# Play Implementation - Fall 1995

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<tr>
<td>Draw</td>
<td>80/90</td>
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<tr>
<td></td>
<td>900/900</td>
<td></td>
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</table>
RUNS

Formations

Red          Far
Green        Pink
Brown        Orange
Blue         Rose
I            Gold
Black        Purple
Near         Zero
FALL  PASSES

50
52
53
56
57
58
58 Y Stick
   (Dbi)
   (Rhonda/Lucy)
80/90
83/93
88/98
88/98 Y Stick
800/900
885/895
887/997

60
61 Y Choice
61 YZ Opt
61 Ted
62
62 (all combos)
63
63 Rench (L/R Pro)
64
64 Deep
65
65 F Opt
65 F Angle
65 Go (L/R Pro)
66
66 Y Bench
66 Y Be Fred
66 Scats
67
67 CB
68 DS
68 BC
68 All Streak (Spéciel)
68 All Streak H Scat
68 Special (Spéciel)
   - ZYF Drag
   - Inside Hunt
   - Inside Arrow
69
69 H

Play Pass
A 32/33
(Slot)
Rex/Lee
(Off of Ore/Okl)
F Under
Ctr
Dr Tp (same side)
A Ore/Okl
F Go
HB Pass

Screens
Regular
ZF Middle Screen
Counter Screen
Throwback Screen
TEAM GOALS

1. Beat our conference Rival!
2. Win the conference!
3. Find leaders!

COACHING GOALS

1. Put players in a position to be successful!
2. Keep it simple!
3. Work hard!
4. Be good teachers!
The Huddle

1. The center will set the huddle 7 yards off the ball.
2. The offensive line will stand erect, with head and eyes directed at the quarterback.
3. The backs and receivers will bend at the waist and put their hands on their knees, keeping their heads up and their eyes directed at the quarterback.

Quarterback Procedure

1. The quarterback will do all the talking in the huddle. Any helpful information should be relayed to the quarterback outside the huddle or through the coaches on the sideline.
2. The quarterback will call: Formation, play, and snap count.
3. The quarterback will then repeat the Snap Count, i.e., Ready, Break.
4. In the event that any information is missed by a player, call "check" and the quarterback will repeat the entire call.

Sequence for Breaking the Huddle

1. The center and wide receivers leave on the first snap count.
2. The front line turns to outside and goes to their positions.
3. The tight end goes in front of the HB and FB.
4. In split formation, the Z will go to his position before the X. The TE will pause to let the Z pass. The fullback will go in front of the HB.

Pre-Snap

1. Interior linemen will be in a pre-snap position—hands on knees at LOS.
2. Backs will be in a two-point position, wide receivers in a two-point position.
3. The HB, when in the "I" position, is always in a two-point position.
4. When QB says, "set," all positions will line up in their set positions.
Pre-Snap Cont.

5. When quarterback in huddle says, "Line up in it," all players will come out in the formation called and down in a three-point stance.
6. When quarterback calls play on first sound, without stating "Line up in it," we will go from the Pre-Snap position from the formation called.

Quarterback Procedure at Line of Scrimmage

Quarterback command at LOS will be as follows:

1. Call word, "Set."
2. Call a snap count number (i.e., 3) and a double digit number (i.e., 36), repeat it twice.
   a. Snap count number, other than the one called in huddle, means nothing—a dummy call.
   b. Repeat of snap count called in huddle alerts the team to listen for the double digit number that follows, as this is the new play.

   NOTE: When the audible is called, the new play will be run on an automatic one count!

3. The Go count on which the ball is to be snapped—this is a non-rhythmic count.

   EXAMPLE: Play is called on 2.
   a. Set (pause) 3-45, 3-45 Go - Go
   b. Set (pause) 2-29, 2-29 (29 now becomes the play) Go

General Notes

1. The quarterback can call the play on the 1st sound (set) or the 1st, 2nd, 3rd, or 4th Go.
2. Quarterback must vary the count to keep the defense off balance!

Calling Plays at the LOS

When we want to call plays at the LOS, we can do so in the following manner:

1. In the huddle, the formation (i.e., Purple Right), quarterback will say, for example, "76/66 on the line," then he will call the snap count number. The snap count number will always be "1" as this is an audible call at the LOS.
2. At the LOS, he repeats the snap count number (1) and calls a double digit number (28) which is the play we will run.

   EXAMPLE: In the huddle, the quarterback calls "1 Right Power 6 on 1." At the LOS, the QB calls: "Set - 1-28 - 1-28 - Go." The play is 28 Toss on 1.
Offensive Stances

1. **Center**: Feet wide and parallel, three-point stance with left forearm resting on the leg, just above the knee. Right arm extended with ball slightly to the right of center with strings up. Grip the ball so QB receives the laces with his fingers.

2. **Guards and Tackles**: Three-point stance, shoulder-width apart - toe to instep - back level - head up. Lined up front toe on center's heel. We want to be as close to the football as the rules will allow. We will sometimes vary this on passing situations.

3. **Wide Receivers**: Two-point stance.

4. **Tight End**: Three-point stance, shoulder-width apart - toe to instep - back level - head up.

5. **Fullback**: A basic two-point stance, with the back foot staggered not more than heel to toe. In the "I" formation, the FB will be in a normal three-point stance.

6. **Halfback**: Same as fullback except in "I" formation, then a two-point stance with feet parallel, depth 2-3 yards behind the fullback.

7. **Quarterback**: Feet parallel and shoulder-width. Knees bent, but relaxed. Shoulders should be square with the LOS. Weight on the inside of the feet.

**NOTE**: All players should endeavor to keep their stance the same at all times, for all plays, to avoid giving a key to the defense.

Line Splits

1. **Guards**: 30" (2 1/2 feet)

2. **Tackles**: 1 yard

3. **Tight End**: 3 feet or in a flex position

Depth and Alignment of the Backs

1. **Fullback**: In "I" formation: 4 1/2 yards deep, directly behind the QB. In Red and Green formation: 4 3/4 to 5 yards deep, shading the inside leg of the OT.

2. **Halfback**: In Red and Green formations: Heels 4 3/4 to 5 yards from tip of football, directly behind the QB. In Blue formation: 4 1/2 yards deep, shading the inside leg of QB. In "I" formation: 2-3 yards behind the FB in a two-point stance.

**NOTE**: Depth of backs will vary according to the play called.
Hole Numbering

1. The hole is from the center-out; outside shoulder to outside shoulder.

2. The center is both "0" hole and "1" hole, depending on the side of him we wish to go.

Backfield Numbering

Right Formation

Left Formation

1. FB is always the #3 back.
2. HB is always the #2 back.
3. Backs called for pass routes will be referred to as F and H.

Identification of Receivers

All receivers will be identified as Z (FL), X (SE), Y (TE), H (HB), F (FB).
FORMATIONS

Formations will be called in three parts:

(1) Backfield alignment

(2) Direction of the tight end (Y)

(3) Any special calls

1. Backfield alignment is designated by a color in relationship to Y.

2. Direction of Y is set by either "Left" or "Right" call.

3. Special calls will also be utilized. For example:
   a. Slot - Z will line up in slot opposite Y.
   b. Switch - X inside of Z on weak side.
   c. Close - Z next to T on weak side.
   d. I - Backs will shift on "Set."
**MOTION**

*Motion* is described as "early movement by backs or receivers." Movement by the designated back or receiver will begin with the quarterback either lifting his foot or nodding to the receiver.

**Z Motion**

- **Zing**: motion inside of Y by Z
- **Zip**: short motion outside of Y by Z
- **Zap**: outside of the weak tackle by Z
- **Zoom**: motion over the football by Z
- **Zac**: motion by Z away from football
- **Zorro**: motion by Z to return to original position

**F Motion**

- **Fly**: go to either Near or Far
- **Fly to**: motion to spot designated by formation call
- **Flip**: motion to outside of tight end
- **Flop**: motion to outside of weak tackle

**H Motion**

*Run to* - means H leaves to spot designated by formation call!
(Refers to no-back sets)

**Y Motion**

- **Move**: tells Y to motion and line up in formation call
- **Movement**: tells Y to continue in motion in formation call
- **YoYo**: tells Y to return motion back to original call
PASS PROTECTION

A. DROP-BACK PROTECTION - 60 SERIES
The QB will designate the type of protection in the huddle. No designation indicates solid protection.

1. Solid Protection
   Cup protection - inside out. Area, rather than man, except vs. certain teams' defenses and certain blitzes.

   ![Diagram of Solid Protection]

   The line Tackle to Tackle is solid and responsible for all inside stunts and dogs. Backs are outside linebacker conscious. Line can zone and then backs would be outside tackle conscious.

2. Fan
   This call indicates that we will have a double read on the inside LBers by both guards and both backs. All techniques remain constant and this is true for fan right or left.
   a. Center - Stay squared up; you have no immediate help.
   b. Tackles - You are man-to-man on the defensive tackles.
   c. Guards - you are double-reading LBer to defensive end.

   **NOTE:** The Fan is off if the guards are covered, or on either side if that guard is covered.

   ![Diagram of Fan]

3. **Mix**

   The back should step first with his inside foot as he reads the inside linebacker. If the linebacker blitzes, the back knows that he must check the outside linebacker before going to his pass route. If the inside linebacker drops to coverage, the back can go immediately to his pass route, knowing that the guard will pick up the outside linebacker.

   The center can favor onside, knowing that he will have help from the backside guard.

   The tackles will have the defensive tackles M/M.

   The Fan is off if the guard is covered.

---

4. **Fan**

   This call indicates that we will have a double read on the inside LBers by both guards and both backs. All techniques remain the same as on Fan right or left. The center must stay squared up because he has no immediate help. The tackles will have the defensive tackles M/M.

   The Fan is off if the guards are covered, or in either side if the guard is covered. The FB and TB are responsible for the first man outside of our block on their side. They must attack and try to block him as close to the LOS as possible.
5. **Slide Right and Left**
   The right G and T will short set slide to the outside and either Bob or Bob Switch, obtaining a depth of 1 1/2 yards. If the outside backer doesn’t come, T can work back inside and help out.

![Diagram of Slide Right and Left]

**B. DROP PROTECTION - 70 SERIES**

This will be Max protection drop back series. Normally solid protection. The TE will stay in and slow block and we will put the halfback in a weakside flood pattern. We can also call Fan, Slide.

Solid M/M

![Diagram of Drop Protection - 70 Series]

**C. FIRE PASSES - 3 STEP DROP - 90 SERIES**

The line will use a fire out and controlled fire out protection depending on the defense. Tackles normally full aggression inside out; Gs and Cs are controlled fire out. We will
L PROTECTION

1. L side of line blocks 1, 2, 3 front side blocks Bob.
2. Backs on call side release on route front side back block in to S.
3. Vs any 8 man blitz check out of R and L.
(Line Protection, Cont., pg. 2)

1. L side of line blocks 1, 2, 3 front side blocks Bob.

2. Backs on call side release on route front side back block in to S.

3. Vs any 8 man blitz check out of R and L.
come off the ball to establish the LOS; get into the opponents to keep their hands down. We will zone block all the way.

D. BOOTLEG PASS

1. Linemen: Remember on "Bootleg" onside will be the way the formation is called.
2. Techniques will be same as for play action passes. Attack with drive block, pull both guards if uncovered. If even defense, pull offside guard only.

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E. PLAY ACTION PASSES

1. All linemen will fire out, drive block as on a running play, then slide into a pass block on the man over first man to their side.
   a. If your man is a down LM, attack him aggressively.
   b. If your man is a LBer off your head 4 feet or more, step at him. If he doesn't come, hinge and attack the next man to your backside.
   c. If your man is a LBer off your head 4 feet or more, step at him. If he doesn't come, hinge and attack the next man to your backside.

2. Drive block your man as though on a running play, and then slide head to the side and protect QB. Keep head up, keep feet moving, keep contact until ball is thrown.

3. When your man sees the ball thrown, you will feel him release from you. This is when you must get up and sprint after the football to: 1) help block for the receiver downfield, and 2) cover the pass.
F. **50 PASSES**

1. All linemen will fire out and drive block inside out man-over or first man to their inside.
   a. Defender playing normal depth from you: Fire out and execute all-out drive block, attack his numbers.
   b. If LBer on you is playing 3 feet or less off you, treat him like a down LM and go after him. If LBer is playing off more than 4 feet, follow rule and block next man inside out.

2. Keep face up. Keep good contact. Keep feet moving until whistle. Above all, keep defender's hands down!

3. When pass has been released, you will feel defender relax his pressure and move laterally away from you to pursue the ball. This is when you must get up and sprint after the football to: 1) help block for receiver downfield, and 2) cover the pass.
G. 80/90°PASSES

On 80/90° pass, we are trying to get our QB outside the defensive contain man so we can put run-or-pass pressure on the next outside defender. This forces us to change our blocking slightly.

1. 80/90° Pass Rules

ONSIDE T:
Slide and hinge - block man in your gap. Block first LBer inside, turn back inside. When man in your gap is a down LM, you must control. Block him and stay on your block unless he slants inside, then look for inside LBer or hinge.

CENTER, ONSIDE G & T:
On slide block, just as on set pass, after your first hit, you must get outside position, trying to square your shoulders with the sidelines to cut off your opponent’s pursuit route since our QB is sprinting all the way to the outside.

OFFSIDE G:
Slide and hinge block.

OFFSIDE T:
Slide and hinge block.

TE:
Onside - Run pass route called. If you are called to block, scramble block man in your gap.
Offside - Slide and hinge block.

FB: Circle 1st man outside tackle

2. Cover
It is vital that we never forget to cover. As soon as you "feel" that the ball has been thrown, release and cover, shouting "COVER!" you should release and shout "COVER!" one time yourself. We will not have a lot of interceptions, but we must be there when it happens. Let’s have the most alert, smart offensive line in the WAC!

3. All linemen will step playside check and hinge. Backs, your responsibility or run your route.
50 PROTECTION

53 Lucy
Guards and Center Zone inside

53 Rhonda
Auto Zone inside

53 Lucy
Auto Zone outside
53 Lucy

53 Rhonda

53 Rhonda
53 Rhonda

53 Rhonda

53 Lucy
53 Rhonda

Lucy

Rhonda
53 Lucy
Individual Pass Patterns

Wide Receiver Patterns

Streak
Corner
Comeback
Sideline
Quick out
Slant
Hitch

Post
Post Cross
In
Curl

Shallow

Adjustments vs corner rotation

Post
Burst Corner

Post Cross
Comeback
Curl

Slant
Streak, Quick out, Sideline, Fade route

Shallow

Running Back Patterns

Flag
Flat
Circle
Circle cross
Spot
Delay angle

1 2 3

1. Rim 2. Swing 3. Option screen

Tight End Patterns

Corner
Cross
Center
Shallow Center
Sneak

Delay out
Bench up

Bench

Delay
PLAY: 01 Y Choice

FORMATIONS: Red, Purple

CONCEPT: Oblique, Man Route

DROP: 5

PROTECTION: Regular

VARIATIONS: Z choice from Slot

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<th>ASSIGNMENT</th>
<th>COACHING POINTS</th>
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<td>X</td>
<td>Post (Split)</td>
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<tr>
<td>Z</td>
<td>15 yard in</td>
<td>Read man or zone. Find hole &amp; sit</td>
</tr>
<tr>
<td>Y</td>
<td>Choice—8 yds directly over ball (return if Man)</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Spot</td>
<td></td>
</tr>
<tr>
<td>QB</td>
<td>READS: 1. Strong Invert FS 1st, read mid, LBers, Man Blitz go post</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>2. Weak Roll FS 1st, read mid, LBers</td>
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<td></td>
<td>5. Double Zone FS 1st, read mid, LBers</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3. Man Free FS 1st, read return of Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6. Double Man FS Fast, read return of Y</td>
</tr>
</tbody>
</table>

Diagram:

- Strong Invert (21)
- Man Free (1)
- Weak Roll (22)
- Man Blitz (10)
- Double Zone (6)
- Double Man (7)
PLAY: 62

FORMATIONS: Any (only exception to rule)
(Like 'switch' to move A closer)

CONCEPT: Man

DROP: 7 step

PROTECTION: Regular

VARIATIONS: "Call" for underneath route

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<td>X</td>
<td>Crossing route</td>
<td>Responsible for &quot;mesh&quot;</td>
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<tr>
<td>Z</td>
<td>Post</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Crossing route</td>
<td>Responsible for &quot;depth&quot;</td>
</tr>
<tr>
<td>F</td>
<td>Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Arrow</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Weak Roll FS - watch mesh</td>
<td>5. Double Zone FS - watch mesh</td>
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</tbody>
</table>

**Diagram**

- Strong Invert (21)
- Weak Roll (22)
- Double Zone (6)
- Man Free (1)
- Man Blitz (10)
- Double Man (7)
PLAY: 63

FORMATIONS: Red - Purple

CONCEPT: Vertical (Middle) Stretch

DROP: 7

PROTECTION: Regular

VARIATIONS: Can go from Slot

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<tr>
<td>X</td>
<td>Post</td>
<td></td>
</tr>
<tr>
<td>Z</td>
<td>Post Cross</td>
<td>Push post hard</td>
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<tr>
<td>Y</td>
<td>Center</td>
<td>Stay at 10</td>
</tr>
<tr>
<td>F</td>
<td>Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Shallow Cross</td>
<td>3 yds</td>
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</table>
       2. Weak Roll FS - down middle 5. Double Zone FS - down middle  
       3. Man Free FS - down middle 6. Double Man FS - down middle |

- Strong Invert (21):  
- Man Free (1):  
- Weak Roll (22):  
- Man Blitz (10):  
- Double Zone (6):  
- Double Man (7):  

Diagram depicts the formations and assignments for the play.
PLAY: 64
FORMATIONS Red Purple
CONCEPT Horizontal Stretch
DROP 5 step
PROTECTION Short drop
VARIATIONS WR fade if pressed

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<tbody>
<tr>
<td>X</td>
<td>Out</td>
<td>Fade if pressed</td>
</tr>
<tr>
<td>Z</td>
<td>Out</td>
<td>Fade if pressed</td>
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<tr>
<td>Y</td>
<td>Option over ball</td>
<td>Read man or zone</td>
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<tr>
<td>F</td>
<td>Spot</td>
<td>Widen if two-deep</td>
</tr>
<tr>
<td>H</td>
<td>Spot</td>
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</tr>
</tbody>
</table>

QB READS: 1. Strong Invert X to H
2. Weak Roll Z to F
3. Man Free Y
4. Man Blitz
5. Double Zone Pick side
6. Double Man Y

Diagram:
- Strong Invert (21) F
- Man Free (1) F
- Weak Roll (22)
- Man Blitz (10)
- Double Zone (6)
- Double Man (7)
PLAY: 65
FORMATIONS: Red Purple
CONCEPT: Vertical Stretch (strong) - Man
DROP: 5 or Quick 7
PROTECTION: Regular
VARIATIONS: Rip/Liz and X Sneak

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<tr>
<th>POS</th>
<th>ASSIGNMENT</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Post Cross</td>
<td>Go hard to hold FS</td>
</tr>
<tr>
<td>Z</td>
<td>Streak</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Sail vs Zone; (corner) drag vs man</td>
<td>Stay high if zone; work hard if man</td>
</tr>
<tr>
<td>F</td>
<td>Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Shallow Cross</td>
<td>8 yds</td>
</tr>
<tr>
<td>QB</td>
<td>READS: 1. Strong Invert Z - Y(X) - F</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Weak Roll Z - Y(X) - F</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Man Free Z - Y - F</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. Man Blitz Z - X</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5. Double Zone Z - Y(X) - F</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6. Double Man Z - Y(X) - F</td>
<td></td>
</tr>
</tbody>
</table>

**Diagrams:**
- Strong Invert (21)
- Man Free (1)
- Weak Roll (22)
- Man Blitz (10)
- Double Zone (6)
- Double Man (7)
PLAY: 66
FORMATIONS: Red-Brown-Purple-Gold
CONCEPT: Horizontal Stretch
DROP: 5
PROTECTION: Regular
VARIATIONS: Y Bench (F Delay), Y Delay

<table>
<thead>
<tr>
<th>POS</th>
<th>ASSIGNMENT</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Curl</td>
<td></td>
</tr>
<tr>
<td>Z</td>
<td>Curl</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Curl</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Check, Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Check, Arrow</td>
<td></td>
</tr>
</tbody>
</table>

Q8 READS:
1. Strong Invert L for dir; inside out
2. Weak Roll L for dir; inside out
3. Man Free L for dir; inside out
4. Man Blitz L for dir; inside out
5. Double Zone L for dir; inside out
6. Double Man L for dir; inside out

Strong Invert (21)
Man Free (1)
Weak Roll (22)
Man Blitz (10)
Double Zone (6)
Double Man (7)
PLAY: 68 Double Shallow

FORMATION: Two-Back, One-Back

CONCEPT: All-purpose

DROP: 7

PROTECTION: Regular, L/R

VARIATIONS: Many - try to place personnel in proper positions

<table>
<thead>
<tr>
<th>POS</th>
<th>ASSIGNMENT</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Shallow</td>
<td>Come hard off LOS</td>
</tr>
<tr>
<td>Z</td>
<td>Shallow</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Corner</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Check - Shoot</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Check - Corner</td>
<td></td>
</tr>
</tbody>
</table>


Double Invert (21)

Weak Roll (22)

Man Blitz (10)

Double Zone (6)

Double Man (7)
PLAY: 69 H Option

FORMATION: Red-Brown-Purple-Gold

CONCEPT: Area

DROP: 5

PROTECTION: Regular

VARIATIONS: Slot F Option

<table>
<thead>
<tr>
<th>POS</th>
<th>ASSIGNMENT</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Streak</td>
<td></td>
</tr>
<tr>
<td>Z</td>
<td>20 Yard In</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Cross</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Check - Arrow</td>
<td></td>
</tr>
<tr>
<td>H</td>
<td>Free release - option route</td>
<td>4. Man Blitz H</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5. Double Zone H = Y</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6. Double Man H = Y</td>
</tr>
</tbody>
</table>

QB READS:
1. Strong Invert H - Y
2. Weak Roll H - Y
3. Man Free H - Y

Diagram:
- Strong Invert (21)
- Man Free (1)
- Weak Roll (22)
- Man Blitz (10)
- Double Zone (6)
- Double Man (7)
<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
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<tbody>
<tr>
<td>X</td>
<td>RUN ROUTE OR BLOCK</td>
</tr>
<tr>
<td>LT</td>
<td>CUT OFF OVER ON GAP IS OVER LBER</td>
</tr>
<tr>
<td>LG</td>
<td>SET PULL FOR MLBER</td>
</tr>
<tr>
<td>C</td>
<td>DRIVE OR COMBO MAN OVER. NONE, BLOCK BACK SIDE GAP TO LBER</td>
</tr>
<tr>
<td>RG</td>
<td>DRIVE MAN OVER OR COMBO WITH C</td>
</tr>
<tr>
<td>RT</td>
<td>DRIVE MAN OVER DOUBLE WITH TE. NONE, DOUBLE WITH G</td>
</tr>
<tr>
<td>Y</td>
<td>DOUBLE WITH T OR DRIVE 1ST MAN TO SHOW FROM INSIDE</td>
</tr>
<tr>
<td>QB</td>
<td>OPEN TO TB OR FB, HAND BALL, CONTINUE ON AS IF TO SPRINT OUT, FAKE CONCEALMENT OF BALL.</td>
</tr>
<tr>
<td>HB</td>
<td>ACCEPT HANDOFF - HIT HOLE HARD AT DOUBLE TEAM FOR 1ST DOWN</td>
</tr>
<tr>
<td>FB</td>
<td>BLOCK OUT 1ST MAN OUTSIDE OF TE</td>
</tr>
<tr>
<td>Z</td>
<td>RUN ROUTE OR BLOCK</td>
</tr>
</tbody>
</table>
Individual Pass Patterns

Wide Receiver Patterns

- Streak
- Post
- Corner
- Post Cross
- comeback
- In
- Sideline
- Curl
- Quick out
- Slant
- Hitch
- Shallow

Adjustments vs corner rotation

- Post
- Burst Corner
- Post Cross
- In
- Comeback
- Becomes burn out
- Curl
- Slant
- Quick out, Sideline becomes fade route
- Shallow

Running Back Patterns

- Flag
- Circle
- Circle cross
- Flat
- Delay angle
- Spot

1. Rim 2. Swing 3. Option screen

Tight End Patterns

- Corner
- Cross
- Center
- Curl
- Sail
- Corner drag

Delay
- Bench
- Delay out
- Bench up
- Arrow
<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
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<tbody>
<tr>
<td>X</td>
<td>ROUTE RELEASE AND BLOCK DOWNFLIELD</td>
</tr>
<tr>
<td>LT</td>
<td>PULL HEAD UP HOLE - READ TRAP</td>
</tr>
<tr>
<td>LG</td>
<td>PULL TRAP</td>
</tr>
<tr>
<td>C</td>
<td>BACKSIDE GUARD COVERED, BLOCK AWAY - UNCOVERED, BLOCK ZONE</td>
</tr>
<tr>
<td>RG</td>
<td>BLOCK AWAY</td>
</tr>
<tr>
<td>RT</td>
<td>SLAM AND DOWN BLOCK</td>
</tr>
<tr>
<td>Y</td>
<td>BLOCK DOWN</td>
</tr>
<tr>
<td>QB</td>
<td>REVERSE - HAND OFF TO BALL CARRIER AS DEEP AS POSSIBLE</td>
</tr>
<tr>
<td>HB</td>
<td>36/37 ONE BACK SET - SCOOP IF TIGHT - BLOCK W IF WIDE  26/27 TWO BACK SET - TAKE COUNTER STEPS - GET HAND OFF - READ BLOCKS AT HOLE</td>
</tr>
<tr>
<td>FB</td>
<td>36/37 TAKE COUNTER STEPS - GET HANDOFF - READ BLOCKS AT HOLE 26/27 SEAL BACKSIDE</td>
</tr>
<tr>
<td>Z</td>
<td>ROUTE RELEASE AND BLOCK DOWNFLIELD</td>
</tr>
</tbody>
</table>

**COACHING POINTS**: Back: When counter lead comes towards you, fake load block on and man on LOS, then block force man.
G & T - DEPTH PULLS

ES

34

43 PRO

44

43 COLLEGE

42

BEARS
<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>CLOSE SPLIT TO 62 PASS ROUTE WIDTH. CRACK INSIDE LINEBACKER YOUR SIDE - NONE 2ND BACKER INSIDE.</td>
</tr>
<tr>
<td>LT</td>
<td>MAN BLOCK TACKLE WEAKSIDE, TE SIDE COMBO MAN OVER OR DOWN. BLOCK IF MAN ON G. IF REACH IS CALLED, T YOU GO TO LB NEAR OR MLBER.</td>
</tr>
<tr>
<td>LG</td>
<td>Pull, get quick depth and block force man on weakside. IF LBER in 34 walks up, you block solid and offensive guard force. TE side call down if LBER walks up and you block force man.</td>
</tr>
<tr>
<td>C</td>
<td>Block man over - none block back. Vs Bears, you and G could Combo NG to Mike. If even defense and playside T is in side shade of 9, call reach and go playside.</td>
</tr>
<tr>
<td>RG</td>
<td>Pull flat - check for LBER. Blitz, pick if you see him in front. Be alert weakside - strong side. If you hear solid, you block force man. Vs Bears, you could combo W/C.</td>
</tr>
<tr>
<td>RT</td>
<td>PULL SCOOP BACKSIDE LBER UNLESS EAGLE STRONG. BLOCK THROUGH TACKLE TO LBER. FAR A GAP.</td>
</tr>
<tr>
<td>Y</td>
<td>PULL SCOOP A GAP ON EAGLE STRONG COMBO WITH T</td>
</tr>
<tr>
<td>QB</td>
<td>OPEN TO HB - HAND OFF FAKE NAKED ROUTE</td>
</tr>
<tr>
<td>HB</td>
<td>TAKE HAND OFF, SPRINT TO CORNER, TURN UP, RUN TO DAYLIGHT. GET YARDS.</td>
</tr>
<tr>
<td>FB</td>
<td>LOCK OUTSIDE LBER ON OR OFF THE LOS</td>
</tr>
<tr>
<td>Z</td>
<td>RELEASE ROUTE</td>
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ACHING POINTS:
## PLAY: OREGON/OKLAHOMA

<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>STALK</td>
</tr>
</tbody>
</table>
| LT       | Take 2-3 split and align off the ball. If bubble is over you, work with TE. If over G, work with G on DT and LB.  
  a. If G bubble and DT pinches, keep hands on him until you are forced off to Mike.  
  b. If DT lines up in 2 gap or tight 4, T call tough. Step off with inside foot.  
  c. If you and G are covered, single man on.                                    |
| LG       | Take 3 ft. split off the ball when Bubble is over you. Work with T - bucket step. Drive for armpit if DT keeps backside, shoulder down and under pads. Try to hook. If he runs outside, turn him out. If Bubble is over T, drive T alone. |
| C        | WHEN COVERED, WORK WITH OFFSIDE G. IF BUBBLE OVER YOU, WORK WITH ON G. |
| RG       | 2-3 FOOT SPLIT OFF LOS. WHEN UNCOVERED, HELP WITH C. WHEN COVERED, CUT OFF MAN OVER (WALL) POSSIBLY WITH OFF T. |
| RT       | 3 FEET SPLIT OFF LOS. WHEN COVERED, WALL OFF MAN OVER. WHEN BUBBLE, WORK WITH G. |
| Y        | Reach outside LB. Bucket step - aim at on T side armpit. Drive inside arm through armpit area. Keep backside shoulder under defensive man's pads. Try to hook. If he runs outside, turn him out. If bubble is over out T, be alert for double with T. |
| QB       | OPEN UP AND GET THE BALL AS QUICK AND DEEP AS YOU CAN TO THE BACK. |
| HB       | OPEN STEP DRIVE AT INSIDE FOOT OF TE AND READ END MAN ON LOS. IF THEY STRETCH, THEN CRAM THE BALL UPFIELD. |
| FB       | FB MUST COME CALL SIDE AND BLOCK FORCE. |
| Z        | STALK C                                  |

COACHING POINTS:
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<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>RUN ROUTE AND BLOCK</td>
</tr>
<tr>
<td>LT</td>
<td>SLAM THROUGH NEAR LBER VS ODD, 1ST LBER INSIDE VS EVEN</td>
</tr>
<tr>
<td>LG</td>
<td>QUICK SET CO-OP TO LBER ODD INFLUENCE BLOCK NEAR LBER EVEN - ACE BLOCK MAN IN GAP</td>
</tr>
<tr>
<td>C</td>
<td>QUICK SET DRIVE 0, N BLOCK AWAY (SLIP) IF NG GOES TO POA OR SHADES STRONG</td>
</tr>
<tr>
<td>RG</td>
<td>QUICK SET TRAP 1ST MAN TO SHOW BEYOND CENTER - ACE EVEN CALL TURN UP FOR LBER</td>
</tr>
<tr>
<td>RT</td>
<td>DRIVE MAN OVER EITHER GAP IS OVER LBER</td>
</tr>
<tr>
<td>Y</td>
<td>SHORT SET INSIDE RELEASE FOR SS</td>
</tr>
<tr>
<td>QB</td>
<td>DROP BACK - HAND BALL OFF - CARRY OUT FAKE</td>
</tr>
<tr>
<td>HB</td>
<td>BLOCK 1ST MAN OUTSIDE OF T</td>
</tr>
<tr>
<td>FB</td>
<td>SIT BEHIND ONSIDE GUARD TURN OFF, PULLING G.</td>
</tr>
<tr>
<td>Z</td>
<td>ROUTE RELEASE AND BLOCK</td>
</tr>
</tbody>
</table>

COACHING POINTS:
Rules:

X - Post FS
LT - 80 and 60 widest man
LG - 80 and 60 check area
C - 80 and 60 check area
RG - 80 Hinge
RT - 80
TE - Sail
QB - Hand ball off drift
TB - Fake Ride - past Y - throw back to QB.
FB - Block 1st man to show outside T's block. HB - Receive hand off - Get depth - spring outside TE's position to throw 90 fake 28.
FL - Streak

Coaching Points:
PLAY: QB Throwback Screen

FORMATIONS: Ace Left

Rules:

QB - Fk Dive; take step back - throw to X naked fake and receive ball.

FB - Fk Dive and block first opposite color jersey.

HB - Block

X - Take first step forward; step back & receive ball; throw back to QB.

Z - Black F

Y - Motion block corner

LT -

LG -

C -

RG -

RT -

Coaching Points:
(Mars VT)

PLAY 60 Z MIDDLE SCREEN

FORMATIONS RED RIGHT

Rules:

QB - 7 step drop drift then get ball to receiver early

FB - Block 60 Pro

HB - Call side, go to call side. Check LBar, run middle screen 3 yds deep

X - Block Corner

Z - Run off route

Y - Block Corner

LT - 60 Pro 3 Ct go

LG - 60 Pro 3 Ct go

C - 60 Base Pro give ground no deeper than 3 yds. Release rusher, to to DFM for cleanup, then go for FS

RG - 60 Pro Fan 3 Cts, go LB

RT - 60 Pro, fan 3 Ct, go DFM 3 ft. split off ball
PLAY Fake Dive 30 Quick Screen Left to X

FORMATIONS I Rt Slot

Rules:

QB - Fake Dive turn and throw to X.
FB - Fake Dive 30 and block.
HB - Get into Pitch position.
X - Take stop forward; backup and receive ball.
Z - Block C
Y - Block, cut off backside.
LT - Slam release for man over Z.
LG - Slam release 1st man outside (LB).
C - Slam and go.
RG - Slam fan back.
RT - Slam fan back.
PLAY 60 H SCREEN LT

FORMATIONS RED

Rules:

QB - 7 steps, quick retreat, throw to HB
FB - Solid protection. Free run flat route
HB - Block, 2 1/2 counts, release screen position
X - Block FS
Z - Run off C. If he goes stock him & block. If he reads screen, to to
Y - Run 64, ball to screen turn and peel LBers
LT - Block 60 Pro, stay with man for 5 yards, then get tough
LG - Out in flat block widest defender 3 Ct area all games
C - Out in flat turn up on 2nd widest man 3 Cts
RG - Block 60 Pro. If LBer doesn't come, peel for chasers, none join the screen
RT - Block 60 Pro - stay with man

Coaching Points: If no one is in flat, hold slightly, then go block.
Don't turn up too fast.
PLAY: Throwback Screen Rt to H

FORMATIONS: Orange Rt

Rules:

QB - Full 80/90 sprint.
FB - Block 90
HB - Block 90
X - Run off
Z - Run off
Y - Block 80/90; release for screen
LT - 90 Max
LG - 90 Max
C - .90 Max
RG - 90 Max - hinge and Go.
RT - 90 Max - hinge and Go.
PLAY: FAKE COUNTER, 36, PASS H SCREEN LEFT

FORMATIONS: GOLD

Rules:

QB - Reverse out, Fk Ctr 36, follow play, set up outside tackle, throw back to HB
FB - Fk Ctr 36
HB - Fk scoop - hesitate - get into screen position
X - Push to FS, block him
Z - Run off
Y - Run Naked
LT - Counter blocking
LG - Counter blocking
C - Counter blocking go flat to block the widest defender
RG - Counter blocking go flat, turn up and block 2nd widest defender possible near linebacker
TT - Counter blocking
PLAY TRAILER LEFT

FORMATIONS: Brown Rt.

Rules:

QB - Three step drop, plant and get ball to FB.
FB - Swing - catch ball - find guard.
HB - You and X Combo block W & L.
X - Crack
Z - Block FS
Y - Block S
LT - Dive Tackle
LG - Open release for widest man.
C - Free air for LBer/Combo
RG - Combo or Scoop playside
RT - Cut off T
PLAY 70 H Middle Screen

FORMATIONS: Pink Rt.

Rules:

QB - Five-step drop - set up and then drift back.
FB - Release off T for HB's M/M cover person - block him.
HB - Step up and back - get to 1 yd. behind onside guard.
X - Block FS
Z - Run off
Y - Blocks release for SS
LT - 60 LBer
LG - 60 LBer
C - 60 check area for clean-up then go FS.
RG - 60 Linebackers.
RT - 60 Linebackers.
PLAY: 60 F SCREEN RT

FORMATIONS: RED

Rules:

QB    -  7 steps, quick retreat, throw to FB
FB    -  Block, 2 1/2 counts, release screen screen position 5 & 5.
HB    -  Solid protection.  Free run flat route
X     -  Run off
Z     -  Run off C if he goes stack and block.  If reads screen go to FS
Y     -  Wall off inside backer.  Run 64-ball to screen-turn on nearest LBE
LT    -  Block 60 Pro - stay with man
LG    -  Block 60 Pro - If LBer doesn't come, peel for chasers, none join the screen
C     -  Out in flat turn up on 2nd widest man 3 Cts.
RG    -  Out in flat block widest defender 3 Cts. area all games
RT    -  Block 60 Pro stay with man for 5 yds then get tough area all games

Coaching Points:  If no one in flat, hold slightly and then go block.
Don't turn up too fast.
PLAY: Fk Sweep RT, F Screen Left.

FORMATIONS: BROWN

PLAY:

QB - Reverse out set up outside TE, throwback to F.

FB - Step up behind RT guard, hide, delay then roll back to screen position.

HB - Run strong side, block front side to back side.

X - Release to FS.

Z - Run off.

Y - Block sweep.

LT - Run sweep peel and block widest defender - don't go too fast.

LG - Run sweep peel and block 2nd widest defender.

C - Run sweep peel and block - check back lead FB.

RG - Run sweep pull.

Run sweep read and drive Tackle.
PLAY 90 F Screen Left

FORMATIONS Ace Rt

Rules:

QB - 90 Footwork
FB - Take direct path to outside man on the LOS. Slip him.
HB - Slip past him and turn for screen close to LOS motion & block.
X - Run off
Z - Run off
Y - Run off
LT - Slam T to LBer
LG - Block outside LBer or widest force man.
C - Reach, let NG beat you, get LBer
RG - 90 max pro
RT - 90 Mx pro
PLAY: 60. Dash Left. TB Screen Rt. to Y

FORMATIONS: Zero Rt - Hum Lt

Rules:

QB - Drop then dash left - look downfield
FB - Release on route
RB - Run left - Release on route
X - 
Z - Release to FS and block late
Y - Drop back inside with depth - lose block - back peddle to sideline
LT - Set 90 protection
LG - Set 90 protection - peel outside
C - Set 90 - Release to flat and block
RG - Set 90 protection - peel and check back
RT - Set 90 protection - Release to flat and block

Coaching Points: Good out of any formation.
GOALLINE RUN

TL Zoom Oregon
TR Zoom Oklahoma
PoIR Jump R
PoIR Toss 29
PR QB Sneak

GOALLINE PASS

TR Ro 18 Ø
Pr Rex/Lee
PR 50 Stay OTL
TL Zoom Jump R Pass

2-POINT PLAYS

PiLUZ 80 Pass
PiLUZ 80 Pass Cr Crm
PiLUZ 80 Pass Y TB Sc L
RRT 68 H Scat (CrR)
HOL 66 F Scat

RRT 68 Y Corn Stop

Ftee
<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>SPRINT OFF</td>
</tr>
<tr>
<td>LT</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO BLOCK WITH WG (FOREVER BLOCK)</td>
</tr>
<tr>
<td>LG</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO BLOCK WITH WT OFF INSIDE OUT (FOREVER BLOCK)</td>
</tr>
<tr>
<td>C</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG GUARD (FOREVER BLOCK)</td>
</tr>
<tr>
<td>RG</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO WITH C (FOREVER BLOCK)</td>
</tr>
<tr>
<td>RT</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG TE (FOREVER BLOCK)</td>
</tr>
<tr>
<td>Y</td>
<td>STEP WITH PLAYSIDE FOOT - COMBO WITH STRONG T</td>
</tr>
<tr>
<td>QB</td>
<td>SPRINT TO DEPTH IN GUARD, TACKLE GAP, GIVE TO TAILBACK</td>
</tr>
<tr>
<td>HB</td>
<td>LEAD - CROSSOVER - PLANT - RUN OFF 1ST DOWN LINEMAN'S BLOCK TO DAYLIGHT</td>
</tr>
<tr>
<td>FB</td>
<td>BLOCK END MAN</td>
</tr>
<tr>
<td>Z</td>
<td>SPRINT OFF</td>
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</table>
**PLAY: FB DRAW**

<table>
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<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
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<tbody>
<tr>
<td>X</td>
<td>SPRINT OFF</td>
</tr>
<tr>
<td>LT</td>
<td>SHOW PASS BLOCK ZONE IF YOU ARE STRONG T AND GET A 34 INSIDE SHADE - YOU CAN TAG CALL - SET AND GO THROUGH OR AROUND FOR LBER</td>
</tr>
<tr>
<td>LG</td>
<td>SHOW PASS BLOCK ZONE - YOU CAN TAG 34 INSIDE T SHADE</td>
</tr>
<tr>
<td>C</td>
<td>SHOW PASS BLOCK ZONE - CALL GN VS EVEN - RINGO LUCKY VS 44</td>
</tr>
<tr>
<td>RG</td>
<td>SHOW PASS BLOCK ZONE - INSIDE T SHADE. YOU CAN TAG CALL 34</td>
</tr>
<tr>
<td>RT</td>
<td>SHOW PASS BLOCK ZONE - IF STRONG T, YOU CAN TAG 34 INSIDE T. SHADE - YOU THEN SET AND GO THROUGH OR AROUND FOR LB</td>
</tr>
<tr>
<td>Y</td>
<td>RELEASE BLOCK SS</td>
</tr>
<tr>
<td>QB</td>
<td>SHOW PASS, DROP BACK - BRING BALL BACK TO CARRIER - AT C-G GAP MESH POINT CARRY OUT FAKE</td>
</tr>
<tr>
<td>HB</td>
<td>CHECK RELEASE - SIT BEHIND ONSIDE G - BLOCK WIDEST LBER OFF LOS</td>
</tr>
<tr>
<td>FB</td>
<td>SHUFFLE TO CG GAP TO SIDE OF CALL AND RUN OFF COVERED OG'S BLOCK</td>
</tr>
<tr>
<td>Z</td>
<td>SPRINT OFF</td>
</tr>
</tbody>
</table>
FB DRAW FROM SPLIT BACKS - HB DRAW FROM I

34

43 Pro

43 College

42
<table>
<thead>
<tr>
<th>POSITION</th>
<th>BLOCKING ASSIGNMENTS AND COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>ROUTE RELEASE STREAK FADES</td>
</tr>
<tr>
<td>LT</td>
<td>SET PASS QUICK AND OFF LOS - CONTROL TO OUTSIDE - DON'T LET INSIDE - ZONE 60 PROTECTION</td>
</tr>
<tr>
<td>LG</td>
<td>SET PASS - SMASHING ON ODD. IF IN YOUR GAP, COMBO. IF HEAD IS UP OR TO YOUR GAP, ZONE 60 PROTECTION.</td>
</tr>
<tr>
<td>C</td>
<td>SET PASS - CONTROL NG - RELEASE IF HEAD UP OR TO LEFT GAP. IF RIGHT GAP, STAY WITH AND CONTROL - RINGO-LUCKY 42'S, ZONE 60 PROTECTION. USE SMASH TECH VS GAP IN 43'S.</td>
</tr>
<tr>
<td>RG</td>
<td>SET PASS - CONTROL INSIDE GAP PROTECTION - ZONE 60 PROTECTION</td>
</tr>
<tr>
<td>RT</td>
<td>SET PASS - IF COVERED, PROTECT ZONE INSIDE GAPS. IF UNCOVERED, SET AND RELEASE ON NEAR LINEBACKER.</td>
</tr>
<tr>
<td>Y</td>
<td>ROUTE (5) RELEASE BLOCK SS</td>
</tr>
<tr>
<td>QB</td>
<td>5 STEP DROP - LOOK FOR RELEASE AREA LEFT 1ST THROUGH</td>
</tr>
<tr>
<td>HB</td>
<td>ROUTE (4) RELEASE</td>
</tr>
<tr>
<td>FB</td>
<td>SET CHECK OUTSIDE LBER, PROTECT INSIDE OUT</td>
</tr>
<tr>
<td>Z</td>
<td>ROUTE RELEASE STALKS FAKES</td>
</tr>
</tbody>
</table>