

Ernie Zampese (OFF. COORDINATOR  
DALLAS COWBOYS)

Receivers = "Be where you are supposed to be when the QB expects you to be there — don't fool the QB" ✓

QB = feet must be under you on last 2 steps of drop ✓ (slide up in pocket if needed)

QB's & Receivers must be synchronized through constant work together in prac.

"SCAT" PACKAGE — QB's knowledge of progression of Receivers more important than knowing coverage.

Important ("SCATS")

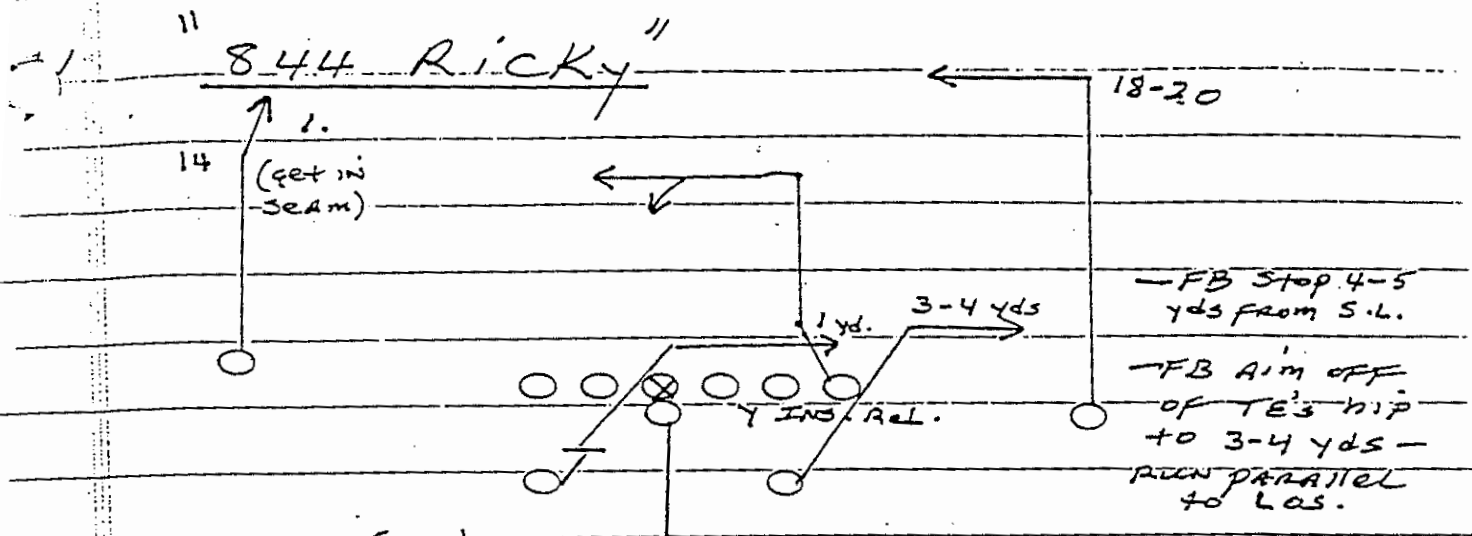
Protection = 4 Free Releases so (etc.) someone has "dual read" to callside. If both LB's come to that side someone is "Hot" (FB or Y). ~~Must be~~ "Firm" bec. 5 step drops.

Example: Y inside releases & ILB

comes — he looks for "Hot". If OLB is riding Y inside no one is "Hot" because we can handle the one blitzing ILB.

★ when they bring both LB's we can be pretty sure it's some kind of man cover!



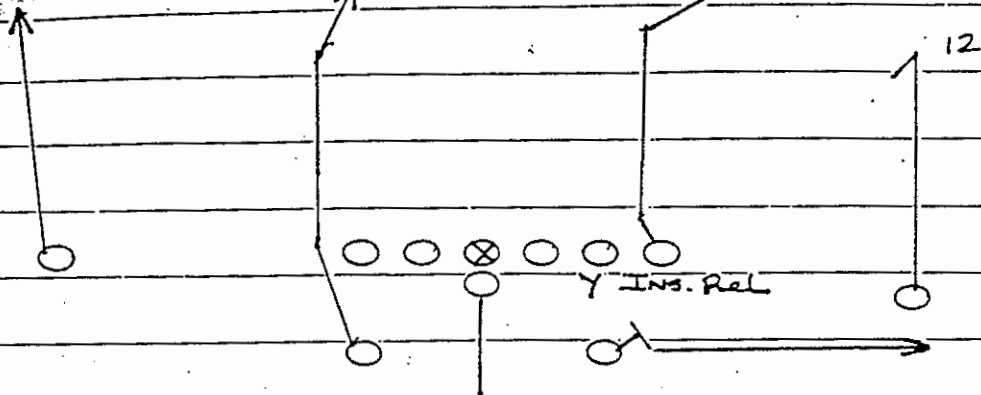


(PSL)  
QB: Anticipate throw to X - if you see  
COV-3 strong take 3 big steps + 2 little  
steps + throw 8 route. <sup>(P.S.L.)</sup> ELIMINATE  
PATTERNS AS QUICK AS YOU CAN. FOR  
EXAMPLE - if you see a "ROLL"  
coverage to X's side eliminate  
the 8 route + go to other side  
OF FORMATION (if you get MAN  
progress from Y to Z; if you get  
ZONE progress from Z to RB.

Note: If going to X take a 5 step drop & turn it loose (catch made anywhere for 18-25 yds in seam); If going to Z take a 5 step drop \* (that is why it is important to eliminate receiver before snap if possible).



## "9.7.6 H. Post/Swing"



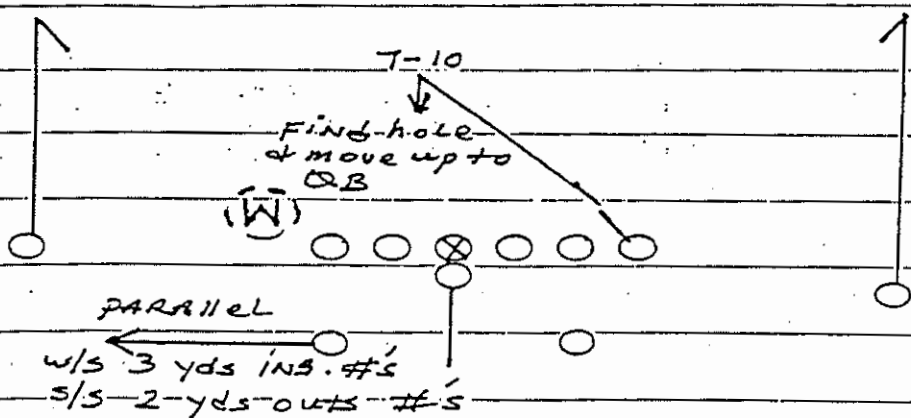
Like best vs. 2 deep LOOK - MAN OR  
ZONE (preferably MAN) so CAN hit  
HB on Post.

QB: M.O.F. open hit H. (ELIMINATE #)  
M.O.F. CLOSED

(REGARDLESS OF WHICH SAFETY IS IN  
M.O.F.) go to 6 ROUTE OR SWING.

"Read up the field" ∇

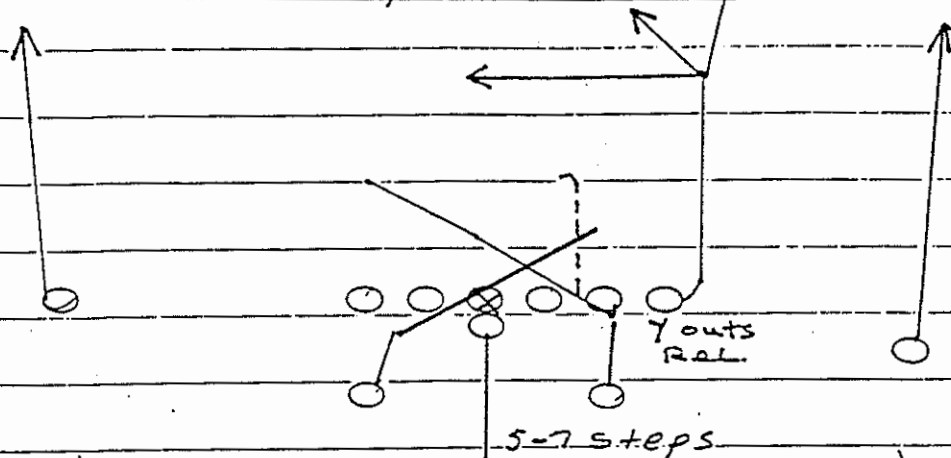
## "6.2.6 Read SCREEN"



QB: 5 Step controlled drop. If will  
blitzes throw "Hot" to HB. If will drops  
progress from TE (QUICKLY) to X (12 yds)  
to screen BACK (? pump X before go to H.?)



" 989 F Rub/H SNEAK "



Y = "Inside 8" (3 way Read). 1) MOF closed + zone = sit down 18-20 yds deep on inside edge of #'s. 2) MOF closed + MAN = outs REL. + run "INS. 4". 3) MOF open = take it.

FB IF MAN "Rub" (pick) LB ON HB.

IF ZONE RUN THRU INS. SHLD. OF MAN IN hook zone (dotted lines).

DB: Throw best q on outside unless "Roll". IF CB 6-7 yds deep drop back 5 steps + make a decision on the "q" — if you don't like it come back 2 more steps & look for Y (DBL. Roll go to Y in MOF; Strongside Roll hit Y in seam). IF Y's not there go to SNEAK pattern.

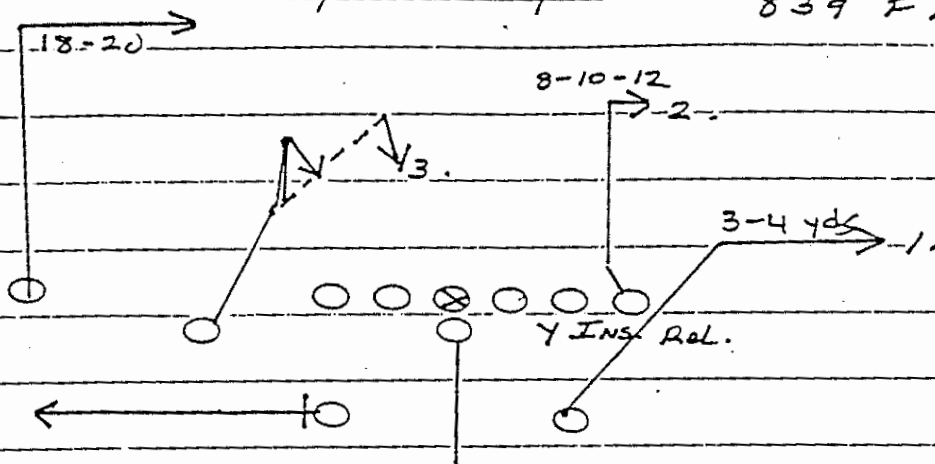
outs + 3 yds deep (approx)

(Post)



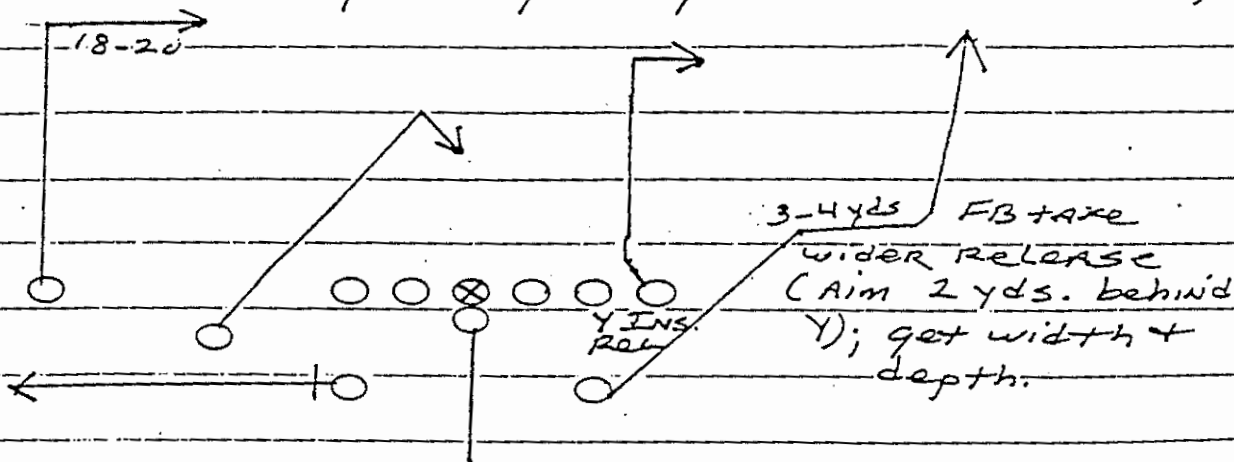
5.

Except NO 9 outs. ;  
(Similar to  
"839 Flat")



QB: 5 step drop & look for FB - can't hit it go to Y on "INS. 3" - then to Z on "INS. 6".

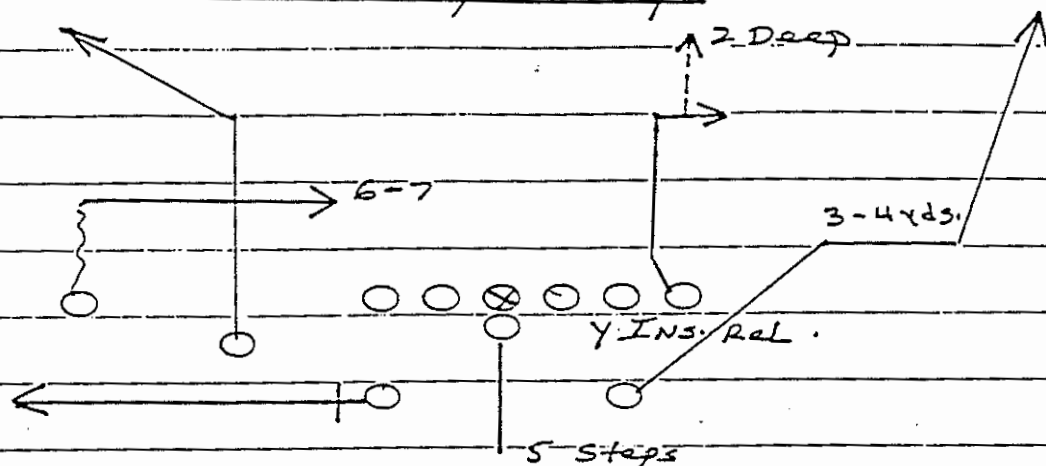
#6 "3.64 F shoot/swing" (good vs. MAN teams)



QB: TAKE burden off by ANTICIPATING  
MAN & throw "shoot" if CB covers  
Y (OLB ON FB). If CB covers FB  
go from 3 Rt. to INS. 6 Rt.

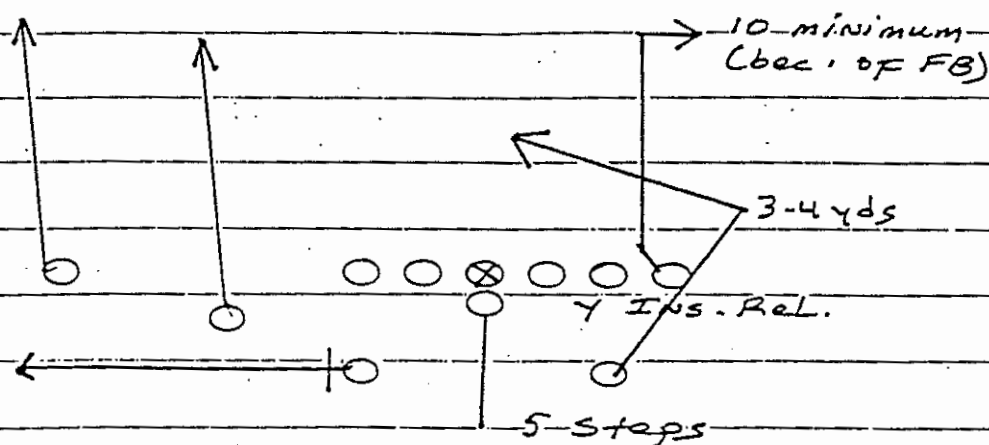


## #7 "370 F Shoot/Swing"



QB: IF CB Chases Y INS. go to FB up sideline — if not hit Y. IF ILB runs with Y (or 2 deep look) hit Y in MOF or come back down to "0" Route 6-7 yds deep in front of QB (gear down vs zone)

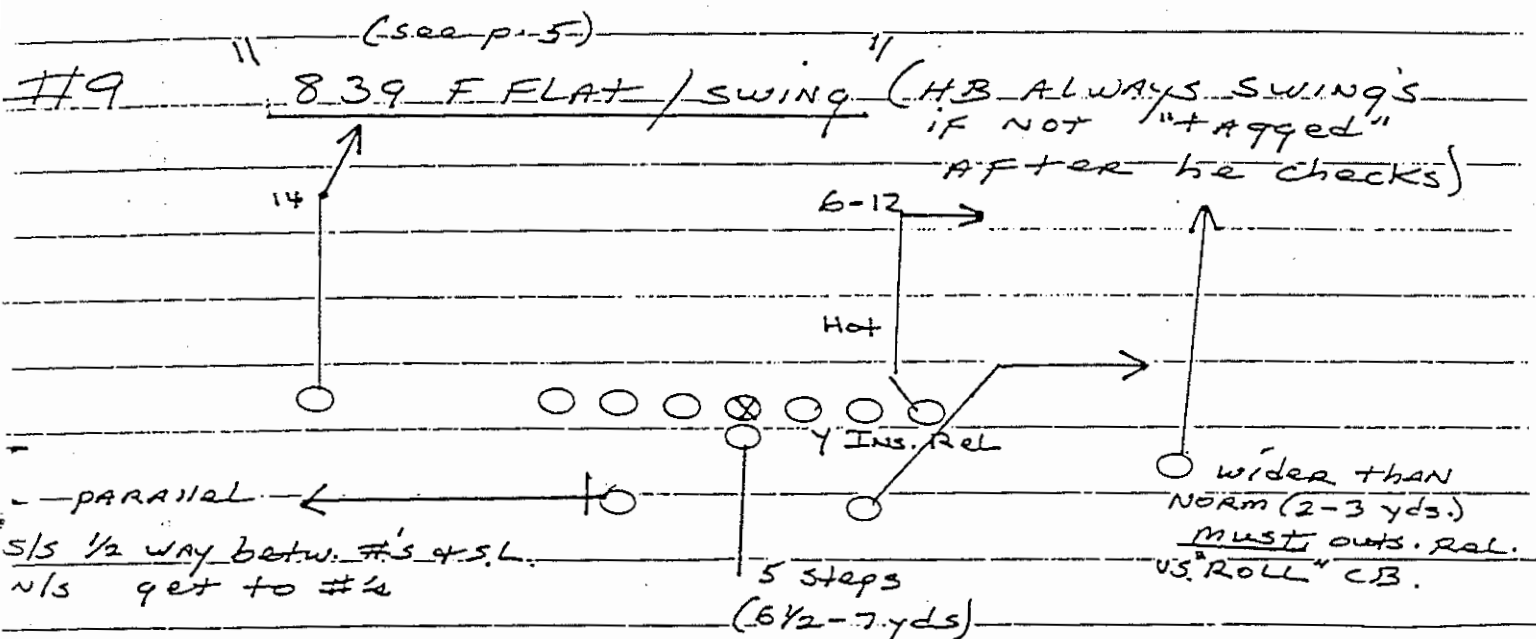
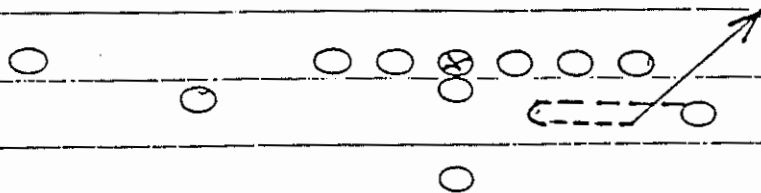
## #8 "399 F CROSS/Swing"



QB: IF you get "press" on Lt. take shot at "9". Otherwise progress from FB to Y.



★ IF FB NOT A GREAT RECEIVER —  
 USE ANOTHER WR TO TAKE HIS  
 Route. Example:



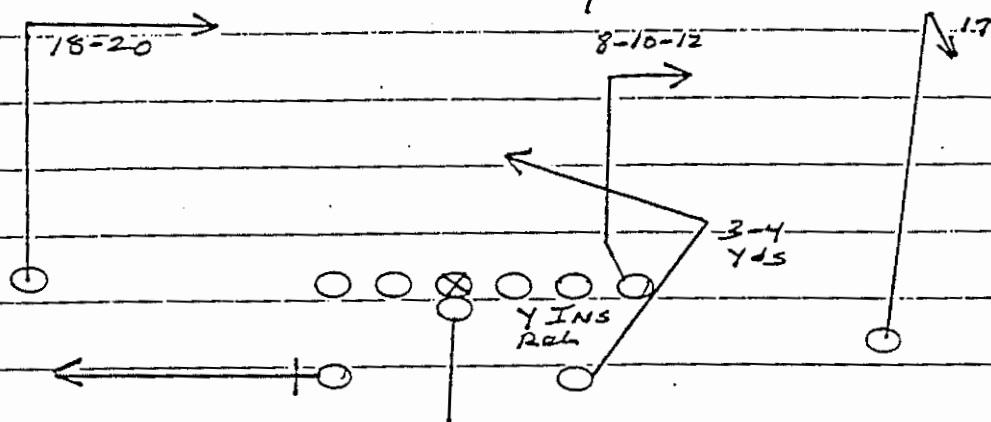
(P.S.L.)

QB: Anticipate - throw to " " if there  
 eliminate it (P.S.L.) as quickly as possible  
 Then go to strongside of package.  
 Throw to FB - if he's not open throw  
 to TE - if TE's not open come  
 back to FB late in flat (1-2-2)  
 if time.

★ "S/S Blitz" or "Bear" Look = TE block way  
 out off of S/S (lose "Hot" part of  
 it).



# 10. " 435 F CROSS / SWING "



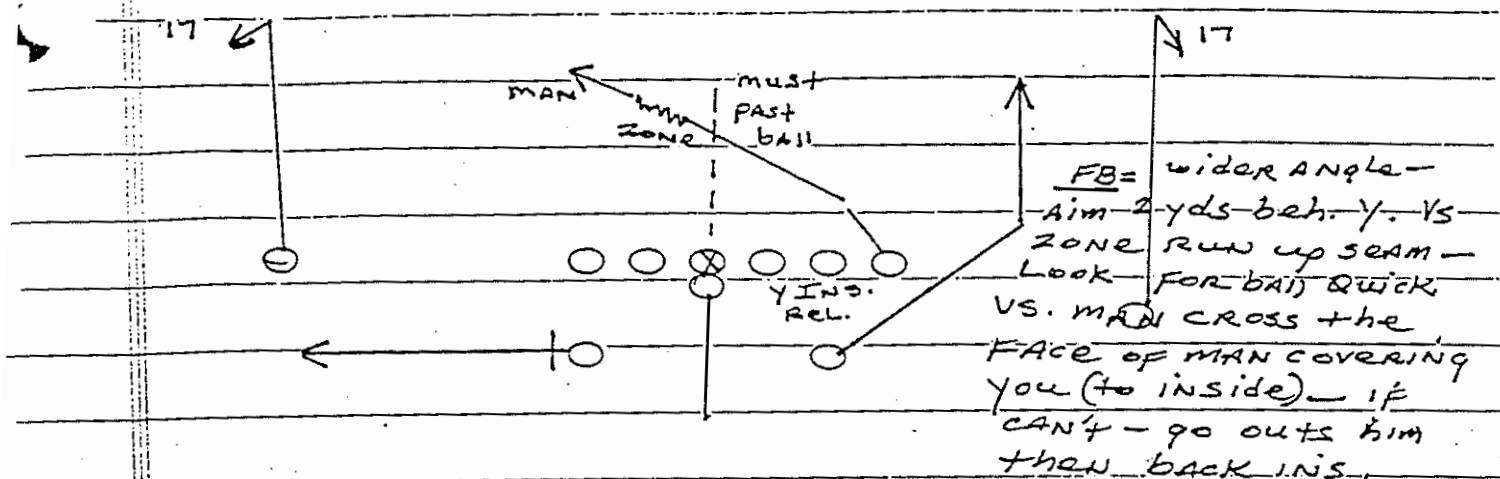
QB: 5 step control drop. Throw to FB if he's open — if he's not open throw it to the TE. If no one open by 5th step — move up in pocket (can go to backside 4 if QB sees it & protection holds long enough).

\* There is an influence on the play — side ILB — release of TE "hides" the FB cross

(to p. 9)

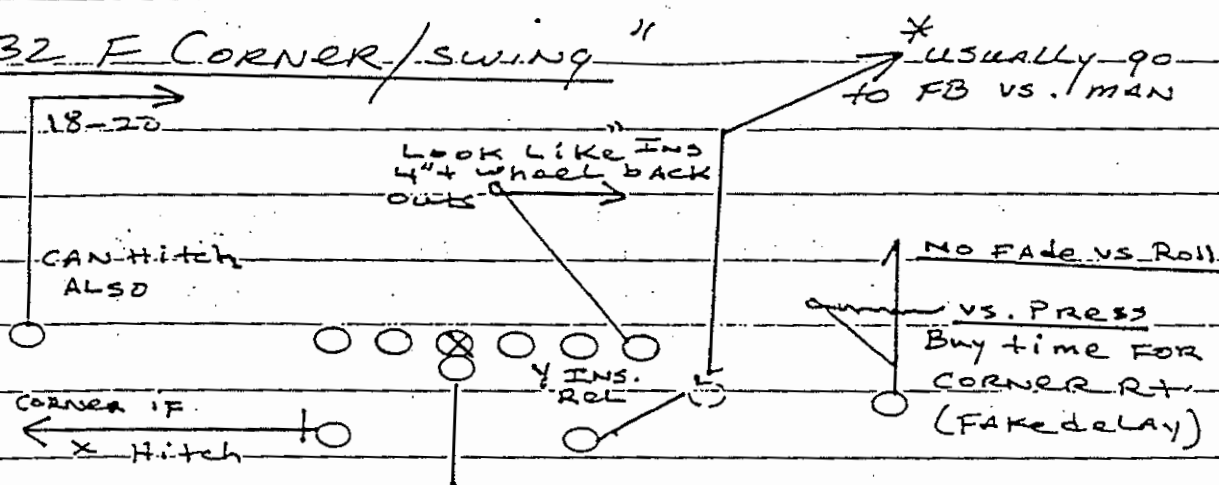


# 11 545 F Post/Swing (BEST PASS?)



QB: 1) Throw the ball to FB Post 2) if he's not open throw to Y 3) if he's not open move to X or 4) 4th to Swing. Note: If QB CAN'T get ball to X - make Swing 3rd in progression.

## 2 432 F CORNER/swing



\* VS. MAN ANTICIPATE FB ON CORNER \*

QB: CB OFF throw Hitch (3 or 5 Steps). CB off + S/S UNDER go to Y. VS. Double Press - see if CB chases Z INS. - if so go to FB CORNER if CAN'T get to FB Hit Y. Note: when CB off + don't throw hitch usually go to Y. CAN hit Z Late on fake/delay



DALLAS COWBOYS 1993

mini-Camp- 4-30-93

FORMATIONS: I, JACK, QUEEN, SPLIT, FULL

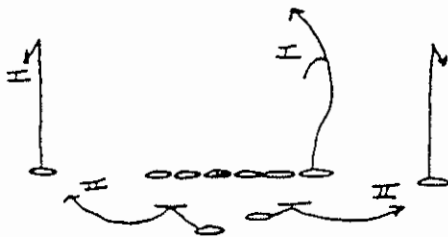
RUNS:

I - SLANT WEAK

QUEEN - BELLY STRONG

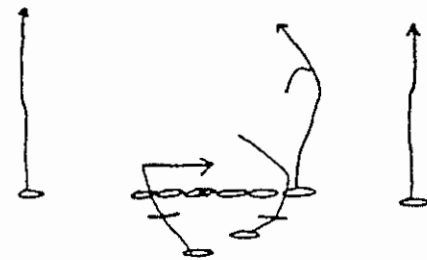
JACK - PRESS STRONG

I - LEAD DRAW STRONG

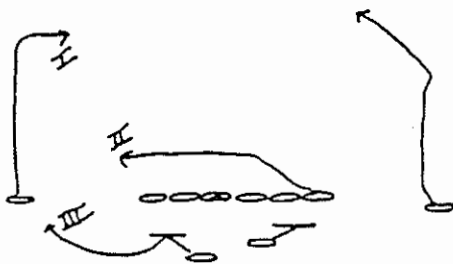


JACK RT. LIZ 585

VS 2 - THINK T.E. TO FB



JACK RT. LIZ 989 FRUB SNK.

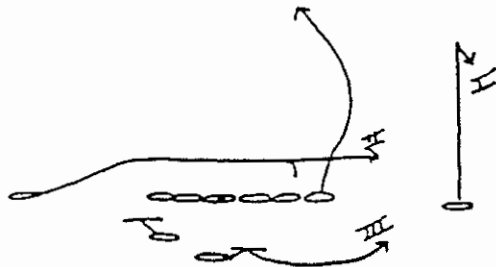


JACK RT. LIZ 428



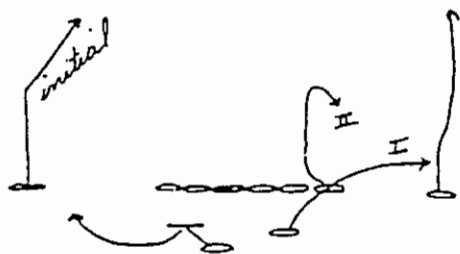
JACK RT. LIZ 844 RICKY

VS. MANI - THINK T.E TO T.B.

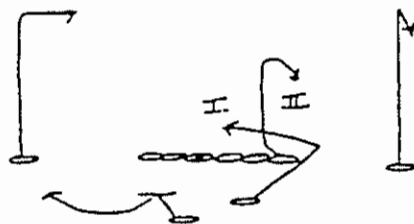


QUEEN RT. Rip 095





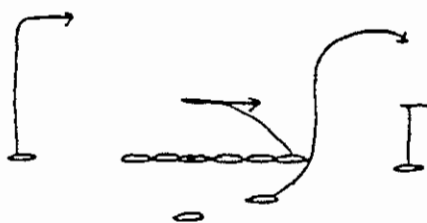
JACK RT. SCAT RT. 839 F FLAT



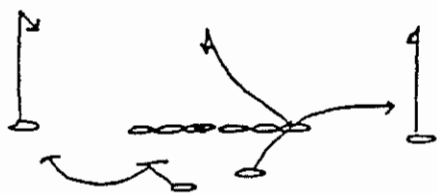
JACK RT. SCAT RT. 435 F CROSS



JACK RT. SCAT RT. 525 F POST



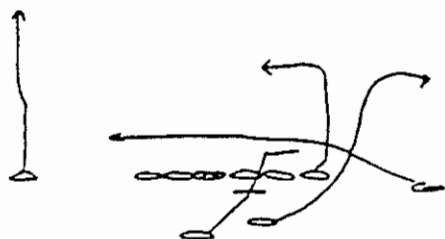
JACK RT. SCAT RT. 432 F CORNER



JACK RT. SCAT RT. 66 F FLAT



QV. RT. SCAT RT. 33 F HOOK



JACK RT. ACE RT. 940 F COR.



JACK RT. SCAT RT. 585 F FK. CROSS



Mini-Camp 5-1-93

ACTION

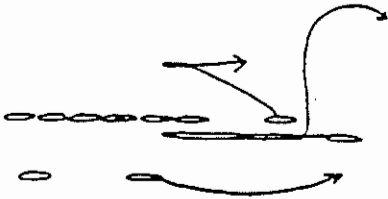
ACT 2-3

585

989

894

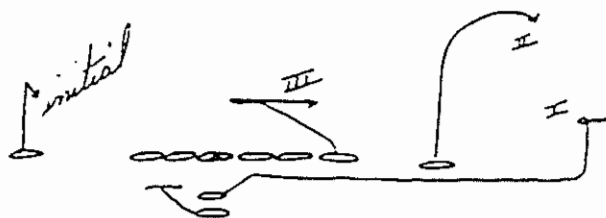
394



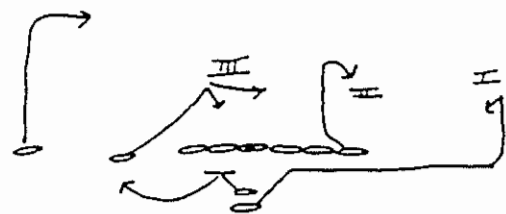
SPLIT LT. SLOT ACE LT. 37 H SWING



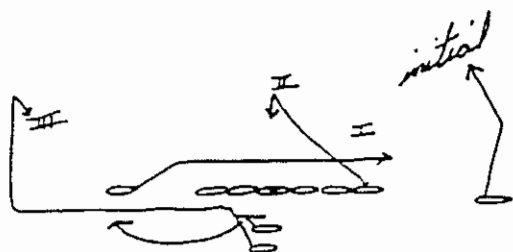
MINI-CAMP 5-1-93



IR BUZZ SCAT RT. 132 F COR.



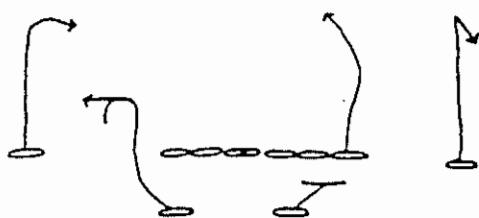
IR SLOT HB JET SCAT RT. 364 HITCH



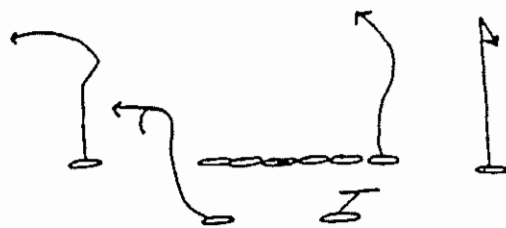
IR HB JET LO OGB H HOOK SWING

RUNS

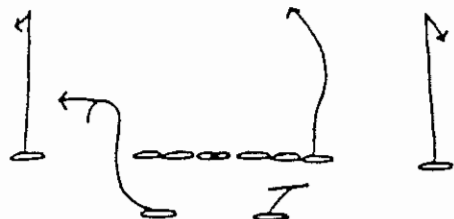
BEND  
BEND X } SAME BALL HANDLING



SPLIT RT. ACE RT. OPTION 4



SPLIT RT. ACE RT. OPTION 7



SPLIT RT. ACE RT. OPTION 5



# Mini-Camp 5-1

Formations: DEUCE, DUAL

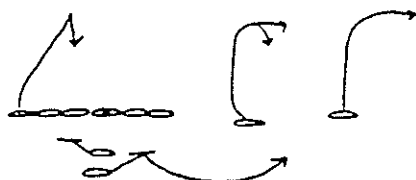
Movements: FLY, Zoom, Jet



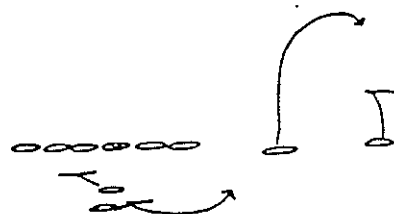
JACK RT. FB STUTTER LT.

FK. TODD

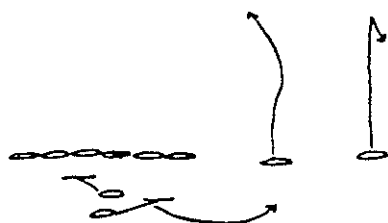
UNDER BALL HANDLING TO FB



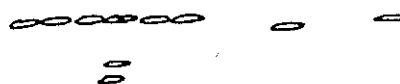
IL SLOT Rip 635



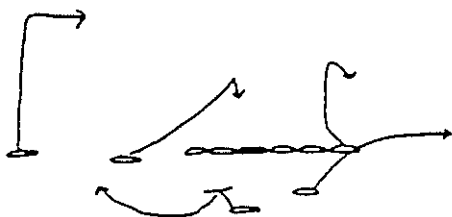
IL SLOT Rip 432 Loop



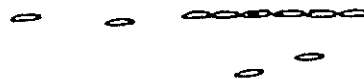
IL SLOT Rip 95



IL SLOT Rip 095

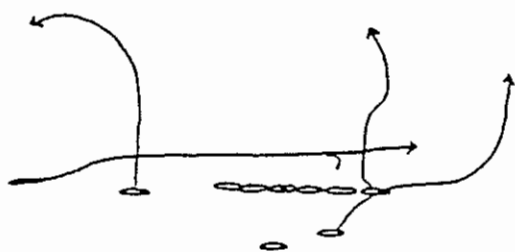


JACK RT. SLOT SLAT RT. 364 FFLAT

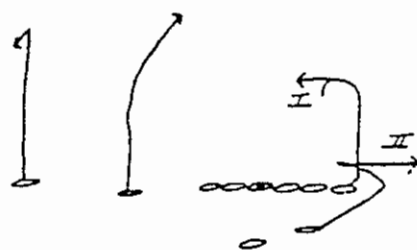


JACK RT. SLOT 399 F CROSS SW.

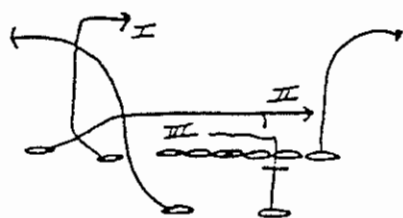




JACK RT. SLOT 370 F SHOOT PUMP



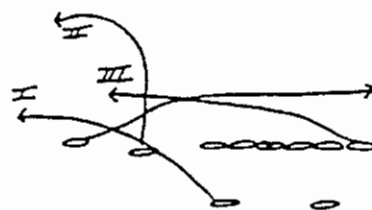
JACK RT. SLOT 495 F FK. CROSS



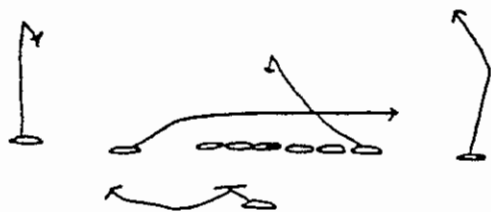
SPLIT RT. SLOT ACE RT. 740 H COR. F DRAG



SPLIT RT. ACE RT. 473 H SWING F DELAY



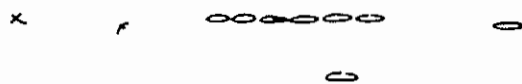
SPLIT RT. ACE RT. 070 H FLAT



DUAL RT. LO 068 F HOOK SWING



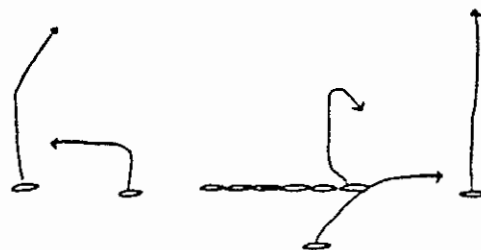
# Mini-Camp



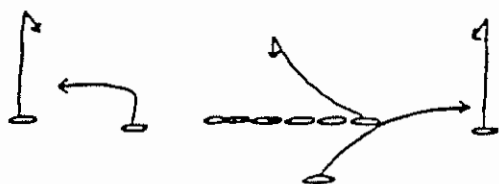
DOUBLE SCRAMS



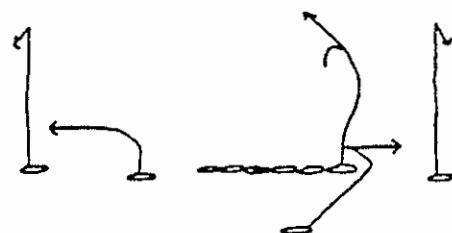
DBL. RT. SCRAM RT. 635 H CROSS



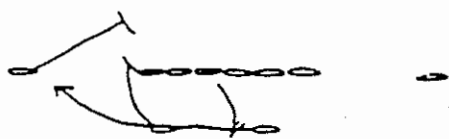
DBL. RT. SCRAM RT. 839 H FLAT



DBL. RT. SCRAM RT. 66 H FLAT (SWING)



DBL. RT. SCRAM RT. 585 H FK. CROSS



FULL RT. SWEEP LT.

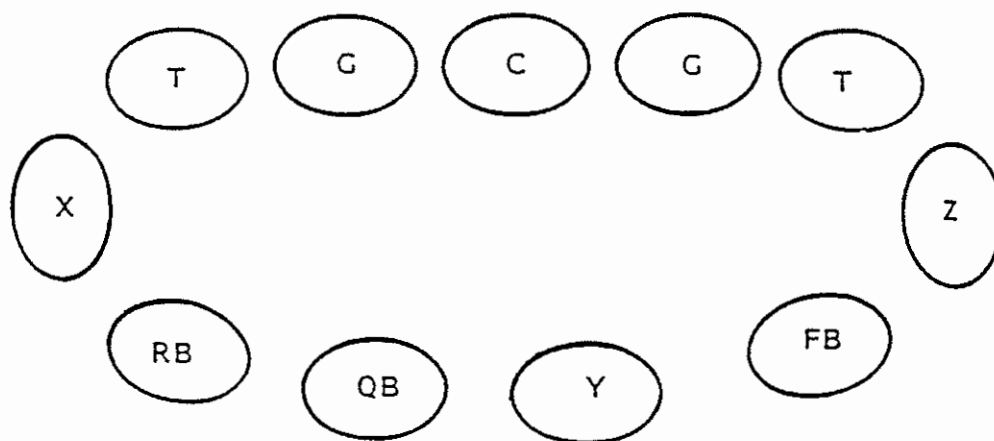


**DALLAS COWBOYS**





# THE HUDDLE



1. Center sets huddle 7 yards behind the ball. Get into the huddle quickly so the Quarterback can get the play called.
2. Everyone has hands on knees, eyes on the Quarterback. Watch and listen to what the Quarterback says. The Quarterback may kneel down. The Quarterback must speak loudly and try to make eye contact with everyone.
3. Keep huddle open so end men (tackles and wide receivers) can see and hear.
4. The Center controls the formation of the huddle, and huddle discipline until the Quarterback steps in. Once the Quarterback steps in, he runs the show. There is no talking until the Quarterback breaks the huddle.
5. Messengers should talk to the Quarterback behind the huddle. Players being subbed for should leave the huddle as soon as they get the message. "Lingering" or more than 11 men in huddle is a penalty.
6. QB call example:
 

Shift	
Formation:	"I" Right"
Movement (if any):	"Zoom"
Play:	"Lead Draw Right"
Snap Count:	"On 2 (repeat) On 2"
	"Ready Break" (all clap hands)
7. "Check" Call = asking Quarterback to repeat call.
8. Breaking the Huddle: Y goes first. WR's go behind the huddle. Hustle to L.O.S. and get set quickly. We may only have 45 or 30 seconds to call the play then snap the football.



## PASS CALLING SYSTEM

We will use names to call our protections, and numbers to call our specific routes. With each name, we will give the protection and the direction of the protection.

Example: Scat Right - The protection is Scat, the side of the line that is scatting is the right side.

In some cases, the protection call will include direction:

Example: Liz - The protection is Liz, the direction is left.

We will use a three digit numbering system to call our passes. Each number designates a receiver's route. We will number from the single receiver side to the two receiver side. The backs routes will be named. The fullback's route will be called first, then the tailback's route will follow.

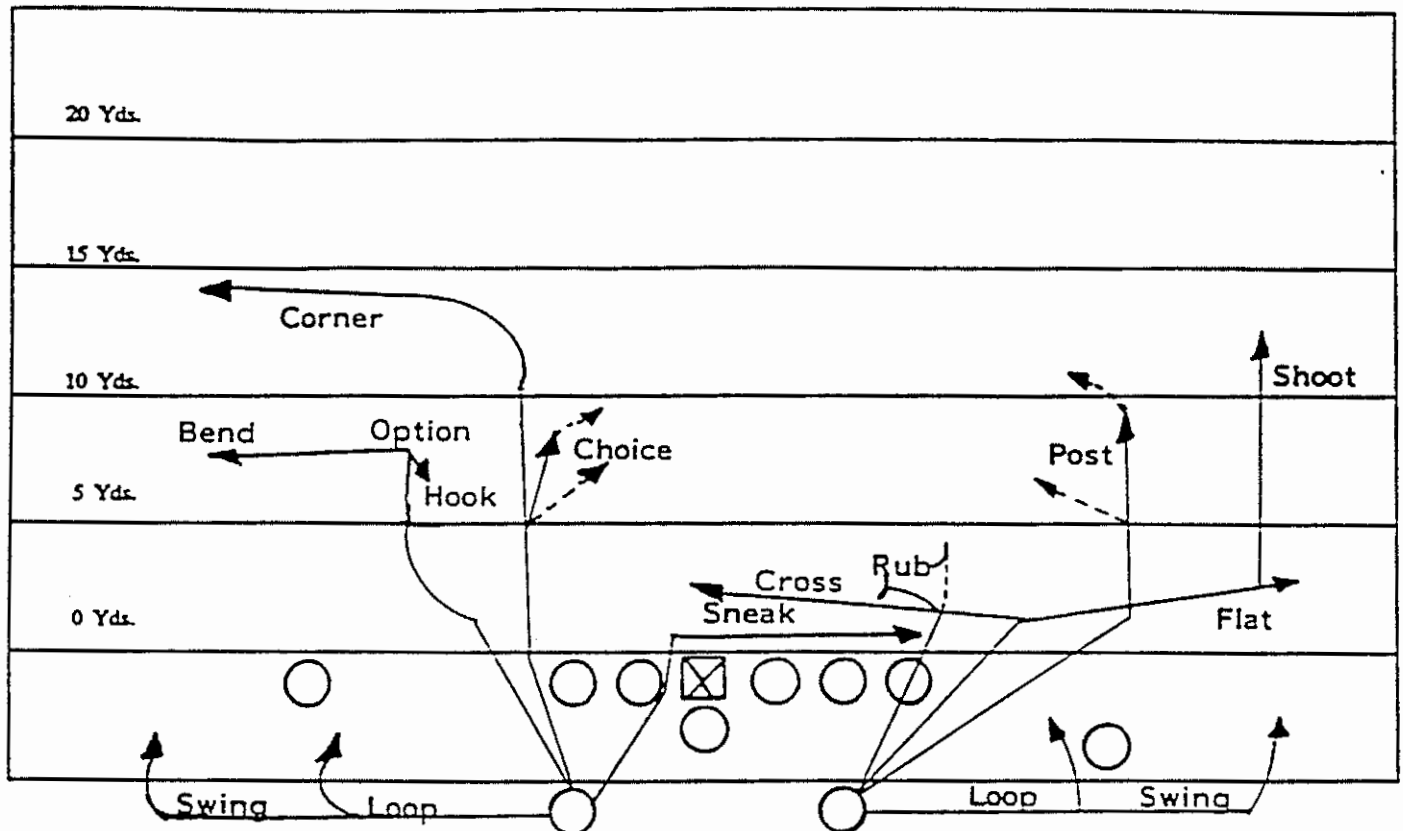
Example of a Pass Call:

Liz	989	F Rub	Sneak
(Protection)	(WR Routes)	(FB Route)	(TB Route)



# INDIVIDUAL ROUTES FOR BACKS

Page 4



- Swing** Release parallel to the line of scrimmage. Do not loose ground.  
**Wide Side** - End up on the numbers.  
**Short Side** - End up half way between the numbers and the sideline.
- Loop** Release parallel to the line of scrimmage. Don't loose ground. Shorter version of the Swing.  
**Short Side** - End up 2 yards outside the numbers.
- Rub** Release over T.E. 2-3 yards beyond the line of scrimmage. Versus Man pick the defender who covers the H Back. If Zone, continue up field into the Mike backer's face. Make the defender go over the top of you.
- Flat** Release outside hip of T.E. to a depth of 3-4 yards. Break out parallel to the line of scrimmage, never any closer than 5 yards to the sideline.
- Cross** Release outside hip of T.E. to a depth of 3-4 yards (same angle as Flat). Break inside.
- Shoot** Release outside hip of T.E. to a depth of 3-4 yards. Stay parallel to the line of scrimmage on your cut. Look back inside before you make your second cut. Gain width and depth on your second cut.



**Post**

Release wider than Flat. Versus Zone, get width and find open seam. Versus Man, run up on defender and beat him to inside any way possible.

**Corner**

Release outside the Tackle, up field 10 yards and roll towards the sideline at a depth of no more than 14-15 yards. Versus Man, you might have to break away under the 14 yard rule.

**Sneak**

Release between the Guard and Center Gap. Work to a point 1 yard in front of the T.E.'s original alignment. At times, you may have to release in other gaps due to traffic.

**Choice**

Release outside the tackle up field if middle of field is open and linebacker drops, break inside and look for ball. If linebacker jumps you Man, take middle of field by going inside or around him.

C.P.: Vs. 2 Deep, you must get into middle of the field.

C.P.: Vs. Cover 1, you can come under LB if he will not allow this. Stay in seam, not around LB and into middle.

**Lucky-Ricky**

(Combination Patterns).

Lucky - Left Back runs a Flat pattern.  
Right Back runs a Sneak pattern.

Ricky - Right Back runs a Flat pattern.  
Left Back runs a Sneak pattern.

**Option**

Release wider to stretch LB's cover area.

C.P.: Vs. Zone defense, stretch outside seam and hook inside and back to quarterback.

C.P.: Vs. Man, attack to depth and break to outside and slightly down hill.

C.P.: Vs. Man with corner squatting, hook up as quickly as you see him squat.

**Hook**

Tighter release than Option route. Come to depth and snap off inside and to quarterback.

**Bench**

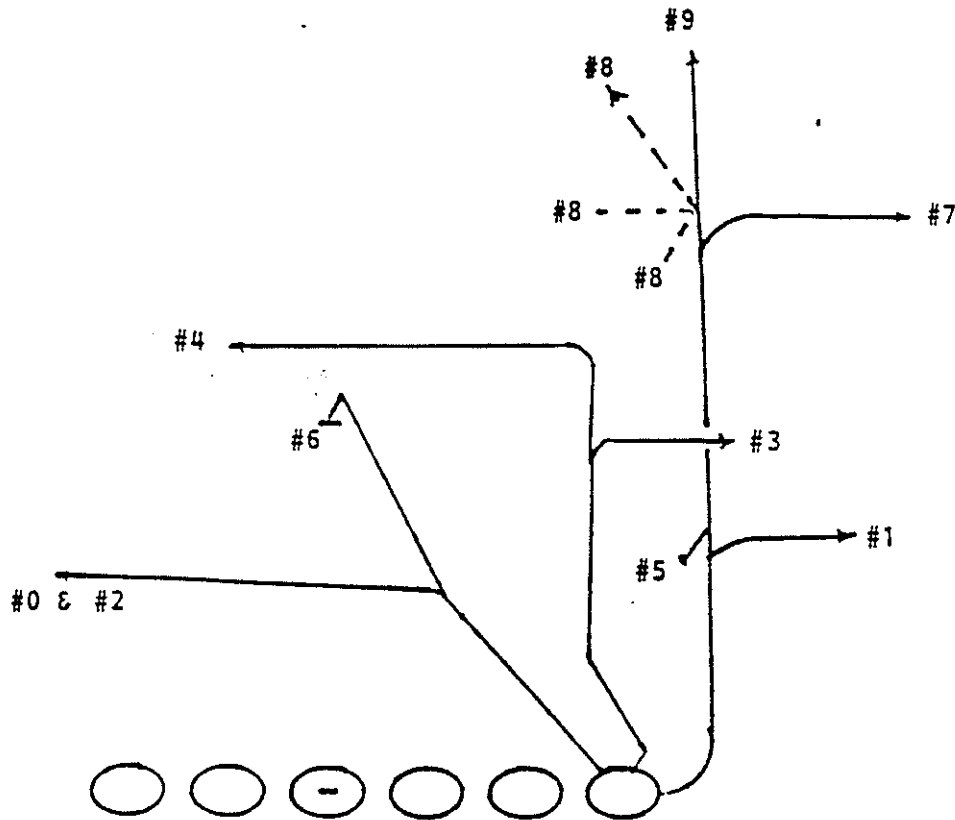
Tighter release than Option route and snap off to outside between 5 and 7 yards and slightly down hill.



# TIGHT END ROUTES

Page 6

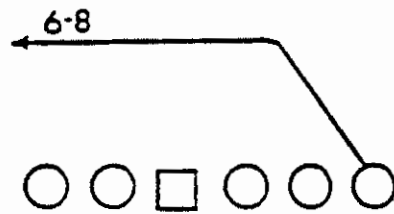
- Inside 0 Route - 6-8 Crossing Route.
- Inside 1 Route - Arc release upfield speed out at 5 yards.
- Inside 2 Route - 6-8 Crossing (same as "0" Route).
- Inside 3 Route - Inside release upfield speed out at 8 yards.  
\*Do not allow LBer underneath your route.
- Inside 4 Route - Inside release upfield 10-12 yards (In pattern) behind LBers.
- Inside 5 Route - Outside release upfield toward numbers, Curl at 5 yards.



- Middle Curl*
- Inside 6 Route - Inside release upfield, middle Curl at 8-10 yards.
  - Inside 7 Route - Outside release upfield, Corner Route at 14-17 yards.
  - Inside 8 Route - Read Pattern - Outside release upfield toward numbers, Curl 18-20 yards - break to Post or Run In pattern.
  - Inside 9 Route - Outside release, Streak pattern.

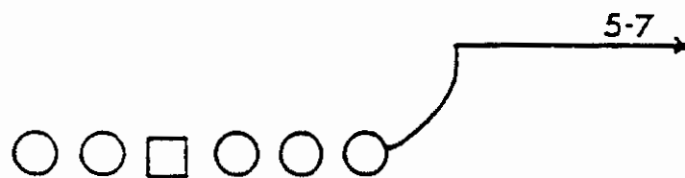


Pattern: Inside 0 Route - Crossing Patterns



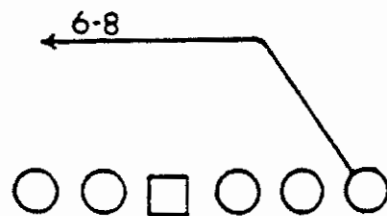
C.P.: Inside release, break parallel to L.O.S. at 6-8 Yds.

Pattern: Inside 1 Route - Out @ 5 Yds.



C.P.: Outside release upfield - Speed Out.

Pattern: Inside 2 Route - Crossing Pattern

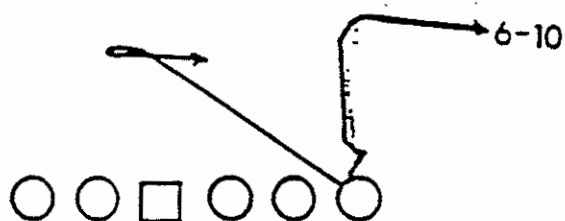


C.P.: Inside release upfield - Break parallel to L.O.S. at 6-8 Yds.



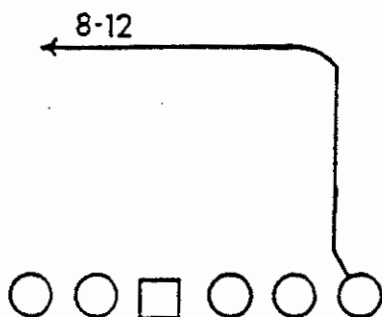
## TIGHT END PATTERNS

Pattern: Inside 3 Route - Out



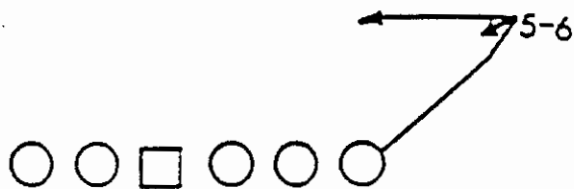
C.P.: Option Pattern - Stick move release inside upfield, Speed Out.  
Do not allow LB'er to cross under you.  
3 Pattern "F" Corner - Inside release cross football - Pull Out.

Pattern: Inside 4  
Route -  
In



C.P.: Inside release upfield. Get 8-10 Yds. cross field losing ground.

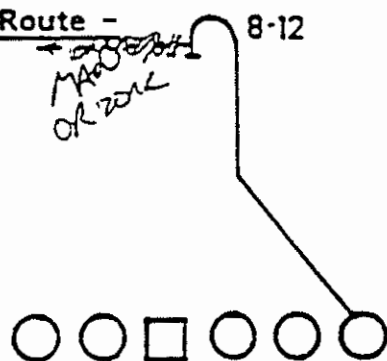
Pattern: 5 Route - Delay



C.P.: Outside release upfield 5-6 Yds. Curl - Come back to Quarterback.

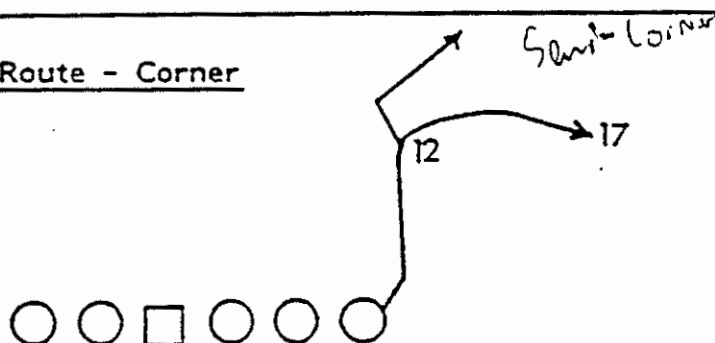


Pattern: Inside 6 Route - Curl 8-12



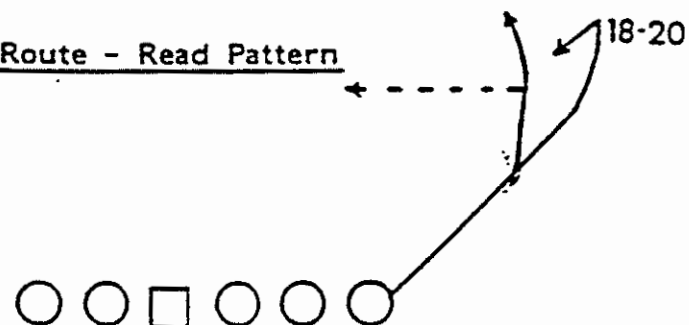
C.P.: Inside release. Push upfield 8-10 Yds., Curl. Vs. Man coverage, Inside "6" route, convert to Inside "4" route.

Pattern: Inside 7 Route - Corner



C.P.: Outside release. Push upfield, Speed Out at 12 Yds., roll to 17 Yds.  
(Note: Do not gain ground on break.)  
"Pattern Deep 7" - Outside release. Give false fake to Post, then break to corner of end zone.

Pattern: Inside 8 Route - Read Pattern



C.P.: Outside release. Upfield Hook on the inside of numbers, 18-20 Yds. deep if Safety is in M.O.F.  
Vs. Cov. 2 - Outside release, bend to hash (seam).  
Vs. Man Coverage - Inside 8 route, convert to Inside 4 route.



TIGHT END PATTERNS

Pattern: Inside 9 Route - Streak



C.P.: Easiest release upfield vs. Cov. 3. Run through Safety vs. Cov. 2, release upfield, bend to hash.  
(Note: Use pump move to free trailing LB'er.)



**WIDE RECEIVER ALIGNMENT**

**Routes:** 1, 2, 4, 5, 6, 9

**Normal Splits:** Short Side: 3 to 4 Yards outside the numbers

Wide Side: 2 Yards outside the numbers

**Routes:** 3, 7, 8

**Splits:** Short Side: Outside edge of the numbers

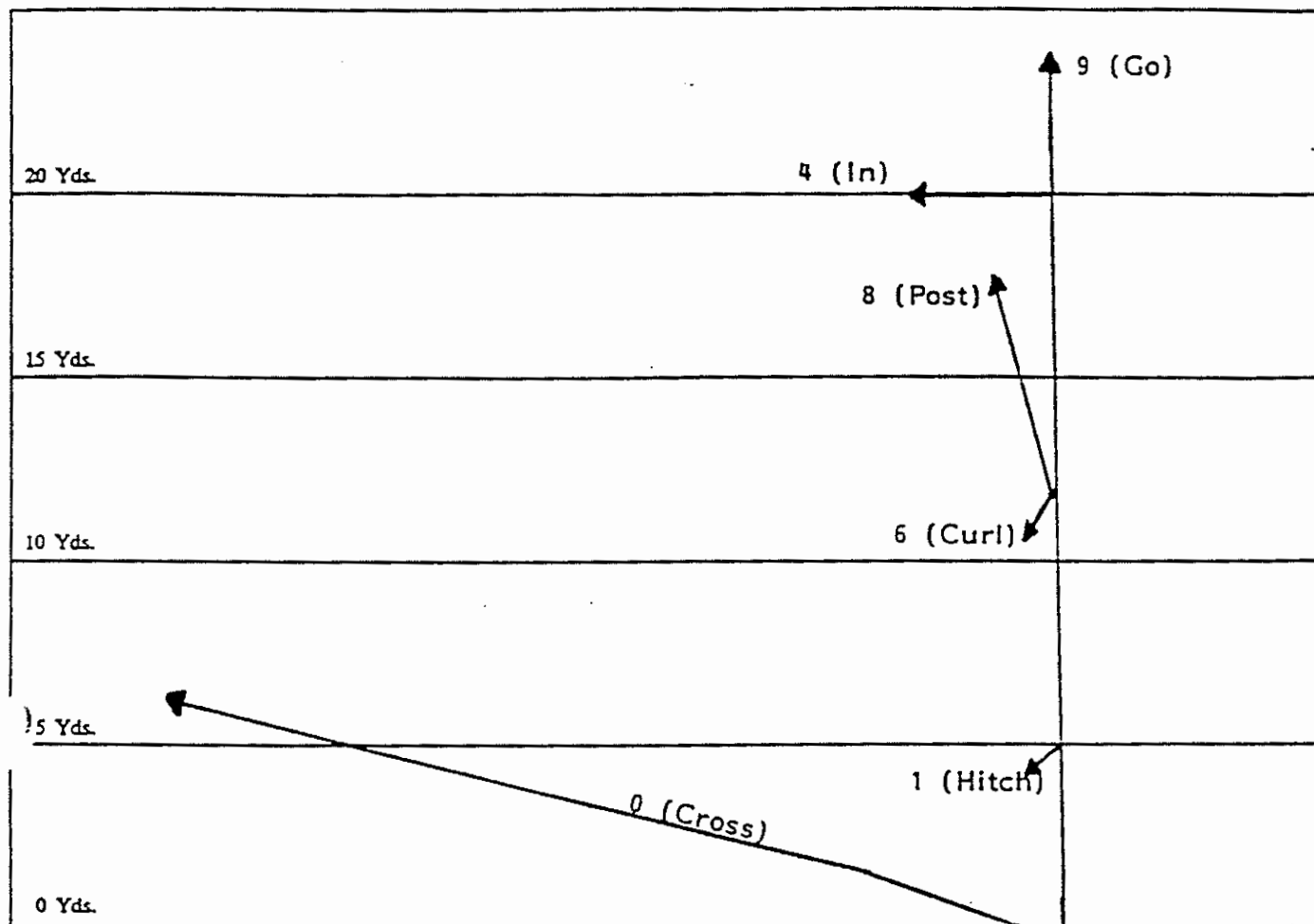
Wide Side: 2 Yards inside the numbers

**Route:** 0

**Splits:** Short or Wide: Number area



## INSIDE ROUTES FOR X AND Z

Cross - 0

Using an inside release, run across field no deeper than 7 yards. Man run away, Zone, be under control as you cross.

Hitch - 1

Push straight up field. At 5 yards, turn to QB and give the QB a stationary target.

Square In - 4

Use a speed release straight off the ball to push corner off. Your width and depth are crucial. At 20 yards, run Square In coming under control out of break.

Curl - 6

Use a speed release straight up the field at 12 yards. Run your Curl coming back to the QB on a direct line.

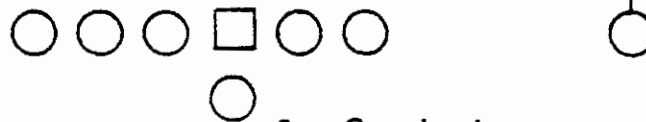
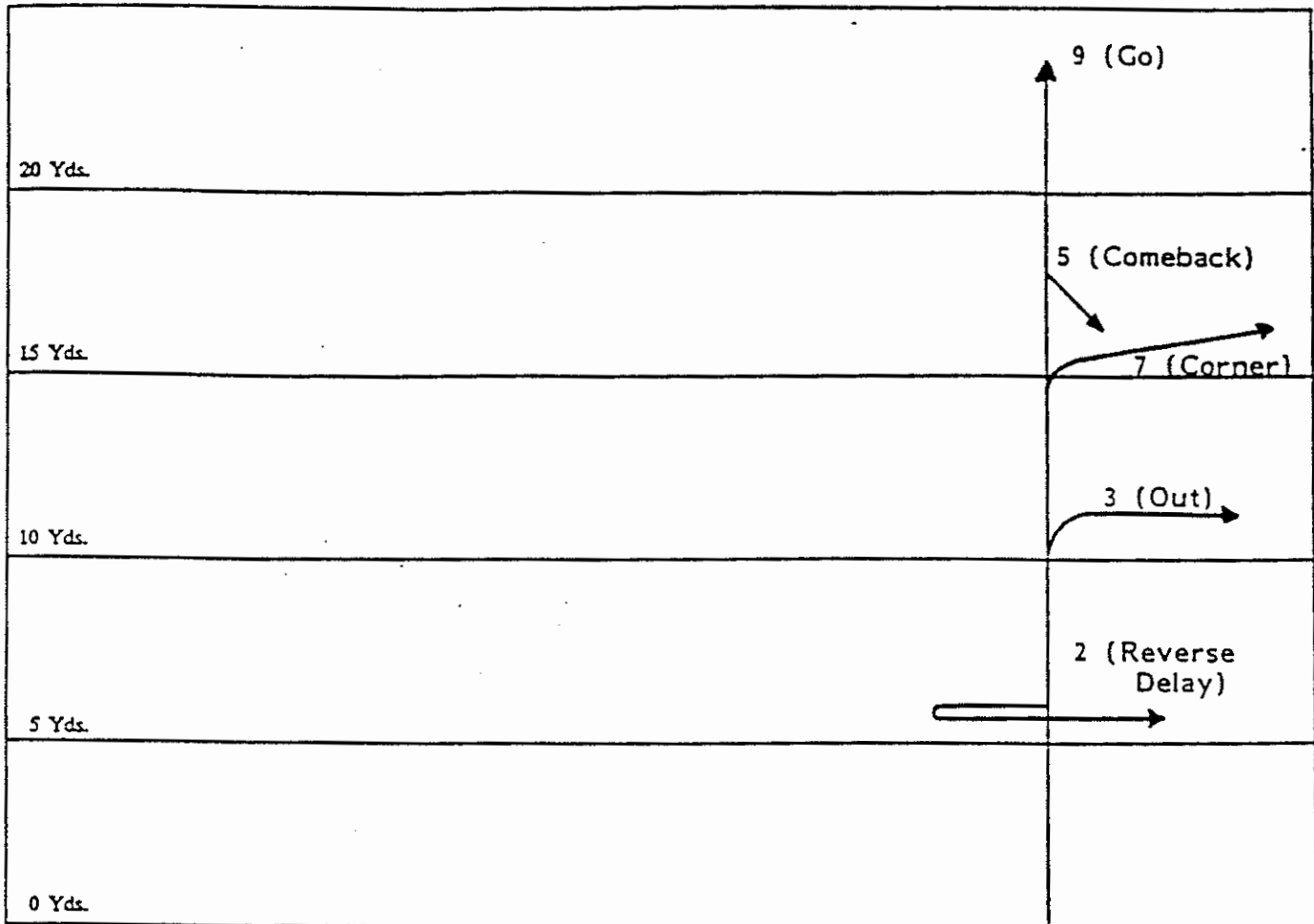
Post - 8

Push hard off ball using a slight outside angle. At 14 yards, roll out of break at an angle to cross the corner's face. You must have the angle high enough to keep the Safety from making play.

Takeoff - 9

Use a speed release straight off ball; eat up corner's cushion. Get into the corner's face and give the QB an indicator as to which way you are going and if you can go outside of corner; if not, run inside 5 yards from sideline.





2 - Reverse Delay

Push straight off the ball to 6-7 yards, start in 2-3 steps, stop and return to sideline.

3 - Out

Push hard off ball using slight outside angle, using a speed release, push off 3rd inside step, changing direction to the sideline with no change of speed. Accelerate out of break. Ball should be caught at 12 yards depth.

5 - Comeback

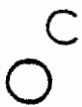
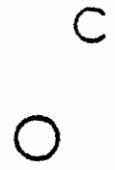
Use a speed release straight up the field. At top of route, give a slight inside push at corner. At 17 yards, run out of break coming back to sideline.

7 - Corner

Use a slight seam release as you come off ball. Push hard up field to drive corner off, a 14-15 roll out off break to the sideline catching the ball in 18 yard area.



OUTSIDE 2 - REVERSE DELAY

Vs. Off Corner	Vs. Press Corner (Outside)	
<ol style="list-style-type: none"> <li>1. Push straight off the ball to 6-7 yards.</li> <li>2. Start in 2-3 steps as if you were going to run across the field. Keep your shoulders level forward.</li> <li>3. After 2-3 steps, stop and return to the sideline.</li> </ol>		<ol style="list-style-type: none"> <li>1. Use a slight hesitation to let the inside route clear.</li> <li>2. Start inside hard selling the inside cross. Keep your shoulders level forward.</li> <li>3. Vs. Press, you must go further down inside to sell the cross. Return hard to the sideline running away from the Press coverage.</li> </ol>
Vs. Press Corner (Inside)	Vs. Roll Corner	
<ol style="list-style-type: none"> <li>1. Use a slight hesitation to let the inside route clear.</li> <li>2. Start inside hard across the Corner's face. Push inside hard to sell the Crossing route. Return hard to the sideline, running away from the Press coverage.</li> </ol>		<ol style="list-style-type: none"> <li>1. Push hard at the Roll Corner. Start inside 2-3 steps as if you were going to run a Crossing route.</li> <li>2. Return to the sideline, running away from the Corner.</li> </ol>



OUTSIDE 3 - OUT 12 YARDS

s. Off Corner

Vs. Press Corner (Outside)

1. Push hard off the ball using slight outside angle. Using a speed release, push off your third inside step, changing direction to the sideline with no change of speed. Accelerate out of the break.
2. Ball should be caught at 12 yards depth.

1. Route converts to a Fade, outside release.



Vs. Press Corner (Inside)

Vs. Roll Corner

1. Route converts to a Fade, outside release.

1. Route converts to a Fade, outside release.





OUTSIDE 4

Vs. Off Corner

1. Use a speed release straight off the ball to push the Corner off. Your width and depth are crucial to this route. At 18-20 yards, run your in coming under control out of the break.
2. Don't fall up the field out of the break. You must go get the ball.

Vs. Press Corner (Outside)

1. Use a speed release straight off the ball to push the Corner off. Don't allow the Corner to squeeze you down inside. Your depth and width are crucial.
2. At 18-20 yards, run your in running away from the Corner. Don't fall up the field out of your break. You must work back to the ball.

Vs. Press Corner (Inside)

1. Using a quick move, release outside of the Corner and work to get on top of the Corner.
2. At the top of your route, give a quick outside move and wheel over the top of the Corner and come inside on your in. You must go get the ball.
3. Vs. a Press Corner, you may have to shorten your route.

Vs. Roll Corner

1. Using a quick outside move, freeze the Corner and release inside.
2. After you release on the Corner, push up the field regaining width and depth.
3. Be patient on getting your depth. Push on the Safety and at the breaking point, run across the Safety's face.



## OUTSIDE 5 - COMEBACK

## Vs. Off Corner

C



1. Use a speed release straight up the field. Make this route look like a 9 route.
2. At the top of the route, give a slight inside push at the Corner.
3. At 18-20 yards, run out of your break coming back to the sideline. Expect the ball down and outside; go to the ball.

## Vs. Press Corner (Outside)



1. Use an outside release pushing up the field as if you were running an Up.
2. At the breaking point, come back hard to the sideline working for separation from the Corner.
3. Expect the ball down and outside; go to the ball.
4. Be prepared to shorten your route against Press.

## Vs. Press Corner (Inside)



1. Using a quick move at the Corner, release outside and push up the field as if you were running an Up.
2. At the breaking point, come back hard to the sideline, working for separation from the Corner.
3. Expect the ball down and outside; go to the ball.

## Vs. Roll Corner



1. Using a quick outside move, freeze the Corner and release inside.
2. After you release on the Corner, push at the Safety.
3. At 18-20 yards, turn inside and drift back out to the sideline.



OUTSIDE 6 - CURL 12 YARDS

Vs. Off Corner

1. Use a speed release straight up the field. At 12 yards, run your Curl, coming back to the Quarterback on a direct line.
2. We want to come back to the ball on this route.
3. If a defender is between you and the Quarterback as you come around, slide to the inside and then come back to the ball.
4. Against an inside leverage Corner, come back down the stem of the pattern.

Vs. Press Corner (Outside)

1. Route converts to a Fade, outside release.



Vs. Press Corner (Inside)

1. Route converts to a Fade, outside release.

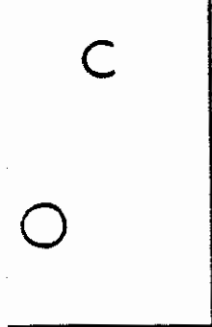
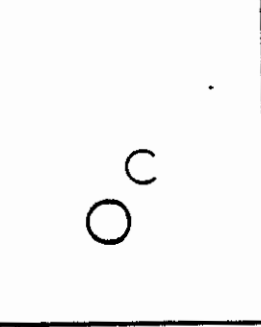
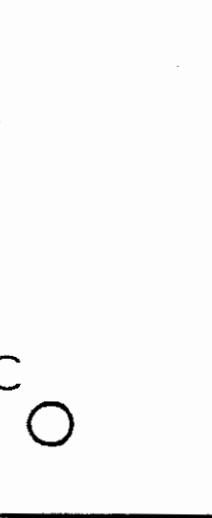
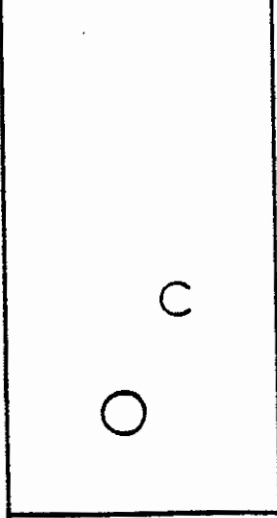
Vs. Roll Corner

1. Route converts to a Fade, outside release.



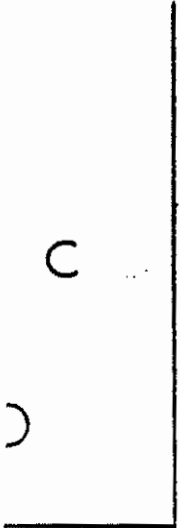
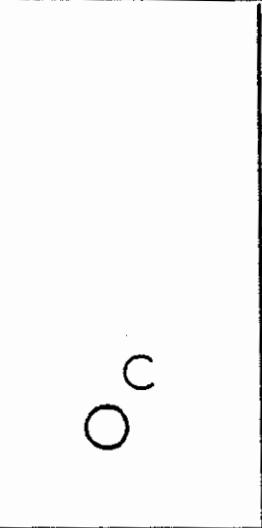
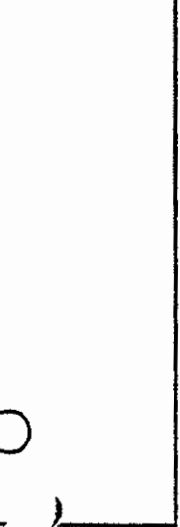
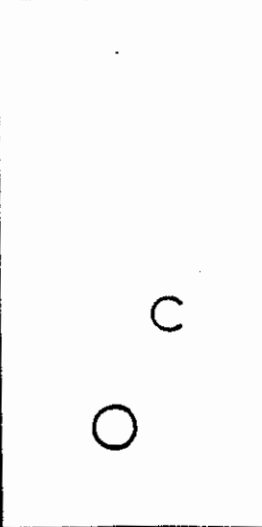


OUTSIDE 7 - CORNER

Vs. Off Corner	Vs. Press Corner (Outside)
<div data-bbox="40 609 251 934">  </div> <ol style="list-style-type: none"> <li>1. Use a slight seam release as you come off the ball.</li> <li>2. Push hard up the field to drive the Corner off.</li> <li>3. At 14-15 yards, roll out of the break to the sideline. Catching point will be in the 18 yard area.</li> </ol>	<div data-bbox="787 609 1047 934">  </div> <ol style="list-style-type: none"> <li>1. Use an outside release pushing up the field on the Corner.</li> <li>2. At 14-15 yard point, roll out of your break and go to the ball.</li> <li>3. Get as much separation from the Corner as your can.</li> </ol>
Vs. Press Corner (Inside)	Vs. Roll Corner
<div data-bbox="40 1312 251 1827">  </div> <ol style="list-style-type: none"> <li>1. Use an outside release, pushing up on the Corner.</li> <li>2. At 14-15 yard point, roll out of your break to the sideline and go to the ball.</li> <li>3. Get as much separation from the Corner as you can.</li> </ol>	<div data-bbox="787 1312 1063 1827">  </div>



OUTSIDE 8 - POST ROUTE

Vs. Off Corner		Vs. Press Corner (Outside)	
	<ol style="list-style-type: none"> <li>1. Push hard off the ball, using a slight outside angle.</li> <li>2. At 14 yards, roll out of break at an angle to cross the Corner's face. You must keep the angle high enough to keep the Safety from making a play.</li> <li>3. The ball will be thrown before you make your break.</li> </ol>		<ol style="list-style-type: none"> <li>1. Route converts to a Fade, outside release.</li> </ol>
Vs. Press Corner (Inside)		Vs. Roll Corner	
	<ol style="list-style-type: none"> <li>1. Route converts to a Fade, outside release.</li> </ol>		<ol style="list-style-type: none"> <li>1. Route converts to a Fade, outside release.</li> </ol>



OUTSIDE 9

Vs. Off Corner

1. Use a speed release straight off the ball. Eat up the Corner's cushion.
2. Get into the Corner's face and give the Quarterback an indicator as to which way you are releasing. If you can, go outside of the Corner.
3. If the Corner continues his outside leverage, we will run an inside streak.
4. As you run your Up, stay at least 5 yards from the sideline.

Vs. Press Corner (Outside)

1. Use easiest release and run an Up.
2. Push straight up the field and be ready to adjust to the ball.

Vs. Press Corner (Inside)

1. Use easiest release and run an Up.
2. Push straight up the field and be ready to adjust to the ball.

Vs. Roll Corner

1. Use easiest release and run an Up.
2. If the release is outside, freeze the Corner and then lower your shoulders to drive by him outside.
3. If the release is inside, regain your width as soon as possible and accelerate away from the Corner and Safety.



SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Quick Right & Left	Deuce		
		3-4	4-3	
	Quick Right		Quick Right	
Y	Route. C.P.: Vs. Bear, block your way out.			
INSIDE TACKLE	On; n/t, outside. C.P.: 3-step drop. C.P.: May use set and cut.			
ON-SIDE GUARD	#1. C.P.: Vs. 50, set to OT. C.P.: Vs. 70, Zone with C. C.P.: Alert Odd call by C.			
CENTER	#0. Uncovered, set to either G.			
BACKSIDE GUARD	#1. C.P.: Uncovered, Zone with C. C.P.: Vs. 50, set to C. C.P.: Alert Odd call by C.			
BACKSIDE TACKLE	#2. C.P.: Uncovered, Zone with BG.			
F	#3, Hang. C.P.: BT covered, set off and back to Zone all Games.			
R	Block Sam backer aggressive technique in all defenses, except when 40 Wide Loose is played, then block end of line.			



9. Linemen set in 3-point stance unless "Up" is called, or you are in a 2-point pass protection stance.

NOTE: 40 Second Clock:

The offense has 40 seconds to put the ball into play after the preceding play has been blown dead.

Alerts: After a long run or completion, sack or long incompletion, the offense must Huddle quickly to get the next play called and run.

30 Second Clock:

Used after any time out, change of possession, or penalty. Offense usually has plenty of time to get the play called and run.







### Cadence and "Check With Me" System

We are basically a non-rhythmic cadence team. Our cadence is broken into three (3) parts: 1) Set Command, 2) Audible, Color and Number, and 3) Snap Count. An example of a full cadence at the line of scrimmage would be as follows:

(Set) - Green 80, Green 80 - Hut, Hut, Hut

Set	Audible Color & Number	Snap Count
Command		

1. Our offensive line will take a three point stance immediately as they reach the line of scrimmage. The set command is a preparatory alerting command to initiate the cadence sequence.
2. We will have the ability to snap the ball on the following counts:
  - A. Second Sound - Set, Hut
  - B. On One - Set, Hut, Green 80, Green 80 (Hut)
  - C. On Two - Set, Hut, Green 80, Green 80, Hut (Hut)
  - D. On Three - Set, Hut, Green 80, Green 80, Hut, Hut (Hut)
  - E. On Four - Set, Hut, Green 80, Green 80, Hut, Hut, Hut (Hut)
3. Check With Me - We will have the ability to call two (2) plays in the huddle and select the play we prefer at the line of scrimmage. Example - In the huddle the Quarterback calls - "Check with Me" Pitch Right or Liz 585. At the line of scrimmage, he wants to run the Pitch. He calls:

Set Green 80 Green 80 Hut (Hut)

The number 80 designates run Pitch Right.

If the Quarterback wanted to run the pass, Liz 585, he would call:

Set Green 85 Green 85 Hut (Hut)

The number 85 designates run the pass, Liz 585.

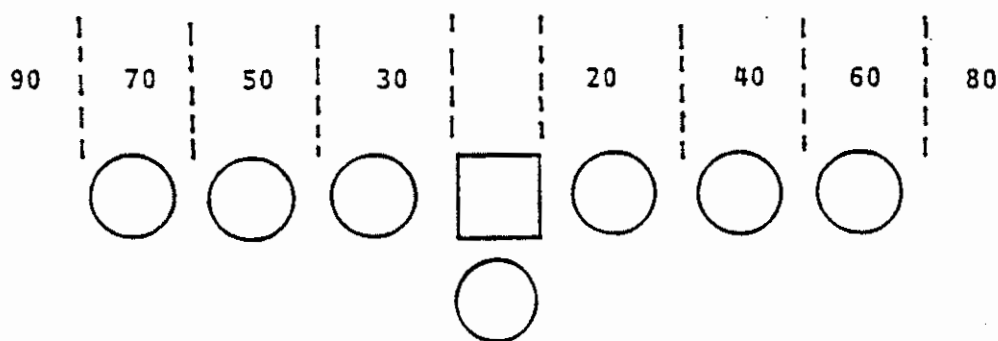
All "Check with Me" plays will be snapped on two.







# RUN GAME SYSTEM



1. All holes will be numbered with a double digit. Even numbered holes will be to the right, Odd numbered holes will be to the left.
2. Each running play will be identified with a name. The name will designate both the backfield action and the blocking scheme to be used.  
Example: Lead Draw Right.
3. We will use the single digit when using our "Check With Me" system.  
Example: Lead Draw Right - 20 (designates 20 Hole).







## TWO MINUTE OFFENSE "RED BALL"

## I. General:

A most important part of any football game is the two minutes remaining at the end of each half. Many games are won or lost during this period of the game. The offense used during this period shall be referred to as our "Red Ball" offense.

## A. Basic Information:

1. Poise: Avoid panic! Realize we can score if poise is maintained and we all understand what and how it has to be done!
2. Save all time outs for use during our "Red Ball" offense.
3. Quarterback, alert entire team to pick up our alignment tempo.
4. Be aware of what we need to win (Touchdown or Field Goal).

## B. "Red Ball" Mechanics:

1. Cadence: No huddle, the ball is snapped on set, hut.
2. Two Minute, "Red Ball" audibles; Passes, Bronco protection.
 

a.	85	= 585
b.	44	= 844 Lucky/Ricky
c.	89	= 989 F Rub/Sneak
d.	Leo/Roger	= Screen Left/Right
e.	61	= Stop clock throw (Quick protection)
3. Scats: Scat Even or Scat Odd
 

a.	Scat 25	= Scat Right 525 F Post Swing
b.	Scat 32	= Scat Left 432 F Corner Swing
c.	Scat 35	= Scat Right 835 F Seam
d.	Scat Cowboys	= Scat Right Y Option 5







4. Runs:

- a. 20-30 = Draw Right or Draw Left
- b. 40-50 = Belly Right or Belly Left
- c. 60-70 = Press Right and Left

5. Examples of "Red Ball" audibles:

- a. 85 - 85 = 585
- b. "40" - "40" = Belly Right



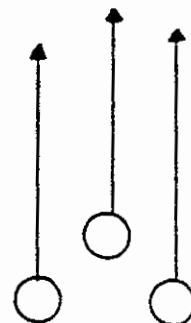
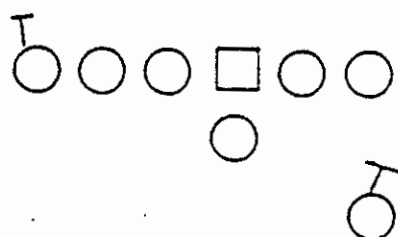




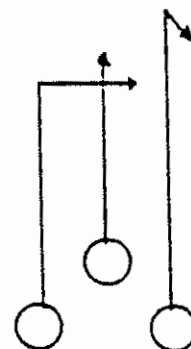
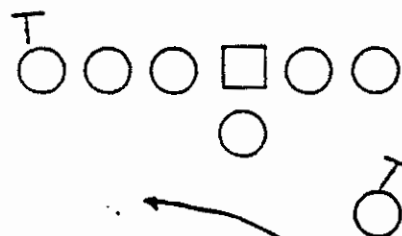
C. Rocket Calls:

1. Rocket Left/Right.
2. Rocket Z Out.
3. Rocket 44.

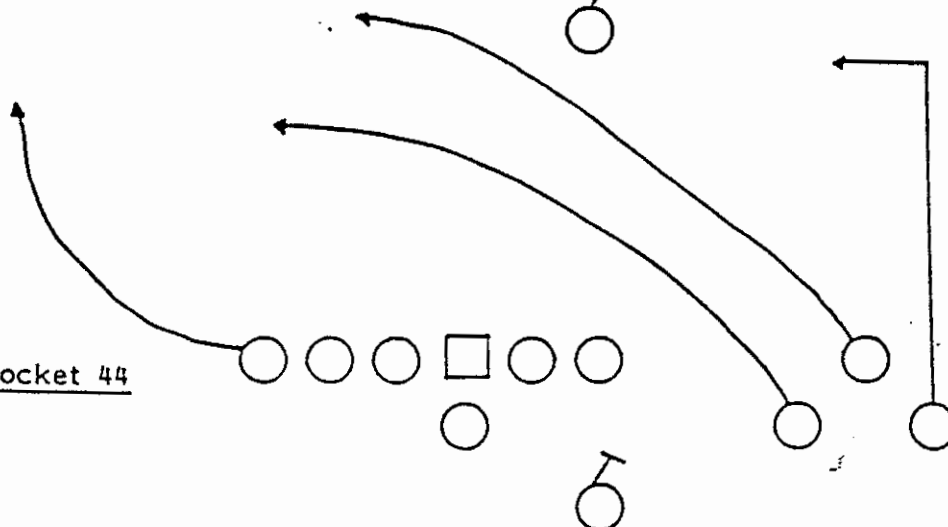
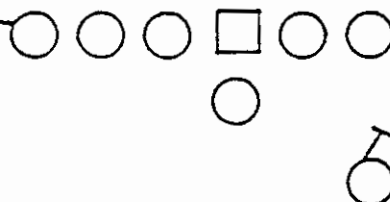
Rocket Right



Rocket Z Out



Rocket 44









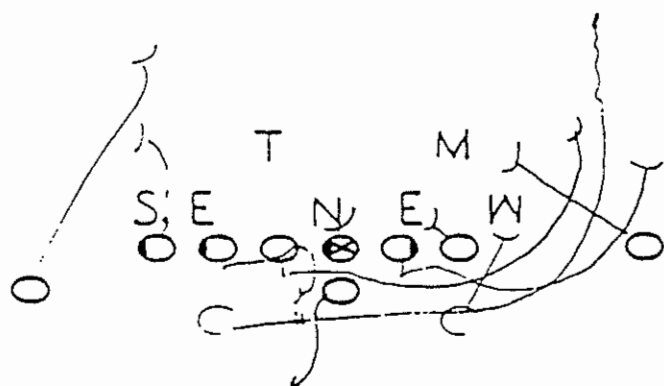
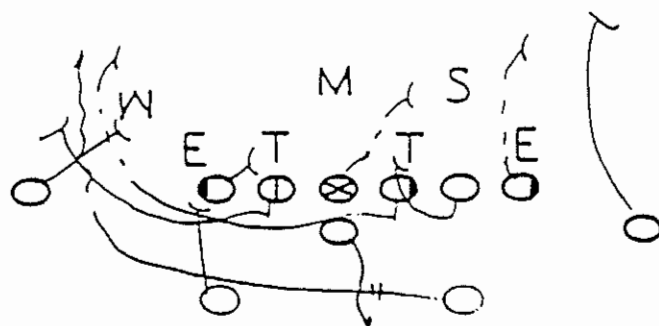
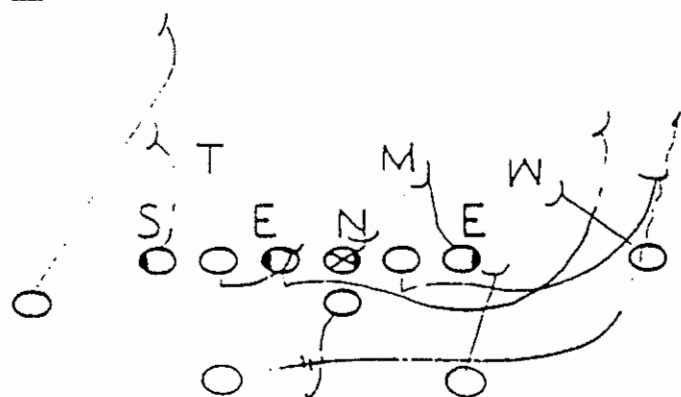
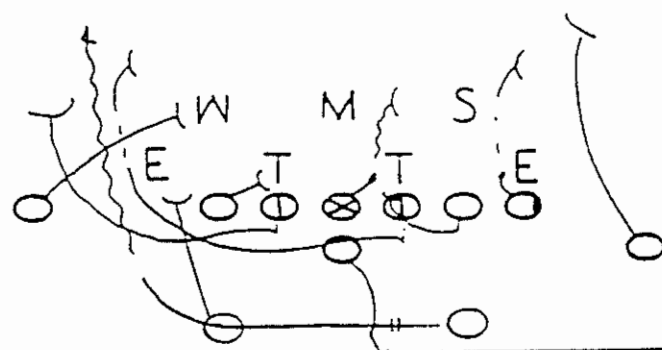
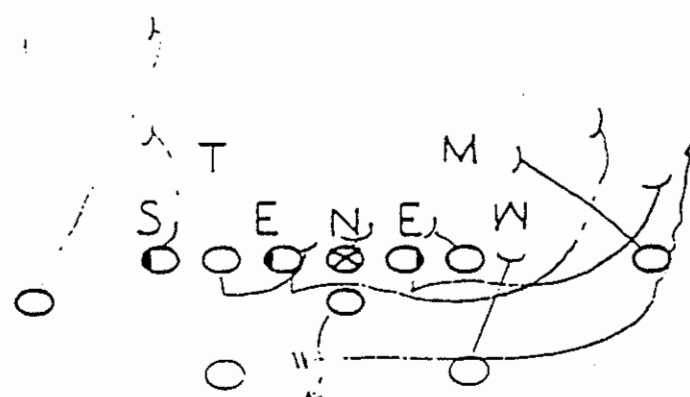
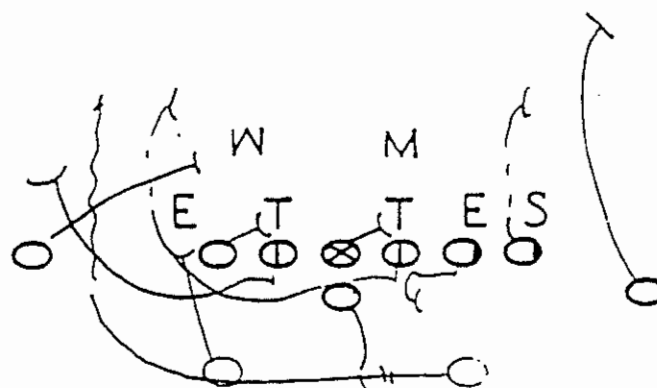
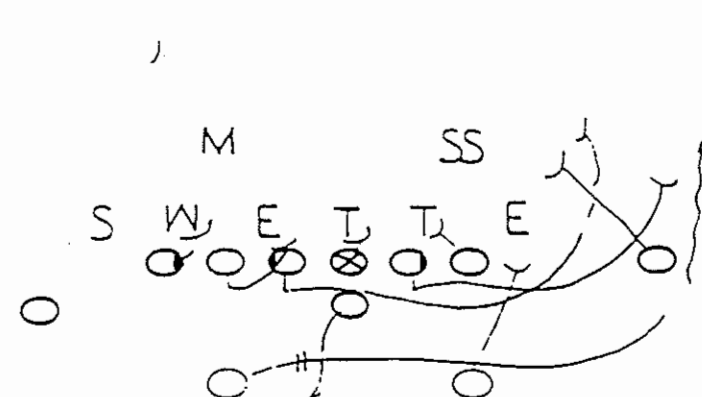
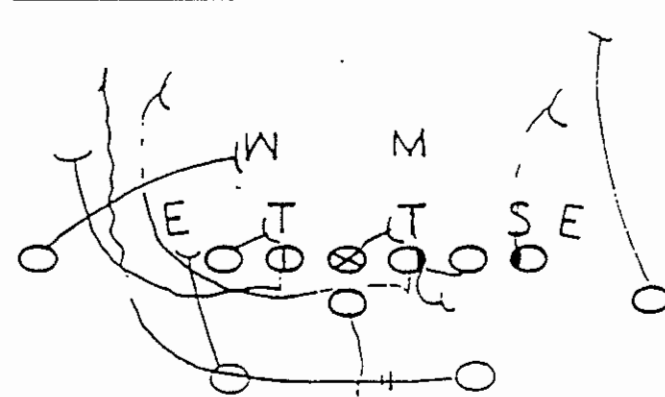
## **SWEEP BLOCKING SCHEMES**

1. Sweep
2. F Sweep

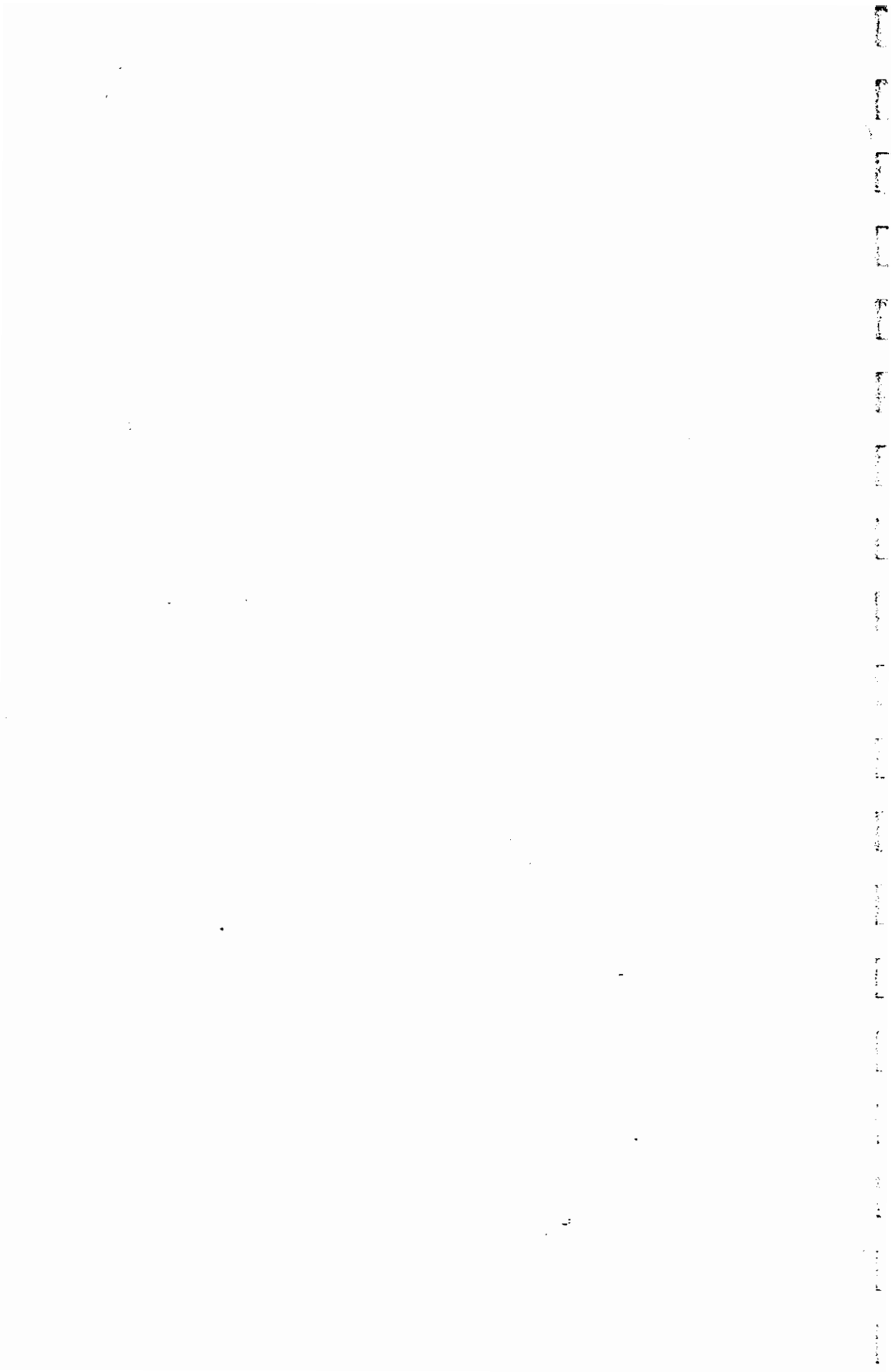


SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Sweep	Full Twins		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <u>50</u>  </div> <div style="text-align: center;"> <u>40</u>  </div> </div>		
	<u>Sweep Left</u>		<u>F Sweep Left</u>	
Y	#3, wall. C.P.: Alert swoop call.		QB - Reverse out, carry out waggle fake. <u>X</u> Crack 1st LBer off L.O.S.	
ONSIDE TACKLE	#1, on L.O.S., drive outside armpit. C.P.: Possible far shoulder on down block. C.P.: Alert odd call. C.P.: Possible swoop.		<u>Z</u> Mid 1/3.	
ONSIDE GUARD	Pull and block force outside of split end. C.P.: Get depth to clear back's block.			
CENTER	#0, drive armpit, cover puller. C.P.: Uncovered, possible odd or pick call.			
BACKSIDE GUARD	Pull and block first LBer to appear. C.P.: You may have to clean up blocks by X or FB.			
BACKSIDE TACKLE	Pull and secure back side. C.P.: Alert pick call vs. Nickel fronts.			
FB	#3 Lead technique. C.P.: Cut through outside hip if defender has aggressive charge. If soft, work to stay on outside breast and try to keep outside leverage.			
HB	Ball. C.P.: Open with lead foot, stay parallel to L.O.S. until ball is handed. C.P.: Read block of FB and pulling guards for best running lane.			



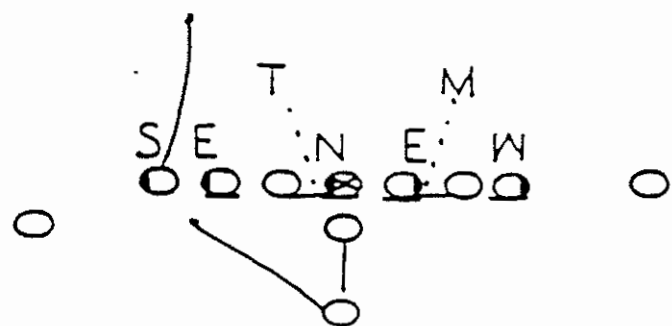
7040 Loose9040 Double Loose7940 Backers StrongBear40 Wide Loose



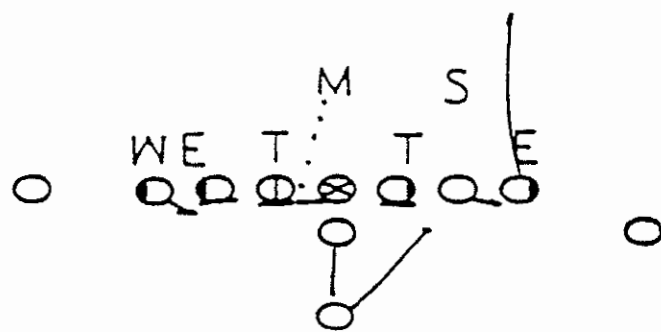




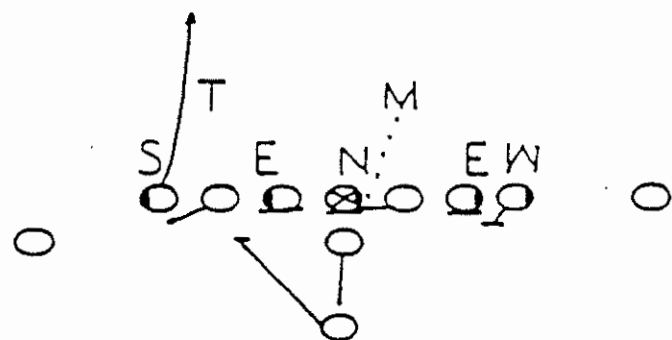
70



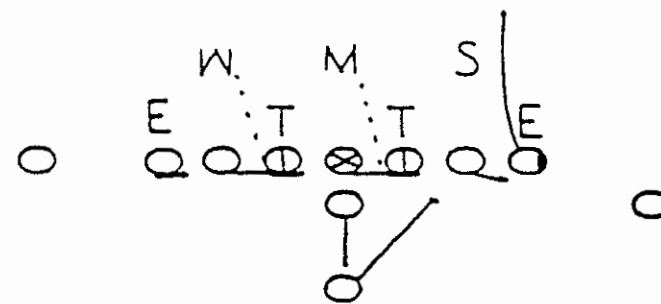
40 Loose



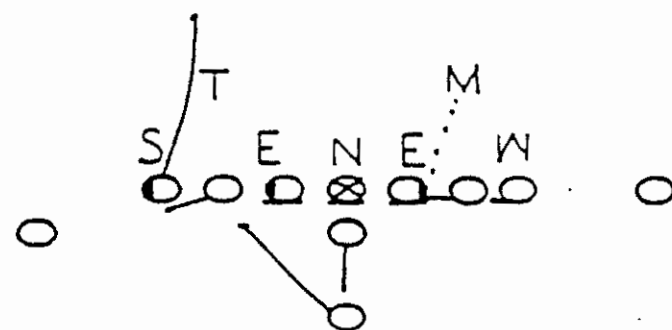
90



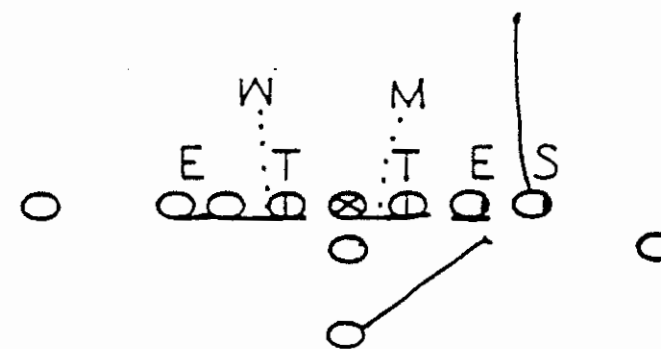
40 Double Loose



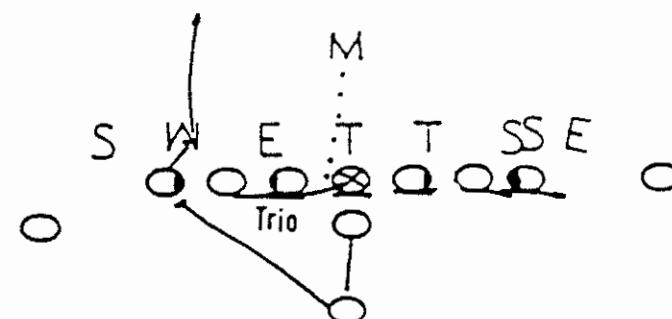
79



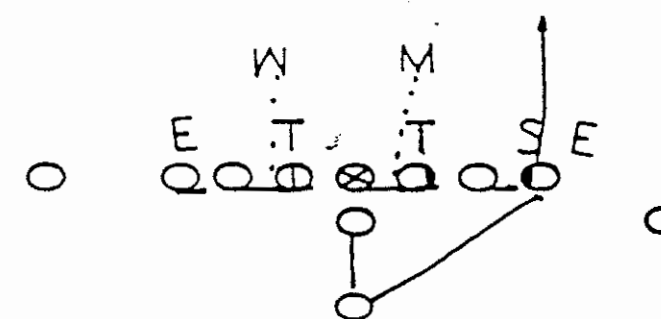
40 Backers Strong



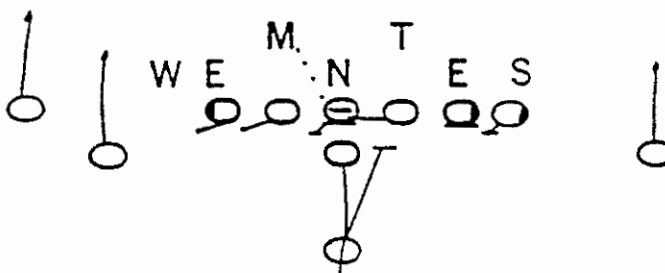
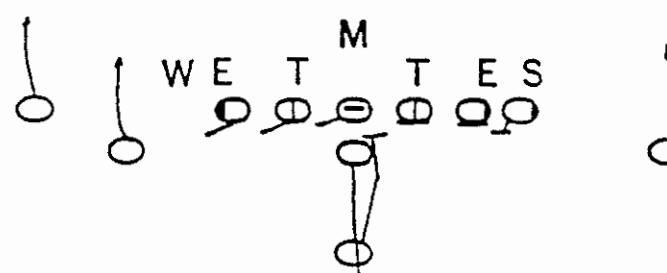
Bear



40 Wide Loose

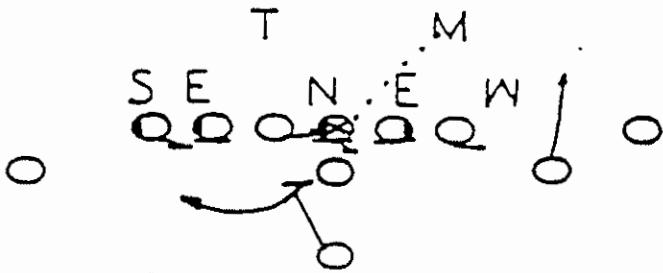




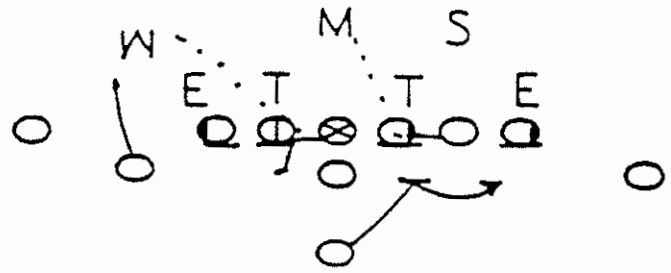
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Charlie	Flex Twins		
<div><div>3-4</div><div></div><div>Charlie Right</div></div>		<div><div>4-3</div><div></div><div>Charlie Right</div></div>		
Y	#3, inside leverage set. C.P.: T and Y covered, set off and back to Zone Games.			
INSIDE TACKLE	On; n/t, inside. C.P.: G and T covered, covered call to G. C.P.: Uncovered, Name call to G, Zone with G for first LB back side. C.P.: Trio vs. Bear.			
ON SIDE GUARD	On; n/t, inside. C.P.: Alert covered call, block on, middle set. C.P.: Alert Name call, Zone with OT for middle to back side LB. C.P.: Alert Trio vs. Bear.			
CENTER	1st LB back side. C.P.: Vs. 50, Zone with OG. C.P.: Vs. 50, 70 help to Fan side C.P.: Vs. 40, alert Backer call. on all Games. C.P.: Alert Name call to Zone Fan. C.P.: Alert Trio vs. Bear.			
BACKSIDE GUARD	Fan, inside leverage set on Fan, middle set when covered. C.P.: Alert Will off call, Name to C to Zone Fan vs. 90 or 40.			
BACKSIDE TACKLE	Fan, inside leverage set. C.P.: Will on or off call, "Backer" call.			
F	Route, free release.			
R	Block bubble backer to side of call (right or left), controlled aggressive; n/t, route.			



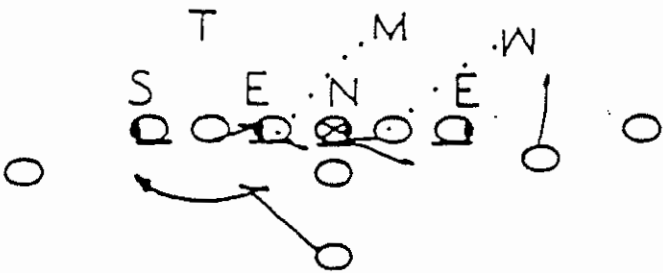
70



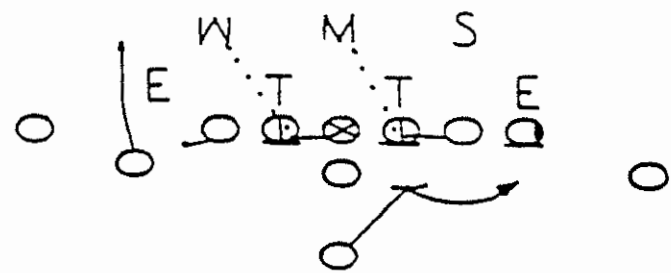
40 Loose



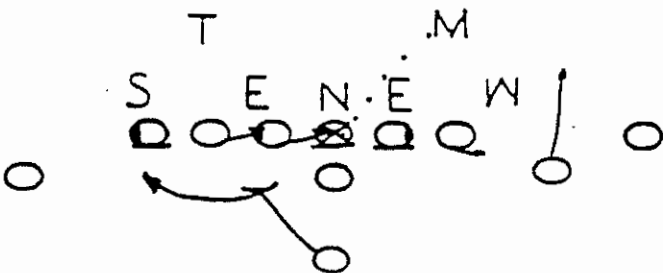
90



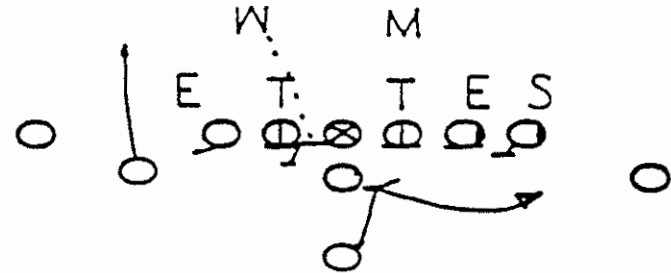
40 Double Loose



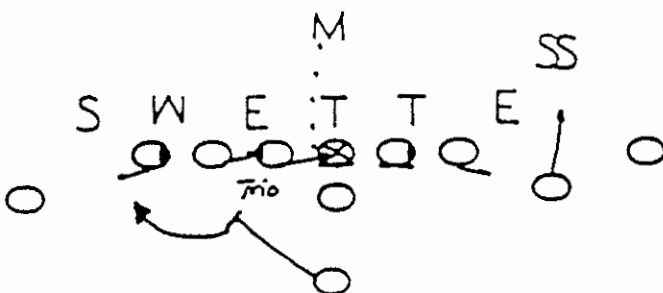
79



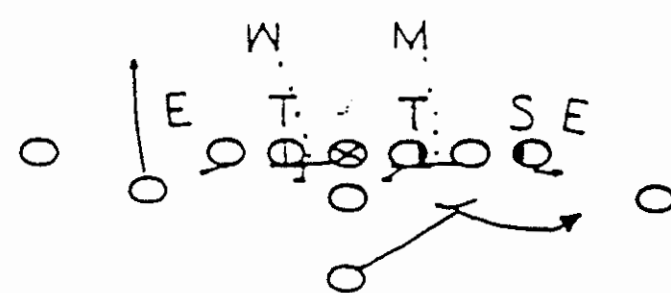
40 Backers Strong



Bear



40 Wide Loose

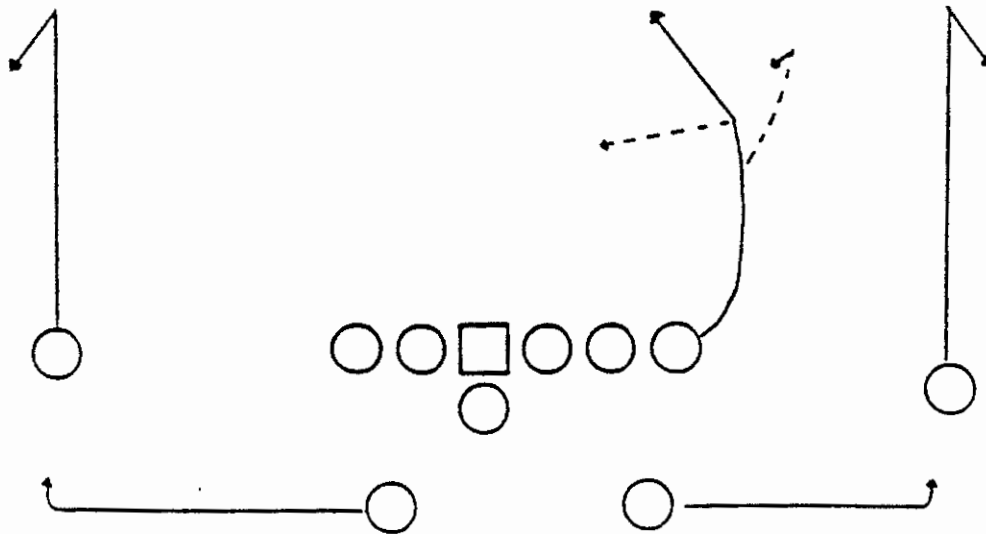




"t

Twins

585



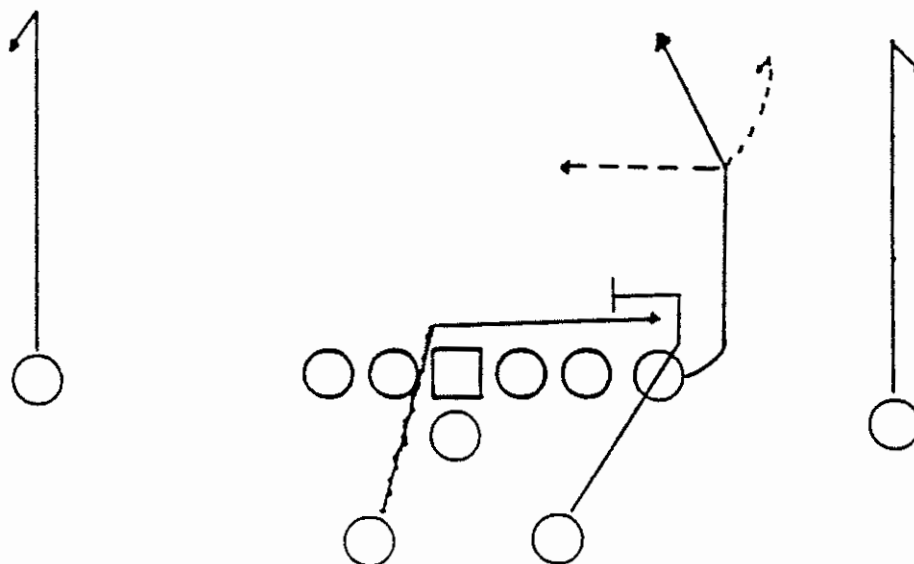
X	Outside 5 Route (18-20 Yards).
)	Inside 8 Route.
Z	Outside 5 Route (18-20 Yards).
H	Check - Swing.
F	Check - Swing.
Q	

Notes



Split  
wins

585 F RUB - SNEAK

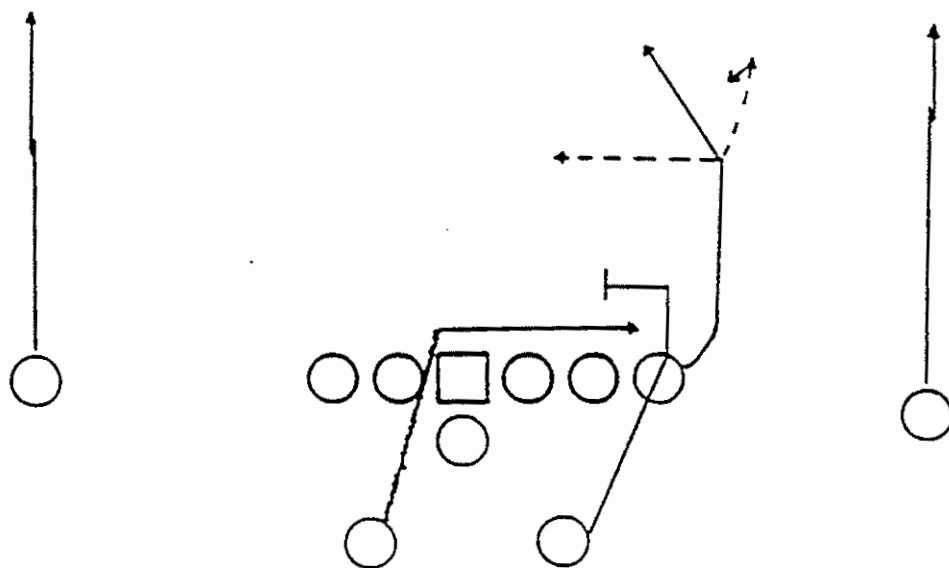


X	Outside 5 Route (18-20 Yards).
Y	Inside 8 Route.
Z	Outside 5 Route (18-20 Yards).
H	Check - Sneak.
F	Check - Swing.
Q	

Notes



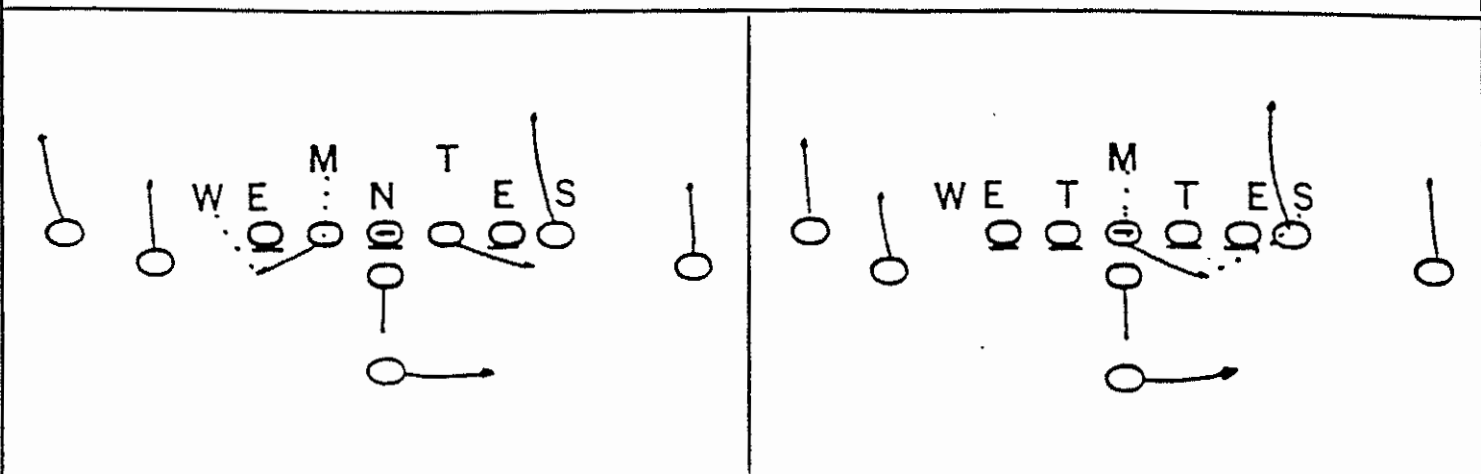
51



X	Outside 9 Route.
	Inside 8 Route.
Z	Outside 9 Route.
H	Check - Sneak.
F	Check - Rub.
Q	

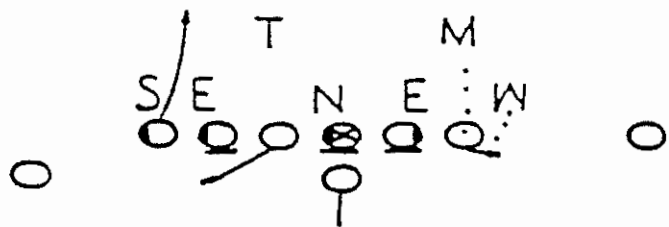
Cover 2 inspe 9<sup>Notes</sup> 6 sneak



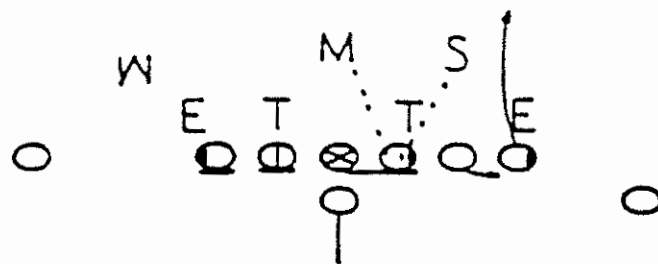
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Scram	Double Flex		
				
Y	Route.			
ONSIDE TACKLE	On; n/t, Dual 2 to 3.			
ONSIDE GUARD	On; n/t, Dual 1 to 3.			
CENTER	On; n/t, Dual 0 to 3 strong side.			
BACKSIDE GUARD	On; n/t, Dual 1 to 3.			
BACKSIDE TACKLE	On; n/t, Dual 2 to 3.			
F	Route.			
R	Route.			



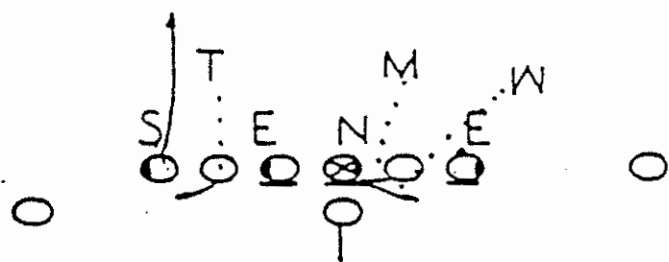
70



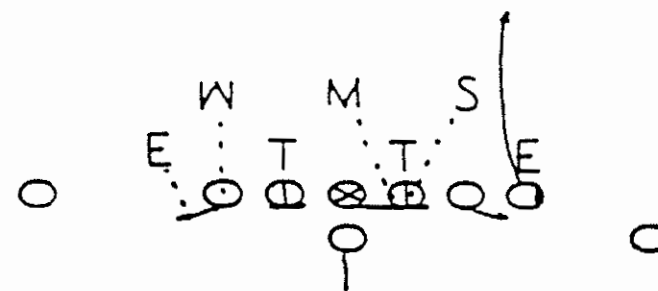
40 Loose



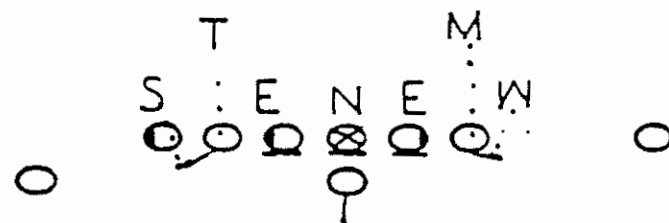
90



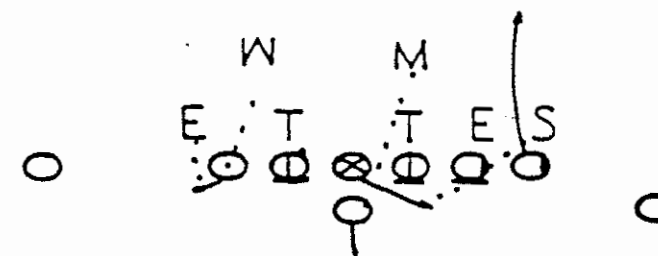
40 Double Loose



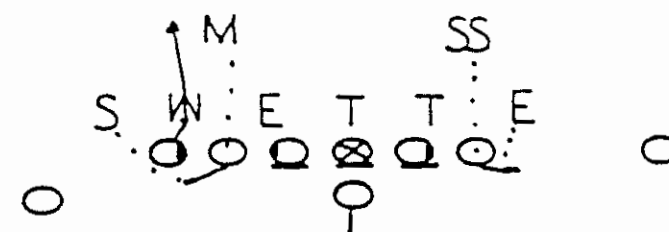
79



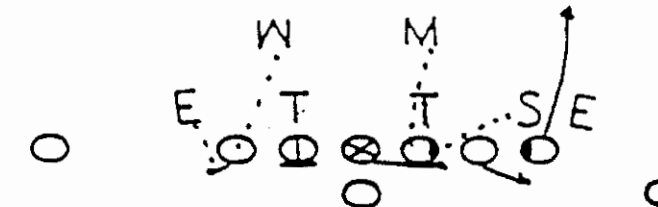
40 Backers Strong



Bear

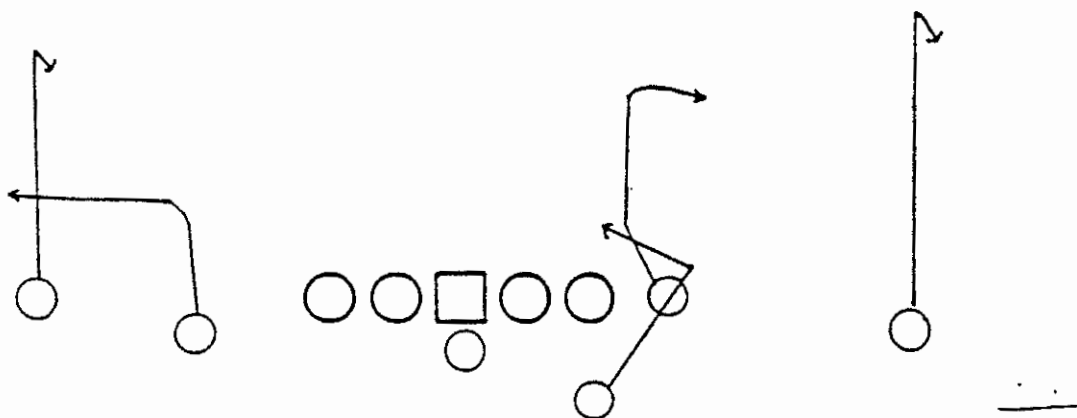


40 Wide Loose





## SCRAM 635 H CROSS



X	Outside 6 Route (12 yards).
---	-----------------------------

Y	Inside 3 Route (10 yards).
---	----------------------------

	Outside 5 Route (17 yards).
--	-----------------------------

H	Free release - cross.
---	-----------------------

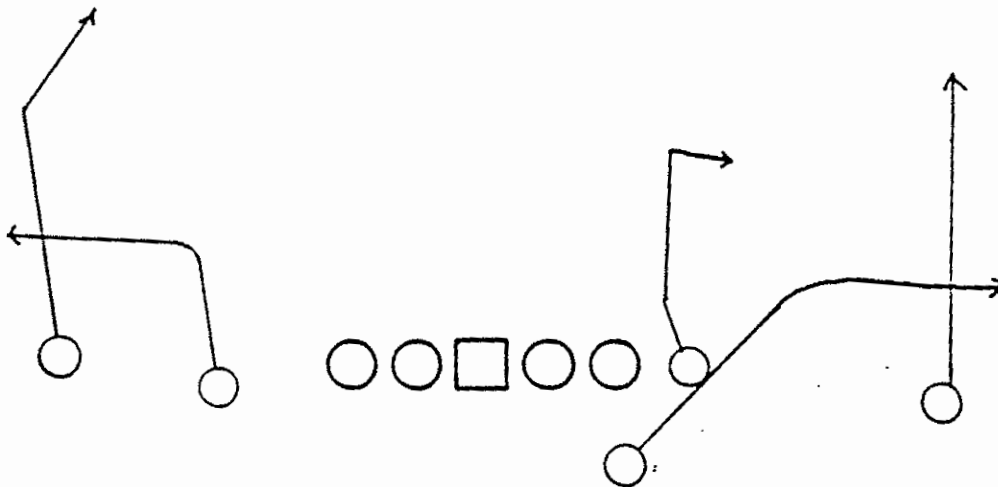
F	Free release - flat.
---	----------------------

QB	
----	--

Notes



SCRAM 839 H FLAT



Outside 8 Route (12-14 yards).

side 3 Route (6-10 yards).

Outside 9 Route.

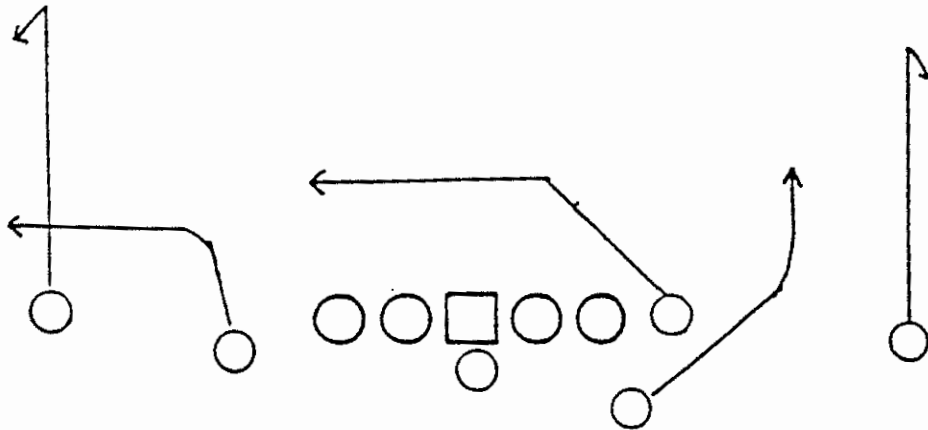
Free release - flat.

Free release - flat.

Notes



SCRAM 525 H POST



Outside 5 Route (17 yards).

Inside 2 Route (6-8 yards).

Outside 5 Route (17 yards).

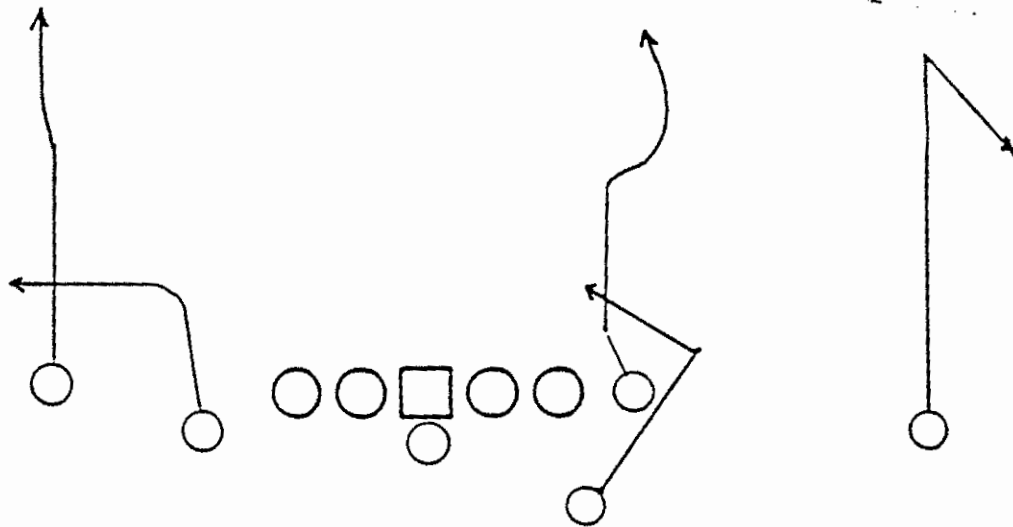
Free release - Post Route.

Free release - flat.

Notes



SCRAM 995 H CROSS



Outside 9 Route.

Inside 9 Route.

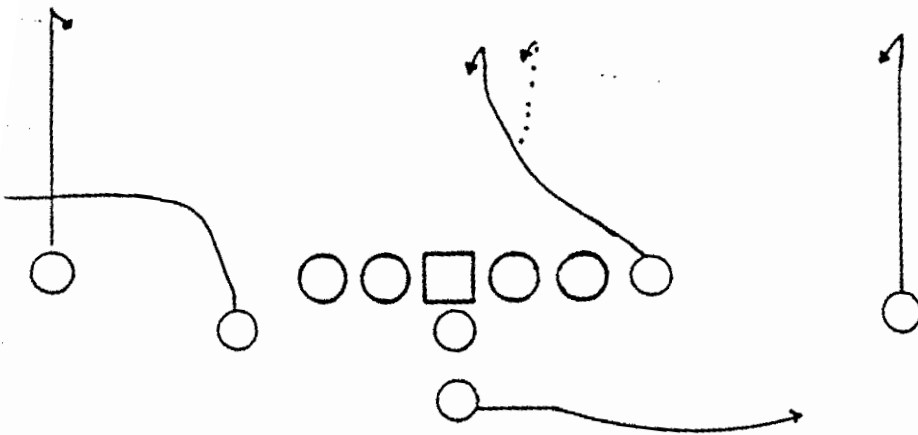
Outside 5 Route.

Free release - cross.

Free release - flat.

Notes





side 6 Route (12 yards).

side 6 Route (8-10 yards).

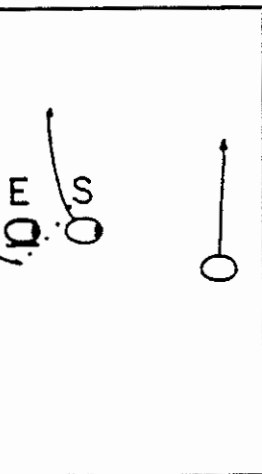
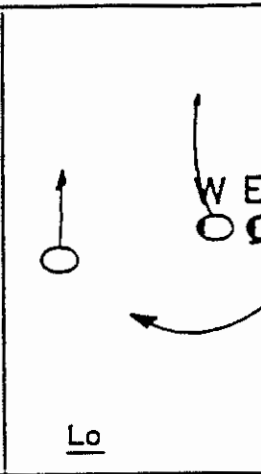
side 6 Route (12 yards).

Free release - swing.

Free release - flat.

Notes



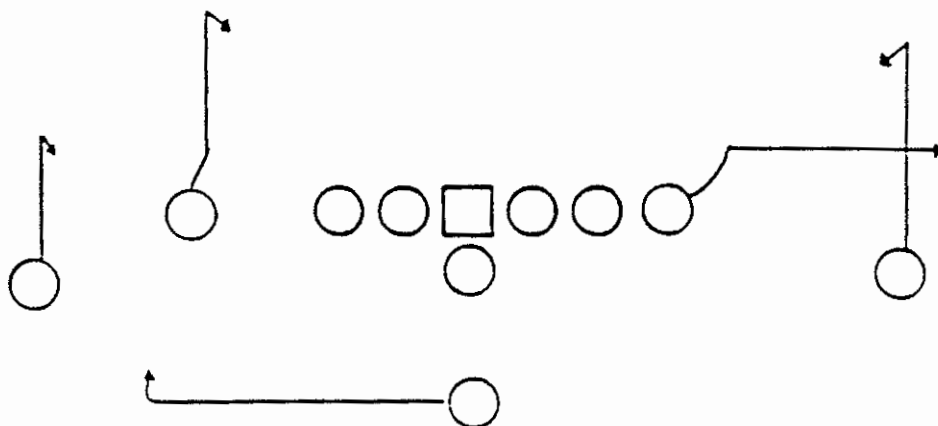
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Hi/Lo 3 Digit	Deuce Dual		
		<p style="text-align: center;"><u>3-4</u></p>  <p style="text-align: center;"><u>Lo</u></p>	<p style="text-align: center;"><u>4-3</u></p>  <p style="text-align: center;"><u>Lo</u></p>	
Y	Route.			
) ONSIDE TACKLE	On; n/t, outside, "Big", inside leverage set.			
ONSIDE GUARD	#1. C.P.: Alert possible Backer call vs. 50. C.P.: Vs. 50, set to NT, Zone with C for MLB.			
CENTER	On; n/t, Dual 0 to 3. C.P.: Vs. 40, "Me" call to backside T. C.P.: Vs. 50, set to Dual, away from call.			
BACKSIDE GUARD	On; n/t, Dual 1 to 3. C.P.: Vs. 40, inside leverage set. C.P.: Vs. 50, if LBers drop, help is back to NG or outside to DE.			
BACKSIDE TACKLE	On; n/t, Dual 2 to 3. C.P.: Vs. 50, inside leverage set. C.P.: Uncovered, alert "Me" call by Center, block "Big". C.P.: Sift rules.			
) F	One Back Set, Deuce or Dual formation. Route, free release. C.P.: TE's or FB's will play this position most of the time.			
R	Remaining Back - solid weak with a "Big" call; n/t, route.			



Dual  
"I" Jet

Dual Sail

(HI) LO 616



X Inside 6 Route (8-10 Yards).

Y Inside 1 Route (4 Yards).

Z Outside 6 Route (12 Yards).

H Check - Loop.

F Hitch (5 Yards).

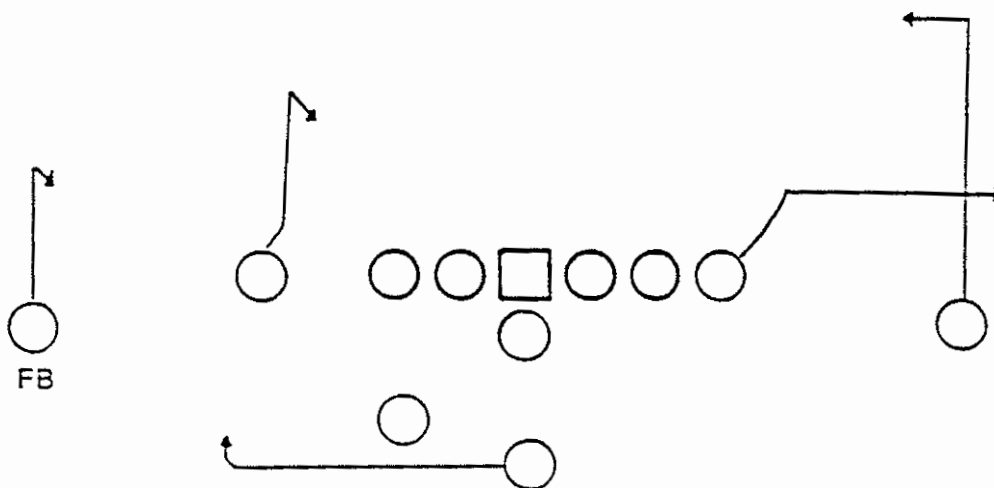
Q

Notes



## Dual Sail

(H1) LO 614 -



X	Inside 6 Route (8-10 Yards).
Y	Inside 1 Route (4 Yards).
Z	Onside 4 Route (18-20 Yards).
H	Check - Loop.
F	Hitch (5 Yards).
Q	

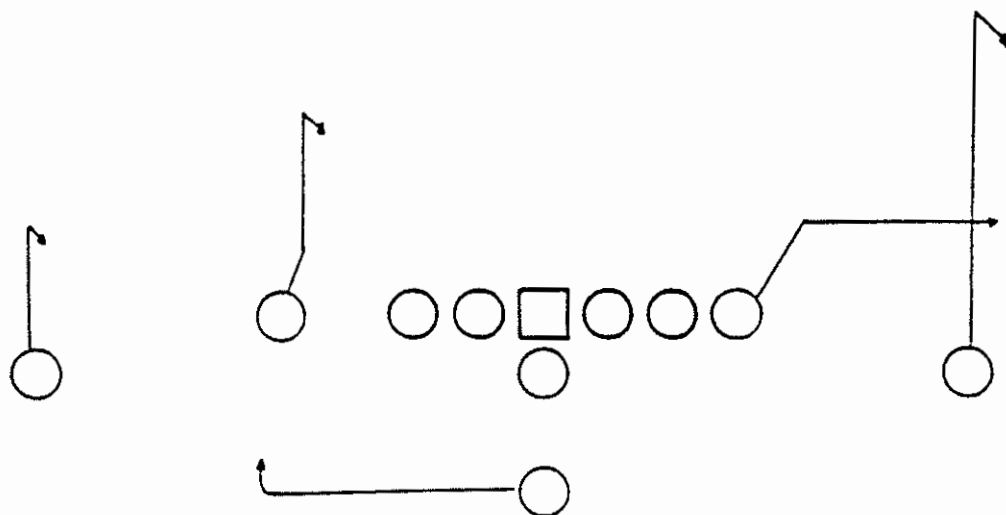
## Notes



Dual  
"I" Jet

Dual Sail

(HI) LO 615



X	Inside 6 Route (8-10 Yards).
Y	Inside 1 Route (4 Yards).
Z	Outside 5 Route (18-20 Yards).
H	Check - Loop.
F	Hitch (5 Yards).
Q	

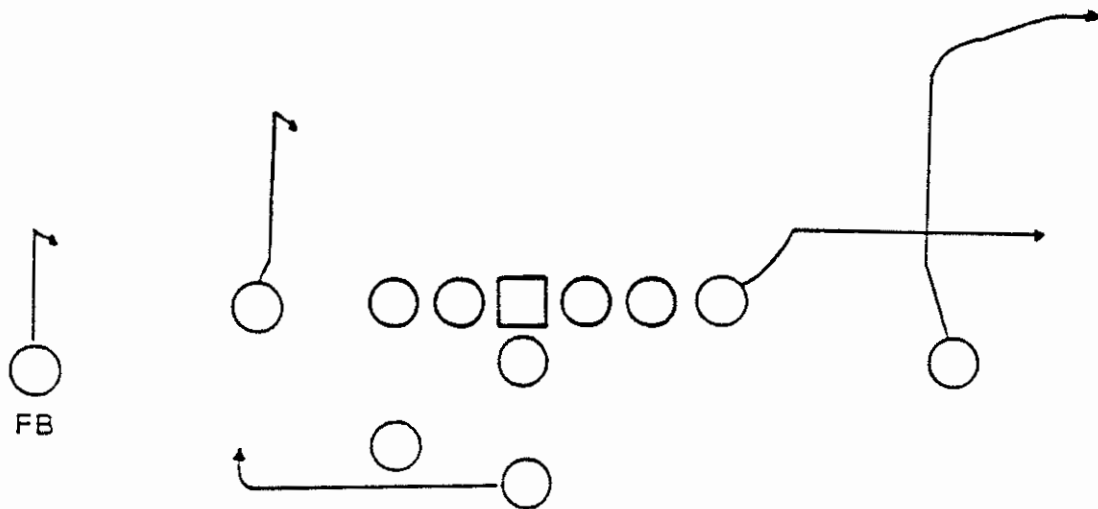
Notes



Dual  
"I" Jet

Dual Sail

(HI) LO 617

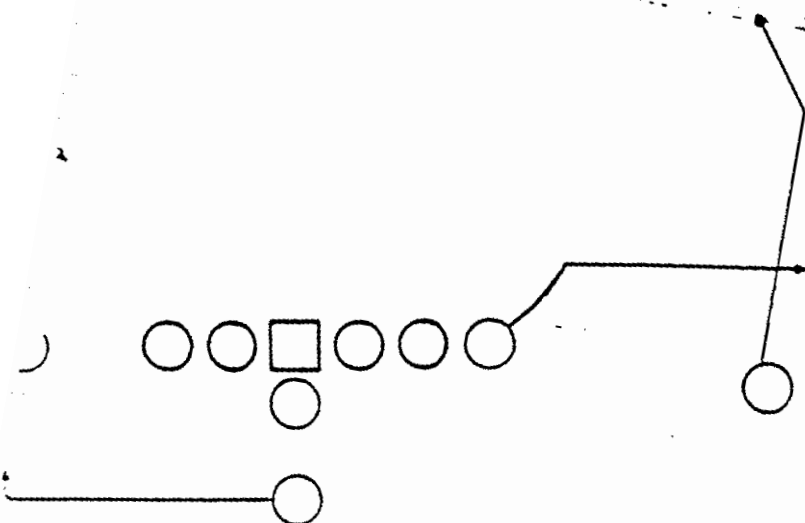


X	Inside 6 Route (8-10 Yards).
Y	Inside 1 Route (4 Yards).
Z	Outside 6 Route (12 Yards).
H	Check - Loop.
F	Hitch (5 Yards).
Q	

Notes



(HI) LO 618



(8-10 Yards).

te (4 Yards).

Route (14 Yards).

op.

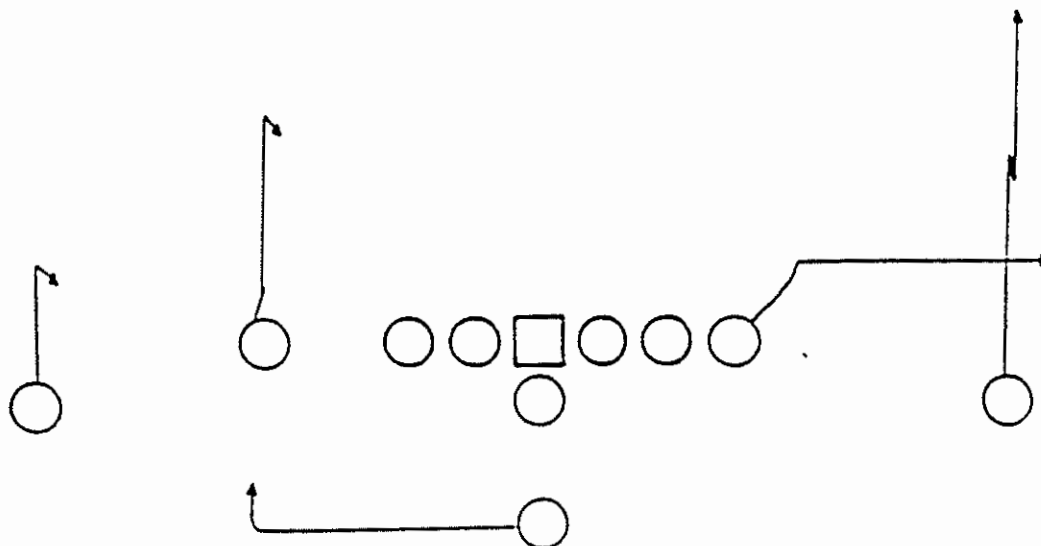
ards).

Notes



"} Jet

(HI) LO 619



X	Inside 6 Route (8-10 Yards).
Y	Inside 1 Route (4 Yards).
-	Outside 9 Route.
H	Check - Loop.
F	Hitch (5 Yards).
Q	

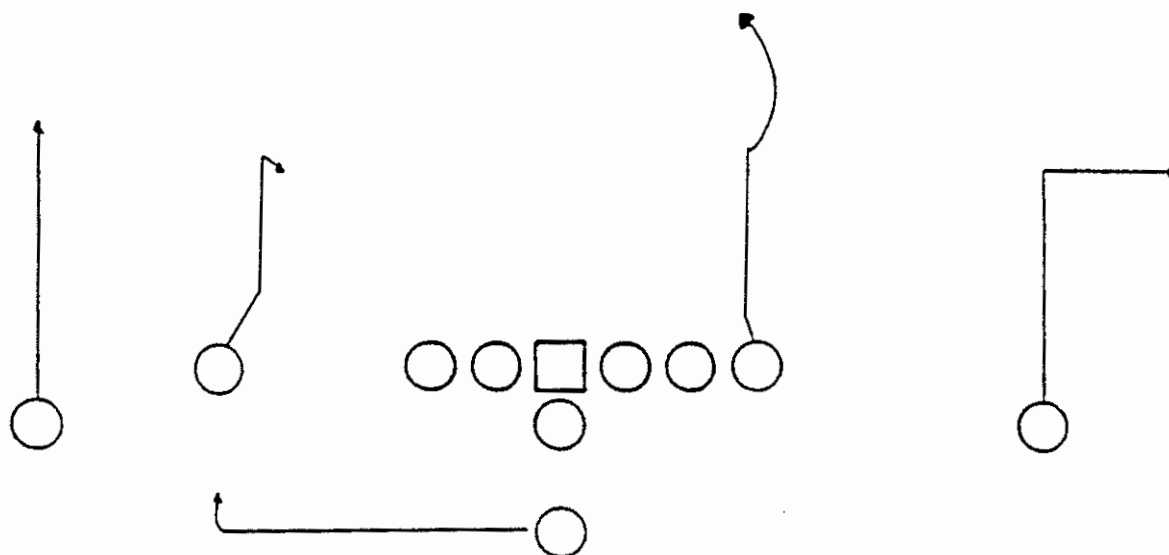
## Notes



Dual  
"I" Jet

Dual Sail

(HI) LO 693 F SHOOT



X Inside 6 Route (8-10 Yards).

Y Inside 9 Route.

Z Outside 3 Route (12 Yards).

F Shoot.

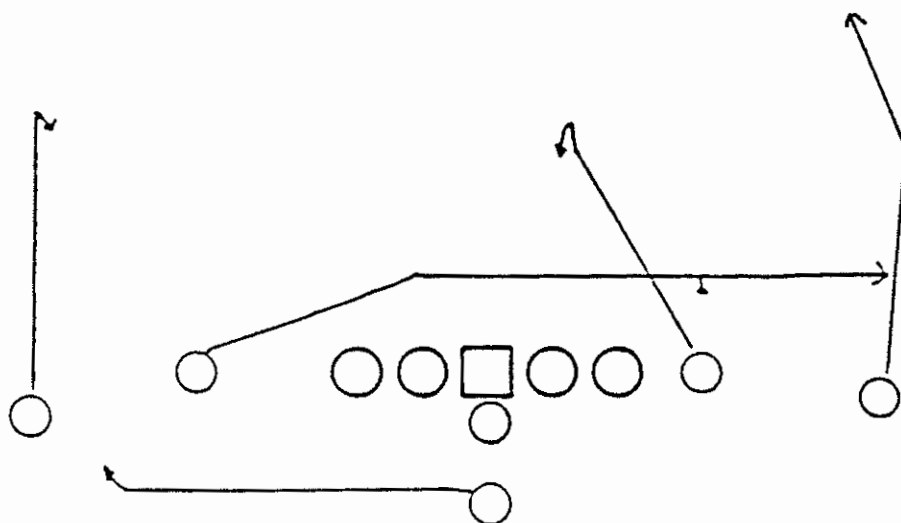
H Check - Loop.

Q

Notes



HI/LO 068 F CURL - SWING



Inside 0 Route (6-8 yards).

Inside 6 Route (10-12 yards).

Outside 8 Route (12-14 yards).

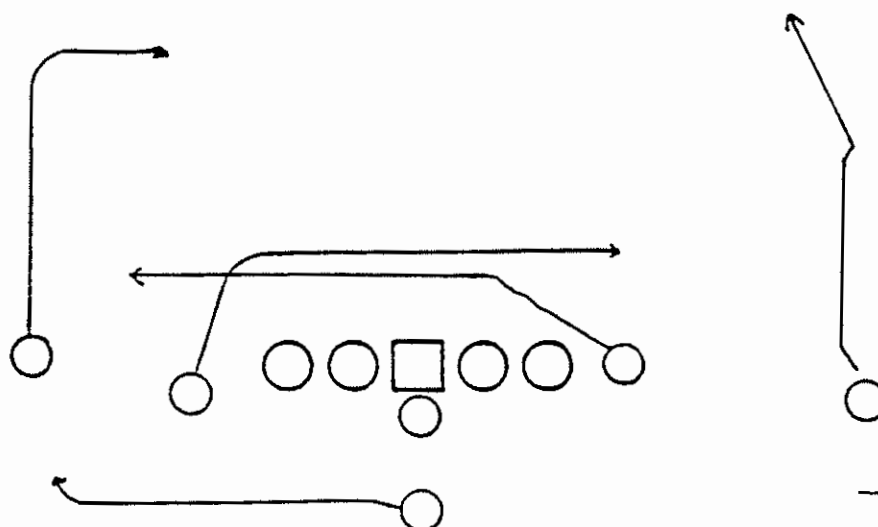
Check blocking; swing.

Free release; curl (10-12 yards).

Notes



## LO 428 DRAG - H SWING



Outside 4 Route (18-20 yards).

Inside 2 Route (6-8 yards).

Action 8 Route (12-14 yards).

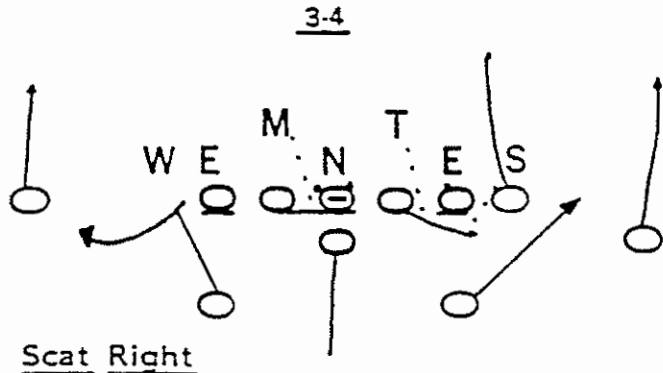
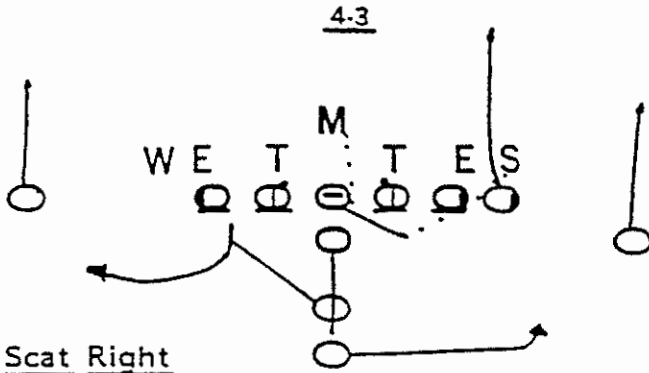
Check blocking; swing.

Drag (6-8 yards).

B

Notes



PLAYS	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Scat Protection	"I" Split Queen Twins		
				
Y	Route.			
INSIDE TACKLE	On; n/t, Dual 2 to 3. C.P.: Vs. 50, inside leverage set. C.P.: Alert for call by Center when uncovered, block big. C.P.: Gap call to G if LB blitz inside. C.P.: Sift rules.			
ONSIDE GUARD	On; n/t, Dual 1 to 3. C.P.: Vs. 40, inside leverage set. C.P.: Vs. 50, if LBers drop, help is back to NG or outside to DE.			
CENTER	On; n/t, Dual 0 to 3. C.P.: Vs. 40, "Me" call to T. C.P.: Call side set vs. 50, never get beat to Dual side.			
BACKSIDE GUARD	#1. Alert possible "Backer" call. C.P.: Vs. 40, inside leverage set. C.P.: Unocvered, solid set with Center.			
BACKSIDE TACKLE	On; n/t, outside. Alert possible "Backer" adjustment. C.P.: Inside leverage set.			
FB	Route. Free release. C.P.: On All "I" or Queen formations, FB has HB's blocking responsibilities.			
HB	Vs. 50 defense, block Will LB; n/t, route. C.P.: Vs. 70 defense, block Mike. C.P.: Vs. 4-Man, possible "Big" call. C.P.: On all "I" or Queen, FB has HB blocking responsibilities and			

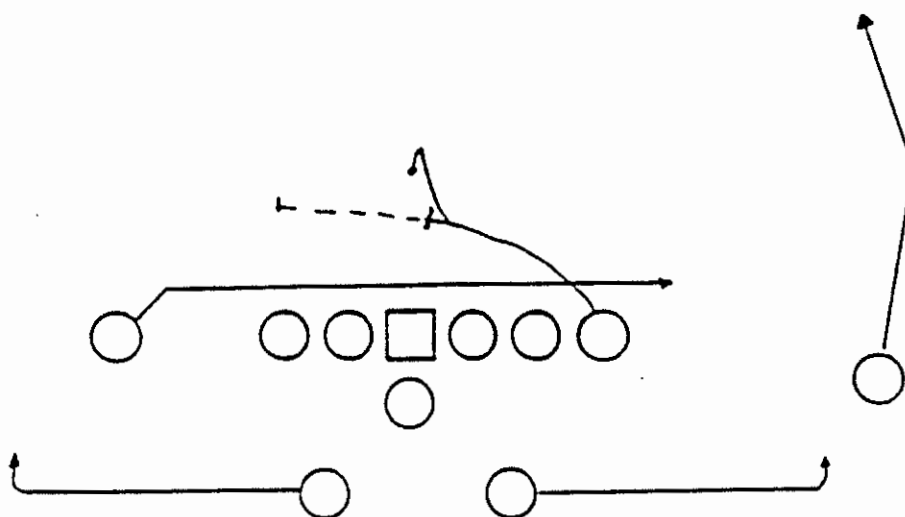


SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Ace	Flex Dual Split		
		3-4	4-3	
	Ace Right		Ace Right	
Y	Route.			
ON-SIDE TACKLE	On; n/t, outside, inside leverage set. C.P.: Quick Ace, controlled aggressive or set and cut on wide rush.			
ON-SIDE GUARD	On; n/t, inside. C.P.: Uncovered, Zone with C for back side LB. C.P.: Quick Ace, controlled aggressive.			
CENTER	First LB back side. C.P.: Vs. 50, Zone with OG. C.P.: Vs. 40, alert Backer call. C.P.: Alert Will off and Name call, Zone Fan with BG.			
BACKSIDE GUARD	Fan, inside leverage set when uncovered; middle set when covered. C.P.: Alert Will off call, Name call to C, Zone Fan vs. 90 or 40.			
BACKSIDE TACKLE	Fan, inside leverage set. C.P.: Will on or off call, "Backer" call. C.P.: Quick Ace, set and cut vs. wide rush.			
F	Route, free release.			
R	Block - 1, 2 strong side controlled aggressive; n/t, route or help.			



Queen

068



X	Outside Zero Route (7 Yards).
Y	Inside Rub.
Z	Outside 8 Route (14 Yards).
H	Check - Swing.
F	Check - Swing.
Q	5 cup Dmp

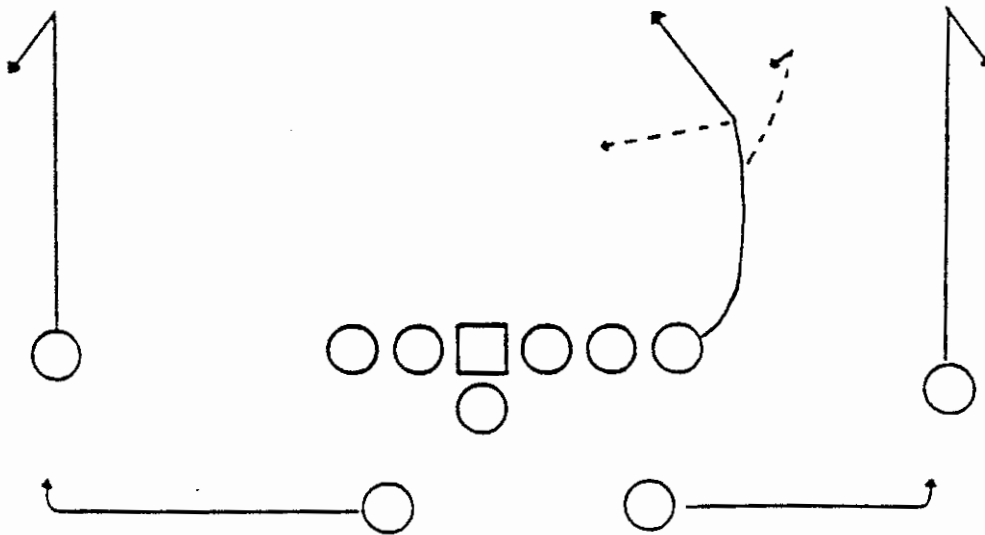
Like x shallow across

## Notes



Twins

585



X Outside 5 Route (18-20 Yards).

) Inside 8 Route.

Z Outside 5 Route (18-20 Yards).

H Check - Swing.

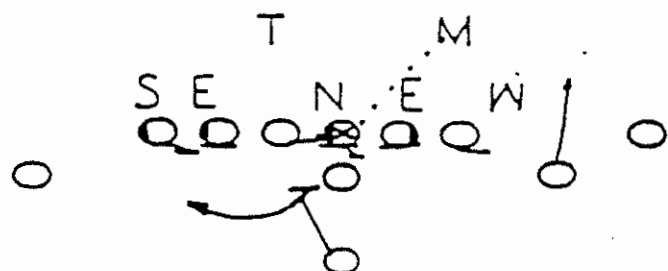
F Check - Swing.

Q

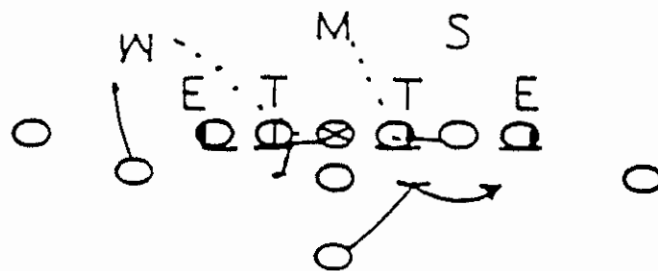
Notes



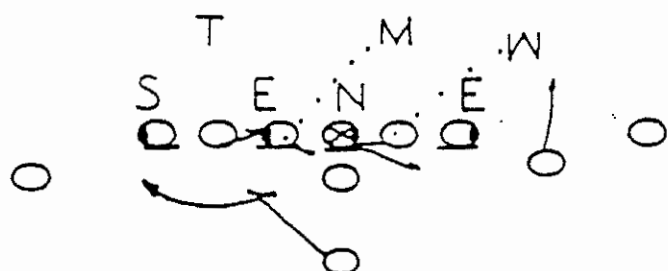
70



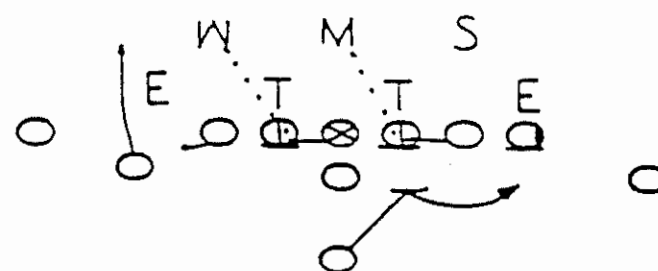
40 Loose



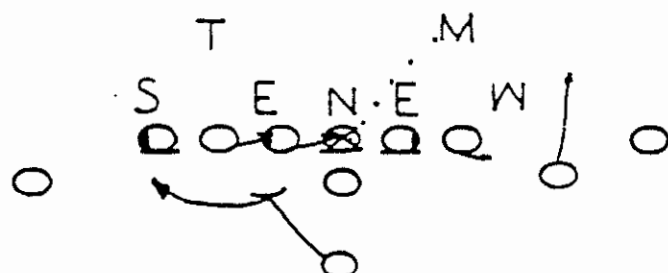
90



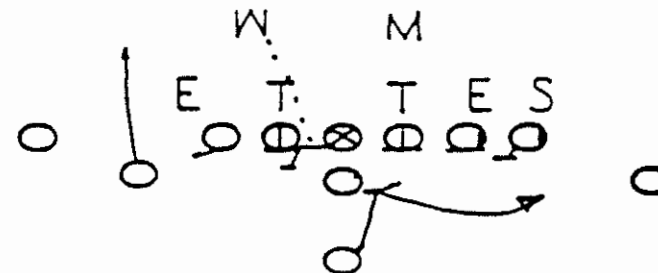
40 Double Loose



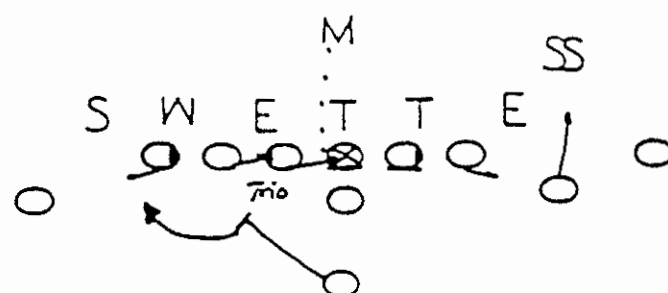
79



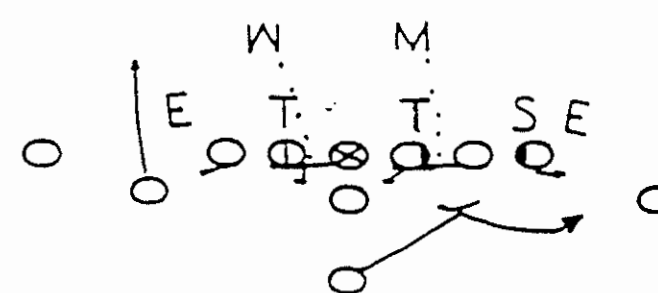
40 Backers Strong



Bear



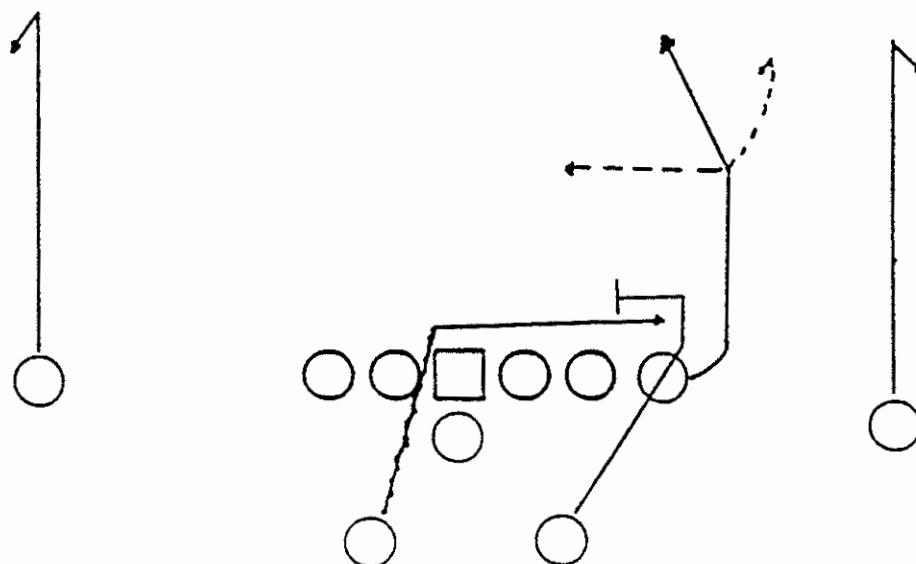
40 Wide Loose





Split  
wins

585 F RUB - SNEAK



X	Outside 5 Route (18-20 Yards).
---	--------------------------------

Y	Inside 8 Route.
---	-----------------

Z	Outside 5 Route (18-20 Yards).
---	--------------------------------

H	Check - Sneak.
---	----------------

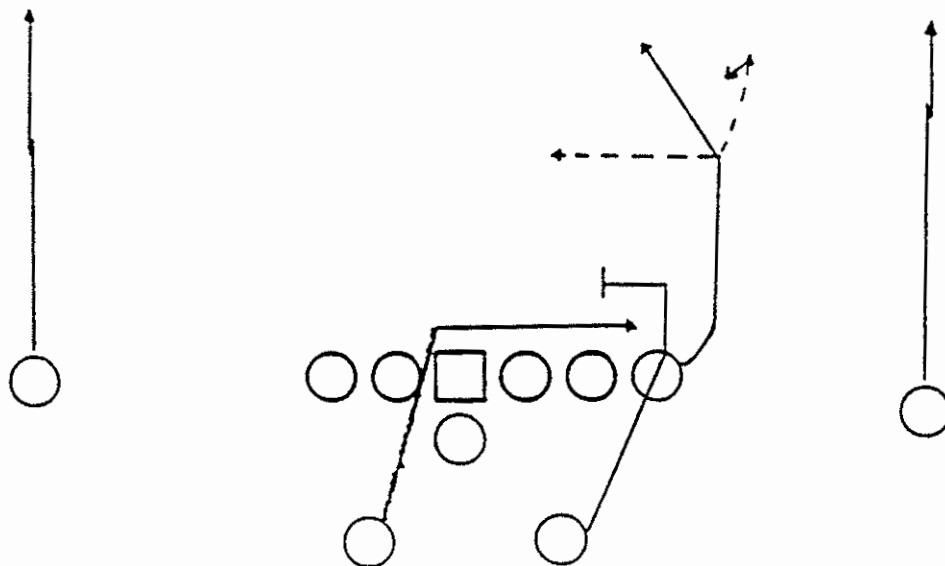
F	Check - Swing.
---	----------------

Q	
---	--

Notes



989 F RUB - SNEAK



X	Outside 9 Route.
Y	Inside 8 Route.
Z	Outside 9 Route.
H	Check - Sneak.
F	Check - Rub.
Q	

Cover 2 inspe 9<sup>Notes</sup> to sneak



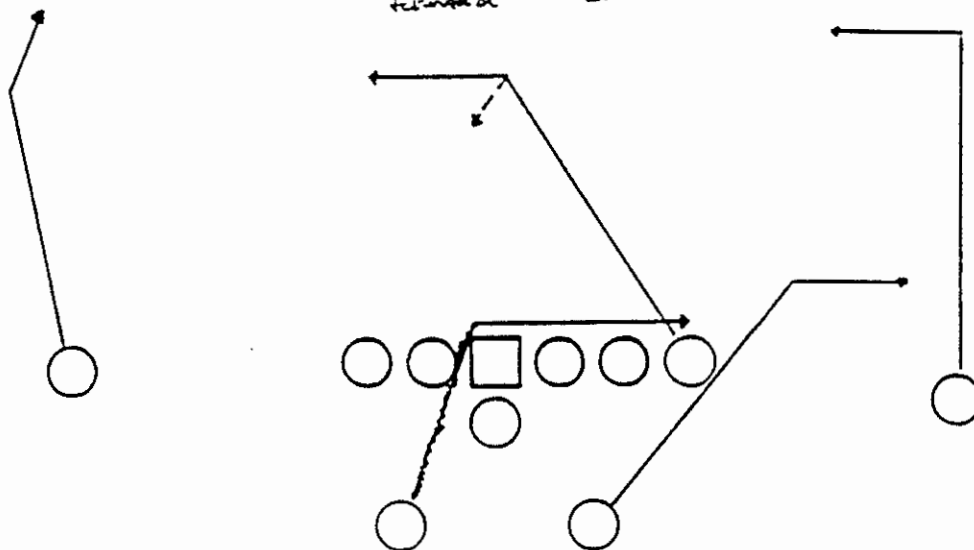
Split  
Twins

Brown

844 RICKY (LUCKY)

14 ft  
function

14 ft  
function



X Outside 8 Route (14 Yards).

Y Inside 4 Route (8-12 Yards).

Z Outside 4 Route (18-20 Yards).

H Check - Sneak.

F Check - Flat.

Q 7 shy deep hiker

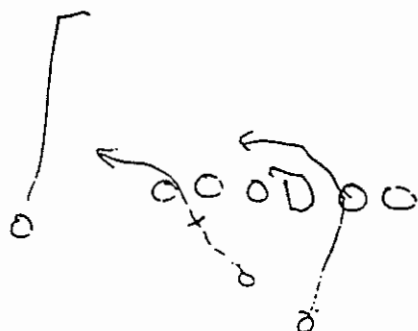
Notes

Against Zone

① 4 route

② Sneak

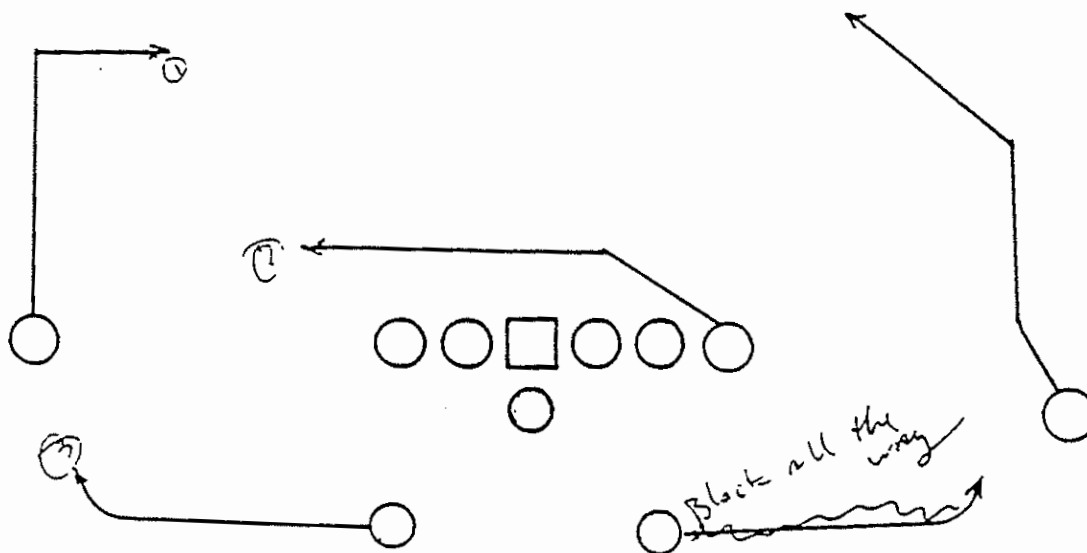
MAN Coverage  
Think T.E.



844

4 to the sneak.





X Outside 4 Route (18-20 Yards).

Y Inside 2 Route (6-8 Yards). Zone: slow down man: keep goin

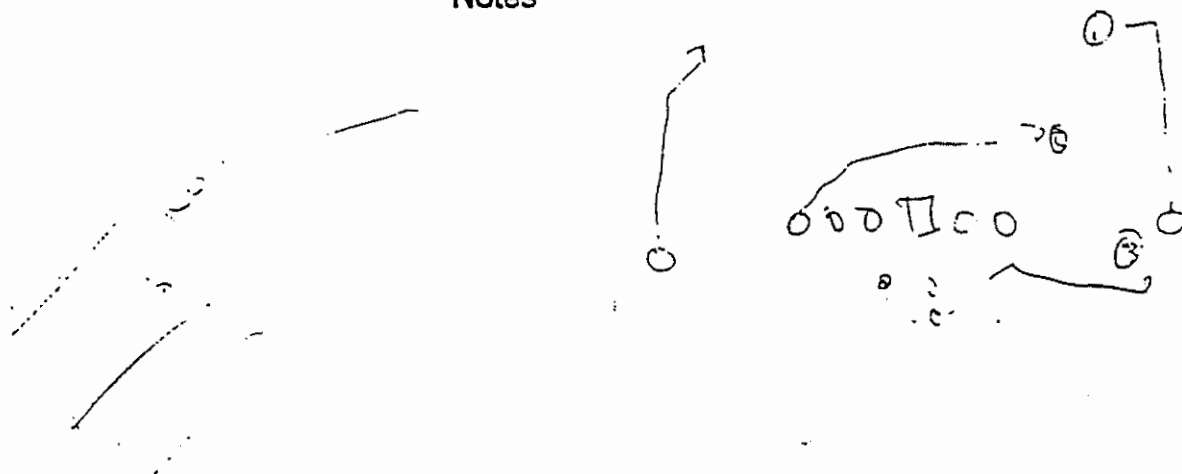
Z Outside 8 Route. deep 3 over top

FB Check - release (Swing). Block only

HB Check - release (Swing).

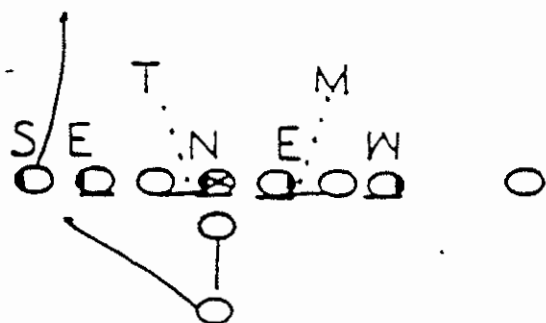
Q

Notes

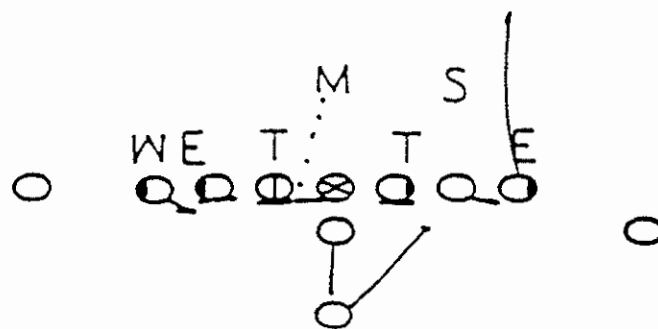




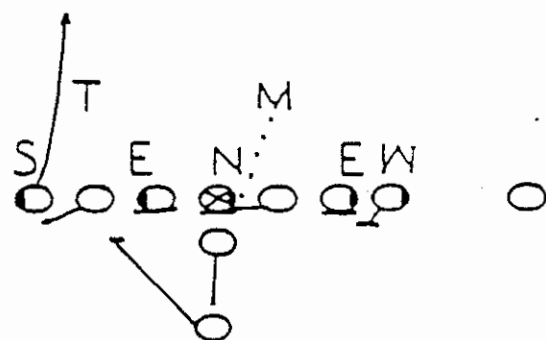
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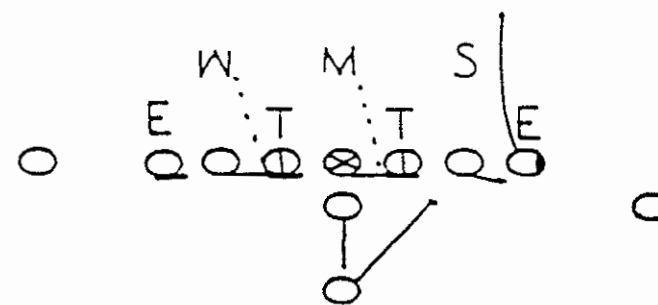
40 Loose



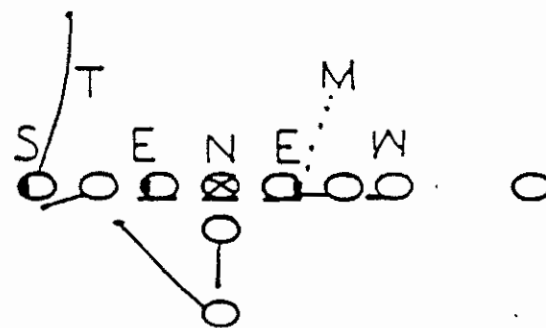
90



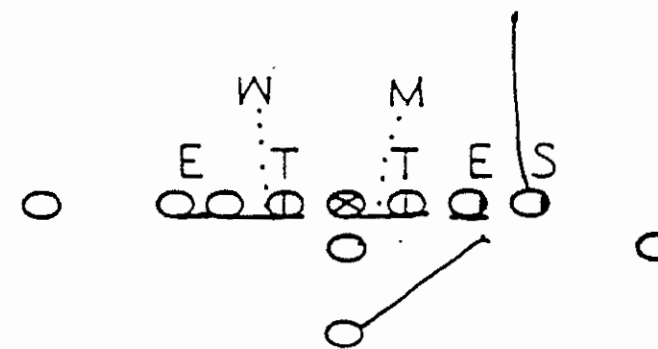
40 Double Loose



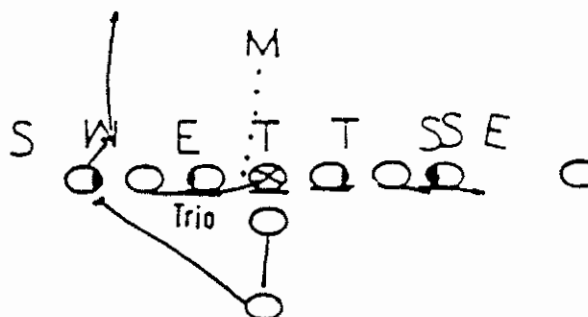
79



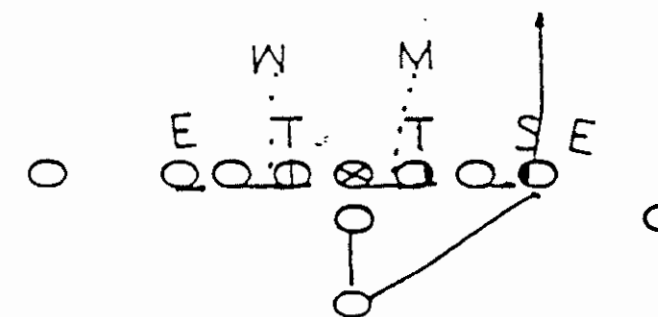
40 Backers Strong



Bear

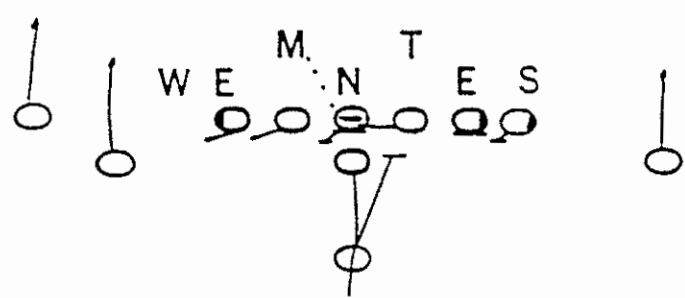
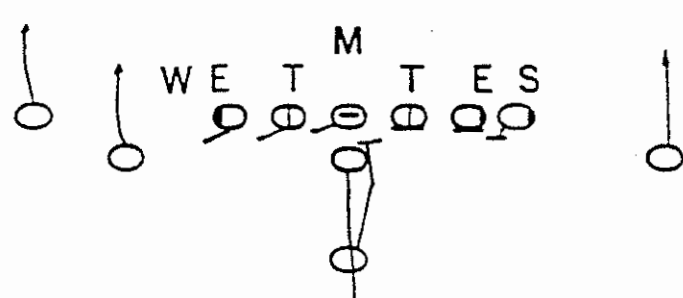


40 Wide Loose



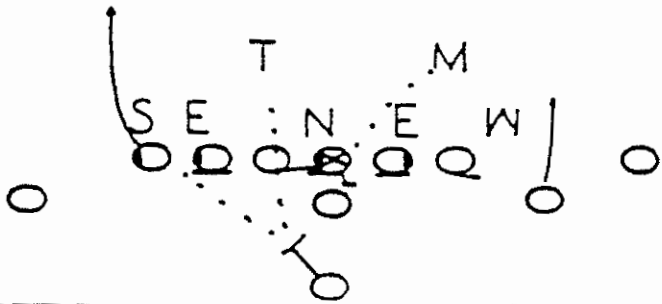


# [REDACTED] - OFFENSE

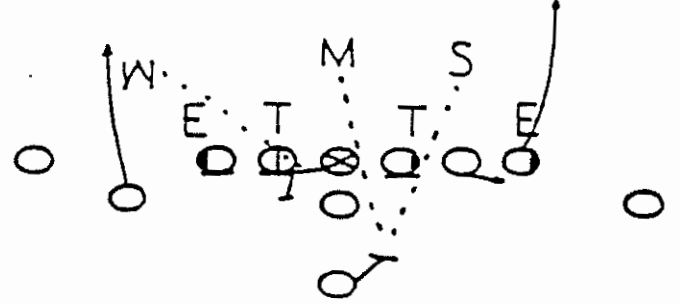
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Charlie	Flex Twins		
		<div style="display: flex; justify-content: space-around;"><div style="text-align: center;"><u>3-4</u> </div><div style="text-align: center;"><u>4-3</u> </div></div>		
		<div style="display: flex; justify-content: space-around;"><div>Charlie Right</div><div>Charlie Right</div></div>		
Y	#3, inside leverage set. C.P.: T and Y covered, set off and back to Zone Games.			
INSIDE TACKLE	On; n/t, inside. C.P.: G and T covered, covered call to G. C.P.: Uncovered, Name call to G, Zone with G for first LB back side. C.P.: Trio vs. Bear.			
ON-SIDE GUARD	On; n/t, inside. C.P.: Alert covered call, block on, middle set. C.P.: Alert Name call, Zone with OT for middle to back side LB. C.P.: Alert Trio vs. Bear.			
CENTER	1st LB back side. C.P.: Vs. 50, Zone with OG. C.P.: Vs. 50, 70 help to Fan side C.P.: Vs. 40, alert Backer call. on all Games. C.P.: Alert Name call to Zone Fan. C.P.: Alert Trio vs. Bear.			
BACKSIDE GUARD	Fan, inside leverage set on Fan, middle set when covered. C.P.: Alert Will off call, Name to C to Zone Fan vs. 90 or 40.			
BACKSIDE TACKLE	Fan, inside leverage set. C.P.: Will on or off call, "Backer" call.			
F	Route, free release.			
R	Block bubble backer to side of call (right or left), controlled aggressive; n/t, route.			



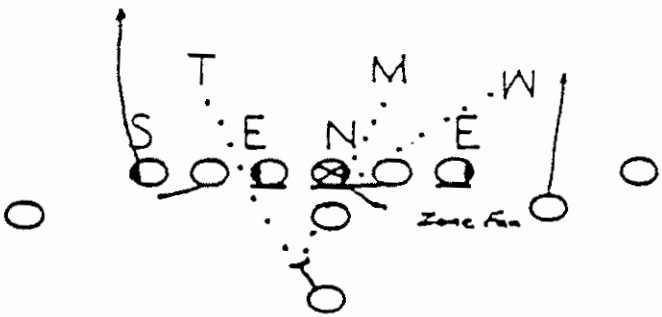
70



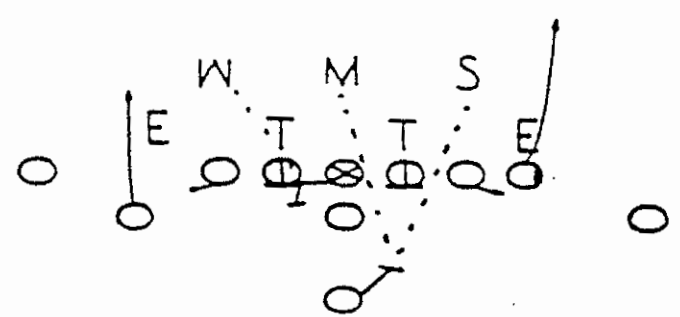
40 Loose



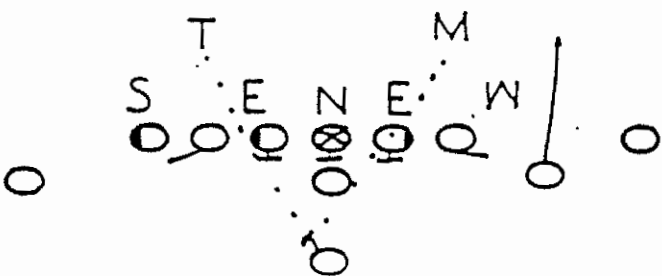
90



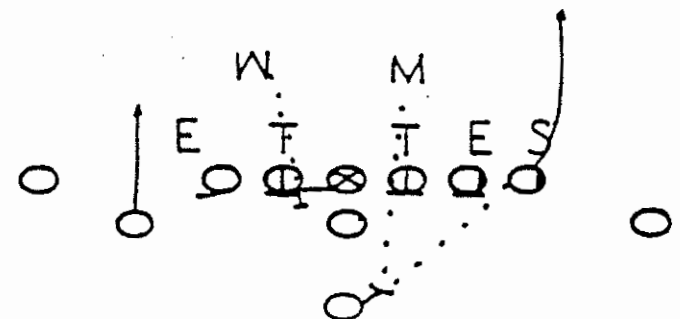
40 Double Loose



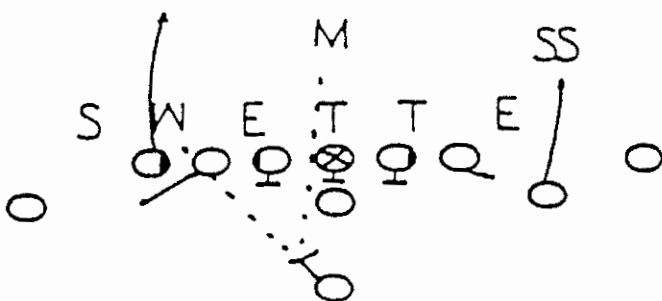
79



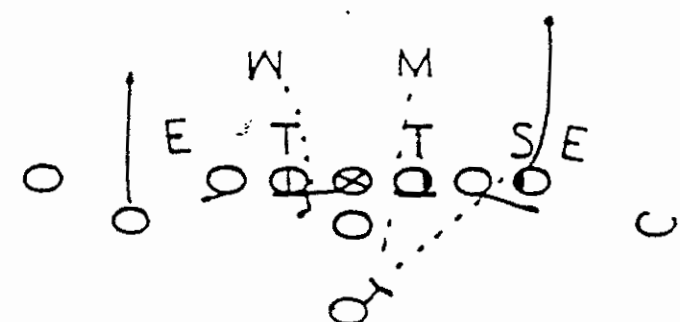
40 Backers Strong



Bear



40 Wide Loose

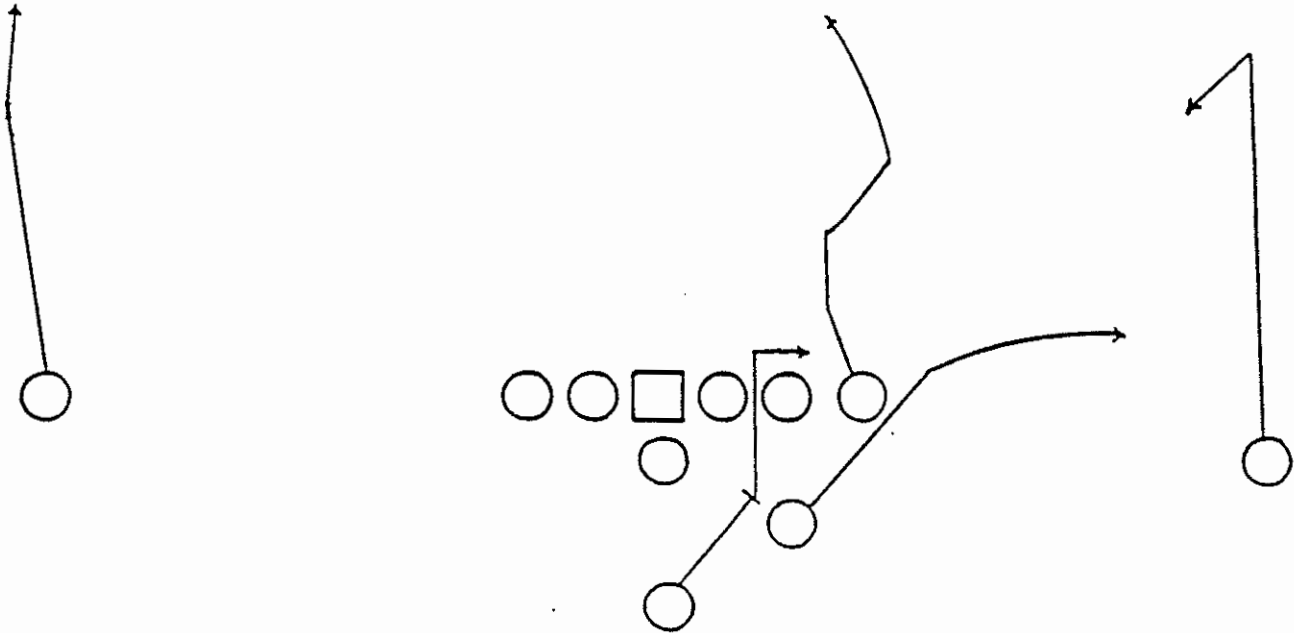




Jack  
Twins

Motion

ACE 896 F FLAT



X Outside Route.

Y Inside 9 Route.

Z Outside 6 Route.

FB Free release - Flat.

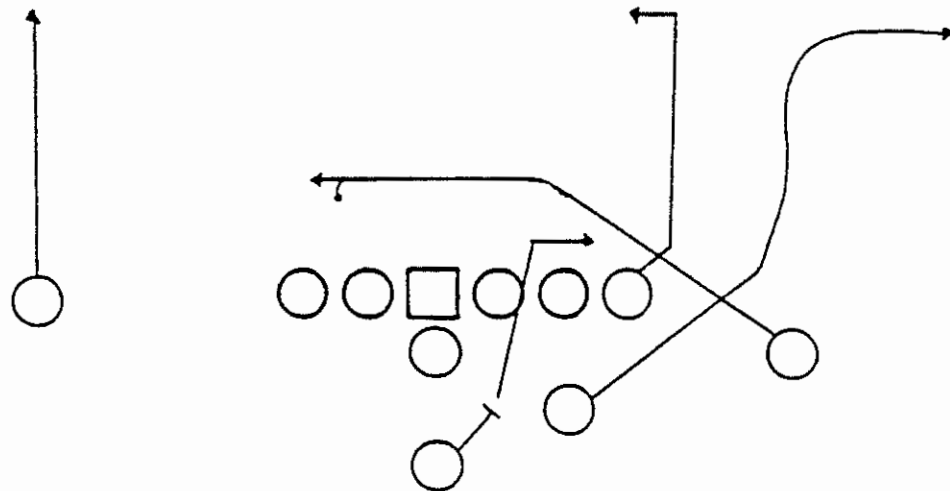
HB 1-2 Strong; n/t, Check - Out.

QB

Notes



ACE 940 F CORNER



X	Outside 9 Route.
Y	Inside 4 Route (12-14 Yards).
Z	Outside 0 Route (6-7 Yards).
F	Immediate Release (10-12 Yards).
H	Check - Sneak.
Q	

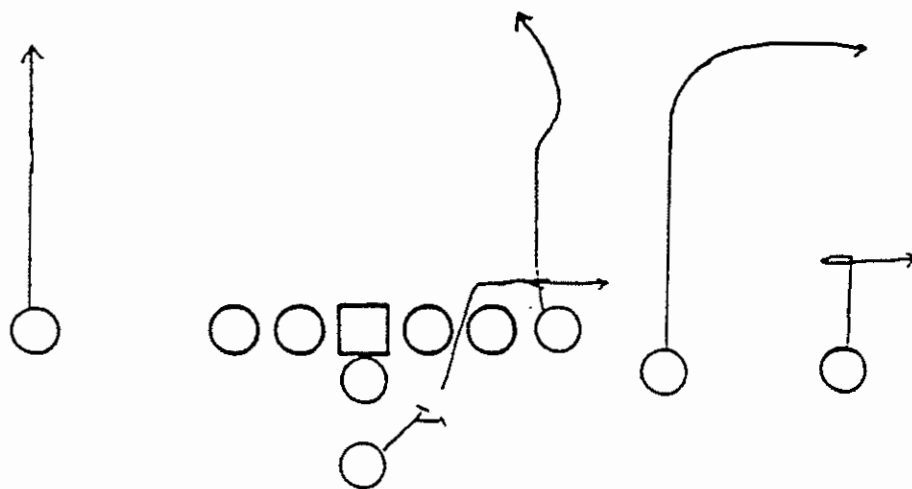
## Notes



[REDACTED]

Twin  
Twin Change

ACE 992 F CORNER



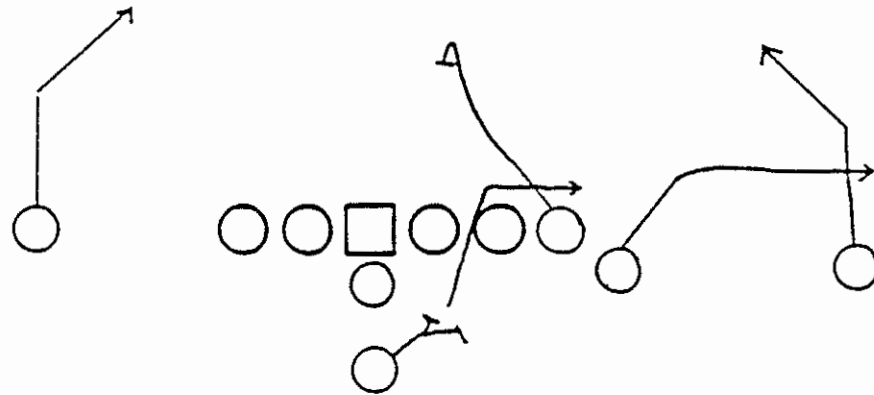
X	Outside 9.
Y	Inside 9.
Z	Outside 2 (5-7 Yards).
H	Check blocking - sneak.
F	Inside Corner (12-14 Yards).
QB	

Notes



Twin Motion  
Twin Change Motion

QUICK ACE 262 F FLAT



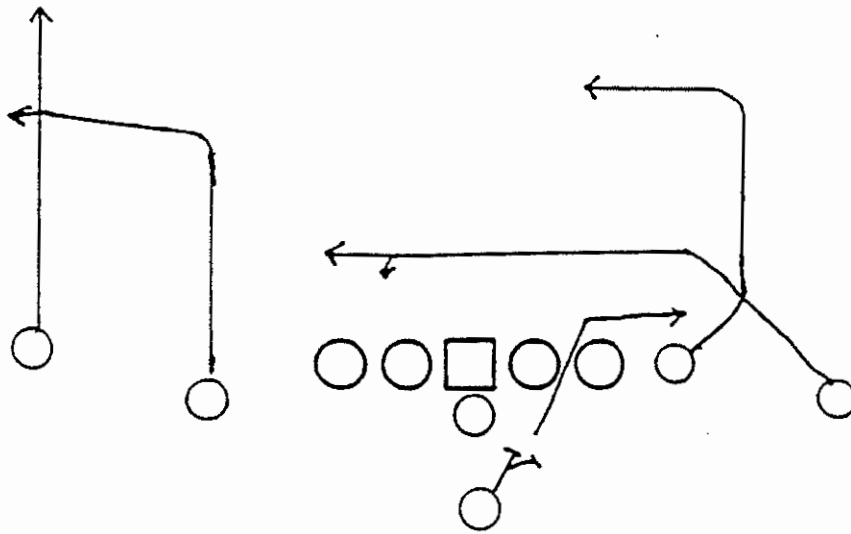
X	Outside 2 Slant (5-7 Yards).
Y	Inside 6 (8-10 Yards).
Z	Outside 2 Slant (5-7 Yards).
H	Check blocking - sneak.
F	Flat.
QB	

Notes



Deuce

ACE 940 F CORNER



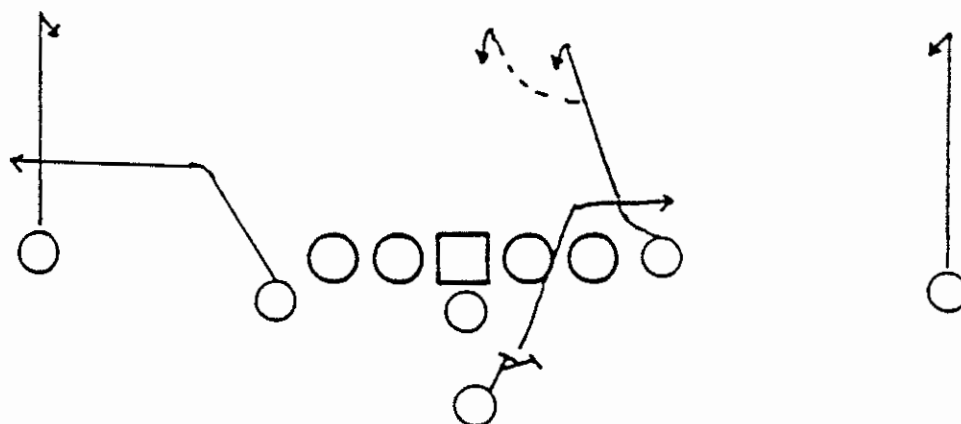
X	Outside 9 Route.
Y	Inside 4 Route (12-14 yards).
Z	Outside 0 Route (6 yards).
H	Check blocking; sneak.
F	Free release - corner (12-14 yards).
QB	

Notes

OK can run in SALT  
with F corner.



## ACE 666 F FLAT



X Outside 6 Route (12 yards).

Y Inside 6 Route (8-10 yards).

Z Outside 6 Route (12 yards).

H Check blocking; sneak.

F Free release - flat.

QB

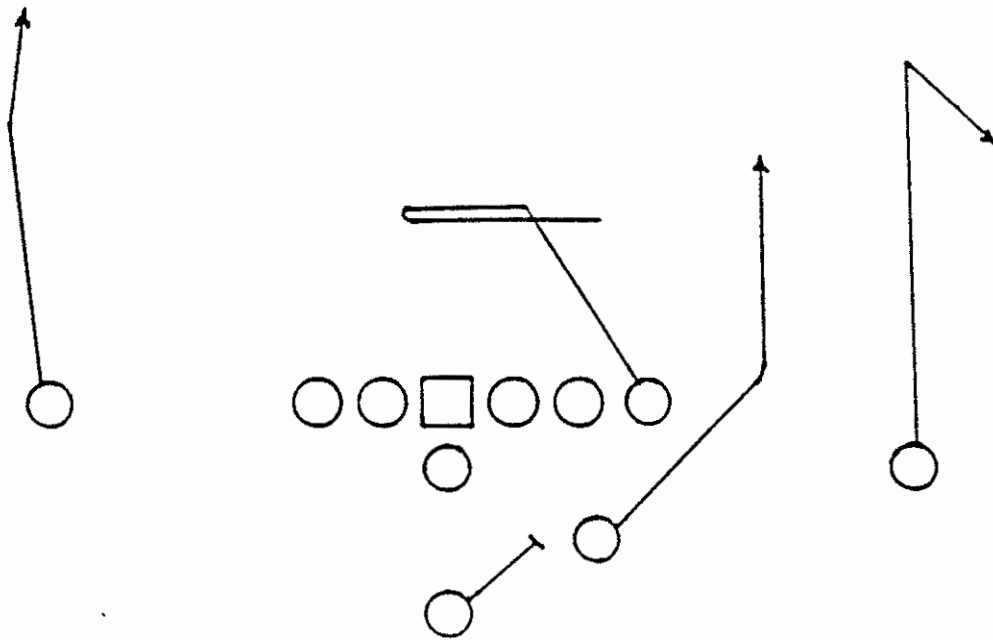
Notes



Jack

Motion

ACE 835 F SEAM



X	Outside 8 Route (12-14 yards).
---	--------------------------------

Y	Inside 3 Route (Fake Delay).
---	------------------------------

Z	Outside 5 Route (15-17 yards).
---	--------------------------------

F	Free release Seam.
---	--------------------

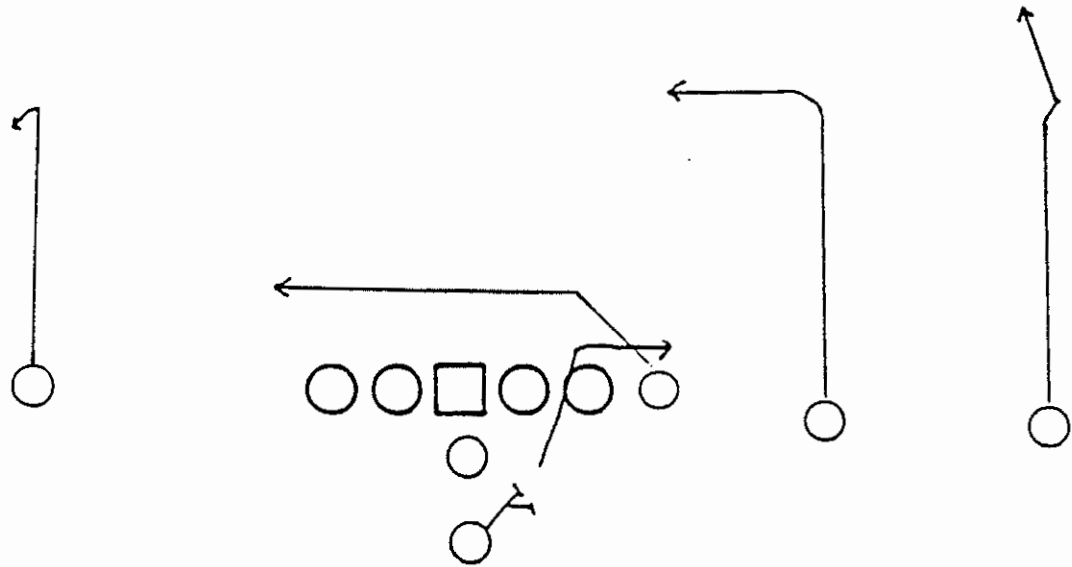
H	Check - Delay.
---	----------------

QB	
----	--

Notes



ACE 528 F IN

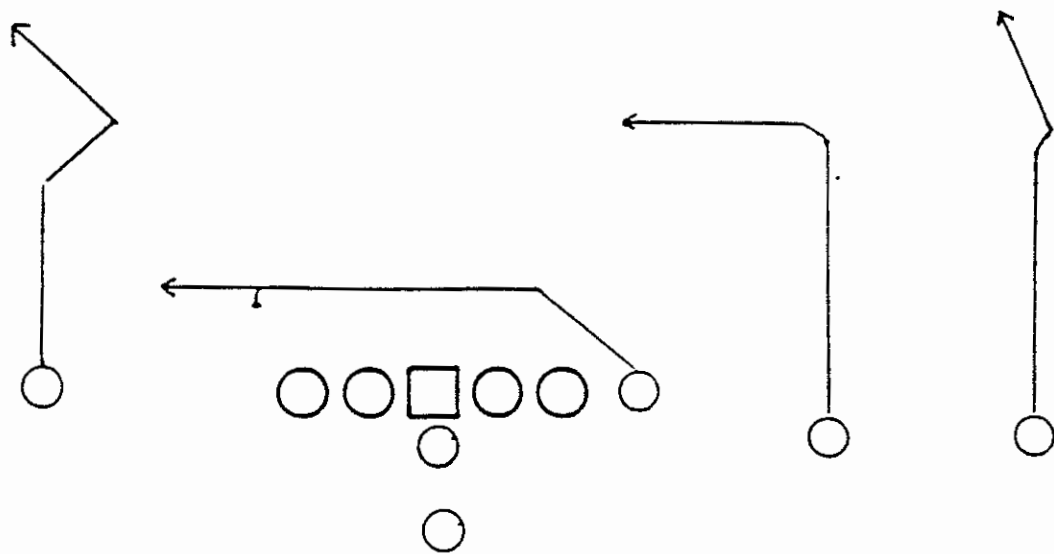


X	5 Route (15-17 yards).
Y	Inside 2 Route (6-8 yards).
Z	Action 8 Route (12-14 yards).
H	Ace protection; run sneak.
F	In Route (12-14 yards).
QB	

Notes



ACE 728 F IN



X 7 Post Corner (12-14 yards).

Y Inside 2 Route (6-8 yards).

Z Outside 8 Route (12-14 yards).

H Check blocking; sneak.

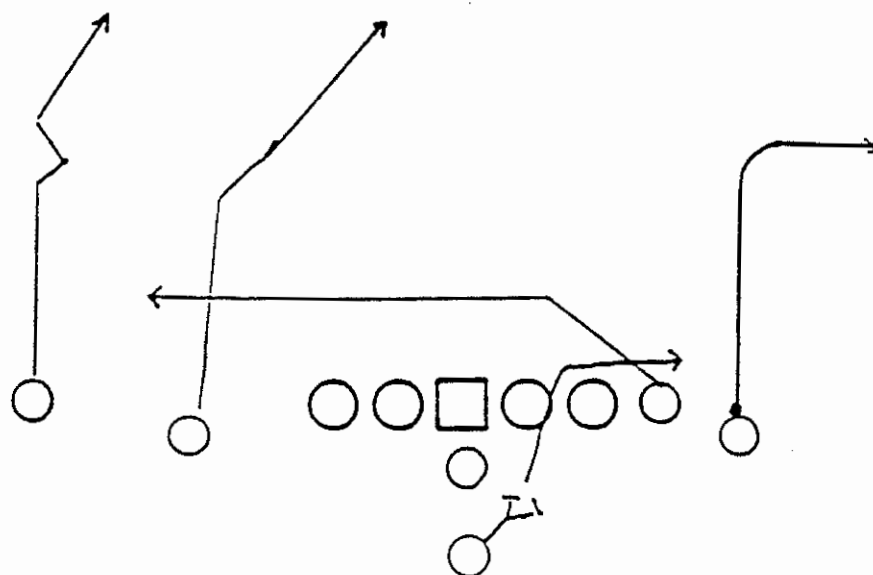
F In Route (12-14 yards).

QB

Notes



## ACE 088 F CORNER



X	Outside Action 8 Route (12-14 yards).
Y	Inside 0 Route (6-8 yards).
Z	Inside 8 Route (8-10 yards); occupy FS.
H	Check blocking; sneak.
F	Free release - corner (12-14 yards).
QB	

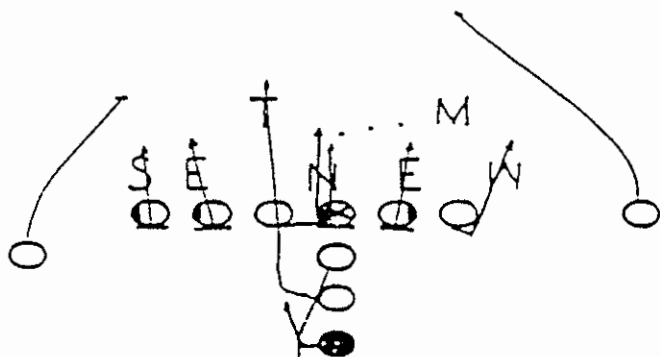
Notes



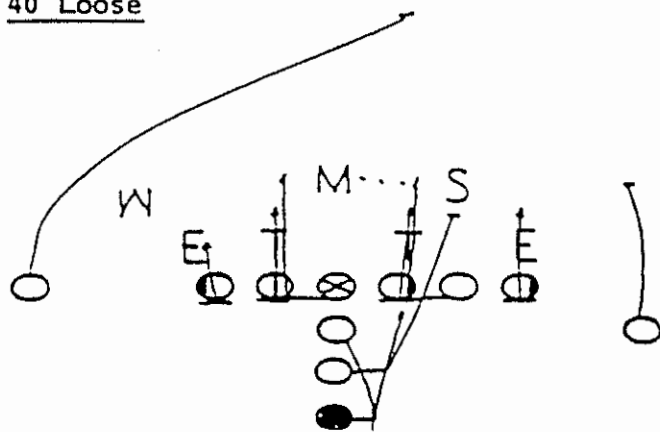
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Rip/Liz Protection	"I" Split Twins		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><u>3-4</u></p> <p><u>Liz</u></p> </div> <div style="text-align: center;"> <p><u>4-3</u></p> <p><u>Liz</u></p> </div> </div>		
Y	Route. C.P.: Possible Hang call to T; only in One Back Sets.			
ONSIDE TACKLE	On; n/t, outside, "Big". C.P.: Vs. 50, inside leverage set.			
ONSIDE GUARD	On; n/t, key 1 to 3. C.P.: No key vs. 4-3 personnel. C.P.: Vs. 40, outside leverage set, alert Solid call by Center.			
CENTER	#0. C.P.: Vs. 40 Solid call, set off ball, help to either G, stay deeper than either "G". C.P.: Under or Over sets, 3-Man Zone on Games.			
BACKSIDE GUARD	#1. C.P.: Vs. 40, outside leverage set, alert Solid call by Center. C.P.: Alert Hang call, Sift rules apply, Zone all games.			
BACKSIDE TACKLE	On; n/t, outside, "Big", inside leverage set. C.P.: Alert for Hang call by TE, Zone all Games.			
FB	Sam; n/t, route.      Note: "I" Formation, same as Scat. C.P.: On all <u>four</u> man lines, all Rip and Liz calls are off. This does not affect you. C.P.: On strong side Rip/Liz vs. 50 Defense, you have <u>key protection</u> . All others, you block Solid with "Big" call.			
HB	Vs. 50, blocking is key. Key = if Mike comes, you block Will if he comes. C.P.: On all <u>four</u> man lines, all Rip and Liz calls are off. You block Will or "Big" call.			



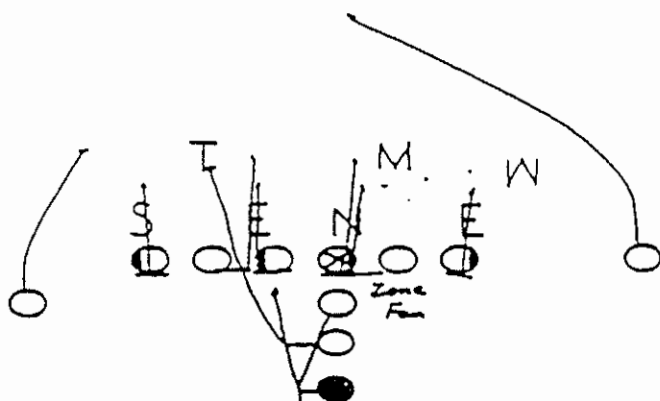
70



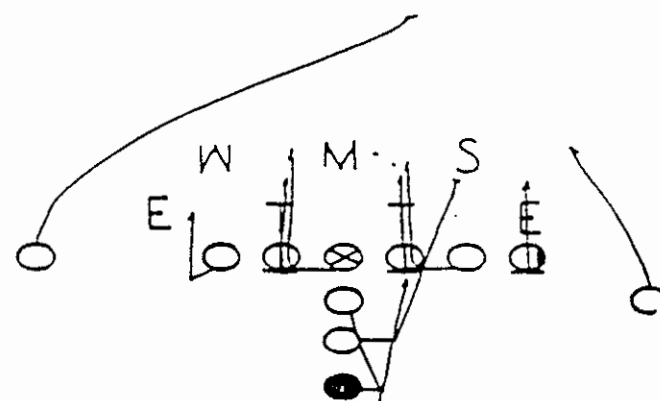
40 Loose



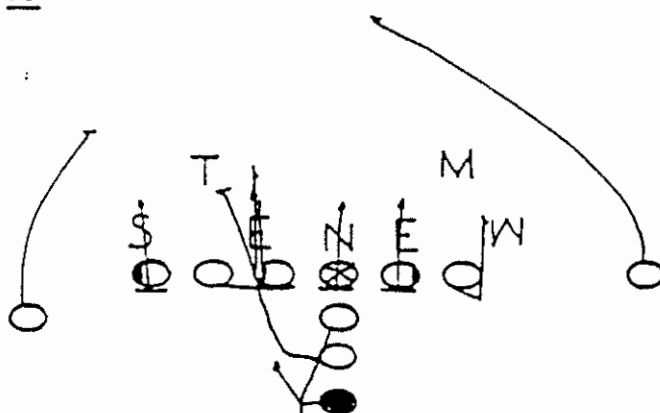
90



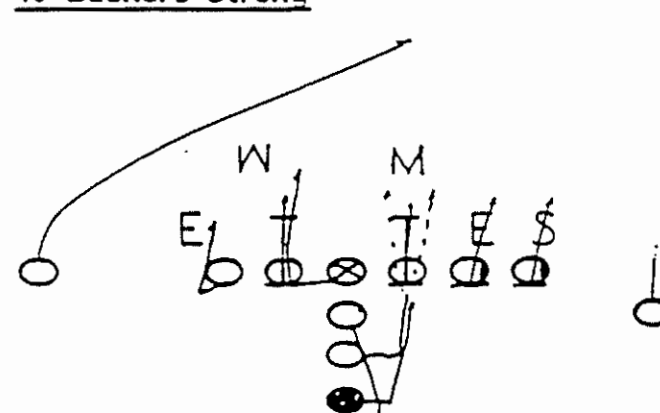
40 Double Loose



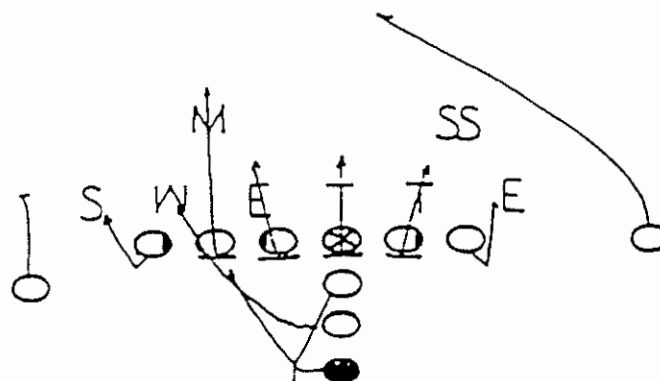
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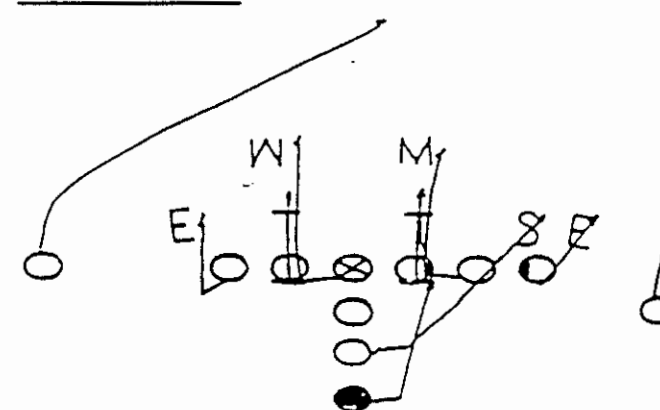
40 Backers Strong



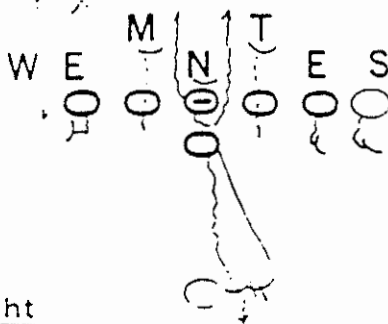
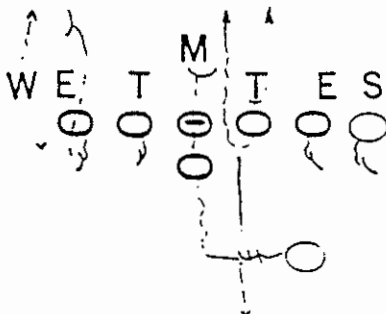
Bear



40 Wide Loose

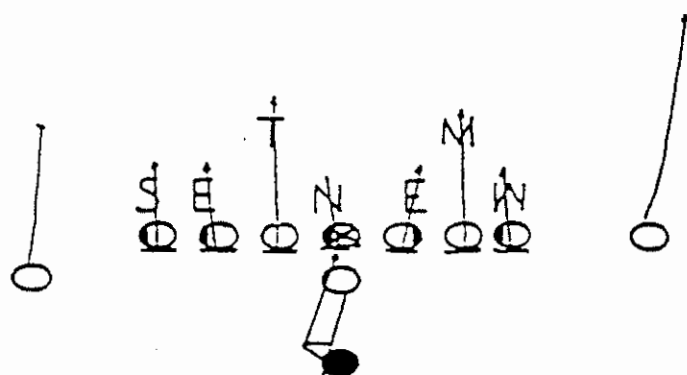




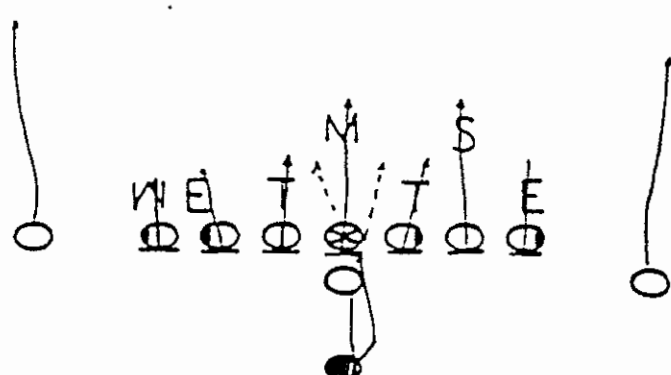
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Draw	Flex Dual Deuce Twins		
<u>50</u> 		<u>40</u> 		
<u>Draw Right</u>		<u>Draw Right</u>		
Y	#3, set, drive. C.P.: Zone with OT vs. 7 Technique, hang call to OT.			
ON-SIDE TACKLE	#2, set, drive. C.P.: Alert hang call from Y. C.P.: No area blocking unless defensive alignment dictates.	QB 2 - Crossover. 3 - Back out. Show pass, hand off play side. Pocket set.		
ON-SIDE GUARD	#1, set, drive. C.P.: No area blocking unless defensive alignment dictates.	Z Run 9 Route as far as you can then block Corner. X Same as Z.		
CENTER	#0, set, drive. C.P.: No area blocking unless defensive alignment dictates.			
BACKSIDE GUARD	#1, set, drive. C.P.: No area blocking unless defensive alignment dictates. C.P.: Possible sift if LBer gets in A gap.			
BACKSIDE TACKLE	#2, set, drive. C.P.: Flash and go vs. 7-man front, alert sift when Will gets in A gap.			
FB	Lead block #3 to side away from TE.			
HB	Ball. Step up to 5 yards, play side, read first covered lineman and run off block. C.P.: From Split position, shuffle to center's play side foot.			



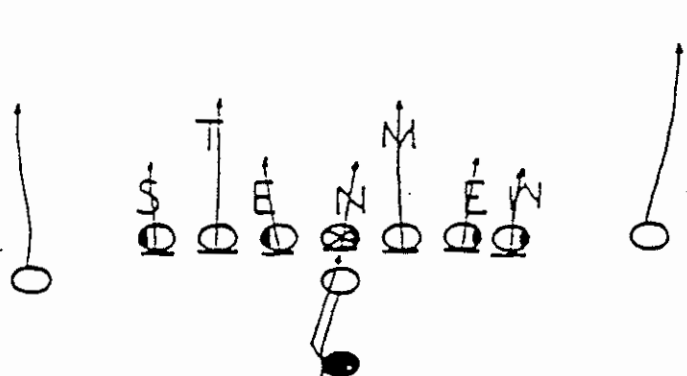
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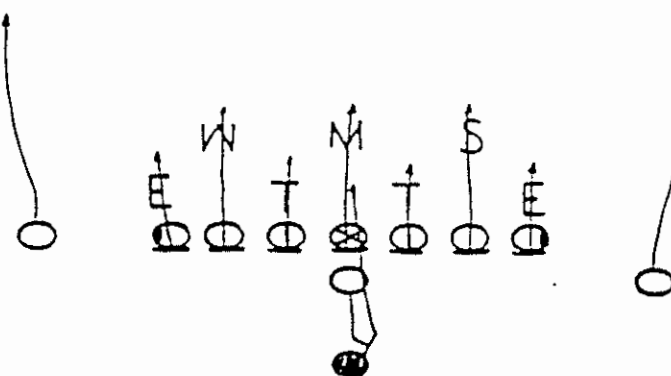
40 Loose



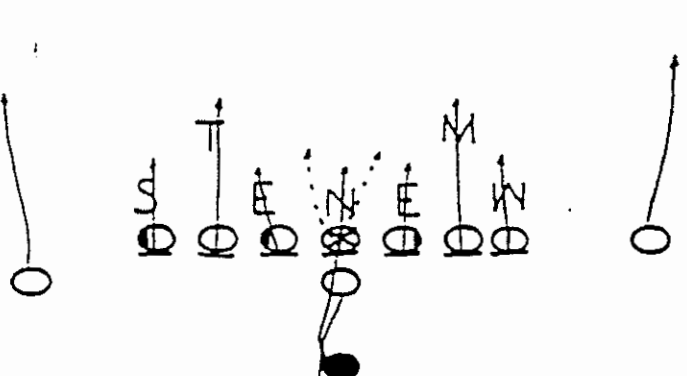
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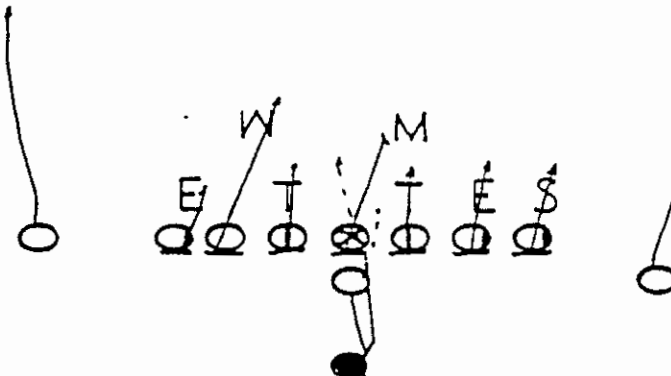
40 Double Loose



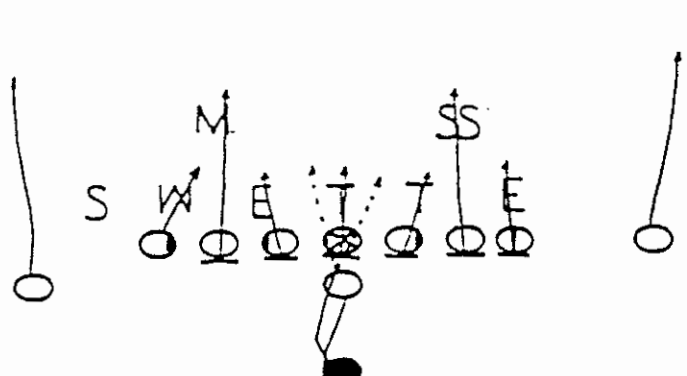
79



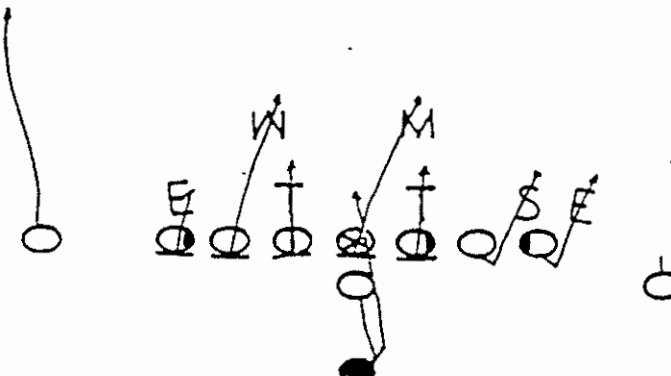
40 Backers Strong



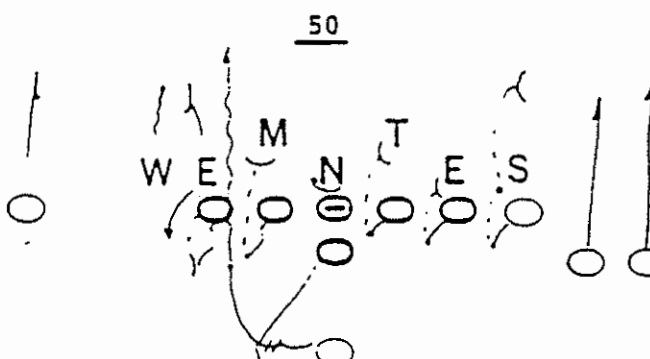
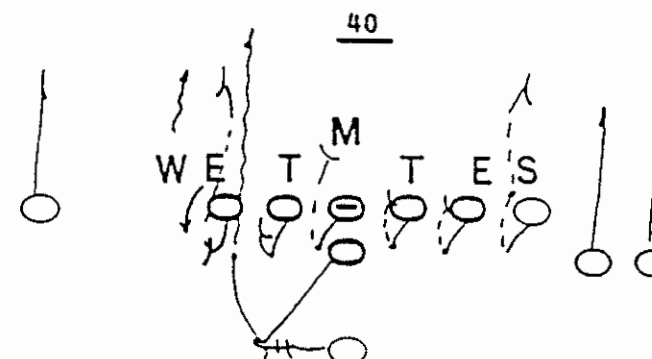
Bear



40 Wide Loose

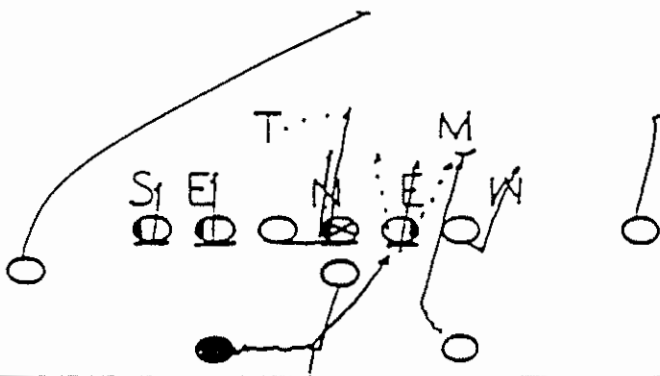




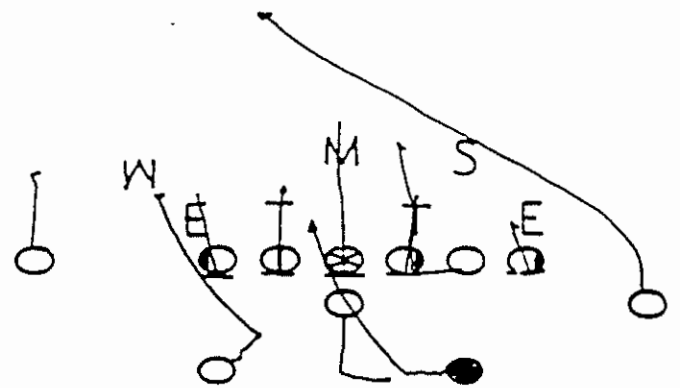
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Sprint Draw	Twins Dual		
 <p><u>50</u></p> <p>Sprint Draw Left</p>		 <p><u>40</u></p> <p>Sprint Draw Left</p>		
Y	#3, set, drive. C.P.: Zone with BT vs. 7 Technique, hang call to BT.		QB Show sprint pass, hand off play side, set up.	
ON-SIDE TACKLE	Flash big, 2nd level LB. C.P.: You could end up on Will or Mike.		Z Run 9 route as far as you can, then block. X - Same as Z.	
ON-SIDE GUARD	#1, set and drive. C.P.: Covered, set with depth and pin DT from outside. C.P.: Uncovered, set with depth and read DE.			
CENTER	#0, set to call, drive. C.P.: Zone back side.			
BACKSIDE GUARD	#1, set to call, drive. C.P.: Zone back side.			
BACKSIDE TACKLE	#2, set to call, drive. C.P.: Zone back side.			
FB				
HB	Ball. C.P.: Depth is 6 yards, footwork open, X over and plant. C.P.: Footwork should take you to inside leg of tackle. C.P.: Your running lane is off playside tackle's block.			



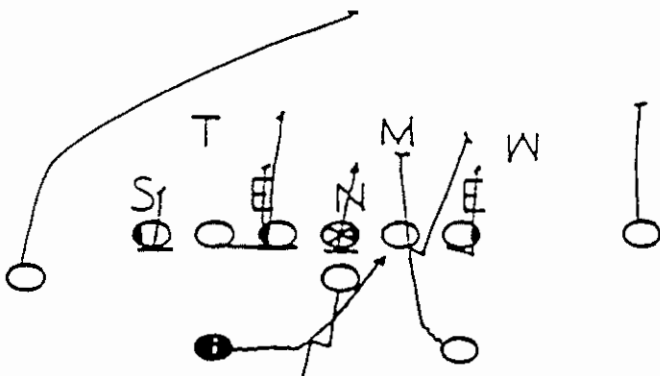
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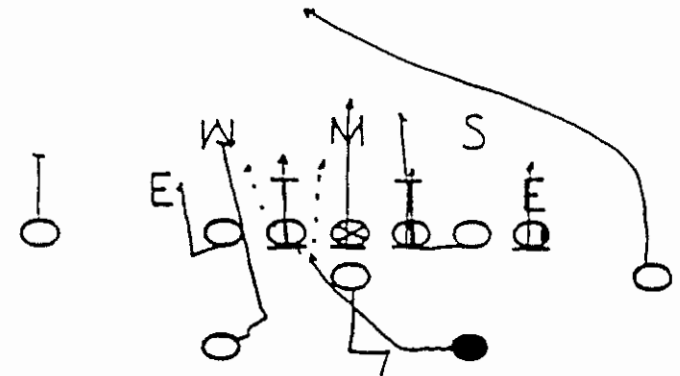
40 Loose



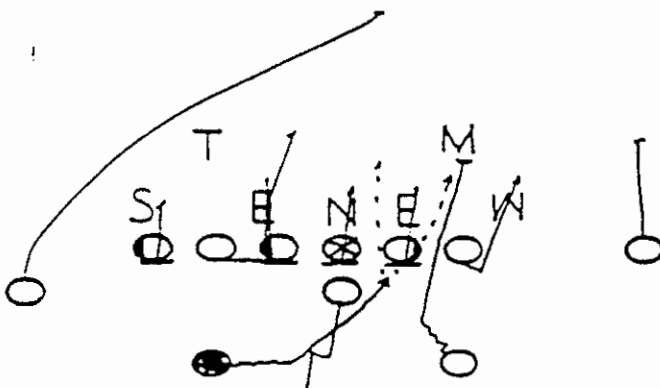
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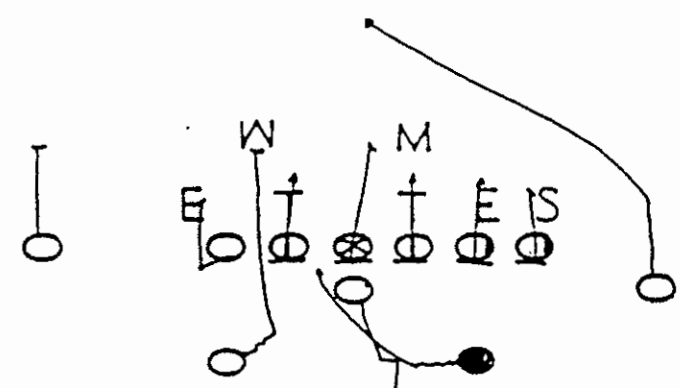
40 Double Loose



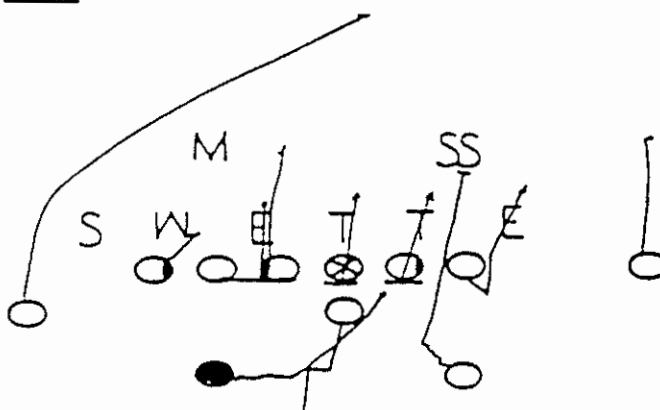
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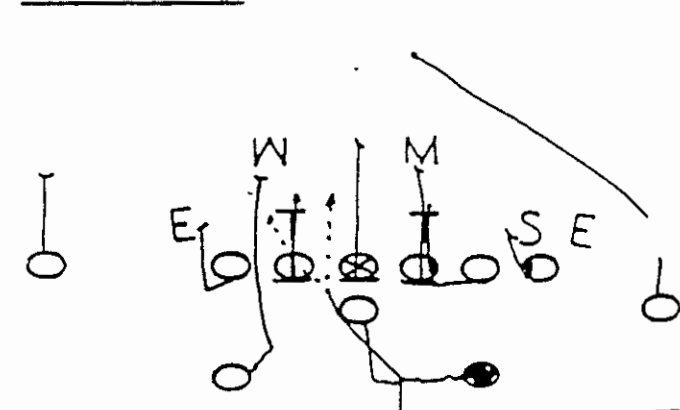
40 Backers Strong



Bear

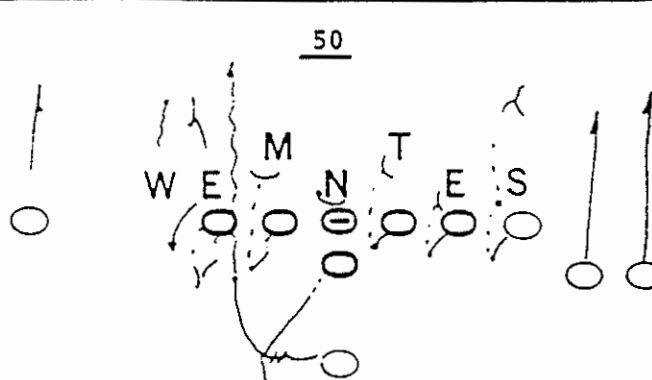
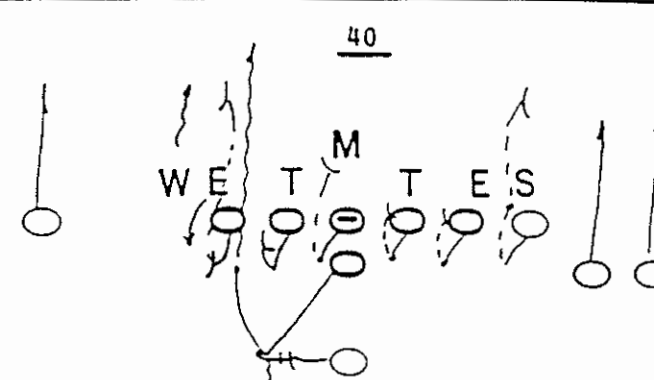


40 Wide Loose



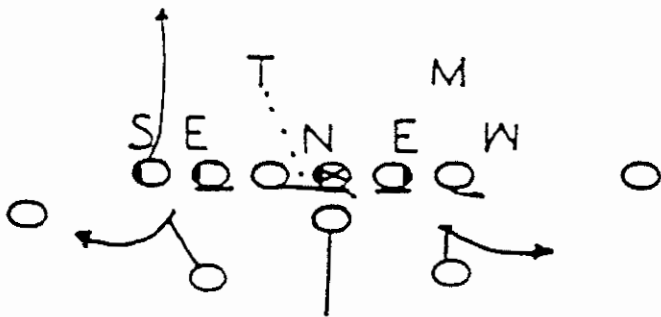


# - OFFENSE

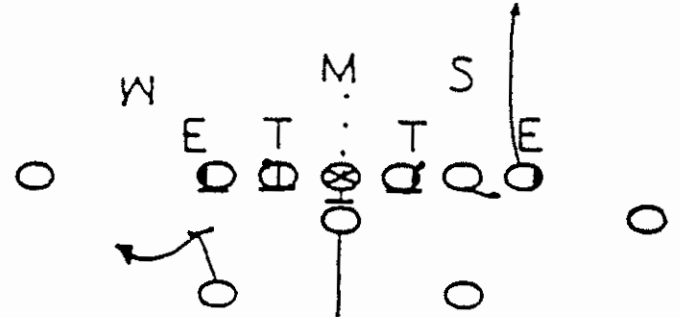
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Sprint Draw	Twins Dual		
				
<u>Sprint Draw Left</u>		<u>Sprint Draw Left</u>		
Y	#3, set, drive. C.P.: Zone with BT vs. 7 Technique, hang call to BT.		QB Show sprint pass, hand off play side, set up.	
ONSIDE TACKLE	Flash big, 2nd level LB. C.P.: You could end up on Will or Mike.		Z Run 9 route as far as you can, then block. X - Same as Z.	
ONSIDE GUARD	#1, set and drive. C.P.: Covered, set with depth and pin DT from outside. C.P.: Uncovered, set with depth and read DE.			
CENTER	#0, set to call, drive. C.P.: Zone back side.			
BACKSIDE GUARD	#1, set to call, drive. C.P.: Zone back side.			
BACKSIDE TACKLE	#2, set to call, drive. C.P.: Zone back side.			
FB				
HB	Ball. C.P.: Depth is 6 yards, footwork open, X over and plant. C.P.: Footwork should take you to inside leg of tackle. C.P.: Your running lane is off playside tackle's block.			



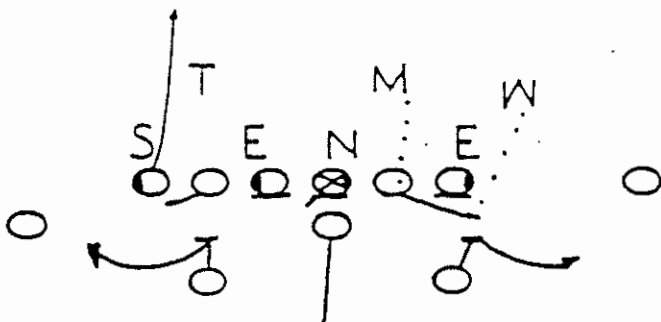
70



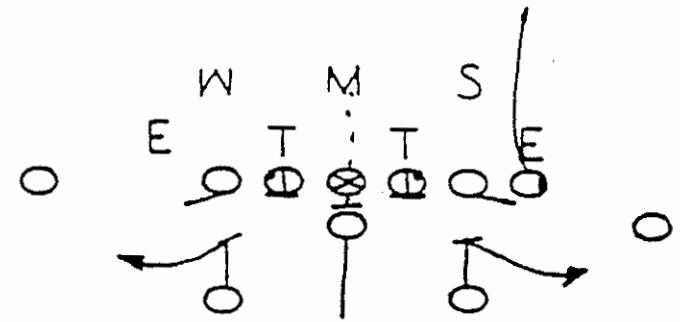
40 Loose



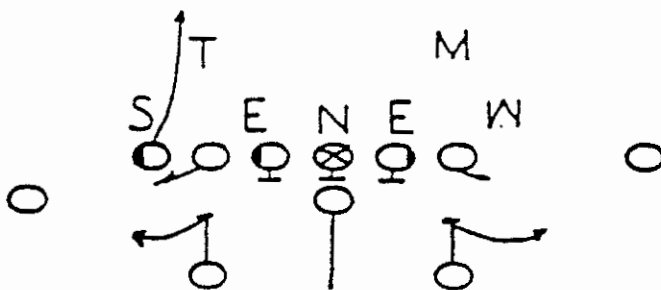
90



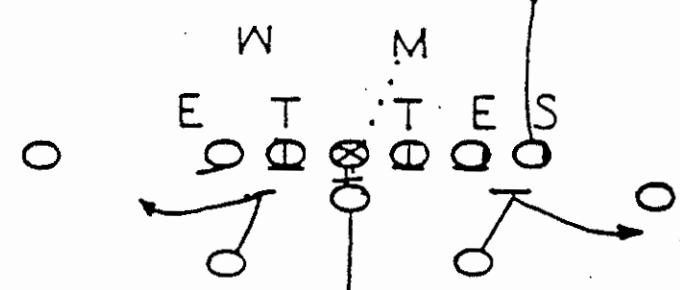
40 Double Loose



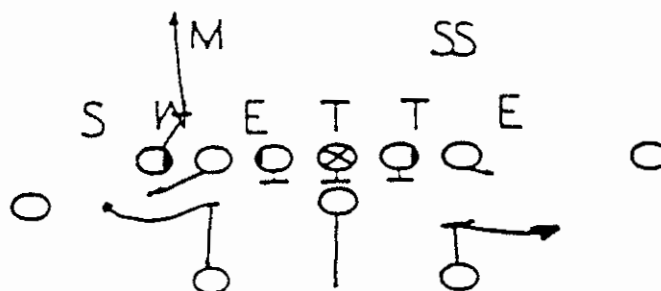
79



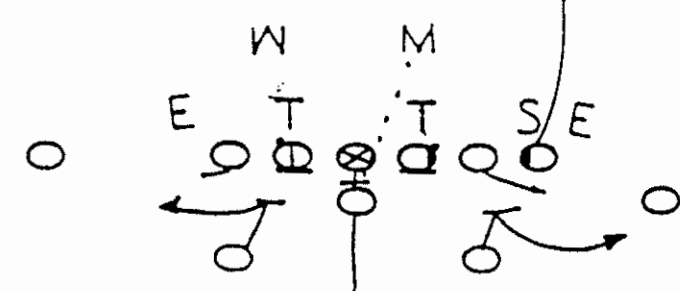
40 Backers Strong



Bear



40 Wide Loose



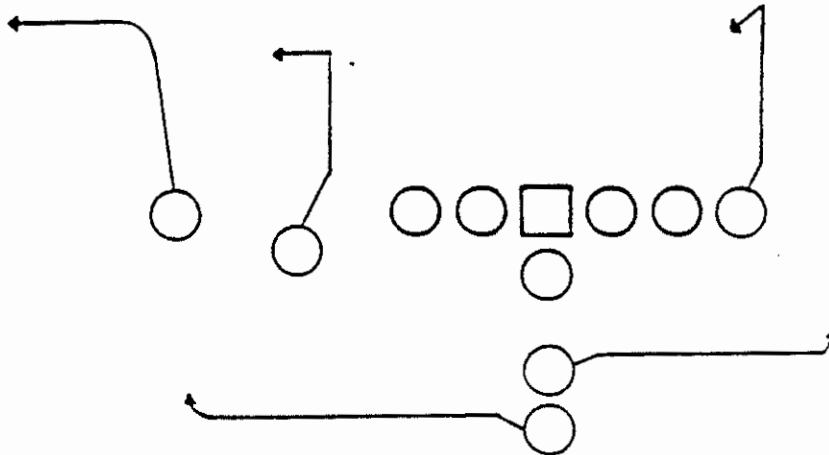


Rip / Gie  
Pass ="I" Slot  
Jack Slot

Flank

633

PLOT



X

Outside 3 Route (12 Yards).

Y

Outside 6 Route (10-12 Yards).

Z

Inside 3 Route (8-12 Yards).

H

Check - Swing.

F

Check - Swing.

Q

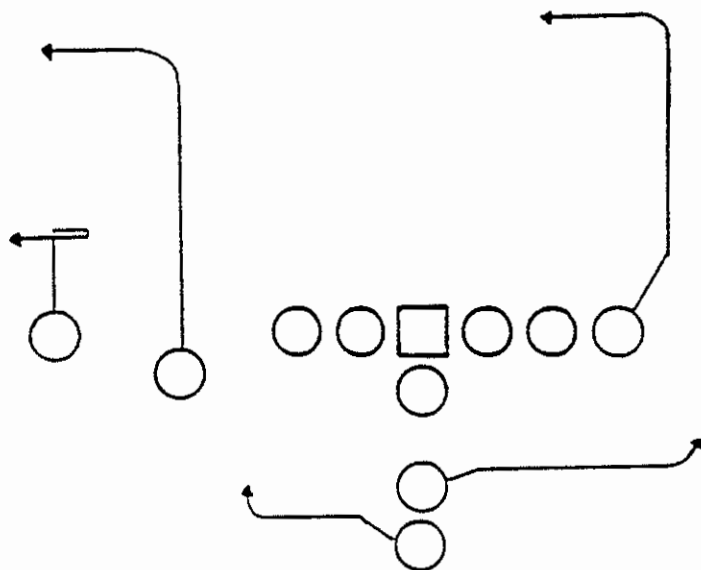
Notes



"I" Slot  
Flank

Flex

472 LOOP



X Outside 2 Route (6-7 Yards).

Y Outside 4 Route (12-14 Yards).

Z Inside 7 Route (17 Yards).

H Check - Loop.

F Check - Swing.

Q

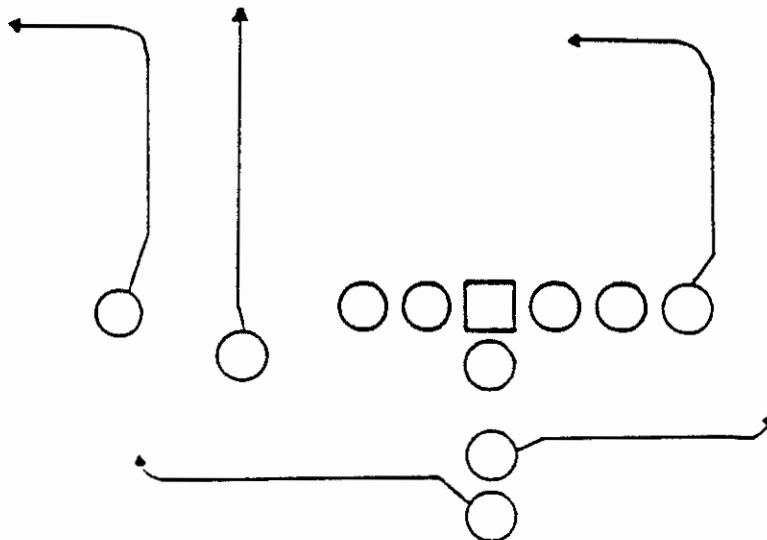
Notes



Split Slot  
Flank

Flex

497



X	Outside 7 Route (17 Yards).
Y	Outside 4 Route (12-14 Yards).
Z	Inside 9 Route.
H	Check - Swing.
F	Check - Swing.
Q	

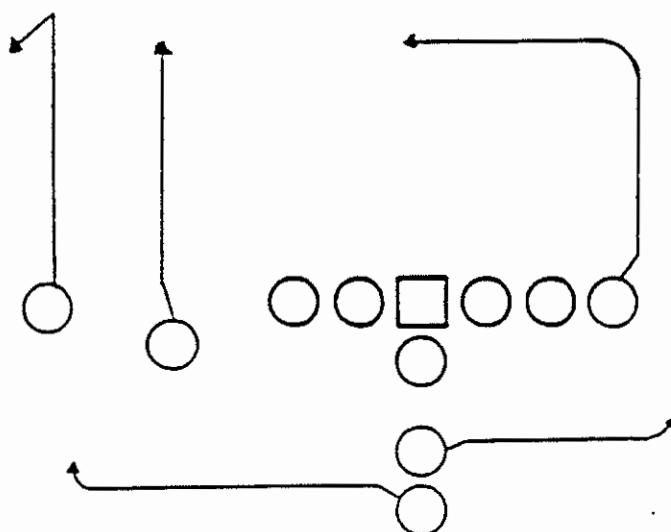
Notes



"I" Slot  
Flank

Flex

495



X Outside 5 Route (17 Yards).

Y Outside 4 Route (12-14 Yards).

Z Inside 9 Route.

H Check - Swing.

F Check - Swing.

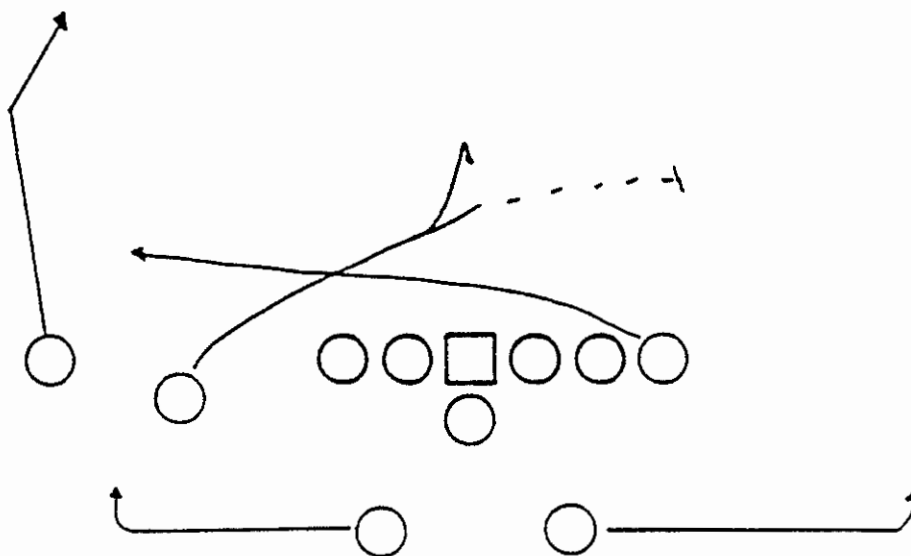
Q

Notes



Split Slot  
"I" Slot

(SLOT) 068



X Outside 8 Route (14 Yards).

Y Inside Zero Route (7 Yards).

Z Inside Rub.

H Check - Swing.

F Check - Swing.

Q

Notes

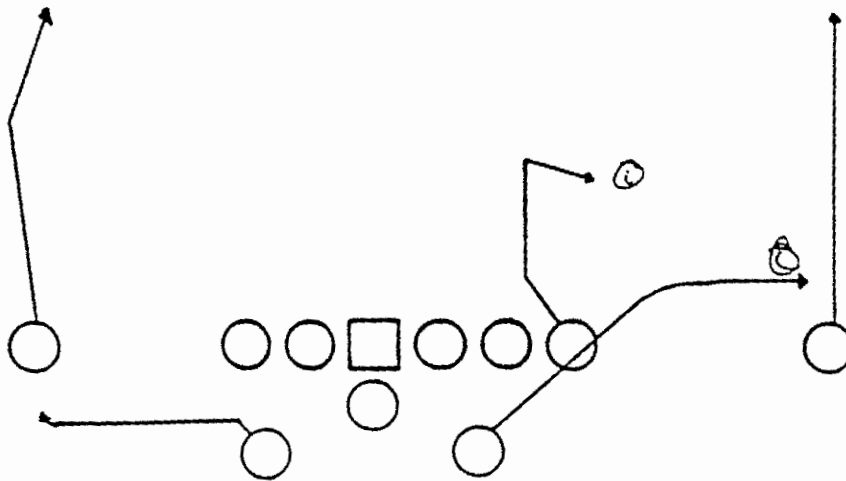


Diagram illustrating a 1D lattice with sites labeled W, E, T, M, T, S, E. Sites E, T, and S are occupied by particles (circles). Site M is occupied by a particle with a cross. Arrows indicate transitions between sites.

A diagram of a 1D lattice with sites labeled E, W, T, M, T, S, E. Sites T, M, and T are occupied by particles (circles with crosses). Arrows indicate transitions between sites.



839 F FLAT - SWING



Outside 8 Route (12-14 Yards.)

Inside 3 Route (6-10 Yards).

Outside 9 Route.

Check - Swing.

Immediate release - Flat (3-4 Yards).

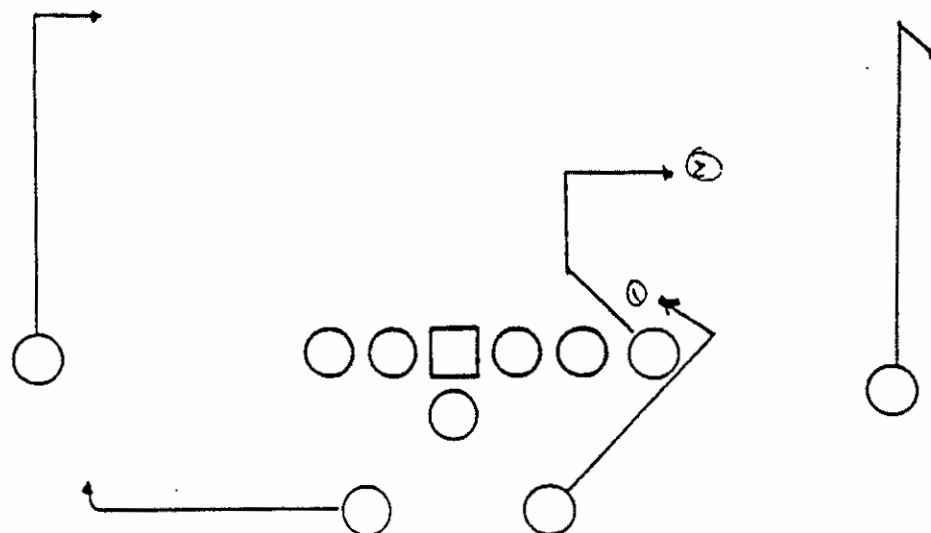
Notes



Split  
- Jack

Twins

SCAT 435 F CROSS - SWING



X	Outside 4 Route (18-20 Yards).
Y	Inside 3 Route (10 Yards). <i>Gotha but 10</i>
Z	Outside 5 Route (18-20 Yards).
H	Check - Swing.
F	Immediate release - Cross (3-4 Yards).
Q	

*Thru Full Back* Notes

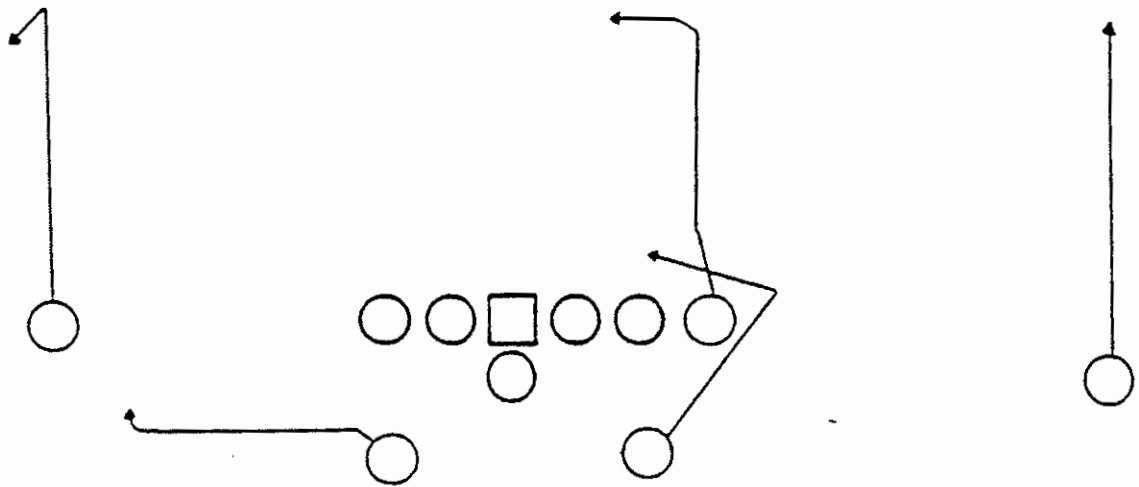
*(like Texas)*



Split  
Jack

Twins

SCAT 549 F CROSS SWING



X Outside 5 Route (17 Yards).

Y Inside 4 Route (12-14 Yards).

Z Outside 9 Route.

F Immediate Release (2-3 Yards).

H Check - Swing.

Q

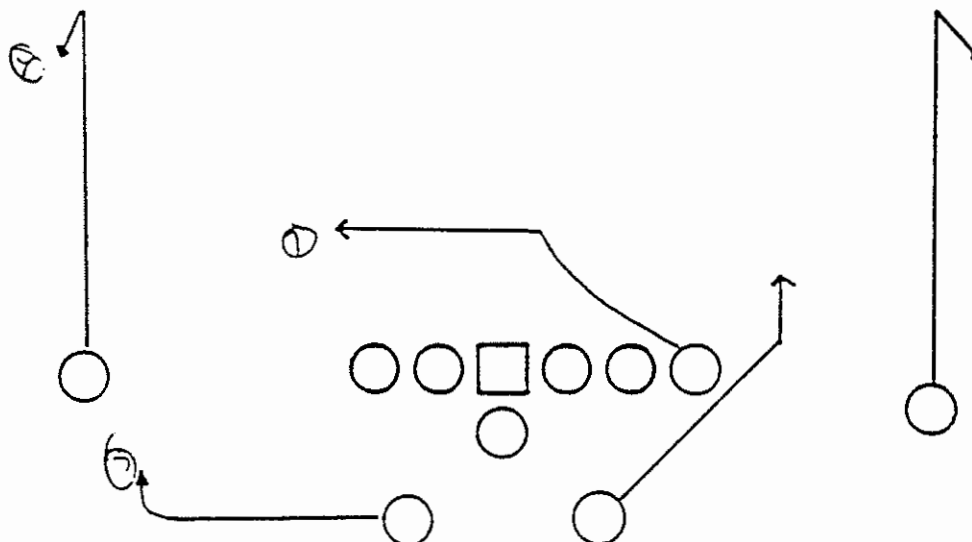
Notes



Split  
Jack

Twins

SCAT 525 F POST - SWING



X Outside 5 Route (18-20 Yards).

Y Inside 2 Route ( 6-8 Yards).

Z Outside 5 Route (18-20 Yards).

H Check - Swing.

F Immediate release - Post.

Q

Notes

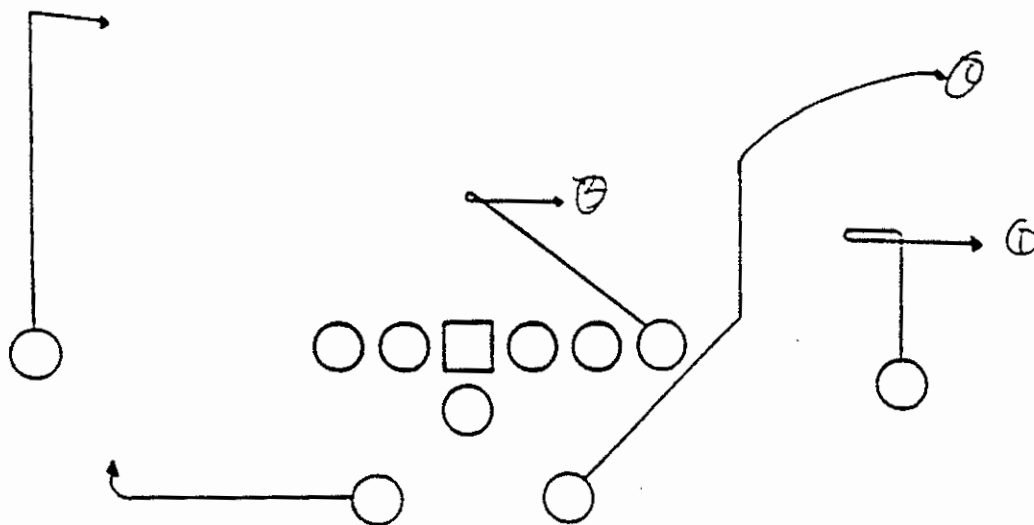




Split  
Jack

Twins

SCAT 432 F CORNER - SWING



X	Outside 4 Route (18-20 Yards).
Y	Inside 3 Route (4-12 Yards).
Z	Outside 2 Route (6-7 Yards). <i>maxim split</i>
H	Check - Swing.
F	Immediate release - Corner.
Q	<i>5 step trap or Quick to 7.</i>

*Also 132 & 133*

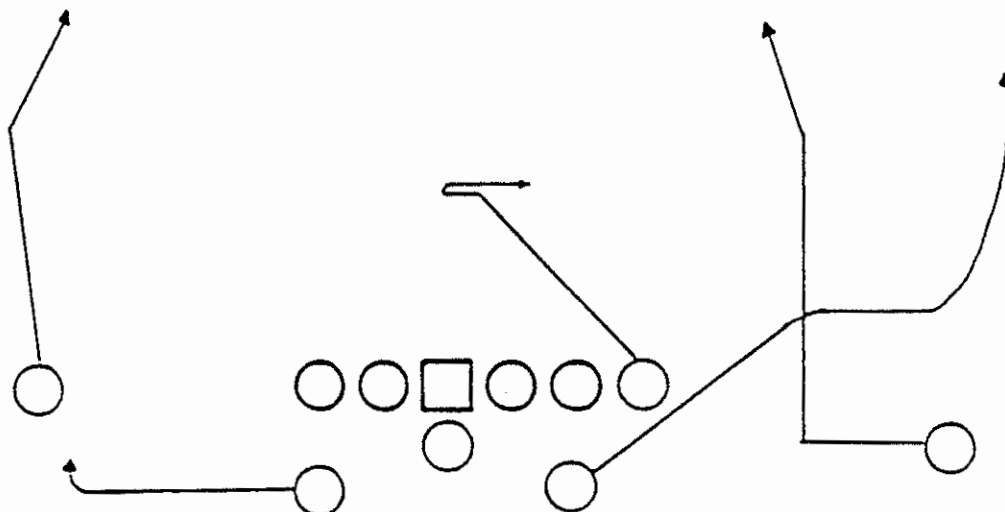
Notes



Split  
Jack

Twins

SCAT 838 F SHOOT



X Outside 8 Route (12-14 Yards).

Y Inside 3 Route (8-10 Yards).

Z Deep 8 Route (12-14 Yards).

F Immediate Release - Shoot.

H Check - Swing.

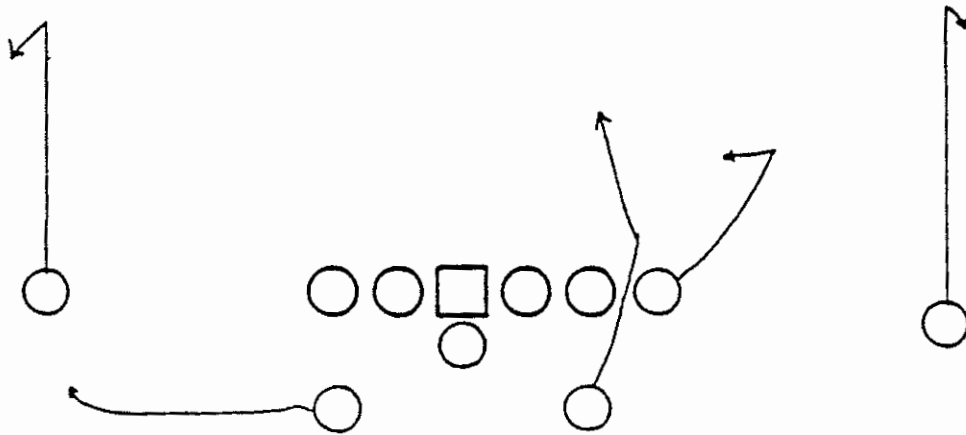
Q

Notes



Split  
Twins

SCAT 55 F POST



X	Outside 5 (17 Yards).
Y	Inside 5 (6-8 Yards).
Z	Outside 5 (17 Yards).
F	Immediate release - Inside Post.
H	Check - Swing.
QB	

Notes

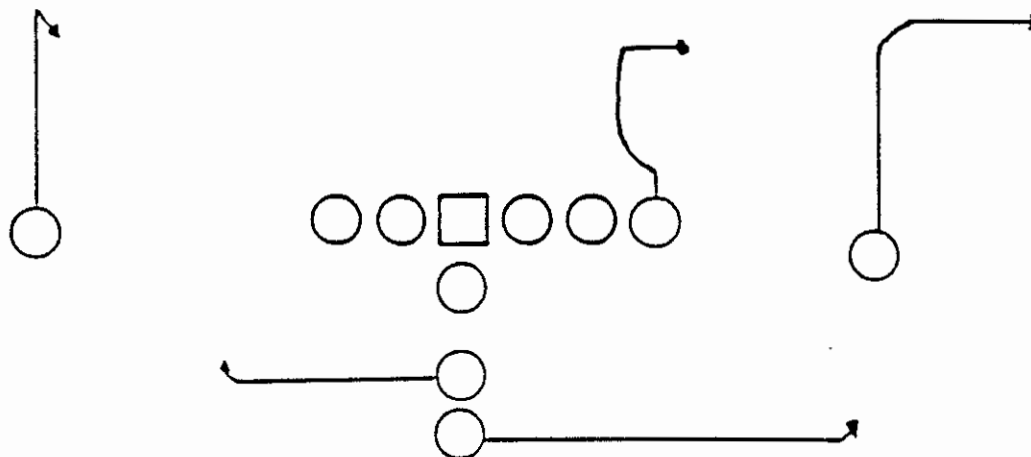


“ ”

Queen

Deuce

SCAT 33 RUB



X	Outside 6 Route (12 Yards).
Y	Inside 3 Route - Rub (6-10 Yards).
Z	Outside 3 Route (12 Routes)
H	Immediate release - Swing.
F	Check - Swing.
Q	

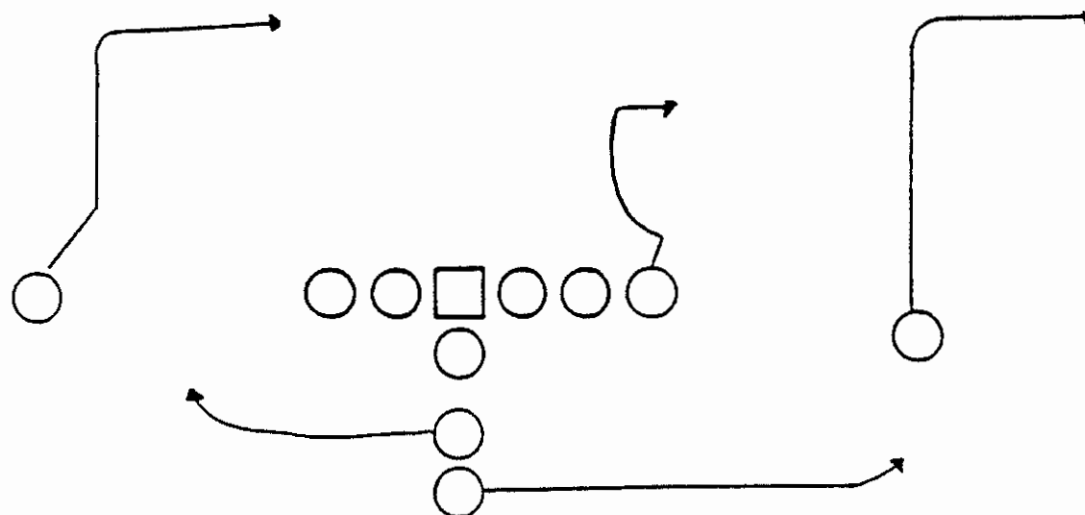
## Notes



Queen

Deuce

SCAT 37 RUB



X	Outside Seam 4 Route (17 Yards).
Y	Inside 3 Route - Rub (6-10 Yards).
Z	Outside 7 Route (17 Yards).
H	Immediate release - Swing.
F	Check - Swing.
Q	

## Notes

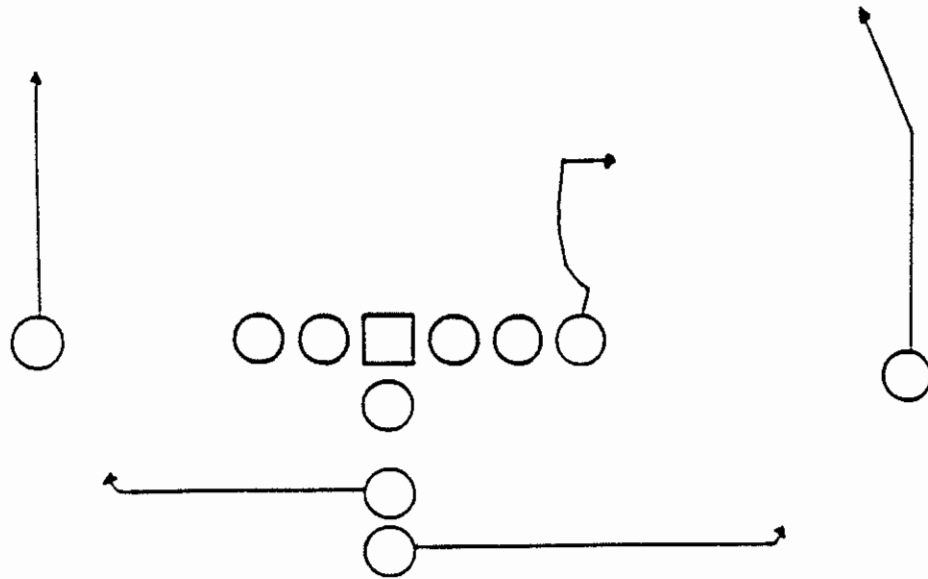


"1"

Queen

Deuce

SCAT 38 RUB



X

Outside 9 Route.

Y

Inside 3 Route - Rub (6-10 Yards).

Z

Outside 8 Route (12-14 Yards).

H

Immediate release - Swing.

F

Check Swing.

Q

Notes

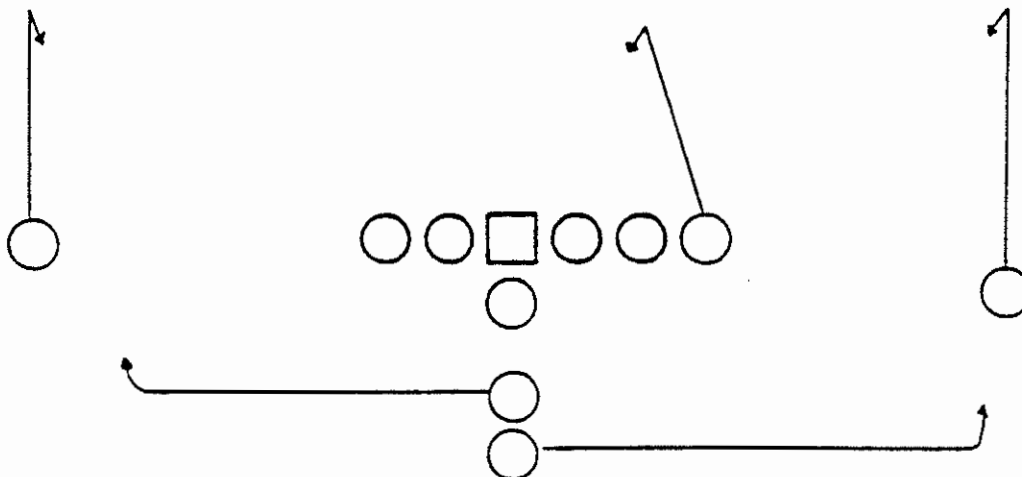


"I"

Queen

Deuce

SCAT 66



X Outside 6 (12 Yards).

Y Inside 6 (8-10 Yards).

Z Outside 6 (12 Yards).

FB Check blocking - Swing.

HB Immediate Release - Swing.

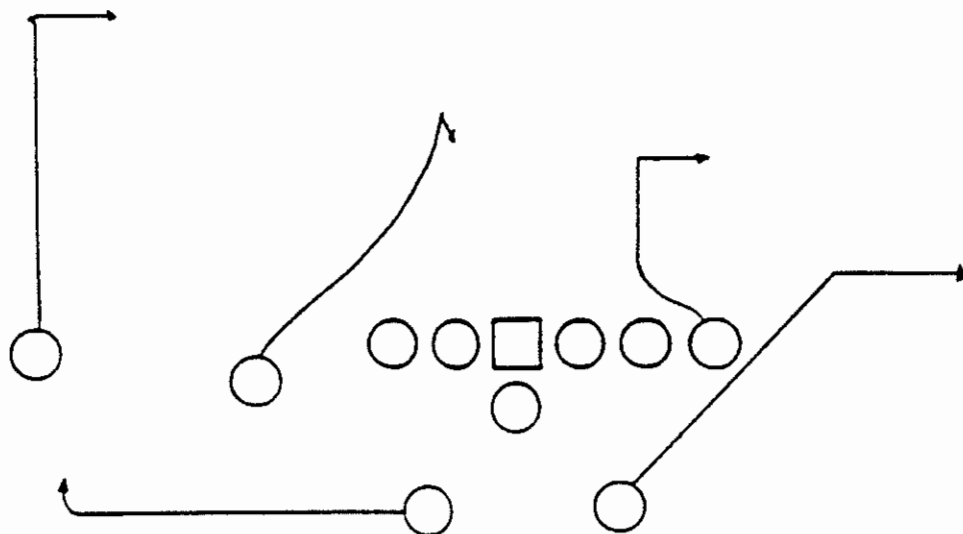
QB

Notes



Split Slot  
Flank

(SLOT) SCAT 364 F-FLAT



X Outside 4 Route (18-20 Yards).

Y Inside 3 Route (4-12 Yards).

Z Inside 6 Route (8-10 Yards).

H Check - Swing.

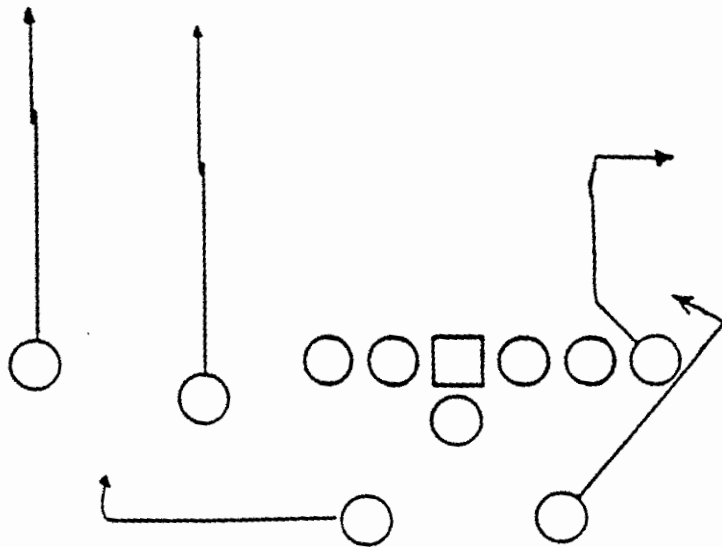
F Immediate release - flat.

Q

Notes



(SLOT) SCAT 399 F CROSS - SWING



Outside 9 Route.

Inside 3 Route (10 Yards).

Inside 9 Route.

Check - Swing.

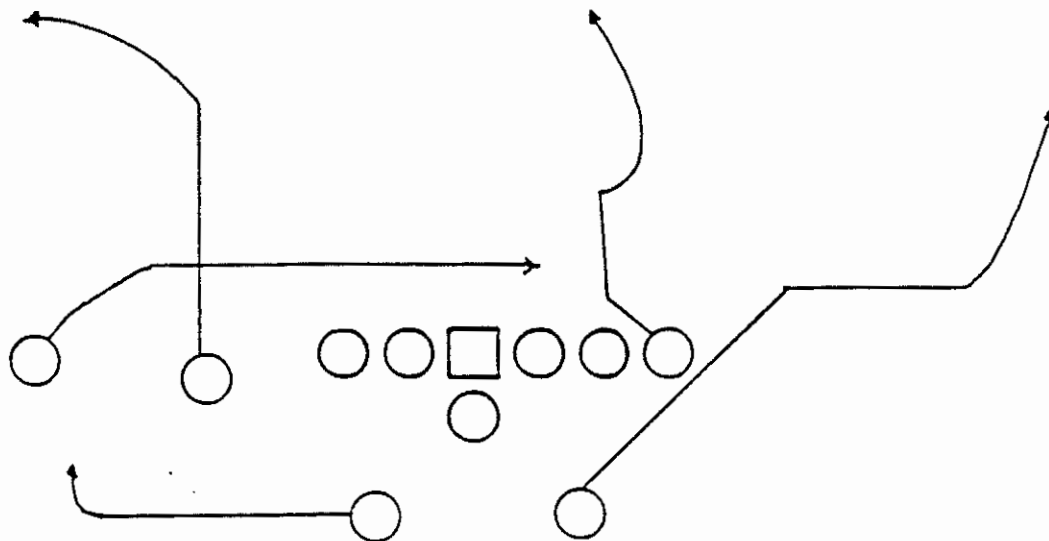
Immediate release - Cross (3-4 Yards).

Notes



Split Slot  
Flank

(SLOT) SCAT 370 F SHOOT - PUMP



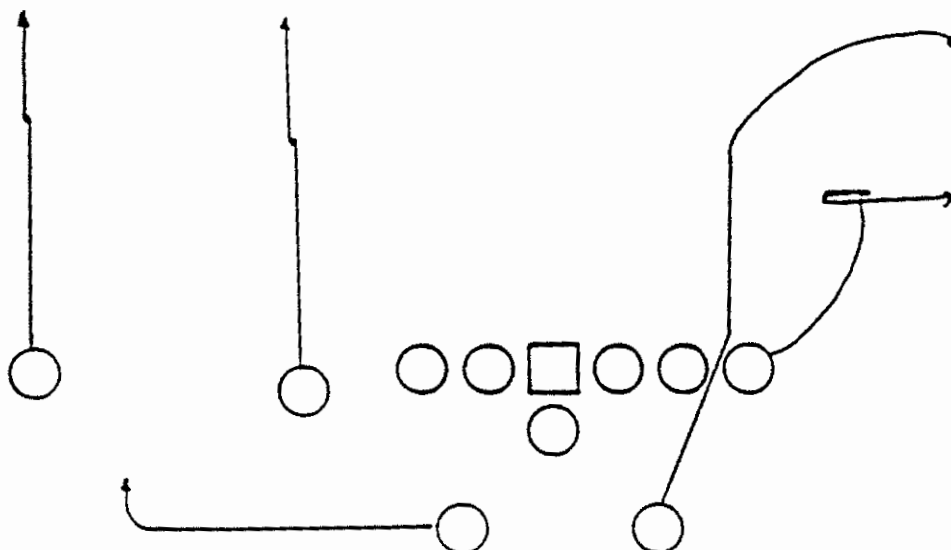
X	Outside Zero Route (7 Yards).
Y	Inside 3 Pump.
Z	Inside 7 Route (14-15 Yards).
H	Check - Swing.
F	Immediate release - Shoot.
Q	

Notes



Slot

(SLOT) SCAT 299 F CORNER - SWING



X Outside 9 Route.

Inside 2 Route (6-7 Yard Delay).

Z Inside 9 Route.

H Check - Swing.

F Immediate release - Corner.

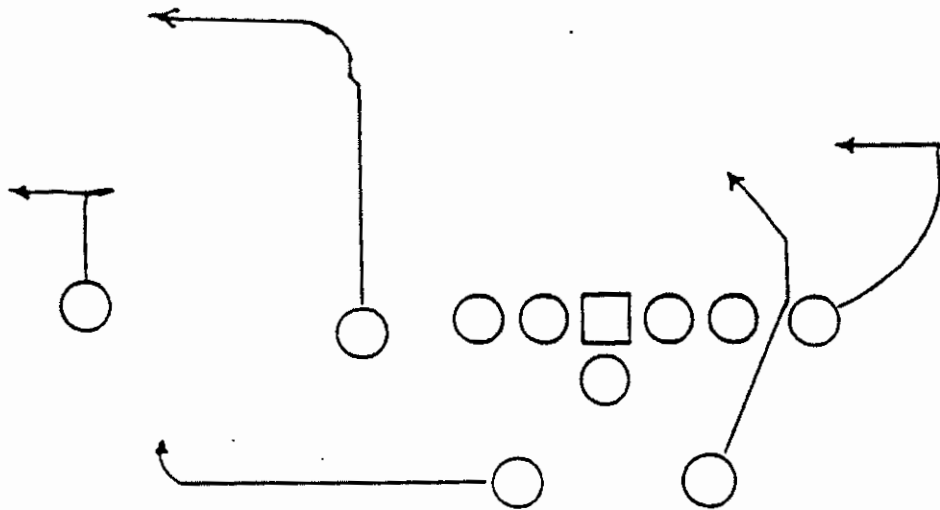
Q

Notes



Split Slot  
Clank

(SLOT) SCAT 272 F POST - SWING



X	Outside 2 Route (6-7 Yards).
Y	Outside 2 Route (6-7 Yards).
Z	Inside 7 Route (17 Yards).
H	Check - Swing.
F	Immediate release - Post.
Q	

Notes



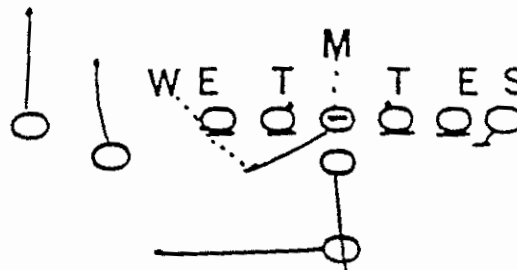
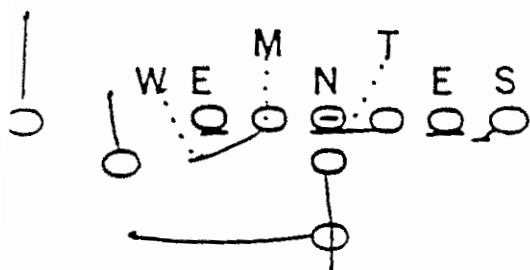
PLAY

BASE FORMATIONS

MOTION

SHIFT

Scat Weak



Y

#3, hang.

C.P.: Alert tackle.

C.P.: Vs. 50, Zone all Games.

INSIDE  
TACKLE

On; n/t, Dual 2 to 3.

ONSIDE  
GUARD

On; n/t, Dual 1 to 3.

C.P.: Vs. 50, relay Hang call to C.

CENTER

On; n/t, Dual 0 to 3.

C.P.: Vs. 40, "Me" call to T.

C.P.: Vs. 50, play side leverage set, BG is Zoning on Hang.

BACKSIDE  
GUARD

#1.

C.P.: Vs. 50, Zone with C, relay Hang call.

BACKSIDE  
TACKLE

#2, inside leverage set.

C.P.: T and TE covered, Zone with TE.

C.P.: Uncovered, Zone with G for #2, then help inside out with TE.

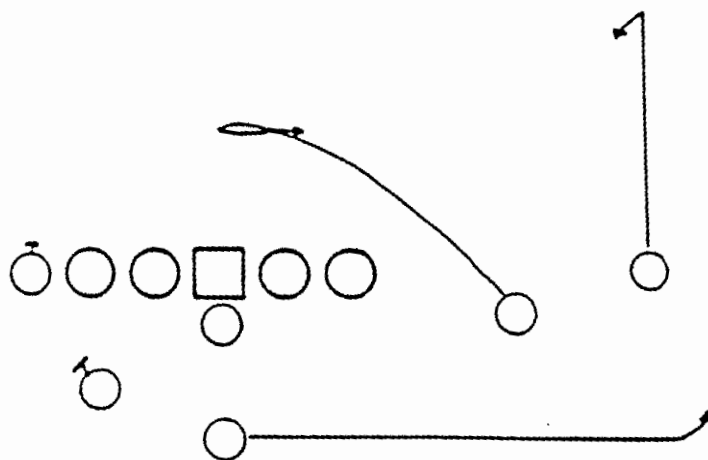
F

Route.

R

Route. Free release.





tection.

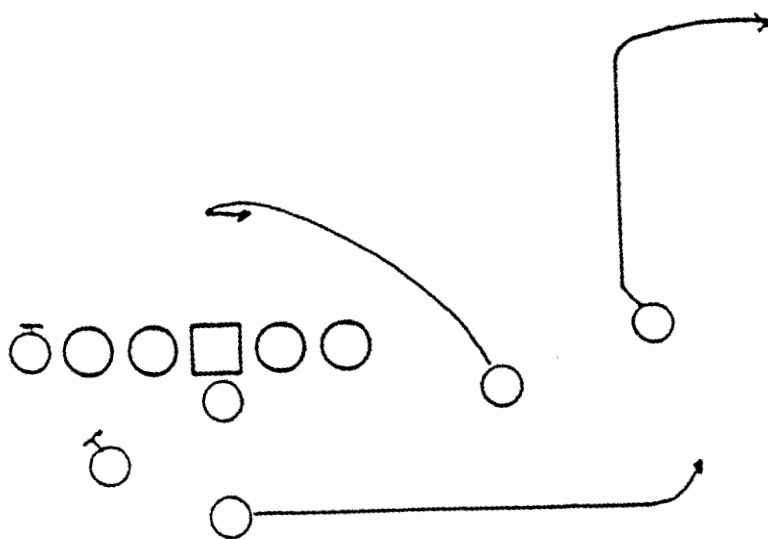
Free release - swing.

Check blocking.

## Notes



SCAT 37



de 7 Route (14-17 yards).

locking.

de 3 Route (6-8 yards).

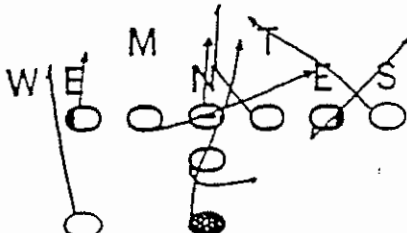
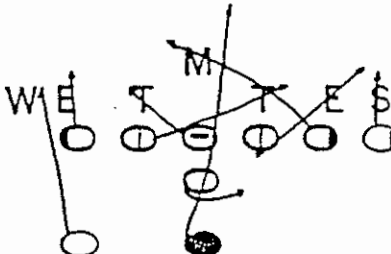
ae release - swing.

heck blocking.

Notes

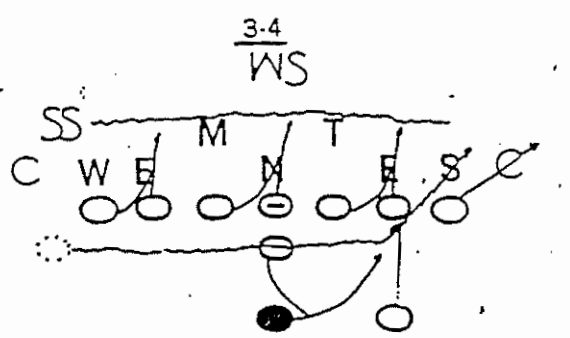
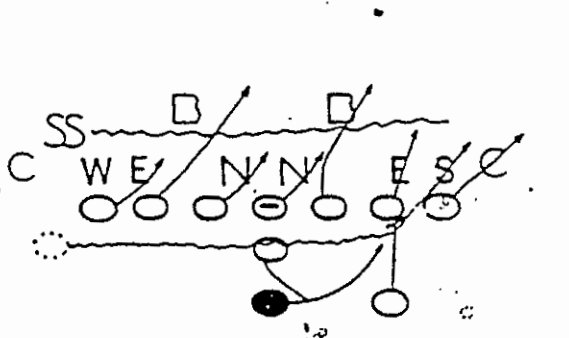


# DALLAS COWBOYS - OFFENSE.

PRIES s	PLAY 10-11 Trap	BASE FORMATIONS Brown Deuce	MOTION	SHIFT
	<p style="text-align: center;"><u>3-4</u></p> 	<p style="text-align: center;"><u>4-3</u></p> 		
Y	#3, "You" call from T, block Ted or Mike LB.			
INSIDE TACKLE	Influence man on, block defender on TE. C.P.: Vs. 3-4, "You-Me" call to TE to block Ted LB.			
ON SIDE GUARD	Influence man on, block defender on T. C.P.: Covered, "You-Me" call to tackle to block Mike LB.			
CENTER	On, N/T, back side. QB: Open away, pocket set. Z: First force. X: Middle third.			
Backside GUARD	Pull, Area trap first defender past center. C.P.: Pull into L.O.S.			
Backside TACKLE	#2, drive.			
FB	Ball.			
HB	Seal #3.			

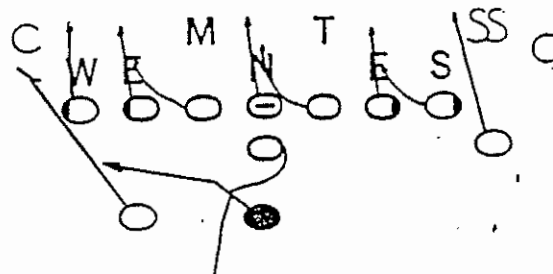
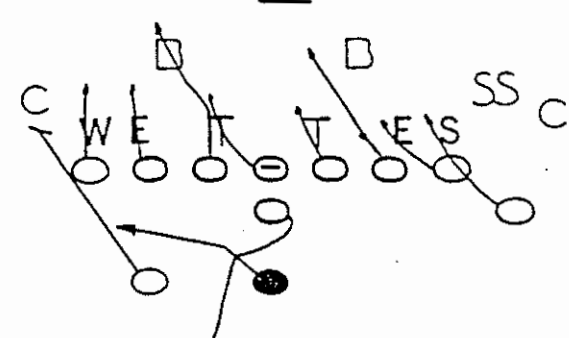


# DALLAS COWBOYS - OFFENSE

<u>RIES</u>	<u>PLAY</u>	<u>BASE FORMATIONS</u>	<u>MOTION</u>	<u>SHIFT</u>
Goal Line Runs	14-15 Swap	Blue Silver Rocket		
		<div><div></div><div></div></div>		
Y	Block force.	#3, Open Slip vs. 3-4, 4-3. <u>X</u> : Seal vs. 6-2.		
ON-SIDE TACKLE	#2, drive. C.P.: Alert Power Slip vs. inside shade.			
ON-SIDE GUARD	#1, drive. C.P.: Alert Power Slip with OT. C.P.: Funnel with C vs. Gap.		<u>QB</u> : Reverse, get ball deep to FB. <u>Z</u> : Rocket, trap Sam.	
CENTER	On; n/t, play side gap. C.P.: Open Slip vs. 3-4. C.P.: Funnel with OG vs. Gap.			
BACKSIDE GUARD	#1, drive. C.P.: Open Slip vs. 3-4.			
BACKSIDE TACKLE	#2, drive.			
FB	Blue - Ball. Switch Blue - Help on T's block; n/t, block LB.			
HB	Blue - Help on T's block. Switch Blue - Ball.			

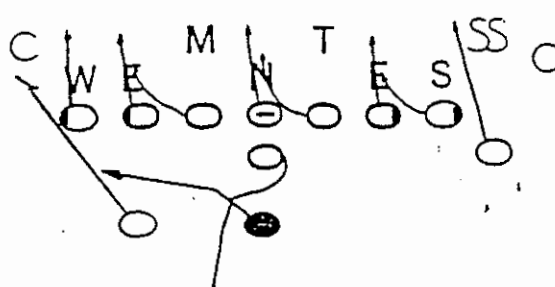
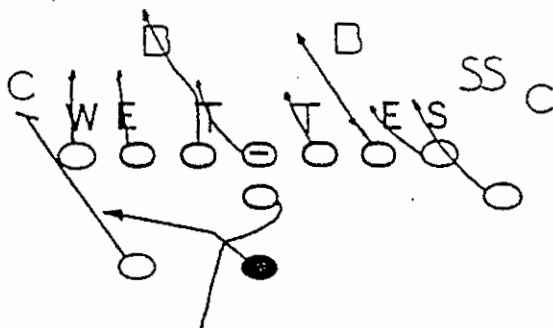


## DALLAS COWBOYS-OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	19-18	Brown		
		<u>3-4</u> 	<u>6-2</u> 	
Y	#3, drive. C.P.: BT covered, Open Slip with BT.			
ONSIDE TACKLE	#2, drive. C.P.: Vs. 3-4, Open Slip with OG.			
ONSIDE GUARD	#1, drive. C.P.: Uncovered, pull for LB. C.P.: Vs. 3-4, Open Slip with OT.			
CENTER	On; N/T, play side gap.		<div>QB: Reverse, over to FB, pocket set. X: Drive block man over, aim for outside armpit. Alert for inside charge. Z: Seal with Y.</div>	
Backside GUARD	#1, drive.			
Backside TACKLE	#2, drive.			
FB	Ball. Open 45° downhill, flatten and read block of Onside Tackle. C.P.: Could end up off tackle.			
HB	Block force. C.P.: Junction.			

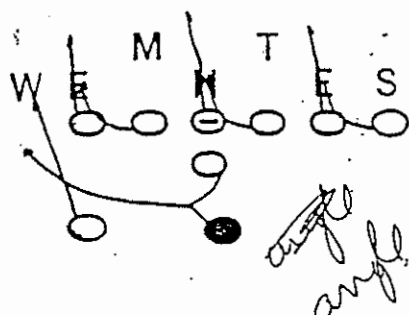
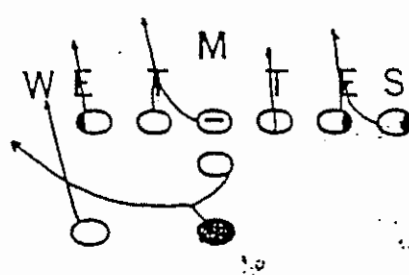


## DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	19-18	Brown		
		3-4	6-2	
				
Y	#3, drive. C.P.: BT covered, Open Slip with BT.			
ON-SIDE TACKLE	#2, drive. C.P.: Vs. 3-4, Open Slip with OG.			
ON-SIDE GUARD	#1, drive. C.P.: Uncovered, pull for LB. C.P.: Vs. 3-4, Open Slip with OT.			
CENTER	On; N/T, play side gap.		QB: Reverse, over to FB, pocket set. X: Drive block man over; aim for outside armpit. Alert for inside charge. Z: Seal with Y.	
Backside GUARD	#1, drive.			
Backside TACKLE	#2, drive.			
FB	Ball. Open 45° downhill, flatten and read block of On-side Tackle. C.P.: Could end up off tackle.			
HB	Block force. C.P.: Junction.			

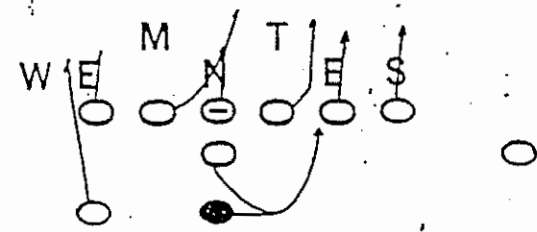
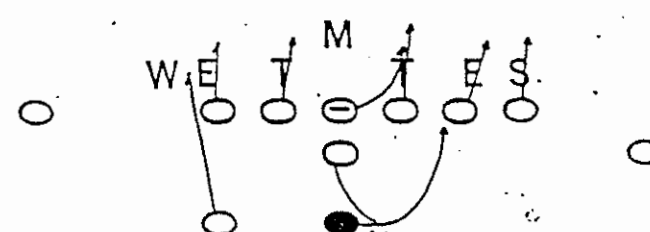


# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Teens	17-16			
		<u>3-4</u> 	<u>4-3</u> 	
Y	#3, drive. C.P.: Open Slip w/BT when BT is covered. C.P.: Possible Plug call.			
ON-SIDE TACKLE	On; n/t, Outside. C.P.: Open Slip vs. 3-4.		QB Reverse, stretch for FB. Pocket set.	
ON-SIDE GUARD	#1. C.P.: Vs. 3-4, Open Slip w/OT.		Z Middle Third (Rocket adjust). X First Force.	
CENTER	#0, drive. C.P.: Vs. 3-4, Open Slip w/BG. C.P.: Vs. 4-3, Power Slip w/OG. C.P.: Alert Trio vs. Double Reduce or Bear.			
Backside GUARD	#1. C.P.: Vs. 3-4, Open Slip w/C.			
Backside TACKLE	#2. C.P.: Covered, Open Slip w/Y. C.P.: Uncovered, Open Slip w/G. C.P.: Possible Plug call.			
FB	Ball. Inside step 45° angle at onside tackle, read his block.			
HB	#3, lead. C.P.: Vs. Reduce defense, block LB in bubble.			



# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Teen's <i>upside line</i>	14-15	Brown		
	<p style="text-align: center;"><u>3-4</u></p> 		<p style="text-align: center;"><u>4-3</u></p> 	
Y	<p>#3 - drive outside number. C.P.: Uncovered, alert Power Slip w/OT.</p>			
ON-SIDE TACKLE	<p>#2 - drive outside number. C.P.: Uncovered, Power Slip with Y.</p> <p style="text-align: right;"><u>QB</u> Reverse, get ball deep to back, pocket set.</p>			
ON-SIDE GUARD	<p>#1 - drive outside number. C.P.: Covered, outside number. Uncovered, zone step.</p>			
CENTER	<p>#0 - drive play side number. Vs. Odd, Power Slip w/OG.</p> <p style="text-align: right;"><u>X</u> Mid 1/3.</p>			
Backside GUARD	<p>#1 - drive play side number. Vs. Odd, Power Slip w/C.</p>			
Backside TACKLE	<p>#2 - drive, cutoff. Vs. Reduce Weak, Power Slip w/BG.</p> <p style="text-align: right;"><u>Z</u> 1st Force.</p>			
FB	<p>Ball. C.P.: Cross over, open, square to inside leg of tackle and run off his block.</p>			
HB	<p>#3 Dive, block #3 weak.</p>			

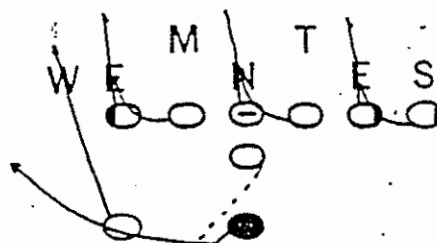
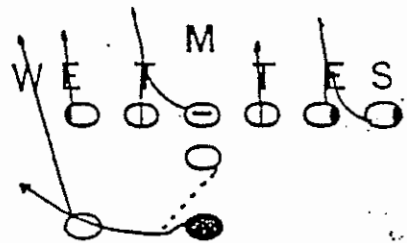


# DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Goal Line Run	30-31. Dive	Brown		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <u>3-4</u>  </div> <div style="text-align: center;"> <u>6-2</u>  </div> </div>		
Y	#3, drive.		X: #3, drive.	
ON-SIDE TACKLE	#2, drive.			
ON-SIDE GUARD	#1, drive. C.P.: Take good Goal Line Split.			
CENTER	On; n/t, back side. C.P.: Alert Fold vs. 6-2. C.P.: Alert Slip vs. 6-2.		QB: Fake 14, hand back. Z: Seal.	
BACKSIDE GUARD	#1, drive. C.P.: Alert Fold vs. 6-2. C.P.: Alert Slip vs. 6-2.			
BACKSIDE TACKLE	On; n/t, #2, drive.			
FB	Fake 14. C.P.: Tight fake.			
HB	Ball, aiming point, near cheek of Center.			

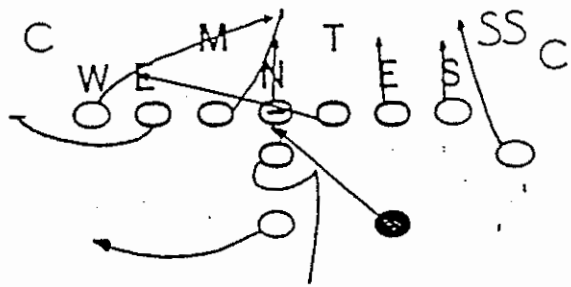
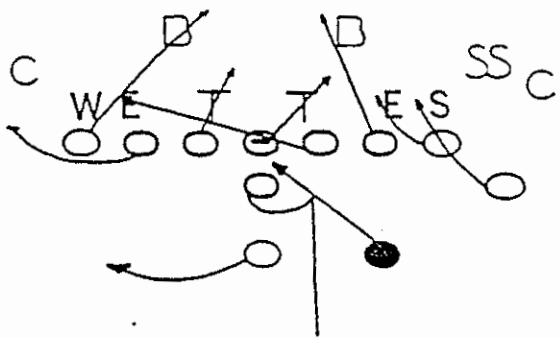


# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Teens	Toss 19-18	Brown		
		<u>3-4</u> 	<u>4-3</u> 	
Y	#3, drive. C.P.: Open slip with BT when he is covered. C.P.: Possible Plug call.			
ONSIDE TACKLE	On; n/t, #2, drive. C.P.: Alert Open Slip with OG.		QB Reverse, Toss, Pocket Set. X 1st Force.	
ONSIDE GUARD	#1, drive. C.P.: Alert Open Slip w/T. C.P.: Power Slip vs. Even w/C.		Z Mid 1/3.	
CENTER	#0, drive. C.P.: Vs. Odd, Open Slip w/OG.			
Backside GUARD	#1, drive. C.P.: Vs. Odd, Open Slip w/C. C.P.: T Uncovered, Quick Slip w/BT.			
Backside TACKLE	#2, drive. C.P.: Alert Open Slip w/Y. C.P.: Possible Plug call to Y. C.P.: Uncovered, Quick Slip w/BG.			
FB	Ball. Take step at 45°, angle back, key block on #3 to make cut.			
HB	#3, lead.			



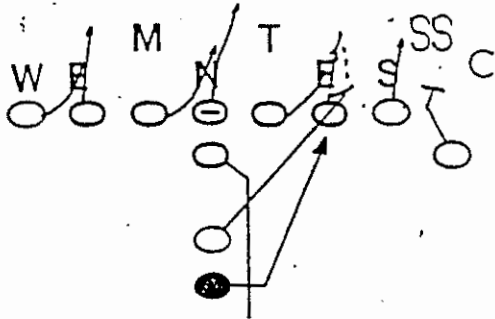
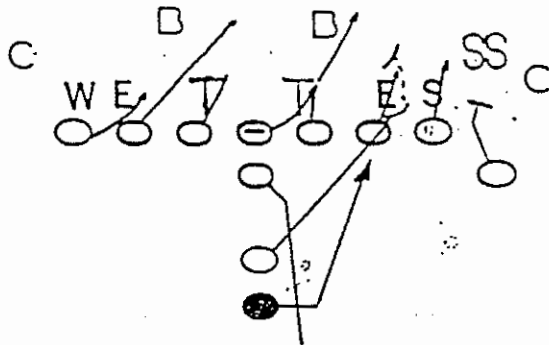
# DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	35-34 Trap	Blue Silver		
	<u>3-4</u>		<u>6-2</u>	
Y	First LB play side.			
ON-SIDE TACKLE	Pull, block support.			
ON-SIDE GUARD	On; N/T, inside.	QB: Open to, show pitch, quick handoff to HB. Under ball handling. Z: Seal with Y. X: Inside release to first LB off L.O.S. play side.		
CENTER	On; N/T, back side.			
Backside GUARD	Pull, trap first defender past On-side Guard.			
Backside TACKLE	#2, drive.			
FB	Open back at 45° faking pitch from Quarterback.			
HB	Ball. C.P.: Hard angle at play side leg of Center. C.P.: Read pulling guard's block.			



# DALLAS COWBOYS - OFFENSE

Page 9

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	34-35	I		
		<div>3-4</div> 	<div>6-2</div> 	
Y	#3, drive inside number.			
ONSIDE TACKLE	#2, drive. C.P.: Alert Power Slip vs. inside shade. C.P.: Alert Trio.			
ONSIDE GUARD	#1, drive. C.P.: Alert Power Slip with OT.		QB: Open to, drive deep, pocket set. Z: Seal S/S or CB. Start inside-out. X: Seal.	
CENTER	On; N/T, play side gap. C.P.: Power Slip vs. 3-4. C.P.: Funnel with OG vs. Gap.			
Backside GUARD	#1, drive.			
Backside TACKLE	#2, drive.			
H	Block, first covered lineman from T inside. C.P.: Help on T's block; N/T, LB.			
R	Ball, read. T's block.			

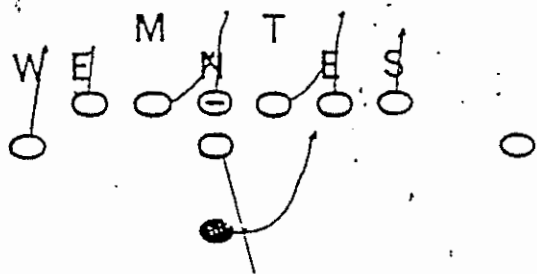
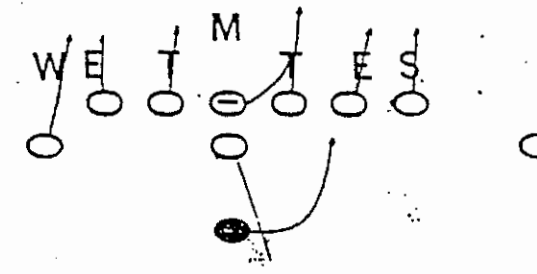


# DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Goal Line Runs	34-35 Swap	"I" Rocket		
		<p>3-4 WS</p>	<p>3-4 WS</p>	
Y	Block force.	1	X: #3 - Open Slip vs. 4-3, 3-4. Seal vs. 6-2.	
ON-SIDE TACKLE	#2, drive. C.P.: Alert Power Slip with OG vs. inside shade.			
ON-SIDE GUARD	#1, drive. C.P.: Alert Power Slip with OT. C.P.: Funnel with C vs. Gap.			
CENTER	On; n/t, play side gap. C.P.: Funnel with G vs. Gap. C.P.: Open Slip vs. 3-4.		QB: Front out, get ball deep to HB. Z: Rocket trap Sam.	
BACKSIDE GUARD	#1, drive. C.P.: Open Slip vs. 3-4.			
BACKSIDE TACKLE	#2, drive.			
FB	Block first covered lineman from T inside. C.P.: Help on T's block; n/t, LB.			
HB	Ball.			



## DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
30's	34-35	Dude Deuce "1" Under "1"		
	<p style="text-align: center;"><u>3-4</u></p> 		<p style="text-align: center;"><u>4-3</u></p> 	
Y	#3. Drive outside number. C.P.: Uncovered, alert Power Slip w/OT.			
ON-SIDE TACKLE	#2. Drive outside number. C.P.: Uncovered, Power Slip with Y.			
ON-SIDE GUARD	#1. Drive outside number. C.P.: Covered, outside number. Uncovered, zone step.			
CENTER	#0 - Drive, playside number. C.P.: Odd, Power Slip w/BG.			
Backside GUARD	#1 - Drive, playside number. C.P.: Odd, Power Slip w/C.			
Backside TACKLE	#2 - Drive, Cutoff. C.P.: Reduce weak Power Slip with BG.			
FB	Dive, block #3 Weak.			
HB	Ball. Open roll to inside leg of OT. read his block. alert Cutback.			

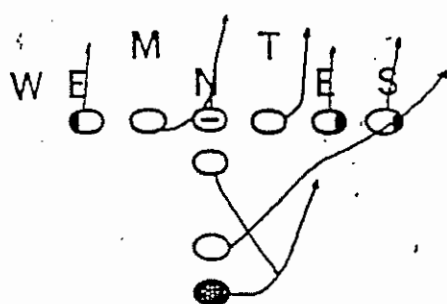
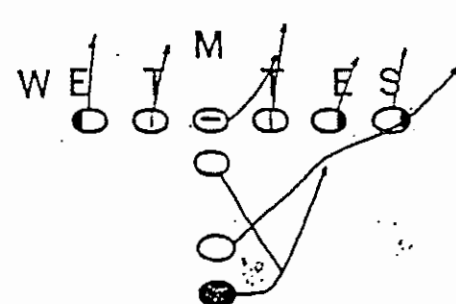


# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
7	34-35 Load	Red Brown		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <u>3-4</u>  </div> <div style="text-align: center;"> <u>4-3</u>  </div> </div>		
Y	#3, drive. C.P.: T uncovered, Power Slip.			
ONSIDE TACKLE	#2, drive. C.P.: 3-4, Power Slip w/G. C.P.: Uncovered, Power Slip w/TE.			
ONSIDE GUARD	#1, drive. C.P.: 3-4, Power Slip w/T. <div style="float: right; text-align: right;">             QB: Reverse, slice, Fake Boot.              Z: First force.              X: Middle third.           </div>			
CENTER	#0, drive. C.P.: 3-4, Power Slip w/BG. C.P.: Uncovered, Power Slip w/OG. C.P.: Possible Trio vs. Double Reduce.			
Backside GUARD	#1, drive. C.P.: 3-4, Power Slip w/C.			
Backside TACKLE	#2, drive. C.P.: Reduce or Replace, Power Slip w/BG. C.P.: 3 off L.O.S., Sift.			
FB	Block, double with first covered lineman play side, from Tackle in; N/T, first LB play side.			
HB	Ball.			

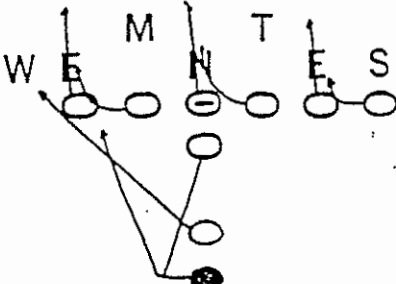
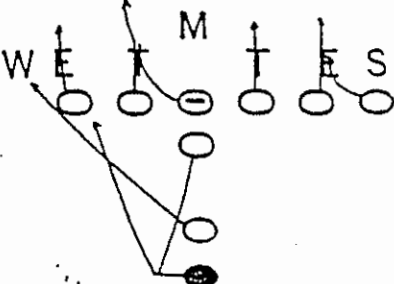


# DALLAS COWBOYS - OFFENSE

ERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
0's	Press 34-35	" " " " " Over Double Trips - Train		
		<div><div><u>3-4</u> </div><div><u>4-3</u> </div></div>		
Y	#3. Drive outside number. C.P.: Uncovered, alert Open Slip w/OT. Vs. Bear - turn out.			
ONSIDE TACKLE	#2. Drive outside number. C.P.: Uncovered, Open Slip with Y.		<u>QB</u> Open to hole, drive deep, pocket set.	
ONSIDE GUARD	#2. Drive outside number. C.P.: Uncovered, Open Slip with OT.		<u>X</u> Middle third. <u>Z</u> Corner.	
CENTER	#0. Drive playside number. C.P.: Odd, Open Slip with BG. Even, Power Slip with OG.			
Backside GUARD	#1. Drive. C.P.: Uncovered, Open Slip with C. Covered, Open Slip with BT.			
Backside TACKLE	#2. Drive. C.P.: 2-3 Stack, sift.			
FB	Block SS. C.P.: Aim at outside hip of OT.			
HB	Ball. C.P.: Open roll to inside leg of OT, run off his block, no backside cut.			



# DALLAS COWBOYS - OFFENSE

TRIES	PLAY	BASE FORMATIONS	MOTION	SHIFT		
10's	37-36	I I Under				
		<div style="display: flex; justify-content: space-around;"><div style="text-align: center;"><u>3-4</u> </div><div style="text-align: center;"><u>4-3</u> </div></div>				
Y	#3. C.P.: Away, alert Open Slip w/OT.					
ONSIDE TACKLE	On N/T outside, Drive. C.P.: Vs. 3-4, Open Slip with OG. <div style="float: right; text-align: right;"><u>QB</u> Open to hole, drive deep, pocket set.</div>					
ONSIDE GUARD	#1 - Drive. C.P.: Vs. Odd, Open Slip w/OT.					
CENTER	#0 - Drive. C.P.: Vs. Odd, Power Slip w/ BG. <div style="float: right; text-align: right;"><u>X</u> 1st Force.</div>					
Backside GUARD	#1 - Drive. C.P.: Vs. Odd, Power Slip w/C. C.P.: BT uncovered, Power Slip w/BT.					
Backside TACKLE	#2 - Drive. C.P.: Covered, Open Slip with Y. <div style="float: right; text-align: right;"><u>Z</u> Mid 1/3.</div>					
FB	Block Will LB - Load. C.P.: Versus 3-4, reduce weak block LB in bubble.					
HB	Ball. Open step, attack hole, read onside Tackle's block.					



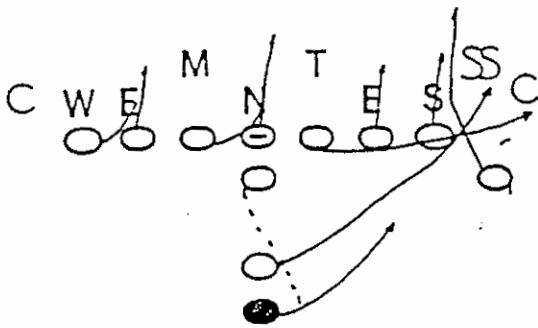
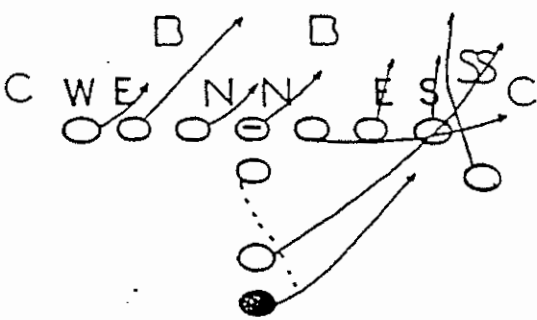
# DALLAS COWBOYS-OFFENSE

6..

POS	PLAY	BASE FORMATIONS	MOTION	SHIFT
0's	Press 36-37	"I" "I" Over Double Trips - Train		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><u>3-4</u></p> </div> <div style="text-align: center;"> <p><u>4-3</u></p> </div> </div>		
Y	#3 - Drive outside number. C.P.: Uncovered, alert Open Slip w/OT. Bear - Turn out.			
ONSIDE TACKLE	#2 - Drive outside number. C.P.: Uncovered, Open Slip with Y. Guard uncovered, Open Slip with OG.			
ONSIDE GUARD	#1 - Drive outside number. C.P.: Uncovered, Open Slip with OT. <div style="float: right; text-align: right;"> <u>QB</u>              Open to hole, drive deep,              pocket set.           </div>			
CENTER	#0 - Drive playside number. C.P.: Odd, Open Slip with BG. Even, Power Slip with OG. <div style="float: right; text-align: right;"> <u>X</u>              Middle Third.  <u>Z</u>              Corner.           </div>			
Backside GUARD	#1 - Drive. C.P.: Uncovered, Open Slip with C. Covered, Open Slip with BT.			
Backside TACKLE	#2 - Drive. C.P.: 2-3 Stack, sift.			
FB	Block SS. C.P.: Aim at outside leg of Y.			
HB	Ball. C.P.: Open crossover, plant. Back reads end of line and SS. No backside cut.			

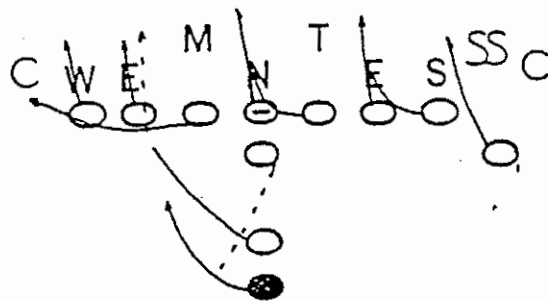
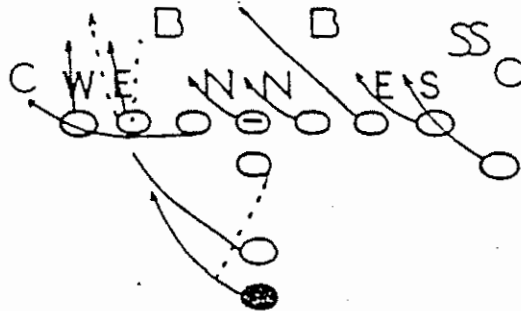


# DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Toss 38-39 Power G	"1"		
		<div>3-4</div> 	<div>6-2</div> 	
Y	#3, drive. C.P.: Z is powering with you.		#3, drive. X: C.P.: Alert Open Slip with BT.	
ON-SIDE TACKLE	On; n/t, inside.			
ON-SIDE GUARD	Pull, block first force. C.P.: Pull tight to power block of Y and Z.			
CENTER	#0. C.P.: Vs. 3-4, Open Slip with BG.		QB: Reverse, toss, insure the pitch. Z: Power block with Y, come off to scraping LB.	
BACKSIDE GUARD	#1. C.P.: Vs. 3-4, Open Slip with C.			
BACKSIDE TACKLE	#2. C.P.: Alert Open Slip with X.			
FB	Block second force. C.P.: Clean up area.			
HB	Ball. C.P.: Delay to allow FB to clear. C.P.: Aim at inside leg of Y.			

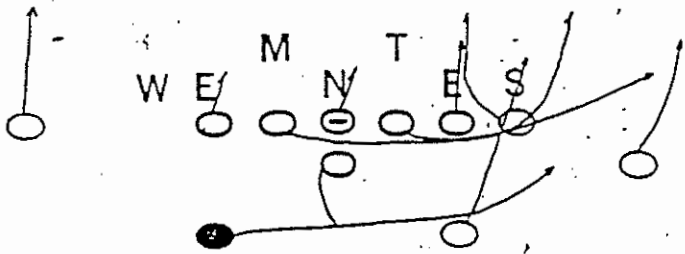
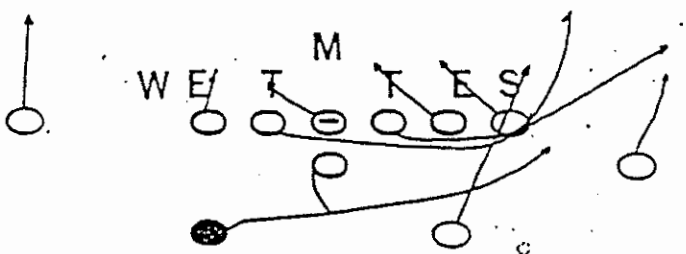


# DALLAS COWBOYS - OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Toss 39-38 C	"I"		
		<u>3-4</u> 	<u>6-2</u> 	
Y	#3, drive. C.P.: Alert Open Slip		<u>X</u> : #3, drive.	
ON-SIDE TACKLE	On; n/t, inside. C.P.: Alert "Big" call to C 4-3.			
ON-SIDE GUARD	Pull, block first force. C.P.: Pull tight to TE's block, read block of Y for inside or outside path.			
CENTER	#0. C.P.: Vs. 3-4, Open Slip. C.P.: Vs. 4-3, reach DT, alert "Big" call from T.			
BACKSIDE GUARD	#1. C.P.: Vs. 3-4, Open Slip with C.		<u>QB</u> ; Reverse toss to HB. insure toss. <u>Z</u> : Seal with Y.	
BACKSIDE TACKLE	#2. C.P.: Possible Open Slip with Y.			
FB	Block first LB play side in Bubble.			
HB	Ball. C.P.: Delay to allow FB to clear. C.P.: Your path is down hill at Y, read his block.			

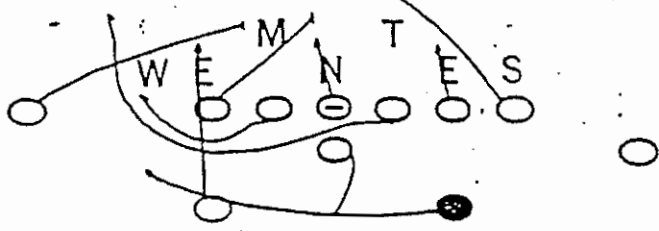
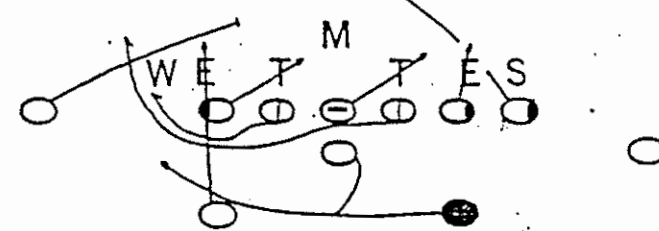


# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
30's	38-39 Flow	Red		
		<u>3-4</u> 	<u>4-3</u> 	
Y	First LB play side. C.P.: Gap call from T, block down.			
ON-SIDE TACKLE	On; N/T, inside. Drive play side armpit. C.P.: G and T covered, Gap call to Y, block down.			
ON-SIDE GUARD	Pull, block Safety. C.P.: Pull with depth to let FB make block on Same.			
CENTER	On; N/T, back side. C.P.: Even Strong, reach NT. C.P.: Possible Squeeze vs. Replace. QB: Reverse, over, Fake Boot. Z: Corner. X: Middle 1/3.			
Backside GUARD	Pull, block play side to back side LB. C.P.: G may block play side LB out.			
Backside TACKLE	#2. C.P.: Alert Sift Technique. C.P.: Possible Hinge Technique Will on the L.O.S. C.P.: C and BG covered, fill for pulling G. C.P.: Possible squeeze.			
FB	End man on L.O.S. Attack outside leg, Lead Technique.			
HB	Ball, parallel path. Stay on hip of back side guard. Try to circle the field unless forced to make inside cut.			



# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
30's	39-38 Flow Backer	Red Brown		
		<div><div><p>3-4</p></div><div><p>4-3</p></div></div>		
Y	1st LBer back side; n/t, Middle 1/3.			
ON-SIDE TACKLE	Inside.		<u>QB</u> Reverse, over, Fake Boot. <u>X</u> Crack 1st LB off L.O.S. playside.	
ON-SIDE GUARD	Pull, block first force. C.P.: Will on call, block Will LB; you may cut.		<u>Z</u> Middle 1/3.	
CENTER	On; n/t, middle to back side LB. C.P.: Vs. 4-3, block back, call from BT.			
Backside GUARD	Pull, block play side to back side LB. C.P.: You may block LB passed hole.			
Backside TACKLE	On; n/t, slice man on G. C.P.: Vs. 4-3, identify for C.			
FB	Ball, parallel path. C.P.: Stay on hip of back side G.			
HB	Cut first defender from tackle out on L.O.S. C.P.: T not covered, cut end of line.			

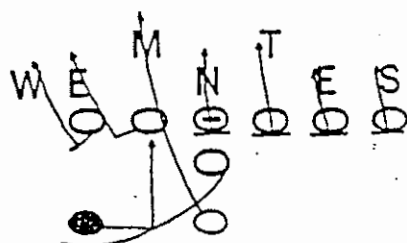
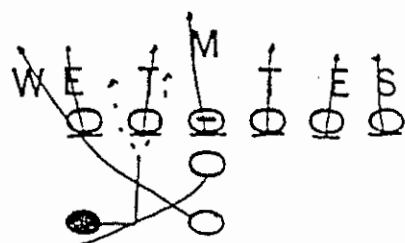


# DALLAS COWBOYS-OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Goal Line Runs	34-35 Swap	"I" Rocket		
Y	Block force.		X: #3 - Open Slip vs. 4-3, 3-4. Seal vs. 6-2.	
ON-SIDE TACKLE	#2, drive. C.P.: Alert Power Slip with OG vs. inside shade.			
ON-SIDE GUARD	#1, drive. C.P.: Alert Power Slip with OT. C.P.: Funnel with C vs. Gap.			
CENTER	On; n/t, play side gap. C.P.: Funnel with G vs. Gap. C.P.: Open Slip vs. 3-4.		QB: Front out, get ball deep to HB. Z: Rocket trap Sam.	
BACKSIDE GUARD	#1, drive. C.P.: Open Slip vs. 3-4.			
BACKSIDE TACKLE	#2, drive.			
FB	Block first covered lineman from T inside. C.P.: Help on T's block; n/t, LB.			
HB	Ball.			

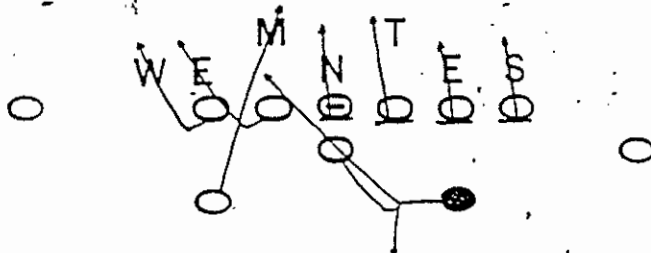
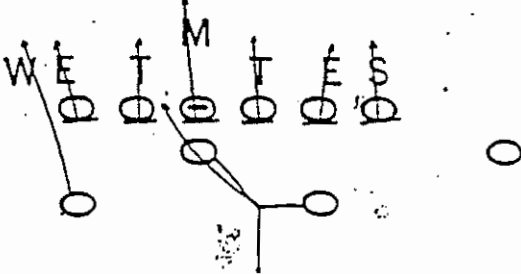


## DALLAS COWBOYS-OFFENSE

RIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
40's	45-44 Lag	Brown I		
		<u>3-4</u> 	<u>4-3</u> 	
Y	#3 - Set, drive.			
ONSIDE TACKLE	Fan - Set, drive. C.P.: Alert Will off call to OG.			
ONSIDE GUARD	Fan - Set, drive.			
CENTER	X 1st Force. #0 - Set, drive. C.P.: 3-4, back reads your block.			
Backside GUARD	#1 - Set, drive. C.P.: Combo with BT when BT uncovered.			
Backside TACKLE	Z Mid 1/3. Alert Rocket adjustment. #2 - Set, drive. C.P.: Uncovered, Combo with BG.			
FB	Block first LB play side from play side Guard out.			
HB	Ball, shuffle slide, wait for QB to bring ball. Read first covered Lineman play side. Vs. 3-4, look weak side, read Center's block.			

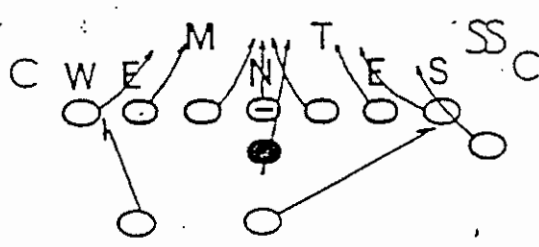
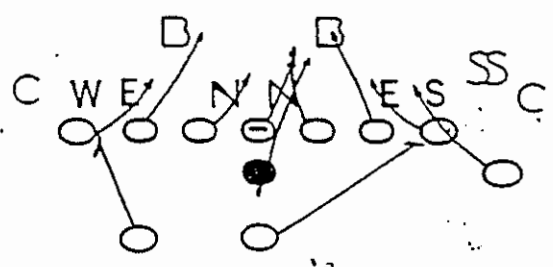


# DALLAS COWBOYS - OFFENSE

ERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
40's	45-44 Load	Red "1" Brown		
		<u>3-4</u> 	<u>4-3</u> 	
Y	#3 - Set, drive.			
ONSIDE TACKLE	Fan - Set, drive.		<u>QB</u> 45: Cross over. 44: Back out. Show pass, under ball handling, Pocket set.	
ONSIDE GUARD	Fan - Set, drive.			
CENTER	#0 - Set, drive.		<u>X</u> 1st Force.	
Backside GUARD	#1 - Set, drive.			
Backside TACKLE	#2 - Set, drive.		<u>Z</u> Mid 1/3. Rocket alert.	
FB	Ball. Under ball handling. Read first covered lineman play side. I Formation: Tailback 45 Load - Block first LB play side from Guard out.			
HB	Block first LB play side, from play side Guard out. D Formation: Tailback 45 Load - Set strong side.			

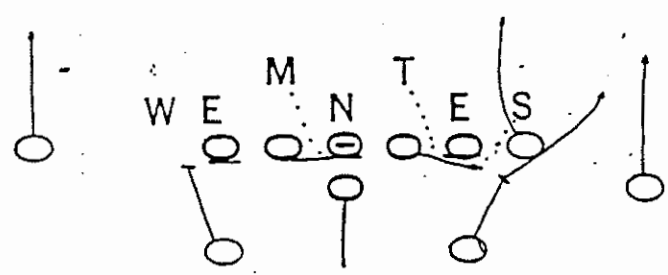
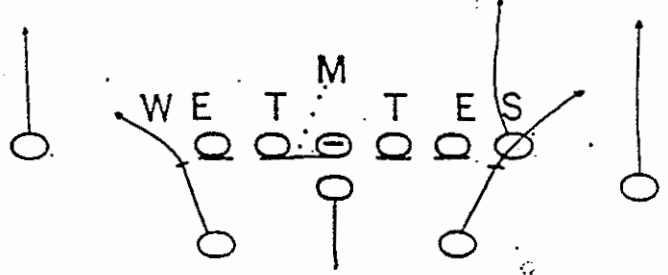


# DALLAS COWBOYS - OFFENSE

SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	Wedge Right or Left	Brown		
		<u>3-4</u> 	<u>6-2</u> 	
Y	Inside gap, drive.			
ON-SIDE TACKLE	Inside gap, drive.			
ON-SIDE GUARD	Inside gap, drive.		<u>QB</u> : LB's tight, go low. LB's deep, jump over. <u>X</u> : Inside gap, drive. <u>Z</u> : Seal.	
CENTER	Play side gap, drive.			
BACKSIDE GUARD	Inside gap, drive.			
BACKSIDE TACKLE	Inside gap, drive.			
FB	Attack outside leg of tackle and seal Wedge.			
HB	Attack outside leg of tackle and seal wedge.			



# DALLAS COWBOYS - OFFENSE

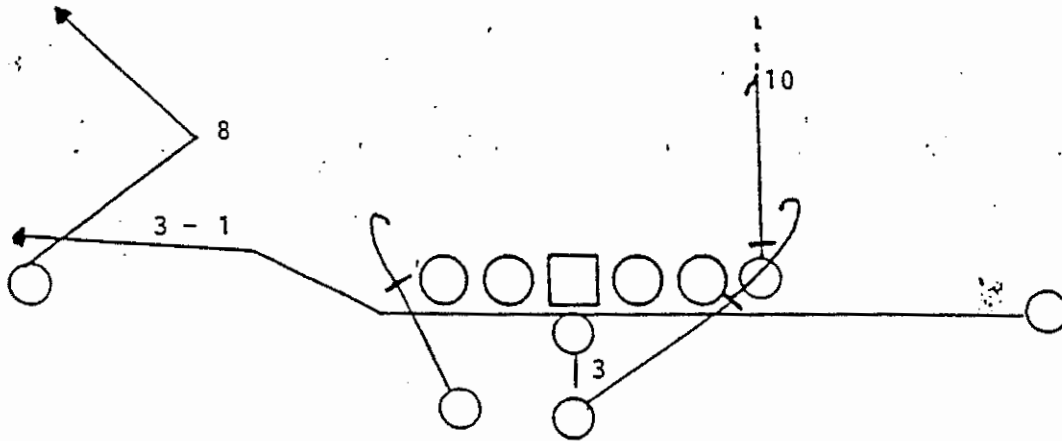
SERIES	PLAY	BASE FORMATIONS	MOTION	SHIFT
	60-61 Key 70-71 Key 90-91 Key	Red Brown		
		<u>3-4</u> 	<u>4-3</u> 	
Y	Route.			
ON-SIDE TACKLE	On; n/t, Outside.			
ON-SIDE GUARD	On; N/T, Key. C.P.: No key vs. 4-3.			
CENTER	#0. C.P.: 4-3 Defense, Solid to Mike, Zone with either Guard.			
Backside GUARD	Fan vs. 3-4, Solid vs. 4-3. C.P.: Uncovered vs. 4-3 Defense, Zone with Center.			
Backside TACKLE	Fan vs. 3-4, Solid vs. 4-3. C.P.: Solid turns to "Big" vs. 4-3.			
FB	Key Strong, Ted comes, block Sam if he comes. Tackle Uncovered, block Ted. 4-3, key is off, solid with "Big" call. C.P.: G-T Covered, block Sam.			
HB	3-4, Fan; n/t, help Center, then route. 4-3, Solid with "Big" call; n/t, route.			



# DALLAS COWBOYS - OFFENSE

BROWN - RED  
SLOT ROCKET

50 QUICK D CORNER



QB Look for Quick Diagonal; n/t, check corner, then check downs.

Z Quick Diagonal.

Y Slow.

X Align on numbers, make CB running with X go over top, run to corner.

B #3 aggressive; n/t, check down.

HB #3 aggressive, check down over guard.

○○□○○

○○□○○

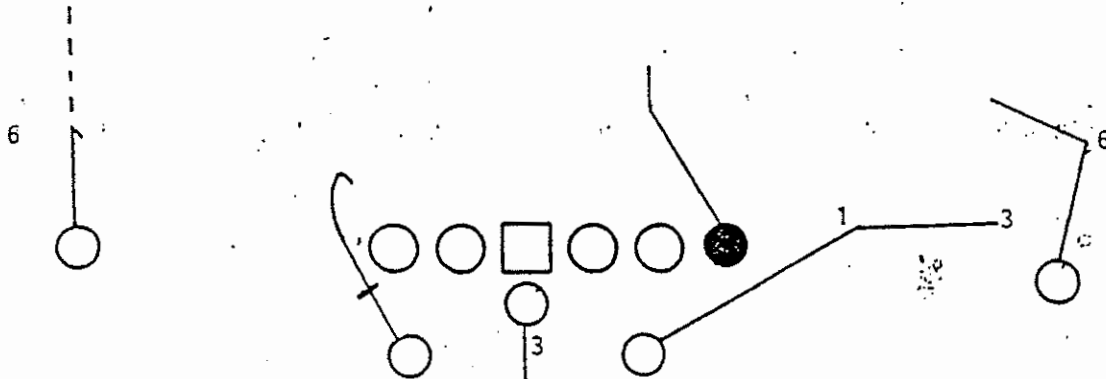


## Page 5

RED

Deuce Double Trips  
Dude Orange - Train

52 (SLANT TAKEOFF)



3-step drop, strong side read. Look to X on strong side Zone with Will behind line.

Slant.

X

Hitch.

Y

Pop.

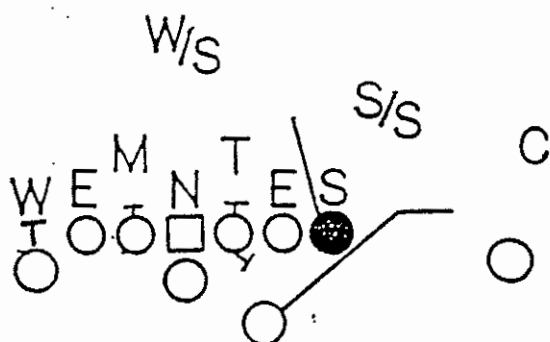
1.3

#3 weak aggressive; n/t, Check Down.

FB

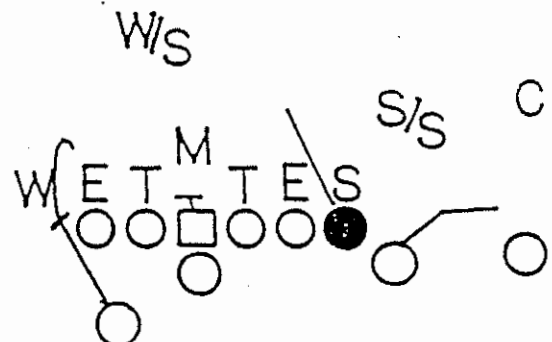
Arrow.

3-4



Solid Weak - Dual Strong

4-3



Solid Weak - Dual Strong



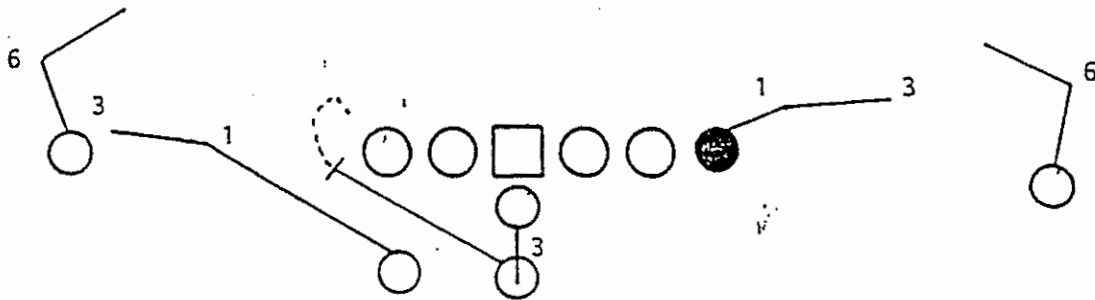
# DALLAS COWBOYS - OFFENSE

Page 9

DEUCE

BROWN - DUDE - DOUBLE-ORANGE

56 (SLANT TAKEOFF)



1

3-step drop. Key Ted in 3-4, or Mike in 4-3 or 4-man 5c.

Slant.

Slant.

Quick Diagonal. (Slant Takeoff, slam SS, if he Blitzes.)

Arrow.

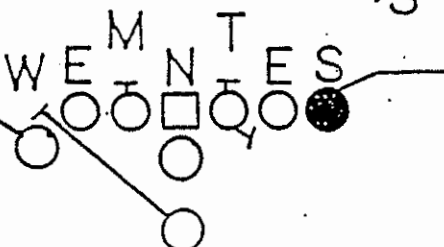
#3 aggressive. Get his hands down; n/t, turn inside to Quarterback.

3-4

W/S

S/S

C



Dual Strong - Solid Weak

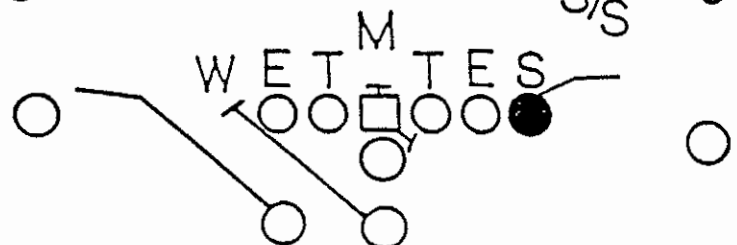
4-3

W/S

S/S

C

C



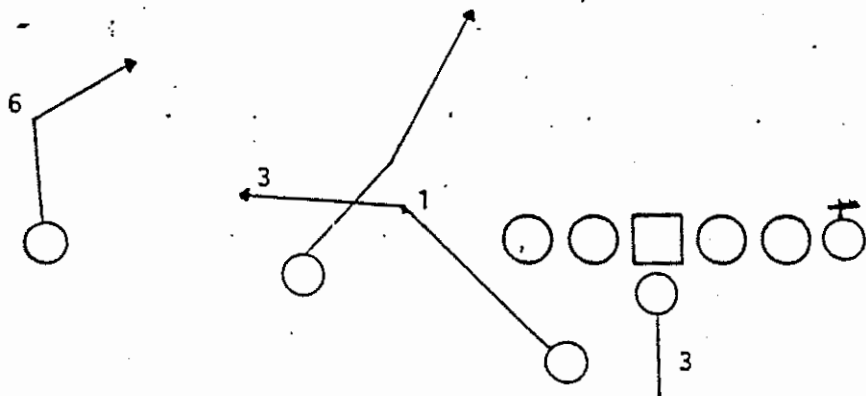
Uncovered Mike To It - FB = #3



# DALLAS COWBOYS - OFFENSE

Double

58



B 3 step drop, weak side read.

Z Hitch.

Y Aggressive Hang; n/t, help.

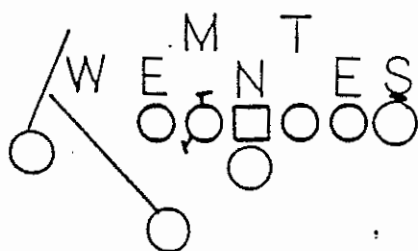
X Slant.

!! Pop. Release inside and then up field.

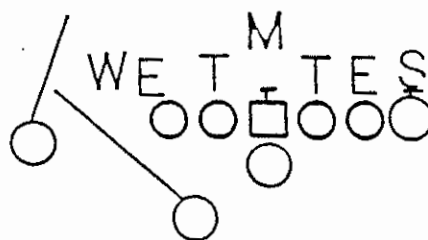
R Hot Arrow weak side.

3-4

4-3



Dual Weak - Solid Strong



Dual Weak - Solid Strong

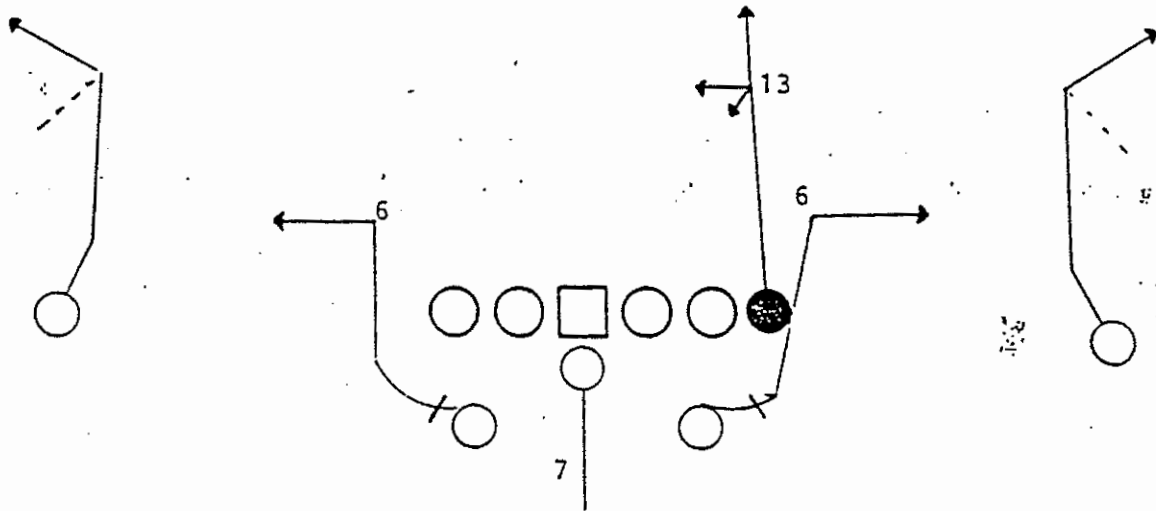


# DALLAS COWBOYS - OFFENSE

RED

60

(DOUBLE SHAKE GREEN ZONE)



QB Seven step drop. Hot vs. SS or WS Blitz. Read Safeties for 2-deep/3-deep key. May work strong or weak.

Z Q. Hot vs. SS Blitz (Slant or Quick Takeoff).

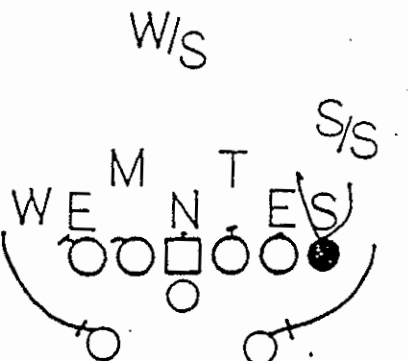
Y Choice. Hot vs. SS Blitz (Quick Diagonal).

X Q. Hot vs. WS Blitz.

13 Solid; n/t, Out route.

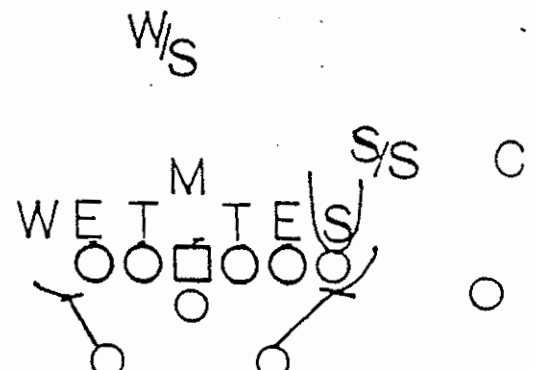
HB 4-3, Solid; 3-4, Fan - n/t, Out route.

3-4



Solid Strong - Fan Weak

4-3



Double Solid

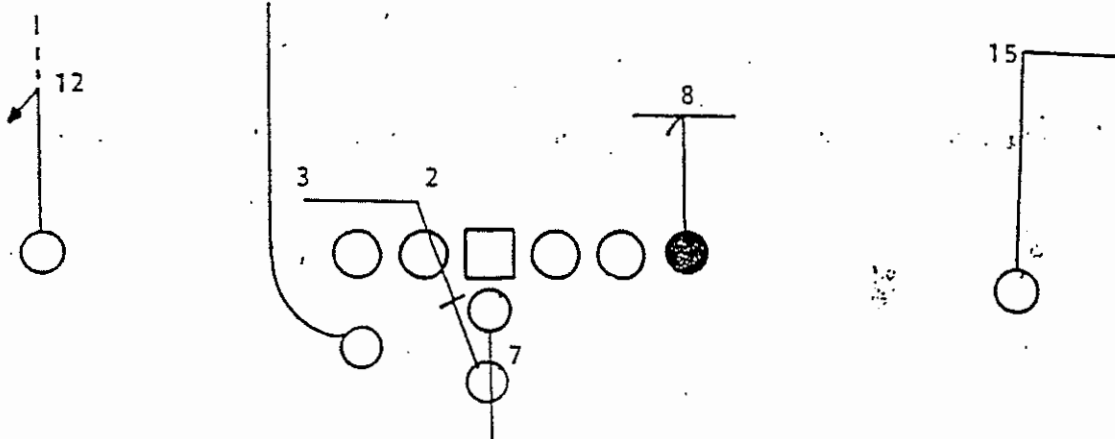


# DALLAS COWBOYS - OFFENSE

Page 1

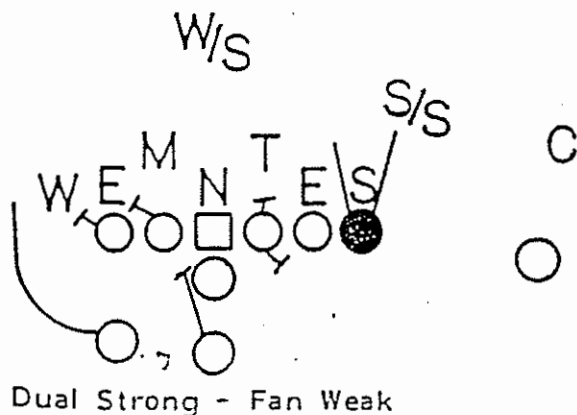
- DEUCE - DOUBLE  
BROWN - DUDE

66

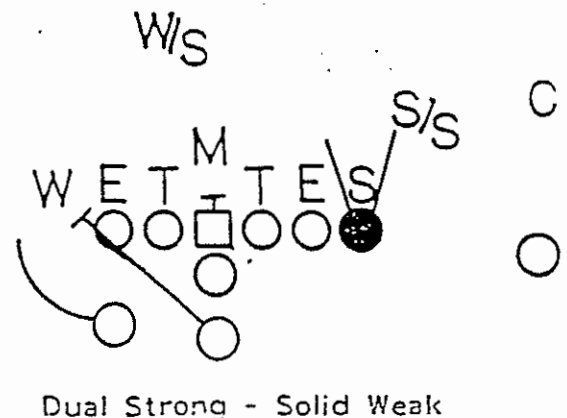


- QB Controlled 7-step drop; strong side read Y to Z. May take shot at X with Press no help. No break offs weak side. Hot to Y on Diagonal.
- Z OH. Outside release, you have time to make a double move. Gear down Fade.
- X Sideline. Score Fade vs. Press.
- Y Best release - Option. Hot Diagonal with two strong side Blitzers. Vs 3-4 or Sam in 4-3 or SS any time.
- 1-3 Free release, run C.
- FB 4-3 Solid, 3-4 Fan; n/t, run Arrow. Try to get Mike's attention.

3-4



4-3

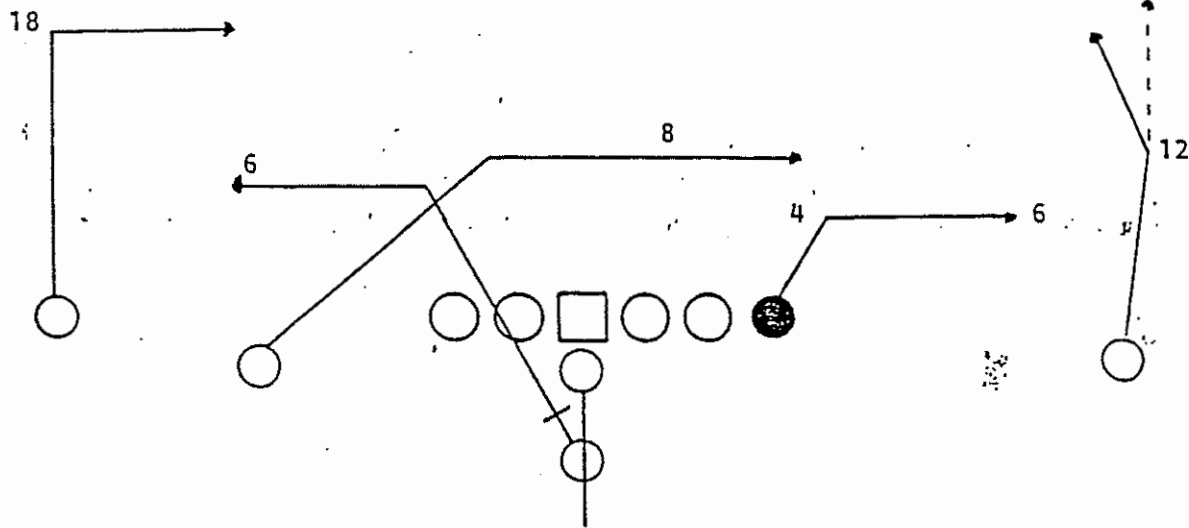




# DALLAS COWBOYS-OFFENSE

Double  
Orange

66 SLOT DIG



QB Read area behind Y for look and H Lex. Take it if clear; n/t, go to R - X stretch. Hot strong side to Y or to Slot off Slot Blitz.

Z Look. Score Fade. Align on numbers. Release outside rotation. No Hots.

Y Diagonal. (66 Hots.)

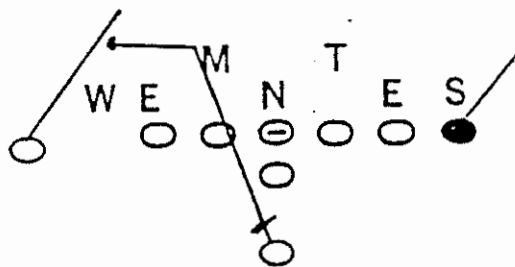
X Square 18 In.

H 8 yd. Lex, inside release. Must get across field. May gear down.

4-3, solid with automatic "Big" call; n/t, 6 yd. Out.

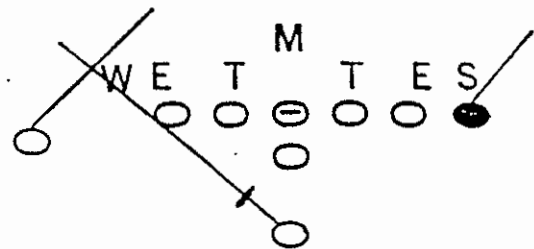
R 3-4, Fan Weak; n/t, 6 yd. Out.

3-4



Fan Weak - Dual Strong

4-3



Solid with Automatic "Big" Call

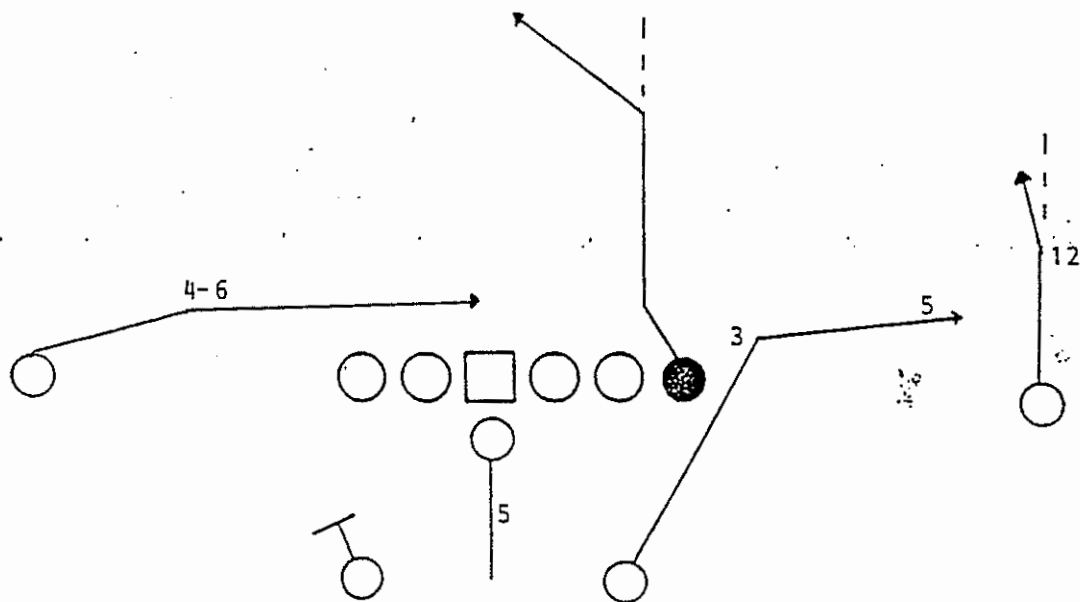


# DALLAS COWBOYS - OFFENSE

RED  
TRIPS - 1 OVER

92

(Z TAKEOFF)



QB Hot on 2 strong side Blitzers vs. 3-4 or Sam in 4-3. Hot on WS Blitz. Strong side read on SS; SS holds off Quick Post, go to flat.

Z Look route. Gear down fade.

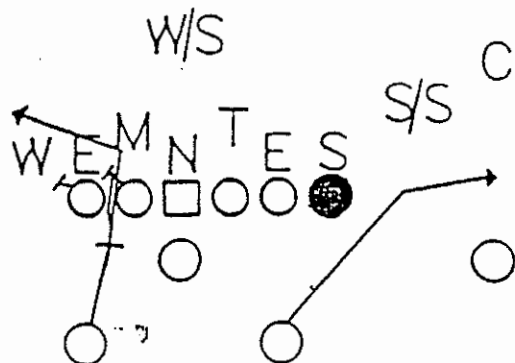
Y Inside release. 2 Deep, run outside rear hash. (Hot pivot on 2 strong.) Safety in middle, run through shoulder away from route.

X Lex. Score Fade.

3 Deep Arrow. Hot Line vs. 2 Blitzers in 3-4 or Sam in 4-3 or SS any time.

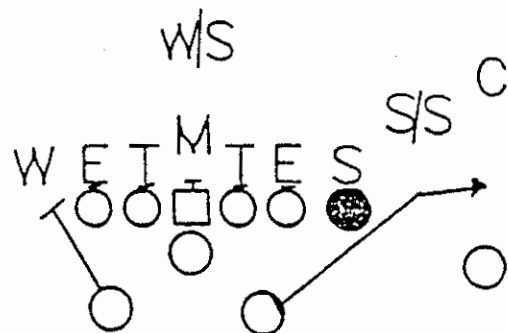
HB 4-3 Solid, 3-4 Fan; n/t, Check Down.

3-4



Fan Weak - Dual Strong

4-3

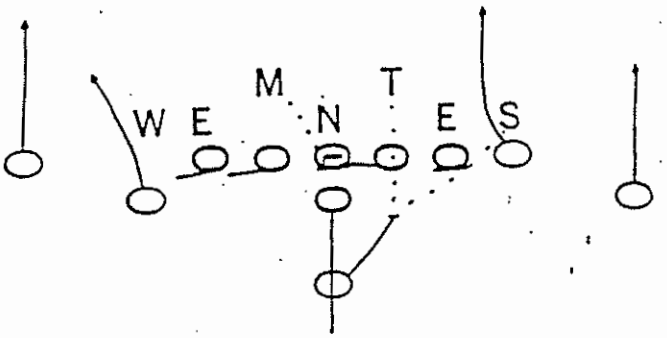
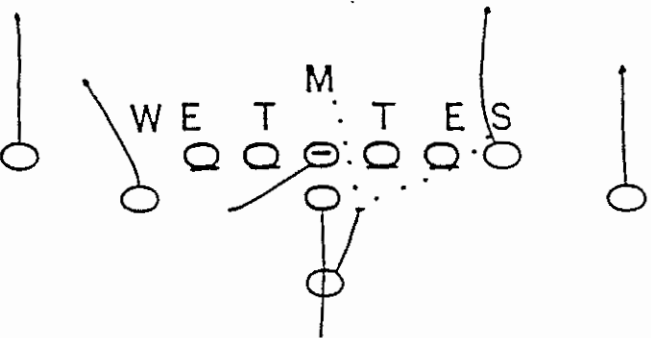


Solid - Dual Strong



# DALLAS COWBOYS - OFFENSE

8

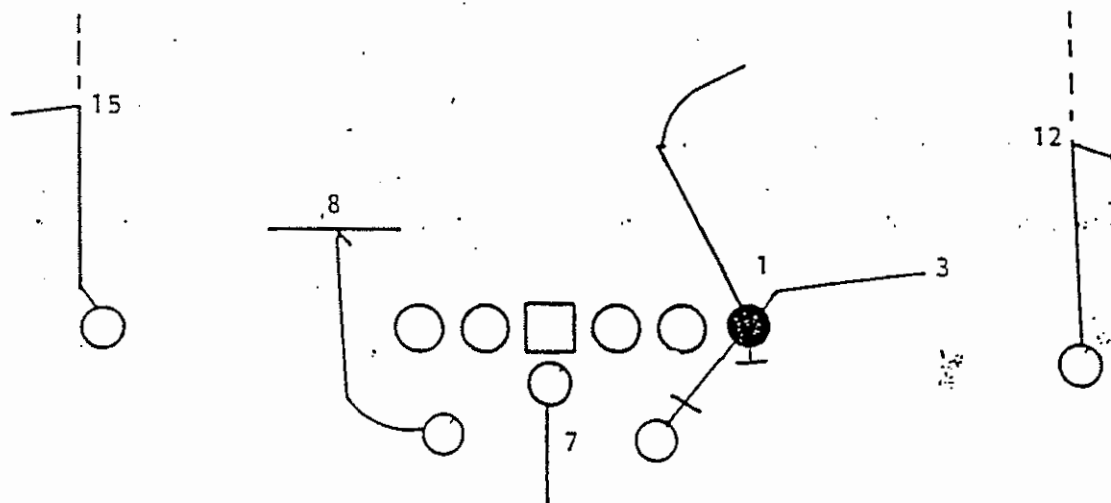
ES	PLAY 86-87	BASE FORMATIONS Double	MOTION	SHIFT
	3-4		4-3	
Y	Hot route.			
ON-SIDE TACKLE	On; N/T, inside. 4-3 Defense, block big.			
ON-SIDE GUARD	On; N/T, Inside. C.P.: Vs. 4-3 Over Stack, alert "Big" call from OT.			
CENTER	Back side LB. C.P.: Onside G covered, block on if covered. *C.P.: Possible "Trio" Liz Call vs. Double Reduce or Bear.			
Backside GUARD	Fan. C.P.: Zone Fan w/C vs. Will off.			
Backside TACKLE	Fan. C.P.: Alert G to position of Will.			
H	Route.			
R	1-2 Strong; N/T, Route.			



# DALLAS COWBOYS - OFFENSE

BROWN  
RED

80



QB

Protect strong side - hot with 1/2 blitzers weak side. 4-3 or 3-4 controlled 7-step drop, weak side read only. C.P.: Back out from Right Formation.

Z

Sideline. Good time to work on releases or moves. Score Fade vs. Press.

X

Outside release, 15 Yd. OH, gear down Fade. (Hot vs. WS Blitz, Slant or Quick T.O.)

Y

Slow on S/S; N/T, inside release and pull Ted or Mike away from Option.

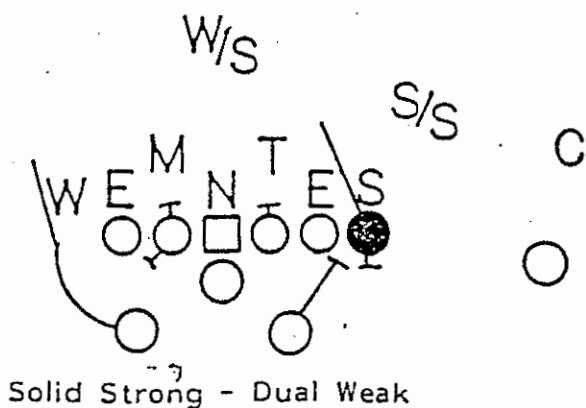
B

Hot release, run Option, Hot Line versus Will Blitz in 4-3. Hot Line versus 2 Blitzers weak vs. 3-4.

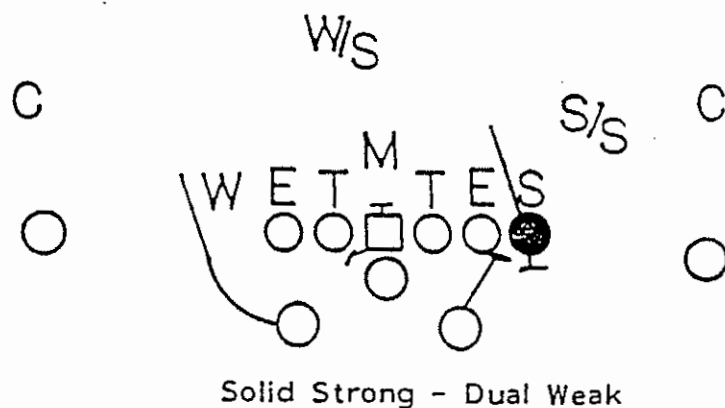
FB

Solid; n/t, run Arrow.

3-4

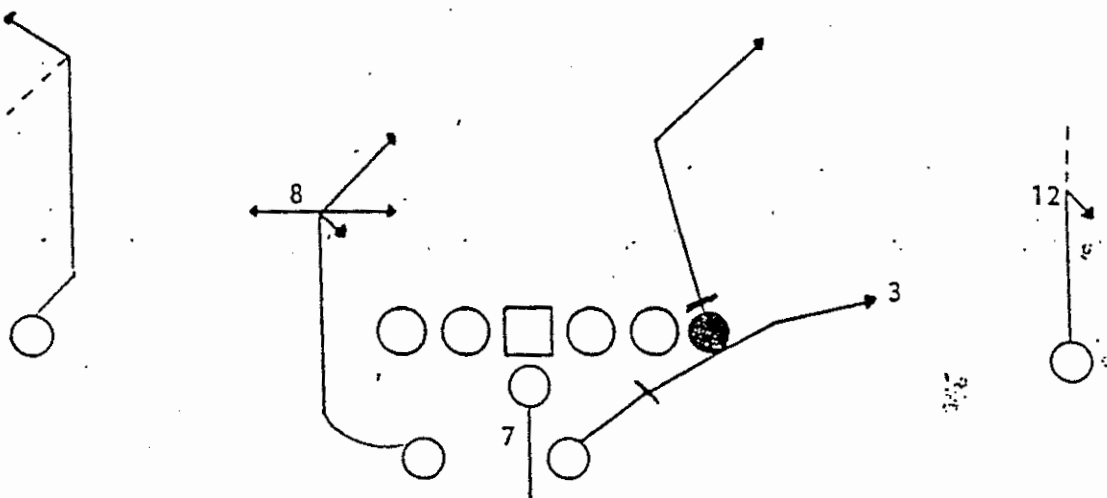


4-3





## 80 CHOICE - Q



Hot release. M.O.F. open, take middle, over or under LB. Don't get too far across. M.O.F. closed, Choice becomes Option.

3-4

W E M T E S  
O O  $\ominus$  O O  
O

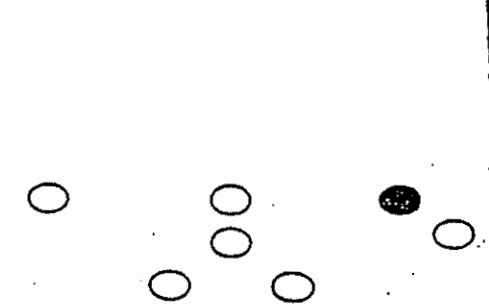
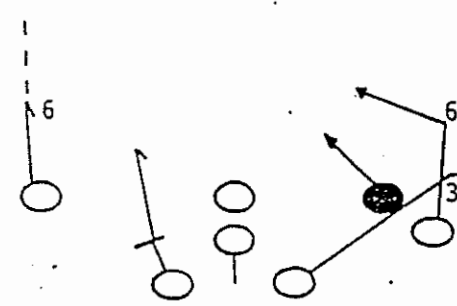
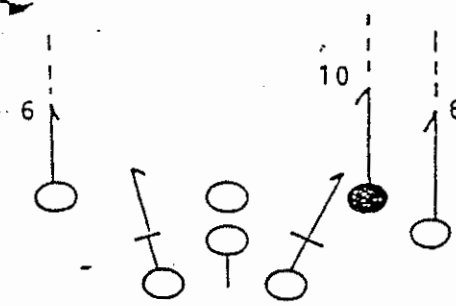
### 4.3

W E T M T E S  
O O = O O  
O



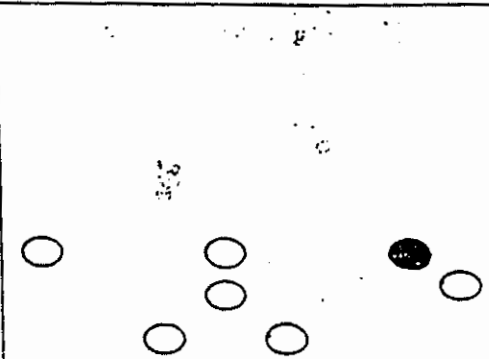
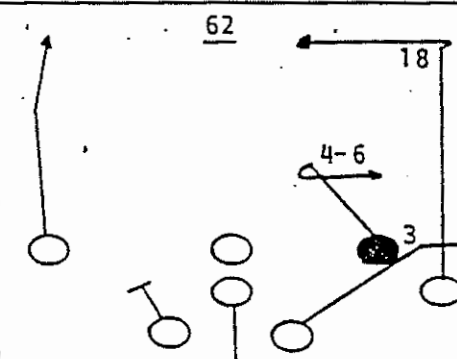
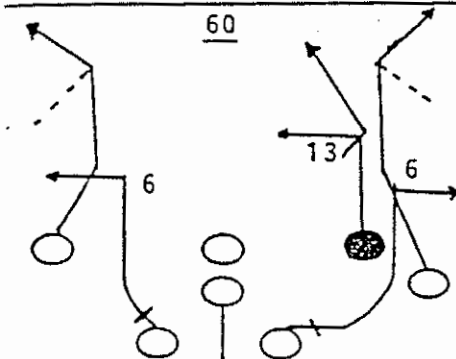
50

52



60

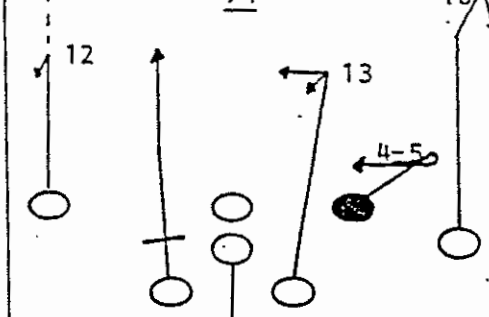
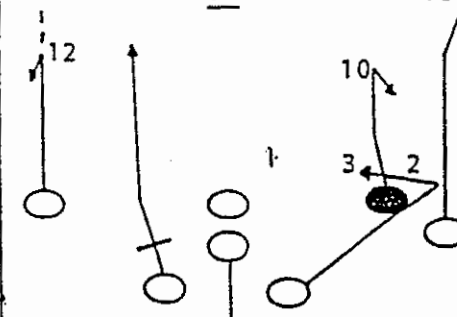
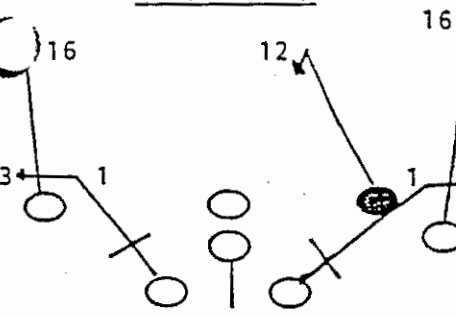
62



70 (BASIC)

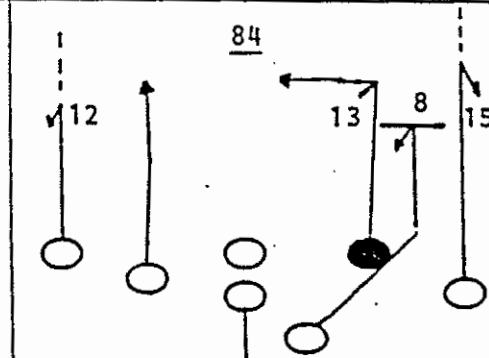
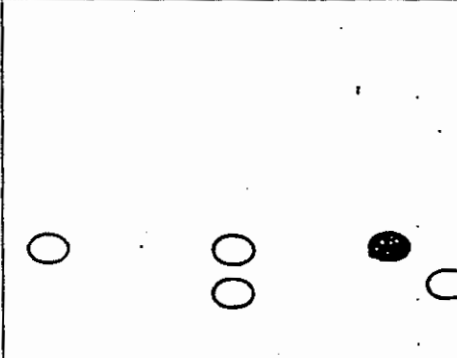
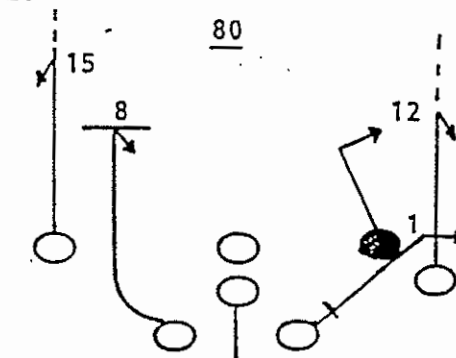
72

74



80

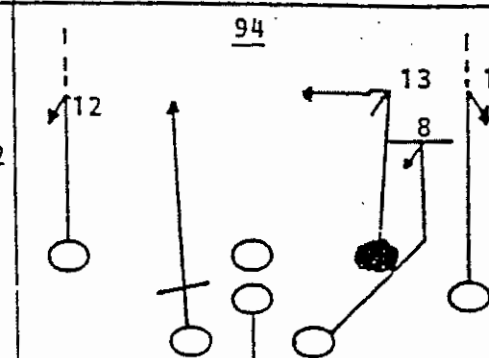
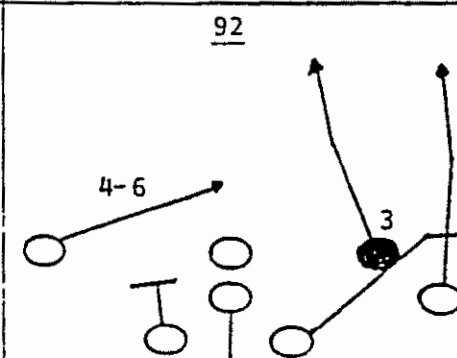
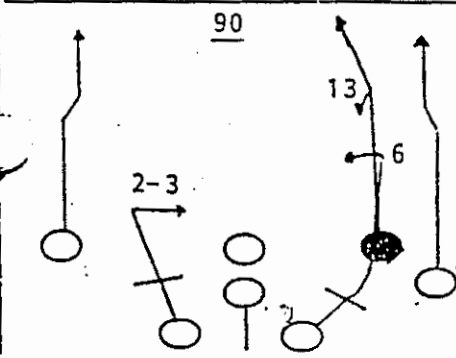
84



90

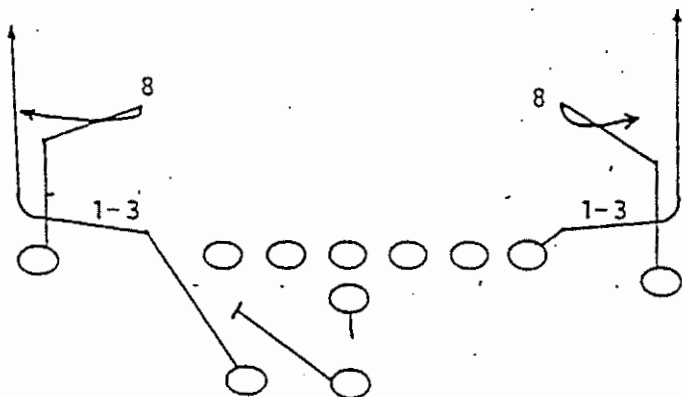
92

94

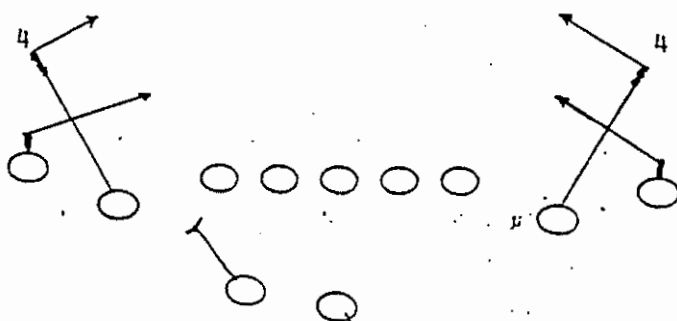




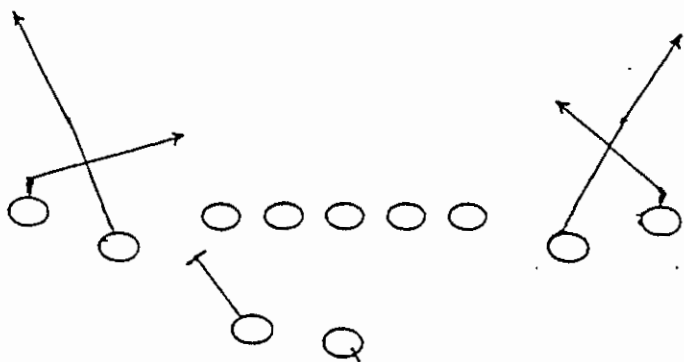
56 Double D Takoff (Slant Juke)



56 Double Pick



56 Double Pick Corner

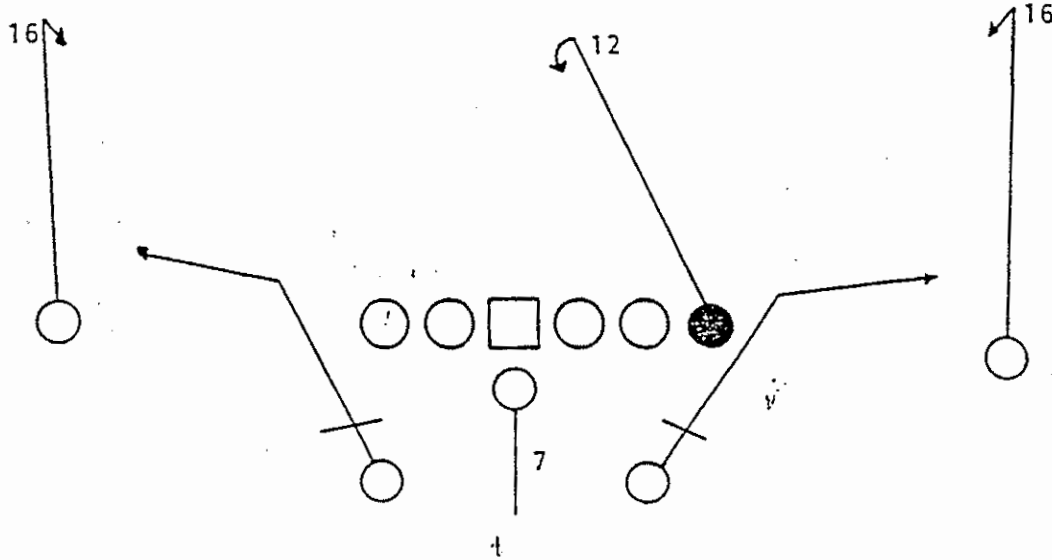




# DALLAS COWBOYS - OFFENSE

D - BROWN

70 BASIC



Break off vs. S/S or W/S Blitz. Start with Y, give him a chance to get open; N/T, go to X-HB stretch.

Z Curl. Hot vs. SS Blitz, Slant or Quick Takeoff.

Y Hook (M.O.F. is yours). Hot vs. SS Blitz, Quick Diagonal.

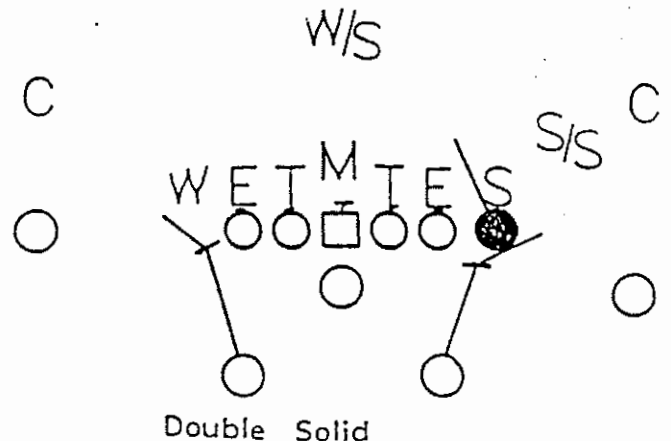
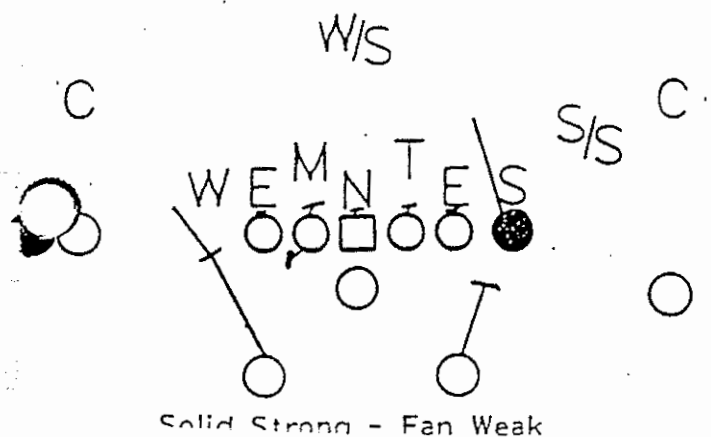
X Curl. Hot vs. WS Blitz, Hitch or Quick Takeoff.

FB Solid; n/t, Arrow.

HB 3-4 Fan, 4-3 Solid; n/t, Arrow. (Alert "Big" call.)

3-4

4-3

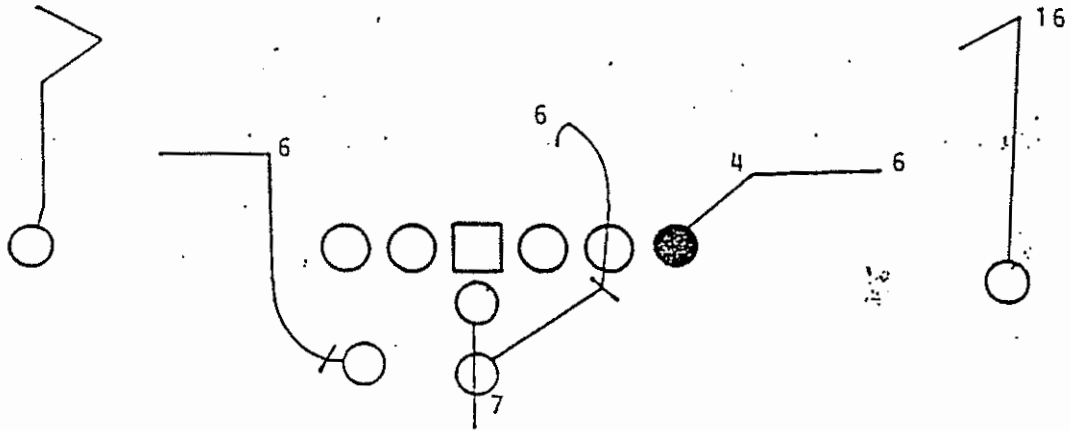




# DALLAS COWBOYS - OFFENSE

BROWN - RED

70 D CURL - OUT Q



7-step drop, 3-deep, work strong side; 2-deep, work weak side.  
Versus 3-man front, work back to X or R stretch. (Fan Strong vs. 3-4.)

QB

Z

Curl.

X

Q.

†

Y

Diagonal.

R

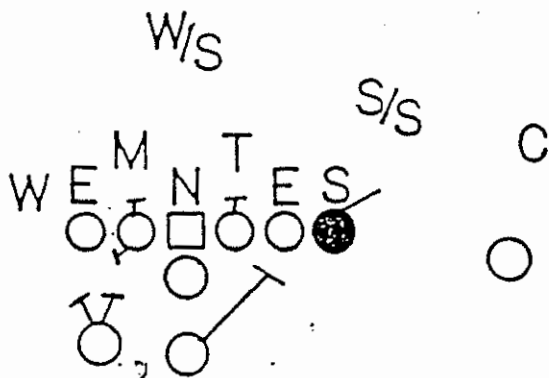
3-4 Key Weak, 4-3 = Will; N/T, run Out.

H

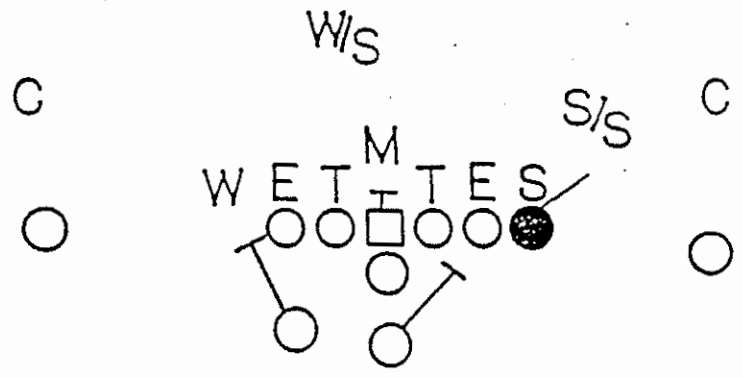
Check Sam; N/T, run check down to occupy LB in Strong Hook Zone. (Alert Fan Strong call vs. 3-4.)

3-4

4-3



Fan Strong - Key Weak



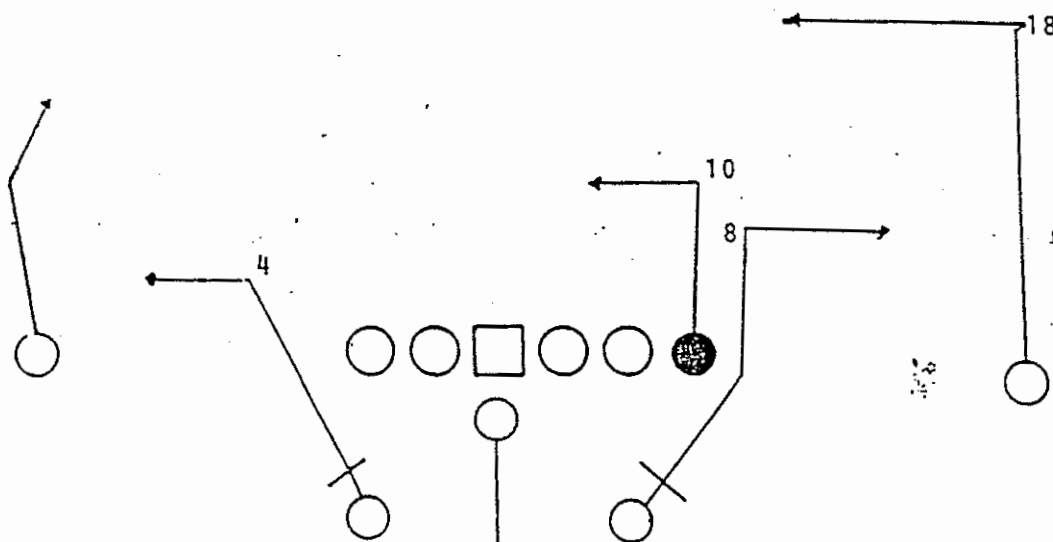
Fan Strong - Key Weak



# DALLAS COWBOYS - OFFENSE

ED

70 DIG DOUBLE OUT



Check W/S first flat weak side go to X on Post. W/S anywhere else, read weak Hook area to Square In. (Key vs. 3-4.)

Square In.

10 yard Angle In. Best release. Zone, keep going inside. Man, run to get open.

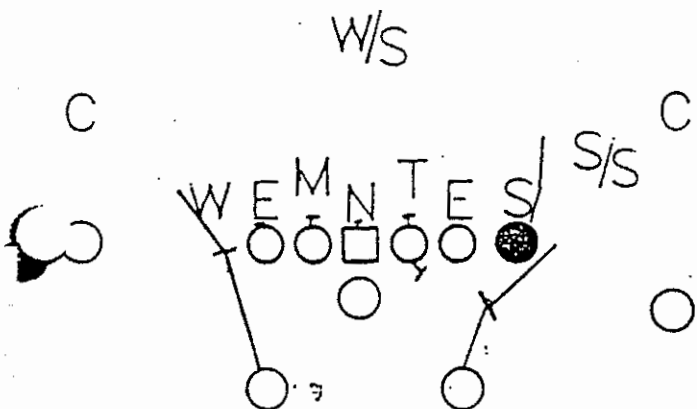
Look Fade - outside release.

4-3 Sam. 3-4, alert "Key" call. Run 8 yard Out. Run to get open vs. Man.

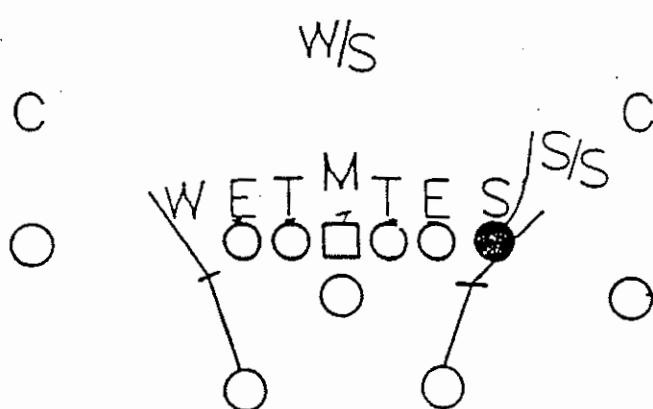
4-3 Will. 3-4, alert "Key" call. Run 6 yard Out, occupy Mike.

3-4

4-3



Key Strong - Solid Weak

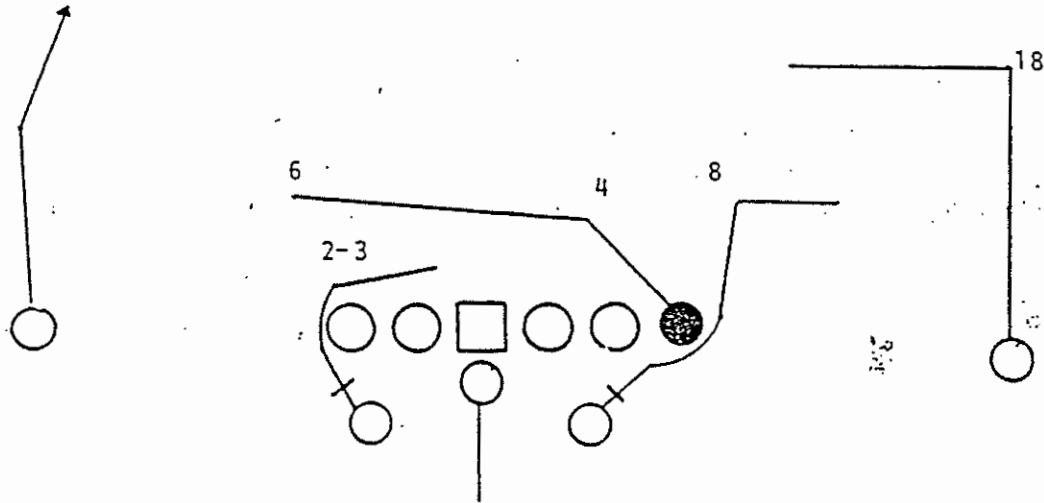


Key Strong - Solid Weak



## Page 14

70 TEXAS (X' SQUARE IN)



7-step drop, start with TE, then go to FB - Z Stretch; n/t, hit "HB" under. ("Key" call vs. 3-4 to get H into pattern.) Hot vs. SS or WS Blitz.

Square In: Stay wide versus Zone, look for ball quick off break.  
Run away vs. Man. (Hot vs. SS Blitz; Slant or Qk. T.O.) (X Sq. In = Post.)

Look Post: M.O.F. occupied, stretch Safety; alert to beat Corner when M.O.F. is open. Stay outside Safety in 2-deep. Hot vs. WS Blitz - Hitch or Qk. T.O.

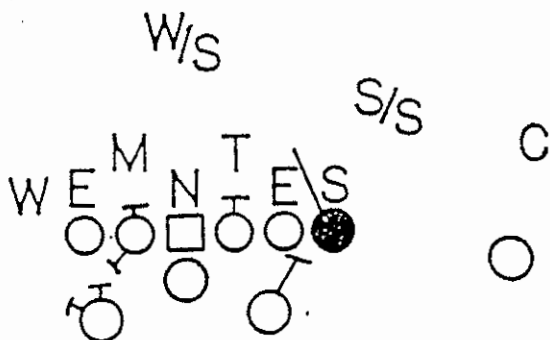
Lex. Hot vs. SS Blitz on Quick Diagonal.

3-4 Fan; 4-3 Solid; n/t, run Under route. Vs. Man coverage, run to get open. ("Key" call vs. 3-4, Fan Weak.)

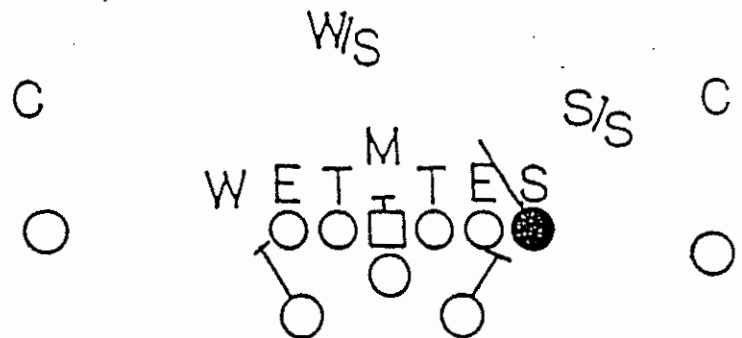
Solid; n/t; run Out (note depth). Vs. Man coverage, run to get open. ("Key" call vs. 3-4, key Strong.)

3-4

4-3



Solid Strong - Key Weak  
Alert "Key" call (Key Strong -



Double Solid



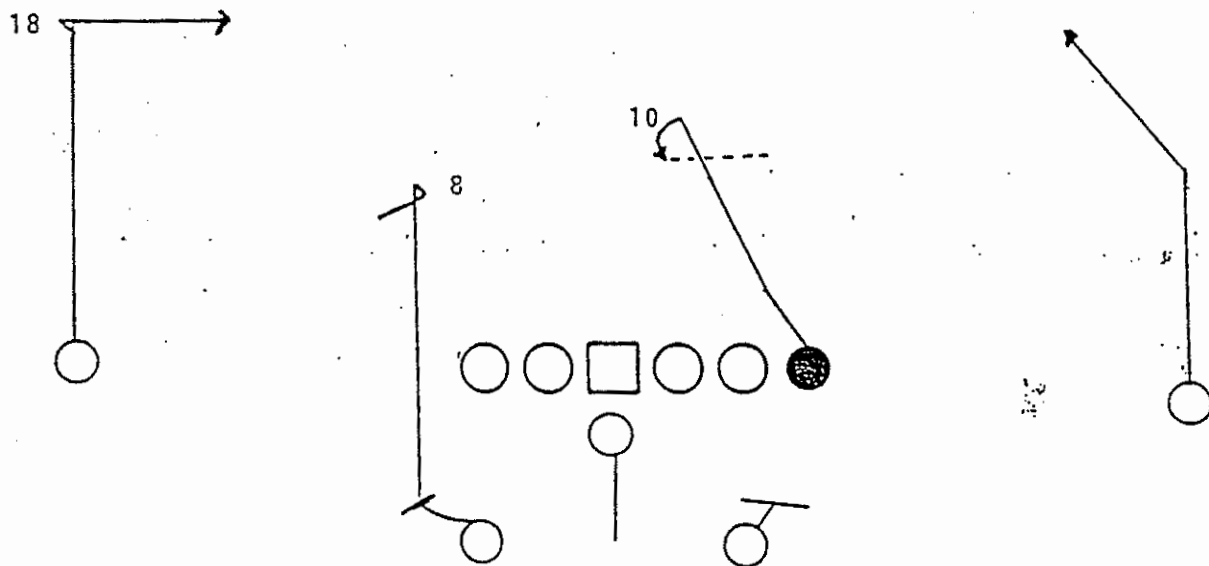
# DALLAS COWBOYS - OFFENSE

Page 16

RED

70 ZONE XSI

(XSI - TAKEOFF)



QB Read W/S at snap; goes flat weak side, think Z. All else, go weak side.

Z Look Post.

Y Hook. Occupy Mike in 4-3 or Ted in 3-4 D.

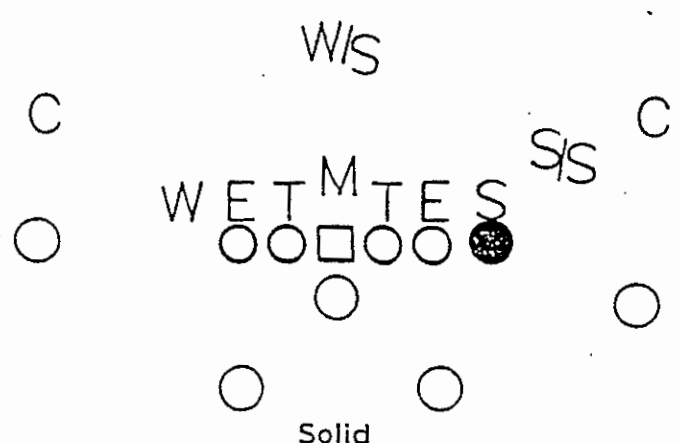
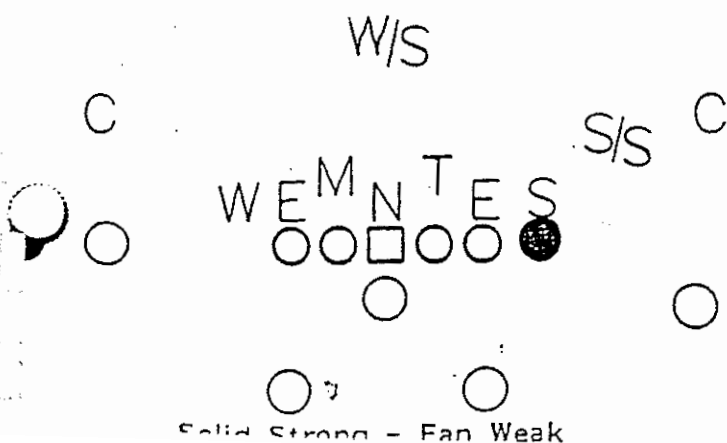
X Square In.

FB Solid with automatic "Big" call; n/t, help.

HB 4-3, solid with automatic "Big" call, 3-4, Fan; n/t, run Hook Slide to occupy Mike.

3-4

4-3

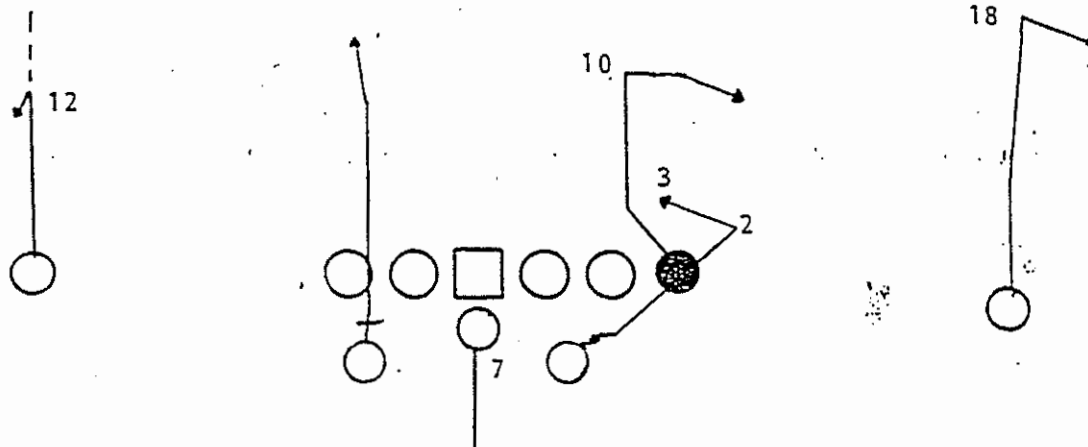




# DALLAS COWBOYS - OFFENSE

RED - TRIPS

72



QB 7-step drop. Strong side read between H & Y; N/T, go to Z.

Alert for X Fade vs. Press, no help.

Z Comeback. You have time for a double move.

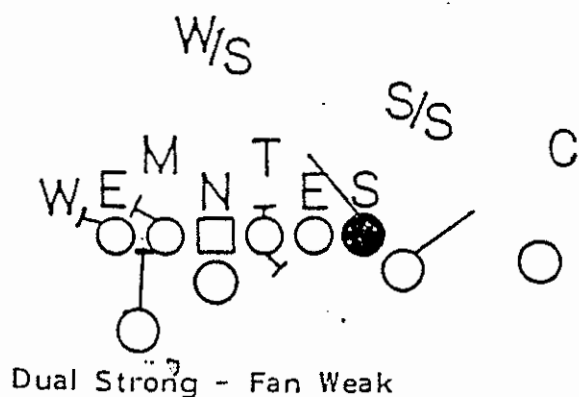
X Sideline. Fade vs. Press.

Y Inside release, 10 yard Angle Out. Work off Mike - work back to ball - may gear down. Hot on Pivot.

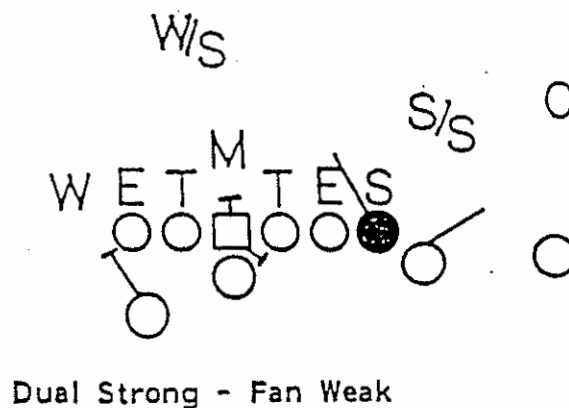
Z 3-4 Fan Weak, 4-3 Check Will. N/T, run "C" Route - occupy Mike.

FB Delay Under.  
C.P.: Hot Line.

3-4



4-3

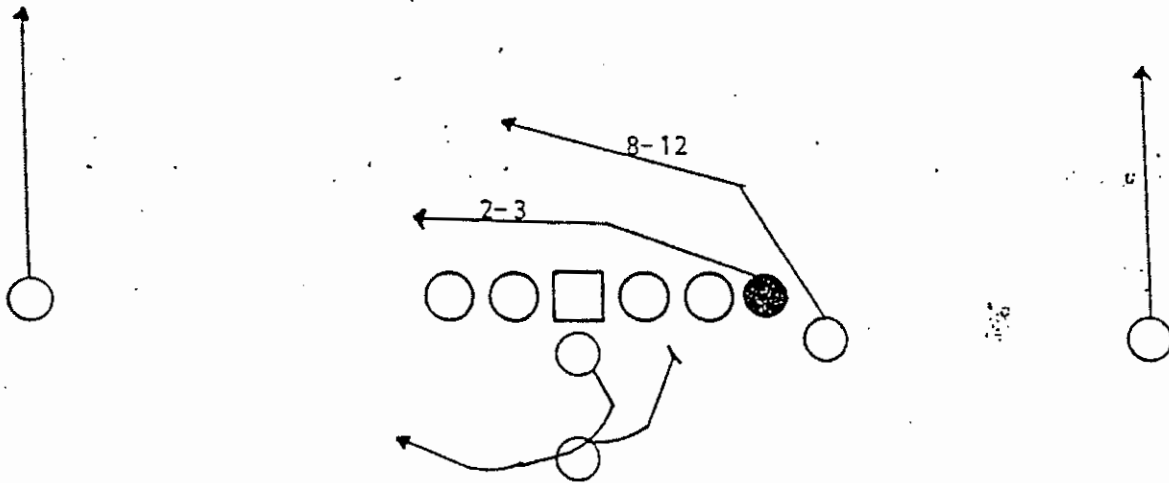




# DALLAS COWBOYS-OFFENSE

TRIPS  
TRAIN

FAKE PRESS 36 BOOT LEFT



QB

Sell Press 36, reach ball out, turn ready to throw. Y first read, then H/X.

Z

Takeoff.

Y

2-3 yard Lex.

X

Outside release Takeoff.

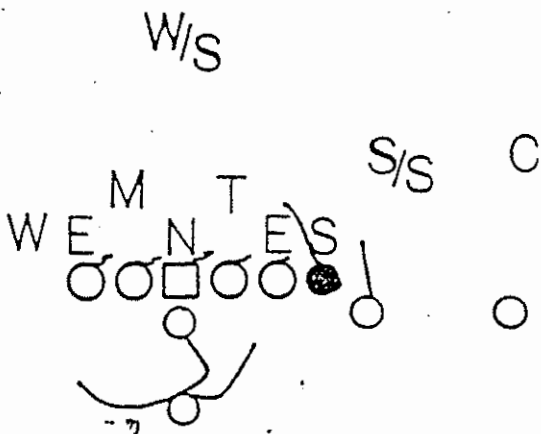
H

Race 8-12 yards.

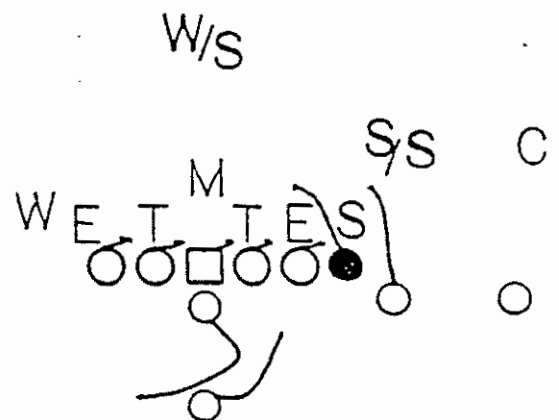
R

Fake Press 36, seal.

3-4



4-3

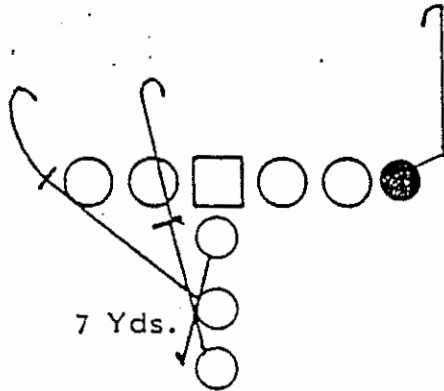
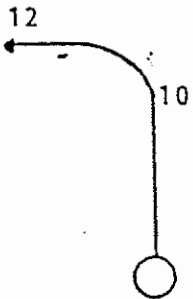




# DALLAS COWBOYS - OFFENSE

"I"  
"I" (Under)

FAKE 137 X SPEED OH  
(X TAKEOFF) (X DEEP HOOK)



QB Open to number, drive to 7 yards deep, acknowledge HB, turn ready to throw; n/t, hit Check Down. No Hots.

Z Post. No Hots.

Y Check Strong Safety; n/t, run 10 yard hook over original position.

Speed OH, gear down Fade vs. Roll Up Zone, run vs. Press.

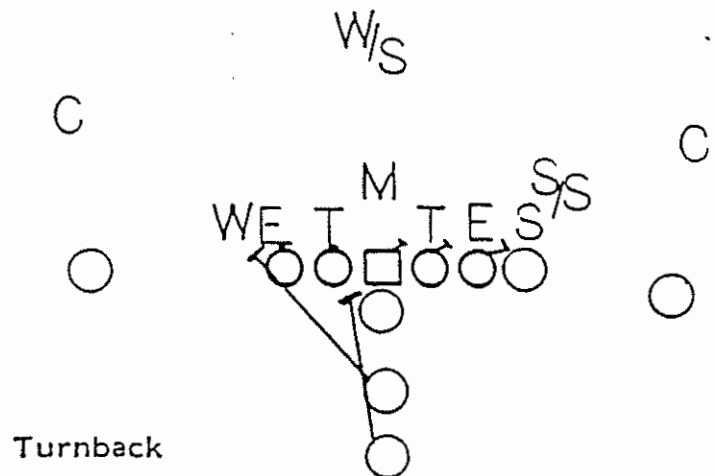
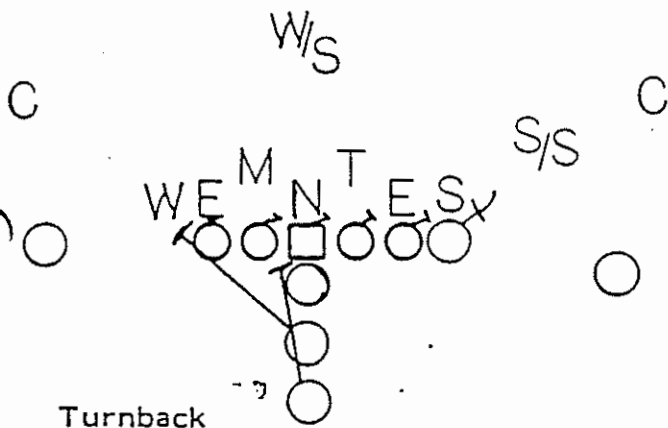
X X Deep Hook: 20 yard Hook, Run It.

FB Fake 37, check first LB off L.O.S. play side; n/t, Check Down.  
(May need to help FB.)

FB #3 aggressive; n/t, wide Check Down. (Check Arrow on X Deep Hook, X Takeoff.)

3-4

4-3



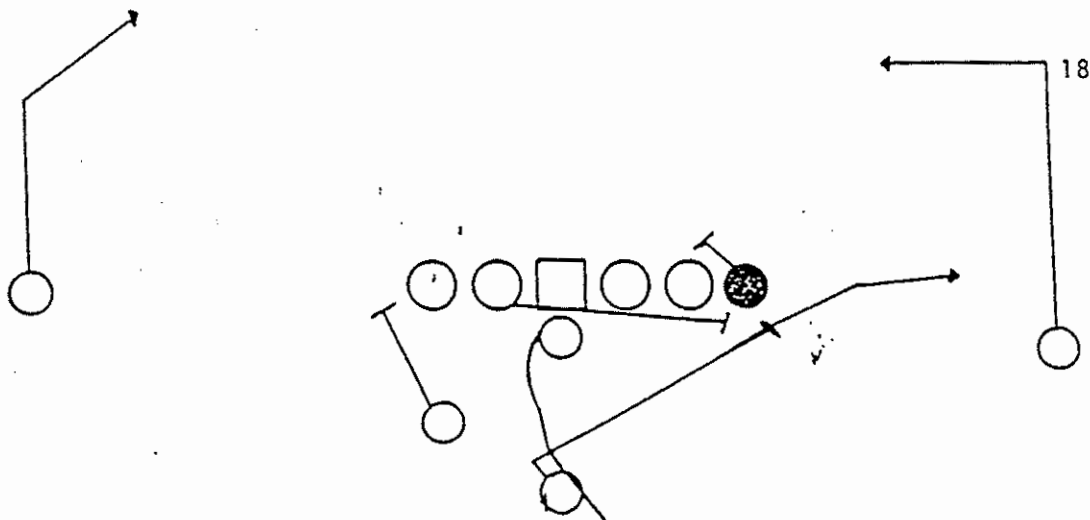


# DALLAS COWBOYS-OFFENSE

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UNDER -  
UDE

FAKE C 236 TRAP ZSI (XSI)



Favor Strong G-T 9-10 yards deep. Protected vs. all strong side blitzes.

Square In.

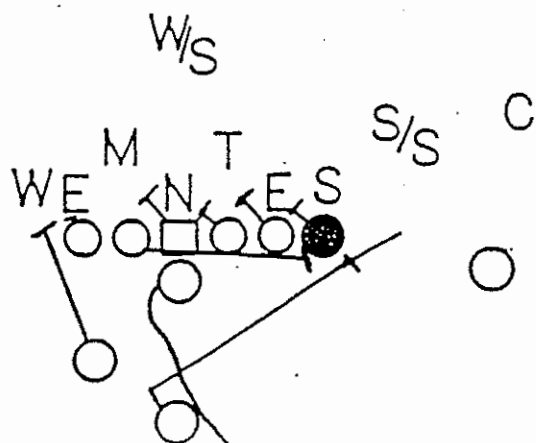
Block End or Inside LB aggressive.

Post (alert XSI).

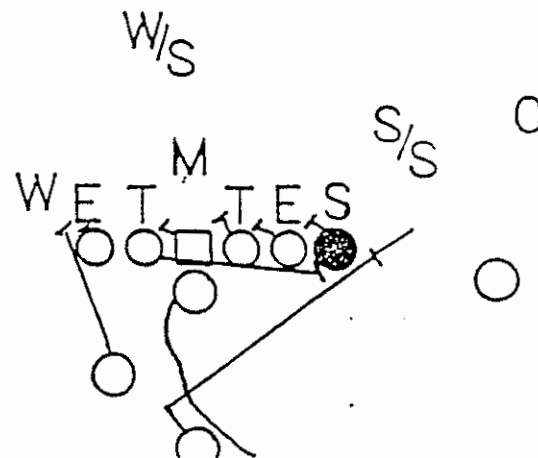
#3 controlled aggressive, help OT, check late.

Fake of C 36 T. Check SS; N/T, run Arrow.

3-4



4-3





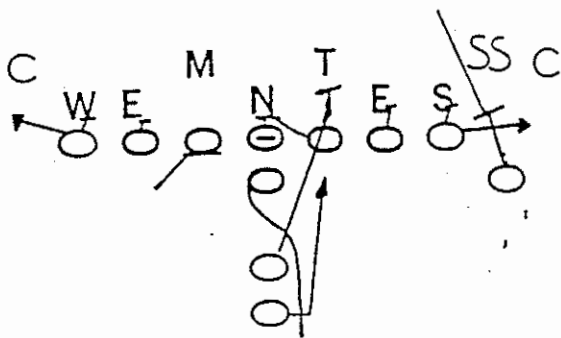
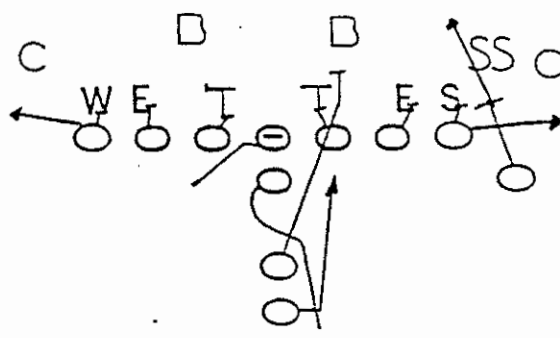
# DALLAS COWBOYS - OFFENSE

POS	PLAY	BASE FORMATIONS	MOTION	SHIFT
Full Line pass	119-118	Brown		
		<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><u>3-4</u> WS</p> </div> <div style="text-align: center;"> <p><u>6-2</u></p> </div> </div>		
Y	<p>#3, hang. C.P.: 118 to, route.      <u>X</u>: Route.</p>			
INSIDE TACKLE	<p>On; n/t, inside, controlled aggressive. C.P.: Alert Trio vs. Double Reduce.</p>			
ON SIDE GUARD	<p>On; n/t, inside. C.P.: Controlled aggressive vs. gap.</p>			
CENTER	<p>Back side. C.P.: Vs. 6-2, back side LB to any back side pressure. C.P.: Vs. 6-2, "You-Me" to BG for assign on gap.</p>			
BACKSIDE GUARD	<p>On; n/t, back side. C.P.: No Fan vs. 3-4. C.P.: Alert "You-Me" call from C.</p>			
BACKSIDE TACKLE	<p>On; n/t, back side. C.P.: No Fan vs. 3-4.</p>			
FB	<p>Block most dangerous inside out.</p>			
HB	<p>Route.</p>			



# DALLAS COWBOYS - OFFENSE

Page 19

YES	PLAY	BASE FORMATIONS	MOTION	SHIFT
Goal Line Passes	Fake 134-135	"I"		
		<div>3-4</div> 	<div>6-2</div> 	
Y	#3, controlled aggressive, stop, route.			
ON-SIDE TACKLE	On; N/T, inside, controlled aggressive.			
ON-SIDE GUARD	On; N/T, inside, controlled aggressive.			
CENTER	Back side. C.P.: You-Me Call to G. C.P.: Vs. 6-2, C has LB and any back side pressure.	QB: Front out, great fake.  Z: Route.  X: Block man over, hold.		
Backside GUARD	On; N/T, back side. C.P.: Alert You-Me Call from C. C.P.: No Fan vs. 3-4.			
Backside TACKLE	On; N/T, back side. C.P.: No Fan vs. 3-4.			
FB	Block first LB play side off L.O.S.			
HB	Fake 34 over the top. C.P.: Make the great fake.			