



**GEORGIA
SOUTHERN VEER
RESEARCH
PLAYBOOK**

THE QUARTERBACK

THE BOTTOM LINE

Three questions can be asked about a quarterback prospect to determine if the prospect is an option quarterback. When the three questions are answered with a "yes" than more likely the prospect can be an option quarterback. He may not be a Colorado or an Air Force style quarterback, but, he can run the option effectively to win football games.

The first question is, regardless of athletic ability, does the prospect have the willingness to get off the ground after a "big hit", call the same play and run it aggressively? If the answer is "yes" he has the mental and physical toughness to be an option quarterback. Mental and physical toughness is the quarterback's ability to remain poised, confident, determined, and courageous regardless of what happens on the field, or off the field. Mental and physical toughness, not sheer athletic ability is the key ingredient in a winning quarterback. A quarterback who has average athletic ability and endowed with mental and physical toughness is more likely to win than a quarterback with excellent athletic ability and marginal toughness.

The second question, does the quarterback have enough athletic ability (speed, quickness, balance) to run for a first down on third and seven when the defense forces the quarterback to carry the ball on an option play? If the answer is "yes" the quarterback can be an effective option quarterback.

The third question, does the prospect have the willingness to be an option quarterback? For the answer to be "yes" the quarterback prospect must be willing to execute option plays, not just tolerate running the option.

THE INTANGIBLES

Without question mental toughness, physical toughness, and caring are the three most important intangibles in a winning quarterback. That lesson was learned in 1979. Our team had a freshman quarterback from Muskogee, Oklahoma. He was five foot ten and a little bit and weighed about one hundred and sixty-two pounds. The young man was recruited by one college football program as a quarterback. Coaches considered him too small for the rigors of college football. But, the little quarterback from Muskogee High School is one of four quarterbacks in NCAA history to rush for over 2,000 yards and pass for over 4,000 yards in his college career. Entering his senior season in 1982, only Dan Marino and John Elway produced more total offensive yards in their college careers. And the little quarterback from Oklahoma certainly didn't have the supporting cast surrounding the two NFL greats.

The quarterback from Muskogee was a gifted athlete with magic in his feet and daring in his heart. He possessed the intangibles coaches relish talking about in quarterbacks. He was unselfish, he had the "want to" (desire), an infectious positive attitude, along with other numerous intangible qualities. But, those intangibles weren't the prime reason he was successful. There was another quality within him which gave him the ability to carry a 1-10 team, his freshman season, to three consecutive winning seasons, culminated with an 8-3 record his senior year. He met all the demands for perfection in practice with tenacity and a smile. He faced Alabama, Arkansas, Tennessee, and other clearly superior football teams with the same tenacity and the same smile. The tenacity was toughness, both mental and physical. But, what made the mental and physical toughness a force on and off the fie

Challenging the quarterback's decision is an integral part of his education as a decision-maker. The challenge puts the quarterback in a mindset that no decision can be taken for granted.

Challenge the quarterback's decision whether the decision was right or wrong. Ask him after each play which requires a decision why he made a particular decision. Ask him to be specific.

Challenge the quarterback after he made a correct decision by asking him with disbelief in your voice. "Why did you make that decision?" The question tests the quarterback's understanding of the decision-making process and his confidence in his decisions.

4. Share responsibility. The quarterback must understand he shares, in part, the responsibility for his coaching. A quarterback must be responsible to coach himself because of the time constraints of a practice schedule. No young quarterback takes enough repetitions in practice to become totally proficient at the variety of factors necessary to execute an offense. In order to add to the physical repetitions a quarterback receives in practice he must add mental repetitions by observing. A quarterback must learn to place himself under the center when another quarterback is involved in a drill or executing the offense. As an observer he must critique his counter part and learn from what he did correctly or incorrectly.

To insure the quarterback is taking the responsibility to coach himself test his awareness every second or third play by asking him a question. Force his mind to work overtime.

THE QUARTERBACK AND THE OPTION

For a quarterback prospect to develop into an option quarterback he must be coached to understand:

1. the theories behind the option plays and how the quarterback brings life to those theories.
2. the decision-making process which enables the quarterback to make the proper decisions to effectively execute the offense.
3. how to protect himself when he runs the football, and
4. how important it is to respect and protect the football.

THE QUARTERBACK'S WILLINGNESS

For the quarterback to make a contribution to the offense he must be willing to:

1. take the initiative and the time, on and off the field, to prepare himself mentally and physically.
2. become a student of option football by giving his attention and energy to detail (doing the "little things"), and
3. accept the positive and negative aspects of being a quarterback in stride and never allow either the positives or negatives to effect his attitude or

DECISIONMAKING

The ability to make the decisions to execute an offense is the true measure of a quarterback. Quarterbacking is decision-making. The quarterback's decisions win or lose football games. Regardless of the style of an offense a coach designs, it won't be successful unless the quarterback makes a significant number of correct decisions. Athletic ability and mental and physical toughness are key ingredients in a quality quarterback. But, a quarterback with these qualities can't get on the field when he doesn't possess the decision-making ability which allows the offense to move the ball.

The most important and difficult technique to coach in any offense is the quarterback's decision-making. The difficulty arises in preparing the quarterback for the numerous variables, either offensively or defensively, which influence the quarterback's decisions. The quarterback's decision-making in an option offense is the key to success because of the number of decisions an option quarterback must make in a game. To be a successful decision-maker the quarterback must be coached to understand and execute a simple and logical decision-making process.

A quarterback can't be expected to be one hundred percent correct with his decisions. In football that is impossible when twenty-two players react on the snap of the ball. But, two very important results must occur when the quarterback makes a wrong decision. First, the initial wrong decision isn't followed by another poor decision. Usually the second wrong decision creates a lost yardage play or a turnover. Second is, the offense has possession of the football after the quarterback makes an incorrect decision.

The quarterback must understand he will make X number of wrong decisions in the course of the game. Those X number of wrong decisions are acceptable if the offense has possession of the football when the whistle blows to end the play. An offense can recover from a quarterback's wrong decision, but often can't recover from a turnover.

Regardless of how complex double or triple option decisions appear those decisions aren't complex when a simple, logical decision-making process is coached, practiced and applied in a game. In an option offense the quarterback must have the decision-making tools to minimize the risks in an option offense. An option quarterback to consistently make the proper decisions must be coached to:

1. make one way decisions,
2. pre-snap read the defense, and
3. understand the perimeter of the defense.

ONE WAY DECISIONS

The key to consistently making correct decisions in an option offense is for the quarterback to make one way decisions. One way decisions are predetermined in the huddle or at the line of scrimmage.

In a double option play the quarterback can't come down the line of scrimmage to option number three, hesitate and then decide whether to pitch the ball to the tailback or not to pitch the ball. The decision can be predetermined for the quarterback with a one way decision-making process. The one way decision-making process removes any hesitancy because the process instructs the quarterback exactly what to do when he reaches number three. The one way decision-making process instructs the quarterback to pitch the ball off number three, until number three won't allow him to pitch the ball. When the quarterback takes the snap and comes down the line of scrimmage he tells himself, "Pitch, pitch, until

The quarterback makes a pre-snap read for a triple option by asking four questions. The four questions are:

1. Where is the free safety? (For the same reasons as for the double option.)
2. Where is the read man? The read man's alignment on the offensive guard or tackle establishes the quarterback's one way decision-making process for reading triple option play.
3. Where is number three? (For the same reasons as for the double option.)
4. Where is number four? (For the same reasons as for the double option.)

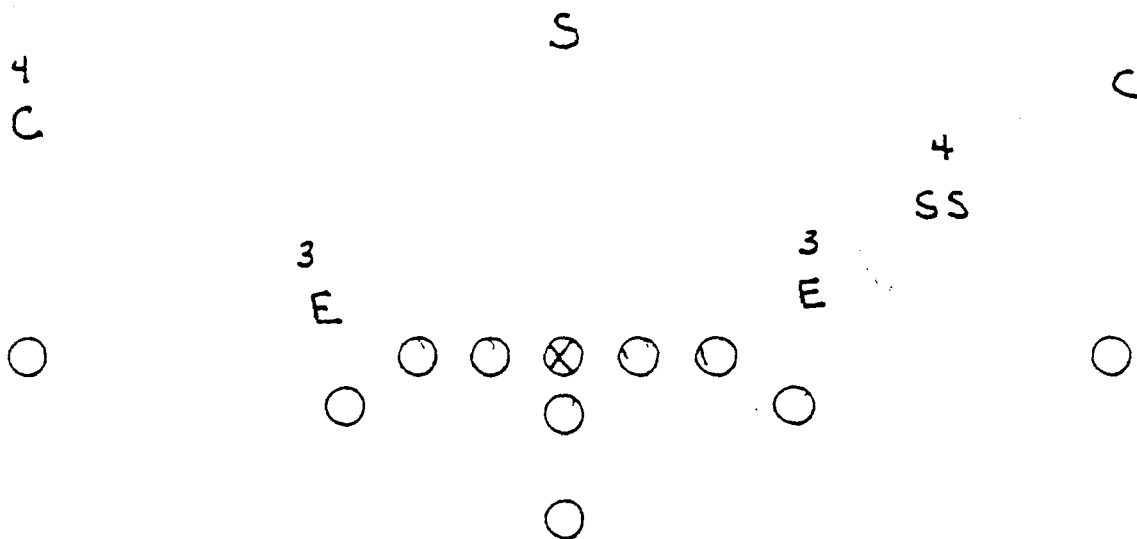
When the quarterback answers these questions he can execute the option with confidence and with a minimum of risk.

THE PERIMETER DEFENSE

The quarterback must have a fundamental knowledge of perimeter defenses to execute an option play. He must understand how the defense reacts from a variety of perimeter alignments to defend the option. Also he must recognize the perimeter defense to determine whether the offense has a number advantage or disadvantage based on the alignment.

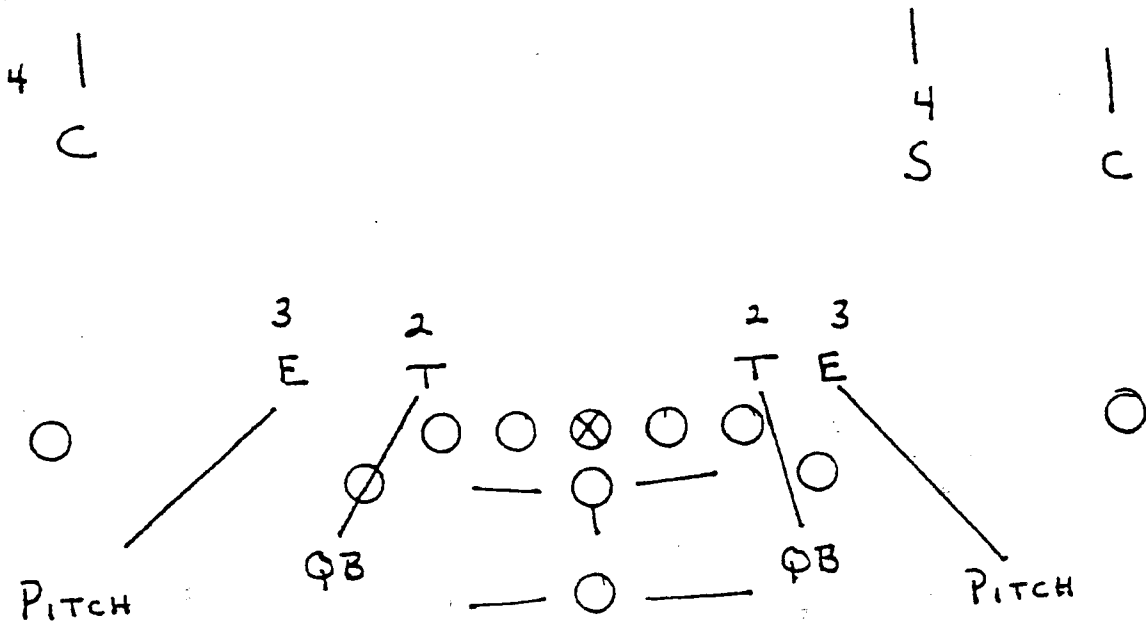
The defenders in the perimeter defense are the quarterback's alphabet to read the perimeter defense. The perimeter defenders include: the option man (number three), the run support defender (number four, either a defensive back or an outside linebacker), the free safety, and the defensive backs responsible for the deep half or third of the field.

The diagram illustrates the perimeter defenders for a seven man front with a four deep secondary.



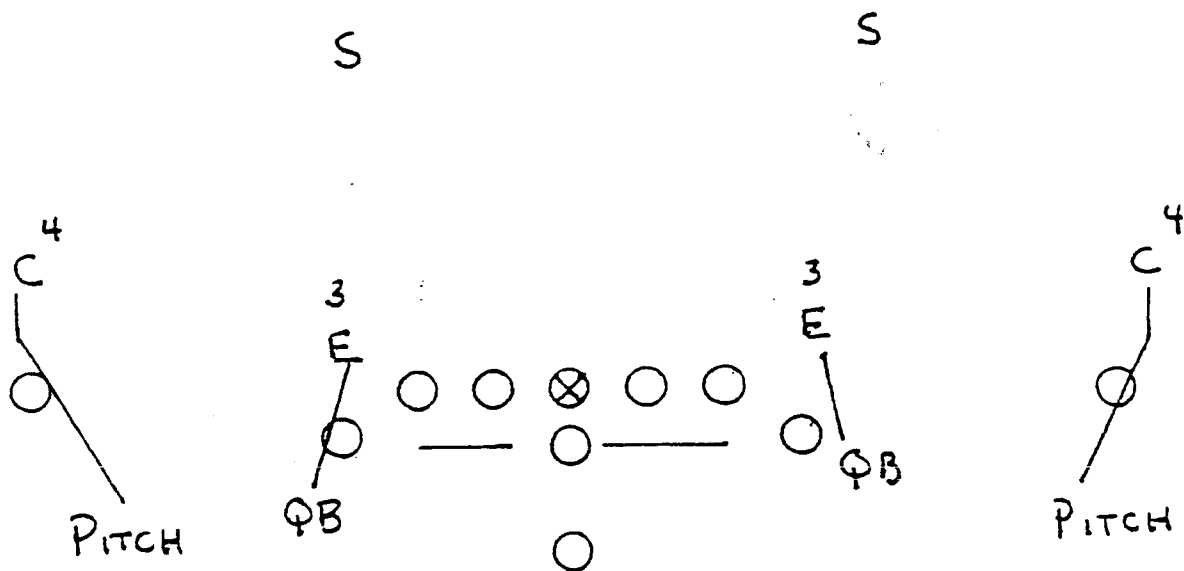
When number three has a soft number four (either a strong safety or a cornerback) aligned outside, more than likely number three has the pitch, number four is a deep pass defender, and number two is responsible for the quarterback.

The Diagram illustrates number three with a soft number four (a strong safety) and the option responsibilities.



When number three has a hard number four (either a strong safety or a cornerback) aligned outside, more than likely number three has the quarterback and number four is responsible for the pitch.

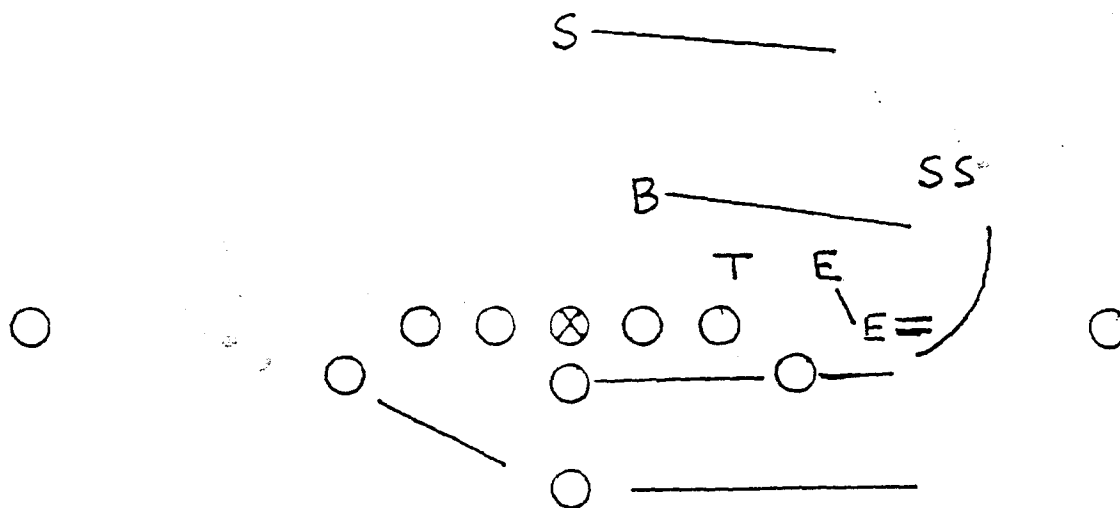
The Diagram illustrates number three with a hard number four (a cornerback) and the option responsibilities.



The quarterback's option technique of running at the option man's nose was effective because:

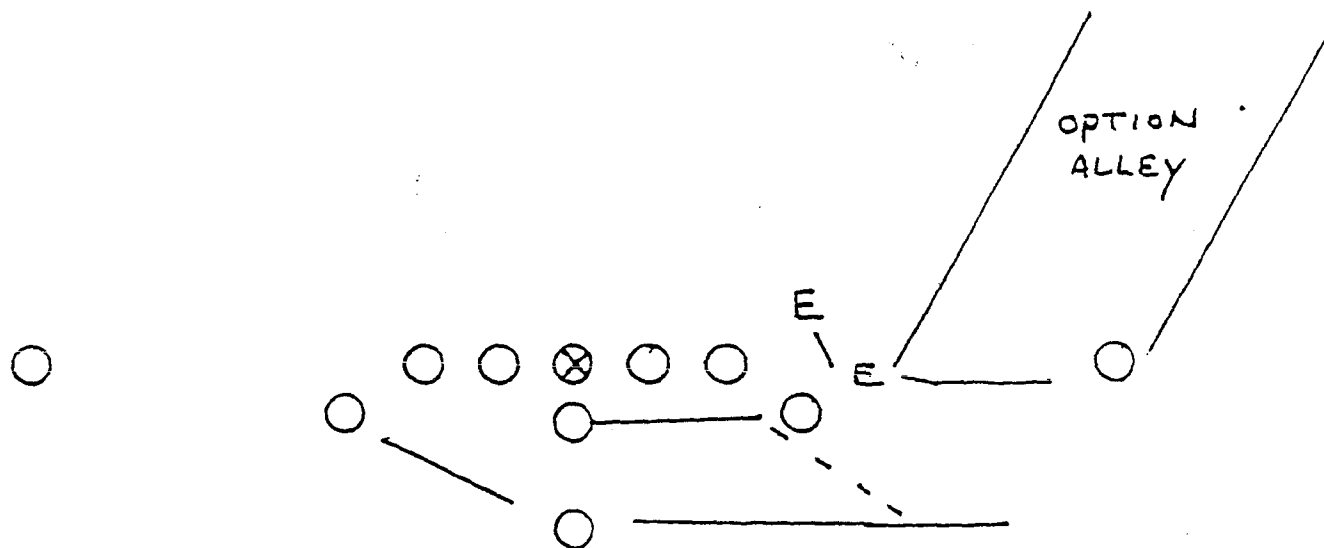
1. The technique created a wide inside running lane for the quarterback. The quarterback was running away from the heart of the defense and to the option alley.
2. The technique allowed the quarterback to pitch the ball more often. The ball was pitched more often for two reasons. First, the quarterback chased the option man to get the ball pitched. Second, the ball was pitched more often when the option men were coached to restrict the quarterback's wide inside running lane.

The Diagram illustrates the quarterback's option technique of running at the option man's nose.



Regardless of the option technique one factor must remain constant. The quarterback must neutralize the option man as an alley player. He can't allow the option man to force a pitch and then make a play on the tailback for a short gain.

The Diagram illustrates the option man as an alley player.



the defense from play to play. However, the quarterback must always work to make the ideal pitch regardless of the pitch relationship. It is a discipline that develops a fundamentally sound quarterback and very few poor pitches.

An important coaching point for coaching the pitch is to teach and drill the quarterback's pitch technique before he is drilled on the option technique. For an orderly progression take it one step at a time. First, teach the quarterback to pitch the ball. Second, teach the quarterback the option technique. Then put the two techniques together.

OPTIONING DEFENDERS

The quarterback coaching points to option a slow play defender are:

1. Pre-snap read the defense. Anticipate the intentions of the defense before the ball is snapped.
2. Always think hard end. Be prepared to pitch the ball quickly.
3. Mentally set in motion the one way decision-making process. ("Pitch, pitch, until the option man won't let me pitch the ball.")
4. Come off the mesh holding the ball with two points of pressure in front of the jersey numbers to be prepared to pitch at any time.
5. Attack the option man's nose. Close the gap as quick as possible, but remain under control to pitch the ball on any step.
6. Keep the eyes focused on the option man's body. See his feet with the bottom of the eyes. When the back foot plants, pitch the ball.
7. Challenge the option man. Close to within an arm's length or closer before pitching the ball. Don't allow the option man to be an alley player. When the option man widens to maintain outside leverage continue to chase him to pitch the ball. To pitch the ball look over the option man's inside shoulder to mis-direct him. To keep the ball look over his outside shoulder to mis-direct him.
8. Run to the option alley on a keep. Run hash, numbers, and to the boundary to run away from the defense.
9. Look the pitch into the tailback's hands.
10. Don't get hit.

The quarterback's coaching points to option a hard end defender are:

1. Pre-snap read the defense. Anticipate the intentions of the defense before the ball is snapped.
2. Always think hard end. Be prepared to pitch the ball quickly.
3. Mentally set in motion the one way decision-making process. ("Pitch, pitch, until the option man won't let me pitch the ball.")
4. Come off the mesh holding the ball with two points of pressure in front of the jersey numbers to be prepared to pitch any time.

OPTIONING A DEFENSIVE LINEMAN

A quarterback for the most part options a defensive player in a two point stance. Occasionally he options a defensive lineman in a three or four point stance. The coaching points and techniques are the same as for optioning a defender in a two point stance. But, the quarterback must be aware a down lineman usually plays a hard end technique.

REDUCING THE RISKS

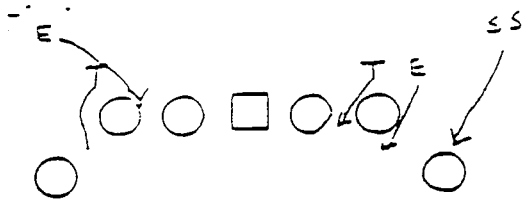
The quarterback reduces the risks of executing an option play by adhering to several option rules. The option rules are part of the quarterback's option technique. The rules are:

1. Always think hard end. Be mentally prepared for defensive pressure from the option man or a secondary blitz.
2. When in doubt, don't. When the defensive reactions create any doubt in the decision-making process, keep the ball.
3. Don't pitch in the grasp. When in the grasp of a defender the play is over. Protect the ball.
4. Don't pitch the ball blind. Look the pitch in. Make sure the tailback is in position to catch the pitch.
5. Never pitch off number two (except on options which are designed to option number two). When the ball is pitched off number two the option man can attack the tailback as he is about to catch the pitch. Pitching off number two is a turnover decision.
6. Get the ball pitched to the tailback. Pitch the ball when the defensive reactions allow the ball to be pitched. Don't keep the ball for a five to six yard gain when the tailback would have gained thirty yards if the ball was pitched.
7. Don't cutback. Run to the option alley on a keep to run away from the defense.
8. Don't get hit. A quarterback is a quarterback, not a tailback. His running style is different, except on short yardage. The tailback can take on tacklers, the quarterback avoids tacklers.

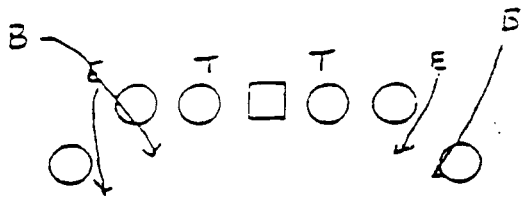
STUNTS
AND
BLITZS

When we get two people rushing from outside the tackle box we will identify that blitz as an outside blitz.

EX:

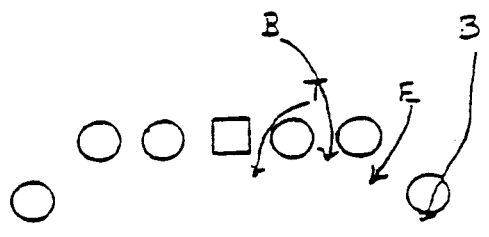


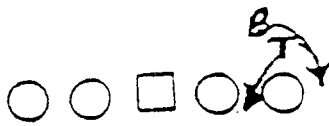
EX:



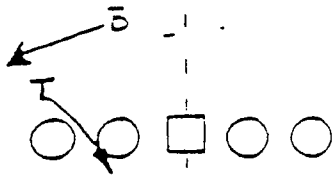
When four rushers come off the side of the formation that we have determined as the strength we will call that a strong blitz.

EX:

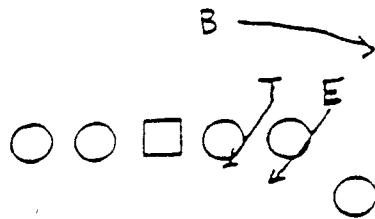




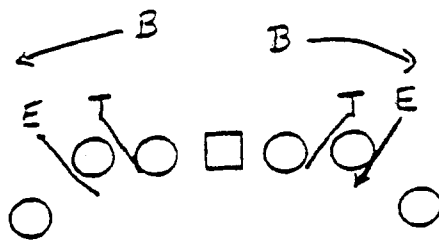
Strong-C Stunt with tackle and LB Changing & gap Responsibility



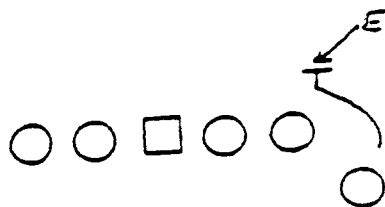
Weak - C Stunt



Strong Blood or weak Blood
Depending on which side of field
Stunt comes.



Double Blood

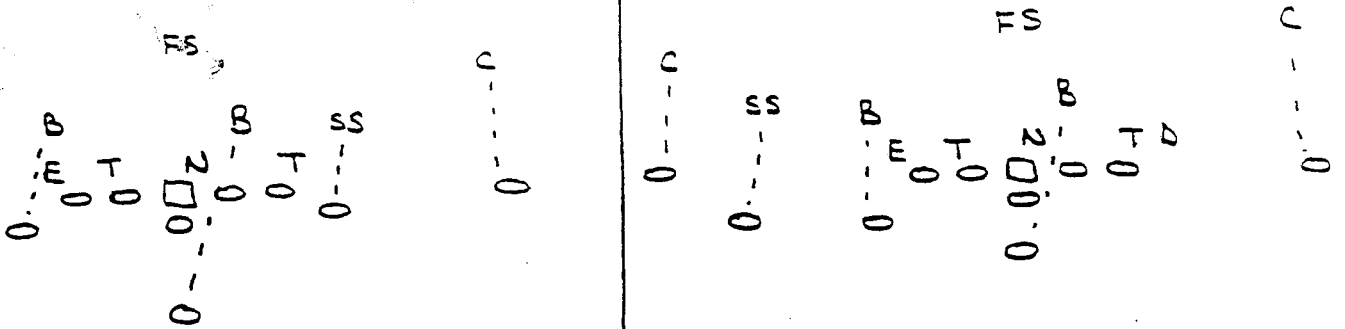


Easy-Stunt with tackle and exchanging
Responsibility.

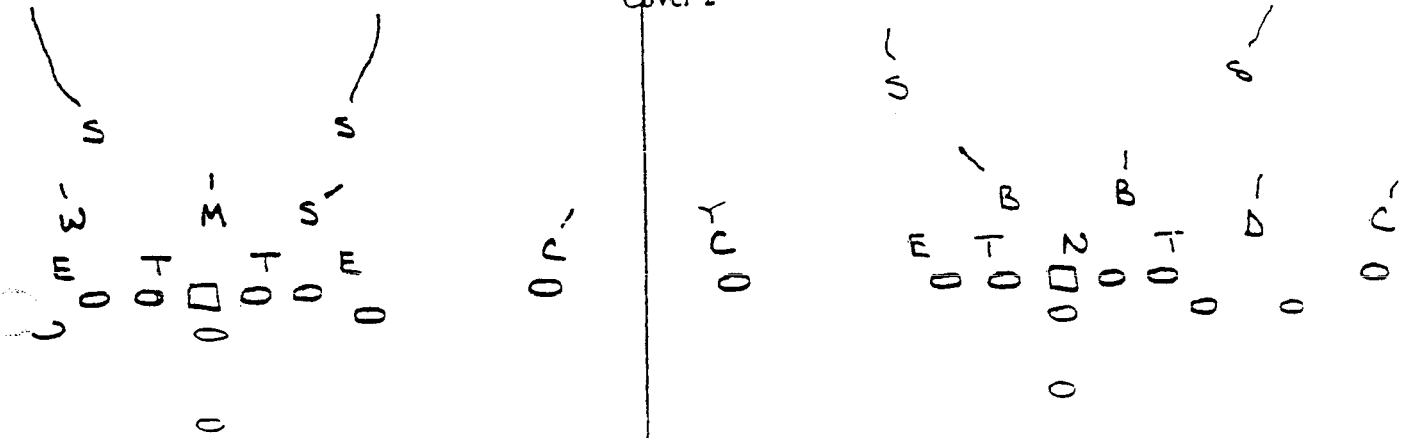
4. Coverages

- 1 Man Free
- 2 2 Deep Safeties with underneath defenders playing Zone
- 2 Man 2 Safeties playing Free to their half of the field with underneath defenders playing Man
- 3 3 Deep with a Strong Safety in a Sky position
- 6 3 on 2 coverage to the Strength
- 1/4, 1/4, 1/2 Quarters by Field Corner and Safety with a cover 2 look to the short side; sometimes called 3 Cloud
- 4 Across Rotating secondary with Cover 3, 1/4-1/4-1/2, or Man principals; may not show until after motion is used and/or ball is snapped

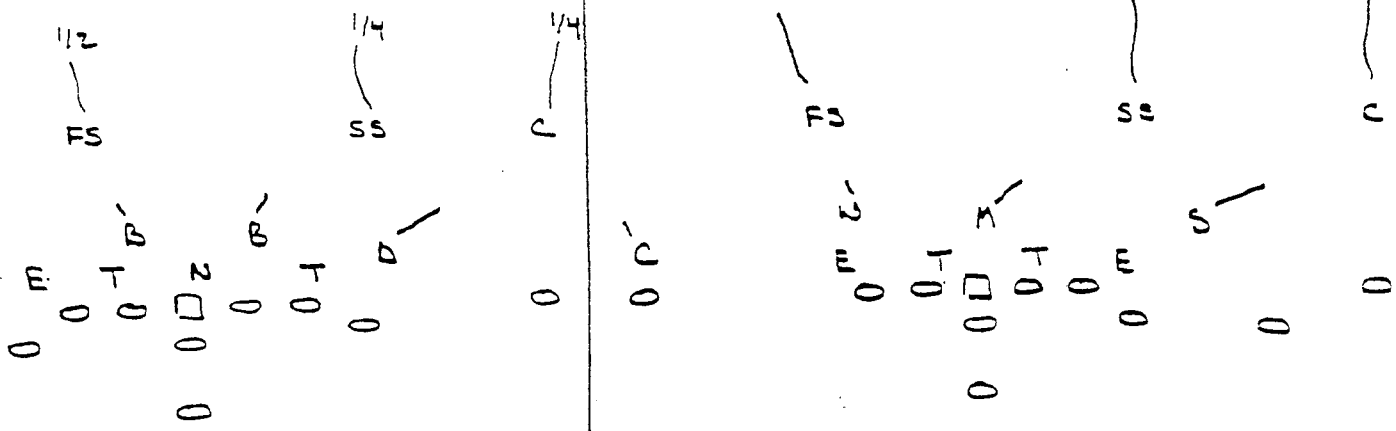
Cover 1



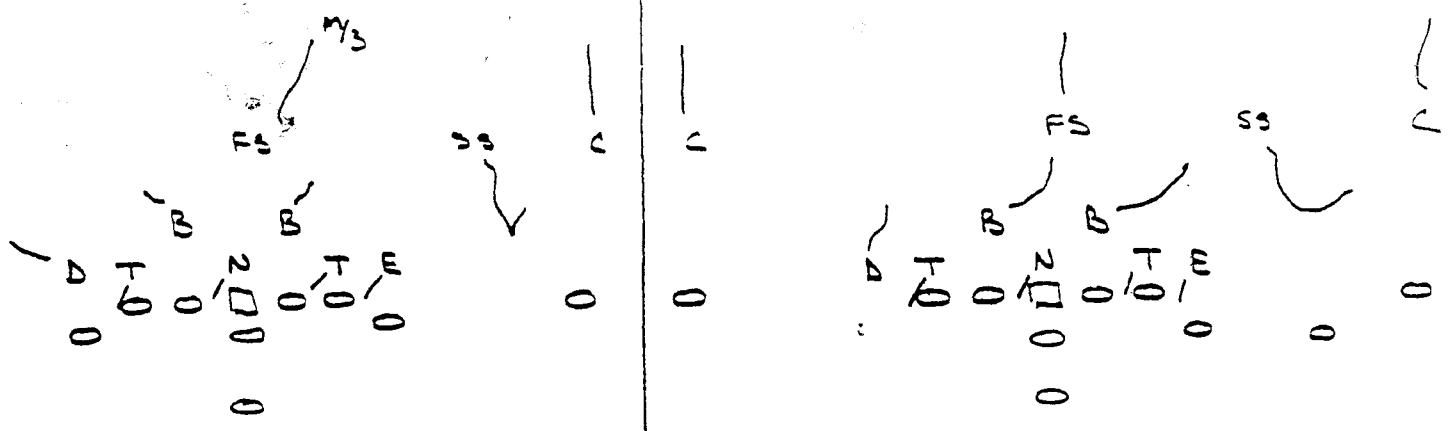
Cover 2



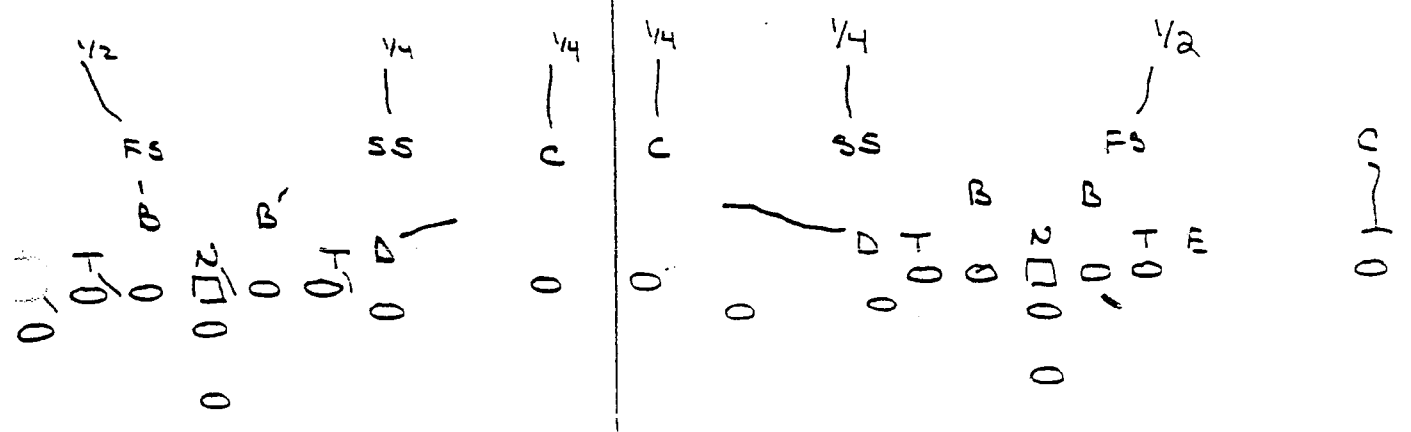
Cover 1/4, 1/4, 1/2



Cover 4 Across (Rotate to 3)



Cover 4 Across (Rotate to 1/4-1/4-1/2)



IDENTIFICATION
OF DEFENSIVE
TECHNIQUES AND
DEFENSIVE FRONT
TERMINOLOGY

Type:

1) 50 - The Center has a Nose head up or backside of him, both Guards have LBs over them, the Tackles are covered by Defensive Linemen (and there are Ends aligned over the Slots or Tight End)

D. 303 Fronts

Characteristics:

- 3 technique aligned on (the outside shoulder of) the guard, a Nose touching the Center, and another 3 technique aligned on (the outside shoulder of) the other guard

Types:

1) Bear - Both Guards and the Center are covered and there's a Mike LB behind the Center. There a C gap players aligned in either 5 or 7 techniques

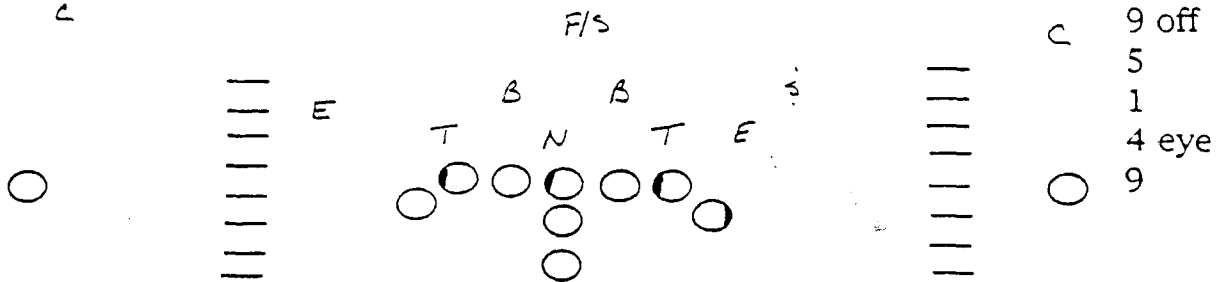
2) Double Eagle - Both Guards and the Center are covered and there are LBs aligned over the Tackles with Ends in 7 techniques to both sides

II. Calling Fronts

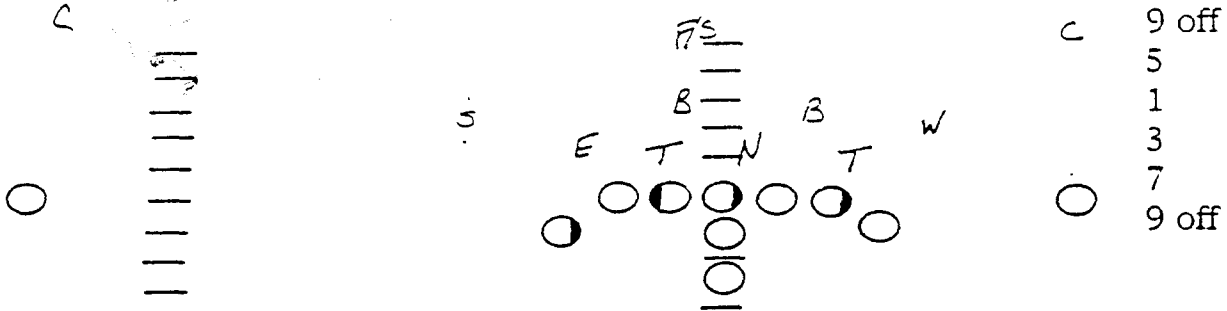
At ^{GA. SOUTHERN} ~~GA.~~ University we will call fronts from the weak (nub) side to the strong (Over or Heavy) side. If we are aligned in our customary Spread set we will call fronts from the boundary side to the field side or Left to Right when the ball is in the middle of the field.

In listing Defensive Fronts at Ga. Southern University, we will use the defensive techniques and call them from weak to strong. The weak side will be the short side of the field if we don't have a strength offensively. With a balanced offensive look and the ball in the middle of the field, we will read the techniques from left(weak) to right(strong).

for example #1:



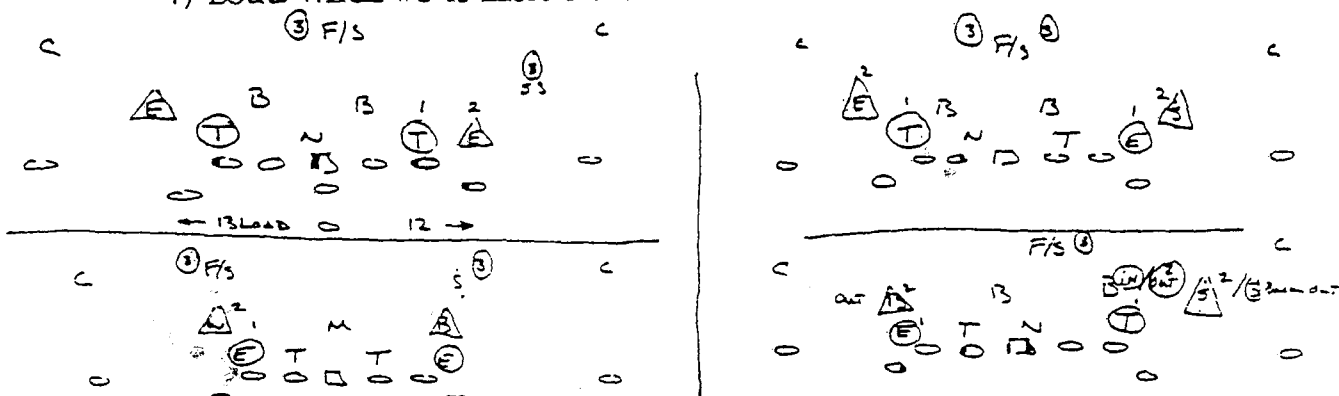
for example #2



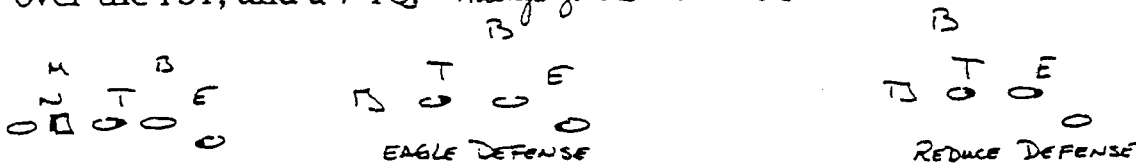
OPTION COUNT SYSTEM

3. 12-13 is our inside veer play. We will Load when run support is inside the Tackle box. Our option count begins with the first Down lineman touching or outside our PST being #1, the read Key; #2 is the next man out Line to LB'er Level to Secondary; and #3 is run support. Example:

- 1) Tackle calls "3" or "4i" to determine #1
- 2) Tackle calls "inside" or "outside" as to whether the LB is in the option count ("in" line or A-back account for him, "out" QB treats him as #2 and reads (pitch key) or EZ stunt.
- 3) Find 1,2,3 and NDB's (there are two NDB's on the field to each side; thus, in Over and Heavy both NDB's are to that side).
- 4) Load when #3 is inside the box

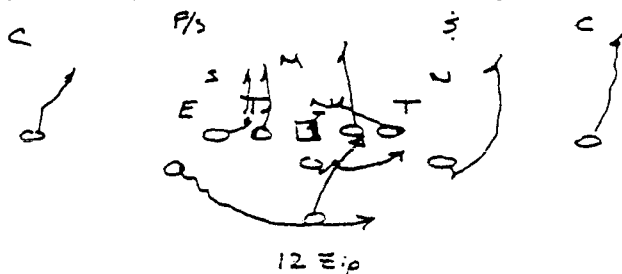


5) If we have 12-13 (Load) called into an Eagle look, the QB can only run Load into the Eagle, when we don't have a MLB'er. Otherwise we should check 28-29. An Eagle defense is a 3 technique, a LB'er at depth over the PST, and a 7 TQ. *Always go back to LB'er Kick*



6) If Trips 12-13 is called and #3 is outside the box, then check 16-17 to the Trips side. Out of Trips you can't run Load, you don't have a PSA to Load; and there isn't one to Arc #3.

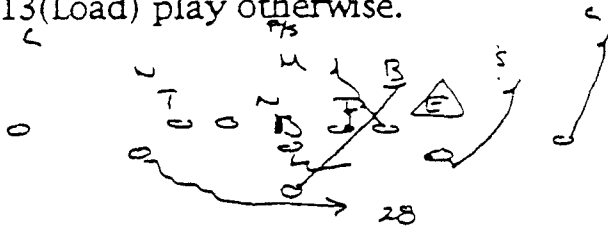
7) 12-13 Zip is blocking scheme used to the shade side of a Stack defense. Where the OLB is outside and #3 is outside the box.



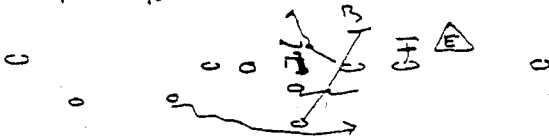
over

5. 18-19 is our Counter Dive option. We want to run this to the smallest Technique. The pitch key is #2, work to get the ball pitched. When #2 is on the line step away, seat the ball then open letting the BSG through, take a picture of #1 and work around to #2.

6. 28-29 is a Two-way option play run to an Eagle look . We pitch off #1 as long as #2 is off the line and #3 is inside the box. Check your best 12-13(Load) play otherwise.

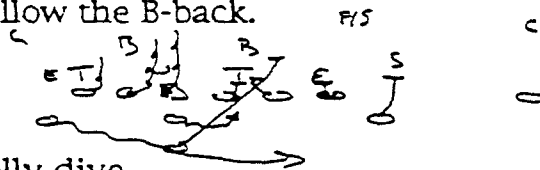


7. 28-29 Solid is run to an Shade-5 side(can run it to a 2i-5 side) of a defense(out of spread)or away from trips. You would pitch off #2.

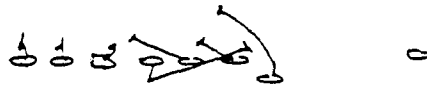


8. Some plays we will run from the Heavy package are :

1. 28-29 Solid Rebel out of heavy no matter what. There is no pitch key as you look to follow the B-back.



2. 44-45 the Belly dive.

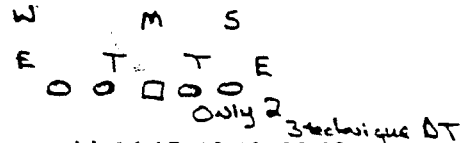
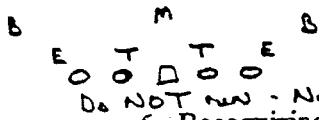
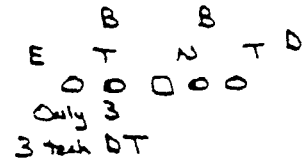
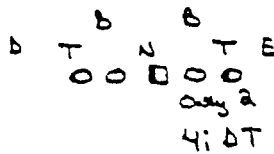
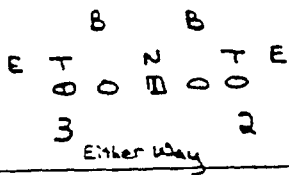


3. 48-49(Load) the Belly Option. We start our count on the Belly option from the over Tackle and the A-back(will Load)unless #3 is outside the box.

9. Check 81-82(Shuttle Pass) and 81-82 Eagle(QB Draw) to the 3 TQ, QB opens like 360-370 and runs the ball in the PS A seam.

5. 2-3

2-3 is a Midline Triple Option play run to the B gap down lineman side (ie. 3 technique or 4I). The QB will open past 6 o'clock to put his first step at 6:30 on 2. When we run 3, the QB will open with his left foot stepping back to 5:30. Just as we want on 12-13, the QB must get his first two steps in the ground and reach the ball back to hook up with the fullback. The fullback's aiming point is the crack of the center and he will run straight ahead on his path while the QB reads the Defensive Tackle. The following fronts show which side we want to run 2-3:



6. Recognizing an Eagle look and what needs to be done with 16-17, 18-19, 28-29

An Eagle look is where we have a 3 technique over our guard and a LB over our Tackle. The 3 technique side of a 4-3 is also an example of an Eagle.

Play Desired Change vs. an Eagle

- 16-17 Tackle should call "Eagle" and QB now pitches off #1
- 18-19 Tackle should call "Eagle" and QB will now pitch off #1
- 28-29 Depends on 28-29 scheme

See attachment D

7. Use of "Special" on 16-17, 28-29, 312-313, Zoom, and Pup

16-17 Special - An audible by QB or may be called in huddle in anticipation of a 303 defense (ie. Bear 46 or Double Eagle; pitch key is now #1 or a LB who shows outside of #1
 * QB fronts out vs. this look

28-29 Special- Used when we are in Trips and have Cover 6 with a Drop OSLB aligned over our Single Receiver; Tackle will pull to kick out the Drop OSLB (ie. #2) and pitch key will be #1

312-313 Special- Used when Backside Slot will block OSLB rather than Flare as the safety valve; QB must pause longer than usual between "Ready" and "Set" in cadence to help A get in position to make this block

Pup or Zoom Special- QB fakes Quick Flare and then throws to WR running a Crack and Up

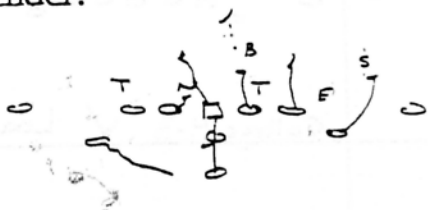
See attachment D

Georgia Southern Run Guidelines

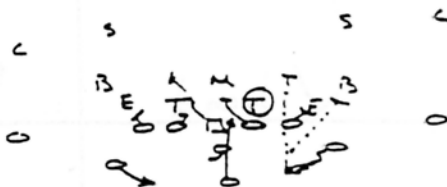
1. Be Ready to throw uncovered out of Trips, Wide Spread and Over Sets (Brown and Green).

2. Run 10-11, 10-11 Twirl and 10-11 White to the B Gap defensive lineman (3 Technique DT or 4i) side. The Midline Count begins with the read man the B Gap Defender as #1; #2 is the next down lineman; #3 is flat defender. If you get two 2i's run to where #3 in Midline count is farthest, and treat as a pull read. Versus a head up (Zero Nose) 50 Defense can run the play to the side called.

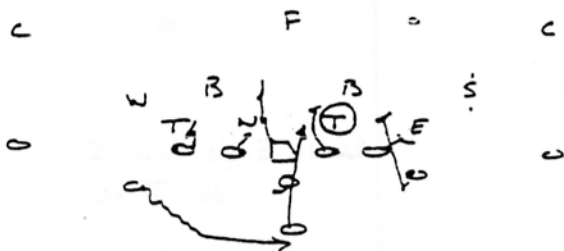
a. 10-11 will be a B-Back read and Pitch play. The B Gap Defender is the read man and the End will be the Pitch Key. The PSA will arc for Flat Defender.



b. 10-11 Twirl is a B-Back read and Quarterback Follow play. The B Gap Defender is the read man, our Tackle will turn out on the End, and the PSA will lead up on the linebacker (1 Backer A has OLB; 2 backers he has PSLB).



c. 10-11 White is a B-Back read and Quarterback Follow play. The B Gap Defender is the read man, our Tackle will turn out on the End, and the PSA will Fold inside and lead on linebacker (1 Backer A has OLB; 2 backers he has PSLB). BSA has tail motion on snap count.



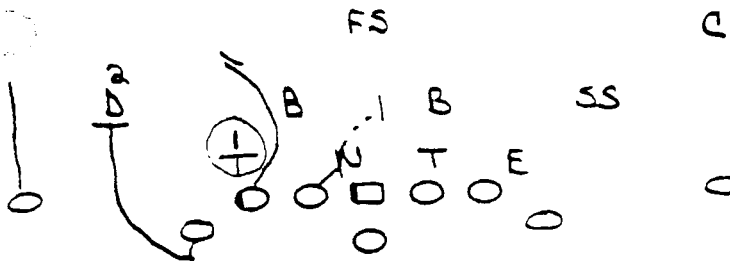
Huddle Call is 13

PLAY: 13

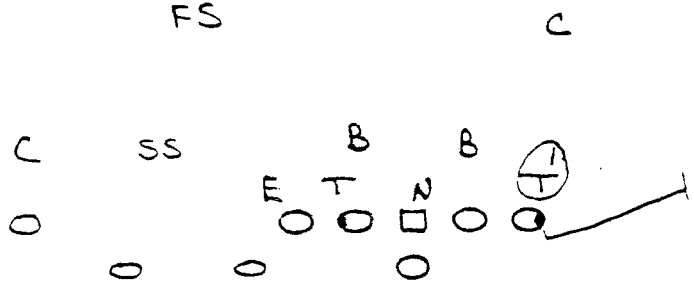
Atch B

<p>P2 ^{D²} ^B ^{FIS} ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>Shade-80 ✓ Load</p>	<p>F²₃ ^{D²} ^B ^{FIS} ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>Shade-50 ✓ Load</p>	<p>^{S²} ^{FIS} ^{i²} ^B ^B ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>Double Eagle ✓ Load</p>
<p>^{F²} ^{S²} ^E ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>4-3 ✓ Load</p>	<p>^{F²} ^{SIS} ^{D²} ^E ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>6-1</p>	<p>^{C²} ^{FIS} C ^E ^T ^B ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>College 4-3 ✓ Load</p>
<p>P2 ^{D²} ^B ^{FIS} ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>46 ✓ Load</p>	<p>^{FIS} ^{SIS} ^E ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>86 ✓ Load</p>	<p>^C ^{FIS} C ^D ^T ^B ^{SIS} C 0 0 0 0 0 0 0 0</p> <p>Wide Teckle 6 ✓ Load</p>
<p>^{C²} ^{FIS} C ^{D²} ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>Shade-Reduced ✓ Load</p>	<p>^{F²} ^{SIS} ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>"Outside" Triple Stack</p>	<p>^{C²} ^{FIS} C ^{D²} ^T ^B ^S C 0 0 0 0 0 0 0 0</p> <p>Shade Eagle Cover 5 vs. Triples</p>

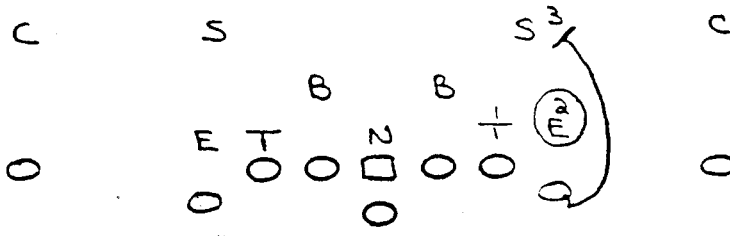
Atch E



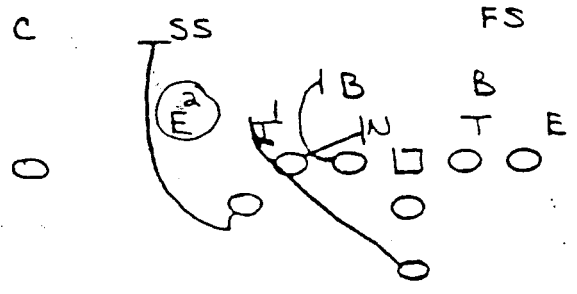
29 - OK A cow Arc #2 ; #3 IS



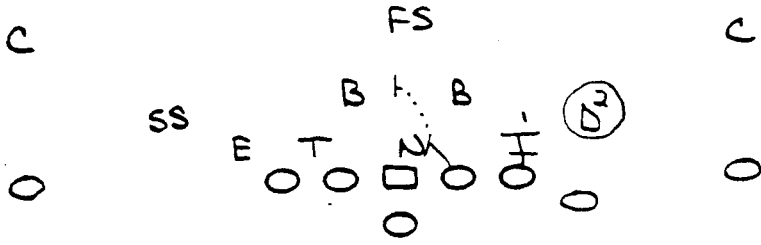
28 Special - OK Tackle can Arc on #2



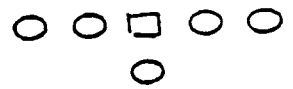
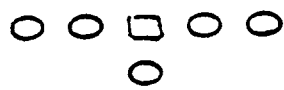
28 Solid - #1 based by Tackle ; Aw #3



29 G Cowboy

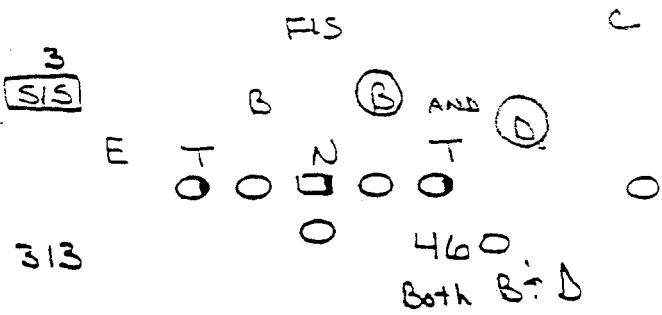


28 Solid Load - #1 based by Tackle ; #3 IS

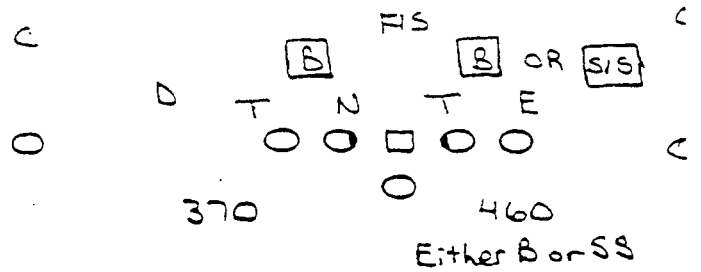


ATCH G

Defense: 50 Shade

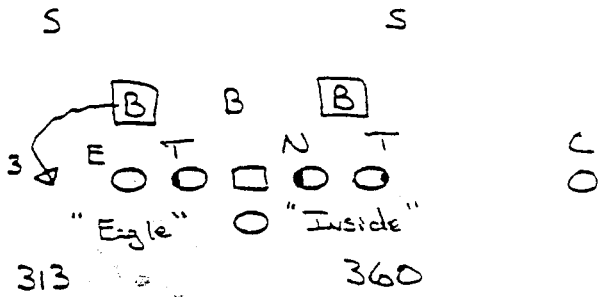


Defense: 66

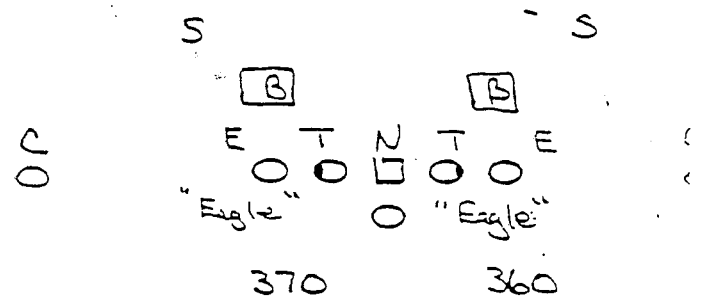


NOTE: When calling defenses: Call Weak or Left side first

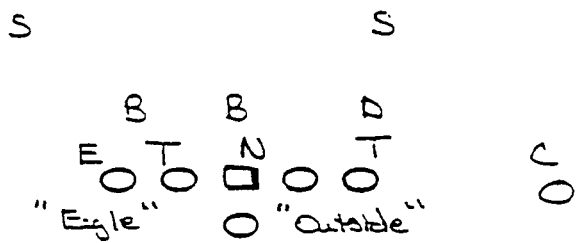
Defense: 4-3



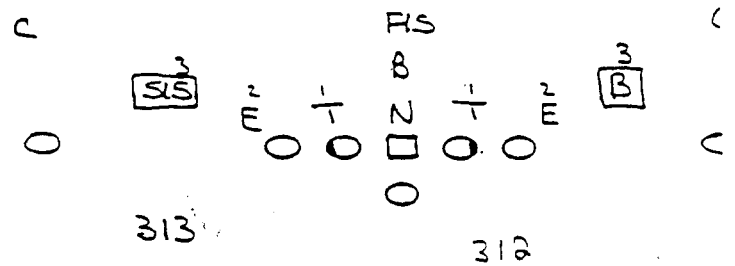
Defense: Double Eagle



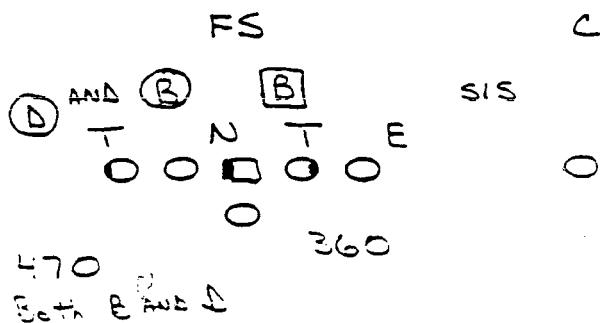
Defense: Triple Stack



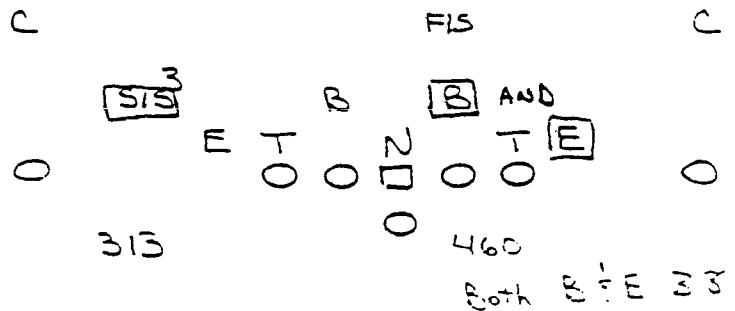
Defense: "Bear" 46



Defense: Shade 6



Defense: 50



CENTER-QUARTERBACK EXCHANGE

I. GENERAL BACKGROUND

1. The center- quarterback exchange must be flawless. It must become second nature to you.
2. You must spend time with your center making sure you receive the ball the way you want it every time. The laces of the ball should come up crossing the fingers of your passing hand.
3. Never crowd your center.

II. STANCE

A. Feet

1. Armpit width
2. Pointing straight ahead
3. Weight on the balls of your feet, with the weight distributed in proportion to the side you are pivoting to.
4. 75% of the weight on the pivot foot, 25% on the lead foot.

B. Knees

1. Slightly flexed

C. Trunk

1. Upright as much as possible. Too much body lean will create problems in scanning the defense.

D. Hands and Arms

1. Throwing hand should be placed firmly under the center's buttocks, squarely in the middle with the palm facing down.
2. Opposite hand should be connected at the thumbs, either by meshing the thumbs together or by interlocking them.

THROWING TECHNIQUES

I. General Background

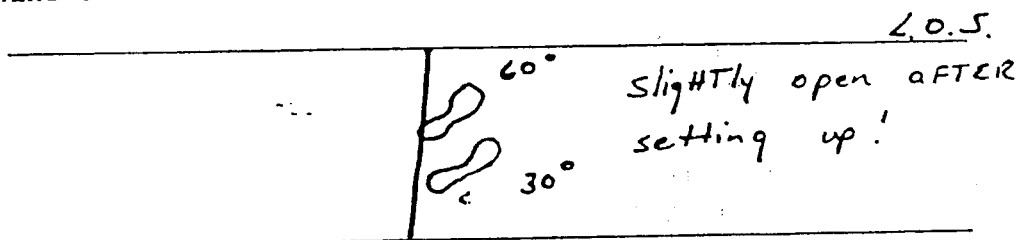
1. To improve as a passer, a QB must dedicate himself to that goal. Improvement will demand concentration and hours of work.
2. Basically, the number of times you throw the ball will determine how well you throw. There is no shortcut. Repetition leads to improvement and success.

II. Position and Stance

A. Feet

1. Armpit Width
2. 90% of weight on backfoot, 10% on front foot
3. Semi-crouched position - knee, hip, shoulder
4. Lead foot is pointed approx. 60 off the vertical plane behind the center, the back foot is approx. 30 off the horizontal plane parallel to the line of scrimmage. Feet are directly behind one another.

EX.



- a. Enables passer to better see entire field
- b. Enables passer to throw to his left more comfortably

B. Knees

1. Slightly bent

C. Trunk

1. Upright and Poised

D. Shoulders

1. Slightly open from the vertical, approx. 30 (Ex. Rt. handed passer, left shoulder slightly left of vertical plane) be careful not to open shoulders too much or it will result in a loss of power.

VI. THROWING BALL:

- A. Elbow lead
The elbow should lead or be ahead of the ball as you start the throwing motion.
- B. High release
Release the ball as high as possible with good arm extension.
Provides leverage (power) and avoids having the ball blocked.

2. The opponent's personnel:
 - a. Where is the defensive strength in terms of personnel? The weaknesses?
 - b. What is the personality of the defense? Are they quick or slow; stunting or read; strong vs run, weak vs pass or vice versa. ETC.?

II.

GOALS OF A QUARTERBACK

1. To execute your position at the highest degree of proficiency possible, be consistent!
2. To move your team across the goal line. You get an average of 13 attempts to score and we feel we have to score 4 times. This is the most important statistic in evaluating a quarterback. If he can take the team across the goal line or produce some sort of score one third of the time, he is doing his job.
3. Everyone gets an opportunity to do something big- only those who put a lot into it can take advantage of the opportunity when the situation presents itself. You have to be prepared.
4. Once you get the job done, you don't care who gets the credit!
5. Your reaction to losing can tell if you are a winner or a loser. you can lose and still be a winner as long as your reaction is correct.
6. Be realistic in setting your personal goals.
7. Know and respect responsibility.

III.

RECOGNITION OF DEFENSES

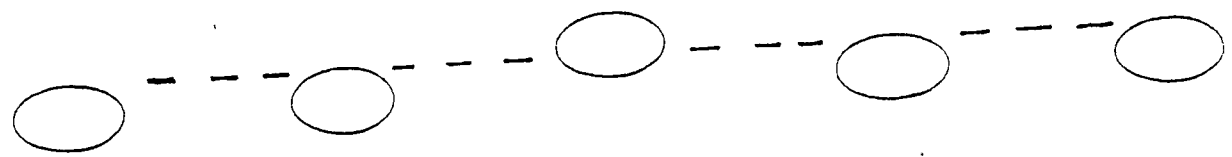
To have a working knowledge of defensive football and to be able to put that knowledge to use in game situations, the quarterback must be able to recognize the different types of defenses and coverage alignments.

Vocabulary for Offense

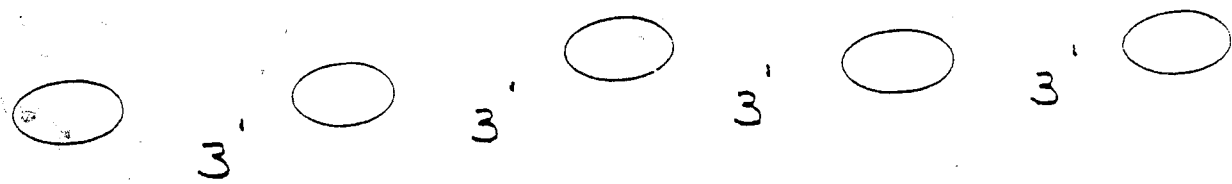
- INSIDE OVER OUTSIDE RELEASE
LB
- Base-Veer- Inside, on, Outside, 1st Linebacker Head up to inside tackle box
 1). as a Blocking Scheme; it's PSLB'er. The PST will release inside or Outside #1 to get the PSLB'er. His path is based on whether the PSG is covered (inside release) or Uncovered (outside release). We must protect B Seam.
 2). as a Blocking technique it's Step, Dip and Rip.
- Scoop- Is a backside scheme, which allows us to cutback. The center scoops Playside A gap to BSLB'er. He would deliver nose to BSG. BSG and BST scoop the area from the hand in their stance to the hand of the next man towards the play. SECURE PS GAP TO BSLB
- Zone- Is a playside blocking scheme. PSLinemen step at a 45* to the outside and play what comes their way. G' JAW STEP W/ OUTSIDE FOOT TO INSTEP OF OUTSIDE FOOT OF 1ST DOWN LINEMAN OVER TO INSIDE
- Fold- Is a backside block. It occurs between the C and BSG or the BSG and BST. The first man blocks back and the second goes around.
- White- Is a blocking scheme where the Linemen block head up to outside. It can be used playside or Backside. It can be a call.
- "Green"- Is a blocking scheme where the Playside linemen block head up to inside. (DOWN)
- G- Is a blocking scheme where the PST blocks down to the 1st DLM or BSLB'er inside. The PSG pulls around for PSLB'er or #1 depending on play called. We G on 12-13, 28-29, 16-17, 48-49.
- Wedge- Is a blocking scheme where the all Linemen step to the point of attack and block whatever crosses their face working upfield.
- Hinge- Is a Blocking technique used on 60-70 protection. We step where we'd spit turning our backs to the sideline. Punch the area so as to determine each gap. Set our feet. Scan the area for any threat.
- Ace- Is a Playside blocking scheme used between PSG and C, to secure the nose to BSLB'er. BSG would short scoop when this is used. This could be a called at the line by the C, if nose.
- "Geronimo"- Is a Playside blocking scheme used to allow the PST to outside release for the PSLB'er when the PSG is covered. The Center would make this call, when he feels he can stop the Mike backer from hitting the B seam on a 6-1 type Defense.
- "Slip"- Is a playside blocking scheme used on triple stack defenses where the PSLB'er is stacked on the nose or backside. The PST goes outside on a 5 TQ and gets the PSLB'er. The PSG would quick Ace to the PSLB. The C calls it and bases the shaded nose.

- Tackle box-Is the area designated up the field from our tackles outside foot and inside to the other tackle.
- Hot LB'er- Is the Linebacker designate as whom we'd would throw off if he'd blitz in 360-370 protection. Generally he's the 1st LB'er in the tackle box.
- Full Scoop- Is a blocking technique used by C when we G. He'd stop any A gap run through.
- Combo- Is a blocking scheme where PSG bases a 3 TQ and PST helps deliver the 3 as he works up to PSLB'er.
- "I'm Back"-Is a call made by C, to alert PSG he's blocking back for the pulling Guard and he's covered by the nose.
- Anchor Down-Is a backside block used by BST to stop backside defenders from chasing QB down from behind on counter options. We will use both Full and Half Anchors.
- You/Me Scan-Is used in 360-370 protection between the C and BSG. The C would make the "call" as to who would spy the BSLB'er and get out for edge rusher. When both are covered no call.
- "3-Down"- Is a blocking scheme used on 360-370. We need a 7-3-0 tech. Which allows the PST to block down on the 3 and take over the B gap. The PSG steps up to 3 and sets him up when the PST arrives, he takes over the A gap to secondary scan. The C bases the Nose he has him until PSG arrive then he has backside A gap to Edge rusher.
- Bow- Is a blocking scheme against an Eagle or reduced front. PSG cuts PS 3 and PST goes straight for PSLB'er, while the B back goes through track securing 3 to BSLB'er to FS. (28-29)
- Solid- as a blocking scheme in 28-29 we'd base a 4i, pitch off of #2 and the A-Back would arc for #3. ~~On 10-11 vs 5-0-5 we'd base all across the line.~~ Out of a heavy set we'd add "Rebel" and base all with the A-Back blocking 1st man outside of TE.
- Cowboy- Is a blocking scheme when the B Back cuts the 5 TQ. Used on 12-13, 28-29.
- Veer-Base-Is a blocking scheme ^{step - by - Base} when the PST blocks through 5 on 24-25.
- Wash- ~~Is a backside blocking scheme on 10-11 which allows the cutback.~~
- Load- Is a blocking scheme which puts the PSA on PSLB'er to FS from the outside in. With someone else getting them from inside out .
- "Eagle"- Is a called blocking scheme to account for the BSLB'er, on counter options. BSG pulls for PSLB and PST combos to BSLB.
- Special- Is a term which means too much to print here.

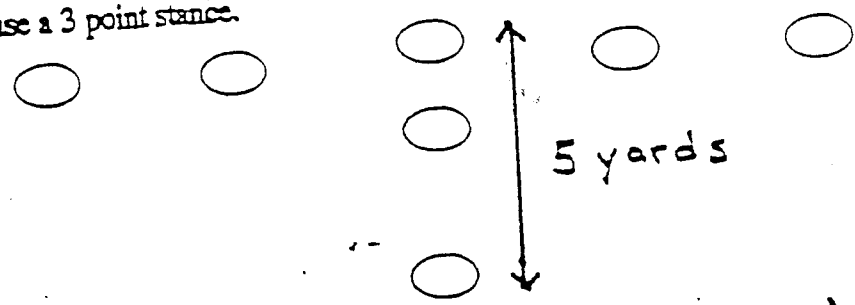
Alignment: The offensive lineman will assume a three point stance with their earhole aligned on the waist of the center.



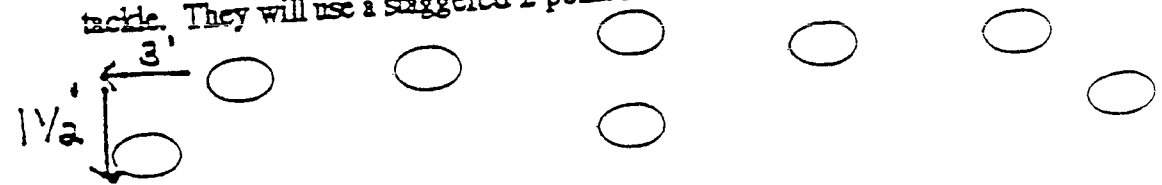
Splits: Normal splits for guards and tackles are three feet.



The fullback or B-backs heels will be grounded 5 yards from the ball, directly behind the QB. He will use a 3 point stance.

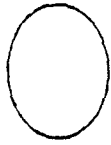
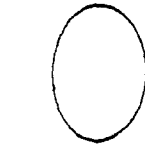
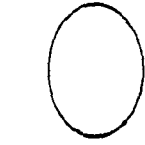


A-backs in spread will line up with 3 foot split from the tackle and 1 1/2 behind heels of the tackle. They will use a staggered 2 point stance with their inside foot back.



Hole Number System: Even Right - Odd Left

9 7 5 3 1 0 2 4 6 8



Football Terms



OFFENSIVE LINE

ACE - Double Team between guard and center.

ANCHOR DOWN - Backside tackle zones first down lineman from B-gap out and applies stack rule.

BASE - Inside, Over, Outside, nearest linebacker

COMBO - Playside guard and tackle blocks 3 technique together, tackle rubs off on linebacker.

CRASH - Playside tackle call to identify backside guards assignment

DOWN - Playside guard and tackle block on any down lineman playing your inside gap.

DUECE - Playside guard base, playside tackle down on nose.

EAGLE - Tells QB and A's linebacker is #1.

FOLD - Backside call for center or guard to block back and guard or tackle to drop step and block backside linebacker.

4-BACK - Backside tackles call to identify centers assignment

4-VEER - Playside tackle call on load option

4-SWITCH - Guard and tackle pass block first man on to your outside.

G- Tackle Block down on first down lineman to your inside, guard pull for linebacker.

GEORGE - Double team between guard and tackle.

GATE - Backside tackle takes the inside away of any down lineman over him to the backside. Backside guard will cut-off if covered.

GREEN - Playside lineman block down and backside lineman scoop.

HINGE - Lineman will take a short 6 inch jab step in direction of play, drop step with inside foot, turn tail to sideline not allowing penetration.

PINCH - Double team between tackle and tight end.

RAILROAD - Nose goes weak on ace, playside guard railroad tracks to backside linebacker.

WALK - Huddle call for TE to move from one side to the other

QUARTERBACKS/BACKS/RECEIVERS

BLOCK - Tells A-back to block #2

CRACK BACK BLOCK - Block used by wide receiver that involves him blocking defender to his inside.

FLAT OR FOLD DEFENDER - Defensive player designated to have flat coverage and fold responsibility on inside run.

GO - Command by ball carrier to blocker that he is near and to initiate his block.

HOLD - Tells QB to stay with play called.

IVAN - A-back most away from playside wide receiver.

LION - Call that designates load on line of scrimmage.

LOAD - Block by playside back to block playside LB to safety.

OSCAR - A-back closest to playside wide receiver.

RABBIT - 3 Wides and 1 A-back are in the game.

READ ON RUN - Wide receiver and playside A read coverage for run support after ball is snapped.

RED - Back who normally goes in tail motion will not.

SINK HOLE - Area between underneath and deep coverage on boundary.

STALK BLOCK - Basic block used by wide receiver in running game that breaks to his side.

STAY - Huddle call that negates any check at the line of scrimmage.

SWAP - A-back and B-back exchange blocking assignments.

TRACK - Arc release by A-backs.

TWIRL - Type motion in which A-back starts off on regular tail motion and on snap of ball reverses direction.

--- VANCE - Call that designates 12 or 13 on the L.O.S.

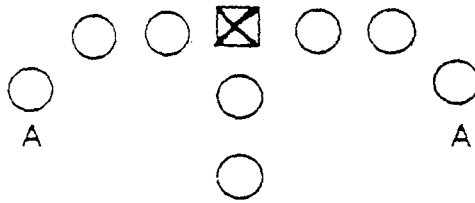
) ZONE - A-back call to tackle to let him know he has help on LB.

2 or 3 - PSWR call to identify assignment

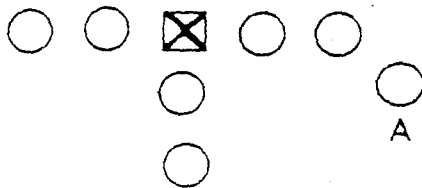
BLAST - B-back load PSLB to Safety

Formations and Motion Calls

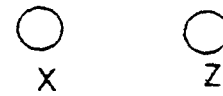
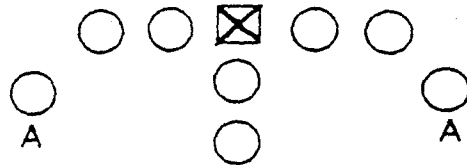
Spread



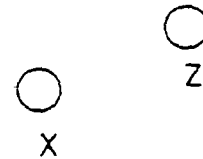
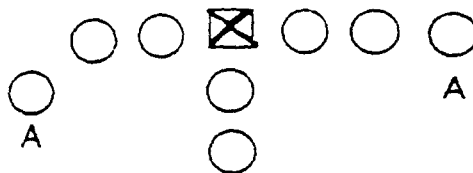
Trips Right (Left)



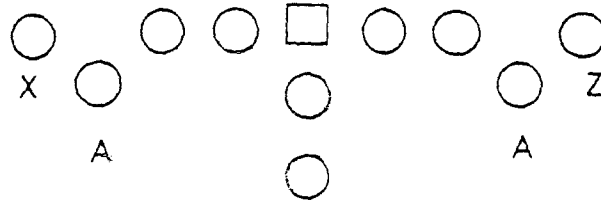
Over Right (left)



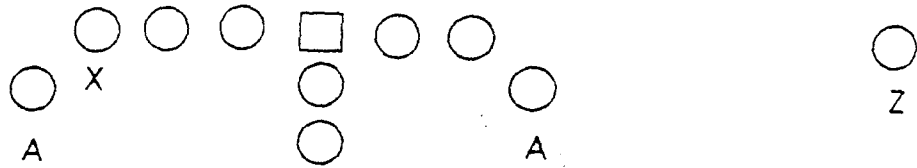
Over Right (Left) Green



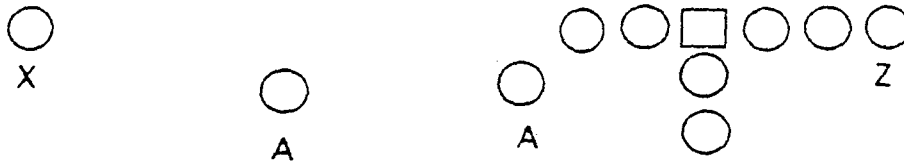
Double Flex



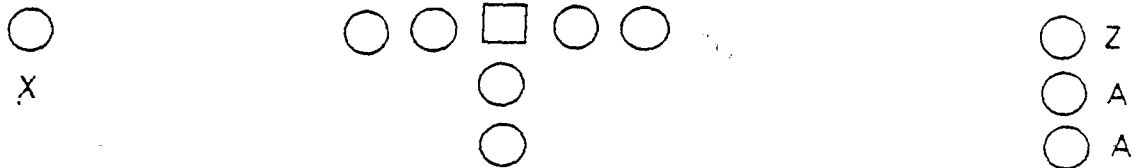
Spread Right(Left)



Spread Left(Right) White

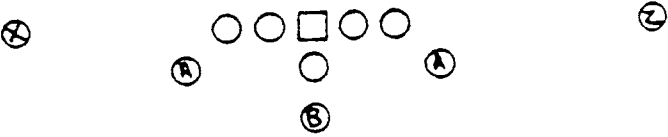


Stack Right (Left)

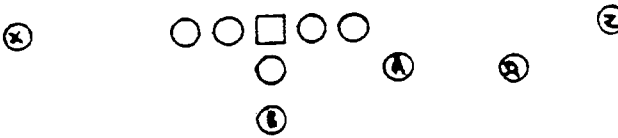


BASE FORMATIONS

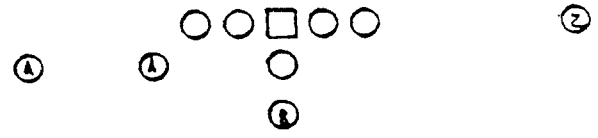
SPREAD



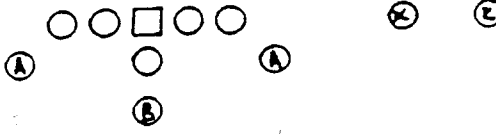
TRIPS RT



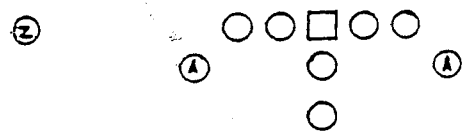
TRIPS LT



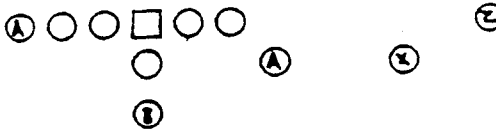
OVER RT



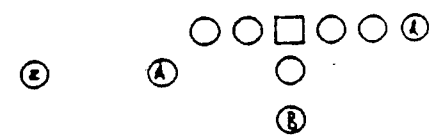
OVER LT



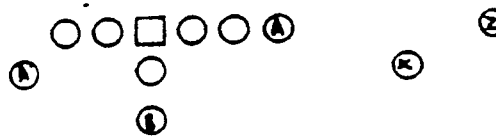
OVER RT BROWN



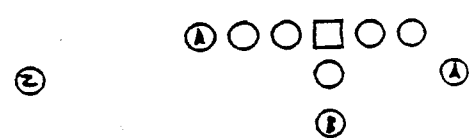
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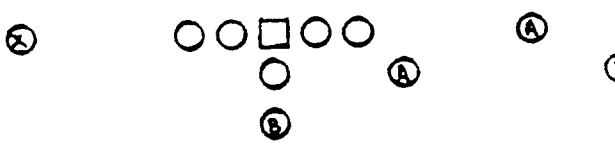
OVER RT GREEN



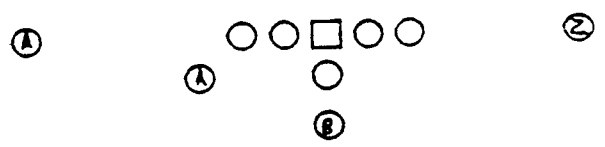
OVER LT GREEN



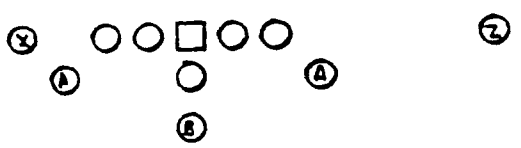
INVERTED TRIPS RT



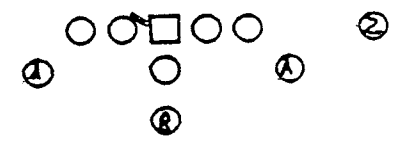
INVERTED TRIPS LT



SPR RT FLEX



SPR LT FLEX



MOTION CALLS

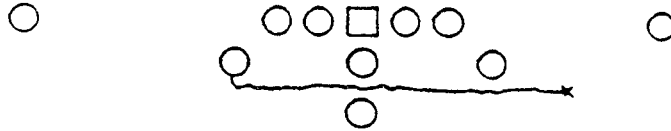
THE TERMS USED TO GET MOTION ARE LISTED BY POSITION:

A BACKS=RIP-LIZ

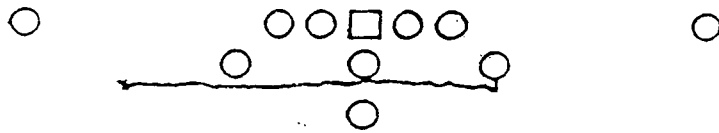
Z/X=ROSE-LOAD

B BACK=ROY-LOU

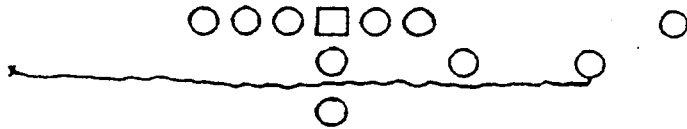
EXAMPLE - SPREAD RIP



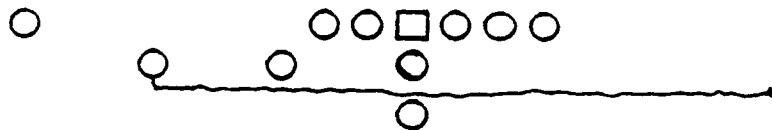
EXAMPLE - SPREAD LIZ



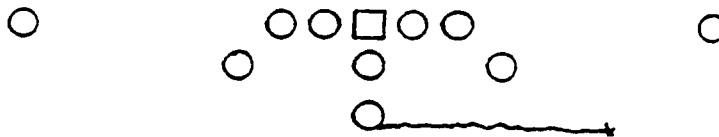
EXAMPLE - OVER RT BROWN LOAD



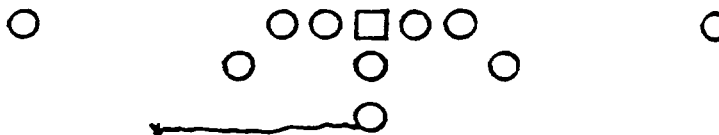
EXAMPLE - OVER LEFT BROWN ROSE



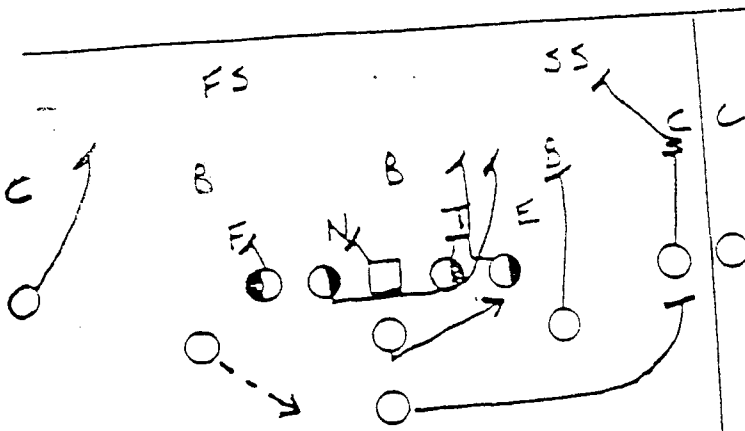
EXAMPLE - SPREAD ROY



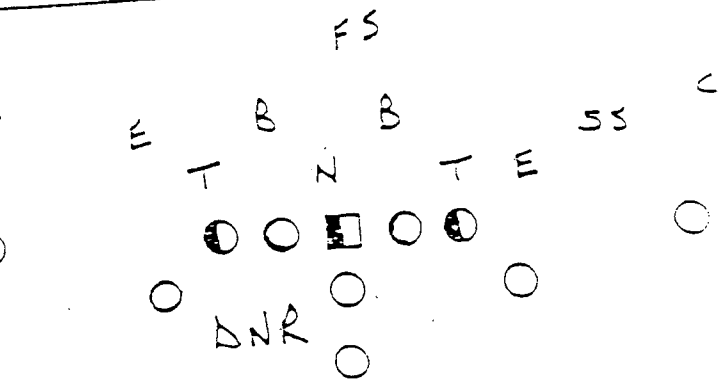
EXAMPLE - SPREAD LOU



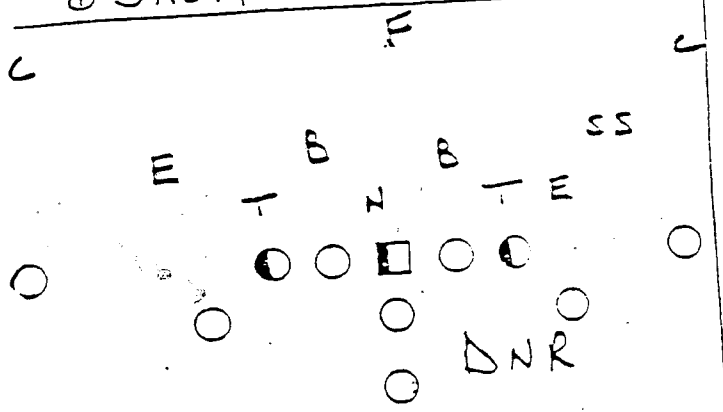
GEORGIA SOUTHERN EAGLES
PLAY (6-7) Short



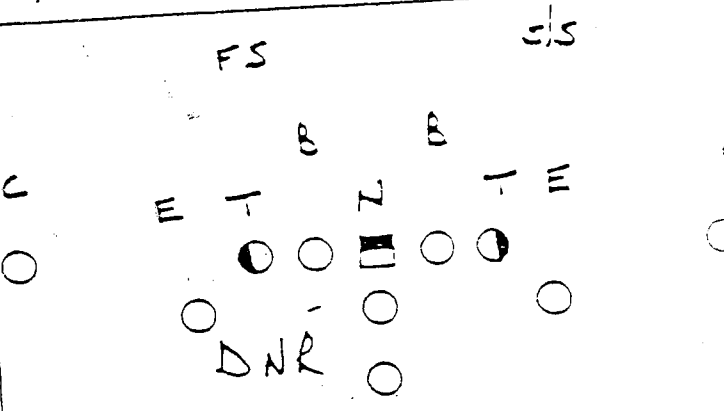
6 Short



7 Short



6 Short

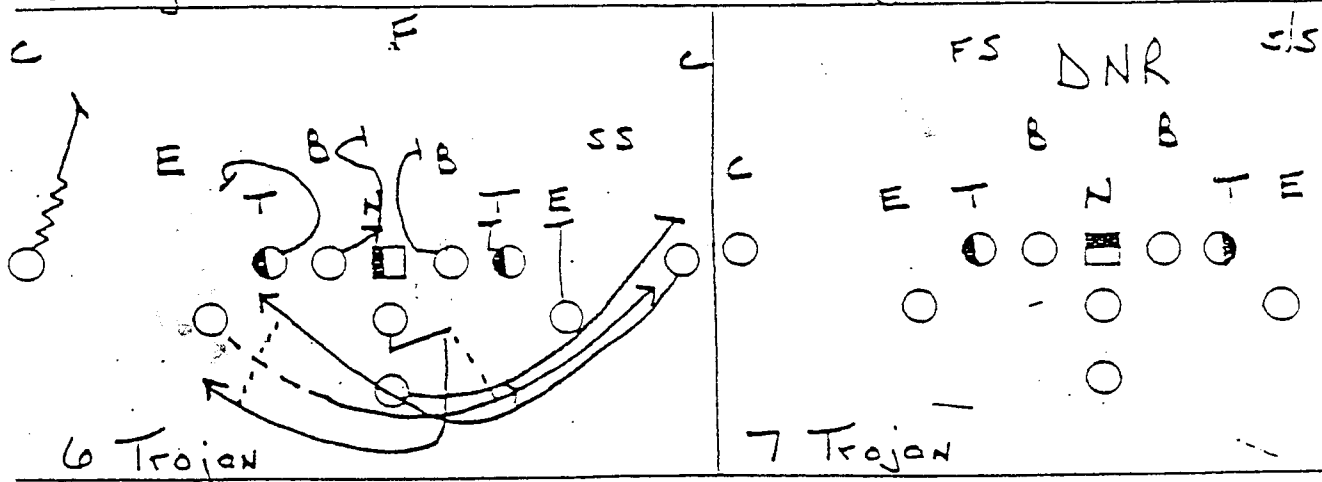
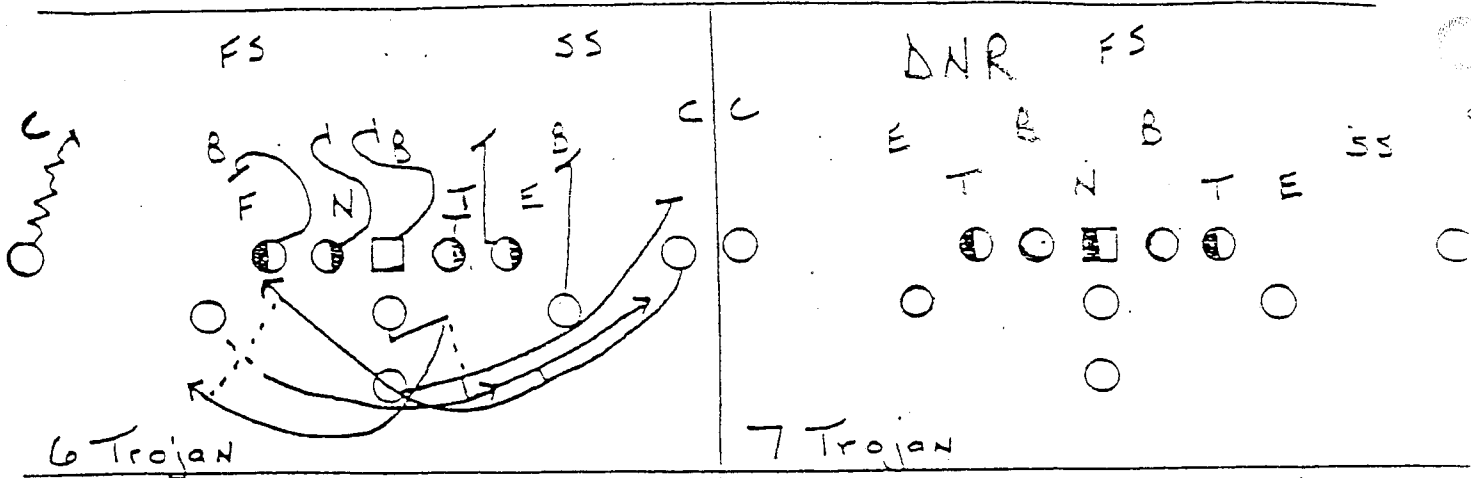


7 Short

ASSIGNMENTS

- POSITION
- QB - Open pivot - option #1 - C.P. if #2 threatens must ✓
C.P. w/Eagle ✓ Blue "Lion"
 - B-Back - Are path, secure safety to corner
 - PA-Back - Block #2 (cut); Read Step
 - BA-Back - Tail Motion - Run Pitch Route
 - X - Cut off backside CB
 - Z - Push crack; unless inverted safety, then block straight-up
 - PT - Veer-In - Look for hip player to PSLB - Outside release w/B-Gap Backer
 - PG - Base to Ace to RR (Fast Ace)
 - C - I'm back to a 3 Tech
 - BG - Pull Tight and Seal PSLB (MLB Early)
 - BT - Anchor Down to Stack Rule

GEORGIA SOUTHERN EAGLES
PLAY (6-7) Trojan



POSITION

ASSIGNMENTS

QB - Open PS 2 Steps down LOS pitch to A CP - 2 Up BS Must ✓
get in pitch relationship w/wp

B-Back - 6-7 ARC path, seal corner to BS safety

PA-Back - Tailmotion catch pitch, hand off to wide over top

RA-Back - Block #2

X - PS - "Lazy" release, seal CB inside

Z - BS - REverse path, take handoff over top. Downhill, option trail player

PT - Wash to Peel

PG - Wash to Peel

C - Scoop to Peel

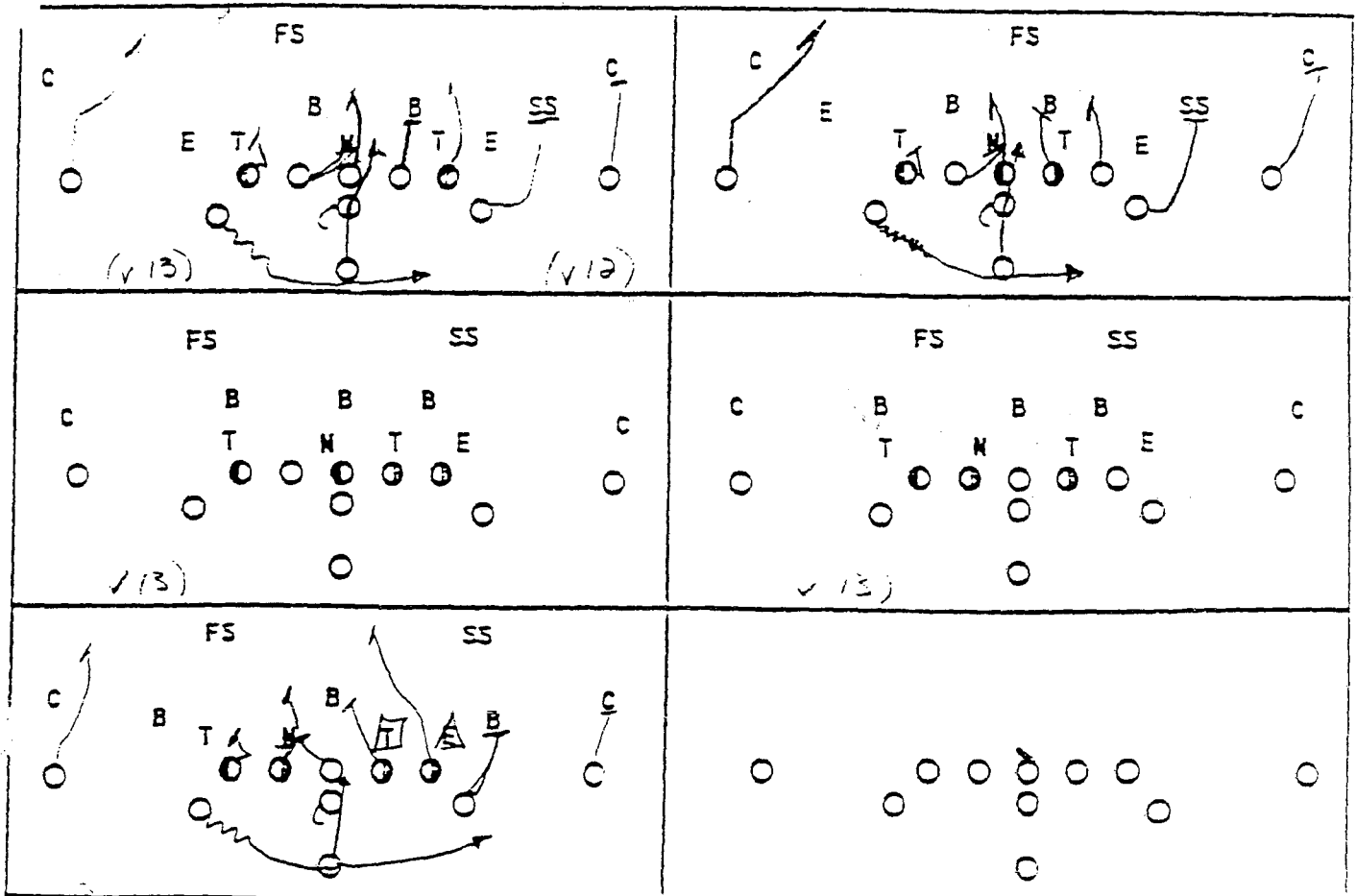
BG - Base to Ace to RR

ET - Veer In (Seal PSLB)

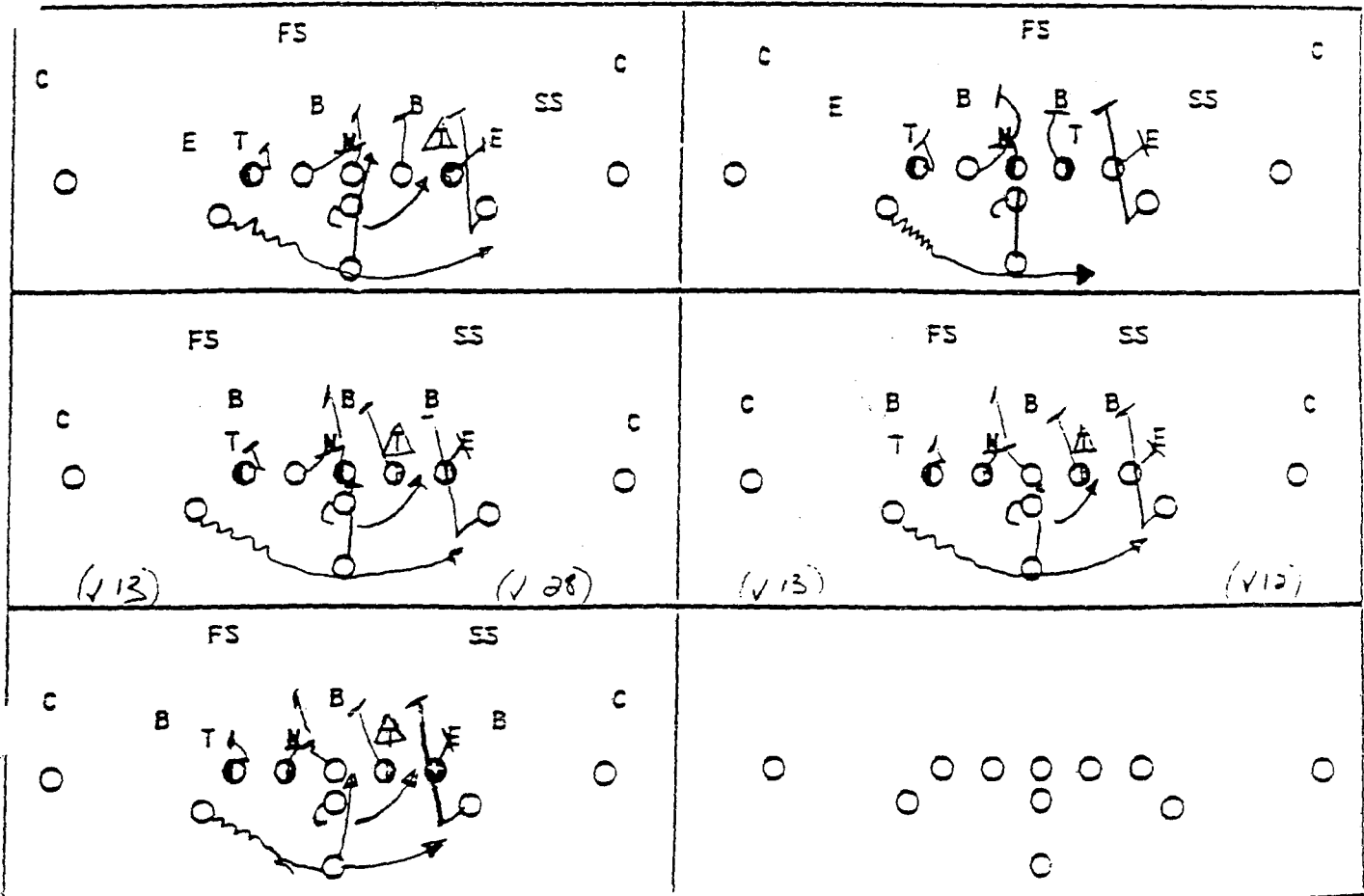
Z	Push Stalk block for Pitch
PSA	No Tail motion go Arc #2 on snap of ball
PST	Veer release for PSLB'er to FS.
PSG	Veer release Through A-gap and Block PSLB to BSLB to FS
C	Base to Reverse Ace BSLB'er
BSG	Reverse Ace to Base to Scoop
BST	Full Anchor Down
BSA	Tail Motion run pitch Rte
X	Across Field Technique
B	Playside Foot @ QB PS hip; midline step and step to Centers hip to receive ball; get a pull drive upfield to BSLB; with Zi only pull read get around Zi for Mike
QB	Drop step Playside foot, slide with weight on front foot; base to reverse ace ; read 3TQ as to give/keep on pull take one step and read next man on LOS.

#3 IN MIDDLE

EVEN FRONT → ODD FRONT
TWO LB'S

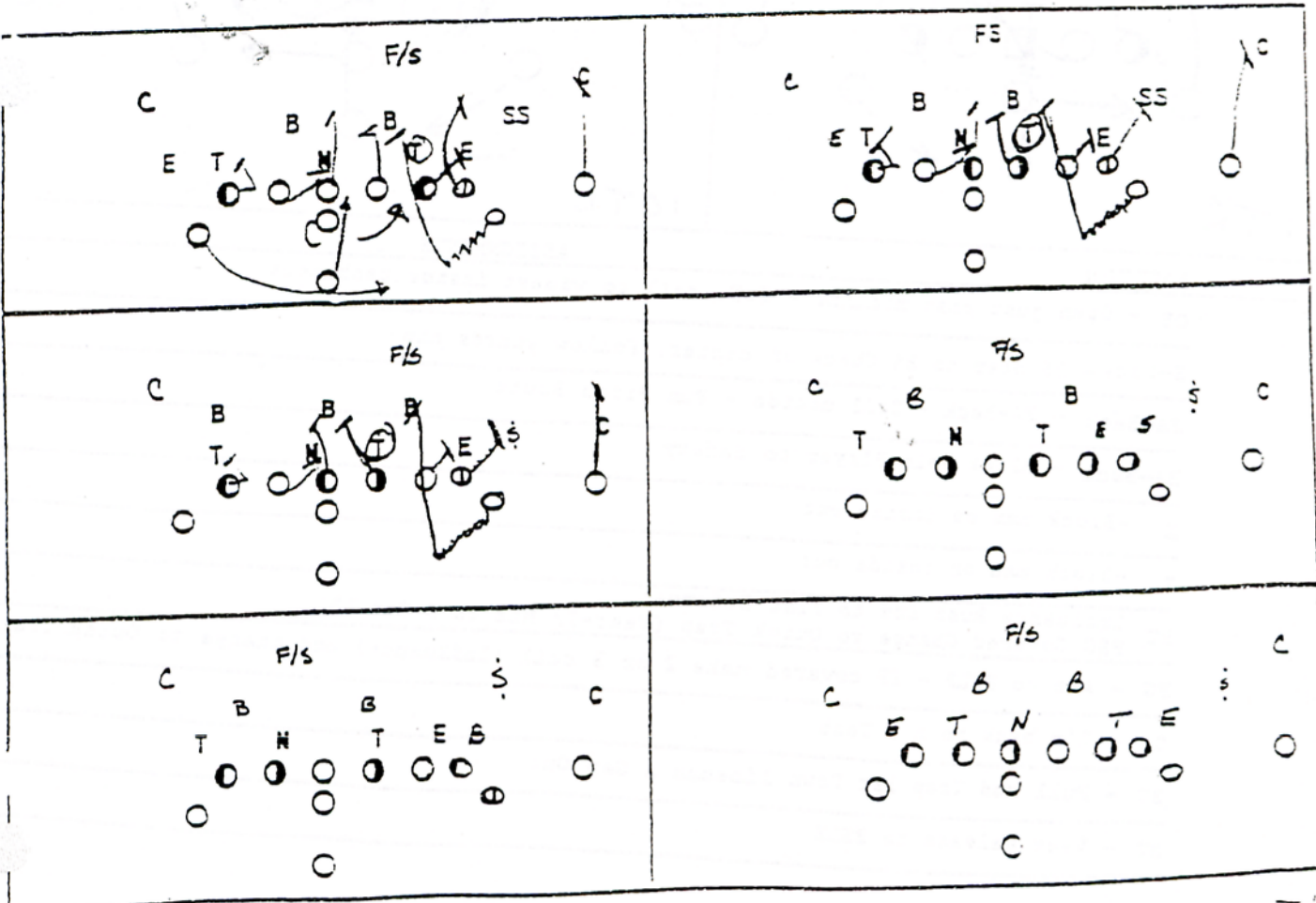


Z	Push Stalk block for inside run
PSA	No Tail motion drop step and block Backer Rules; (2 LB) PSLB to FS/(1 LB) Block OLB.
PST	White Playside
PSG	Veer release Through A-gap and Block PSLB to BSLB to FS
C	Scoop to Reverse Ace BSLB'er
BSG	Reverse Ace to Base to Scoop
BST	Full Anchor Down
BSA	Tail motion run pitch Rte
X	Across Field Technique
B	Playside Foot @ QB PS hip; midline step and step to Centers hip to receive ball; get a pull drive upfield to BSLB; with 2i only pull read get around 2i for Mike
QB	Drop step Playside foot, slide with weight on front foot; keep it white high ; read 3TQ as to give/keep; on pull take one step and hit the crease. (B-gap)

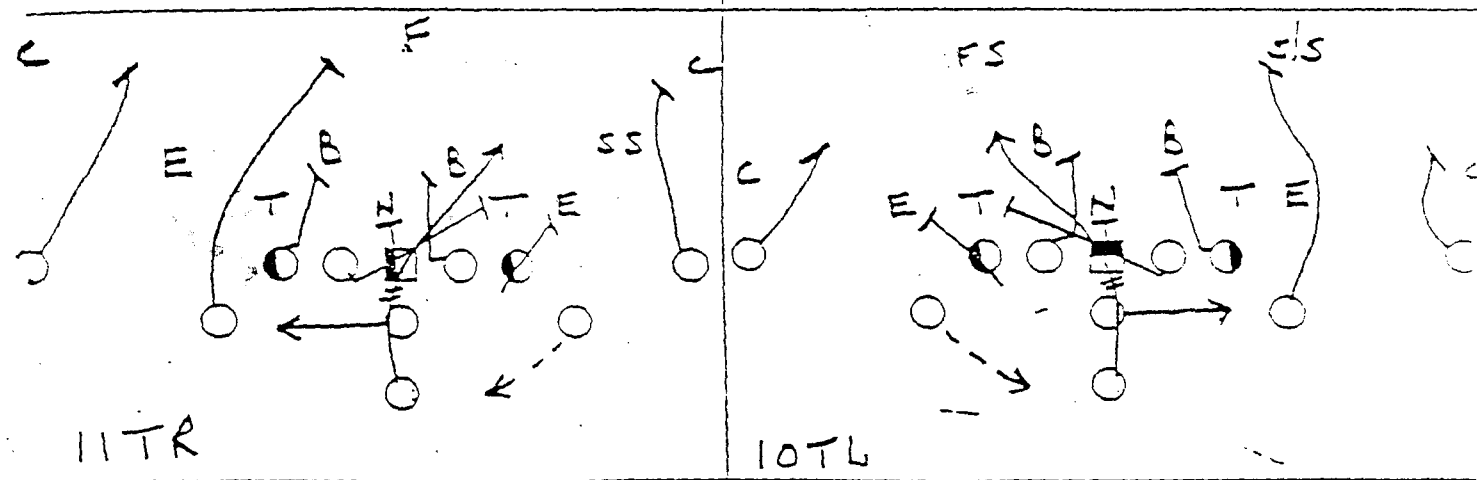
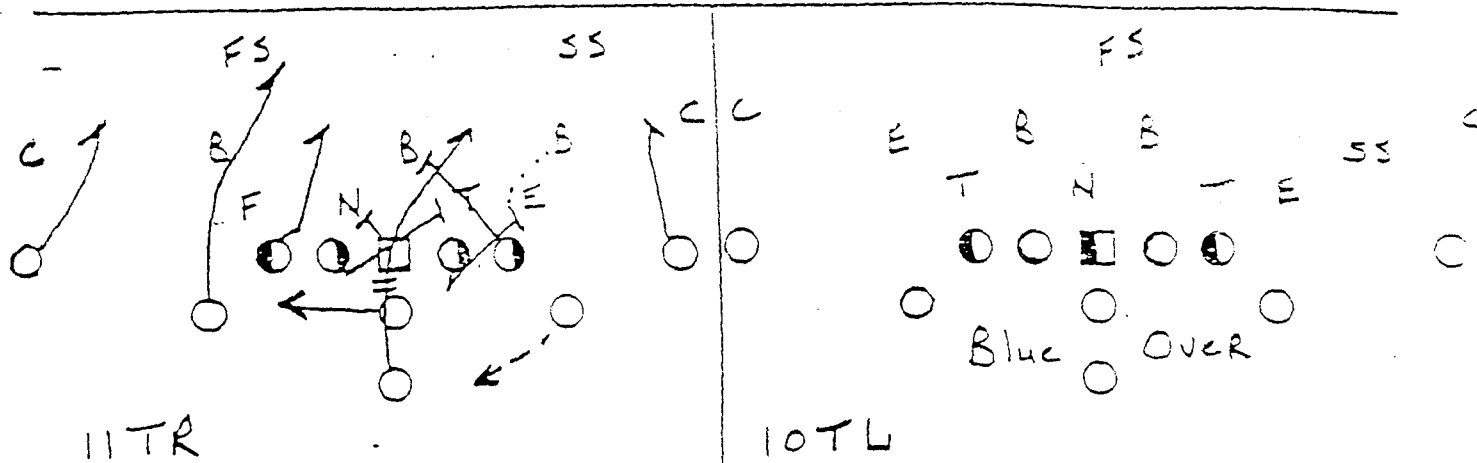


Play Hwy 10-11 Twirl

Z	Push Stalk block for inside run
PSA	Start Tail motion on Ready and block PSLB
PST	White Playside; vs Stack Backer look take OLB and DE with heavy Tackle however they unfold
PSG	Veer release Through A-gap and Block PSLB to BSLB to FS
C	Scoop to Reverse Ace BSLB'er
BSG	Reverse Ace to Base to Scoop
BST	as Heavy Tackle White to Fold a Stack Backer look however they unfold
BSA	Tail Motion on Set-Hike
X	Base to White
B	Playside Foot @ QB PS hip; midline step and step to Centers hip to receive ball; get a pull drive upfield to BSLB; with 2i only pull read get around 2i for Mike
QB	Drop step Playside foot, slide with weight on front foot; keep shoulders high read 3TQ as to give/keep; on pull take one step and hit the crease. (B gap)



GEORGIA SOUTHERN EAGLES
PLAY (10TL-11TR)



POSITION

ASSIGNMENTS

OB - Open just past midline - C.P. call to widest inside technique

B-Back - PS Step to BS Check of center, Follow guards hip

PA-Back - PA-Back - Tail motion - Run Patch Route

BA-Back - Block Fold Player to Safety

X -Block man on inside out

Z -Block man on inside out

Y - Influence Rush End to Flat Defender
PSG Covered Change to Quick Trap (Veer-In MLB to B-Gap LB)

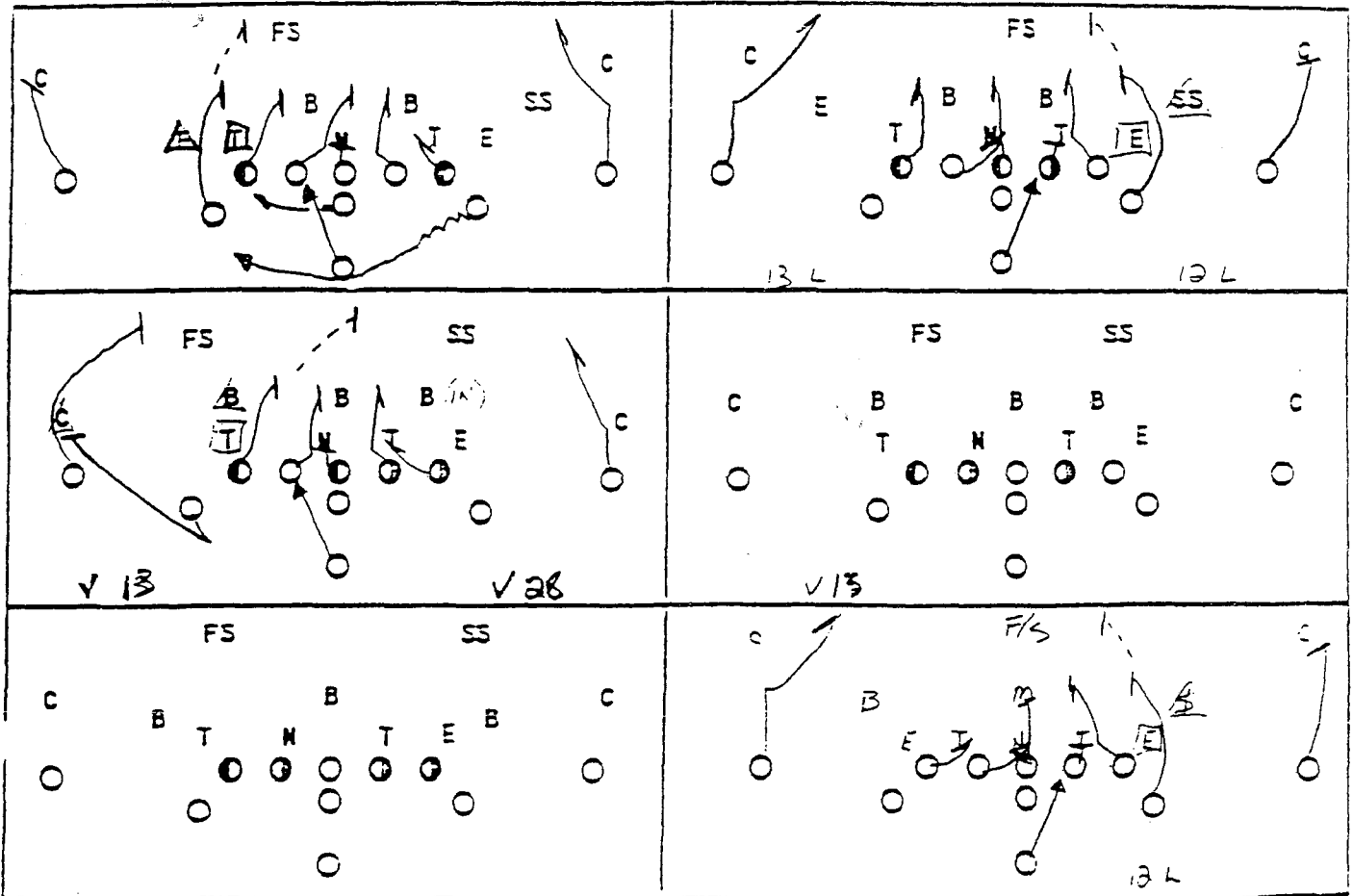
PG - Ace to PSLB - IF covered make 2 or 3 call (Influence) and change to Quick Trap

C - I'm back to a 3 Tech

EG - Pull and Trap 1st Down lineman A Gap Out

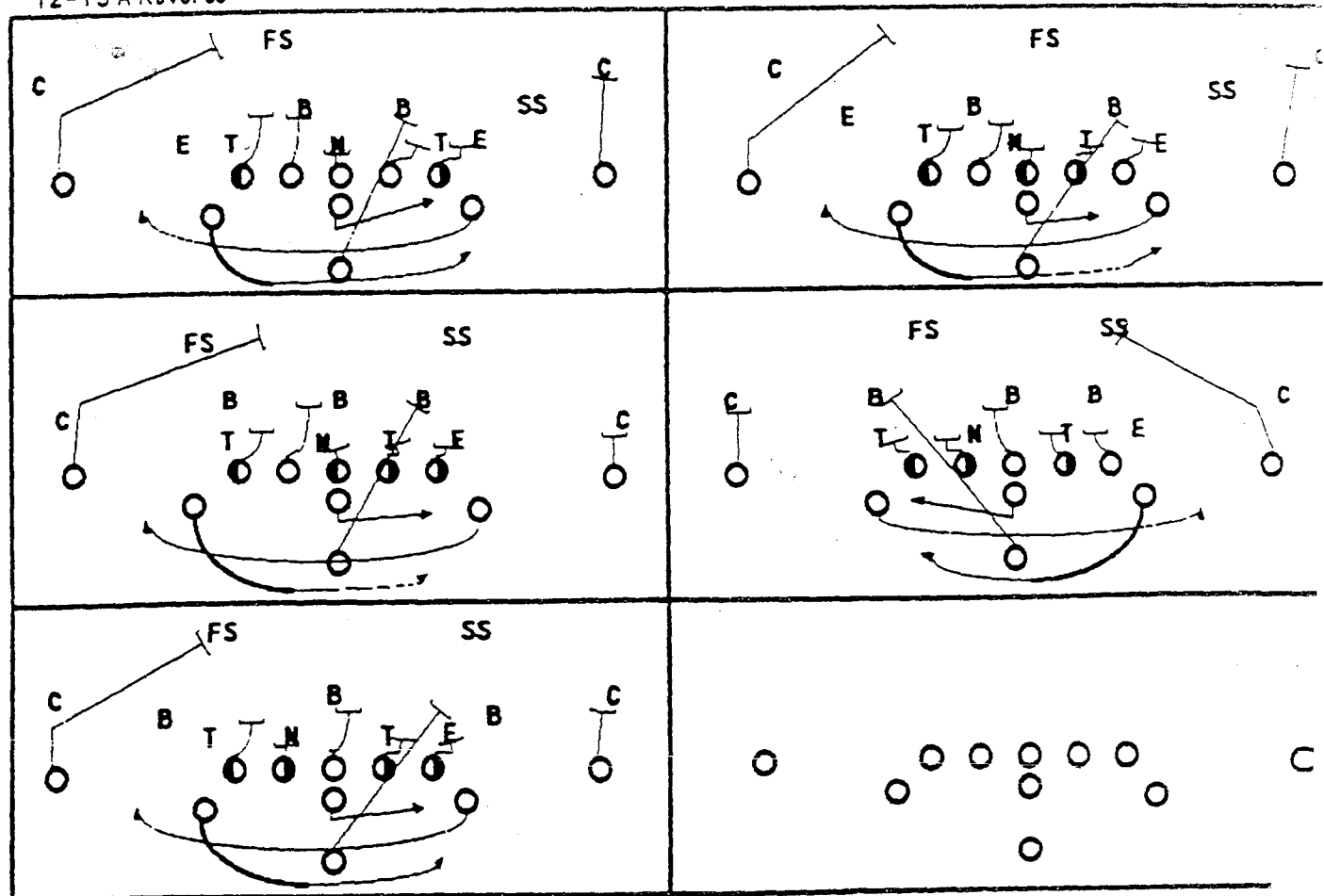
ET - Veer Release to BSLB

Z	Push Stalk
PSA	Block PSLB'er to FS. Release outside #1 and inside #2 to get him.
PST	Veer release inside #1 for PSLB'er to FS
PSG	Base to ACE
C	Ace to Scoop
BSG	Scoop
BST	Scoop
BSA	Run Pitch Route
X	Across Field Technique
B	Run Track
QB	Run when #3 is in the Tackle Box; 12-13 Steps and reads.



Z	Push Stalk
PSA	Drop step and receive outside hand off
PST	Base to White
PSG	Base to White
C	Scoop for MLB to FS
BSG	Scoop for BSLB to FS
BST	Scoop
BSA	Run Pitch route a little deeper
X	Across Field Technique working for FS
B	Run Track go cut PSLB'er
QB	Run 12-13 steps full fake, outside hand off to A-Back

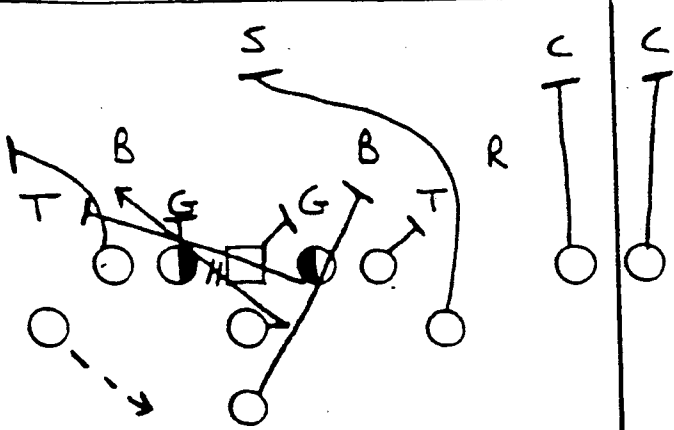
12-13 A Reverse



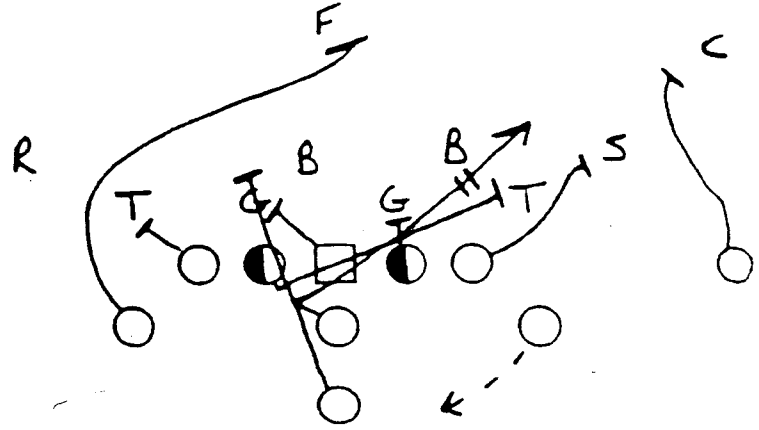
GEORGIA SOUTHERN EAGLES

PLAY (12-13)

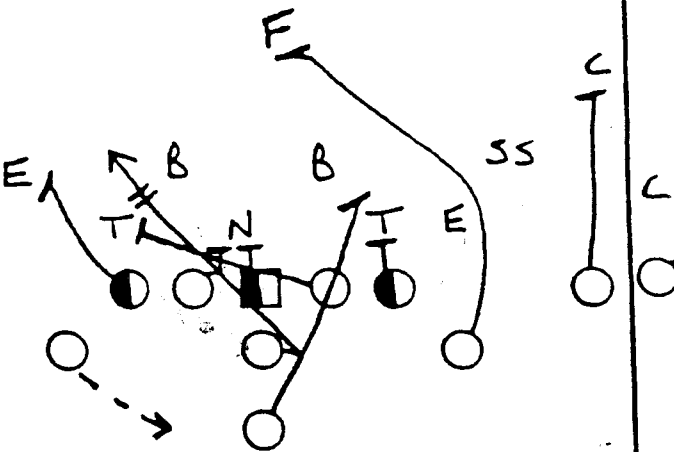
Counter



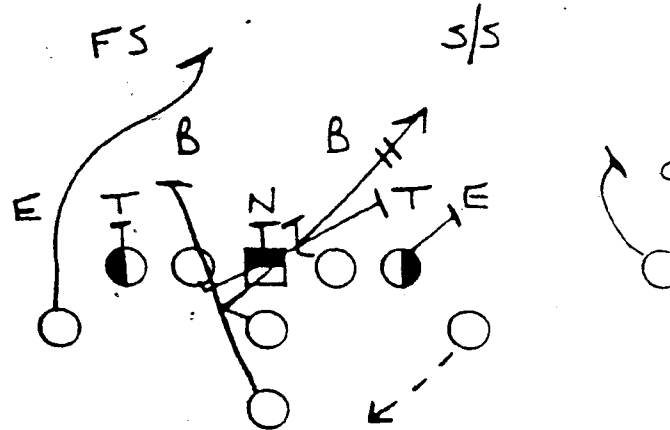
12 Counter



13 Counter



12 Counter



13 Counter

POSITION

ASSIGNMENTS

QB open deep (same as 22) Push off back foot and read guards block

B-Back run veer track and block playside LB

PA-Back Tail motion

BA-Back near safety

X Stalk

Z Stalk

PT ~~Block out~~ white

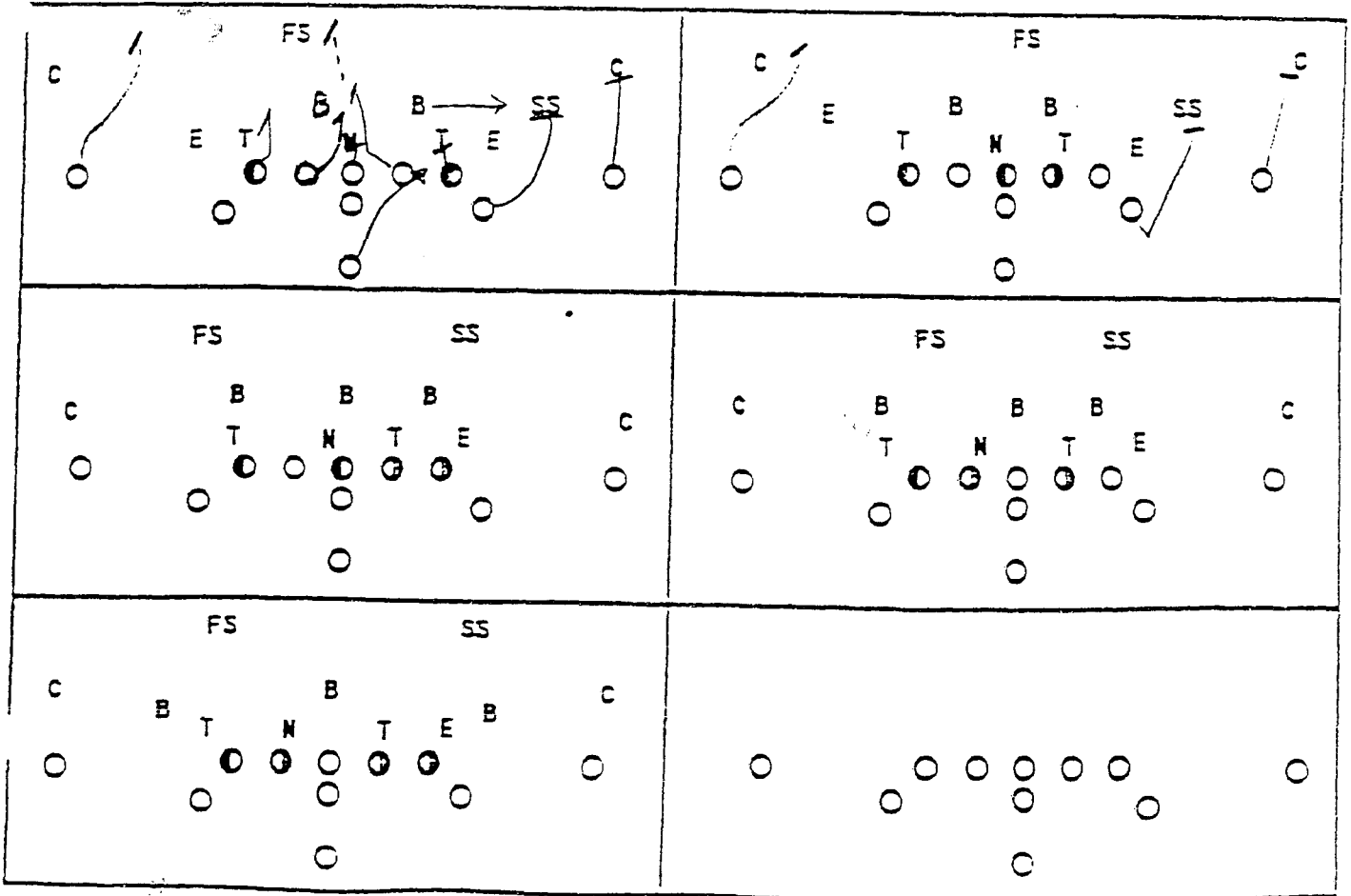
PG Base to Ace. to RR

C I'm back to 3 tech.

BG Pull

BT ~~white~~ Block out

Z	Push Stalk
PSA	Arc for Nearest threat.
PST	Base 4i
PSG	ACE to BSLB'er
C	ACE to Base
BSG	Scoop
BST	Scoop
BSA	Run Pitch Route
X	Across Field Technique
B	Run Track work outside block of PST get North and South
QB	Same mechanics as 12 -13 give the ball to B-Back and carry out fake. Also can run Outside Veer by putting OPTION, When we do Read #2 as to Give or Keep, Pitch off of #3

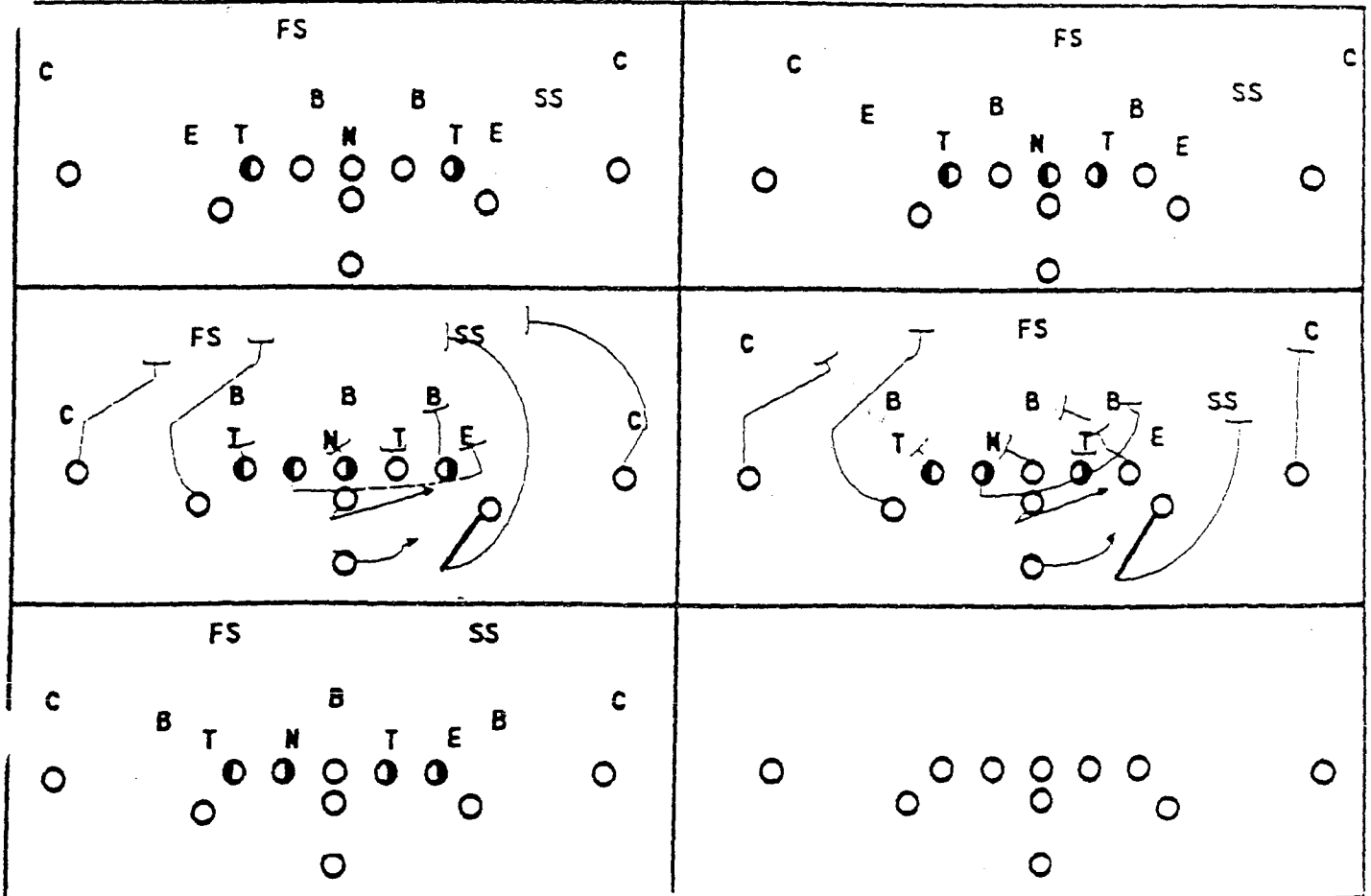


Play 16-17 with an Eagle call

OUT

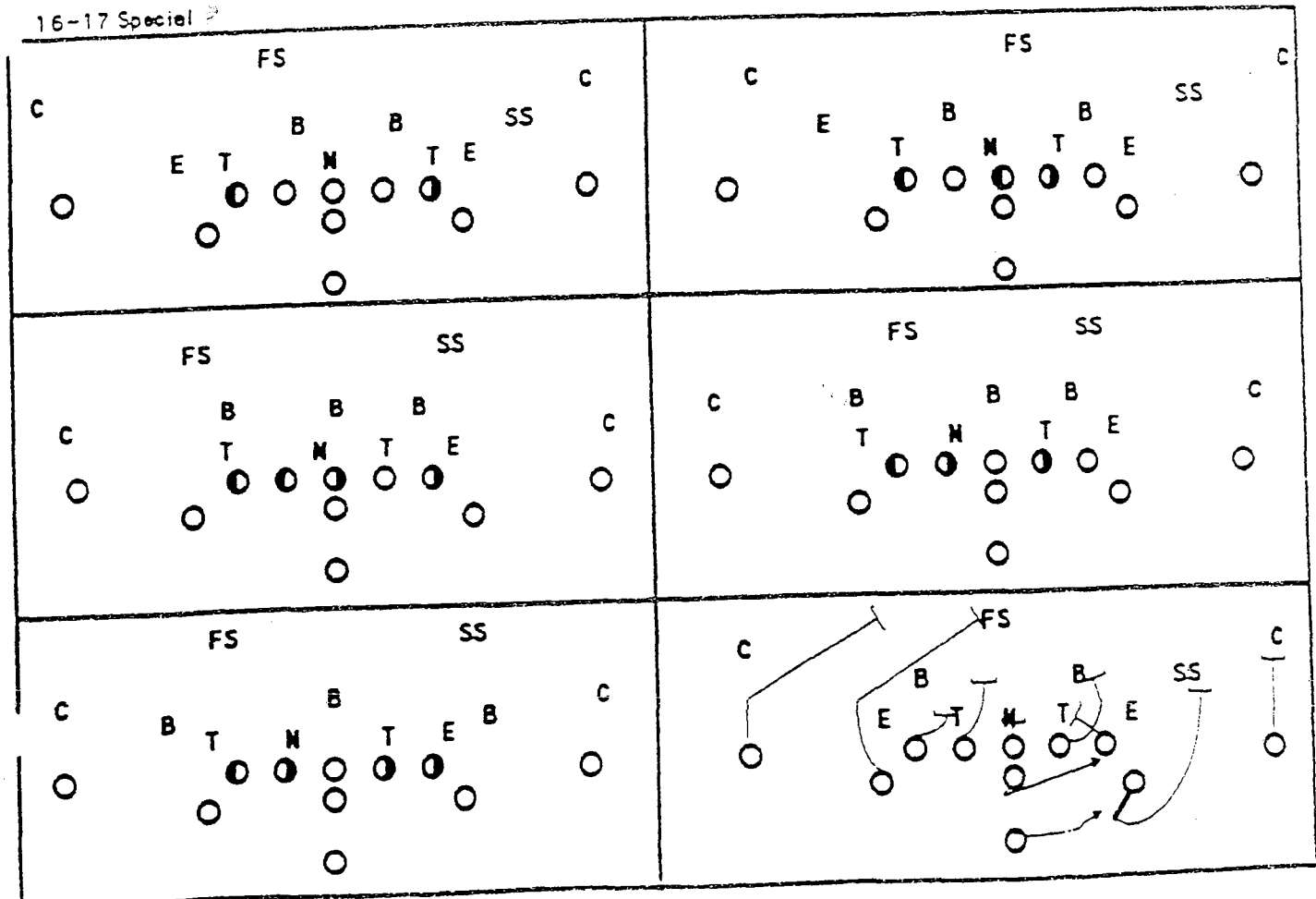
Z	Push Stalk
YSA	Run Motion and block #2
PST	Double 3 Technique to BSLB'er
PSG	Base 3 Technique
C	I'm Back
BSG	Pull and log for Eagle LB'er if 7 comes down log outside thigh
BST	Anchor Down
BSA	Block Downfield/ Block #3 unless #3 is covering you.
X	Across Field Technique
B	Open up playside and run Pitch Route
CB	Double step back let BSG clear and pitch off of #1; Eagle LB'er shows outside #1 pitch off Eagle Lb'er.

16-17 Eagle

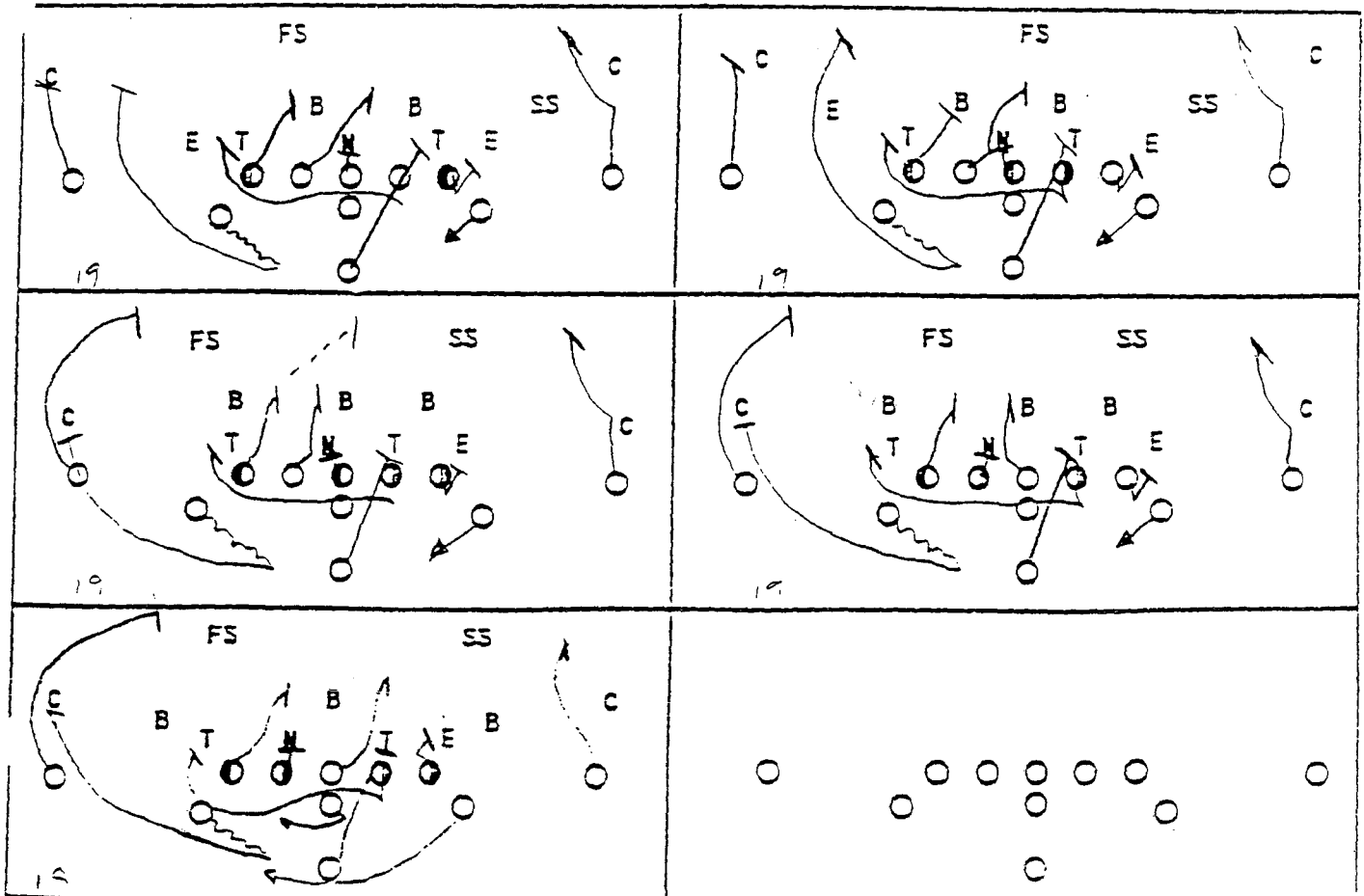


Z	Push Stalk
SA	Run the Motion called and block #2. Unless Red call then go get the FS.
PST	G Block, Block Down
PSG	Pull for PSLB'er. Spy the backer
C	Scoop if you have an A-Gap run through. Base no A-Gap threat
ESG	Scoop
BST	Scoop
BSA	Downfield block/ Trips block #3
X	Across Field Technique
B	Open up playside and run pitch route
CB	check Special when C and Both Guards are covered. Double step back and pitch off #1.

16-17 Special

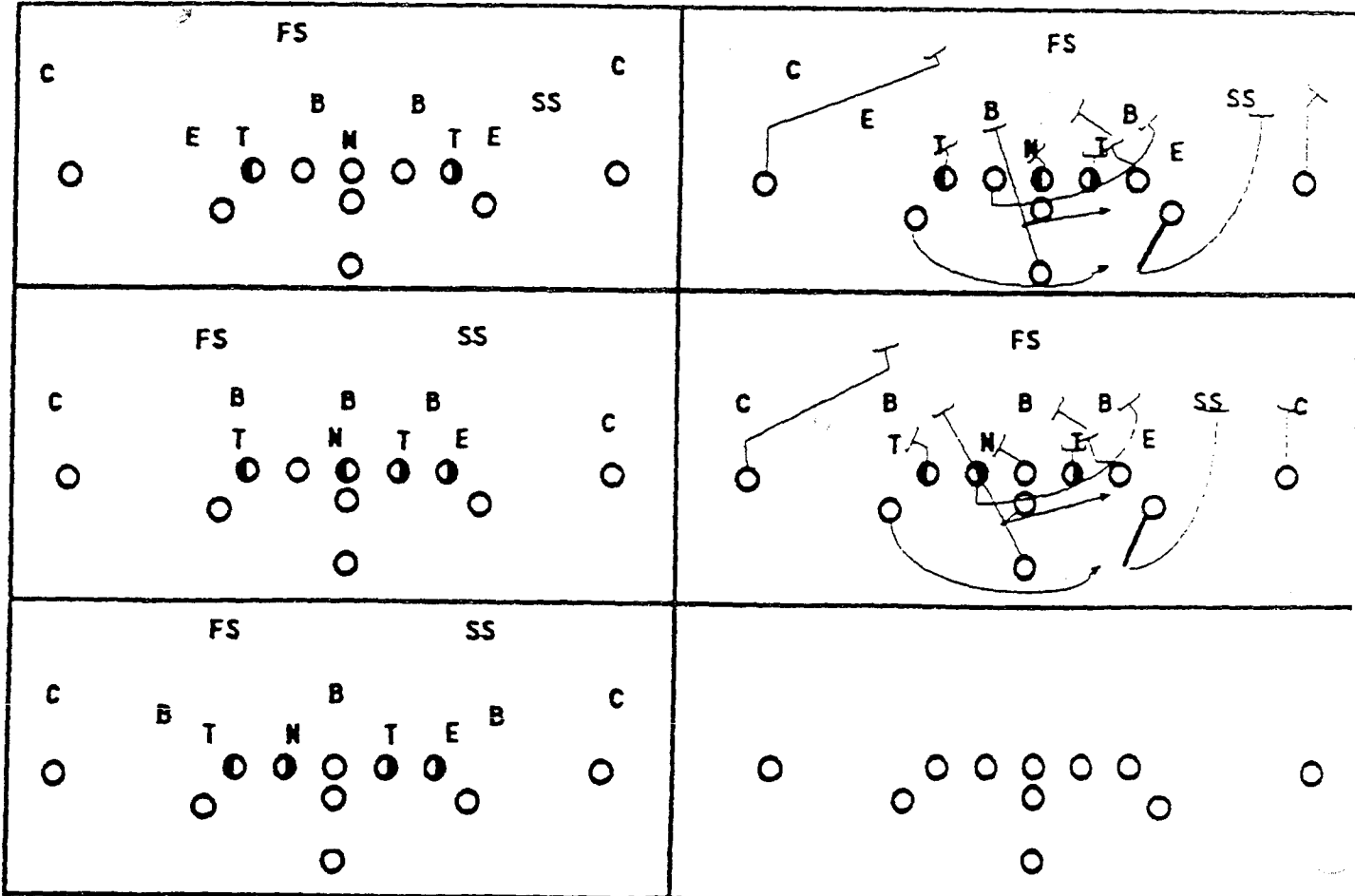


Z	Stalk including a rolled up corner, unless he's #2 then go to #3.
PSA	Automatic twirl motion and go block #3 unless a rolled up corner then go to FS
PST	Veer for PSLB'er; base 4i
PSG	Base to ACE
C	I'm Back to a Zi, step opposite call to BSLB'er; to Ace
BSG	PSG pulls and logs #1; with a 4i go to PSLB'er
BST	Anchor Down 5 Technique out
BSA	Get into pitch route after the ball has been snapped
X	Across Field Technique
B	Run Track opposite call out from a 3 Technique to 4i. No DLM go to BSLB'er
QB	12/13 Steps opposite the call, seat the ball, drop step, square up and option #2. "Hot" call when #2 is on the line step away to gain time

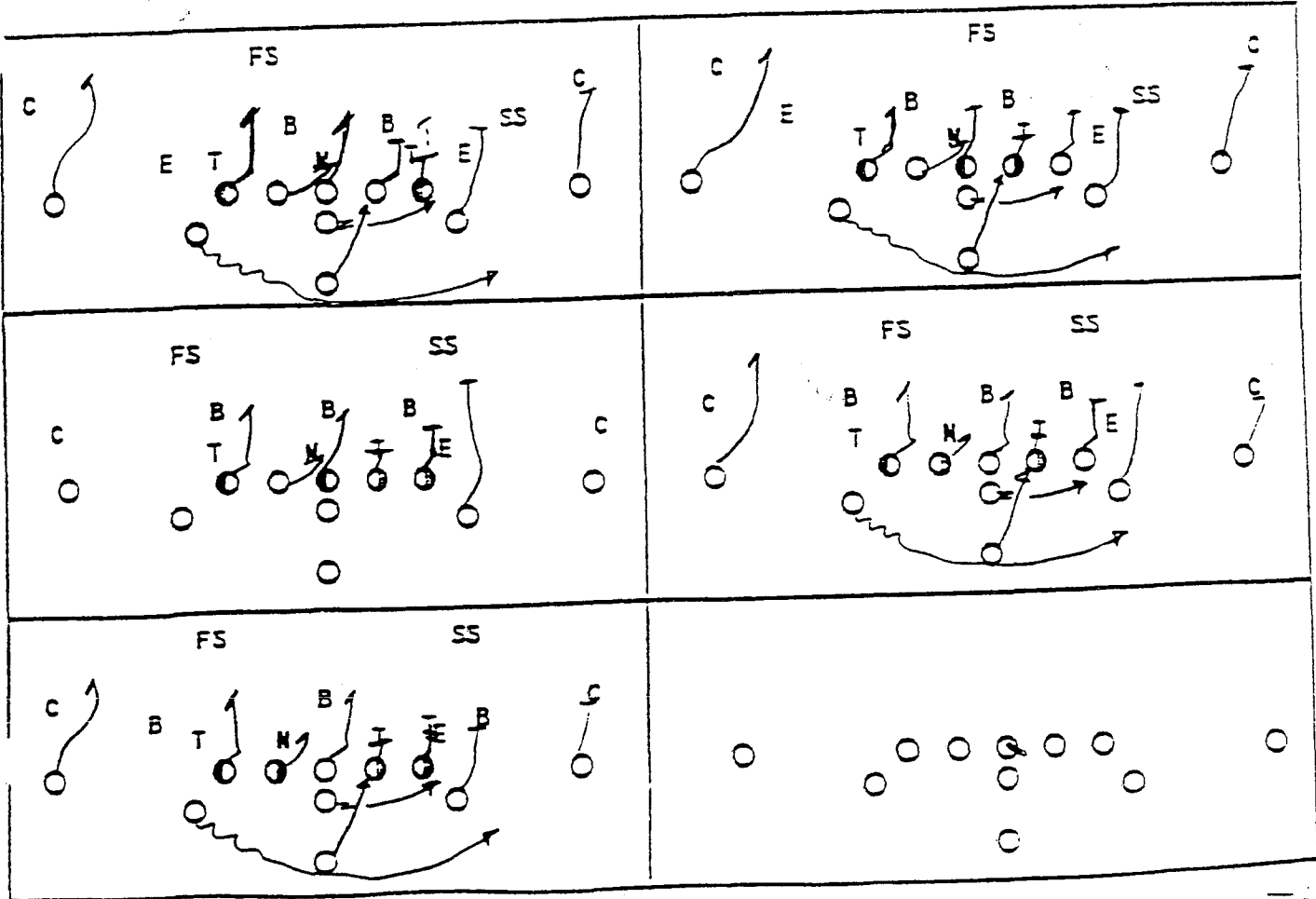


Z	Stalk including a rolled up corner
PSA	Twirl motion and Block #2
PST	Double 3 Technique to the BSLB'er
PSG	Base
C	I'm Back to a 2i, step opposite call to BSLB'er; to Ace
BSG	Pull and log for Eagle LB'er if 7 comes down log outside thigh
BST	Anchor Down 5 Technique out
BSA	Get into pitch route after the ball has been snapped
X	Across Field Technique
B	Run track opposite call, cut from a 3 Technique to 4i. No DLM go to BSLB'er
CB	12-13 steps opposite the call; let BSG clear and pitch off of #1; Eagle LB'er shows outside #1 pitch off Eagle Lb'er.

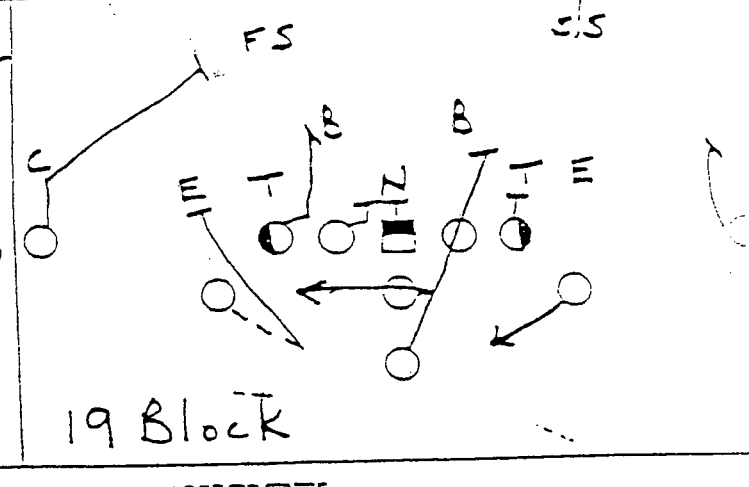
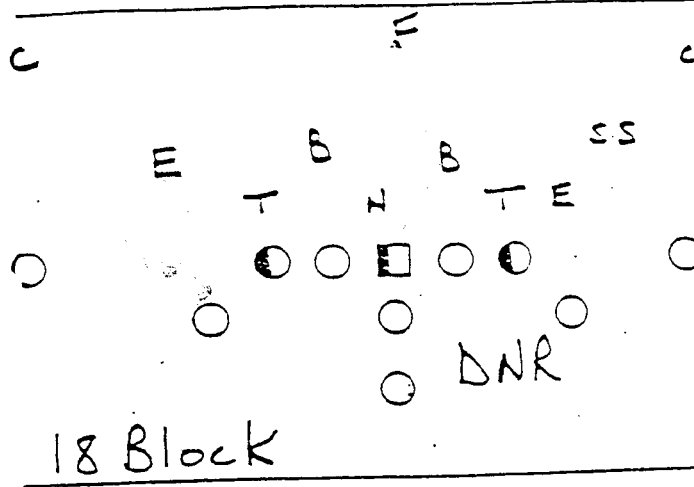
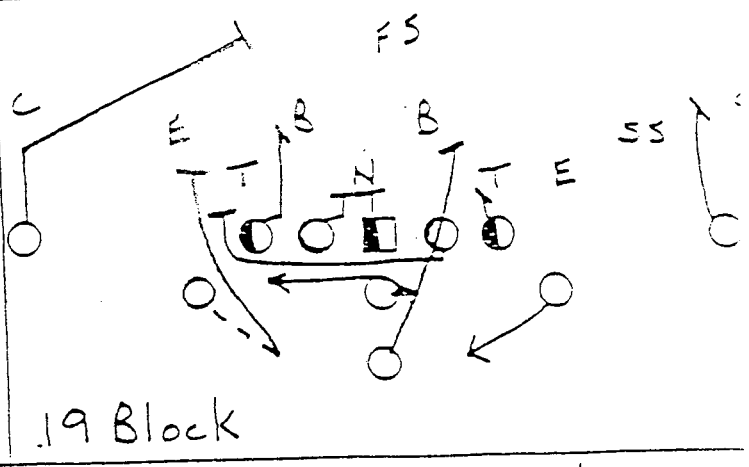
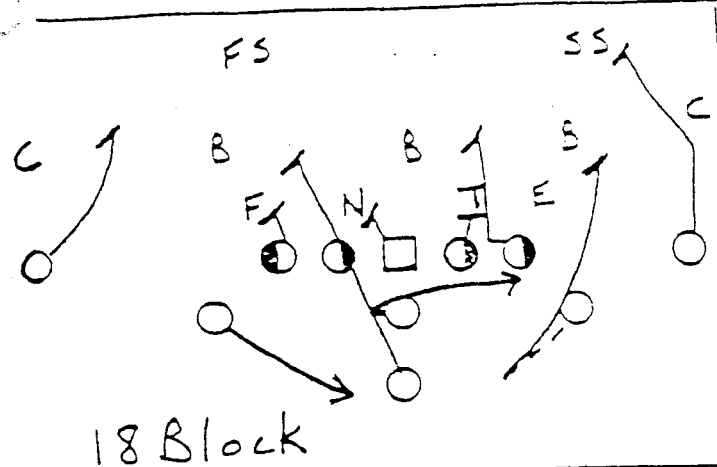
18-19 Eagle



Z	Push Stalk block for inside run
PSA	Go straight up field and block what comes to you
PST	Zone block
PSG	Zone block/ possible Slip
C	Scoop/ Possible Slip
BSG	Scoop
BST	Scoop
BSA	Run Pitch Route
X	Across Field Technique
B	Run Track; run off of block on 1st DLM inside #1
QB	12-13 Steps get ball back to B-back and carry out fake



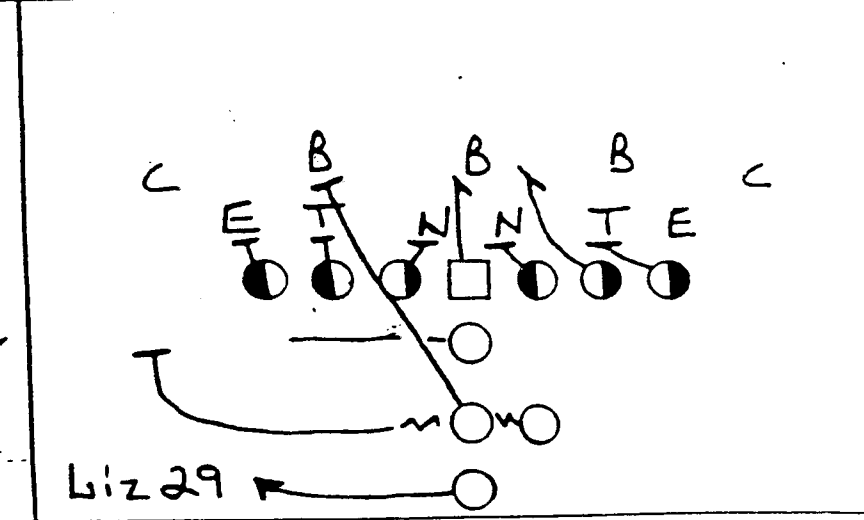
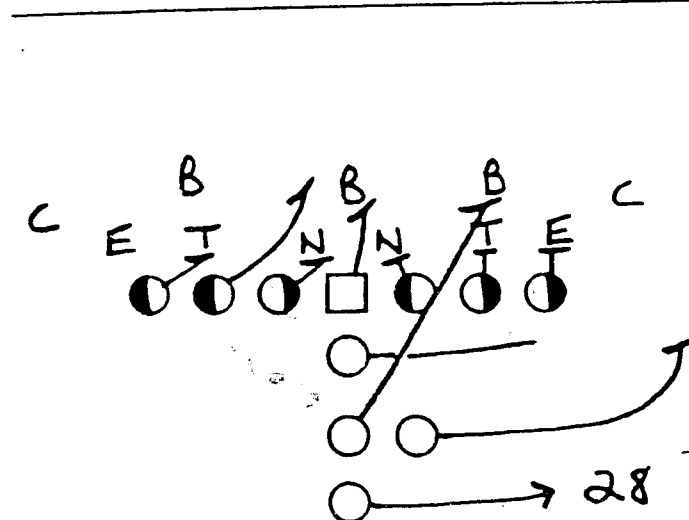
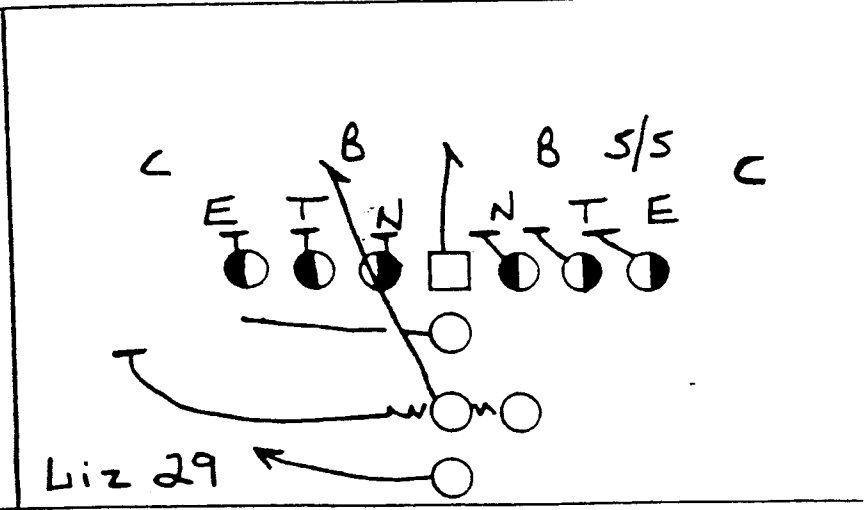
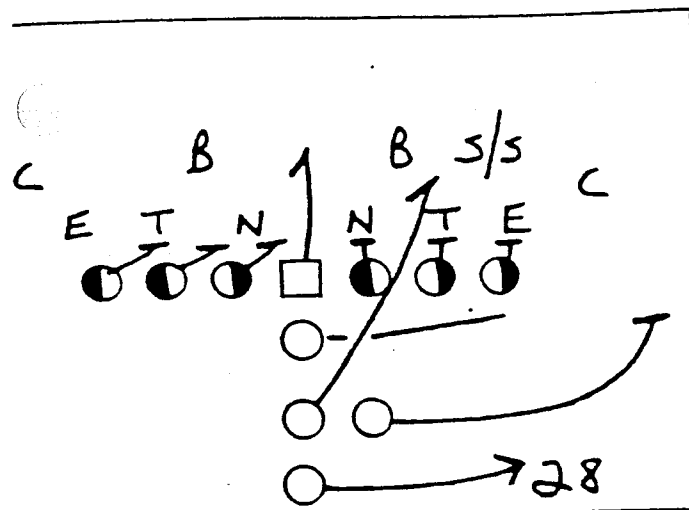
GEORGIA SOUTHERN EAGLES
PLAY (18-19)Block



POSITION

ASSIGNMENTS

- QB - Reverse pivot to 3 o'clock, pivot into LOS option #3, C.P. if #2 threatens must
- F-Back - 16, 13 steps 19, 12 steps, BSLB to Safety
- PA-Back - Twirl and Block #2
- BA-Back - Run Pitch Route from snap
- X - Cut off backside CB
- Z - Push Crack; unless inverted safety, then Block Straight Up
- PT - Veer-In (4 Strong, George, Crash, 5 Call, 7 Call, Eagle, Tom)
- PG - Base to Ace to Railroad
- C - I'm Back to A 3 Tech
- BG - Pull and Cut 5 Tech
- BT - Anchor Down to Stack Rule

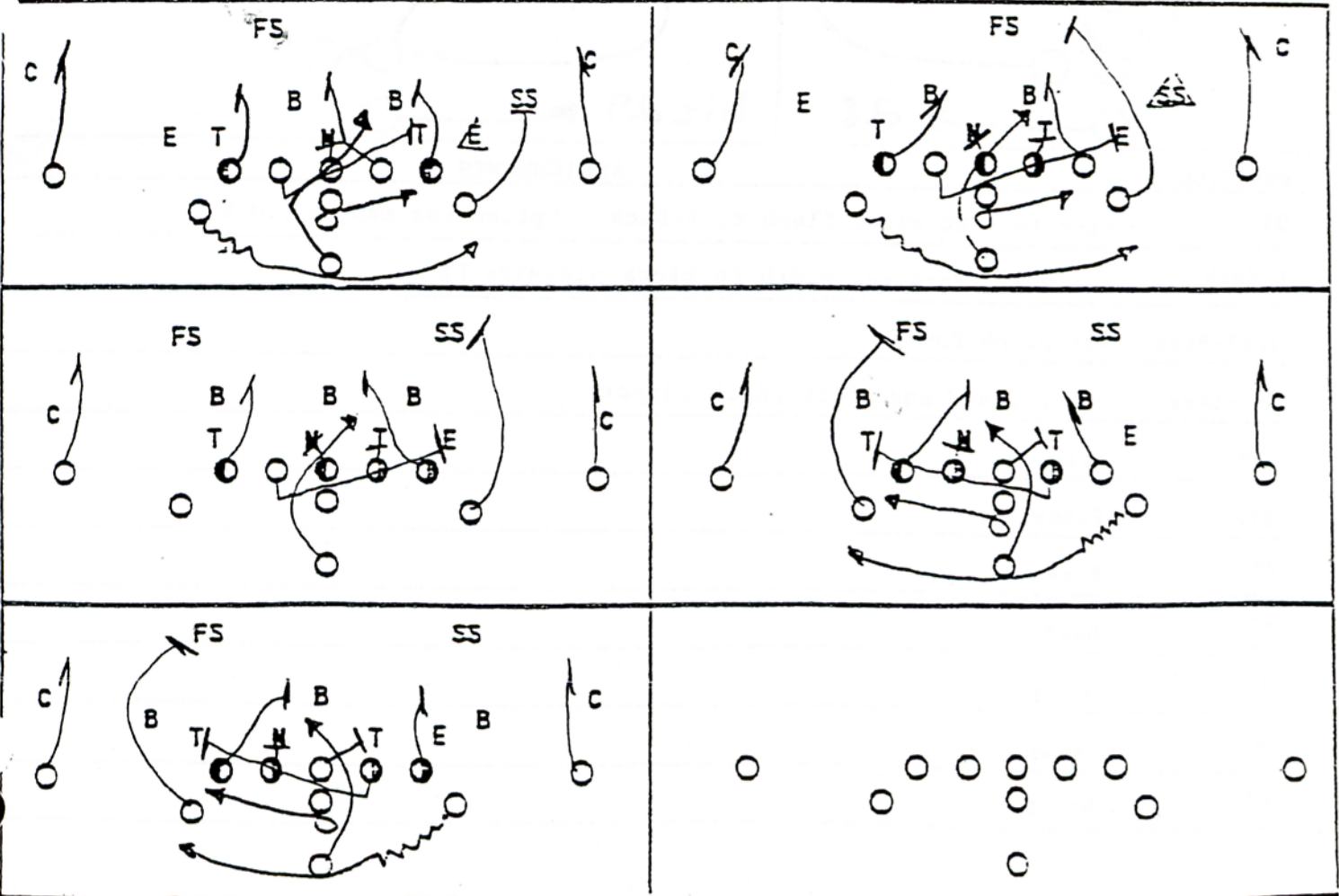


POSITION

ASSIGNMENTS

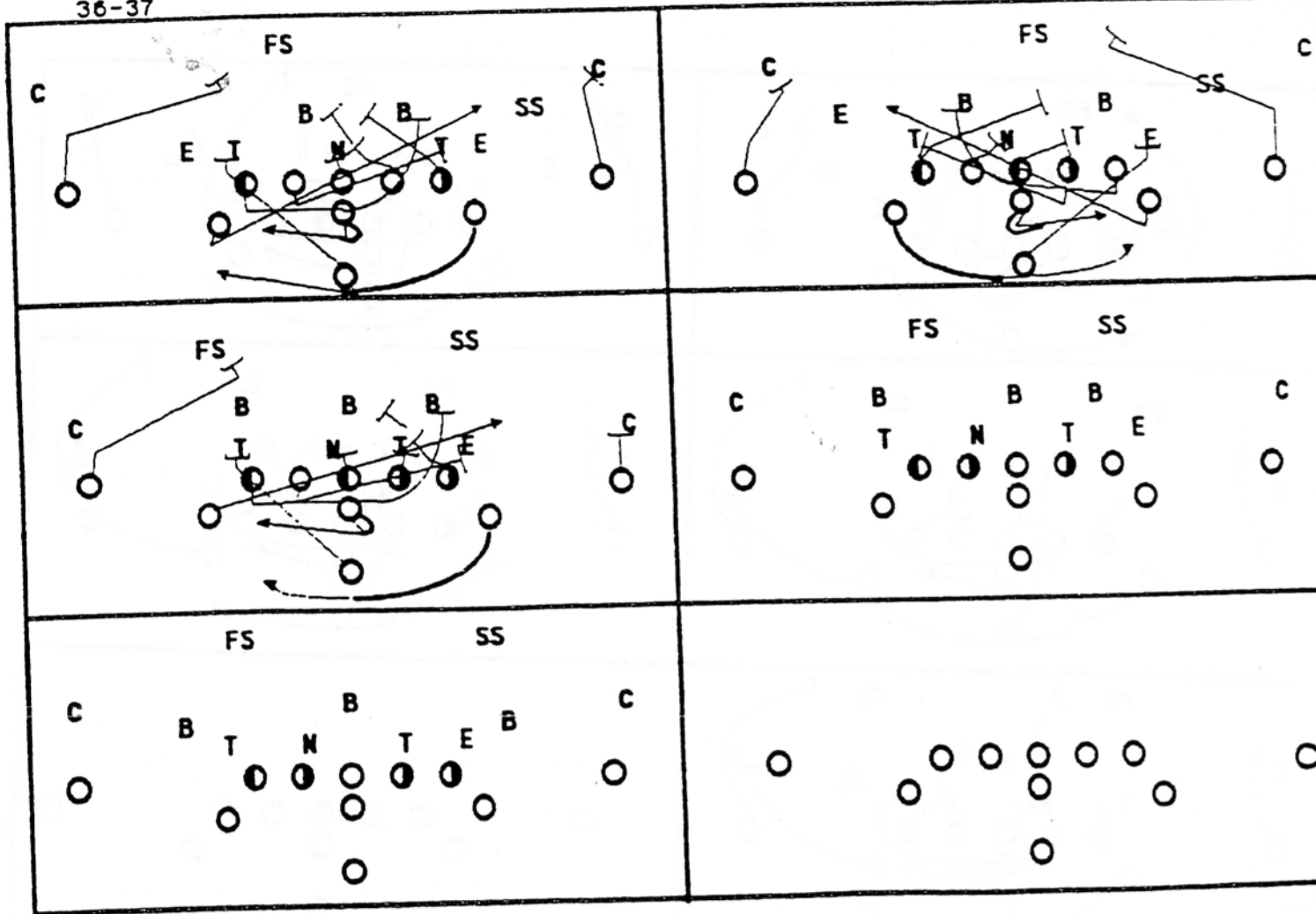
QB	open to 4:00 wide, flash to B-back. Option end man on L.O.S.
B-Back	Run veer track get width to block playside LB
Tail-Back	Run pitch Route
Set-Back	Arc-Release and block pitch support
PTE	Base
BTE	Scoop
PT	Base
PG	Base
C	Scoop
BG	Scoop
BT	Scoop

Z	Downfield Blocking technique for inside runs
PSA	Arc for #3
PST	Veer inside for PSLB'er on 4 and 5 Techniques and outside on 4i's; combo 3 to PSLB'er
PSG	Base to ACE
C	I'm Back to a 3 TQ to Ace
BSG	Pull and trap #1 in option count
BST	Scoop
BSA	Run Pitch Route
X	Across Field Technique
B	Step Midline with Playside foot, step to BSG inside hip with Opposite foot roll over this step get inside hand off; use your guards trap
QB	Take 12-13 Steps then counter around 360* give ball and carry out option fake.

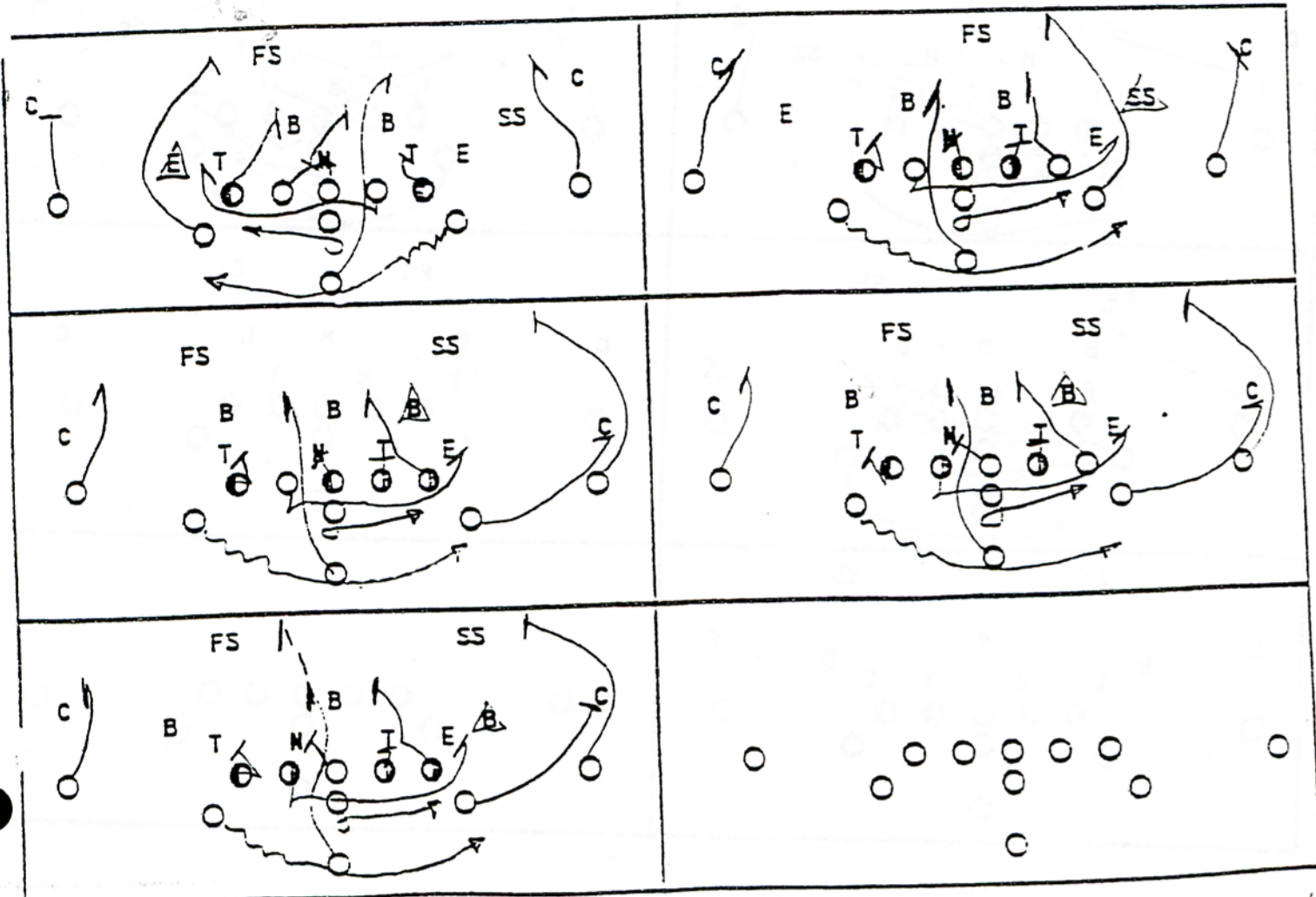


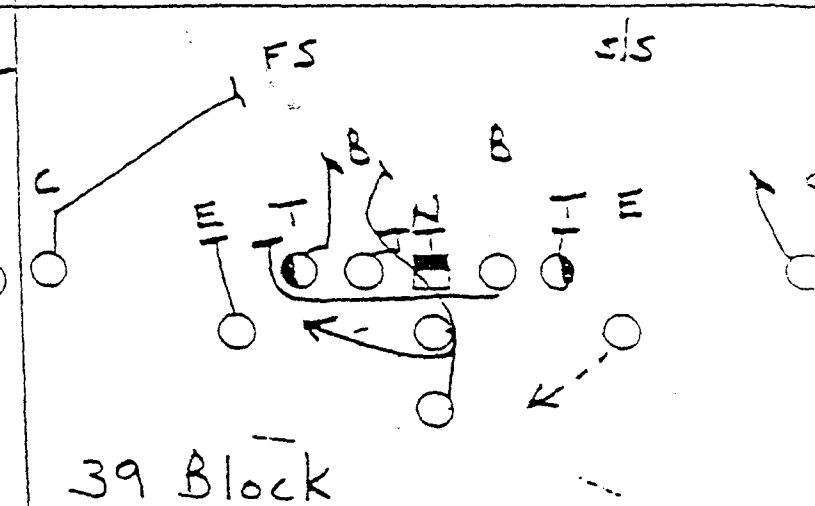
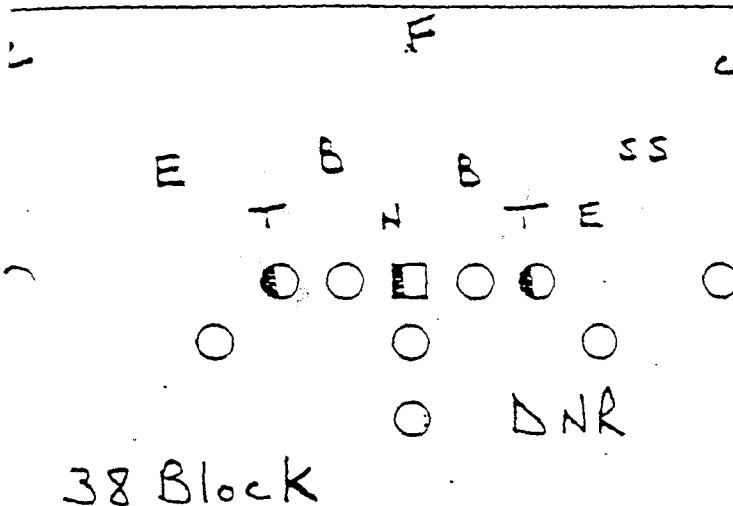
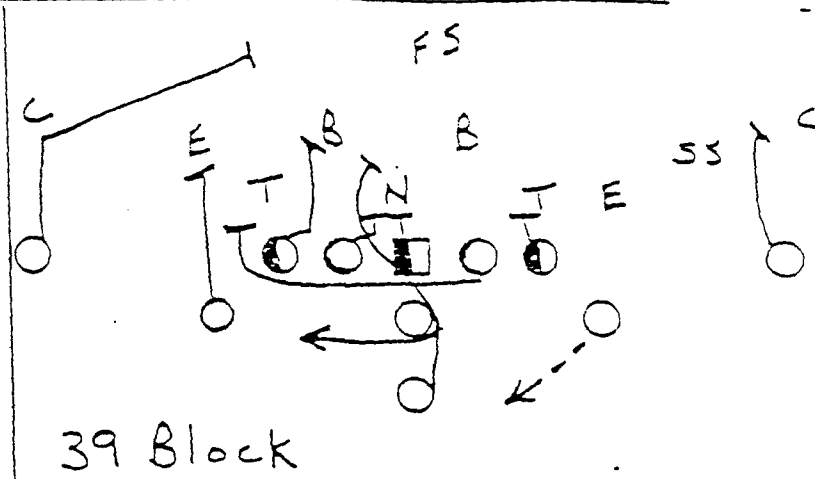
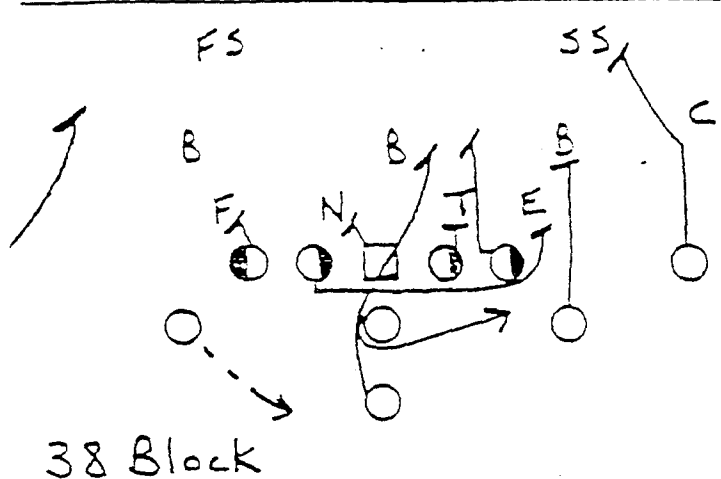
Z	Push Stalk
PSA	Tail motion; unless red then block flat Defender
PST	Slam veer a 5TQ. to BSLB'er, base a 4i, combo 3TQ to BSLB'er
PSG	Base to ACE
C	I'm Back to a 4i, to Ace
BSG	Pull and trap 5TQ out
BST	Pull for PSLB'er
BSA	Double step back put inside arm up and receive an inside hand off, get on BST hip
X	Across Field Technique
B	Run veer track and block 1st man 4 TQ out
QB	Reverse out to 3 or 9 fake to B back and give an inside handoff to the BSA carry out fake.

36-37



Z	Push Stalk
PSA	Arc for #3 ; In trips, you become pitch man with twirl motion.
PST	Veer for PSLB'er; base 4i
PSG	Base to ACE
C	I'm Back to a 3 Technique
BSG	Pull for #1 unless you have a 4i then go to PSLB'er.
BST	Anchor Down from a 4i out
BSA	Run Pitch Route; when in trips block #3
X	Across Field Technique
B	Step Midline with Playside foot, step to BSG inside hip with Opposite foot roll over this step get fake inside hand off; find hole and get BSLB
QB	Take 12/13 Step then counter around 360* get around Pulling guards block on #1 and option off of #2; if #2 is on the line don't Twirl 360*.





POSITION-

ASSIGNMENTS

QB - Reverse pivot two 6 o'clock steps Option #3 - C.P. if #2 threatens must ✓

E-Back - 32-33 Steps, BSLB to Safety

PA-Back - Block #2 (High)

Ri-Back - Tail motion - Run Pitch Route

X - Cut off backside CB

Z - Push Crack; unless inverted safety, then block straight up

PT - Veer In (9 Strong, George, Crash, 5 Call, 7 Call, Eagle, Tom)

PG - Base to Ace to Railroad

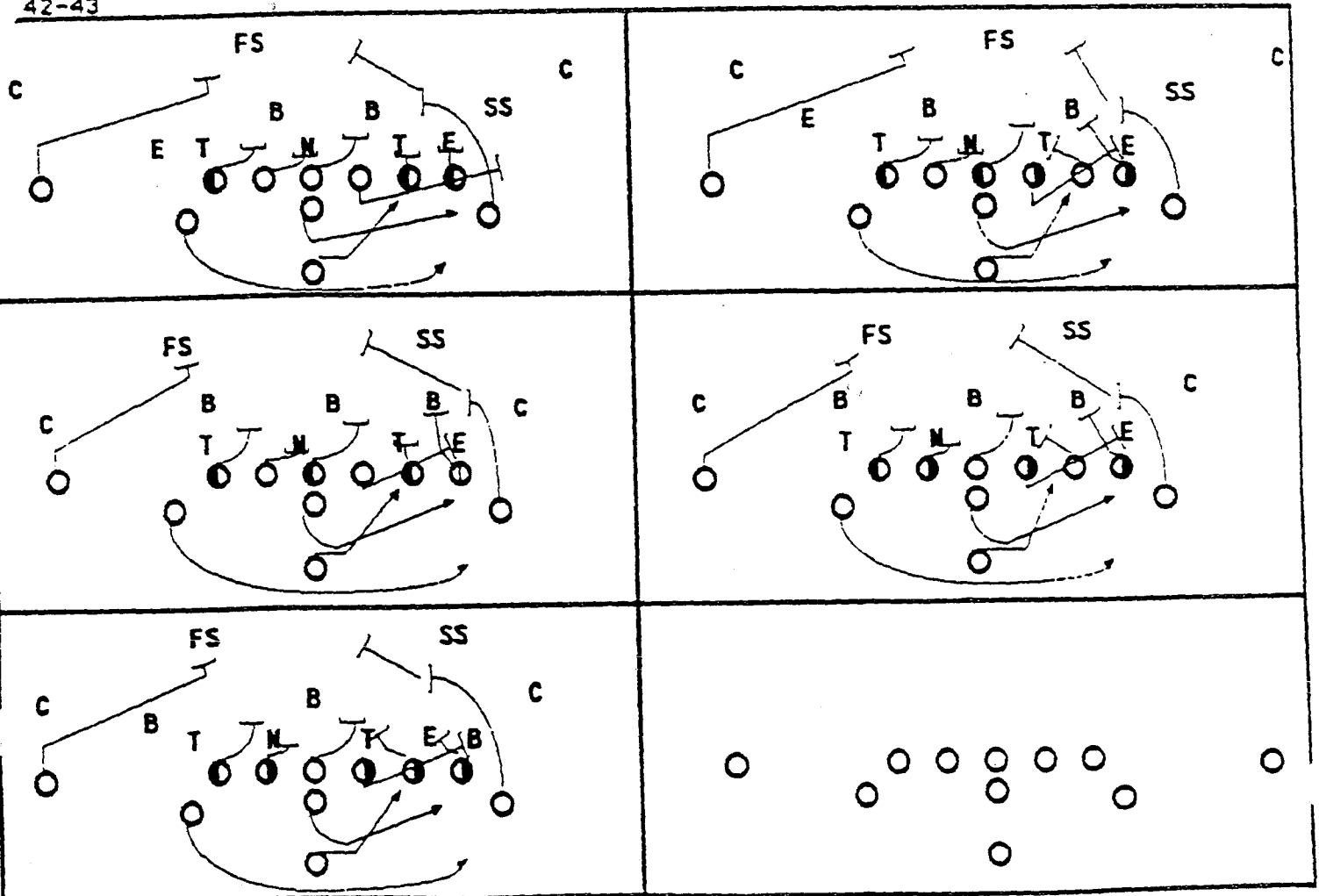
C - I'm Back to a 3 Tech

BG - Pull and Cut 5 Tech

BT - Anchor Down to Stack Rule

Z	Tight End- Base 7 Technuque; should PST be uncovered JAP step 6-9; 5TQ double to pressure(may come off for PSLB'er).
V	Release like Load block PSLB'er to FS.
F	Base to Down; 5TQ double to PSLB'er
G	Pull for 1st man head up to outside TE trap him; with 7 trap what shows outside
	Wide Scoop for PSA
XG	Scoop
ST	Scoop
SA	Run Pitch Route
X	Across Field Technique
B	Open flat then down hill at inside hip of PST
CB	Reverse out and step to 3 or 9; hand the ball as deep as you can to B-back. With a 7 TQ and 9 reverse out and get ball back to B-back carry out fake

42-43



Scoop/ White

Block PSLB'er to FS. Your loading with B-back

Base for B-gap to Down

Pull for 1st man head up to outside TE log him to PSLB'er to FS. 7=log C gap to PSLB

Wide Scoop for PSA-gap

Scoop/ White

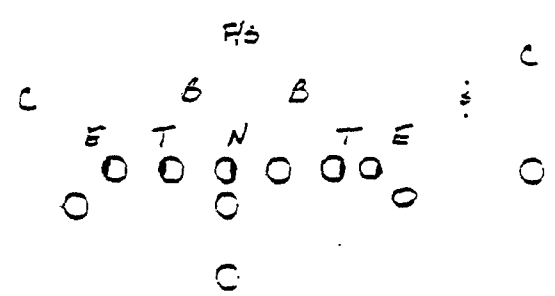
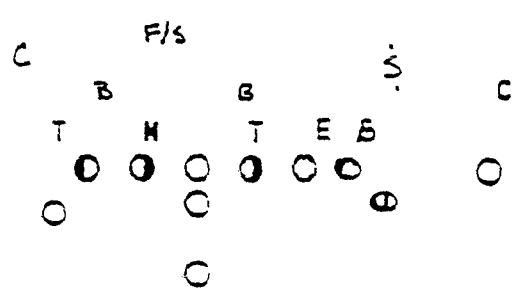
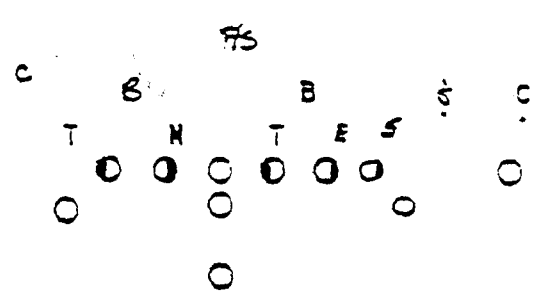
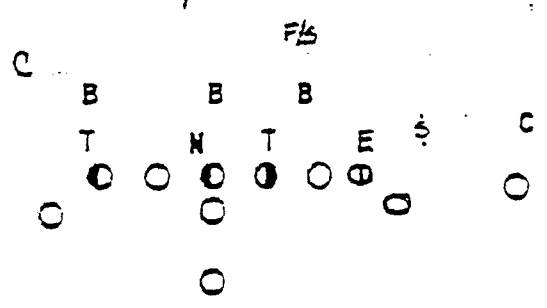
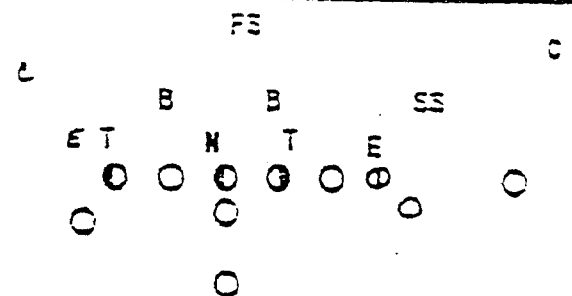
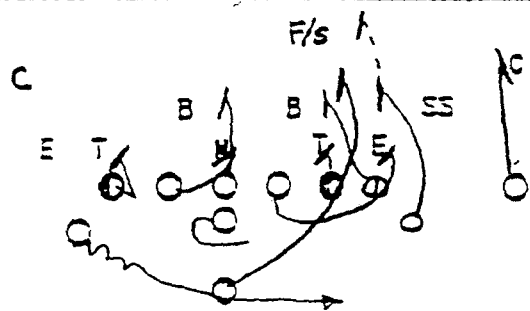
OT-block down step, Secure C Gap to LB'er to FS

Run Pitch Route

White to Scoop

Open flat then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.

Reverse out, come off the line; flash ball to B. Get down hill and pitch off #2. Always COUNTING FROM THE TTQ out #3 must be inside Tackle Box



F-U

Play 83-84

Z Fake hinge Load PSLB'er to BSLB'er/ vs 5&9 Block 5

PSA Double 3 TQ to Mike/ BSLB'er

PST Base to ACE

PSG Base to Ace

C Base to Reverse Ace to White

BSG Base to White

BST ~~Drop~~ step and ~~run~~ expect pitch this is wider than 81-82

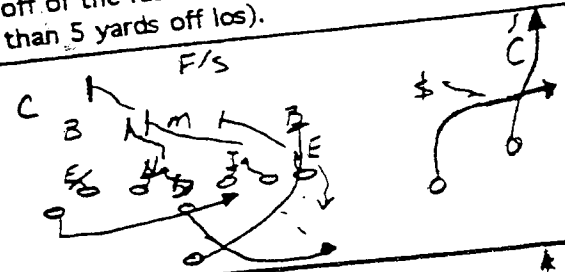
BSA Run Defender off

X Release for Flat Defender.

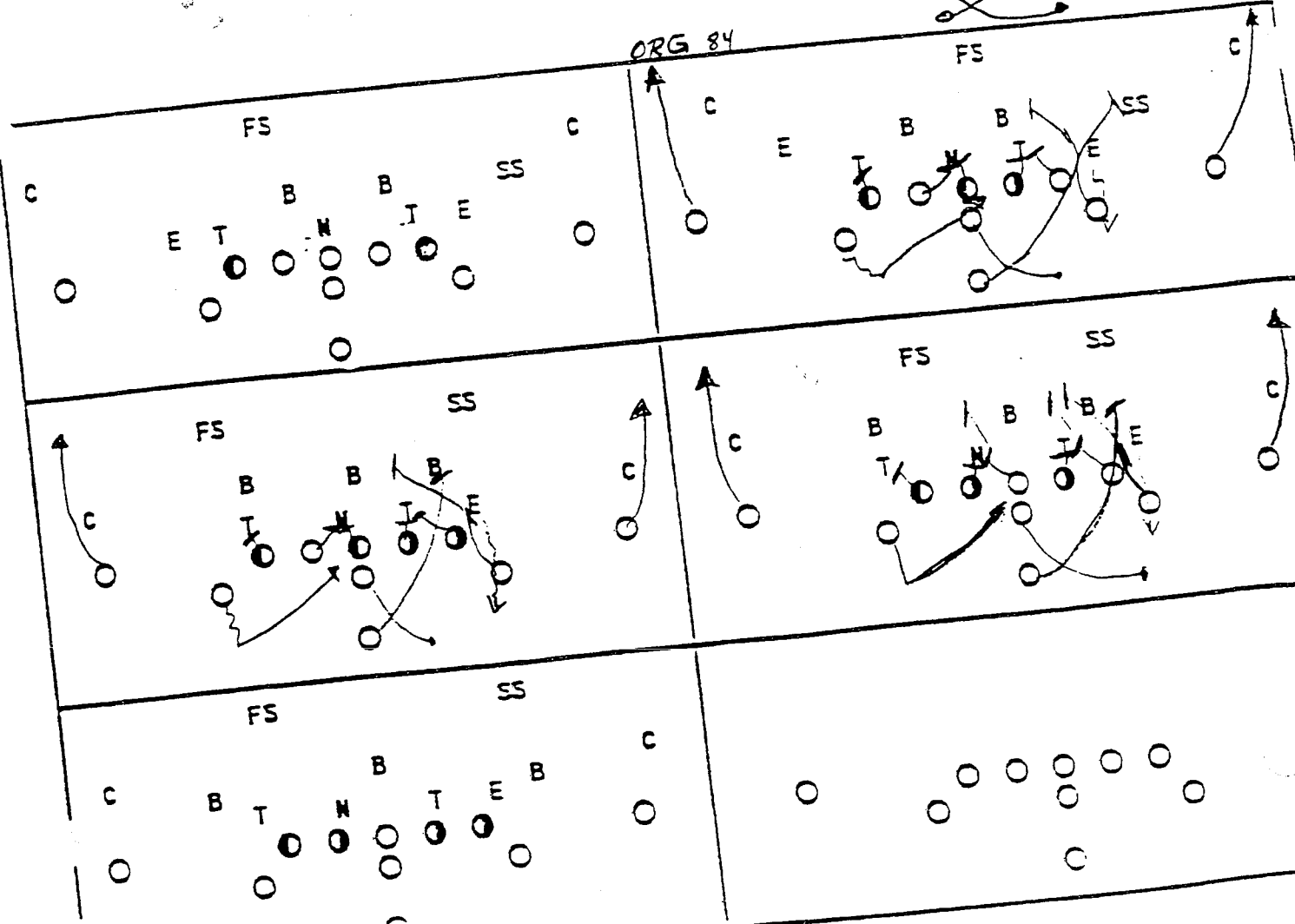
B

QB Open playside like 60-70 for 3 steps and shuttle ball to BSA off of the rush of the 7 TQ. Attack outside shoulder of Edge rusher 9 (no deeper than 5 yards off los).

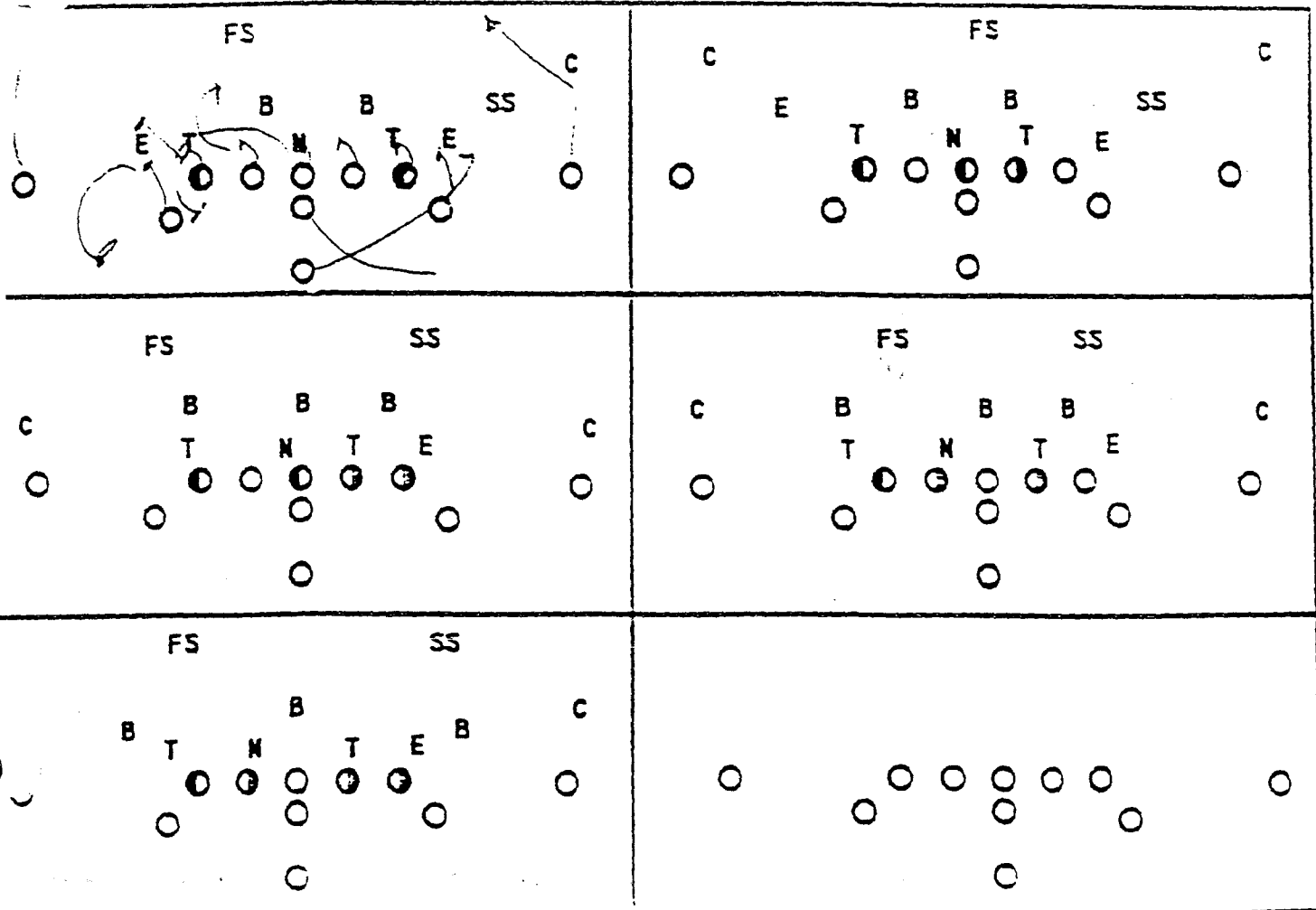
OPTION END MAN



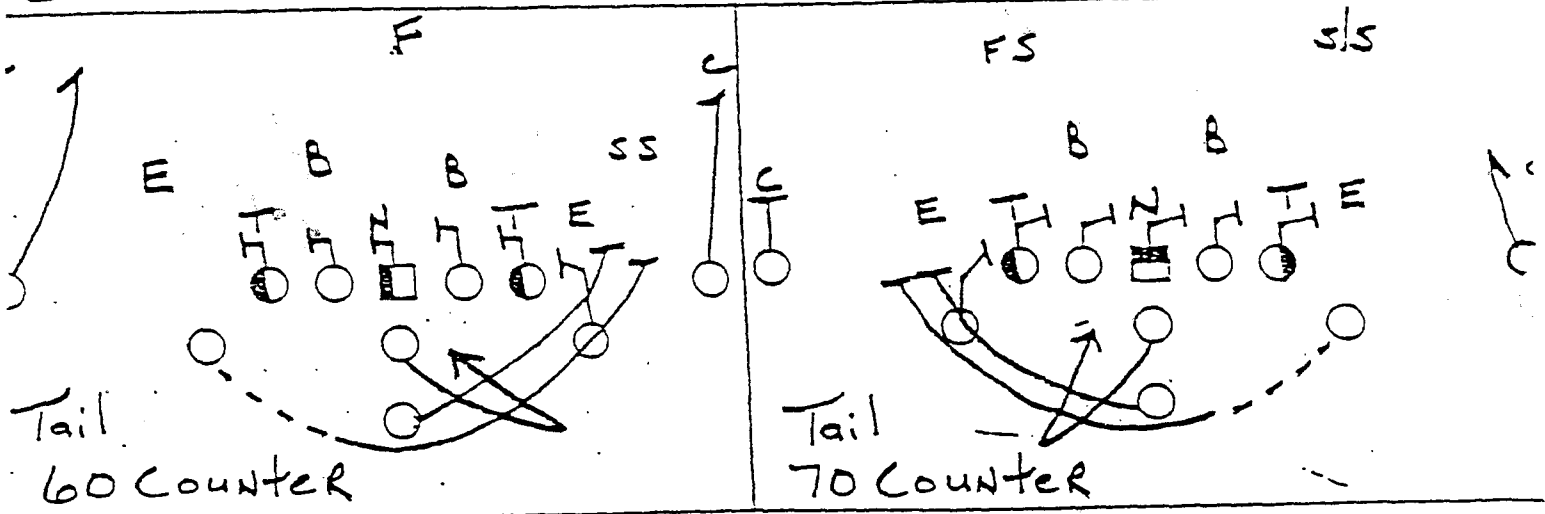
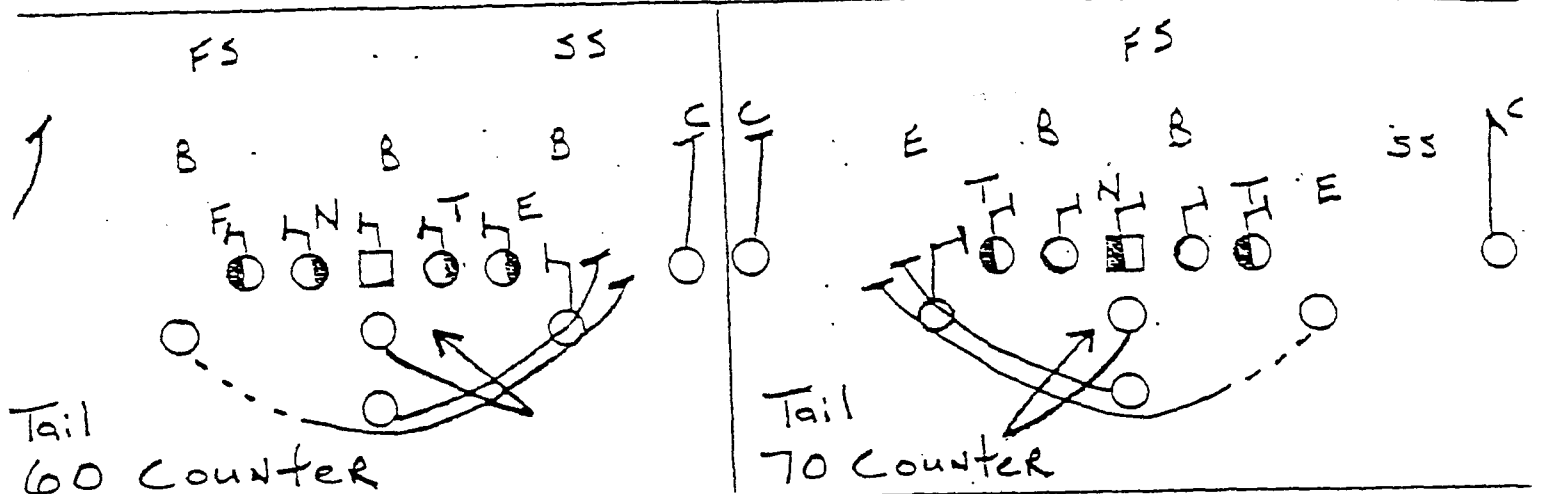
ORG 84



	Run Switch Route
A	Hinge Protection 2 counts and cut any Defender
F	Hinge Protection 2 counts and cut any Defender
G	Hinge Protection 2 counts and cut any Defender
	2 Count Screen block Protection and Peel for Pursuit
SG	2 Count Screen block Protection and Seal PSLB'er
ST	2 Count Screen block Protection and Trap Flat Defender
SA	2 Count Screen block Protection and look back for the ball
X	Run Defender off/ In Over set run Switch
B	Use 60-70 protection technique
QB	Sell 60-70 drop, set feet, drop back again and deliver ball back to BSA



GEORGIA SOUTHERN EAGLES
PLAY (60-70) Counter



POSITION

ASSIGNMENTS

QB 60-70 7 Steps, run to daylight CP- sell run

B-Back 60-70 to safety

PA-Back Tail- secure outside BS-A

BA-Back Hinge- 7call punch, 5 call cut now

X Strong release, run-off, stalk man on

Z Strong release, run-off, stalk man on

PT Hinge to fold player

PG Hinge to fold player

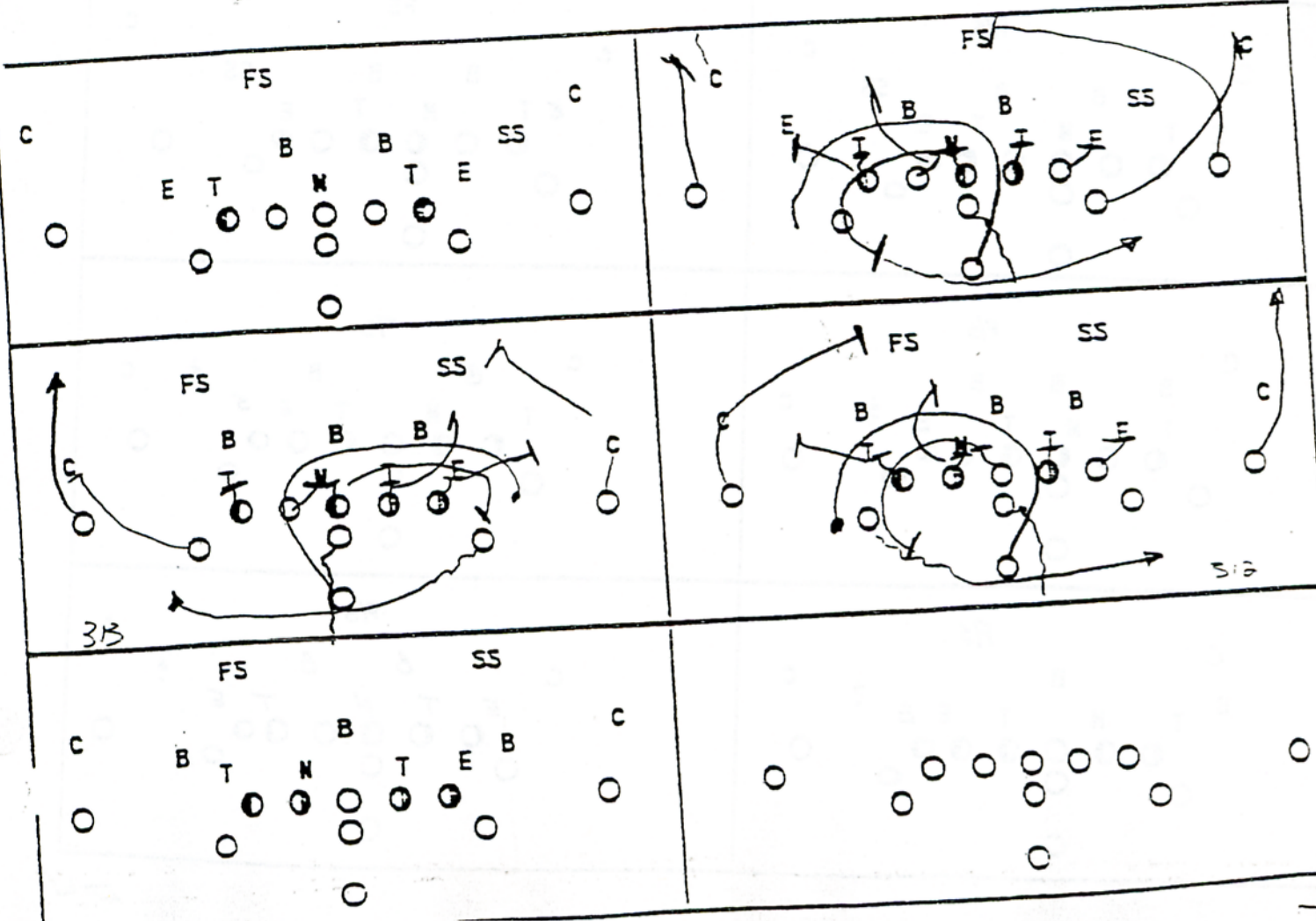
C Hinge to MLB to backside LB

BG Hinge to seal

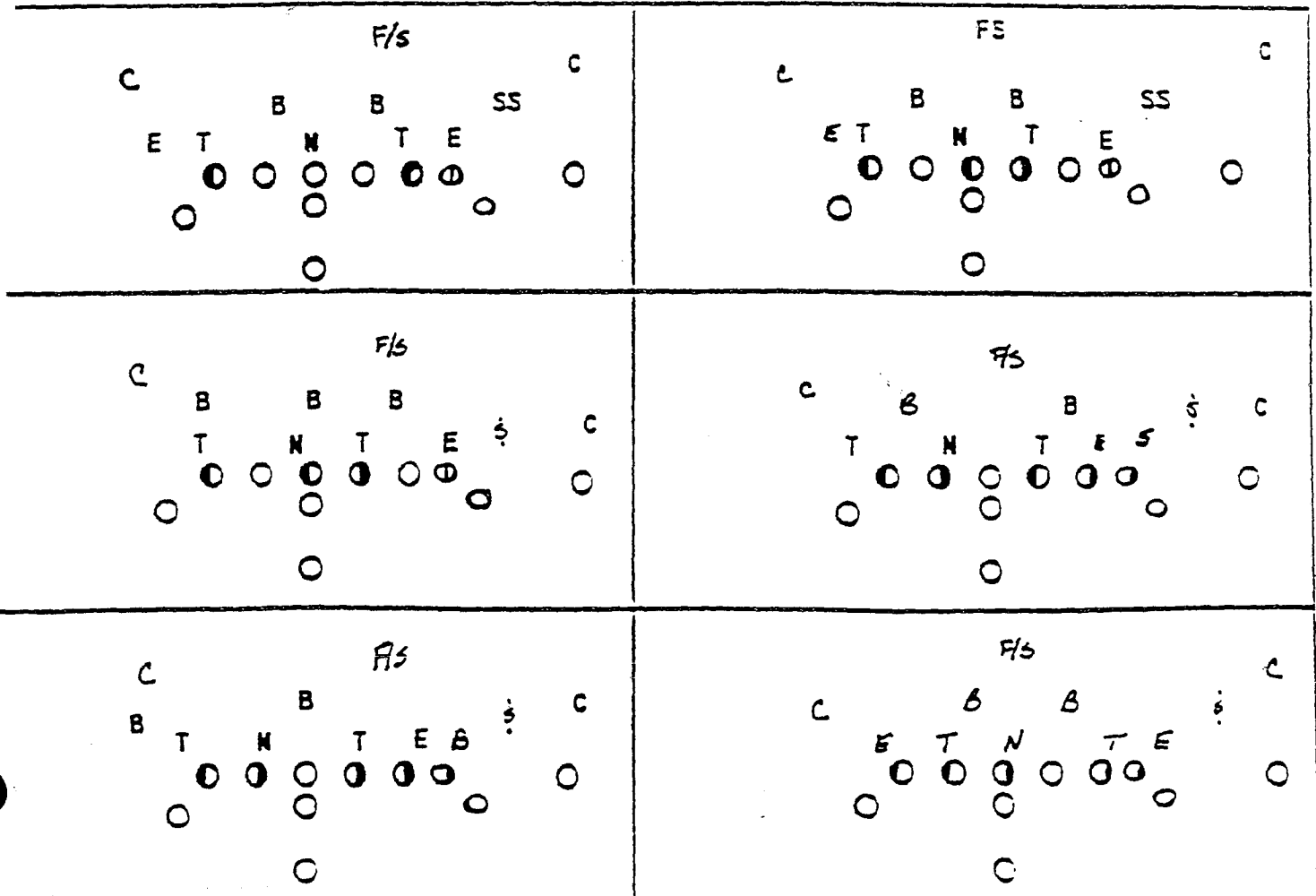
BT Hinge to seal

Play 312-313 B Screen

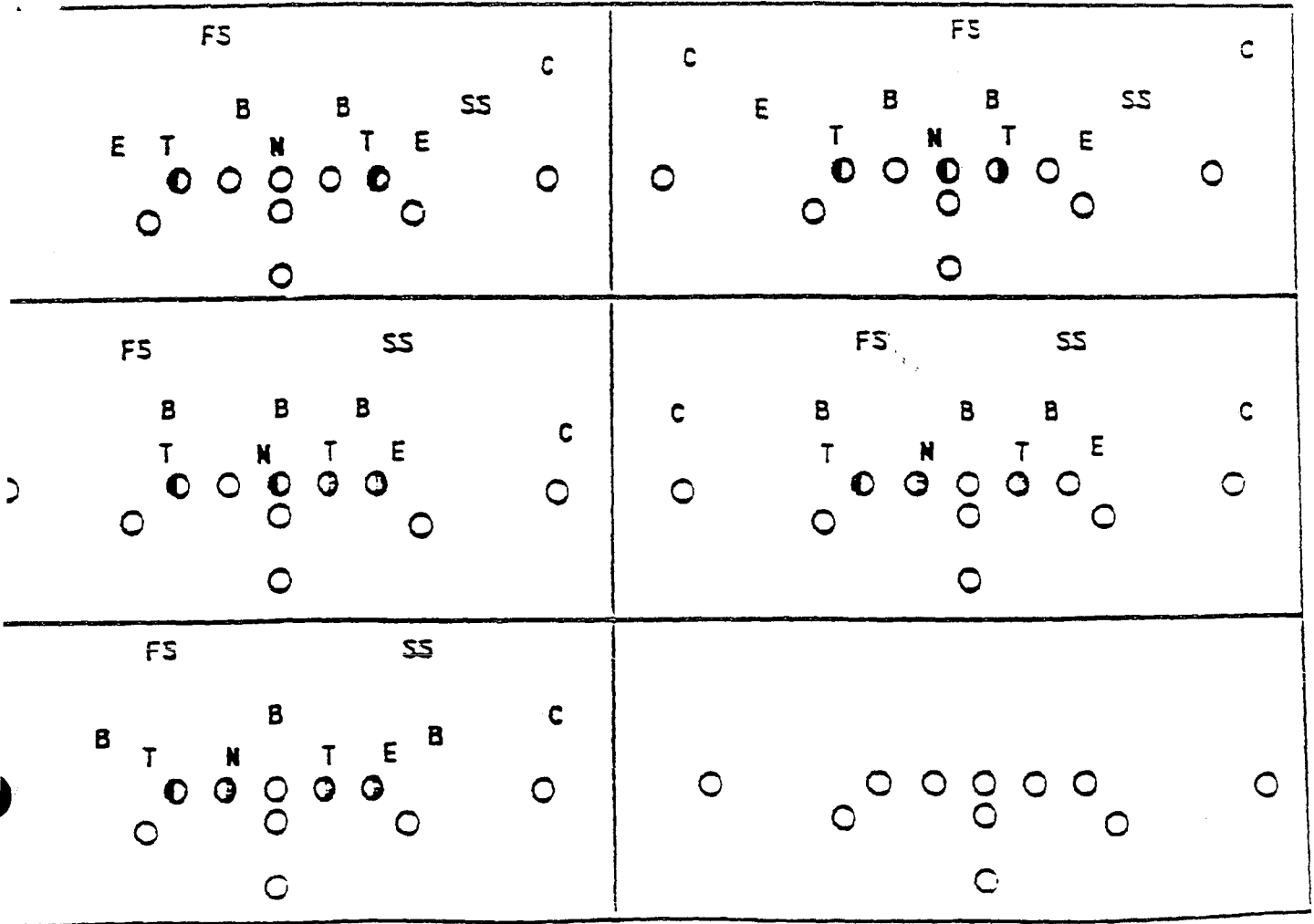
	Run Switch Route
	Run Switch Route
PSA	Run 312-313 Protection for 2 Counts
PST	Run 312-313 Protection for 2 Counts
PSG	2 Count Screen block Protection and Peel for pursuit ; Unless Edge rusher comes
C	2 Count Screen block Protection and Seal PSLB'er/ Unless Edge rusher comes.
BSG	2 Count Screen block Protection and Trap Flat Defender
BST	Run Pitch Route and become safety valve
BSA	Run Defender off
X	
B	Run 312 -313 protection for 1 Count the slip out the back to receive ball, to where BSA was.
QB	Use 312-313 drop, set feet, and drop back again and deliver ball to B-Back backside



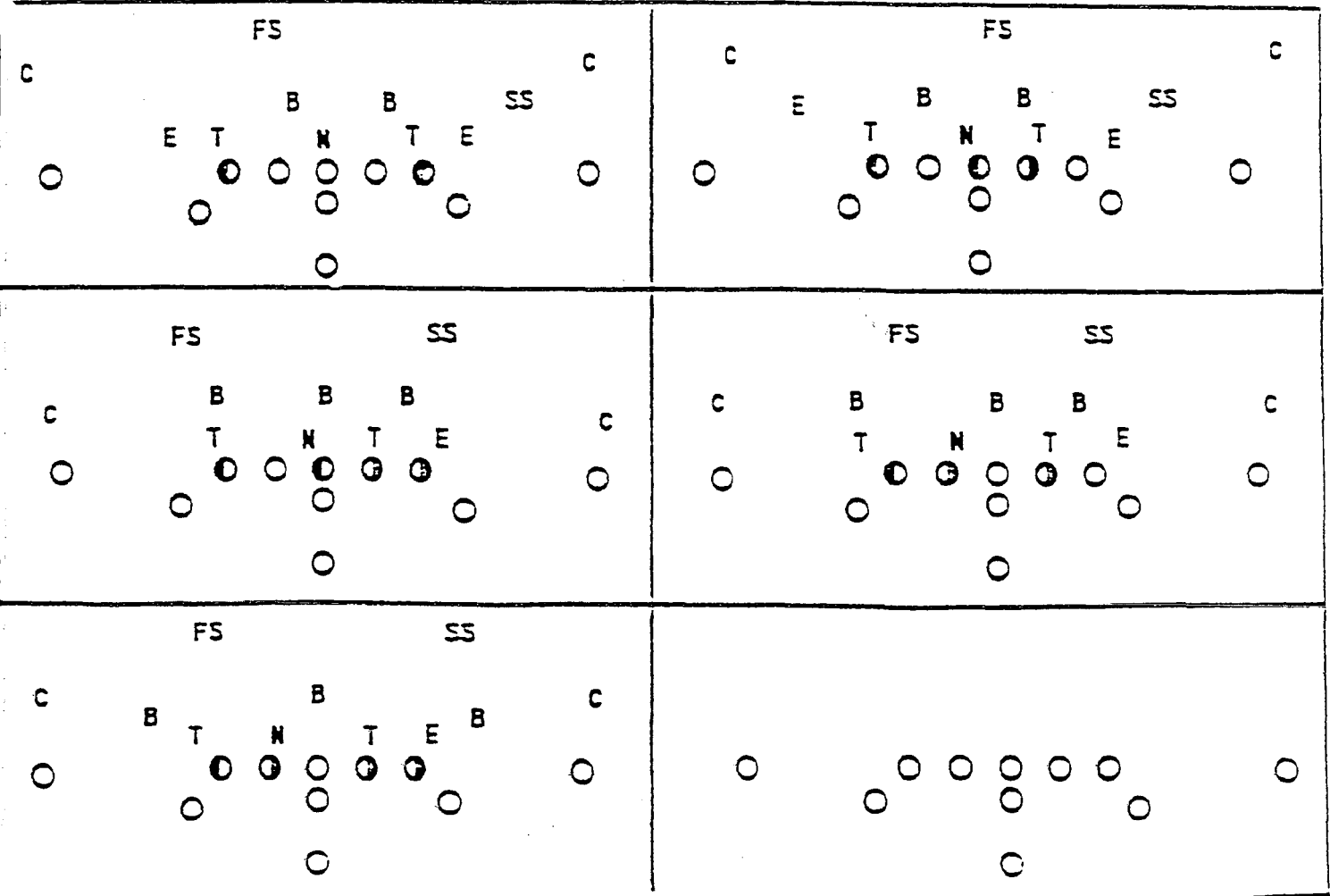
Z	Run Pass Route According to Coverage or Pass Route called
PSA	Bench Route or Route called
PST	Base to White (360-370 principals)
PSG	Base to Down (360-370 principals)
C	Base to Out for Edge Rusher
BSG	Base to Out for Edge Rusher; Unless there is a 4i then White
BST	Base to White (360-370 Protection)
BSA	Run Pitch Route and become safety Valve
X	Base to White Pass Protect
B	Sell the Triple and Spy the PSLB'er, He drops help inside or immediate threat
QB	Open up like Veer Flash the B-back the Ball and drop back to set up for Pass Route called. With 3 DLM playside tell BSA Special; start him early and use him for protection



- Run Pass Route called
- Run Pass Route called
- Base to Down
- Base to Down
- I'm Back to a 4i, to Ace for Scan
- Pull for #1 unless you have a 4i then go to next man out, help inside.
- Base to White from 4 out.
- Run Pass Route called
- Run the appropriate route
- Run Play Action fake and block BSLB'er except on 316-317 you're the Safety Valve
- Fake Backfield Action Called and go through Reads. Be Aware of Defensive looks we don't want to pull Guards with Middle Blitzes or 2 Outsides.



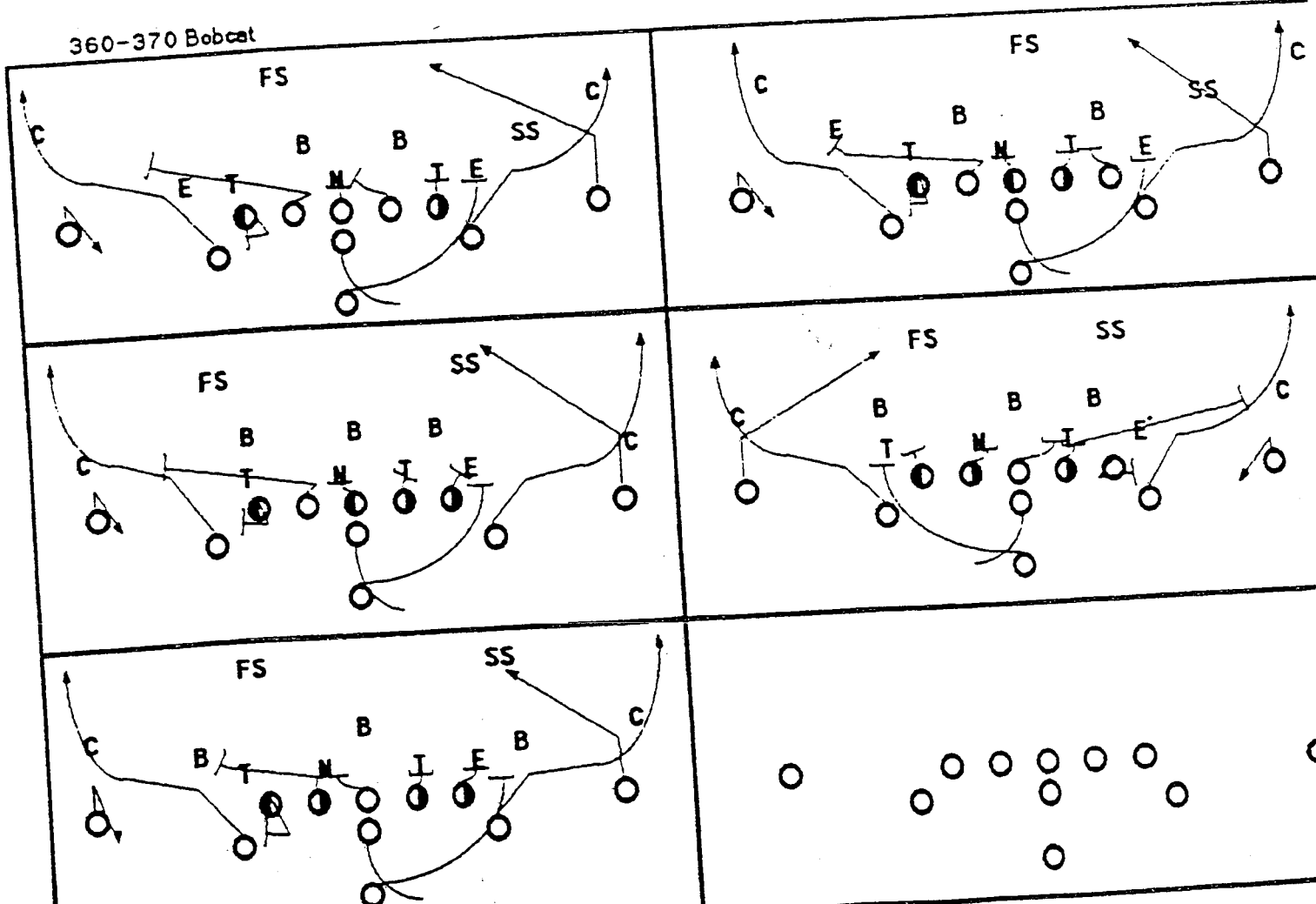
Z	Run Pass Route Called
PSA	Run Pass Route Called
PST	Base to Down; Unless 2 on the Line Outside then make a "2 OUTSIDE" call
PSG	Base to Down; On "3 DOWN" call Set up 3 and block down for PS A-Gap
C	You/ Me Scan w/ BSG; a 7-3-0 Defense call "3 Down" deliver nose to PSG and you're responsible for BS
BSG	You/Me Scan with C;
BST	Base to White
BSA	Run Pass Route Called
X	Run Pass Route Called
B	Block 1st Man outside the PST; No man there set up on inside leg of PST and help inside
QB	5 step drop behind inside leg of PSG; read the defense with the Route called



Play | 360-370 Bobcat

Z	Run Switch get FS
PSA	In Spread run Switch; In trips vertical to FS
PST	Block 360- 370 Pro
PSG	Block 360- 370 Pro
C	Whoever has the scan between C and BSG shows and gets BSLB'er
BSG	Set up and go through #'s of 2nd from EMOL and trap Flat Defender
BST	Show cut the edge rusher
BSA	In Spread run Switch get Corner; In trips run Switch get Corner
X	Two steps upfield then back to QB work behind line of scrimmage
B	Block 360- 370 Pro
QB	3 step set up to call side, set feet and throw to Backside receiver

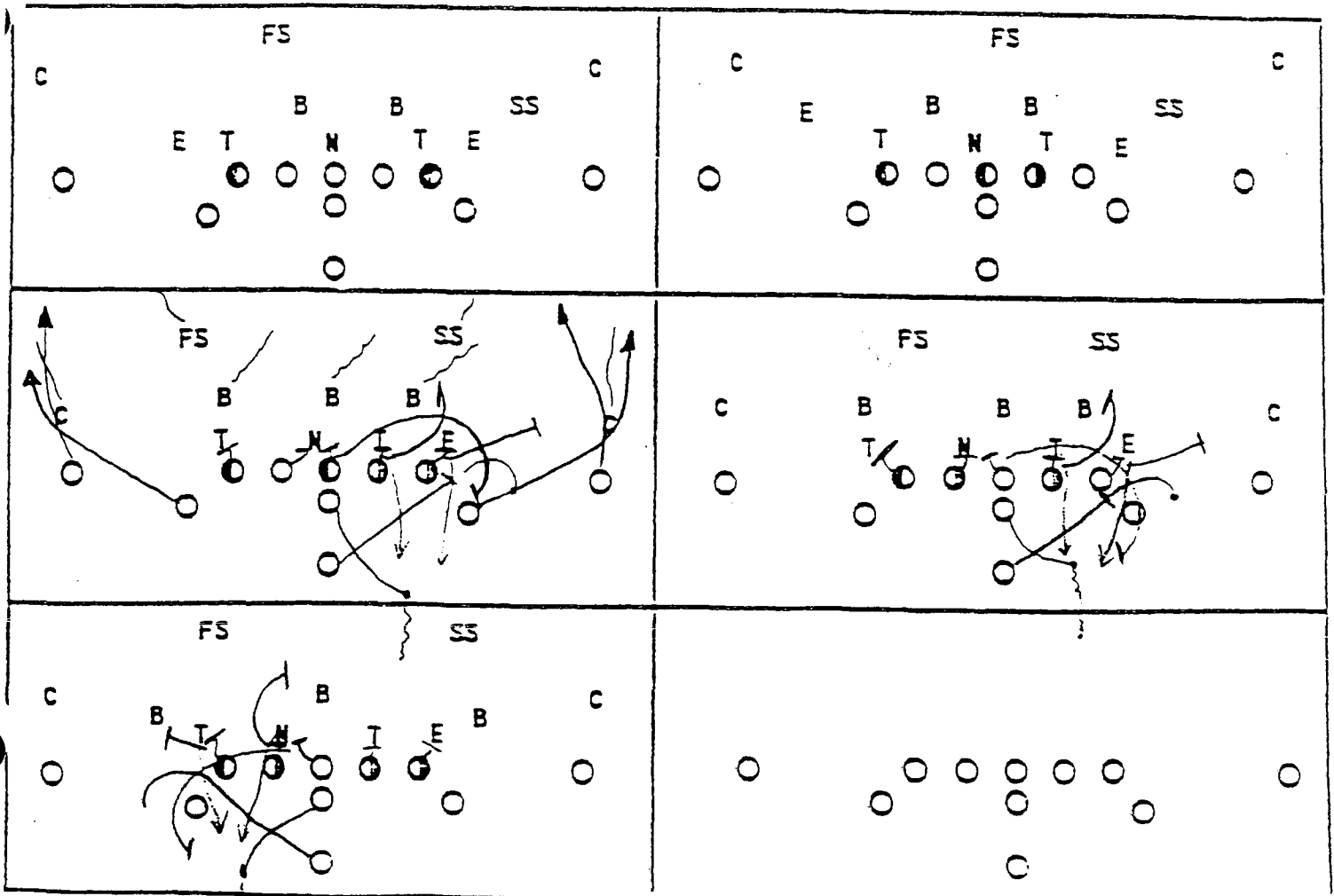
360-370 Bobcat



Play

380-390 (Crack)

Z	Run Switch Route
PSA	Run Switch Route; On CRACK block the PSLB'er
PST	2 Count Screen block Protection and <u>Trap</u> Flat Defender
PSG	2 Count Screen block Protection and <u>Seal</u> PSLB'er
C	2 Count Screen block Protection and <u>Peel</u> for Defenders chasing screen; unless Edge Rusher comes
BSG	Block protection called
BST	Block protection called
BSA	Run Switch Route
X	Run Defender off
B	1 Count Screen block Protection, Stone and go set up where PSA was look for Ball
QB	Sell 360-370 5 step drop, set feet drop back again to avoid rush and deliver ball playside to B-back

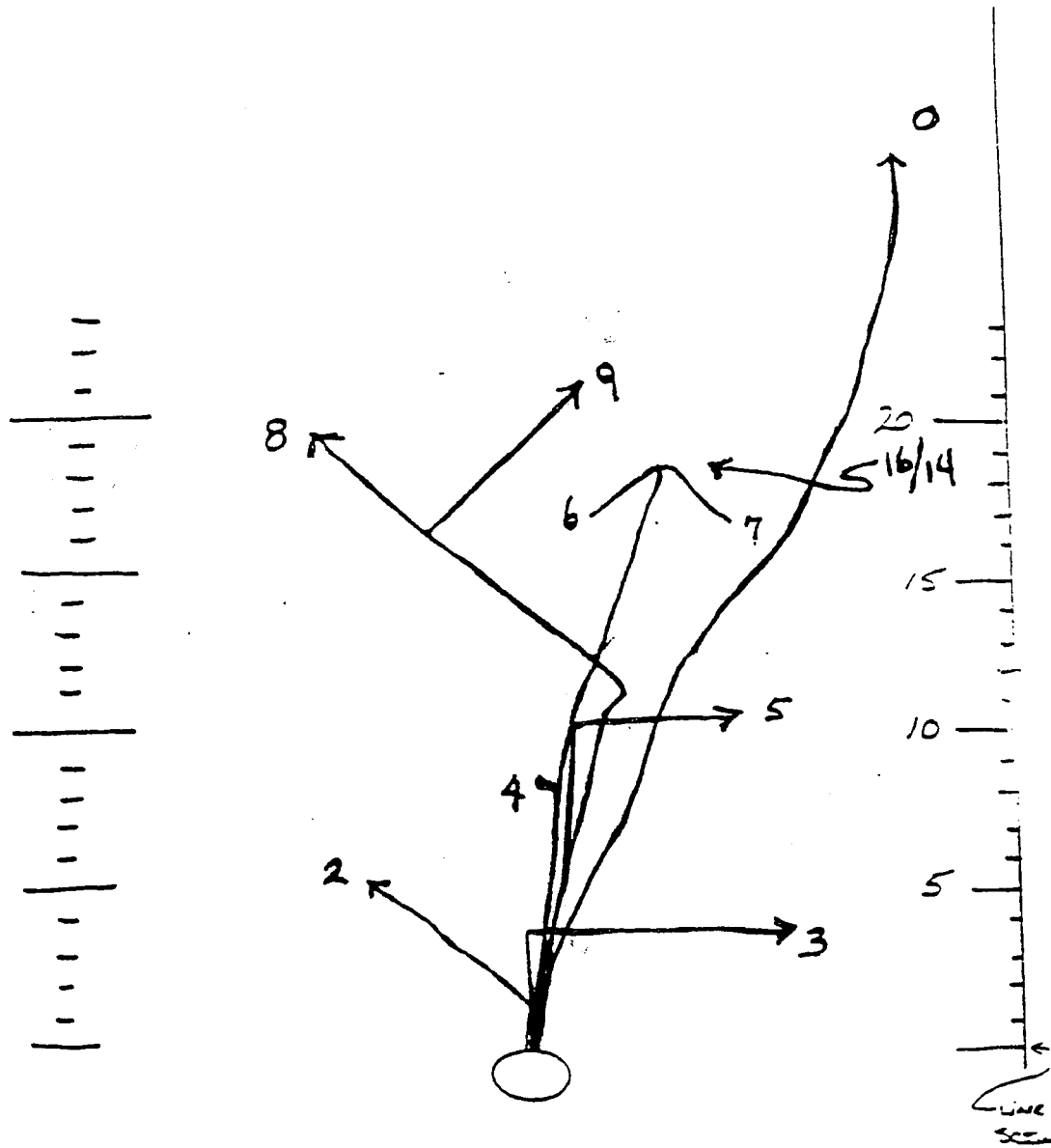


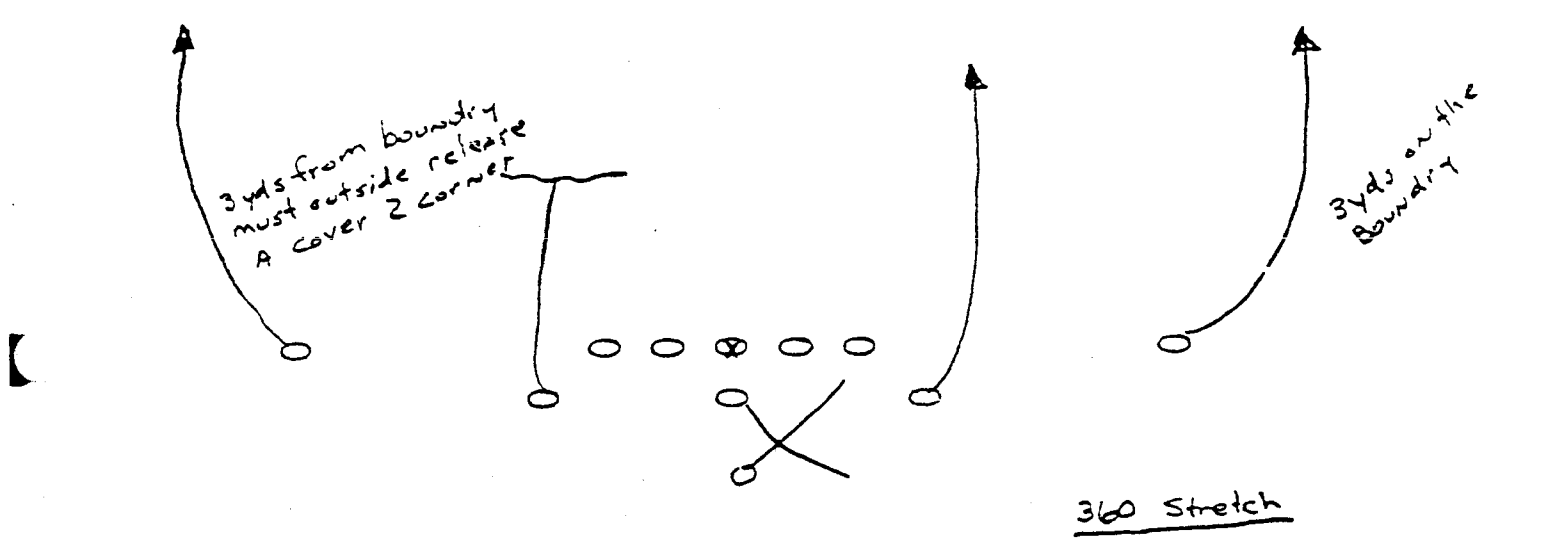
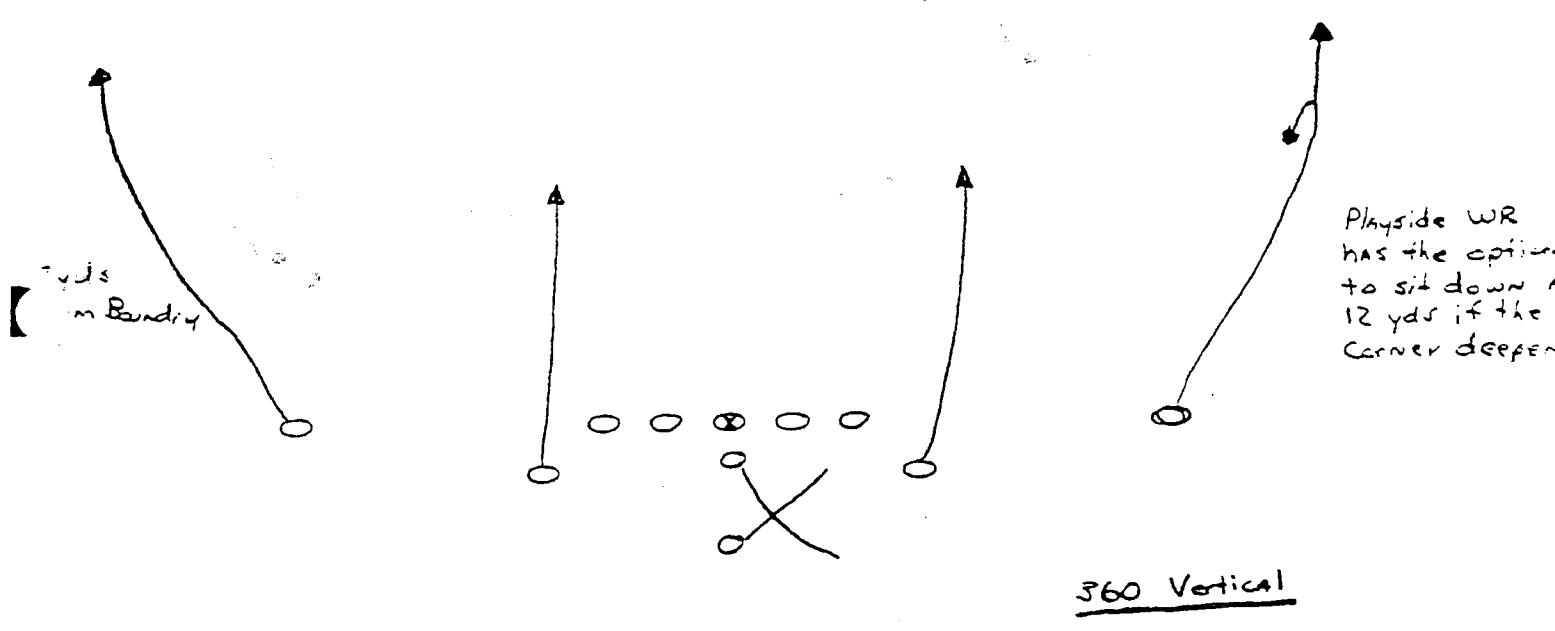
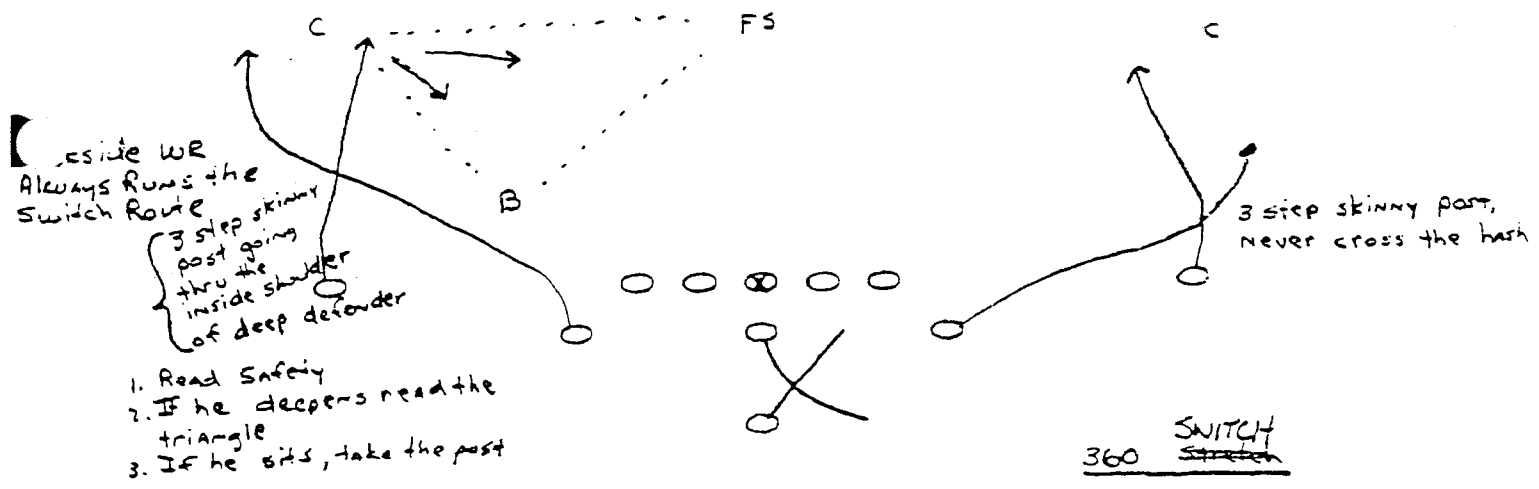
Passing Plays

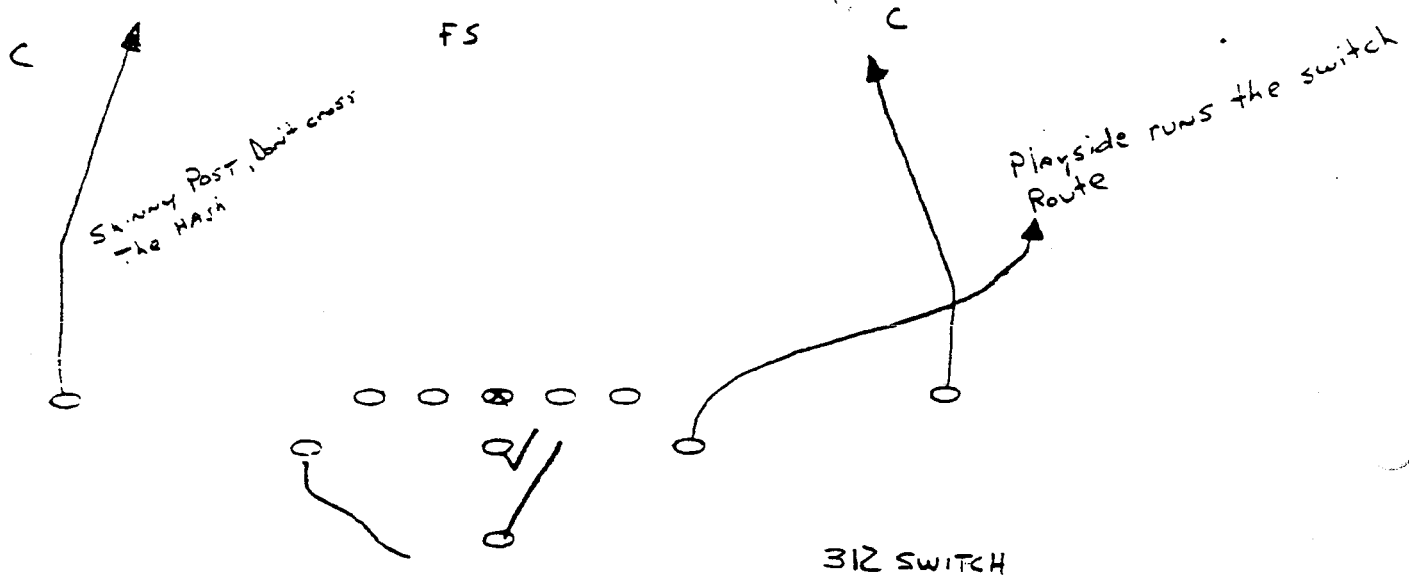
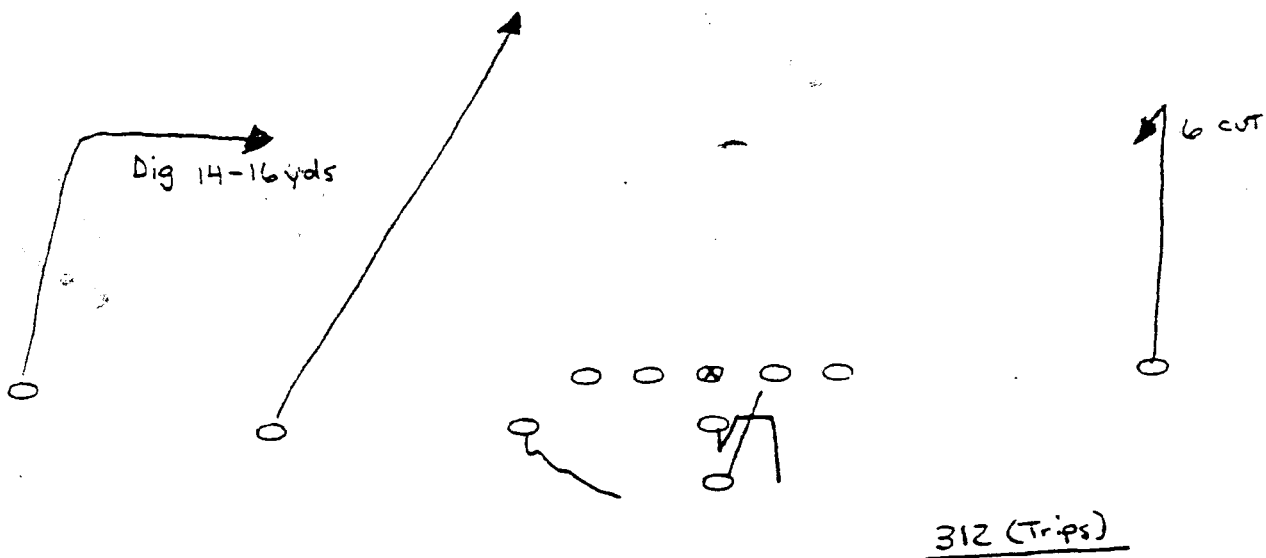
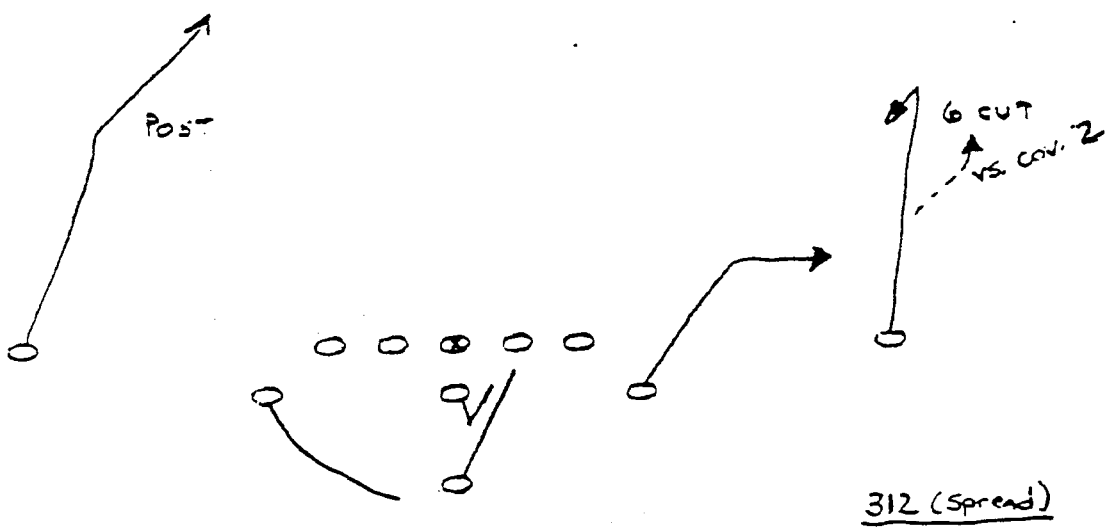
96.	363-373 Take Off
97.	364-374 Cut
98.	365-375
99.	66-76
100.	67-77
101-102.	68-78
103.	69-79
104.	60-70 Titan
105.	Vertical
106.	Dart
107.	Cougar
108.	Switch
109.	Slide
110.	Go
111.	Lob
112.	Over
113.	Pick
114.	Double Titan
115.	Go Fade
116.	Under
117.	Stretch
118.	Duck
119.	Spartan
120.	Throwback
121.	Jarman
122.	512-513
123.	512-513 Cougar
124.	Y Switch
125.	Tiger
126.	302-303 Back Judge
127.	Falcon

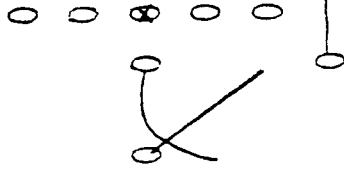
THE PASSING TREE

A passing tree is a designed route called for with a complimentary route to create a stretch in a defenders zone. Our tree routes can be called in our sprint series (60-70) or $\frac{1}{2}$ sprint to the single receiver side. Our tree is designed so that even numbered routes break back to the ball and odd numbered routes to the sideline. The depth of the receivers route is imperative and designed so as to time out with the quarterback's backfield action. This is our tree route:



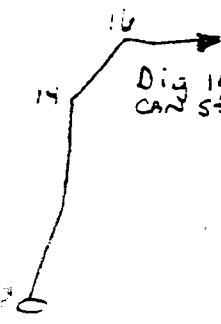




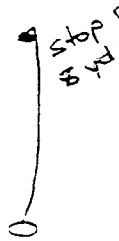
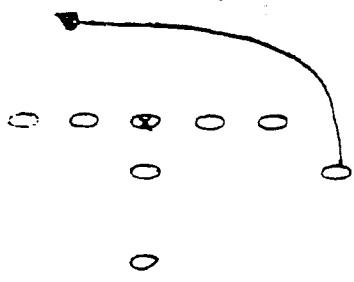


10 yd speed
out sitting 3
yds from
boundary

360 TITAN

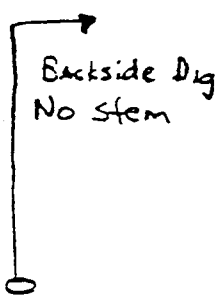


Dig 14-16 yds
CAN stem if you want

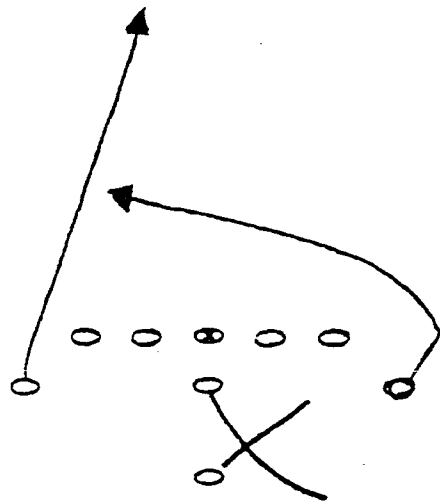


stop r
8 yds

360 SPARTAN



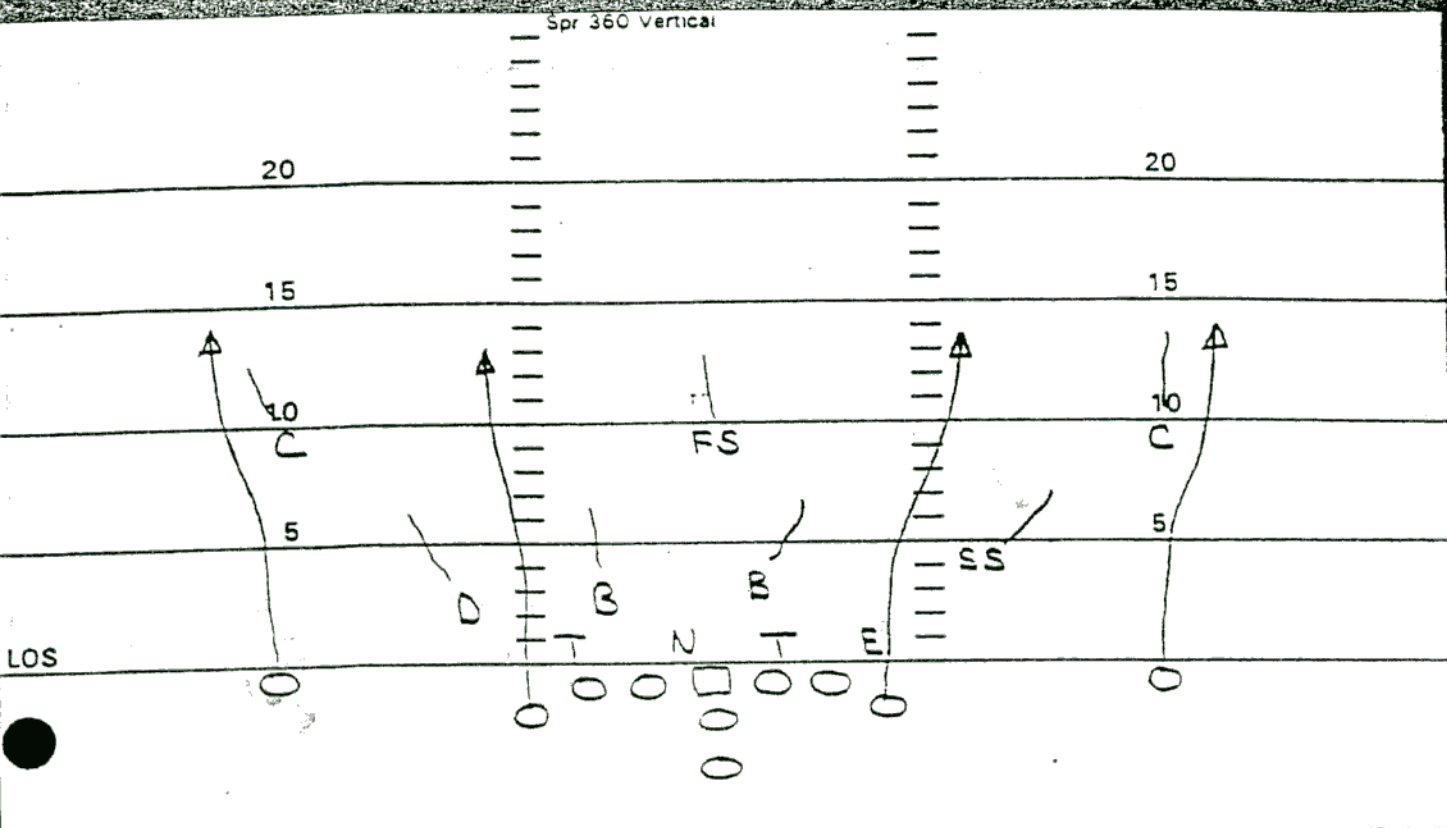
Backside Dig
No stem



7 CUT playside

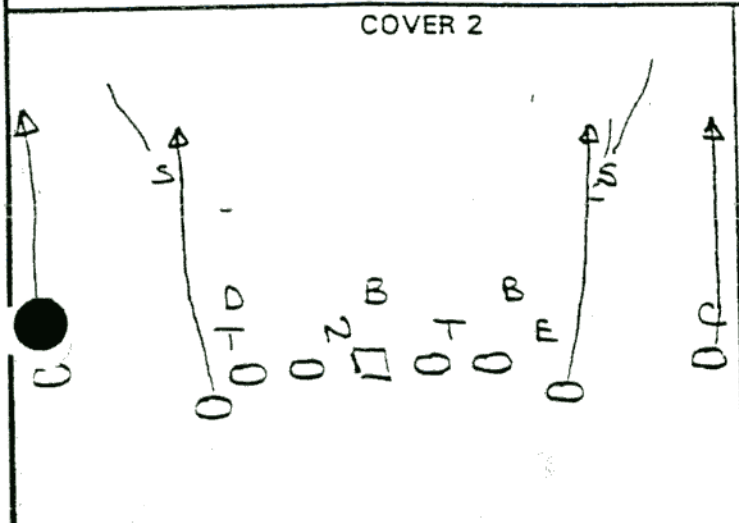
360 Duck

PLAY: Vertical	FORMS/MOTION	PASS	PROTECTIONS:
QB Reads:	Spread	360-370	
	Trips		



- PSWR
- BSWR
- PSA
- BSA
- B
- QB

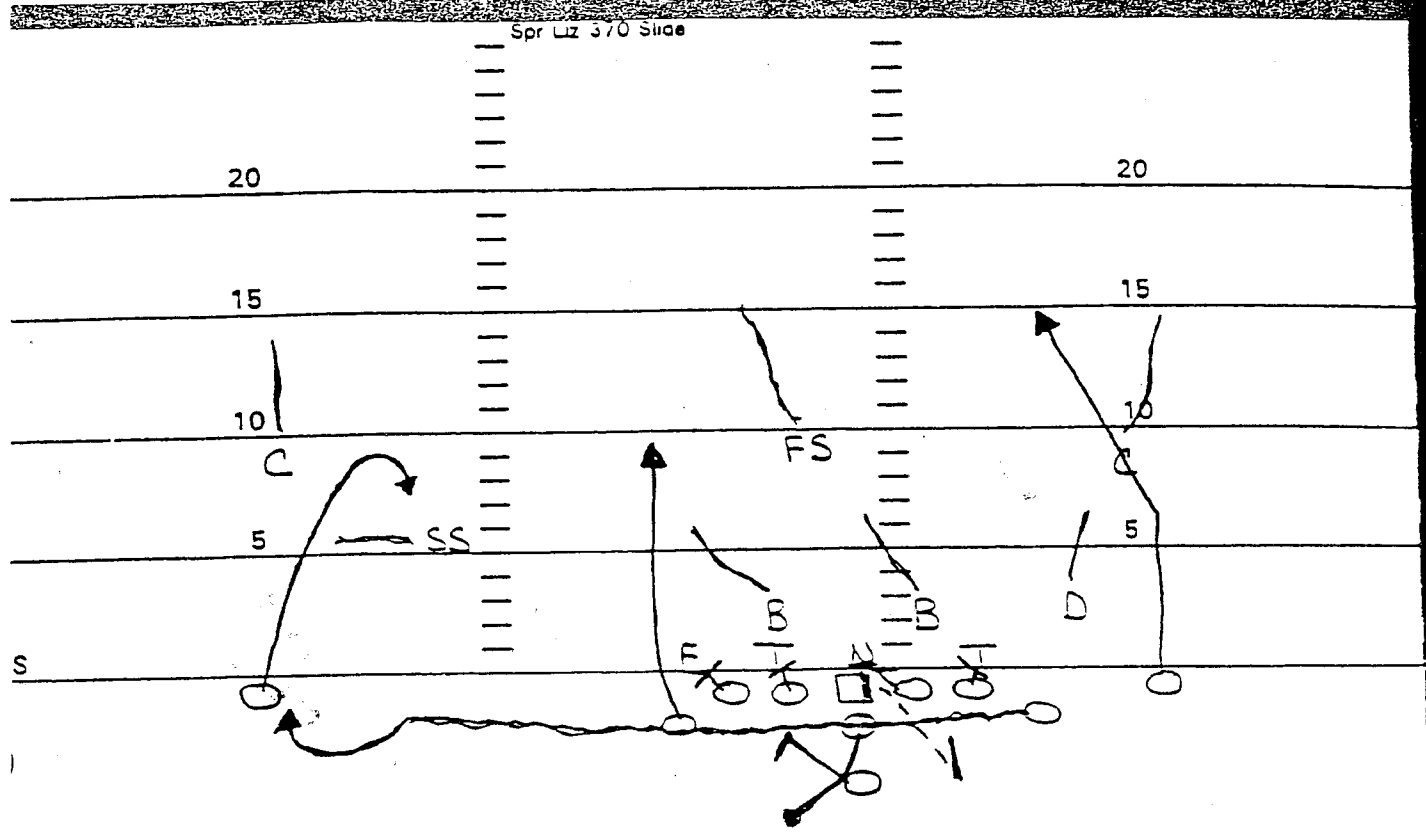
Use your eyes to move FS vs. 3 deep.
 Complete prior to 25 yards past LOS.
 Vs. 3, Work Slots off FS to the Backside Corner.
 Vs. 2, Think backside off the 1/2 Safety.
 Vs. Man, Pick best matchup.



MAN

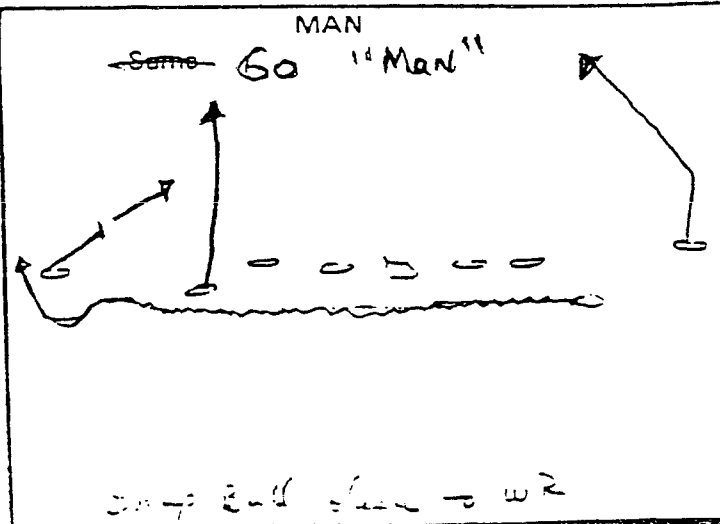
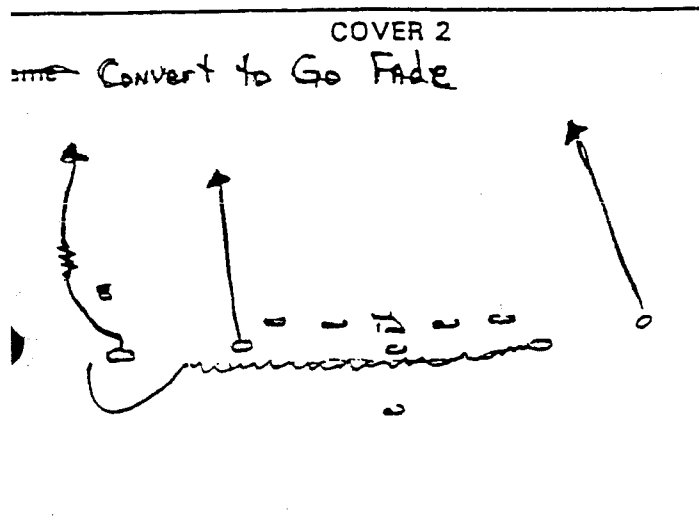
Pick best Matchup
 - May be slot away from SS since
 he may be matched by LB

PLAY: Slide	FORMS/MOTION	PASS: 360 - 370	PROTECTIONS:
Reads:	Spread/Rip-Liz	460 - 470	
Defender	Trips		
	Spread/B Mo		

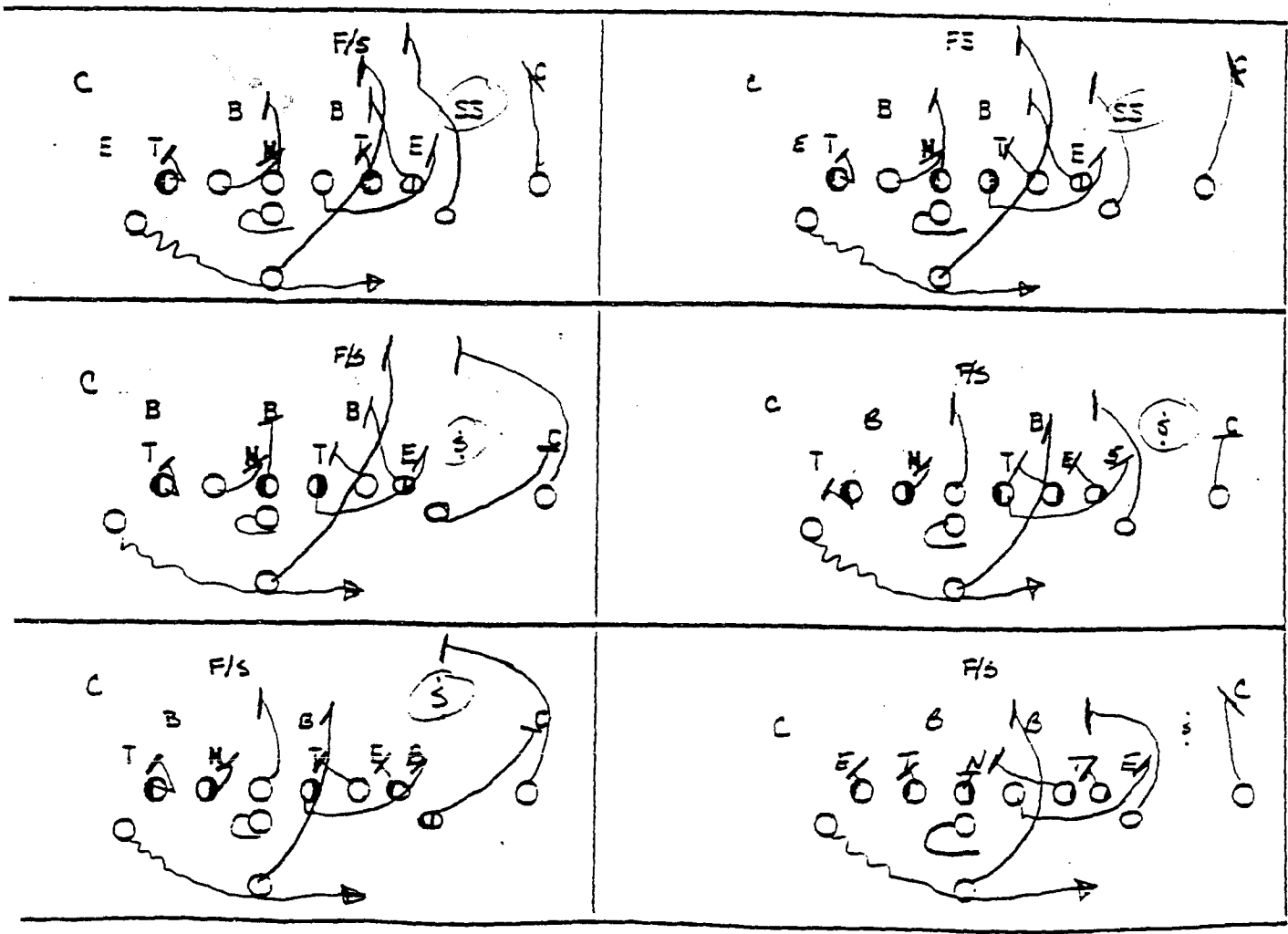


PSWB	Curl inside flat defender's shoulder
PSWR	Post
PSA	Seam
BSA	Bubble
B	Protection/Motion to Bubble
QB	

trap when motion is past, split difference
 PSA runs seam; if it's open, hit it
 read width & depth of Flat player



PSA	Drop Step cross over and arc for #3 counting from 7 TQ out.
PST	Base for 8-gap to Down
PSG	Pull for 1st man head up to outside OT log him to PSLB'er to FS, 7=log c gap to PSLB
C	Wide Scoop for PSA-gap
BSG	Scoop/ White
BST	OT-block down step, Secure C Gap to LB'er to FS
BSA	Run Pitch Route
X	White to Scoop
B	Open laterally then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.
QB	Reverse out, come off the line; flash bail to B. Get down hill and pitch off #2. Always COUNT STARTS FROM 7TQ OUT.



7 U

Scoop/ White

Release like Load block PSLB'er to FS.

Base for B-gap to Down

Pull for 1st man head up to outside OT trap him; with 7 trap what shows outside

Scoop to Wide Scoop

Scoop/ White

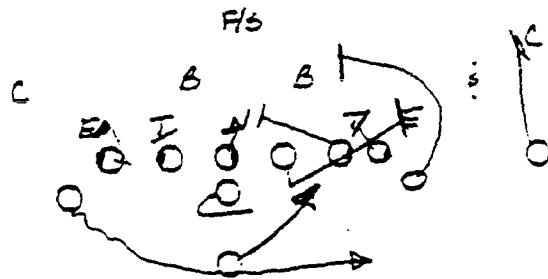
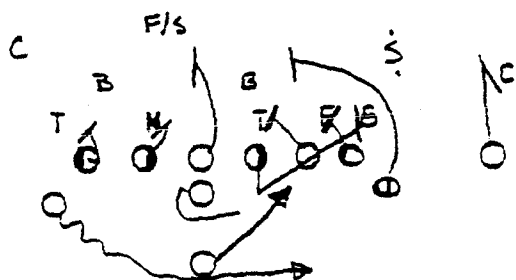
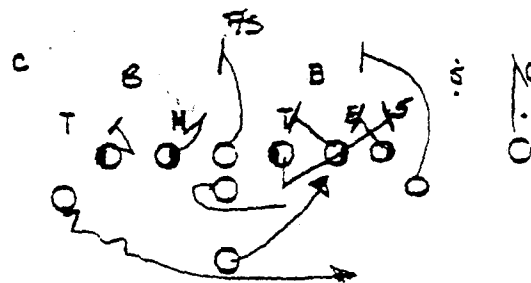
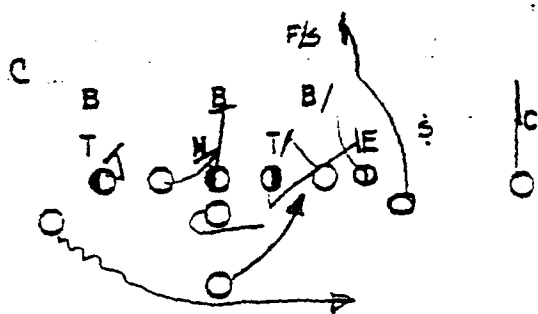
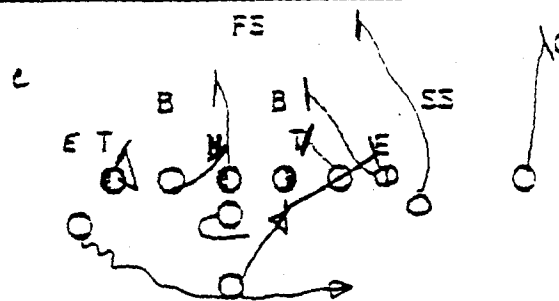
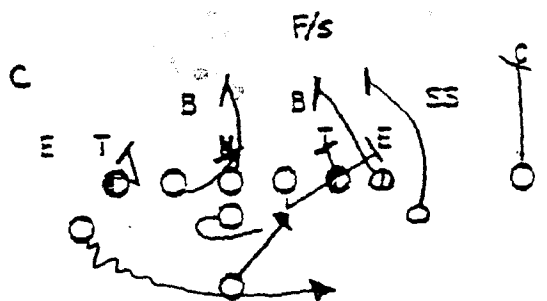
OT- Veer release through C-gap take what shows

Run Pitch Route

White to Scoop

Open laterally then down hill at inside hip of PST run through ball; run inside pulling Guards block

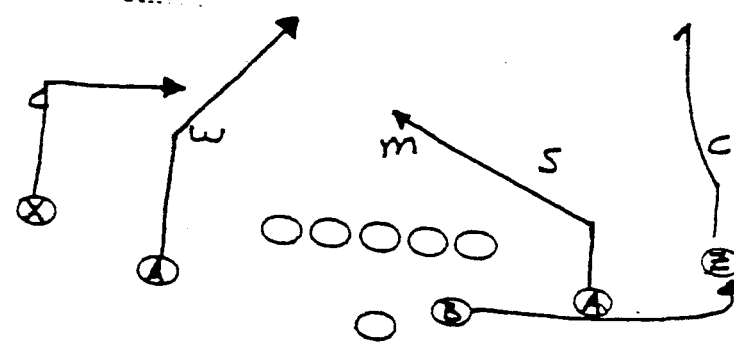
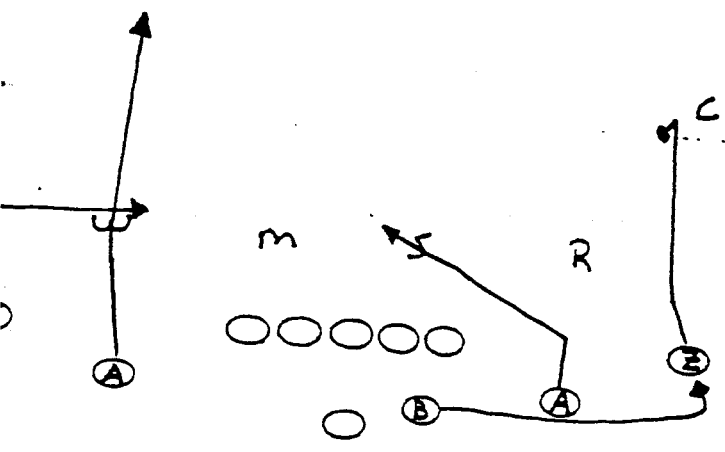
Reverse out to where 1st step on 12 -13 would be to callside; hand the ball as deep as you can to B-back



F/S

F/S

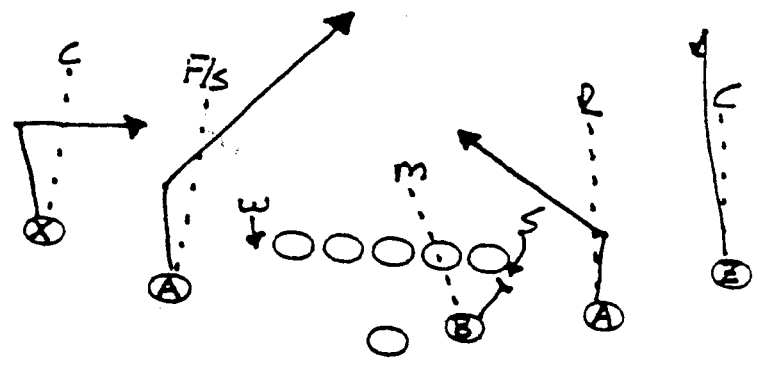
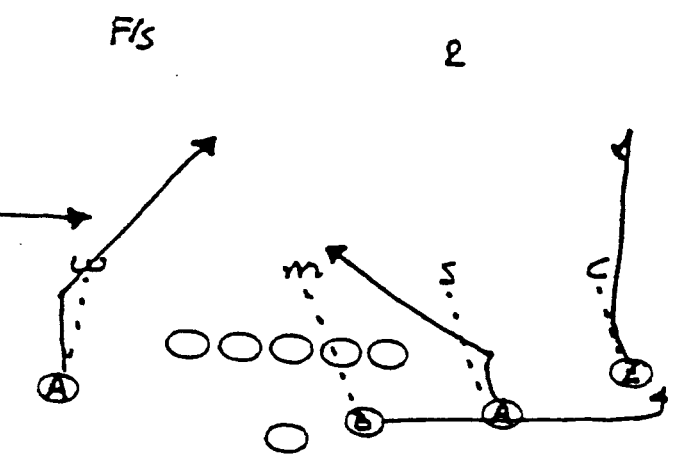
R



POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Curl	R	1WK	In	w-m	1S	Curl	S	1WK	In	w-m
2S	Shallow cross		2WK	Bench		2S	Shallow cross		2WK	Bench	w-m
			QB	Frontside High-low		3S	Flare		QB	Front side combination	
	Flare			Flat Defender							

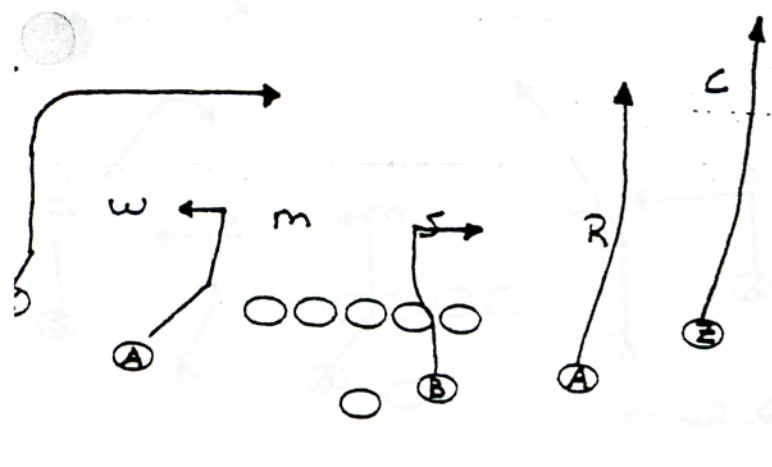
AY
Coverage
2 Man

Play
SHACK 360
Coverage
0

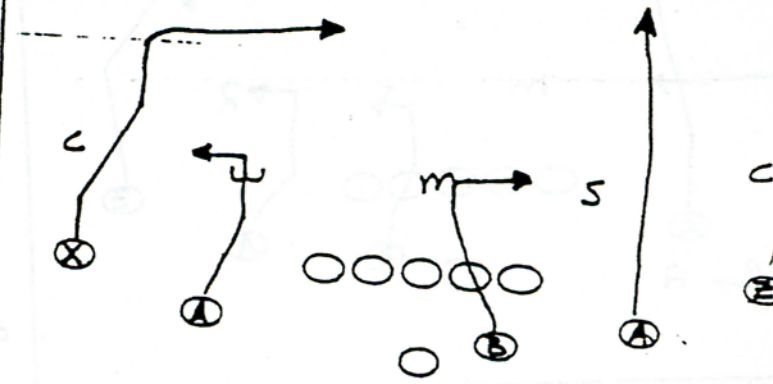


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Curl	man	1WK	In	man	1S	Curl	man	1WK	In	man-hot
Shallow cross	man	2WK	Bench	man	2S	Shallow cross	man-hot	2WK	Bench	man-hot
Flare		QB	good man-under route - man blockers		3S	Protect		QB	THrow hot	
			Be decisive						3 Different hot routes	

F/S



F/S



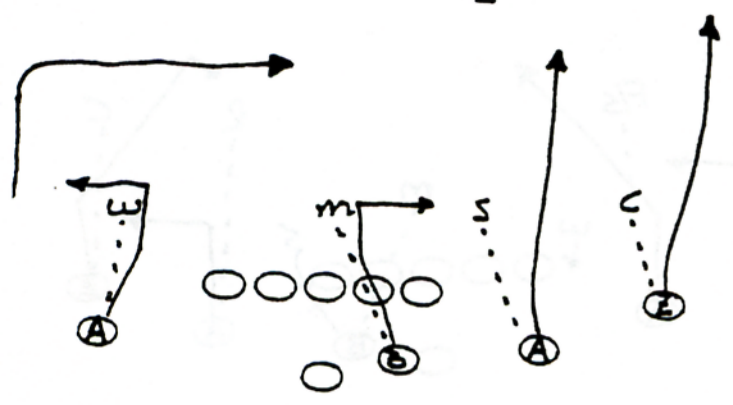
POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
S	Vertical	land-mark	1WK	Crosser	m
S	Vertical	land-mark	2WK	Choice	m-w
S	option	S-R	QB	Backside High-low Curl Defender X to A	

POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Vertical	land-mark	1WK	Crosser	w-m
2S	Vertical	land-mark	2WK	Choice	w
3S	option	M-S	QB	Backside High-low curl Defender X to A	

Coverage

2 Man

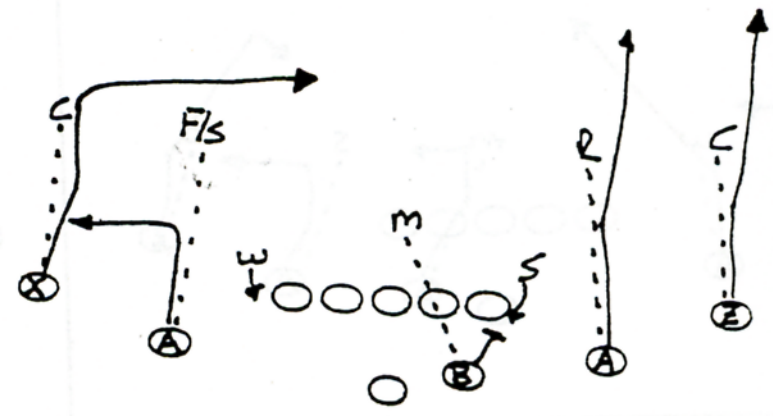
F/S



Play
Hornet 360

Coverage

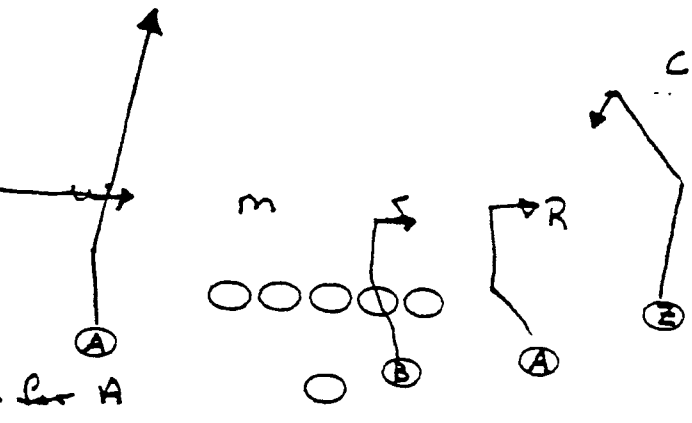
0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS
Vertical	land-mark	1WK	Crosser	man	1S
Vertical	land-mark	2WK	Choice	man	2S
option	man	QB	Backside man Bowler's Crosser to Choice		3S

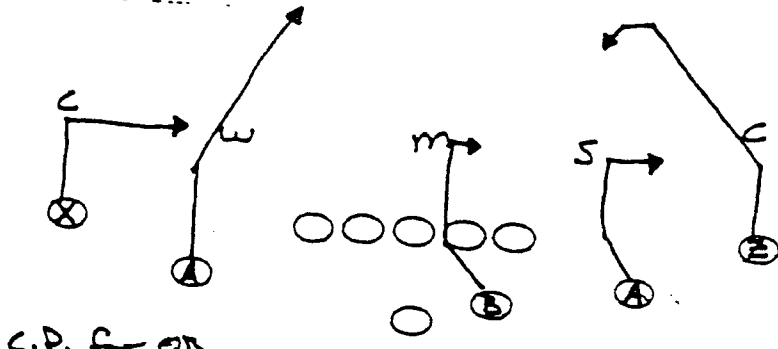
ROUTE	WINDOW	POS	ROUTE	WINDOW	POS
GO	man	1WK	Crosser	man	1S
GO	man	2WK	Choice	Ho	2S
Protect		QB	throw Hot Backside A		QB

F/S



for A

F/S

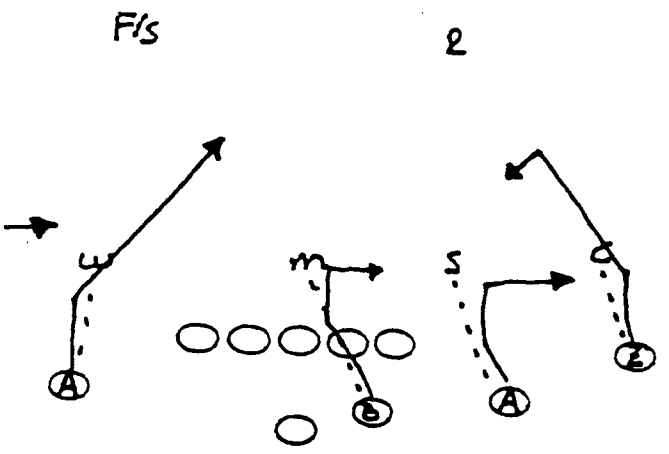


C.P. for QB

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
CoBra	R	1WK	In	w-m	1S	CoBra	S	1WK	In	w-m
Choice	S-R	2WK	Bench Vertical		2S	Choice	S	2WK	Bench	w-m
option	S-R	QB	Strong side Throw off flat Defender A to Z to B		3S	option	M-S	QB	Strong side Throw off curl Defender A to Z to B	

EV
COBRA 360

Coverage
2 Man

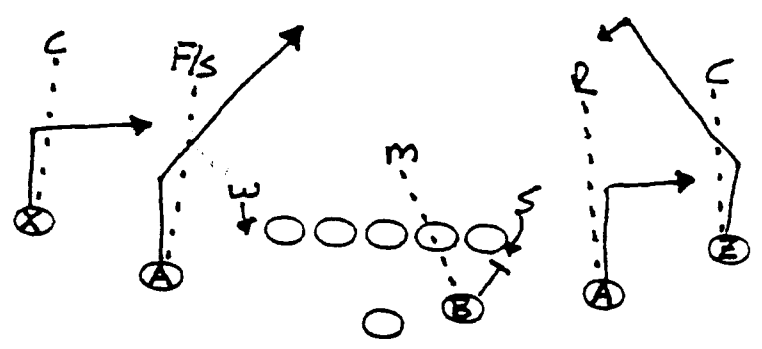


F/S

2

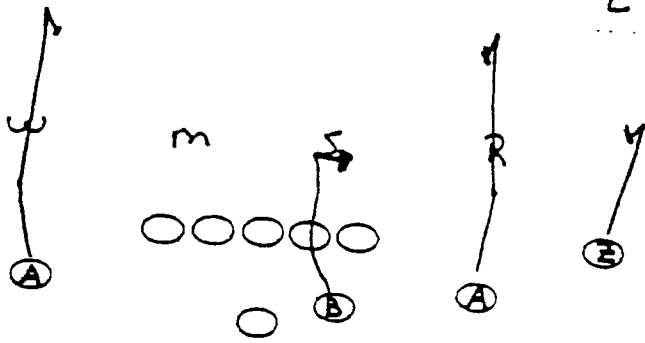
Play
COBRA 360

Coverage
0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
CoBra	man	1WK	In	man	1S	CoBra	Hot	1WK	In	Hot
Choice	man	2WK	Bench	man	2S	Choice	Hot	2WK	Bench	Hot
option	man	QB	great man under Play. Man Defenses All Routes Be Decisive		3S	Protect		QB	great Blitz Play Throw Hot Both A's and X	

F/S



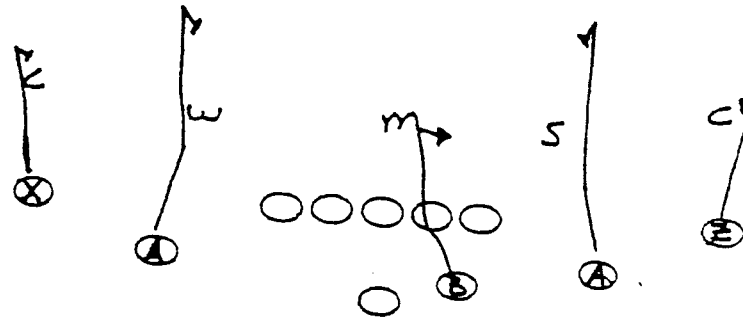
Hook 360

83

COVERAGE

2

F/S



POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Hitch		1WK	Hitch		1S	Hitch		1WK	Hitch	
	Hook	R-S	2WK	Hook	w-m	2S	Hook	S	2WK	Hook	w
	option	S-R	QB	Pick A side Hash - shortest throw Throw off flat Defender		3S	option	m-S	QB	Pick A side Hash - shortest throw Hook Route to B	

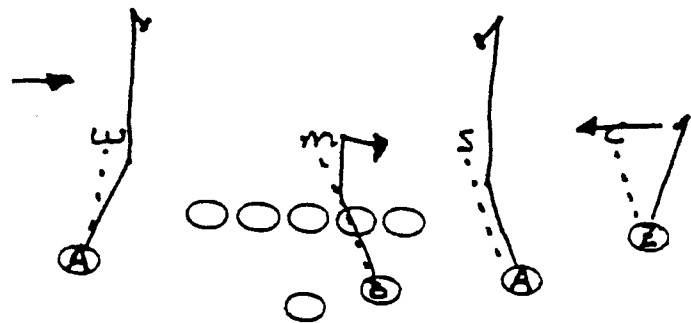
ay
360

Coverage

2 Man

F/S

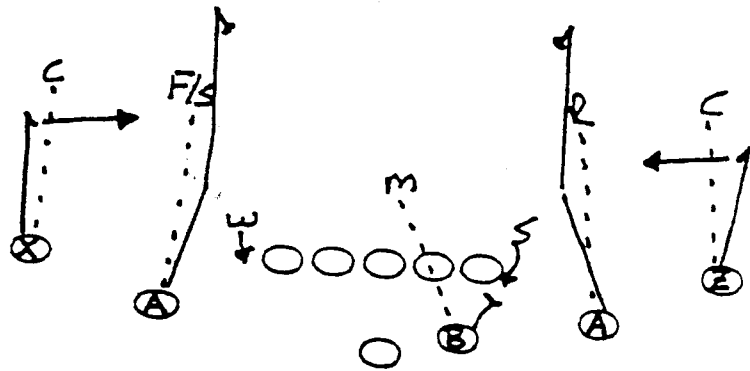
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Play
Hook 360

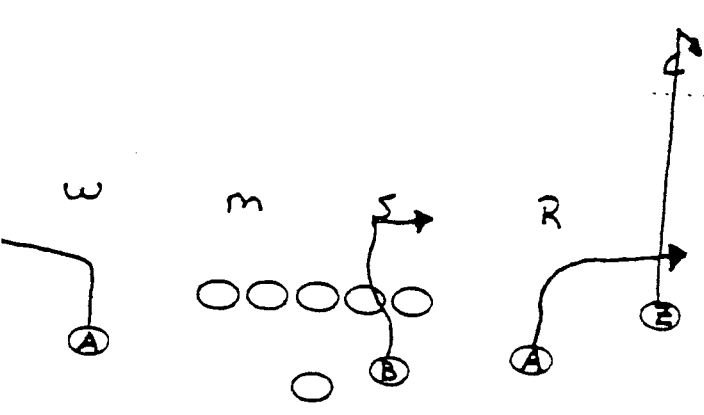
Coverage

0

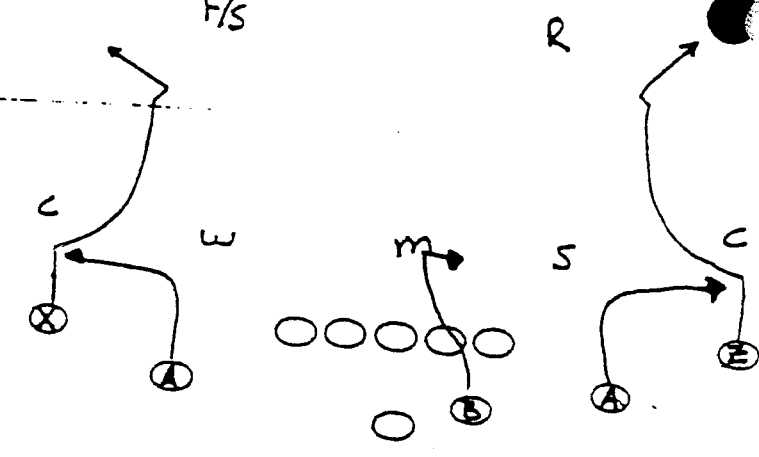


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch	man	1WK	Hitch	man	1S	Hitch	man - Hot	1WK	Hitch	man - Hot
Hook	man	2WK	Hook	man	2S	Hook	man	2WK	Hook	man
option	man	QB	Pick A side Hash - shortest throw Hook to Hitch to B		3S	Protect		QB	Throw Hot Hitch routes X or Z	

F/S



F/S



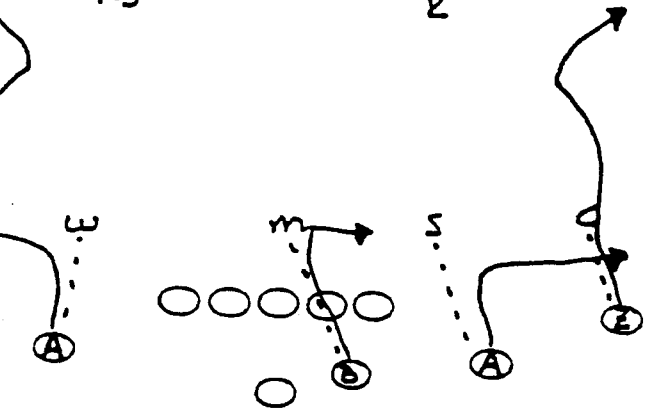
ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Come Back		1WK	Come Back		1S	Corner		1WK	Corner	
Arrow		2WK	Arrow		2S	Arrow		2WK	Arrow	
Option		QB	Pick A side Hush-startest throw Come Back to Arrow		3S	option	m-S	QB	Pick A side Hush-startest throw High low Corner	

Coverage

2 Man

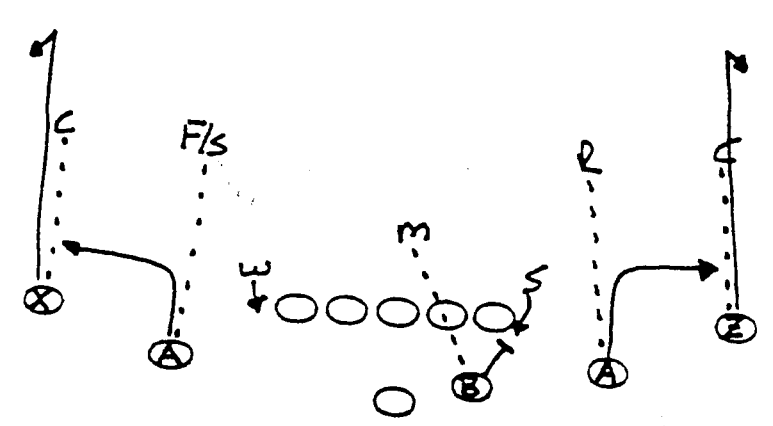
F/S

2



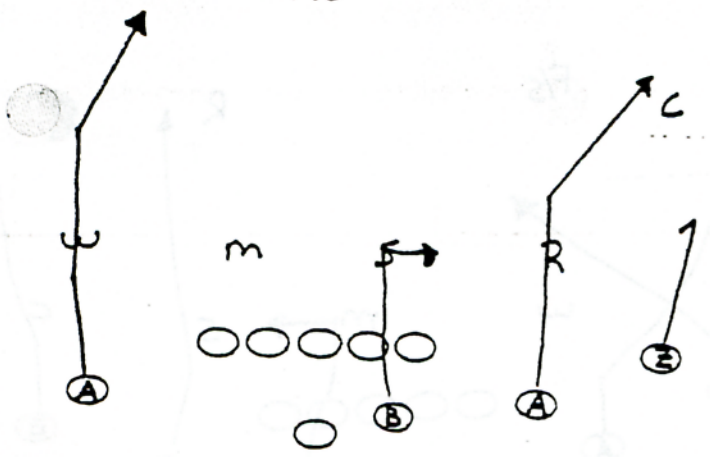
Coverage

0



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Learn Corner	man	1WK	Learn Corner	man	1S	Come Back	man	1WK	Come Back	man
Arrow		2WK	Arrow		2S	Arrow	Hot	2WK	Arrow	Hot
Option	man	QB	Pick A side Hush-startest throw Learn Corner to B		3S	Protect		QB	THrow Hot Arrow Route A's	

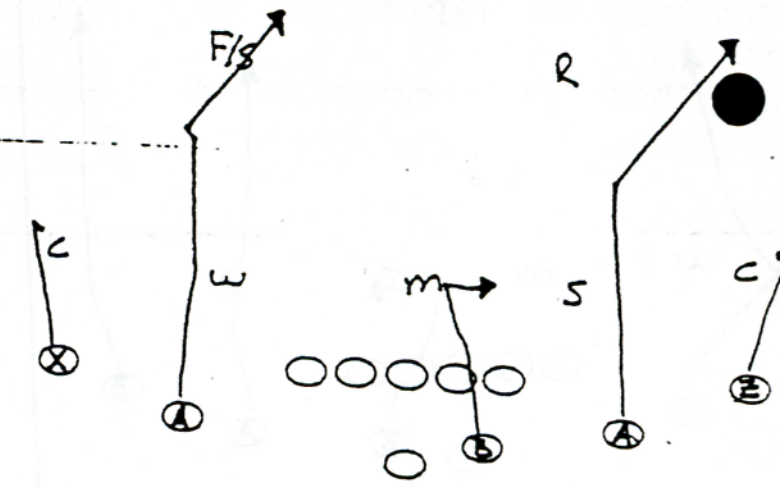
F/S



Hitch 360

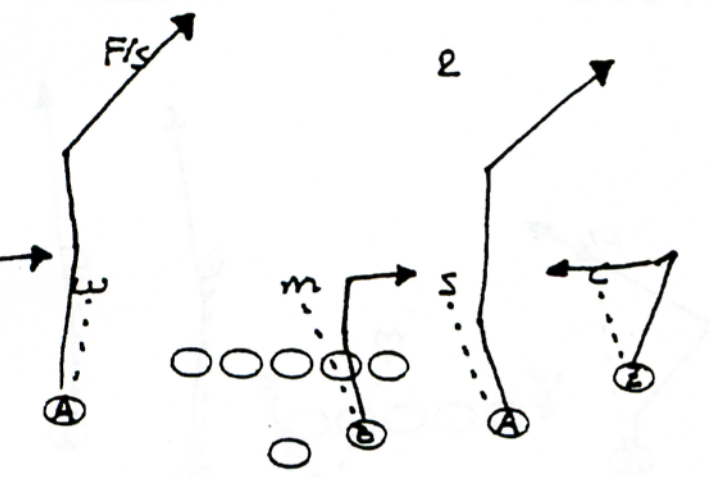
17

2

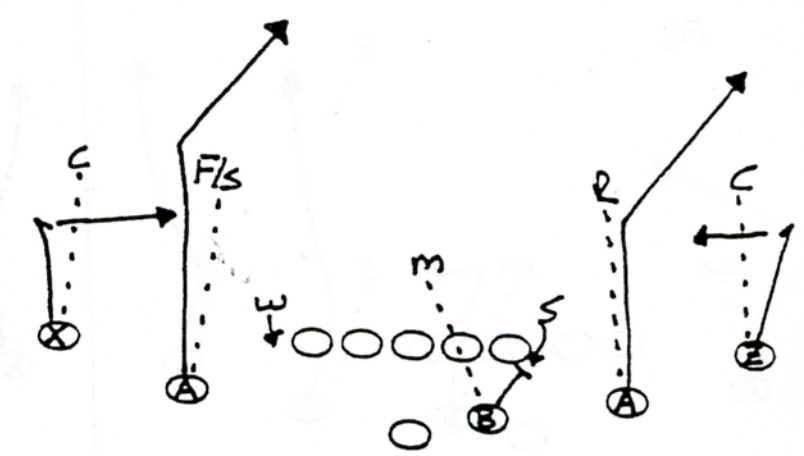


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch Corner option	s-e	1WK	Hitch		1S	Hitch		1WK	Hitch	
		2WK	Post		2S	Corner		2WK	Post	
		QB	Not good vs 3 Cov. Get Completion Hitch Route			3S	option	m-s	QB	looking to throw Post A to B

y
360
Coverage
2 Man

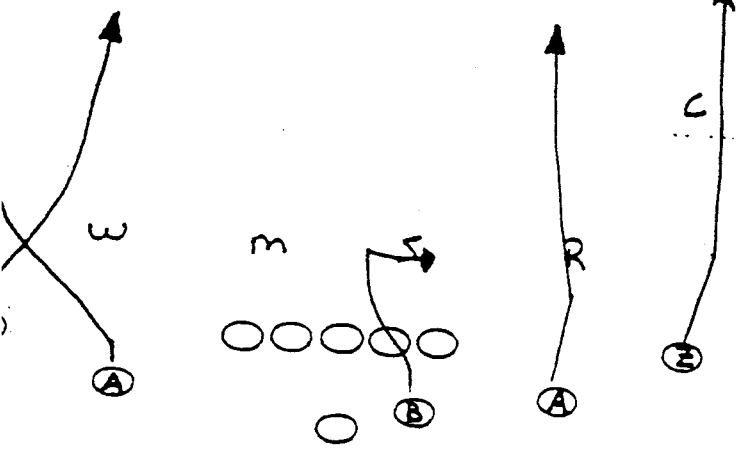


Play
Hitch 360
Coverage
0

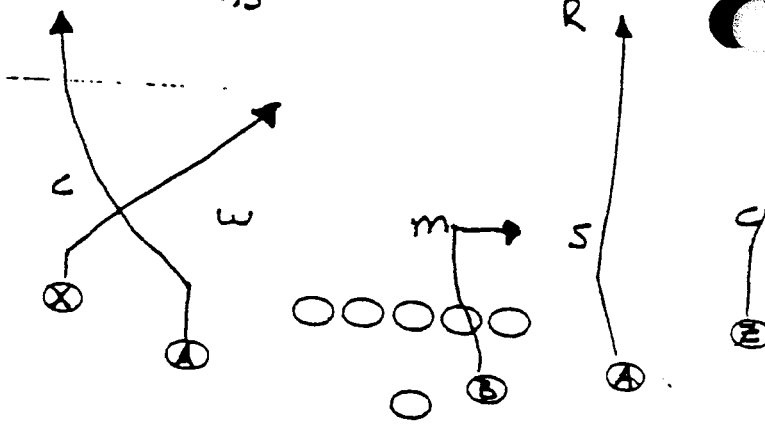


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Hitch Corner option	man	1WK	Hitch	man	1S	Hitch	man-Hot	1WK	Hitch	man-Hot
		2WK	Post		2S	Corner		2WK	Post	
		QB	looking to throw Post A to B			3S	Protect		QB	Throw Hot Hitch Routes X or Z

F/S



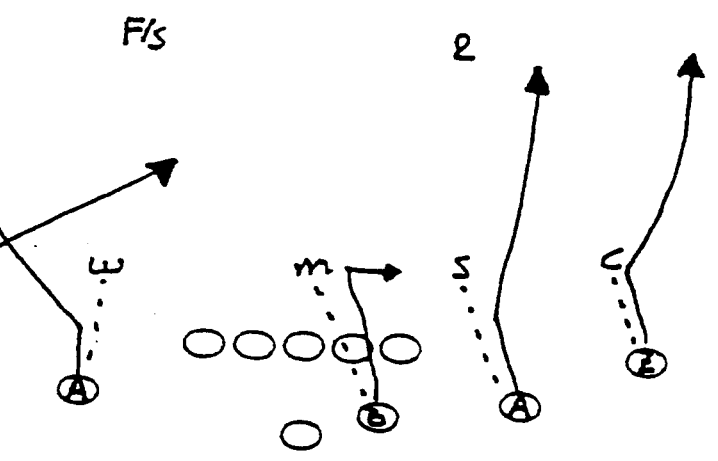
F/S



POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
1S	Vertical	land mark	1WK	Inside Vertical	land mark	1S	Vertical	land mark	1WK	Bench	w-m
2S	Vertical	land mark	2WK	outside Vertical	land mark	2S	Vertical	land mark	2WK	outside Vertical	land mark
	option	S-R	QB	Throw off F/S		3S	option	M-S	QB	Backside Bench	X to B
				X to A to B							

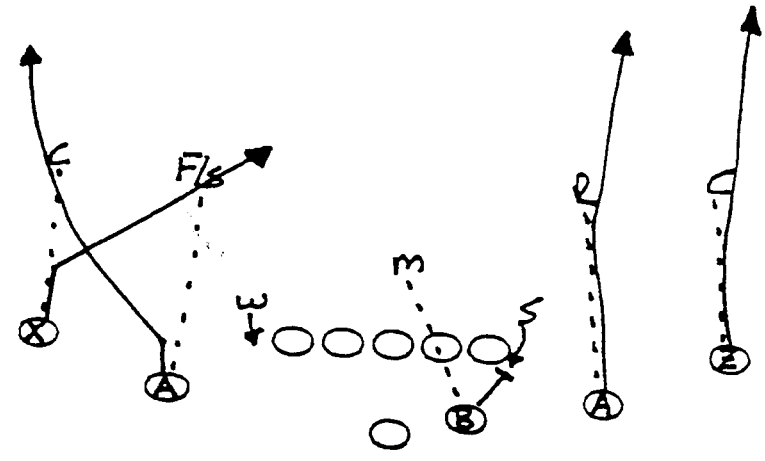
12/11/30

Coverage
2 Man



Play
Switch 360

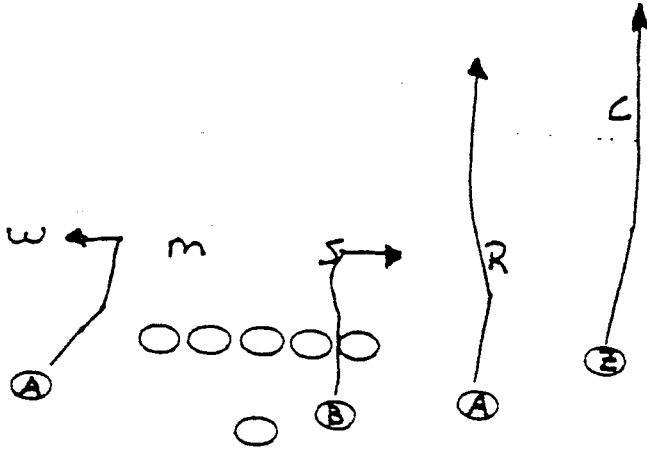
Coverage
0



C.D. Z

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	-ROUTE-	WINDOW
Vertical	land mark	1WK	Bench	man	1S	GO	man	1WK	Bench	Hot
Vertical	land mark	2WK	outside Vertical	land mark	2S	GO	man	2WK	outside Vertical	land mark
option	man	QB	Backside Bench		3S	Protect		QB	Throw Hot	Backside Bench
			X to B						X	

F/S

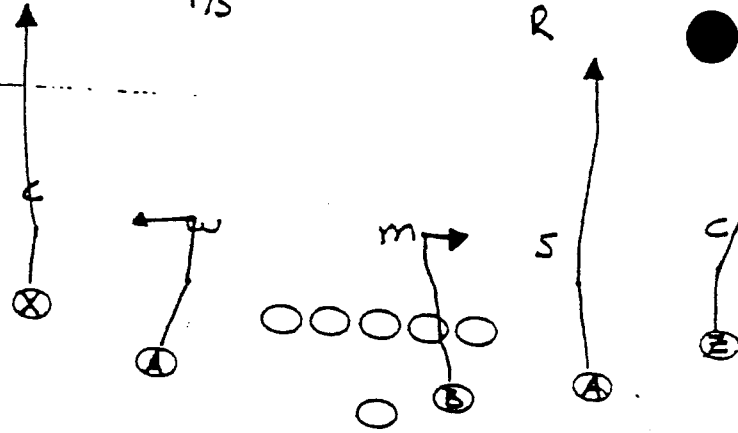


Choice 360

75

2

F/S



ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	Vertical	land-mark	1WK	Vertical	land-mark
Vertical	land-mark	2WK	Choice	M-W	2S	Vertical	land-mark	2WK	Choice	W
option	S-R	QB	Choice Route		3S	option	M-S	QB	Choice Route	

360 Coverage
2 Man

F/S

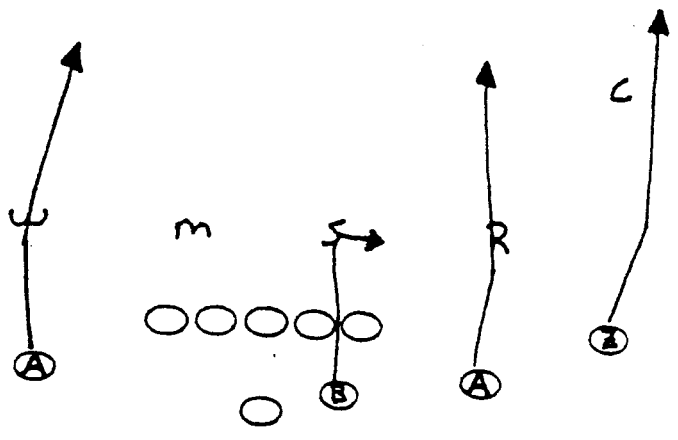
X & Z

Play Choice 360 Coverage
0

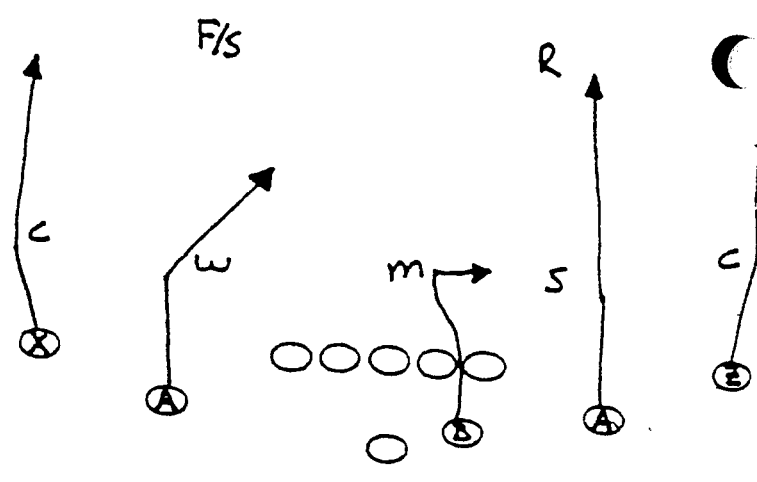
F/S

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	GO	man	1WK	GO	MAN
Vertical	land-mark	2WK	Choice	MAN	2S	GO	MAN	2WK	Choice	Hot
option	MAN	QB	Choice Route		3S	Protect		QB	Throw Hot Choice Route A	

F/S



F/S

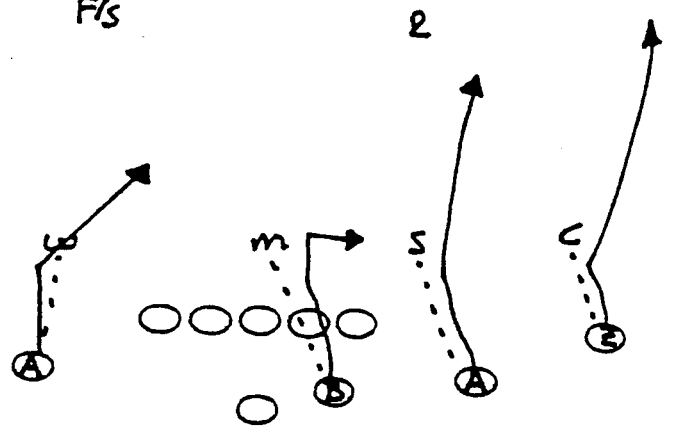


ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	Vertical	land-mark	1WK	Vertical	land-mark
Vertical	land-mark	2WK	Vertical	land-mark	2S	Vertical	land-mark	2WK	Bench	w-m
option	S-R	QB	Throw off F/S A to A to B			3S	option	M-S	QB	Backside Bench A to B

Coverage
2 Man

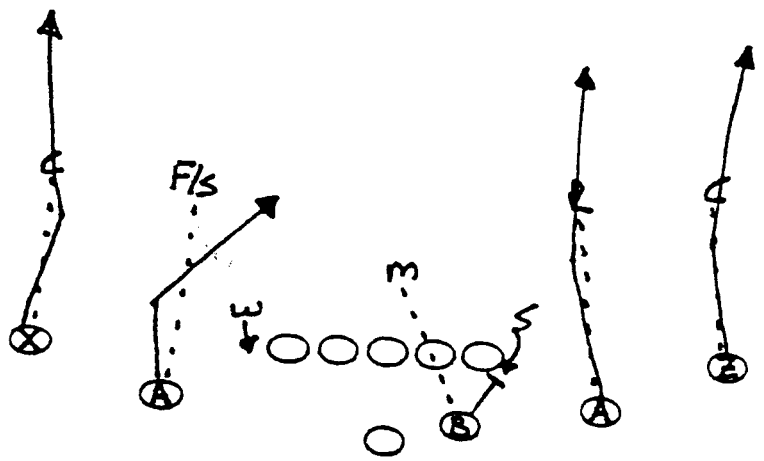
F/S

R



Play
360

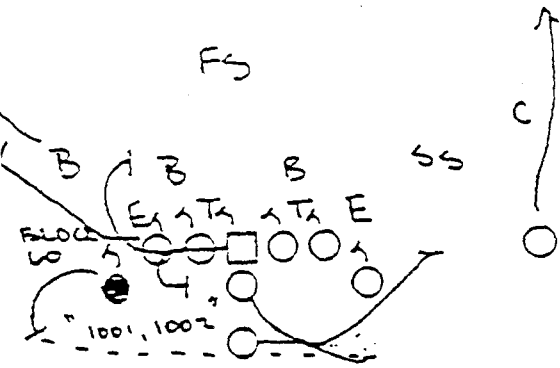
Coverage
0



P. X+Z

ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	ROUTE	WINDOW	POS	- ROUTE -	WINDOW
Vertical	land-mark	1WK	Vertical	land-mark	1S	GO	man	1WK	GO	man
Vertical	land-mark	2WK	Bench	man	2S	GO	man	2WK	Bench	Hot
option	Man	QB	Backside Bench A to B			3S	Protect	QB	Throw Hot Backside Bench A	

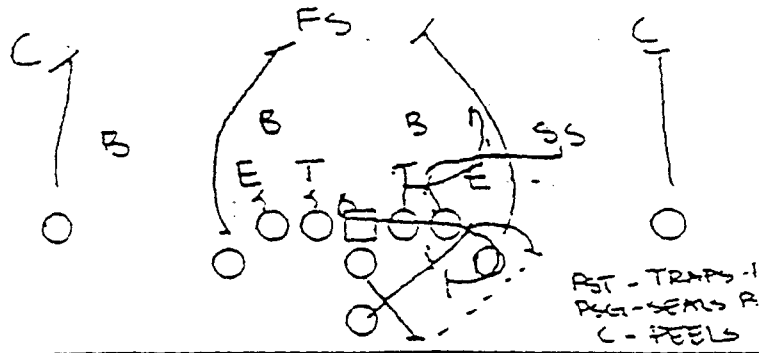
SP 60 UTE SCREEN



Sp 380

"YCRACK" ADDD
PSA CRACKS PSB

PSA > DOWNFIELD TO SAFETY / SAFETIES:
BSA STAY UP - DON'T CUT

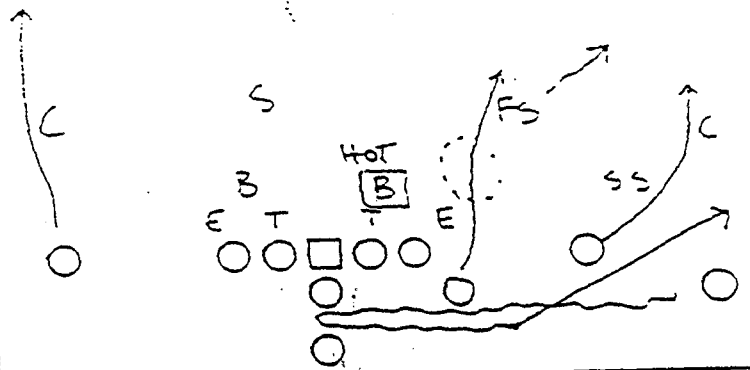
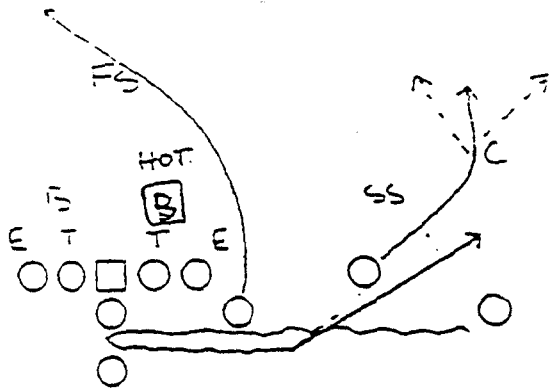


R 360 OVER VS ZONE * QB MAKES
WY. CALLS

* HOT/HOLD FS TO BS ENDZONE,
WPS A - ATTACK WIDEST DEFENDERS
OUTSIDE SHLD - SEAM / CORNER

IR 360 OVER VS ZONE
(FS OUTSIDE)

PSA - LOOK QUICK / VEER AWAY FROM
BS SAFETY.



360 OVER VS MAN

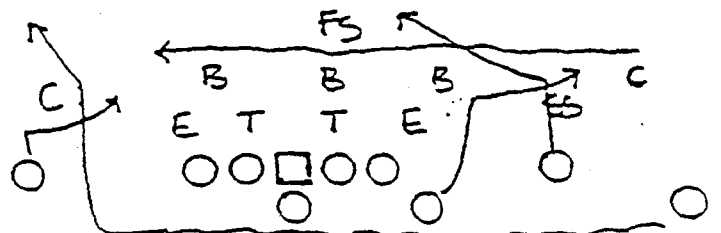
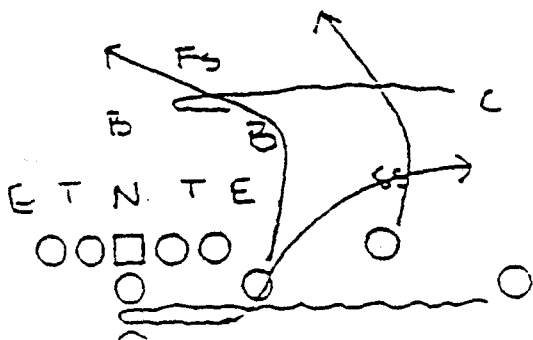
WPS: TO GET RUB / BS ENDZONE
GOALPOST

- PUSH TO GET RUB / FS GOALPOST

ITR 360 UNDER VS MAN

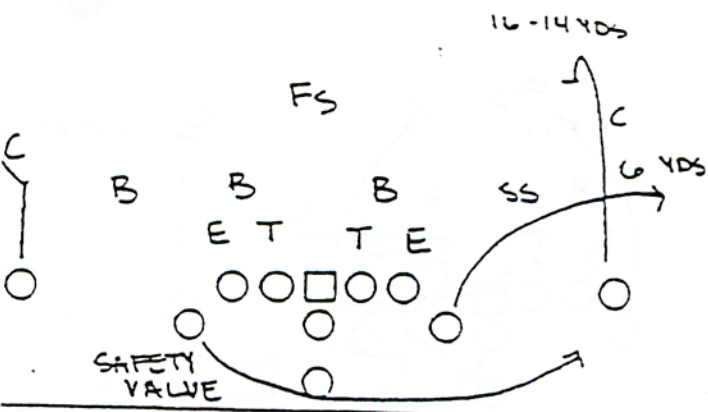
* TRIPS A - SET
RUB FOR PSA

* VS ZONE - WORK
TO GET OPEN



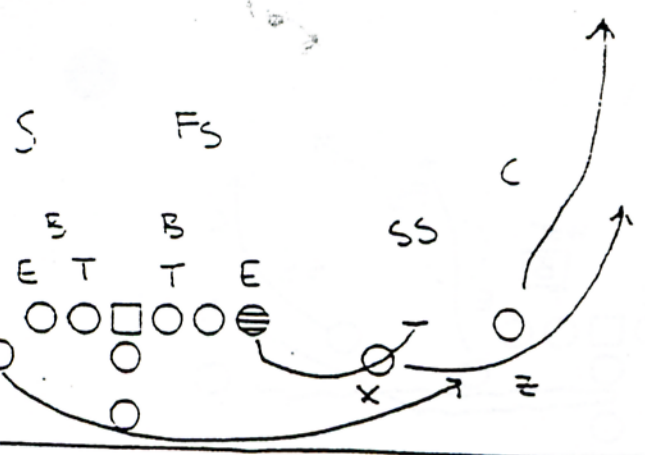
SP 312 VS COV 2 CONVERTS TO
 SPECIAL " : ALL 312/313 OUT & FADE

1A RUNS TAIL NO.
 DUCKS END MAN ON LOS.

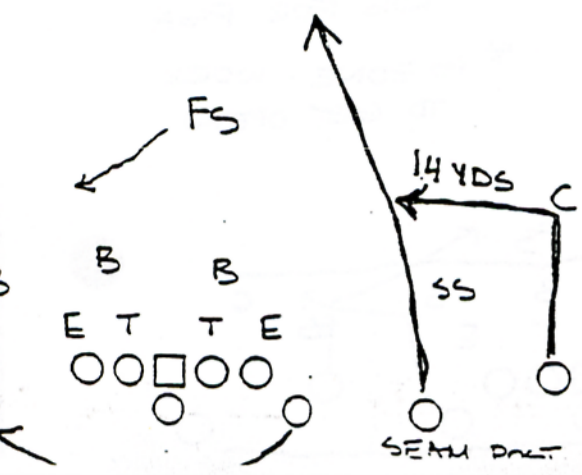


ORG 312 TIGER

ANYTIME INELIGIBLE ON PLAY-ACTION
 ARE - BLOCK SS IF HE COMES.
 CAN'T GO DOWNFIELD

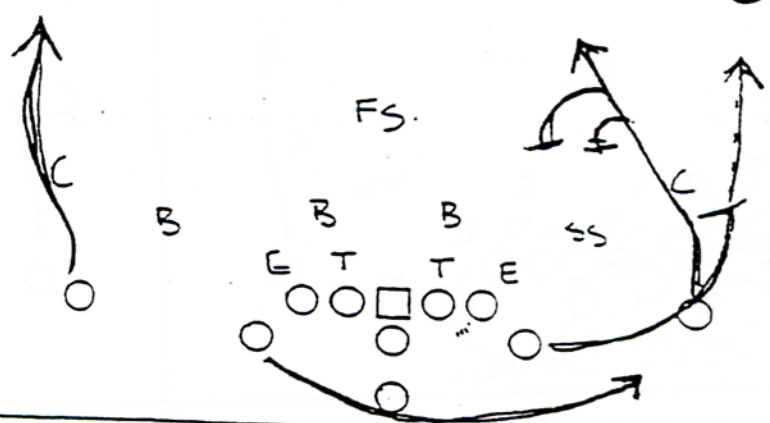


TR 313



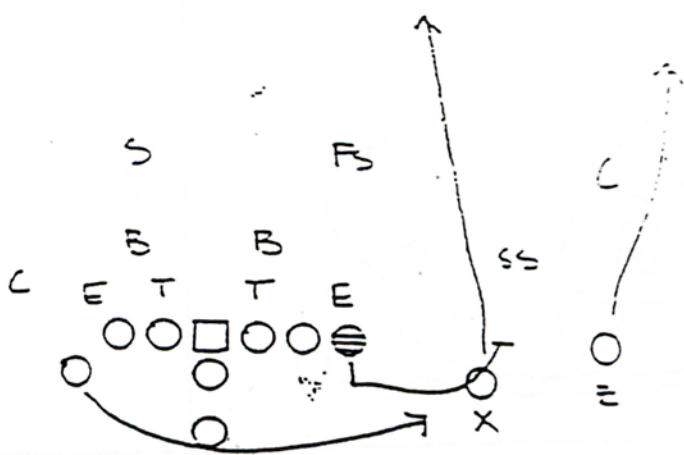
S 312 SWITCH VS COV 3

PSA - RUN ROUTE LIKE YOU WERE
 BLOCKING 12 W/ SWITCH - READ
 CORNER.

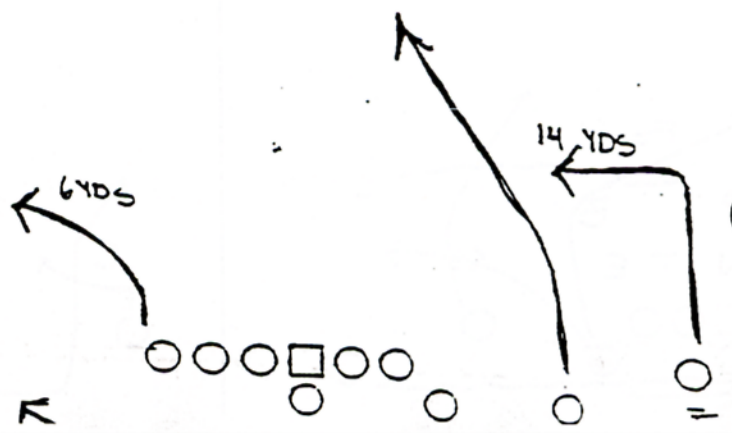


ORG 312 X STREAK

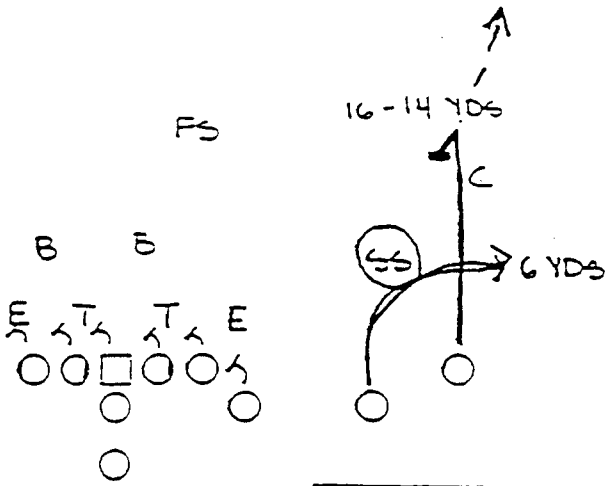
* ORG 312 SWITCH - A-BACKS
 SAME / WE'S RUN SWITCH RT.



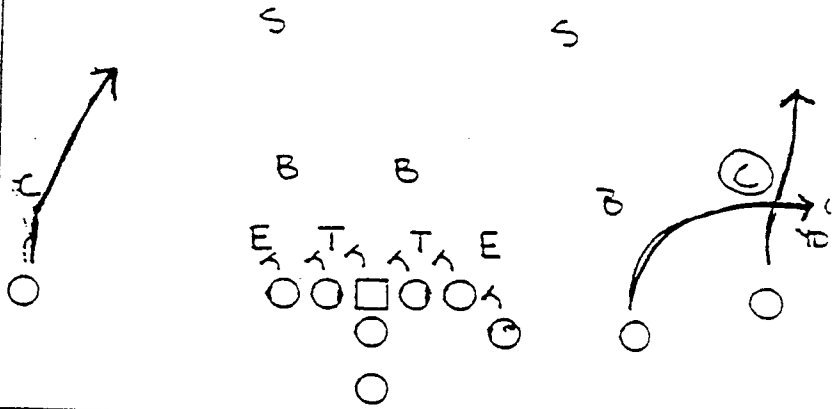
ORB 313



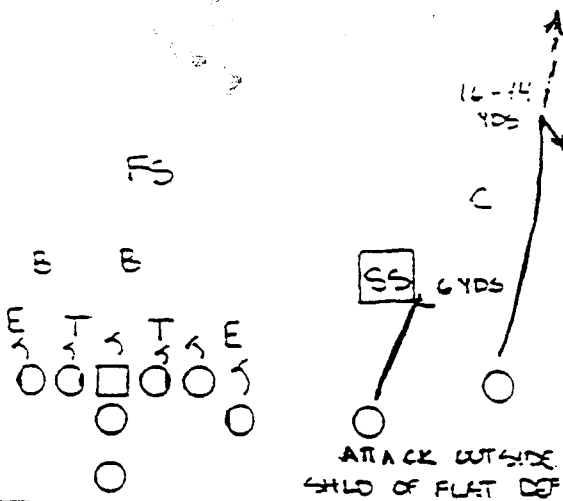
TRIPS RT 66 VS COV 3 / MAN-FREE



TRIPS RT 66 VS COV 2
(E Convert to 7 RTs)

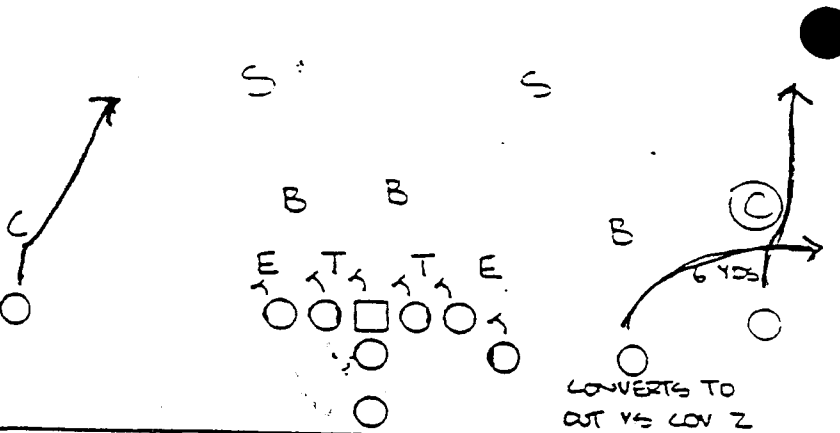


TRIPS RT 67 VS COV 3 / MAN FREE



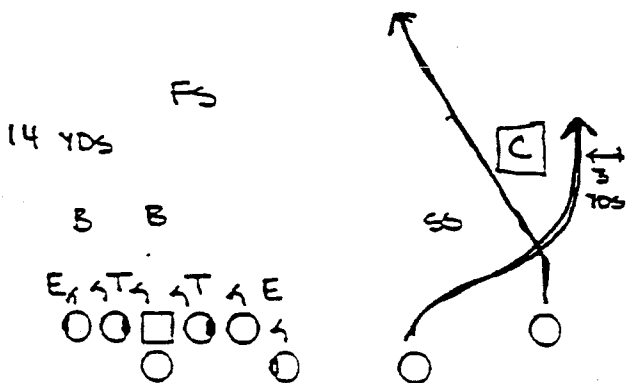
ATTACK OUTSIDE
SHLD OF FLAT DEF

TRIPS RT 67 VS COV 2

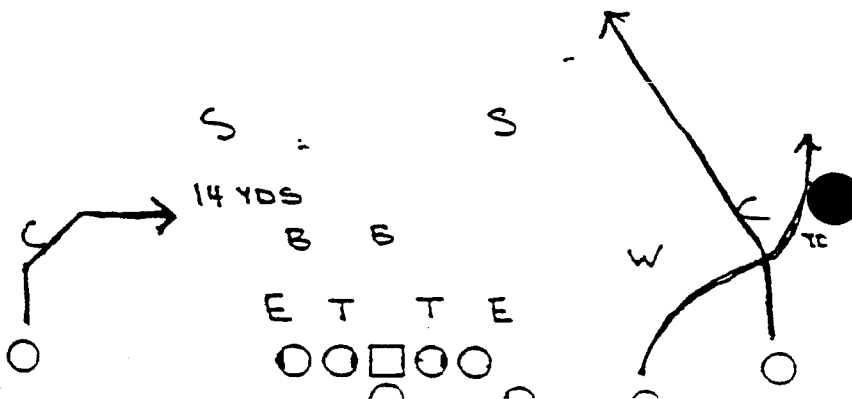


CONVERTS TO
OUT VS COV 2

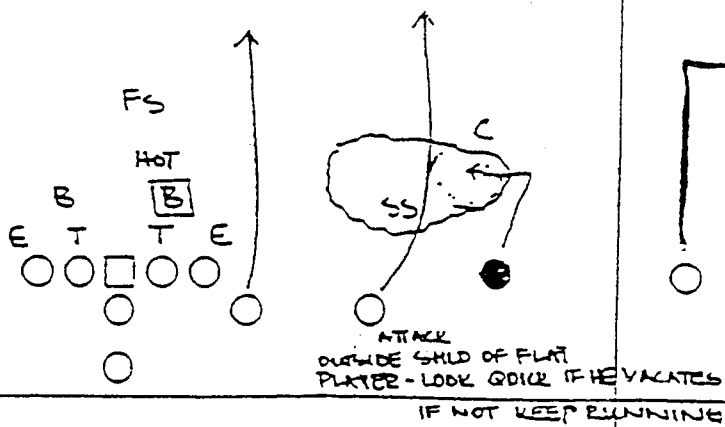
PS RT 68 WHEEL VS COV 3 / MAN FREE



TRIPS RT 68 WHEEL VS COV 2

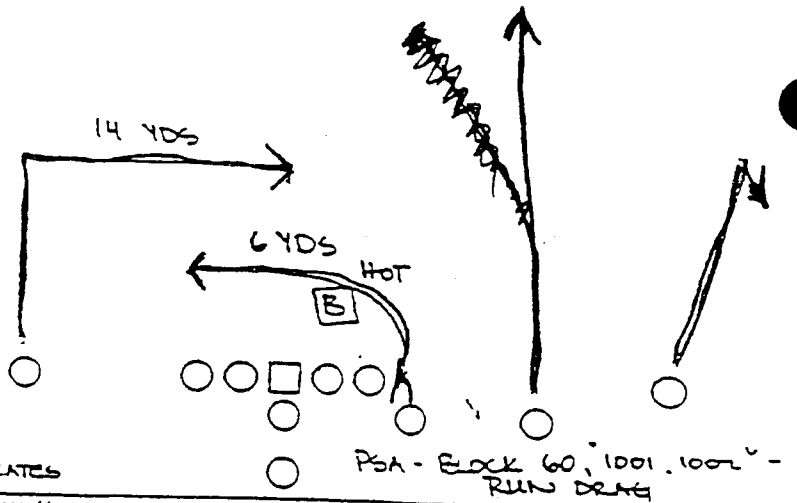


TRIPS RT 360 Z UNDER VS COV. 3/M FREE

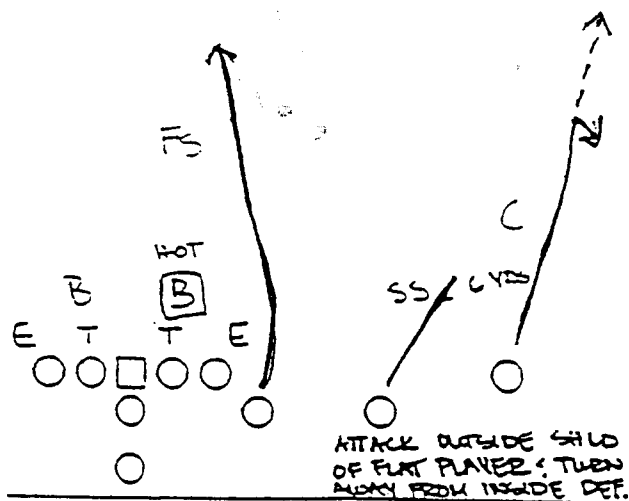


COVERAGES

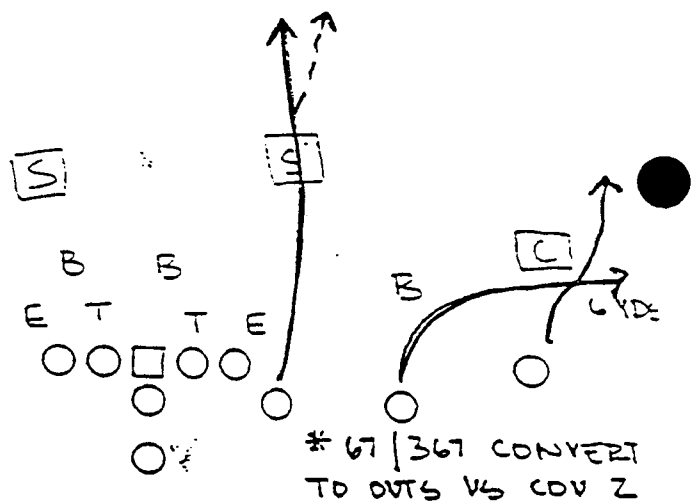
TRIPS RT 360 SPARTAN



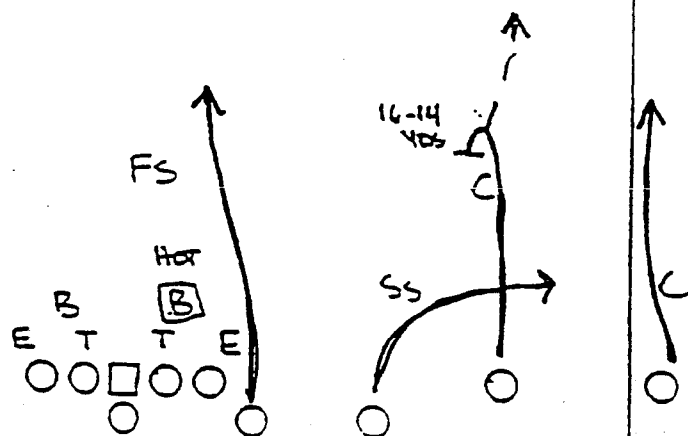
367 VS COV 3 | MAN FREE



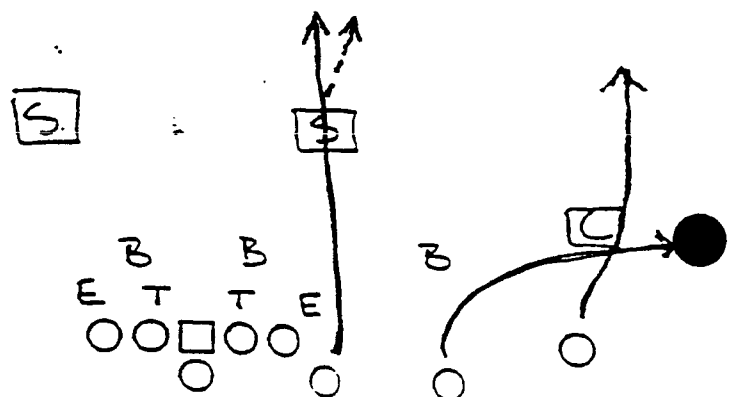
TR 367 VS COV Z



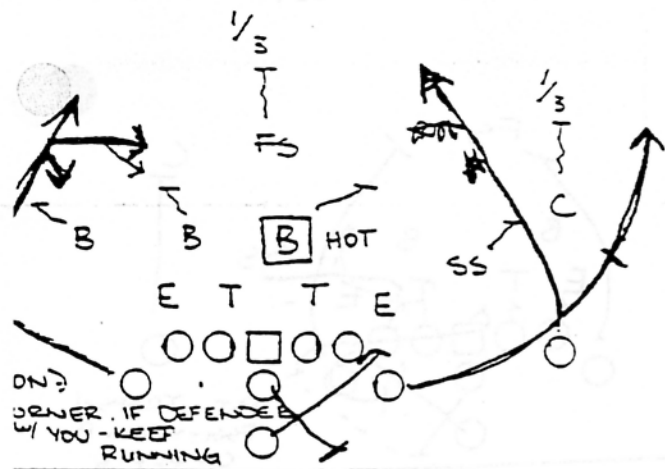
366 VS COV 3 | MAN FREE



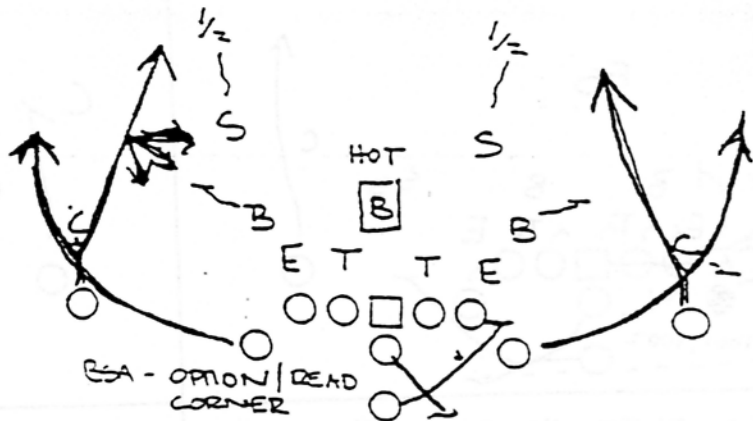
TR 366 VS COV Z



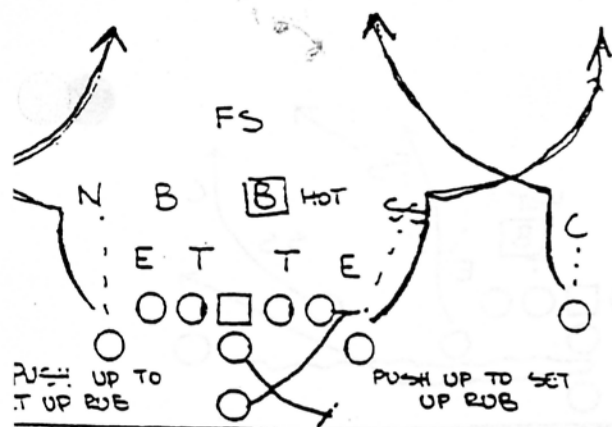
360 Switch vs. Cov. 3



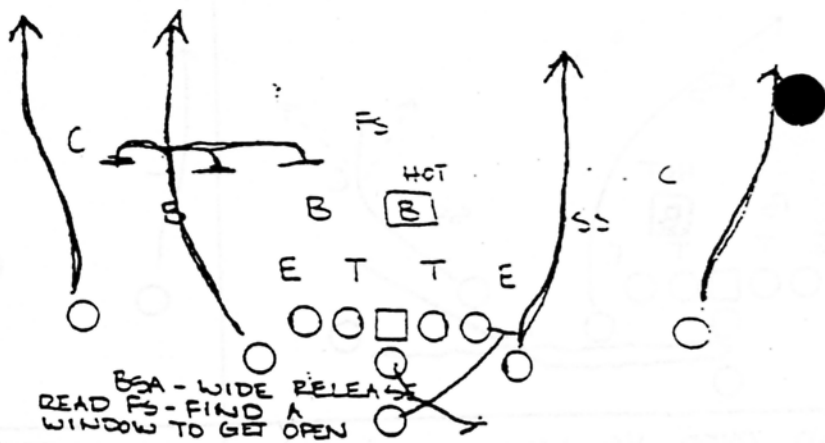
360 Switch vs. Cov. 2



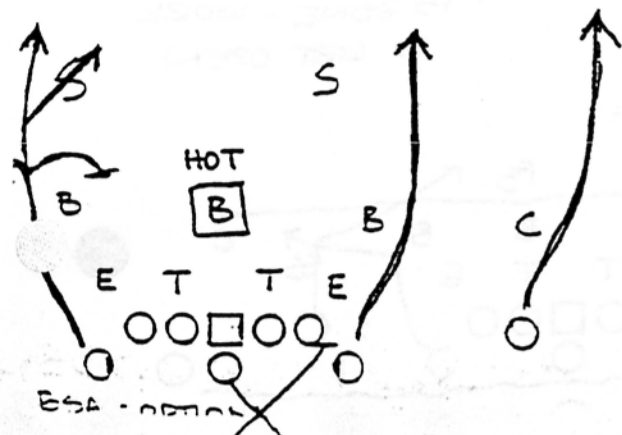
360 SWITCH VS HAN FREE



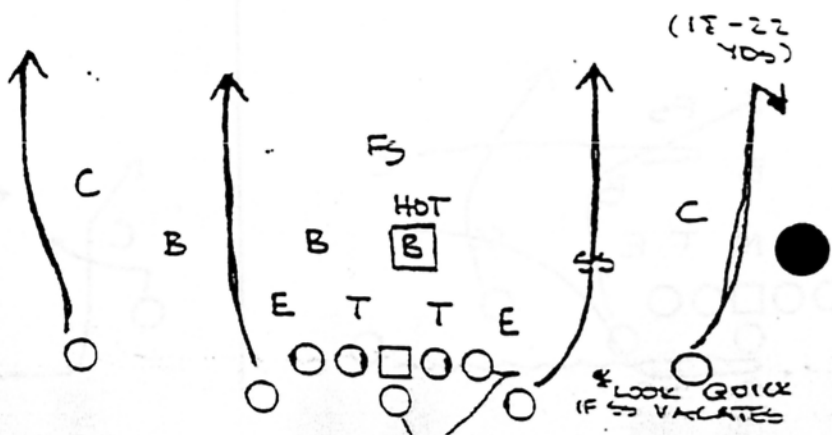
360 STRETCH VS COV 3



360 STRETCH VS COV 2

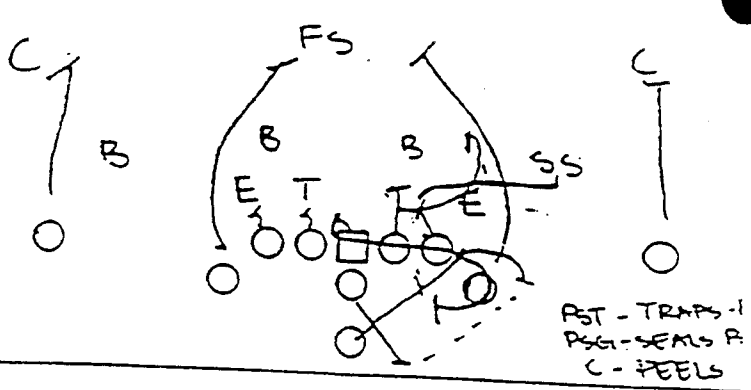
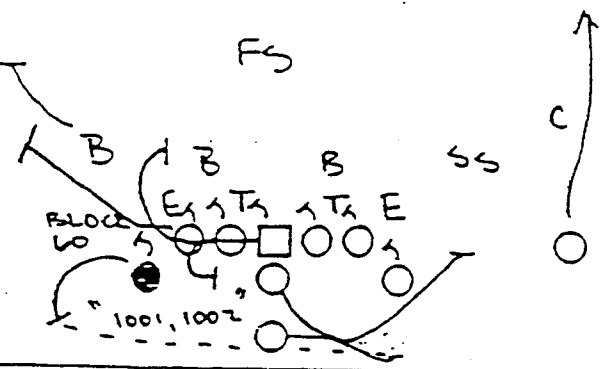


360 COMEBACK VS COV 3 / HAN FREE



10A CRACKS PSL

PSA } DOWNFIELD TO SAFETY / SAFETIES:
BSA } STAY UP - DON'T CUT



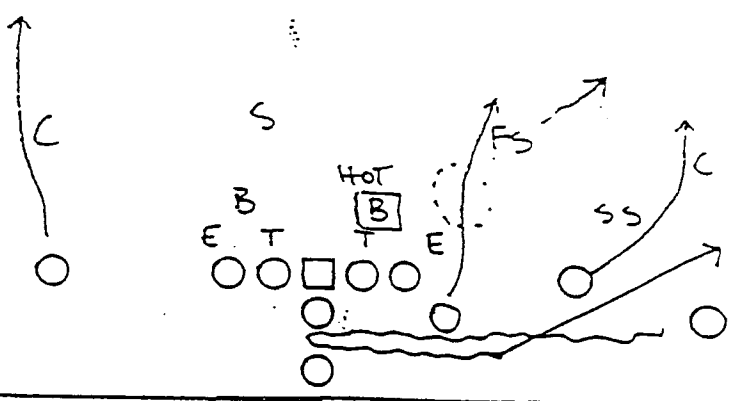
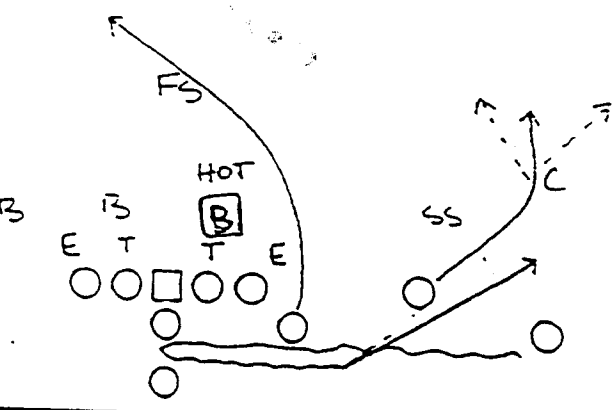
PSA - TRIPS - I
PSA - SEALS P
C - FEELS

ITR 360 OVER VS ZONE # QB MAKES
CON. CALLS

ITR 360 OVER VS ZONE
(FS OUTSIDE)

PSA - HOT/HOLD FS TO BS ENDZONE.
TRIPS A - ATTACK WIDEST DEFENDERS
OUTSIDE SHLD - SEAM/CORNER

PSA - LOOK QUICK / VEER AWAY FROM
BS SAFETY



360 OVER VS MAN

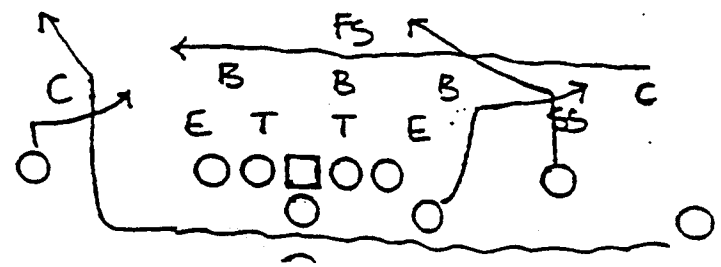
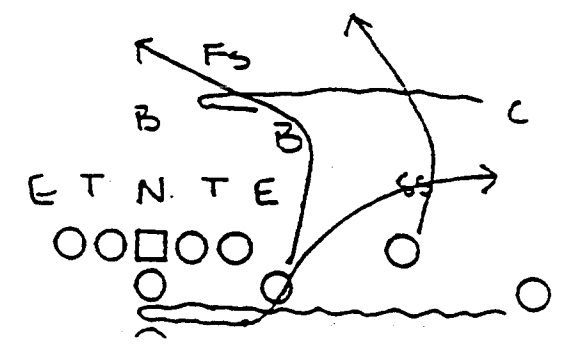
ITR 360 UNDER VS MAN

PUSH TO GET RUB / BS ENDZONE
GOALPOST

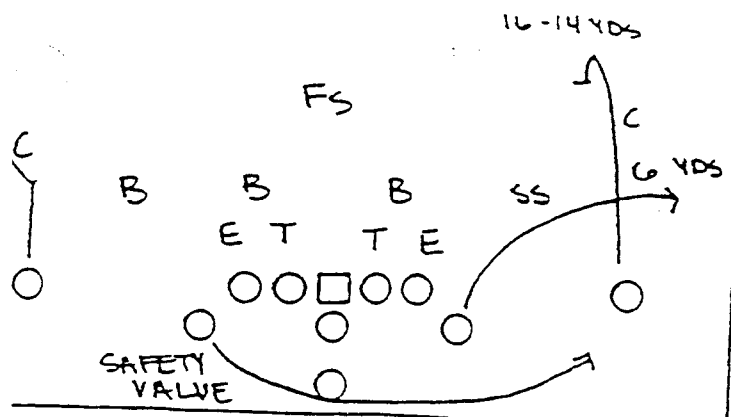
* TRIPS A - SET
RUB FOR PSA

A - PUSH TO GET RUB / FS GOALPOST

* VS ZONE - WORK
TO GET OPEN

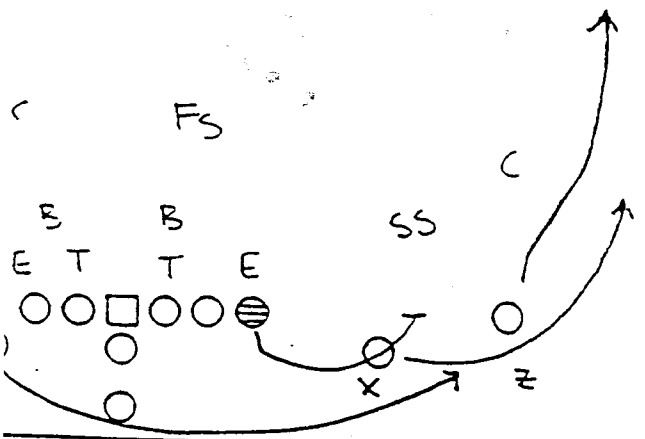


SA RUNS TAIL NO.
 DUCKS END MAN ON L.O.S.

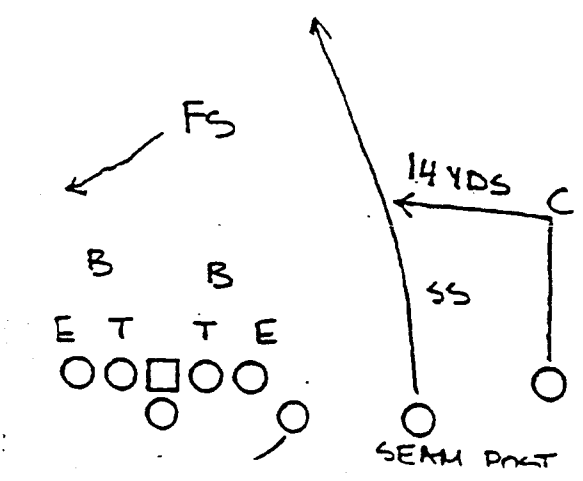


ORG 312 TIGER

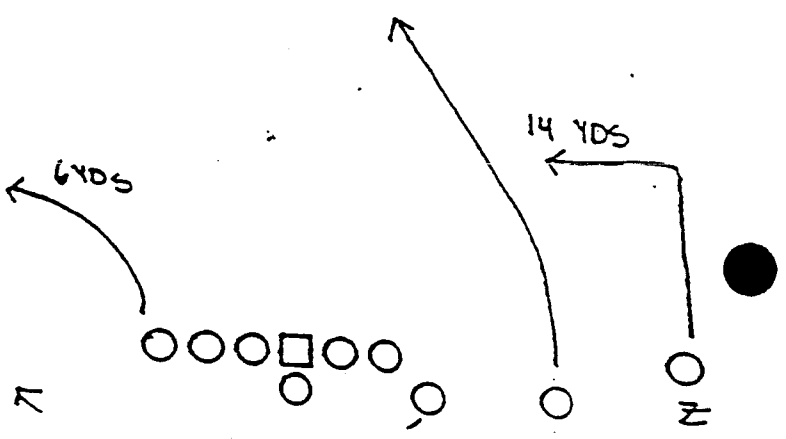
ANYTIME INELIGIBLE ON PLAY-ACTION
 ARC - BLOCK SS IF HE COMES.
 CAN'T GO DOWNFIELD



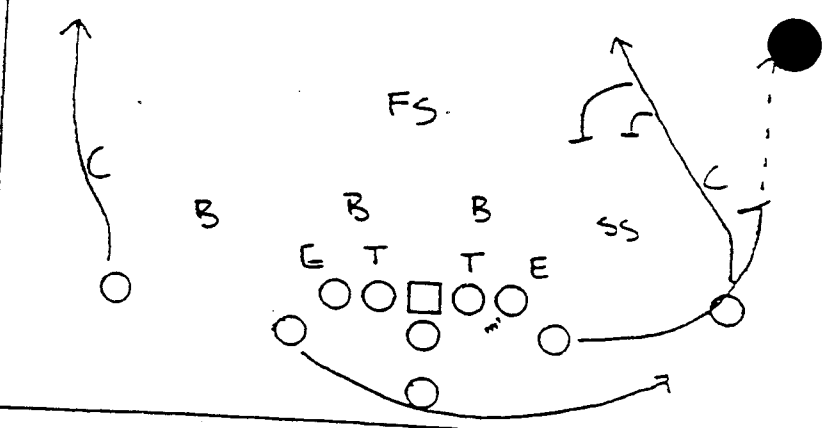
TR 313



ORB 313

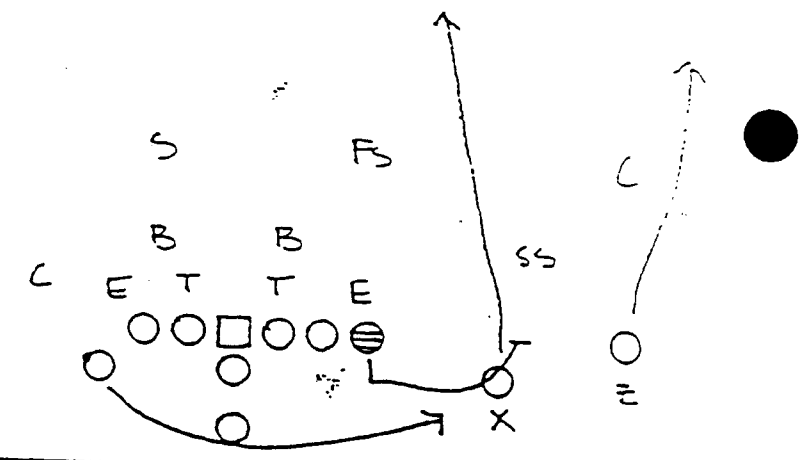


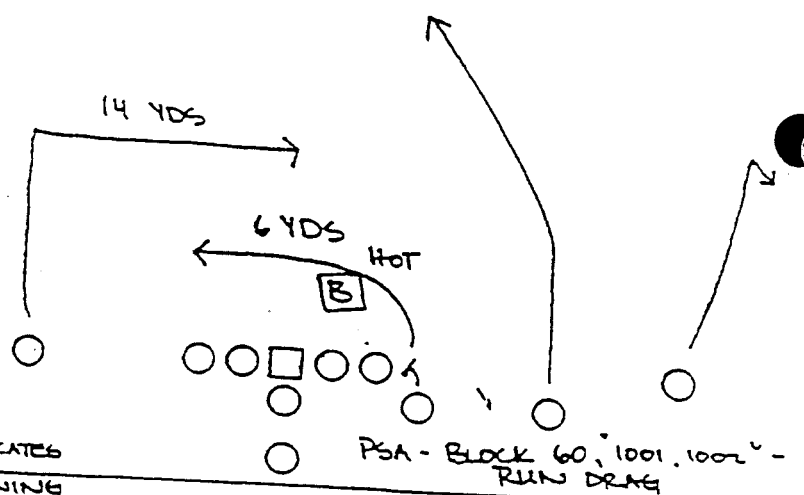
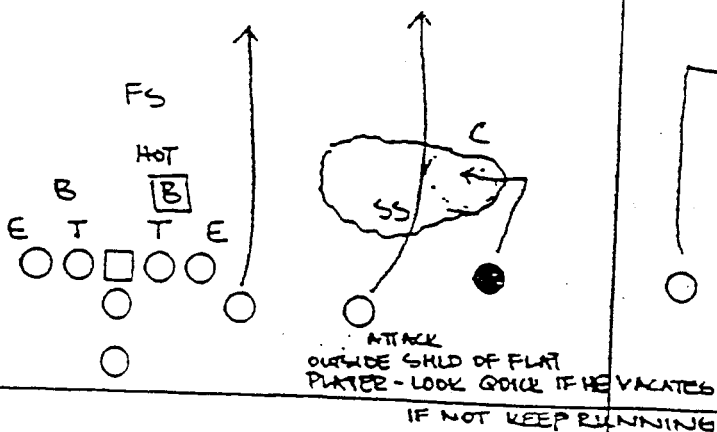
PSA - RUN ROUTE LIKE YOU WERE
 BLOCKING IZ W/ SWITCH - READ
 CORNER.



ORG 312 X STREAK

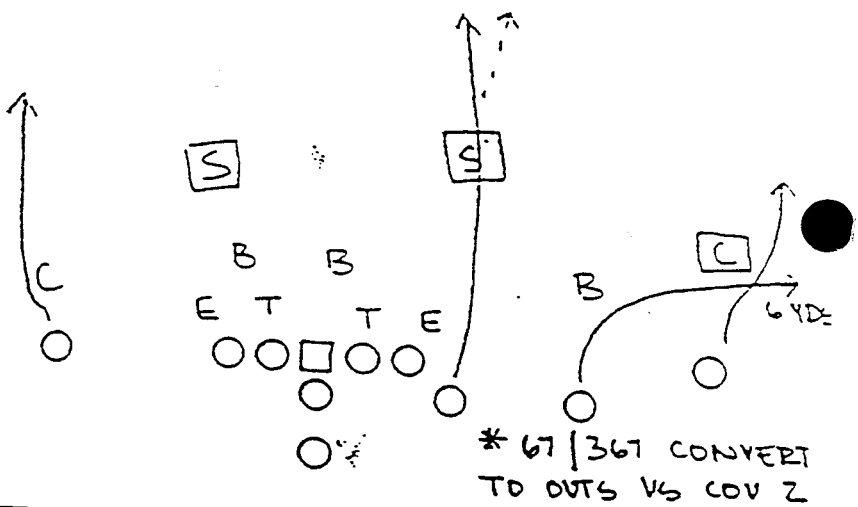
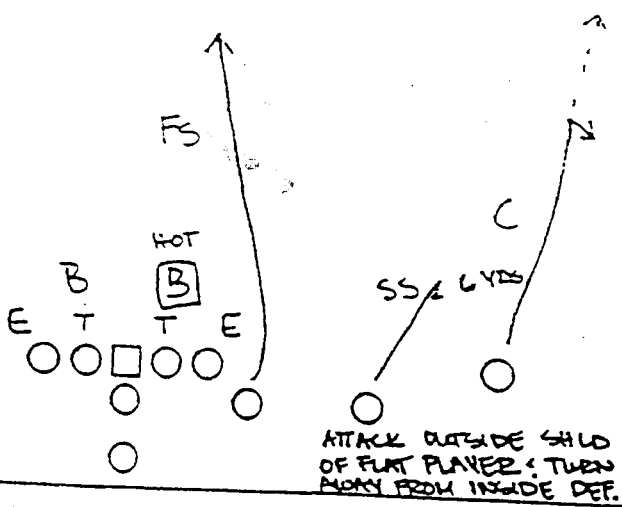
* ORG 312 SWITCH - A-BACKS
 SAME / WE'S RUN SWITCH RT.





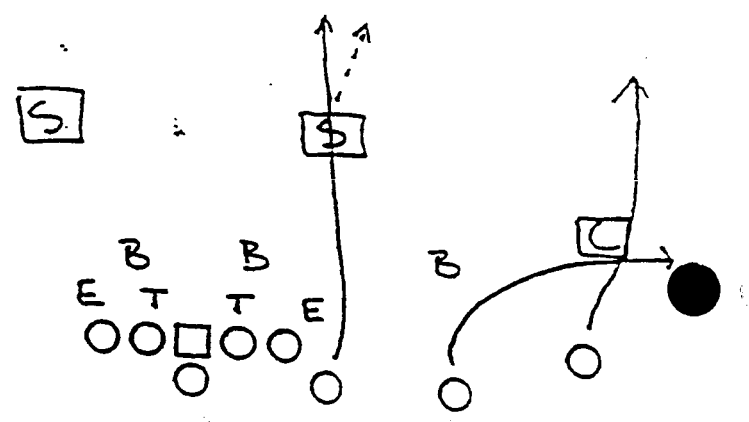
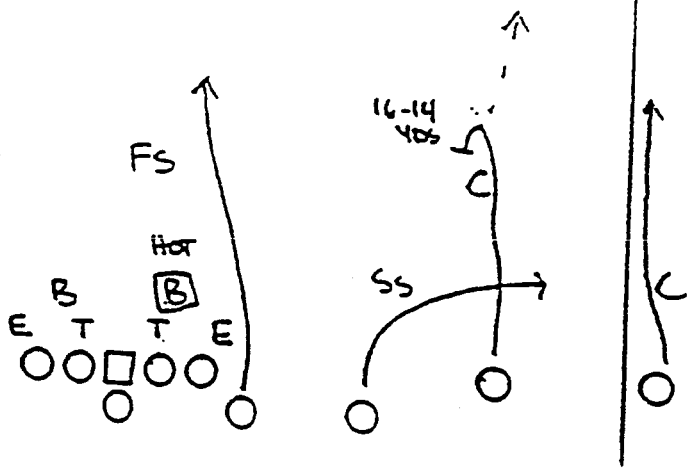
2 367 VS COV 3 | MAN FREE

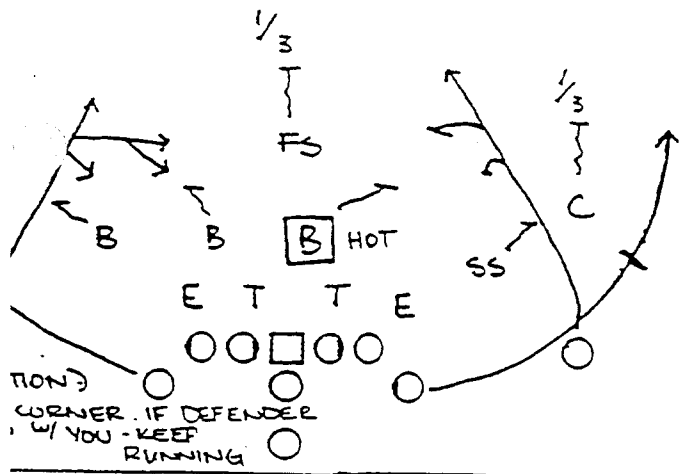
TR 367 VS COV 2



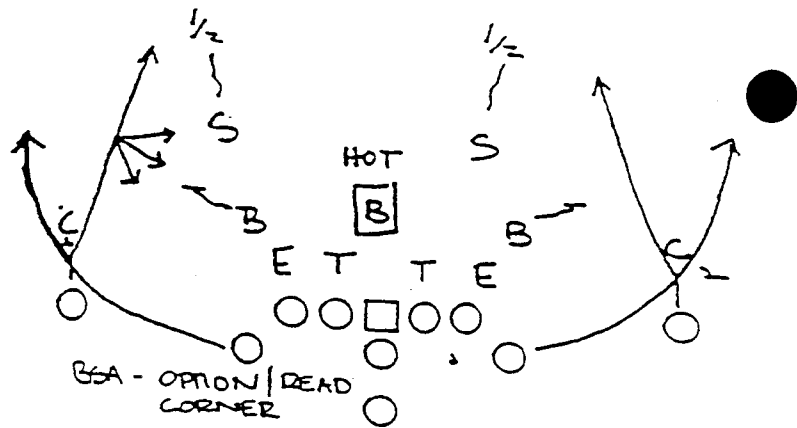
366 VS COV 3 | MAN FREE

TR 366 VS COV 2

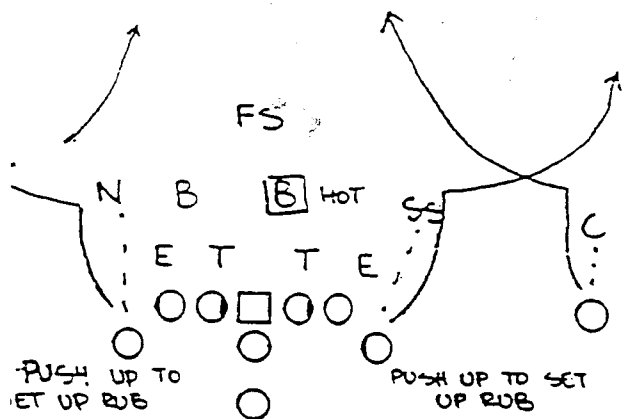




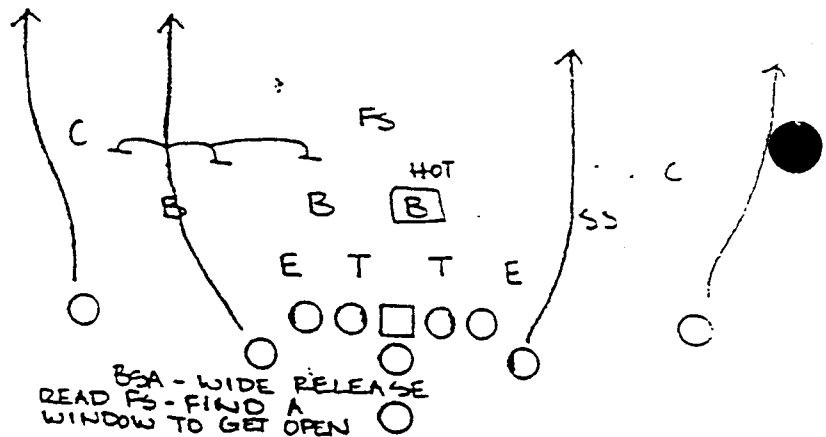
S 360 SWITCH VS MAN FREE



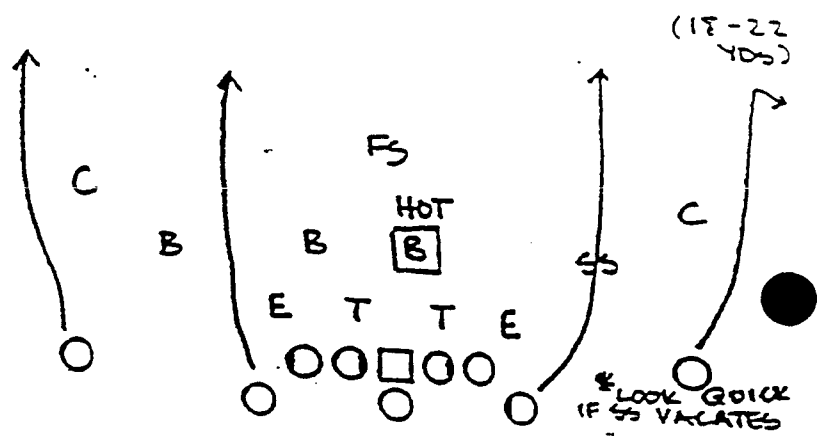
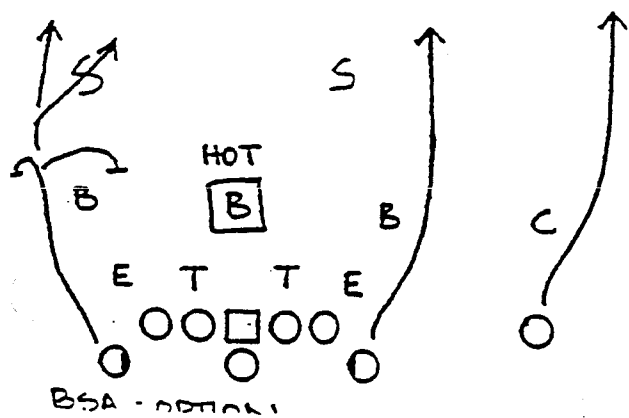
S 360 STRETCH VS COV 3



S 360 STRETCH VS COV 2



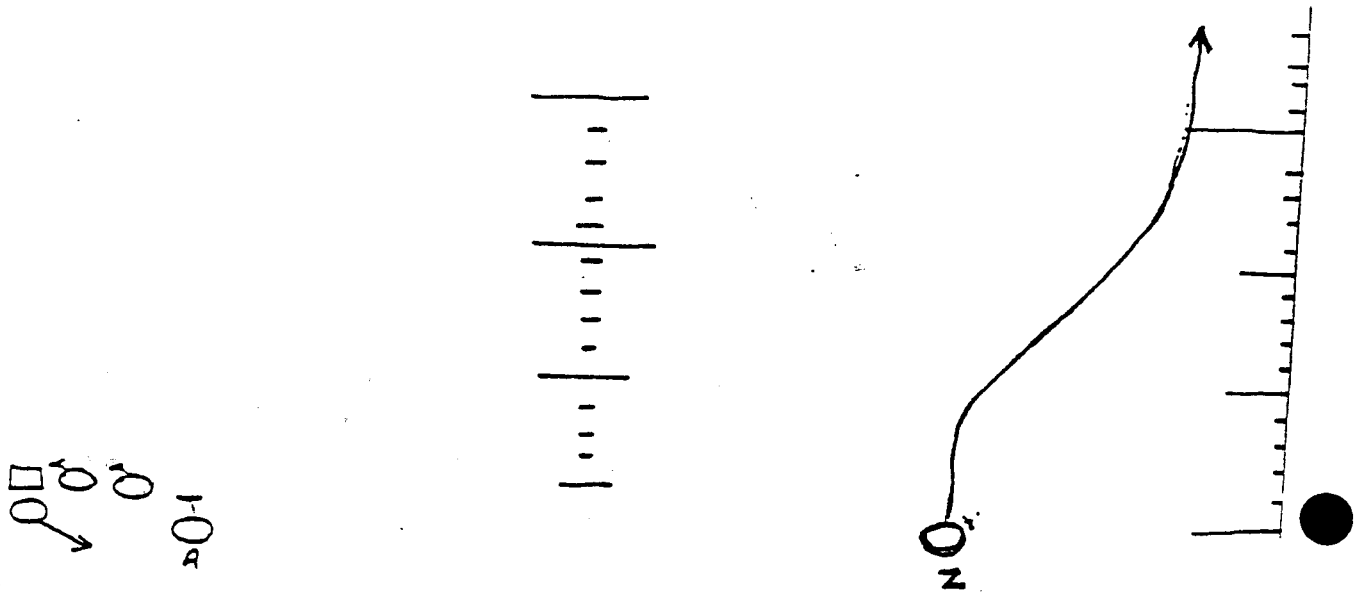
S 360 Z COMEBACK VS COV 3 / MAN FREE



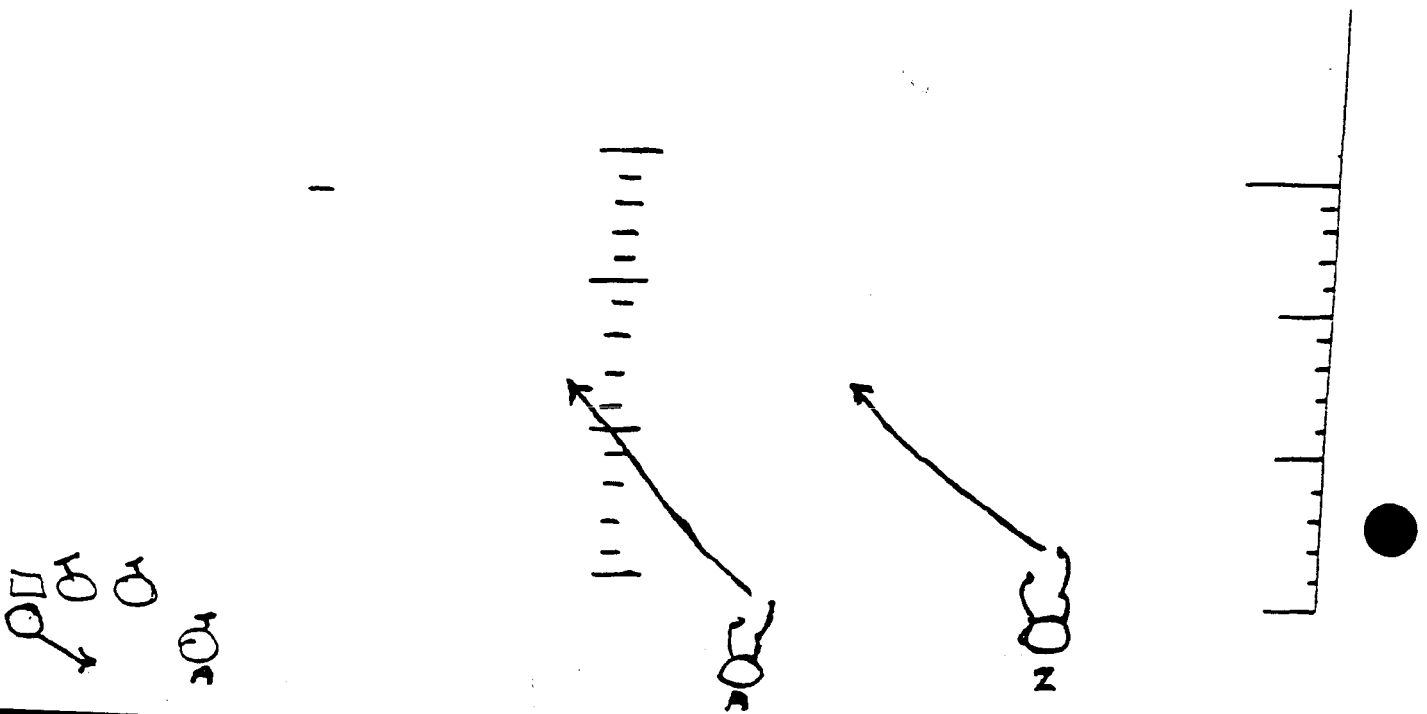
(18-22 YDS)
LOOK QUICK IF SS VACATES

The routes corresponds with a certain type of pattern. Sometimes these patterns need a complimentary route to get the desired stretch in a pass coverage zone. Below are our routes with complimentary patterns. (Ball is always to left of paper in these diagrams).

0-Route (Fade) - Drive hard of the ball upfield. Explode to the outside of the defender working to get 4 yds. from sideline. Out run defender vs. man/man square him up then get separation. Generally a maximum protection is called making the slot block.



2-Route (Quick Slant) - Drive upfield for 3 steps then break inside at 45-degrees working to post.



PLAY: 312-313

Y Switch

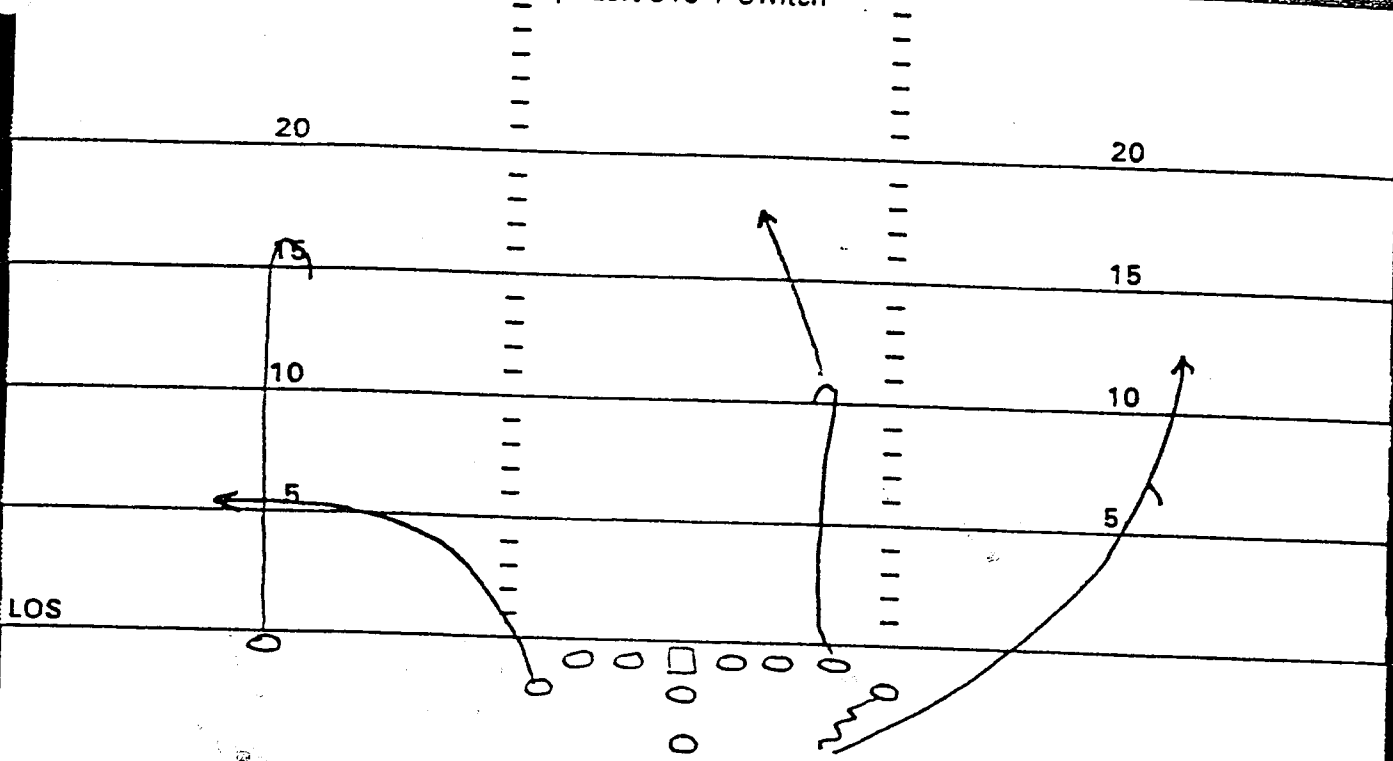
Spread Right/Left

312-313

Backside

FS - Corner - Drop LB

Spr Left 313 Y Switch



LOS

FS/WB	8 yard stop (like Titan)
BB/W	8 yard stop (like Titan); if in Over you must show arc & remain behind LOS
FS/B	Show load release inside; run Seam (behind FS) or Corner (in front of FS)
BS/B	Protection
B	Protection
LB	

Snug the B then take 5 short steps keeping shoulders down and trying to remain close to LOS
 Ball will be thrown over outside shoulder of Slot
 Be aware of Backside invert Safety when slot runs Seam behind FS
 Be aware of Playside Corner when Slot runs Corner route in front of FS.

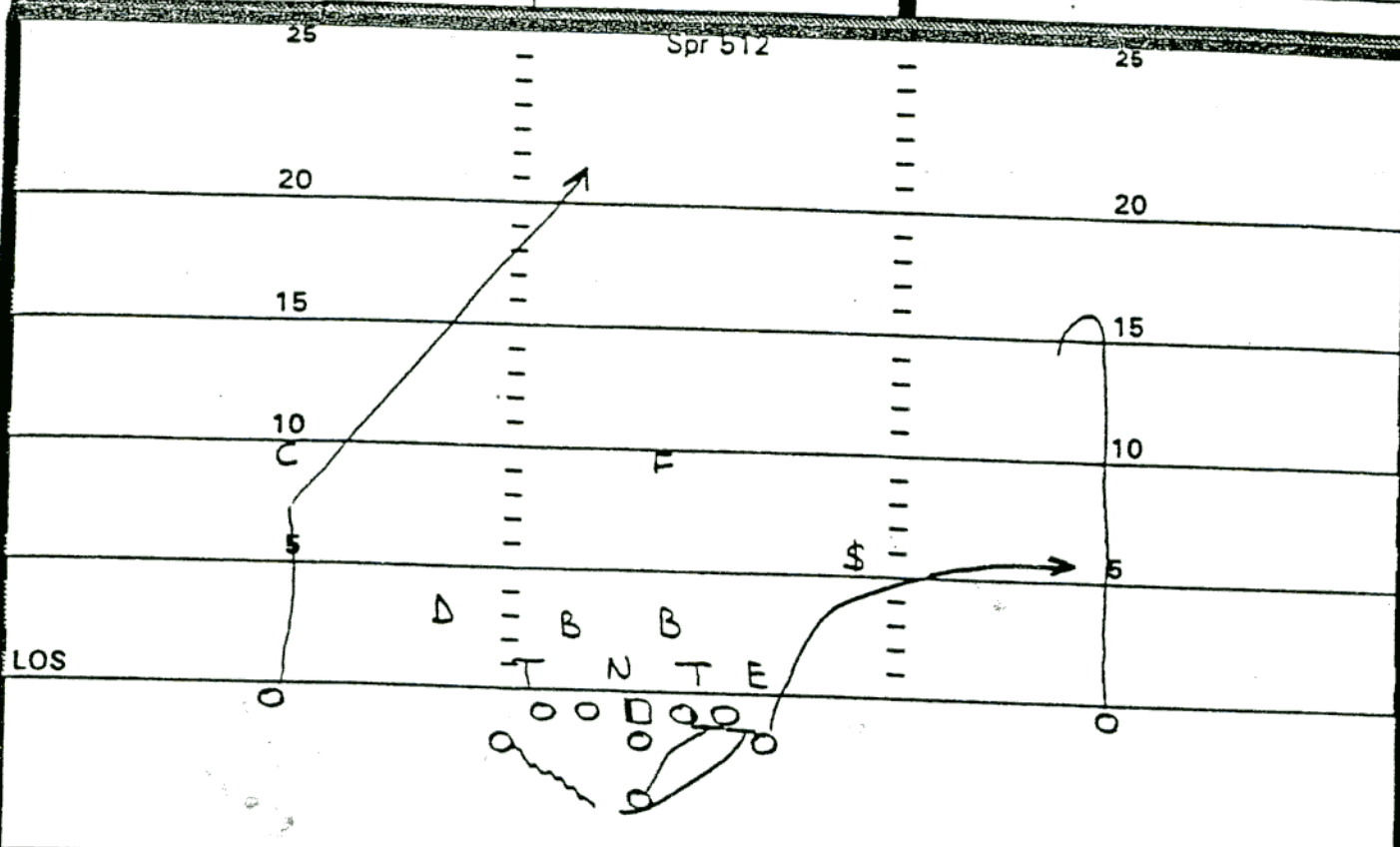
COVER 2
 SAME

MAN
 SAME

PLAY: 512-513

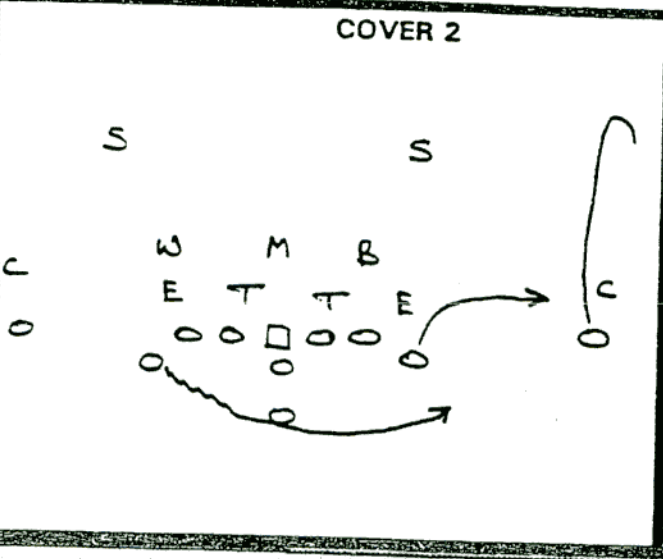
FORMATION	PASS	PROTECTIONS
Spread	512-513	
Over Green	312-313	

QB: Reps
FS - Flat Defender



PSWR	16-14 Curl; vs. Hash Safety (ie. 2 or 1/4s) run 16-14 Out
BSWR	Post
PSA	6 yard Out
BPA	Protection
B	Protection
GB	

Converts to 7 route vs Cover 2
Receiver will run an Out vs. a Hash Safety (ie. Cover 2 or 1/4s)
Snug the B then take 5 short steps keeping shoulders down and trying to remain close to LOS
If FS "robs" work the Post backside



MAN
SAME

PLAY: 512/513

Throwback

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

• Backside Route
Free Safety

Trips

Over Brown/Beige

Heavy Beige

512/513

Trips Rt 513 Throwback

20

20

15

15

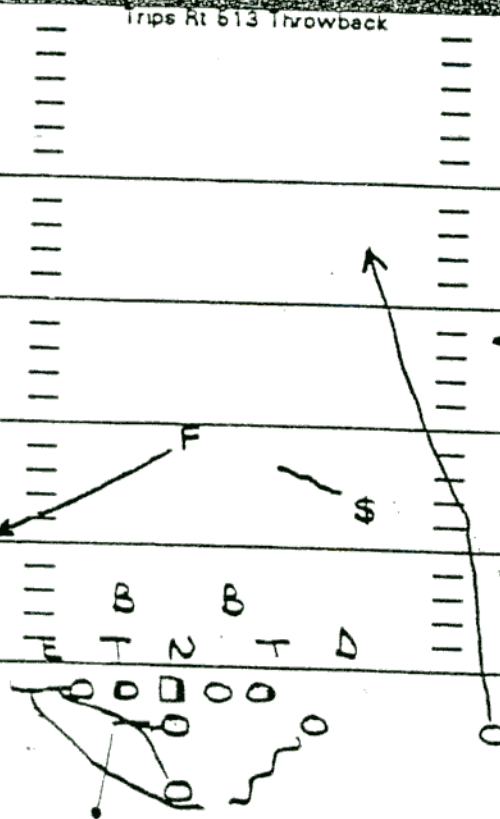
10C

10

5

5

LOS



PSWR

16-14 Curl

BSWR

14 yard Dig

PSA

Skinny Post

BSA

Protection

B

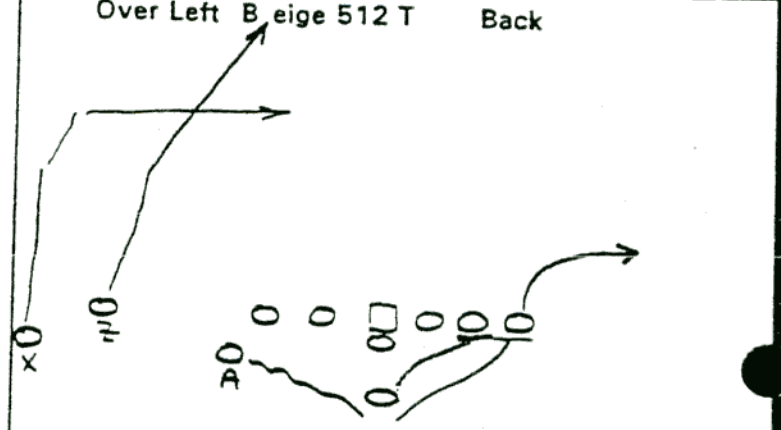
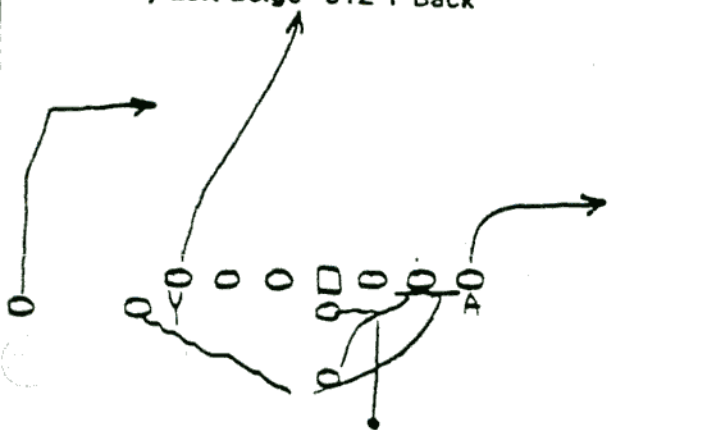
Protection

QB

Free Safety by Inside Receiver to Dig
Make a great 512/513 Fake

Heavy Left Beige 512 T Back

Over Left Beige 512 T Back



PLAY: Titan

Reads:

- Corner

FORMS/MOTION

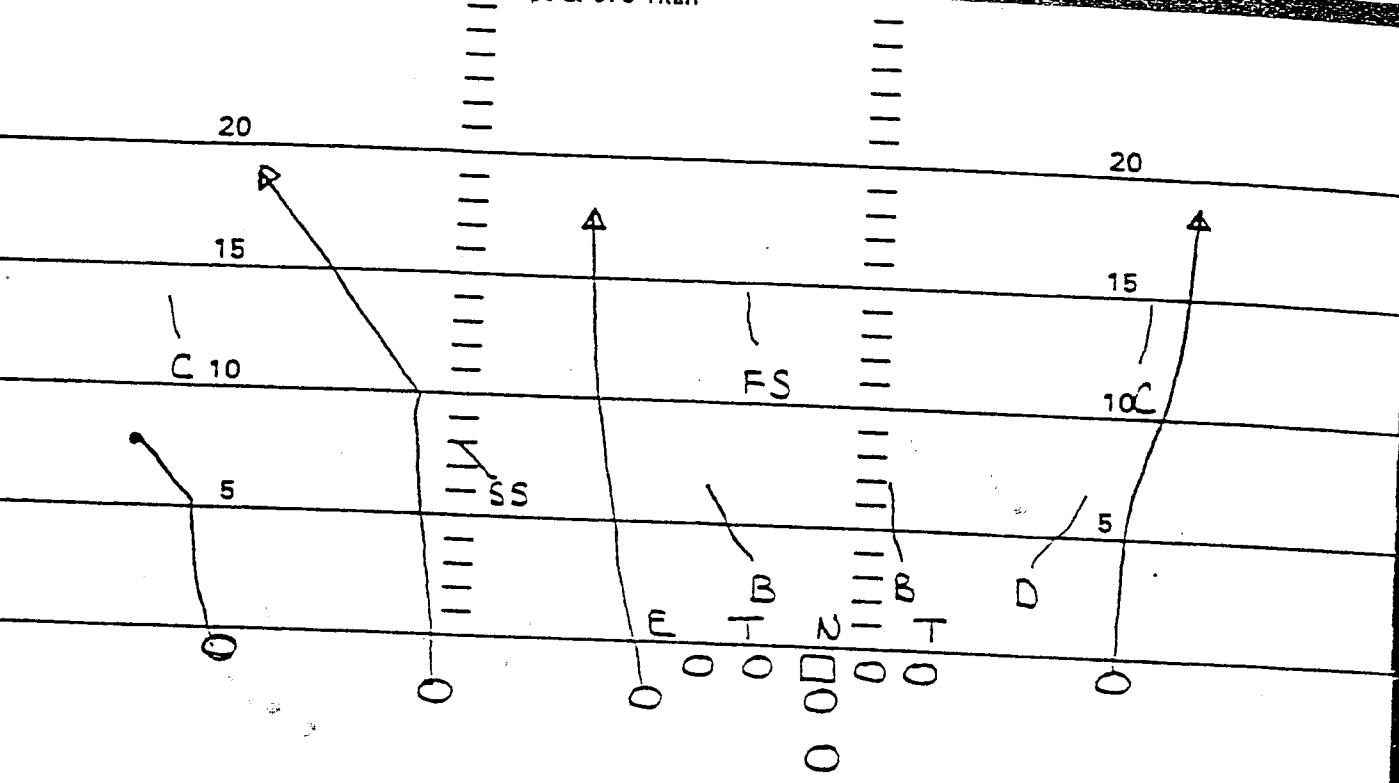
Trips
Over w/Brown-Green
Spread/Rip-Liz

PASS

60 - 70
312 - 313
316 - 317
360 - 370

PROTECTIONS

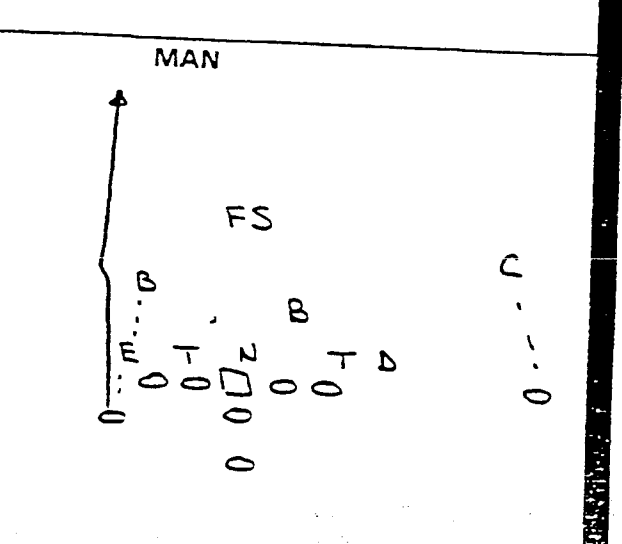
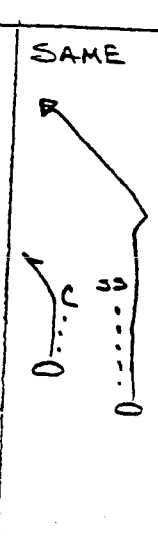
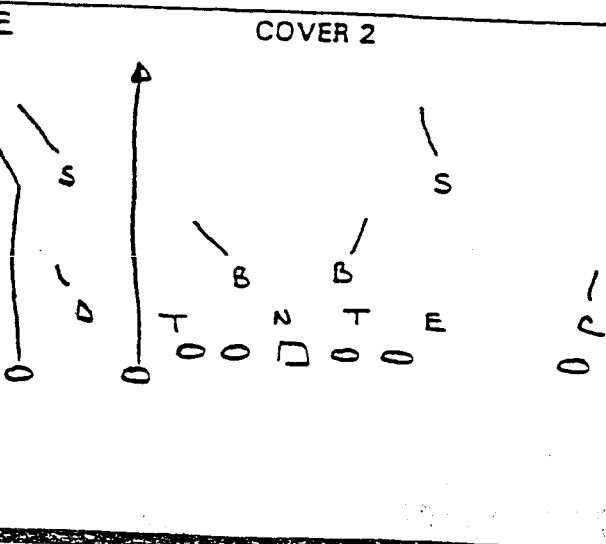
Trips Lz 370 Titan



- PSWR
- BSWR
- PSA
- BSA
- B
- QB

8 yard hitch
 Vertical on 360-370; Post on 60-70
 Protection on 60-70; Route is seam, otherwise.
 Corner route with break at 10 yards.
 Protection/Safety Valve on 316-317

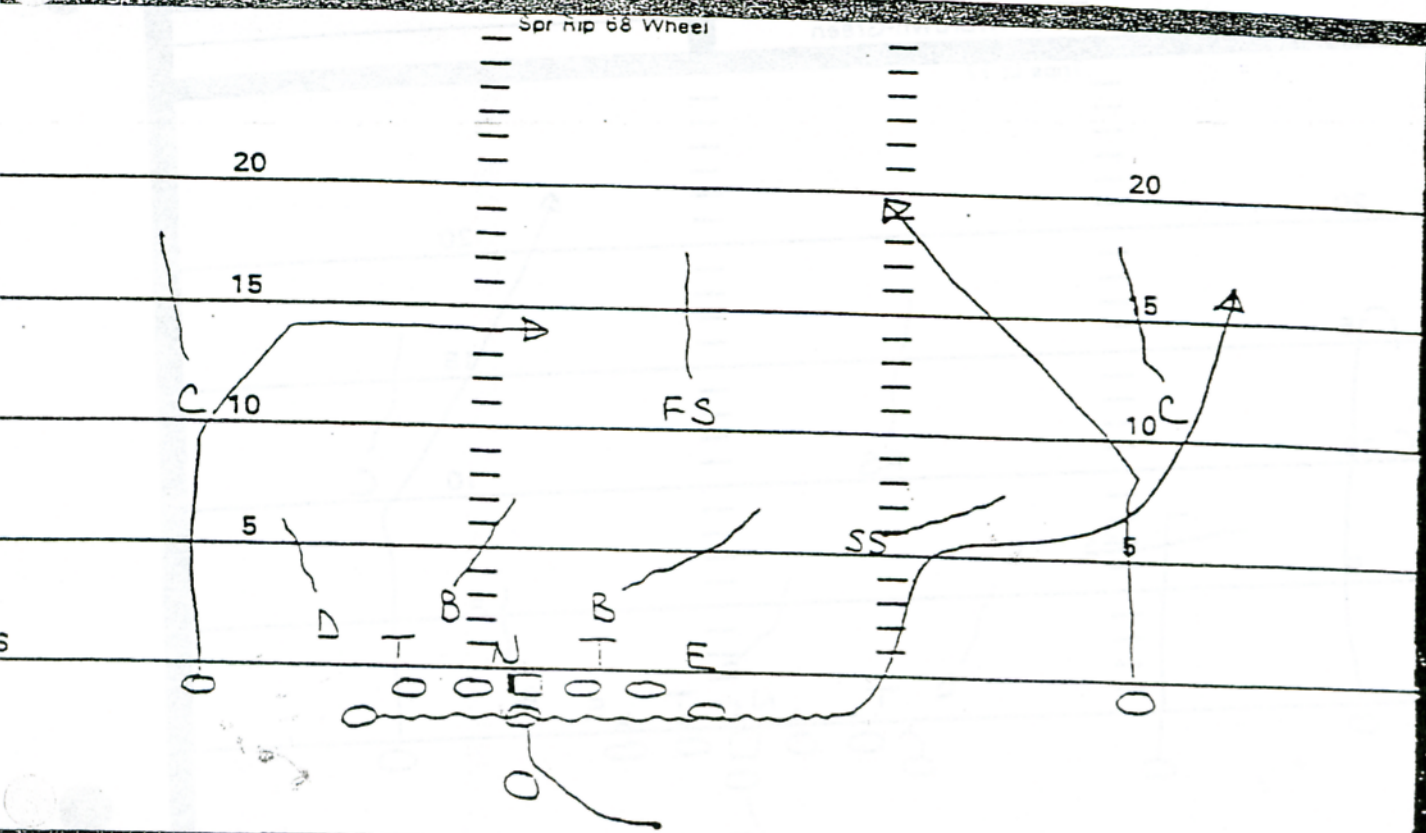
Liz motion, snap just prior to split difference.
 s base route for 316-317; thus, B 8 is Safety Valve.
 -70, don't let 5 technique contain you; make a "Go" call.



PLAY: 8 Wheel
 3 Reads:
 Corner

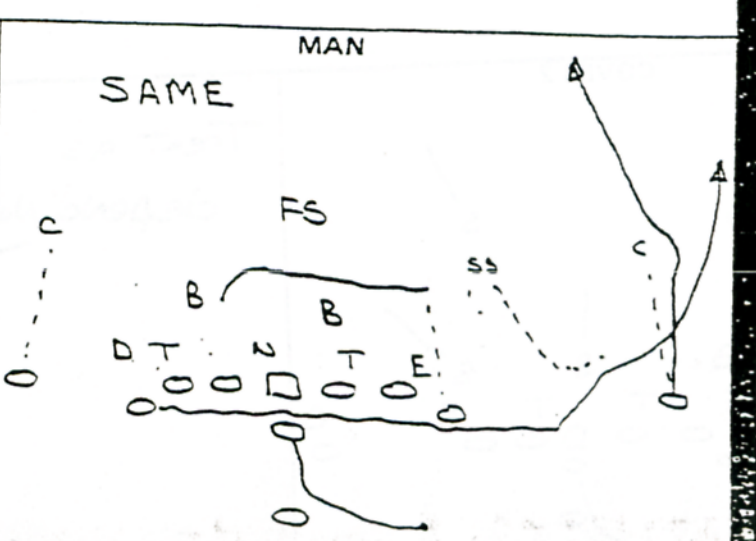
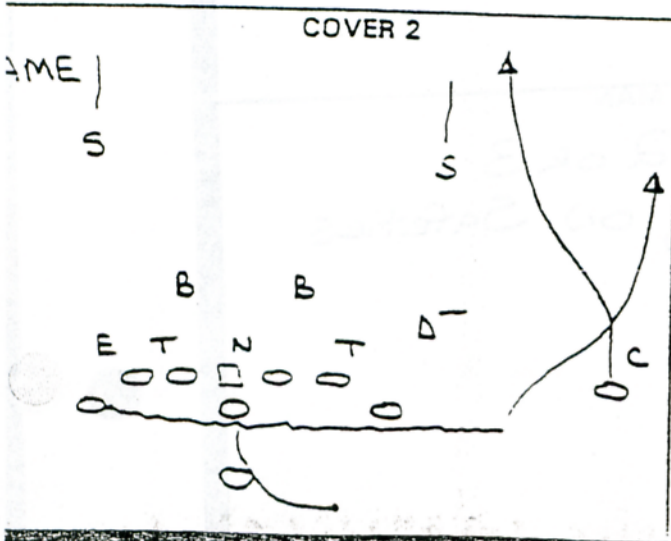
FORMS/MOTION
 Spread/Rip-Liz
 Trips
 Over w/Brown-Green

PASS: 60 - 70
 PROTECTIONS



- PSWR Post with break at 8 yards
- BSWR 14 yard Dig
- PSA Protection
- BSA 6 yard short out then wheel
- B Protection
- OB

Rip-Liz Motion, snap just prior to split difference
 't let 5 technique contain you, make "Go" call



PLAY:

5

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

Flat Defender

Spread

360-370

Spread 365

20

20

15

15

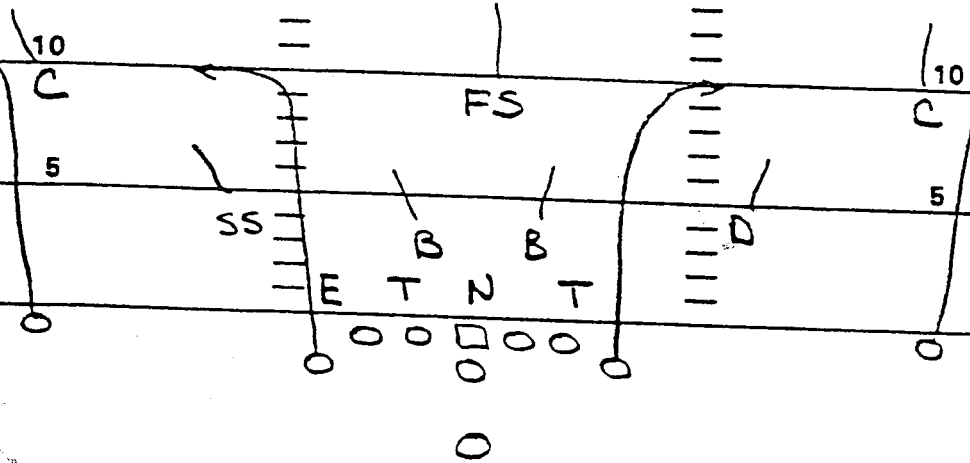
10

10

5

5

LOS



- 10 yard out
- 10 yard out
- 10 yard out
- 10 yard out
- Protection

SAME

COVER 2

MAN
SAME

PLAY:

3 Takeoff

FORMATION

PASS

TO RECEPTION

QB/RP/SS

Flat Defender

Trips

Spread Rip/Liz

360-370

25

Trips Rt 363 Takeoff

25

20

20

15

15

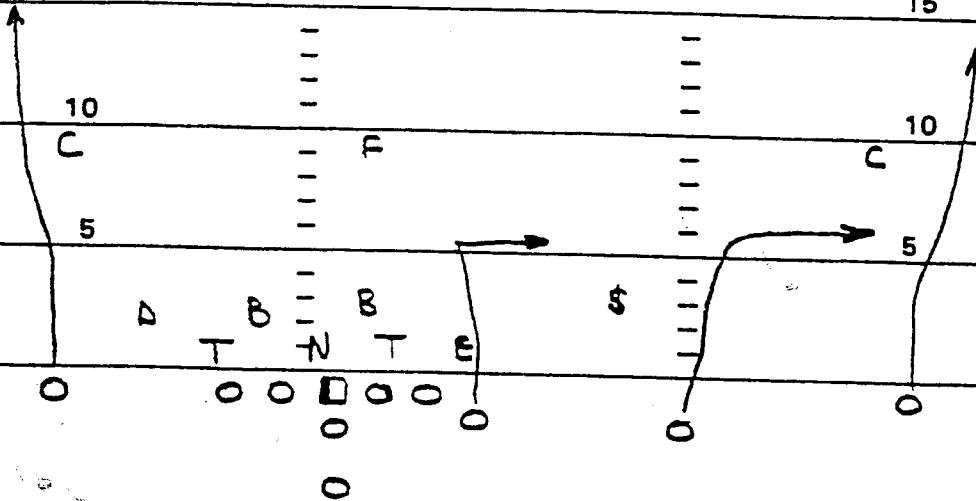
10

10

5

5

LOS



PSWR

Takeoff

ESWB

Takeoff

PSA

Work upfield slightly to the inside and turn out at 5 yards

BSA

5 yard out

B

Protection

QB

Pre snap read of the Flat Defender and his movement after the snap will tell you where to throw
 Half roll 3 steps and throw opposite the Flat Defender (SS) as soon as your 3rd step hits
 Put ball "on" the outside armpit of the recipient

COVER 2
SAME

MAN
SAME

PLAY:

Pick

FORMS/MOTION

PASS

PROTECTIONS

QB Reads:

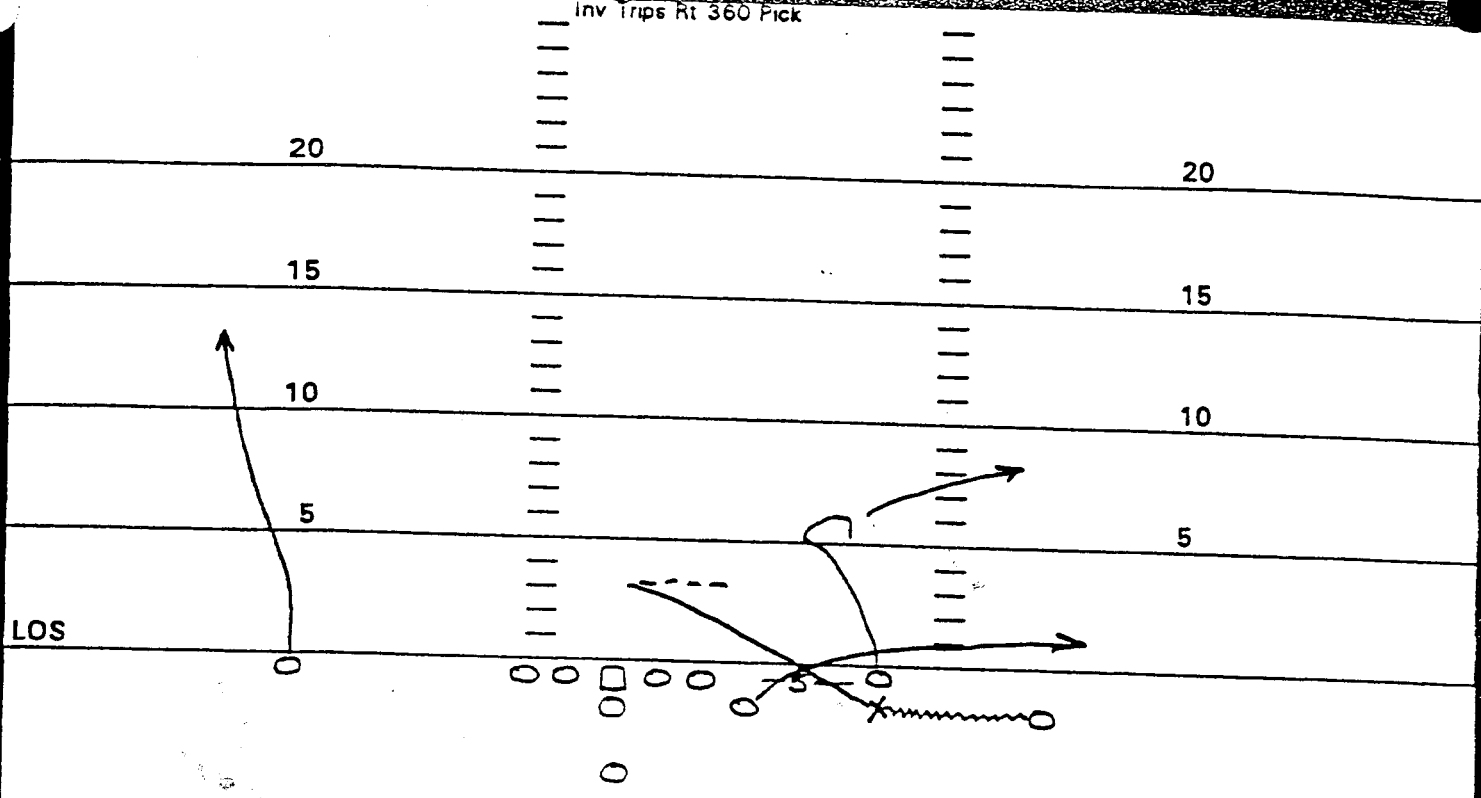
Hot off PSLB to Z

Inverted Trips

*Motion is automatic

360 - 370

Inv Trips Rt 360 Pick



- PSWR
- BSWR
- PSA
- P
- QB

Motion on QB's nod; look for Hot off PSLB to Pressure In and then out
 Vertical
 Flat Route
 Pick inside making Man go under; find open space based upon SS or C
 Protection

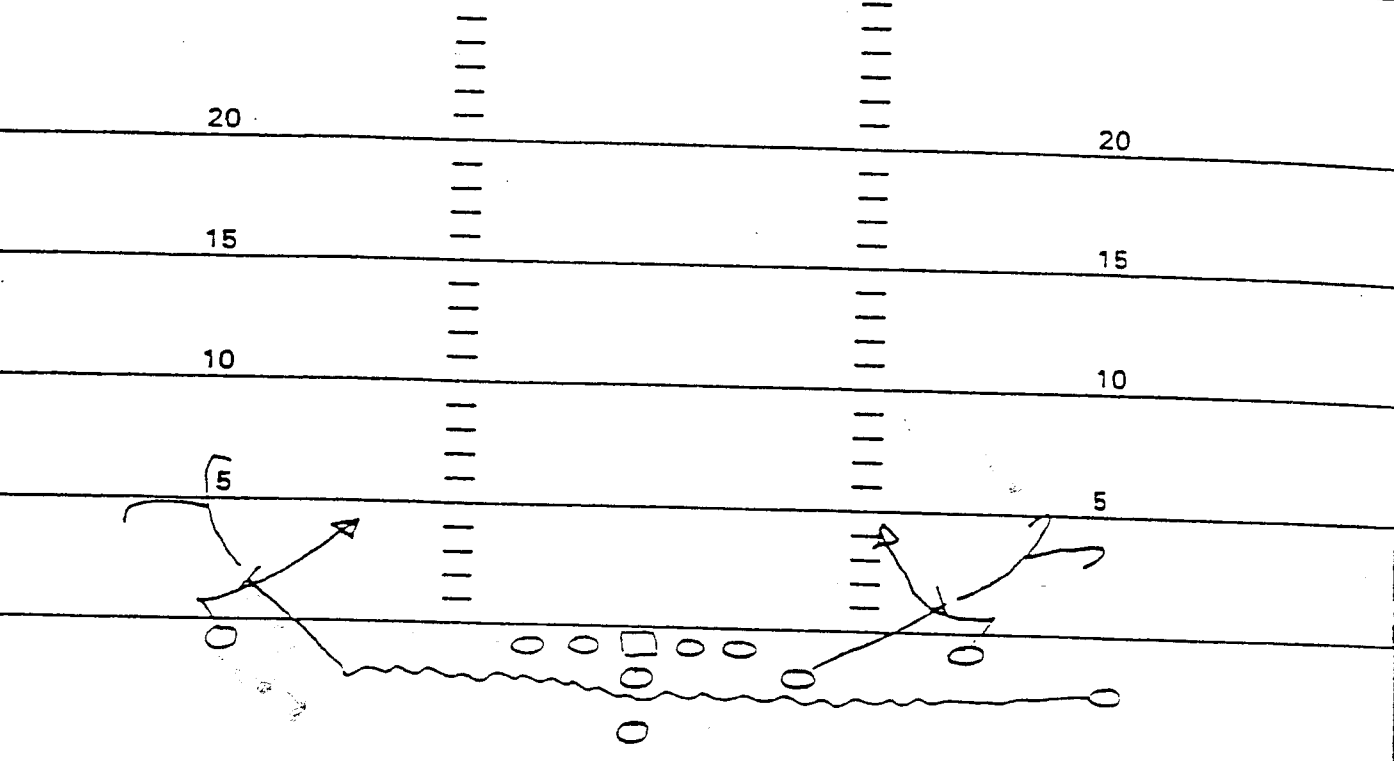
Motion is automatic (i.e., NOT called) and initiates on your nod.
 Hot off the PSLB with the PSWR
 Look from the Flat route(PSA); to Stop (Trips A); to Pressure In by the WR
 Throw ball off a half roll 3 step drop

COVER 2
SAME

MAN
SAME

PLAY: Under	FORMS/MOTION	PASS	PROTECTIONS
Reads: []	Inverted Trips	360-370	
rk best slant side	* Motion is automatic		
: Outside			

Inv Trips Lt 360 Under

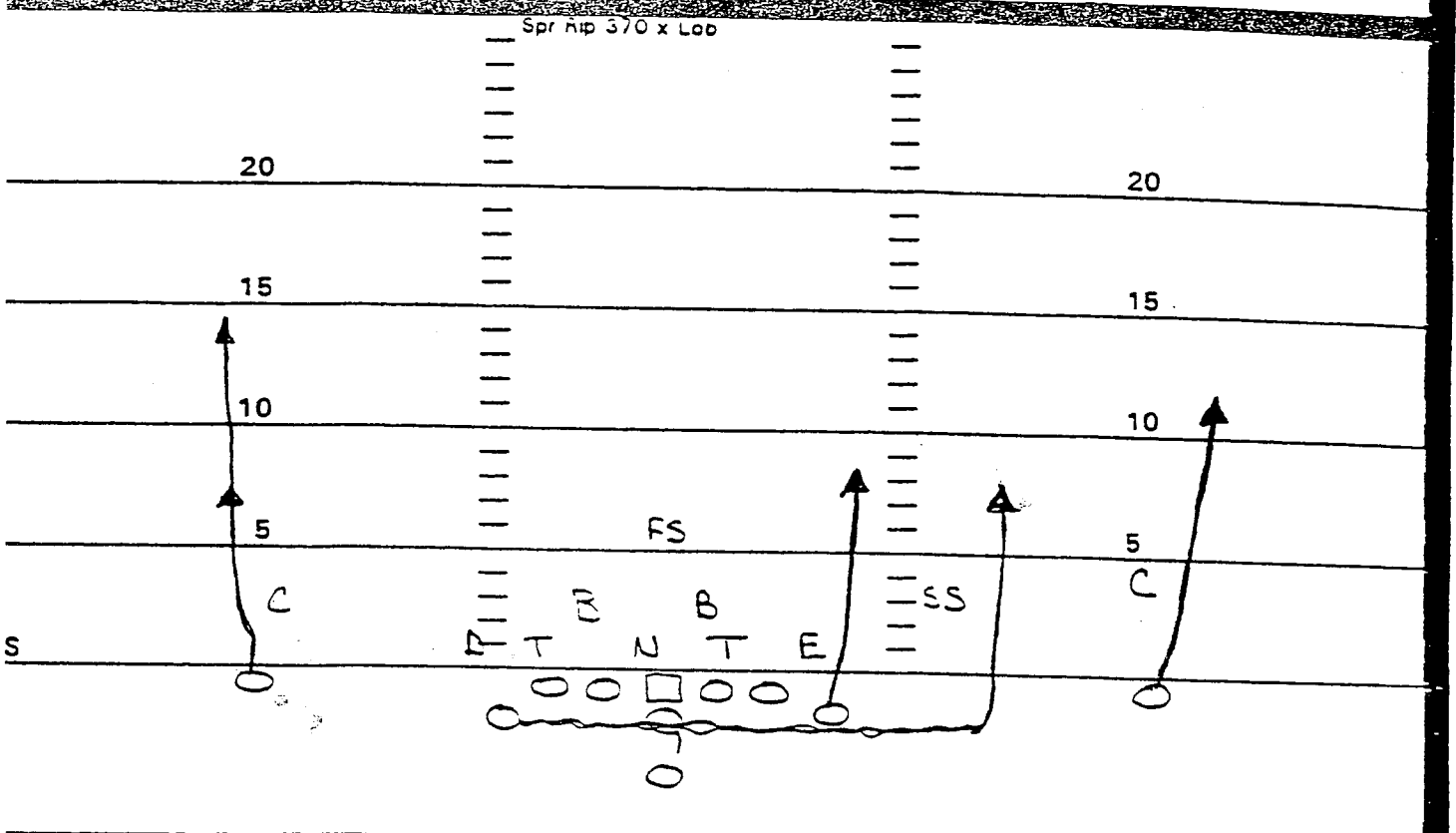


- PSWR: Push out 1-2 steps, then slant under Screen.
- BSWR: Align off LOS and motion across; pick, then find space in EZ.
- PSA: Pick outside for A, then find open space in back corner of EZ.
- *BSA: Align opposite call, push out 1-2 steps, then slant under Screen
- B: Protection
- GB:

when corners are playing Man with inside leverage.
 when motion is 4-6 yards from receiver.
 motion is automatic (i.e., NOT called) and begins on your nod.
 outside slants running slants off the Pick.

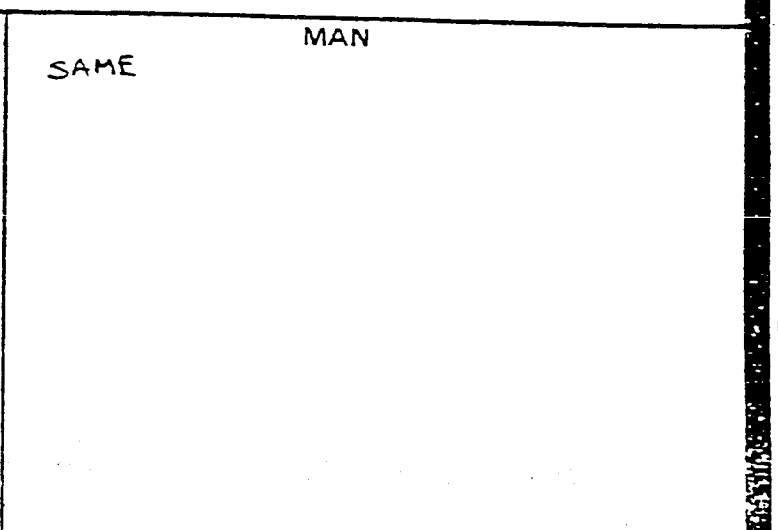
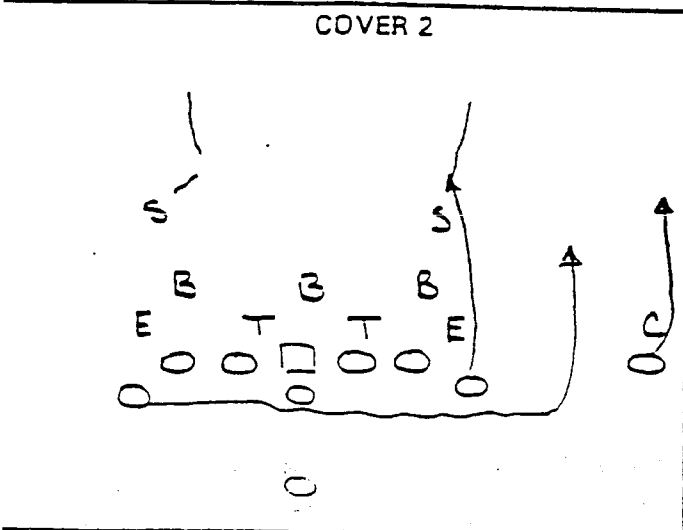
COVER 2	MAN
---------	-----

PLAY: Lob	FORMS/MOTION	PASS: 360 - 370	PROTECTIONS
3 Reads: how it!	Trips		
	Soread/Rip-Liz		



- PSWR: Lob Fade: If corner playing outside, grab face, facemask to run slant
- BSWR: Vertical
- PSA: Vertical
- BSA: Vertical
- B: Protection
- QB:

Step Drop - Take step back with throwing foot and release.
 Emphasize Arc and dropping inside 2x2 yard box in corner of EZ.
 EZ grabs facemask, route changes to changes to "2" (i.e., Slant)



PLAY: Duck

FORMS/MOTION

PASS

PROTECTIONS

Leads:
Backside Route

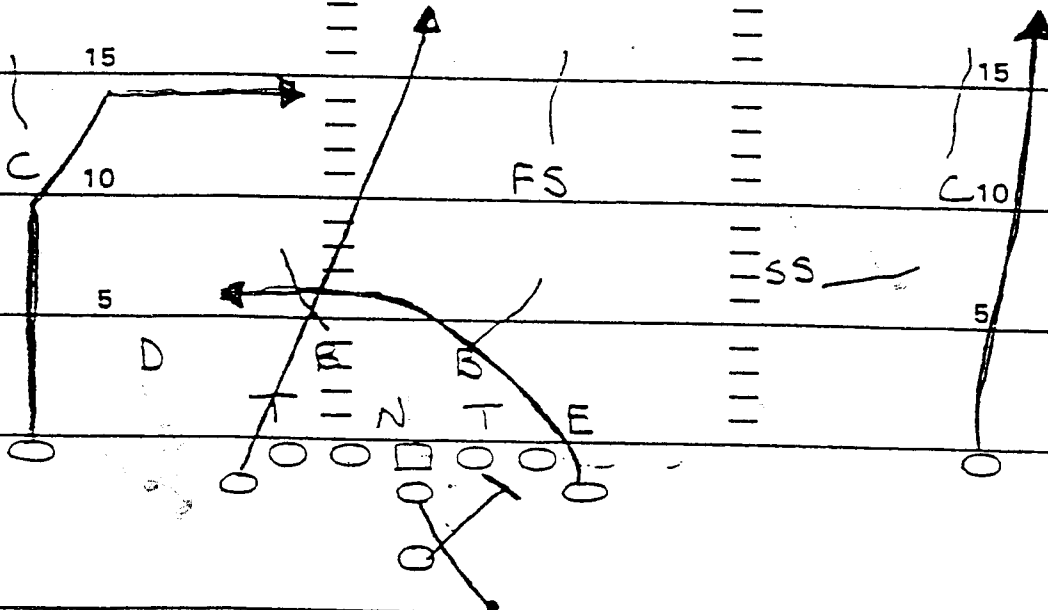
Spread

360 - 370

Spr 360 Duck

20

20



PSWR

Vertical

BSWR

14 yard Dig / SQUARE IN

PSA

4-6 yard Cross

BSA

Clear through middle, either middle third or 1/2 player your side

B

Protection

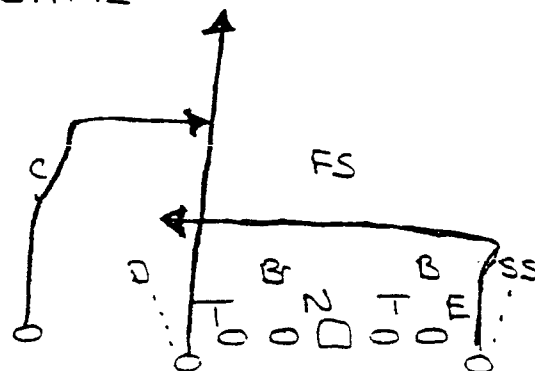
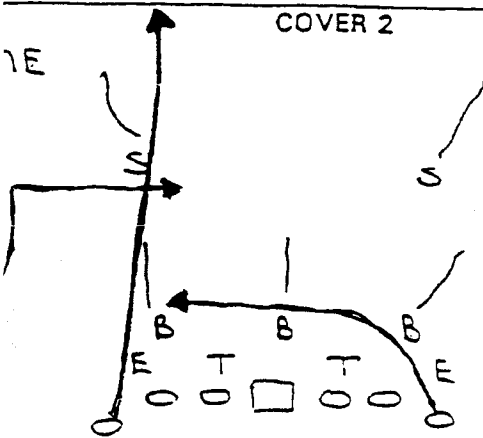
QB

as a Middle, 3 level route
good vs. Cover 2

COVER 2

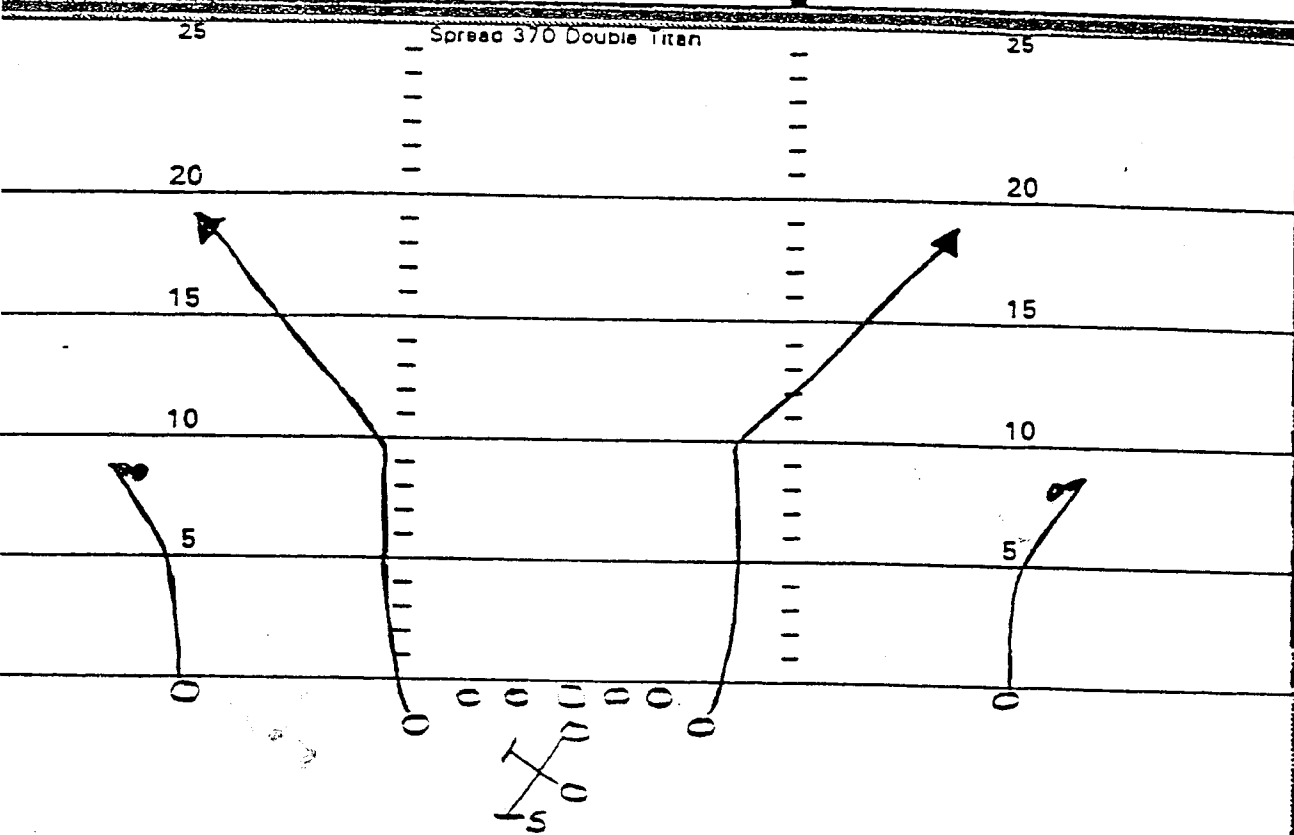
MAN

SAME



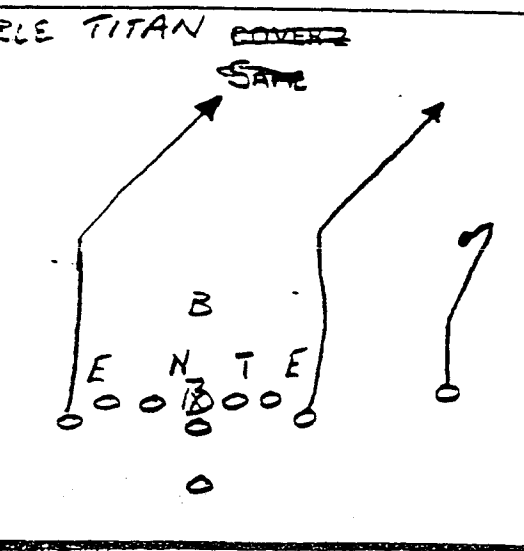
Double Titan
From Flat Defender

FORMATION	PASS	PROTECTIONS
Spread	360-370	
Trips Rip/Liz Ray/Lay		



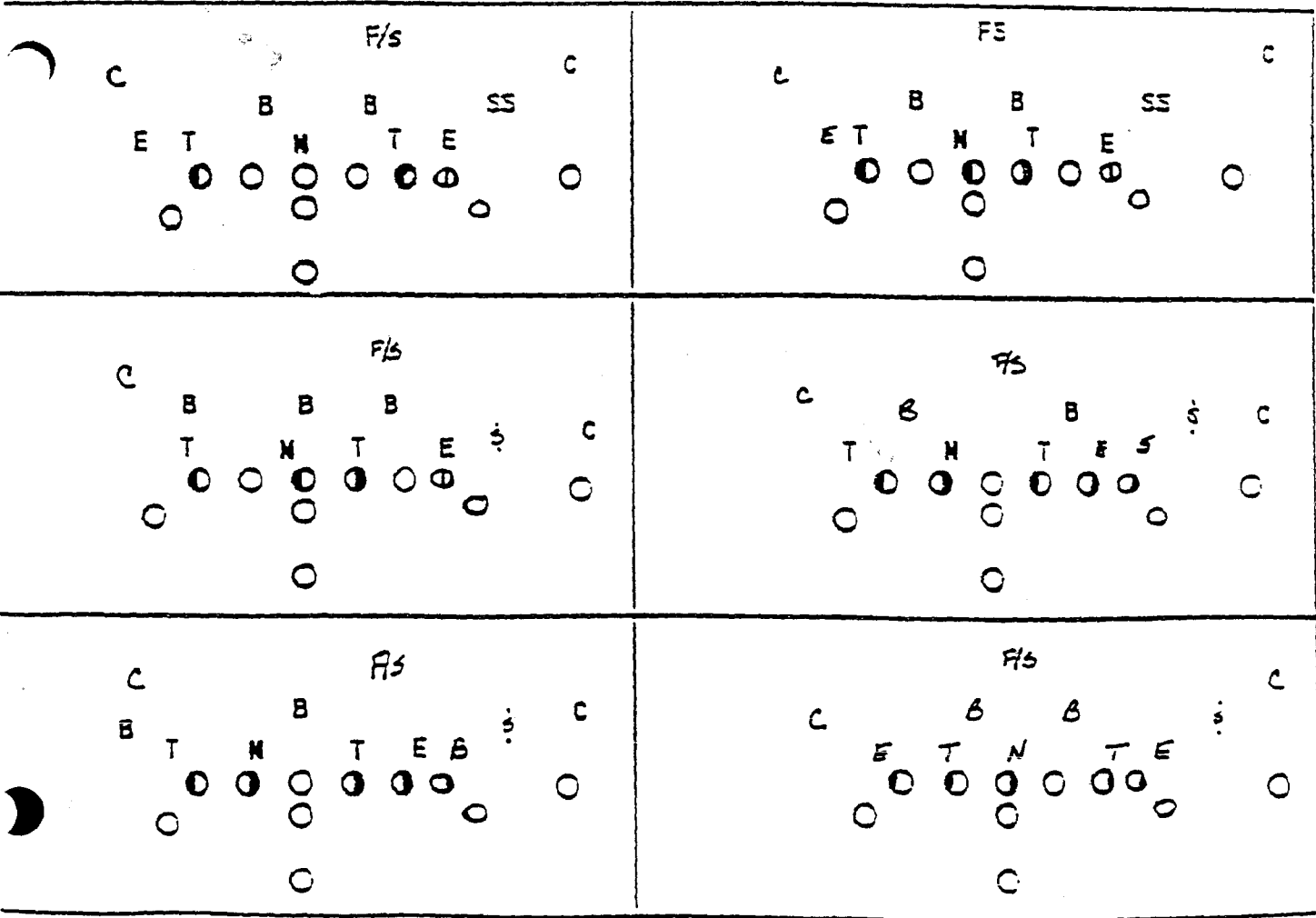
- BSWR 8 yard hitch
- BSWA 8 yard hitch
- PSA Corner route with break at 10 yards.
- PBA Corner route with break at 10 yards.
- P Protection

away from side where Flat Defender can get under Hitch
er length of throw and location of Free Safety
ow off the Corner

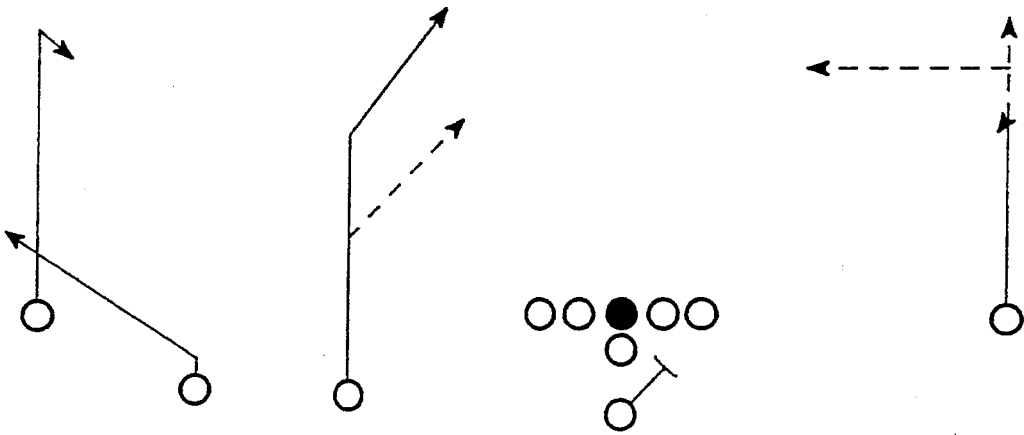


MAN
SAME

Z	Scoop/ White
PSA	Drop Step cross over and arc for #3 counting from 7 TQ out.
PT	Base for B-gap to Down
PSG	Pull for 1st man head up to outside OT log him to PSLB'er to FS, 7=log c gap to PSLB
C	Wide Scoop for PSA-gap
BSG	Scoop/ White
BST	OT-block down step, Secure C Gap to LB'er to FS
BSA	Run Pitch Route
X	White to Scoop
B	Open flat then down hill at inside hip of PST, follow PSG around for PSLB'er to MIKE to Safety.
QB	Reverse out, come off the line; flash ball to B. 5 step should be 5 yards deep heading towards LOS and pitch off #2. Always COUNTING FROM THE 7TQ.



Trips Open 60 X Switch (Y Dig)



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

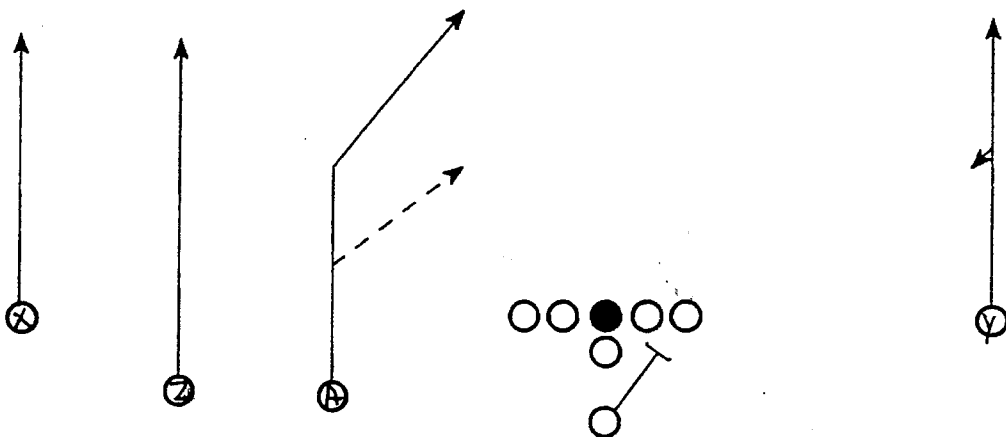
READS:

vs. 3 on 3- Z to X
 vs. 4 on 3- A to Y
 Cov 2- A to Y
 Blitz - Z to A

X: Stop
 Y: Signal (Dig)
 Z: Flat
 AHU: Post
 FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 63



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

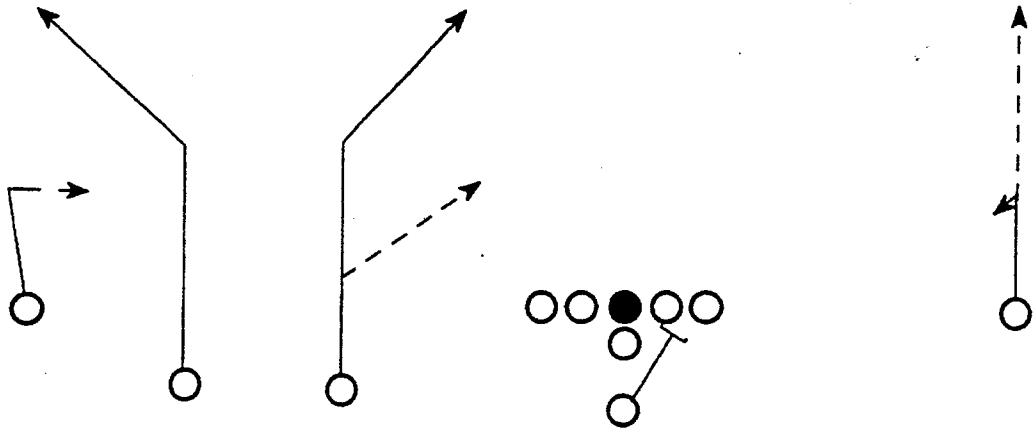
READS:

vs. 3 on 3- Z to X
 vs. 4 on 3- A to Z
 Cov 2- A to Z
 Blitz - A back on slant

X: Take Off (2 yards outside #'s)
 Y: Signal
 Z: Seam (2 yards outside hash)
 AHU: Seam to middle (Do not exceed backside hash.
 FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 66 X Switch



QUARTERBACK

5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

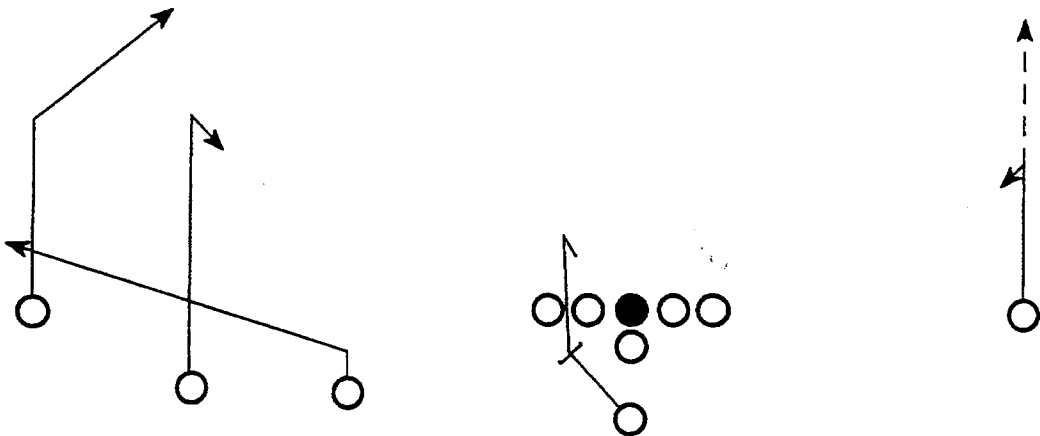
READS:

vs. 3 on 3 - Z to X - Read corner's drop
 vs. 4 on 3 - z to X
 Cov 2 - A to Z - may come back late to X
 Blitz - A: hot on slant, or X on under

X: Smash
Y: Signal
Z: Corner
AHU: Post
FB: Block 60 Protection

C.P. A Back: Run slant vs blitz

Trips Open 70 Z A Flat



QUARTERBACK

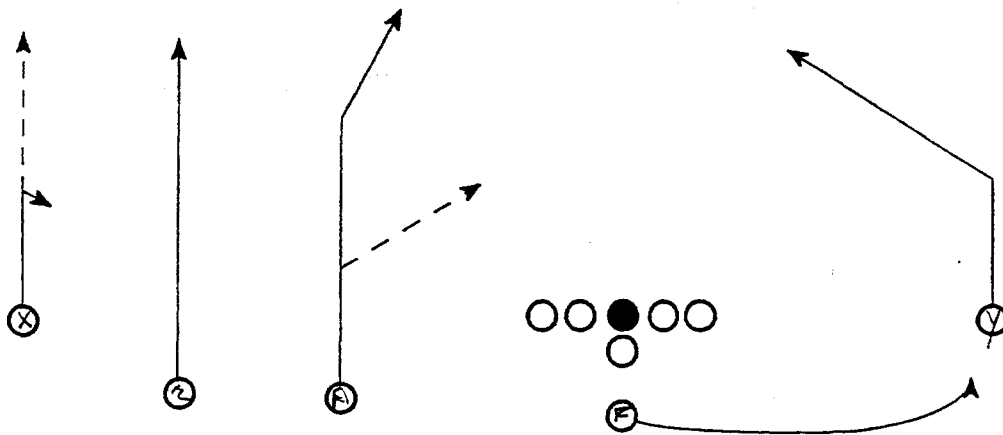
5 Step Gather
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

READS:

vs. 3 on 3 - A, Z, to X OR read flat defender
 vs. 4 on 3 - A, Z, to X OR backside to Y
 Cov 2 - A, Z, to X
 Blitz - A on flat

X: Stop
Y: Signal (Dig)
Z: Flat
AHU: Post
FB: Block 70 Protection - Leak

Trips Open 590 Y Slant



QUARTERBACK

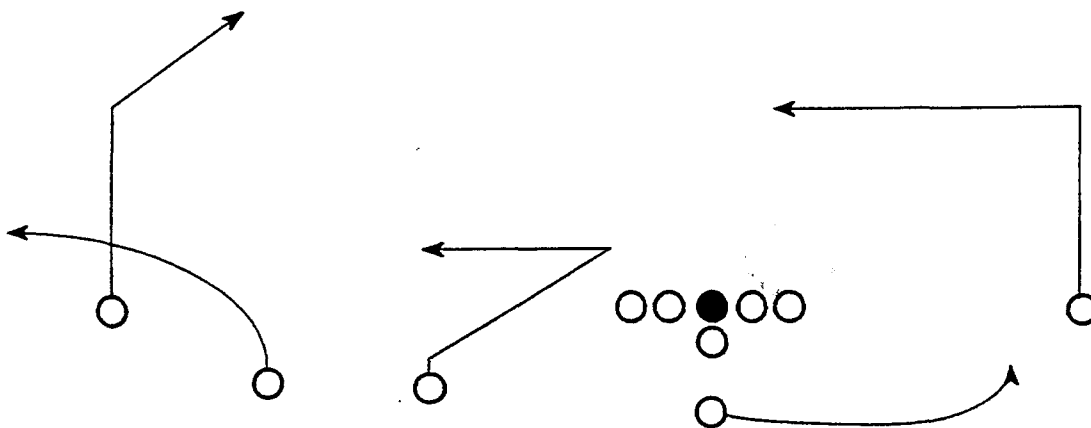
5 Step Drop
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

READS:

vs. 3 on 3- X side - combo X to Z
 Y side - combo Y to F
 vs. 4 on 3- Y to F
 Cov 2 - A to Z or Y to F
 Blitz - A hot on slant

X: Hitch
 Y: Slant
 Z: Seam
 AHU: Seam
 FB: Hot Swing
 C.P. A Back: Run slant vs blitz

Trips Open 593 A Dragon Return



QUARTERBACK

5 Step Drop
 5 in the box check run
 A or Z uncovered check Liz or Rip
 If Hitch to Y is there - signal and take it
 None of the above - stay with the play

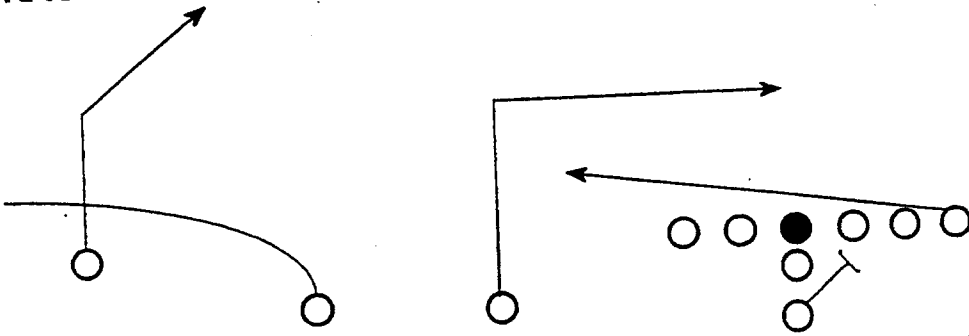
READS:

vs. 3 on 3- A to Y
 vs. 4 on 3- A to Y - possible F to Y
 Cov 2 - A to Y
 Blitz - F hot on swing

X: Post
 Y: IN (10 yards)
 Z: Flat (outlet)
 AHU: Drag Return
 FB: Hot Swing
 C.P.

PLAY: 63 Dragon (A, Y, Z, X)

Y DRAGON



QB READS:

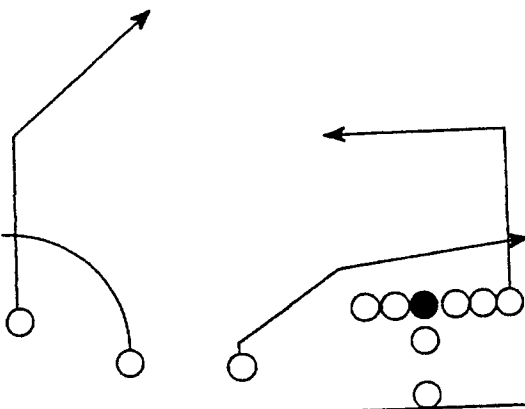
5 step drop

1. Read middle linebackers drop and throw opposite his reaction.
2. Player on drag route is your hot receiver

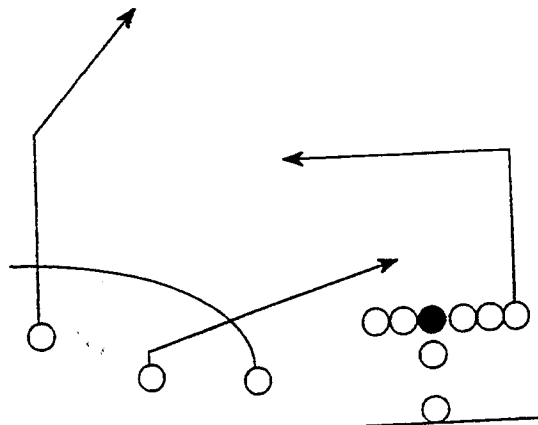
DRAGON RULES

Player called runs drag route
 First receiver on opposite side of the ball runs ar
 in route at 10 yds
 Z in Trips runs a flat route unless he is called on
 the drag.
 X in Trips runs a post unless called on the drag

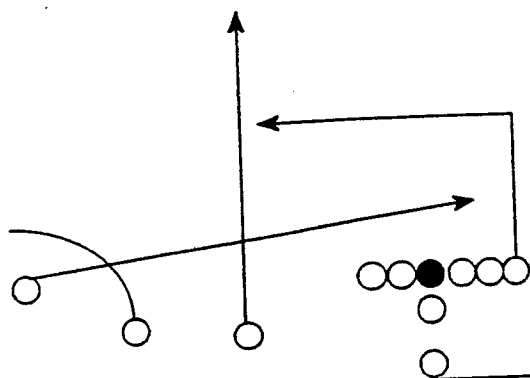
A DRAGON



Z DRAGON

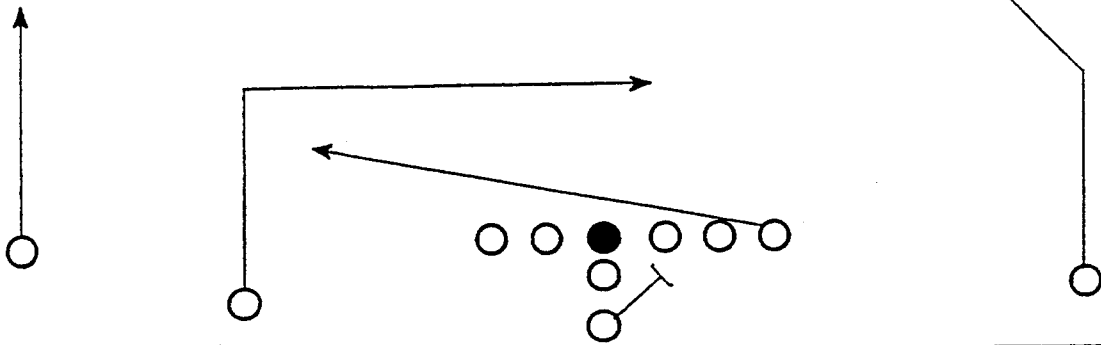


X DRAGON



PLAY: 63 Dragon (A, Y, Z, X)

Y DRAGON



QB READS:

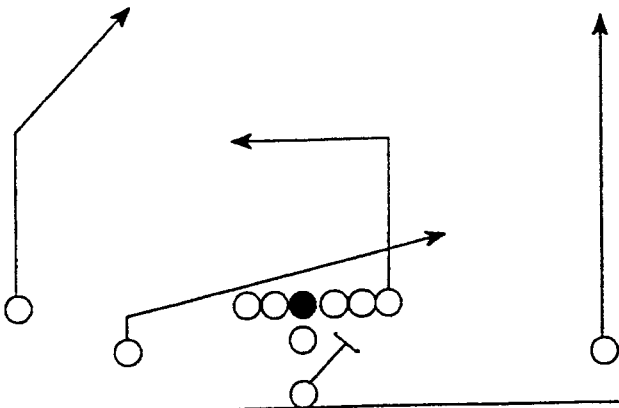
5 step drop

1. Read middle linebackers drop and throw opposite his reaction.
2. Player on drag route is your hot receiver

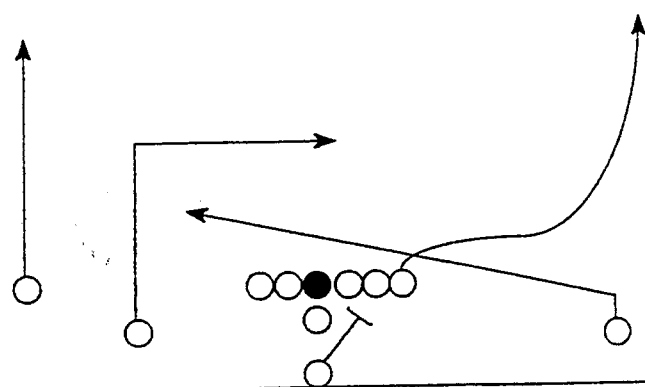
DRAGON RULES

Player called runs a drag route
 First receiver on opposite side of the ball runs an In at 10 yds
 Wide receiver on Drag side runs a post
 Wide receiver on "IN" side runs take off
 If there are 2 receivers to your side and the outside receiver runs drag, the inside receiver runs a wheel picking for the outside man.
 Player called on drag is the hot receiver

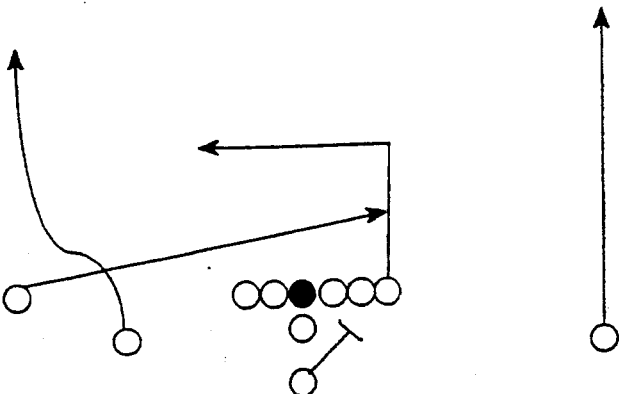
A DRAGON



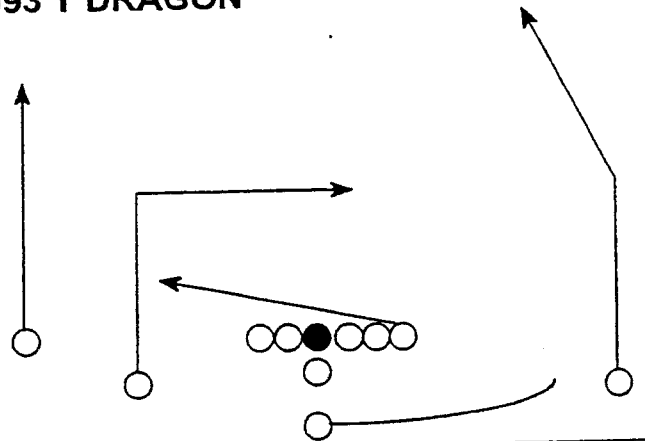
Z DRAGON



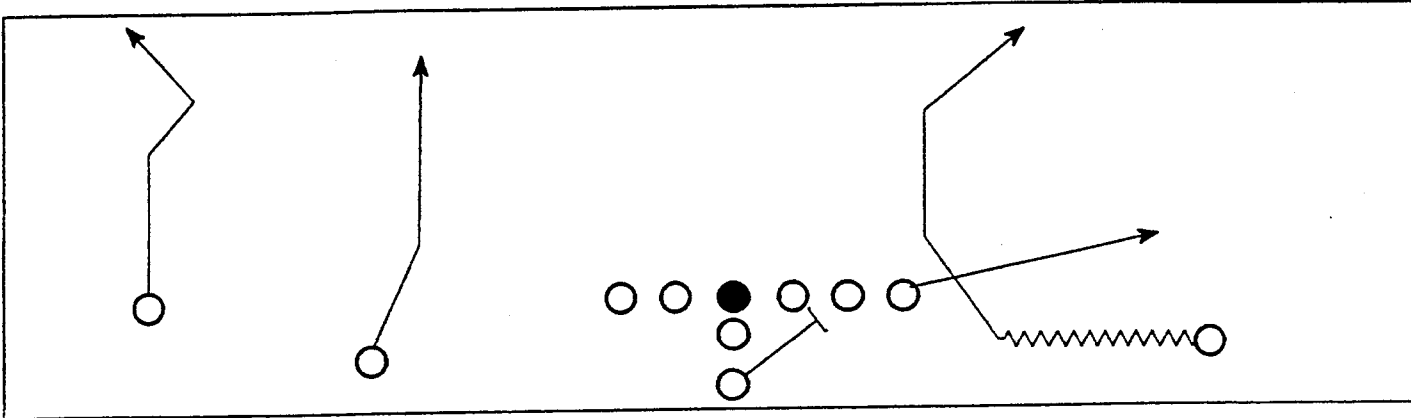
X DRAGON



593 Y DRAGON



PLAY: 65 A Seam

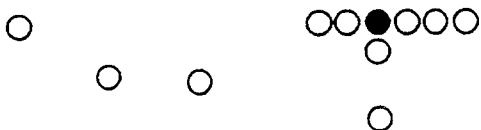


QB READS

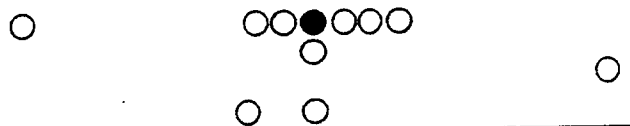
5 Step drop - non rhythm
 Vs. 1 safety: Read Y to Z
 Vs. 2 Safety: read Z, A, to X
 OR read SS to FS

X: Post Corner
 Y: Flat
 Z: Corner
 A/H/U: Seam
 FB: Block 60/70 Protection

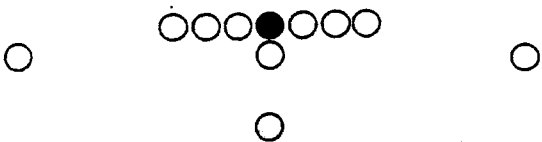
TRIPS



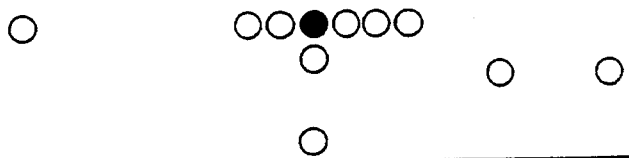
FAR



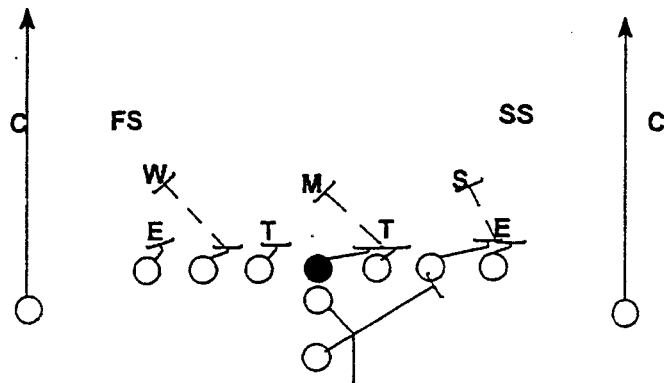
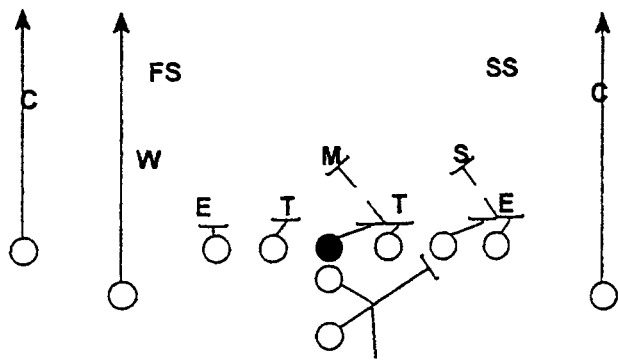
TWINS



TREY

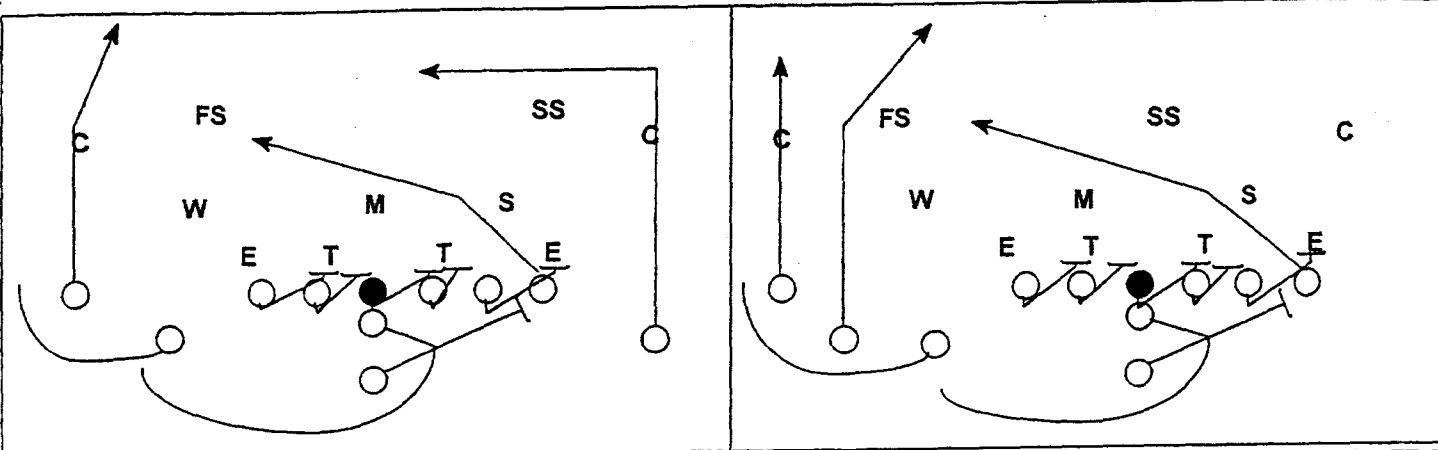


Play: 314/315 Max



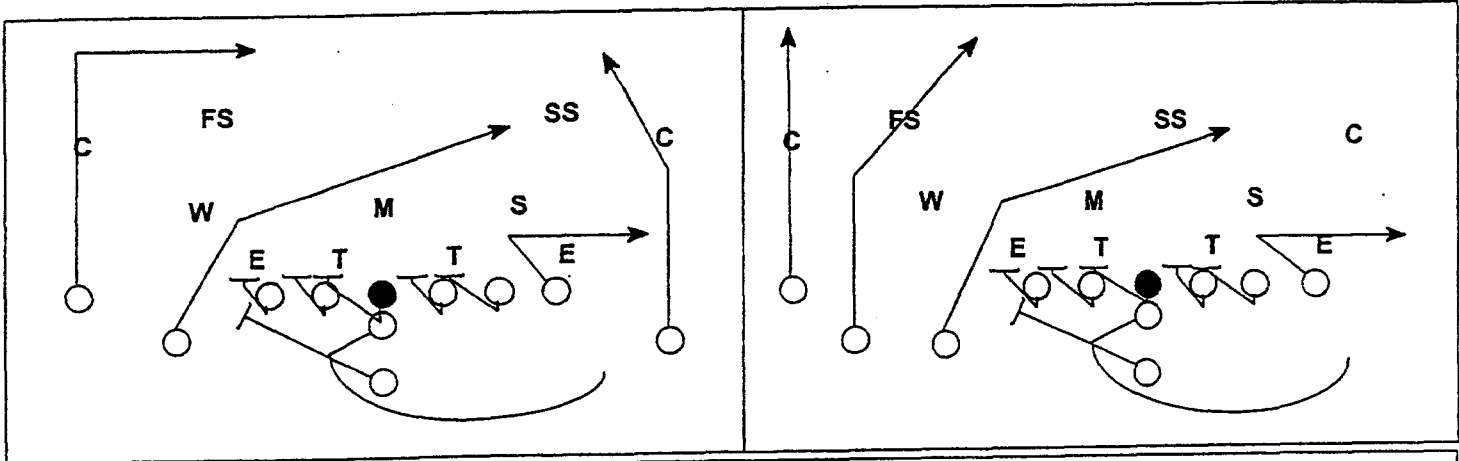
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 14/15 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Do not pass color. Check for blitz.
BACK (A) (H) (U)	Run take off or execute pattern called. Aggressively run block. If to fake side, regular zone rules. If away from fake side, inside cut off.
BACKSIDE TACKLE	If fake goes to tight end side, responsible for EMLOS. If fake goes away from tight end use regular zone rules.
BACKSIDE GUARD	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside.
CENTER	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
PLAYSIDE GUARD	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
PLAYSIDE TACKLE	Aggressively block zone play. If uncovered carry out zone responsibility then hinge and look to help backside
TIGHT END (Y)	Aggressively run block. If to fake side, regular zone rules. If away from fake side, inside cut off.
SPLIT END (X)	Run take off or execute pattern called.
FLANKER (Z)	Run take off or execute pattern called.
QB	14/15 zone footwork. 2 handed run fake. Wave RB goodbye and watch him go. Set up behind guard/tackle. Progression will be determined by the tagged route called.
ALERTS	

Play: 316/317 Boot



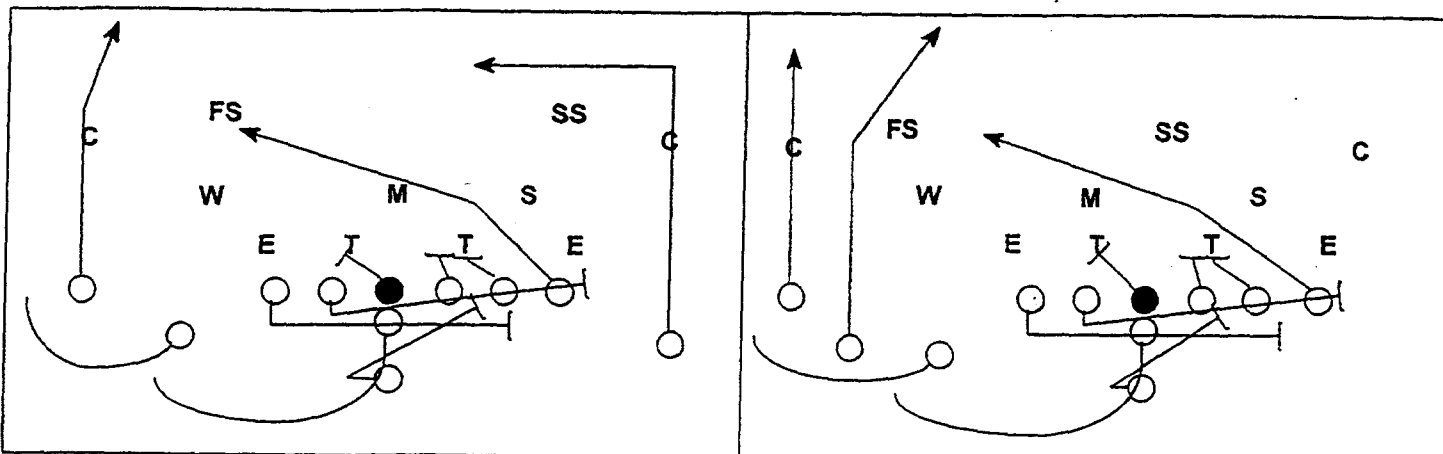
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 16/17 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Do not pass color. Check for blitz.
BACK (A) (H) (U)	Run Rip or Liz, like backside of zone; work to 2 yds deep, 2 steps past #'s. Slam flat - step down, sell run, slam defender, then run flat 1-3 yds. C.P. Don't get hung up inside.
BACKSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
BACKSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
CENTER	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
TIGHT END (Y)	Run diagonal route. Work the hole between flat defender and inside LBer.
SPLIT END (X)	Trips: run take off route, outside release. Dbl or D. Slot : Run post
FLANKER (Z)	Trips: run post route. Dbl or D. Slot: run dig.
QB	Outside zone footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to A to Y. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 316/317 Naked



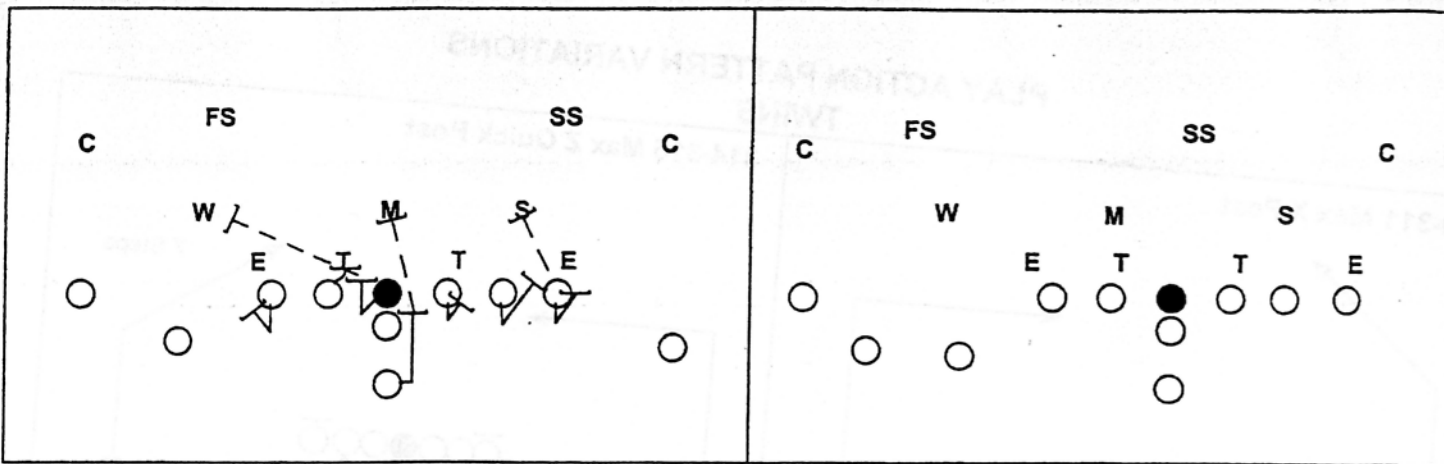
BALL CARRIER (F)	2 point stance, toes at 7. Execute base 16/17 track. Look to bounce the ball outside to draw the safety down. "Rock the Rock" Hit first color. Check for blitz.
BACK (A) (H) (U)	Run diagonal route. Work hole between flat defender and inside LBer.
BACKSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
BACKSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
CENTER	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE GUARD	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
PLAYSIDE TACKLE	Sell 16 and 17 - bucket step and block first defender to show playside. C.P. Keep pads down.
TIGHT END (Y)	Slam flat - Step down, sell run, slam the defender, then run flat. (1-3 yds.) C.P. Don't get hung up inside.
SPLIT END (X)	Run digroute in Doubles formation. Run take off route in trips formation.
FLANKER (Z)	Run post in Doubles formation. Run post route in Trips formation.
QB	Outside zone footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to Y to A. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 334/335 Boot



BALL CARRIER (F)	2 point stance, toes at 7 Execute base 34/35 track. "Rock the Rock" Hit first color.
BACK (A) (H) (U)	Fake rip or liz like backside of zone. Work to 2 yds deep 2 steps past the #'s. Slam flat, step down, sell run, slam the defender, then run flat (1-3 yds) C.P. - Don't get hung up inside.
BACKSIDE TACKLE	Pull with depth and block first defender to show playside. Be alert for Mac run through.
BACKSIDE GUARD	Pull and block first defender past tackle. AP: Inside number.
CENTER	Responsible for defender over pulling guard. If guard is uncovered block next defender on level 1. Calls: Cage
PLAYSIDE GUARD	Responsible for Strong A Gap. If center is uncovered block man on. Calls: Deuce, Down
PLAYSIDE TACKLE	Responsible for B Gap. If onside guard is uncovered block man on. Call: Deuce, Down.
TIGHT END (Y)	Run diagonal route, work hole between the flat defender and the inside LBer.
SPLIT END (X)	Trips: run take off route, outside release. Dbl or D. Slot: run post.
FLANKER (Z)	Trips: run post route. Dbl or D. Slot: run dig.
QB	34-35 Counter footwork, fake 2 handed hand off. Watch B.C. go by, wave him bye. Play fake important. Snap head around, gaining depth and throw to A to Y. C.P. - End will not be blocked so you may have to throw quick.
ALERTS	

Play: 352 Max



BALL CARRIER (F)	2 point stance, toes at 7. Execute draw fake. Do not pass color. Responsible for MAC.
BACK (A) (H) (U)	Run route called.
BACKSIDE TACKLE	Covered: block man on or outside. Area all games. Slide weak (away from Y) Calls: SOLID, ROGER/LUCKY, FAN/PRESS, AND BASE
BACKSIDE GUARD	Covered: Block man on. Area all games. Uncovered: Slide weak (away from Y) responsible for weak B gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, FAN, PRESS, AND BASE.
CENTER	Covered: Block man on. Area all games. Slide weak (away from Y). responsible for weak A gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, BASE
PLAYSIDE GUARD	Covered: Block man on. Area all games. Uncovered: Slide weak (away from Y). Responsible for strong A gap. Calls: SOLID, ROGER/LUCKY, RAM/LION, SQUEEZE AND BASE.
PLAYSIDE TACKLE	Man on to outside. Calls: DOUBLE, TRIPLE.
TIGHT END (Y)	Man on to outside. Calls: DOUBLE, TRIPLE.
SPLIT END (X)	Run route called.
FLANKER (Z)	Run route called.
QB	Back out and execute 52/53 draw fake. Set up and read route progression that is called.
ALERTS	

PLAY ACTION PATTERN VARIATIONS

TWINS

314-315 Max Z Quick Post

10-311 Max X Post

7 Steps

