OFFENSIVE FORMATION
NUMBERING SYSTEM

Running Backs' Alignment - Split inside leg of offensive tackles. Heels are at 5 yards.
Line Splits - Center - Guard split ls 2 feet. Guard - tackle split is 2 feet. Tackle
tight end split is 2-3 feet.
Flanker and X Alignment - 8 to 12 yards.
THE HUDDLE PROCEDURE

THE HUDDLE

* Ball

FORMING AND BREAKING THE HUDDLE:

1. Center always sets up huddle eight yards from ball. Set up quickly.
2. Huddle is oval type with QB's left side to LOS.
3. Line up quickly with hands on knees in position to see and hear the quarterback.
4. Quarterback has complete control of huddle.
5. You will receive the following information in the huddle:
   A. Formation (motion possible)
   B. Play
   C. Blocking (possible)
   D. Pass pattern (possible)
   E. Snap number
6. When you do not hear what is said, call check.
7. "Ready-Break" is the signal to leave the huddle - clap hands - linemen turn to outside and go to LOS quickly.
8. The huddle reflects the attitude of each man and the team - keep huddle sharp.
9. Quarterback - Do not call "Ready-Break" until the receivers have left the huddle.
IN THE HUDDLE.....

QB does all the talking.

QB will give the following information:
1. Formation (i.e. Red, Brown, Green, Blue, etc.)
2. Formation Adjustments (i.e. Tight, Close, Y Deep, etc.)
3. Motions or Shifts (i.e. "Z" Right, "C" Left, Y Motion, etc.)
4. Play Number (i.e. 65, 20, 98, etc.)
5. Play Terms (i.e. Power, X Hook, etc.)
6. Snap Count (i.e. On two, On set, On first sound, etc.)
7. Ready-Break

Here's How it Sounds....


Note: Ball may be snapped on any of the following snap counts:
A. 1st sound
B. Set
C. One (1st "Hut")
D. Two (2nd "Hut")
E. Three (3rd "Hut" – QB will try to draw the defense off sides)
AT THE LINE OF SCRIMMAGE (L.O.S.)

1. QB calls color and number to each side
2. QB calls defensive front
3. QB pauses and completes snap count as follows: "Set" (pause) "Hut" - "Hut" ......... "Hut"
4. When QB calls the snap count on three (3), he will try to draw the defense offsets on the 2nd "Hut" by accenting the count - pauses - and then calls the third "Hut." The team is alert for the "staggered count" every time the QB calls the play "On Three (3)"
5. Audibles may be called regardless of the snap count. If the count is "1st Sound," the QB audibles before he puts his hands under the center - the snap count then changes.

Here's How it Sounds.....

1. On 1st Sound - "Pro" (ball is snapped on 1st thing QB shouts)
2. On Set - "Color - Number - Color - Number - 43 - Set"
3. On One - "Color - Number - Color - Number - 34 - Set - Hut"
4. On Two - "Color - Number - Color - Number - 25 - Set - Hut - Hut"
5. On Three - "Color - Number - Color - Number - 53 - Set - Hut - Hut ---- Hut"
AUDIBLE AT THE LOS....

1. A change of play at the LOS may come at any time. If the center does not feel pressure, he does not snap the ball.
2. Team aligns at LOS in three point stance.
3. If QB wants to change the play called in the huddle, he calls the live color and the audible number. He pauses and repeats color and number again. QB pauses and continues the normal snap count.
4. All audibles will go on a predetermined count (set).
5. If no audible is needed as in two minute offense, no color and audible number are called. QB simply comes to LOS and begins the cadence by calling the defensive front. The QB will inform the team that he is in a "No dummy audible" mode though he may still call a live audible if needed.

Here's How it Sounds....

(Assume Red is the live color)
(QB at LOS, but hands not under center)
(Team in three point stance)

1. QB Audible at LOS: (on Set)
   Red 78 (pause) Red 78 (pause) 43 (pause) Set.
2. QB Dummy Audible at LOS: (on One)
   White 50 (pause) White 50 (pause) 34 (pause) Set (pause) Hut.
3. QB not using the audible at LOS: (on Three)
4. QB not using audible at LOS: (on 1st Snap)
   "Pro" (ball is snapped on 1st thing QB shouts).
"BASE" | PERSONNEL GROUPINGS | "TIGER"

2 RB's, 1 TE, 2 WR's | 1 RB, 2 TE's, 2 WR's

"E" | "ZEBRA"

2 RB's, 0 TE's, 3 WR's | 1 RB, 1 TE, 3 WR's

"U" | "EAGLE"

2 RB's, 2 TE's, 1 WR | 1 RB, 0 TE's, 4 WR's

"Y"

2 RB's, 3 TE's, 0 WR's
BASIC BACKFIELD SETS

RED RIGHT

CHANGE RIGHT

BROWN RIGHT

BLUE RIGHT

GREEN RIGHT

GREEN RIGHT STRONG

GREEN RIGHT NEAR
TE BASIC ALIGNMENTS (Y)

RED RIGHT

BLUE RIGHT OPEN

BROWN LEFT

RED RIGHT 'Y' OUTSIDE

GREEN RIGHT SLOT

(T) SOLO RIGHT EAST

RED RIGHT 'Y' DEEP

(T) SOLO RIGHT WEST
FLANKER (Z) ALIGNMENTS

RED RIGHT

BLUE RIGHT "CLOSE"

RED RIGHT TIGHT "ZOOM"

(T) TWIN RIGHT

RED RIGHT "SWITCH"
FLANKER (Z) MOTIONS

RED RIGHT SLOT 'F' RIGHT

BLUE RIGHT 'F' SHORT

RED RIGHT "ZOOM SHORT"

RED RIGHT "ZOOM MOTION"

BROWN RIGHT SLOT "F" COUNTER MOTION

RED RIGHT 'Z' RIGHT

(ZEB) DOUBLE WING RT 'Z' RIGHT
SPLIT-END (X) ALIGNMENTS

RED RIGHT

BLUE RIGHT "FLIP"

RED RIGHT "X"

(T) SOLO RIGHT SLOT

(T) TWIN RIGHT

SPLIT-END (X) MOTIONS

RED RIGHT SLOT 'X' SHORT

(T) SOLO RIGHT 'X' RIGHT
Mini Camp - DAY 1

BASE PASSES:
1. 324-325 THUNDER / OMAHA -- RED
   -- BROWN SLOT 'A-C' STRONG
   -- (T) EAST SLOT 'U' CTR MOTION

2. 322-323 'Y' STICK
   -- (T) SOLO
   -- DOUBLE WING

3. 22-23 (SCAT) Z' IN
   -- RED
   -- DOUBLE WING
   -- (ZEB) DOUBLE WING

4. 22-23 (SCAT) TEXAS
   -- RED
   -- DOUBLE WING
   -- (ZEB) DOUBLE WING

5. 22-23 FB ARROW
   -- RED (POS. 'Y' SHIFT)

6. 50-51 'X' SPOT
   -- RED SLOT

7. 200-300 JET Z' SLANT/OMAHA/
   THUNDER/SMOKE/SLEGGO
   -- BROWN 'X' 'A-C' STRONG

8. 2-3 JET 'FLK' DRIVE
   -- BLUE 'F' SHORT
   -- BROWN 'A-C' STRONG

PLAY PASSES:
9. FOX 2-3 'X-Y' HOOK
   -- BROWN
   -- RED
   -- GREEN

10. P. 312 D.Q.H.
   -- GREEN RIGHT FLASH
   -- GREEN RIGHT SLOT FLASH

11. P. 312 WK. D.Q.H.
   -- GREEN LEFT FLASH
   -- GREEN LEFT SLOT FLASH

12. P. FB@0 D.Q.H.

SCREEN PASSES:
13. 2-3 JET FB SLOW SCREEN STR.
    -- BLUE 'F' SHORT

RUNS:
1. HB/FB 40-41
   -- RED
   -- BLUE

2. 18-19 BOB
   -- RED

3. 16-17 POWER
   -- RED

4. 68-69 H.O. (SOLID)
   -- (T) SOLO
   -- BLUE

5. 69-68 H.O. (WEAK)
   -- BROWN

6. 36-37 'F'
   -- BROWN SLOT 'A-C' STRONG

7. 92-93 LEAD
   -- FAR WEST SLOT
   -- GREEN
68-69 HO SOLID

BLUE RIGHT 68 HO SOLID

Need Good QB Fake

Block Force

BLUE RIGHT 68 HO SOLID

BROWN RIGHT 69 HO (WK)

ALERT 'OVER' CALL

POSS. COMBO

C

First Force

(T) SOLO RIGHT 68 'HO'

(T) SOLO RIGHT 68 HO ('OVER' CALL)

59

42

BLUE RIGHT 68 'HO' SOLID

BROWN RIGHT 68 HO ('OVER' CALL)
92-93 LEAD

GREEN RIGHT 92 LEAD

GREEN RIGHT 92 LEAD

GREEN RIGHT 92 LEAD

GREEN RIGHT 92 LEAD
BASE PASSES:
1. 324-325 SMOKE / TRAIN -- RED
2. 22-23 'Y'/E' CROSS FB FAN -- RED (POS. 'Y' SHIFT)
   -- (E) RED
3. 22-23 DBL SEAM POST -- (T) SOLO 'U' STRONG
4. 22-23 SCAT HANK -- DOUBLE WING
5. 22-23 SCAT TEXAS 'Y' CROSS -- DOUBLE WING
   -- (ZEB) DOUBLE WING
6. 22-23 'X' SHALLOW CROSS -- BROWN 'A-C' STRONG
7. 24-25 DBL CB/DIG/GO -- RED
8. 72-73 'X' SHALLOW CROSS -- CHANGE 'A-C' WEAK
9. 2-3 JET ALL GO (FK. FB40) -- FB WEST SLOT
10. 2-3 JET 'X' DRIVE -- BROWN SLOT OPEN

PLAY PASSES:
11. FOX 2 D.S.O. -- BROWN RIGHT
12. H2-3 D.S.O. -- GREEN FLASH

MOVEMENT PASSES:
13. FK. 69 QB KEEP PASS RIGHT -- (T) SOLO LEFT
    -- (T) SOLO LEFT SLOT

SCREENS:
14. 22-23 TEXAS HB SLOW SCR. WK. -- RED

RUNS:
1. FOX 2-3 RUN -- BROWN
   -- RED
   -- GREEN
2. FOX 3-2 WEAK -- RED (SLOT)
   -- BLUE ('Y' MOTION)
   -- GREEN
3. 98-99 H.O. SOLID -- GREEN
4. 93-92 BLAST -- GREEN
5. 19-18 'W' -- RED
   -- (E) RED (CHANGE)
RED RIGHT
324 OTALIA

AGGRESSIVE PROTECTION
QB - Work Off Coverage

(1)

'Y' SHIFT TO RED RIGHT
22 'Y' CROSS FB FAN

BURST!
20 Yds

Alert

12 Yds

3 Yds

Read

2

QUICK!

5/7 HOT

(2)

(T) SOLO RIGHT 'U' RIGHT
22 DOUBLE SEAM POST

7th step
Outside foot back

Outside foot back

7th step

LOCK!

1

5 QUICK STICK VS 9

(3)

RED RIGHT
324 TRAIN

1

5 Yd

Over Ball

Alert

TROU FS!
GO BACK

Alert

1

5 Yd

Fade vs Cloud

Fade vs Cloud

Hitch

2

-12-

3

Hitch

(1A)

(B) RED RIGHT
22 'E' CROSS FB FAN

BURST!
20 Yds

Alert

12 Yds

3 Yds

Read

2

3 Yds

Read

-16-

Outside Release Cloud

(2A)

DOUBLE VING RIGHT
22 'E' CROSS FB FAN

12 Yds

2

2-3 Yd

1-8 yds

2

LOCK!

Q-CALL

HOT

2-3 Yd

14

5

(4)
93-92 BLAST

49 F S
C
X
W M B
E T T E
SLIP SWAP
F H

GREEN RIGHT 93 BLAST

43 F S
C
X
W E T T E B
SLIP SWAP
F H

GREEN RIGHT 93 BLAST

25 (35)
F S
C
X
W M B
E T T E B
SWAP
F H

POSS. COMBO

GREEN RIGHT 93 BLAST

57 (37)
F
C
X
W E T T E
SLIP SWAP
F H

GREEN RIGHT 93 BLAST

59
F
C
X
W M B
E T CHIP T E
SWAP
F H

GREEN RIGHT 93 BLAST

42
F
C
X
N W B
SLIP SWAP
F H

GREEN RIGHT 93 BLAST
BASE PASSES:
1. 322-323 (SCAT) 'Y' STICK NOD -- RED SLOT 'A-C' STRONG
   -- (T) EAST SLOT 'U' CTR MOTION
2. 22-23 DBL STUTTER GO -- RED
3. 200-300 JET 'X' SLANT/OMAHA/
   THUNDER/SMOKE/SLUGGO -- (T) EAST 'F' SHORT
4. 3 JET 'FLK' ARROW HB QUICK -- BLUE 'F' SHORT

MOVEMENT PASSES:
5. SPRINT RIGHT OPTION -- RED LEFT SLOT
6. FK. 19 QB KEEP RT. FB SLIDE -- RED LEFT
7. P. 97 SOLID SEATTLE -- (T) SOLO LEFT

SCREENS:
8. SPRINT RIGHT FB SLOW SCR LT. -- RED LEFT SLOT

NICKEL PASSES:
9. 22-23 SCAT 'E' OPTION -- (E) DOUBLE WING
10. 200-300 JET LION / SLUGGO -- (EAG) SPREAD
11. 2-3 JET SEATTLE -- (ZEB) DBL WING 'ZEB' STRONG
12. 2-3 JET 'ZEB' DRIVE 'Z' POST -- (ZEB) TRIPS
13. 2-3 JET WINSTON 'E' CROSS -- (EAG) SPREAD
14. 2-3 JET DBL ARROW 'EAG' CROSS -- (EAG) SPREAD
15. 2-3 JET ALL GO (FK FB40) -- (EAG) SPREAD
16. 2-3 JET ALL GO SPECIAL
   (FK FB40) -- (ZEB) TRIPS

NICKEL RUNS:
1. 15-14 DRAW -- (ZEB) DOUBLE WING
   -- (ZEB) TRIPS
2. FB 40-41 (STR/WK) -- (ZEB) DOUBLE WING
   -- (EAG) SPREAD
3. 66-67 SLANT -- (ZEB) DBL WING ('Alert Over')
4. 66-67 'T' -- (ZEB) DOUBLE WING
5. 60-61 TRAP / 30-31 TRAP -- (ZEB) DOUBLE WING
   -- (EAG) SPREAD
6. 68-69 H.O. (SOLID) -- (ZEB) TRIPS ('X')
   -- (EAG) SPREAD
RED LEFT
FAKE 19 QB KEEP FB SLIDE

MOVEMENT

Clear Outside

12-15 Yds
LOOK!

1

-14-

Good Fake Pump Free Arm!
Head Around
RUN 3

(T) SOLO LEFT
P. 97 SOLID SEATTLE

15-18 Yds

1 vs. MAN

2 Yds

2

-10-

SLIP INSIDE
HB: FULL SELL!

Z

U BLOCK BACKSIDE

Y

-16-

QG- Get Depth

SCREENS
RED LEFT SLOT
SPRINT RIGHT FB SLOW SCREEN LEFT

WALL MIKE

SLIDE 6-8 YD

2 YD

-10-

FIND FB!

NICKEL

(E) DOUBLE WING RIGHT
22 SCAT 'E' OPTION

SEAM POST
SEAM POST

5

2

2-3 Yd

-14-

5 YD

-6-

Z

(F)/

(EAG) SPREAD LEFT
300 JET LION/SUGGGO

(SUGGO)

GOOD SPLITS!

(QB- PICK A SIDE)

3

(ZEB) DOUBLE WING LEFT 'ZEB' LEFT
3 JET SEATTLE

ALERT

1 vs. MAN

10 Yds

5 YD OPTION

2

2 Yds

-14-

CONVERTS TO
POST VS 2 DEEP

7
41 RUNS

30-31 TRAP
60-61 TRAP

(EAG) SPREAD RIGHT EAG RT 30 TRAP

41 QUEEN

(EAG) SPREAD RIGHT 60 TRAP

41 KING

(EAG) SPREAD RIGHT EAG RT 30 TRAP

68-69 'HO'

(EAG) SPREAD RIGHT 68 'HO'

41 QUEEN

(EAG) SPREAD RIGHT 68 'HO'

41 KING

(EAG) SPREAD RIGHT 68 'HO'
BASE PASSES:
1. 20-21 BINGO BACKS LT/RT -- RED
2. 22-23 'Z' IN 'Y' GO -- RED
3. 300 JET 'X' SLUGGO 'Z' SEAM -- HB FAR TRIPS LEFT
4. 2-3 JET DINO 'Y' SHALLOW CROSS -- BROWN SLOT 'A-C' STRONG

PLAY PASSES:
5. FOX 2 WEAK 'X' SQ. OUT -- BLUE LEFT

MOVEMENT PASSES:
6. FK. FOX 3 WEAK QB KEEP RIGHT -- BLUE RIGHT 'Y' MOTION
   DRAG SLIDE

NICKEL PASSES:
7. 2-3 JET SCAT SCRAPE 'E' OUT -- (EAG) SPREAD 'EAG' STRONG
8. 2-3 JET 'X' DAGGER -- (ZEB) FAR WEST SLOT
9. 2-3 JET DOUBLE 'Z' -- (EAG) SPREAD
10. 2-3 JET SCAT HB OPTION -- (EAG) SPREAD
11. 2-3 JET HB SLOW SCREEN WEAK -- (EAG) SPREAD 'EAG' STRONG
Mini Camp - DAY 1

**BASE PASSES:**
1. 324-325 OM / TH / SM / TRAIN -- RED
   -- RED SLOT
2. 20-21 BINGO BACKS LT/RT -- RED 'Y' MOTION (POS. 'Y' SHIFT)
3. 322-323 (SCAT) 'Y' STICK -- FB WEST ZOOM SHORT
   -- (T) SOLO SLOT 'A-C' STRONG
   -- (ZEB) EAST 'F' WEAK
4. 22-23 'Y' CROSS FB FAN -- RED 'Y' SHORT
5. 22-23 'X' SHALLOW CROSS -- HB NORTH HB' STRONG
6. 24-25 DBL CB/DIG/GO/S.O. -- GREEN / RED 'Y' SHIFT
7. 2-3 JET 'FLK' DRIVE -- BLUE 'Y' SHORT

**PLAY PASSES:**
8. 75 HB SEAM FK SCREEN RT. -- BROWN LEFT
9. P. 317 'X' SLANT -- RED LEFT

**SCREEN PASSES:**
10. S-9 -- RED RIGHT

**RUNS:**
1. 92-93 LEAD -- GREEN / GREEN SLOT
2. 93-92 BLAST -- GREEN / GREEN SLOT
3. 96-97 'F' CTR GAP -- GREEN
4. 97-96 'F' STUTTER -- GREEN
5. FB 40-41 -- RED / RED SLOT
   -- (ZEB) DBL WING (STR/WK)
   -- (EAG) SPREAD
6. 18-19 BOB -- RED / RED SLOT
BASE
BLUE RIGHT 'Y' SHORT
2 JET FLANKER DRIVE

Clear
Outside

Alert

12 Yds
2

Read 4-6 Yds
1

10 Yd

2 Yd Outlet

Z-GET OUTSIDE FAR TACKLE.

(7)

PLAY PASS
BROWN LEFT
75 HB SEAM FK SCREEN RIGHT

2nd Level

2nd LEVEL

WR'S - GET A BLOCK AFTER CATCH

OL DON'T GET DOWN FIELD

5

(8)

SCREENS
RED LEFT
PASS 317 "X" SLANT

(9)

RED RIGHT
S-9

12 Yd

Outlet 4-6 Yd

Alert

1

10-14-

R.T. - KEY BLOCK!

GREAT FAKE!

(10)

SCAT

EOT vs W Blitz

CHECK WIDE

QB - Read "W"
92-93 LEAD

GREEN RT 92 LEAD

F
ALERT O ver TO 93 BLAST

S

FB HAS MLB
FIRST FORCE

H
POSS EAT

GREEN RT 92 LEAD

25 (35)

F
ALERT O ver TO 93 BLAST

S

C
FIRST FORCE

H

GREEN RT 92 LEAD

57 (37)

F
ALERT O ver TO 93 BLAST

S

C
FIRST FORCE

H
BLOCK SAFETY

GREEN RT 92 LEAD

59
F
ALERT O ver TO 93 BLAST

S

C
FIRST FORCE

H
POSS GANG

GREEN RT 92 LEAD

42
F
ALERT O ver TO 93 BLAST

S

C
FIRST FORCE

H
DEFINE MLB

GREEN RT 92 LEAD
96-97 'F' CTR GAP

GREEN RIGHT 96 'F' CTR

25 (35)

GREEN RIGHT 96 'F' CTR

59

GREEN RIGHT 96 'F' CTR
FB 40-41

49

F

C

W

M

B

E

S

T

T

T

choke

HB EMOL

GOOD COMMUNICATION

ROT/TE

SAFETY

43

F

C

W

M

E

T

T

T

E

B

S

T

choke

Poss

SAFETY

RED RIGHT FB 40

DOUBLE WING RIGHT FB 40

25 (35)

F

C

W

M

E

T

T

T

choke

SAFETY

SAFETY

Poss.

Cobb

41 KING

F

C

N

M

D

E

SAFETY

Poss.

Swap

SAFETY

RED RIGHT FB 40

(ZEB) DOUBLE WING RIGHT FB 40

59

F

C

W

M

E

T

T

choke

SAFETY

HB EMOL

GOOD COMMUNICATION

ROT/TE

RED RIGHT FB 40

41 QUEEN

F

C

N

M

E

T

E

SIFT

Poss.

Base

SAFETY

'RUN IT'

(EAG) SPREAD RIGHT FB 40
Mini Camp - DAY 2

BASE PASSES:

1. 20-21 BINGO CROSS
   -- RED
   -- RED Z STRONG

2. 22-23 'Y' STICK
   -- BROWN B' STRONG

3. 22-23 SEATTLE
   -- FB WEST 'FB' CTR MOTION

4. 50-51 'X' SPOT
   -- (T) EAST SLOT 'U' CTR MOTION

5. 74-75 DBL CB/DIG/GO/S.O.
   -- (ZEB) TRIPS 'Y' SHORT

6. 200-300 JET 'X' SLANT/OM/TH/
   -- FB WEST SLOT 'F' STRONG
   SM/SL/SLUGGO STOP

7. 2-3 JET SCAT HB OPTION
   -- DBL WING SWITCH

PLAY PASSES:

8. FOX 2-3 Z CORNER
   -- BROWN 'Y' OUTSIDE

MOVEMENT PASSES:

9. P. 97 SOLID SEATTLE
   -- (T) SOLO LEFT

SCREEN PASSES:

10. S-1
    -- RED RIGHT

RUNS:

1. 30-31 PULL TRAP
   -- RED / RED SLOT

2. 16-17 POWER
   -- RED / RED SLOT

3. HB 40-41
   -- BLUE ('Y' MOTION)

4. 68-69 H.O.
   -- (T) SOLO / (EAG) SPREAD

5. 68-69 H.O. SOLID
   -- BLUE / (T) SOLO SLOT /
   -- (ZEB) TRIPS

6. 98-99 H.O. SOLID
   -- GREEN / GREEN SLOT
Mini Camp - DAY 3

BASE PASSES:
1. 22-23 (SCAT) TEXAS -- RED 'Y' SHIFT
   -- HB WEST 'HB' WEAK
2. 72-73 'X' SHALLOW CROSS -- DBL WING SWITCH
3. 200-300 JET LION/SLUGGO/DRAGON -- DBL WING FLEX

PLAY PASSES:
4. FOX 2-3 'X-Z' HOOK -- BROWN 'Y' OUTSIDE

MOVEMENT PASSES:
5. FK. 69 QB KP PASS RIGHT -- (T) SOLO LEFT
   -- (T) SOLO LEFT SLOT

SCREEN PASSES:
6. P. FB @ 0 'X' SLIP SCREEN LT. -- (T) WEST RIGHT SLOT 'U' LEFT

NICKEL PASSES:
7. 20-21 'Z' CROSS HB FAN -- (E) RED OPEN 'F' WEAK
8. 200-300 JET LION / SLUGGO -- (EAG) SPREAD
9. 2-3 JET SCAT FB OPTION -- (E) DBL WING
10. 2-3 JET 'X' DAGGER -- (ZEB) FAR WEST SLOT
11. 2-3 JET SEATTLE -- (ZEB) DBL WING ZEB' STRONG
12. 2-3 JET DBL CROSS HB BURST -- (ZEB) TRIPS

RUNS:
1. FB 0-1 -- BROWN / (T) SOLO /
   -- (T) WEST SLOT
2. H-2/H-3 SPLIT -- GREEN
3. 30-31 TRAP -- (EAG) SPREAD
4. FOX 2-3 RUN -- BROWN / RED / GREEN
5. FOX 3-2 WEAK -- BLUE ('Y' MOTION) / RED
6. 99-98 H.O. WEAK -- GREEN / GREEN SLOT
H2-3 SPLIT

GREEN RIGHT H2 SPLIT

(EAG) SPREAD RIGHT 30 TRAP

(EAG) SPREAD RIGHT 60 TRAP

(EAG) SPREAD RIGHT 30 TRAP

(ZEB) DOUBLE WING RIGHT 60 TRAP
BASE PASSES:
1. 22-23 SCAT TEXAS 'Y' CROSS -- HB WEST 'HB' WEAK
2. 24-25 DBL ANGLE BACK -- RED
3. 2-3 JET DINO 'Y' SHALLOW CRZ -- HB SHIFT TO FAR WEST SLOT
4. 3 JET RENO 'Z' SWING -- (T) OPEN WEST LT. SLOT 'U' SHORT

PLAY PASSES:
5. P. 15 BIM HB SEAM -- RED RIGHT

MOVEMENT PASSES:
6. P. 396 'X' OMAHA -- DBL WING LT. SWITCH 'Y' SHORT

SCREEN PASSES:
7. HB 'G' SCREEN WEAK -- (EAG) SPREAD 'EAG' STRONG

NICKEL PASSES:
8. 2-3 JET DBL ARROW EAG CRZ -- (EAG) SPREAD
9. 2-3 JET WINSTON 'E' CROSS -- (EAG) SPREAD
10. 2-3 JET DBL 'Z' -- (EAG) SPREAD SWITCH
11. 2-3 JET ALL GO (FK. FB40) -- (EAG) SPREAD
12. 2-3 JET SCAT 'EAG' OPTION -- (EAG) SPREAD
13. 2-3 JET DIAMOND BACK -- (EAG) TRIPS

NICKEL RUNS:
1. 66-67 T -- (ZEB) DBL WING
2. 67-66 SLANT -- (ZEB) DBL WING
3. 15-14 DRAW -- (ZEB) TRIPS
4. 60-61 TRAP -- (ZEB) DBL WING / (EAG) SPREAD
(EAG) TRIPS RIGHT  
2 JET DIAMOND BACK  

ALERT  

CONTROL  

SHAKE VS. F/A  

THRU SAFETY  

1  

2  

3  

8 Yds  

10 Yds  

-3-  

-8-  

-5-  

'X' GOES 1ST!
RED ZONE PASSES:

+2.0
2-3 JET DINO 'Y' SHALLOW CROSS --- HB SHIFT TO FAR WEST SLOT
2-3 JET ALL GO SPECIAL (FK. FB40) --- (ZE) TRIPS
2-3 JET 'FLK' DRIVE --- BLUE 'Y' SHORT
2-3 JET DBL CROSS HB BURST --- (ZE) TRIPS
22-23 'Y' STICK --- BROWN 'B' STRONG

+1.5
22-23 'E' BAKE FB FLAT --- (E) RED 'E' MOTION
22-23 'X' SHALLOW CROSS --- BROWN 'A-C' STRONG
2-3 JET SCAT HB OPTION --- DBL WING SWITCH
20-21 BINGO BACKS LT/RT --- 'Y' SHIFT TO RED
22 SNAKE FB FLAT --- RED RIGHT SLOT 'F' RIGHT

+1.0
200 JET DBL POST 'Z' COLORADO --- (T) SOLO LEFT 'X' 'U' LEFT
2 JET 'ZE' SEAM --- (ZE) DBL WING LEFT 'ZE' LEFT
2-3 JET RATTLER (FK. FB40) --- BLUE 'Y' SHORT
22-23 SCAT TEXAS 'Y' CROSS --- HB WEST 'EB' WEAK
22 SCAT 'Z' OPTION --- DBL WING RIGHT SWITCH

+0.5
324-325 D.Q. FLY / VENUS --- RED
322 SCAT 'Y' STICK NOD --- (T) SOLO RT. SLOT 'A' RT.
300 JET 'Y' QK. FLY DBL POST --- BLUE LT. SLOT OPEN 'A' RT.
200 JET SNAKE 'X' COLORADO --- (T) EAST LEFT
3 JET FLK ARROW 'EB' QUICK --- BROWN RIGHT 'A' RIGHT
BROWN RIGHT "A" RIGHT
3 JET 'FLK' ARROW 'HB' QUICK

[RED ZONE] +5

ALERT

CHECK WIDE

S QUICK
**Play Pass**

**Brown Right**
Fox 2 'X' 'Y' Hook

- Burst! 15 Yds
- 2
- 10-12 Yds
- 1
- 4 Yds
- 3
- -12-
- X
- F
- Z
- 5
- FB: Come Out Weak

**Green Right**
Fox 2 'X' 'Y' Hook

- Burst! 15 Yds
- 2
- 10-12 Yds
- 1
- 4 Yds
- 3
- -12-
- X
- F
- Z
- 5
- FB: Come Out Weak

**Green Left Flash**
P. 312 Weak Double Quick Hitch

- Outlet
- 2
- 3
- -14-
- 1
- Y
- F
- X
- Z
- 5
- Backs: Cheat Up
- Aggressive Protection
- Fade vs Cloud

**Green Left Slot Flash**
P. 312 Weak Double Quick Hitch

- Outlet
- Alert
- 2
- 3
- -14-
- 1
- Y
- F
- X
- Z
- 5
- Backs: Cheat Up
- Aggressive Protection
- Fade vs Cloud

**Movement**
Red Left Slot SPRINT Right Option

- Slide 2 6-8
- 2 Yd
- 1
- 4-
- X
- Begin Outside Release

**Screens**
HB North Left 'HB' Left
23 'X' Shallow Cross FB Slow Screen Right

- 2nd Level
- Peel
- X - Run at WLB to Block MLB

**Aggressive Protection!**
Get Hands Down
Mini Camp - Day 7

**BASE PASSES:**
1. 3 JET 'FLK' ARROW HB QUICK -- BLUE RIGHT 'Y' SHORT
2. 2-3 JET DBL 'Z' -- DBL WING SWITCH
3. 2-3 JET 'Z' DAGGER -- (ZEB) TRIPS

**PLAY PASSES:**
4. FOX 2 WEAK WINSTON -- GREEN LEFT SLOT
5. FOX 2 WEAK 'X' S.O. (& GO) -- GREEN LEFT / BLUE LEFT
6. P. FB @ 0 D.Q.H. -- BROWN RIGHT SLOT 'A' RIGHT

**SCREEN PASSES:**
7. 2-3 JET FB SL SCREEN STRONG -- BLUE 'Y' SHORT
   (OFF 'FLK' DRIVE)
8. 2-3 JET FB SL SCREEN WEAK -- DBL WING SWITCH 'X' STRONG

**SPECIALS:**
9. FK. 94 FLEA FLICKER -- (T) SOLO RIGHT

**RUNS:**
1. H-2 SPLIT JOKER -- GREEN RIGHT
2. FK. 18-19 BOB 'Z' REVERSE -- RED
PLAY PASS

BROWN RIGHT SLOT 'A' RIGHT
P. FB Q O DOUBLE QUICK HITCH

SCREENS

BLUE RIGHT 'Y' SHORT
2 JET FB SLOW SCREEN RIGHT

SPECIALS

(T) SOLO RIGHT
FAKE 94 FLEA FLICKER

Diagram of football play formations and strategies.