

**96**

# **Washington Redskins**

**Norv  
Turner**

Our formations can be categorized into 2 distinct forms:  
2 Back Sets and 1 Back Sets.

## 2 Back Sets:

Our 2 Back Sets will be called in 3 distinct parts:

1. Backfield Set ("I", Split, Jack, Queen, Far, Near, and Full.)
2. Strength direction ( Right or Left )
3. Receiver alignment ( Slot, Tight, Wing, Open, etc. )

### Backfield Set:

The most common sets we use are "I", Split, Jack, and Queen.

NOTE: All 2 Back Sets, the Backs will always be (FB) Fullback, and (HB) Halfback. NO MATTER WHERE THEY ALIGN!

NOTE: All 1 Back Sets the Remaining Back is (R); the other eligible Receiver is (F).

NOTE: If we want the Remaining Back to be offset, we will call for him to be in (H) position.

### Strength Direction:

Our strength direction will refer to the side the Tight End will align. Right formations, the Tight End will line up on the right side of the formation; left formations, the Tight End will align on the left side. THERE IS ONLY ONE EXCEPTION.

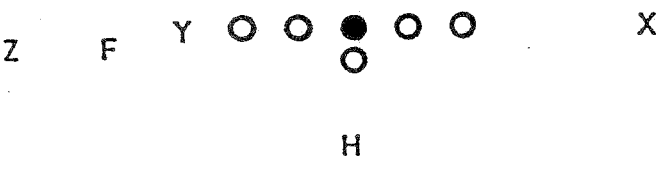
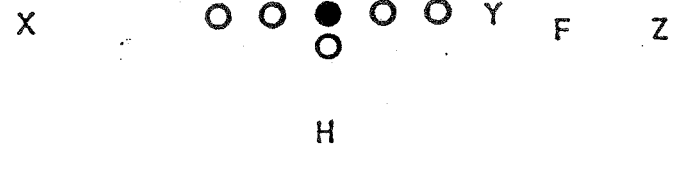
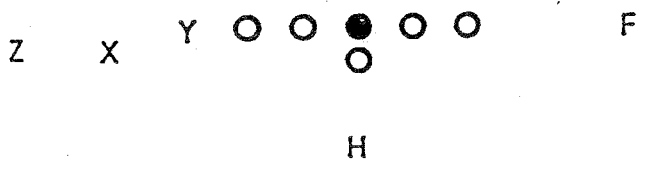
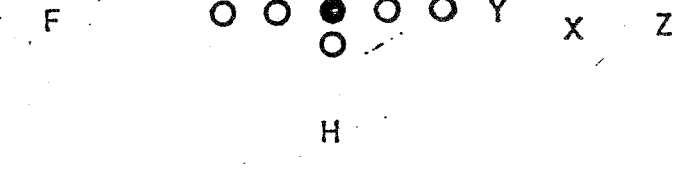
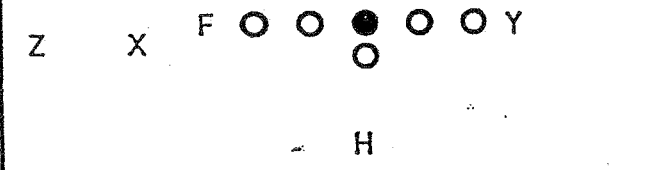
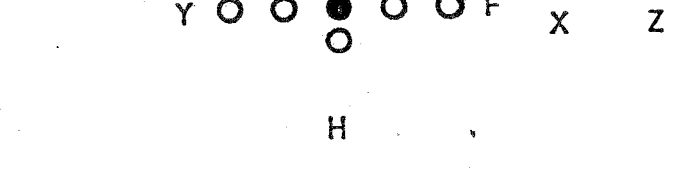
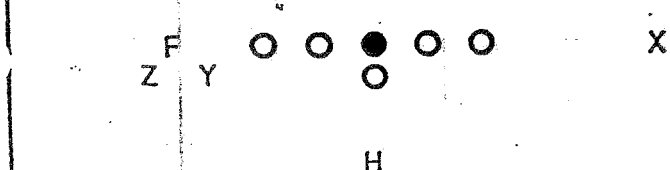
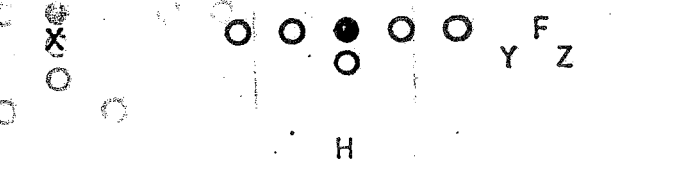
### Receiver alignment:

The Receivers will line up on the opposite sides of the formation. The "Z" will line up on the Tight End's side (side of the strength call), and "X" will line up on the side away from the Tight End on the ball (side away from strength call). If we want the Receivers to align in any other positions, we will give them an alignment term. The most common of which is Slot.

<p>"I" LT</p> <p>Z Y ○ ○ ● ○ ○ X</p> <p>FB HB</p>	<p>"I" RT</p> <p>X ○ ○ ● ○ ○ Y Z</p> <p>FB HB</p>
<p>"SPLIT" LT</p> <p>Z Y ○ ○ ● ○ ○ X</p> <p>FB HB</p>	<p>"SPLIT" RT</p> <p>X ○ ○ ● ○ ○ Y Z</p> <p>HB FB</p>
<p>"JACK" LT</p> <p>Z Y ○ ○ ● ○ ○ X</p> <p>FB HB</p>	<p>"JACK" RT</p> <p>X ○ ○ ● ○ ○ Y Z</p> <p>HB FB</p>
<p>"QUEEN" LT</p> <p>Z Y ○ ○ ● ○ ○ X</p> <p>FB HB</p>	<p>"QUEEN" RT</p> <p>X ○ ○ ● ○ ○ Y Z</p> <p>FB HB</p>

WASHINGTON REDSKINS

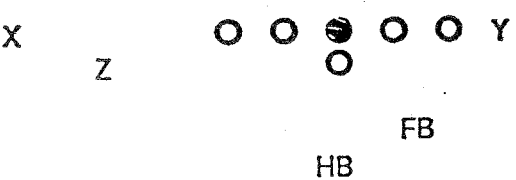
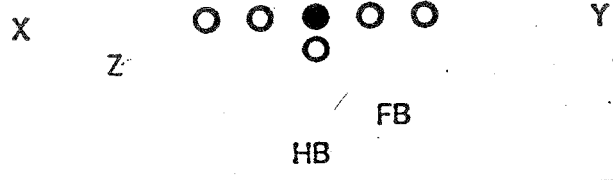
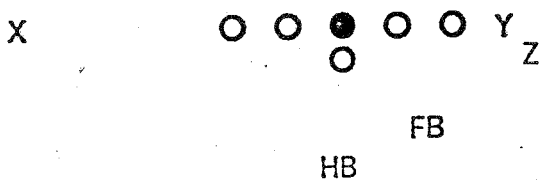
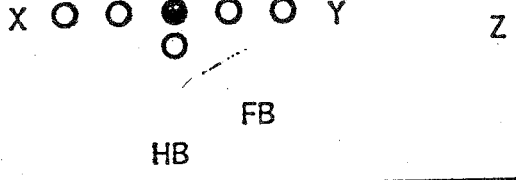
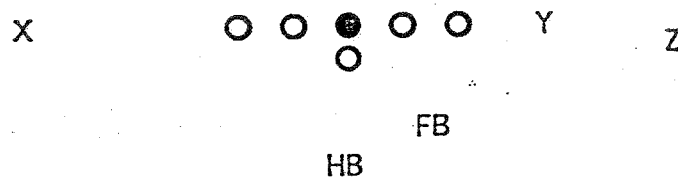
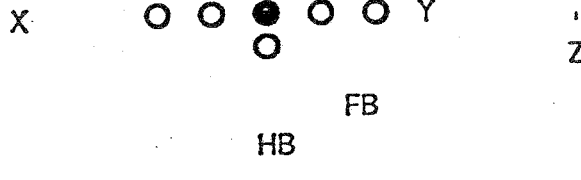
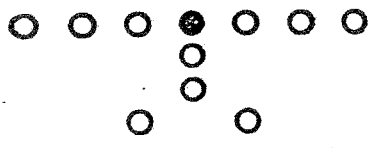
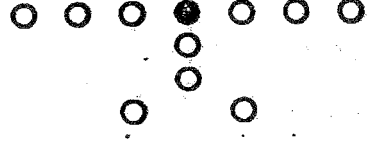
1 BACK FORMATIONS

<p>"TWINS" LT</p> 	<p>"TWINS" RT</p> 
<p>"TIGER" LT</p> 	<p>"TIGER" RT</p> 
<p>"TREY" LT</p> 	<p>"TREY" RT</p> 
<p>"BUNCH" LT</p> 	<p>"BUNCH" RT</p> 



WASHINGTON REDSKINS  
RECEIVER ALIGNMENT TERMS

PAGE F-7

<p><u>"JACK" RT SLOT</u></p> 	<p><u>"JACK" RT SPREAD</u></p> 
<p><u>"JACK" RT WING</u></p> 	<p><u>"JACK" RT TIGHT</u></p> 
<p><u>"JACK" RT OPEN</u></p> 	<p><u>"JACK" RT OFF</u></p> 
	

# WASHINGTON REDSKINS MOVEMENTS

THE CHARTERED  
OFFICE OF THE  
NATIONAL CAPITAL

U.S. DEPT. OF THE INTERIOR  
BUREAU OF LAND MANAGEMENT  
INDICATOR BY T  
MOVEMENT OUT

MOVEMENT IS VERY IMPORTANT TO OUR TOTAL OFFENSIVE SYSTEM. THERE ARE SEVERAL REASONS FOR MOVEMENT IN OUR OFFENSE; AMONG THE MOST PROMINENT REASONS ARE:

1. TO CREATE A PERSONNEL ADVANTAGE BY CREATING COVERAGE MISMATCHES ON OUR RECEIVE OR BACKS.
2. TO CREATE A PERSONNEL ADVANTAGE BY EFFECTING CHANGES IN RUN SUPPORT AND FORCE RESPONSIBILITIES.
3. TO CREATE SECONDARY MOVEMENT IN AN EFFORT TO BETTER ENABLE OUR QUARTERBACKS TO RECOGNIZE COVERAGES.
4. TO GET OUR PERSONNEL IN BETTER POSITION TO EXECUTE THEIR GIVEN ASSIGNMENT.
5. TO CREATE PROBLEMS FOR THE DEFENSE IN MAN UNDER COVERAGES WHEN ATTEMPTING TO HOLD OR BUMP RECEIVERS AT THE LINE OF SCRIMMAGE.
6. TO CREATE AN OPPORTUNITY FOR INDECISION, CONFUSION, AND/OR MISALIGNMENT BY THE SECONDARY.
7. TO CAUSE MOVEMENT ON THE PART OF THE DEFENSE IN AN EFFORT TO REALIGN THEIR PERSONNEL WITH THE COVERAGE CALLS AND CHANGES, AND NOT ALLOW THEM TO SET THEMSELVES AND REACT TO FAMILIAR OFFENSIVE PATTERNS. MAKE THE DEFENSE PLAY "ON THE MOVE".
8. TO FORCE OPPONENTS TO SPEND PRACTICE TIME AND EFFORT ON ADJUSTING TO MOVEMENT PATTERNS RATHER THAN IMPROVING DEFENSIVE SKILLS AND SCHEMES.
9. TO CREATE A VISUAL COMPLEXITY TO THE DEFENSE, YET BE ABLE TO RUN THE SAME BASIC PLAYS FROM A VARIETY OF LOOKS.

ALL WITH THE PERSONNEL  
ALL RECEIVERS MOVEMENT WILL BE  
NO INDICATOR BY THE QUARTERBACK  
OR MOVEMENT OUT BY THE CADENCE  
AT THE LINE OF SCRIMMAGE

16  
BE  
16

THE FOLLOWING ARE BASIC MOVEMENTS IN OUR OFFENSIVE SCHEME.

### BACKFIELD MOVEMENT

JET	LONG MOVEMENT BY THE BACK TOWARD THE SINGLE RECIEVER SIDE. (WR MUST ADJUST SPLIT TO NO WIDER THAN 7 YARDS.)
JAM	SHORT MOVEMENT BY THE BACK TOWARD THE SINGLE RECIEVER SIDE.
MOTION	SHORT MOVEMENT BY THE BACK TOWARD THE TWO RECIEVER SIDE.
BUZZ	LONG MOVEMENT BY THE BACK TOWARD THE TWO RECIEVER SIDE. (WR MUST ADJUST SPLIT TO NO WIDER THAN 7 YARDS.)

### Z MOVEMENT

ZOOM	MOVEMENT ACROSS THE FORMATION. START OPPOSITE THE CALL
FA-ZOOM	FAKE MOVEMENT ACROSS THE FORMATION. START IN THE FORMATION
ZIP	SHORT MOVEMENT TOWARDS THE FORMATION.
ZAP	LONG MOVEMENT ACROSS THE FORMATION. START OPPOSITE THE CAL
ZING	MOVEMENT ACROSS THE FORMATION TO THE WING

### X MOVEMENT

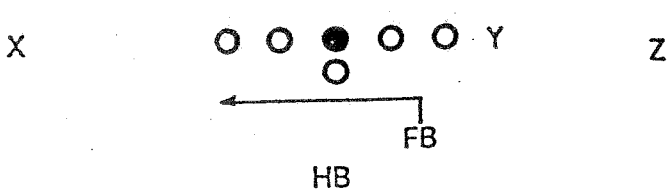
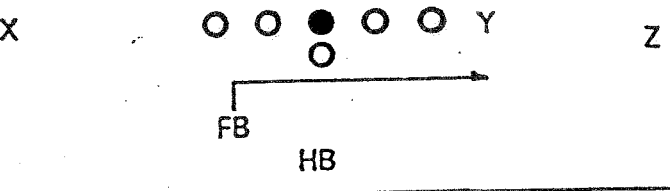
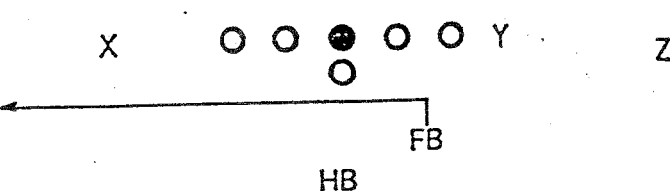
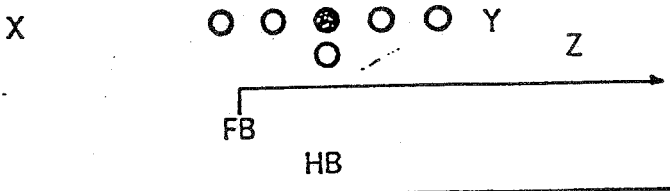
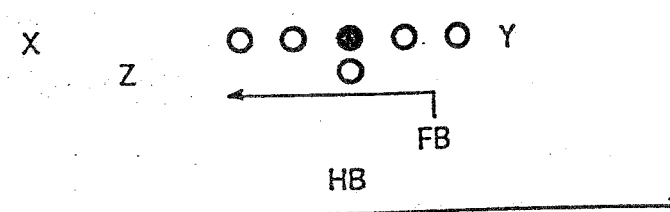
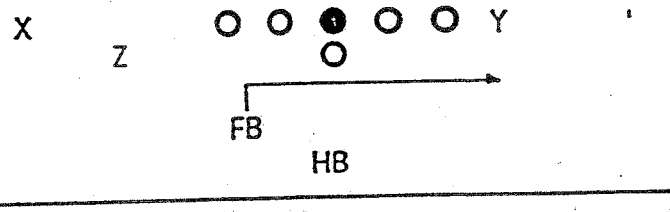
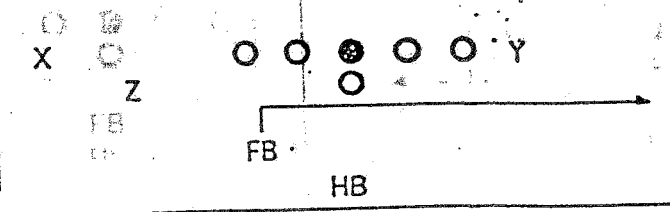
SAIL	MOVEMENT ACROSS THE FORMATION. START OPPOSITE THE CALL
SLIP	SHORT MOVEMENT TOWARDS THE FORMATION
EXIT	FAKE MOVEMENT ACROSS THE FORMATION. START IN THE FORMATION

### TE MOVEMENT

FLY	MOVEMENT ACROSS THE FORMATION. START OPPOSITE THE CALL
ORBIT	FAKE MOVEMENT ACROSS THE FORMATION. START IN THE FORMATION
YO	SHORT MOVEMENT TOWARDS THE FORMATION.
BANG	SHORT 2 STEP MOVEMENT INSIDE THE FORMATION.

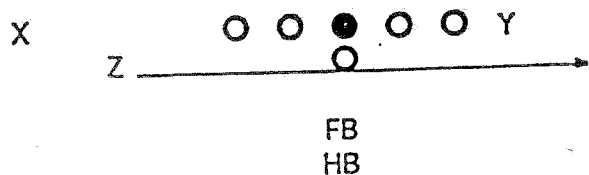
ALL BACKFIELD MOVEMENT WITH NORMAL PERSONNEL IN THE GAME WILL BE CALLED FROM THE ORIGINATING FORMATION. ALL RECIEVER MOVEMENT WILL BE CALLED TO THE ENDING FORMATION. THERE WILL BE NO INDICATOR BY THE QUARTERBACK AS TO WHEN TO BEGIN MOVEMENT. WE WILL TIME OUR MOVEMENT OUT BY THE CADENCE, AND GIVE THE RESPONSIBILITY TO THE MOVEMENT MEN TO GET WHERE HE NEEDS TO BE IN ORDER TO EXECUTE HIS ASSIGNMENT.

# EXAMPLES OF BACKFIELD MOVEMENT

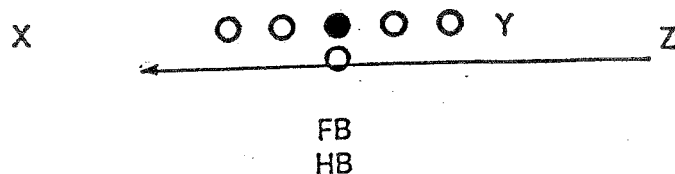
<p>JACK RT JAM</p> 	<p>QUEEN RT MOTION</p> 
<p>JACK RT JET</p> 	<p>QUEEN RT BUZZ</p> 
<p>JACK RT SLOT MOTION</p> 	<p>QUEEN RT SLOT JAM</p> 
<p></p>	<p>QUEEN RT SLOT JET</p> 

# EXAMPLES OF "Z" MOVEMENT

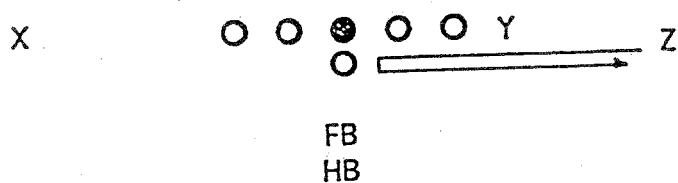
"I" RT ZOOM



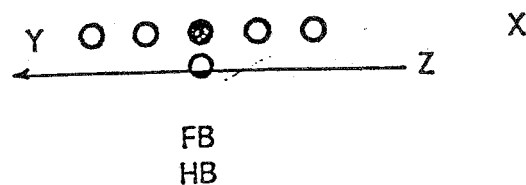
"I" RT SLOT ZOOM



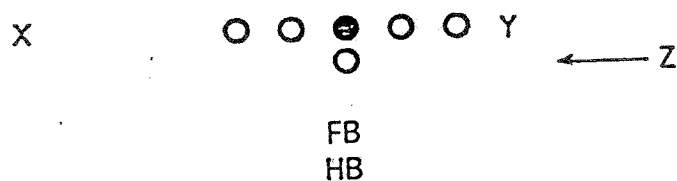
"I" RT FA-ZOOM



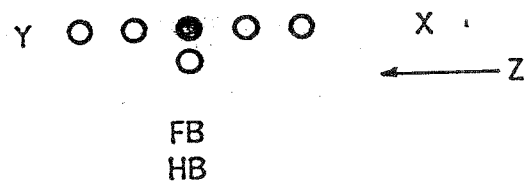
"I" LT ZING



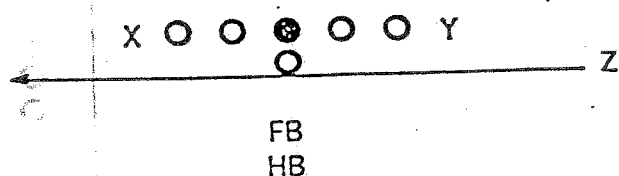
"I" RT ZIP



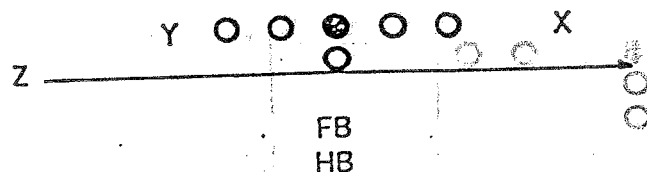
"I" LT SLOT ZIP



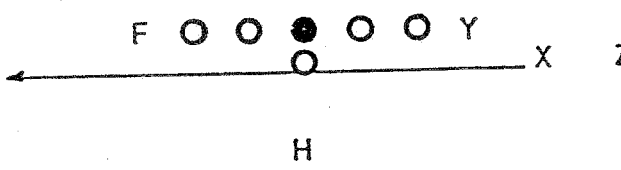
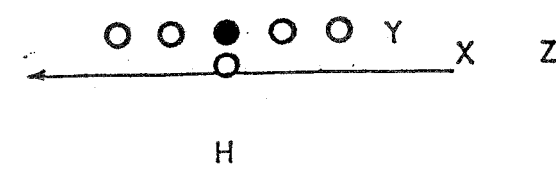
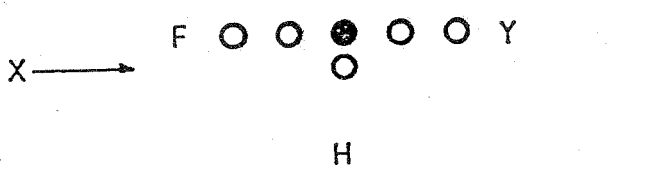
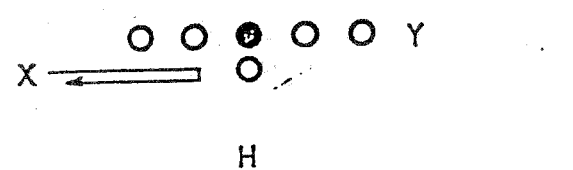
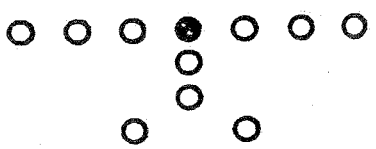
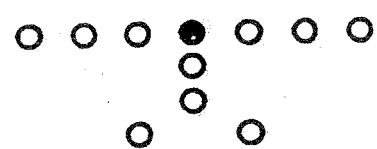
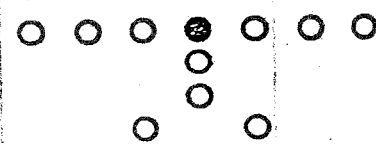
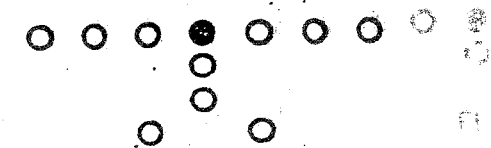
"I" RT TIGHT ZAP



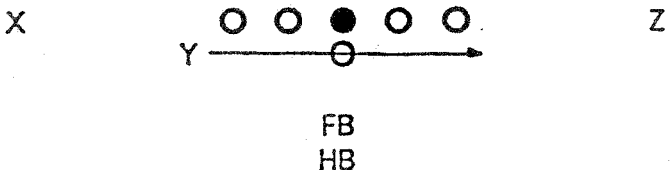
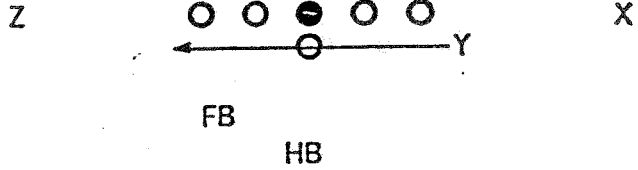
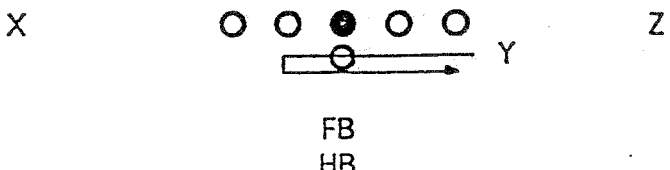
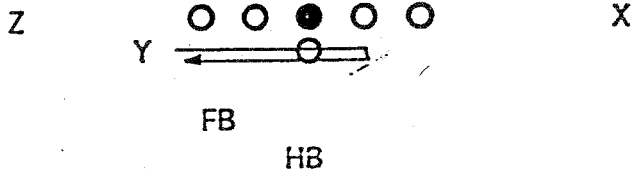
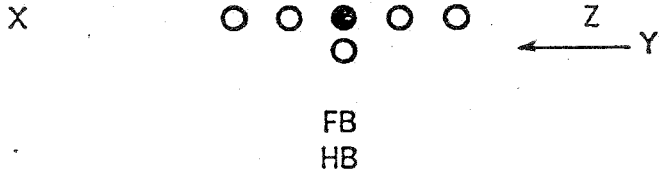
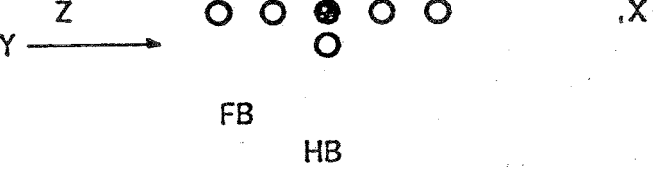
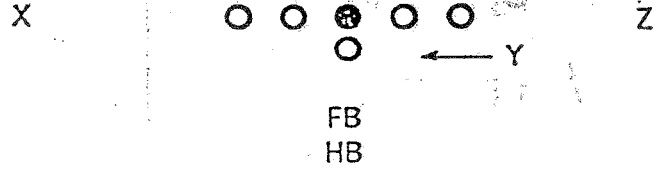
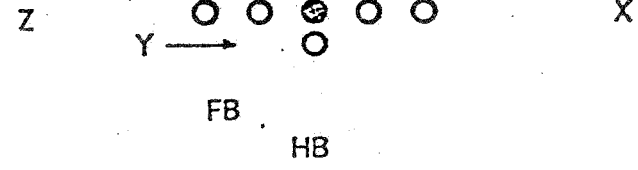
"I" LT SLOT ZAP



EXAMPLES OF "X" MOVEMENT

<p>DEUCE RT SAIL</p> 	<p>DUAL RT SAIL</p> 
<p>DEUCE RT SLIP</p> 	<p>DUAL RT EXIT</p> 
	
	

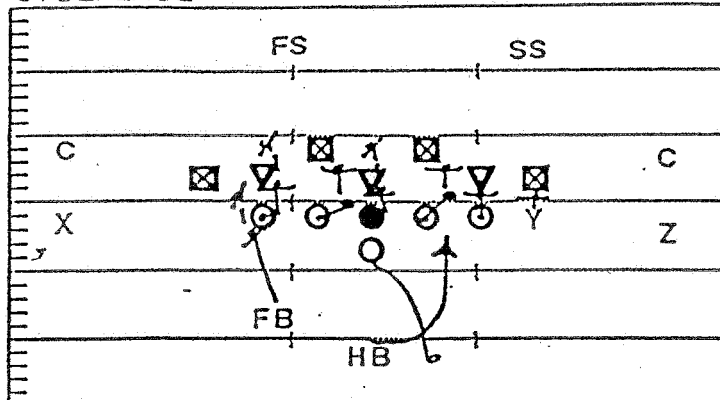
EXAMPLES OF "Y" MOVEMENT

<p>"I" RT FLY</p> 	<p>JACK LT FLY</p> 
<p>"I" RT Y ORBIT</p> 	<p>JACK LT Y ORBIT</p> 
<p>"I" RT YO</p> 	<p>JACK LT YO</p> 
<p>"I" RT BANG</p> 	<p>JACK LT BANG</p> 

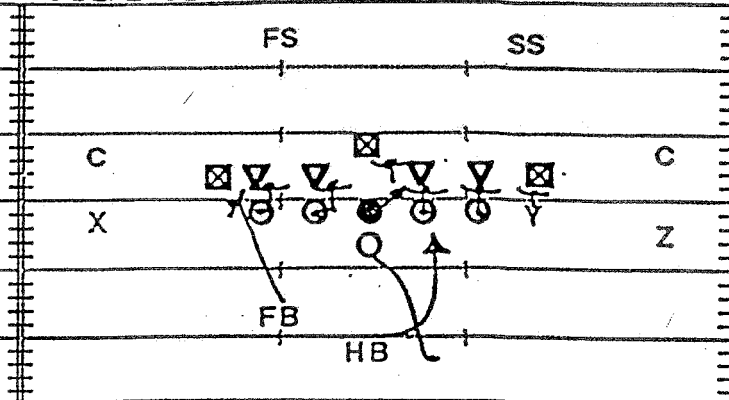


# PLAY: "QUEEN RT 40 GUT"

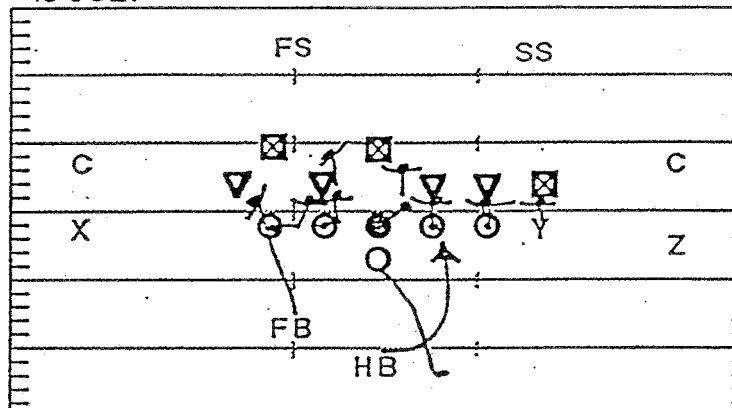
34 DEFENSE



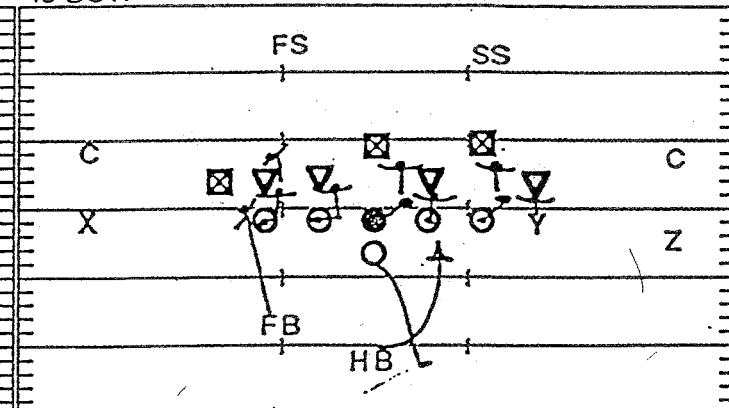
43 DEFENSE



43 COLT



43 BOW

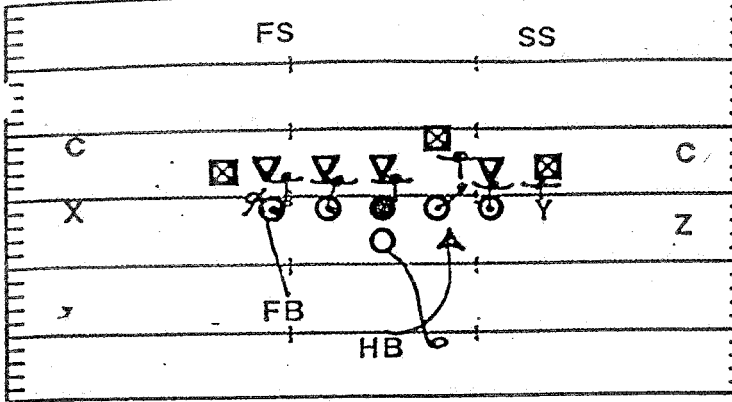


- QB FRONT OUT; 5/7 O'CLOCK, FAKE ACT 4/NAKED
- HB OPEN - CROSSOVER - PLANT - READ 1ST DOWN DEFENSIVE LINEMAN PLAYSIDE - PRESS THE HOLE
- FB SEAL THE 1ST DEFENDER OUTSIDE THE OFF SIDE TACKLE
- Y BLOCK MAN OVER - READ ZONE IF TACKLE IS UNCOVERED
- Z
- X
- OST COVERED-DRIVE # MANOVER; POSS. READ # IF GUARD IS UNCOVERED. ALERT GANG # OR BLAST # UNCOVERED-READ # WITH TE. SDF - # MAC VS. 44-44 # NG-TREY # WITH TE
- OSG COVERED-DRIVE # MANOVER, RAY/LENNY # IF CENTER IS UNCOVERED UNCOVERED-READ # WITH TACKLE. ALERT GANG # OR BLAST #
- CENTER COVERED-DRIVE # MANOVER-POSS. SCOOP # IF BSG IS UNCOVERED UNCOVERED-RAY/LENNY #'s WITH OSG. WHAM CALL VS 43 BOSS; VS. 44-44 # NG-WORK BACK
- BSG COVERED-CUT-OFF # - POSSIBLE SLIP # IF TKL IS UNCOVERED UNCOVERED-SCOOP # WITH CENTER. ALERT FOR WHAM/44 CALL FROM CENTER
- BST COVERED-CUT OFF # OR COMBO #; UNCOVERED-SLIP # TO 2ND DEFENDER. SIFT-ZONE W/FB IN QUEEN

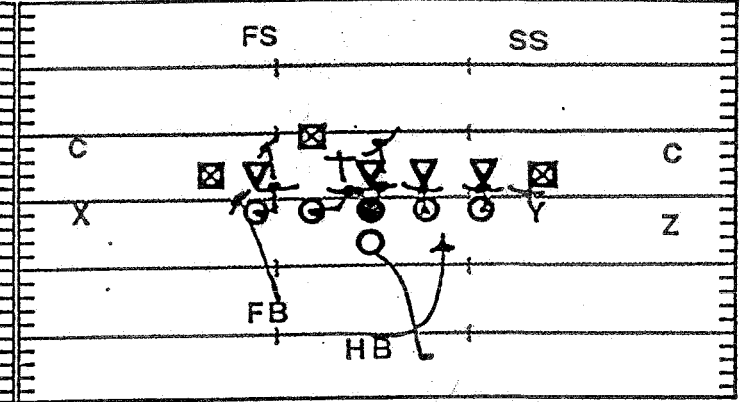
## WHAT IF's:

1. SDF-Z BLOCK OUTSIDE DUBS
2. 44-FB BOOK THE WILL LINEBACKER-FAN-FB CUT OFF D.E.
3. 43 BOSS WHAM CALL-CENTER WORK STRONG-#MAC

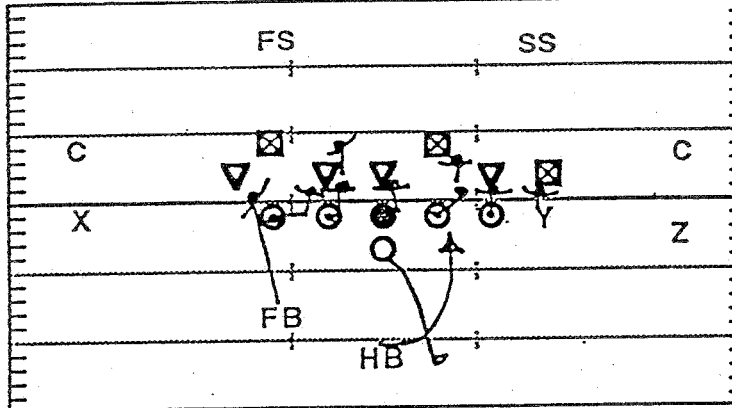
# 43 UNDER



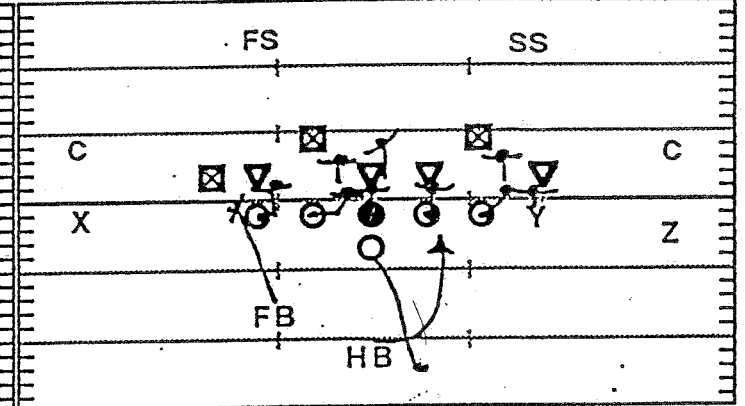
# 43 OVER



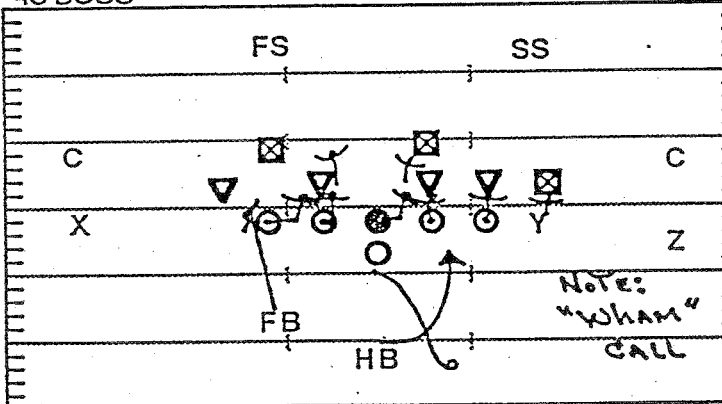
# 43 UNDER-COLT



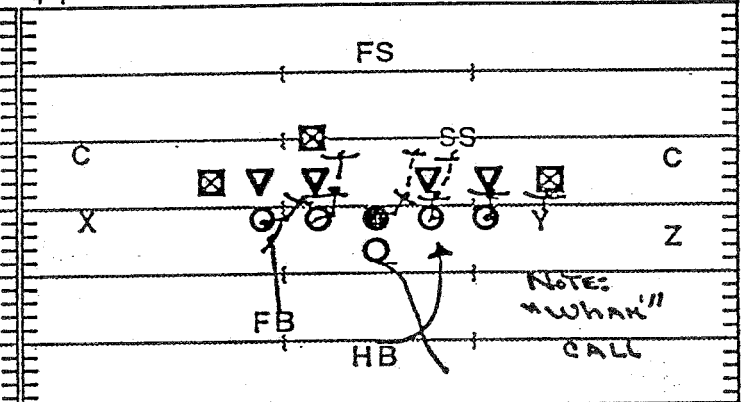
# 43 OVER-BOW



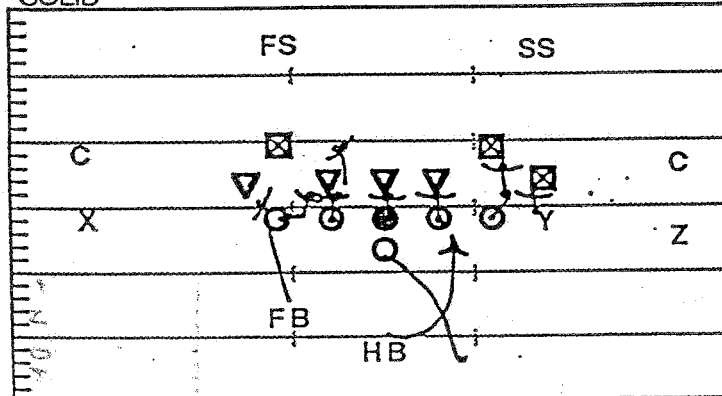
# 43 BOSS



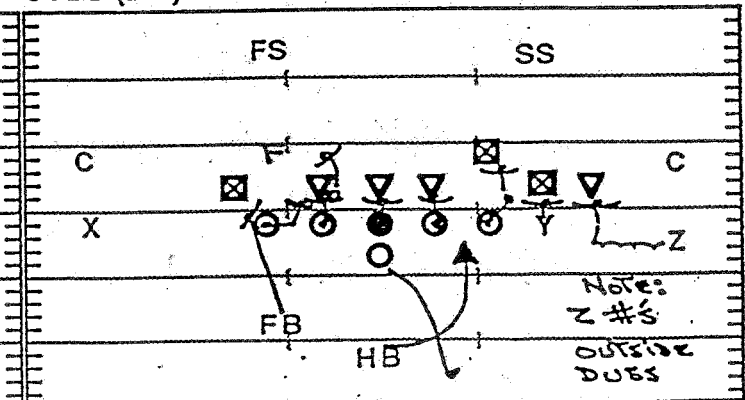
# 44



# SOLID

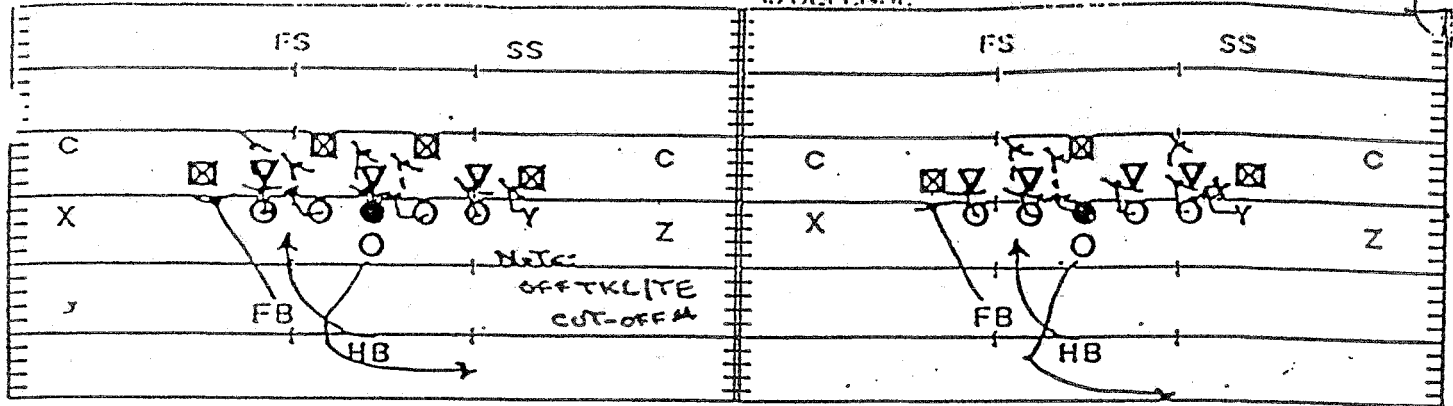


# SOLID (BIG) DUBS



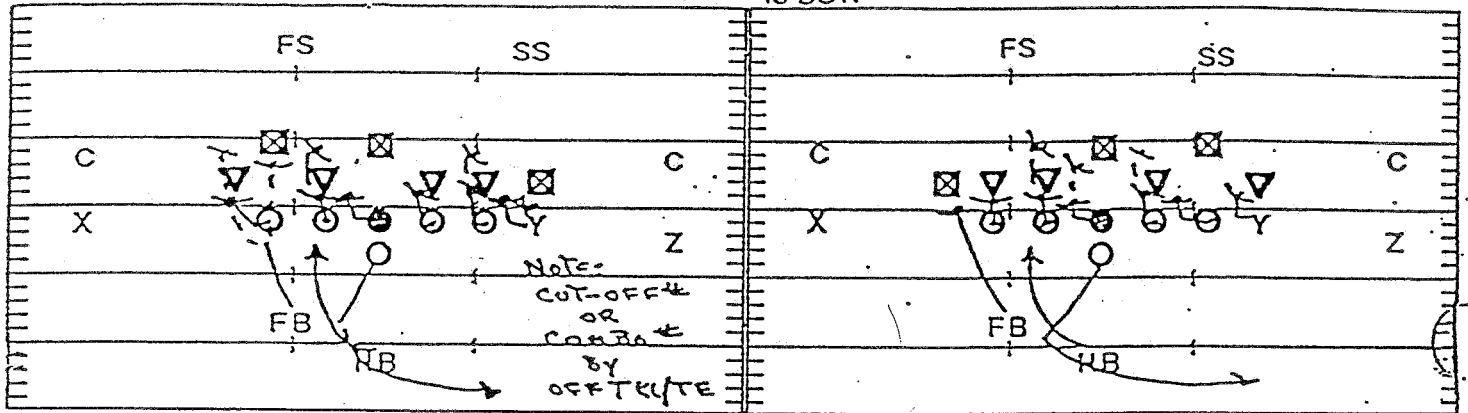
# 34 DEFENSE

# 43 DEFENSE



# 43 COLT

# 43 BOW



2B - FRONT OUT...DEEP 5/7 O'CLOCK, FAKE ACT 4/NAKED. ALERT TO TIGHT COURSE BY FB IN "I" FORMATION

HB - SLANT TRACK - ALERT FOR OUTSIDE BREAK IF IT'S THERE

FB - BLOCK WILL LB'er OR STACK BACK LB'er IF 34 COLT OR SOLID

Y - CUT OFF

Z

X

OST COVERED-DRIVE # MANOVER-"READ" ZONE # WITH ON GUARD IF HE IS UNCOVERED  
UNCOVERED-DRIVE # PUT HAT ON OSD. NUMBER - OF EMLOS. - WIDEN HIM - SUSTAIN

OSG COVERED-DRIVE # MANOVER-POSSIBLE RAY/LENNY # IF CENTER UNCOVERED  
UNCOVERED-READ # WITH TACKLE

CENTER COVERED-DRIVE # MANOVER-POSSIBLE SCOOP BLOCK IF OFF-GUARD IS UNCOVERED  
UNCOVERED-READ # WITH TACKLE

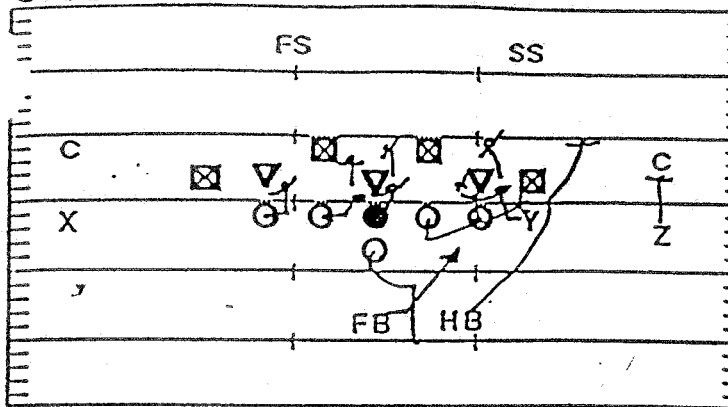
BSG COVERED-CUT-OFF # - POSSIBLE SLIP # IF TKL IS UNCOVERED  
UNCOVERED-SCOOP # WITH CENTER

BST COVERED-CUT-OFF # OR COMBO #  
UNCOVERED-SLIP # TO 2ND DEFENDER

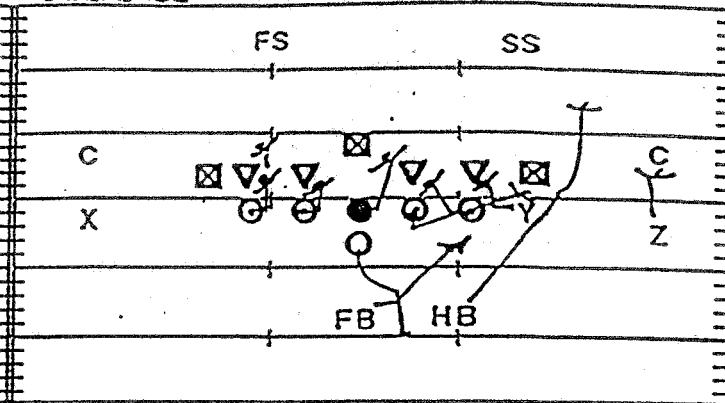
WHAT IF:

1. 44 DEF-MAC IS WEAK-CENTER CALL WHAM & # MAC

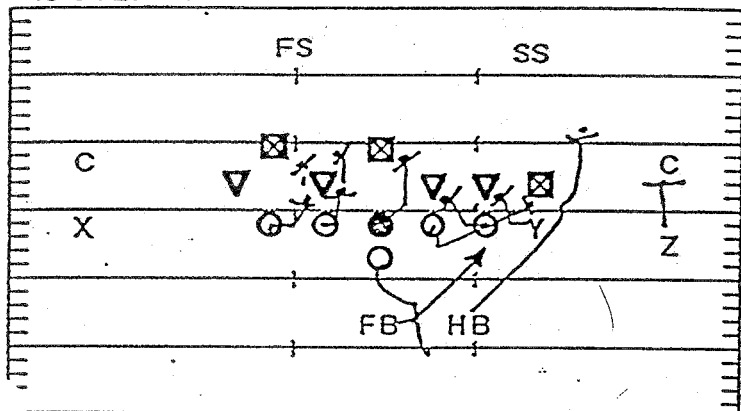
## 34 DEFENSE



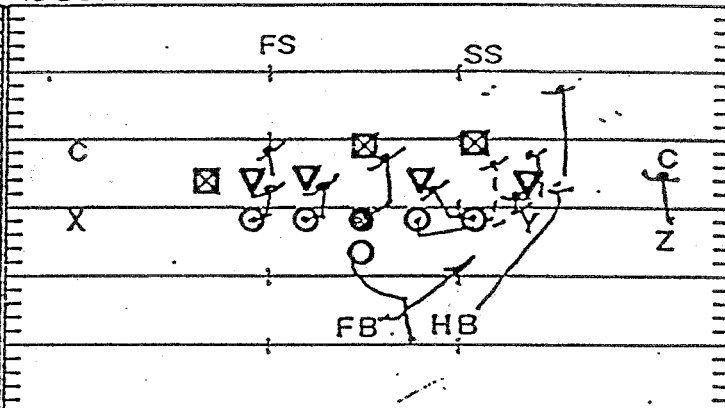
## 43 DEFENSE



## 43 COLT

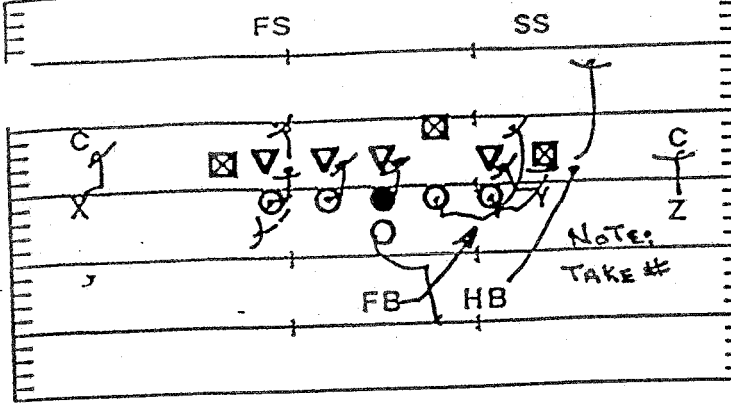


## 43 BOW

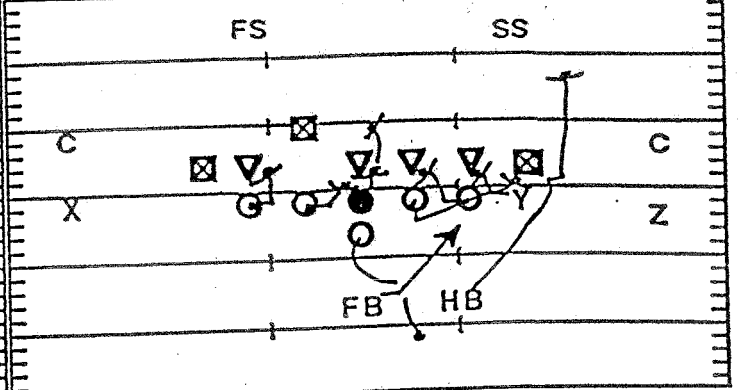


- QB Reverse Pivot give to FB (Wide FB Gut)
- HB Influence #3 - Block S/S or support person - #3 flashes across your face take him
- FB Round Step track at tightend's inside hip - Read tackles block to pulling guard!
- Y If guard is uncovered "TREY" # to LB or take #/if guard is covered # end
- Z MDM
- OST Covered & guard is uncovered - "TREY" # with TE; Poss. take # w/TE - G.P.  
Covered & guard is covered - # down
- OSG Pull - # OSD. LB'KR. Poss. "TAKE" call by TKL - Pull - # inside LB'KR
- CENTER Covered - drive # man over - Poss. Scoop # if BSG is uncovered  
Uncovered - Fire out for MAC LB'KR - gd. C.O. #. Poss. Pull vs. Boss LB'KR. - G.P.
- BSG Covered - C.O. #. Poss. SLIP # with BST  
Uncovered - work SCOOP # with CTR
- BST Covered - work C.O. #. Poss. SIFT #  
Uncovered - work SLIP # with BSG

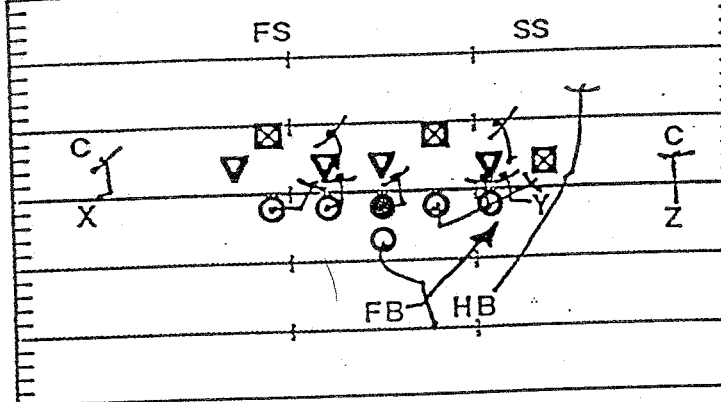
43 UNDER



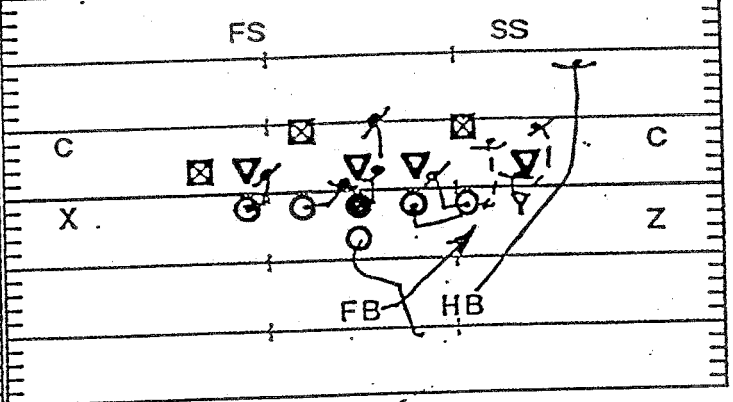
43 OVER



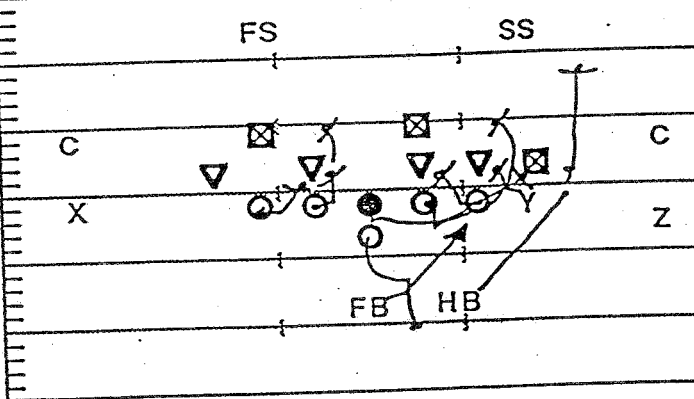
43 UNDER-COLT



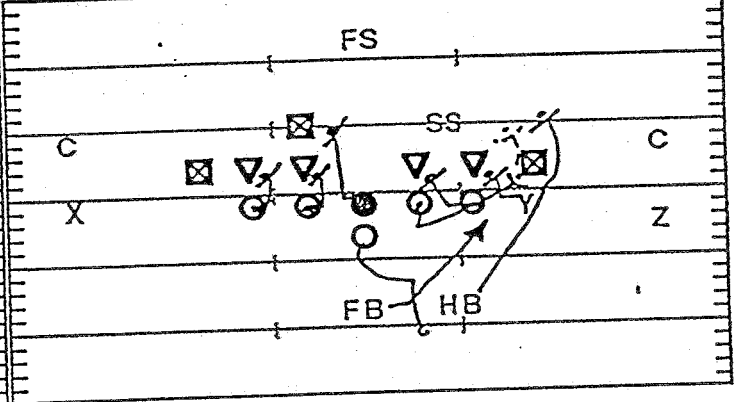
43 OVER-BOW



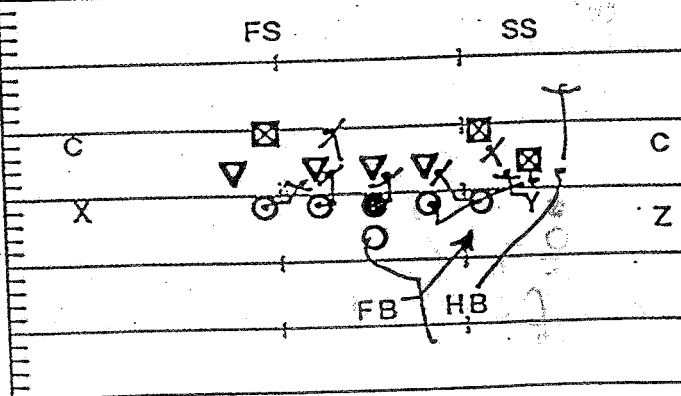
43 BOSS



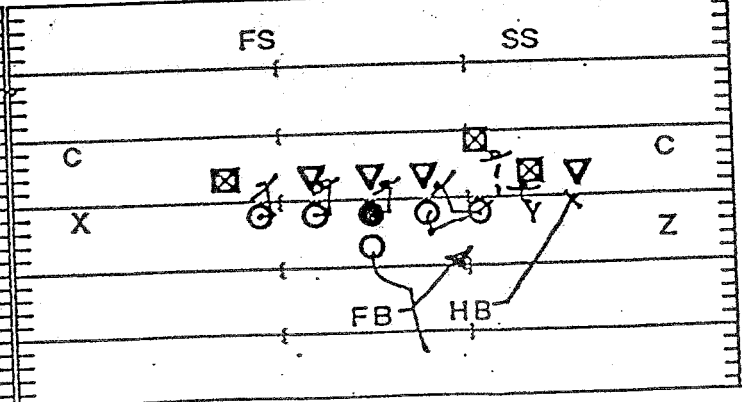
44



SOLID

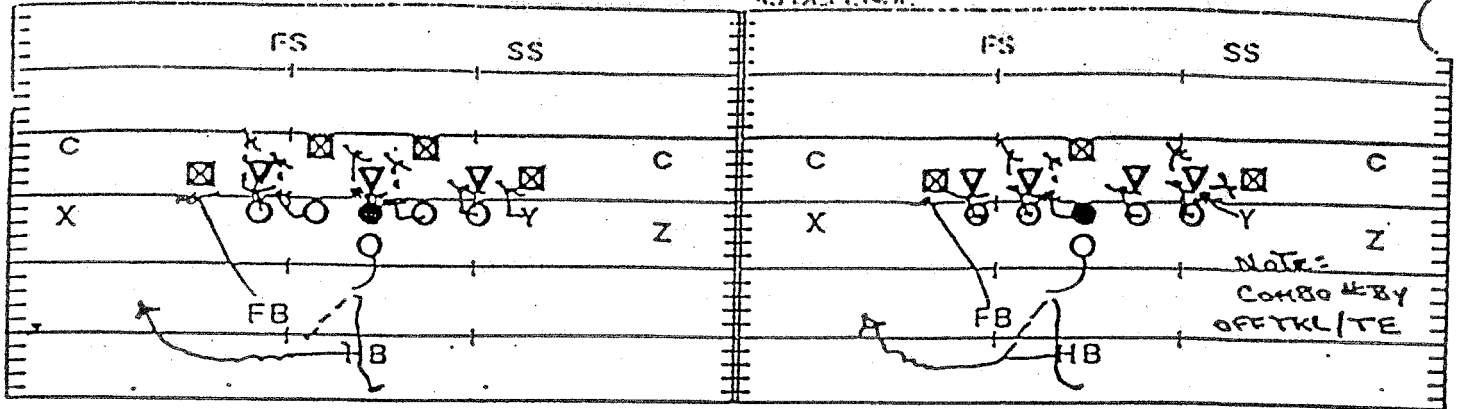


SOLID (BIG) DUBS



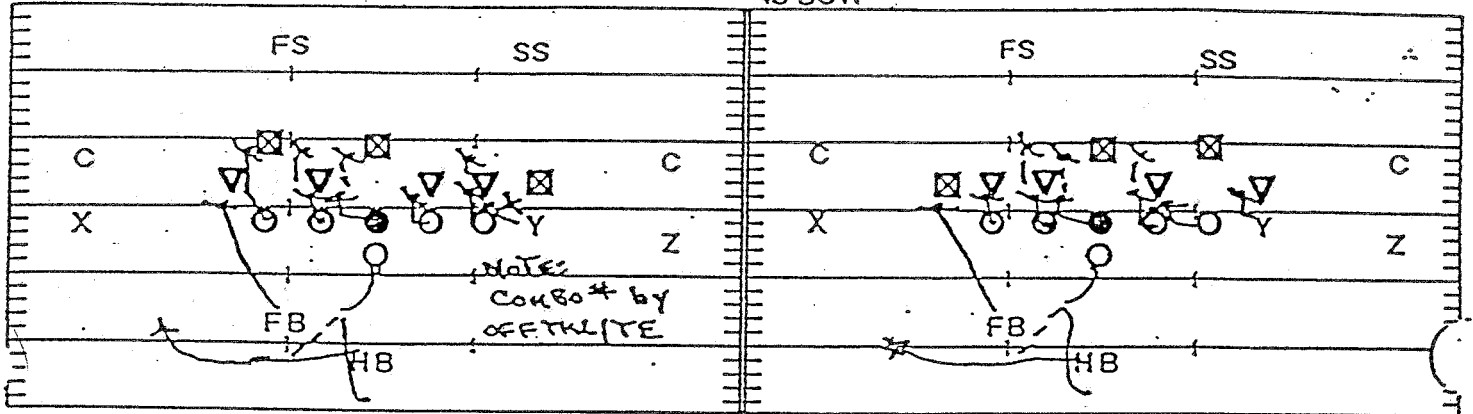
# 34 DEFENSE:

# 43 DEFENSE:



# 43 COLT

# 43 BOW



QB - REVERSE PIVOT, TOSS, FAKE NAKED

HB - LOOK BALL IN - RUN - STRETCH IT - READY TO GO NORTH-SOUTH

FB - BLOCK END MAN ON L.O.S. - IF DEF END IS END MAN AND HE IS TIGHT - READY TO CHIP UP ON LB'er

Y - CUTOFF MAN OVER THEN GO DOWNFIELD FOR JILL

Z

X

OST COVERED - REACH # - IF GUARD UNCOVERED - WORK "READ" ZONE. POSSIBLE GAR # - G.P.

UNCOVERED - 45° ANGLE - STEP AT EMLOS-CHIP IN ROUTE-UPFIELD FOR LBKR; POSS. REACH-CUT EMLOS IN GAME PLAN

OSG COVERED - REACH # - IF CTR UNCOVERED WORK RAY/LENNY #

UNCOVERED - "READ" ZONE W/TACKLE. POSSIBLE GAR - GAME PLAN

CENTER COVERED - REACH # - IF OFF GUARD UNCOVERED WORK SCOOP #

UNCOVERED - WORK RAY/LENNY WITH ON GUARD

BSG COVERED - CUT-OFF # - IF BST UNCOVERED WORK SLIP # TO LBKR

UNCOVERED - SCOOP # WITH CENTER

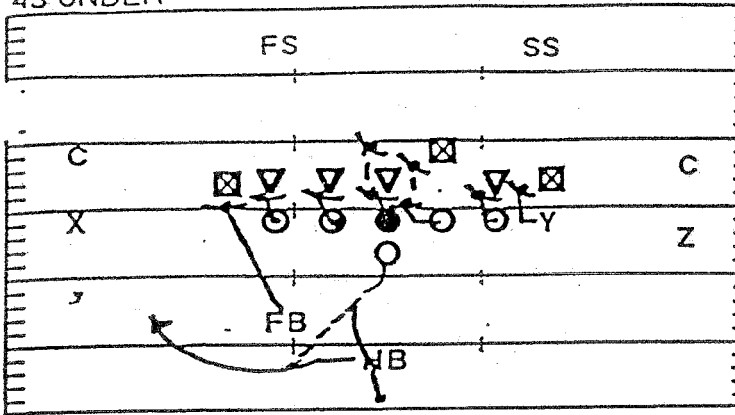
BST COVERED - CUT OFF # OR POSSIBLE COMBO # WITH TE

UNCOVERED - WORK SLIP # WITH BGG

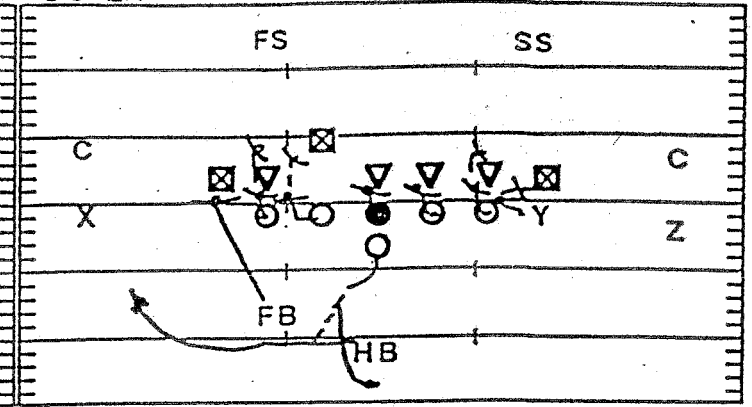
WHAT IF:

1. 4 WEAK

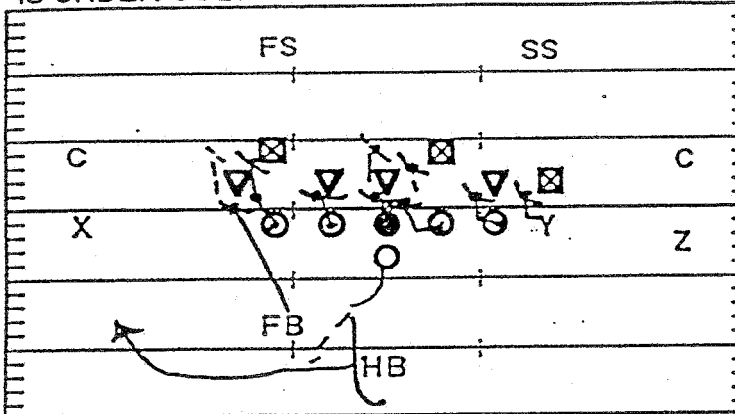
43 UNDER



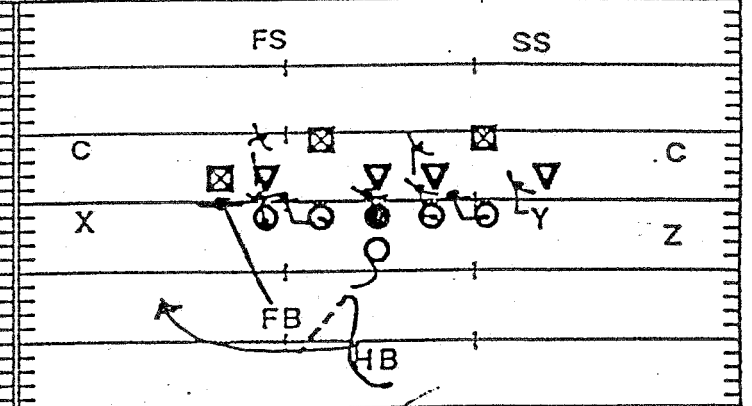
43 OVER



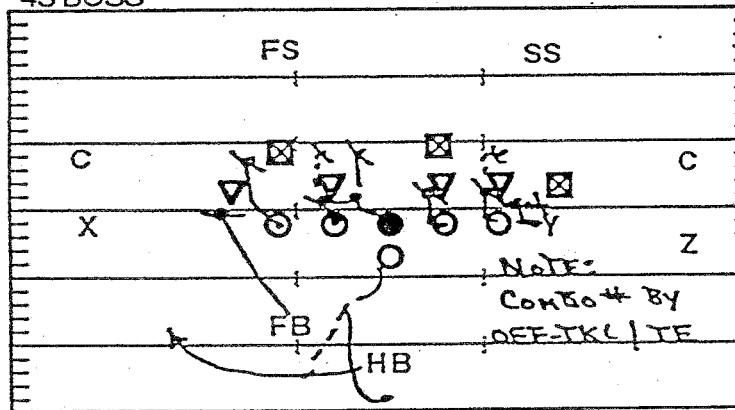
43 UNDER-COLT



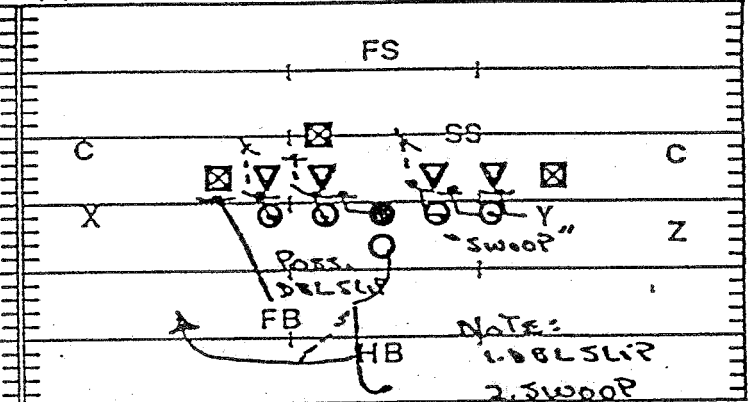
43 OVER-BOW



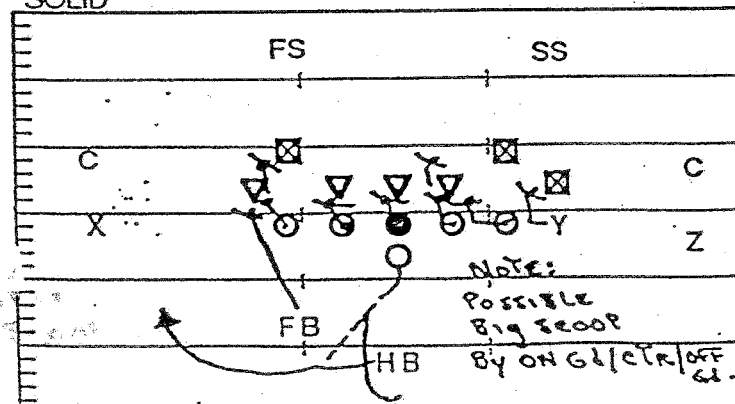
43 BOSS



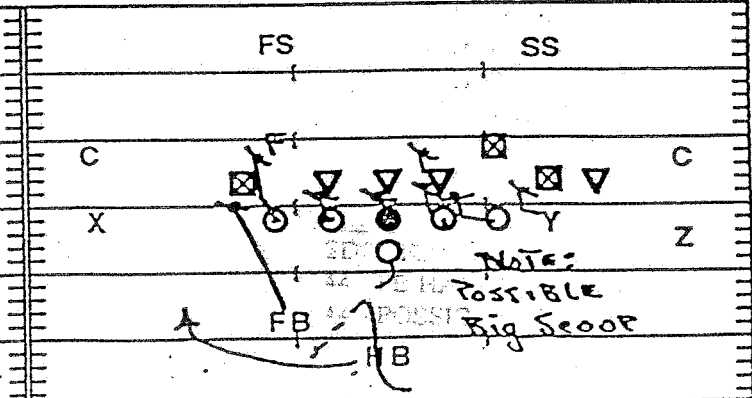
44



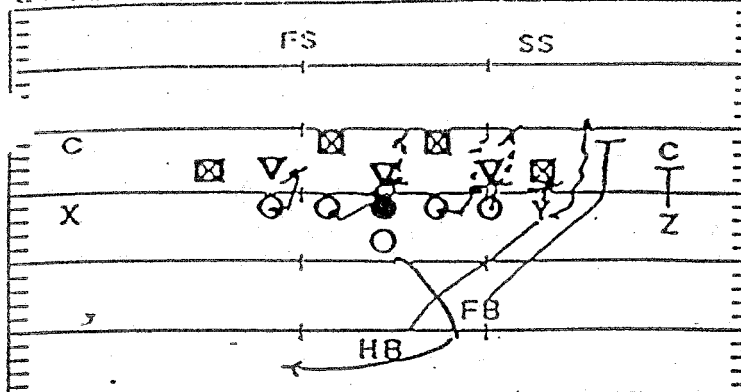
SOLID



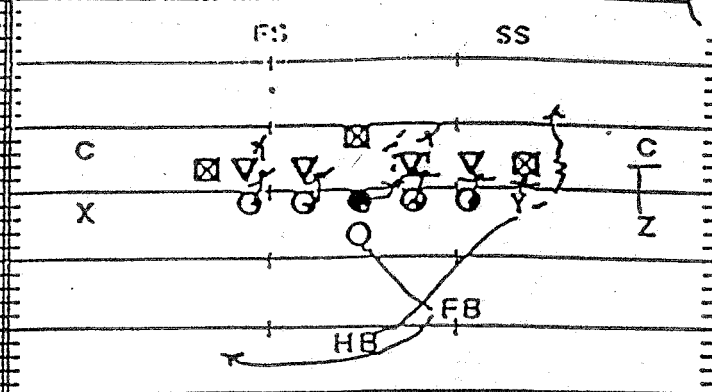
SOLID (BIG) DUBS



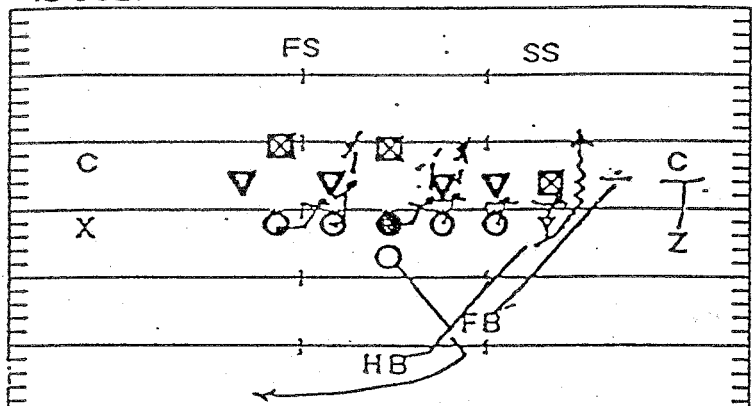
# 34 DEFENSE



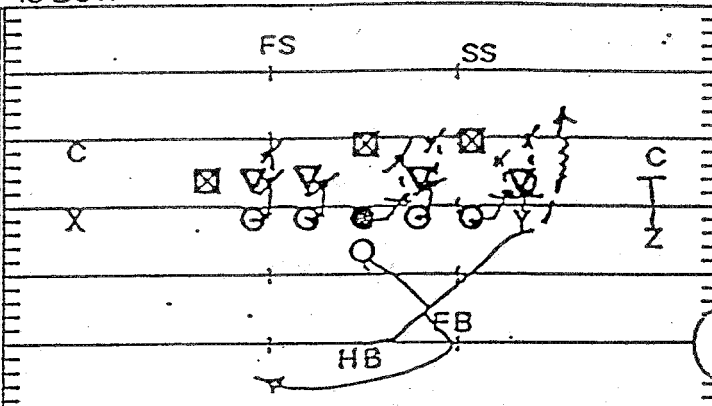
# 43 DEFENSE



# 43 COLT



# 43 BOW



B - FRONT OUT, 4/8 O'CLOCK, FAKE ACT 4/NAKED

HB - SPEED TRACK - OUTSIDE HIP OF T.E. - READ T.E.'s BLOCK - FLATTEN AND STRETCH IT

FB - ARC BLOCK #4 - CHIP #3 IF SAFETY IS DEEP

Y - REACH BLOCK MAN OVER READ ZONE VS. BOW

Z

X

OST COVERED-DRIVE # - P.O.A. - OUTSIDE NUMBER-READ ZONE # IF GUARD UNCOVERED  
UNCOVERED-READ # WITH TE. ALERT GANG # OR BLAST #.

OSG COVERED-DRIVE # - P.O.A. - OUTSIDE NUMBER-RAY/LENNY # IF CENTER IS UNCOVERED  
UNCOVERED-READ # WITH TACKLE. ALERT GANG # OR BLAST #.

CENTER COVERED-DRIVE # MANOVER-POSSIBLE SCOOP # IF OFF-GUARD IS UNCOVERED  
UNCOVERED-RAY/LENNY BLOCK WITH ON GUARD

BSG COVERED-CUT-OFF #. POSSIBLE SLIP # IF TKL IS UNCOVERED  
UNCOVERED-SCOOP # WITH CENTER

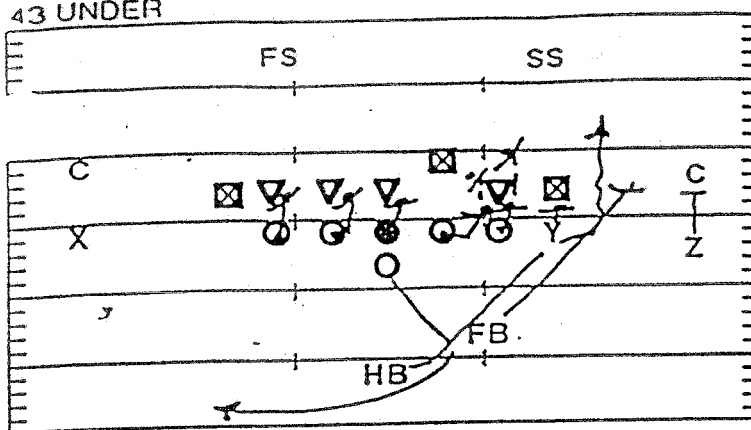
BST COVERED-CUT-OFF # OR COMBO #.  
UNCOVERED-SLIP # TO 2ND DFRDR.

## WHAT IF:

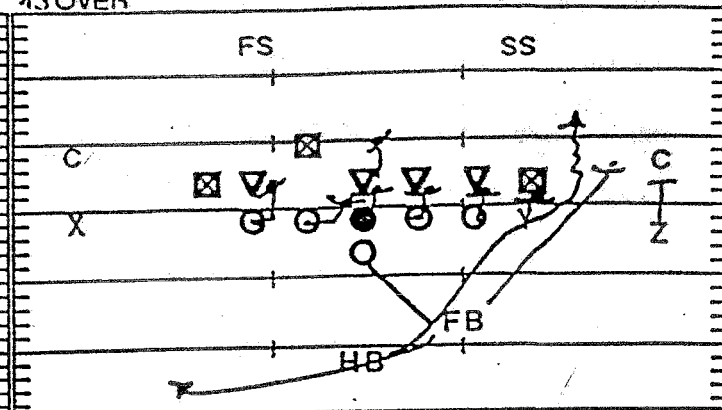
1. SDF - FB HAS OUTSIDE DUBS
2. 44 - FB HAS #4 - OR WIDEST DEFENDER
3. 44 - POSSIBLE TREY



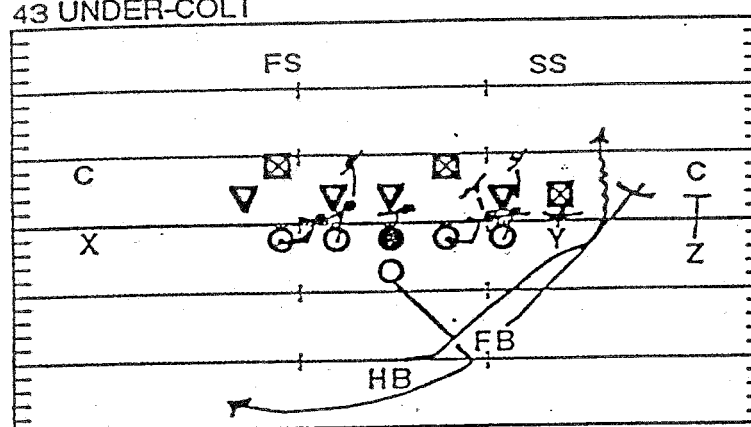
43 UNDER



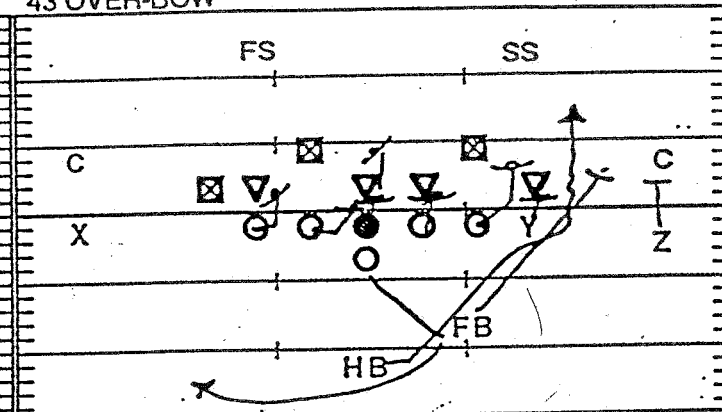
43 OVER



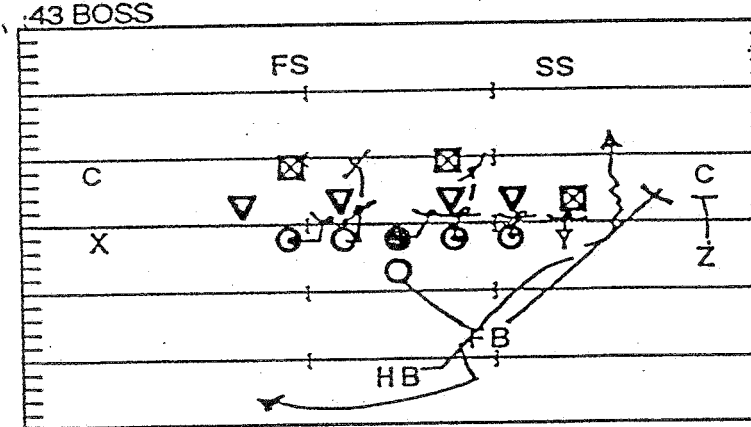
43 UNDER-COLT



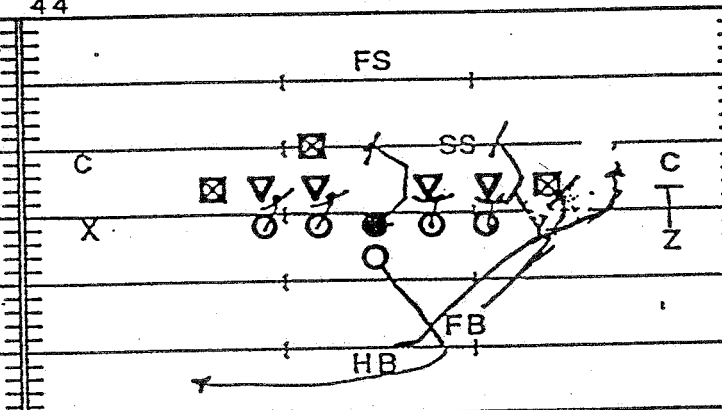
43 OVER-BOW



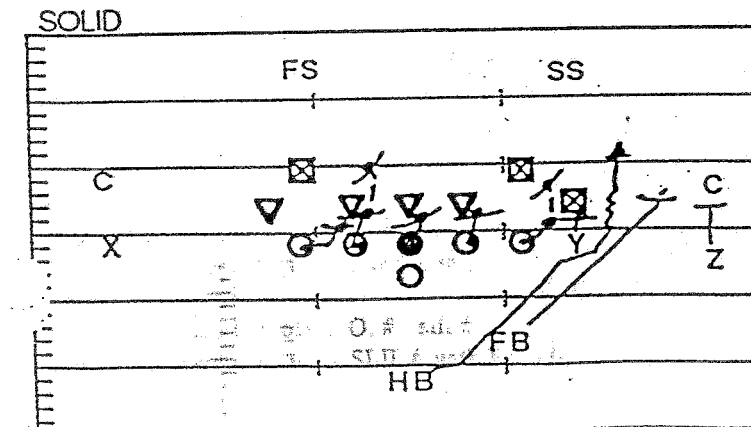
43 BOSS



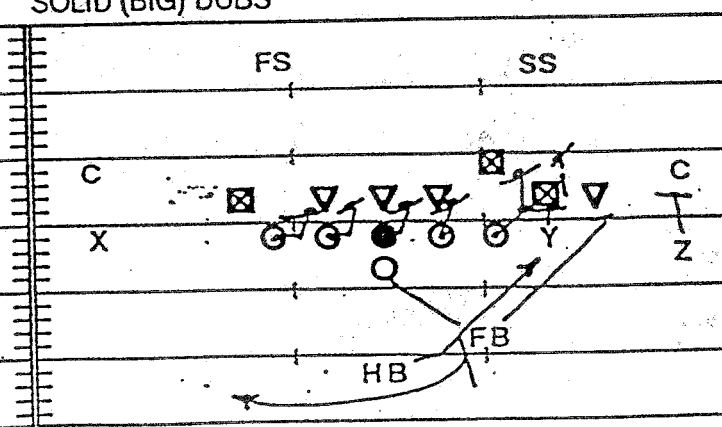
44



SOLID

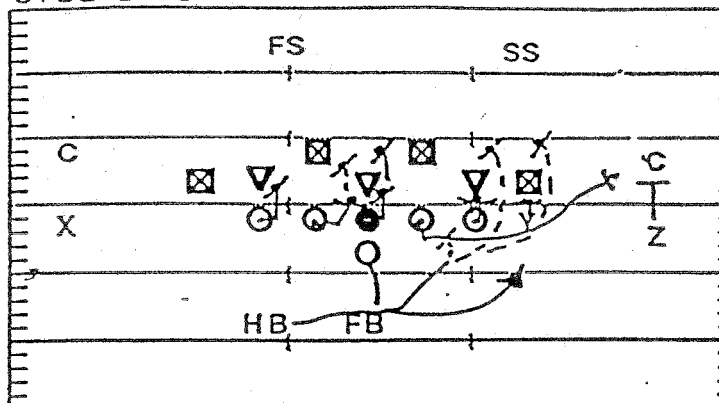


SOLID (BIG) DUBS

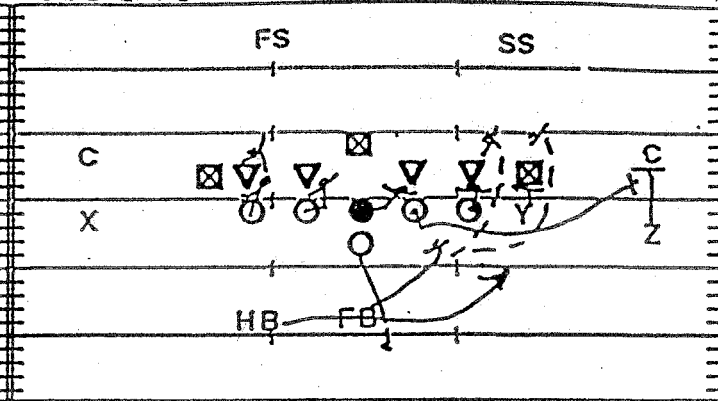


# PLAY: FAR RT 80/90 SEAL

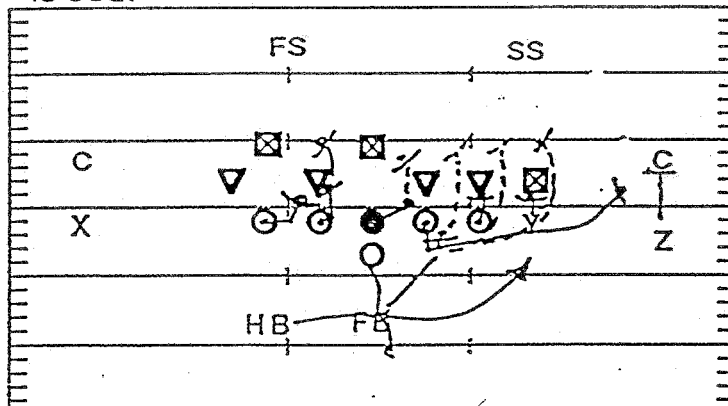
34 DEFENSE



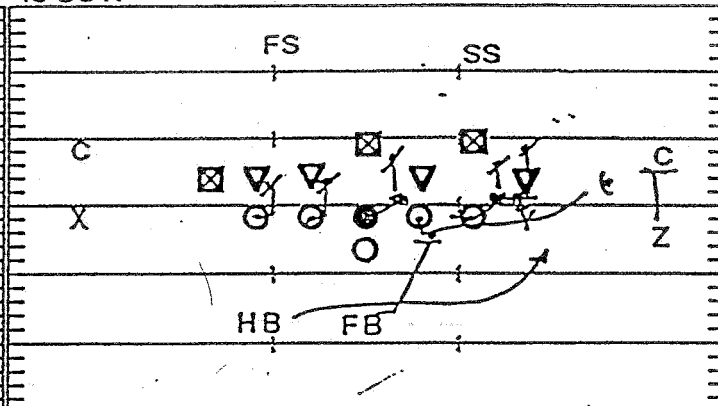
43 DEFENSE



43 COLT

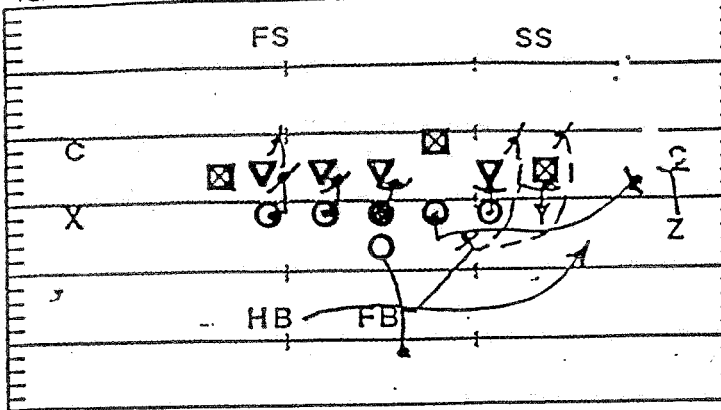


43 BOW

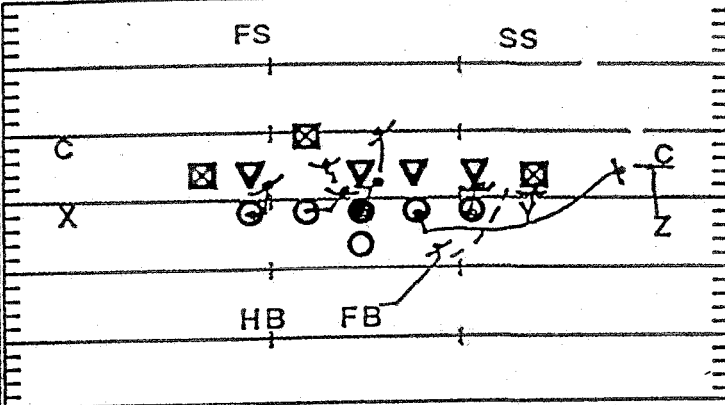


- QB            Open 6 o'clock execute hand-off (80 seal over-the-top)
- HB            Ball Carrier - Across the backfield track - read T.E.'s & Pulling Guard's Blocks
- FB            Seal on Defender over on side guard area - 4.3 Zone with Center
- Y            # Man over - read zone if tackle is uncovered
- Z            Block Corner
- X            MDM
- OST          Covered - drive - reach # man over  
Uncovered - read zone # with TE
- OSG          Pull-block support
- CENTER      Covered - drive # man over - poss. scoop # with BSG  
Uncovered - "Even" call-work with FB on DT to mac LB'KR
- BSG          Covered - work C.O. # - slip # with BST  
Uncovered - work scoop # with CTR
- BST          Covered - work C.O. # - sift #  
Uncovered - work SLIP # with BSG

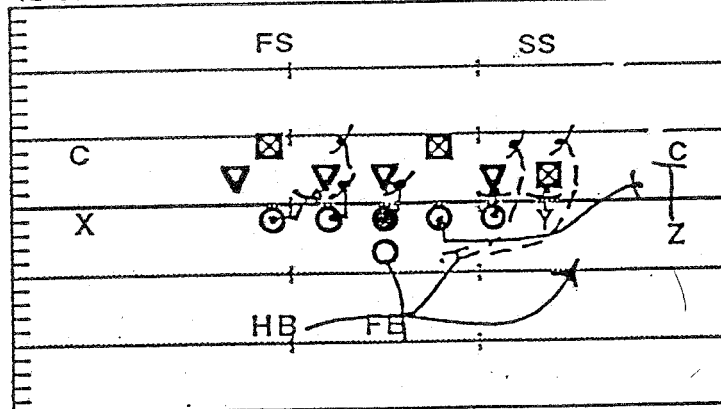
43 UNDER



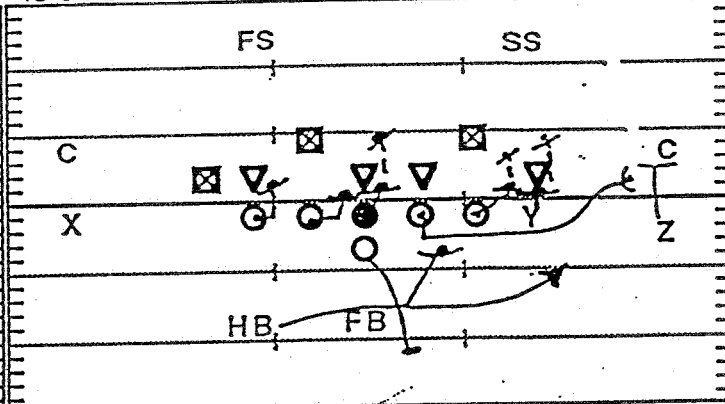
43 OVER



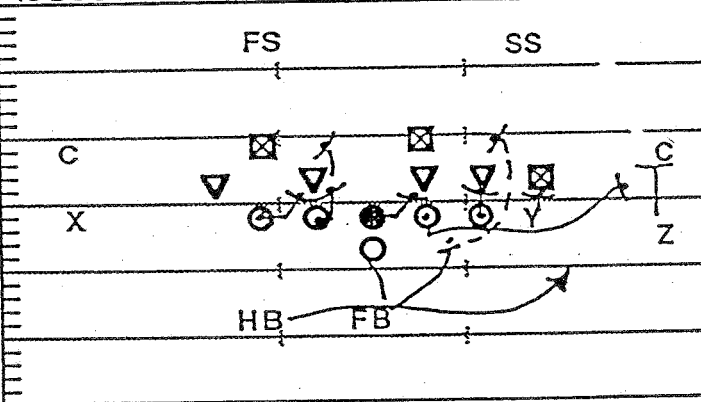
43 UNDER-COLT



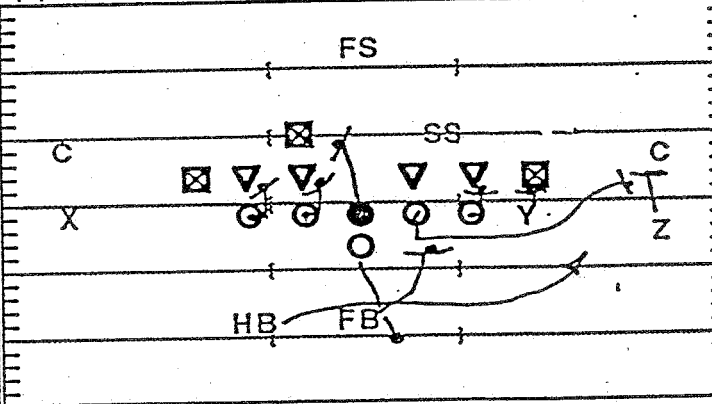
43 OVER-BOW



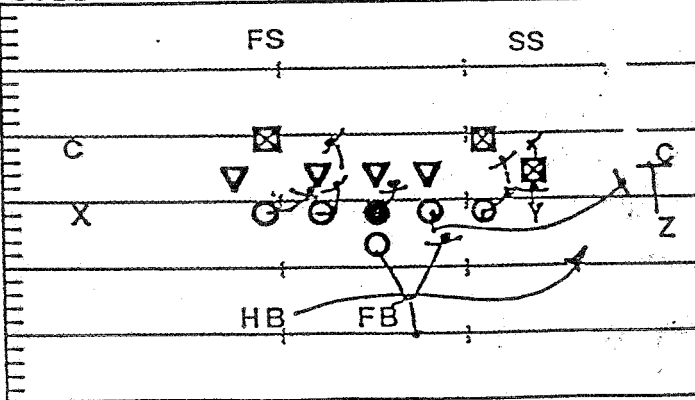
43 BOSS



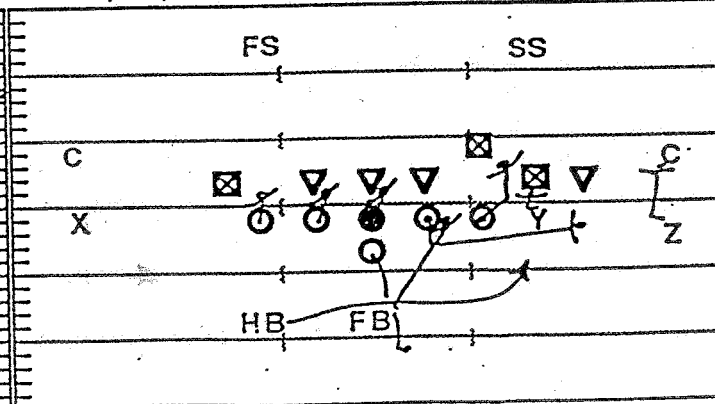
44



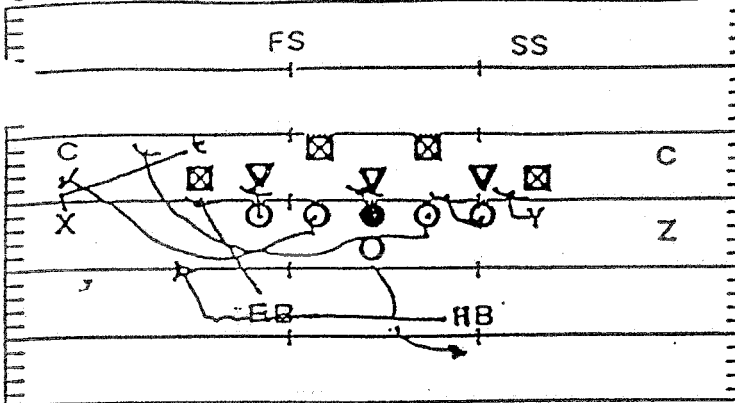
SOLID



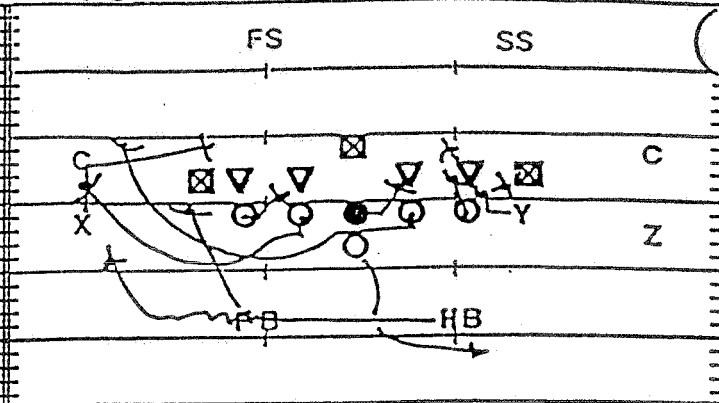
SOLID (BIG) DUBS



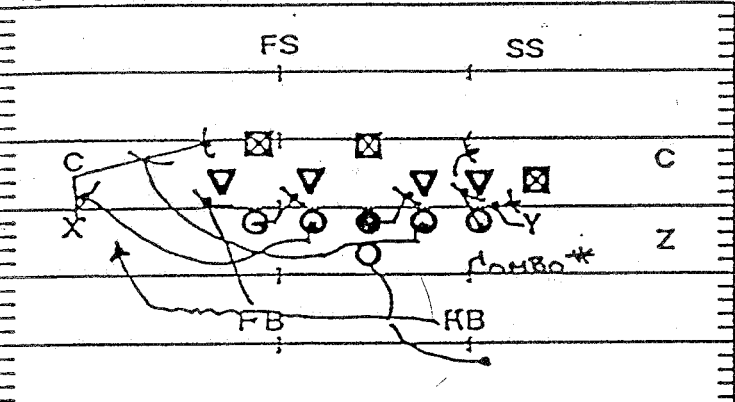
34 DEFENSE



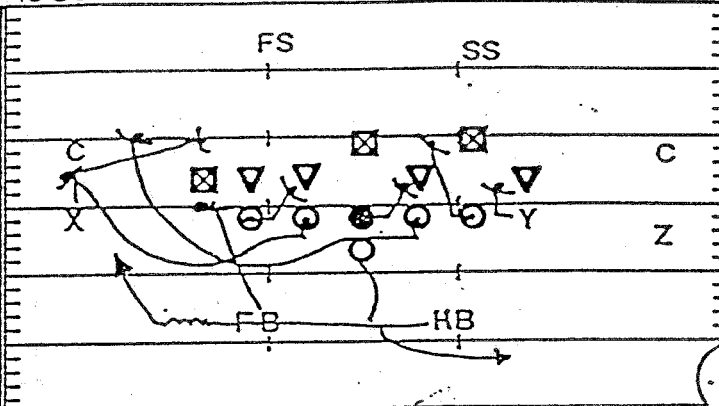
43 DEFENSE



43 COLT



43 BOW



QB - FRONT OUT, 6 O'CLOCK, FAKE NAKED

HB - READ # BY ONSIDE GUARD; IF IN "Q" POSITION USE COUNTER FOOTWORK FOR TIMING

FB - # E.M.L.O.S.

Y - CUT-OFF # OR COMBO #. VS. SDF - HOLD-OFF THE DUB'S LBKR'S.

Z - # MIDDLE 1/3

X - CRACK # AREA

OST - COVERED & ON GUARD UNCOVERED - REACH # MAN OVER  
UNCOVERED - GAP # - IF CENTER MAKES "ODD" CALL - CHIP DT ON WAY TO LBKR.

OSG - LOSE GROUND INIT. ON PULL-PULL # SUPPORT.

CENTER - COVERED - # MAN OVER  
UNCOVERED - READ THE DT'S - "ODD"-REACH # ONSIDE DT; "EVEN"-#BACK ON DT

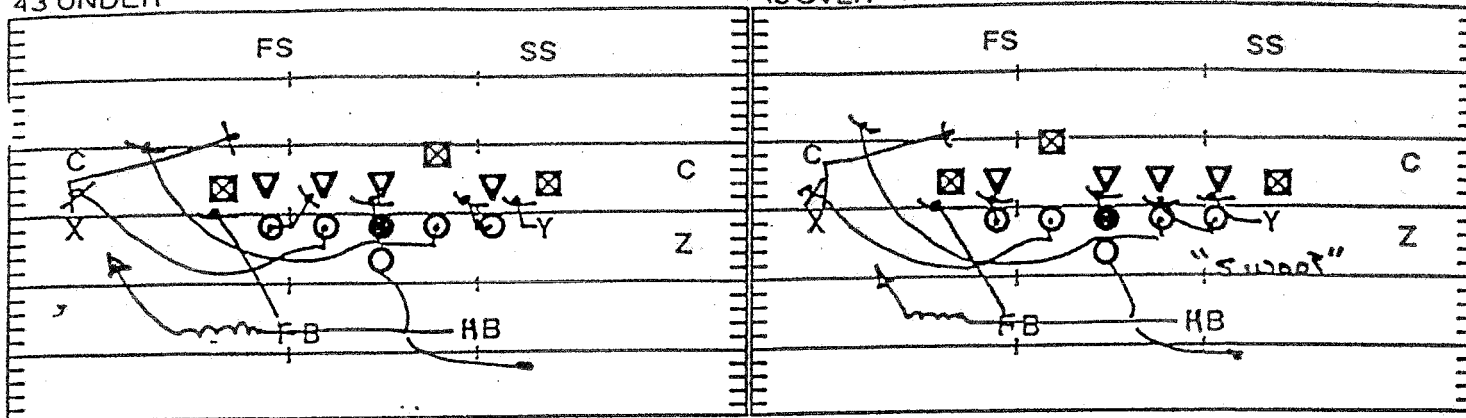
BSG - PULL - #MDM. GAME PLAN - MAY HAVE YOU STAY. ANY DOUBT-STAY.  
READ THE # ON EMLOS

BST - "ODD" CALL BY CENTER - YOU ARE RESPONSIBLE FOR YOUR GUARD'S AREA.  
"EVEN" CALL BY CENTER - YOU HAVE CUT-OFF #.  
"YOU" CALL - PULL - #MDM

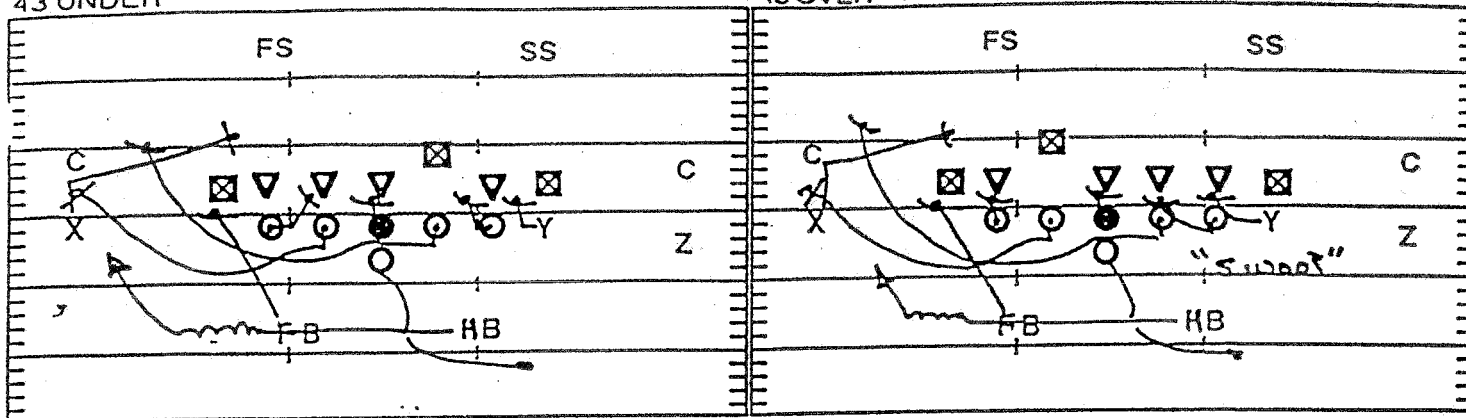
WHAT IF:

1. WILL LBKR IN FORCE POSITION AND ON TKL/GUARD COVERED - AUDIBLE OUT OF.
2. TWO DEFENDERS OUTSIDE OF ON TACKLE AND ON L.O.S. - AUDIBLE OUT OF.

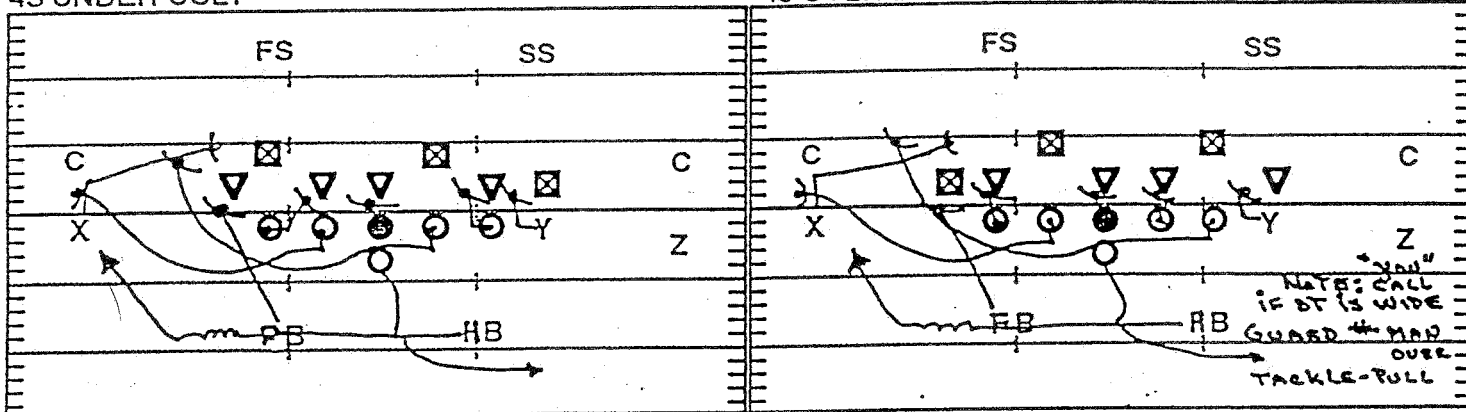
43 UNDER



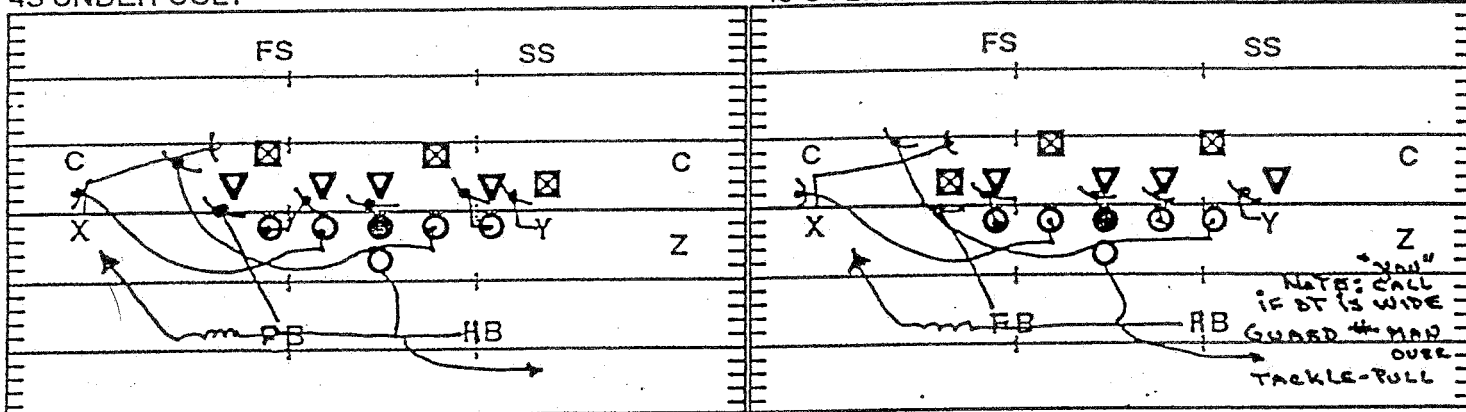
43 OVER



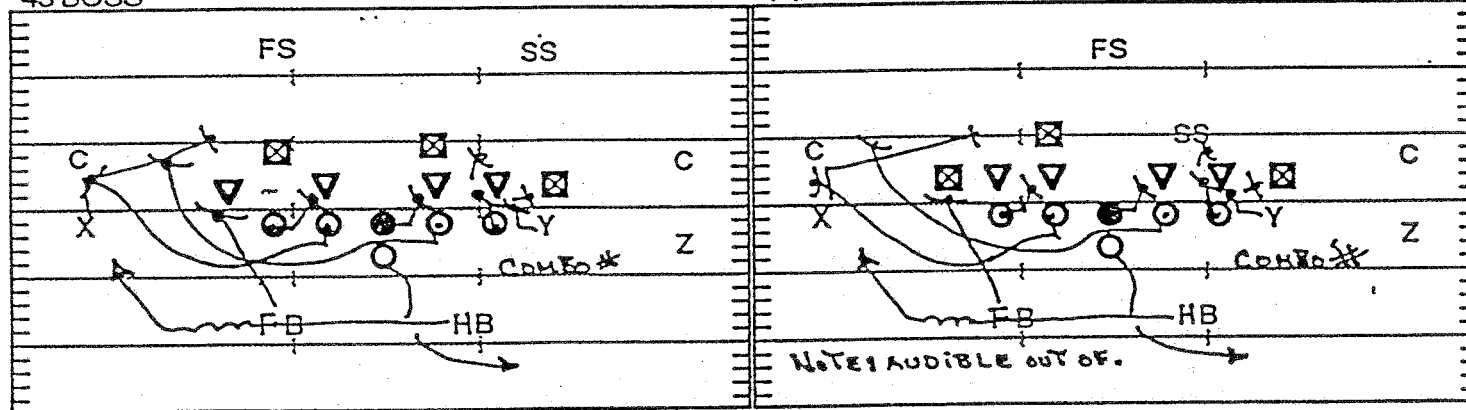
43 UNDER-COLT



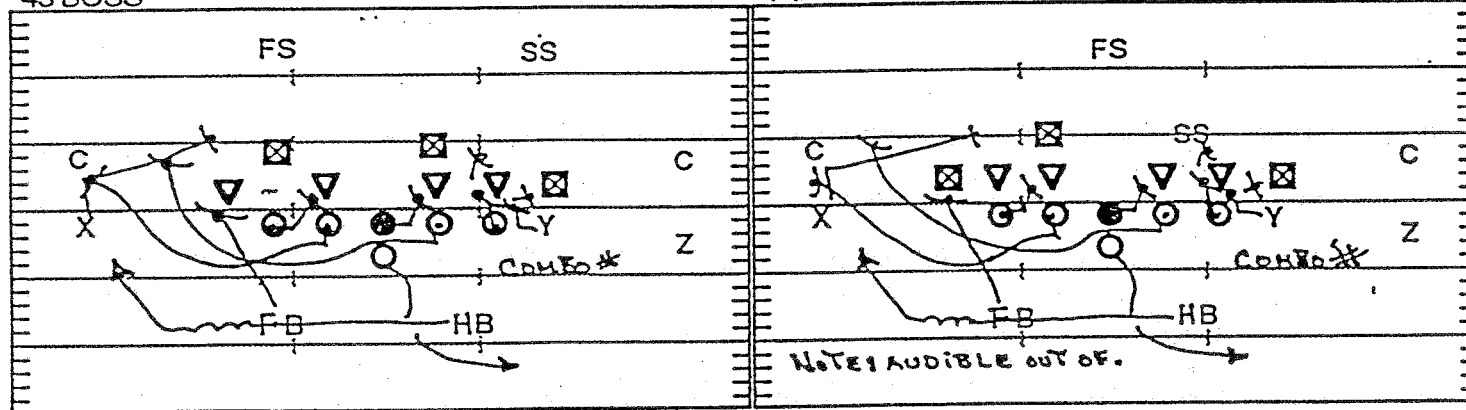
43 OVER-BOW



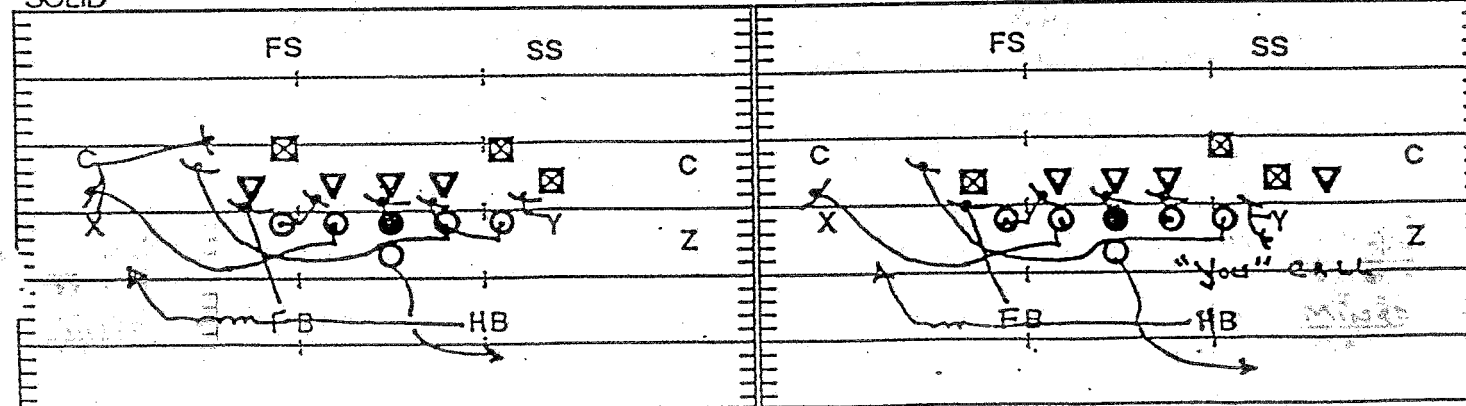
43 BOSS



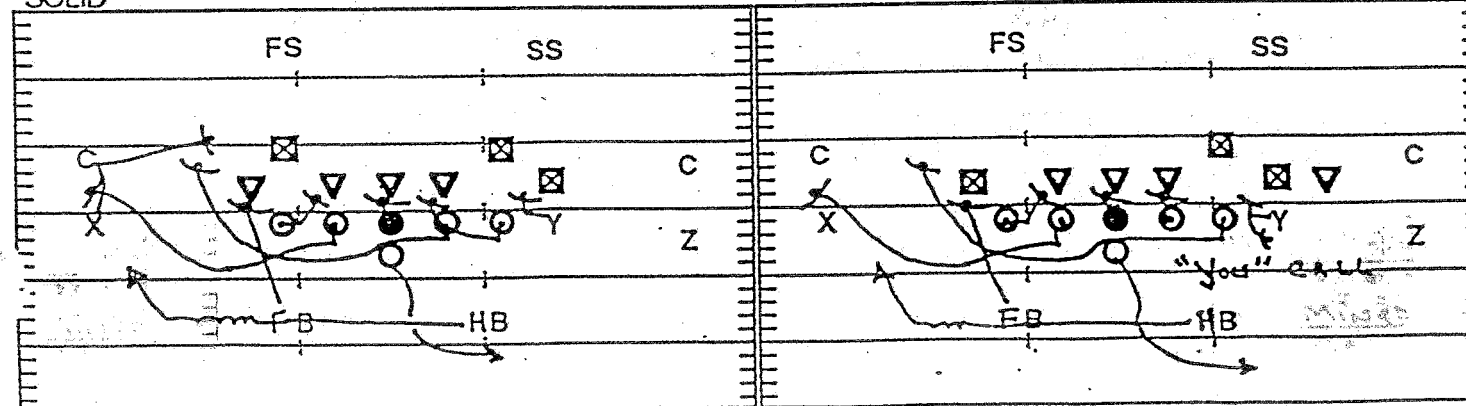
44



SOLID

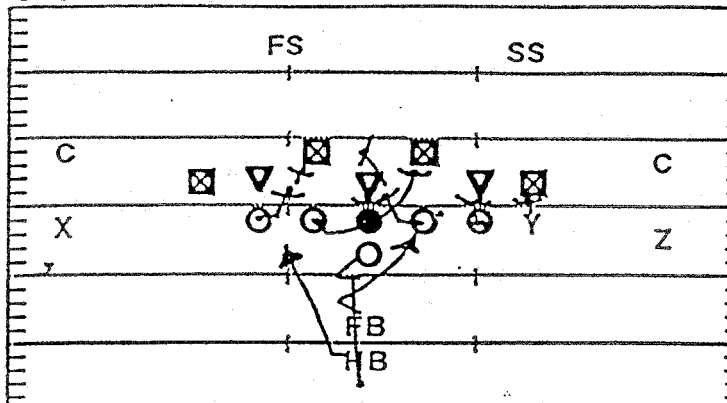


SOLID (BIG) DUBS

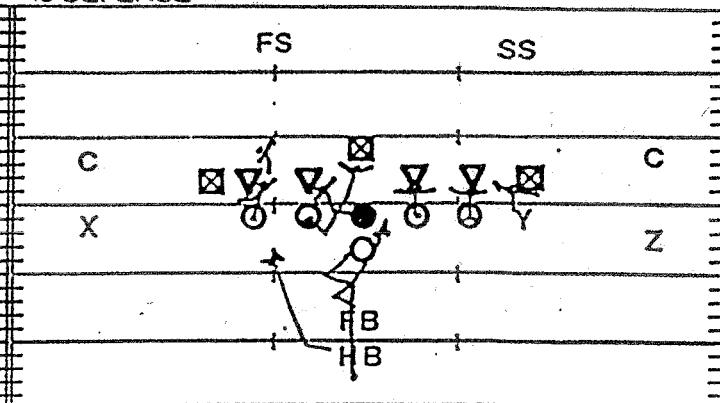


# PLAY: "I" RT 20 FB JAB

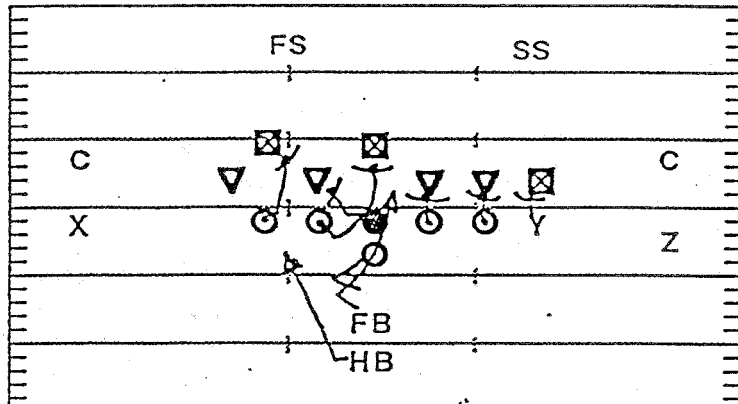
34 DEFENSE



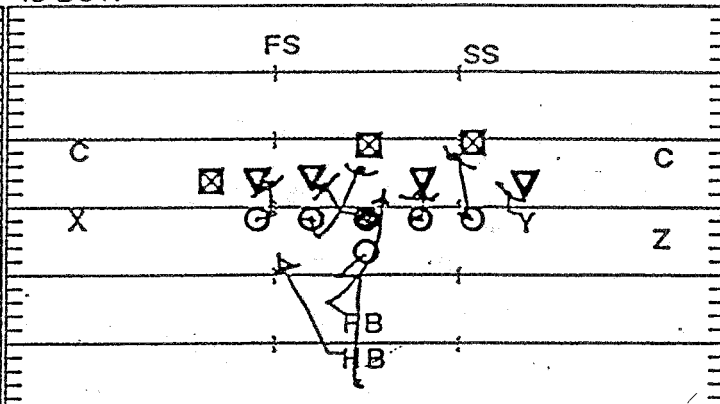
43 DEFENSE



43 COLT



43 BOW



QB OPEN OPPOSITE CALL (5-7 O'CLOCK.) OVER- THE - TOP HAND - OFF.

HB FAKE SLANT AWAY

FB QUICK JAB WITH OPPOSITE FOOT - HUG ACE BLOCK OR CENTER'S BLOCK

Y GUT RULES - BLOCK MAN OVER - READ ZONE IF TKL IS UNCOVERED

Z GUT RULES - BLOCK MAN OVER - READ ZONE IF TKL IS UNCOVERED

X

OST BLOCK MAN OVER ON OR OFF L.O.S. ( READ ZONE W/ TE IF UNCOVERED)

OSG BLOCK MAN OVER; UNCOVERED - ACE # W/ CTR OR OFF #

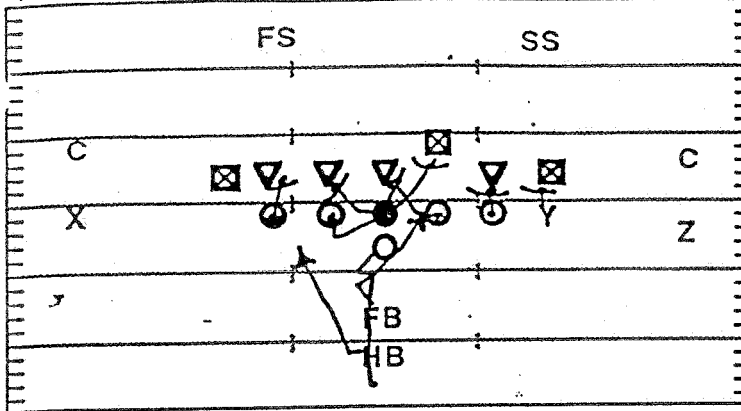
CENTER VS. EVEN - # BACK; COVERED & ON GUARD UNCOVERED - ACE # OR OFF #  
VS SOLIDS - MINGO CALL - # MAN OVER

BSG VS. EVEN - PULL - CHOKE #. VS. ODD - PULL - LEAD THRU HOLE (ALERT FOR DE PINCH)  
VS. OVER DEF. - WORK SWAP # WITH CENTER OR PULL OR CHOKE IT.  
VS. SOLIDS - MAN # (MINGO)

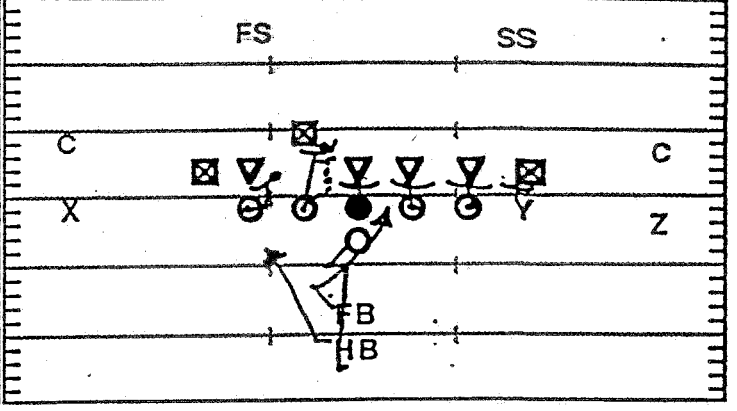
BST BLOCK MAN OVER ON OR OFF L.D.S. - CUT - OFF #

43 COLT  
MINGO  
CALL

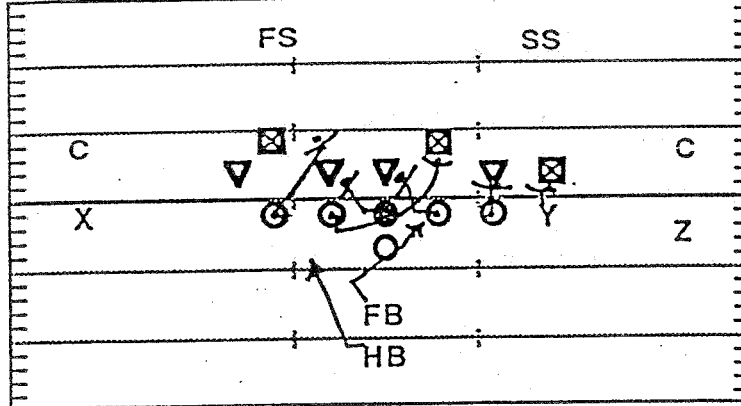
43 UNDER



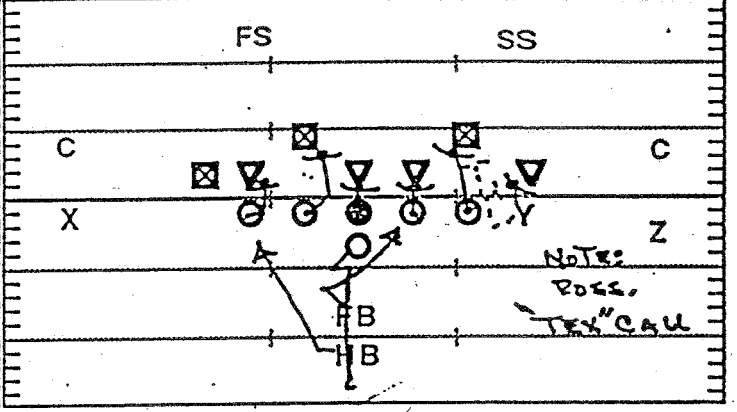
43 OVER



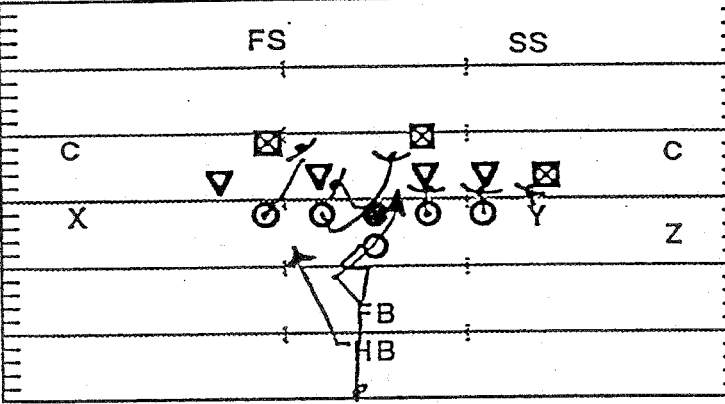
43 UNDER-COLT



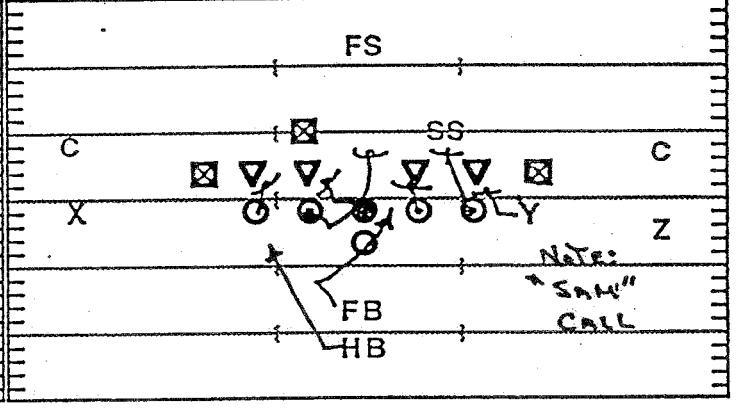
43 OVER-BOW



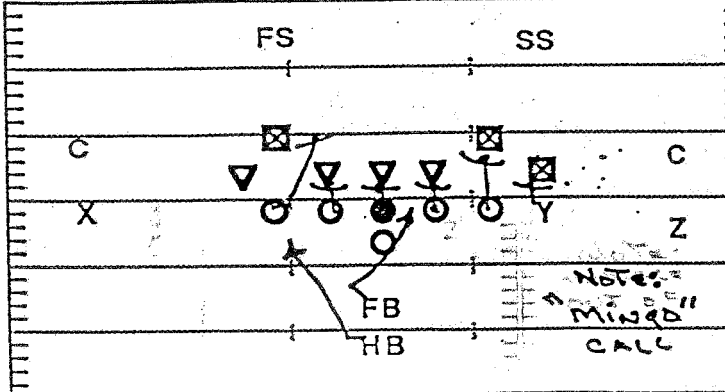
43 BOSS



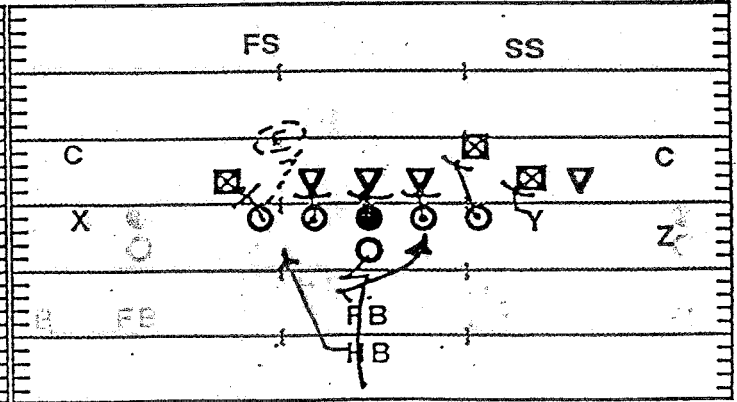
44



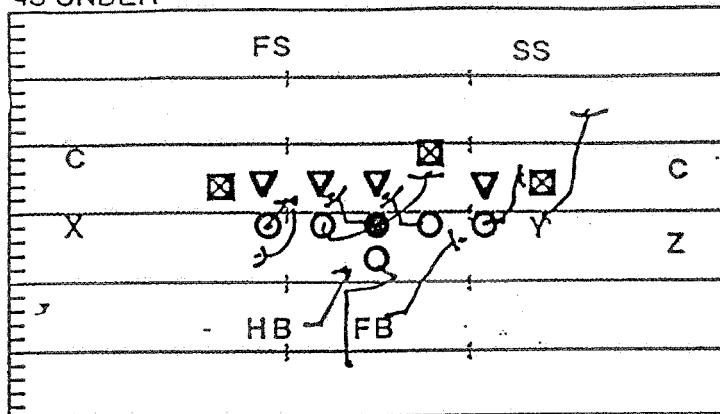
SOLID



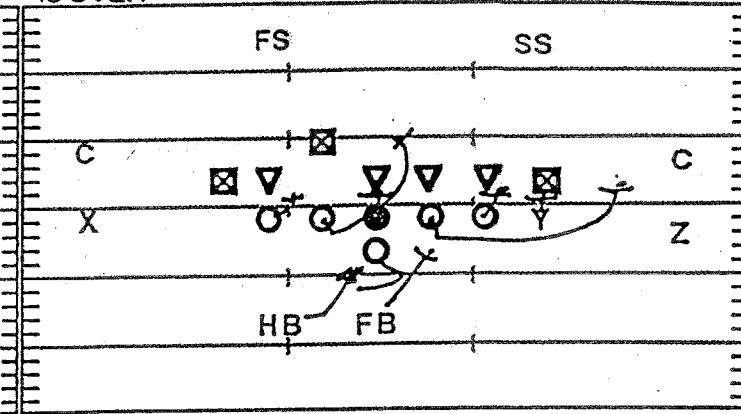
SOLID (BIG) DUBS



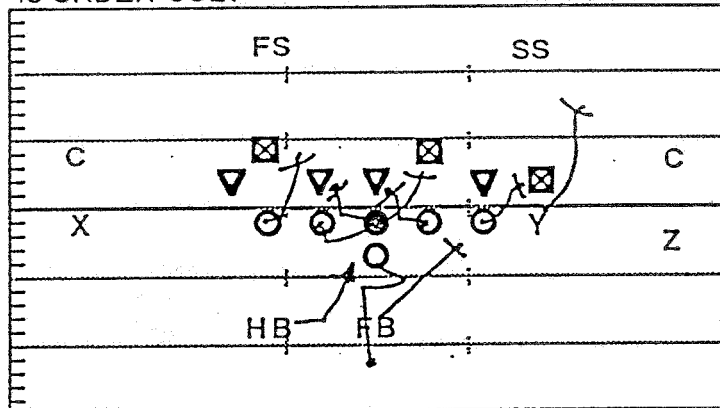
43 UNDER



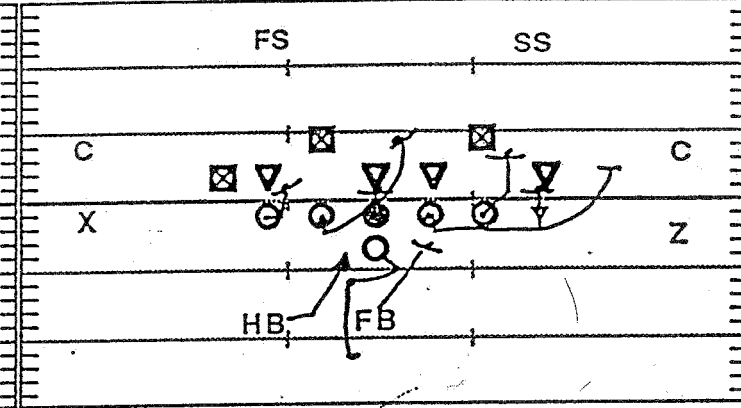
43 OVER



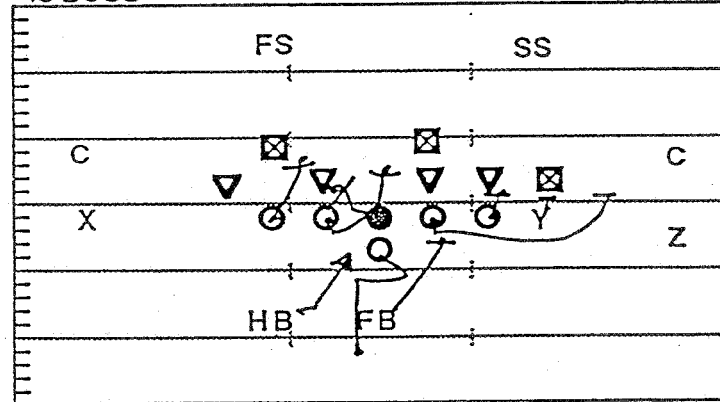
43 UNDER-COLT



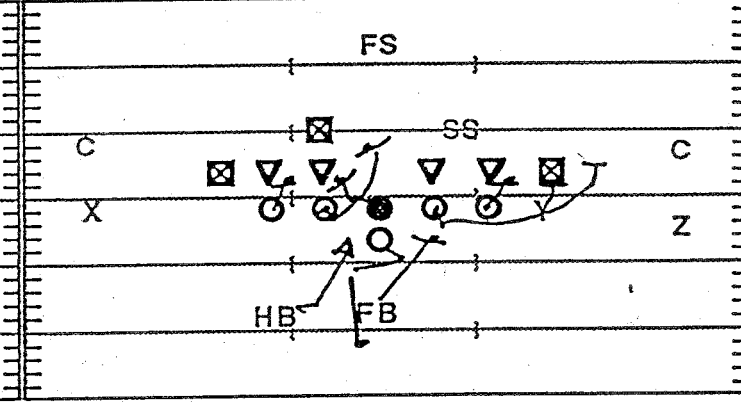
43 OVER-BOW



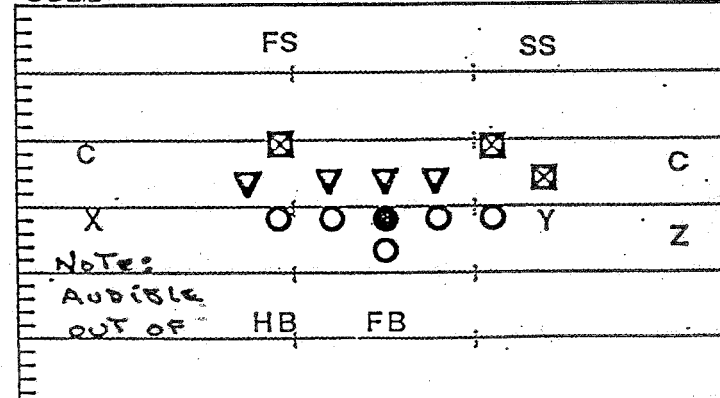
43 BOSS



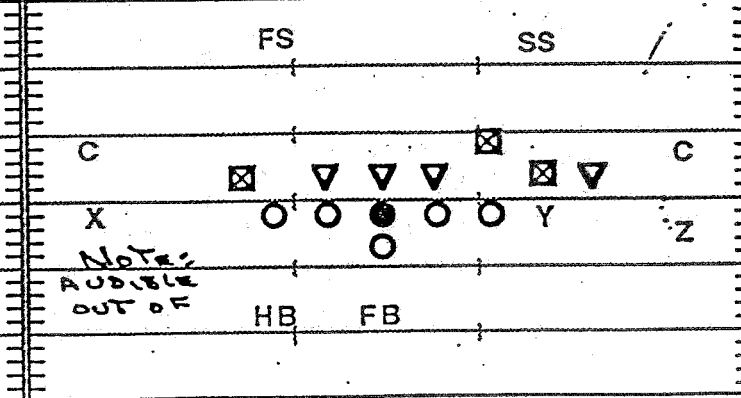
44



SOLID

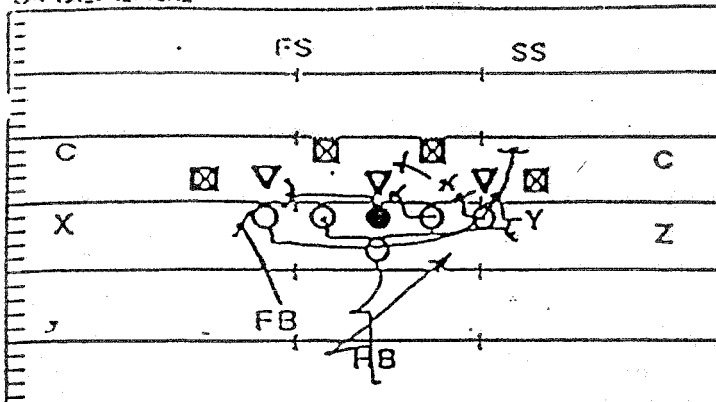


SOLID (BIG) DUBS

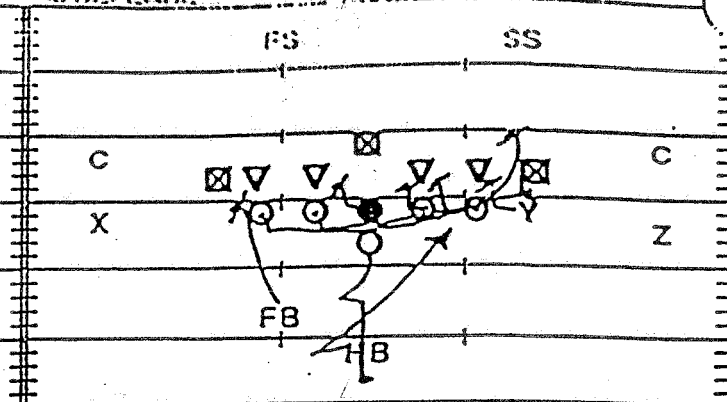




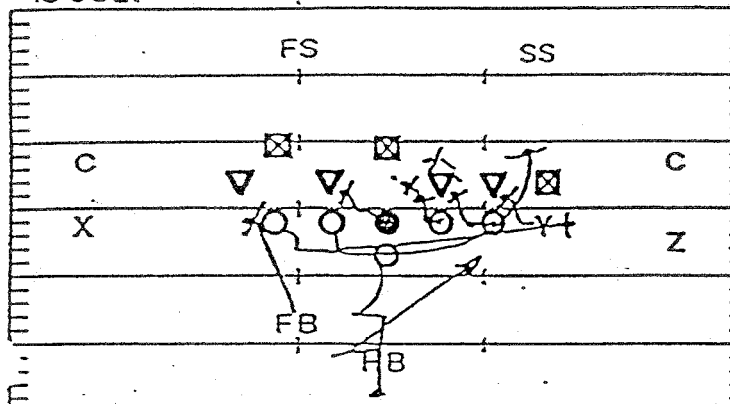
## 34 DEFENSE



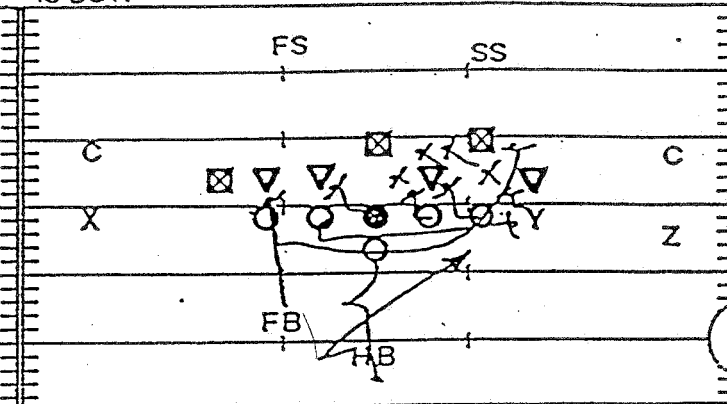
## 43 DEFENSE



## 43 COLT



## 43 BOW



QB - FRONT OUT, 5/7 O'CLOCK, HOP STEP, FAKE - COUNTER PASS

HB - COUNTER STEP - THINK DOWNHILL BOUNCE IF NECESSARY

FB - SEAL 1ST DEFENDER OUTSIDE OF PULLING TACKLE

Y BLOCK END - TREY # TO OFFSIDE LBER.

Z

X

OST - IF GUARD IS COVERED - DOWN # OR DEUCE #  
IF CENTER IS UNCOVERED - DEUCE #

OSG - IF CENTER COVERED - DOWN #  
IF CENTER IS UNCOVERED - DEUCE #

CENTER - # OFF THE FIRST DEFENDER WEAKSIDE ON L.O.S. YS A WIDE "3" - G.P.

ALERT "2" CALL - NO HELP FROM TKL

BSG - PULL AND TRAP # THE EMLOS

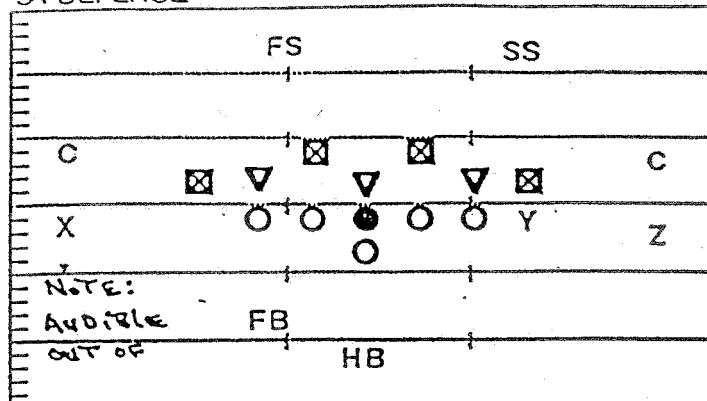
3ST - PULL AND TURN UP 1ST DAYLIGHT  
\*STAY CALL VS WIDE "3" DT - IF SO - SLAM # AND SEAL

## WHAT IF:

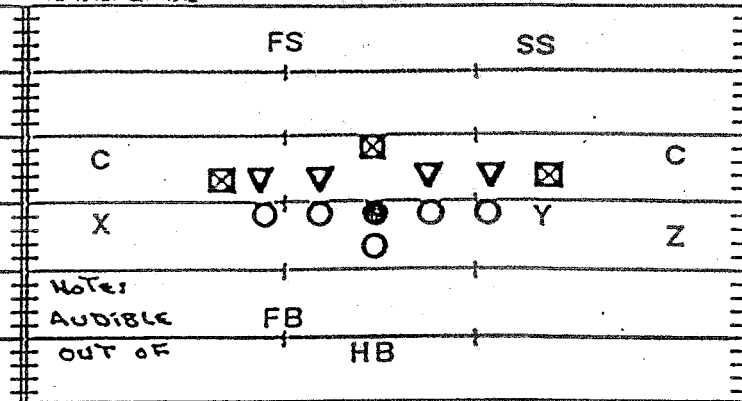
1. WEAKSIDE DT IN WIDE 3 TECH  
STAY CALL - FB PULLS - TKL STAYS - SLAM #'s - SEAL
2. WEAKSIDE 4-3 E-T/T-E/PINCHES - GAME PLAN OR AUDIRIF
3. POSSIBLE LOAD OR BLUFF BY GAME PLAN

# PLAY: "QUEEN RT 90 BIM-O

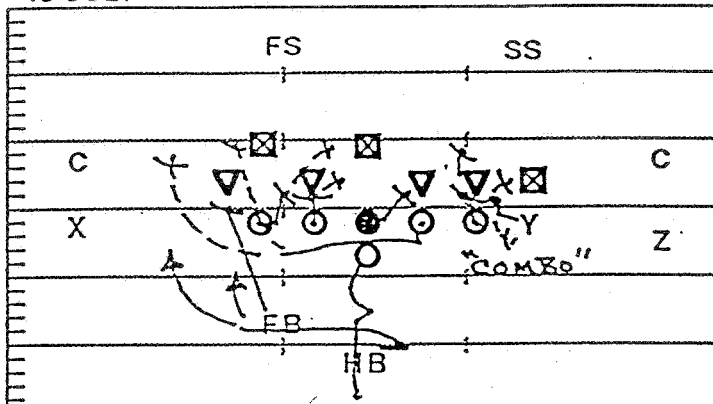
## 34 DEFENSE



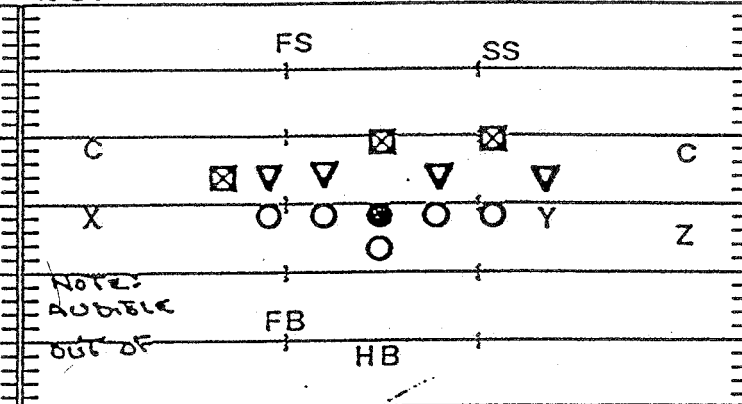
## 43 DEFENSE



## 43 COLT



## 43 BOW



QB 60/70 POWER BALL HANDLING. FAKE COUNTER PASS.

HB 60/70 POWER FOOT WORK - READ FB AND PULLING GUARD'S BLOCKS

FB BLOCK END MAN ON L.O.S. - CUT HIM - MAY HAVE TO JAM OR MOTION TO GET WEAKSIDE

Y CUT OFF - POSSIBLE DBL BUMP VS. SOLID DUBS

Z

X

OST DOUBLE TEAM # WITH ON GUARD; VS. SOLIDS - POSS. - POSS. ANGLE # & CALL

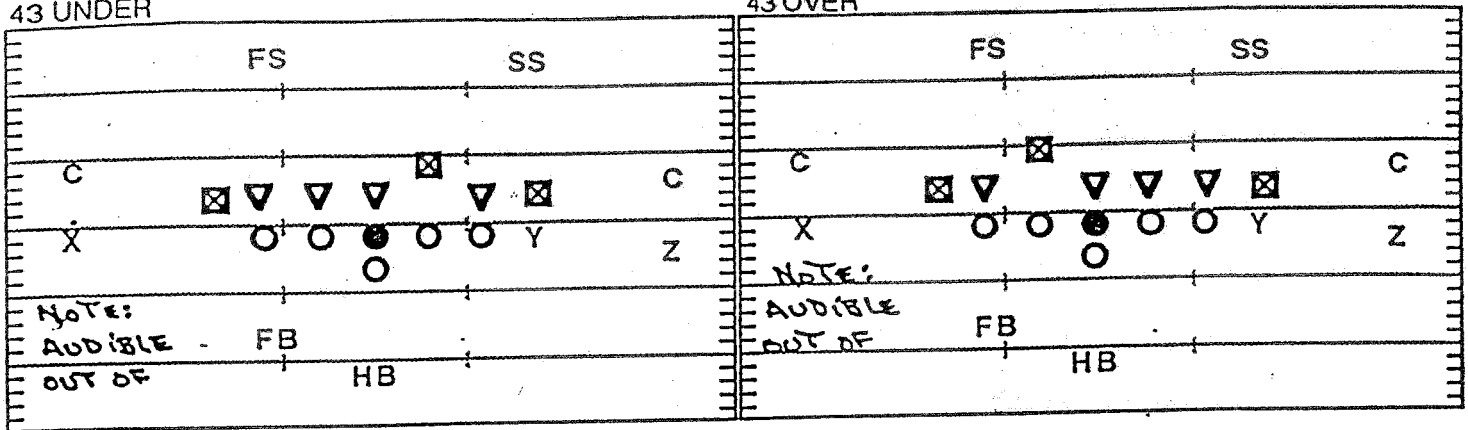
OSG DOUBLE TEAM # WITH ON TACKLE; VS SOLIDS, - POSS. ANGLE # & CALL

CENTER- VS. EVEN - BLOCK BACK  
VS. ODD - BLOCK MAN OVER VS. SOLIDS - # MAN OVER - POSS. ANGLE #

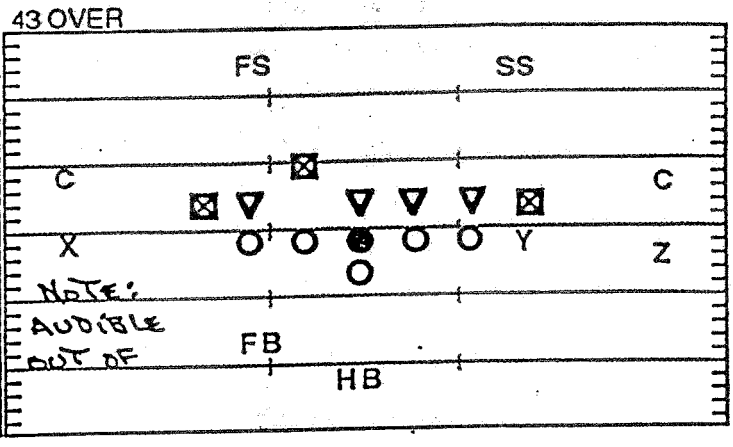
BSG - PULL - "READ" FB'S BLOCK ON EMLOS - GO INSIDE OR OUTSIDE - GET UPFIELD

BST - CUT - OFF # OR COMBO.#. VS. SOLID DUBS - PULL & CUT 3 TECH. DT. ALERT FOR ANGLE CALL  
ING.P.

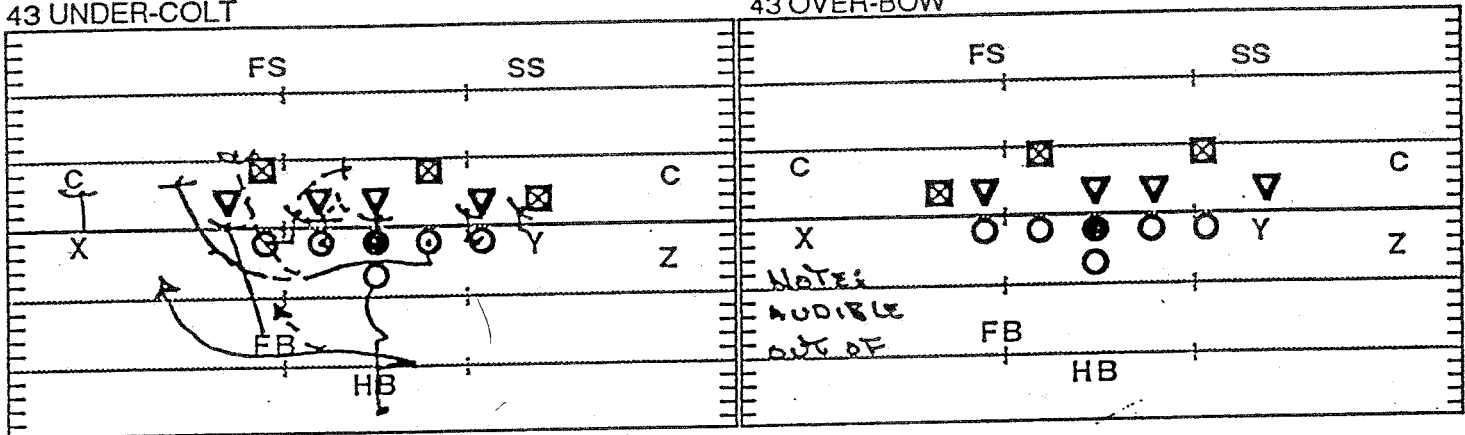
# 43 UNDER



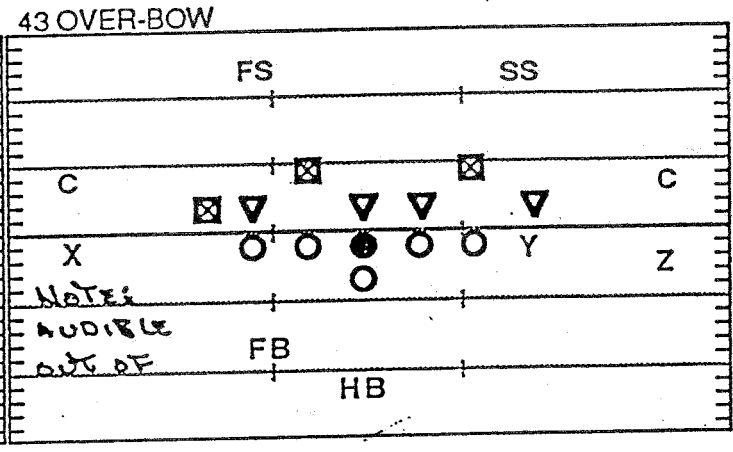
# 43 OVER



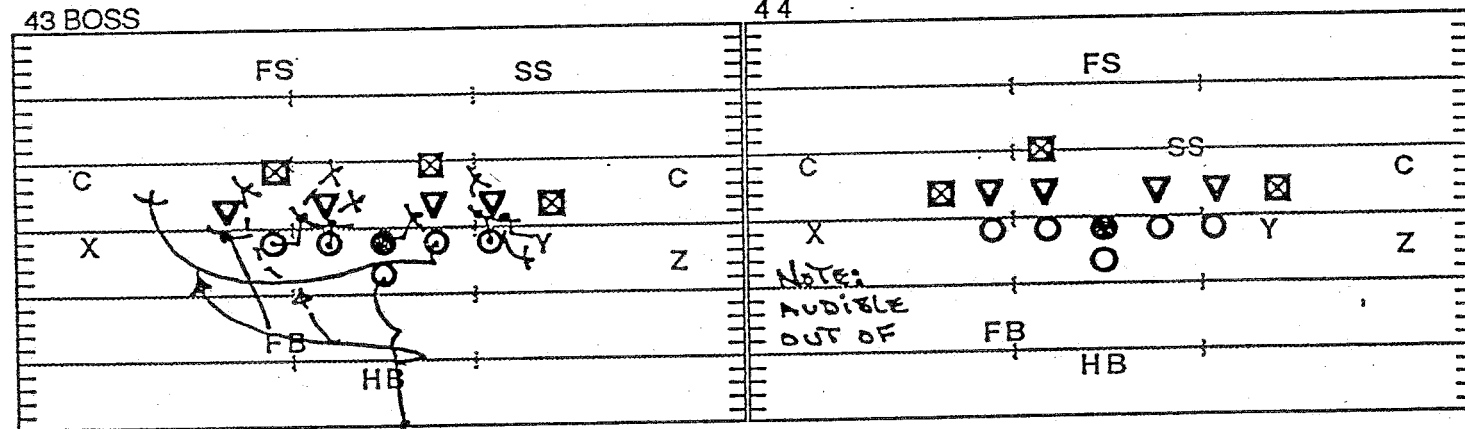
# 43 UNDER-COLT



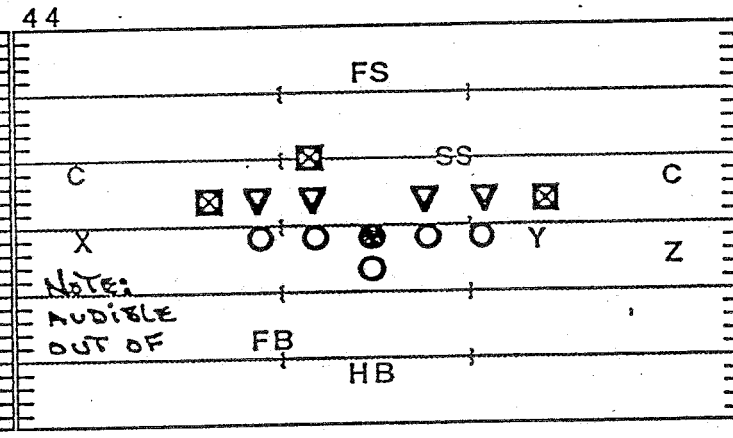
# 43 OVER-BOW



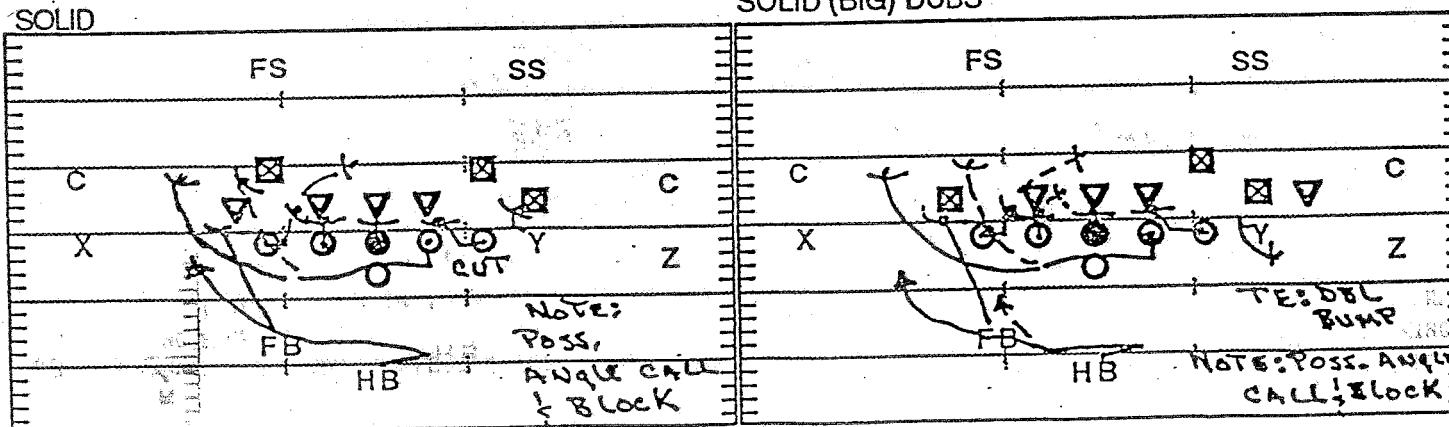
# 43 BOSS



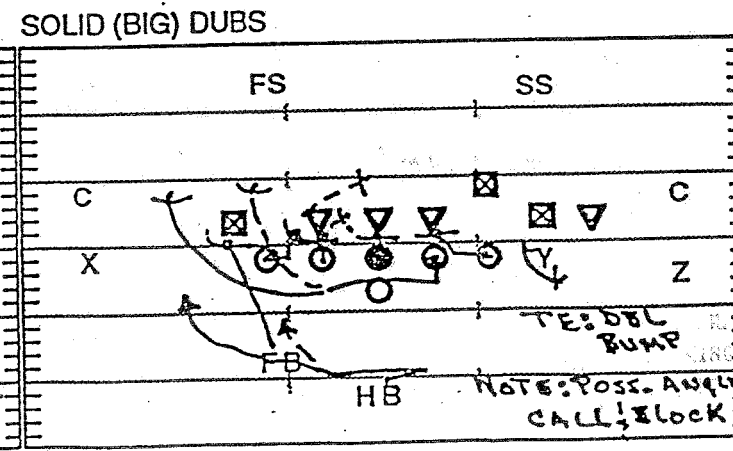
# 44



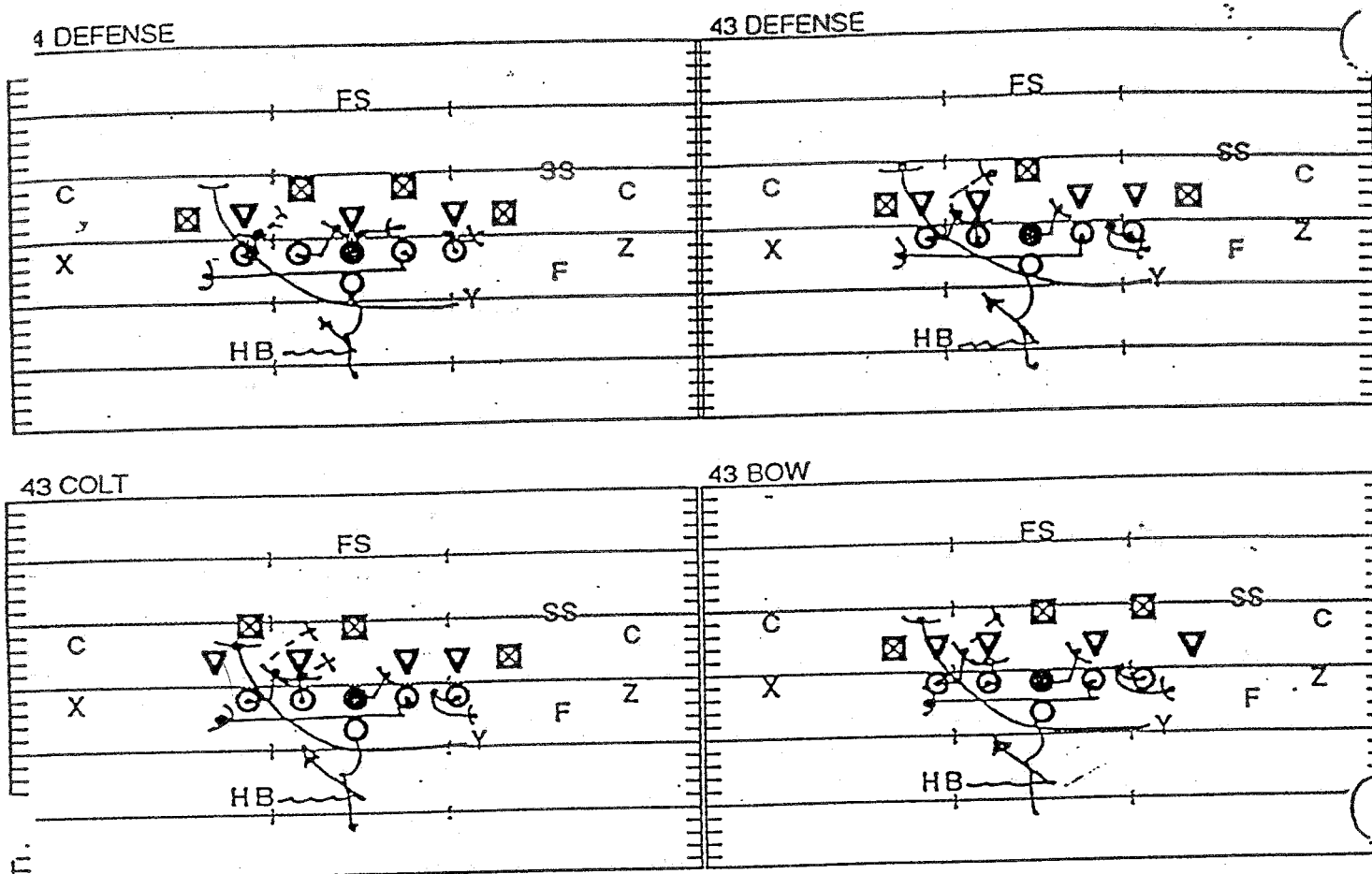
# SOLID



# SOLID (BIG) DUBS



PLAY: 88/99 STUTTER-STAY



QB - FRONT OUT, 5/7 O'CLOCK, HOP STEP, FAKE COUNTER PASS

HB - COUNTER STEP - START DOWN HILL - BOUNCE IF NECESSARY

FB - STEP UP PULL TURN UP THROUGH FIRST DAYLIGHT - NO DAYLIGHT READ THE TRAPPER!

Y - PULL WITH SPEED INTO FIRST HOLE PLAYSIDE

Z - #OUTSIDE 1/3

X - # MDH

OST - COVERED & OSG UNCOVERED - # MAN OVER-USE INFLUENCE # ON DE-ALERT FOR LBKR RUN-THRU  
UNCOVERED - FLASH DE - THAN DEUCE TO MAC LBKR VS. SOLIDS - # DOWN - NO PENETRATION

OSG COVERED & CENTER UNCOVERED - DEUCE W/TACKLE  
COVERED & CENTER COVERED - A) # DOWN B) MINGO CALL BY CENTER - DEUCE WITH TACKLE  
UNCOVERED - # DOWN VS. SOLIDS - # DOWN

CENTER - # BACKSIDE; IF COVERED & ON GUARD COVERED AND NO NEED TO GO BACK - MINGO CALL # MAN OVER  
(POSSIBLE ACE CALL & #)

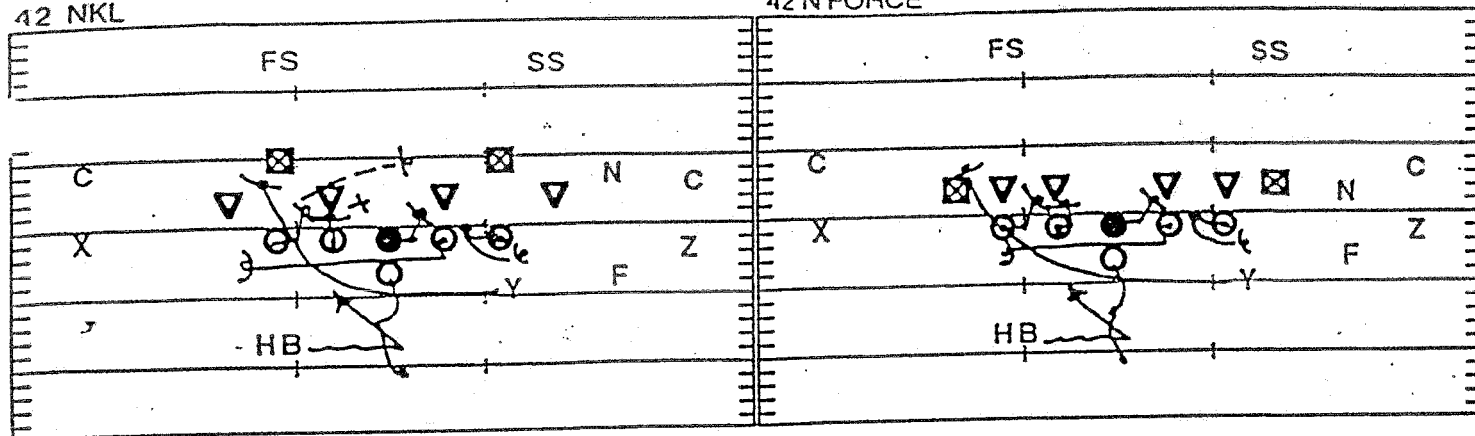
BSG - PULL - TRAP END MAN ON L.O.S.

1ST - SEAL BACKSIDE AREA. INSURE INSIDE AREA - THEN WORK BACK OUTSIDE.

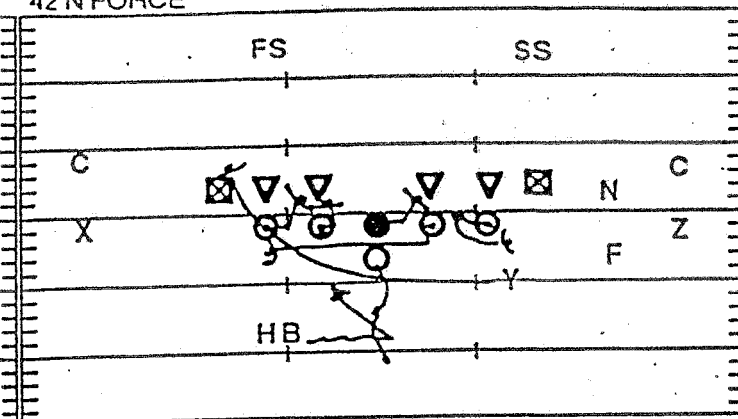
C. P. - ATTACK WHEN WORKING BACK OUT

C. P. - "ACE" CALL BY CENTER ALLOWS YOU TO ATTACK EMLOS

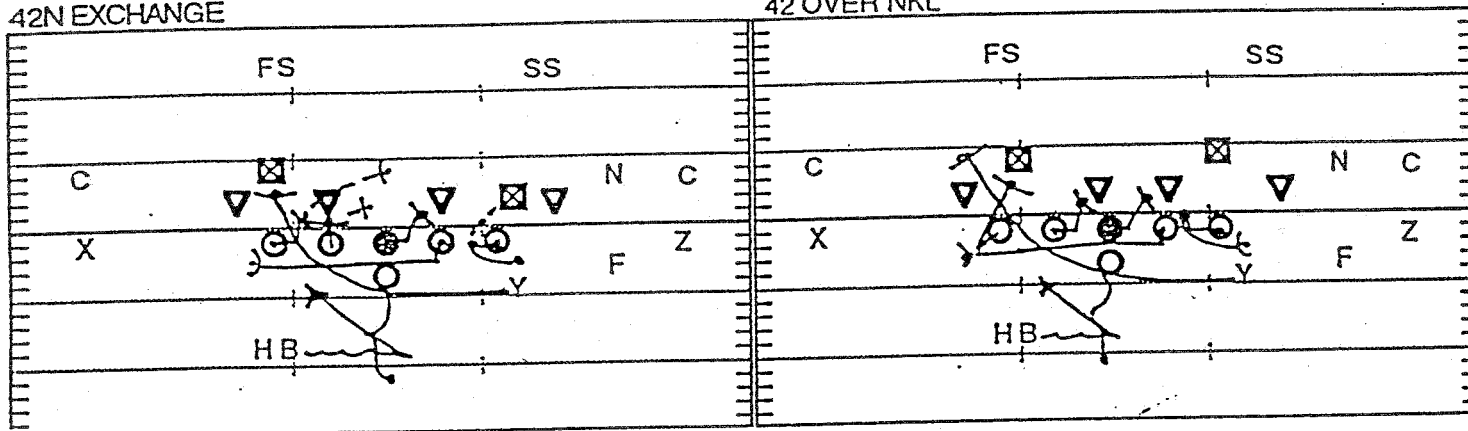
42 NKL



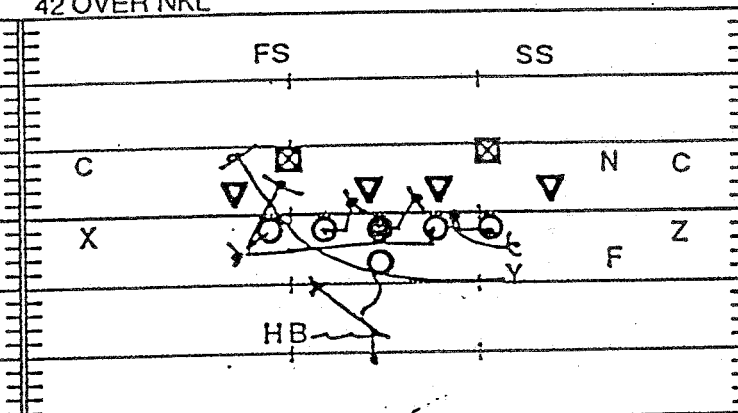
42 N FORCE



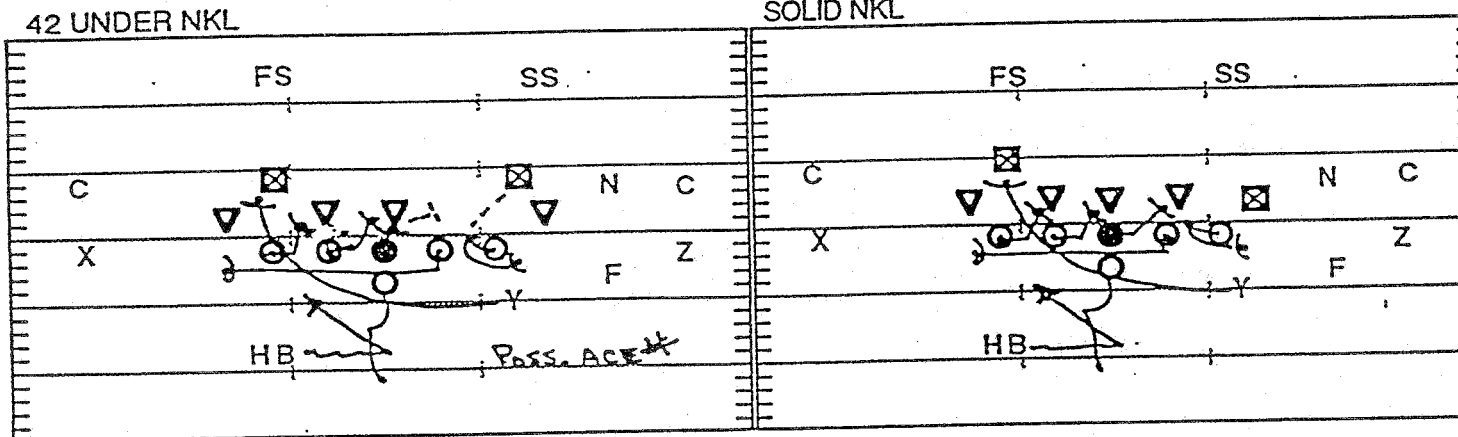
42N EXCHANGE



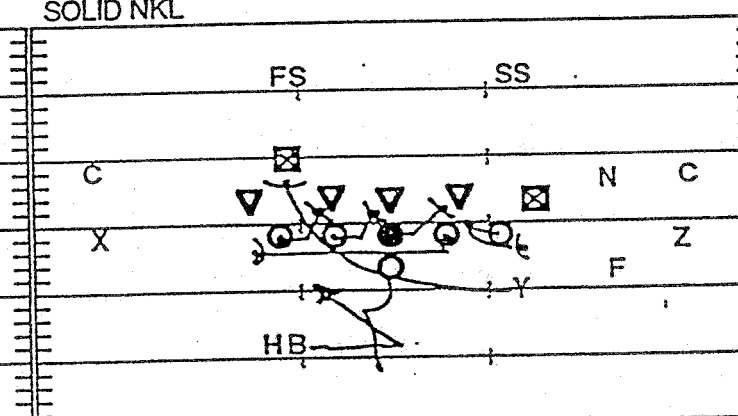
42 OVER NKL



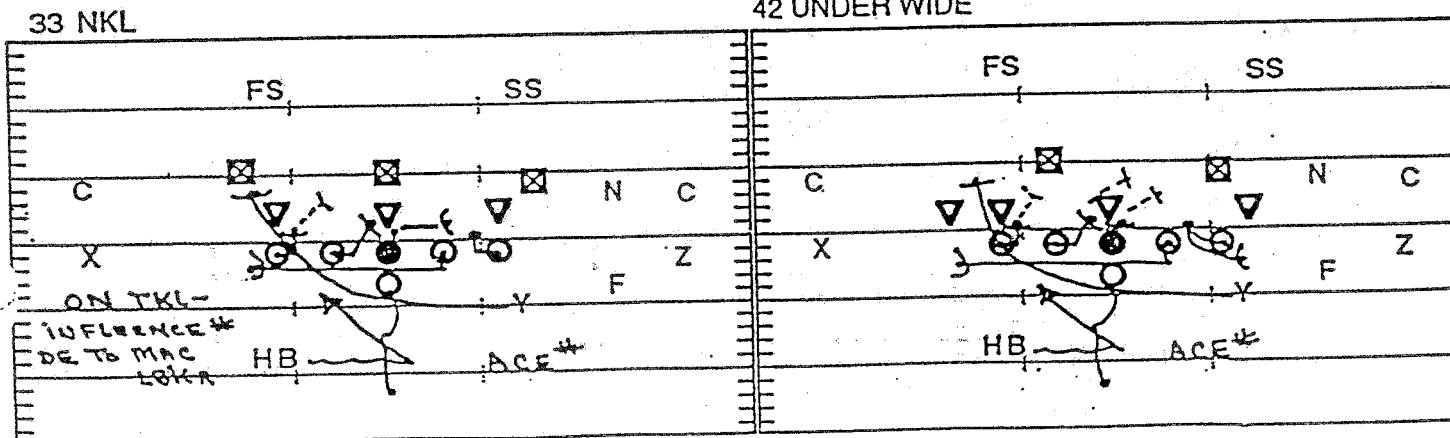
42 UNDER NKL



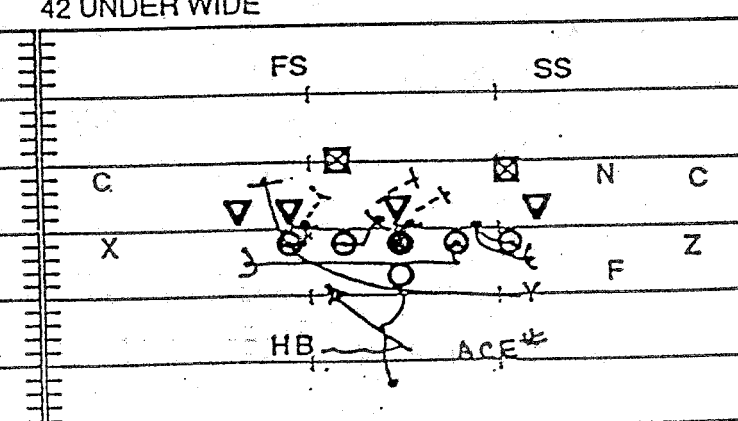
SOLID NKL



33 NKL

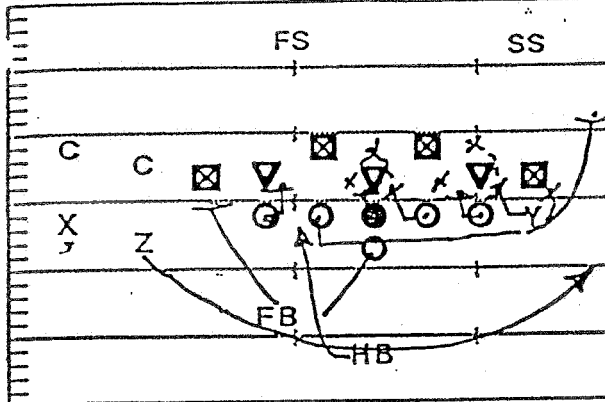


42 UNDER WIDE

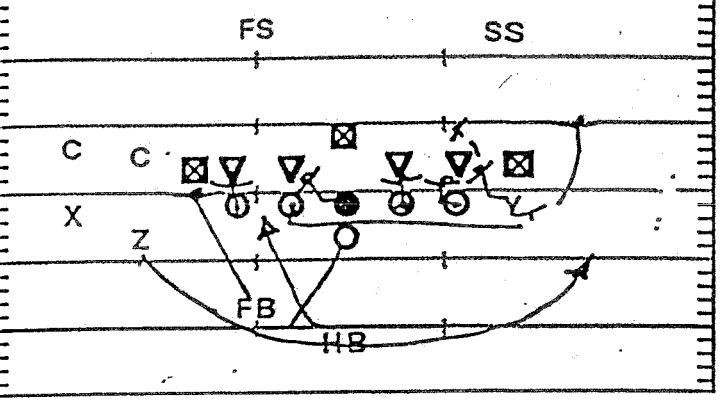


# PLAY: "QUEEN RT SLOT FAKE SLANT LT Z REVERSE RT

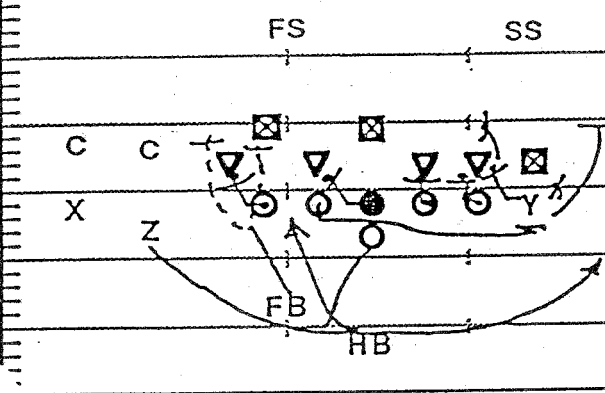
34 DEFENSE



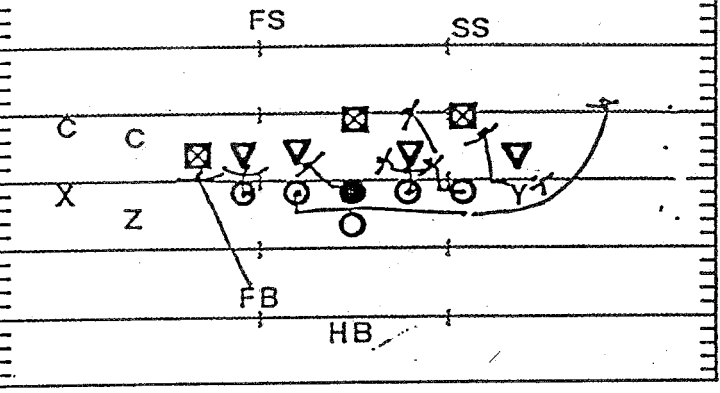
43 DEFENSE



43 COLT

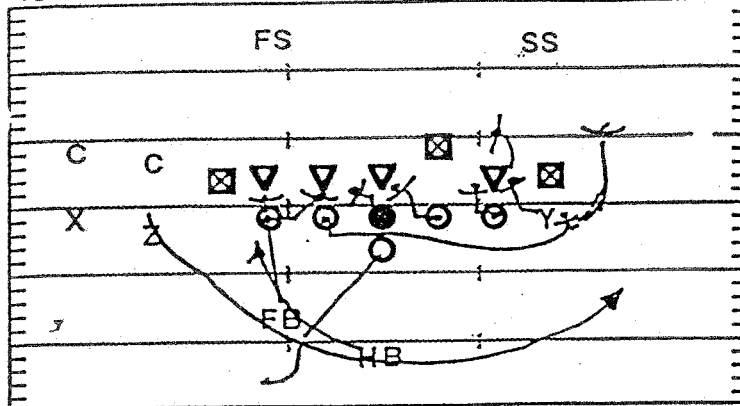


43 BOW

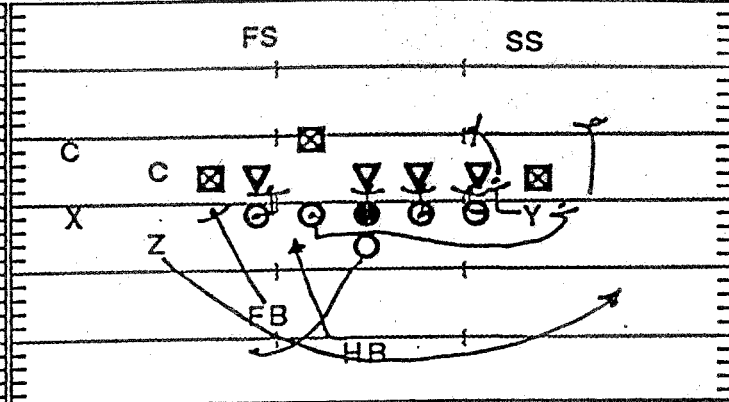


- QB FRONT OUT, 5/7 O'CLOCK, FAKE SLANT, HAND OFF X/Z, FAKE ACT 4/5
- HB FAKE SLANT
- FB FAKE SLANT - IF UNDER DEFENSE - BLOCK END MAN ON L.O.S.
- Y IF TACKLE IS COVERED - CHIP MAN OVER TACKLE ENROUTE TO INSIDE BACKER  
UNCOVERED - HARD CUT OFF - PICK UP BOW LB'er
- Z
- X
- OST COVERED - BLOCK MAN OVER - SELL SLANT - TAKE HIM INSIDE - T.E. WILL CHIP  
UNCOVERED - CHIP DT OVER GUARD - THEN UP FOR LBKR
- OSG COVERED - BLOCK MAN OVER  
UNCOVERED - CHIP NOSE THEN UP FOR LBKR
- CENTER - COVERED - BLOCK MAN OVER - COVERED AND OFF GUARD COVERED  
INSURE INSIDE GAP  
UNCOVERED - BLOCK BACK ON DEF. TACKLE
- BSG - PULL AND BLOCK FORCE  
C.P. - CLEAN UP CORNER ON WAY TO FORCE
- BST - BLOCK #2 ON L.O.S.  
C.P. - IF CTR & GUARD ARE BOTH COVERED, BLOCK DOWN INSIDE-CUT

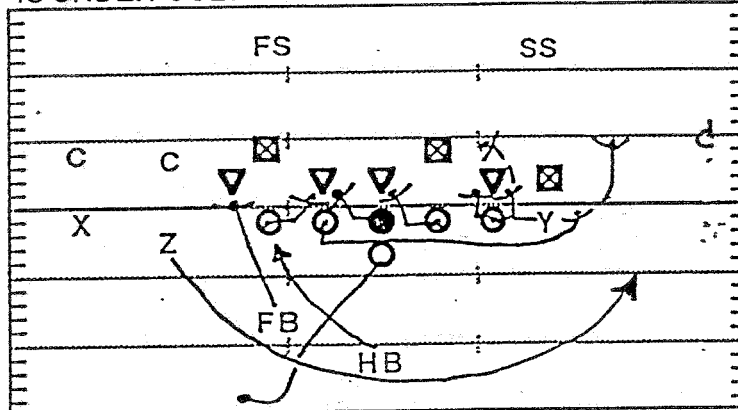
43 UNDER



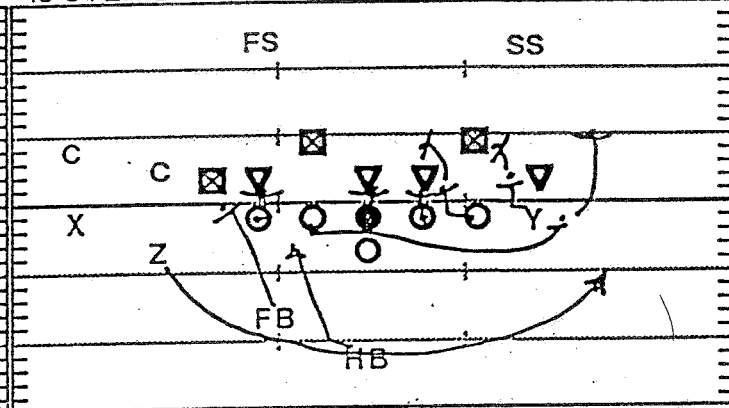
43 OVER



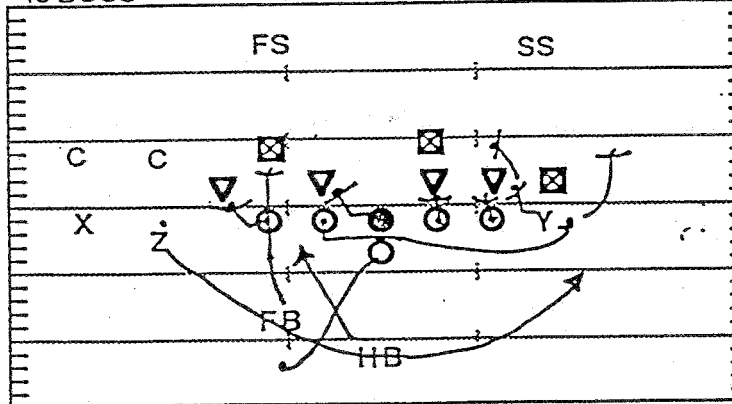
43 UNDER-COLT



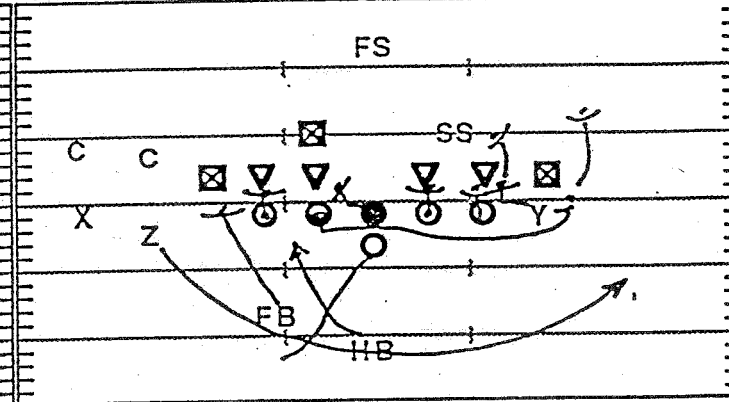
43 OVER-BOW



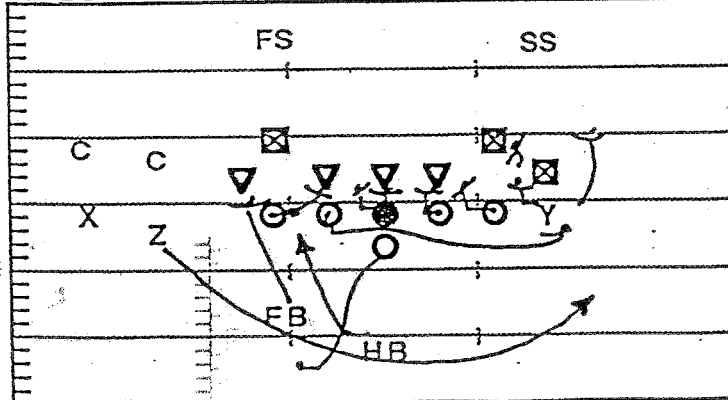
43 BOSS



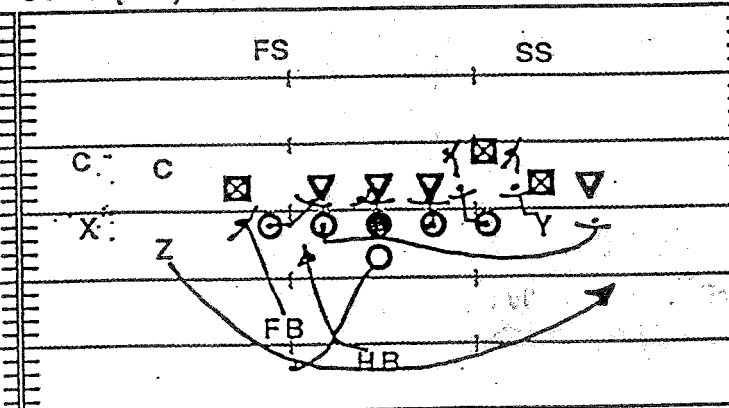
44



SOLID

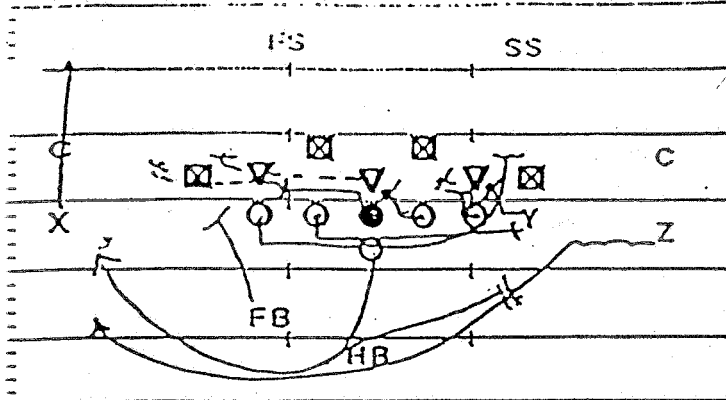


SOLID (BIG) DUBS

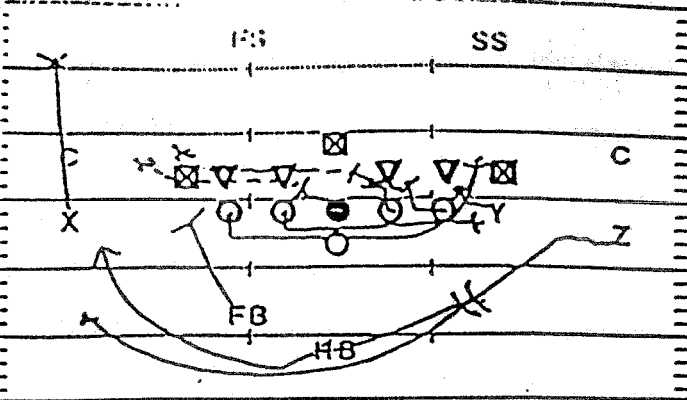


# PLAY: QUEEN RT FK CTR RT Z BEHIND LEFT

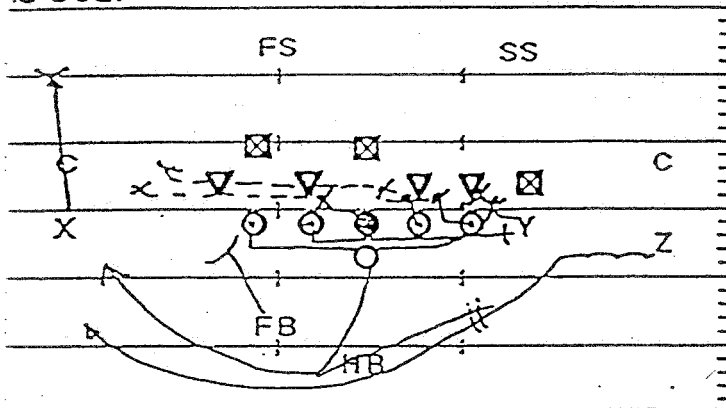
14 DEFENSE



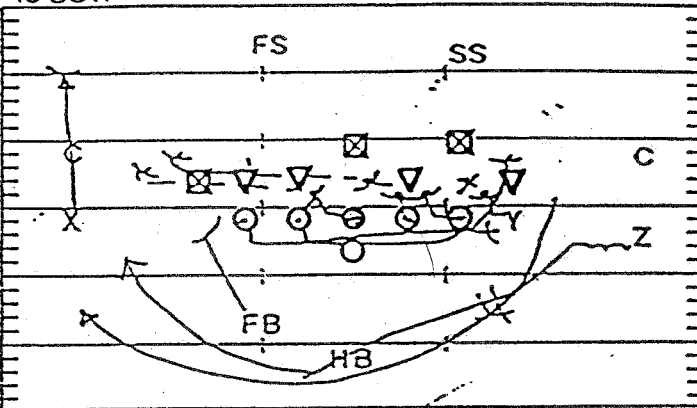
14 DEFENSE



13 COLT



43 BOW



QB

Counter ball handling. Lead reverse

HB

Run 60 counter. Action - Turn butt to sideline to take a flat track across backfield - Hand the ball off to Z who will be behind you

FB

Block end man on L.O.S. - Make it look like you are holding off for counter - If end man disappears - Go up to next level - seal inside

Y

Block CTR Hat in Front

Z

X

OST

# Counter-gap

OSG

# Counter-gap-then work out late

CENTER

# Counter-gap-then work out late

BSG

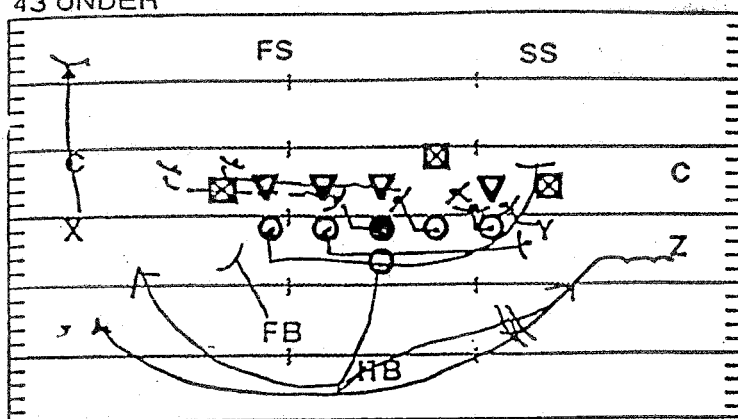
Pull-Run Counter-Gap

BST

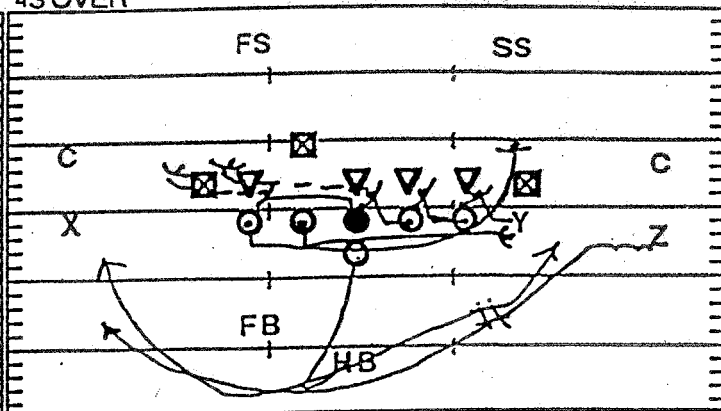
Pull-Run Counter-Gap



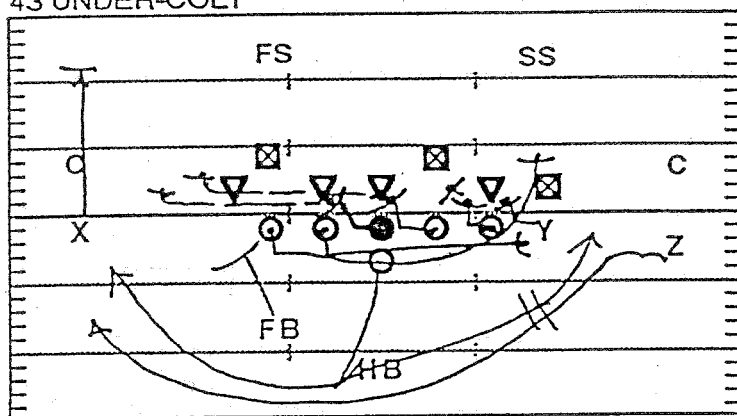
43 UNDER



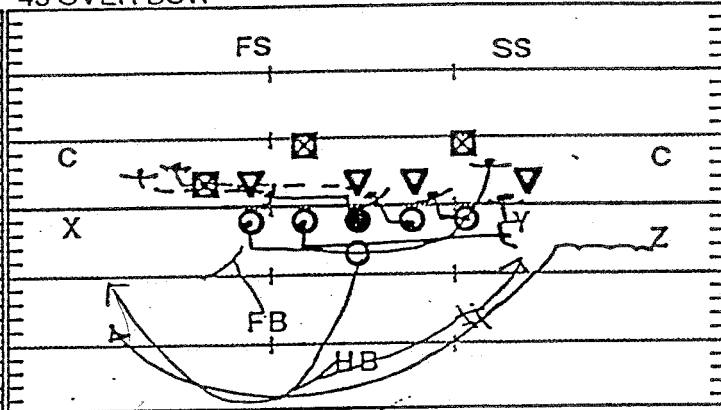
43 OVER



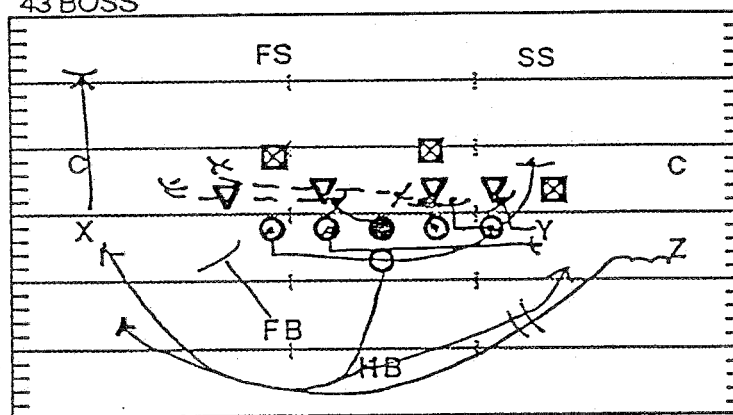
43 UNDER-COLT



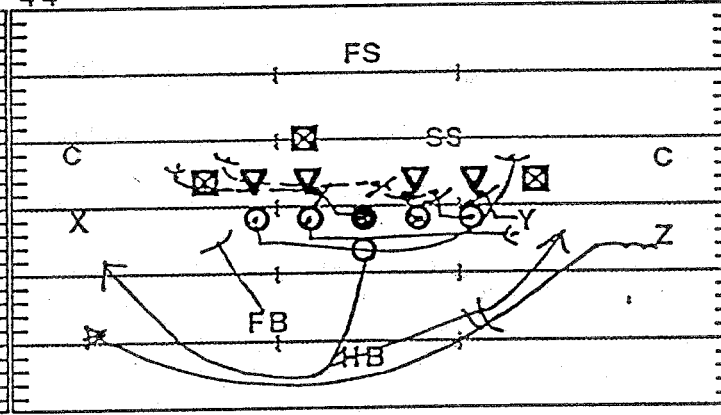
43 OVER-BOW



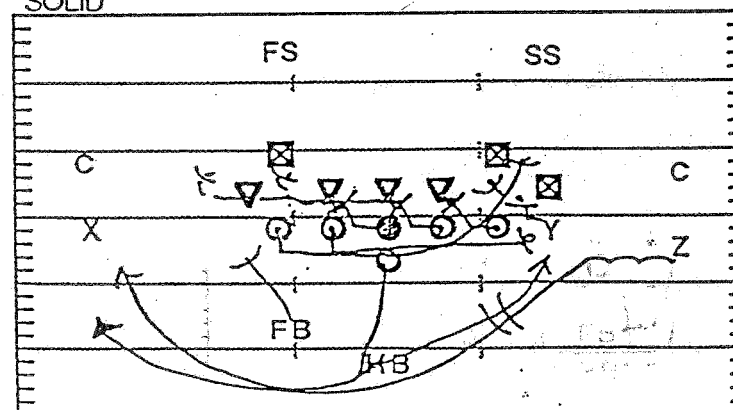
43 BOSS



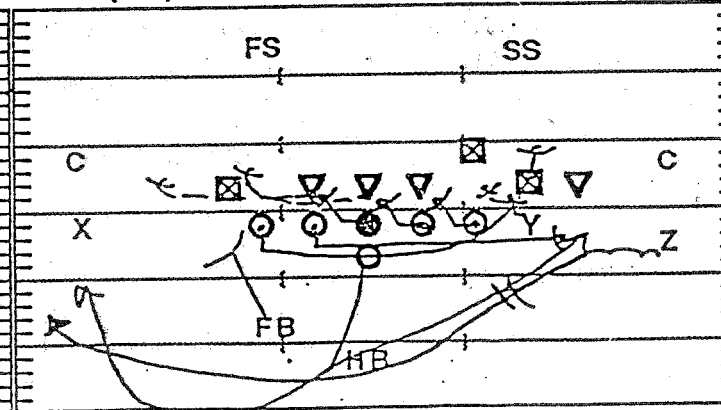
44



SOLID

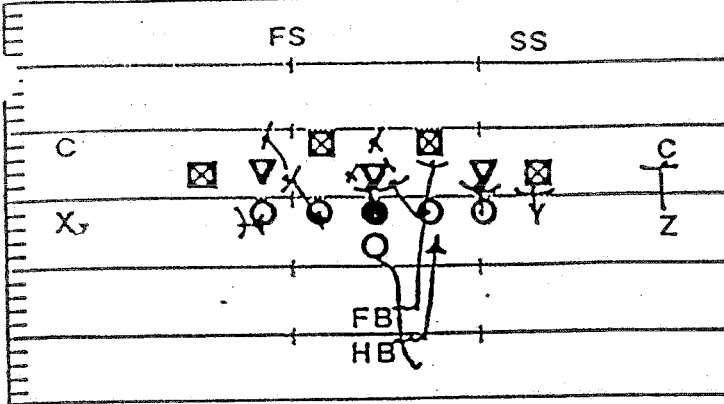


SOLID (BIG) DUBS

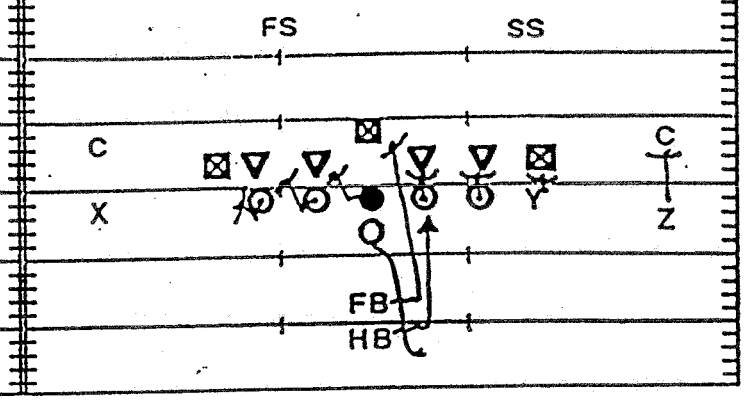


PLAY: "I" RT 20 ISO

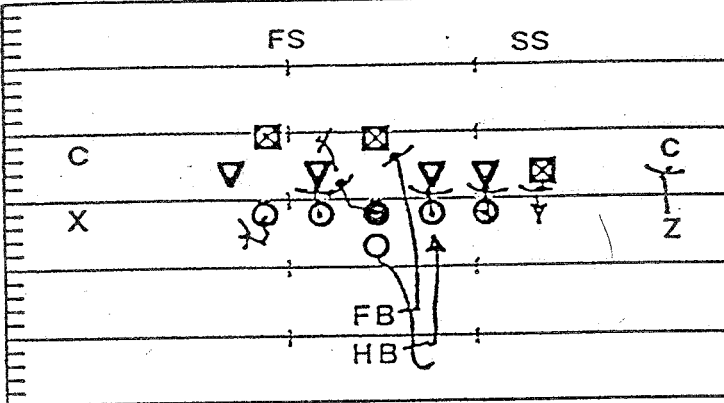
34 DEFENSE



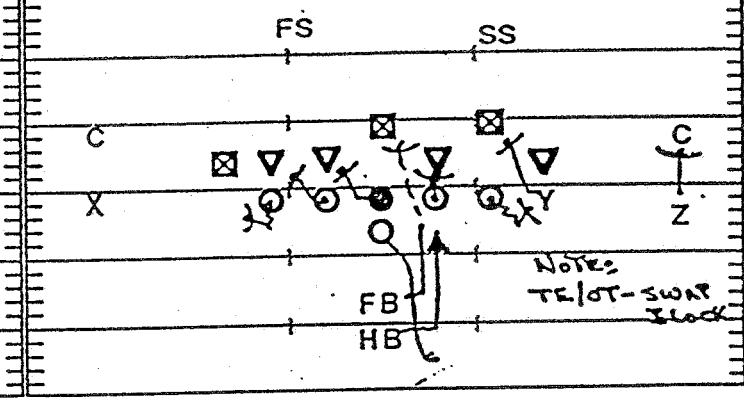
43 DEFENSE



43 COLT



43 BOW



QB OPEN 6'O'CLOCK. EYES UPDATED 2 STEPS. HAND - OFF. FAKE ACT 4

HB SLIDE STEP - PRESS THE HOLE - READ FB'S BLOCK TO BACKSIDE LB'ER.

FB SLIDE STEP - BLOCK MAC LB'ER - INSIDE #

Y MAN OVER STAY SQUARE / "SWAP" CALL VS BOW

Z

X

OST # MAN OVER (9K. SET); BUBBLE OVER YOU - SWAP # W/TE OR READ ZONE

OSG # MAN OVER; UNCOVERED - ACE # MOC TO OFF LBKR.

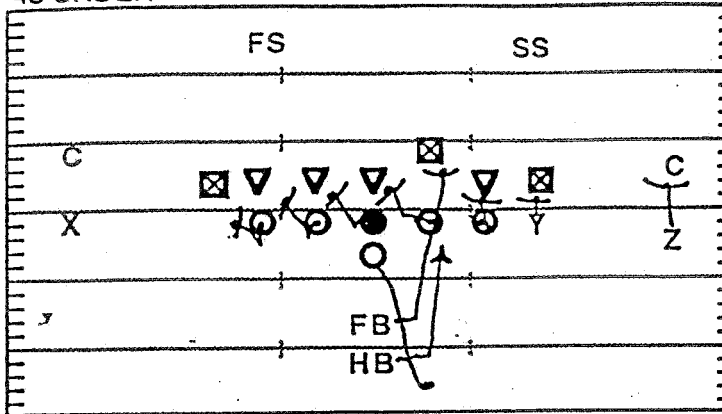
CENTER ACE # MAN OVER TO MIKE LBKR; N/T # BACK ON DT TO WILL LBKR.

BSG - BUBBLE OVER - FAN # DE / WILL LBKR; # MAN OVER

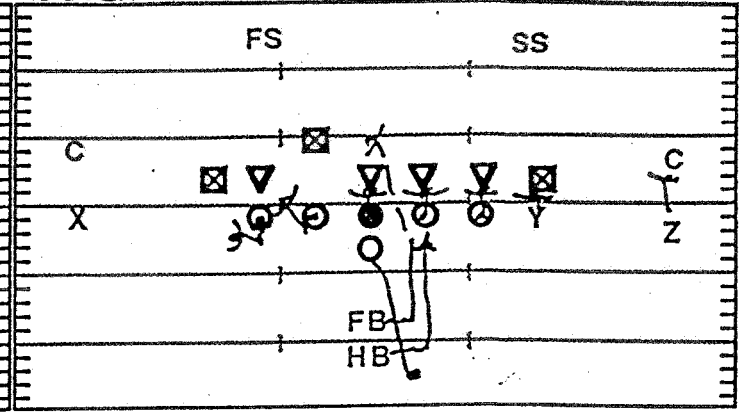
BST BUBBLE OVER - FAN # DE / WILL LBKR; # EMLOS

FB  
HB

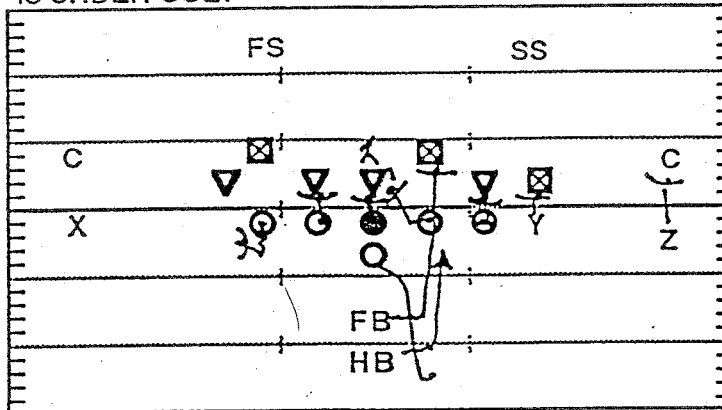
43 UNDER



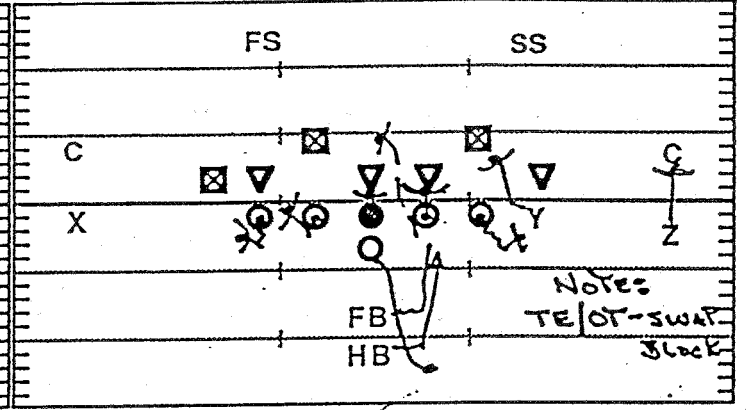
43 OVER



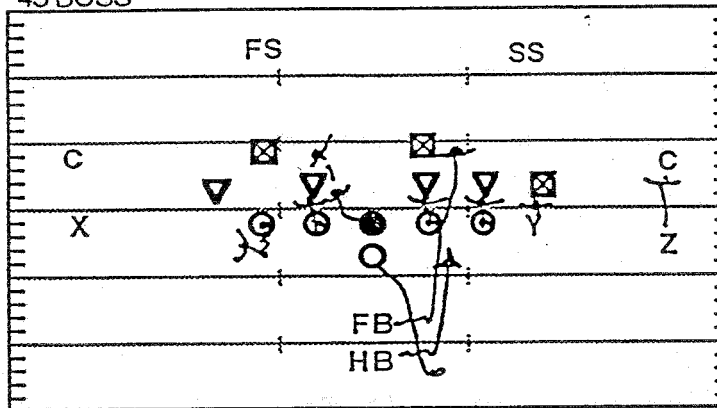
43 UNDER-COLT



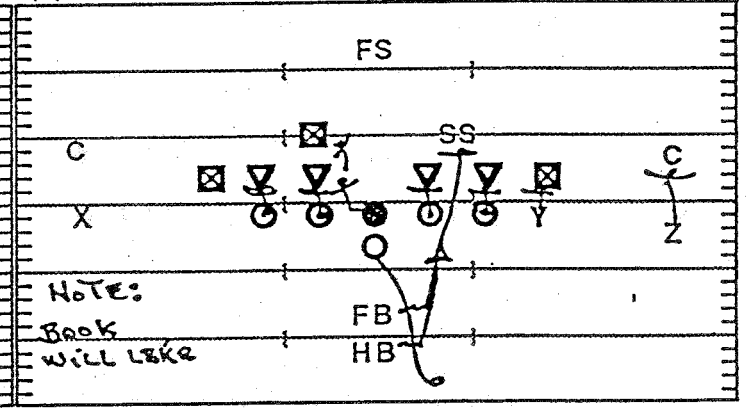
43 OVER-BOW



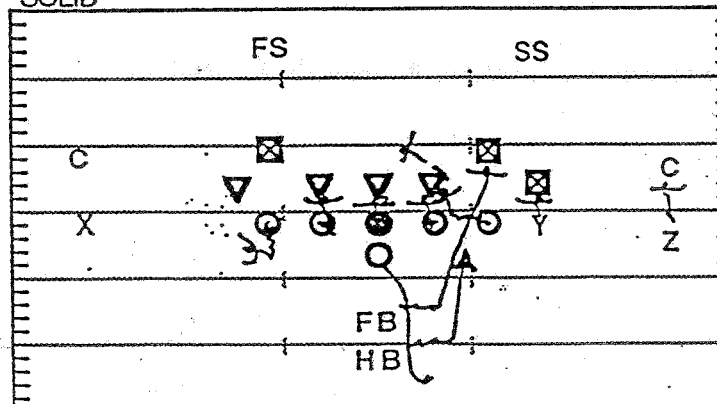
43 BOSS



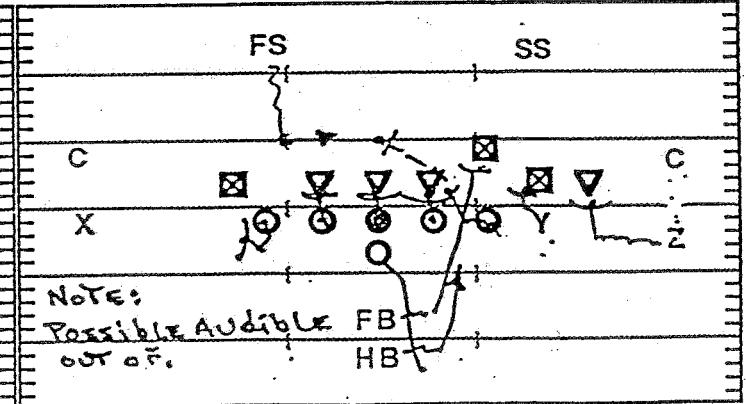
44.



SOLID

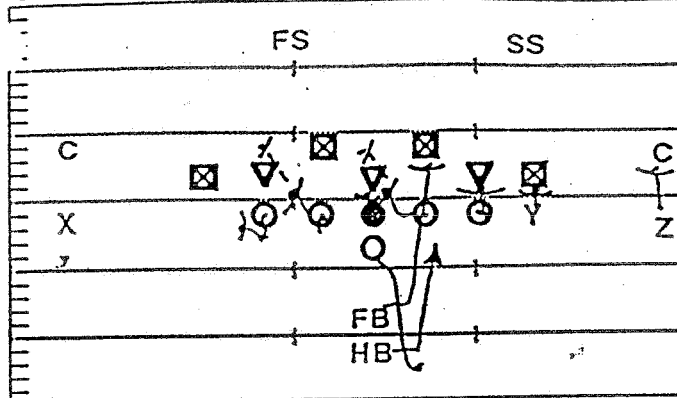


SOLID (BIG) DUBS

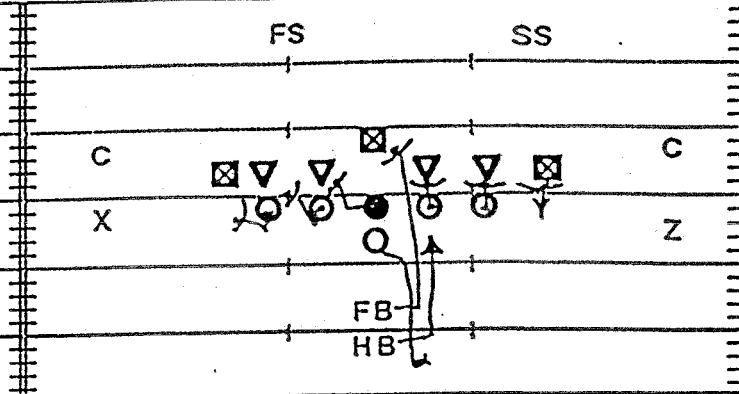


# PLAY: "I" RT 20 BUBBLE

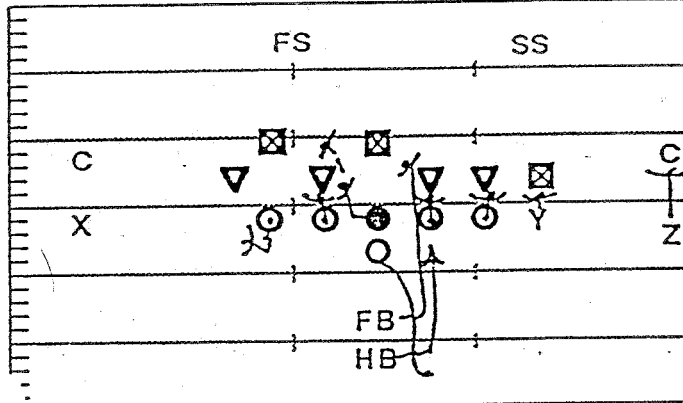
34 DEFENSE



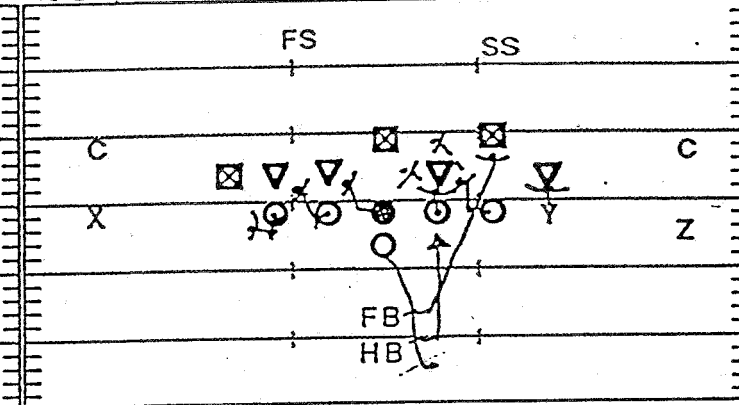
43 DEFENSE



43 COLT



43 BOW



QB 20/30 ISO BALL HANDLING.

HB SLIDE STEP - PRISS THE HOLE - READ FB'S BLOCK TO BACKSIDE LB'ER.

FB SLIDE STEP - BLOCK 1ST BUBBLE BACKER OUTSIDE IN FROM STRONGSIDE - INSIDE #

Y QK SET BLOCKMAN OVER / STAY SQUARE. VS. SOLID DUBS - FAN #

Z

X

OST - # MAN OVER (9 K SET); BUBBLE OVER YOU - DEUCE # W / OSG TO MAC LB'KR

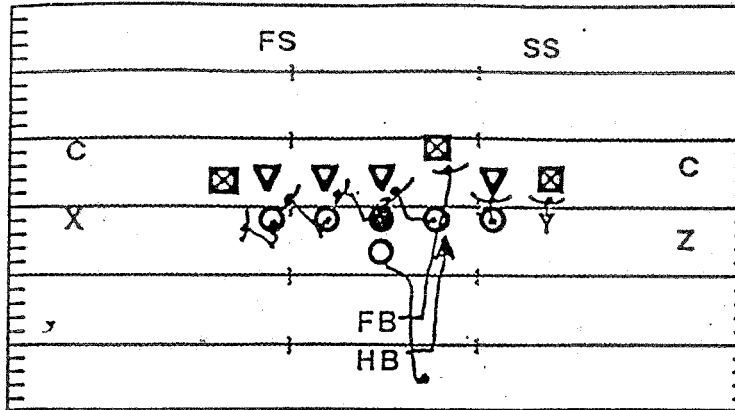
OSG # MANOVER - POSS. ACE W / CTR OR DEUCE W / OST - G.P.

CENTER - # MANOVER - POSS. ACE W / CTR OR DEUCE W / OST - G. P.  
VS. EVEN - # BACK ON DT TO WILL LB'KR. VS. SOLID BUBS - # MAN OVER - "MINGO."

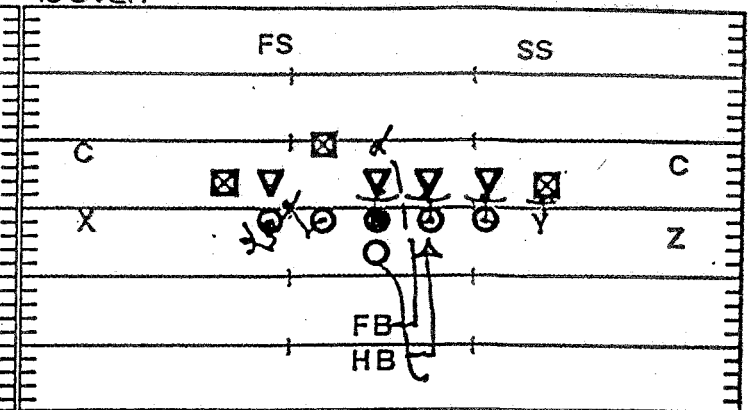
BSG SAME AS 20 / 30 ISO.

BST SAME AS 20 / 30 ISO

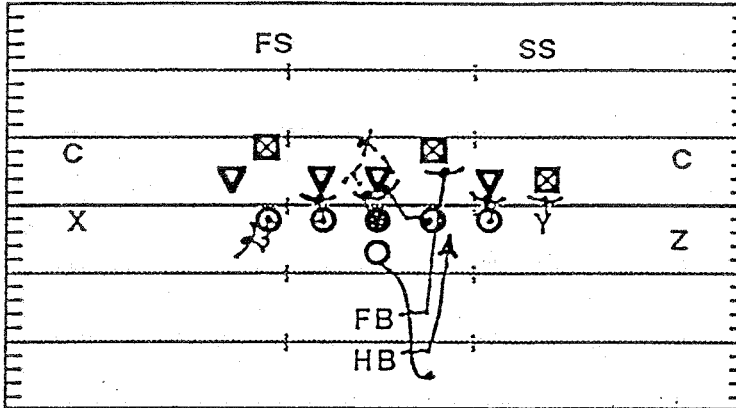
# 43 UNDER



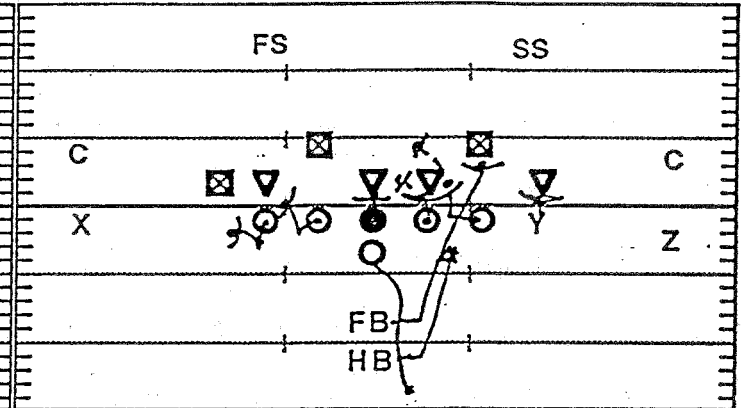
# 43 OVER



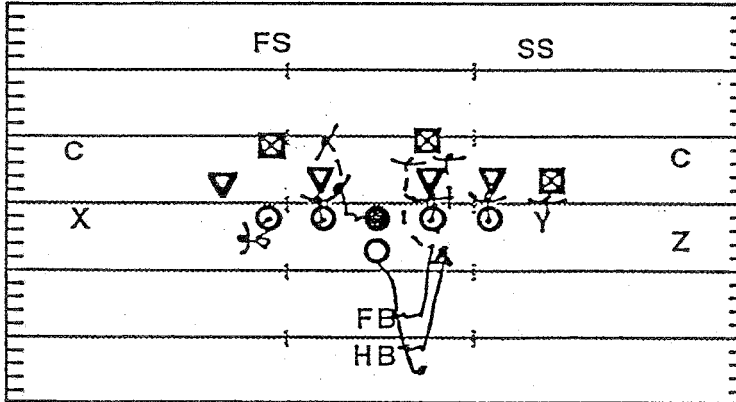
# 43 UNDER-COLT



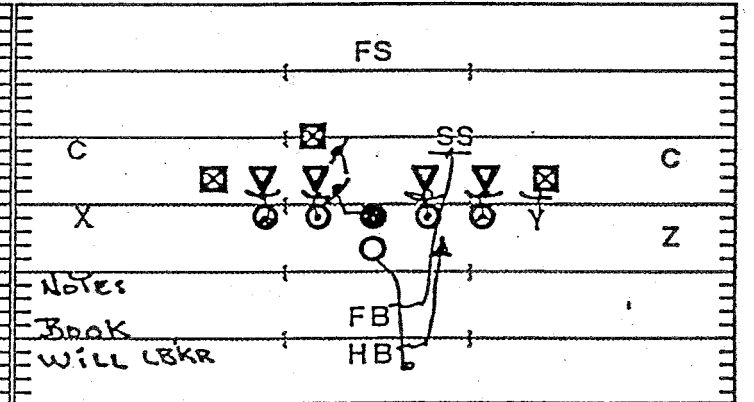
# 43 OVER-BOW



# 43 BOSS

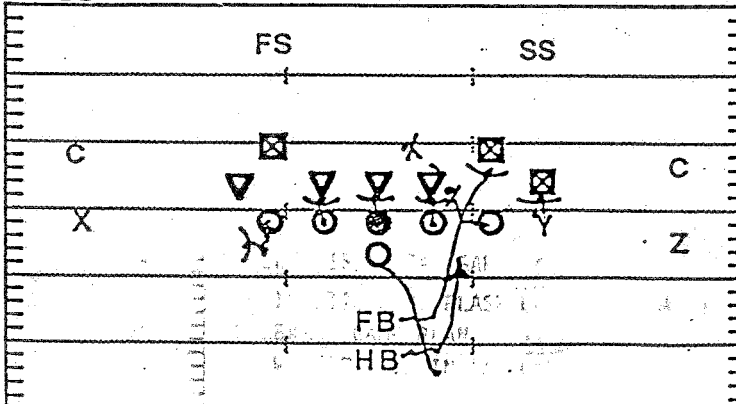


# 44

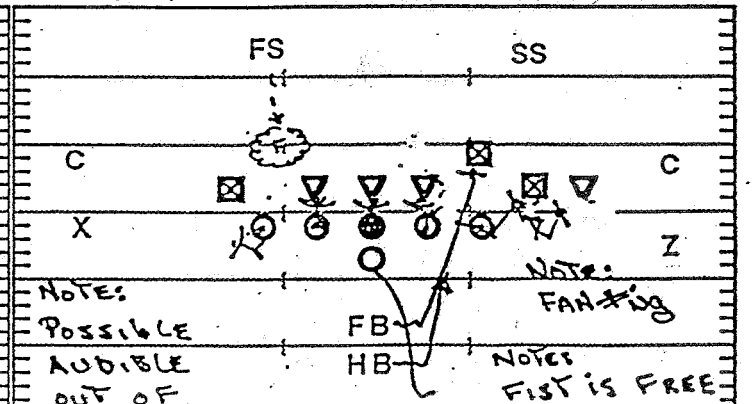


Notes:  
Book  
will look

# SOLID



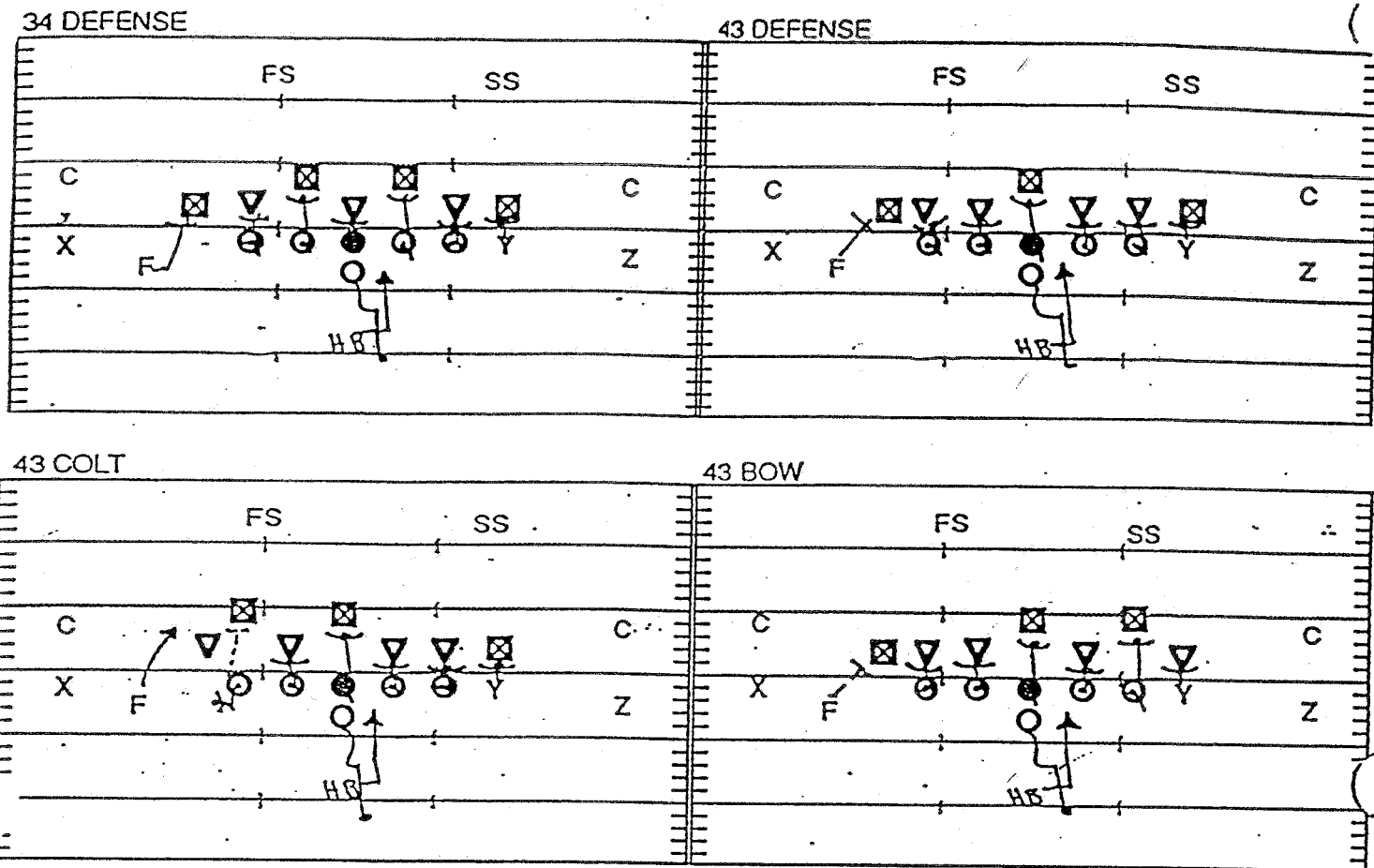
# SOLID (BIG) DUBS



Notes:  
Possible  
Audible  
out of

Notes:  
FAN #10  
Notes  
FIST IS FREE

PLAY: 20/30 PAINT



QB - FRONT OUT, 6 O'CLOCK, EYES UPFIELD, FAKE POCKET PASS

HB - STEP UP TO 5 YDS., PLAY SIDE, READ FIRST COVERED LINEMAN AND RUN OFF BLOCK

FB - # 3RD DEFENDER YOUR SIDE

Y - # MAN OVER - NO. 3 - ALERT FOR STUB/DE GAME. ALERT FOR SWAP CALL BY TACKLE  
VS. 4 - 2 NKL - WORK WEAK

Z - # CORNER

X - # CORNER

OST - # MAN OVER. UNCOVERED - KEY THE TRIANGLE. CHK DE/LBKR FOR POSS. SWAP CALL.

OSG - # MAN OVER - SHORT SET - GET IN FACE. UNCOVERED - KEY THE TRIANGLE

CENTER - # MAN OVER - ALLOW NO PENETRATION. UNCOVERED - # MAC LBKR - ZONE STUNTS

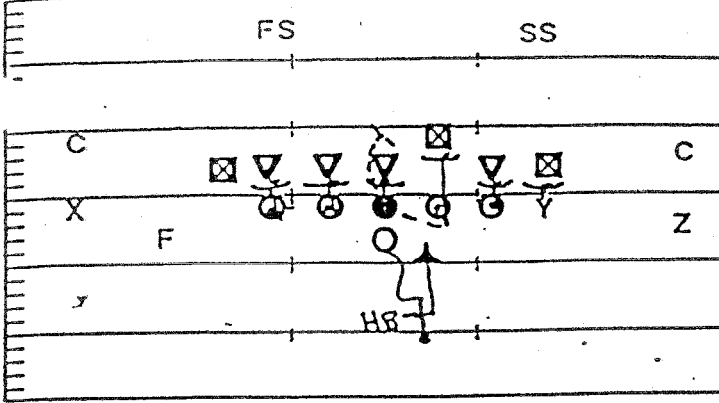
BSG - # MAN OVER - SHORT SET - GET IN FACE. UNCOVERED - KEY THE TRIANGLE.  
C.P. POSSIBLE SLIP W/BST IF WILL LBKR IS IN "A" GAP

ST - # MAN OVER. VS 7 MAN FRONT & PLAY IS STILL ON, FLASH DE AND GO UP ON WILL LBKR

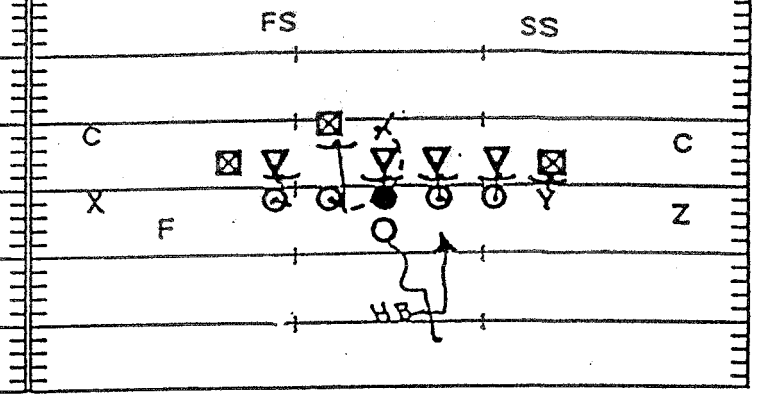
UNCOVERED - POSS. SIFT # TO WILL LBKR. GAME PLAN.

C.P. - POSSIBLE SLIP # W/BSG IF WILL BKR IS IN "A" GAP.

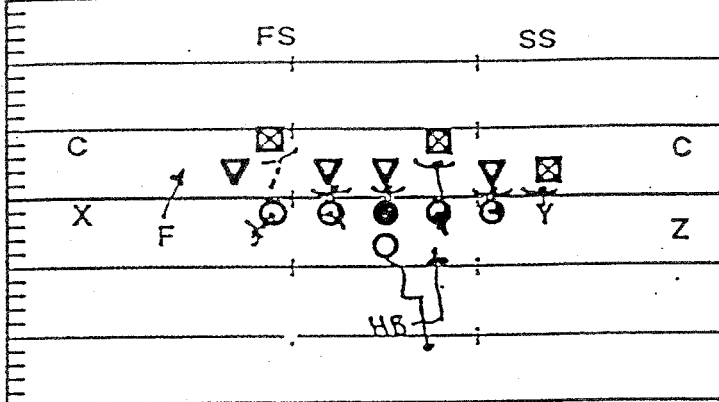
43 UNDER



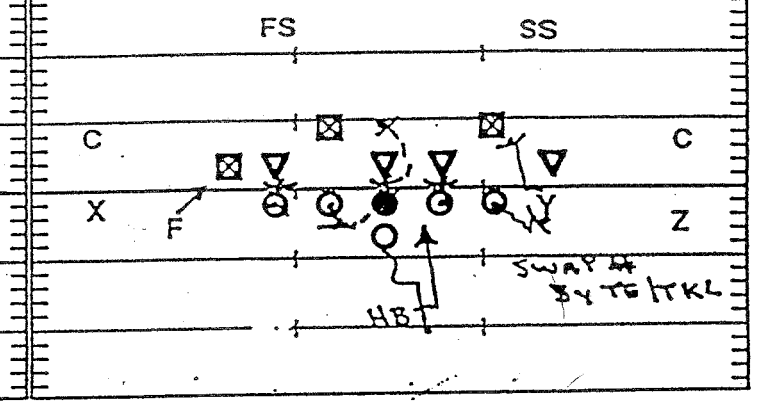
43 OVER



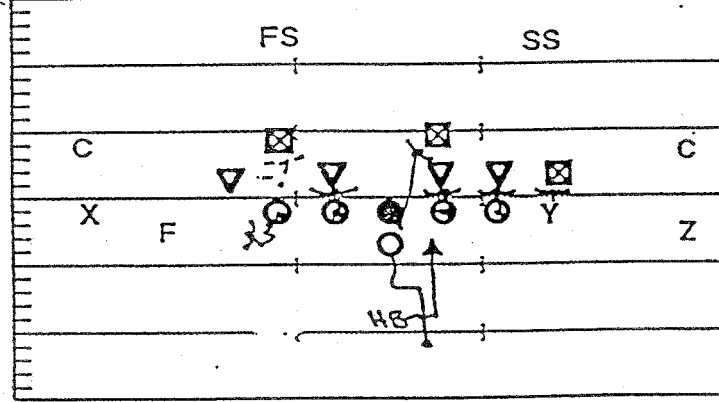
43 UNDER-COLT



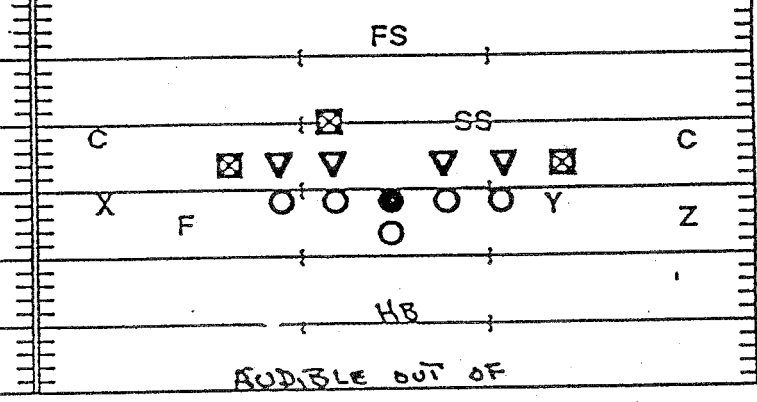
43 OVER-BOW



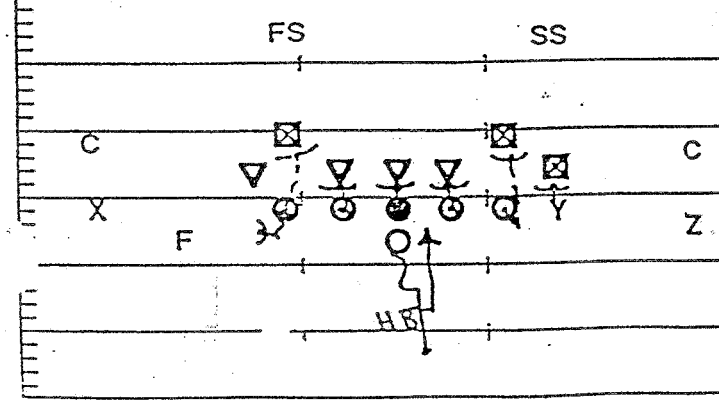
43 BOSS



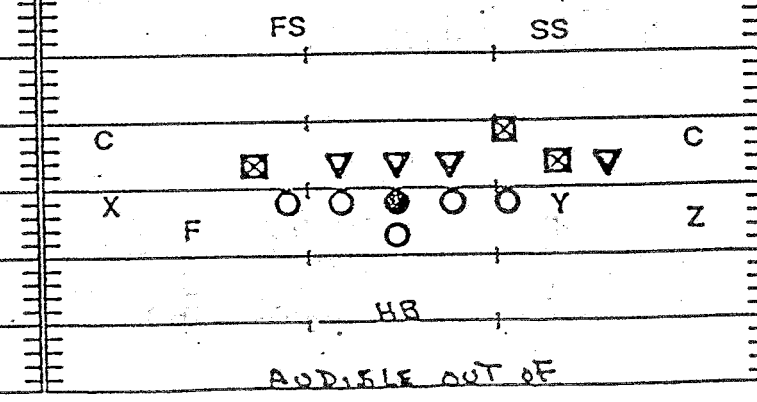
44



SOLID

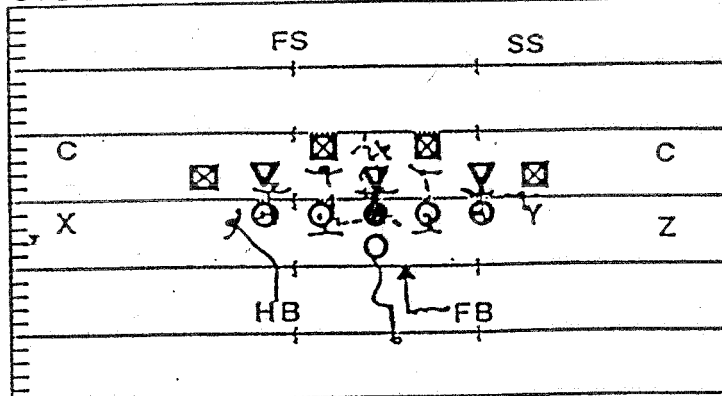


SOLID (BIG) DUBS

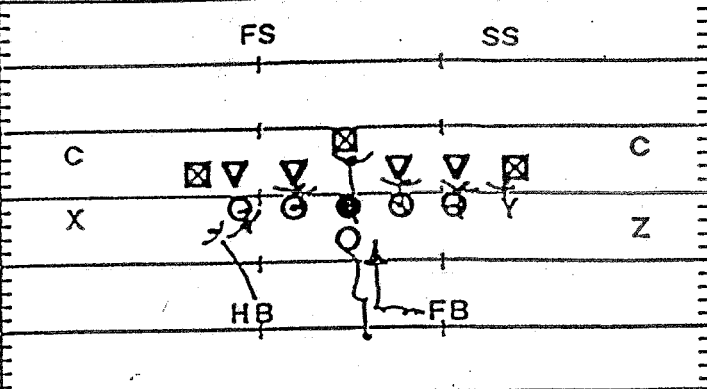


# PLAY: SPLIT RT 20 /30 SLIDE DRAW

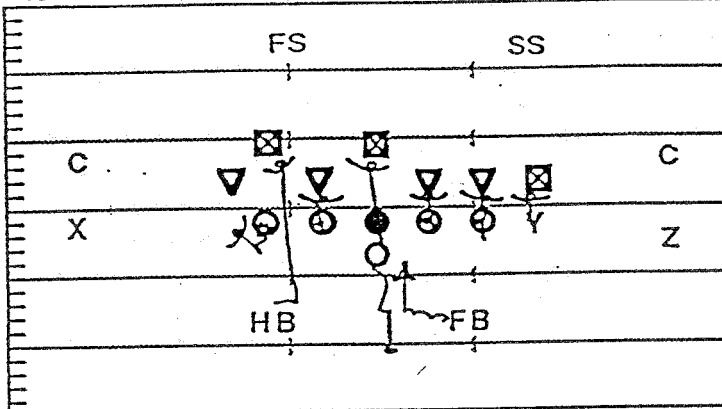
34 DEFENSE



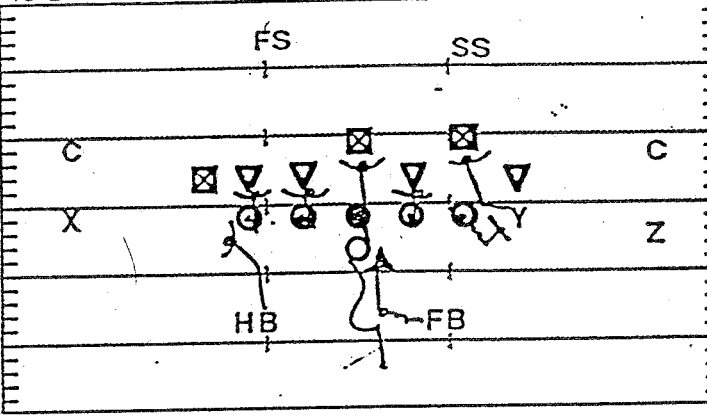
43 DEFENSE



43 COLT



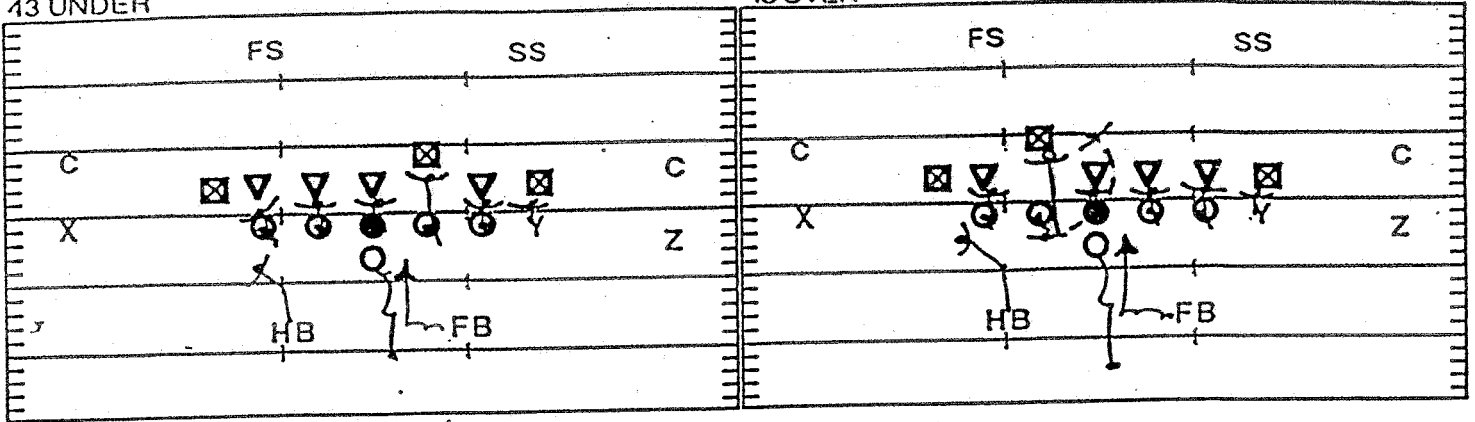
43 BOW



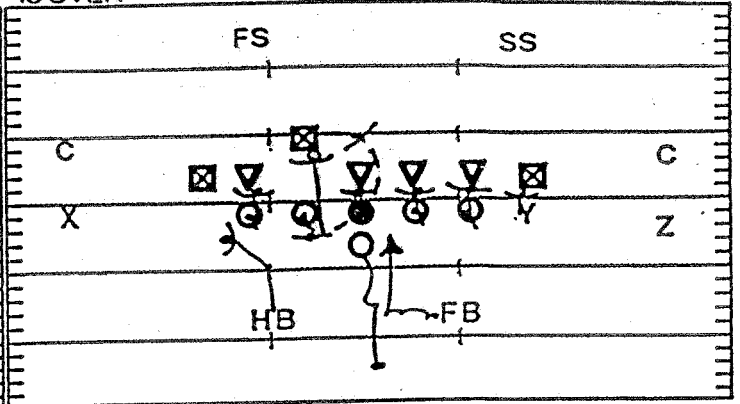
- QB Open 6 o'clock, show pass, execute hand-off (Same as 20/30 Paint)
- HB Lead Blocker - Will Linebacker
- FB Ball carrier - slide inside mesh with QB - Read it and run it like Paint
- Y Same as Paint - quick set # man over/possible "SWAP" call
- Z MDM
- X MDM
- OST Same as 20/30 Paint; possible "SWAP" call with TE
- OSG Same as 20/30 Paint
- CENTER Same as 20/30 Paint
- BSG Same as 20/30 Paint
- BST # Man over to your outside  
Remember - Big on Big



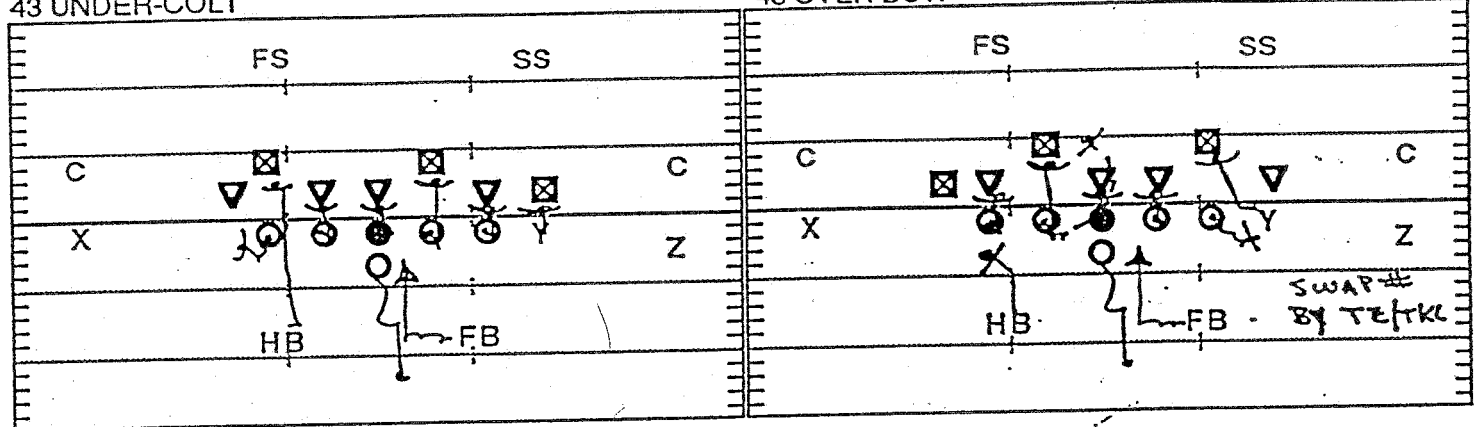
43 UNDER



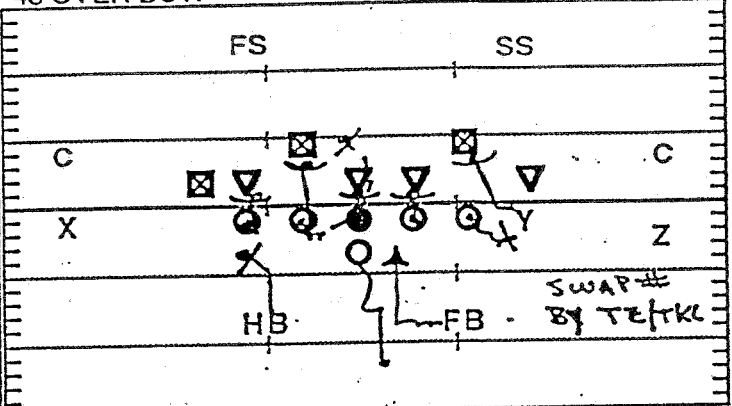
43 OVER



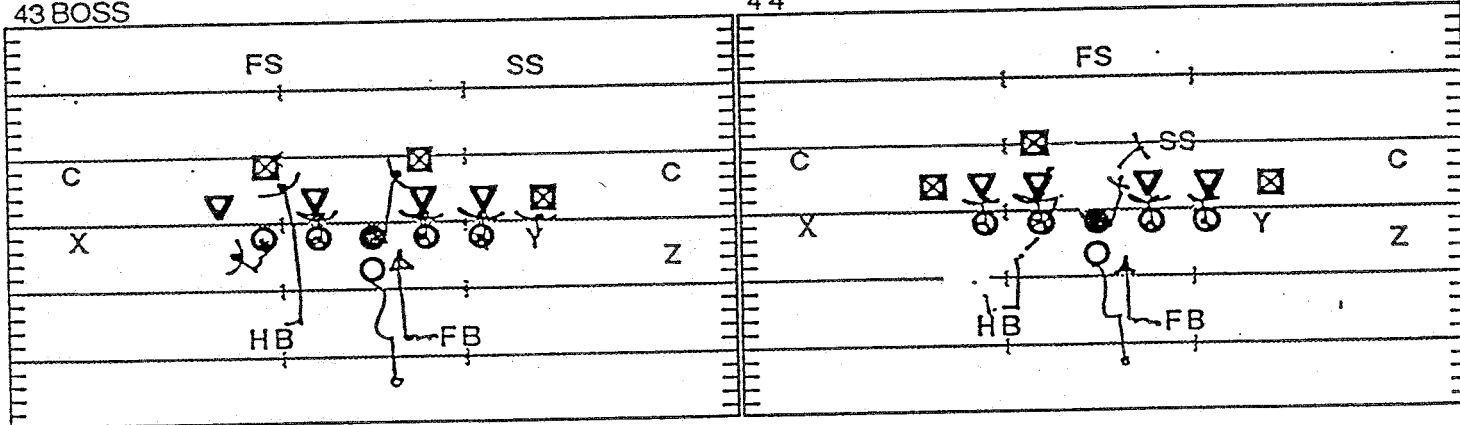
43 UNDER-COLT



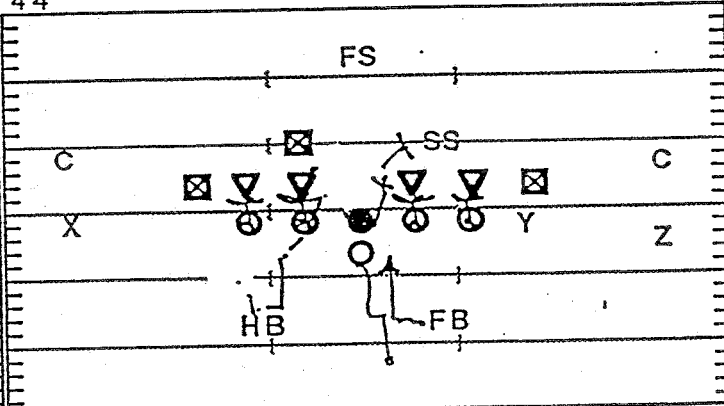
43 OVER-BOW



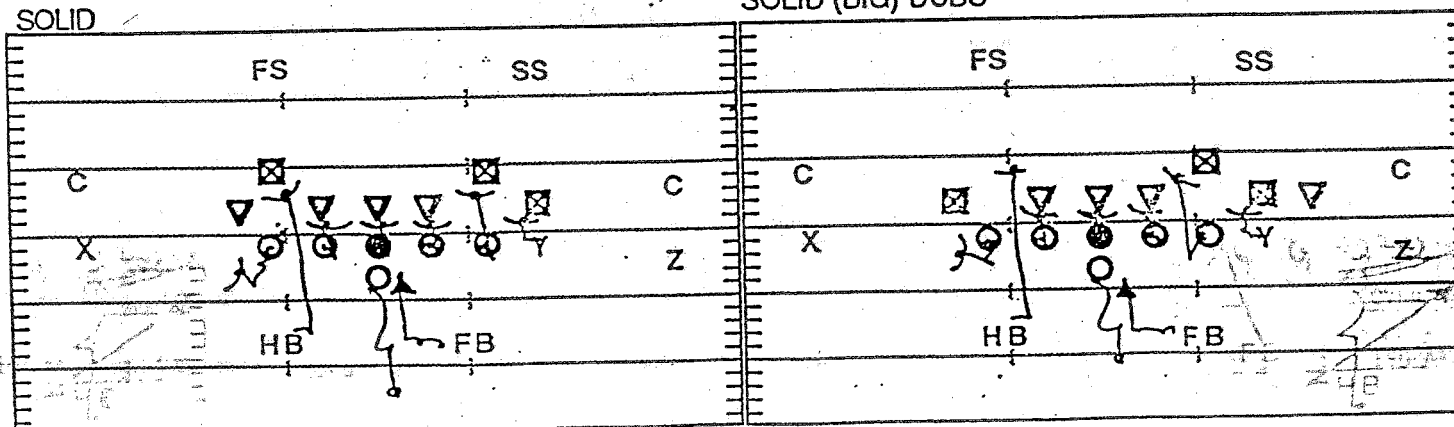
43 BOSS



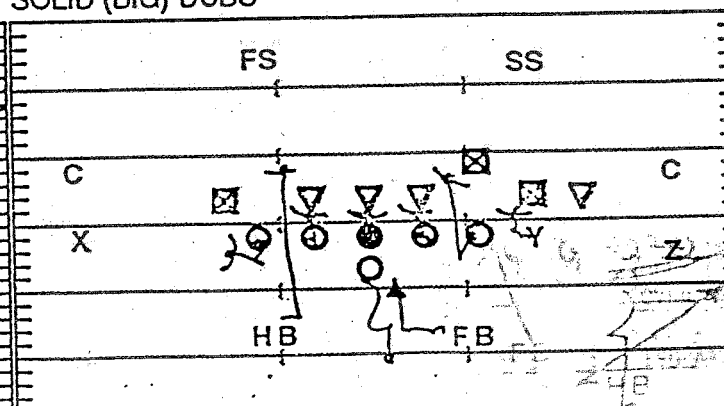
44



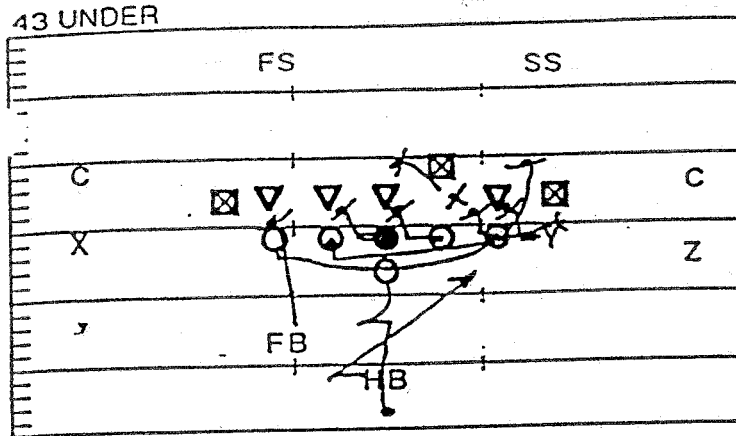
SOLID



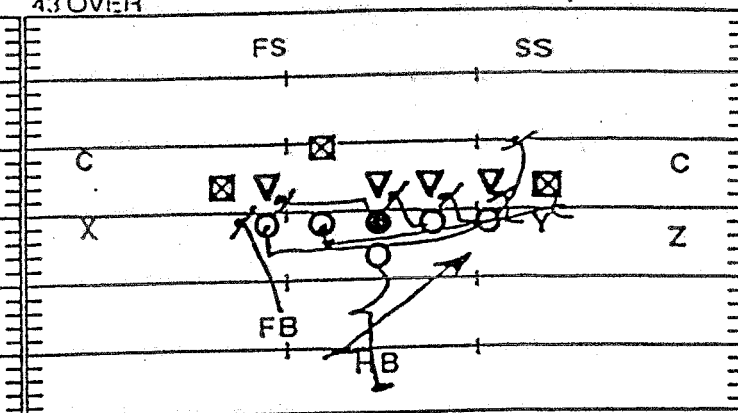
SOLID (BIG) DUBS



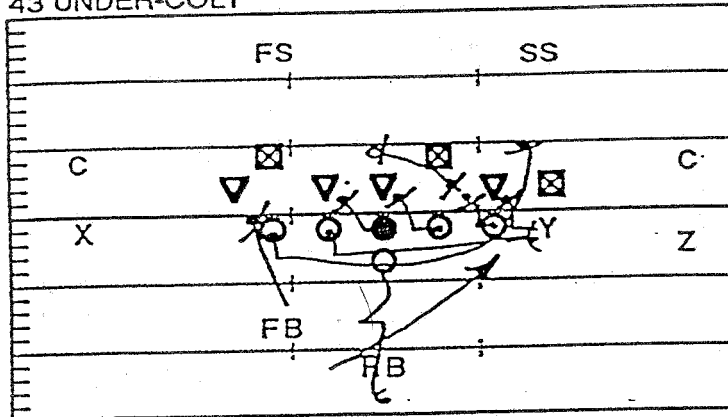
43 UNDER



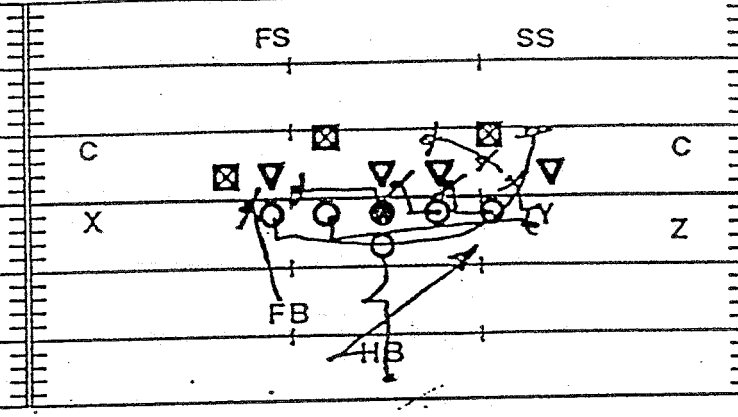
43 OVER



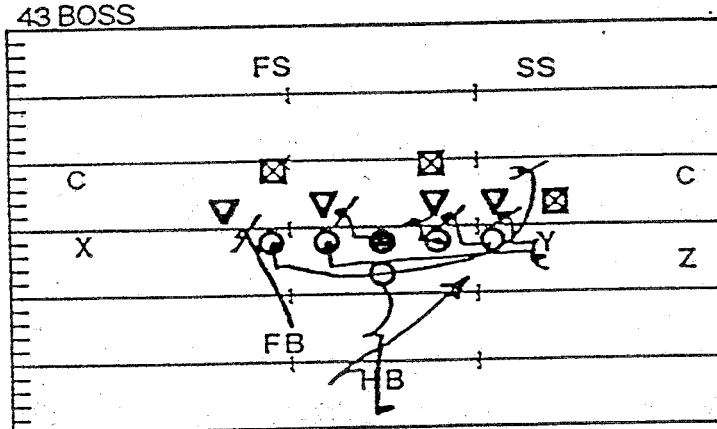
43 UNDER-COLT



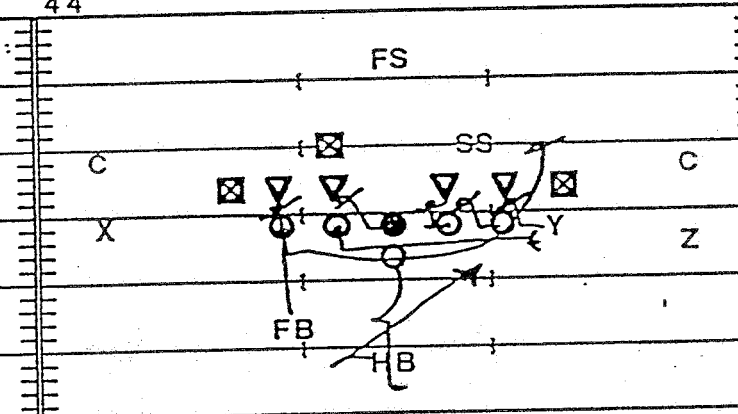
43 OVER-BOW



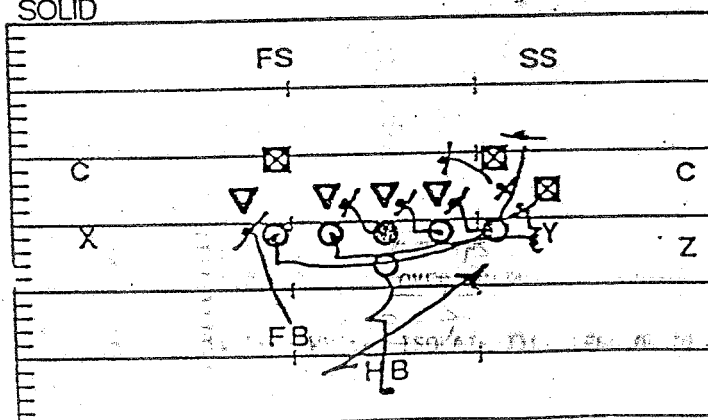
43 BOSS



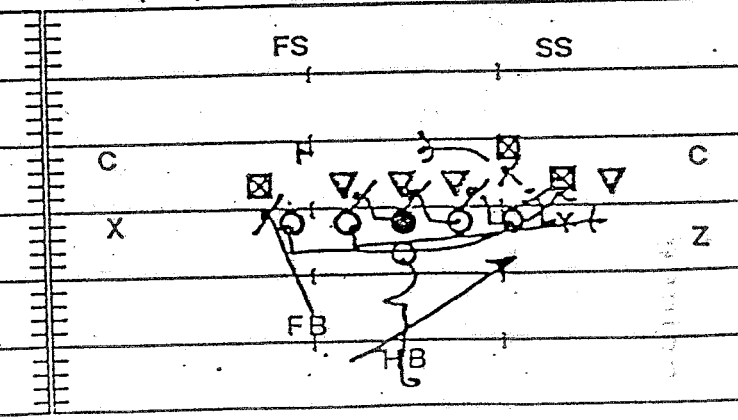
44

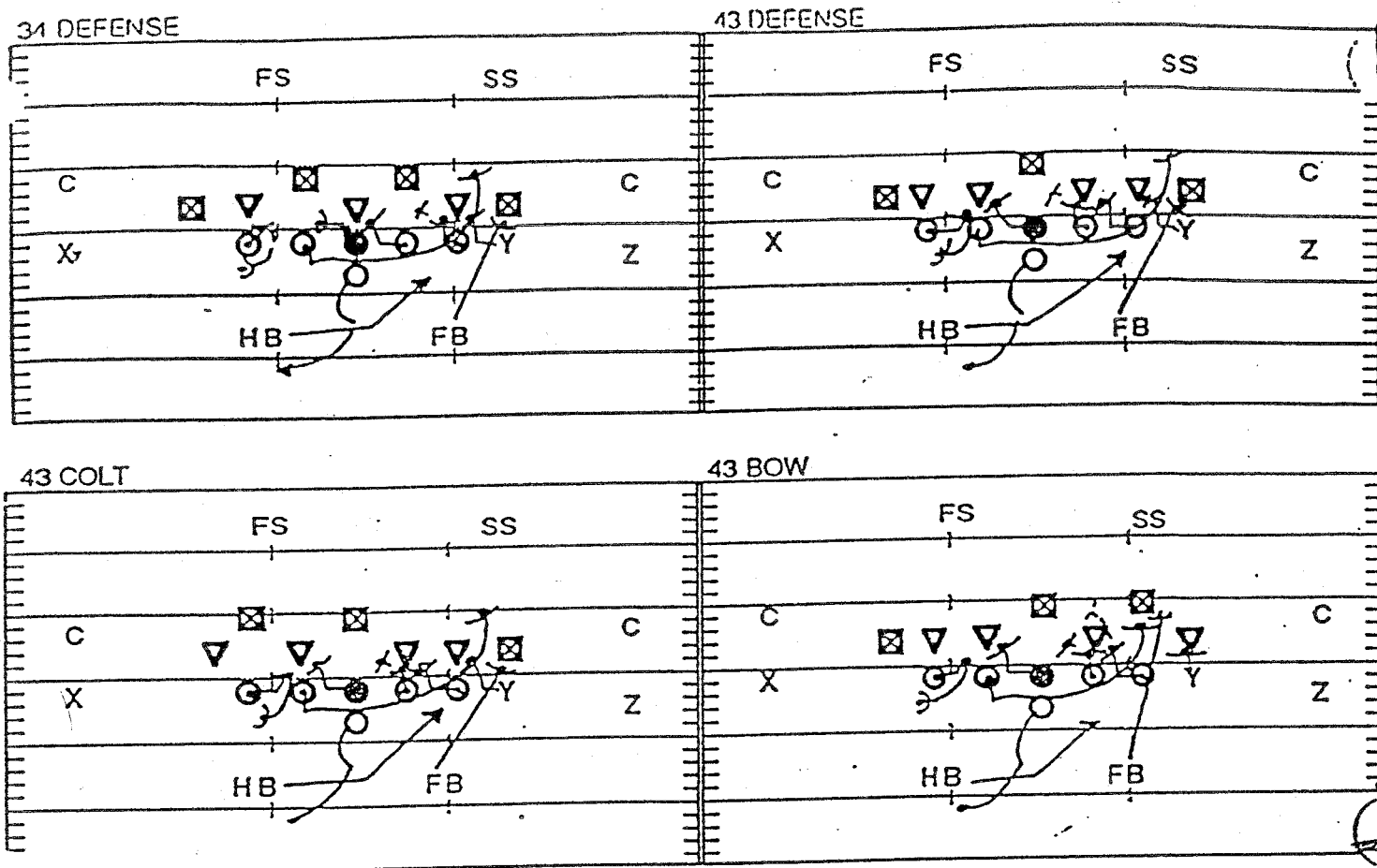


SOLID



SOLID (BIG) DUBS





QB - FRONT OUT, 6 O'CLOCK, HOP STEP, FAKE COUNTER PASS

HB - FAST COUNTER STEP - START DOWN HILL & READ IT

FB - BLOCK THE OUTSIDE LB'er TO PLAYSIDE

Y - VS. 34 - DOWN # - GAP STEP; VS. EVEN DEF. - GAP #; TACKLE UNCOVERED - # MAN OVER - GAME PLAN

Z - # MDH

X - # MIDDLE 1/3

OST - COVERED & OSG UNCOVERED - GAP STEP - # MAN OVER - BODY PRESENCE FOR TE. ALERT FOR MAC LBKR RUN THRU. IF OSG COVERED - DEUCE # - TRUE DBTH. TECH.; VS. SOLIDS - GAP # - NO PENETRATION.

OSG - COVERED & CENTER UNCOVERED - DEUCE # WITH TACKLE - TRUE DBTH TECH.; COVERED & CENTER COVERED - A) # DOWN B) DEUCE W/TKL IF CENTER CALLS MINGO - GAME PLAN VS. SOLIDS - GAP # - NO PEN. UNCOVERED - # DOWN.

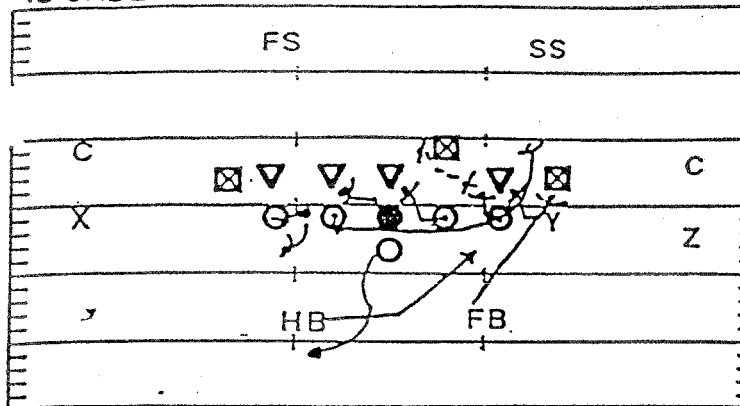
CENTER - # BACK. IF COVERED - STAB & WORK BACK - IF NO THREAT BACKSIDE CALL MINGO S # MAN OVER UNCOVERED - # BACK VS SOLIDS - # BACK VS. 4-3 UNDER - # BACK

BSG - PULL WITH SPEED - TURN UP INTO FIRST HOLD PLAYSIDE. IF TE SINGLED - READ HIS # HAVE NO HESITATION - ATTACK.

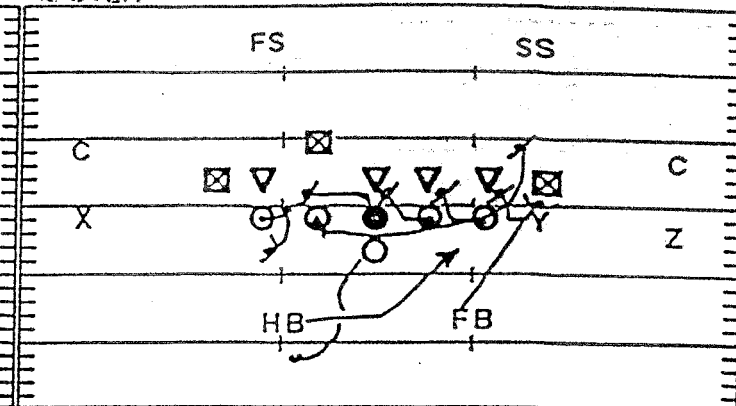
BST - COVERED & OSG UNCOVERED - # MAN OVER - TAKE INSIDE AWAY - THAN HINGE FOR WILL LBKR. UNCOVERED - STEP HARD & INSIDE STAB MAN OVER GUARD - THEN WORK BACK TO DE/LBKR

\*PREFER THIS PLAY IN ONE BACK SET WITH 3 WR'S. ISOLATE TIGHT END ON DEF. END (CAN FLY THIS) - GET SURGE ON DEFENDR OVER GUARD WITH DOUBLE TEAM.

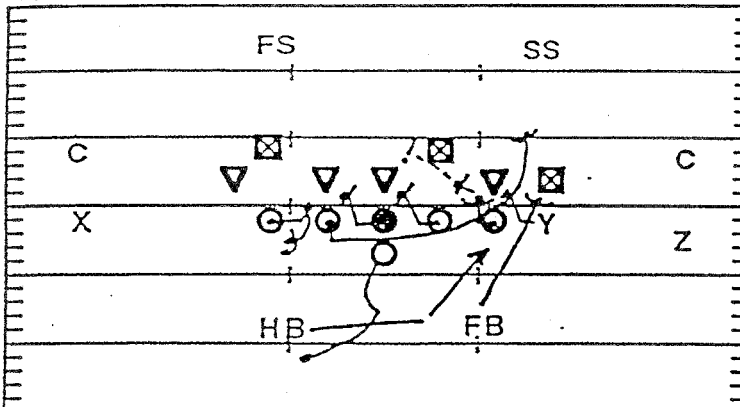
43 UNDER



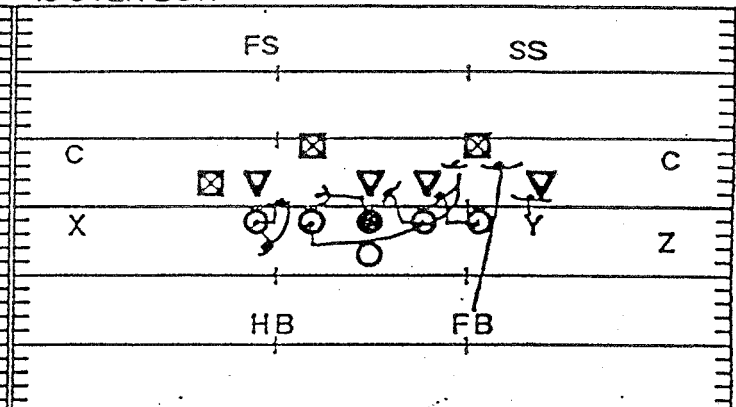
43 OVER



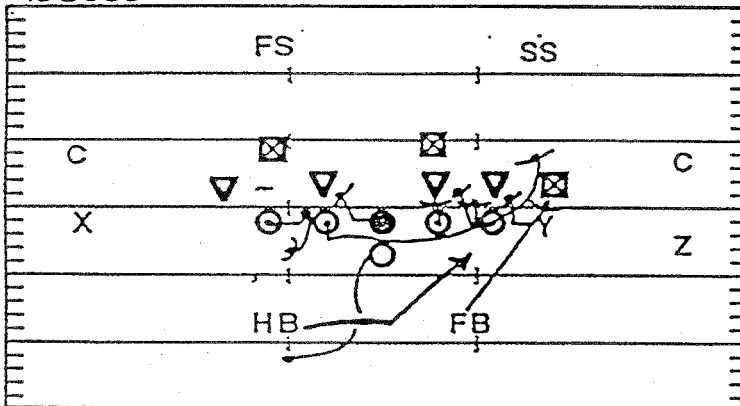
43 UNDER-COLT



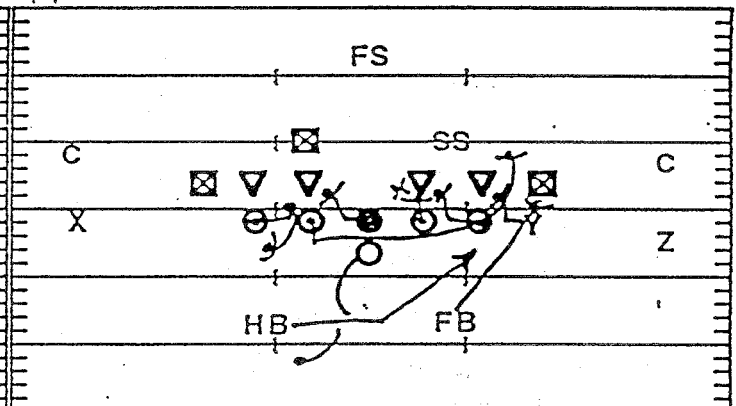
43 OVER-BOW



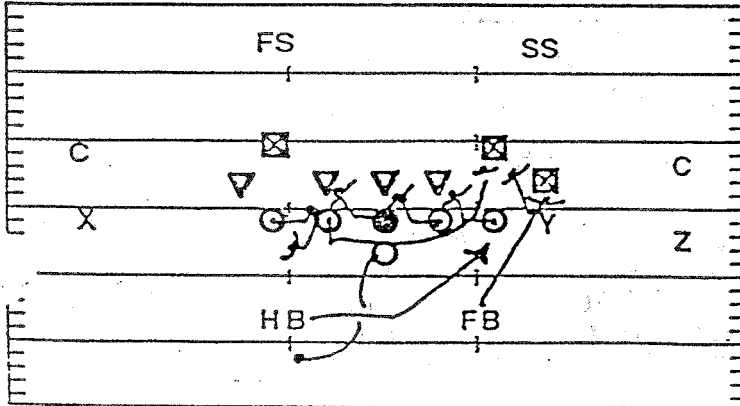
43 BOSS



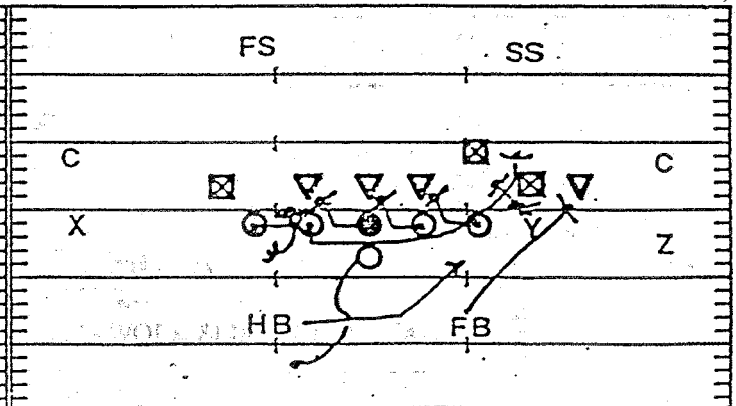
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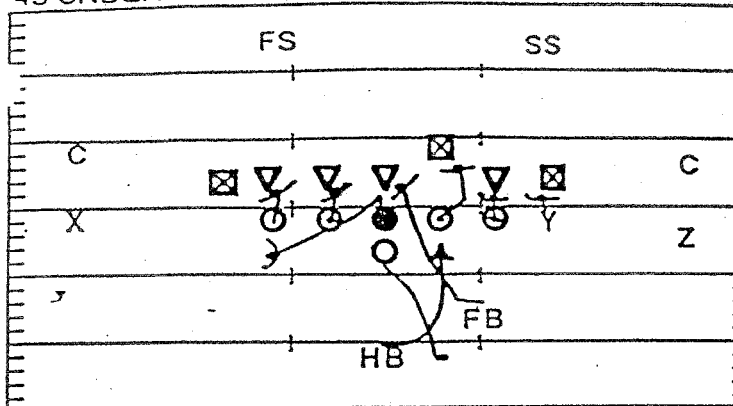
SOLID



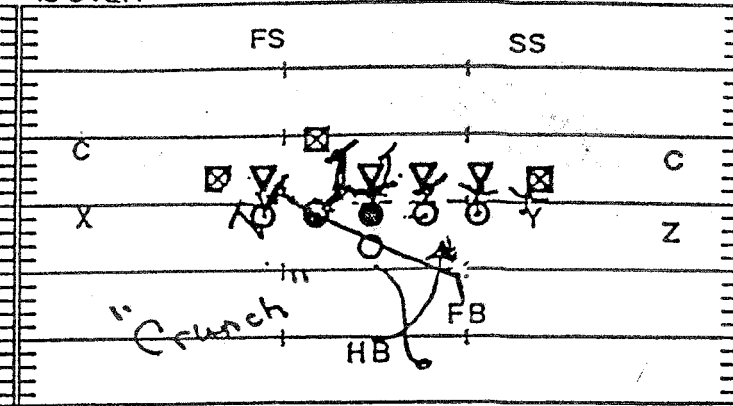
SOLID (BIG) DUBS



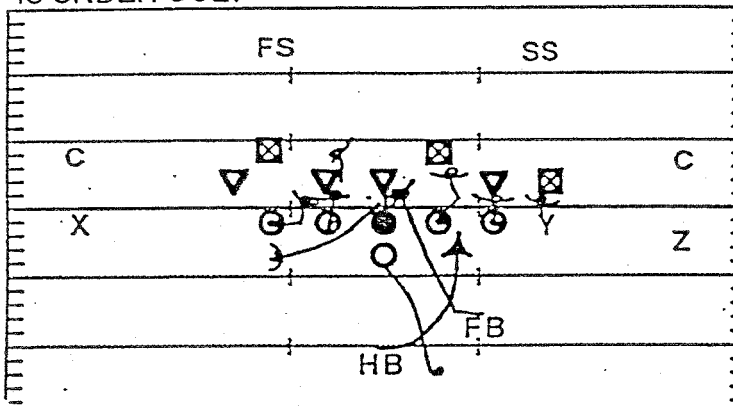
43 UNDER



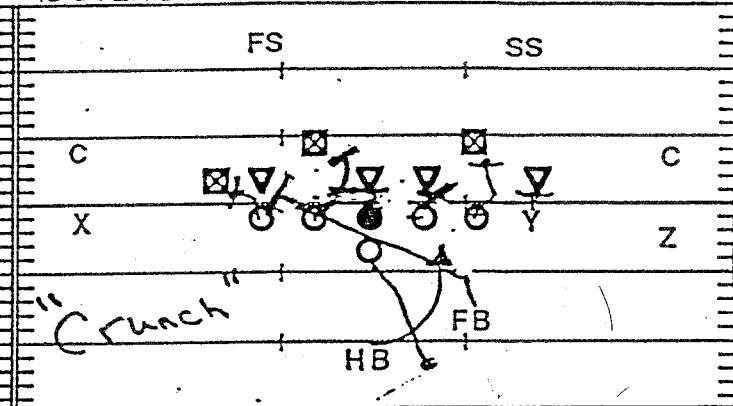
43 OVER



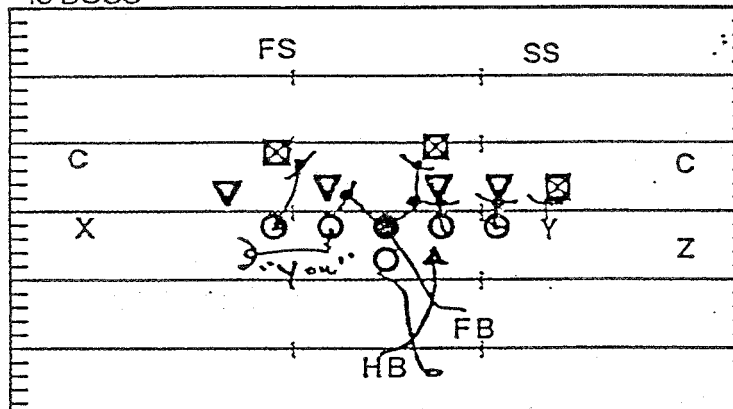
43 UNDER-COLT



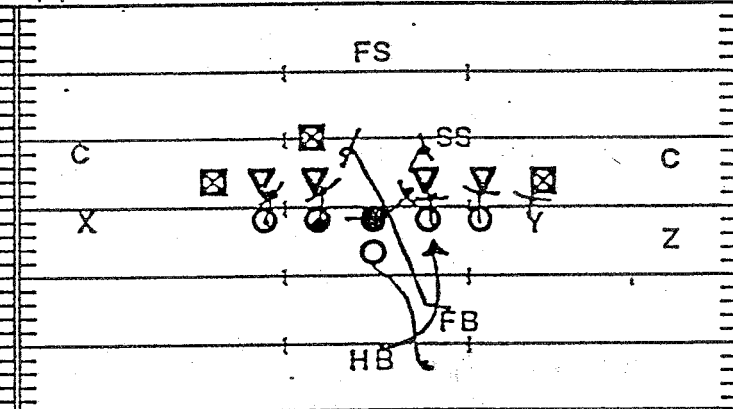
43 OVER-BOW



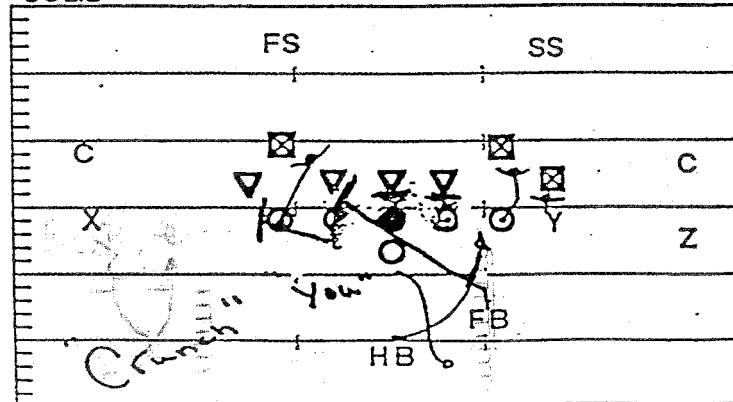
43 BOSS



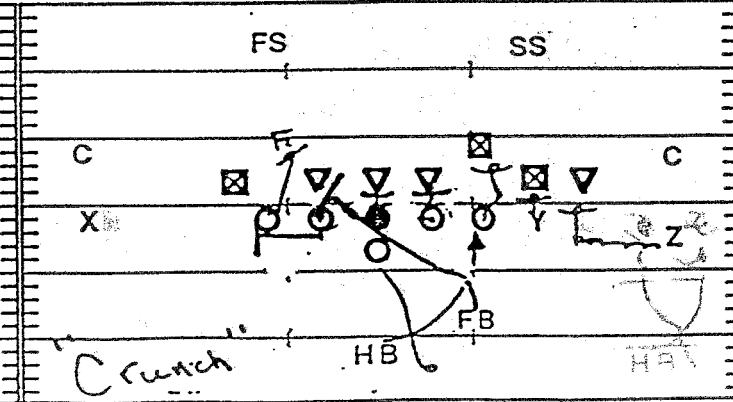
44



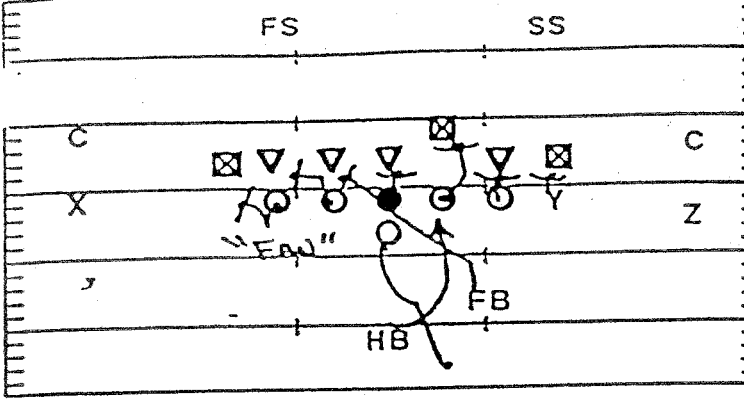
SOLID



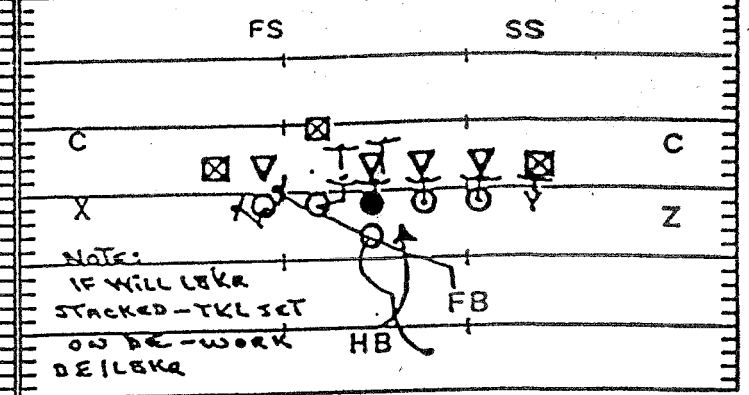
SOLID (BIG) DUBS



43 UNDER

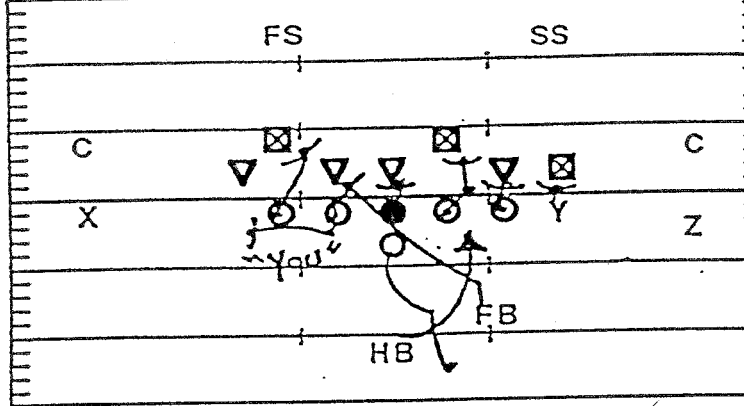


43 OVER

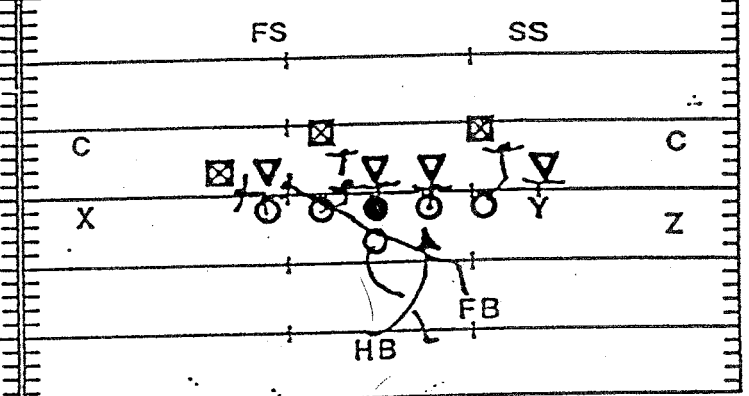


NOTE:  
IF WILL LOOK  
STACKED-TKL SET  
ON DE-WORK  
DEILSK

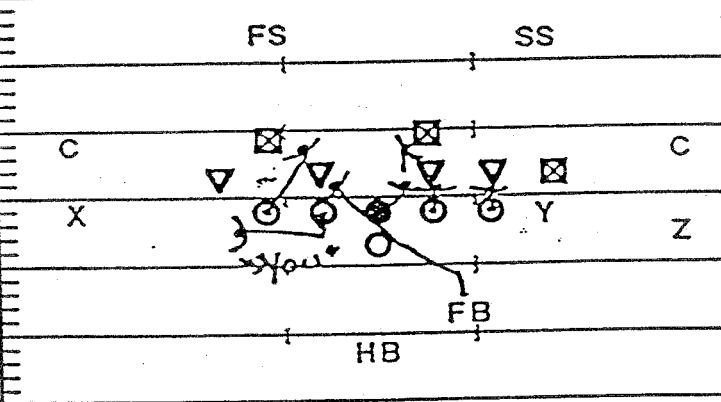
43 UNDER-COLT



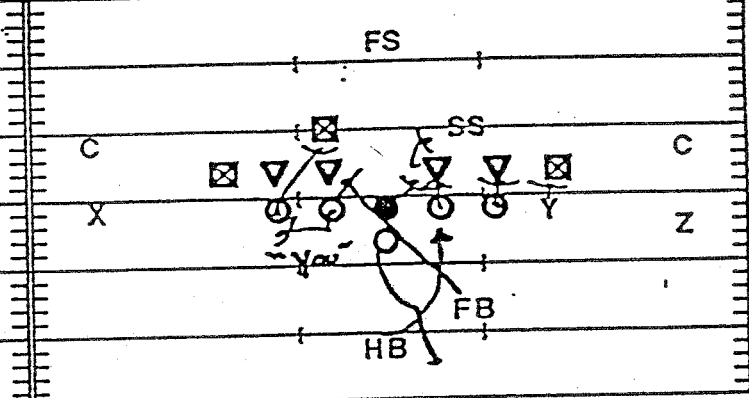
43 OVER-BOW



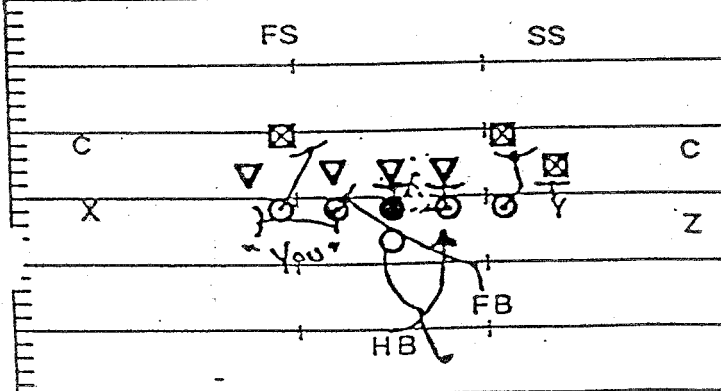
43 BOSS



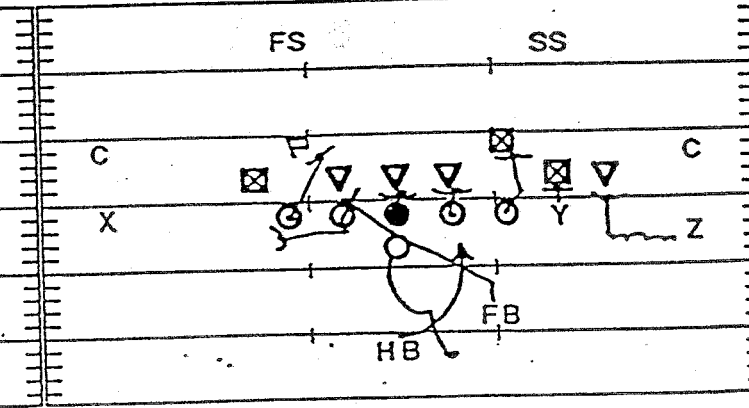
44



SOLID

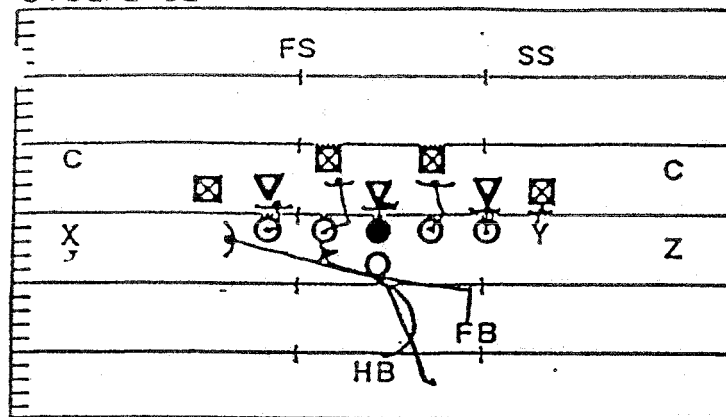


SOLID (BIG) DUBS

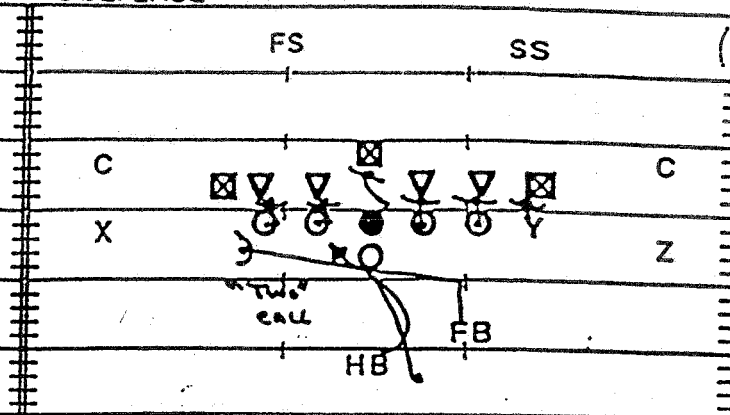


PLAY: 40/50 WHEEL

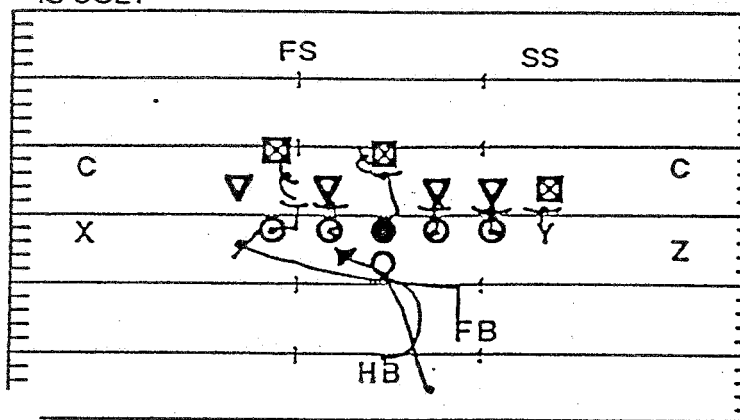
34 DEFENSE



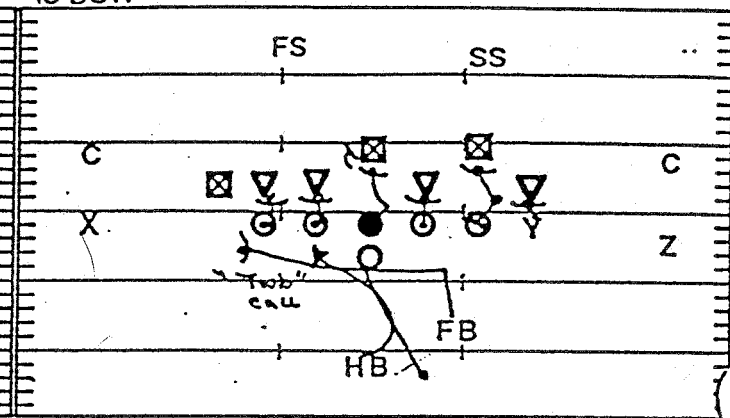
43 DEFENSE



43 COLT



43 BOW



QB - FRONT OUT, 5/7 O'CLOCK, FAKE ACT 4/NAKED

HB - TIGHTER GUT PATH - ATTACK BACKSIDE. MAY BOUNCE OUTSIDE

FB - TRAP E.M.L.O.S.

Y - DRIVE # NO. 3 VS. SDF - DBL BUMP DUBS BKRS

Z - # OSD. 1/3

X - # MDM

 OST - COVERED AND GUARD UNCOVERED - INFLUENCE # MAN OVER. ALLOW NO PENETRATION.  
 COVERED AND GUARD COVERED - INFLUENCE # MAN OVER. ALLOW NO PENETRATION. "TWO" CALL.  
 UNCOVERED - DBTM MAN OVER GUARD - THEN UP ON LBKR.

 OSG - COVERED AND TACKLE UNCOVERED - DBTM MAN OVER  
 COVERED AND TACKLE COVERED - DRIVE # MAN OVER  
 UNCOVERED - SELL ZONE # W/CTR THEN UP ON LBKR.

CENTER - # GUT'NG - ALLOW NO PENETRATION

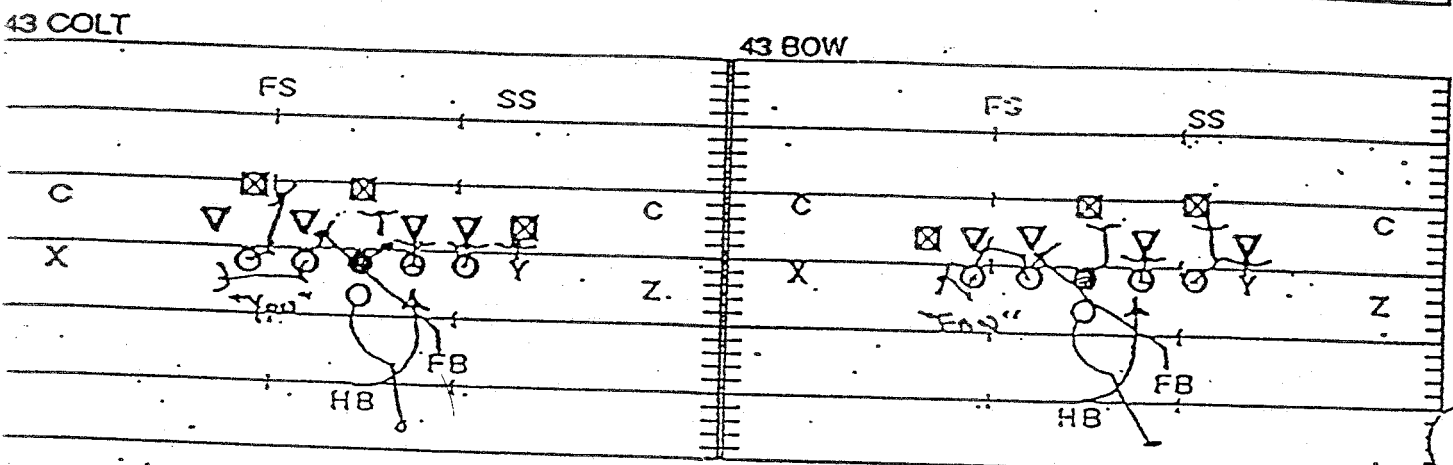
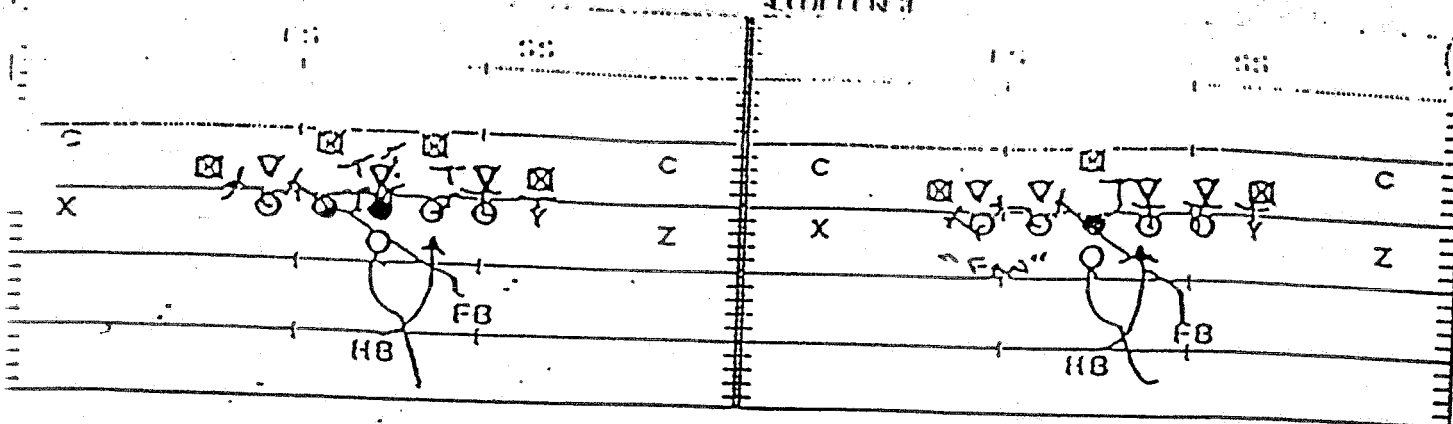
BSG - # GUT #NG

ST - # GUT #NG

POINTS

1. USE IN 3 TE's - GET INFLU. # BY FB
2. USE IN NKL W/Y OFF & TRAPPING

# Play: Jack Right 40 Crunch



- B - FRONT OUT, 5/7 0'CLOCK, FAKE ACT 4/NAKED.
- 40 GUT TRACK - 40 GUT READ
- B CHEAT UP - STEP UP - TRAP 1ST DOWN DEF. LINEMAN OVER BACKSIDE GUARD TO BACKSIDE
- SAME AS 40/50 GUT

- T SAME AS 40/50 GUT
- G COVERED & CTR UNCOVERED - DRIVE E - 40/50 GUT E RG UNCOVERED - E GUT
- COVERED & CTR COVERED - DRIVE E
- ENTER E 40/50 GUT ERG
- RG COVERED & BST UNCOVERED - "YOU" CALL - PASS SET & E OUT; WILL LBKR IN FORCE - FAR E
- UNCOVERED - "SCOOP" E W CTR (40/50 GUT E RG
- ST COVERED & YOUR GUARD UNCOVERED - IN FLU. E DE & E WILL LBKR - IF WILL STKD ZONE E DE/LBKR
- UNCOVERED - "YOU" CALL BY GUARD - GO THRU FOR WILL LBKR - TK GOOD CUT OFF PATH

- WHAT IF:
1. 44 DEF - BOOK THE WILL LINEBACKER
  2. SDF - BLOCK OUTSIDE DUBS WITH Z



## 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 the direction.

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

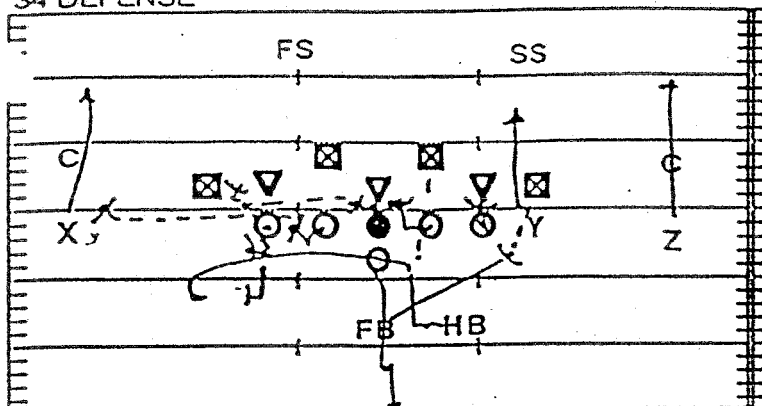
We will use a three digit numbering system to call our passes. Each number designates a receiver's route. We will number from the single receiver side to the two receiver side. The backs routes will be named. The Fullback's route will be called first, the the Halfback's route will follow.

Example of a Pass Call:

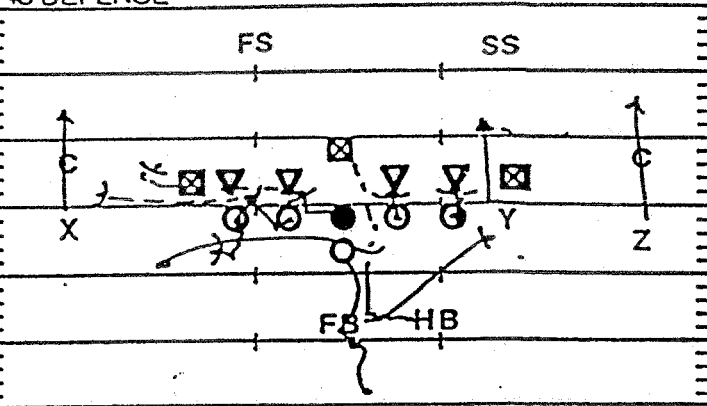
Liz	989	F Rub	Sneak
(Protection)	(Routes)	(FB Route)	(HB Route)

# PLAY: ACT 4 HB SCREEN LT

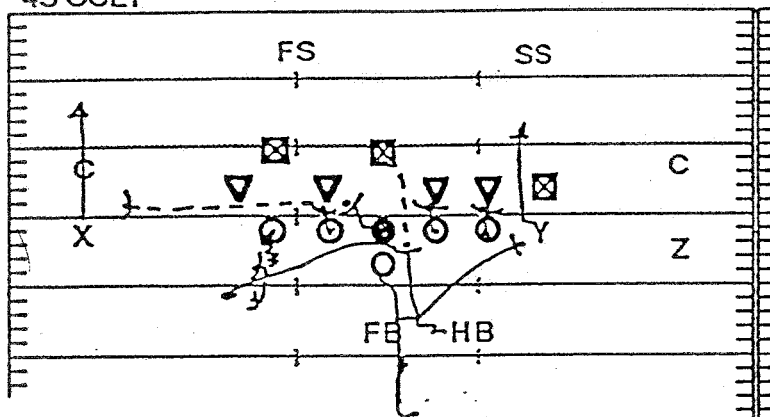
34 DEFENSE



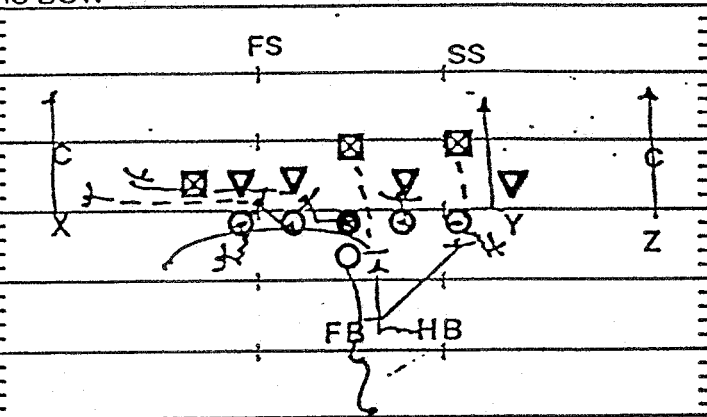
43 DEFENSE



43 COLT



43 BOW



QB Fake Act 4, 7 Steps, Settle, Drift and Throw Screen

HB Fake 20 ISO - Must stalmate MAC LBer if he dogs - Slip quickly to 5 by 5 position to the left outside the tackle!

FB Act 4 Protection - Block Stub LBer if he dogs - Flat

Y

Z

X

OST Initially Act 4 Pro. Drive EMLOS deep upfield  
If Guard uncovered work Fan #

OSG Initially Act 4 pro. If uncovered - work Ean #  
Covered - #2 counts - then release - # Most dangerous. Be ready to SPRINT for Corner

CENTER Initially Act 4 Pro. #2 counts - then get into Screen - # No. 2 unless you beat guard out.

BSG Initially Act 4 Pro. Block DFNDR all the way

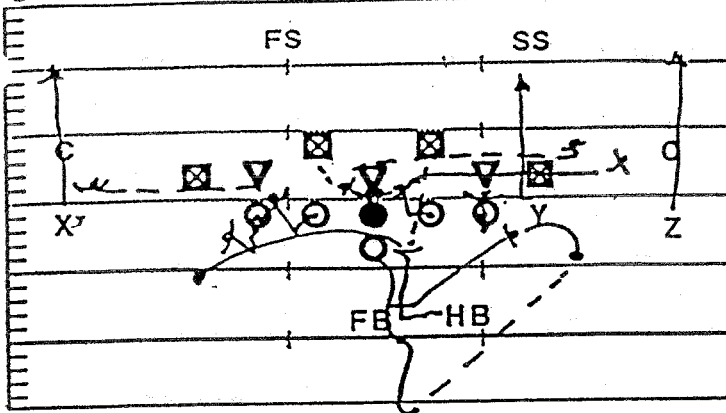
BST Initially Act 4. Pro. # DFNDR all the way. VS. solid "BIG" DUBS - # Out on Big End



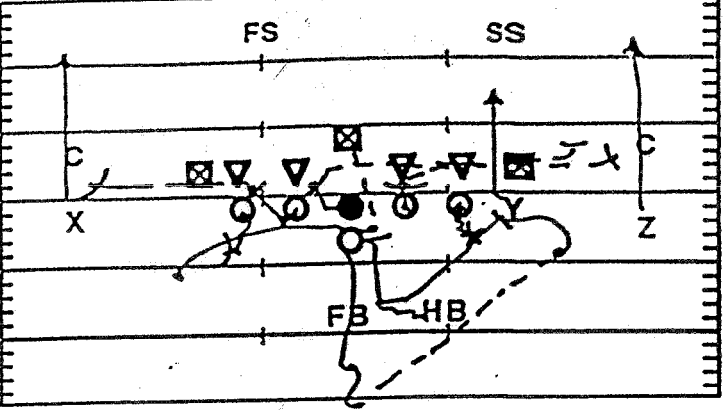


# PLAY: ACT 4 FAKE HB SCREEN LT FB SCREEN RT

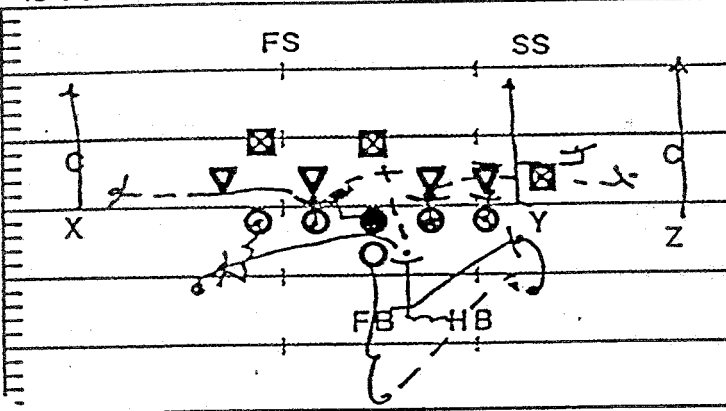
34 DEFENSE



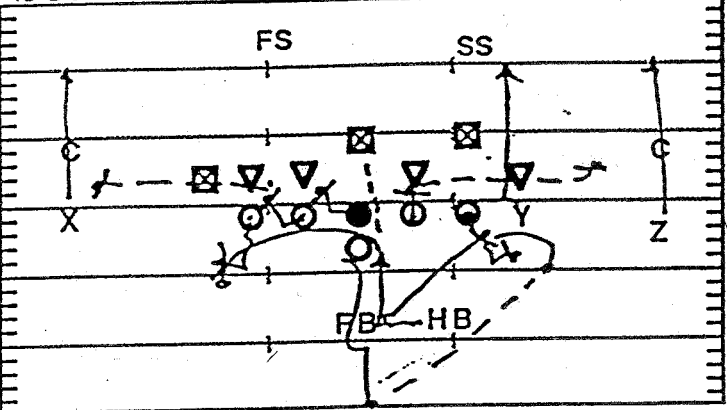
43 DEFENSE



43 COLT

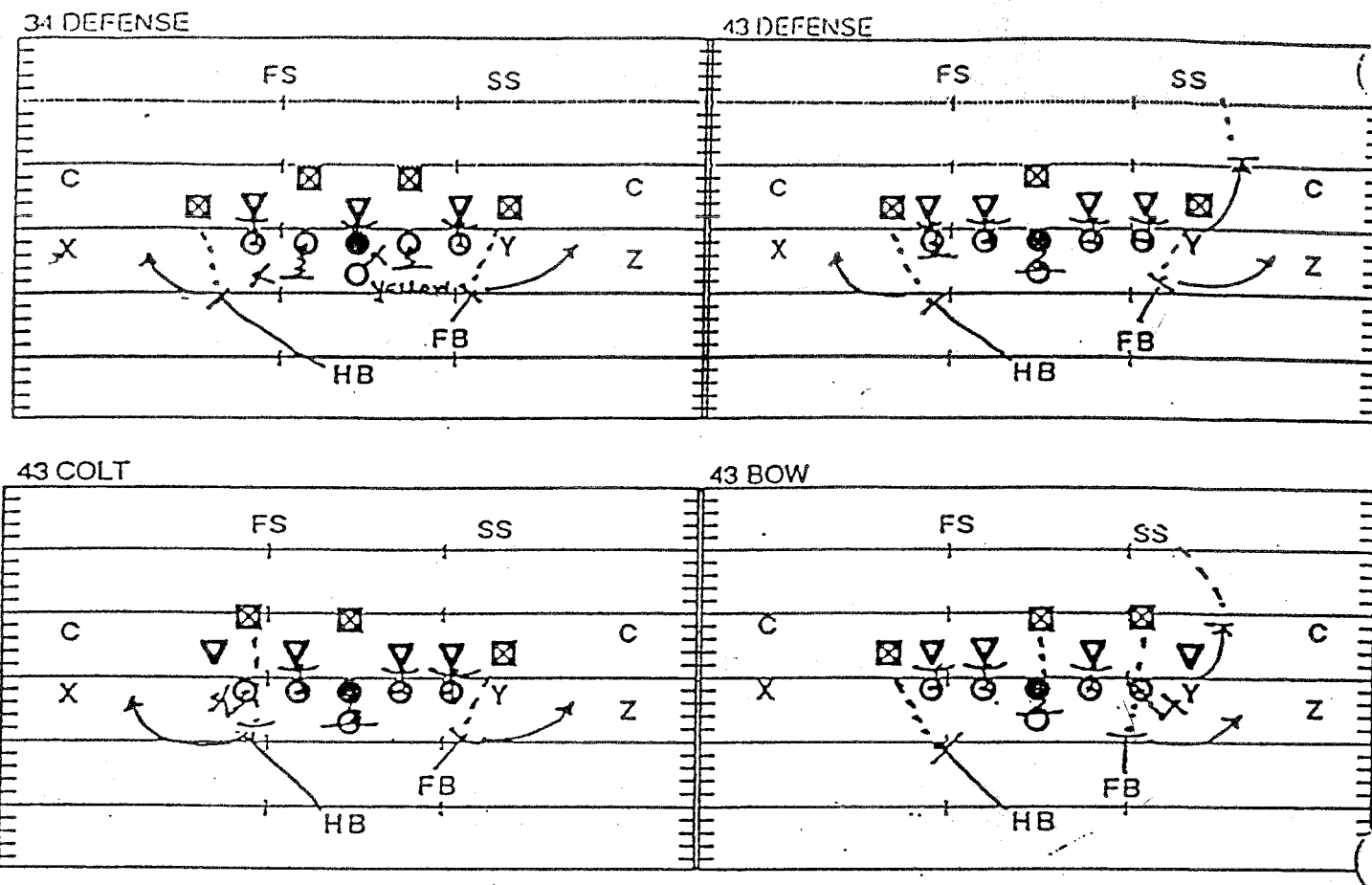


43 BOW



- QB Fake HB Screen (T. (360 ) throw FB Screen Right
- HB Fake 20 ISO - Stalmate Mac LBer if he dogs - Slip quickly to 5 by 5  
Position outside the Left Tackle
- FB Act 4 Protection - Must stalmate the stub LBer if he dogs - Slip to 5 by 5  
Position outside the Right Tackle
- Y 8 RT (BLOCK FS)
- Z
- X
- OST # Act. 4 Rules - Then employ Screen Technique; Alert - Solid Big Dubs - #DE
- OSG # Act. 4 Rules - #3 Counts - then Sprint Down L.O.S. - # No. 1 DEFENDER
- CENTER # Act. 4 Rules - # 3 Counts - then Sprint Down L.O.S. - # No. 2 DEFENDER
- BSG # Act 4 Rules - #2 Counts - then Sprint down L.O.S. - Decoy
- BST # Act 4 Rules - # E.M.L.O.S. all the way

INT BLOW  
HRC BLOW  
PFF/12 - POSSIBLE FAN CA  
100 200 300 400 500 600 700 800 900 1000



QB - SITE WEAK

HB - BLOCK 1ST DOGGER OR BLITZER INSIDE OUT EXCLUDING MAC - SOLID DUBS FIST - BLOCK PERSON IN FIST POSITION - NO ONE IN FIST POSITION BLOCK MAC - C.P. POSSIBLE HARD - 3-4 POSSIBLE FAN OR DUAL

FB - BLOCK 1ST DOGGER OR BLITZER INSIDE OUT EXCLUDING MAC - SOLID DUBS FIST BLOCK MAC

Y

Z

X

OST #MAN OVER; POSSIBLE FAN #; UNCOVERED # OUTSIDE RUSHER

OSG - #MAN OVER; UNCOVERED - 34 DEF. - RIP/LIZ - DUAL READ (NOTE: GAME PLAN - FAN #)  
UNCOVERED 4 DOWN - ORANGE/YELLOW; UNCOVERED - 1 LBKR - RAM/LION; WEAK BLOW - HARD CALL

CENTER # MAN OVER; POSSIBLE ORANGE/YELLOW; # MAC LBKR - POSSIBLE RAY/LENNY; POSSIBLE POPR/L  
IF VOID - HOLE CALL

BSG - # MAN OVER; UNCOVERED-ORANGE/YELLOW VS. STRONG BLOW - SQUEEZE CALL

BST - # MANOVER; UNCOVERED - # OUTSIDE RUSHER; VS. SOLID DUBS

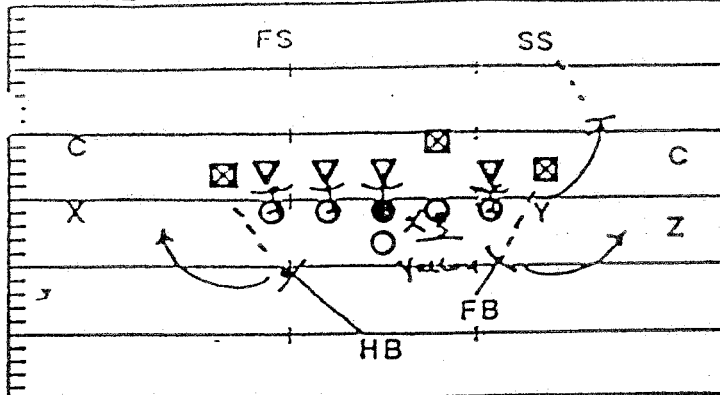
#### WHAT IF:

1. 4 WEAK - QS/X - BSA
2. 4 STRONG - FB/TE #
3. WEAK BLOW - HARD CALL
4. STRONG BLOW - SQUEEZE CALL

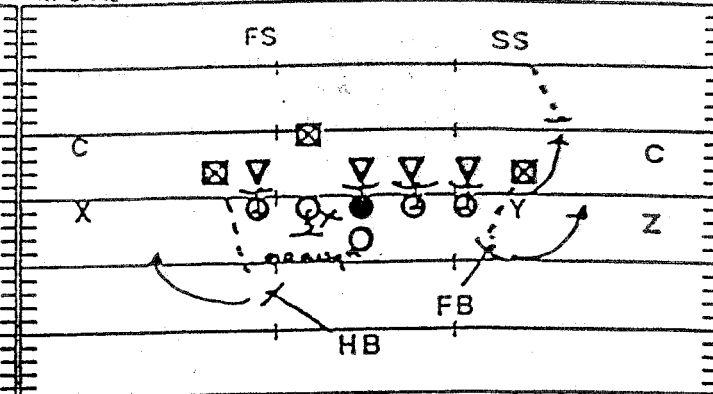
FIST BLOW - POSS. HARD

- \*5. SOLID DUBS FIST - MAC BLOW - POSS. SQUEEZE
6. 34 - RIP/LIZ - POSSIBLE FAN CALL
7. 1 BACKER - POSSIBLE RAM/LION

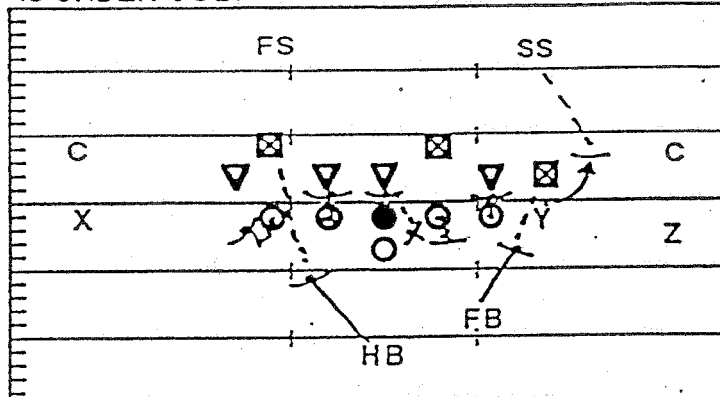
43 UNDER



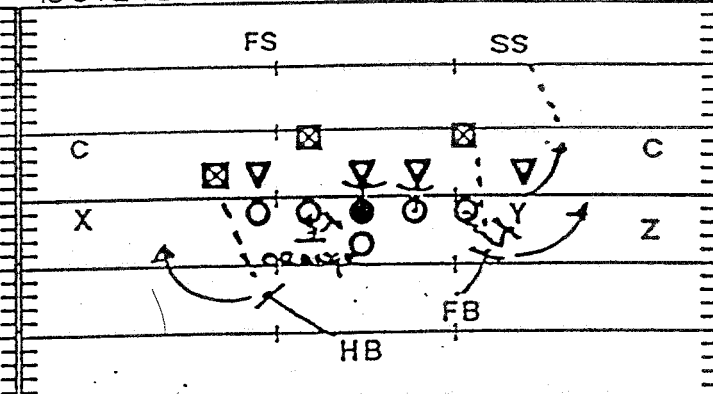
43 OVER



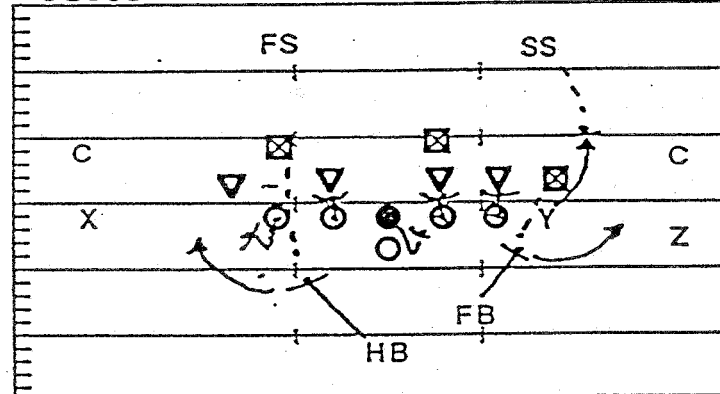
43 UNDER-COLT



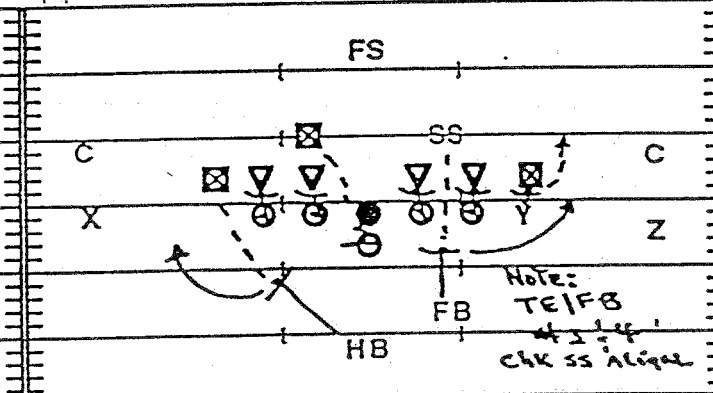
43 OVER-BOW



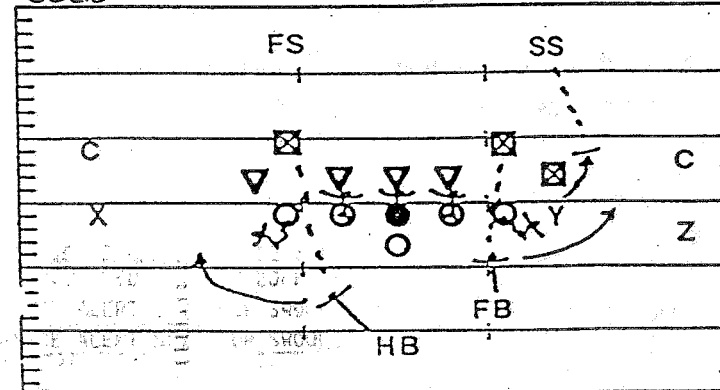
43 BOSS



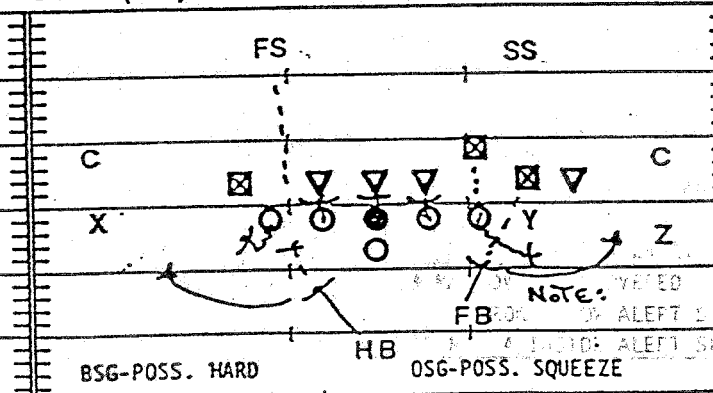
44



SOLID



SOLID (BIG) DUBS



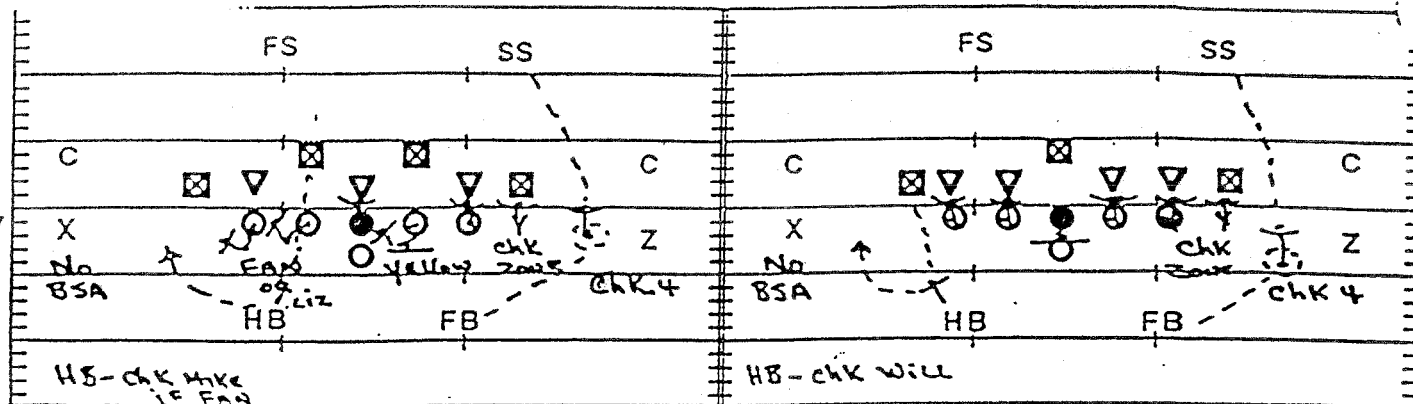
BSG-POSS. HARD

OSG-POSS. SQUEEZE

PLAY: FLASH (RT)/LIGHTNING (LT) THE PROTECTION CALL IS TO THE WEAKSIDE MAX. PROTECTION FOR QB. CAN BLOCK 4 WEAK/4 STRONG. PURPOSE IS TO GET "R" BACK OUT VS. 3 DEFENDER WEAK LOOKS. (BEAT H-4-2 FORCE BUTCH/DBLX)

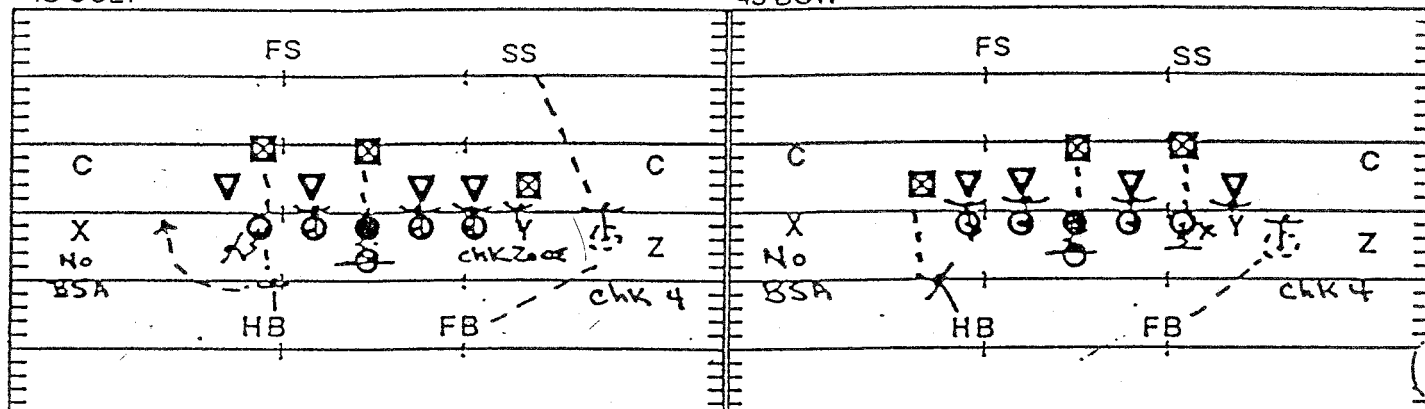
34 DEFENSE

43 DEFENSE



43 COLT

43 BOW



QB MAXIMUM PROTECTION. NO SITE OR HOT.

HB IF CLEAN LOOK (ONLY 3 DEFENDER'S WEAK) FREE RELEASE

CTR COVERED ON OR OFF # NO. 3 - (WILL) EXCEPTION NICKEL

IF NO. 4 WITHIN 5 YDS, CHK NO. 4: IF SLOT PRESSED - CHK NO. 4 OFF SLOT

FB CHK NO. 4. IF NO. 4 INSIDE ALERT FOR SLIDE OR SWOOP CALL.

NO NO. 4 THREAT - RELEASE - RUN ROUTE. NOT SURE - PROTECTION FIRST.

Y # MAN (NO. 3) - MAKE CHK ZONE CALL TO TKL. VS. SOLIDS ALERT TO BUMP TO FB.

IF NO. 4 INSIDE - ALERT SLIDE OR SWOOP CALL. MUST GET SLIDE OR SWOOP CALL TO FB.

Z - NO BSA. RUN ROUTES AT NORMAL DEPTHS.

X - NO BSA. RUN ROUTES AT NORMAL DEPTHS

OST # MAN OVER - VS. 34 ONLY POSSIBLE FAN #

UNCOVERED - # OUTSIDE RUSHER A CALL "FOUR" IF 4 WK WITHIN 5 YDS OF L.O.S. OR MAN PRESSED ON SLOT

OSG # MAN OVER/ALERT - HARDCALL

UNCOVERED VS. 4 DOWN - ORANGE/YELLOW VS. 34 DEF. ONLY - LIZ/RIP - POSSIBLE FAN #

CENTER # MAN OVER - POSSIBLE ORANGE/YELLOW

IF VOID - 43 BOSS OR 4-2 NKL - WORK WEAK (CLEAN LOOK) VS. DBL BLOW - WORK WEAK CALL SWOOP

VS. SOLIDS - SLIDE CALL; IF COVERED AND 4 WEAK - CALL BIG SWOOP

BSG # MAN OVER; UNCOVERED CALL ORANGE/YELLOW

IF MAC LBR'S STRONGSIDE (43 BOSS) POSS. SWOOP; VS. STRONG BLOW ALERT SLIDE OR SWOOP

IF NO 4 INSIDE ALERT TO SLIDE OR SWOOP VS. OVER-LOAD WEAK (2 MEN YOUR SIDE) - RAM/LION

BST # MAN OVER; UNCOVERED - CHECK ZONE W/TE

VS. STRONG BLOW ALERT SLIDE OR SWOOP

IF NO. 4 INSIDE ALERT SLIDE OR SWOOP

WHAT IF:

1. 4 WEAK - BLOCKED

4. STRONG BLOW - SLIDE OR SWOOP

7. CTR VOID (43 BOSS; 4-2N) WORK WEAK

2. 4 STRONG - BLOCKED

5. DBL BLOW - SWOOP CALL

8. CTR COVERED AND 4 WEAK BIG SWOOP

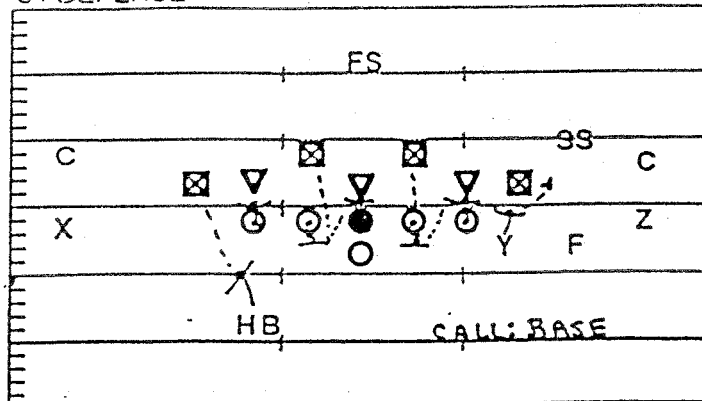
3. WEAK BLOW - WORK CALL

6. SOLIDS - SLIDE CALL BST TKL/TE BUMP TO FB

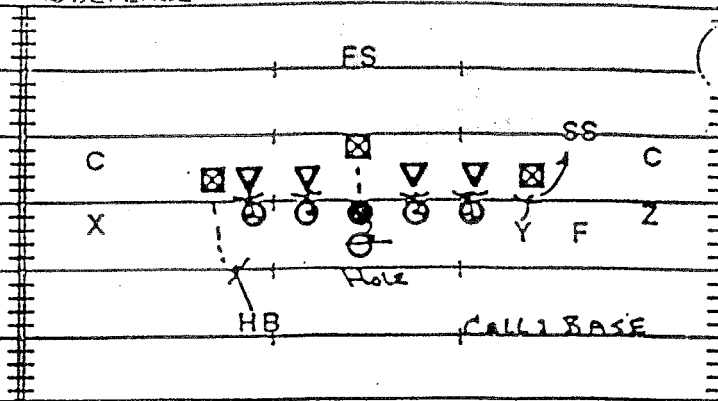
# PLAY: BRONCO-STRONG USED IN NICKLE SITUATIONS

PP-3

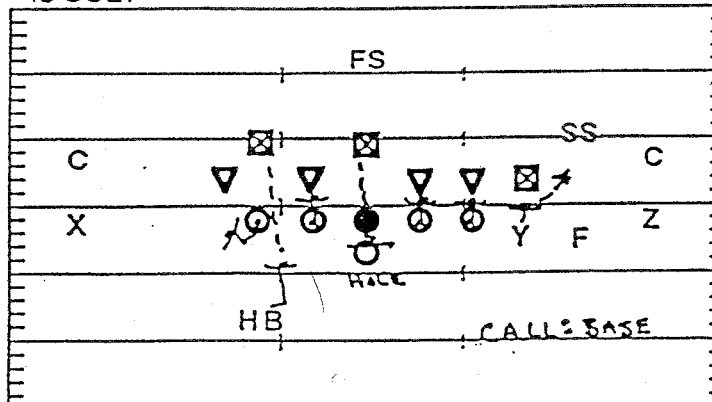
34 DEFENSE



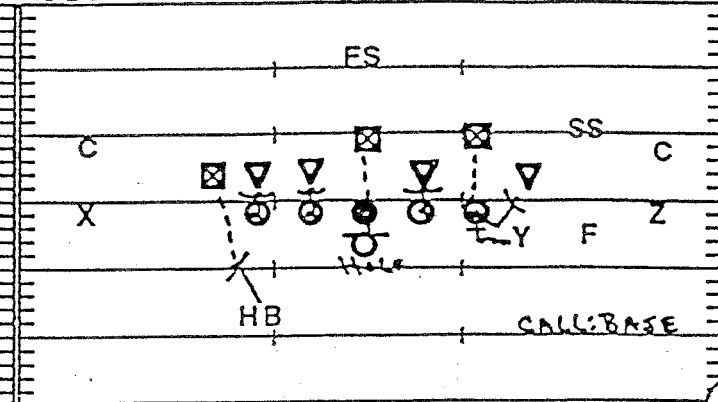
43 DEFENSE



43 COLT



43 BOW



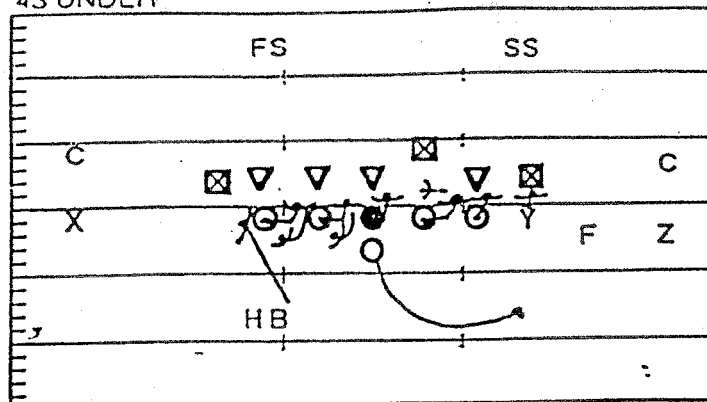
- QB - SITE OPPOSITE PROTECTION CALL
- HB - BRONCO AWAY - BLOCK 1ST DOGGER OR BLITZER INSIDE OUT EXCLUDING MAC - SOLID BLOCK STACK BACK DOGGER OR BLITZER YOUR SIDE - 7 IN BOX CHECK BASE - C.P. POSSIBLE HARD CALL - POSSIBLE 1 BACKER
- FB - RUN ROUTE
- Y - BRONCO TO: #2ND LBKR TO STRONGSIDE; N/T ROUTE  
C.P. - #1ST LBKR WHEN OUTSIDE ON L.O.S.  
C.P. - IF STRONG SAFETAY OR CORNER COMES, BLOCK HIM IF LBKR DROPS
- Z - RUN ROUTE
- X - ROUTE/BSA
- OST - # MAN OVER TO OUTSIDE; VS De/DT STRONG (K.C.) - CALL FAN # FAN
- OSG - # MAN OVER; UNCOVERED - CHK 1ST LBKR CALLSIDE - POSS. ORANGE/YELLOW ALERT RAY/LENNYS OR POP L/R
- CENTER - # MAN OVER; UNCOVERED - # MAC LBKR OVER YOU - N/T - 1ST LBKR CALLSIDE  
- IF VOID - NO LBKR IN TKL - GD AREA - CALL "HOLE" POSSIBLE RAY/LENNY OR POP L/R.
- BSG - # MAN OVER: UNCOVERED - ALERT TO MAKE ONE - BACKER CALL - THEN RAM/LION.  
POSSIBLE "HARD" CALL UNCOVERED - ALERT FOR "FAN" CALL IF TWO DL ON/OUTSIDE YOUR TACKLE
- BST - # MAN OVER TO YOUR OUTSIDE  
POSSIBLE "FAN" CALL IF TWO DL ON/OUTSIDE

## IF:

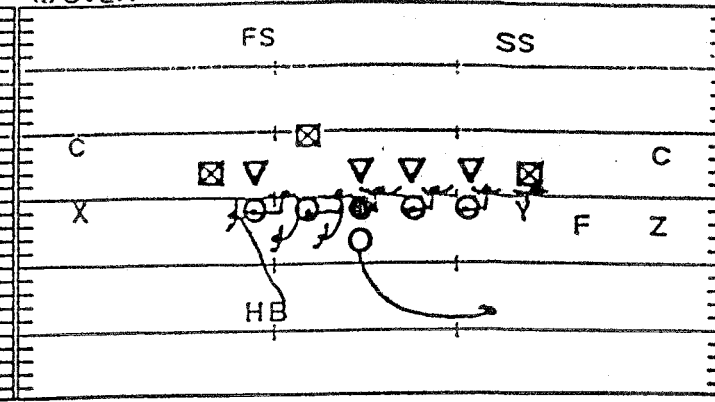
- 4 WEAK - QB/X BSA
- 4 STRONG -
- WEAK BLOW - HARD CALL BY BSG
- STRONG BLOW - BLOCKED
- SDF - OST - DUAL DURS



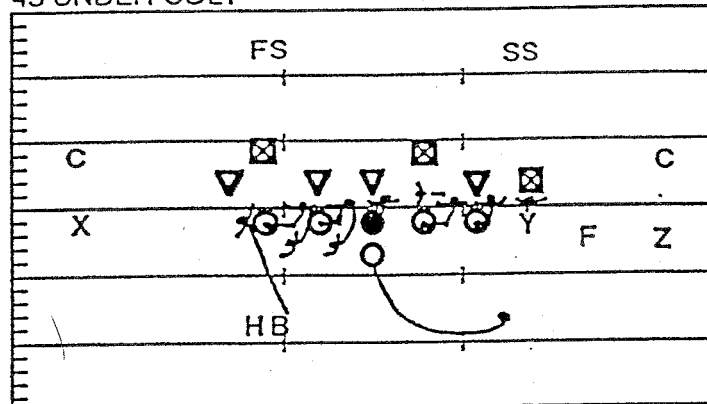
43 UNDER



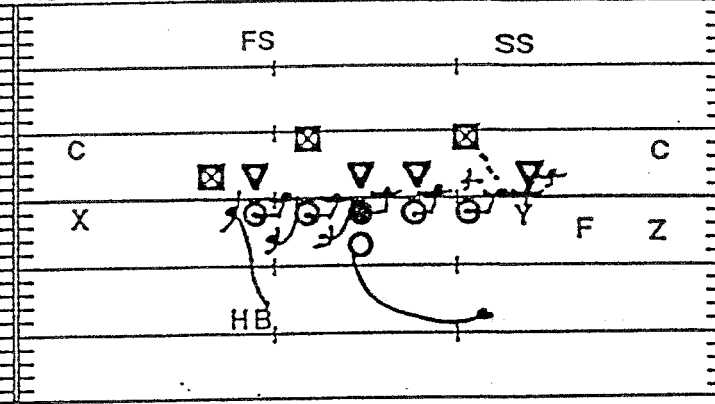
43 OVER



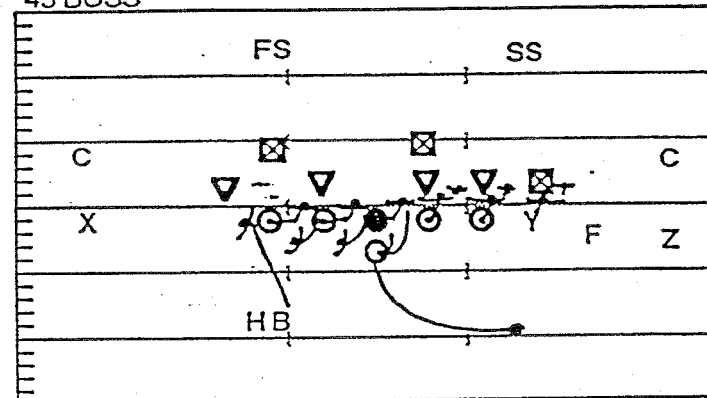
43 UNDER-COLT



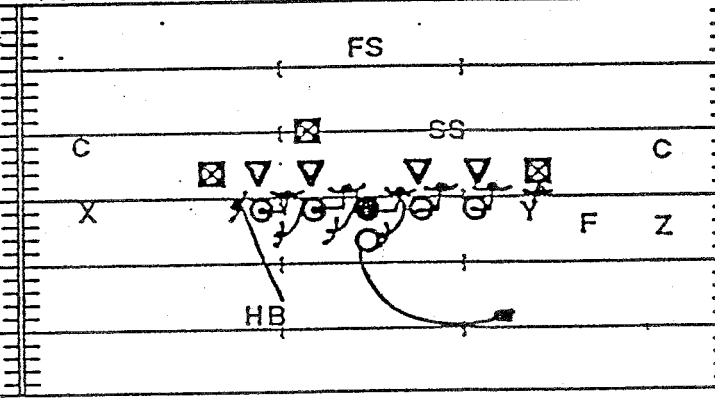
43 OVER-BOW



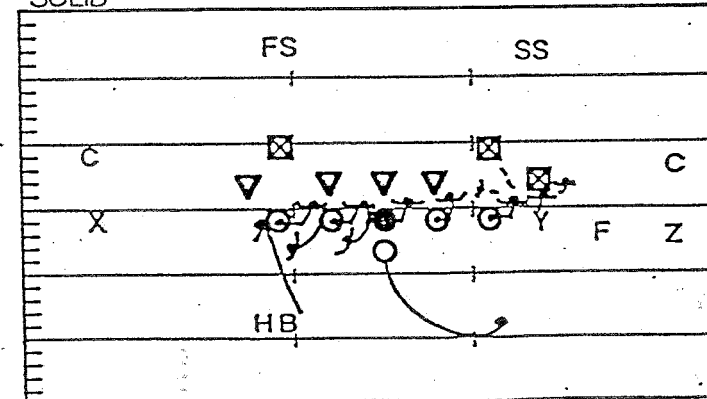
43 BOSS



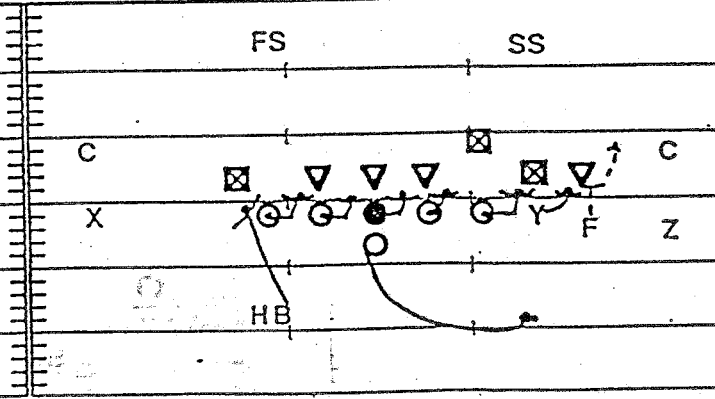
44



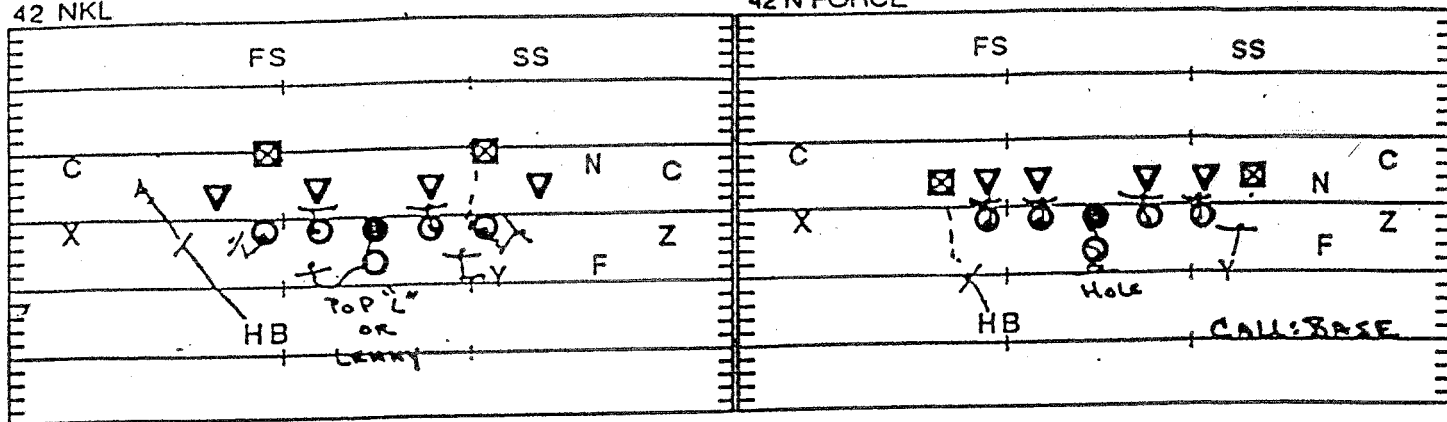
SOLID



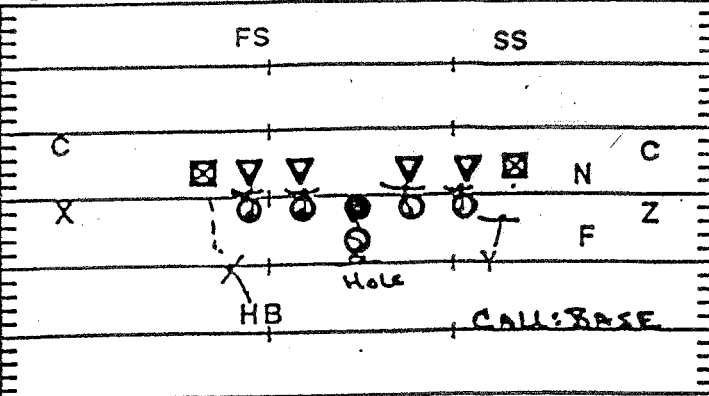
SOLID (BIG) DUBS



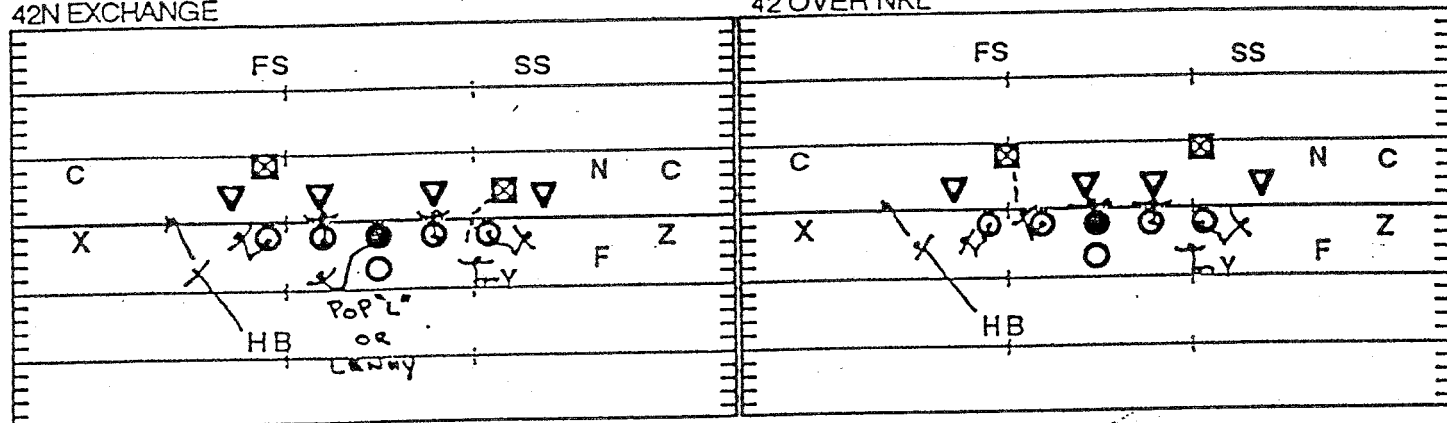
42 NKL



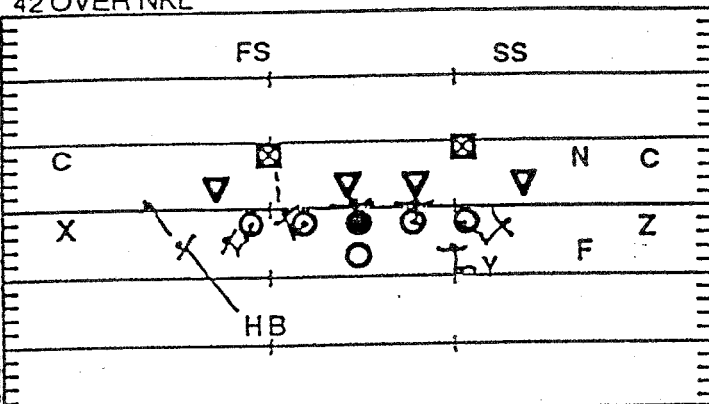
42 N FORCE



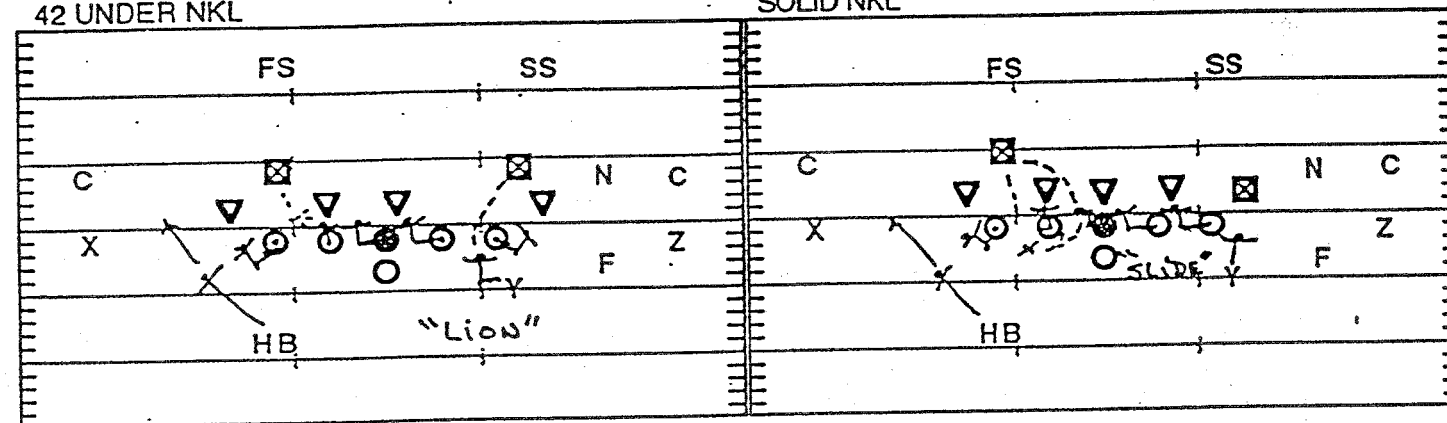
42N EXCHANGE



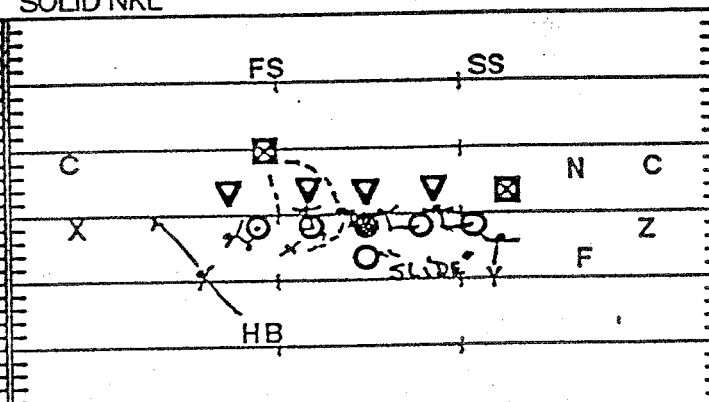
42 OVER NKL



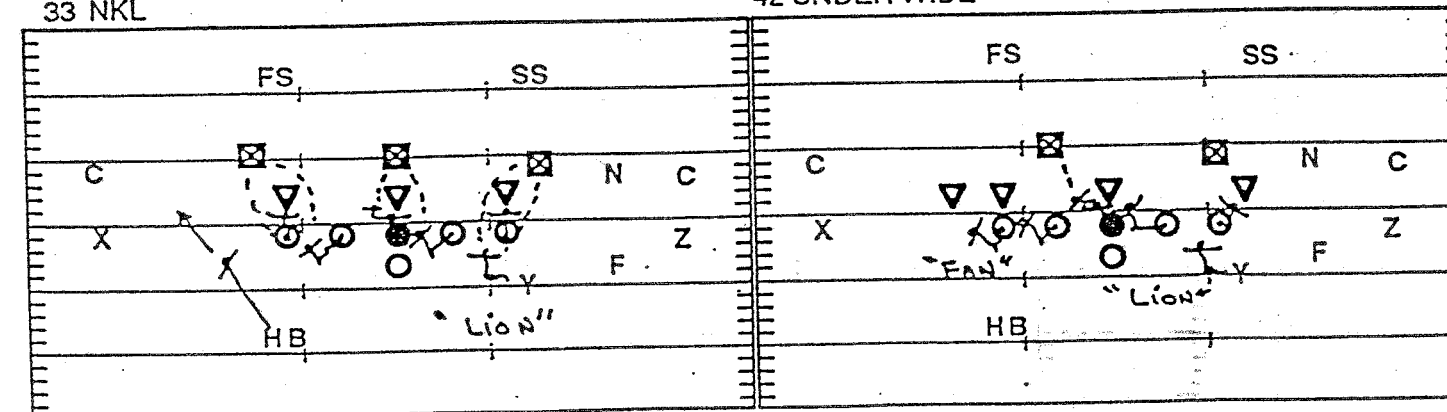
42 UNDER NKL



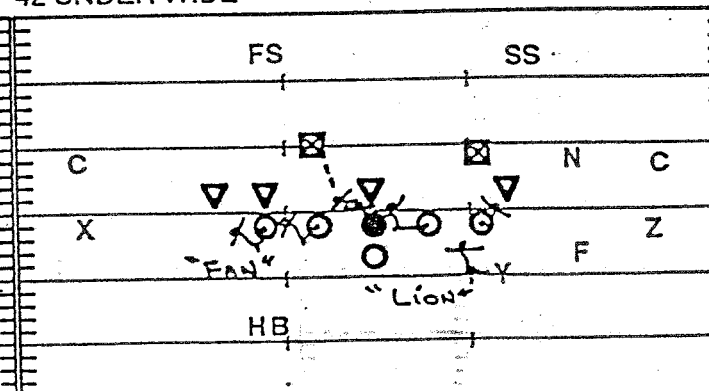
SOLID NKL

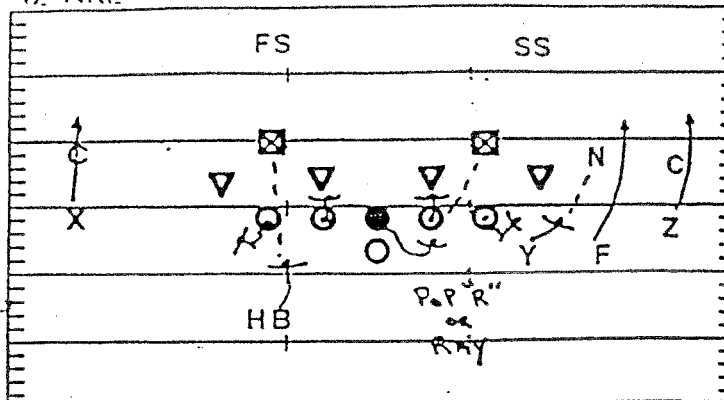


33 NKL

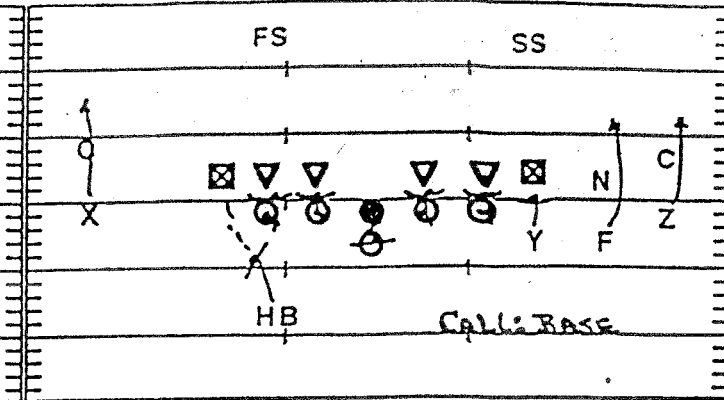


42 UNDER WIDE

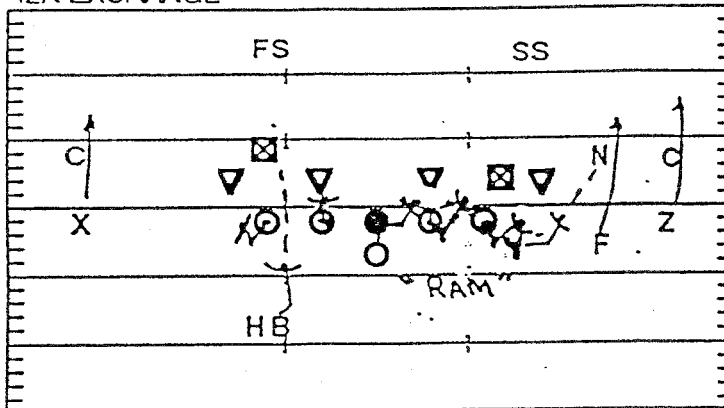




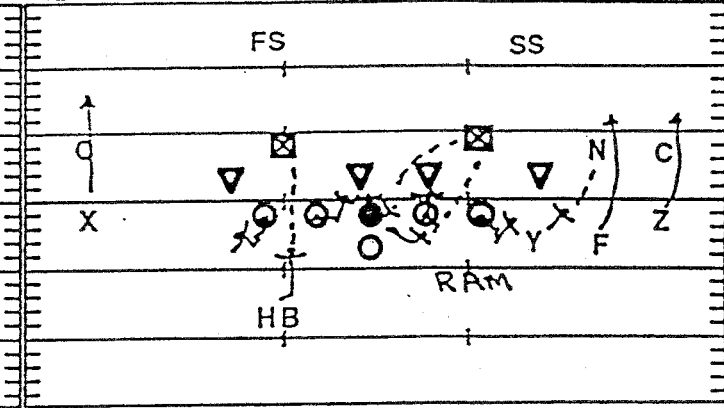
42 N FORCE



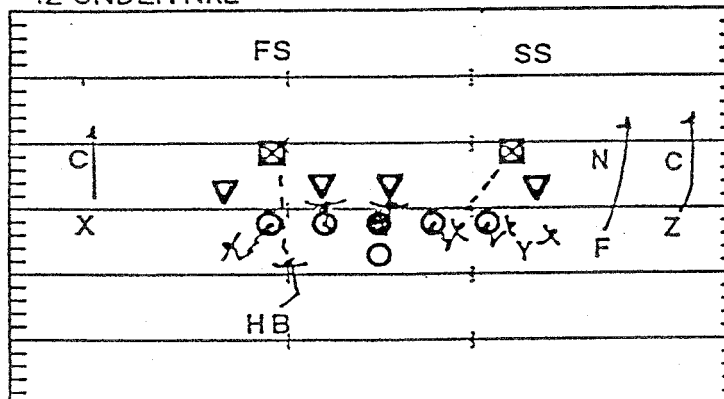
42N EXCHANGE



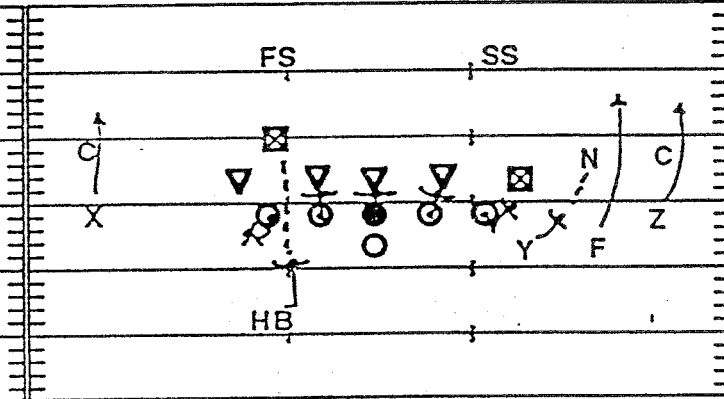
42 OVER NKL



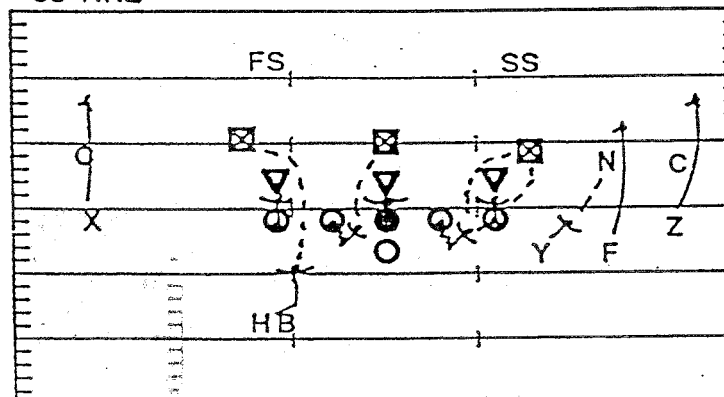
42 UNDER NKL



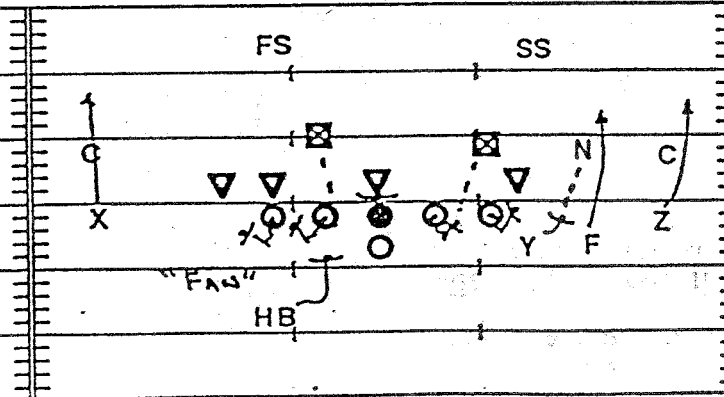
SOLID NKL



33 NKL

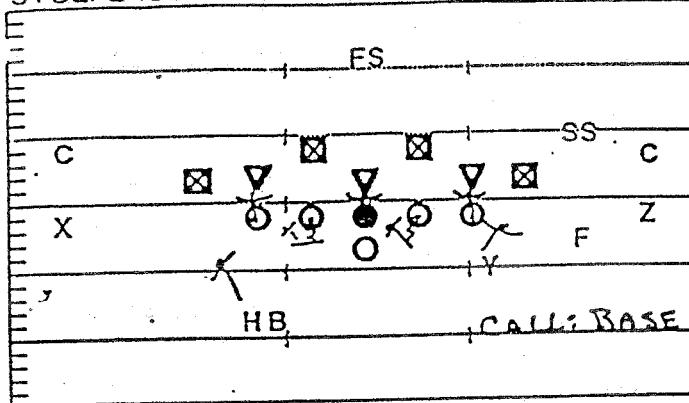


42 UNDER WIDE

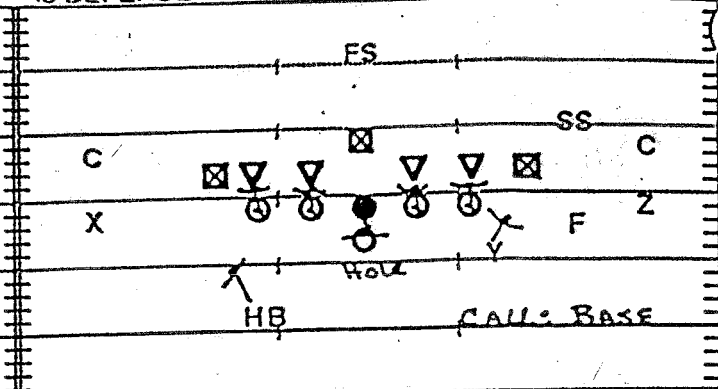


# DRILL - NICKEL USED IN NICKEL SITUATIONS

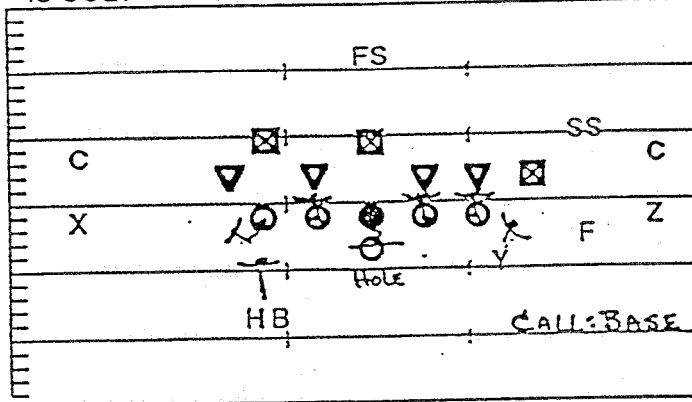
34 DEFENSE



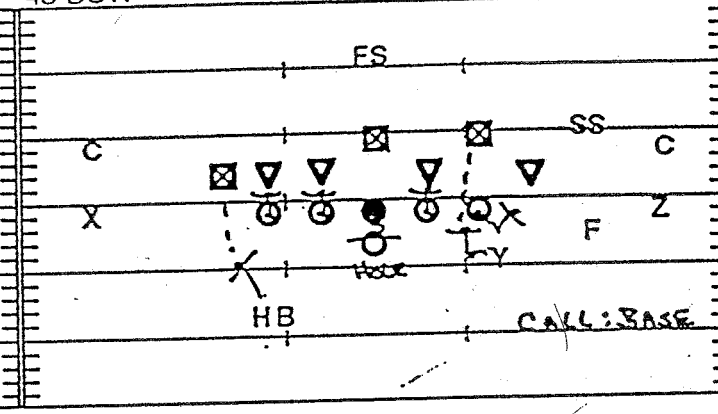
43 DEFENSE



43 COLT

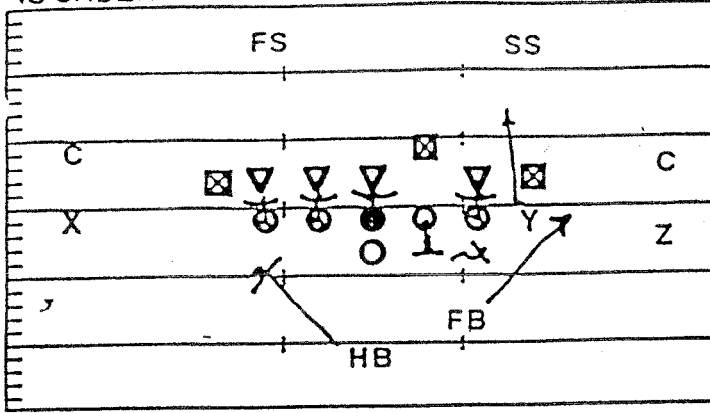


43 BOW

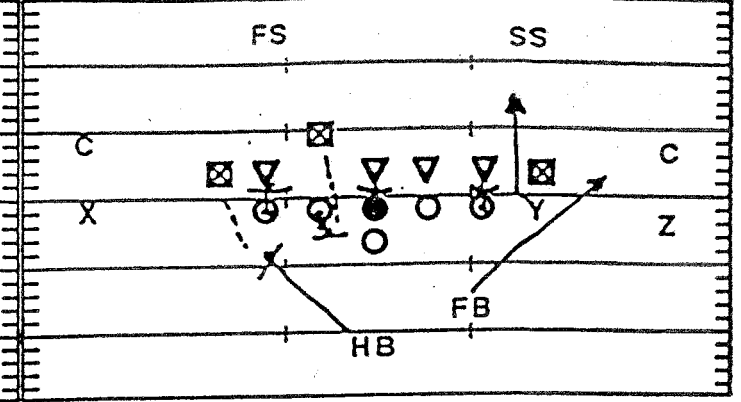


- QB - SITE OPPOSITE PROTECTION CALL
- HB - BLOCK 2ND DOGGER OR BLITZER UNLESS #1 IS OUTSIDE ON L.O.S. - 7 IN BOX CHECK BASE
- FB - RUN ROUTE
- Y - BRONCO AWAY: #1ST LBKR INSIDE OUT; N/T ROUTE  
C.P. - BRONCO PROTECTION VS. 34 DEFENSE REVERTS TO LIZ/RIP PRO IN NICKEL PACKAGE  
BRONCO TO: #2ND LBKR INSIDE OUT; N/T ROUTE
- Z - ROUTE
- X - ROUTE
- OST - # MAN OVER TO OUTSIDE; VS De/DT STRONG (K.C.) - CALL FAN # FAN
- OSG - # MAN OVER; UNCOVERED - CHK 1ST LBKR CALLSIDE - POSS. ORANGE/YELLOW  
ALERT RAY/LENNYS OR POP L/R
- CENTER - # MAN OVER; UNCOVERED - # MAC LBKR OVER YOU - N/T - 1ST LBKR CALLSIDE  
-- IF VOID - NO LBKR IN TKL - GD AREA - CALL "HOLE" POSSIBLE RAY/LENNY  
OR POP L/R.
- BSG - # MAN OVER: UNCOVERED - ALERT TO MAKE ONE - BACKER CALL - THEN RAM/LION.  
POSSIBLE "HARD" CALL UNCOVERED - ALERT FOR "FAN" CALL IF TWO DL ON/OUTSIDE YOUR TACKLE
- BST - # MAN OVER TO YOUR OUTSIDE  
POSSIBLE "FAN" CALL IF TWO DL ON/OUTSIDE

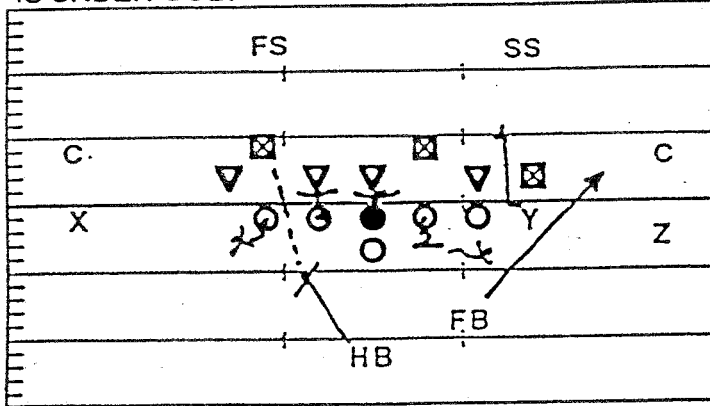
43 UNDER



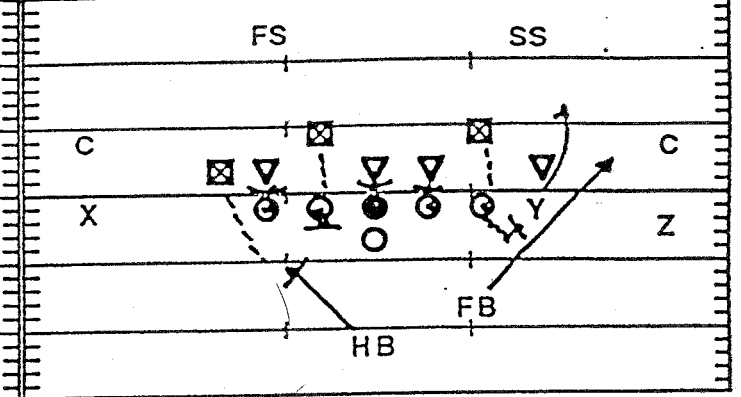
43 OVER



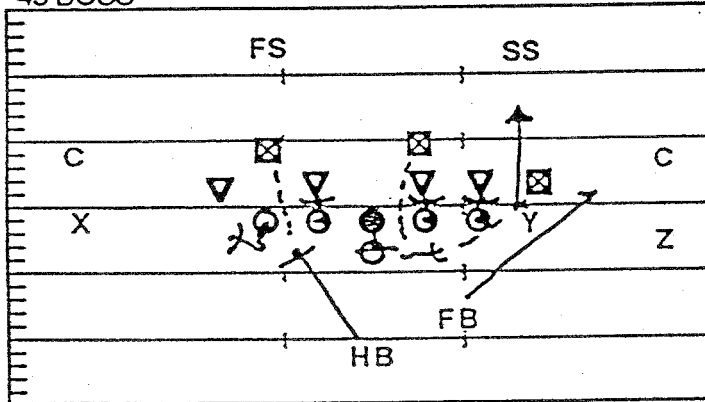
43 UNDER-COLT



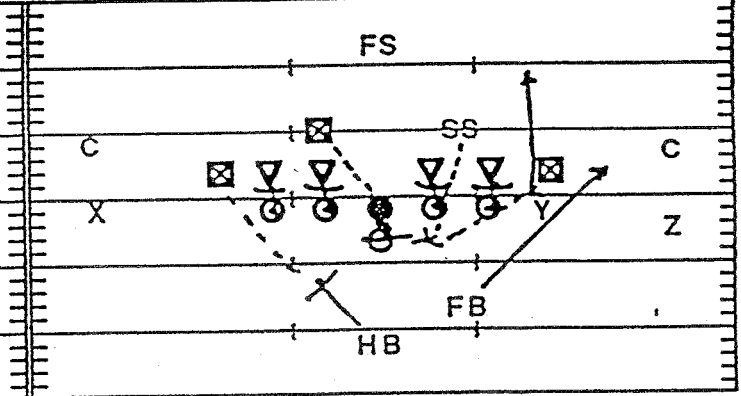
43 OVER-BOW



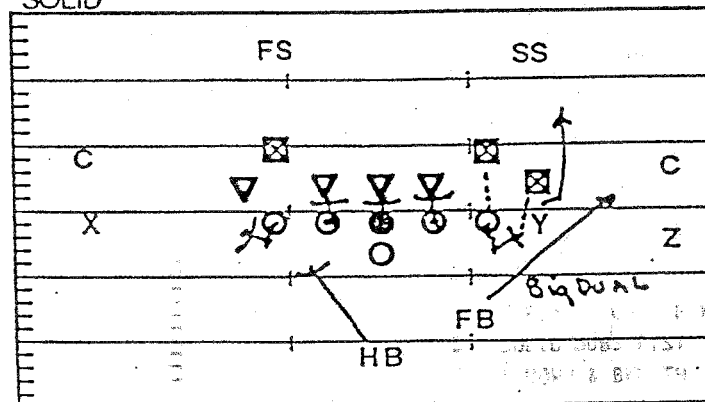
43 BOSS



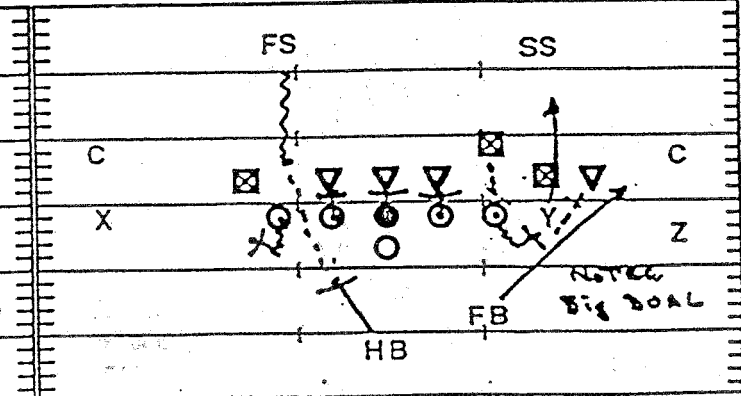
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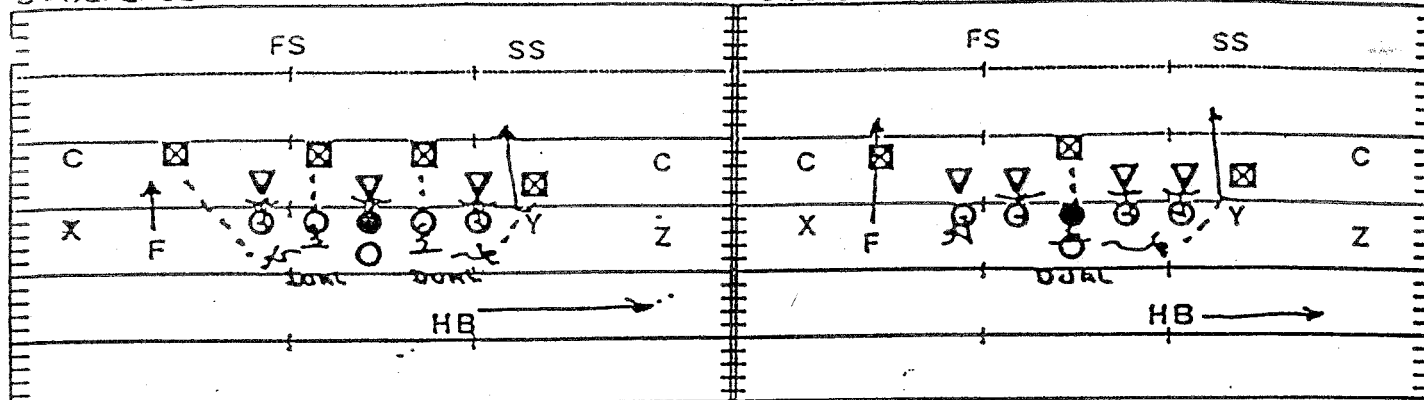
SOLID



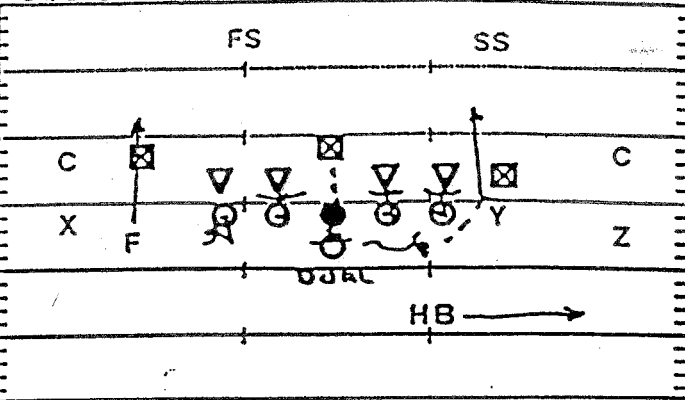
SOLID (BIG) DUBS



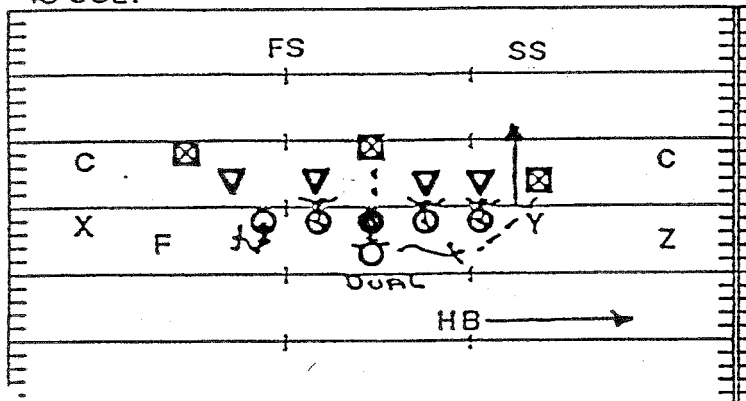
## 31 DEFENSE



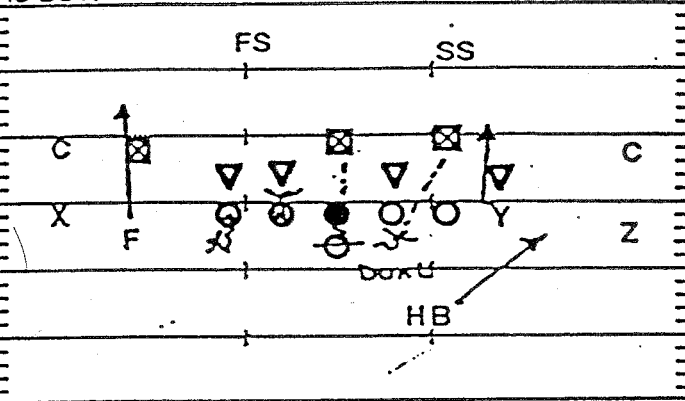
## 43 DEFENSE



## 43 COLT



## 43 BOW



2B - ALERT 7 MAN BOX (W10-11), WEAK SITE BUILT IN, HOT STRONG.

HB - HOT - 3 STRONG WITH QB

FB - 3 WEAK - HOT/BSA WITH QB

Y - ALERT POP - RUN ROUTE

Z - RUN ROUTE

X - RUN ROUTE

OST - # MAN OVER; UNCOVERED - DUAL READ - POSSIBLE IN CALL (SAME AS SEAT STRONG)

OSG - # MAN OVER; UNCOVERED - DUAL READ (SAME AS SEAT STRONG)

CENTER - # MAN OVER; UNCOVERED - SAME AS SCAT STRONG - DUAL READ (SAME AS SCAT STRONG)

BSG - # MAN OVER; UNCOVERED - DUAL READ - (IF MIKE OUT - POSS. FAN #) (SAME AS SCAT WEAK)  
VS. WEAK BLOW - IN CALL

BST - # MAN OVER; UNCOVERED - DUAL READ - (IF MIKE OUT - POSS. FAN #) (SAME AS SCAT WEAK)  
VS. WEAK BLOW - IN CALL

## WHAT IF:

1. 3 STRONG - QB/RBK HOT

2. 3 WEAK -

A) CENTER COVERED - QB/FB HOT/BSA

B) CENTER VOID - BST-DUAL READ? (IN CALL)

3. WEAK BLOW - IN CALL

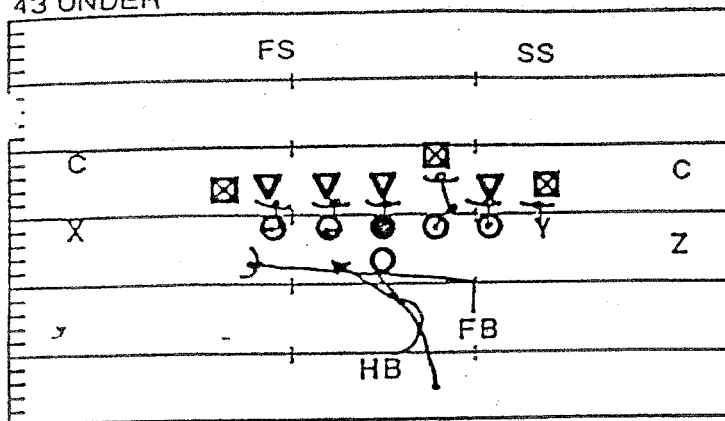
4. STRONG BLOW - BLK'd; POSS. IN CALL

5. SOLID DUBS FIST - OST MDH DUBS

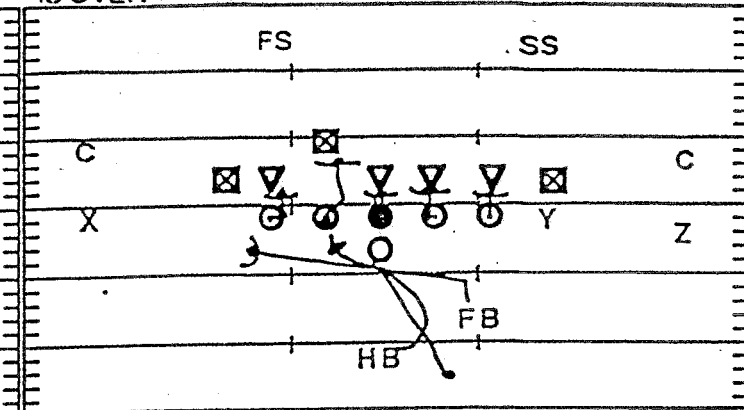
6. 5 DOWN & BKR THRTHG "A" GAP - IN CALL BY OST

7. ALERT 7 MAN BOX FOR QB TO AUDIBLE

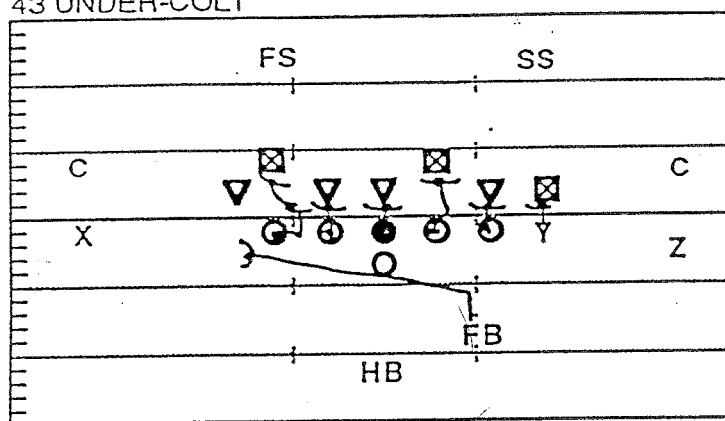
43 UNDER



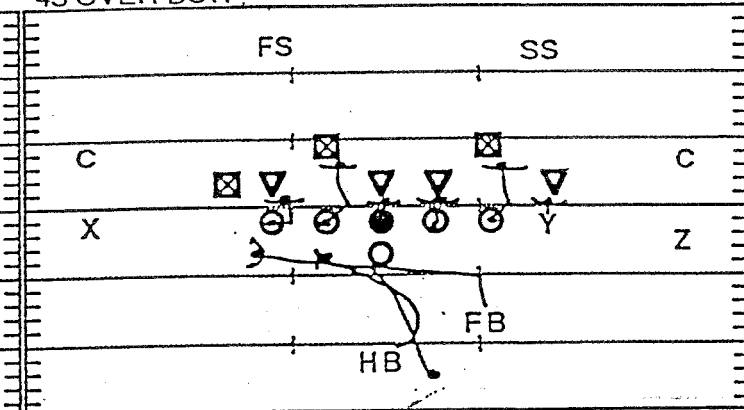
43 OVER



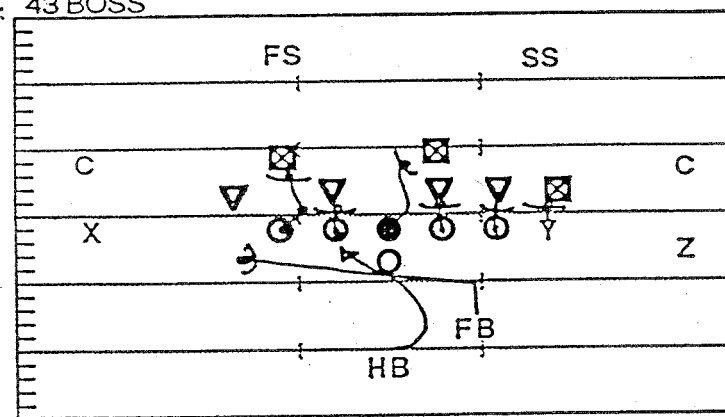
43 UNDER-COLT



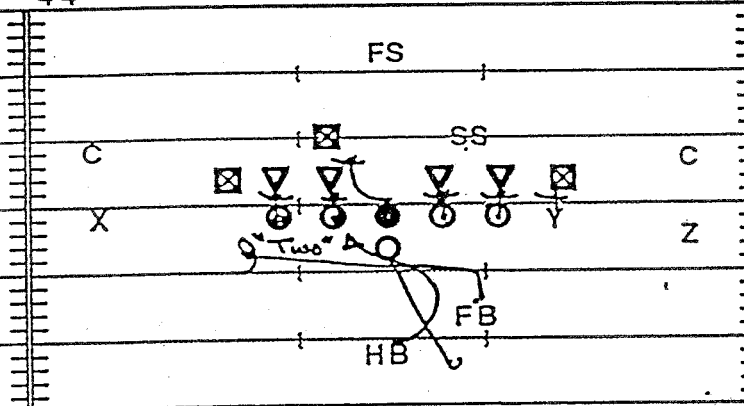
43 OVER-BOW



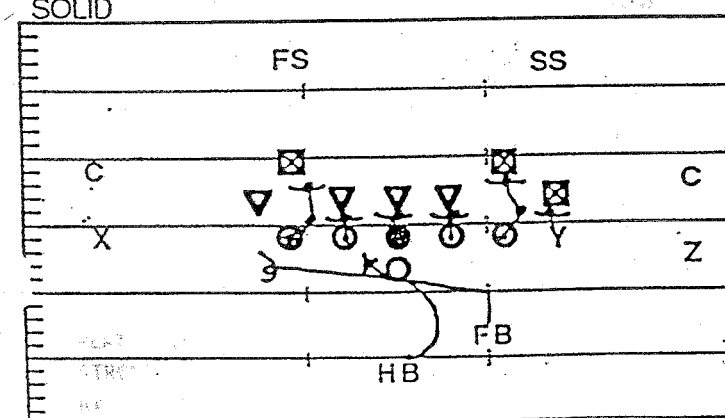
43 BOSS



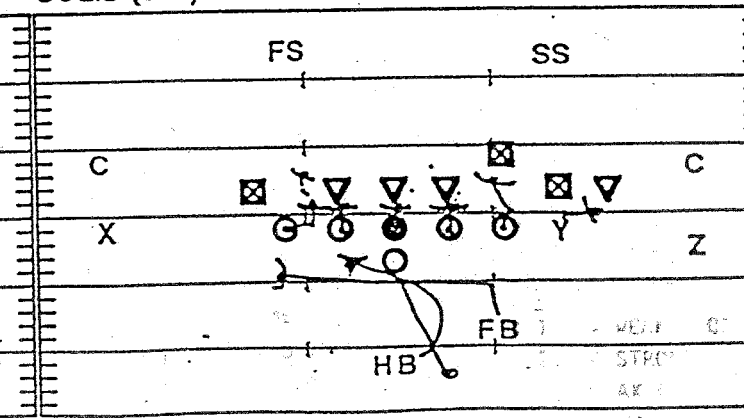
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SOLID

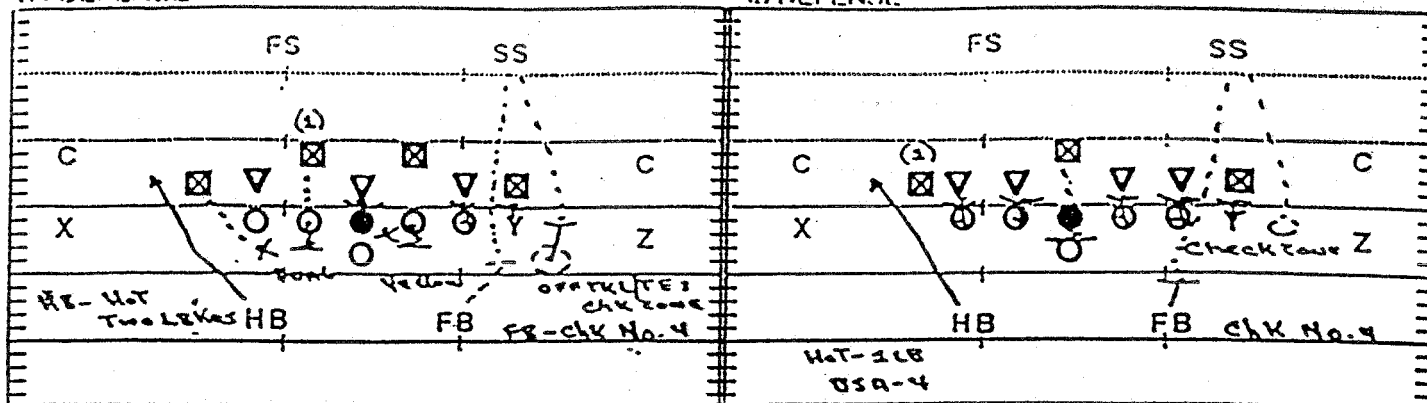


SOLID (BIG) DUBS



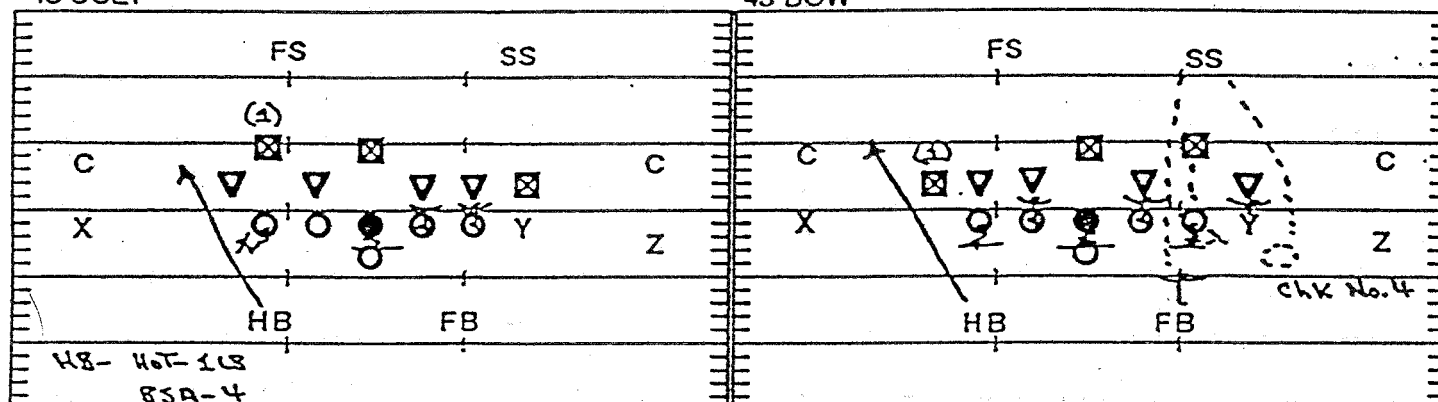
# 43 DEFENSE

# 43 DEFENSE



# 43 COLT

# 43 BOW



QB HOT WEAK. POSSIBLE SITE STRONG

HB FREE RELEASE - CHECK HOT - BSA RULES  
REFER TO QB HOT/BSA RULES

FB CHK NO. 4; IF NO. 4 NO THREAT - RELEASE RUN ROUTE. NOT SURE - PROTECTION FIRST IF NO. 4 INSIDE - ALERT FOR SLIDE OR SWOOP.

Y # NO. 3; MAKE CHECK ZONE CALL TO TACKLE  
IF NO. 4 INSIDE - ALERT FOR SLIDE OR SWOOP - MUST GIVE SWOOP CALL TO "H"  
VS. SOLIDS - ALERT BUMP TO "H"

Z NO BSA; IF IN SLOT NO BSA (R HAS BSA)

X - NORMAL; ALERT FOUR WEAK; IF NO BSA RUN ROUTE

OST # MAN OVER; POSSIBLE FAN # - GAME PLAN  
BIG DUAL IF CTR COVERED ON OR OFF AND THE GUARD IS COVERED  
IN CALL VS. WK BLOW IF CTR & GD. COVERED VS. SHOW DBL BLOW MDH 3 TO 4 WEAK

OSG # MAN OVER; POSSIBLE IN CALL BY TKL.  
UNCOVERED - DUAL READ - GAME PLAN THIS COULD BE FAN #

CENTER - # MAN OVER - POSSIBLE ORANGE/YELLOW  
- # MAC, LBKR - POSSIBLE RAY/LENNY; IF VOID-WORK WEAK (NO MAC)  
- VS. SOLIDS - SLIDE CALL. ALERT - DOUBLE BLOW SHOWS - CALL SWOOP AND WORK WEAK

BSG # MAN OVER; UNCOVERED - ORANGE/YELLOW CALL  
VS. SOLIDS - SLIDE CALL VS. STRONG BLOW - ALERT SLIDE OR SWOOP  
VS. OVERLOAD WEAK (2 MEN YOUR SIDE) - RAM/LION

BST - # MAN OVER; UNCOVERED - CHECK ZONE WITH TE  
VS. SOLIDS - SLIDE CALL. VS. STRONG BLOW - ALERT SLIDE OR SWOOP

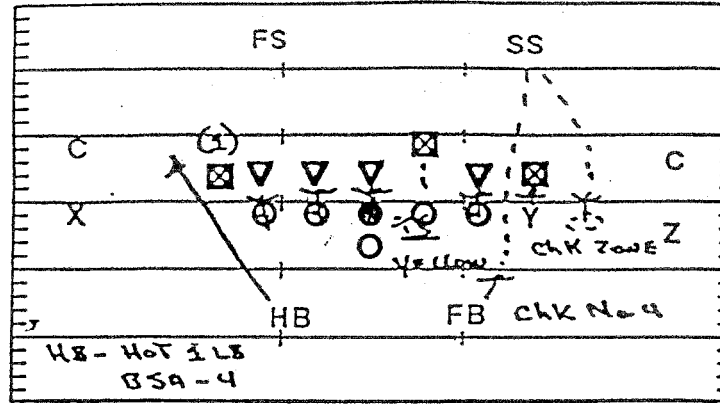
## WHAT IF:

1. 4 WEAK - QB/WR/RBK - B.S.A.
2. 4 STRONG - BLOCKED/SITE
3. WEAK BLOW - SWOOP CALL (POSS IN CALL)
4. STRONG BLOW - SLIDE OR SWOOP
5. DOUBLE BLOW SWOOP CALL

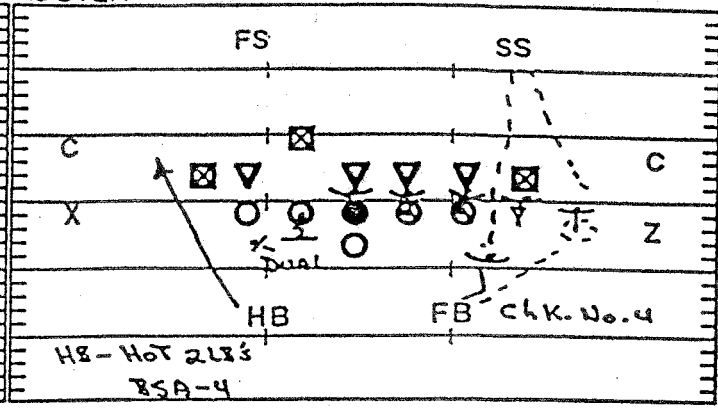
5. DOUBLE BLOW - SWOOP CALL
6. SOLIDS - SLIDE CALL
7. SOLIDS - STRONG TKL-TE-BUMP TO "H"
8. CTR TREAT 4-3 BOSS LIKE 4-3
9. K42 FORCE - CTR WORK LAMB/RAKE



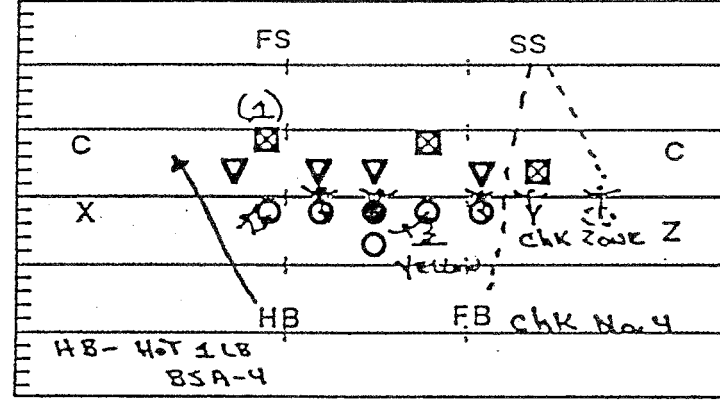
43 UNDER



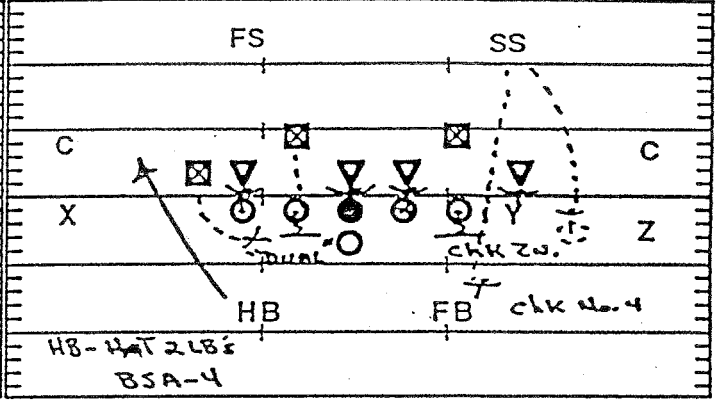
43 OVER



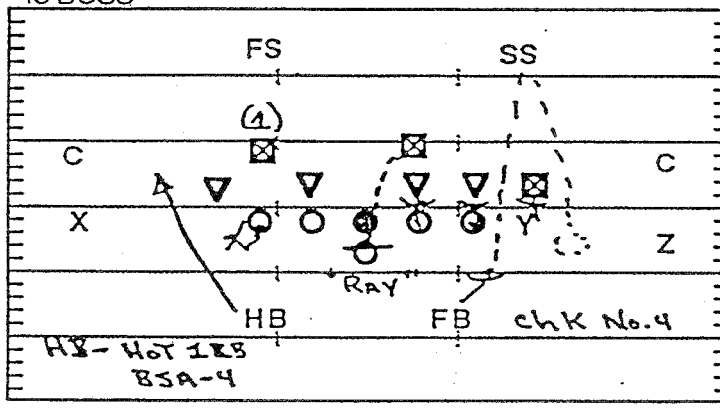
43 UNDER-COLT



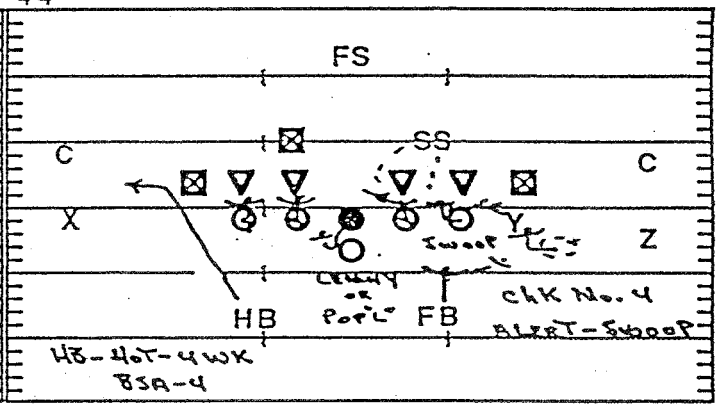
43 OVER-BOW



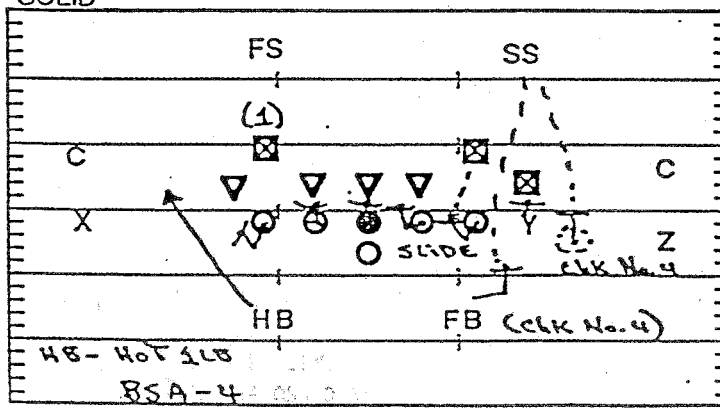
43 BOSS



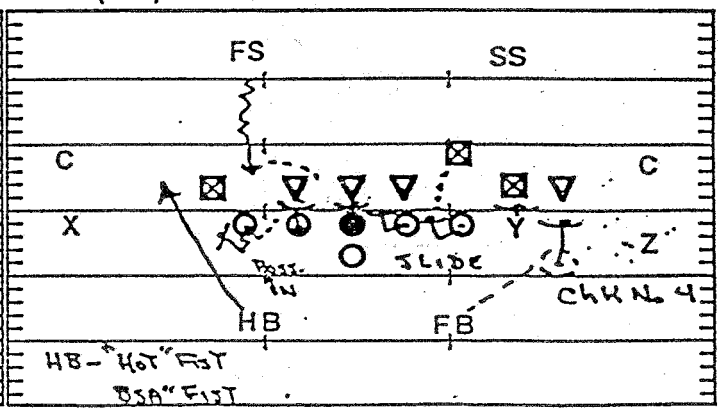
44



SOLID

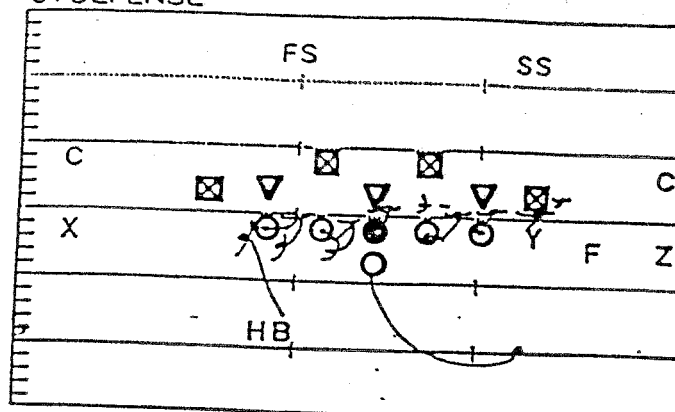


SOLID (BIG) DUBS

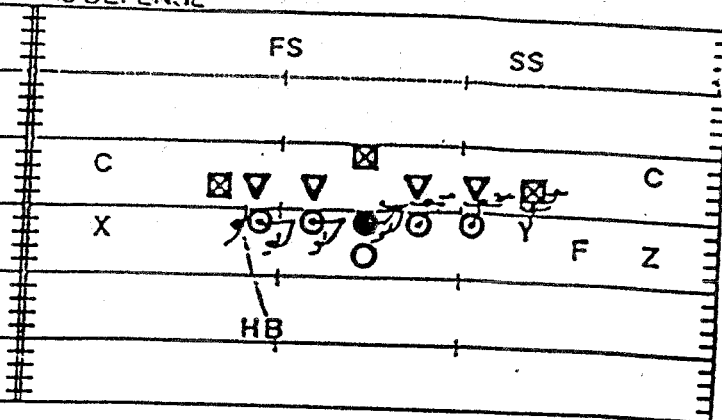


1-7  
2-6 LIX  
TE / OSD D.B.  
1-1-77

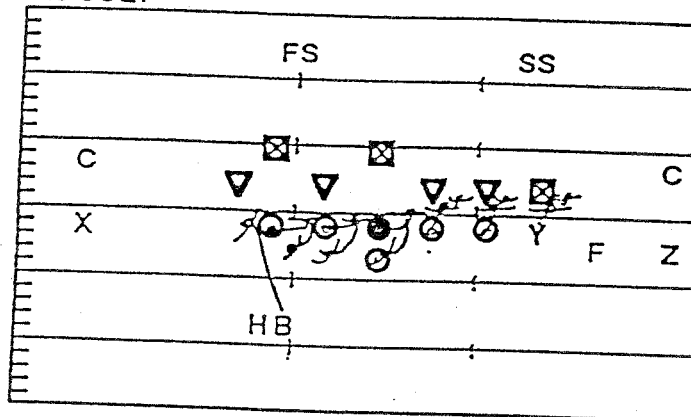
## 31 DEFENSE



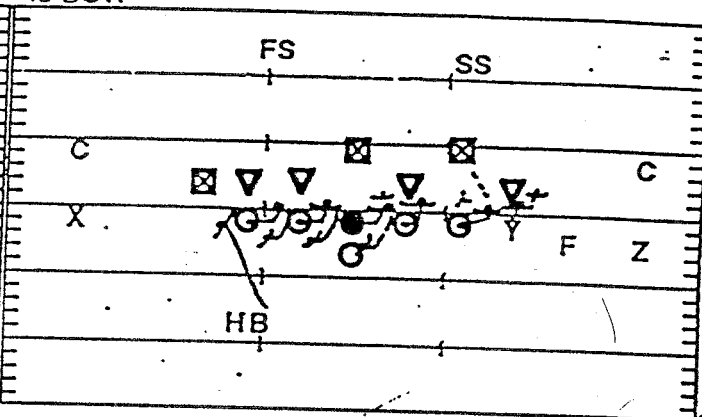
## 43 DEFENSE



## 43 COLT



## 43 BOW



QB - SITE WEAK OR RUN AWAY. SITE STRONG. POSSIBLE ALERT

HB - # OPPOSITE THE CALL. BE AGGRESSIVE & SET TO OFF-TKL'S HIP. SEAL - INSIDE-OUT

FB - IF TIGHT SPLIT - CHK NO. 5. VS. SDF-CHIP OUTSIDE DUBS  
IF WIDE SPLIT - HOT OFF NO. 4

Y - AGGRESSIVE REACH # NO. 3. ZONE ALL STUNTS. ALERT FOR LATE FORCE  
VS. SDF - # OUTSIDE DUBS.

Z - ROUTE

X - BSA - 4 WEAK - SLANT/FADE

OST - # MAN OVER - AGGRESSIVE REACH #; UNCOVERED - AGGRESSIVE REACH # TO NEXT DEFENDER, ZONE ALL STUNTS. VS. SDF - AGGRESSIVE REACH # THE INSIDE DUBS.

OSG - # MAN OVER - AGGRESSIVE REACH #; UNCOVERED - AGGRESSIVE REACH # TO NEXT DEFENDER, THEN WORK BACK. ZONE ALL STUNTS.

CENTER # MAN OVER - AGGRESSIVE REACH #; UNCOVERED - AGGRESSIVE REACH # TO NEXT DEFENDER, THEN WORK BACK. ZONE ALL STUNTS.

BSG - COVERED - STOP INSIDE & #. NO THREAT - HINGE #. ZONE ALL STUNTS. UNCOVERED - STOP WITH THE CENTER - STAY ON HIS HIP - PEEK OFFSIDE FOR RUN AWAY.

BST - COVERED - STOP INSIDE & #. NO THREAT - HINGE #. ZONE ALL STUNTS. UNCOVERED - STOP WITH THE GUARD - STAY ON HIS HIP - PEEK OFFSIDE FOR RUN AWAY. IF NO THREAT - TURN BACK AND HELP HB.

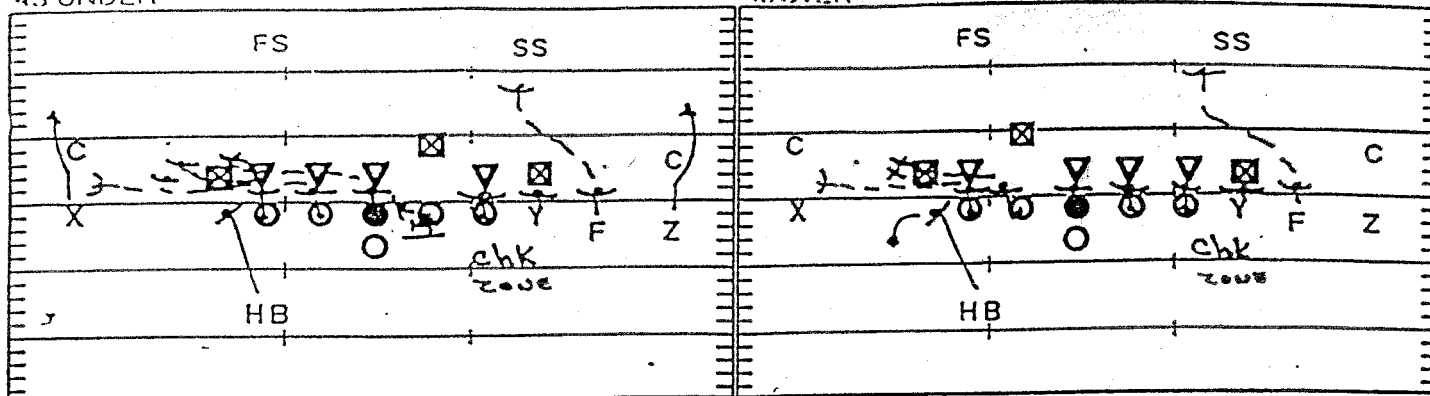
## WHAT IF:

1. 4 WEAK - QB/X BSA OR QB RUN AWAY
2. 4 STRONG - FB # OR HOT
3. WK BLOW - # BY LINE
4. ST BLOW - # BY LINE

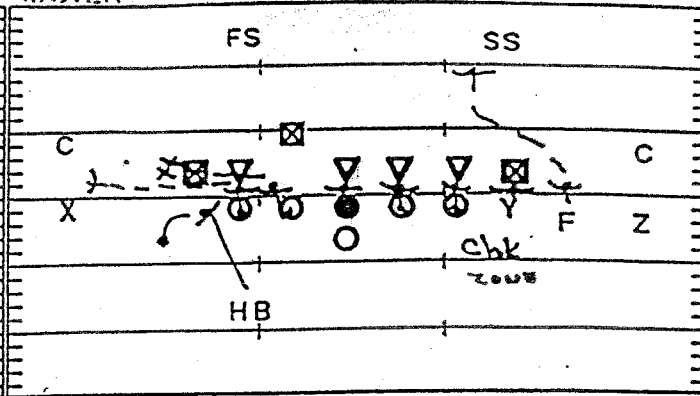
5. DBL BLOW - # BY LINE
6. SOLIDS - # BY LINE
7. SDF - TE - # OSD DUBS
8. SDF - OST - # INSD DUBS

9. SDF - FB MAY CHIP  
OSD. DUBS

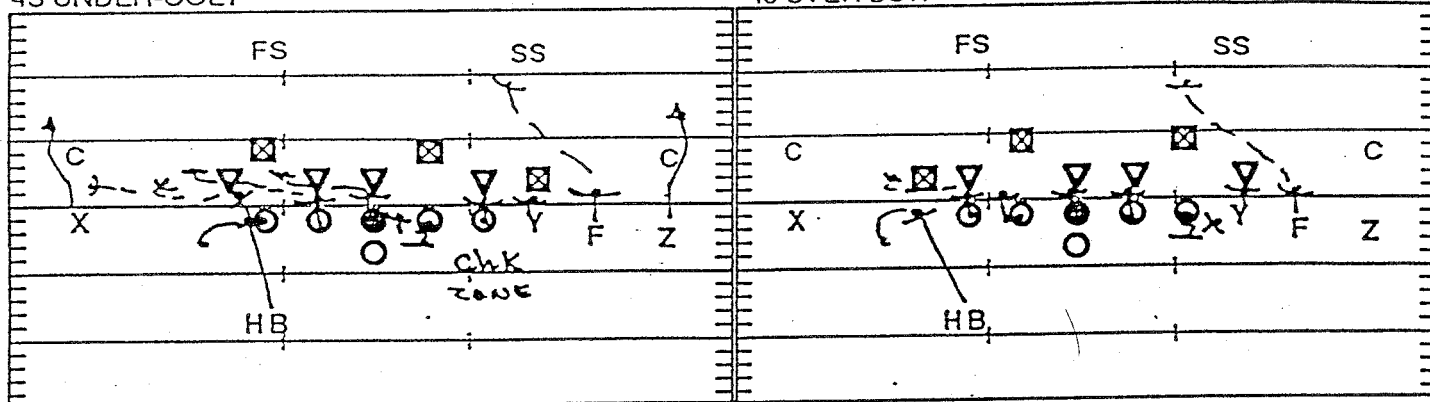
43 UNDER



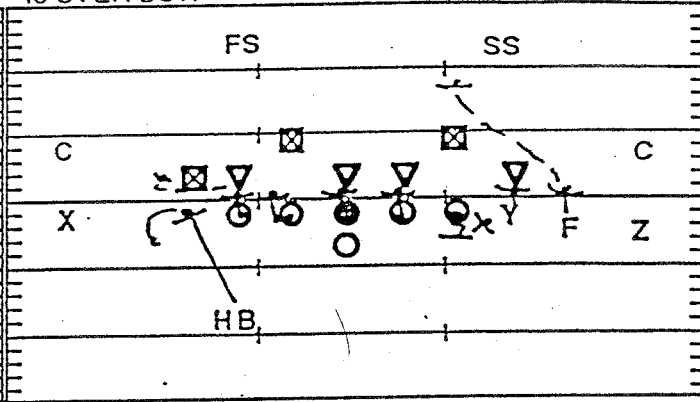
43 OVER



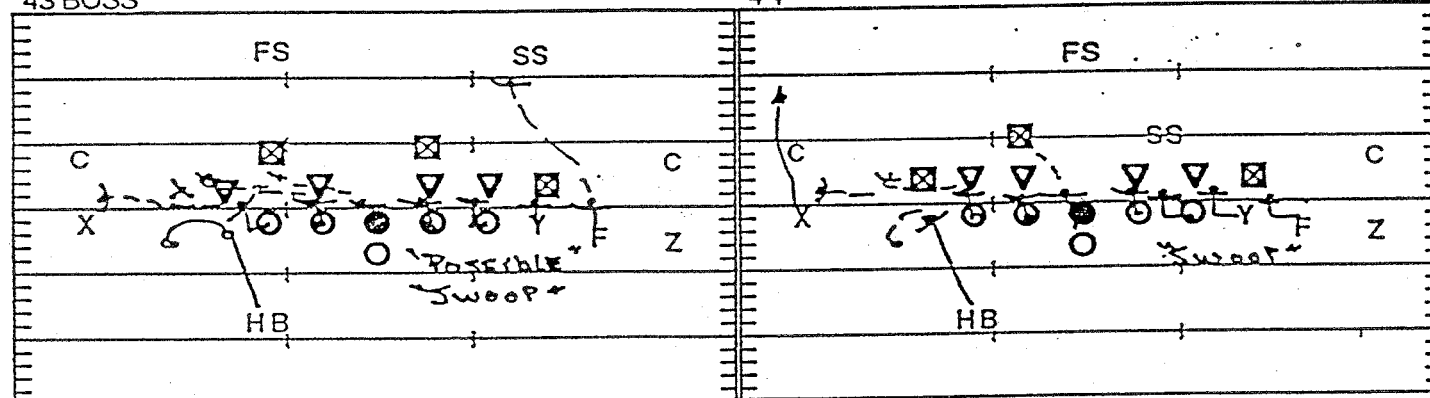
43 UNDER-COLT



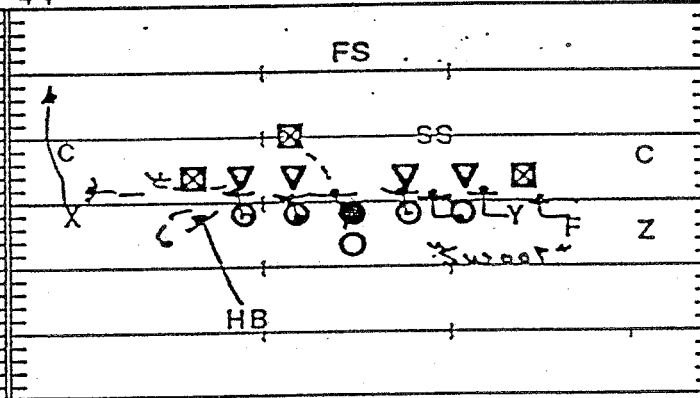
43 OVER-BOW



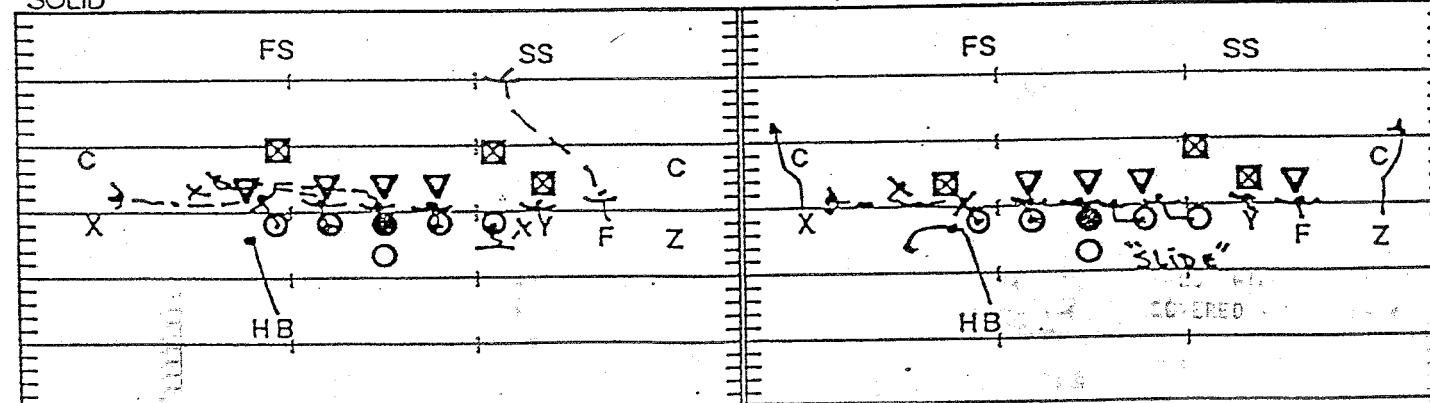
43 BOSS



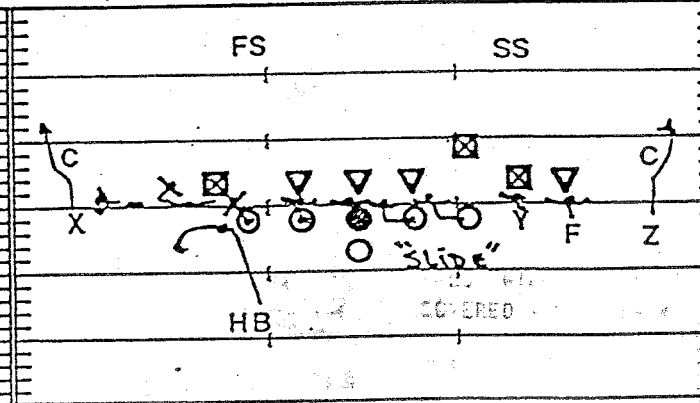
44



SOLID

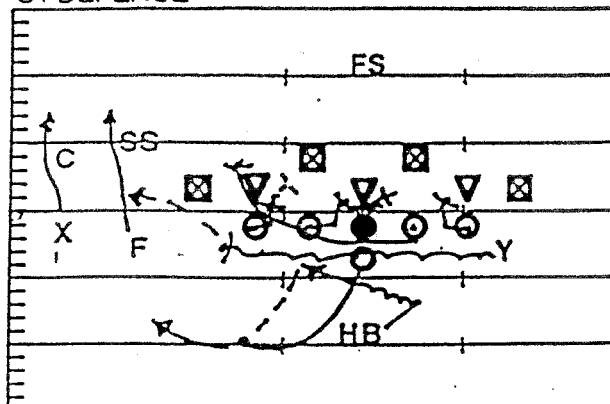


SOLID (BIG) DUBS

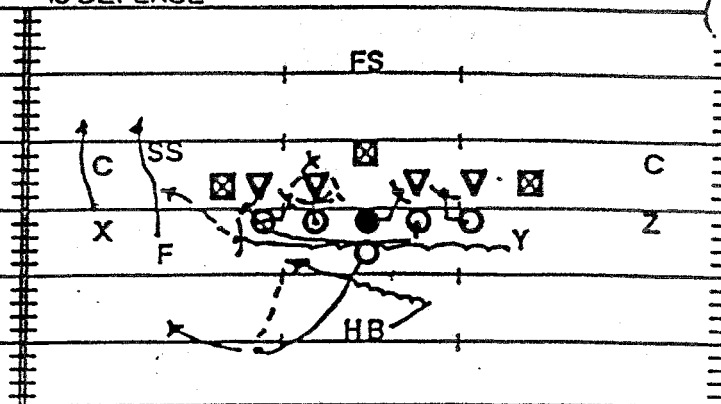


PLAY: SHOVEL PASS RIGHT/LEFT  
NICKEL PLAY (GOOD VS. HARD OUTSIDE RUSH BY DEF. END)

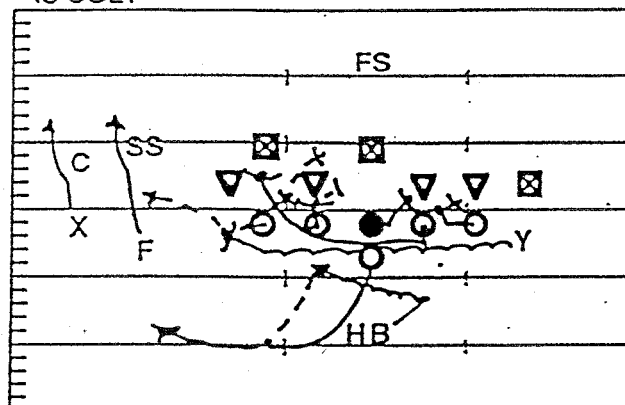
34 DEFENSE



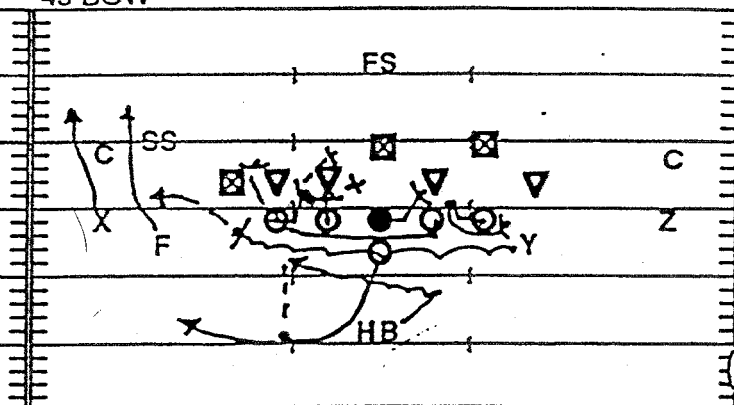
43 DEFENSE



43 COLT



43 BOW



QB - OPEN - SPRINT - GET DEPTH & WIDTH - FLIP BALL BACK TO HB.

HB - IF IN "Q" POSITION - STEP HARD AWAY THEN SLIDE BACK - LOOK FOR BALL OVER ONSIDE TACKLE - GUARD AREA.

FB - RELEASE - DRIVE DEFENDER DEEP-THEN #

Y - FLY MOTION - IF DE CROSSES YOUR FACE - # HIM TO THE OUTSIDE  
- IF DE GOES INSIDE RELEASE INTO FLAT

Z - RELEASE - DRIVE DEFENDER DEEP - THEN #

X - RELEASE - DRIVE DEFENDER DEEP - THEN #

OST - DOUBLE-TEAM MAN OVER GUARD. (FLASH DE IF POSSIBLE). DON'T BE DOWNFIELD EARLY  
IF YOUR GUARD UNCOVERED - INFLUENCE # MAN OVER TO LBKR

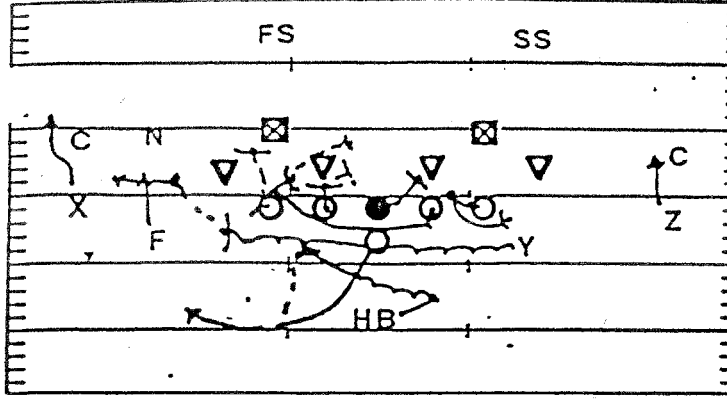
OSG - IF COVERED - DOUBLE TEAM W/TACKLE - LOOK FOR RUN THRU.  
IF UNCOVERED - ACE #.

CENTER - # MAN OVER - ACE # OR OFF # IF OFF GUARD COVERED  
UNCOVERED - # BACK.

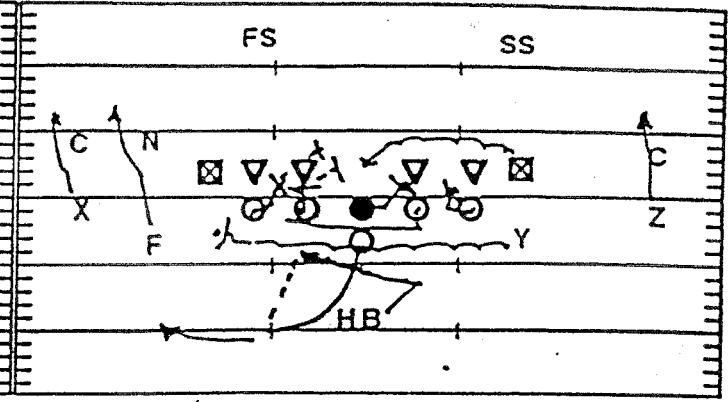
BSG - PULL - TURN UP 1ST DAYLIGHT - NO HESITATION.

BST - IF EMLOS WIDE - STEP DOWN - STAB MAN OVER GUARD - THEN WORK BACK FOR EMLOS.  
IF COVERED - CUT-OFF #

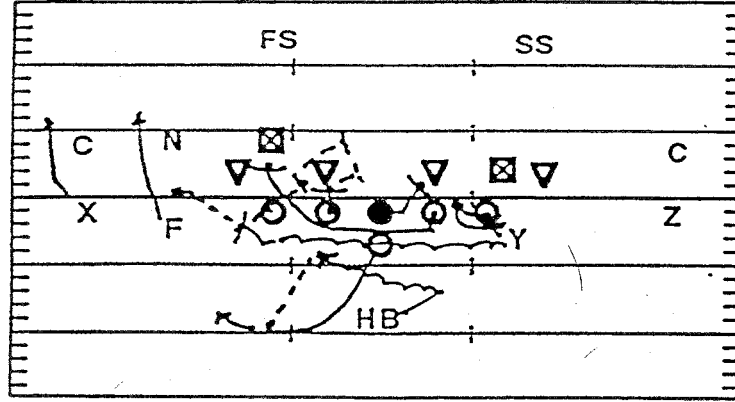
42 NKL



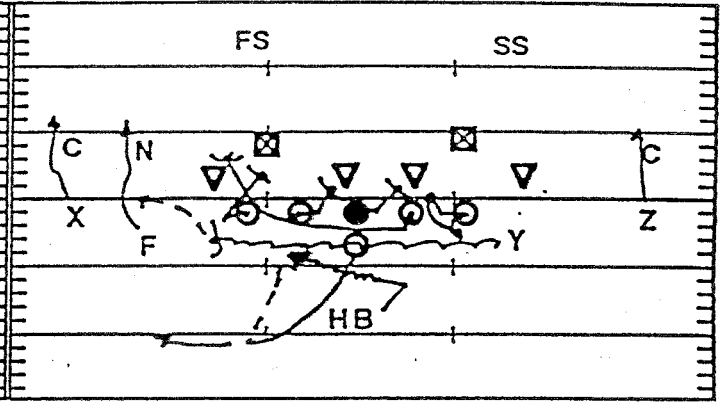
42 N FORCE



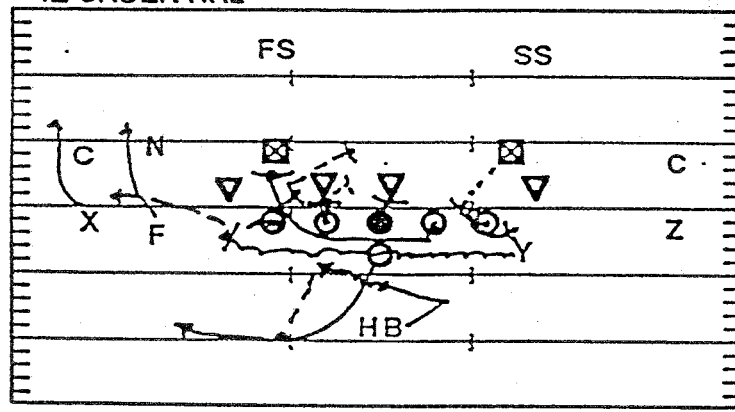
42N EXCHANGE



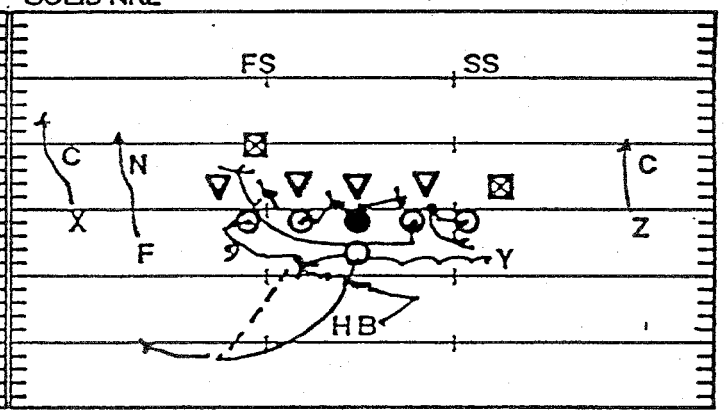
42 OVER NKL



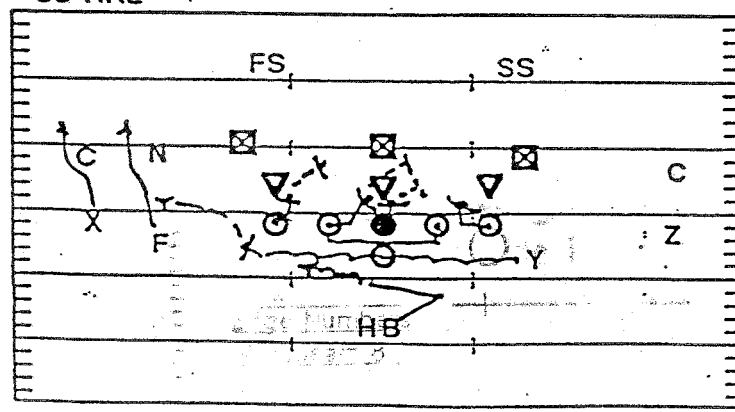
42 UNDER NKL



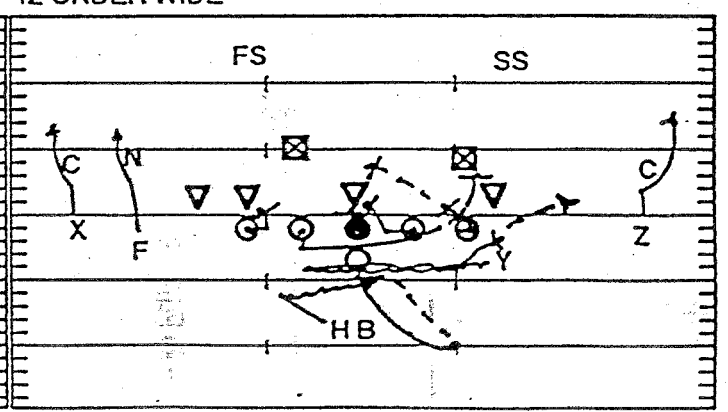
SOLID NKL



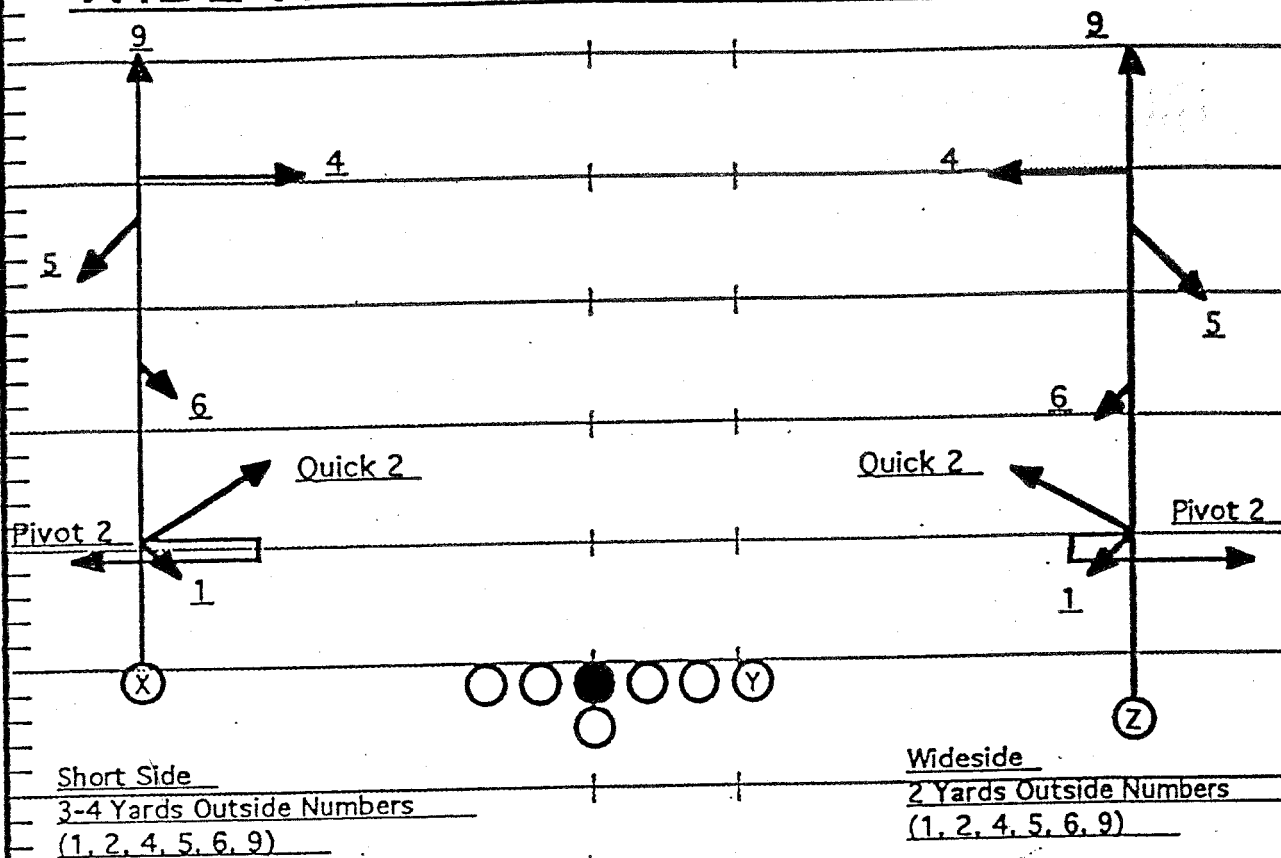
33 NKL



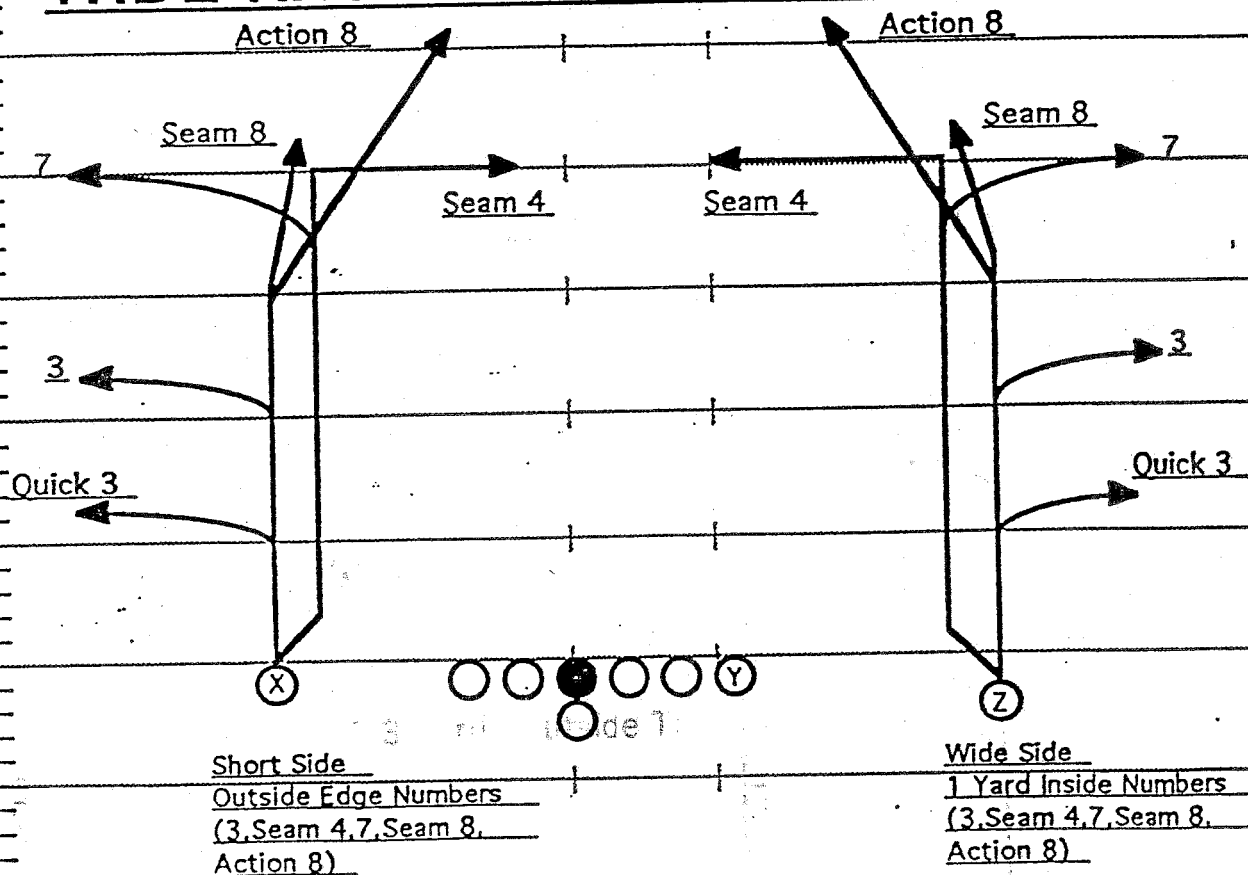
42 UNDER WIDE



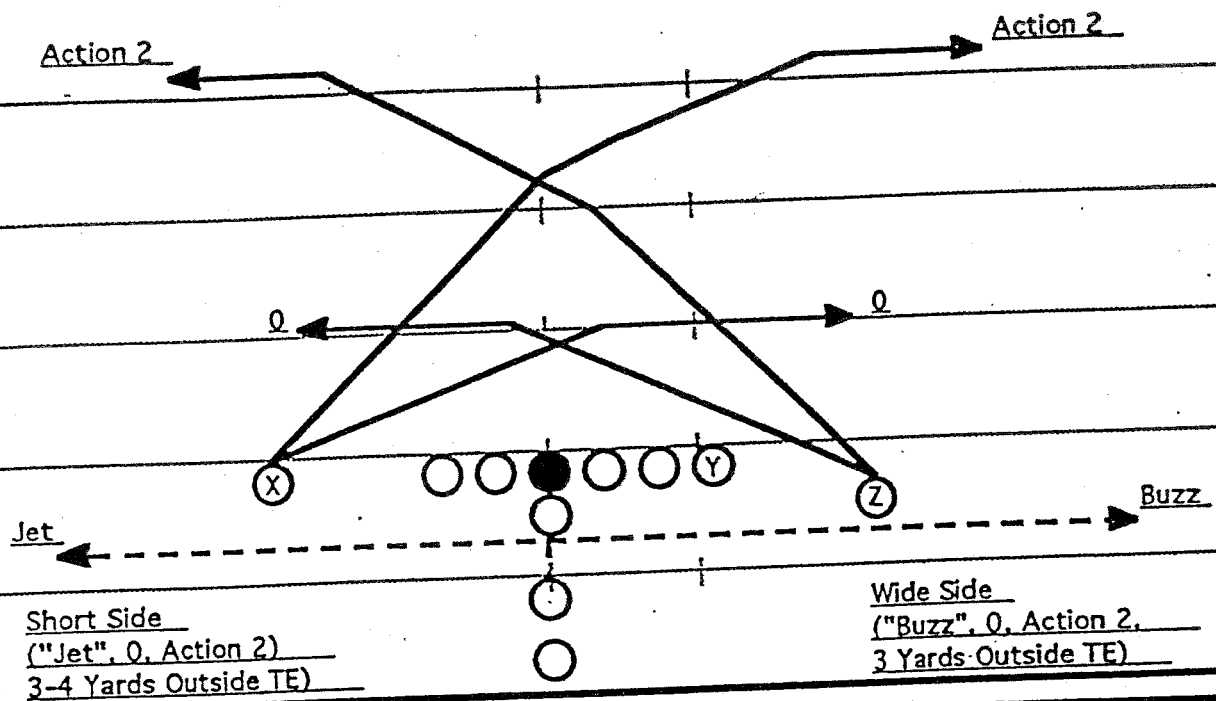
# WIDE RECEIVER ROUTES/SPLITS



# WIDE RECEIVER ROUTES/SPLITS



# WIDE RECEIVER ROUTES/SPLITS



# WIDE RECEIVER ROUTES/SPLITS

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

Splits: Short Side: 3-4 Yards Outside The Numbers

Wide Side: 2 Yards Outside Numbers

Routes: 3, Seam 4, 7, 8

Splits: Short Side: Outside Edge Of The Numbers

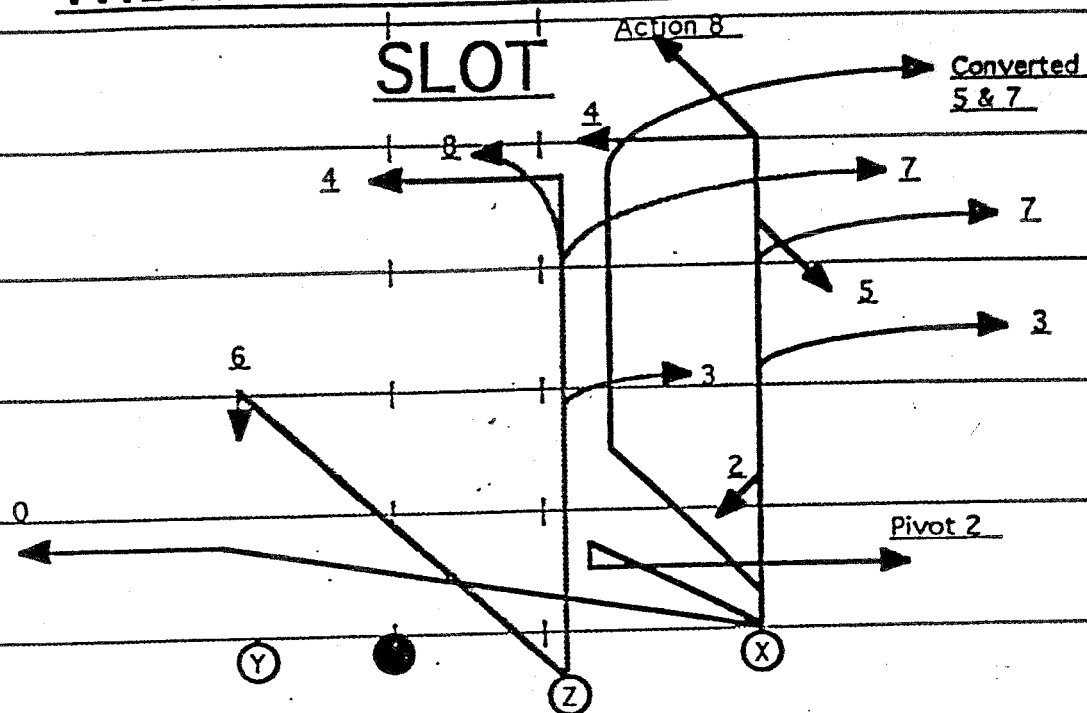
Wide Side: 2 Yards Inside Numbers

Routes: O, Action 2, Buzz & Jet

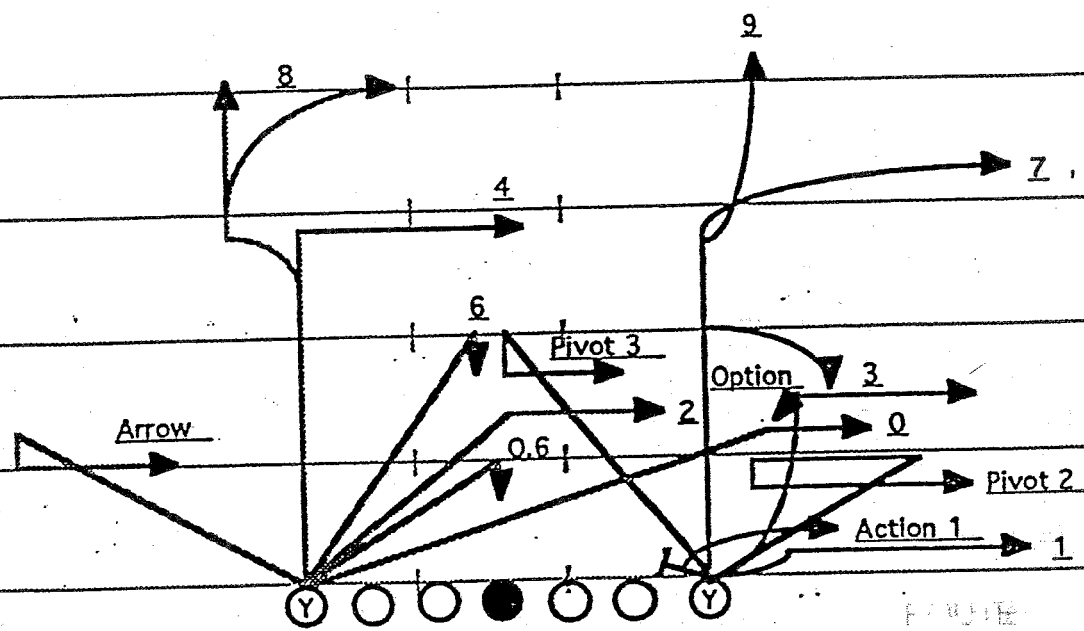
Split: Short or Wide: 2-3 Yards Outside TE



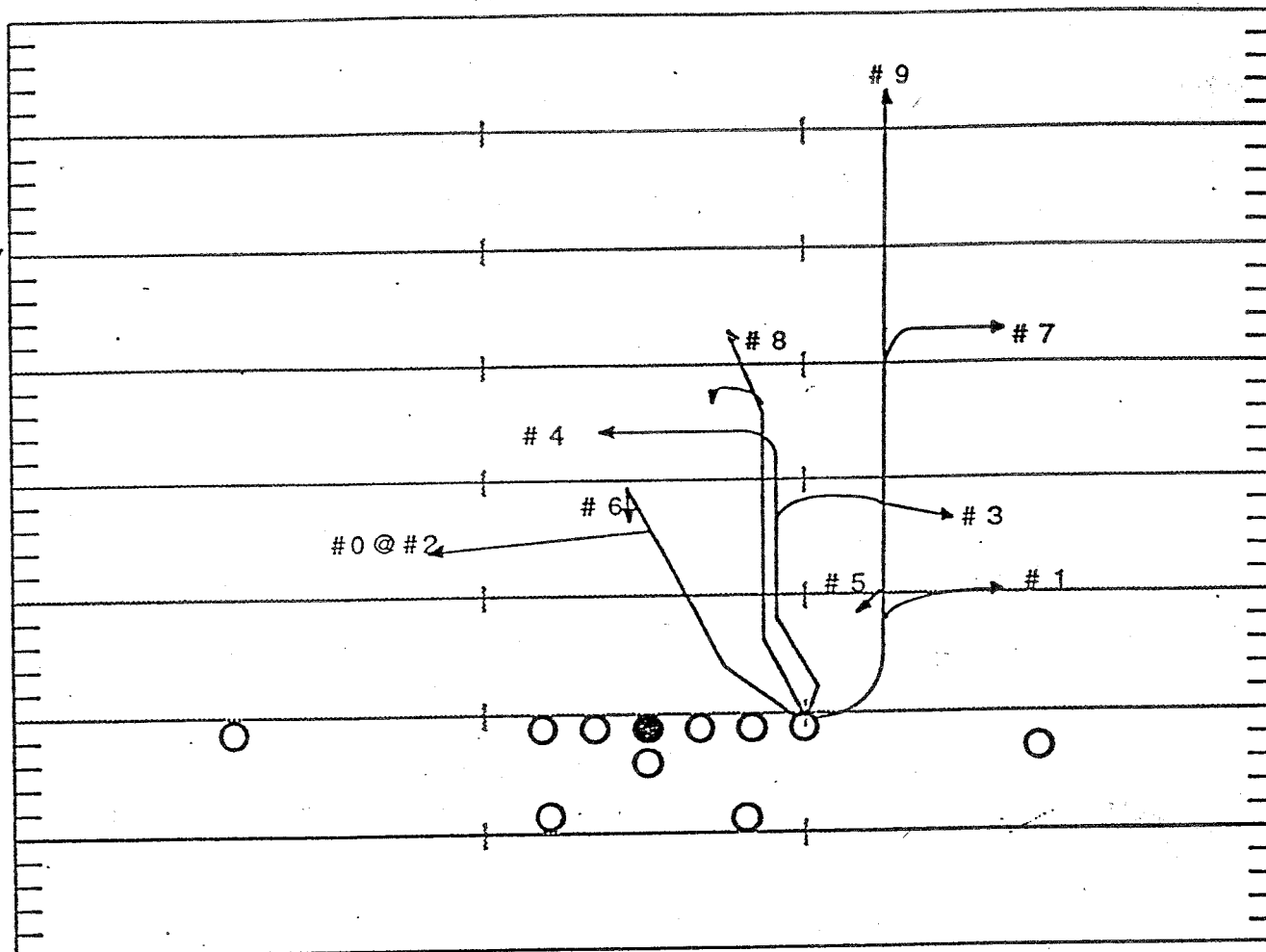
# WIDE RECEIVER ROUTES



# TITE-END ROUTES



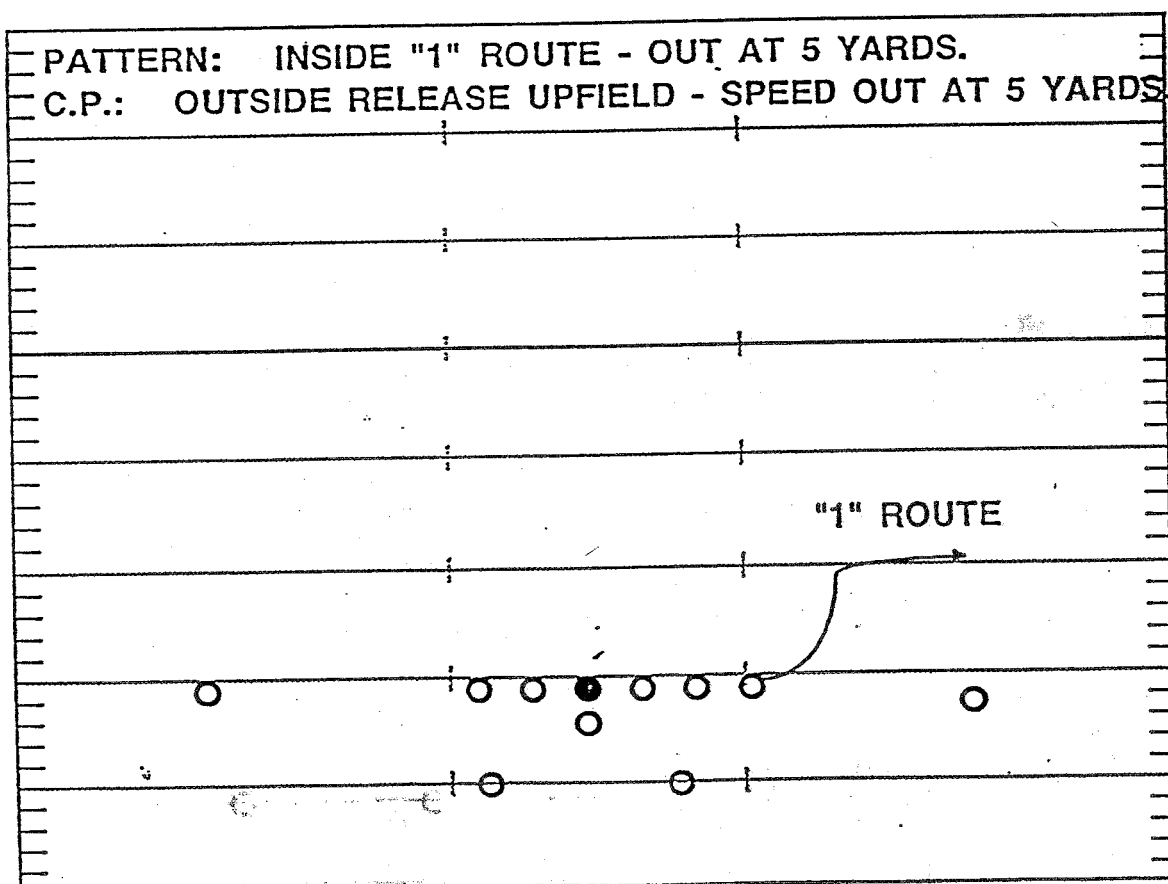
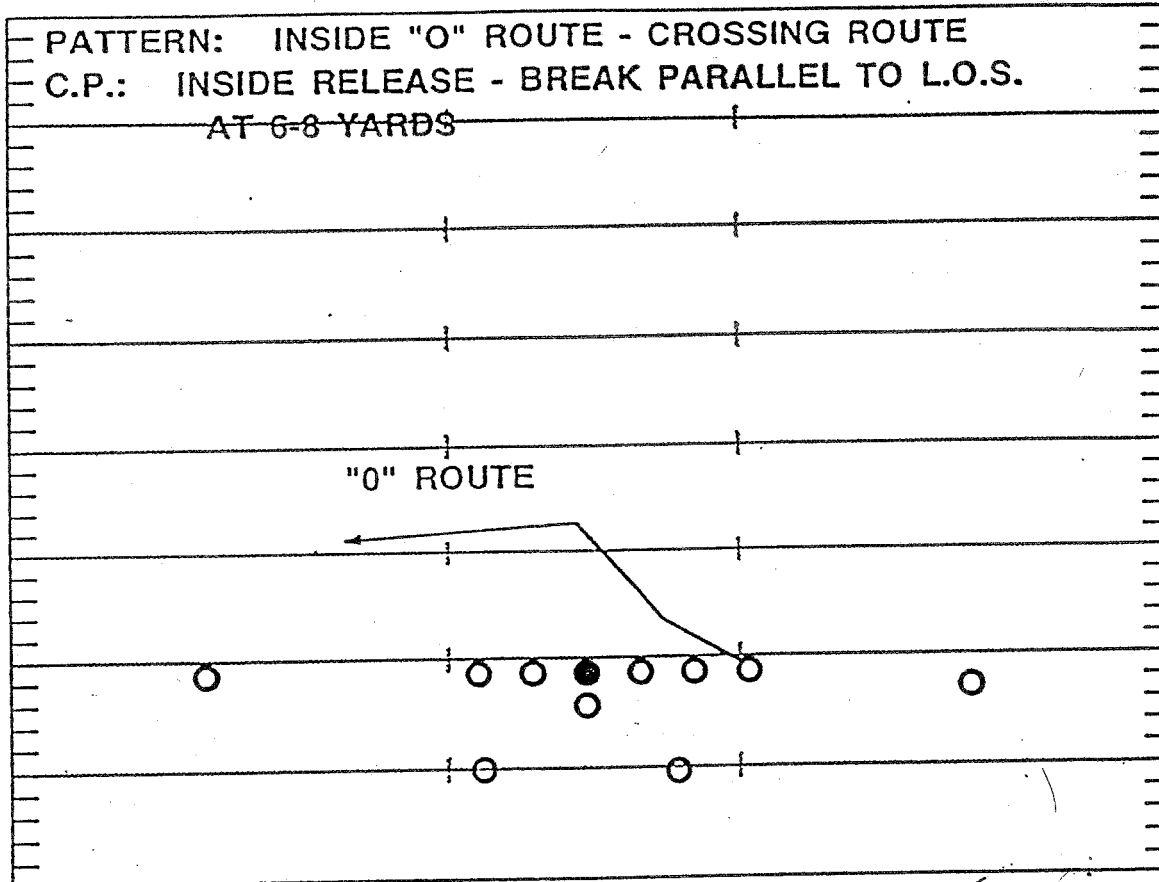
## TIGHT END ROUTES



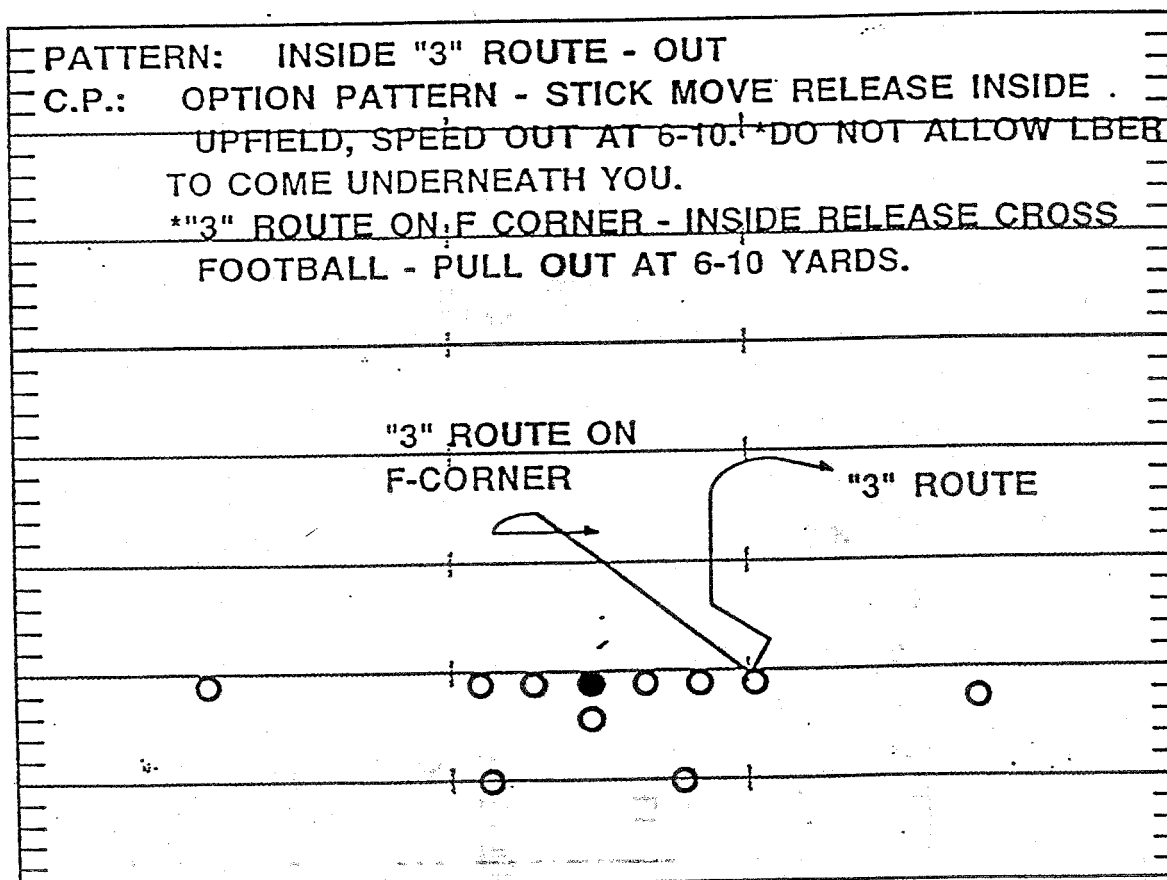
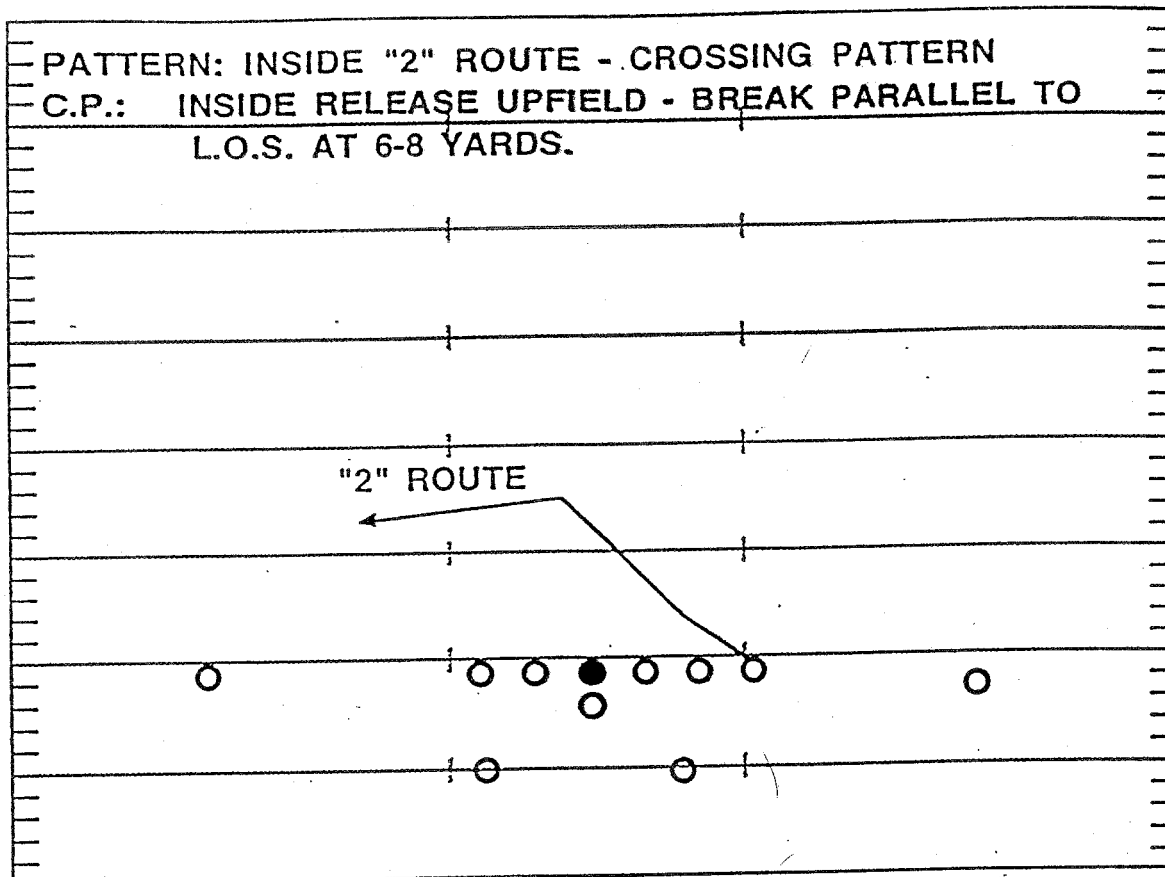
## INSIDE ROUTES

- 0 ROUTE     6-8 yard crossing route.
- 1 ROUTE     Arc release upfield speed out a 5 yards.
- 2 ROUTE     6-8 yard crossing route. (same as "0" route)
- 3 ROUTE     Inside release upfield speed out at 8 yards. **\*\*DO NOT ALLOW LB TO COME UNDERNEATH YOU!**
- 4 ROUTE     Inside release upfield 10-12 yards (In pattern) behind LBers.
- 5 ROUTE     Outside release upfield toward numbers. Curl in at 5 yards.
- 6 ROUTE     Inside release upfield, middle Curl at 8-10 yards.
- 7 ROUTE     Outside release upfield, Corner route at 14-17. yards.
- 8 ROUTE     Read pattern - Inside release upfield 12 to 14 yards. Read the coverage. MOFO-POST, MOFC-HOOK, MAN CONVERT TO "4".
- 9 ROUTE     Outside release, Streak pattern.

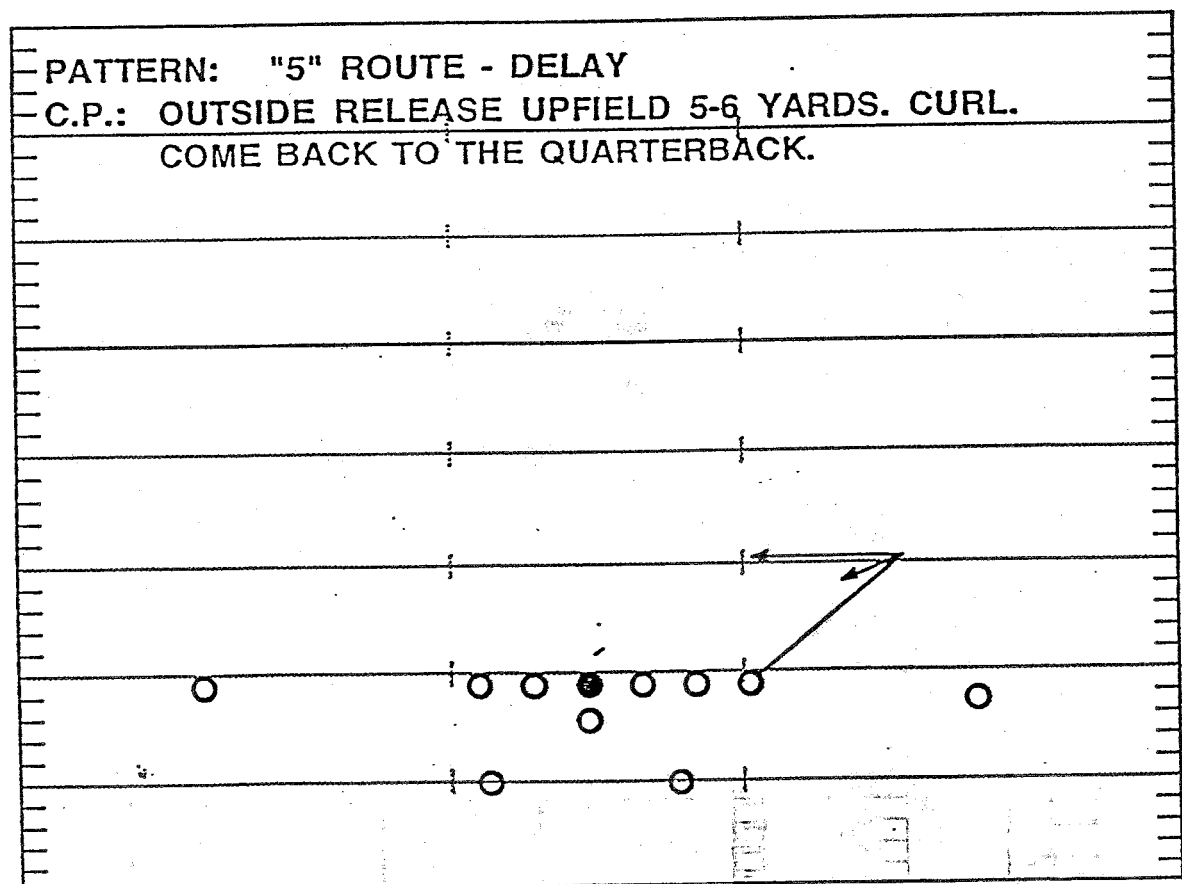
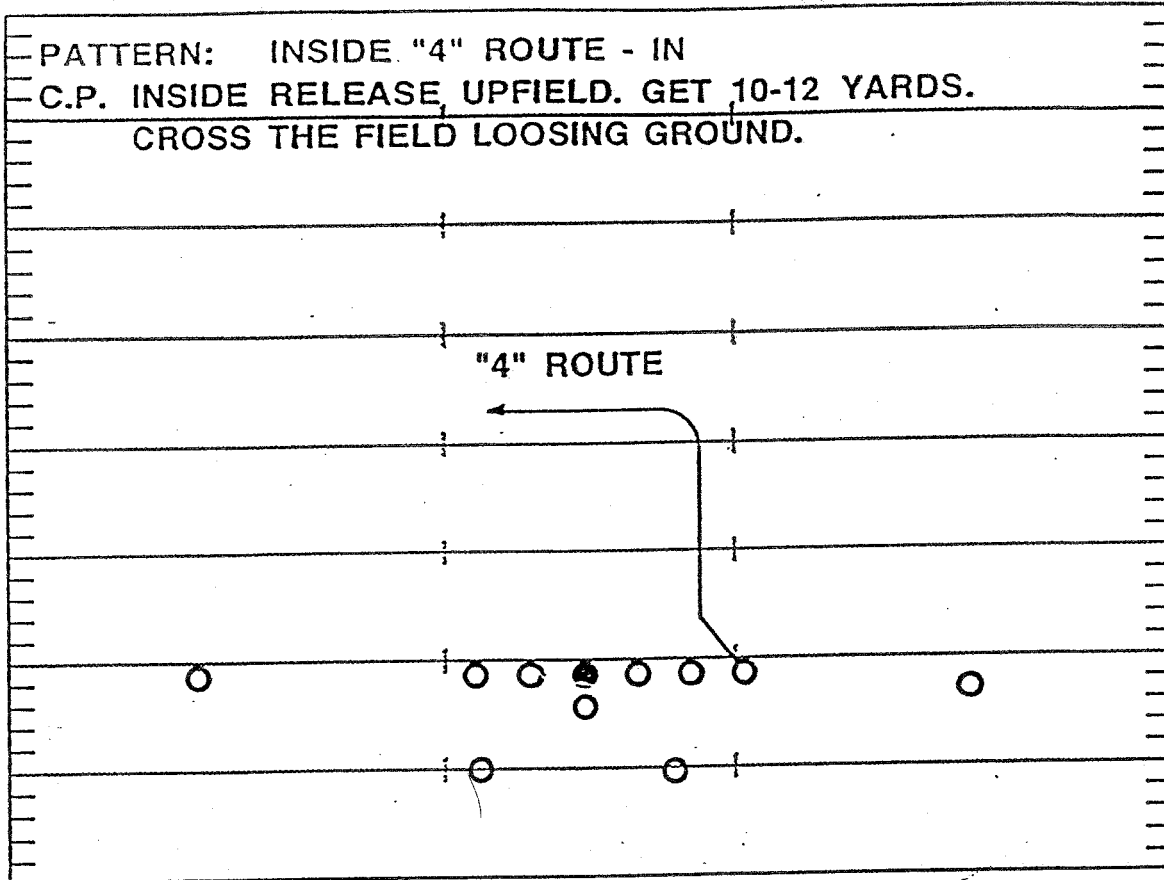
## TIGHT END ROUTES



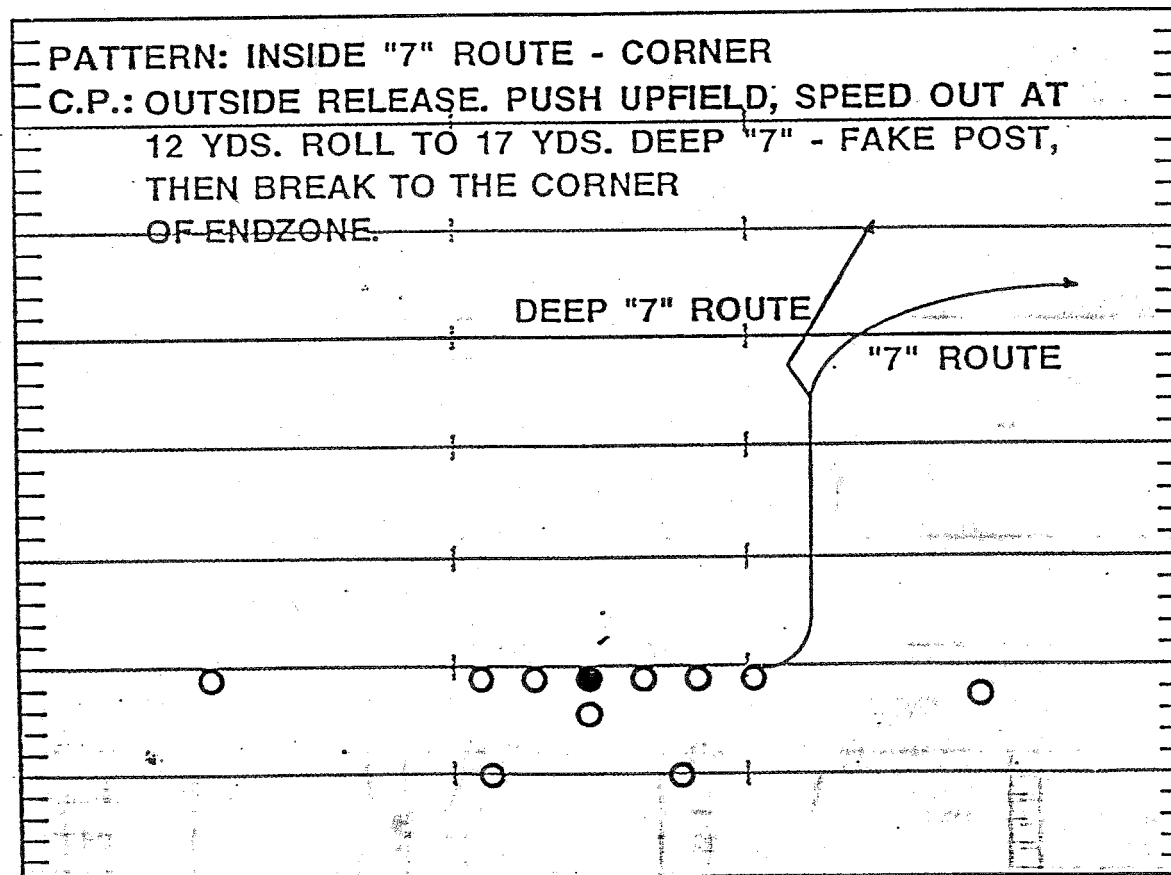
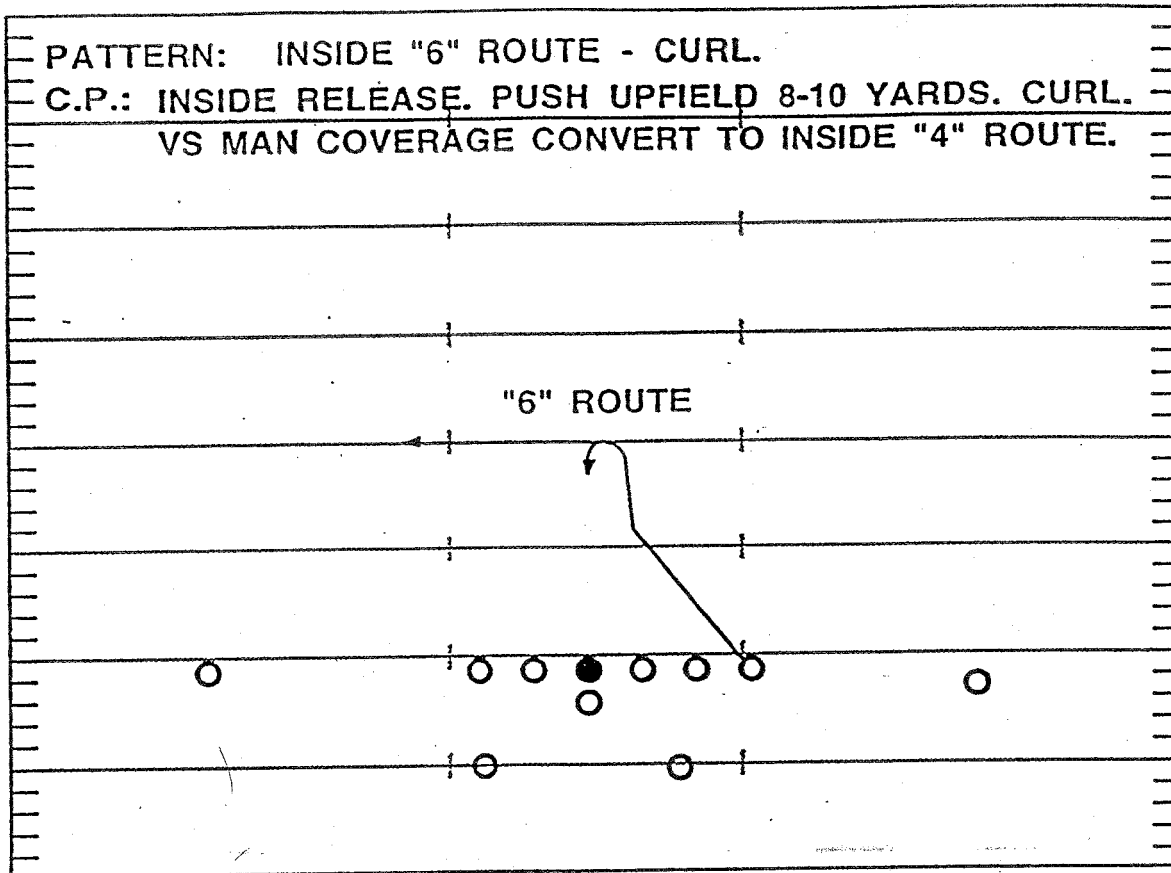
## TIGHT END ROUTES



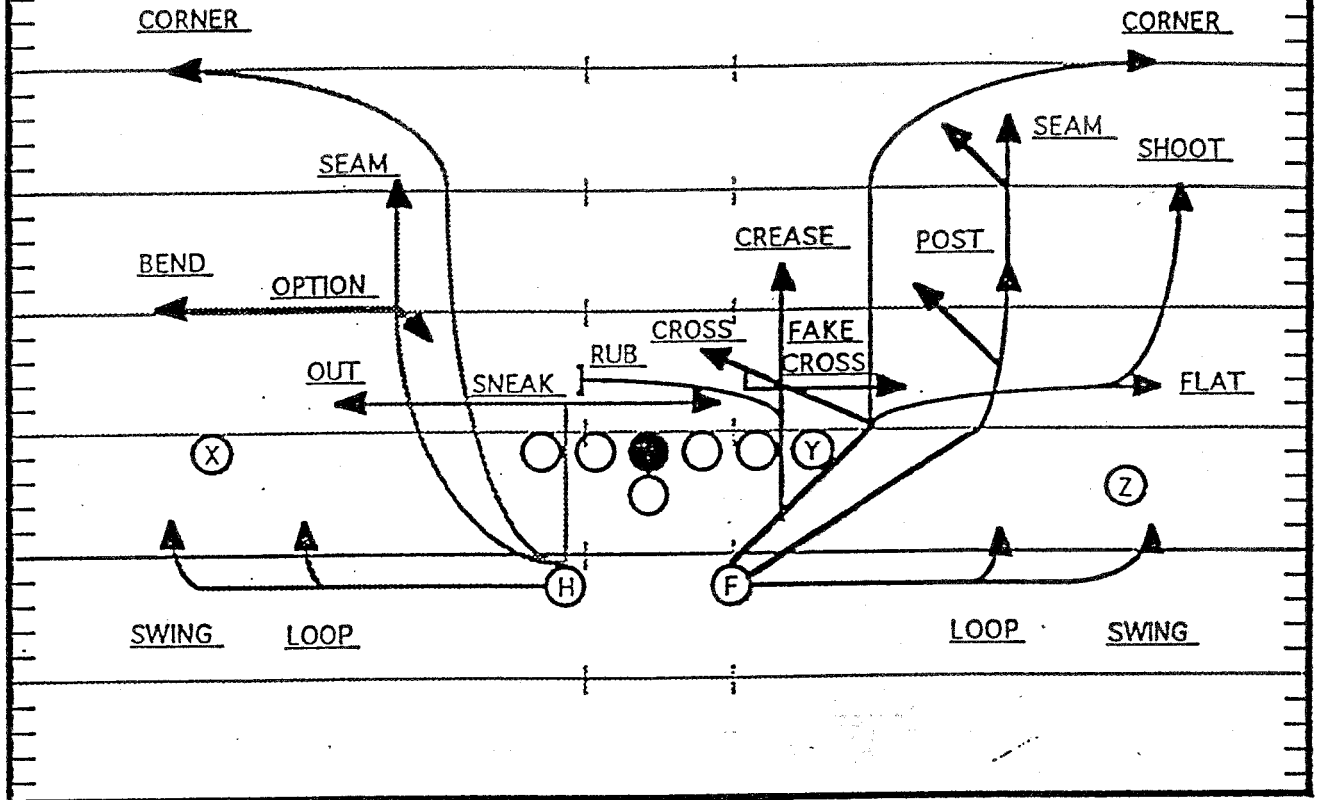
# TIGHT END ROUTES



## TIGHT END ROUTES

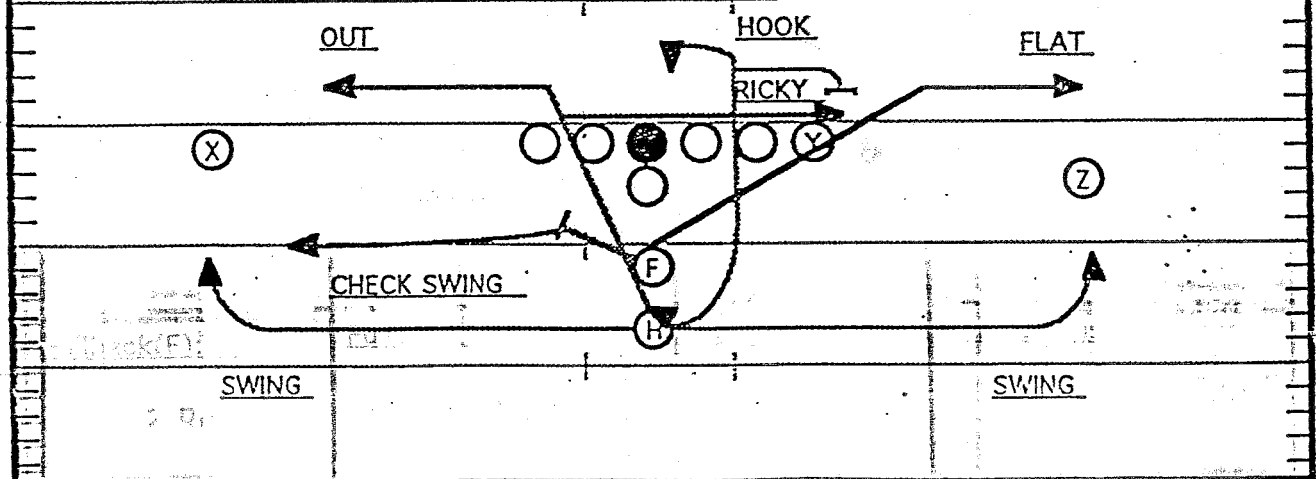


# BACKFIELD ROUTES

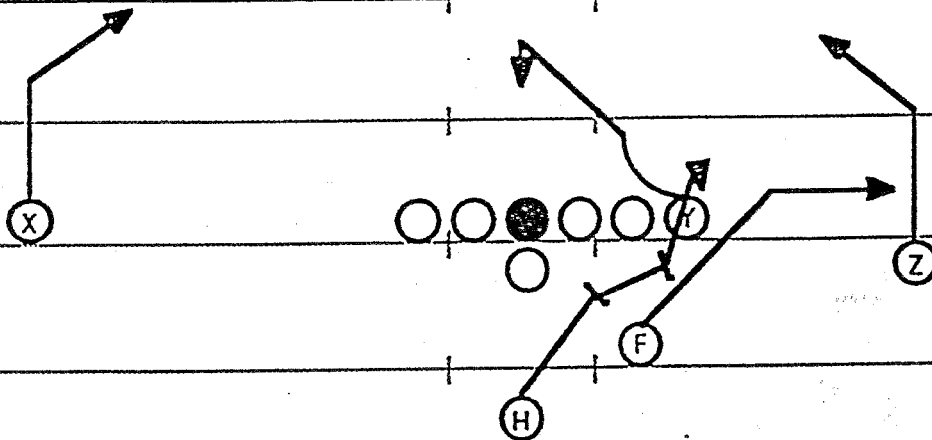


# BACKFIELD ROUTES

## "I" BACKS



# QUICK ACE 262 F FLAT



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

2 Route

Tight-End(Y):

6 Route

Flanker(Z):

2 Route

Halfback(H):

Double Check-Hook Route

Formations:

Fullback(F):

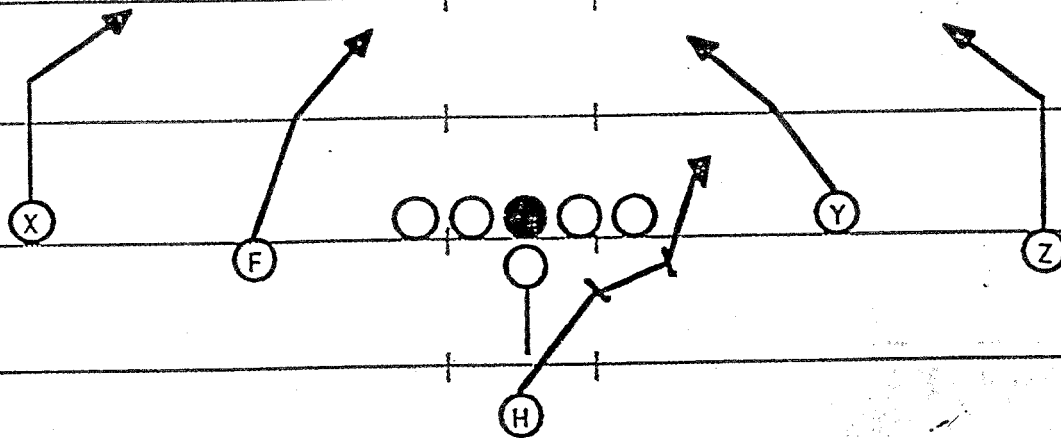
2 Route

Fullback(F):

Flat Route



# QUICK ACE 22



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

2 Route

Tight-End(Y):

2 Route

Flanker(Z):

2 Route

Halfback(H):

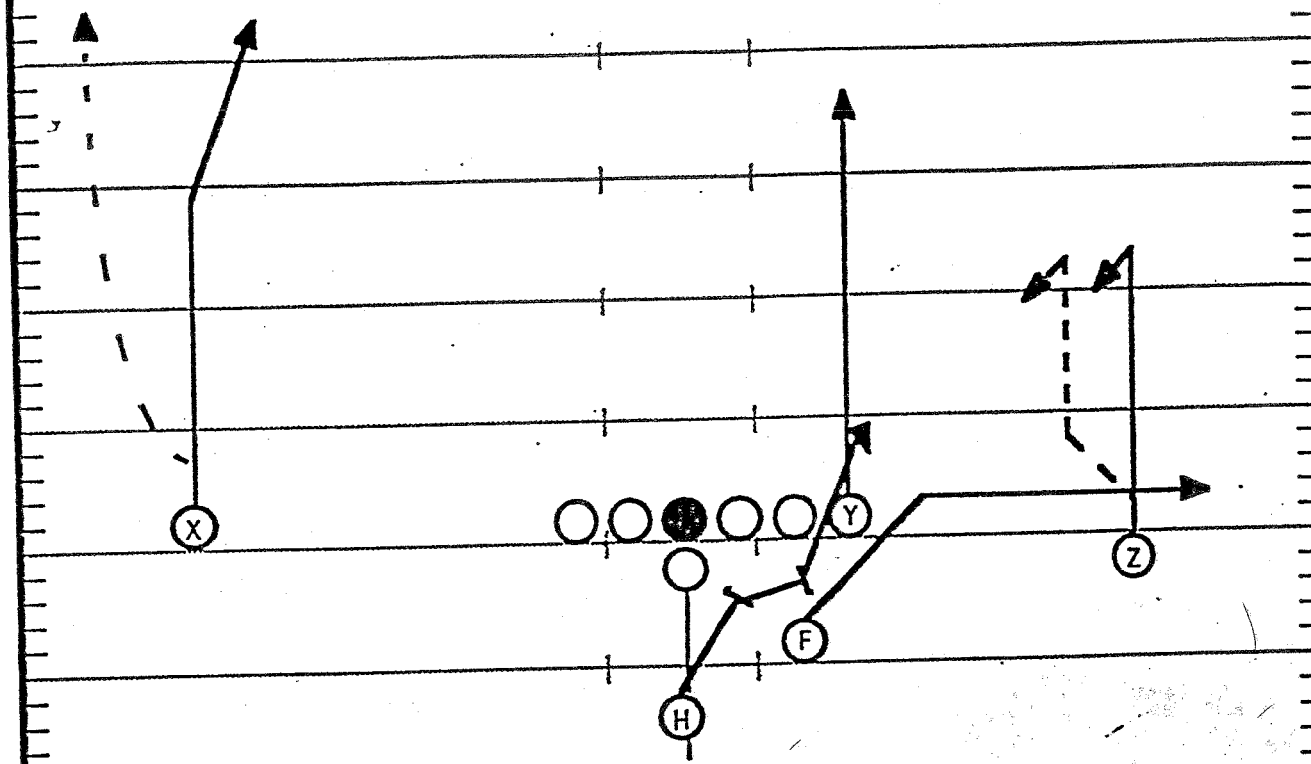
Double Check-Hook Route

Formations:

Fullback(F):

2 Route

ACE 896 F FLAT



Notes:

Quarterback:

**Progression:**

**Footwork:**

Split-End(X):

## 8 Route

Tight-End(Y):

## 9 Route

Flanker(Z):

## 6 Route

**Halfback(H):**

## Double Check-Hook Route

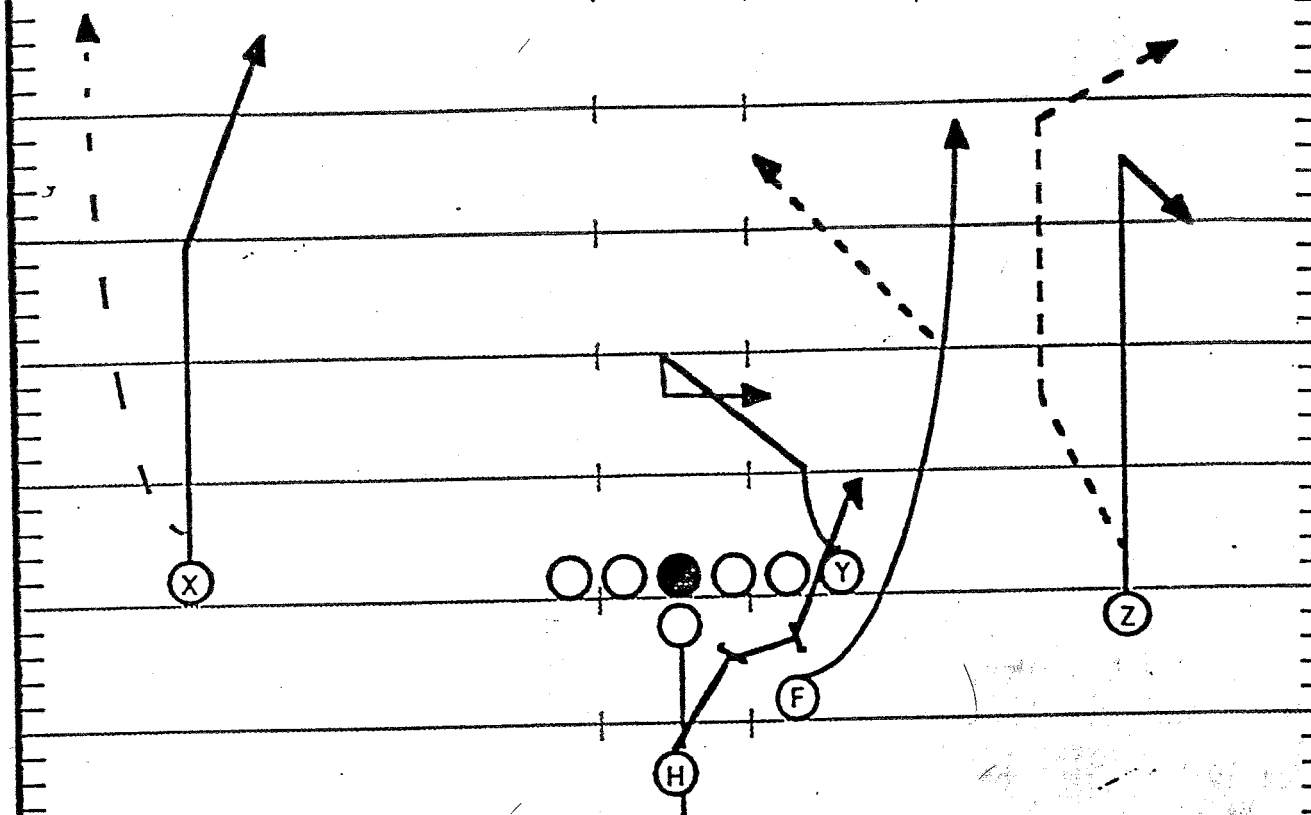
Formations:

Fullback(F):

## Flat Route

Fontes: 1985

# ACE 835 F SEAM



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

Pivot 3 Route

Flanker(Z):

5 Route

Halfback(H):

Double Check-Hook Route

Formations:

Fullback(F):

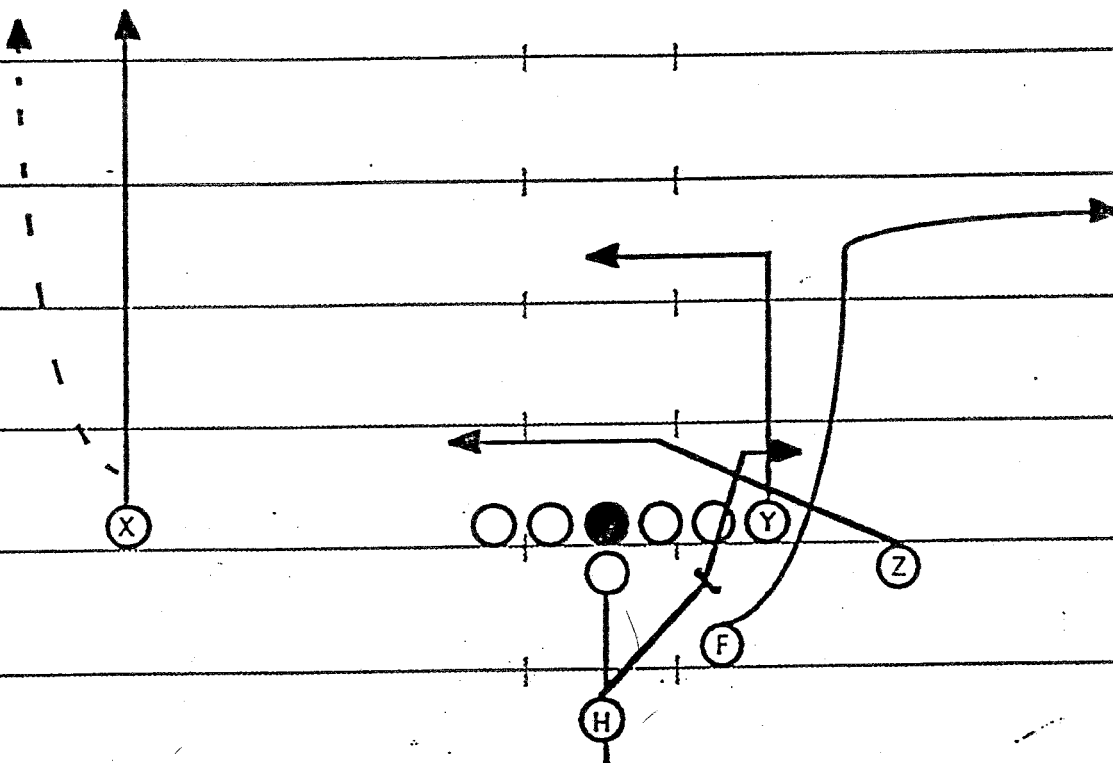
Seam Route

Formations

Jack Zip

Fabric Motion

ACE 940 F CORNER



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

## 9 Route

Tight-End(Y):

#### 4 Route

Flanker(Z):

## 0 Route

Halfback(H):

### Check Hook Route

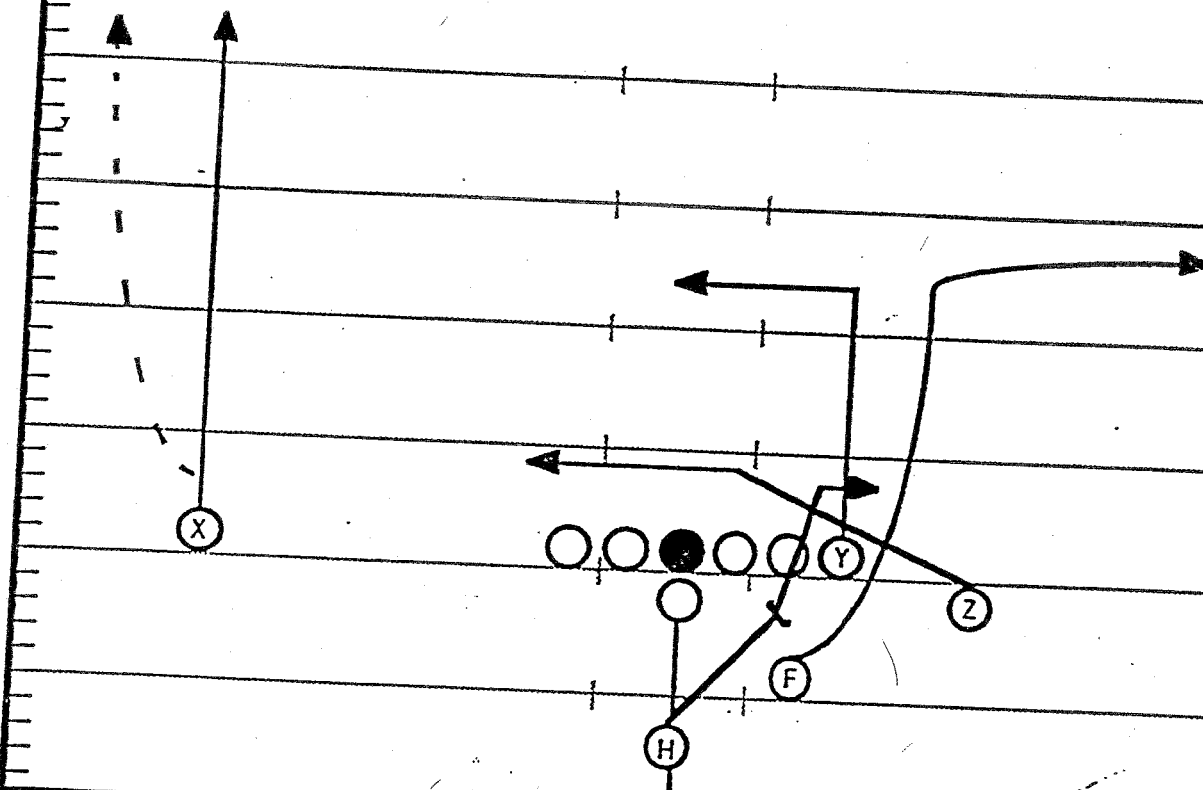
Formations:

Jack Zip  
Twins Motion

Fullback(F):

## Corner Route

ACE 940 F CORNER



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

## 9 Route

Tight-End(Y):

#### 4 Route

Flanker(Z):

## 0 Route

Halfback(H):

### Check Hook Route

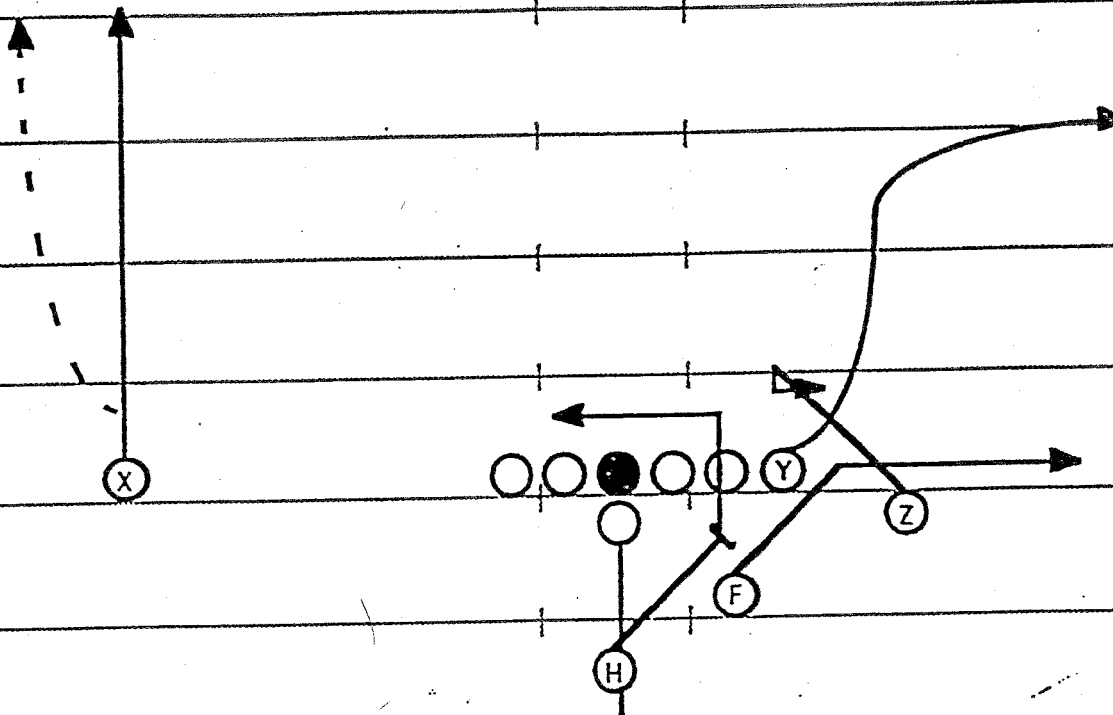
Formations:

Jack Zip  
Twins Motion

Fullback(F):

## Corner Route

ACE 973 F FLAT



Notes:

Quarterback: \_\_\_\_\_

Progression:

**Footwork:**

Split-End(X):

## 9 Route

Tight-End(Y):

## 7 Route

Flanker(Z):

### Pivot 3 Route

Halfback(H):

### Check Drag Route

Formations:

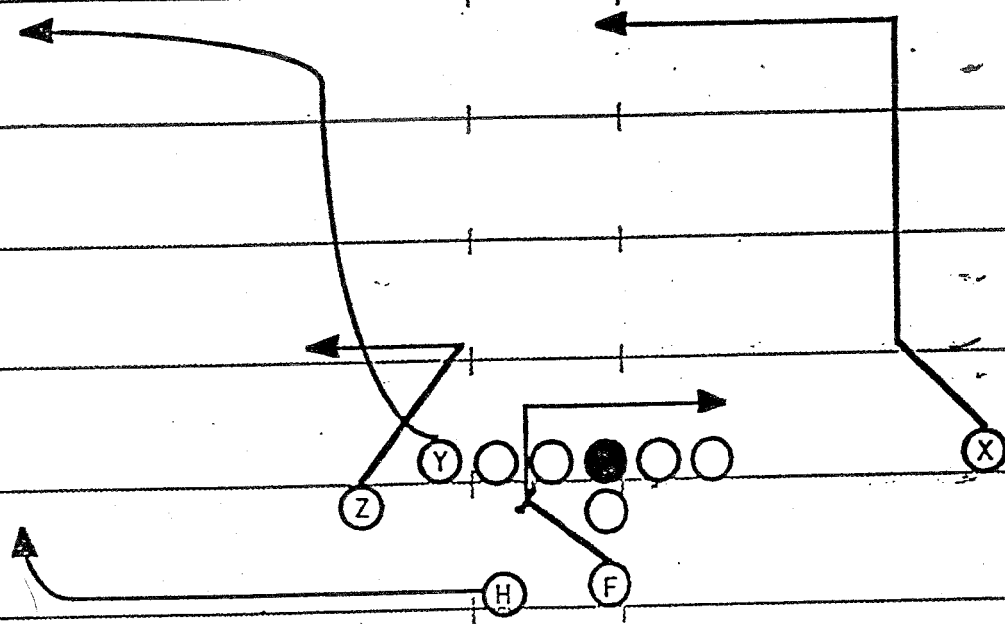
Fullback

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Fullback(F):

## Flat Route

# ACE 73 SWING



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

Seam 4 Route

Tight-End(Y):

Inside 7 Route

Flanker(Z):

3 Route

Halfback(H):

Swing Route

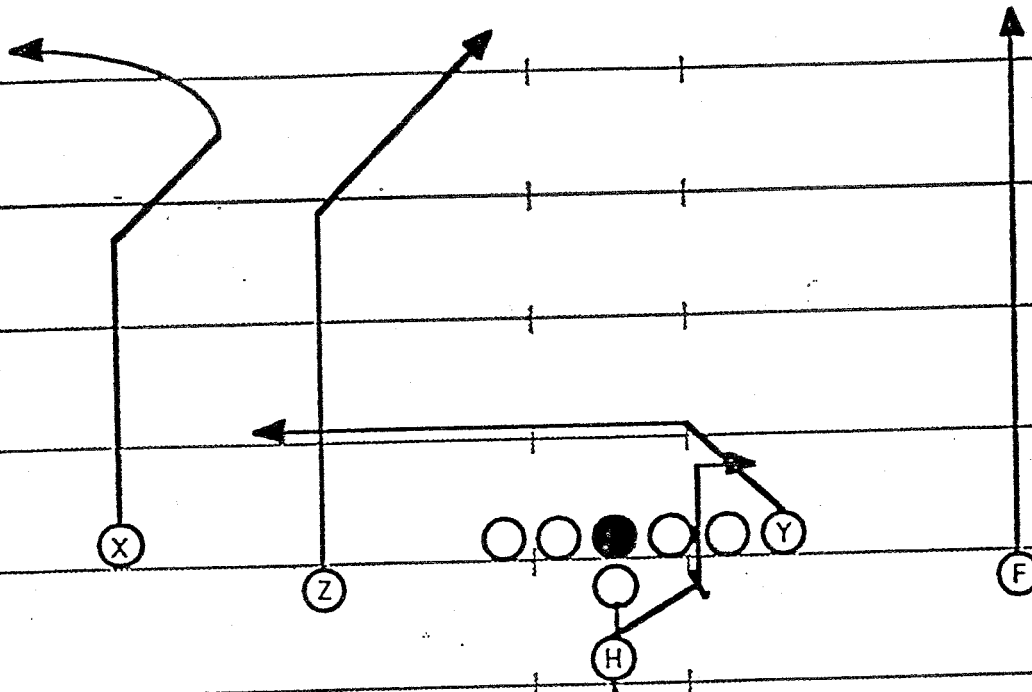
Formations:

Near

Fullback(F):

Check Drag Route

# ACE 087 SPECIAL



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

7 Special Route

Tight-End(Y):

0 Route

Flanker(Z):

8 Special Route

Halfback(H):

Check Hook Route

Formations:

Flex  
I Slot Jet

Fullback(F):

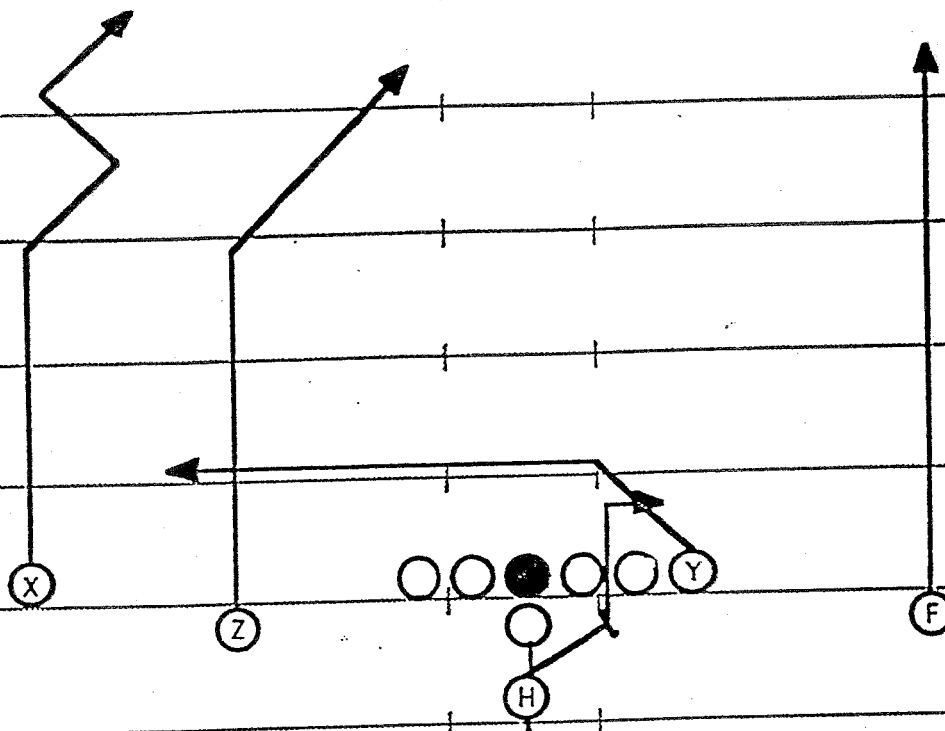
Shoot Route

Formation:

Flex



# ACE 088 SPECIAL



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Special Route

Tight-End(Y):

0 Route

Flanker(Z):

8 Special Route

Halfback(H):

Check Hook Route

Formations:

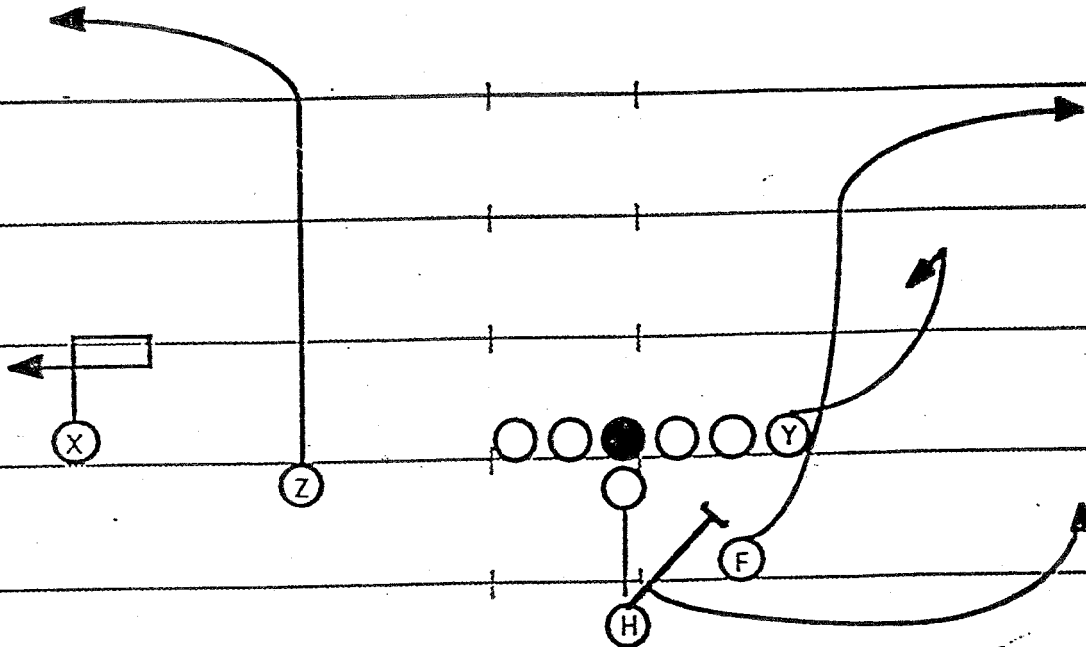
Flex  
I Slot Jet

Fullback(F):

Shoot Route

Formations:

# ACE 572 F CORNER SWING



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

2 Route

Tight-End(Y):

5 Route

Flanker(Z):

7 Route

Halfback(H):

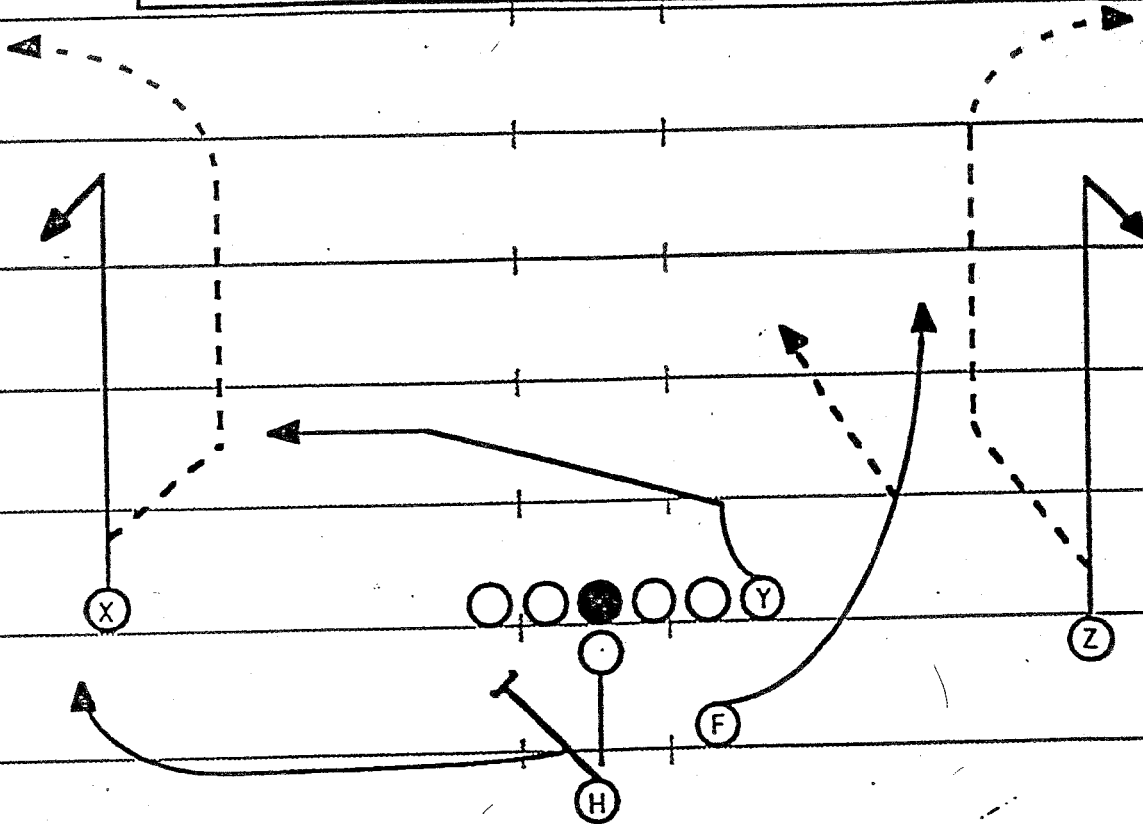
Check Swing Route

Formations:

Fullback(F):

Corner Route

# SCAT 525 F POST SWING



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

2 Route

Flanker(Z):

5 Route

Halfback(H):

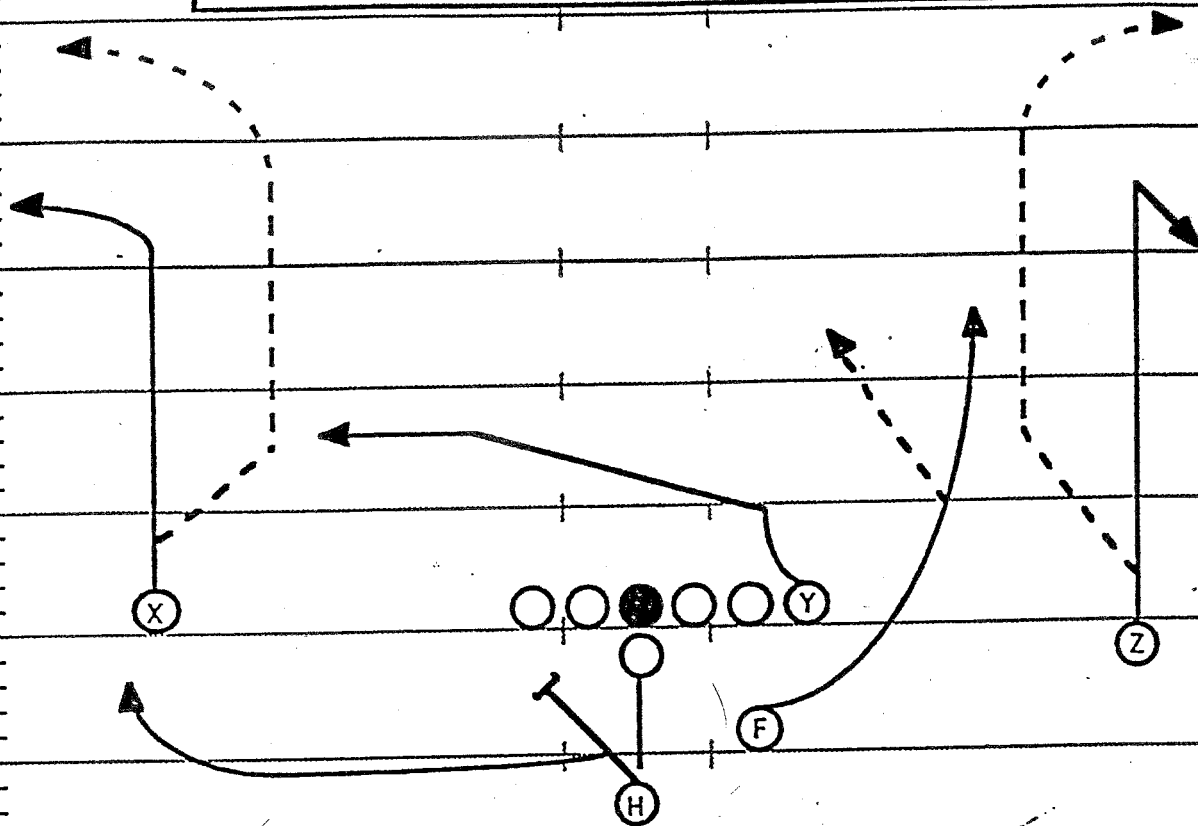
Check-Swing

Formations:

Fullback(F):

Post Route

# SCAT 725 F POST SWING



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

7 Route

Tight-End(Y):

2 Route

Flanker(Z):

5 Route

Halfback(H):

Check-Swing

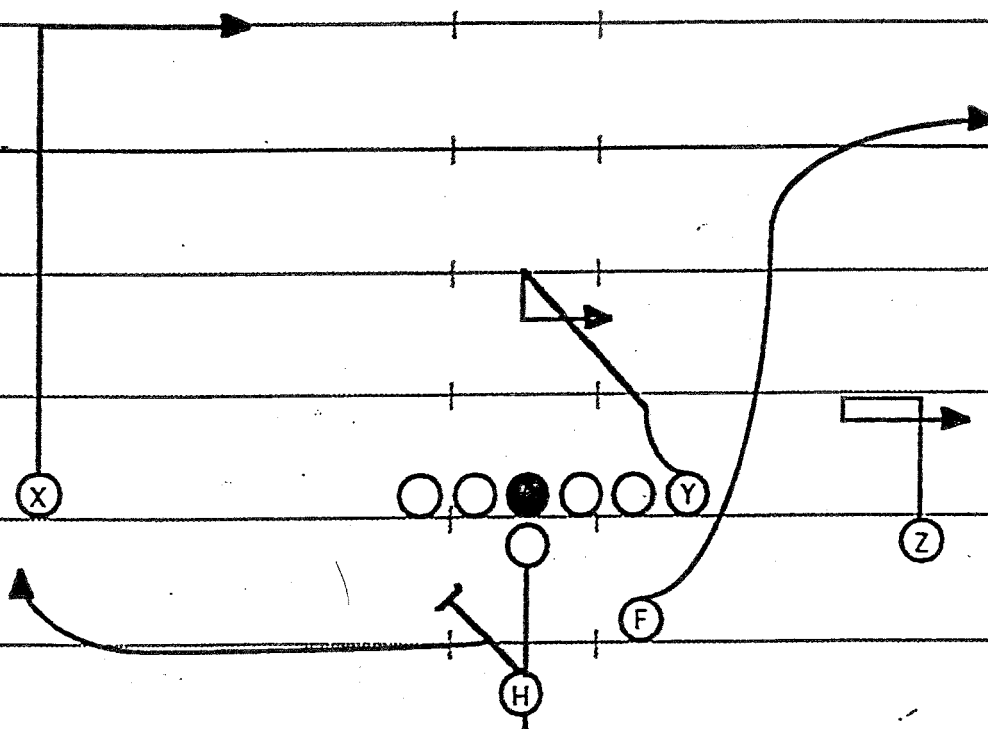
Formations:

Back(F):

Fullback(F):

Post Route

# SCAT 432 F CORNER



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

4 Route

Tight-End(Y):

Pivot 3 Route

Flanker(Z):

2 Route

Halfback(H):

Check-Swing/FullTime

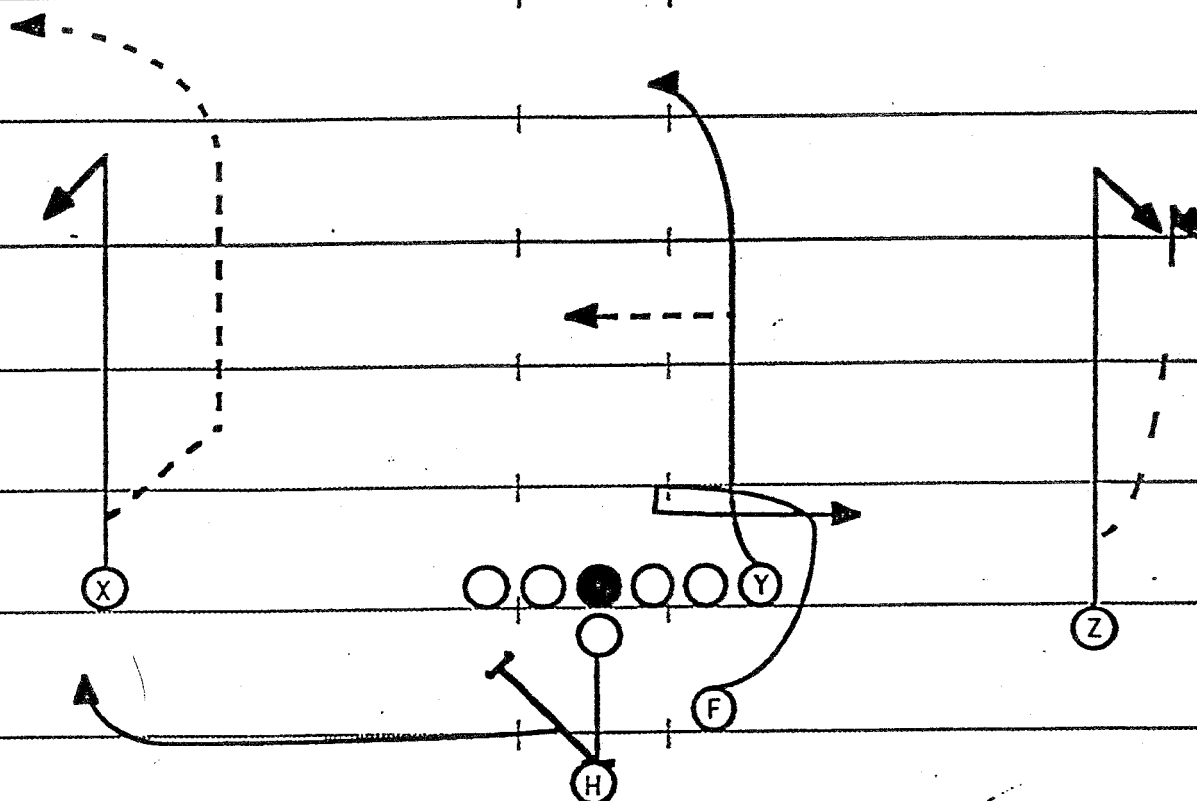
Formations:

Fullback(F):

Corner Route

Corner Back:

# SCAT 585 F FAKE CROSS



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

8 Route

Flanker(Z):

5 Route

Halfback(H):

Check-Swing

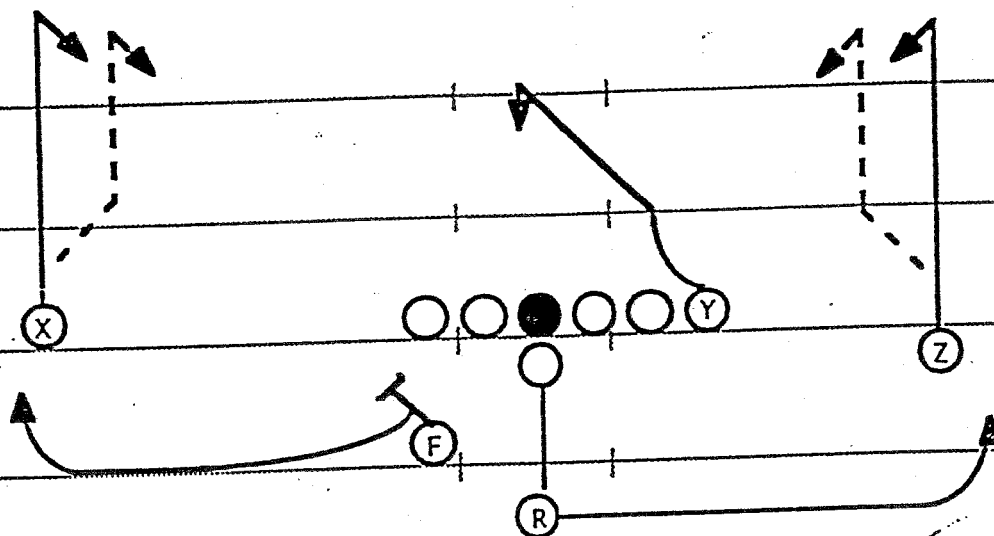
Formations:

Fullback(F):

Fake Cross Route

Formations:

# SCAT 66



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

6 Route

Tight-End(Y):

6 Route

Flanker(Z):

6 Route

Halfback(H):

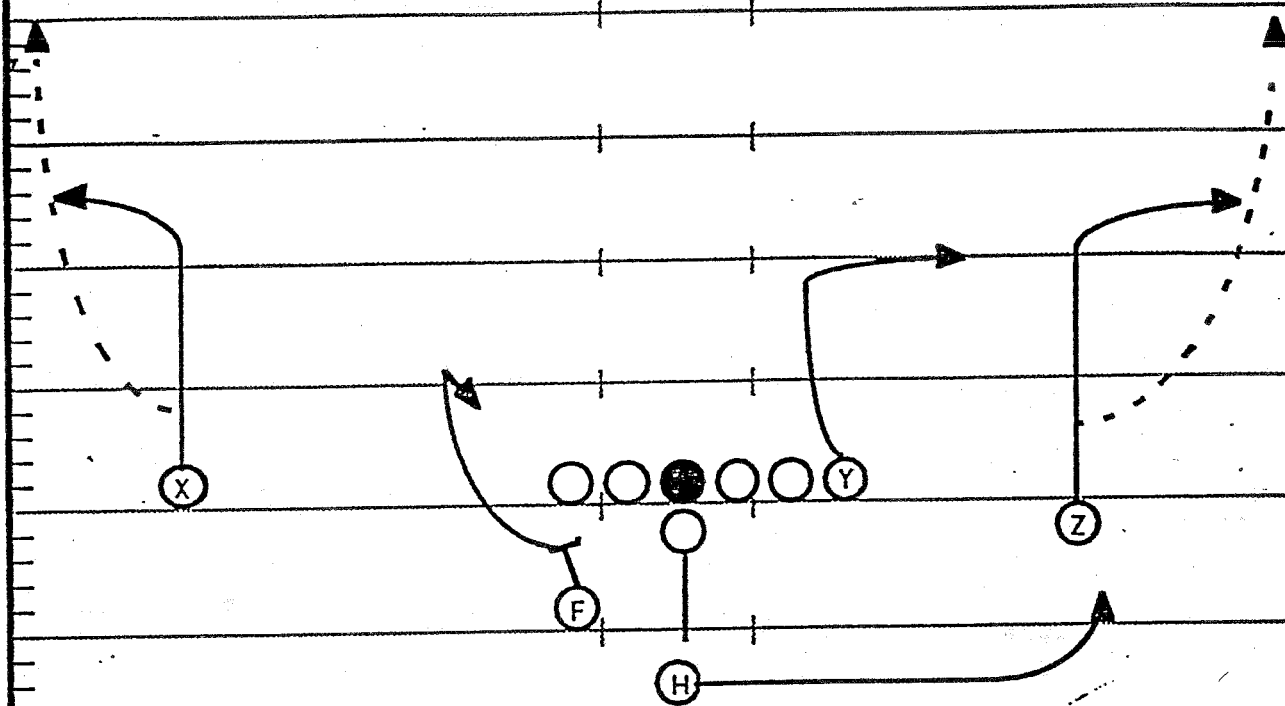
Swing Route

Formations:

Fullback(F):

Check-Swing Route

# SCAT 33



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

3 Route

Tight-End(Y):

3 Route

Flanker(Z):

3 Route

Halfback(H):

Swing Route

Formations:

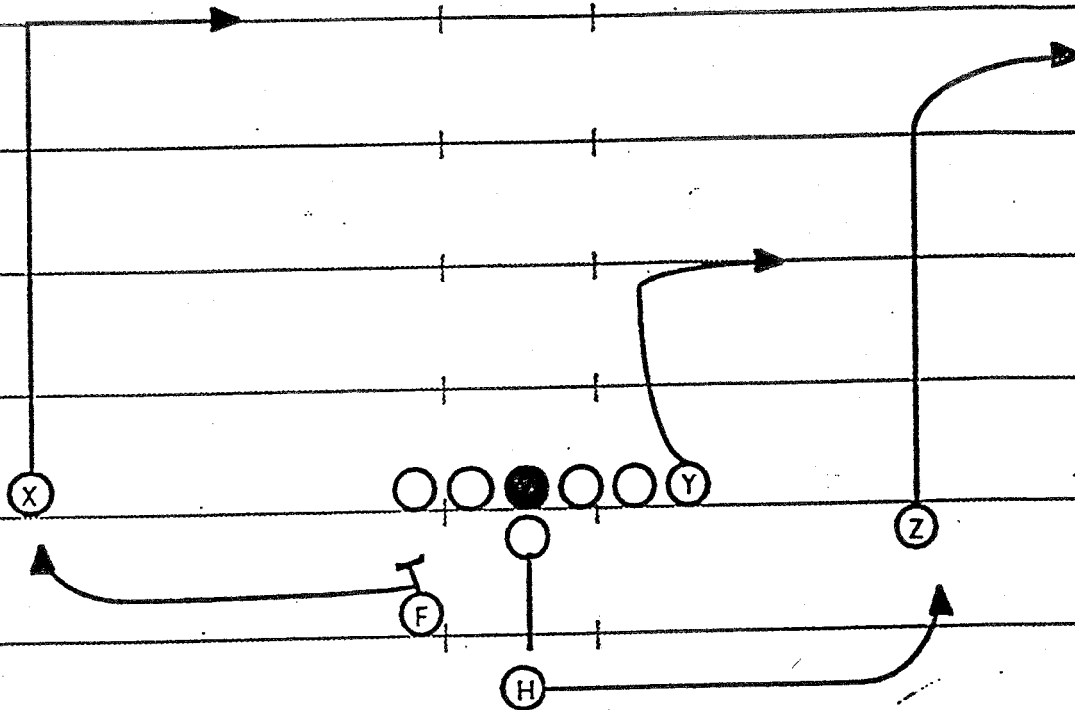
Fullback(F)

Fullback(F):

Hook Route



# SCAT 37



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

4 Route

Tight-End(Y):

3 Route

Flanker(Z):

7 Route

Halfback(H):

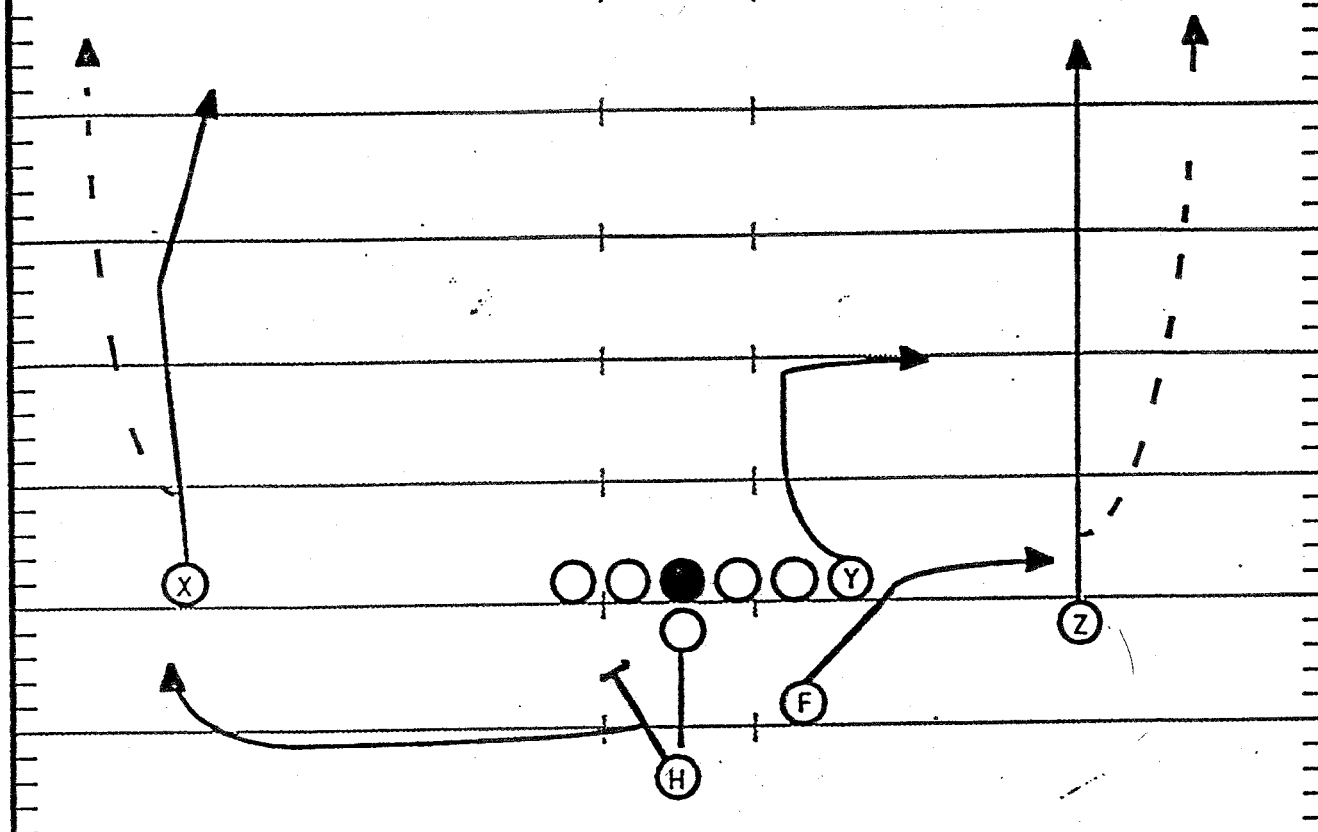
Swing Route

Formations:

Fullback(F):

Check-Swing Route

# SCAT 839 F FLAT



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

3 Route

Flanker(Z):

9 Route

Halfback(H):

Check-Swing Route

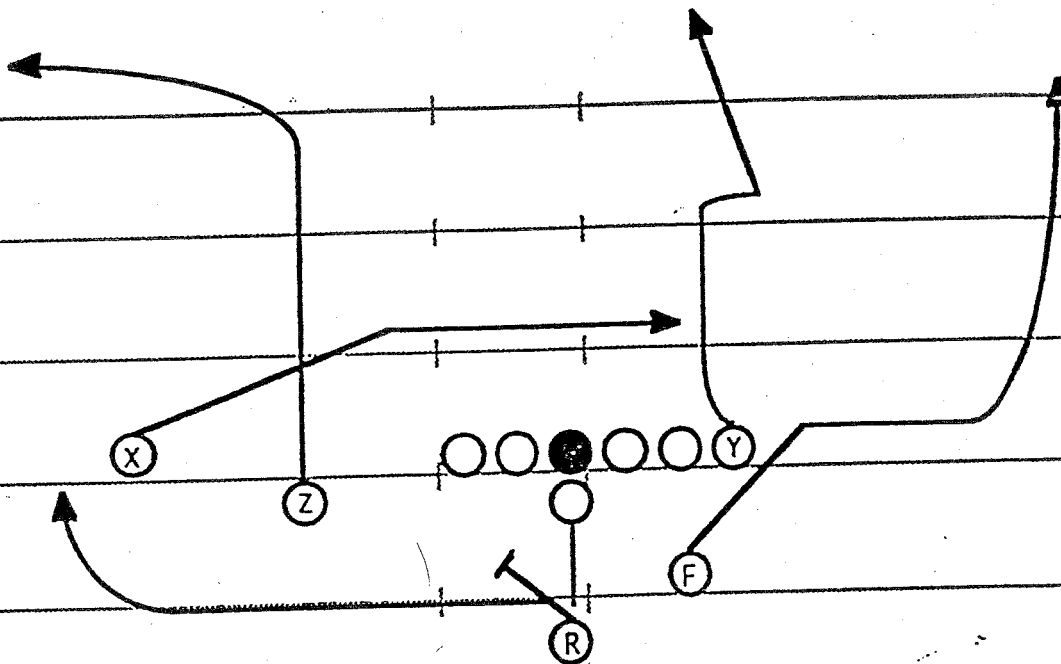
Formations:

Fullback(F):

Flat Route

Formations

# SCAT 370 F SHOOT PUMP



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

0 Route

Tight-End(Y):

3 Pump Route

Flanker(Z):

7 Route

Halfback(H):

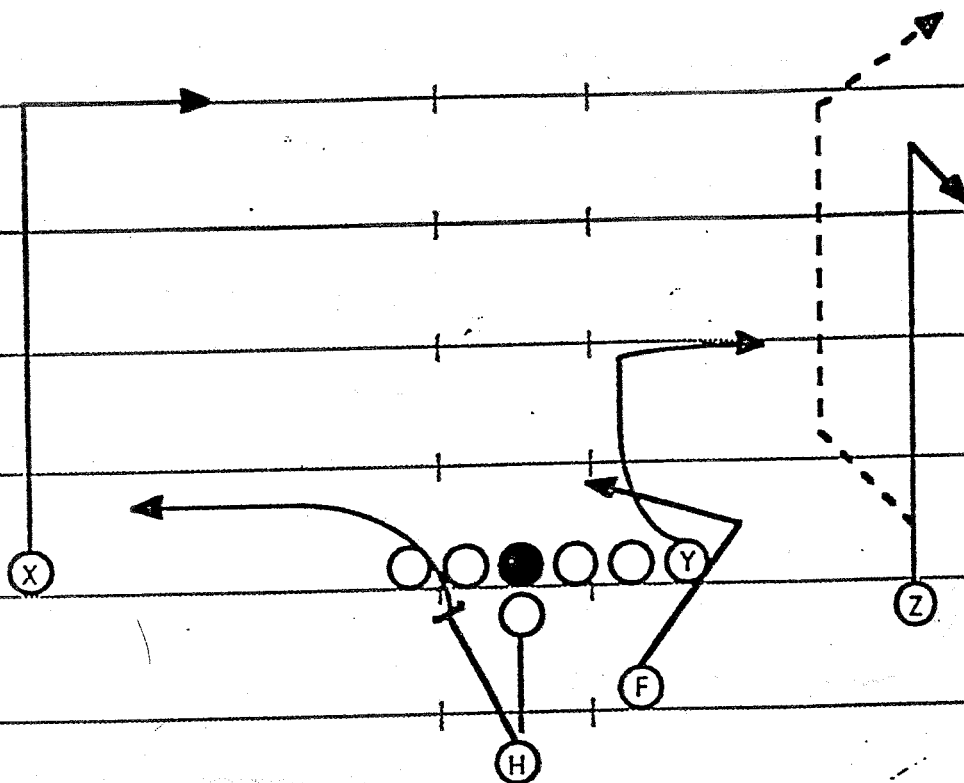
Check-Swing

Formations:

Fullback(F):

Shoot Route

# SCAT 435 F CROSS OUT



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

4 Route

Tight-End(Y):

3 Route

Flanker(Z):

5 Route

Halfback(H):

Check-Out Route

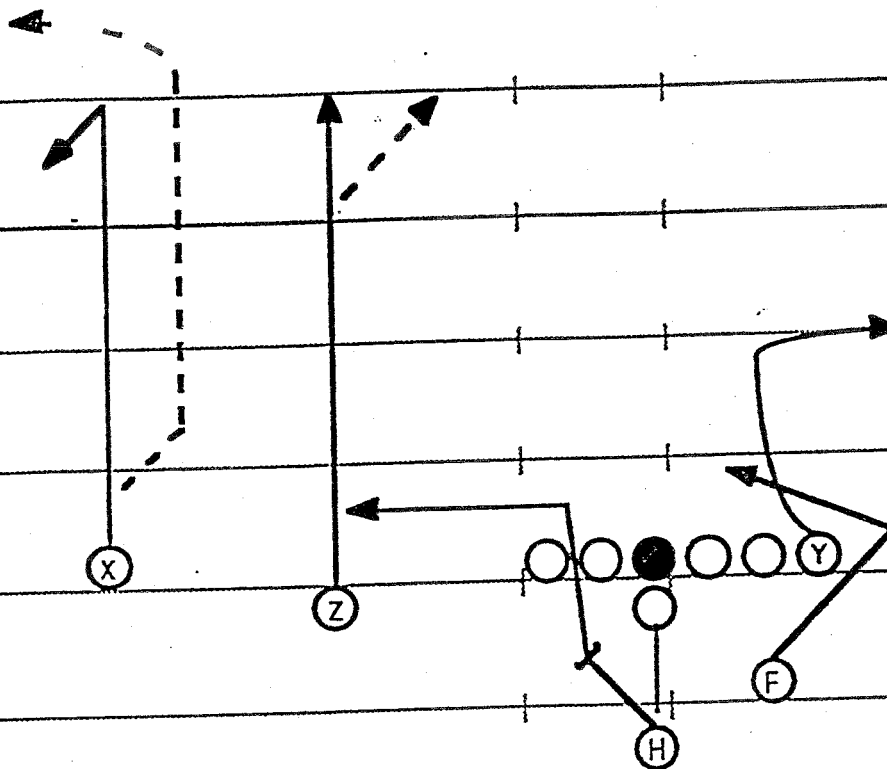
Formations:

Cross F

Fullback(F):

Cross Route

# SCAT 395 F CROSS OUT



## Notes:

Quarterback: \_\_\_\_\_

Progression: \_\_\_\_\_

Footwork: \_\_\_\_\_

Split-End(X): \_\_\_\_\_

5 Route

Tight-End(Y): \_\_\_\_\_

3 Route

Flanker(Z): \_\_\_\_\_

9 Route

Halfback(H): \_\_\_\_\_

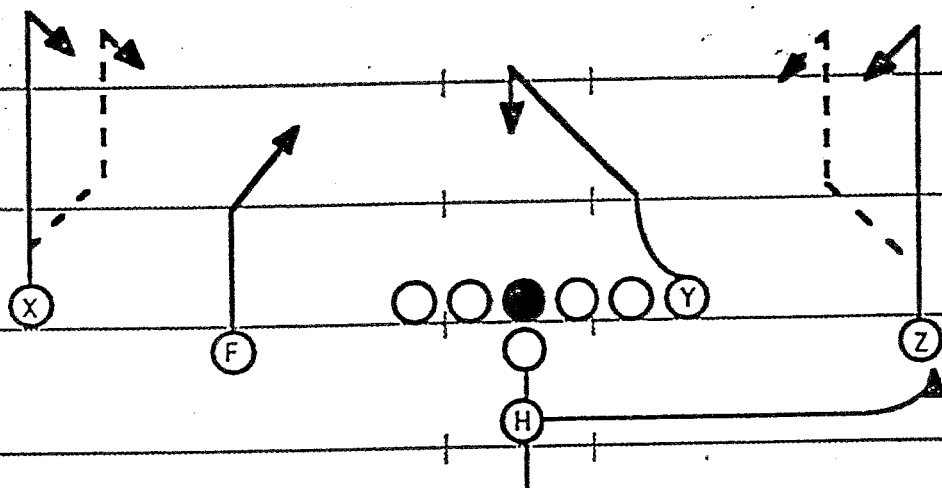
Check-Out Route

Formations: \_\_\_\_\_

Fullback(F): \_\_\_\_\_

Cross Route

# GONE 66 H SWING



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

6 Route

Tight-End(Y):

6 Route

Flanker(Z):

6 Route

Halfback(H):

Swing Route

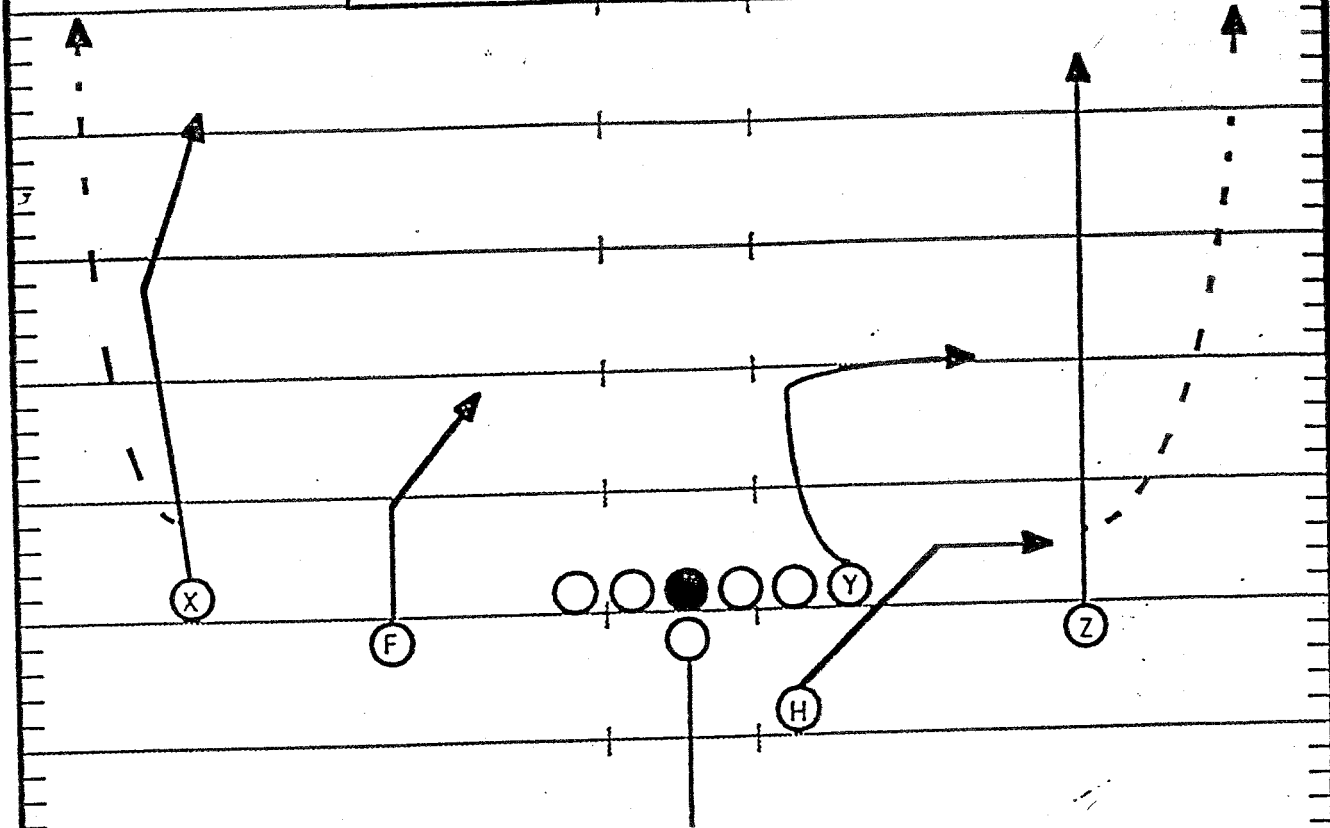
Formations:

Fullback(F):

Post Route

Formations

# GONE 839 H FLAT



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

3 Route

Flanker(Z):

9 Route

Halfback(H):

Flat Route

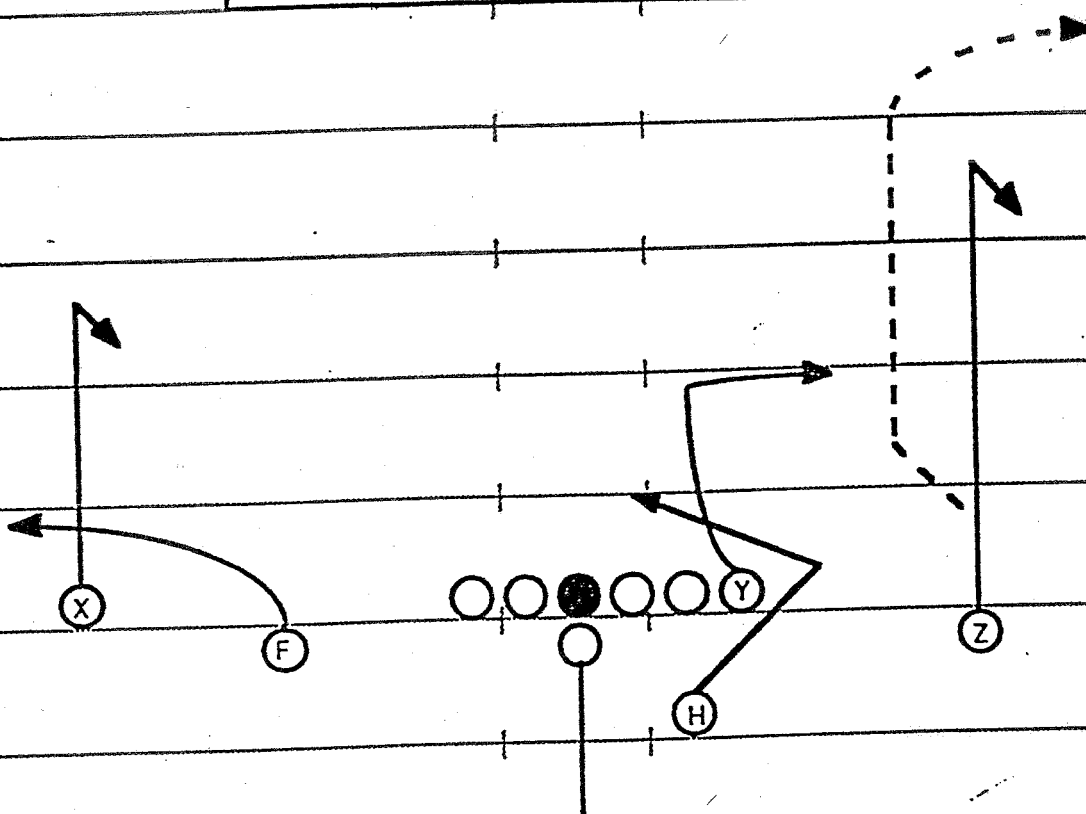
Formations:

Fullback(F):

Post Route

nations:

# GONE 635 H CROSS



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

6 Route

Tight-End(Y):

3 Route

Flanker(Z):

5 Route

Halfback(H):

Cross Route

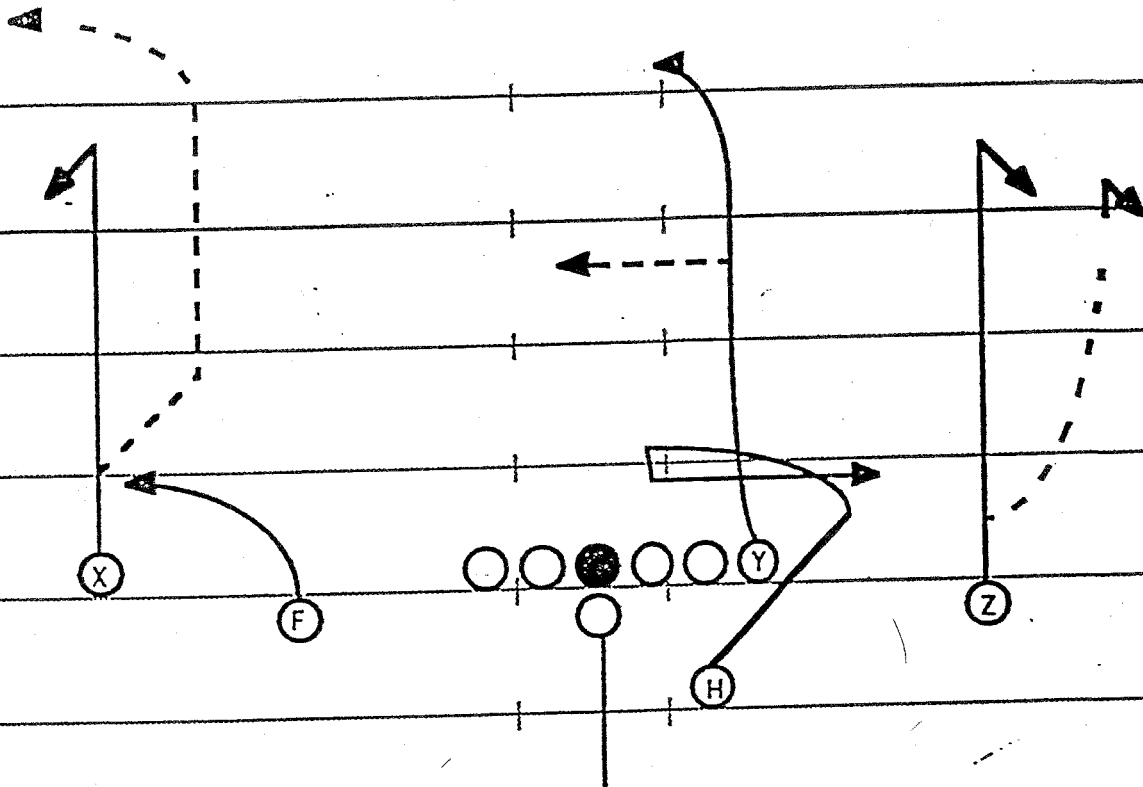
Formations: back(E): Fullback(F):

Fullback(F):

Flat Route



# GONE 585 H FAKE CROSS



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

8 Route

Flanker(Z):

5 Route

Halfback(H):

Fake Cross Route

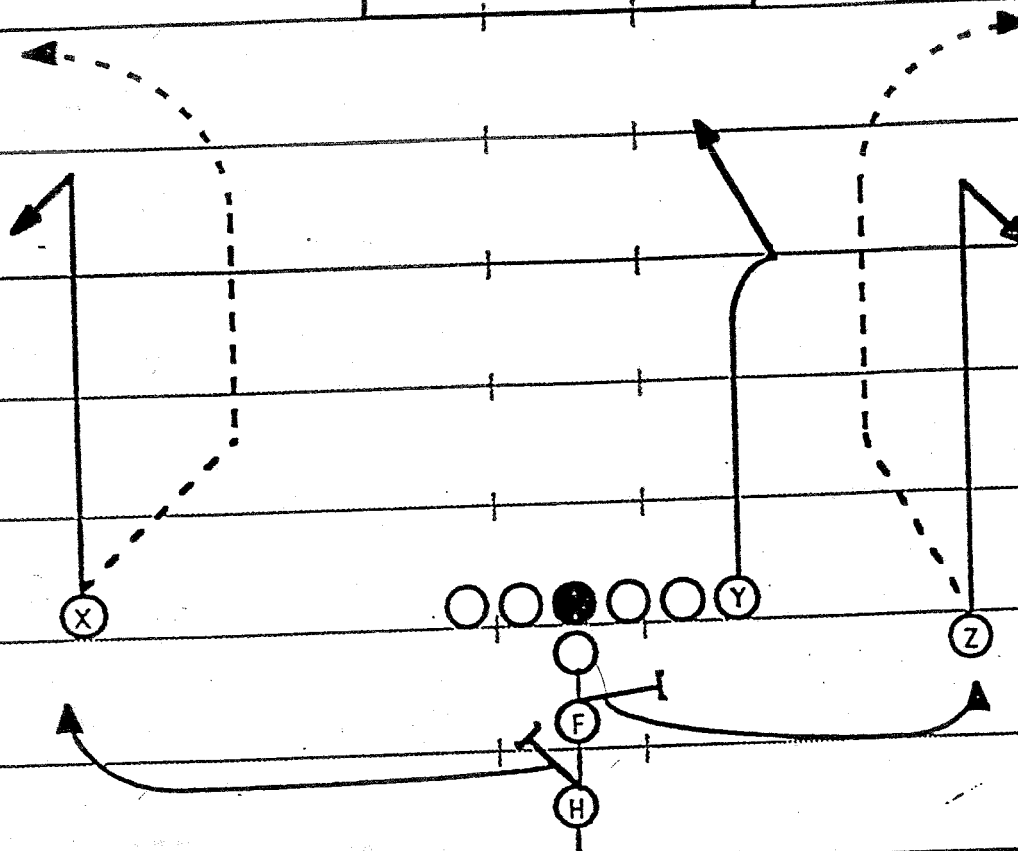
Formations:

Fullback(F):

Fullback(F):

Flat Route

LIZ 585



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

9 Route

Flanker(Z):

5 Route

Halfback(H):

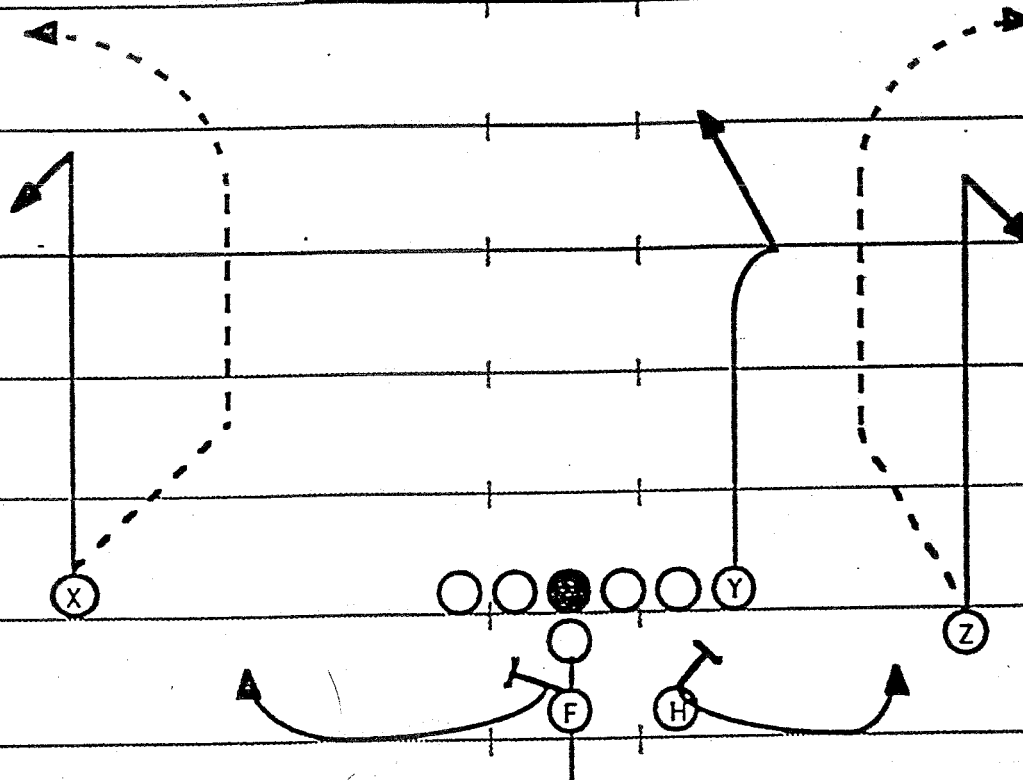
Check-Swing

Formations:

Fullback(F):

Check-Swing

# RIP 585 LOOP



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

8 Route

Flanker(Z):

5 Route

Halfback(H):

Check-Loop

Formations:

Fullback(F):

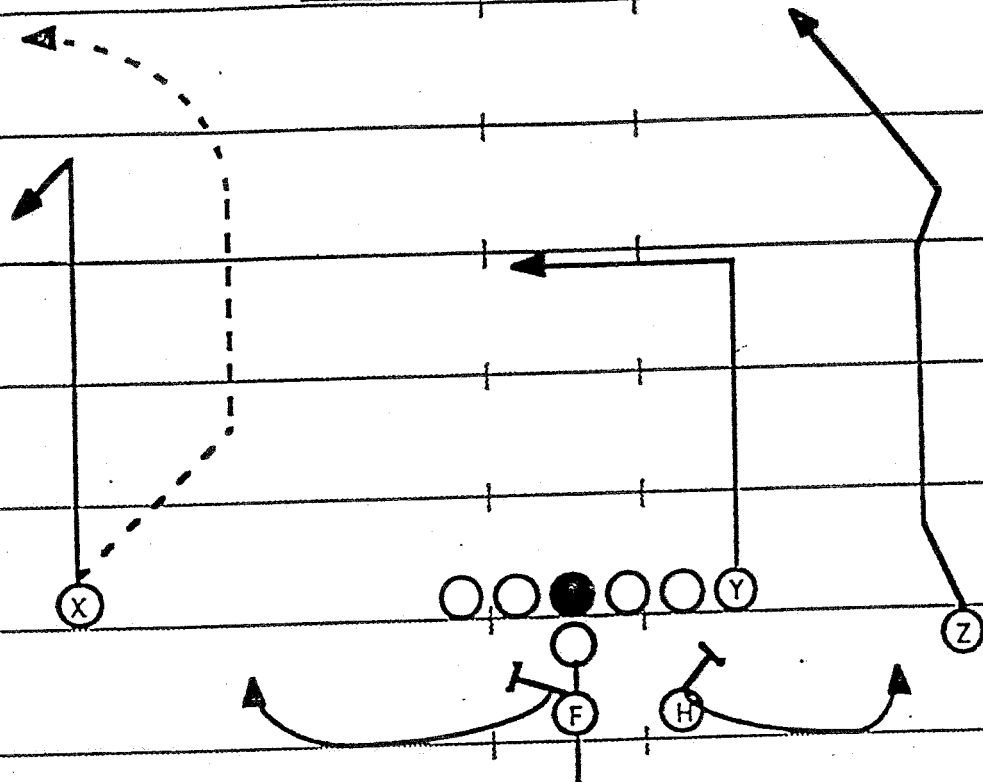
Check-Loop

Formations:

[illegible]

<u>Quarterback:</u>	<u>Progression:</u>	<u>Footwork:</u>
<u>Split-End(X):</u> 4 Route	<u>Tight-End(Y):</u> 2 Route	
<u>Flanker(Z):</u> Action 8 Route	<u>Halfback(H):</u> Check-Swing Route	
<u>Formations:</u>	<u>Fullback(F):</u> Check-Swing Route	

RIP 548 LOOP



Notes:

Quarterback:

Progression:

**Footwork:**

Split-End(X):

## 5 Route

Tight-End(Y):

## 4 Route

Flanker(Z):

## Action 8 Route

Halfback(H):

## Check-Loop

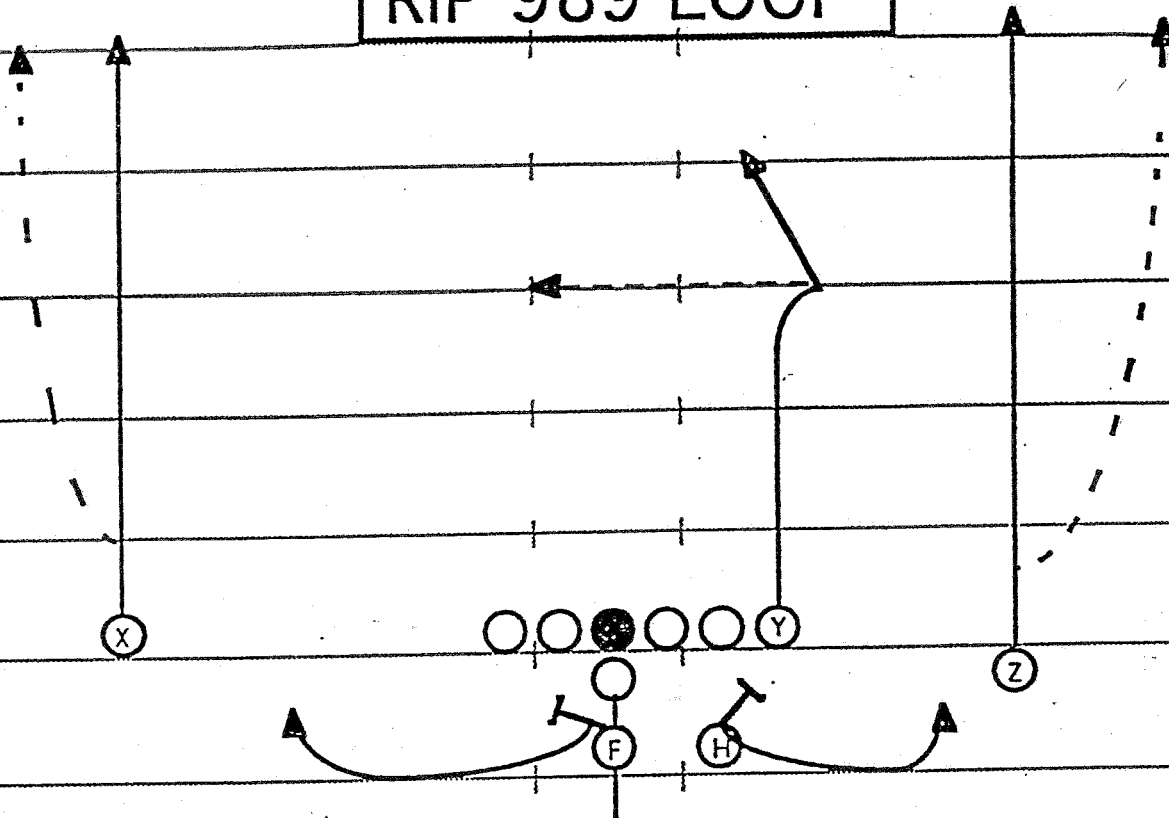
Formations:

100-443887-1

Fullback(F):

## Check-Loop

# RIP 989 LOOP



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

9 Route

Tight-End(Y):

8 Route

Flanker(Z):

9 Route

Halfback(H):

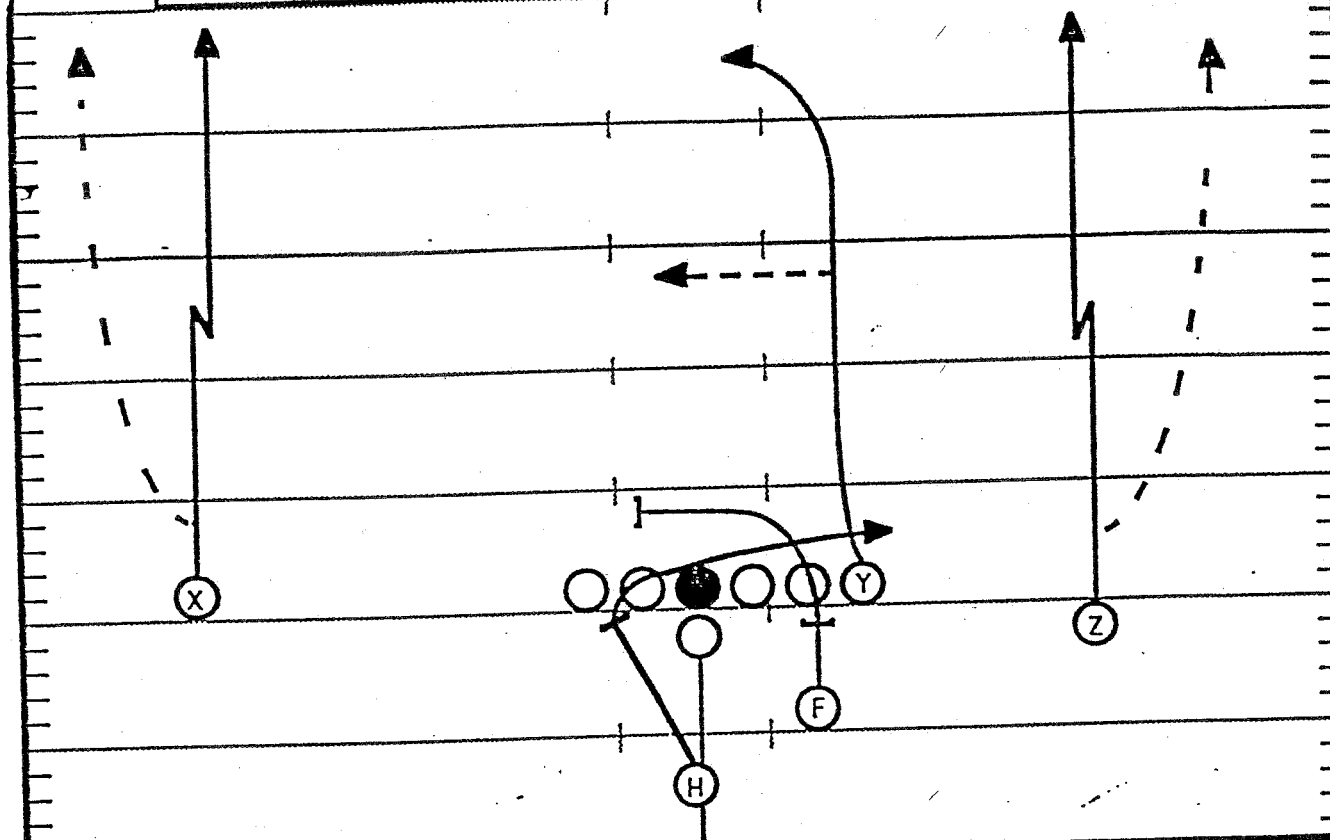
Check-Loop

Formations:

Fullback(F):

Check-Loop

# LIZ 989 PUMP F RUB SNEAK



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

9 Pump Route

Tight-End(Y):

8 Route

Flanker(Z):

9 Pump Route

Halfback(H):

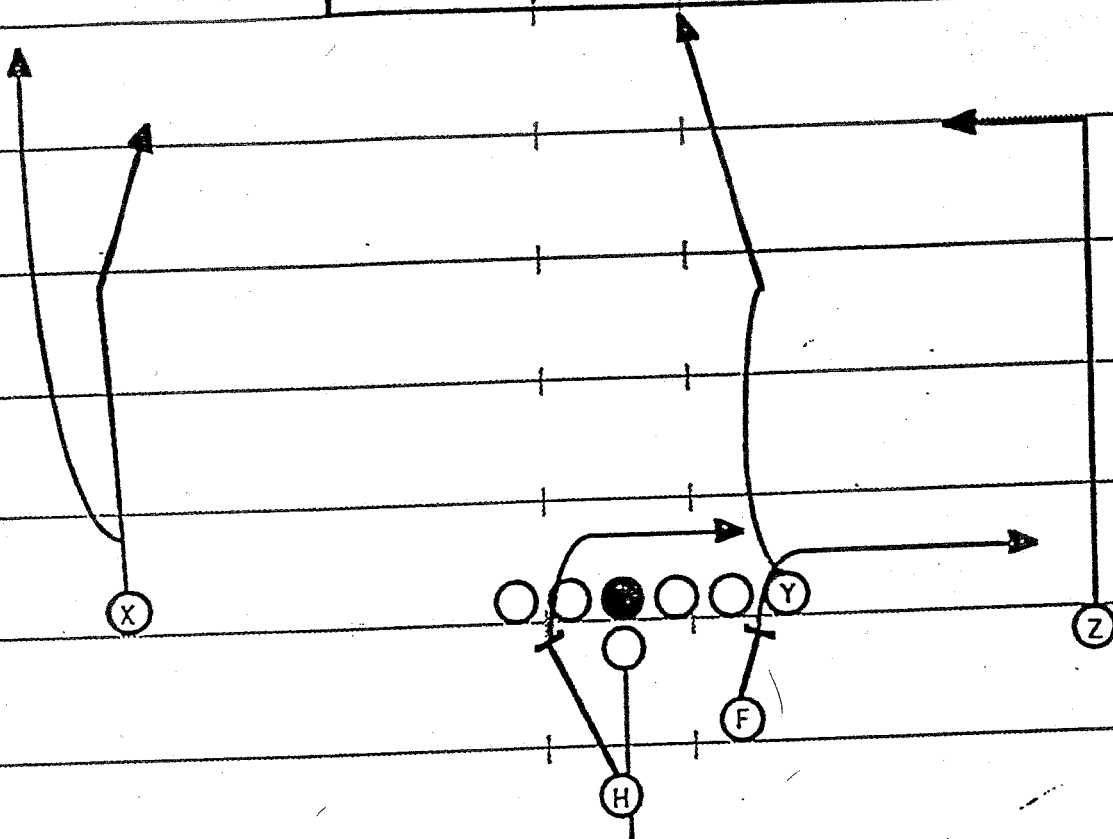
Check-Sneak Route

Formations:

Fullback(F):

Check-Rub Route

LIZ 894 RICKY



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

9 Route

Flanker(Z):

4 Route

Halfback(H):

Check-Sneak Route

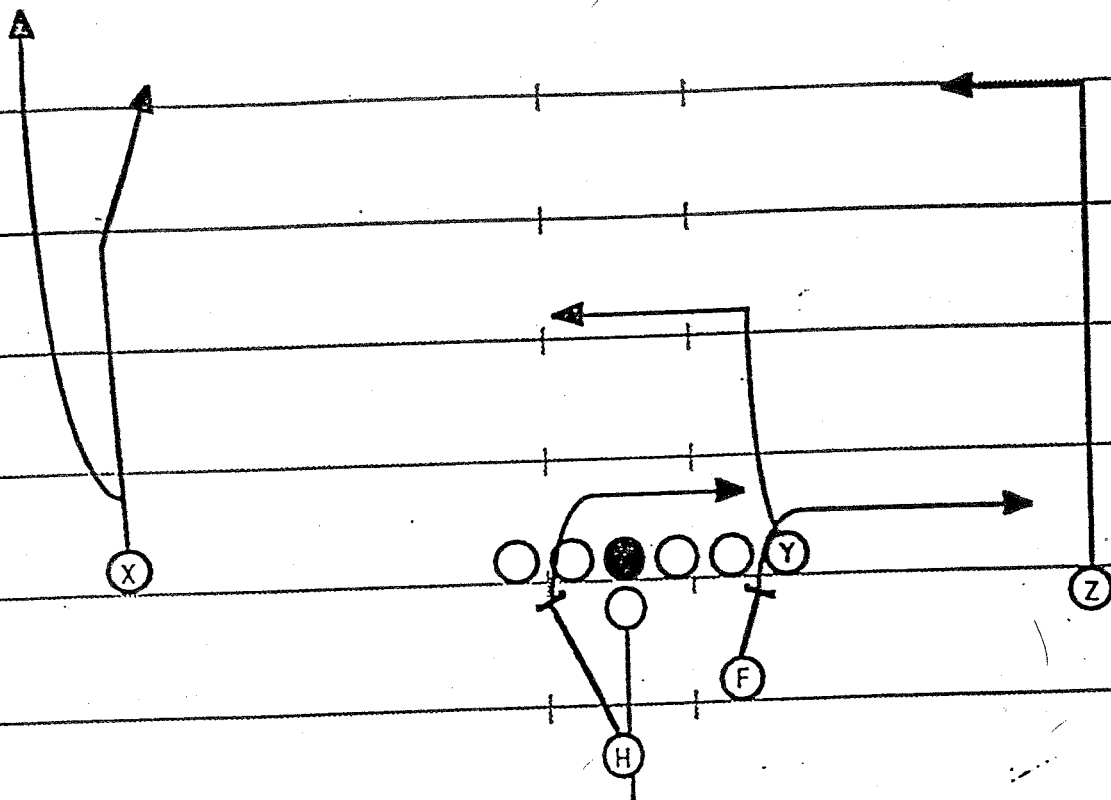
Formations:

Fullback(F):

Check-Flat Route



# LIZ 844 RICKY



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

4 Route

Flanker(Z):

4 Route

Halfback(H):

Check-Sneak Route

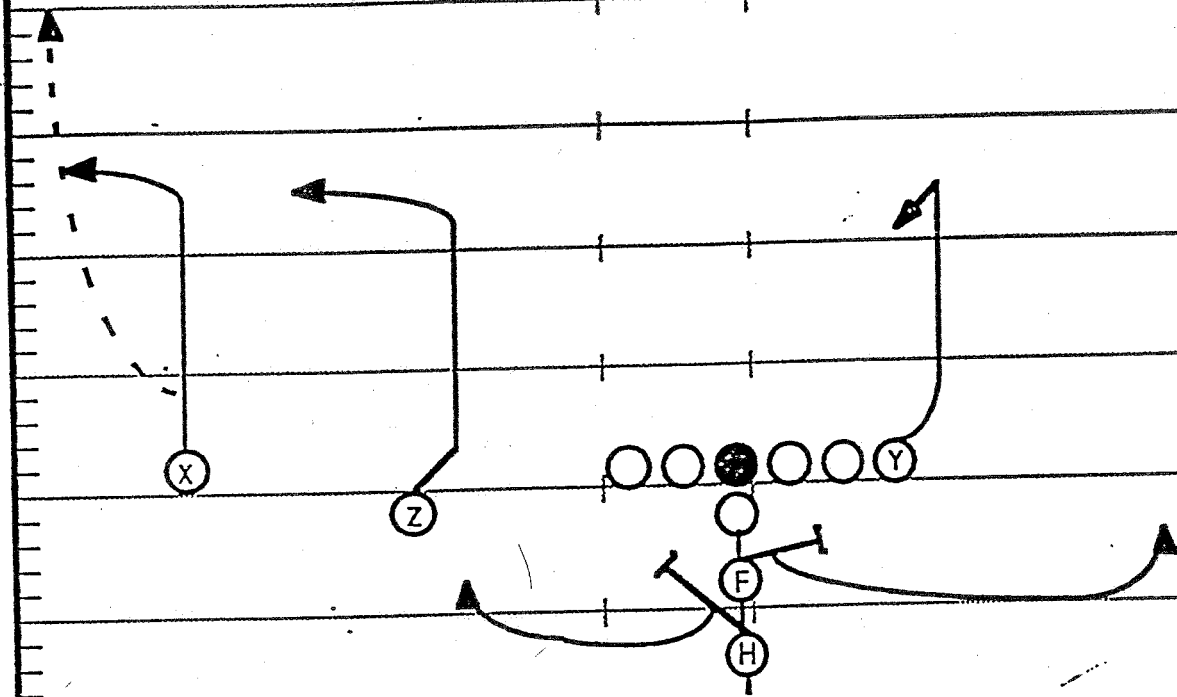
Formations:

Fullback(F):

Check-Flat Route

Formations:

LIZ 633



Notes:

Quarterback:

Progression:

**Footwork:**

Split-End(X):

### 3 Route

Tight-End(Y):

## 6 Route

Flanker(Z):

### 3 Route

Halfback(H):

## Check-Loop

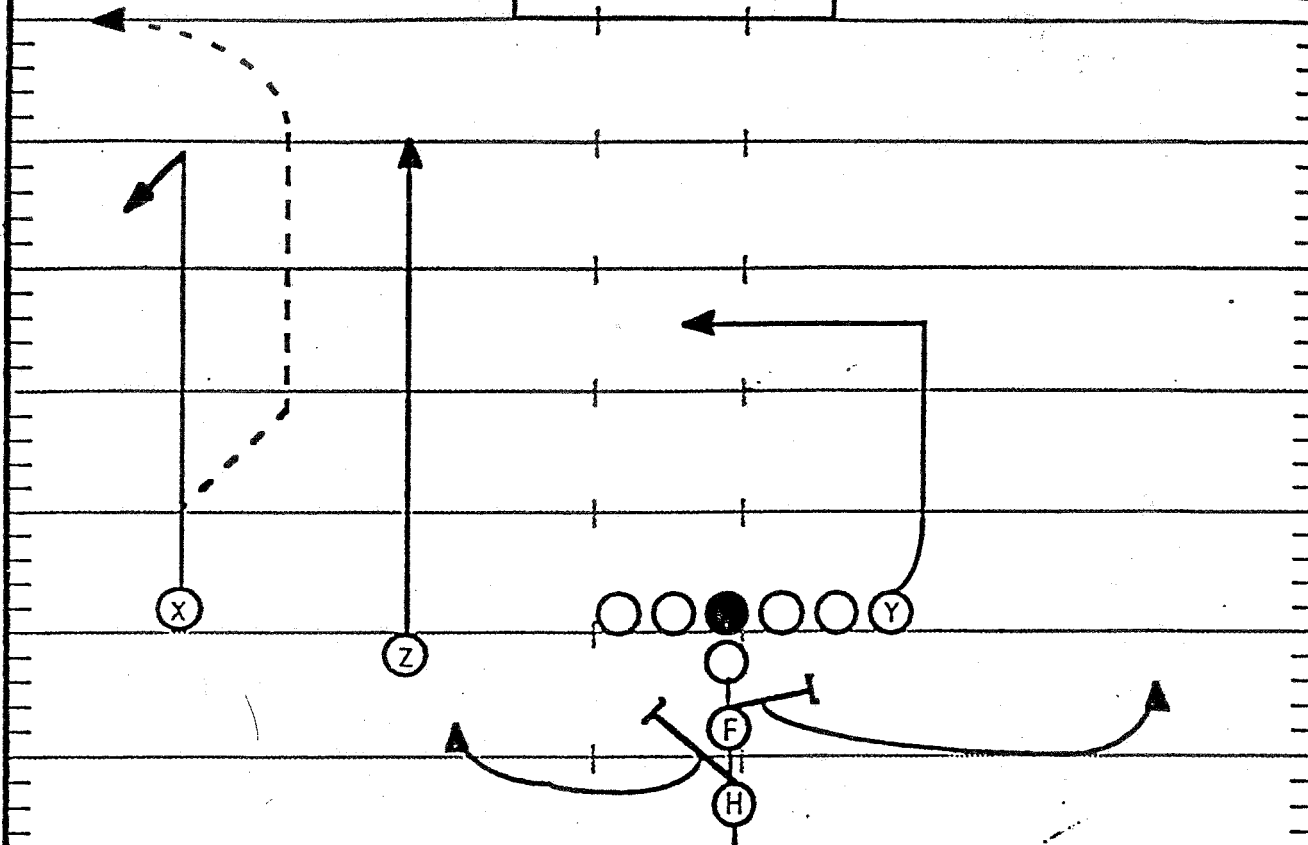
**Formations:**

*[Faint handwritten notes at the bottom of the page]*

Fullback(F):

## Check-Swing

LIZ 495



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

4 Route

Flanker(Z):

9 Route

Halfback(H):

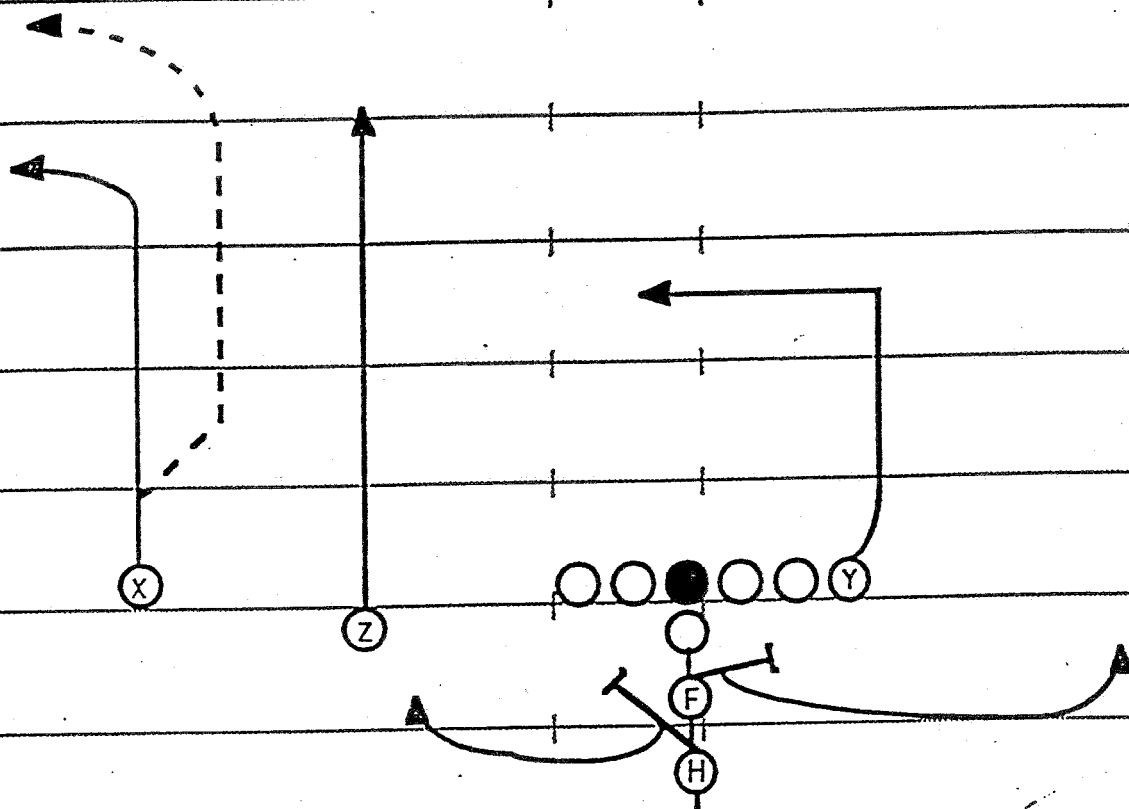
Check-Loop

Formations:

Fullback(F):

Check-Swing

# LIZ 497



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

7 Route

Tight-End(Y):

4 Route

Flanker(Z):

9 Route

Halfback(H):

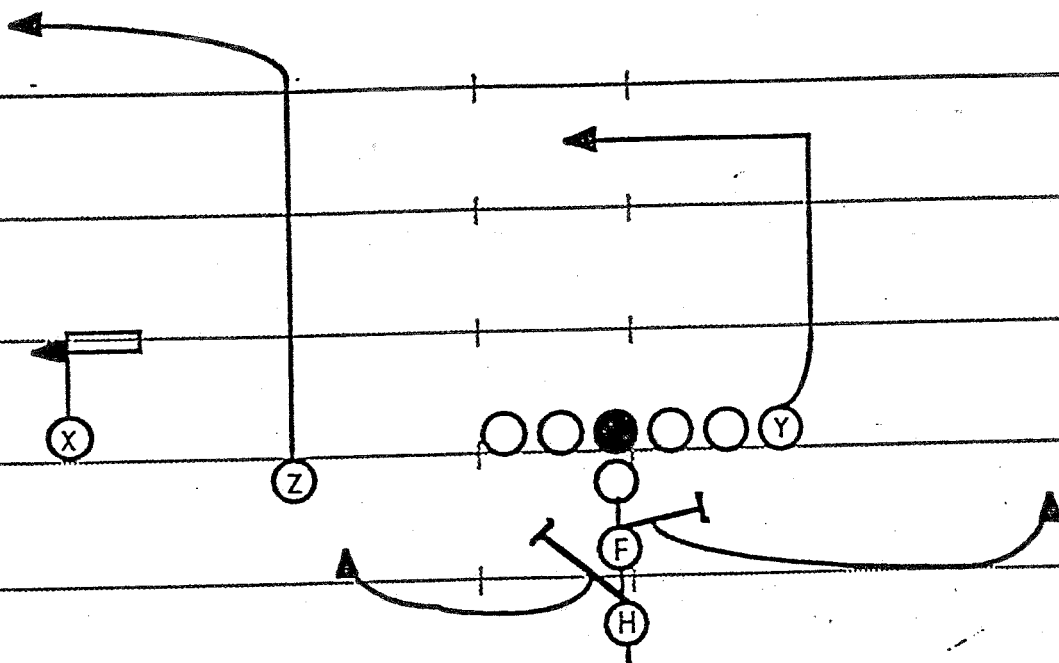
Check-Loop

Formations:

Fullback(F):

Check-Swing

# LIZ 472 LOOP



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

2 Route

Tight-End(Y):

4 Route

Flanker(Z):

7 Route

Halfback(H):

Check-Loop

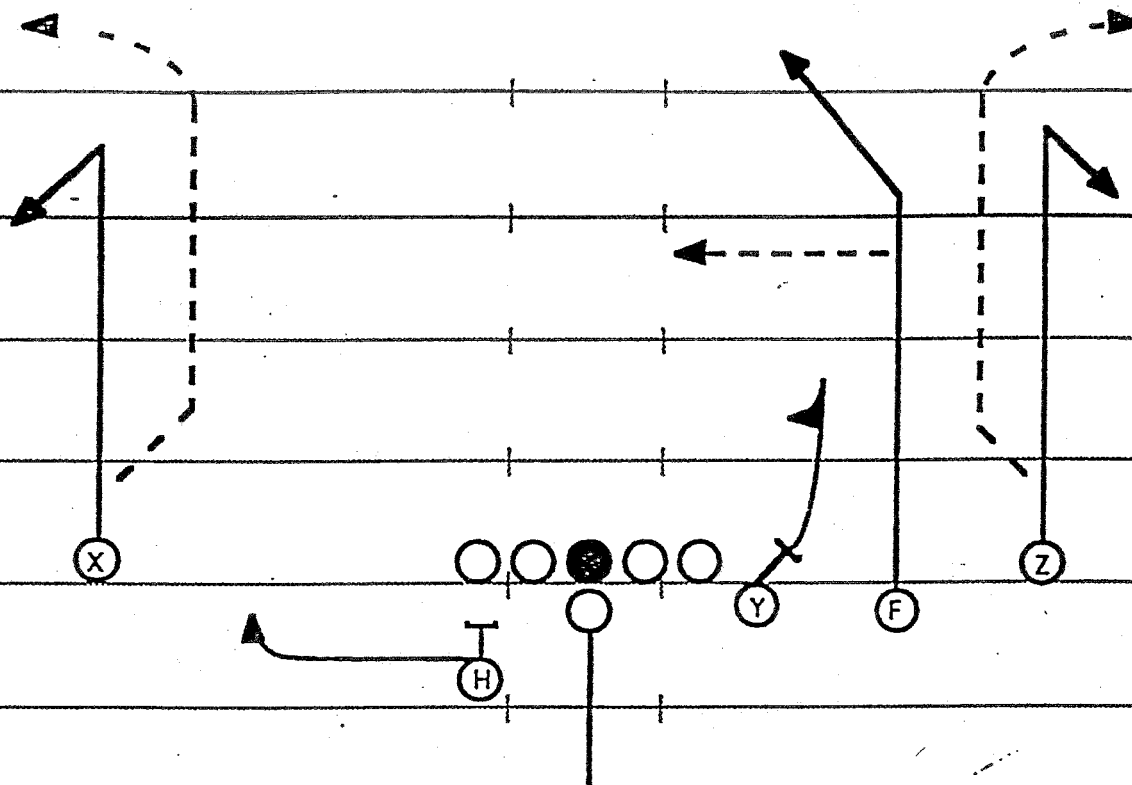
Formations:

Fullback(F):

Check-Swing

Formations:

# BRONCO 585 LOOP



## Notes:

### Quarterback:

### Progression:

### Footwork:

### Split-End(X):

5 Route

### Tight-End(Y):

Check Option Route

### Flanker(Z):

5 Route

### Halfback(H):

Check Loop Route

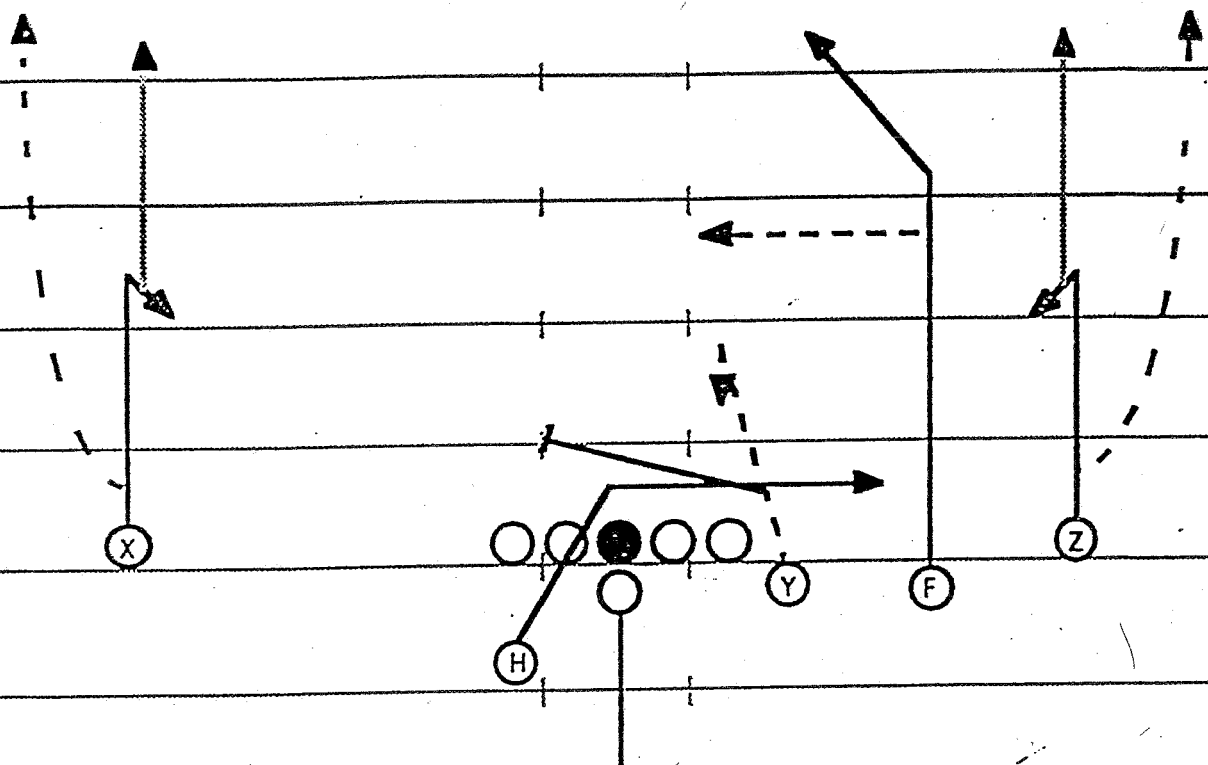
### Formations:

TWINS

### Fullback(F):

Inside 8 Route

# BRONCO 686 PUMP F RUB SNEAK



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

6/Pump/Fade Routes

Tight-End(Y):

Rub Route

Flanker(Z):

6/Pump/Fade Routes

Halfback(H):

Check Sneak Route

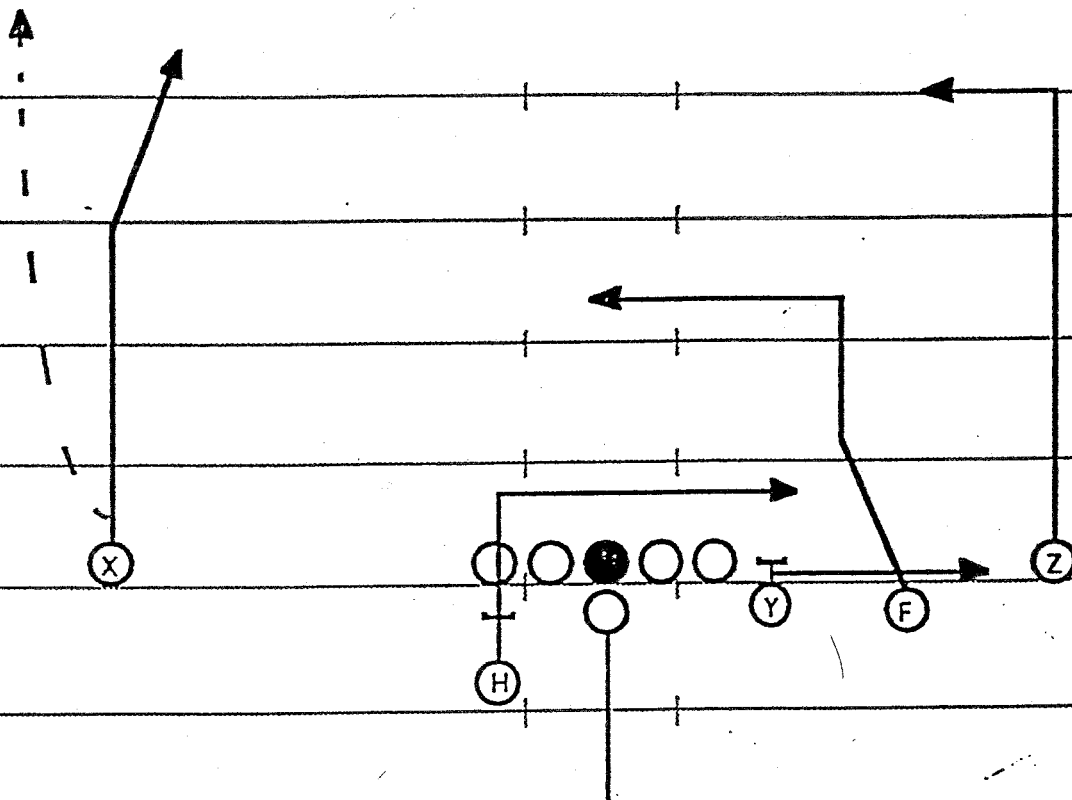
Formations:

TWINS

Fullback(F):

Inside 8 Route

# BRONCO 844 RICKY



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

Check Flat Route

Flanker(Z):

4 Route

Halfback(H):

Check Sneak Route

Formations:

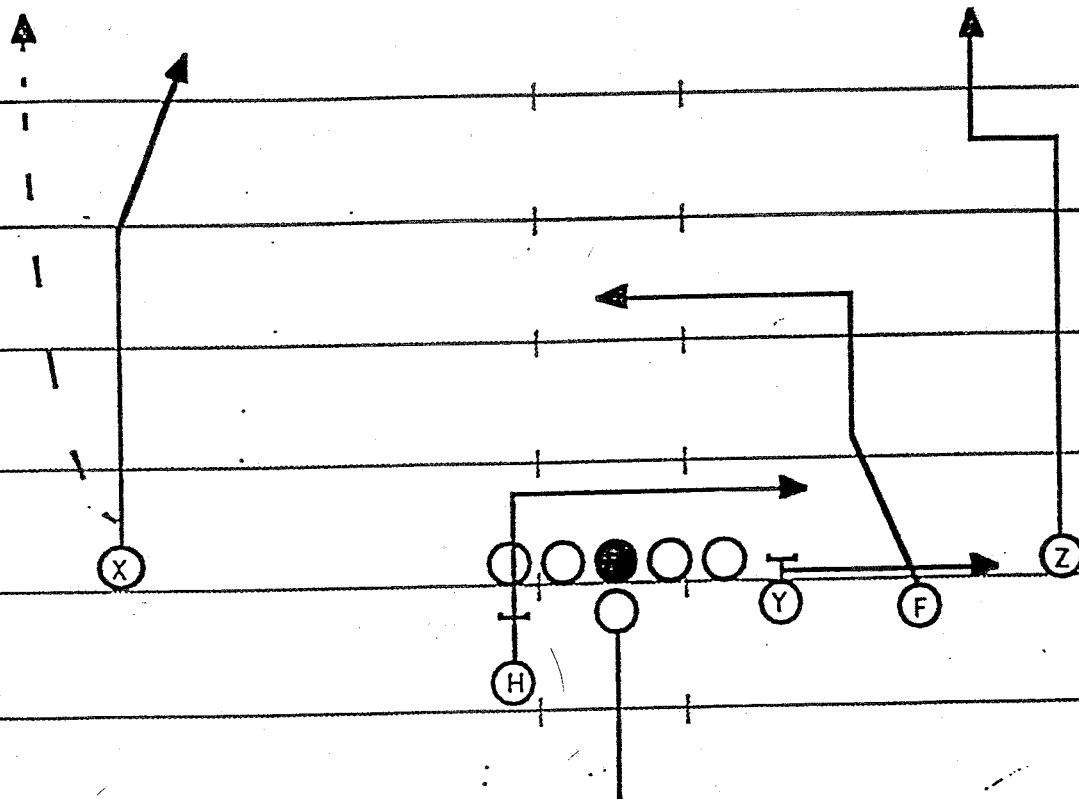
TWINS

Fullback(F):

Inside 4 Route



# BRONCO 844 PUMP RICKY



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

Check Flat Route

Flanker(Z):

4 Pump Route

Halfback(H):

Check Sneak Route

Formations:

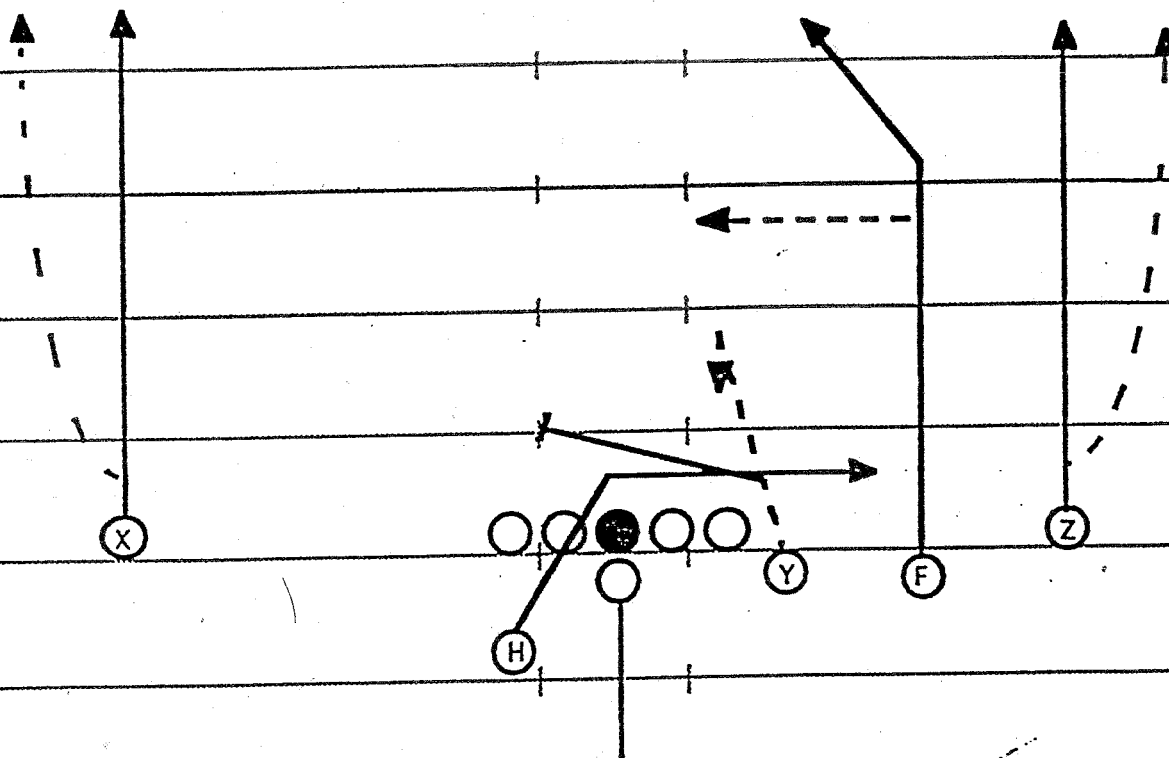
TWINS

Fullback(F):

Inside 4 Route

Formations:

# BRONCO 989 F RUB SNEAK



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

9 Route

Tight-End(Y):

Rub Route

Flanker(Z):

9 Route

Halfback(H):

Check Sneak Route

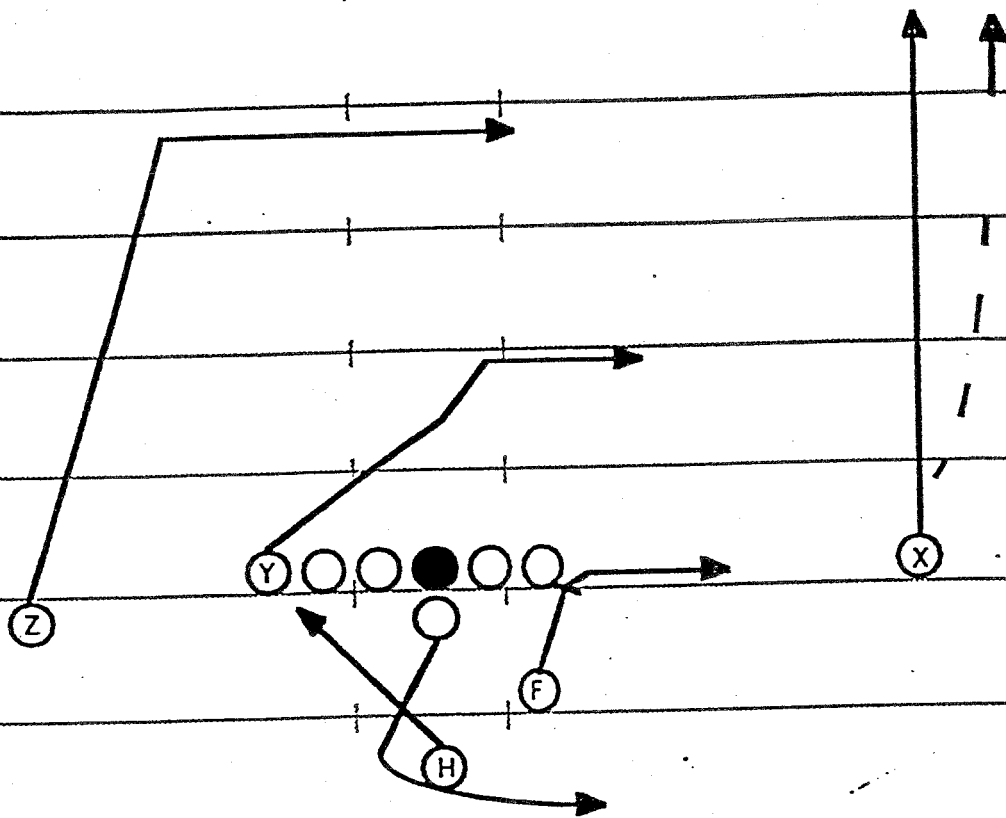
Formations:

TWINS

Fullback(F):

Inside 8 Route

# FAKE PRESS NAKED 924



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

9 Route

Tight-End(Y):

2 Route

Flanker(Z):

4 Route

Halfback(H):

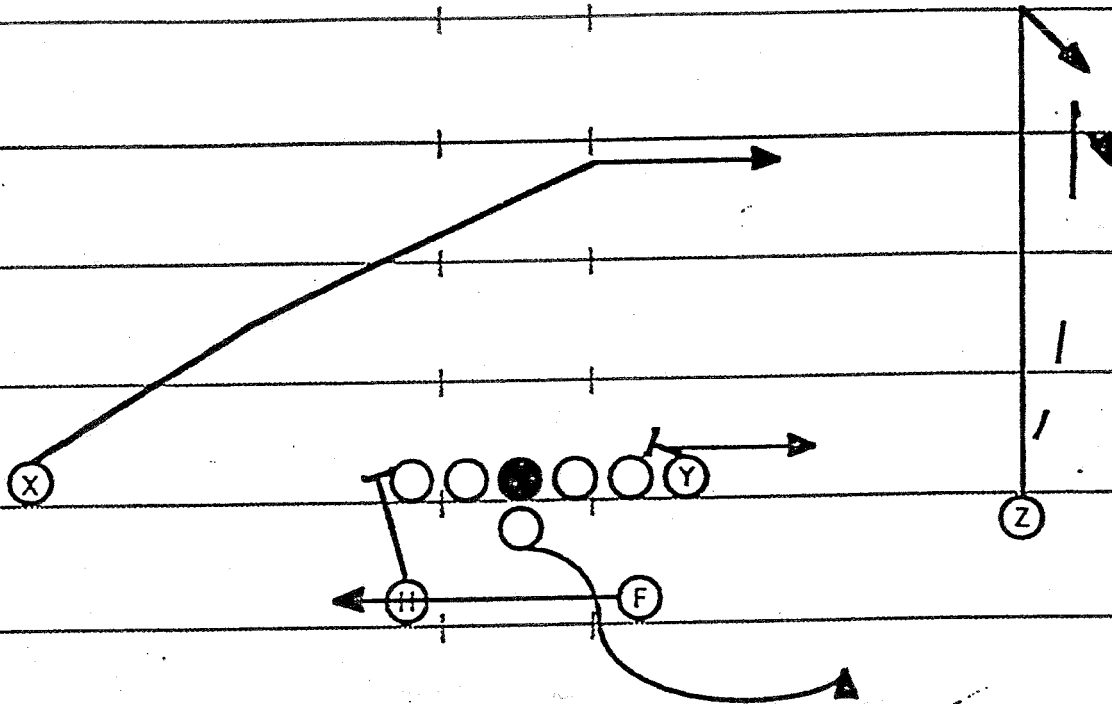
Fake Press

Formations:

Fullback(F):

Slam Flat Route

# FAKE SWEEP NAKED 215



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

Action 2 Route

Tight-End(Y):

Action 1 Route

Flanker(Z):

Action 5 Route(20 Yds Deep)

Halfback(H):

Block Sweep

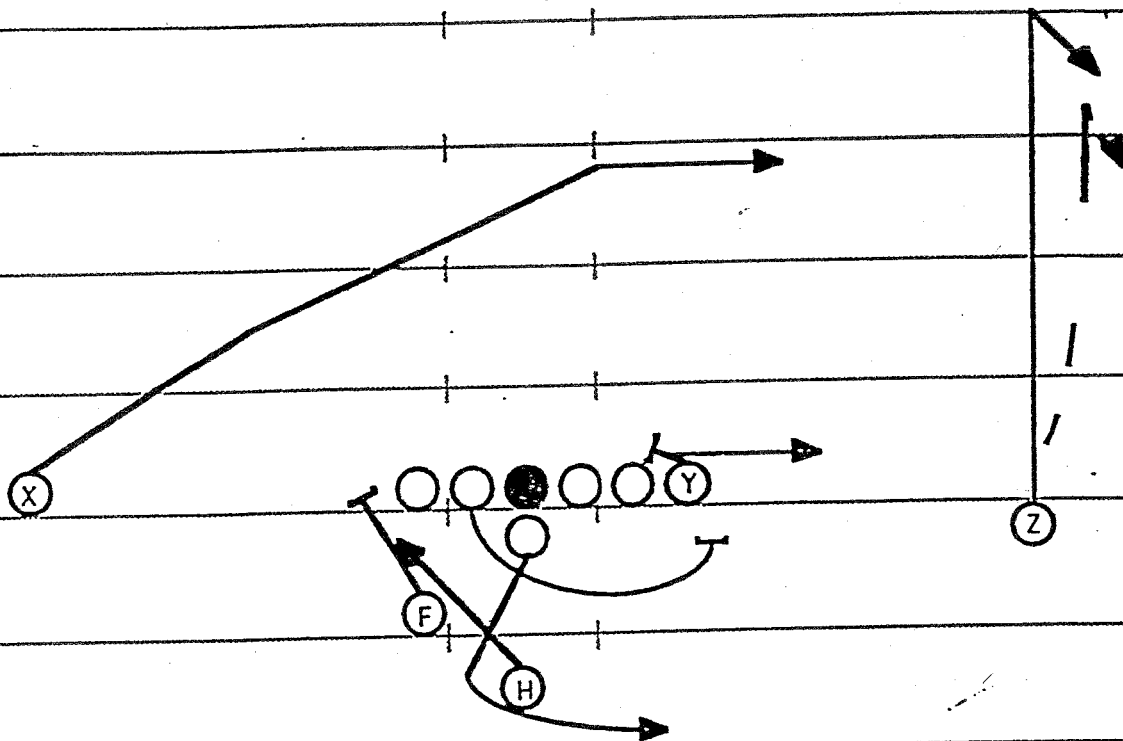
Formations:

Fullback(F):

Fullback(F):

Fake Sweep

# FAKE SLANT BOOT 215



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

Action 2 Route

Tight-End(Y):

Action 1 Route

Flanker(Z):

Action 5 Route(20 Yds Deep)

Halfback(H):

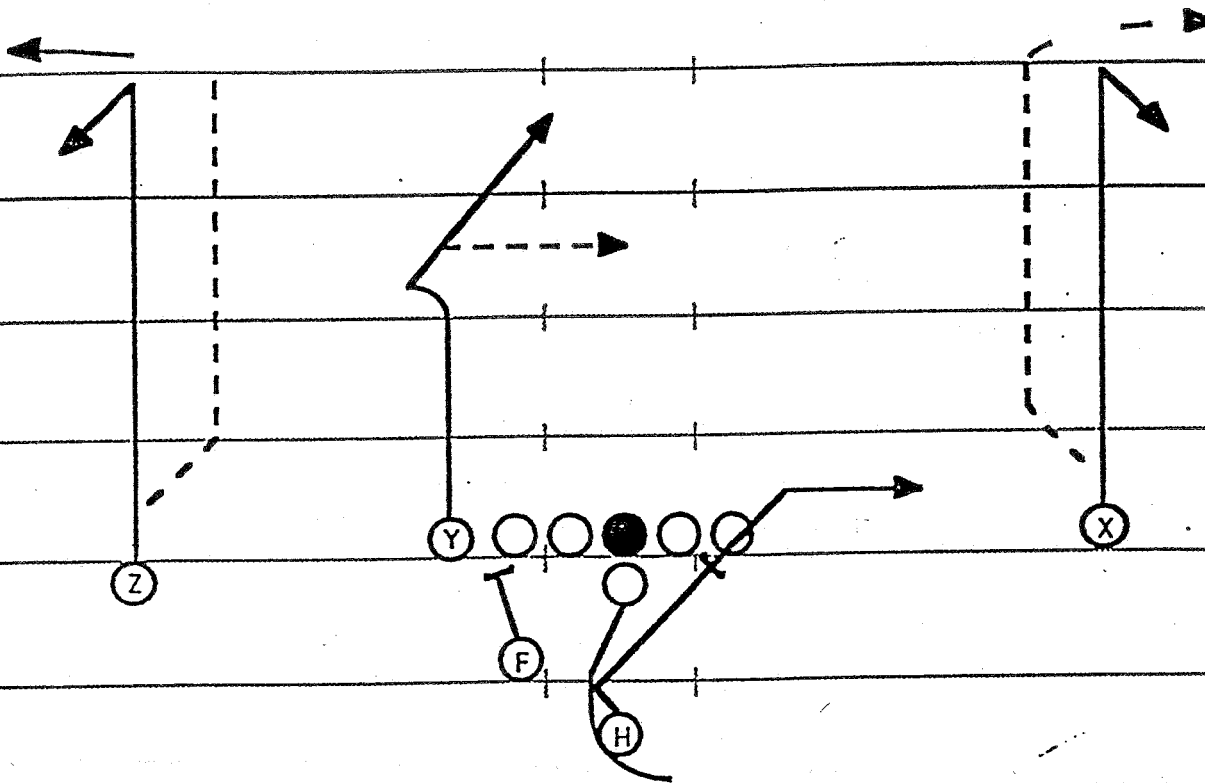
Fake Slant

Formations:

Fullback(F):

Block Slant

# STUTTER PASS 585



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

Action 5 Route(20 YDS)

Tight-End(Y):

Inside 8 Route

Flanker(Z):

Action 5 Route(20 YDS)

Halfback(H):

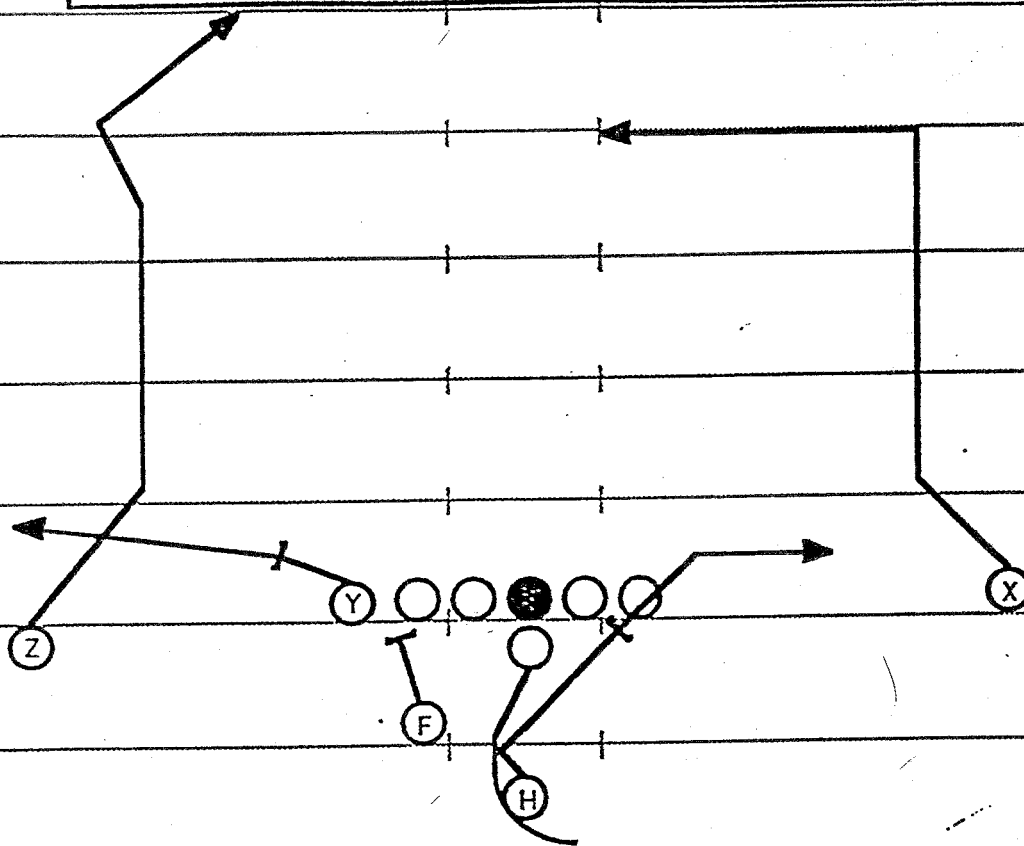
Check-Flat Route

Formations:

Fullback(F):

Block Stutter Pass.

# STUTTER PASS SEAM 418



## Notes:

Quarterback: \_\_\_\_\_

Progression: \_\_\_\_\_

Footwork: \_\_\_\_\_

Split-End(X): \_\_\_\_\_

Seam 4 Route

Tight-End(Y): \_\_\_\_\_

Inside 1 Route

Flanker(Z): \_\_\_\_\_

Action 8 Route

Halfback(H): \_\_\_\_\_

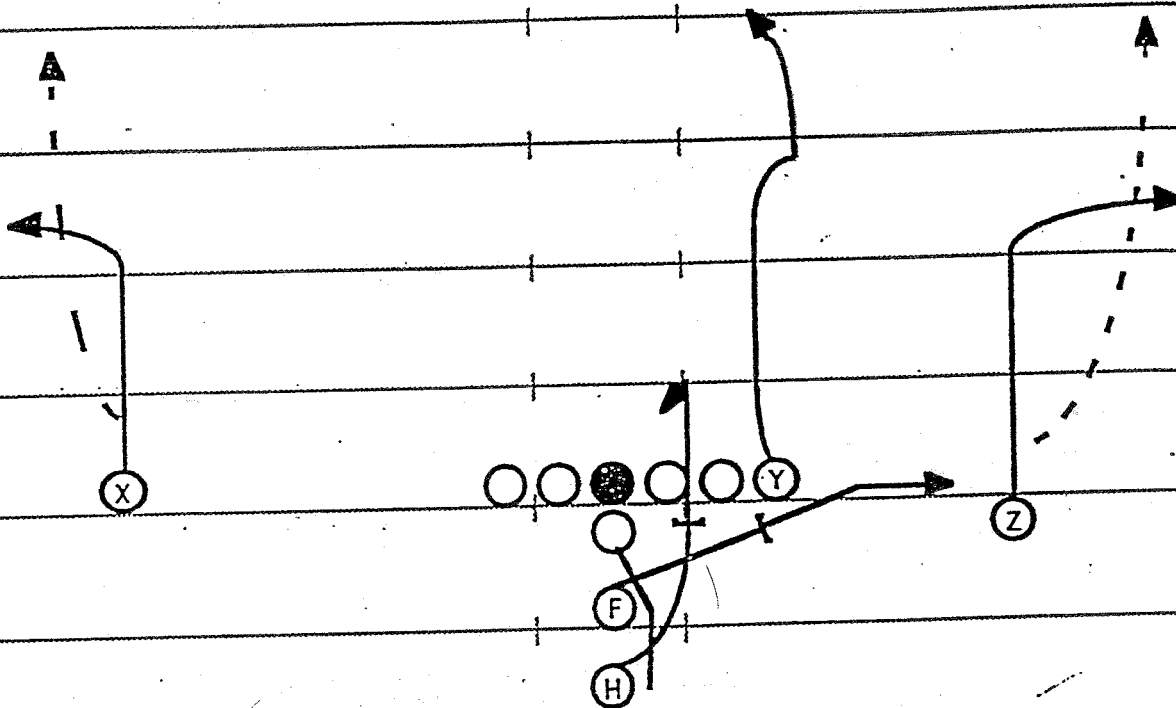
Check-Flat Route

Formations: \_\_\_\_\_

Fullback(F): \_\_\_\_\_

Block Stutter Pass

# ACT4 393



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

3 Route

Tight-End(Y):

9 Route

Flanker(Z):

3 Route

Halfback(H):

Check-Hook Route

Formations:

Fullback(F):

Check-Flat Route



Quarterback:

Progression:

Footwork:

Split-End(X):

#### 4 Route

Tight-End(Y):

## 2 Route

Flanker(Z):

### Action 8 Route

Halfback(H):\_\_\_\_\_

### Check-Hook Route

Formations:

Fullback(F)

Fullback(F):

## Check-Flat Route

Quarterback:

**Progression:**

**Footwork:**

Split-End(X):

### Seam 4 Route.

Tight-End(Y):

## 2 Route

Flanker(Z):

## Action 8 Route

Halfback(H):

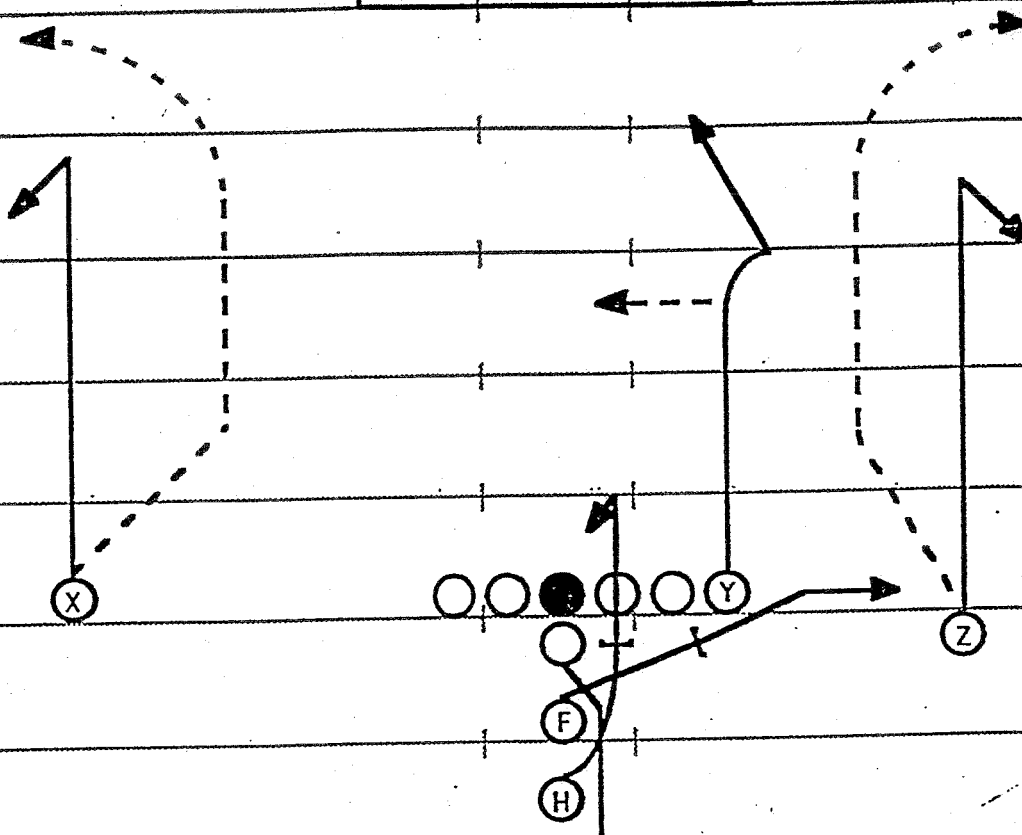
### Check-Hook Route

Formations:

Fullback(F):

## Check-Flat Route

# ACT4 585



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

5 Route

Tight-End(Y):

8 Route

Flanker(Z):

5 Route

Halfback(H):

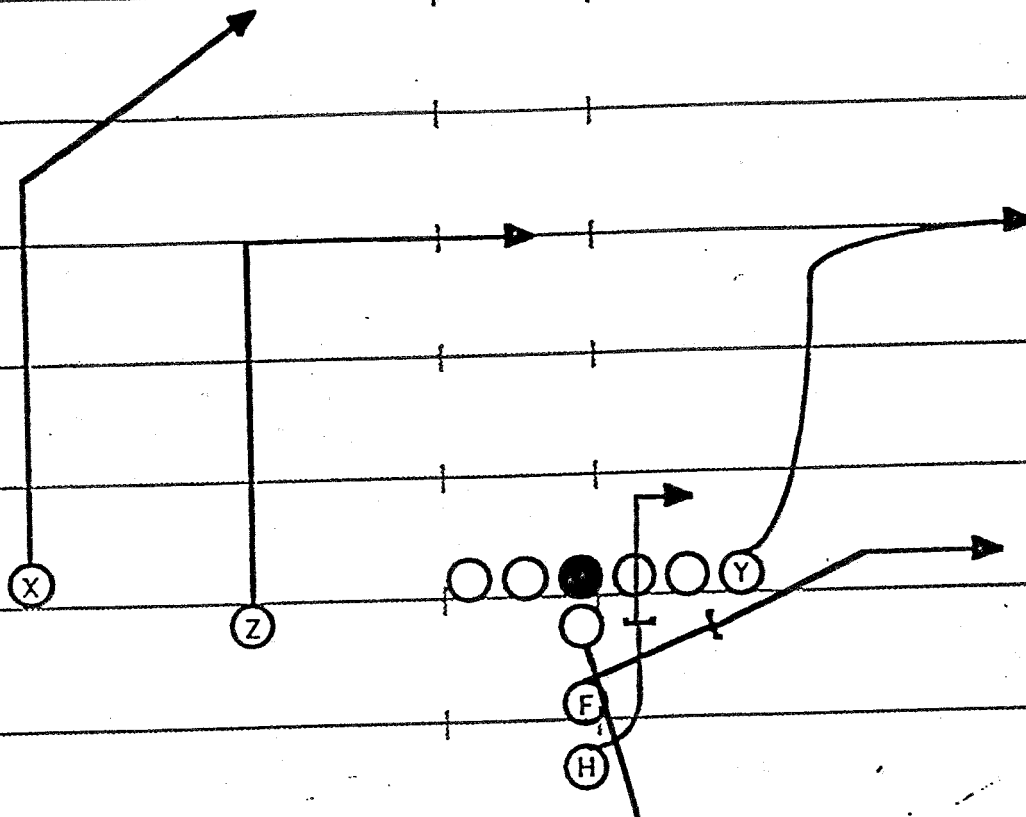
Check-Hook Route

Formations:

Fullback(F):

Check-Flat Route

ACT 4-748



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

## Action 8 Route

Tight-End(Y):

## 7 Route

Flanker(Z):\_\_\_\_\_

### Inside 4 Route

Halfback(H):

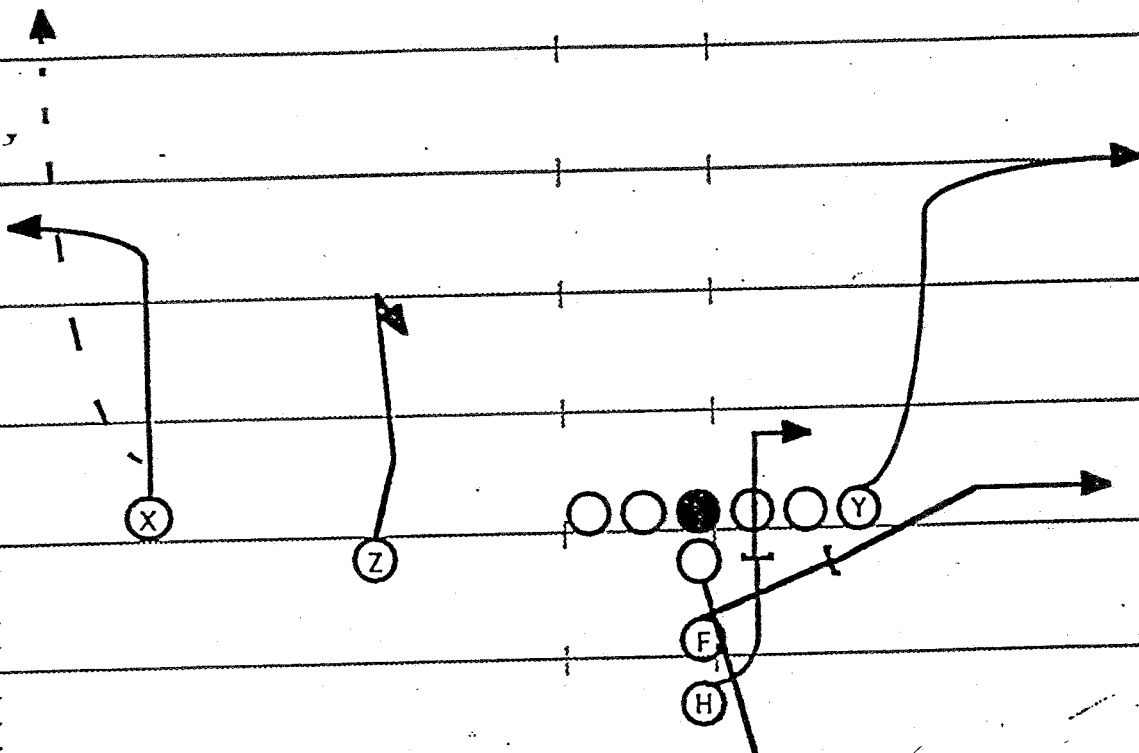
### Check Hook Route

**Formations:**

Fullback(F):

## Check Flat Route

# ACT 4-763



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

3 Route

Tight-End(Y):

7 Route

Flanker(Z):

Inside 6 Route

Halfback(H):

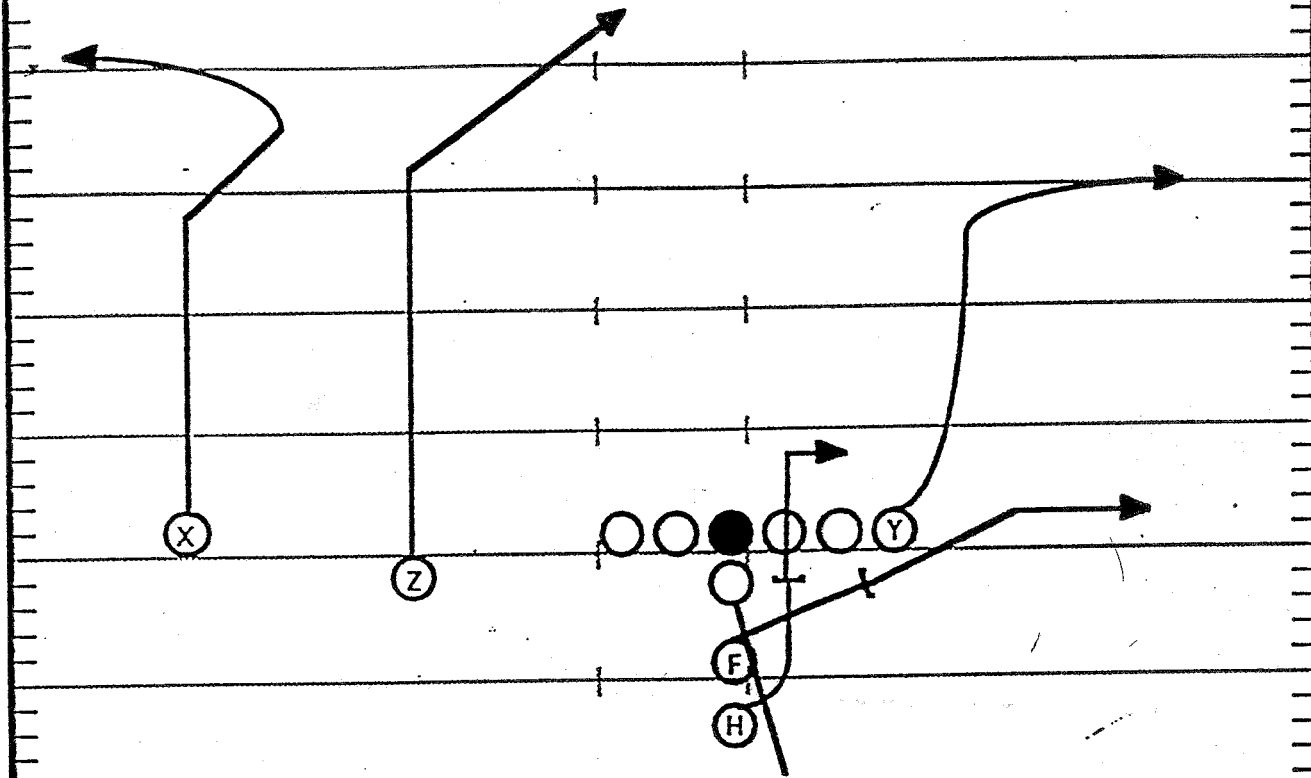
Check Hook Route

Formations:

Fullback(F):

Check Flat Route

# ACT 4 787 SPECIAL



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

7 Special Route

Tight-End(Y):

7 Route

Flanker(Z):

Inside 8 Route

Halfback(H):

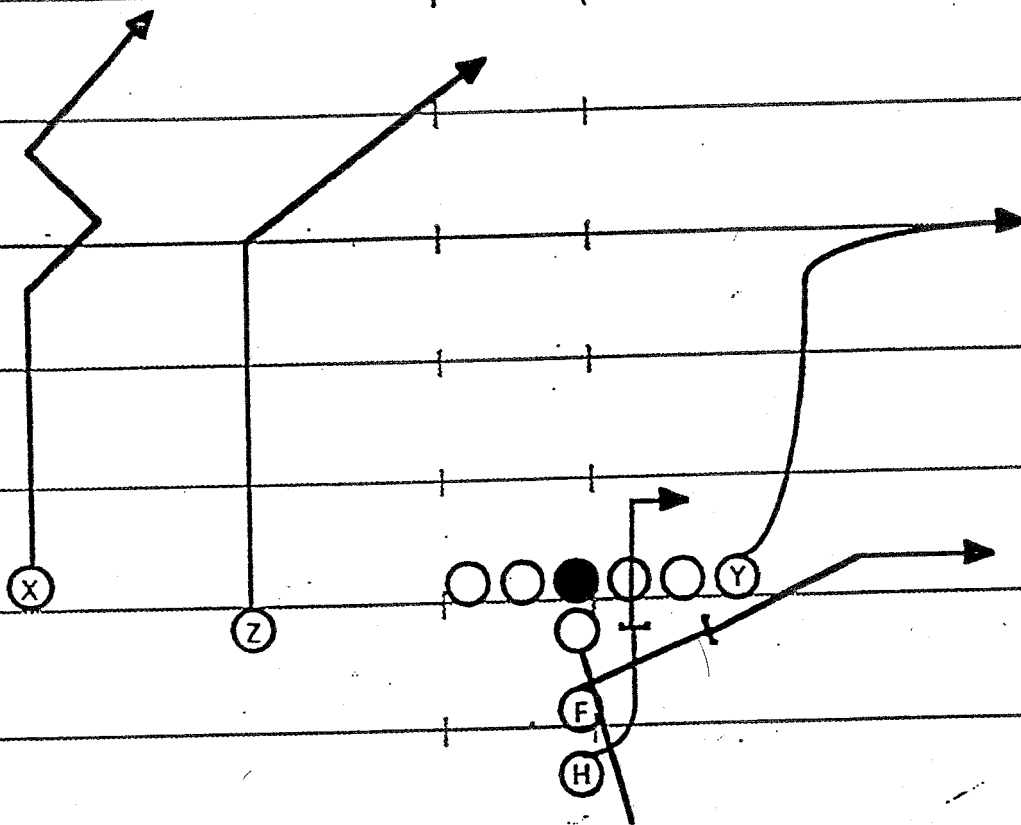
Check Hook Route

Formations:

Fullback(F):

Check Flat Route

# ACT 4 788 SPECIAL



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Special Route

Tight-End(Y):

7 Route

Flanker(Z):

Inside 8 Route

Halfback(H):

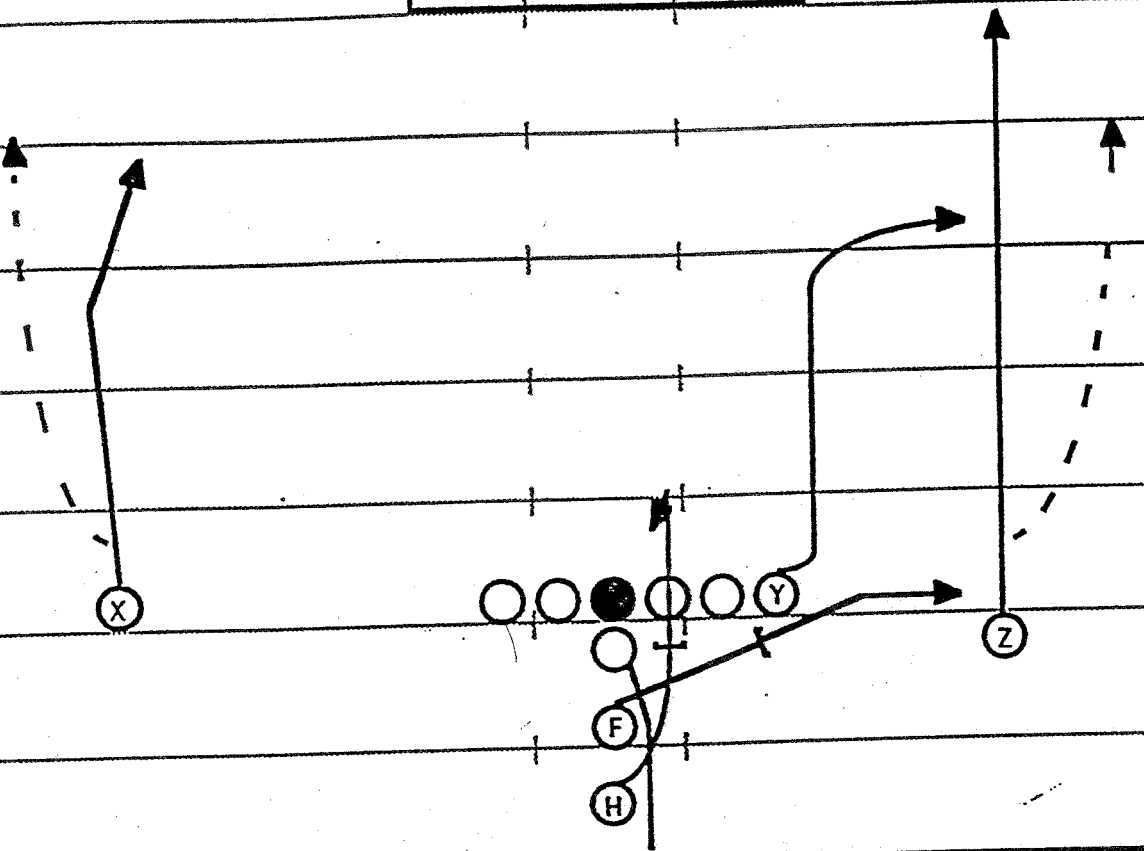
Check Hook Route

Formations:

Fullback(F):

Check Flat Route

# ACT4 879



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

7 Route

Flanker(Z):

9 Route

Halfback(H):

Check-Hook Route

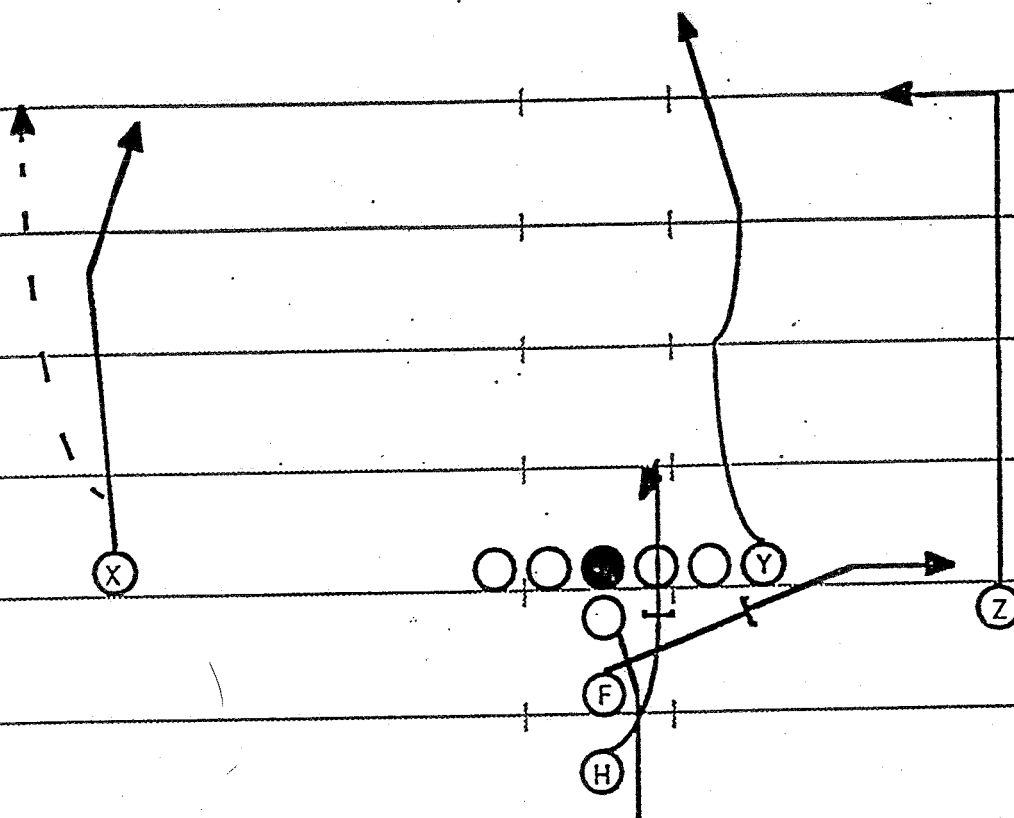
Formations:

Fullback(F):

Check-Flat Route



ACT4 894



Notes:

Quarterback:

**Progression:**

### Footwork:

Split-End(X):

## 8 Route

Tight-End(Y): .

### 3 Route

Flanker(Z):

#### 4 Route

Halfback(H):

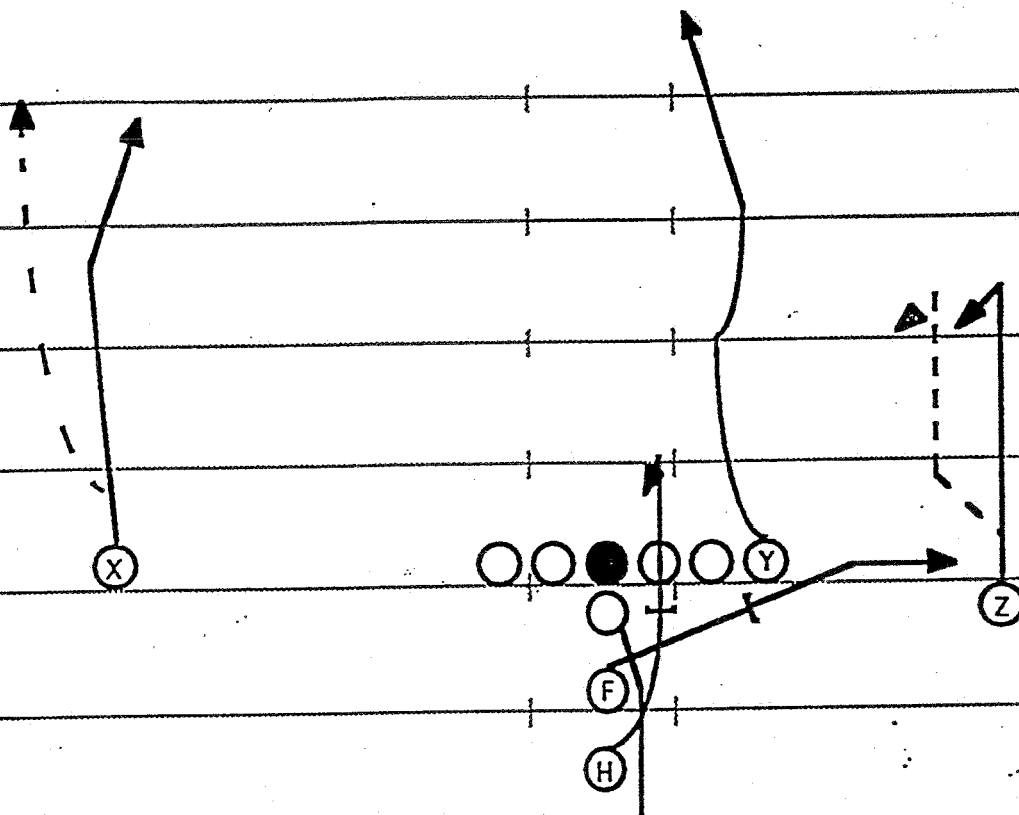
## Check-Hook Route

Formations:

Fullback(F):

## Check-Flat Route

# ACT4 896



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

9 Route

Flanker(Z):

6 Route

Halfback(H):

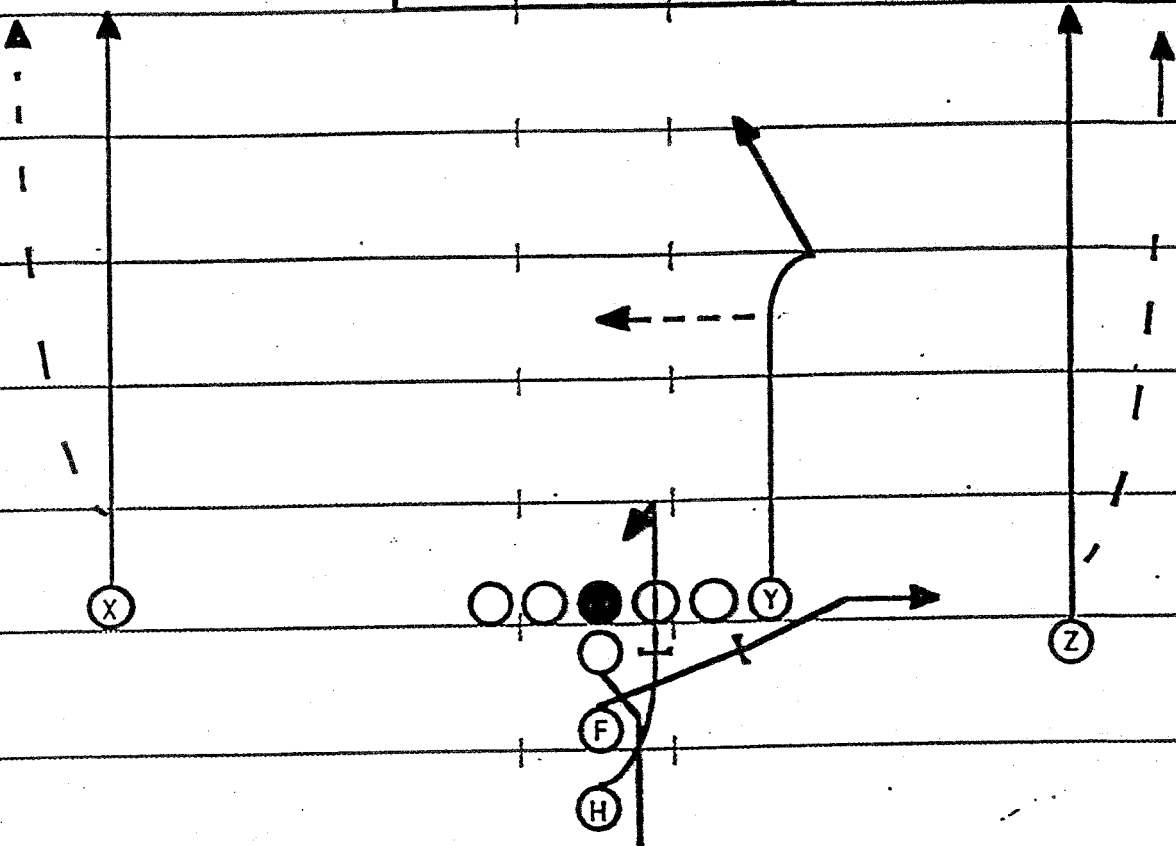
Check-Hook Route

Formations:

Fullback(F):

Check-Flat Route

# ACT4 989



## Notes:

Quarterback: \_\_\_\_\_

Progression: \_\_\_\_\_

Footwork: \_\_\_\_\_

Split-End(X): \_\_\_\_\_

9 Route

Tight-End(Y): \_\_\_\_\_

8 Route

Flanker(Z): \_\_\_\_\_

9 Route

Halfback(H): \_\_\_\_\_

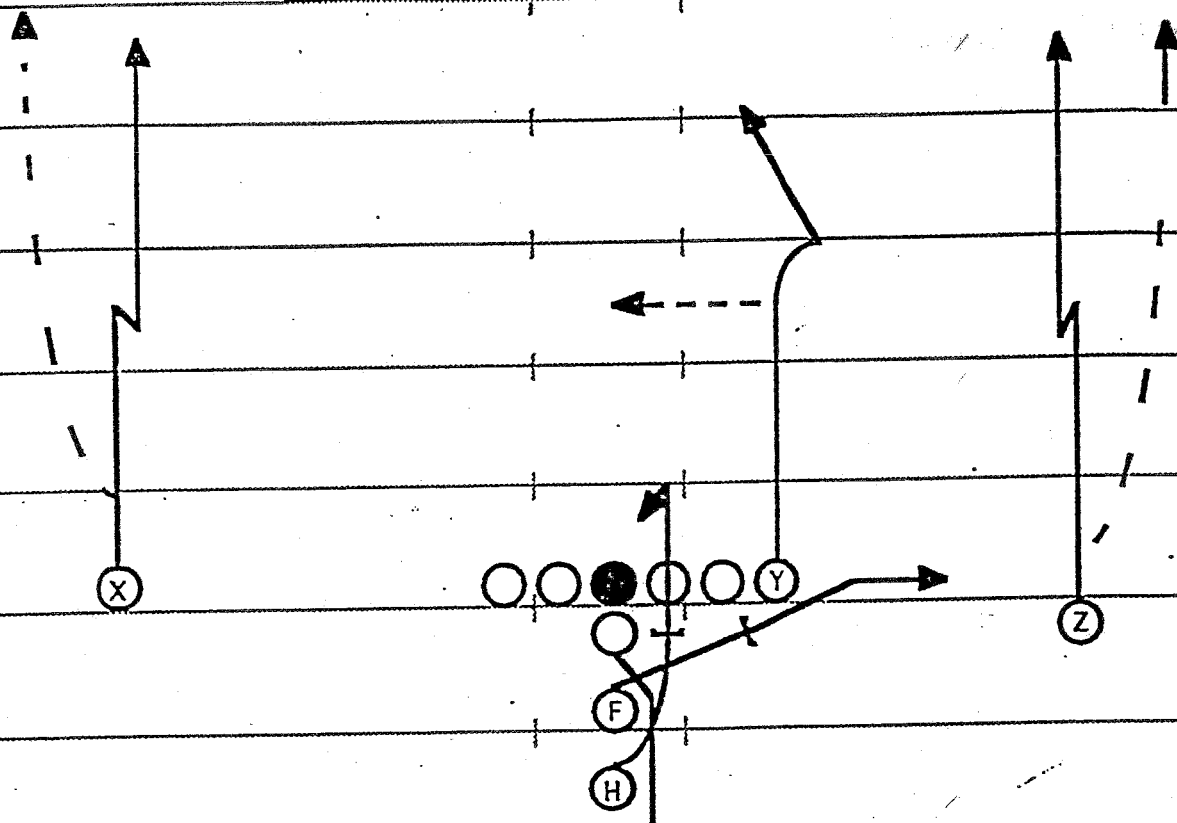
Check-Hook Route

Formations: \_\_\_\_\_

Fullback(F): \_\_\_\_\_

Check-Flat Route

**ACT 4 989 PUMP**



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

## 9 Pump Route

Tight-End(Y):

## 8 Route

Flanker(Z):

## 9 Pump Route

Halfback(H):

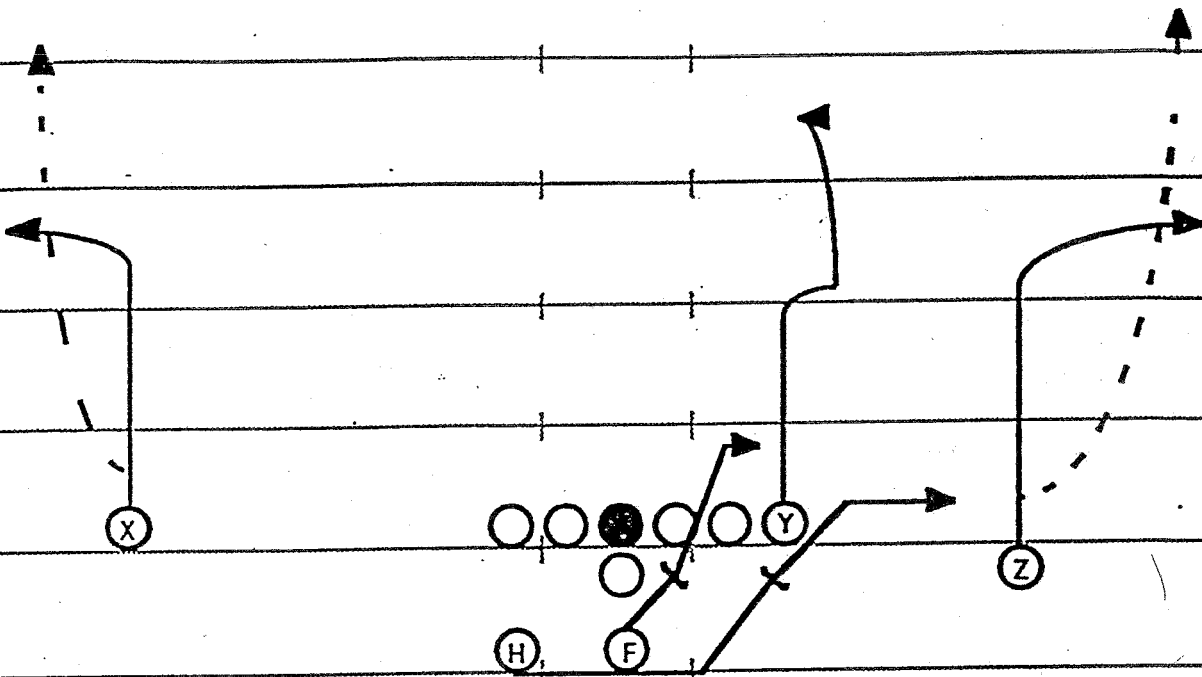
## Check-Hook Route

**Formations:**

Fullback(F):\_\_\_\_\_

## Check-Flat Route

# ACT 6 393



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

3 Route

Tight-End(Y):

9 Route

Flanker(Z):

3 Route

Halfback(H):

Check-Flat Route

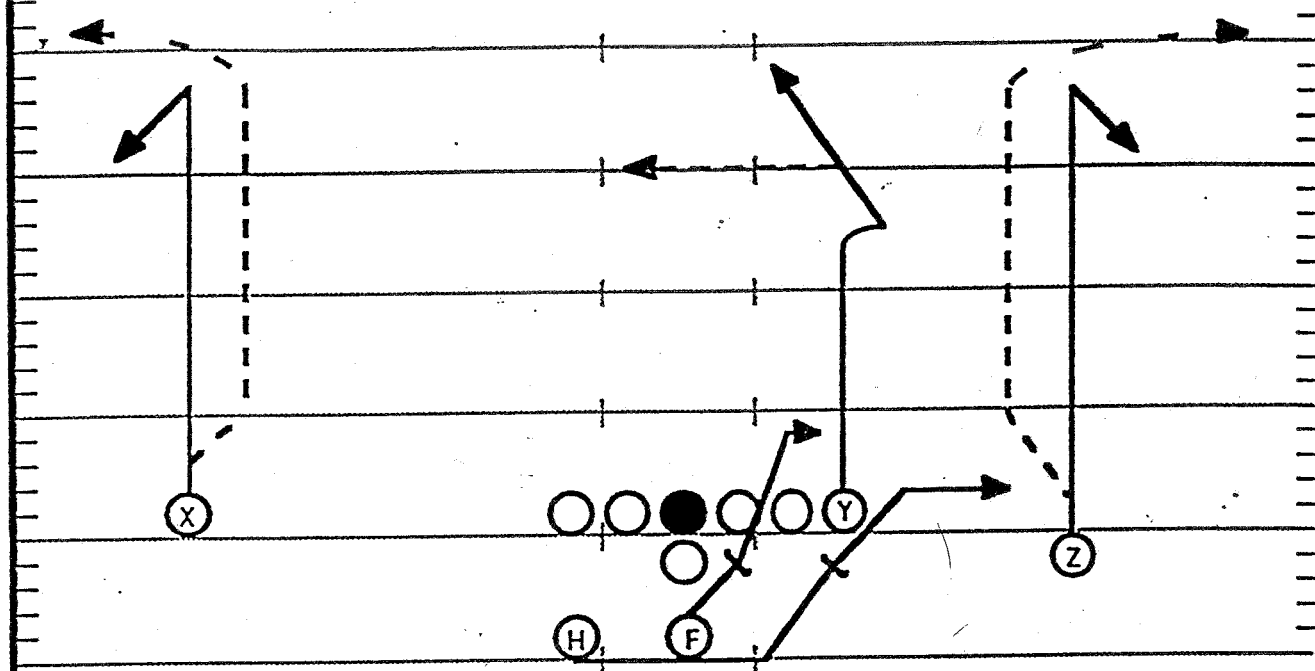
Formations:

Far

Fullback(F):

Check-Hook Route

**ACT 6 585**



Notes:

Quarterback:

Progression:

### Footwork:

Split-End( $\lambda$ ):

## 5 Route

Tight-End(Y):

## Inside 8 Route

Flanker(Z):

## 5 Route

Halfback(H):

## Check-Flat Route

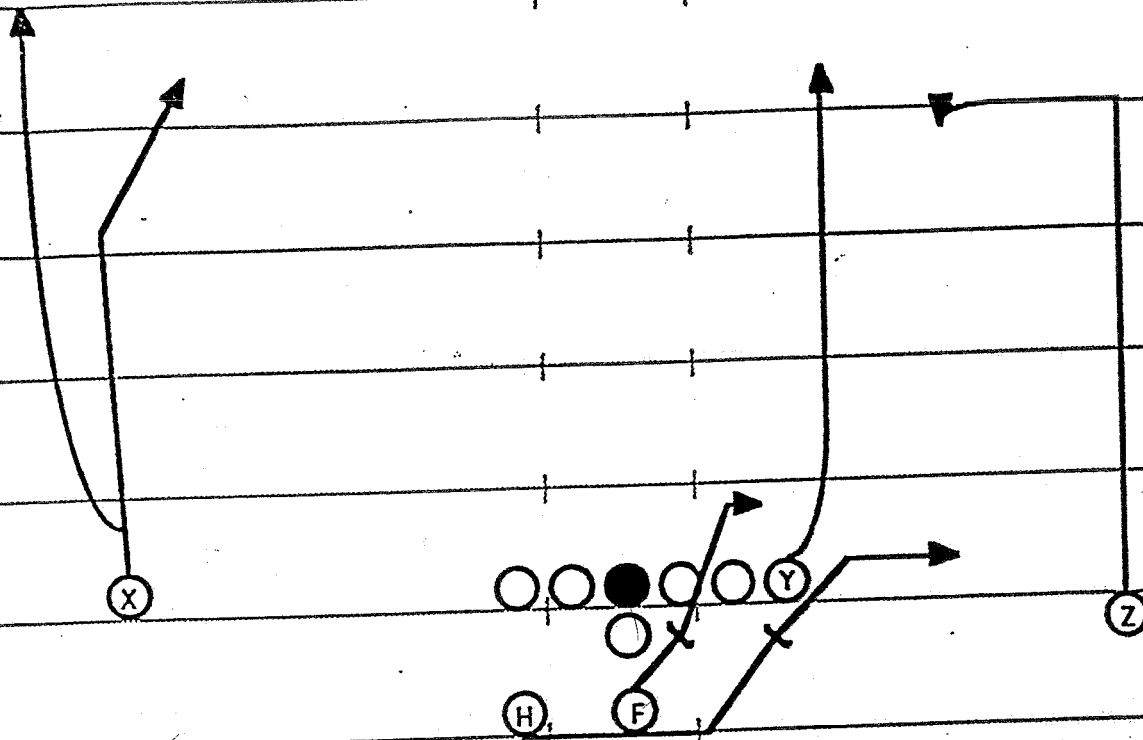
Formations:

Far

Fullback(F):

### Check-Hook Route

# ACT 6 894



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

9 Route

Flanker(Z):

4 Route

Halfback(H):

Check-Flat Route

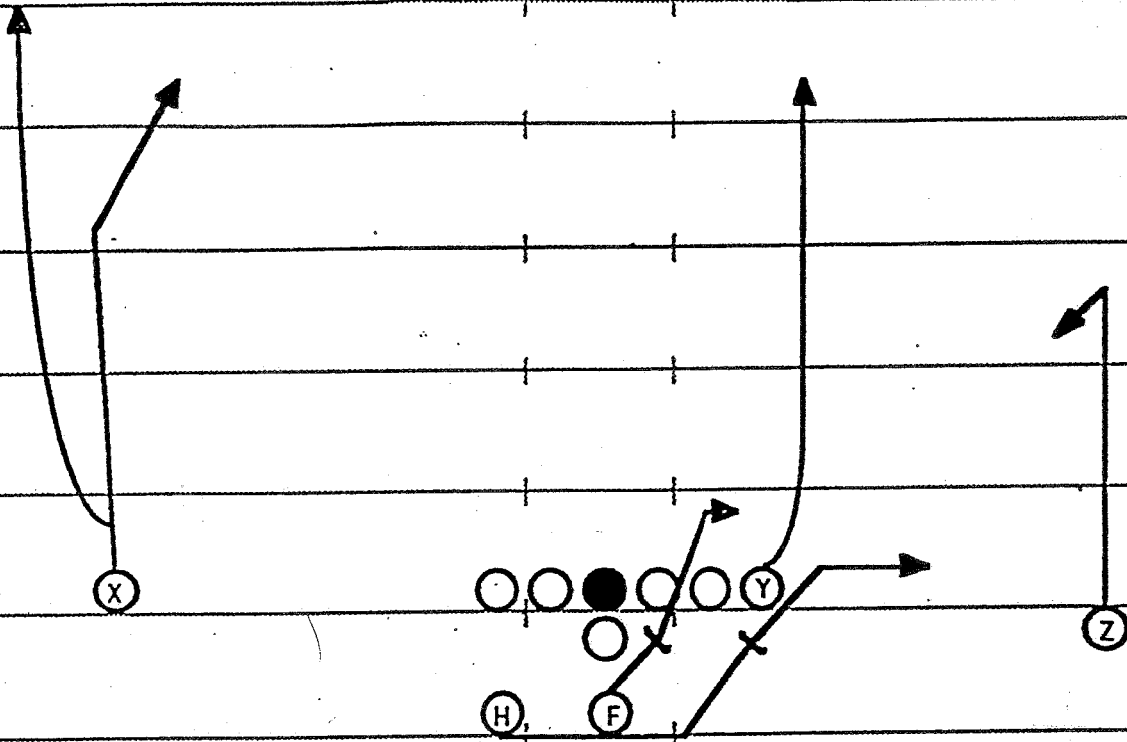
Formations:

Far

Fullback(F):

Check-Hook Route

# ACT 6 896



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Route

Tight-End(Y):

9 Route

Flanker(Z):

6 Route

Halfback(H):

Check-Flat Route

Formations:

Far

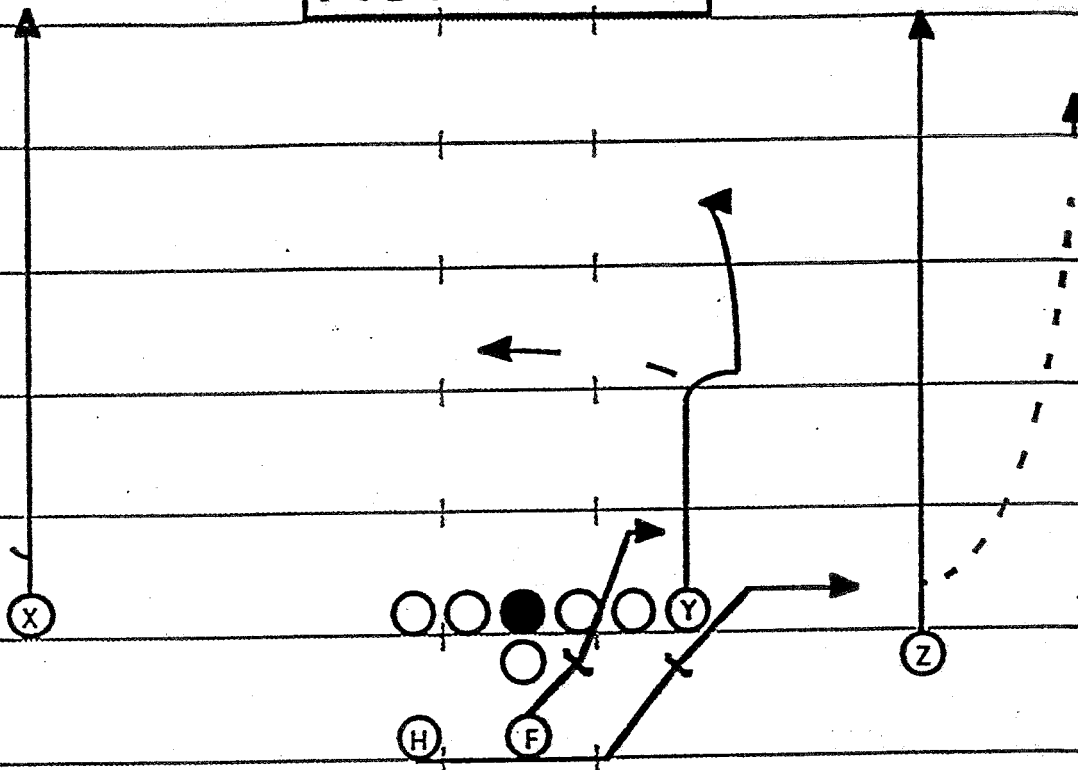
Fullback(F):

Fullback(F):

Check-Hook Route



# ACT 6 989



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

9 Route

Tight-End(Y):

8 Route

Flanker(Z):

9 Route

Halfback(H):

Check-Flat Route

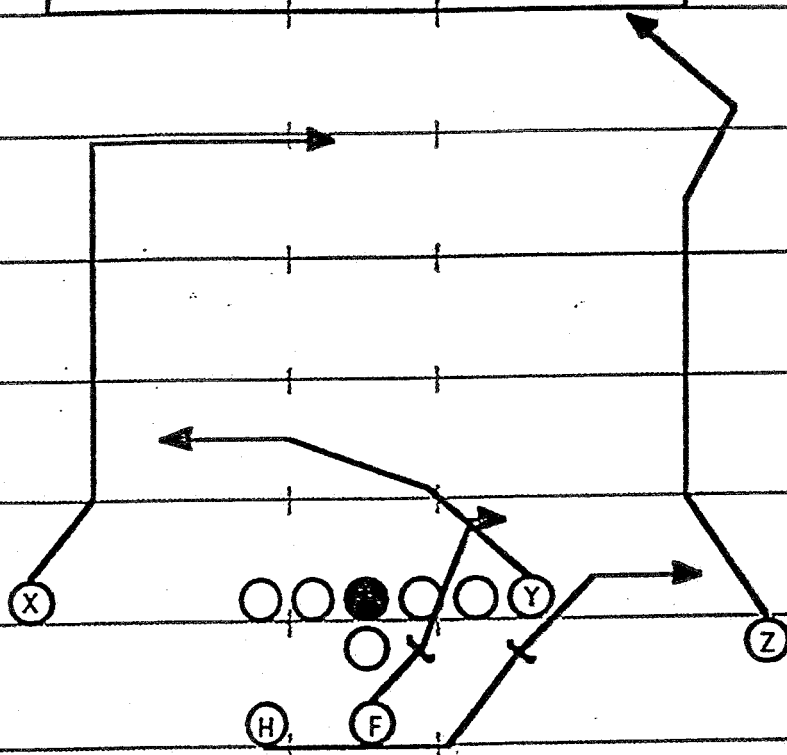
Formations:

Far

Fullback(F):

Check-Hook Route

# ACT 6 SEAM 428



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

Seam 4 Route

Tight-End(Y):

2 Route

Flanker(Z):

Action 8 Route

Halfback(H):

Check-Flat Route

Formations:

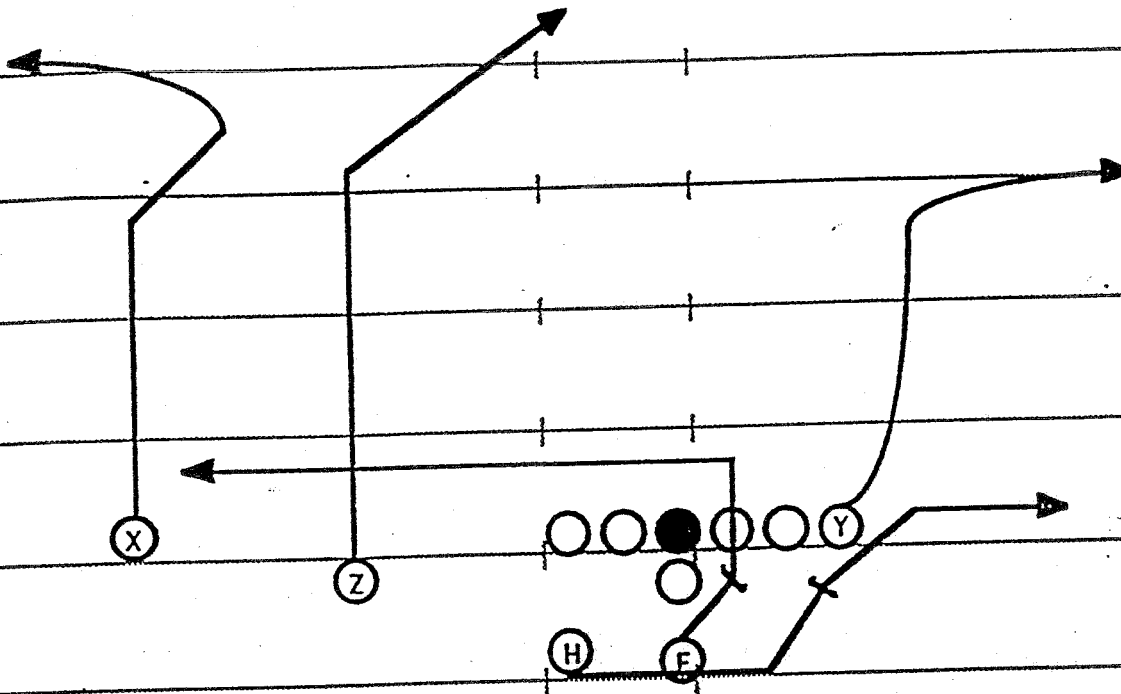
Far

Fullback(F):

Check-Hook Route

Formations:

# ACT 6 787 SPECIAL



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

7 Special Route

Tight-End(Y):

7 Route

Flanker(Z):

Inside 8 Route

Halfback(H):

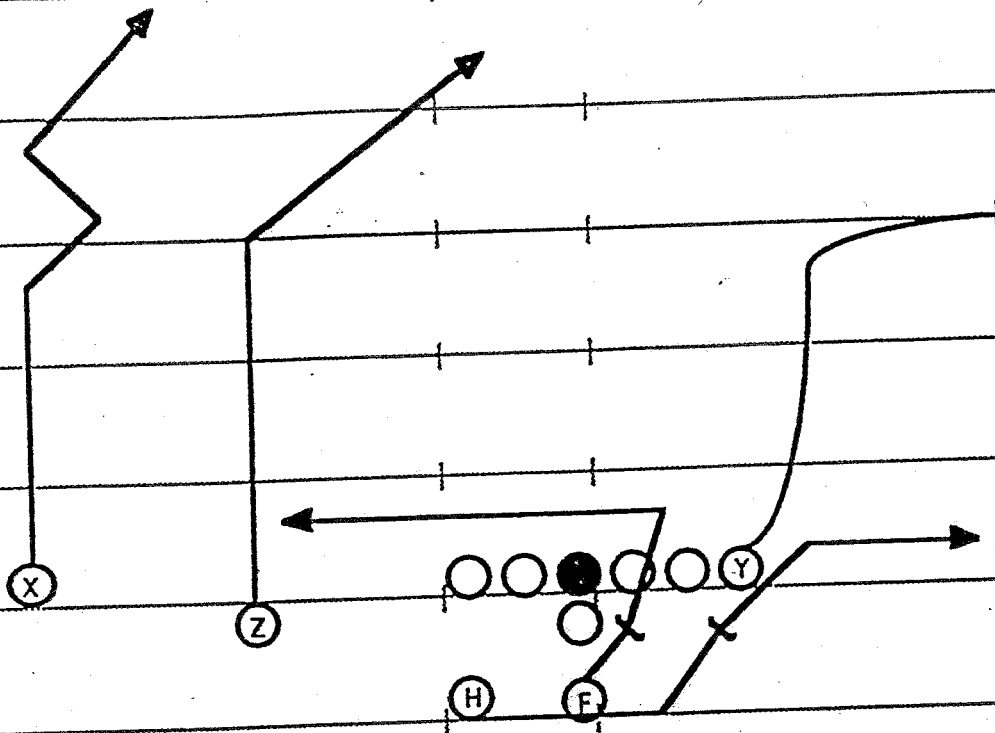
Check Flat Route

Formations:

Fullback(F):

Check Drag Route

# ACT 6 788 SPECIAL



## Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

8 Special Route

Tight-End(Y):

7 Route

Flanker(Z):

Inside 8 Route

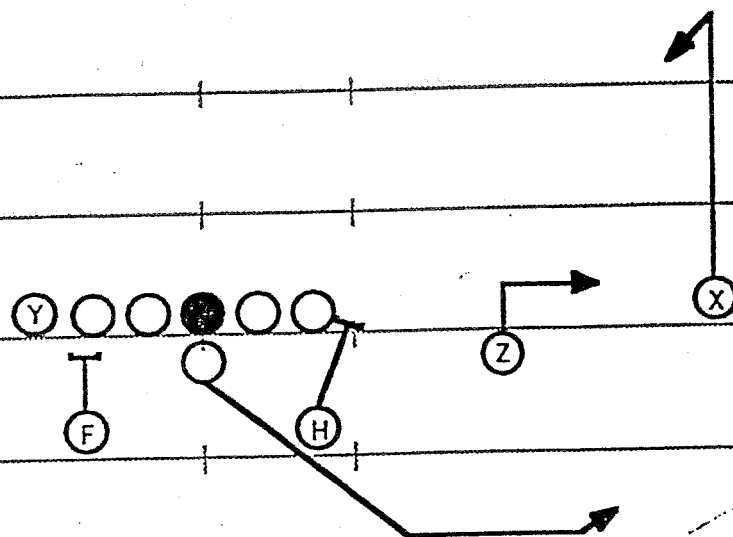
Halfback(H):

Check Hook Route

Formations:

Fullback(F):

Check Drag Route



Notes:

Quarterback:

Progression:

Footwork:

Split-End(X):

6 Route

Tight-End(Y):

Block

Flanker(Z):

1 Route

Halfback(H):

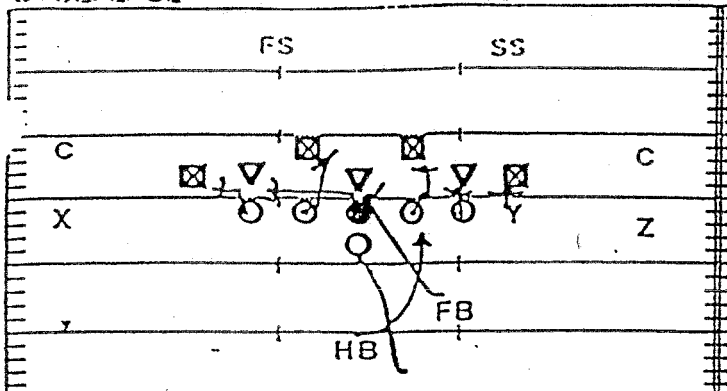
Block

Formations:

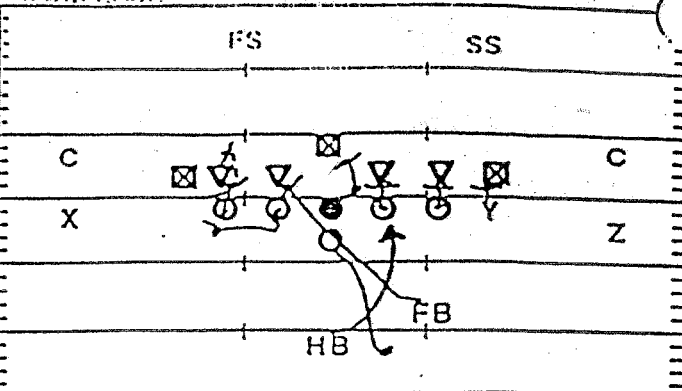
Fullback(F):

Block

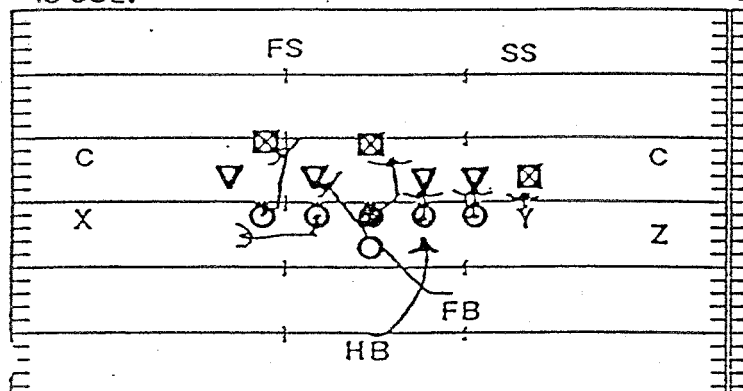
## 34 DEFENSE



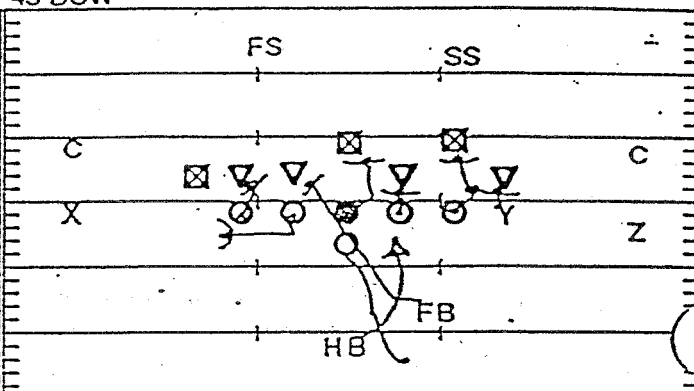
## 43 DEFENSE



## 43 COLT



## 43 BOW



QB FRONT OUT, 5/7 O'CLOCK, FAKE ACT 4/NAKED

HB 40 GUT TRACK - 40 GUT READ

FB TRAP 1ST DOWN DEF LINEMAN HEAD ON CENTER TO BACKSIDE - NO BUBBLE OVER STRONGSIDE GUARD THE PLAY TURNS INTO CRUNCH

Y BLOCK GUT

Z

X

OST BLOCK GUT

OSG BLOCK GUT AND CENTER COVERED

CENTER COVERED - PICK IT # - I.E. - QK STAB ON NT THEN BACK FOR DE AND/OR WILL LBKR COVERED AND ON GUARD COVERED - BLOCK GUT  
UNCOVERED - # RAY/LENNY WITH ON GUARD

BSG UNCOVERED - BLOCK GUT  
COVERED AND CENTER COVERED - CALL "SLIP" WITH YOUR TACKLE; SOLID-BLOCK CRUNCH  
COVERED AND CENTER UNCOVERED - CALL "YOU" TO TKL-TAKE PASS SET AND # DE/EMLOS

BST COVERED AND YOUR GUARD UNCOVERED - STAB DE THEN # WILL LB. GAME PLAN VARIATION WILL BE CUT-OFF # DE  
UNCOVERED AND YOUR GUARD AND CTR COVERED - WORK SLIP # WITH GUARD: SOLID-BLOCK CRUNCH  
UNCOVERED AND YOUR GUARD COVERED - "YOU" CALL - GO THRU FOR LBKR - GOOD CUT-OF PATH  
C.P. SOLID DUBS FIST - Z BLOCK OUTSIDE DUBS