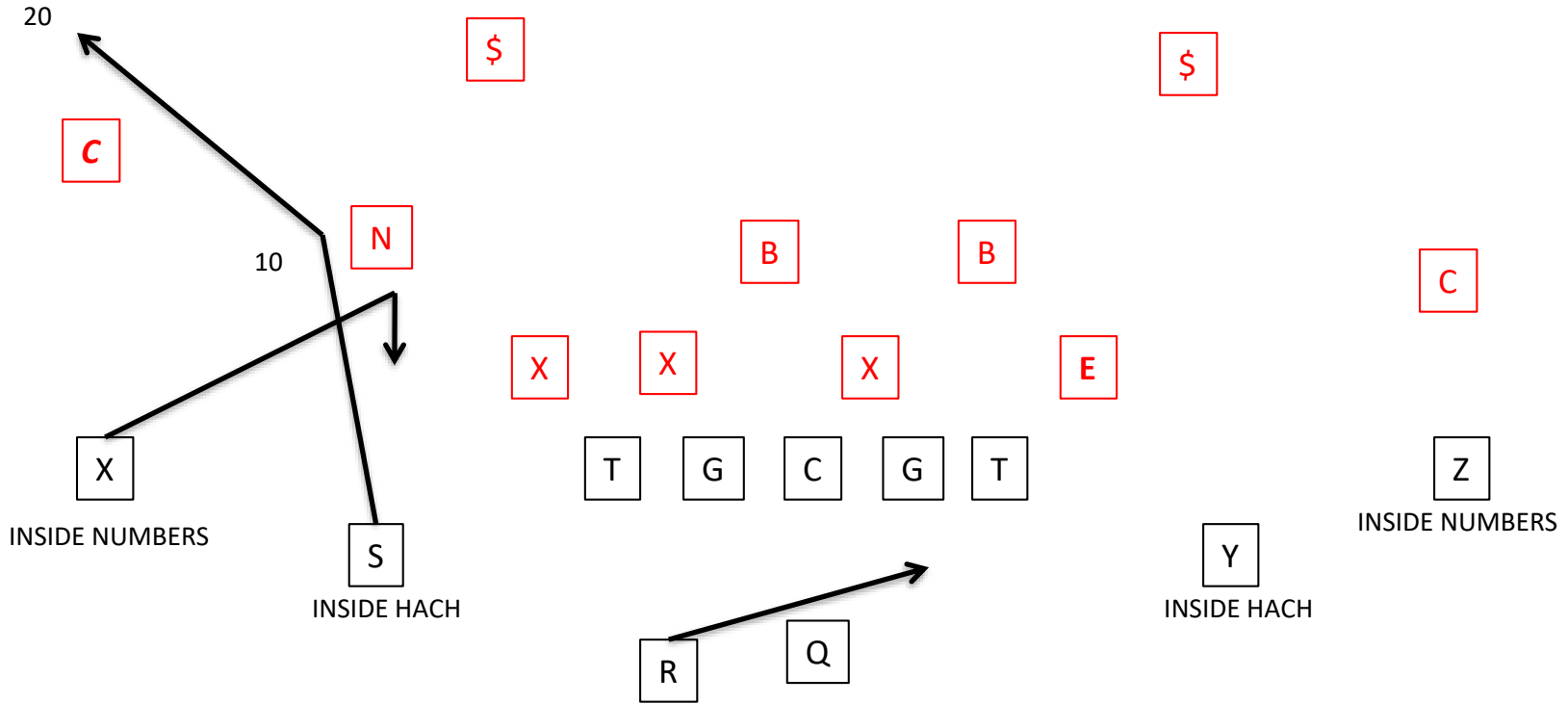
SAW S STOP



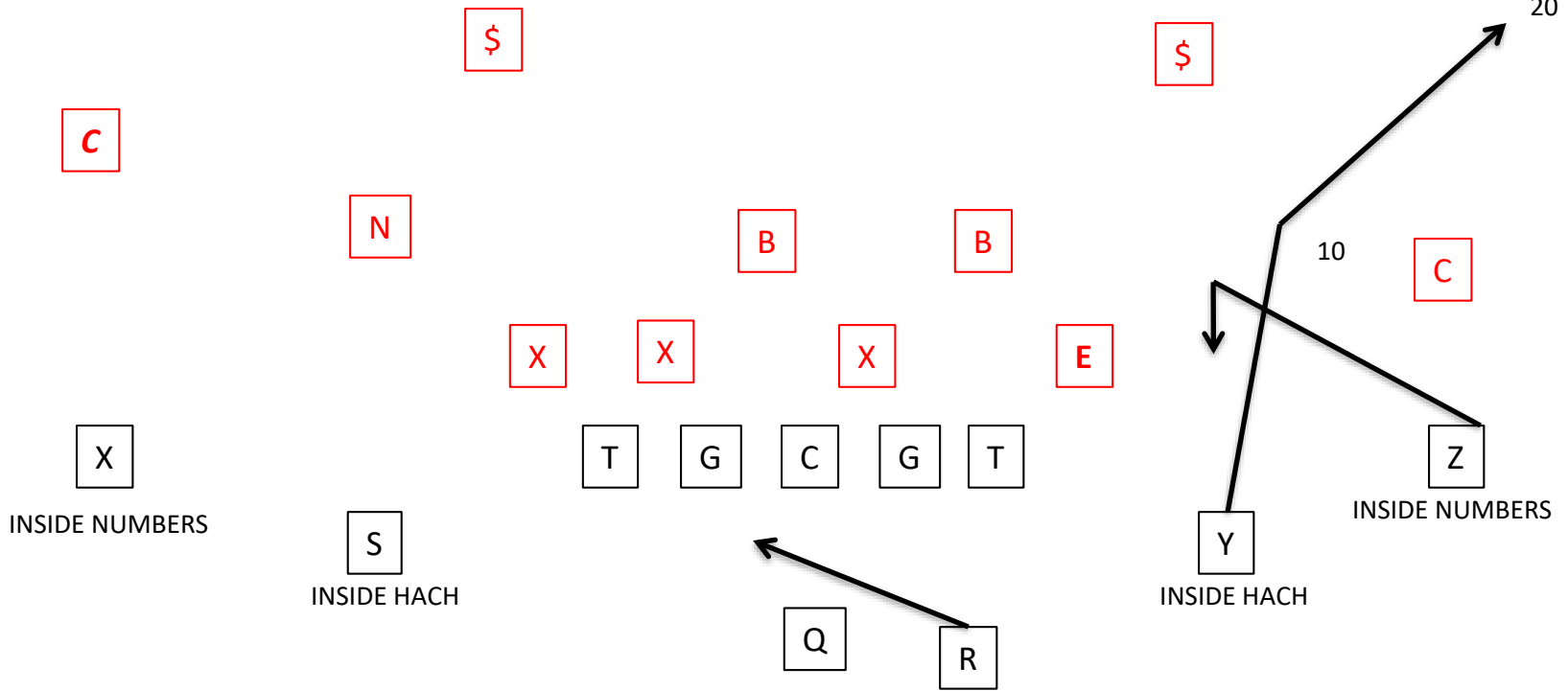
SAW Y STOP



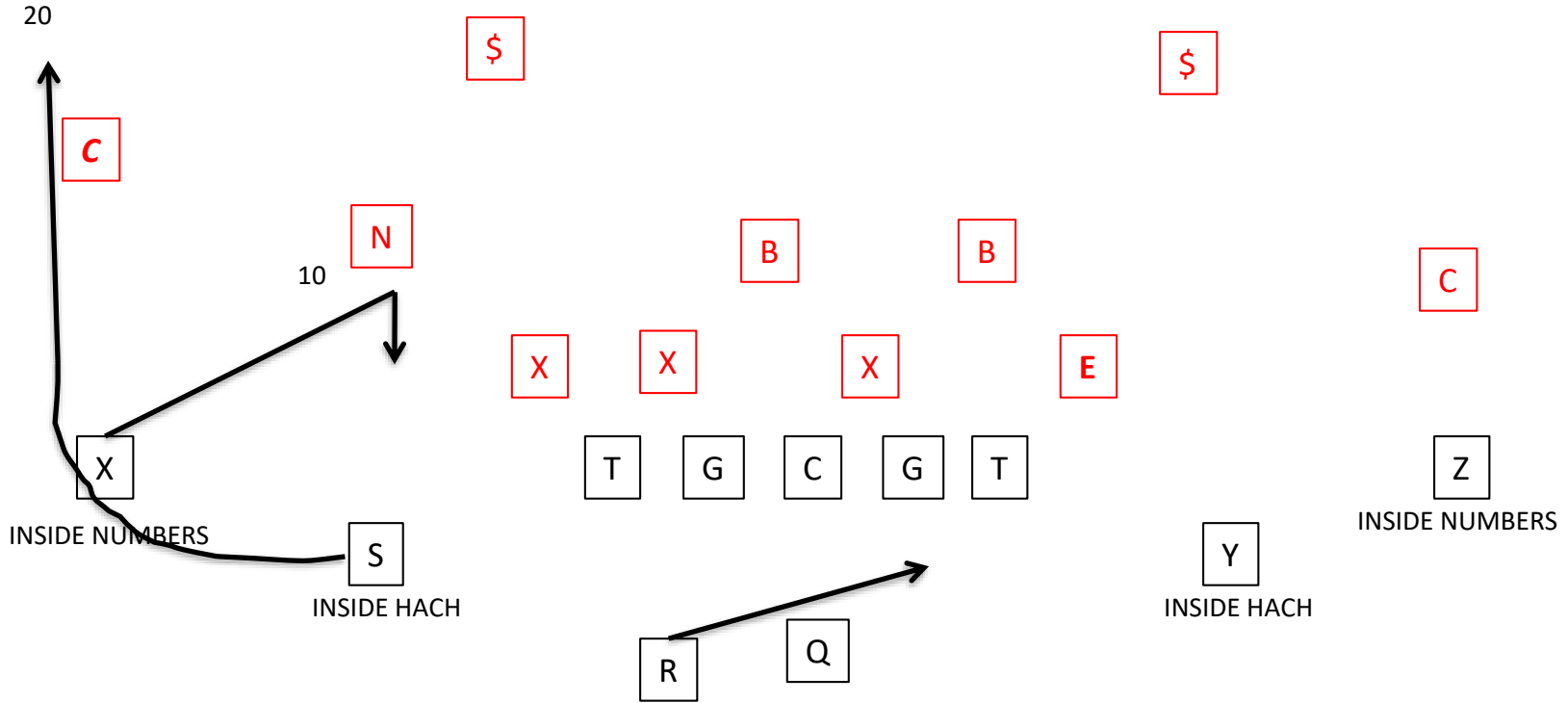
SCAT



SCAT



SNAG



SNAG

