

DALLAS COWBOYS FOOTBALL CLUB

2006  
OFFENSIVE PLAYBOOK

## 2006 TRAINING CAMP PRACTICE SCHEDULE

### 1-A-DAY

6:00 a.m.	-	8:00 a.m.	Breakfast (Optional)
6:30 a.m.			Treatment for injured players ( <b>MANDATORY</b> )
7:00 a.m.	-	8:15 a.m.	Weights Available
8:30 a.m.	-	8:50 a.m.	Special Teams Meeting (Posted)
8:50 a.m.	-	11:30 a.m.	Offense/Defense Meetings <i>8:50-9:35 – Prior Practice</i> <i>9:35-10:25 – Install &amp; Review Install</i> <i>10:25-10:30 – Break</i> <i>10:30-11:00 – Individual Meeting</i>
11:30 a.m.	-	12:30 p.m.	Lunch ( <b>MANDATORY</b> ) Coaches Meeting
12:15 p.m.			12:30 p.m. - 1:40 p.m. Tape and Dress (Rookies first) 1:40 p.m. Special Teams Walk-thru 1:50 p.m. OTL – S, H, K, QB, RB, TE (Ball Handle) (Def – GL Cover People) 2:00 p.m. Walk-thru 2:15 p.m. - 2:26 p.m. Stretch and Starts 2:26 p.m. - 2:38 p.m. Individual 2:38 p.m. - 2:45 p.m. Play Action vs. Air 2:45 p.m. - 2:52 p.m. Group Tech (TBA) 2:52 p.m. - 3:01 p.m. Team Run (12) Include 5¢ Runs or 1 Back 3:01 p.m. - 3:08 p.m. Special Teams #1 3:08 p.m. - 3:12 p.m. Break #1 3:12 p.m. - 3:21 p.m. Team Perimeter (12) – Mix Blitz 3:21 p.m. - 3:29 p.m. 7 on 7 (10-12) Line – 1 on 1 3:29 p.m. - 3:34 p.m. Situations 3:34 p.m. - 3:42 p.m. Team 1 <sup>st</sup> & 2 <sup>nd</sup> Down (Mix Blitz vs. Reg-Det, Zone Blitz, Reg-Blitz) 3:42 p.m. - 3:49 p.m. Special Teams #2 3:49 p.m. - 3:52 p.m. Break #2 3:52 p.m. - 4:00 p.m. 7 on 7 (10-12) 2L, 3 <sup>rd</sup> Med, 3L Line 2 on 2 4:00 p.m. - 4:08 p.m. Team – 2L, 3 <sup>rd</sup> Med, 3L, (Mix Blitz – People/Groups) 4:08 p.m. - 4:18 p.m. Specialty Team Period (GL, SY, 5¢, 2 Min, Red) 4:18 p.m. - 4:20 p.m. All Up 4:20 p.m. - 4:30 p.m. Returners of Day Available to Media coming off field 5:30 p.m. - 7:00 p.m. Dinner ( <b>MANDATORY</b> ) 7:00 p.m. Special Teams Meeting (Posted) 7:20 p.m. Squad Meeting 7:30 p.m. - 9:40 p.m. Offense/Defense Meeting <i>7:30-8:30 – Prior Practice</i> <i>8:30-9:10 – Install &amp; Review Install</i> <i>9:10-9:40 – Individual Meeting</i> Treatment for injured players ( <b>MANDATORY</b> ) Curfew – Bed Check
9:40 p.m.			
11:00 p.m.			

9. Failure to promptly report injury to Club physician or athletic trainer.....TBA
10. Weight control:  
All players subject to fine per pound and per day .....TBA
11. Loss of all or parts of playbook, scouting report or game plan.....TBA
12. Losing, damaging or altering Club provided equipment. Replacement cost plus.....TBA
13. Improper dress while traveling as a member of the team .....TBA
14. Throwing football into the stands .....TBA
15. Players ejected from game .....TBA
16. Players who become injured as a direct result of not wearing their "unaltered" team issued equipment.....TBA
17. Players not paying personal expenses at hotel (i.e., long distance phone charges, in-room movies, room service), fined at a rate not to exceed five (5) times the total unpaid expense, to be deducted from your paycheck.
18. Players who fail to go on the field with their Special Teams unit.....TBA
19. Personal phone or beeper going off in organized meeting.....TBA
20. **\*\*Conduct detrimental to Club** – Maximum fine of an amount equal to one week's salary and/or suspension without pay for a period not to exceed four (4) weeks. (Conduct detrimental to Club includes, but is not limited to, violation of any Team Rules or Regulations.)

In Addition, repeated violations of the above-listed discipline categories may result in escalation of the discipline. Fines may be doubled and then tripled for repeat violations, and continued violations thereafter may result in a fine or suspension without pay for conduct detrimental.

Clubs must promptly notify a player of any discipline; notice of any club fine in the TBA maximum category and of any "conduct detrimental" fine or suspension must also be sent to the NFLPA.

As stated in Article XI, Section 5, of the 1993 Collective Bargaining Agreement, "The Commissioner's disciplinary action will preclude or supersede disciplinary action by any club for the same act or conduct." Thus, for example, a Commissioner-imposed fine for throwing football into the stands will supersede and substantially exceed the club fine of TBA.

## 2006 TEAM RULES AND REGULATIONS - CONTINUED

10. The athletic training staff, equipment staff, video staff, secretaries, training camp help, and all Cowboys' personnel have the same goals and objectives as team members. Be courteous and aware of their roles as well.
11. We all should be reminded that the N.F.L.P.A. and the club presidents have agreed that each will use its best efforts to avoid public comments by clubs, owners, non-playing personnel, as well as by players or coaches, which express adverse criticism of the club, the coach of the operation and policy thereof, or which tend to cast discredit upon a club, a player or any other person involved in the operation of the club or the League.
12. Policies regarding Training Camp, Locker Room, Equipment Room, Travel, Medical, Weight Room, and player weight will be discussed during training camp.
13. You are asked to use the following procedures for shipping mail:
  - A. **Fan Mail** – Use your assigned jersey number as a return address to insure that you are not charged for postage.
  - B. **Personal Mail** – Attach correct postage (if known). Use your name to insure that all change due you is returned.
  - C. **Off-Season Mail** – Please complete the information sheet and return it to the Mail Room as soon as possible with the location to which you would like fan mail and messages shipped during off-season.

## TRAINING ROOM AND INJURY PROCEDURES

The Training Room is a place for taping, first aid, treatment and rehabilitation of injuries. For maximum efficiency and for your benefit, the following rules should be observed.

1. Please keep the Training Room clean and sanitary. The Training Room is a paramedical facility. For that reason, shower and wear shorts.
2. Rookies must be taped a minimum of one hour before practice during the pre-season (before meetings during the regular season).
3. It is your responsibility to report all injuries and illness to the athletic trainers immediately, even if you feel they are minor. You will then be referred to the team physician most qualified to handle your particular problem.
4. Injured players who cannot participate in practice must receive a minimum of four (4) treatments daily in training camp, and three (3) daily in season, and attend all practices and meetings promptly unless otherwise instructed. You are to be on the field in uniform with your group, unless the Head Coach or Head Athletic Trainer instructs otherwise.
5. On the morning following a game, it is your responsibility to report to the athletic trainer and/or physician for evaluation and/or treatment of any new injuries. If you do not show up for treatment, it will be expected and required that you practice on schedule.
6. Any player who disregards the athletic trainer's or physician's advice or misses a scheduled doctor's appointment is subject to the maximum fine allowed by the N.F.L.
7. Players who wish to see outside health care providers must first have **oral or written permission** from the Club before the Club will consider payment for these services. **THIS INCLUDES ALL OFF-SEASON SURGERIES AND REHABILITATION.**
8. Weigh-ins, either announced or unannounced, can take place at any time. Players with assigned weights will be subject to fines if they are over their assigned weight. The Strength Coach or Athletic Trainers will be responsible for reporting a player's excess weight.
9. Please remove all newspapers, magazines or paper cups from the whirlpool area after use to help keep the area sanitary. **Please keep this area clean.**

## DALLAS COWBOYS PLAYER DEVELOPMENT

Success as a Dallas Cowboy means being a "World Champion" on and off the field. It means creating an environment that ensures Super Bowl rings on the field, and similar success away from the field, both now and in the future.

All professional athletes are faced with many demands and expectations; however, because you are a Dallas Cowboy, the demands and expectations for you will often be and will always remain unique.

To help insure that all Dallas Cowboys players are "World Champions" on and off the field, the Dallas Cowboys organization has created the *Department of Player Assistance/Development*. This department is designed to help Cowboys' players and their families maximize and leverage the NFL experience. All of the programs are designed to insure the highest degree of professionalism and confidentiality.

Player Assistance/Development will help players in the following areas, among others:

1. Financial Management
2. Continuing Education (Degree Completion)
3. Career Development
4. Family Assistance and Personal Consultation
5. Interpretation of League Conduct Policies
6. Liason to NFL Employee Assistance Program

For further information on player programs, please contact:

Steve Carichoff, Director Player Assistance/Development ..... Office: 972/ 556-9957  
..... Mobile: 214/ 437-3646

Dr. Jacqualene Stephens, Personal & Family Assistance ..... Office: 972/ 556-9334  
..... Mobile: 214/797-2076

Calvin Hill, Consultant, ..... Mobile: 214/ 437-8339  
..... Office: 202/ 546-0111

## **Player Responsibilities**

- Re-read Paragraph 15 of your contract. You have agreed as a condition of your employment not to use or distribute drugs.
- Also re-read Paragraph 8 of your contract. You have agreed to maintain yourself in excellent physical condition, to undergo complete physical examinations, and to disclose to the Club physician any physical or mental condition, which might impair your performance, including use of drugs.
- Your Collective Bargaining Agreement requires that you submit to testing for chemical abuse or dependency when directed to do so on reasonable cause.
- For your own protection, for example, if you undergo surgery, you must notify the Club physician promptly of any medication or drugs obtained other than from Club sources.

**TO:** ALL COWBOYS PLAYERS

**FROM:** PUBLIC RELATIONS DEPARTMENT  
(Rich Dalrymple, Brett, Daniels,  
Scott Agulnek, Emily Robbins and Whitney Brandon)

**RE:** 2006 MEDIA AND PUBLIC RELATIONS  
(VETERANS PLEASE NOTE NEW INFORMATION)

The National Football League is America's most popular sports attraction. This popularity provides you with a unique stature as a celebrity in the Dallas community. It is in your best interest to take advantage of this situation by developing a good relationship with the media and the fans.

There is a page in your playbook on the importance of cooperating with the news media. This obligation also is emphasized in Paragraph 4 of your contract and in the Collective Bargaining Agreement. Please remember when you talk to a reporter that through him, you are talking to the fans that support the game. What you say will be read or heard by the fans, your teammates, your coaches, your family, and by business leaders in the community who may be able to help you. Especially keep in mind the example you set for children who look up to you as role models.

Cowboys players have an excellent reputation for cooperation with the media. It is one of the reasons for our team's great popularity. With your help, this tradition will continue.

The Public Relations Department is ready to assist you in your dealings with the media and the public. Following is a profile of the Dallas-Fort Worth media and a description of the Club's media and public relations policies.

#### The Media

##### Dallas Morning News

- Circulation 397,555 daily, 585,950 Sunday.
- Jean Jaques Taylor and Todd Archer cover the Cowboys beat.
- Tim Cowlishaw, Kevin Sherrington, Gerry Fraley and Kevin Blackistone are the columnists.
- Rick Gosselin covers the NFL.

##### Fort Worth Star-Telegram

- Circulation 253,770 daily, 325,780 Sunday.
- Clarence Hill and Mac Engle cover the Cowboys beat.
- Charean Williams Covers the NFL.
- Gil LeBreton, Jim Reeves, Randy Galloway and Jennifer Floyd Engle are the columnists.

**Cowboys Special Edition**

- This weekly half-hour show during the season is produced by the Cowboys and features Cowboys Owner Jerry Jones.
- It is seen in Dallas on Saturday nights. It is also shown in 20 other cities in the southwest.
- A half-hour show with Coach Parcells shown on Channel 11 on Sunday mornings during the season.

**The Cowboys Coach's Show**

You also can expect to deal with reporters from outside Dallas. This includes the three television networks (FOX, NBC, ABC), cable TV networks like ESPN, CNN, TNT and HBO, *USA Today*, *Sports Illustrated*, plus newspapers and radio and TV stations from the cities of opposing teams (New York Times, Washington Post, Philadelphia Daily News, etc.).

Each week during the season, the network televising our game requests to visit with Coach Parcells and a few players for 10 minutes each the day before the game. This helps the network announcers immensely in preparing for their broadcast. If we are at home, these interviews will take place Friday after practice in one of our meeting rooms. On the road, the interviews are done after practice in the visiting city. We appreciate your cooperation on this matter.

**Returning Telephone Calls**

The Public Relations Department receives numerous requests for player phone interviews. These calls are carefully screened. If you receive a message from the PR department to call a reporter, you are expected to return the call. Most of these calls are from reporters in the city of our upcoming opponent – or your hometown.

**Appearances**

Emily Robbins, our Community Relations Director, coordinates player appearances. A variety of clients request players for autograph and photo sessions, grand openings, or speaking engagements at meetings and banquets. Please call Emily at 972/556-9359 to discuss your availability. It is a good way to meet people and make some extra money.

**Charity Involvement**

As a Cowboys player, you are in an excellent position to help charitable causes with minimal effort. The Cowboys and the NFL are proud of their tradition of service to worthy causes. You are encouraged to become involved in at least one community service endeavor a year in addition to team charity functions. This can entail simply lending the use of your name to a charity for promotional purposes, or appearing at an organization's function, or filming or taping a public service announcement. Our players have always done an excellent job in this area. Please contact Emily Robbins at 972/556-9359 with any charity interests you may have.

**Fan Mail**

The Dallas Cowboys acknowledge the importance of answering fan mail, and to assist in this matter, all fan mail returned to the Mail Room for shipment is free of charge. The Mail Room also provides, upon request, envelopes, cardboard for pictures, labels, shipping information, etc. PLEASE NOTE: While fan mail is free of charge, all personal mail shipped must be paid for in advance.

### NUMBERING OF HOLES



HOLES ARE NUMBERED EVEN (0-2-4-6-8) TO THE RIGHT – ODD (1-3-5-7-9) TO THE LEFT AS IN THE DIAGRAM ABOVE.

### NUMBERING OF BALL-CARRIER

1. RUNNING PLAYS WILL BE NUMBERED FROM 10 THROUGH 39, AND CALLED IN BACKFIELD SERIES BY A WORD DESCRIPTION. (EXAMPLE – RIDE 35 BASE – SPRINT 38 – JAB 36 POWER – MID 35 COUNTER).
  - a. RIDE
  - b. SPRINT
  - c. JAB
  - d. SLANT
  - e. MID
  - f. TOSS
  - g. PLUNGE
2. ALL 40'S ARE DRAWS (FB) "H.O.R.F" WILL DESIGNATE 2-BACK DRAWS.
3. 50 THROUGH 90 – DROPOUT BACK PASSES.
4. 100 SERIES – ARE PLAY-ACTION PASSES WITH THE QB SETTING UP BEHIND THE FAKE WITHIN THE TACKLE BOX.
5. 200 SERIES – ARE MOVE THE POCKET PASSES WITH THE QB SPRINTING OR DASHING TOWARD THE NUMBER CALLED.
6. 300 SERIES – ARE BOOTLEG, NAKED OR STAY PASSES – WITH THE QB ROLLING AWAY FROM THE NUMBER CALLED.
7. 400 SERIES – ARE PASS PLAYS THAT ARE DESIGNED FOR SOMEONE OTHER THAN THE QB TO THROW THE FOOTBALL.
8. 500 SERIES – ARE SCREEN PASSES – REGULAR SCREEN, PLAY ACTION SCREENS, AND QUICK SCREENS.
9. RUN SPECIALS – ARE AROUNDS, BEHINDS OR REVERSES THAT WILL BE PART OF OUR GAME PLAN EACH WEEK. THEY WILL COMPLIMENT SOME OF OUR BASE RUNS.
10. PASS SPECIALS – SPECIAL PASSES WHERE THE QB THROWS THE FOOTBALL AFTER HANDING THE BALL OFF, EXAMPLE: RIDE 34 CUTBACK FLEA FLICKER TOSS 38 PHILLY SPECIAL.

# FORMATIONS & VARIATIONS

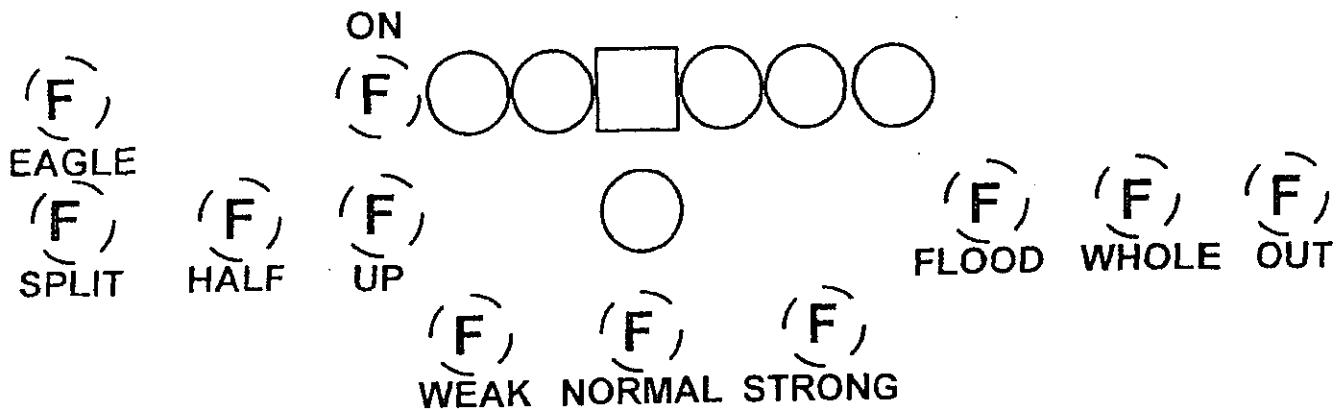
WE WILL USE A COMBINATION OF NUMBERS AND DESCRIPTIVE TERMS TO GET INTO OUR VARIOUS FORMATIONS. OUR BASIC FORMATIONS WILL BE CALLED BY NUMBERS 0, 2, 6, 8, (EVEN) TO THE RIGHT AND 1, 3, 7, 9 (ODD) TO THE LEFT.

THE X, Y, Z, H, F AND QB WILL HAVE THEIR OWN DESCRIPTIVE TERMS THAT WILL POSITION THEM IN A VARIATION OF ALIGNMENTS.

NOTE: ANYTIME "GUN" PRECEDES THE FORMATION CALL, THE QB WILL NOT BE UNDER CENTER.

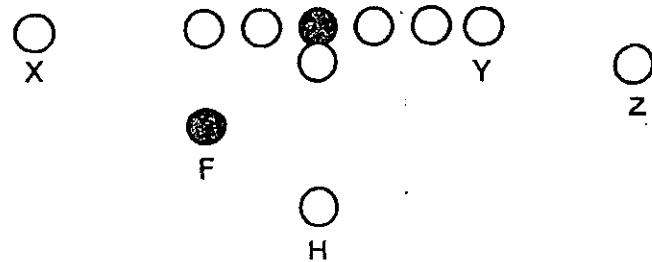
THE FOLLOWING PAGES WILL SHOW THE DESCRIPTIVE TERMS USED TO GUIDE ALIGNMENTS. THE TERMS SHOULD BE ASSOCIATED WITH THE STRONG AND WEAK SIDE OF THE FORMATION. THE TIGHT END IS CONSIDERED THE STRONG SIDE.

## F FORMATIONS AND VARIATIONS



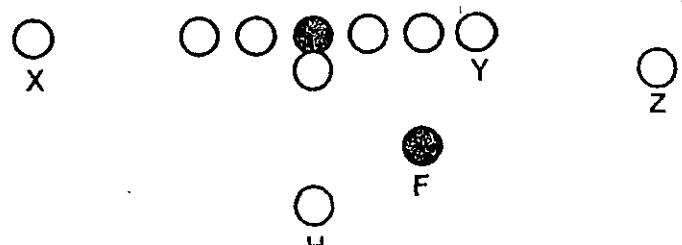
NOTE: BACK CLOSEST TO FORMATION CALL WILL MAKE THE WEAK OR STRONG ADJUSTMENTS.

0 WEAK



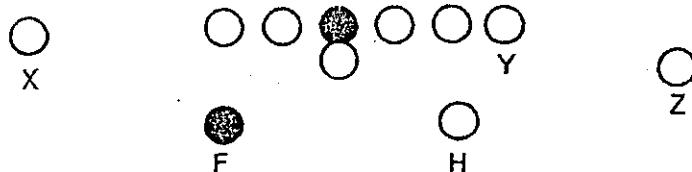
F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

0 STRONG



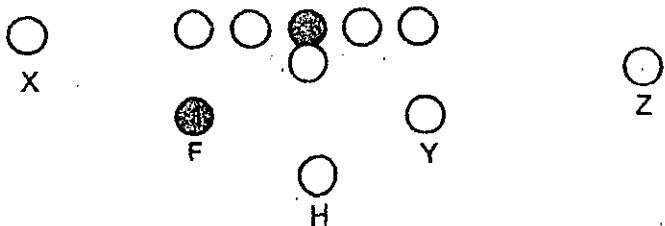
F - LINE UP STRADDLING INSIDE LEG OF STRONG TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

6 CHANGE



F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS..

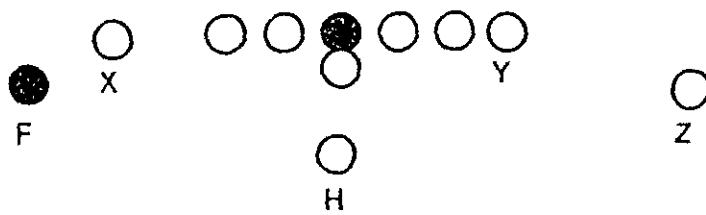
6 DEEP



F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

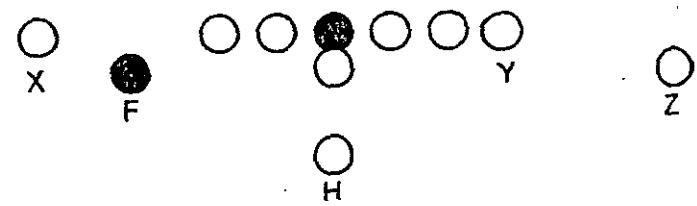
## F FORMATIONS AND VARIATIONS

0 SPLIT



F - 1 YARD OFF LOS (OUTSIDE THE X) 2 YARDS  
OUTSIDE THE #'S.

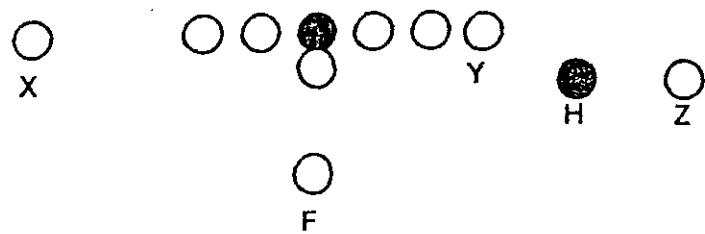
0 HALF



F - 1 YARD OFF THE LOS, SPLIT THE  
DIFFERENCE BETWEEN X & THE TACKLE.

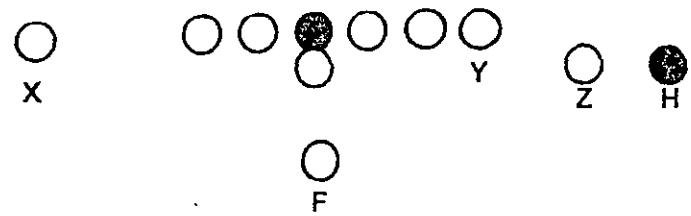
## H FORMATIONS AND VARIATIONS

### 8 WHOLE

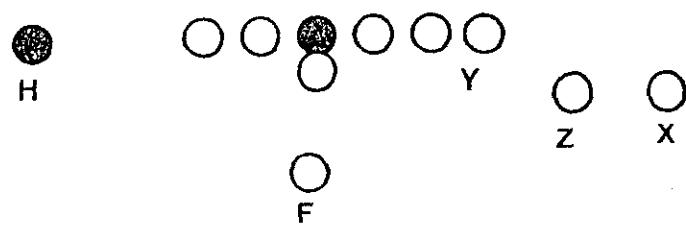


H - 1 YD OFF LOS, SPLITTING THE DIFFERENCE BETWEEN Y & Z.

### 8 OUT

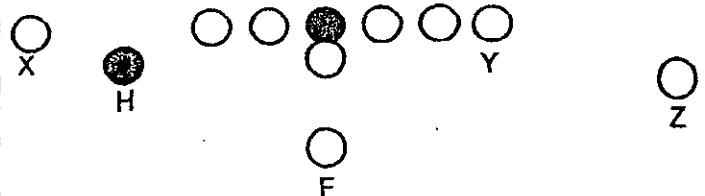


### HAWK RIGHT



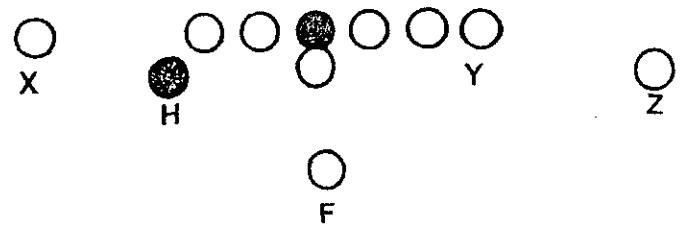
H - ON THE LOS, WEAK SIDE, 2 YARDS OUTSIDE THE #S.

### 2 HALF



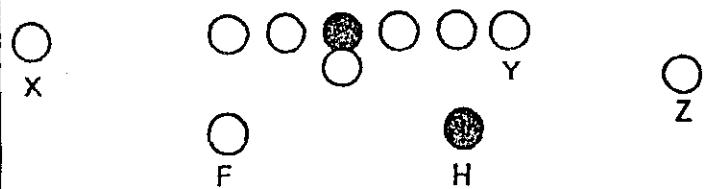
H - 1 YARD OFF THE LOS, SPLIT THE DIFFERENCE BETWEEN X & THE TACKLE.

### 2 UP



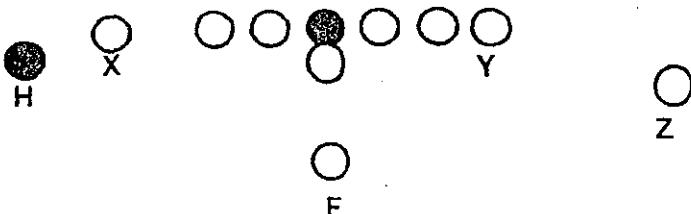
H - 3 POINT STANCE, 1X1 FROM THE TACKLE.

### 6 CHANGE



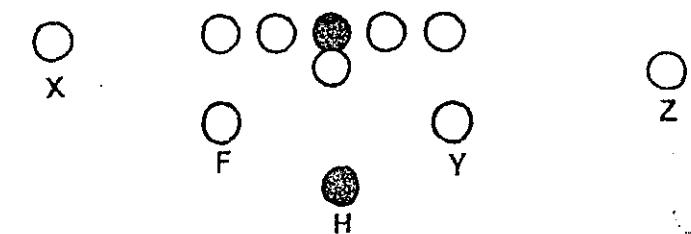
H - LINE UP STRADDLING INSIDE LEG OF STRONG TACKLE WITH YOUR TOES 5 YDS. FROM THE LOS.

### 2 SPLIT



H - 1 YARD OFF LOS (OUTSIDE THE X)  
2 YARDS OUTSIDE THE #S.

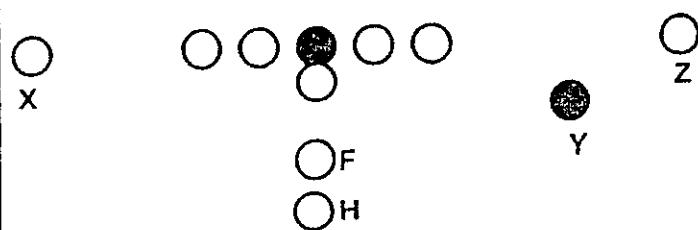
### 6 DEEP



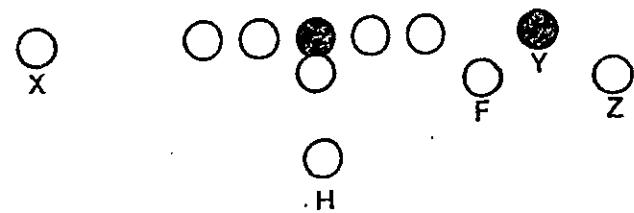
H - ALIGN IN YOUR NORMAL ZERO POSITION.

## TE (Y) FORMATIONS AND VARIATIONS

### 0 FLEX



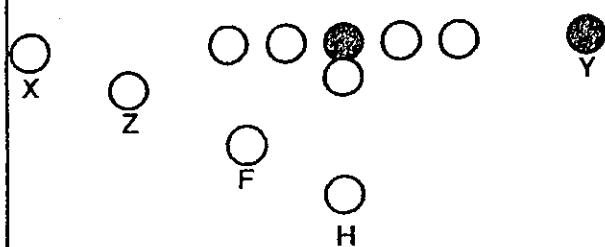
### 0 TRUMP



Y - 2 POINT STANCE SPLIT THE DIFFERENCE BETWEEN THE STRONG TACKLE AND Z RECEIVER OFF THE LOS.

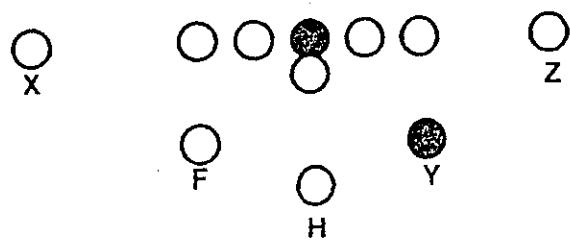
Y - 2 POINT STANCE POSITION YOURSELF 3 YARDS FROM THE STRONG TACKLE ON THE LOS.

### 0 WEAK WIDE SLOT



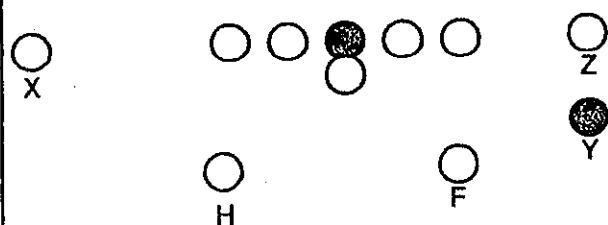
Y - 2 POINT STANCE POSITION YOURSELF 2 YARDS OUTSIDE THE #'S ON THE LOS.

### 6 DEEP



Y - 3 POINT STANCE STRADDLING INSIDE LEG OF THE STRONG TACKLE, HEELS 5 YARDS FROM THE LOS.

### 6 CLUB

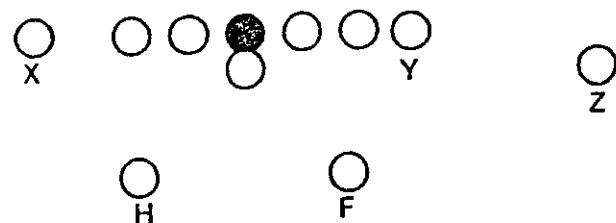


Y - 2 POINT STANCE, STACK DIRECTLY BEHIND THE Z RECEIVER 4 YDS. SPLIT FROM STRONG TACKLE.

## X FORMATIONS AND VARIATIONS

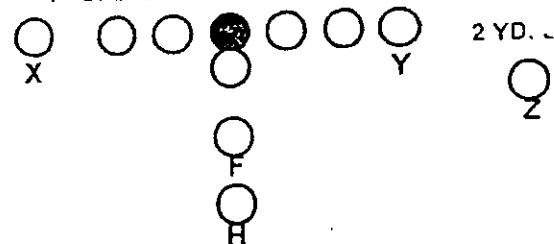
### 6 OPEN

X 4 YD SPLIT!!



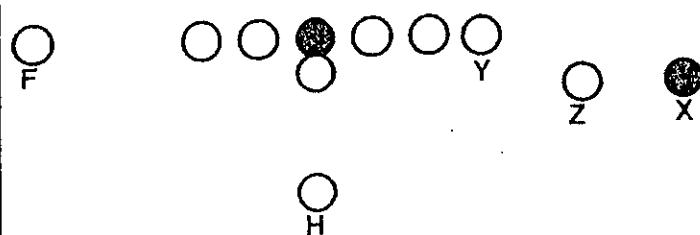
### 0 NASTY

4 YD. SPLIT

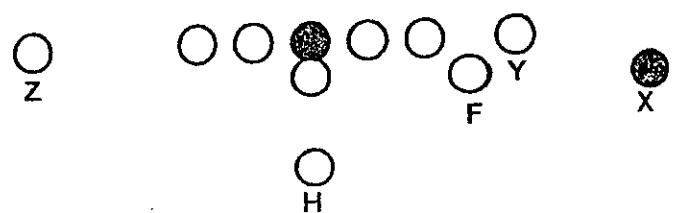


NASTY IMPLIES AN OPEN SPLIT FOR X AND A CLOSE SPLIT FOR THE Z.

### EAGLE RIGHT

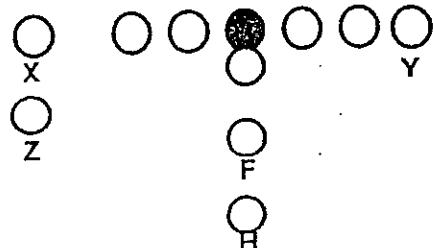


### 0 BOX SWITCH



SWITCH IMPLIES Z AND X SWITCH, BUT THEY KEEP THEIR IDENTITY.

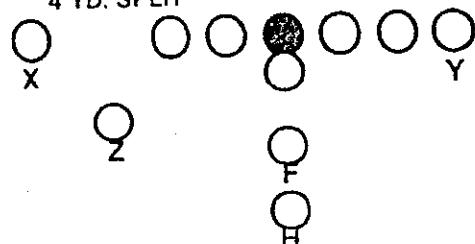
### 0 STACK



X - ALIGN ON THE LOS 4 YD. SPLIT FROM THE WEAK TACKLE.  
THE Z RECEIVER WILL ALIGN DIRECTLY BEHIND YOU.

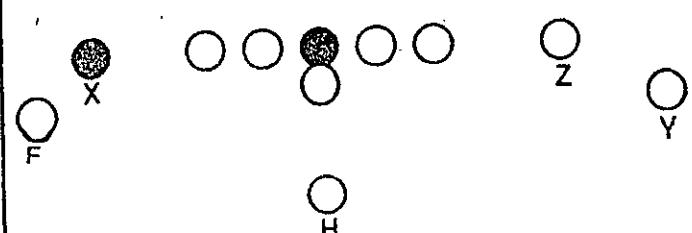
### 0 SLOT NASTY

4 YD. SPLIT



X - SLOT NASTY IMPLIES AN OPEN SPLIT FOR X WITH THE Z SPLITTING THE DIFFERENCE BETWEEN THE X AND THE WEAK TACKLE.

### 0 SPLIT WIDE

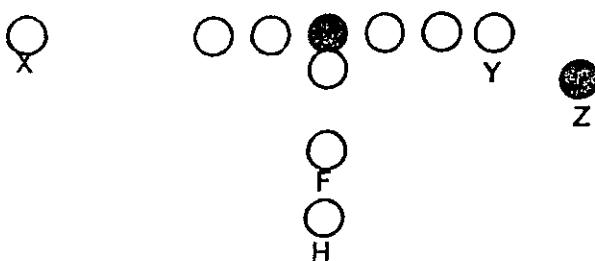


X - SPLIT THE DIFFERENCE BETWEEN F AND THE WEAK TACKLE ON THE LOS.

## Z FORMATIONS AND VARIATIONS

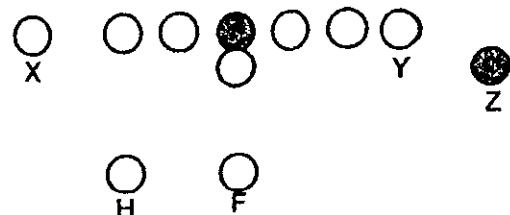
### 0 CLOSE

Z 4YD SPLIT!!



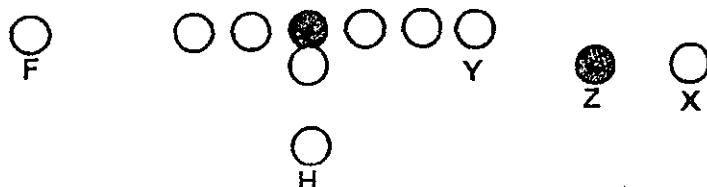
### 2 NASTY

Z&X 4YD SPLIT!!

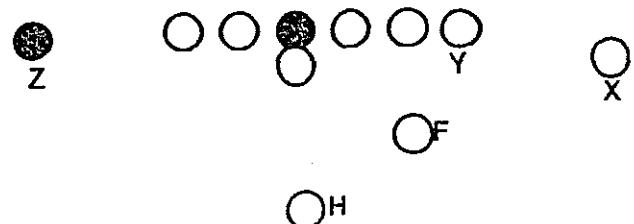


Z - NASTY IMPLIES A CLOSE SPLIT FOR THE Z AND AN OPEN SPLIT BY THE X.

### EAGLE RIGHT

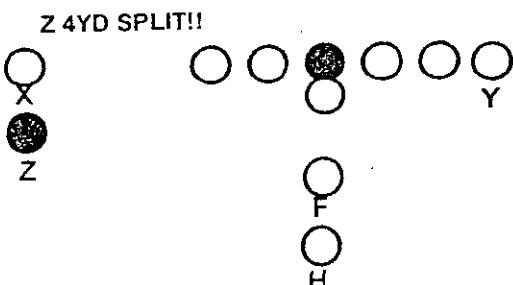


### 0 STRONG SWITCH



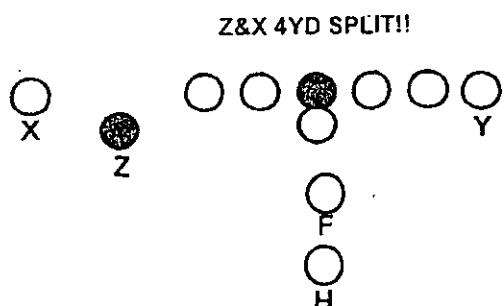
Z AND X SWITCH BUT KEEP THEIR IDENTITY.

### 0 STACK



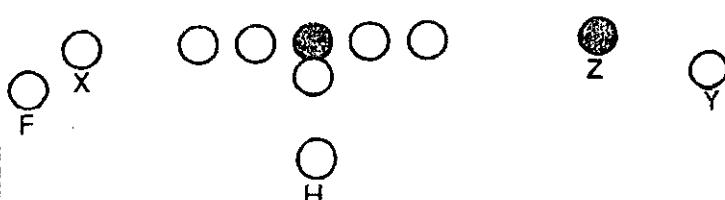
Z - ALIGN DIRECTLY BEHIND THE X RECEIVER  
4 YDS FROM THE WEAK TACKLE.

### 0 SLOT NASTY



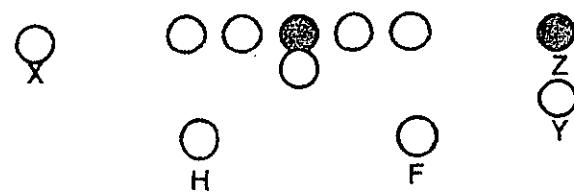
Z - SPLIT THE DIFFERENCE BETWEEN  
THE X AND THE WEAK TACKLE.

### 0 SPLIT WIDE



Z - SPLIT THE DIFFERENCE BETWEEN THE STRONG  
TACKLE AND THE TE ON THE LOS.

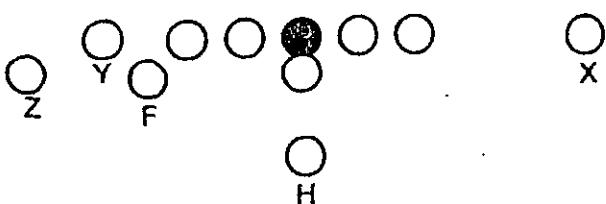
### 6 CLUB



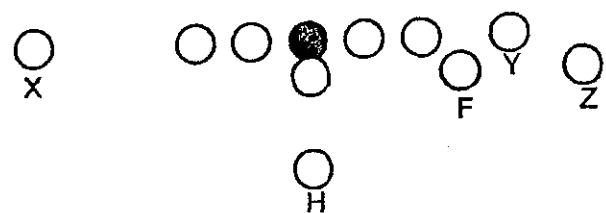
Z - ALIGN ON THE BALL SPLIT 4 YDS FROM  
THE STRONG TACKLE, THE Y WILL ALIGN  
DIRECTLY BEHIND YOU.

### BUNCH FORMATIONS

1 TRUMP

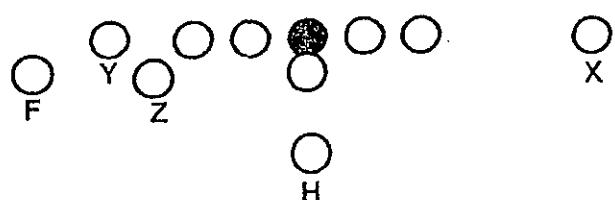


0 TRUMP

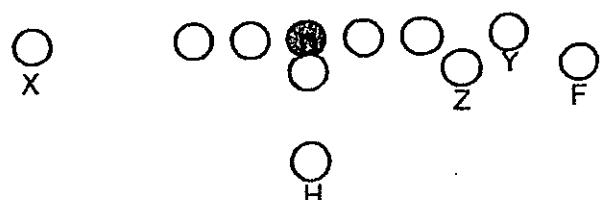


(Y SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

1 CLUSTER

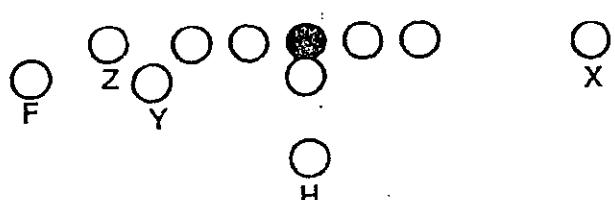


0 CLUSTER

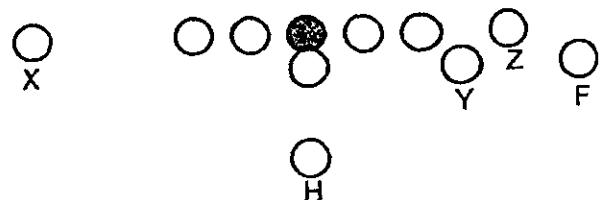


(Y SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

1 BUNCH

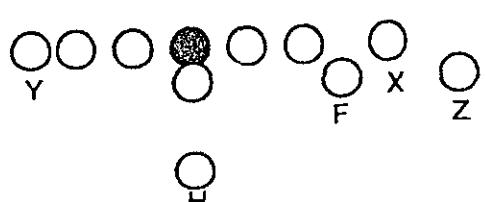


0 BUNCH

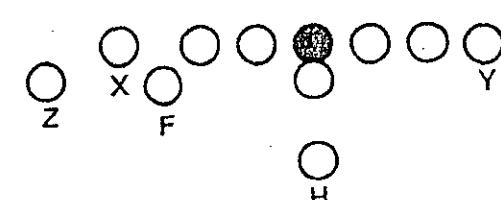


(Z SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

1 TRIO



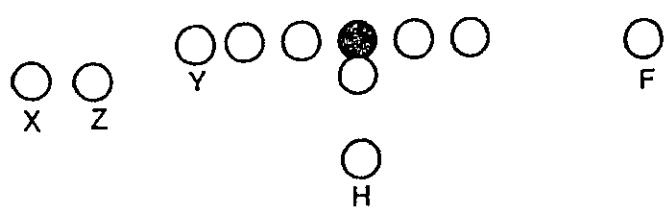
0 TRIO



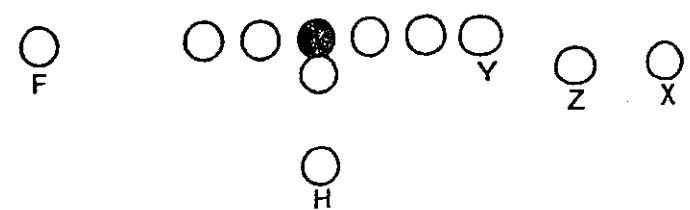
(X SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

**BASE WORD FORMATIONS**

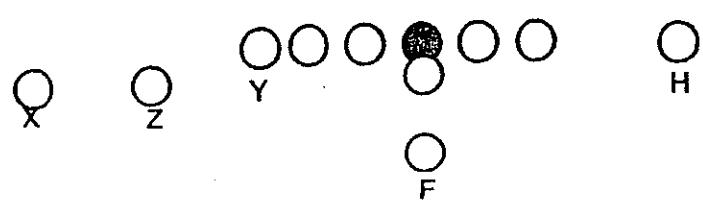
EAGLE LT



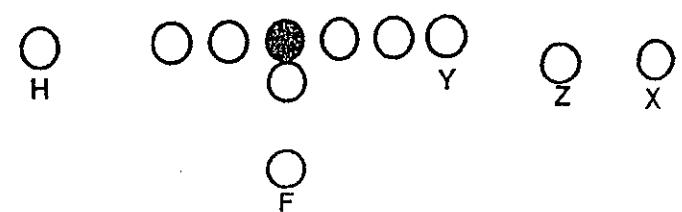
EAGLE RT



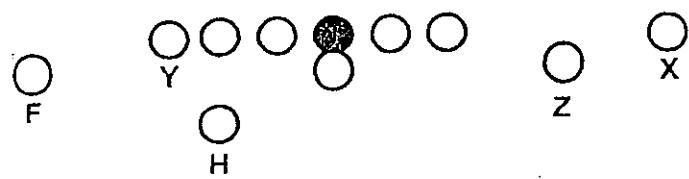
HAWK LT



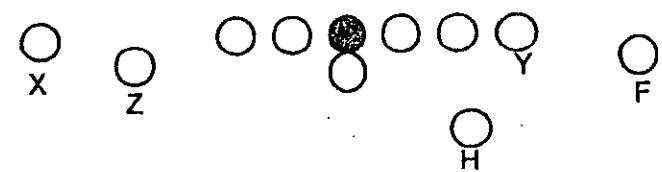
HAWK RT



F LT

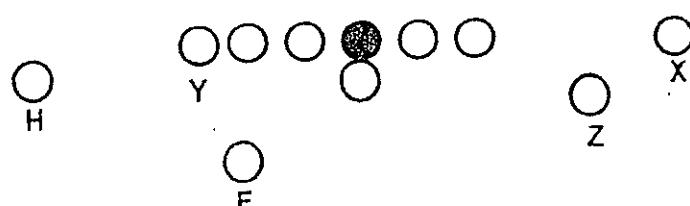


F RT

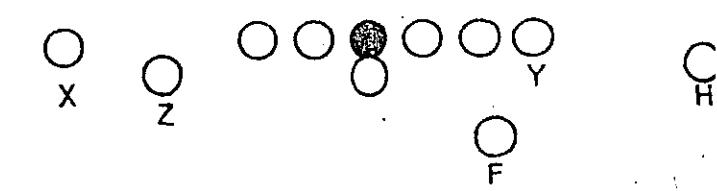


(OUT SLOT FORMATION WITH H OFF-SET STRONG)

H LT



H RT



(OUT SLOT FORMATION WITH F OFF-SET STRONG)

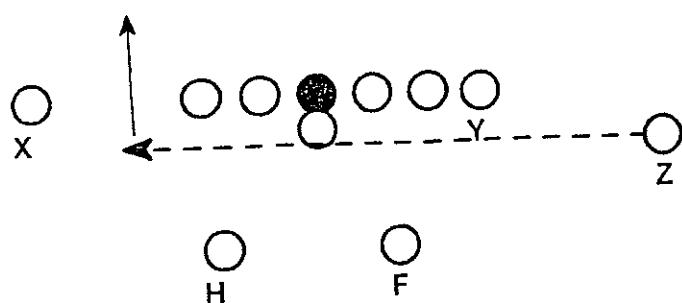
MOTIONS/

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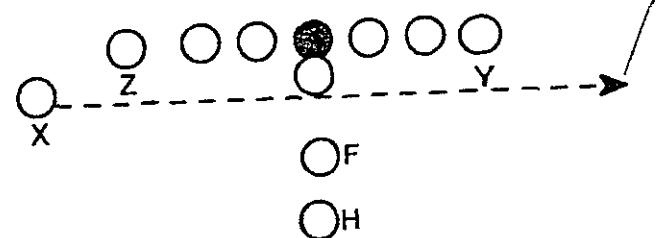
SHIFTS

MOTION VARIATIONS

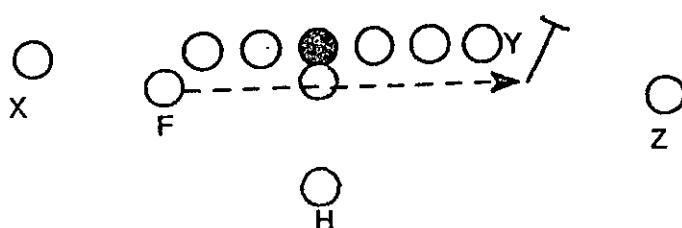
6 ZAC



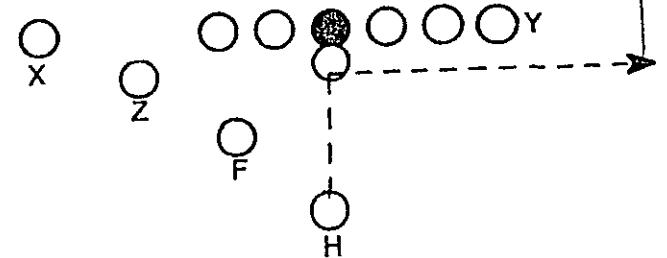
0 SLOT WAC



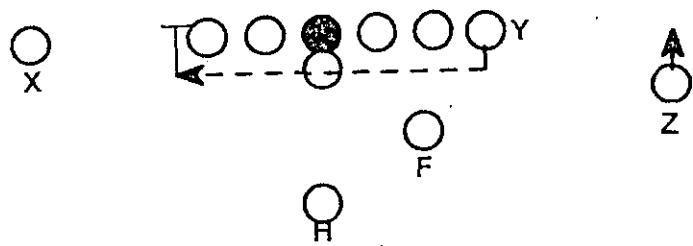
0 UP FAP



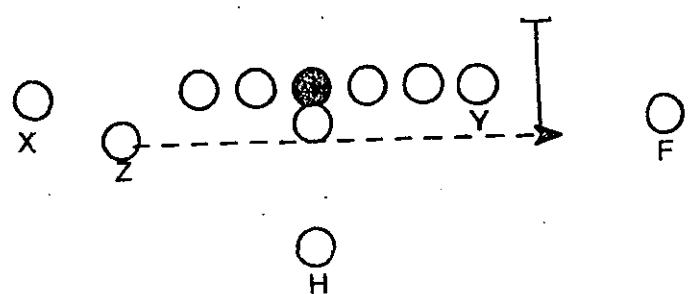
0 WK SLOT HAT



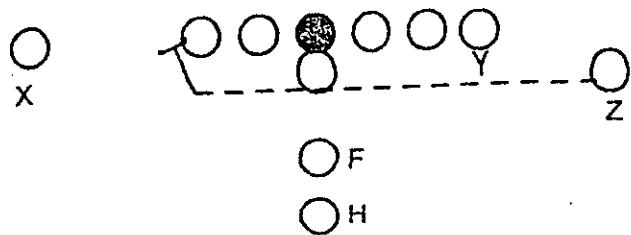
0 STRONG YAP



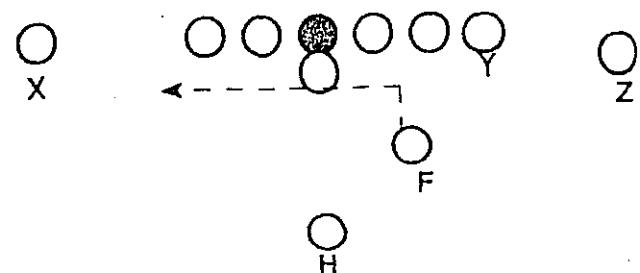
0 OUT SLOT ZAP



0 ZAP

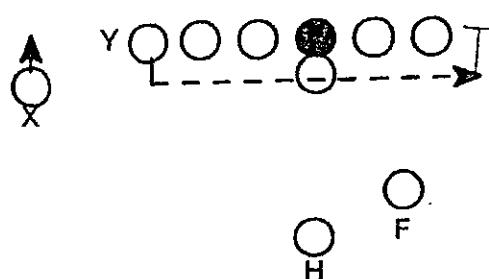


0 WK FAX

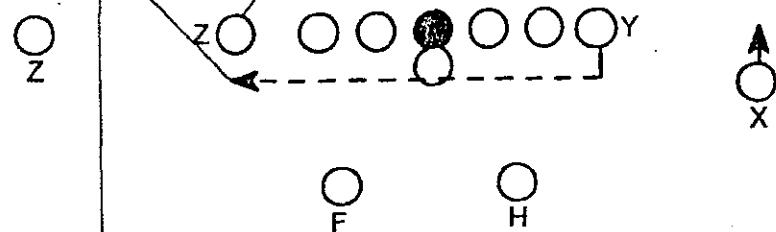


### MOTION "TO" FORMATIONS

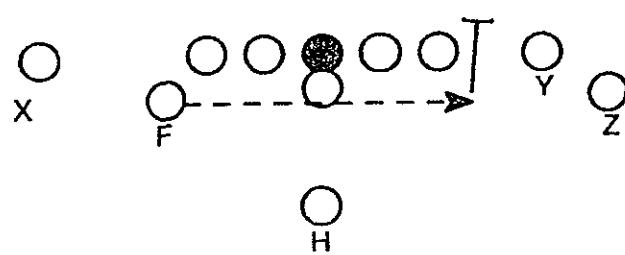
**YAP TO 0 STRONG**



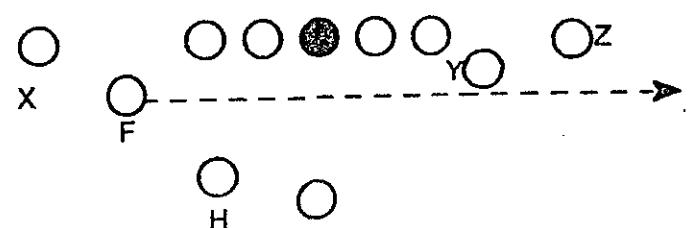
**YAC TO 7 CLOSE**



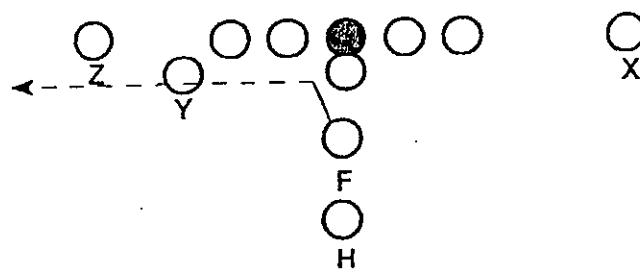
**FAP TO 0 TRUMP**



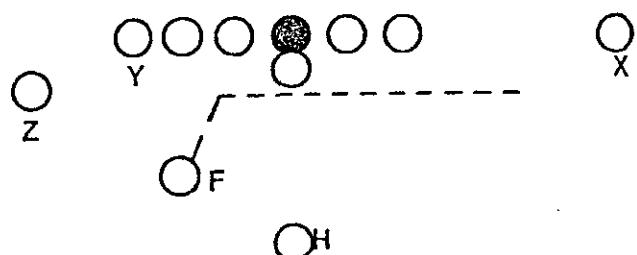
**FAC TO GUN TRIPS RT**



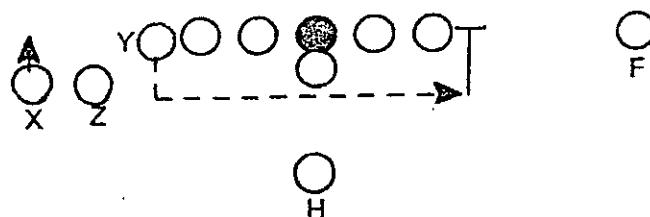
**1 OFF FAT**



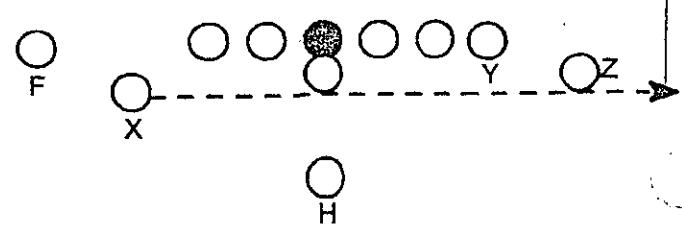
**1 STRONG FAX**



**YAP TO 0 OUT SLOT**



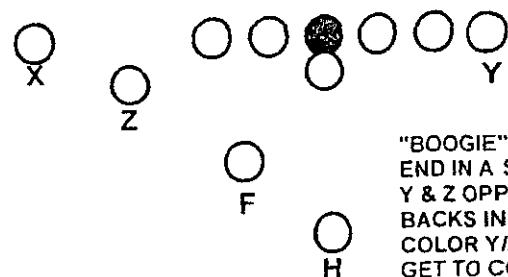
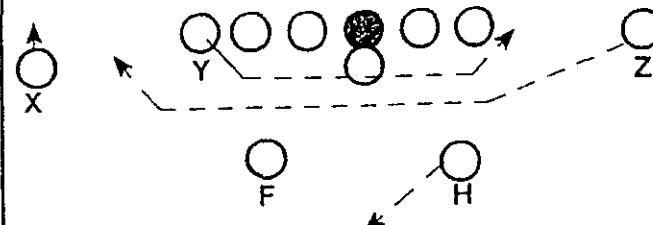
**WAC TO EAGLE RT**



## SLOT SHIFT PACKAGE

BEFORE

AFTER

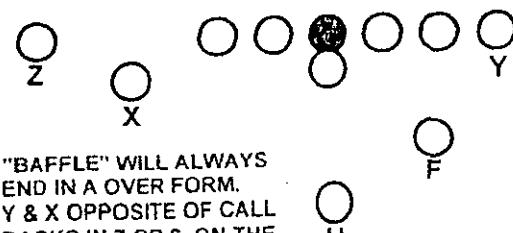
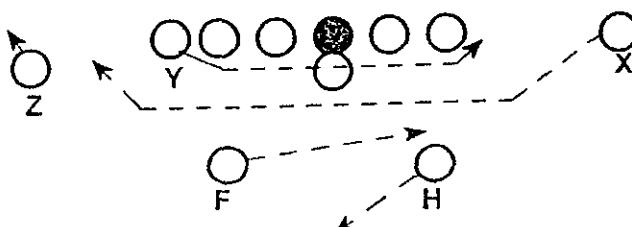


"BOOGIE" WILL ALWAYS  
END IN A SLOT FORM.  
Y & Z OPPOSITE OF CALL  
BACKS IN 7 OR 6. ON THE  
COLOR Y/Z SHIFT & BACKS  
GET TO CORRECT SET.

### "BOGGIE" TO 0 WEAK SLOT

BEFORE

AFTER

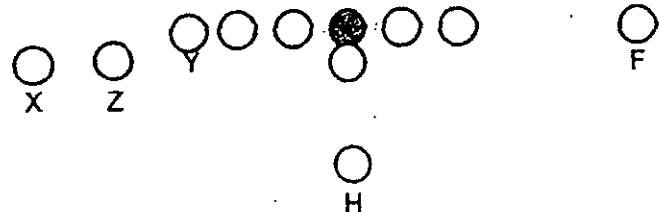
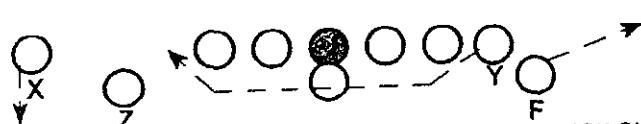


"BAFFLE" WILL ALWAYS  
END IN A OVER FORM.  
Y & X OPPOSITE OF CALL  
BACKS IN 7 OR 6. ON THE  
COLOR Y/X SHIFT & BACKS  
GET TO CORRECT SET.

### "BAFFLE" TO 0 STRONG OVER

BEFORE

AFTER

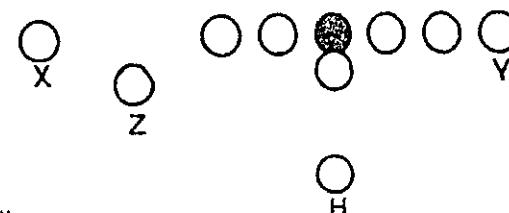
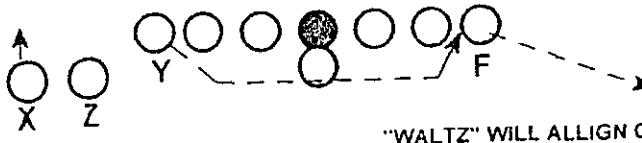


"BURST" WILL ALIGN OUR  
PERS. IN A PRE SHIFT (FLD SLOT)  
FORMATION. WE WILL ALWAYS  
BURST TO EAGLE LT/RT. Y&F FLD  
ALIGNMENT IS OPPOSITE OF  
ENDING EAGLE STRENGTH CALL

### "BURST" TO EAGLE LT

BEFORE

AFTER



"WALTZ" WILL ALIGN OUR  
PERS. IN A PRE SHIFT (ON SLOT)  
FORMATION. ON THE COLOR  
THE Y WILL LEAP & THE F WILL  
SHIFT TO 0 OUT SLOT. WE WILL  
ONLY WALTZ TO 0 OR 1 OUT SLOT!!

### "WALTZ" TO 0 OUT SLOT

## PERSONNEL CODES

S	Sam, strong side outside LB aligned to TE side
M	Mike, strong side inside LB in a 3-4 front, Middle LB in a 4-3 front
J	Jack, weak side inside LB in a 3-4 front or a 3 Down Sub Front
W	Will, weak side outside LB aligned to the open side
N	Nose tackle in a 3-4 front
T	Defensive tackle in a 4-3 front
E	Defensive end in a 3-4 or a 4-3 front

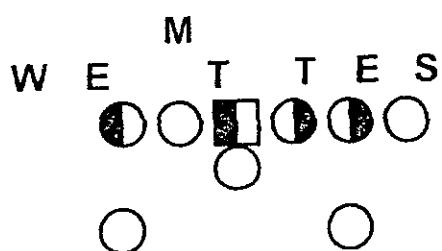
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## **COVERAGE:**

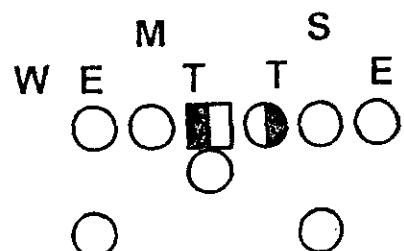
C	Cornerback
SS	Strong Safety aligned to TE side
FS	Free Safety aligned opposite the SS
NW	Nickel/Will – substituted player in Will alignment
DW	Dime/Will – substituted player in Will alignment
NS	Nickel/Sam – substituted player in Sam alignment
DS	Dime/Sam – substituted player in Sam alignment

# 4 MAN LINE OVER FRONTS

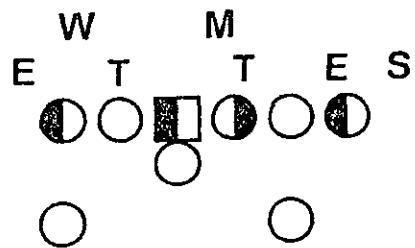
**OVER**



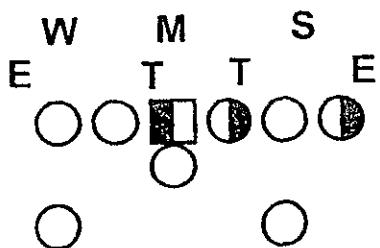
**OV STRONG TOM**



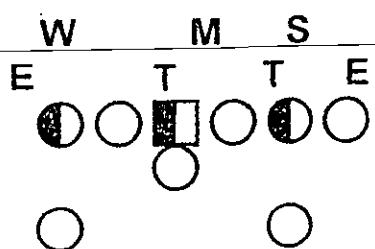
**OVER WIDE WEAK TOM**



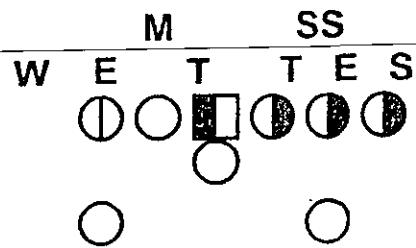
**OVER DBL TOM**



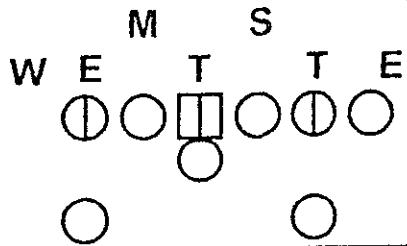
**OVER WIDE DOUBLE TOM**



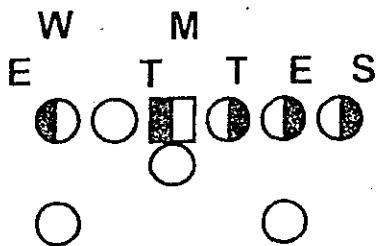
**OVER SIN**



**OVER TIM**

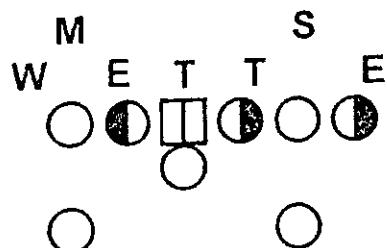


**OVER WEAK TOM**

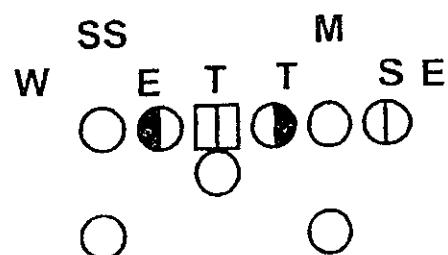


# 4 MAN LINE DIAMOND FRONTS

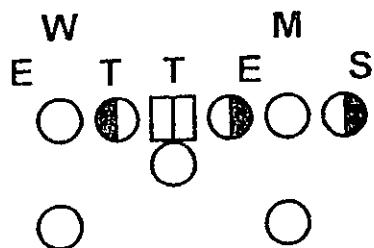
OVER DIAMOND



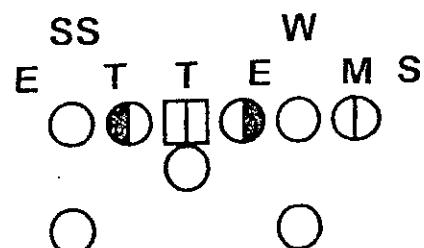
OVER DIAMOND POINT



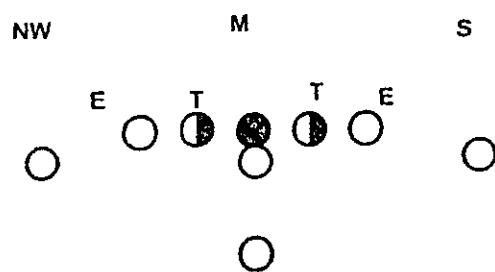
UNDER DIAMOND



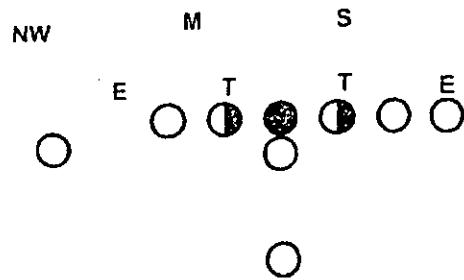
UNDER DIAMOND POINT



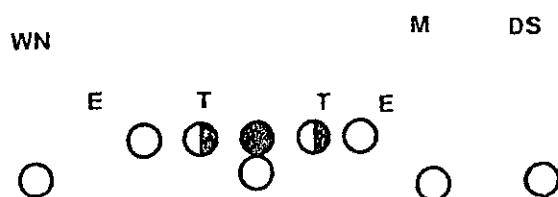
# SUB FRONTS



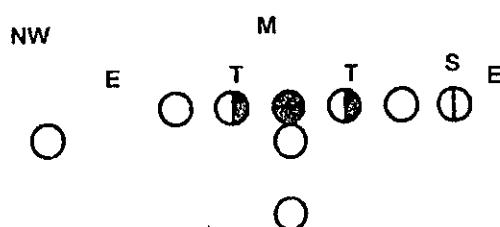
N41



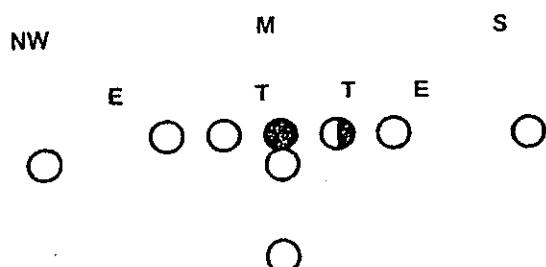
N42



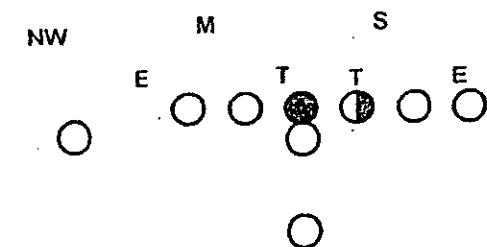
D40 (EMPTY)



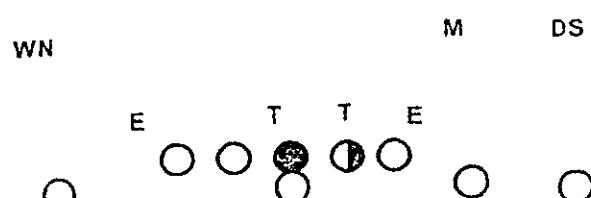
N42 SAM POINT



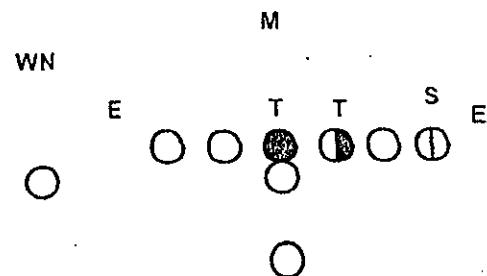
N41 OVER



N42 OVER

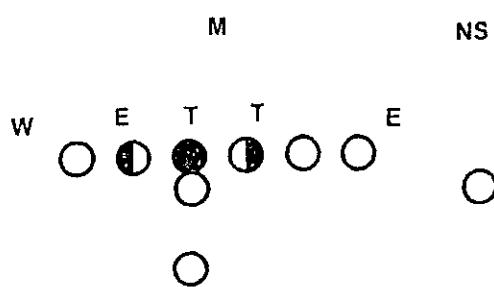


D40 OVER (EMPTY)

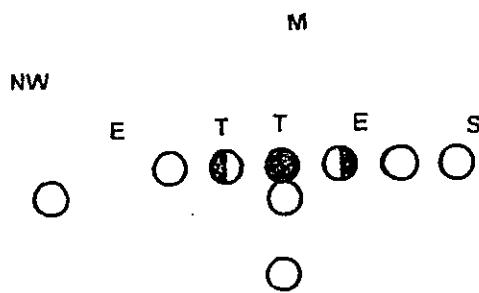


N42 OVER SAM POINT

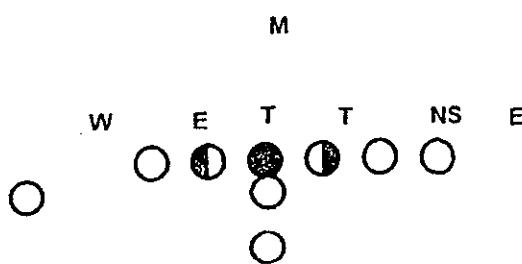
# DIAMOND SUB FRONTS



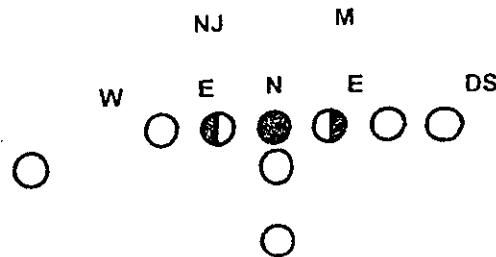
N41 OVER DIAMOND



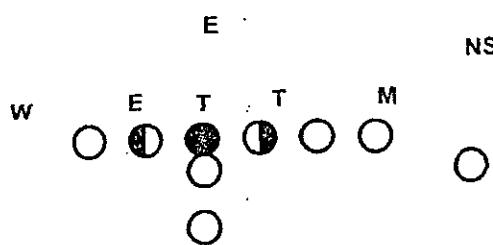
N41 UNDER DIAMOND



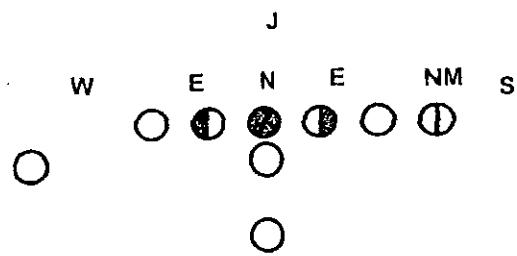
N41 OVER DIA NICKEL SAM POINT



D32 DIAMOND



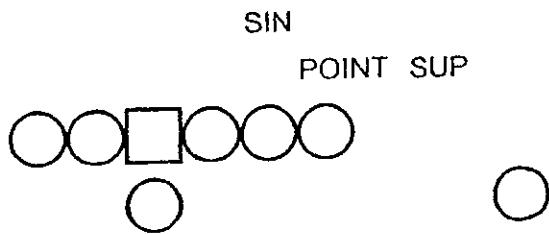
N41 JOKER DIAMOND



N31 DIAMOND NICKEL MIKE POINT

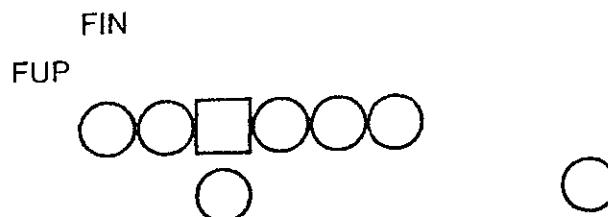
## STRONG SAFETY AND LINEBACKER ALIGNMENTS

### STRONG SAFETY ALIGNMENTS



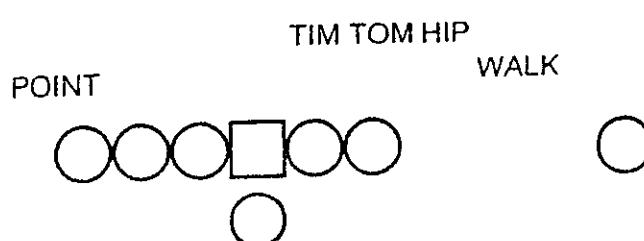
- SUP SS UP ON LOS OUTSIDE Y  
POINT OVER Y ON LOS WITH DEFENDER OUTSIDE  
SIN WITHIN 7 YARDS OF LOS IN TACKLE BUBBLE

### WEAK SAFETY ALIGNMENTS



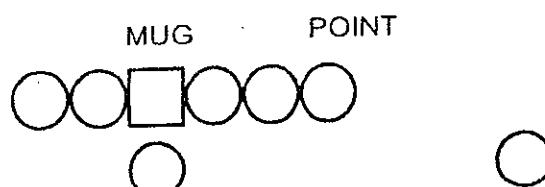
- FIN 3-4 YARDS DEEP IN WK TACKLE BUBBLE  
FUP FS ON LOS WEAK

### SAM/WILL ALIGNMENTS



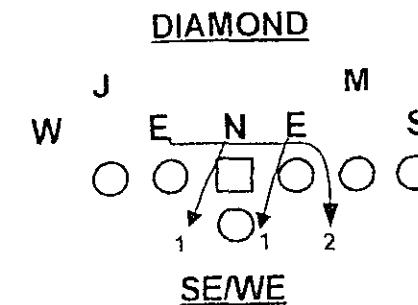
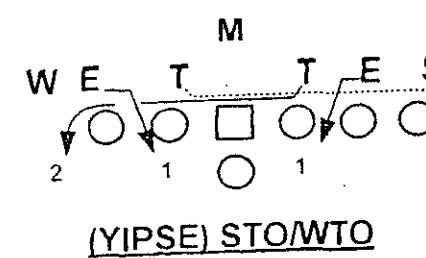
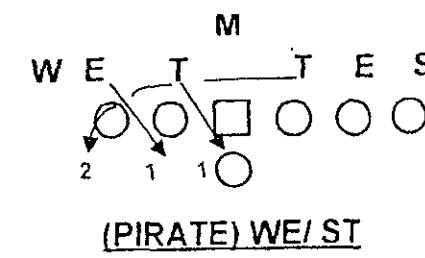
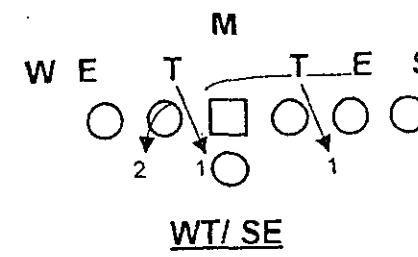
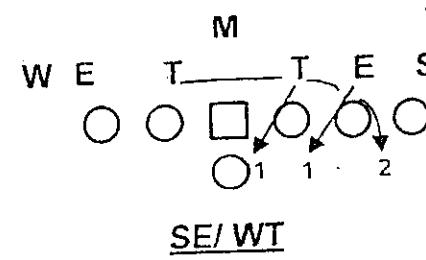
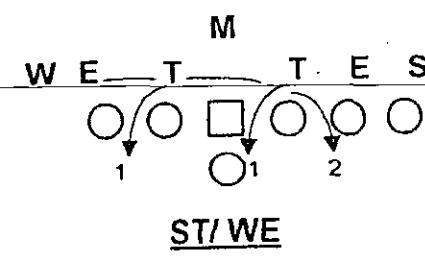
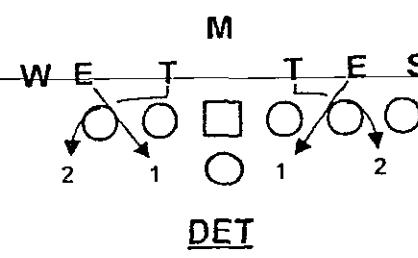
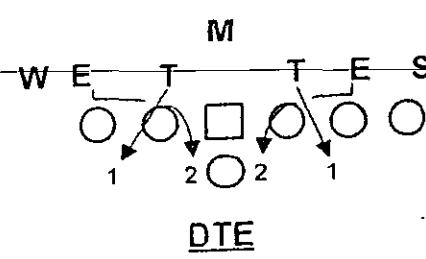
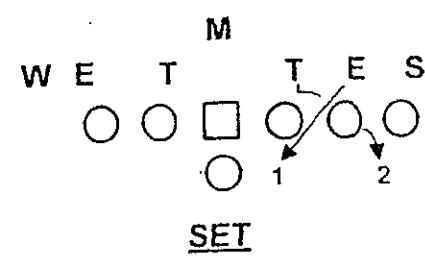
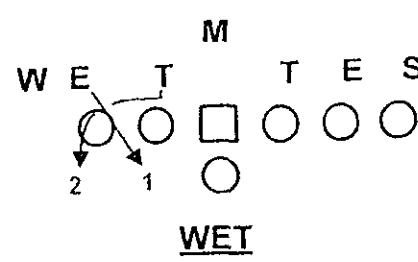
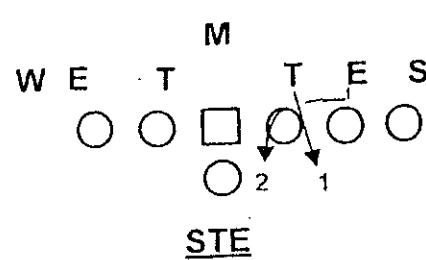
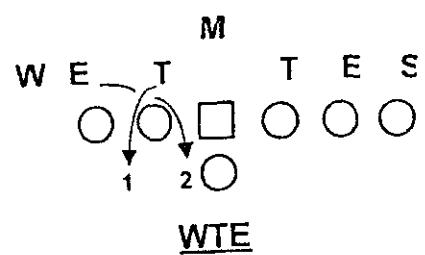
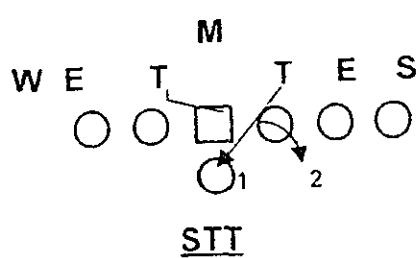
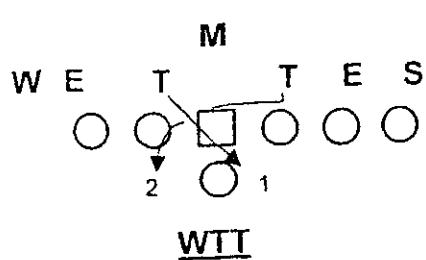
- HIP OUTSIDE DE OFF LOS  
WALK WALKED OUT BETWEEN OT AND REC, OFF LOS  
TOM 3-4 YARDS DEEP IN TACKLE BUBBLE  
TIM 3-4 YARDS DEEP IN GUARD BUBBLE  
POINT OVER THE TE ON LOS

### MIKE ALIGNMENTS



- POINT OVER THE TE ON LOS  
MUG ALIGNED INSIDE THE HEELS OF THE DOWN LINEMEN OVER THE CENTER

### 4-3 DEFENSIVE LINE MOVEMENTS

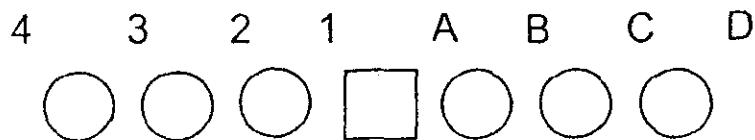


## DOGS/ BLITZES

**DOG(S)** is a term used to describe a Linebacker (Sam, Mike or Will) making a predetermined charge across the Line of Scrimmage and into the offensive backfield. This usually occurs at the snap of the ball.

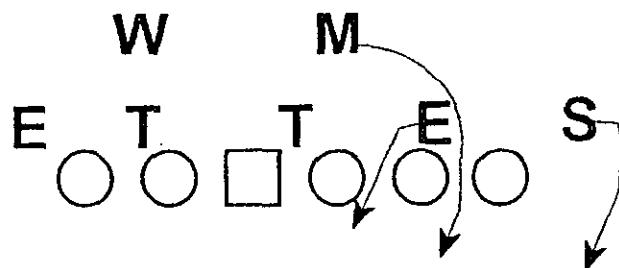
**BLITZ** is a term used to describe a defensive back making a predetermined charge across the Line of Scrimmage.

We designate the blitzer by name (**SAM, MIKE, JACK, WILL, STRONG CORNER, STRONG SAFETY, FREE SAFETY, WEAK CORNER**). We further designate the path of the blitzing Linebacker or Defensive Back by indicating the gap in which they rush with letters (TE side) and numbers (the Split End side).



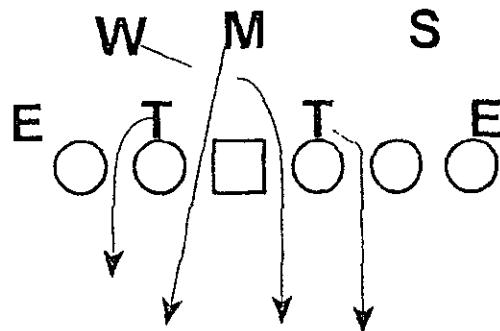
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Example: UNDER WEAK TOM - MIKE "C", SAM "D"

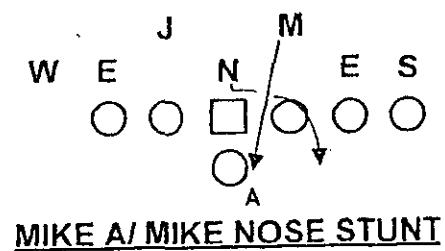
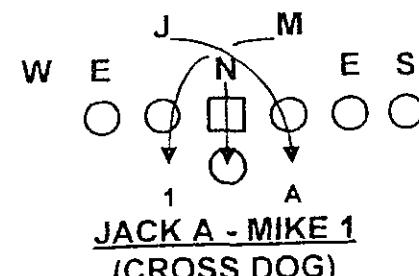
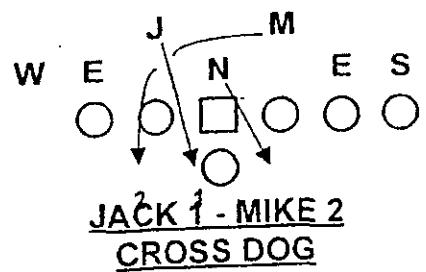
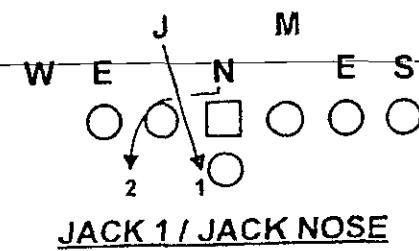
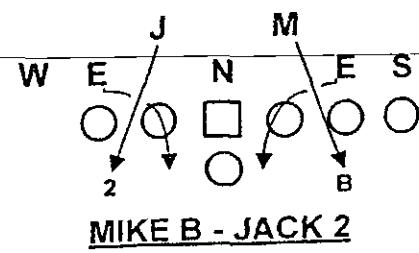
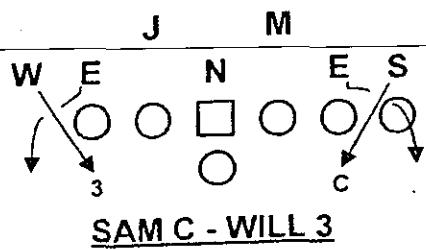
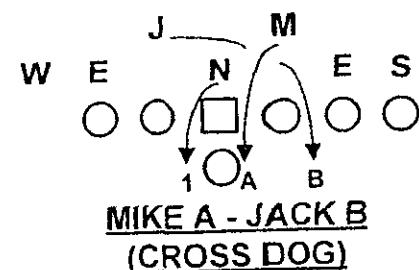
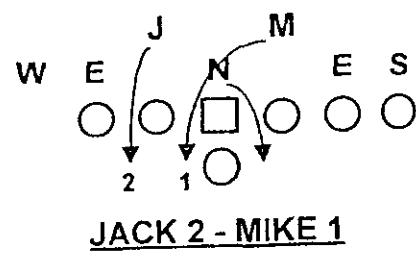
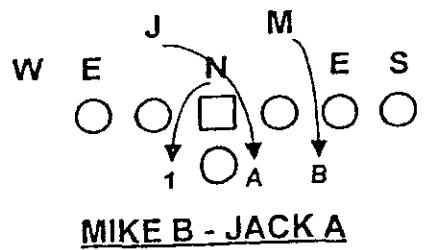
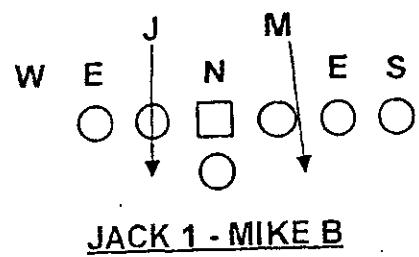
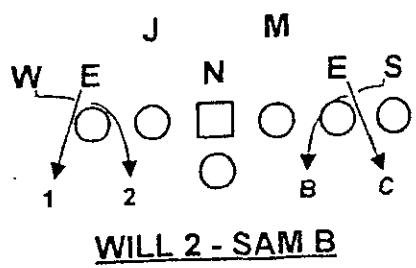
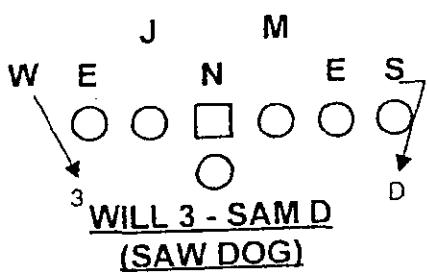


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Example: EVEN DOUBLE TOM - MIKE "1", WILL "A"



3-4 LINEBACKER DOGS



COVER 3 - 3 DEEP ZONE COVERAGE WITH A STRONG SIDE ROTATION.

VARIATIONS:

1. 3 SKY            3 DEEP ZONE WITH SS ROTATED DOWN TO A CURL/FLAT DEFENDER
2. 3 BUZZ          3 DEEP ZONE WITH THE SS AND SAM SWITCHING RESPONSIBILITIES. SS HAS HOOK/CURL. SAM HAS CURL/FLAT
3. 3 CLOUD        3 DEEP ZONE WITH THE SC ROLLED UP TO FLAT , WITH THE SS PLAYING THE DEEP 3<sup>RD</sup> OVER TOP.
4. 3 DOG           3 DEEP 3 UNDER STRONG ROTATION WITH WEAKEND DROP

COVER 4 - 4 DEEP ZONE WITH 3 DEFENDERS UNDER.

VARIATIONS:

1. 4                4 DEEP DEFENDERS RESPONSIBLE FOR DEEP QUARTERS , SAM/WILL HAVE CURL FLAT, MIKE HAS HOOK AREA.
2. 4 MAN           QUARTERS COVERAGE MAN UNDERNEATH WITH THE THREE LINEBACKERS

COVER 5 - A COMBINATION COVERAGE PLAYING COVER 4 TO THE STRONG SIDE AND COVER 2 TO THE WEAK SIDE.

VARIATIONS:

1. 5                QUARTER, QUARTER TO TE SIDE, COVER 2 WEAK.
2. 5 FLIP           COVER 2 TE SIDE, QUARTER, QUARTER TO WEAK SIDE.

COVER 6 - 3 DEEP ZONE COVERAGE WITH A WEAKSIDE ROTATION.

1. 6 SKY           3 DEEP ZONE WITH THE WS ROTATED DOWN TO AS A CURL/FLAT DEFENDER
2. 6 BUZZ          3 DEEP ZONE WITH THE WS AND WILL SWITCHING RESPONSIBILITIES. WS HAS HOOK/CURL. WILL HAS CURL/FLAT
3. 6 CLOUD        3 DEEP ZONE WITH WC ROLLED UP TO FLAT WITH WS PLAYING THE DEEP 3<sup>RD</sup> OVER THE TOP.
4. 6 DOG           3 DEEP , 3 UNDER WEAK ROTATION WITH A STRONG END DROP.

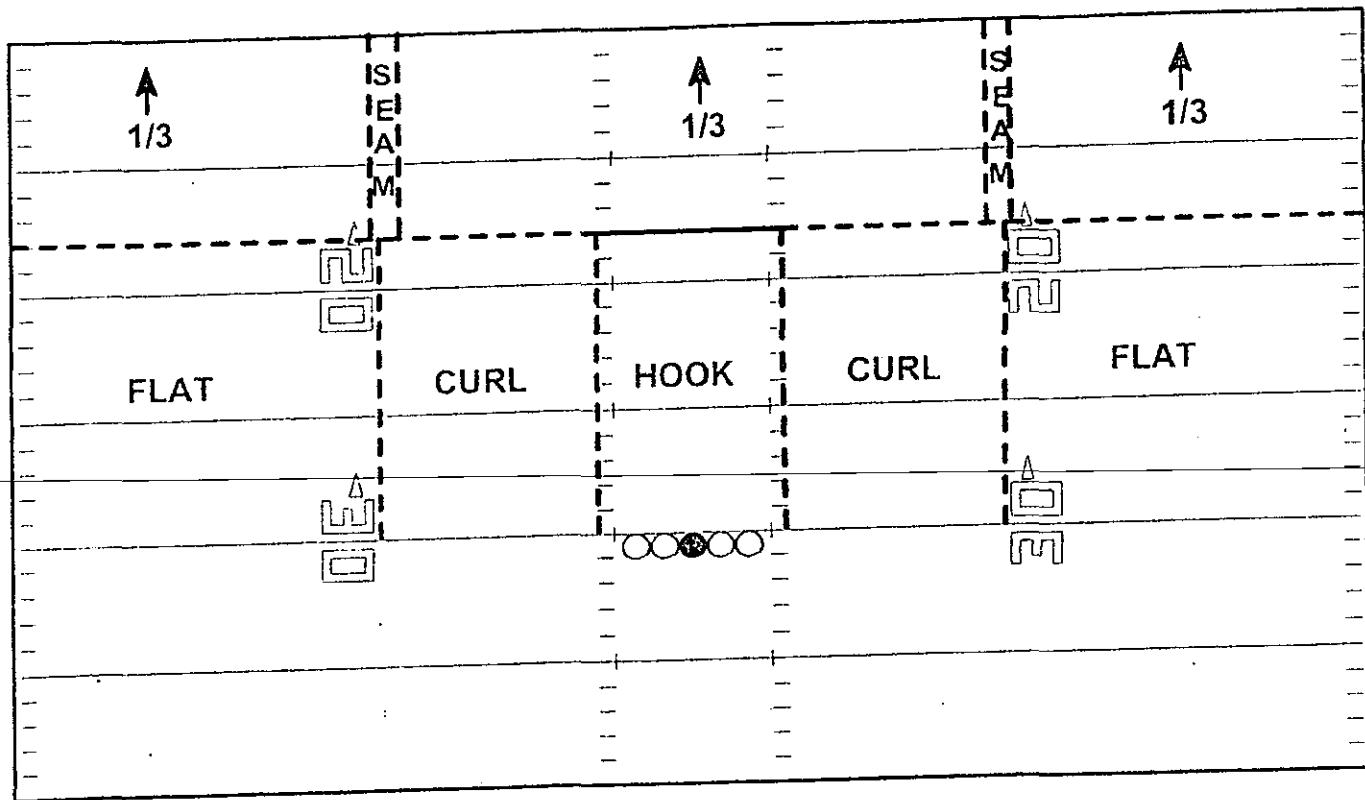
COVER 7 - MAN TO MAN - THIS IS A BRACKET COVERAGE INVOLVING BOTH SAFETIES WITH THE MIDDLE OF THE FIELD OPEN.

VARIATIONS:

1. 7 X Y          DBL X, DBL Y
2. 7 X Z          DBL X, DBL Z.
3. 7 7 X Y        NICKEL OR DIME DOUBLE X, DOUBLE Y

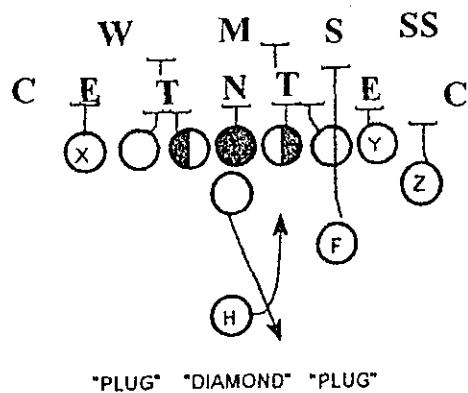
# COVERAGE AREA CHART

When discussing coverages, the field will be broken up in the following areas:

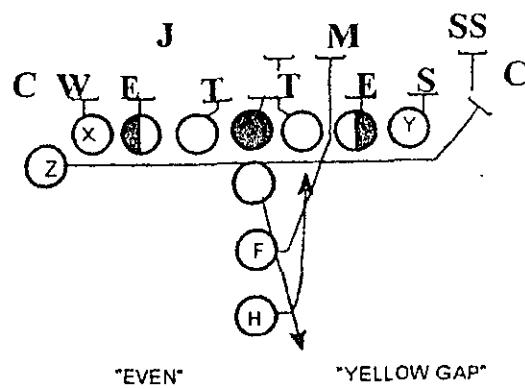


## RUN: RIDE 34 (35) WHAM ( O )

53



62



### DESCRIPTION:

A STRONG SIDE LEAD PLAY WITH DBL TEAM BLOCKS AT THE POINT OF ATTACK, WE CAN ALSO (O) SCHEME IT.

Q

OPEN TO THE HOLE. SEAT THE BALL! DON'T FORCE THE BALL CARRIER WIDE.

F

BLOCK ILB. SQUARE CONTACT. DON'T CUT IN THE HOLE.

H

OPEN STEP. ROLL DOWNHILL TO BUTT OF ONG. PRESS LOS. READ PLAYSIDE GUARD. IF UNCOVERED, READ PLAYSIDE TACKLE'S BLOCK. READ FB'S BLOCK

### BACKSIDE

UNCOVERED - ALERT ACE, MAN ON  
COVERED - CUTOFF INSIDE  
ALERT ORANGE/YELLOW AND PLUG CALLS.

COVERED - BLOCK MAN ON. ALERT C.  
UNCOVERED - ALERT PLUG.

BLOCK MAN ON.

### FRONTSIDE

COVERED - BLOCK MAN ON. UNCOVERED - DBL WITH OSG TO BSLB'ER

COVERED - BLOCK MAN ON.  
ALERT ORANGE/YELLOW & PLUG CALLS.

COVERED - BLOCK MAN ON.  
UNCOVERED - PLUG TO BACKSIDE LBER, MIKE OR SS,

BLOCK MAN ON.

BLOCK MAN ON, MDM

C

G

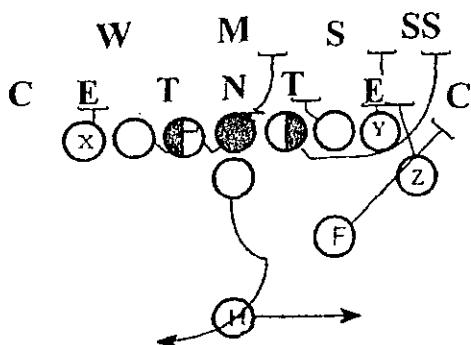
T

Y

X/Z

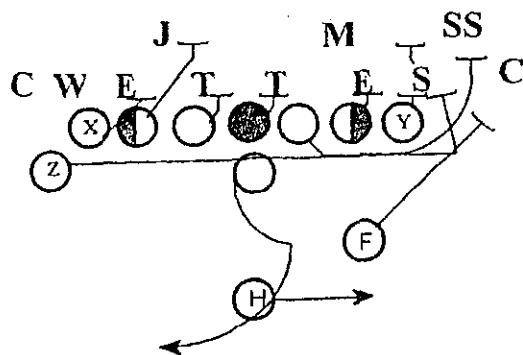
# RUN: TOSS 38(39) BOSS

53



"DIAMOND" "CUB" "AB" "TAG" ALERT CLIFF "TEAM"

62



"C" "EVEN" "TEAM"

## DESCRIPTION:

Toss play strongside, pulling playside Guard with lead back blocking 1ST force.

Q

Reverse out Toss mechanics

F

Block 1st Force. Kick out or Log.

H

Open Go receive Toss, read pulling ONG block on EMOL and FB's block.

## FORMATION:

## BACKSIDE

Covered - Cutoff.  
Uncovered - Alert A, B, AB , DUMBO

Block Inside Gap.  
Vs. 62 Goal Line WORK TO Backside LB'ER , ALT  
DUMBO.

Cutoff - Alert C , ALT DUMBO

## FRONTSIDE

Covered - Block Man. Alert Cliff, A & AB , DUMBO  
Uncovered - Fill for ONG. Alert Tac & Boss Calls.

C

Pull & Block 2nd Force.  
Alert Run Thru.

G

Block Man On. Uncovered Block Down.  
Alert Tag Calls..

T

Block Man On. Alert Team.

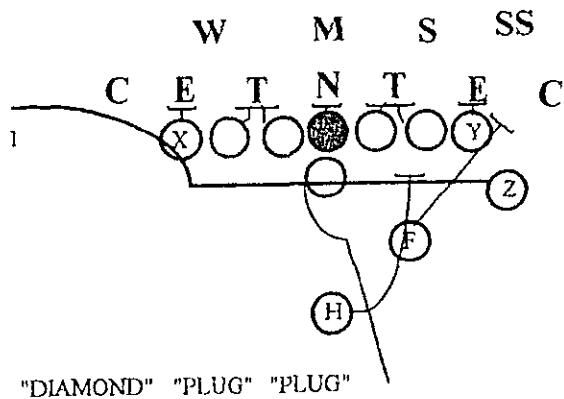
Y

Block Man On or Inside. Alert Team call.

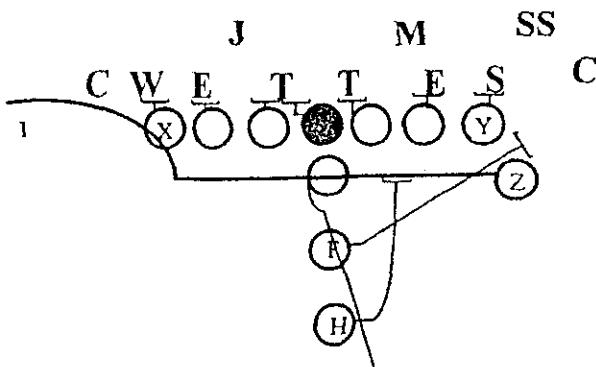
X/Z

## GL PASS: SLANT 134 SELL IT Z SLIDE

53



62



### DESCRIPTION:

SLANT ACTION WHERE Z SNEAKS UNDER THE TRASH AND INTO THE FLAT.

Q

REVERSE OUT .. MAKE GREAT FAKE TO HALFBACK.. Z IS YOUR CHOICE.

F

EXECUTE 134 PROTECTION.

H

GREAT 34 FAKE .. EXECUTE 134 PROTECTION.

### BACKSIDE

BLOCK 34 WHAM

BLOCK 34 WHAM

BLOCK 34 WHAM

### FRONTSIDE

C

BLOCK 34 WHAM

G

BLOCK 34 WHAM

T

BLOCK 34 WHAM

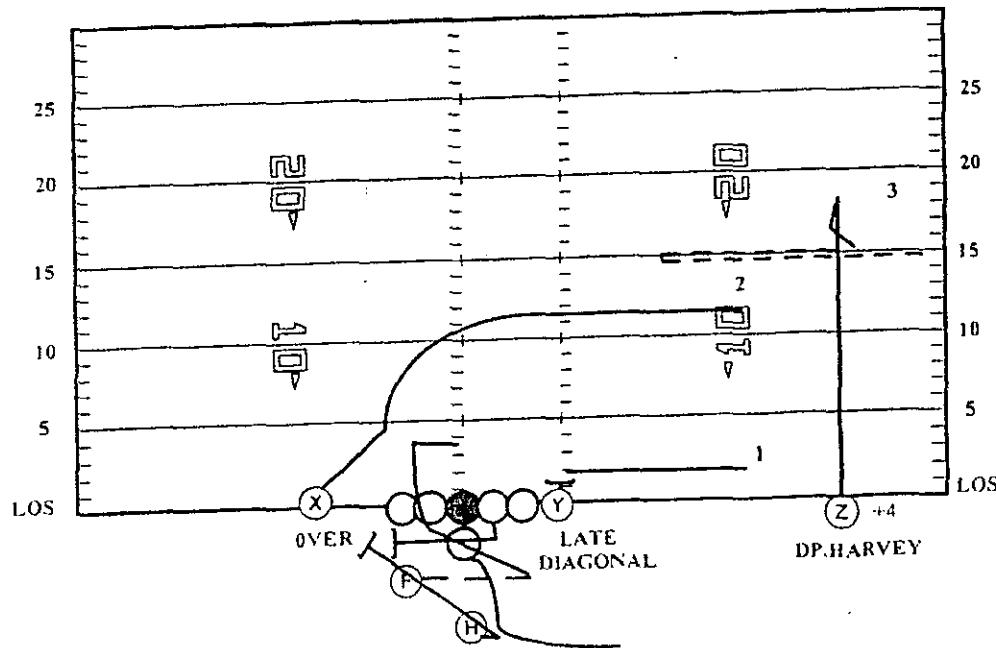
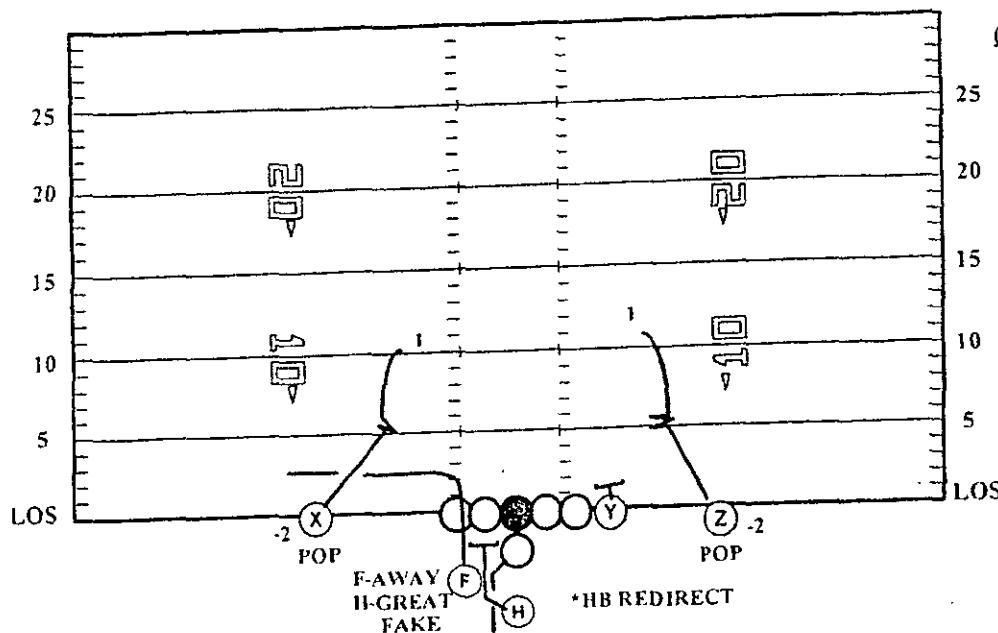
Y

BLOCK 34 WHAM

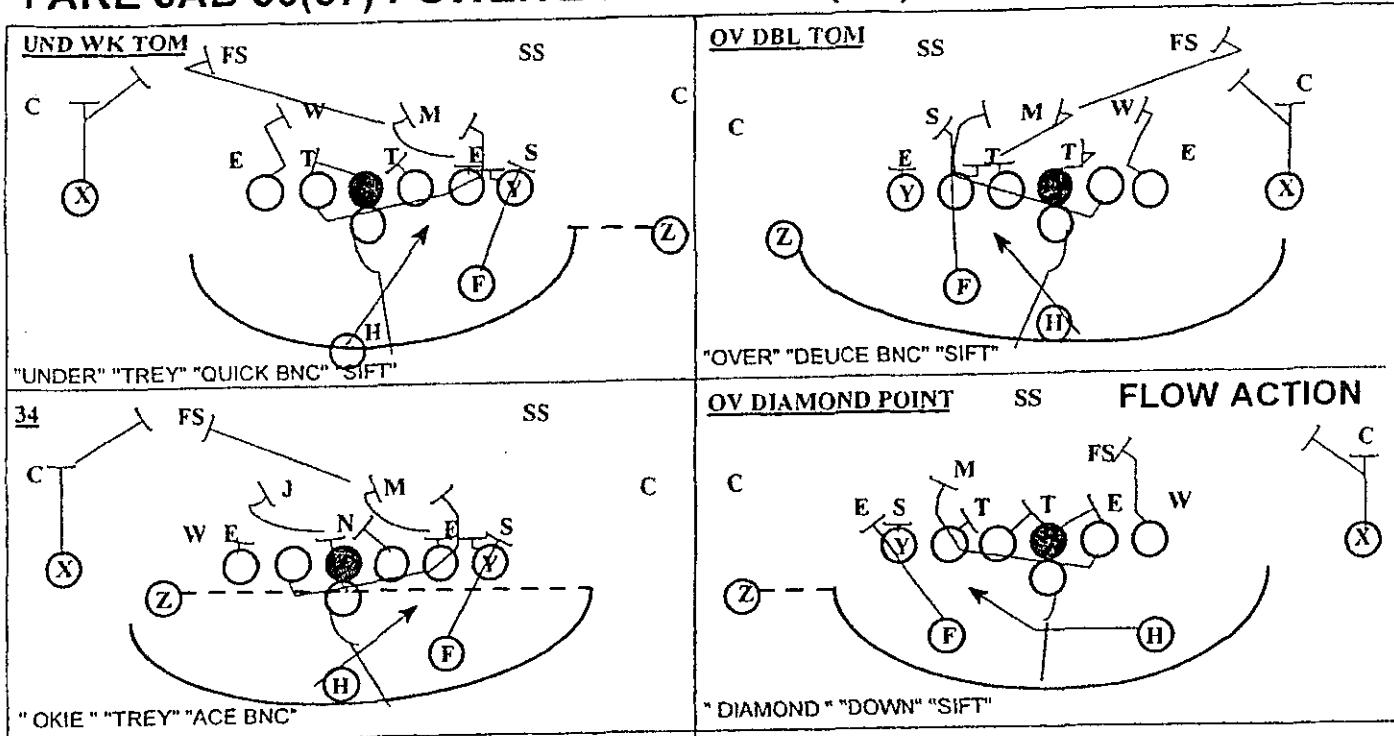
X/Z

RUN SLIDE ROUTE, CLEAR THE END.

## TITE RED- POP, COUNTER NAKED



## FAKE JAB 36(37) POWER Z BEHIND LT(RT)



**DESCRIPTION:** A MISDIRECTION RUN SPECIAL OFF OUR JAB 36(37) POWER RUN PLAY. ALL BEHINDS COME WEAK TO THE SPLIT END SIDE!!

**JAB FOOTWORK FAKE BALL TO HB AND HAND OFF TO RECEIVER.**

**QB**

BLOCK JAB 36/37 POWER, USE BOUNCE TECHNIQUE.

**F**

GREAT FAKE.

**H**

**BACKSIDE**

BLOCK 36/37 POWER, PULL FOR MIKE.

ALERT SIFT BOUNCE, BLOCK MAN ON VS. WANDA LOOK.

**FRONTSIDE**

BLOCK 36/37 POWER, VS. 34 = ACE BOUNCE, USE BOUNCE TECHNIQUE.

**C**

BLOCK 36/37 POWER, VS. OT BUBBLE = DEUCE TO BACKSIDE SAFETY. ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

**G**

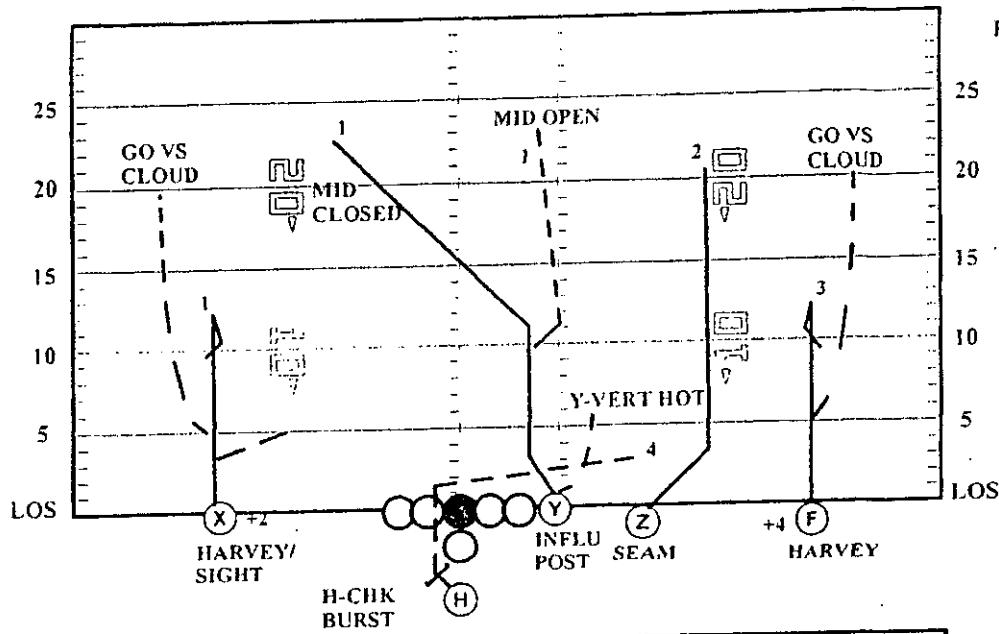
BLOCK 36/37 POWER, ALERT TREY OR DUECE TO SAFETY, ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

**T**

BLOCK 36/37 POWER, USE BOUNCE TECH.

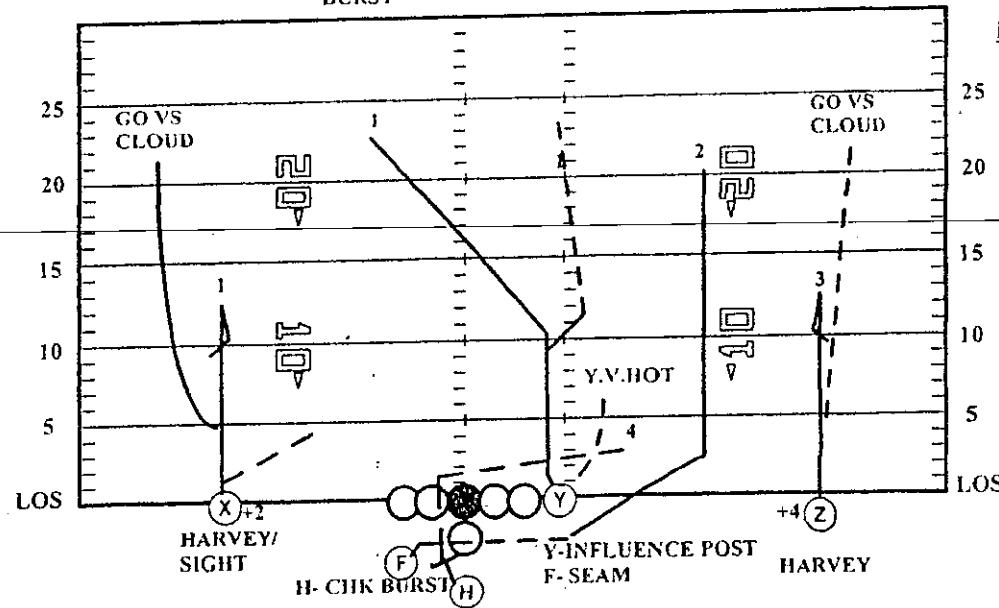
**Y**

## 62 ALLSTATE(TWIST)



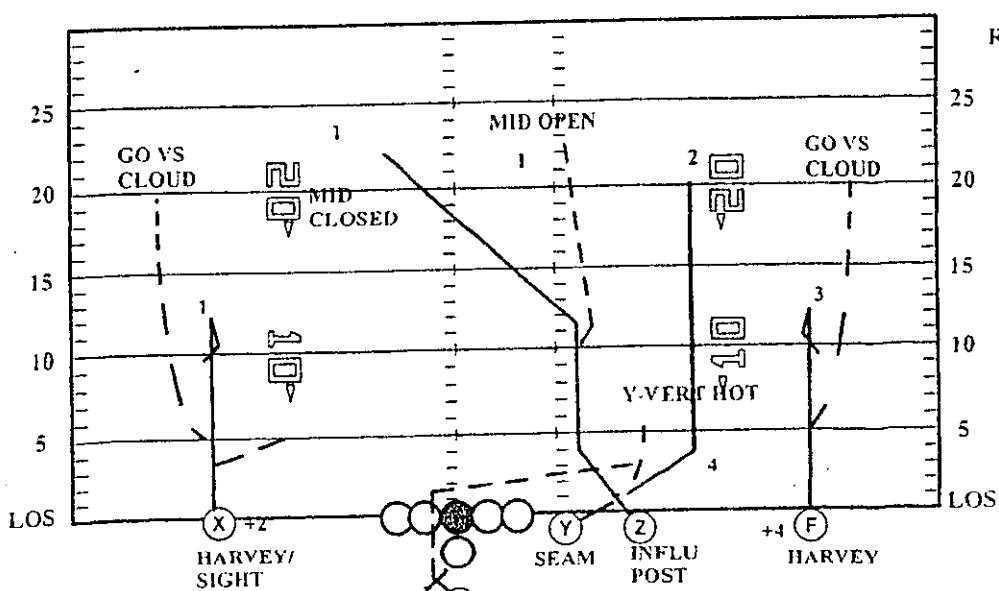
R/D/H- 0 OUT  
-62 ALLSTATE SPECIAL

-ALERT TURKEY HOLE  
IN COVER 2



R/D/H- 0 WK FAT  
-62 ALLSTATE SPECIAL

-ALERT TURKEY HOLE  
IN COVER 2

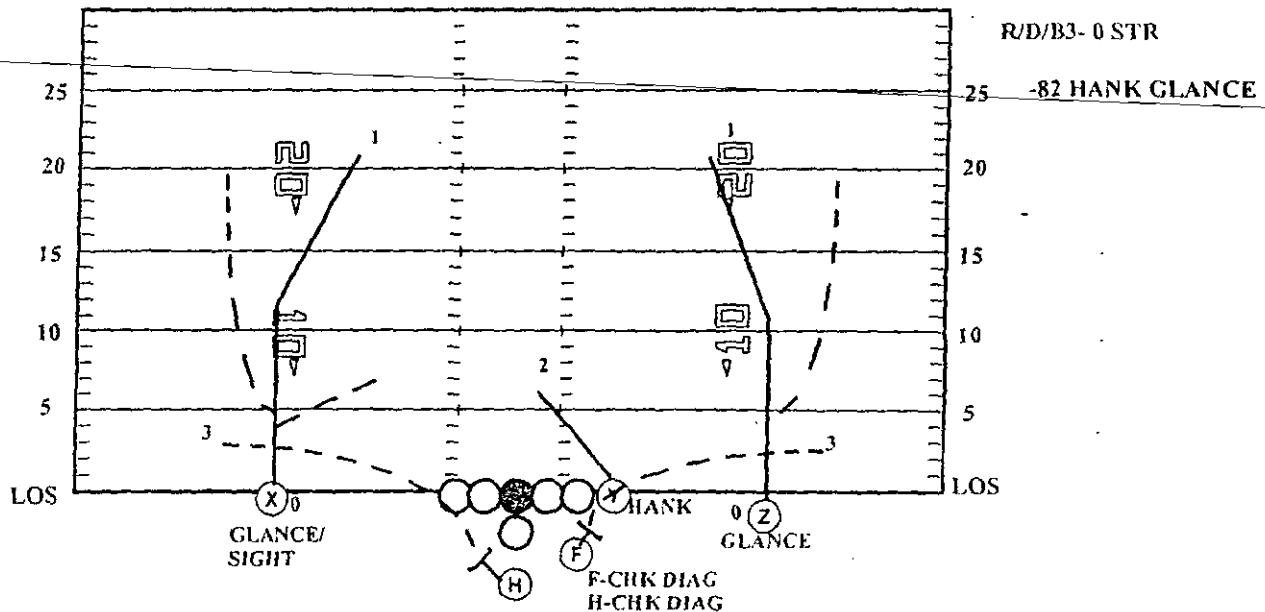
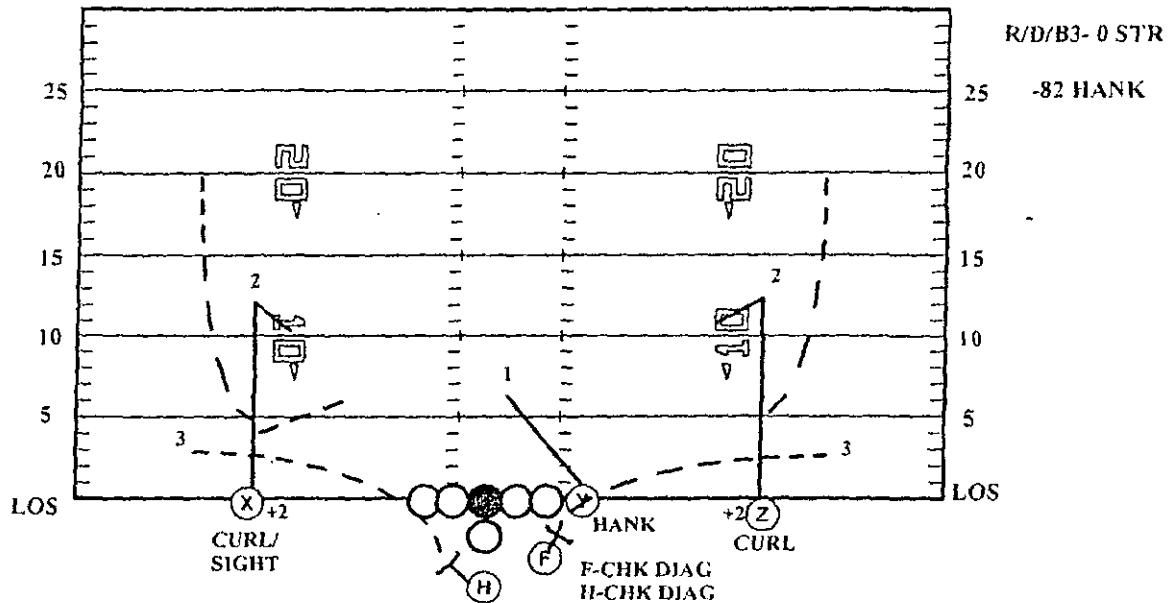


R/D/H- TRIPS RIGHT  
-62 ALLSTATE SPECIAL  
TWIST

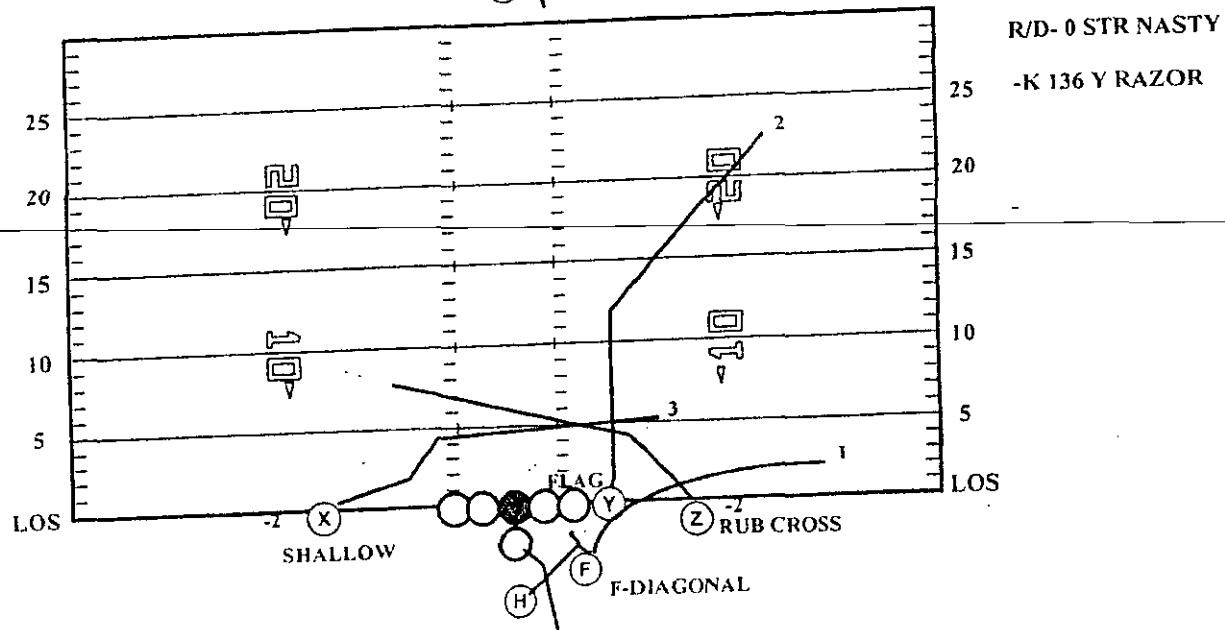
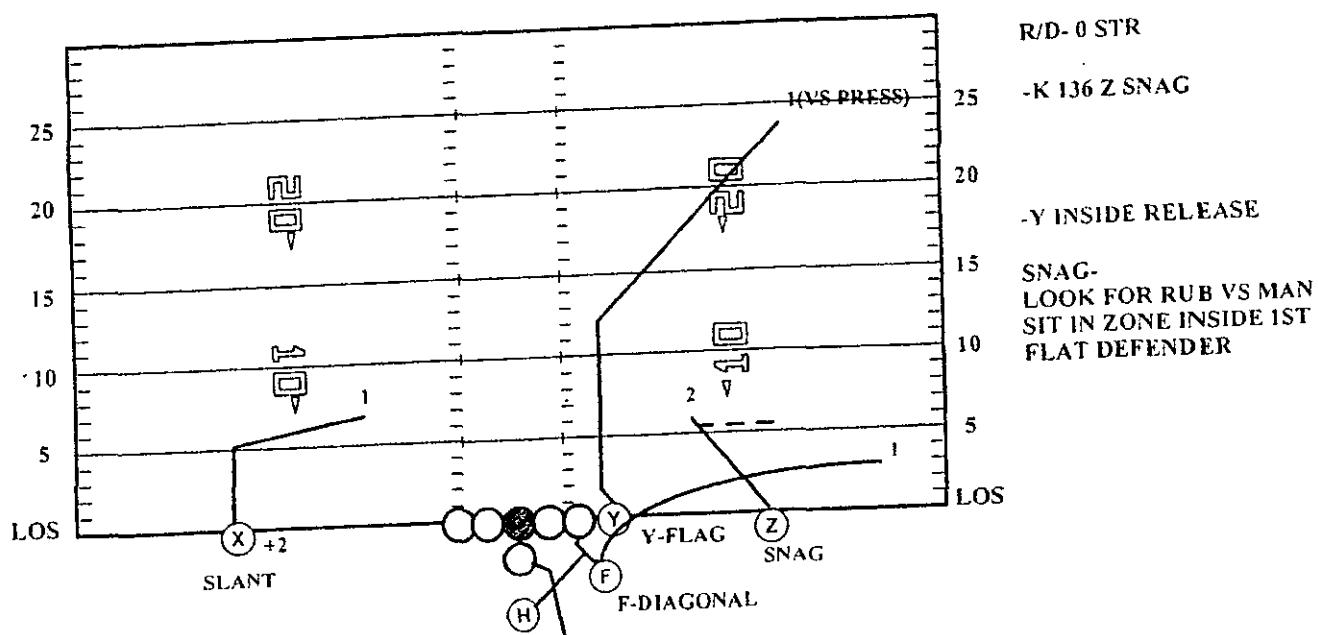
-ALERT TURKEY HOLE  
IN COVER 2

Z 1ST Y 2ND  
Y HANDLES HOT

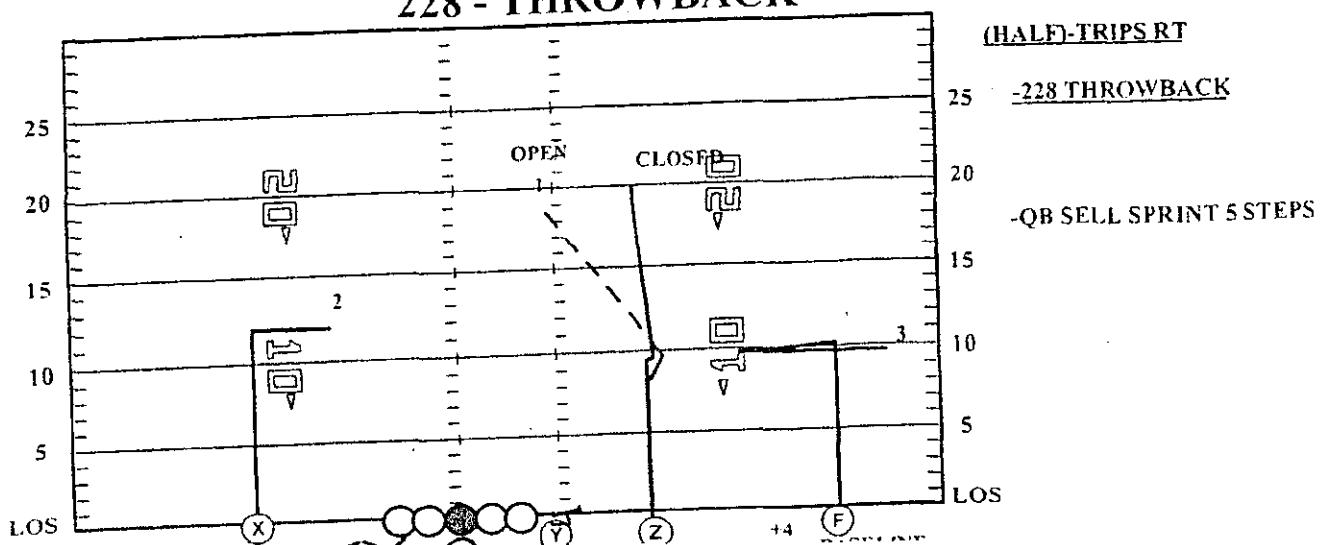
## 82 HANK, HANK GLANCE



## K 136- Z/Y RAZOR

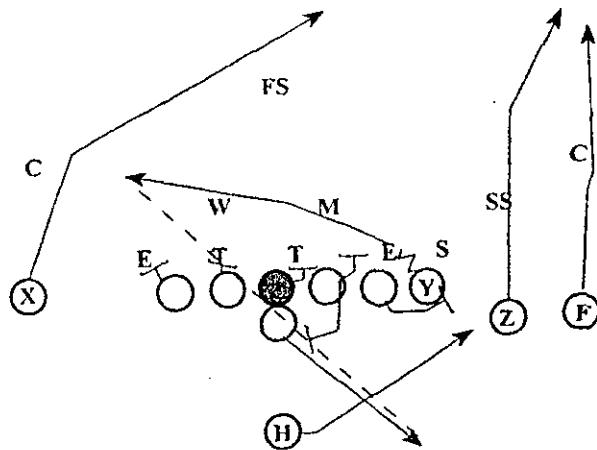


## 228 - THROWBACK



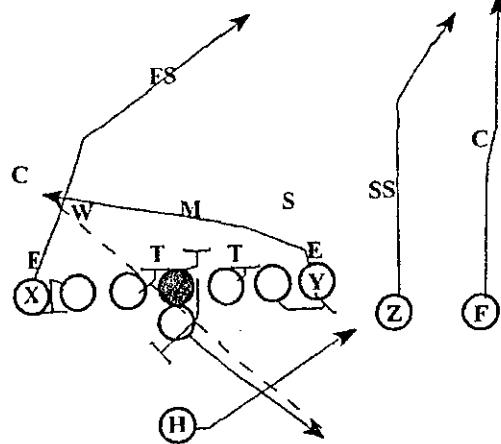
# SPR 238 SCUBA

UND WK TOM



" SLAP " " RG = PEEK AND POP " " TED "

OV DBL TOM



" SLAP " " OC = PEEK AND POP " " TED "

## DESCRIPTION:

FULL SPRINT ACTION WITH THE TE BLUFFING HIS WAY OUT, THE QB WILL THROW BACK, UNCOVERED LINEMAN HAS TO PEEK AND POP.

**QB**

SPRINT FOR 9 STEPS IN DIRECTION OF CALL.  
PULL UP AND THROW BACK TO "Y".

**F**

GREAT FAKE. BLOCK #4 FRONTSIDE. NO  
REDIRECT. ALERT SWOOP.

**H**

## BACKSIDE

ALERT: A, SLAP, GAP A.

YOU ARE STICK!

## FRONTSIDE

**C**

ALERT: A, SLAP, GAP OR PEEK AND POP.

**G**

ALERT: PEEK & POP OR MAN VS. 3-TECH.

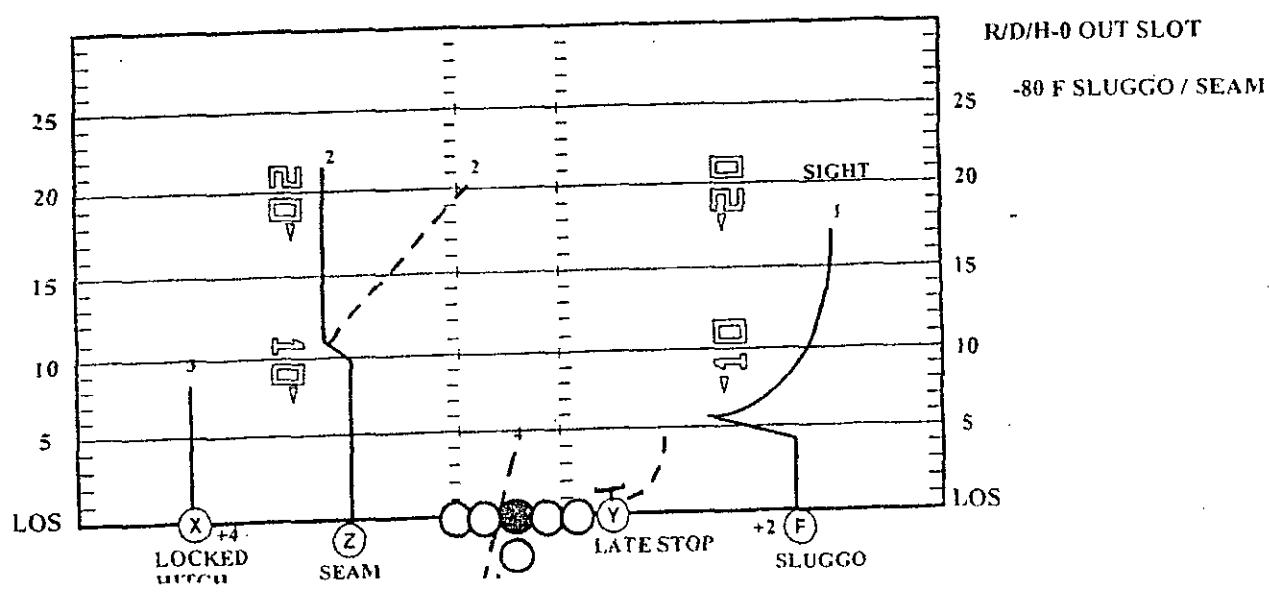
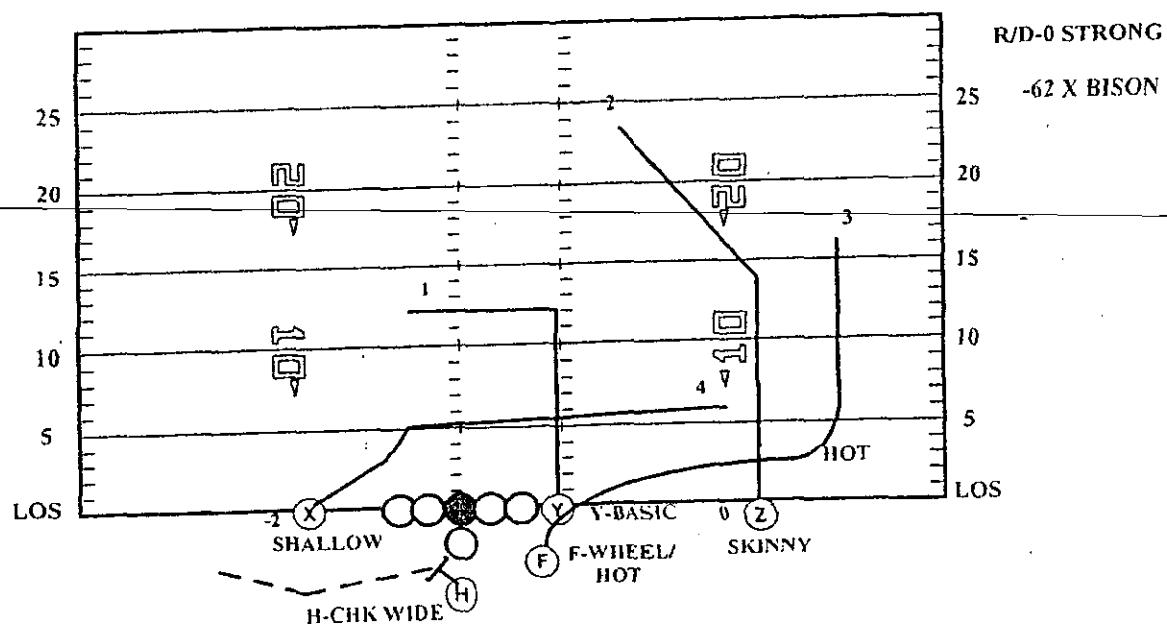
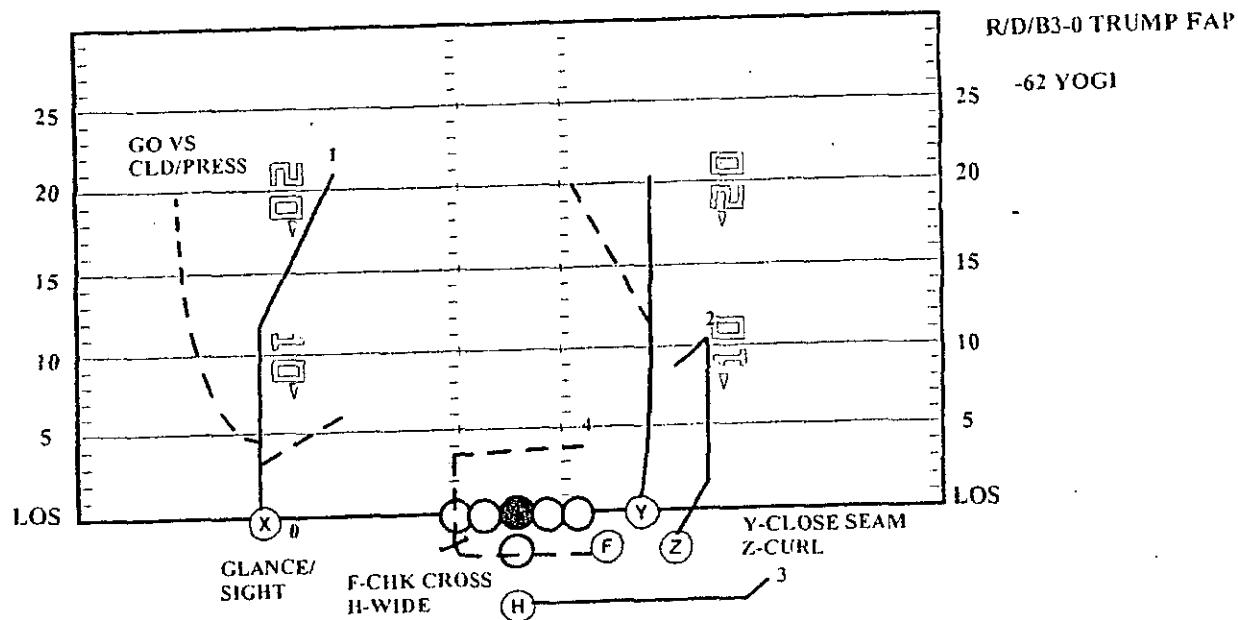
**T**

PULL TO BLOCK EMOL (TED), NEVER TAG.

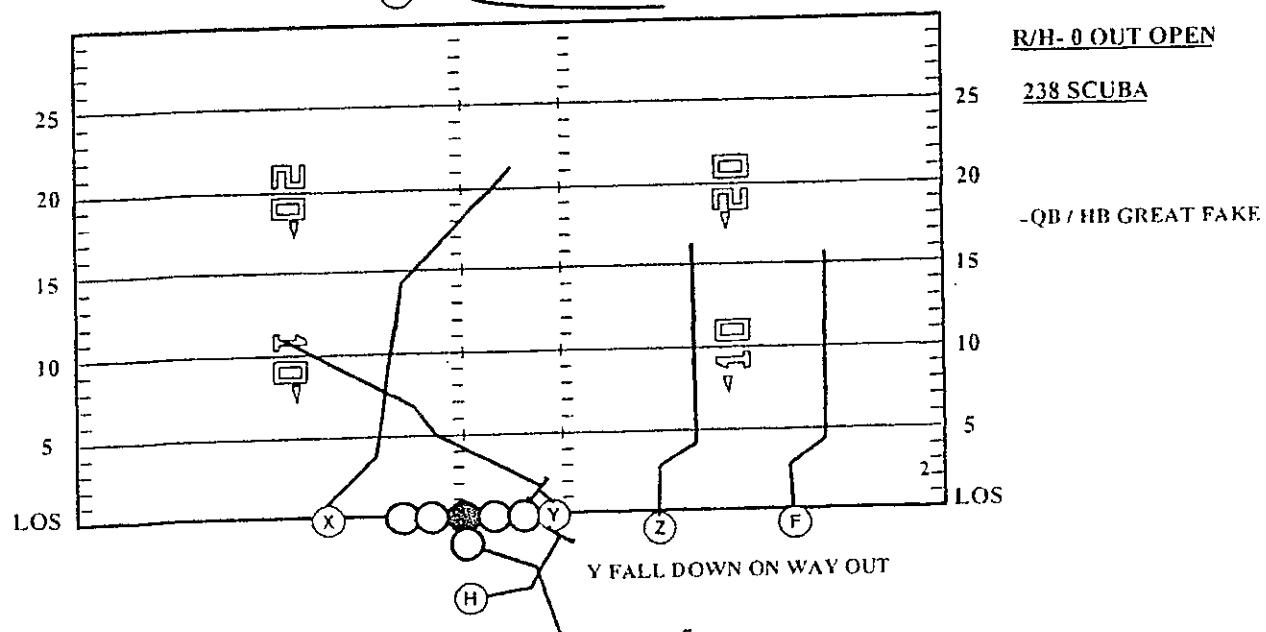
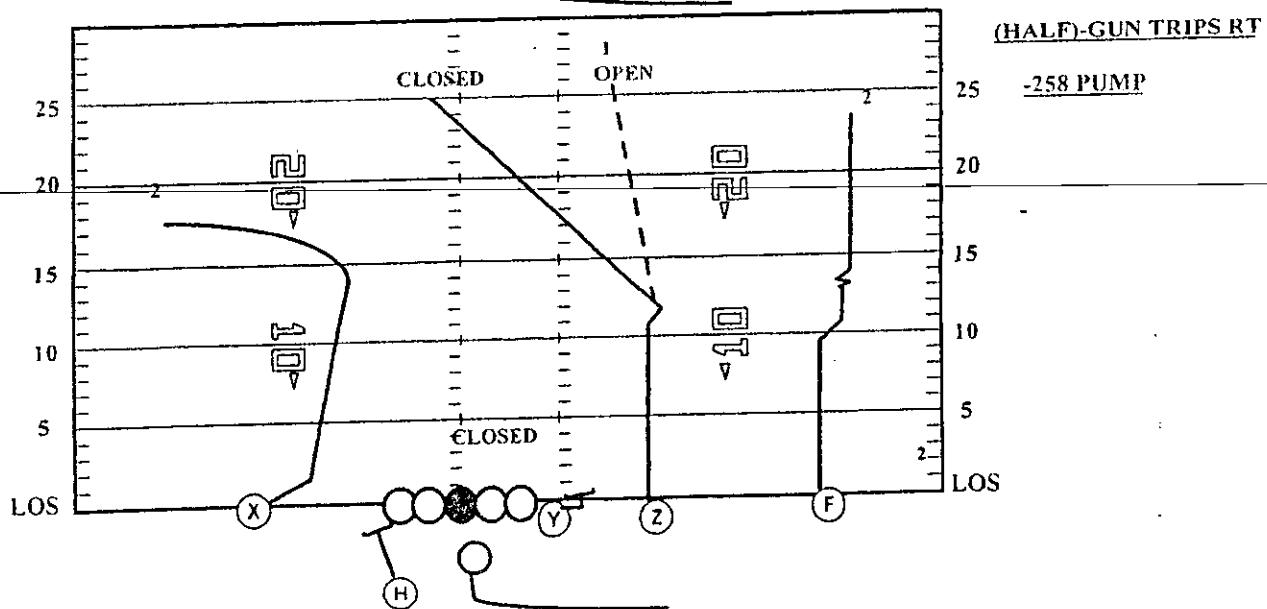
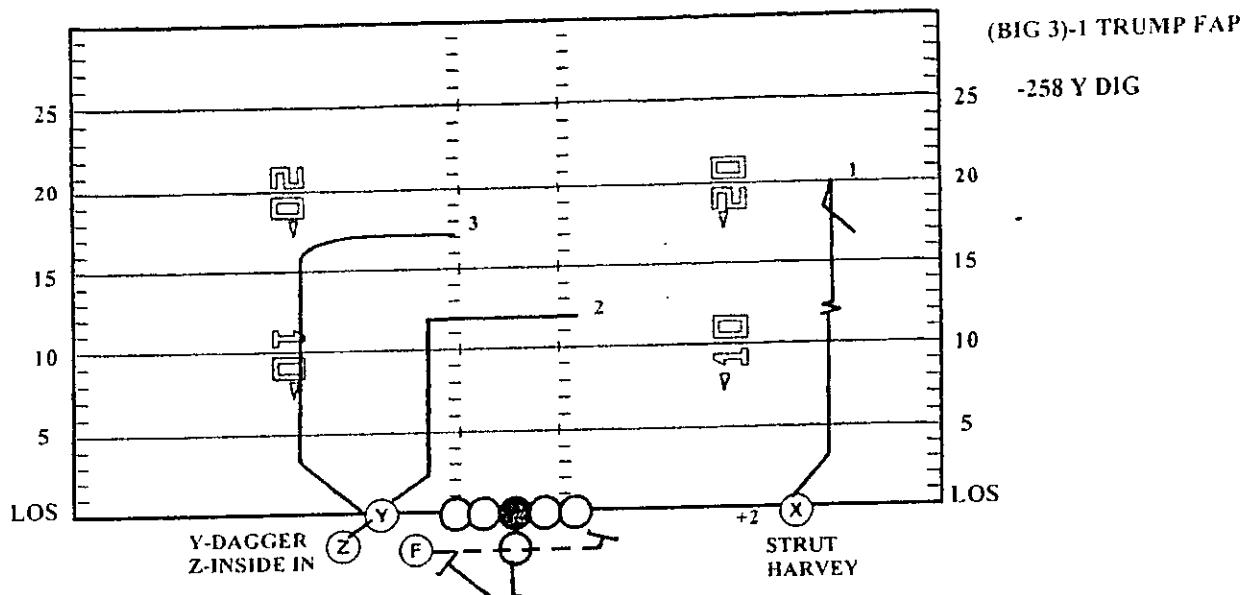
**Y**

BLUFF TED OR TAG AND LET LB CLEAR, THEN RUN  
A DRAG ROUTE 8 YARDS DEEP.

## 62 - YOGI, BISON

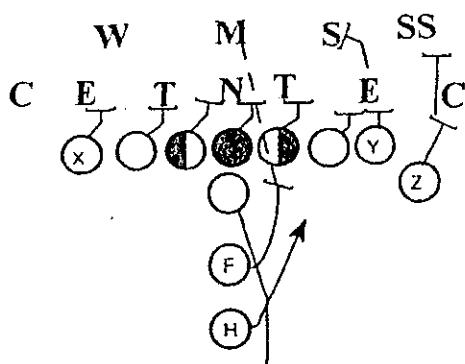


# 258- Y DIG, PUMP



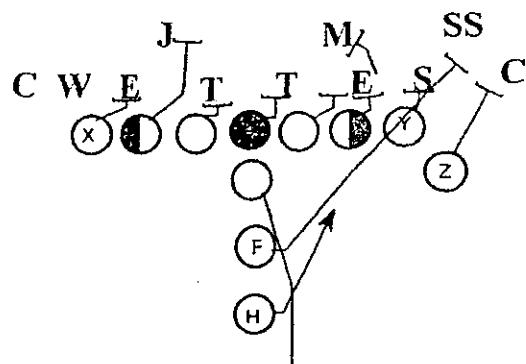
# RUN: SLASH 36 / 37 SLIP

53



" SCOOP " " GAP AB "

62



" SLIP " " AB "

## DESCRIPTION:

STRONG SIDE ZONE SLIP PLAY , WITH THE FB AS A LEAD BLOCKER , KEEP L.O.S. CLEAR.

Q

FRONT OUT 5 O-CLOCK , ( 7:00 ) PUSH BALL DEEP TO HB.

F

BLK SUPPORT FROM INSIDE OUT , MIKE TO SS V.S. 62 BLK SS.

H

DROP STEP , SET TRACK AT BUTT OF T.E. STRETCH DEFENSE AND KEY E.M.O.L. BLOCK

## BACKSIDE

ALT " AB " " GAP AB " , DUMBO

ALT " AB " " GAP AB " , DUMBO

ALT " GAP AB " CUT OFF , DUMBO

C

ALT " GAP " " GAP AB " " AB "

G

ALT " SLIP " " GAP AB "

T

ALT " SLIP " " SCOOP "

Y

ALT " SCOOP " " SLIP "

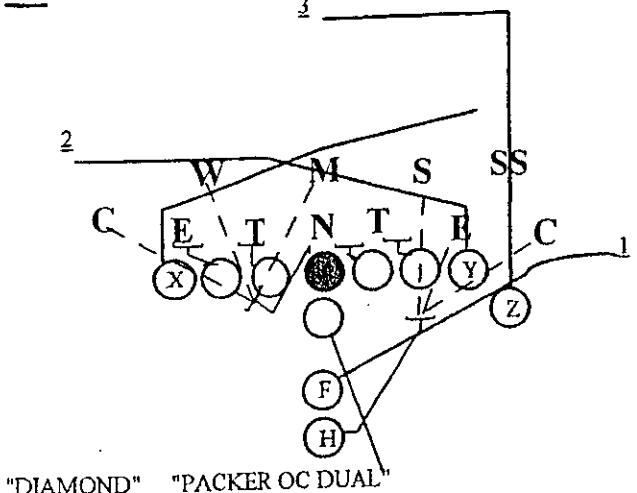
X/Z

M.D.M. EDGE RUSHER AND ADJUSTER.

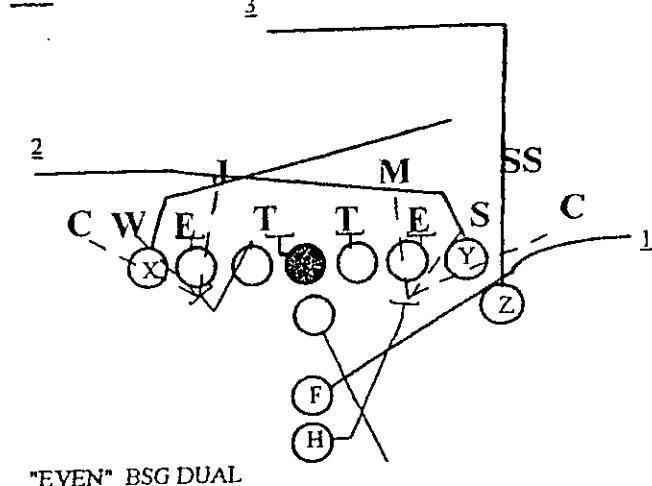
## FRONTSIDE

## GL PASS: RIDE 136 ALL CROSS

53



62



### DESCRIPTION:

PLAY ACTION CROSSING ROUTE OFF RIDE 136

**Q**

GREAT RIDE 136 FAKE WITH HALFBACK. YOUR PROGRESSION IS F-Y-Z (HOT TO F).

**F**

FREE RELEASE IN THE FLAT, BLUFF EMOL,  
ALERT HOT.

**H**

BLOCK FIRST MAN THAT SHOWS OFF THE TACKLES BUTT.

### BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

INSIDE RELEASE AND RUN CROSSE 1 YD. OVER  
THE GL ..... USE Y AS A PICK.

### FRONTSIDE

**C**

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

**T**

BLOCK 52 PROT.

**Y**

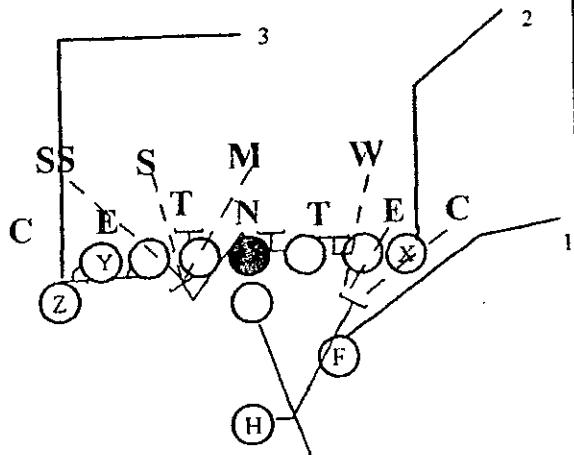
RELEASE AND RUN CROSS ROUTE TO OPPSITE PYLON OVER THE TE.

**X/Z**

RELEASE AND SETTLE UNDER THE GOAL POST  
.....DO NOT DRIFT.

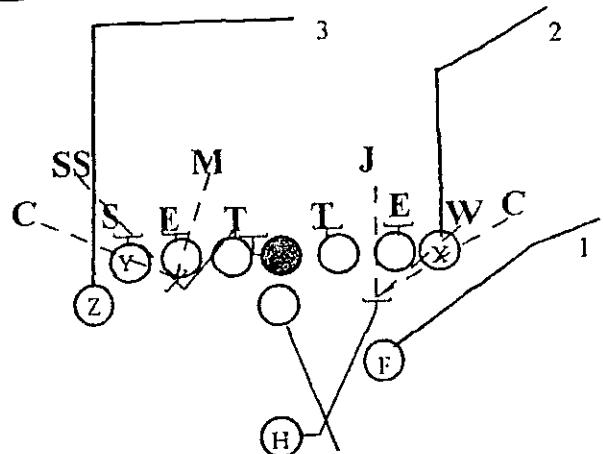
# GL PASS: RIDE 136 X FLAG

53



"DIAMOND" "PACKER OC DUAL"

62



"EVEN" BSG DUAL

## DESCRIPTION:

PLAY ACTION PROGRESSION ROUTE OFF RIDE ACTION.

Q

RIDE 136 FAKE.. F TO X TO Z. (HOT TO F)

F

RELEASE ON ROUTE, BLUFF EMOL ALERT FOR HOT.

H

GOOD RIDE 136 FAKE, EXECUTE 136 PRO

## FRONTSIDE

BLOCK 53 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

BLOCK 52 PROT.

RELEASE ON FLAG ROUTE, STAY HIGH  
TO PYLON.

## BACKSIDE

C

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

G

T

BLOCK 52 PROT.

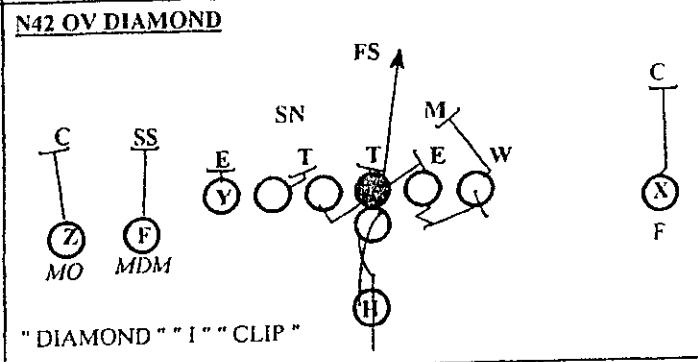
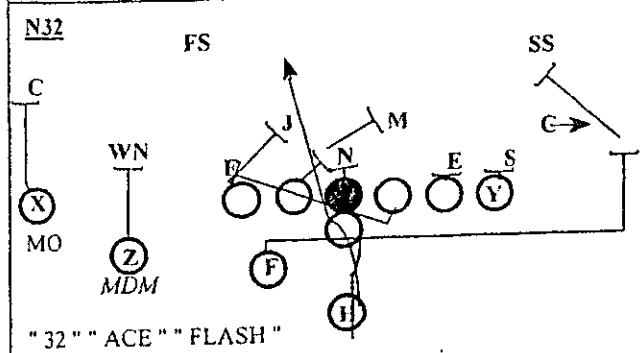
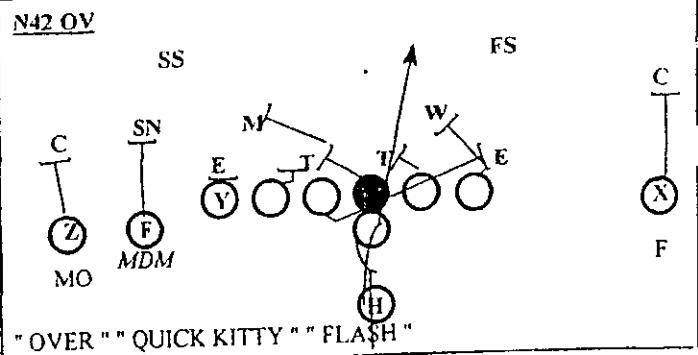
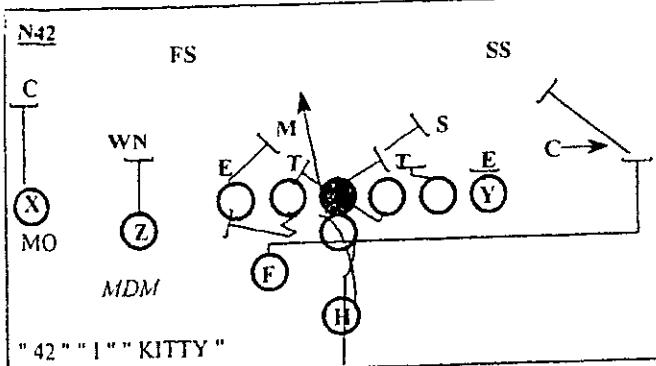
Y

BLOCK 52 PROT.

X/Z

RELEASE ON BASIC ROUTE .... WORK THE  
BACK LINE.

RUN: I 31 (30)



**DESCRIPTION:**

Weak side Quick Trap with Influence Blocking.

**QB**

Butt to hole, Matadore Tech. Set up pocket play fake.

**F**

MDM OUTSIDE OF BOX

**H**

Cheat up, aiming point opposite butt cheek of playside call.

**BACKSIDE**

Pull and trap 1st down lineman vs. OT Bubble - 3 Tech vs. OG Bubble = End

Alert Kitty, Mingo, C, Clip or Jump through by game plan.

Block Man on, Alert C, Out calls.

Force

**FRONTSIDE**

Block #0, Alert back, Quick, Kitty, Ace.

Influence vs. OT Bubble, Alert Ace, Quick calls.

Flash DE to 1st Bubble Backer, Stay low and flat, run through the block.

**C**

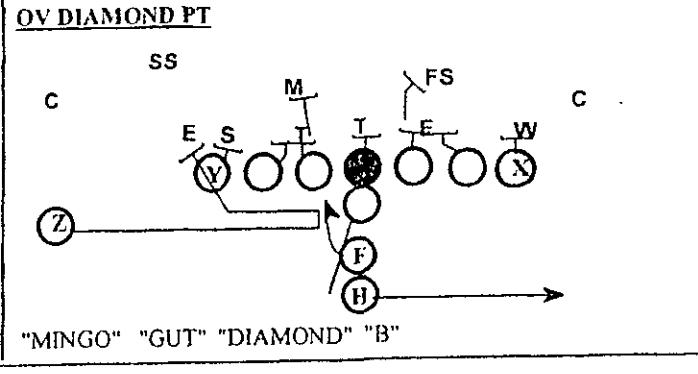
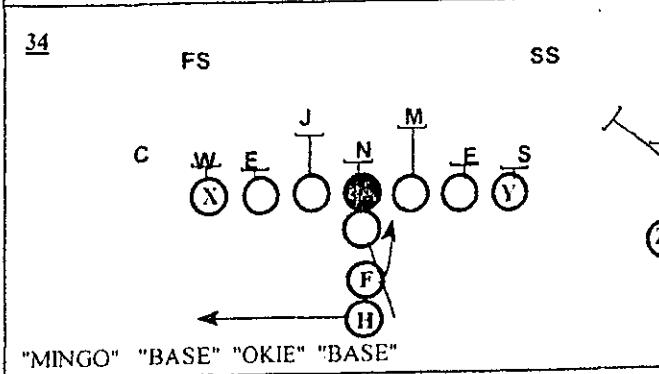
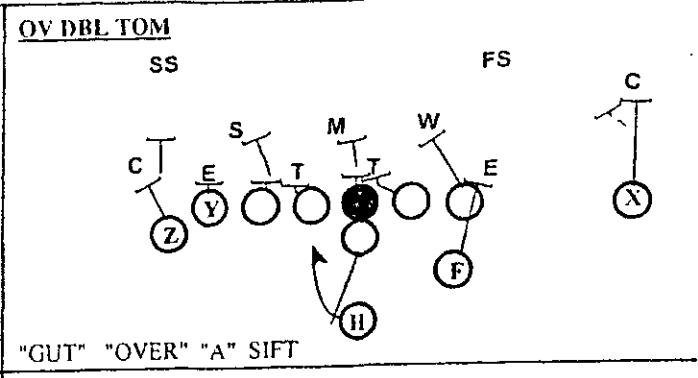
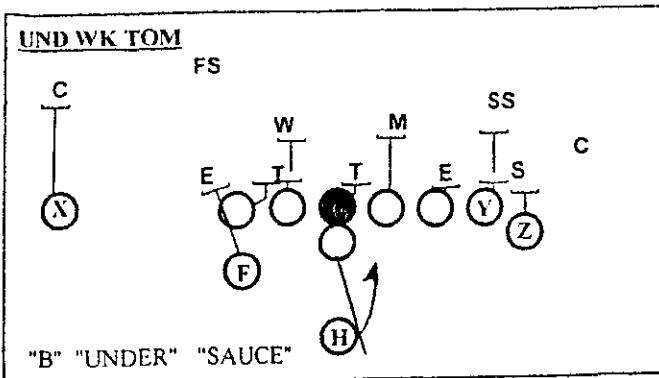
**G**

**T**

**Y**

**X/Z**

Force



**DESCRIPTION:**

HARD BALL QUICK HITTER, THE LINE IS BASE BLOCKING.

**QB**

OPEN QUICK AT 6:00 O'CLOCK FOR A GAP MESH.  
SEE MESH. SELL POCKET PLAY FAKE.

**F**

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB  
FROM "WEAK" CUT OFF END.

**H**

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM  
"O" RUN WIDE AWAY FROM CALL.

**BACKSIDE**

BLOCK #1, ALERT A, B, BASE.

BLOCK #2, ALERT B, MINGO, SIFT.

0/1 FORCE.

**FRONTSIDE**

**C**

BLOCK #0, BASE, ALERT A, ALERT GAP.

**G**

BLOCK #1, BASE ALERT GAP, GUT, CHIP.

**T**

BLOCK DE, ALERT GUT.

**Y**

BASE BLOCK DE OR SAM, ALERT SAUCE, MINGO.

**X/Z**

0/1 FORCE

DALLAS COWBOY 2 MINUTE CALLS

2X2

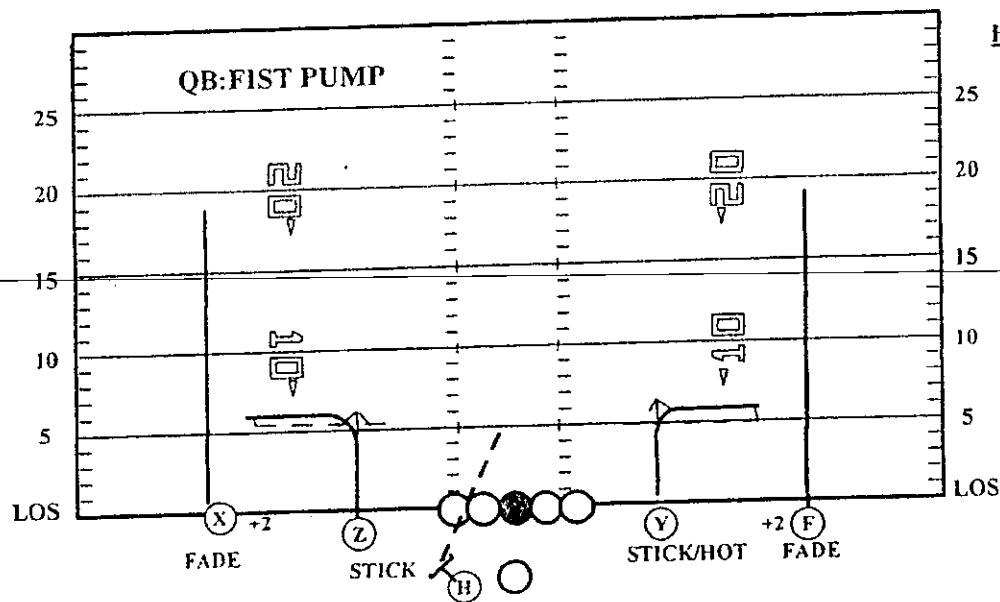
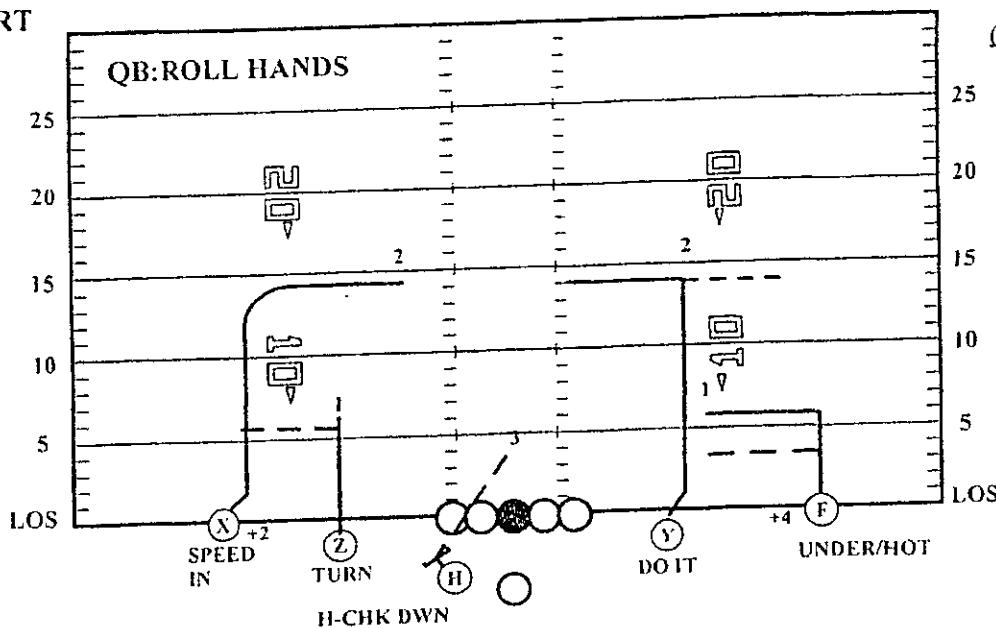
HALF- GUN SPREAD RT	62 KEY WINSTON
HALF- GUN SPREAD RT	62 KEY ALL GO
HALF- GUN SPREAD RT	62 KEY Y SCISSORS CROSS
HALF- GUN SPREAD RT	62 KEY DO IT DOMINO
HALF- GUN SPREAD RT	QK 62 OHIO(RETURN)
HALF- GUN SPREAD RT	NICKEL 40

3X1

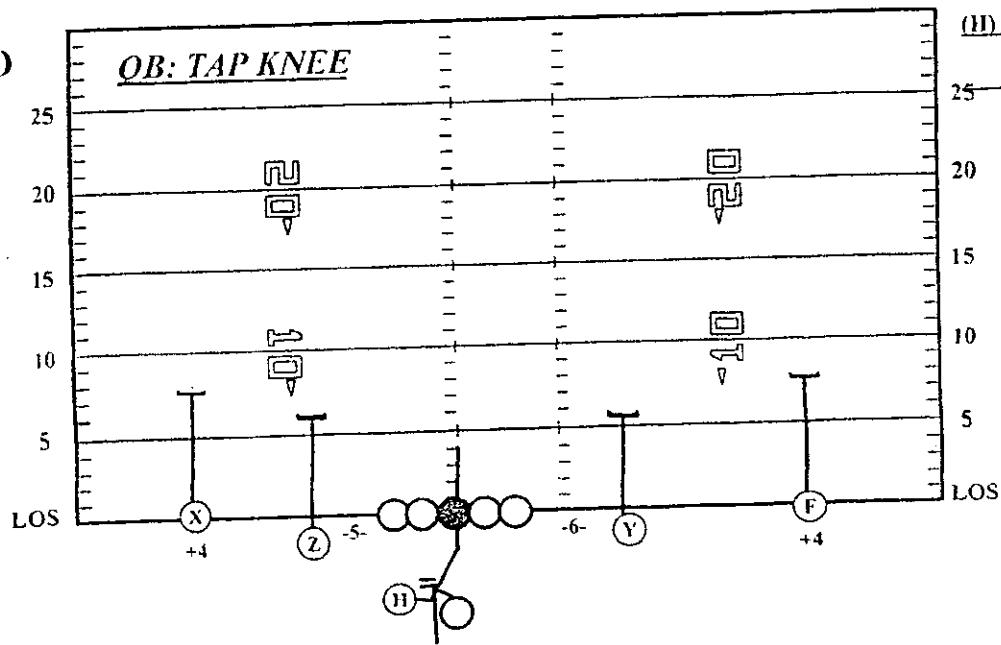
HALF- GUN TRIPS RT	82 DOUBLE Q(GO,SQUARE OUT)
HALF- GUN TRIPS RT	82 F DIG
HALF- GUN TRIPS RT	82 Z SPINNAKER
HALF- GUN TRIPS RT	62 KEY ALL GO SPECIAL

## 2 MINUTE 2X2

"SPREAD RT  
62, 62"

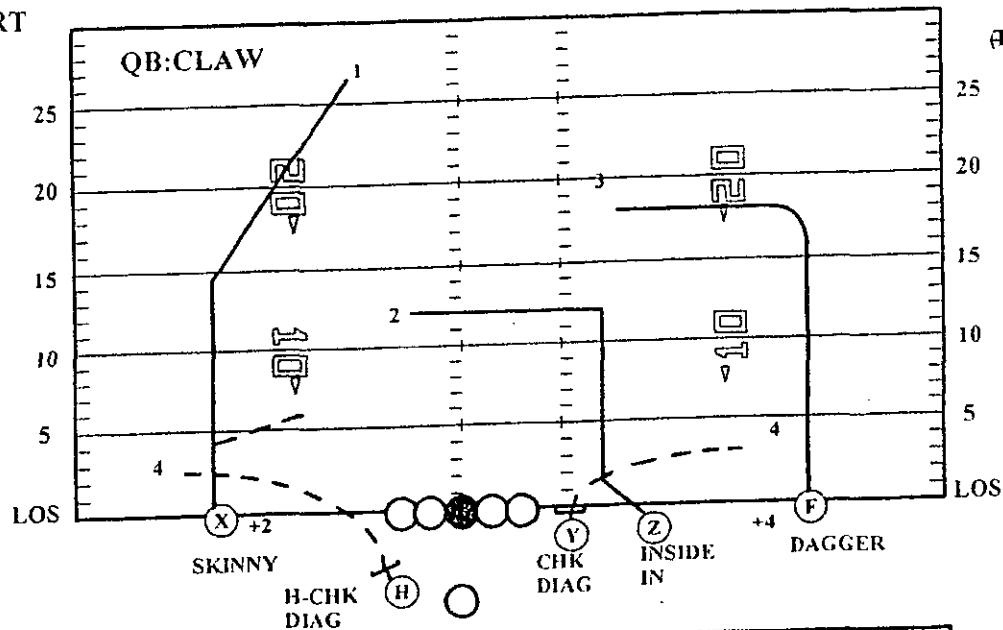


"SPREAD  
RT 40"

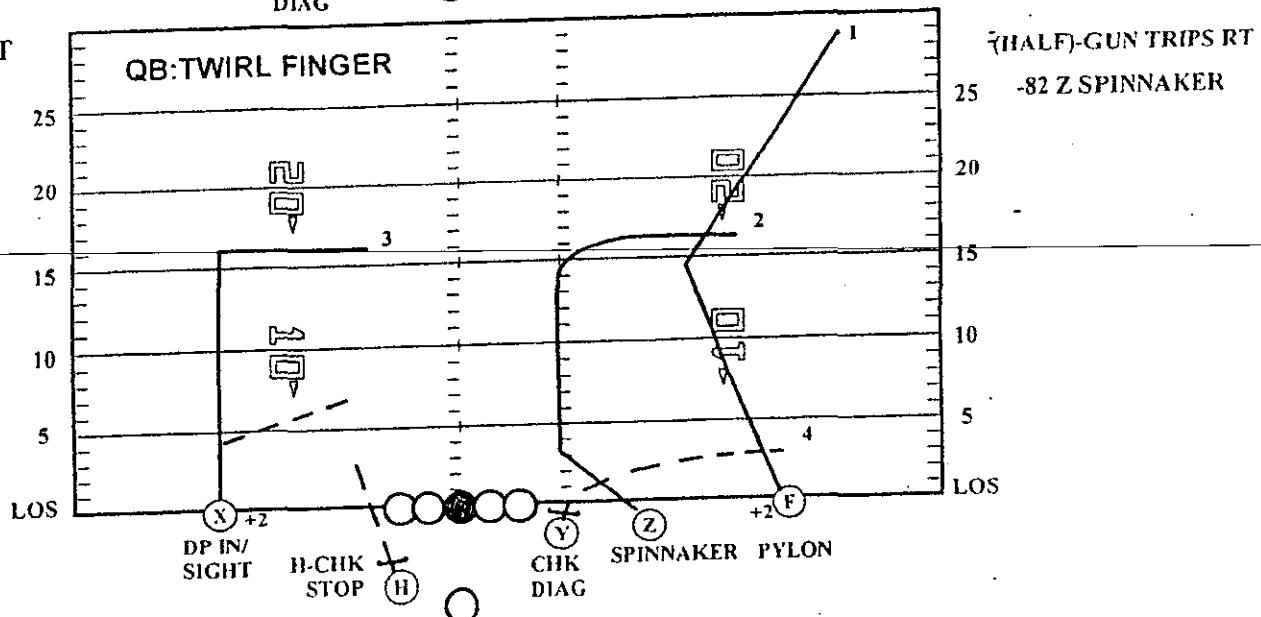


# 2 MINUTE 3X1

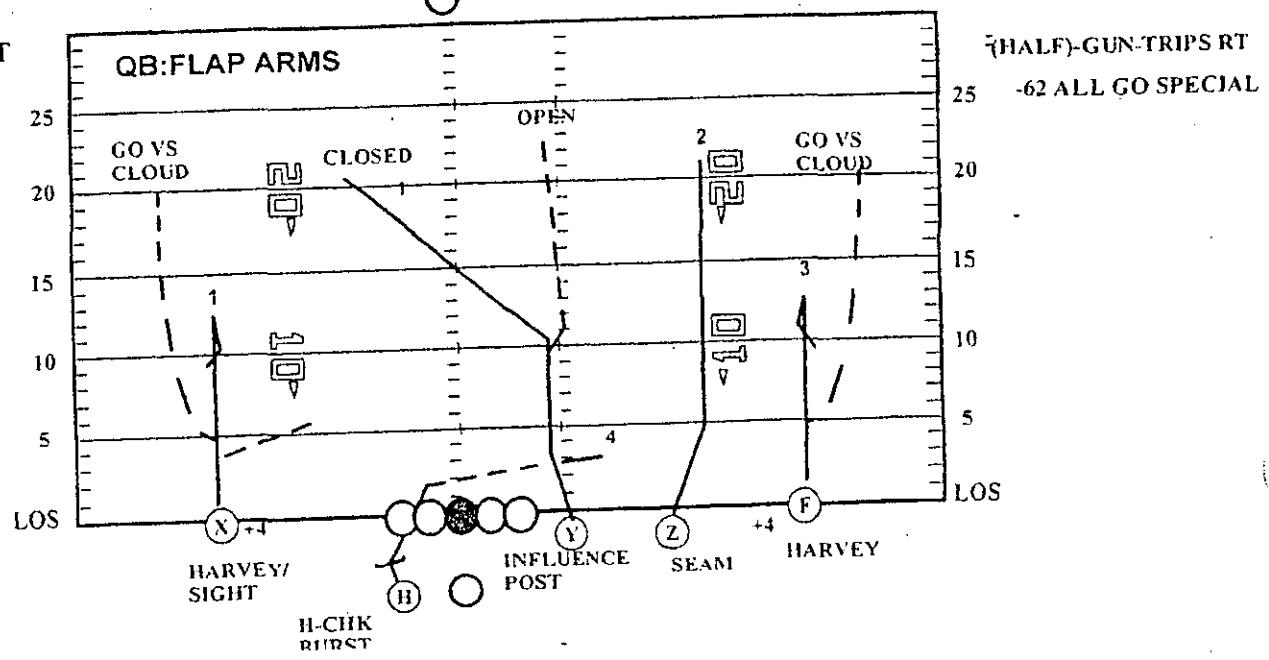
"TRIPS RT  
82,82"



"TRIPS RT  
82,82"



"TRIPS RT  
82,82"



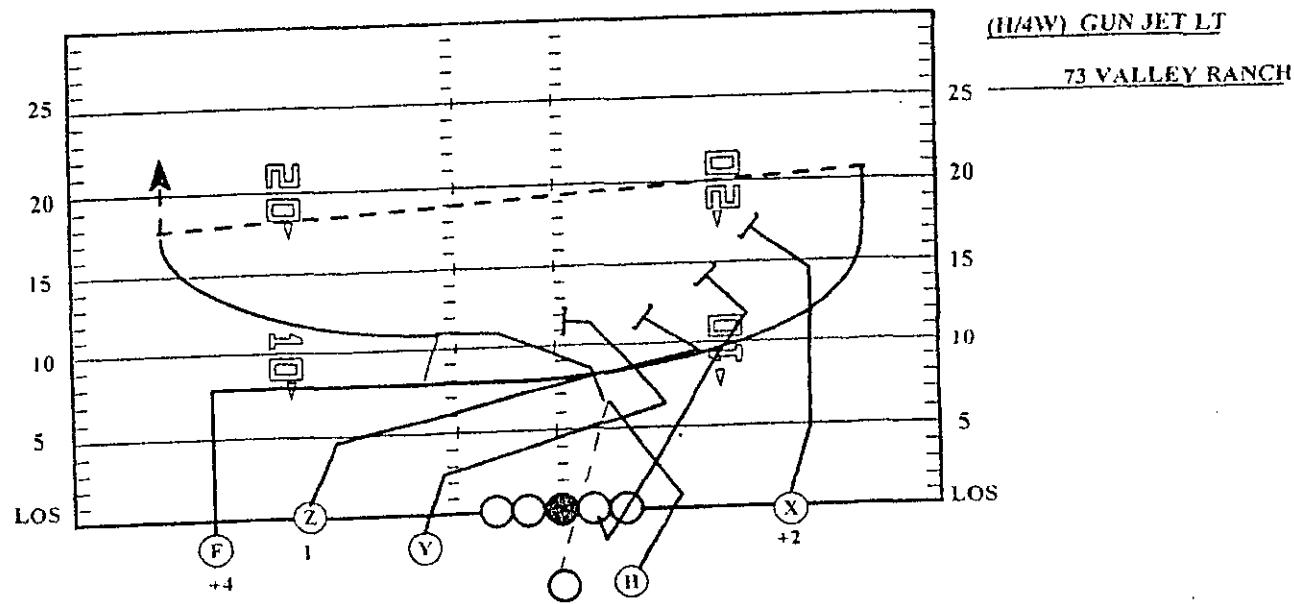
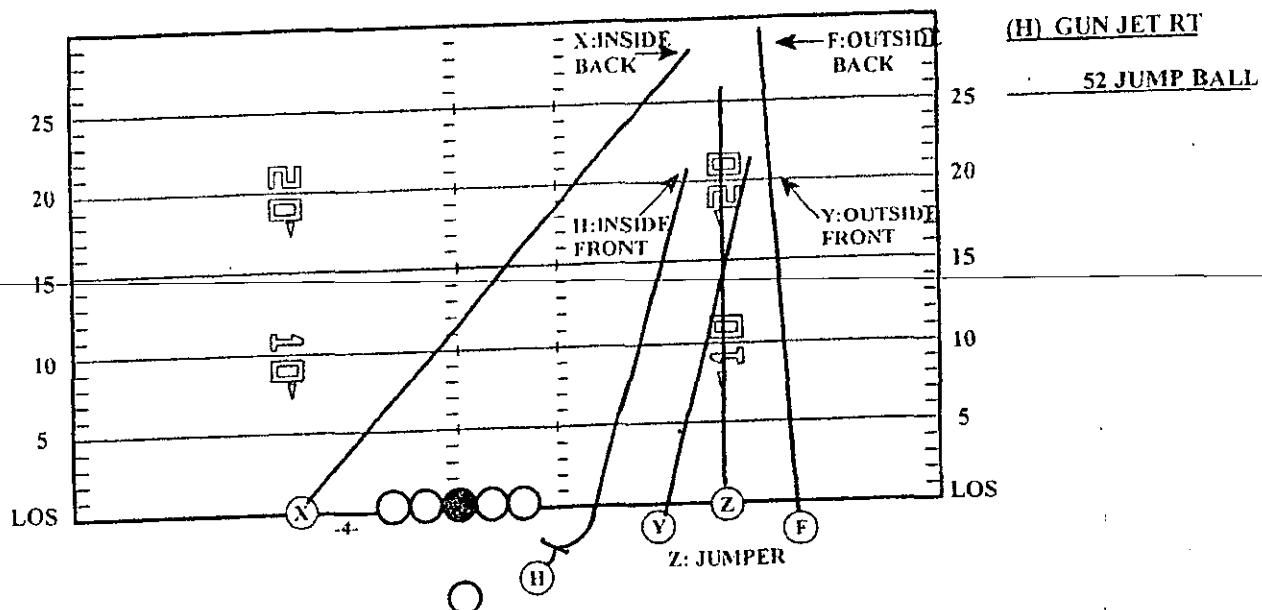
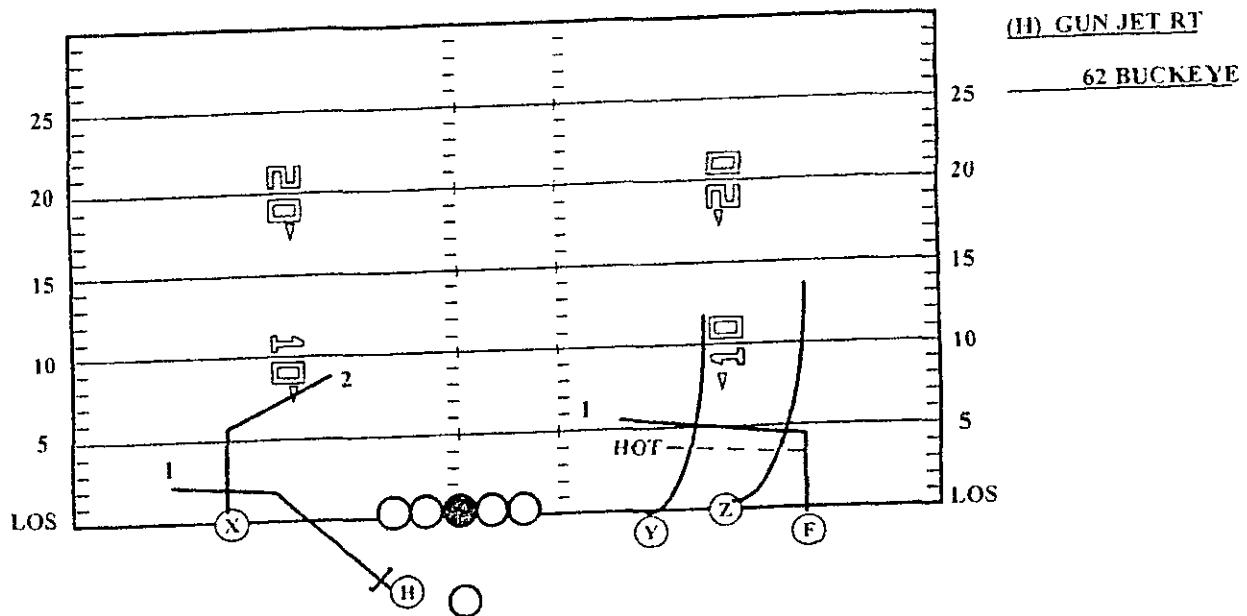
DALLAS COWBOYS LAST 6

HALF- GUN JET RT	QK 62 OSCAR
HALF- GUN JET RT	62 CAFE X Q
HALF- GUN JET RT	62 F INDIGO SPECIAL
HALF- GUN JET RT	62 BUCKEYE
HALF- GUN JET RT	52 JUMP BALL
HALF- GUN JET LT	73 VALLEY RANCH

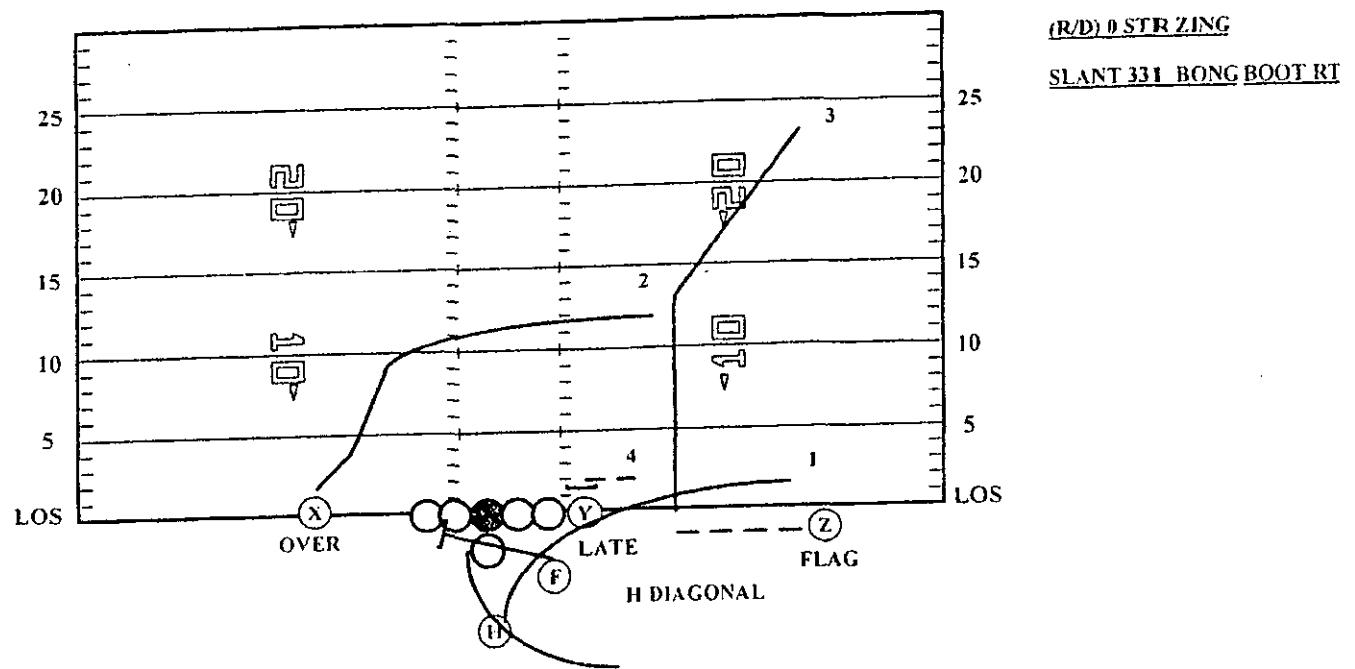
ADDITIONAL 2 MINUTE CALLS

HALF- SPREAD RT	CLOCK JT
HALF- SPREAD RT	WATCH JT
HALF- SPREAD RT	99

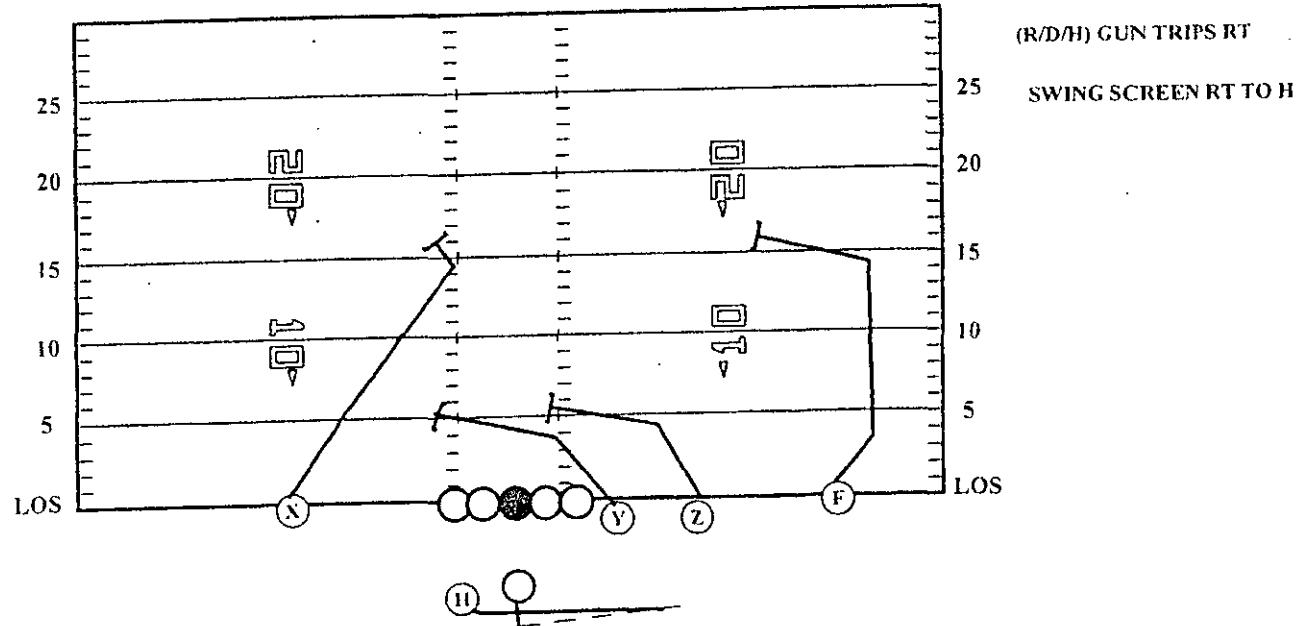
# LAST 6



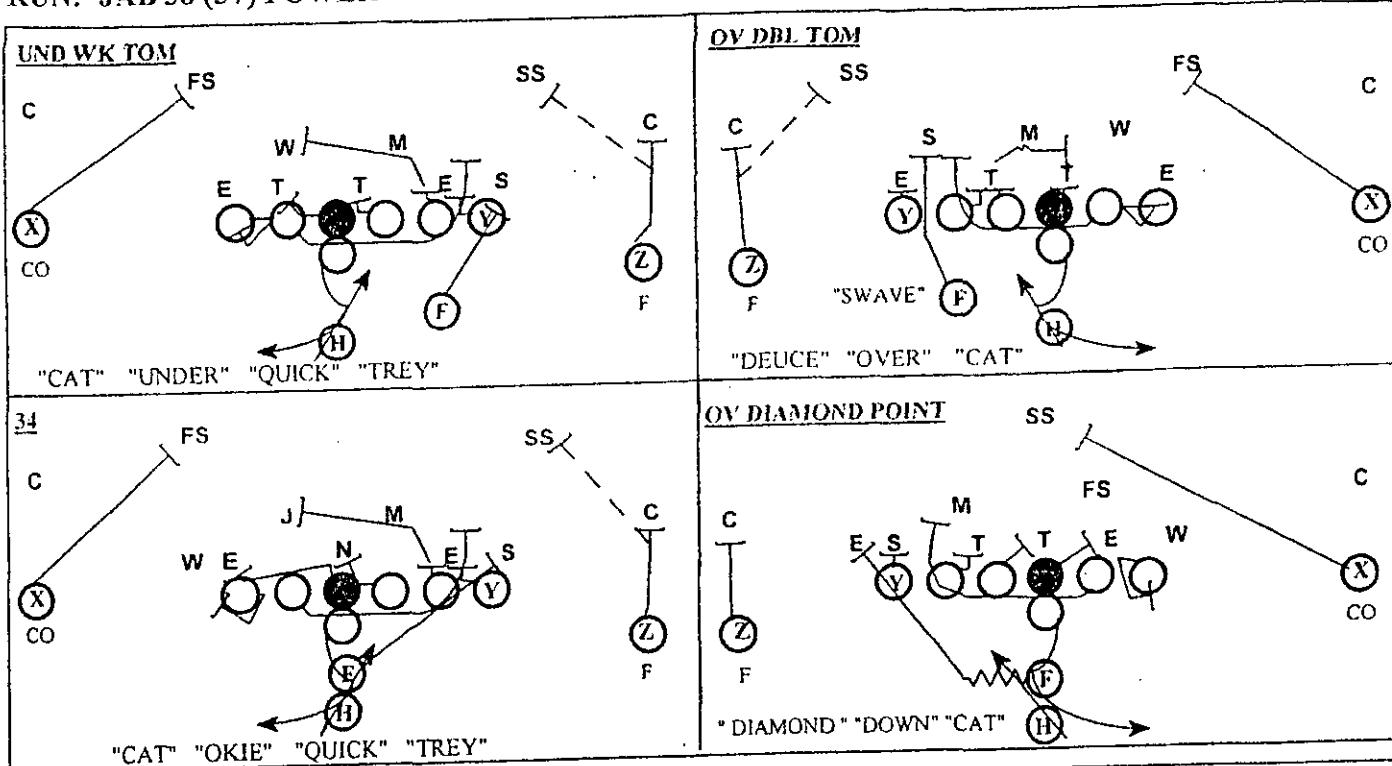
## 300 BOOT- BONG BOOT



## SWING SCREEN



## RUN: JAB 36 (37) POWER



**DESCRIPTION:**  
STRONGSIDE OFF-TACKLE SEPARATION PLAY.

**QB**

REVERSE OUT WITH YOUR BACK TO THE HOLE,  
SKIP STEP, PROTECT BALL AT SNAP, SOFTEN UP  
AND GIVE RB THE "A" GAP CUT. EXECUTE HAND-  
OFF AS DEEP AS POSSIBLE. SELL NAKED FAKE AWAY.

**F**

BLOCK SAM, IF HE IS ON LOS, KICK HIM OUT. IF HE IS  
OFF LOS, ENTER OFF DE - ALERT SHARK.

**H**

DROP STEP WITH OPPOSITE LEG, AIMING POINT IS INSIDE  
LEG OF TACKLE.

### BACKSIDE

PULL AND LOOK TO BLOCK MLB OR 1ST COLOR THAT  
SHOWS, YOU MAKE US RIGHT, MUP CALL LOOK TO  
BLOCK SS.

ALERT CAT, SEE RUN THRU.

6/7 HOLE CUT OFF

### FRONTSIDE

ALERT QUICK, BACK, DOWN CALLS.

**C**

ALERT QUICK, DEUCE, DOWN, MUP CALLS. SEE RUN  
THRU.

**G**

ALERT TREY, ALERT MUP AND SHARK CALLS. SEE RUN  
THRU.

**T**

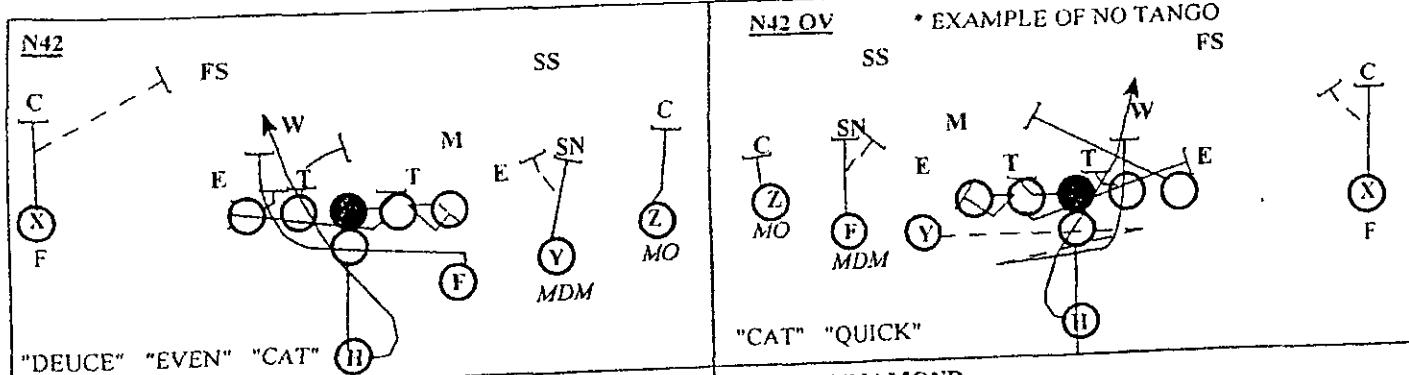
BLOCK DE OR INSIDE AREA.  
ALERT TREY, ALERT MUP AND SHARK CALLS.

**Y**

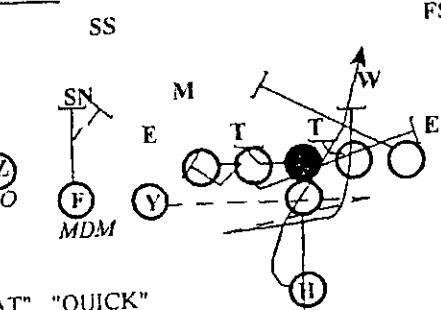
6/7 HOLE FORCE, POSS. PIZZA.

**X/Z**

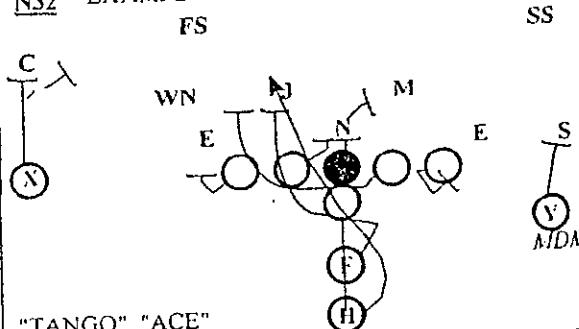
## RUN: MID 35 CTR F (Y)



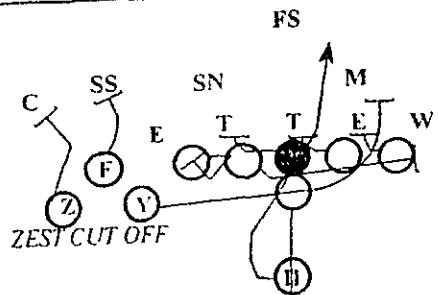
\* EXAMPLE OF NO TANGO



**N32 \* EXAMPLE OF TANGO**



**N42 OV DIAMOND**



### DESCRIPTION:

WEAKSIDE CTR FROM B3 OR HALF, WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F/Y**

STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS.  
"TANGO" - BLOCK 2ND LB'ER SPOT

**H**

USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F/Y BLOCK.

## FRONTSIDE

BLOCK BACKSIDE AREA TO BSLBer.  
ALERT ACE, QUICK, CAT & DOWN CALLS.

BLOCK INSIDE AREA-- MLBer TO BSLBer.  
ALERT DEUCE, DOWN, QUICK & ACE CALLS.

BLOCK INSIDE AREA--MLBer TO BSLBer.  
ALERT DEUCE, DOWN, TANGO & WANDA CALLS.

4/5 HOLE FORCE

## BACKSIDE

**C**

PULL AND TRAP EMOL.  
GET INTO LOS FOR KICK OUT.  
CP--WITH TANGO CALL WRAP FOR WLBer.  
CP--ALERT WANDA CALL--WLBer ON LOS..

**G**

BLOCK "B" GAP AREA.  
ALERT CAT

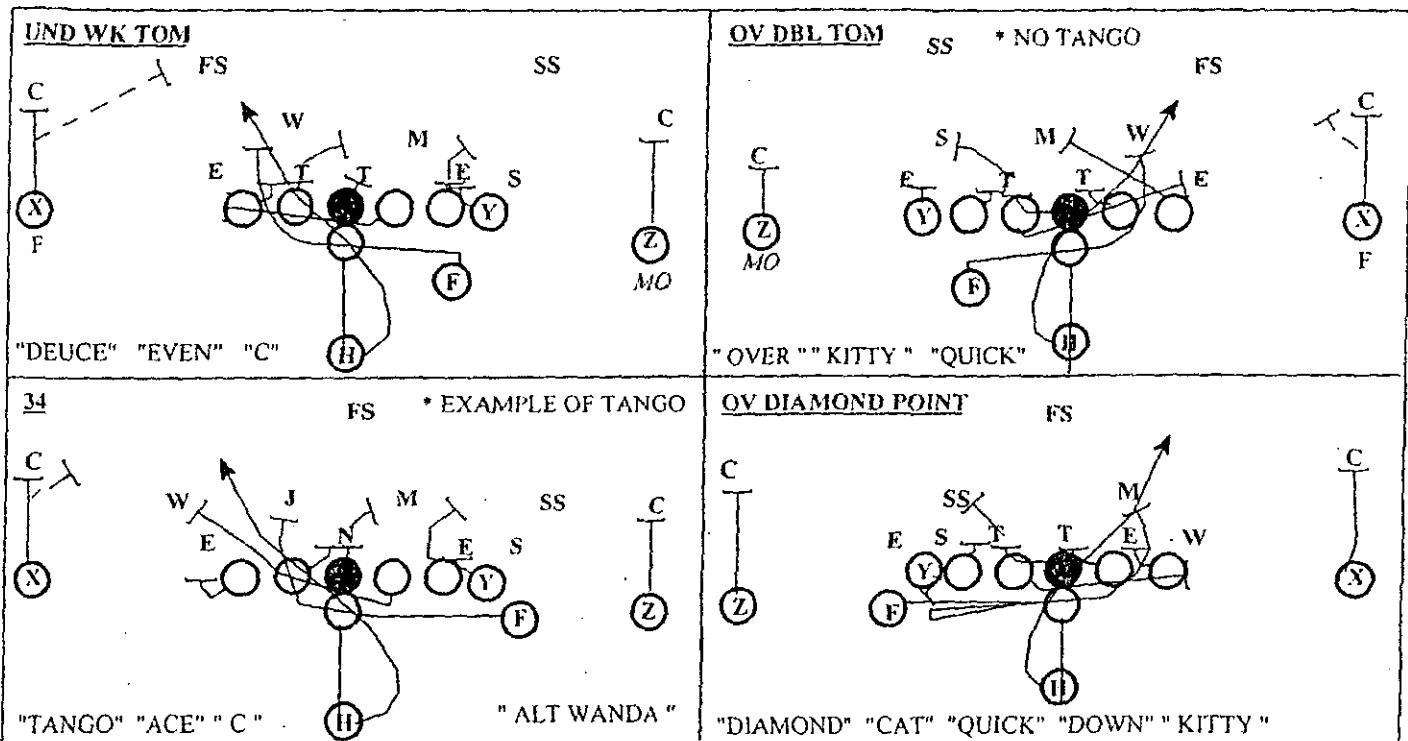
**Y/F**

CUT OFF MDM

**X/Z**

4/5 HOLE FORCE.

RUN: MID 35 / 4 CTR



<b>DESCRIPTION:</b> WEAKSIDE CTR FROM BASE PEOPLE , WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.	<b>QB</b> OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.
	<b>F</b> STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS, "TANGO" - BLOCK 2ND LB'ER SPOT
	<b>H</b> USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.

## FRONTSIDE

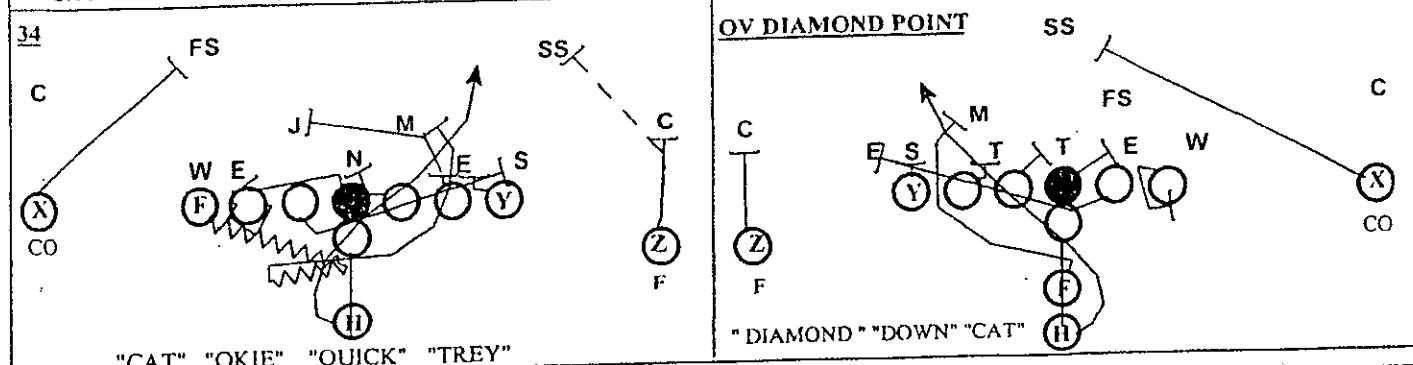
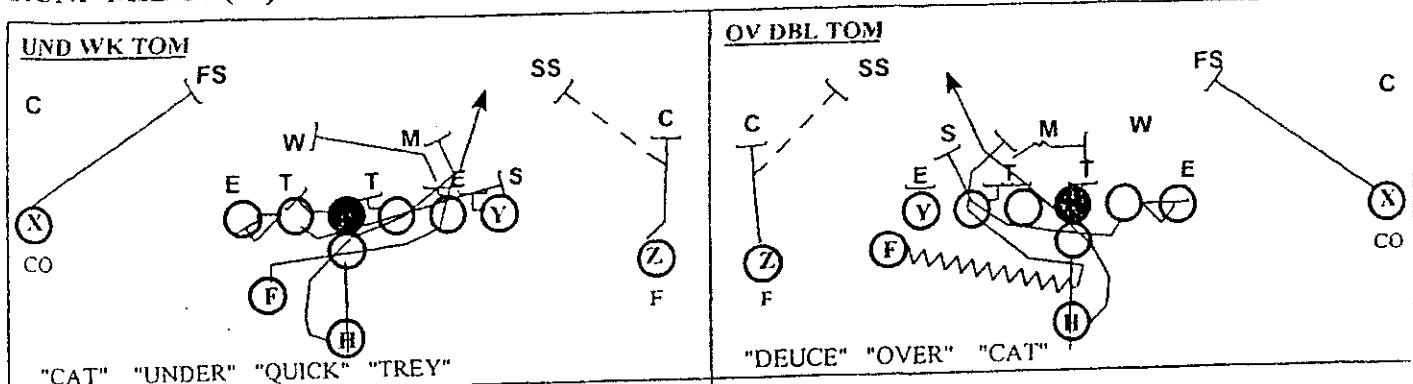
BLOCK BACKSIDE AREA TO BSLBer. ALERT ACE, QUICK, CAT & DOWN CALLS. KITTY CALL	BLOCK INSIDE AREA- MLBer TO BSLBer. ALERT DEUCE, DOWN, QUICK & ACE CALLS.
BLOCK INSIDE AREA--MLBer TO BSLBer. ALERT DEUCE, DOWN, TANGO & WANDA CALLS.	ALT "C", CAT AND KITTY CALL

4/5 HOLE FORCE

## BACKSIDE

<b>C</b> PULL AND TRAP EMOL. GET INTO LOS FOR KICK OUT.	<b>G</b> CP-WITH TANGO CALL WRAP FOR WLBer. CP-ALERT WANDA CALL-WLBer ON LOS..
<b>T</b> BLOCK "B" GAP AREA. ALERT CAT , KITTY CALL	<b>Y</b> ALT "C", CAT AND KITTY CALL
<b>X/Z</b> 4/5 HOLE FORCE.	

**RUN: MID 36 (37) CTR**

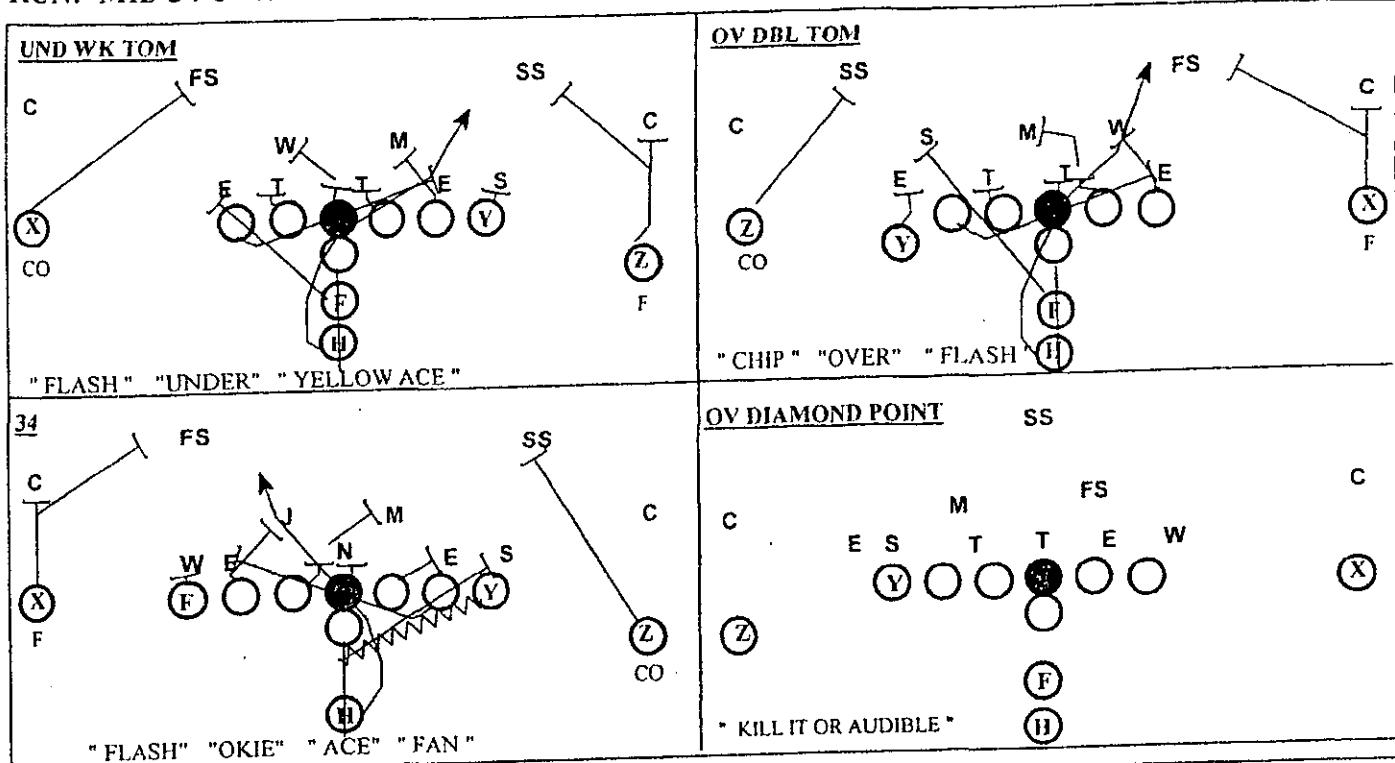


<b>DESCRIPTION:</b> STRONG SIDE CTR PLAY FROM BASE PEOPLE, SEPARATION PLAY WITH MISDIRECTION.	<b>QB</b> <b>F</b> <b>H</b>	OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.  TIME STEP AND PULL FOR 1ST BACKER (MIKE) VS. 34 OR UNDER AND 2ND BACKER VS. OVER FRONT (MIKE).  USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.
--	-----------------------------------	---

**BACKSIDE**

UNDER OR 34: PULL AND TRAP SLB OVER FRONT: PULL TO 1ST BACKER (SLB).  ALERT: CAT, DBL CAT.	<b>C</b> <b>G</b> <b>T</b> <b>Y</b> <b>X/Z</b>	ALERT: QUICK, DOWN, ACE.  ALERT: DEUCE, QUICK, ACE AND DOWN CALLS. FREEZE DEUCE ALSO.  ALERT: TREY, DEUCE, FREEZE DEUCE AND DOWN CALLS.  ALERT: TREY, DEUCE AND DOWN CALLS.
6/7 HOLE CUT OFF		6/7 HOLE FORCE, POSS. PIZZA.

RUN: MID 34-5 TIDE



**DESCRIPTION:**

SEPARATION PLAY USING MIS DIRECTION AND (OT) PULL, WE WANT TO ALWAYS RUN THIS PLAY TO THE TIGHT TECHNIQUE.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE.  
GET THE BALL TO THE BALL CARRIER AS  
DEEP AS POSSIBLE. THEN SET UP.

**F**

FILL FOR PULLING (OT), ALERT SIGNAL BY TE  
TO BLOCK SLB IN BUBBLE.

**H**

USE TIGHT RIDE STEPS - ENTER THROUGH A,  
B OR C GAP.

**BACKSIDE**

BLOCK MAN ON, FAN VS. 34 TO END. ALERT  
ORANGE AND YELLOW.

PULL AND BLOCK. DEFENSIVE END INSIDE  
OUT. ALERT FOR "WANDA" CALL, BLOCK  
WLB.

BLOCK CUT OFF FOOTWORK, ALERT TO SIGNAL FB  
THAT SLB IS IN THE HOLE.

4/5 HOLE FORCE.

**FRONTSIDE**

ALERT: YELLOW AND ORANGE, CHIP, ACE  
AND ZONE CALLS.

ALERT: YELLOW AND ORANGE, CHIP, ACE  
AND ZONE CALLS.

FLASH TO FRONTSIDE LB, ALERT WANDA.

BLOCK MAN ON, INSIDE FOOTWORK.

4/5 HOLE FORCE.

**C**

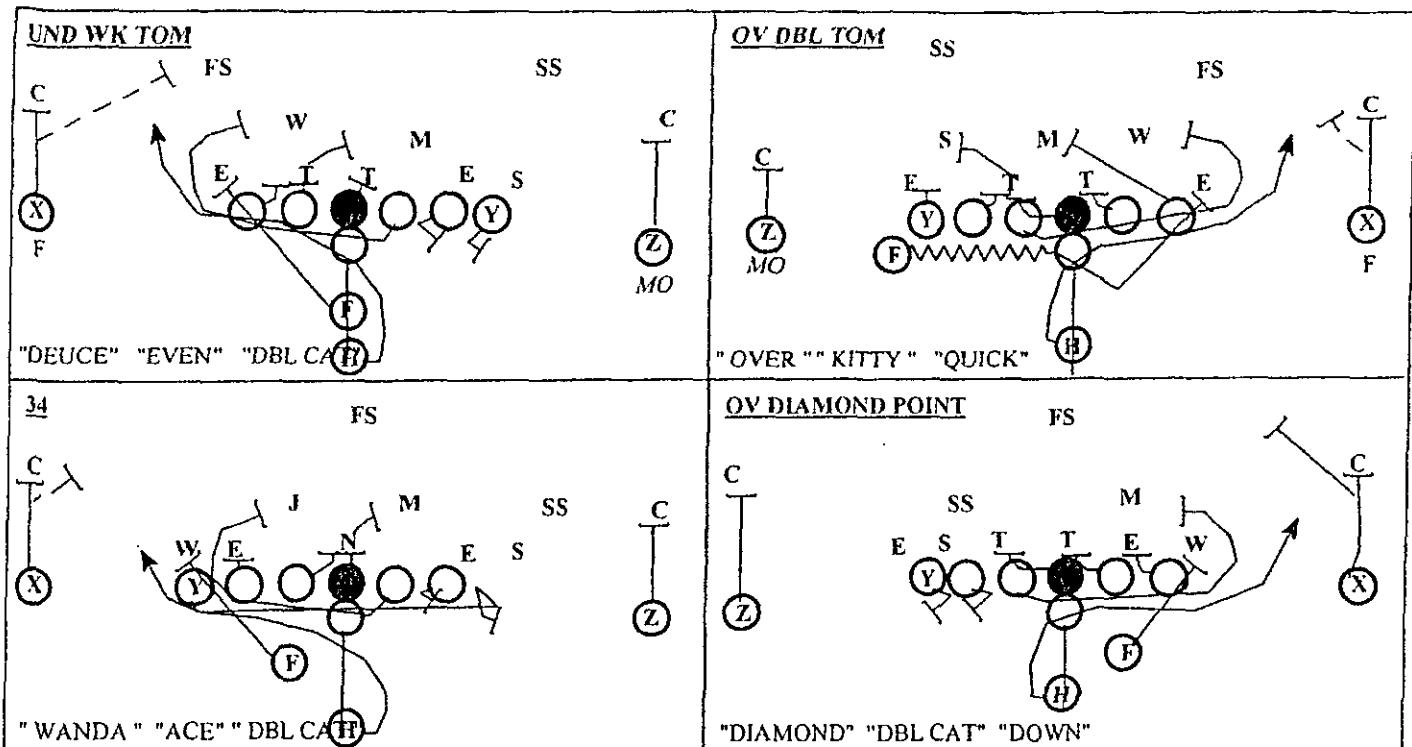
**G**

**T**

**Y**

**X/Z**

RUN: MID 35 / 4 KICK



DESCRIPTION:

WK SIDE MISDIRECTION PLAY THAT SEPARATES THE DEFENSE. THE FB WILL CUT THE E.M.O.L. AND THE GUARD PULLS FOR THE WLB.

QB

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

F

CUT E.M.O.L. - IF HE PENETRATES UPFIELD, TRAP E.M.O.L.

H

OPEN LEAD STEP. READ GUARD.

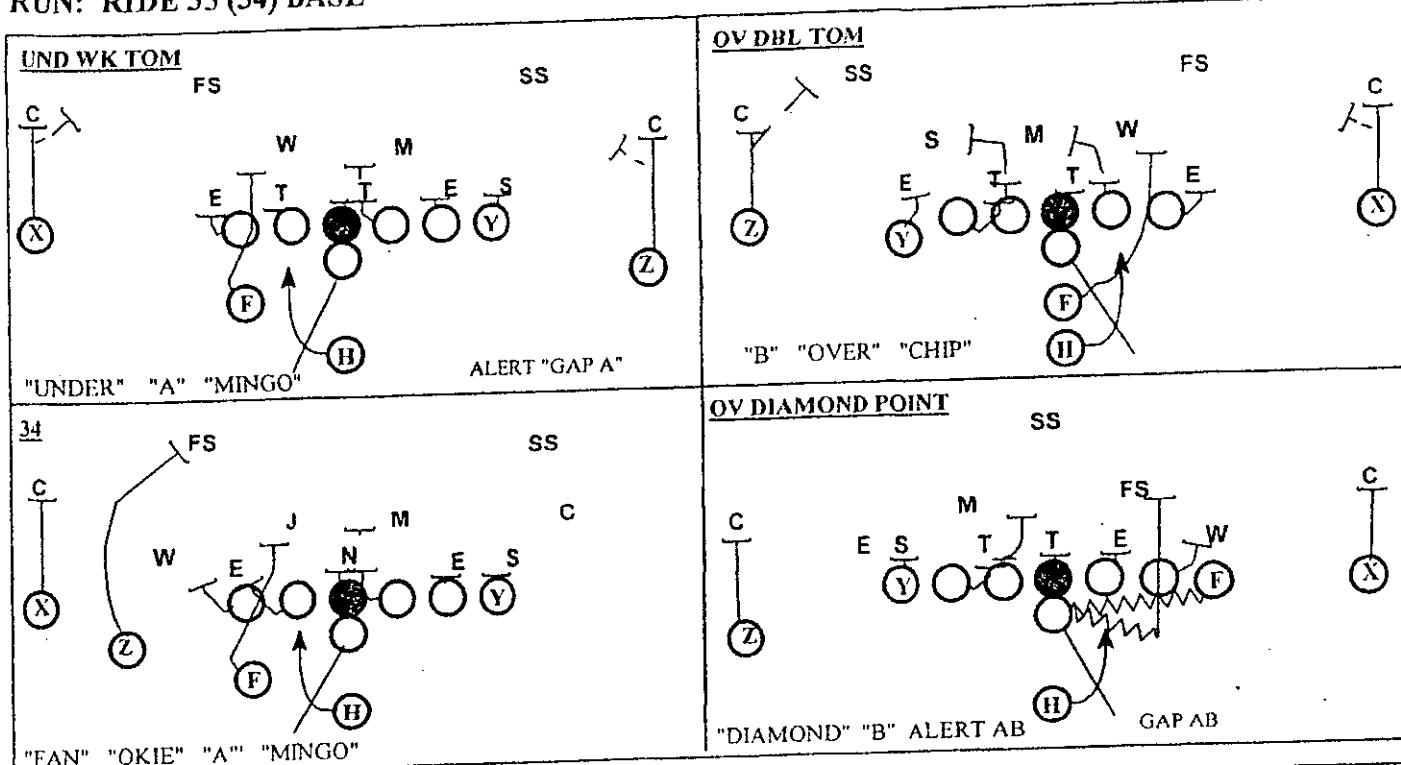
FRONTSIDE

<p>ALERT: QUICK, DEUCE AND DOWN CALLS, ACE ALSO.</p> <p>ALERT: DEUCE, DOWN OR WANDA CALLS.</p>
<p>4/5 HOLE FORCE</p>

BACKSIDE

<p>C</p> <p>G</p> <p>T</p> <p>Y</p> <p>X/Z</p>	<p>ALERT: QUICK, KITTY, ACE AND DOWN CALLS.</p> <p>PULL TO BLOCK WLB, ALERT "WANDA" CALL.</p> <p>ALERT: CAT AND DBL CAT, KITTY CALLS.</p> <p>ALERT: DBL CAT OR CUT OFF (KITTY).</p> <p>4/5 HOLE FORCE.</p>
--	--

RUN: RIDE 35 (34) BASE



**DESCRIPTION:**

A WEAK SIDE OFF-TACKLE LEAD PLAY  
WITH ZONE BLOCKING BY THE O-LINE

**QB**

OPEN @ 5/7 O'CLOCK, SECOND STEP ADJUST.  
GET THE BALL TO BACK AS DEEP AS POSSIBLE.  
EXTEND & SHOW BALL EARLY.  
SET UP BEHIND TACKLE.

**F**

BLOCK WILL- ENTER OFF 1ST COVERED OL PLAYSIDE,  
HIT HIM SQUARE. ALERT FAN.

**H**

OPEN CROSSOVER DOWNHILL WITH SHOULDERS  
SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE  
TACKLE, READ 1ST COVERED OL, POSSIBLE ROLL BACK

**FRONTSIDE**

BLOCK #0. DRIVE BLOCK.  
ALERT GAP, GAP A, A, BOX &  
ORANGE/YELLOW CALLS.

BLOCK #1. DRIVE BLOCK.  
ALERT GAP, GAP A, SLIP, ORNG/YLOW,  
BOX CALLS, FAN CALLS.

BLOCK DE. DRIVE BLOCK.  
ALERT FAN, SLIP CALLS.

**BACKSIDE**

**C**

BLOCK #1. CUT OFF.  
ALERT BOX, A, B & AB OR GAP A CALLS, ALSO SLAP  
CALLS..

**T**

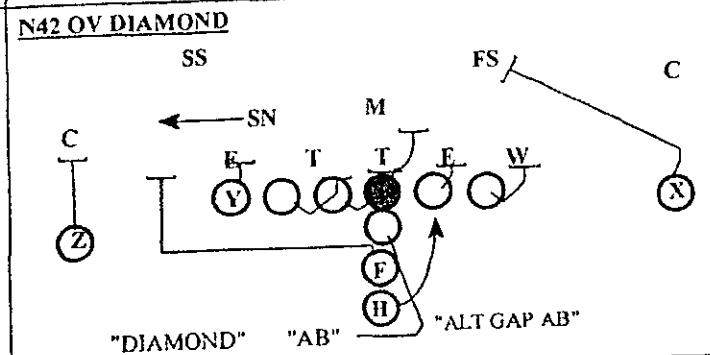
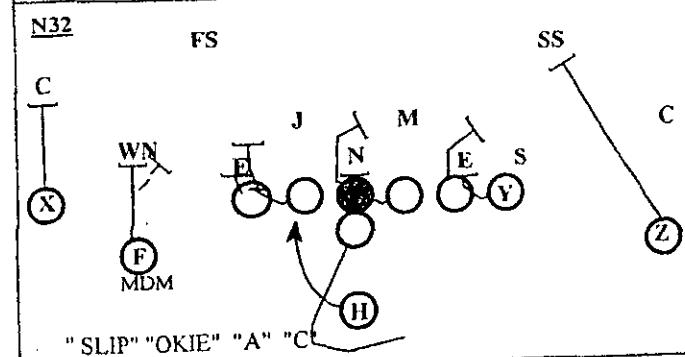
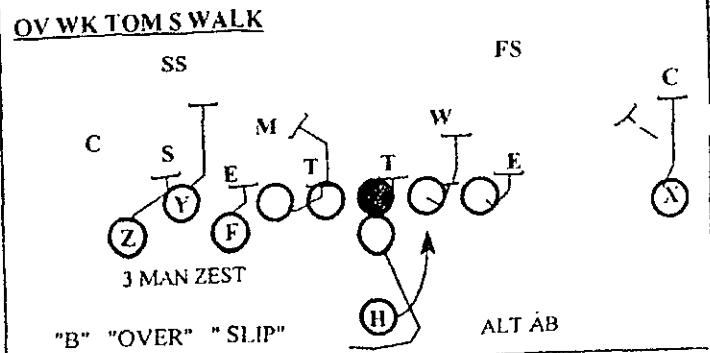
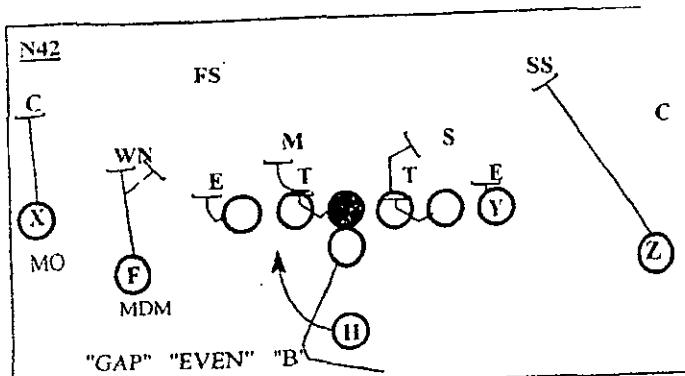
BLOCK #2. CUT OFF.  
ALERT BOX, B, AB, C, SUP & MINGO AND SLAP CALLS.

**Y**

BLOCK #3. CUT OFF.  
ALERT BOX, B, C, SUP & MINGO CALLS.

**X/Z**

A/S HOLE FORCE/ALERT BOX IN SLOT



#### DESCRIPTION:

OPEN SIDE ZONE PLAY - POSS. KILL OR ALERT PLAY.

#### QB

OPEN AT 5/7 O'CLOCK, SECOND STEP ADJUST, GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND AND SHOW BALL EARLY.  
SELL NAKED FAKE AWAY AND SET UP BEHIND CENTER.

#### F

MDM OUT OF BOX

#### H

OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE - READ 1ST COVERED OL, POSSIBLE ROLL BACK.

## FRONTSIDE

BLOCK #0 TO ONLBer.  
ALERT GAP, AB & ORNG/YLOW CALLS, GAP AB CALLS.

BLOCK #1. ALERT GAP, SLIP & ORANGE/YELLOW CALLS.  
CHIP CALLS, GAP AB CALLS.

BLOCK DE. WIDE DRIVE BLOCK.  
ALERT FAN & SLIP CALLS.

4/5 HOLE FORCE., ZEST

## BACKSIDE

#### C

BLOCK #1. CUT OFF.  
ALERT A, B, AB & ORANGE/YELLOW CALLS, SLAP CALLS,  
GAP AB CALLS..

#### T

BLOCK #2. CUT OFF.  
ALERT B, AB, C, SUP & MINGO CALLS, SLAP CALLS AND  
GAP AB CALLS.

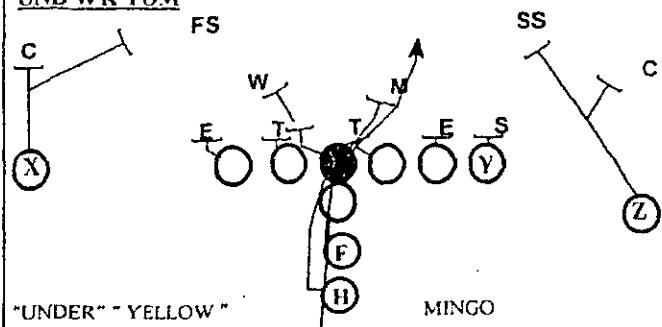
#### Y

BLOCK #3. CUT OFF.  
ALERT B, C, SUP & MINGO CALLS.

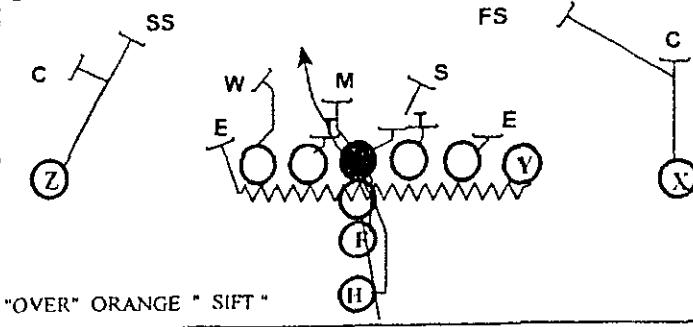
#### X/Z

4/5 HOLE FORCE., ZEST

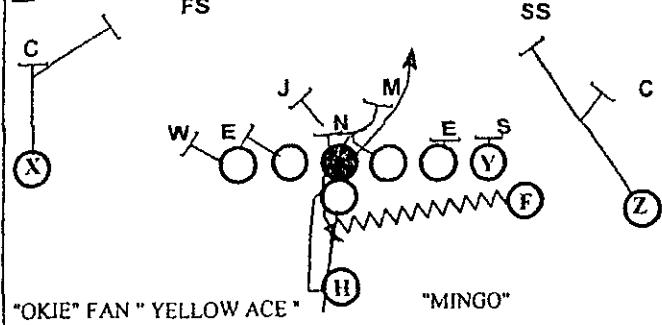
UND WK TOM



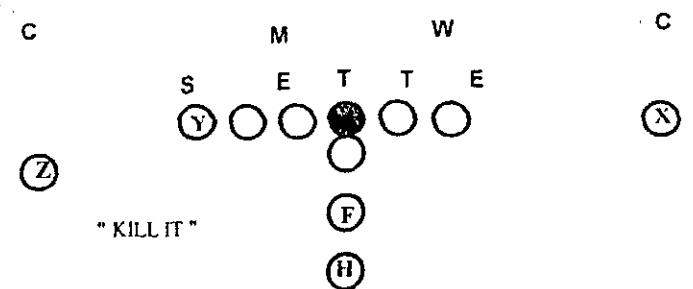
OV DBL TOM



34



UND DIAMOND



**DESCRIPTION:**

MISDIRECTION WEAK SIDE RUN USING RIDE FOOTWORK, THE FB WILL BLOCK THE MIKE LB.

**QB**

OPEN AT 6:00 O'CLOCK. GET THE BALL TO BACK AS DEEP AS POSSIBLE. SET UP BEHIND CENTER.

**F**

OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND BLOCK MIKE.

**H**

OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND READ F BLOCK ON MIKE.

## BACKSIDE

ALERT: ORANGE/YELLOW ACE, B, SLAP CALLS.

ALERT: SIFT, B, MINGO CALLS, C CALLS.

ALERT: MINGO, C CALLS.

2/3 HOLE FORCE

## FRONTSIDE

**C**

BLOCK WLB. ALERT: ORANGE/YELLOW, ORANGE/YELLOW ACE OR HARD RAM/LION.

**G**

ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.

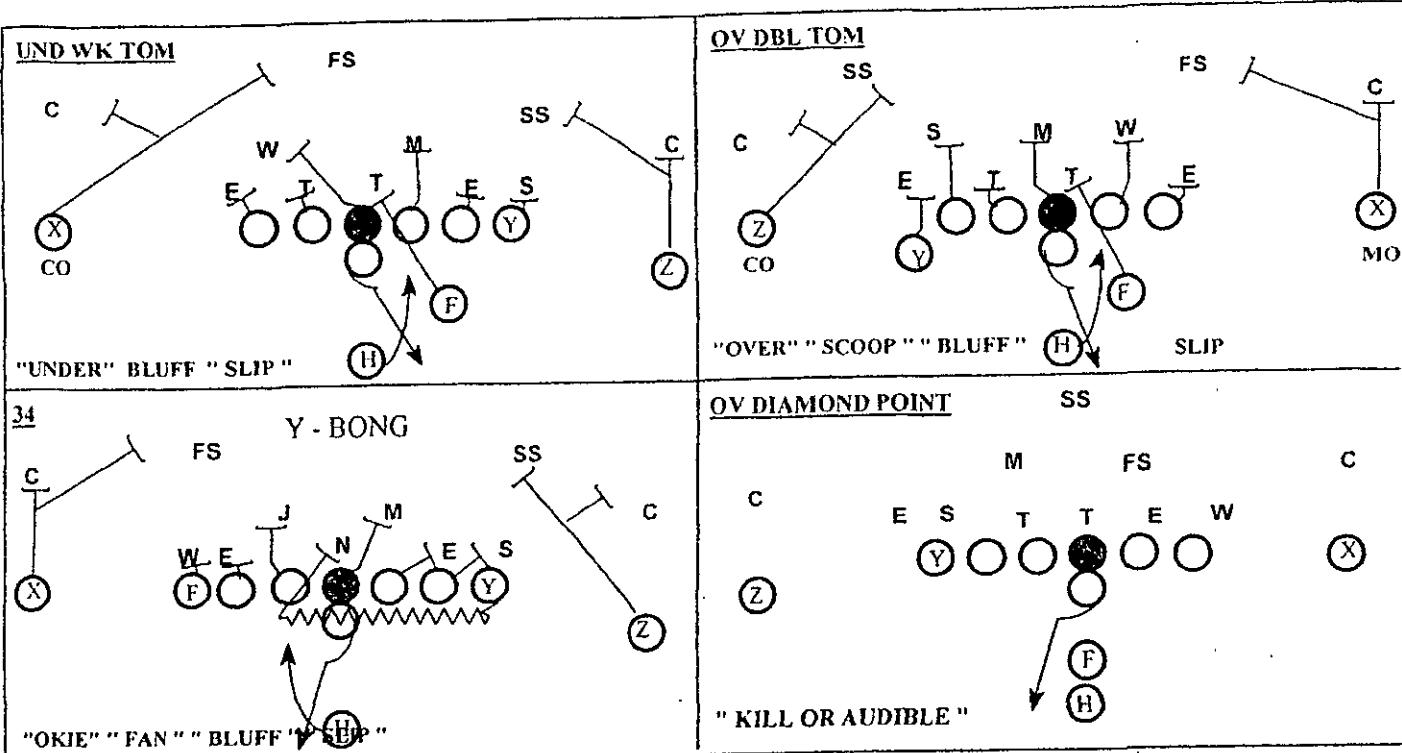
**T**

ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.

**Y**

**X/Z**

2/3 HOLE FORCE



#### DESCRIPTION:

SEPARATION PLAY USING THE FB AS THE CUTTER UNLESS WE TAG (Y BONG) THE LINE BLOCKS THE LBS ON BONG. PREFER TO RUN TO 1-TECH OR TIGHT TECH.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

BLOCK TACKLE ACROSS HOLE. CANNOT CUT.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

## BACKSIDE

ODD FRONT = BLOCK 1ST LB AWAY FROM CALL (BLUFF).

EVEN FRONT: BLOCK MIKE

ALERT: FAN, FRISCO, SLIP AND BLUFF CALLS.

ALERT: FAN, SCOOP, FRISCO EVEN FRONT, SLIP ALSO.

2/3 HOLE FORCE

**C**

ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.

**T**

ALERT: SLIP, SCOOP.

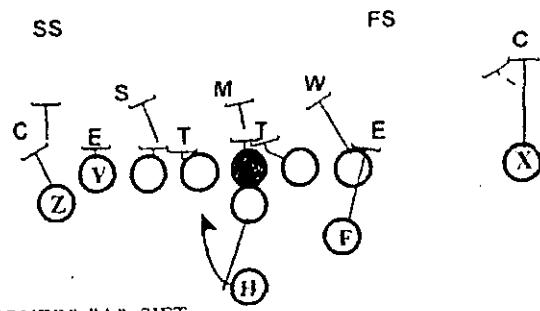
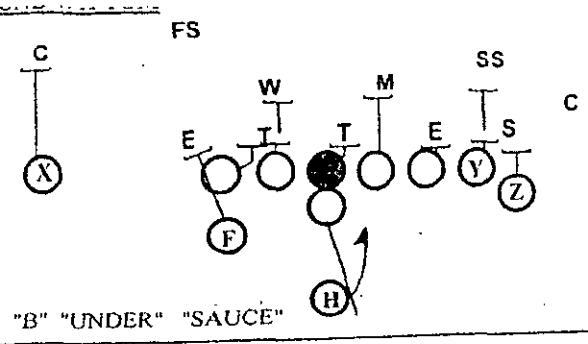
**Y**

BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG BLOCK 1-TECH.

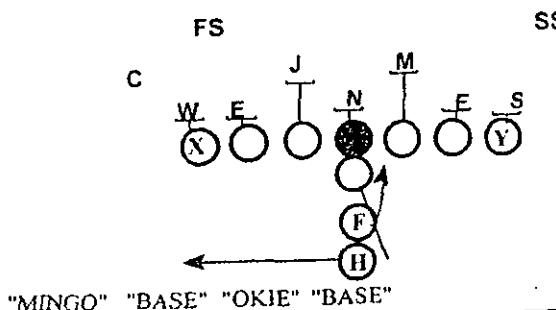
**X/Z**

2/3 HOLE FORCE

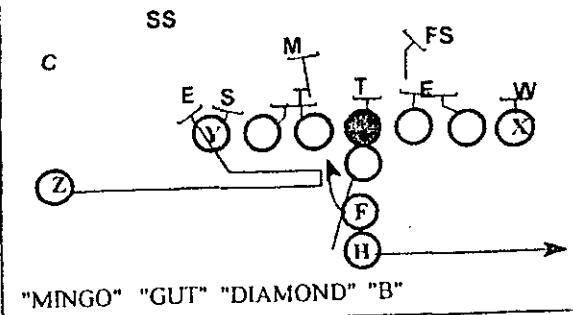
## FRONTSIDE



34



#### OV DIAMOND PT



#### DESCRIPTION:

HARD BALL QUICK HITTER, THE LINE IS BASE BLOCKING.

**QB**

OPEN QUICK AT 6:00 O'CLOCK FOR A GAP MESH.  
SEE MESH. SELL POCKET PLAY FAKE.

**F**

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB  
FROM "WEAK" CUT OFF END.

**H**

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM  
"O" RUN WIDE AWAY FROM CALL.

#### BACKSIDE

BLOCK #1, ALERT A, B, BASE.

BLOCK #2, ALERT B, MINGO, SIFT.

0/1 FORCE.

#### FRONTSIDE

BLOCK #0, BASE, ALERT A, ALERT GAP.

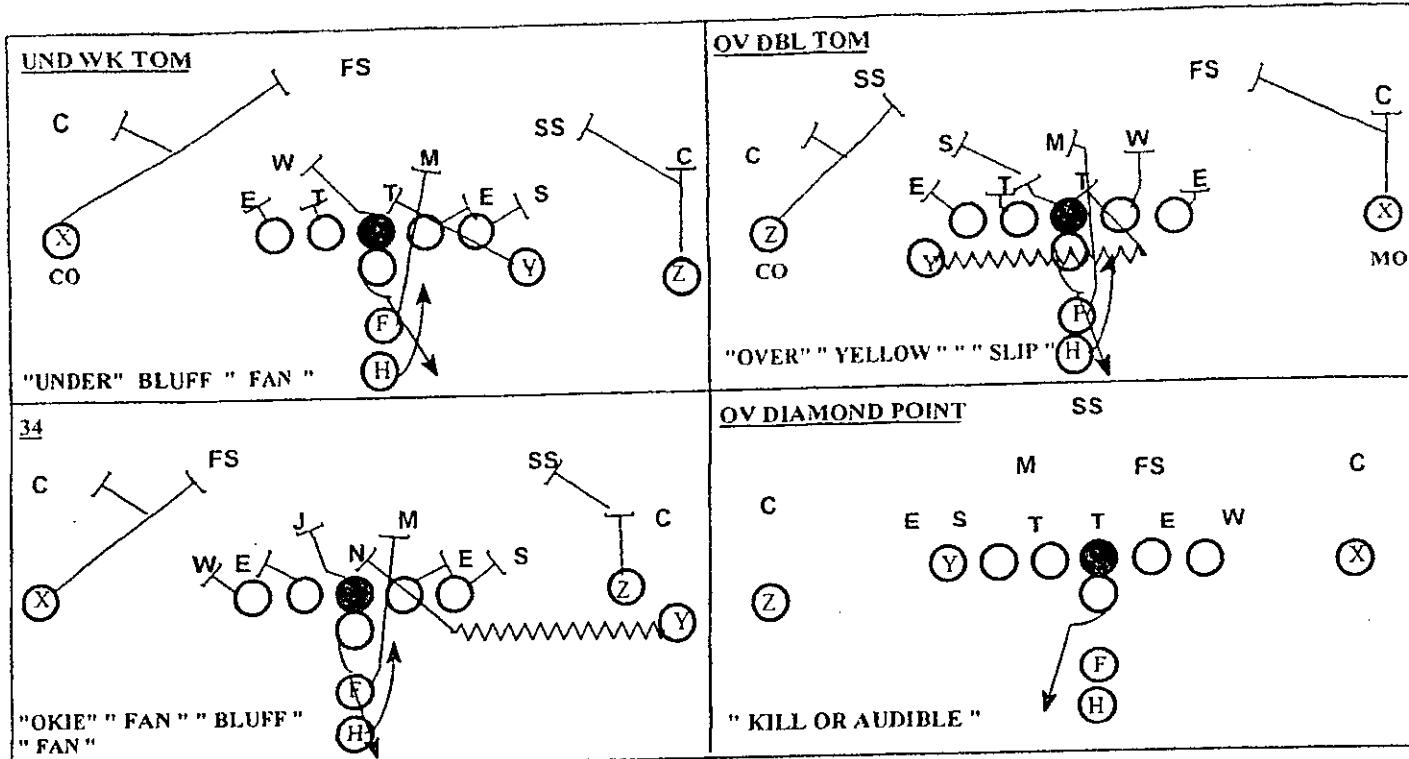
BLOCK #1, BASE ALERT GAP, GUT, CHIP.

BLOCK DE, ALERT GUT.

BASE BLOCK DE OR SAM, ALERT SAUCE, MINGO.

**X/Z**

0/1 FORCE



#### DESCRIPTION:

SEPARATION PLAY USING THE Y AS THE CUTTER, THE FB ALWAYS BLOCKS THE MIKE. O-LINE HAS W & SLB.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

ENTER LIKE BALL CARRIER AND BLOCK MIKE.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

## BACKSIDE

ODD FRONT: GO AWAY FROM CALL TO WK LB.  
EVEN FRONT: GO TO CALL AND BLOCK SLB.

ALERT: FAN, SLIP, FRISCO AND  
ORANGE/YELLOW

ALERT: FAN, FRISCO AND SLIP CALLS.

2/3 HOLE FORCE

## FRONTSIDE

**C**

ALERT: FAN, ORANGE & YELLOW CALLS OR  
BASE 3-TECH.

**T**

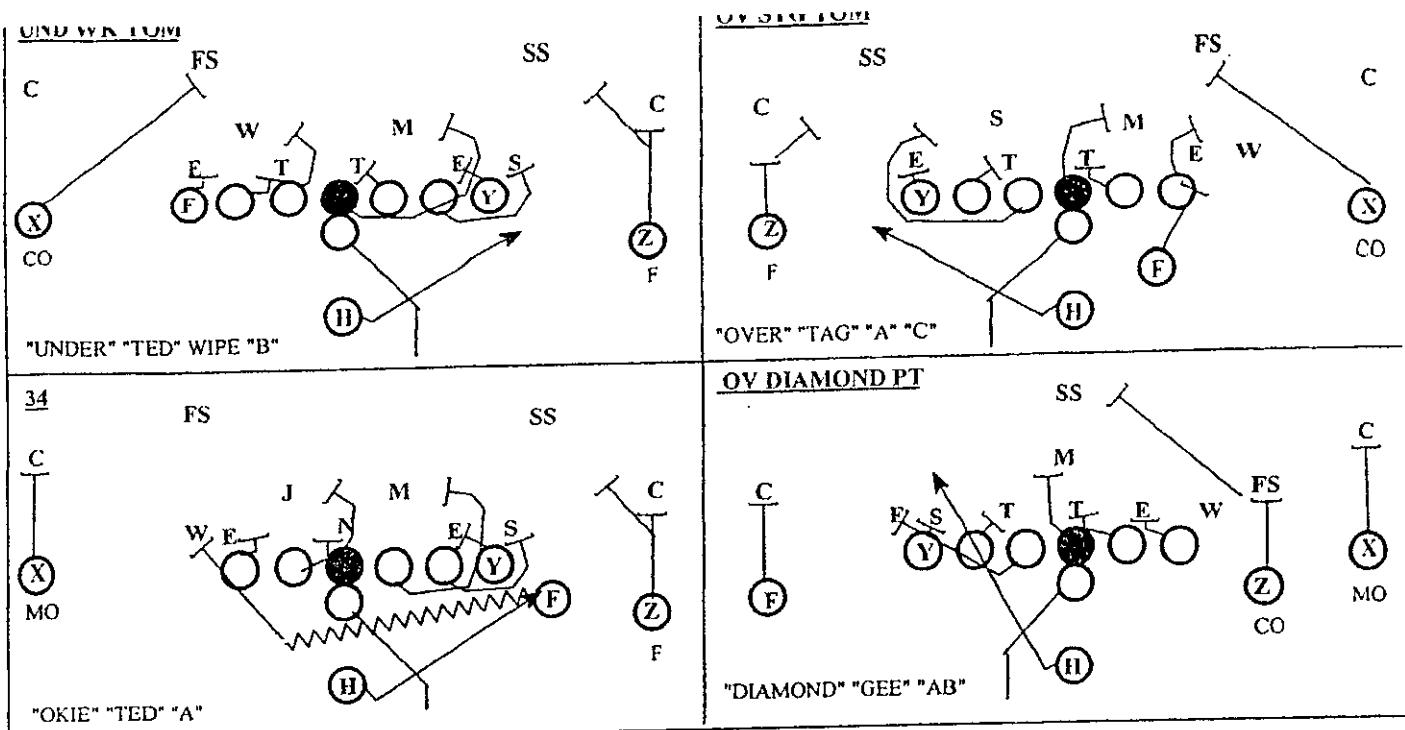
ALERT: FAN OR MAN ON.

**Y**

CUT THE DEFENSE USING BONG  
TECHNIQUE, 1-TECH OR BACKSIDE DT.

**X/Z**

2/3 HOLE FORCE.



#### DESCRIPTION:

STRONG SIDE 1 BACK SEPARATION PLAY, OFF OF SPRINT ACTION, THIS CAN BE A REGULAR OR SUB RUN.

NOTE: MAY USE ZONE BLOCKING SCHEME ALSO.

**QB**

OPEN FAST AT 4:00 O'CLOCK (8:00) EXTEND BALL FOR WIDE MESH, SET UP PLAY FAKE MECHANICS.

**F**

LANDMARK IS B GAP, CUT OFF E.M.O.L.

**H**

OPEN CROSSOVER, SPRINT 2 YARDS OUTSIDE OF TE, STAY ON HIP OF G, T, READ BLOCK.

## FRONTSIDE

BLOCK #0, ALERT WIPE, A, AB, ORANGE/YELLOW CALLS.

ALERT TAG, TED, WIPE, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, "GEE" CALLS.

8/9 HOLE FORCE.

## BACKSIDE

**C**

CUT OFF #1 ALERT A, AB, SLAP, B CALLS.

**G**

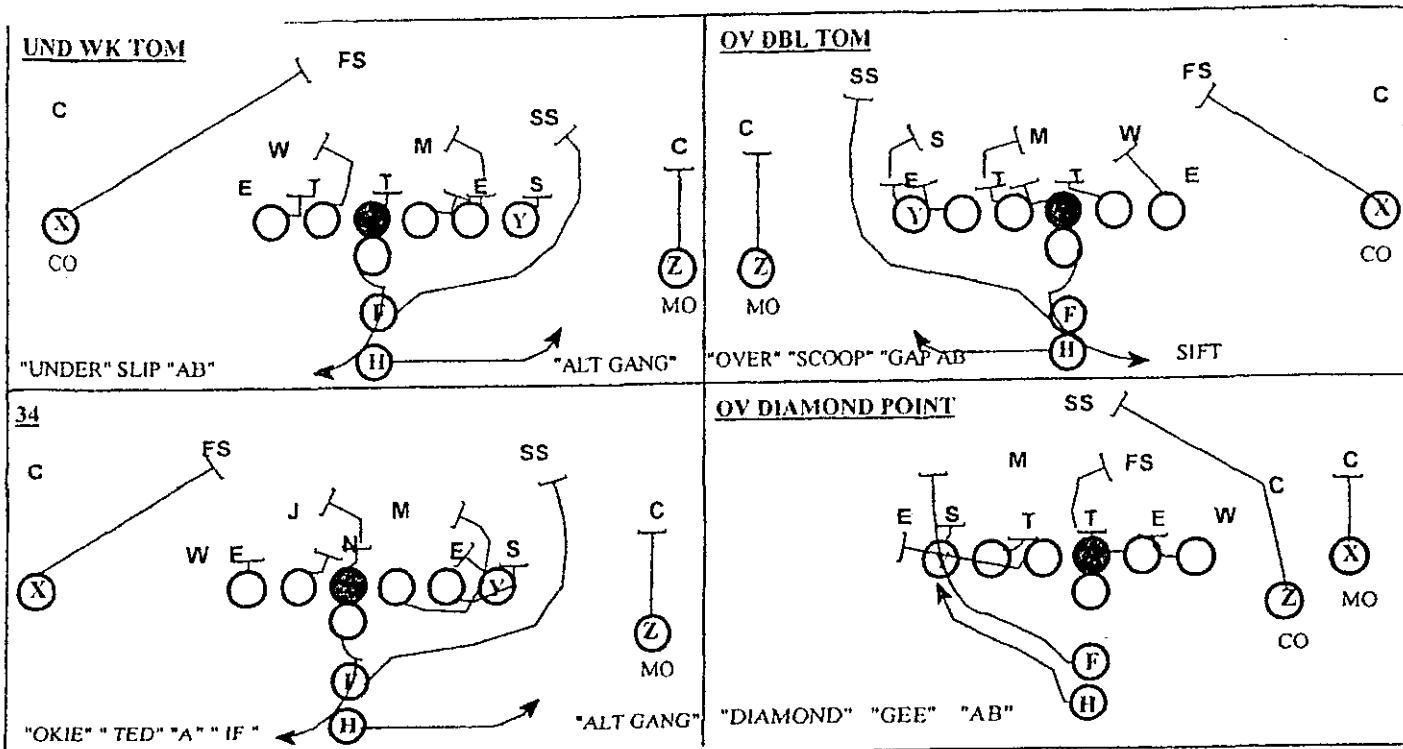
ALERT AB, SLAP, B CALLS

**T**

CUT OFF

**Y**

**X/Z**



#### DESCRIPTION:

STRONGSIDE TOSS BOSS PLAY, WE CAN USE ZONE OR "TED" BLOCKING, WE WILL GO BACK 1 VS. FS DOWN.

**QB**

REVERSE PIVOT - TOSS BALL TO BALL CARRIER, SEE NAKED ACTION.

**F**

BLOCK SUPPORT INSIDE OUT.

**H**

OPEN GO, RECEIVE TOSS, STRETCH AND STAY ON HIP OF FB - READ FB BLOCK.

#### BACKSIDE

ALERT AB, GAP A, AB, RIP AND LIZ. "HORN CALLS"

ALERT B, GAP AB, SIFT, RIP AND LIZ.

CUT OFF

#### FRONTSIDE

BLOCK #0, ALERT A, AB, GAP, GAP A, RIP AND LIZ, CLIFF CALLS

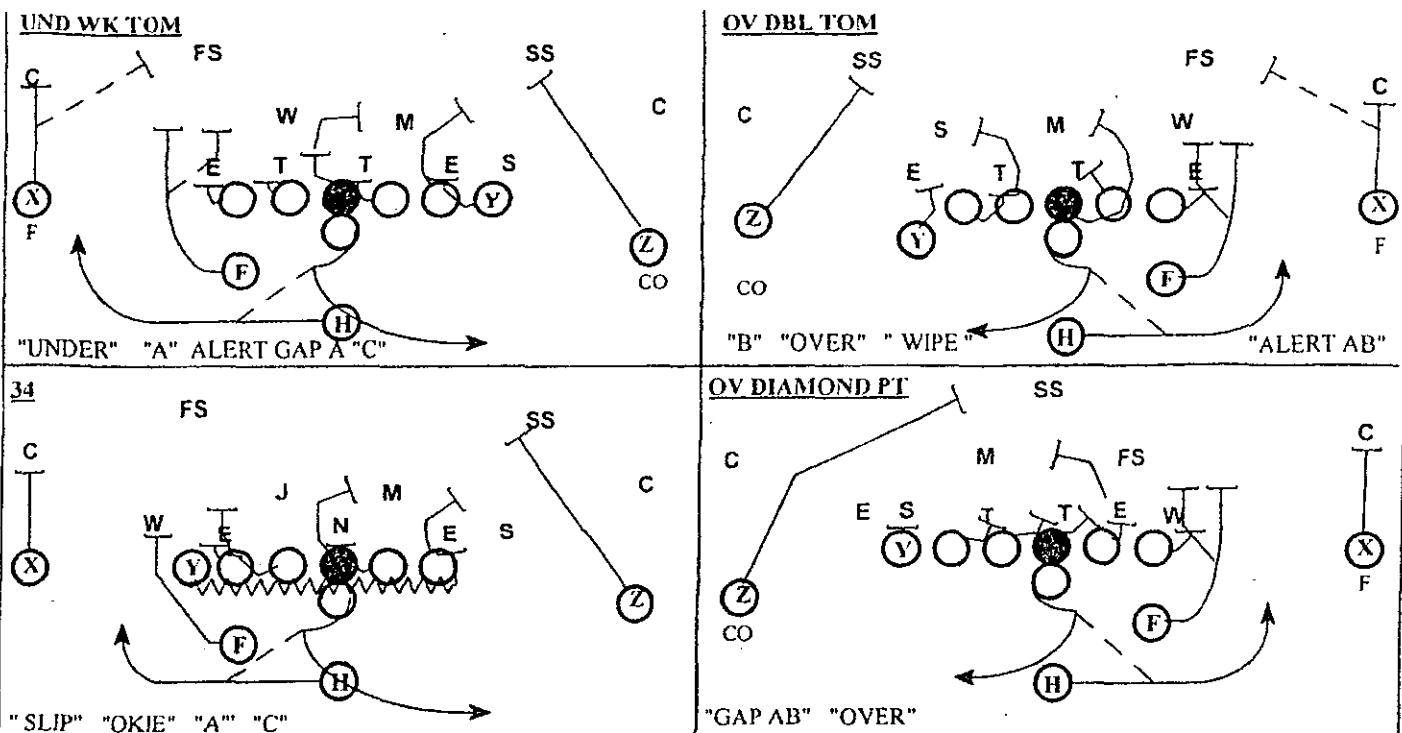
ALERT SLIP, GAP, GAP A, GANG, RIP AND LIZ, TED AND TAG CALLS

ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS

ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS.

MAN ON

**X/Z**



#### DESCRIPTION:

A WEAKSIDE TOSS PLAY WITH BASE BLOCKING.

**QB**

REVERSE PIVOT--TOSS BALL TO BALL CARRIER. SELL NAKED ACTION.

**F**

BLOCK WILL  
"ALERT WIDE END, OT MAY SIGNAL YOU TO BLOCK END."

**H**

OPEN, SHUFFLE, RECEIVE TOSS RUN A STRETCH COURSE AND KEY EMOL BLOCK.

## FRONTSIDE

BLOCK #0. REACH BLOCK.  
ALERT GAP, GAP A, A, GAP AB AND WIPE CALLS.

BLOCK #1. REACH BLOCK.  
ALERT GAP, GAP A, SLIP, WIPE AND GAP AB CALLS.

BLOCK DE. REACH BLOCK.  
ALERT SLIP CALLS, VS. WIDE END SIGNAL BACK AND SLIP WITH GUARD.

9 HOLE FORCE.

## BACKSIDE

**C**

BLOCK #1. CUT OFF.  
ALERT A, B AB & GAP AB CALLS.

**T**

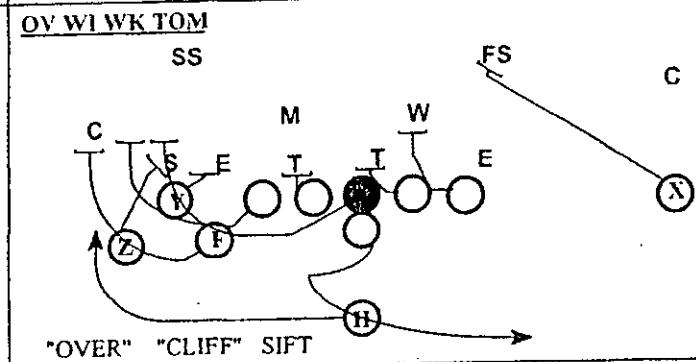
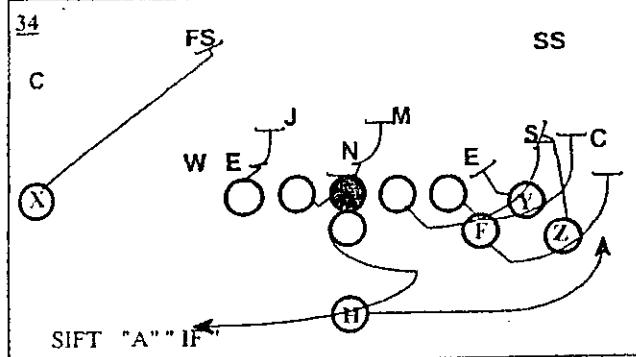
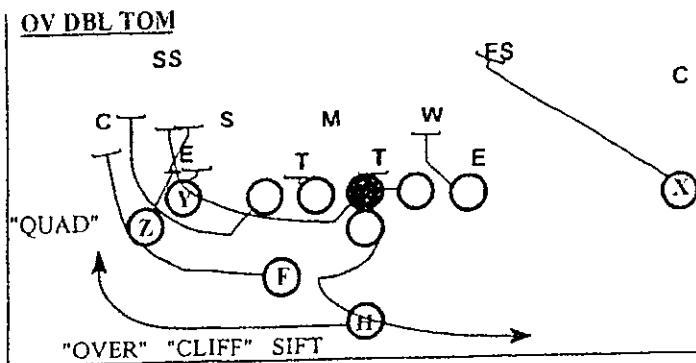
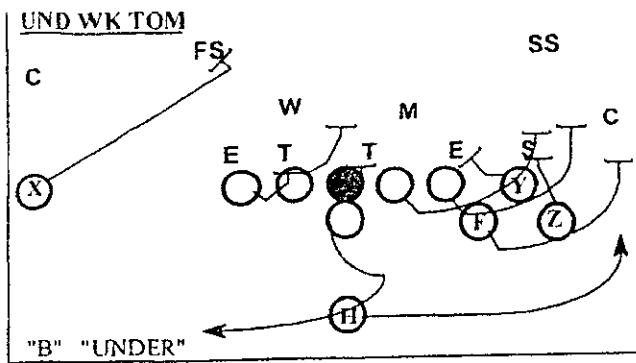
BLOCK #2. CUT OFF.  
ALERT B, AB, C, SUP & GAP AB CALLS.

**Y**

BLOCK #3. CUT OFF.  
ALERT B, C, SUP CALLS.

**X/Z**

CUT OFF (ALERT BOX CALL IN SLOT.)



**DESCRIPTION:**

An outside cut and seal play.

"WE WANT TO CUT & SEAL THE DEF."

**QB**

REVERSE PIVOT-TOSS BALL TO BALL CARRIER. SELL BOOT ACTION.

**F**

PULL AND BLOCK 1ST FORCE.

**H**

OPEN GO, RECEIVE TOSS - CHASE F OUTSIDE # ALERT DOWNHILL CUT.

## BACKSIDE

ALERT: "A", "AB" AND CLIFF CALLS, "B" ALSO.

ALERT: "B" AND SIFT CALLS.

CUT OFF

## FRONTSIDE

**C**

ALERT: A, GAP, AB AND CLIFF CALLS.

**G**

ALERT: TAG, IF AND YOU CALLS.

**T**

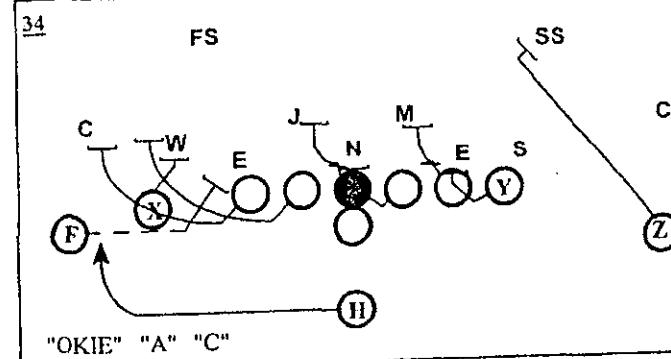
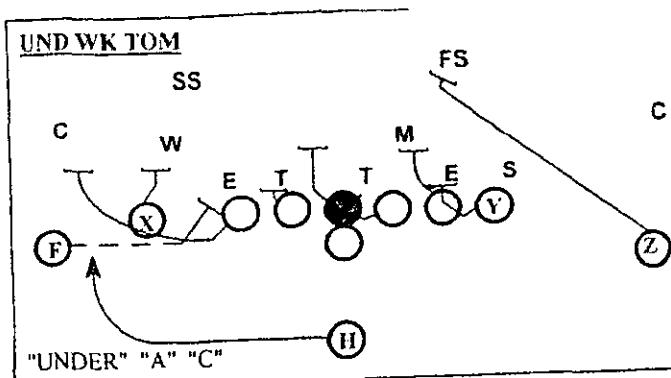
ALERT: YOU CALLS AND TAG CALLS.

**Y**

BLOCK END/ ALT QUAD CALLS.

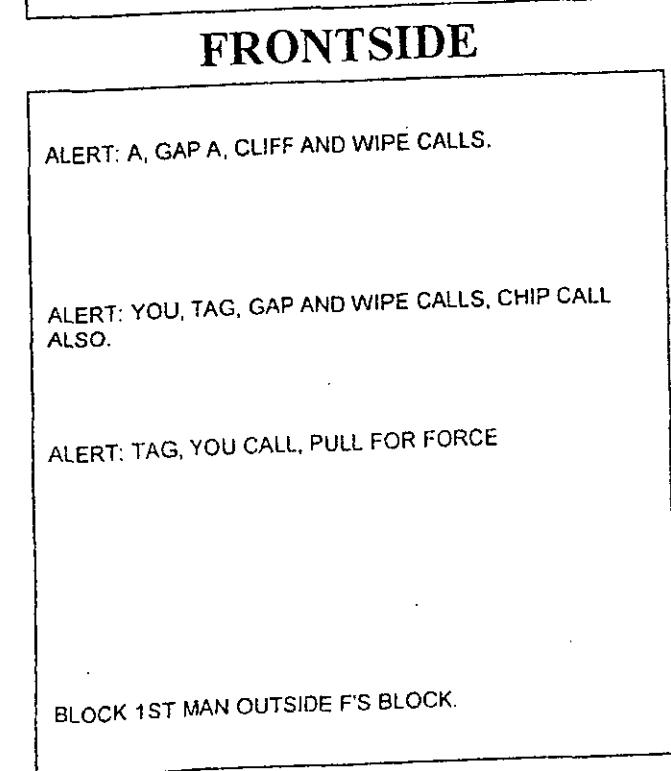
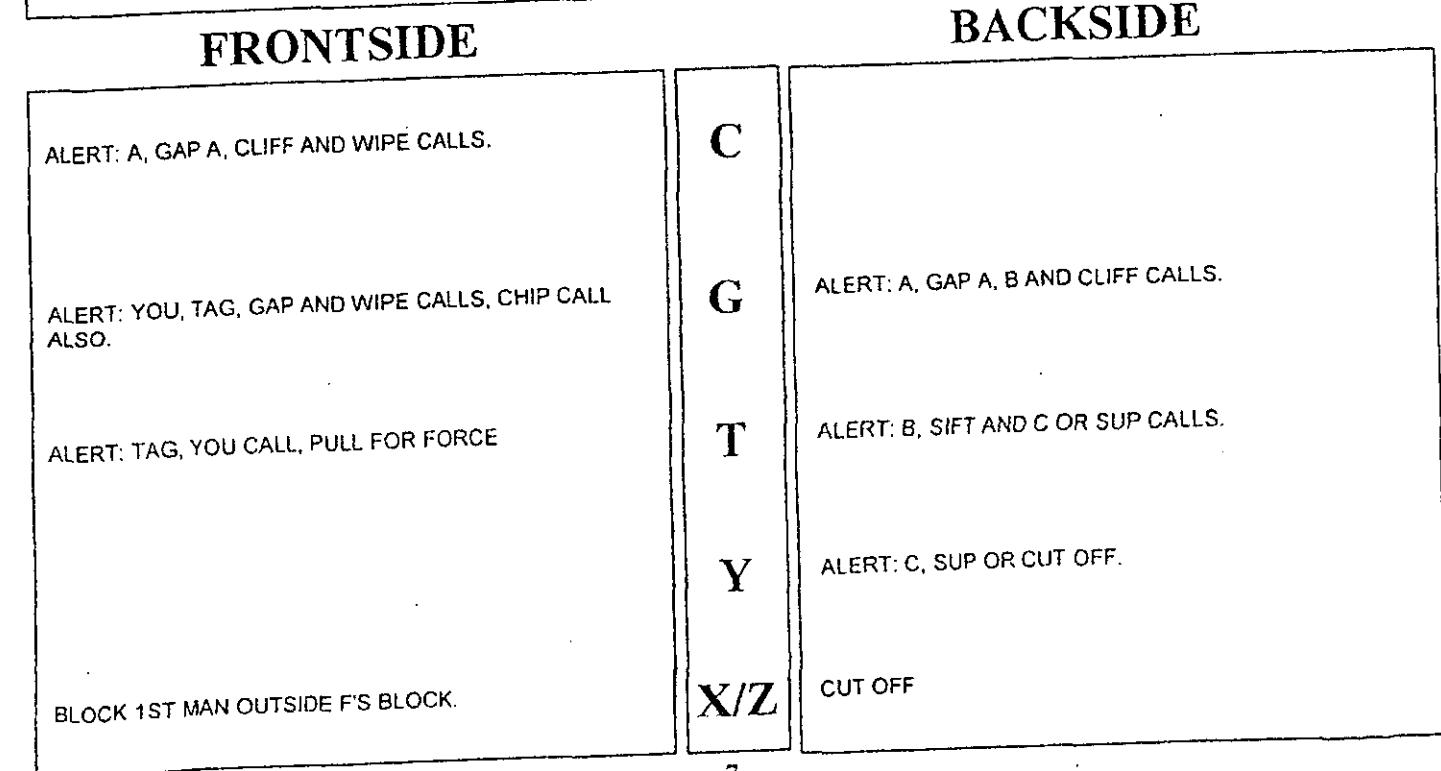
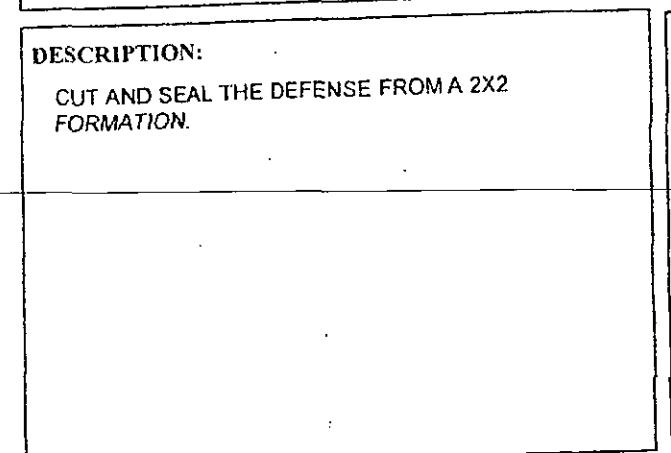
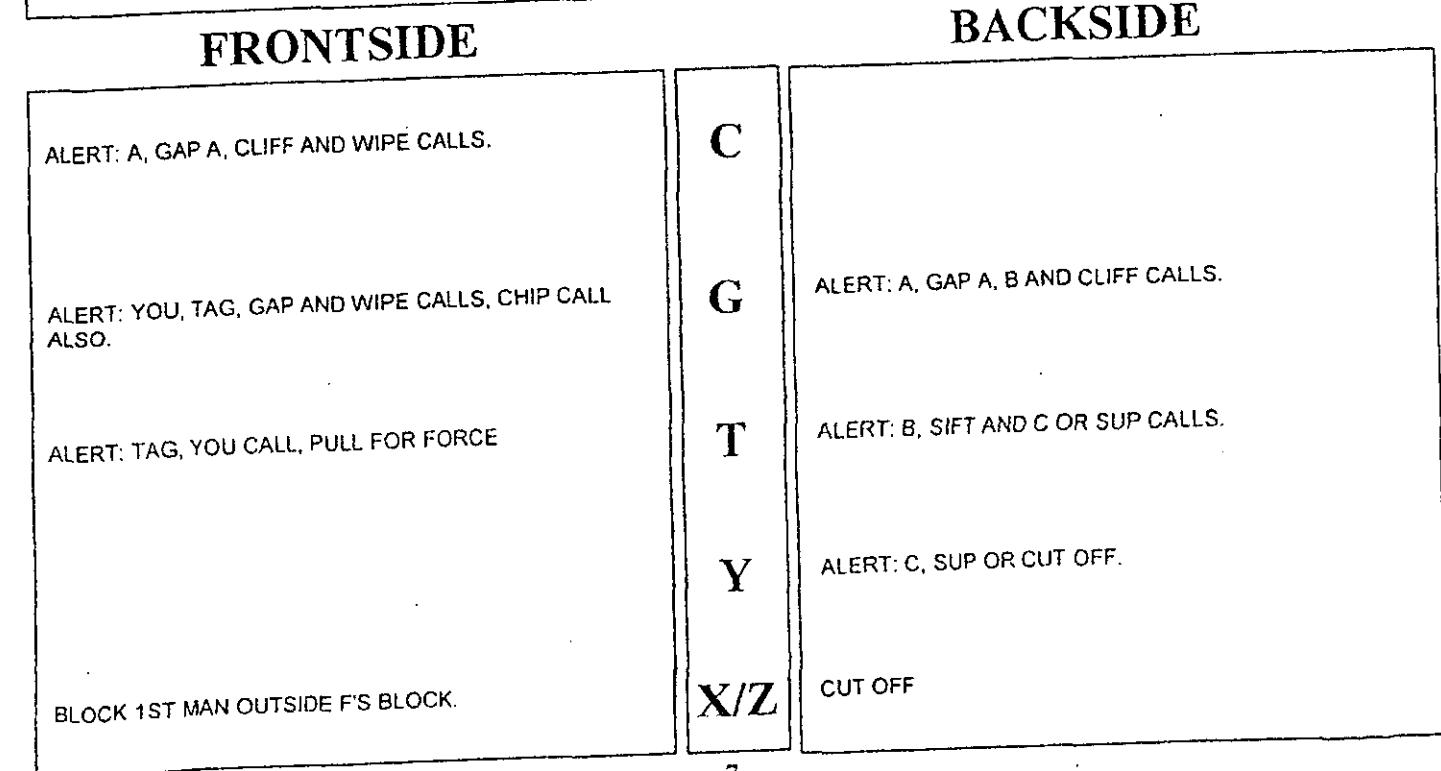
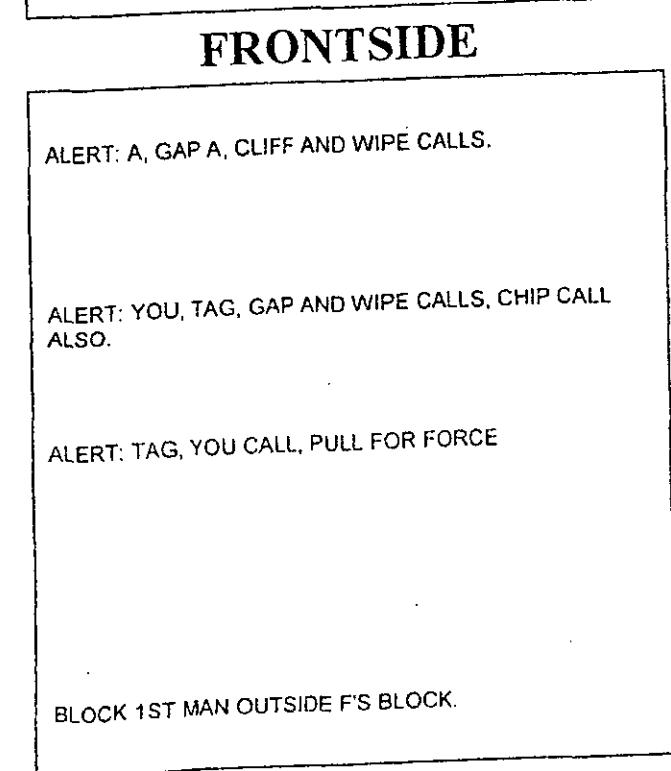
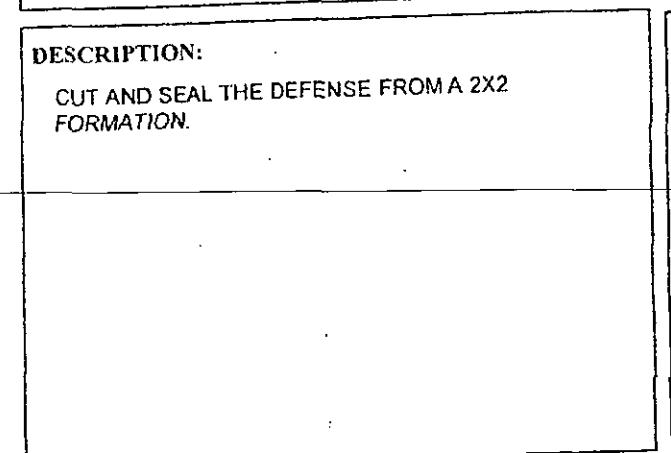
**X/Z**

BLOCK 1ST MAN INSIDE AT SNAP. ALERT: QUAD.



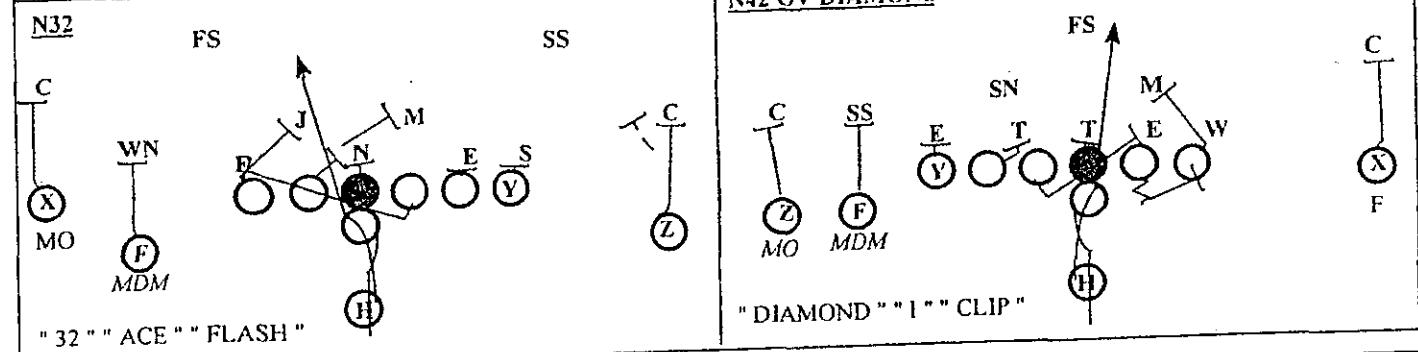
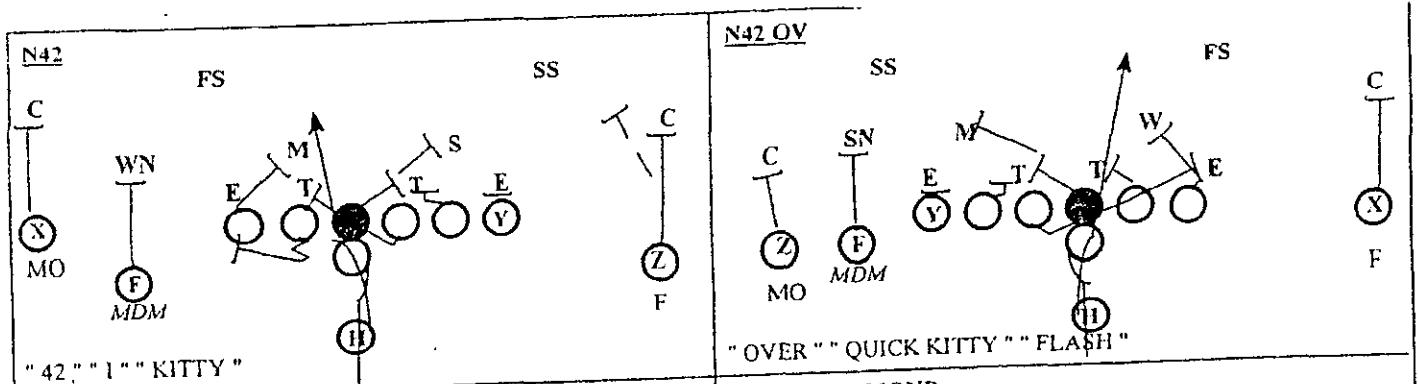
**DESCRIPTION:**

CUT AND SEAL THE DEFENSE FROM A 2X2 FORMATION.



<h3>READ</h3> <p>Arc release outside OT. Vertical stem to a break point at 5 yards depth. Turn outside vs. Zone and stay on move vs. Man.</p>	<h3>CHOICE</h3> <p>Arc release outside OT. Vertical stem to a break point at 5 yards depth. Turn outside vs. Zone. Vs Man, break outside or beat him across face.</p>
<h3>FAN</h3> <p>Arc release outside OT. Vertical stem to a break point at 3-5 yards depth, speed cutting outside.</p>	<h3>DEEP IN</h3> <p>Gain some width, vertical to 12-14 yds and break flat</p>
<h3>OPTION</h3> <p>Release through LOS, if Man make a break at 5 yards to either side. If Zone, hook it up.</p>	<h3>CHK STOP</h3> <p>Check outside to a spot 3 yards outside TE or OT and 3 yards deep. Always turn inside.</p>

<h3>FLAG</h3> <p>Verticle stem to a break point of 8-10 yards depth. Foot press at 8-10 and break for sideline on a 45 degree angle. Think of foot press as accelerator.</p>	<h3>SEAM</h3> #'). The receiver (F) is positioned at the turn point. Other players (X, Y, Z, H) are shown in their respective positions along the line."/> <p>Outside release working to inside edge of #'s.</p>
<h3>POST</h3> <p>Release slightly outside TE or OT. Verticle stem to a break point of 10 yards depth. Foot press at 10 and break for center of goal post. Think of foot press as an accelerator.</p>	<h3>PIPE</h3> <p>Release through LOS, avoid LB'er to outside, let ball bring you to the middle.</p>
<h3>DIAGONAL</h3> <p>Sprint outside for a spot 1-3 yds deep and 3yds from sideline.</p>	<h3>WHEEL</h3> <p>Start initially on a diagonal route, look back at QB, then turn up field 5 yards from sideline.</p>



#### DESCRIPTION:

Weak side Quick Trap with Influence Blocking.

**QB**

Butt to hole, Matadore Tech. Set up pocket play fake.

**F**

MDM OUTSIDE OF BOX

**H**

Cheat up, aiming point opposite butt cheek of playside call.

#### BACKSIDE

Pull and trap 1st down lineman vs. OT Bubble - 3 Tech vs. OG Bubble = End

Alert Kitty, Mingo, C, Clip or Jump through by game plan.

Block Man on, Alert C, Out calls.

Force

**C**

Block #0, Alert back, Quick, Kitty, Ace.

**G**

Influence vs. OT Bubble, Alert Ace, Quick calls.

**T**

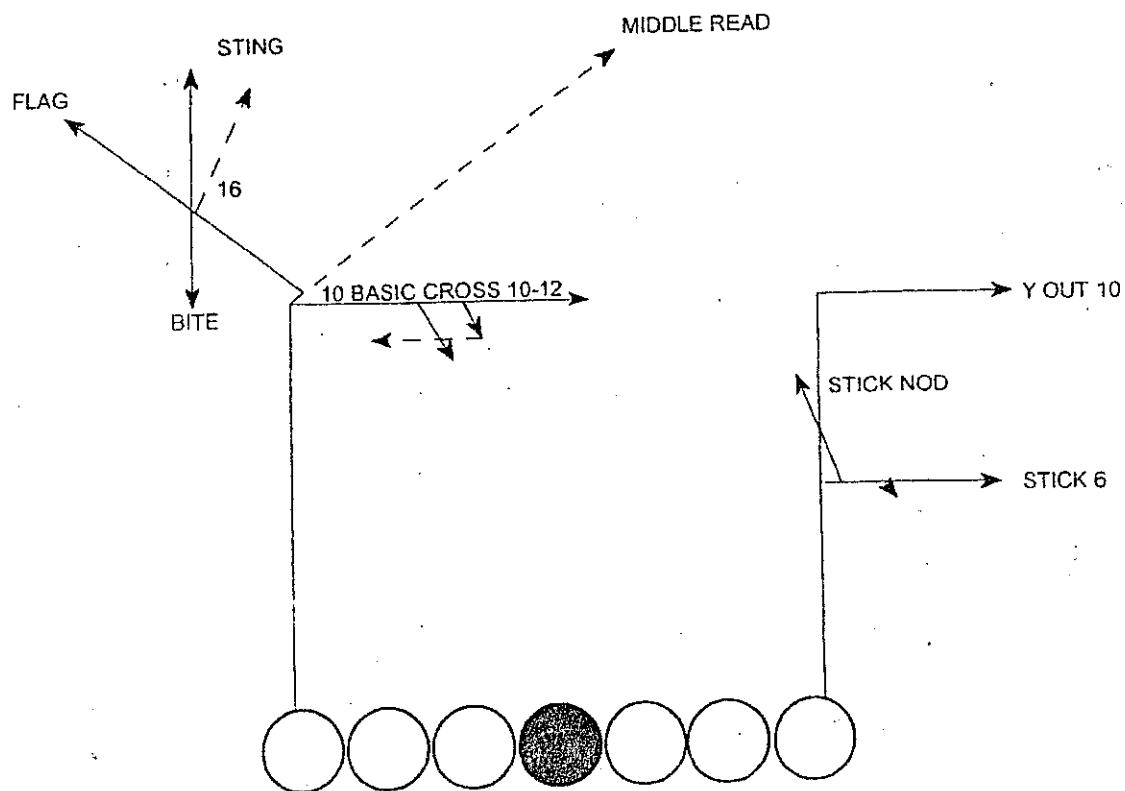
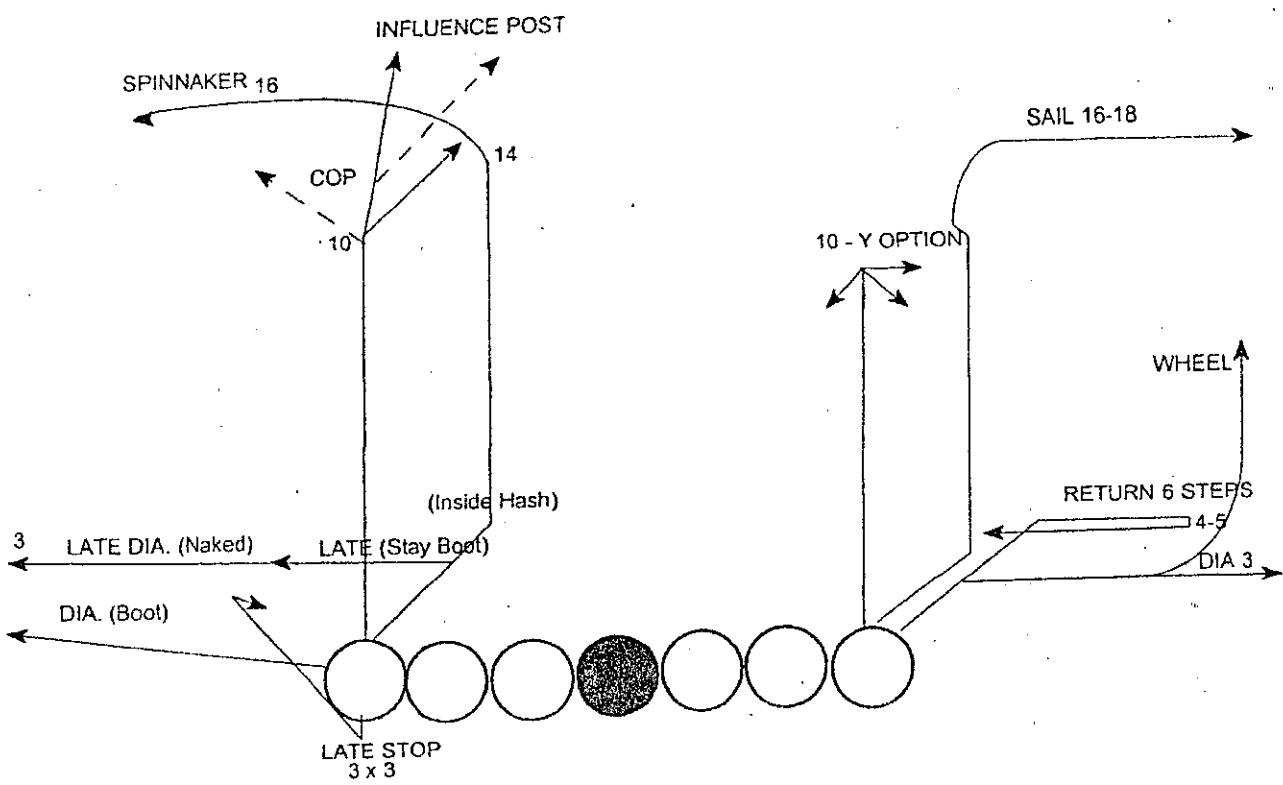
Flash DE to 1st Bubble Backer, Stay low and flat, run through the block.

**Y**

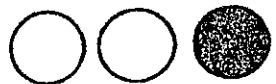
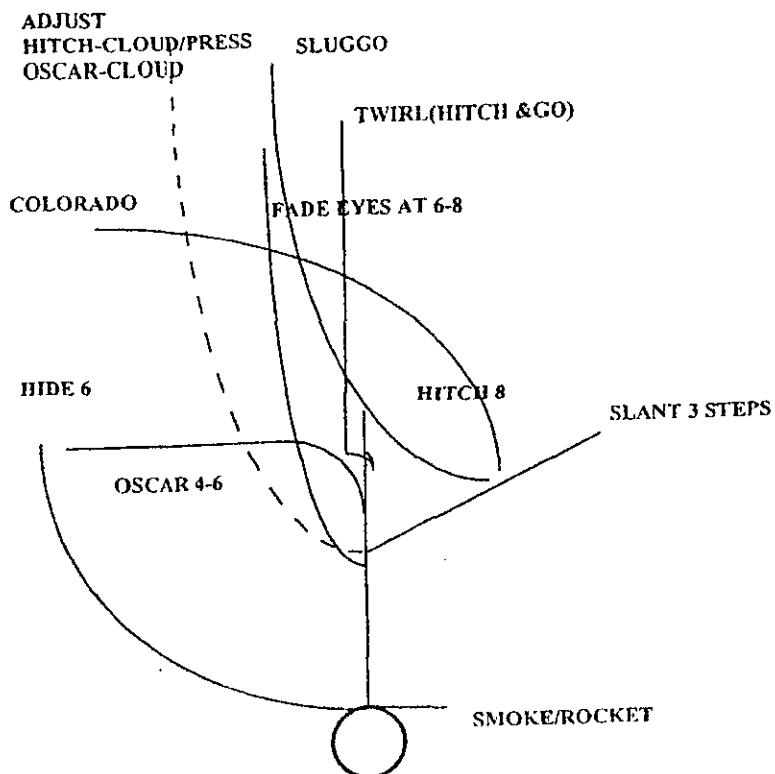
Force

**X/Z**

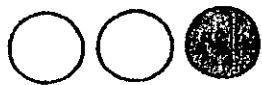
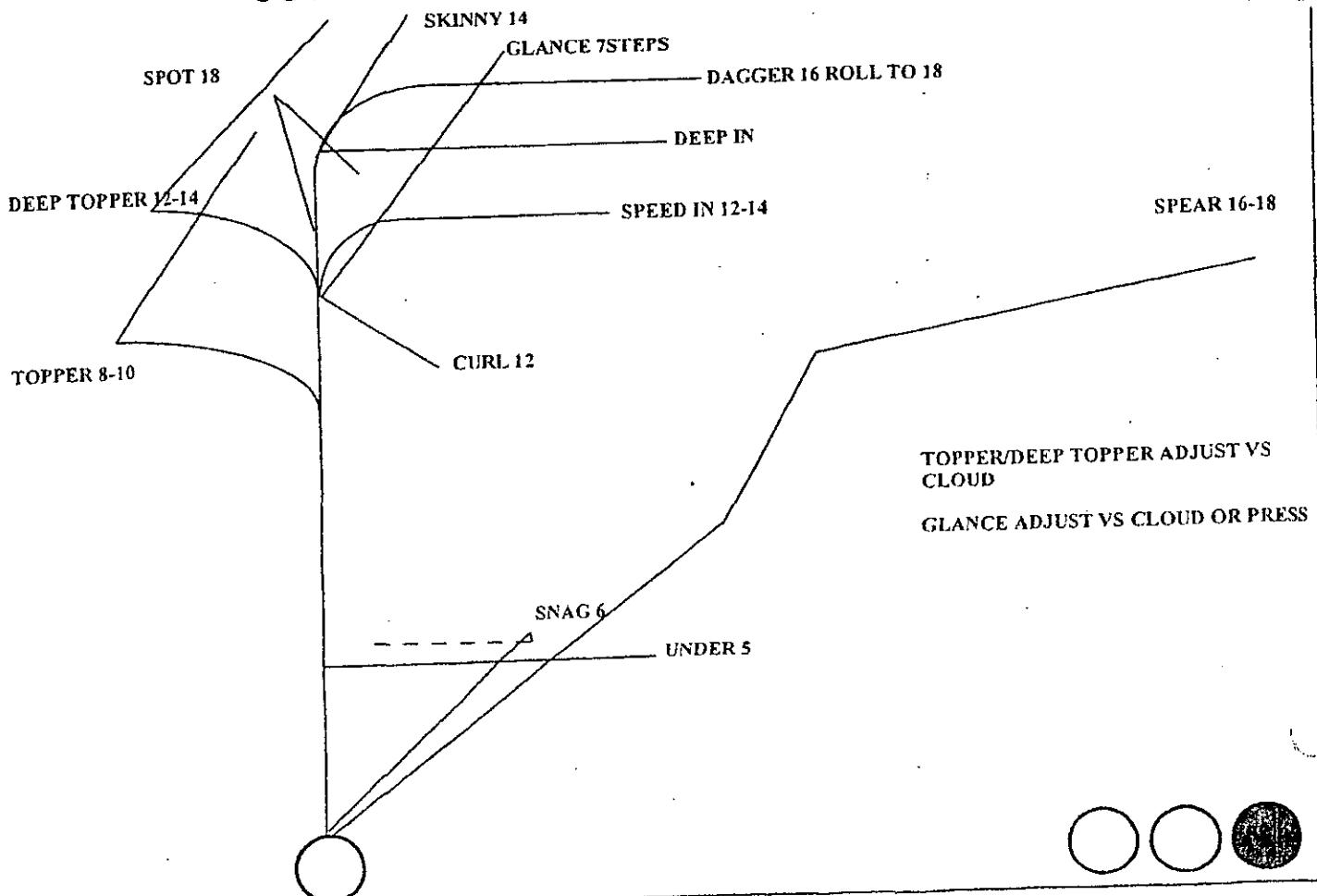
#### FRONTSIDE

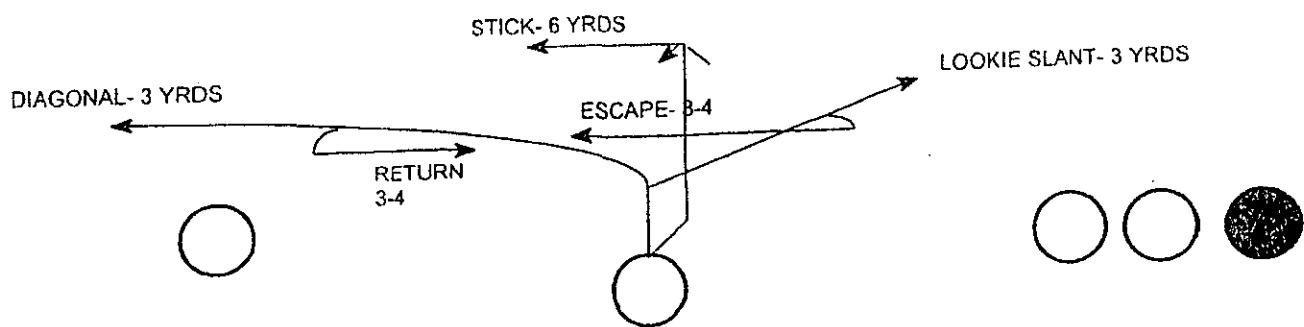


## OUTSIDE RECEIVER ROUTE

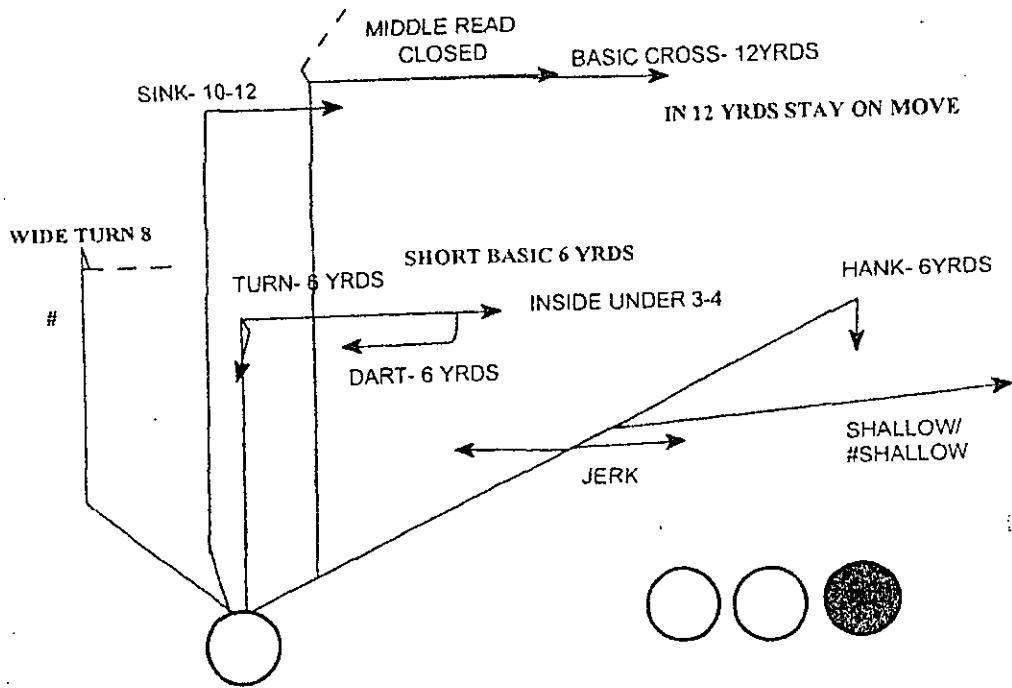


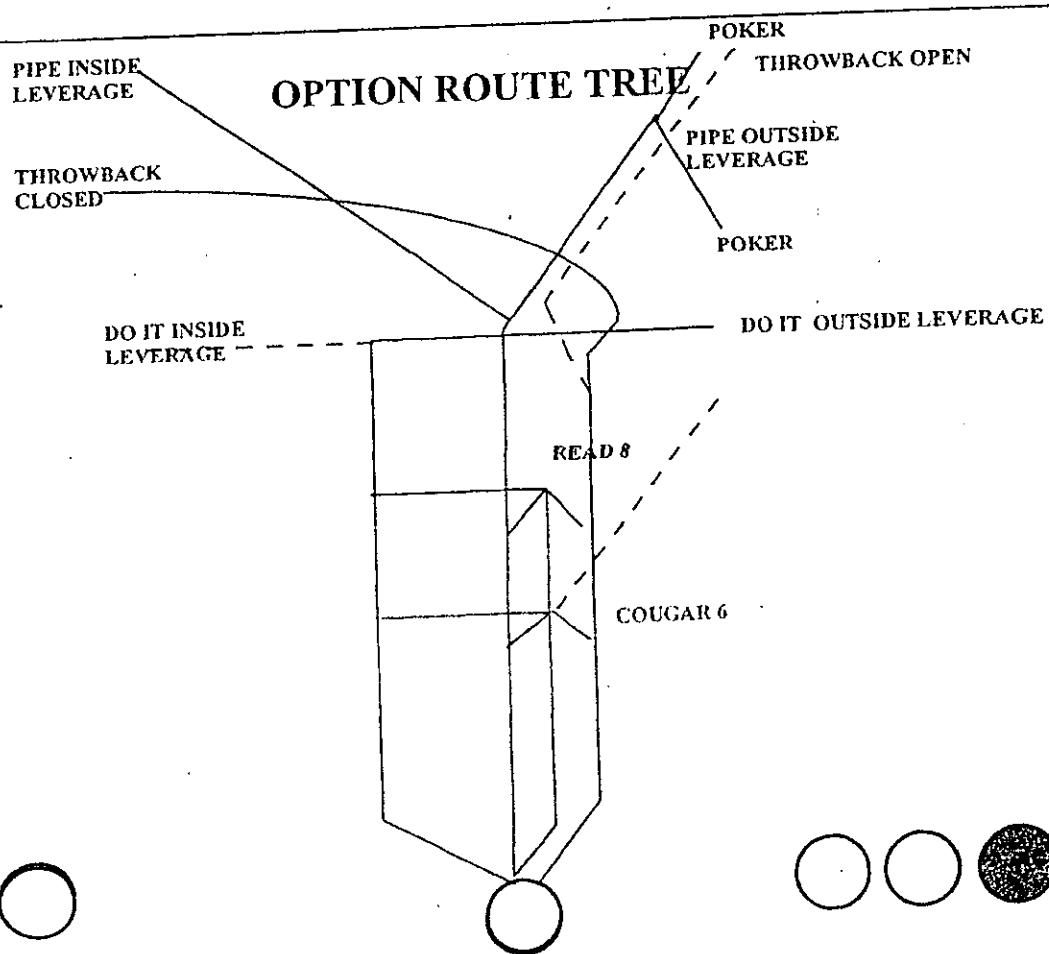
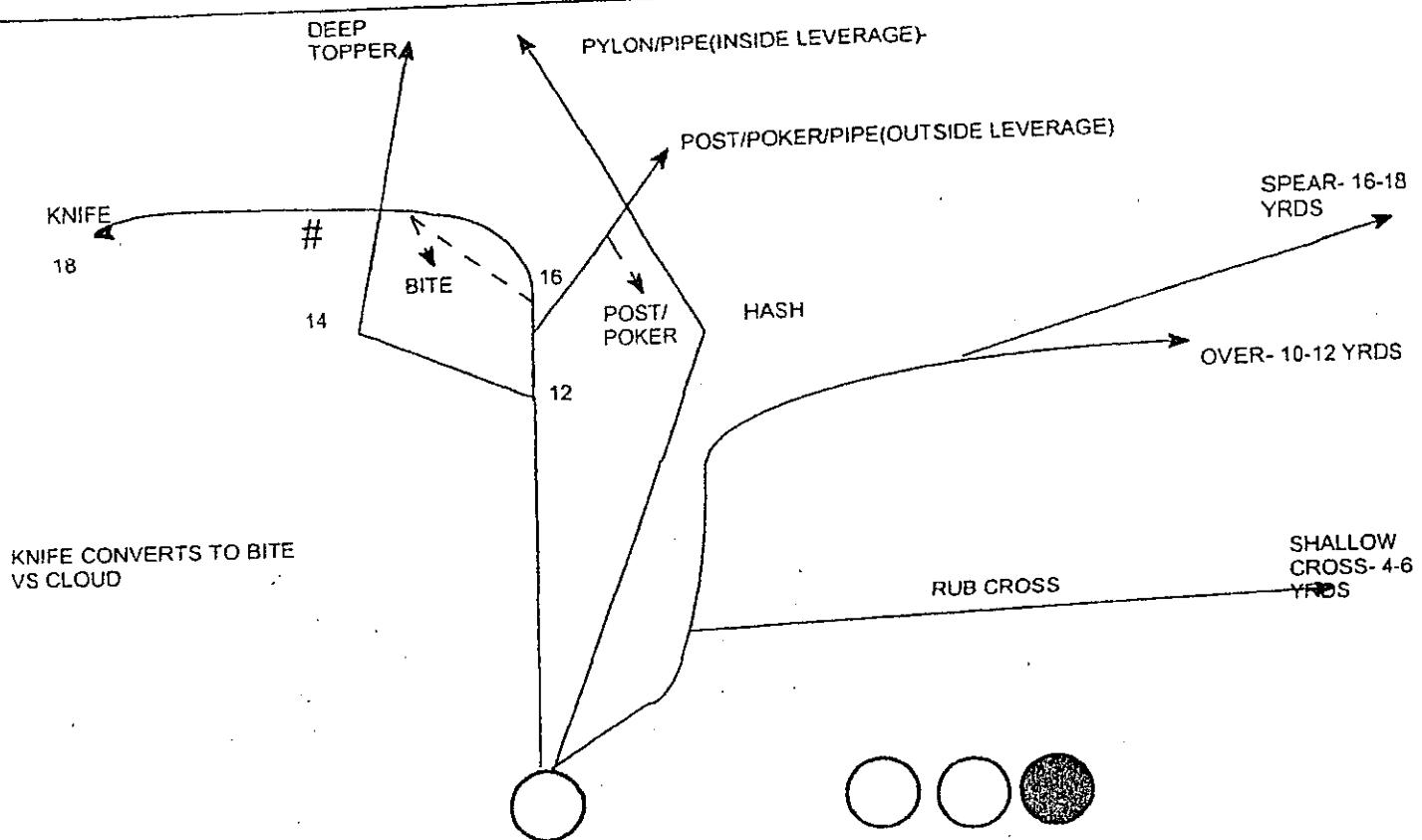
## OUTSIDE RECEIVER- INSIDE BREAKING ROUTES

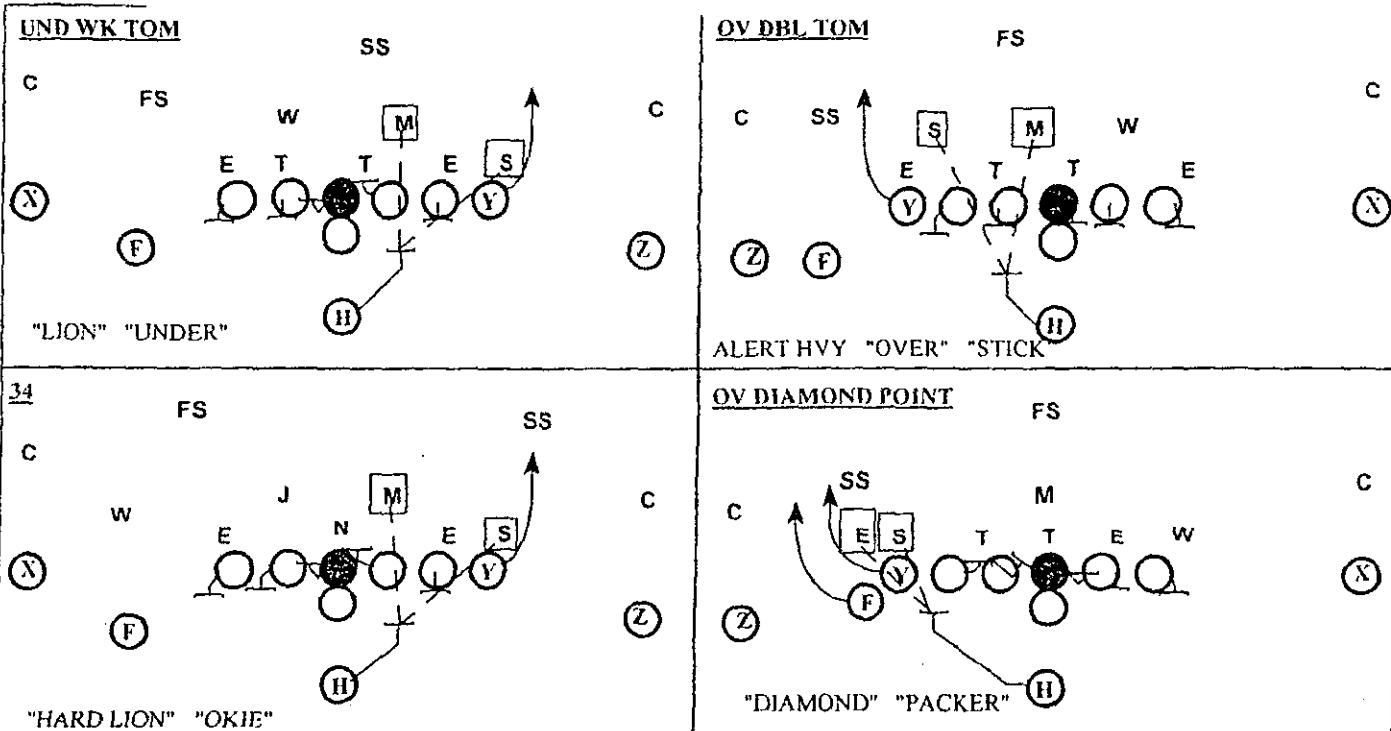




### SLOT RECEIVER ROUTE TREE OPEN







#### DESCRIPTION:

This is a Weakside Slide away from the TE, with the line accounting for the Will. The HB has a Dual Read from Mike to Sam. If a LB does not rush he is free to release. The TE is the Hot, when Mike & Sam rush.

52 (53) is a 5-7 step drop pattern.  
QUICK 52 (53) is a 3-step drop pattern.

**QB**

5-7 step drop on 52 (53),  
Slide Protection Weak. Remaining Back Dual Read Strong.  
TE will handle Hot if it is not built in. (Hot off of S/M.)

**F**

Free Release

**H**

Block Mike to Sam to SS, Alt Hvy, Poss. Re-direct  
for FS Blitz

#### BACKSIDE

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls.  
Alert new mike , Lucky/Ringo calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls.  
Alert new mike , Lucky/Ringo calls.

**C**

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo, Stick & Packer calls.  
CP: new mike with Slot not topped.

**G**

Block Man On or Inside on LOS.  
Alert Ram/Lion, Hard Ram/Lion, Packer & HVY calls.

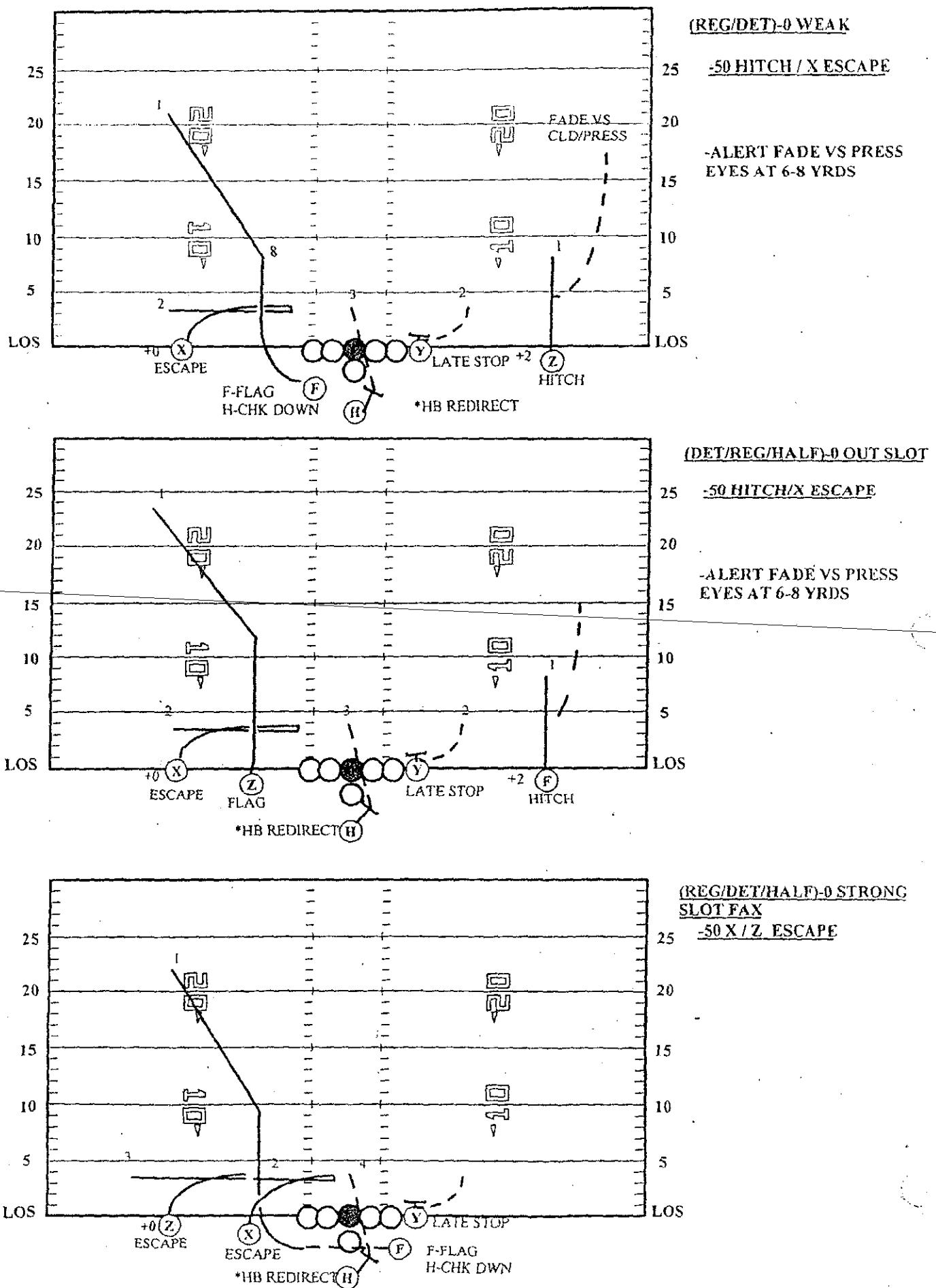
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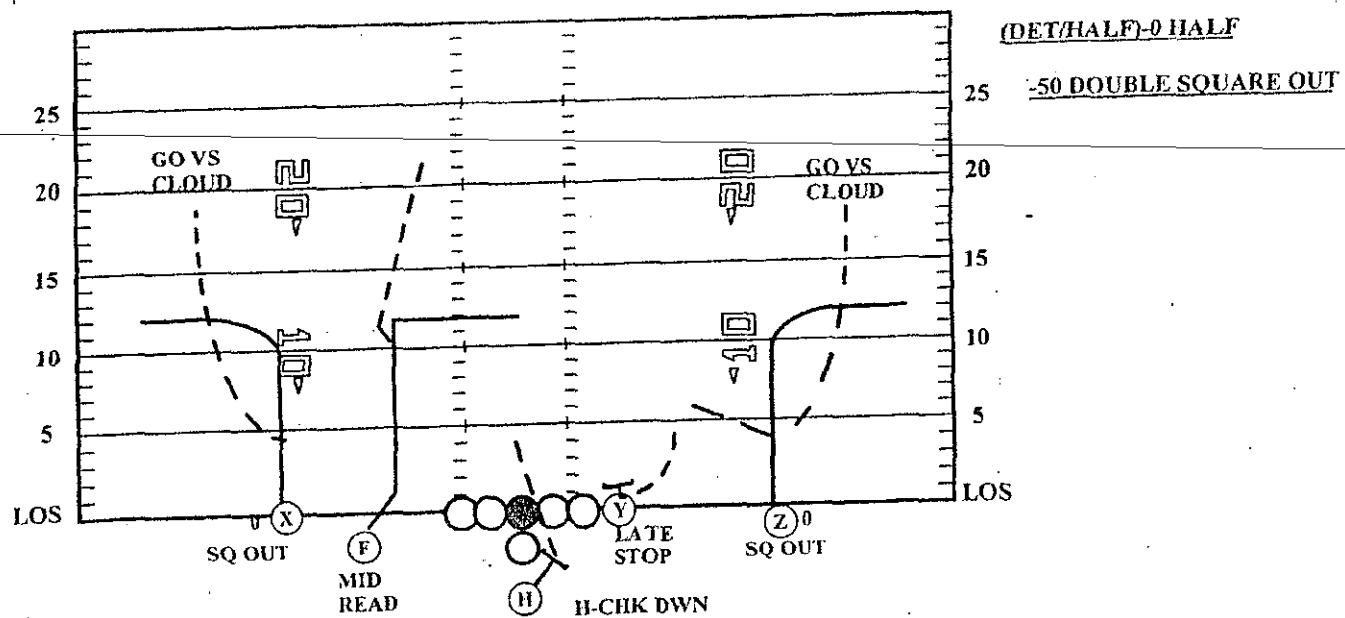
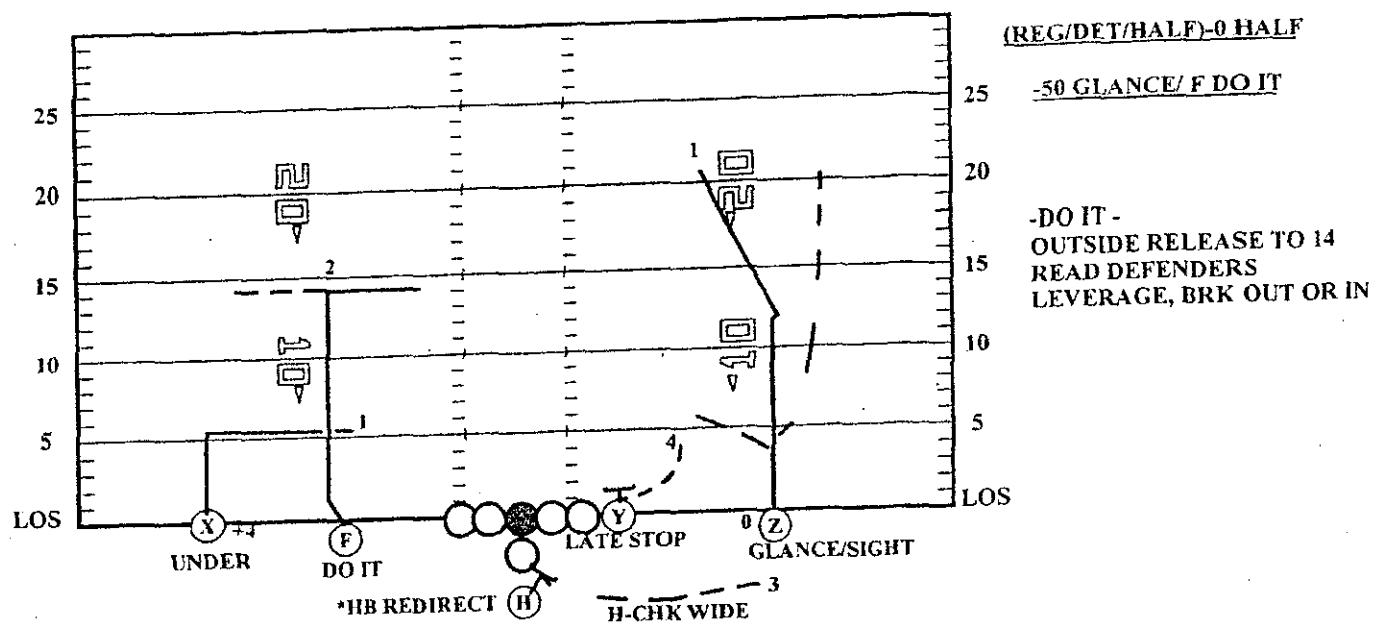
Block DE.  
Alert Packer.

**Y**

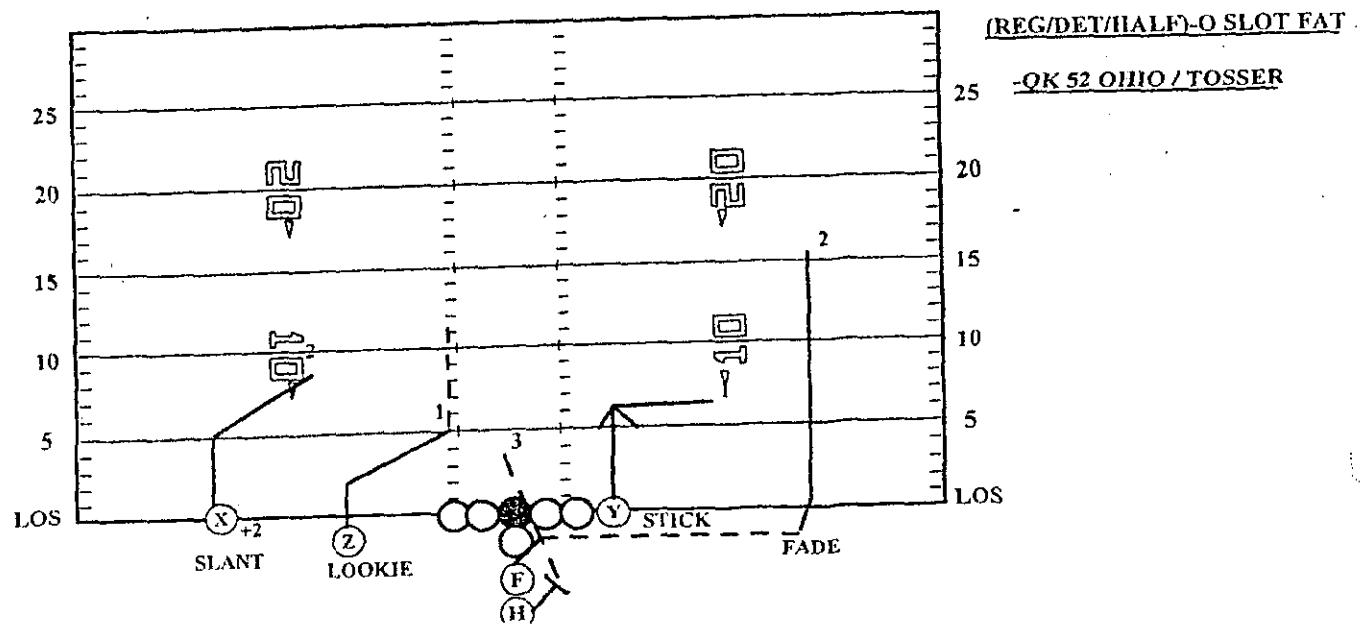
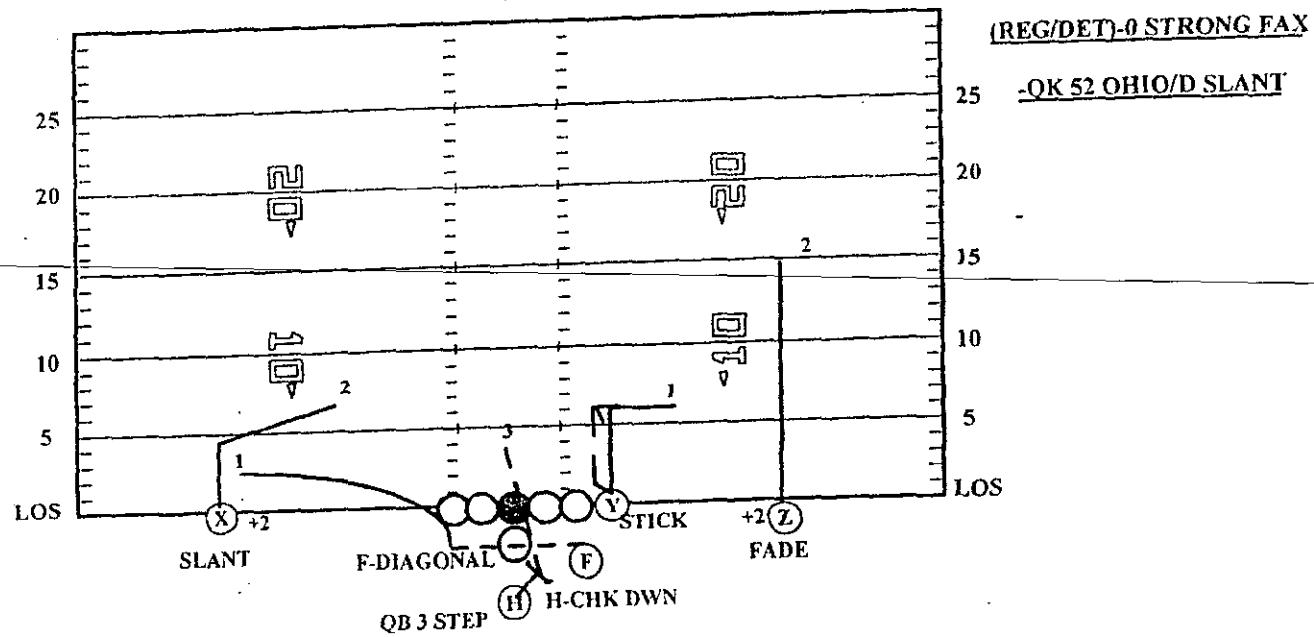
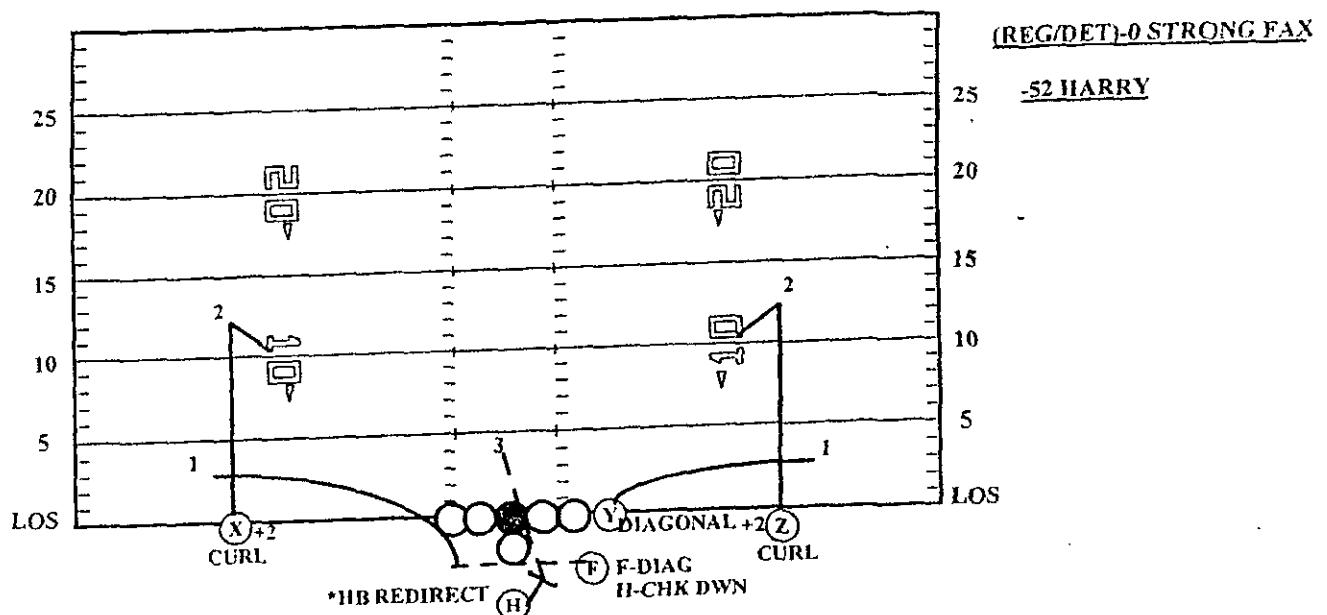
Release into route. Hot Off Sam & Mike  
All new mike , Hot off S/SS

#### FRONTSIDE

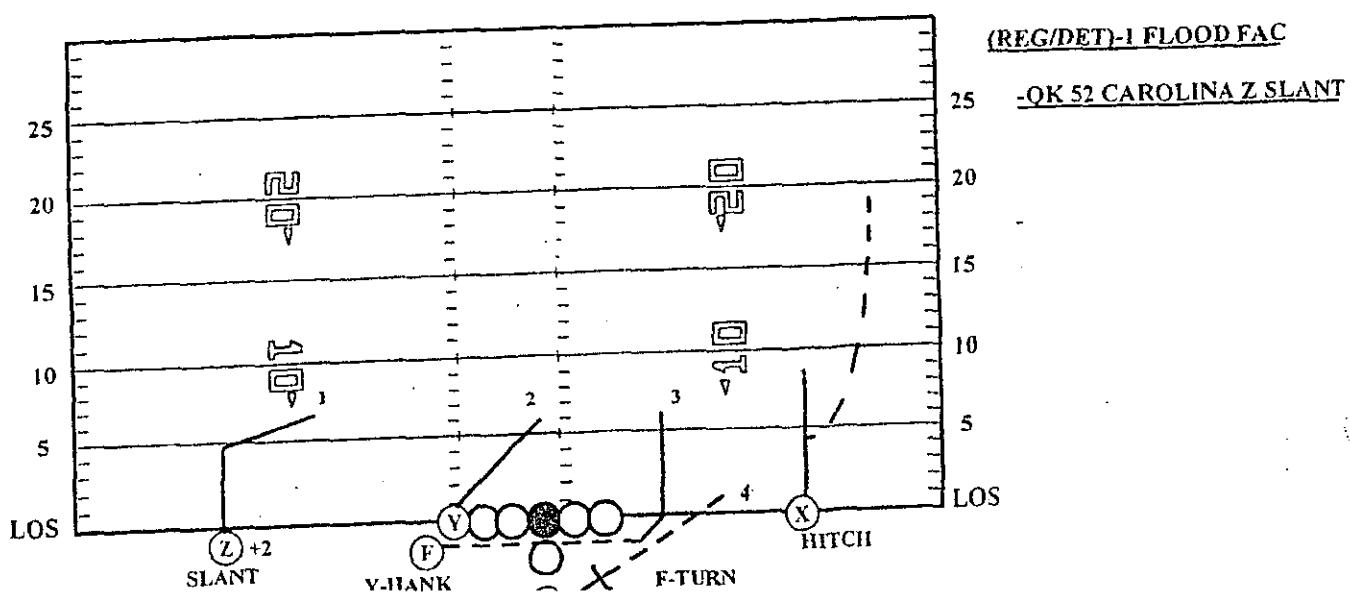
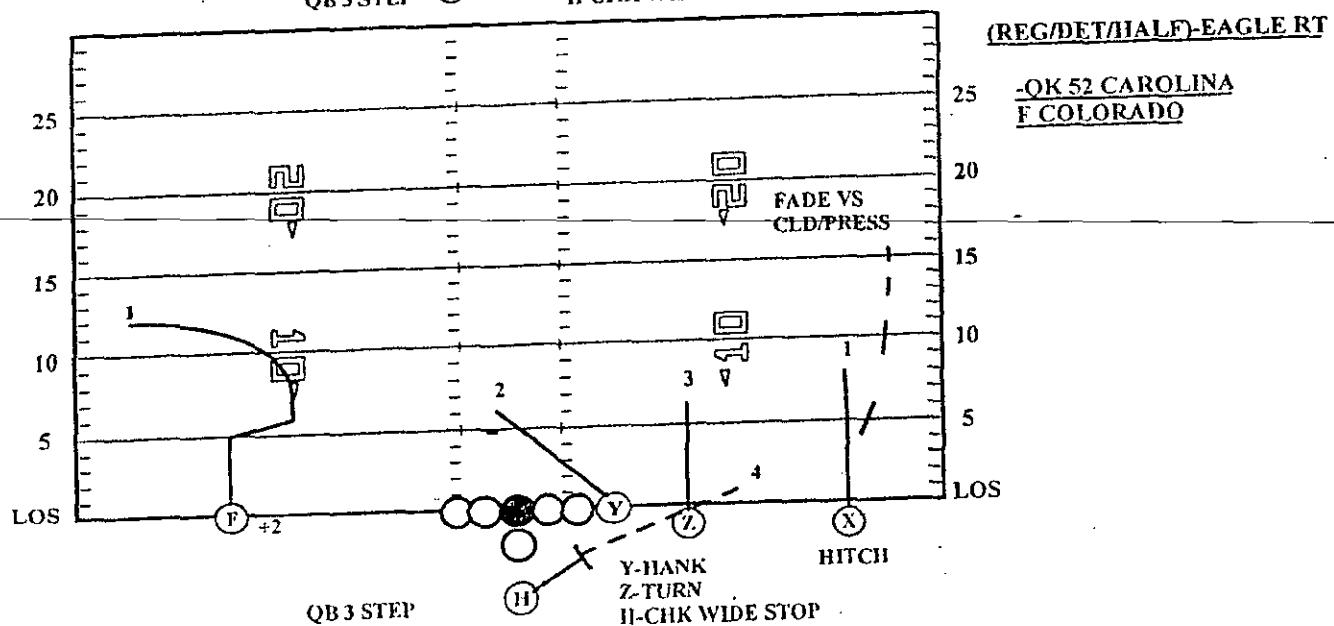
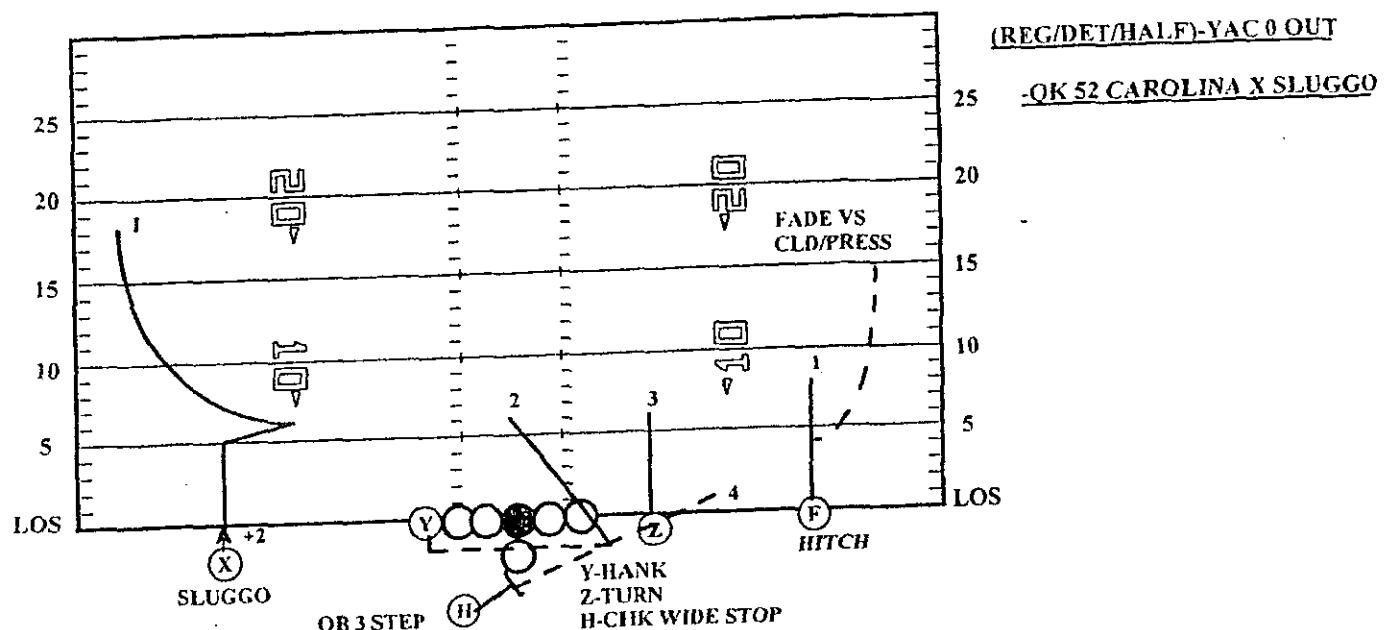




# (QUICK) 52 PASSES

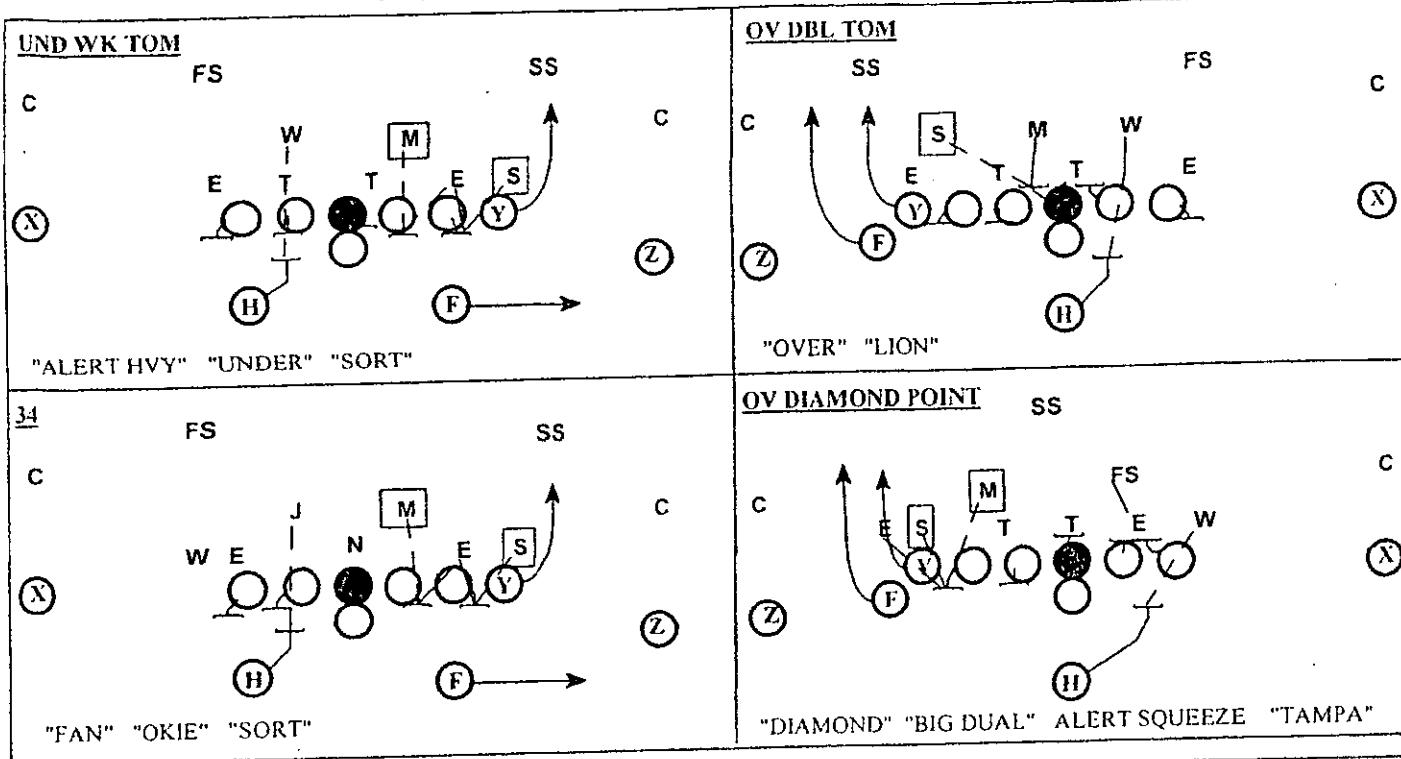


## QUICK 52



# PROTECTION: 62(63) PR0

# DUAL READ STRONG



## DESCRIPTION:

This is a strongside Dual Read allowing the FB to free release. The HB's blocking responsibility is the Will. With some 3-4 fronts it is Jack. If the LB does not dog he has a free release. The strongside guard, if uncovered, has a Sort with the ONT from the Mike to Sam or any blitzing DB. The TE is usually the Hot when we have one more rusher than we do protectors to the strongside. He could be hot off Sam or both Mike and Sam.

62 (63) is a 5-step drop pattern.  
QUICK 62 (63) is a 3-step drop pattern.

**QB**

5-7 step drop on 62 (63).  
Strongside Dual Read. Alert Hot strongside, blitz sight adjust weakside. Y handles Hot if it is not built in.

**F**

Free Release, Possible Hot by pattern.

**H**

Block Will to FS, Alert Tampa & HVY calls, ALT 5.0.

## BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## FRONTSIDE

Block #0 to Mike.  
Alert Hole, Zone, Ram/Lion.

Block #1. If #1 is the MLBer Fan Dual MLB to DE.  
Alert Hole, Ram/Lion, Fan, Sort & Squeeze calls.

Block #2. If #2 is a LBer Big Dual.  
Alert Ram/Lion, Fan, Sort & Squeeze calls.

Release into route. Alert possible Hot by pattern.

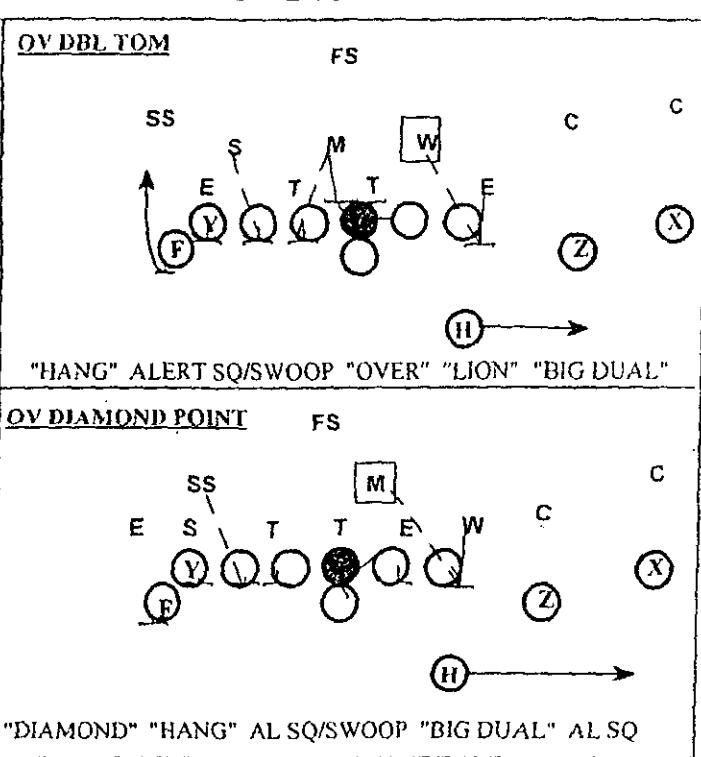
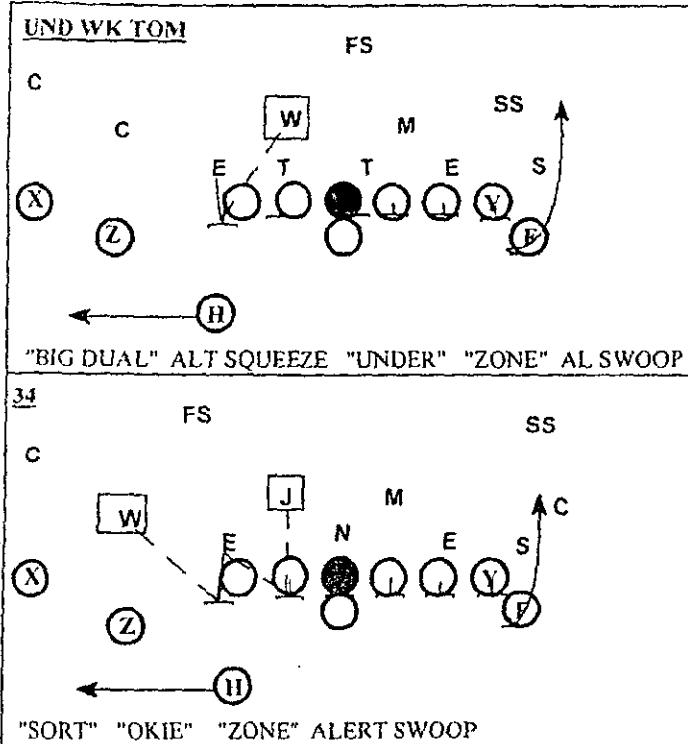
**C**

**G**

**T**

**Y**

## PROTECTION: 60 (61) BOOM



**DESCRIPTION:**

A weak side dual protection. The same as 60 Protection with an additional blocker strongside. (Boom) H will handle Hot weakside, F will handle #4 Stg. Side.

**QB**  
5-step or 7-step drop, determined by pattern called. Remaining back handles Hot. Weakside Dual Read. Alert Hot Weak.

**F**  
Boom protection puts F on #4 strong!! Release into route w/ no threat!!!

**H**  
Free Release Weakside--Alert Hot.

## BACKSIDE

Block #1. If #1 is a LBer sort MLB to WLB to FS. Alert Hole, Ram/Lion, Fan & Squeeze calls.

Block #2. If #2 is a LBer Big Dual. Alert Ram/Lion, Fan & Squeeze calls.

## FRONTSIDE

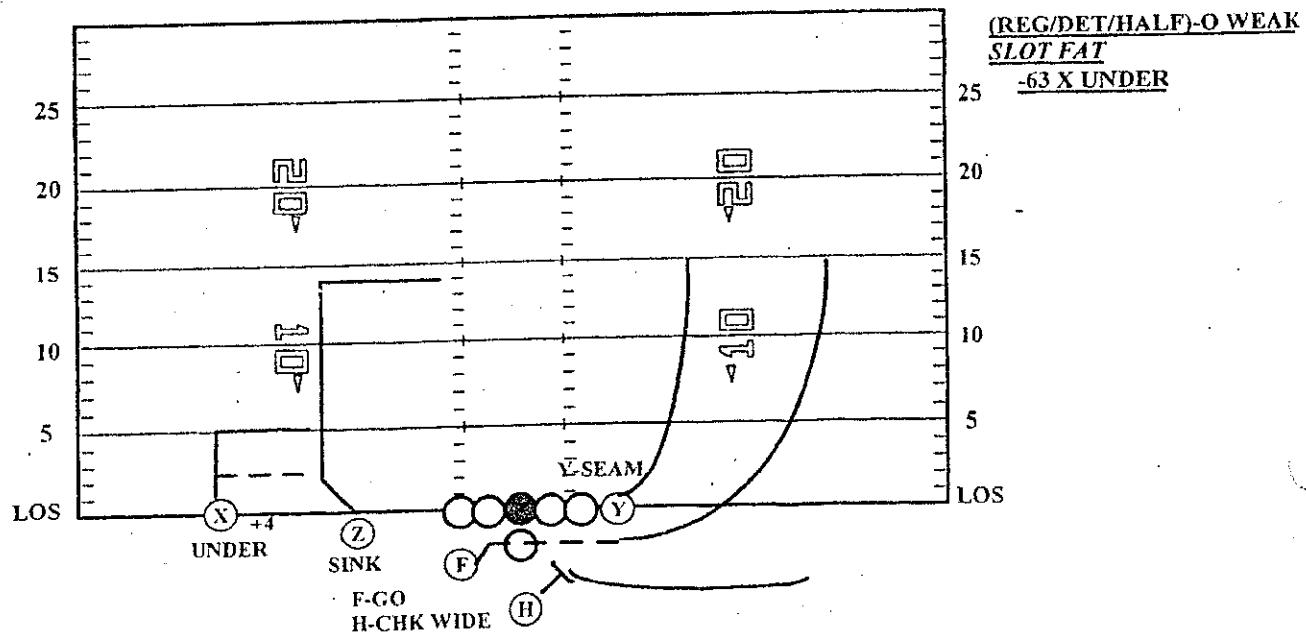
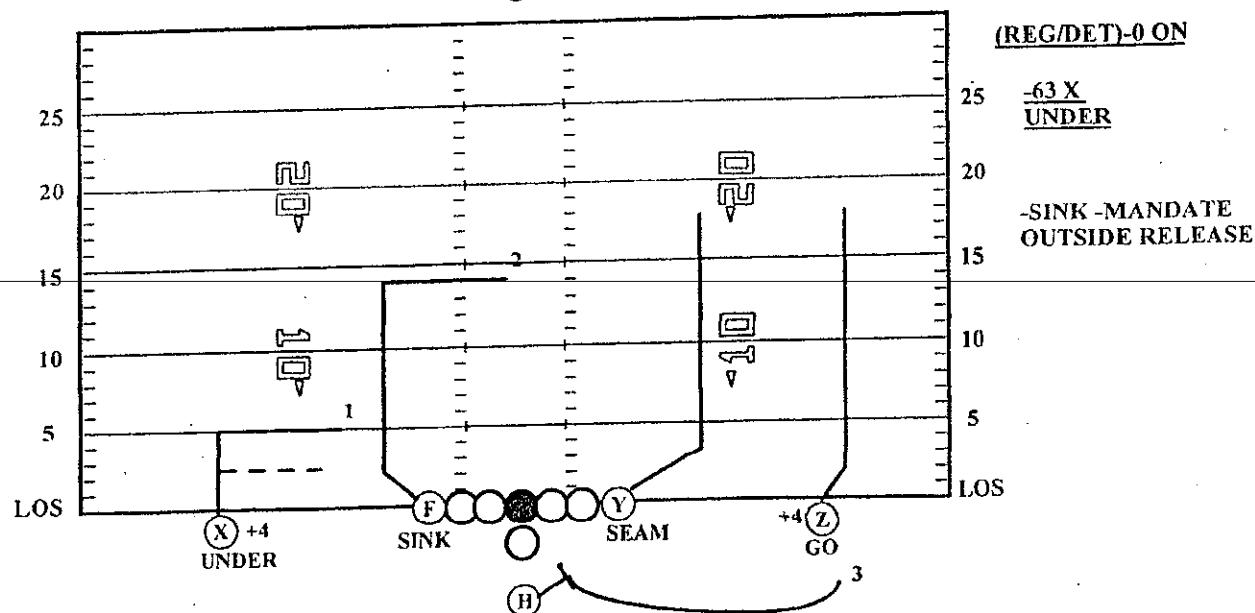
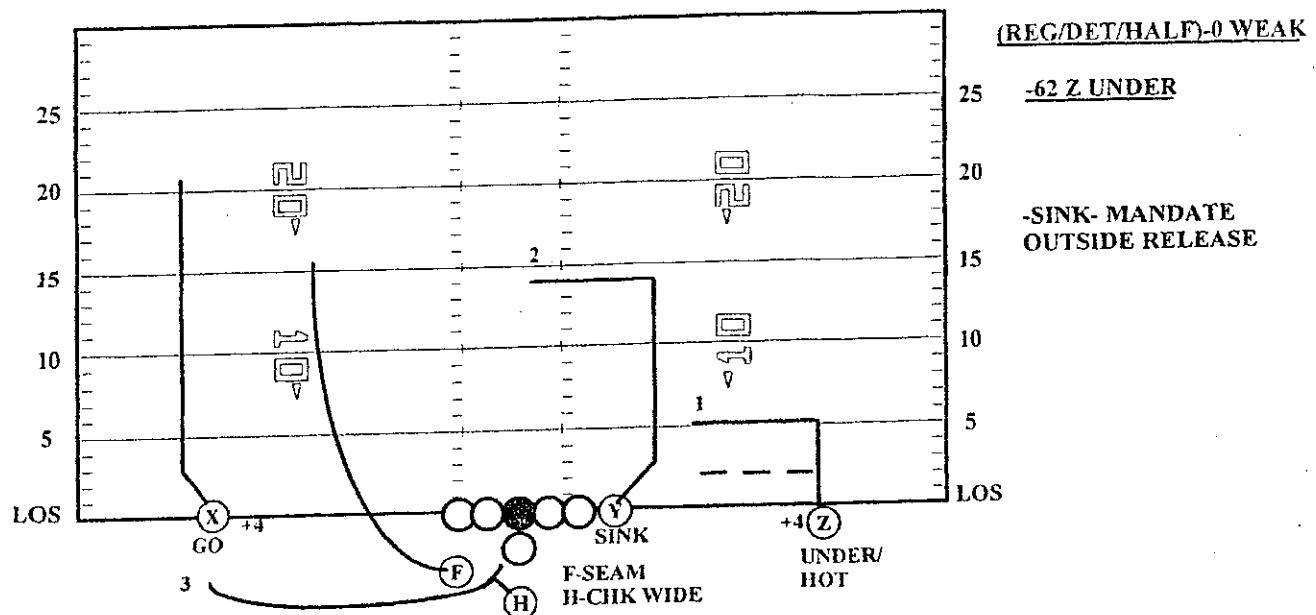
**C**  
Block #0 to Mike. Alert Hole, Ram/Lion & Zone calls.

**G**  
Block #1. Alert Hole, Ram/Lion, Zone, Squeeze & Swoop calls.

**T**  
Block #2. If #2 is a LBer make a Hang call. Alert Ram/Lion, Squeeze, Swoop & Out calls.

**Y**  
Block #3. Make Slow call. Alert Squeeze, Swoop & Out calls.

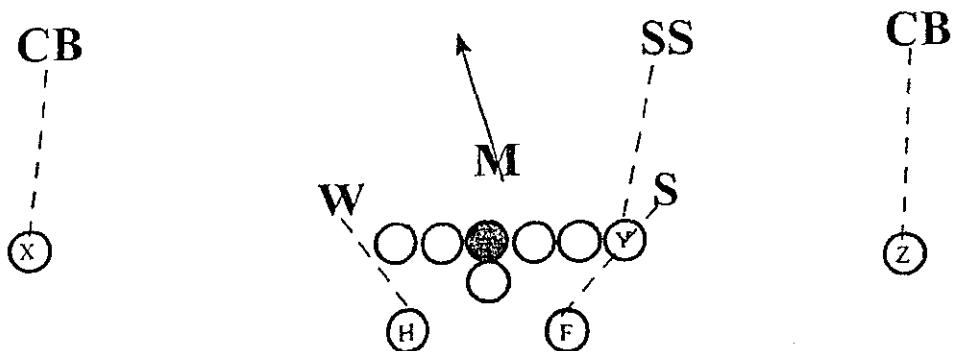
# 62 PASSES



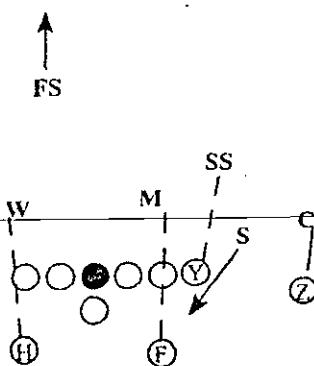
# COVER I AND VARIATIONS

**COVER I FUNNEL**

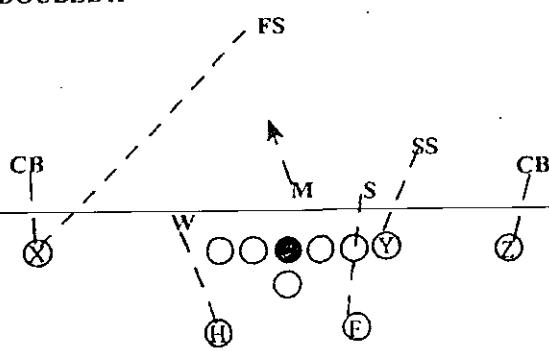
$\frac{1}{3}$   
FS



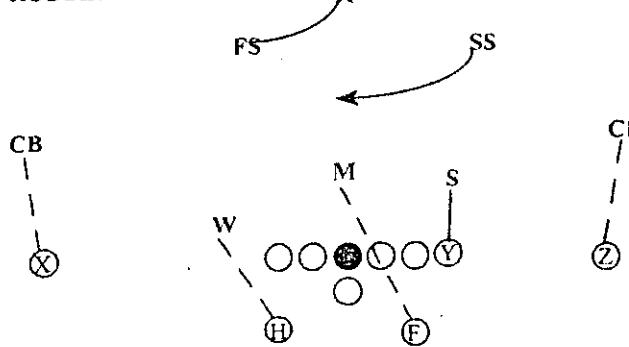
**I DOG**



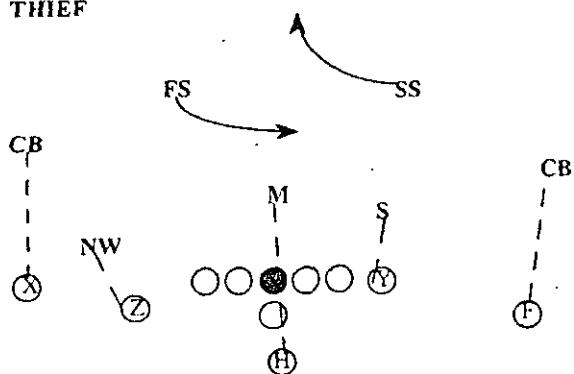
**I DOUBLE X**



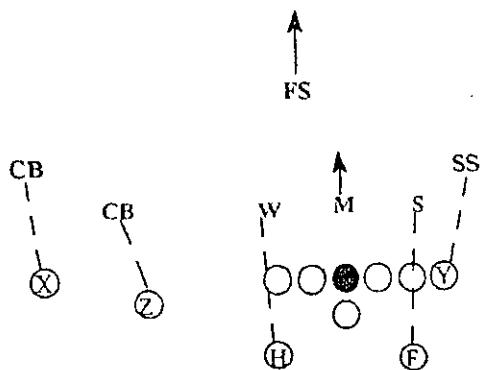
**I ROBBER**



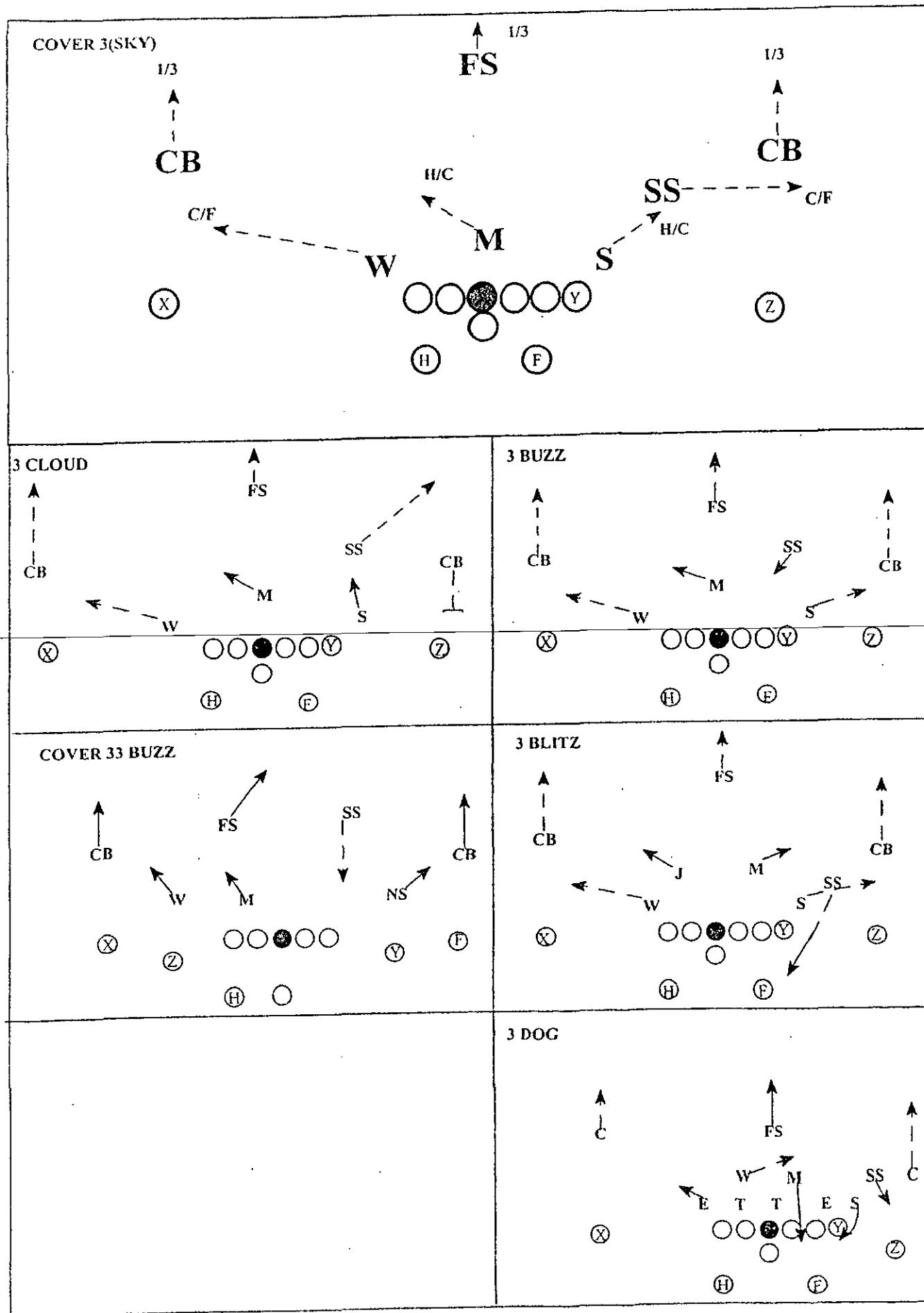
**II THIEF**



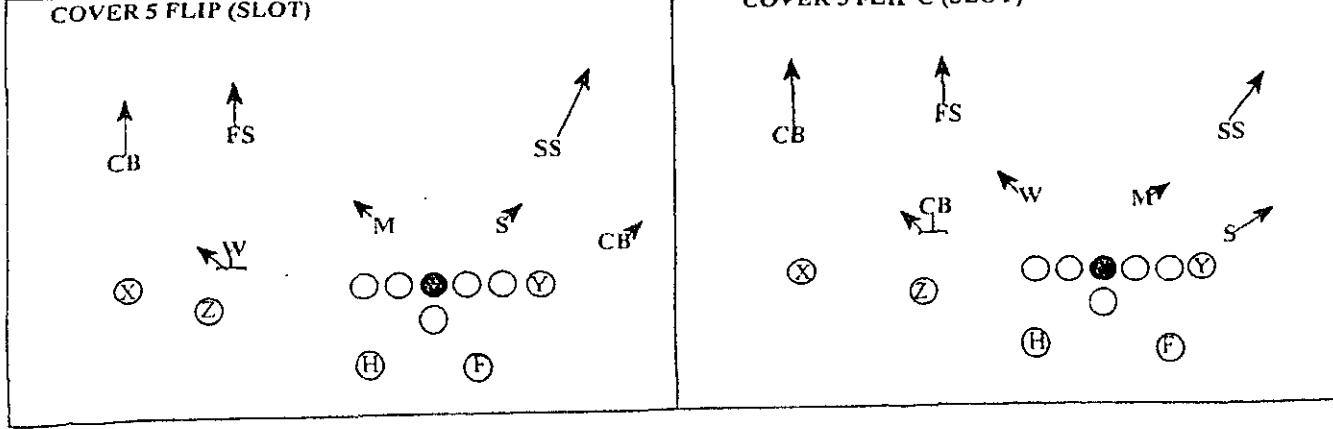
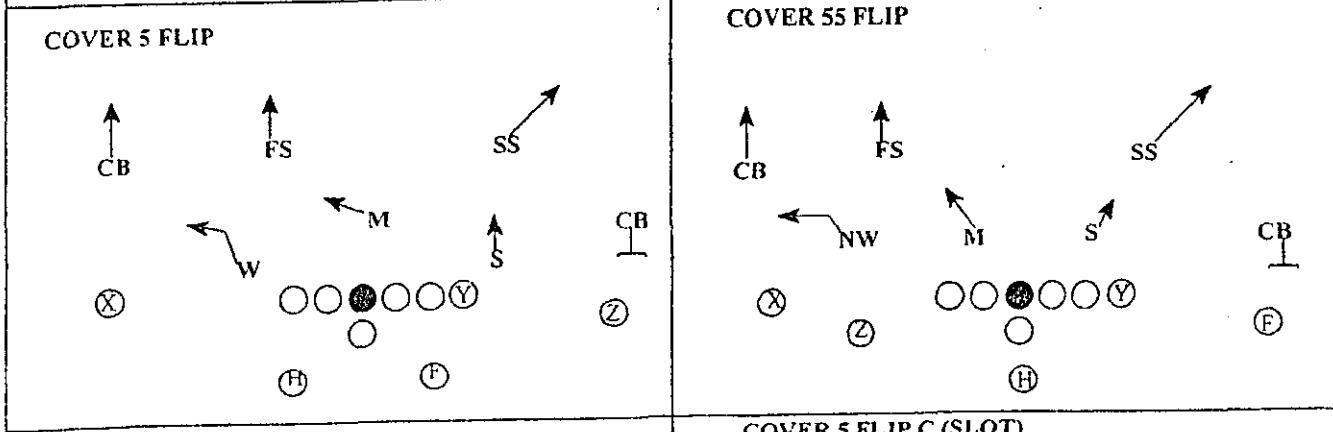
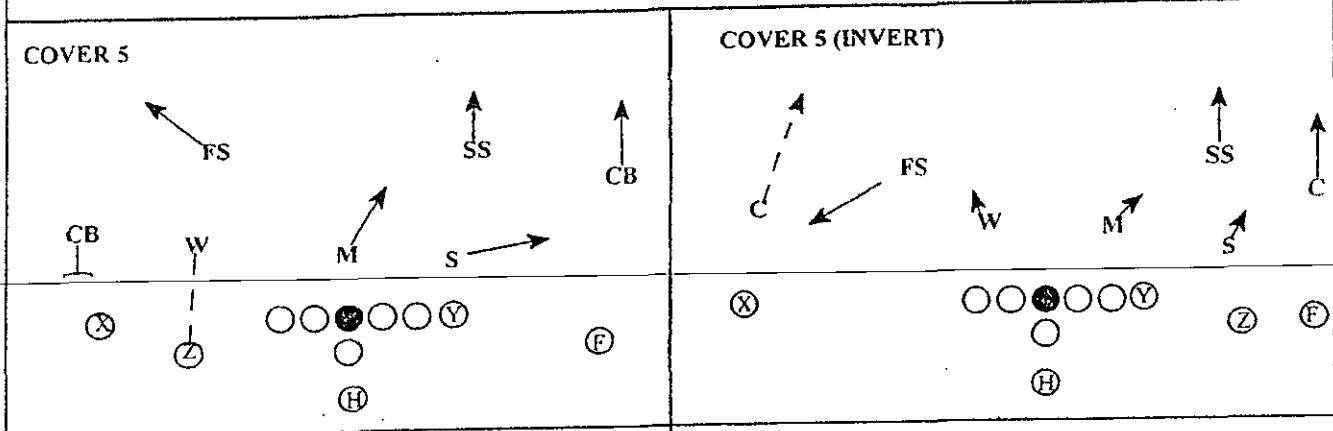
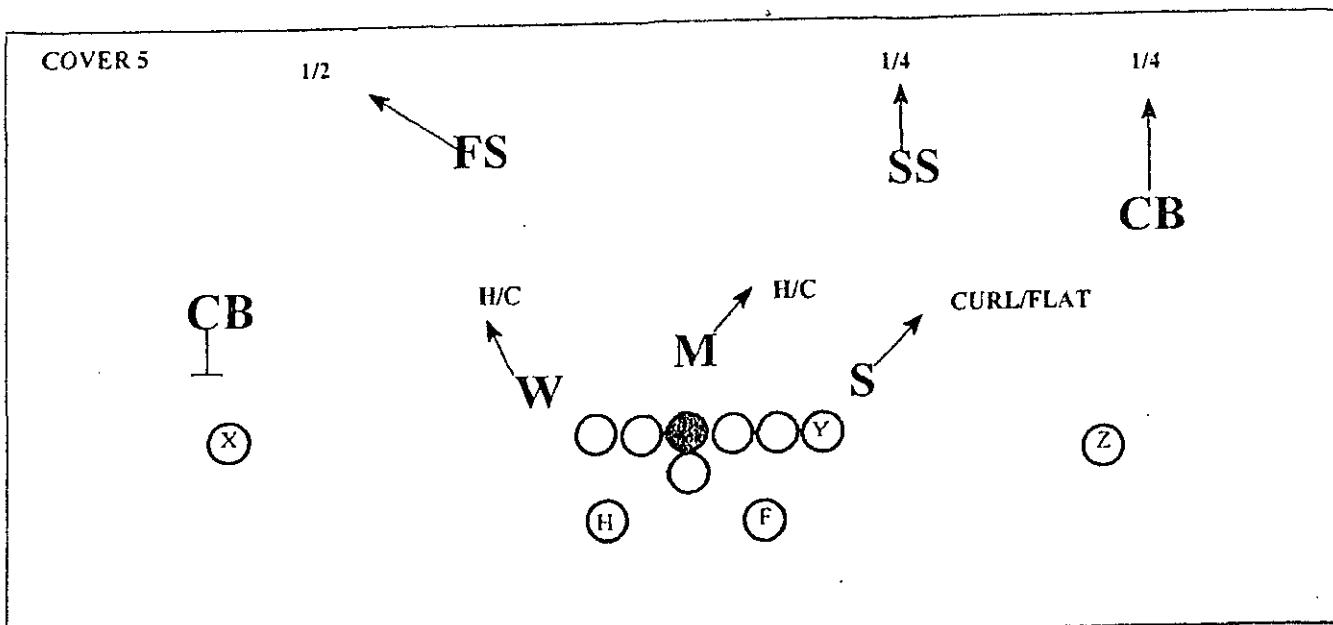
**I FUNNEL**



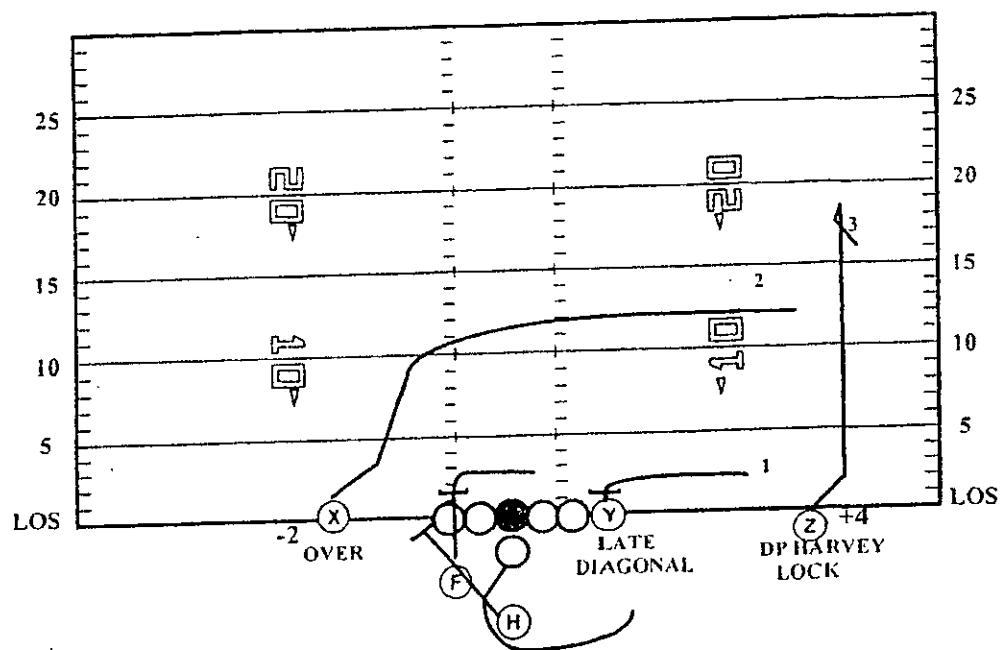
### COVER 3 AND VARIATIONS



## COVER 5 AND VARIATIONS



## 335 NAKED



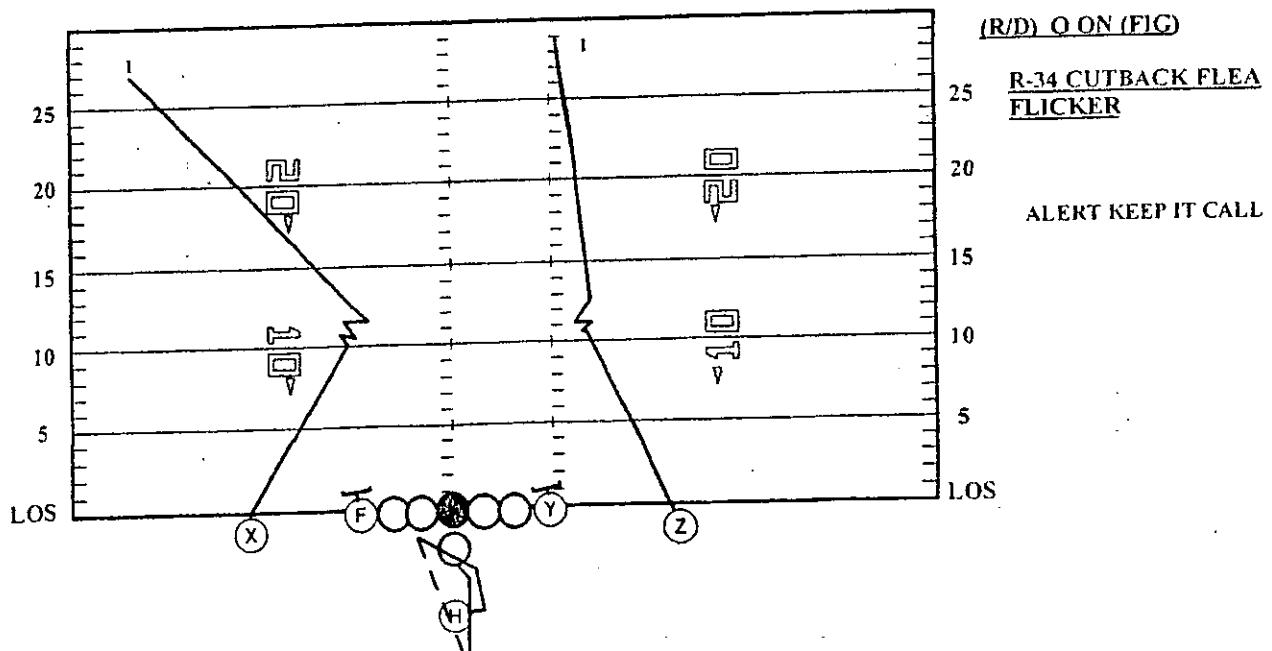
(R/D) 0 WK.

RIDE 335 NAKED  
RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

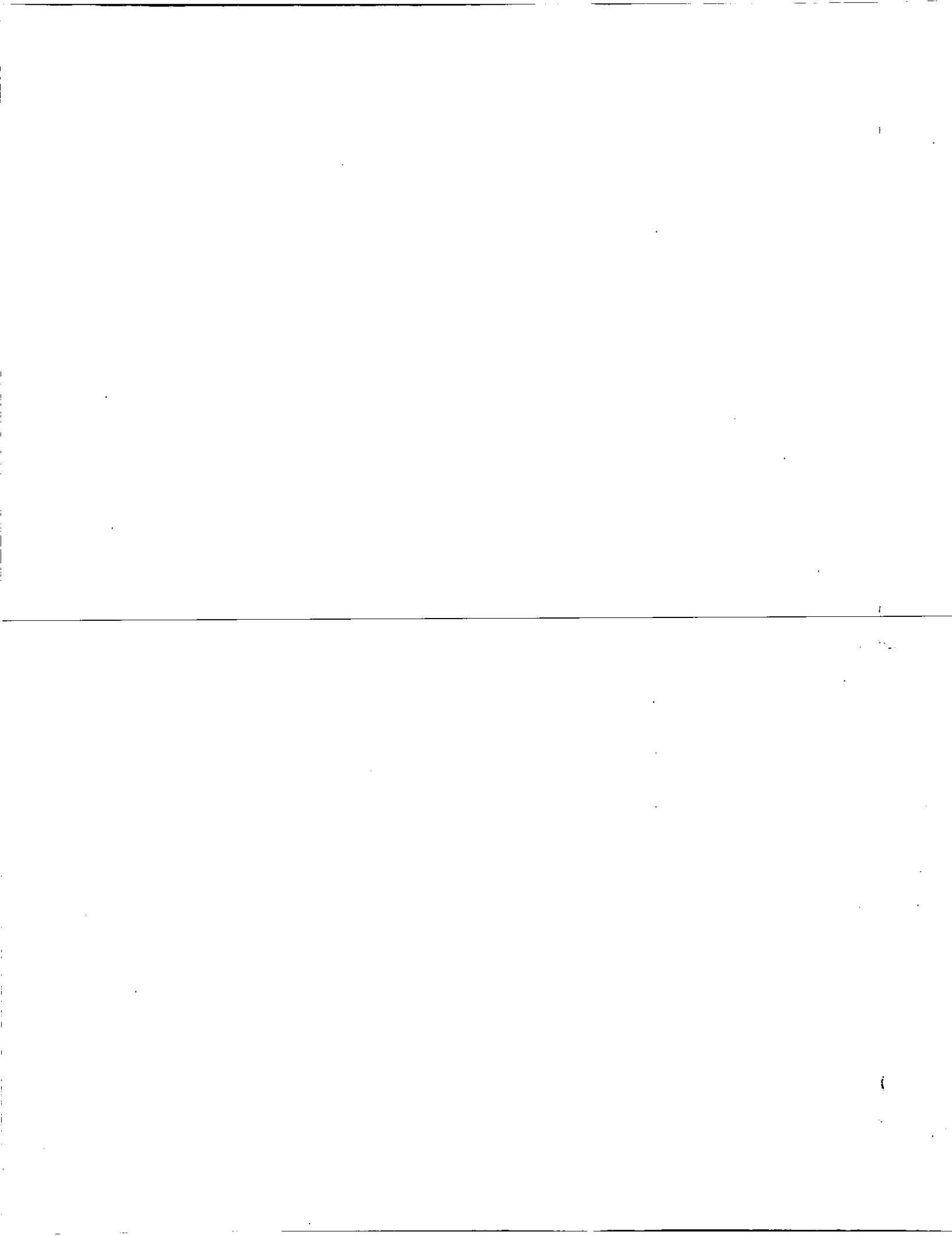
## SPECIAL-FLEA FLICKER



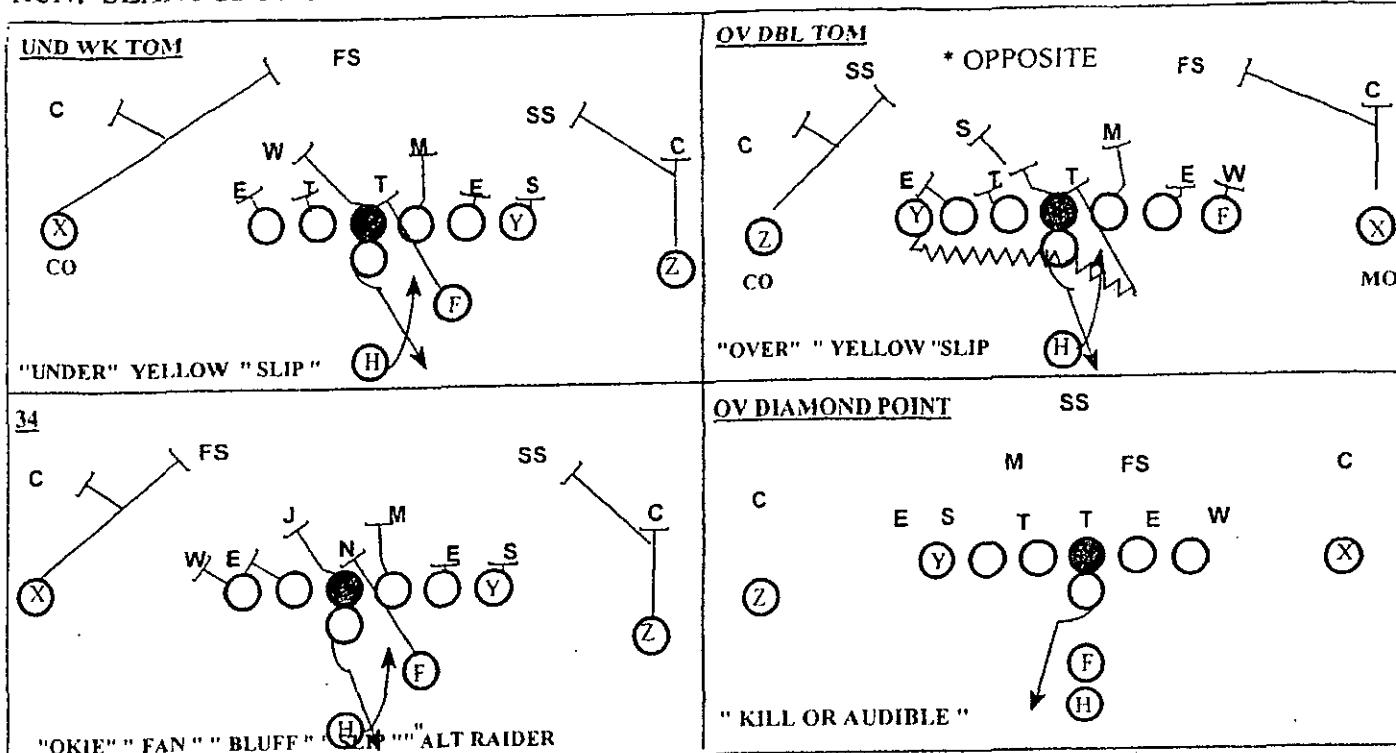
(R/D) Q ON (FIG)

R-34 CUTBACK FLEA  
FLICKER

ALERT KEEP IT CALL



## RUN: SLANT 32-3 BONG



### DESCRIPTION:

SEPARATION PLAY USING THE FB AS THE CUTTER UNLESS WE TAG (Y BONG) THE LINE BLOCKS THE LBS ON BONG. PREFER TO RUN TO 1-TECH OR BUBBLE TECH.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

BLOCK TACKLE ACROSS HOLE. CANNOT CUT.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

## BACKSIDE

ODD FRONT = BLOCK 1ST LB AWAY FROM CALL (BLUFF).  
EVEN FRONT: BLOCK MIKE, ALT RAIDER AND ORANGE / YELLOW.

ALERT: FAN, FRISCO, SLIP AND BLUFF CALLS.  
, ALT RAIDER

ALERT: FAN, SCOOP, FRISCO EVEN FRONT, SLIP  
ALSO, ALT RAIDER

2/3 HOLE FORCE

## FRONTSIDE

**C**

ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.

**G**

ALERT: SLIP, SCOOP.

**T**

BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG  
BLOCK 1-TECH.

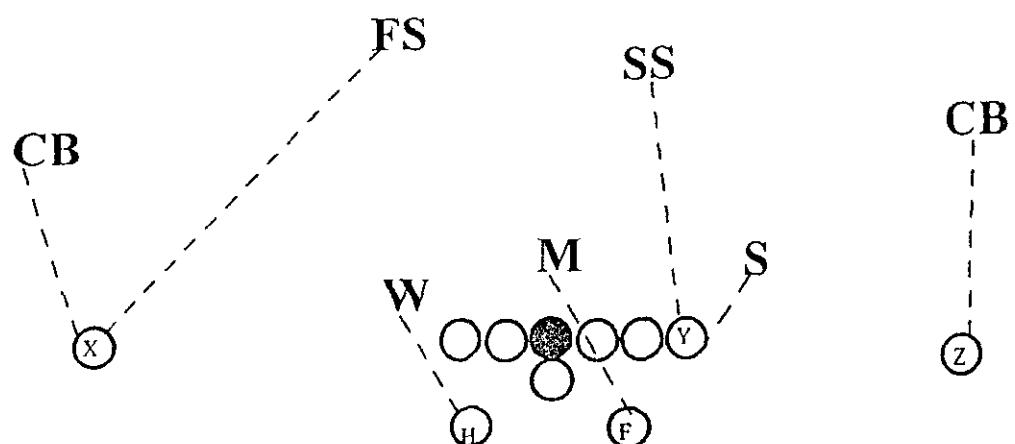
**Y**

2/3 HOLE FORCE

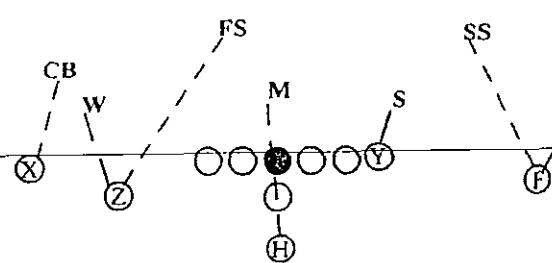
X/Z

**COVER 7 AND VARIATIONS**

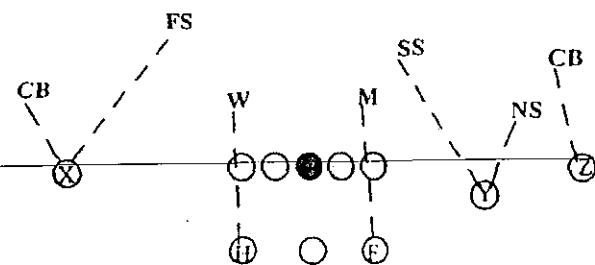
**COVER 7 YX**



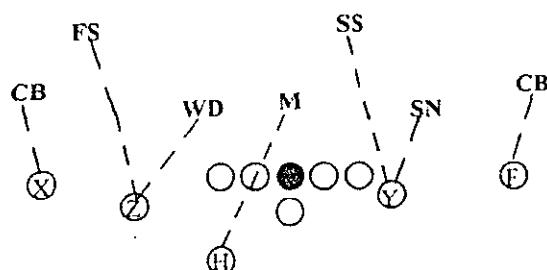
**COVER 7 FZ**



**COVER 77 YX**



**COVER 77 YZ**



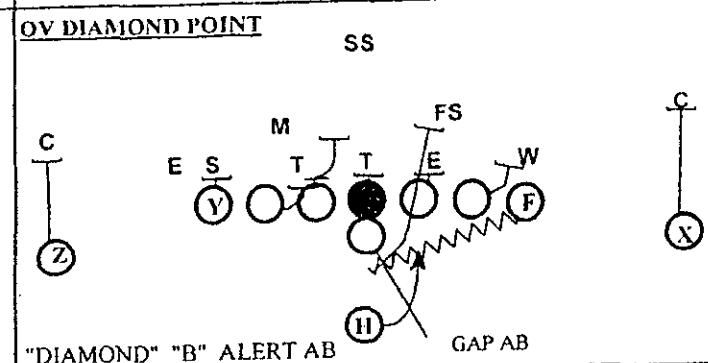
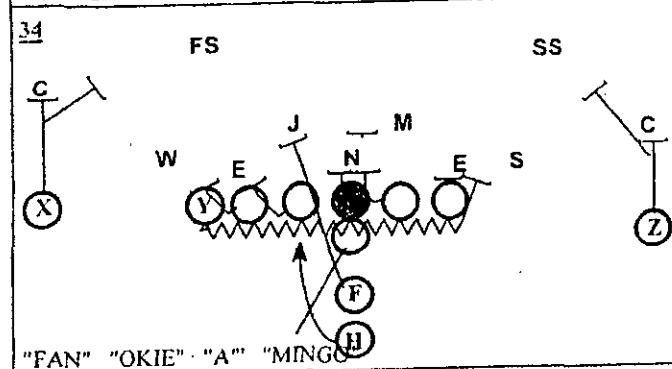
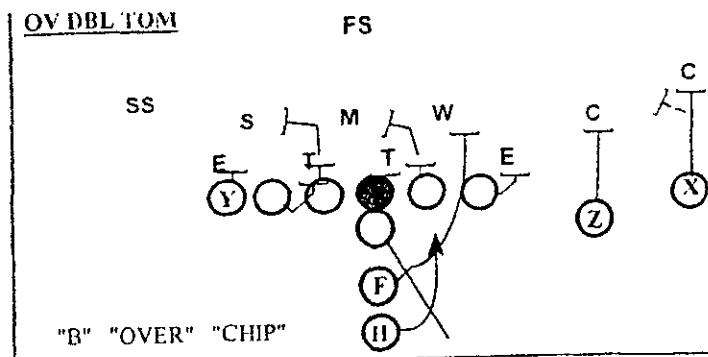
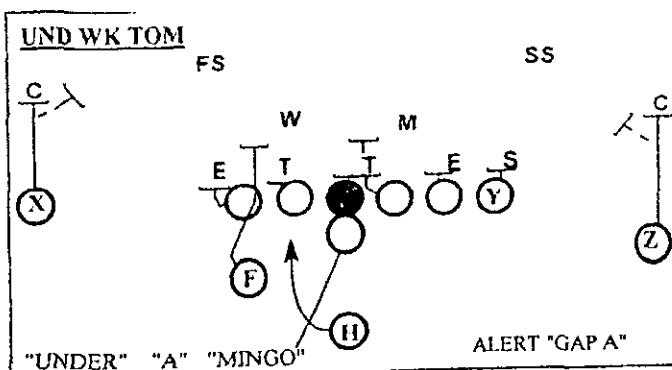
(X)

(W) (M) (S) (Y)  
H F

(Z)

(W) (M) (S) (Y)  
H F

(Z)



**DESCRIPTION:**

A WEAK SIDE OFF-TACKLE LEAD PLAY  
WITH ZONE BLOCKING BY THE O-LINE

**QB**

OPEN @ 5/7 O'CLOCK, SECOND STEP ADJUST.  
GET THE BALL TO BACK AS DEEP AS POSSIBLE.  
EXTEND & SHOW BALL EARLY.  
SET UP BEHIND TACKLE.

**F**

BLOCK WILL- ENTER OFF 1ST COVERED OL PLAYSIDE,  
HIT HIM SQUARE. ALERT FAN.

**H**

OPEN CROSSOVER DOWNHILL WITH SHOULDERS  
SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE  
TACKLE, READ 1ST COVERED OL, POSSIBLE ROLL BACK

**FRONTSIDE**

BLOCK #0. DRIVE BLOCK.  
ALERT GAP, GAP A, A, BOX &  
ORANGE/YELLOW CALLS.

BLOCK #1. DRIVE BLOCK.  
ALERT GAP, GAP A, SLIP, ORNG/YLOW,  
BOX CALLS, FAN CALLS.

BLOCK DE. DRIVE BLOCK.  
ALERT FAN, SLIP CALLS.

4/5 FORCE

**C**

BLOCK #1. CUT OFF.  
ALERT BOX, A, B & AB OR GAP A CALLS, ALSO SLAP  
CALLS..

**T**

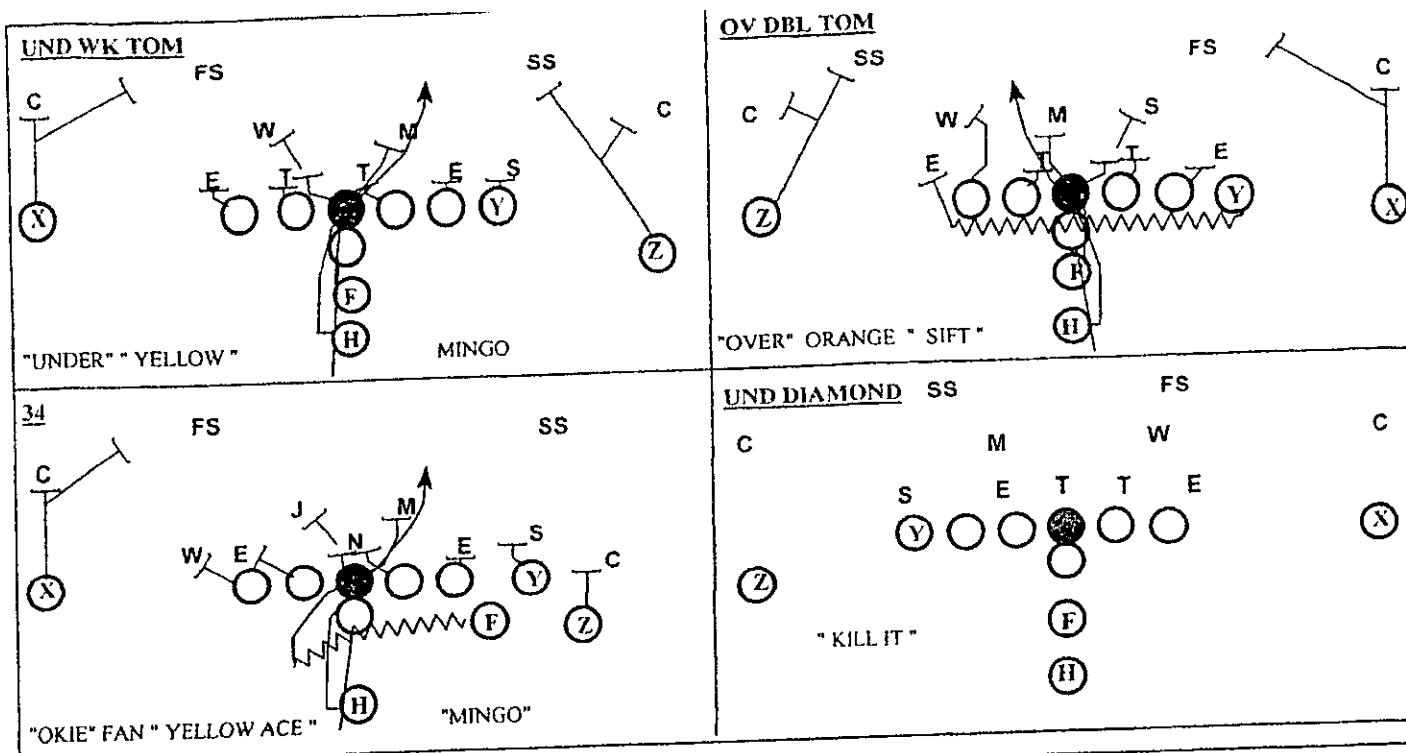
BLOCK #2. CUT OFF.  
ALERT BOX, B, AB, C, SUP & MINGO AND SLAP CALLS.

**Y**

BLOCK #3. CUT OFF.  
ALERT BOX, B, C, SUP & MINGO CALLS.

**X/Z**

4/5 HOLE FORCE/ ALERT BOX IN SLOT.



**DESCRIPTION:**

MISDIRECTION WEAK SIDE RUN USING RIDE FOOTWORK, THE FB WILL BLOCK THE MIKE LB.

**QB**

OPEN AT 6:00 O'CLOCK. GET THE BALL TO BACK AS DEEP AS POSSIBLE. SET UP BEHIND CENTER.

**F**

OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND BLOCK MIKE.

**H**

OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND READ F BLOCK ON MIKE.

**BACKSIDE**

ALERT: ORANGE/YELLOW ACE, B, SLAP CALLS.

ALERT: SIFT, B, MINGO CALLS, C CALLS.

ALERT: MINGO, C CALLS.

2/3 HOLE FORCE

**C**

BLOCK WLB. ALERT: ORANGE/YELLOW, ORANGE/YELLOW ACE OR HARD RAM/LION.

**G**

ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.

**T**

ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.

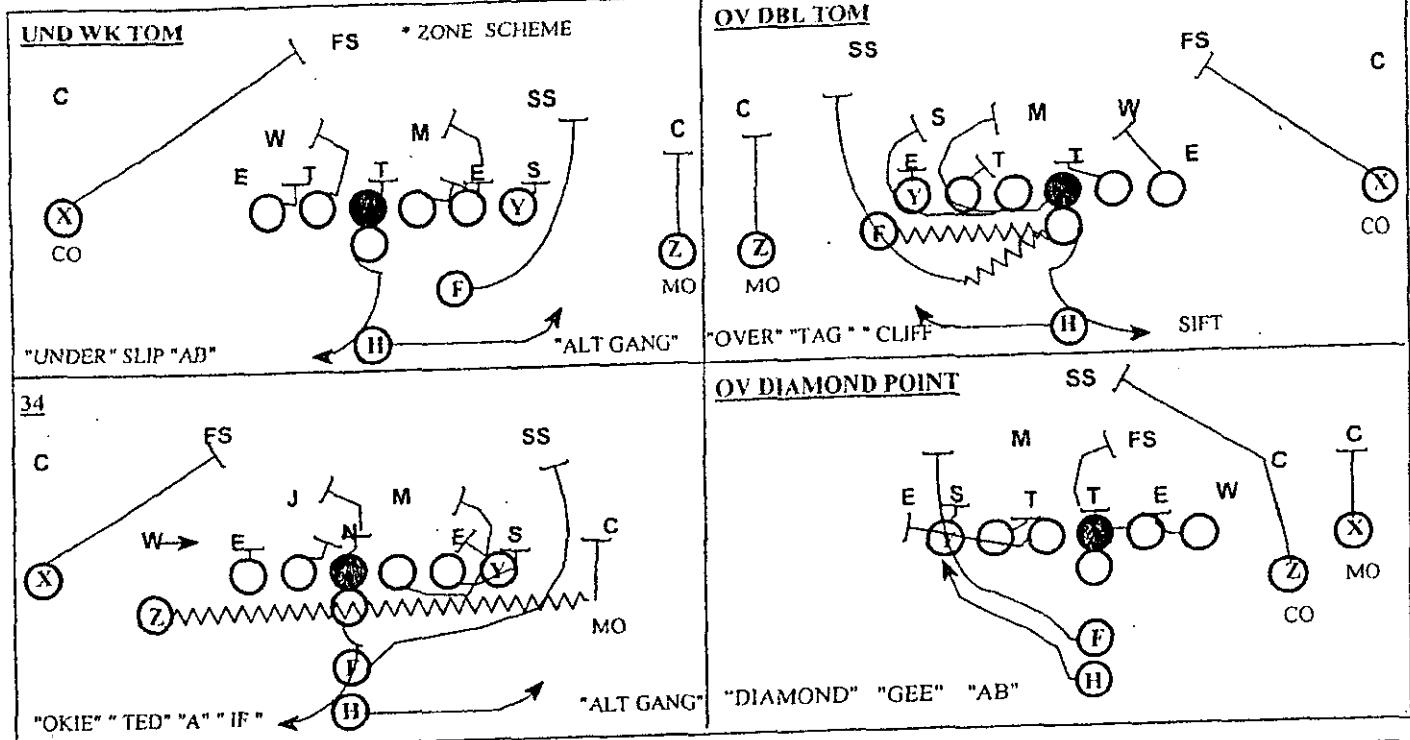
**Y**

2/3 HOLE FORCE

**FRONTSIDE**

**X/Z**

RUN: TOSS 38 (57) TEE / DODGE



**DESCRIPTION:**

STRONGSIDE TOSS BOSS PLAY, WE CAN USE ZONE OR "TED" BLOCKING, WE WILL GO BACK 1 VS. FS DOWN.

**QB**

REVERSE PIVOT - TOSS BALL TO BALL CARRIER, SEE NAKED ACTION.

**F**

BLOCK SUPPORT INSIDE OUT.

**H**

OPEN GO, RECEIVE TOSS, STRETCH AND STAY ON HIP OF FB - READ FB BLOCK.

## BACKSIDE

ALERT AB, GAP A, AB, RIP AND LIZ." HORN CALLS

ALERT B, GAP AB, SIFT, RIP AND LIZ.

CUT OFF

## FRONTSIDE

**C**

BLOCK #0, ALERT A, AB, GAP, GAP A, RIP AND LIZ, CLIFF CALLS

**G**

ALERT SLIP, GAP, GAP A, GANG, RIP AND LIZ , TED AND TAG CALLS

**T**

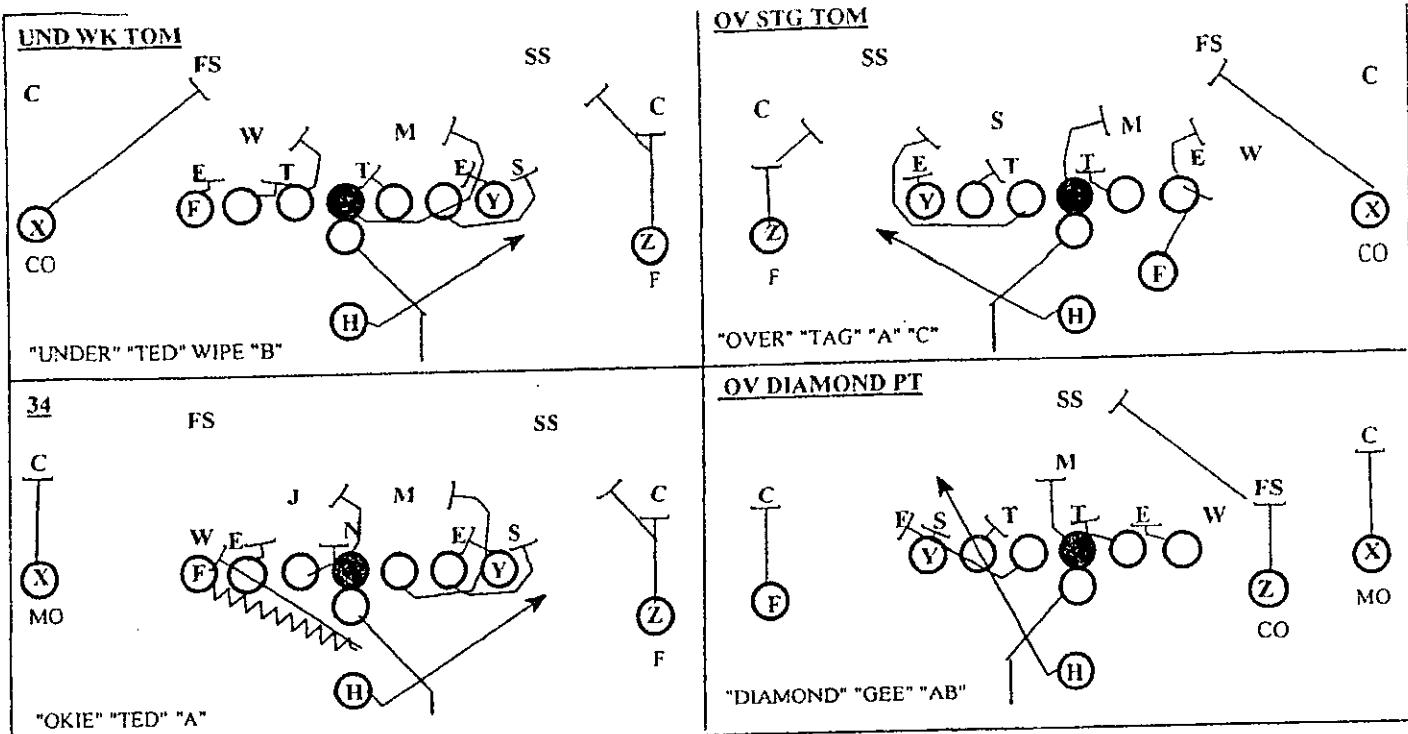
ALERT SLIP, SCOOP, OUT, GANG CALLS , TED AND TAG CALLS

**Y**

ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS.

**X/Z**

MAN ON



**DESCRIPTION:**

STRONG SIDE 1 BACK SEPARATION PLAY, OFF OF SPRINT ACTION, THIS CAN BE A REGULAR OR SUB RUN.

NOTE: MAY USE ZONE BLOCKING SCHEME ALSO.

**QB**

OPEN FAST AT 4:00 O'CLOCK (8:00) EXTEND BALL FOR WIDE MESH, SET UP PLAY FAKE MECHANICS.

**F**

LANDMARK IS B GAP, CUT OFF E.M.O.L.

**H**

OPEN CROSSOVER, SPRINT 2 YARDS OUTSIDE OF TE, STAY ON HIP OF G, T, READ BLOCK.

## FRONTSIDE

BLOCK #0, ALERT WIPE, A, AB, ORANGE/YELLOW CALLS.

ALERT TAG, TED, WIPE, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, "GEE" CALLS.

8/9 HOLE FORCE.

## BACKSIDE

**C**

CUT OFF #1 ALERT.A, AB, SLAP, B CALLS.

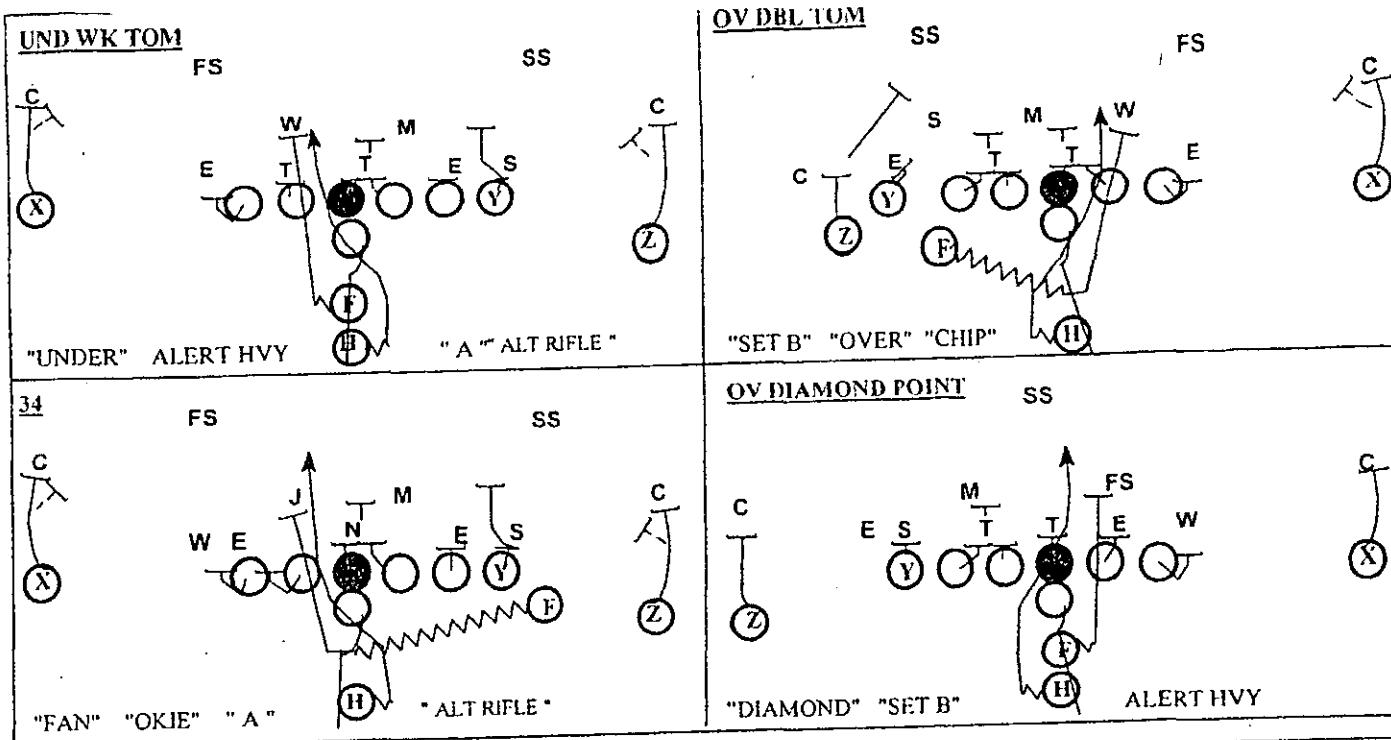
**T**

ALERT AB, SLAP, B CALLS

**Y**

CUT OFF

**X/Z**



#### DESCRIPTION:

A TWO BACK WEAKSIDE LEAD DRAW, USING SPLIT FLOW ACTION.

#### QB

DROPOBACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.

#### F

DRAW STEPS - BLOCK WILL - SQUARE CONTACT AND FINISH, DO NOT CUT IN THE HOLE. READ 1ST COVERED DL PLAYSIDE FOR PATH TO WILL.

#### H

DRAW STEPS OPPOSITE OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

## FRONTSIDE

PASS SET AND BLOCK #0.  
ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS,  
CHIP CALLS.

PASS SET AND BLOCK #1.  
ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS , CHIP CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP & WIPE CALLS, ALERT FAN.

FORCE

#### C

PASS SET AND BLOCK #1.  
ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS..

#### T

PASS SET AND BLOCK #2.  
ALERT B, OUT & ORNG/YLOW CALLS.

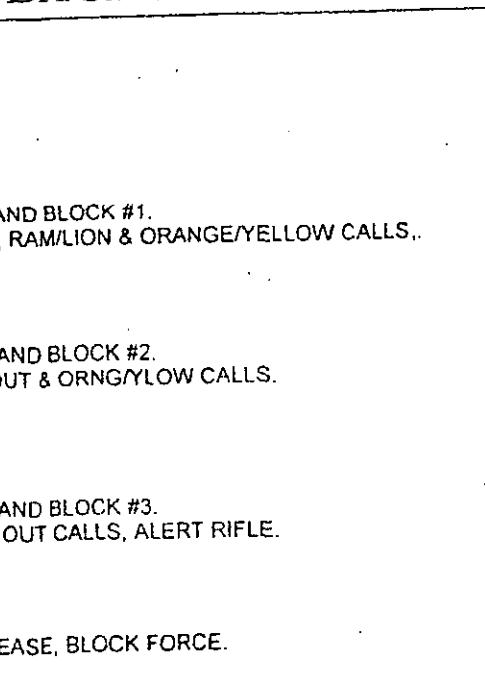
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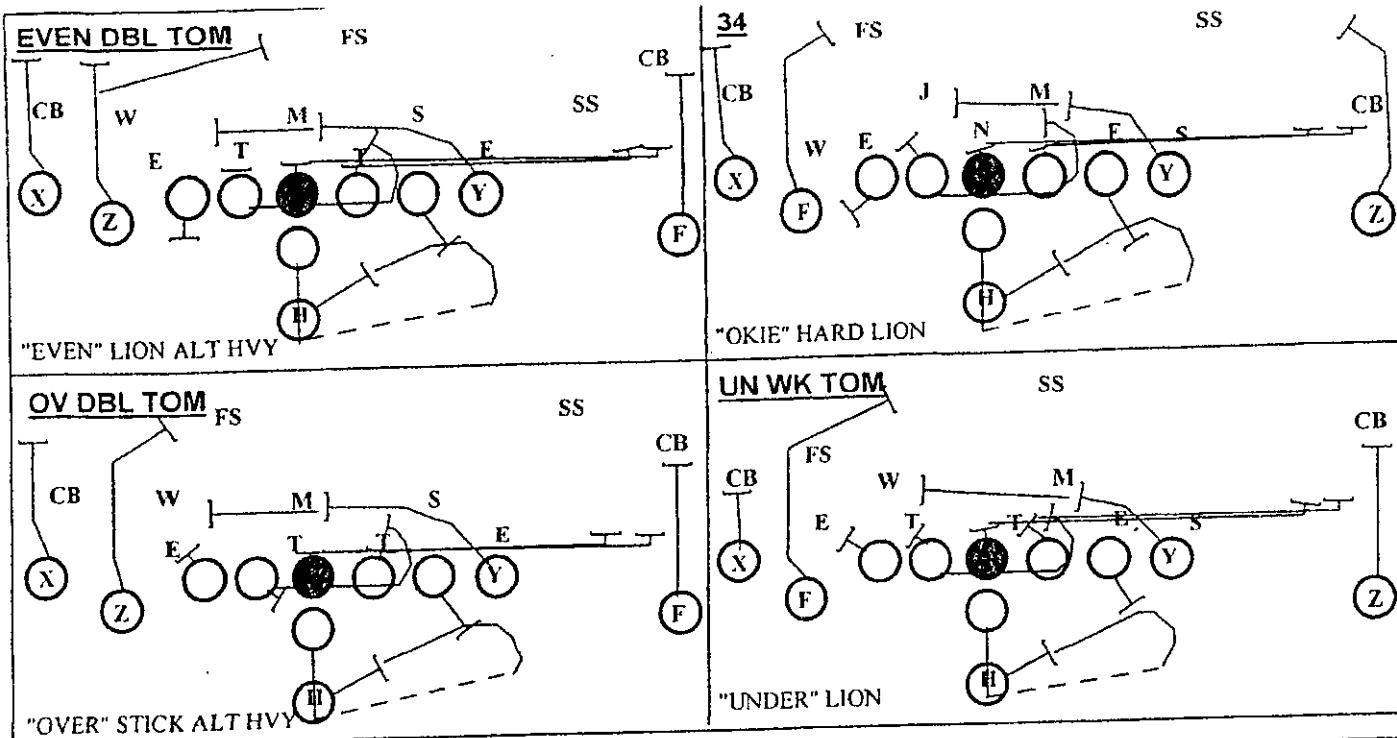
PASS SET AND BLOCK #3.  
ALERT B & OUT CALLS, ALERT RIFLE.

#### X/Z

PASS RELEASE, BLOCK FORCE.

## BACKSIDE





#### DESCRIPTION:

This is a dropback 3 Count Screen Strong Side off of our 52 (53) Protection.

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

**H**

Check M/S , never go back for Mike 3 count release on the inside hip of the guard, Alert Heavy.

#### BACKSIDE

Block 52/53 Pro only if WLB is a threat, you are a Rat Killer.

Block Protection called.

**C**

Set 52/53 Pro, only Ram/Lion if needed, block 1st Out 2nd Out rules.

**G**

Set 52/53 Pro, Alert Heavy, block 1st Out 2nd Out rules.

**T**

Block Pro called, overset DE, you are Stick.

**Y**

Run SHALLOW CROSS, block assigned defender.

#### CALLSIDE

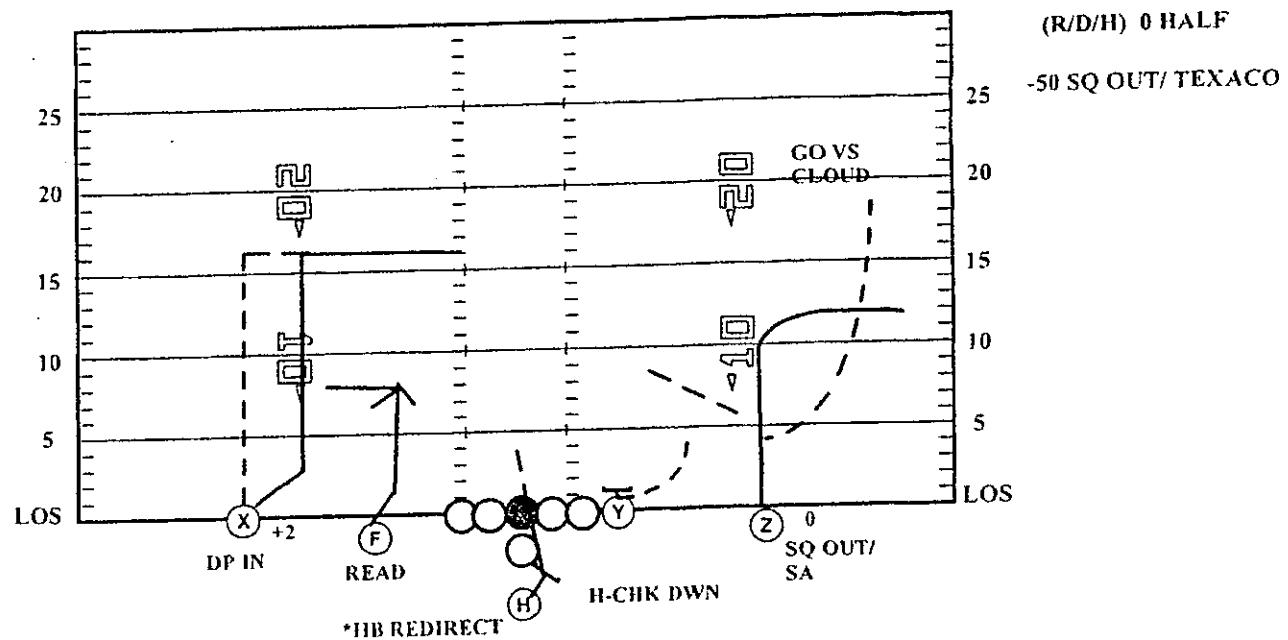
**C**

**G**

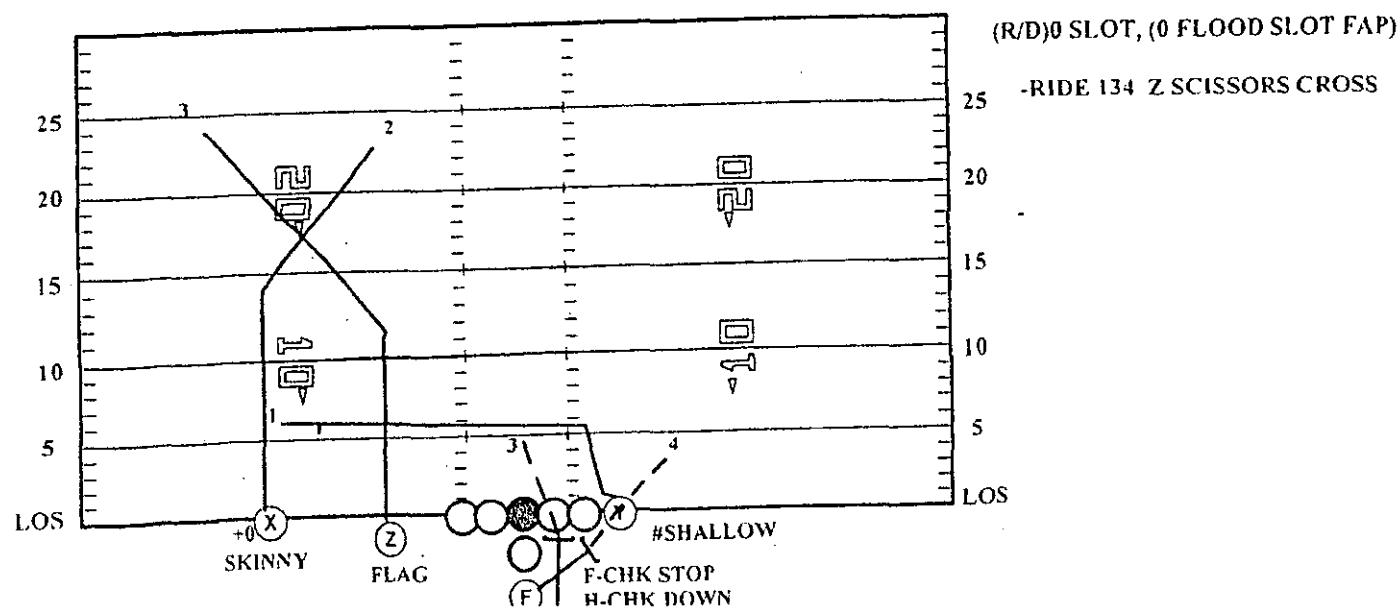
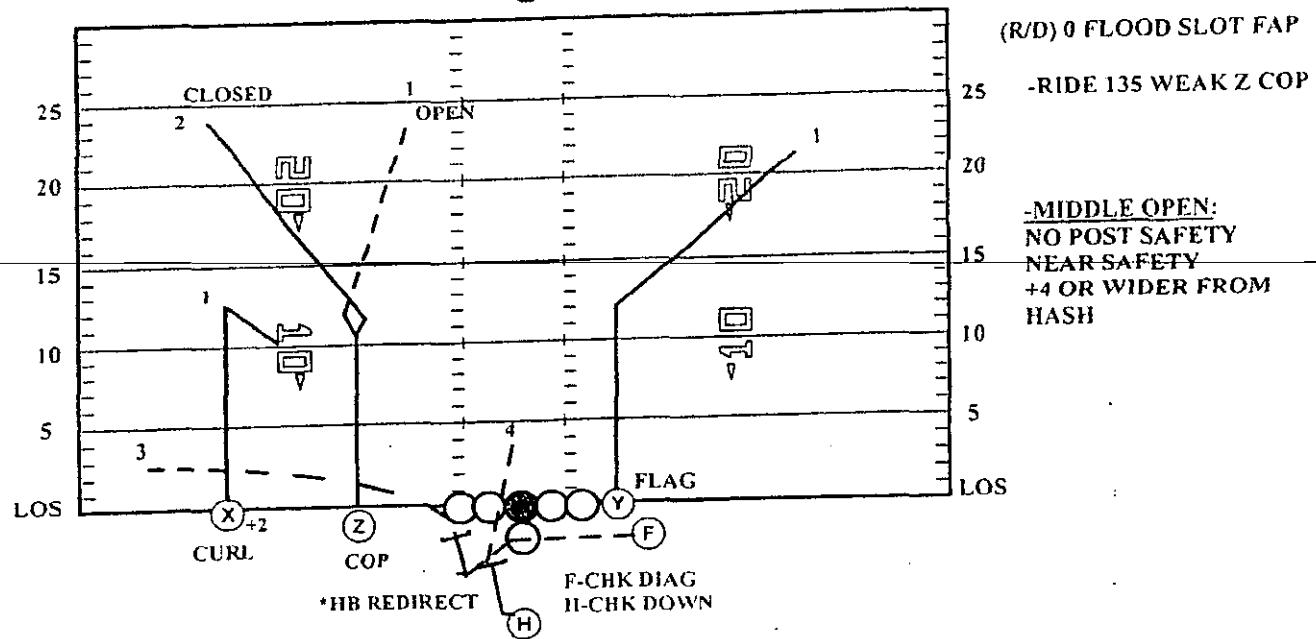
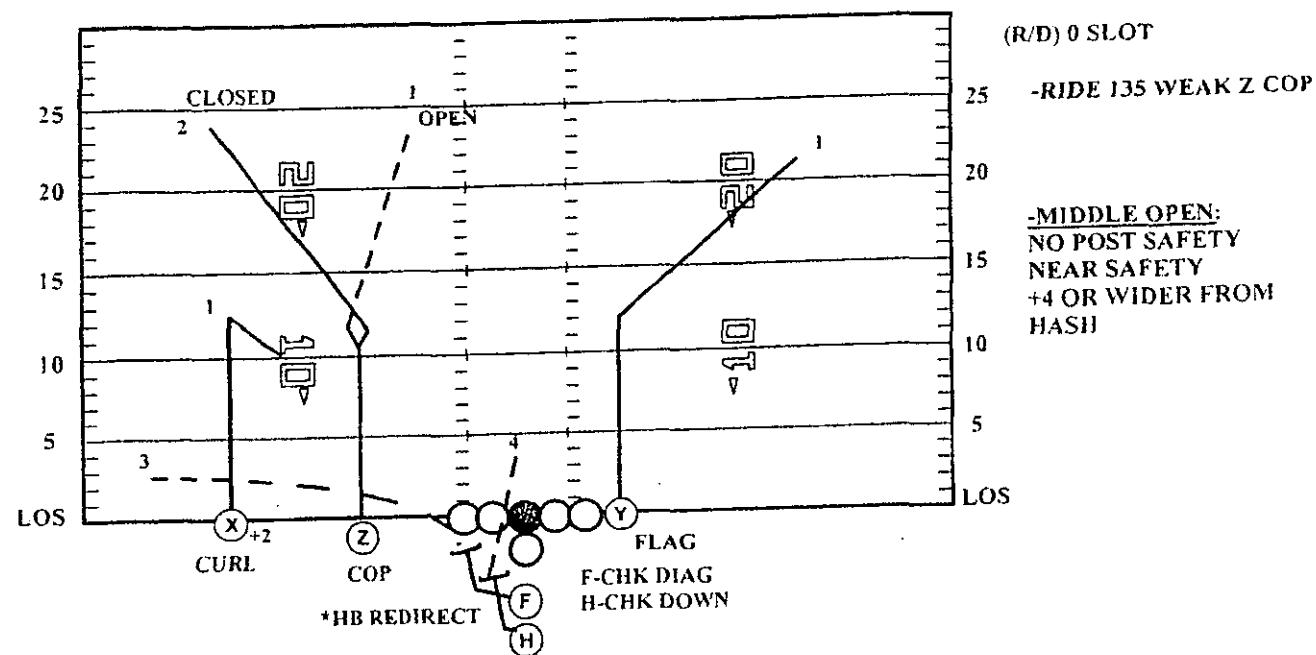
**T**

**Y**

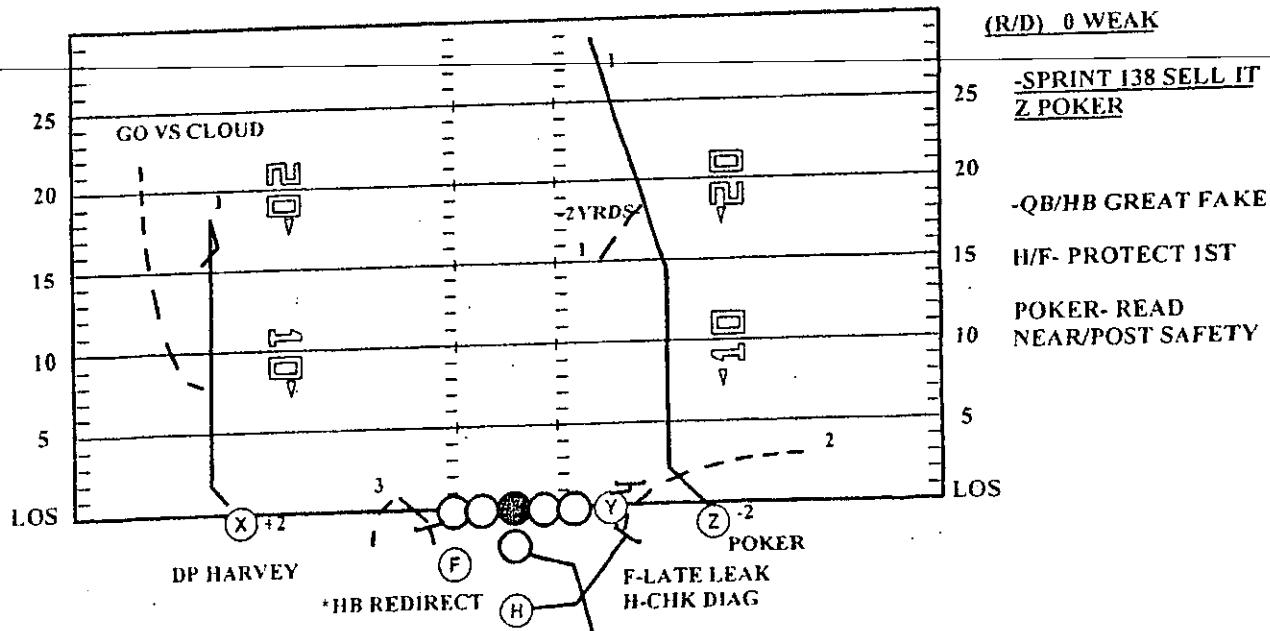
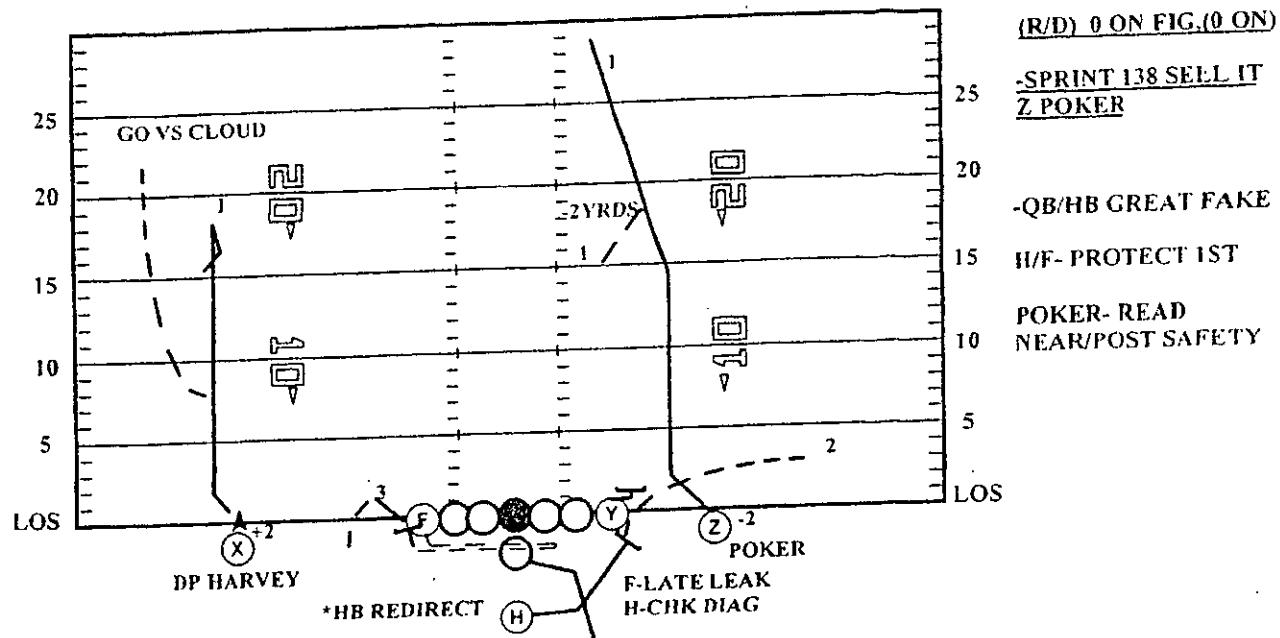
# 50 - OREGON/ TEXACO



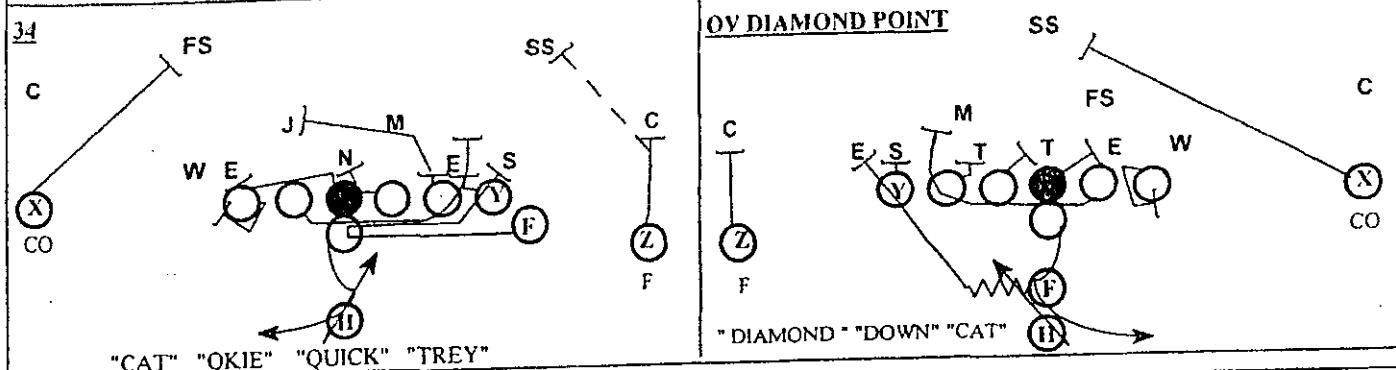
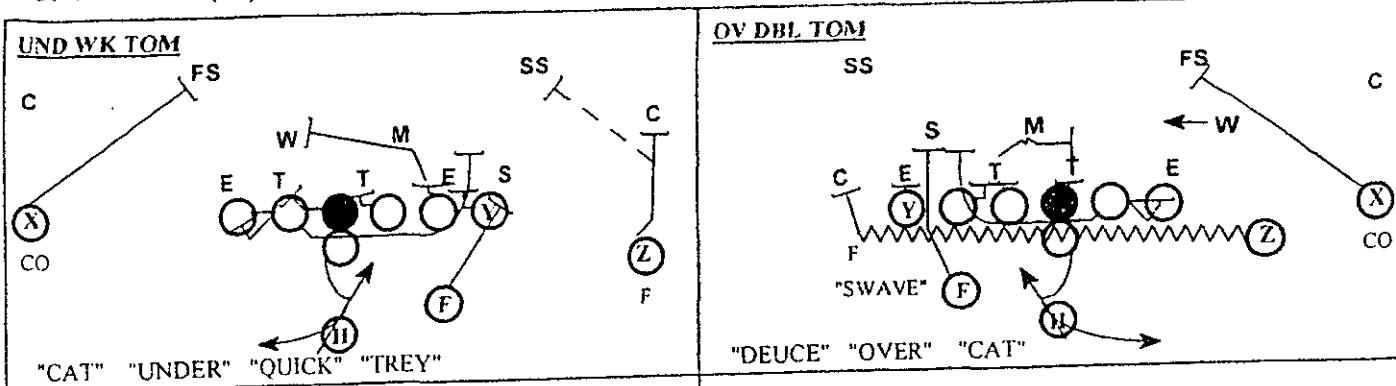
PLAY ACTION - RIDE 135 WEAK(COP,SCISSORS)



# SPR-138 SELL IT PLAY ACTION- Z POKER



## RUN: JAB 36 (37) POWER



**DESCRIPTION:**  
STRONGSIDE OFF-TACKLE SEPARATION PLAY.

**QB**

REVERSE OUT WITH YOUR BACK TO THE HOLE,  
SKIP STEP. PROTECT BALL AT SNAP. SOFTEN UP  
AND GIVE RB THE "A" GAP CUT. EXECUTE HAND-  
OFF AS DEEP AS POSSIBLE. SELL NAKED FAKE AWAY.

**F**

BLOCK SAM, IF HE IS ON LOS, KICK HIM OUT. IF HE IS  
OFF LOS, ENTER OFF DE - ALERT SHARK.

**H**

DROP STEP WITH OPPOSITE LEG, AIMING POINT IS INSIDE  
LEG OF TACKLE.

## BACKSIDE

PULL AND LOOK TO BLOCK MLB OR 1ST COLOR THAT SHOWS, YOU MAKE US RIGHT, MUP CALL LOOK TO BLOCK SS.

ALERT CAT, SEE RUN THRU.

6/7 HOLE CUT OFF

## FRONTSIDE

ALERT QUICK, BACK, DOWN CALLS.

ALERT QUICK, DEUCE, DOWN, MUP CALLS. SEE RUN THRU.

ALERT TREY, ALERT MUP AND SHARK CALLS. SEE RUN THRU.

BLOCK DE OR INSIDE AREA.  
ALERT TREY, ALERT MUP AND SHARK CALLS.

**C**

**G**

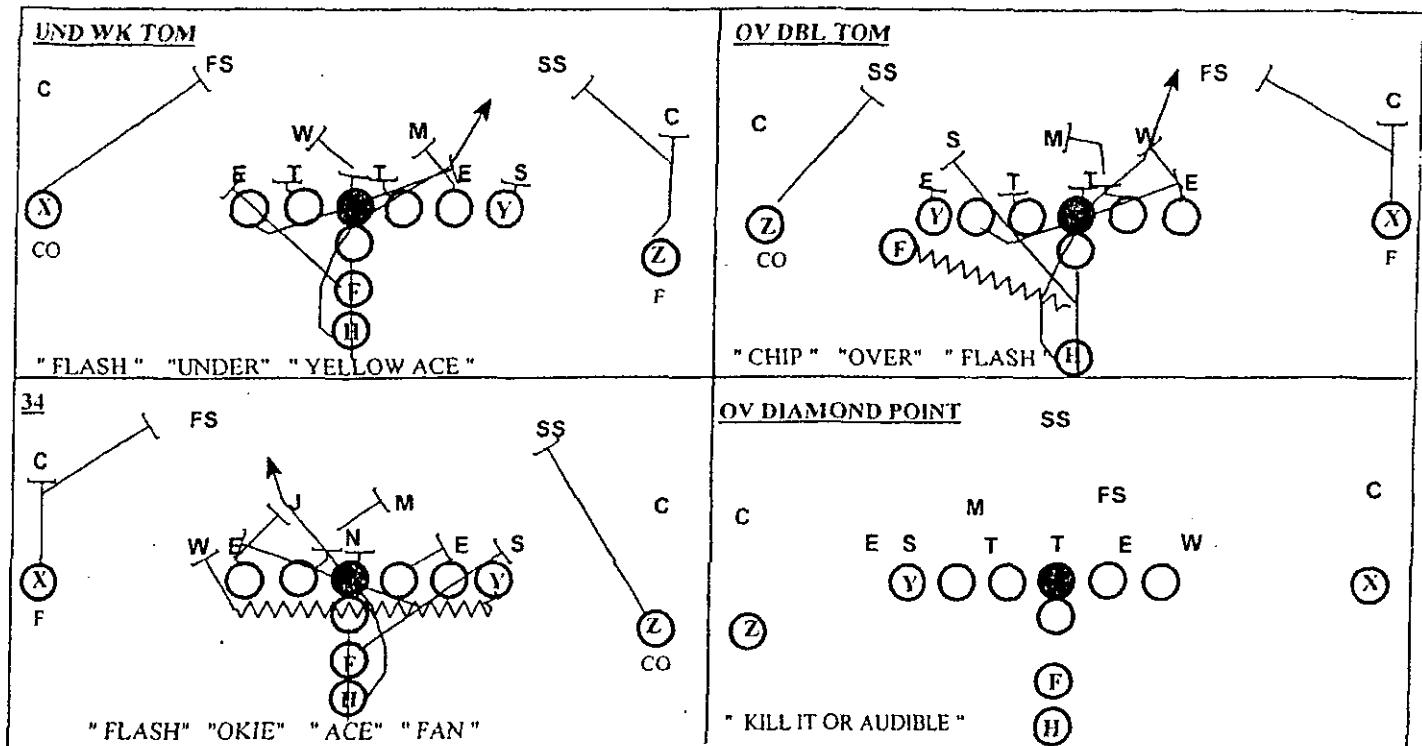
**T**

**Y**

**X/Z**

6/7 HOLE FORCE, POSS. PIZZA.

RUN: MID 34-5 TIDE



**DESCRIPTION:**

SEPARATION PLAY USING MIS DIRECTION AND (OT) PULL, WE WANT TO ALWAYS RUN THIS PLAY TO THE GUARD BUBBLE.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F**

FILL FOR PULLING (OT), ALERT SIGNAL BY TE TO BLOCK SLB IN BUBBLE.

**H**

USE TIGHT RIDE STEPS - ENTER THROUGH A, B OR C GAP.

**BACKSIDE**

BLOCK MAN ON, FAN VS. 34 TO END. ALERT ORANGE AND YELLOW.

PULL AND BLOCK. DEFENSIVE END INSIDE OUT. ALERT FOR "WANDA" CALL, BLOCK WLB.

BLOCK CUT OFF FOOTWORK, ALERT TO SIGNAL FB THAT SLB IS IN THE HOLE.

4/5 HOLE FORCE.

**FRONTSIDE**

ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.

**G**

ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.

**T**

FLASH TO FRONTSIDE LB, ALERT WANDA.

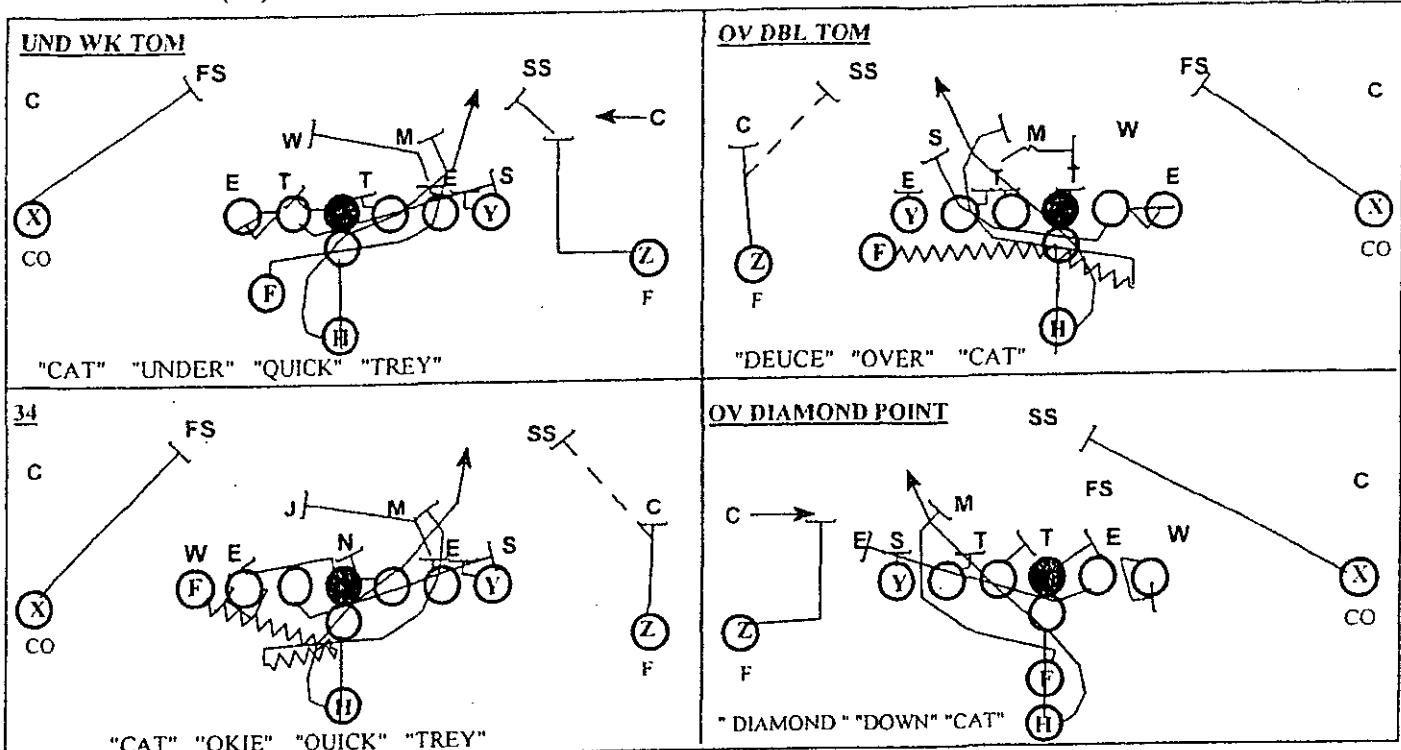
**Y**

BLOCK MAN ON, INSIDE FOOTWORK.

**X/Z**

4/5 HOLE FORCE.

RUN: MID 36 (37) CTR



**DESCRIPTION:**

STRONG SIDE CTR PLAY FROM BASE  
PEOPLE, SEPARATION PLAY WITH  
MISDIRECTION.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE.  
GET THE BALL TO THE BALL CARRIER AS  
DEEP AS POSSIBLE. THEN SET UP.

**F**

TIME STEP AND PULL FOR 1ST BACKER  
(MIKE) VS. 34 OR UNDER AND 2ND BACKER  
VS. OVER FRONT (MIKE).

**H**

USE TIGHT RIDE STEPS. GET IN GOOD  
RELATIONSHIP WITH 2ND PULLER. READ F  
BLOCK.

**BACKSIDE**

UNDER OR 34: PULL AND TRAP SLB OVER  
FRONT: PULL TO 1ST BACKER (SLB).

ALERT: CAT, DBL CAT.

6/7 HOLE CUT OFF

**FRONTSIDE**

ALERT: QUICK, DOWN, ACE.

**C**

ALERT: DEUCE, QUICK, ACE AND DOWN  
CALLS. FREEZE DEUCE ALSO.

**G**

ALERT: TREY, DEUCE, FREEZE DEUCE AND  
DOWN CALLS.

**T**

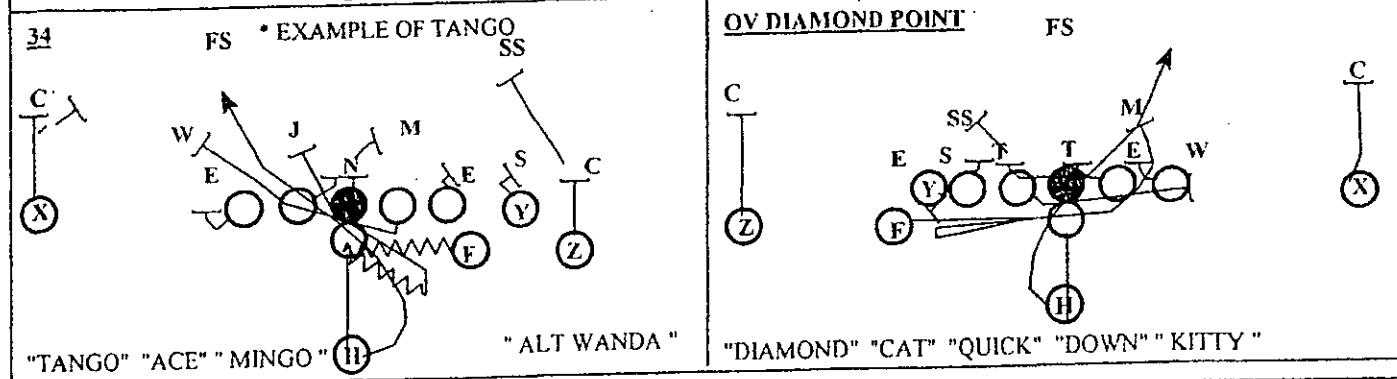
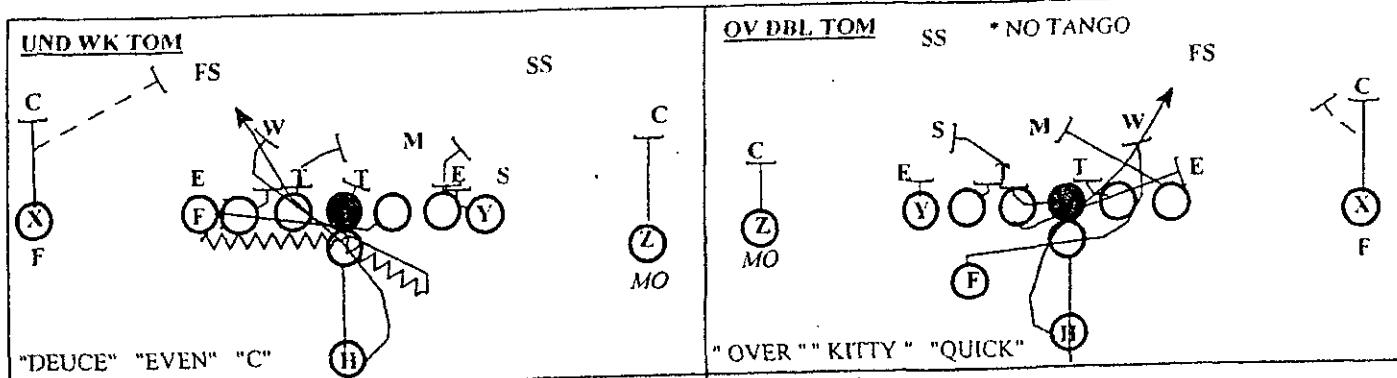
ALERT: TREY, DEUCE AND DOWN CALLS.

**Y**

6/7 HOLE FORCE, POSS. PIZZA.

**X/Z**

RUN: MID 35 / 4 CTR



**DESCRIPTION:**

WEAKSIDE CTR FROM BASE PEOPLE, WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE.  
GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F**

STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS.  
"TANGO" - BLOCK 2ND LB'ER SPOT

**H**

USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.

## FRONTSIDE

BLOCK BACKSIDE AREA TO BSLBer.  
ALERT ACE, QUICK, CAT & DOWN CALLS. KITTY CALL

BLOCK INSIDE AREA- MLBer TO BSLBer.  
ALERT DEUCE, DOWN, QUICK & ACE CALLS.

BLOCK INSIDE AREA--MLBer TO BSLBer.  
ALERT DEUCE, DOWN, TANGO & WANDA CALLS.

4/5 HOLE FORCE

## BACKSIDE

**C**

PULL AND TRAP EMOL.  
GET INTO LOS FOR KICK OUT.  
CP-WITH TANGO CALL WRAP FOR WLBer.  
CP-ALERT WANDA CALL--WLBer ON LOS..

**G**

BLOCK "B" GAP AREA.  
ALERT CAT , KITTY CALL

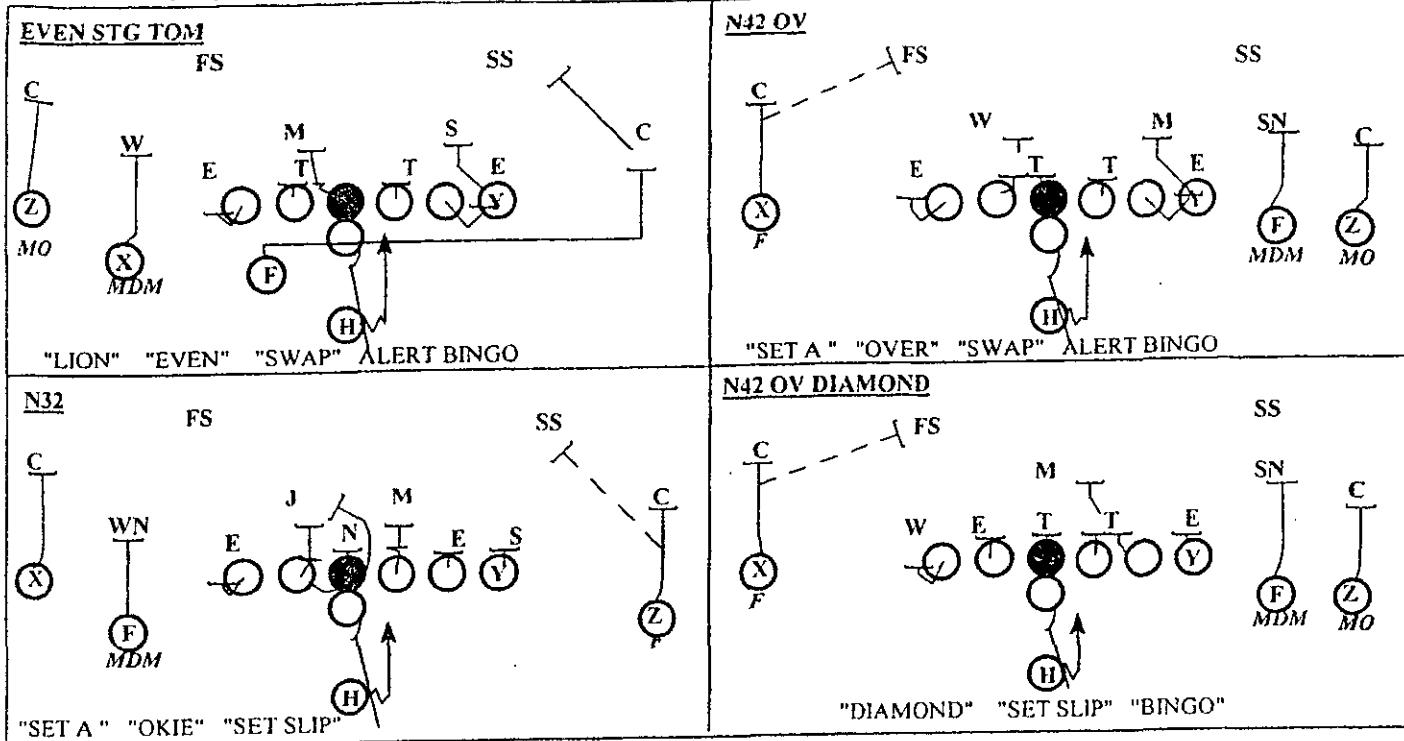
**Y**

ALT "C ", CAT AND KITTY CALL

**X/Z**

4/5 HOLE FORCE.

# RUN: 40 (41)



## DESCRIPTION:

A ONE BACK STRONG SIDE DRAW.

**QB**

DROPOBACK RT. MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 0/1 HOLE TAG.

**F**

MOST DANGEROUS MAN OUT OF BOX

**H**

DRAW STEPS, PRESS FRONTSIDE GUARD- FROM OFFSET POSITION SHUFFLE PARRALLEL TO PLAYSIDE GUARD, THEN PRESS LOS.

## BACKSIDE

PASS SET AND BLOCK #1.  
ALERT LION/RAM, HARD LION/RAM,  
A, B, AND YELLOW/ORANGE CALLS.

PASS SET AND BLOCK EMOL.  
ALERT FAN, HARD LION/RAM &  
B CALLS., ALERT TO SHIFT.

PASS RELEASE, BLOCK FORCE

## FRONTSIDE

PASS SET & BLOCK #0 TO WEAKSIDE LBer.  
ALERT LION/RAM, HARD LION/RAM,,  
A & YELLOW/ORANGE CALLS, ALERT HOLE.

**C**

PASS SET AND BLOCK #1.  
ALERT LION/RAM, SLIP & YELLOW / ORANGE CALLS,  
BINGO CALLS.

**T**

PASS SET AND BLOCK #2.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO.

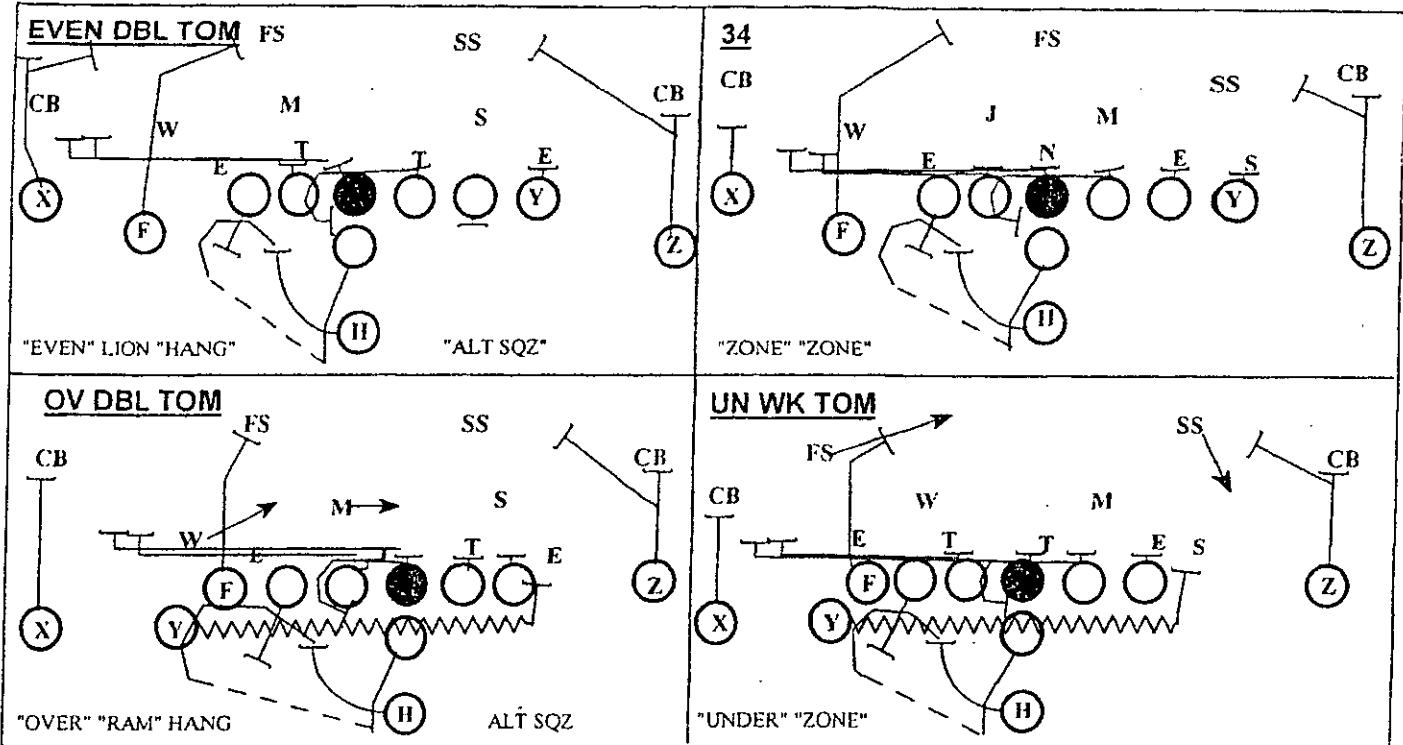
**Y**

PASS SET AND BLOCK #3.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO  
CALL.

**X/Z**

PASS RELEASE, BLOCK FORCE

## PROTECTION: R 335 STAY SC LT TO H



### DESCRIPTION:

A Playaction Screen designed to look like our 335 Stay Protection, this is a 3 count screen.

QB

Ride 35 steps play fake, gain depth to 9 yards and set up in strong B-Gap, see the screen throw back to HB!

F

run route called , block assigned defender.

H

Check will to FS 3 count release on the inside hip of the guard - alt heavy.

### BACKSIDE

Block Stay Pro, Alert Squeeze, you are the Rat Killer, look to take over NG in Under or 34 Defense

Block Stay Pro, Alert Hang, Squeeze and Out calls.

Block Stay Pro, Alert Squeeze, Out calls.

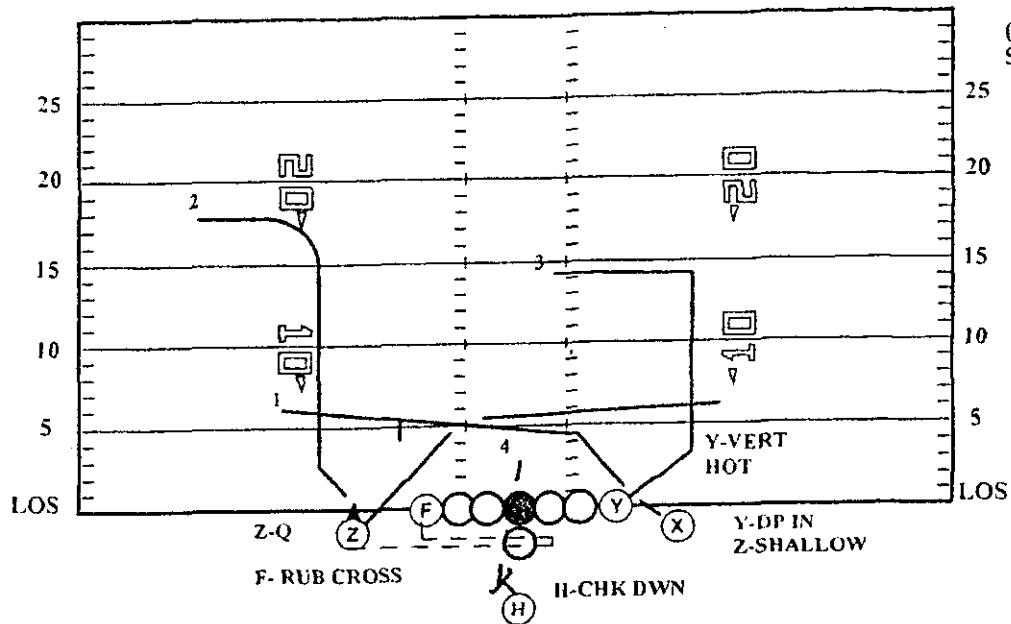
### SCREENSIDE

Block Stay Pro, 1st out, 2nd out rules.

Block Stay Pro, 1st out, 2nd out rules, Alert Heavy.

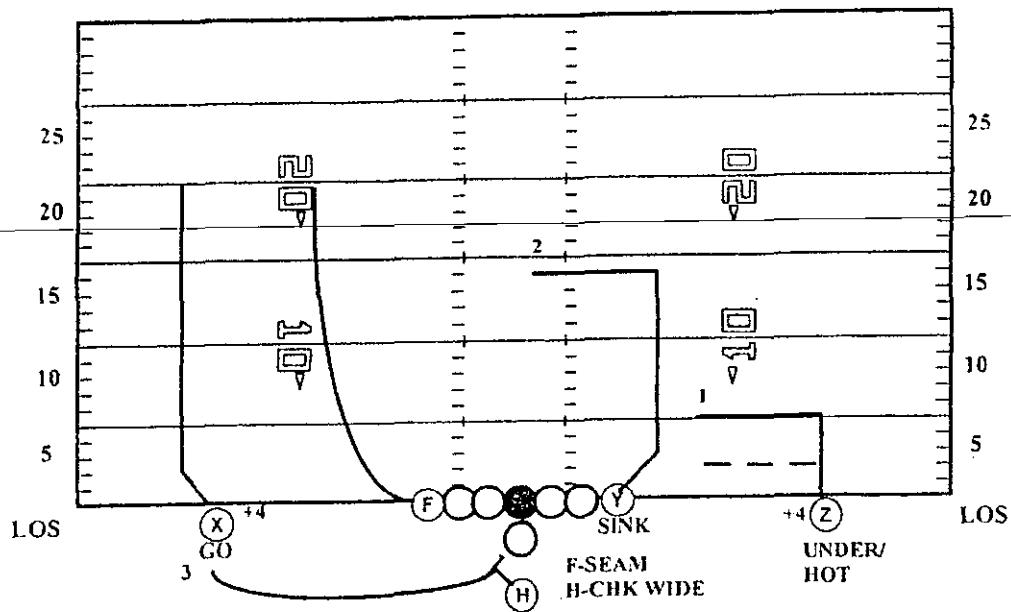
Block Stay Pro, Overset DE, you are stick.

## 62 - CROSS, UNDER



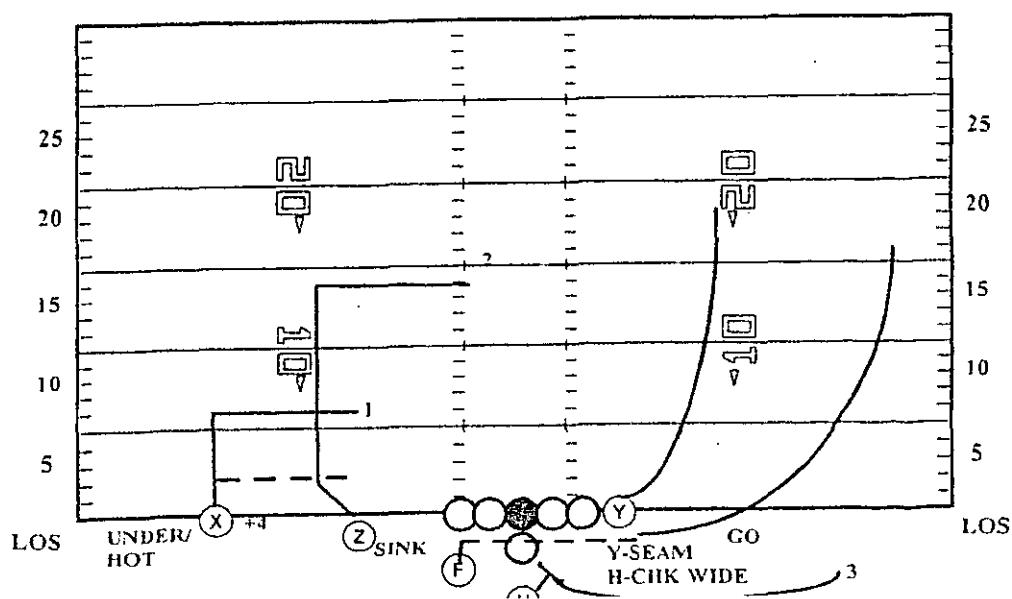
(R/D) 0 ON SWITCH FIG,(0  
SPLIT SWITCH)  
-62 X/F CROSS

-Q/DEEP IN RUNNERS GO 1ST  
1ST TAGGED PLAYER HAS  
SHALLOW / 2ND HAS RUB CROSS



(R/D) 0 ON  
-62 Z UNDER

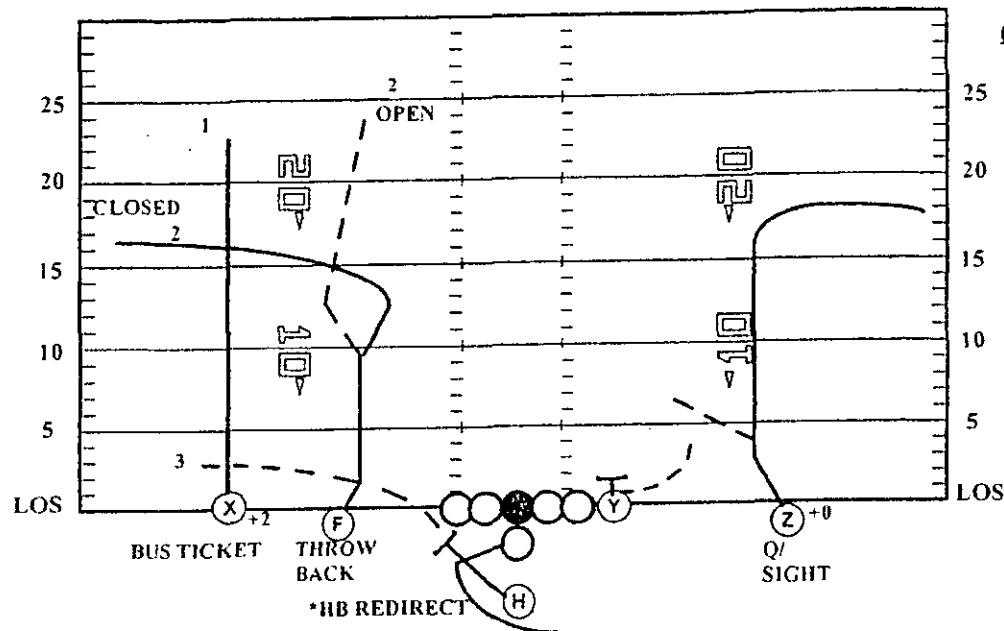
-SINK- MANDATE  
OUTSIDE RELEASE



(R/D) 0 WK SLOT FAT  
-63 X UNDER

-SINK- MANDATE  
OUTSIDE RELEASE

# RIDE 335 STAY- THROWBACK, INDIGO

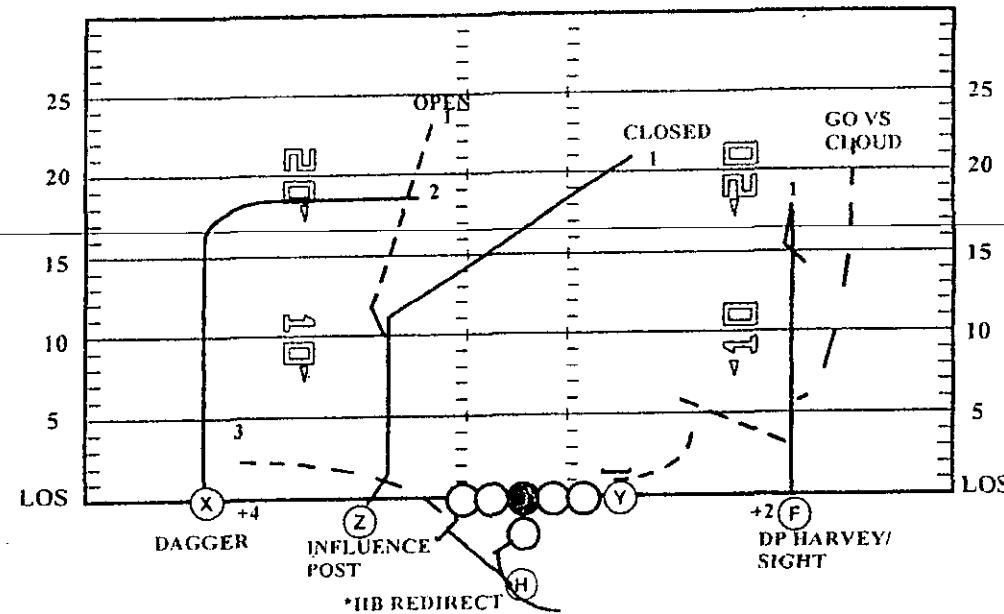


(R/D/H) 0 HALF

-RIDE 335 STAY F TROWBACK

-MIDDLE OPEN  
NO POST SAFETY  
NEAR SAFETY +4 OR  
MORE FROM HASH

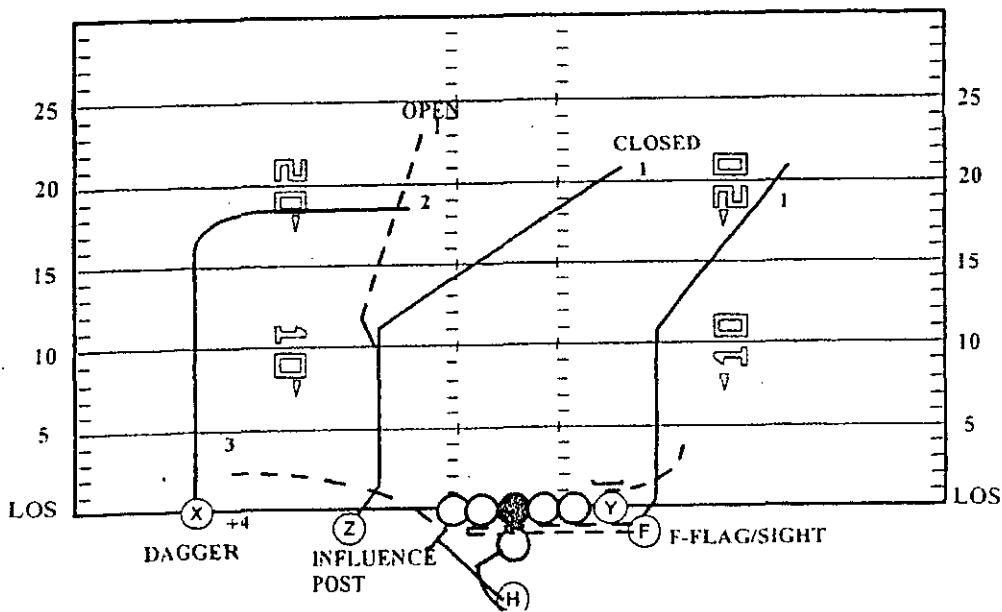
QB/HB GREAT FAKE



(R/D/H) 0 OUT SLOT

-RIDE 335 STAY X INDIGO

-QB/HB GREAT FAKE

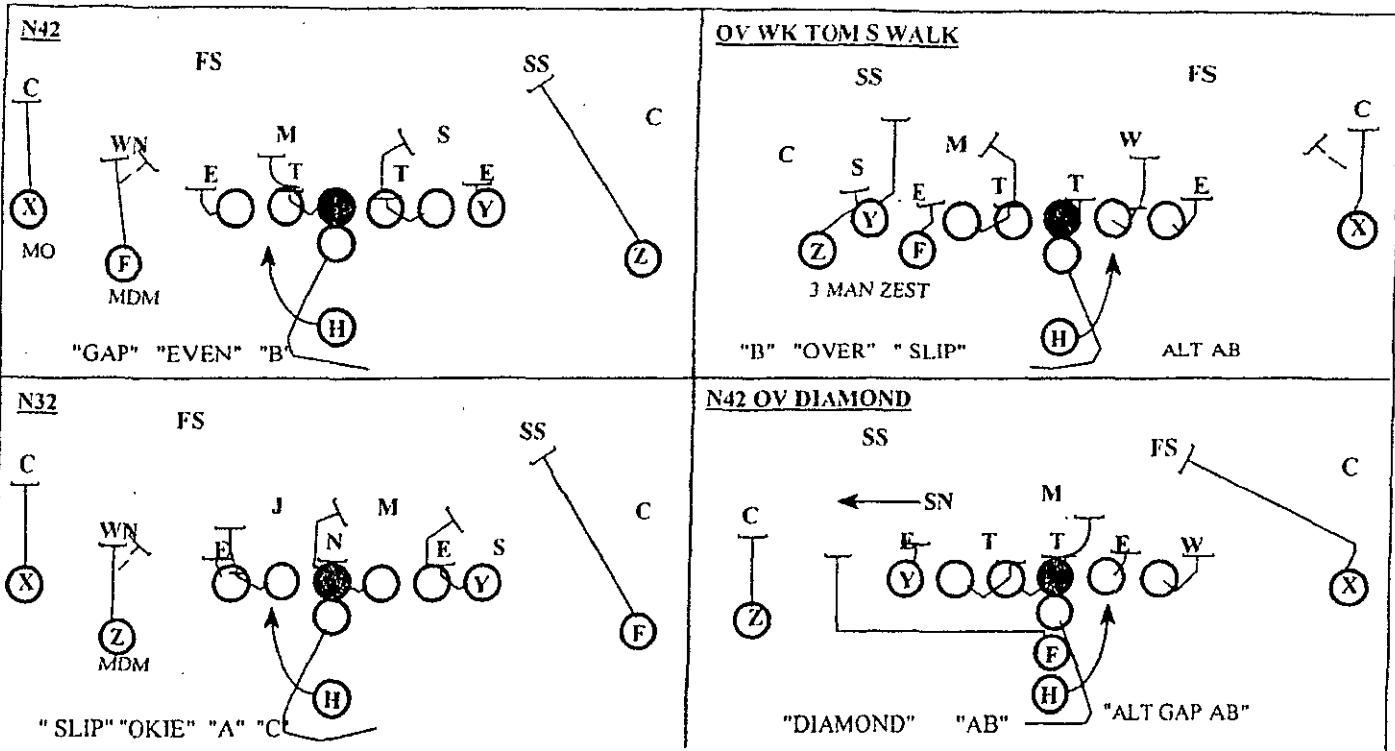


(R/D/H) 0 FLOOD SLOT FIG

-RIDE 335 STAY X INDIGO

-QB/HB GREAT FAKE

RUN: RIDE 35 / 34 WEAK



**DESCRIPTION:**

OPEN SIDE ZONE PLAY - POSS. KILL OR ALERT PLAY.

**QB**

OPEN AT 5/7 O'CLOCK, SECOND STEP ADJUST, GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND AND SHOW BALL EARLY.  
SELL NAKED FAKE AWAY AND SET UP BEHIND CENTER.

**F**

MDM OUT OF BOX

**H**

OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE - READ 1ST COVERED OL, POSSIBLE ROLL BACK.

**FRONTSIDE**

BLOCK #0 TO ONLBer:  
ALERT GAP, AB & ORNG/YLOW CALLS, GAP AB CALLS.

BLOCK #1. ALERT GAP, SLIP & ORANGE/YELLOW CALLS,  
CHIP CALLS, GAP AB CALLS.

BLOCK DE. WIDE DRIVE BLOCK.  
ALERT FAN & SLIP CALLS.

4/5 HOLE FORCE, ZEST

**BACKSIDE**

**C**

BLOCK #1. CUT OFF,  
ALERT A, B, AB & ORANGE/YELLOW CALLS, SLAP CALLS,  
GAP AB CALLS..

**T**

BLOCK #2. CUT OFF,  
ALERT B, AB, C, SUP & MINGO CALLS, SLAP CALLS AND  
GAP AB CALLS.

**Y**

BLOCK #3. CUT OFF,  
ALERT B, C, SUP & MINGO CALLS.

**X/Z**

4/5 HOLE FORCE, ZEST

# RUN: MID 35 / 4 KICK

<p><u>UND WK TOM</u></p> <p>"DEUCE" "EVEN" "DBL CAT" "H"</p>	<p><u>OV DBL TOM</u></p> <p>"OVER" "KITTY" "QUICK" "H" "WIDE"</p>
<p><u>34</u></p> <p>FS</p> <p>"WANDA" "ACE" "DBL CAT" "H"</p>	<p><u>OV DIAMOND POINT</u></p> <p>FS</p> <p>"DIAMOND" "DBL CAT" "DOWN"</p>
<p><b>DESCRIPTION:</b></p> <p>WK SIDE MISDIRECTION PLAY THAT SEPARATES THE DEFENSE. THE FB WILL CUT THE E.M.O.L. AND THE GUARD PULLS FOR THE WLB.</p>	<p><b>QB</b></p> <p>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</p> <p><b>F</b></p> <p>CUT E.M.O.L. - IF HE PENETRATES UPFIELD, TRAP E.M.O.L.</p> <p><b>H</b></p> <p>OPEN LEAD STEP. READ GUARD.</p>

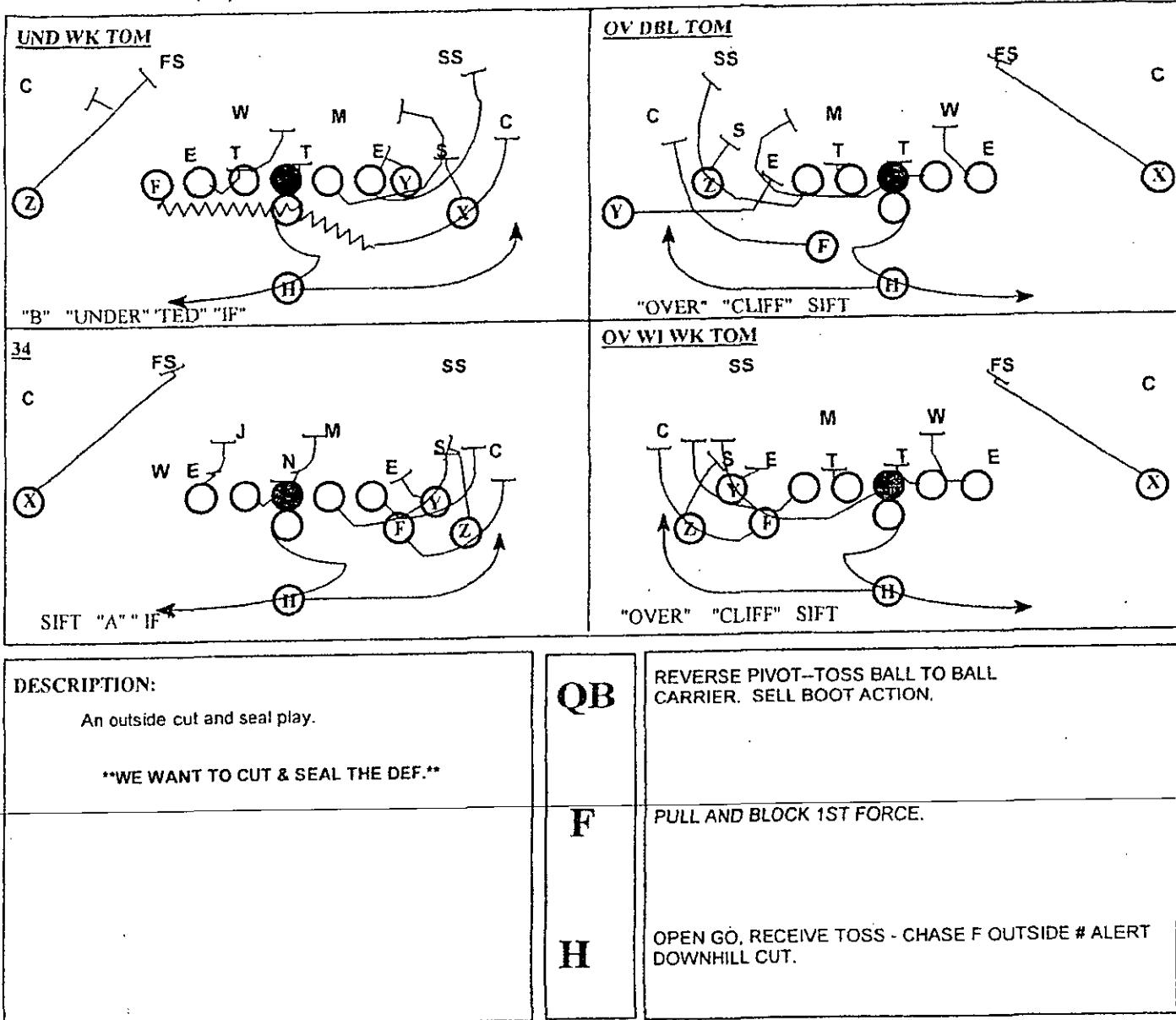
## FRONTSIDE

<p>ALERT: QUICK, DEUCE AND DOWN CALLS, ACE ALSO.</p>	<p>ALERT: DEUCE, DOWN OR WANDA CALLS. "WIDE CALLS"</p> <p>4/5 HOLE FORCE</p>
--	--

## BACKSIDE

<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>ALERT: QUICK, KITTY, ACE AND DOWN CALLS.</p> <p>PULL TO BLOCK WLB, ALERT "WANDA" CALL, "WIDE" CALL.</p> <p>ALERT: CAT AND DBL CAT, KITTY CALLS.</p> <p>ALERT: DBL CAT OR CUT OFF (KITTY).</p> <p>4/5 HOLE FORCE.</p>
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# RUN: TOSS 38 (39) GATOR



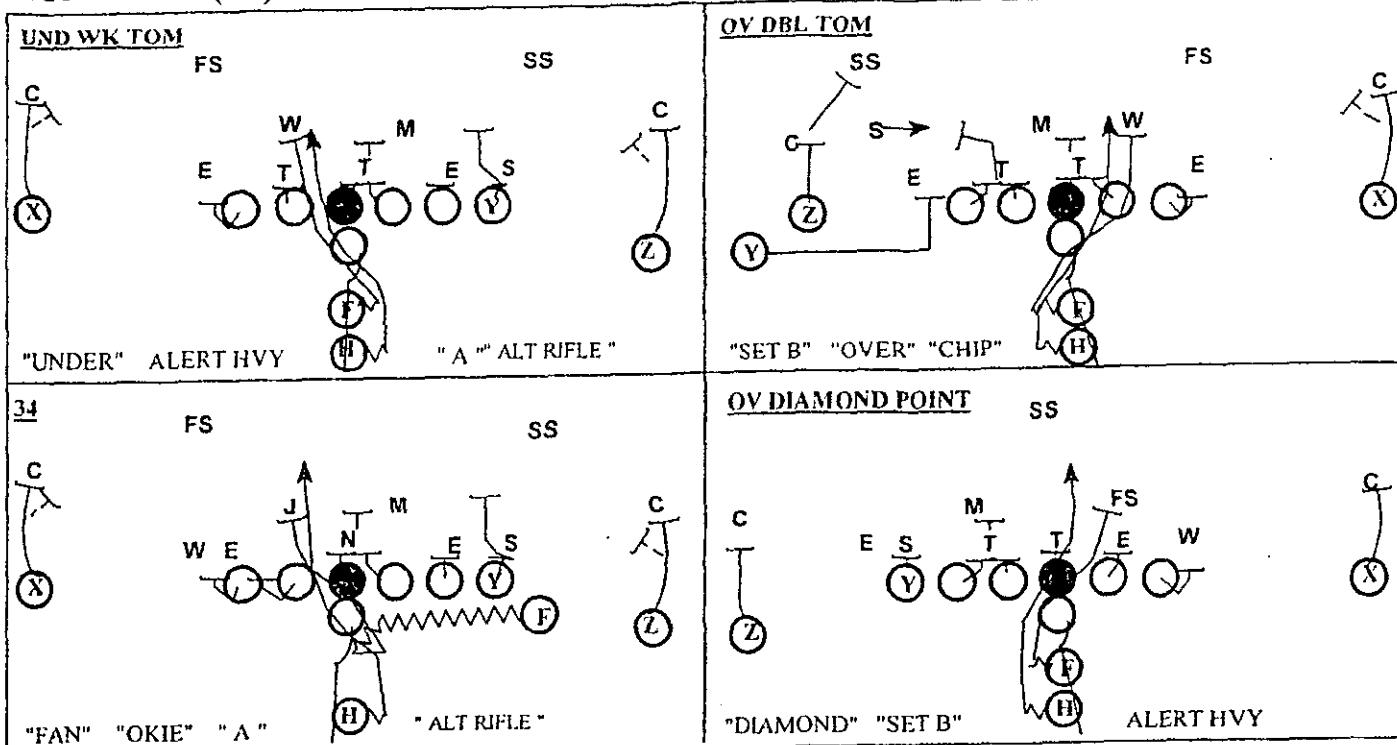
## BACKSIDE

<p>ALERT: "A", "AB" AND CLIFF CALLS, "B" ALSO.</p>
<p>ALERT: "B" AND SIFT CALLS.</p>
<p>CUT OFF</p>

## FRONTSIDE

<p><b>C</b></p>	<p>ALERT: A, GAP, AB AND CLIFF CALLS.</p>
<p><b>G</b></p>	<p>ALERT: TAG, IF AND YOU CALLS.</p>
<p><b>T</b></p>	<p>ALERT: YOU CALLS AND TAG CALLS.</p>
<p><b>Y</b></p>	<p>BLOCK END/ ALT QUAD CALLS.</p>
<p><b>X/Z</b></p>	<p>BLOCK 1ST MAN INSIDE AT SNAP. ALERT: QUAD.</p>

# RUN: H 45 (44) BASE OPPOSITE



## DESCRIPTION:

A TWO BACK WEAKSIDE LEAD DRAW, USING MIS DIRECTION ACTION BY STEPPING BOTH BACKS AWAY FROM THE CALL..

**QB**

DROPOUT RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.

**F**

DRAW STEPS OPP. OF CALL - ENTER OFF FIRST COVERED OI PLAYSIDE TO BLOCK WILL, STRIKE DOWN THE MIDDLE.

**H**

DRAW STEPS OPP. OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

## FRONTSIDE

PASS SET AND BLOCK #0.  
ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK #1.  
ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP & WIPE CALLS, ALERT FAN.

FORCE

## BACKSIDE

**C**

PASS SET AND BLOCK #1.  
ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS, ..

**G**

PASS SET AND BLOCK #2.  
ALERT B, OUT & ORNG/YLOW CALLS.

**T**

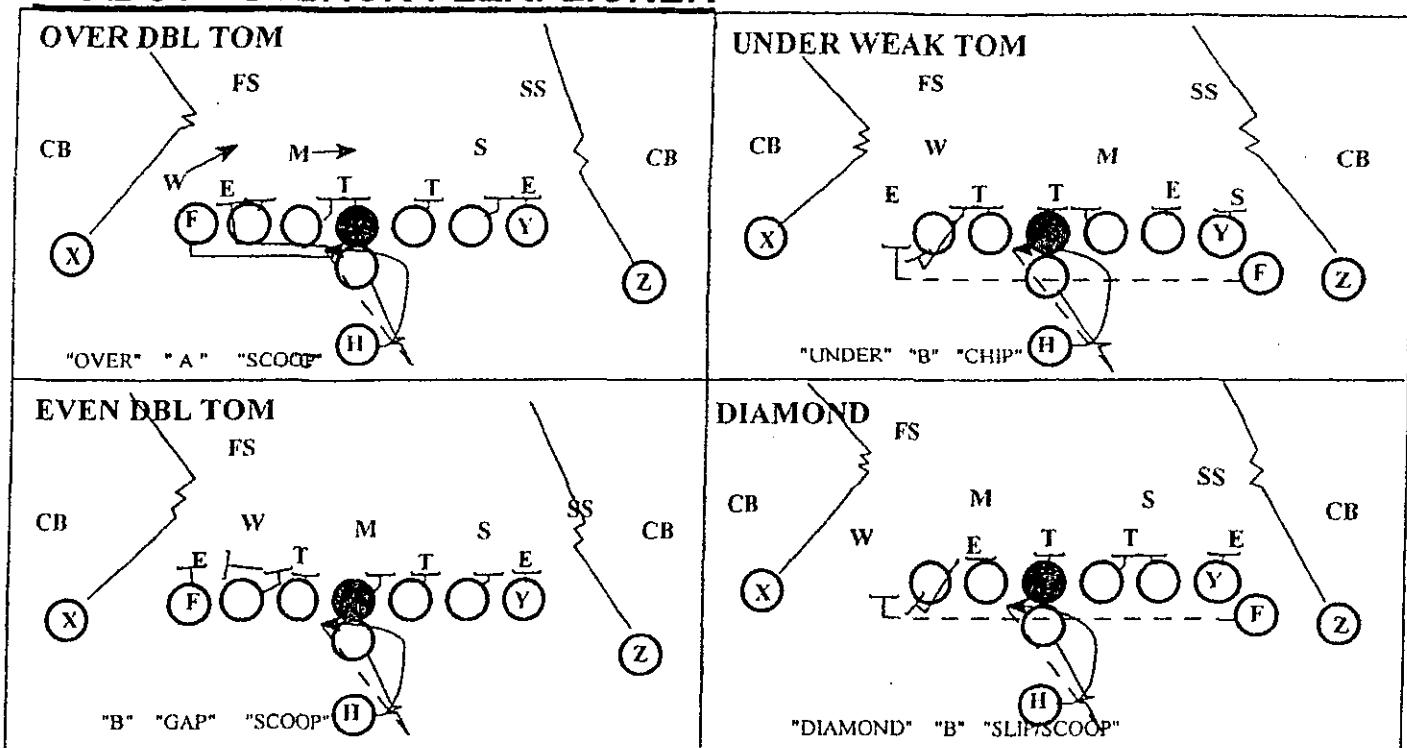
PASS SET AND BLOCK #3.  
ALERT B & OUT CALLS, ALERT RIFLE.

**Y**

PASS RELEASE, BLOCK FORCE.

**X/Z**

# RIDE 34 CUTBACK FLEAFICKER



**DESCRIPTION:** A FLEAFICKER PASS OFF OUR RIDE 34 RUN PLAY. QB WILL HAND BALL TO HB. AFTER HANDOFF HB WILL SELL RUN AND THEN TURN AND LATERAL BALL BACK TO QB. WE WILL LOOK TO THROW X #1 AND Z#2!!

**QB**

RIDE FOOTWORK HANDING THE BALL TO HB. GAIN DEPTH AFTER MESH AND RECEIVE LATERAL FROM BACK. WE ARE READING X #1 AND Z#2.

*ALERT BLITZ "KEEP IT" CALL FOR HB!!!*

**F**

CUT OFF EMOL

**H**

OPEN CROSSOVER DOWNHILL, BEND TO BACKSIDE "A" GAP AND MAKE FIRM 2 HAND TOSS BACK TO QB - GET HEAD AROUND FOR PROTECTION, ALERT KEEP IT, KEEP IT CALL BY QB.

**BACKSIDE**

BLOCK R-34, ALERT A, B CALLS.

BLOCK R-34, ALERT B, MINGO CALLS.

**FRONTSIDE**

BLOCK R-34, ALERT A, GAP, CHIP CALLS.

BLOCK R-34, ALERT GAP, SLIP, CHIP CALLS.

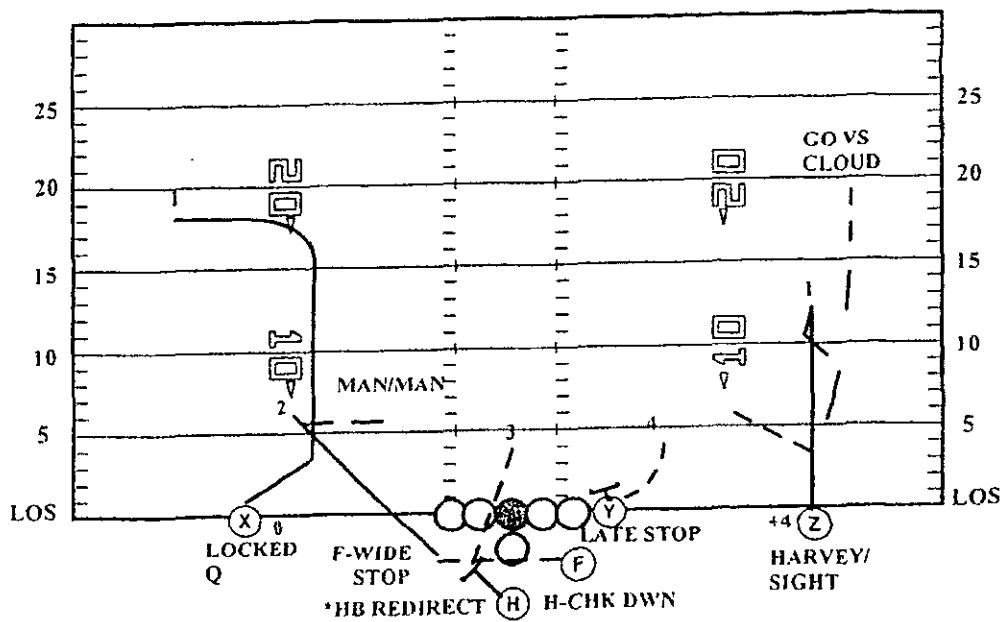
**T**

BLOCK R-34, ALERT SLIP, SCOOP, OUT CALLS.

**Y**

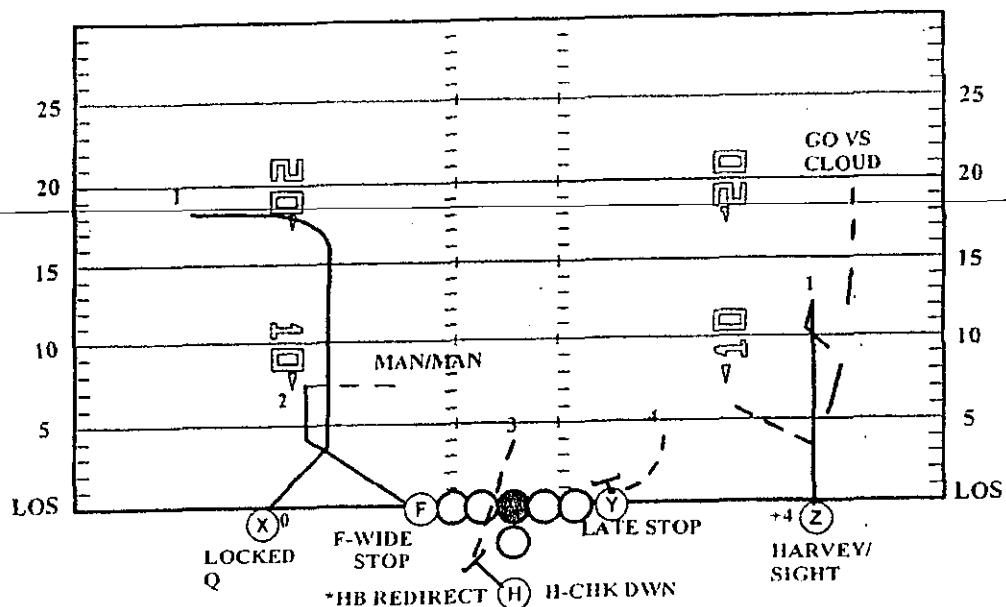
BLOCK R-34 ALERT, SCOOP, SLIP, OUT CALLS.

# 80 - PATRIOT



(R/D) 0 STR FAX  
-80 HARVEY PATRIOT

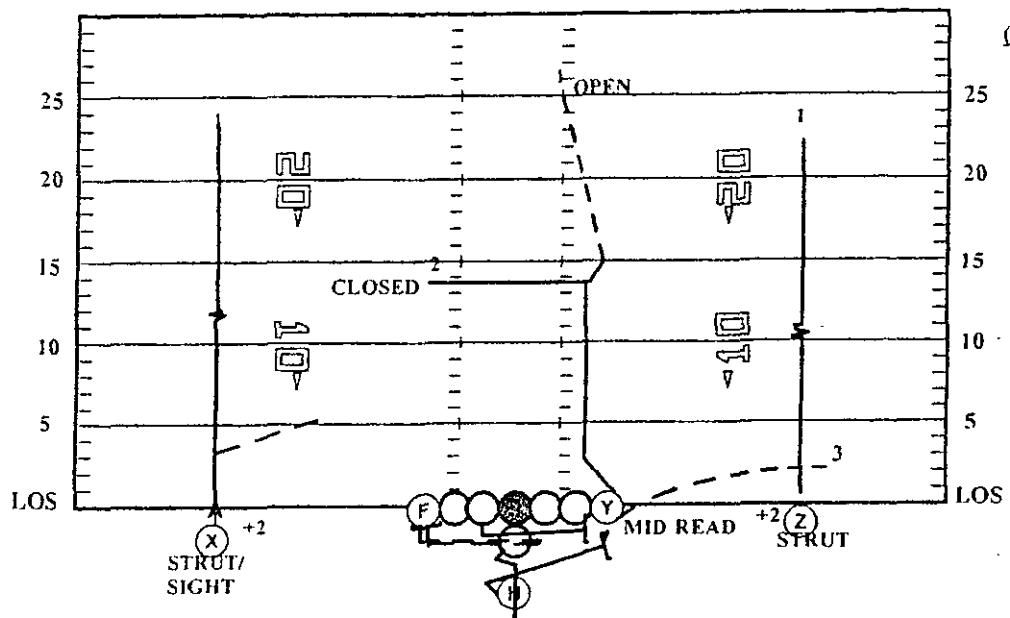
WIDE STOP 6 YARDS FROM BACKFIELD



(R/D) 0 ON  
-80 HARVEY PATRIOT

WIDE STOP 8 YARDS FROM L.O.S.

# JAB 144 COUNTER

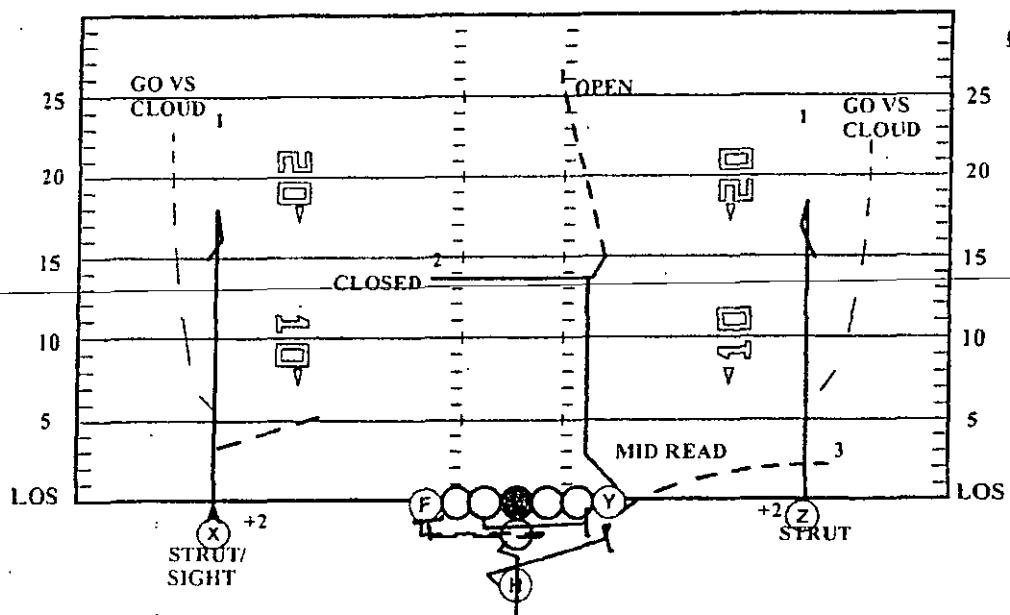


(R/D) 0 ON FIG

-J 144 CTR DOUBLE STRUT

-MIDDLE READ  
NO POST SAFETY  
NEAR SAFETY +4 OR WIDER  
FROM HASH

\*PULLING GUARD C GAP  
HB-D GAP PROTECTOR

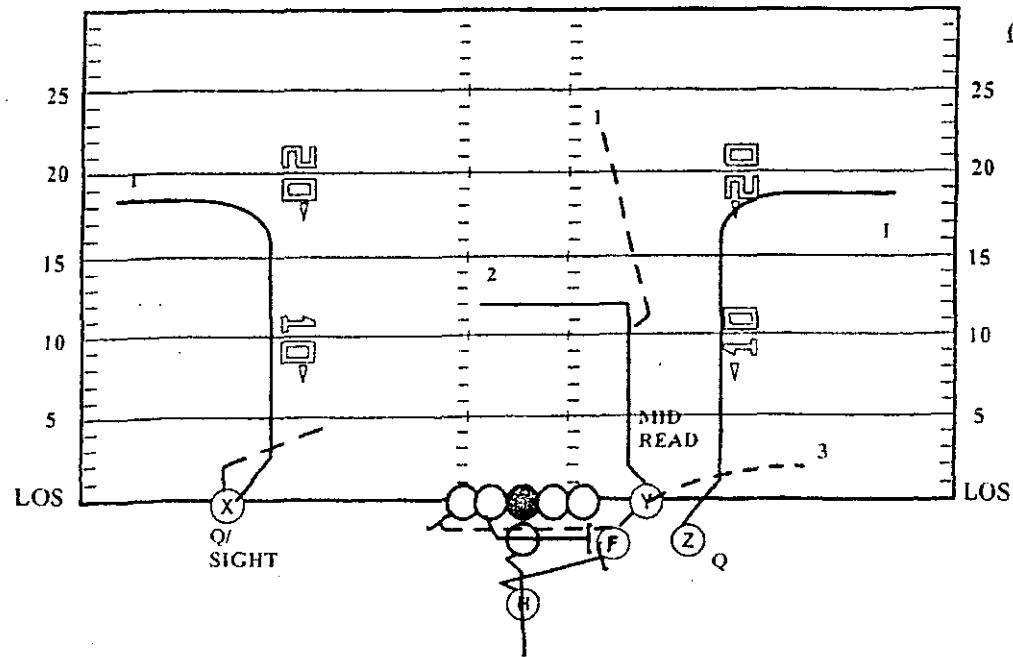


(R/D) 0 ON FIG

-J 144 CTR DOUBLE DEEP HARVEY

-MIDDLE READ  
NO POST SAFETY  
NEAR SAFETY +4 OR WIDER  
FROM HASH

\*PULLING GUARD C GAP  
HB-D GAP PROTECTOR

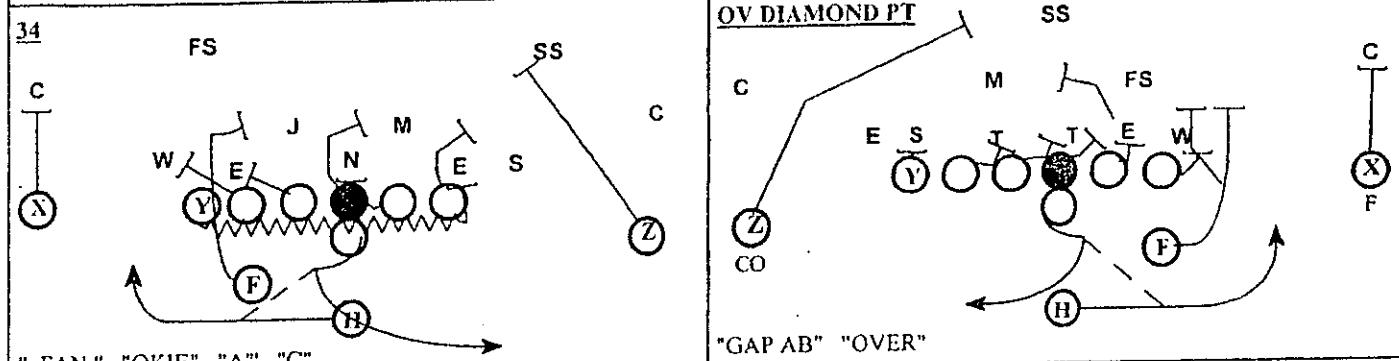
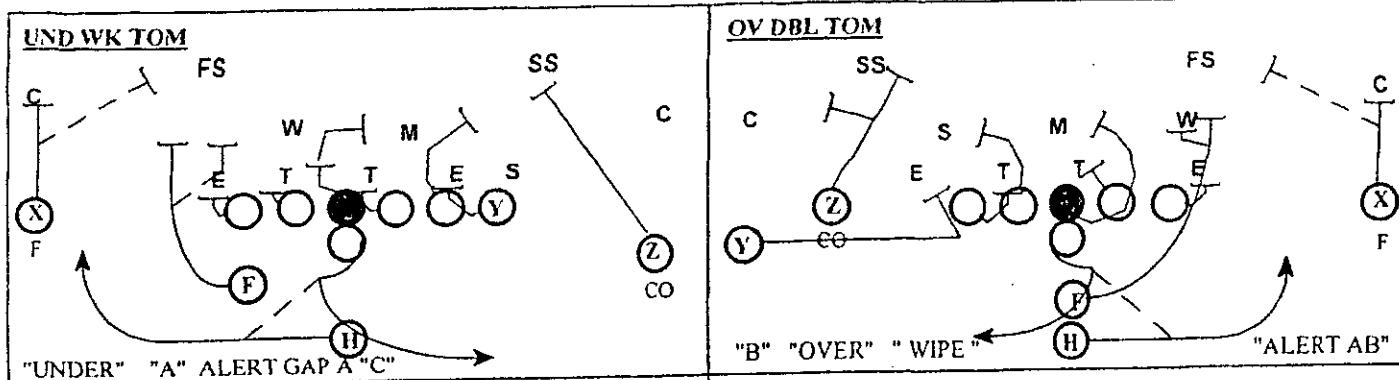


(R/D/B3)-0 TRUMP FAP

-J 144 CTR DOUBLE Q

\*PULLING GUARD C GAP  
HB-D GAP PROTECTOR

RUN: TOSS 39 (38) BASE



**DESCRIPTION:**  
A WEAKSIDE TOSS PLAY WITH BASE BLOCKING.

**QB**

REVERSE PIVOT-TOSS BALL TO BALL CARRIER. SELL NAKED ACTION.

**F**  
**H**

BLOCK WILL  
"ALERT WIDE END, OT MAY SIGNAL YOU TO BLOCK END."

OPEN, SHUFFLE, RECEIVE TOSS RUN A STRETCH COURSE AND KEY EMOL BLOCK.

**FRONTSIDE**

**BACKSIDE**

BLOCK #0. REACH BLOCK.  
ALERT GAP, GAP A, A, GAP AB AND WIPE CALLS.

**C**

BLOCK #1. CUT OFF.  
ALERT A, B AB & GAP AB CALLS.

BLOCK #1. REACH BLOCK.  
ALERT GAP, GAP A, SLIP, WIPE AND GAP AB CALLS, FAN CALLS..

**G**

BLOCK #2. CUT OFF.  
ALERT B, AB, C, SUP & GAP AB CALLS.

BLOCK DE. REACH BLOCK.  
ALERT SLIP CALLS, VS. WIDE END SIGNAL BACK AND SLIP WITH GUARD, FAN CALLS..

**T**

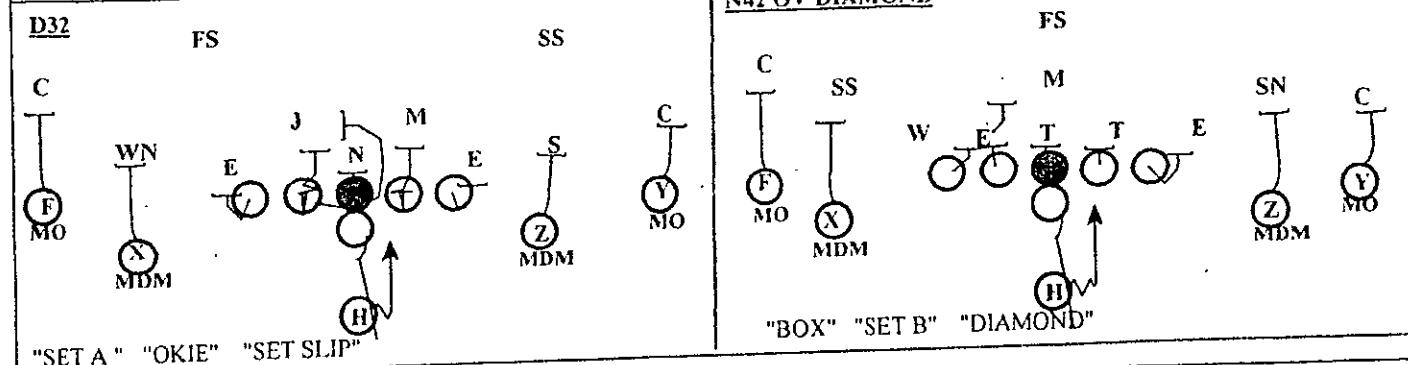
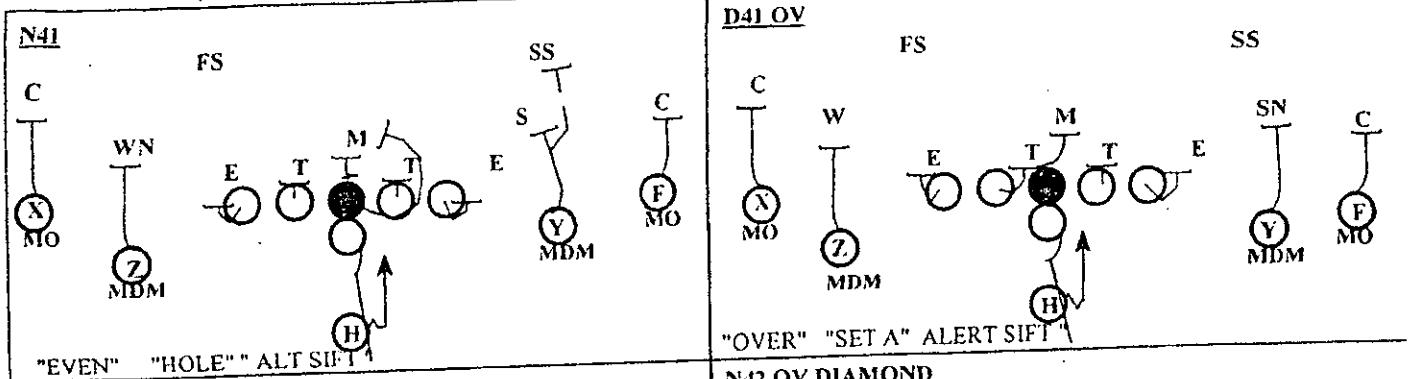
BLOCK #3. CUT OFF.  
ALERT B, C, SUP CALLS.

9 HOLE FORCE.

**X/Z**

CUT OFF (ALERT BOX CALL IN SLOT.)

# RUN: N40 (41)



## DESCRIPTION:

A ONE BACK WEAKSIDE DRAW.

**QB**

DROPOUT RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 0/1 HOLE TAG..

MAN ON.

**F**

**H**

DRAW STEPS, PRESS FRONTSIDE GUARD- FROM OFFSET POSITION SHUFFLE PARALLEL TO PLAYSIDE GUARD, THEN PRESS LOS.

## FRONTSIDE

PASS SET AND BLOCK MAN ON OR REMAINING LBer IN BOX.  
ALERT HOLE, WIPE, A, LION/RAM & ORNG/YLOW CALLS.  
2 LB'S IN BOX GO FRONTSIDE.

PASS SET AND BLOCK #1.  
ALERT HOLE, WIPE, SLIP, LION/RAM, FAN CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP, FAN & WIPE CALLS.

MAN ON

## BACKSIDE

**C**

PASS SET AND BLOCK #1.  
ALERT, A, B, RAM/LION, HOLE & ORANGE/YELLOW CALLS.

**G**

PASS SET AND BLOCK DE.  
ALERT B & FAN CALLS.  
CP-VS 6 MAN BOX SET AND SIFT (BOX CALL)..

**T**

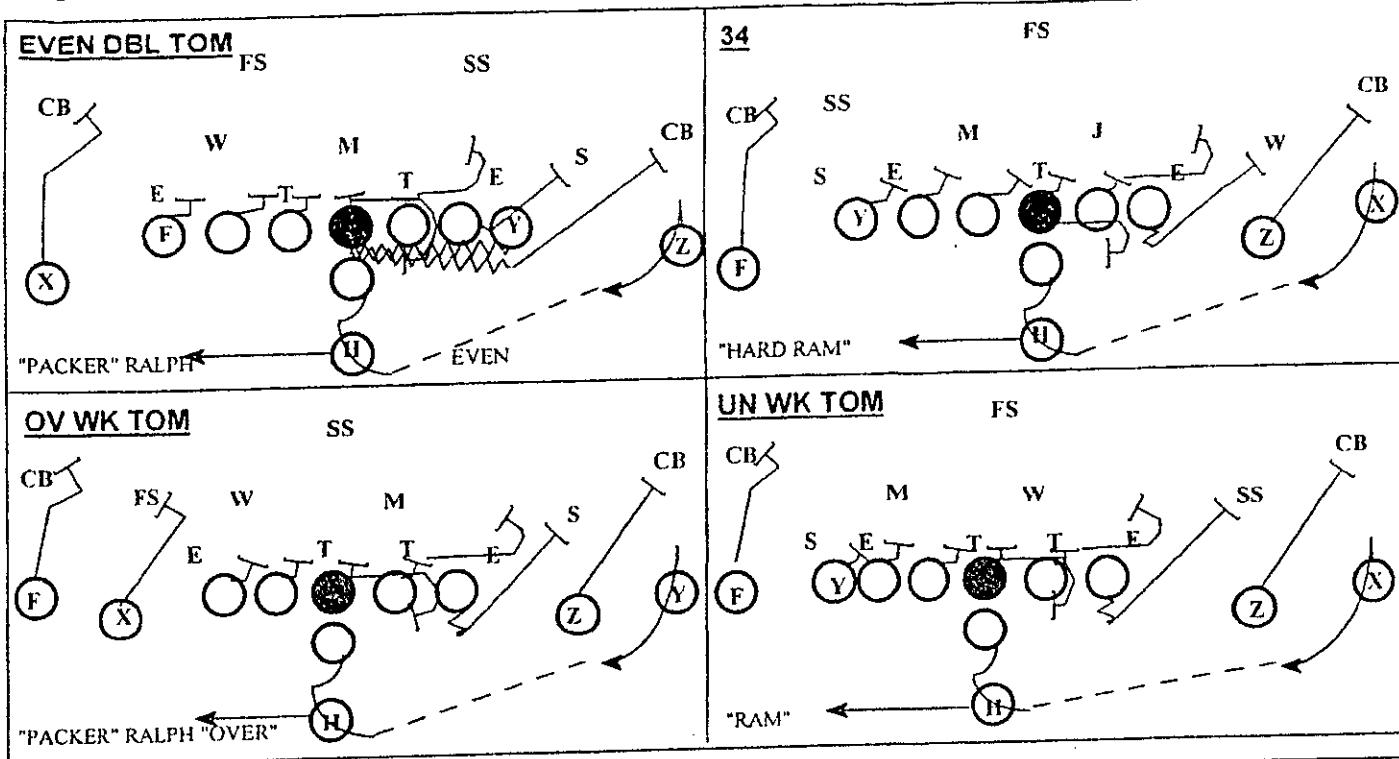
MOST DANGEROUS OUT OF BOX

**Y**

M.D.M. OUTSIDE OF BOX

**X/Z**

# PROTECTION: TOSS 39 ROCKET SCREEN RT TO X



## DESCRIPTION:

A play action screen designed to get the ball in space to a WR.

Note: Can also be run with Toss Base or Ride Wk Action.

TOSS BAIL MECHANICS - ONE STEP FIND PASSING LANE TO WR.

9 hole cutoff rules.

QB

F

H

FAKE TOSS 39

## CALLSIDE

Block 91 Pro, Alert Packer, Ralph/Lester, (Hard) Ram/Lion.

Block 91 Pro, alert Packer Ralph/Lester.

Block 91 Pro, alert Packer.

## SCREENSIDE

Block 91 Pro: Alert Packer, Ralph/Lester, (Hard) Ram/Lion, you are the Rat Killer.

Block 91 Pro, quick set, you are 2nd out looking for 1st bubble backer. Alert Ram/Lion

Quick set end and release to block. Support over Slot, be physical with End.

blk. man over x

rocket tech. catch ball on inside edge of #.

C

G

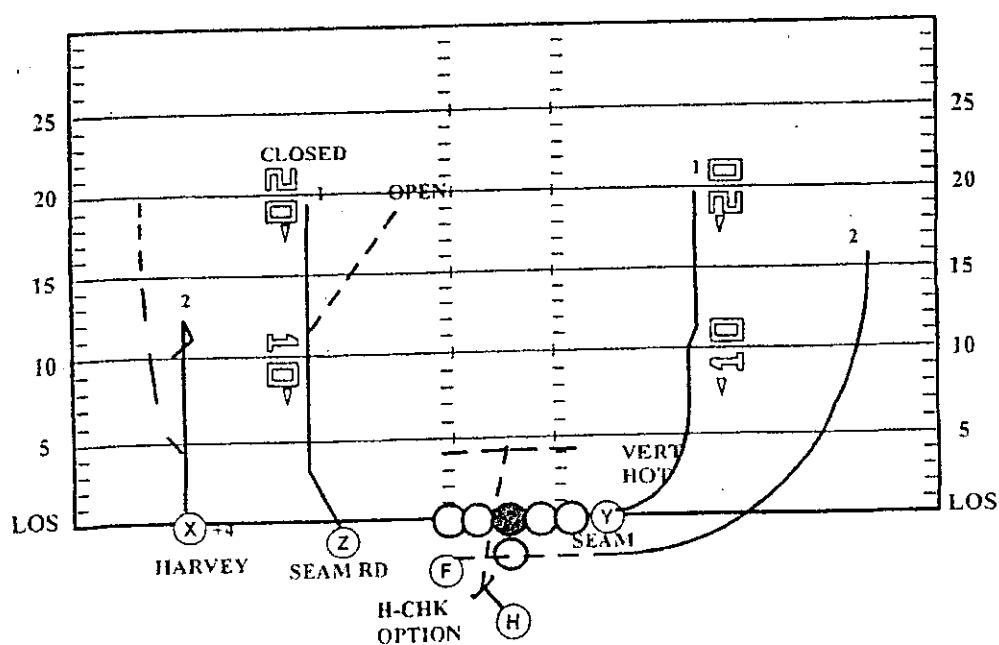
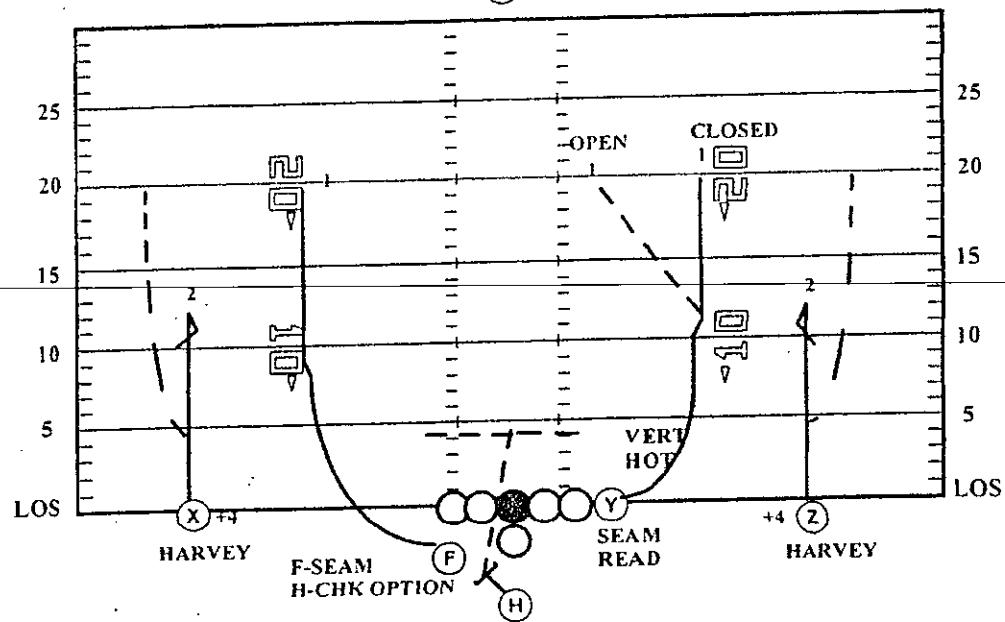
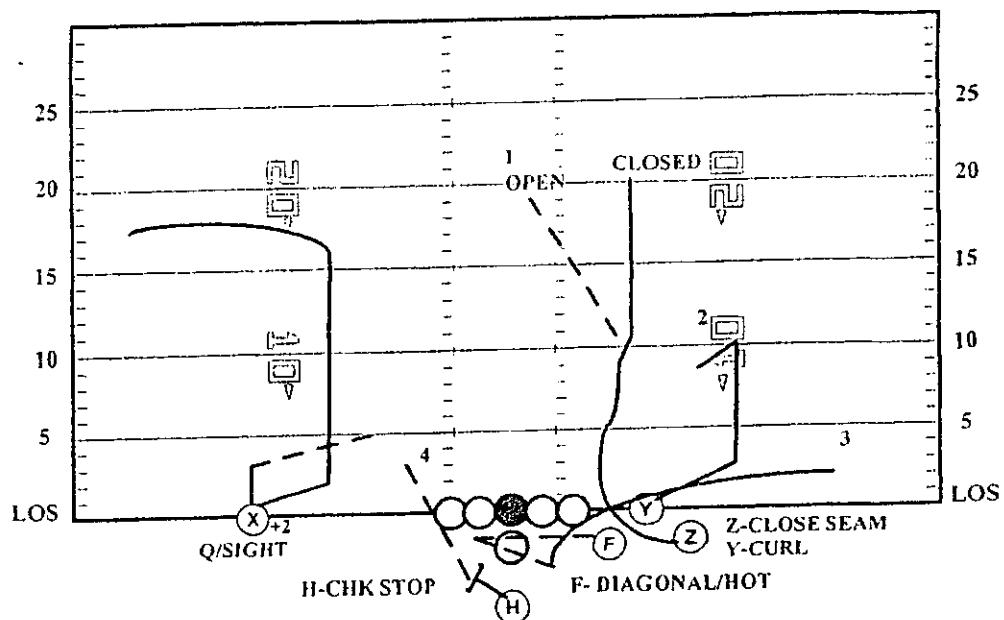
T

Y

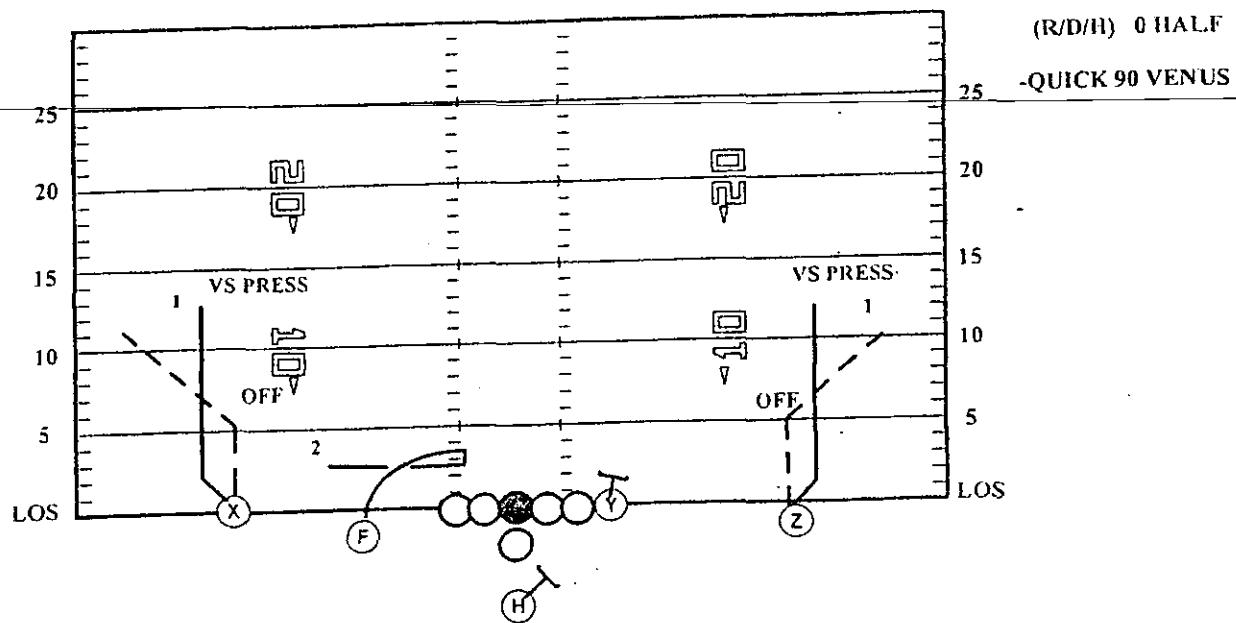
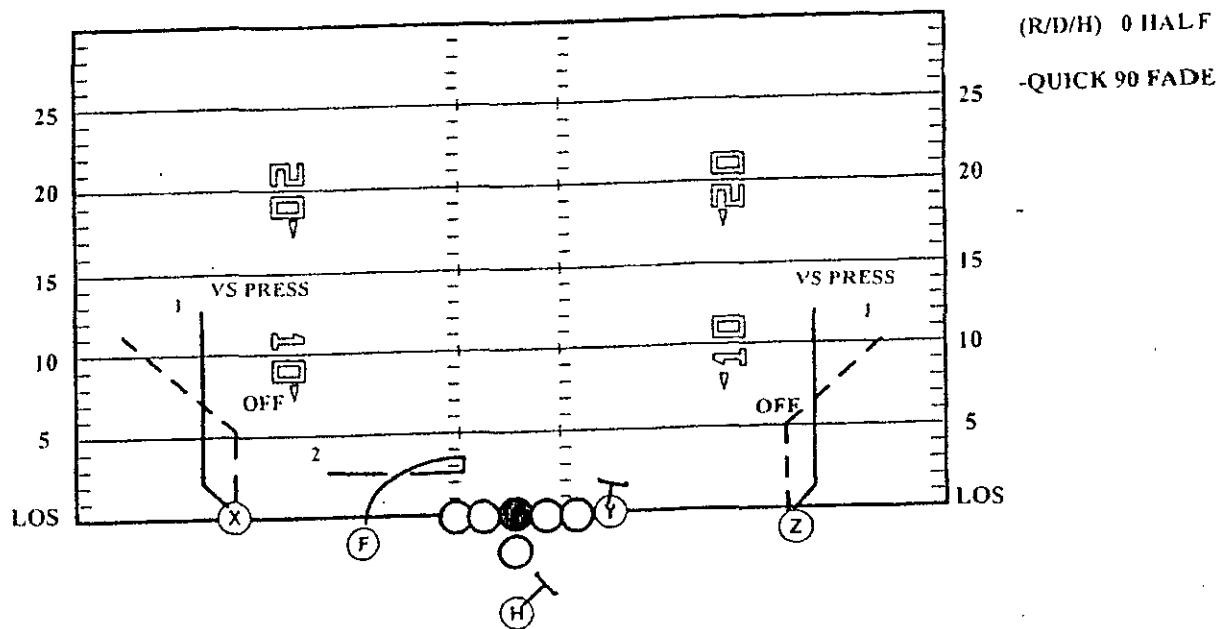
Z

X

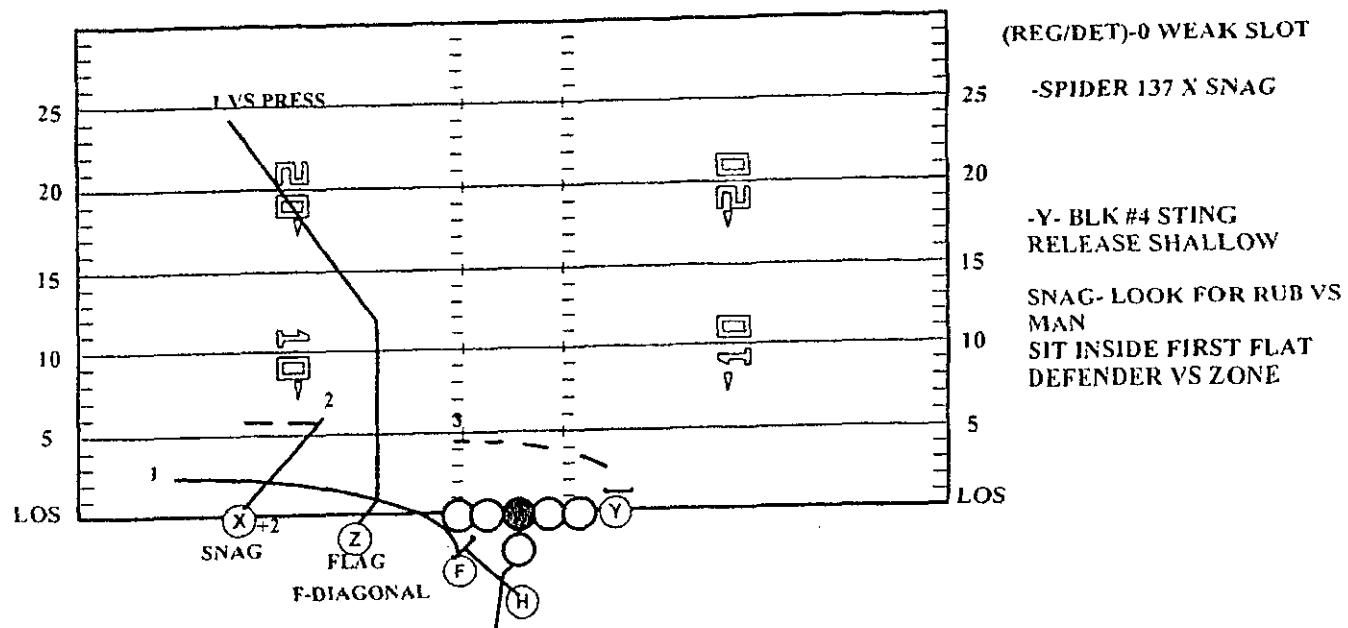
## 62 - RED, ALL GO(Y)



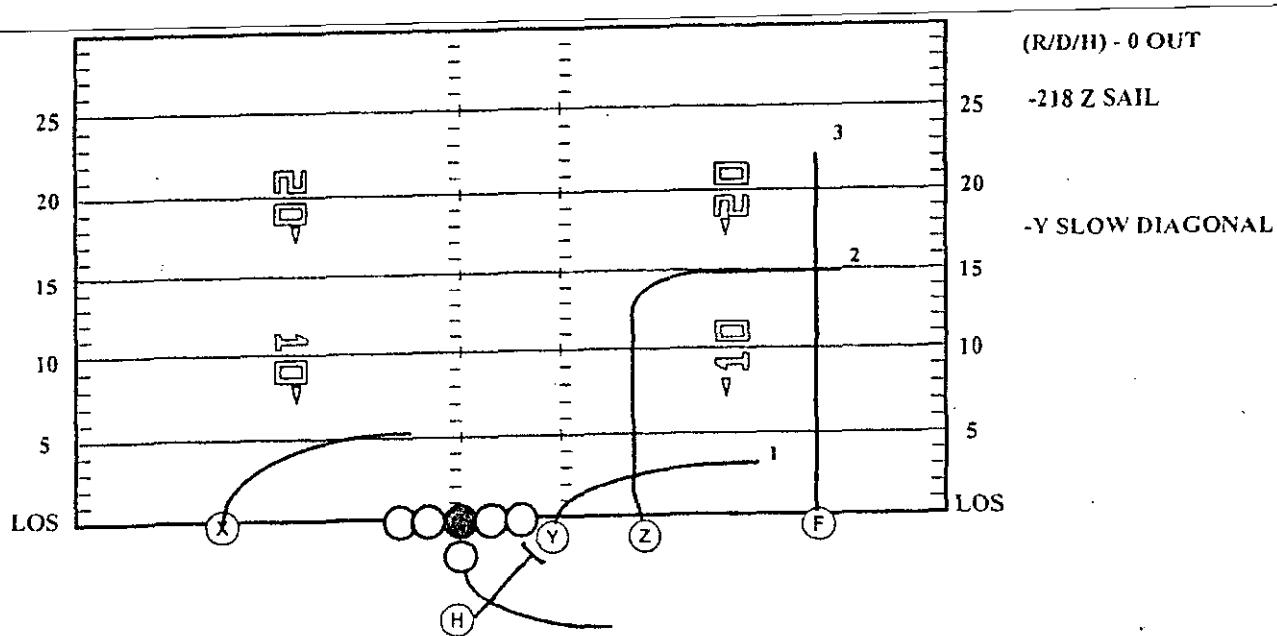
## QUICK 90 - FADE, VENUS



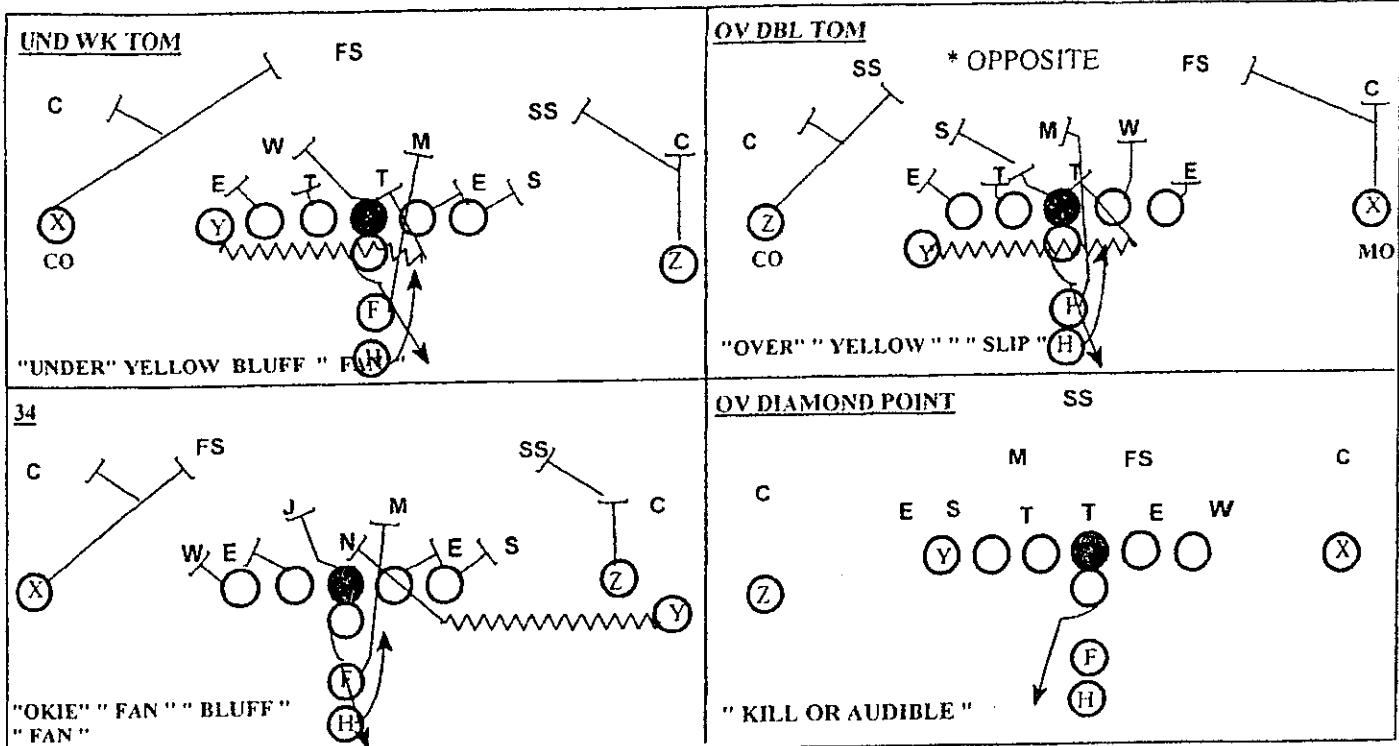
## SPIDER 137 - SNAG



## 218 - SAIL



## RUN: SLANT 32-3 YAM



### DESCRIPTION:

SEPARATION PLAY USING THE Y AS THE CUTTER, THE FB ALWAYS BLOCKS THE MIKE. O-LINE HAS W & SLB, WE MAY WANT TO "ALERT" THIS TO THE GUARD BUBBLE.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

ENTER LIKE BALL CARRIER AND BLOCK MIKE.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

### BACKSIDE

ODD FRONT: GO AWAY FROM CALL TO WK LB.  
EVEN FRONT: GO TO CALL AND BLOCK SLB.

ALERT: FAN, SLIP, FRISCO AND ORANGE/YELLOW

ALERT: FAN, FRISCO AND SLIP CALLS.

2/3 HOLE FORCE

### FRONTSIDE

**C**

ALERT: FAN, ORANGE & YELLOW CALLS OR BASE 3-TECH.

**T**

ALERT: FAN OR MAN ON.

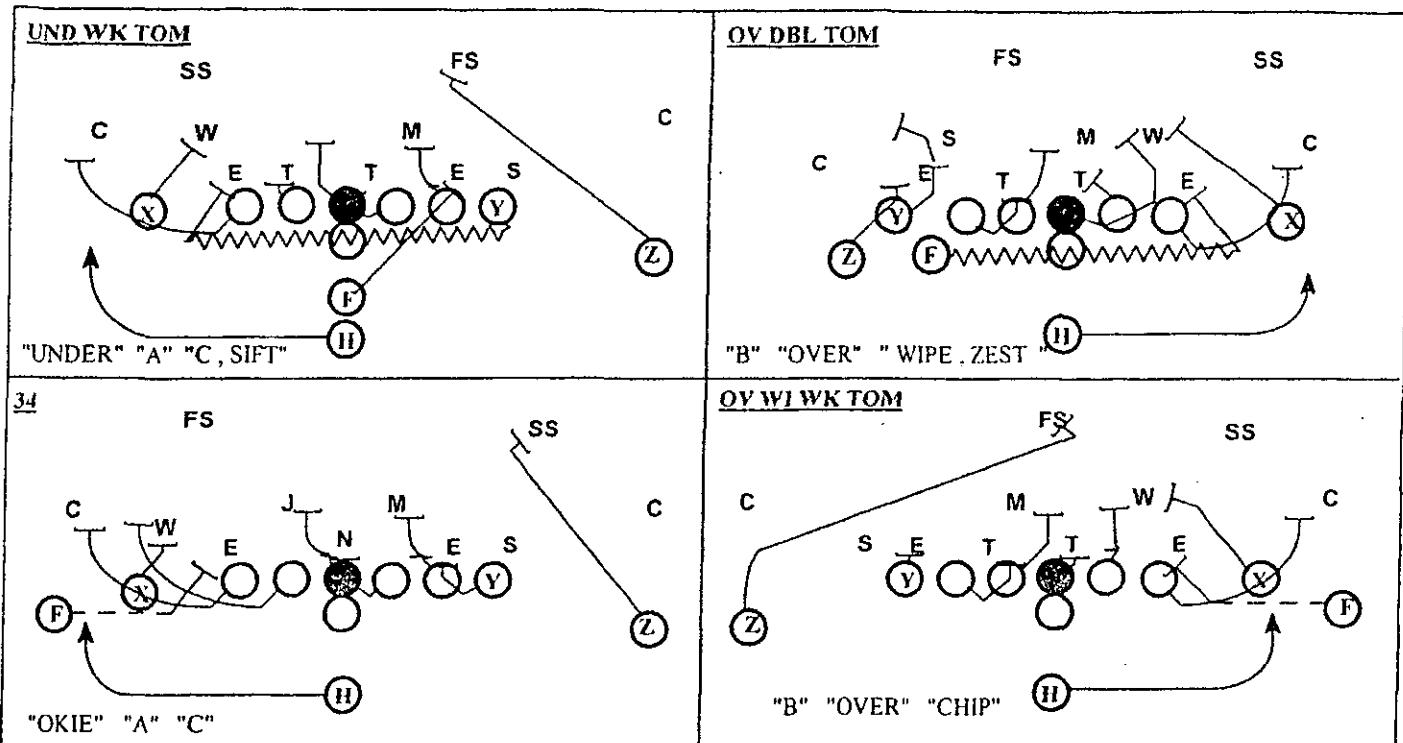
**Y**

CUT THE DEFENSE USING BONG TECHNIQUE, 1-TECH OR BACKSIDE DT.

**X/Z**

2/3 HOLE FORCE.

RUN: TOSS 39 (38) CRACK



**DESCRIPTION:**

CUT AND SEAL THE DEFENSE FROM A 2X2 FORMATION.

**QB**

REVERSE PIVOT--TOSS BALL TO BALL CARRIER. SELL BOOT ACTION.

**F**

MOTION CRACK EMOL, IF IN 2 BACK SET GO TO BACKSIDE AND BLOCK E.M.O.L.

**H**

OPEN, CROSSOVER PARALLEL TO LOS, ACCEPT TOSS, STRETCH CORNER. CHASE TACKLE OUTSIDE #.

**FRONTSIDE**

ALERT: A, GAP A, CLIFF AND WIPE CALLS.

ALERT: YOU, TAG, GAP AND WIPE CALLS, CHIP CALL ALSO.

ALERT: TAG, YOU CALL, PULL FOR FORCE

BLOCK 1ST MAN OUTSIDE F'S BLOCK.

**BACKSIDE**

**C**

ALERT: A, GAP A, B AND CLIFF CALLS.

**T**

ALERT: B, SIFT AND C OR SUP CALLS.

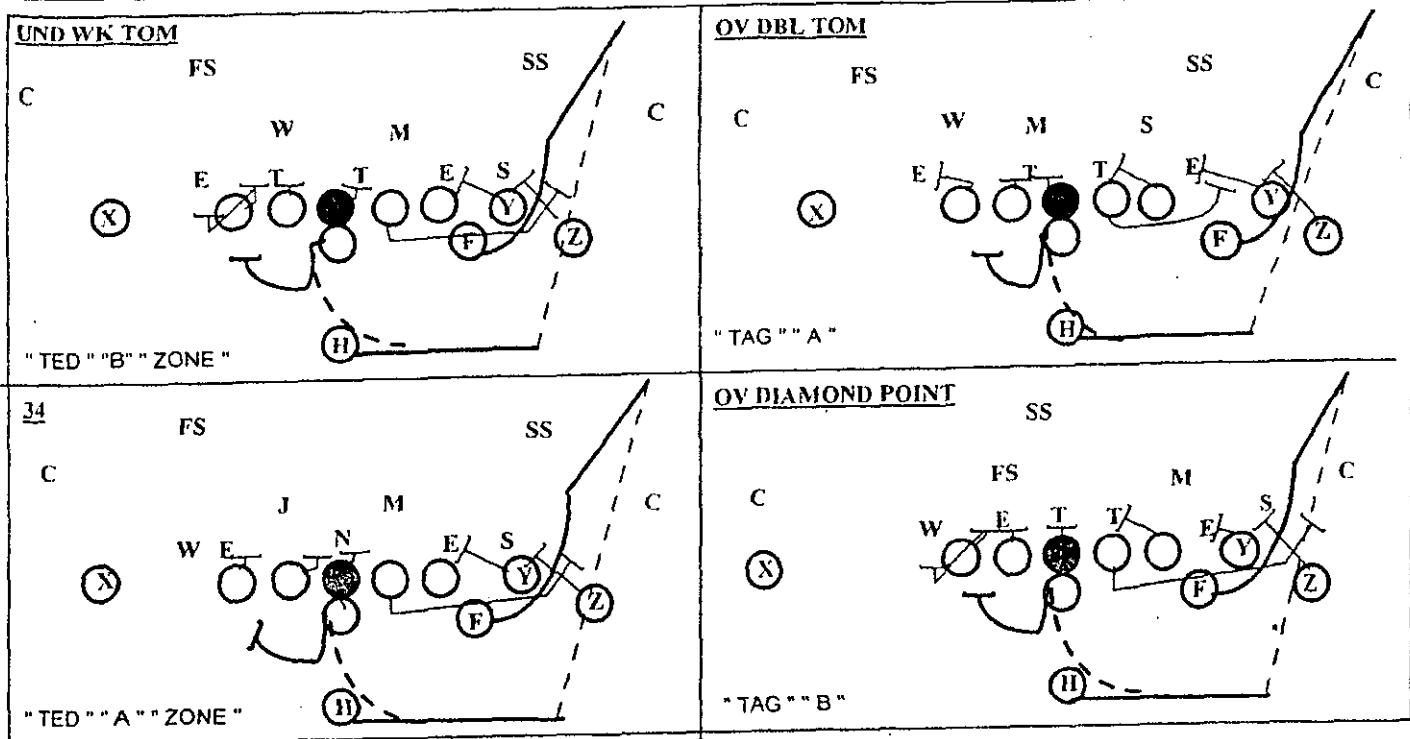
**Y**

ALERT: C, SUP OR CUT OFF.

**X/Z**

CUT OFF

# TOSS 38 GATOR HB PASS



**DESCRIPTION:** A HB PASS OFF OF OUR T-38 GATOR. WE ARE LOOKING TO SELL THE T38 SCHEME AND THEN HB THROWS THE BALL DOWN FIELD TO F RECEIVER.

**QB**

TOSS FOOTWORK AND MECHANICS LOOK TO HELP BACKSIDE IN PROTECTION!!

**F**

RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!

**H**

OPEN AND GO, SELL RUN - THROW THE BALL DOWN FIELD TO F.

## BACKSIDE

ALERT A, B CALLS, SEE THE MIKE.

ALERT B OR BASE VS. WANDA LOOK, NO 2 GUYS, SET AND SHIFT, SEE WLB, RUN THRU.

**C**

ALERT A, ZONE, GAP CALLS, SEE THE MIKE.

**G**

ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO DOWN FIELD.

**T**

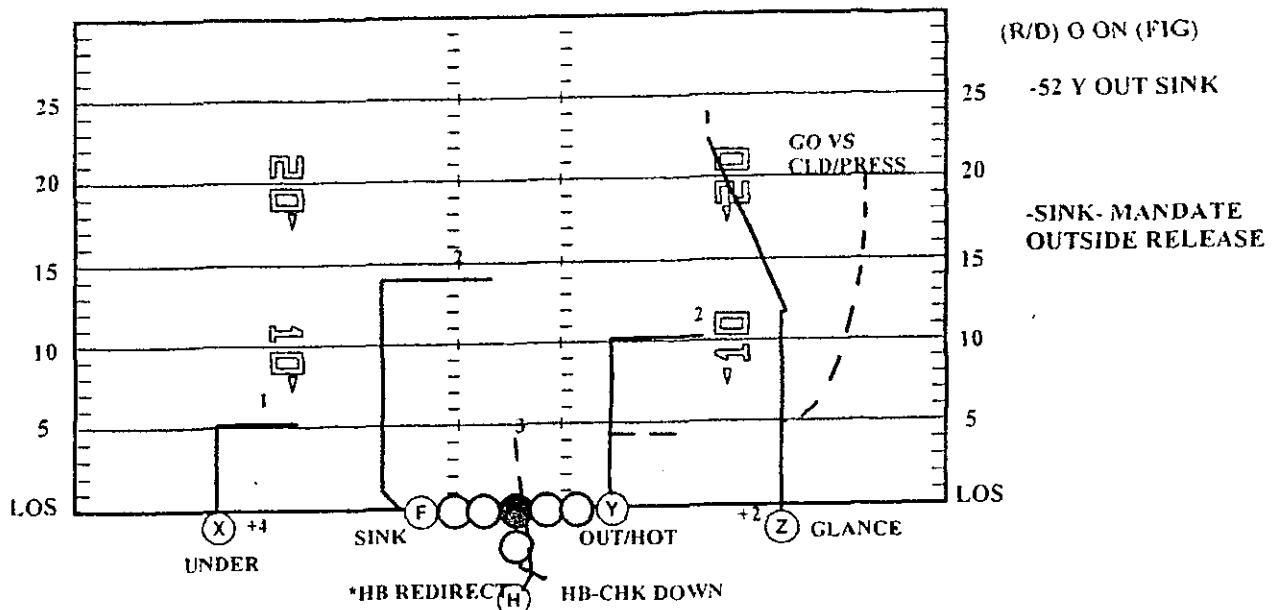
ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN FIELD.

**Y**

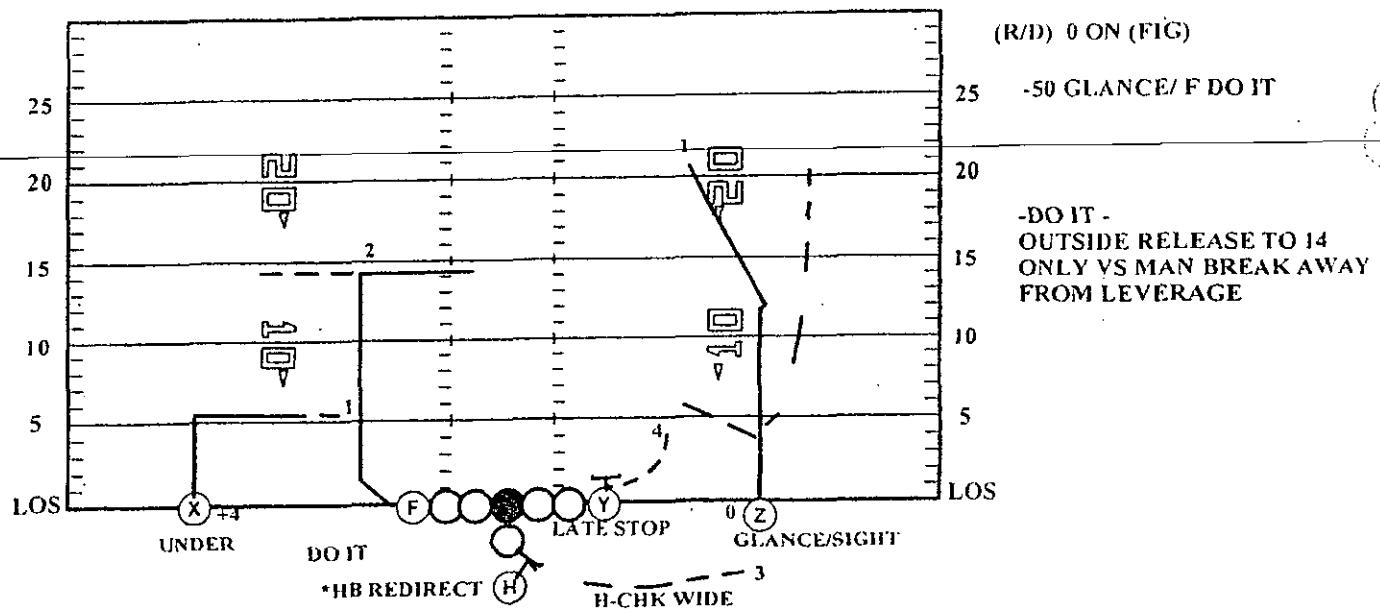
POINT BLOCK FIRST DEFENDER INSIDE.

## FRONTSIDE

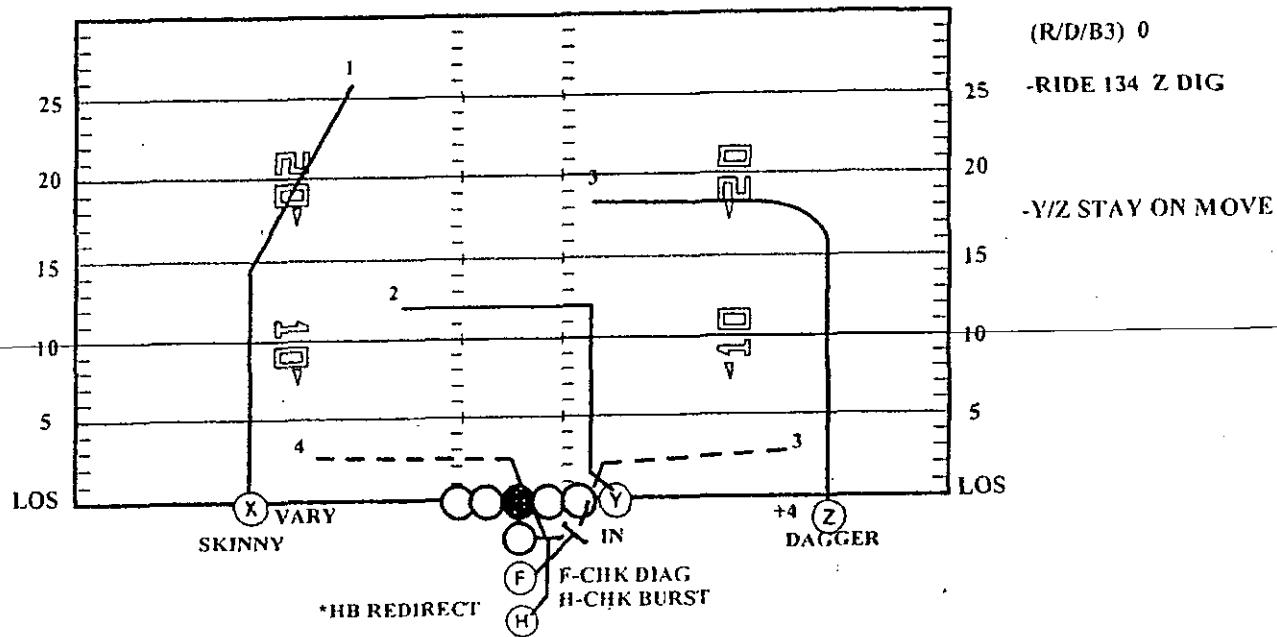
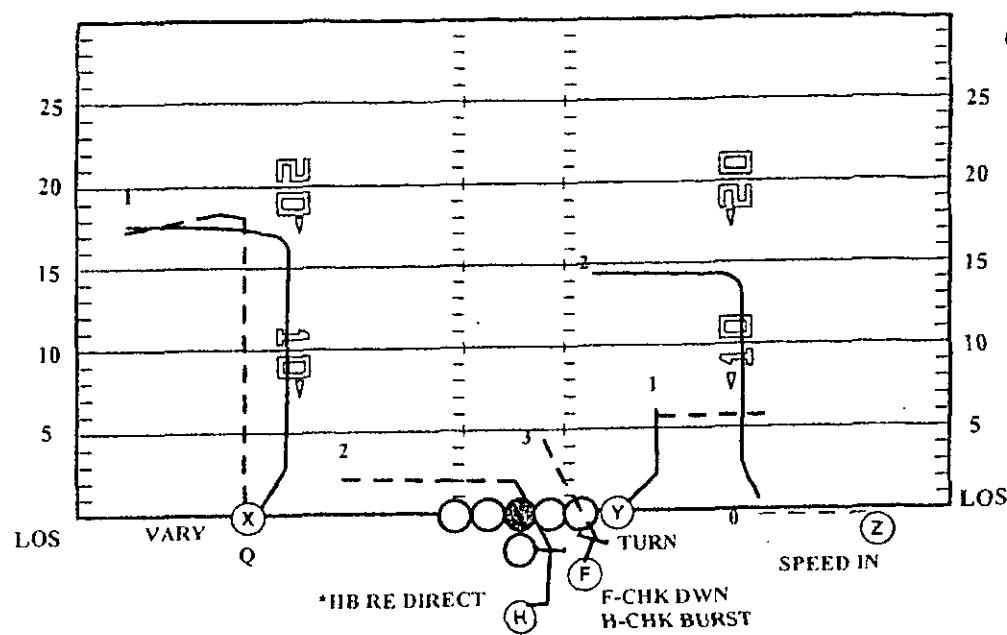
## 52 - Y OUT SINK



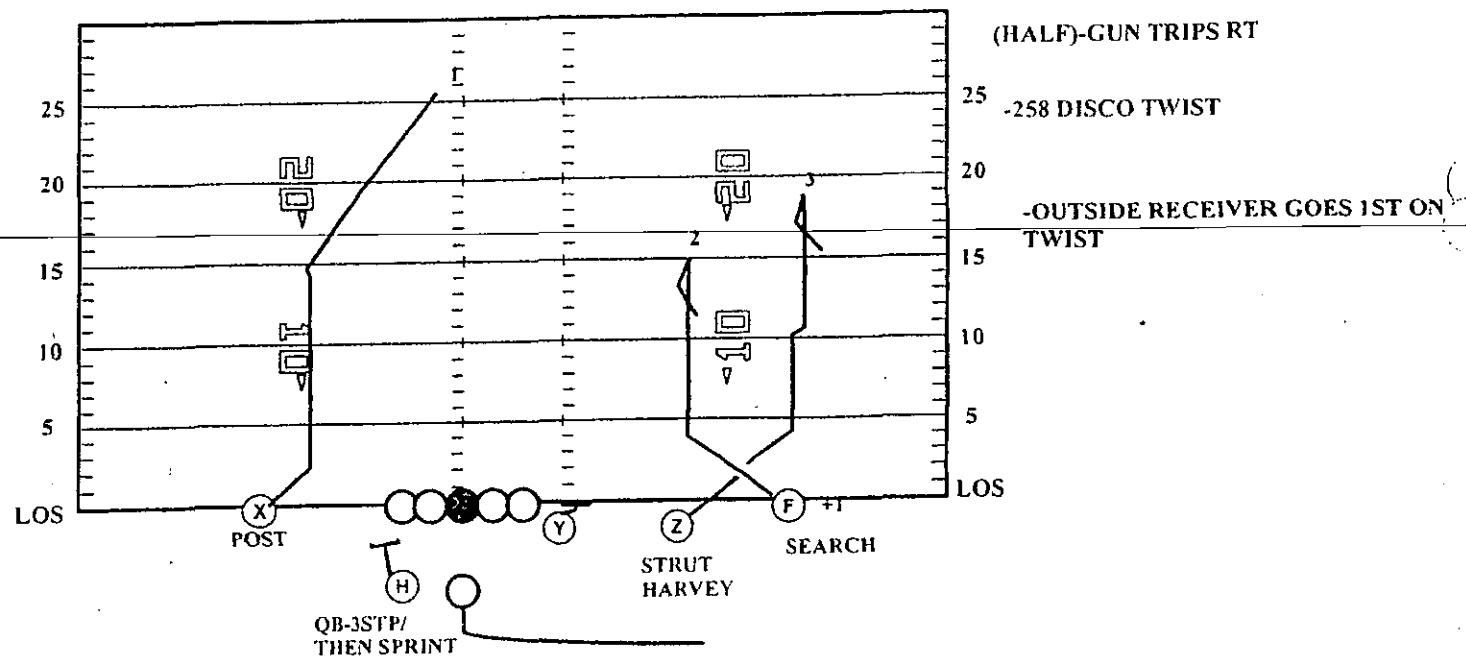
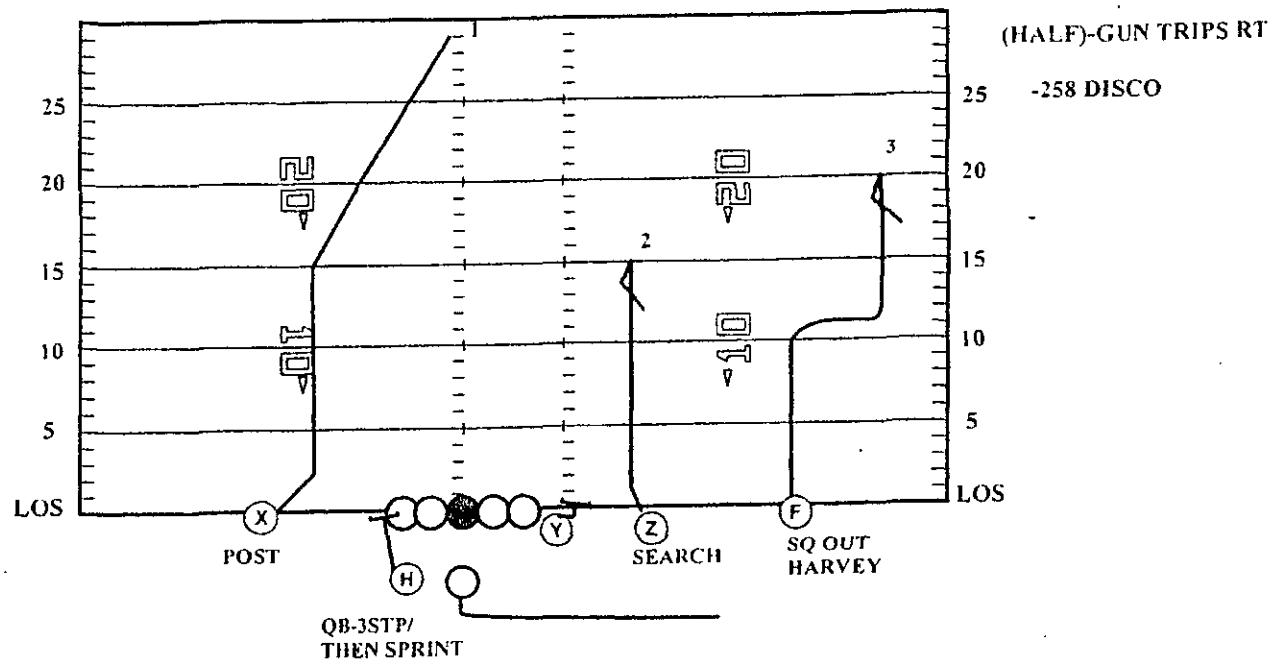
## 50 - DO IT



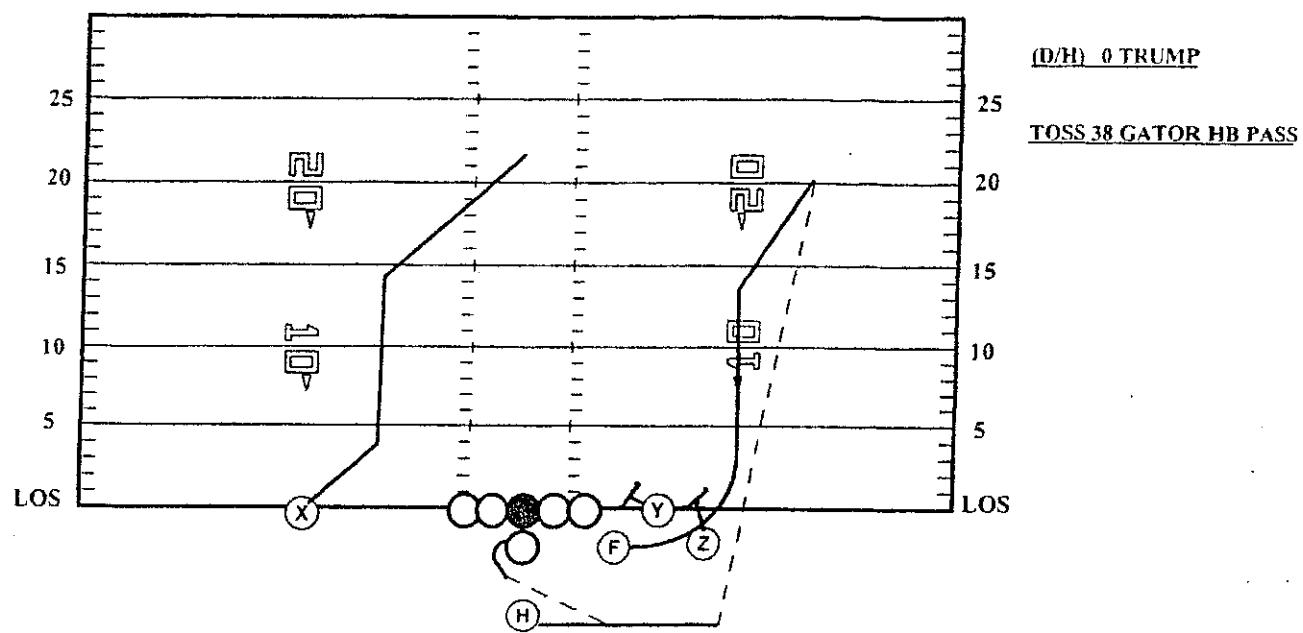
# R-134 - DOMINO, DIG



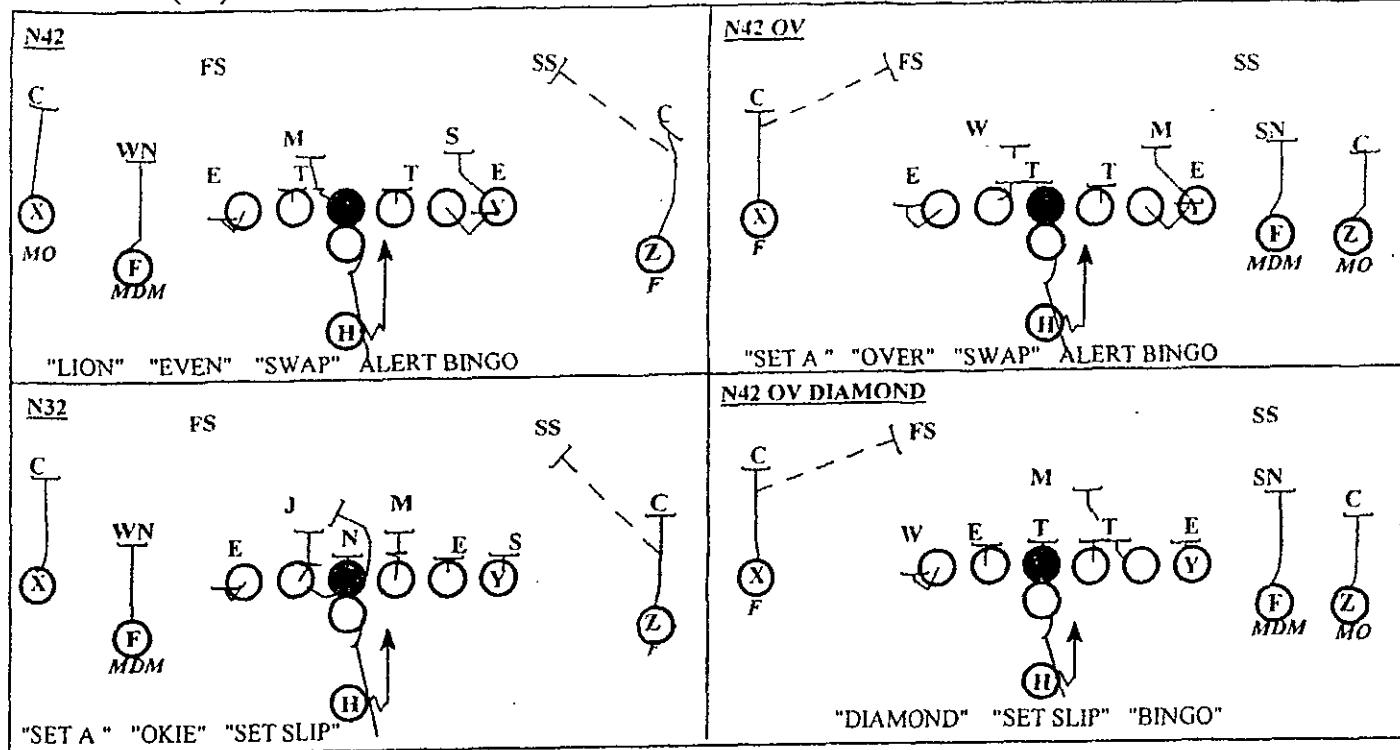
# 258 - DISCO(TWIST)



## SPECIAL- GATOR HB PASS



# RUN: 40 (41)



## DESCRIPTION:

A ONE BACK STRONG SIDE DRAW.

**QB**

DROPBACK RT. MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 0/1 HOLE TAG.

**F**

MOST DANGEROUS MAN OUT OF BOX

**H**

DRAW STEPS, PRESS FRONTSIDE GUARD- FROM OFFSET POSITION SHUFFLE PARRALLEL TO PLAYSIDE GUARD, THEN PRESS LOS.

## BACKSIDE

PASS SET AND BLOCK #1.  
ALERT LION/RAM, HARD LION/RAM,  
A, B, AND YELLOW/ORANGE CALLS.

PASS SET AND BLOCK EMOL.  
ALERT FAN, HARD LION/RAM &  
B CALLS.. ALERT TO SHIFT.

PASS RELEASE, BLOCK FORCE

## FRONTSIDE

PASS SET & BLOCK #0 TO WEAKSIDE LBer.  
ALERT LION/RAM, HARD LION/RAM,,  
A & YELLOW/ORANGE CALLS, ALERT HOLE.

**C**

PASS SET AND BLOCK #1.  
ALERT LION/RAM, SLIP & YELLOW / ORANGE CALLS,  
BINGO CALLS.

**T**

PASS SET AND BLOCK #2.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO.

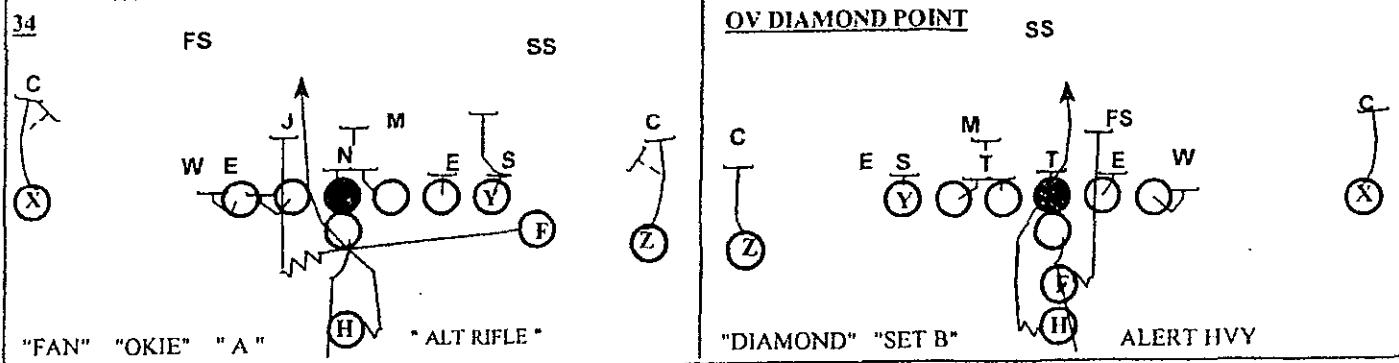
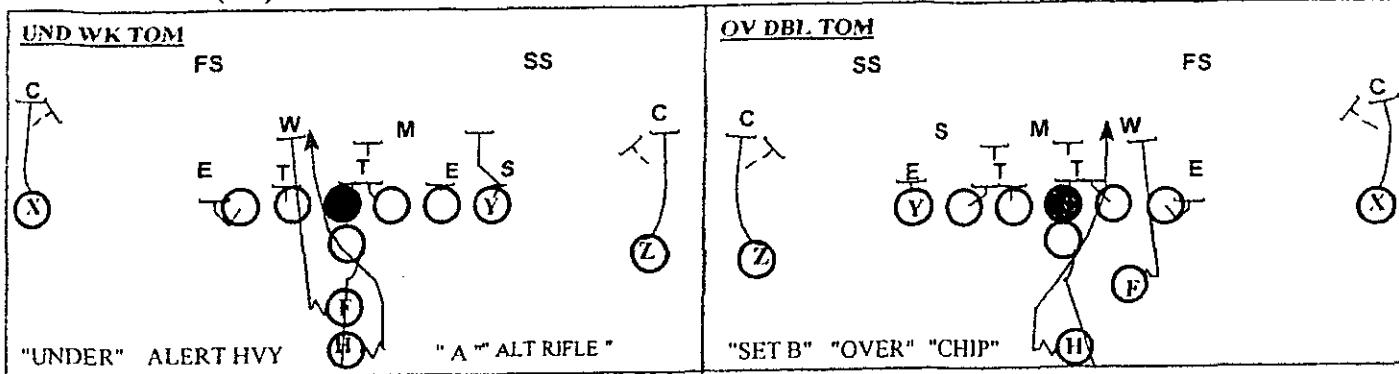
**Y**

PASS SET AND BLOCK #3.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO  
CALL.

**X/Z**

PASS RELEASE, BLOCK FORCE

# RUN: H 45 (44) BASE



<b>DESCRIPTION:</b>  A TWO BACK WEAKSIDE LEAD DRAW , USING SPLIT FLOW ACTION.	<b>QB</b>  DROPOUT RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.
	<b>F</b>  DRAW STEPS - BLOCK WILL - SQUARE CONTACT AND FINISH, DO NOT CUT IN THE HOLE. READ 1ST COVERED DL PLAYSIDE FOR PATH TO WILL.
	<b>H</b>  DRAW STEPS OPPOSITE OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

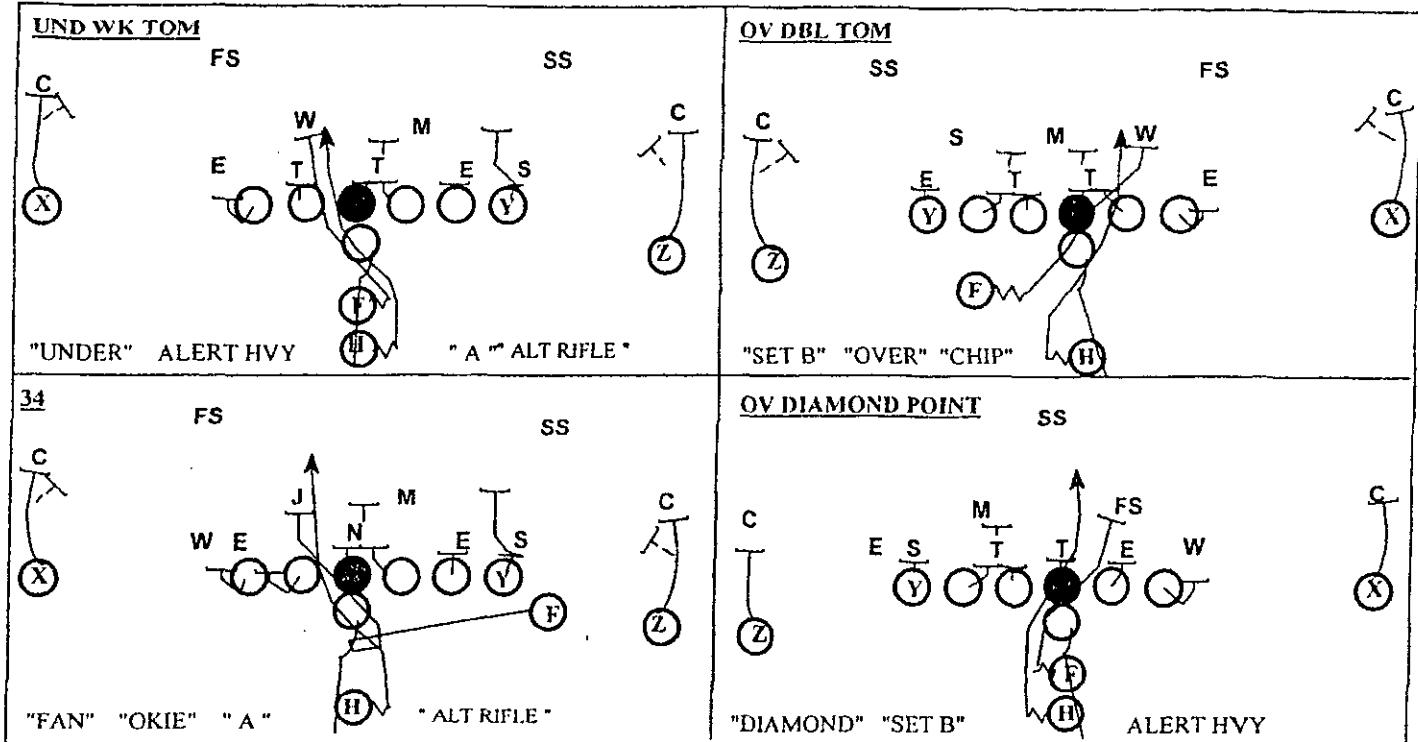
## FRONTSIDE

PASS SET AND BLOCK #0. ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.
PASS SET AND BLOCK #1. ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.
PASS SET AND BLOCK DE. ALERT SLIP & WIPE CALLS, ALERT FAN.

<b>C</b>  <b>G</b>  <b>T</b>  <b>Y</b>  <b>X/Z</b>	<b>BACKSIDE</b>  PASS SET AND BLOCK #1. ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS.
	PASS SET AND BLOCK #2. ALERT B, OUT & ORNG/YLOW CALLS.

PASS RELEASE, BLOCK FORCE.

# RUN: H 45 (44) BASE OPPOSITE



## DESCRIPTION:

A TWO BACK WEAKSIDE LEAD DRAW , USING MIS DIRECTION ACTION BY STEPPING BOTH BACKS AWAY FROM THE CALL..

**QB**

DROPBACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.

**F**

DRAW STEPS OPP. OF CALL - ENTER OFF FIRST COVERED OL PLAYSIDE TO BLOCK WILL, STRIKE DOWN THE MIDDLE.

**H**

DRAW STEPS OPP. OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

## FRONTSIDE

## BACKSIDE

PASS SET AND BLOCK #0.  
ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

**C**

PASS SET AND BLOCK #1.  
ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS, .

PASS SET AND BLOCK #1.  
ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS , CHIP CALLS.

**G**

PASS SET AND BLOCK #2.  
ALERT B, OUT & ORNG/YLOW CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP & WIPE CALLS, ALERT FAN.

**T**

PASS SET AND BLOCK #3.  
ALERT B & OUT CALLS, ALERT RIFLE.

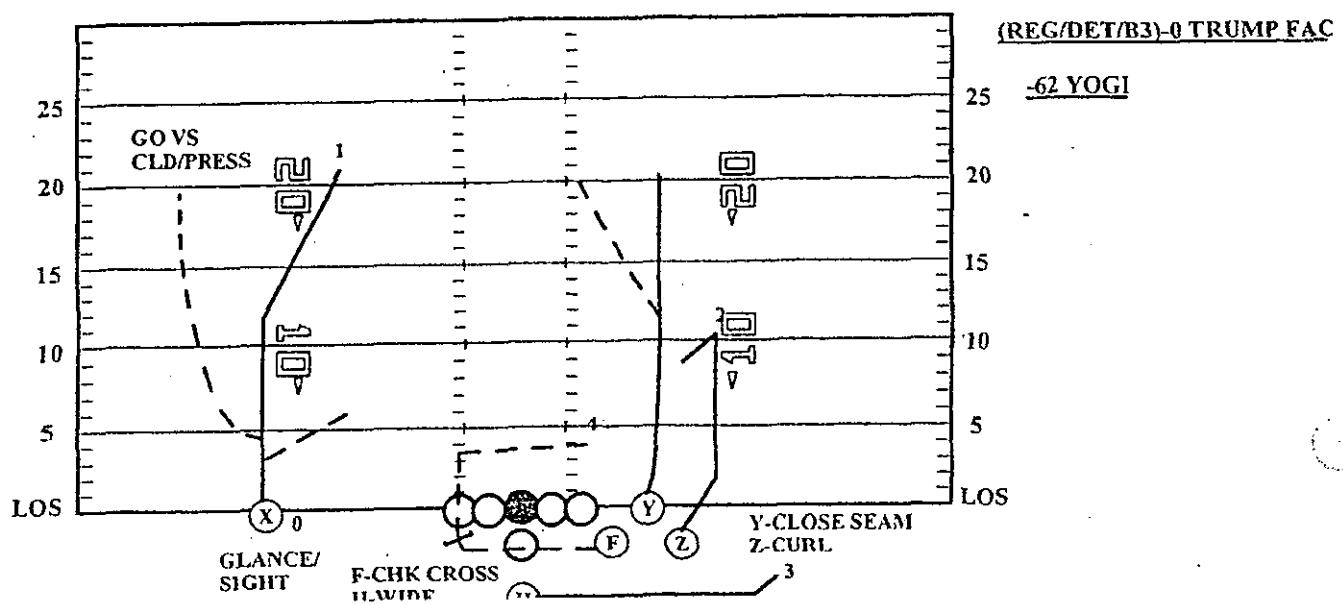
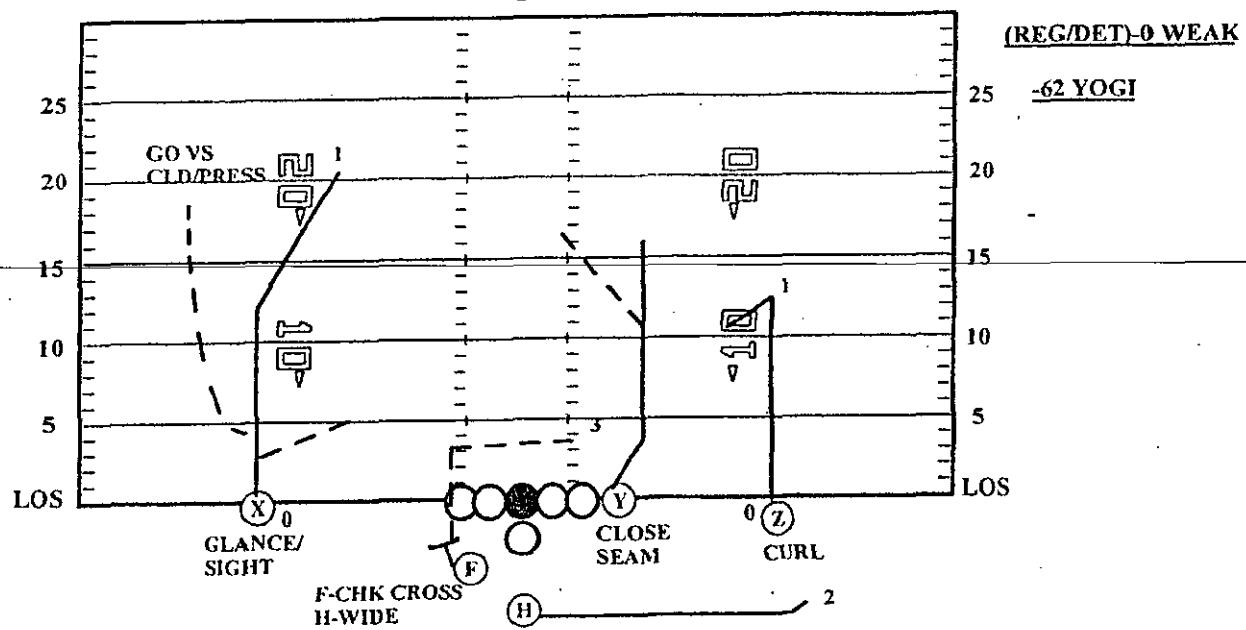
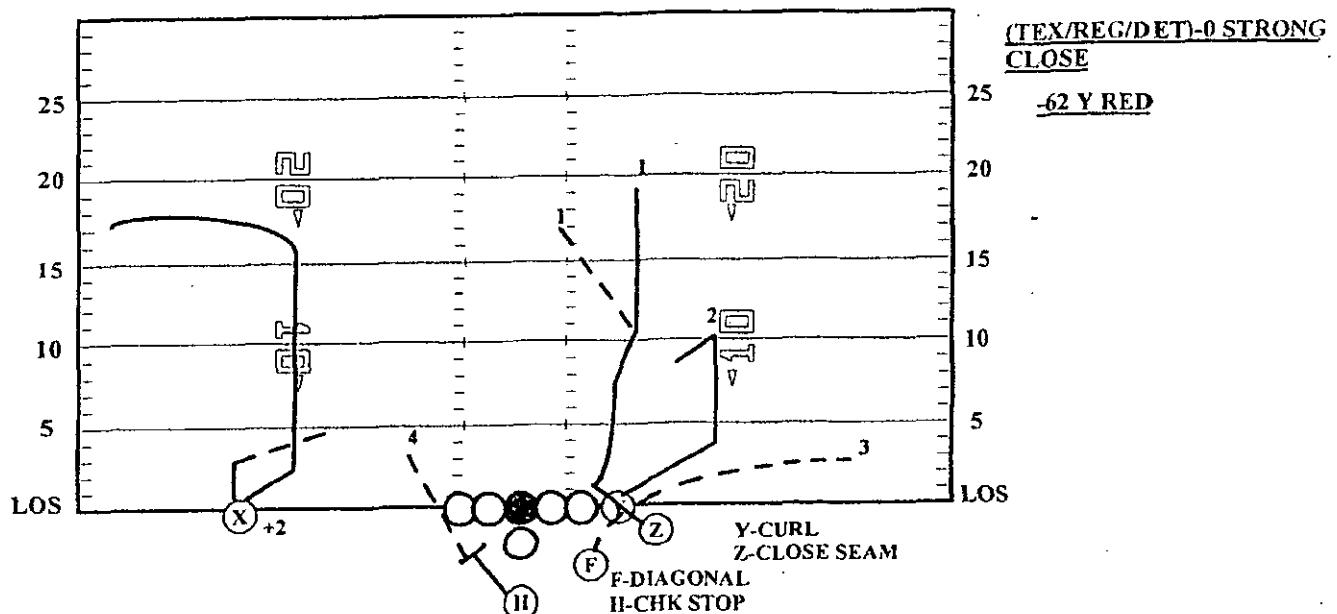
FORCE

**Y**

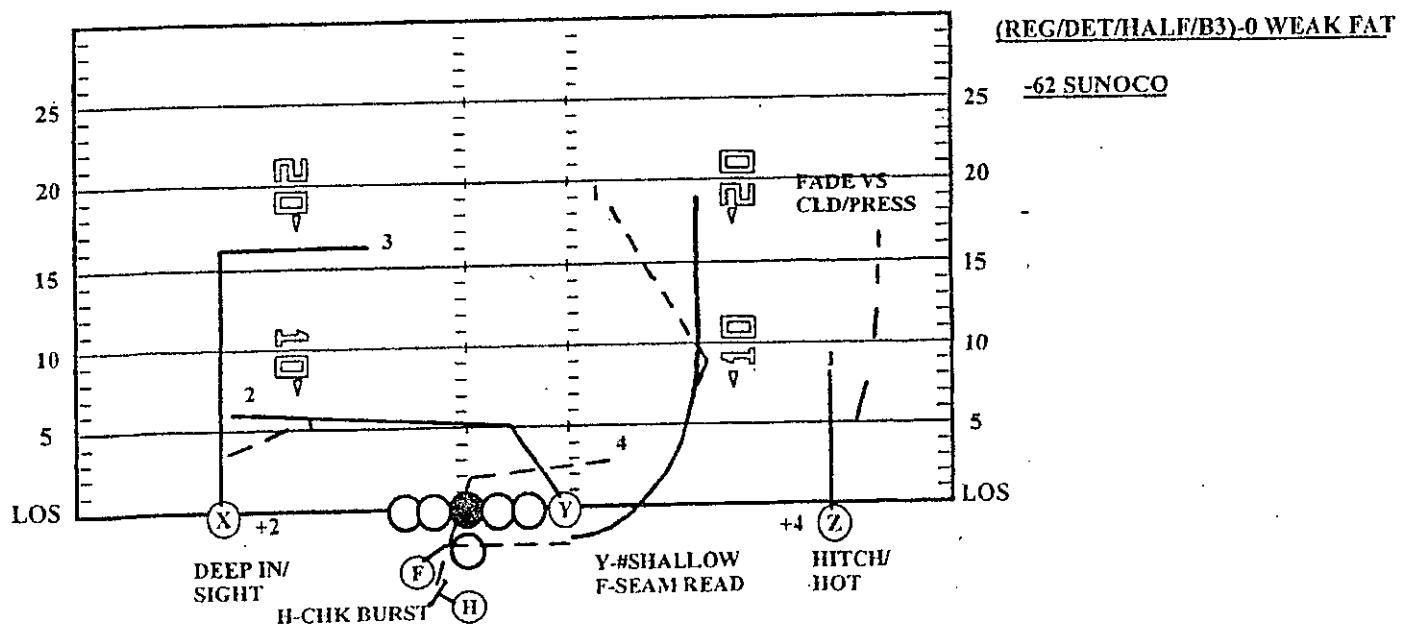
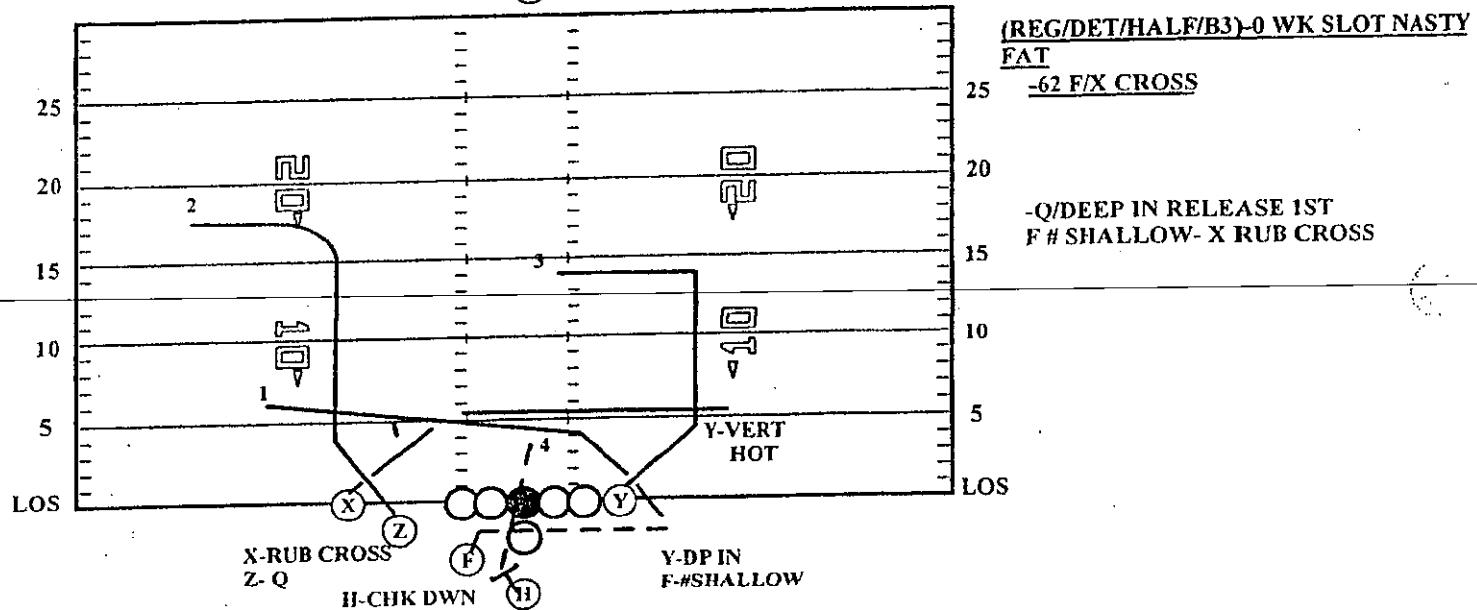
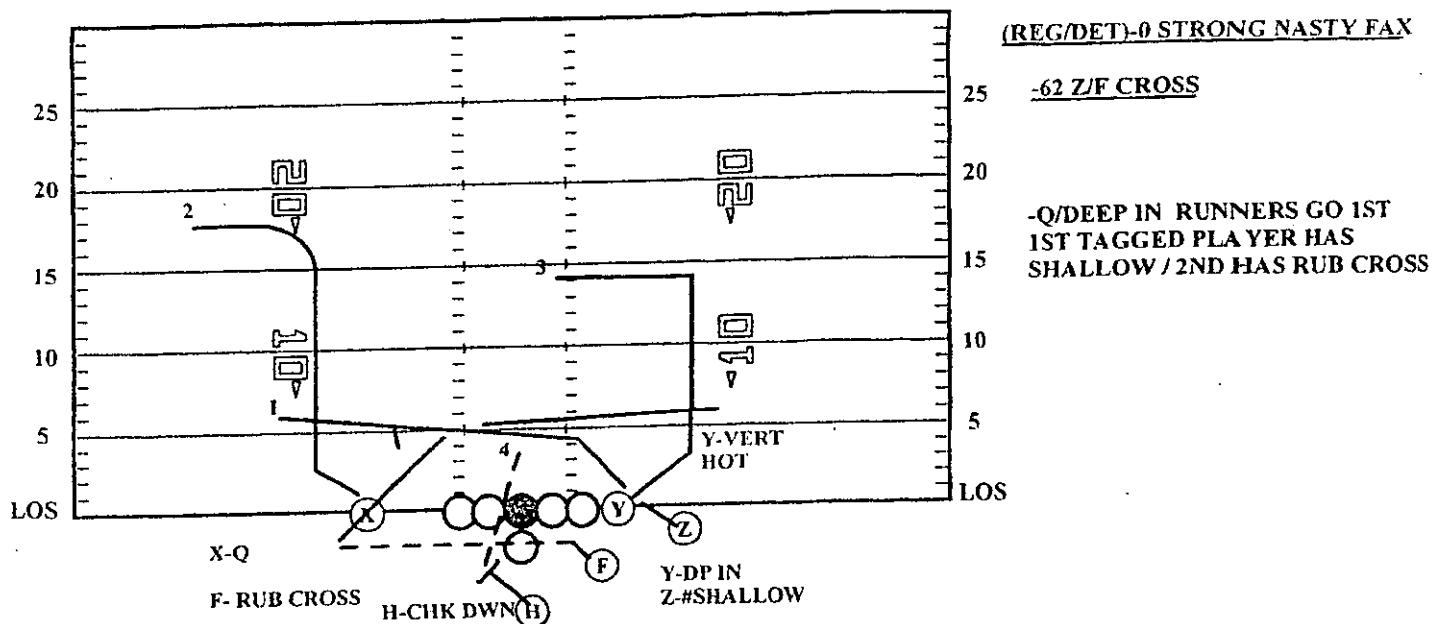
PASS RELEASE, BLOCK FORCE.

**X/Z**

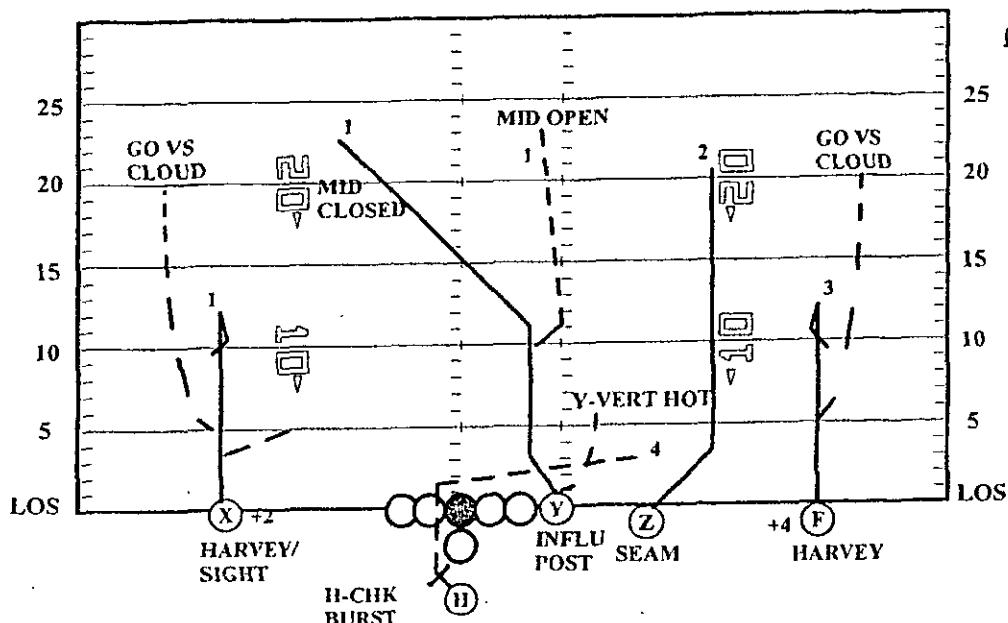
# 62 PASSES



# 62 PASSES



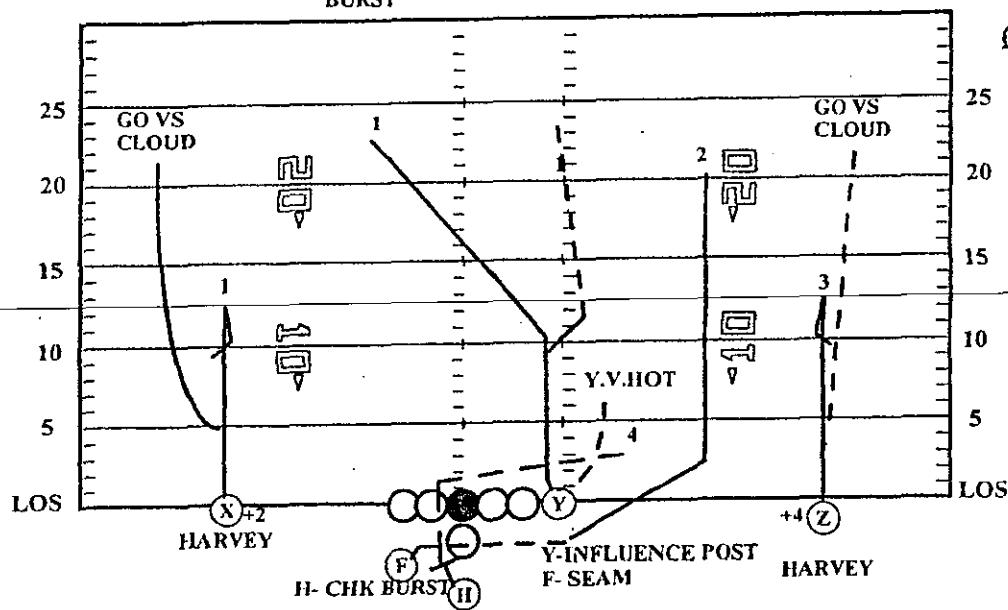
# 62 PASSES



(REG/DET/HALF/B3)-0 OUT

-62 ALL GO SPECIAL

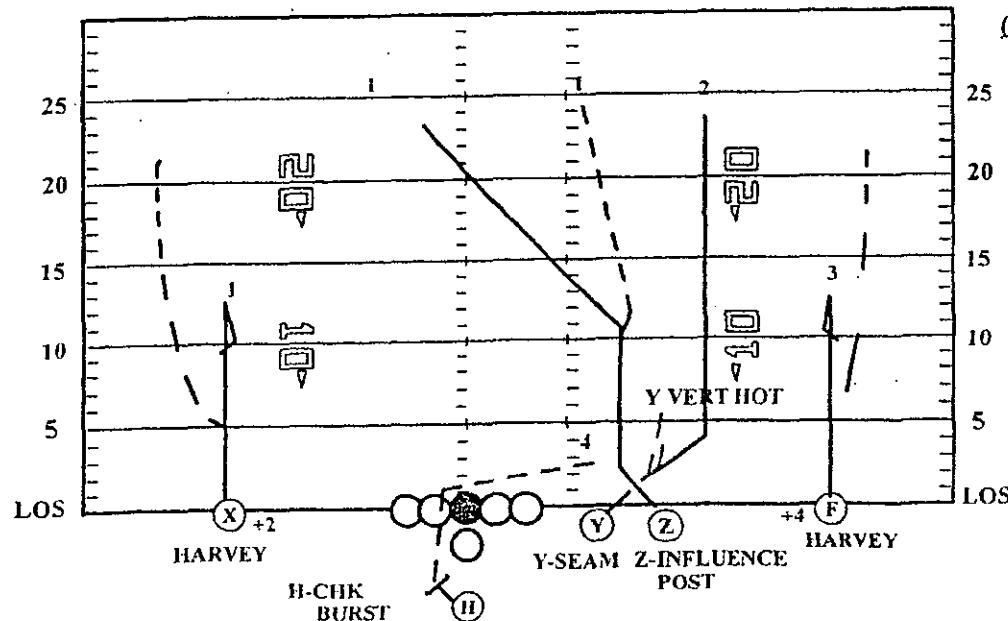
-ALERT TURKEY HOLE  
IN COVER 2



(REG/DET/HALF)-0 WK FAT

-62 ALL GO SPECIAL

-ALERT TURKEY HOLE  
IN COVER 2



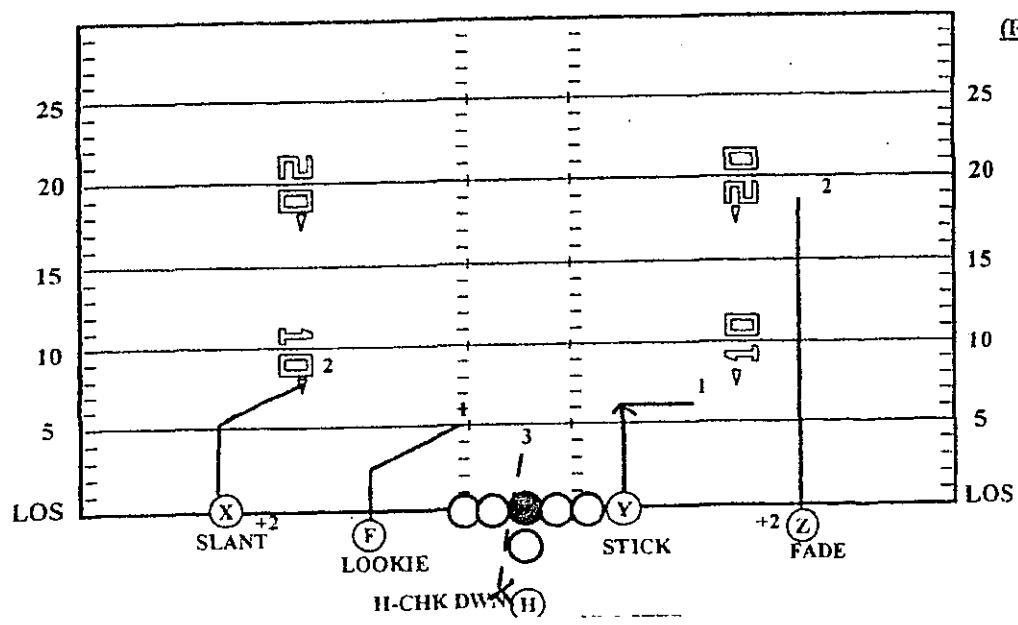
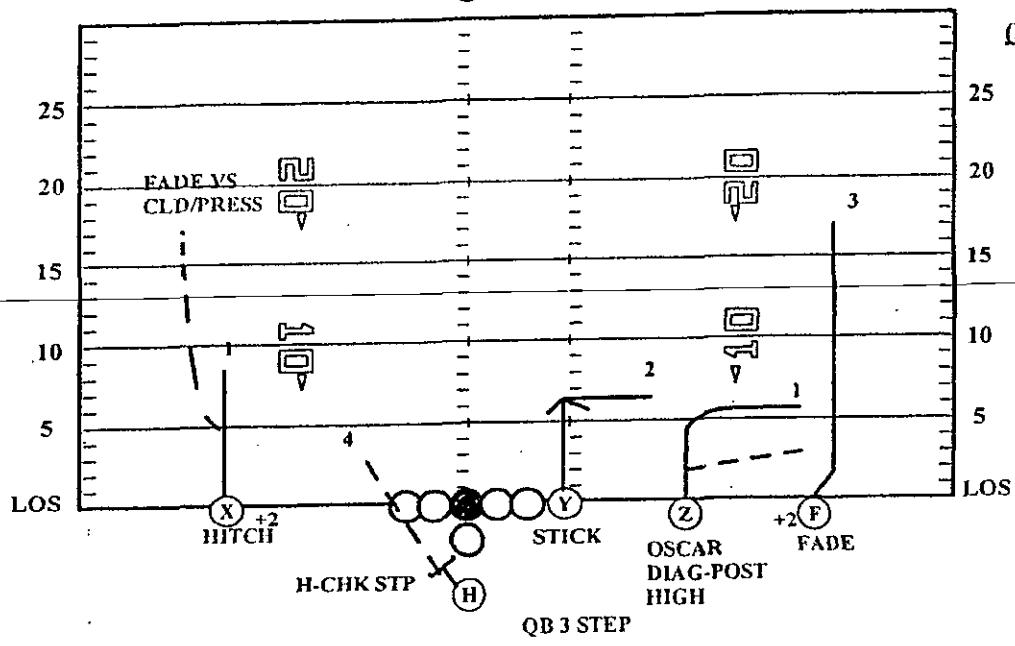
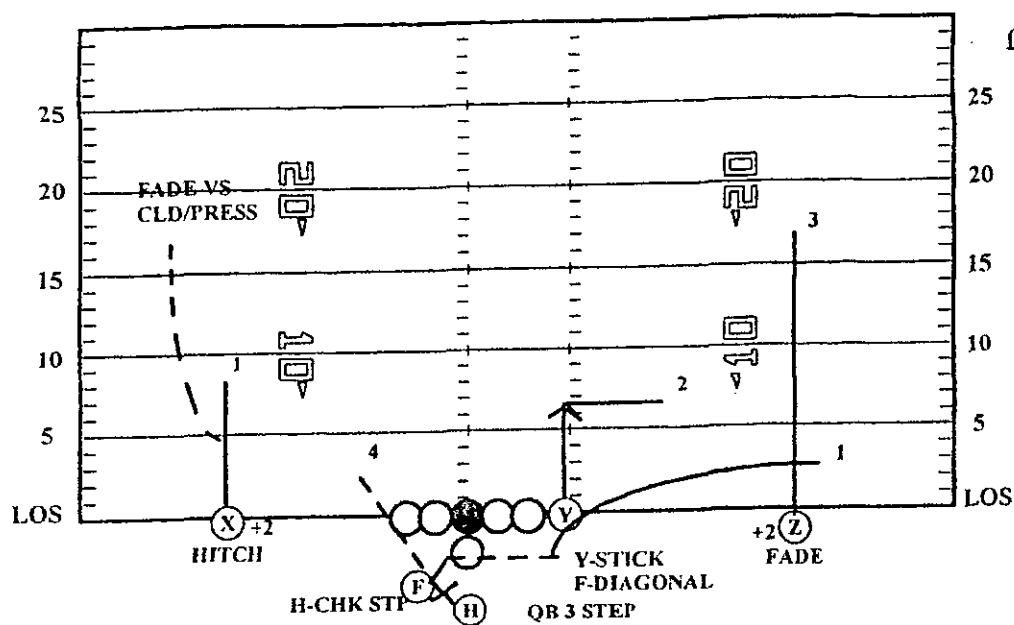
(REG/DET/HALF)-TRIPS RT

-62 ALL GO SPECIAL TWIST

-TWIST- SEAM AND INFLUENCE  
POST TWIST ON RELEASE  
Z 1ST

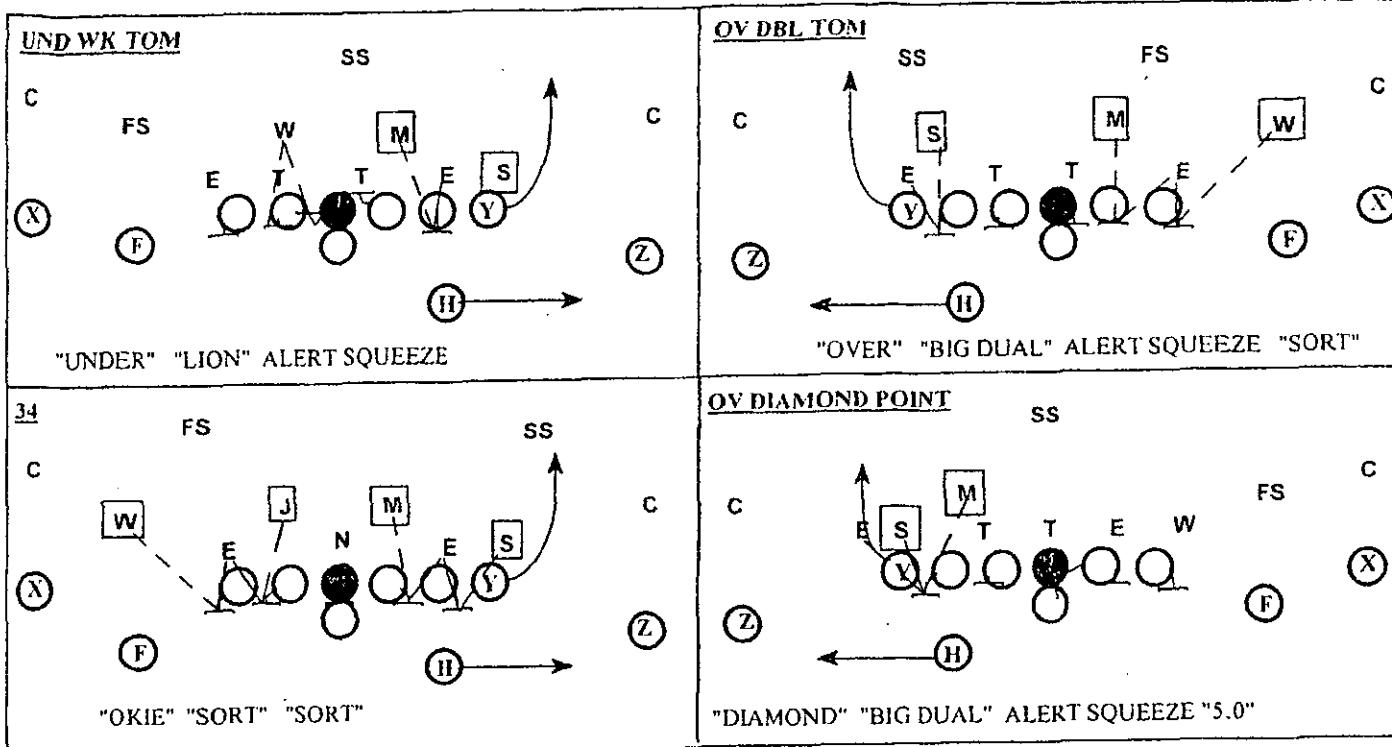
INSIDE MAN HANDLES HOT(VERT)

# QUICK 62 PASSES



**PROTECTION: 72 (73)**

**5 MAN ONE BACK**



**DESCRIPTION:**

This is a 5-man one back protection. The protection number (72/73) tells the OL to block away from the call. This also tells the QB which side to start on his read. The Hot will normally be built into the pattern called.

**QB**

Hot off of MLB & SLB unless no threat from WLB.

**F**

Free Release

**H**

Free Release, Possible Hot based on pattern.

**BACKSIDE**

Covered: Block Man On. Alert Ram/Lion, Hard Ram/Lion, Sort & Squeeze calls.  
Uncovered: Sort..

Block Man On or Outside on LOS.  
Alert for Ram/Lion, Hard Ram/Lion, Sort & Squeeze calls.

**FRONTSIDE**

Work to Slot Defender away from the call.  
Alert Ram/Lion, Alert Hard Ram/Lion calls.  
Alert Redirect if Slot is not a blitz threat. (new mike)

**C**

Covered: Block Man On, Alert Squeeze.  
Uncovered: Alert Ram/Lion, Hard Ram/Lion.  
C.P.: With no Ram/Lion Sort.

**G**

Block Man On or Outside on LOS.  
Vs. Tom Look: Big Dual, Alert Squeeze.

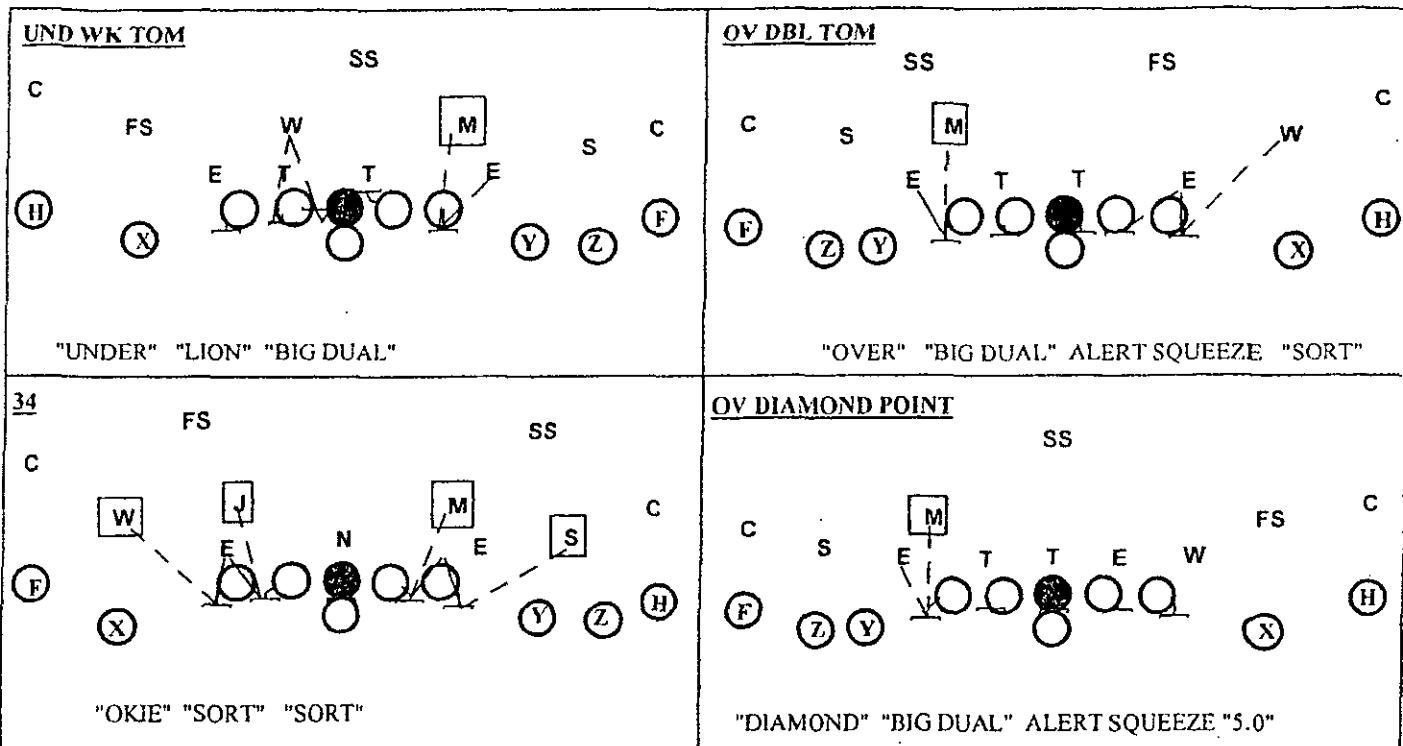
**T**

Free Release. Poss. Hot, based on pattern.

**Y**

PROTECTION: 74 (75)

5 MAN NO BACK



**DESCRIPTION:**

This is a 5-man no back protection. The protection number (74/75) tells the OL to block away from the call. This also tells the QB which side to start on his read. The Hot will normally be built into the pattern called.

**QB**

Hot off of MLB & SLB unless no threat from WLB.

**F**

Free Release

**H**

Free Release

**BACKSIDE**

Covered: Block Man On. Alert Ram/Lion, Hard Ram/Lion & Squeeze calls.  
Uncovered: Sort.

Block Man On or Outside on LOS.  
Alert for Ram/Lion, Hard Ram/Lion, Sort & Squeeze calls.

**FRONTSIDE**

Work to Slot Defender away from the call.  
Alert Ram/Lion, Alert Hard Ram/Lion calls.  
Alert Redirect if Slot is not a blitz threat (new mike)..

**C**

Covered: Block Man On, Alert Squeeze.  
Uncovered: Alert Ram/Lion, Hard Ram/Lion.  
C.P.: With no Ram/Lion Sort.

**G**

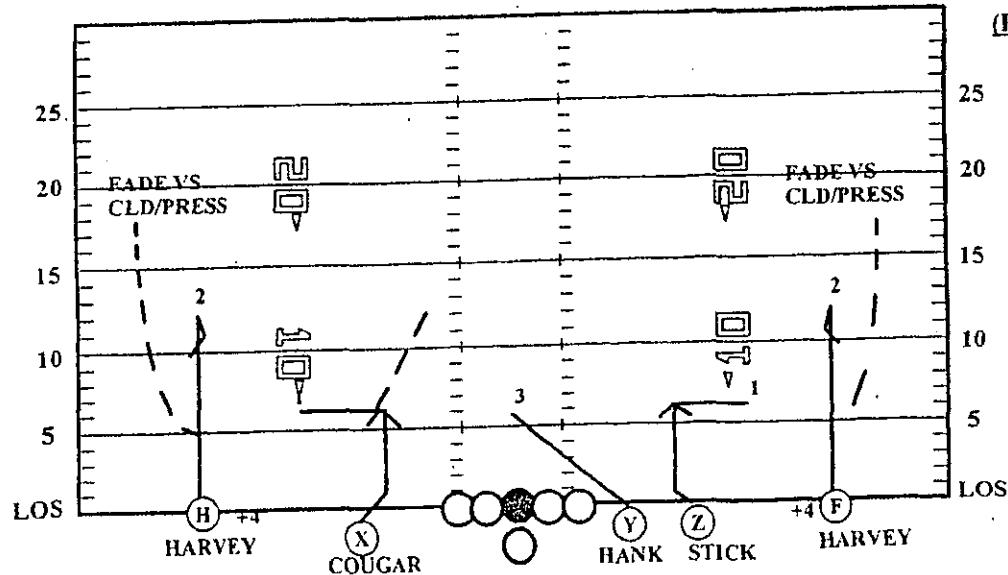
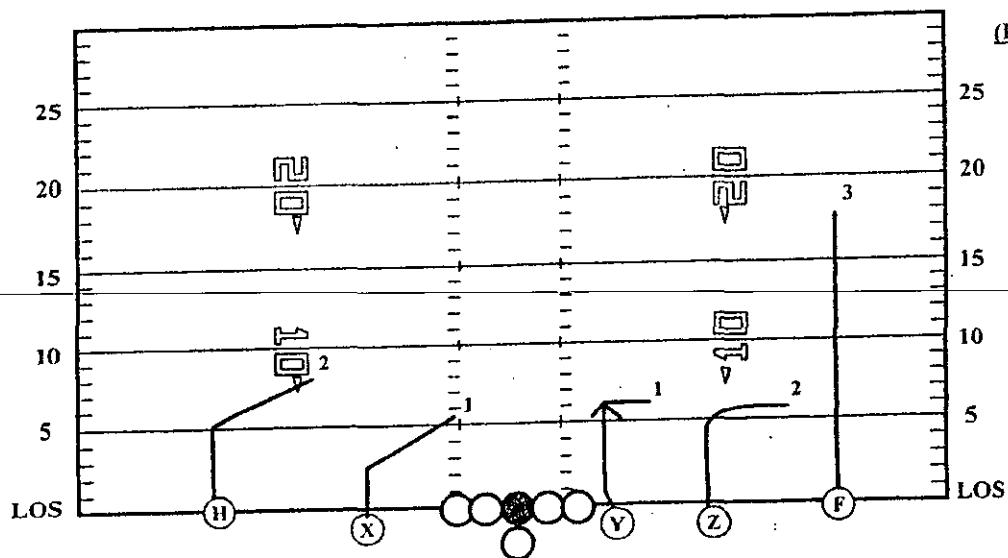
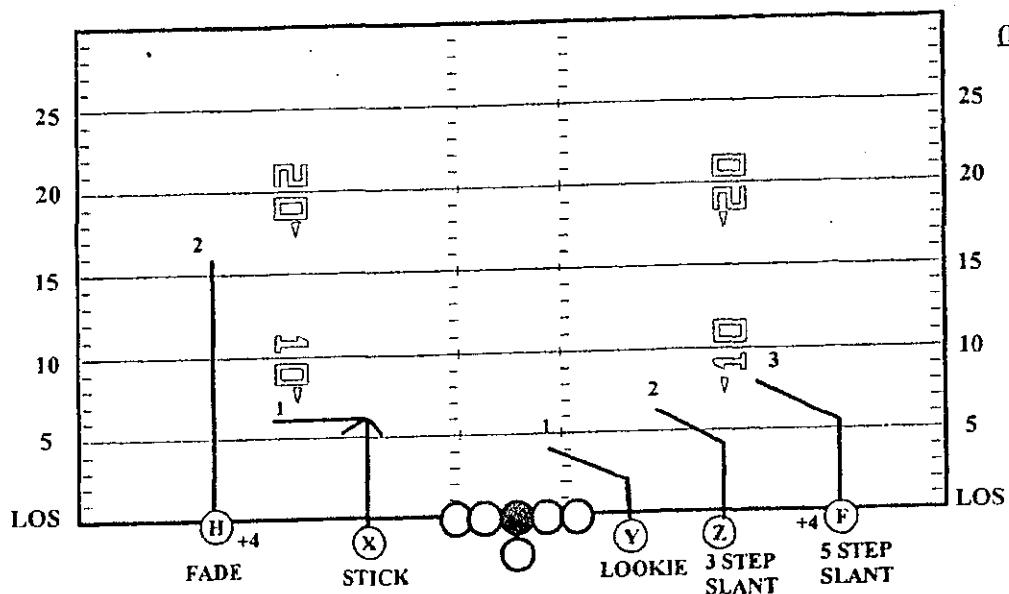
Block Man On or Outside on LOS.  
Vs. Tom Look: Big Dual, Alert Squeeze.

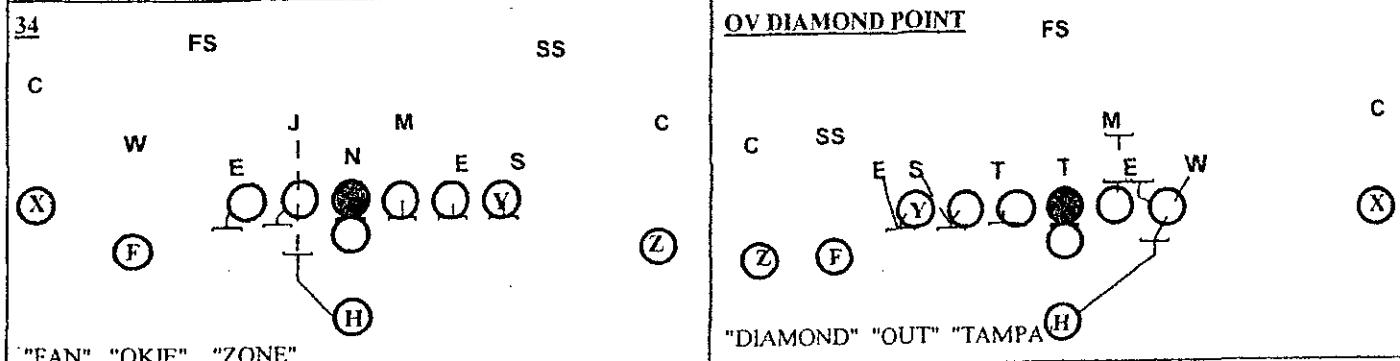
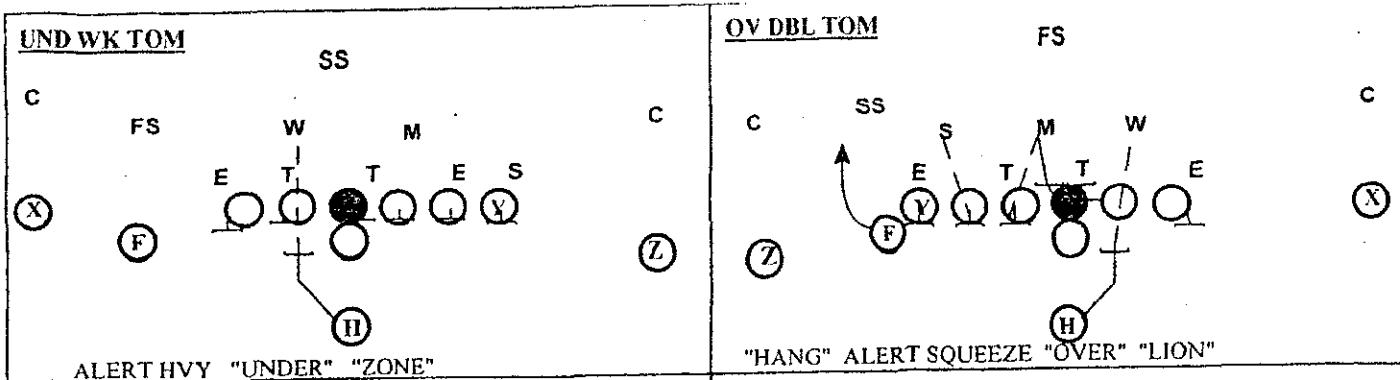
**T**

Free Release. Poss Hot.

**Y**

# 74 PASSES





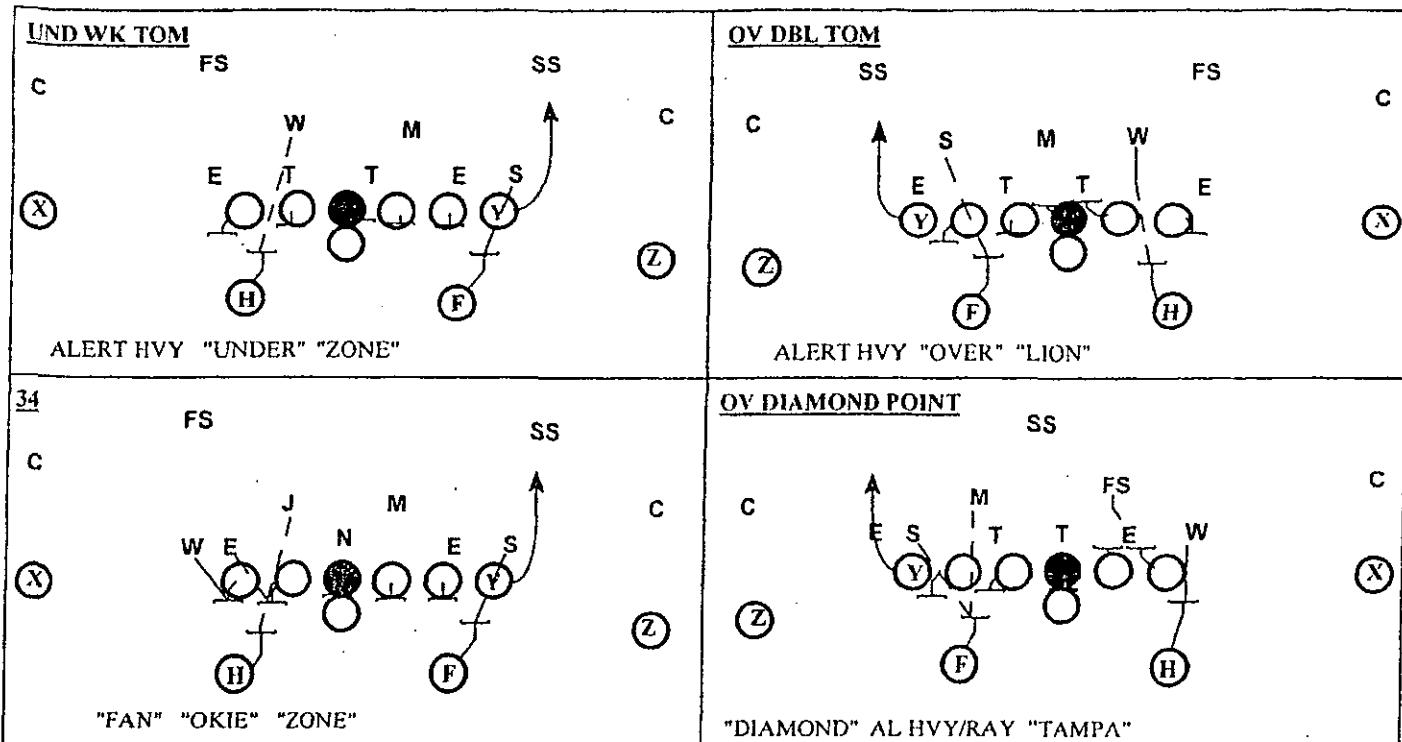
<b>DESCRIPTION:</b> <p>This is our basic protection with the TE and remaining back having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush TE and remaining back are free to release into the pattern. There are no dual reads or Hot Rec.</p> <p>80 (81) is a 5-7 step drop pattern.</p>	<b>QB</b> <p>5-7 step drop on 80 (81). Solid Protection, Alert Sight Adjust.</p>
<b>F</b> <p>Free Release</p>	
<b>H</b> <p>Block Will to FS; Alert Fan / HVY , ALERT 5.0.</p>	

## BACKSIDE

<p>Block #1. Alert Hole, Ram/Lion, Zone, HVY, Tampa &amp; Fan calls.</p> <p>Block #2. If #2 is a LBer Fan. Alert Ram/Lion, Tampa &amp; Fan calls..</p>	<b>C</b> <p>Block #0 to Mike. Alert Hole, Ram/Lion, Zone Calls.</p>
<b>G</b> <p>Block #1. Alert Hole, Ram/Lion, Zone, Squeeze &amp; Swoop calls.</p>	<b>T</b> <p>Block #2. If #2 is a LBer make a Hang call. Alert Ram/Lion, Squeeze, Swoop &amp; Out calls.</p>
	<b>Y</b> <p>Block #3. Make Slow call. Alert Squeeze, Swoop &amp; Out calls.</p>

## FRONTSIDE

<b>C</b> <p>Block #0 to Mike. Alert Hole, Ram/Lion, Zone Calls.</p>
<b>G</b> <p>Block #1. Alert Hole, Ram/Lion, Zone, Squeeze &amp; Swoop calls.</p>
<b>T</b> <p>Block #2. If #2 is a LBer make a Hang call. Alert Ram/Lion, Squeeze, Swoop &amp; Out calls.</p>
<b>Y</b> <p>Block #3. Make Slow call. Alert Squeeze, Swoop &amp; Out calls.</p>



#### DESCRIPTION:

This is our basic protection with the FB and HB having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush both backs are free to release into the pattern. There are no dual reads or Hot Rec.

82 (83) is a 5-7 step drop pattern.

**QB**

5-7 step drop on 82 (83).  
Solid Protection. Alert for Sight Adjust, WR will handle it.

**F**

Block Sam to SS, Alert HVY.

**H**

Block Will to FS; Alert FAN/HVY , ALT 5.0.

#### BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

#### FRONTSIDE

Block #0 to Mike.  
Alert Hole, Zone, Ram/Lion Calls.

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion & Fan calls..

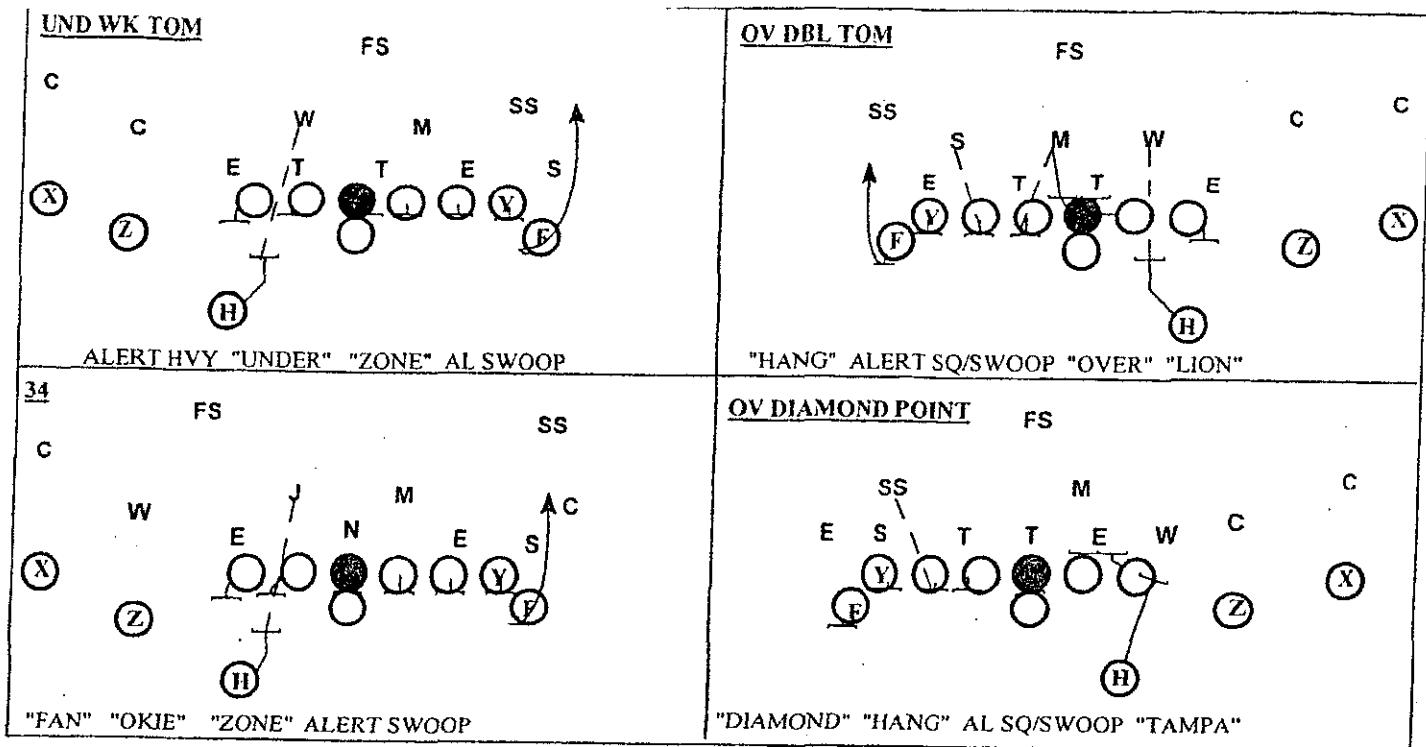
Release into route.

**C**

**G**

**T**

**Y**



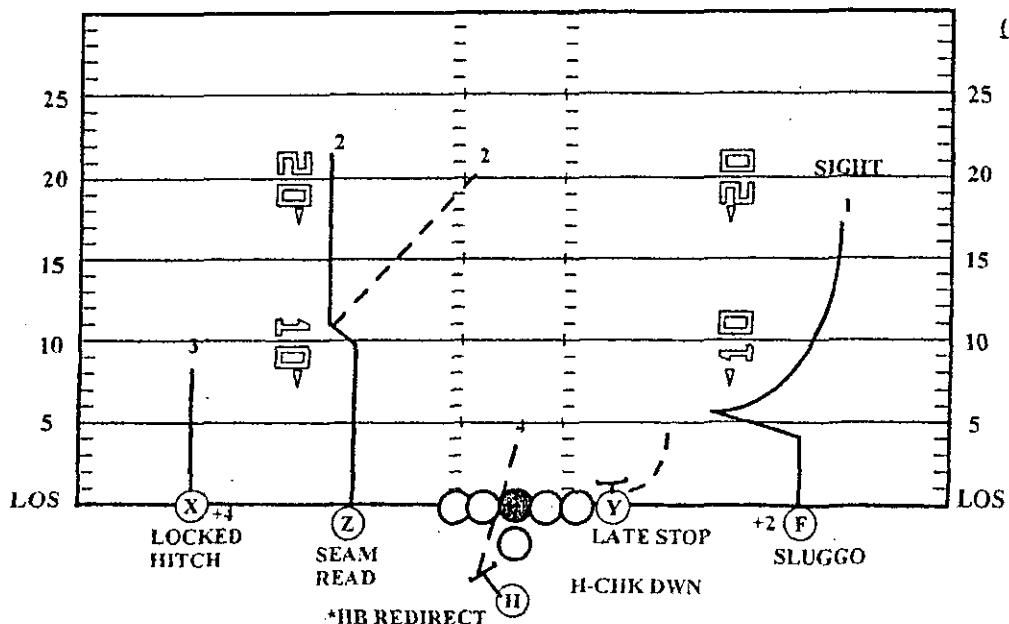
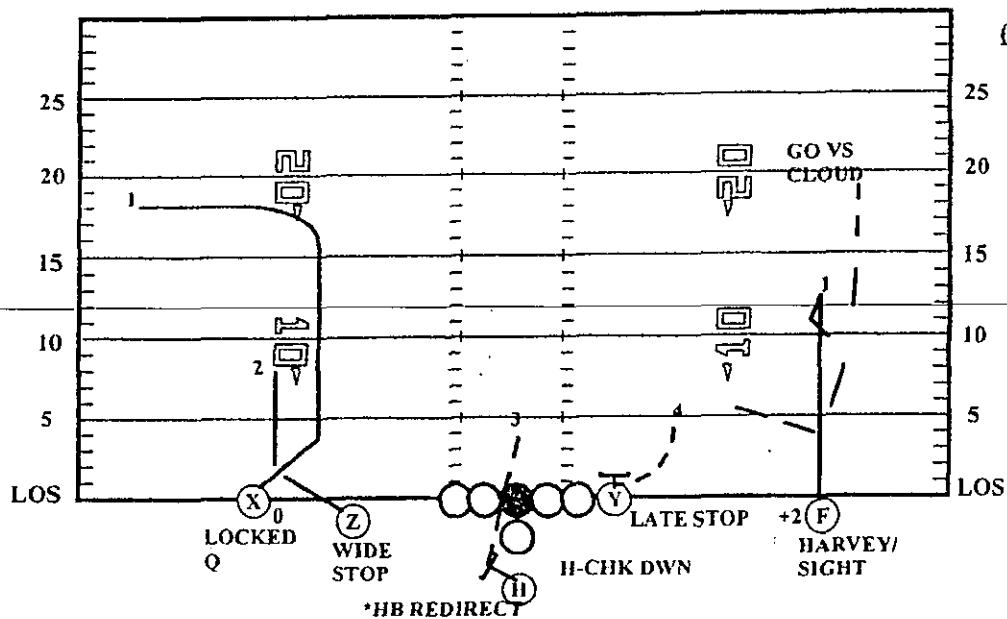
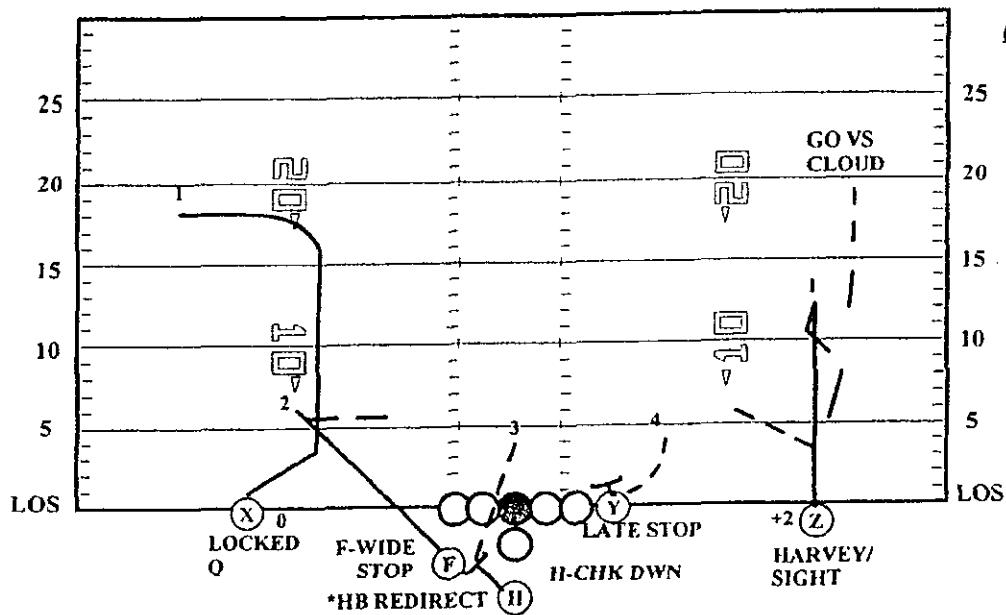
<b>DESCRIPTION:</b> <p>The same protection as 80 (81), but with an additional blocker strongside (Boom). An Eight Man protection.</p>	<b>QB</b> <p>5-7 step drop on 80 (81) Boom. Solid Protection, W/ additional blocker str-side (Boom).</p>
	<b>F</b> <p>Boom protection puts F on #4 strong. Release into route w/ no threat.</p>
	<b>H</b> <p>Block Will to FS; Alert Fan / HVY, Tampa , ALT 5.0.</p>

## BACKSIDE

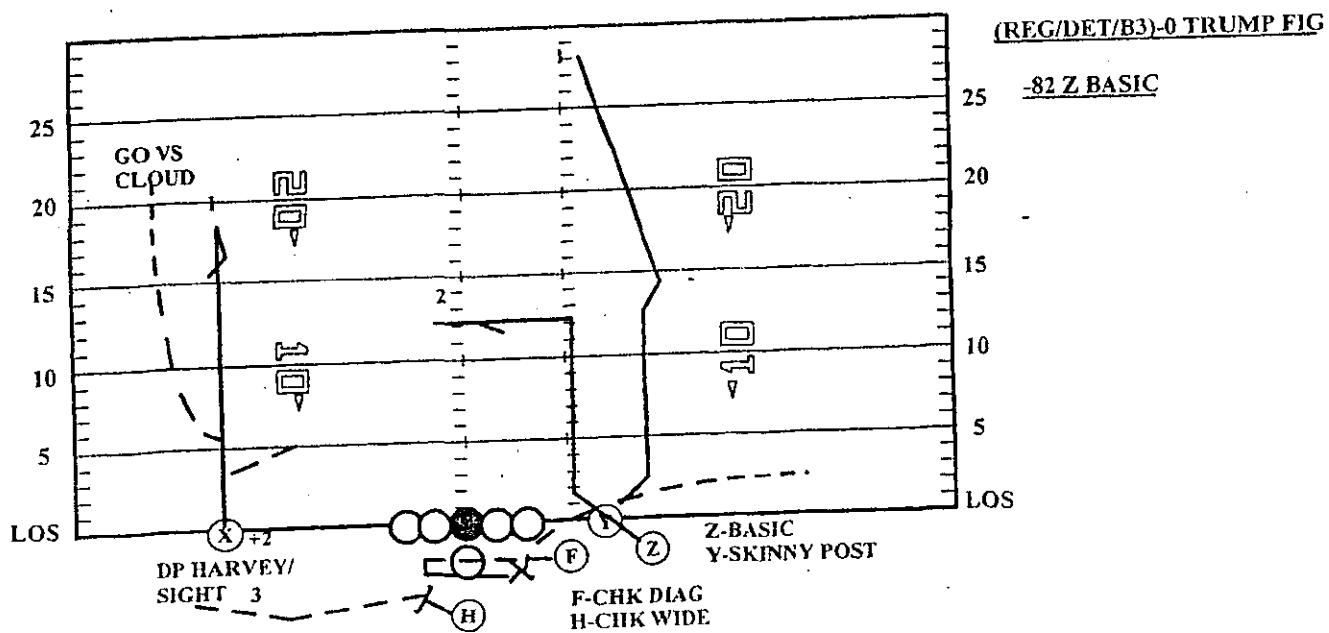
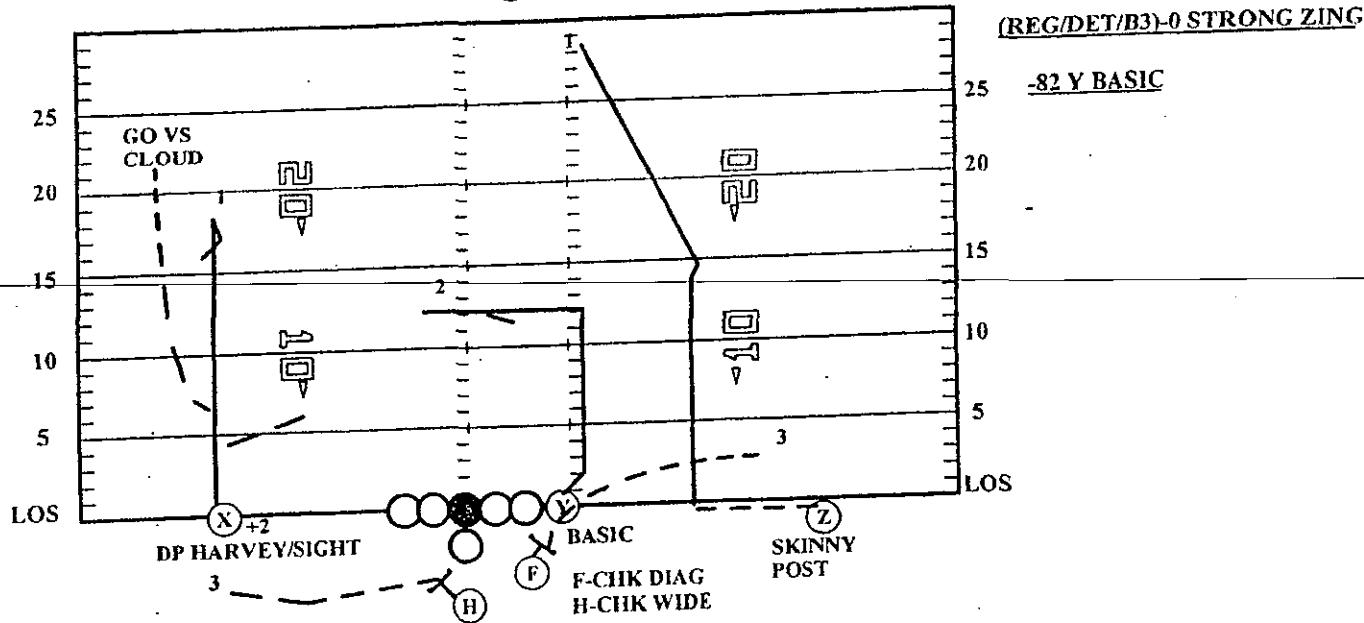
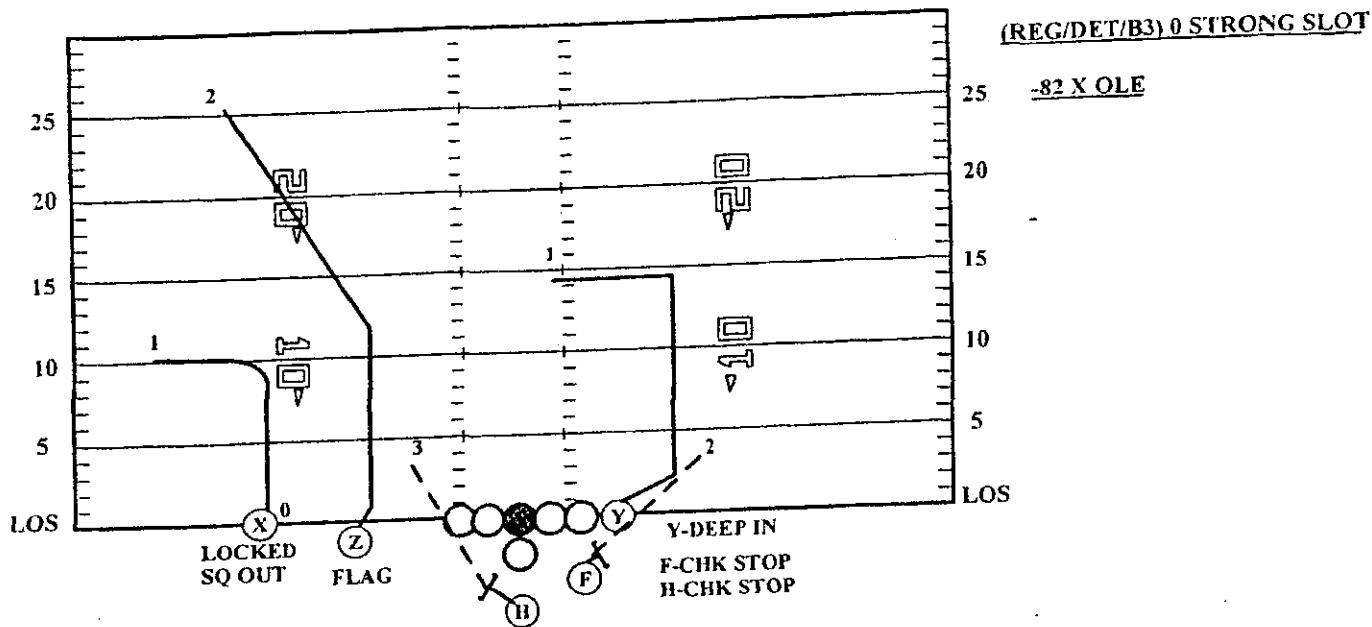
<p>Block #1. Alert Hole, Ram/Lion, Zone, HVY, Tampa &amp; Fan calls.</p>  <p>Block #2. If #2 is a LBer Fan. Alert Ram/Lion, Tampa &amp; Fan calls..</p>
---

## FRONTSIDE

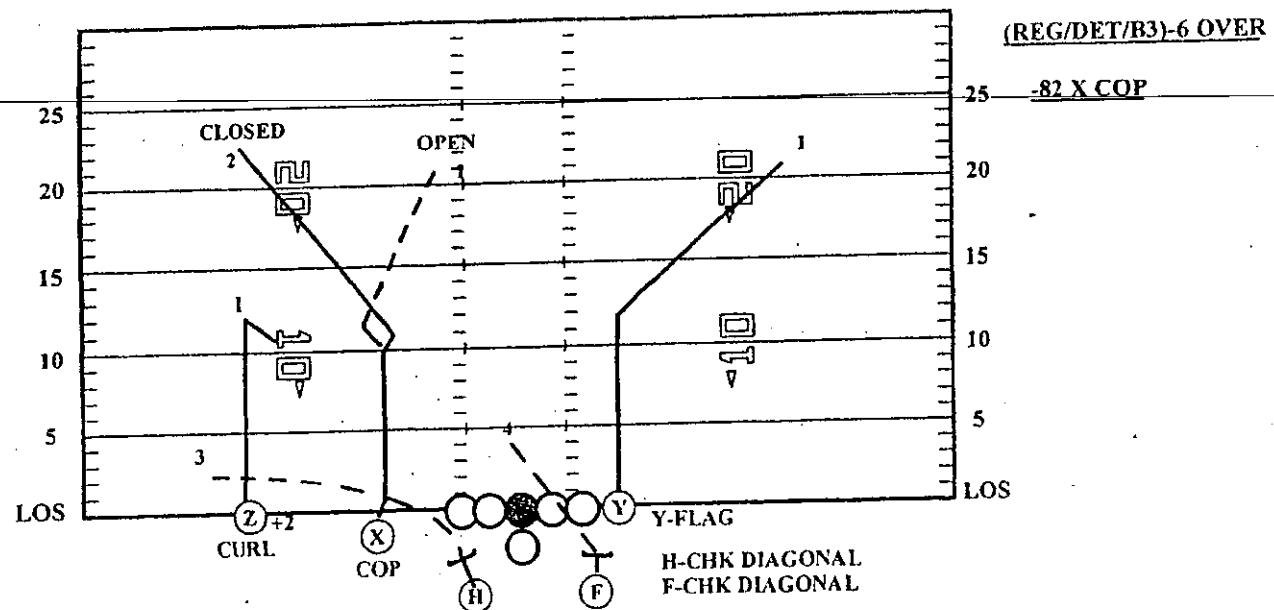
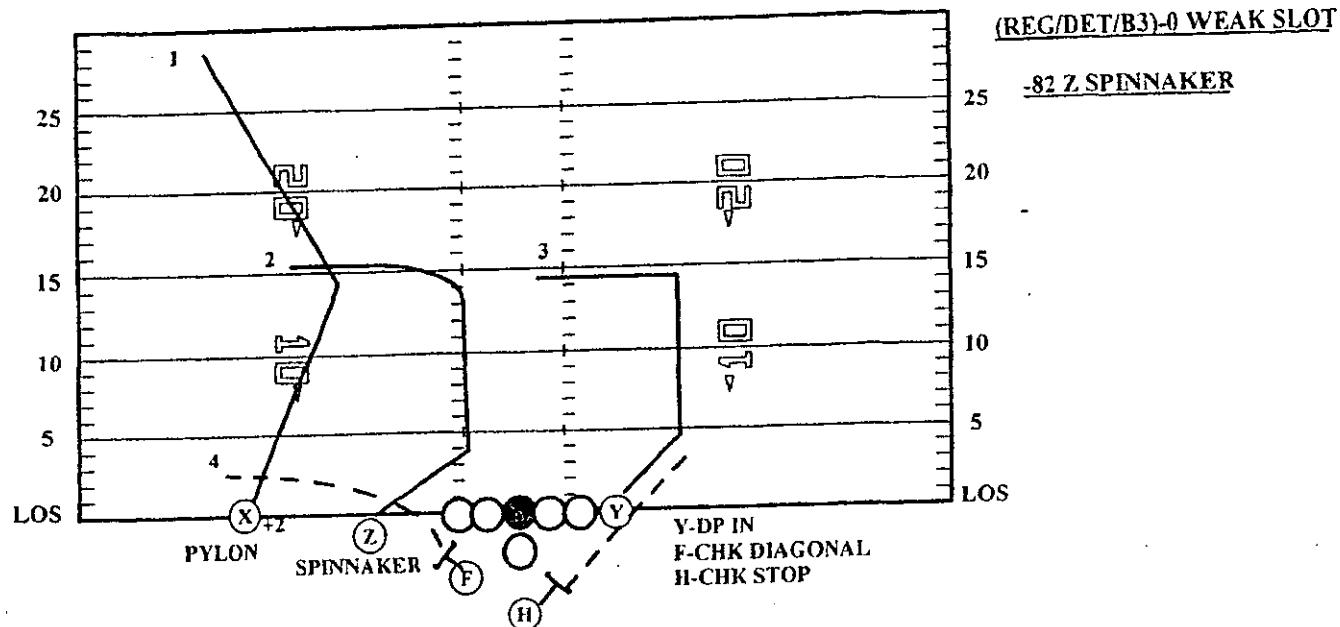
<b>C</b> <p>Block #0 to Mike. Alert Hole, Ram/Lion &amp; Zone calls, be clear with Mike I.D.</p>  <b>G</b> <p>Block #1. Alert Hole, Ram/Lion, Zone, Squeeze &amp; Swoop calls.</p>  <b>T</b> <p>Block #2. If #2 is a LBer make a Hang call. Alert Ram/Lion, Squeeze, Swoop &amp; Out calls.</p>  <b>Y</b> <p>Block #3. Make Slow call. Alert Squeeze, Swoop &amp; Out calls.</p>
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## 82 PASSES

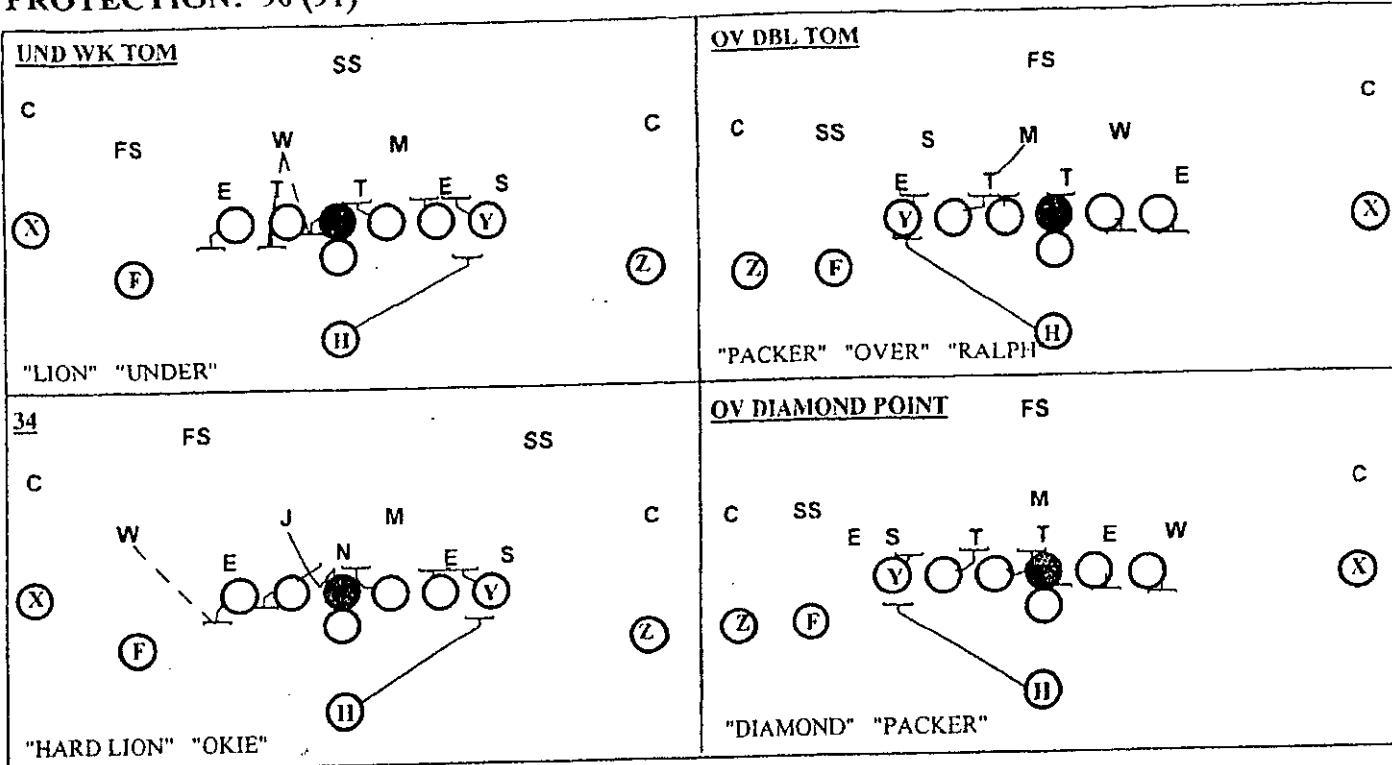


**82 PADDLE**



# PROTECTION: 90 (91)

# 7 MAN TURN



## DESCRIPTION:

This is a 7 Man Turn protection with the O-Line and TE Responsible for the onside "C" Gap to the OLBer away from the call.

Qk 90/91 = 3 Step 90 Protection route.

QB

5-step drop with Full Turn protection.

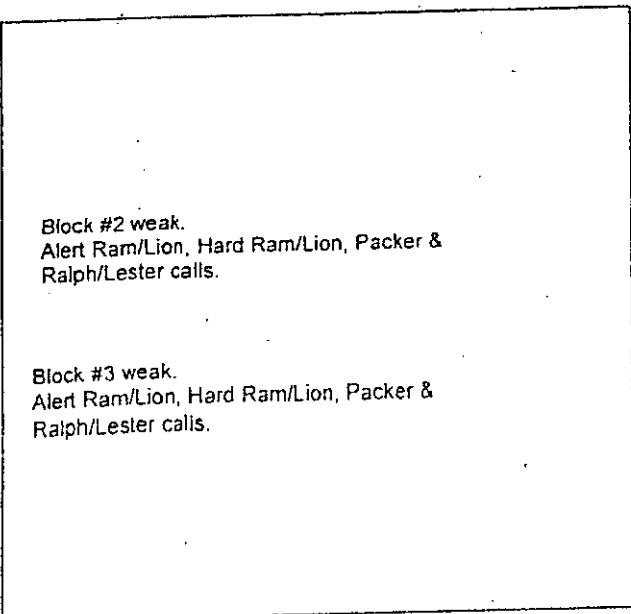
F

Free release - Alert for Hot throw in 2 Back sets.

H

Block MDM on hip of TE (LBer or DE).

## BACKSIDE



Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

## FRONTSIDE



Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

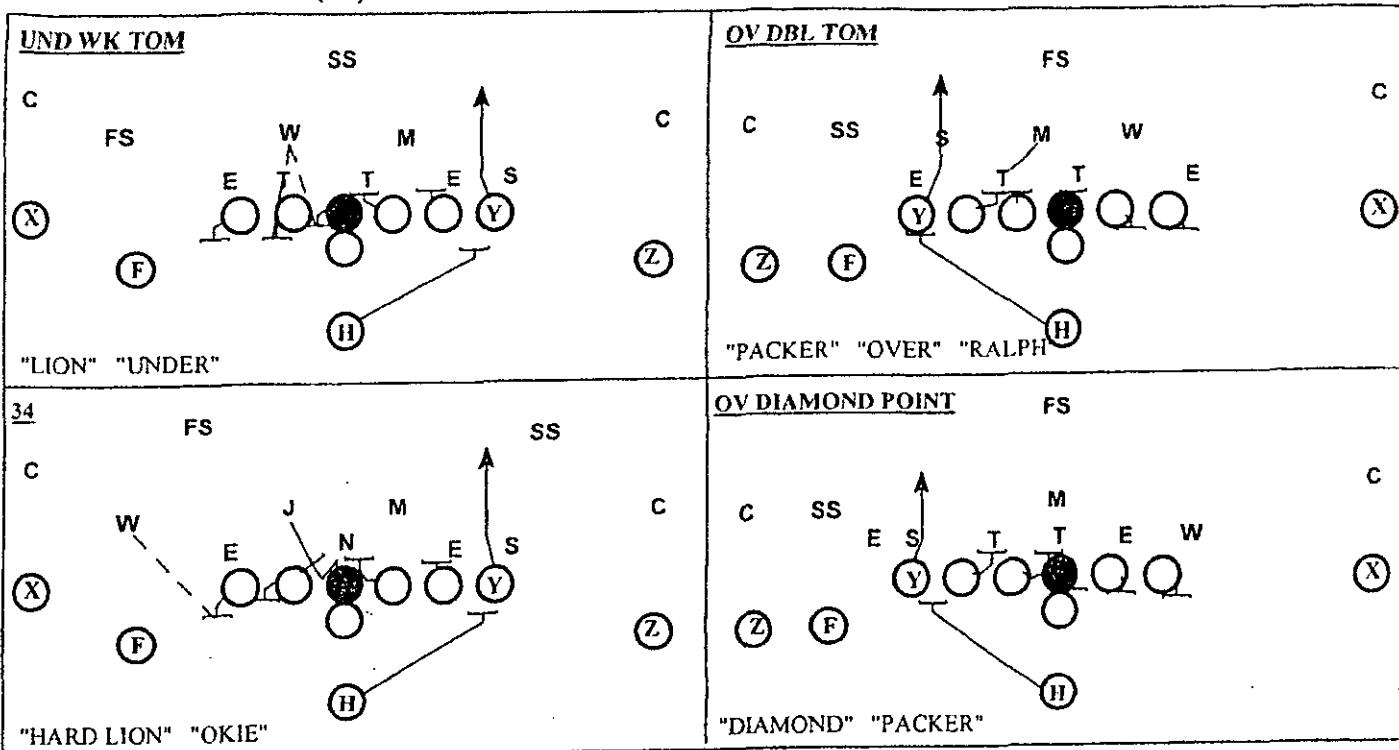
Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP--PACKER VS "T" BUBBLE

Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP--PACKER VS "T" BUBBLE.

Block Inside Area.  
Alert Packer Call

# PROTECTION: 92 (93)

## 6 MAN TURN



### DESCRIPTION:

This is a 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLBer away from the call.

QK 92/93 = 3 Step 92 Protection Route.

**QB**

5-step drop with Full Turn protection. Alert hot off of Sam LB Dog.

**F**

Free release - Alert for Hot throw in 2 Back sets.

**H**

Block MDM on hip of Tackle (DE or LBer).

## BACKSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

## FRONTSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP~PACKER VS "T" BUBBLE

**C**

**G**

**T**

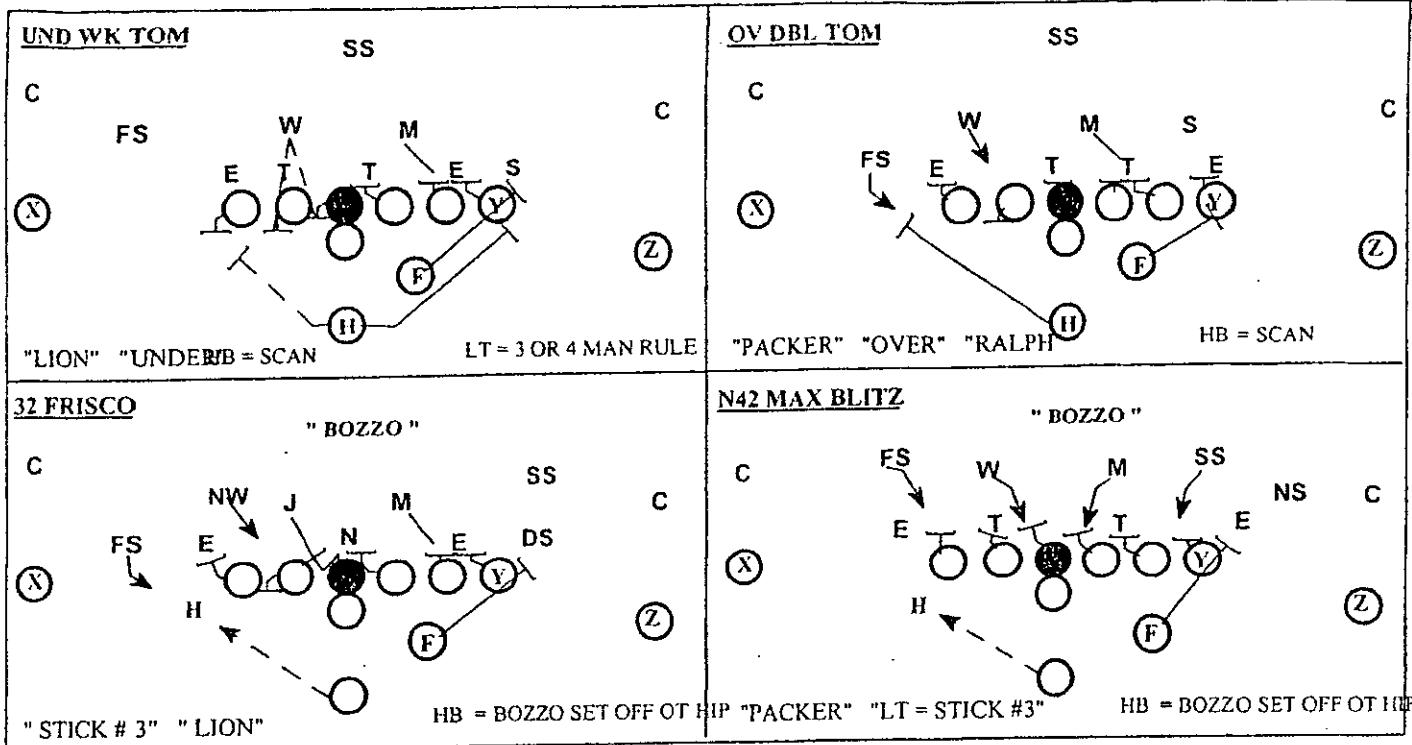
**Y**

Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP~PACKER VS "T" BUBBLE.

FREE RELEASE

# PROTECTION: 90 (SCAN) ( BOZZO )

MAX PRO



## DESCRIPTION:

8 man max protection scanning the hb and allowing the qb to make a "bozzo" call v.s. no safety , this will adjust the hb to handle 4 from each side.

**QB**

max 5 to 7 step drop , throw on time and be aware of add ons.

**F**

block first thing off of ot hip.

**H**

scan secondary and adjust , alt " bozzo " and adjust off wk tackles hip and block # 4.

## BACKSIDE

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak , stick v.s. bozzo on # 3  
Alert Ram/Lion, Hard Ram/Lion, Packer calls.

## FRONTSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block Man On or Inside on LOS , alt to swell up  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP--PACKER VS "T" BUBBLE

**C**

**G**

**T**

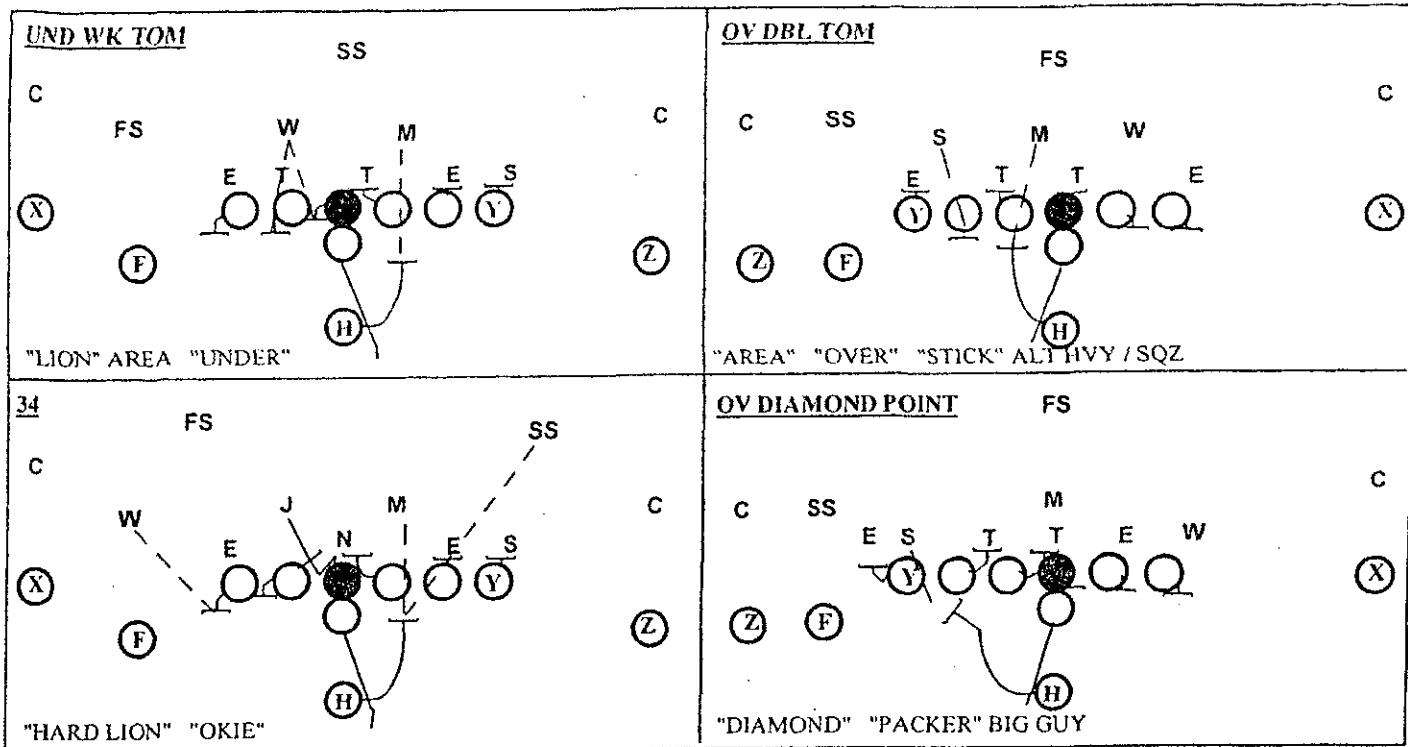
**Y**

Block Inside Area , alt to swell up and take 2  
Alert Packer & Ralph Lester calls.  
CP--PACKER VS "T" BUBBLE.

Block Inside Area.  
Alert Packer Call

# PROTECTION: R130 (131) (AREA)

# SLIDE SOLID



## DESCRIPTION:

This is a Hardball Weakside Slide away from the TE. The TE has Sam and the remaining back has Mike. The line is responsible for the Will. If the Sam does not rush the TE is free to release.

If the Mike does not rush the back is free to release.

## QB

Play Action 7 man Slide Protection.  
Alert S/A (R-34 Play fake), (50/51) Protection

## F

Free Release

## H

Hard R-34 fake--Alert MLBer or SS Blitz , ALT. HEAVY.

## BACKSIDE

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls,  
Packer vs. Diamond, stick calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls,  
Packer vs. Diamond, Stick calls.

## FRONTSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls,  
Packer vs. Diamond, Stick calls.

Block Man On or Inside on LOS.  
Alert Ram/Lion, HVY/Squeeze, calls.  
Packer vs. Diamond.

## C

## G

## T

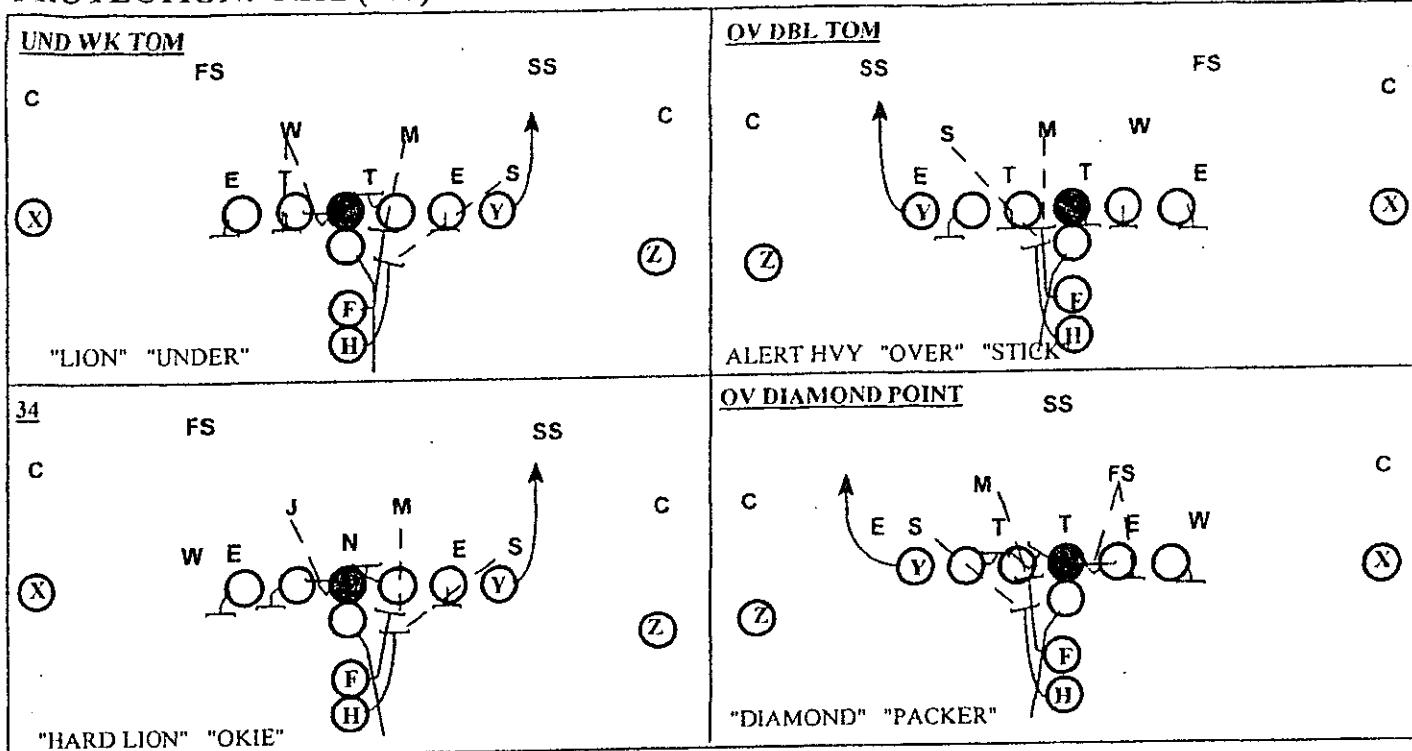
## Y

Block DE.  
Alert Packer, Area calls, Packer vs. Diamond.  
Alert Squeeze

Block #3. Give "Slow" call to tackle.  
Alert Area calls & Block Out vs. Diamond

## PROTECTION: R132 (133)

## 7 MAN SLIDE WEAK



### DESCRIPTION:

This is a 7-man slide protection away from the call, with the OL responsible for the 4 DL and Will. The FB has MIKE, the HB has SAM. If Mike & Sam drop, the FB & HB are free to release; this is a five star fake, hard ball-inside.

**QB**

Play Action 7-Man Slide Protection  
Alert Sight Adjust.

**F**

Play Fake--Check MIKE ALT. HEAVY.

**H**

Good Play Fake--Check SAM, .

## BACKSIDE

Block #2 weak.

Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls.

Block #3 weak.

Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls..

## FRONTSIDE

**C**

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls..

**G**

Block Man On or Inside on LOS.  
Alert Ram/Lion, Hard Ram/Lion, Packer & HVY calls.

**T**

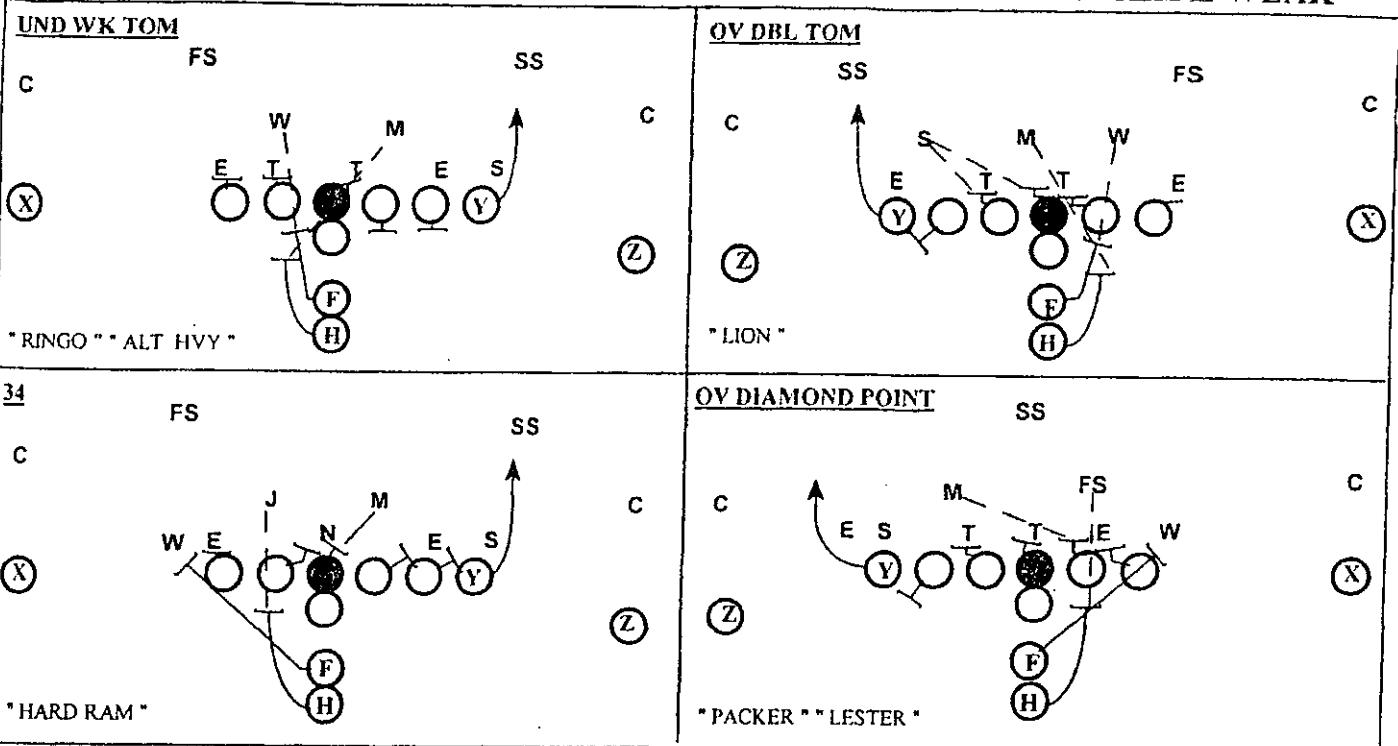
Block DE.  
Alert Packer.

**Y**

Release into route.

## PROTECTION: R135 (134) WK

## 7 MAN SLIDE WEAK



### DESCRIPTION:

HARD BALL PLAY ACTION GOING WEAK TO STRONG, WITH OL BLOCKING 4 DOWN AND SAM.

QB

SAME MECHANICS AS RIDE 134 ONLY TO SPLIT-END SIDE.

F

PLAY FAKE, CHECK WILL, ALT. HEAVY

H

GOOD FAKE, CHECK MIKE, ALERT REDIRECT

## BACKSIDE

ALERT RAM/LION, LUCKY/RINGO AND PACKER CALLS, HARD RAM/LION.

ALERT RAM/LION, LUCKY/RINGO AND PACKER CALLS, HARD RAM/LION.

## FRONTSIDE

BLOCK #0, ALERT RAM/LION, LUCKY/RINGO AND RALPH/LESTER CALLS.

C

BLOCK #1, ALERT HEAVY, RAM/LION, PACKER AND RALPH/LESTER CALLS.

G

BLOCK DE, ALERT PACKER AND RALPH/LESTER CALLS.

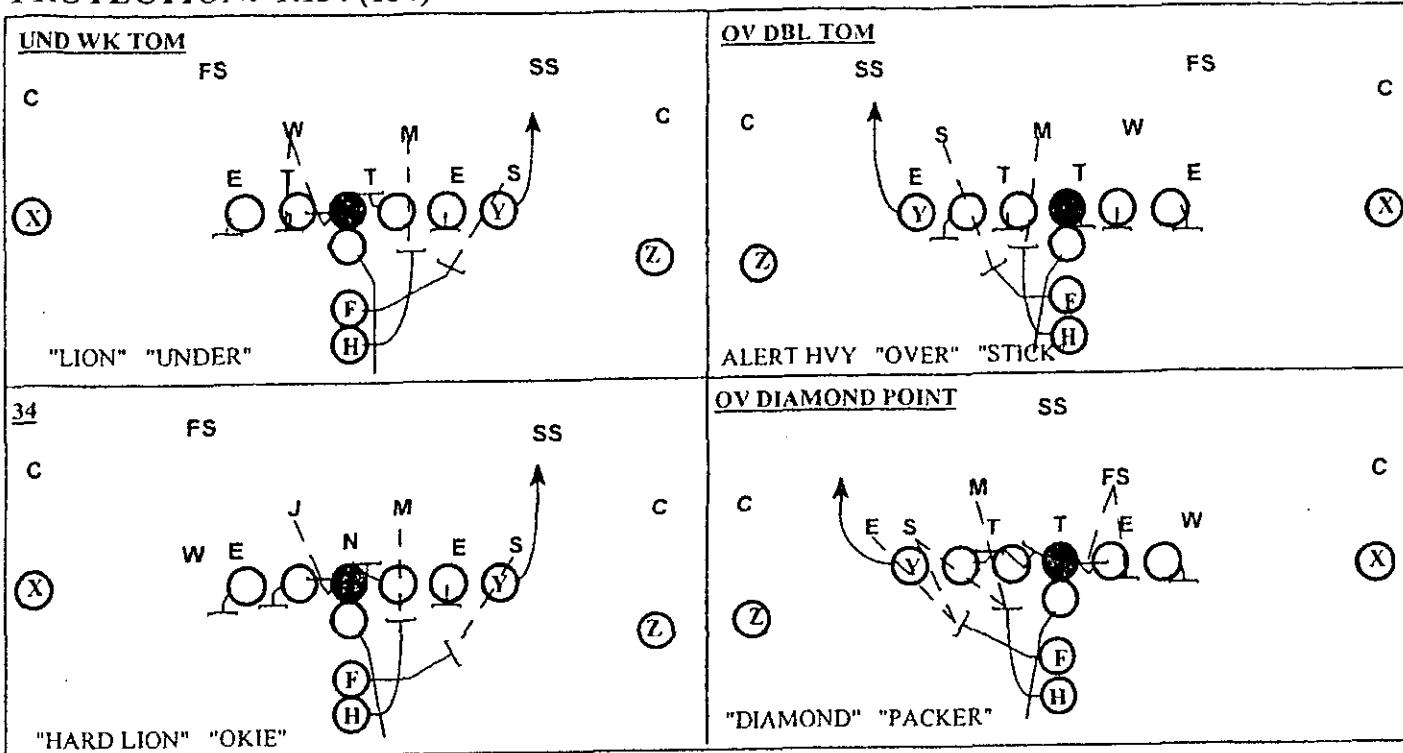
T

RUN ASSIGNED ROUTE.

Y

## PROTECTION: R134 (135)

## 7 MAN SLIDE WEAK



### DESCRIPTION:

This is a 7-man slide protection away from the call, with the OL responsible for the 4 DL and Will. The FB has Sam, the HB has Mike. If Mike & Sam drop, the FB & HB are free to release.

Play Action 7-Man Slide Protection  
Alert Sight Adjust.

**QB**

Play Fake--Check Sam to SS , ALT BURN.

**F**

Good Play Fake--Check Mike TO SS , Alert Heavy , ALT BURN.

**H**

## BACKSIDE

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls..

## FRONTSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Stick & Packer calls, also Lucky/Ringo calls..

Block Man On or Inside on LOS.  
Alert Ram/Lion, Hard Ram/Lion, Packer & HVY calls.

**C**

**G**

**T**

**Y**

Block DE.  
Alert Packer.

Release into route.

# PROTECTION: H 140 (141) (AREA)

# SLIDE SOLID

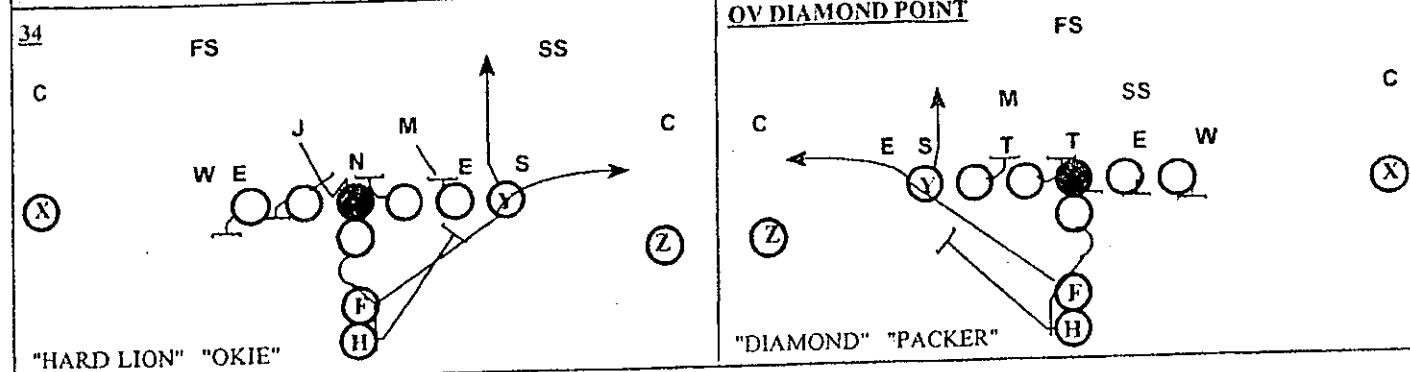
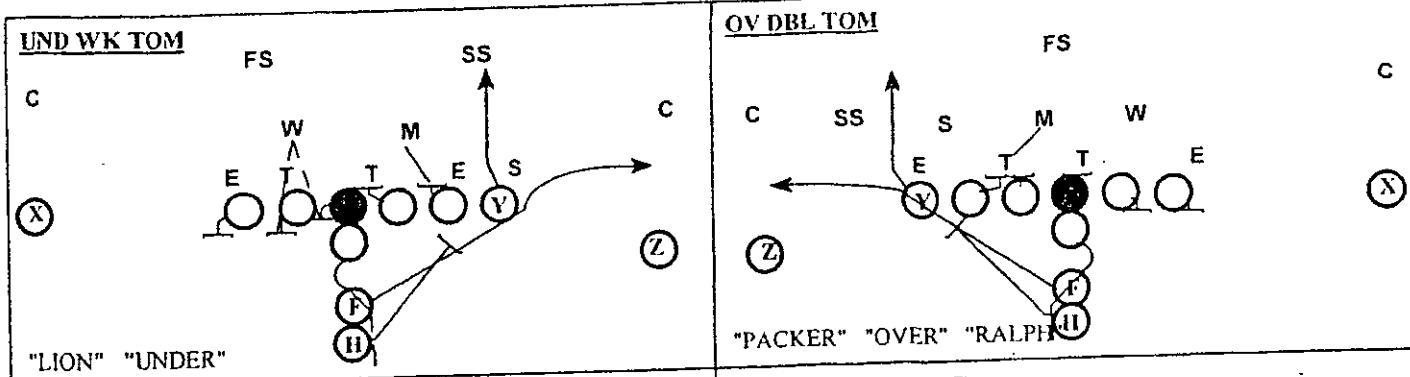
<p><u>UND WK TOM</u></p> <p>FS SS</p> <p>"LION" AREA "UNDER"</p>	<p><u>OV DBL TOM</u></p> <p>FS SS</p> <p>"OVER" "STICK" ALTHVY / SQZ</p>
<p><u>34</u></p> <p>FS SS</p> <p>"HARD LION" "OKIE"</p>	<p><u>OV DIAMOND POINT</u></p> <p>FS SS</p> <p>"DIAMOND" "PACKER" BIG GUY</p>
<p><b>DESCRIPTION:</b> WK SIDE SLIDE , DRAW PLAY ACTION AWAY FROM THE TE , TE HAS SAM , REMAINING BACK HAS MIKE . THE LINE HAS 4 DOWN AND WILL.</p>	<p><b>QB</b> PLAY ACTION DRAW MECHANICS , 7 MAN SLIDE PRO. ALERT S.A. ( 50 - 51 ) PRO.</p> <p><b>F</b> FREE RELEASE</p> <p><b>H</b> DRAW PLAY FAKE , CHECK MIKE TO SS , ALT. HEAVY.</p>

## BACKSIDE

## FRONTSIDE

<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p> <p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p>	<p><b>C</b> Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p> <p><b>G</b> Block Man On or Inside on LOS. Alert Ram/Lion, HVY/Squeeze. calls. Packer vs. Diamond.</p> <p><b>T</b> Block DE. Alert Packer, Area calls, Packer vs. Diamond. Alert Squeeze</p> <p><b>Y</b> Block #3. Give "Slow" call to tackle. Alert Area calls &amp; Block Out vs. Diamond</p>
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## PROTECTION: K136 (137)

**DESCRIPTION:**

This is a 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLber away from the call.

**QB**

5-step drop with Full Gap protection. Alert hot off of Sam LB Dog. Slant mesh! (Reverse out)

**F**

BLUFF release - Alert for Hot throw in 2 Back sets.

**H**

Block MDM off hip of ONT (DE or LBer).

**BACKSIDE**

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

**FRONTSIDE**

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP--PACKER VS "T" BUBBLE.

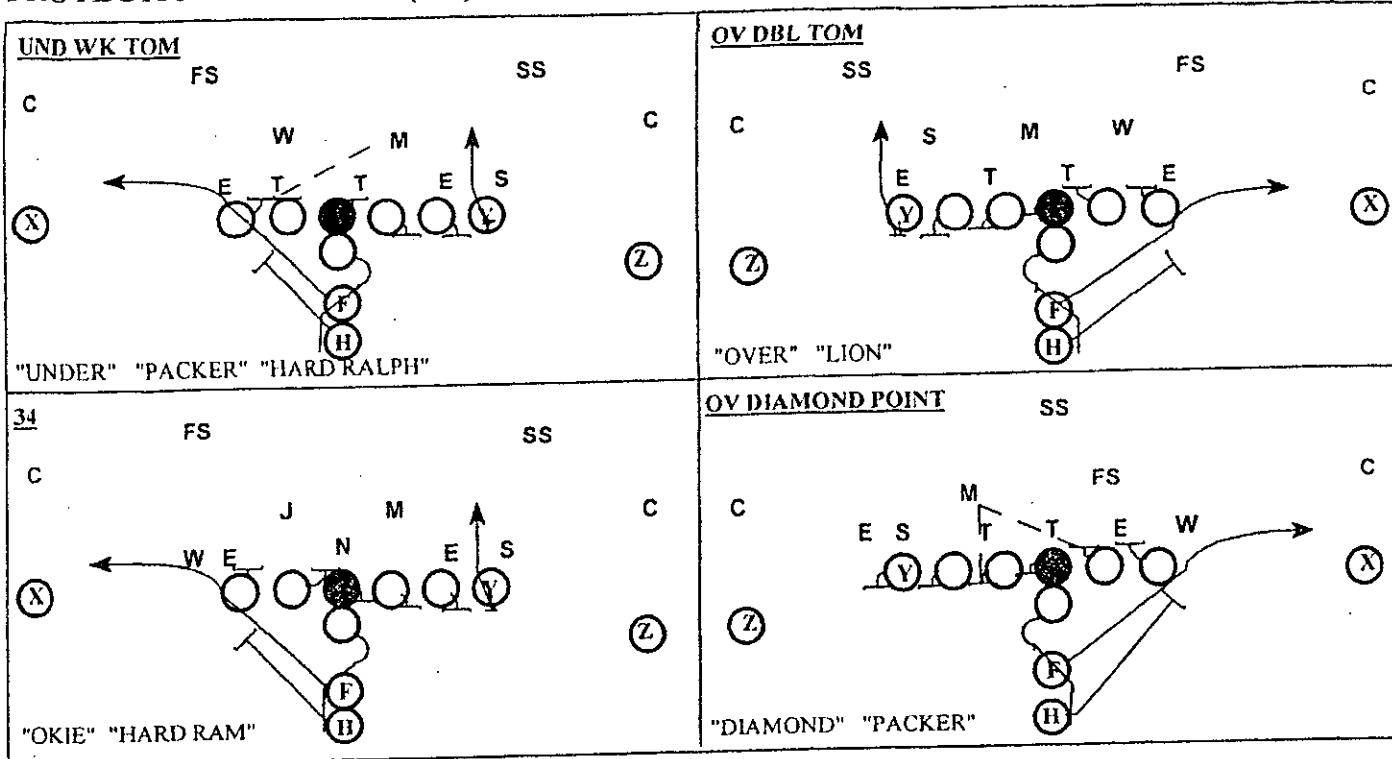
**C****G****T****Y**

Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP--PACKER VS "T" BUBBLE.

Release and run route.

# PROTECTION: SPIDER 137(136)

## 6 MAN WEAK TURN



### DESCRIPTION:

This is a Weakside 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLBer away from the call.

QB

5-step drop with Full Gap protection. Alert hot off of WLBer Dog. Slant mesh! (Reverse ou)

F

BLUFF release - Alert for Hot throw in 2 Back sets.

H

Block MDM off hip of ONT (DE or LBer).

### FRONTSIDE

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer & HVY calls.  
CP-PACKER VS "T" BUBBLE.

Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP-PACKER VS "T" BUBBLE.

### BACKSIDE

C

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

G

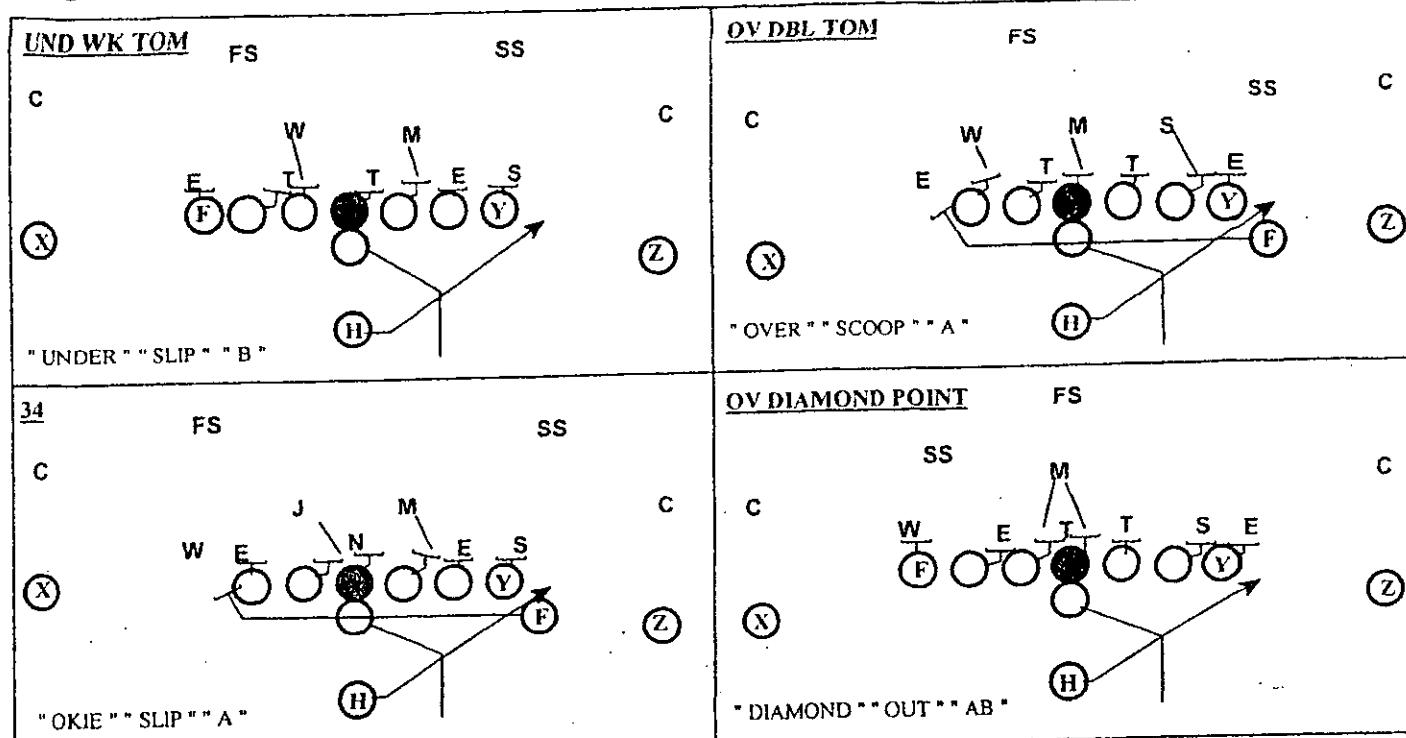
Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

T

Check into route off of #4, Diamond point the DE is #4.

Y

# PROTECTION: SPRINT 138 SELL IT



## DESCRIPTION:

HARD STRONG SIDE PLAY ACTION SELL OFF OF OUR SPRINT ACTION, GREAT FAKE AND PAD LEVEL.

**QB**

SPRINT STEPS 4:00 O'CLOCK (8:00) EXTEND BALL WIDE, PLAY FAKE SET UP IN C GAP.

**F**

BLOCK SPRINT 38 RULES , E.M.O.L.

**H**

GREAT FAKE, BLOCK #4 ALT REDIRECT , ALT SWOOP.

**BACKSIDE**

BLOCK SPRINT 38 RULES

BLOCK SPRINT 38 RULES, WORK BACK TO F IF NEEDED.

**FRONTSIDE**

**C**

BLOCK SPRINT 38 RULES

**G**

BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.

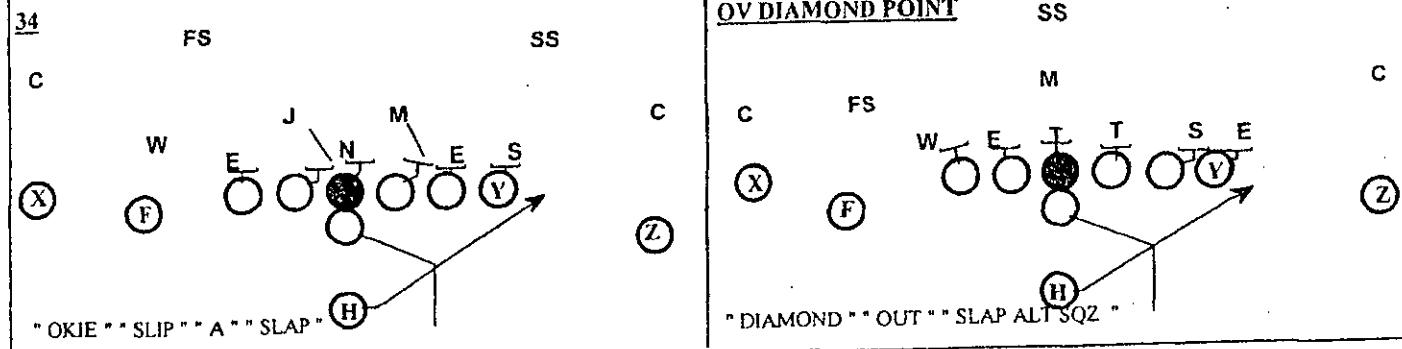
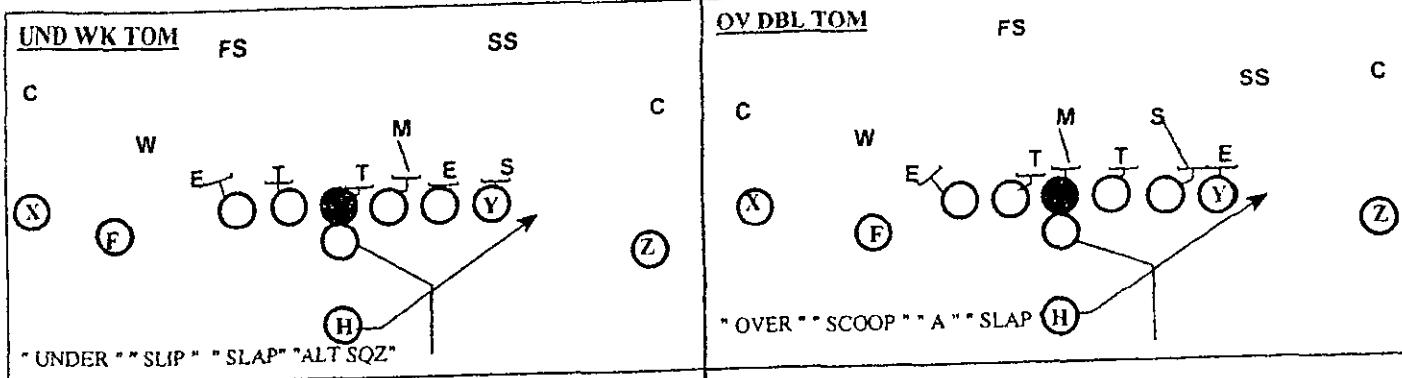
**T**

BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.

**Y**

BLOCK SPRINT 38 RULES . ALT SWOOP FOR SS.

# PROTECTION: SPRINT 138 BOOK IT



## DESCRIPTION:

HARD STRONG SIDE PLAY ACTION SELL OFF OF OUR SPRINT ACTION, GREAT FAKE AND PAD LEVEL, THE QB IS HOT OFF THE WLB.

**QB**

SPRINT STEPS 4:00 O'CLOCK (8:00) EXTEND BALL WIDE, PLAY FAKE SET UP IN C GAP.

**F**

**H**

GREAT FAKE, BLOCK #4, ALT SWOOP.

## BACKSIDE

YOU ARE STICK , ALT SQZ FOR WLB.

YOU ARE STICK , ALT SQZ FOR WLB.

## FRONTSIDE

**C**

BLOCK SPRINT 38 RULES

**G**

BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.

**T**

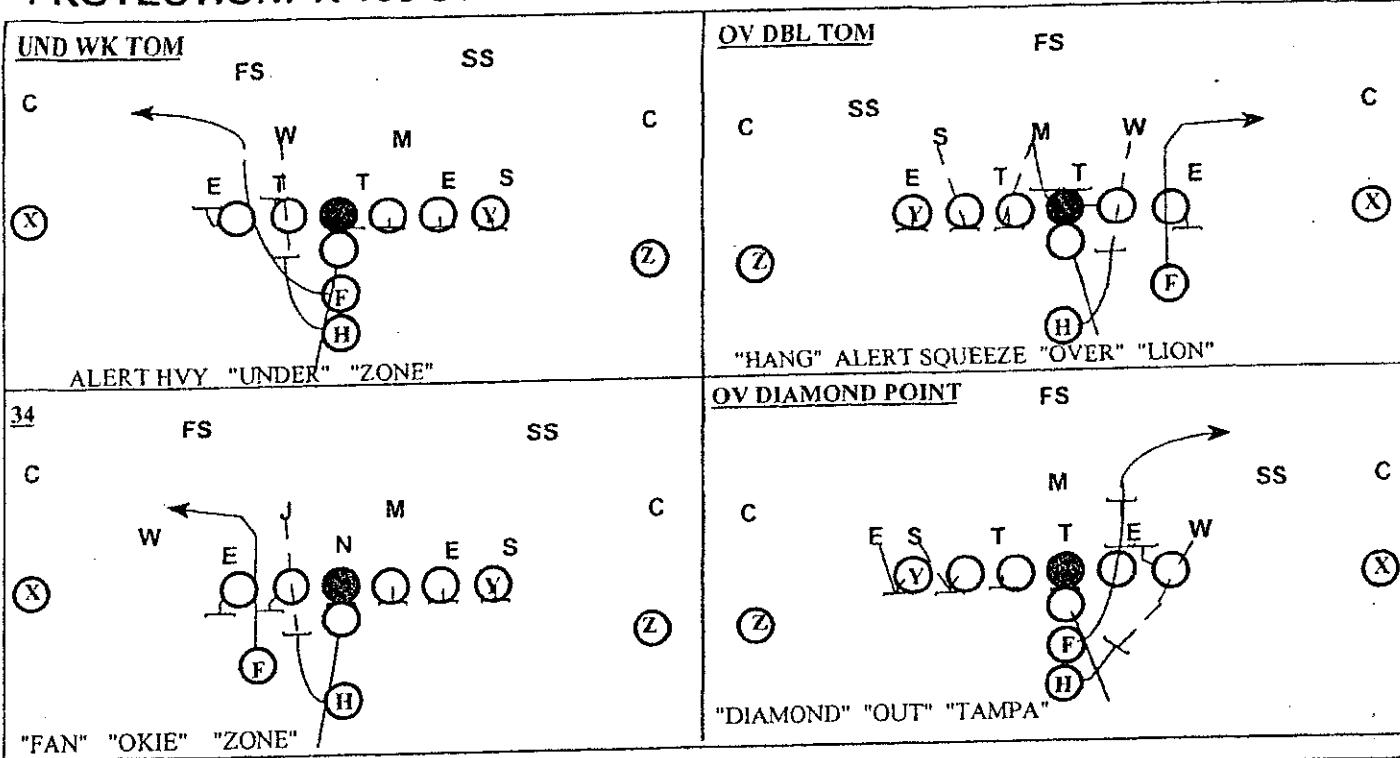
BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.

**Y**

BLOCK SPRINT 38 RULES . ALT SWOOP FOR SS.

# PROTECTION: R 135 STAY

# 7 MAN SOLID PRO



## DESCRIPTION:

A play action pass off our weak side zone scheme , hard ball sell both backs inside , the o.line has the mike and sam and the hb has the wlb, the fb is free.

PLAY ACTION 7 MAN PROTECTION , HARD R 35 FAKE , SET UP INSIDE LEG OF GUARD.

**QB**

Release Into Route.

**F**

HARD FAKE - CHECK WILL TO FS - ALERT REDIRECT , ALT HEAVY AND 5.0.

**H**

## FRONTSIDE

Block #0 to Mike.  
Alert Hole, Ram/Lion, Zone Calls.

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## BACKSIDE

**C**

Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze &  
Swoop calls.

**G**

Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

**T**

Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls,block your way out.

**Y**

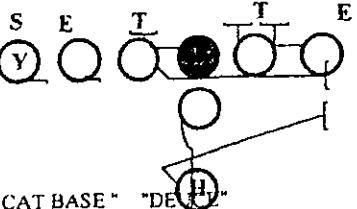
# PROTECTION: JAB 144 COUNTER

EVEN

SS

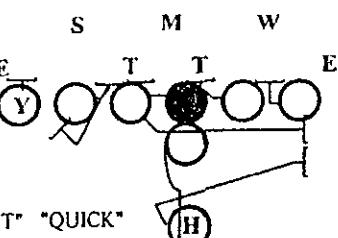
FS

M



OVER DBL TOM

FS

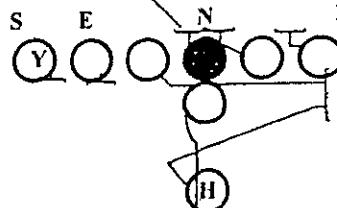


34

SS

FS

J



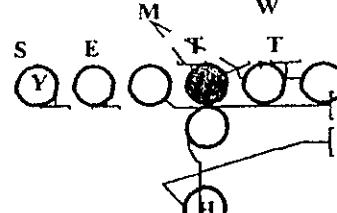
UNDER WK TOM

FS

W

SS

M



## DESCRIPTION:

This is an inside gap 7 man Play Action Protection off of our weakside MID CTR run.

**QB**

Jab Action, (Reverse out) 6 or 8 step drop.  
Alert S/A vs SS Blitz.

**F**

BLOCK D GAP DEFENDER , HELP GUARD BY STAYING ON THE OUTSIDE NUMBER .

**H**

## FRONTSIDE

Insure Backside A Gap, Fill for Pulling BSG.  
Alert Quick, Ace & down calls.

Insure A Gap. Alert for LBer Run Through.  
Alert Deuce, Quick, Ace & Down calls.  
C.P. Sell The Run.

Insure B Gap. Alert For LBer Run Through.  
vs. ONG Covered Deuce/Down. vs ONG  
Uncovered Gap Step & Secure B Gap.  
C.P. Sell The Run/vs WLber on LOS make  
Wanda call

## BACKSIDE

**C**

PULL AND TRAP C GAP DEFENDER THE FIRST THING OFF OF THE TACKLES HIP , THE BACK HAS HELP ON YOUR OUTSIDE HIP , ALT WANDA!

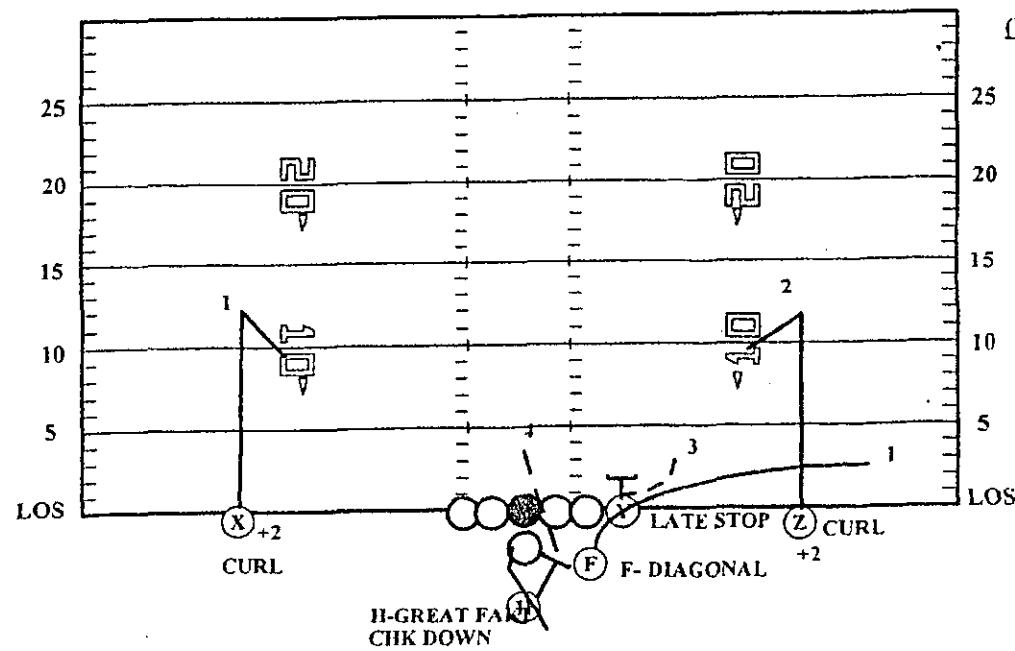
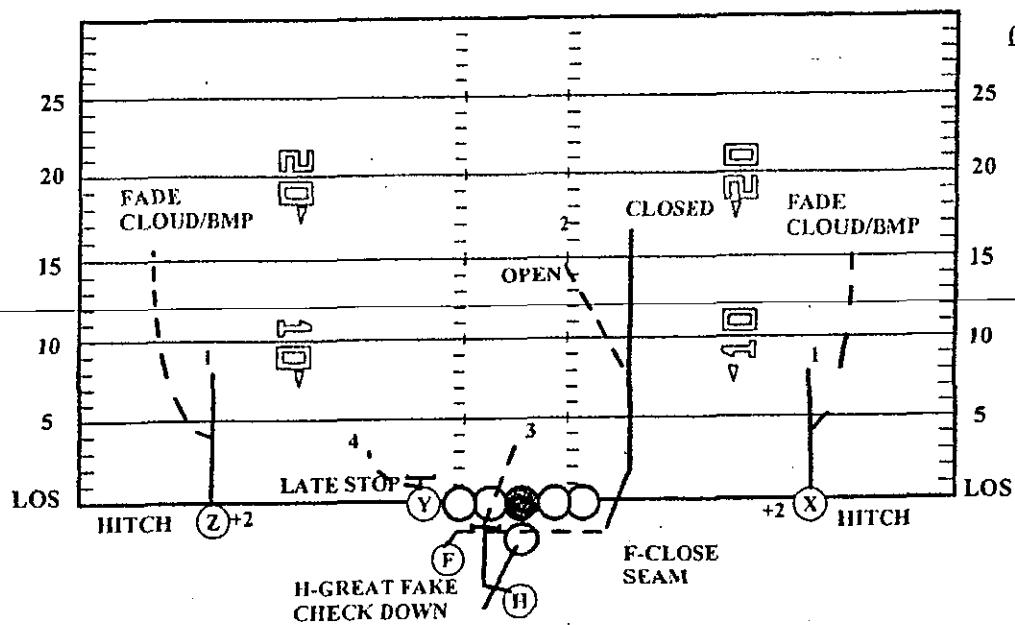
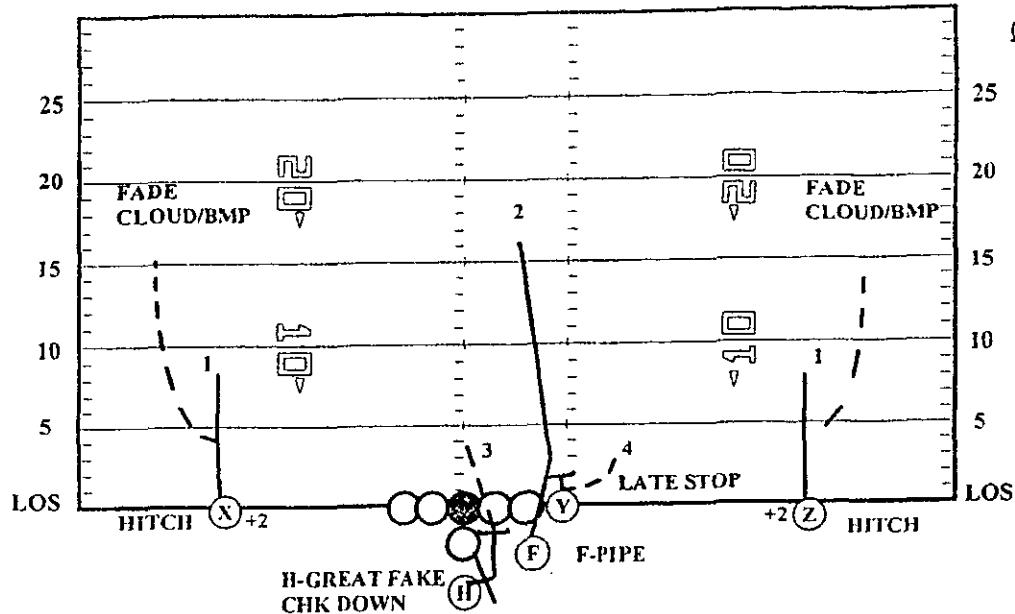
**G**

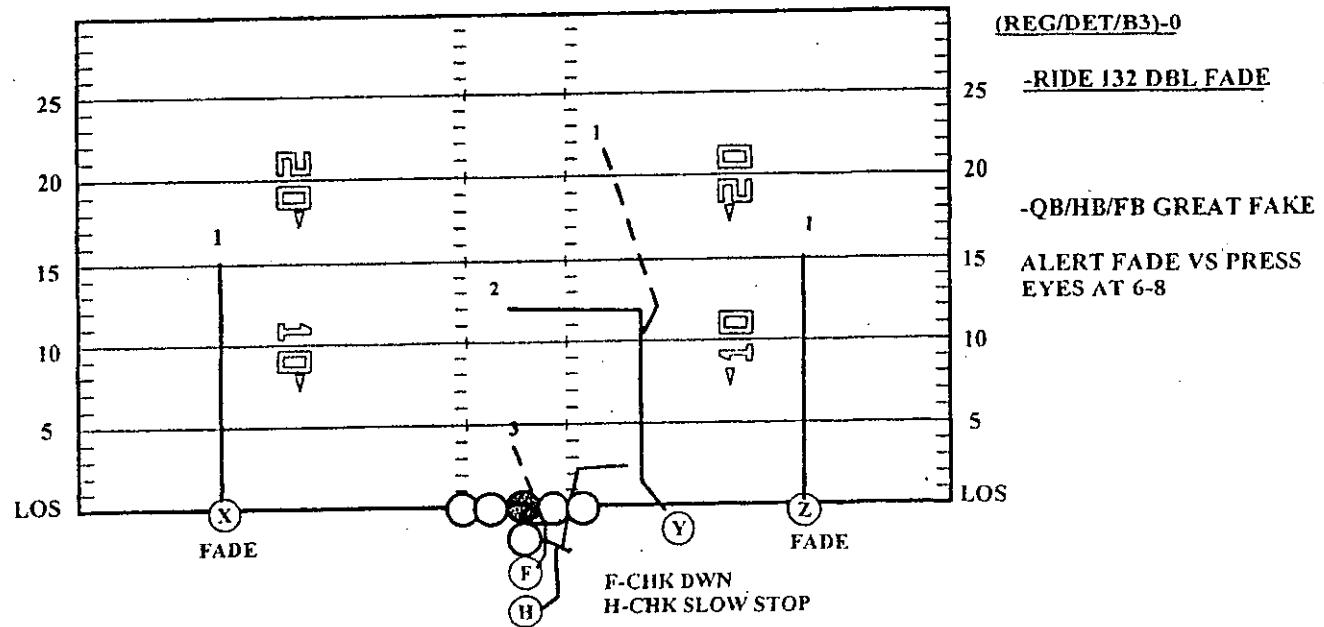
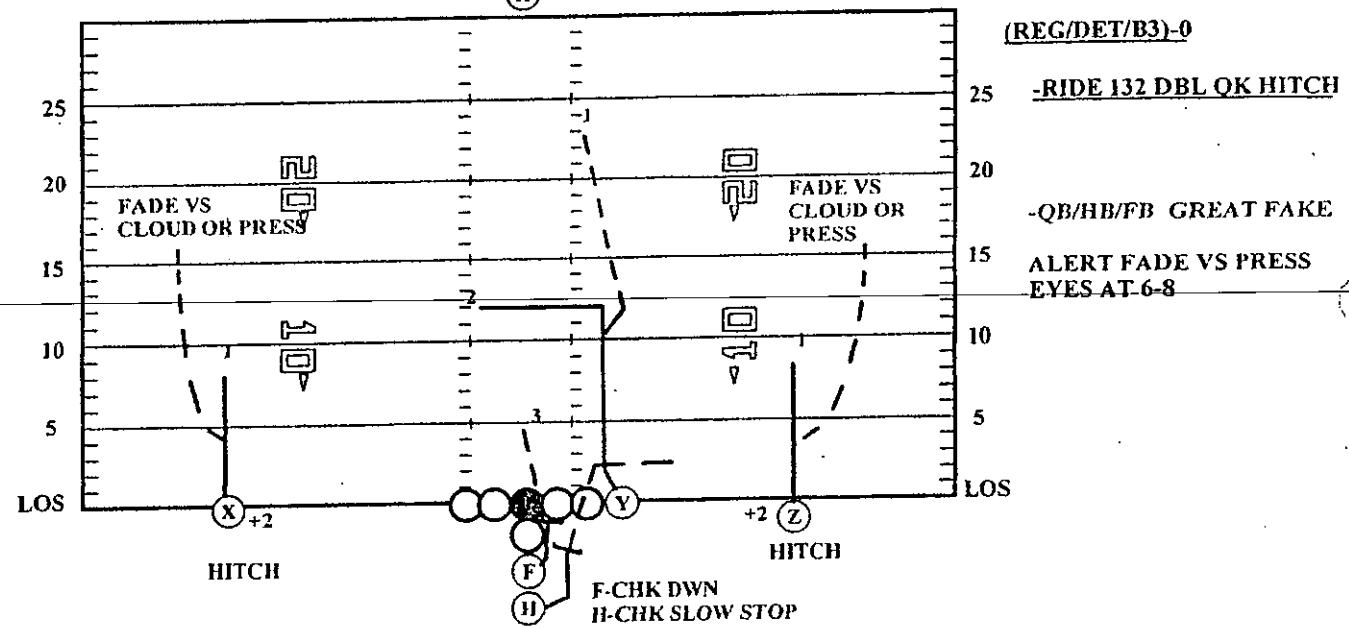
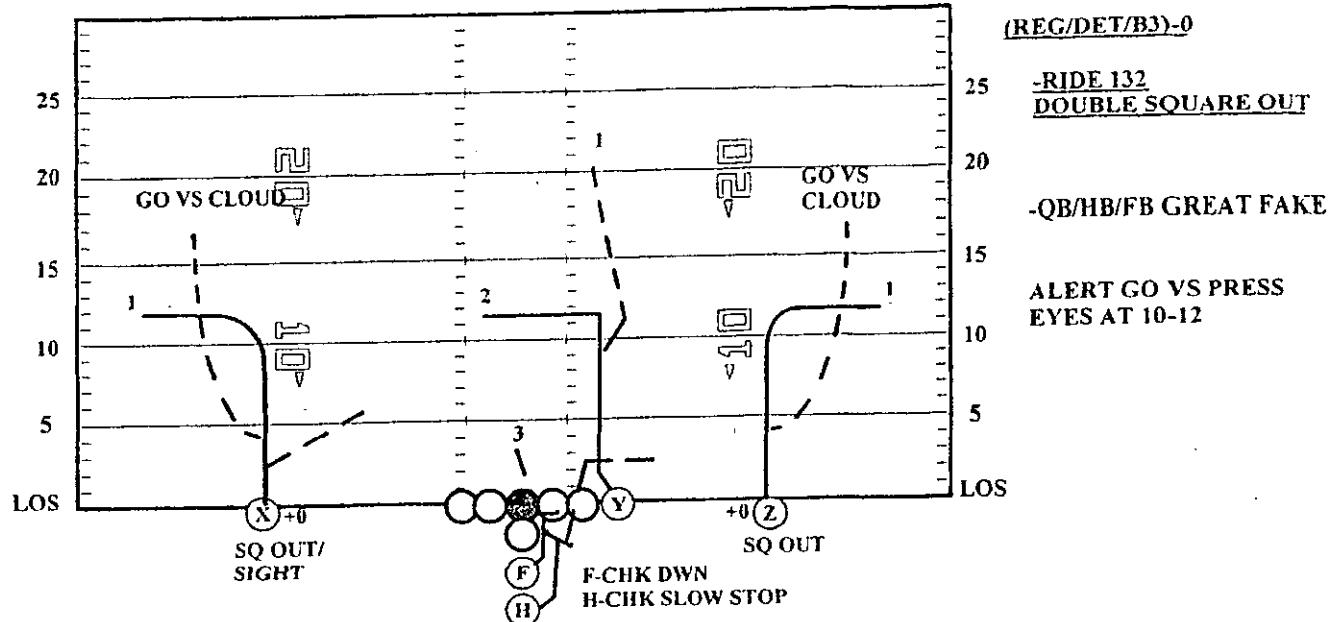
Insure B Gap.  
vs. BSG Covered Cat Step & Slam DT, Work Out  
Help TE.  
vs. BSG Uncovered Gap Step and block DE.  
vs. Blanket Look make cat base call.

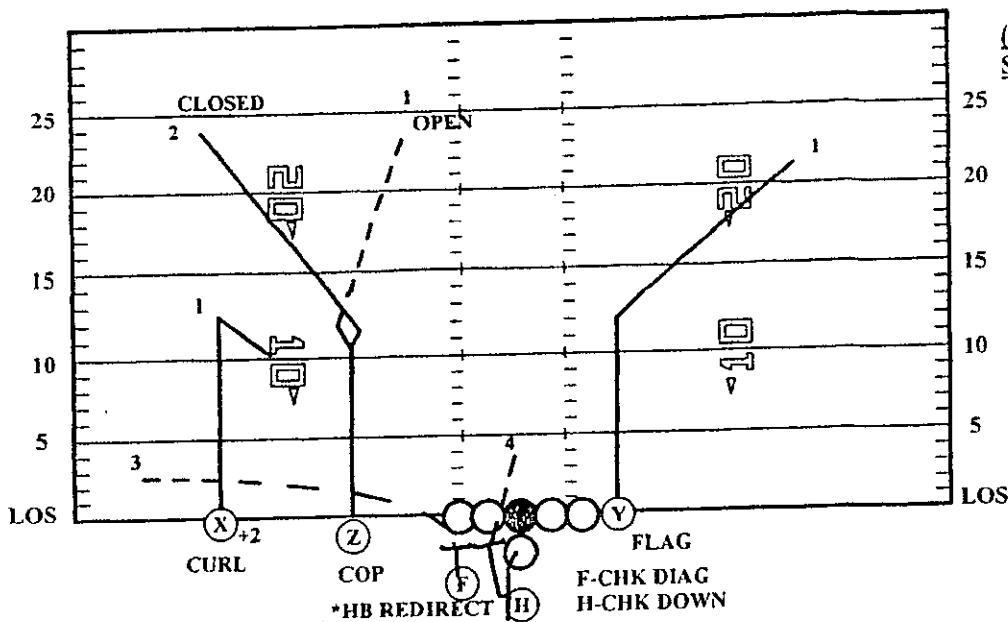
**T**

Insure C Gap.  
vs. BST Covered Block SLB--Alert cat base call , dbl cat call.  
vs BST Uncovered Block DE.

**Y**

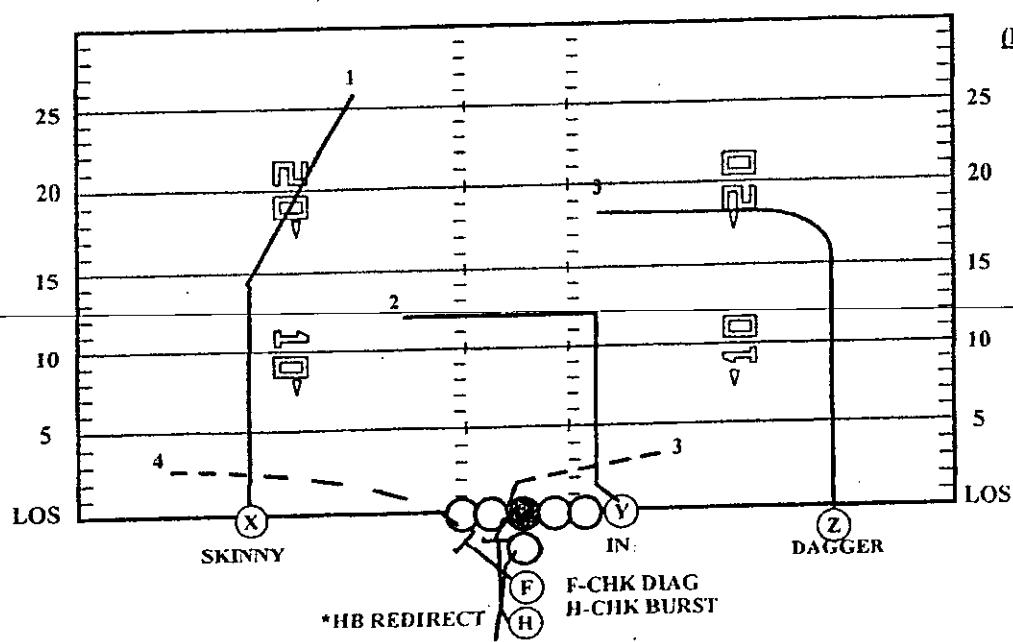






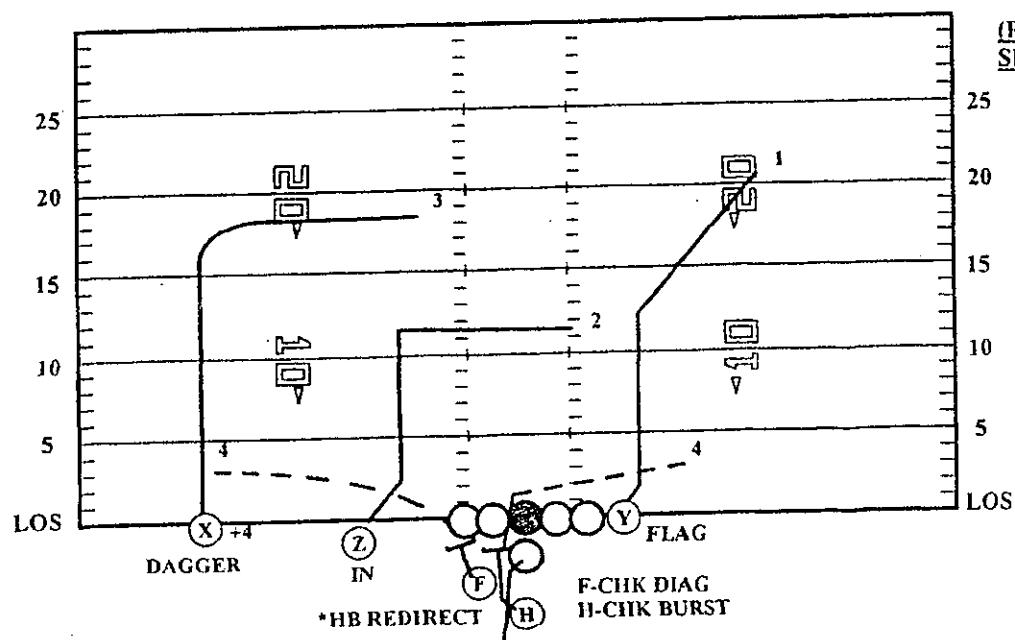
(REG/DET/B3)-0 WEAK SLOT  
-RIDE 135 WEAK Z COP

MIDDLE OPEN:  
 NO POST SAFETY  
 NEAR SAFETY  
 +4 OR WIDER FROM  
 HASH



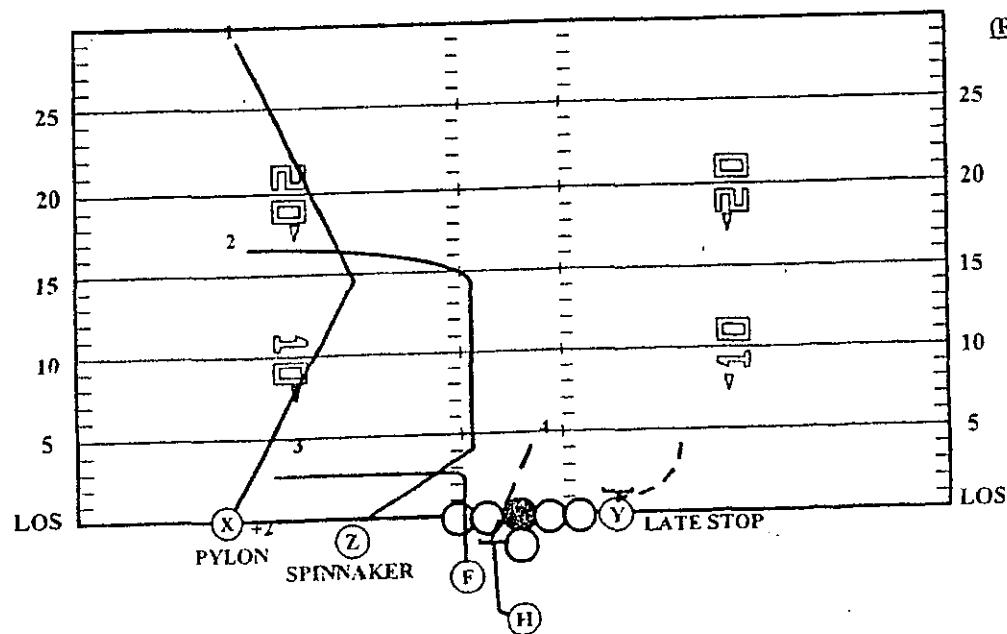
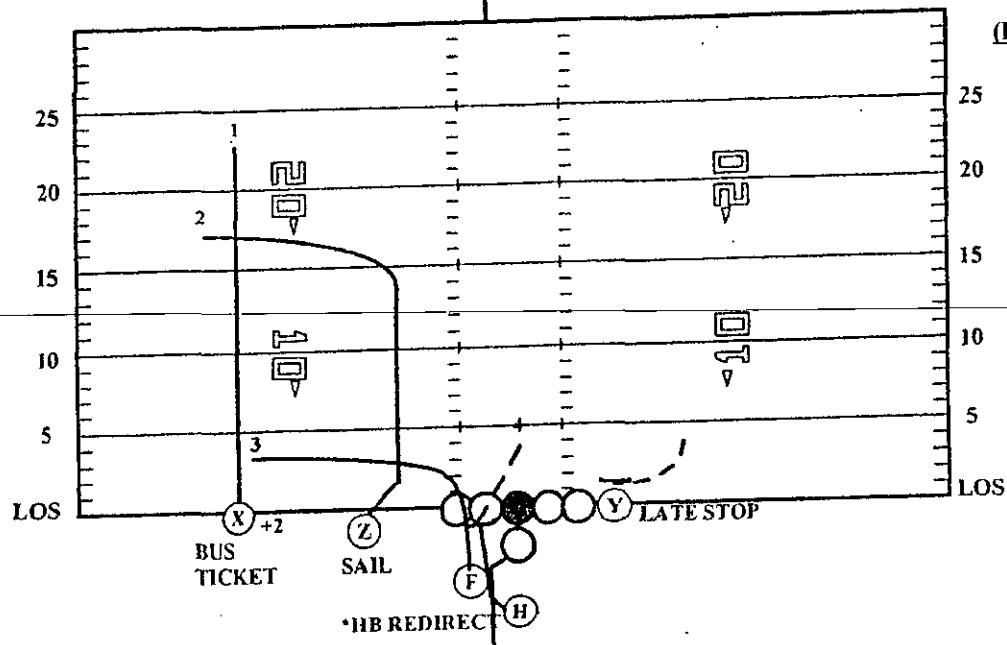
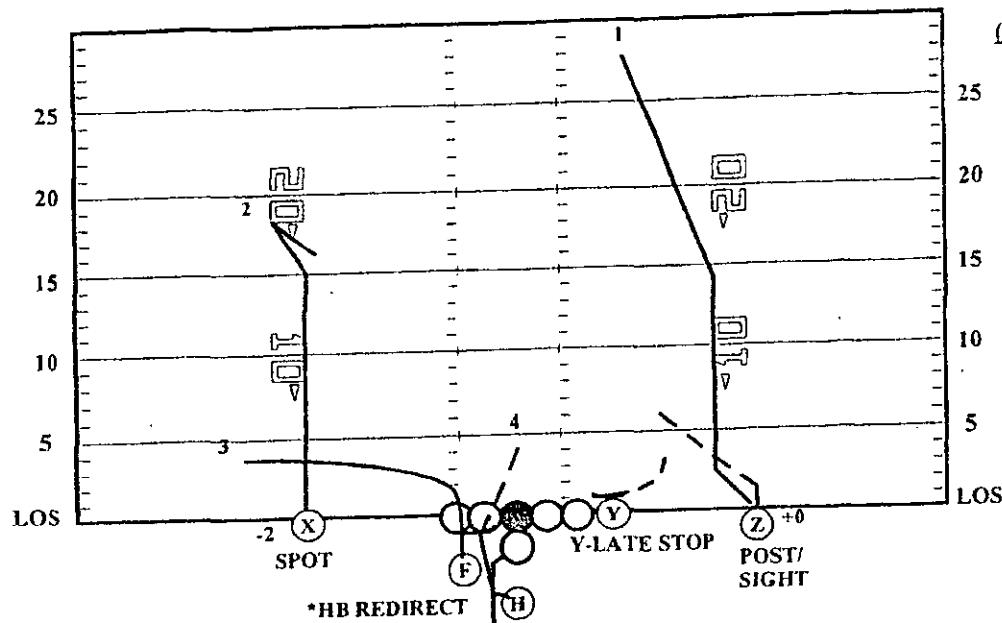
(REG/DET/B3)-0  
-RIDE 135 WEAK Z DIG

-Y/Z STAY ON MOVE

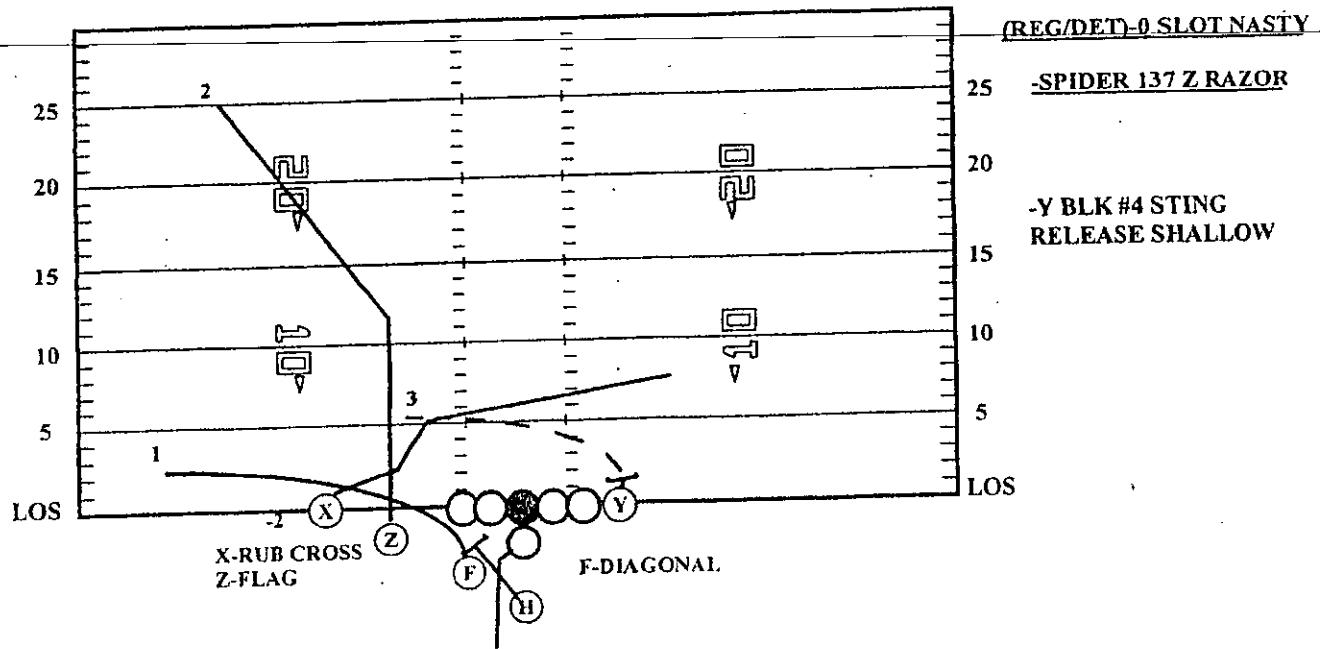
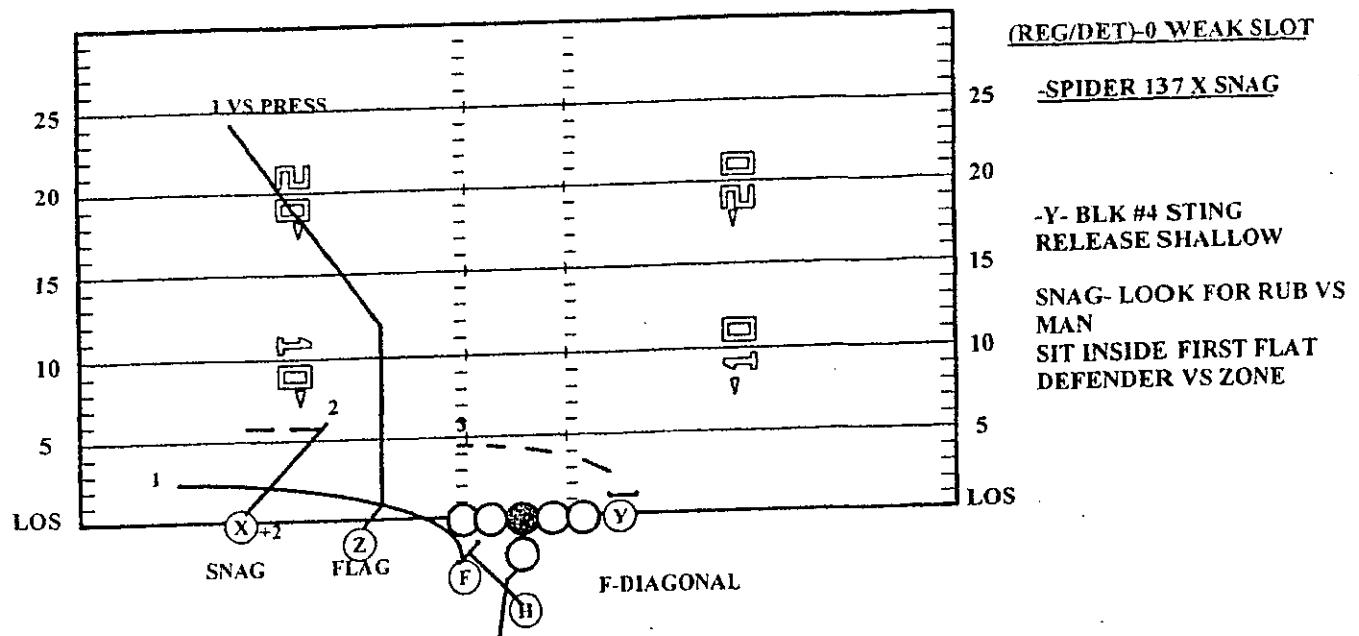


(REG/DET/B3)-0 WEAK SLOT  
-RIDE 135 WEAK X DIG  
Y FLAG

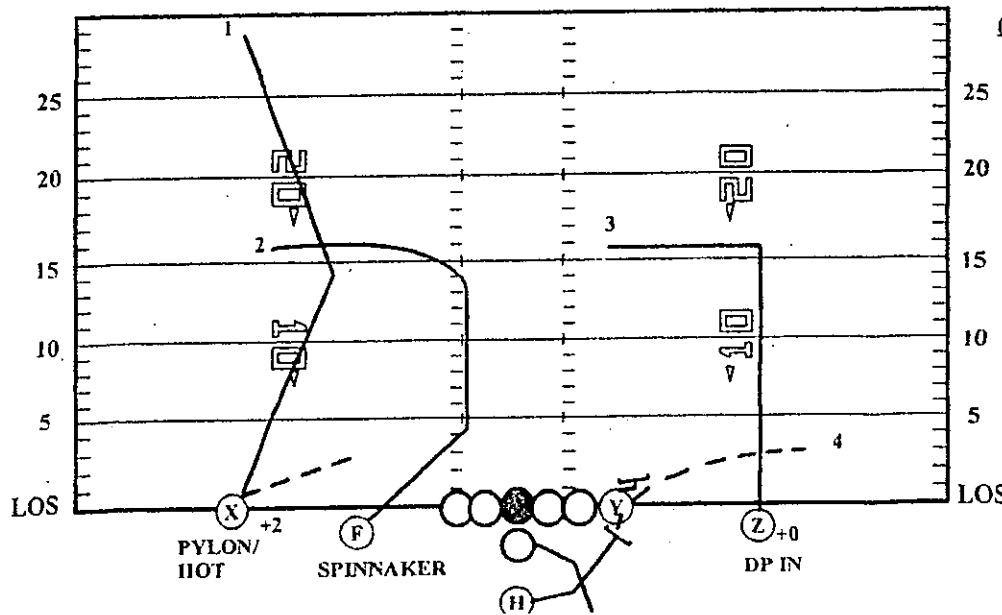
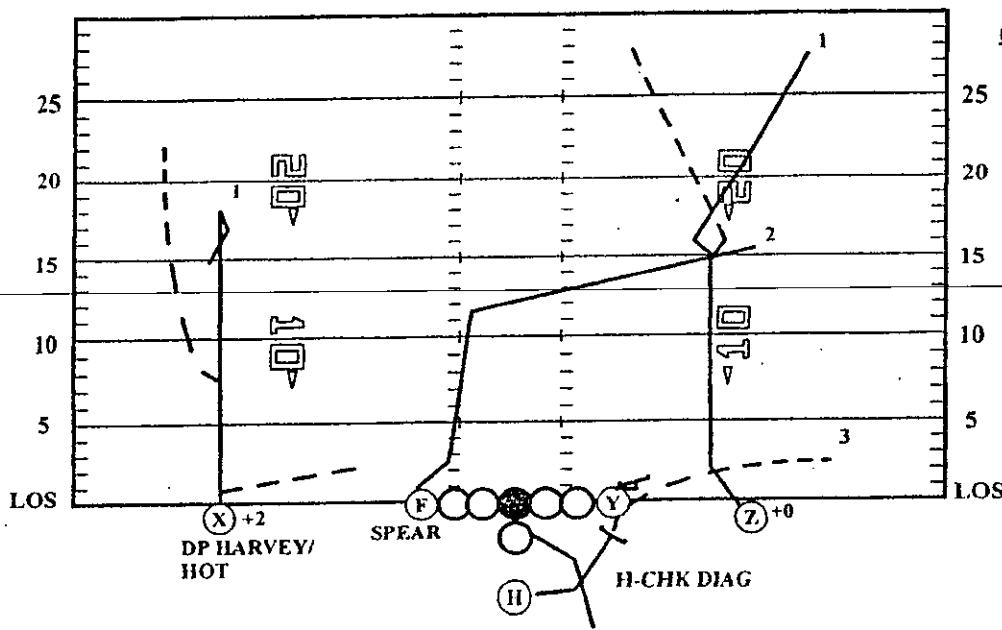
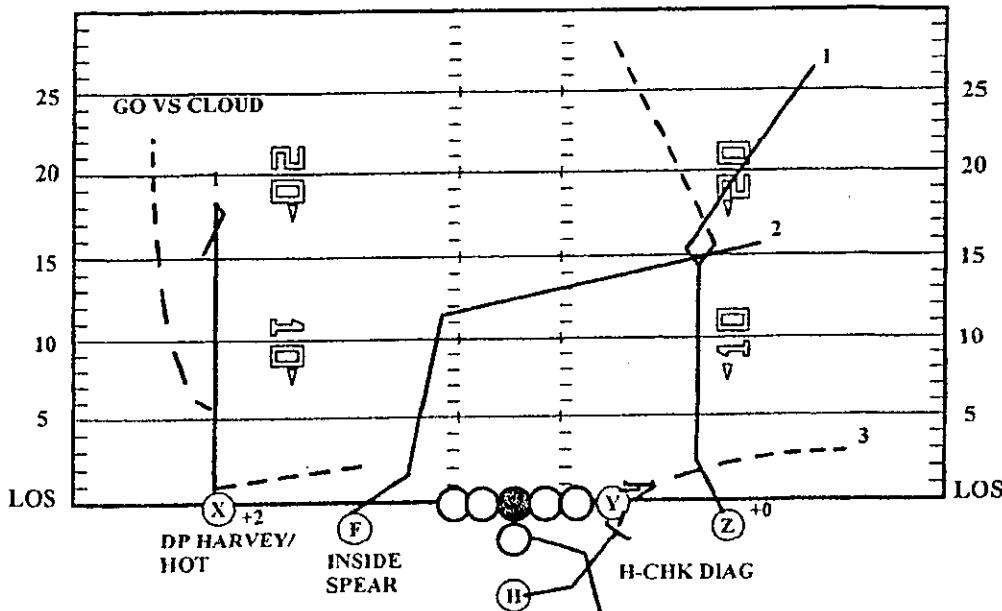
-X/Z STAY ON MOVE



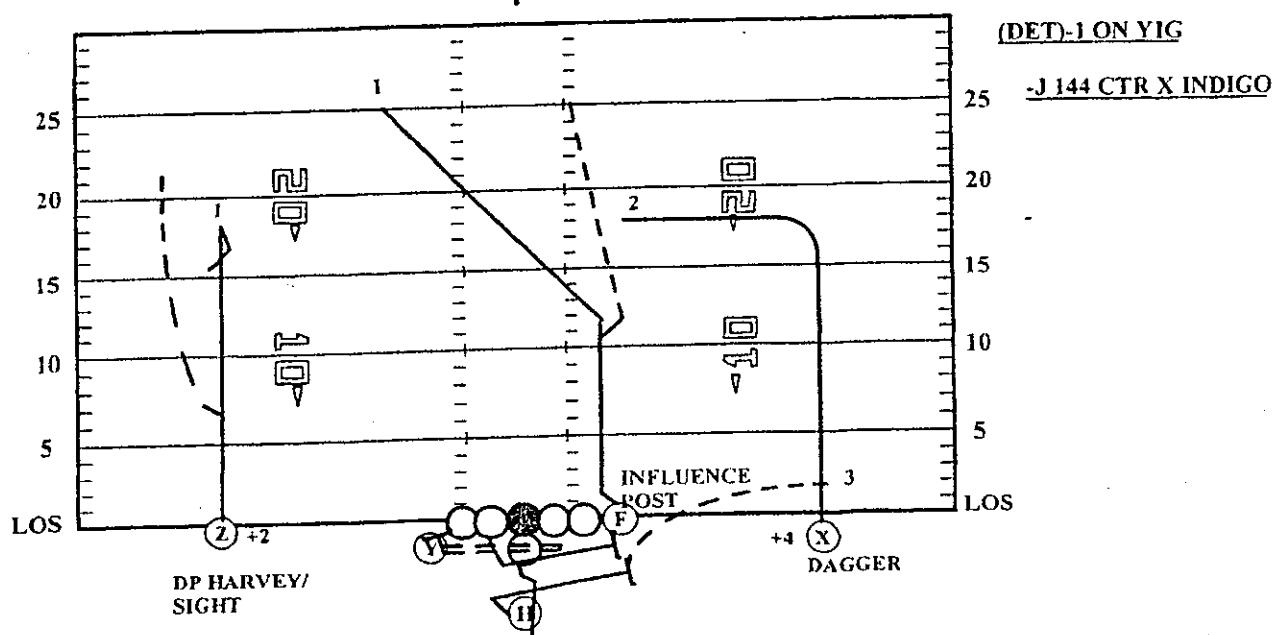
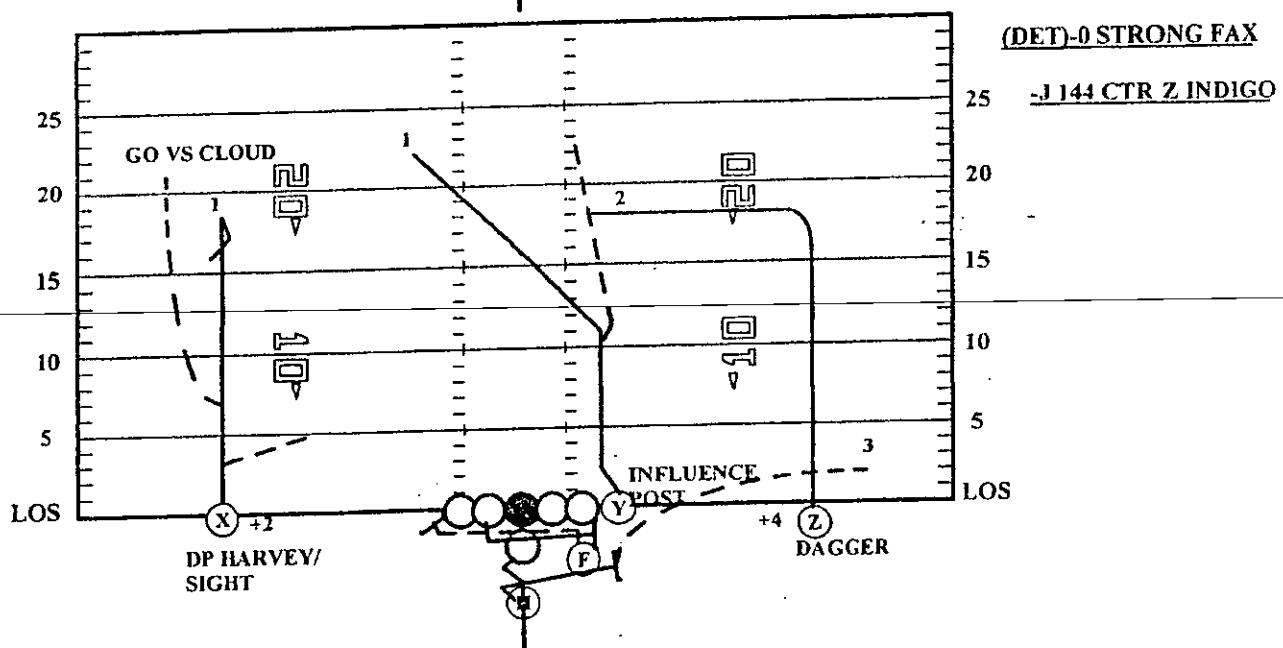
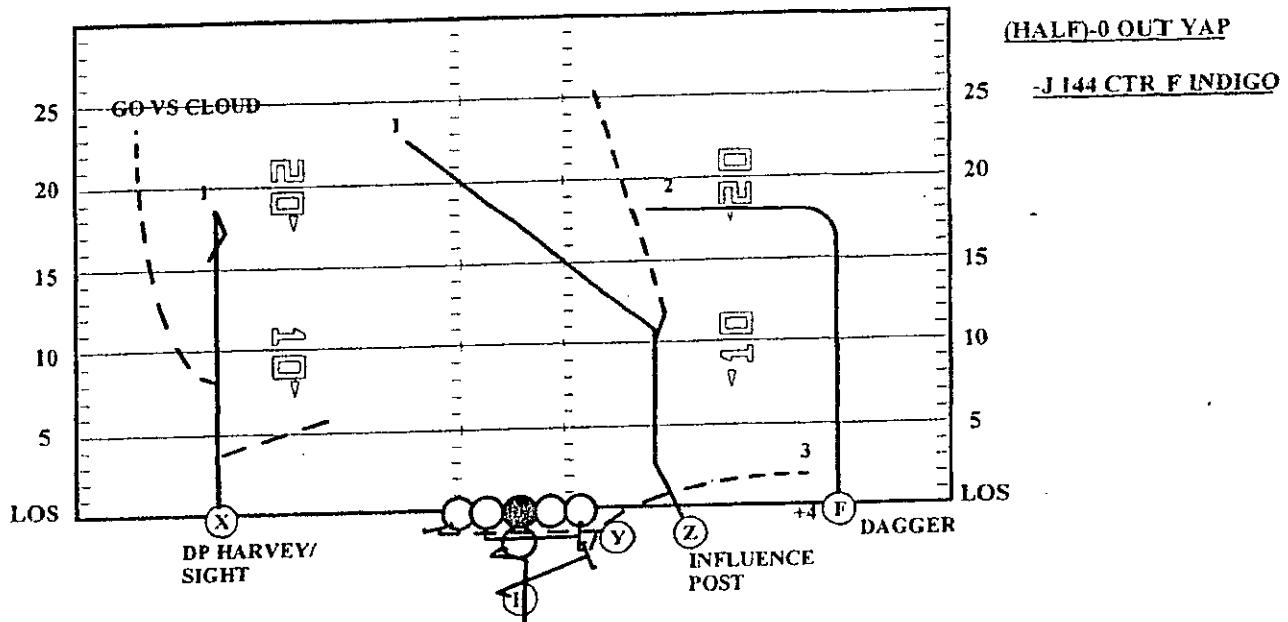
# SPIDER 137



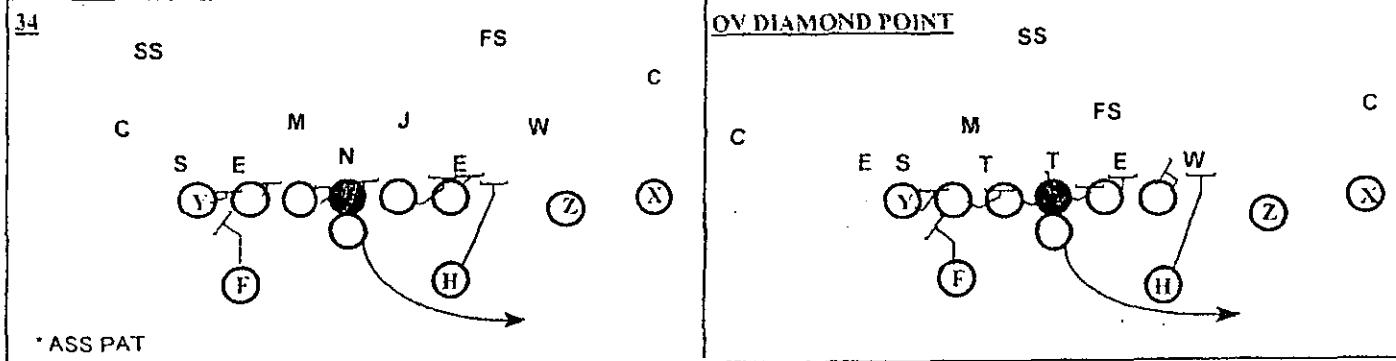
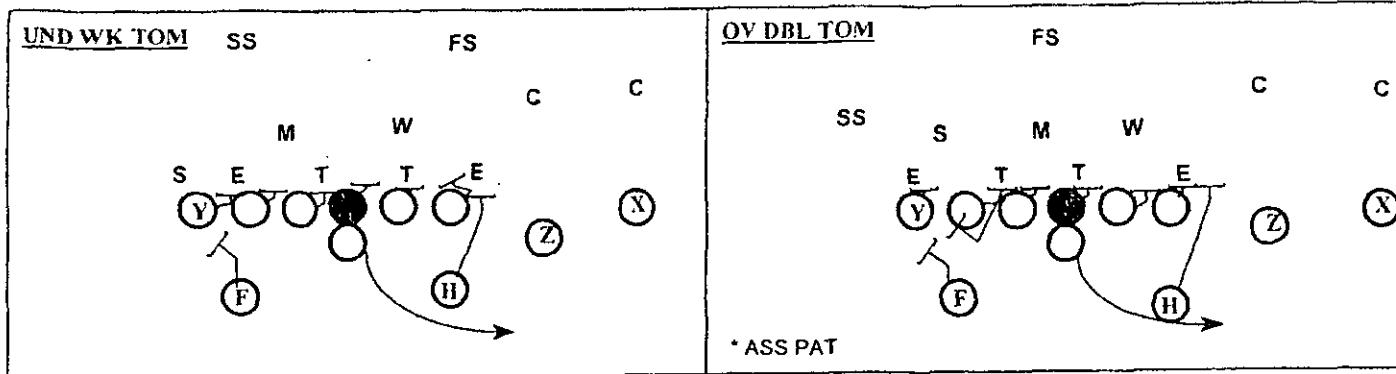
# SPRINT 138 BOOK IT



# JAB 144 COUNTER



**PROTECTION: 218**

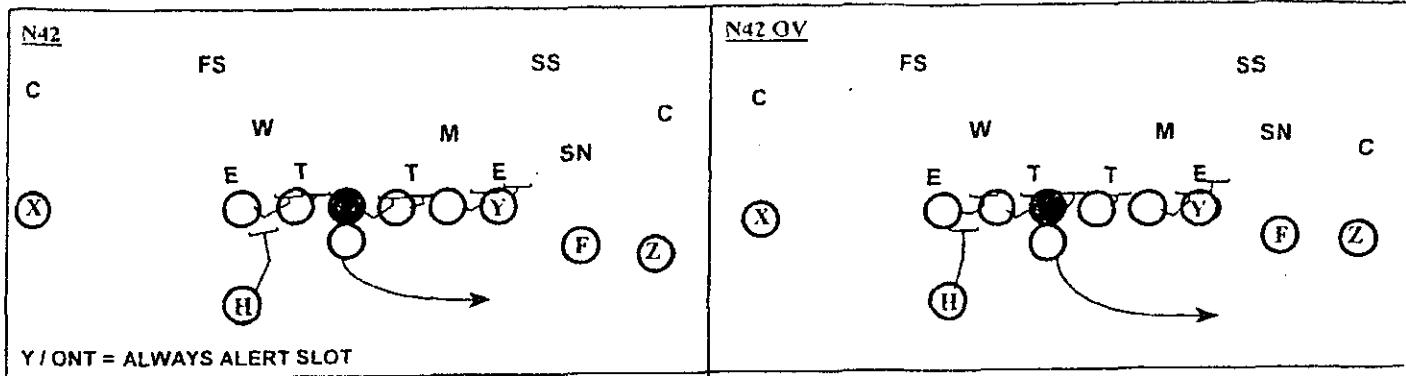


<b>DESCRIPTION:</b> 8 MAN PRO  A MOVE THE POCKET SPRINT PROTECTION (GAP SCHEME). 218 IS TO THE SPLIT END.	<b>QB</b> <b>F</b> <b>H</b>	SPRINT ACTION WITH 1st STEP AT 5:00 O'CLOCK  BLOCK FIRST MAN OUTSIDE OF TE's BLOCK  CUT BLOCK EMOL -- ALERT SLOT BLITZ ALERT ASS PAT
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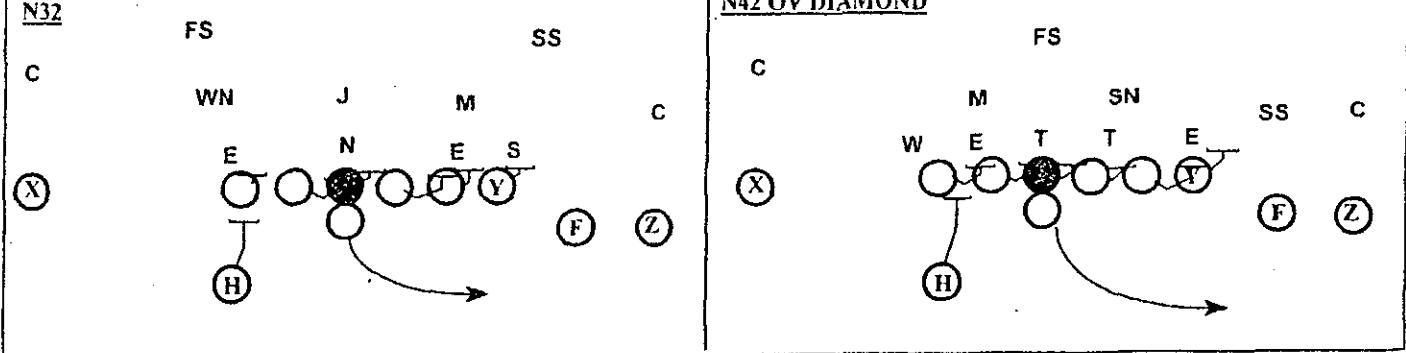
**COACHING POINTS**

ALERT ASS PAT- NO PAT VS 3 OR 4 TECH  CHEAT UP AND OUT A LITTLE  CUT OUTSIDE LEG  IF YOU HAVE NO-ONE TO BLK TURN BACK AND HELP TACKLE (RIBS)		
--	--	--

## PROTECTION: 228 (229)



Y / ONT = ALWAYS ALERT SLOT



### DESCRIPTION:

A MOVE THE POCKET SPRINT PROTECTION (GAP SCHEME) 228 IS TO THE T.E.

**QB**

SPRINT ACTION WITH 1st STEP AT 5:00 O'CLOCK

**F**  
**H**

BLOCK EMOL OPPOSITE OF CALL.

### BACKSIDE

BLOCK ONSIDE GAP  
ALERT MINGO

BLOCK ONSIDE GAP  
ALERT MINGO

**C**  
**G**  
**T**  
**Y**

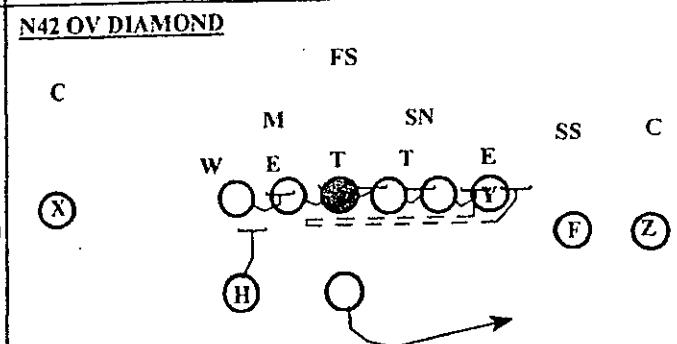
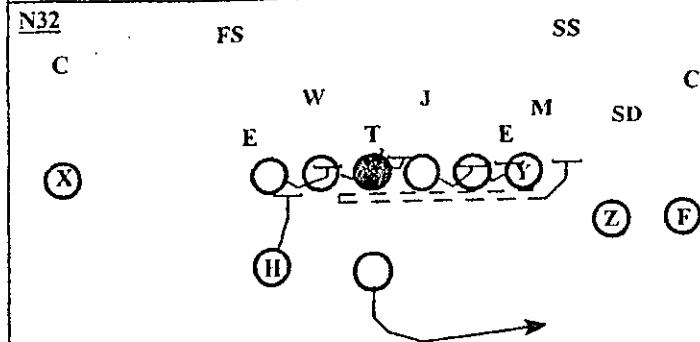
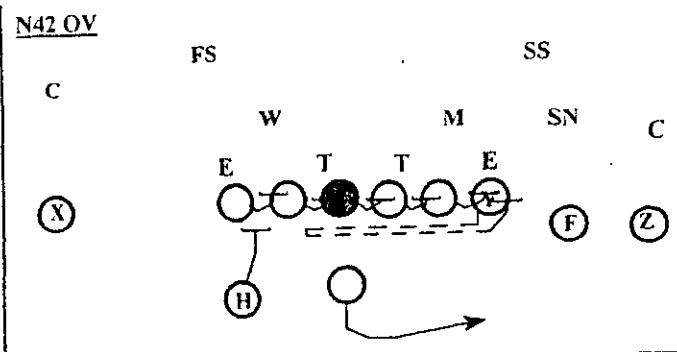
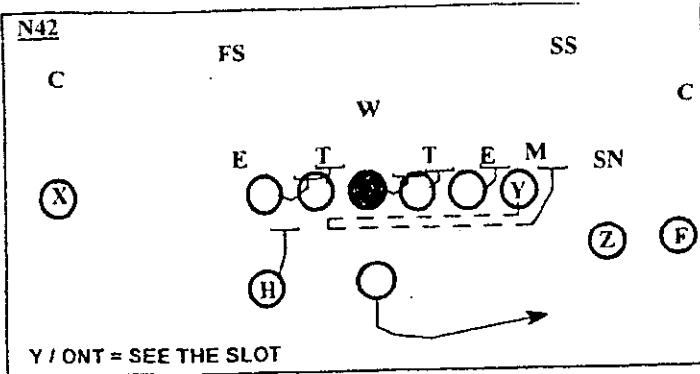
### FRONTSIDE

BLOCK ONSIDE GAP

BLOCK ONSIDE GAP

BLOCK ONSIDE GAP  
ALERT OUT VS POINT, ALERT SLOT

BLOCK ONSIDE GAP  
ALERT OUT CALL, ALERT SLOT.



**DESCRIPTION:**  
A MOVE THE POCKET DASH PROTECTION DESIGNED TO LOOK INITIALLY LIKE A DROPOUT PASS.

**QB**

DASH ACTION WITH 1ST OF 3 STEPS BACK, THEN MOVING OUTSIDE THE POCKET.

**F**

**H**

BLOCK EMOL OPPOSITE OF THE CALL.

## BACKSIDE

BLOCK ONSIDE GAP  
ALERT MINGO

BLOCK ONSIDE GAP  
ALERT MINGO

**C**  
**G**  
**T**  
**Y**

BLOCK ONSIDE GAP

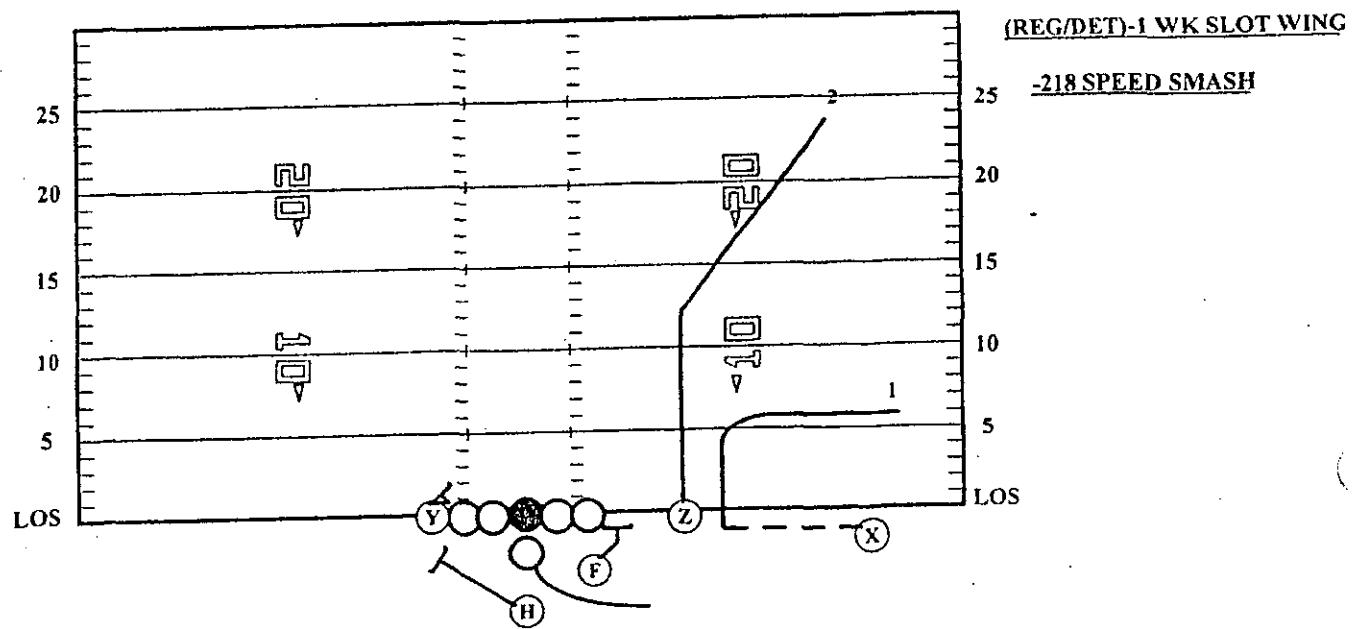
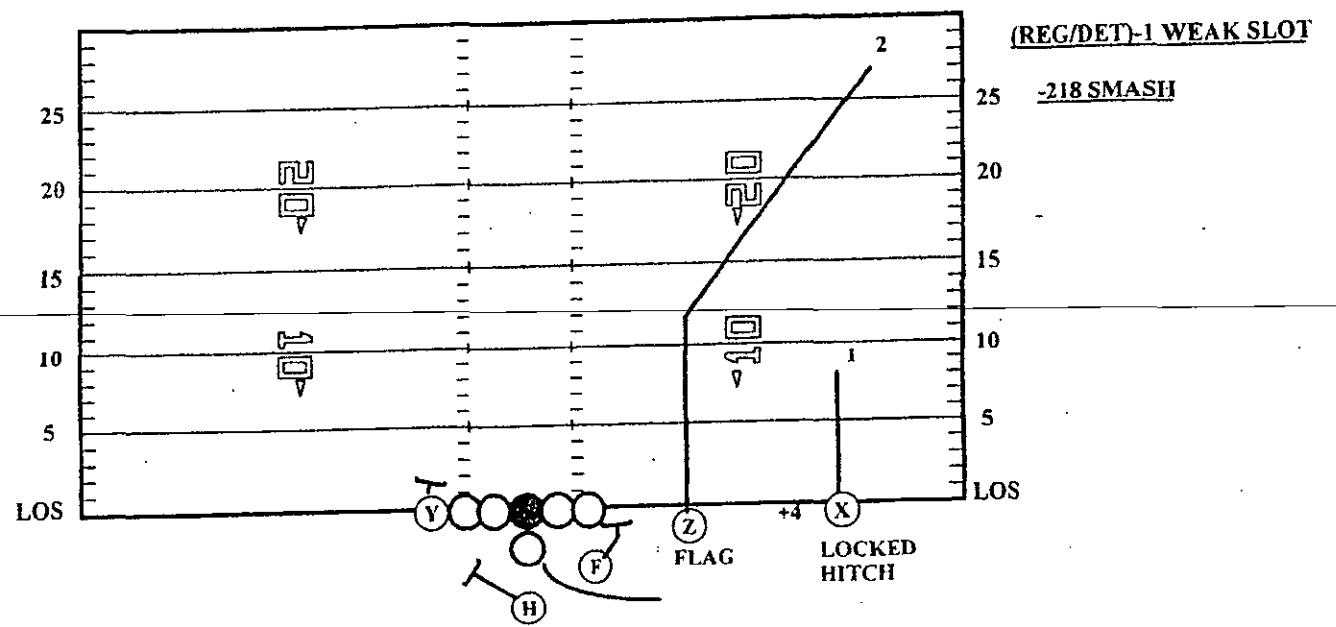
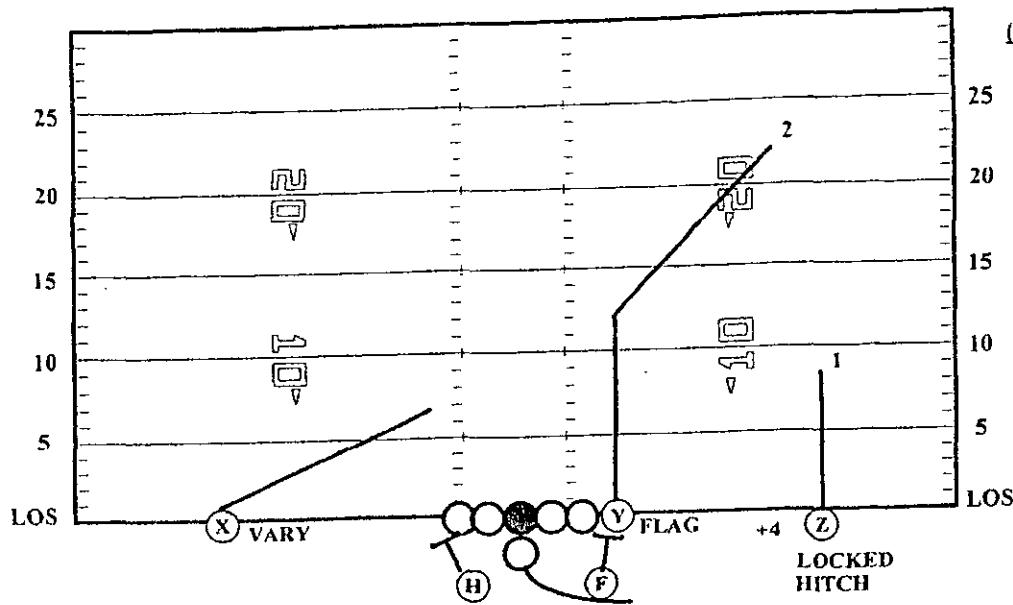
BLOCK ONSIDE GAP

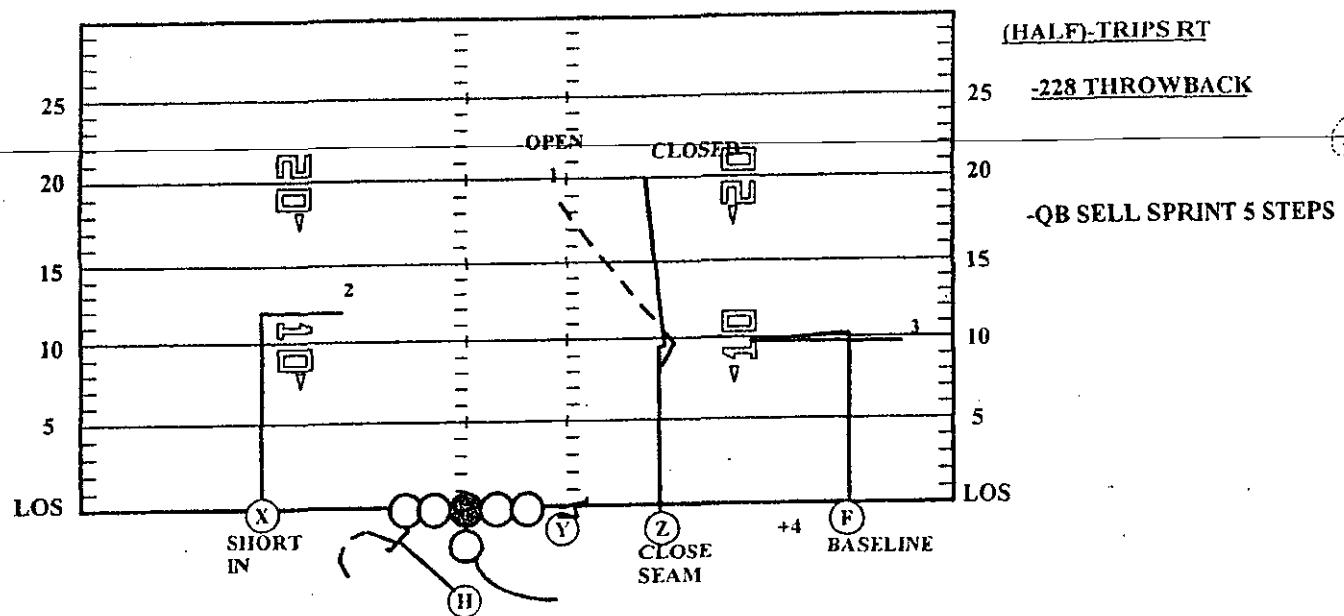
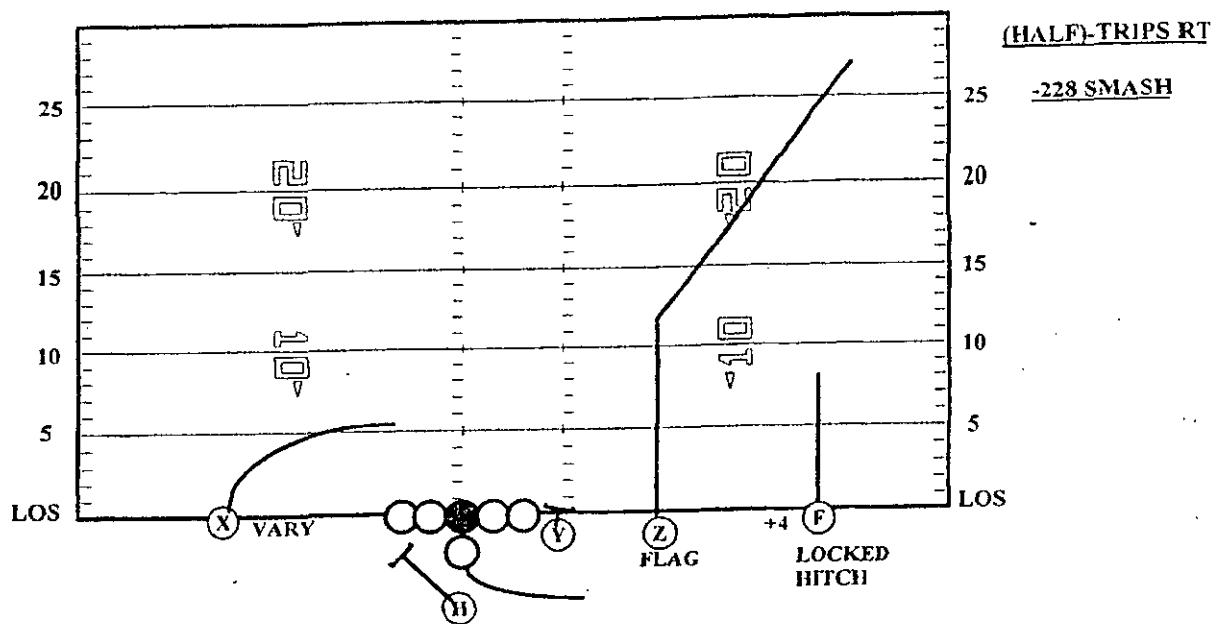
BLOCK ONSIDE GAP  
ALERT OUT VS POINT, SEE THE SLOT.

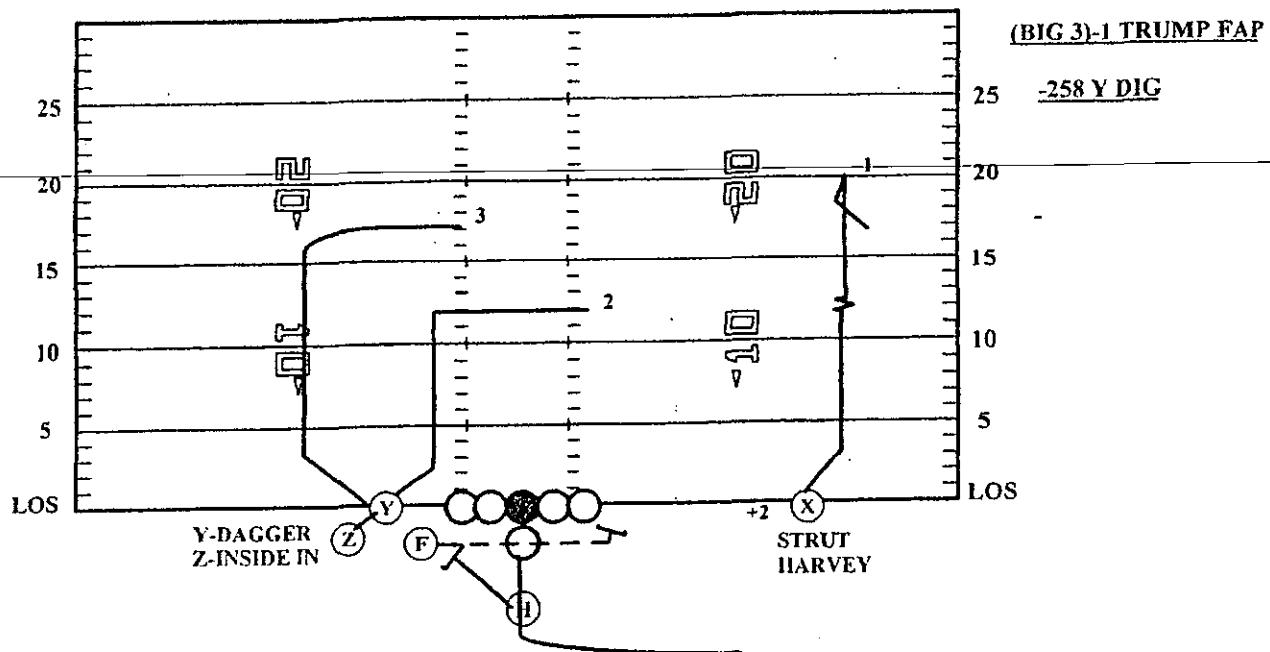
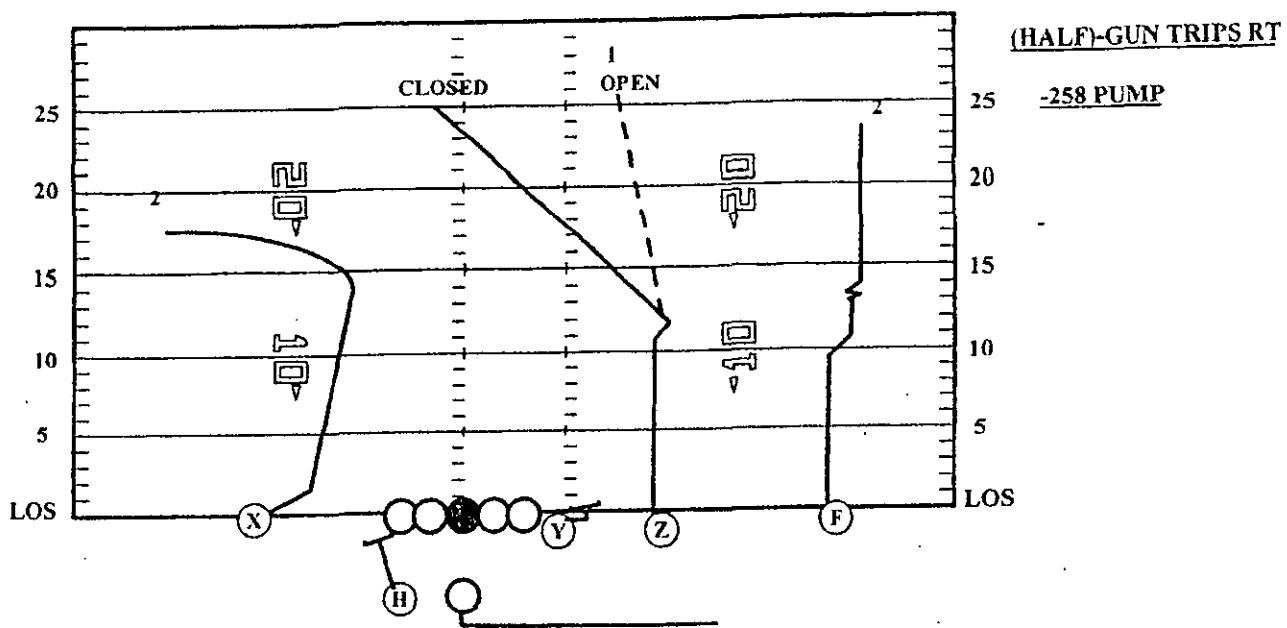
BLOCK ONSIDE GAP  
ALERT OUT CALL, SEE THE SLOT

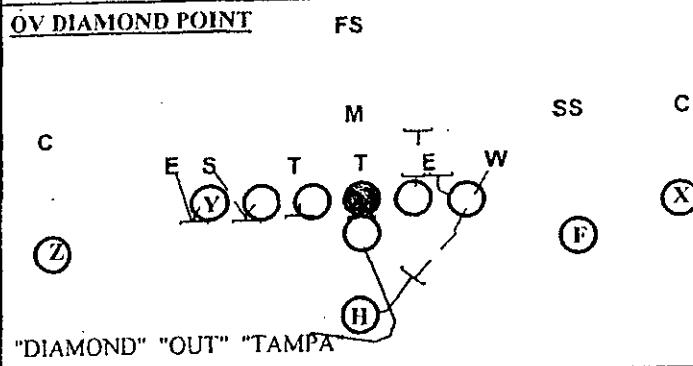
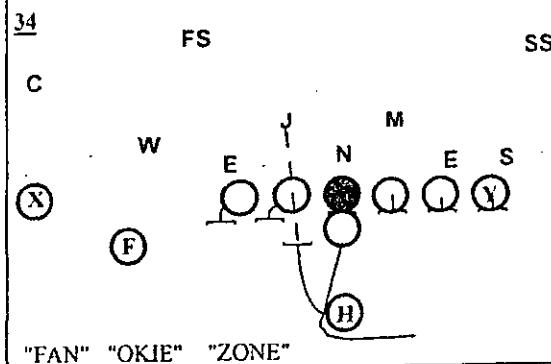
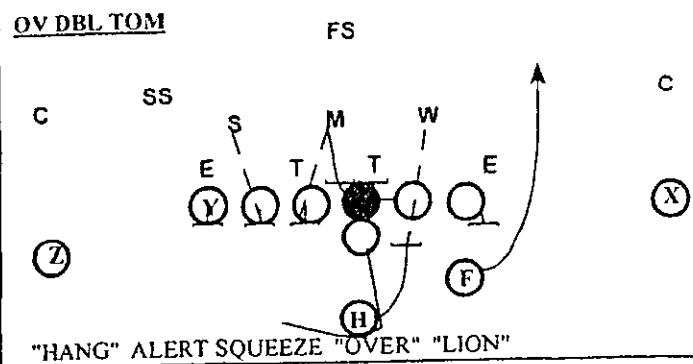
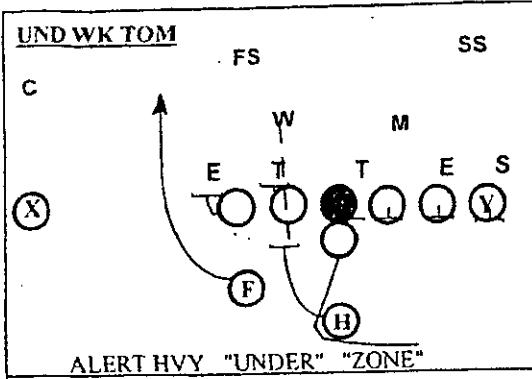
## FRONTSIDE

**C**  
**G**  
**T**  
**Y**









**DESCRIPTION:**

A play action pass off our weak side zone scheme. QB will set up in a strong A Gap.

**QB**

Open Lt (RIDE) Extending ball. After Fake Set Up Between OC & RG ("A" Gap) at 9 Yds Depth.

**F**

Release Into Route.

**H**

SELL RIDE ACTION , BLOCK WLB TO FS , ALT REDIRECT , ALT HEAVY.

## FRONTSIDE

Block #0 to Mike.  
Alert Hole, Ram/Lion, Zone Calls.

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## BACKSIDE

**C**

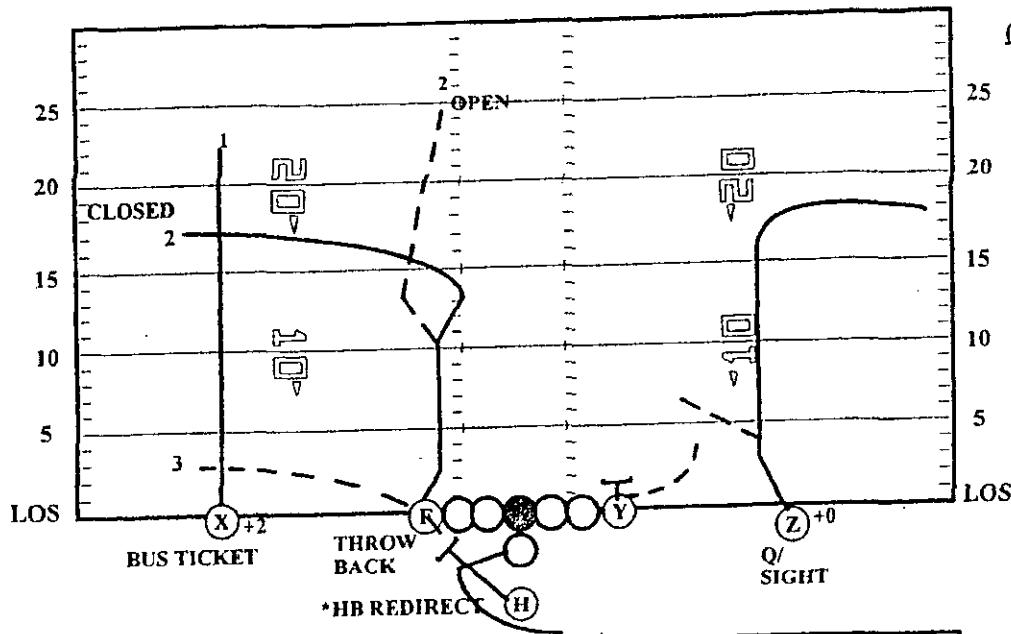
Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze &  
Swoop calls.

**T**

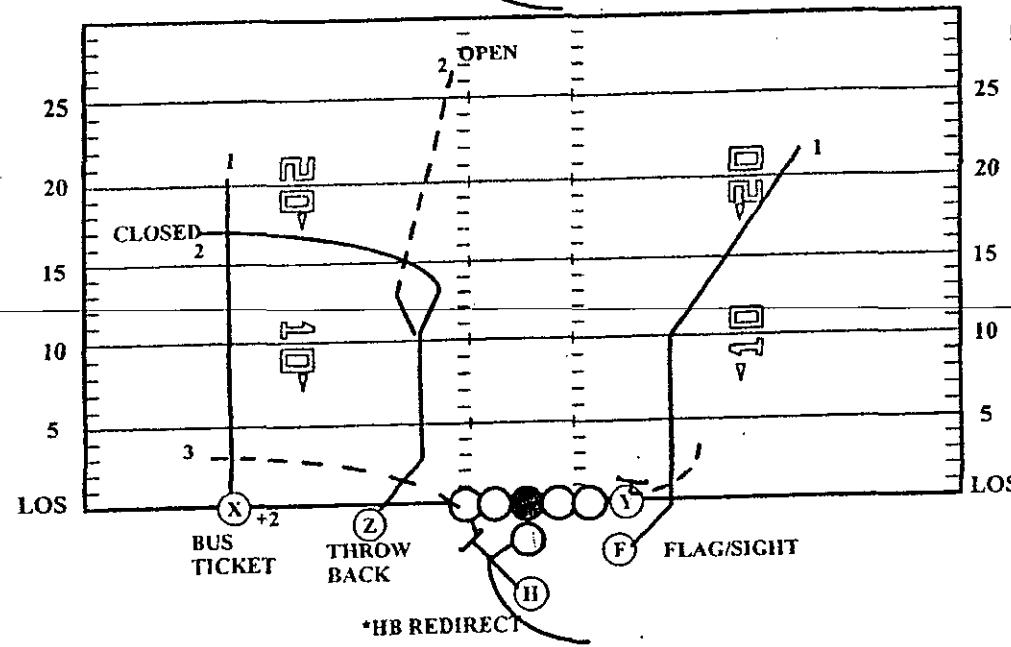
Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

**Y**

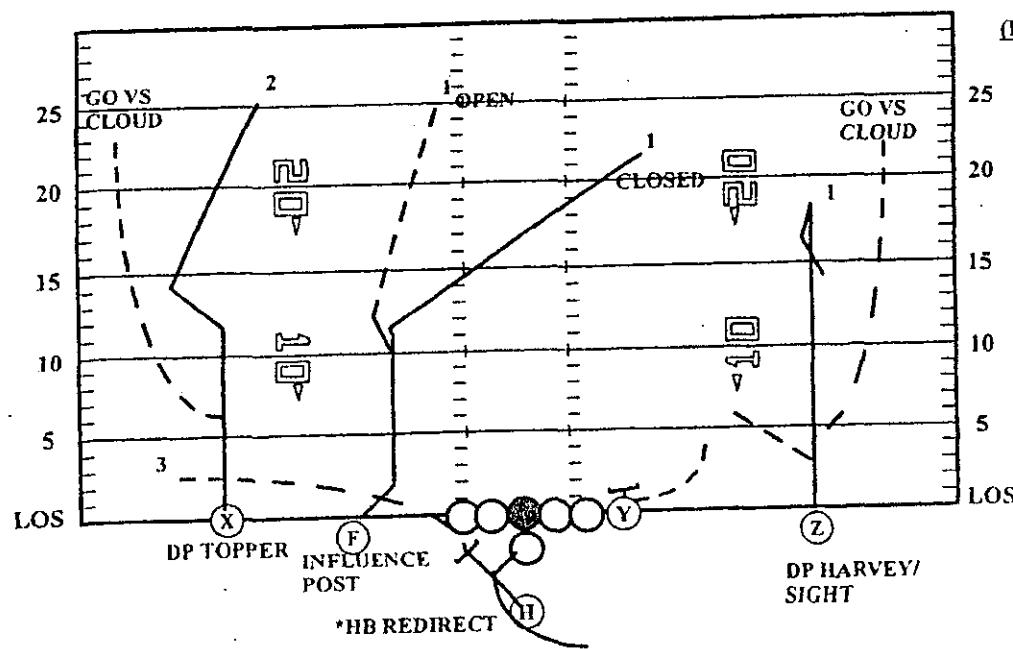
Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls.



MIDDLE OPEN  
NO POST SAFETY  
NEAR SAFETY +4 OR  
MORE FROM HASH  
QB/HB GREAT FAKE

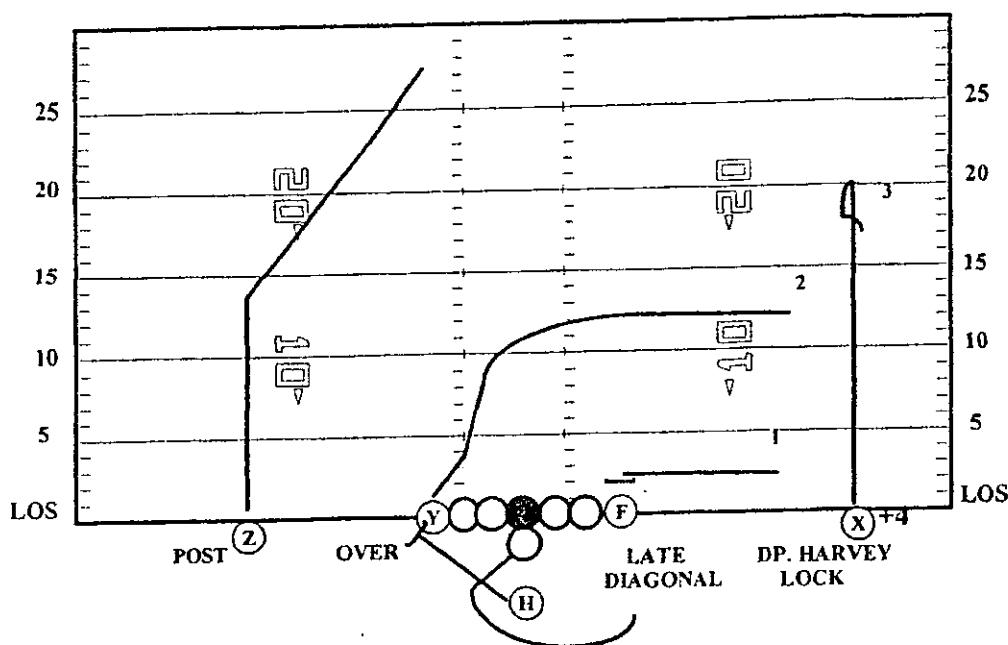


MIDDLE OPEN  
NO POST SAFETY  
NEAR SAFETY +4 OR  
MORE FROM HASH  
QB/HB GREAT FAKE



GO VS CLOUD  
QB/HB GREAT FAKE

# NAKEDS

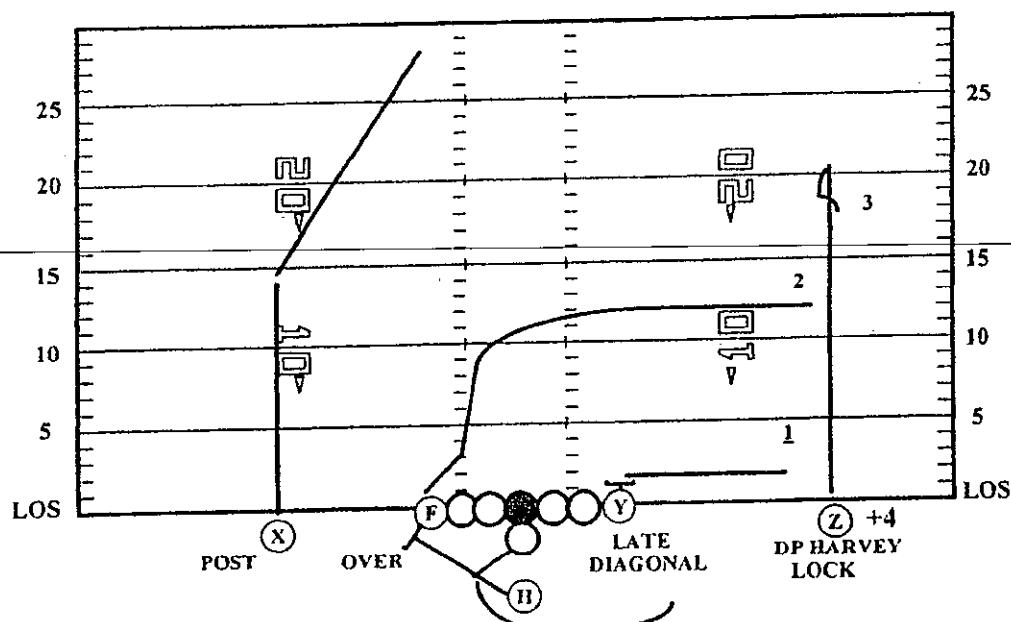


(R/D) 1 ON

SPRINT 339 NAKED RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

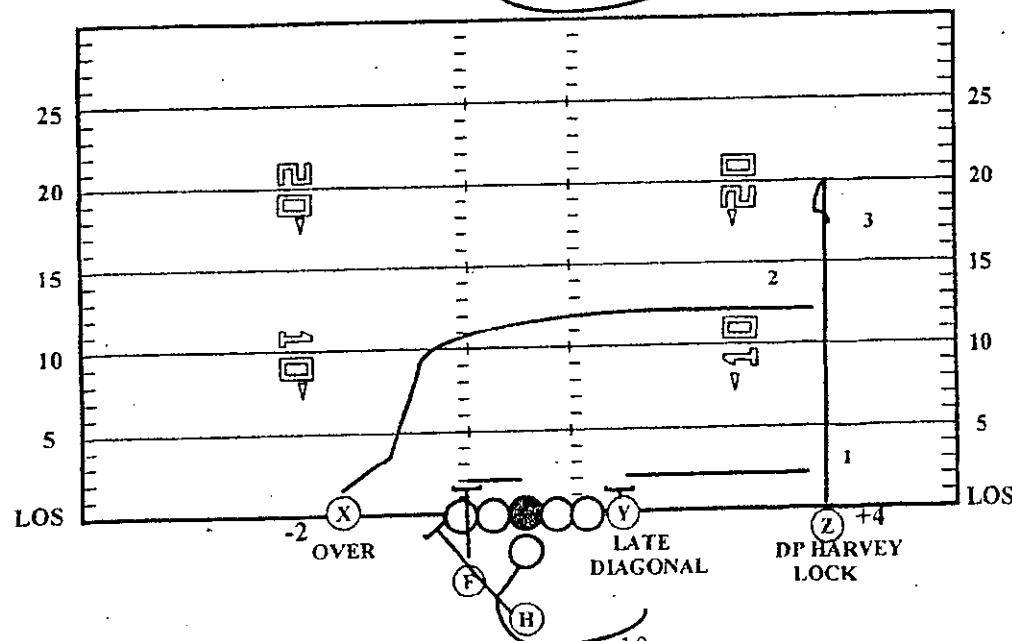


(D) 0 ON

SPRINT 339  
NAKED RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

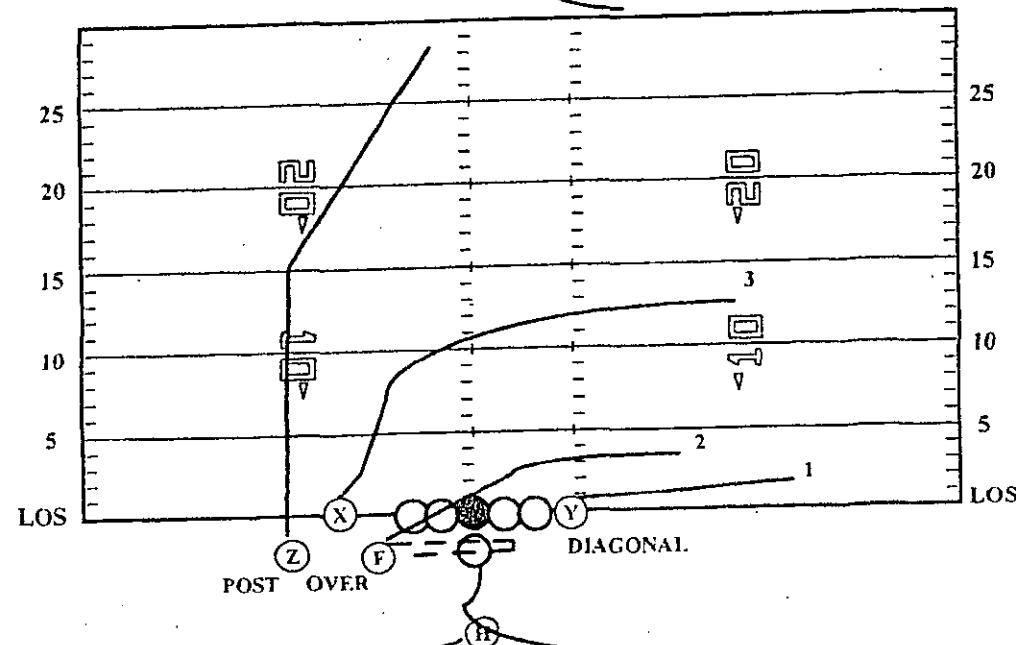
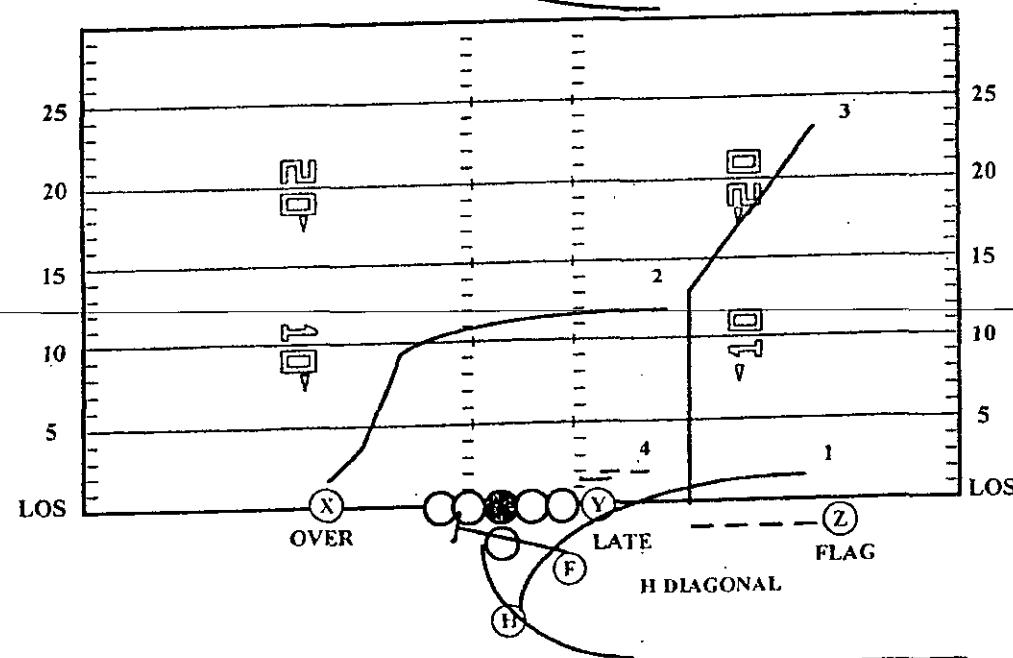
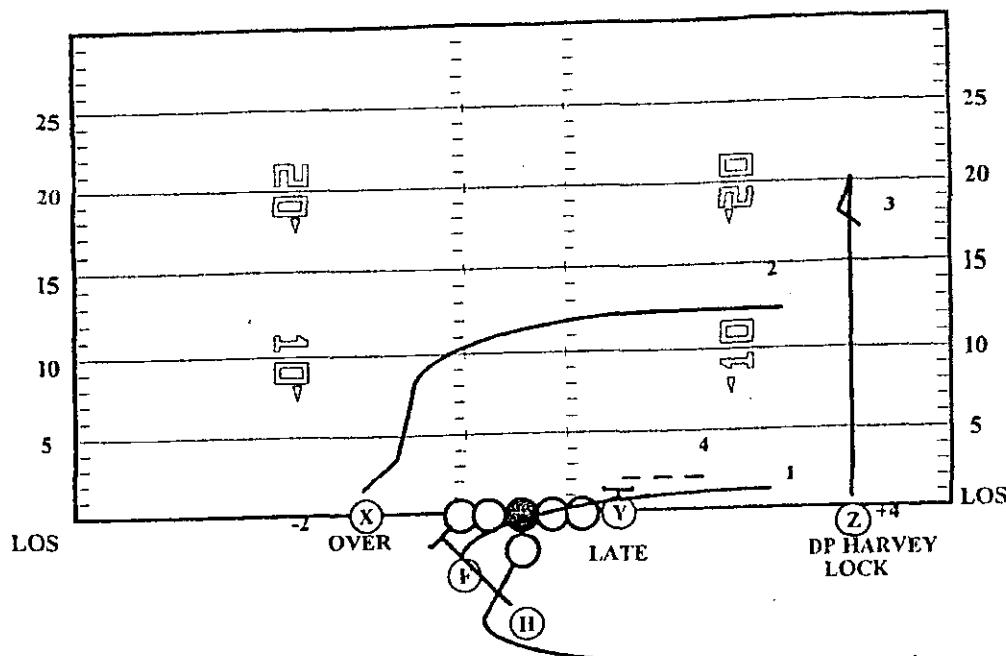


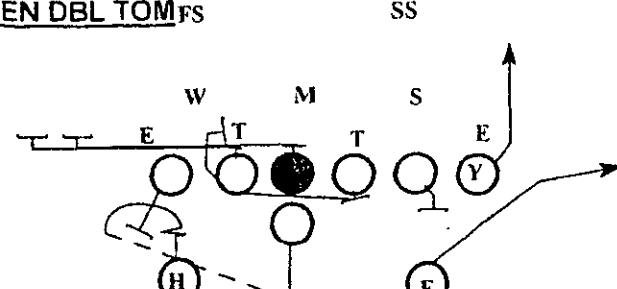
(R/D) 0 WK.

RIDE 335 NAKED  
RT

DEEP HARVEY  
OUTSIDE RELEASE

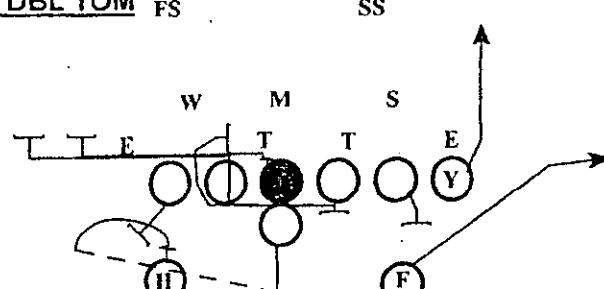
LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE



**EVEN DBL TOM FS**

"EVEN" ALERT HVY "HOLE" "BIG DUAL" ALERT SQUEEZE

SS

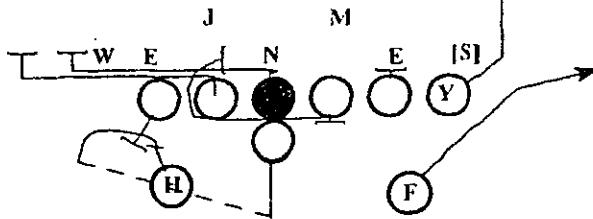
**OV DBL TOM FS**

"OVER" "RAM IF NEEDED" "BIG DUAL" ALERT SQUEEZE

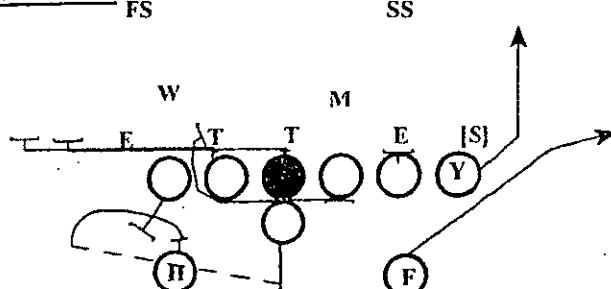
SS

**34****FS**

SS



"OKIE" ALERT FAN "ZONE" "ZONE"

**UN WK TOM FS**

"UNDER" ALERT HVY "ZONE"

**DESCRIPTION:**

A weakside screen off of 62/63 Pro.  
This is a 3 Count Screen.  
CP vs. Blitz, speed up the count.

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set.  
(Should Drift to RB when Guard Releases) Speed up timing  
vs Blitz.

**F**

Free Release run designated route.

**H**

CHECK WLB TO FS AND 3 COUNT RELEASE ON THE  
INSIDE HIP OF GUARD - ALT HEAVY.

**SCREEN SIDE**

Block 62/63 Protection. Use 1st out 2nd out  
rules, ready to adjust.

Block 62/63 protection. Use 1st out 2nd out rules,  
Alert Man Cov., block the WLB.

Block protection called. Overset DE, you are  
Stick, ready to adjust inside move.

**CALLSIDE****C**

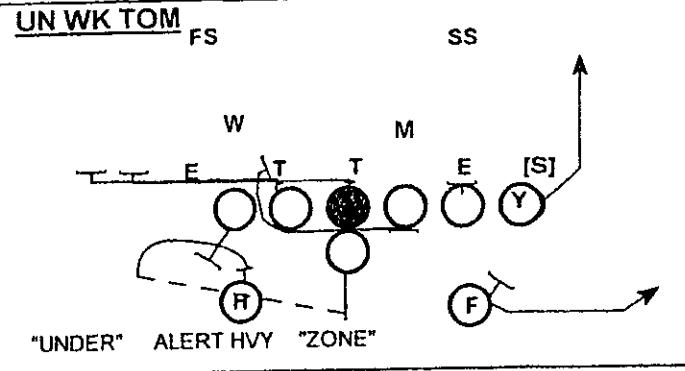
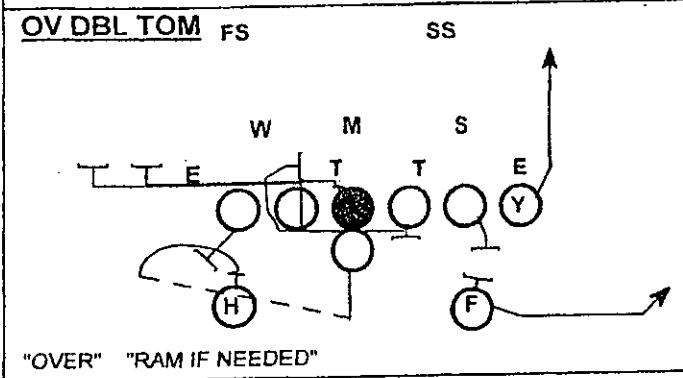
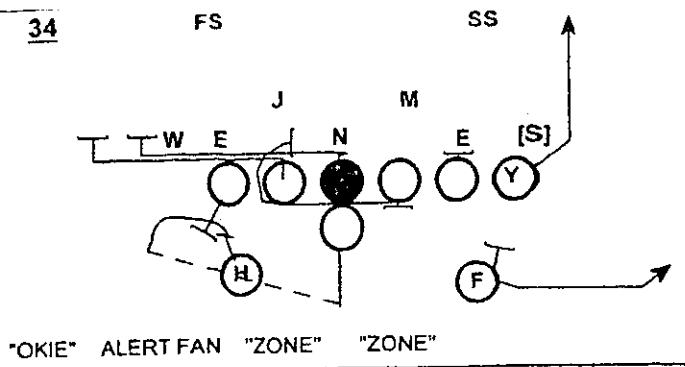
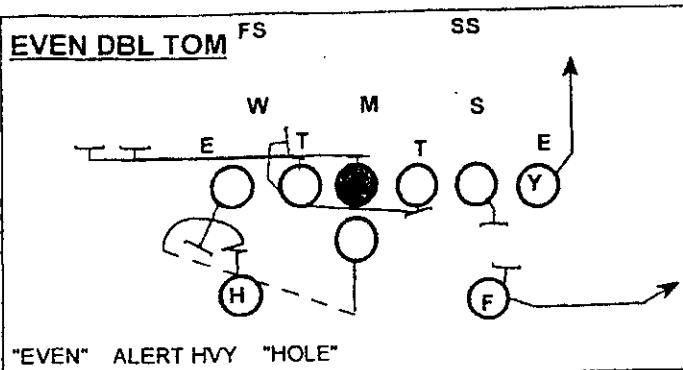
Block 62/63 protection. Should be #3 in screen,  
Rat Killer  
CP vs Under or 34 Front look to take over NT then  
release into Screen.

**G****T**

Block 62/63 protection. Keep DE wide  
and away.

**Y**

Run route called, block assigned defender.



**DESCRIPTION:**

This is a dropback 3 Ct. Screen Weakside off of our 82 (83) Protection. Speed up count vs. Blitz..

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

Check Sam Run wide route, Alert Heavy.

**H**

Check Will TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF THE GUARD - ALT HEAVY.

## BACKSIDE

Block 82/83 Pro, you are a Rat Killer.  
CP: Vs. Under or 34 look to take over NG, then release into Screen.

Block protection called.

Run route called, block assigned defender

**C**

Block 82/83 Protection, use 1st Out, 2nd Out rules.

**G**

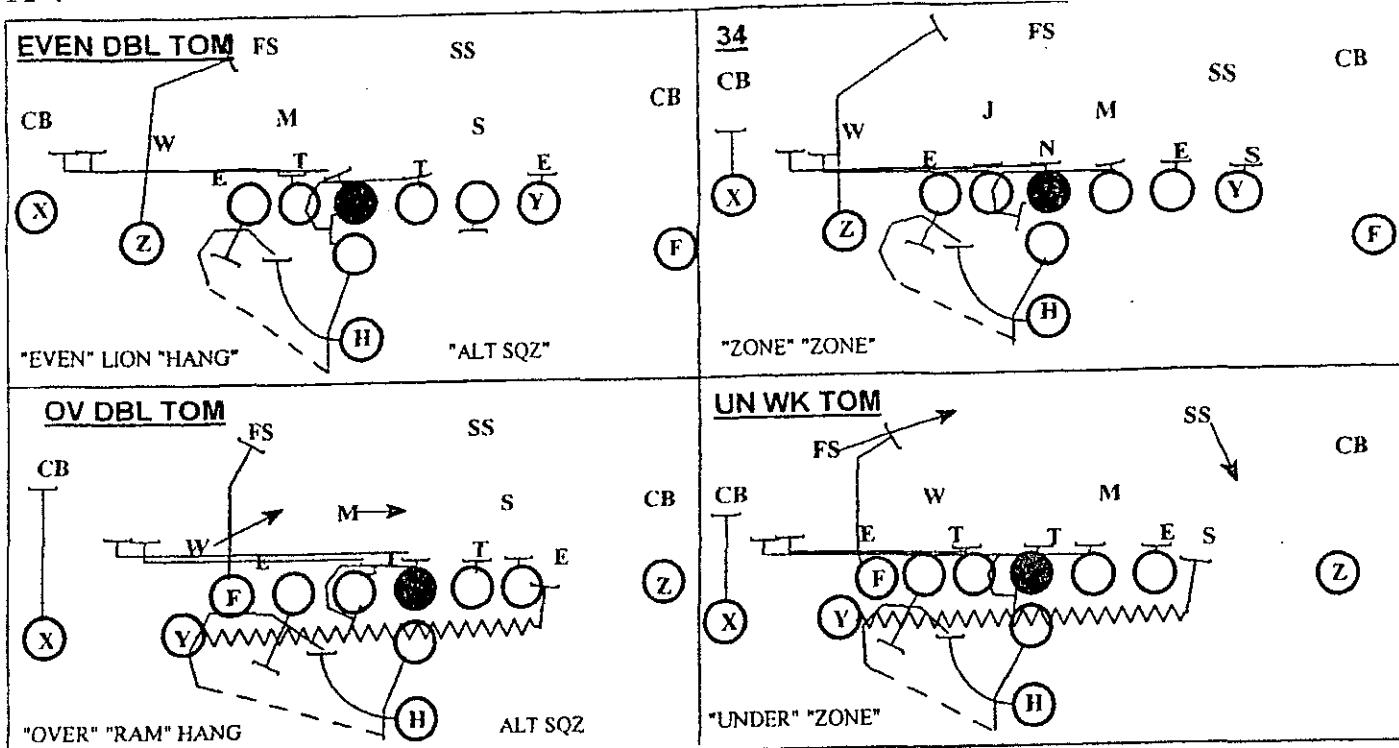
Block 82/83 Protection, use 1st Out, 2nd Out rules, Alert Heavy.

**T**

Block protection called, Overset DE, you are Stick.

**Y**

## SCREEN SIDE



#### DESCRIPTION:

A Playaction Screen designed to look like our 335 Stay Protection, this is a 3 count screen.

**QB**

Ride 35 steps play fake, gain depth to 9 yards and set up in strong B-Gap, see the screen throw back to HB!

**F**

run route called, block assigned defender.

**H**

Check will to FS 3 count release on the inside hip of the guard  
- alt heavy.

#### BACKSIDE

Block Stay Pro, Alert Squeeze, you are the Rat Killer, look to take over NG in Under or 34 Defense

Block Stay Pro, Alert Hang, Squeeze and Out calls.

Block Stay Pro, Alert Squeeze, Out calls.

#### SCREENSIDE

**C**

Block Stay Pro, 1st out, 2nd out rules.

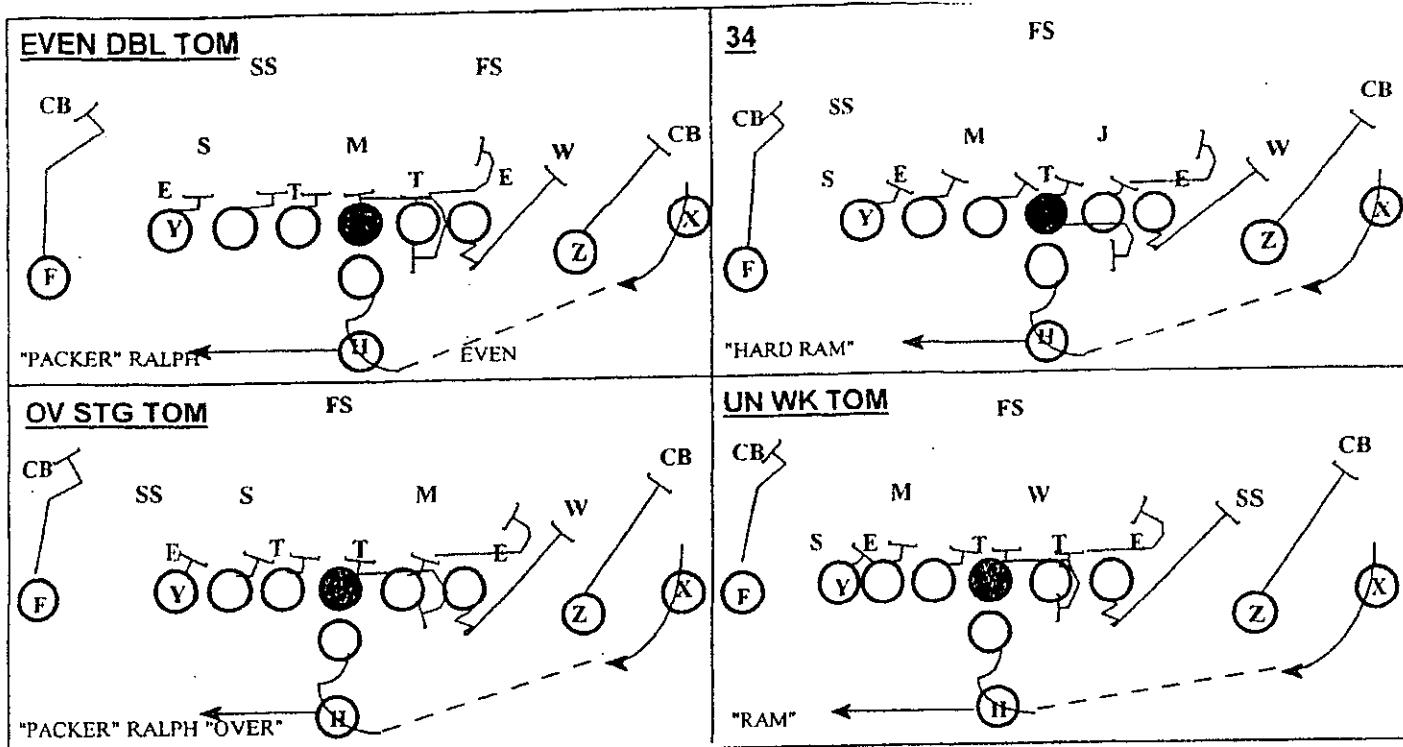
**G**

Block Stay Pro, 1st out, 2nd out rules, Alert Heavy.

**T**

Block Stay Pro, Overset DE, you are stick.

**Y**



**DESCRIPTION:**

A play action screen designed to get the ball in space to a WR.

Note: Can also be run with Toss Base or Ride Wk Action.

**QB**

TOSS BALL MECHANICS - ONE STEP FIND PASSING LANE TO WR.

**F**

9 hole cutoff rules.

**H**

FAKE TOSS 39

**CALLSIDE**

Block 91 Pro, Alert Packer, Ralph/Lester, (Hard) Ram/Lion.

Block 91 Pro, alert Packer Ralph/Lester.

Block 91 Pro, alert Packer.

**SCREENSIDE**

Block 91 Pro: Alert Packer, Ralph/Lester, (Hard) Ram/Lion, you are the Rat Killer.

**C**

Block 91 Pro, quick set, you are 2nd out looking for 1st bubble backer. Alert Ram/Lion

**G**

Quick set end and release to block. Support over Slot, be physical with End.

**T**

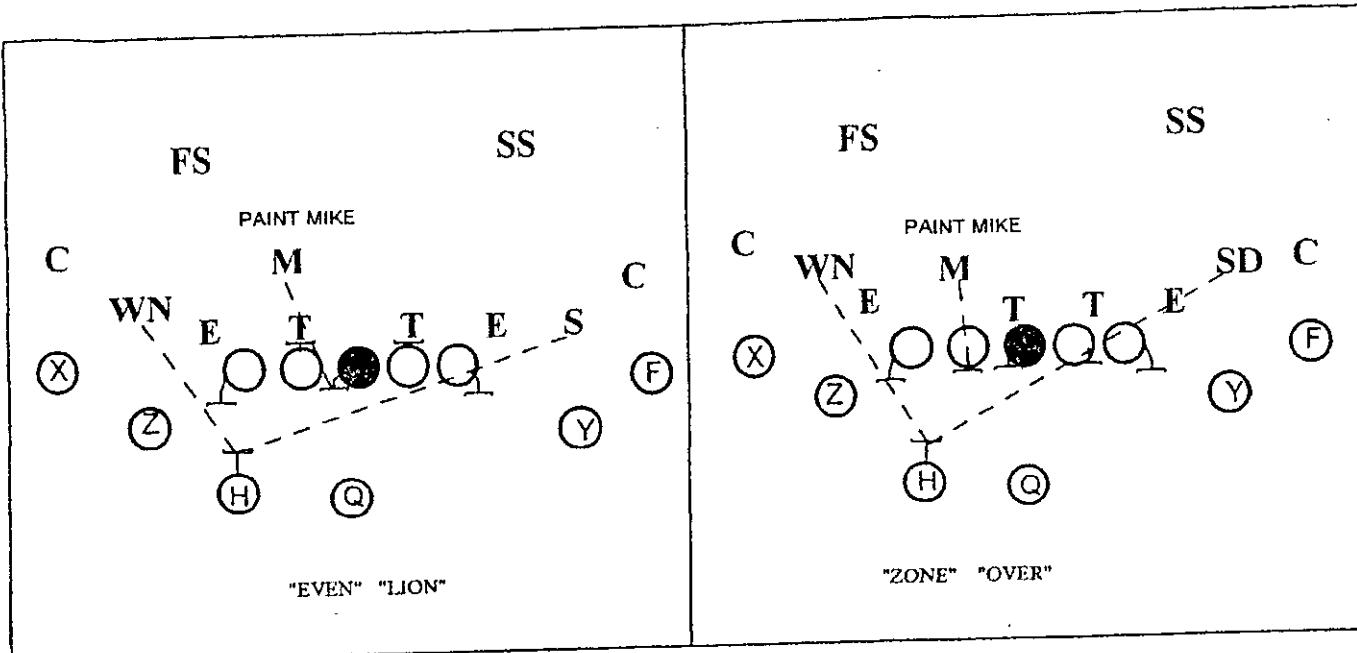
blk. man over x

**Y**

rocket tech. catch ball on inside edge of #.

**Z**

**X**



**DESCRIPTION:**  
A 6-Man Sub Protection where our HB scans WLB to SLB.  
(OL on Mike). We can paint the WLB in 3X1 if we want to.  
HB would then block MLB to SLB.

**Q**

Our 6-Man sub protection 5 (7) step drop. ID and make  
paint call.

**F**

**H**

Scan Will to Sam.

## BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone & Fan calls, also Alert Tampa.

Block #2.  
Alert Ram/Lion & Fan calls, Alert Tampa.

**C**

Block #0 to Paint player.  
Alert Hole, Ram/Lion and Tampa calls.

**G**

Block #1.  
Alert Hole, Ram/Lion, Zone & Fan calls, also Alert  
Tampa.

**T**

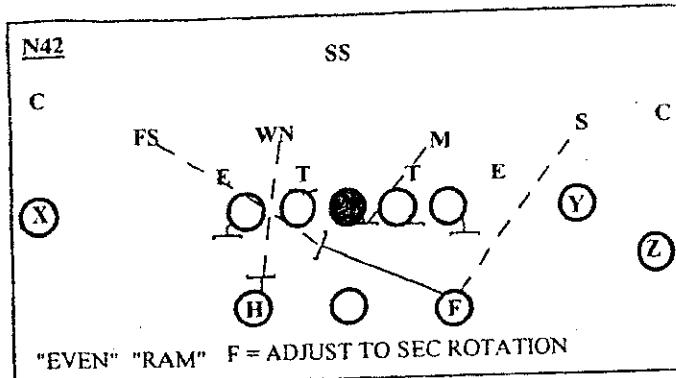
Block #2. If #2,  
Alert Ram/Lion & Fan calls, alert Tampa.

**Y**

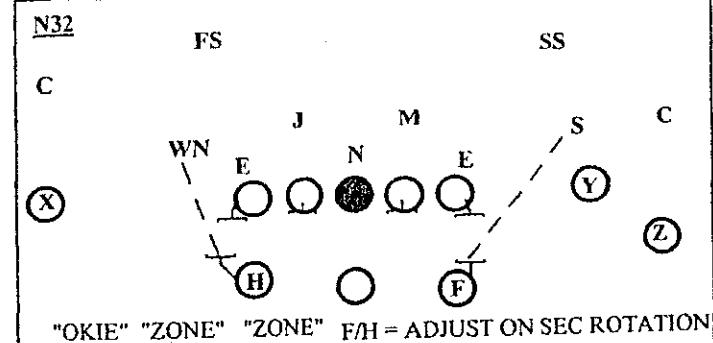
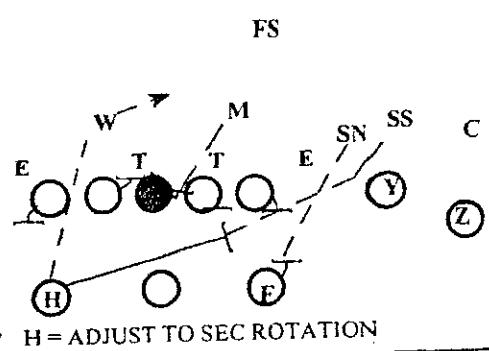
Run Assigned Route

**X/Z**

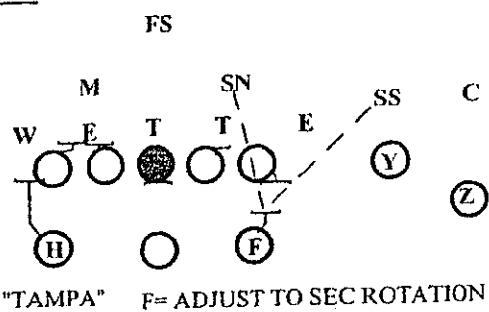
## FRONTSIDE



N42 OV



N42 OV DIAMOND



#### DESCRIPTION:

Our 7 Man Solid Protection with the F or H scanning across for the FS or SS Blitz, depending on Secondary rotation, Lock It takes the sight adjust off the X Receiver.

**QB**

Our 7 Man Protection with the ability to block 4 Weak, 4 Strong, (5 or 7 step drop).

**F**

Block Sam alert secondary rotation.

**H**

Block Will, Alert Secondary Rotation.

#### BACKSIDE

Block 82 Pro Rules - This is a Gun Pro.  
No Hwy's, Alert Tampa.

Block 82 Pro Rules - Alert Tampa.

**C**

Block 82 Pro Rules - Alert Tampa.

**G**

Block 82 Pro Rules - This is a Gun Pro.  
Alert Tampa.

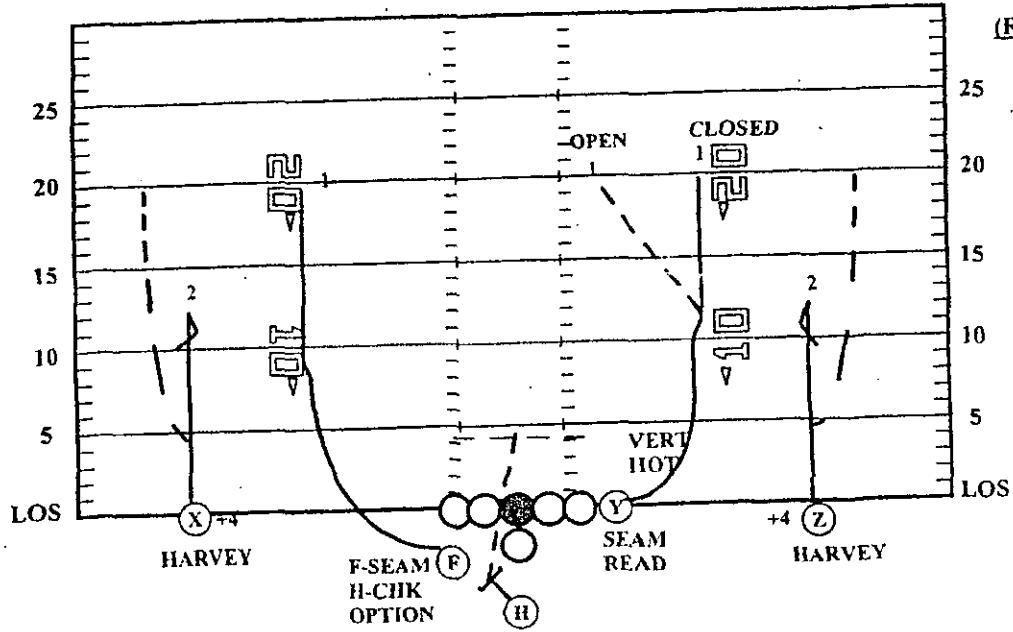
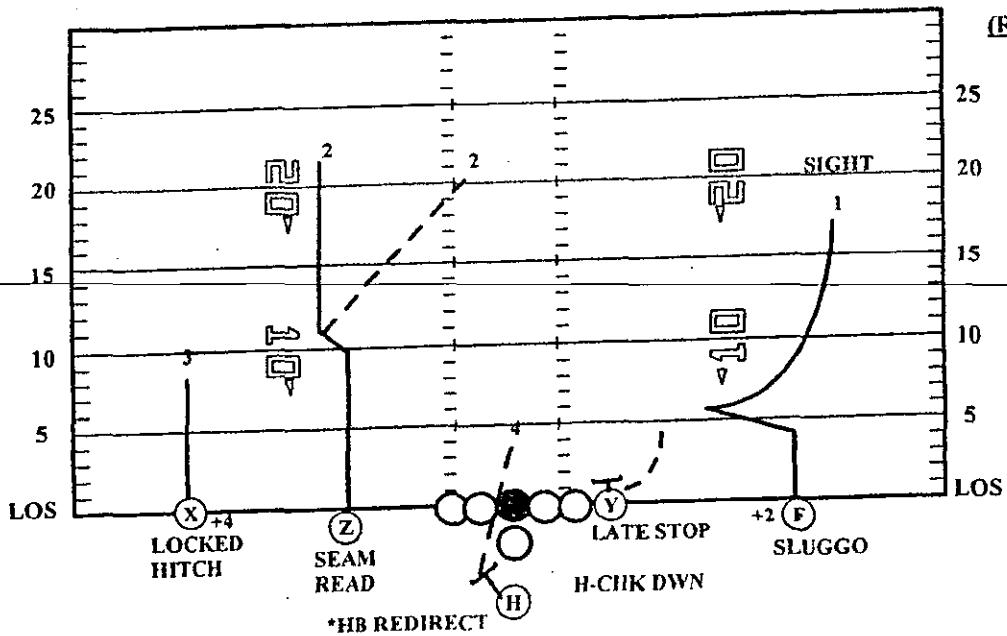
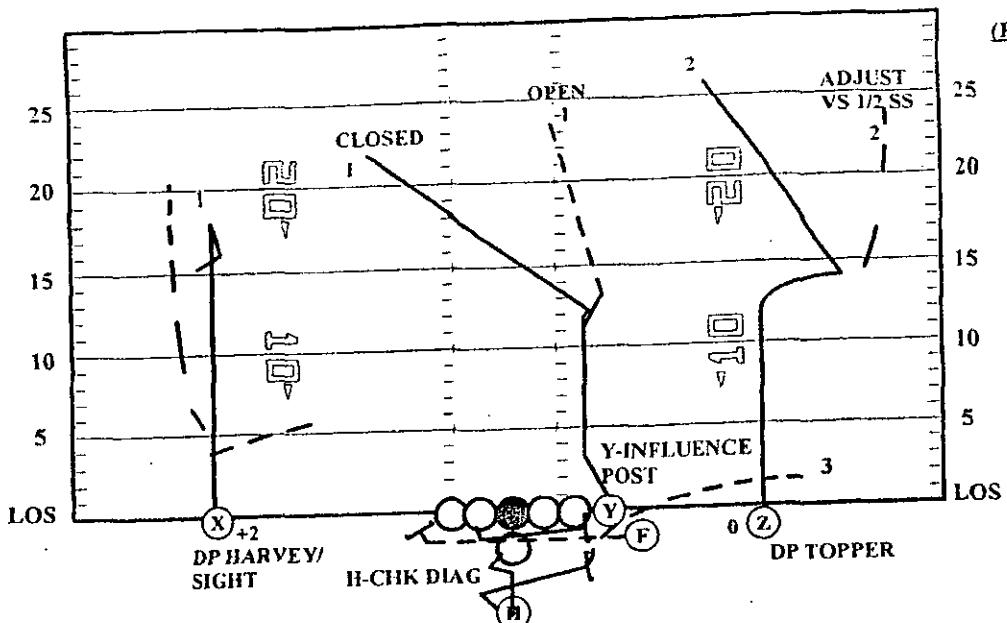
**T**

Block 82 Pro Rules - Alert Tampa..

**Y**

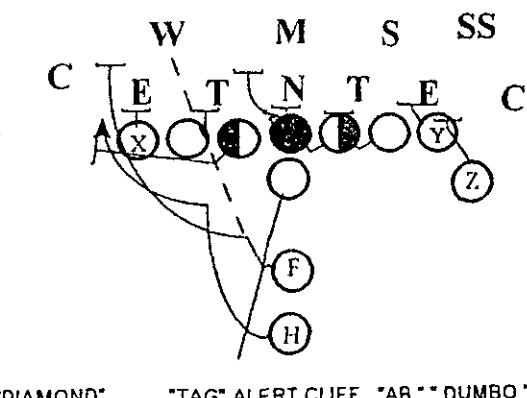
Release and run route.

#### FRONTSIDE

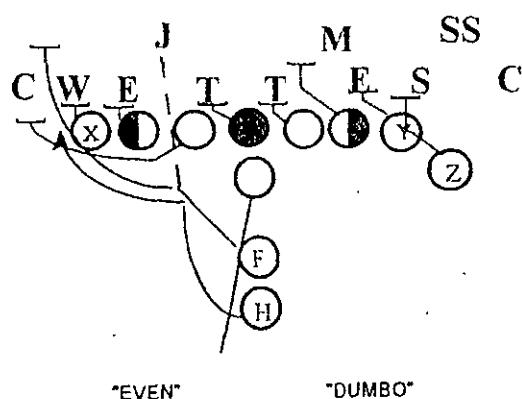


# RUN: RIDE 39 (38) G

53



62



## DESCRIPTION:

A RIDE PLAY WEAK PULLING PLAYSIDE GUARD, WITH LEAD BACK BLOCKING.

Q

OPEN TO HOLE AT 5:00 O'CLOCK (7:00)  
SECOND STEP ADJUST, PUSH BALL DEEP TO BACK.

F

ENTER OFF FRONTSIDE GUARD TECH. TRAP OR LOG AND BLOCK 1ST BACKER OFF BALL.

H

OPEN CROSSOVER, READ 6 / 7 HOLE THRU BOUNCE OR CUTBACK.

## FRONTSIDE

COVERED-BLOCK MAN; AB , DUMBO.  
UNCOVERED-REACH PLAYSIDE GAP. ALERT BOSS AND CLIFF CALLS.

PULL AND BLOCK 1ST DEFENDER OUTSIDE OF TE'S BLOCK WITH TRAP OR LOG TECHNIQUE.

BLOCK MAN ON. UNCOVERED BLOCK DOWN.  
ALERT TAG CALLS.

BLOCK MAN ON. TIGHT FOOTWORK

C

COVERED--CUTOFF  
UNCOVERED--ALERT A, B, AB , DUMBO.

T

BLOCK INSIDE GAP  
VS. 6-2 GET TO BACKSIDE LB , DUMBO.

Y

CUTOFF--ALERT C, SUP , MAN, D CALLS ,  
DUMBO

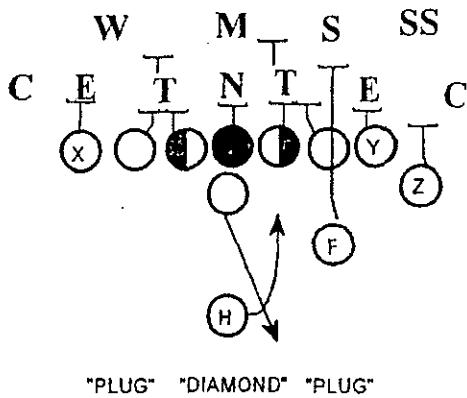
X/Z

CUTOFF, ALERT D , DUMBO.

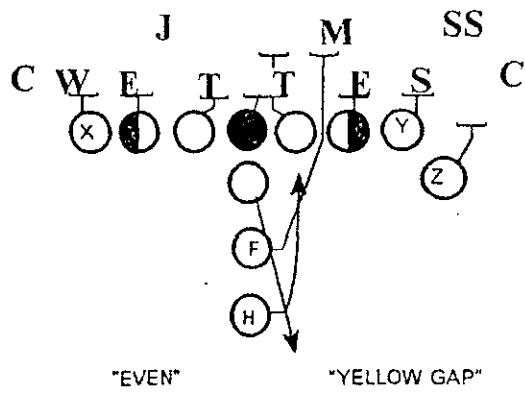
## BACKSIDE

# RUN: RIDE 34 (35) WHAM (O)

53



62



## DESCRIPTION:

A STRONG SIDE LEAD PLAY WITH DBL TEAM BLOCKS AT THE POINT OF ATTACK, WE CAN ALSO (O) SCHEME IT.

Q

OPEN TO THE HOLE. SEAT THE BALL! DON'T FORCE THE BALL CARRIER WIDE.

F

BLOCK ILB. SQUARE CONTACT. DON'T CUT IN THE HOLE.

H

OPEN STEP. ROLL DOWNHILL TO BUTT OF ONG. PRESS LOS. READ PLAYSIDE GUARD. IF UNCOVERED, READ PLAYSIDE TACKLE'S BLOCK. READ FB'S BLOCK

## BACKSIDE

UNCOVERED - ALERT ACE, MAN ON.  
COVERED - CUTOFF INSIDE  
ALERT ORANGE/YELLOW AND PLUG CALLS.

COVERED - BLOCK MAN ON. ALERT C.  
UNCOVERED - ALERT PLUG.

BLOCK MAN ON.

## FRONTSIDE

C

COVERED - BLOCK MAN ON. UNCOVERED - DBL WITH OSG TO BSLB'ER

G

COVERED - BLOCK MAN ON.  
ALERT ORANGE/YELLOW & PLUG CALLS.

T

COVERED - BLOCK MAN ON.  
UNCOVERED - PLUG TO BACKSIDE LBER, MIKE OR SS.

Y

BLOCK MAN ON.

X/Z

BLOCK MAN ON, MDM

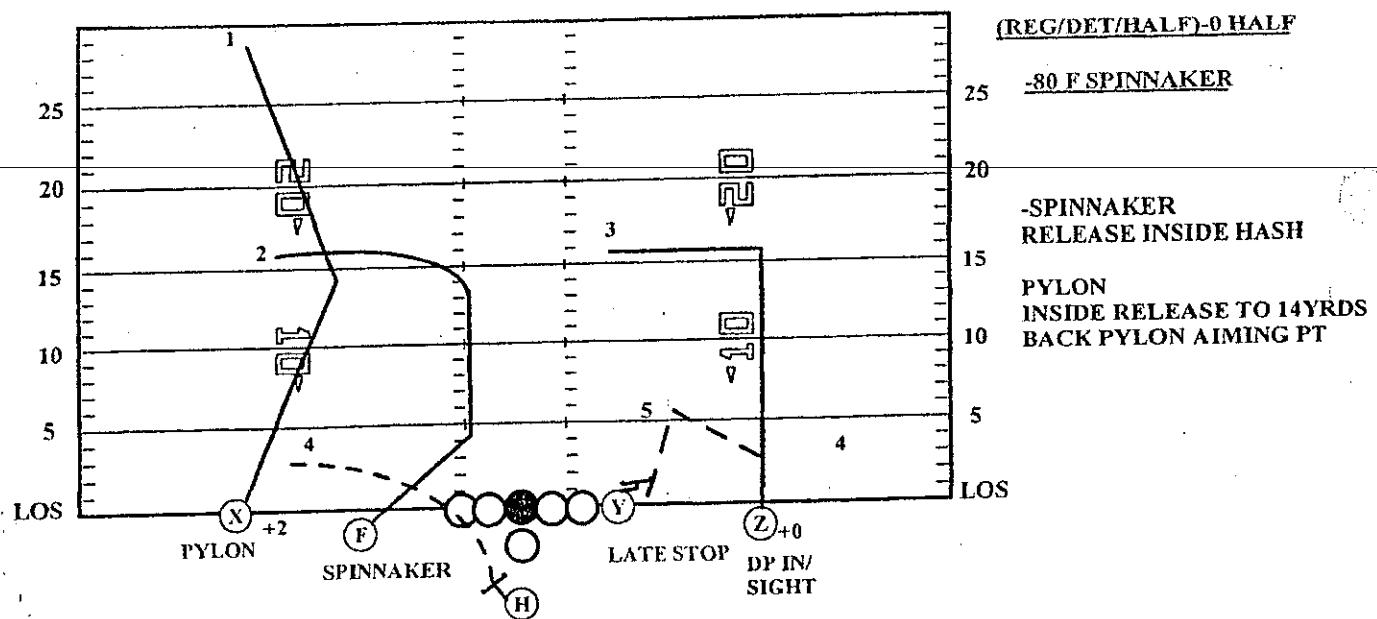
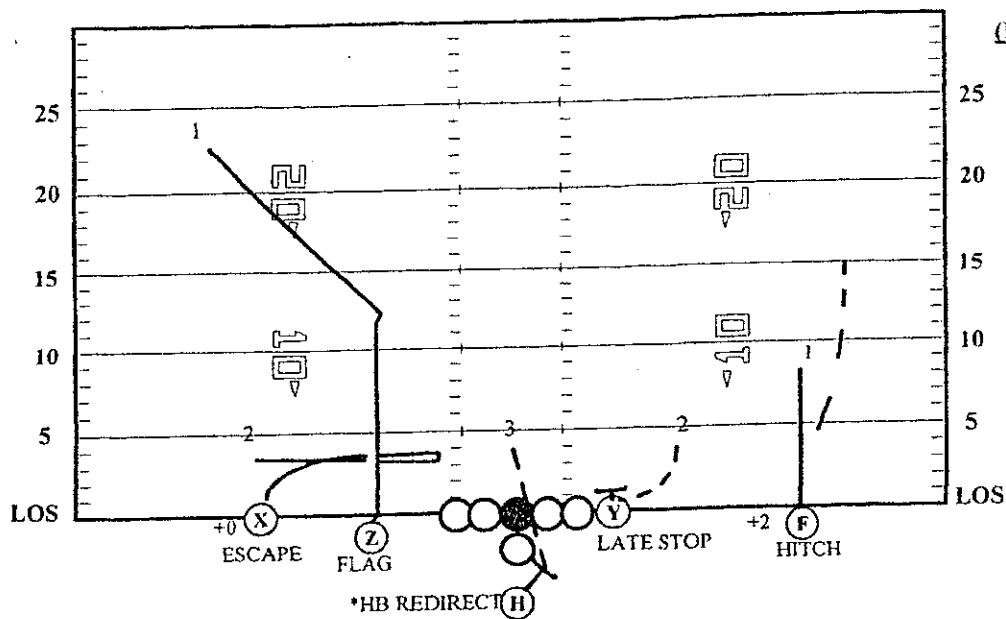
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# **GOAL LINE**

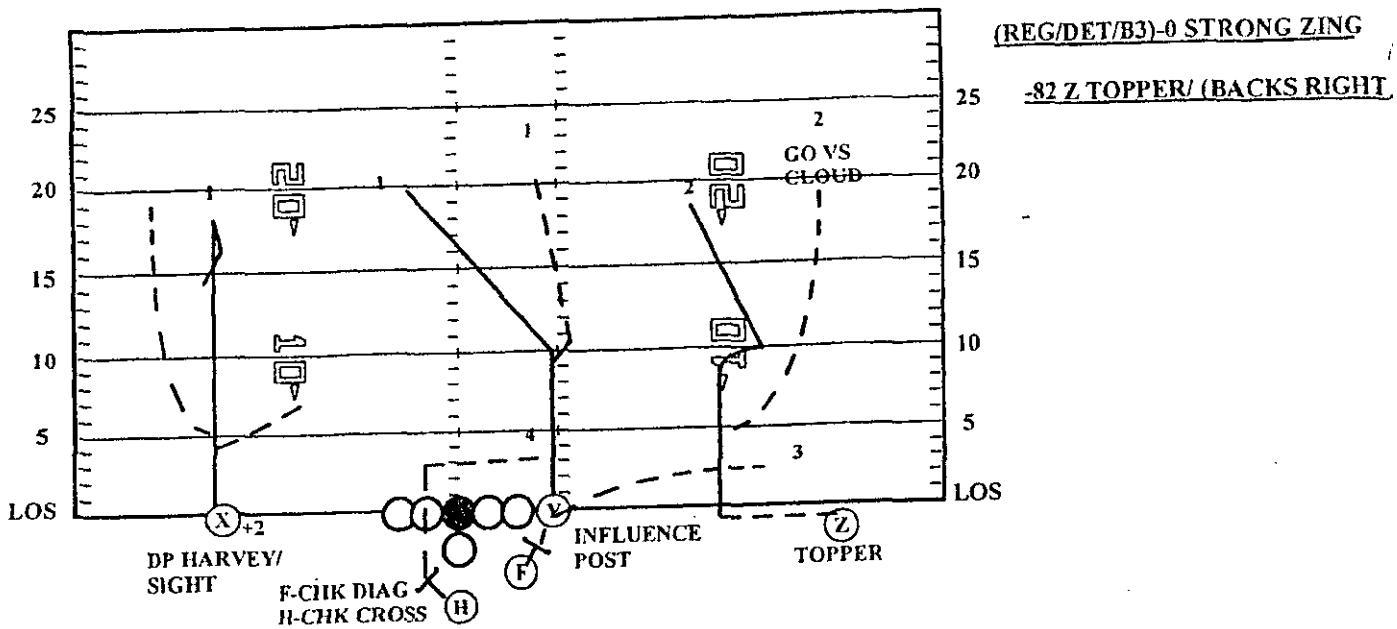
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**SHORT  
YARDAGE**

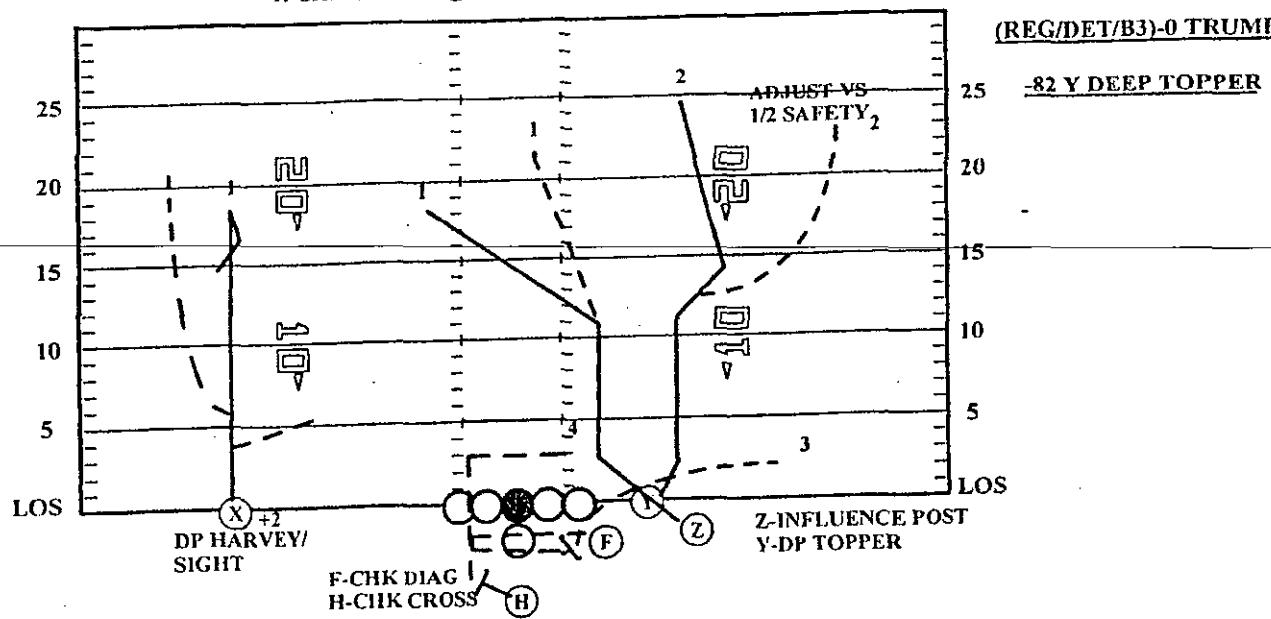
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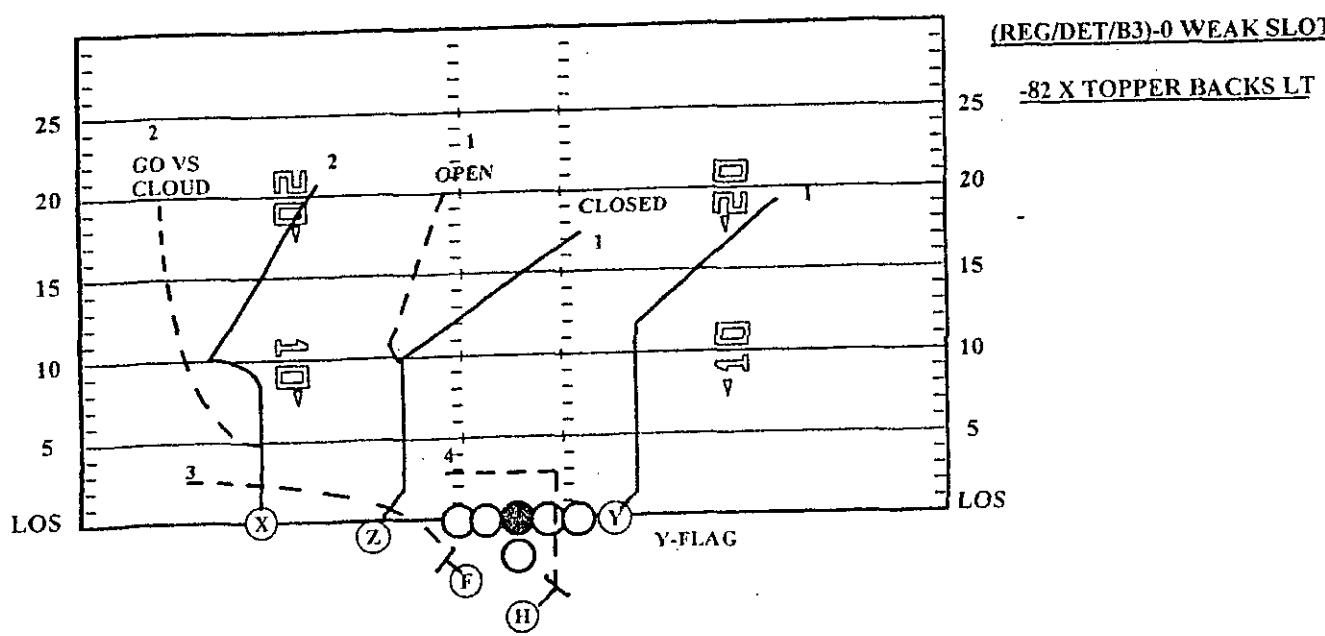
(REG/DET/B3)-0 STRONG ZING



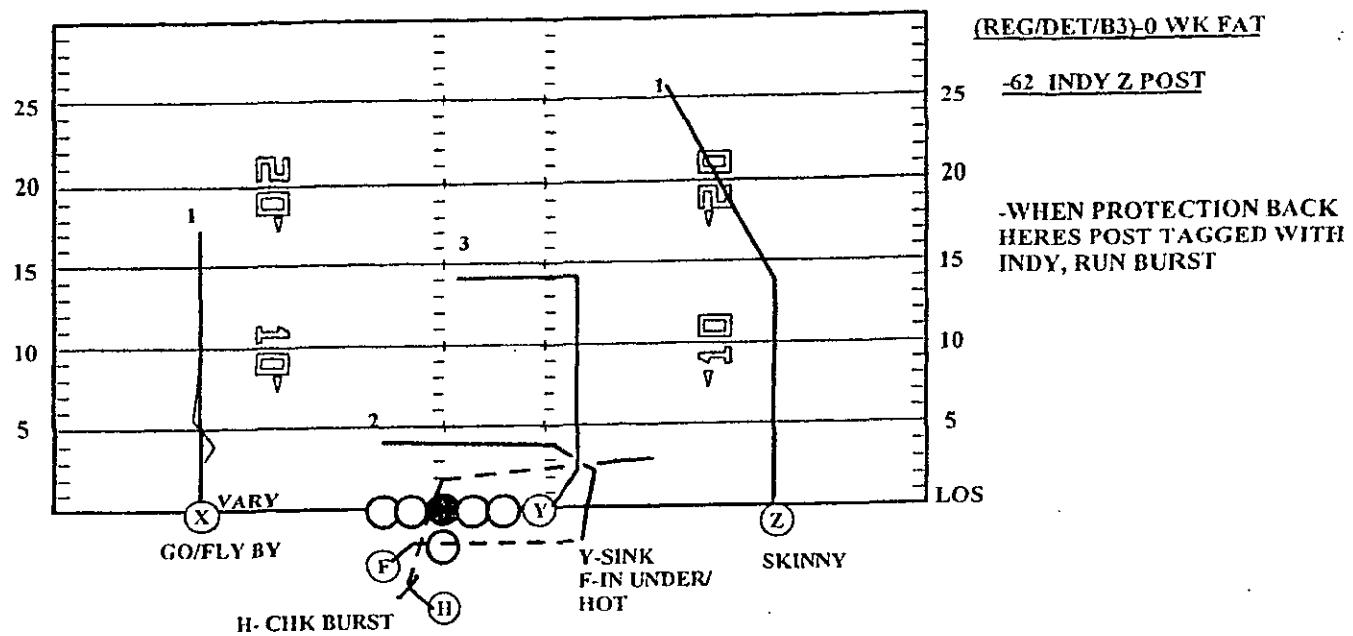
(REG/DET/B3)-0 TRUMP FIG

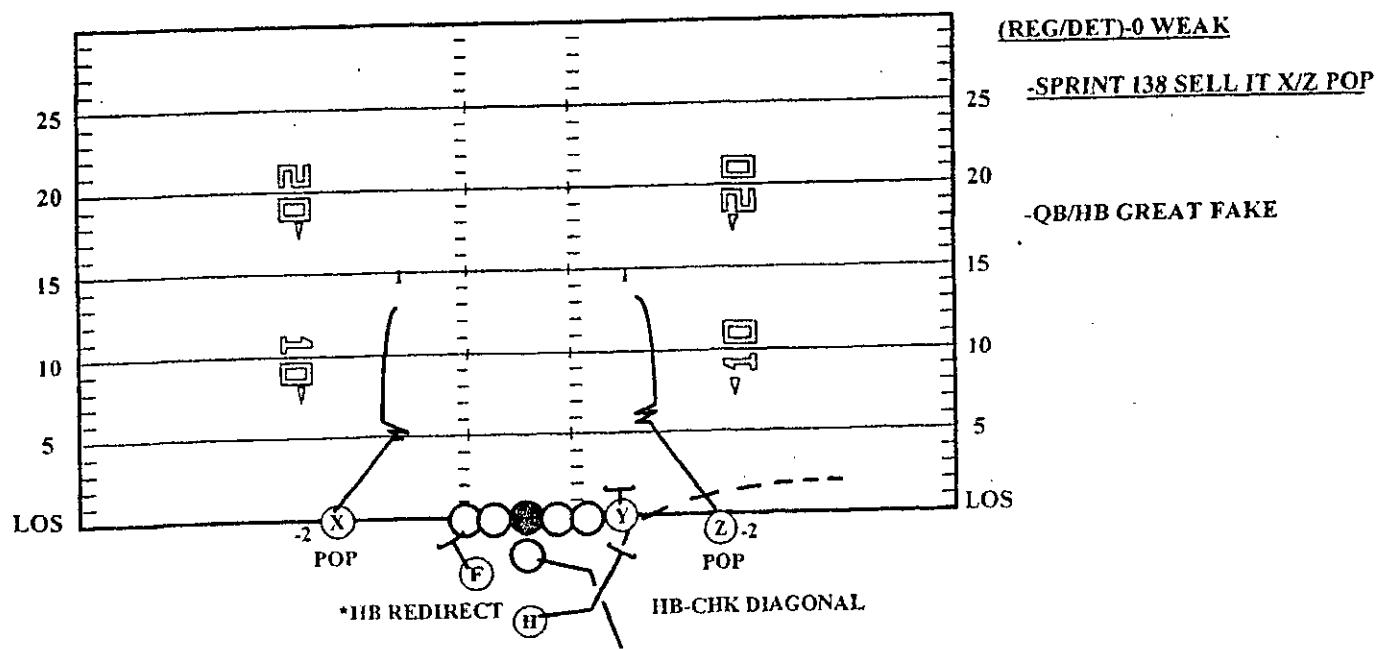
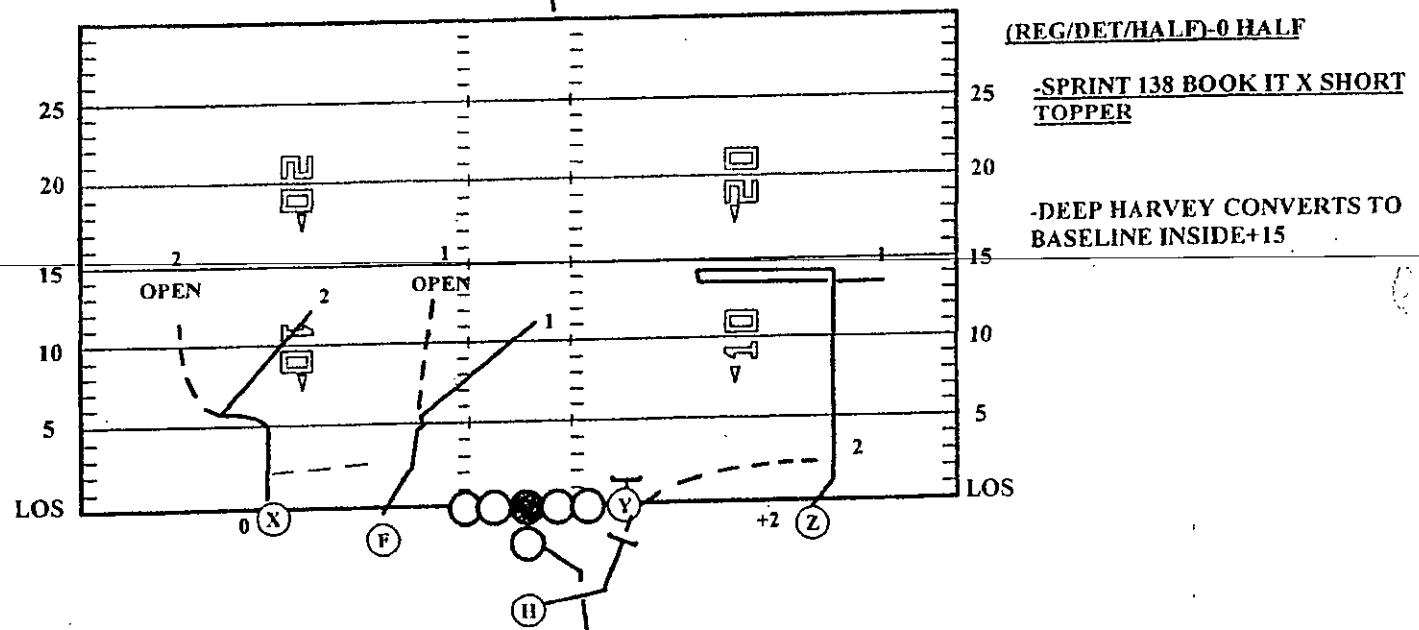
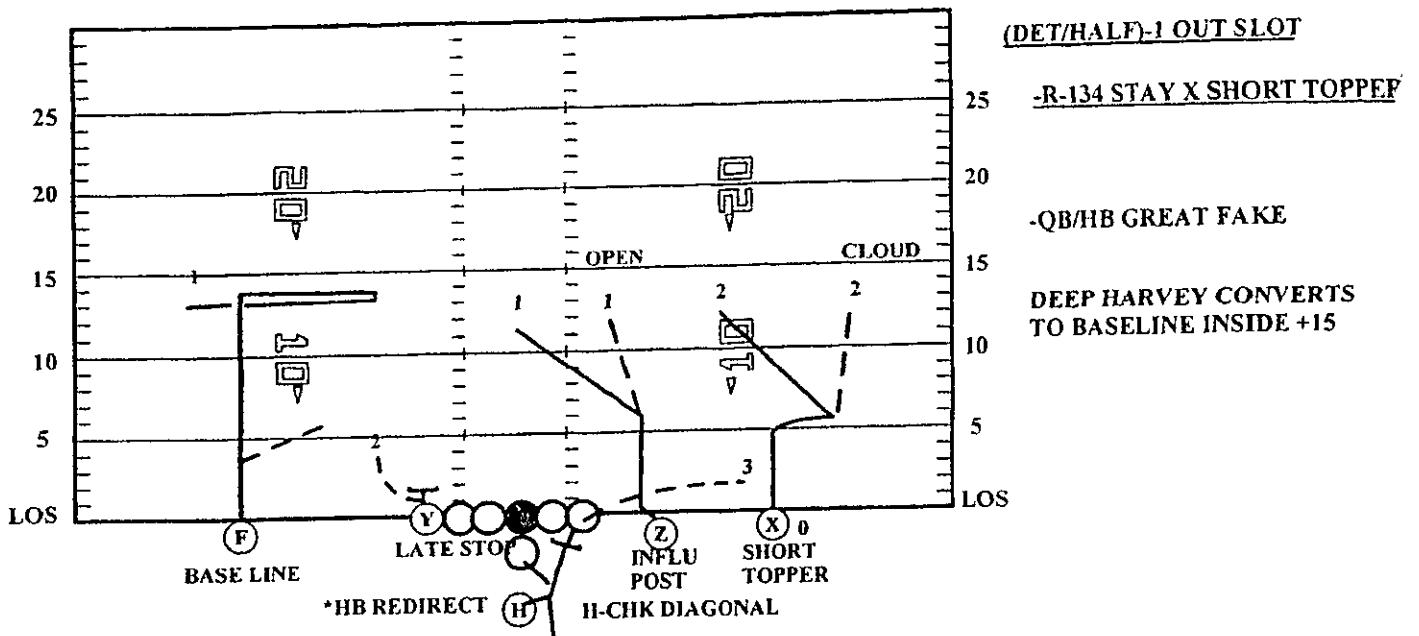


(REG/DET/B3)-0 WEAK SLOT

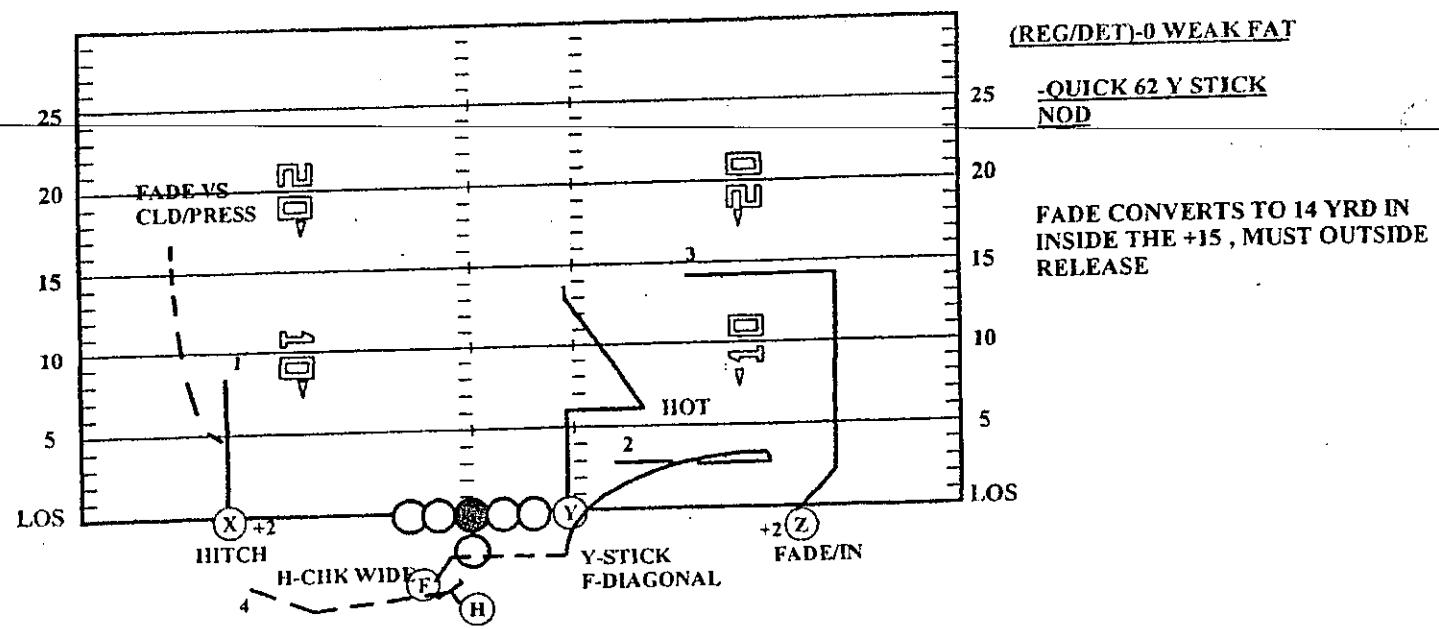
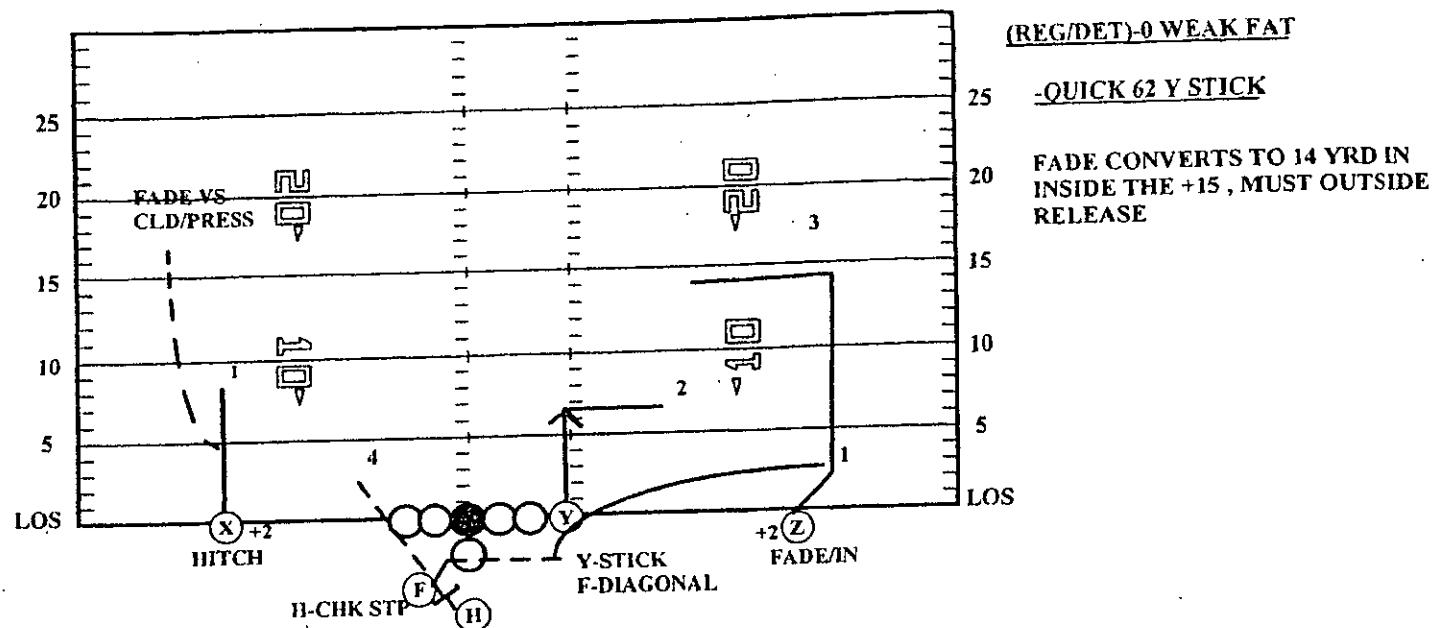


**RED ZONE PASSSES (Z07-Z0)**



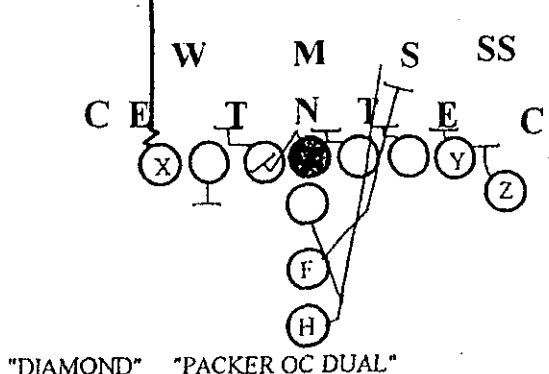


# TITE RED PASSES (9-GL)

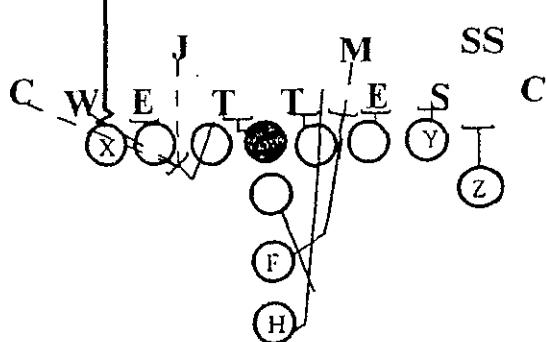


# GL PASS: RIDE 130 POP PASS

53



62



## DESCRIPTION:

HARD BALL PLAY ACTION OFF OF OUR WHAM SCHEME

Q

REALLY SELL THE FAKE... LOOK FOR X.  
RIDE STEPS.

F

GREAT FAKE, BLOCK 1ST BACKER OFF BALL.

H

GREAT FAKE..EXECUTE RIDE 130 PROT.

## BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

SLAM..RELEASE VERTICAL.  
SEE WLBI OR JLBI, PEEK HAT INSIDE.

## FRONTSIDE

C

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

G

BLOCK 52 PROT.

T

BLOCK 52 PROT.

Y

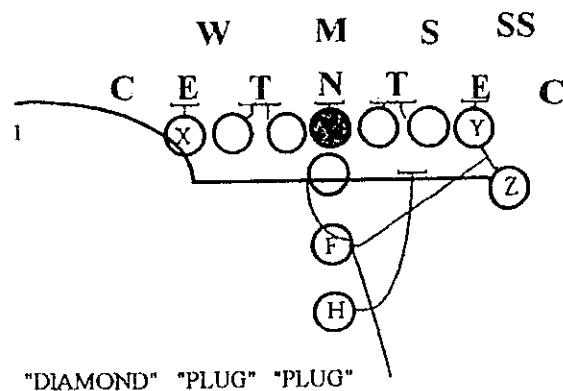
BLOCK 52 PROT.

X/Z

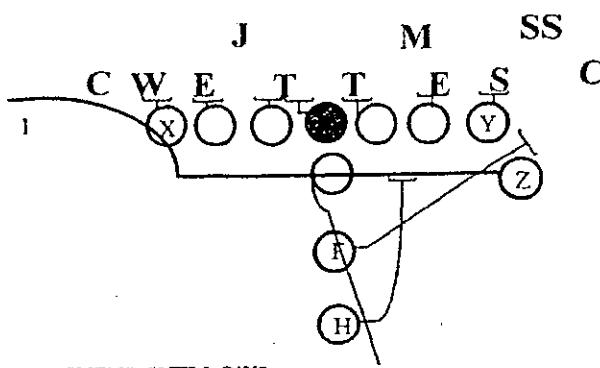
BLOCK 1ST DEFENDER OFF TE's BUTT.

# GL PASS: SLANT 134 SELL IT Z SLIDE

53



62



## DESCRIPTION:

SLANT ACTION WHERE Z SNEAKS UNDER THE TRASH AND INTO THE FLAT.

Q

REVERSE OUT .. MAKE GREAT FAKE TO HALFBACK.. Z IS YOUR CHOICE.

F

EXECUTE 134 PROTECTION.

H

GREAT 34 FAKE .. EXECUTE 134 PROTECTION.

## BACKSIDE

BLOCK 34 WHAM

BLOCK 34 WHAM

BLOCK 34 WHAM

## FRONTSIDE

C

BLOCK 34 WHAM

G

BLOCK 34 WHAM

T

BLOCK 34 WHAM

Y

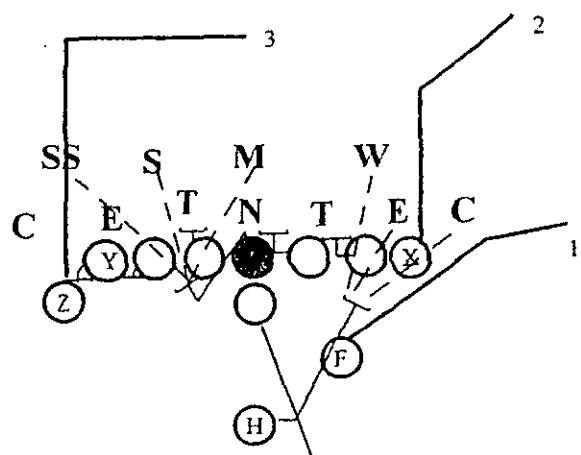
BLOCK 34 WHAM

X/Z

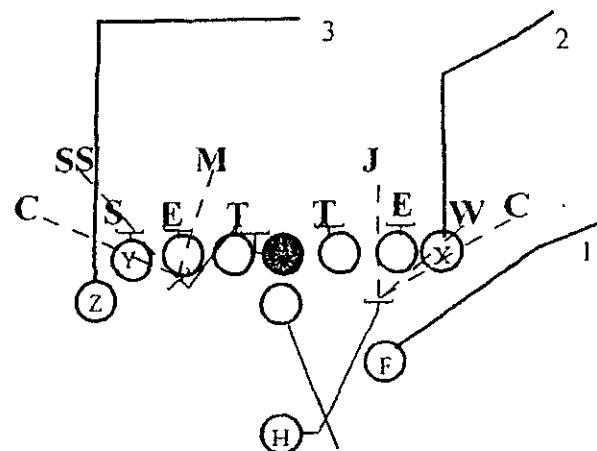
RUN SLIDE ROUTE, CLEAR THE END.

## GL PASS: RIDE 136 A FLAG

53



62



### DESCRIPTION:

PLAY ACTION PROGRESSION ROUTE OFF RIDE ACTION.

Q

RIDE 136 FAKE.. F TO X TO Z. (HOT TO F)

F

RELEASE ON ROUTE, BLUFF EMOL ALERT FOR HOT.

H

GOOD RIDE 136 FAKE, EXECUTE 136 PRO

### FRONTSIDE

BLOCK 53 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

BLOCK 52 PROT.

RELEASE ON FLAG ROUTE, STAY HIGH  
TO PYLON.

### BACKSIDE

C

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

T

BLOCK 52 PROT.

Y

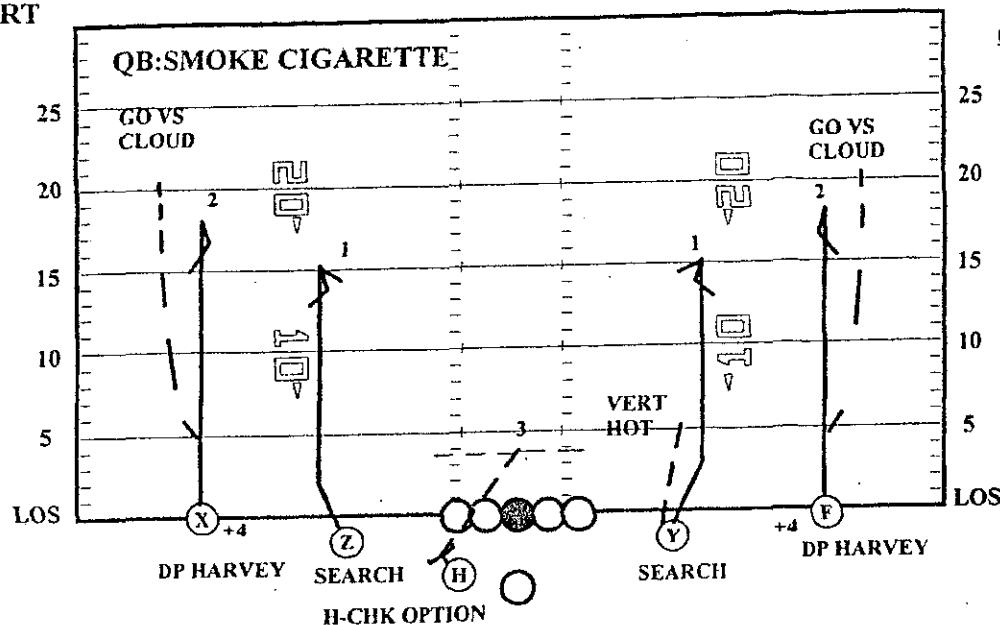
BLOCK 52 PROT.

X/Z

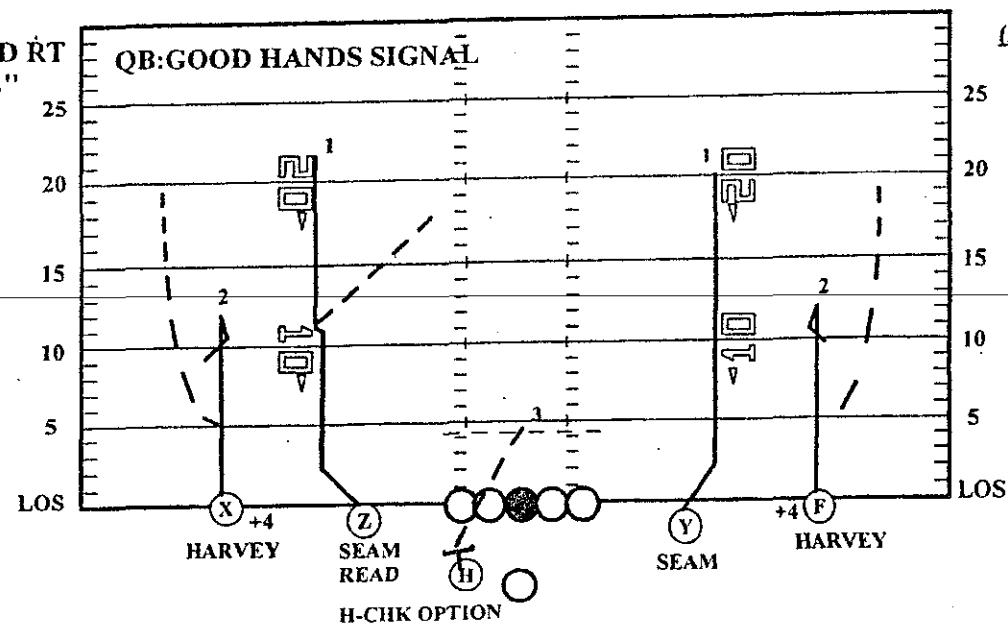
RELEASE ON BASIC ROUTE .... WORK THE  
BACK LINE.

# 2 MINUTE 2X2

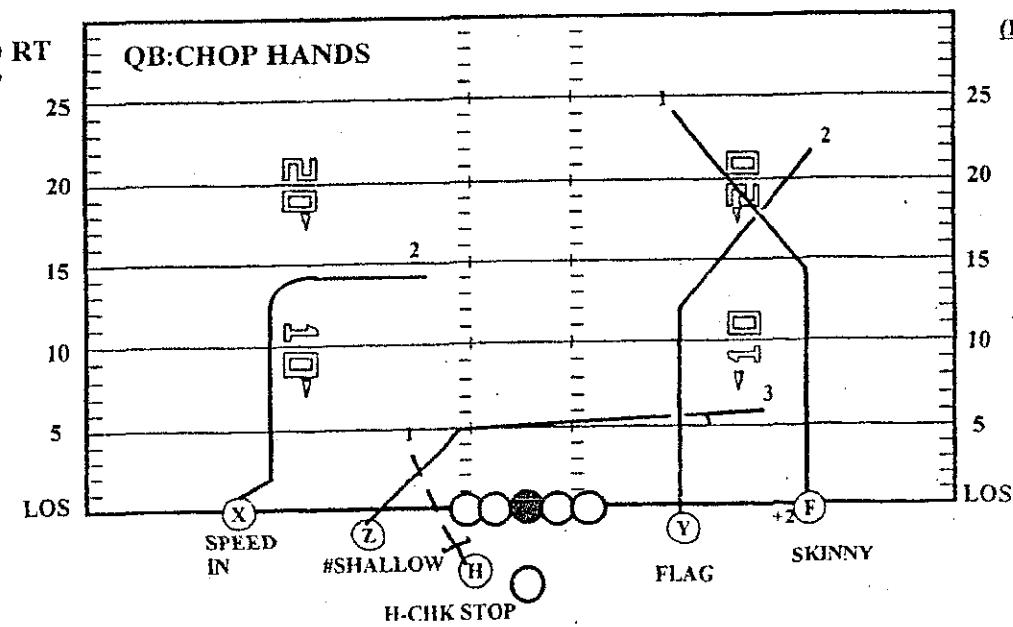
"SPREAD RT  
62 , 62"



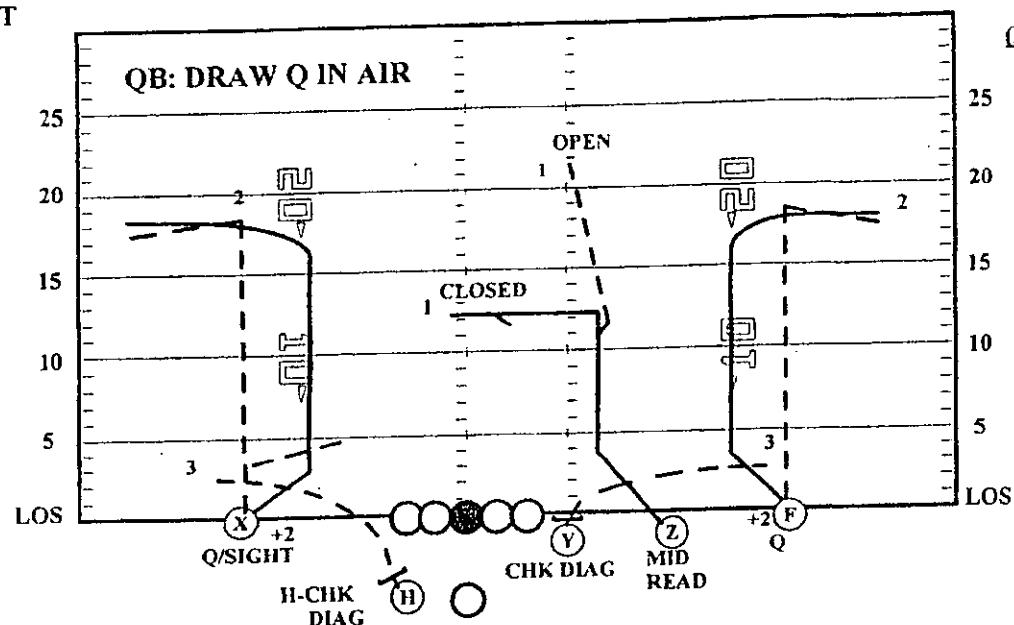
"SPREAD RT  
62 , 62"



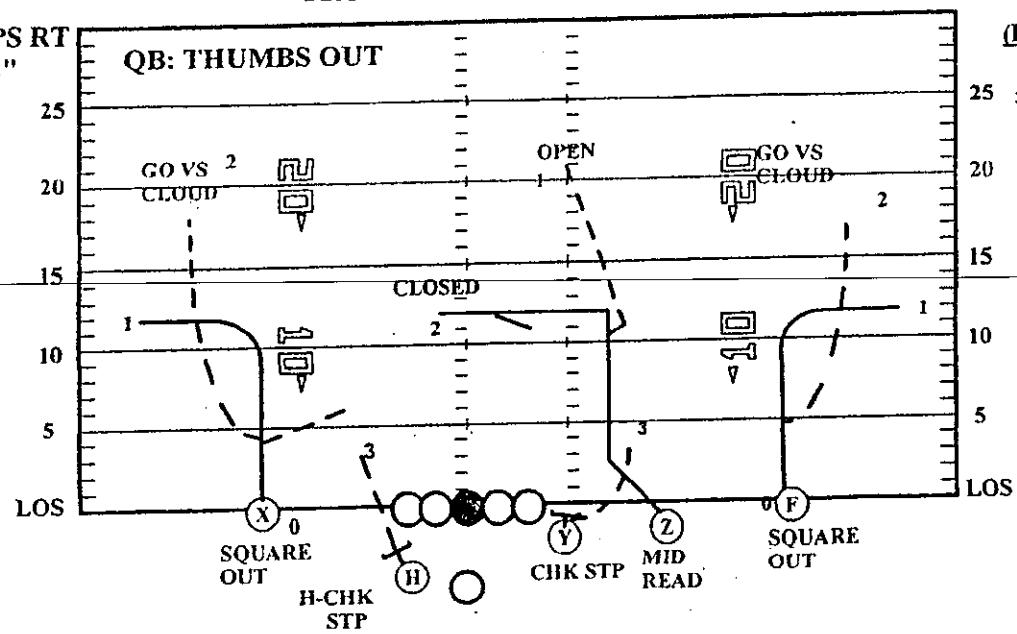
"SPREAD RT  
62 , 62"



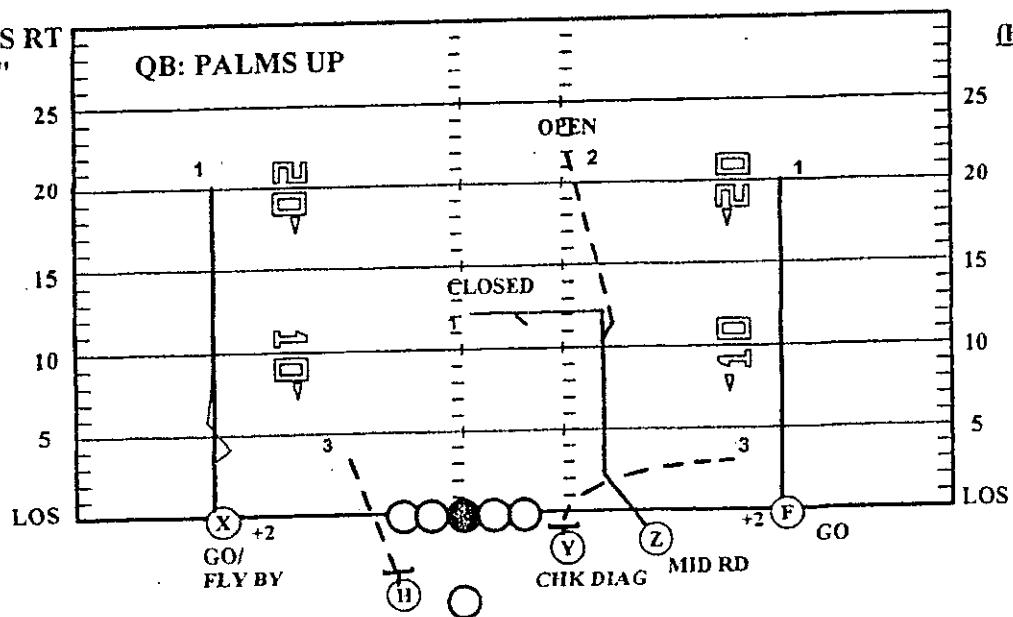
"TRIPS RT  
82,82"



"TRIPS RT  
82,82"



"TRIPS RT  
82,82"



**DALLAS COWBOYS LAST 6**

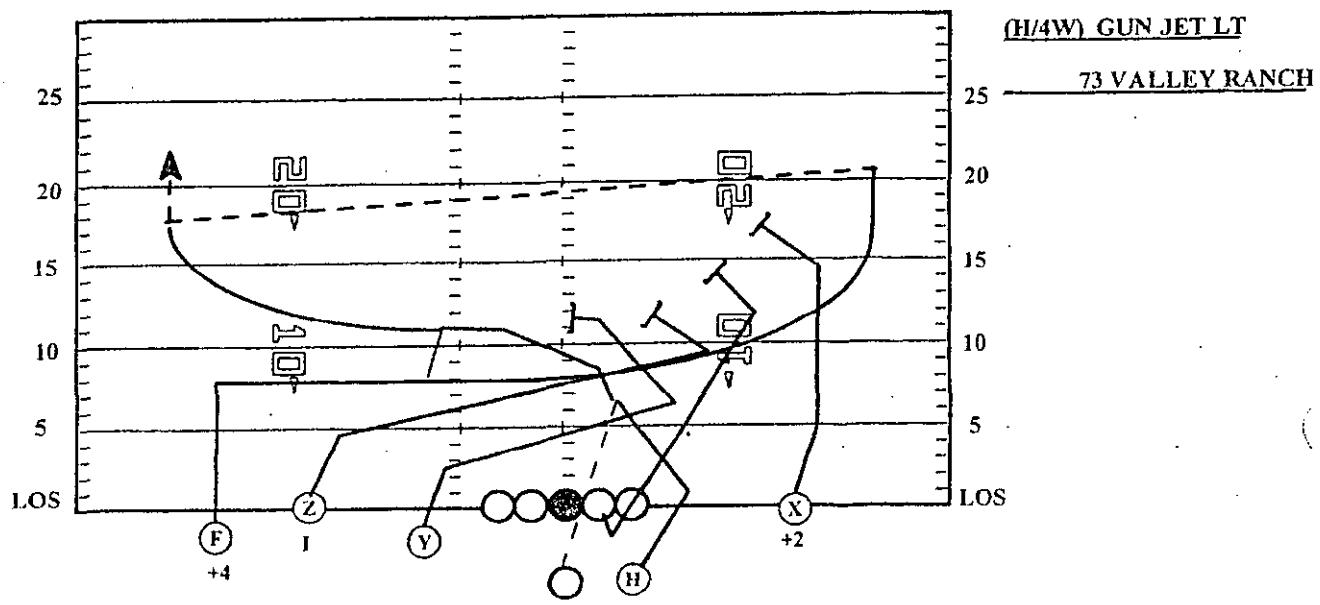
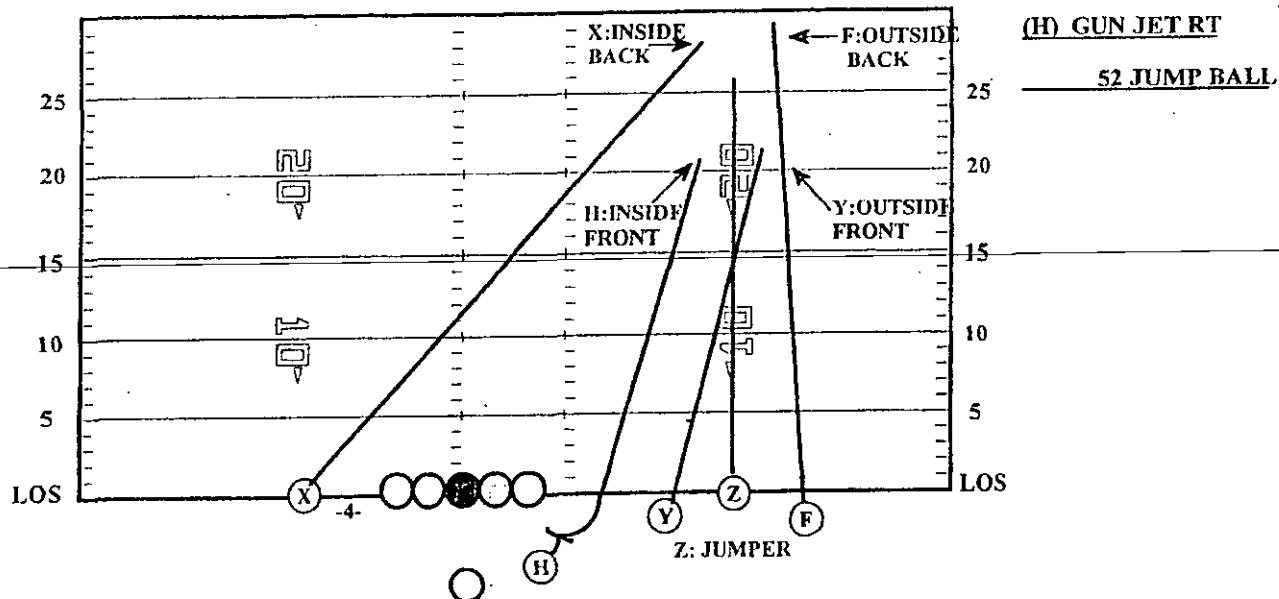
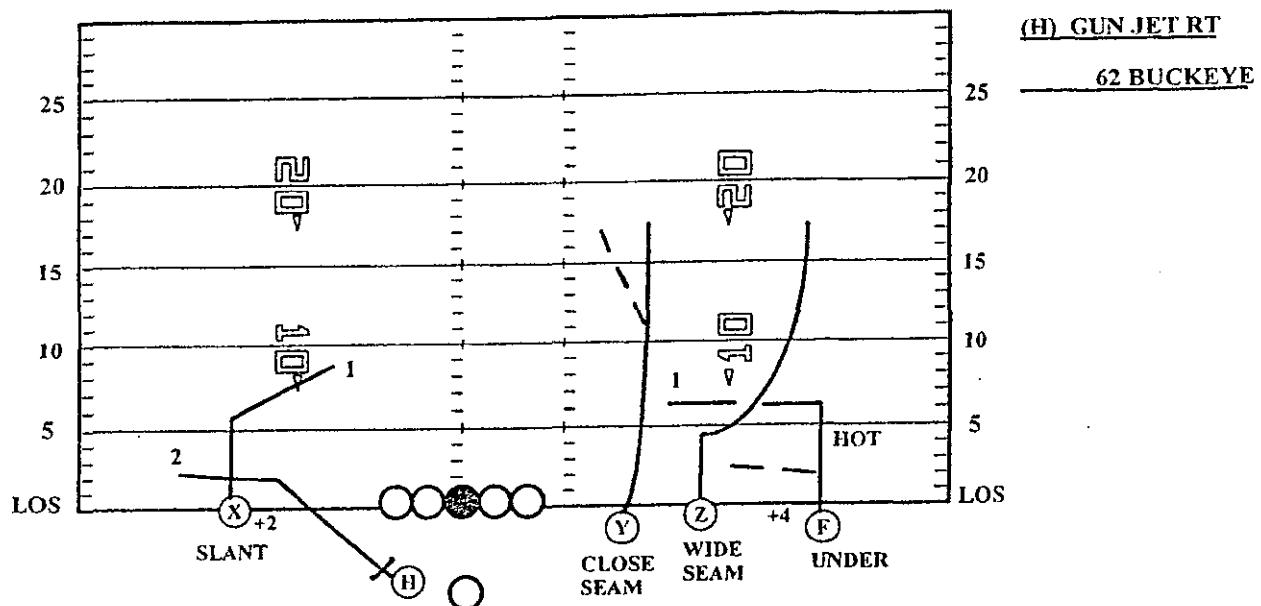
<b>HALF- GUN JET RT</b>	<b>QK 62 OSCAR</b>
<b>HALF- GUN JET RT</b>	<b>62 CAFE X Q</b>
<b>HALF- GUN JET RT</b>	<b>62 F INDIGO SPECIAL</b>
<b>HALF- GUN JET RT</b>	<b>62 BUCKEYE</b>
<b>HALF- GUN JET RT</b>	<b>52 JUMP BALL</b>
<b>HALF- GUN JET LT</b>	<b>73 VALLEY RANCH</b>

**ADDITIONAL 2 MINUTE CALLS**

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<b>HALF- SPREAD RT</b>	<b>CLOCK IT</b>
<b>HALF- SPREAD RT</b>	<b>WATCH IT</b>
<b>HALF- SPREAD RT</b>	<b>99</b>

**LAS 1 0**



# TIME MANAGEMENT

THERE ARE FOUR SPECIAL SITUATIONS WHEN OUR OFFENSE HAS THE BALL IN REGARD TO TIME. HANDLING THESE SITUATIONS CORRECTLY CAN OFTEN MEAN THE DIFFERENCE IN WINNING AND LOSING.

1. WE HAVE THE BALL LATE IN THE GAME AND WE'RE BEHIND.
2. WE HAVE THE BALL LATE IN THE GAME AND THE SCORE IS TIED.
3. WE HAVE THE BALL LATE IN THE FIRST HALF REGARDLESS OF THE SCORE, FIELD POSITION WILL ALSO EFFECT THIS.
4. WE HAVE THE BALL LATE IN THE GAME AND WE'RE AHEAD.

NOTE: WHENEVER WE ARE MANAGING THE CLOCK, IT IS IMPERATIVE THAT EVERY PLAYER ON OFFENSE UNDERSTANDS THE RULES GOVERNING THE CLOCK DURING THESE SITUATIONS.

## THE CLOCK STOPS AND DOES NOT START UNTIL THE SNAP

1. INCOMPLETE PASS
2. CHANGE OF POSSESSION
3. TEAM TIME-OUT
4. NOTIFICATION OF TWO MINUTES
5. CATCH AFTER FAIR CATCH SIGNAL
6. TOUCHBACK
7. OUT OF BOUNDS. (BALL CARRIERS AND RECEIVERS ATTEMPT TO GET OUT OF BOUNDS OR STAY IN BOUNDS ACCORDING TO THE SITUATION). CP: ON 3<sup>RD</sup> AND 4<sup>TH</sup> DOWNS, BE AWARE OF 1<sup>ST</sup> DOWN MARKERS. CP: LAST 5 MINUTES OF GAME.
8. IF REFEREE STOPS PLAY BECAUSE OF CROWD NOISE. (THOUGH THE GAME CLOCK DOES NOT START UNTIL THE SNAP, THE 25 SECOND CLOCK STARTS WHEN READY FOR PLAY).

# **THE TWO MINUTE OFFENSE**

THE QB WILL ALERT THE TEAM FOR TWO MINUTE OFFENSE IN THE HUDDLE. EXAMPLE OF QB CALL: "ALERT FOR TWO MINUTES, THIS PLAY IS GUN TRIPS RT 82 DBL Q.

AFTER RUNNING THE FIRST PLAY, THE OFFENSE WILL LINE UP ON THE LOS. THE QB WILL CALL THE FORMATION AND PLAY AND WE WILL RUN THAT PLAY ON THE SECOND SOUND (BLUE-GO). (NOTE: WE WILL USE SIGNALS ALONG WITH PLAY CALL.)

WE WILL CONTINUE TO RUN THE TWO MINUTE OFFENSE UNTIL THE CLOCK IS STOPPED OR QB CALLS FOR HUDDLE OR TIME OUT. WE CAN AND WILL USE THE TWO MINUTE OFFENSE EVEN THOUGH THERE MAY BE MORE THAN TWO MINUTES ON THE CLOCK.

WHEN WE HUDDLE WE CAN CALL ANY PLAY FROM OUR GAME PLAN IN HALF PERS. AT THE LOS WE WILL ALWAYS USE OUR SPECIFIC 2 MINUTE PACKAGE OF PLAYS!

## **USE OF TIME OUTS IN THE LAST TWO MINUTES**

1. THE LAST TIME OUT WILL BE SAVED FOR A FIELD GOAL OR WHEN WE CANNOT RUN TWO PLAYS WITHOUT THE CLOCK RUNNING OUT, OR A CRITICAL SITUATION. EXAMPLE: 4<sup>TH</sup> DOWN PLAY.
2. THE SECOND TO LAST TIME OUT WILL BE SAVED TO USE WITHIN 50 SECONDS IN A SITUATION WHEN WE WOULD WASTE TOO MUCH TIME BETWEEN PLAYS.

# **THE FOUR MINUTE OFFENSE**

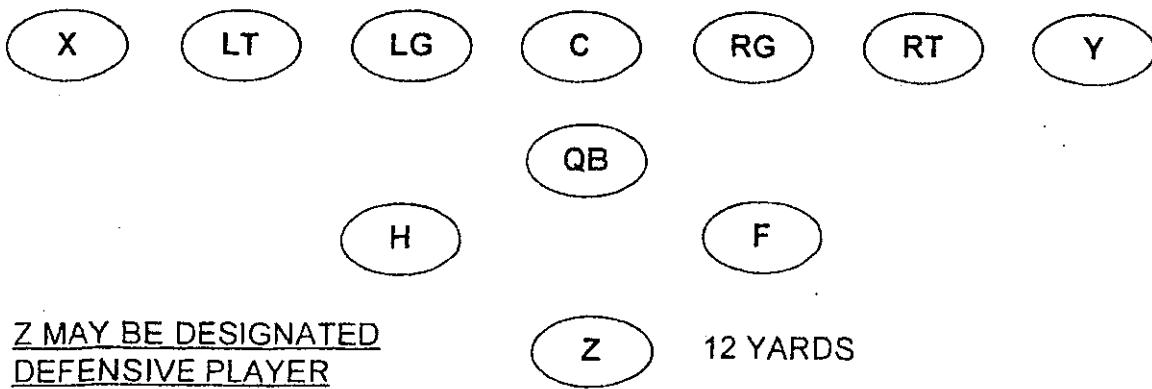
WE HAVE THE BALL LATE IN THE GAME AND WE ARE AHEAD. WE MUST MAKE 1<sup>ST</sup> DOWNS AND CONTROL THE BALL. BACKS AND RECEIVERS STAY IN BOUNDS AND KEEP THE CLOCK RUNNING. NO PENALTIES THAT WILL STOP BOTH US AND THE CLOCK. OFTEN A GAME GETS EMOTIONAL AT THIS TIME, DO NOT LET AN OPPONENT BAIT YOU INTO A FOUL. THE OFFENSIVE TEAM WILL SNAP IN AND OUT OF THE HUDDLE AND QB WILL CONTROL THE TIME ON THE CLOCK..

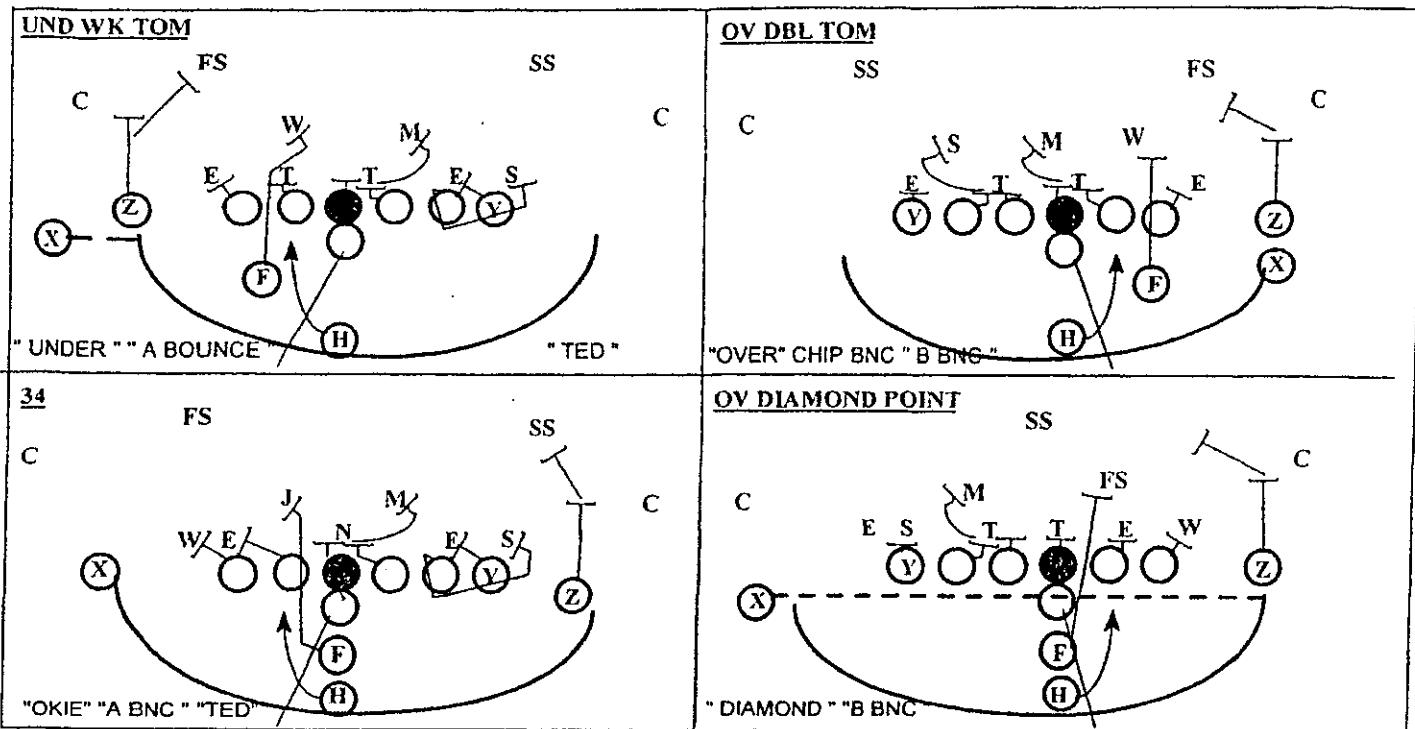
## **THE FOUR MINUTE OFFENSE COACHING POINTS**

1. USE FULL 40 SECONDS; BREAK HUDDLE WITH 12 SECONDS REMAINING ON THE 40 SECOND CLOCK, QB SNAP THE BALL WITH 1-2 SECONDS LEFT ON THE 40 SECOND CLOCK
2. PROTECT BALL. DO NOT FIGHT FOR EXTRA YARDS, FUMBLES OCCUR.
3. KEEP THE BALL IN BOUNDS
4. NO PENALTIES
5. EXPECT BLITZ - BLOCK AGGRESSIVELY
6. BALL CARRIER: DO NOT POP UP OFF THE GROUND. MAKE THE OFFICIAL COME GET THE BALL FROM YOU.
7. OBJECTIVE OF 4 MINUTE OFFENSE IS TO END THE GAME, NOT TO SCORE.

## **KILL THE CLOCK**

6-TIGHT DIAMOND WITH BACKS PROTECTING THE QB.





**DESCRIPTION:** A MISDIRECTION RUN SPECIAL OFF OUR 35(34) BASE RUN PLAY. ALL AROUNDS COME BACK TO A TIGHT END SIDE!!

**QB**

RIDE FOOTWORK FAKING THE BALL TO THE HB AND HANDING IT OFF TO THE X RECEIVER.

**F**

BLOCK WILL

**H**

GREAT FAKE.

## BACKSIDE

BLOCK R-35 BASE WITH BOUNCE TECH.

ALERT TED VS. OG BUBBLE, B BOUNCE VS. OT BUBBLE OUT CALLS.

ALERT TED VS. OG BUBBLE, B BOUNCE, OUT CALLS.

## FRONTSIDE

**C**

BLOCK #0, ALERT A BOUNCE, CHIP BOUNCE, HOLE.

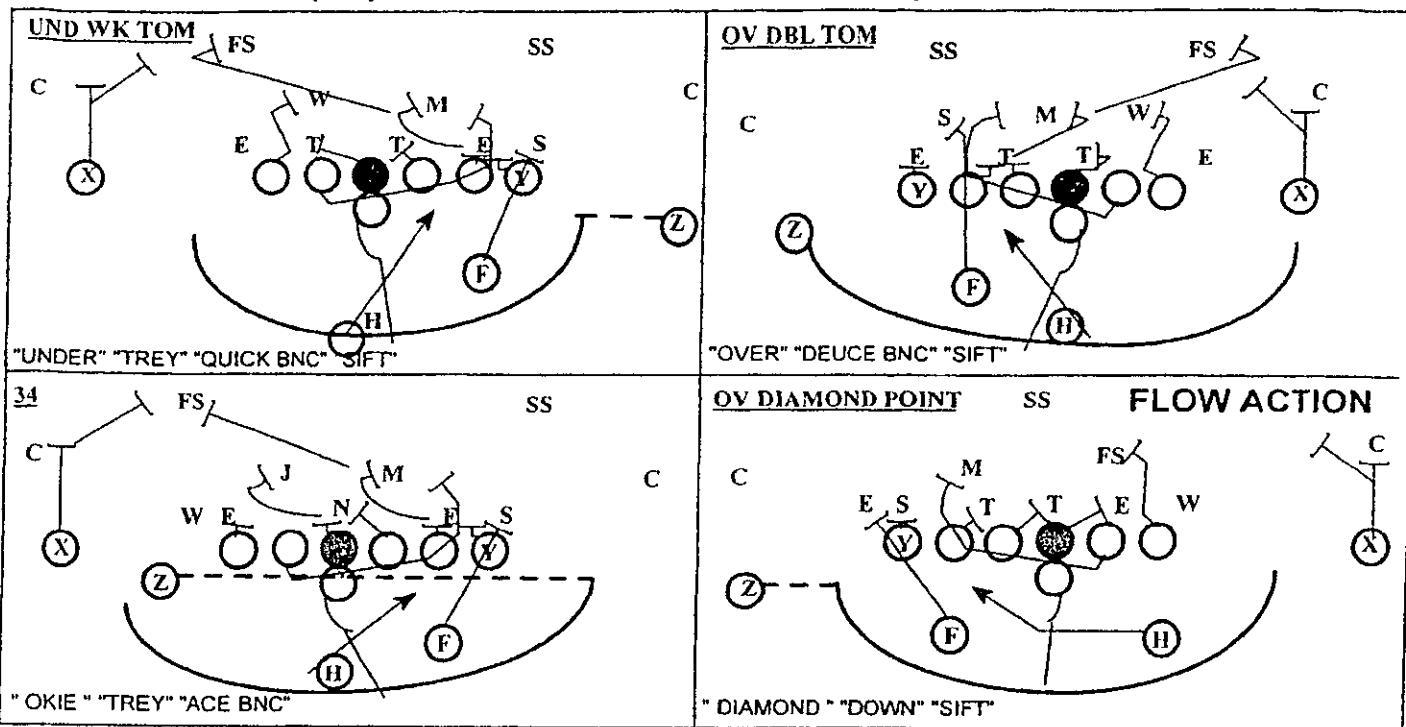
**G**

BLOCK R-35 BASE WITH BOUNCE TECH.

**T**

BLOCK R-35 BASE WITH BOUNCE TECH.

**Y**



**DESCRIPTION:** A MISDIRECTION RUN SPECIAL OFF OUR JAB 36(37) POWER RUN PLAY. ALL BEHINDS COME WEAK TO THE SPLIT END SIDE!!

**QB**

JAB FOOTWORK FAKE BALL TO HB AND HAND OFF TO RECEIVER.

**F**

BLOCK JAB 36/37 POWER, USE BOUNCE TECHNIQUE.

**H**

GREAT FAKE.

## BACKSIDE

BLOCK 36/37 POWER, PULL FOR MIKE.

ALERT SIFT BOUNCE, BLOCK MAN ON VS. WANDA LOOK.

**C**

BLOCK 36/37 POWER, VS. 34 = ACE BOUNCE, USE BOUNCE TECHNIQUE.

**G**

BLOCK 36/37 POWER, VS. OT BUBBLE = DEUCE TO BACKSIDE SAFETY. ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

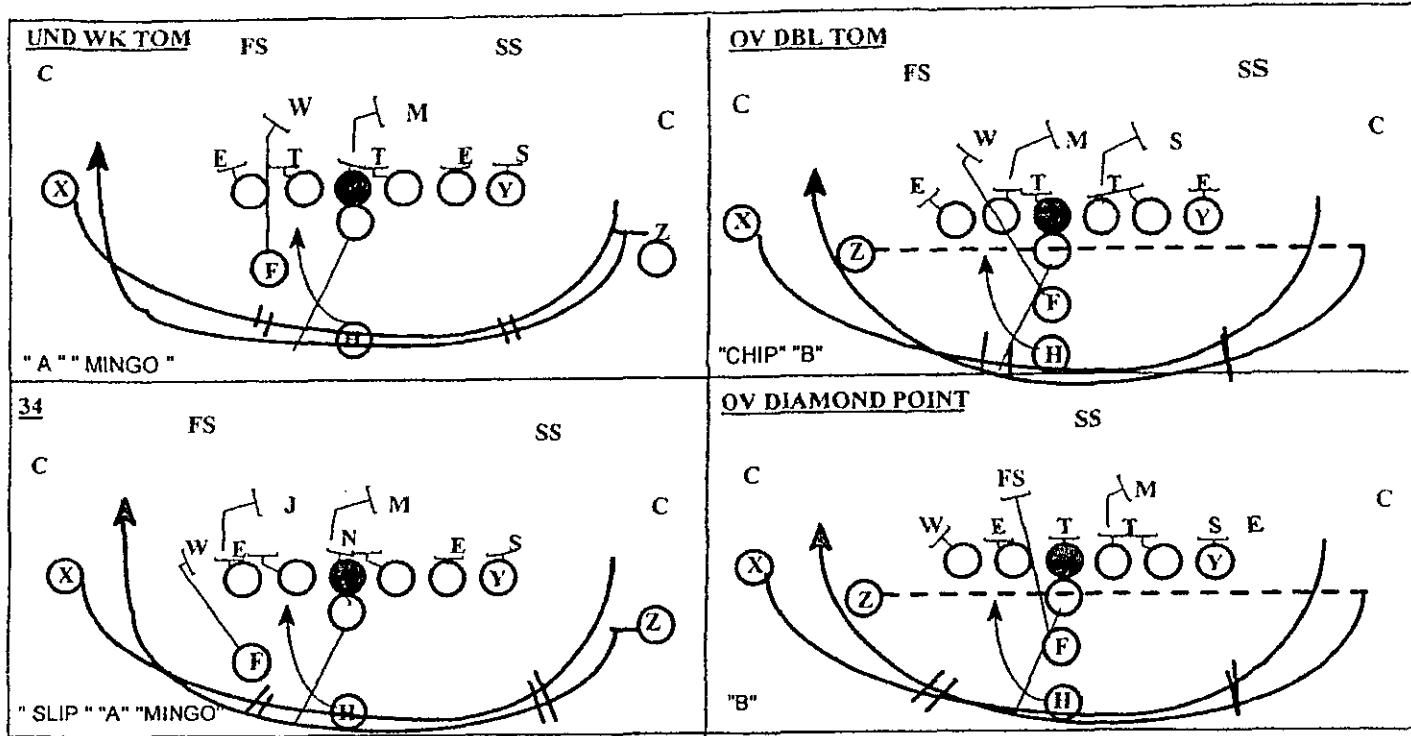
**T**

BLOCK 36/37 POWER, ALERT TREY OR DEUCE TO SAFETY, ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

**Y**

BLOCK 36/37 POWER, USE BOUNCE TECH.

## FRONTSIDE



**DESCRIPTION:**

A MISDIRECTION RUN SPECIAL OFF OF OUR 35 BASE RUN PLAY. THIS IS A DOUBLE REVERSE DESIGNED TO LOOK LIKE AN AROUND BUT THE X HANDS THE BALL OFF TO THE Z. ALL REVERSES INVOLVE 2 EXCHANGES

**QB**

RIDE 35 FOOTWORK FAKE BALL TO HB AND GIVE TO THE X RECEIVER. AFTER HANDOFF LOOK TO BLOCK WEAK ALLEY. ALERT FOR PEAL BACK ON EMOL!!

**F**

BLOCK R-35 BASE, BALL IS TO YOUR SIDE.

**H**

GREAT FAKE, ALERT FS.

**BACKSIDE**

BLOCK R-35 BASE.

BLOCK R-35 BASE, ALERT MINGO.

BLOCK R-35 BASE, ALERT MINGO.

**FRONTSIDE**

**C**

BLOCK R-35 BASE.

**G**

BLOCK R-35 BASE

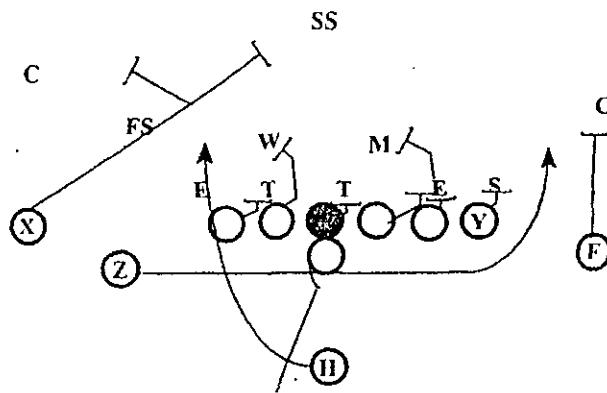
**T**

BLOCK R-35 BASE

**Y**

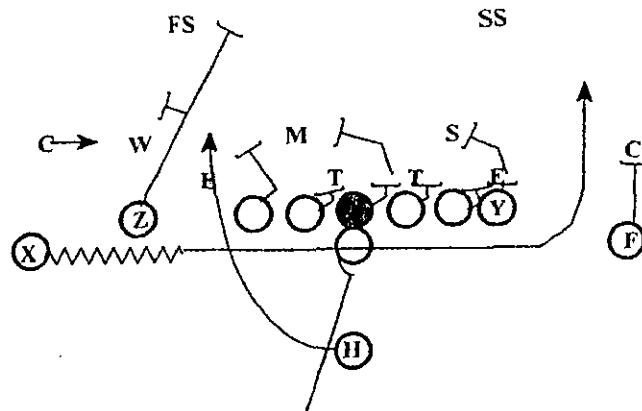
# SPEED SPRINT RT

UND WK TOM



"AB" "SLIP"

OV DBL TOM



"SCOOP" "GAP A"

## DESCRIPTION:

MOVING SPEED HANDOFF TO A RECEIVER, WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

**QB**

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

**F**

BLOCK MAN ON/ FORCE RULES.

**H**

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

## FRONTSIDE

**C**

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

**G**

ALERT: GAP A, SLIP AND CHIP CALLS.

**T**

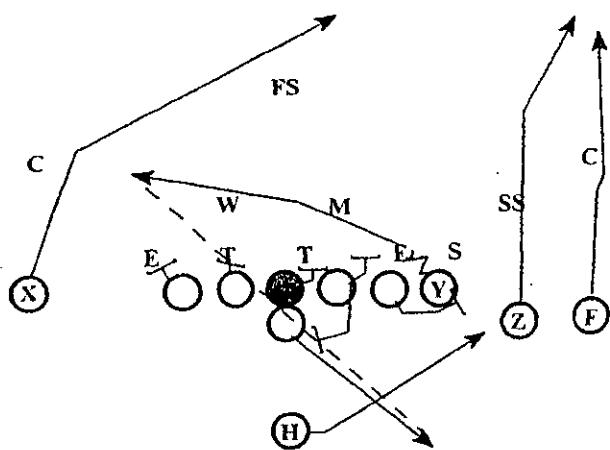
ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

**Y**

ALERT SCOOP, SLIP AND OUT CALLS.

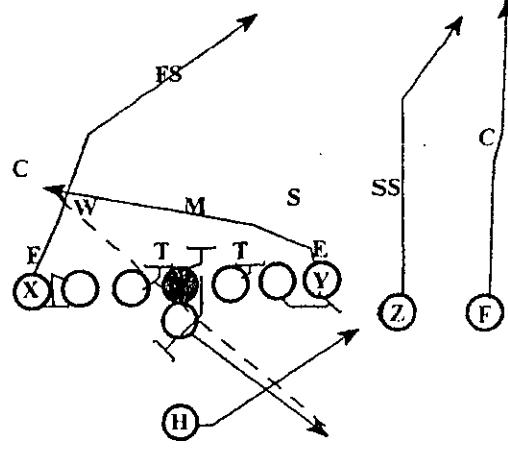
# SPR 238 SCUBA

UND WK TOM



" SLAP " " RG = PEEK AND POP " " TED "

OV DBL TOM



" SLAP " " OC = PEEK AND POP " " TED "

## DESCRIPTION:

FULL SPRINT ACTION WITH THE TE BLUFFING HIS WAY OUT, THE QB WILL THROW BACK, UNCOVERED LINEMAN HAS TO PEEK AND POP.

**QB**

SPRINT FOR 9 STEPS IN DIRECTION OF CALL.  
PULL UP AND THROW BACK TO "Y".

**F**

GREAT FAKE. BLOCK #4 FRONTSIDE. NO  
REDIRECT. ALERT SWOOP.

**H**

## BACKSIDE

ALERT: A, SLAP, GAP A.

YOU ARE STICK!

**C**

ALERT: A, SLAP, GAP OR PEEK AND POP.

**G**

ALERT: PEEK & POP OR MAN VS. 3-TECH.

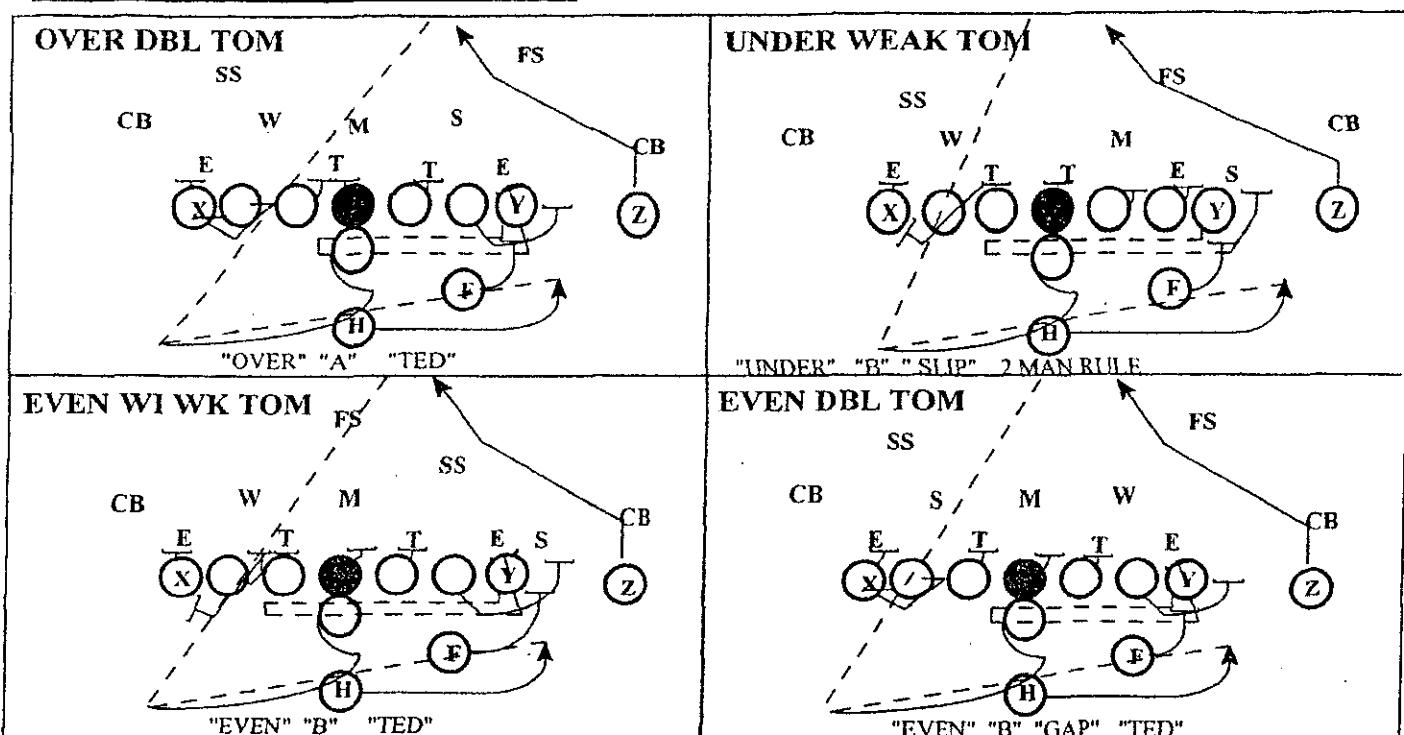
**T**

PULL TO BLOCK EMOL (TED), NEVER TAG.

**Y**

BLUFF TED OR TAG AND LET LB CLEAR, THEN RUN  
A DRAG ROUTE 8 YARDS DEEP.

## FRONTSIDE



DESCRIPTION: A MISSDIRECTION PASS SPECIAL THAT INVOLVES THE HB THROWING THE BALL BACK TO THE QB. THE QB IN TURN THROWS IT TO THE Z RECEIVER.

**QB**

TOSS BALL MECHANICS THAN GAIN WIDTH AND DEPTH LOOKING TO SET UP IN THE LT SIDE "C" GAP. CATCH BALL THROWN BACKWARDS FROM HB AND THROW TO Z RECEIVER. (COMPLETE OR INCOMPLETE!!)

**F**

EYES WORK OUTSIDE IN OFF THE HIP OF TACKLE FOR PROTECTION.

**H**

RECEIVE TOSS, SELL RUN, TAKE 7 STEPS PLANT LATERAL THROW BACK TO THE QB.

**BACKSIDE**

ALERT A, B OR BASE.

ALERT B, MINGO

**FRONTSIDE**

**C**

BLOCK #0, ALERT A, GAP, HOLE.

**G**

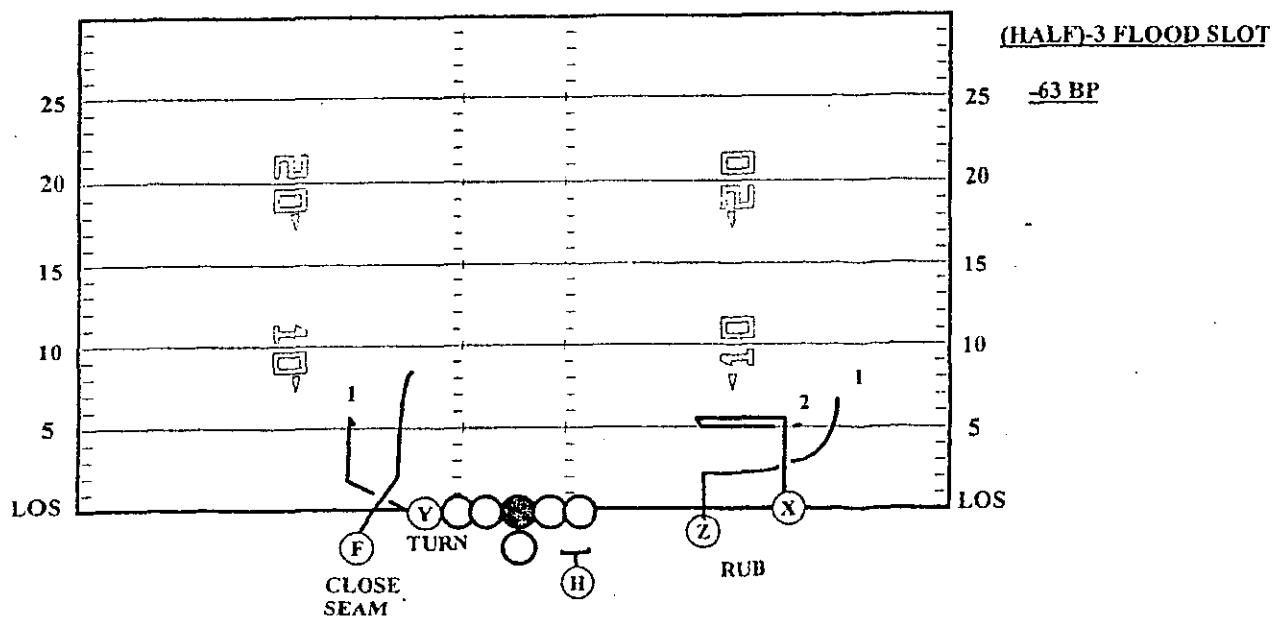
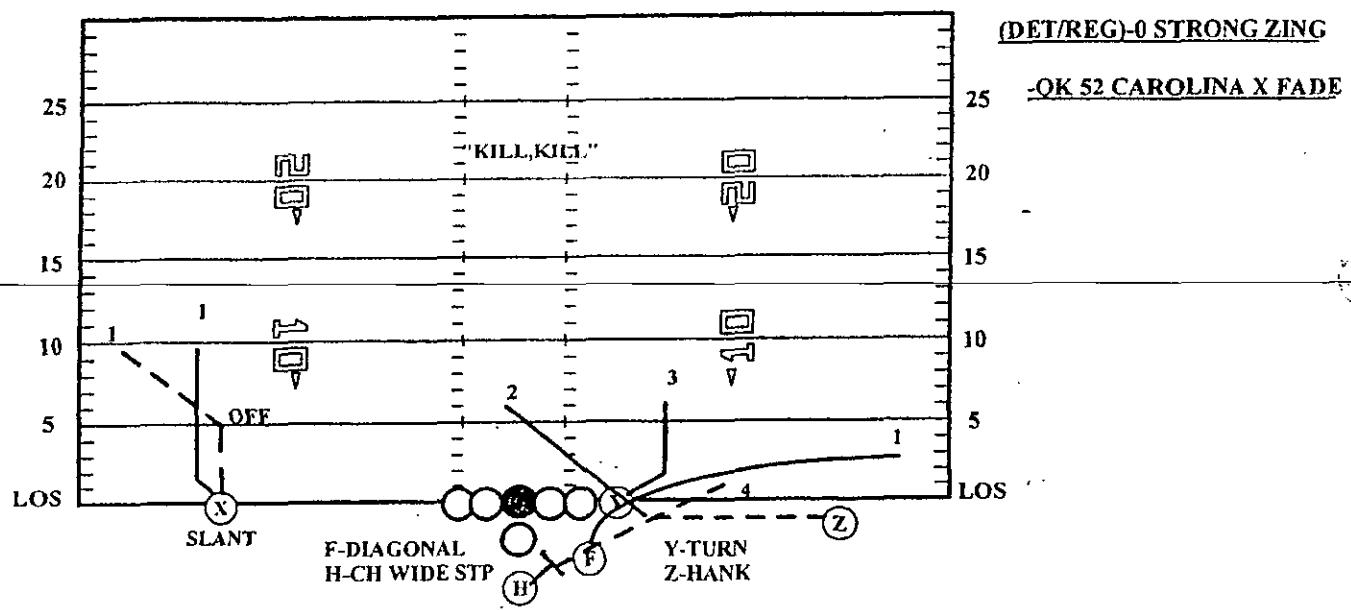
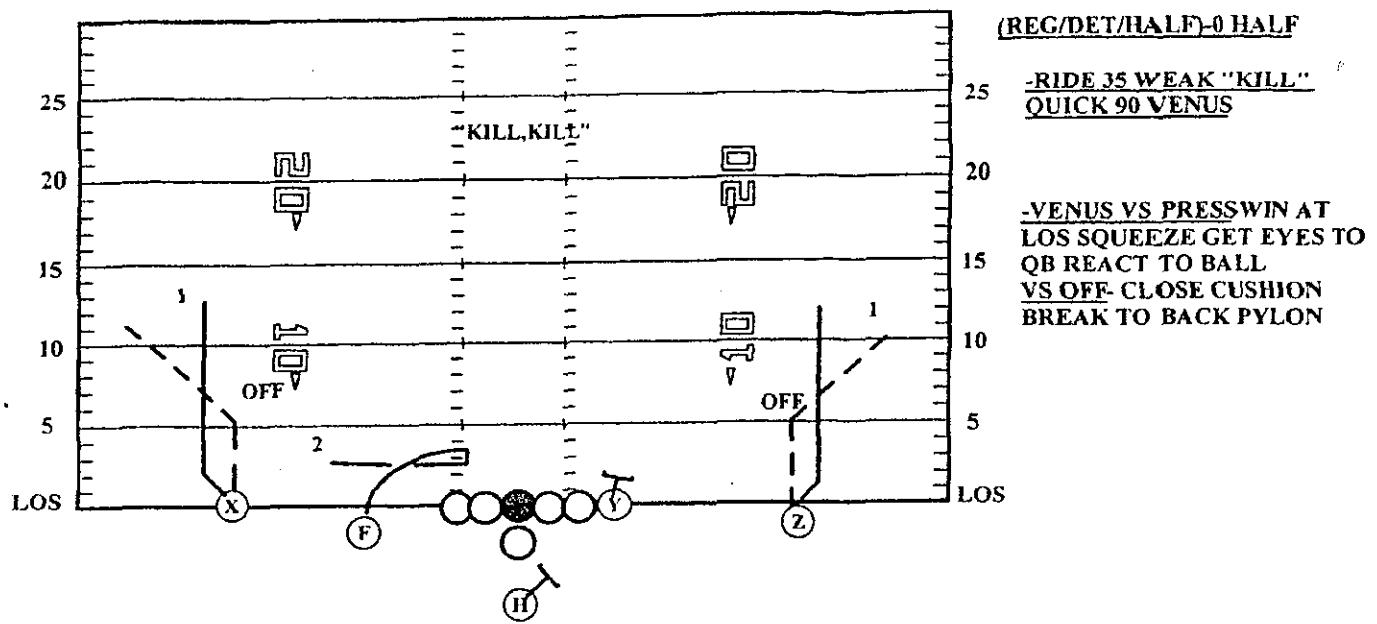
BLOCK #1, ALERT SLIP, GAP.

**T**

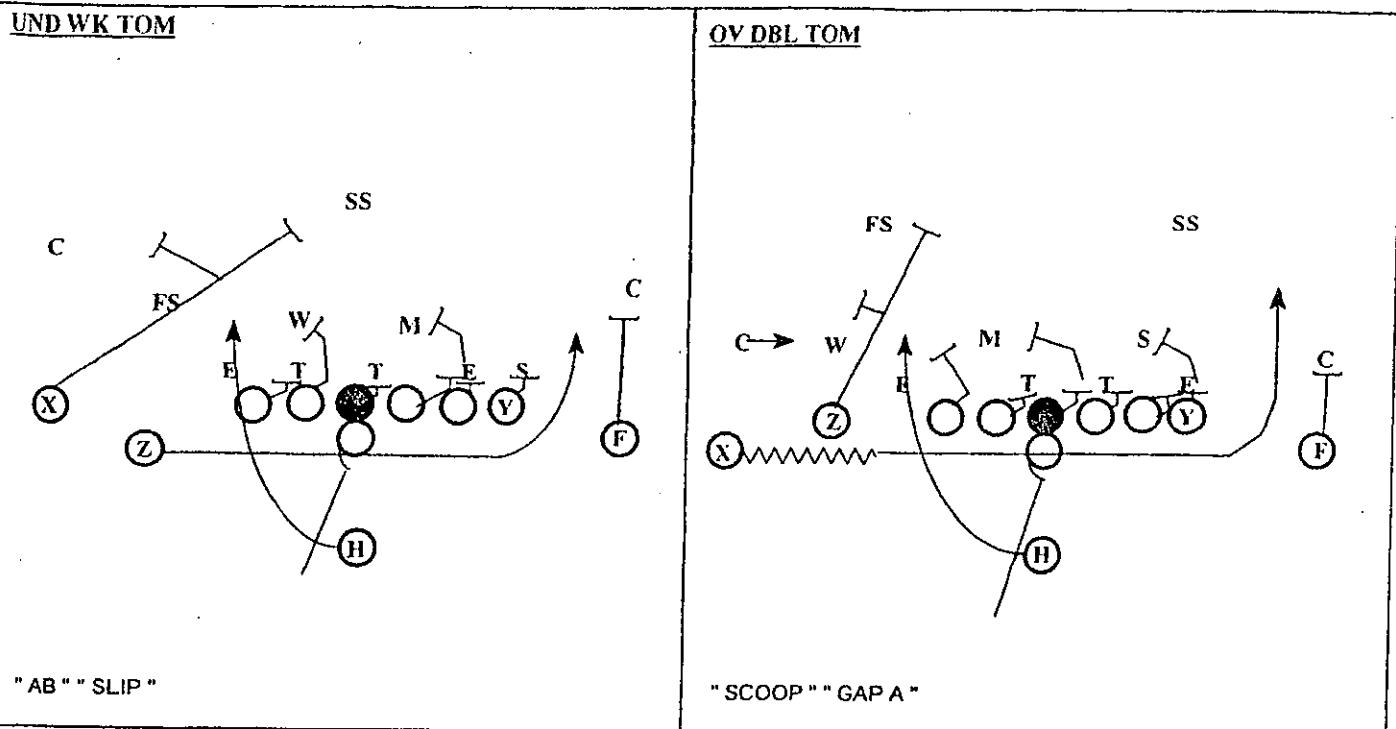
ALERT TED, SLIP.

**Y**

ALERT TED, SLIP (2 MAN RULE)



# SPEED SPRINT KI



## DESCRIPTION:

MOVING SPEED HANOFF TO A RECEIVER, WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

**QB**

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

**F**

BLOCK MAN ON/ FORCE RULES.

**H**

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

## FRONTSIDE

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

ALERT: GAP A, SLIP AND CHIP CALLS.

ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

**Y**

ALERT SCOOP, SLIP AND OUT CALLS.

## SPECIAL SITUATIONS

### ★ **NO BRAINER FREEZE:**

USED TO TRY AND DRAW DEFENSE OFF-SIDES IN SHORT YARDAGE SITUATIONS. QB WILL CALL FORMATION FOLLOWED BY "NO BRAINER FREEZE" OFFENSE WILL LINE UP AND BEGIN CADENCE WITH QB TRYING TO DRAW DEFENSE OFF-SIDES. WE WILL NOT SNAP THE BALL!! MAY TAKE TIME OUT OR 5 YARD PENALTY DEPENDING ON THE SITUATION.

### ★ **NO BRAINER "CWM" 98/99:**

USED IN SHORT YARDAGE SITUATIONS WHERE QB WILL CALL FORMATION FOLLOWED BY "NO BRAINER CWM 98/99". VS ANY DIAMOND OR 6-2 FRONT THE QB WILL USE NORMAL COLOR NUMBERS IN HIS CADENCE AND WE WILL NOT SNAP THE BALL. IF THE QB IDENTIFIES AN OVER OR UNDER FRONT HE WILL USE 98 OR 99 IN HIS CADENCE AND WE WILL RUN QB SNEAK IN THAT DIRECTION. IN THIS CASE THE CADENCE WILL GO ON 1! (NOTE: QB WILL ALWAYS RUN 98 OR 99 TO THE 3 TECHNIQUE!)

### ★ **DOWN DOWN:**

USED IN A SITUATION AT THE END OF GAME OR HALF WHEN WE WANT TO CONSERVE TIME BY SLIDING DOWN IMMEDIATELY AFTER A COMPLETION AND CALLING TIME OUT! THIS OCCURS MOSTLY WITH PATTERNS THAT ARE COMPLETED INSIDE THE NUMBERS. QB WILL CALL A PASS PLAY IN THE HUDDLE FOLLOWED BY "DOWN-DOWN" THIS ALERTS THE POTENTIAL RECEIVERS NO RUN AFTER THE CATCH!

### ★ **SNAKE EYES:**

A HURRY UP PLAY DESIGNED TO BEAT A POTENTIAL CHALLENGE BY THE DEFENSE OR TO JUST CATCH THE DEFENSE OFF GUARD. WE WILL USE R-35 BASE AS OUR "SNAKE EYES" PLAY. IT IS IMPORTANT TO NOTE THAT WE CAN BE IN ANY PERS. WHEN WE MAKE THIS CALL. AFTER A PLAY HAS BEEN RUN THE QB WILL HUSTLE TO LOS AND CALL OUT "SNAKE EYES , SNAKE EYS" OFFENSE WILL IMMEDIATELY LINE UP IN 0 FORMATION AND RUN R-35 BASE ON 2ND SOUND!

### ★ **911:**

A HURRY UP PLAY DESIGNED TO GET ONE LAST PLAY OFF WHEN WE HAVE NO MORE TIMEOUTS! WE WANT TO GET THIS PASS TO THE ENDZONE. WE WILL USE 62 TOPPER FROM 0 TRUMP FORMATION AS OUR "911" PLAY. IT IS IMPORTANT TO NOTE THAT WE CAN BE IN ANY PERS. WHEN WE MAKE THIS CALL. AFTER A PLAY HAS BEEN RUN QB WILL HUSTLE TO LOS AND CALL OUT "911 , 911" OFFENSE WILL LINE UP IN 0 TRUMP AND WE WILL RUN 62 TOPPER ON 2ND SOUND!

### ★ **99:**

A HURRY UP WAY FOR US TO RUN A QB SNEAK (99) TO THE LEFT AT ANY TIME IN THE GAME REGARDLESS OF OUR PERS. ON THE FIELD! WE WILL ALWAYS LEAVE THE Y TO THE RIGHT & A BACK TO THE LEFT OF THE FORMATION IN ORDER TO SECURE BOTH C GAPS!!

★ **52 JUMP BALL:**

A PLAY DESIGNED TO SCORE AT THE END OF GAME OR HALF. USUALLY THROWN FROM MIDFIELD WHERE 4 RECEIVERS MEET AT THE NUMBERS ON THE RIGHT. WE WILL BE SPECIFIC WITH OUR SPACING RULES TO GIVE US THE BEST CHANCE AT A DEFLECTION COMPLETION. THIS PLAY IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.

★ **CLOCK IT-CLOCK IT:**

2 MINUTE DRILL CALL DESIGHNED TO PRESERVE TIME ON THE CLOCK. QB WILL CALL OUT "CLOCK IT, CLOCK IT" AND EVERYONE WILL QUICKLY ALLIGN ON LOS. QB WILL TAKE SNAP ON 2ND SOUND AND GROUND BALL.

★ **WATCH IT-WATCH IT:**

DESIGNED TO GIVE THE DEFENSE THE ILLUSION WE ARE GOING TO DOWN(GROUND) THE BALL BUT QB WILL FAKE THAT ACTION AND LOOK TO THROW A PASS TO ONE OF HIS OUTSIDE RECEIVERS. NOTE: THE SIGNAL FROM THE QB WILL BE HIM POINTING AT HIS WATCH.

★ **80 STAY TAKE A FAST SAFETY:**

USED IN A SITUATION BACKED UP WHERE WE ELECT TO TAKE A SAFETY WITH OUR OFFENSE RATHER THAN OUR PUNT TEAM. THE QB WILL CALL FORMATION IN HUDDLE (6 TITE) AND THEN "80 STAY TAKE A SAFETY" ON 1. QB WILL SNAP BALL AND TURN LEFT GOING STRAIGHT BACK AND THROW BALL THRU THE UPRIGHTS. BOTH BACKS AND TIGHTENDS ARE IN FOR PROTECTION.

★ **80 STAY TAKE A SLOW SAFETY:**

USED IN A SITUATION INSIDE YOUR OWN 10 AND WANT TO USE TIME BEFORE WE TAKE A SAFETY. THE QB RUNS ENDLINE AND GETS OUT OF BOUNDS.

★ **90 EXTRA LAST PLAY:**

USED ON 4TH DOWN AT THE END OF GAME WITH 6 SECONDS OR LESS ON CLOCK. WE DO NOT WANT TO RISK A PUNT BLOCK. QB WILL CALL FORMATION IN HUDDLE "BINGO RT 90 EXTRA LAST PLAY ON 1". QB WILL SNAP BALL AND TAKE HALF ROLL DROP AND THROW THE BALL DEEP DOWN THE RIGHT SIDELINE OUT OF BOUNDS. THE Z RECEIVER TO THE RIGHT HAS TO RUN A GO ROUTE! BOTH BACKS AND TIGHTENDS ARE IN FOR PROTECTION

★ **73 VALLEY RANCH:**

USED AT THE END OF A GAME WHEN WE ARE BEHIND WITH LITTLE TIME LEFT AND OUT OF RANGE FOR A JUMP BALL PASS. THIS FLEAFLICKER PLAY IS A LAST EFFORT TO SCORE AND IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.

★ **RED ZONE SCRAMBLE:**

USED TO SIMULATE AREAS IN THE REDZONE WHERE WE WANT TO SPACE RECEIVERS WHEN A QB SCRAMBLES RIGHT OR LEFT.

★ **62 CAFÉ X Q:**

USED AT THE END OF HALF OR GAME DESIGNED TO ADVANCE THE BALL FOR A FIELD GOAL WHILE GETTING OUT OF BOUNDS. THIS PLAY IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.

★ **6 TITE DIAMOND VICTORY:**

END OF THE GAME ON A KNEE TO SECURE THE WIN. WE WILL PLACE 1 WR AT 12YDS DEPTH BEHIND FORMATION.

★ **SIDELINE HUDDLE:**

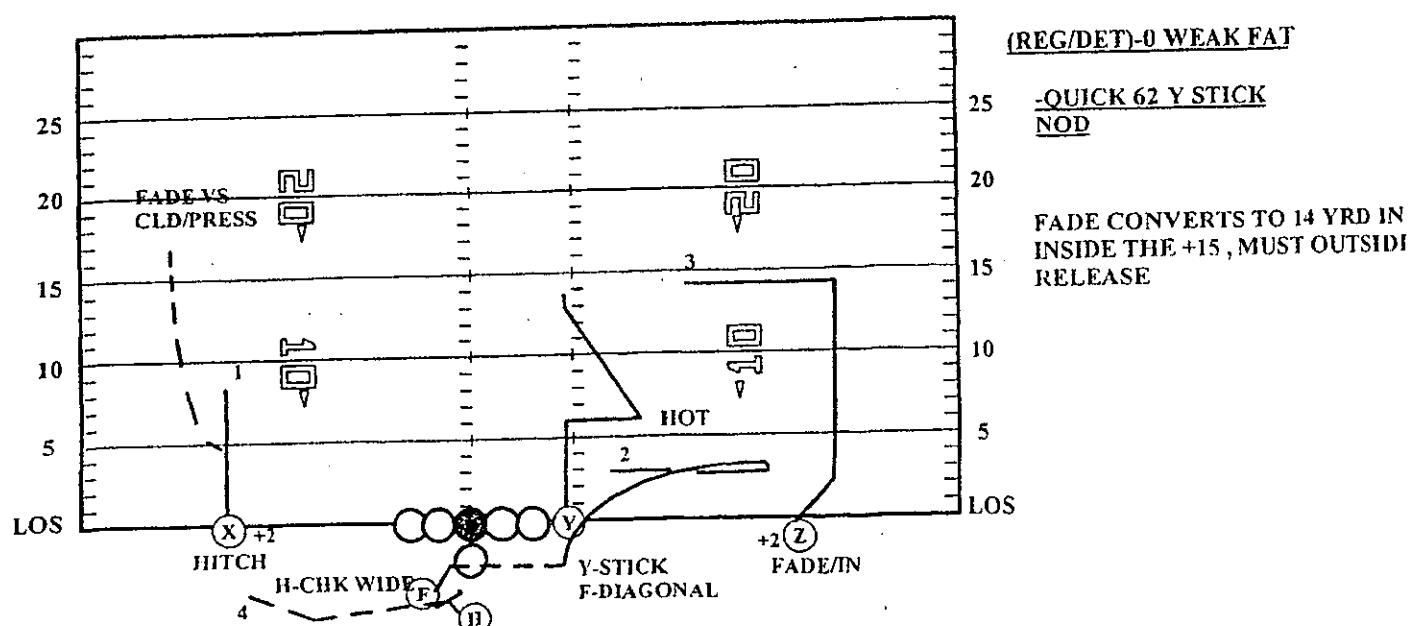
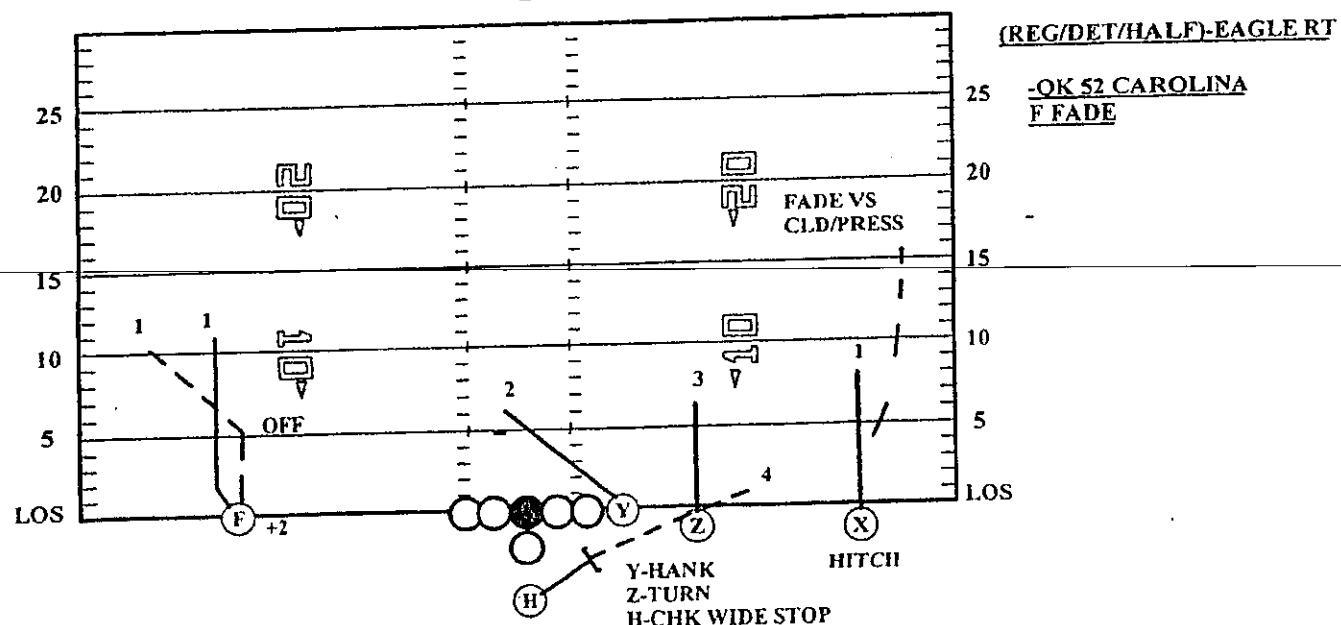
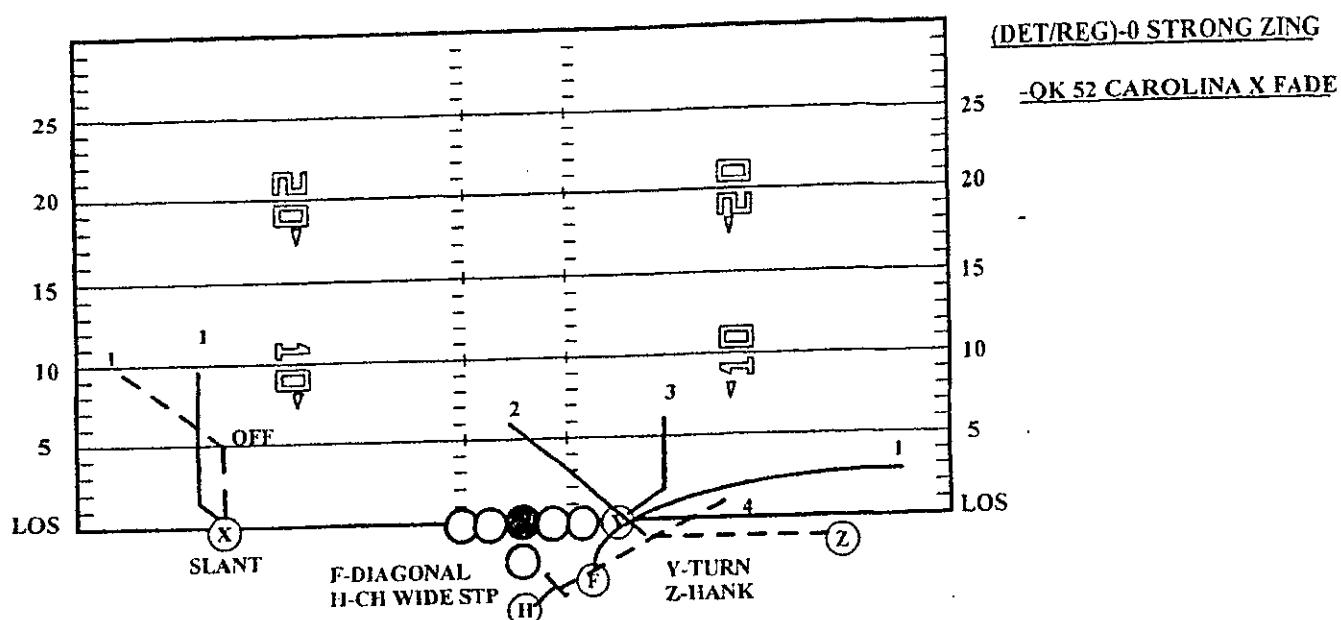
USED TO START A SERIES RATHER THAN LINING UP IN A HUDDLE ON THE FIELD. IT CAN HELP US HIDE OUR PERS. FROM DEFENSE.

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# **SPECIAL**

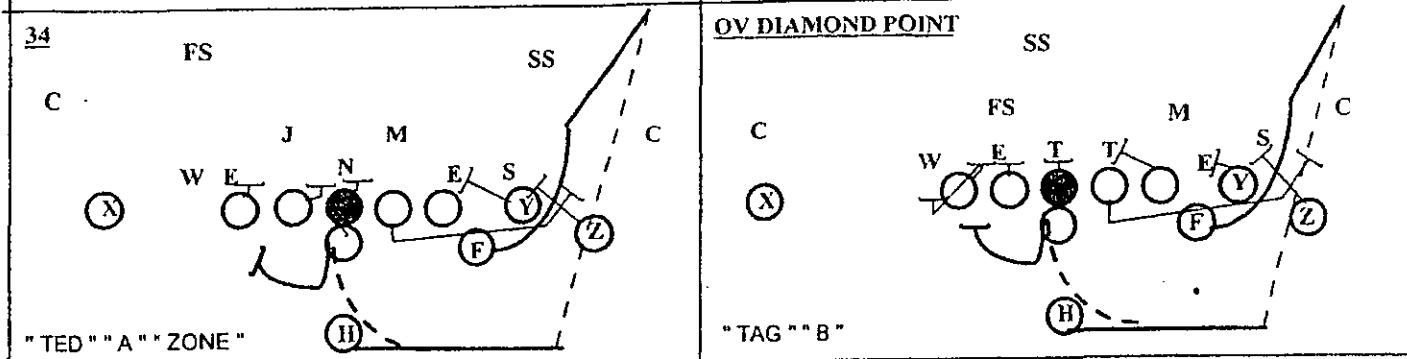
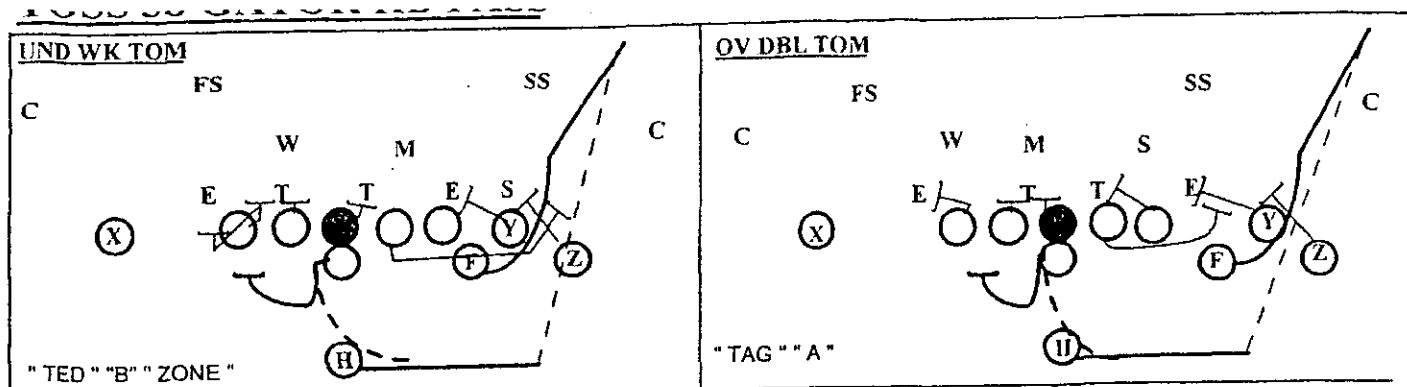
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# **SITUATIONS**



# **2 POINT PLAYS**

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**DESCRIPTION:**  
A HB PASS OFF OF OUR T-38 GATOR. WE ARE LOOKING TO SELL THE T38 SCHEME AND THEN HB THROWS THE BALL DOWN FIELD TO F RECEIVER.

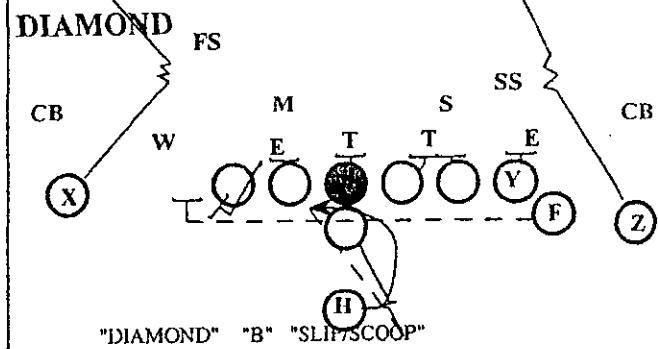
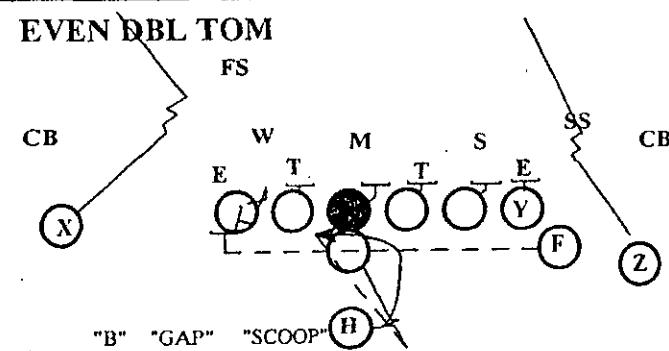
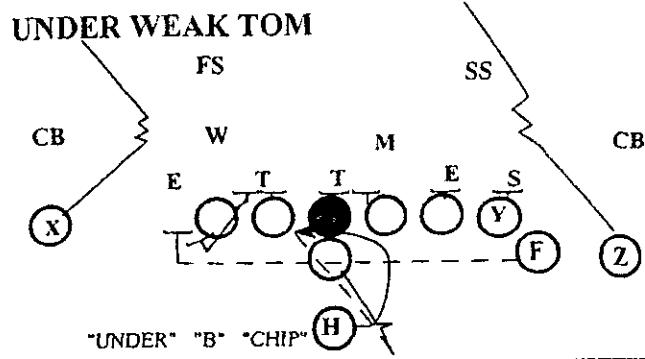
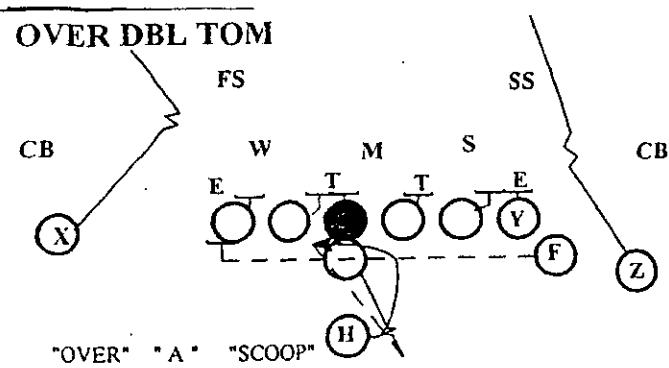
<b>QB</b>	TOSS FOOTWORK AND MECHANICS LOOK TO HELP BACKSIDE IN PROTECTION!!
<b>F</b>	RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!
<b>H</b>	OPEN AND GO, SELL RUN - THROW THE BALL DOWN FIELD TO F.

## BACKSIDE

ALERT A, B CALLS, SEE THE MIKE.  
  
ALERT B OR BASE VS. WANDA LOOK, NO 2 GUYS, SET AND SIFT, SEE WLB, RUN THRU.

## FRONTSIDE

<b>C</b>	ALERT A, ZONE, GAP CALLS, SEE THE MIKE.
<b>G</b>	ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO DOWN FIELD.
<b>T</b>	ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN FIELD.
<b>Y</b>	POINT BLOCK FIRST DEFENDER INSIDE.



**DESCRIPTION:**

A FLEAFICKER PASS OFF OUR RIDE 34 RUN PLAY. QB WILL HAND BALL TO HB. AFTER HANDOFF HB WILL SELL RUN AND THEN TURN AND LATERAL BALL BACK TO QB. WE WILL LOOK TO THROW X #1 AND Z#2!!

**QB**

RIDE FOOTWORK HANDING THE BALL TO HB. GAIN DEPTH AFTER MESH AND RECEIVE LATERAL FROM BACK. WE ARE READING X #1 AND Z#2.

**ALERT BLITZ "KEEP IT" CALL FOR HB!!!**

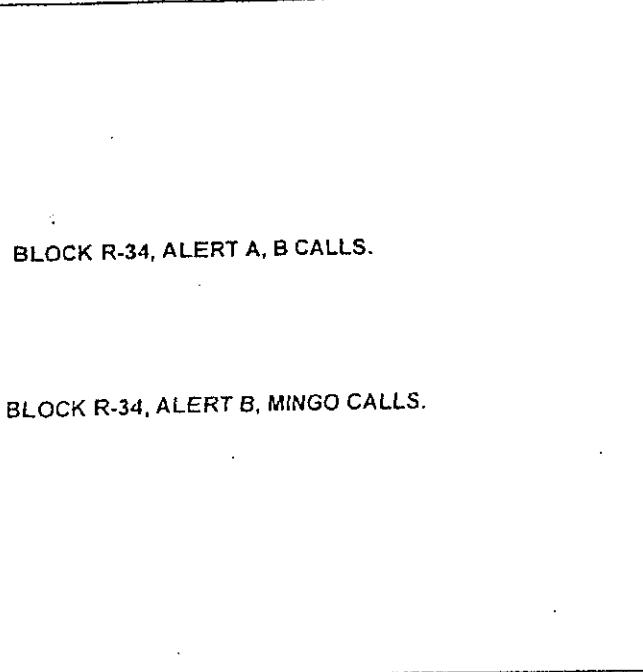
**F**

CUT OFF EMOL

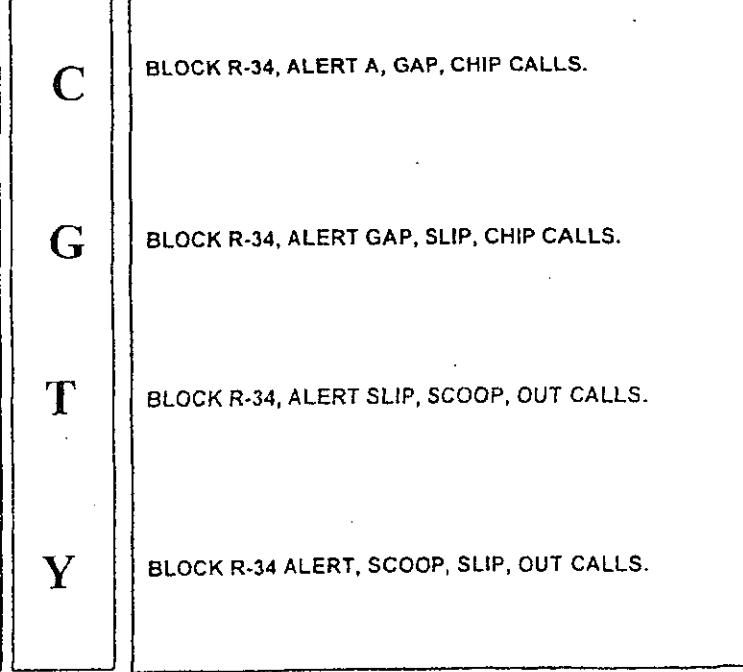
**H**

OPEN CROSSOVER DOWNHILL, BEND TO BACKSIDE "A" GAP AND MAKE FIRM 2 HAND TOSS BACK TO QB - GET HEAD AROUND FOR PROTECTION, ALERT KEEP IT KEEP IT CALL BY QB.

**BACKSIDE**

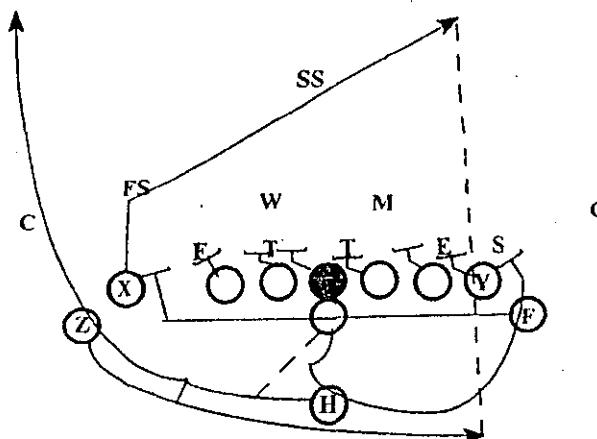


**FRONTSIDE**



1000 BY DAVE & REVERIE FAIR

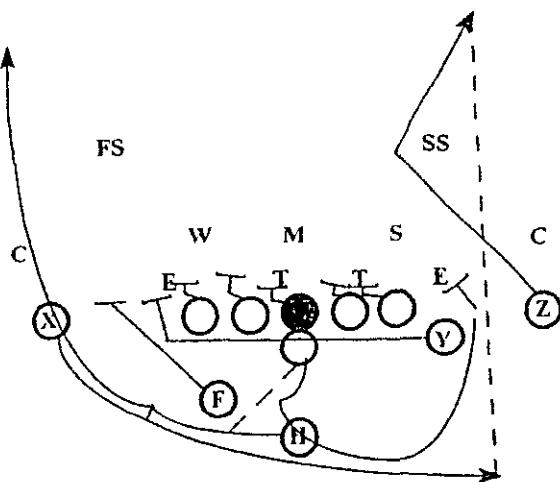
UND WK TOM



F= PROTECT THE EDGE

" GAP A " QB = SEAL THE SAM

OV DBL TOM



F = PROTECT THE EDGE

"SCOOP" "CHIP" "B"

QB = SEAL END

**DESCRIPTION:**

TOSS TO HB WHO GIVES TO RECEIVER, SELL THE  
REVERSE, YOU HAVE THE POWER TO "KEEP IT".  
MAKE GOOD DECISION.

QB

**TOSS BALL MECHANICS - LOOK TO BLOCK WEAK ALLEY ON "KEEP IT" CALL AND ALERT FOR PEAL BACK ON EMOL.**

E

BLOCK ANYTHING OFF EDGE.

E

OPEN AND GO RECEIVE BALL, THEN HAND BACK TO Z OR X. SEE BALL INTO POCKET. THROTTLE DOWN AS IF YOUR OUT OF PLAY, THEN RUN SWING.

**BACKSIDE**

GAP PROTECTION: USE ZONE CALLS.

GAP PROTECTION: USE ZONE CALLS.

## FRONTSIDE

GAP PROTECTION: USE ZONE CALLS.

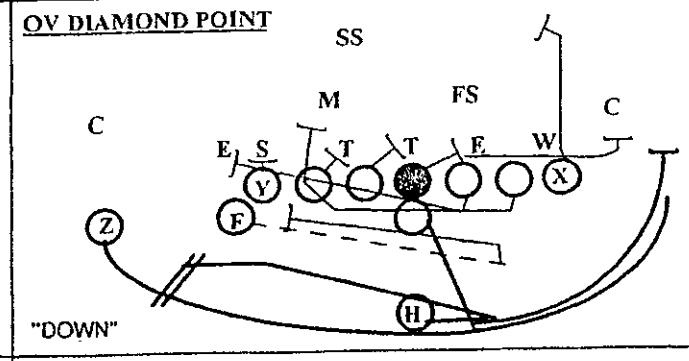
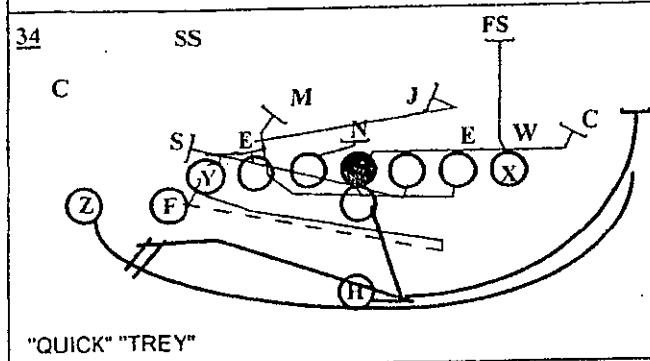
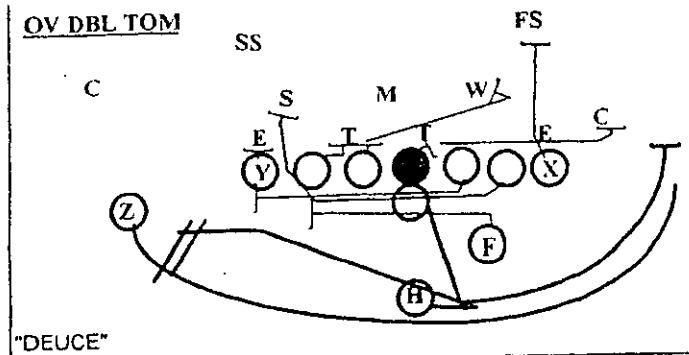
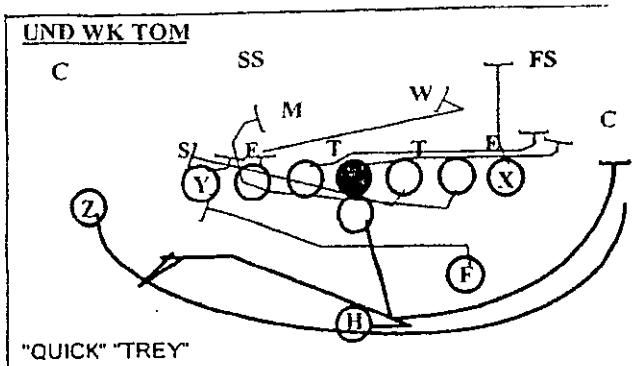
GAP PROTECTION: USE ZONE CALLS.

T

GAP PROTECTION: USE ZONE CALLS.

1

GAP PROTECTION: USE ZONE CALLS.



**DESCRIPTION:**

A MISDIRECTION RUN SPECIAL OFF OF A JAB 37 O-T RUN PLAY. ALL REVERSES INVOLVE A DOUBLE EXCHANGE. IN THIS CASE THE QB WILL HAND BALL TO HB WHO WILL HAND TO Z RECEIVER.

**QB**

JAB FOOTWORK HAND BALL TO HB AND LOOK TO BLOCK PLAYSIDE ALLEY!! ALERT TO PEAL BACK ON EMOL IF IT IS THREATENED.

**F**

BLOCK ANYTHING OFF THE EDGE

**H**

JAB HANDOFF MESH THAN HAND BALL TO Z REC.SEE BALL INTO POCKET.

**BACKSIDE**

PULL AND TRAP 1ST MAN OUTSIDE OF TE.

PULL AND BLOCK COLOR TO MLB.

**C**

BLOCK JAB CTR, HOLD BLOCK FOR 2 COUNTS AND LEAD REVERSE.

**G**

BLOCK JAB CTR, WORK TO GET OUT, FORCE MAN OVER TOP, BLOCK WLB OR MDM.

**T**

BLOCK JAB CTR, WLB OR MDM.

**Y**

BLOCK JAB CTR, TREY OR BASE.

**FRONTSIDE**

**C**

BLOCK JAB CTR, HOLD BLOCK FOR 2 COUNTS AND LEAD REVERSE.

**G**

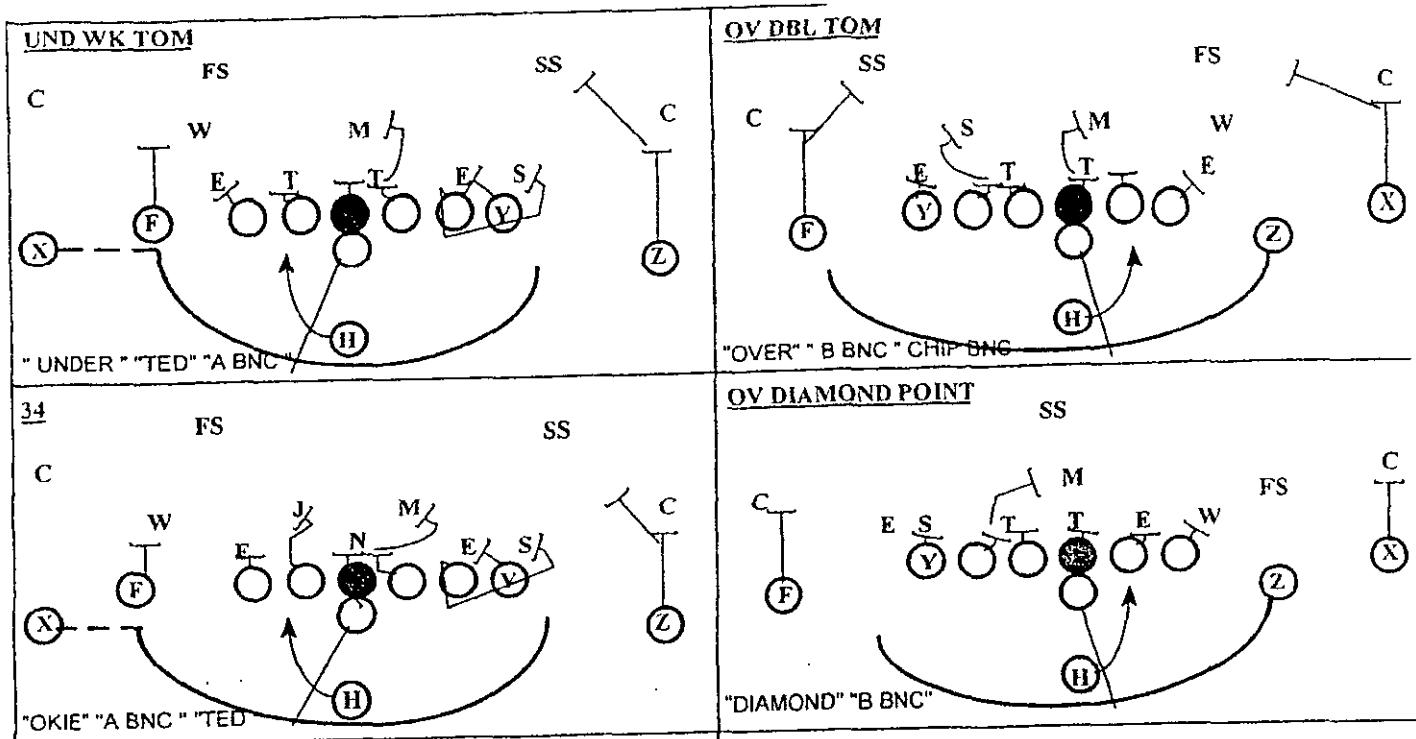
BLOCK JAB CTR, WORK TO GET OUT, FORCE MAN OVER TOP, BLOCK WLB OR MDM.

**T**

BLOCK JAB CTR, WLB OR MDM.

**Y**

BLOCK JAB CTR, TREY OR BASE.



**DESCRIPTION:** A MISDIRECTION RUN SPECIAL OFF OUR 35(34) WEAK RUN PLAY. ALL AROUNDS COME BACK TO A TIGHT END SIDE!!

**QB**

RIDE FOOTWORK FAKE HANDOFF TO HB AND GIVE THE BALL TO RECEIVER.

**F**

BLOCK MD WITH BOUNCE TECH

**H**

GREAT FAKE. ALERT FS

## BACKSIDE

BLOCK R-34/35 WK WITH BOUNCE TECH.

ALERT TED VS. OG BUBBLE, B BOUNCE, VS. OT BUBBLE, ALT OUT.

ALERT TED, VS. OG BUBBLE, B BOUNCE, OUTCALLS.

## FRONTSIDE

**C**

BLOCK R-34/35 WK, WITH BOUNCE TECH

**G**

BLOCK R-34/35 WK, WITH BOUNCE TECH.

**T**

BLOCK R-34/35 WK, WITH BOUNCE TECH.

**Y**

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# SPECIAL PLAYS

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## TWO MINUTE OFFENSE COACHING POINTS

1. BE AWARE OF COMPLETE SITUATION AND PLAY BEFORE TAKING FIELD.
2. OFFENSIVE TEAM AWARE OF CLOCK BEFORE TAKING FIELD.
3. ALL PLAYS ARE ON THE SNAP COUNT OF SECOND SOUND IF CLOCK IS RUNNING.
4. "CLOCK-CLOCK" - OUR BASIC STOP THE CLOCK PLAY WILL BE SOLID PROTECTION FROM TACKLE TO TACKLE AND ALL OTHER PLAYERS MAY ALIGN ANYWHERE AS LONG AS WE HAVE 7 MEN ON THE LOS IN A LEGAL FORMATION. THE QB WILL SPIKE THE BALL DIRECTLY BEHIND THE CENTER. THIS PLAY WILL BE USED ONLY ON 1<sup>ST</sup> AND 2<sup>ND</sup> DOWN UNLESS USED FOR A FIELD GOAL TRY WITH LESS THAN 15 SECONDS. CP: WE WILL SNAP THE BALL ON 2<sup>ND</sup> SOUND.
5. "WATCH-WATCH" - SIMILAR TO "CLOCK-CLOCK" WITH OUTSIDE RECEIVERS RUNNING GO ROUTES AND QB SIMULATING CLOCK-CLOCK MECHANICS BEFORE THROWING GO ROUTES.
6. QB'S DECISION GETTING OVER BALL AFTER BIG GAIN OR CALLING TIME OUT.
7. NO HEROICS - DON'T TRY THE IMPOSSIBLE
8. BALL CARRIERS CONSERVE TIME BY HANDING THE BALL TO THE UMPIRE.
9. ~~GET CLEARLY OUT OF BOUNDS. IF POSSIBLE, GET YARDAGE UP SIDELINES, THEN STEP OUT.~~
10. TEAM - BIG GAIN, RUN AND GET OVER BALL QUICKLY.
11. QB CALLING TIME OUT - GO TO REFEREE BEFORE PLAY IS STOPPED AND SIGNAL TIME IF PLAYER IS TACKLED IN BOUNDS.
12. QB - COME TO SIDELINE DURING TIME OUTS AND ALWAYS CHECK SIDELINE WHEN TIME IS NOT OUT.
13. ALL OFFENSIVE PLAYERS LOOK TO SIDELINE FOR INSTRUCTION FROM THE HEAD COACH.
14. O-LINE AFTER COMPLETION OR LONG RUN - SPRINT TO LOS AND GET SET. WE CANNOT WASTE TIME - WE NEED EVERY SECOND!!!

THE CLOCK STOPS BUT STARTS ON REFEREE'S SIGNAL

1. ANY OTHER OFFICIALS TIME OUT.
2. MEASUREMENT FOR A 1<sup>ST</sup> DOWN
3. QUARTERBACK TACKLED WHILE ATTEMPTING TO PASS.
4. INJURED PLAYER REMOVED FROM GAME. (IF THE INJURED PLAYER IS FOR THE EXTRA 4<sup>TH</sup> TIME OUT, 10 SECONDS WILL BE RUN OFF THE CLOCK; IF THE INJURED PLAYER IS FOR THE EXTRA 5<sup>TH</sup> TIME OUT, 10 SECONDS WILL BE RUN OFF THE CLOCK PLUS A 5 YARD PENALTY, INSIDE OF 2 MINUTES).

DURING THE LAST 2 MINUTES OF EITHER HALF, IF THE TEAM (EITHER THE OFFENSE OR DEFENSE) THAT IS AHEAD IN THE SCORE COMMITS A FOUL, THE CLOCK WILL STOP FOR ENFORCEMENT OF PENALTY; IF THE TEAM (EITHER THE OFFENSE OR DEFENSE) THAT IS BEHIND IN THE SCORE COMMITS A FOUL, THE CLOCK WILL NOT STOP FOR ENFORCEMENT OF PENALTY.

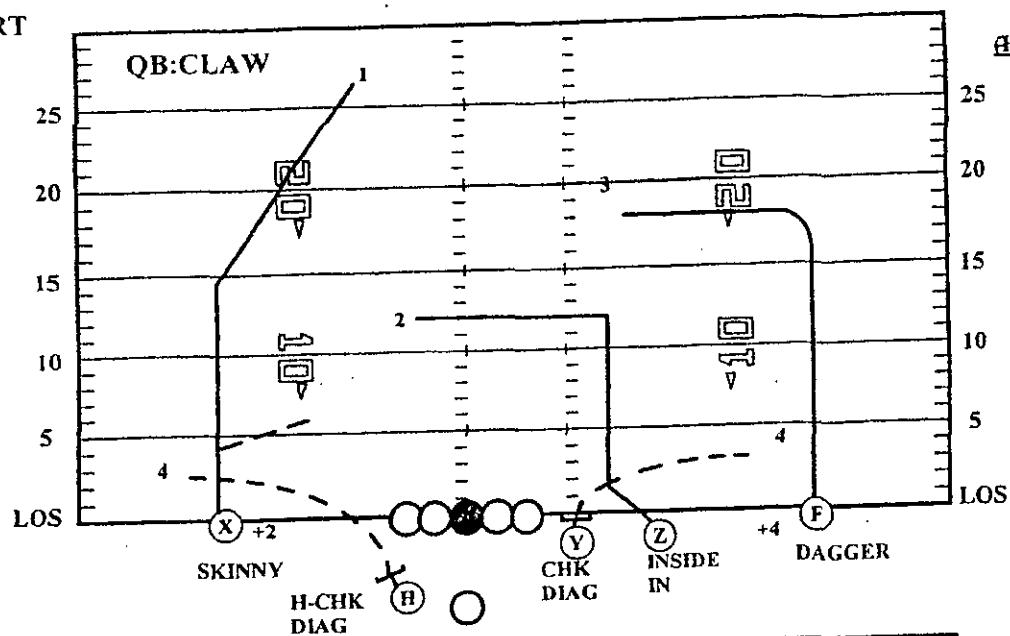
WE WILL HAVE TWO KINDS OF MANAGEMENT OFFENSES IN REGARDS TO TIME.

1. THE TWO MINUTE OFFENSE
2. THE FOUR MINUTE OFFENSE

# **TIME MANAGEMENT**

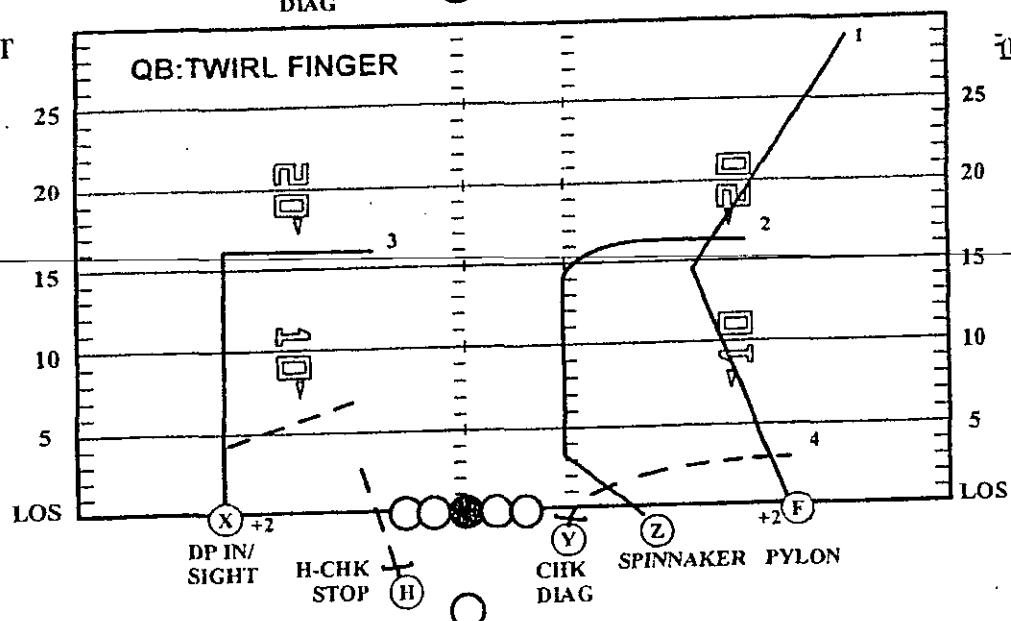
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"TRIPS RT  
82,82"



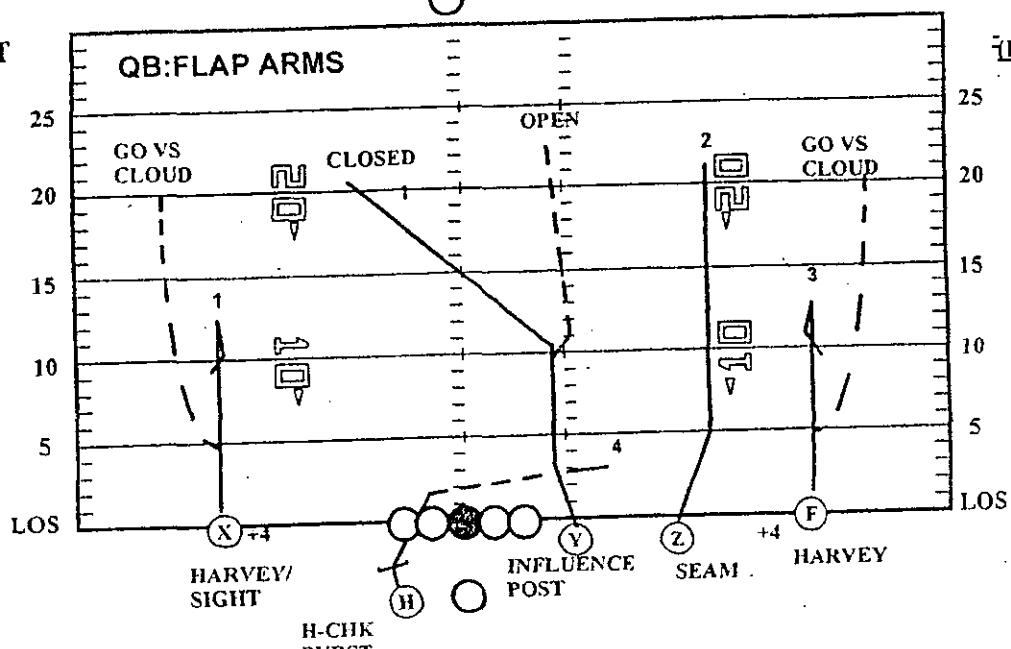
(HALF)-GUN TRIPS RT  
-82 F DIG

"TRIPS RT  
82,82"



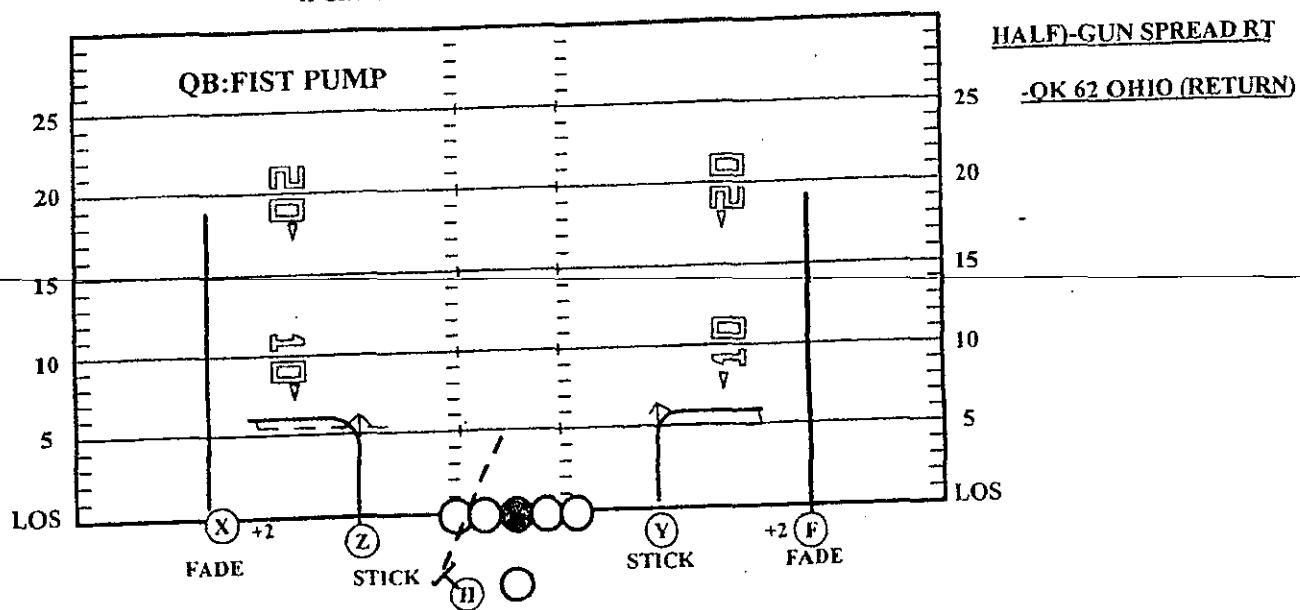
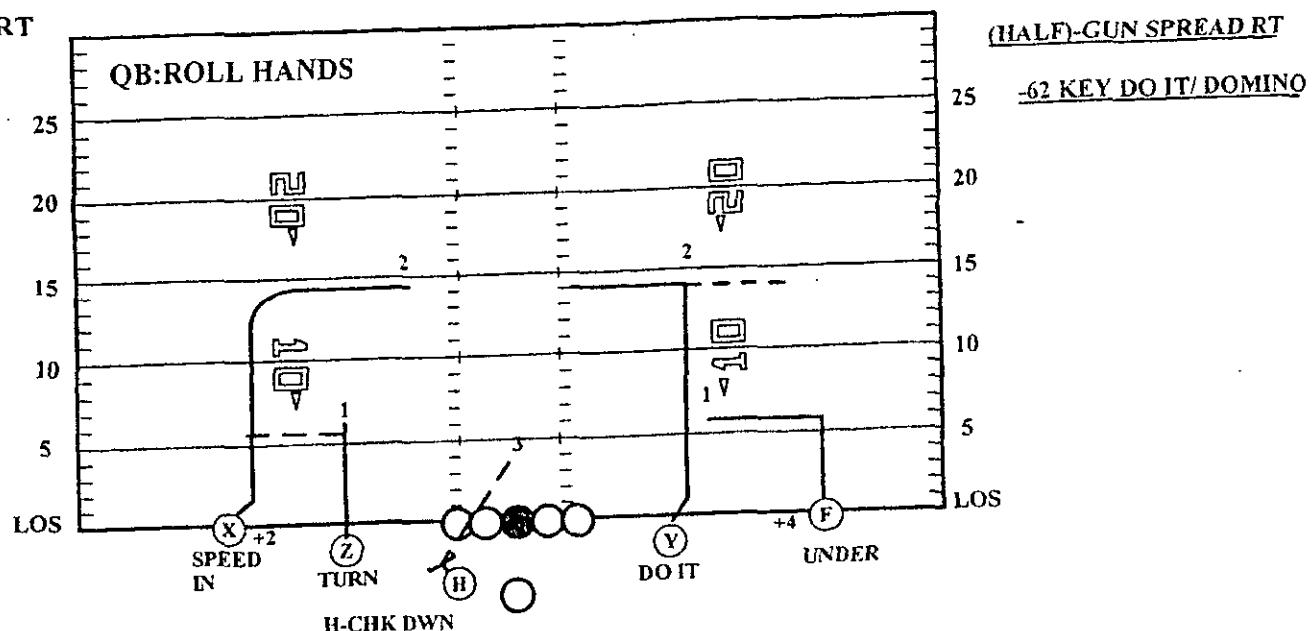
(HALF)-GUN TRIPS RT  
-82 Z SPINNAKER

"TRIPS RT  
82,82"

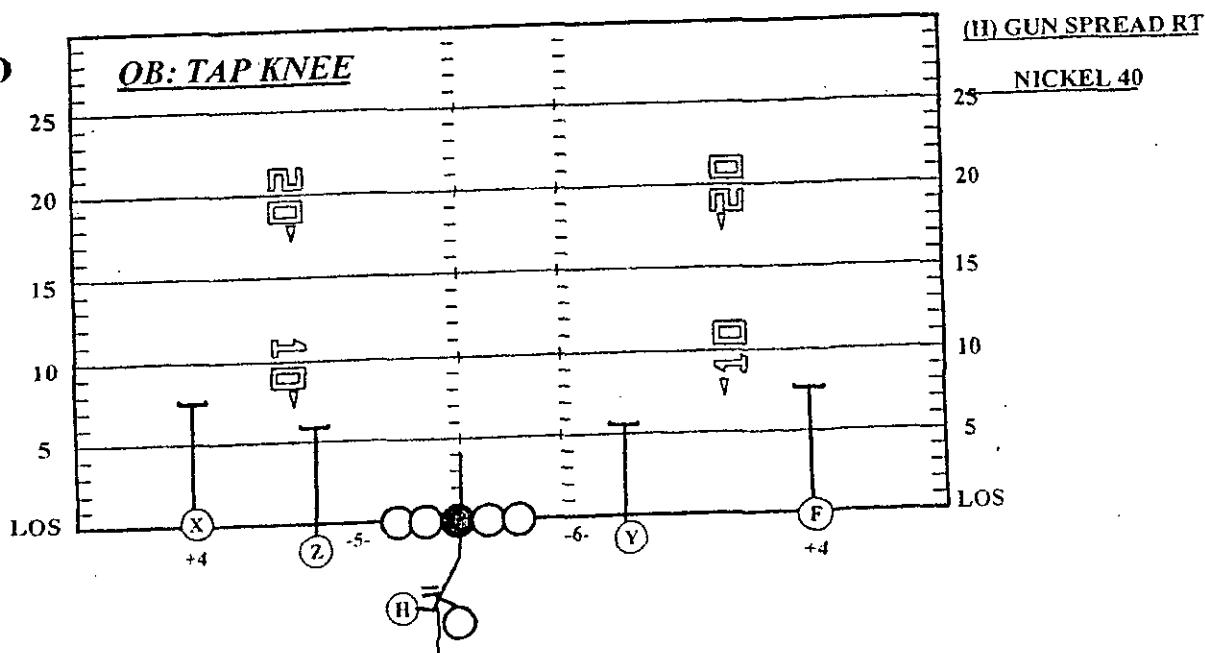


(HALF)-GUN TRIPS RT  
-62 ALL GO SPECIAL

"SPREAD RT  
62 , 62"



"SPREAD  
RT 40"



DALLAS COWBOY 2 MINUTE CALLS

2X2

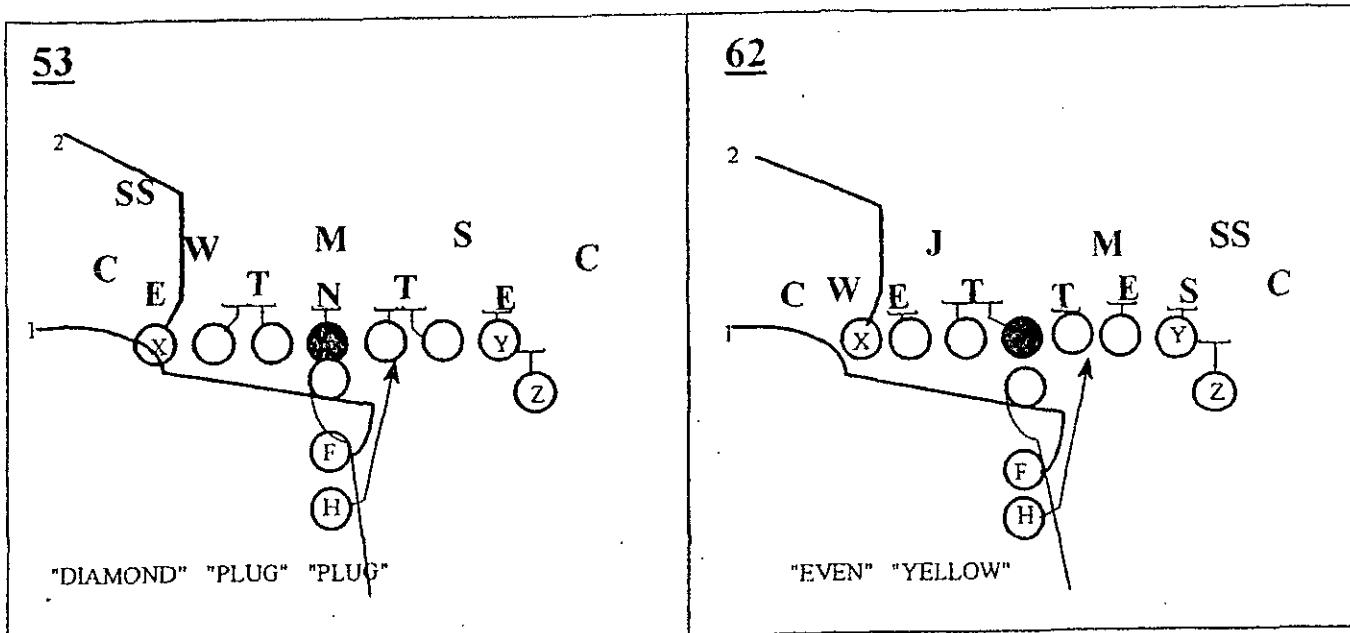
HALF- GUN SPREAD RT	62 KEY WINSTON
HALF- GUN SPREAD RT	62 KEY ALL GO
HALF- GUN SPREAD RT	62 KEY Y SCISSORS CROSS
HALF- GUN SPREAD RT	62 KEY DO IT DOMINO
HALF- GUN SPREAD RT	QK 62 OHIO(RETURN)
HALF- GUN SPREAD RT	NICKEL 40

3X1

HALF- GUN TRIPS RT	82 DOUBLE Q(GO,SQUARE OUT)
HALF- GUN TRIPS RT	82 F DIG
HALF- GUN TRIPS RT	82 Z SPINNAKER
HALF- GUN TRIPS RT	62 KEY ALL GO SPECIAL

**2 MINUTE**

# GL PASS: SLANT 134 SELL IT F SLIDE



## DESCRIPTION:

SLANT ACTION WHERE FULLBACK SLIPS INTO THE FLAT.

**Q**

REVERSE OUT.. MAKE GREAT FAKE TO HALFBACK.. FULLBACK IS 1.. X IS 2ND CHOICE.

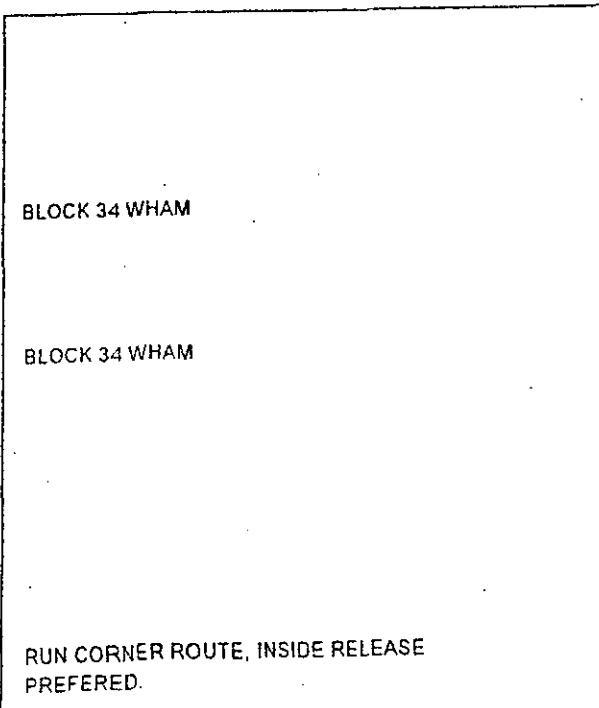
**F**

RUN UNDER ROUTE

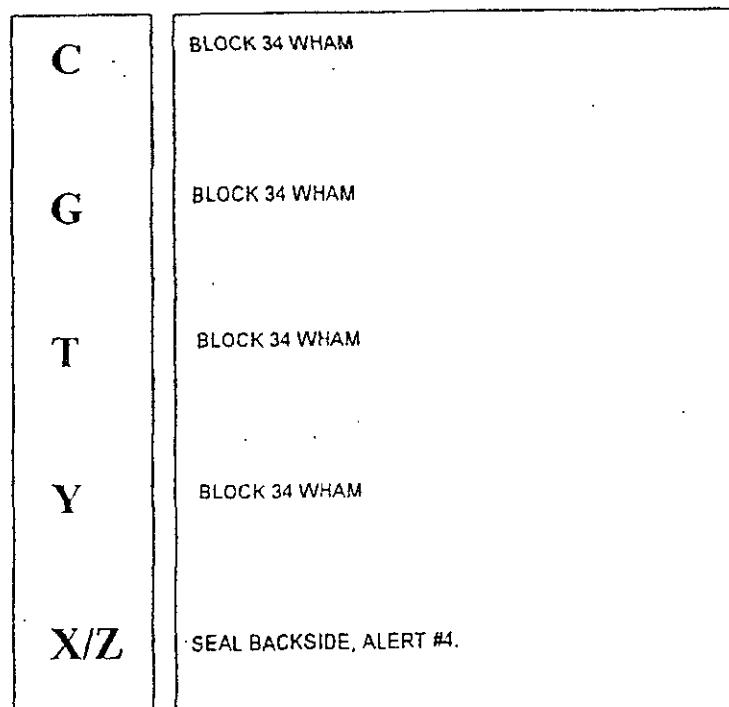
**H**

GREAT 34 FAKE.. EXECUTE 134 PROT.

## BACKSIDE



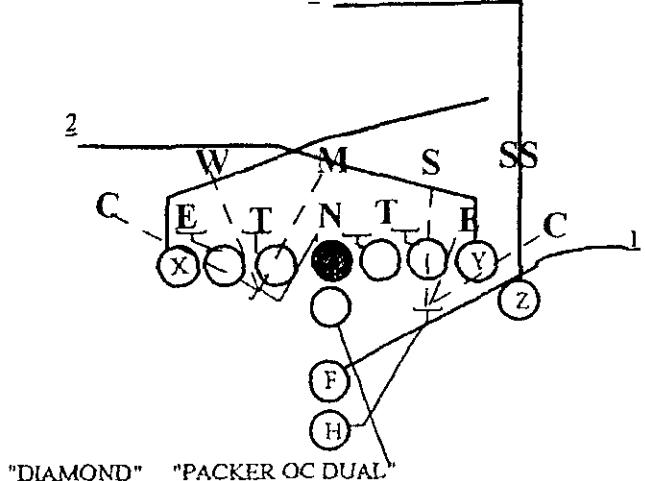
## FRONTSIDE



**GL PASS: RIDE 130 ALL CROSS**

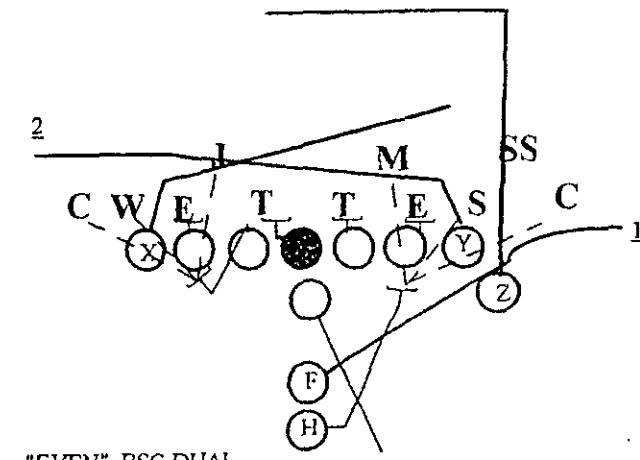
**53**

3



**62**

3



**DESCRIPTION:**

PLAY ACTION CROSSING ROUTE OFF RIDE 136

**Q**

GREAT RIDE 136 FAKE WITH HALFBACK. YOUR PROGRESSION IS F-Y-Z (HOT TO F).

**F**

FREE RELEASE IN THE FLAT, BLUFF EMOL, ALERT HOT.

**H**

BLOCK FIRST MAN THAT SHOWS OFF THE TACKLES BUTT.

**BACKSIDE**

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

INSIDE RELEASE AND RUN CROSSER 1 YD. OVER THE GL ..... USE Y AS A PICK.

**FRONTSIDE**

**C**

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

**T**

BLOCK 52 PROT.

**Y**

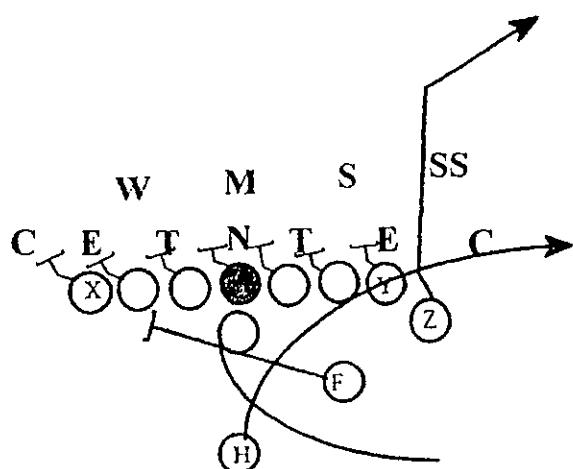
RELEASE AND RUN CROSS ROUTE TO OPPSITE PYLON OVER THE TE.

**X/Z**

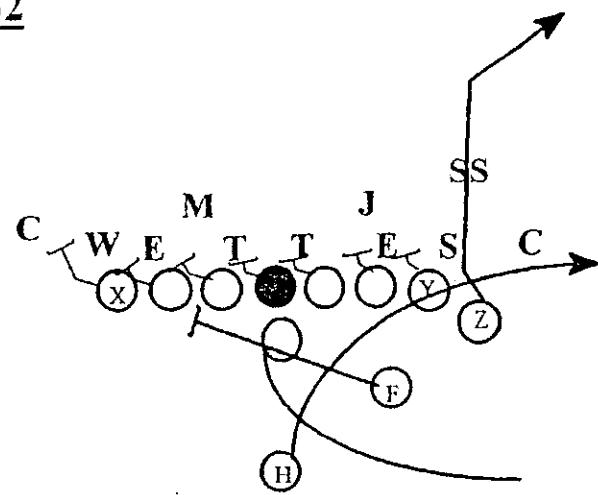
RELEASE AND SETTLE UNDER THE GOAL POST  
.....DO NOT DRIFT.

# GL PASS: SLANT 331 STAY BOOT RT

53



62



" DUMBO "

## DESCRIPTION:

PLAY ACTION OFF THE BONG PLAY , THE QB HAS A RUN PASS OPTION , USE SLANT FOOTWORK.

**Q**

**F**

**H**

SLANT FOOTWORK , STAY ON THE MOVE , YOU HAVE RUN PASS OPTION.

FAKE UNDERNEATH THRU B GAP

FREE RELEASE DIAGONAL , FUNNEL END MAN INSIDE.

## BACKSIDE

REACH BACKSIDE A GAP

REACH BACKSIDE B GAP

REACH BACKSIDE C GAP

INSIDE RELEASE AND RUN FLAG.

**C**

**G**

**T**

**Y**

**Z/X**

## FRONTSIDE

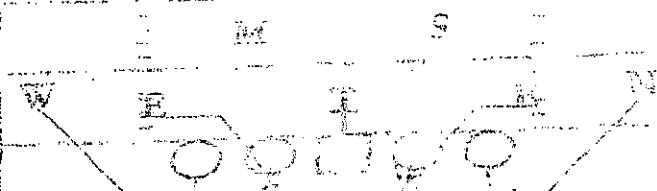
REACH FRONTSIDE A GAP

REACH FRONTSIDE B GAP

REACH FRONTSIDE C GAP

REACH FRONTSIDE D GAP

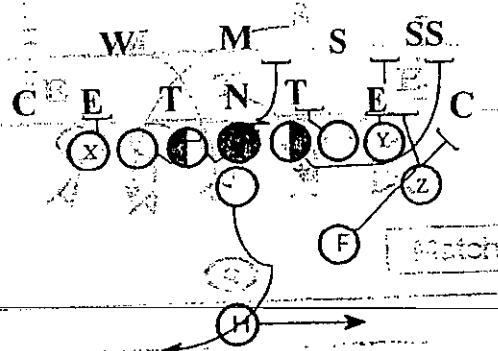
30 - DOUBLE DENVER



RUN: FOSS 38(39) BOSS

53

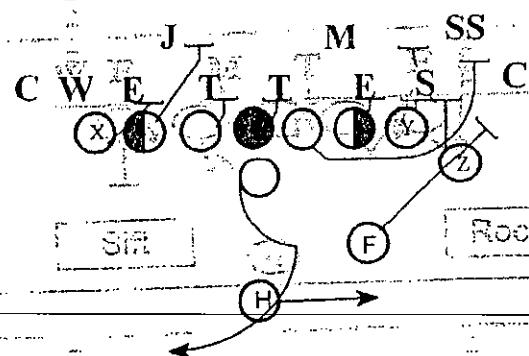
30 - MAC PLUG



"DIAMOND" "CUB" "AB" "TAG" ALERT CLIFF "TEAM"

62

30 - MAC PLUG



"C" "EVEN" "TEAM"

#### DESCRIPTION:

Toss play strongside, pulling playside Guard with lead back blocking 1ST force.

Q

F

Reverse out Toss mechanics



Block 1st Force. Kick out or Log.

#### FORMATION:

H

Open Go receive Toss, read pulling ONG block on EMOL and FB's block.

#### BACKSIDE



Covered - Cutoff  
Uncovered - Alert A, B, AB, DUMBO

Block Inside Gap.

Vic 62 Goal Line WORK TO Backside LB'ER , ALT

#### FRONTSIDE

C

G

T

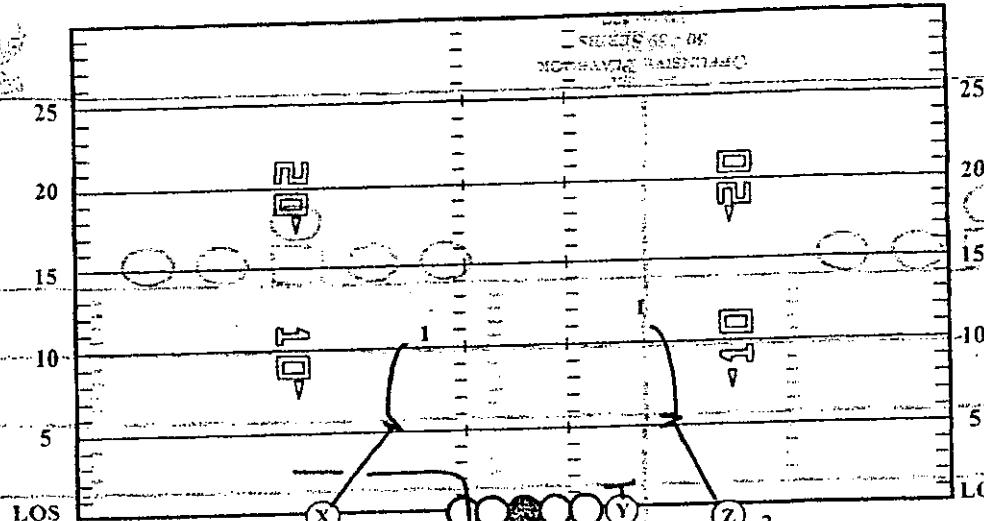
Covered - Block Man, Alert Cliff, A & AB, DUMBO  
Uncovered - Fill for ONG, Alert Tac & Boss Calls.

Pull & Block 2nd Force.  
Alert Run Thru.

Block Man On. Uncovered Block Down.  
Alert Tag Calls..

SECRETS 66-06  
MECHANIC CLASSIFIED  
NOFORN

(REG/DET)-0 WEAK



25 - RIDE 135 STAY X/Z POP

QB/HB/FB GREAT FAKE

15 FULLBACK SELL 35-BASE RUN  
THRU WILL ON WAY TO FLAT

5

LOS

POP F-AWAY F  
H-GREAT FAKE H  
\*HB REDIRECT

(REG/DET)-1 WEAK SLOT

25 - RIDE 134 STAY-X DOMINO

20 - SPEED IN-SPEED TO CUT TO 14  
YARDS OR 2 YARDS FROM  
15 BASELINE OF EZ

10

5

LOS

HB REDIRECT H  
F-CROSS H-GREAT FAKE  
CHK DOWN

(REG/DET/HALF)-1 HALF

25 - RIDE 134 STAY-X DOMINO

20

-QB/HB-GREAT FAKE

15 SPEED IN- 14 YARDS OR 2 YARDS  
FROM BASELINE OF EZ

10

5

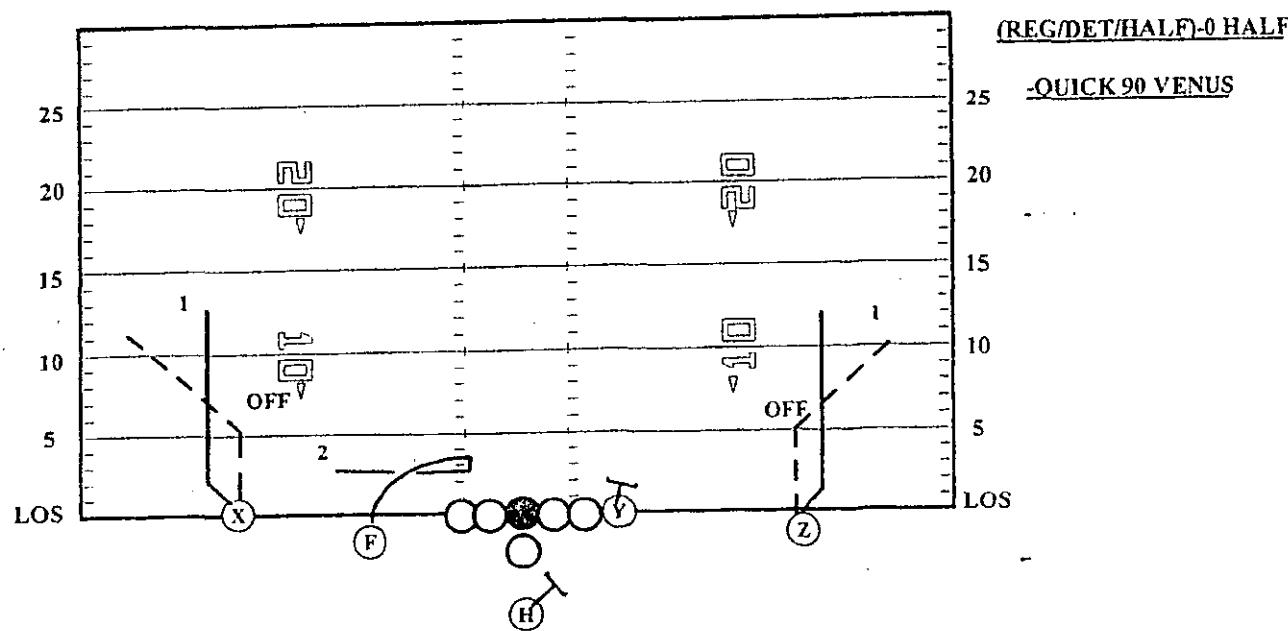
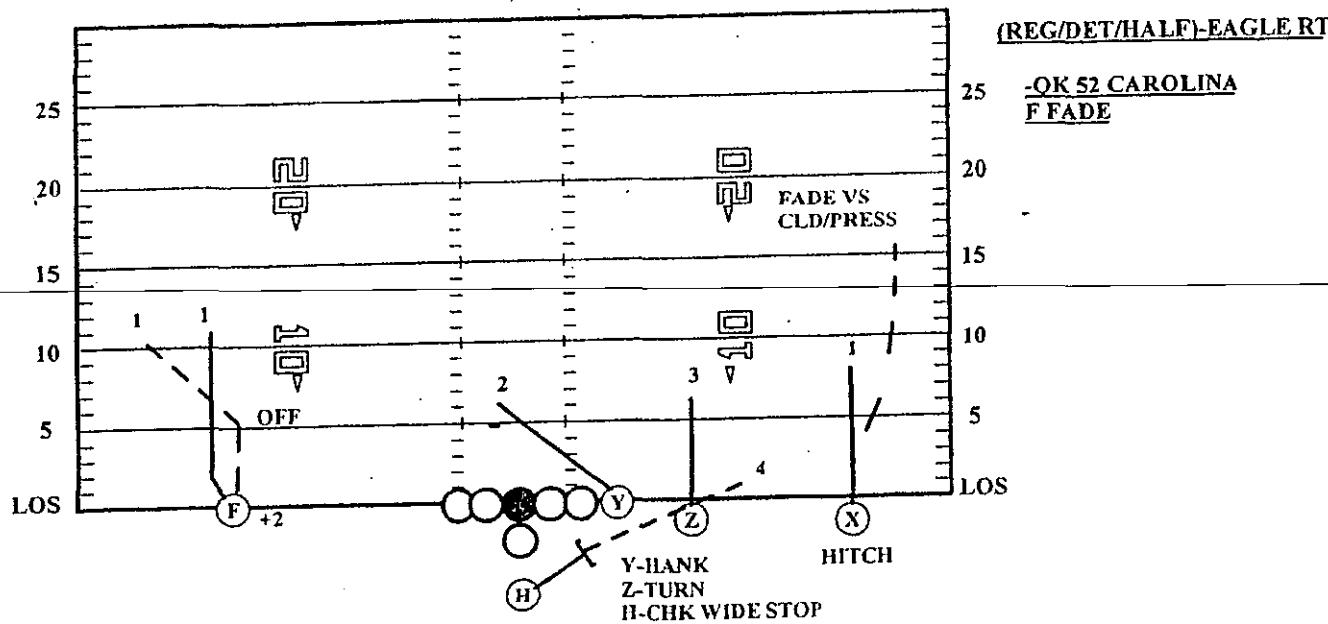
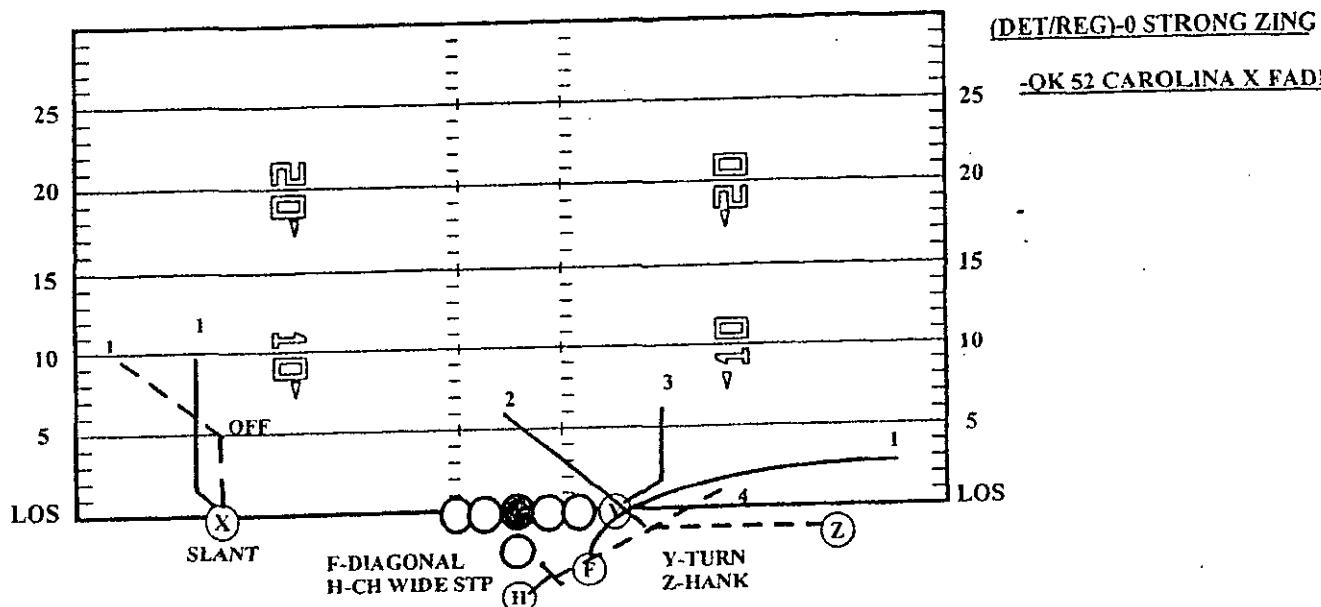
LOS

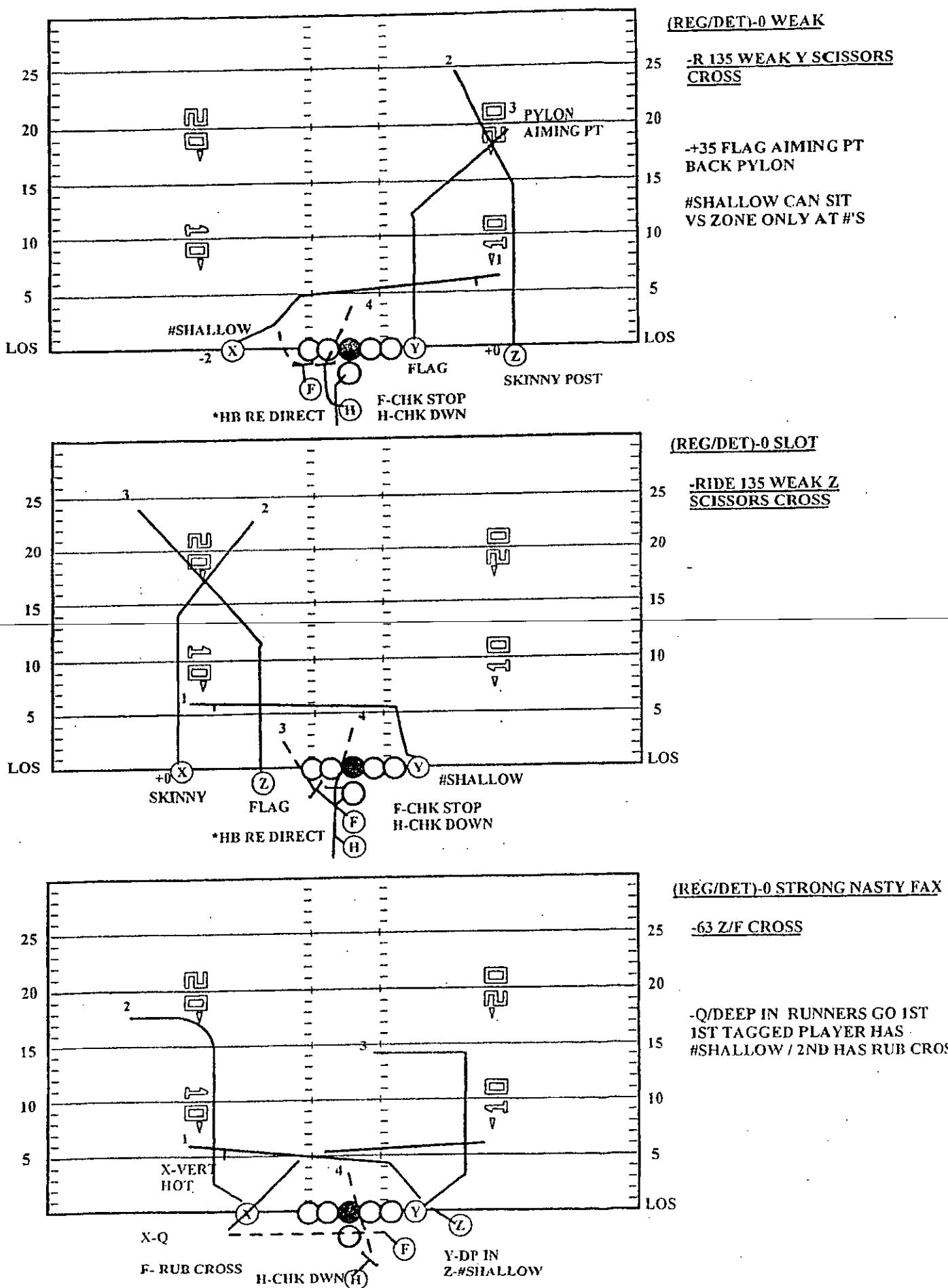
LOS Z+2

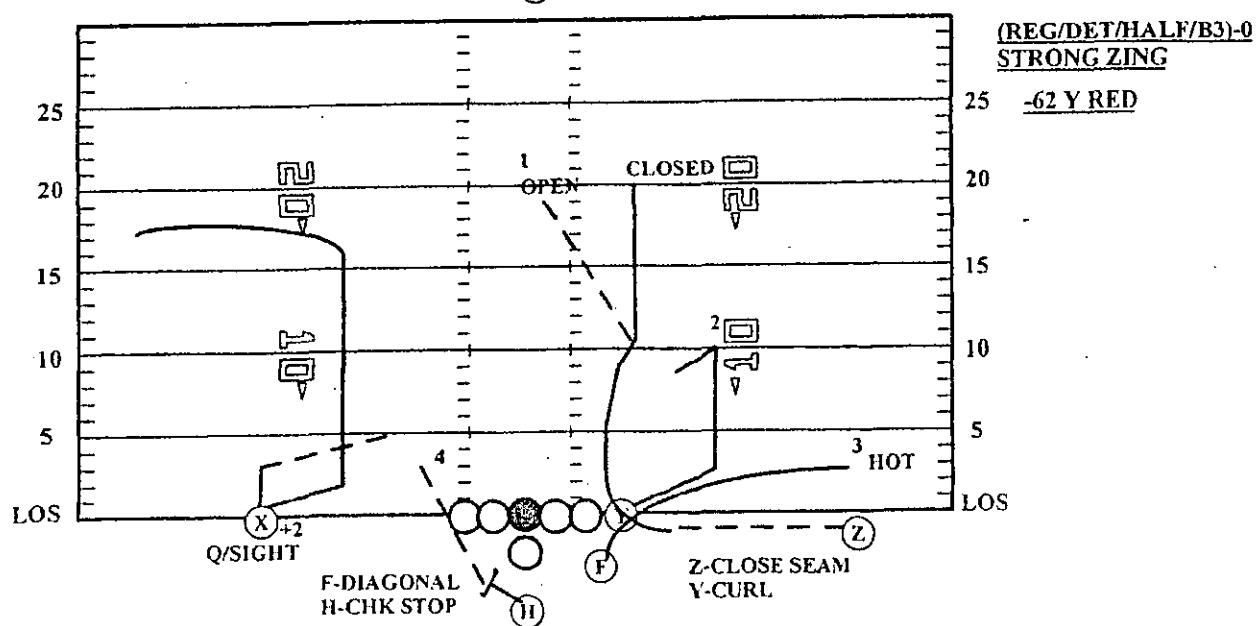
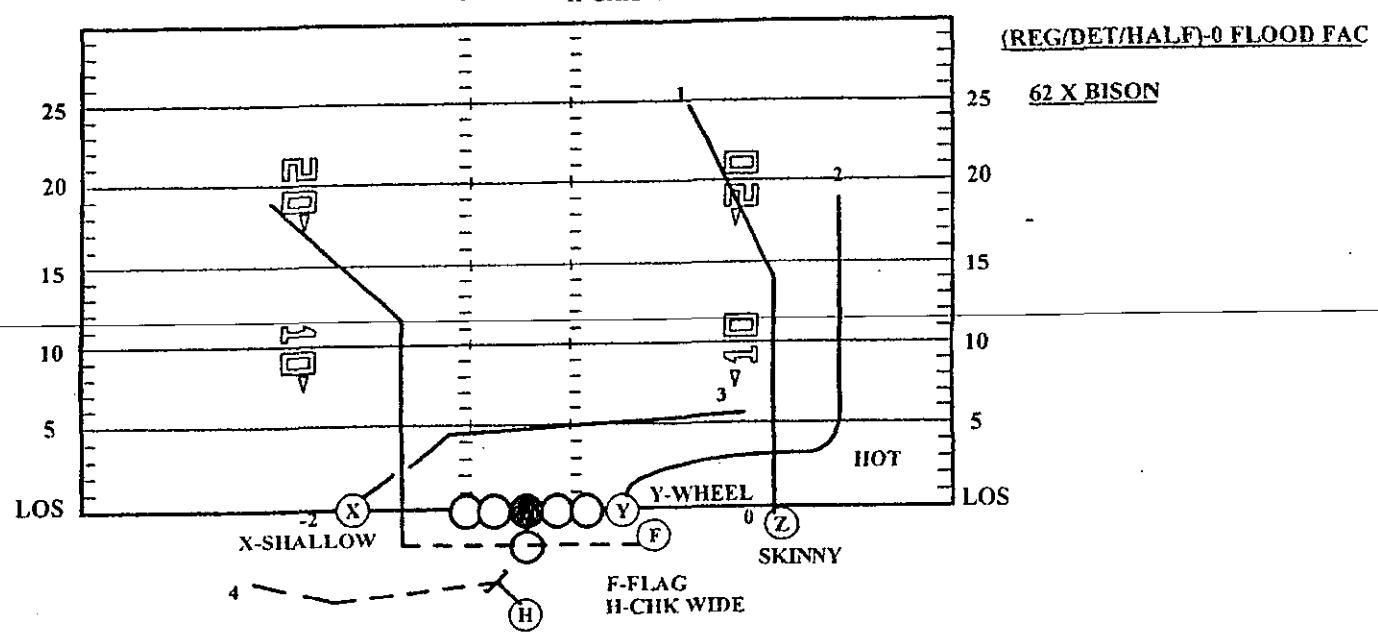
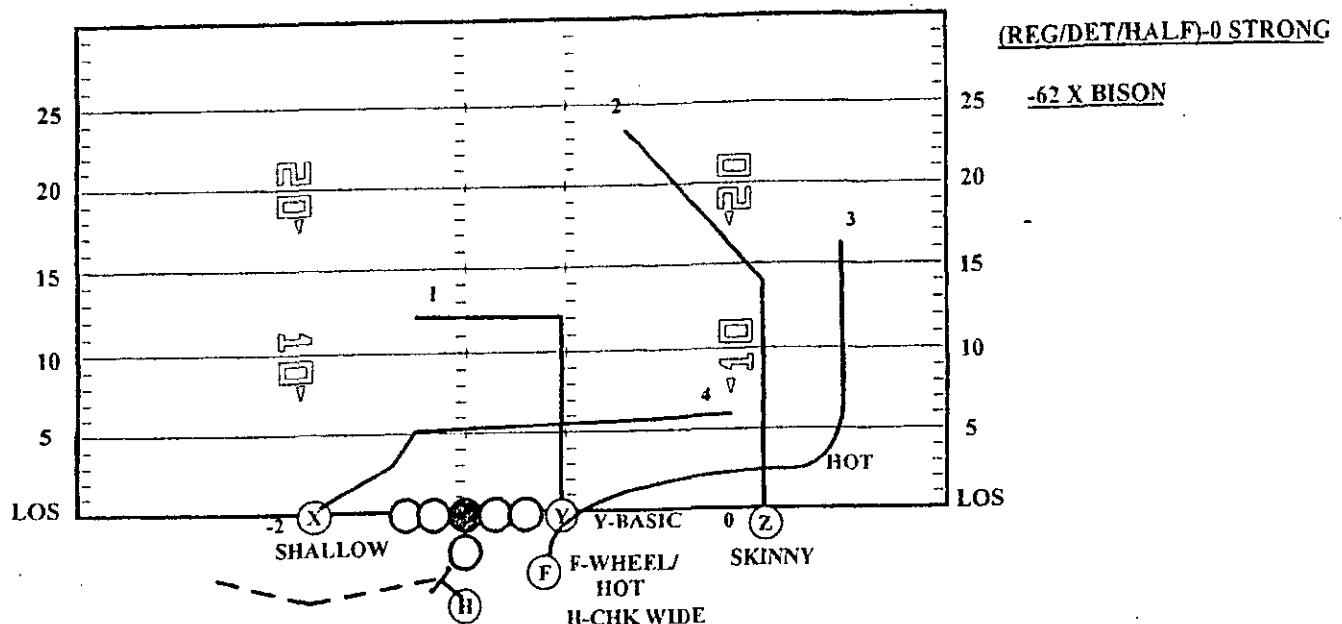
Q/SIGHT

HB REDIRECT H

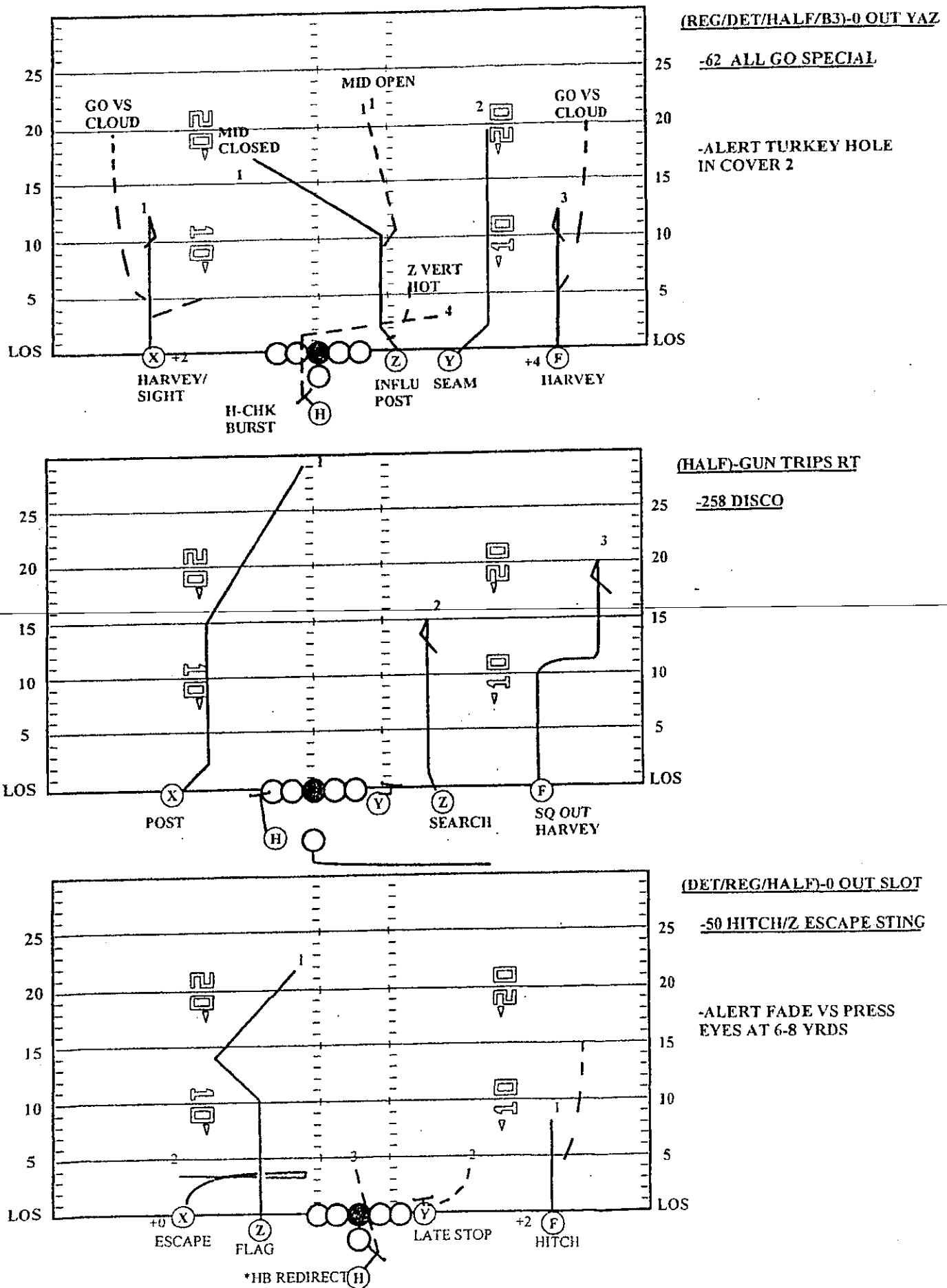
H-CHK BURST





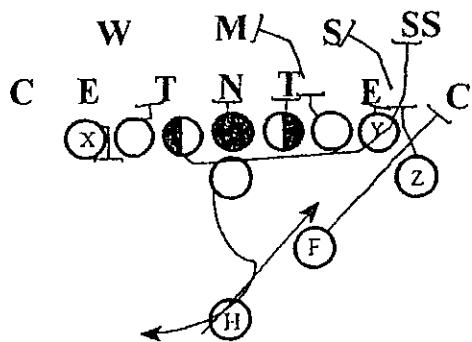


# FRINGE PASSES



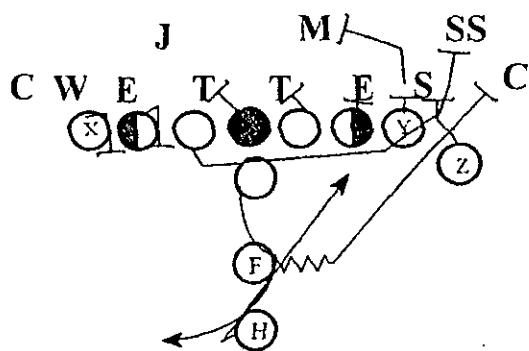
# RUN: JAB 36 LOAD POWER

53



" DIAMOND " " QUAD " " DEUCE " " CLIP "

62



" EVEN " " QUAD "

## DESCRIPTION:

STRONG SIDE SEPARATION PLAY, RUN IT OFF THE DBL. TEAM.

**Q**

JAB STEPS - REVERSE OUT SKIP STEP TECH. STAY THIN ALLOW BACK A GAP CUT.

**F**

BLOCK 1ST DEFENDER OUTSIDE OF QUAD BLOCK ON LOS.

**H**

DROP STEP, SET TRACK AT OUTSIDE LEG OF TACKLE.

## FORMATION:

## BACKSIDE

PULL AND BLOCK ADJUSTER OR 1ST COLOR, MAKE IT RIGHT.

ALERT CLIP, CAT, BLOCK END.

ALERT MAN CUT OFF.

## FRONTSIDE

**C**

COVERED = STICK, UNCOVERED = BACK.

**G**

ALERT DEUCE OR INSIDE GAP. SEE RUN THRU.

**T**

ALERT DEUCE OR MAN ON, POSS. TREY.

**Y**

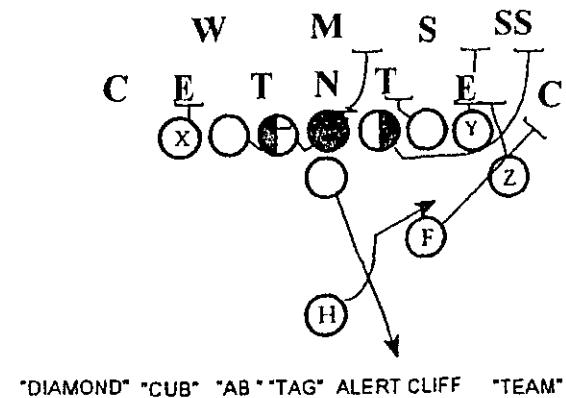
ALERT QUAD, POSS. TREY, SEE RUN THRU.

**X/Z**

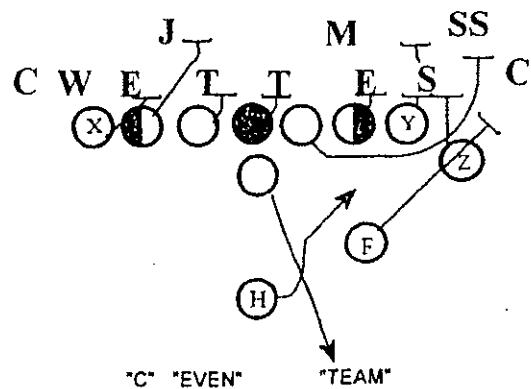
ALERT QUAD, TREY

# RUN: RIDE 38(39) BOSS

53



62



## DESCRIPTION:

Bounce Play Strong. Pulling Playside Guard, with Lead Back blocking Playside 2nd Force.

Q

Ride mesh point, push ball deep to back.

F

Block 1st Force. Kick out or Log.

H

Open, Crossover, Downhill circle defense. Read Pulling ONG Block on EMOL (Force). And FB's Block.

## FORMATION:

## BACKSIDE

Covered - Cutoff.  
Uncovered - Alert A, B, AB , DUMBO

Block Inside Gap.  
Vs. 62 Goal Line WORK TO Backside LB'ER,  
"Gone" call , DUMBO..

Cutoff - Alert C, Alert "Gone" , DUMBO

## FRONTSIDE

Covered - Block Man. Alert Cliff, A & AB  
Uncovered - Fill for ONG.

Pull & Block 2nd Force.  
Alert Run Thru.

Block Man On. Uncovered Block Down.  
Alert Tag Calls..

Block Man On. Alert Team.

Block Man On or Inside. Alert Team call.

C

G

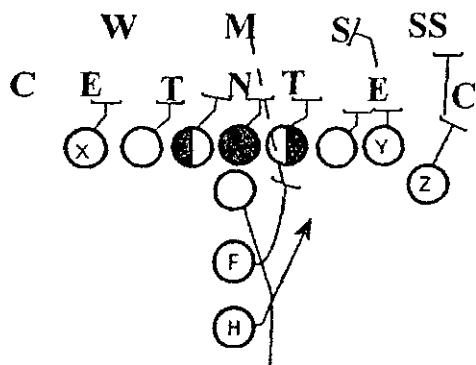
T

Y

X/Z

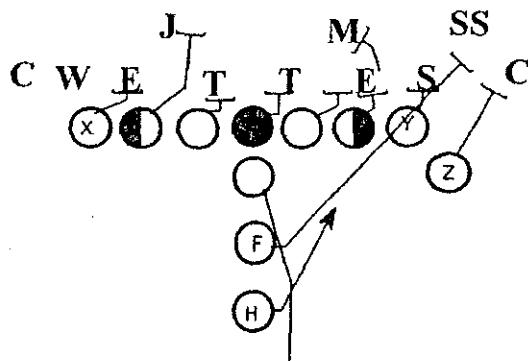
# RUN: SLASH 36 / 37 SLIP

53



" SCOOP " " GAP AB "

62



" SLIP " " AB "

## DESCRIPTION:

STRONG SIDE ZONE SLIP PLAY , WITH THE FB AS A LEAD BLOCKER , KEEP L.O.S. CLEAR.

**Q**

FRONT OUT 5 O-CLOCK , ( 7:00 ) PUSH BALL DEEP TO HB.

**F**

BLK SUPPORT FROM INSIDE OUT , MIKE TO SS V.S. 62 BLK SS.

**H**

DROP STEP , SET TRACK AT BUTT OF T.E. STRETCH DEFENSE AND KEY E.M.O.L. BLOCK

## BACKSIDE

ALT " AB " " GAP AB " , DUMBO

ALT " AB " " GAP AB " , DUMBO

ALT " GAP AB " CUT OFF , DUMBO

## FRONTSIDE

**C**

ALT " GAP " " GAP AB " " AB "

**G**

ALT " SLIP " " GAP AB "

**T**

ALT " SLIP " " SCOOP "

**Y**

ALT " SCOOP " " SLIP "

**X/Z**

M.D.M. EDGE RUSHER AND ADJUSTER.

**FRINGE/  
RED ZONE**

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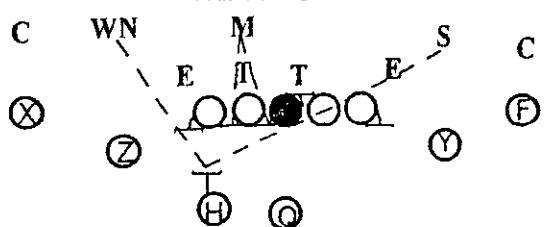
U2 INDEX

U2 INDEX

N41UN

FS SS

PAINT MIKE

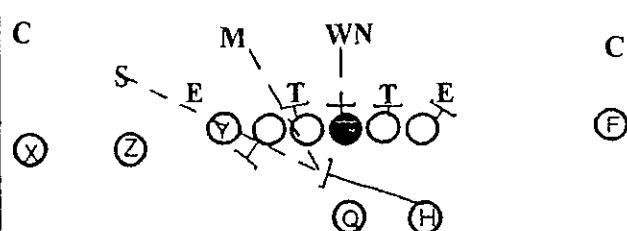


"UNDER" "LION"

N42

SS FS

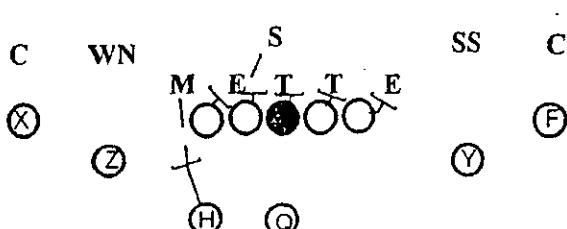
PAINT WILL



"EVEN" "HOLE"

N41 OV DIAMOND

FS

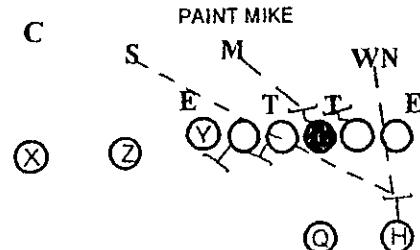


"DIAMOND" "TAMPA" 5.0 BIG GUY

N42 OV

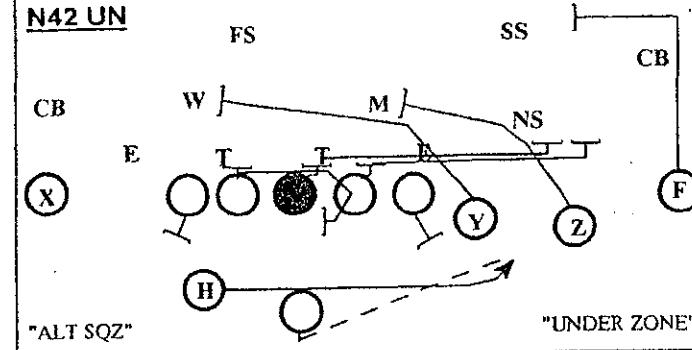
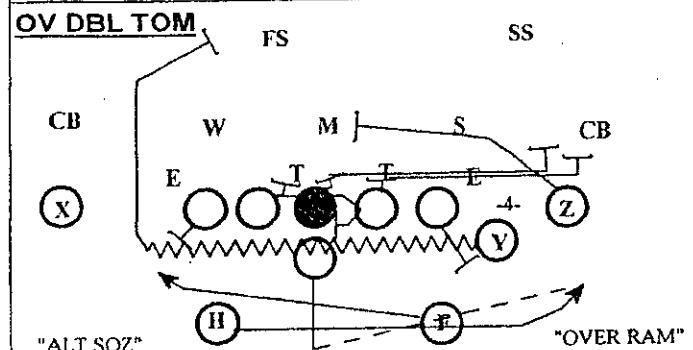
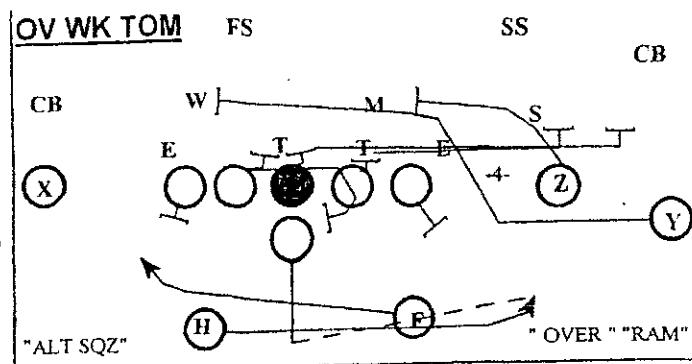
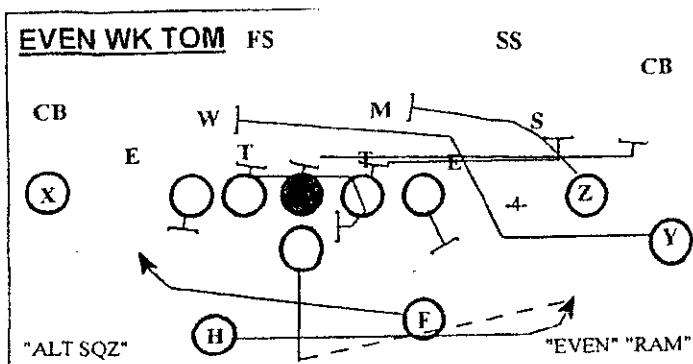
SS FS

PAINT MIKE



"OVER" "LION"

**SUB**



**DESCRIPTION:**

A misdirection Screen designed to attack Man to Man coverage., this is a 1 1/2 count screen.

NOTE: Swing Screen Protection is a 4 Down and M Protection.

**QB**

Back pedal 5 step drop mechanics - Speed up timing vs. Pressure!

**F**

Low altitude Scat Wide.

**H**

Scat Wide.

## BACKSIDE

Block Mike Pro, alert Ram/Lion, Zone, Squeeze and Hole, you are the Rat Killer.

Block Mike Pro, Alert Squeeze vs. any threat A or B Gap.

Cutoff near Safety.

## CALLSIDE

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

Overset DE, you are stick.

Eliminate Shallow Cross, Block the Will on second count.

inf. sam and block hook area defender.

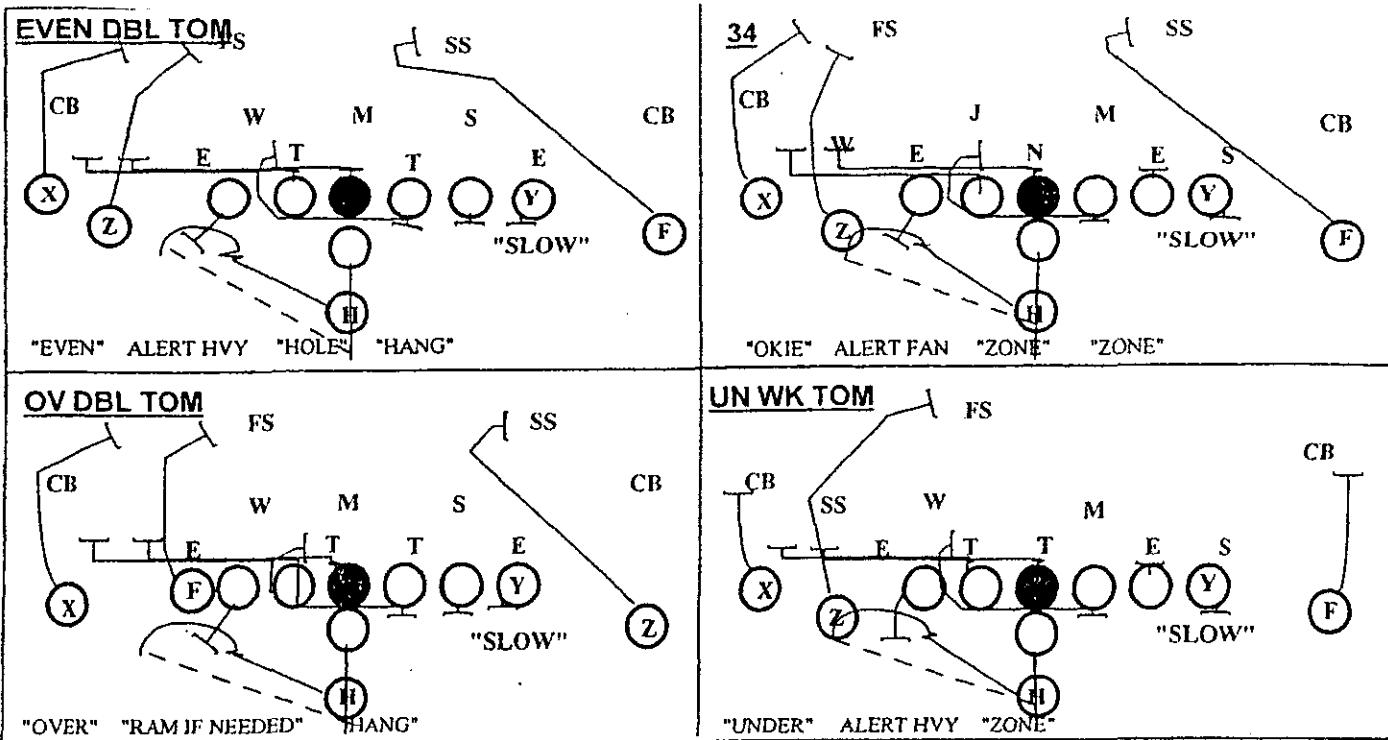
**C**

**G**

**T**

**Y**

**Z**



#### DESCRIPTION:

This is a Slow Screen off of 80/81 Protection, this is a 3 count screen, speed up vs. Blitz.

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

Free release.

**H**

Check Will TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF THE GUARD - ALT HEAVY.

#### SCREENSIDE

Block 80/81 Protection, use 1st Out 2nd Out rules, hold a count longer.

Block 80/81 Protection, use 1st Out 2nd Out rules.

Block protection called, overset DE, you are Stick.

**C**

Block Protection called, you are a Rat Killer. CP: Vs. Under or 34 Front look to take over Nose, then release into Screen.

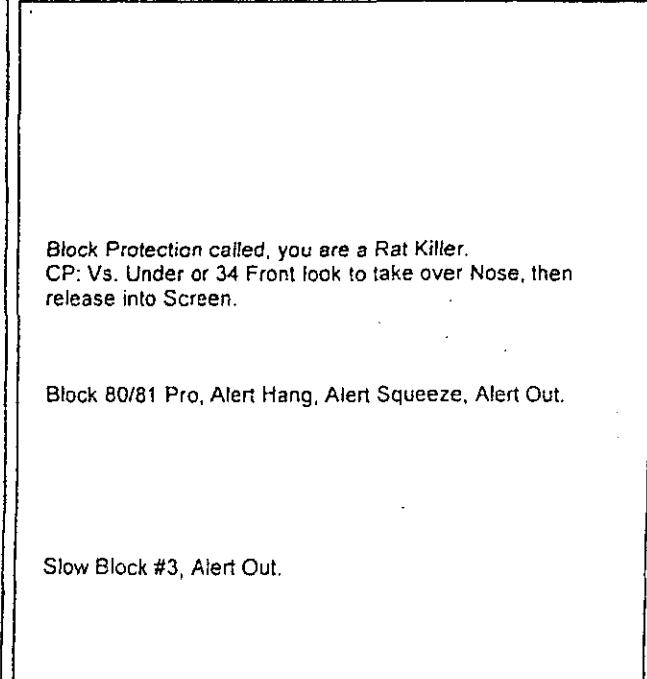
**T**

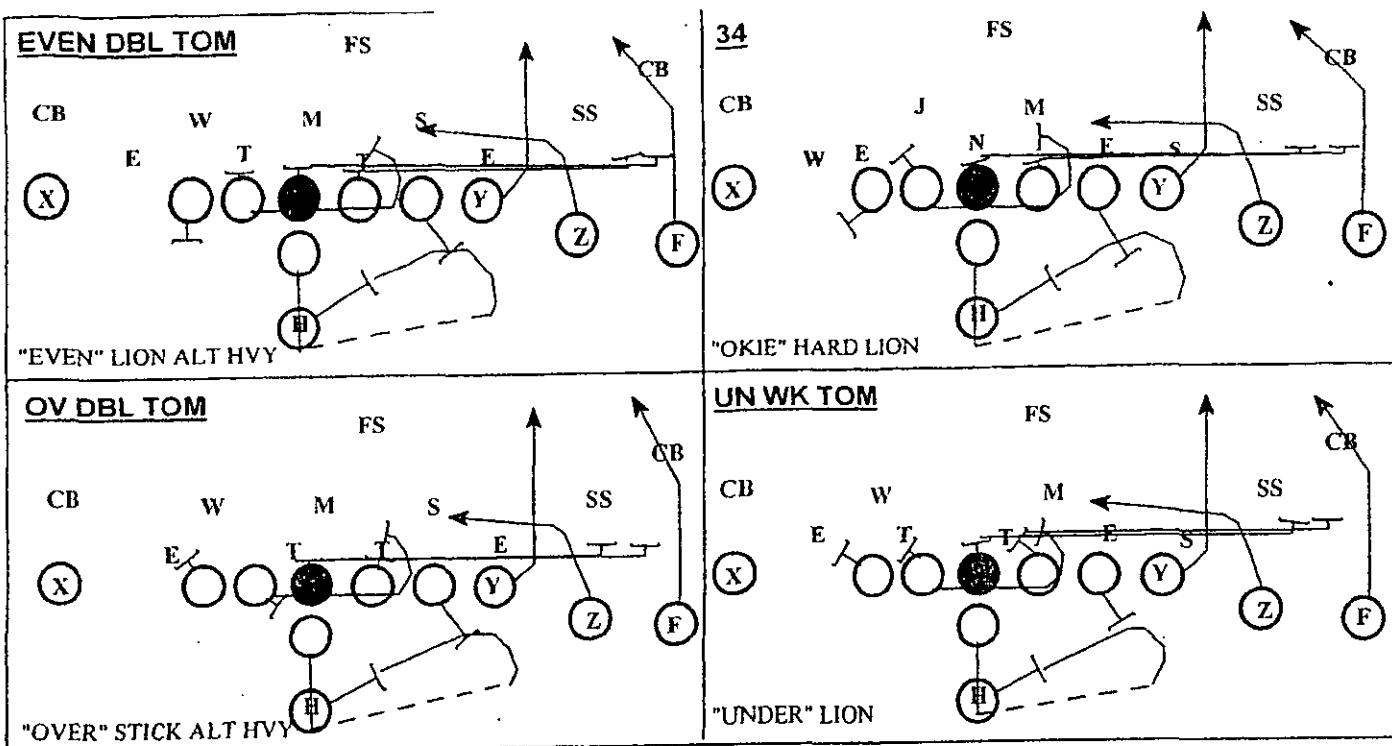
Block 80/81 Pro, Alert Hang, Alert Squeeze, Alert Out.

**Y**

Slow Block #3, Alert Out.

#### BACKSIDE





#### DESCRIPTION:

This is a dropback 3 Count Screen Strong Side off of our 52 (53) Protection.

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

Check M/S , never go back for Mike 3 count release on the inside hip of the guard, Alert Heavy.

**H**

#### BACKSIDE

Block 52/53 Pro only if WLB is a threat, you are a Rat Killer.

Block Protection called.

**C**

Set 52/53 Pro, only Ram/Lion if needed, block 1st Out 2nd Out rules.

**G**

Set 52/53 Pro, Alert Heavy, block 1st Out 2nd Out rules.

**T**

Block Pro called, overset DE, you are Stick.

**Y**

Run basic cross, block assigned defender.

#### CALLSIDE

Set 52/53 Pro, only Ram/Lion if needed, block 1st Out 2nd Out rules.

**C**

Set 52/53 Pro, Alert Heavy, block 1st Out 2nd Out rules.

**G**

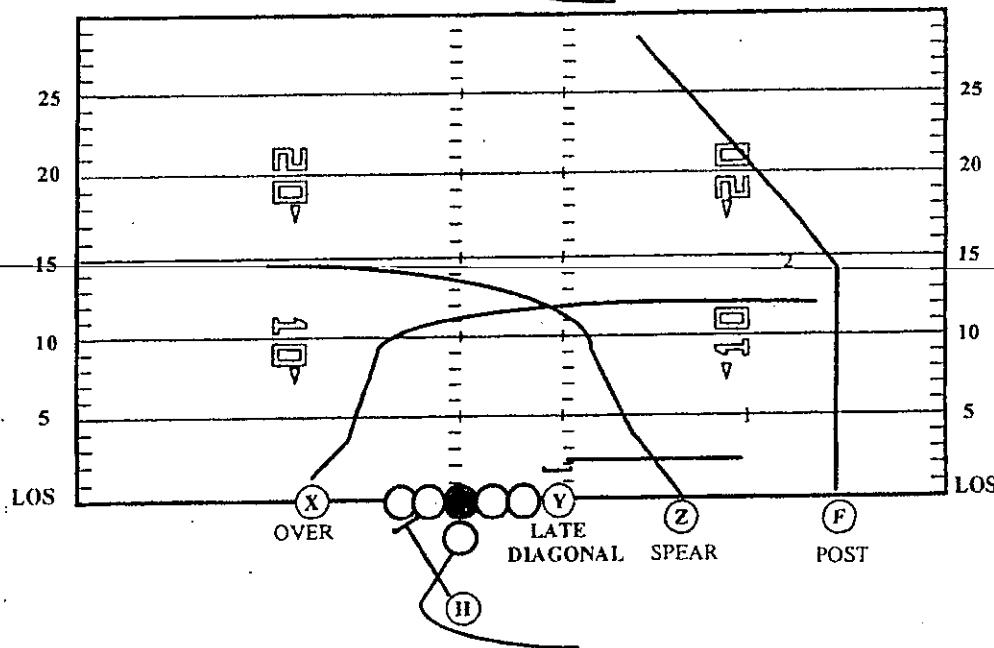
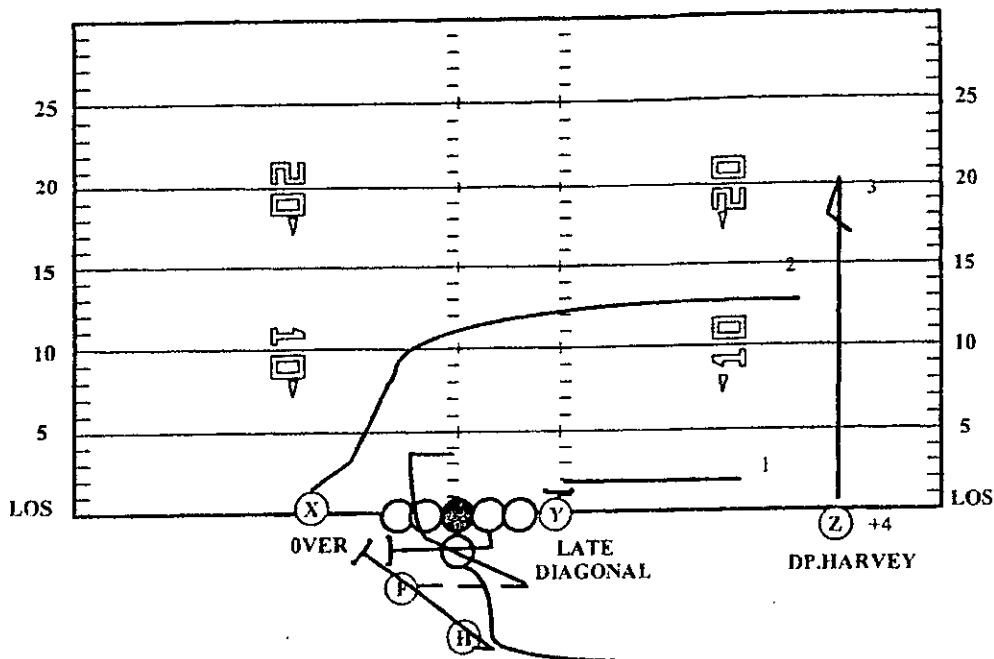
Block Pro called, overset DE, you are Stick.

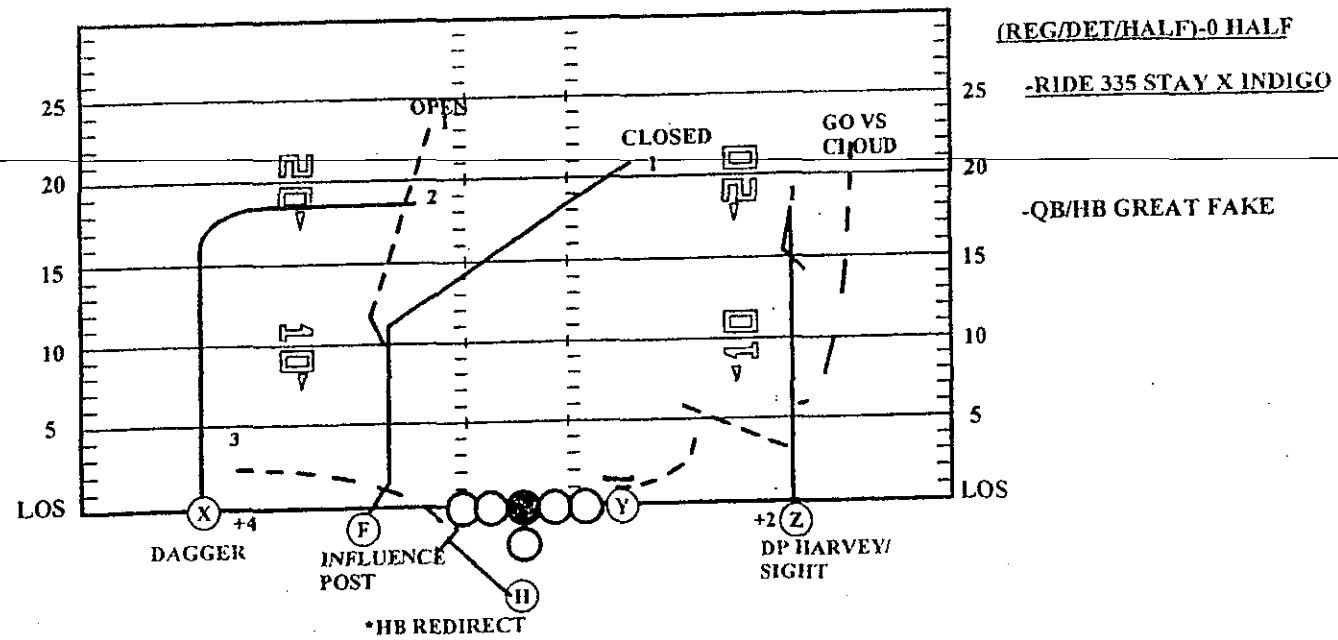
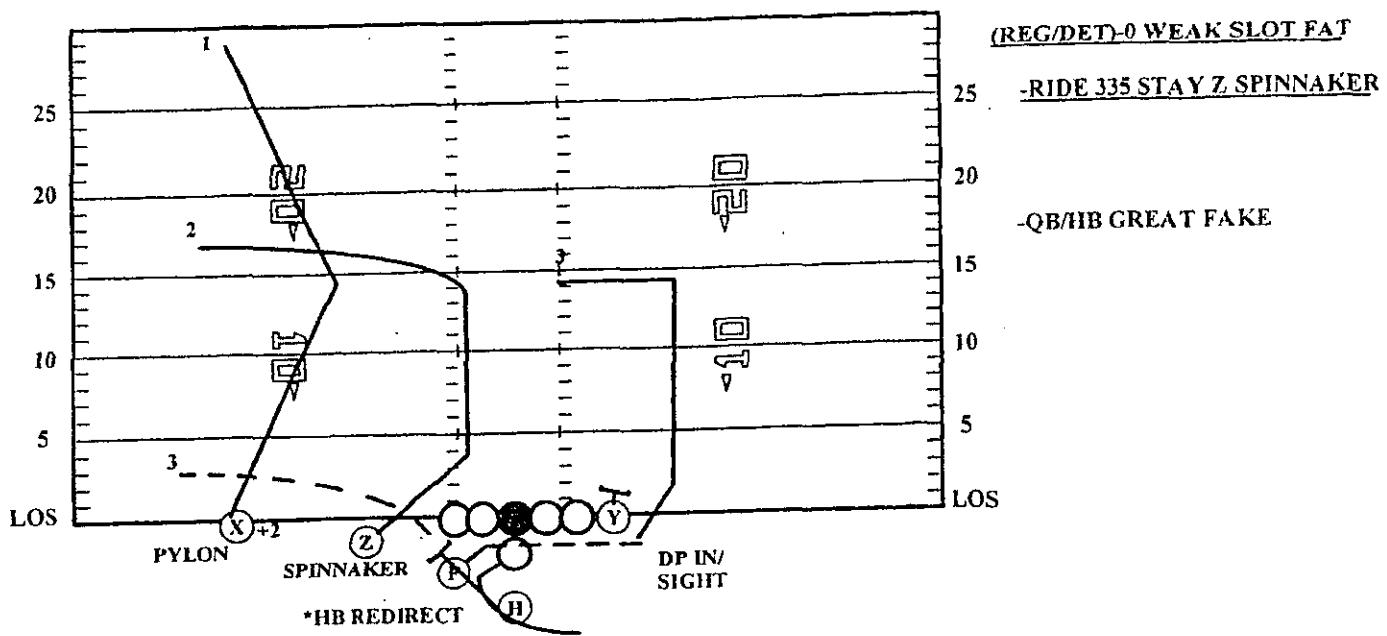
**Y**

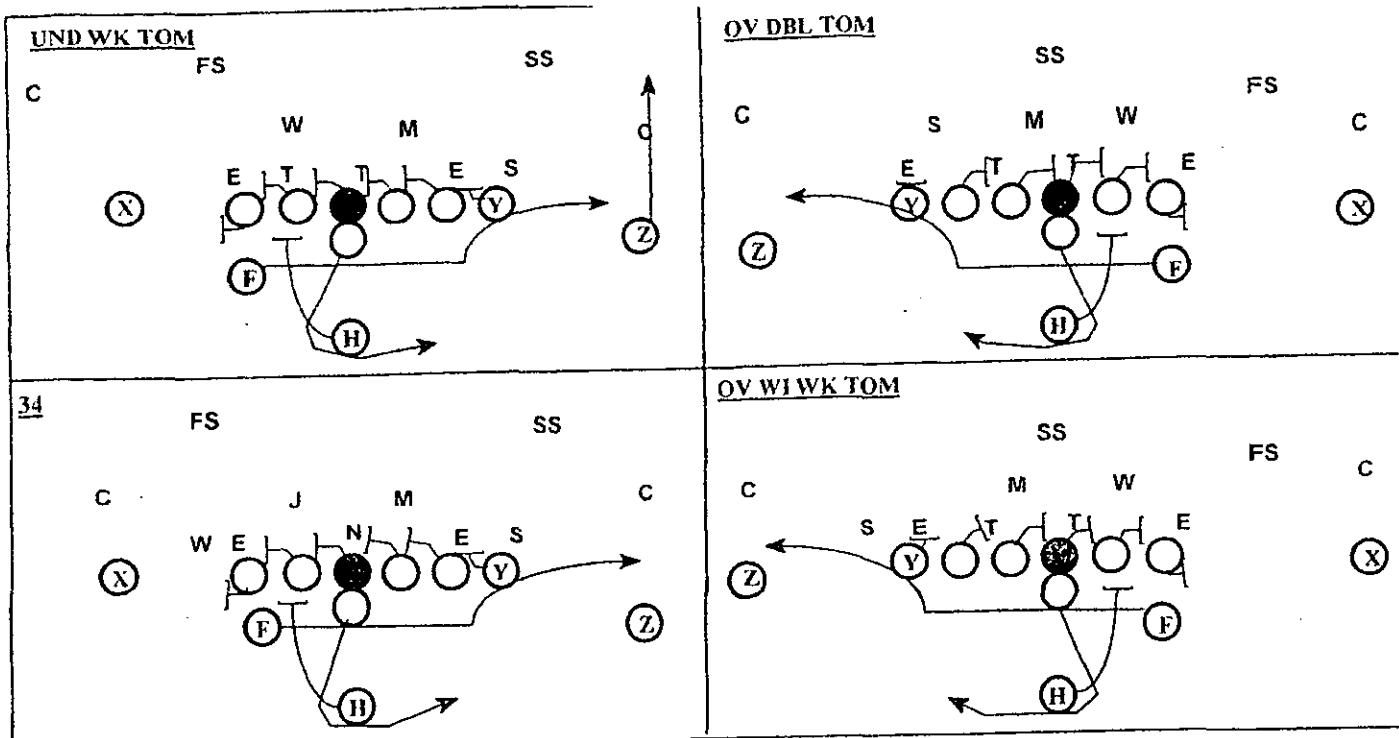
Run basic cross, block assigned defender.

500'S

**NAKEDS CONT.**







**DESCRIPTION:**

A BOOT PLAY ACTION OFF OF OUR RIDE 35 BASE SCHEME.

**QB**

RIDE FOOTWORK, EXTEND BALL TO HB. GAIN DEPTH AFTER MESH (PRE SNAP SLB).

**F**

BEST RELEASE TO STRONG SIDE FLAT.

**H**

CARRY OUT PLAY FAKE

## CALLSIDE

BLOCK THRU A GAP TO B GAP.

BLOCK THRU B GAP TO C GAP.

SHORT PULL AND BLOCK D GAP.

**C**

COVERED: BLOCK A GAP, GIVE 3-TECH HAND PRESENCE  
UNCOVERED: BLOCK THRU A GAP TO CALLSIDE A GAP..

**T**

BLOCK THRU B GAP TO A GAP.

**Y**

OG BUBBLE: BLOCK DOWN, NO 2 GUY RULE.  
OT BUBBLE: BLOCK ON 9-TECH = BLOCK DOWN.

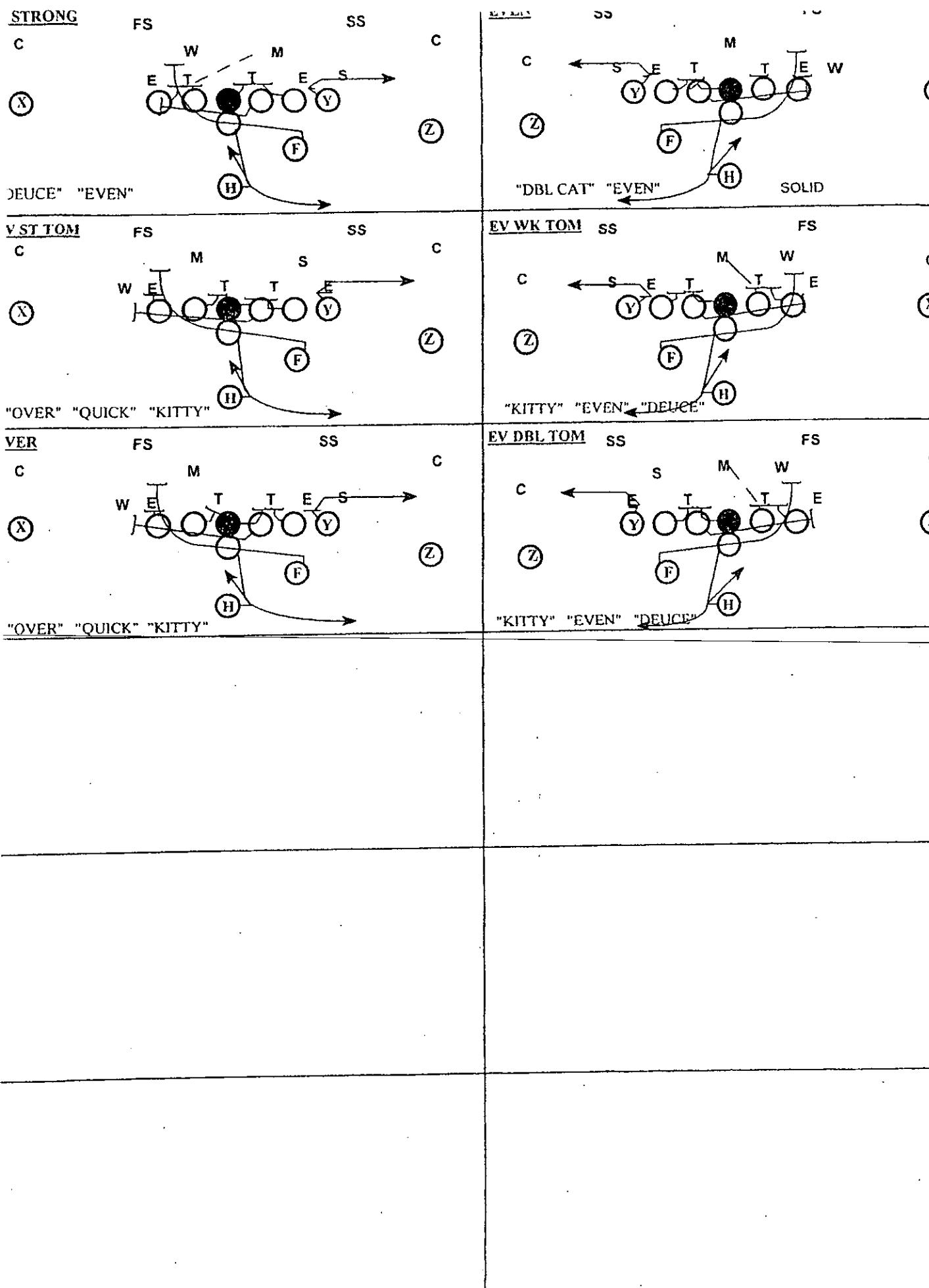
**X/Z**

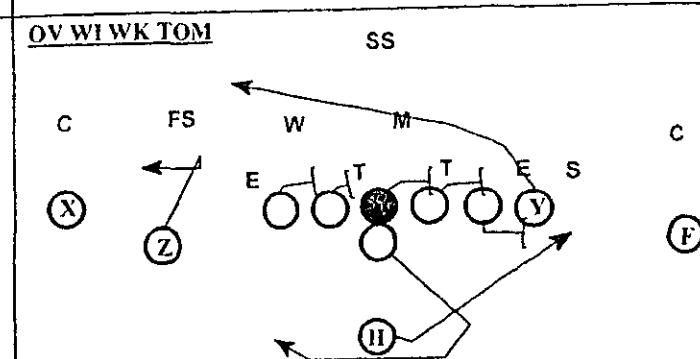
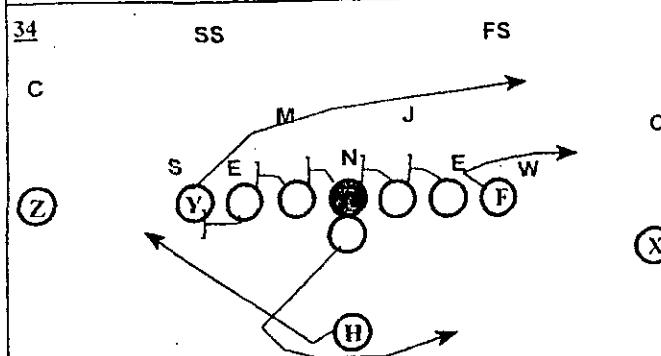
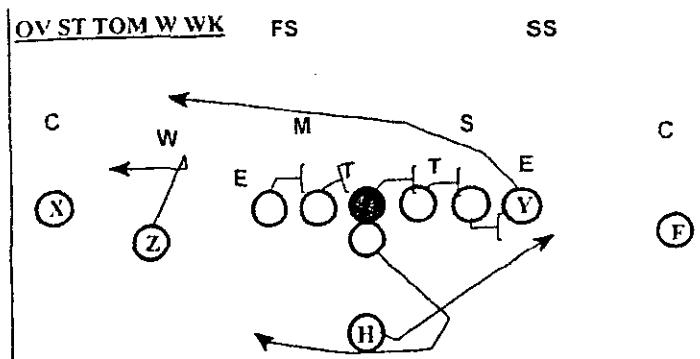
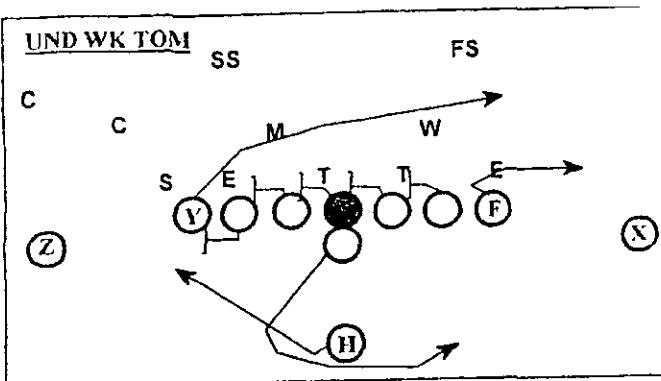
## PLAYSIDE

**G**

**Y**

**X/Z**





**DESCRIPTION:**

A Naked play action of our Sprint run series.

**QB**

Sprint footwork, extend ball to HB, gain depth after mesh and snap head around. (Pre snap SLB).

**F**

Slam, Diagonal.

**H**

Carry out play fake.

**CALLSIDE**

Block thru A Gap to B Gap.

Block thru B Gap to C Gap.

Short pull and Block D Gap.

Run designated route over or late.

**PLAYSIDE**

**C**

Covered: Block thru A Gap to callside A Gap.  
Uncovered: Block thru A Gap to callside gap.

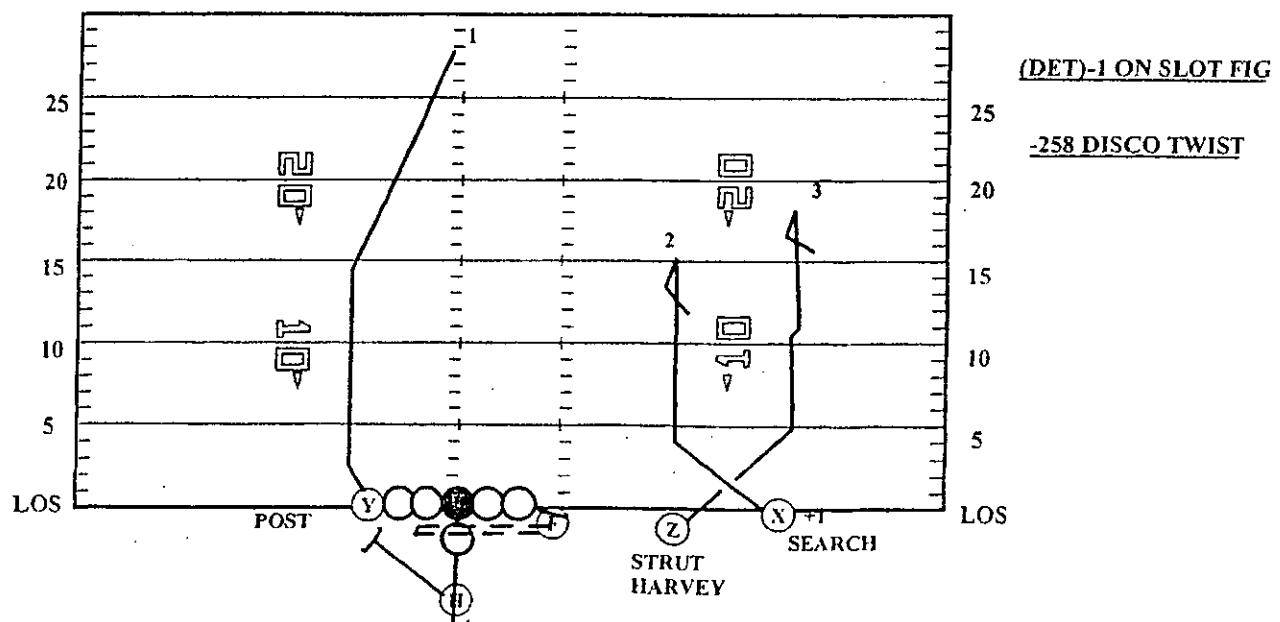
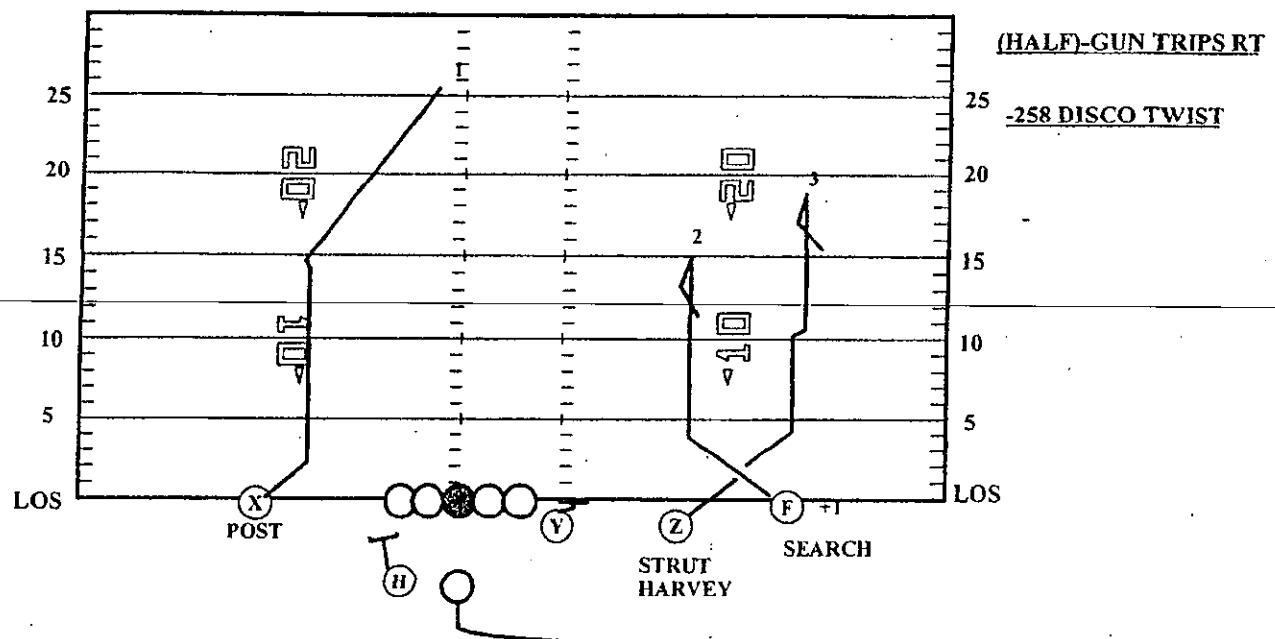
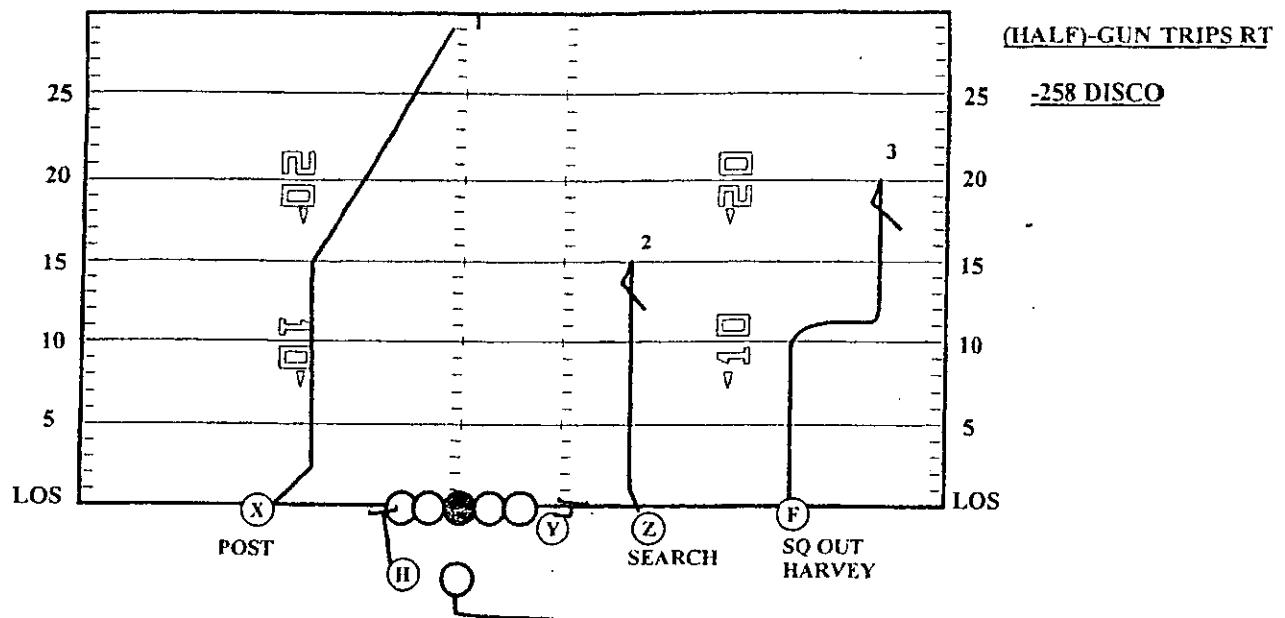
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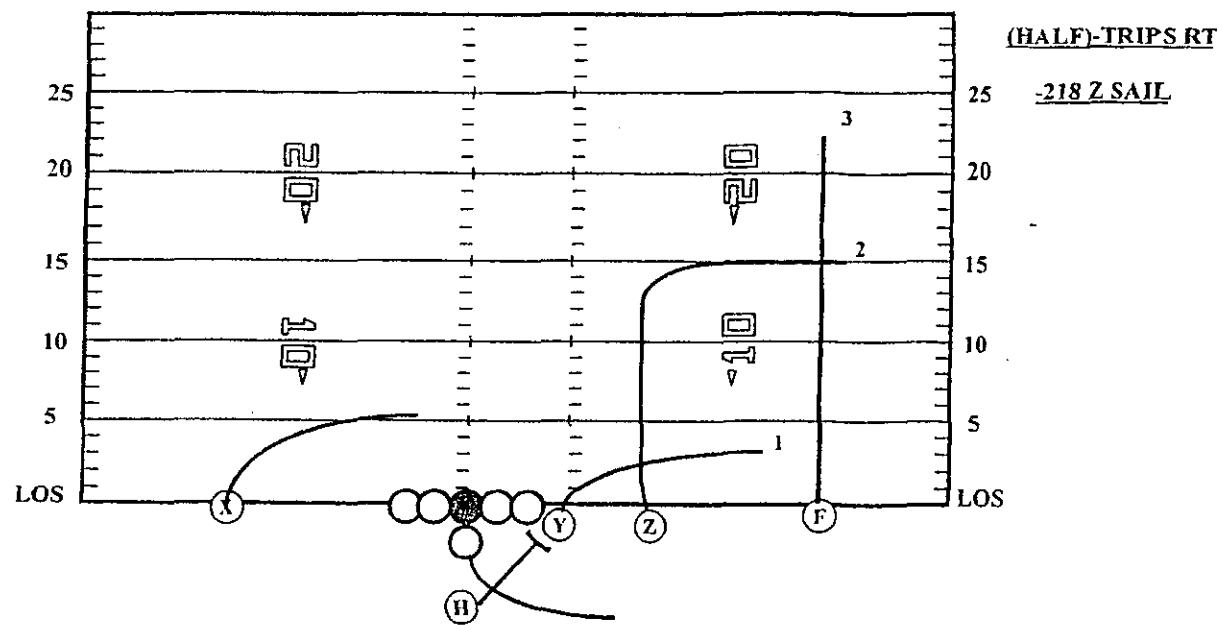
Block thru B Gap to A Gap.

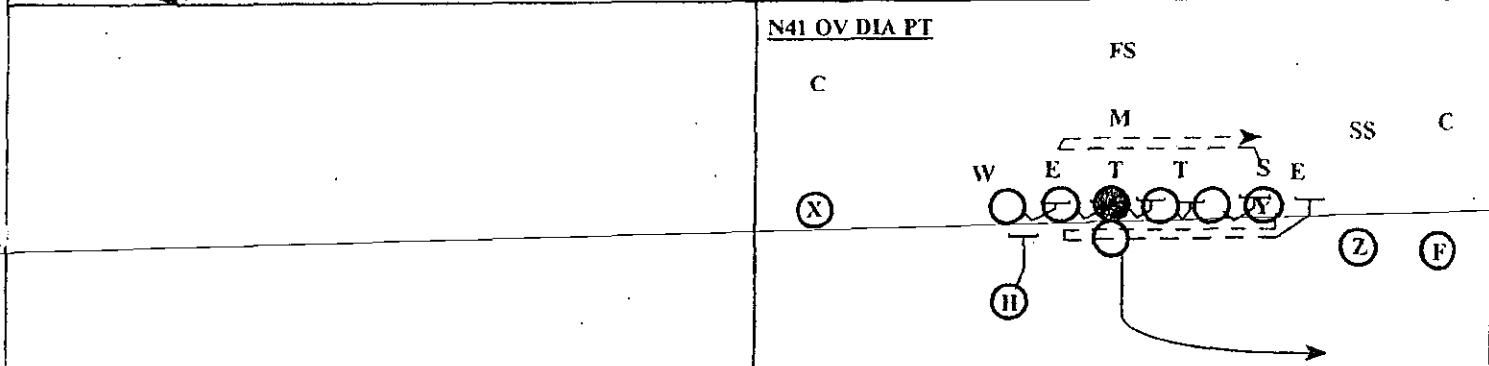
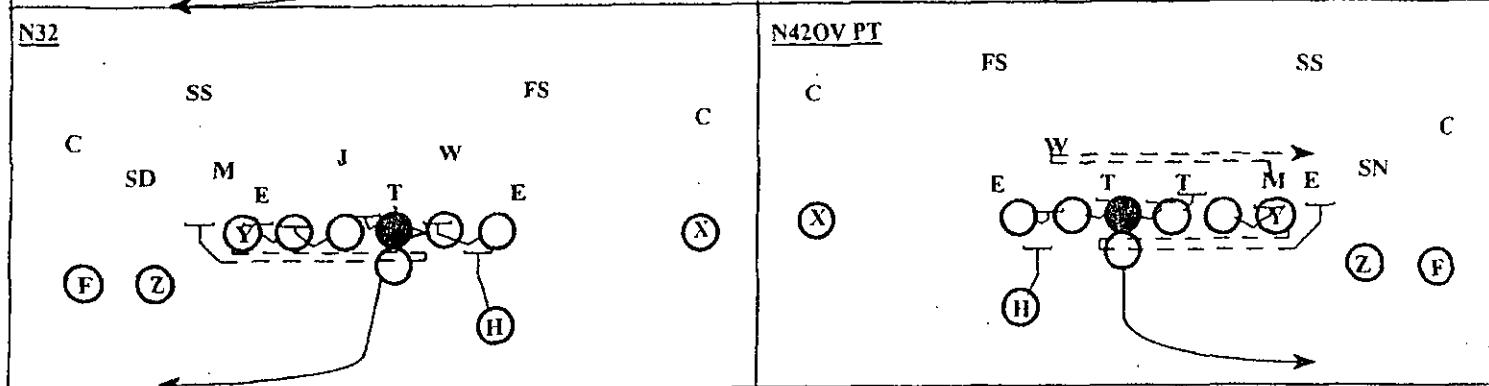
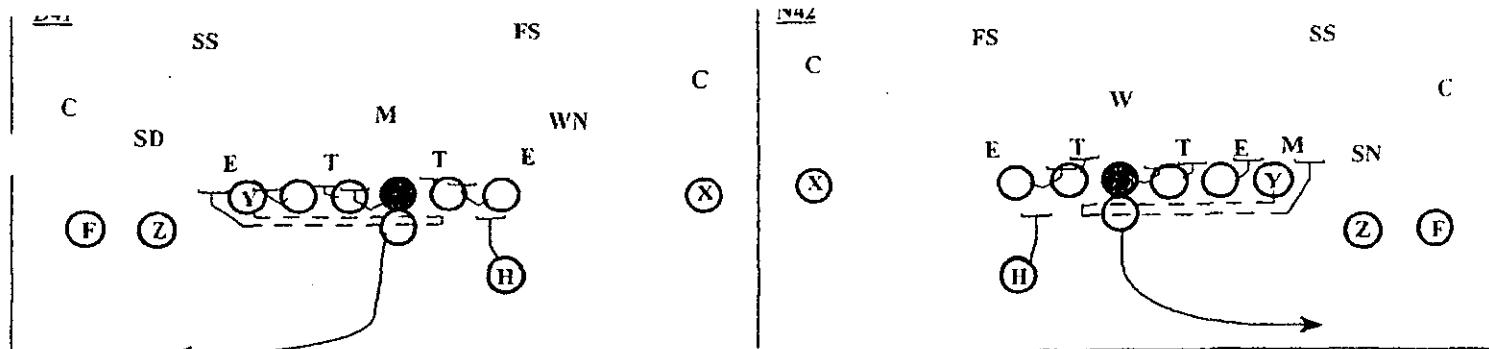
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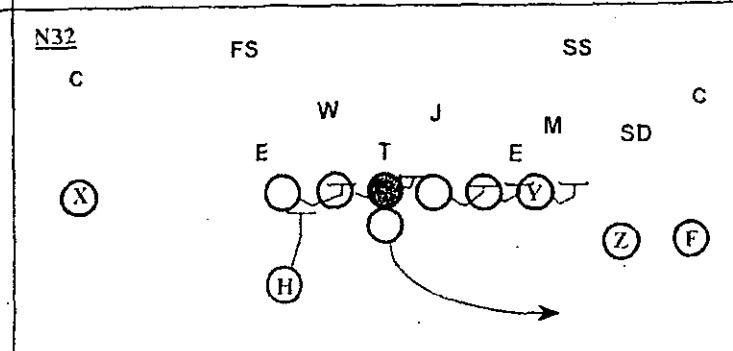
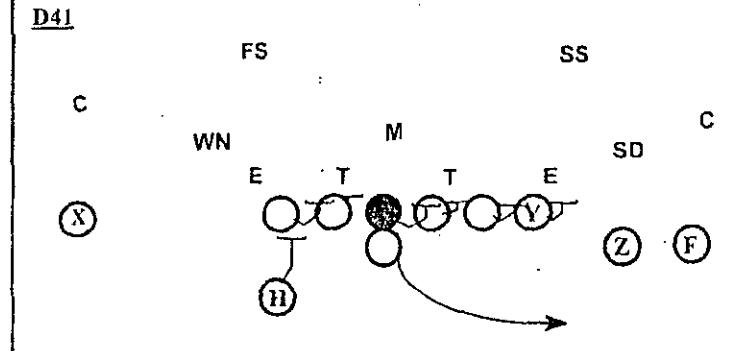
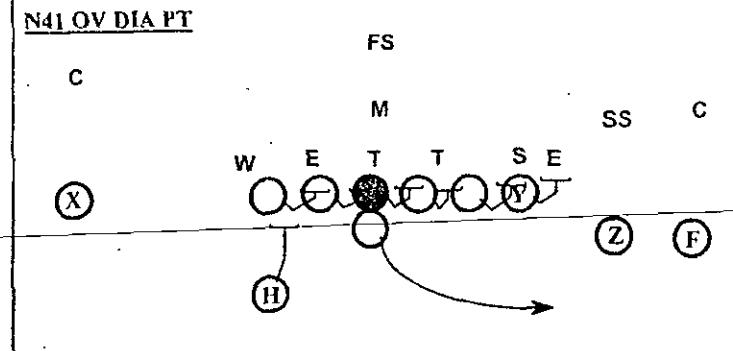
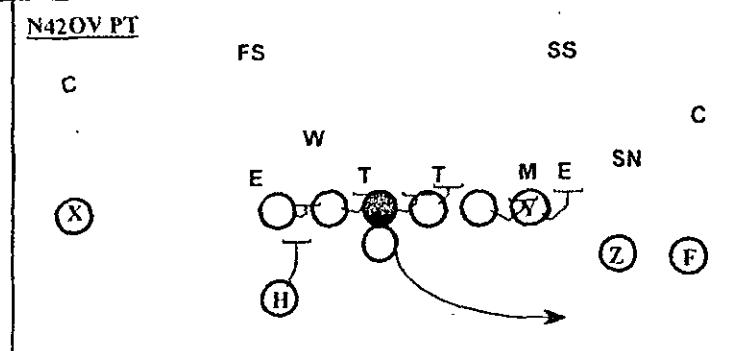
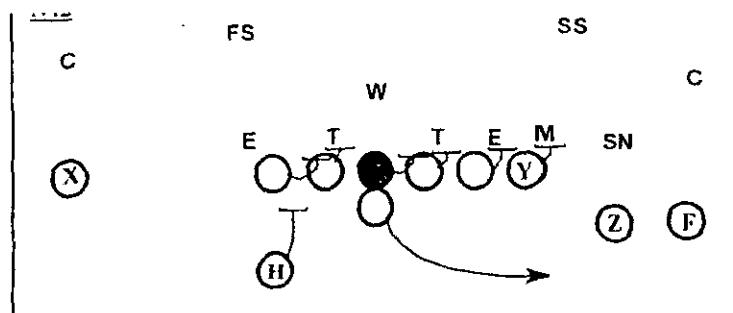
Run the Over Route no deeper than 12.

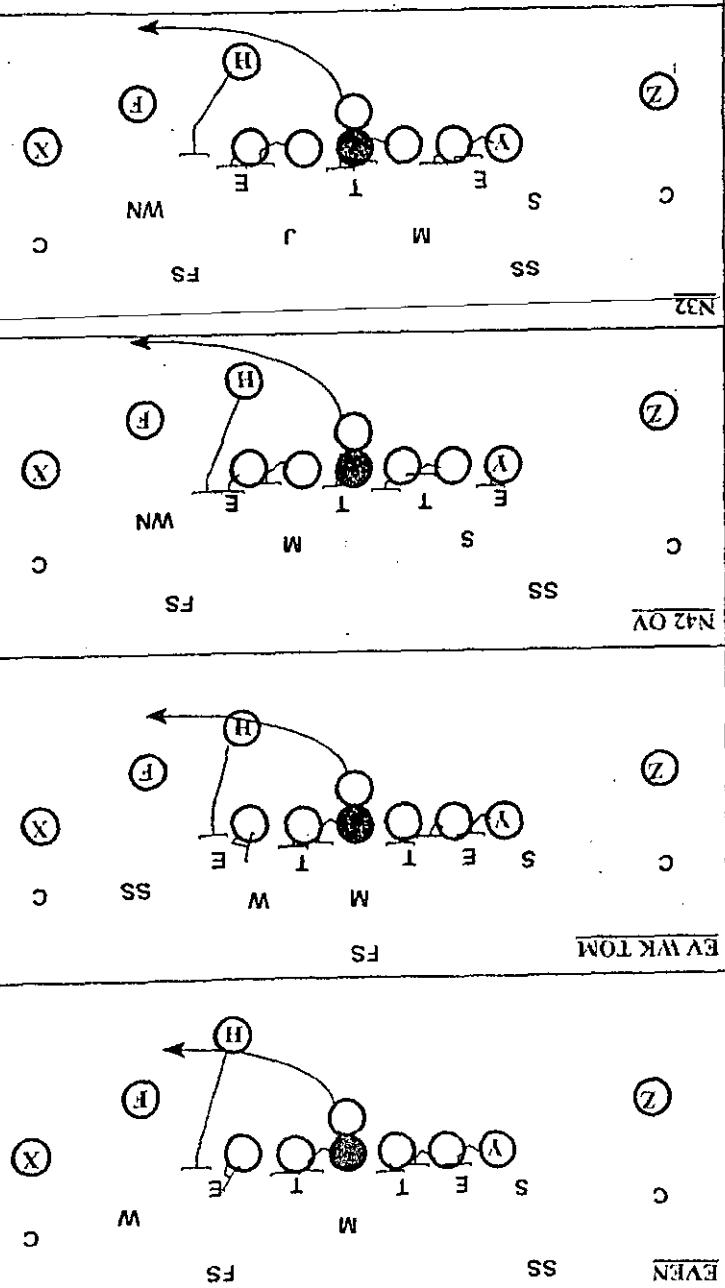
**Y**





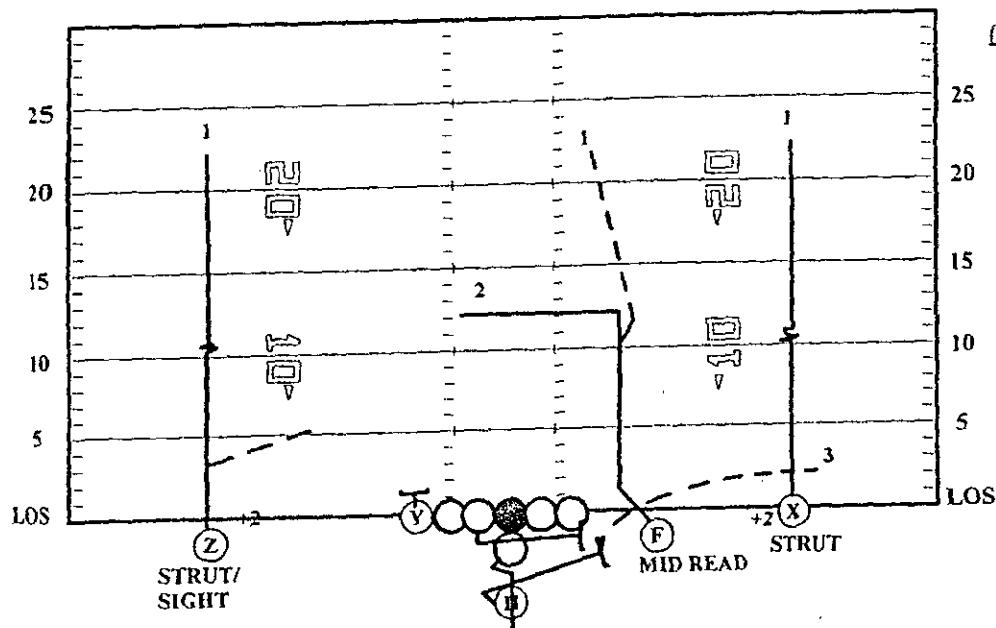






200'S

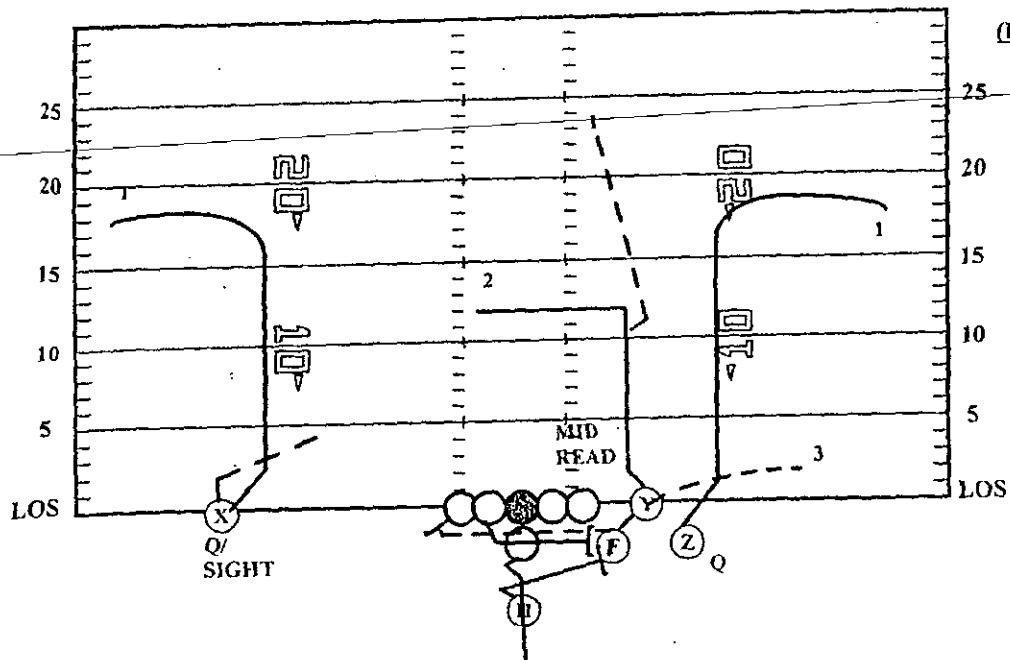
# JAB 144 COUNTER



(DET/HALF)-1 HALF

-J 144 CTR DOUBLE STRUT

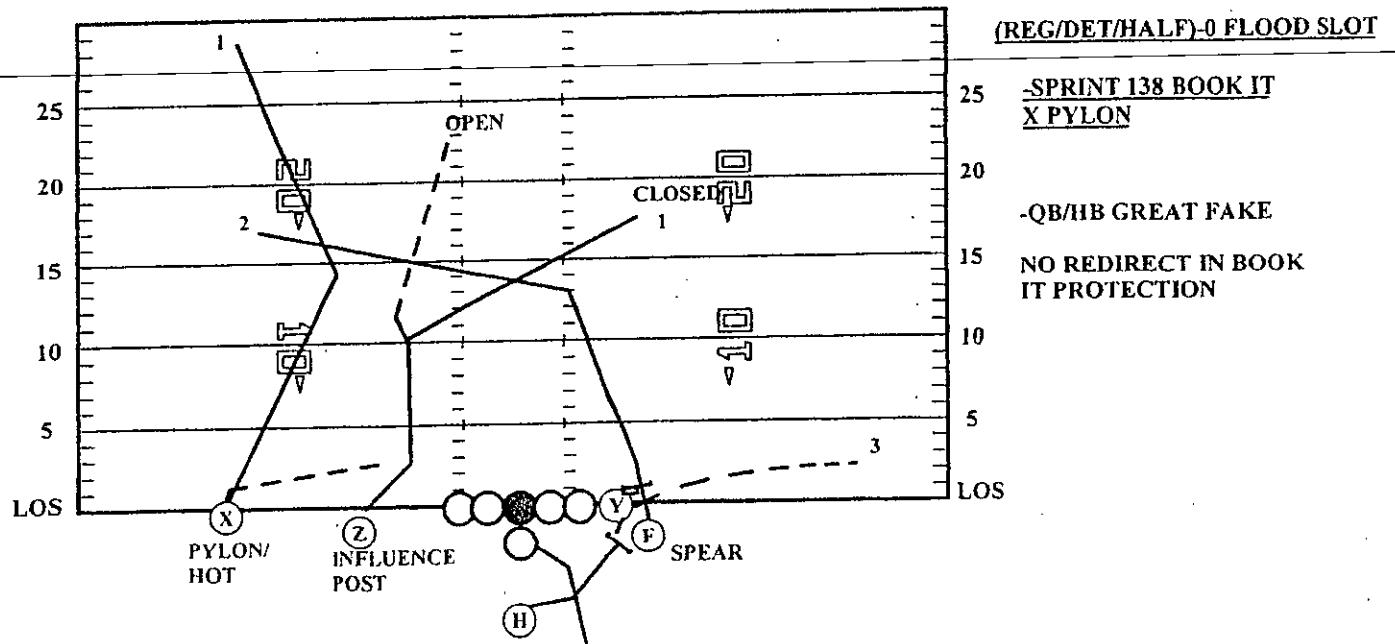
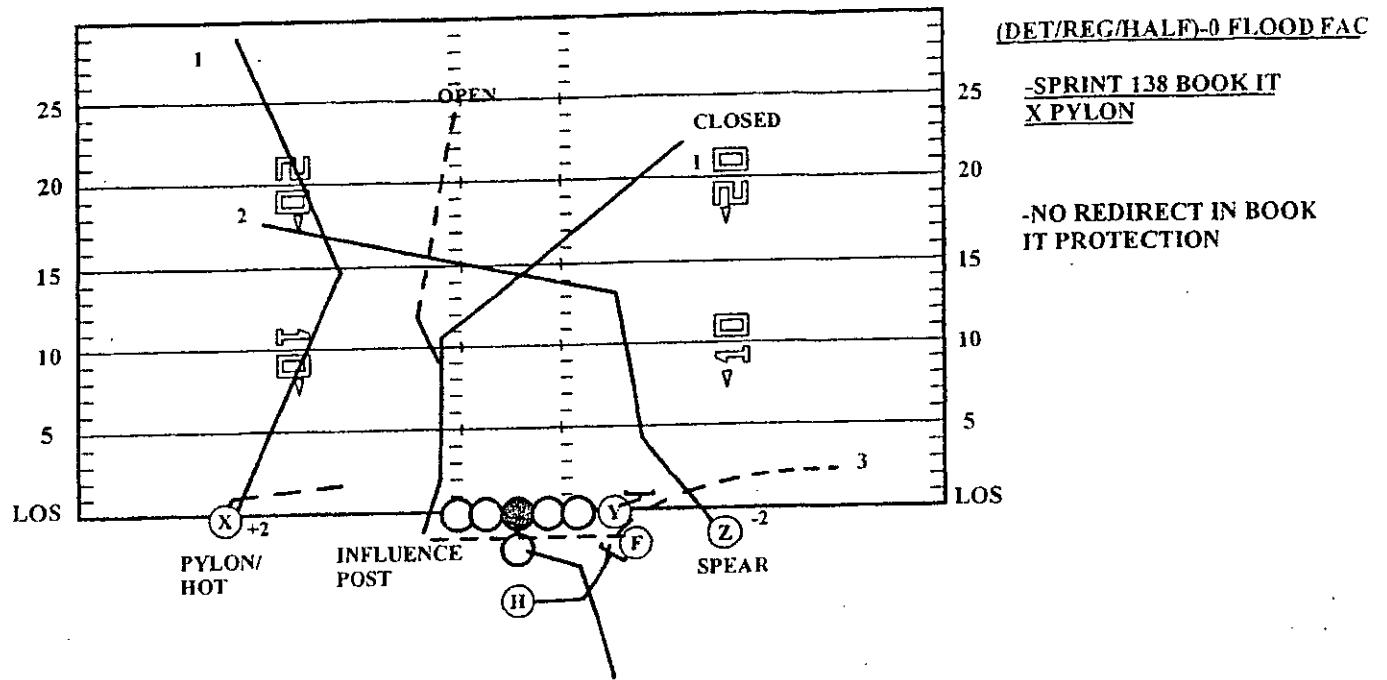
-MIDDLE READ  
NO POST SAFETY  
NEAR SAFETY +4 OR WIDER  
FROM HASH



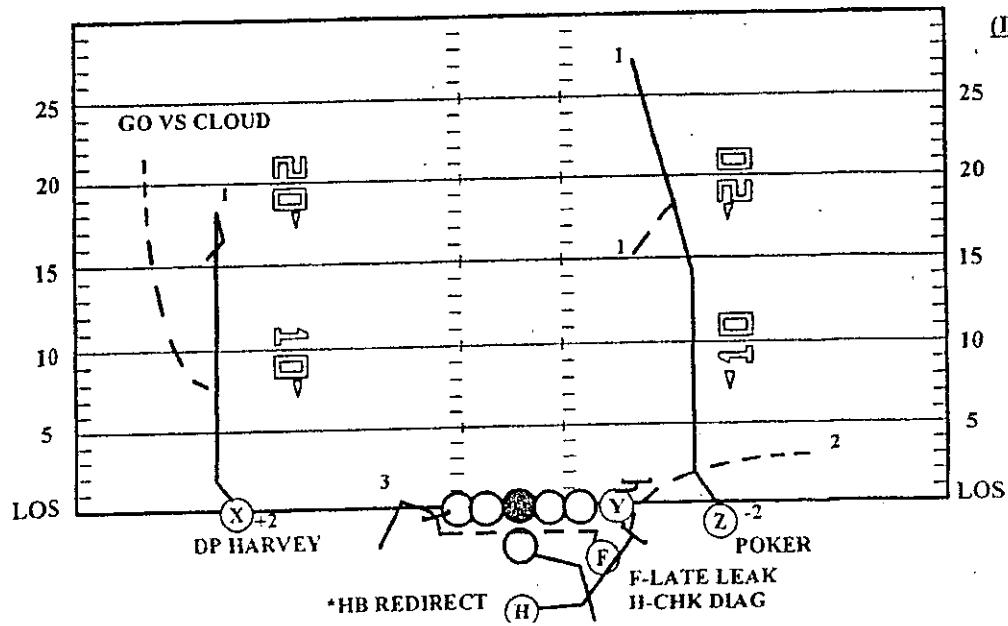
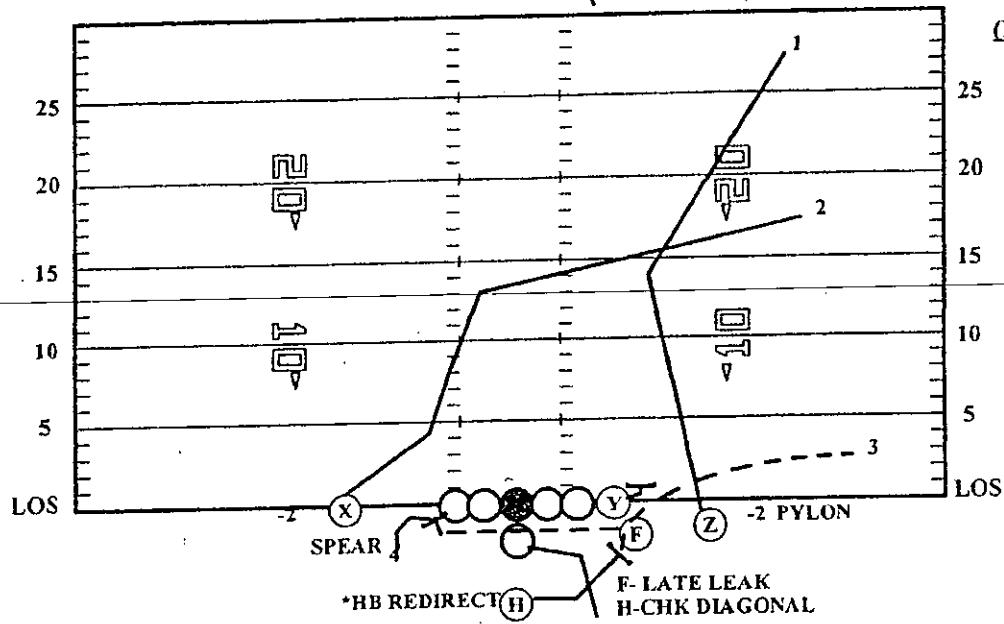
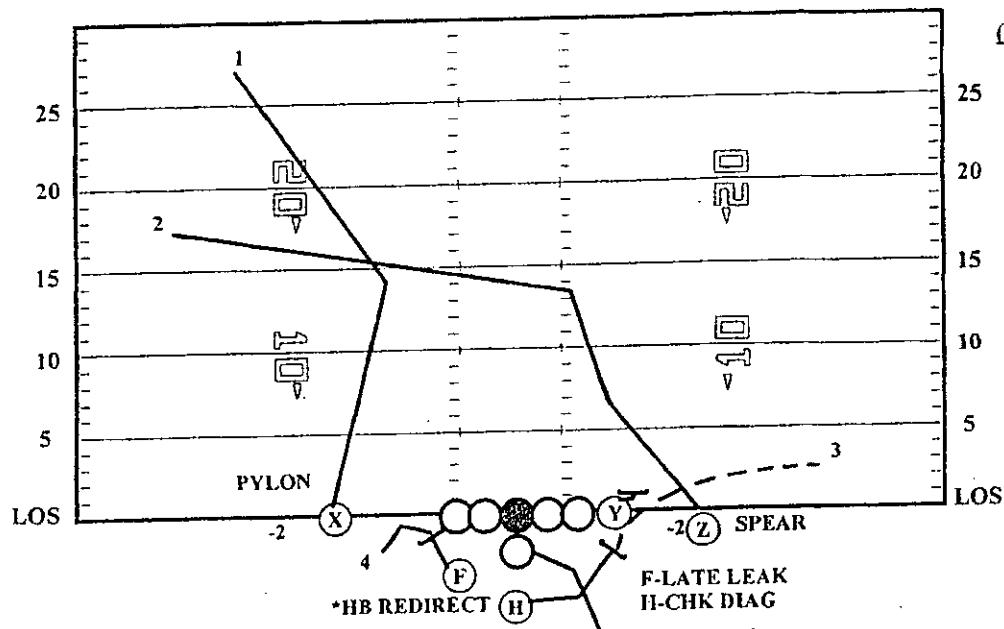
(DET/B3)-0 TRUMP FAP

-J 144 CTR DOUBLE Q

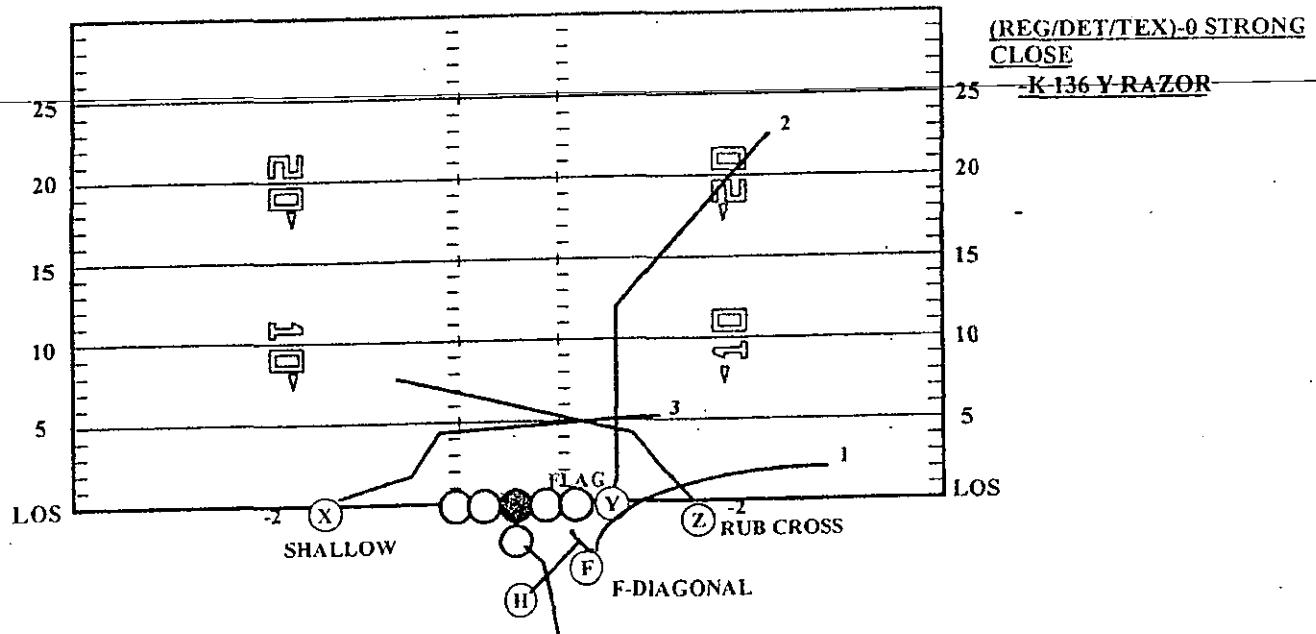
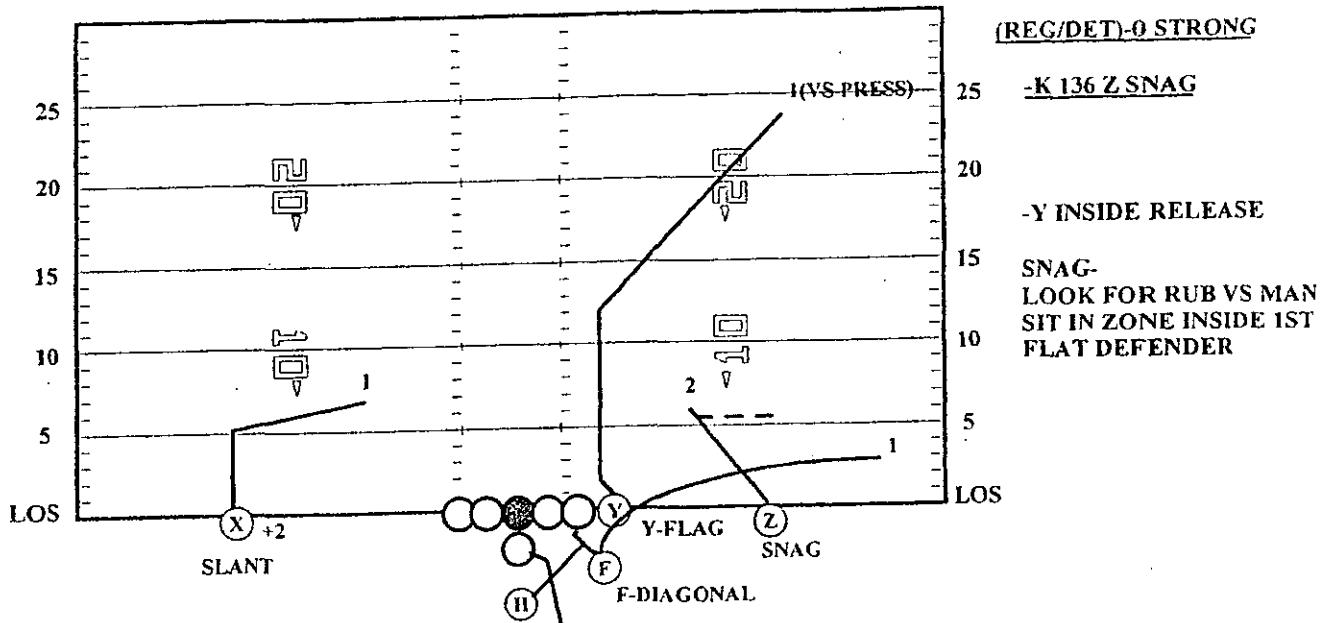
# SPRINT 138 BOOK IT

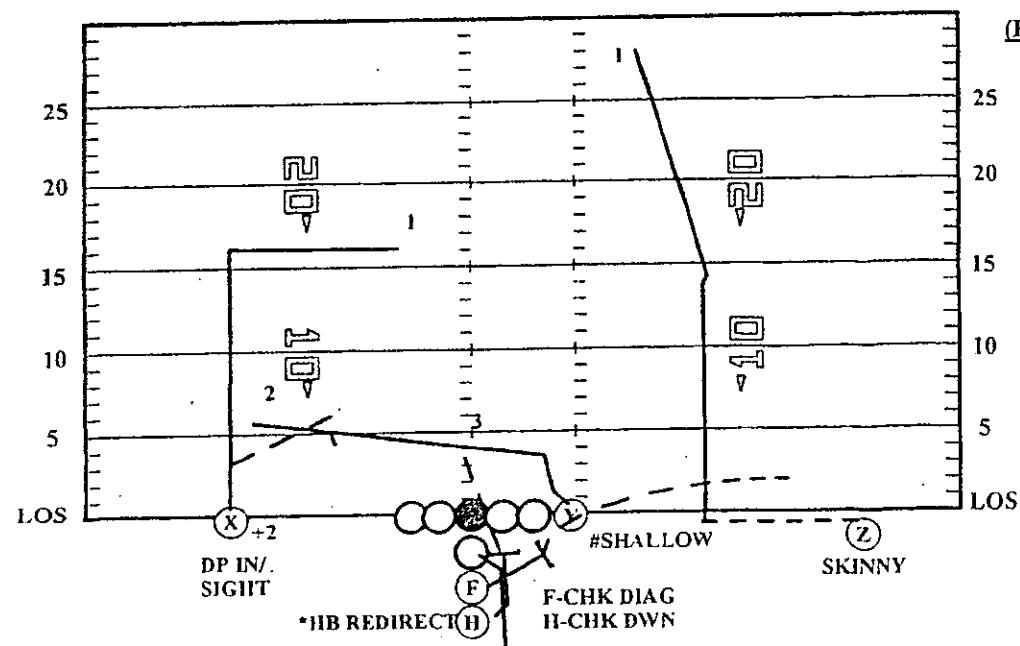
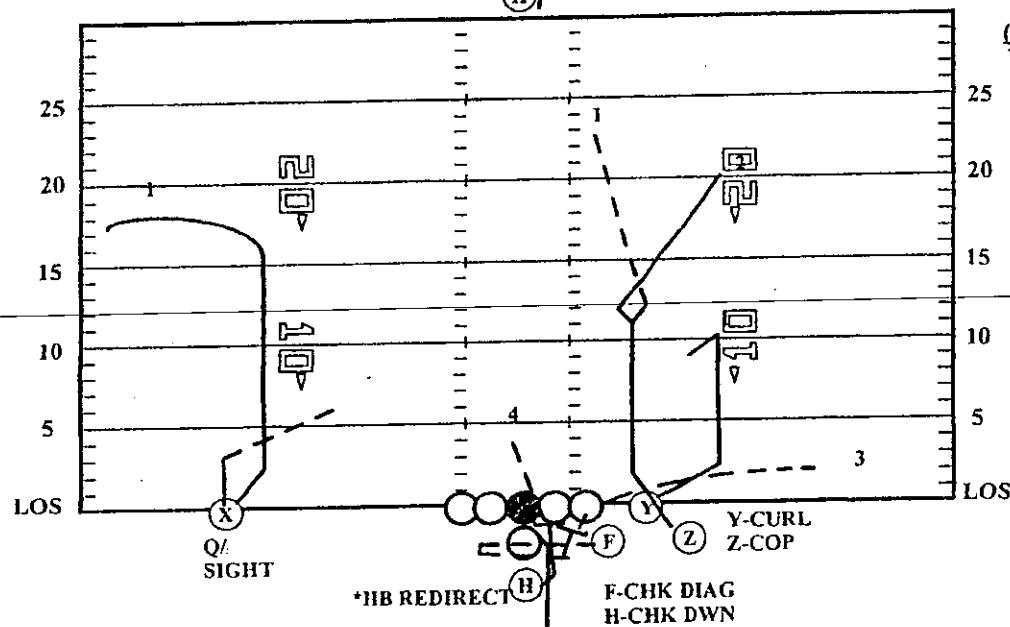
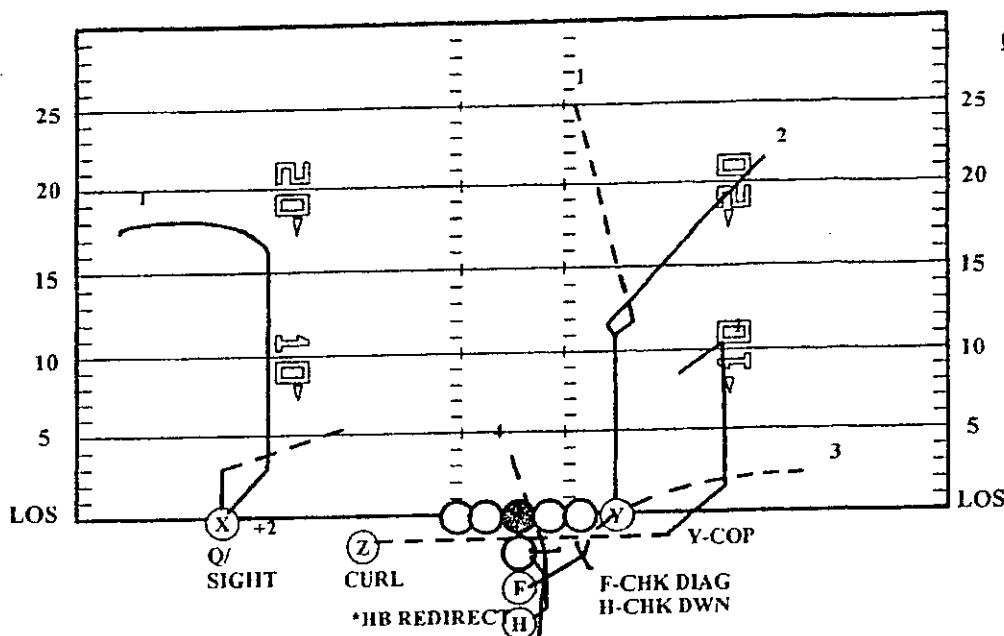


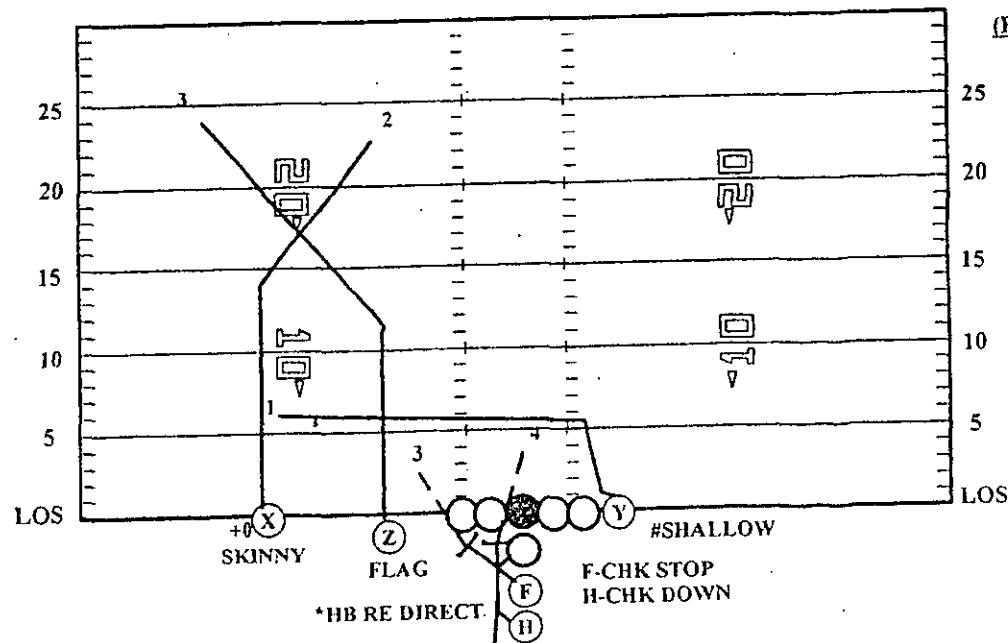
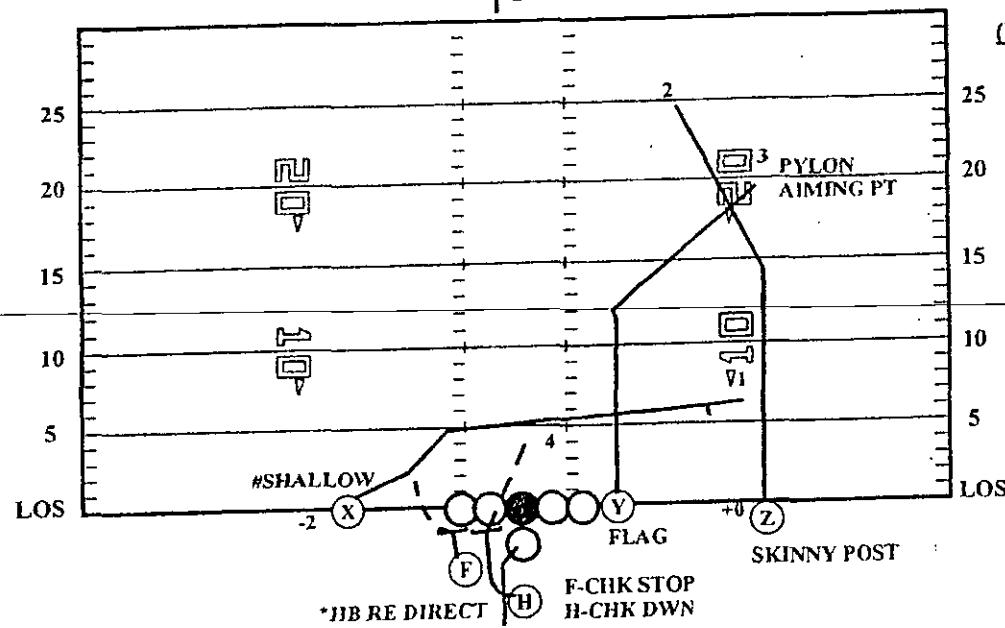
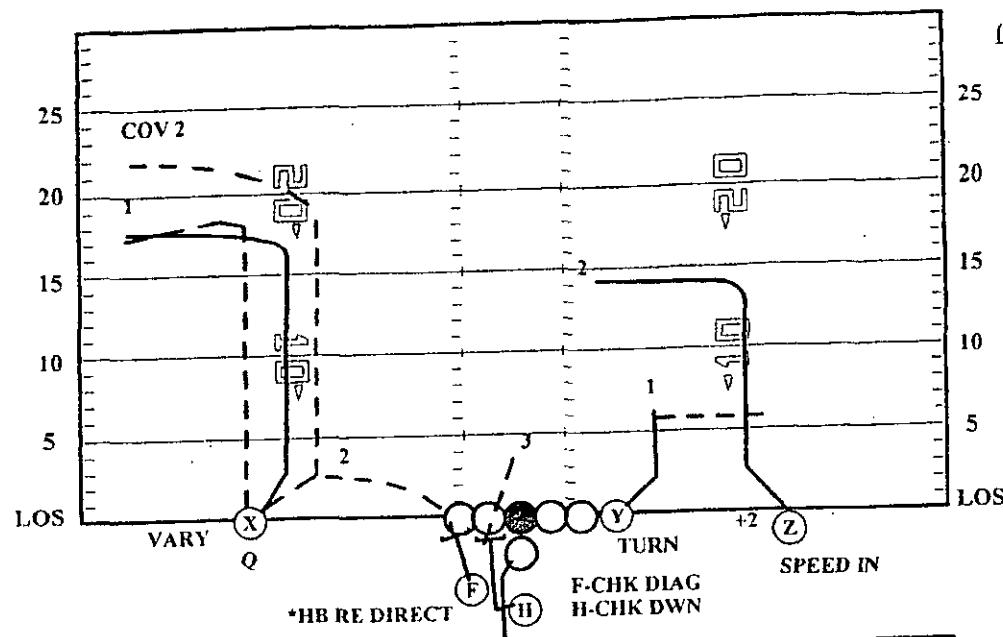
# SPRINT 138 SELL IT/BOOK IT

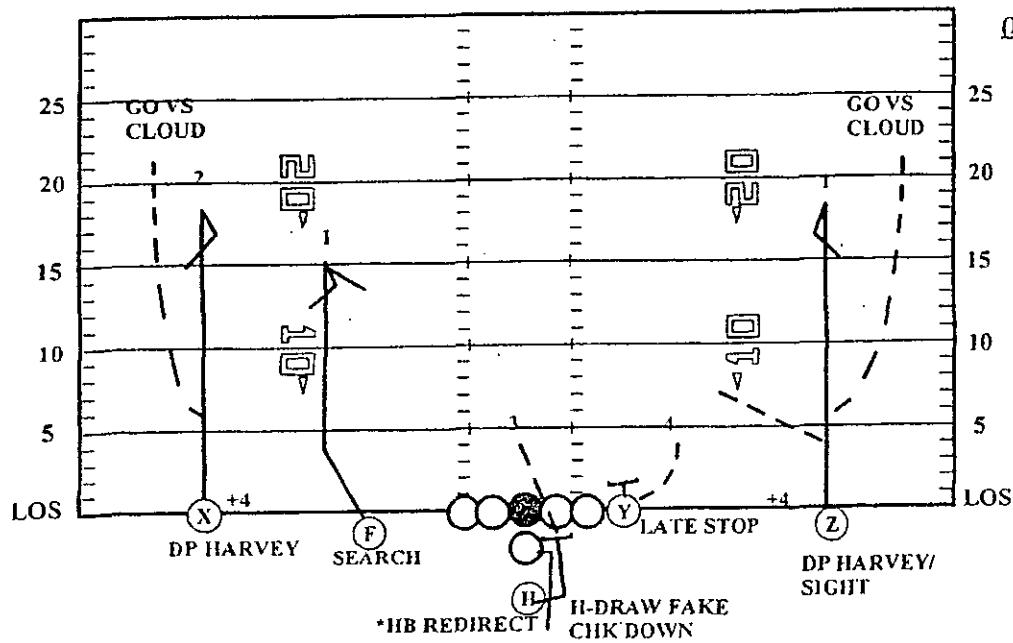
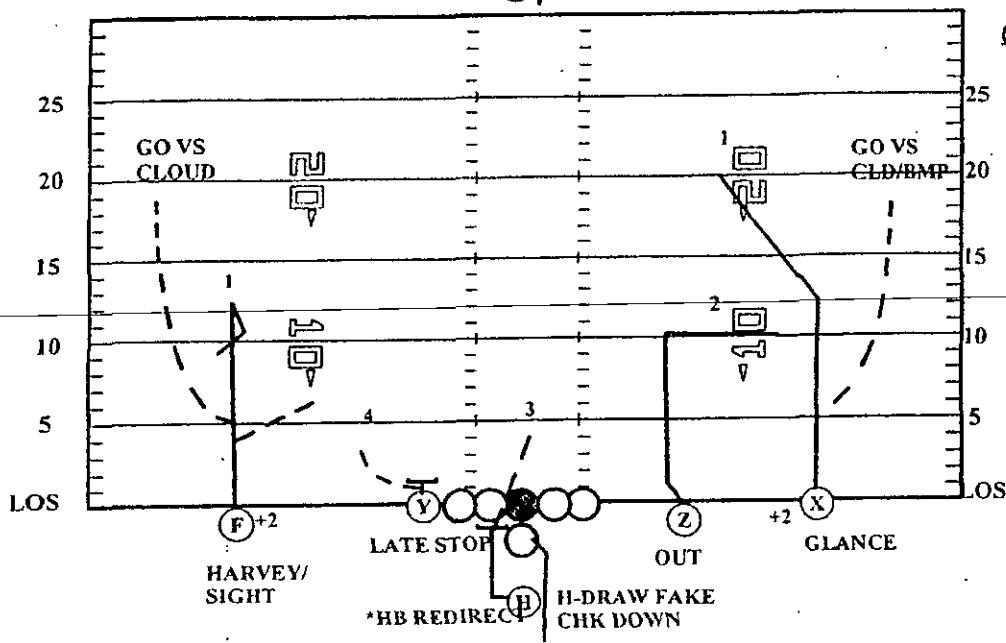
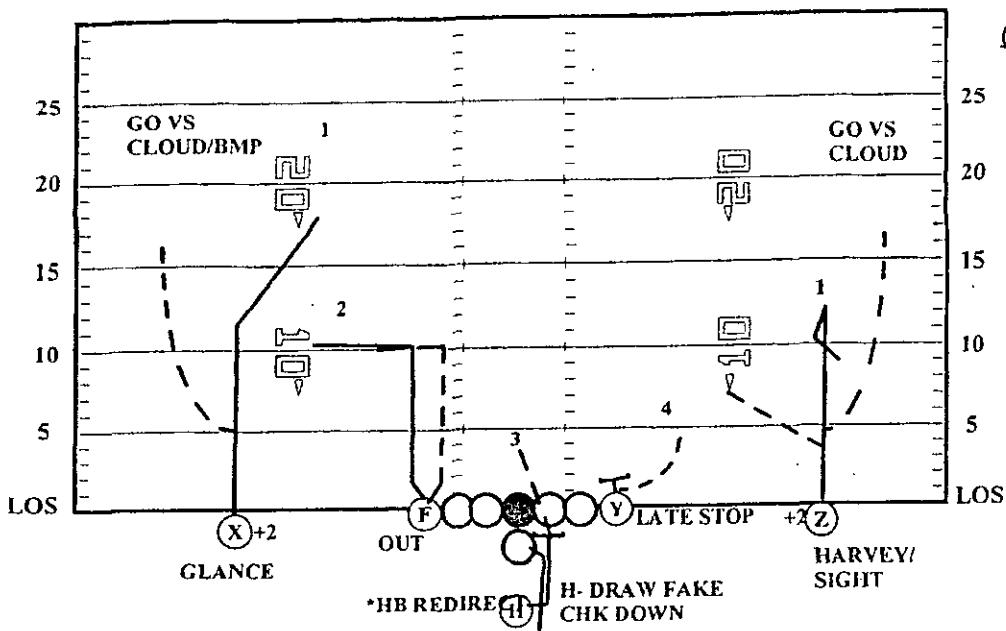


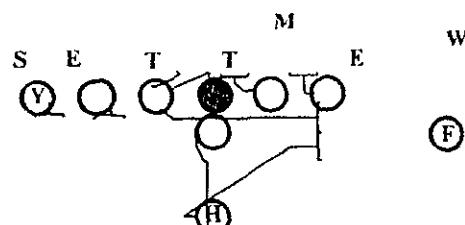
# K 136



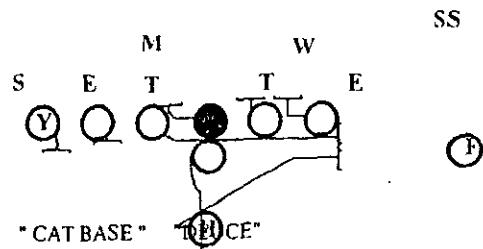




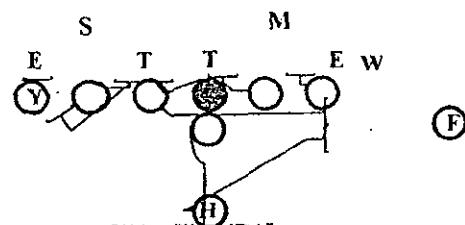


OVER

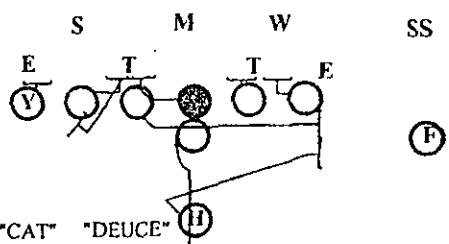
"OVER" "CAT BASE" "QUICK" ALERT WANDA



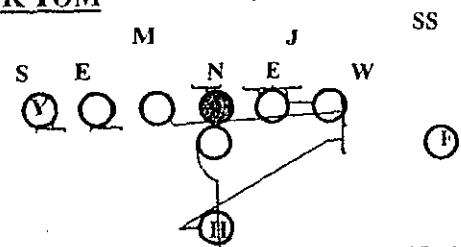
"EVEN" "CAT BASE" "DEUCE"

OVER ST TOM

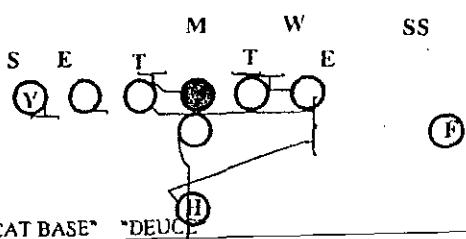
"OVER" "CAT" "QUICK" "WANDA"

EVEN DBL TOM

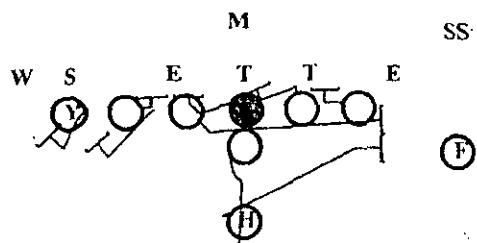
"EVEN" "CAT" "DEUCE"

34 UN WK TOM

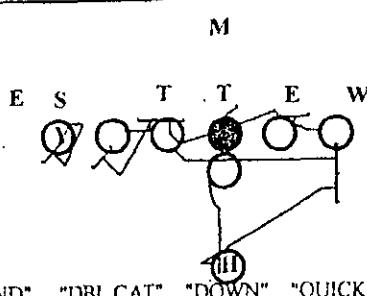
"UNDER" "DEUCE" ALERT DOWN/QUICK, "CAT BASE"

EVEN WK TOM

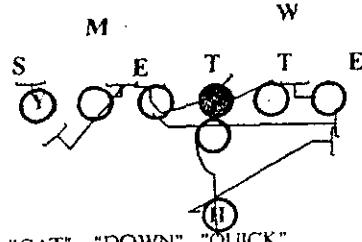
"EVEN" "CAT BASE" "DEUCE"

UN DIAMOND POINT

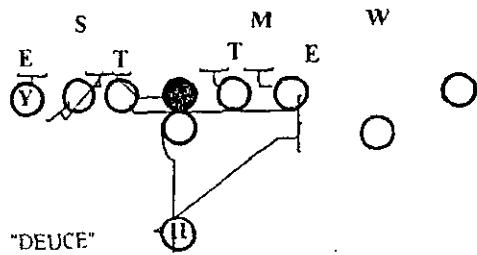
"DIAMOND" "DBL CAT" "DOWN" "QUICK"



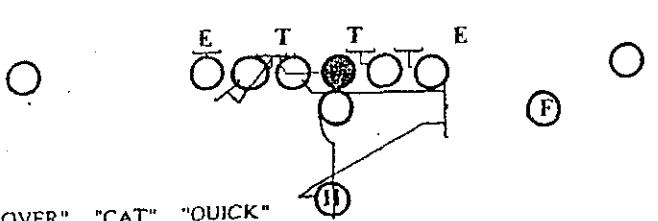
"DIAMOND" "DBL CAT" "DOWN" "QUICK"

UN DIAMOND

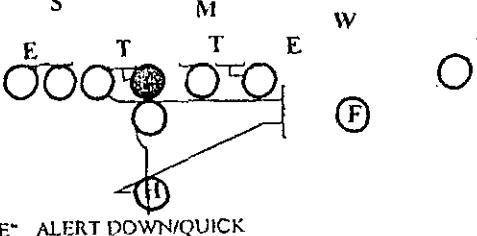
"DIAMOND" "CAT" "DOWN" "QUICK"

N42

"EVEN" "CAT" "DEUCE"

N42 OV

"OVER" "CAT" "QUICK"

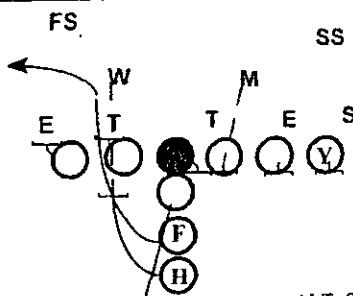
N42 UN

"UNDER" "DEUCE" ALERT DOWN/QUICK

# R 135 STY PRO

# R 134 STY PRO

44 STRONG



"ALERT HVY" "EVEN" "RAM"

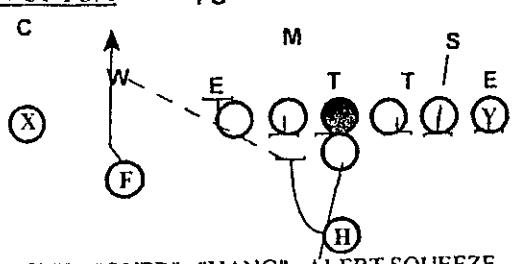
ALT SWOOP

OV ST TOM

FS

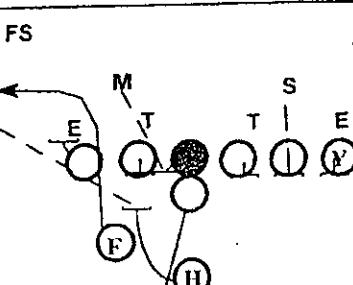
SS

C



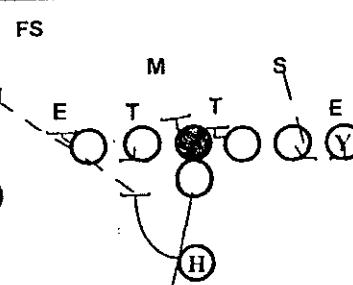
"ZONE" "OVER" "HANG" ALERT SQUEEZE

N42



"LION" "EVEN" "HANG" ALERT SQUEEZE

N42 UND



"UNDER" "LION" ALERT OUT

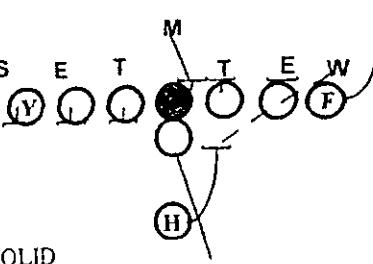
"HANG"

EVEN

SS

FS

C



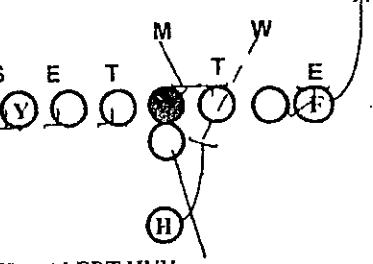
"EVEN" "HOLE" SOLID

EV WK TOM

SS

FS

C



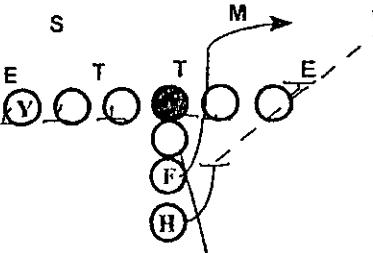
"EVEN" "HOLE" ALERT HVY

N42 OV

SS

FS

C



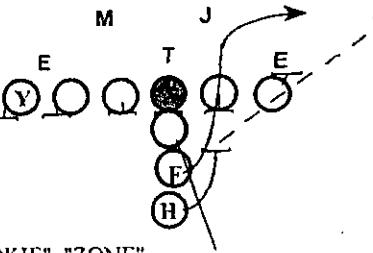
"HANG" "OVER" "ZONE"

N32

SS

FS

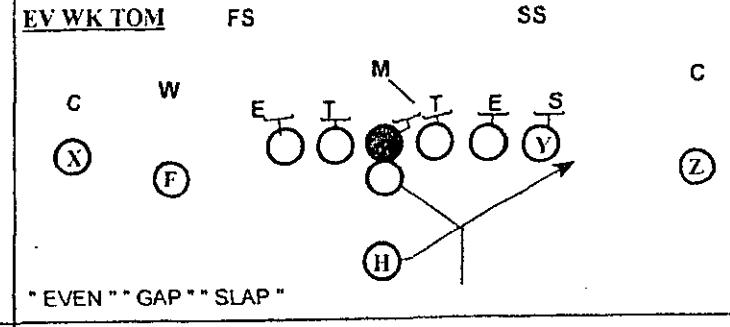
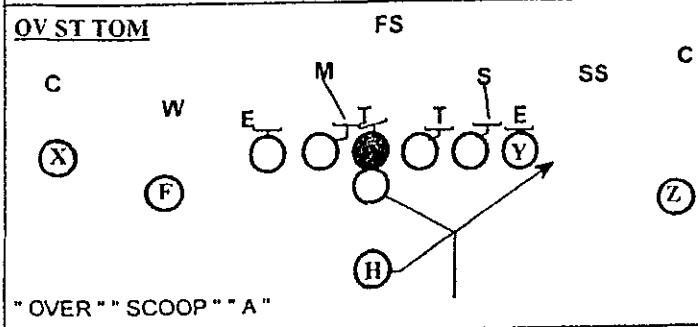
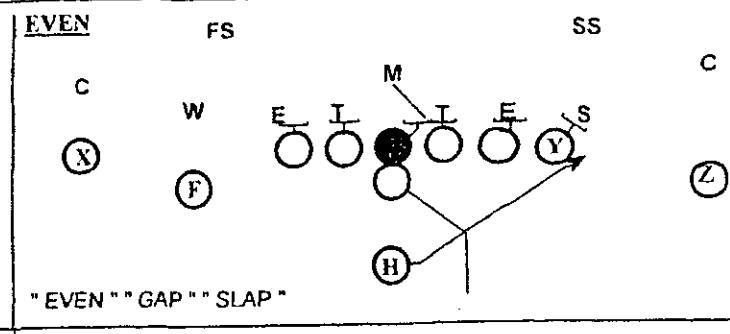
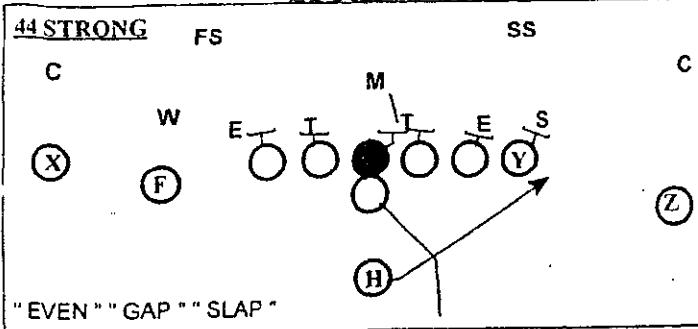
C



"ZONE" "OKIE" "ZONE"

**SPRINT 138 BOOK IT**

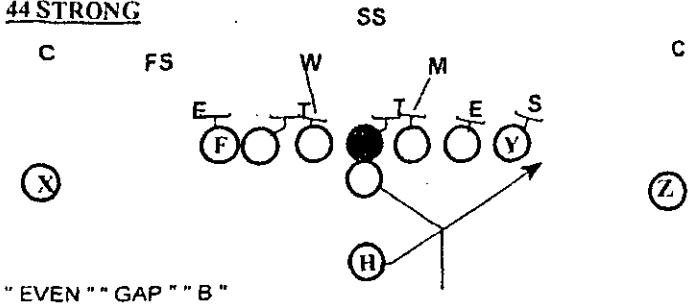
**SPRINT 138 BOOK IT**



# SPRINT 138 SELL IT

# SPRINT 138 SELL IT

44 STRONG



EVEN

FS

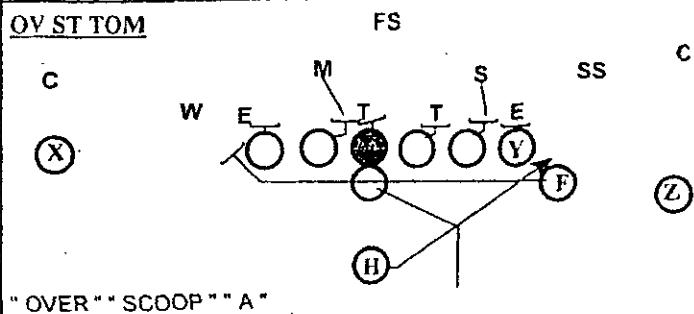
SS

C

C X

"EVEN" "GAP"

OY ST TOM



EV WK TOM

FS

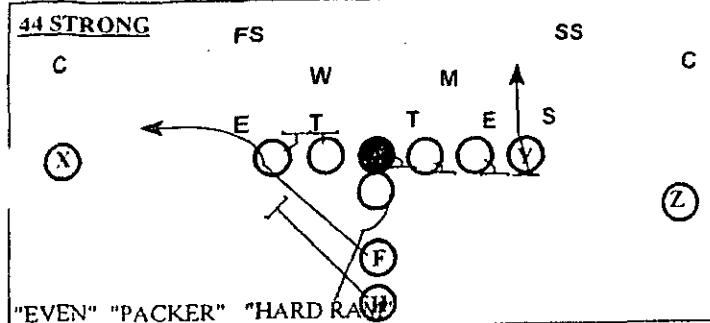
SS

C

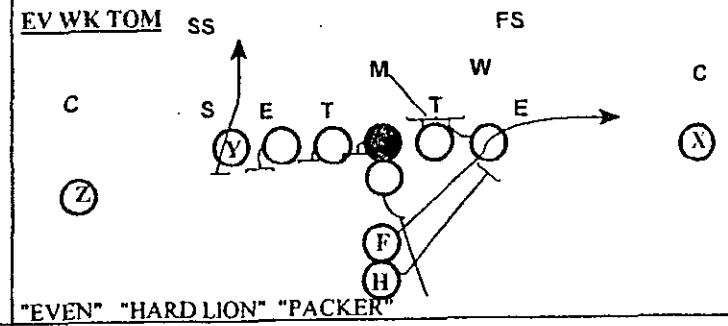
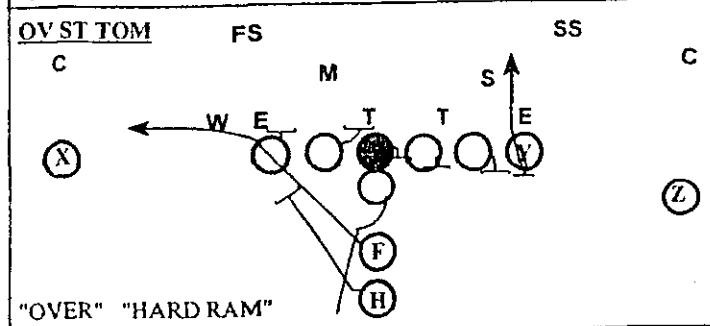
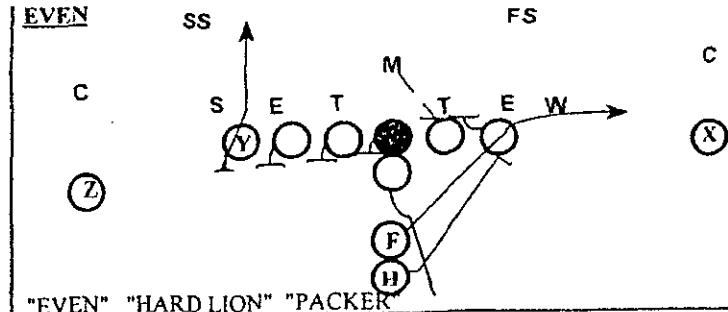
C X

"EVEN" "GAP" "B"

SPI 137



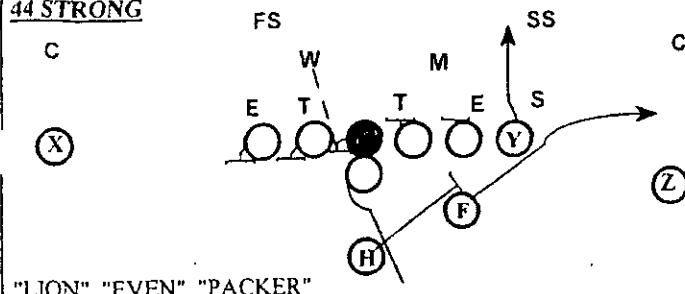
SPI 136



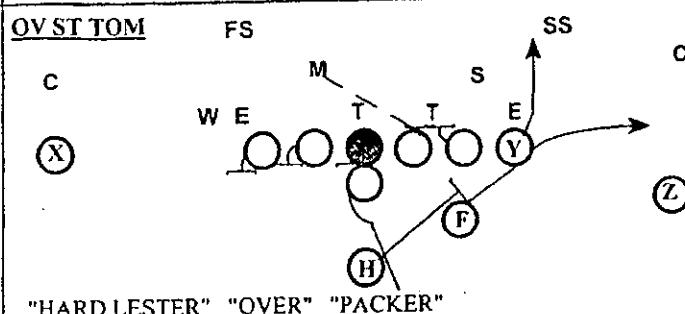
# K136 PRO

# K137 PRO

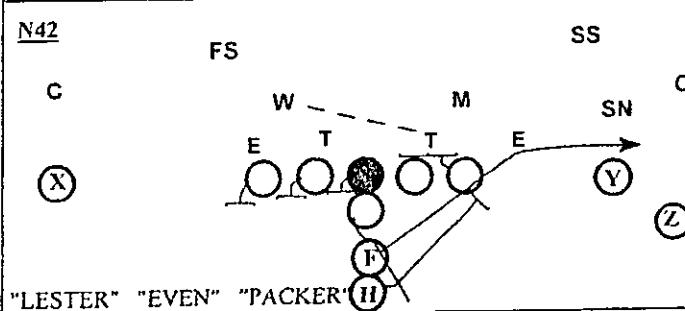
44 STRONG



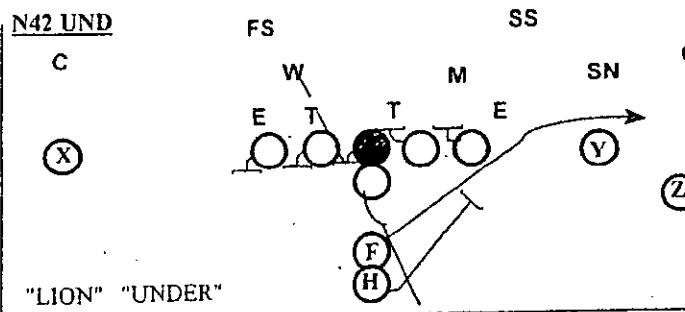
OV ST TOM



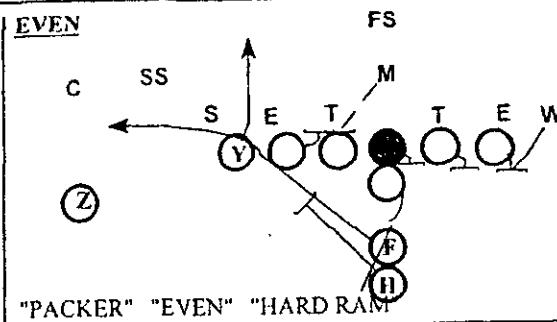
N42



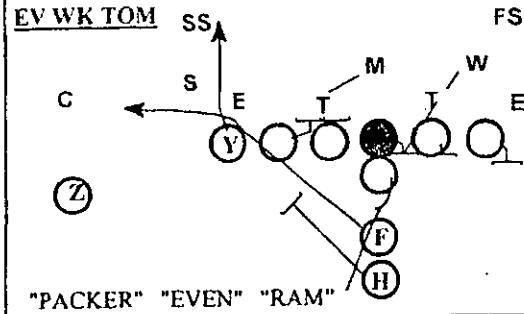
N42 UND



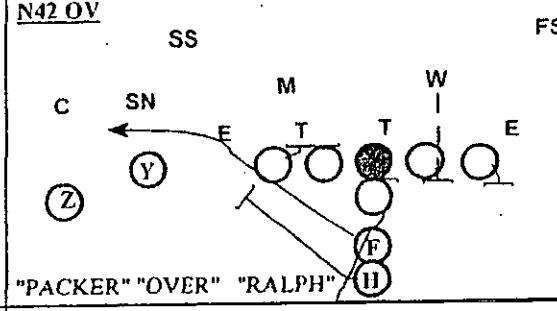
EVEN



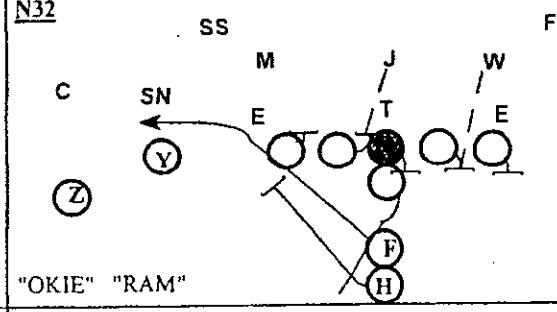
EV WK TOM



N42 OV



N32



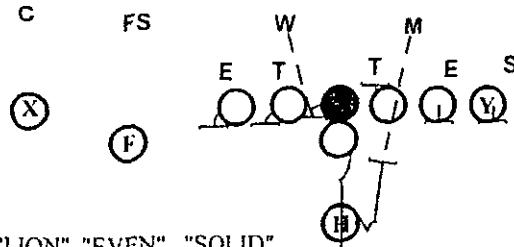
# H 140 PRO

# H 141 AREA PRO

44 STRONG

SS

C

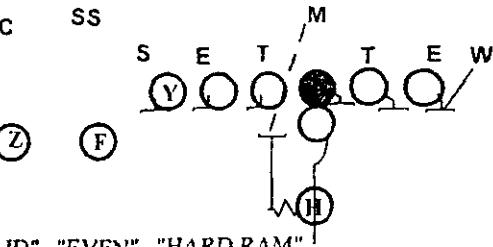


"LION" "EVEN" "SOLID"

EVEN

FS

C



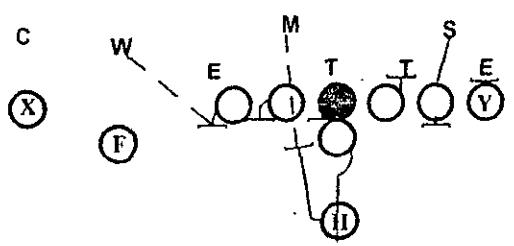
"SOLID" "EVEN" "HARD RAM"

OV ST TOM

FS

SS

C



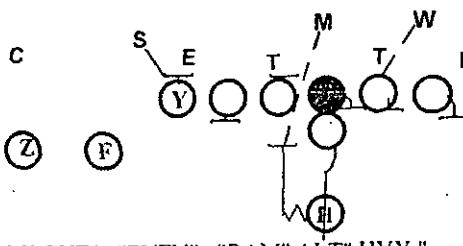
"HARD LUCKY" "OVER" "HANG"

EV WK TOM

SS

FS

C



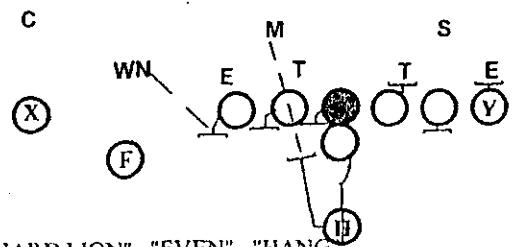
"ALT OUT" "EVEN" "RAM" ALT" HVY "

N42

FS

SS

C



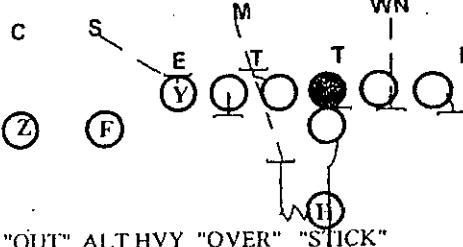
"HARD LION" "EVEN" "HANG"

N42 OV

SS

FS

C



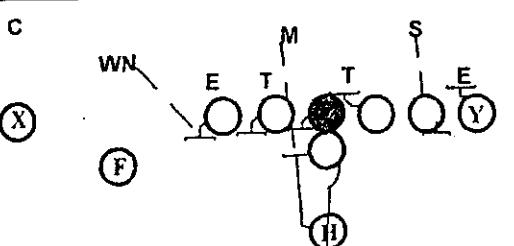
"OUT" ALTHVY "OVER" "STICK"

N42 UND

FS

SS

C



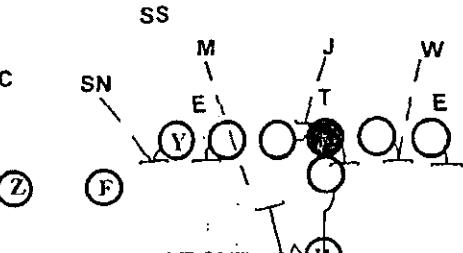
"HANG" "HARD LION" "UNDER"

N32

SS

FS

C

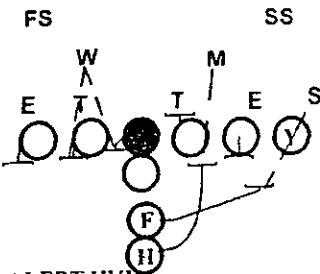


"OKIE" "RAM" ALT OUT

# R134 PRO

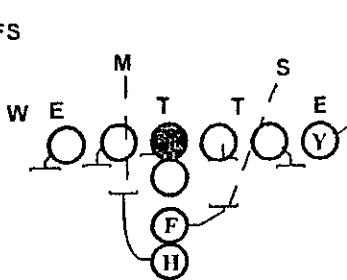
# R135 PRO

44 STRONG



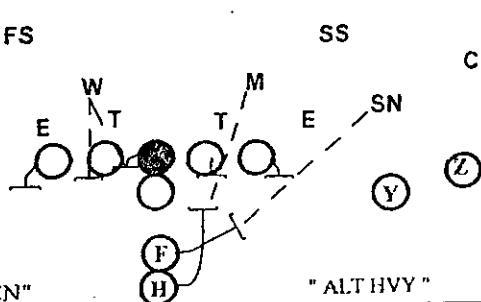
"LION" "EVEN" ALERT HVY

OV ST TOM



"HARD LUCKY" "OVER" ALERT HVY

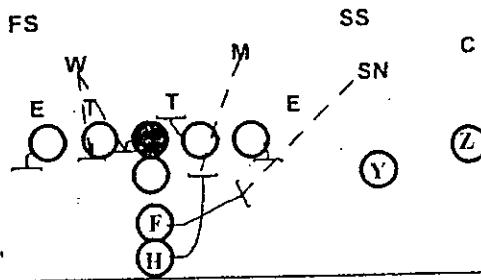
N42



"HARD LION" "EVEN"

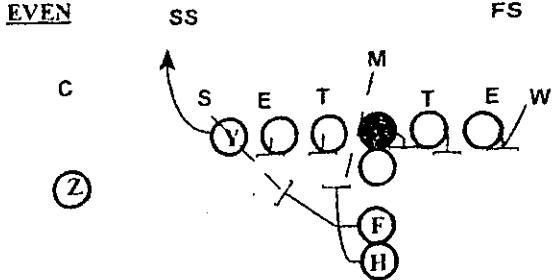
"ALT HVY"

N42 UND



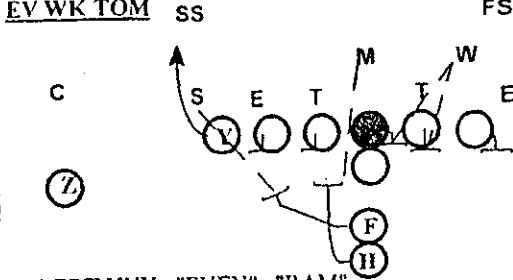
"LION" "UNDER"

EVEN



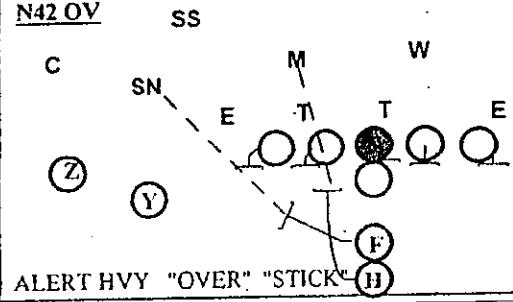
ALERT HVY "EVEN" "HARD RAM"

EV WK TOM



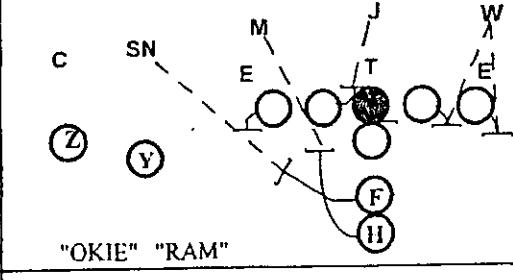
ALERT HVY "EVEN" "RAM"

N42 OV



ALERT HVY "OVER" "STICK"

N32



"OKIE" "RAM"

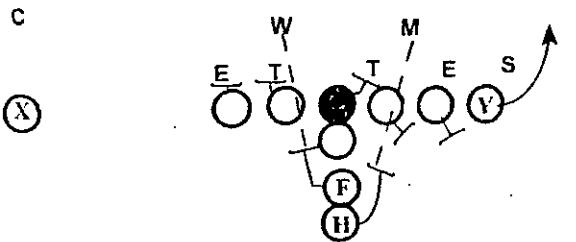
# R135 WK PRO

# R134 WK PRO

44 STRONG

FS

SS



" HARD RAM " " ALT HVY "

EVEN

SS

FS

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" HARD LION " " ALT HVT "

OV ST TOM

FS

SS

C

X

Z

" RAM "

EV WK TOM

SS

FS

C

C

Z

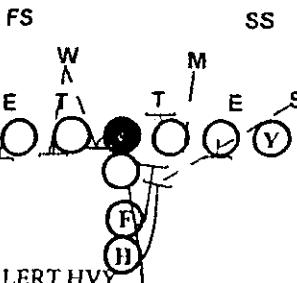
X

" HARD LION " " ALT HVY "

# R132 PRO

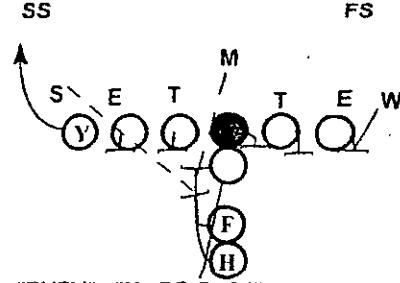
# R133 PRO

44 STRONG



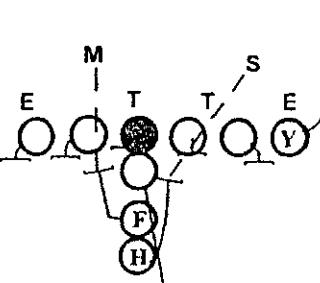
"LION" "EVEN" ALERT HVY

EVEN



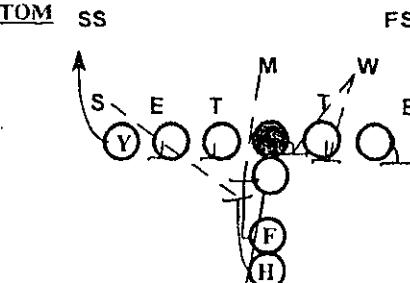
ALERT HVY "EVEN" "HARD RAM"

OV ST TOM



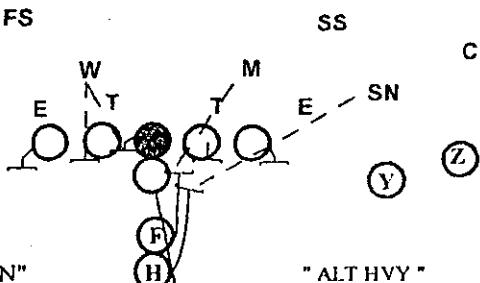
"HARD LUCKY" "OVER" ALERT HVY

EV WK TOM



ALERT HVY "EVEN" "RAM"

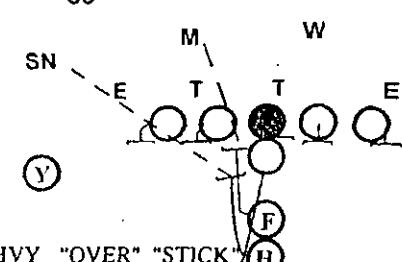
N42



"HARD LION" "EVEN"

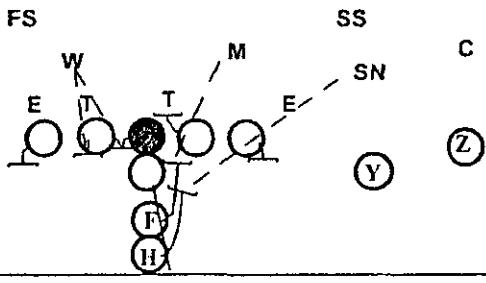
"ALT HVY"

N42 OV



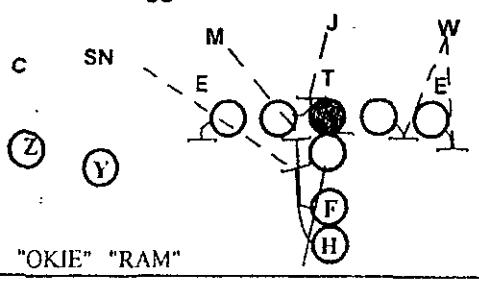
ALERT HVY "OVER" "STICK"

N42 UND



"LION" "UNDER"

N32

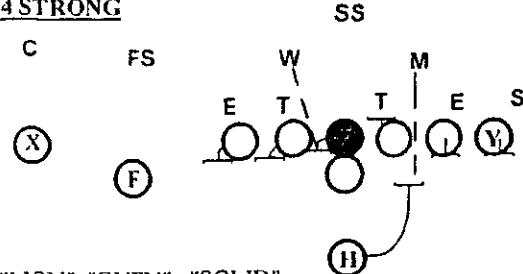


"OKIE" "RAM"

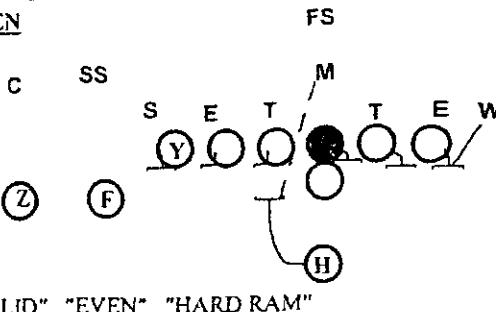
# R130 PRO

# R131 AREA PRO

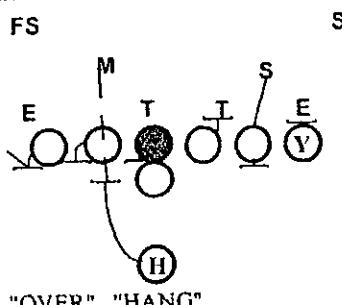
44 STRONG



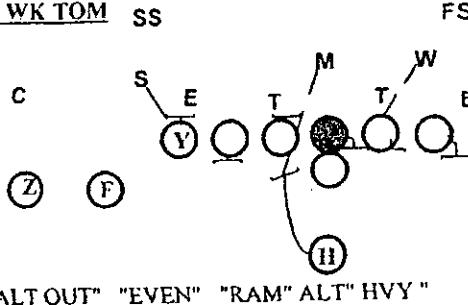
EVEN



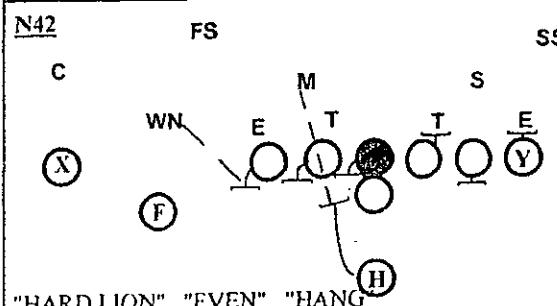
OV ST TOM



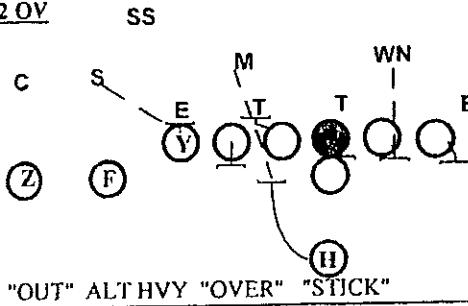
EV WK TOM



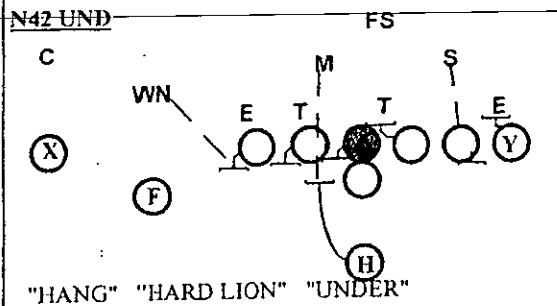
N42



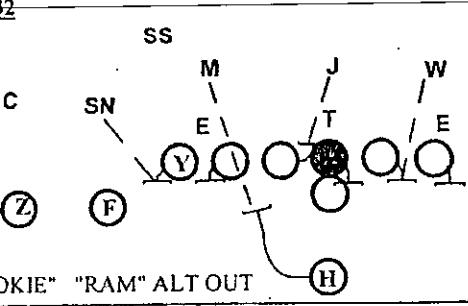
N42 OV



N42 UND



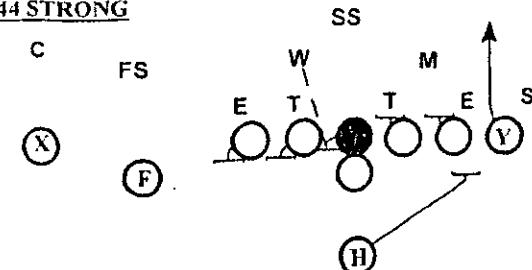
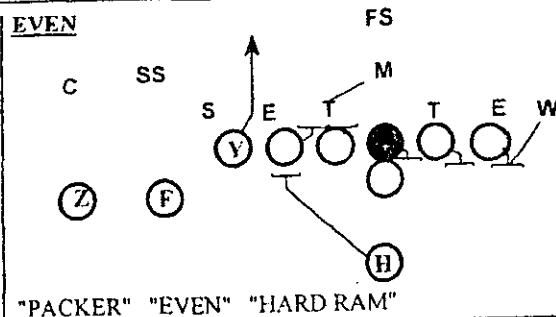
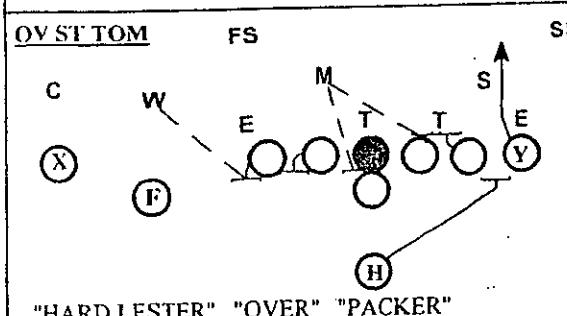
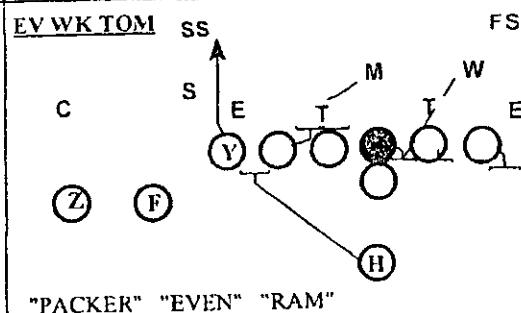
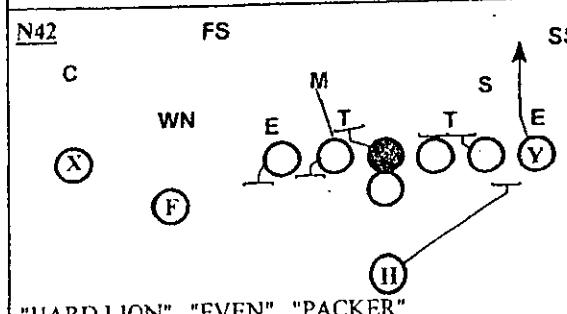
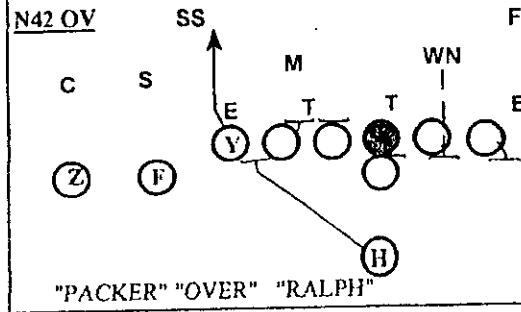
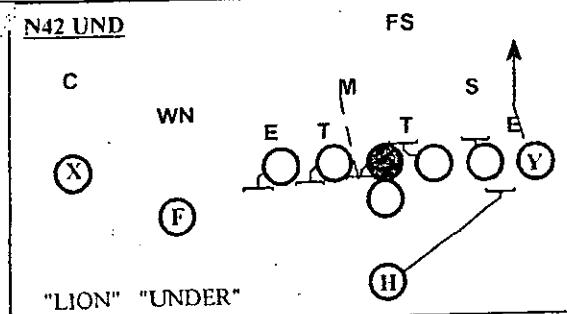
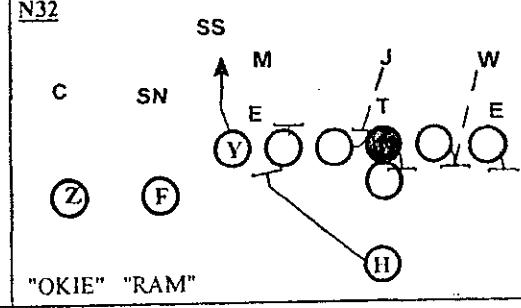
N32



100'S

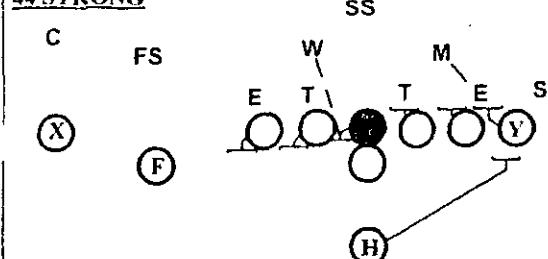
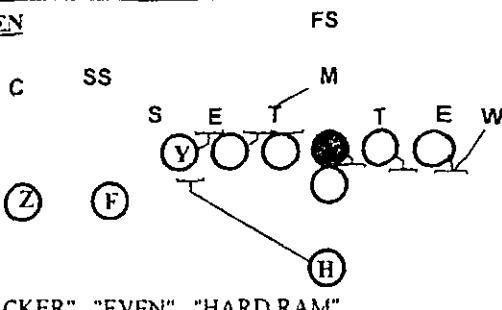
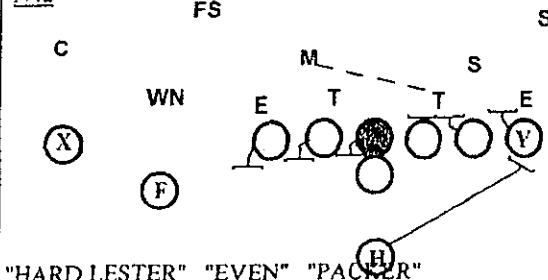
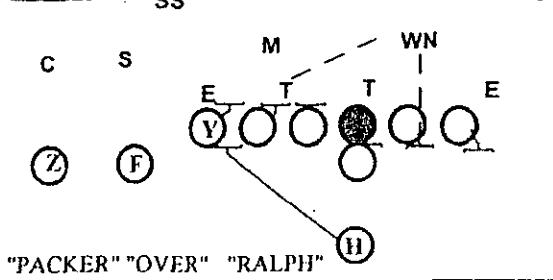
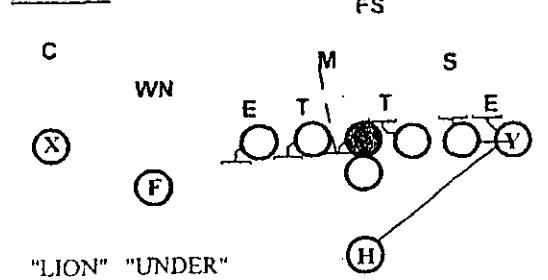
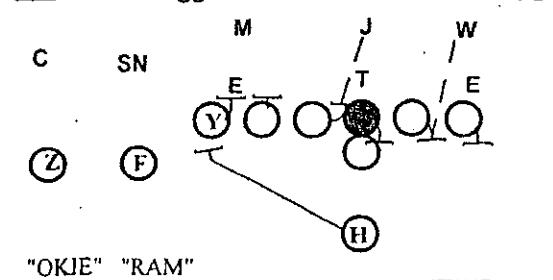
## 92 PRO

## 93 PRO

44 STRONGEVENOV ST TOMEV WK TOMN42N42 OVN42 UNDN32

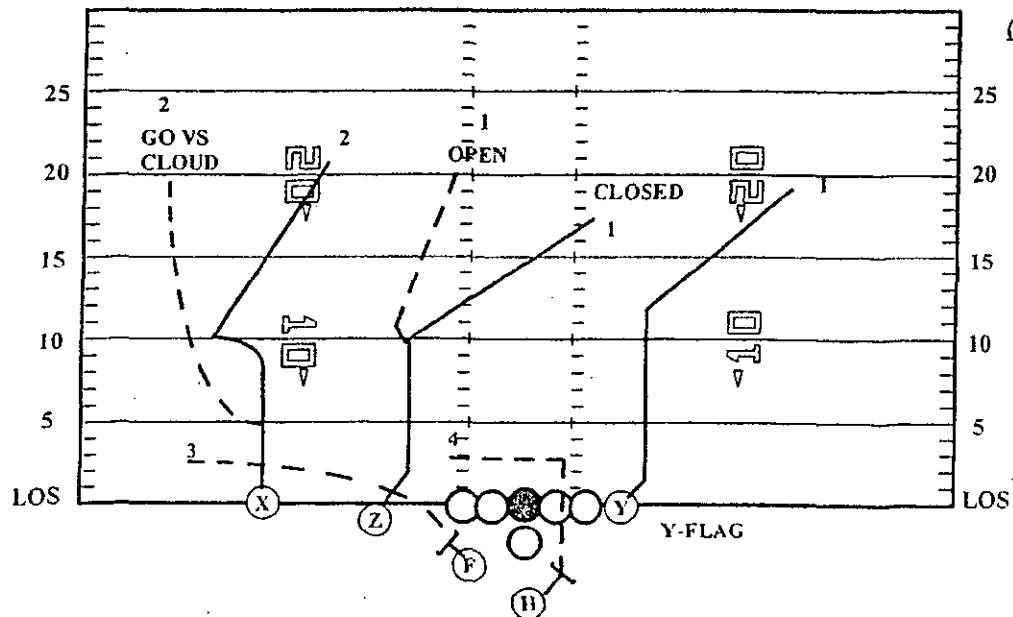
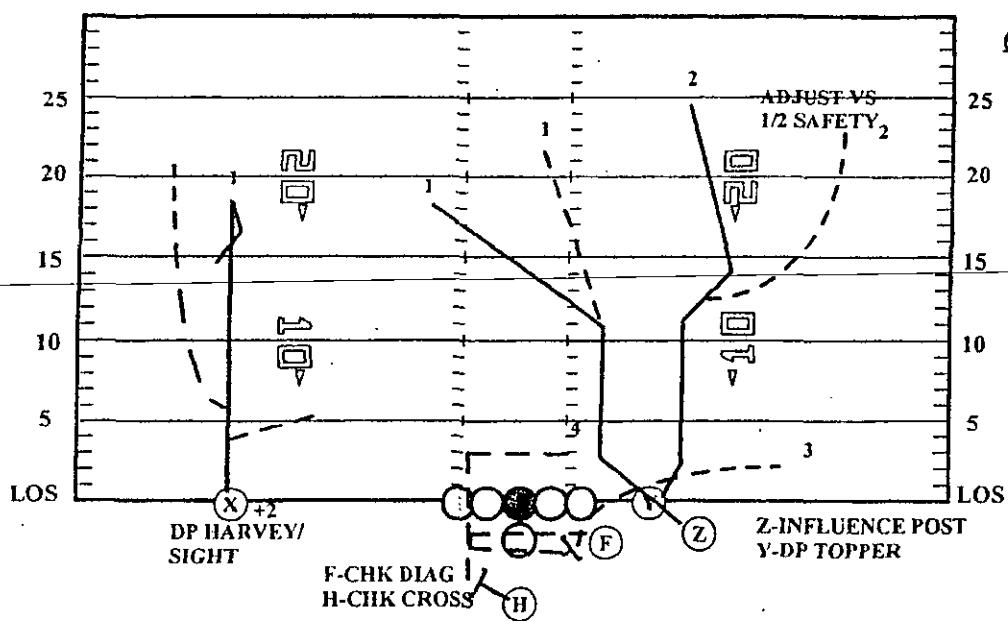
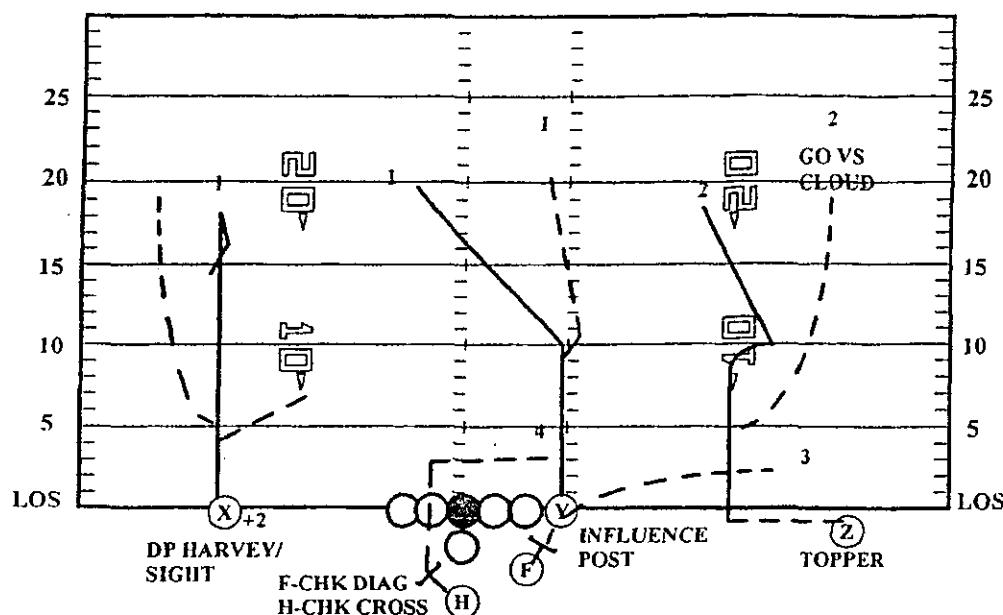
## 90 PRO

## 91 PRO

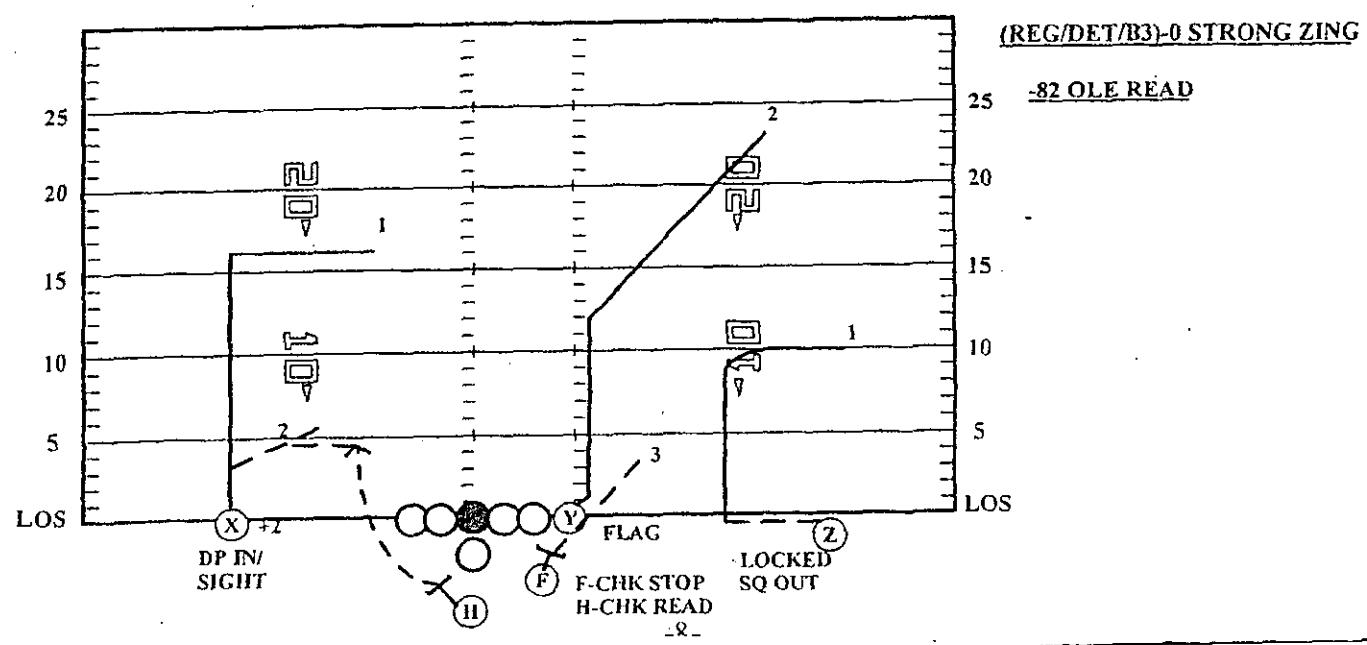
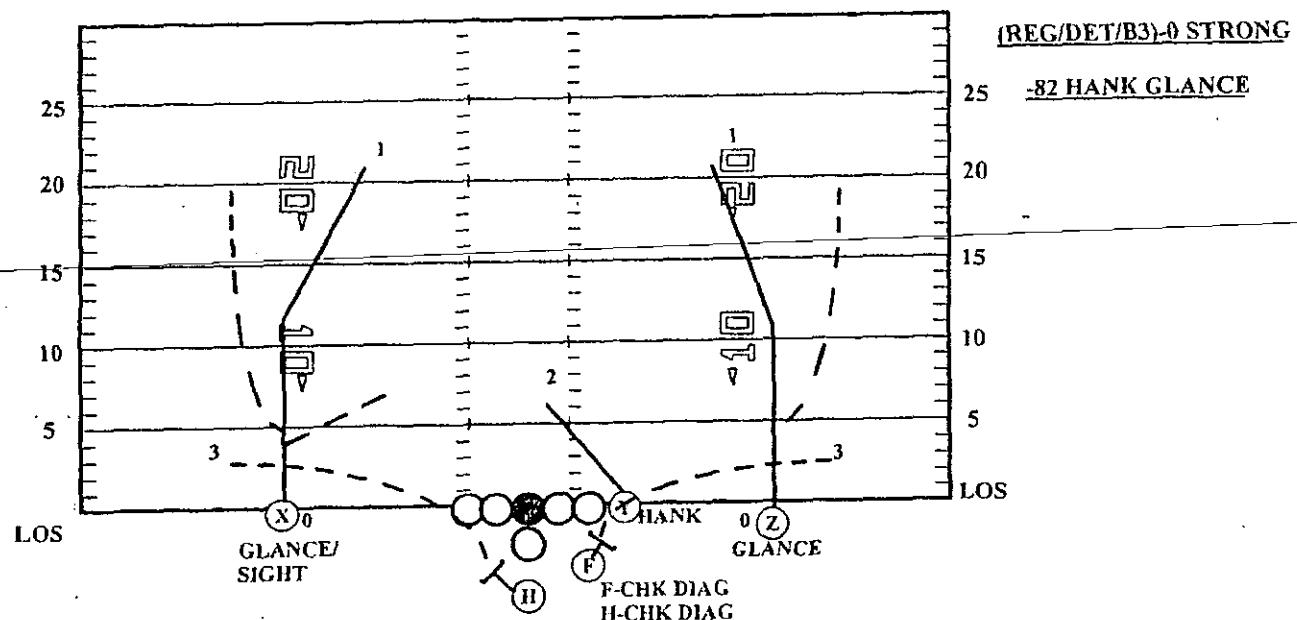
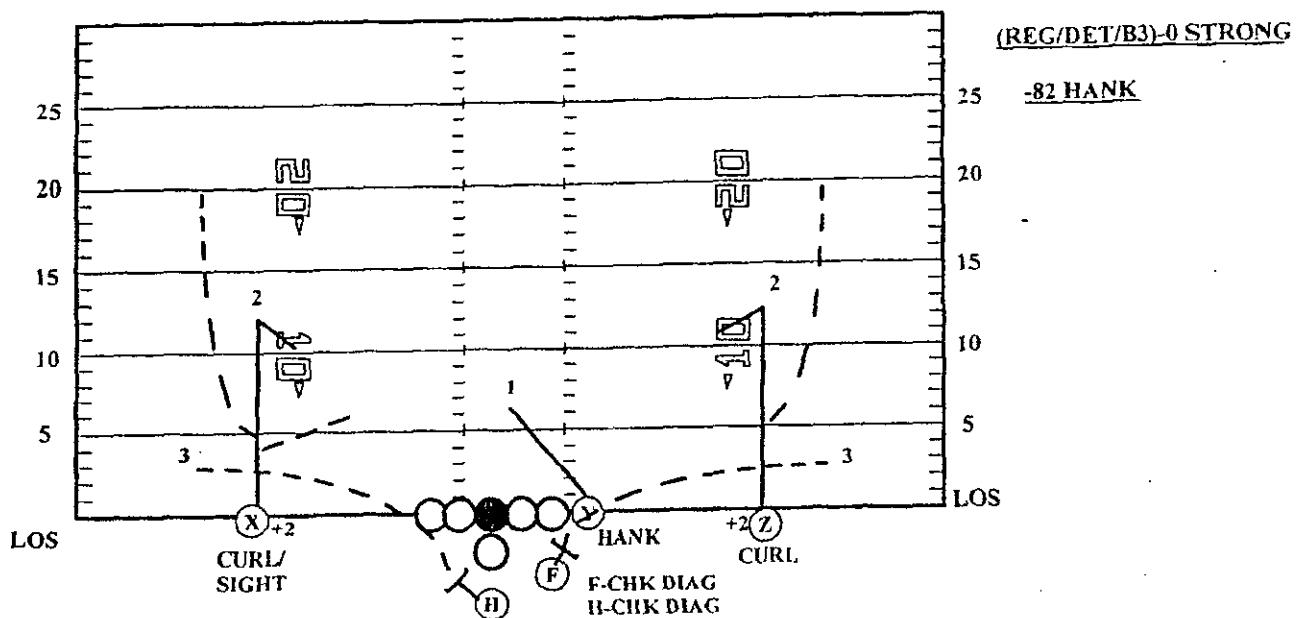
44 STRONGEVEN"LION" "EVEN""HARD LESTER" "OVER" "PACKER"N42N42 OV"HARD LESTER" "EVEN" "PACKER""PACKER" "OVER" "RALPH"N42 UNDN32"LION" "UNDER""OKIE" "RAM"

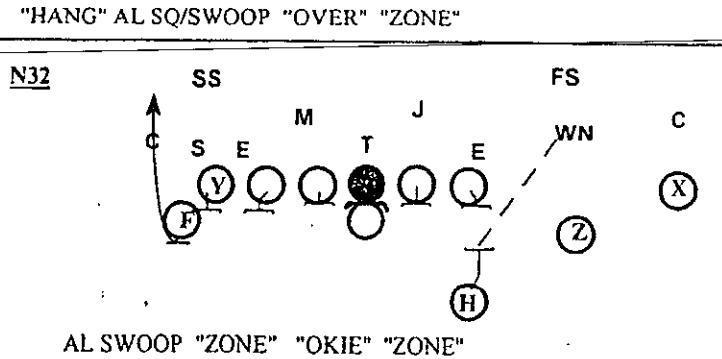
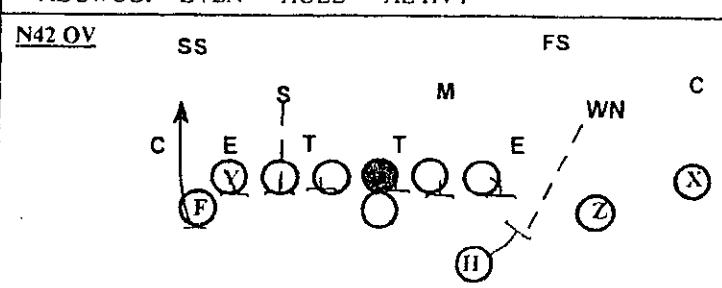
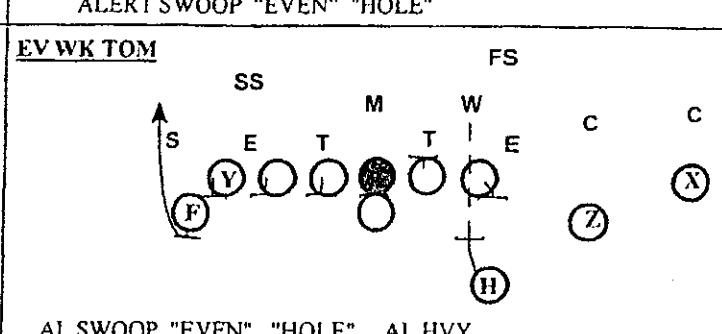
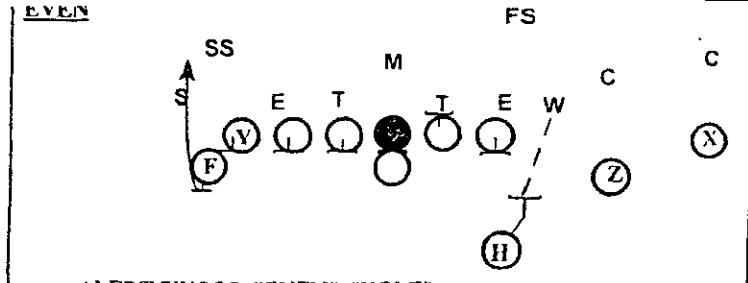
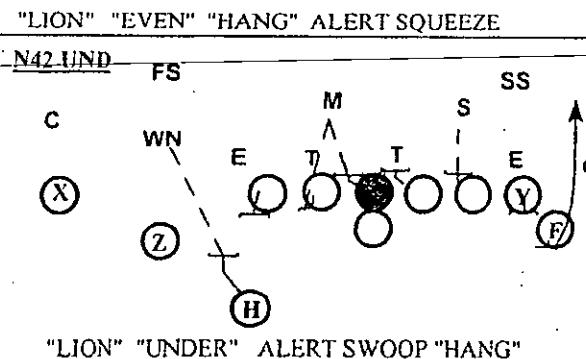
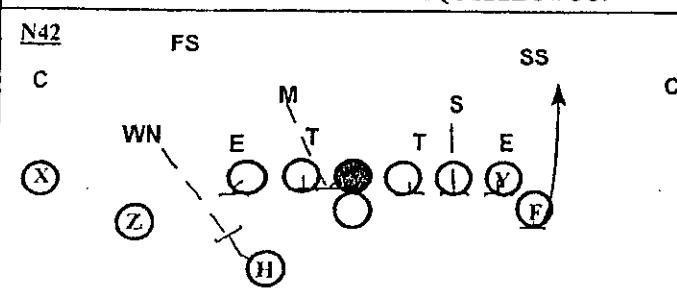
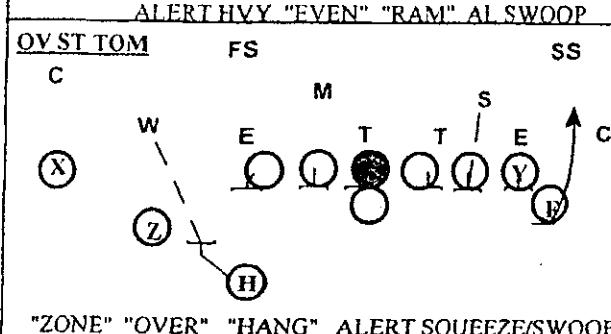
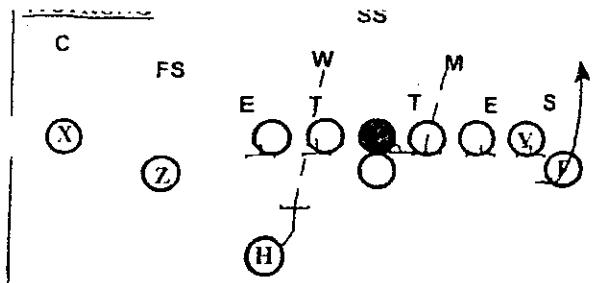
90'S

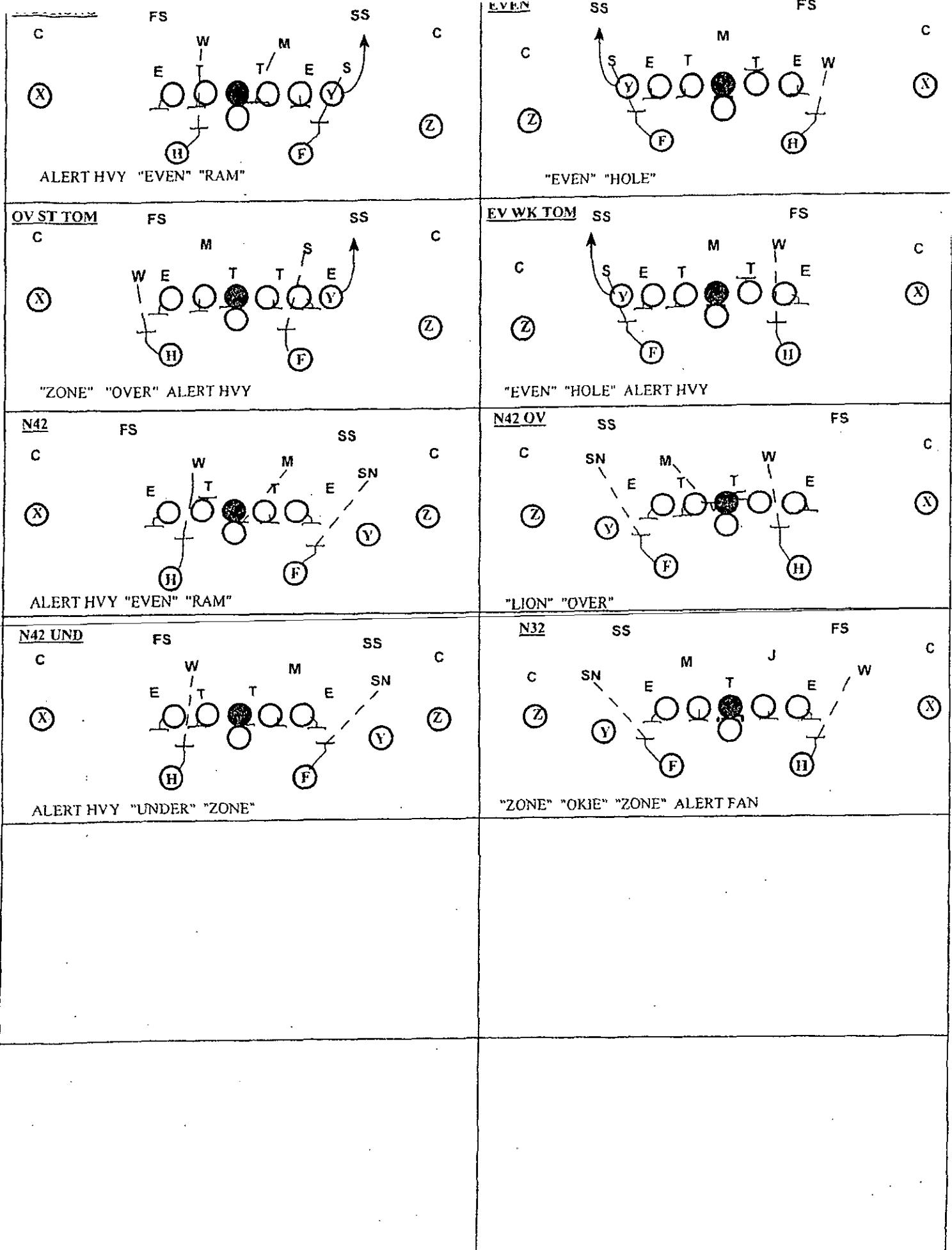
**OZ PASSES**

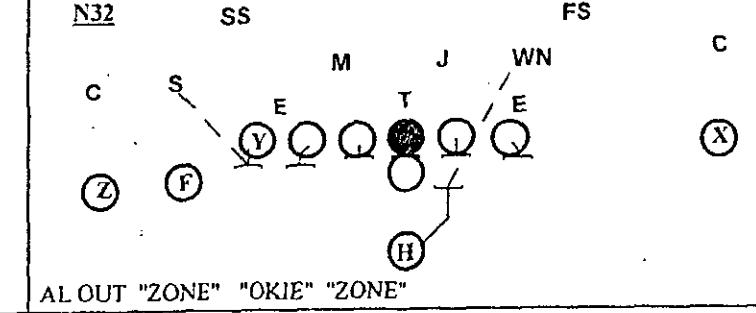
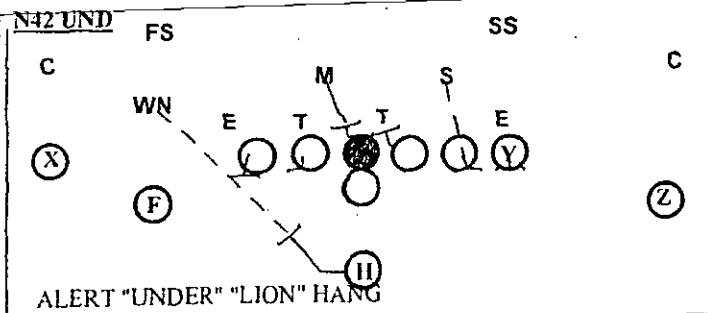
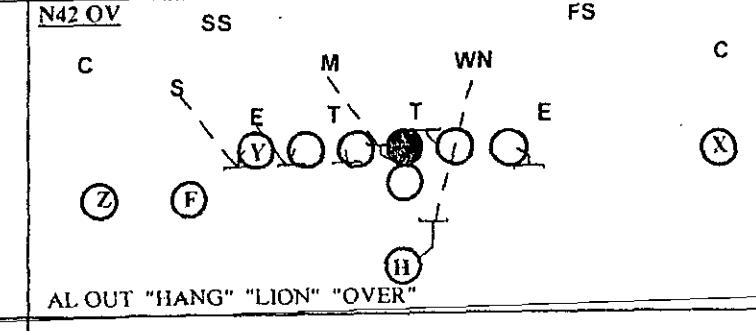
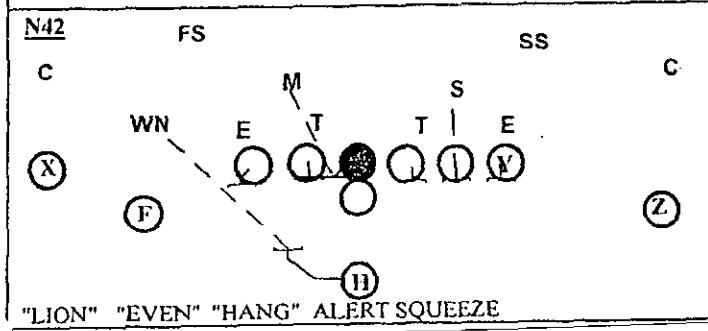
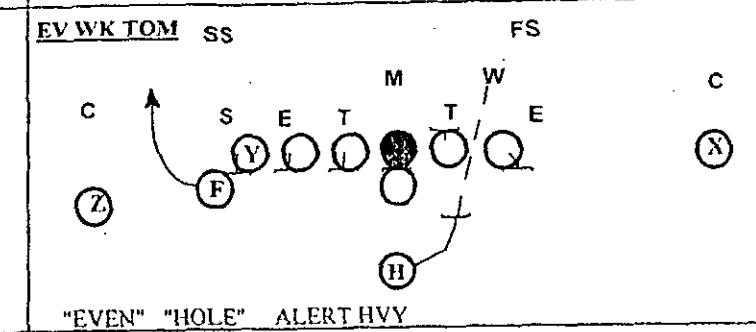
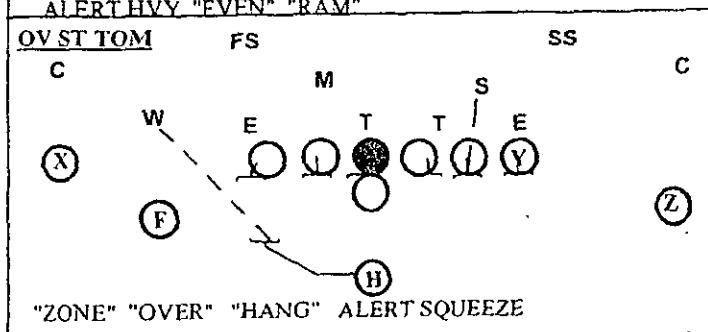
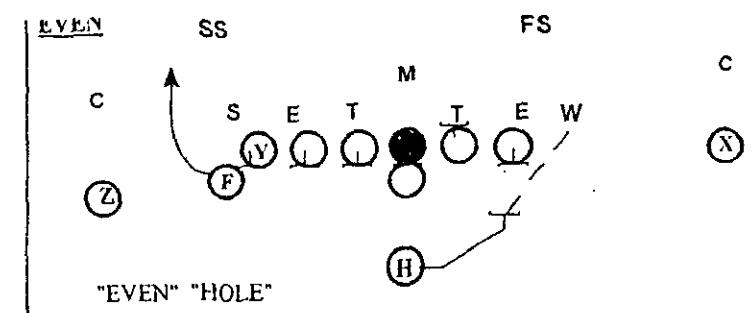
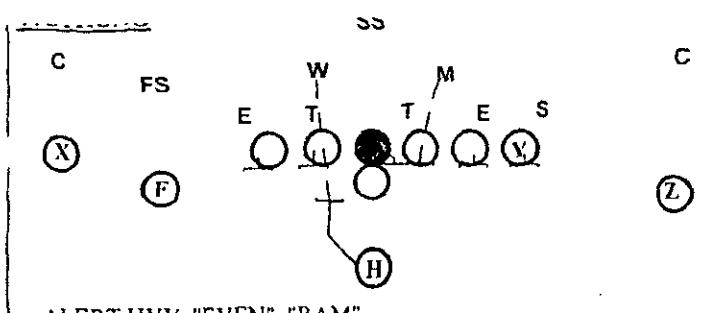


# 82 PASSES



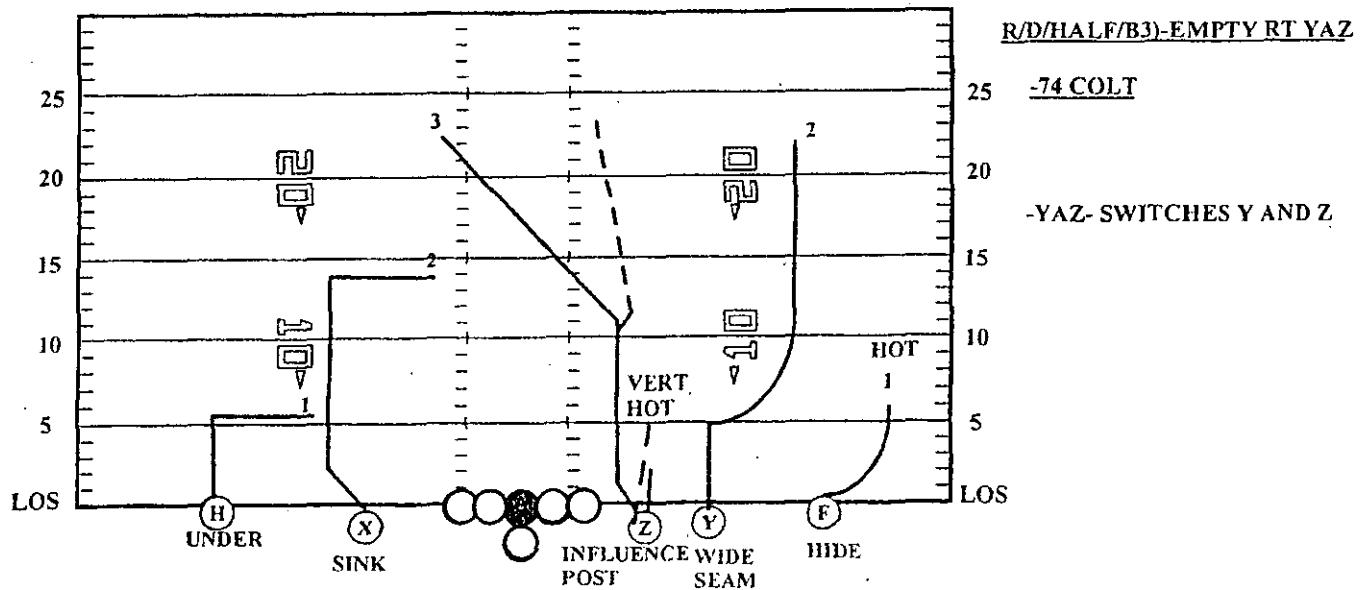
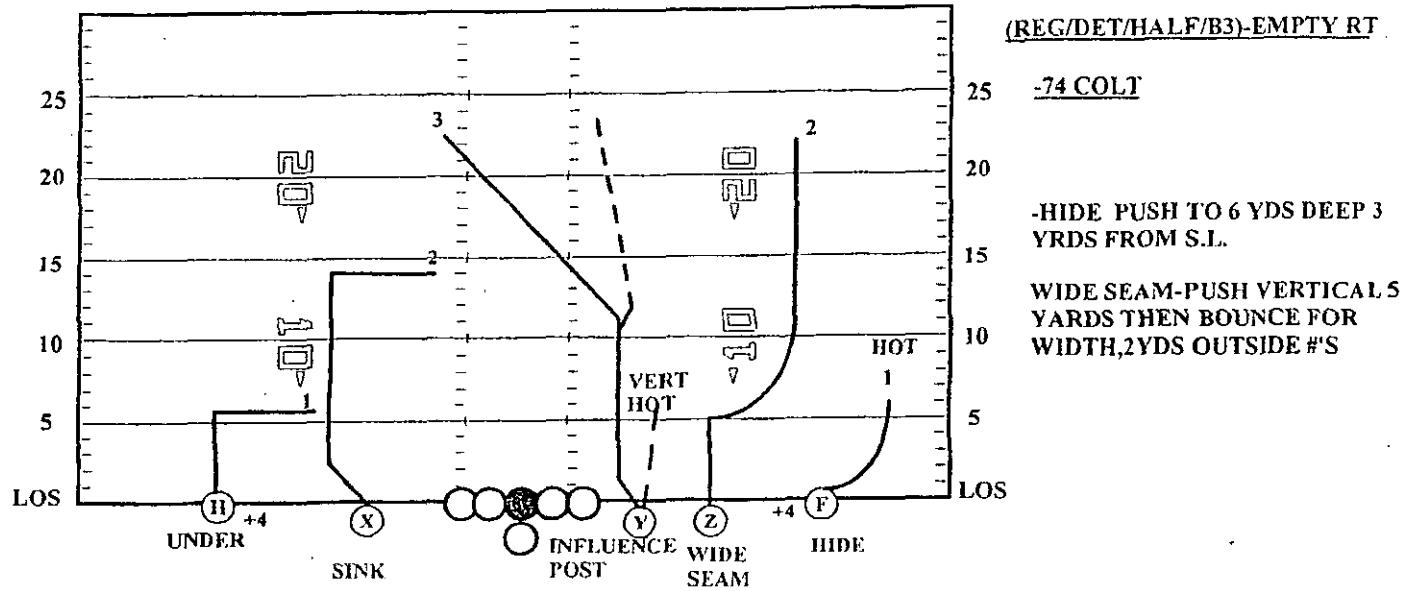






80'S

## 74 PASSES

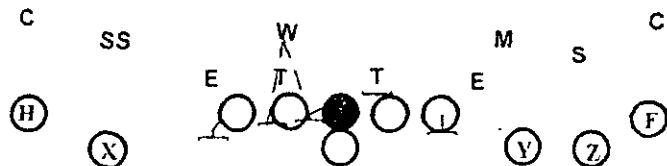


## 74 PRO

## 75 PRO

44 STRONG

FS

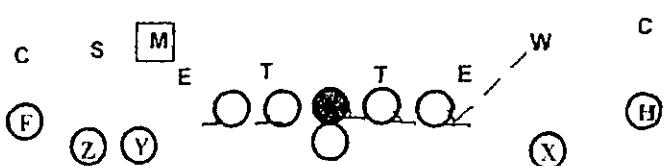


"EVEN" "LION"

EVEN

SS

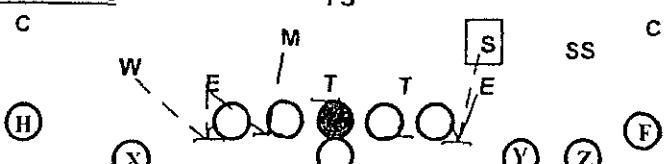
FS



"EVEN" "HARD RAM"

OV ST TOM

FS

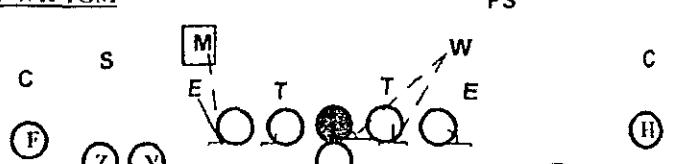


"OVER" "SORT" "BIG DUAL" ALERT SQUEEZE

EV WK TOM

SS

FS

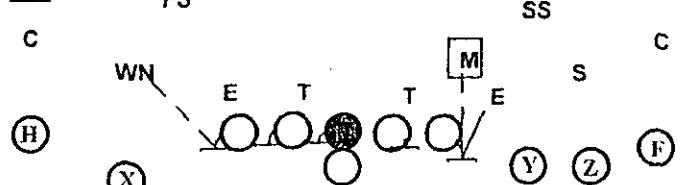


"EVEN" "BIG DUAL" ALERT SQUEEZE "RAM"

N42

FS

SS

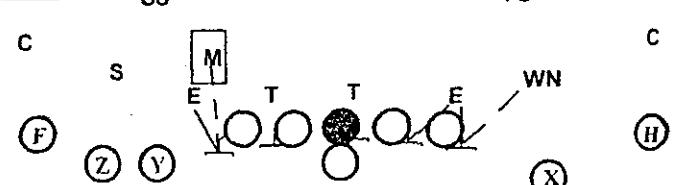


"EVEN" "HARD LION" "BIG DUAL" ALERT SQUEEZE

N42 OV

SS

FS

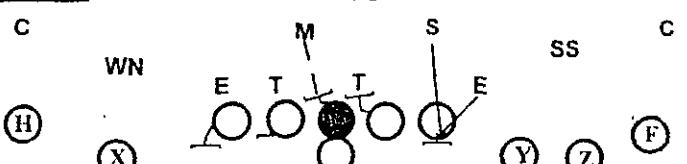


"OVER" "BIG DUAL" ALERT SQUEEZE "SORT"

N42 UND

FS

SS

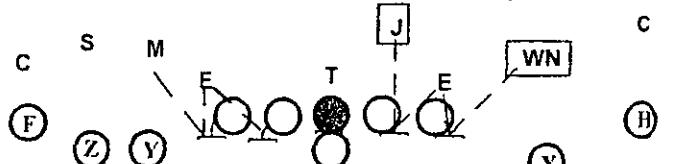


"UNDER" "LION" "NEW MIKE" SORT

N32

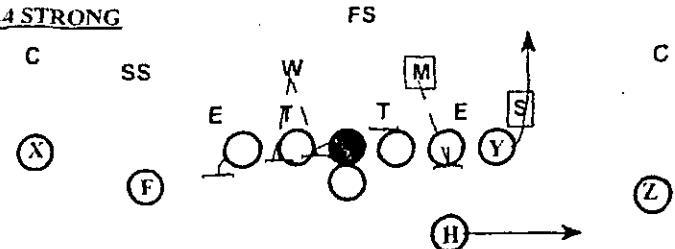
SS

FS



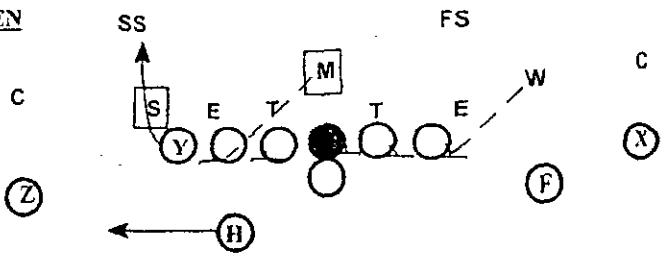
"OKIE" "SORT" "SORT"

## 72 PRO

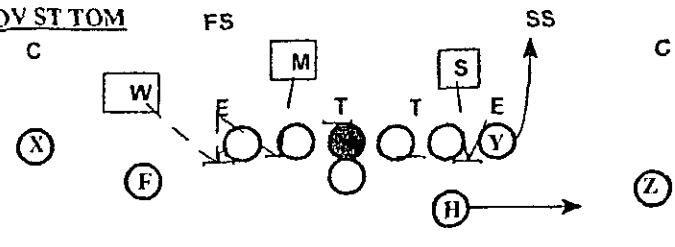
44 STRONG

"EVEN" "LION" ALERT SQUEEZE

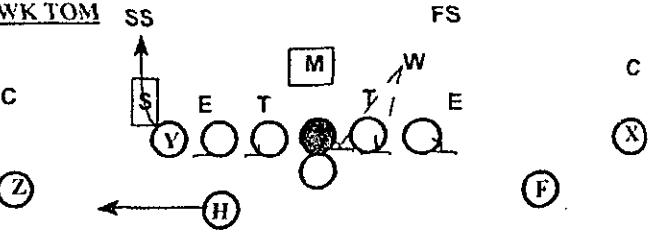
## 73 PRO

EVEN

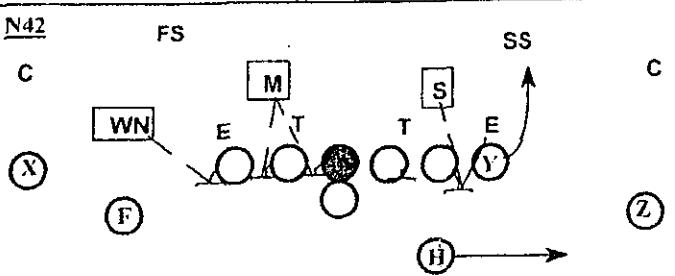
"EVEN" ALERT SQUEEZE ALERT HOLE "HARD RAM"

OV ST TOM

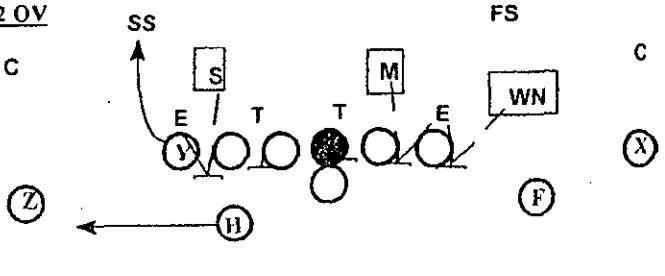
"OVER" "SORT" "BIG DUAL" ALERT SQUEEZE

EV WK TOM

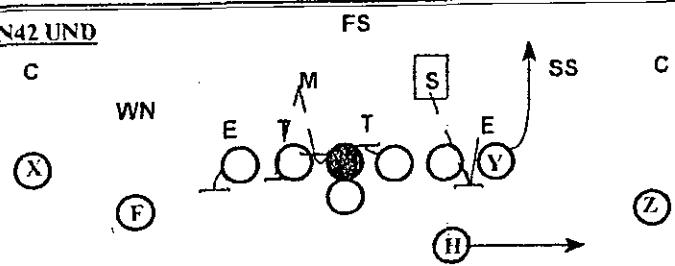
"EVEN" ALERT SQUEEZE ALERT HOLE "RAM"

N42

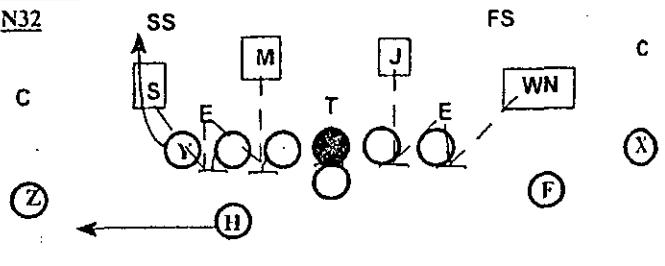
"EVEN" "HARD LION" "BIG DUAL" ALERT SQUEEZE

N42 OV

"OVER" "BIG DUAL" ALERT SQUEEZE "SORT"

N42 UND

"UNDER" "LION" "BIG DUAL" ALERT SQUEEZE "NEW MIKE"

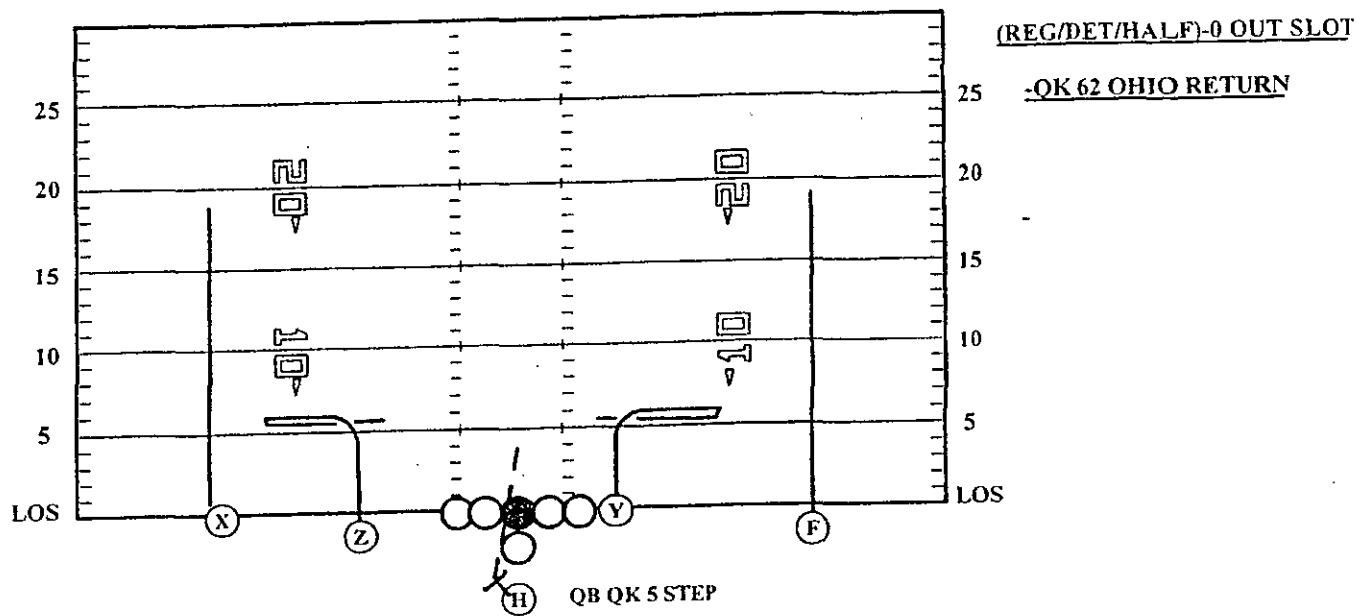
N32

"OKIE" "SORT" "SORT"

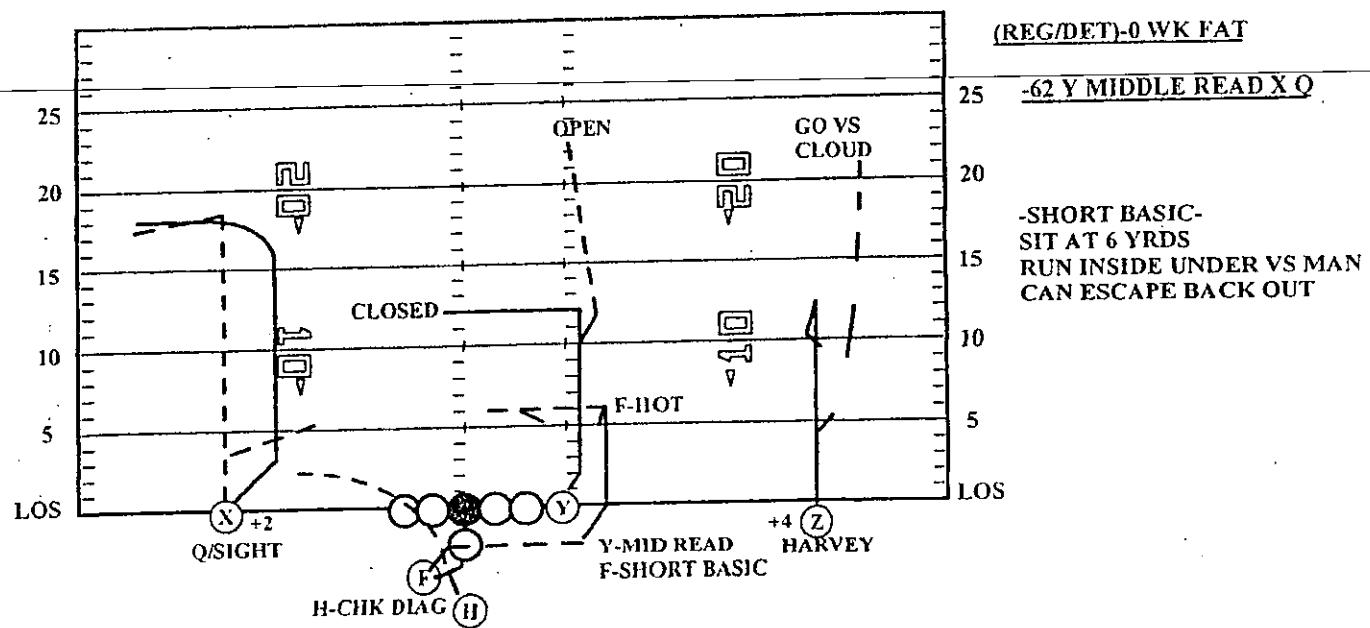
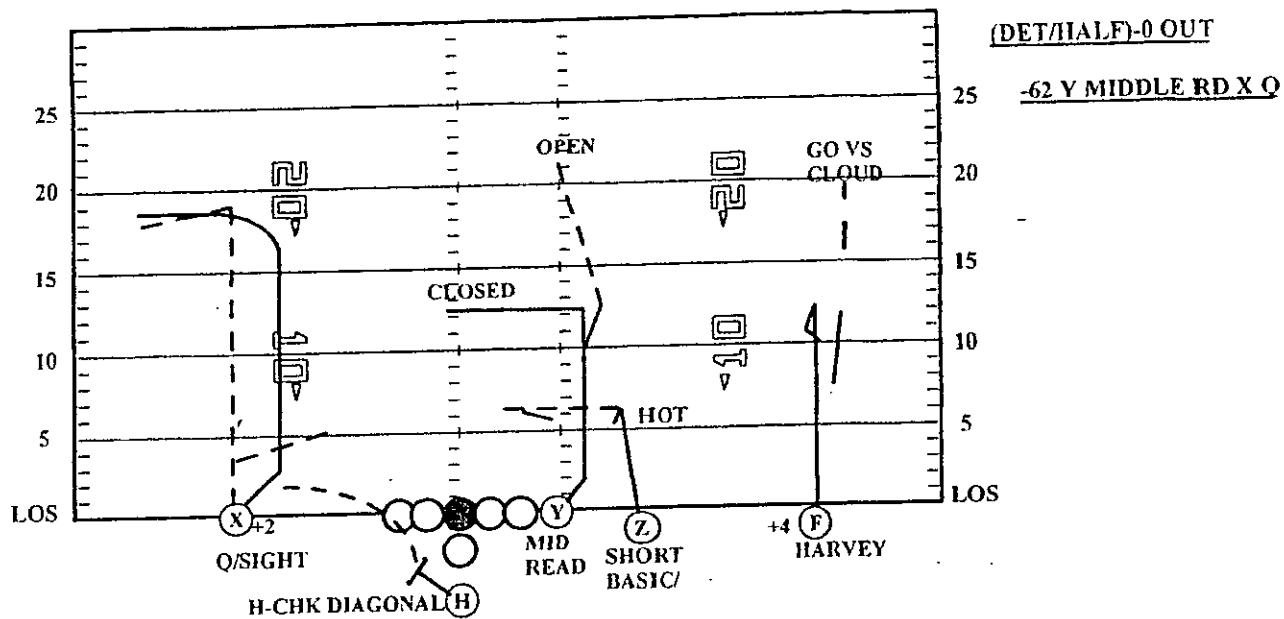
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70'S

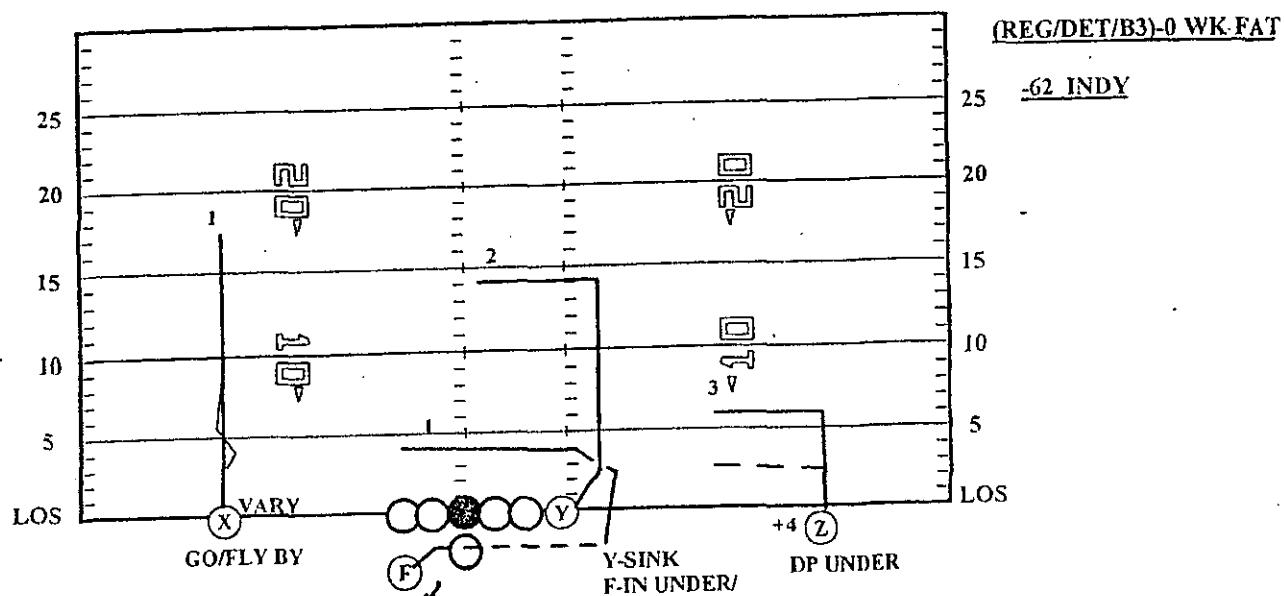
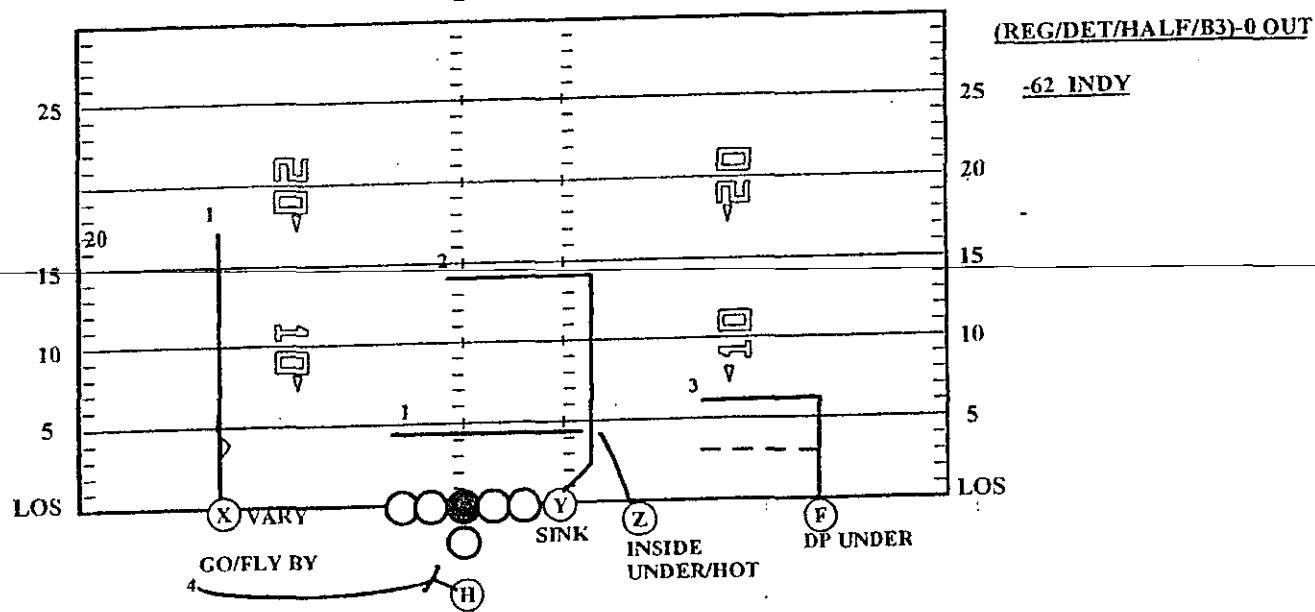
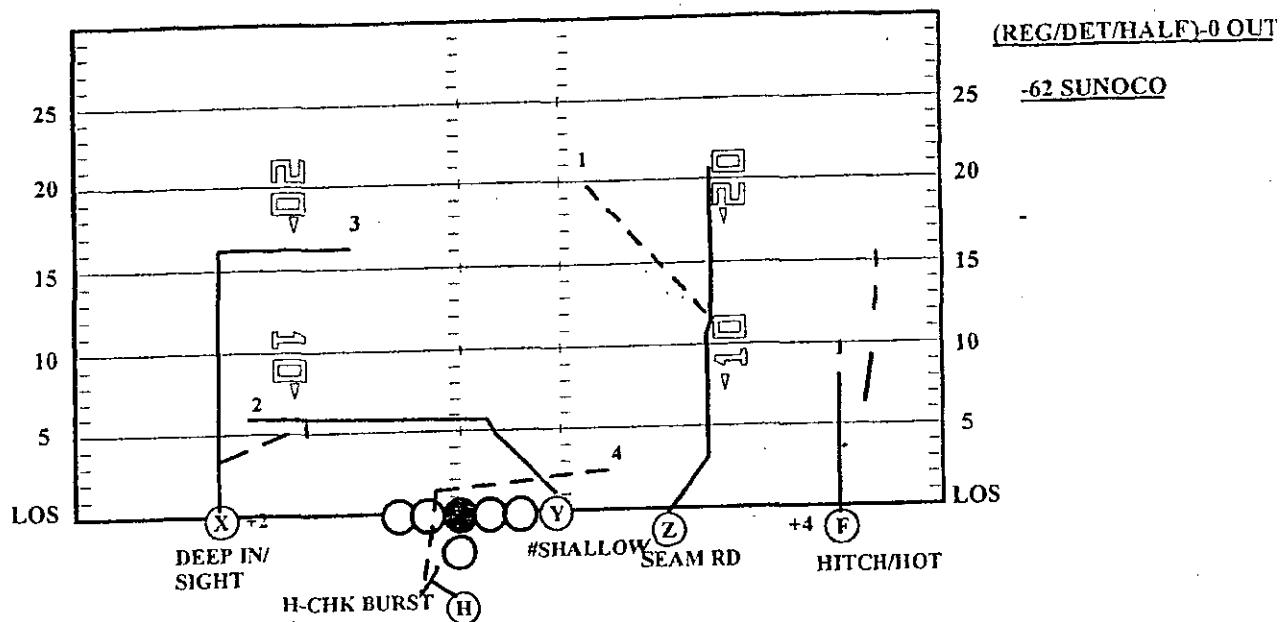
# 62 PASSES



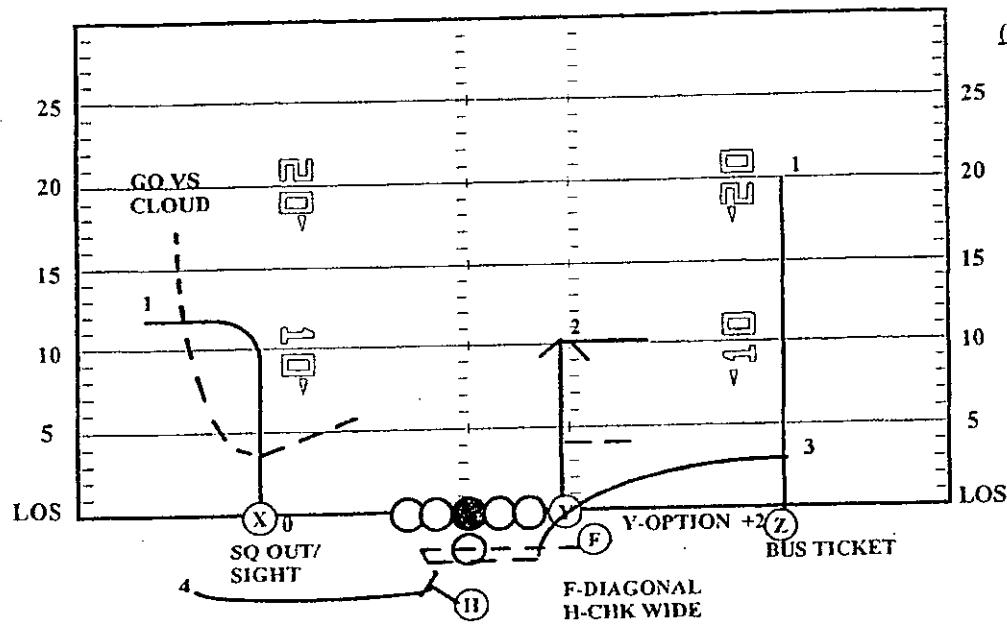
# 62 PASSES



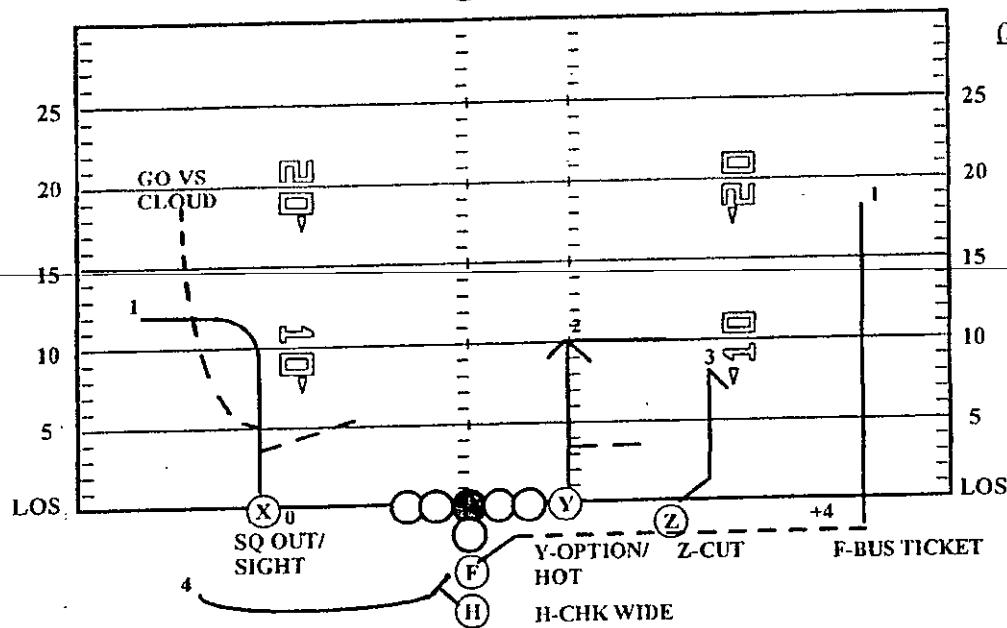
# 62 PASSES



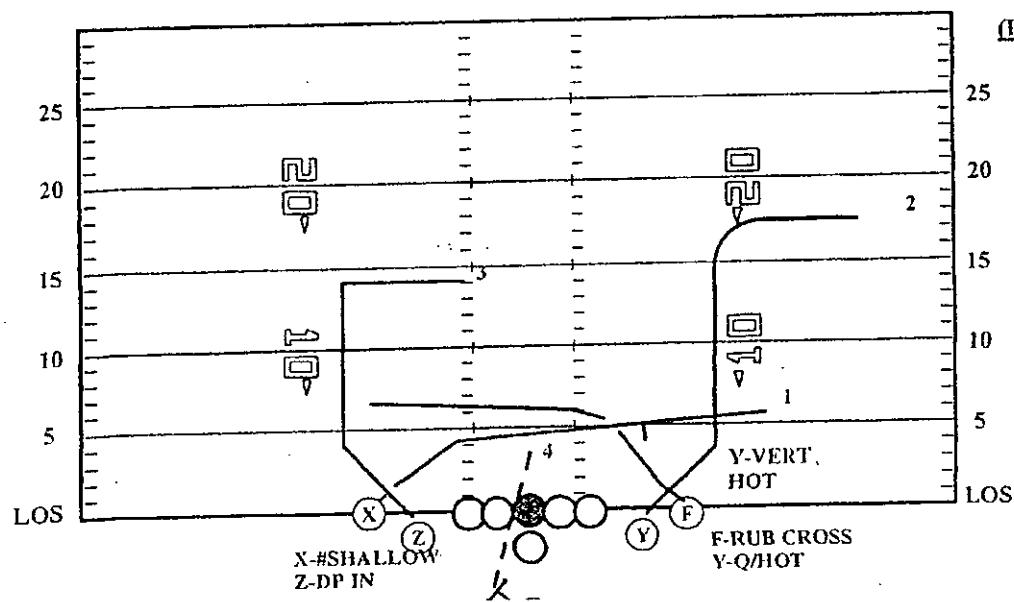
# 62 PASSES



-62 Y OPTION



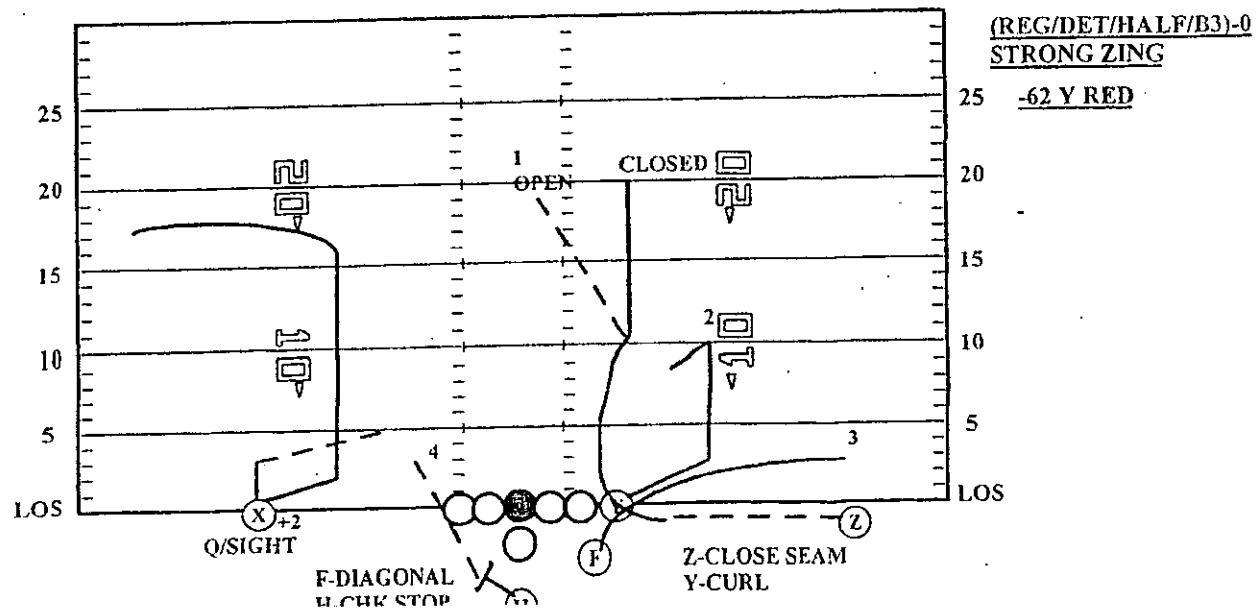
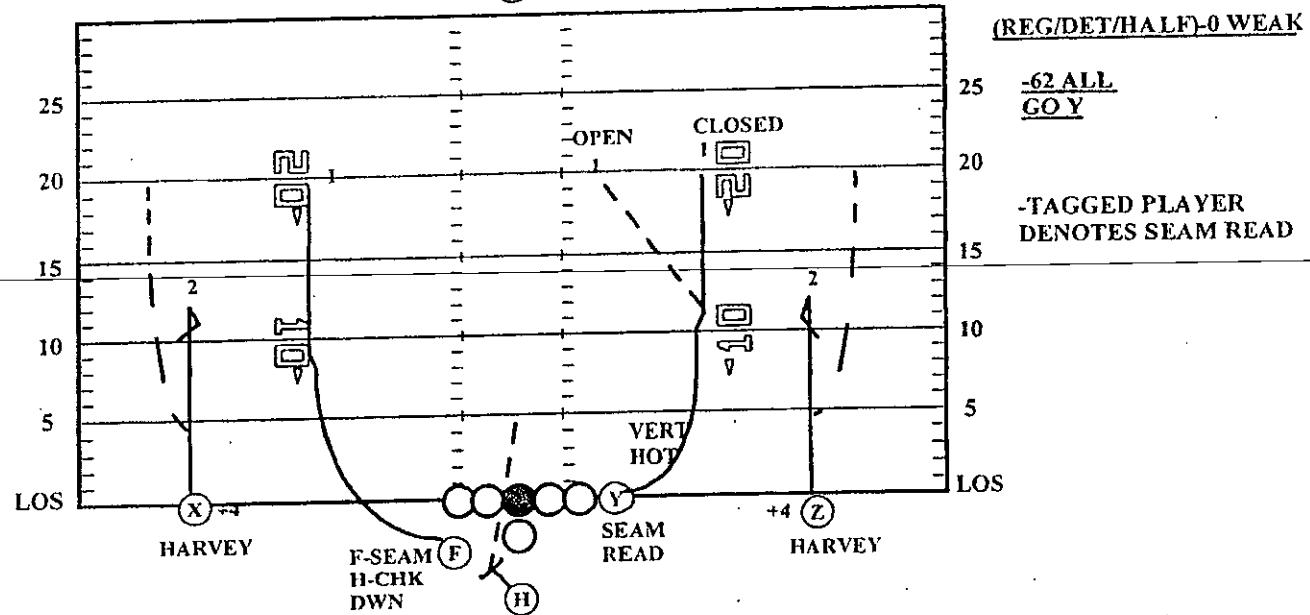
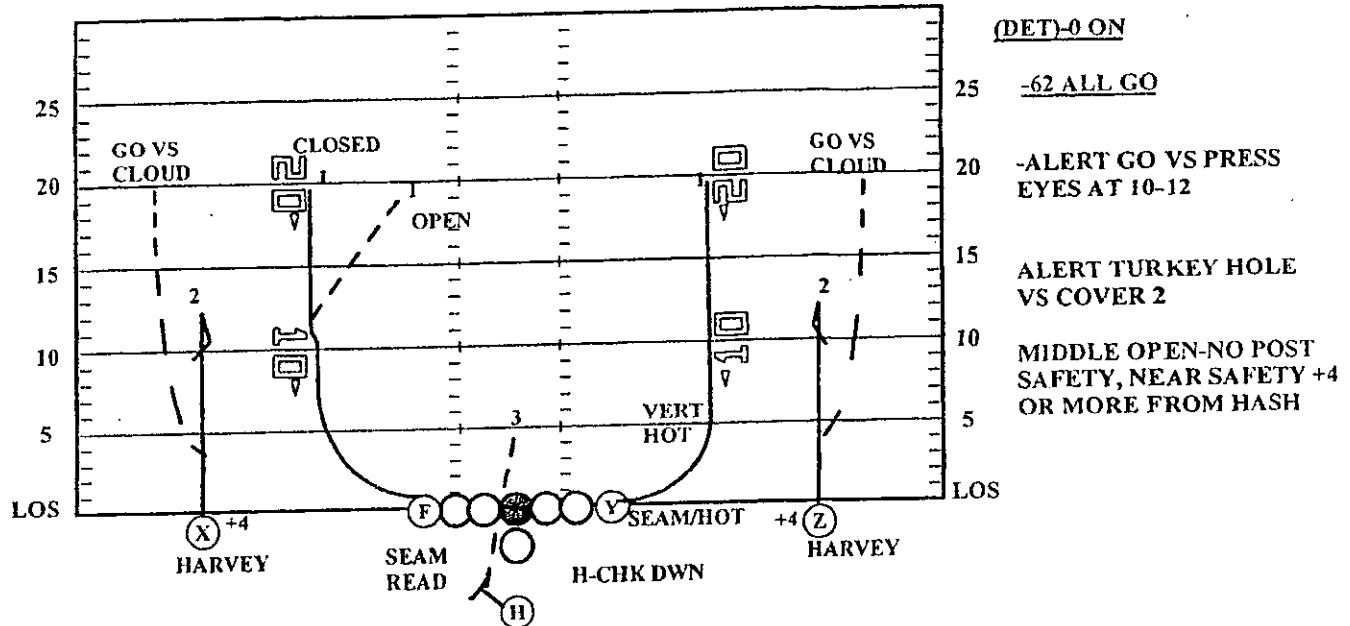
-62 Y OPTION



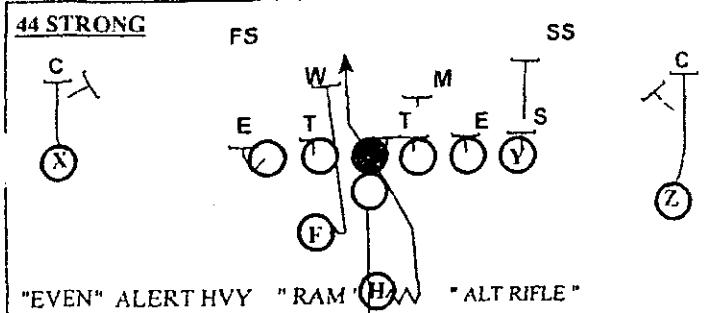
-62 X/F CROSS

-Q/DEEP IN RUNNERS GO 1ST  
1ST PLAYER TAGGED DENOTES  
SHALLOW CROSS RUNNER  
2ND PLAYER RUNS RUB CROSS

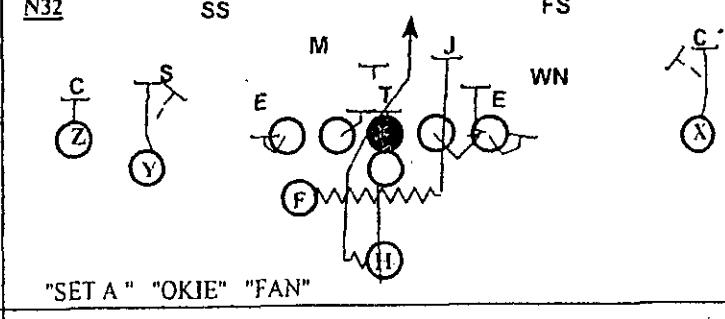
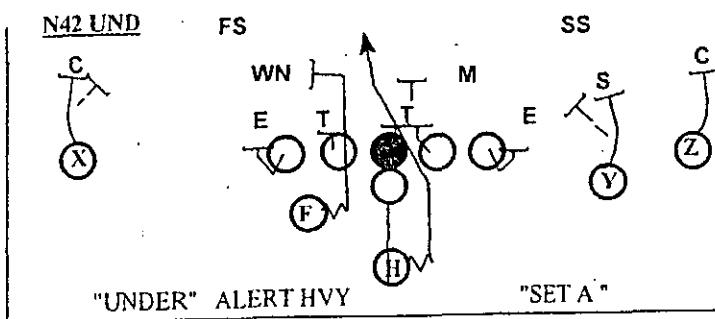
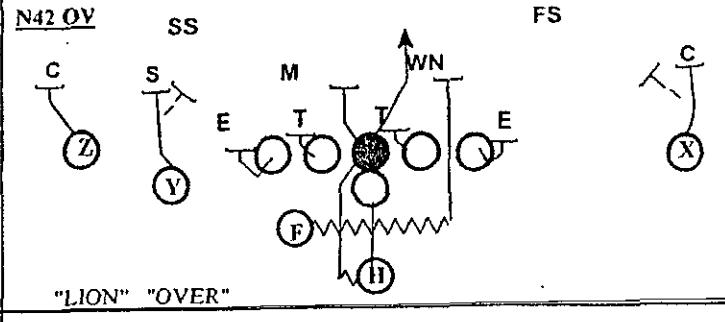
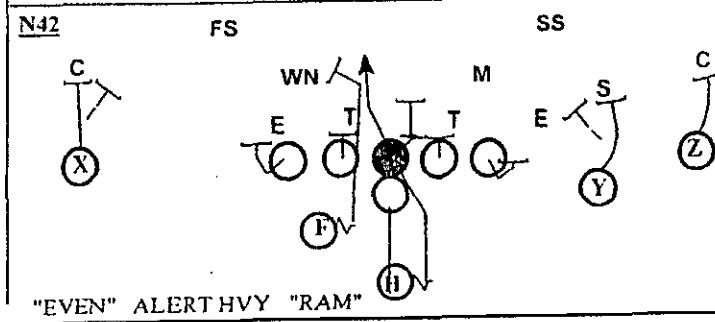
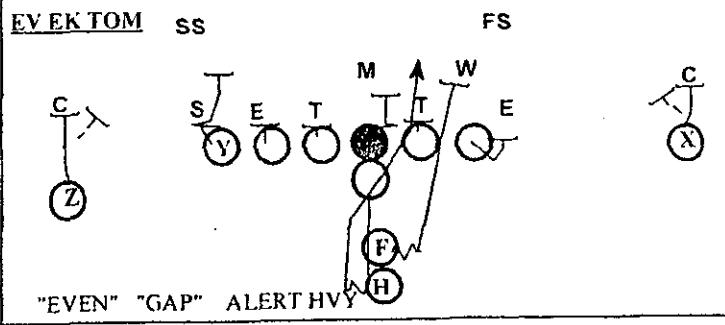
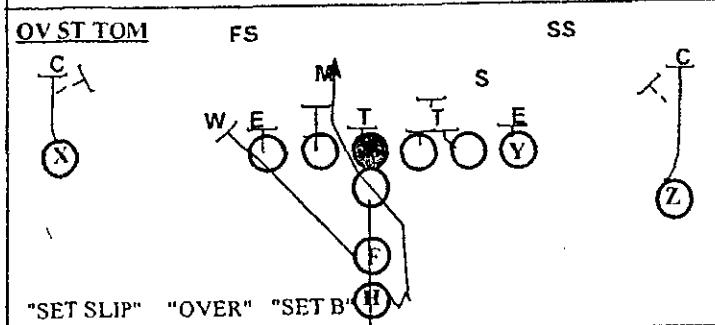
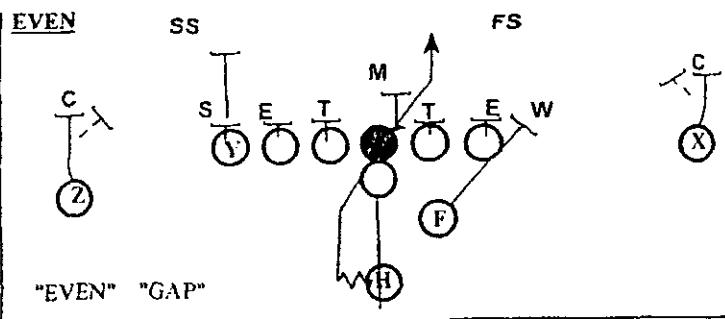
# 62 PASSES

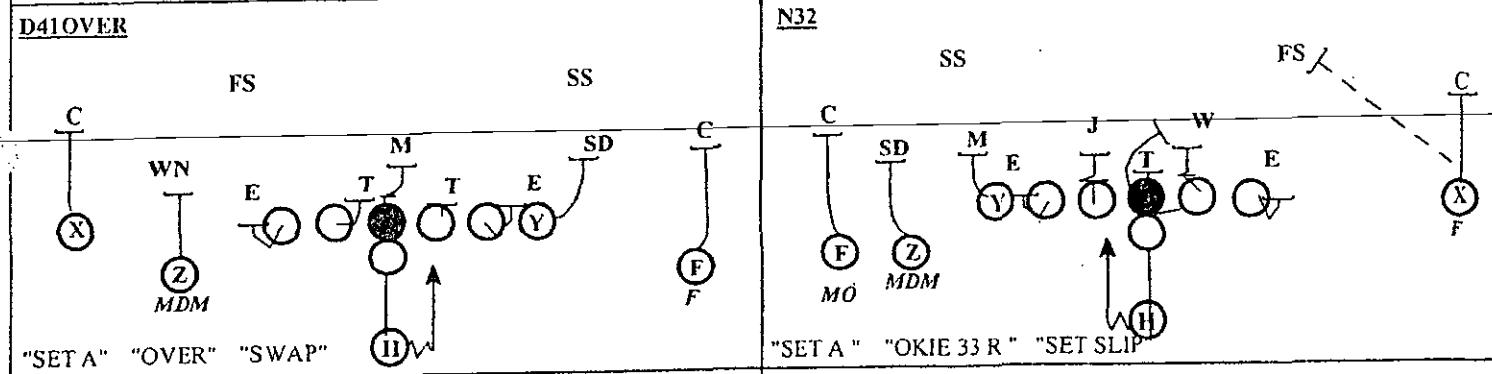
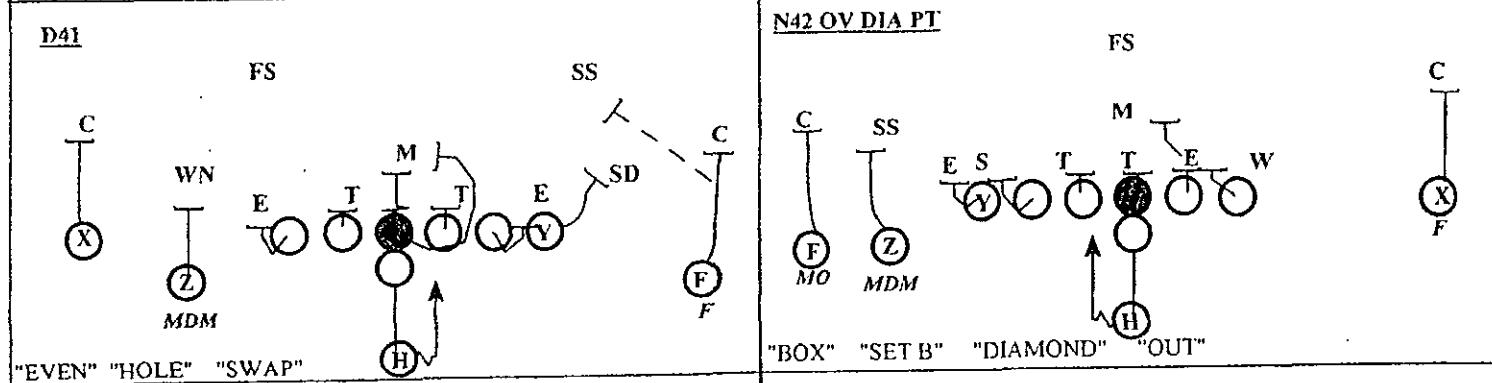
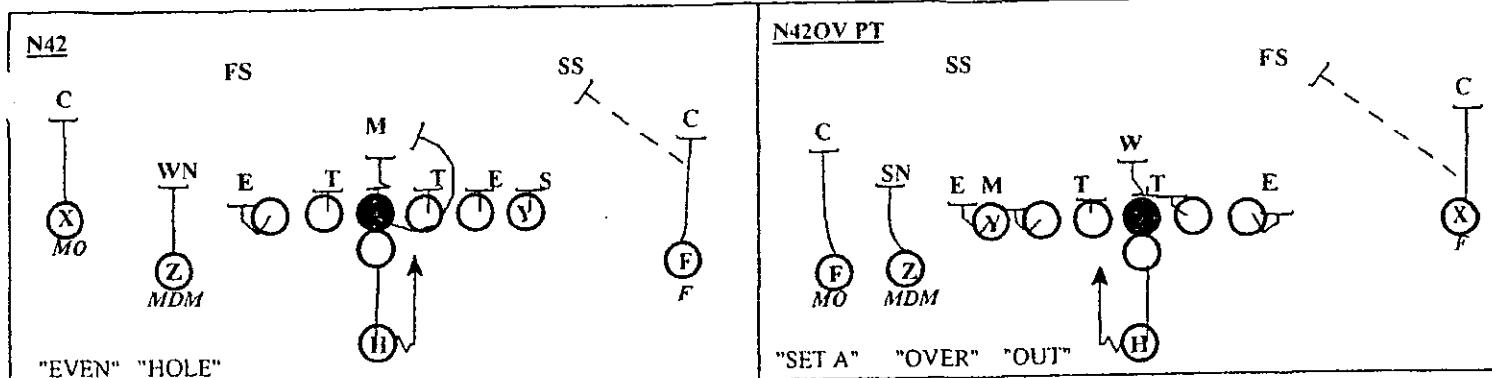


# H 45 BASE



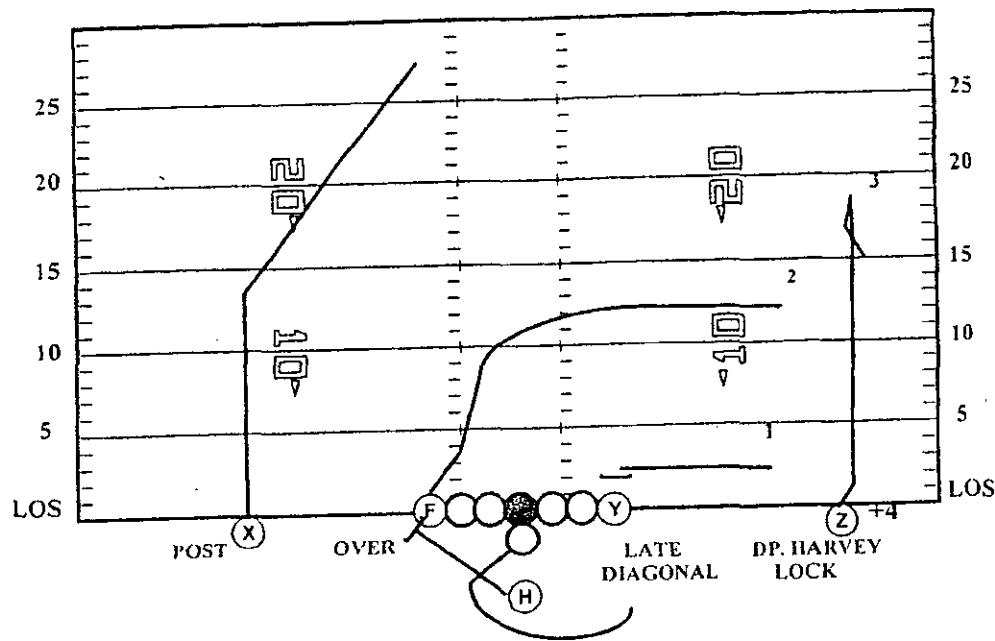
# H 44 BASE



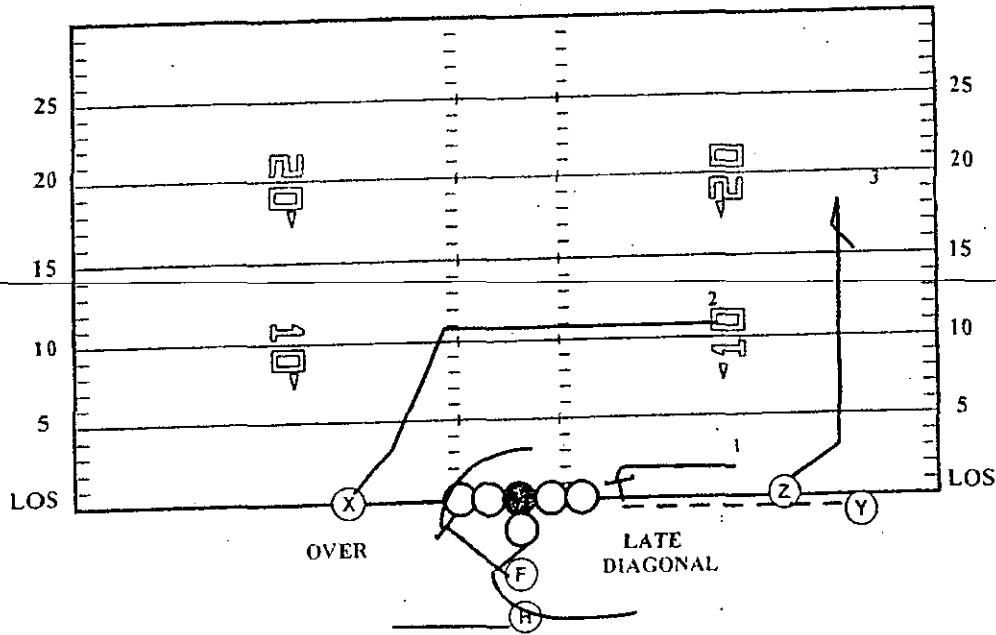


**DRAW**

# 300'S - NAKED RT/LT

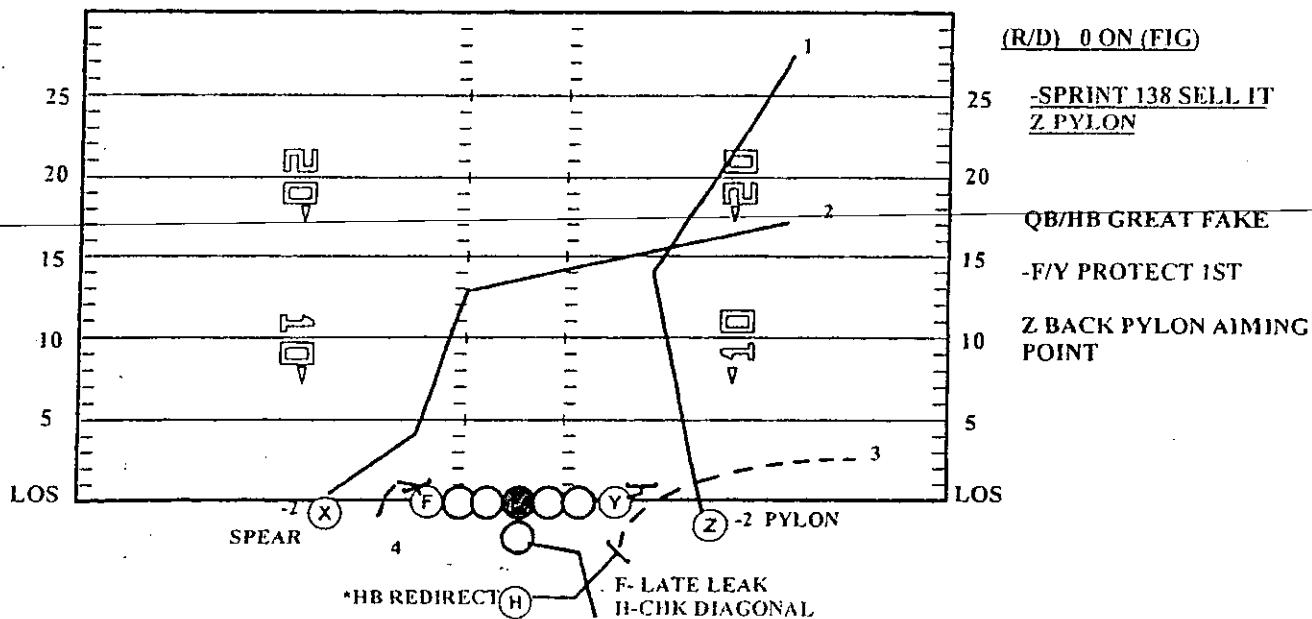
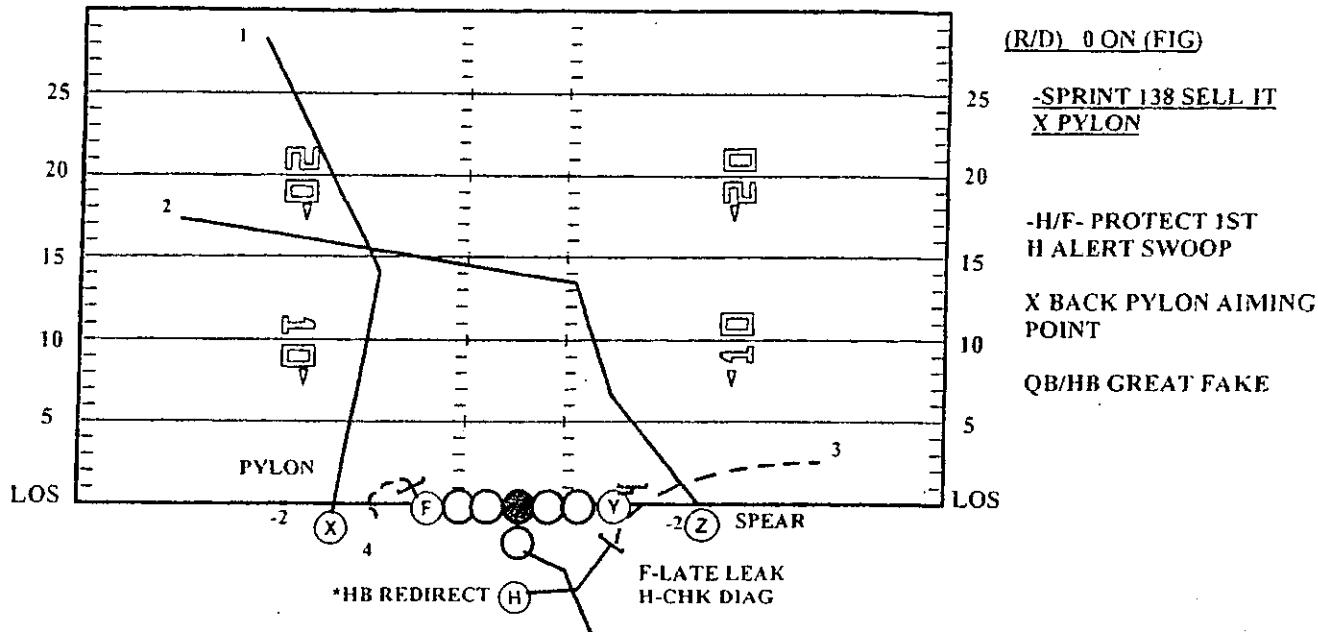


(R/D) 0 ON  
SPRINT 339 NAKED RT  
LOCK DEEP HARVEY  
OUTSIDE RELEASE  
LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

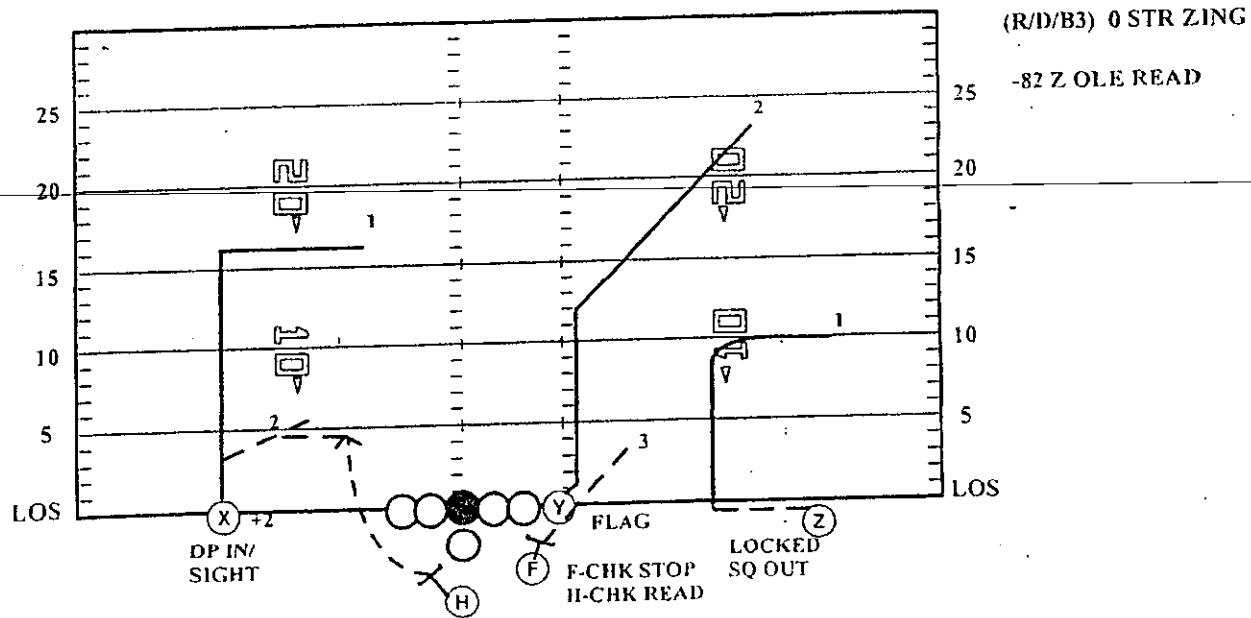
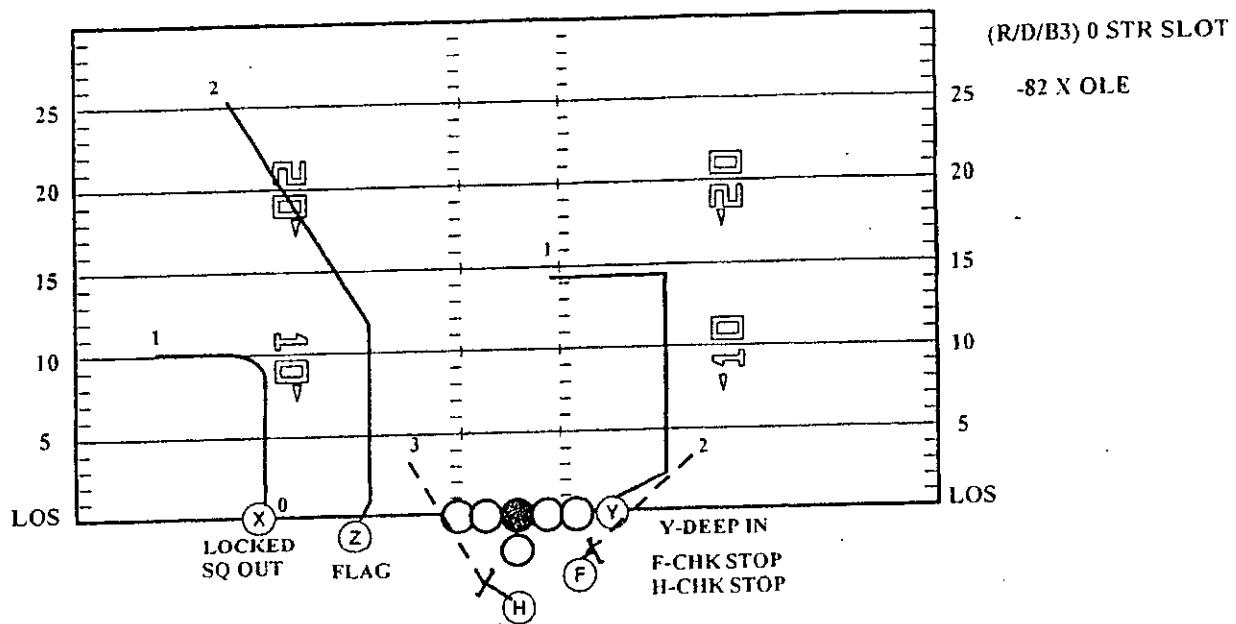


(R/D) 0 WIDE YING  
TOSS 339 NAKED RT  
DEEP HARVEY  
OUTSIDE RELEASE  
LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

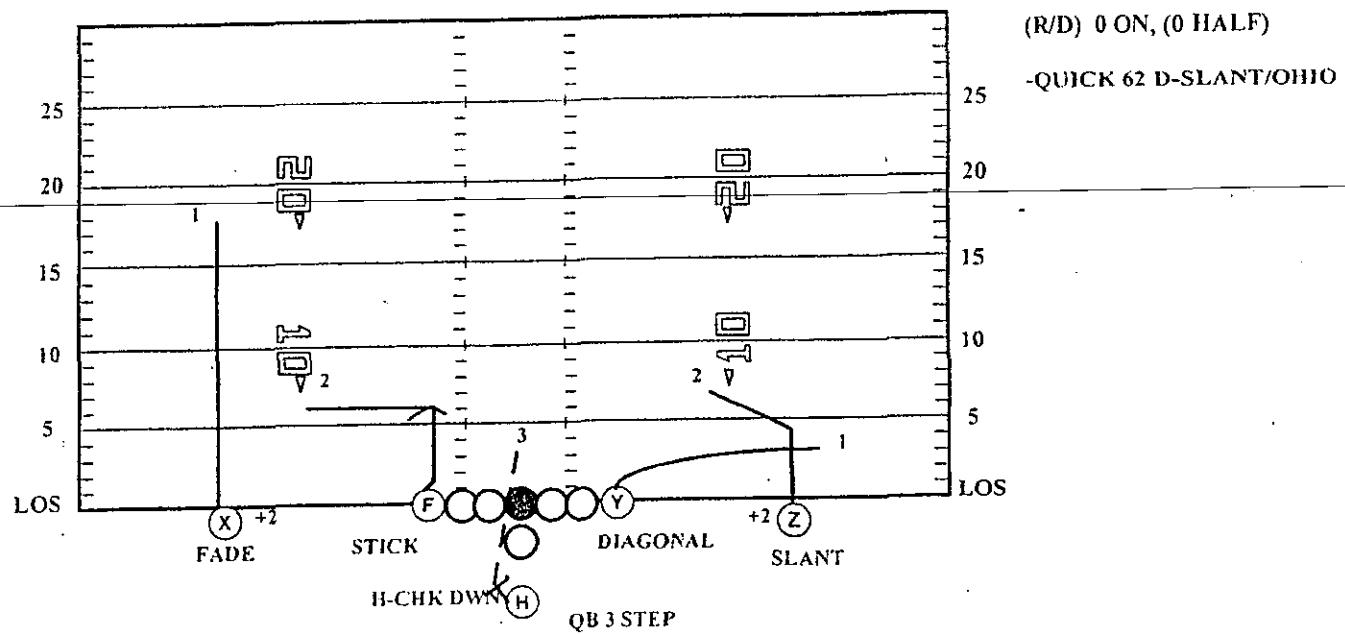
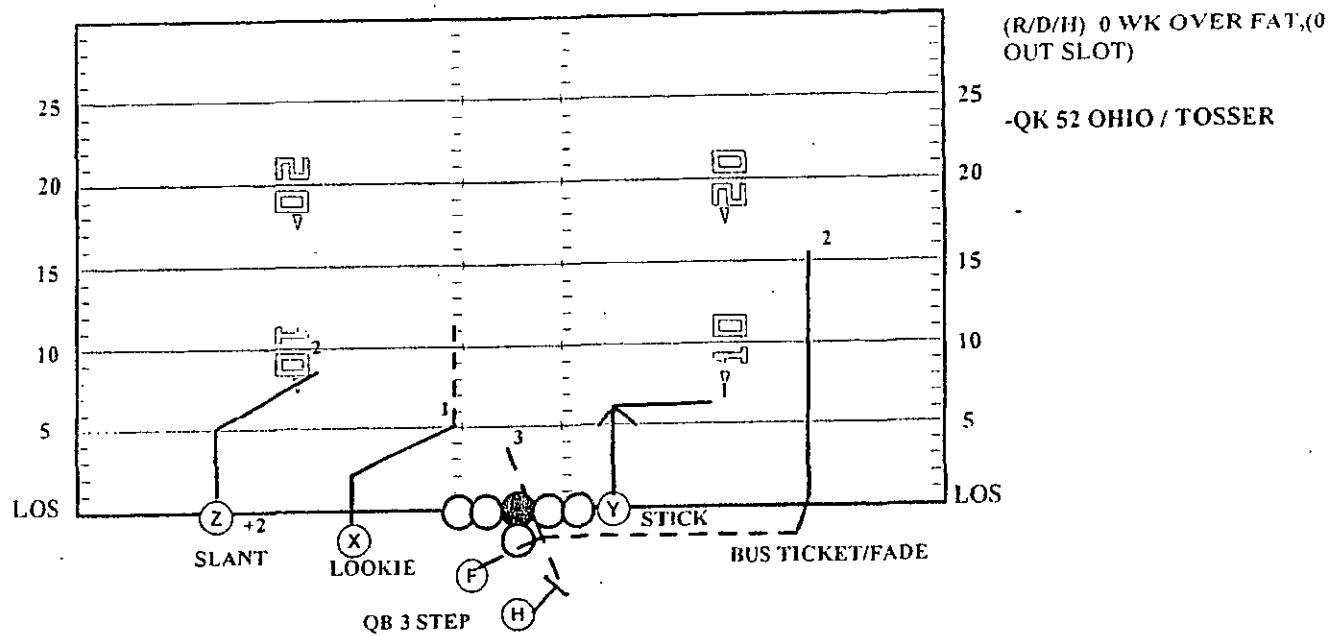
# SPR-138 SELL IT- Z/X PYLON



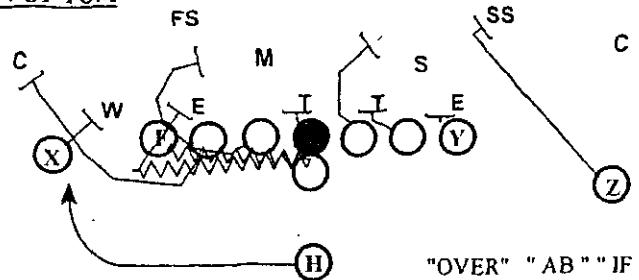
## 82 - OLE/READ



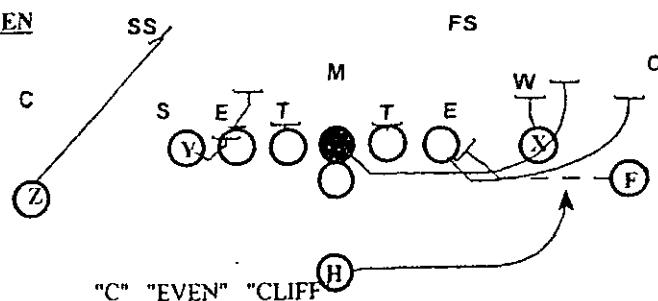
# QUICK 52/62 - OHIO/TOSSER/D-SLANT



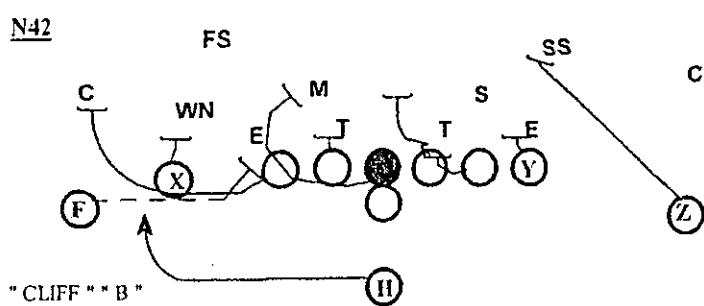
OV ST TOM



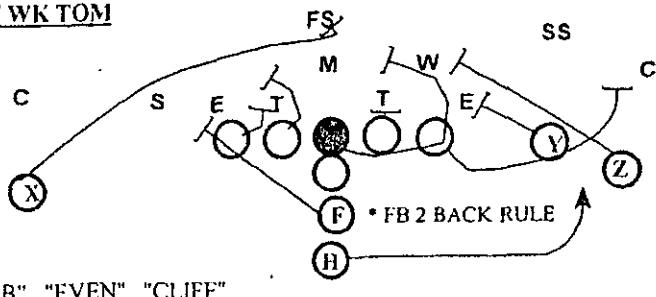
EVEN



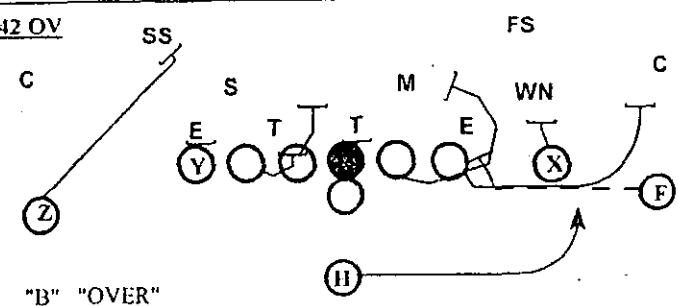
N42



EV WK TOM



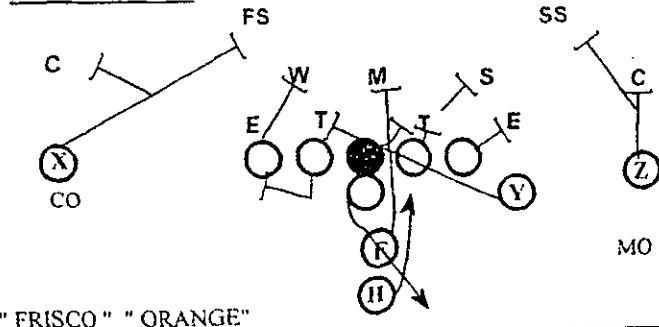
N42 OV



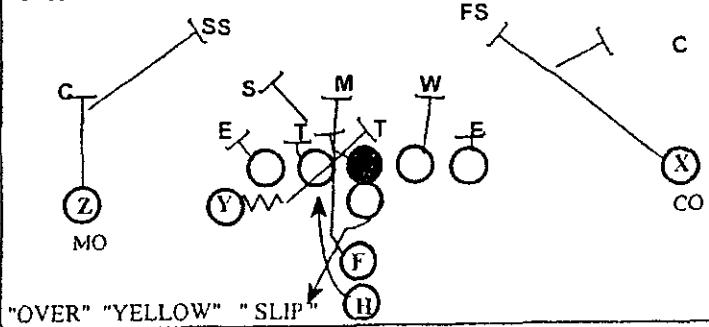
SLANT 32 YAM

SLANT 33 YAM

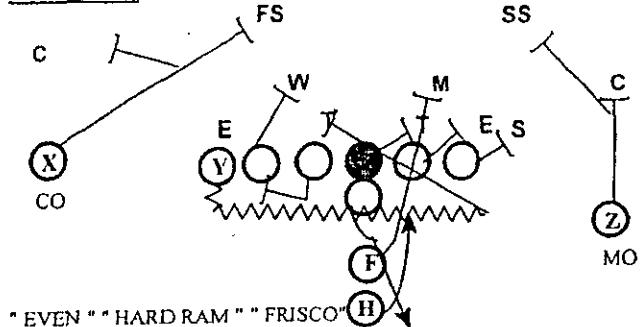
EVEN DBL TOM



OV DBL TOM



44 STRONG



# TRAINING CAMP DAY 5 INSTALL

## BASE RUNS

SLANT 32 YAM	(R/D) YAP 0 (R/D) 0 WIDE YIP
TOSS 39 CRACK	(R/D) 0 TRUMP FAP (R/D) 0 YAP

## DROPBACK

QK 52 OHIO/TOSSED	(R/D/H) 0 WK OVER FAT
QK 62 D SLANT OHIO	(R/D) 0 ON
52 Y OUT SINK	(R/D) 0 ON (FIG)
50 GLANCE F DO IT	(R/D) 0 ON
82 (X) OLE/READ	(R/D/B3) 0 STR SLOT, 0 STR ZING

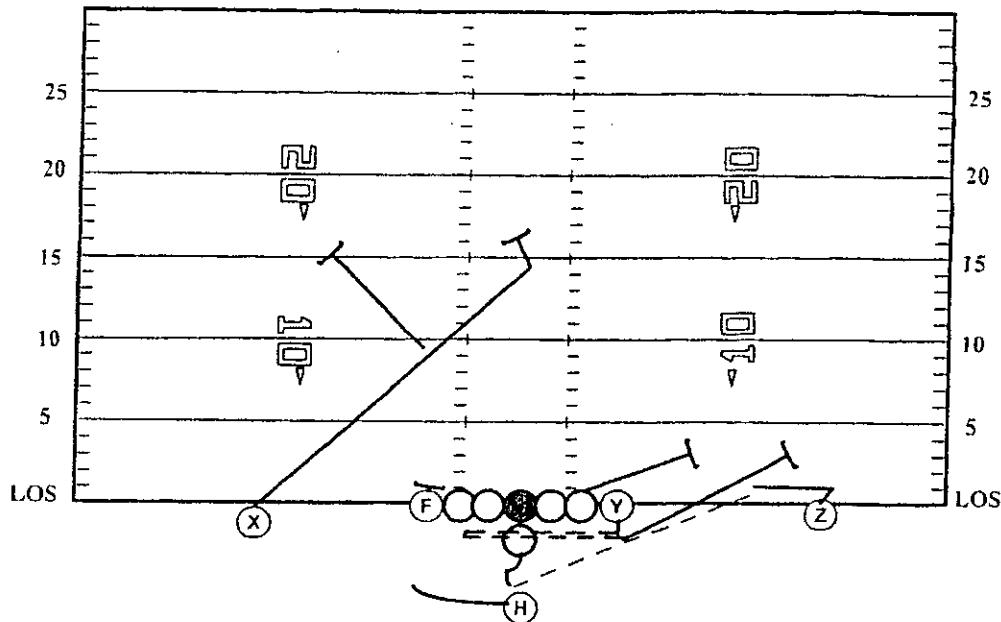
## PLAY ACTION

R-134 Z DOMINO	(R/D) 0 STR ZING
R-134 Z DIG	(R/D/B3) 0
SPRINT 138 SELL IT (X/Z) PYLON	(R/D) 0 ON (FIG)
258 DISCO	(R/D/H) GUN TRIPS RT
TOSS (SPRINT) 339 NAKED RT	(R/D) 0 ON, 0 WIDE YIP

## SPECIAL

<u>TOSS 38 GATOR HB PASS</u>	(D/H) 0 TRUMP
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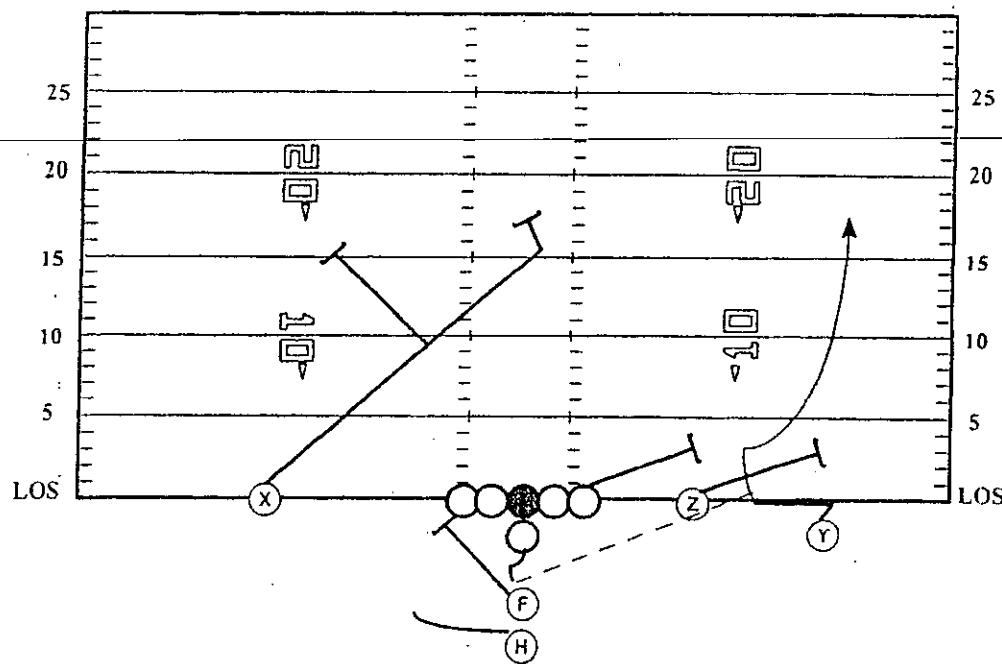
# T 39 ROCKET SCREEN



(R/D) 0 ON YIG

-T 39 ROCKET SCR N RT Z

-RECEIVER-BALL IN MID OR  
RT HASH CATCH AT OUTSIDE  
EDGE OF #'S  
BALL ON LEFT HASH CATCH  
ON INSIDE EDGE OF #'S

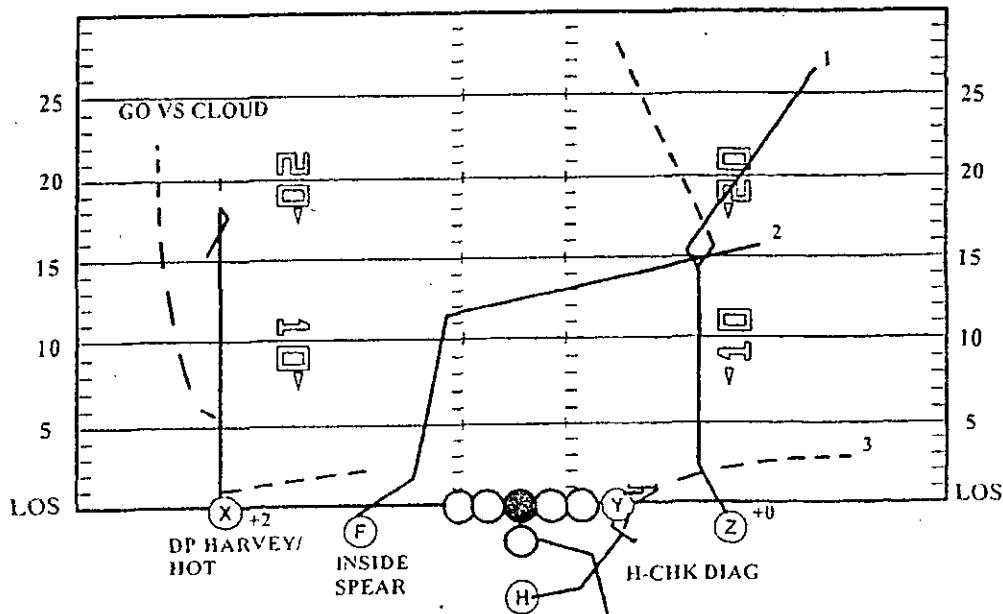
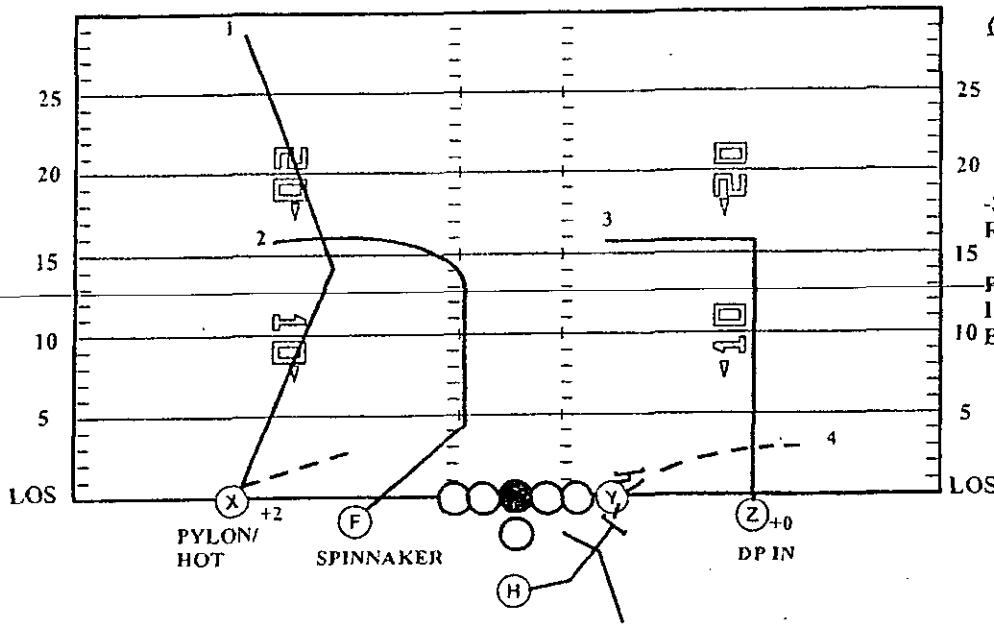
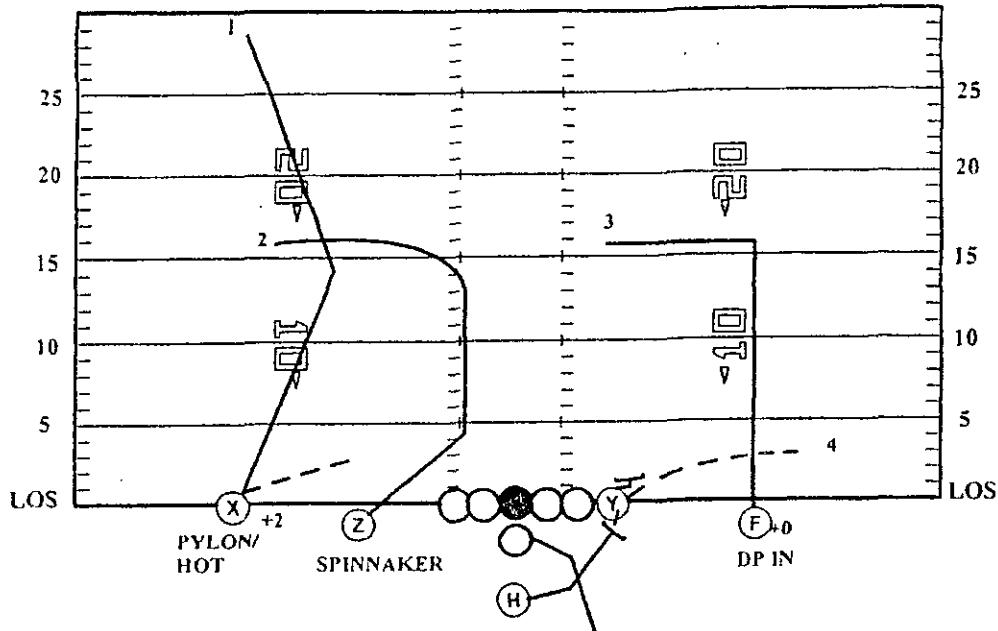


(R/D) 0 SPLIT WIDE

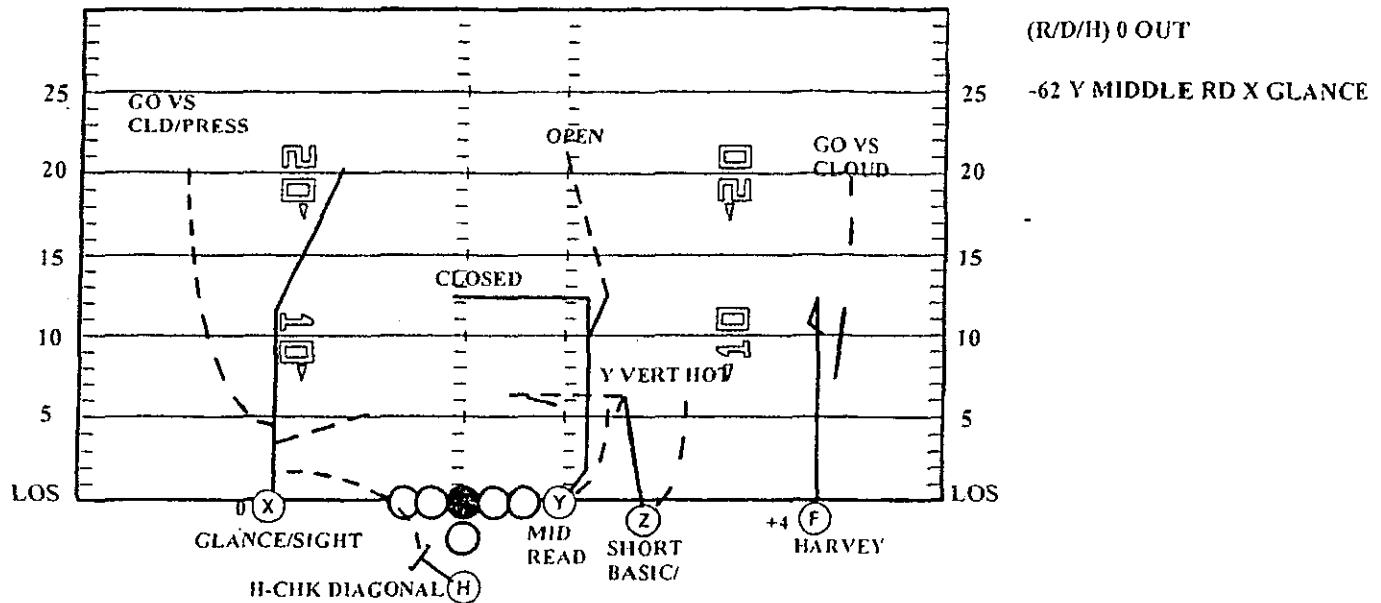
-T 39 ROCKET SCR N RT Y

-RECEIVER-BALL IN MID OR  
RT HASH CATCH AT OUTSIDE  
EDGE OF #'S  
BALL ON LEFT HASH CATCH  
ON INSIDE EDGE OF #'S

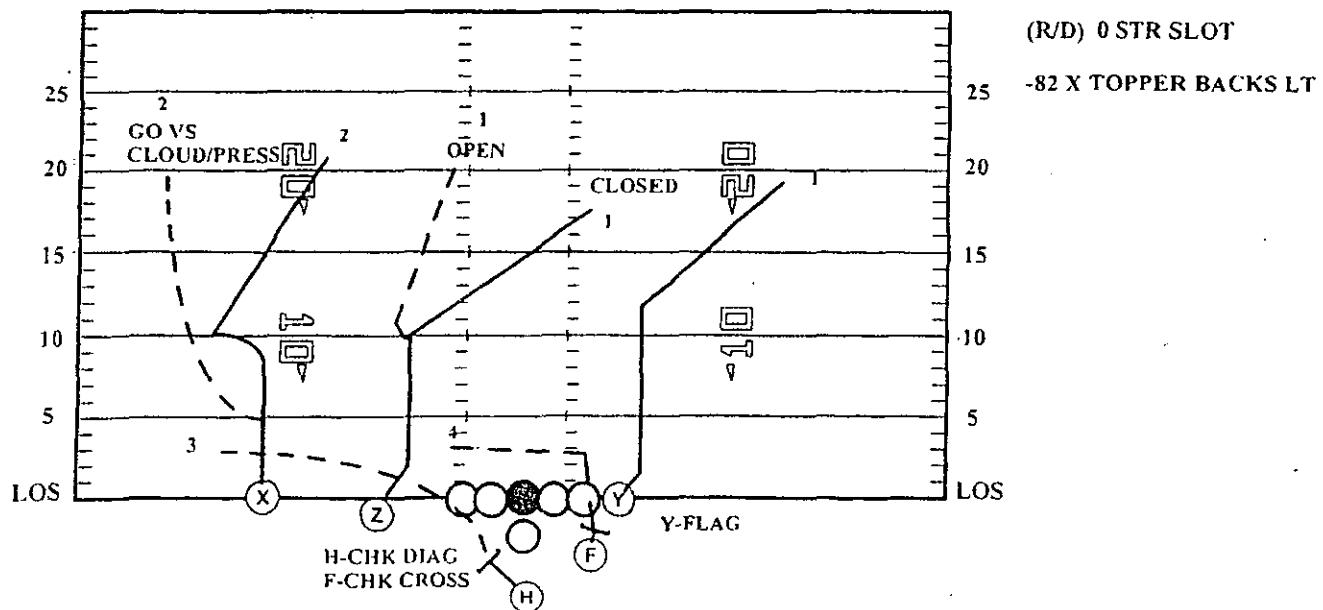
# SPRINT 138 BOOK IT - SPINNAKER, PIPE



## 62 - Y MIDDLE READ

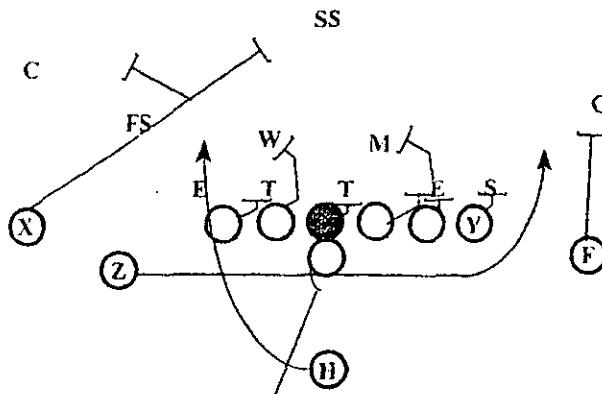


## 82 - X TOPPER



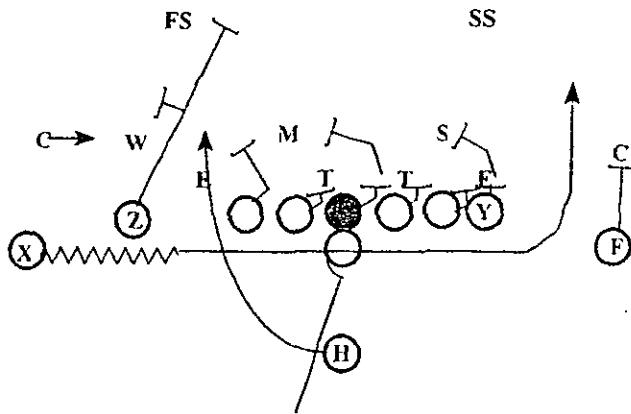
# SPEED SPRINT RT

UND WK TOM



"AB" "SLIP"

OV DBL TOM



"SCOOP" "GAP A"

## DESCRIPTION:

MOVING SPEED HANOFF TO A RECEIVER. WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

**QB**

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

**F**

BLOCK MAN ON/FORCE RULES.

**H**

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

**C**

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

**G**

ALERT: GAP A, SLIP AND CHIP CALLS.

**T**

ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

**Y**

ALERT SCOOP, SLIP AND OUT CALLS.

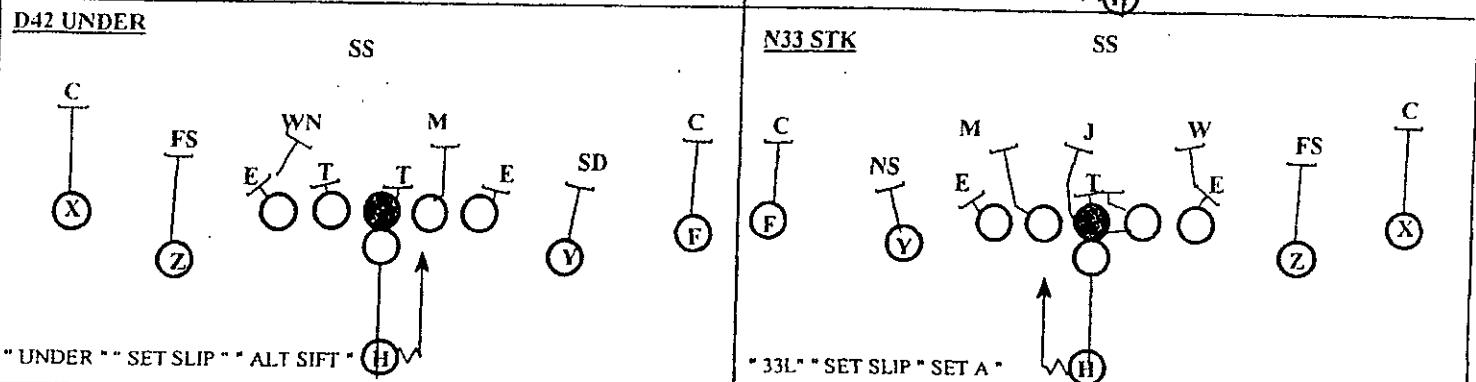
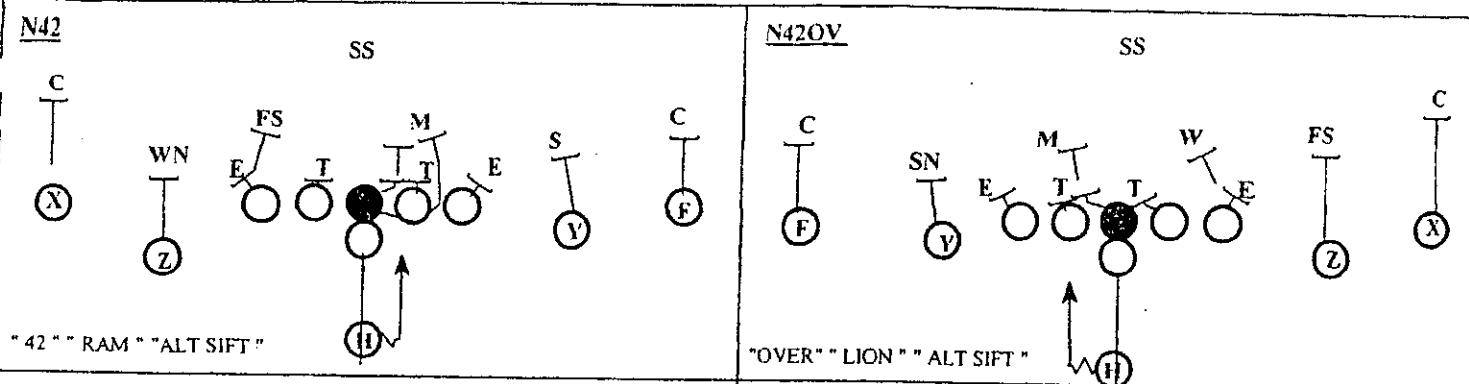
## FRONTSIDE

**C**

**G**

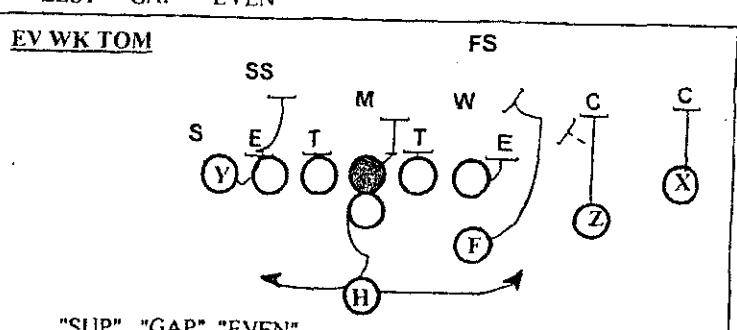
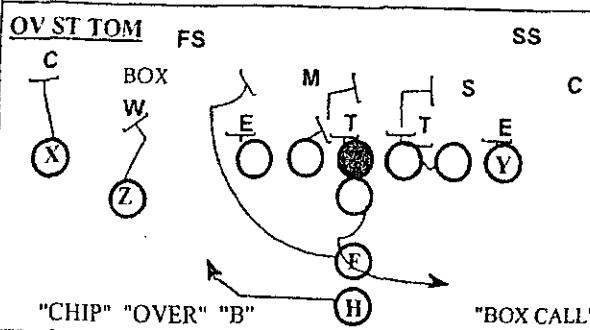
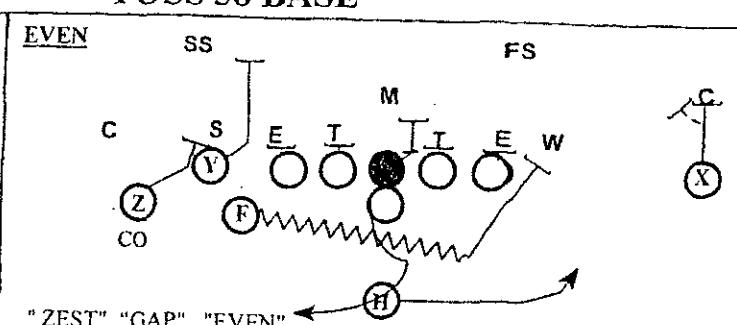
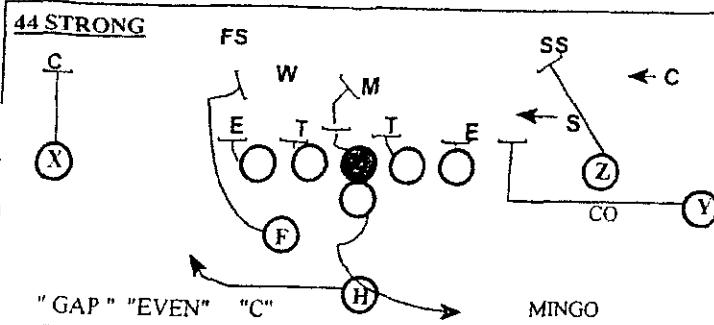
N 40

N 41



### TOSS 39 BASE

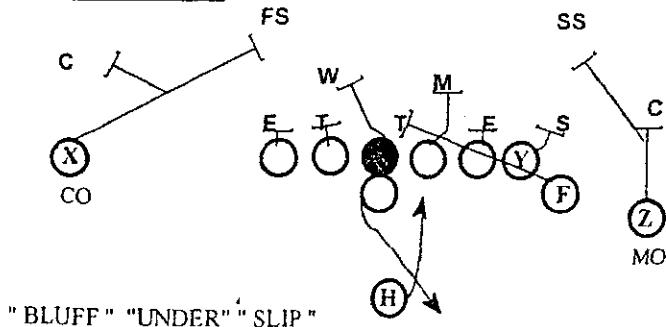
### TOSS 38 BASE



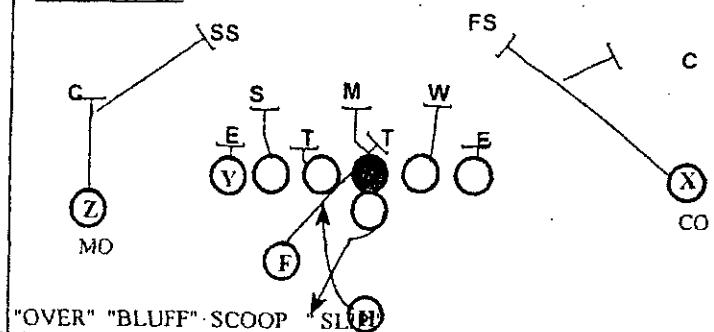
### SLANT 32 BONG

### SLANT 33 BONG

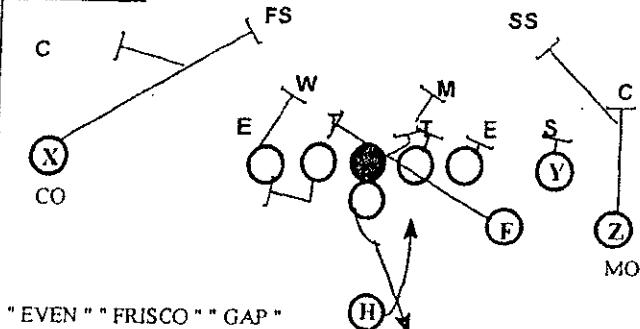
UNDER WK TOM



OV DBL TOM



44 STRONG



# TRAINING CAMP DAY 4 INSTALL

## 3ASE RUNS

SLANT 32 BONG (ALERT)	(R/D) (YAP) 0 STR (R/D) 0 ON (FAP)
TOSS 39 BASE	(R/D) (YAP) 0 WK (R/D) 0 WIDE YIP
N-40 "KILL" 62 ALL GO	(R/D/H/B3) 0 SPLIT WIDE (R/D/H) SPREAD RT

## DROPBACK

62 RED	(R/D/B3) 0 TRUMP FIG
QK 90 FADE (VENUS)	(R/D/H) 0 HALF
62 ALL GO (Y)	(R/D/H) 0 WK SLOT FAT (R/D/H) 0 WK (Y)
62 Y MIDDLE READ X GLANCE	(R/D/H) 0 OUT
82 X TOPPER BACKS LT	(R/D) 0 STR SLOT

## PLAY ACTION

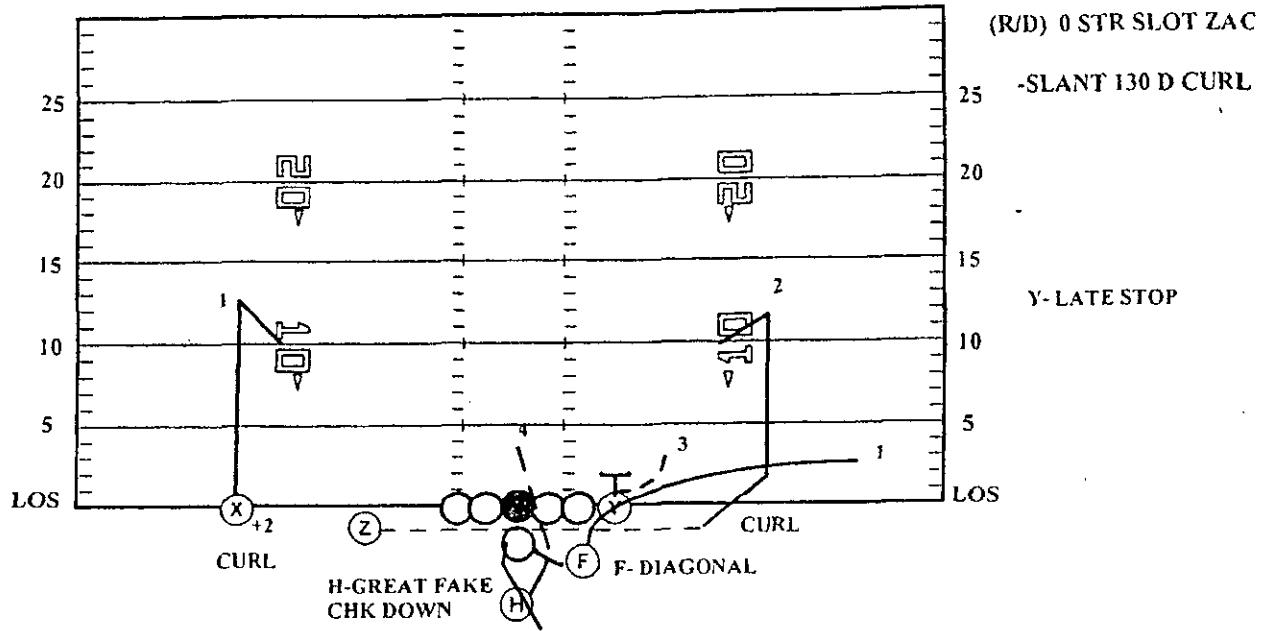
<u>SPRINT 138 BOOK IT SPINNAKER</u>	(R/D/H) 0 OUT SLOT, 0 HALF
<u>SPRINT 138 BOOK IT Z PIPE</u>	(R/D/H) 0 HALF
SPIDER 137 X SNAG	(R/D) 0 WK SLOT
228 Z SAIL	(R/D/H) 0 OUT

## SCREEN

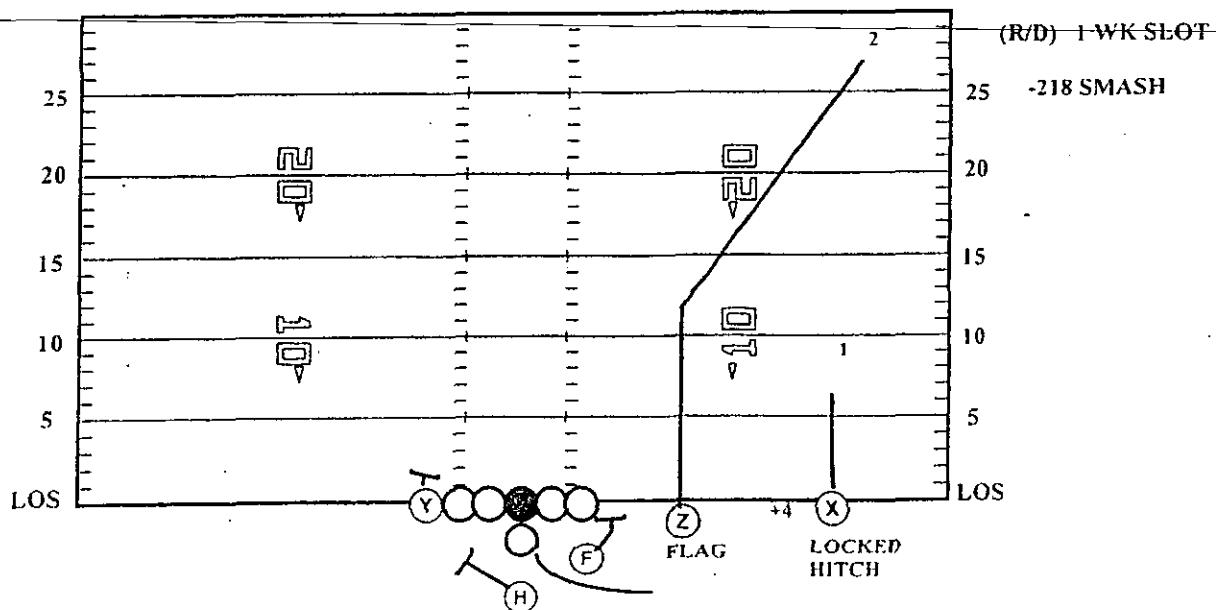
<u>TOSS 39 ROCKET SCREEN Z (Y)</u>	(R/D) 0 ON YIG, 0 SPLIT WIDE (Y)
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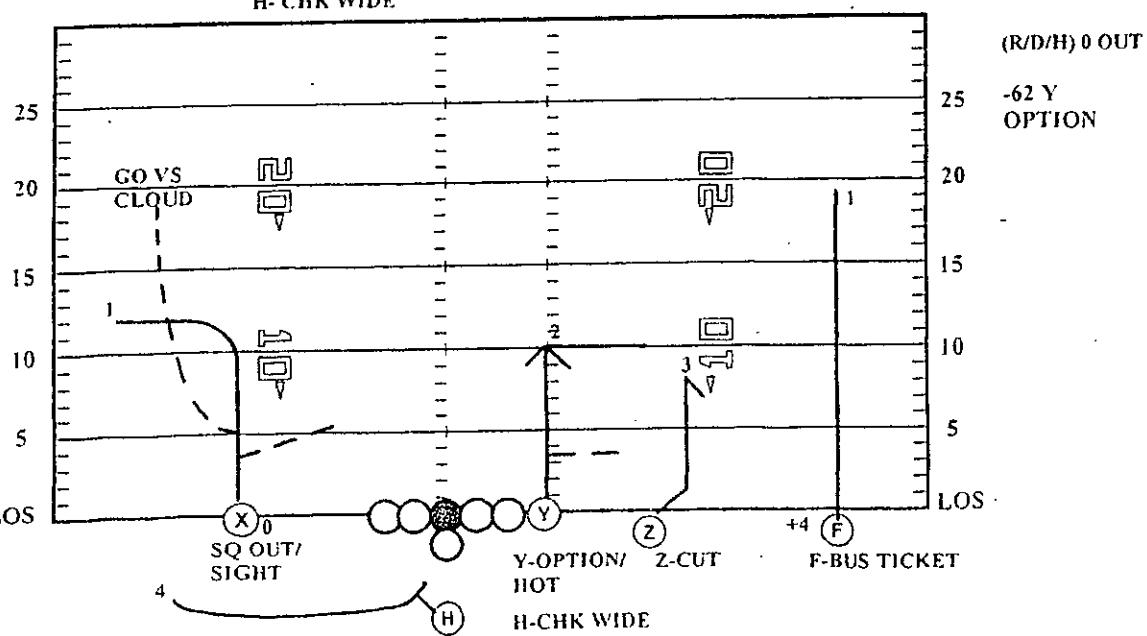
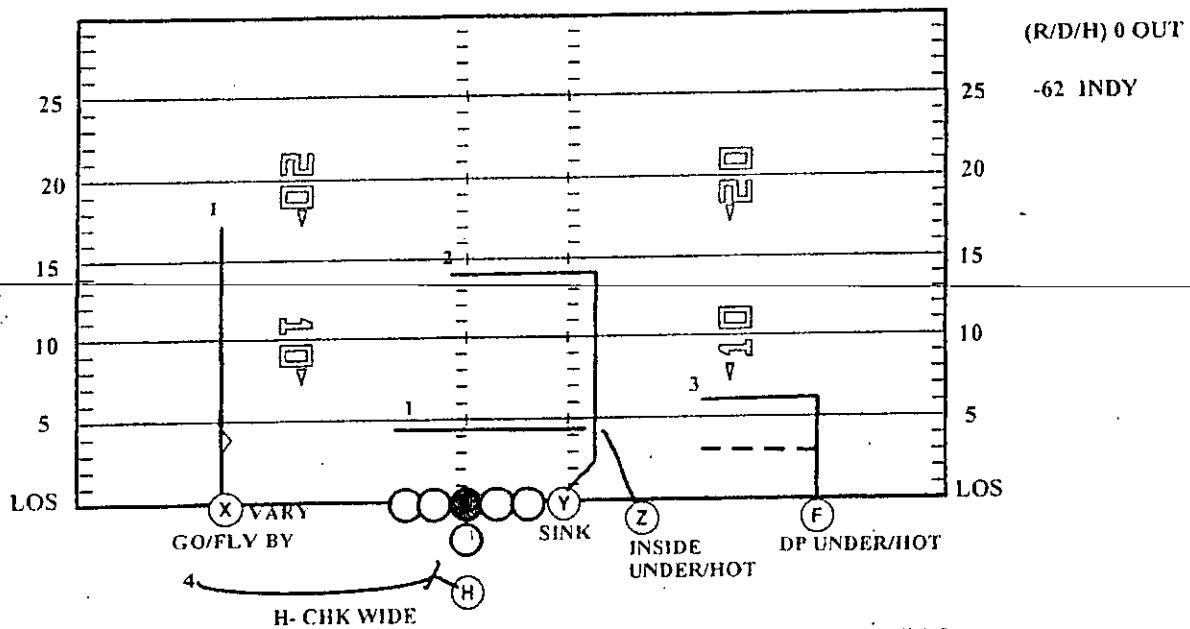
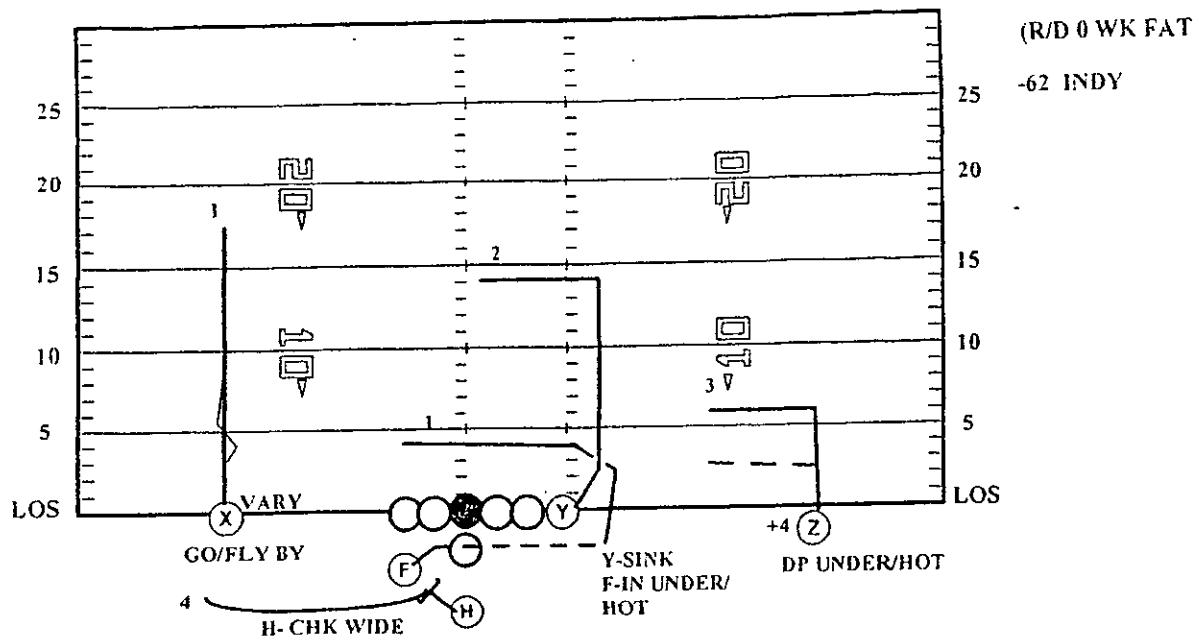
## SPECIAL

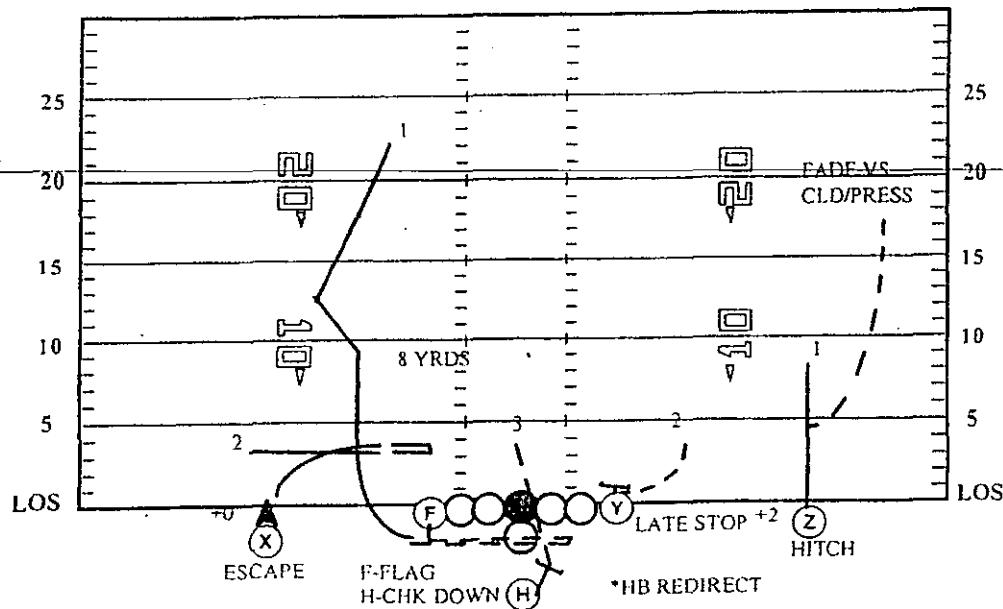
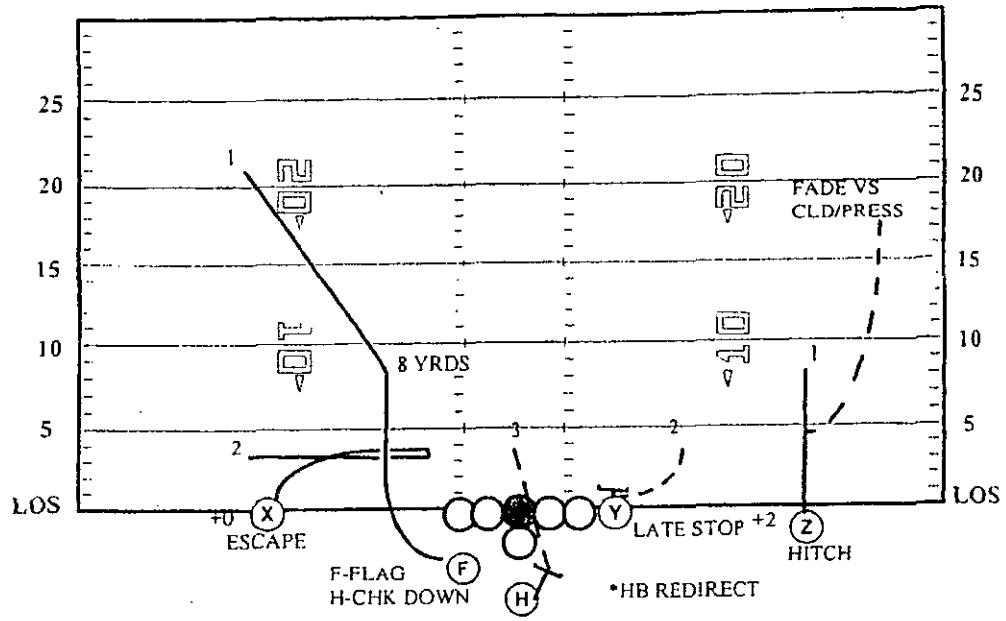
<u>SPEED SPRINT RT TO Z</u>	(H) 0 OUT SLOT ZAC
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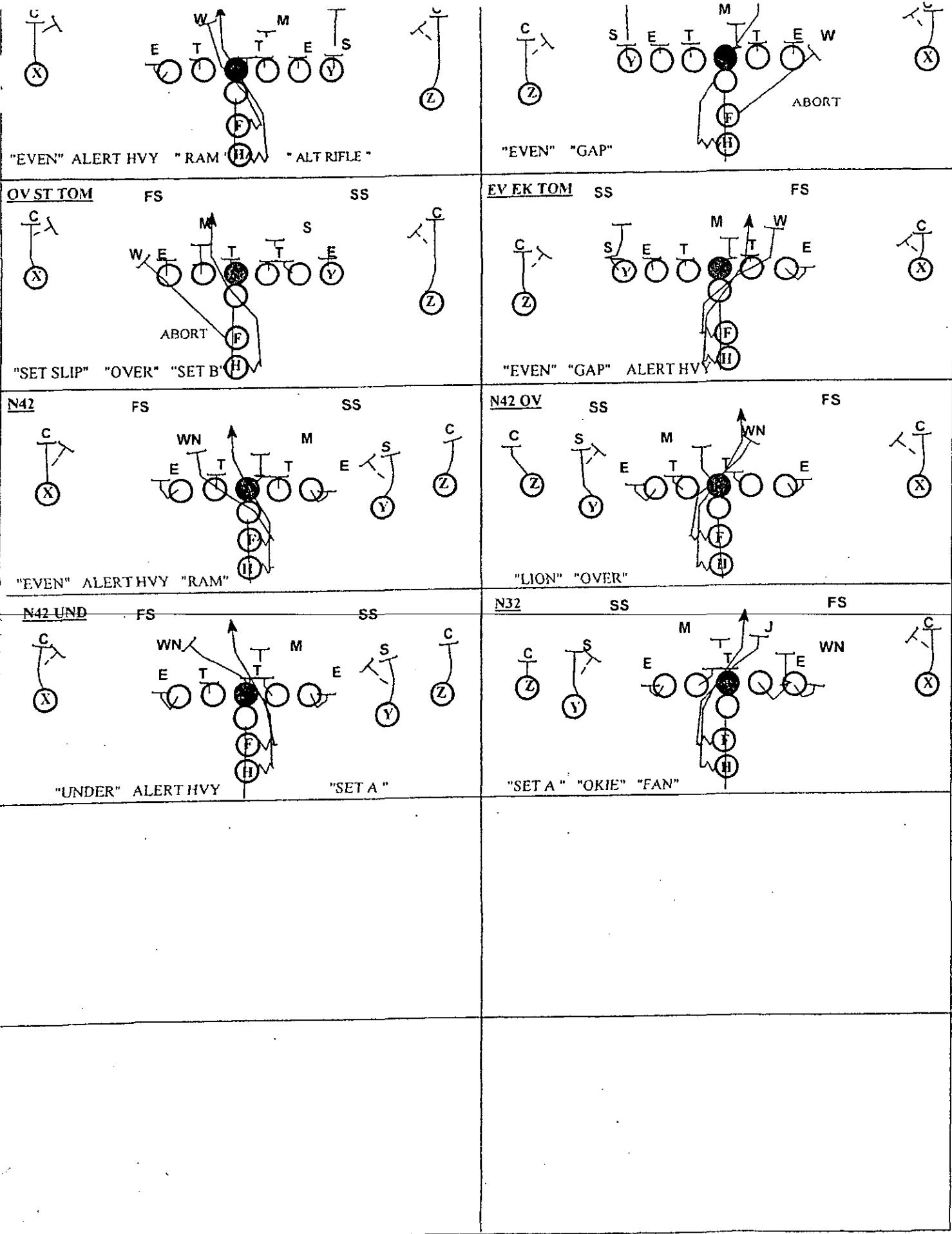


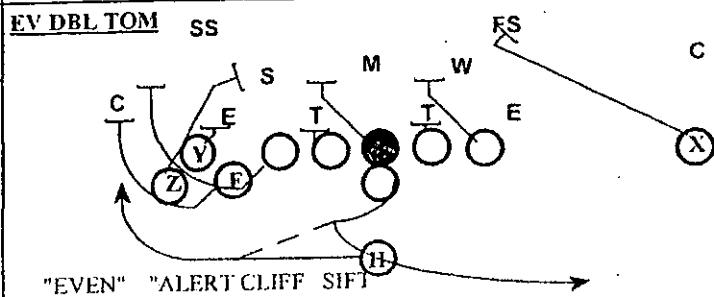
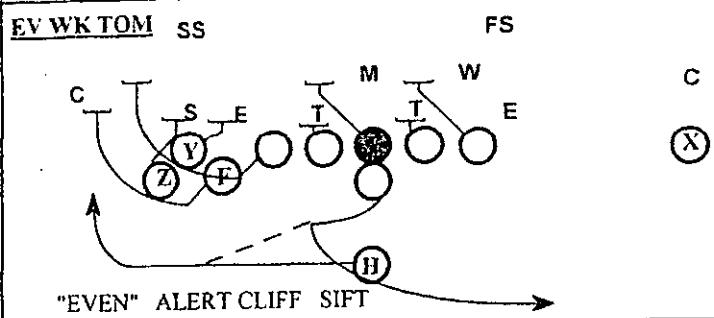
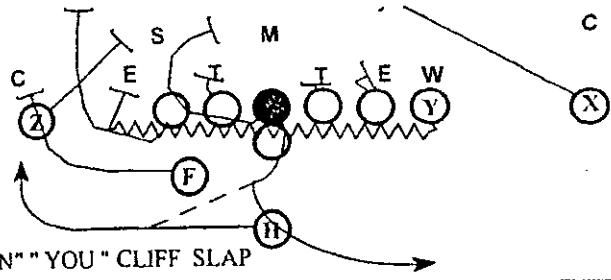
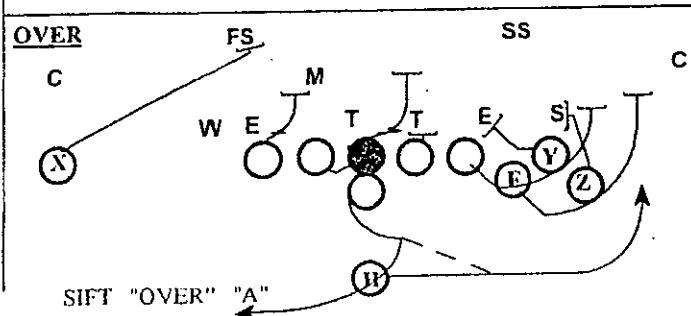
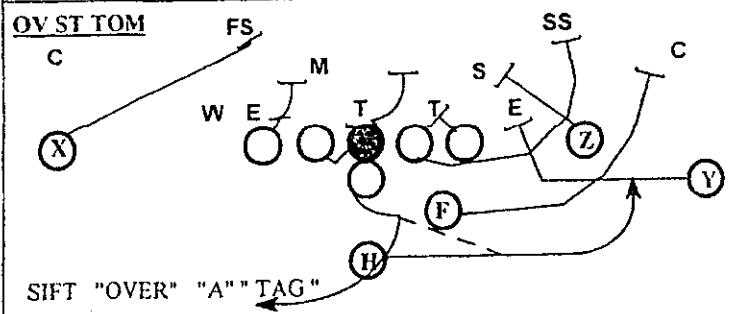
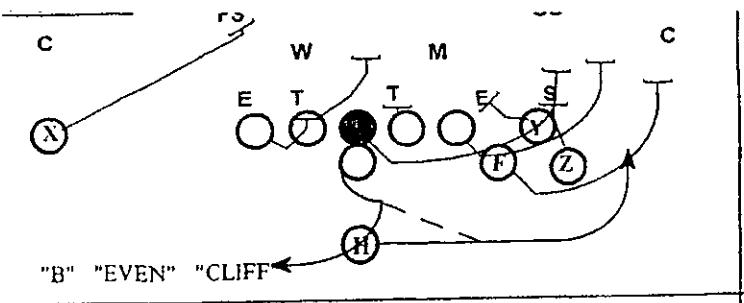
218 - SMASH





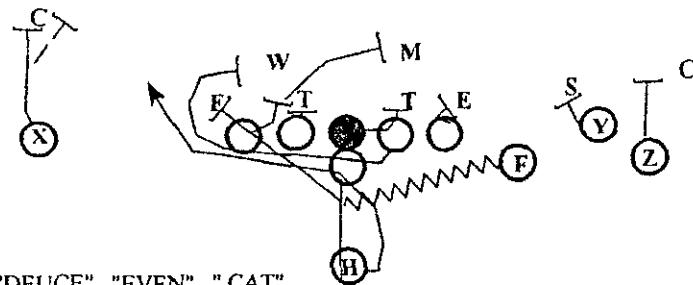




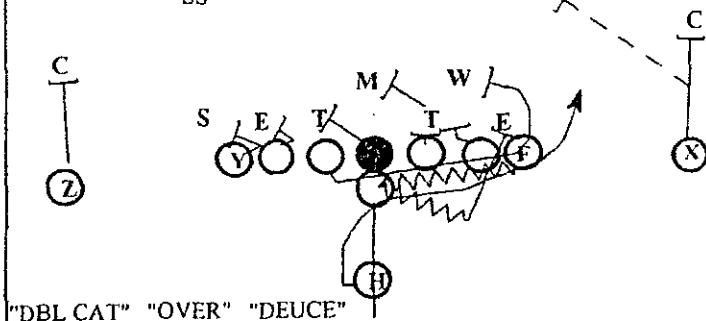


44 STRONG

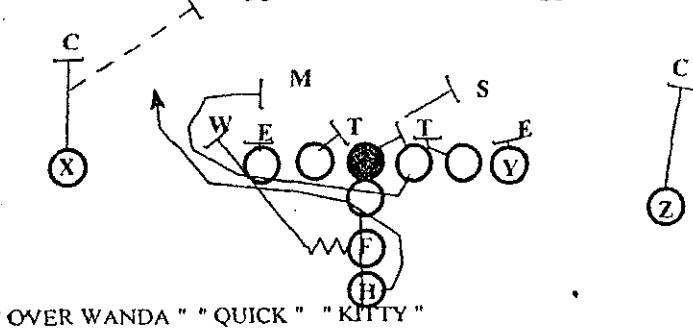
FS SS

EV WK TOM

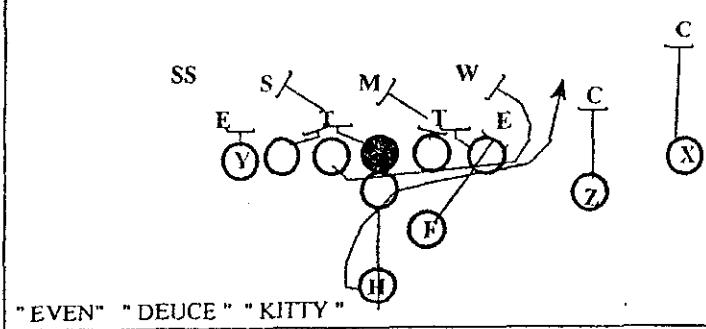
SS

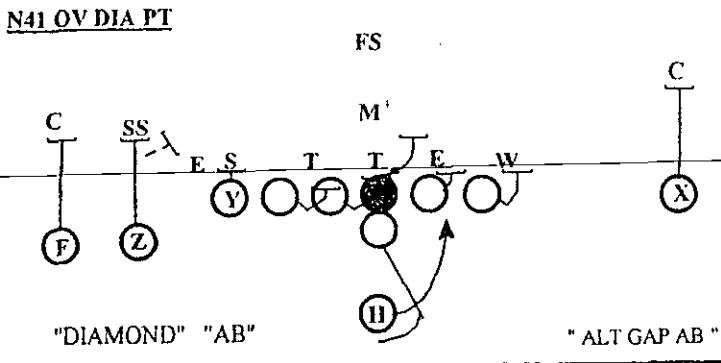
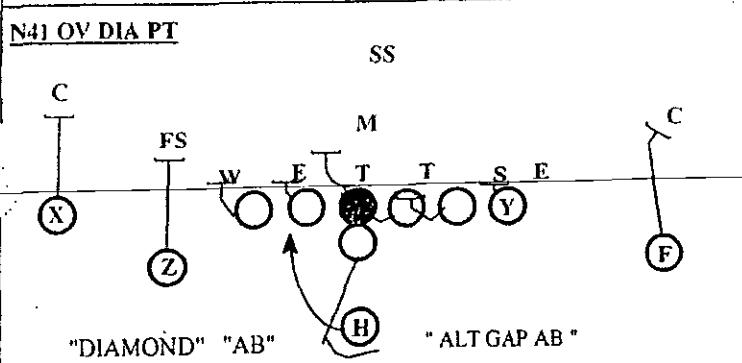
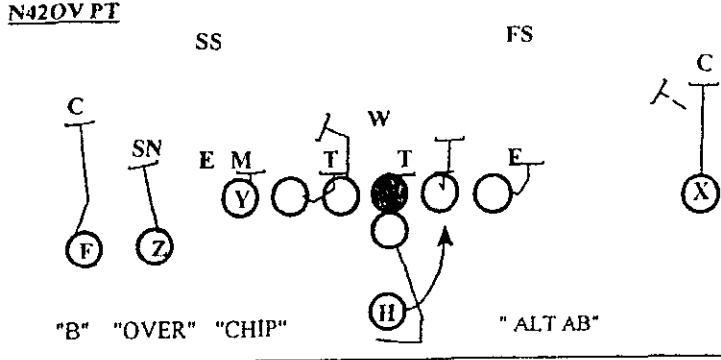
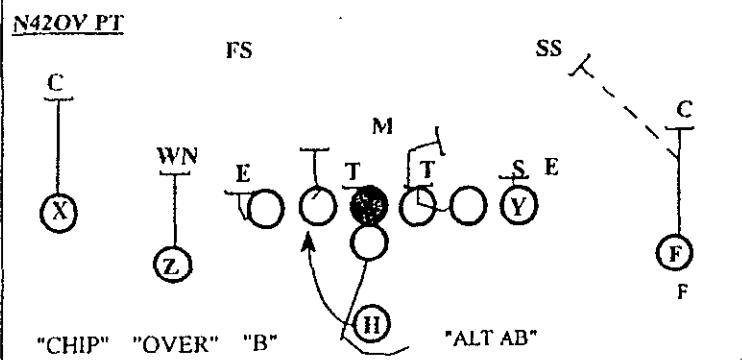
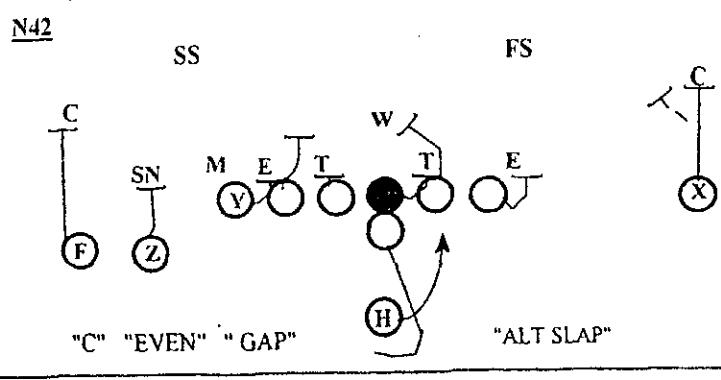
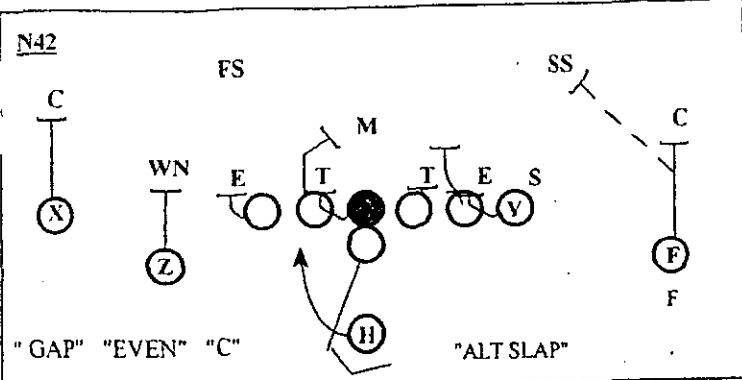
OV ST TOM

FS SS

EV DBL TOM

FS





# TRAINING CAMP DAY 3 INSTALL

## BASE RUNS

R-35 WK "K" SPR 38 TED	(R/D/H) 0 HALF (R/D/H) 0 OUT SLOT
T-38 GATOR	(R/D) 0 ON SWITCH FAP (R/D/B3) 0 STR WIDE YIP
MID 35 KICK	(R/D) (YAP) 0 WK (SLOT), 0 ON (YIG, FIG) (R/D/B3) 0 TRUMP FIGI
H 45 BASE OPPOSITE	(R/D) 0 (WIDE YIP) (R/D) 0 FLOOD FIGI

## DROPOBACK

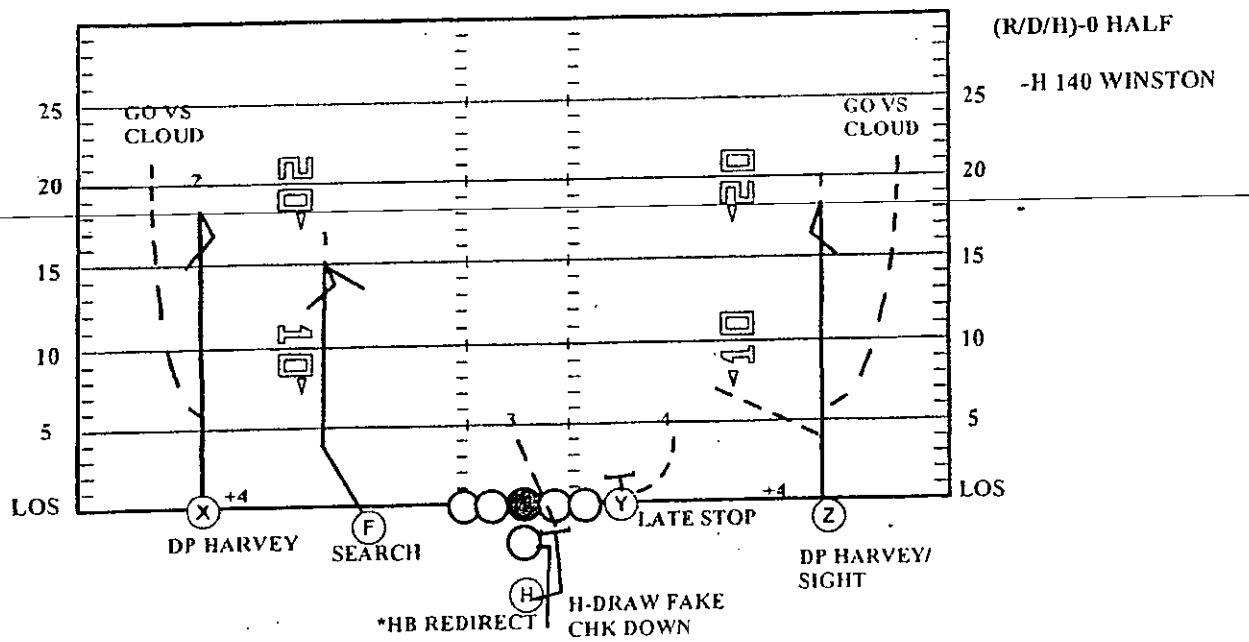
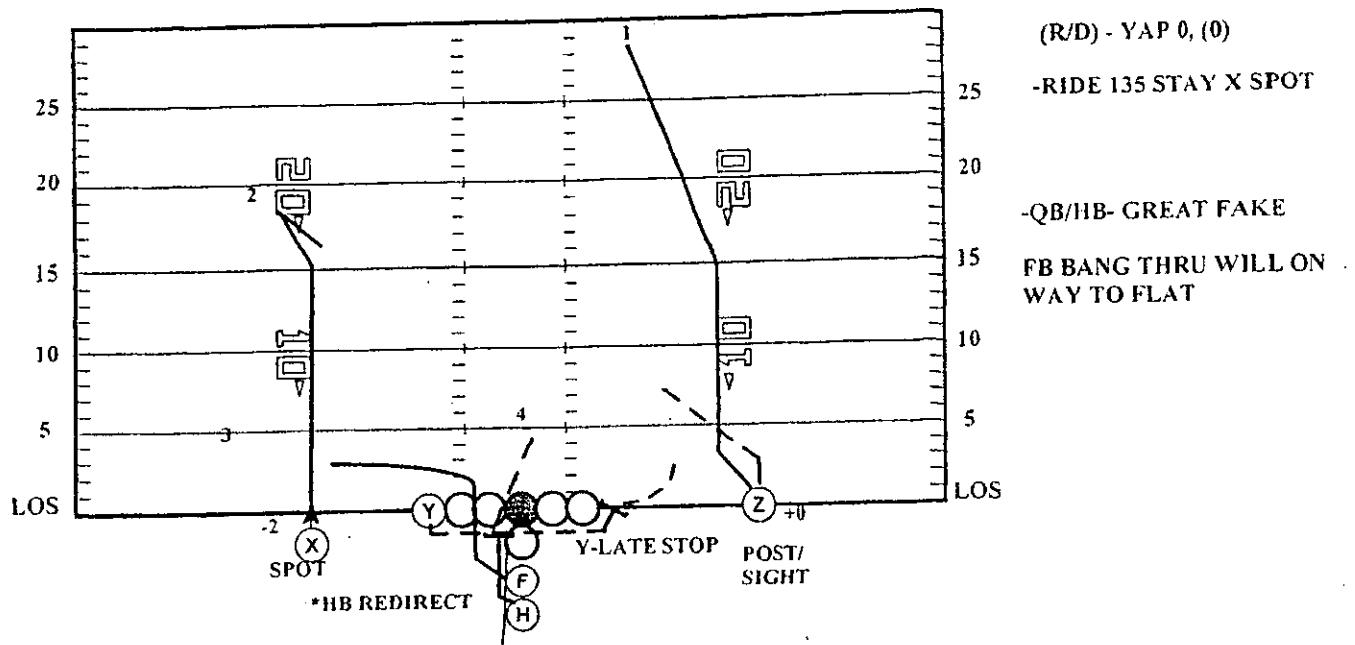
50 HITCH X ESCAPE (STING)	(R/D/H) 0 WK
80 HARVEY PATRIOT	(R/D) 0 STR FAX, 0 ON
62 INDY	(R/D) 0 WK FAT, (R/D/H) 0 OUT
62 Y OPTION	(R/D/H) 0 OUT

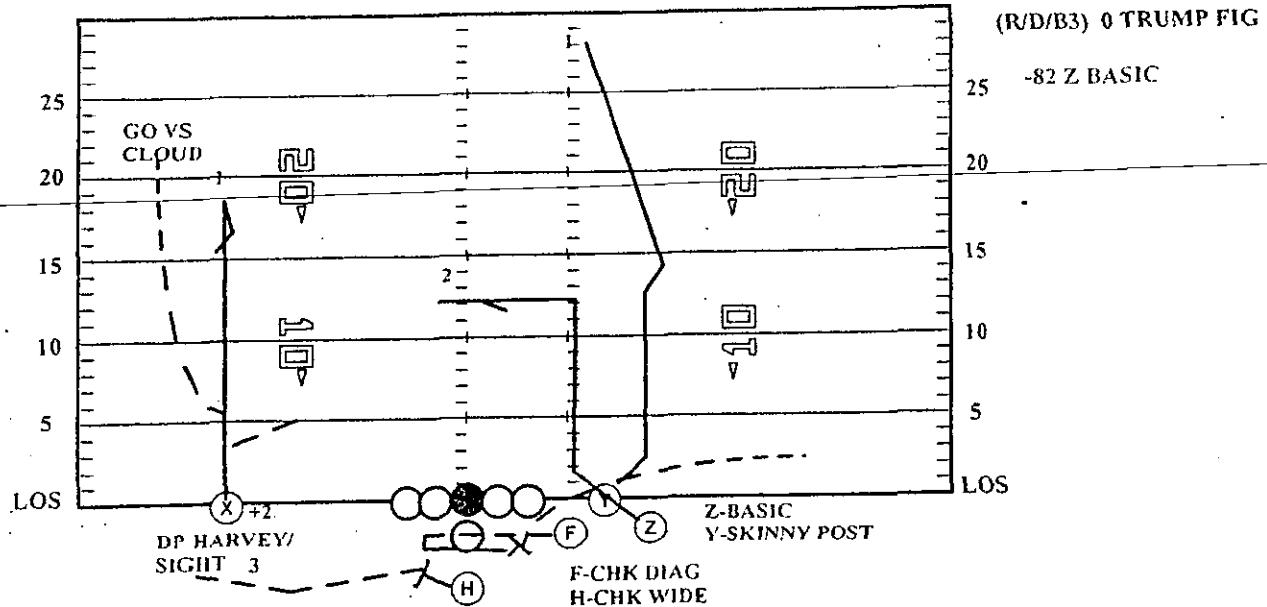
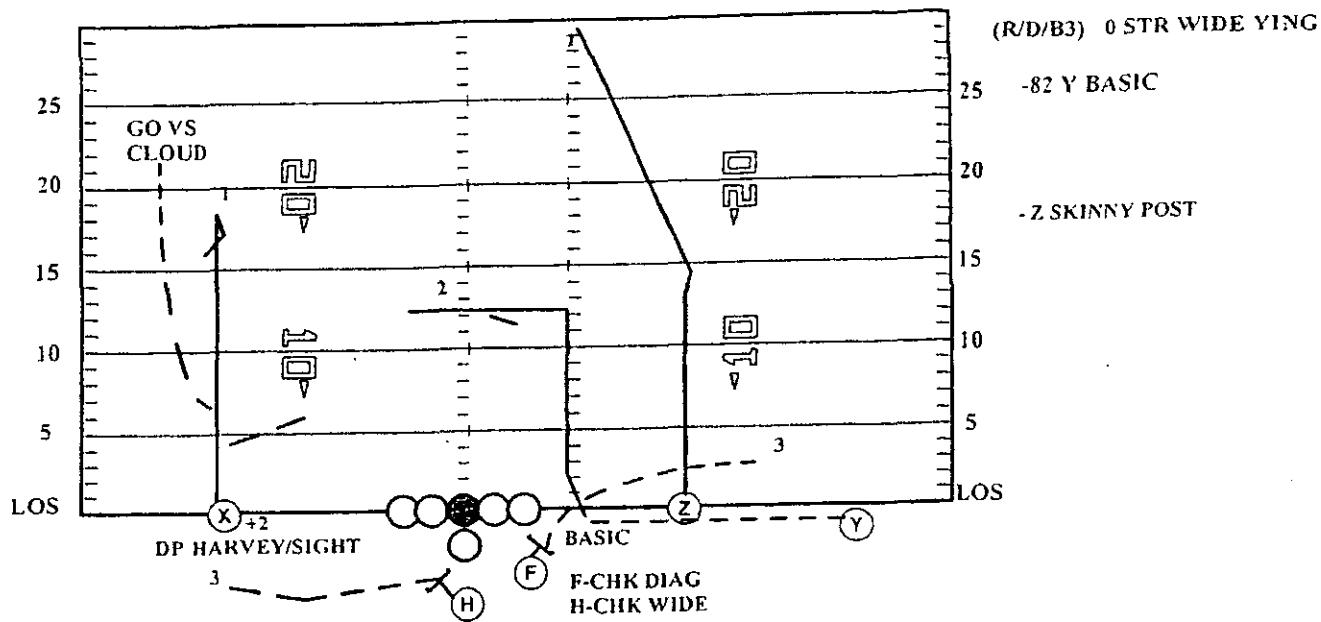
## PLAY ACTION

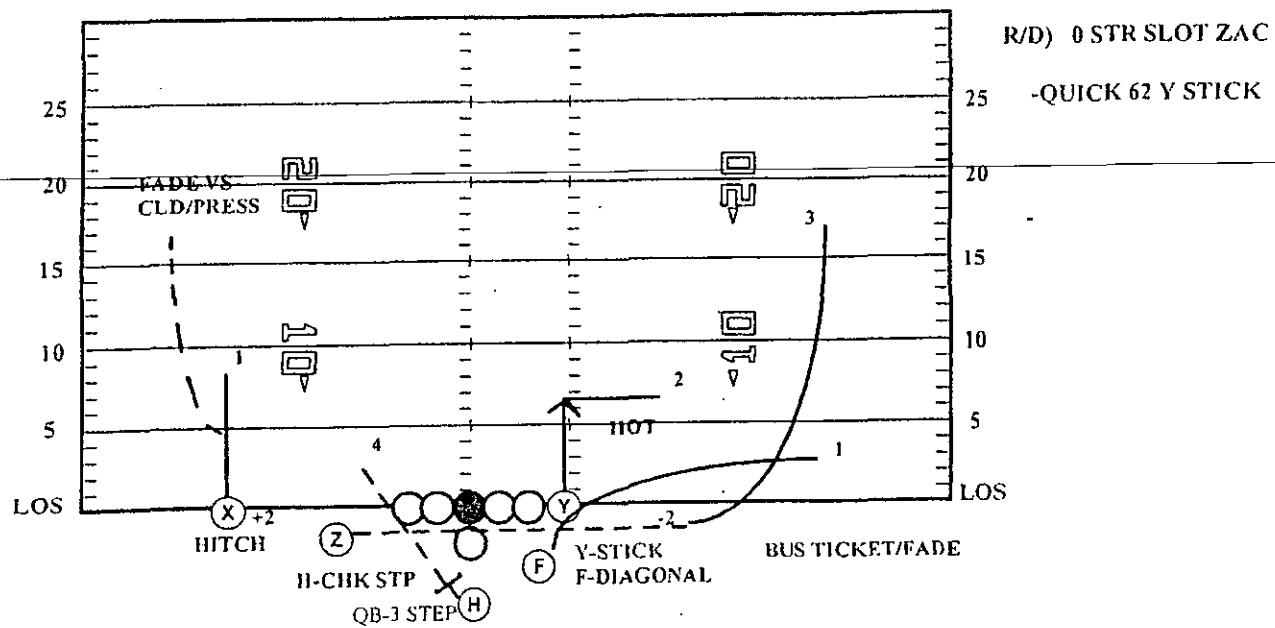
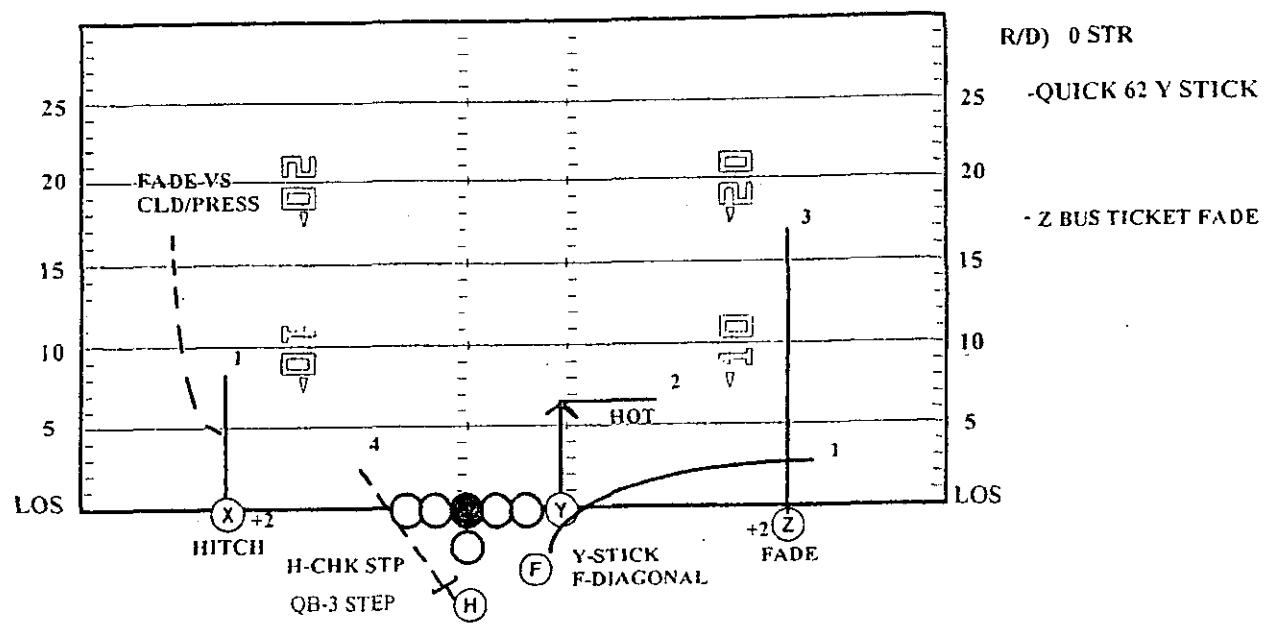
<u>JAB 144 CTR DBL (Q/STRUT/DEEP HARVEY)</u>	(R/D) 0 ON (FIG)
SLANT 130 D CURL	(R/D) 0 STR SLOT ZAC
218 SMASH	(R/D) 1 WK SLOT
R-335 NAKED RT.	(R/D) (YAC) 0 WK

## SPECIAL

R-34 CUTBACK FLEE FLICKER	(R/D) 0 ON (FIG)
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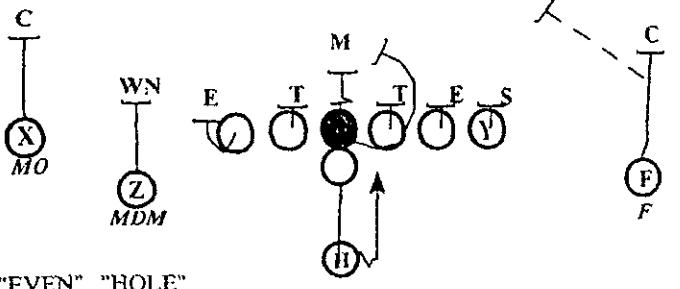




N42

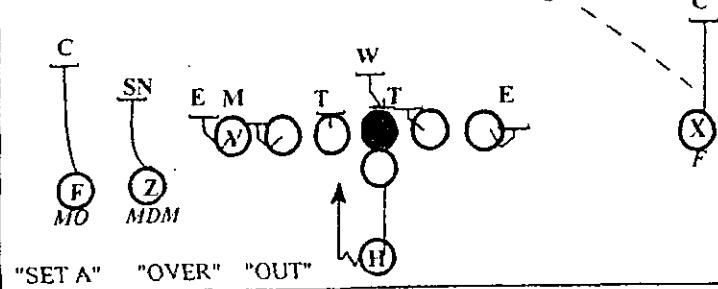
FS

SS

N42OV PT

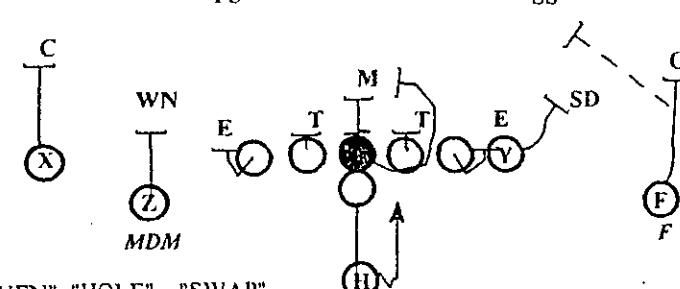
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FS

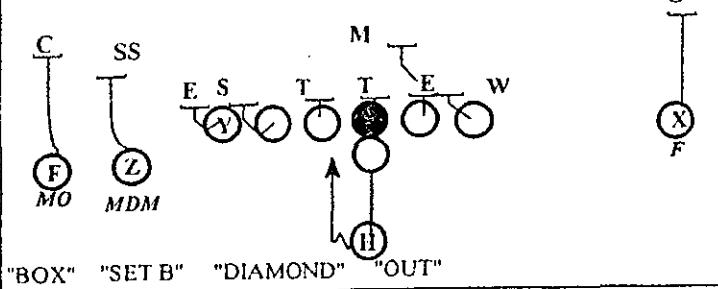
D41

FS

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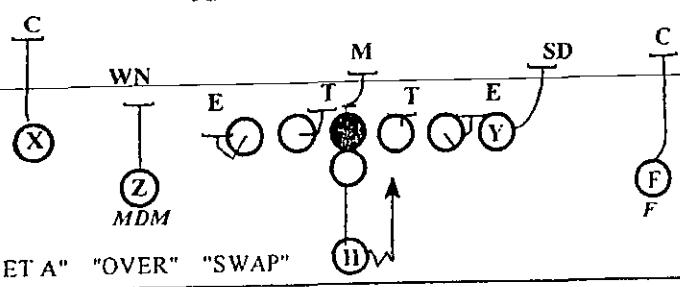
N42 OV DIA PT

FS

D41OVER

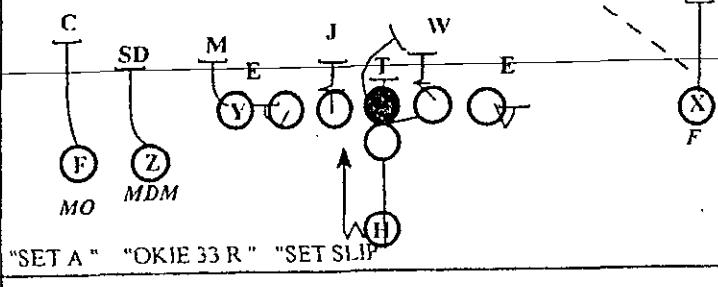
FS

SS

N32

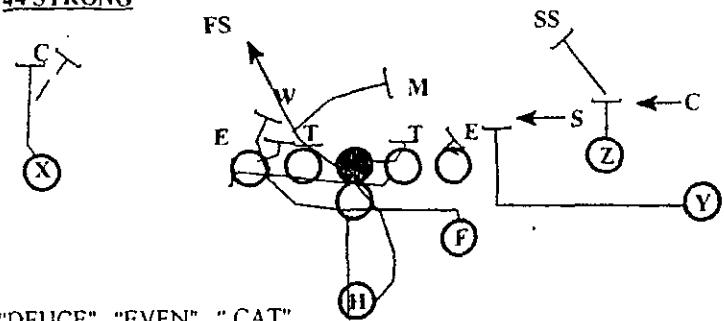
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FS



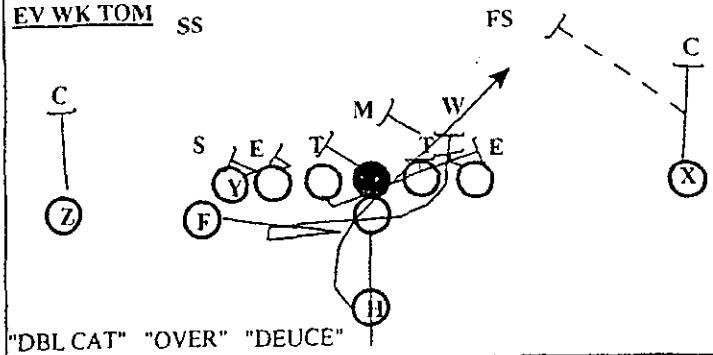
## MID 35 CTR

44 STRONG

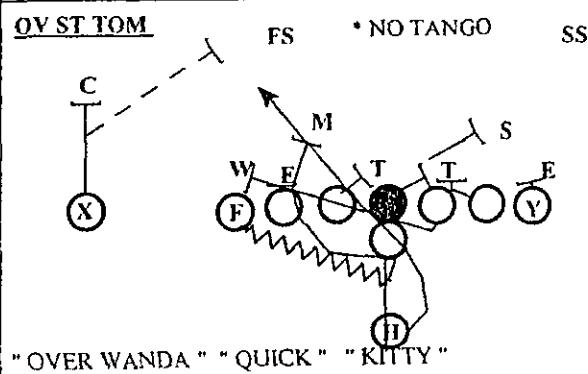


## MID 34 CTR

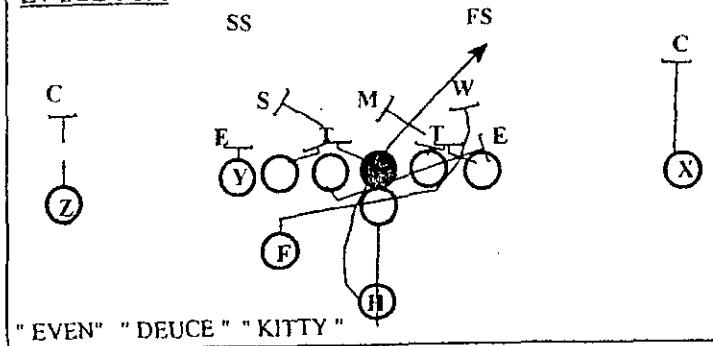
EV WK TOM SS



OV ST TOM

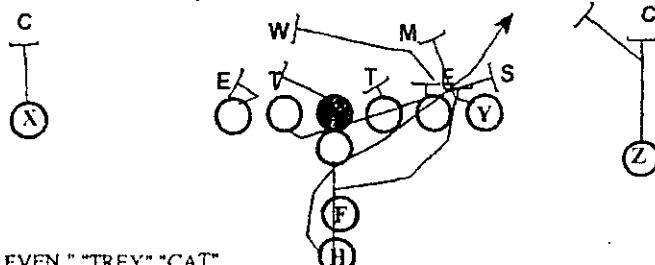


EV DBL TOM



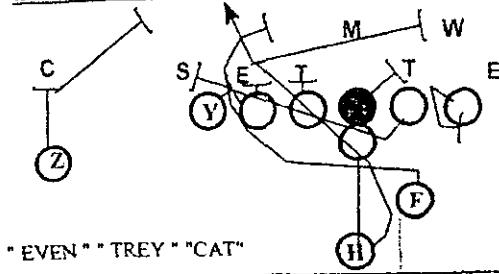
44 STRONG

FS SS



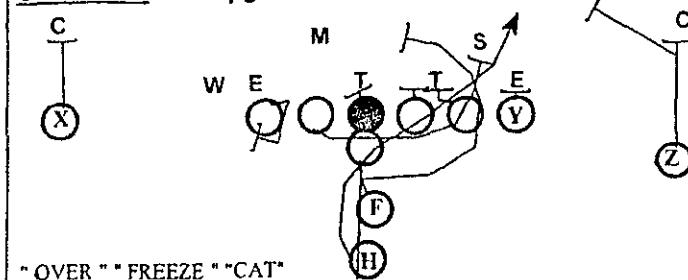
EV WK TOM SS

FS



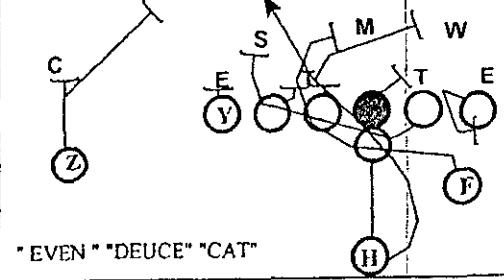
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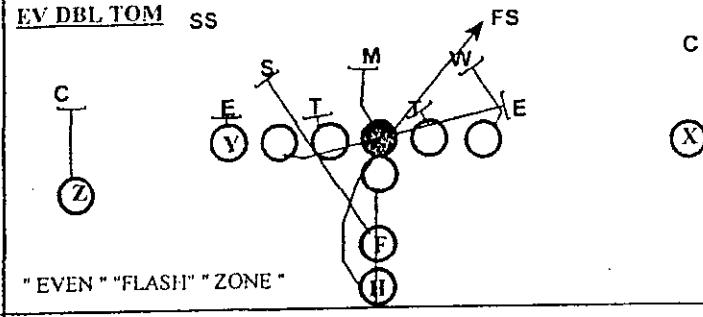
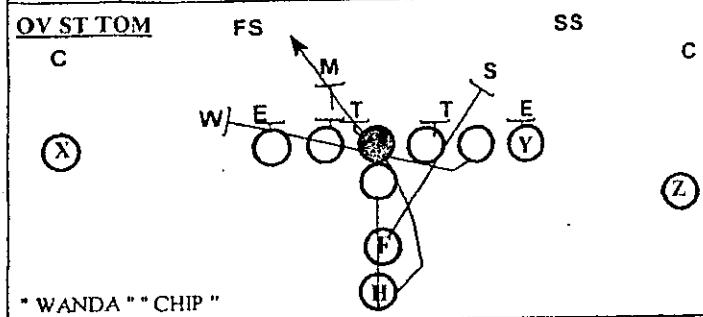
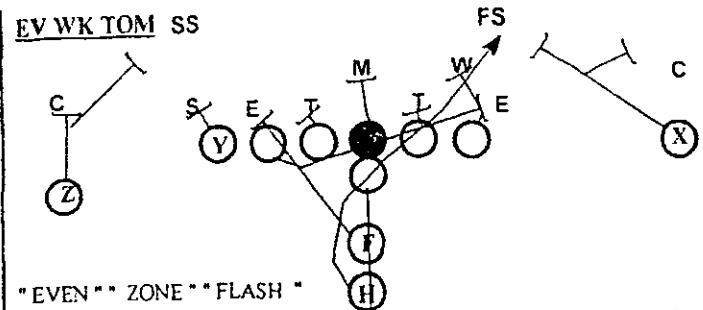
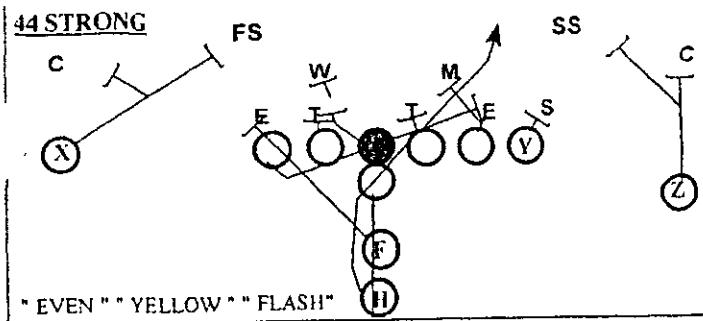
FS SS



EV DBL TOM SS

FS

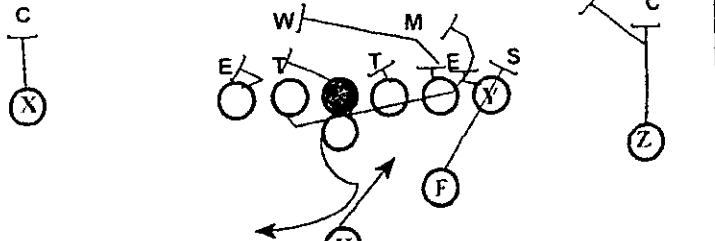




44 STRONG

FS

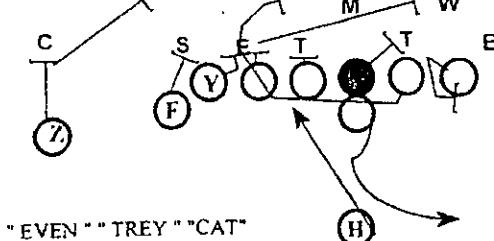
SS



EV WK TOM SS

FS

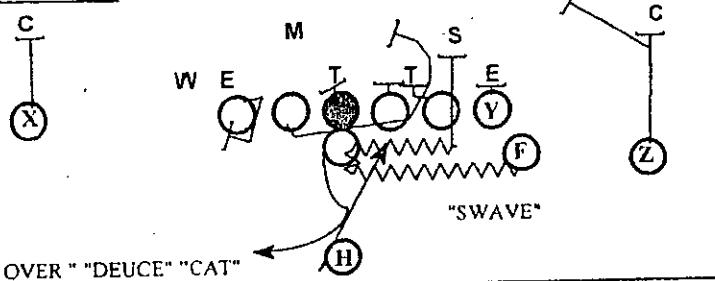
C



OV ST TOM

FS

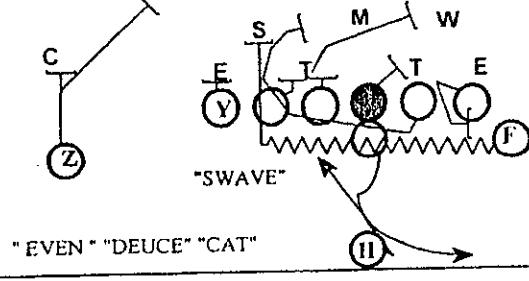
SS



EV DBL TOM SS

FS

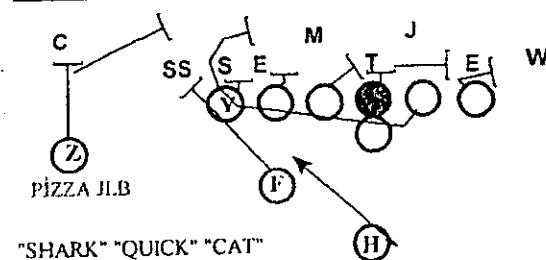
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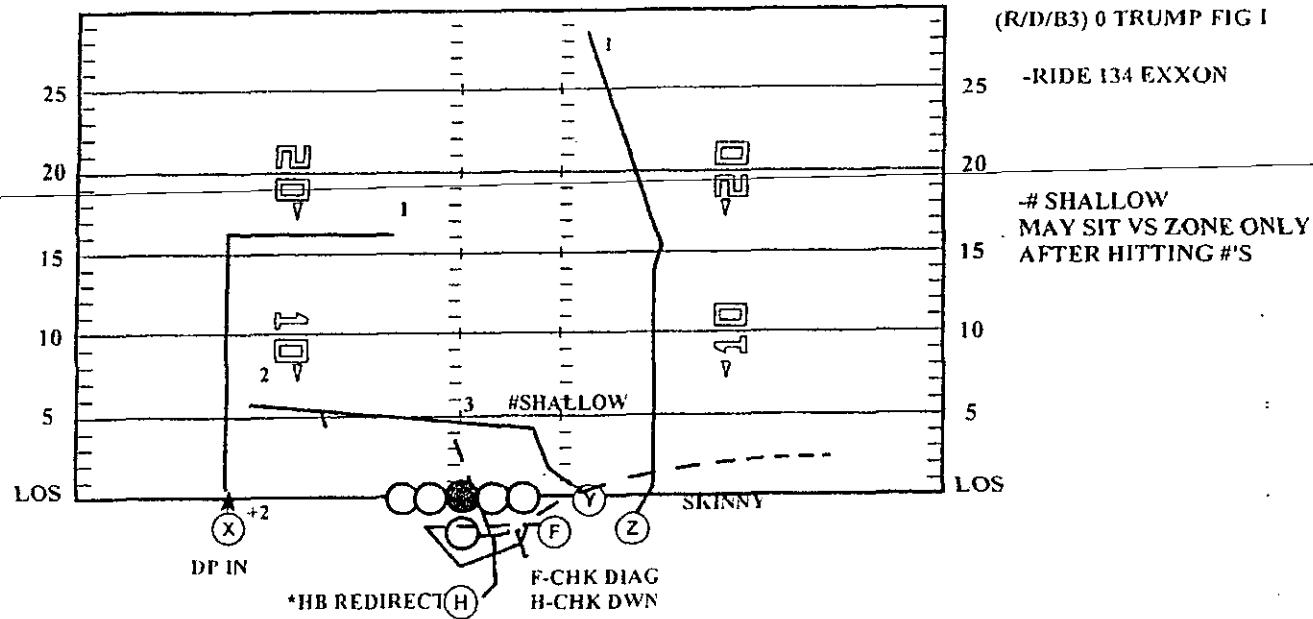
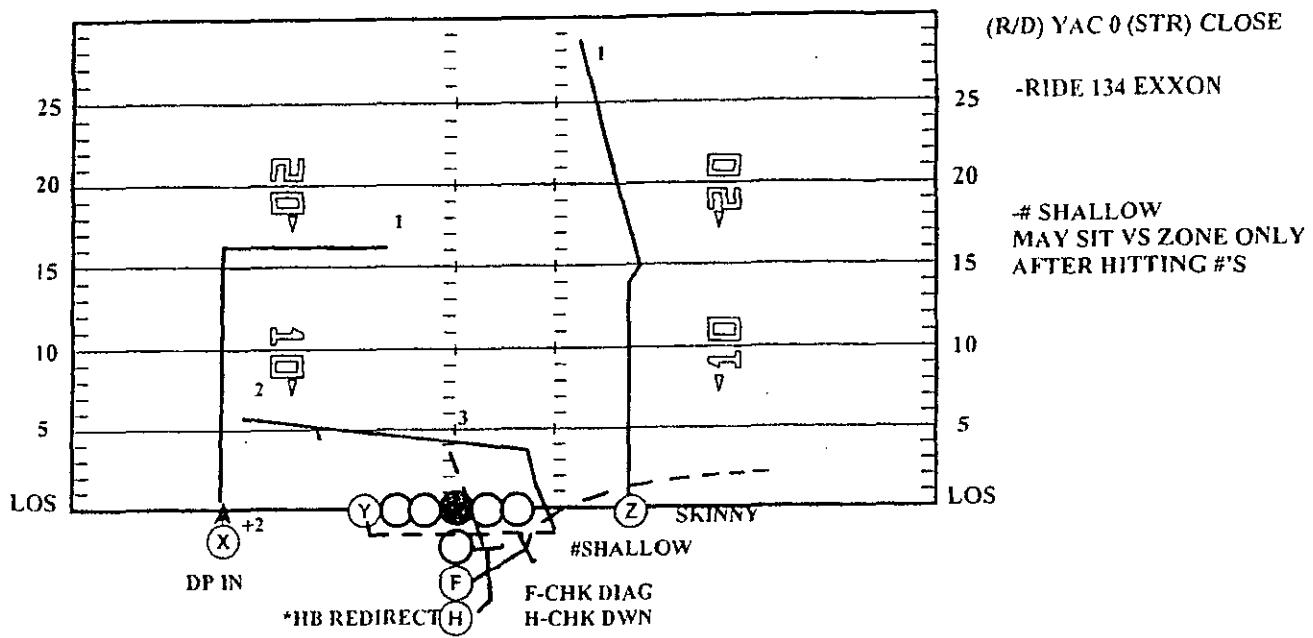


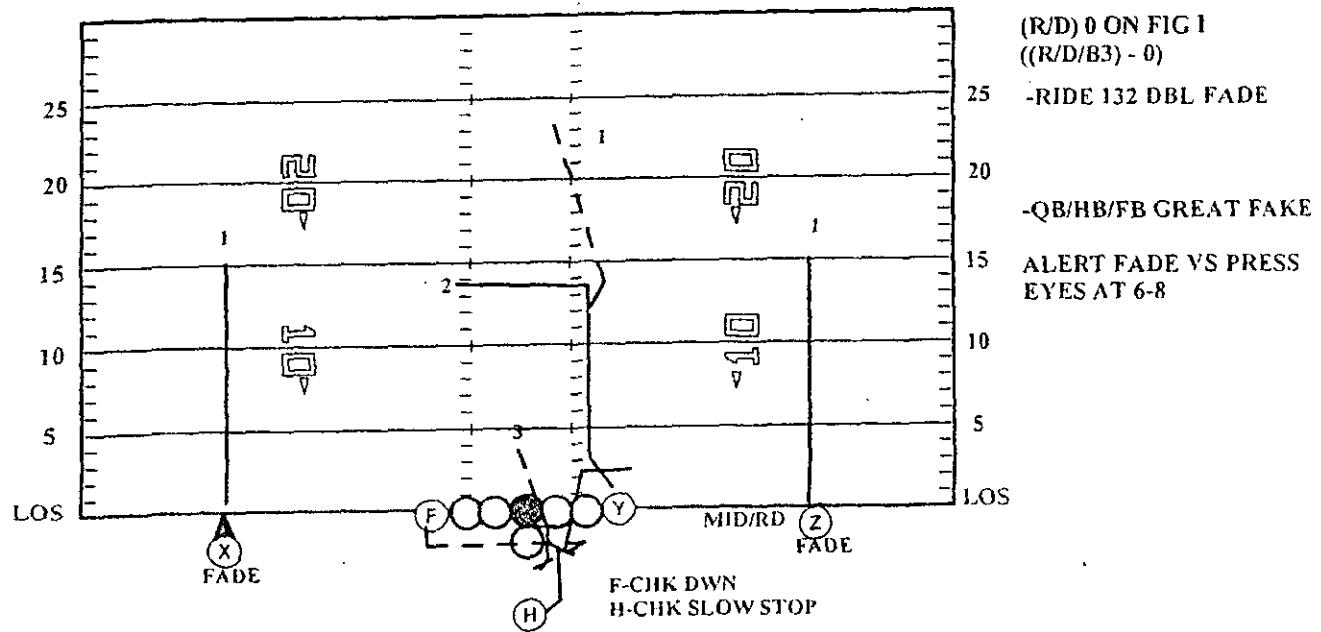
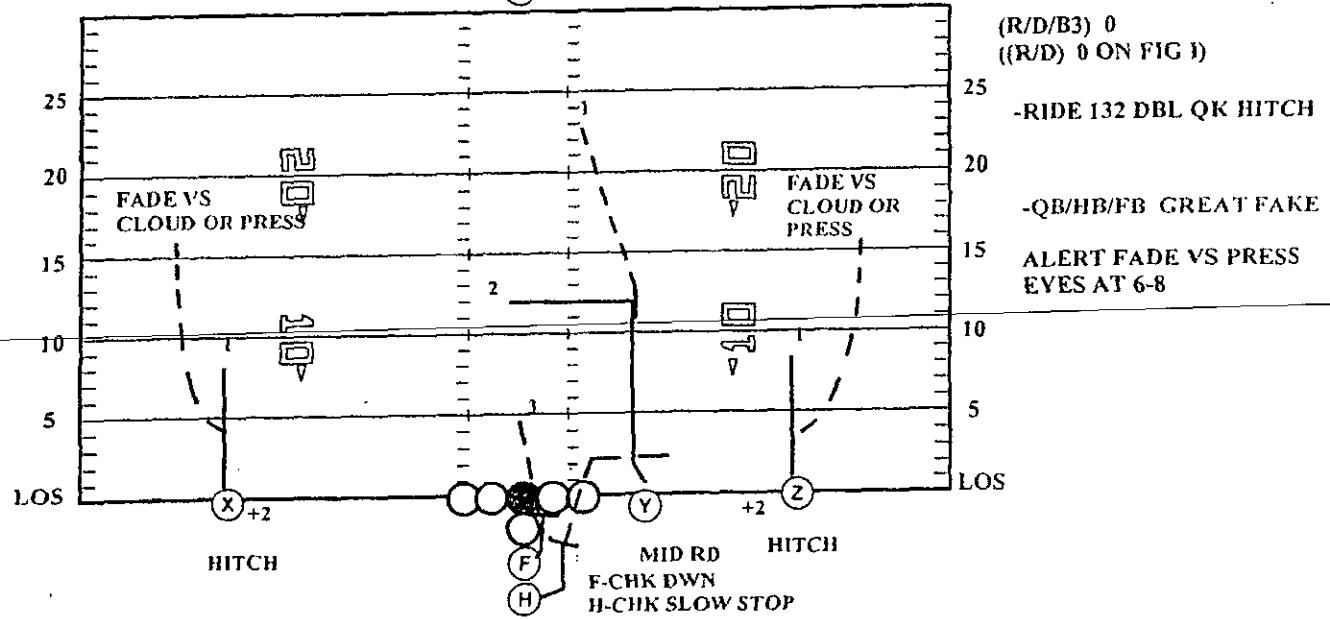
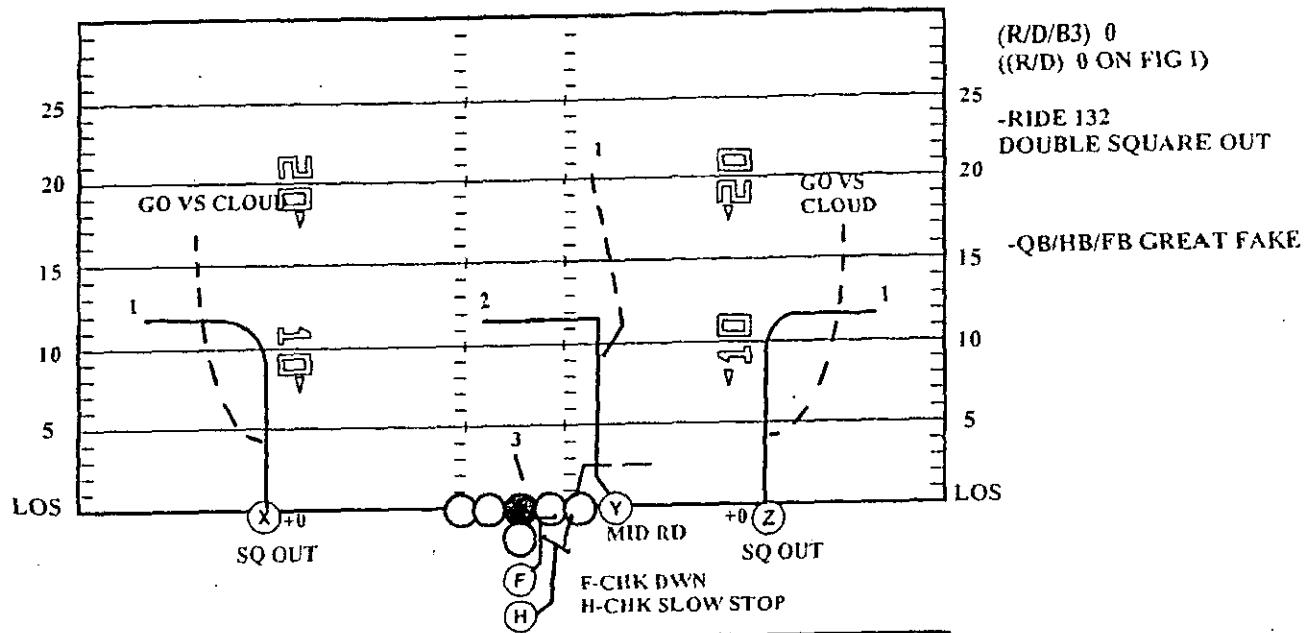
34 SUP

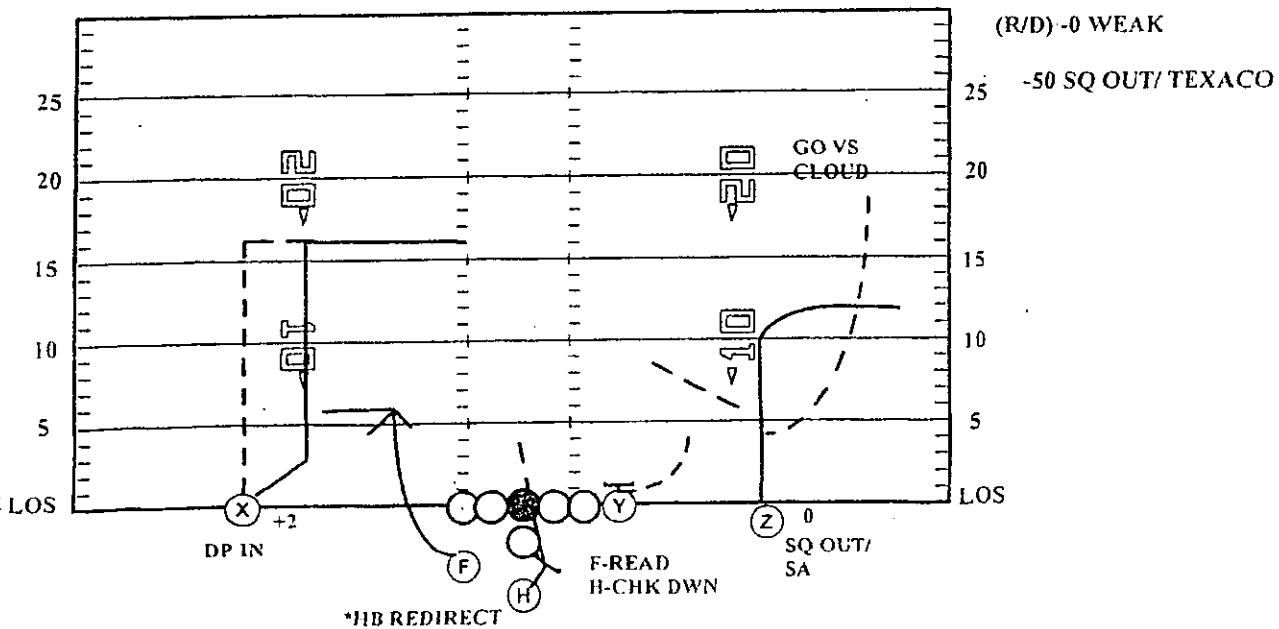
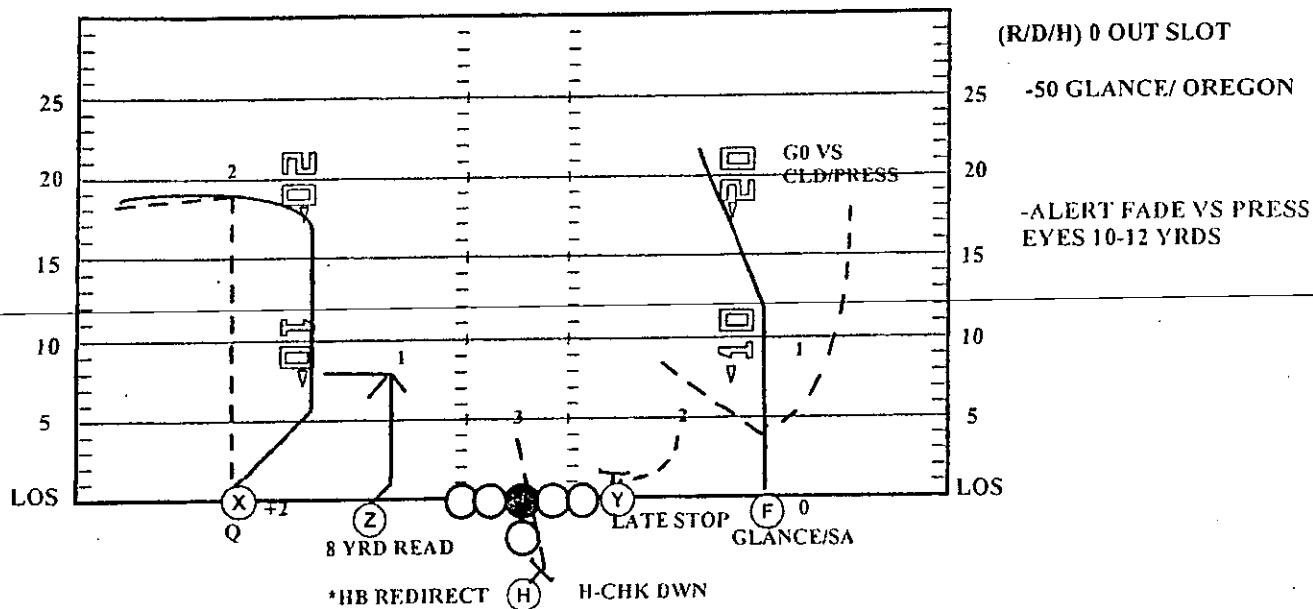
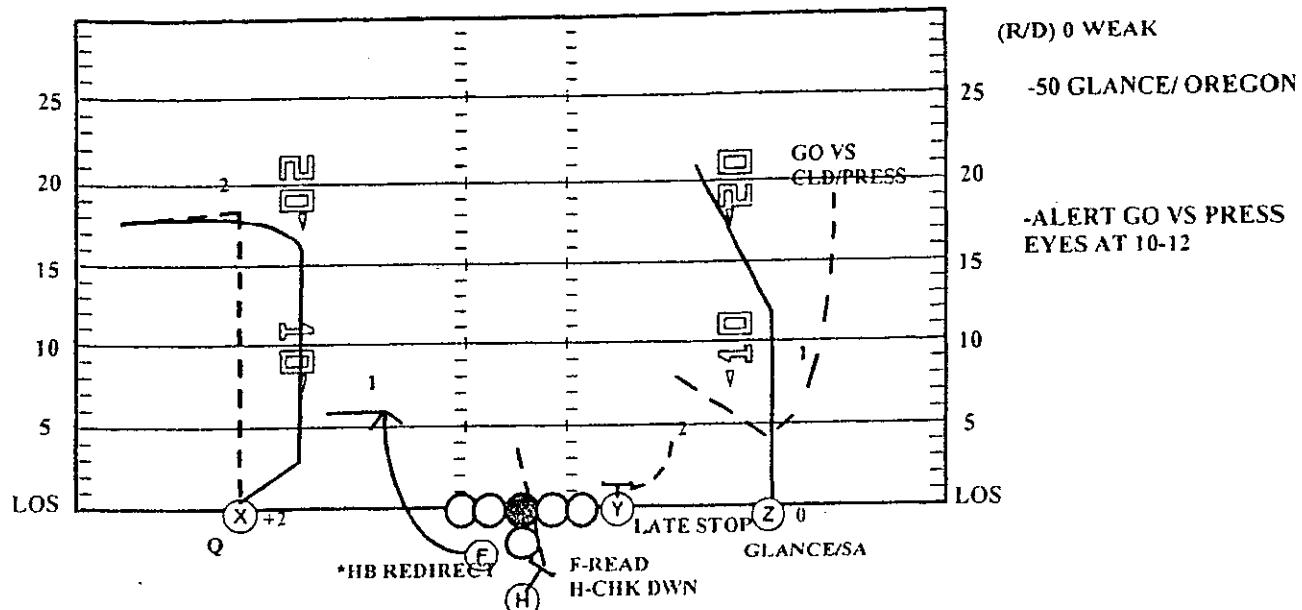
FS

C

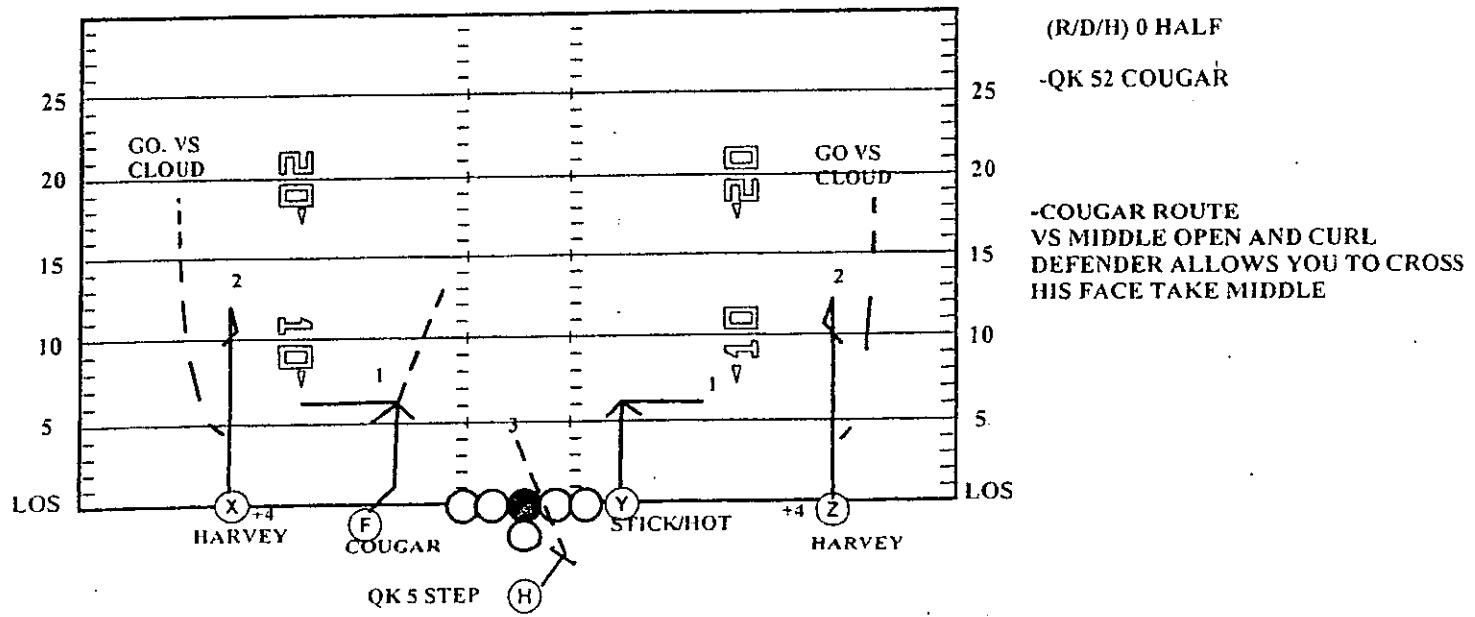
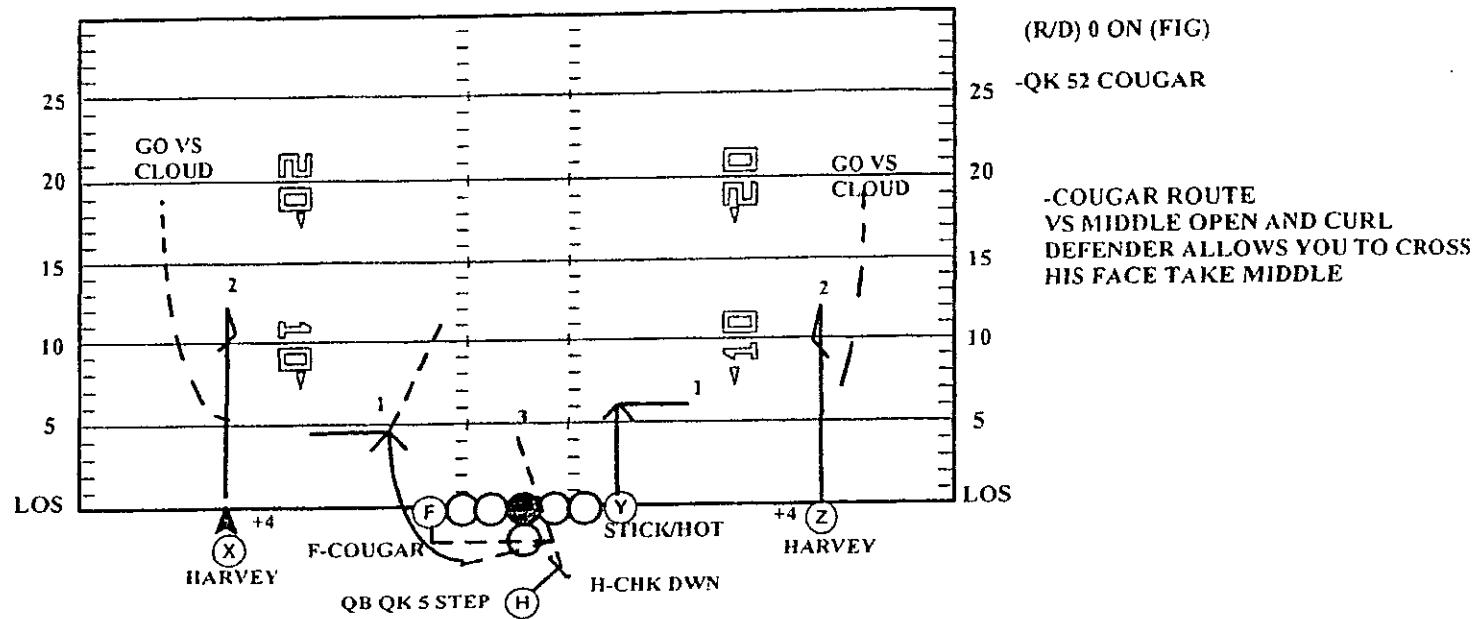




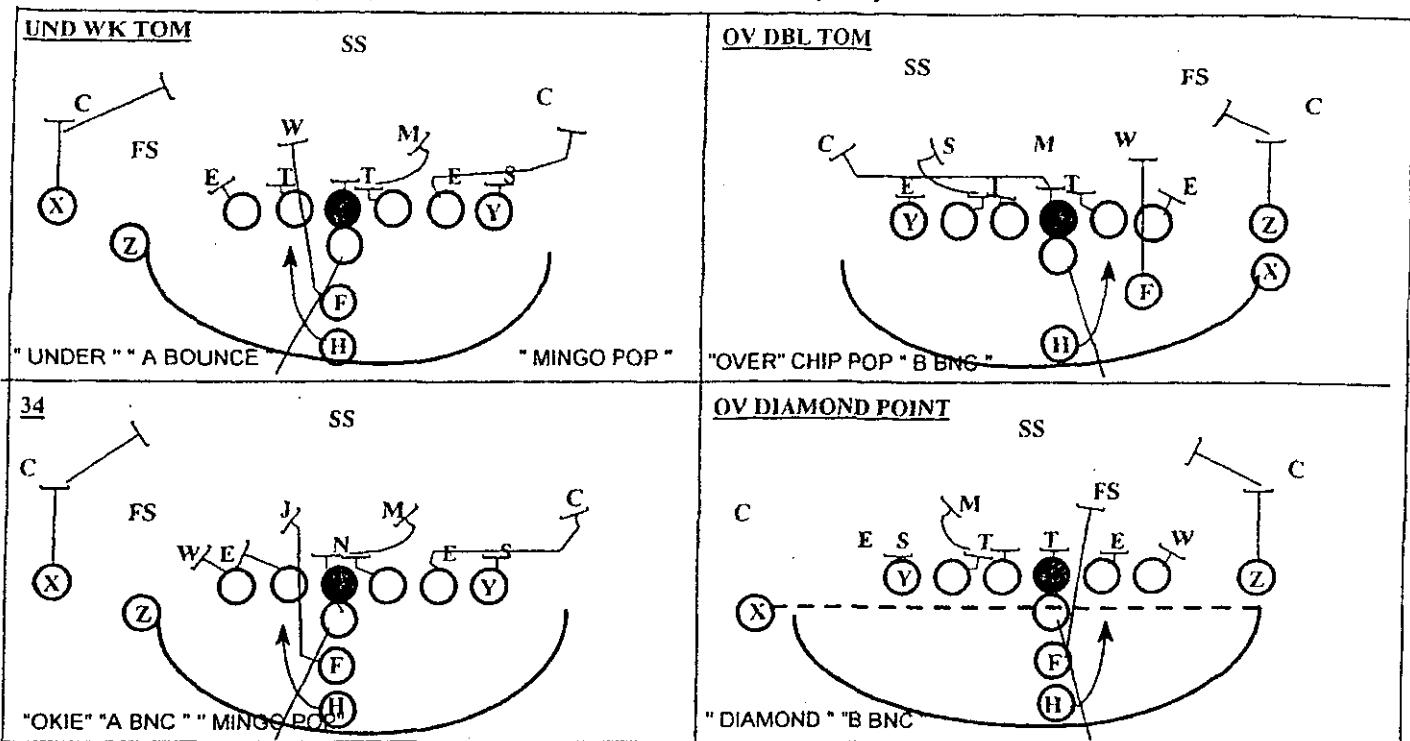




## QK 52 - COUGAR



# FAKE RIDE 35(34) BASE Z AROUND RT(LT)



DESCRIPTION: A MISDIRECTION RUN SPECIAL OFF OUR 35(34) BASE RUN PLAY. ALL AROUNDS COME BACK TO A TIGHT END SIDE!!

**QB**

RISE FOOTWORK FAKING THE BALL TO THE HB AND HANDING IT OFF TO THE X RECEIVER.

**F**

BLOCK WILL

**H**

GREAT FAKE.

**BACKSIDE**

BLOCK R-35 BASE WITH BOUNCE TECH.

ALERT MINGO POP VS. OG BUBBLE, B BOUNCE VS. OT BUBBLE, OUT CALLS.

**FRONTSIDE**

BLOCK #0, ALERT A BOUNCE, CHIP POP, HOLE.

**C**

BLOCK R-35 BASE WITH BOUNCE TECH.

**G**

BLOCK R-35 BASE WITH BOUNCE TECH.

**T**

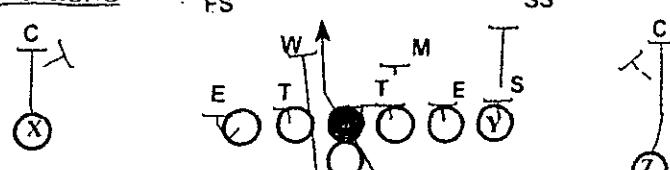
**Y**

ALERT MINGO VS. OG BUBBLE, B BOUNCE, OUT CALLS.

## H 45 BASE

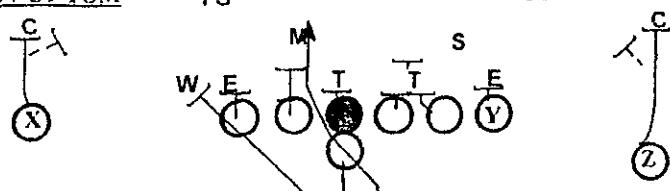
## H 44 BASE

44 STRONG



"EVEN" ALERT HVY "RAM" "ALT RIFLE"

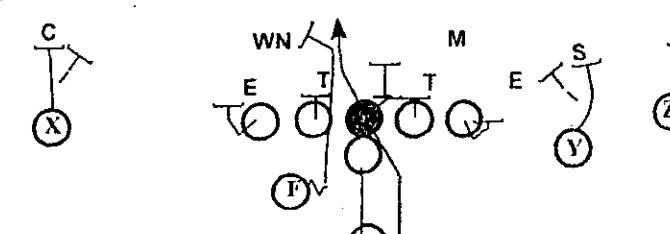
"OVER" ST TOM



"SET SLIP" "OVER" "SET B"

"SET A"

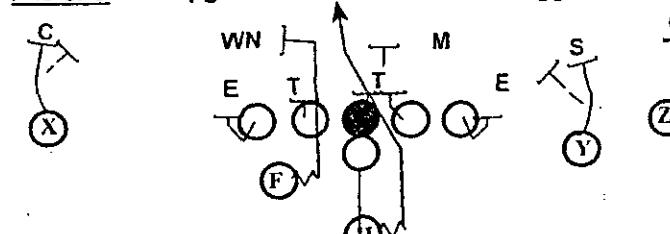
N42



"EVEN" ALERT HVY "RAM"

"SET A"

"UNDER"

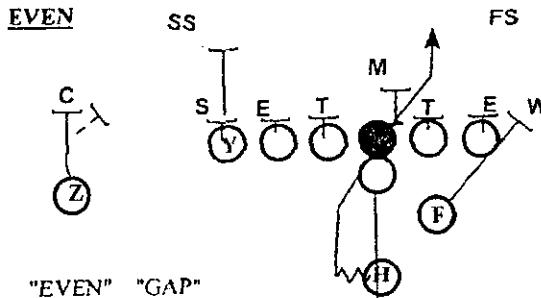


"UNDER" ALERT HVY

"SET A "

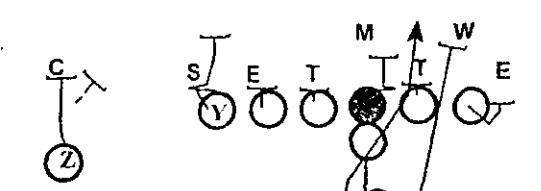
EVEN

SS



"EVEN" "GAP"

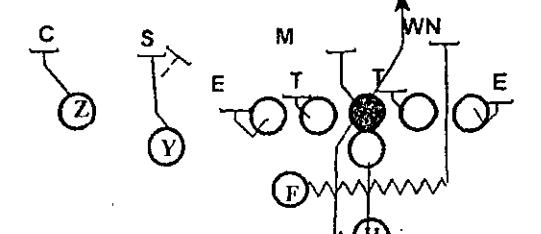
EV EK TOM



"EVEN" "GAP" ALERT HVY

"SET A"

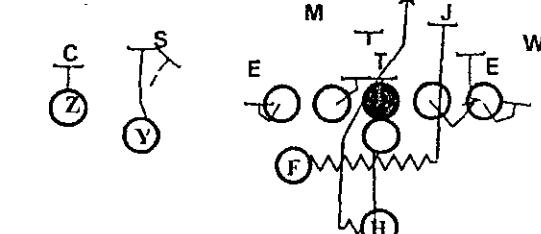
N42 OV



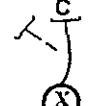
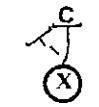
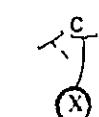
"LION" "OVER"

"SET A "

"UNDER"

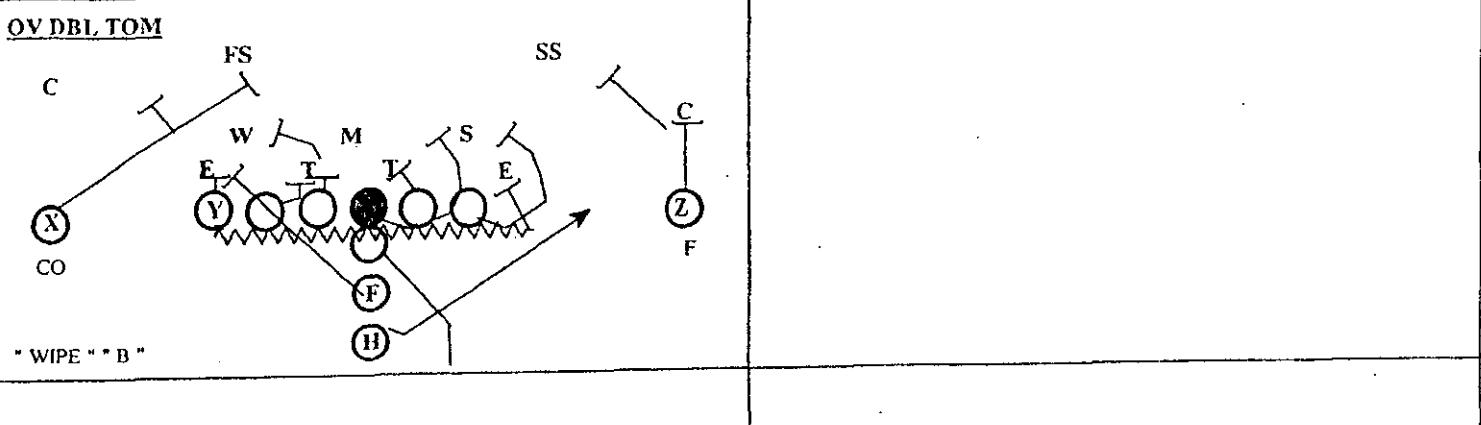
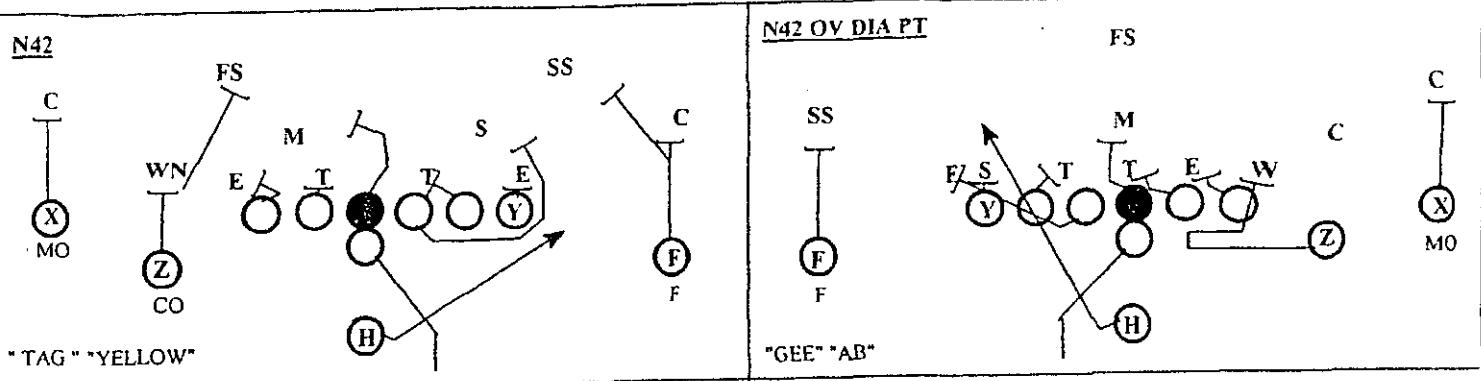


"SET A " "OKIE" "FAN"

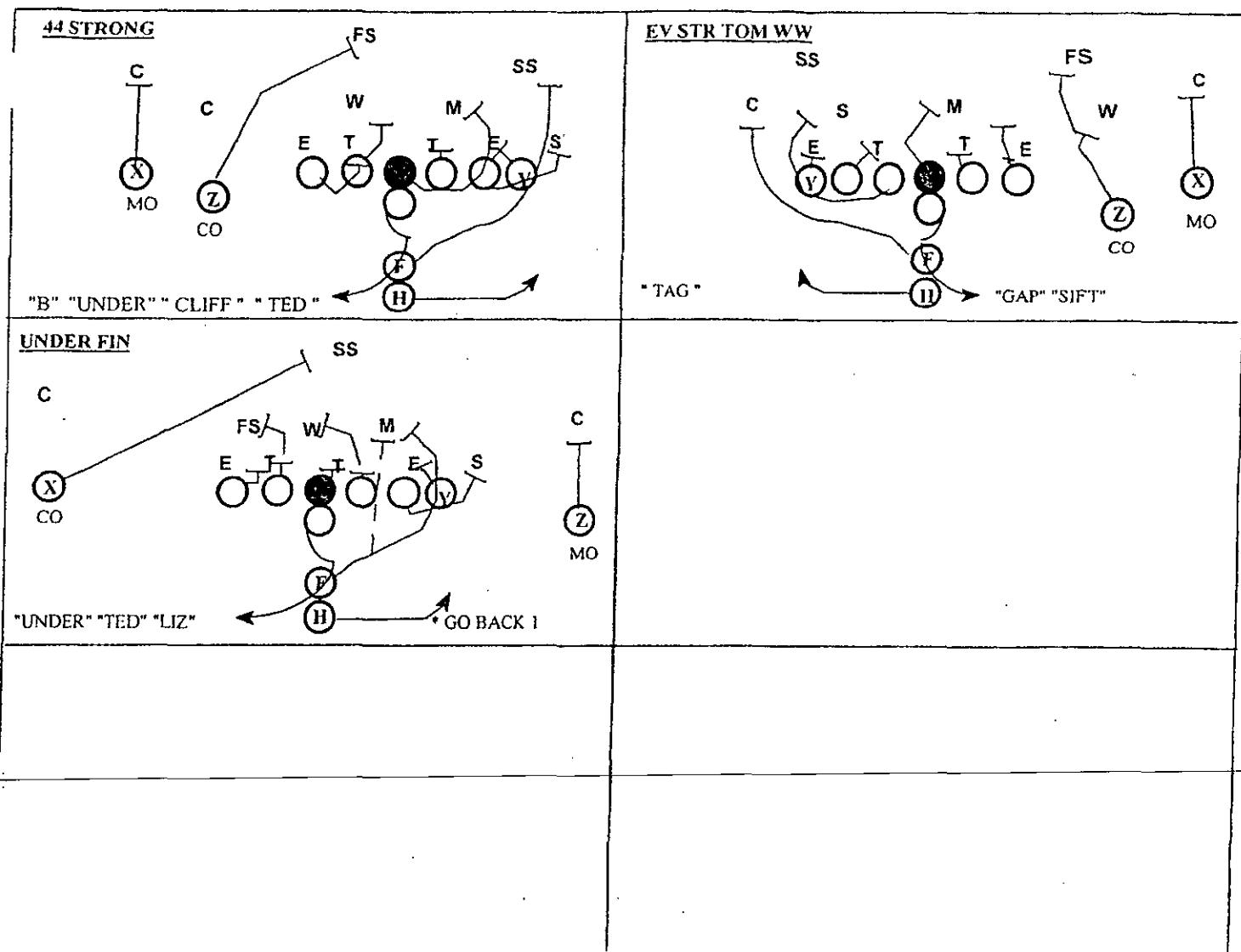


**SRINT 38 TED**

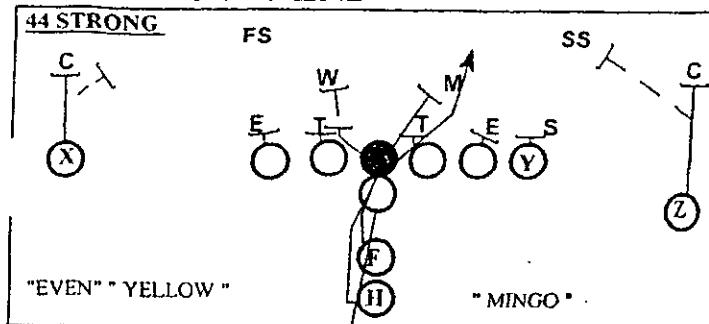
**SPRINT 39 TED**



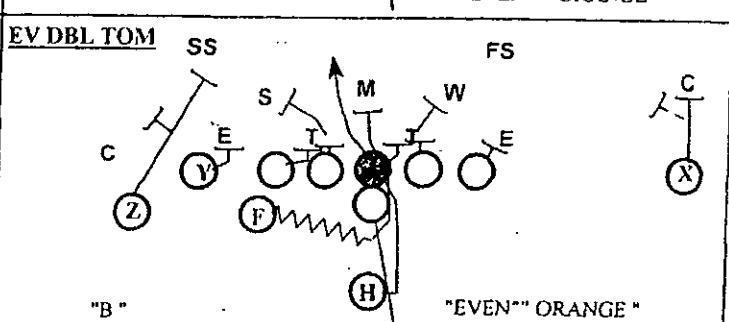
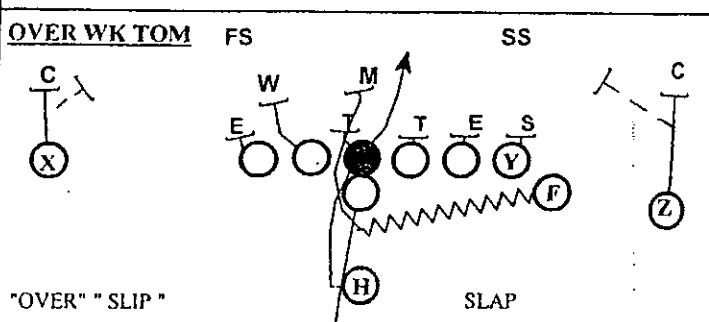
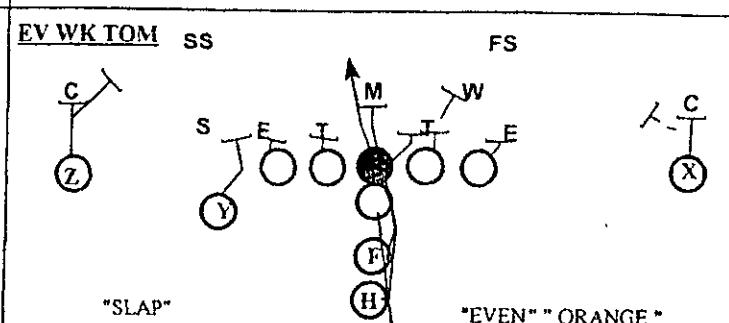
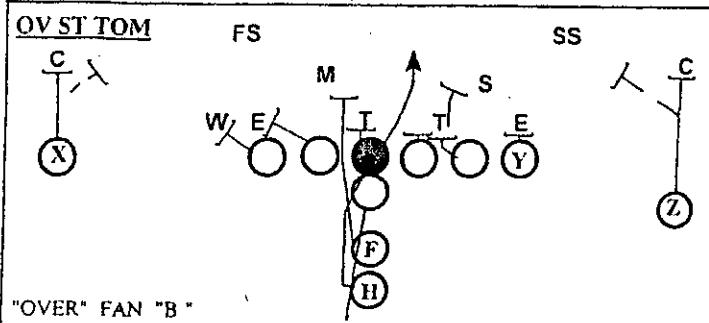
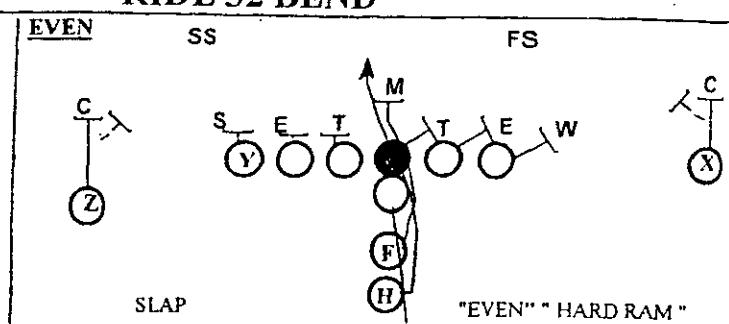
RUN: TOSS 38 (39) (TED) BOSS



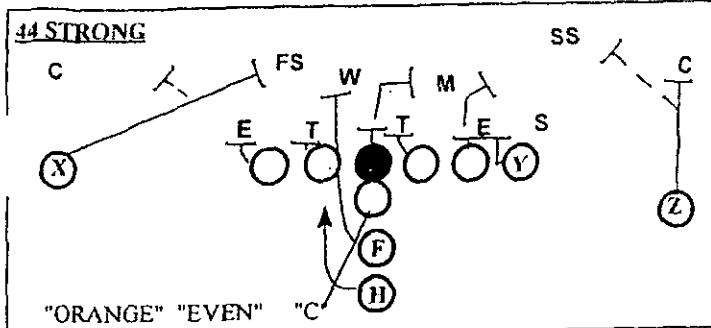
## RIDE 33 BEND



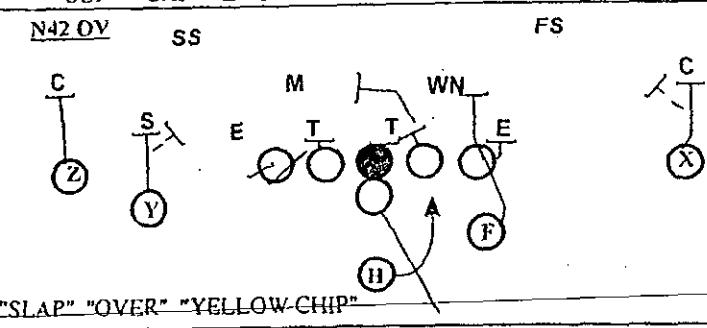
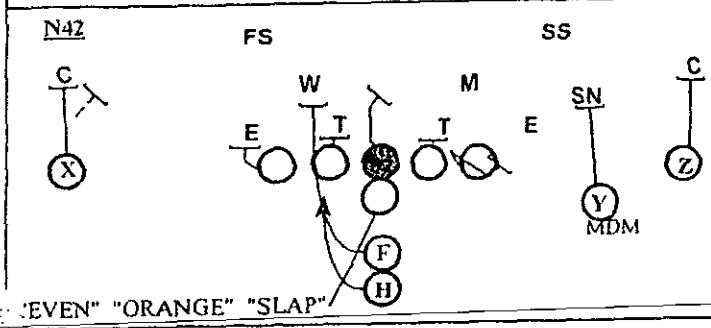
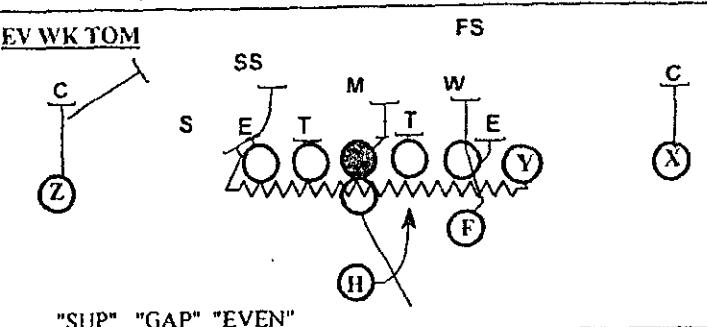
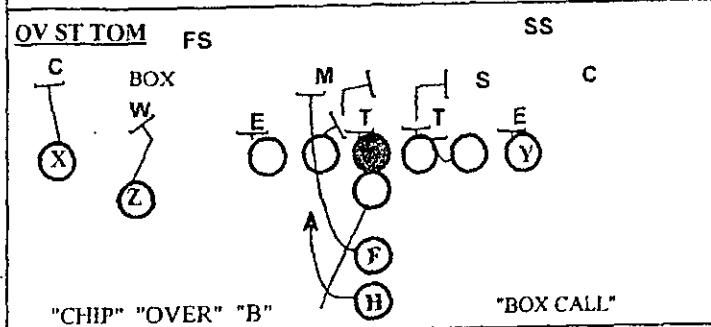
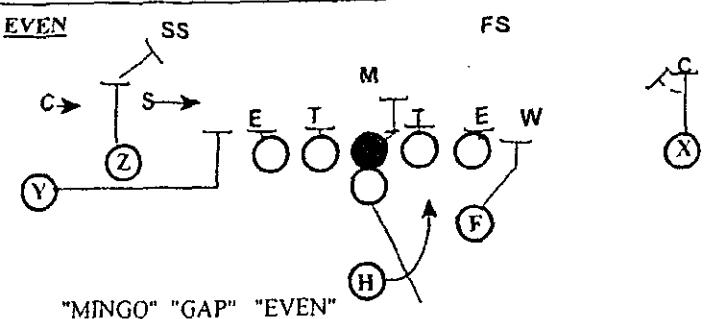
## RIDE 32 BEND



## RIDE 35 BASE



## RIDE 34 BASE



# TRAINING CAMP DAY 1 INSTALL

## BASE RUNS

RIDE 35 BASE (GHOST)	(R/D) (YAP) 0 (SLOT) (R/D) 0 ON (FIGI, YIGI)
RIDE 33 BEND	(R/D) (YAP) 0 (R/D/B3) 0 TRUMP FAP
TOSS 38 (TED BOSS)	(R/D) 0 STR CLOSE, 0 SLOT ZAP (R/D) 0 FLOOD FIG
SPRINT 38 TED (ALERT)	(R/D) 0 (WK), 0 ON (YIGI, FIGI) (R/D/H) 0 HALF, 0 OUT SLOT
H 45 BASE	(R/D/B3) 0, 0 TRUMP FIGI (R/D) 0 FLOOD FIGI

## DROPOBACK

QK 52 CAROLINA X SLANT (HITCH, SLUGGO, OSCAR, COLO.)	(R/D/B3) YAC 0 STR CLOSE (R/D/B3/H) 0 TRUMP FIG
QK 52 COUGAR	(R/D) 0 ON (FIG), (R/D/H) 0 HALF
52 HUNT	(R/D) 0 ON FIG, (R/D/H) 0 OUT SLOT
50 GLANCE OREGON	(R/D) 0 WEAK, (R/D/H) 0 OUT SLOT
50 SQUARE OUT TEXACO	(R/D) 0 WEAK, (R/D/H) 0 HALF

## PLAY ACTION

R-132 DBL (HITCH, FADE, SQ OT)	(R/D/B3) 0, (R/D) 0 ON FIGI
R-135 WK Z COP	(R/D) 0 SLOT, 0 FLOOD SLOT FAP
R-135 WK Z SCISSORS CROSS	(R/D) 0 SLOT, 0 FLOOD SLOT FAP
R-134 EXXON	(R/D) YAC 0 (STR) CLOSE (R/D/B3) 0 TRUMP FIGI
<u>SPR 138 SELL IT Z POKER</u>	(R/D) 0 WEAK, 0 ON (FIG)

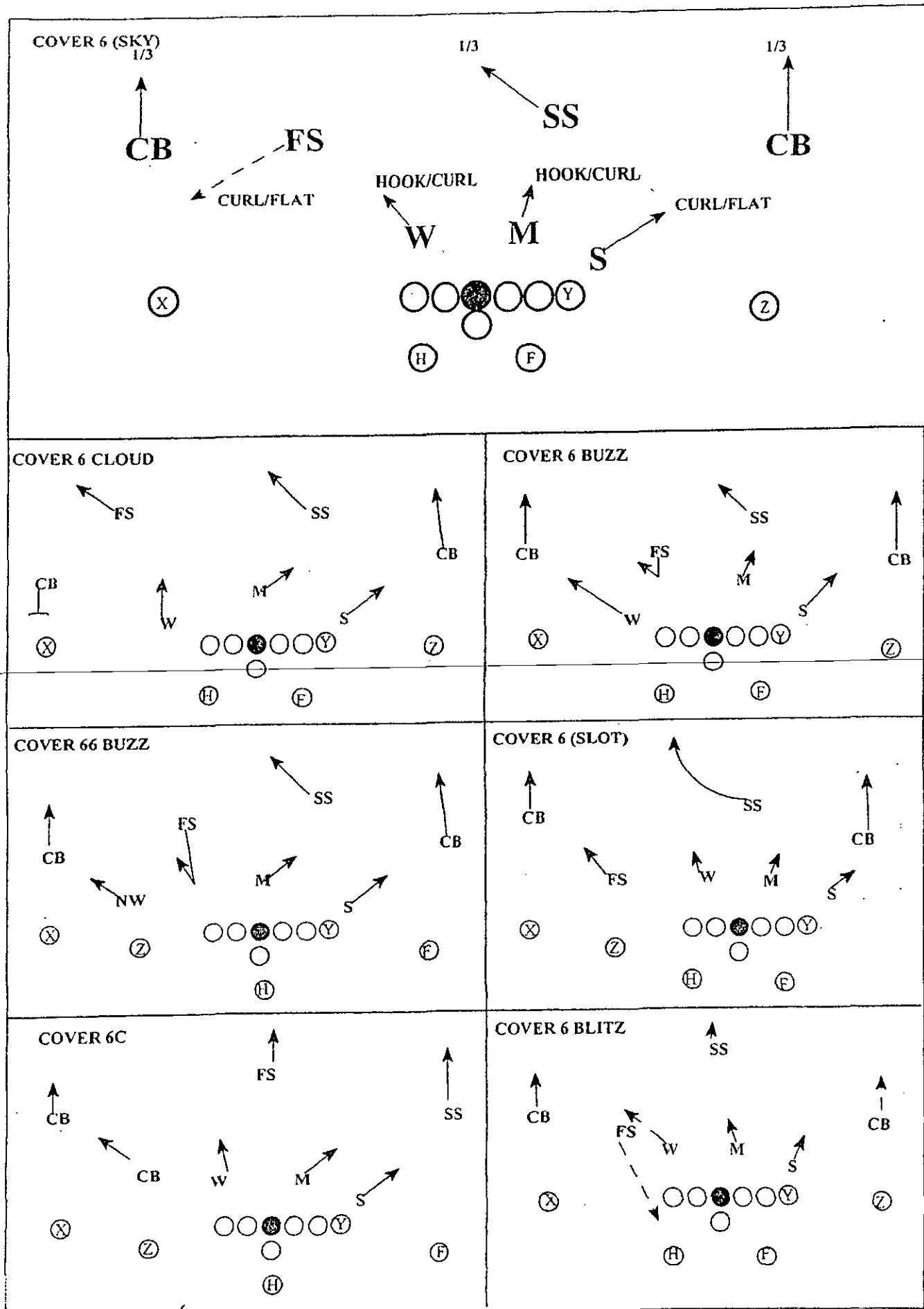
## SCREEN

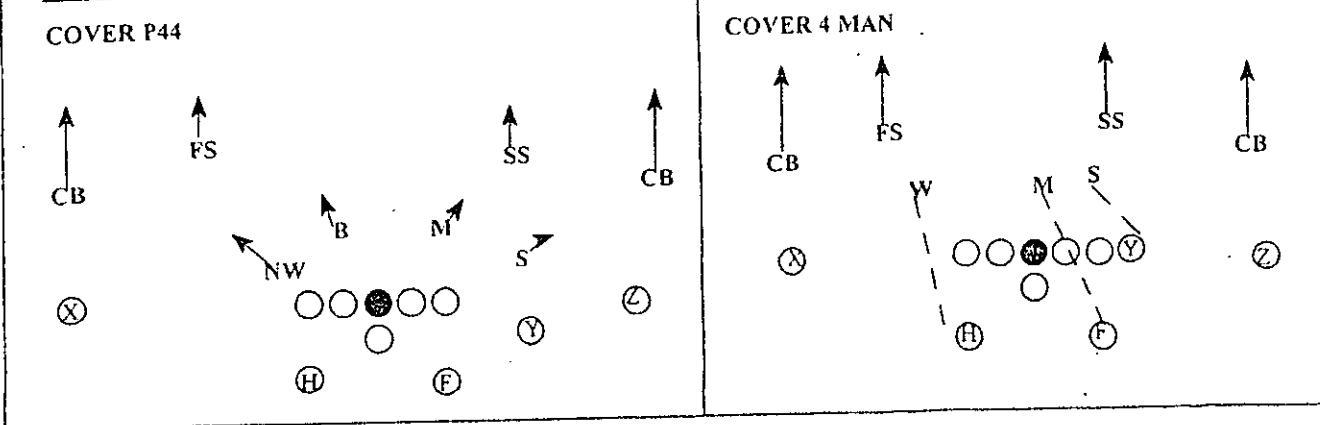
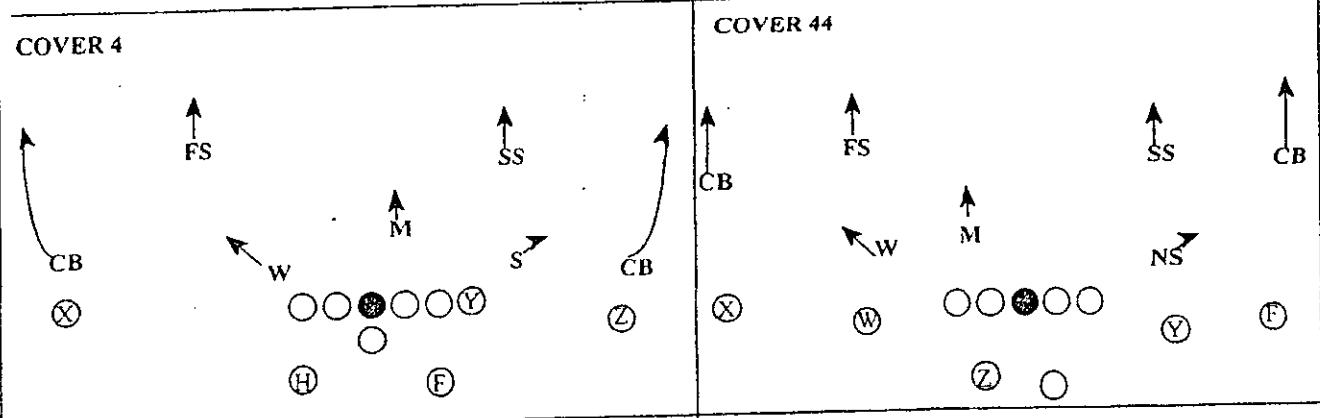
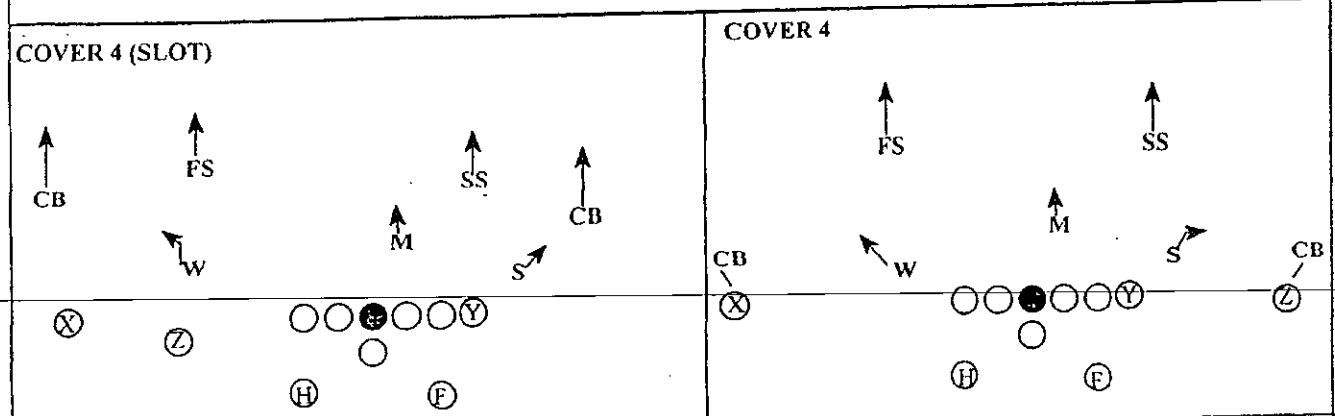
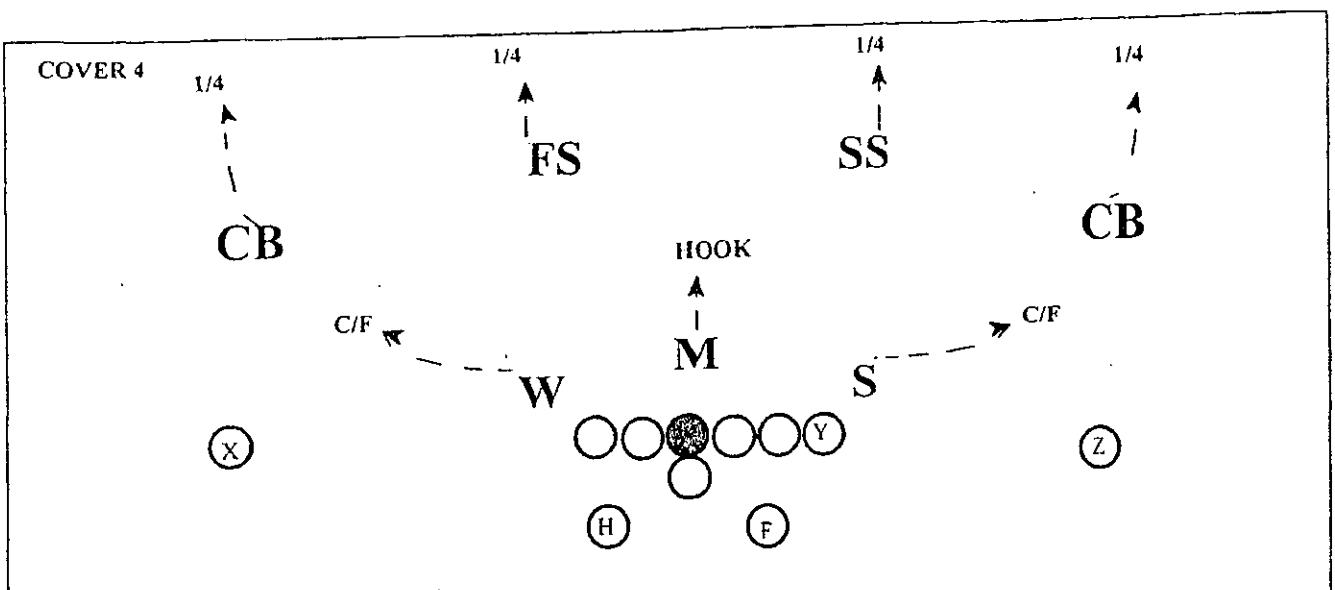
552 HUNT SCREEN RT H. (R/D/H) 0 OUT SLOT

## SPECIAL

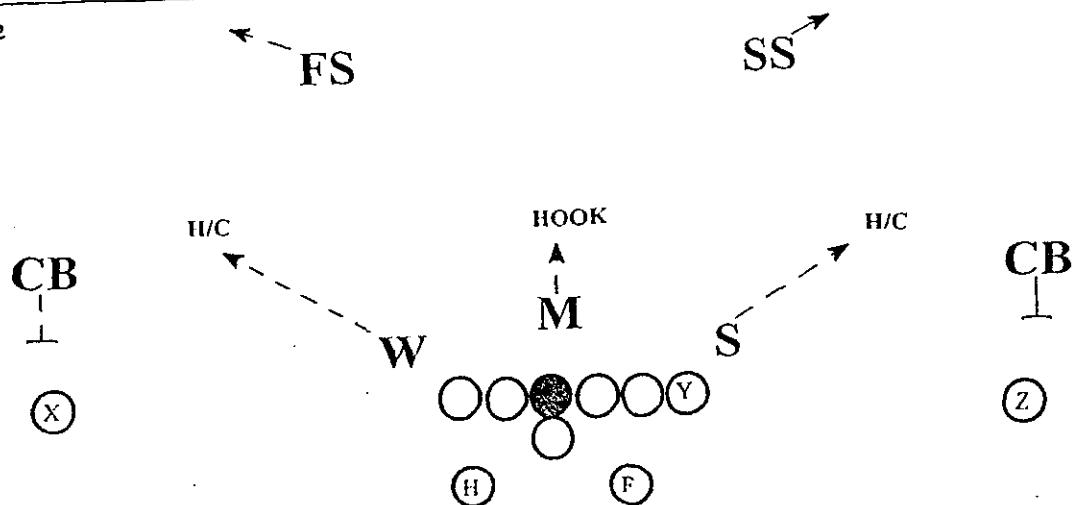
FAKE R-35 BASE Z AROUND RT. (R/D) 0 SLOT

**INDIVIDUAL**

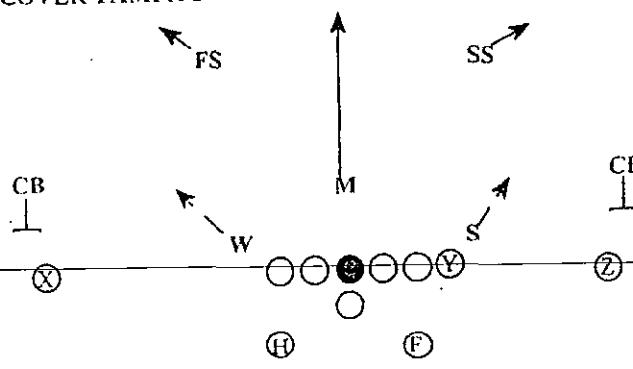




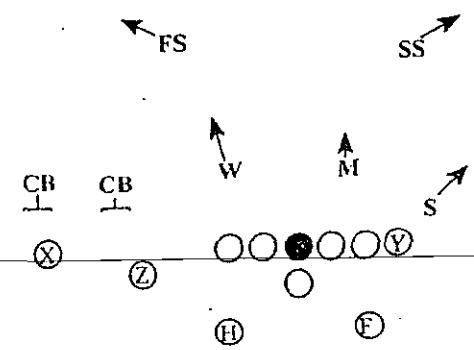
COVER 2



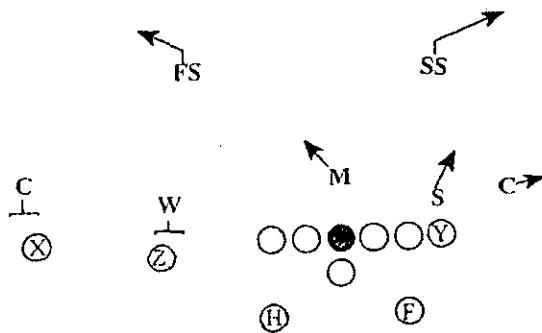
COVER TAMPA 2



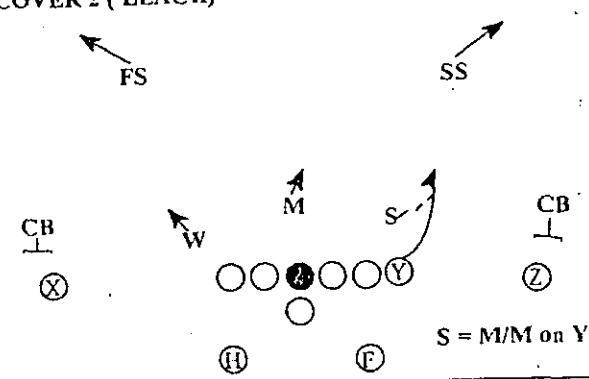
COVER 2C (CORNERS OVER)



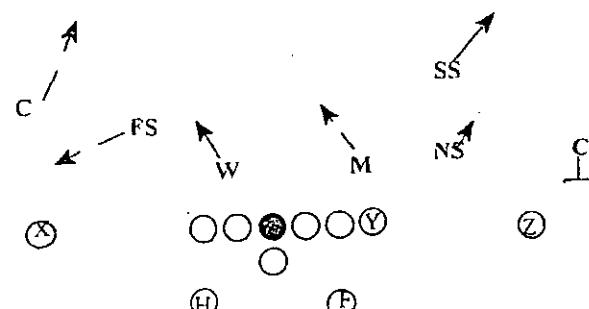
COVER 2



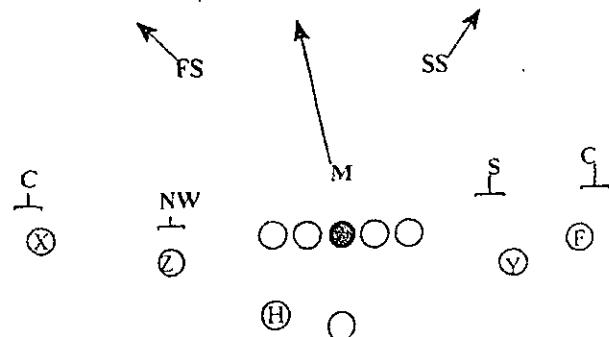
COVER 2 (LEACH)



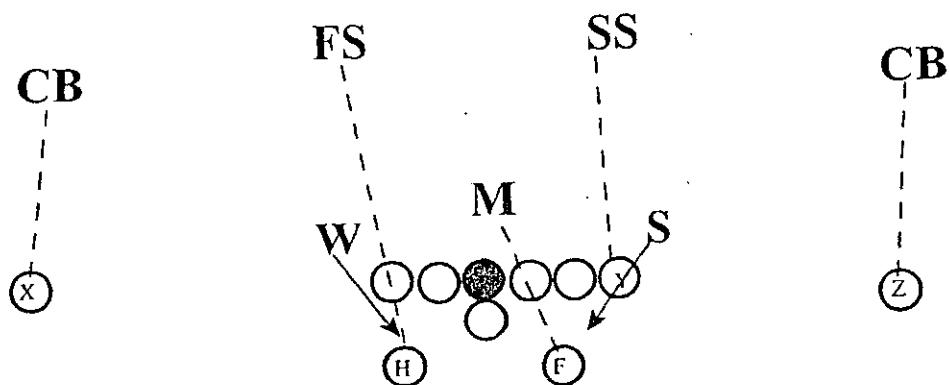
COVER 22 INVERT



COVER TAMPA 22

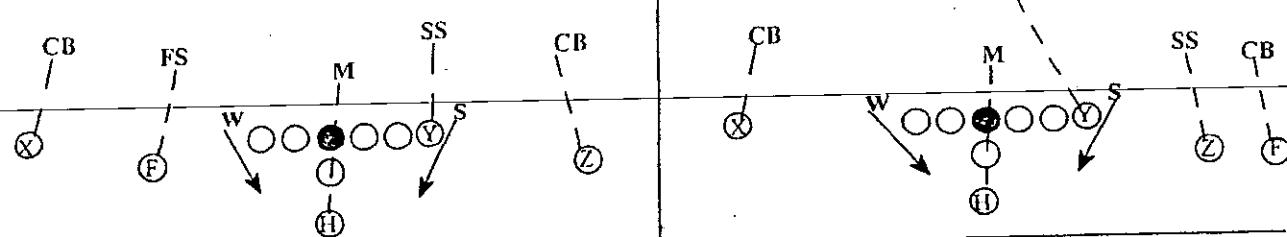


COVER 0 DOG



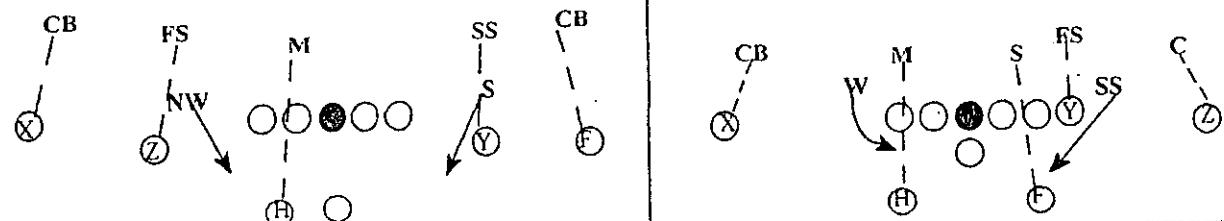
COVER 0 DOG

COVER 0 DOG



COVER 00 DOG

0 BLITZ



(X)

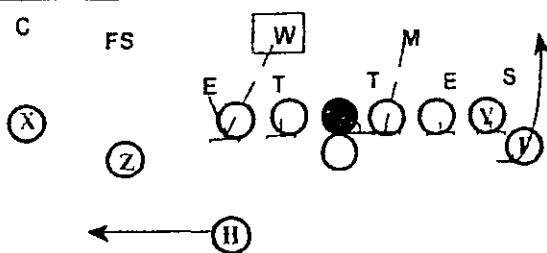
(W) (M) (H) (F) (Y)

(Z)

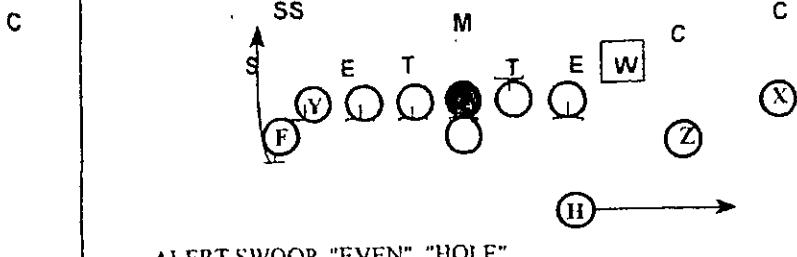
(W) (M) (H) (F) (Y)

(Z)

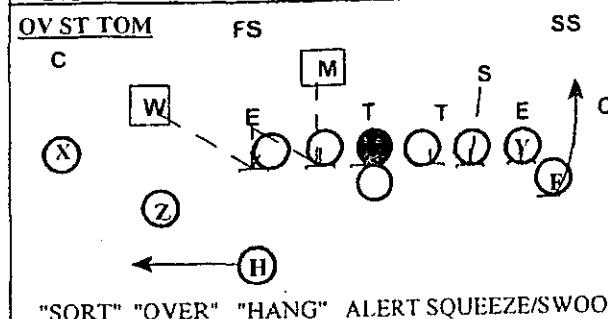
44 STRUNG



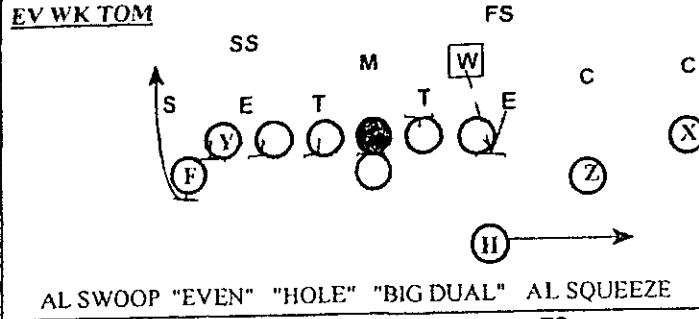
"BIG DUAL" ALERT SQUEEZE "EVEN" "RAM" AL SWOOP



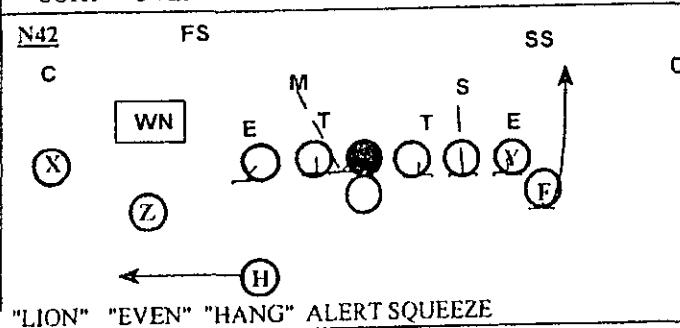
ALERT SWOOP "EVEN" "HOLE"



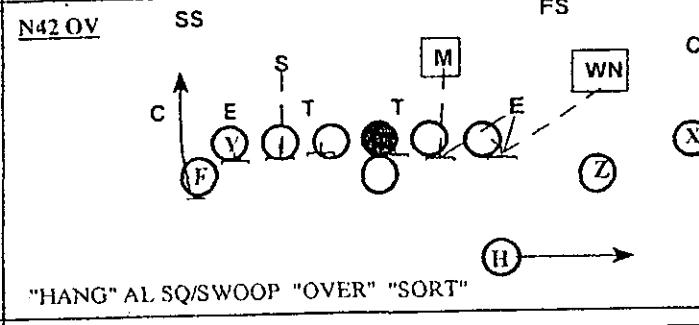
"SORT" "OVER" "HANG" ALERT SQUEEZE/SWOOP



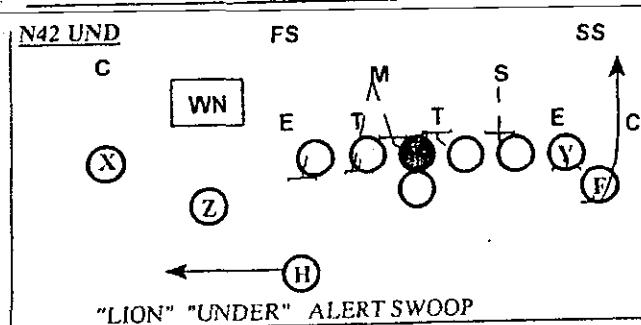
AL SWOOP "EVEN" "HOLE" "BIG DUAL" AL SQUEEZE



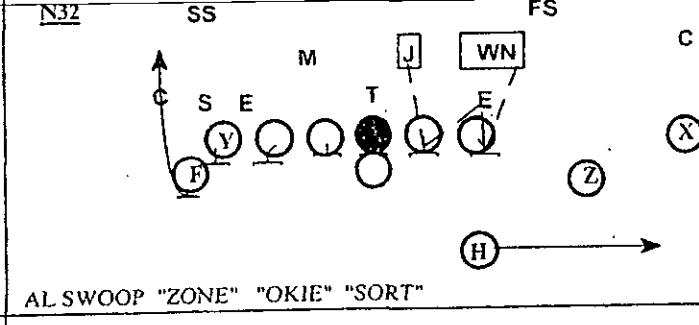
"LION" "EVEN" "HANG" ALERT SQUEEZE



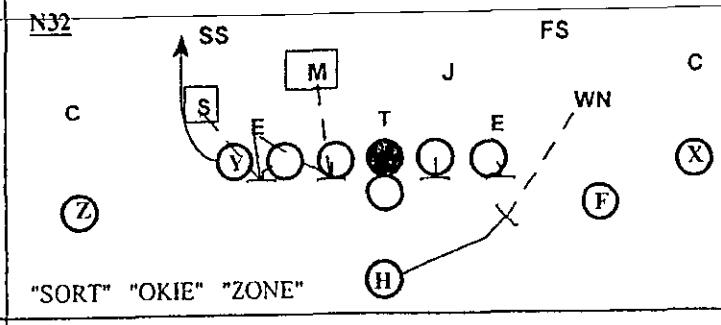
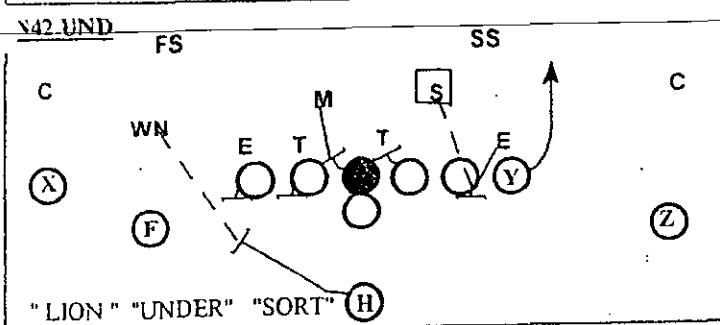
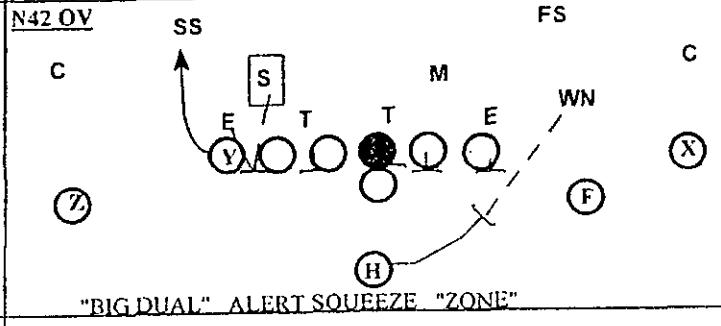
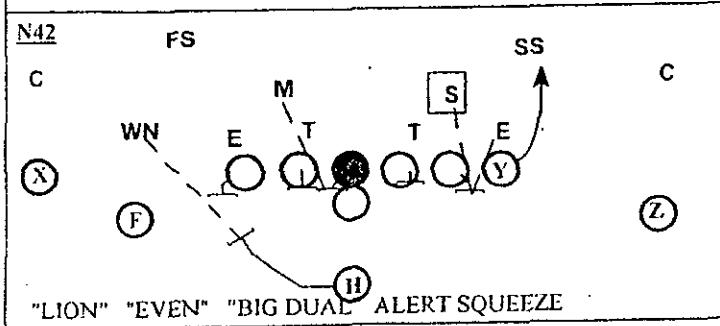
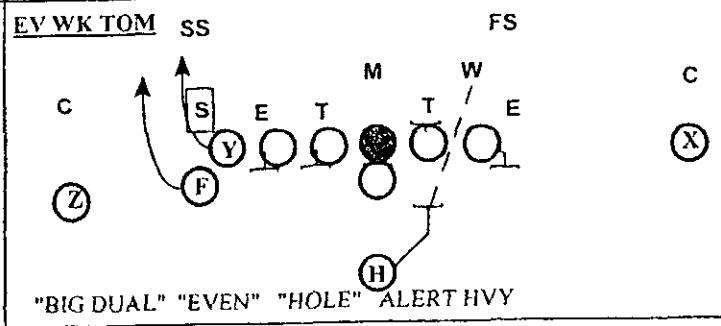
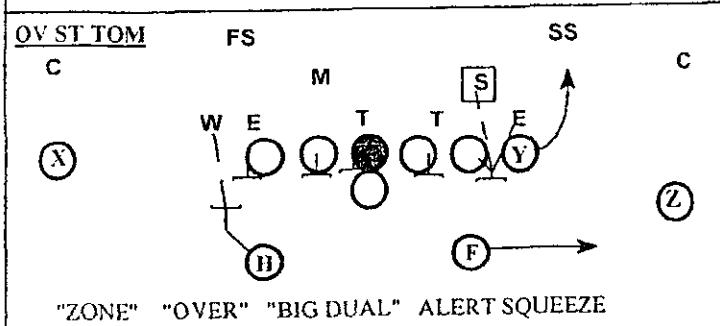
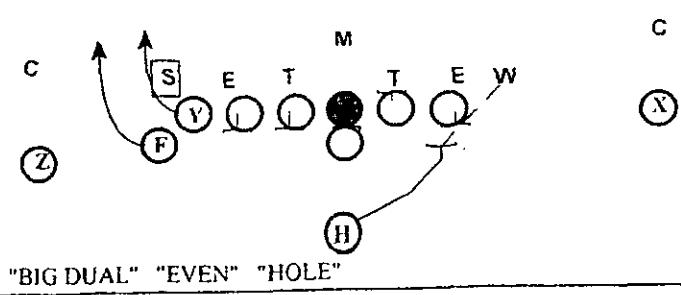
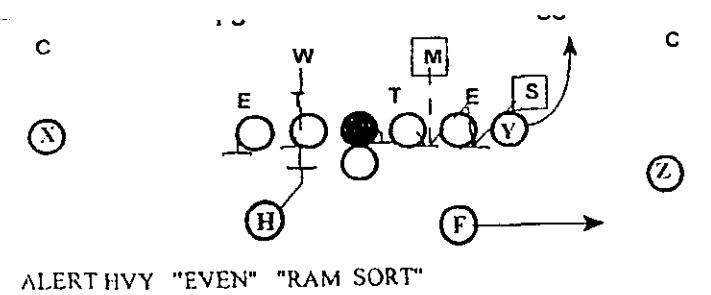
"HANG" AL SQ/SWOOP "OVER" "SORT"



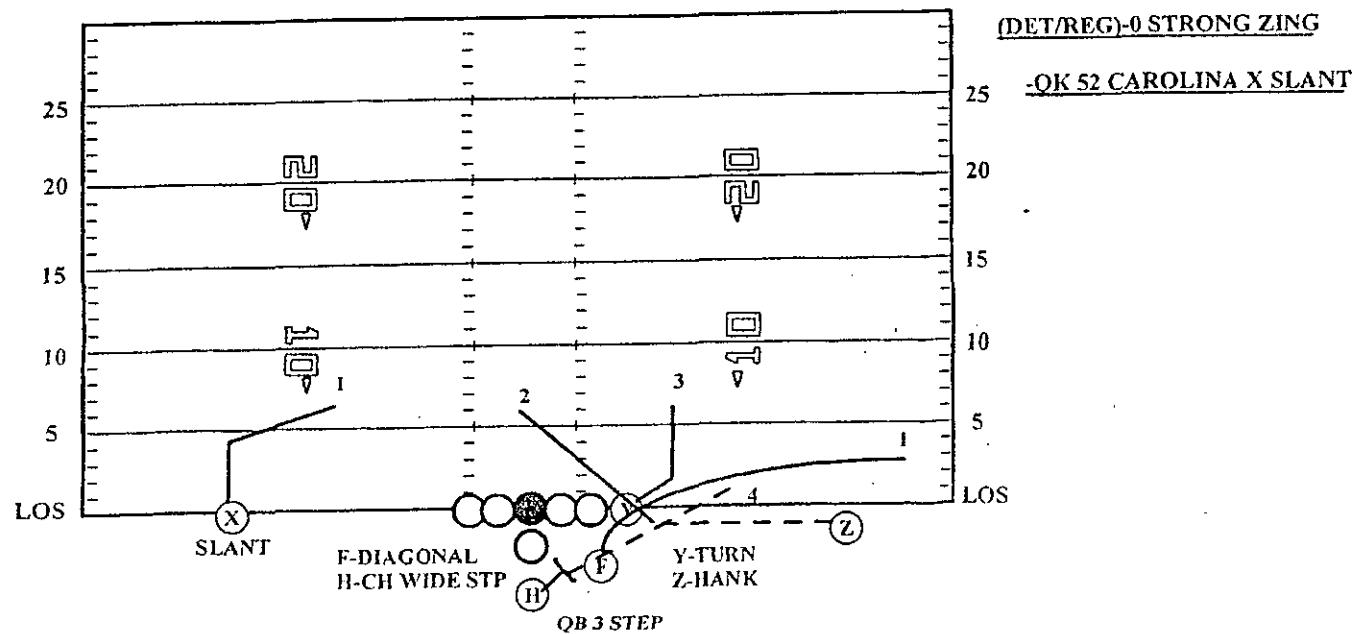
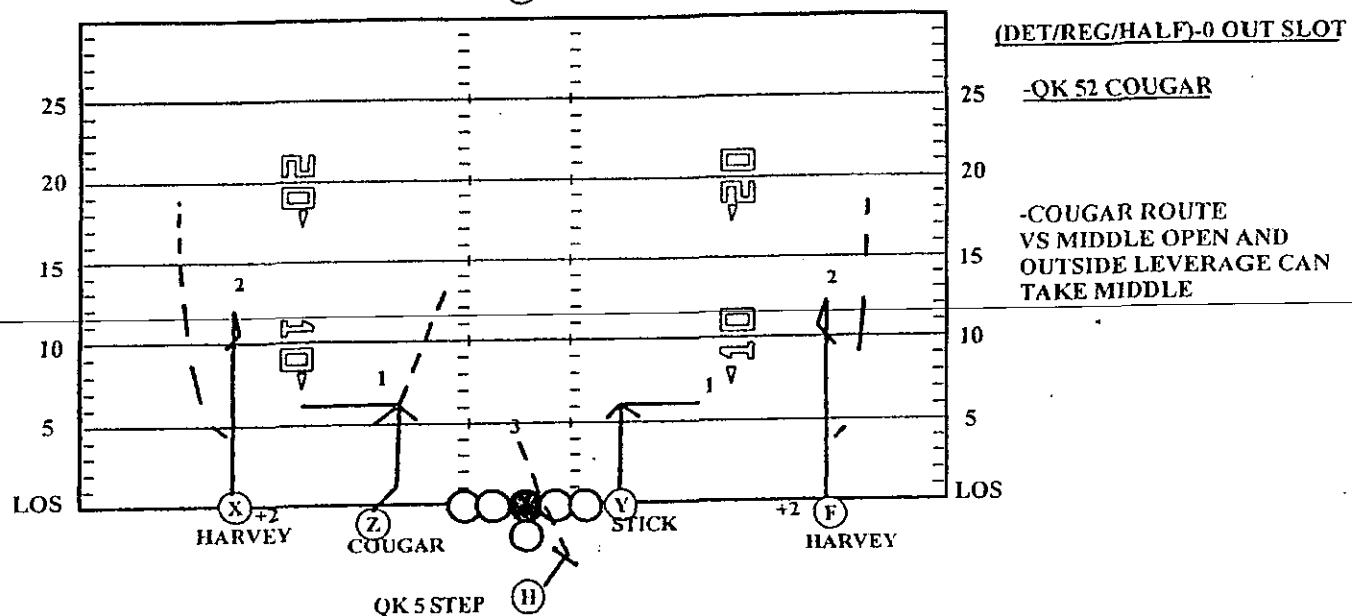
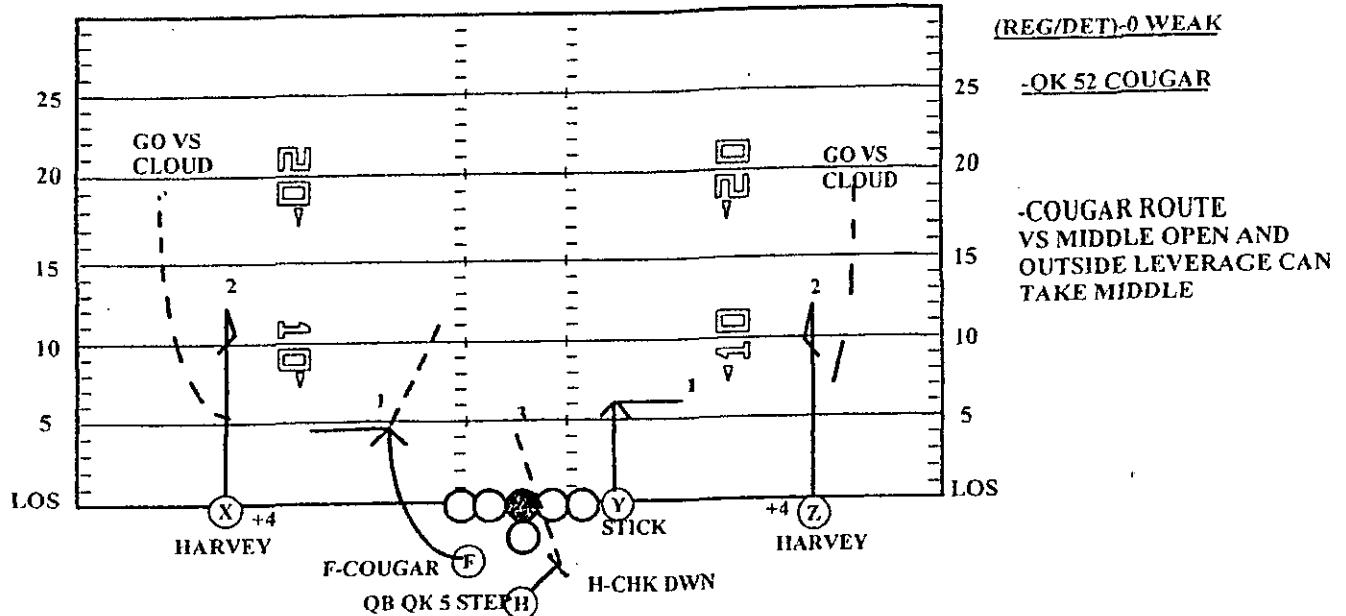
"LION" "UNDER" ALERT SWOOP

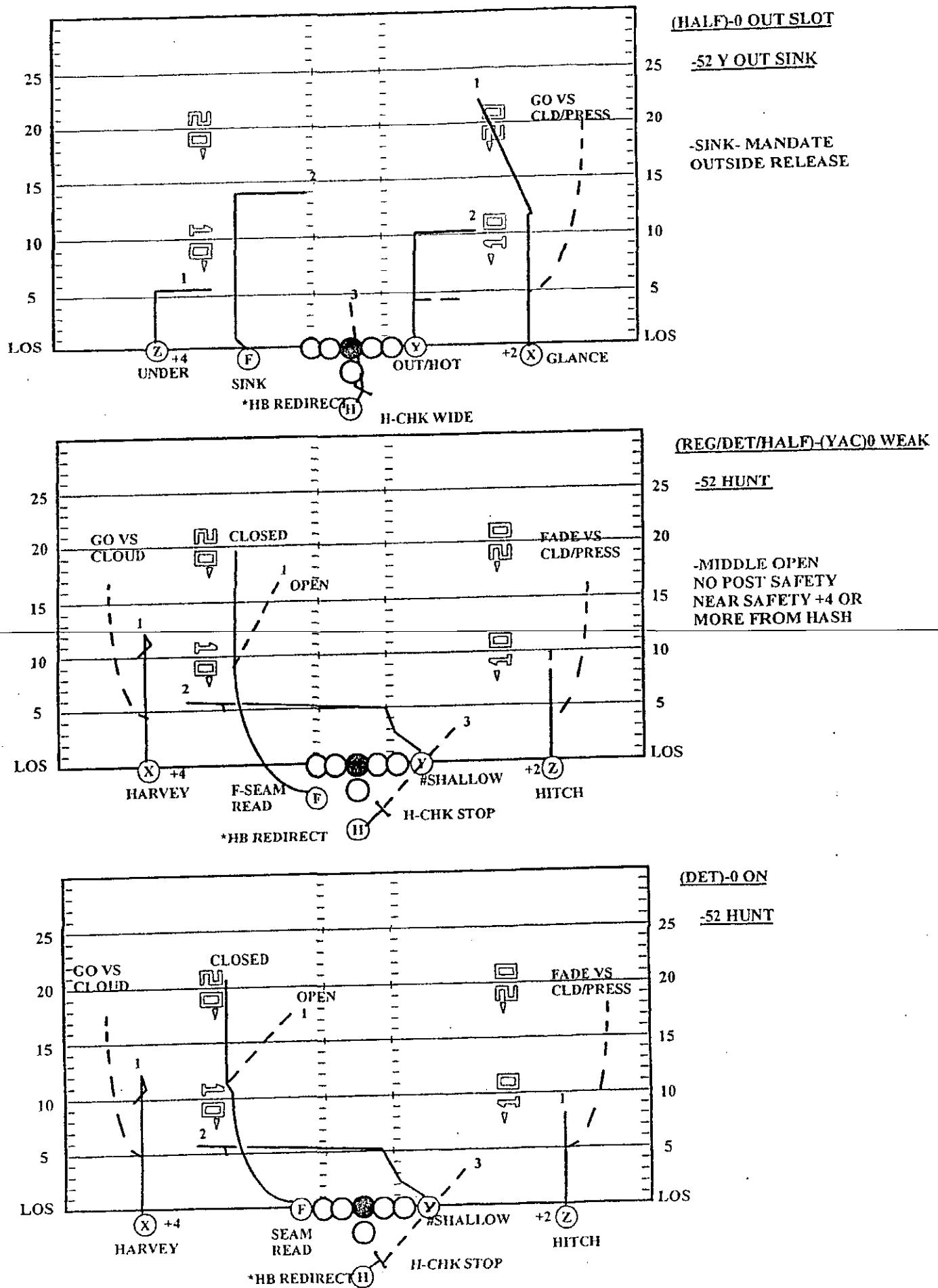


AL SWOOP "ZONE" "OKIE" "SORT"

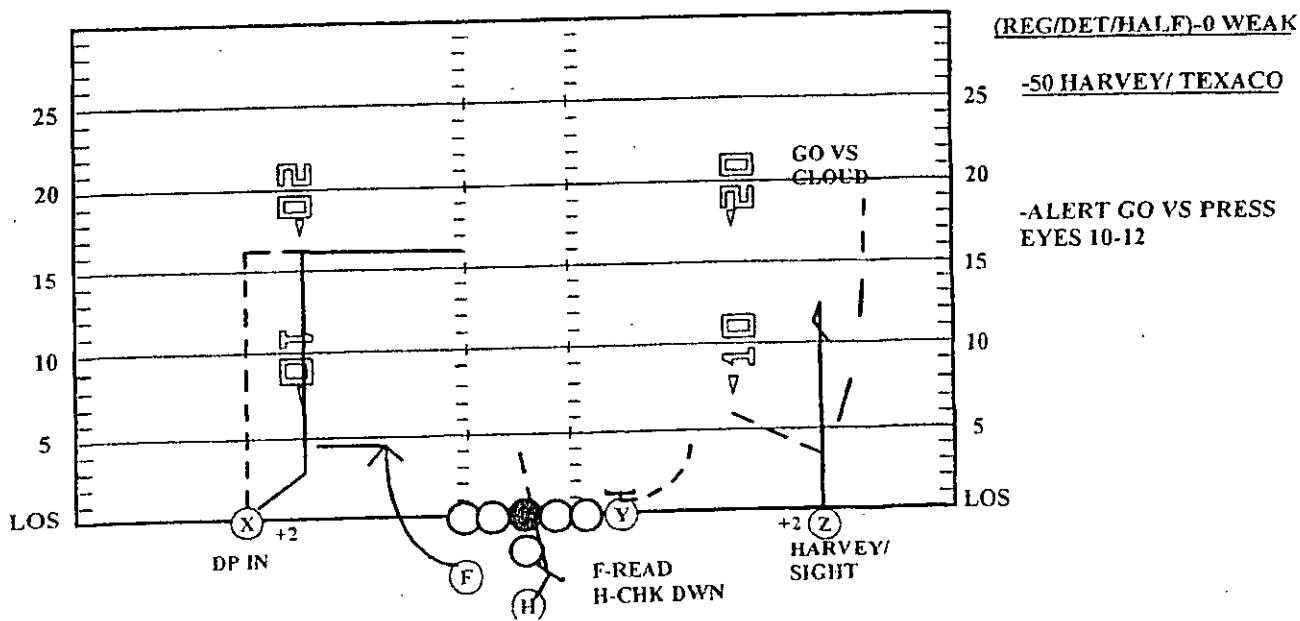
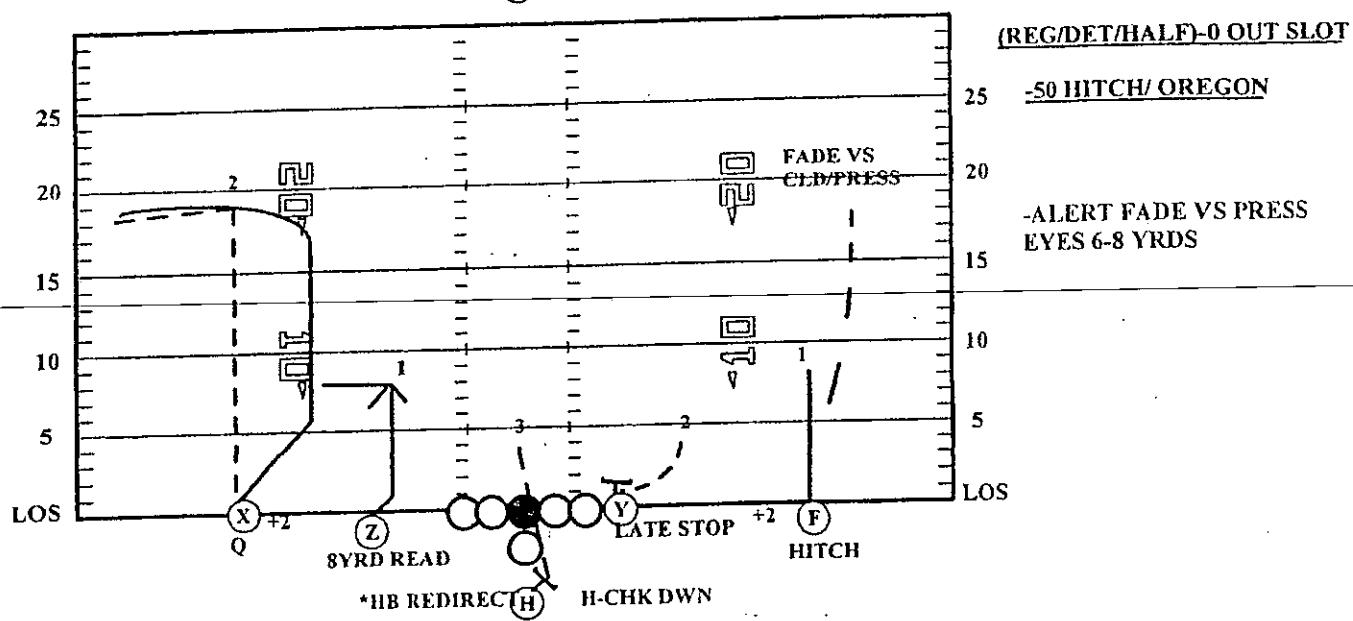
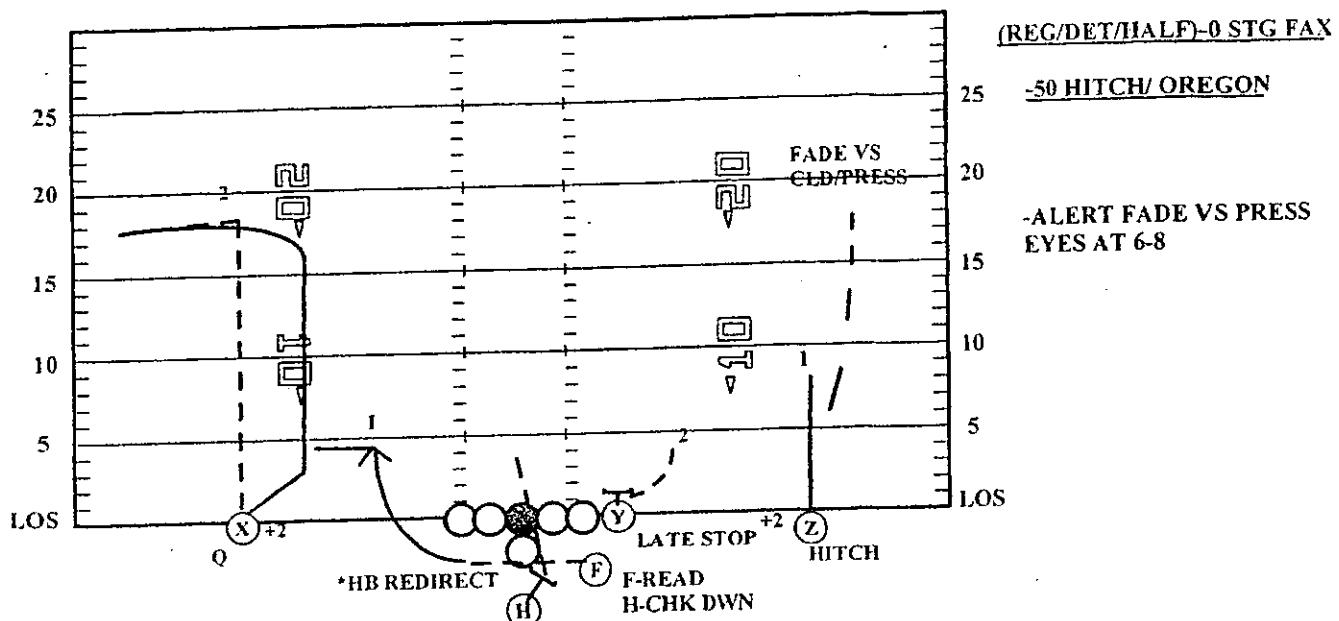


**60'S**



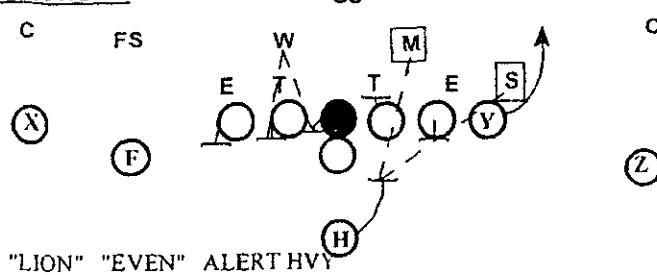
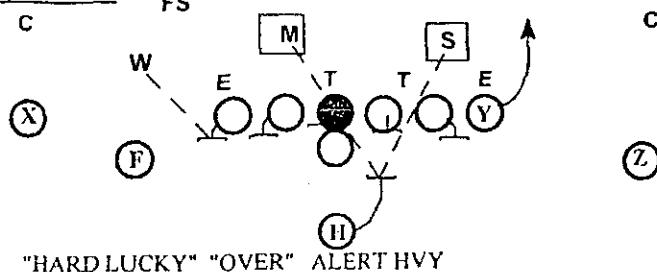
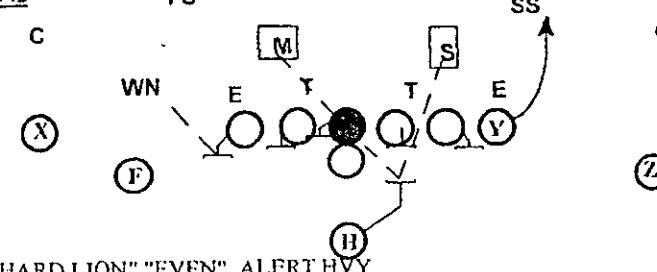
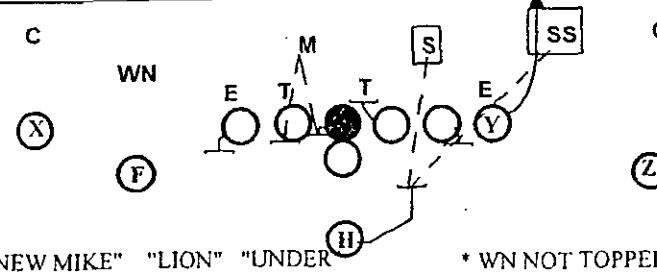
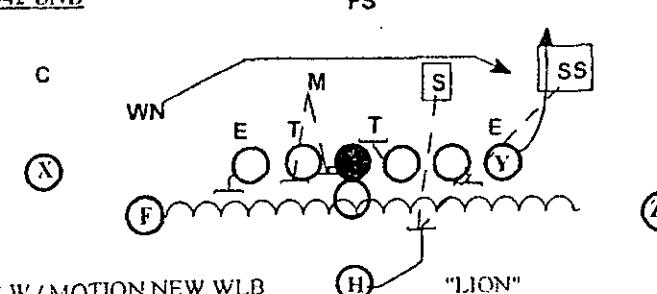
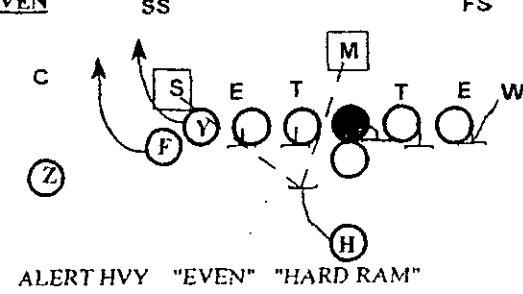
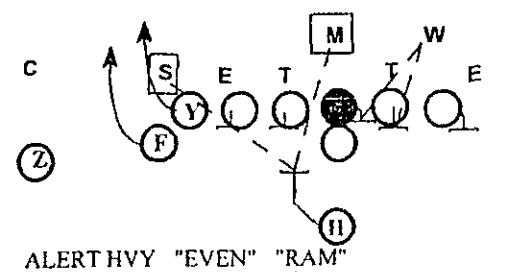
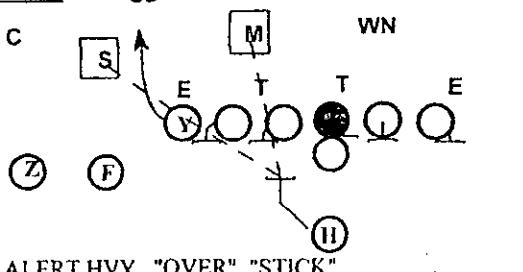
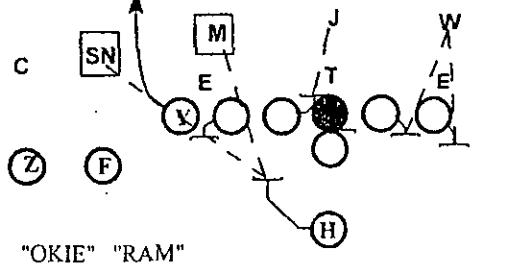


# 50 PASSES



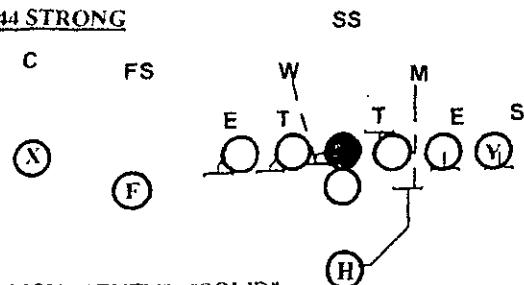
## 52 PRO

## 53 PRO

44 STRONGOV ST TOMN42I42 UNDN42 UNDEVENEV WK TOMN42 OVN32

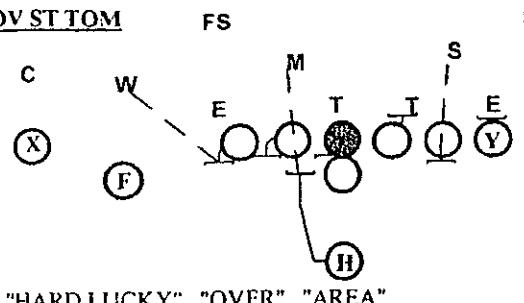
## 50 PRO

44 STRONG



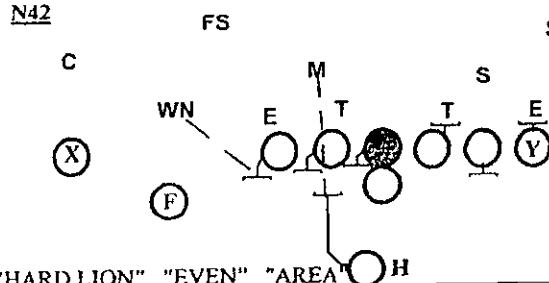
"LION" "EVEN" "SOLID"

OV ST TOM



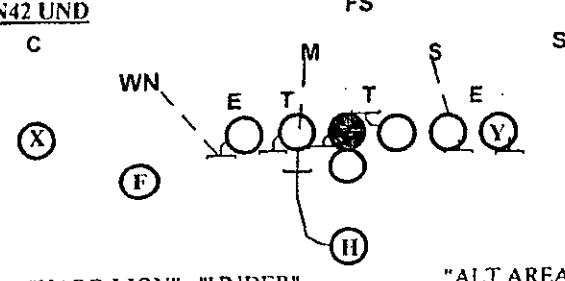
"HARD LUCKY" "OVER" "AREA"

N42



"HARD LION" "EVEN" "AREA"

N42 UND

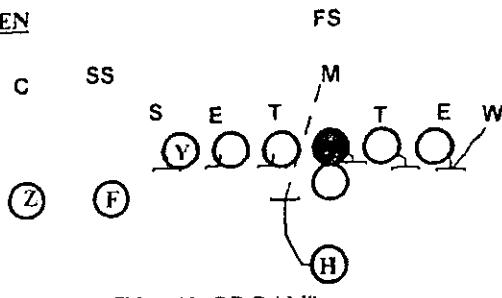


"HARD LION" "UNDER"

"ALT AREA"

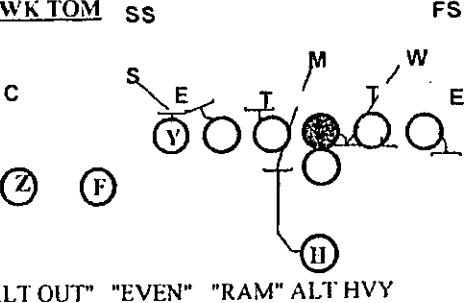
## 51 AREA PRO

EVEN



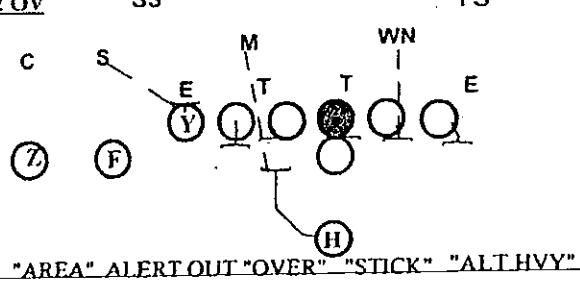
"SOLID" "EVEN" "HARD RAM"

EV WK TOM



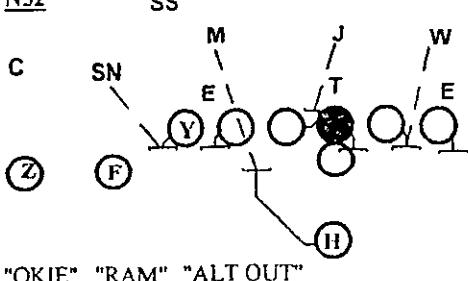
"ALT OUT" "EVEN" "RAM" ALT HVY

N42 OV



"AREA" ALERT OUT "OVER" "STICK" "ALT HVY"

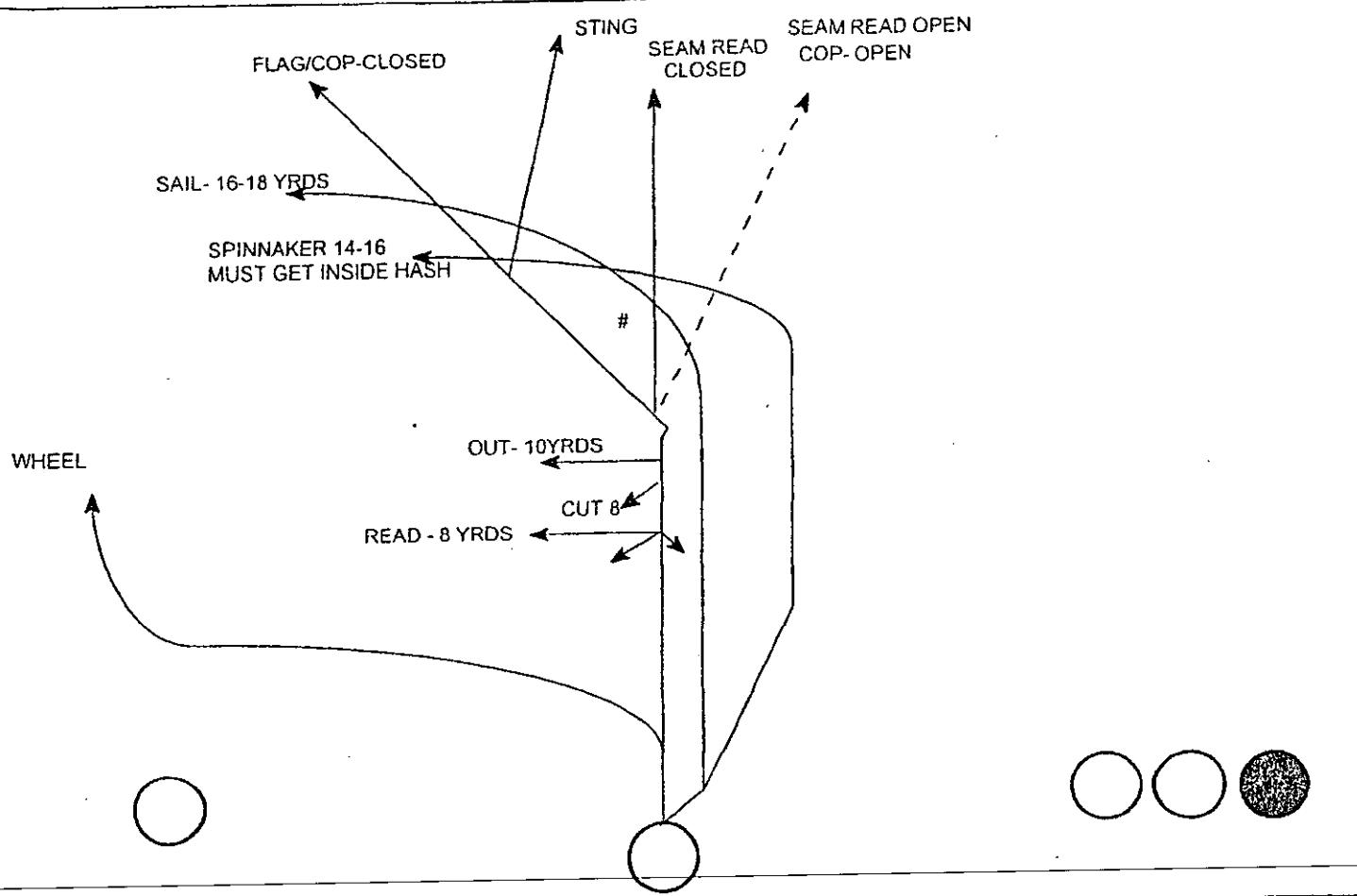
N32



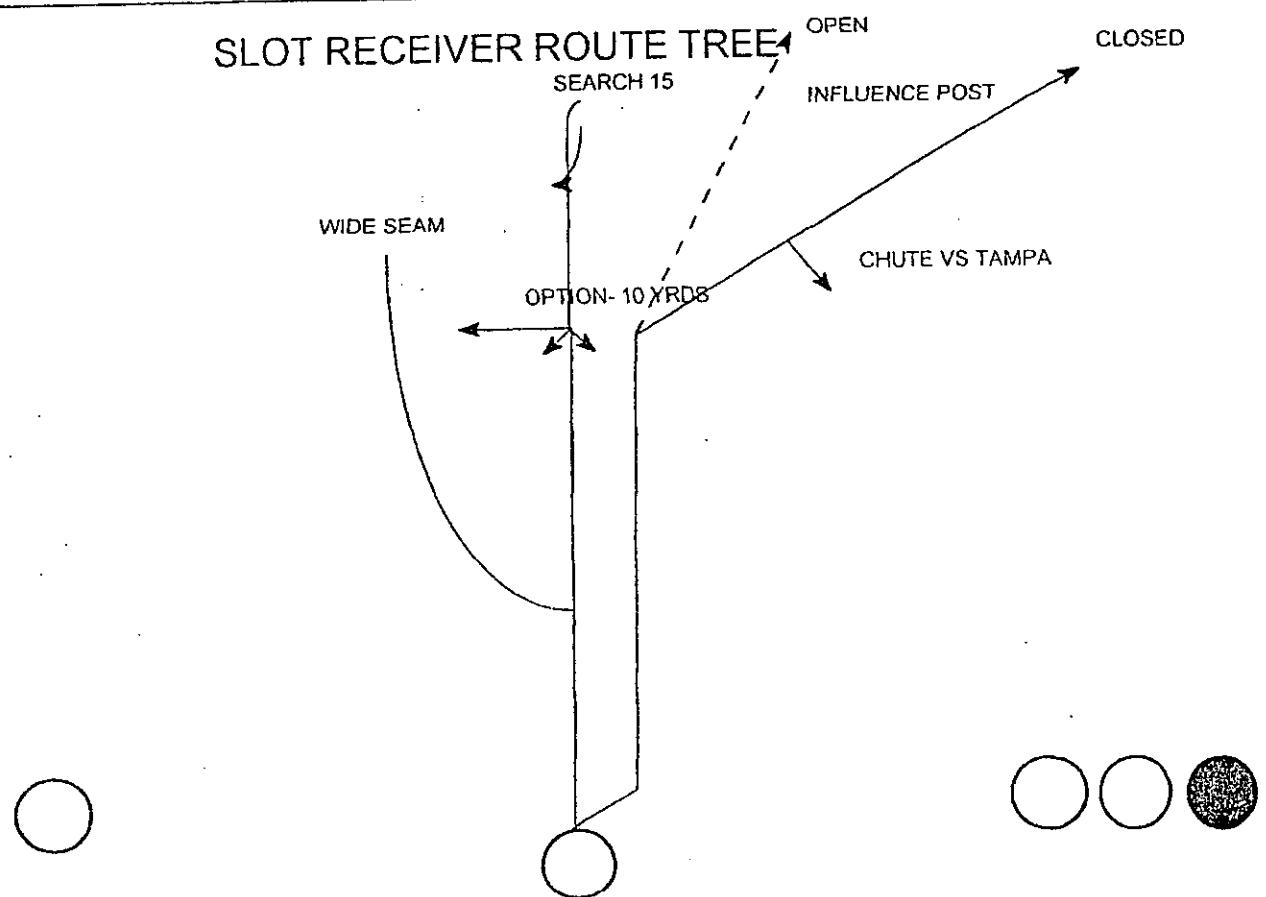
"OKIE" "RAM" "ALT OUT"

50'S

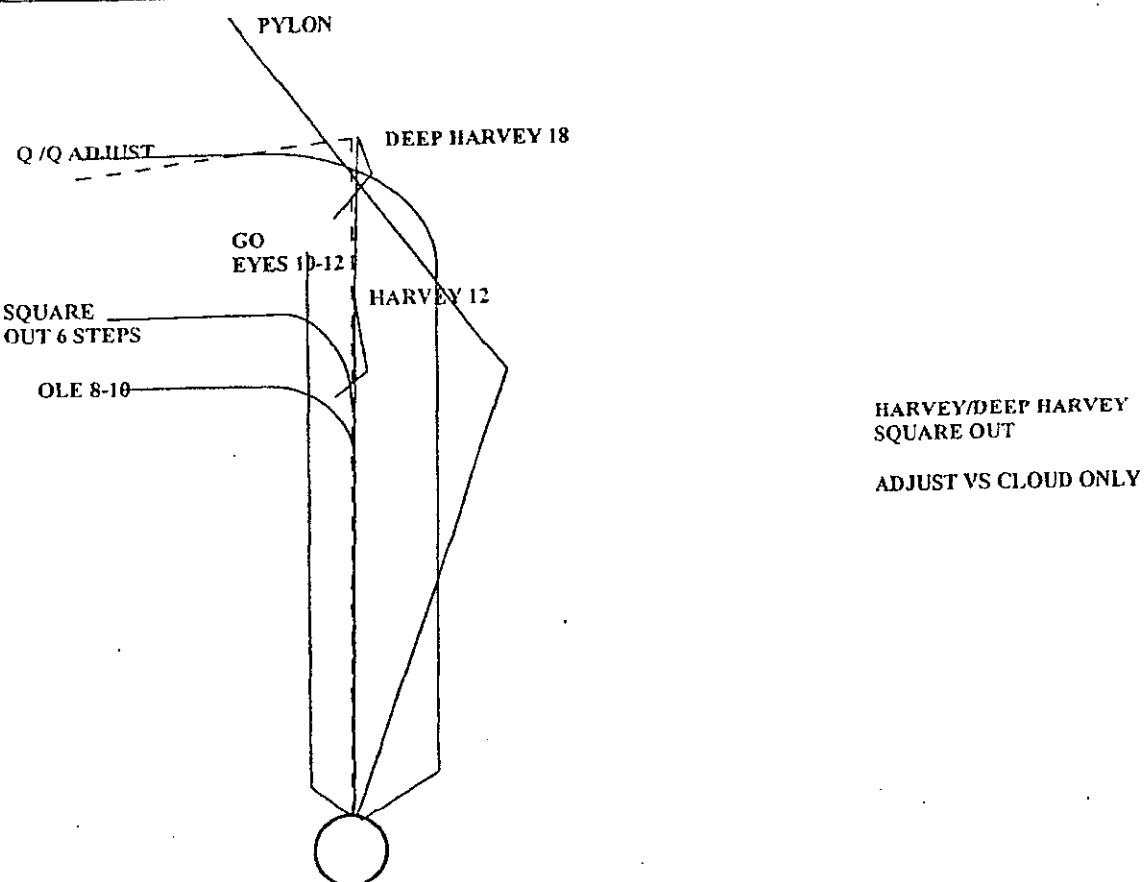
# SLOT RECEIVER ROUTE TREE



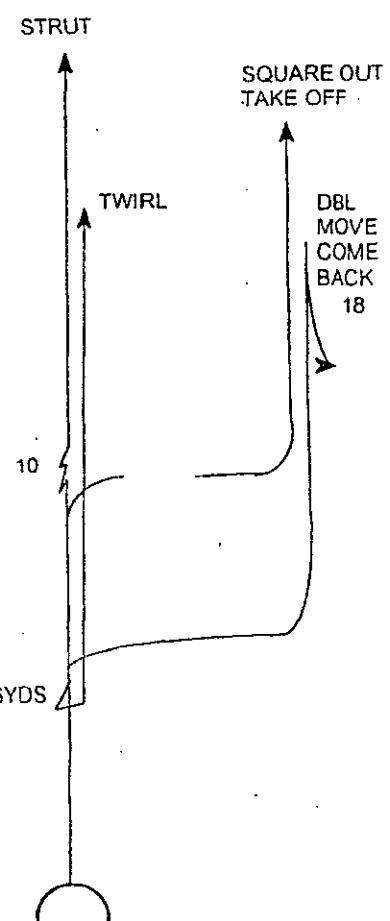
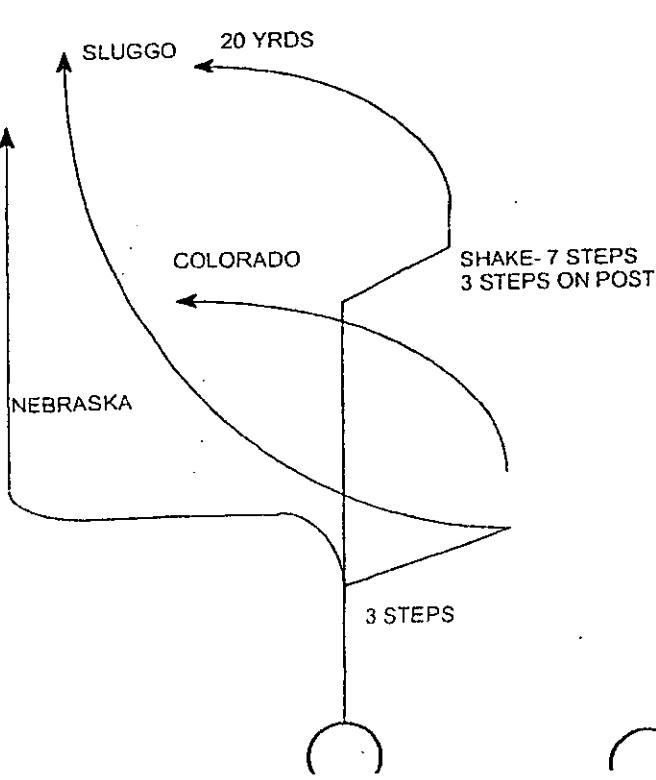
# SLOT RECEIVER ROUTE TREE



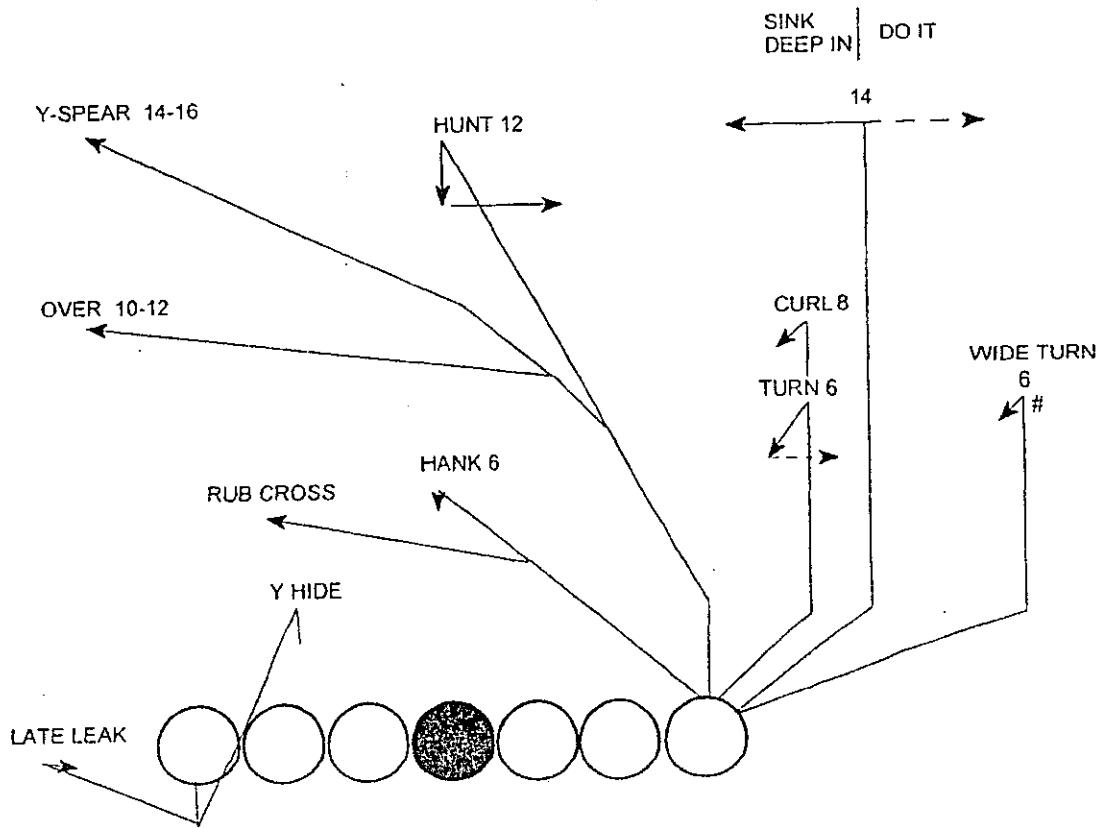
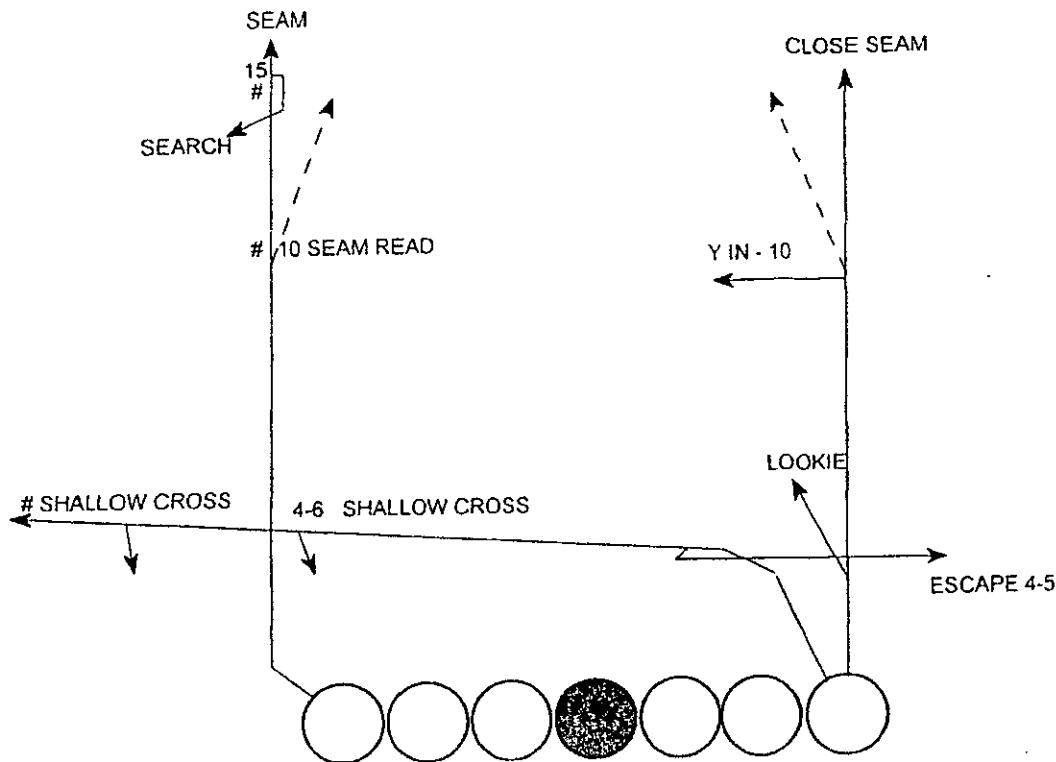
# OUTSIDE RECEIVER TREE- OUTSIDE BREAKING ROUTES



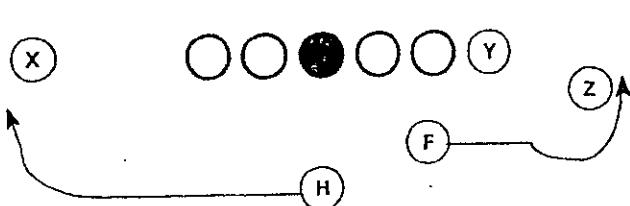
## DOUBLE MOVE TREE



## TIGHT END ROUTE TREE

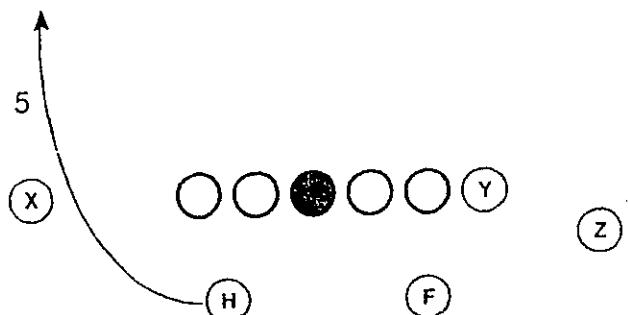


## WIDE

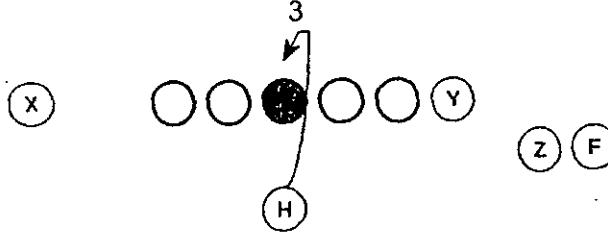
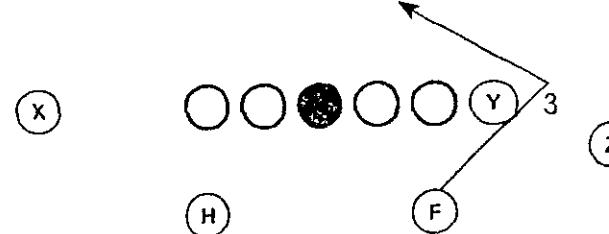
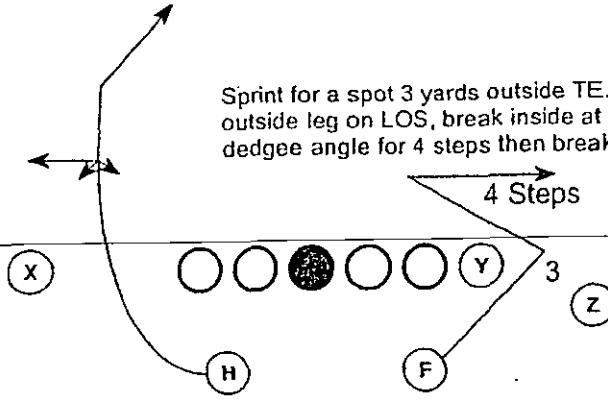
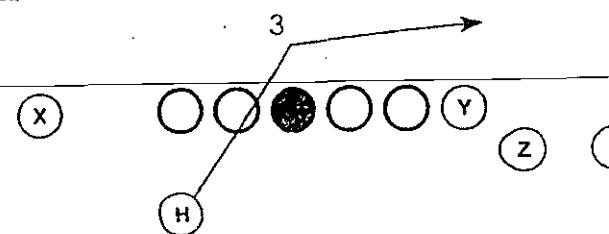
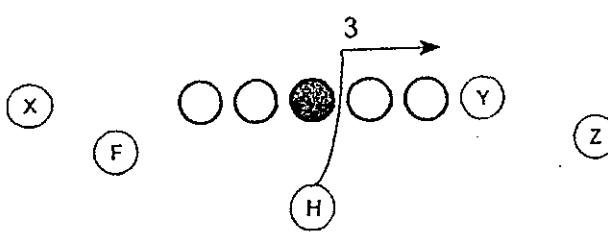
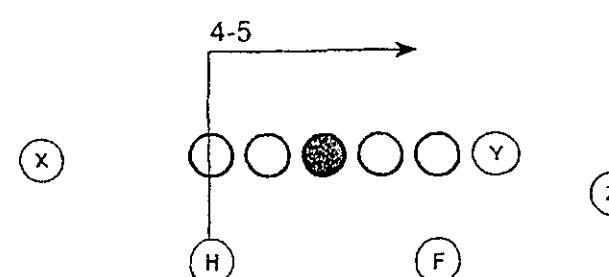


Sprint for width, on 5th step, lose 1 yard then turn upfield 4 yards from sideline, 1 yard behind LOS.

## SWING



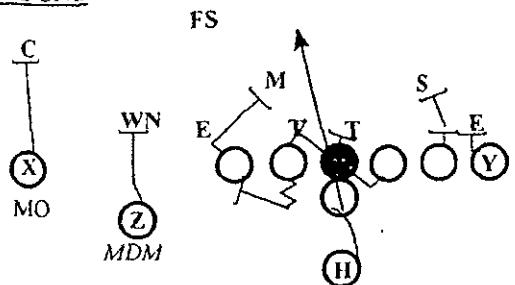
Arc release gaining width and depth up-field 5 yards from sideline looking over inside shoulder.

<h3>CHK DOWN</h3>  <p>Check through LOS to a spot 3 yards over football. Turn in your shadow in QB vision.</p>	<h3>ANGLE</h3>  <p>Sprint for a spot 3 yards outside TE, plant outside leg on LOS, break inside at a 45 degree angle.</p>
<h3>COUGAR</h3>  <p>Sprint for a spot 3 yards outside TE. Plant outside leg on LOS, break inside at a 45 degree angle for 4 steps then break flat.</p> <p>4 Steps</p> <p>Arc Release to a break point at 4 to 5 yds vs man' break out, zone sit down off leverage and 2 HI Post option.</p>	<h3>ARROW</h3>  <p>BURST</p> <p>Take best release through A or B gap and run a 3 yard route across ball.</p>
<h3>AWAY</h3>  <p>Take best release through A or B gap and run a 3 yard route away from ball.</p>	<h3>CROSS</h3>  <p>4-5</p> <p>Take best release through B or C gap. Vertical stem to a breaking point at 4-5 yards, then burst across ball.</p>

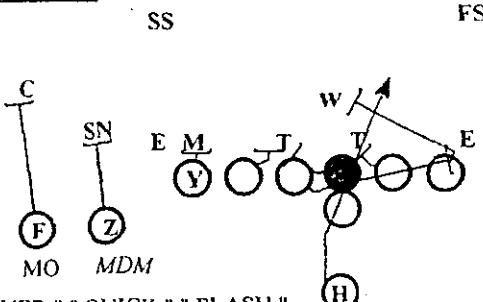
# **ROUTE TREES**

I 31

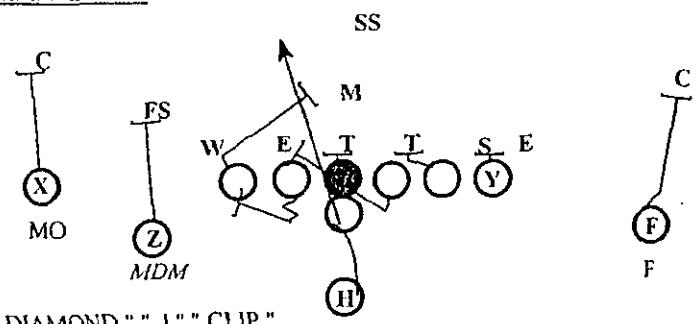
I 30

N42 UND

" UNDER " " I " " C "

N42 OV PT

" OVER " " QUICK " " FLASH "

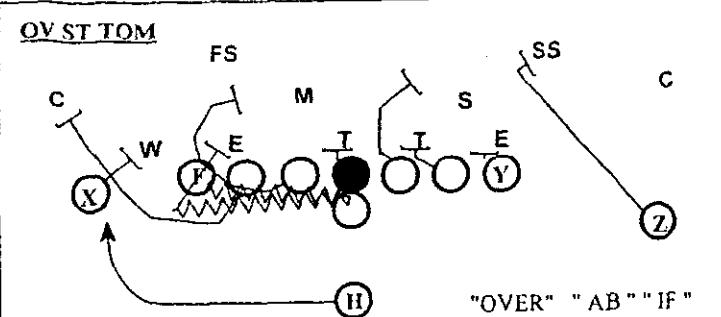
N42 OV DIA PT

" DIAMOND " " I " " CLIP "

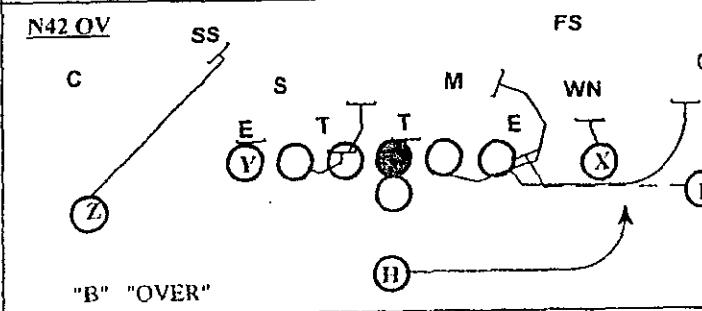
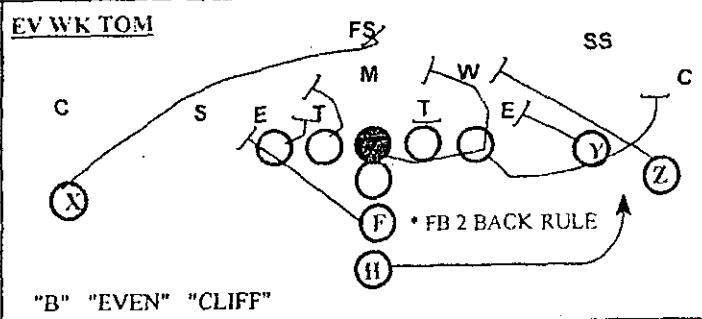
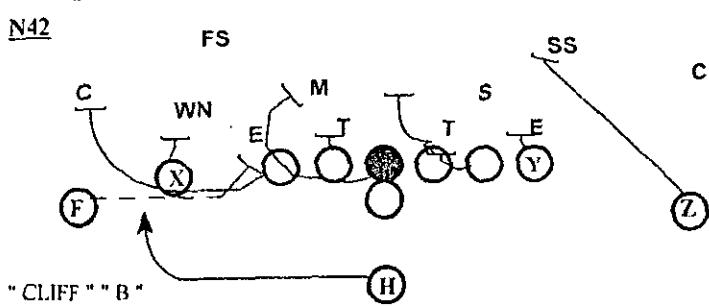
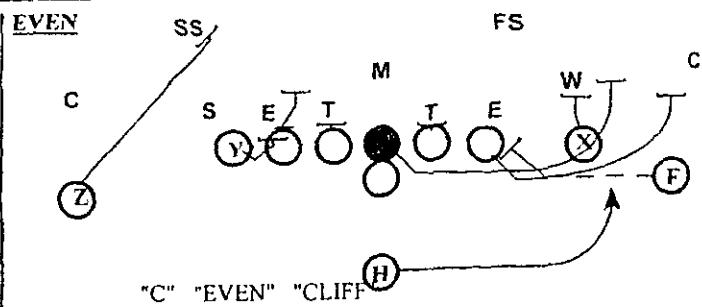
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**TRAP**

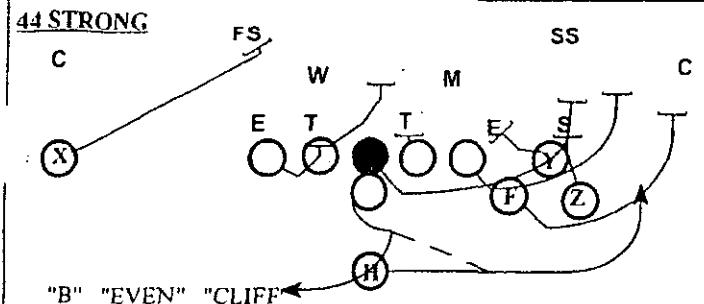
### TOSS 39 CRACK



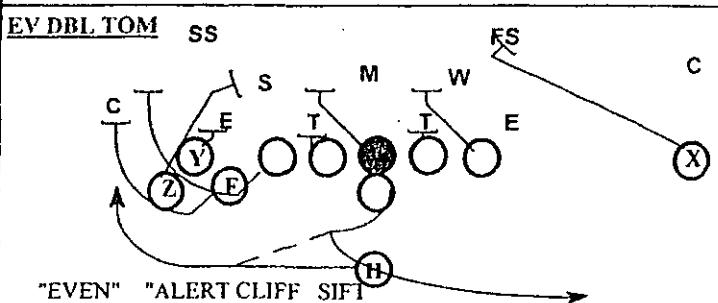
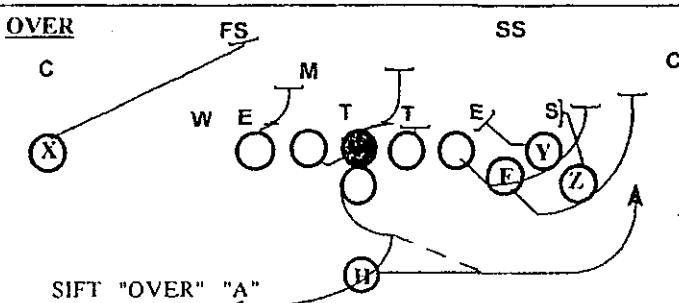
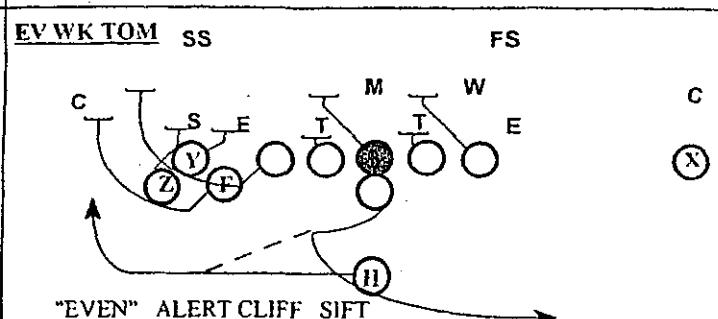
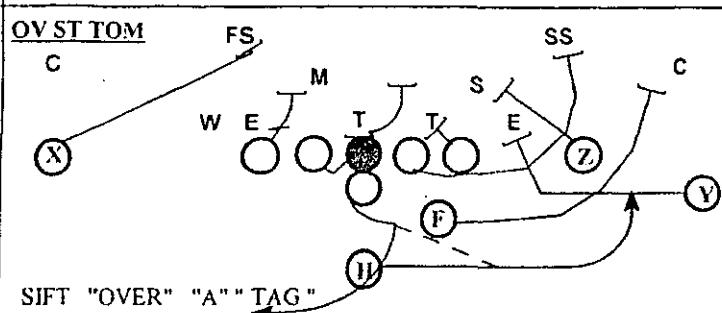
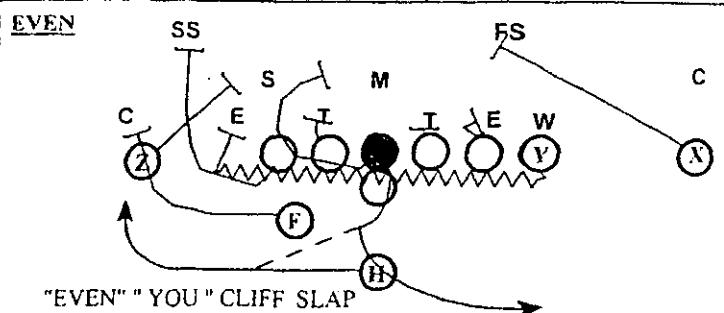
### TOSS 38 CRACK



## TOSS 38 GATOR

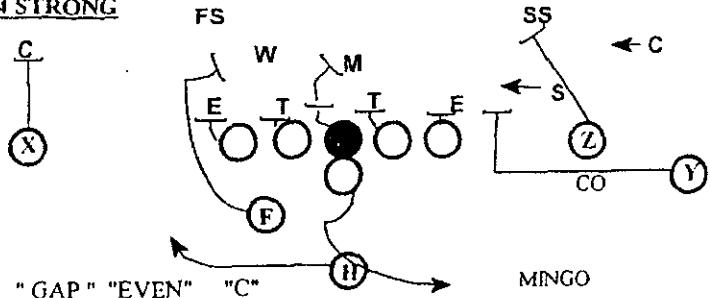


## TOSS 39 GATOR



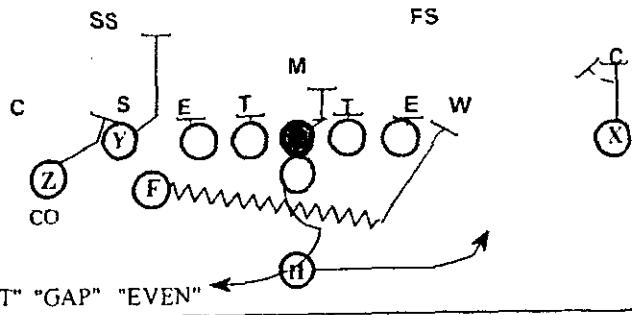
## TOSS 39 BASE

44 STRONG



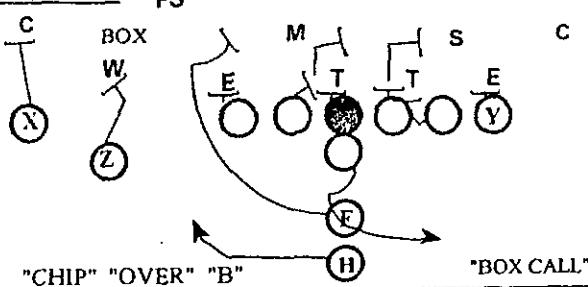
## TOSS 38 BASE

EVEN



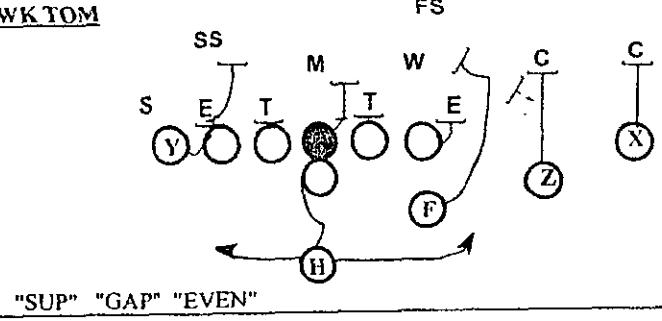
OV ST TOM

SS

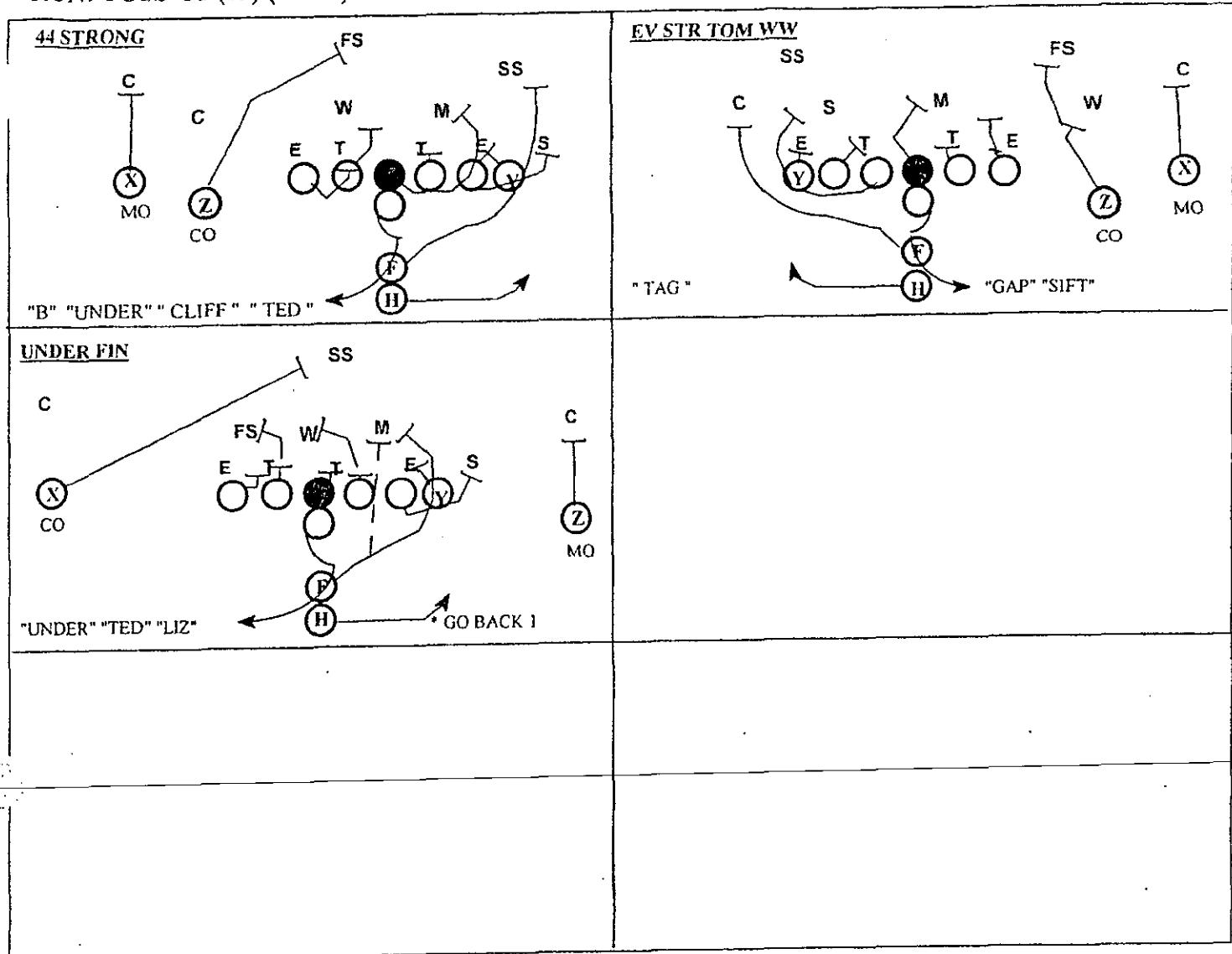


EV WK TOM

FS



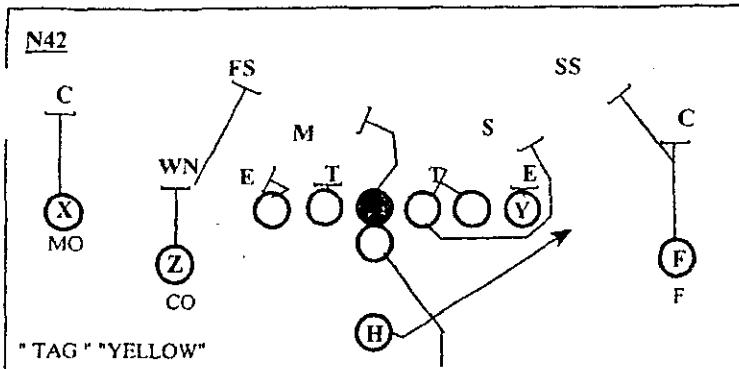
RUN: TOSS 38 (39) (TED) BOSS



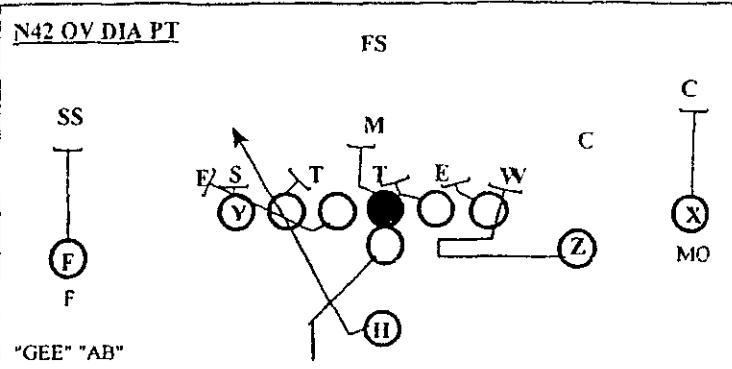
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**TOSS**

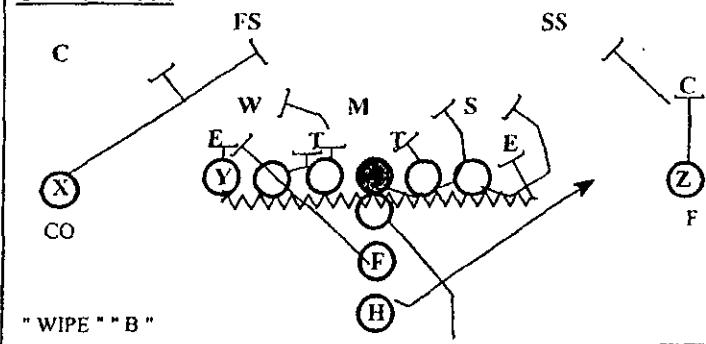
## SRINT 38 TED



## SPRINT 39 TED



## OV DBL TOM



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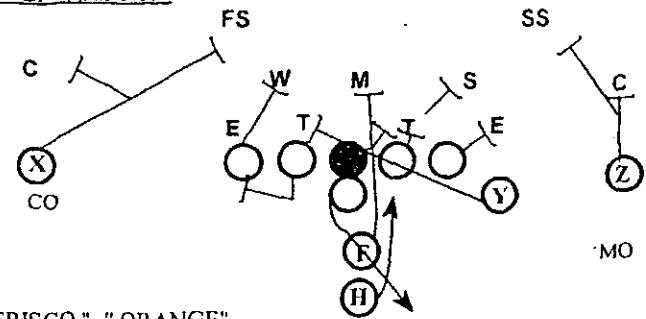
**SPRINT**

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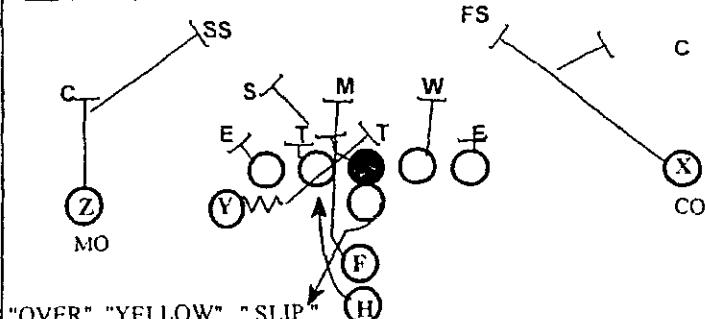
SLANT 32 YAM

SLANT 33 YAM

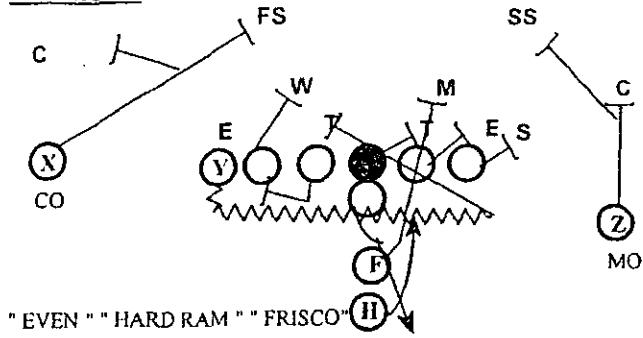
EVEN DBL TOM



OV DBL TOM



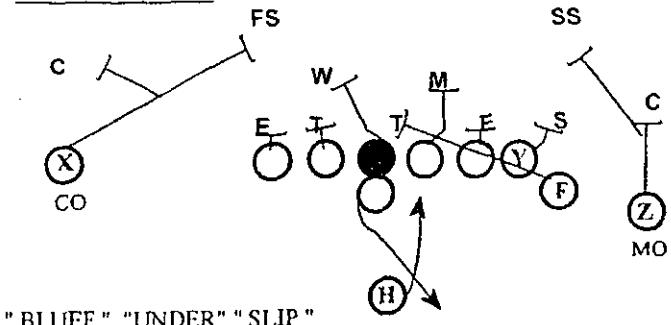
44 STRONG



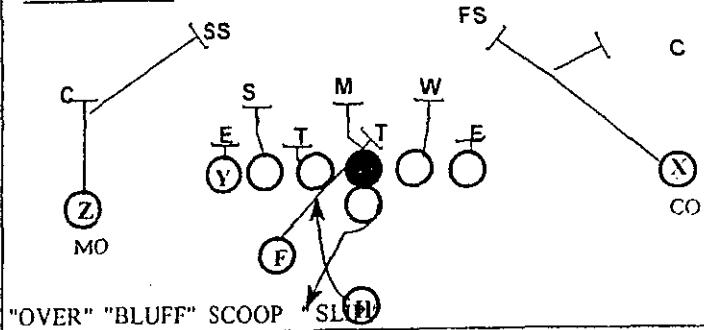
### SLANT 32 BONG

### SLANT 33 BONG

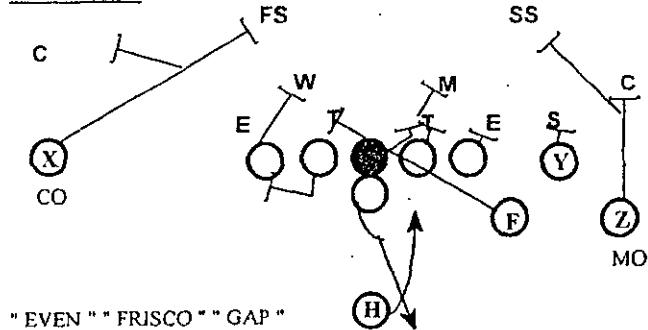
UNDER WK TOM



OV DBL TOM

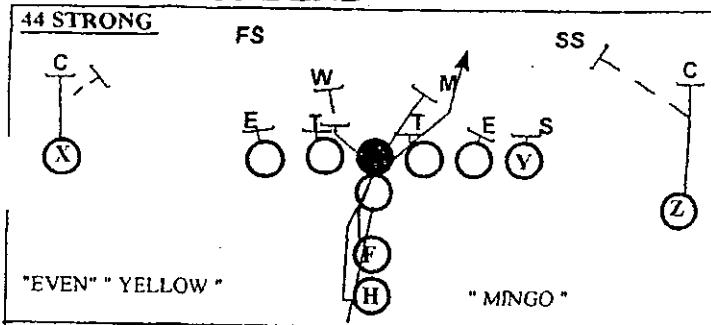


44 STRONG

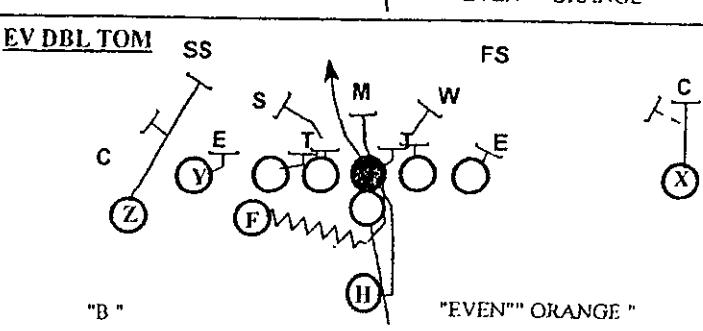
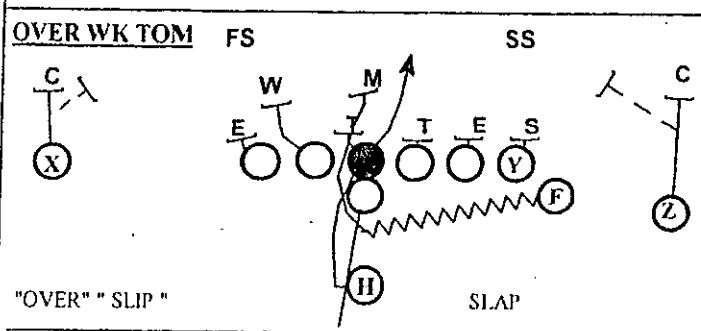
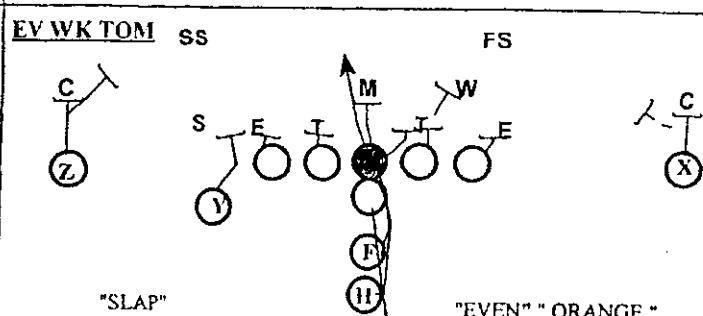
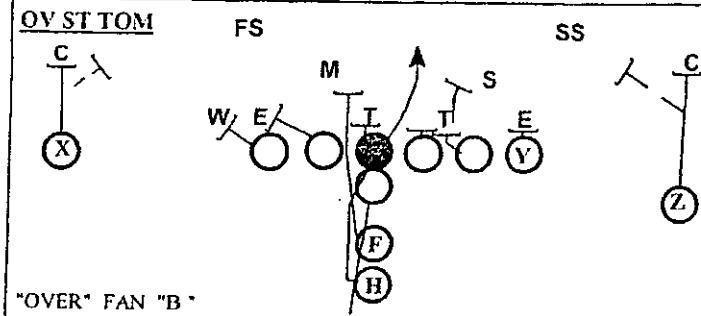
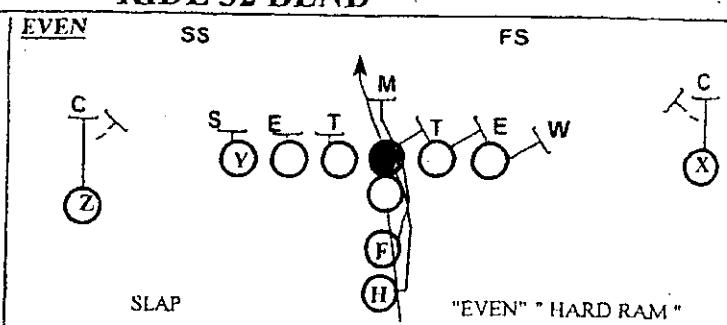


**SLANT**

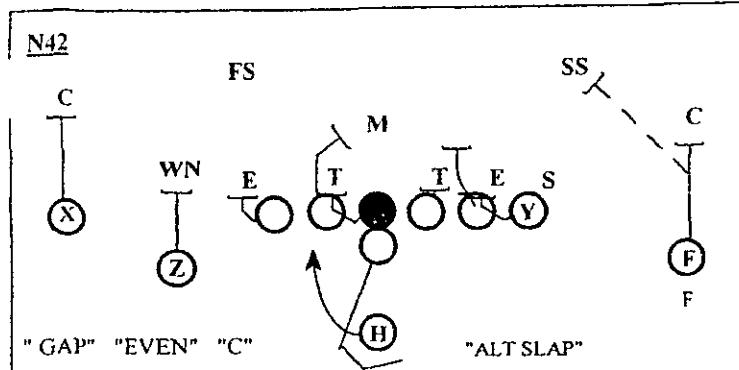
# RISE 33 BEND



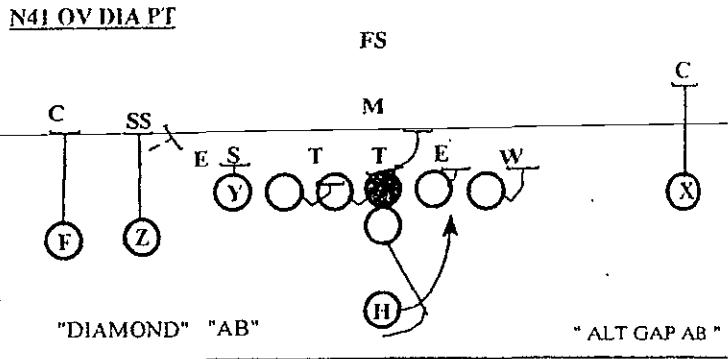
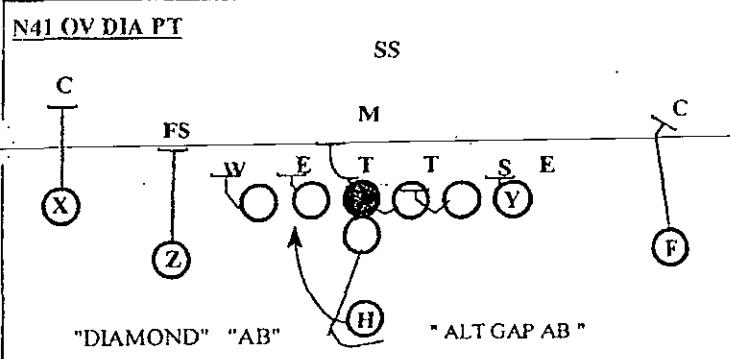
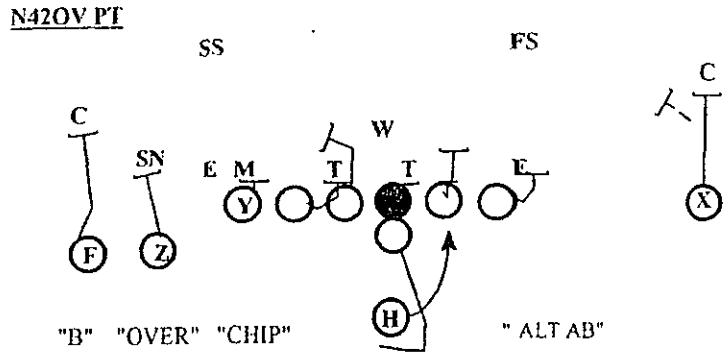
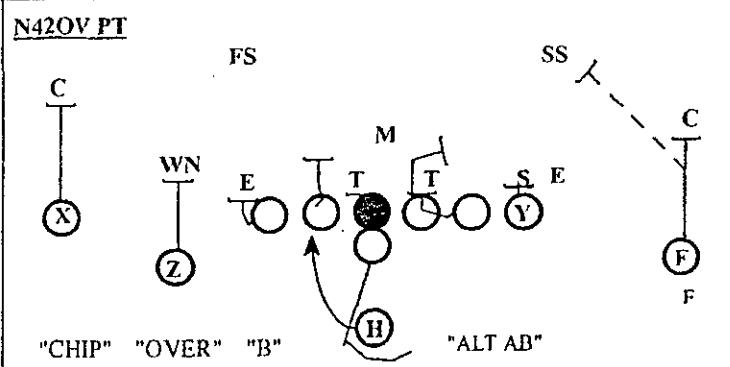
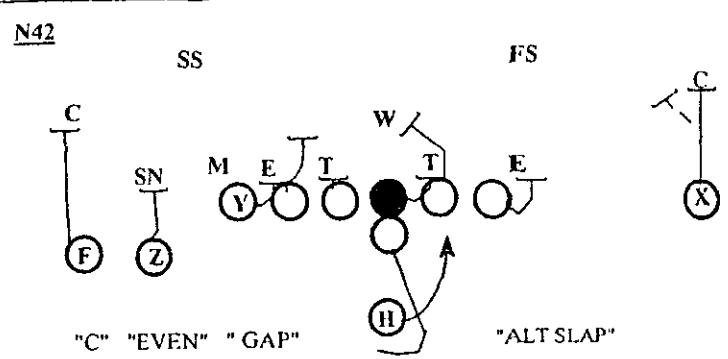
# RISE 32 BEND



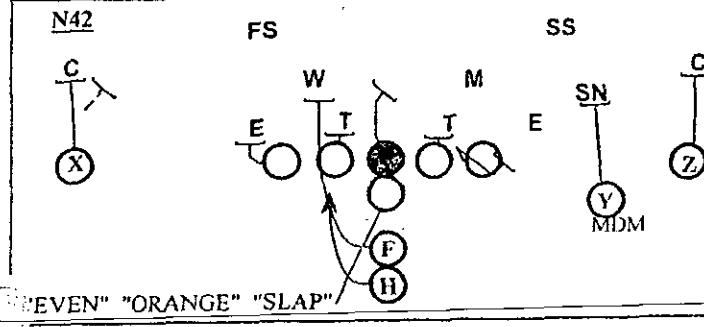
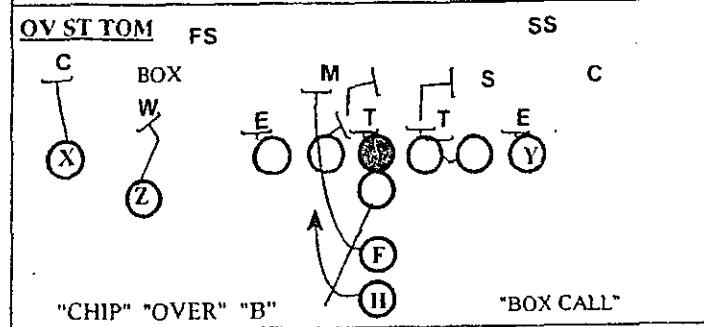
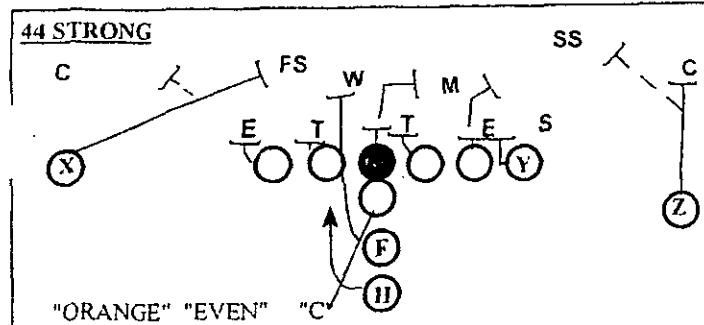
## RIDE 35 WEAK



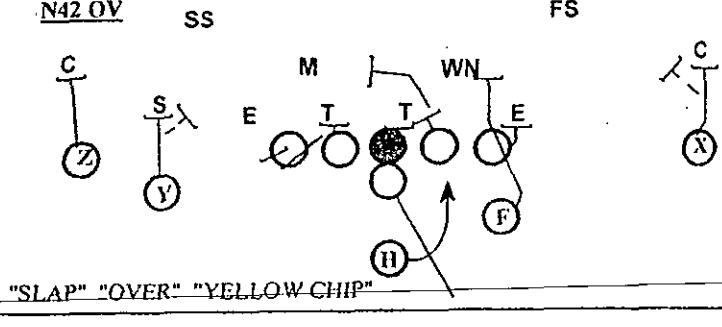
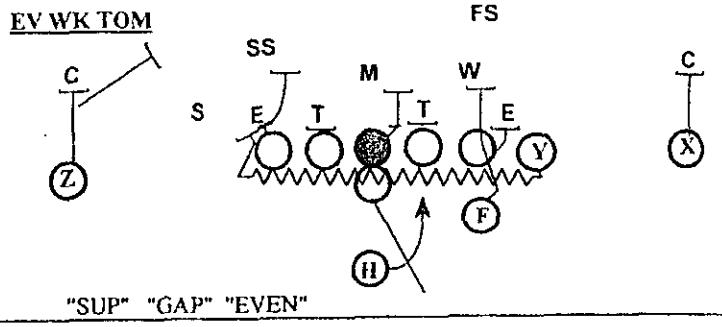
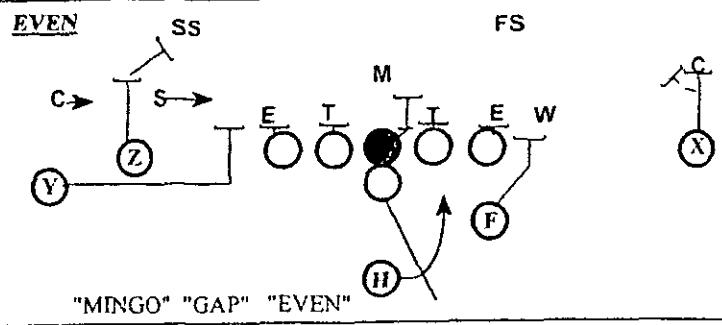
## RIDE 34 WEAK



## RIDE 35 BASE



## RIDE 34 BASE



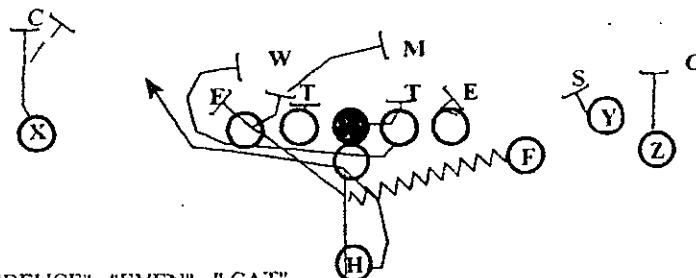
**RIDE**

## MID 35 KICK

44 STRONG

FS

SS

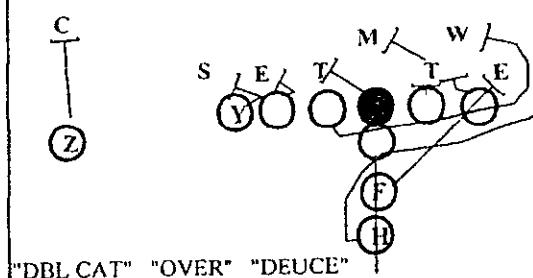


## MID 34 KICK

EV WK TOM SS

FS

C

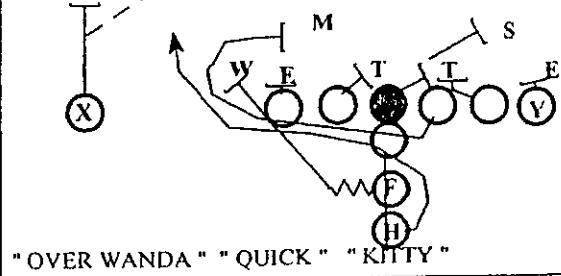


OV ST TOM

FS

SS

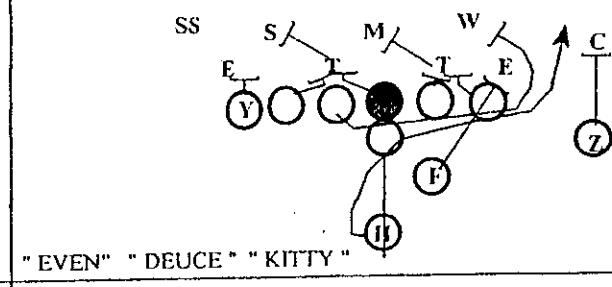
C



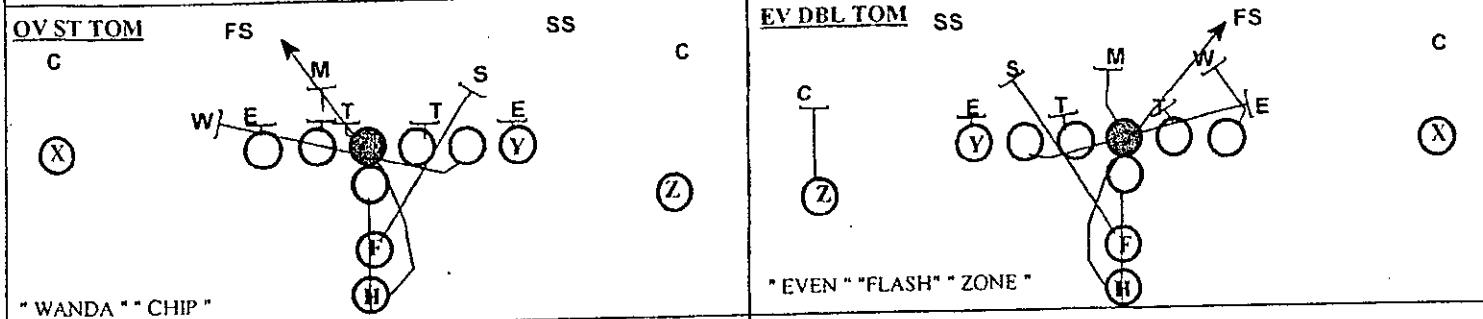
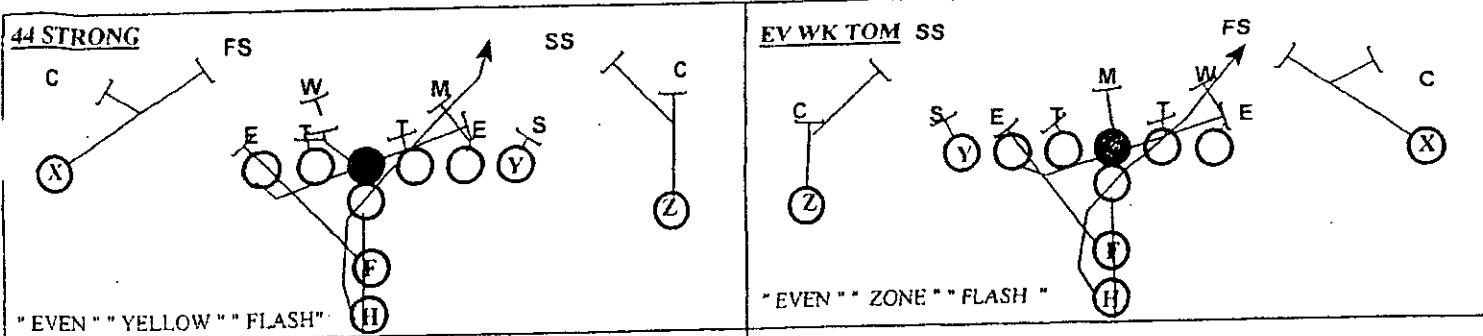
EV DBL TOM

FS

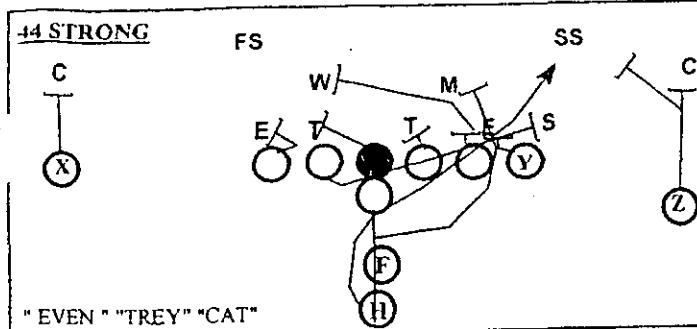
C



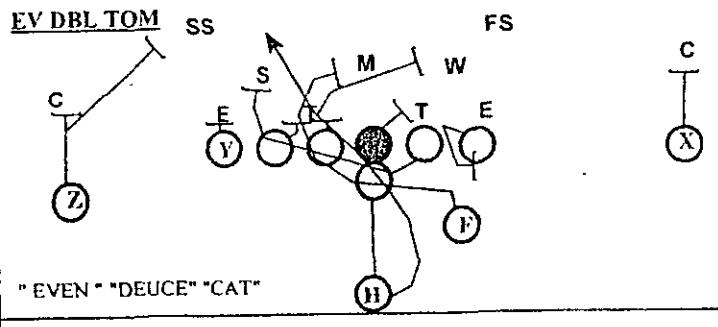
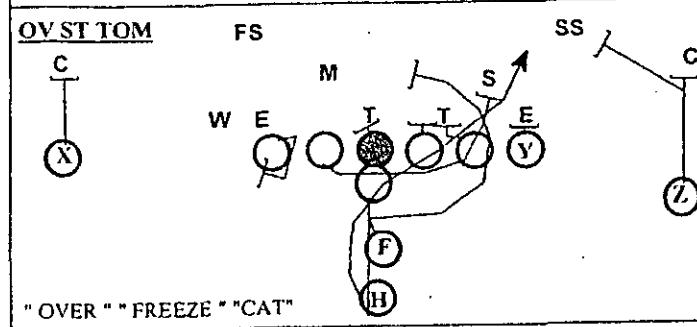
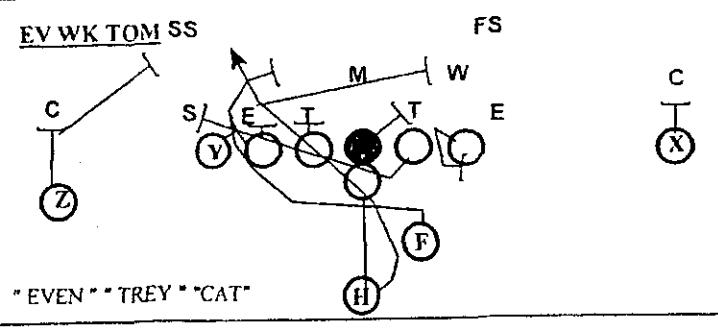
MID 34 / 5 TIDE



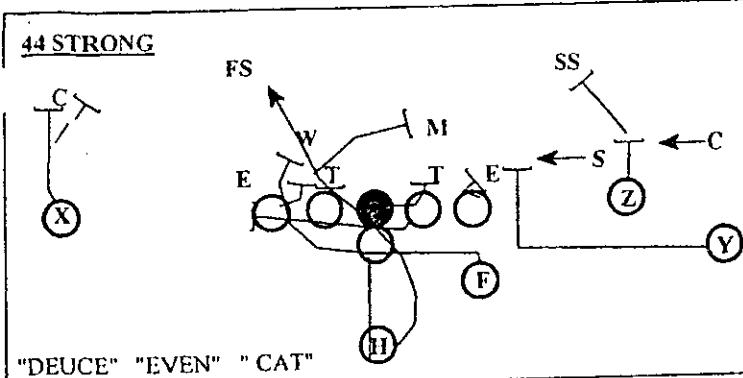
MID 36 CTR



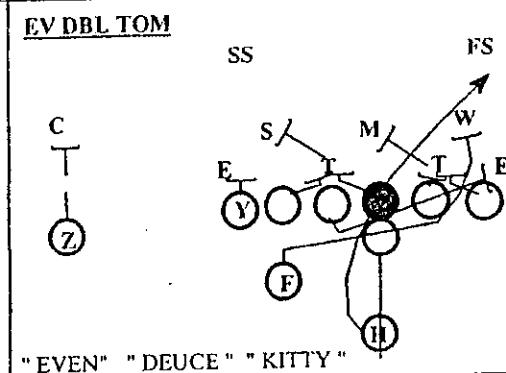
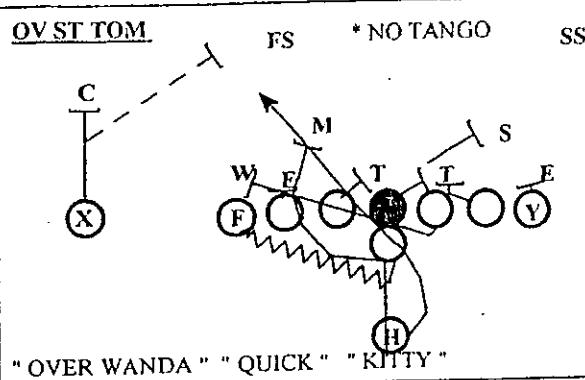
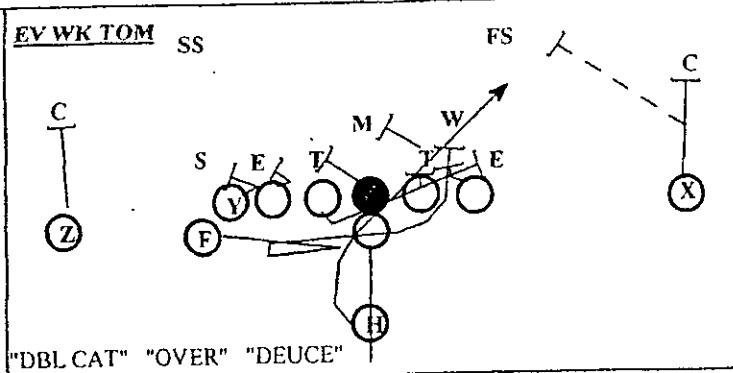
MID 37 CTR



### MID 35 CTR

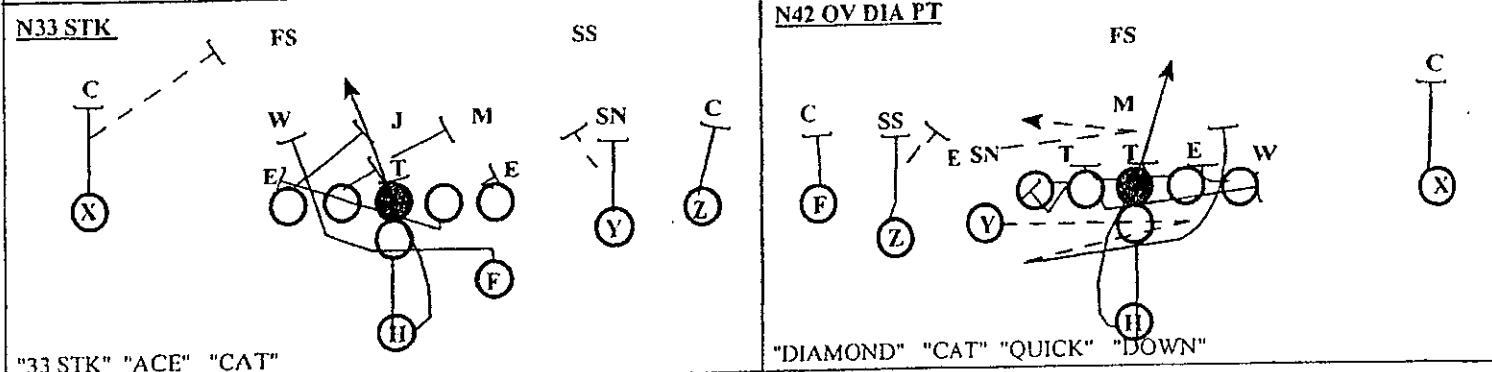
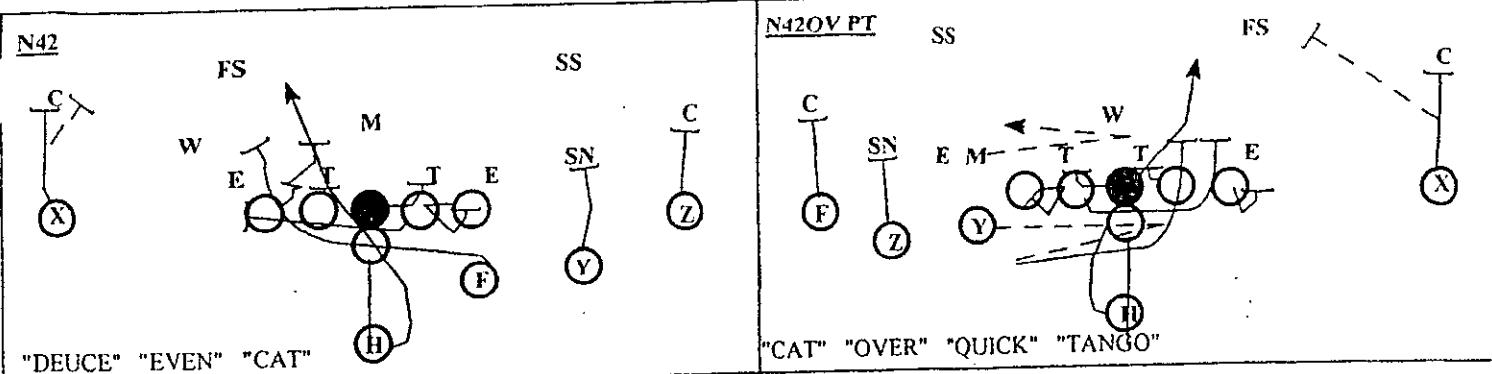


### MID 34 CTR



**MID 35 CTR F**

**MID 34 CTR Y**



MID

### JAB 36 POWER

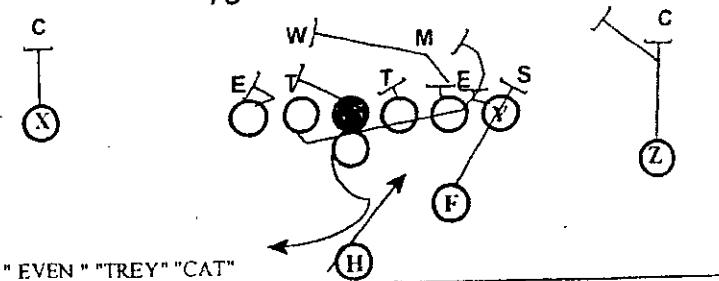
44 STRONG

FS

SS

EV WK TOM SS

FS



" EVEN " "TREY" "CAT"

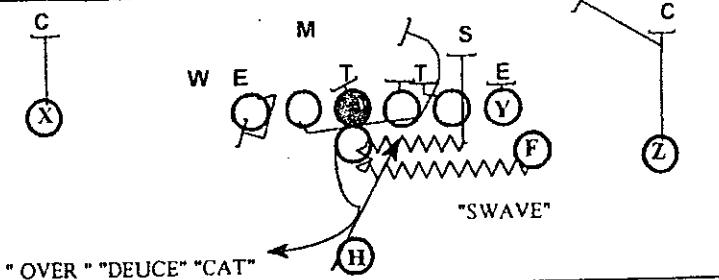
OV ST TOM

FS

SS

EV DBL TOM

FS



" SWAVE "

" OVER " "DEUCE" "CAT"

" EVEN " "DEUCE" "CAT"

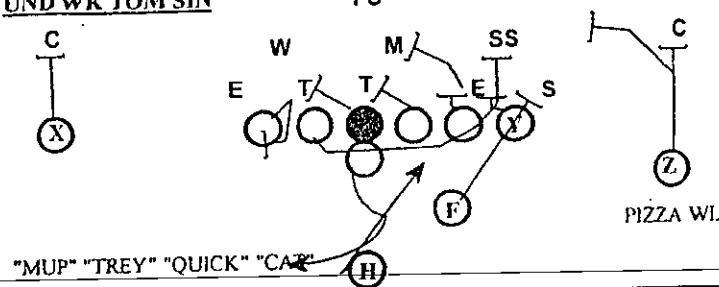
" MUP " "TREY" "QUICK" "CAT"

" PIZZA WLB "

" SHARK " "QUICK" "CAT"

34 SUP

FS



" PIZZA WLB "

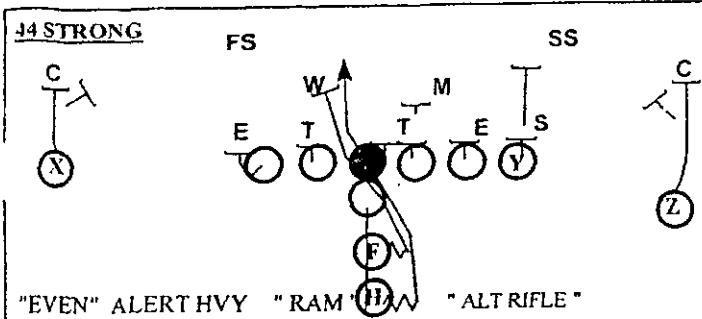
" SHARK " "QUICK" "CAT"

" X "

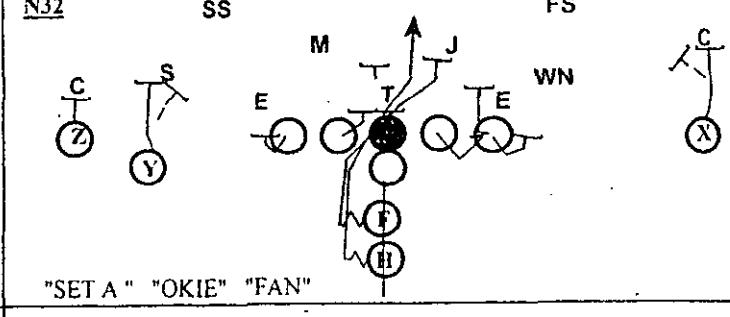
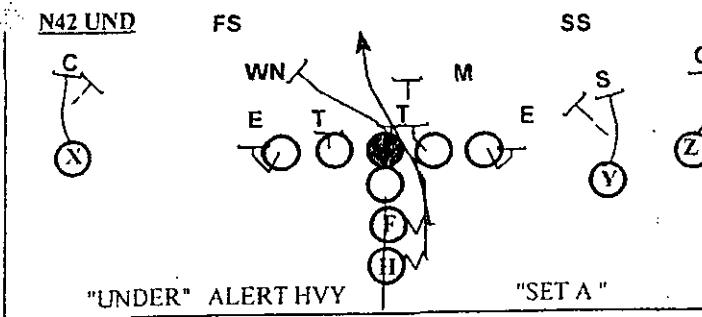
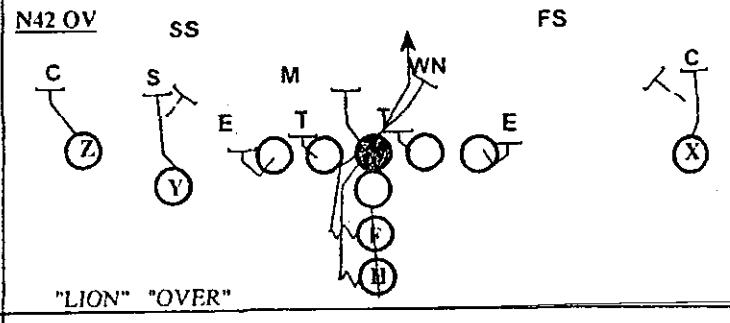
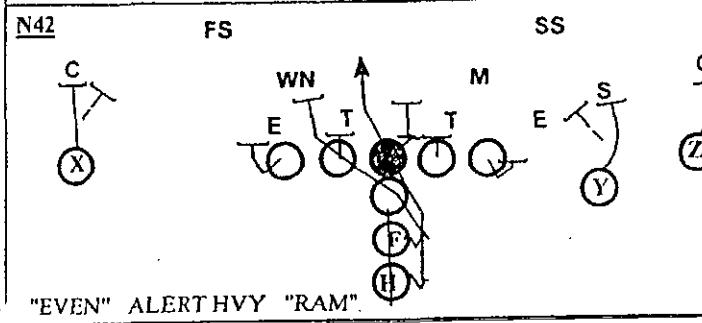
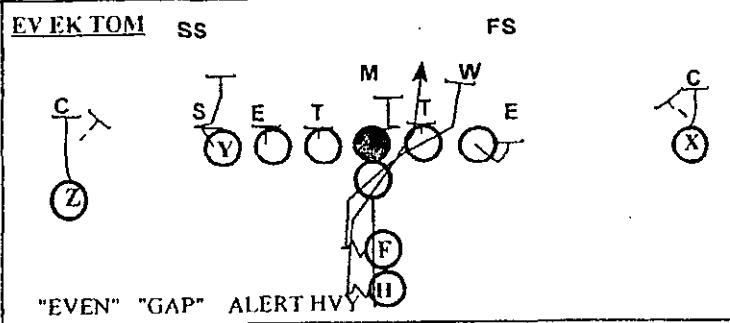
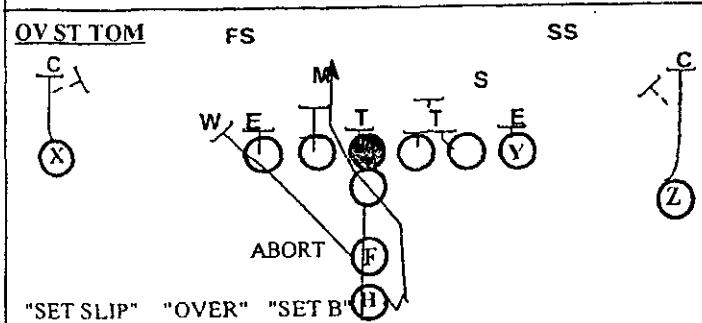
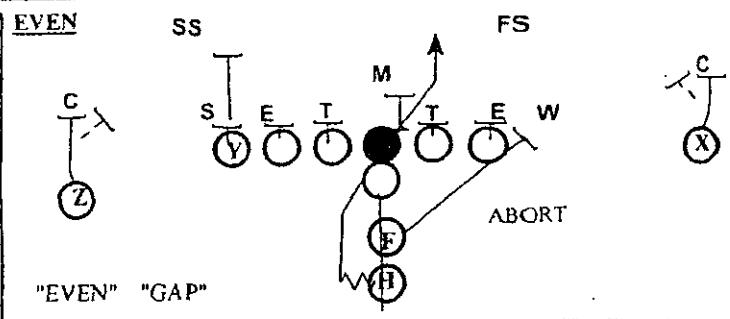
### JAB 37 POWER

JAB

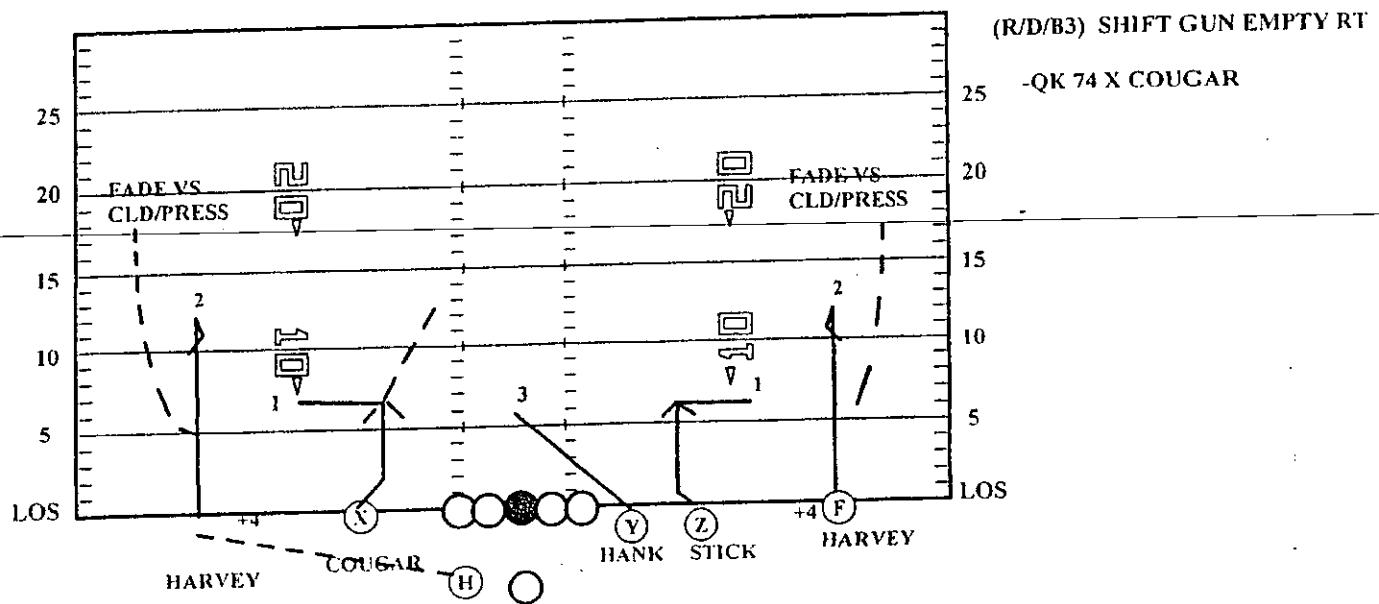
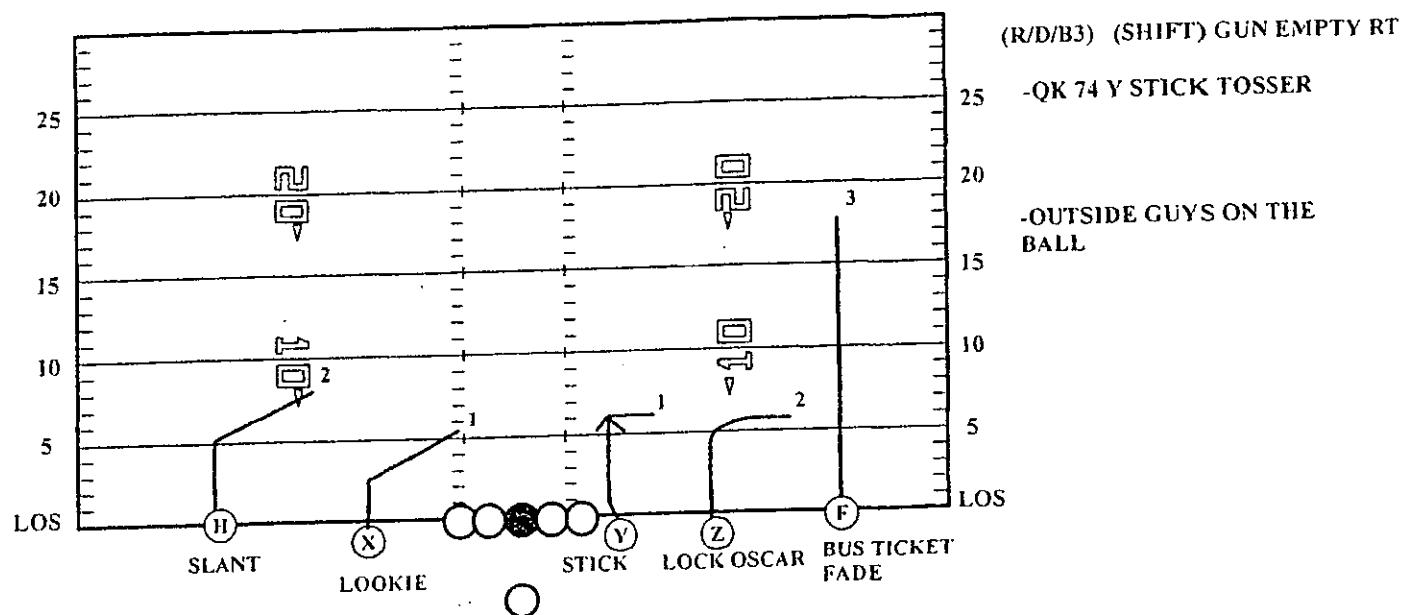
### H 45 BASE OPP.



### H 44 BASE OPP.

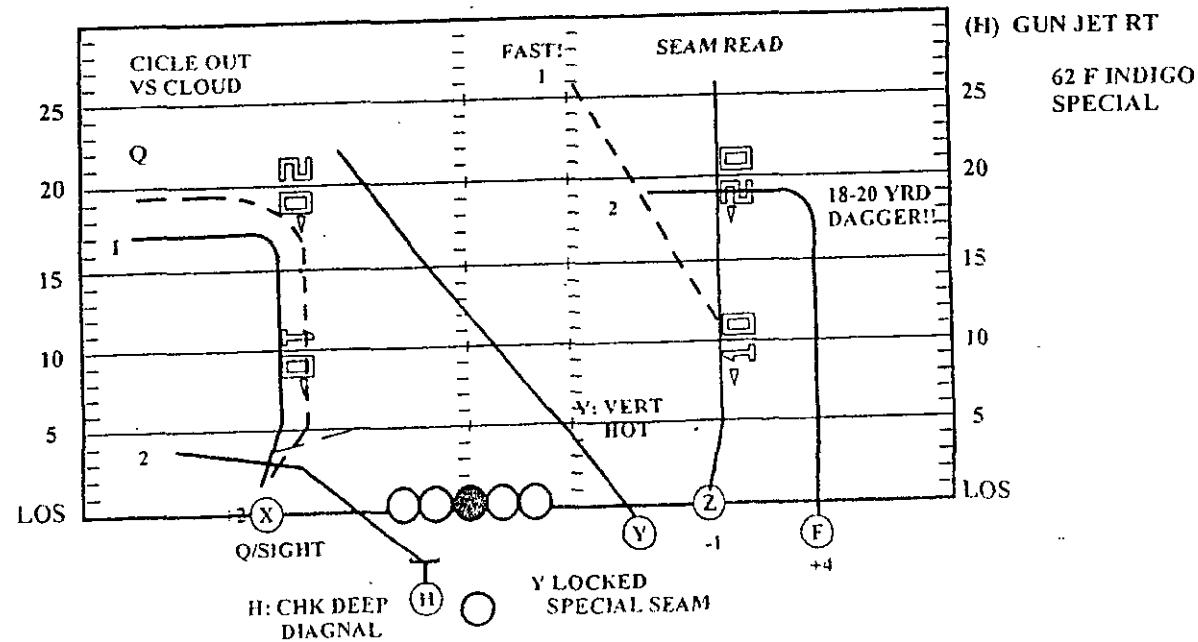
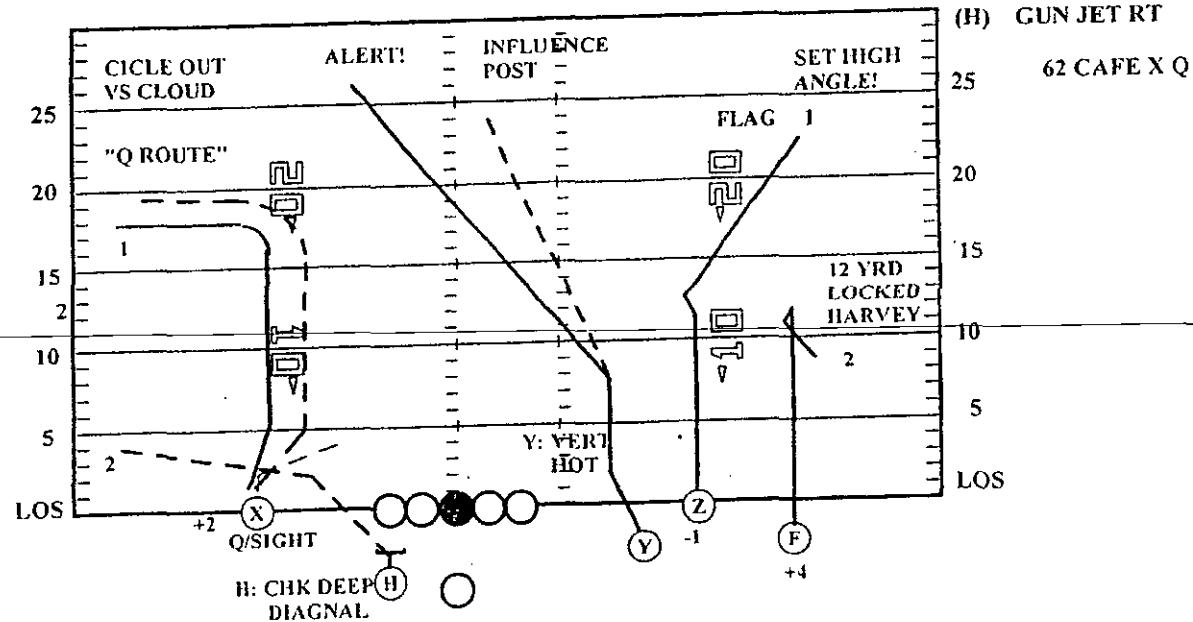
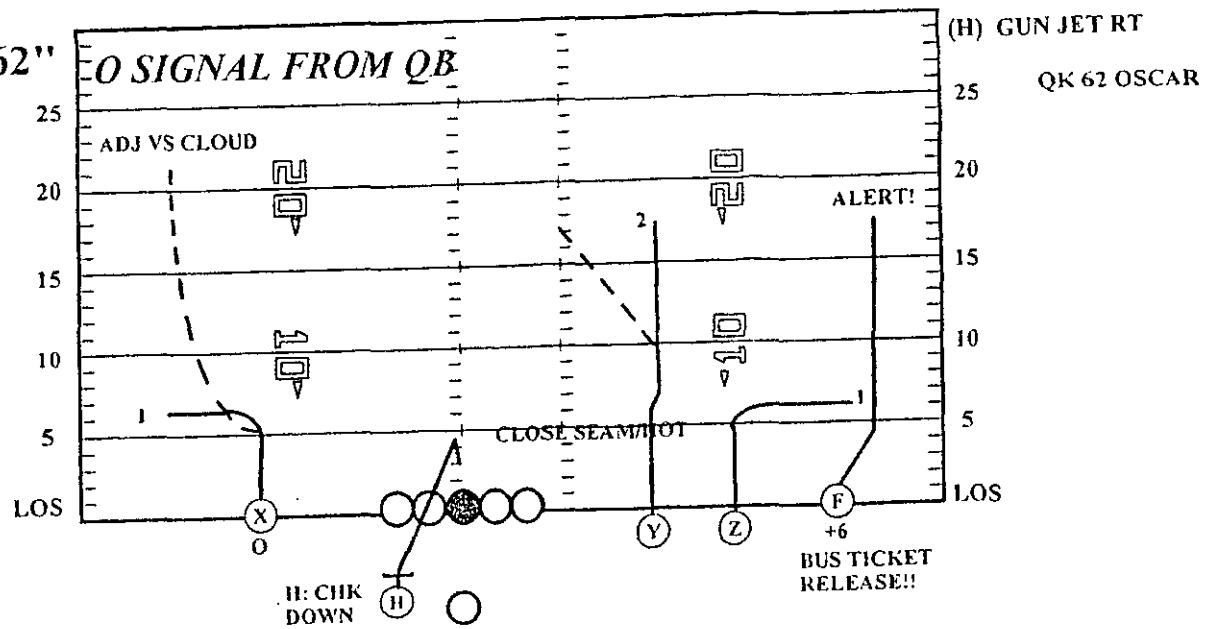


# 74 - STICK/TOSSEr, COUGAR



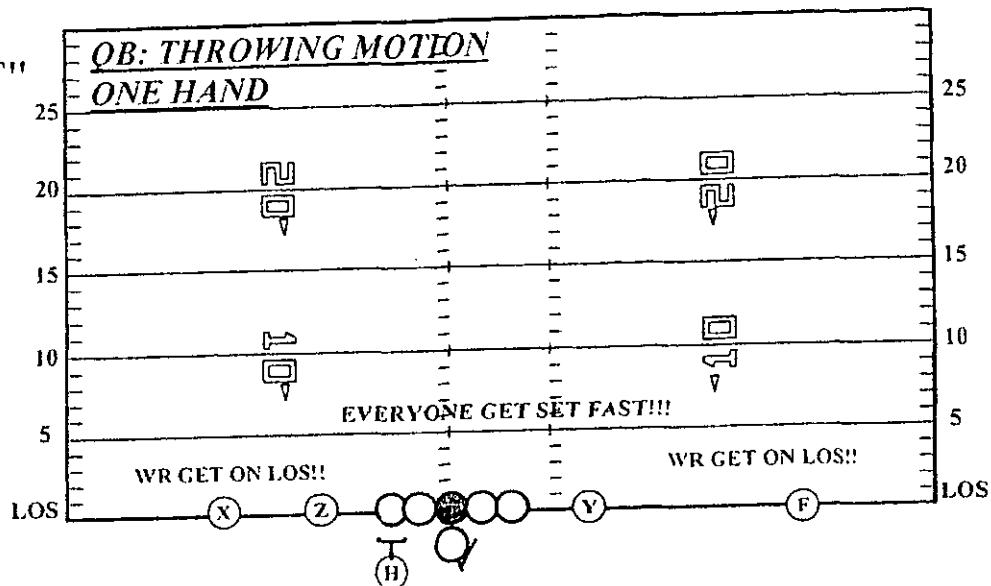
# LAST 6

"JET RT 62"

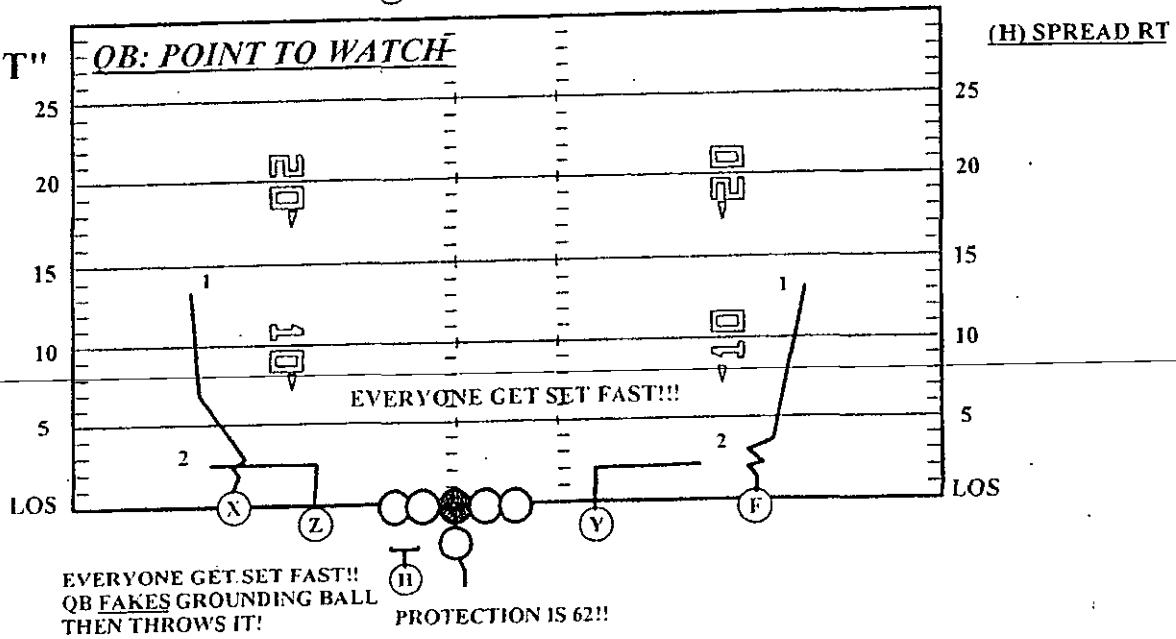


# 2 MINUTE ADDITIONAL CALLS

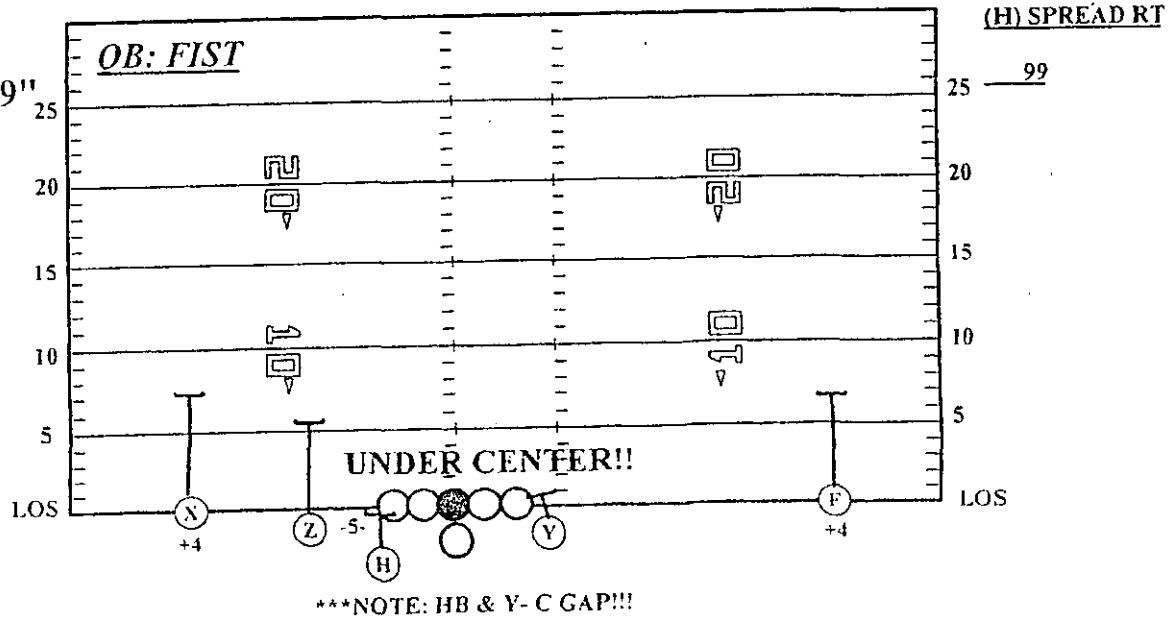
**"CLOCK IT"**



**"WATCH IT"**

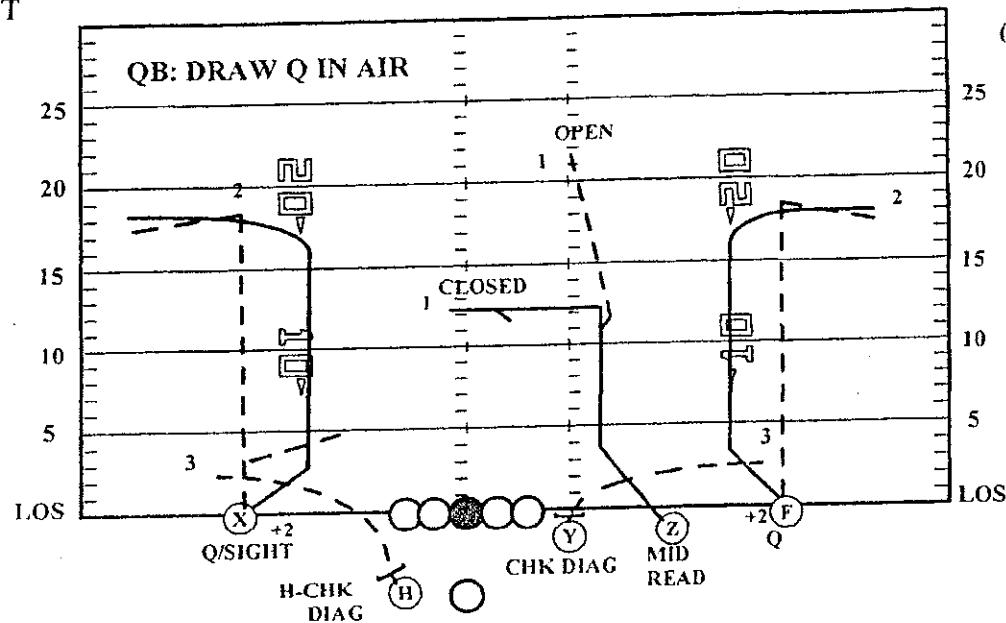


**"SPREAD  
(TRIPS) RT 99"**

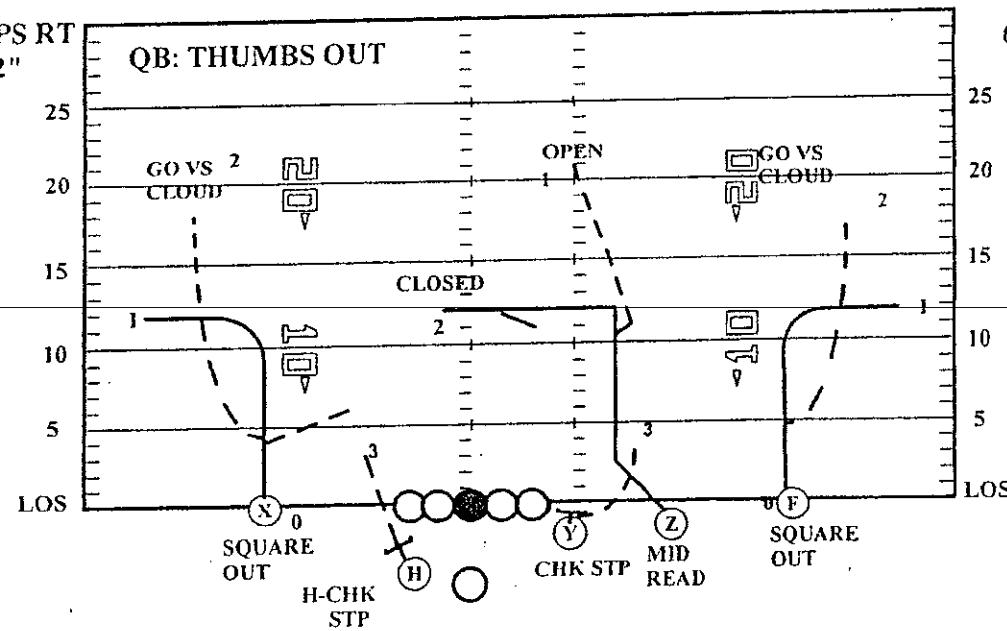


# 2 MINUTE 3X1

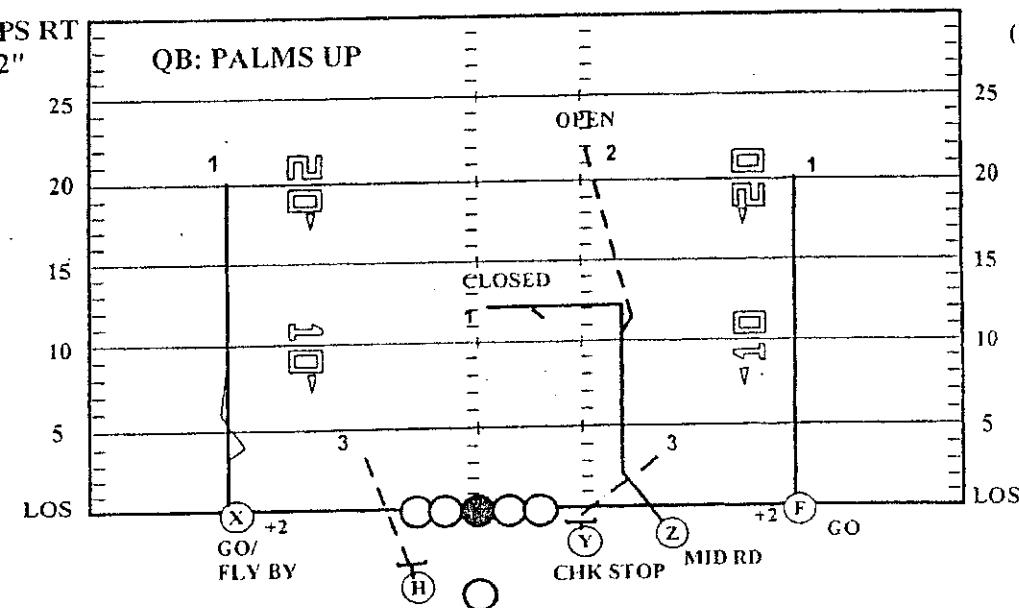
"TRIPS RT  
82,82"



"TRIPS RT  
82,82"

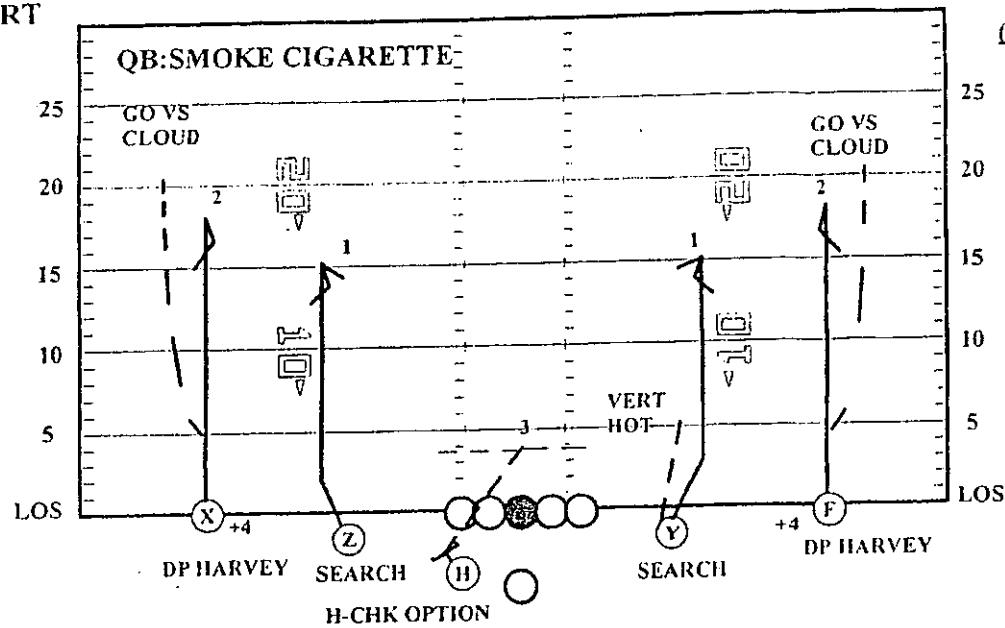


"TRIPS RT  
82,82"

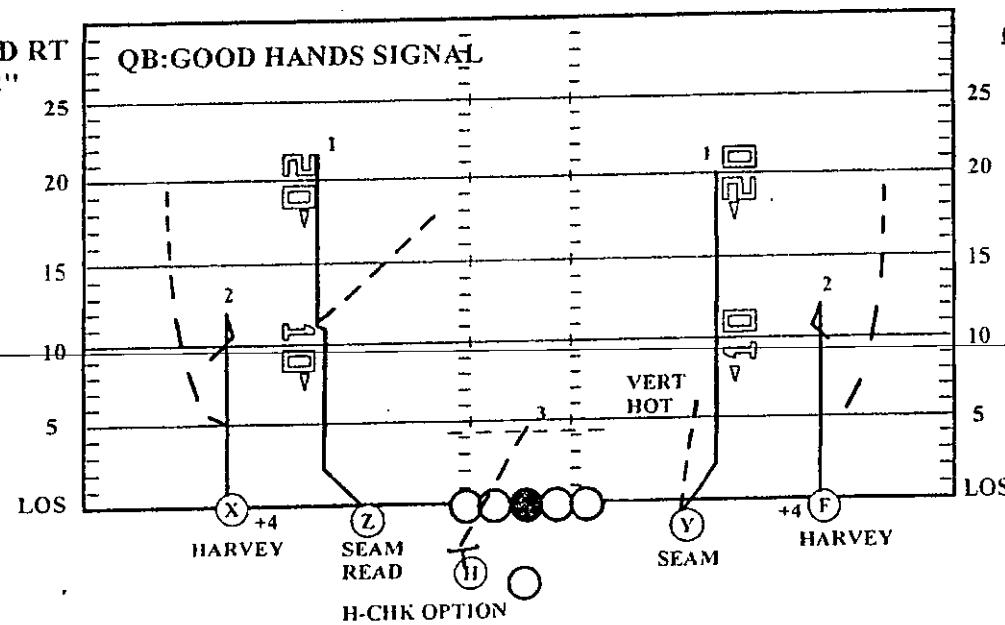


# 2 MINUTE 2XZ

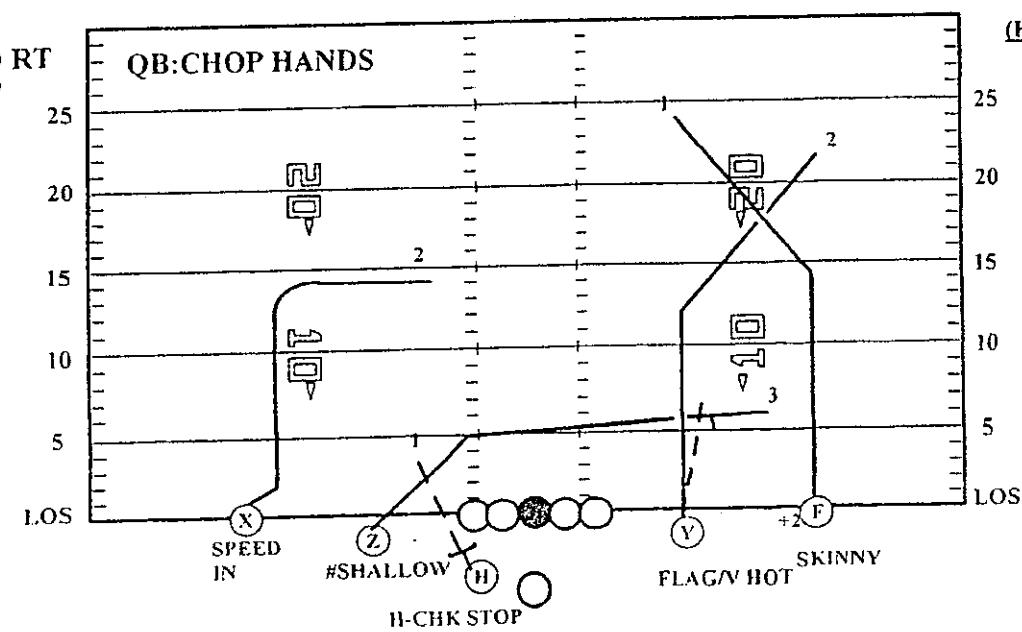
"SPREAD RT  
62 , 62"



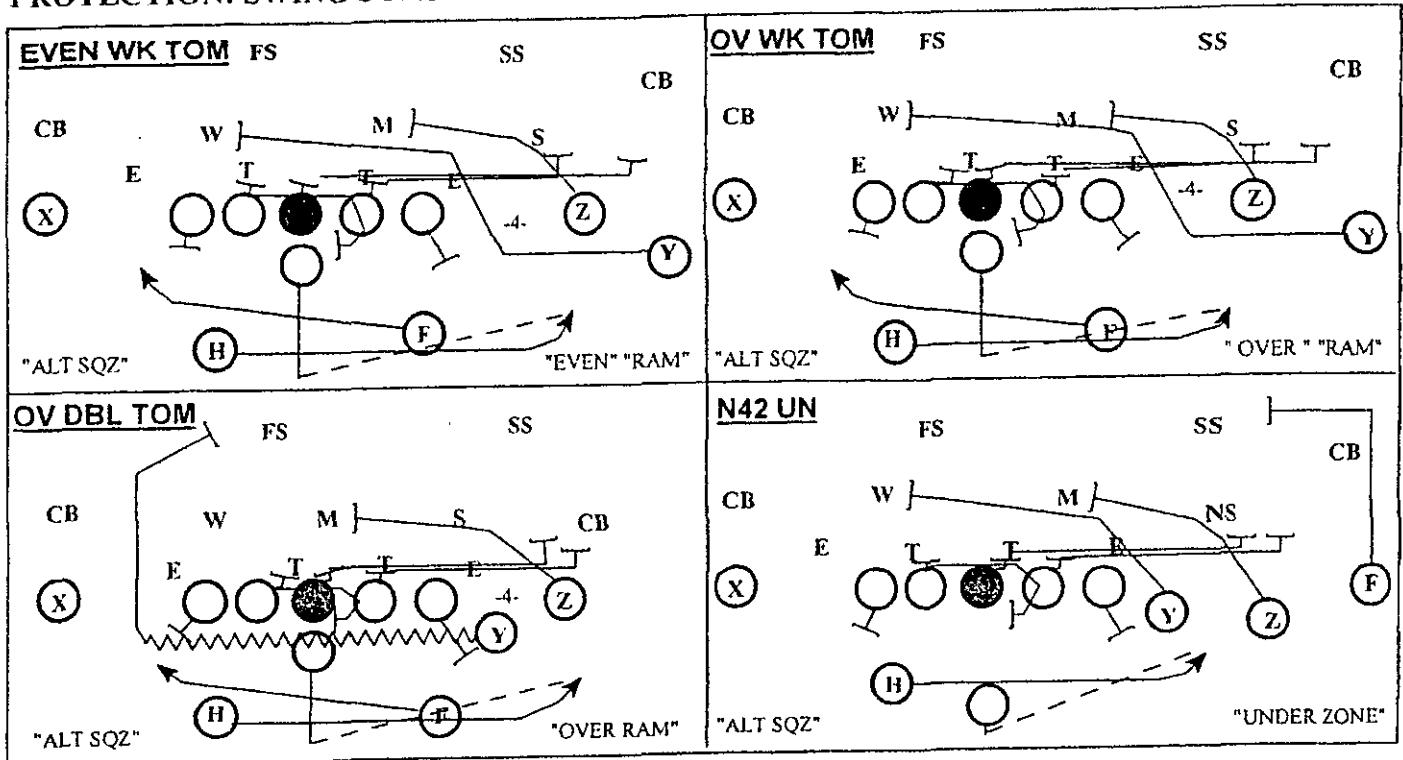
"SPREAD RT  
62 , 62"



"SPREAD RT  
62 , 62"



# PROTECTION: SWING SCREEN RT TO H



## DESCRIPTION:

A misdirection Screen designed to attack Man to Man coverage.., this is a 1 1/2 count screen.

NOTE: Swing Screen Protection is a 4 Down and M Protection.

**QB**

Back pedal 5 step drop mechanics - Speed up timing vs. Pressure!

**F**

Low altitude Scat Wide.

**H**

Scat Wide.

## BACKSIDE

Block Mike Pro, alert Ram/Lion, Zone, Squeeze and Hole, you are the Rat Killer.

Block Mike Pro, Alert Squeeze vs. any threat A or B Gap.

Cutoff near Safety.

## CALLSIDE

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

Overset DE, you are stick.

Eliminate Shallow Cross, Block the Will on second count.

inf. sam and block hook area defender.

**C**

**G**

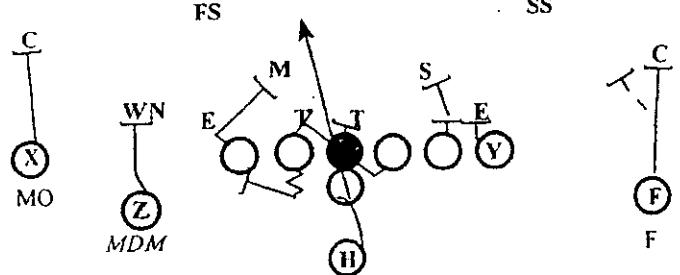
**T**

**Y**

**Z**

I 31

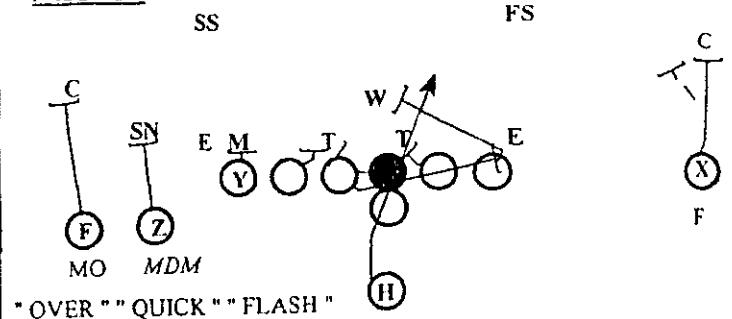
N42 UND



" UNDER " " I " " C "

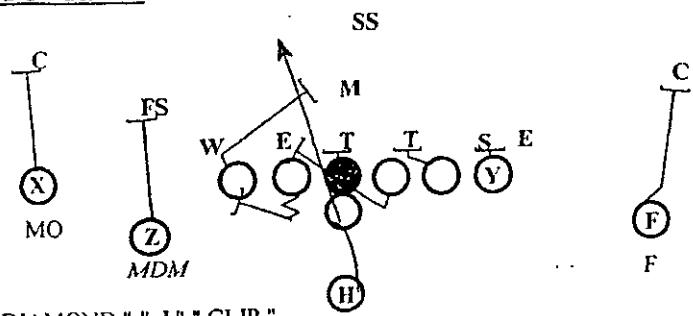
I 30

N42 OV PT



" OVER " " QUICK " " FLASH "

N42 OV DIA PT



" DIAMOND " " I " " CLIP "

# TRAINING CAMP DAY 6 INSTALL

## 3 BASE RUNS

I 30 TRAP	(R/D/H) 0 WK SLOT FAT
RJDE 30 (10) GUT	(R/D) 0 (WK)
RIDE 35 WK "KILL" TOSS 38 GATOR	(R/D/B3) 0 TRUMP
SPRINT 38 TED SPOT "KILL" RIDE 35 WK	(R/D/H) 0 OUT

## PASS

### 2 MINUTE 2X2

HALF-GUN SPREAD RT.	62 KEY WINSTON
HALF-GUN SPREAD RT	62 KEY ALL GO
HALF-GUN SPREAD RT	62 KEY Y SCISSORS CROSS
HALF-GUN SPREAD RT	62 KEY DO IT DOMINO
HALF-GUN SPREAD RT	QK 62 OHIO (RETURN)
HALF-GUN SPREAD RT	NICKEL 40

HALF-GUN TRIPS RT	82 DOUBLE Q (GO, SQUARE OUT)
HALF-GUN TRIPS RT	82 F DIG
HALF-GUN TRIPS RT	82 Z SPINNAKER
HALF-GUN TRIPS RT	62 KEY ALL GO SPECIAL

### ADDITIONAL 2 MINUTE CALLS

HALF-SPREAD RT	CLOCK IT
HALF-SPREAD RT	WATCH IT
HALF-SPREAD RT	99

<u>LAST 6</u>	
HALF-GUN JET RT	QK 62 OSCAR
HALF-GUN JET RT	62 CAFÉ X Q
HALF-GUN JET RT	62 F INDIGO SPECIAL
HALF-GUN JET RT	62 BUCKEYE
HALF-GUN JET RT	52 JUMP BALL
HALF-GUN JET RT	73 VALLEY RANCH

## DROP BACK

QK 74 Y STICK TOSSER	(R/D/B3) (SHIFT) (GUN) EMPTY RT
QK 74 COUGAR	(R/D/B3) (SHIFT) (GUN) EMPTY RT

## PLAY ACTION

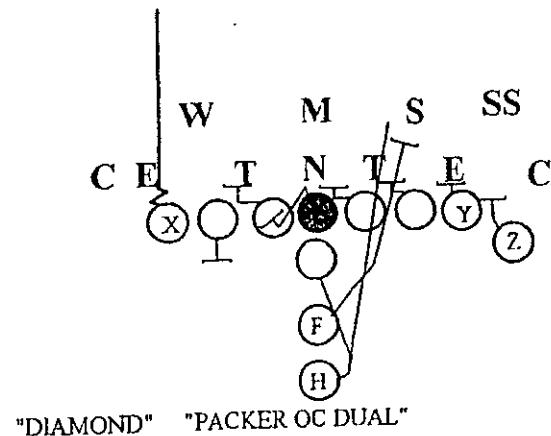
SLANT 331 BONG BOOT RT	(R/D) 0 STR ZING
------------------------	------------------

## SCREEN

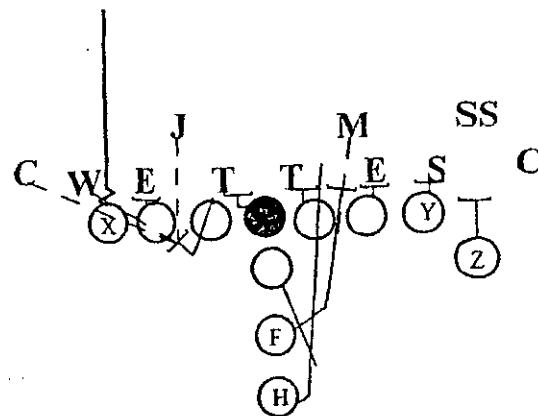
SWING SCREEN RT	(R/D/H) GUN TRIPS RT
-----------------	----------------------

# GL PASS: RIDE 130 POP PASS

53



62



## DESCRIPTION:

HARD BALL PLAY ACTION OFF OF OUR WHAM SCHEME

Q

REALLY SELL THE FAKE... LOOK FOR X.  
RIDE STEPS.

F

GREAT FAKE, BLOCK 1ST BACKER OFF BALL.

H

GREAT FAKE..EXECUTE RIDE 130 PROT.

## BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

SLAM..RELEASE VERTICAL.  
SEE WLB'er OR JLB'er, PEEK HAT INSIDE.

## FRONTSIDE

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

BLOCK 52 PROT.

BLOCK 52 PROT.

BLOCK 1ST DEFENDER OFF TE's BUTT.

C

G

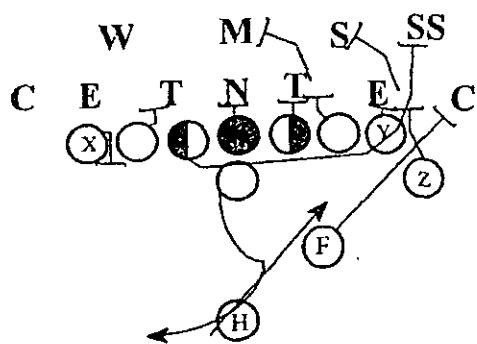
T

Y

X/Z

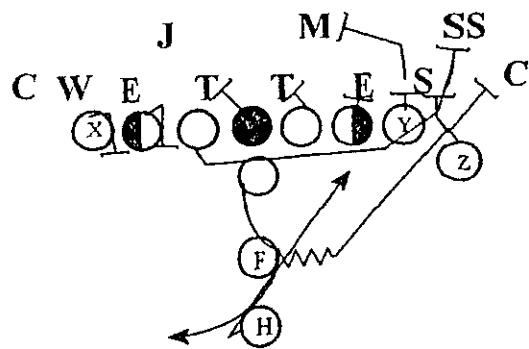
# RUN: JAB 36 LOAD POWER

53



" DIAMOND " " QUAD " " DEUCE " " CLIP "

62



" EVEN " " QUAD "

## DESCRIPTION:

STRONG SIDE SEPARATION PLAY, RUN IT OFF THE DBL. TEAM.

Q

JAB STEPS - REVERSE OUT SKIP STEP TECH. STAY THIN ALLOW BACK A GAP CUT.

F

BLOCK 1ST DEFENDER OUTSIDE OF QUAD BLOCK ON LOS.

H

DROP STEP, SET TRACK AT OUTSIDE LEG OF TACKLE.

## FORMATION:

## BACKSIDE

PULL AND BLOCK ADJUSTER OR 1ST COLOR, MAKE IT RIGHT.

ALERT CLIP, CAT, BLOCK END.

ALERT MAN CUT OFF.

## FRONTSIDE

C

COVERED = STICK, UNCOVERED = BACK.

G

ALERT DEUCE OR INSIDE GAP. SEE RUN THRU.

T

ALERT DEUCE OR MAN ON, POSS. TREY.

Y

ALERT QUAD, POSS. TREY, SEE RUN THRU.

X/Z

ALERT QUAD, TREY

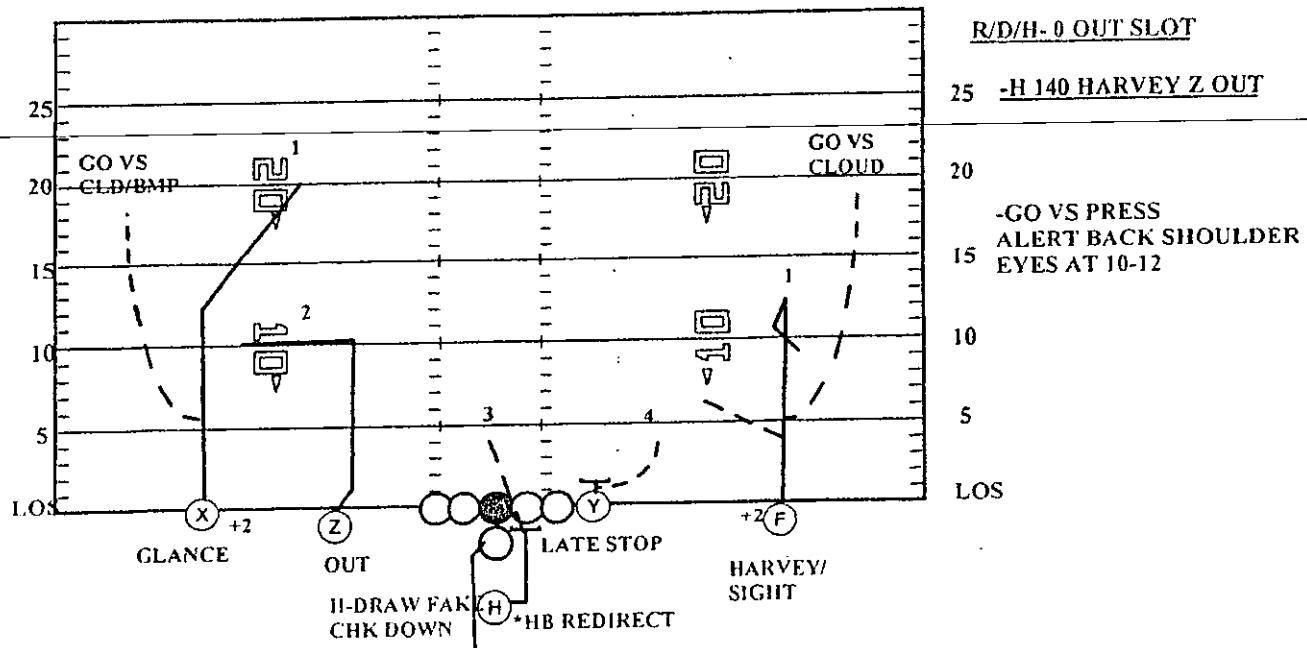
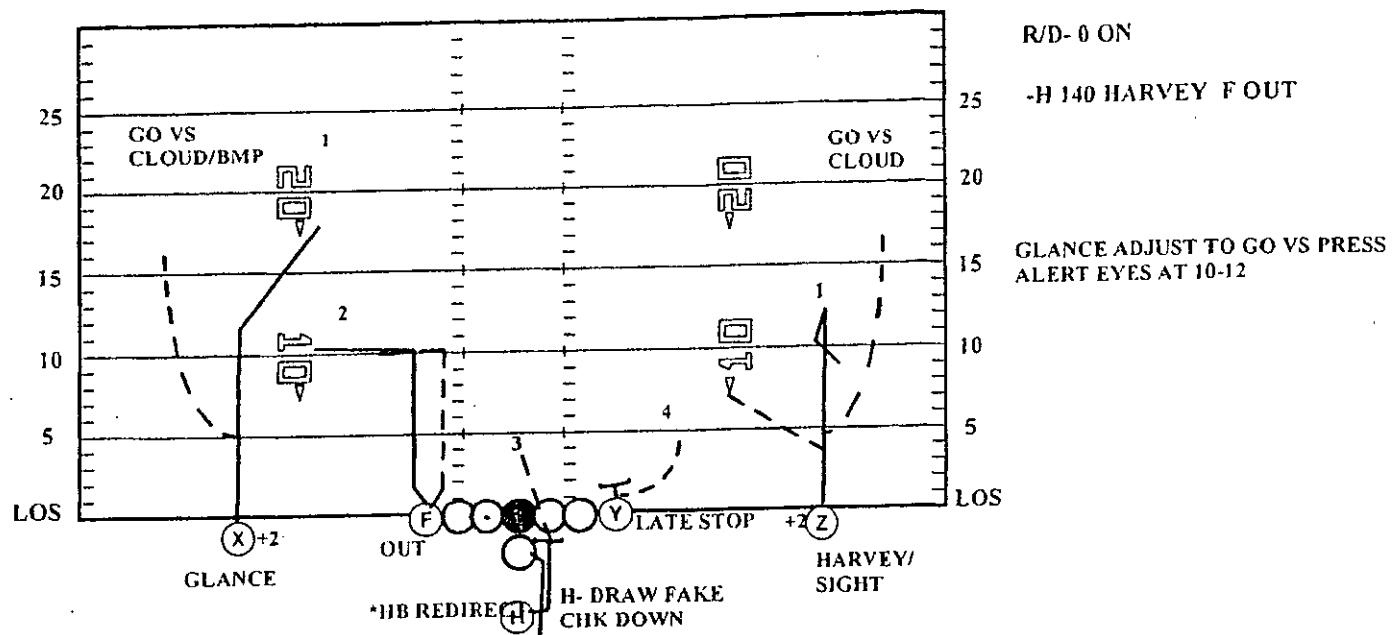
# **TRAINING CAMP DAY 10 INSTALL**

## **GOAL LINE RUNS**

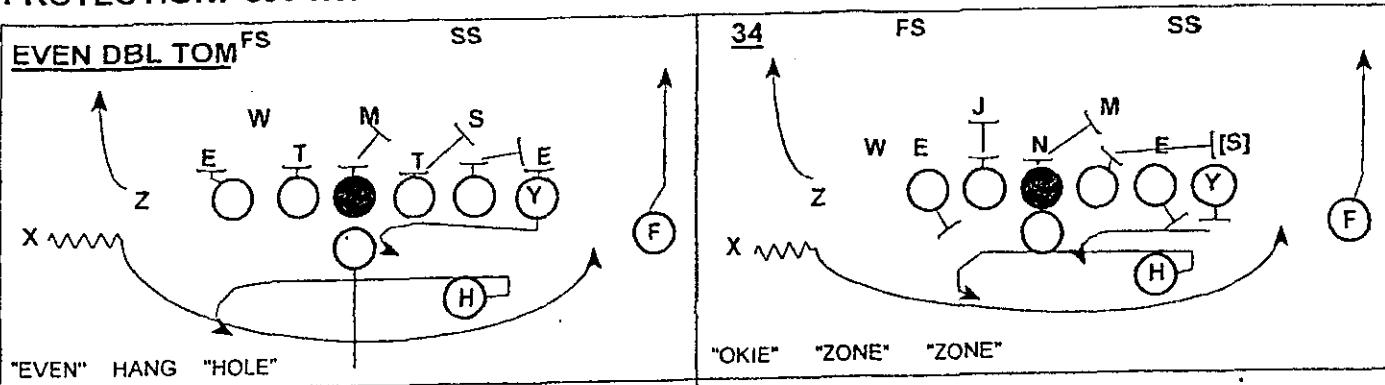
<b>SLASH 36/37 SLIP</b>	<b>(GL) (ZAC) 0</b>
<b>JAB 36/37 LOAD POWER</b>	<b>(GL) (ZAC) 0 STG.</b>

## **GOAL LINE PASS**

<b>RIDE 136 X FLAG</b>	<b>(GL) (ZAC) 1 (WK)</b>
<b>RIDE 130 POP PASS</b>	<b>(GL) (ZAC) 0</b>
<b>RIDE 136 ALL CROSS</b>	<b>(GL) (ZAC) 0</b>



**PROTECTION: 580 WISCONSIN SC RT TO Y**



**DESCRIPTION:**

This is a dropback 2 Ct. Screen off of our 80 (81) Protection.  
Speed up count vs. Blitz..

Q  
B  
F  
H

**BACKSIDE**

**SCREEN SIDE**

C  
G  
T  
Y

# TRAINING CAMP DAY 9 INSTALL

## DROPBACK

62 YOGI	(R/D/B3) 0 TRUMP FAP
62 X BISON	(R/D) 0 STR
80 SLUGGO SEAM	(R/D/H) 0 OUT SLOT

## PLAY ACTION

H-140 F/Z OUT	(R/D) 0 ON
	(R/D/H) 1 OUT SLOT
258 Y DIG	(B3) 1 TRUMP FAP
258 PUMP	(H) GUN TRIPS RT

## SCREEN

WISCONSIN SCREEN Y

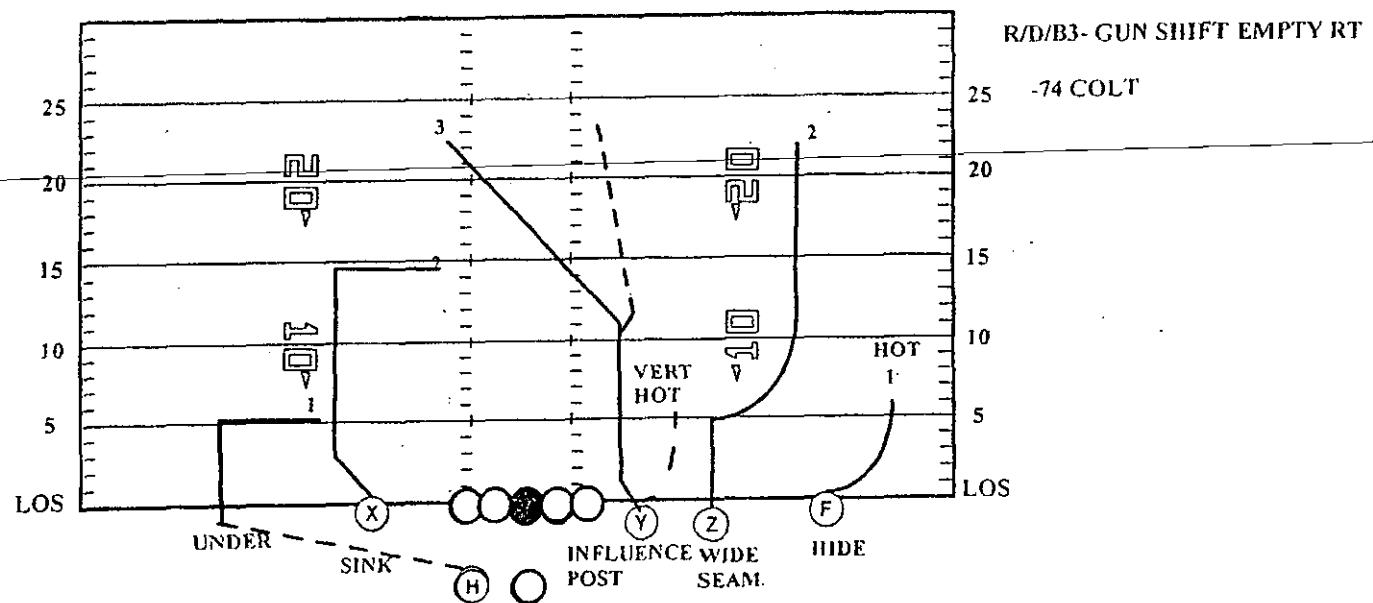
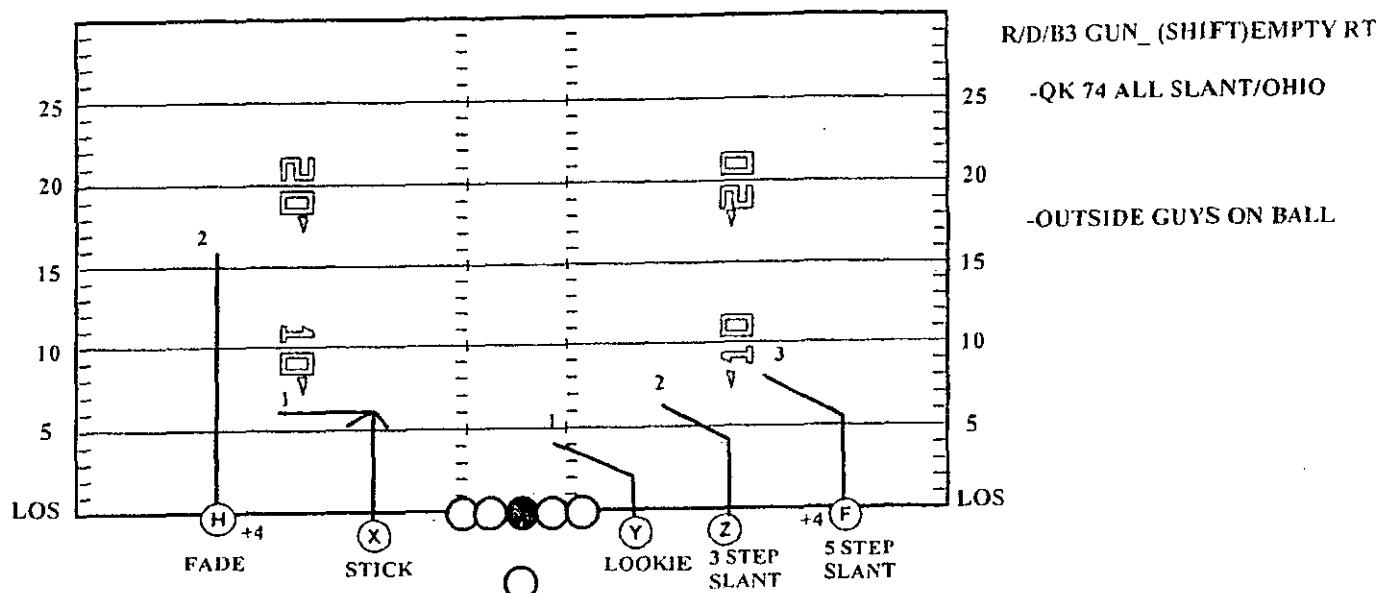
## SPECIAL

238 SCUBA	(R/H) 0 OUT OPEN
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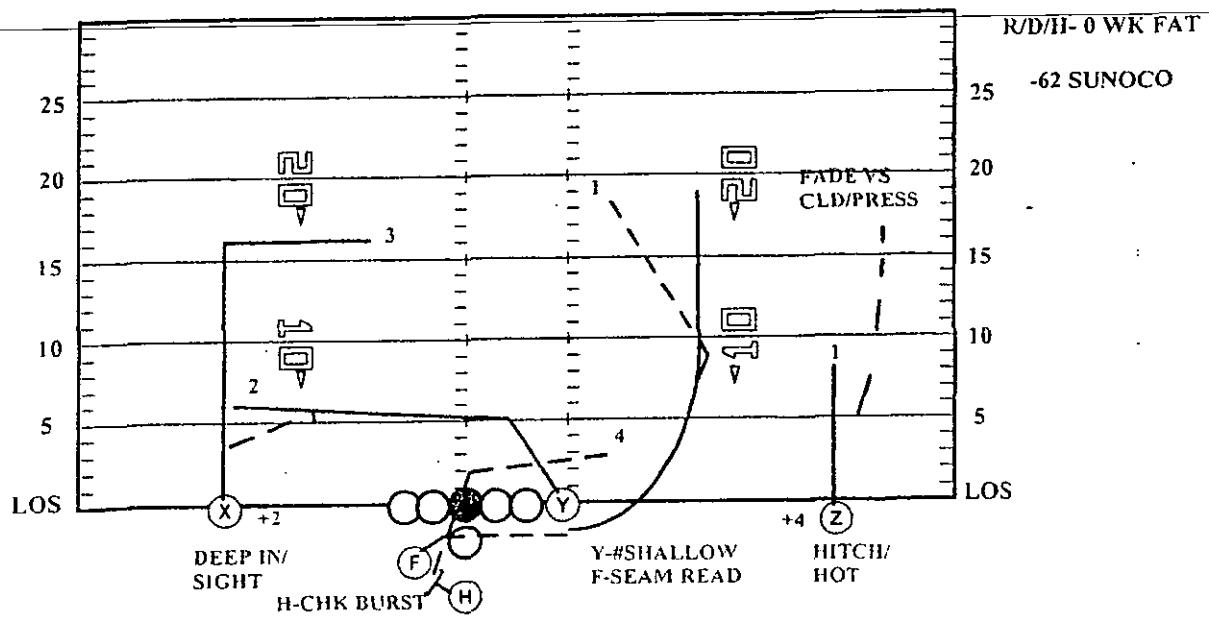
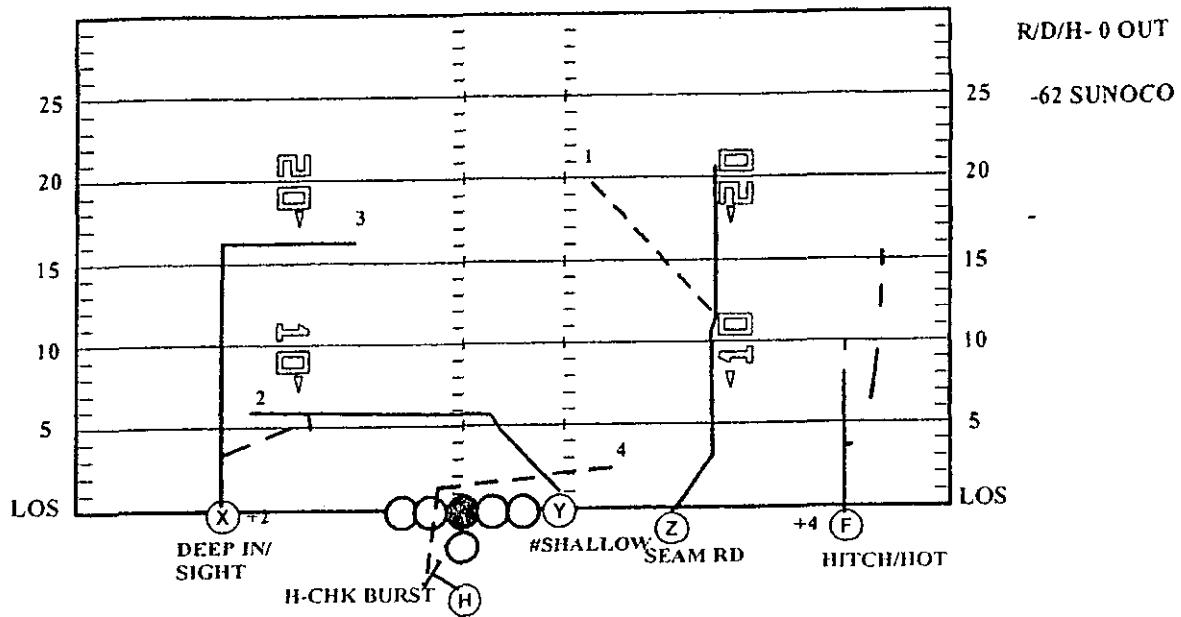
## DIAMOND PACKAGE

RIDE 35/34 BASE	(WK) "WILLIE"
JAB 36/37 POWER	(STR) "JUICE"
SLASH 36/37 G	(1 BACK) "GEORGIA"
SWING SCREEN	(2 BACK PASS) 0 "RIVER RT" "LAKE LT"

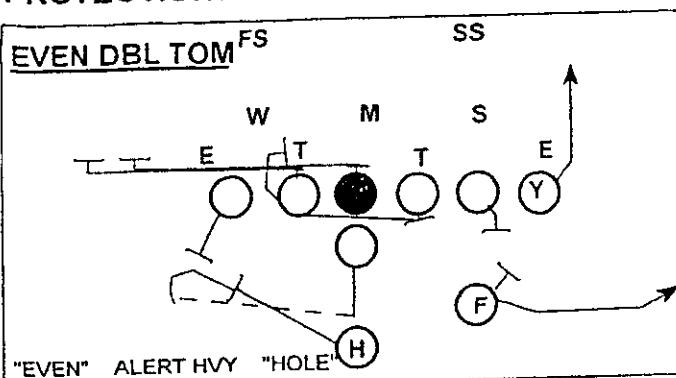
## 74 EMPTY- ALL SLANT/OHIO, COLT



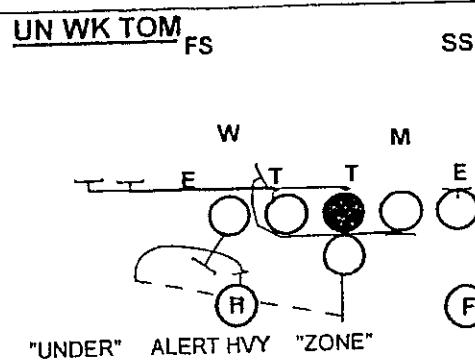
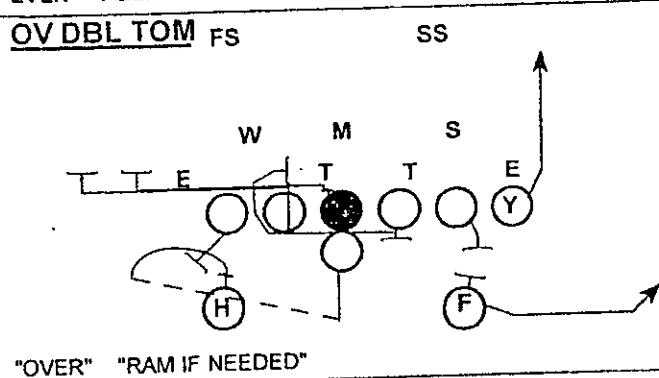
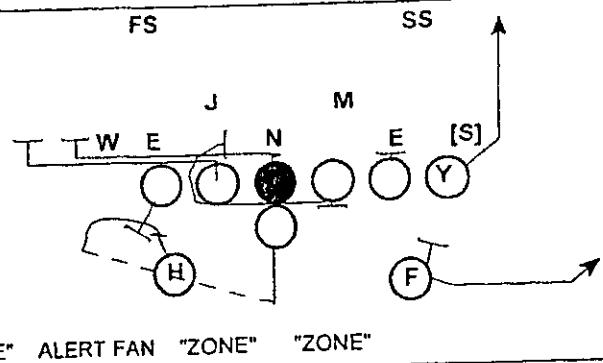
# 62 SUNOCO



## PROTECTION: 582 SCREEN LT to HB



34



### DESCRIPTION:

This is a dropback 3 Ct. Screen Weakside off of our 82 (83) Protection. Speed up count vs. Blitz..

QB

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

F

Check Sam Run wide route, Alert Heavy.

H

Check Will TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF THE GUARD - ALT HEAVY.

## BACKSIDE

Block 82/83 Pro, you are a Rat Killer.  
CP: Vs. Under or 34 look to take over NG, then release into Screen.

Block protection called.

Run route called, block assigned defender

## SCREEN SIDE

C

Block 82/83 Protection, use 1st Out, 2nd Out rules.

G

Block 82/83 Protection, use 1st Out, 2nd Out rules, Alert Heavy.

T

Block protection called, Overset DE, you are Stick.

Y

## TRAINING CAMP DAY 8 INSTALL

### DROPOBACK

62 ALL GO SPECIAL (TWIST)	(R/D/H) 0 OUT
	(R/D/H) 0 WK FAT
62 SUNOCO	(R/D/H) 0 OUT
	(R/D/H) 0 WK FAT
82 HANK (GLANCE)	(R/D/B3) 0 STR
74 ALL SLANT/ OHIO	(R/D/B3) GUN (SHIFT) EMPTY RT
74 COLT	(R/D/B3) GUN (SHIFT) EMPTY RT
90 SCAN DBL SQUARE OUT	(R/D/H) 0 STR

### PLAY ACTION

K-136 Y RAZOR	(R/D) 0 STR NASTY
K-136 Z SNAG	(R/D) 0 STR
228 THROWBACK	(H) TRIPS RT

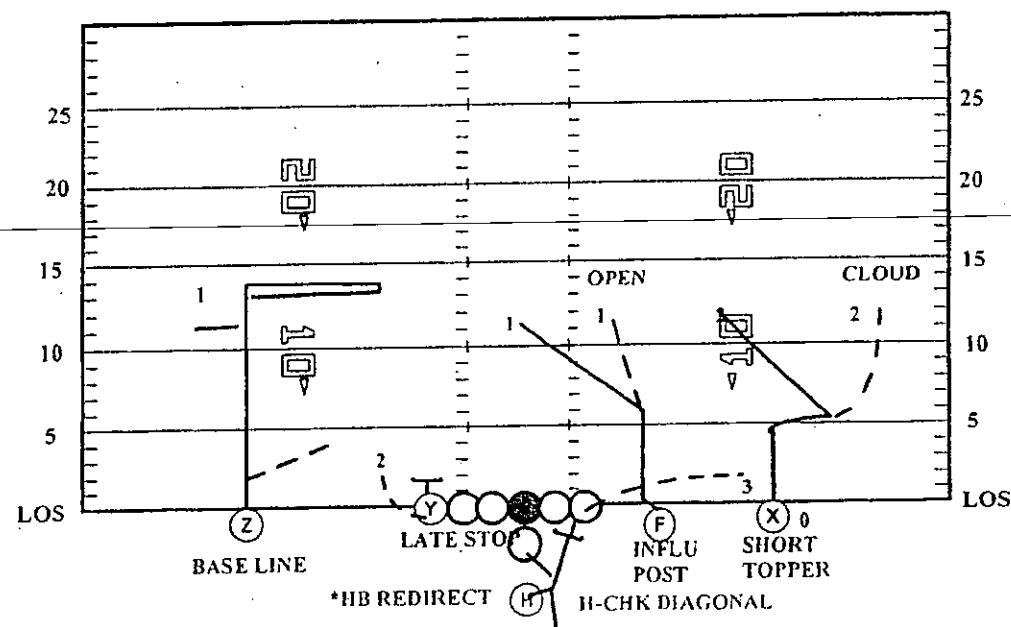
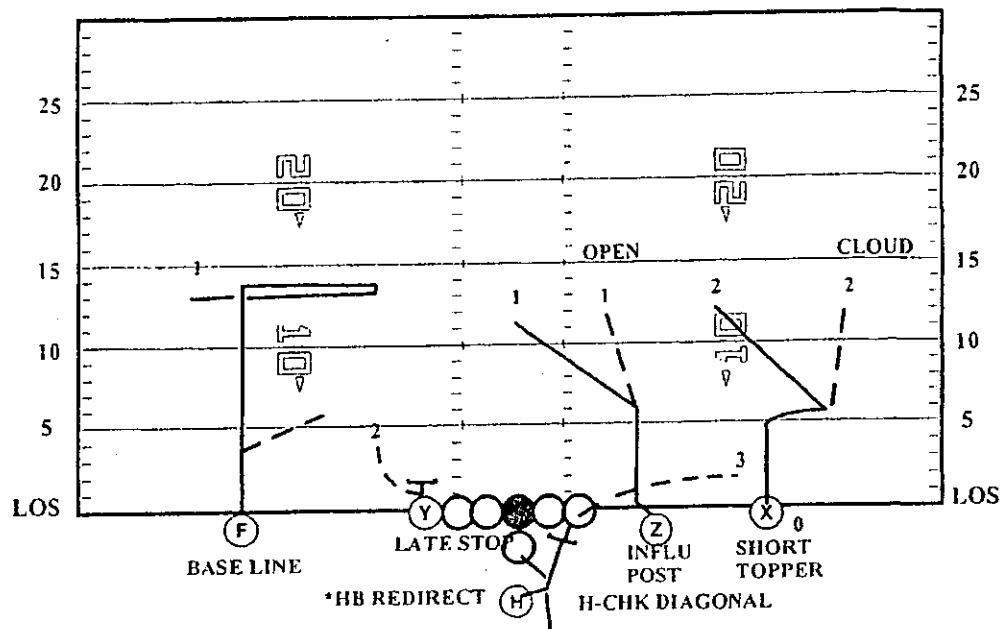
### SCREEN

582 DBL SCREEN RT	(R/D) 0 STR
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### SPECIAL

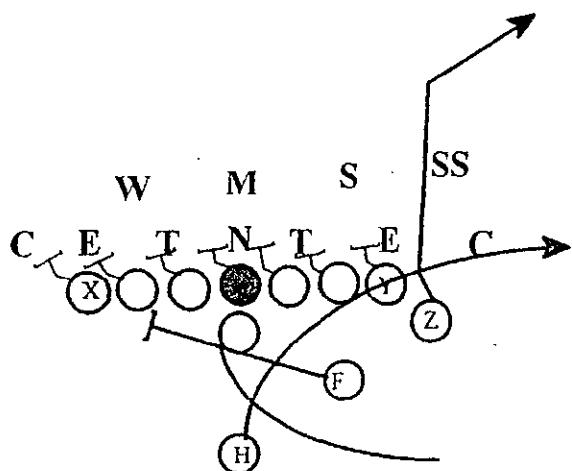
JAB 36 POWER Z BEHIND LT (R/D)	(R/D) 0 STR ZING
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# TITE RED- SHORT TOPPER



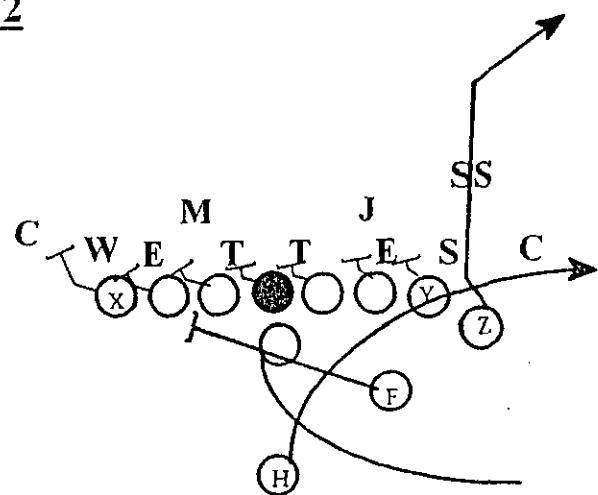
## GL PASS: SLANT 331 STAY BOOT RT

53



"DUMBO"

62



"DUMBO"

### DESCRIPTION:

PLAY ACTION OFF THE BONG PLAY, THE QB HAS A RUN PASS OPTION, USE SLANT FOOTWORK.

**Q**

SLANT FOOTWORK, STAY ON THE MOVE, YOU HAVE RUN PASS OPTION.

**F**

FAKE UNDERNEATH THRU B GAP

**H**

FREE RELEASE DIAGONAL, FUNNEL END MAN INSIDE.

### BACKSIDE

REACH BACKSIDE A GAP

REACH BACKSIDE B GAP

REACH BACKSIDE C GAP

**C**

REACH FRONTSIDE A GAP

**G**

REACH FRONTSIDE B GAP

**T**

REACH FRONTSIDE C GAP

**Y**

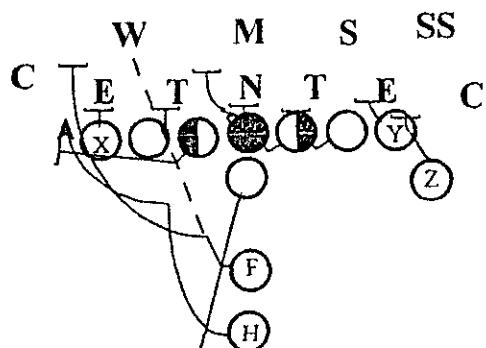
REACH FRONTSIDE D GAP

### FRONTSIDE

**Z/X**

# RUN: RIDE 39 (38) G

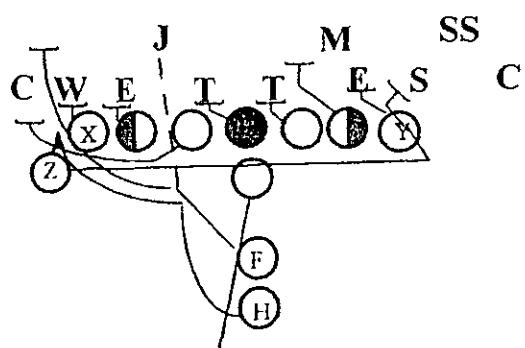
53



"DIAMOND"

"TAG" ALERT CLIFF "AB" DUMBO"

62



"EVEN"

"DUMBO"

## DESCRIPTION:

A RIDE PLAY WEAK PULLING PLAYSIDE GUARD,  
WITH LEAD BACK BLOCKING.

Q

OPEN TO HOLE AT 5:00 O'CLOCK (7:00)  
SECOND STEP ADJUST, PUSH BALL DEEP TO  
BACK.

F

ENTER OFF FRONTSIDE GUARD TECH TRAP OR  
LOG AND BLOCK 1ST BACKER OFF BALL.

H

OPEN CROSSOVER , READ 6 / 7 HOLE THRU  
BOUNCE OR CUTBACK.

## FRONTSIDE

COVERED-BLOCK MAN , AB , DUMBO.  
UNCOVERED-REACH PLAYSIDE GAP. ALERT  
BOSS AND CLIFF CALLS.

PULL AND BLOCK 1ST DEFENDER OUTSIDE OF  
TE'S BLOCK WITH TRAP OR LOG TECHNIQUE.

BLOCK MAN ON. UNCOVERED BLOCK DOWN.  
ALERT TAG CALLS.

BLOCK MAN ON. TIGHT FOOTWORK

## BACKSIDE

C

COVERED-CUTOFF  
UNCOVERED--ALERT A, B, AB , DUMBO.

T

BLOCK INSIDE GAP  
VS. 6-2 GET TO BACKSIDE LB , DUMBO.

Y

CUTOFF-ALERT C, SUP , MAN, D CALLS ,  
DUMBO

X/Z

CUTOFF, ALERT D , DUMBO.

# TRAINING CAMP DAY 7 INSTALL

## RUNS

RIDE 34 WHAM (0)	(GL) (ZAP) 0
RIDE 39 G	(GL) (ZAP) 0
TOSS 38 BOSS	(GL) (ZAP) 0 STR

## PASS

SLANT 331 BONG BOOT RT	(GL) 0 STR
SLANT 134 SELL IT Z SLIDE	(GL) 0 STR

## TITE RED

RIDE 135 STAY X/Z POP	(R/D) 0 WK
RIDE 135 STAY X SHORT TOPPER	(R/D/H) 1 OUT SLOT, 1 HALF
JAB 335 CTR NAKED RT	(R/D) 0 ON FAP

**P**REVENT (P) ALL COVERAGES WITH 8 DEFENDERS INVOLVED. USE A SINGLE DIGIT FOR REGULAR AND DOUBLE DIGITS FOR SUB

**VARIATIONS:**

1. P 2 2 DEEP, 6 UNDER
2. P 3 3, DEEP, 5 UNDER
3. P4 4 DEEP, 4 UNDER

**SUB COVERAGE**

WE USE SUB COVERAGE RULES ANYTIME THE DEFENSE HAS FIVE OR MORE DEFENSIVE BACKS ON THE FIELD. IT IS CALLED THE SAME AS REGULAR EXCEPT WE USE DOUBLE DIGITS TO TELL US THE SUB COVERAGE. THUS A COVER 3 WOULD BECOME 33 COVERAGE.

**EXAMPLES:**

- |    |           |
|----|-----------|
| 00 | PLUS TAGS |
| 11 | PLUS TAGS |
| 22 | PLUS TAGS |
| 33 | PLUS TAGS |
| 44 | PLUS TAGS |
| 55 | PLUS TAGS |
| 66 | PLUS TAGS |
| 77 | PLUS TAGS |

## COVERAGE

COVERAGE WILL BE DESCRIBED WITH THE USE OF NUMBERS AND WORDS. THE NUMBERS WILL TELL US THE BASE COVERAGE AND THE WORDS WILL TELL US THE VARIOUS TECHNIQUES USED WITHIN THE BASE COVERAGE.

**COVER 0 -** MAN TO MAN COVERAGE ON ALL RECEIVERS WITH NO FREE SAFETY IN THE POST AREA. THIS NORMALLY INVOLVES A 6 MAN Dog/ Blitz. SAFETIES CAN BE COMMITTED TO EITHER SIDE..

### VARIATIONS:

- |            |  |
|------------|--|
| 1. 0 DOG   | SIX MAN DOG WITH SAFETIES INVOLVED IN COVERAGE. NO SAFETY IS IN THE MOF. |
| 2. 0 BLITZ | 6 MAN BLITZ INVOLVING COMBINATION OF SAFETIES AND LB'S IN COVERAGE.      |

**COVER 1 -** MAN TO MAN COVERAGE ON ALL RECEIVERS WITH EITHER SAFETY FREE IN POST AREA. NORMALLY INVOLVES OUTSIDE TECHNIQUE ON INSIDE RECEIVERS. THE EXTRA COVER MAN CAN BE FREE, DOG OR DOUBLE.

### VARIATIONS:

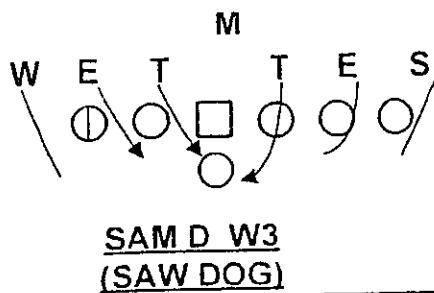
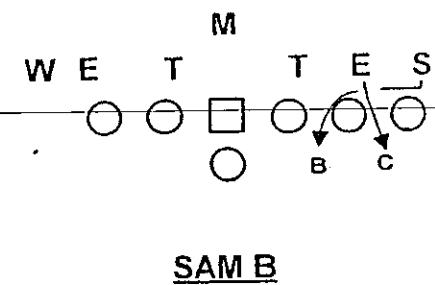
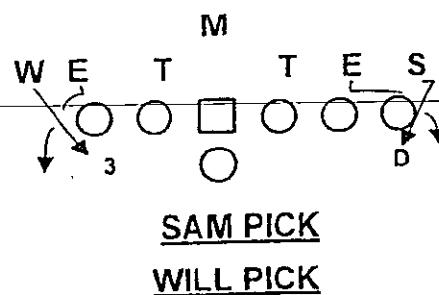
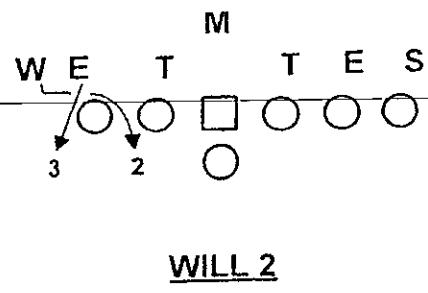
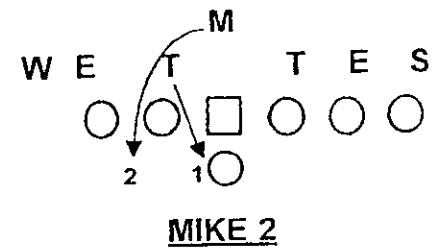
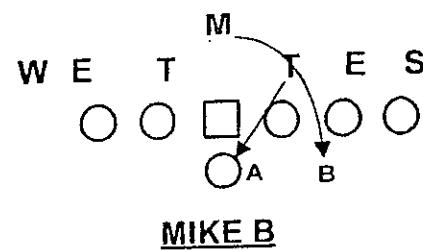
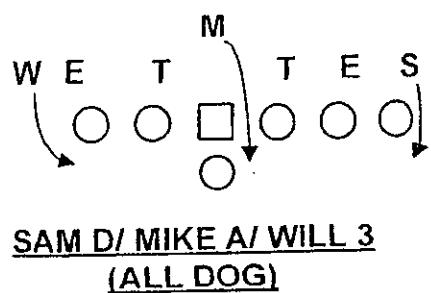
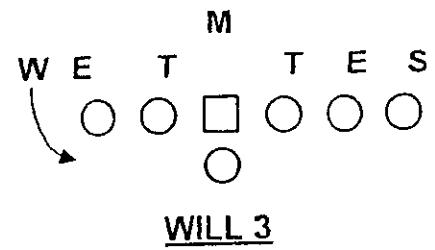
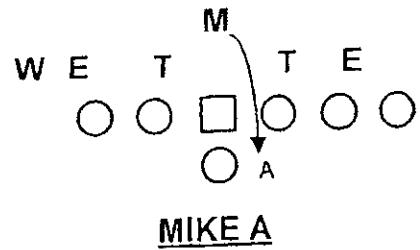
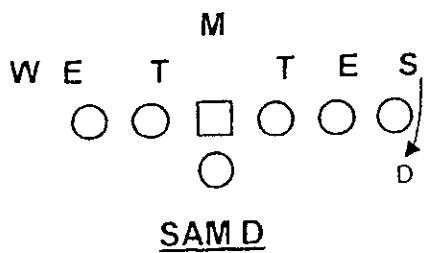
- |               |  |
|---------------|--|
| 1. 1 DOG      | A FIVE MAN DOG WITH A SAFETY REMAINING FREE IN THE MOF             |
| 2. 1 DOUBLE X | EXTRA SAFETY DOUBLES THE WEAKSIDE RECEIVER(X)                      |
| 3. 1 FUNNEL   | A LINEBACKER WILL BE FREE IN THE MIDDLE                            |
| 4. 1 ROBBER   | THE STRONG SAFETY WILL DROP INTO THE MIDDLE AND BE FREE UNDERNEATH |
| 5. 1 THIEF    | FREE SAFETY WILL DROP INTO THE MIDDLE AND BE FREE UNDERNEATH.      |

**COVER 2 -** THE SS AND FS EACH DROP TOWARD NUMBERS, COVERING HALVES OF THE FIELD. THE LB'ERS AND CORNERS WILL PLAY THE 5 UNDERNEATH AREAS IN ZONE COVERAGE. THIS WILL ALSO APPLY TO SLOT.

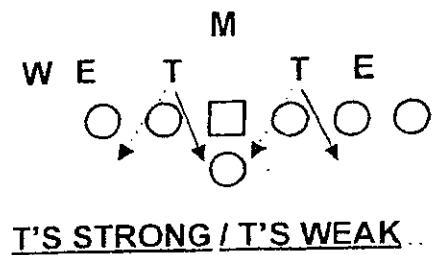
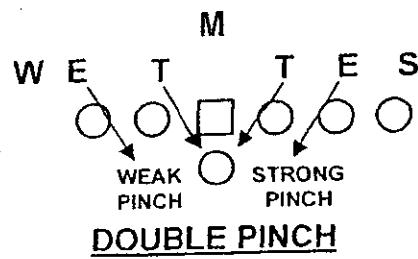
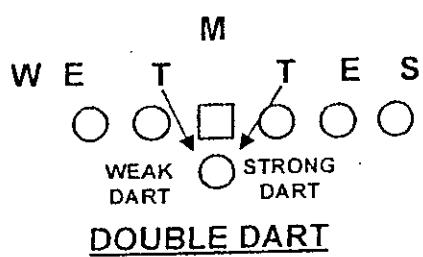
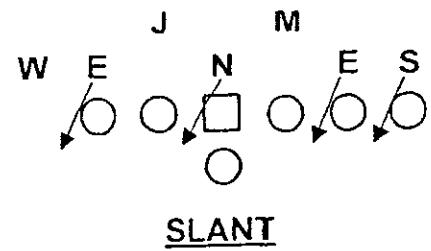
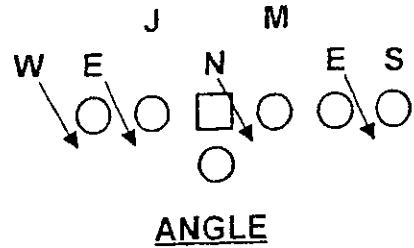
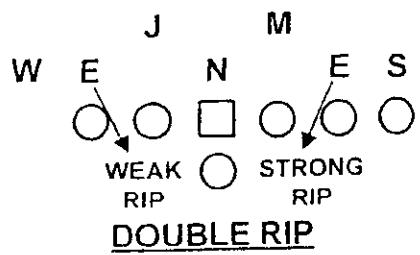
### VARIATIONS:

- |              |  |
|--------------|--|
| 1. 2 (LEACH) | TRADITIONAL 2 DEEP COVERAGE WITH LB OR DB CARRYING THE #2 RECEIVER VERTICAL. |
| 2. 2 MAN     | 2 DEEP WITH MAN/MAN TECHNIQUE BY 5 UNDERNEATH                                |
| 3. TAMPA 2   | VERTICAL DROP BY MIKE PLAYING 4 UNDERNEATH ZONE                              |

4-3 LINEBACKER DOGS



### LINE STUNTS



## LINE MOVEMENTS

### STUNTS:

Are single penetrations or double penetrations that do not cross, example: *Slant goes Strong to Weak, Angle goes Weak to Strong, . A 3-Technique ripping in the A Gap is called A Dart, these stunts can include 1 to 4 players.*

### TWISTS:

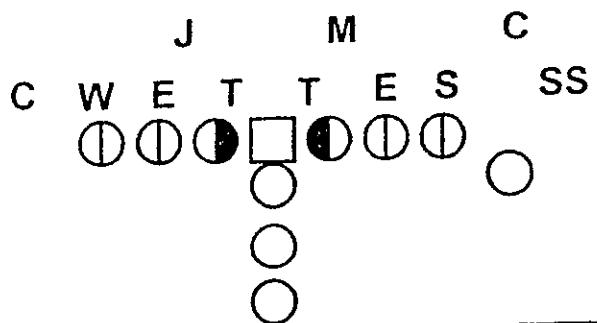
Are 2 Man movements that cross or loop, we tag the penetrator first then the looper. Example: *WE/T*, the End is the penetration, the T is the looper. You may have twists to both sides. Example: *DBL/TE, or a 3-Tech and 1 Tech Twist, STG T/T Twist.*

### GAMES

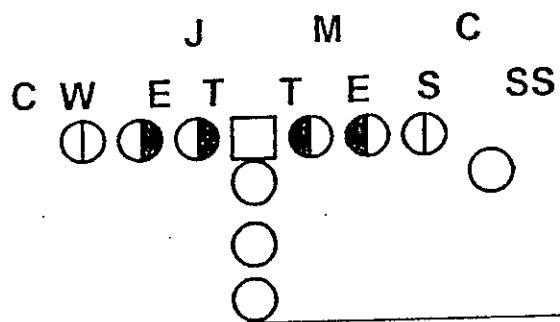
Are 3 or more men in one individual twist, all 3 or 4 players working in concert. Example: *WT/SE*

# GOAL LINE FRONTS

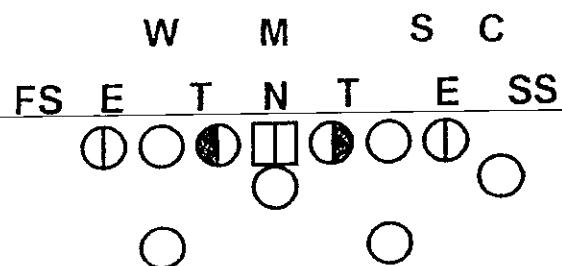
6-2



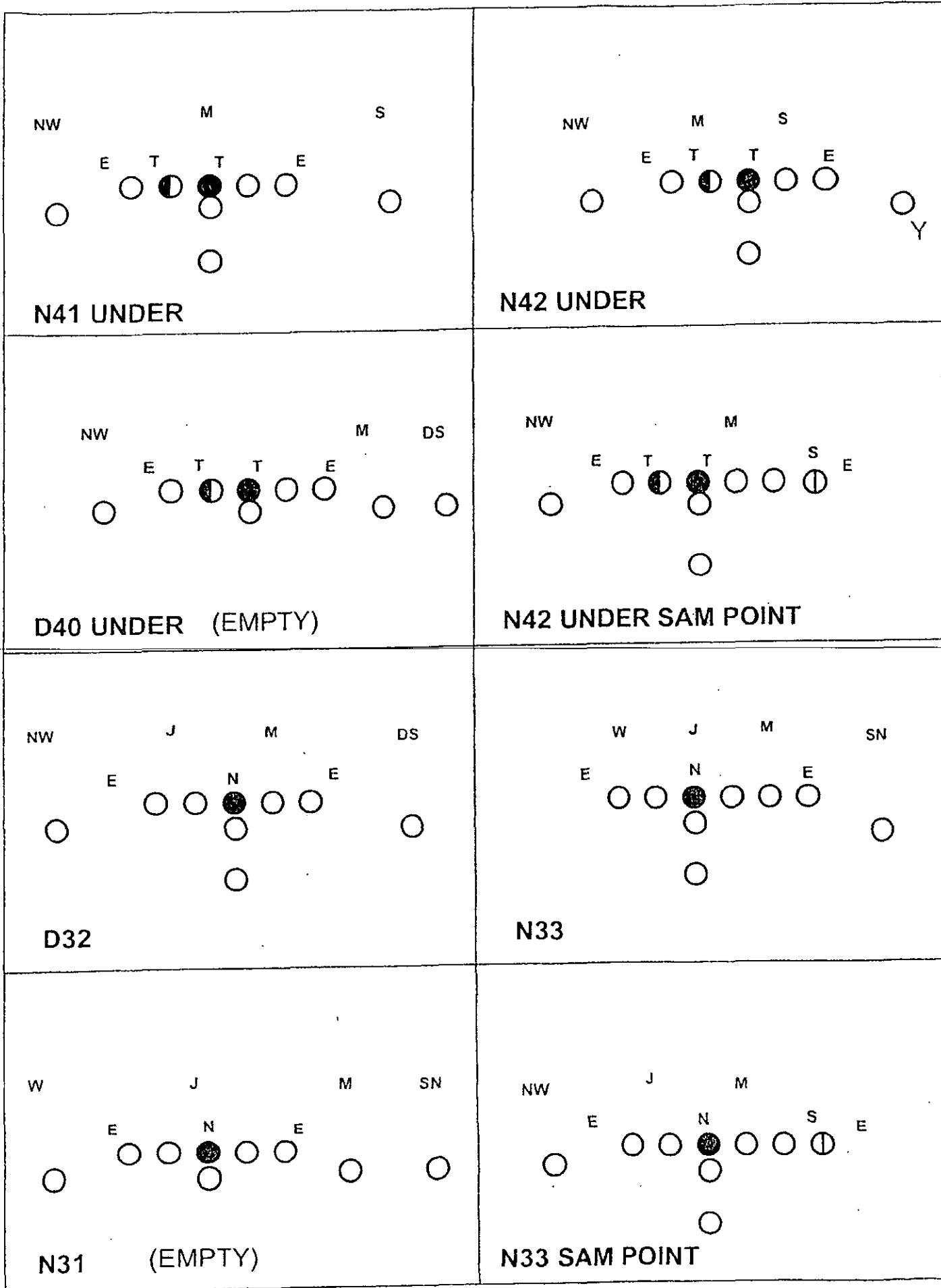
6-2 GAPS



5-3

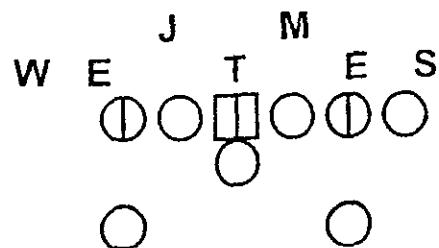


# SUB FRONTS CONTINUED

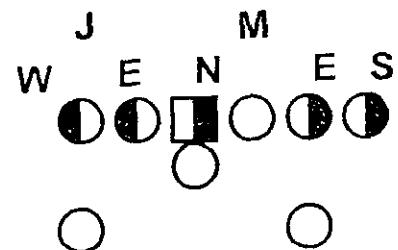


### 3 MAN LINE 3-4 FRONTS

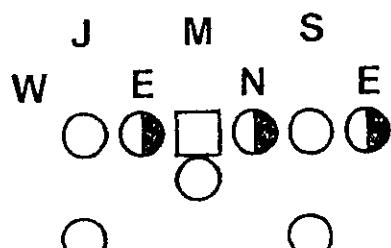
3-4



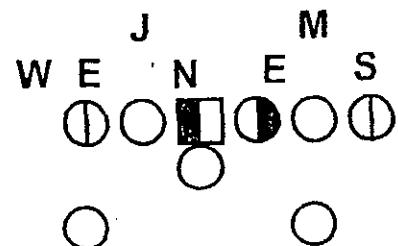
3-4 UNDER WEAK TOM



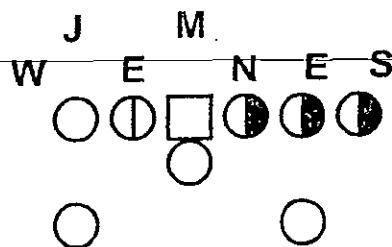
3-4 EVEN DBL TOM



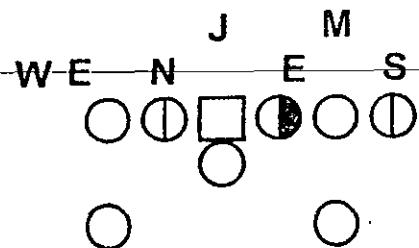
3-4 OVER STRONG TOM



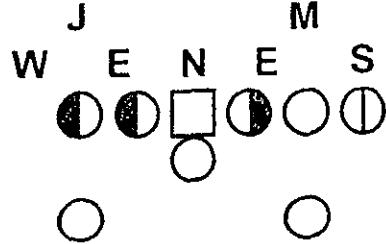
3-4 EVEN WEAK TOM



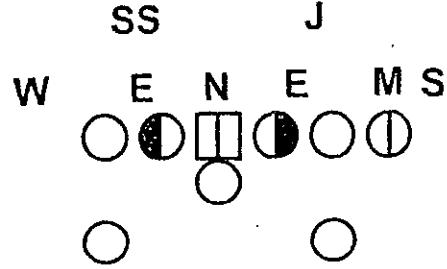
3-4 EVEN STRONG TOM



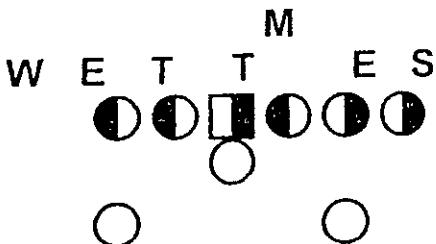
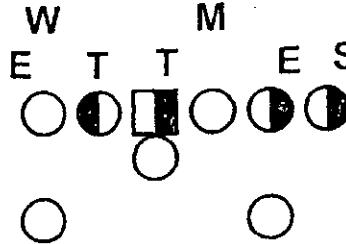
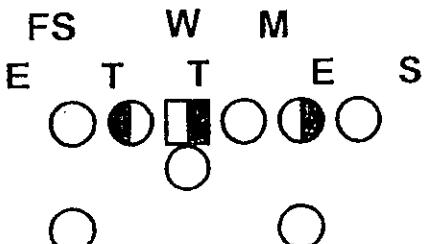
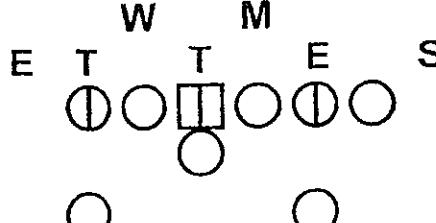
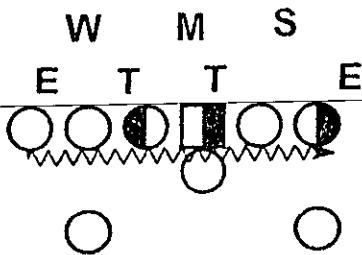
3-4 DIAMOND



3-4 DIAMOND POINT

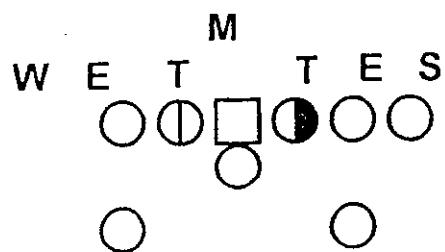


# 4 MAN LINE UNDER FRONTS

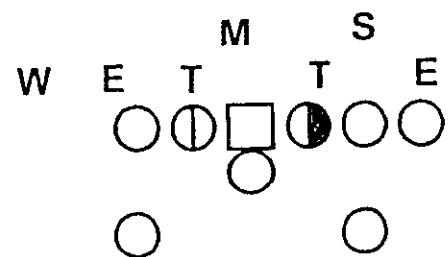
<b>UNDER</b> 	<b>UNDER WEAK TOM</b> 
<b>UNDER FIN</b> 	<b>UNDER TIM</b> 
<b>UNDER DOUBLE TOM</b> <small>* With Motion</small> 	

# 4 MAN LINE EVEN FRONTS

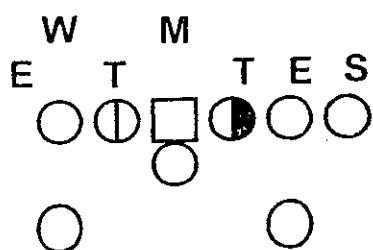
EVEN



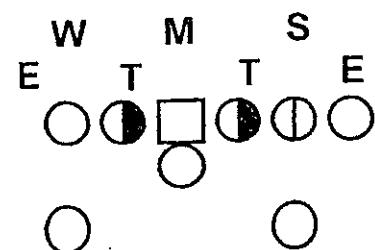
EVEN STRONG TOM



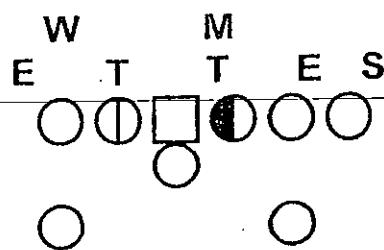
EVEN WEAK TOM



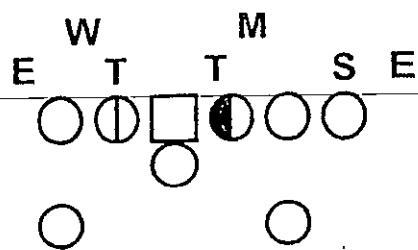
EVEN DBL TOM



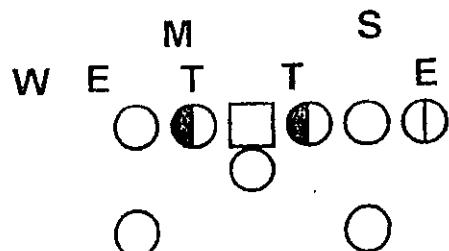
4-4 STRONG



4-4 STRONG SAM POINT



4-4 WEAK



## DEFENSIVE FRONT TERMINOLOGY

HIP	Outside LB aligned off the LOS on the hip of the DE.
MUG	Inside LB walked up on the LOS – his feet are even or inside DL.
OVER	Strong side reduction with a 3-Technique to strong side and a 1-Technique weak side.
POINT	Cover man on the Tight End with a defender outside the Tight End.
STEM	Defense shifts from one front to another during the cadence
TOM	LB'er in a tackle bubble position.
UNDER	Weak side reduction 3-Technique weak side, 1-Technique strong side.
WALK	LB in loose position between EMOL and slot or flexed receiver.
WIDE	Defensive Tackle aligned wider than normal in a 4 Eye in Over defenses.
OAKIE	3-4 Term used vs. 2 Guard Bubble.
3 DOWN	Sub Front with 2 Guard Bubbles.
DIAMOND	5 Down front with the interior three covered (Base or Sub).

## TECHNIQUE NUMBERING

9 6 7

5 4 4i

3 2 2i

1 0 1

2i 2 3

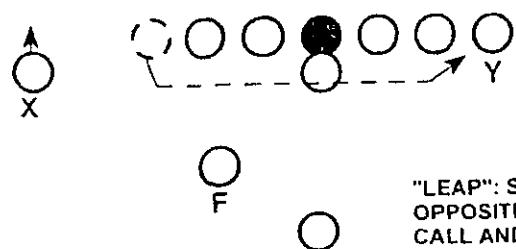
4i 4 5

7 6 9

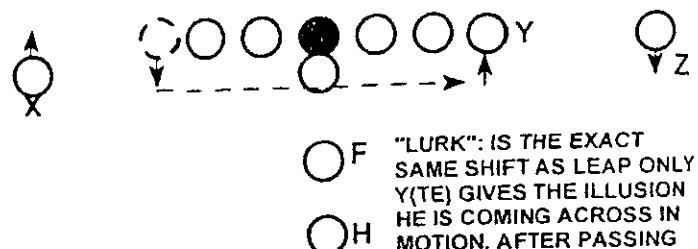
# **DEFENSIVE TERMINOLOGY**

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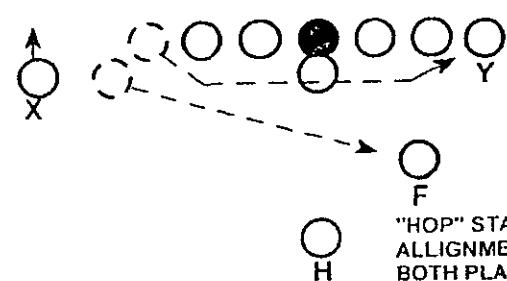
## SHIFT PACKAGE



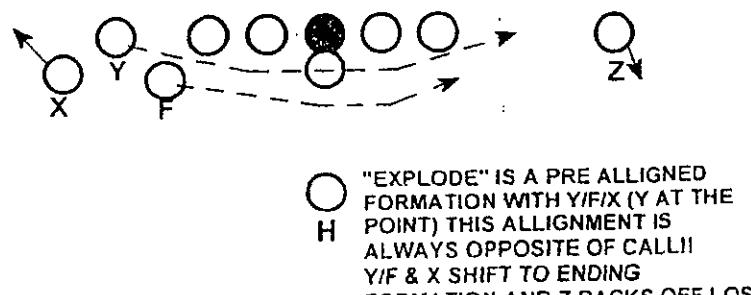
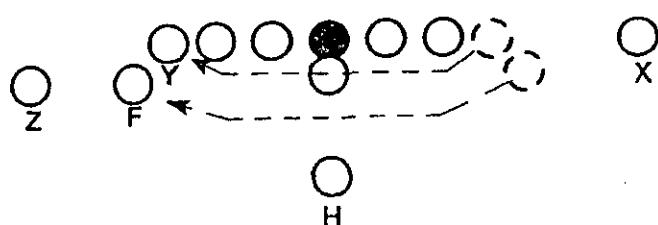
"LEAP": STARTS THE Y(TE)  
OPPOSITE OF STRENGTH  
CALL AND SIMPLY "LEAPS"  
HIM ACROSS TO CALLED  
POSITION!! (IMPORTANT TO  
DIRECT Z OFF LOS!!)



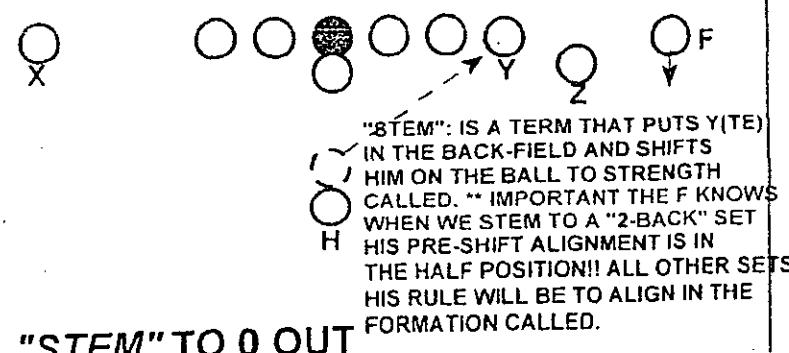
**O F** "LURK": IS THE EXACT  
SAME SHIFT AS LEAP ONLY  
Y(TE) GIVES THE ILLUSION  
HE IS COMING ACROSS IN  
MOTION. AFTER PASSING  
TACKLE HE SIMPLY SHIFTS  
BACK ON LOS!!



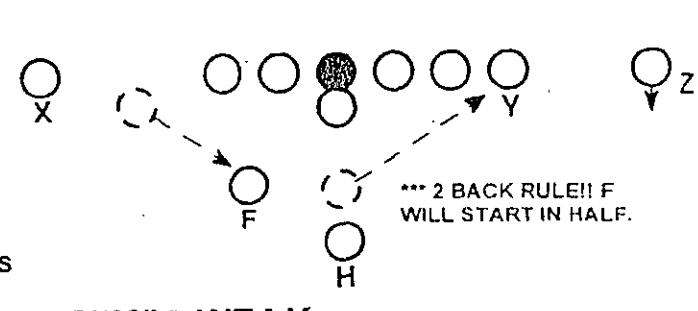
"HOP": STARTS Y & F IN A FLOOD  
ALIGNMENT OPPOSITE OF CALL.  
BOTH PLAYERS SHIFT TO FINAL  
FORMATION.



**O H** "EXPLODE" IS A PRE ALIGNED  
FORMATION WITH Y/F/X (Y AT THE  
POINT) THIS ALIGNMENT IS  
ALWAYS OPPOSITE OF CALL!!  
Y/F & X SHIFT TO ENDING  
FORMATION AND Z BACKS OFF LOS



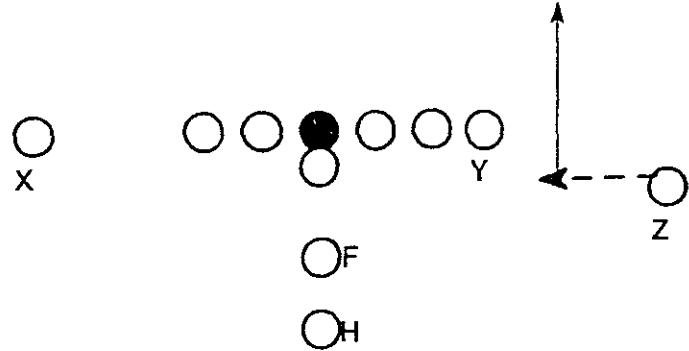
**H** "STEM": IS A TERM THAT PUTS Y(TE)  
IN THE BACK-FIELD AND SHIFTS  
HIM ON THE BALL TO STRENGTH  
CALLED. \*\* IMPORTANT THE F KNOWS  
WHEN WE STEM TO A "2-BACK" SET  
HIS PRE-SHIFT ALIGNMENT IS IN  
THE HALF POSITION!! ALL OTHER SETS  
HIS RULE WILL BE TO ALIGN IN THE  
FORMATION CALLED.



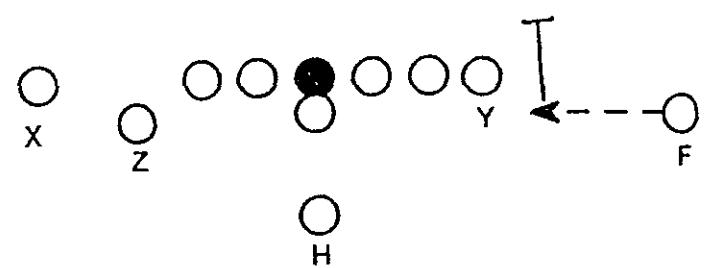
\*\*\* 2 BACK RULE!! F  
WILL START IN HALF.

### MOTION VARIATIONS

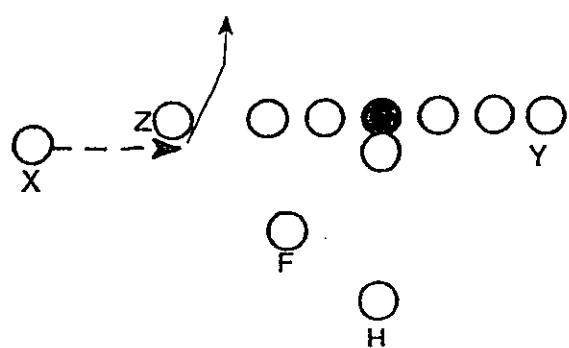
0 ZING



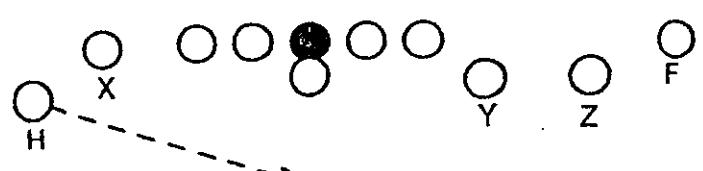
0 OUT SLOT FIP



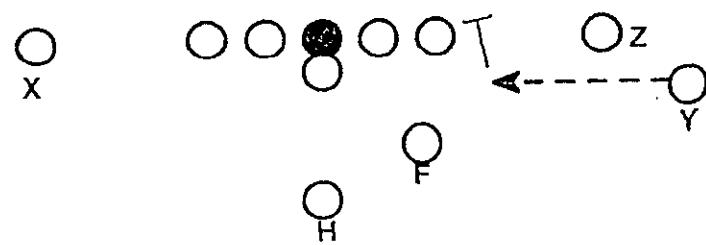
0 WEAK SLOT WING



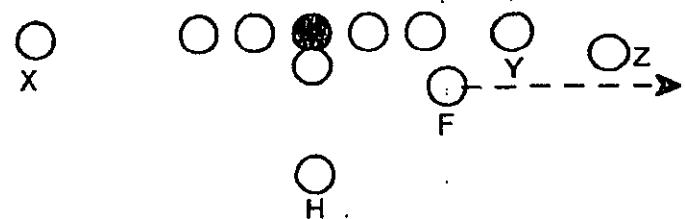
EMPTY RT HIP



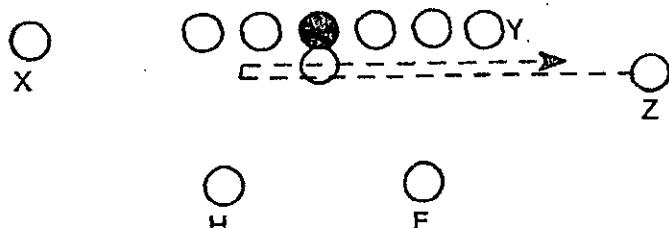
0 STONG WIDE YIP



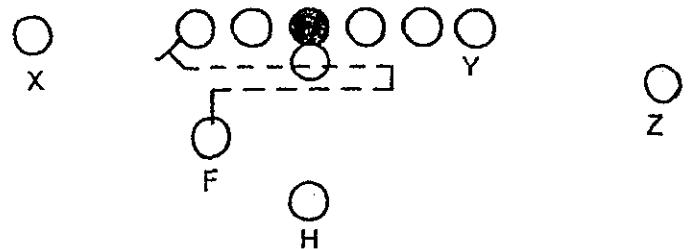
0 TRUMP FOOM



6 ZIG



0 WEAK FIG



## MOTIONS

### MOTIONS

1. Motion will be identified by determining the position to move and offering the first letter of that position to the type of motion.  
EXAMPLE: If Y moves across the formation, that is Yac Motion.
2. Our base system for motions include calling the formation first followed by the motion.  
EXAMPLE: 0 FLOOD FAC
3. An additional way for us to deploy motion would involve us calling the motion first "to" the ending formation.  
EXAMPLE: YAC TO 0 STRONG
4. X Motions will start with the letter W for easier pronunciation.

### TYPES:

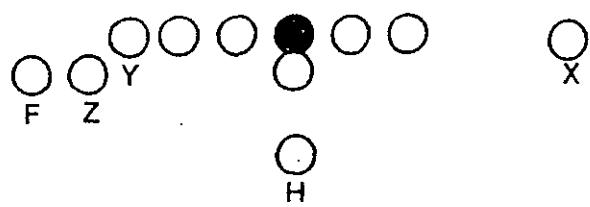
1. **AC** Motion across the formation
2. **AP** Motion across the formation to block.
3. **ING** Motion toward but not crossing the formation to release.
4. **IP** Motion toward but not crossing the formation to block.
5. **IG** Motion across the formation stopping at the far side guard and returning to original position (If we want motion to stop in the "I" we will say "I".  
Example: "FigI", "Yigi".)
6. **AX** Backfield motion to the X's side.
7. **AT** Backfield motion to the Y's side.
8. **OOM** Starts inside and motions away from the formation.

### EXAMPLES:

	<u>X (W)</u>	<u>Y</u>	<u>Z</u>	<u>H</u>	<u>E</u>
AC/AP	WAC/WAP	YAC/YAP	ZAC/ZAP	HAC/HAP	FAC/FAP
ING/IP	WING/WIP	YING/YIP	ZING/ZIP	HING/HIP	FING/FIP
AX/AT	***	***	***	HAX/HAT	FAX/FAT
OOM	WOOM	YOOM	ZOOM	HOOM	FOOM
IG	WIG	YIG	ZIG	HIG	FIG

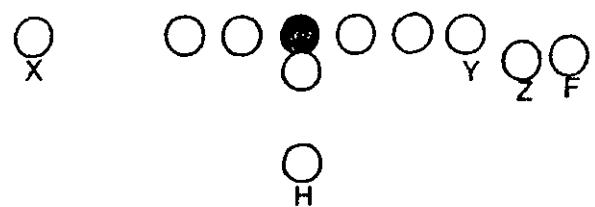
**BASE WORD FORMATIONS**

**LOAD LT**

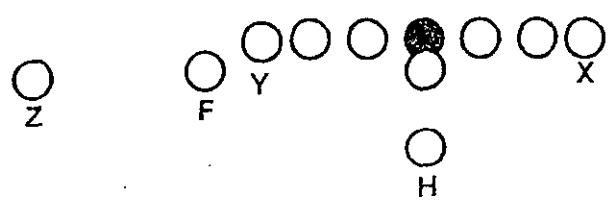


3X1 FORMATION WITH Y, Z & F IN 3 PT. STANCES.  
(USED PRIMARILY FROM NY/TEX PERS.)

**LOAD RT**

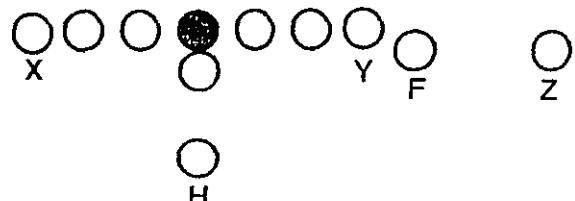


**HEAVY LT**

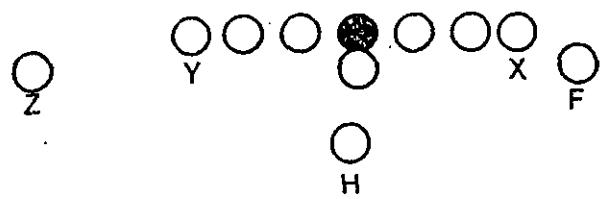


3X1 FORMATION WITH X ON THE LOS. (F-Y-X ARE IN 3 POINT STANCES.  
(USED PRIMARILY FROM GIANT/2T PERS.)

**HEAVY RT**

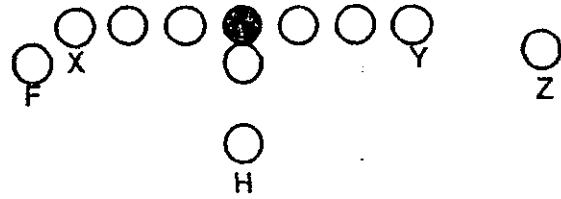


**HEAVY LT FLIP**



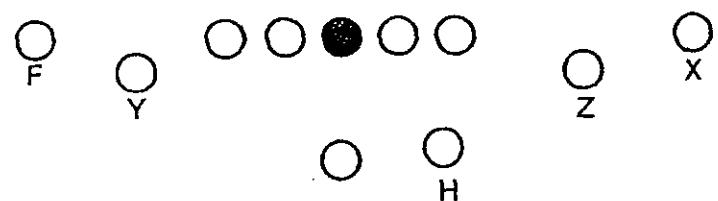
2X2 FORMATION WITH THE F GOING OPPOSITE THE CALL.  
(Y, X & F IN 3 PT. STANCES.  
(USED PRIMARILY FROM GIANTS/2T PERS.)

**HEAVY RT FLIP**



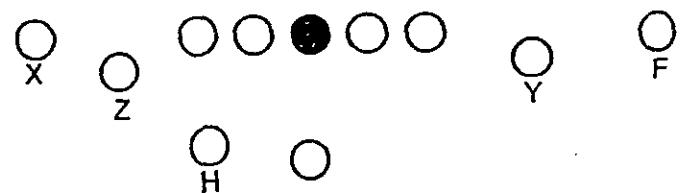
### BASE WORD FORMATIONS

#### GUN SPREAD LT

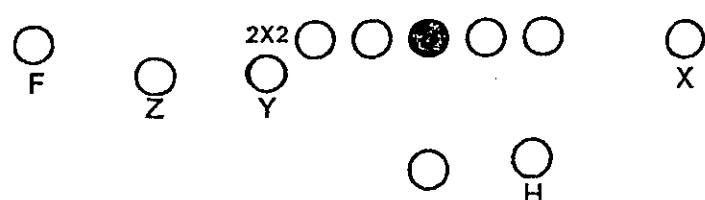


(X & F ALIGN ON LOS, Y & Z  
SPLIT THE DIFFERENCE BETWEEN  
TACKLE AND OUTSIDE REC.)

#### GUN SPREAD RT

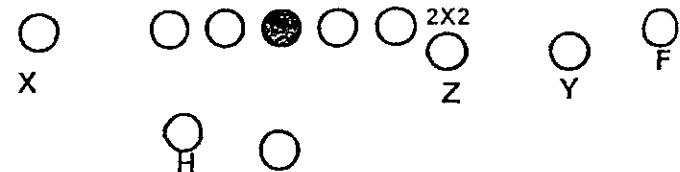


#### GUN TRIPS LT



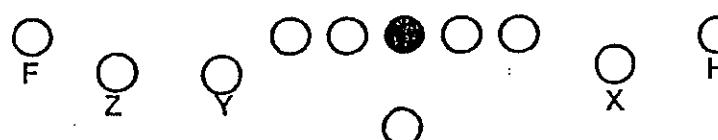
(F ALIGN ON LOS, Y ALIGN 2X2  
FROM HIP OF TACKLE, Z SPLIT THE  
DIFFERENCE.)

#### GUN TRIPS RT YAZ



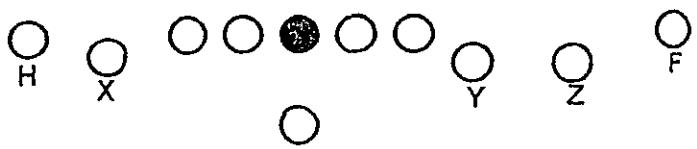
YAZ - Y AND Z SWITCH POSITIONS BUT KEEP  
THEIR OWN INDENTITY

#### GUN EMPTY LT

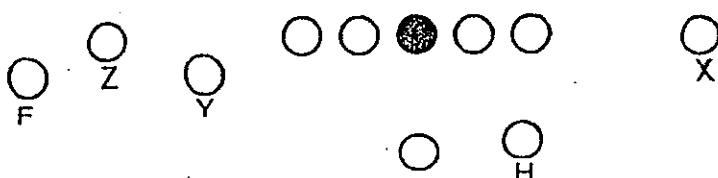


(OUTSIDE PLAYERS F&H ALWAYS  
ALIGN ON THE LOS! H SPLIT +4  
FROM NUMBERS, F SPLIT +6)

#### GUN EMPTY RT

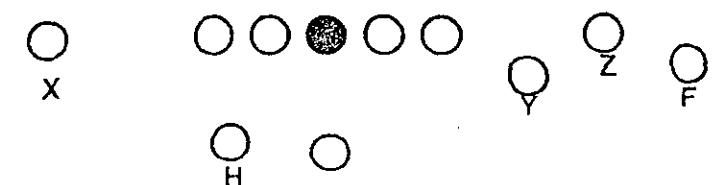


#### GUN JET LT



(Z ON LOS -2 FROM NUMBERS, Y  
SPLIT THE DIFFERENCE, F +4)

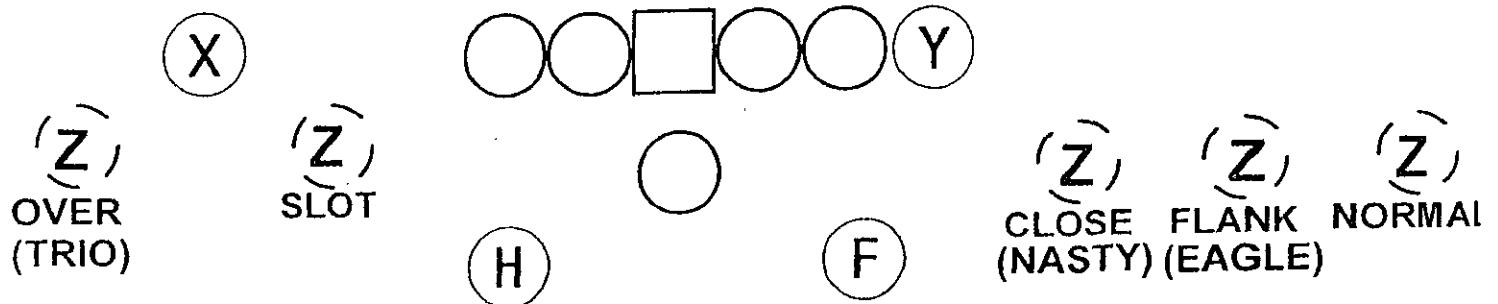
#### GUN JET RT



# **BUNCH/ WORD FORMATIONS**

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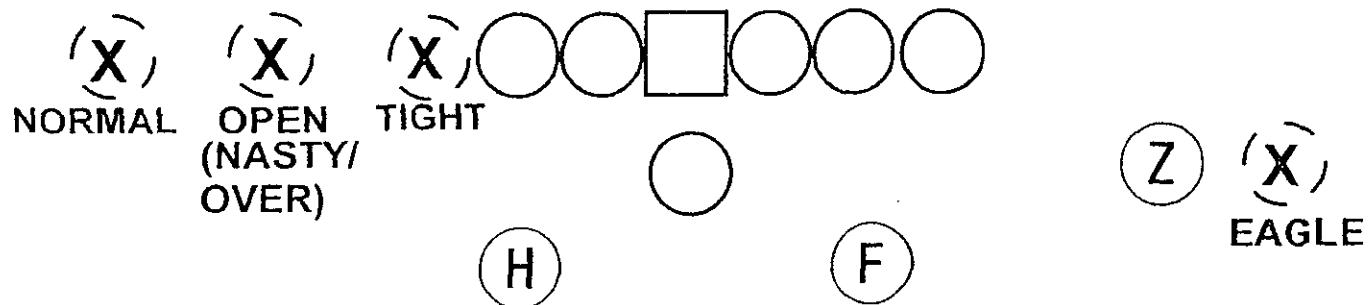
## Z FORMATIONS AND VARIATIONS



NOTE: Z ALIGNS TO THE CALL (Y) EXCEPT IN SLOT, OVER, TRIO OR SWITCH.

<p>0</p> <p>Formation diagram for Z Split the Difference (0 SLOT):</p> <p>Line 1: X, three circles, Y, Z.</p> <p>Line 2: F, H.</p>	<p>6 SLOT</p> <p>Formation diagram for Z Split the Difference (6 SLOT):</p> <p>Line 1: X, Z, three circles, Y.</p> <p>Line 2: H, F.</p> <p>Note: Z SPLIT THE DIFFERENCE BETWEEN THE X AND THE WEAK TACKLE.</p>
<p>1</p> <p>Formation diagram for Z Align 2 Yards Outside the #s (1 WEAK OVER):</p> <p>Line 1: Z, three circles, X.</p> <p>Line 2: F, H.</p>	<p>0 WEAK OVER</p> <p>Formation diagram for Z Align 2 Yards Outside the #s (0 WEAK OVER):</p> <p>Line 1: Z, X, three circles, Y.</p> <p>Line 2: F, H.</p> <p>Note: Z ALIGN 2 YARDS OUTSIDE THE #'S OUTSIDE THE X.</p>

## X FORMATIONS AND VARIATIONS

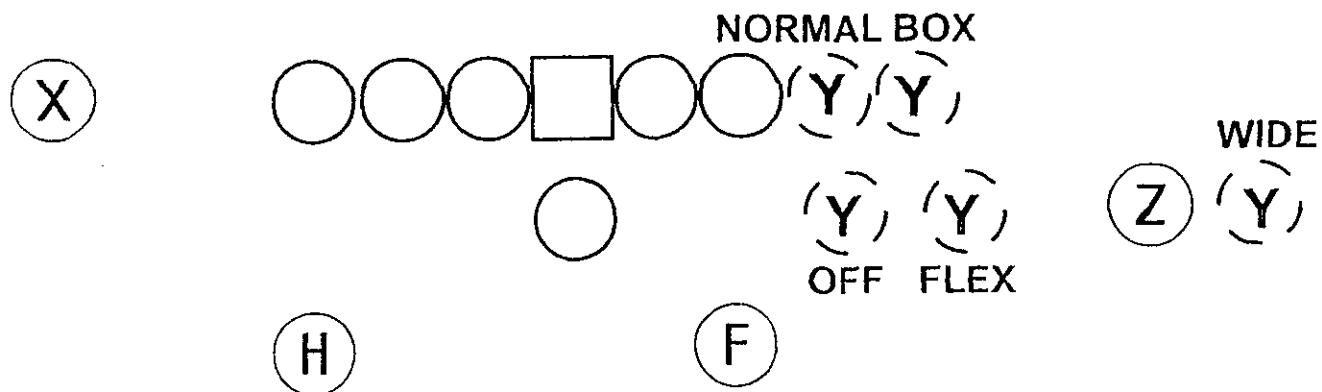


NOTE: X ALIGNS OPPOSITE CALL (Y) EXCEPT IN EAGLE, HAWK OR SWITCH.

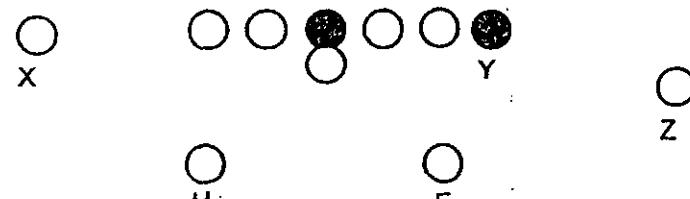
<p>0</p> <p>Diagram showing the 0 SLOT formation. The backfield consists of a fullback (F) and a halfback (H). The line features a tight end (Z) on the weak side, a tackle (X) in the slot, and a end (Y) on the strong side. The wide receiver (Z) is aligned opposite the call (Y).</p>	<p>0 SLOT</p> <p>Diagram showing the 0 OVER formation. The backfield consists of a fullback (F) and a halfback (H). The line features a tackle (X) on the weak side, a end (Y) in the slot, and a wide receiver (Z) on the strong side. The tight end (Z) is aligned opposite the call (Y).</p>
<p>1 WEAK</p> <p>Diagram showing the 1 WEAK formation. The backfield consists of a fullback (F) and a halfback (H). The line features a wide receiver (Z) on the weak side, a end (Y) in the slot, and a tackle (X) on the strong side. The tight end (Z) is aligned opposite the call (Y).</p>	<p>0 OVER</p> <p>Diagram showing the 0 OVER formation. The backfield consists of a fullback (F) and a halfback (H). The line features a tackle (X) on the weak side, a end (Y) in the slot, and a wide receiver (Z) on the strong side. The tight end (Z) is aligned opposite the call (Y).</p>

X - SPLIT THE DIFFERENCE BETWEEN Z RECEIVER  
AND WEAK TACKLE.

## TE (Y) FORMATIONS AND VARIATIONS

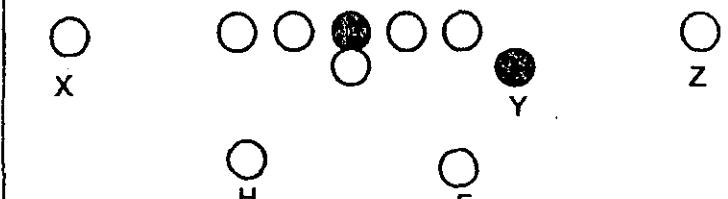


6



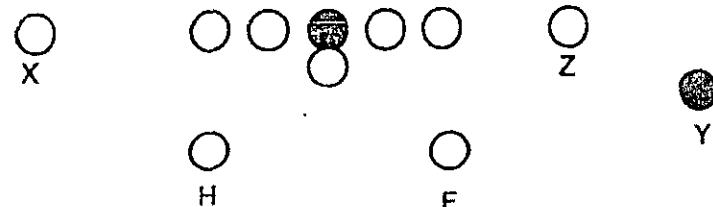
Y - 3 POINT STANCE ON THE LOS, 2 FT.  
FROM THE TACKLE.

6 OFF



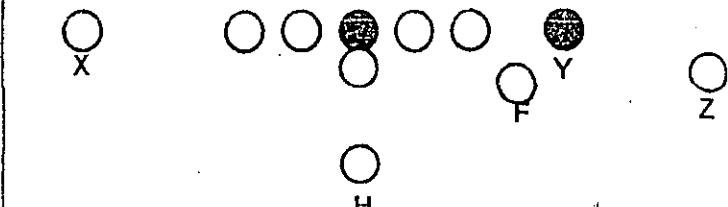
Y - POSITION YOURSELF 1 YD. OUTSIDE THE STRONG TACKLE  
AND 1 YD. OFF THE BALL.

6 WIDE



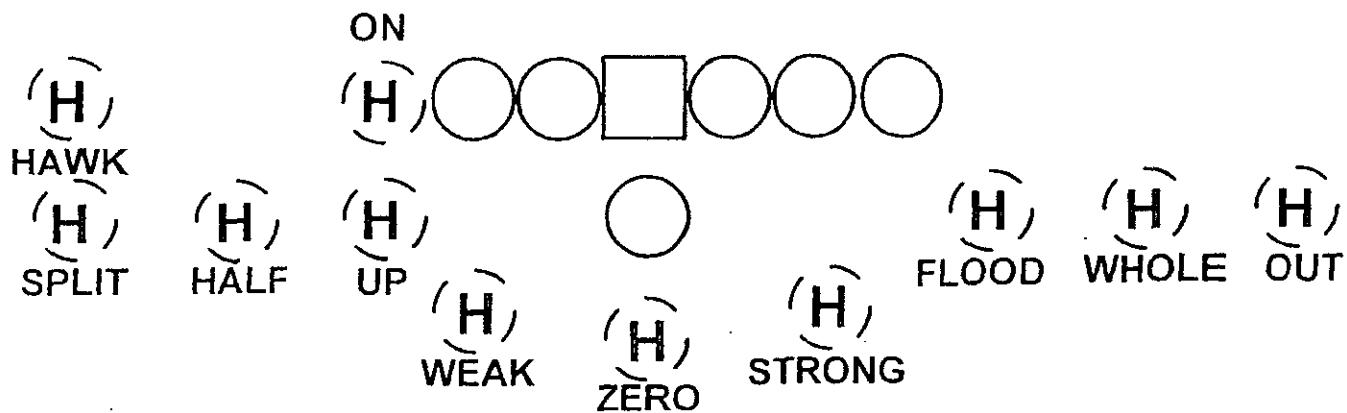
Y - 2 POINT STANCE POSITION YOURSELF  
2 YARDS OUTSIDE THE #'S OFF THE LOS.

0 BOX



Y - 3 POINT STANCE. POSITION YOURSELF 3 YARDS  
FROM THE STRONG TACKLE ON THE LOS.

# H FORMATIONS AND VARIATIONS

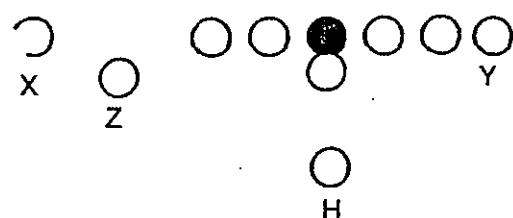


NOTE: BACK CLOSEST TO FORMATION CALL WILL MAKE THE WEAK OR STRONG ADJUSTMENTS.

<b>0 WEAK</b>	<b>0 STRONG</b>
<p>X O O O Y Z F O H</p> <p>H - LINE UP DIRECTLY BEHIND THE QB WITH YOUR HEELS 7 YDS. FROM THE LOS.</p>	<p>X O O O Y Z F O H</p> <p>H - LINE UP DIRECTLY BEHIND THE QB WITH YOUR HEELS 7 YDS. FROM THE LOS.</p>
<b>8 OUT SLOT</b>	<b>8 FLOOD</b>
<p>X O O O Y Z Z O F O H</p> <p>H - 2 YD. SPLIT OUTSIDE EDGE OF #'S, 1 YD. OFF LOS.</p>	<p>X O O O Y Z F O H</p> <p>H - 3 POINT STANCE 1X1 FROM THE TIGHT END.</p>

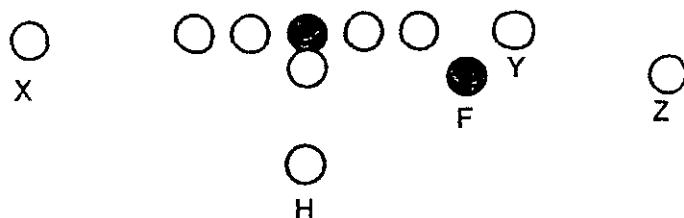
## F FORMATIONS AND VARIATIONS

**0 OUT SLOT**



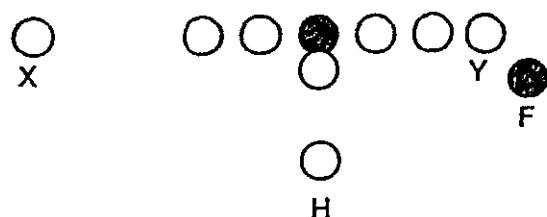
F- 2 YD. SPLIT OUTSIDE EDGE OF #'S, 1 YD. OFF LOS.

**0 BOX**



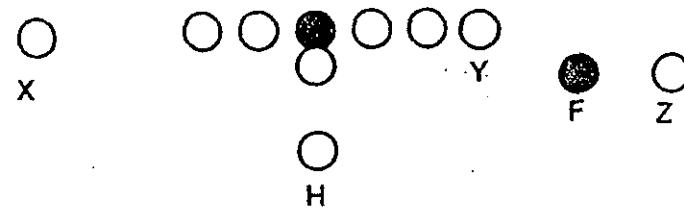
F- 3 POINT STANCE, 1 YD OFF LOS SPLITTING THE DIFFERENCE BETWEEN Y & TACKLE.

**0 FLOOD**



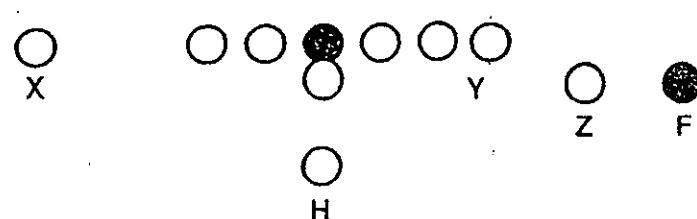
F - 3 POINT STANCE 1X1 FROM THE Y.

**0 WHOLE**



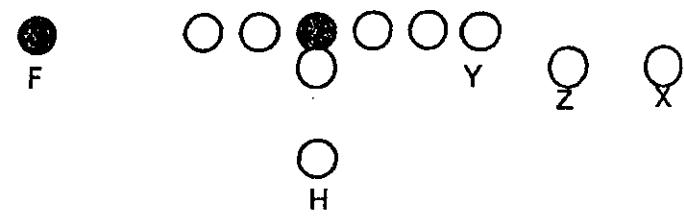
F- 1 YD OFF LOS, SPLITTING THE DIFFERENCE BETWEEN Y & Z

**0 OUT**



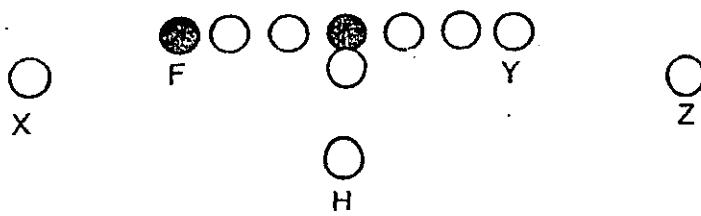
F- 1 YARD OFF LOS (OUTSIDE OF Z) 2 YDS OUTSIDE THE #'S.

**EAGLE RT**



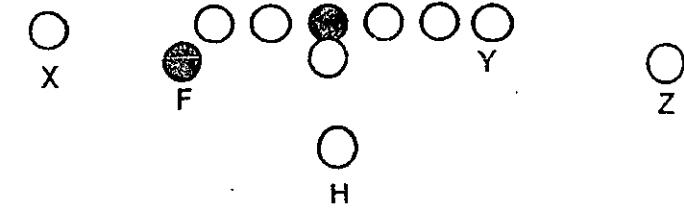
F- ON THE LOS, WEAK SIDE, 2 YARDS OUTSIDE THE #'S.

**0 ON**



F- ON THE LOS, 3 POINT STANCE, NORMAL SPLIT FROM THE TACKLE.

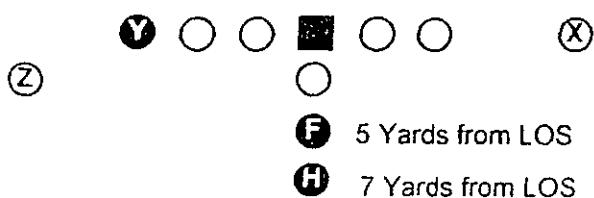
**0 UP**



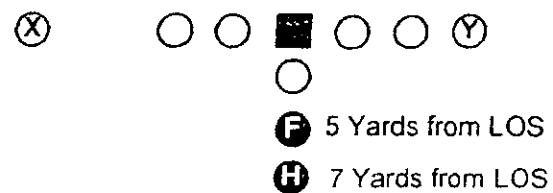
F - 3 POINT STANCE, 1X1 FROM THE TACKLE.

# BASE FORMATIONS

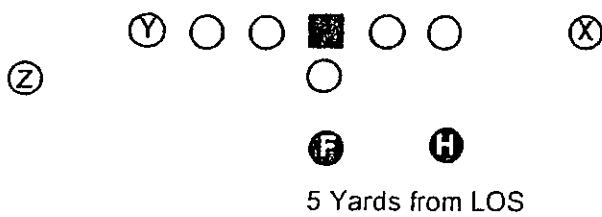
1



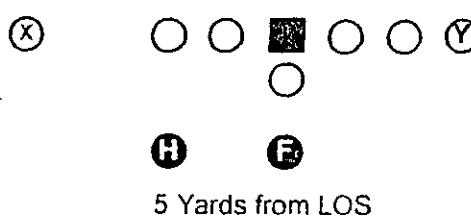
0



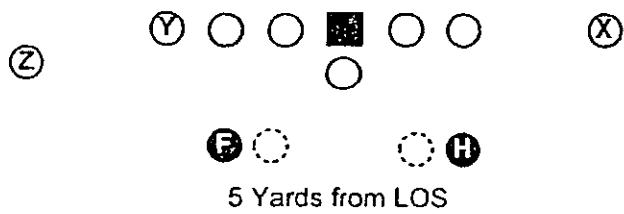
3



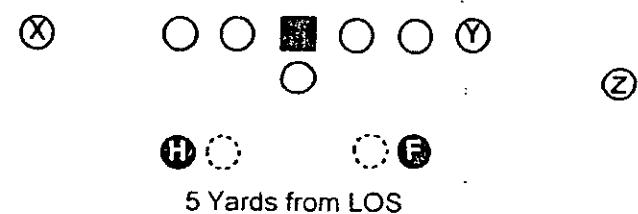
2



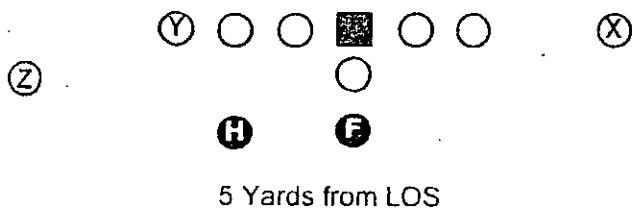
7 (Near)



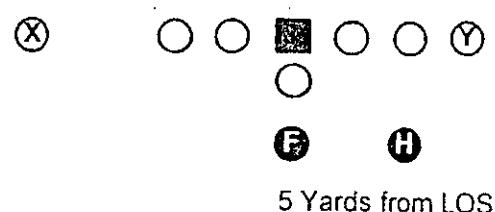
6 (Near)



9



8



## PERSONNEL COMBINATIONS

1. REGULAR 1 BACK (H), 2 WR'S (X/Z), 2 TE (Y/F)
2. DETROIT 1 BACK (H), 2 WR'S (X/Z), 2 TE (F/Y EXCHANGE ROLES)
3. HALF 1 BACK, 3 WR'S (X/Z/F), 1 TE (Y)
4. 3 WIDES 2 BACKS, 3 WR'S (X/Y/Z)
5. BIG 3 1 BACK, 1 TE (F), 3 WR (X/Y/Z)
6. REGULAR PONY 2 HALFBACKS, 1 TE, 2 WR (Z/X)
7. PONY 2 HALFBACKS, 3 WR'S (Y/Z/X)
8. TEX 2 BACKS, 1 WR (X), 2 TE'S (Y/Z)
9. TWO TITES 2 BACKS, 1 WR (Z), 2 TE'S (X/Y)

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10. GOAL LINE 2 BACKS, 3 TE'S (X/Y/Z)
11. NEW YORK 1 BACK, 1 WR (X), 3 TE'S (Y/F/Z)
12. GIANT 1 BACK, 1 WR (Z), 3 TE'S (Y/X/F)
13. 4 WIDES 1 BACK, 4 WR'S (X/Y/Z/F)
14. 5 WIDES 5 WR'S (X/Y/Z/F/H)
15. TENNESSEE 4 WIDES (X/Z/H/F), 1 TE (Y), 0 RB's

## QUARTERBACK CHANGING PLAYS AT LINE OF SCRIMMAGE

### "ALERT" PLAYS

1. Alert Plays are the SAME PLAY with the opportunity to go the other direction!! The QB will give an "Opposite" call if he wants to run the particular play the other way.
2. "Alert" plays will be called on "one"
3. Example of "Alert" call from the huddle would be:

**"0 ON ALERT SPRINT 38**

(if "opposite" is called at LOS we are running SPRINT 39!)

4. "Easy" can be used for alerts or 2<sup>nd</sup> sound plays to either change the play or go back to the original play. Example: QB makes a mistake with "opposite", he calls "Easy"; this takes us back to the original call.

### "KILL" PACKAGES

1. A "Kill" Package is two plays called in the huddle with the intention of running the first play called. If the defensive look is not what we want, the QB will "KILL" to the second play.
2. "Kill" packages will always be on "one"
3. We can "KILL" run to run, run to pass, pass to run and pass to pass.
4. Example of a "Kill" package called in the huddle would be:
  - a. **"0 WEAK SPRINT 38 TED KILL RIDE 35 BASE"** (Vs. SS Down, the QB would kill to R-35 Base, the snap count would be on "one". Vs. FS Down the QB would now leave the play on and run Sprint 38 Ted)
  - b. **"SPREAD RIGHT NICKEL 40 KILL 52 ALL GO"** (Vs. a 5-Man box the QB would run Nickel 40 on our standard snap count. Vs. a 6-Man box the QB could "Kill-Kill" at the LOS prior to his cadence indicating we now want to run 52 All Go.)

### AUDIBLES

1. An Audible is when the QB will change the play at the LOS using the color "Black" in his cadence due to a certain defensive look.
2. Audibled plays will automatically change the cadence to "One"
3. Examples of an Audibled play would be:
  - a. **"BLACK 72 TORNADO – BLACK 72 TORNADO, SET HUT"**: (We are now running 72 Protection with Tornado being the route.)
  - b. **"BLACK 39 ROCKET – BLACK 39 ROCKET" SET, HUT**" (We are now running Rocket Screen off of Toss 39 with the running back)

### NO HUDDLE

#### RACEHORSE

Our at the LOS No Huddle offense from 1 Back or 2 Back. The plays will be by game plan and communicated in the same manner as our Two Minute offense. The snap count will be on "one".

#### TWO MINUTE

The QB will alert the team for Two Minute Offense in the huddle. Example of QB call: "Alert for Two Minute this play is Gun Spread Right Nickel 40 on One". After running the first play, the offense will line up on the LOS, the QB will call the protection and signal the route to the receivers, we will run that play on the second sound. ("Blue-Go"). We will continue to run the Two Minute Offense until the clock is stopped or QB calls for a huddle or time out. We can and will use the Two Minute Offense even though there may be more than two minutes on the clock.

# **BASIC**

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# **INFORMATION**

## POLICIES

### Training Camp

Reporters are permitted to interview players on the field after practices. The locker room at training camp is closed to reporters. At lunch, reporters are asked not to interview players while they are eating. You also will receive phone messages from the public relations staff to call reporters, which you should do promptly.

### Cowboys Locker Room

The locker room at our facility in Dallas is open for approximately 45 minutes each day during the season. That time is usually 2:00 p.m. to 2:45 p.m. daily. Other interviews may be conducted at other times outside the locker room, or outside the complex. **Women reporters are permitted in the locker room.** The heaviest media coverage during the week normally is after practice and during your lunch break (2:00 p.m. to 2:45 p.m.) on Monday and Wednesday and Thursday. **A Reminder –** When you leave the enclosed area of the locker room be sure to wear shorts – even if you are going directly to the shower. There are a number of women in the media. Also, from time to time, women employees and tour groups will be in the open areas of the locker room.

### Post-Game Interviews

In accordance with NFL policy, the locker room at Texas Stadium is open to reporters following all games. Interviews are conducted in the locker room and across the hall in a special interview room for Coach Parcells and selected players. There will be a 10-12 minute cooling off period before the locker room is opened to the media. On the road, our locker room is also open to reporters.

Because the locker rooms are open to female reporters, players are encouraged to wear shorts in the locker area when going to the showers, and robes or towels upon returning to lockers from the shower area. Larger wrap-around towels will be provided for this purpose – both at home and on the road.

**NOTE: Female reporters are an important part of life in the NFL. They are to be treated fairly, professionally, and with the same respect and courtesy as male reporters. Any misconduct in this area will be reported to Coach Parcells and Jerry Jones for appropriate disciplinary action.**

**KDAF-TV (Channel 33)**

- The WB affiliate in Dallas-Fort Worth
- Bob Irzyk is the Sports Director and does the 9:00 sports reports.
- Dave Chrome also reports sports.

**FOX Sports Southwest:**

- FOX Sports Southwest is a regional cable network that covers sports throughout the Southwest. John Rhadigan, Emily Jones and Rick Renner report sports for FSSW.

**Associated Press**

- Jamie Aron is the AP sports editor in Dallas and Stephen Hawkin is an AP sports writer in Dallas.

Their stories run on AP's national sports wire, which is received by newspapers and TV stations throughout the country.

**www.dallascowboys.com**

- The Dallas Cowboys official home website is the most frequently visited team web page in professional sports. This site includes the latest news, opinions and feature stories on the Dallas Cowboys.
- Mickey Spagnola and Nick Eatman are the primary reporters for dallascowboys.com. At times throughout the year, players will be asked to participate in on-line chats with subscribers to the team web site.
- Circulation 40,000. It is the largest team publication in sports.
- Ron Spain, Sam Iannuzzi and others contribute stories.

**Dallas Cowboys Weekly**



**KTCK Radio (1310 AM)**

- KTCK The Ticket originates radio broadcasts of all Cowboys games. Brad Sham handles the play-by-play, Babe Laufenberg handles the color and Kristi Scales handles the sideline reports
- In addition to being the flagship station of Dallas Cowboys broadcasts, KTCK The Ticket is one of two local all sports talk radio stations in the Dallas/Fort Worth market. Talk shows are hosted by the following personalities at the following times during the week:
  - George Dunham and Craig Miller – 5:30 a.m. to 10:00 a.m.
  - Norm Hitzges – 10:00 a.m. to 12:00 Noon
  - Bob Sturm and Dan McDowell – 12:00 p.m. to 3:00 p.m.
  - Greg Williams and Mike Rhyner – 3:00 p.m. to 7:00 p.m.

## **PERSONAL APPEARANCES**

Personal appearances fall into two categories. The first is regarded as community relations, and the other is commercial.

When the Public Relations Department receives a request, it is standard procedure that the party making the request is asked to submit a letter that includes the budget and a list of Cowboys players they would prefer.

When that list is received, we start at the top and work our way down until we find a player who can fill the commitment.

It is obvious then that veteran players are going to be called upon more frequently than younger players.

When we receive requests for "a" Cowboy, we attempt to spread these around as best we can. But it should be understood that the extremely lucrative endorsements are rare indeed, and when they do come, they are for a specific player.

If a player makes an appearance for a charity or other worthwhile cause, or has scheduled an appearance in the future, please let Emily Robbins know (972/556-9959) so that we can keep our calendar, and your community bio information, up to date.

Records are kept on all of the above material and are available should you wish to see them. The important thing is – if you have a question regarding appearances, please contact Emily Robbins at 972/556-9359.

## **STATEMENT REGARDING DRUG USE FROM THE DALLAS COWBOYS**

The Dallas Cowboys Football Club fully endorses the Commissioner's stance on drug use, and is committed to keeping all players and other personnel free from drug and alcohol problems. Please take note of the following information:

### **Medical Assistance**

If you believe you have a medical problem involving dependency on drugs or alcohol, you can obtain immediate help. To get this help, contact any one of the following:

- Player Assistance/Development (972) 556-9957
- Mr. Jim Maurer, (972) 556-9991 (Office); (214) 437-3675 (Cell)
- N.F.L. Medical Advisor, Drugs of Abuse, Dr. Lawrence S. Brown, Jr., (800) 683-9173; (718) 522-7363 (Office); (718) 291-5897 (Home)
- NFL Medical Advisor, Anabolic Steroids, Dr. John A. Lombardo, (614) 293-5260 (Office); (614) 442-0106 (Home)
- N.F.L. Representatives:  
Ben Nix, (817) 461-8541, (888) 438-1835

### **Confidentiality**

This Club and the N.F.L. recognize that problems of chemical dependency should be handled confidentially (see Art. XLIV, Section 6(b), Page 233 of the 1993 Collective Bargaining Agreement).

### **Health Risks**

Drug abuse carries with it the threat of serious health hazards. For example, each year in the United States, only heart disease and cancer cause deaths more than alcohol. Illegal drugs, including cocaine, can become severely addictive and may even lead to death. As for the use of drugs in an attempt to improve athletic performance, it has been proven that reaction time and motor skills are **impaired** by stimulants and depressants.

**Training Room requests for your well-being:**

1. Record your weight before and after every practice (this is required).
2. Request any special pads, sleeves or equipment you need well in advance of practice starting.
3. Arrive on time for your scheduled taping time (this is required).
4. All injured players should dress in your shorts or sweat pants, your jersey and your helmet for every practice unless otherwise informed by the Head Coach or a member of the Athletic Training Staff.
5. Take plenty of fluids before each practice.
6. Caution: Too much fruit can lead to diarrhea and dehydration.
7. Treat blisters immediately. See an athletic trainer for help.
8. All players involved in rehab should check in with a member of the training staff daily, and should be on the field **ON TIME** for each practice.
9. Players who work in full pads WILL condition after practice.
10. Injured players SHOULD NOT LEAVE THE FIELD until instructed by a staff athletic trainer.
11. The Medical Staff is here to help you. Please help us by giving us plenty of room around an injured athlete and **NEVER MOVE AN INJURED PLAYER.**

## DALLAS COWBOYS DRESS CODE POLICY

For your safety and the safety of your teammates, the following are the classifications of dress codes for practices. All practice gear includes socks, shoes, jocks, shorts, tee shirts, and girdles.

### **Training Camp and Regular Season**

Full Gear (All training camp practices, unless otherwise noted by coaching staff)

- Helmets
- Shoulder Pads
- Practice Jersey
- Practice Pants with thigh pads (Required)
- Knee braces required for Linemen
- Hip pads are available upon request and are strongly recommended

Shorts/Shoulder Pads

- Helmets
- Shoulder Pads
- Practice Jersey
- Knee braces required for Linemen
- Shorts/Sweat Pants

Helmets/Shells Only

- Helmets
- Practice Jersey
- Soft Shell
- Shorts/Sweat Pants

If these dress codes are not adhered to, you can be subject to a fine in two classifications. A maximum of TBA fine for not meeting mandatory dress codes, and/or if an injury results, the provisions of your contract under the category of "Conduct Detrimental" would apply, which would be a maximum fine of TBA or at the discretion of the Head Coach.

## 2006 TEAM RULES AND REGULATIONS

Rules and regulations are essential for the efficient operation of this team to allow us to play to our maximum potential. Becoming familiar with these policies and procedures will avoid any reprimands or fines.

### General Conduct

The Dallas Cowboys are proud of our tradition, the foundation of which was established years ago by many fine Cowboys' team members. We expect that your general conduct will not reflect negatively on you, your teammates or this organization. If a player utilizes good common sense, he will not have any difficulty adjusting to our program. If you have any questions with regard to any activity, ask first.

### General Policy

1. All players must be on time for all meetings, practice sessions, meals and all types of transportation. The curfews must be observed. Players must keep all publicity appointments and be on time. If an emergency occurs that detains you, call a member of the coaching staff, the training staff, a secretary or another member of the organization and inform them of the delay PRIOR to you being "late".
2. If a function is deemed mandatory, it is done under the guidelines that the function is in the best interest of the team. Therefore, you are expected to be there and to be on time. The Head Coach is the only person who may excuse you.
3. Players must report all injuries and illness to the Athletic Trainer or the Club physician immediately, and be prompt in keeping appointments.
4. Players must familiarize themselves with their NFL contracts, particularly with regard to general conduct.
5. Players shall not write or sponsor magazine or newspaper articles or endorse any product or service, or appear on or participate in any commercial radio or television program without the consent of the Club..
7. No alcoholic beverages are allowed in any dormitory, hotel room.
8. No football cleats are to be worn in the Locker Room or Training Room.
9. No practice gear (i.e., t-shirts, shorts, sweats) is to be removed from the training complex.

## FINE SCHEDULE

Maximum Fines  
Which May be Levied

1. Unexcused late reporting for or absence from pre-season training camp by a player under contract (except those signed as Unrestricted Free Agents) – maximum fine per day ..... TBA  
  
Unexcused late reporting for or absence from pre-season training camp by a player under contract signed as an Unrestricted Free Agent – maximum fine of TBA per day, plus one week's regular season salary for each pre-season game missed.
2. Unexcused absence from mandatory off-season mini camp ..... TBA  
Unexcused late reporting for mandatory off-season mini camp ..... TBA
3. Unexcused, late reporting for team meetings ..... TBA  
Unexcused, late reporting for practice ..... TBA  
Unexcused, late reporting for athletic trainers' and doctor's Appointments ..... TBA  
Unexcused, late reporting for scheduled promotional activity ..... TBA
4. Unexcused, missing any scheduled team transportation – Pay own transportation and fine at discretion of Head Coach (maximum) ..... TBA
5. Unexcused, missed team meeting ..... TBA  
Unexcused, missing practice ..... TBA  
Unexcused, missing trainers' and doctors' appointments ..... TBA  
Material failure to follow Club rehabilitation directions ..... TBA  
Unexcused, missing scheduled promotional activity ..... TBA
6. Curfew violations:  
Disturbance after 11 p.m. .... TBA  
Not in dorm by 11 p.m. (or designated curfew time) .... TBA  
Not in room by 11:30 p.m.:      First 15 minutes ..... TBA  
                                      Next 15 minutes ..... TBA  
                                      Each additional 15 minutes ..... TBA  
                                      Maximum Fine ..... TBA  
                                      (Report to Coach Parcells on arrival.)  
  
Out after curfew night before game ..... Conduct detrimental to Club\*\*
7. Visitors in room at Training Camp or on road trips ..... Conduct detrimental to Club\*\*
8. Sprained ankle without taping or bracing ..... TBA

# 2006 TRAINING CAMP PRACTICE SCHEDULE

## 2-A-DAYS

6:00 a.m.	-	8:00 a.m. Breakfast (Optional)
6:30 a.m.		Treatment for injured players ( <b>MANDATORY</b> )
7:30 a.m.	-	8:30 a.m. Weights Available
8:40 a.m.	-	Special Teams Walk-thru
8:50 a.m.		OTL -- S, H, K, QB, RB, TE, C (GL Cover)
9:00 a.m.	-	9:15 a.m. Walk-thru – Offense/Defense
9:10 a.m.	-	9:23 a.m. Stretch and warm-up
9:23 a.m.	-	9:38 a.m. Individual (Tech Work)
9:38 a.m.	-	9:45 a.m. Play Action
9:45 a.m.	-	9:52 a.m. Tech Period
9:52 a.m.	-	10:02 a.m. Team – Run
10:02 a.m.	-	10:09 a.m. Teams #1
10:09 a.m.		Break
10:13 a.m.		Perm & PA – Mix Blitz
10:23 a.m.		7 on 7 – 1 <sup>st</sup> , 2 <sup>nd</sup> , 1 on 1
10:31 a.m.		Team Situations
10:36 a.m.		Team Runs, PA, DB (Mix Blitz) 1 <sup>st</sup> & 2 <sup>nd</sup>
10:45 a.m.		Team Specialty Phase (Red, GL, SY)
10:55 a.m.		All Up – Returners – KO or Punt Press will talk to skill players (QB, WR, DB, RB, FB, K) coming off field (15 minutes)
11:00 a.m.	-	11:45 a.m. Weights (OL, DL, LB, TE in a.m.)
11:30 a.m.	-	1:30 p.m. Lunch-and-Rest ( <b>MANDATORY</b> )
1:30 p.m.		Special Teams Meeting
2:00 p.m.	-	Offense/Defense Meetings 2:00-2:50 – AM Films 2:50-3:25 – Install 3:25-3:50 - Individual
3:50 p.m.	-	4:45 p.m. Tape and Dress
4:40 p.m.	-	Special Teams Walk-thru
4:50 p.m.		OTL – S, H, K, C, RB, TE
5:00 p.m.	-	5:15 p.m. Walk-thru
5:15 p.m.	-	5:20 p.m. Stretch and Starts
5:20 p.m.	-	5:38 p.m. Individual
5:38 p.m.	-	5:45 p.m. Tech Emphasis - Pass Emphasis
5:52 p.m.	-	6:00 p.m. Teams #2
6:08 p.m.		Break
6:12 p.m.	-	6:21 p.m. Situation
6:26 p.m.	-	6:40 p.m. Team 2 <sup>nd</sup> & 3 <sup>rd</sup> , 3 <sup>rd</sup> Long (Mix Blitz)
6:40 p.m.	-	6:50 p.m. Team Specialty Phase (Red, GL, SY)
6:50 p.m.	-	6:55 p.m. Returners opposite AM Press will talk to OL, DL, LB and TE coming off field. (15 minutes)
7:00 p.m.		Weights (WR, DB, QB, RB, FB, Kickers in p.m.)
7:30 p.m.		Dinner ( <b>MANDATORY</b> )
8:00 p.m.		Coaches' Meeting
8:30 p.m.		Treatment for injured players ( <b>MANDATORY</b> )
11:00 p.m.		Curfew – Bed Check

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NATIONAL FOOTBALL LEAGUE POLICIES FOR PLAYERS

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# **GENERAL**

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# **INFORMATION**

## **NOTICE**

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