

80's

USFCL

Mouse Davis

Run n Shoot

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Material

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FOOTBALL

The system we will use is a DOUBLE SLOT with motion and modifications.

End 12-17 yards
from center

2'-4' 2'-4' 2'-4' 2'-4'

End 12-17 yards
from center

Slots 1 to 3 yards
outside tackle

FORMATIONS: The first term given by the Quarterback will be the formation we will use. If we operate from a double slot no formation will be given. Our formations and calls for them follow:

(No Call)

Guards Right

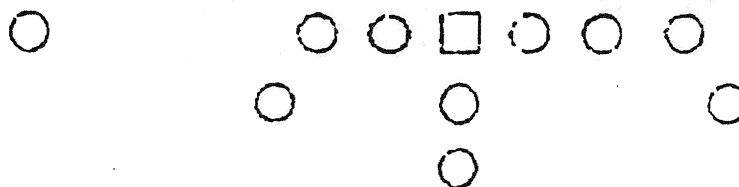
Guards Left

L.G.

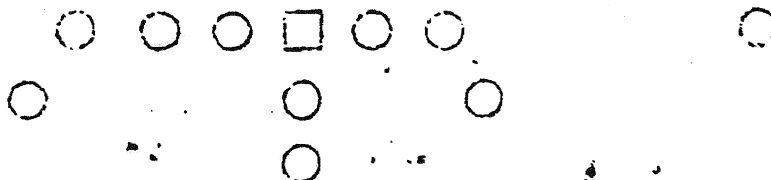
R.G.

In some situations we may want our split end in sight. He will see this in the end of the line with the most tiger after it.

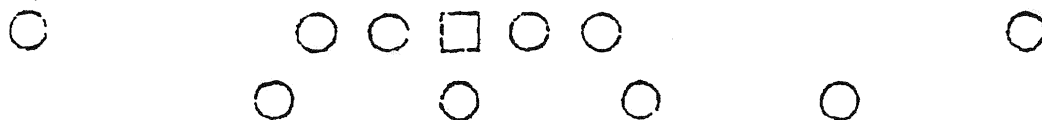
SPLIT TIGHT



JONES TIGHT



FULLBACK RIGHT

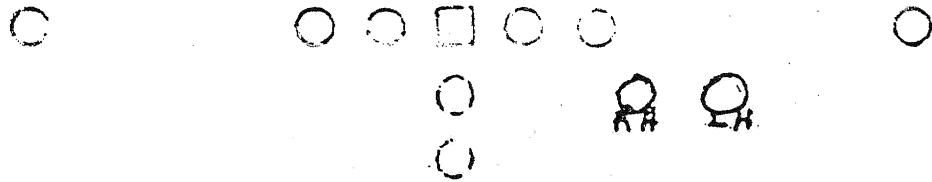


THREEBACK LEFT

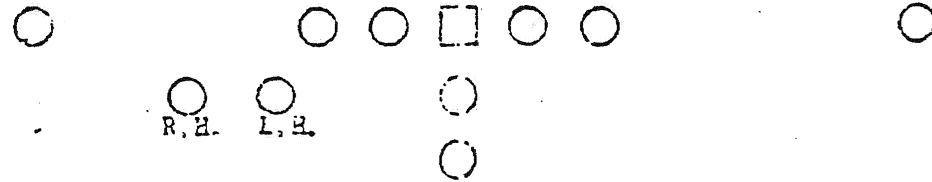


HALF BACKS RIGHT

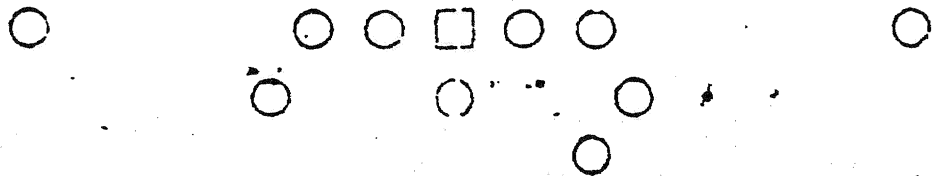
-3-



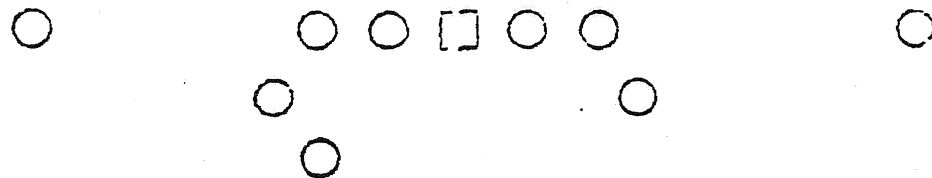
HALF BACKS LEFT



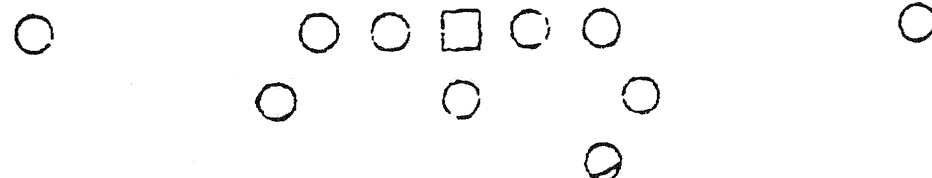
SLIDE RIGHT



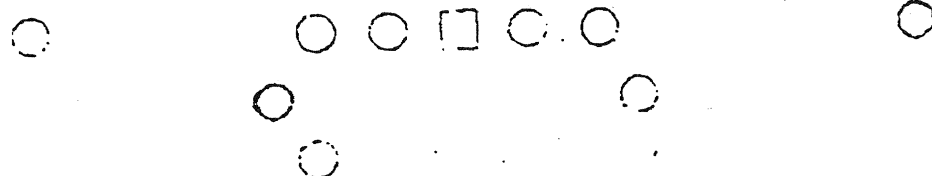
SLIDE LEFT



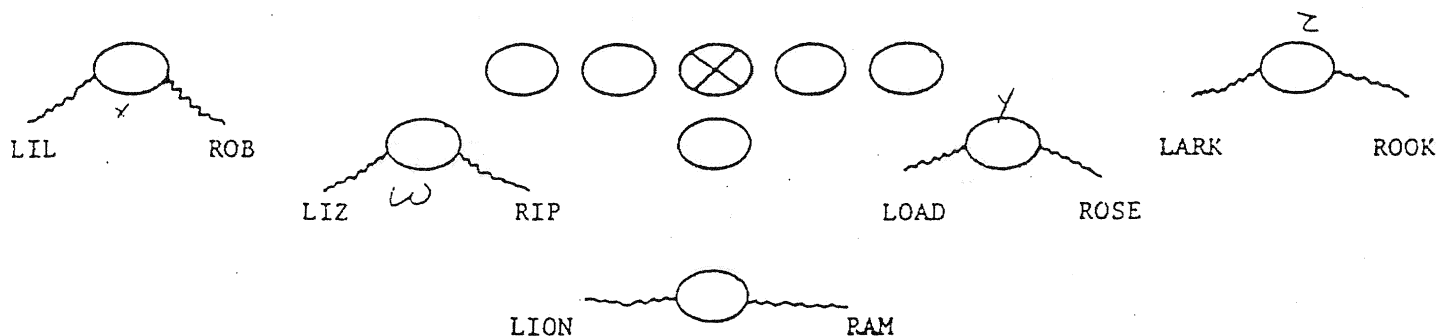
MOVE RIGHT



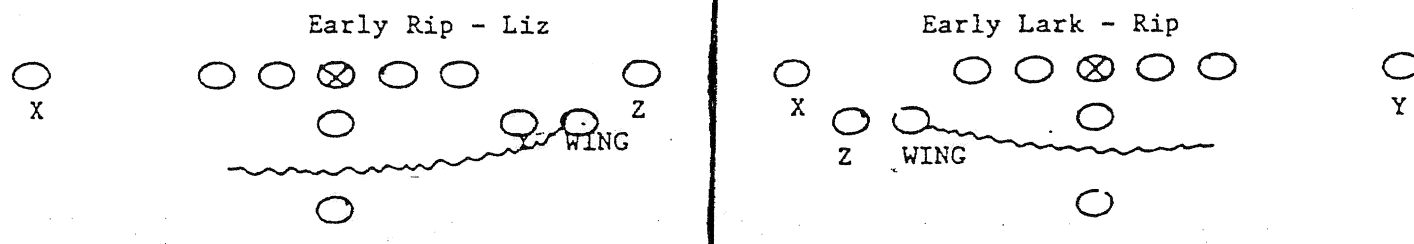
MOVE LEFT



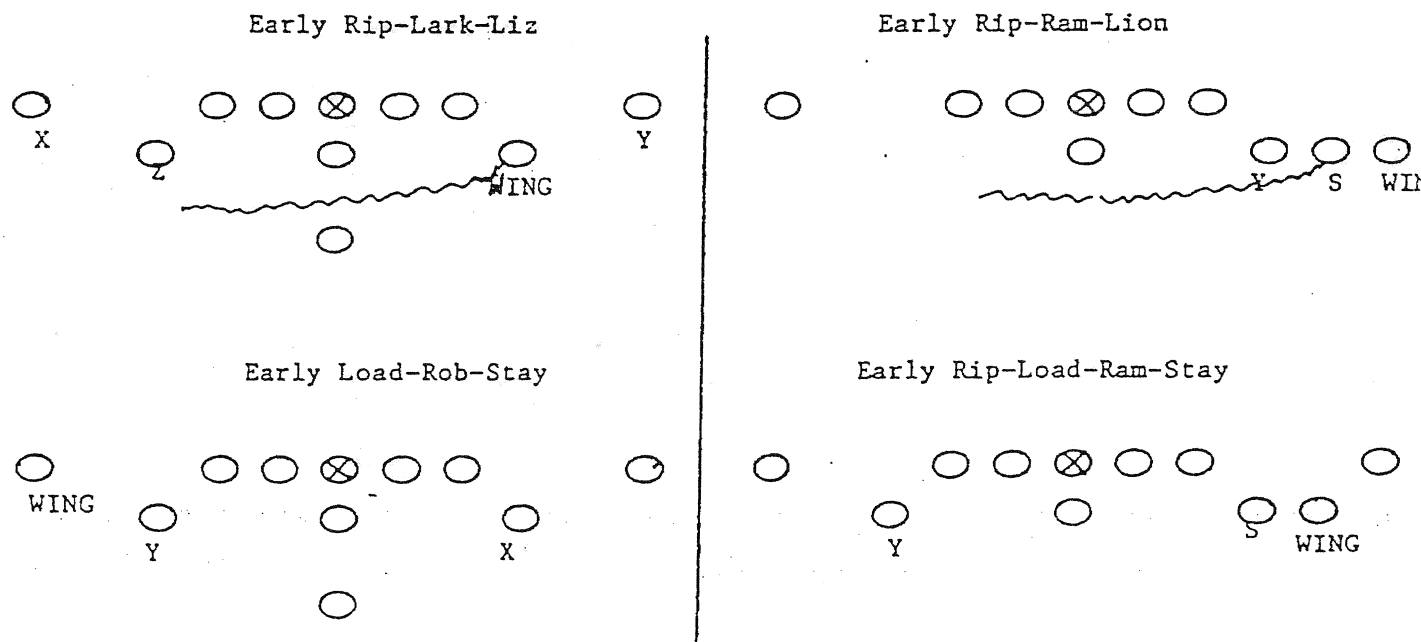
MOTION CALLS: The following motion calls may be made to allow greater flexibility and speed in calling plays. The calls apply to the POSITION no matter where the man is lined up in the formation. All motions going to the Right begin with R. All motions to the Left with L.



EARLY CALL: This is another method of setting formations and may proceed a motion call. The term EARLY will set the man called in his motion position from the huddle. If there is a second motion call for any man, he will run that motion on the command GO. EXAMPLES:



In using an early call the last call will always be a motion call unless the QB adds the term STAY after the last call. EXAMPLES:



HUDBLE - We will use the huddle which is shown in the following diagram:

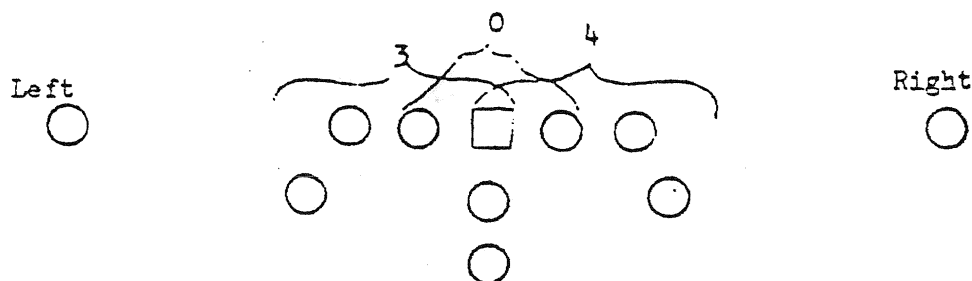
BALL
RCGT
EBBE
QB

The players will assume a resting position with elbows locked and hands resting on the knees. The Q.B. will step to the huddle and command UP, at which time all players come to a standing position with all eyes on the Q.B. The Q.B. will call the play and give the snap signal, the center and split ends leave the huddle immediately after the snap signal is given; the Q.B. pauses and commands READY (on this command we will jump into position facing the ball) we will break from this position by screaming HARD together. This will be done immediately after the Q.B. gives the command BREAK.

The break is snappy and you run to your position. If you have something to tell the Q.B. catch him on the way to the huddle or at a time out, but when he steps up to the huddle, there is to be no talking.

The center comes out over the ball and the Q.B. takes his position ready for the snap. All other players take their offensive stance. The Q.B. then pauses and gives the snap signal which will be an off cadence GO * HUT 1 - HUT 2 - HUT 3; If there is a man in motion his signal to start will be GO*. The ball is to be in the Q.B.'s hands on the snap call which means we must explode together. Anticipate the snap number.

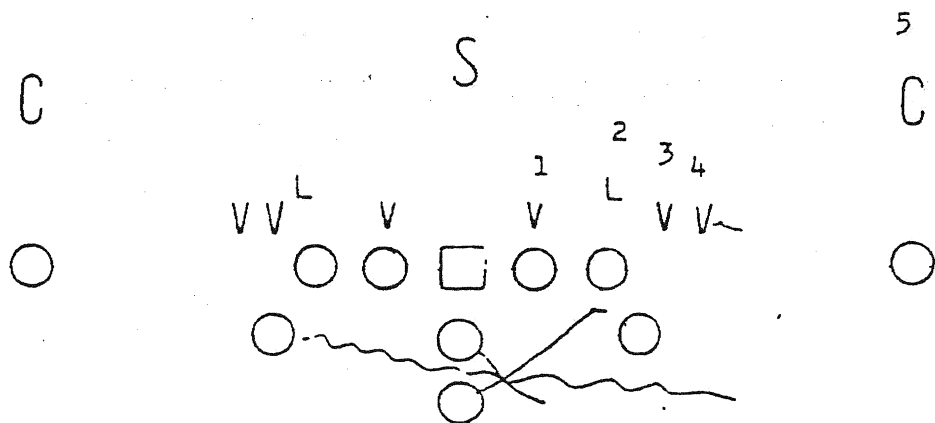
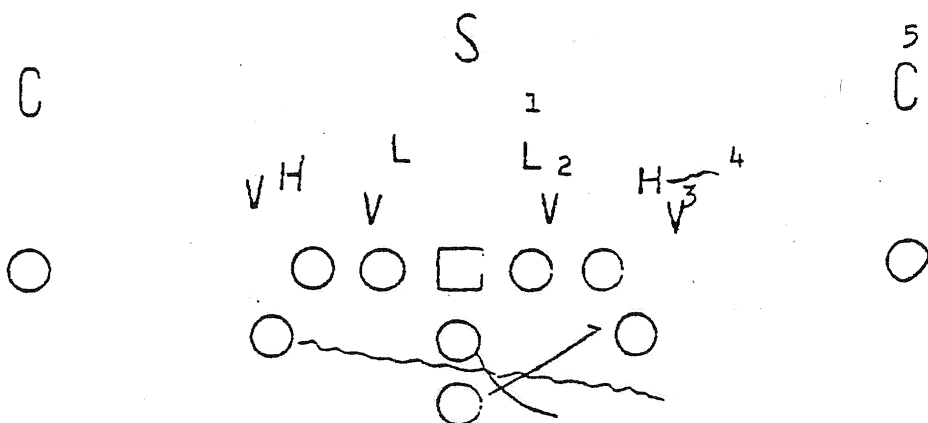
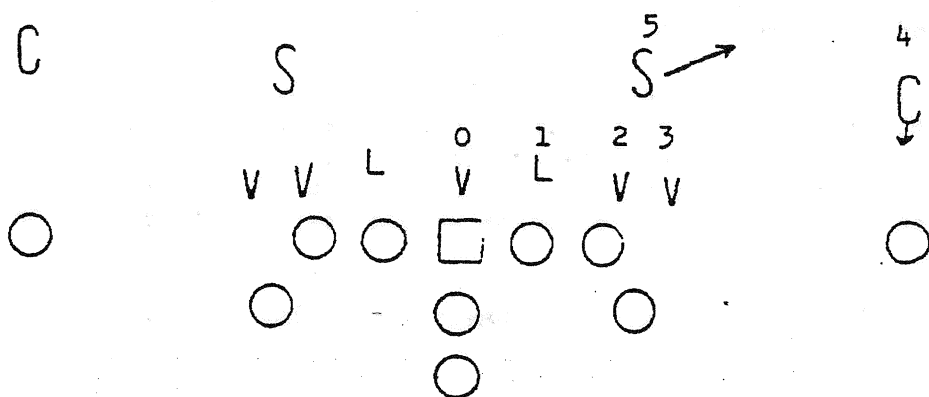
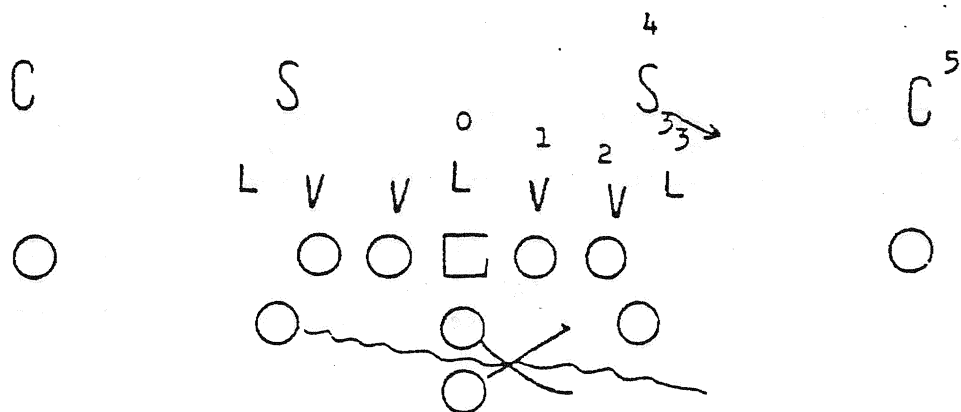
ATTACK AREAS - We will attack 5 basic areas along the line of scrimmage. They are designated as follows:



We will start our running pattern at the middle of the hole or the soft part of the defense and run to the open area.

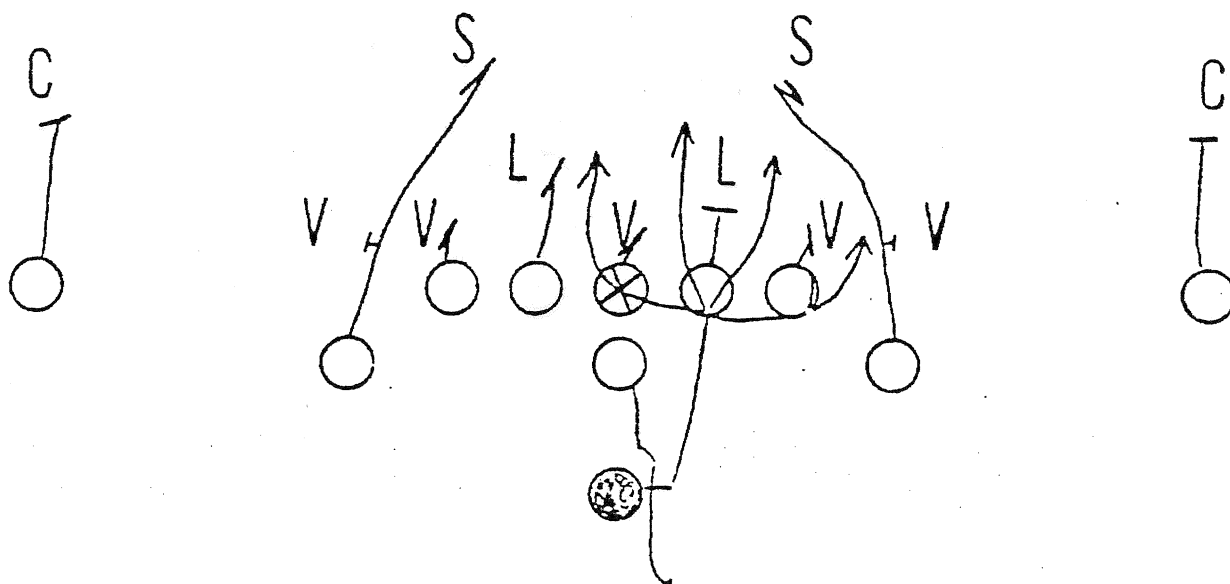
DRIVE: BLOCKING - The first man head on the center will be the 0 man. Beginning with the next man to the right or left of center, the defensive men within 4 yards of the line of scrimmage will be numbered 1, 2, 3, 4. Any outside deep back will be #5 unless there is an outside rotation to our motion in which case he becomes #4.

Examples of the numbering system follow on the next page.

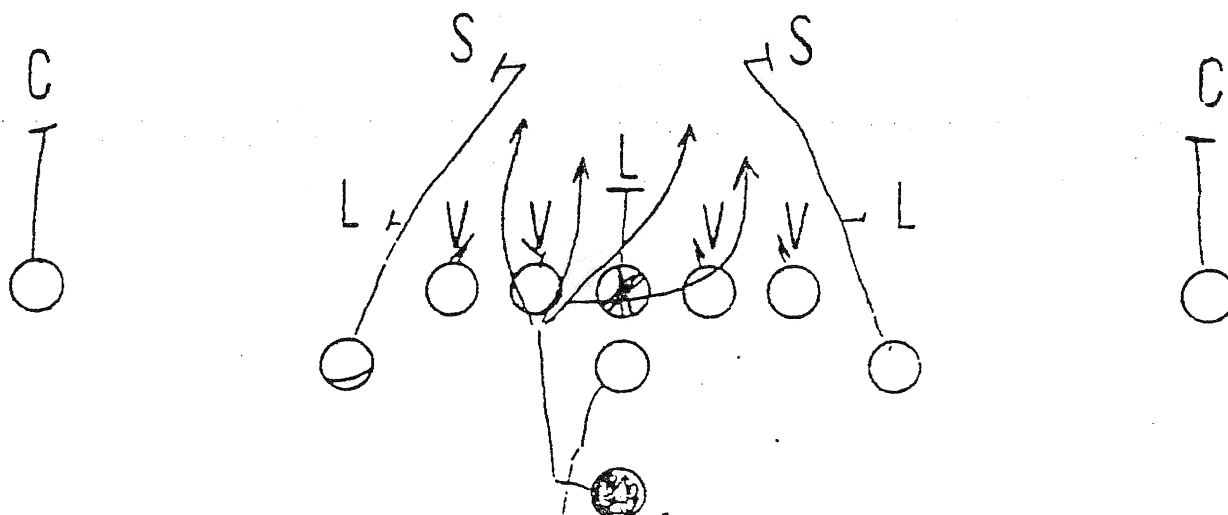


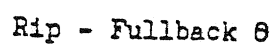
THE RUNNING GAME: Our offensive running plays are called by a descriptive term which indicates the backfield action. The descriptive term will be followed by the area we will attack (either 4-0-3 or left or right). Our plays follow:

FULLBACK 4

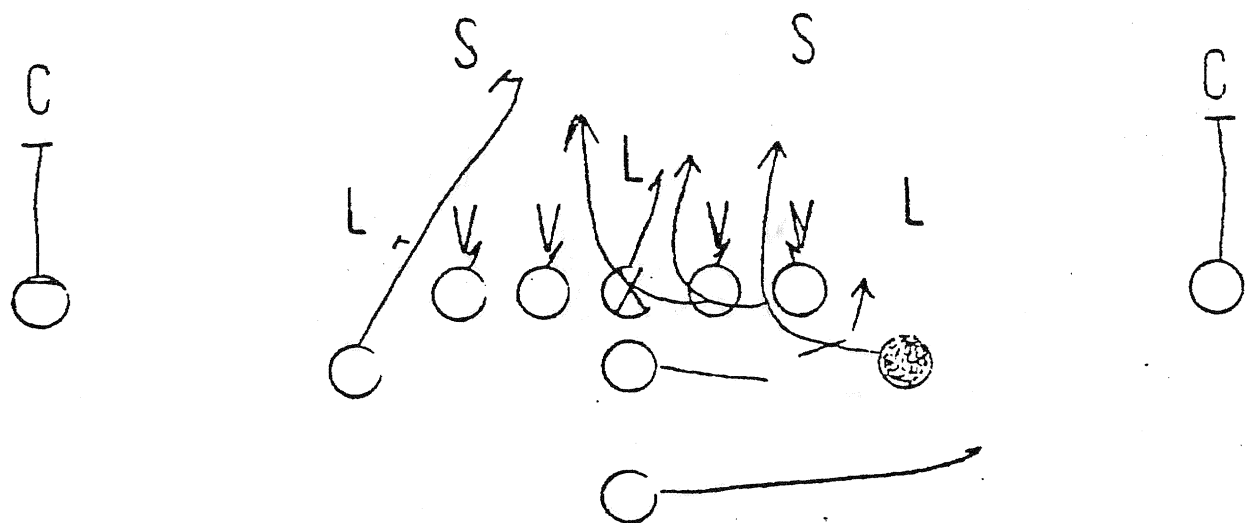


FULLBACK 3

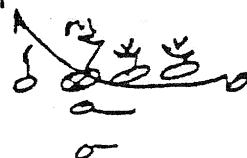




HALFBACK 4

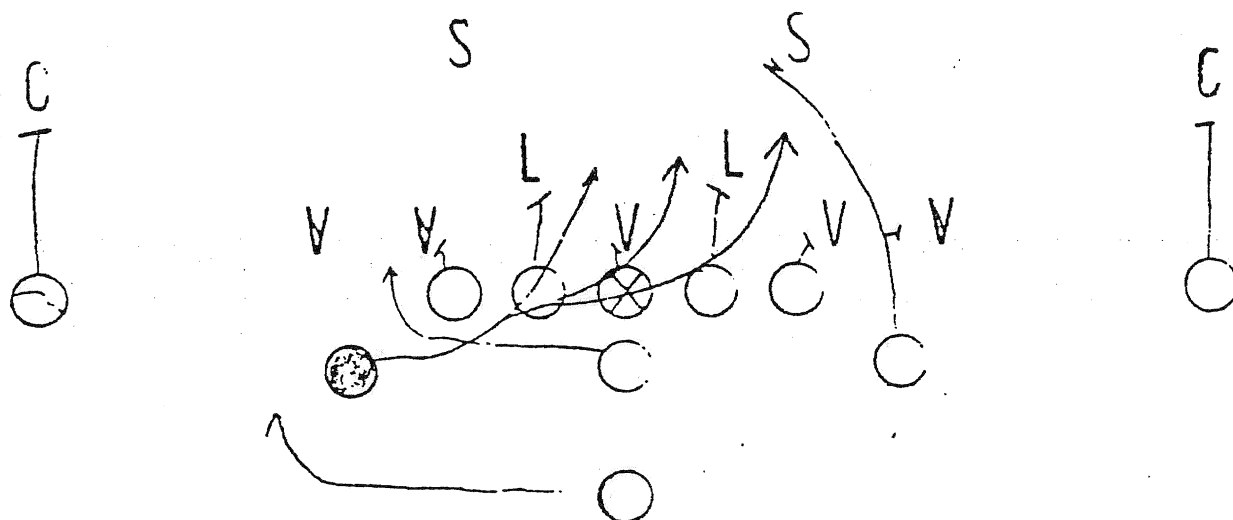


Halfback 4 Veer In

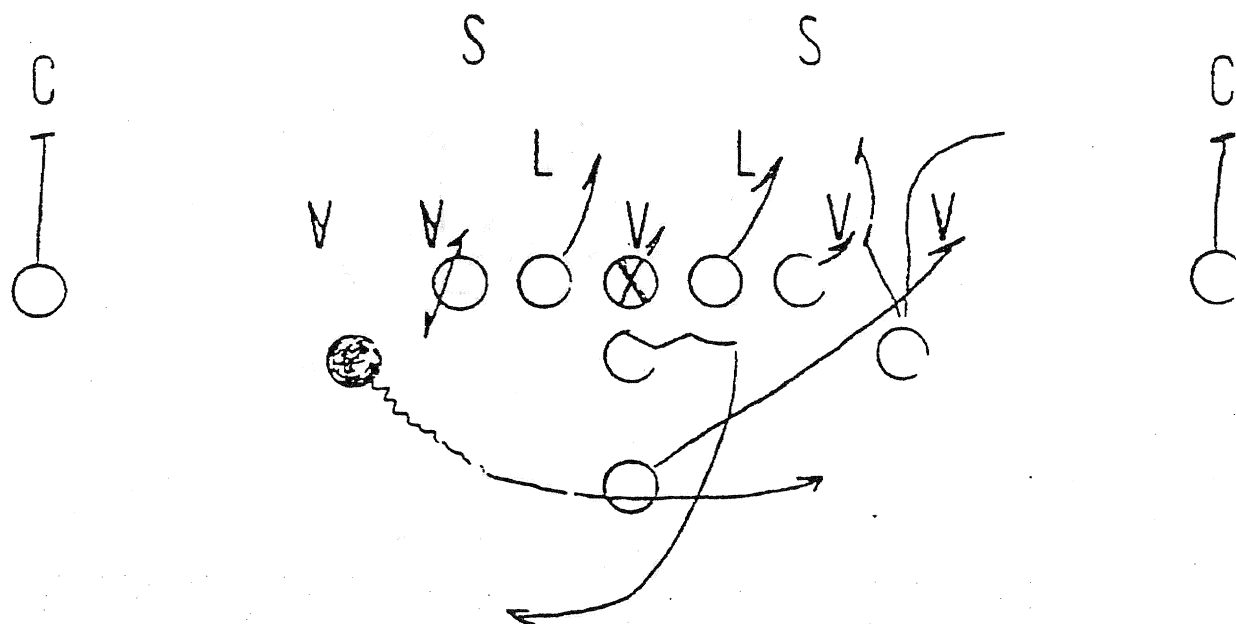


x block backside

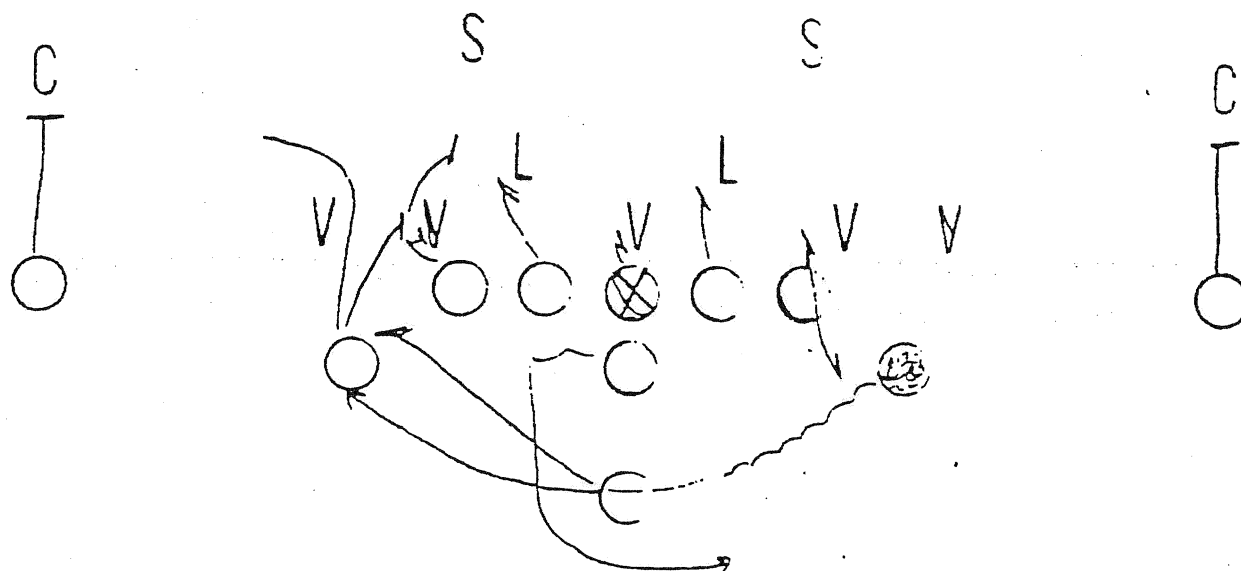
HALFBACK 3



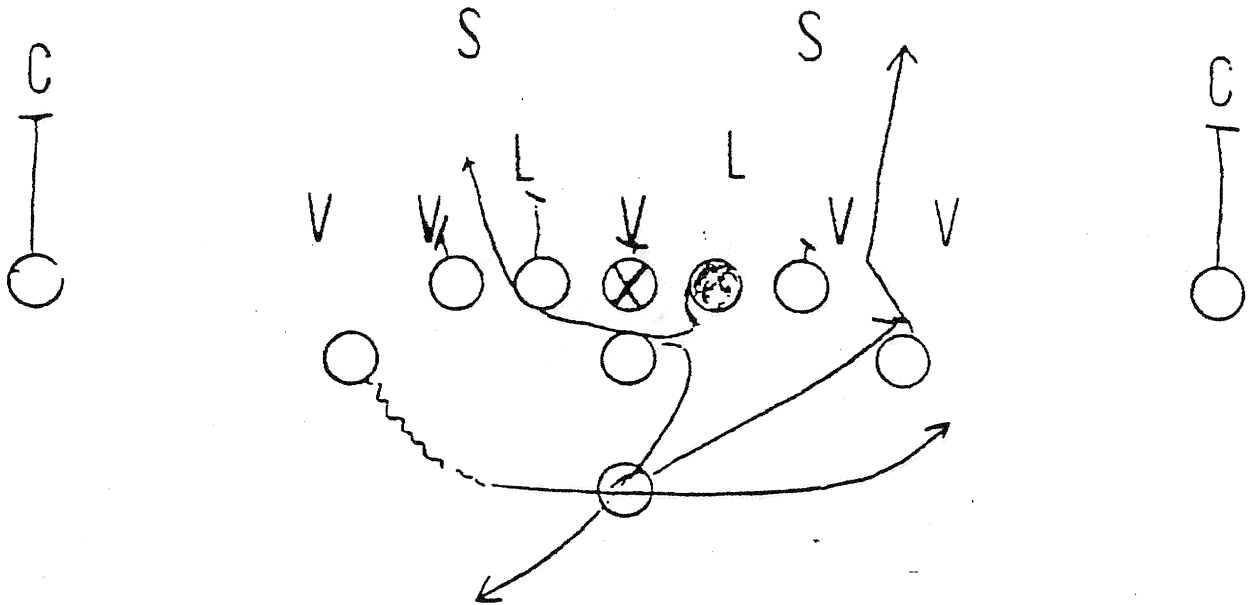
Red - SWEEP RIGHT



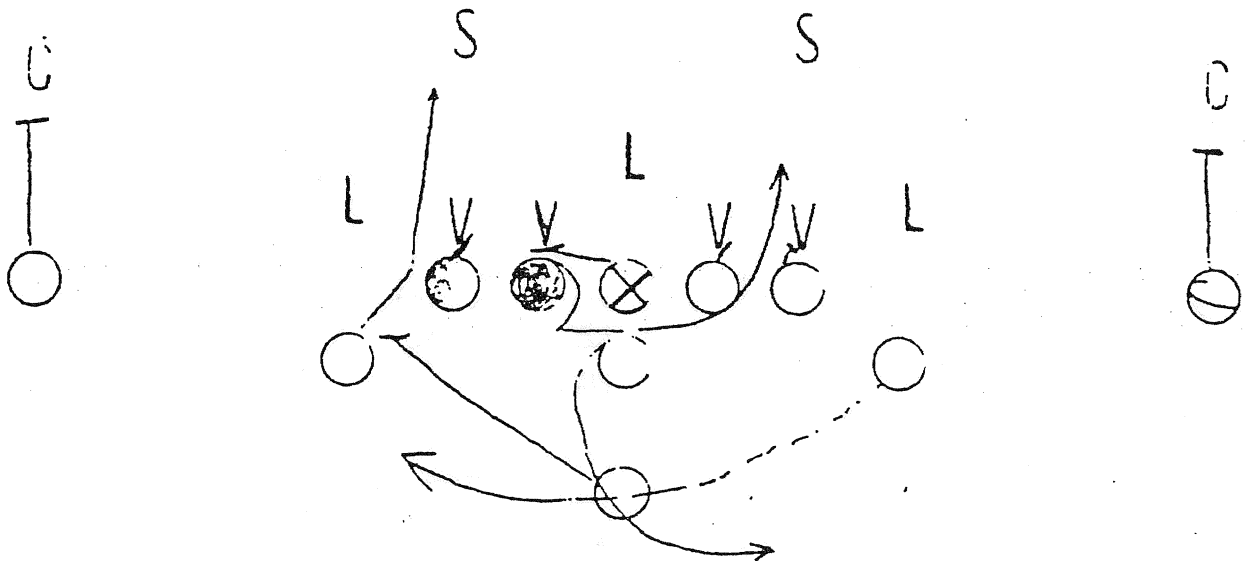
Lee - SWEEP LEFT



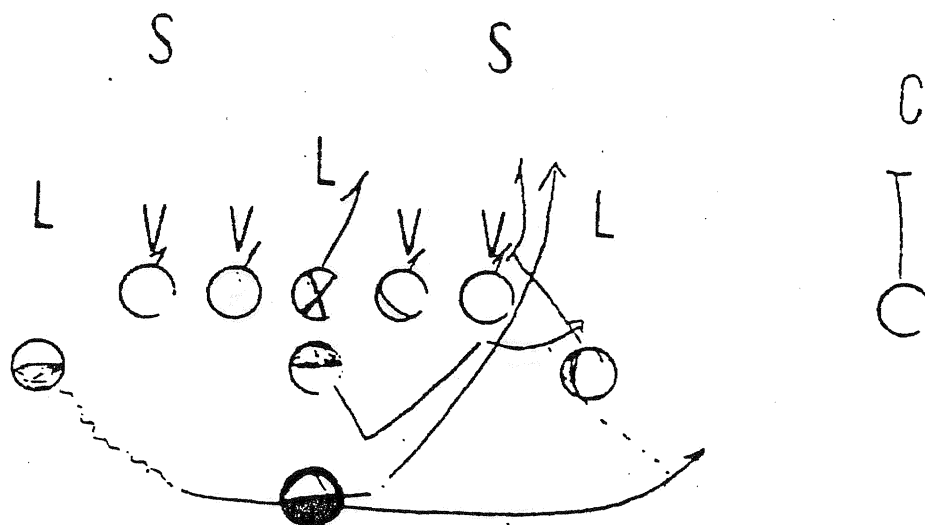
Red - RIGHT GUARD SPECIAL



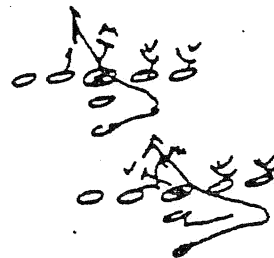
Lee - LEFT GUARD SPECIAL



Red - BELLY RIGHT RUN

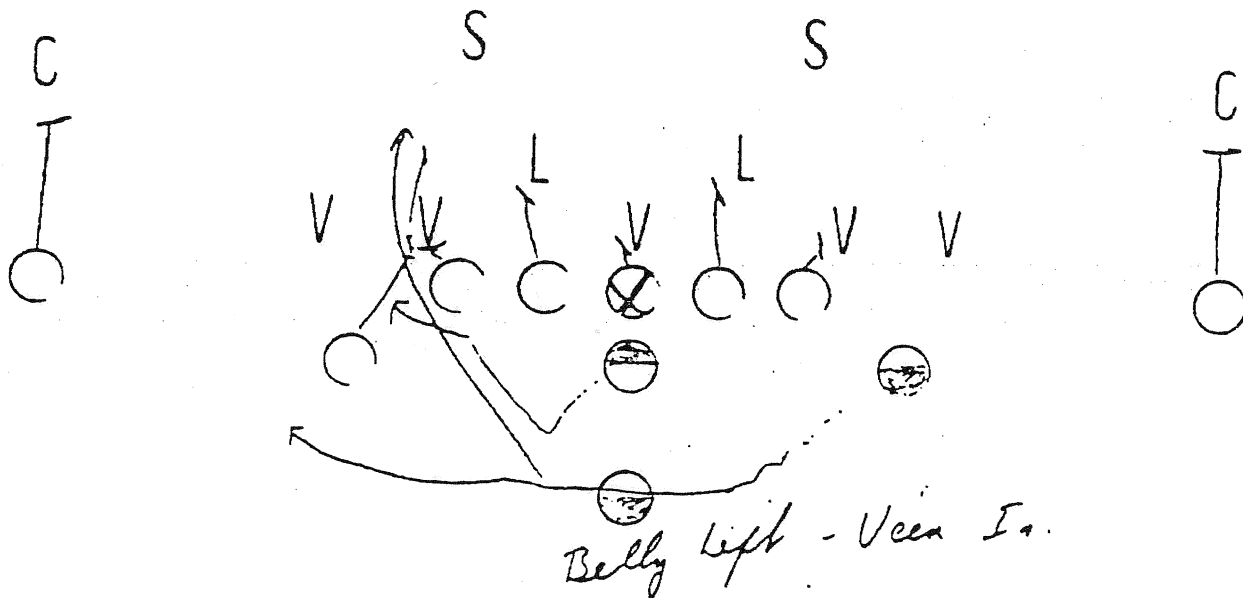


Belly Right - Veer In



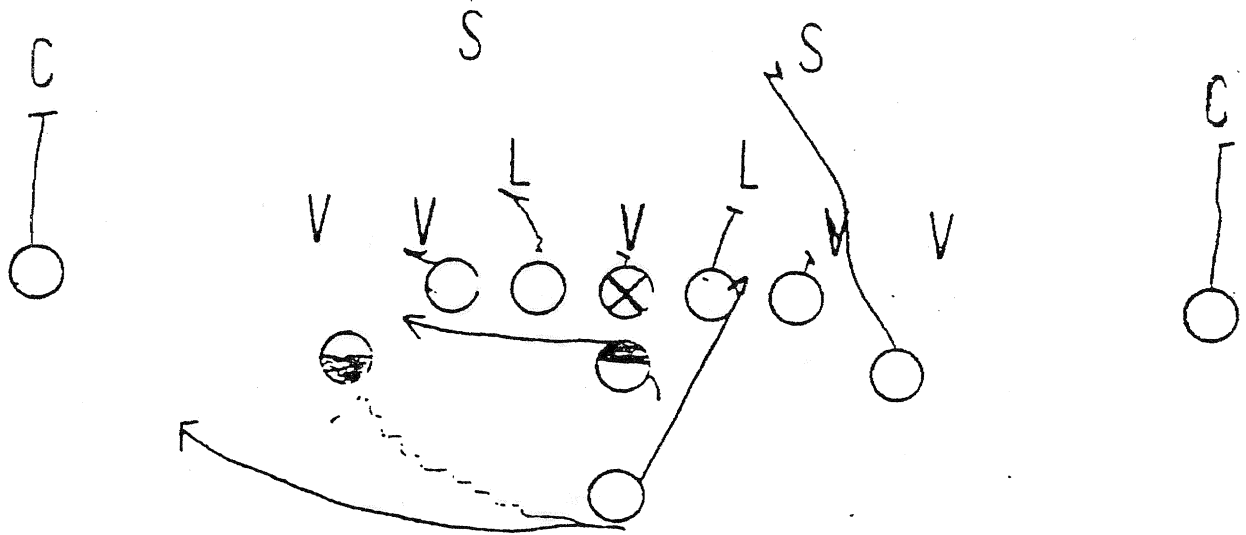
Obstruction bank
SIDE

Lee - BELLY LEFT RUN

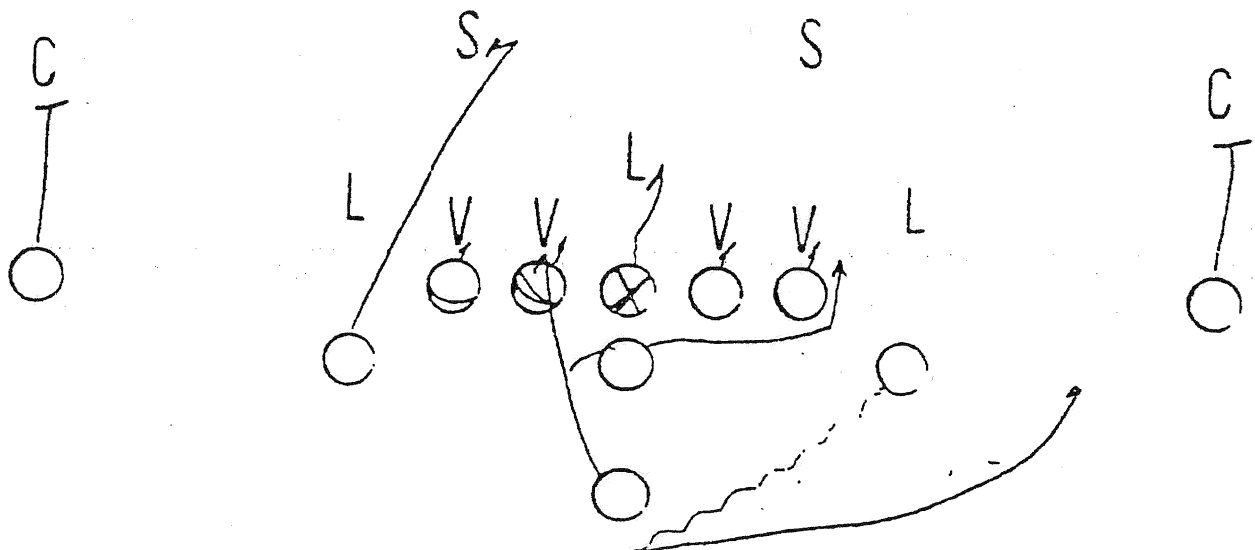


Belly Left - Veer In.

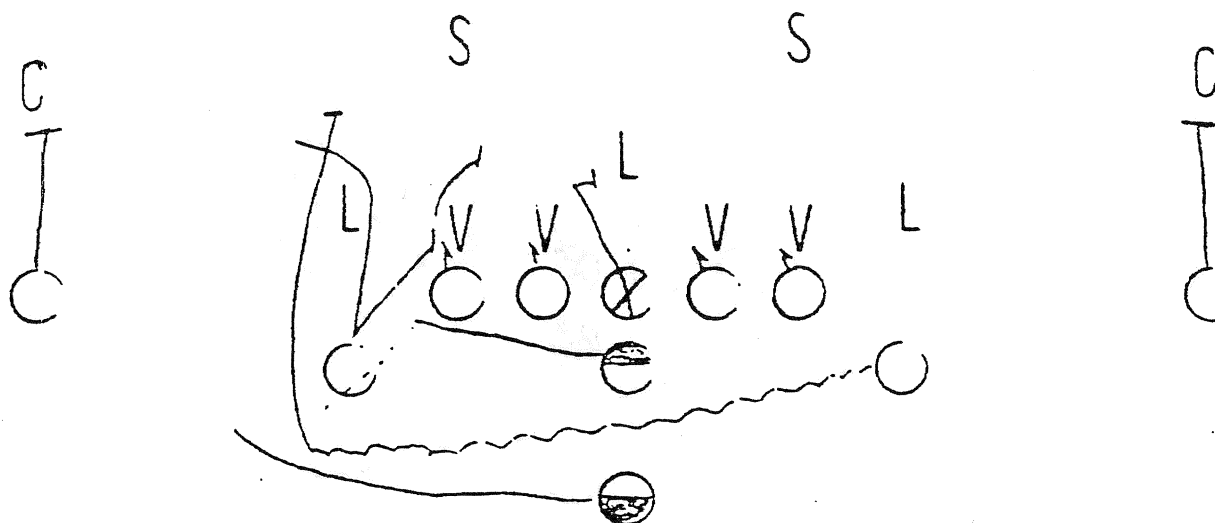
Red - BUTTERFLY OPTION LEFT



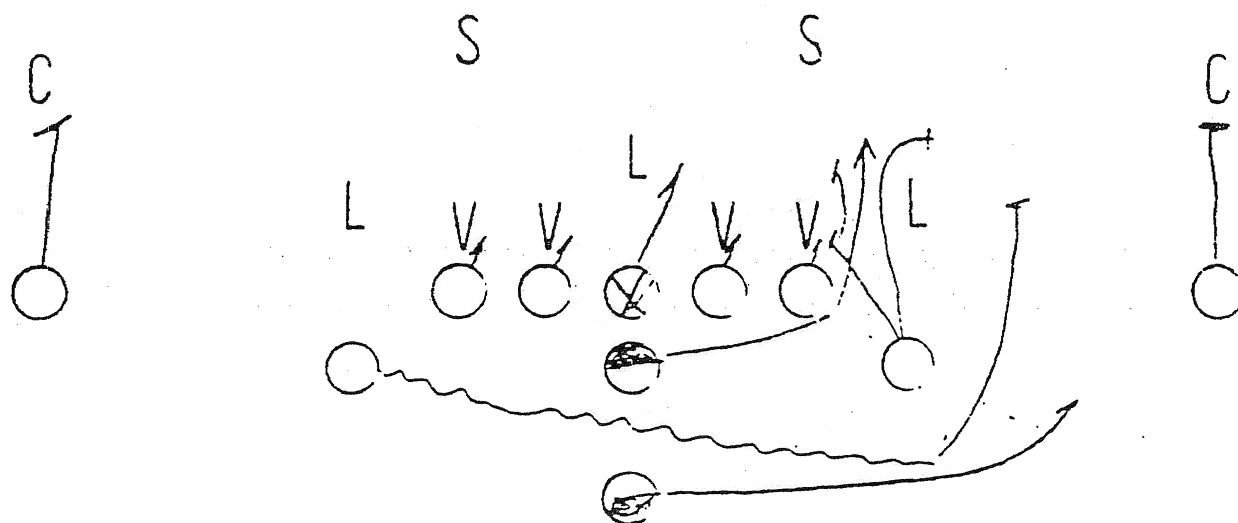
Lee - BUTTERFLY OPTION RIGHT



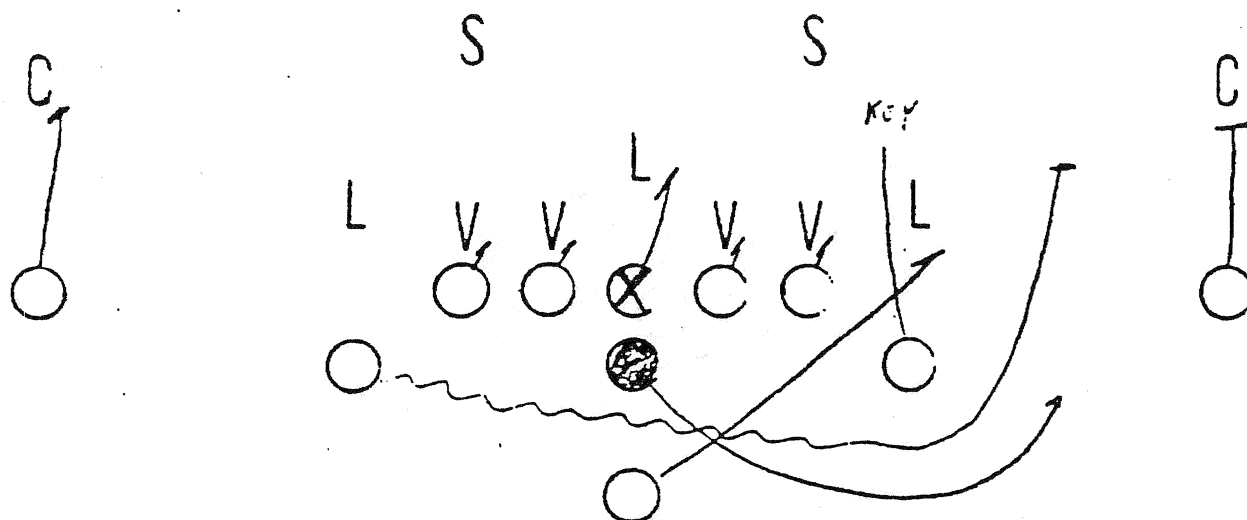
Load - OPTION LEFT RUN



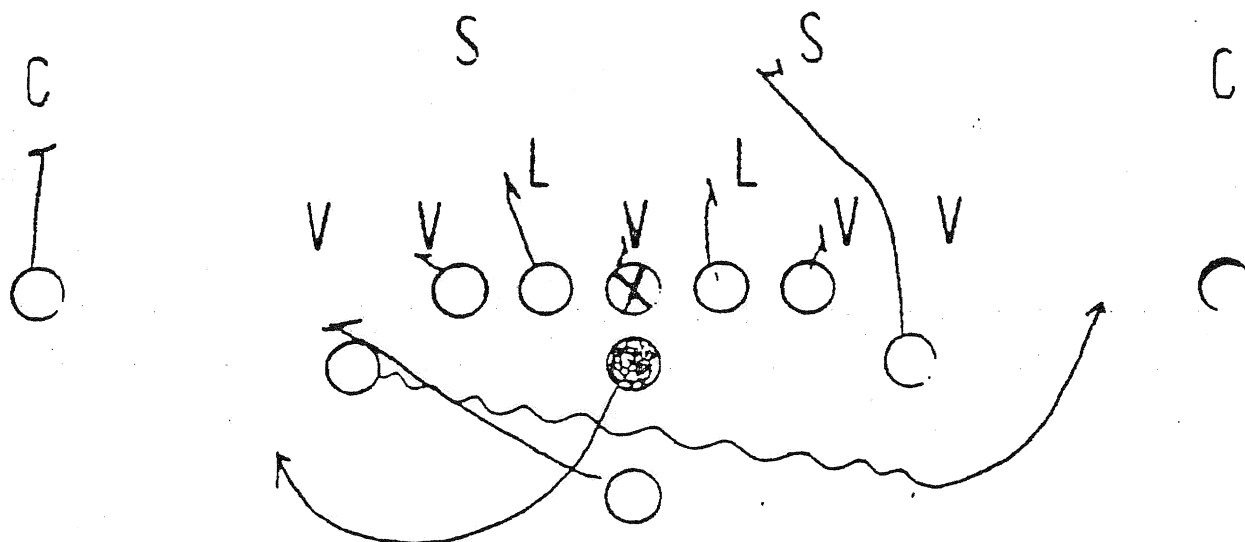
Rip - OPTION RIGHT RUN



Rip - SCRAMBLE RIGHT RUN



Rip - SCRAMBLE LEFT RUN



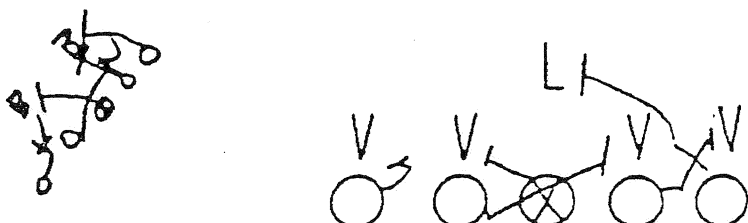
Center Block opposite of call on #1 man (quads lost to a jump)
 Left Guard Pull and block first man head up or to the outside of the tackle, LOS.
 Left Tackle #2 ~~block~~
 Left End #5
 Right Guard #0 - ~~On #0 block #1~~
 Right Tackle #1 - On gap call block #2
 Right End #5 - If tight seal the top of the hole
 Right Halfback If not sent in motion, seal top of the hole

Center Block opposite of call on #1 man
Left Guard #0 - No #0, #1
Left Tackle #1 - Gap call #2
Left End #5 - If tight seal the top of the hole
Left Halfback If not in motion - seal top of the hole
Right Guard Pull and block first man head up or to the outside of the tackle
Right Tackle #2
Right End #5

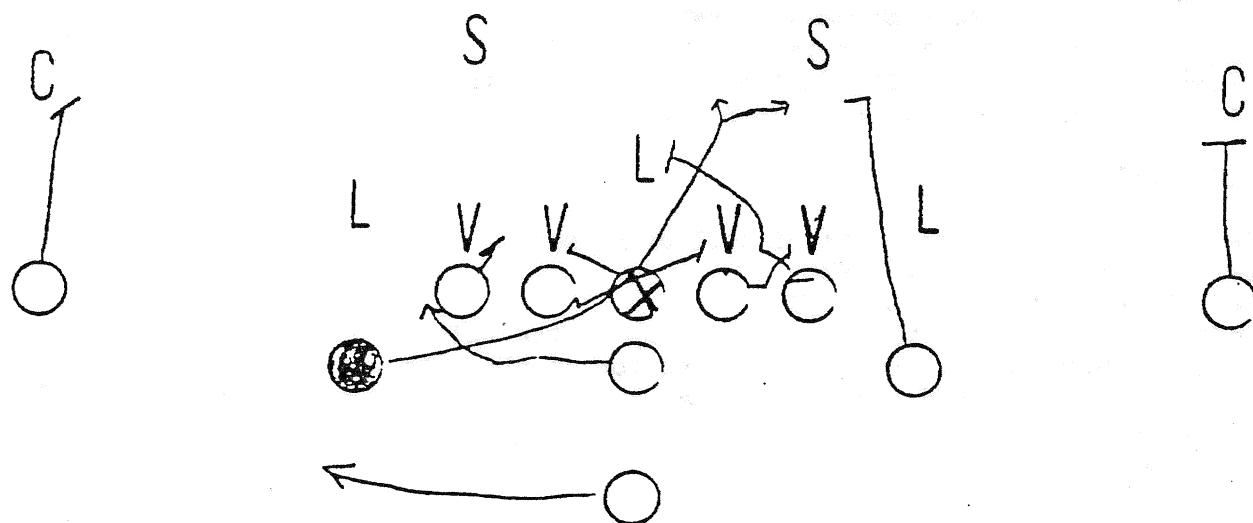


QUICK DRAW BLOCKING: The pulling guard will trap the first man up or to the outside of the guard. Our rules for quick draw blocking follow:

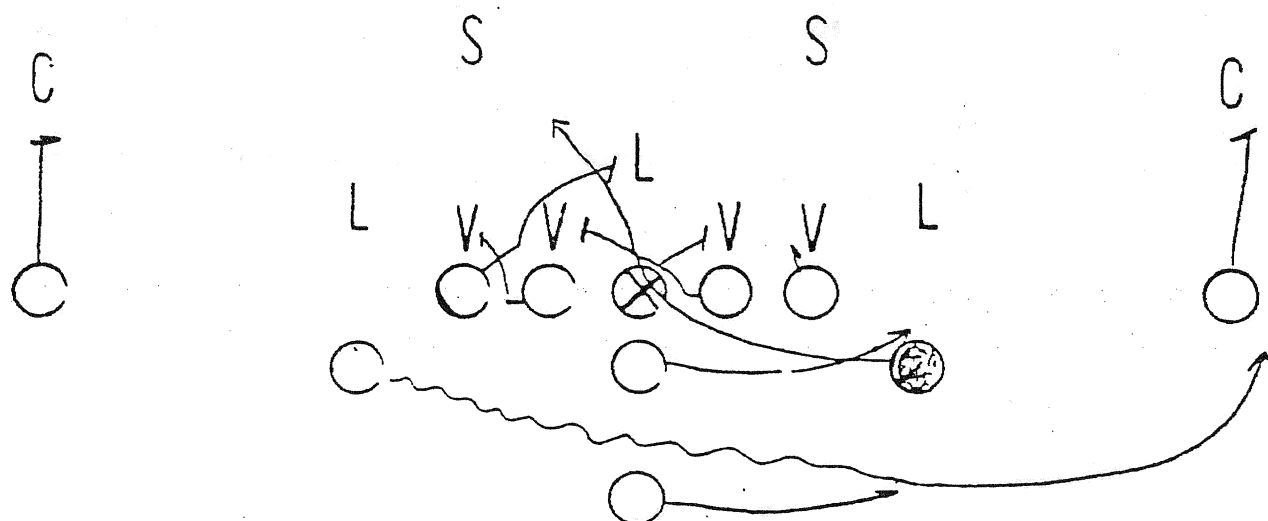
CENTER: Block opposite of call on #1 man
 LEFT GUARD: Pull to the inside & block first man head up or to the outside of the guard.
 LEFT TACKLE: #2.
 LEFT END: #5.
 RIGHT GUARD: Influence pull to outside & block #2 (Gap defenses make you block to your inside)

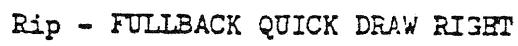


LEFT HALF QUICK DRAW RIGHT

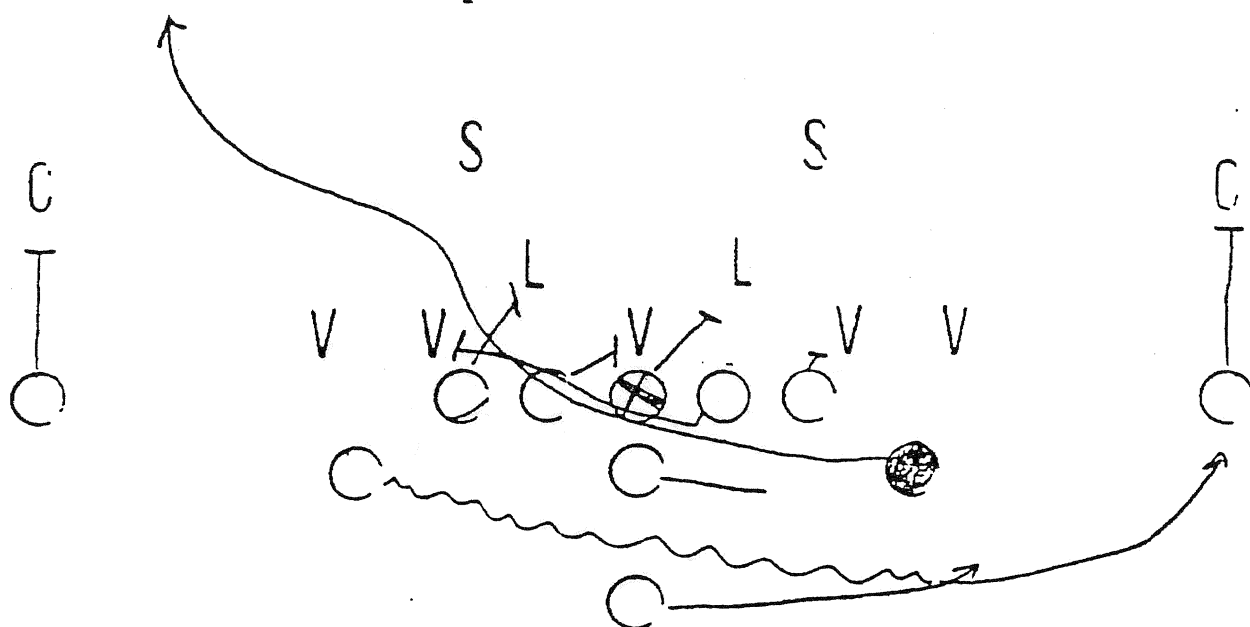


Rip - RIGHT HALF QUICK DRAW LEFT

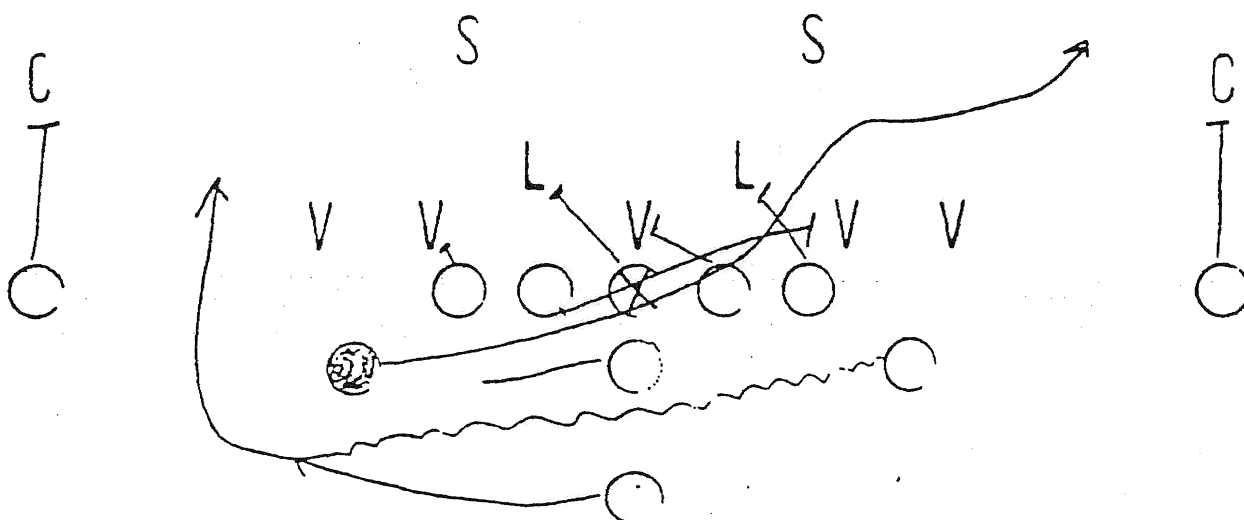




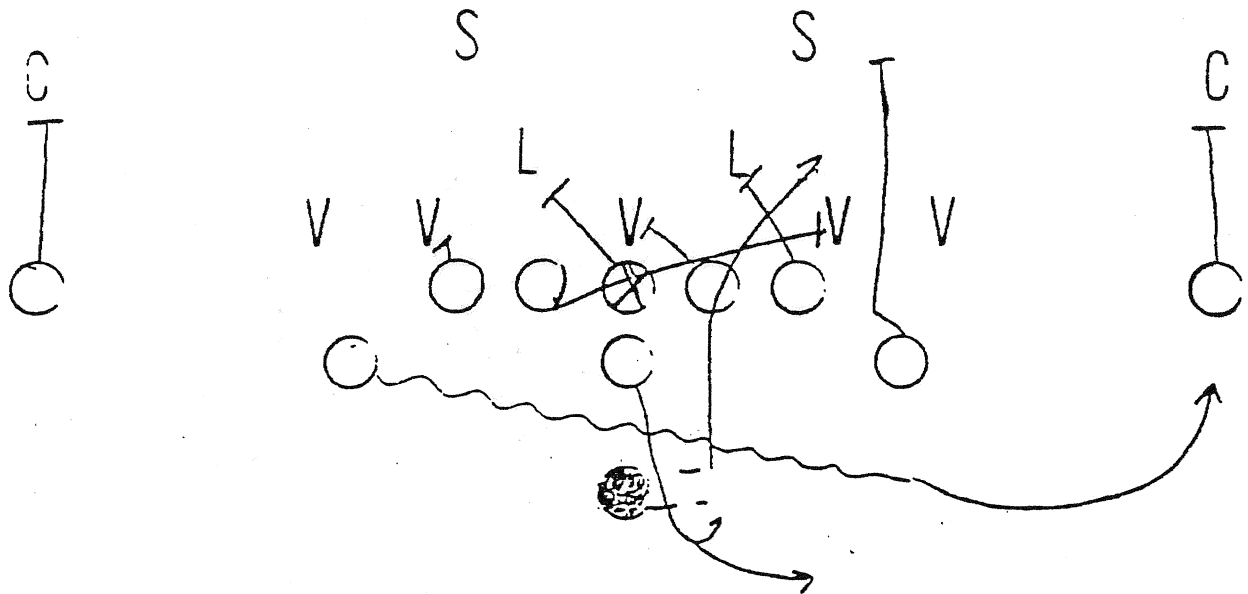
Rip - RIGHT HALF DRAW LEFT



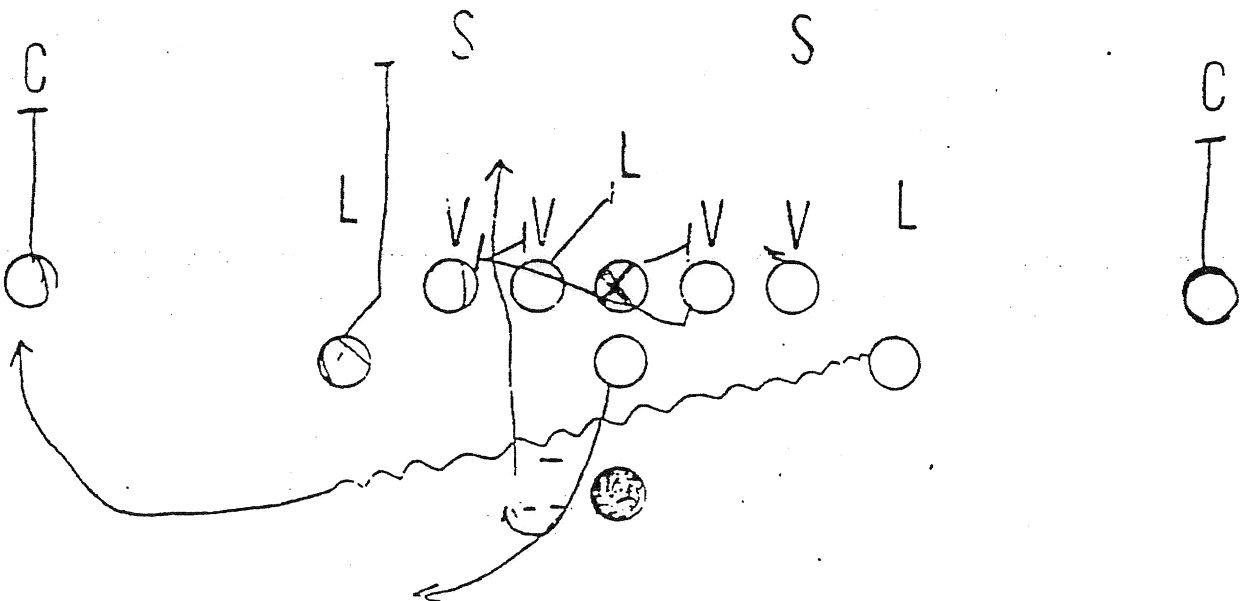
Load - LEFT HALF DRAW RIGHT



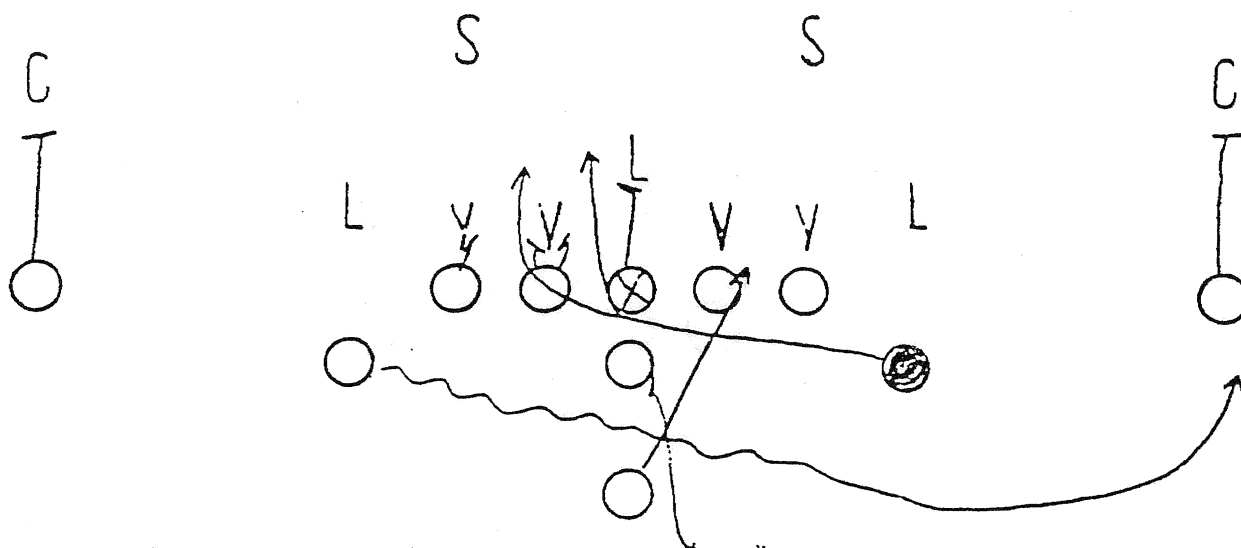
Rip - FULLBACK DRAW RIGHT



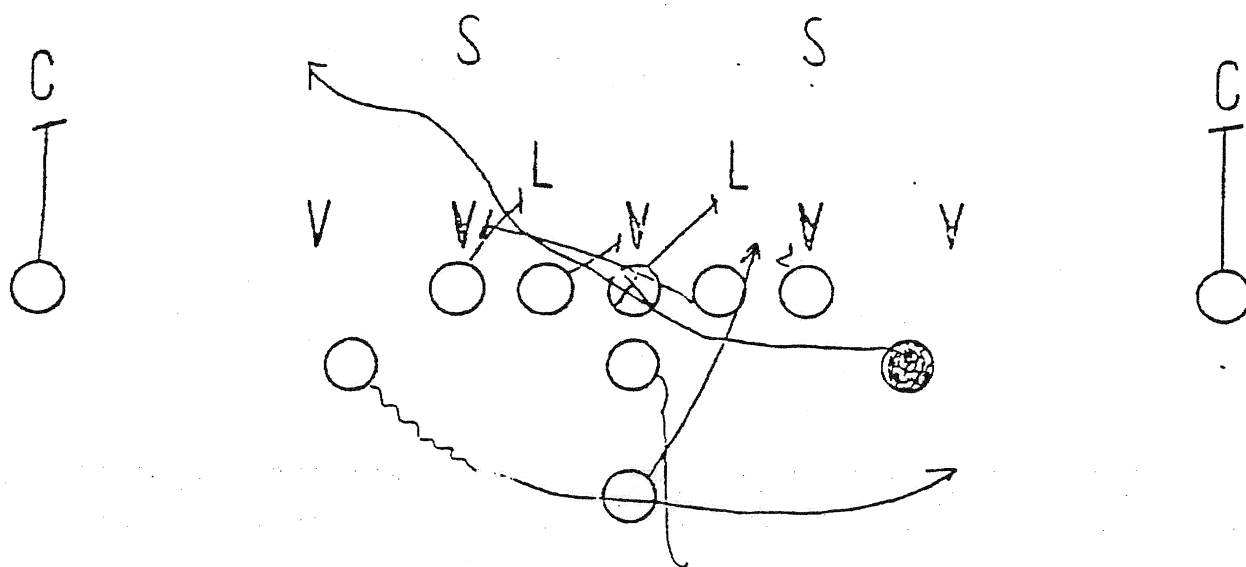
Load - FULLBACK DRAW LEFT



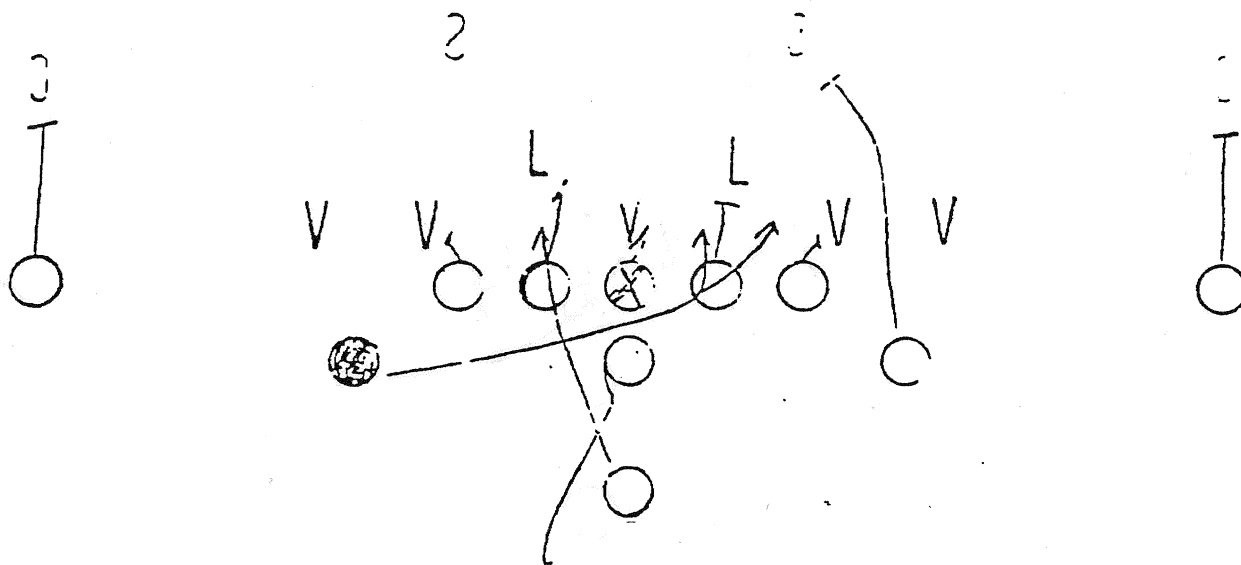
Rip - SCISSORS RIGHT - 3 HOLE



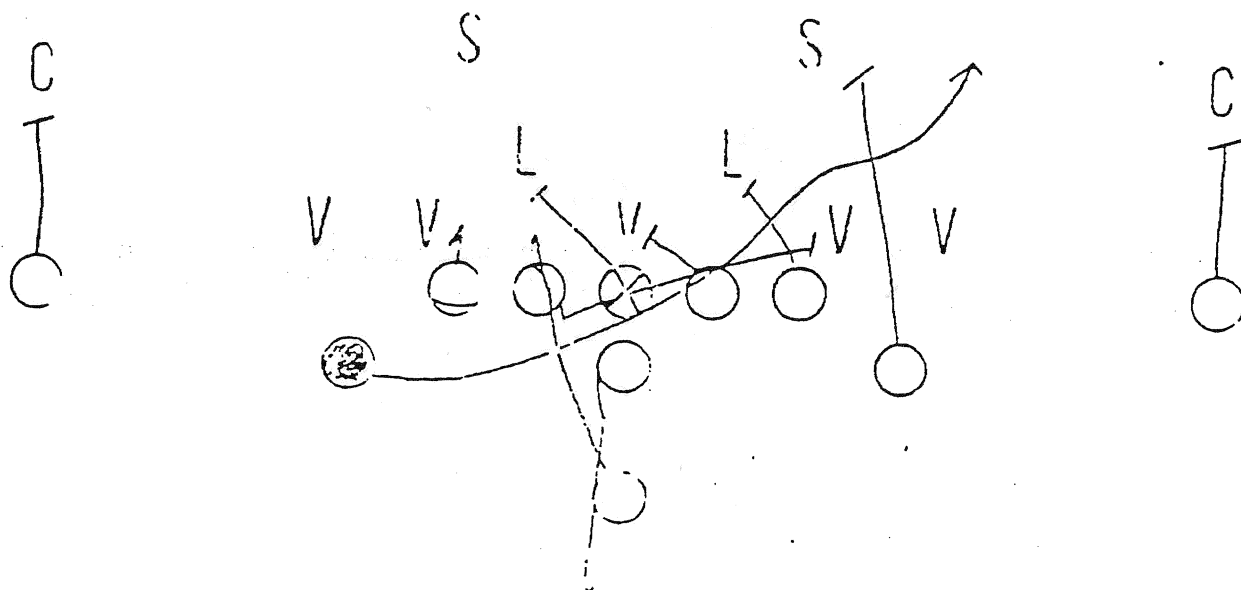
Red - SCISSORS RIGHT - DRAW LEFT



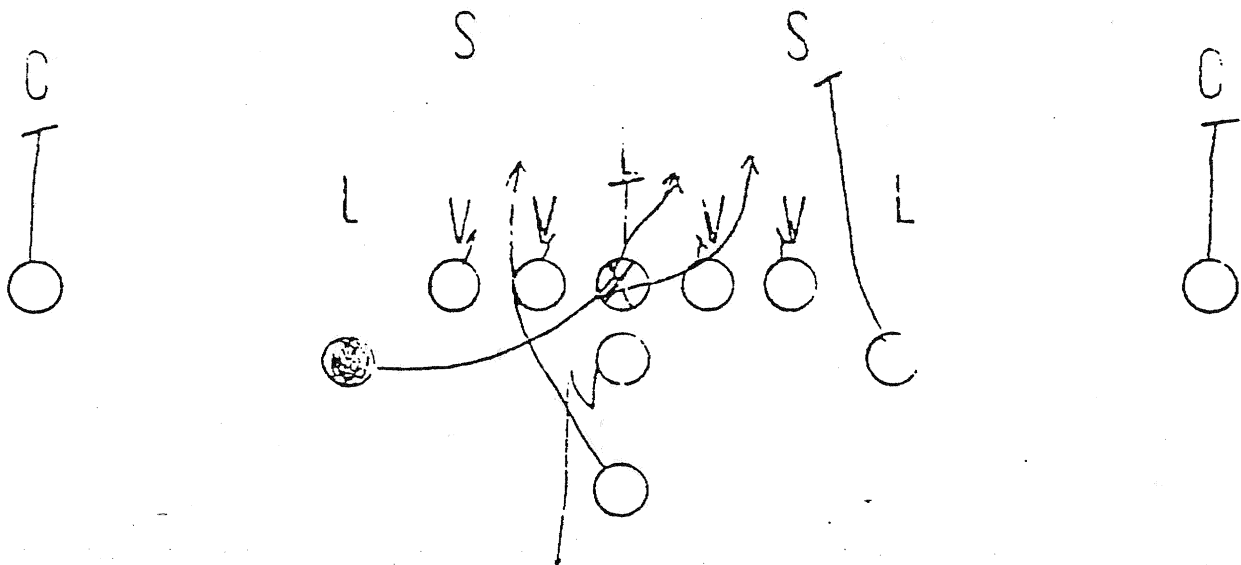
SCISSORS LEFT - FOUR HOLE



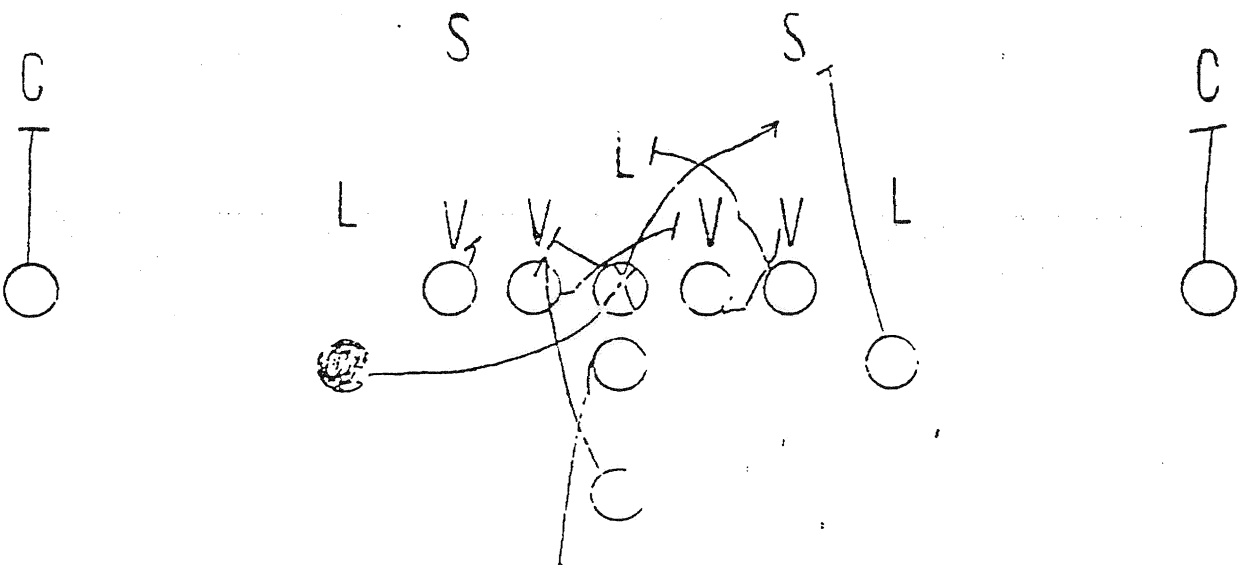
SCISSORS LEFT - DRAW RIGHT



SCISSORS LEFT -- O HOLE



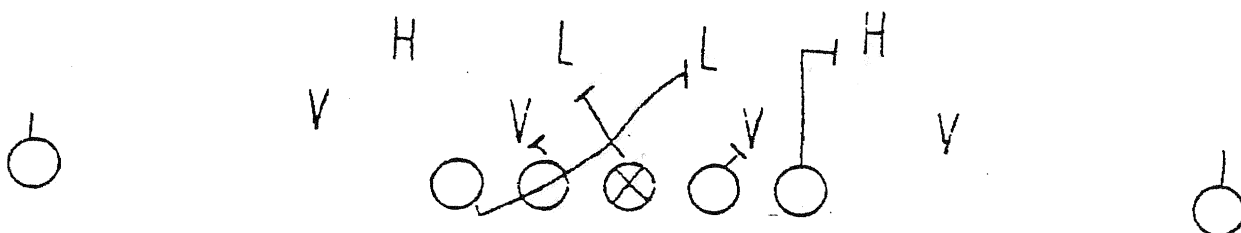
SCISSORS LEFT -- QUICK DRAW RIGHT



TACKLE TRAP BLOCKING: The pulling tackle will block the first man head up or to the off side from our center.

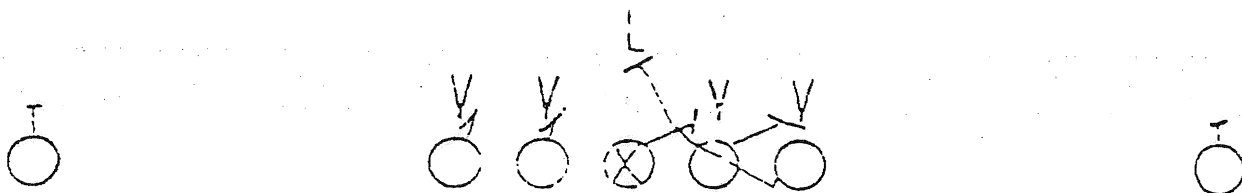
TACKLE TRAP RIGHT

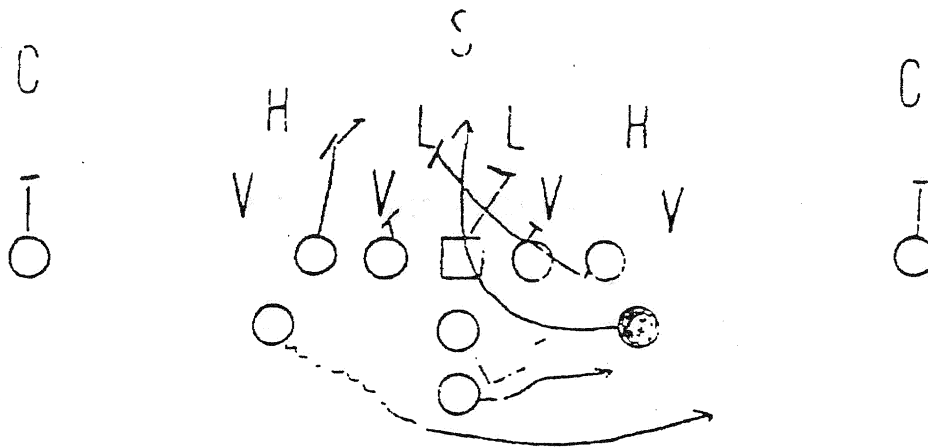
- Center - Block # 1 to your left
- Left Guard - #2
- Left Tackle - Pull and block first man to show over offensive center
- Left End - #5
- Right Guard - Block man head up - outside shoulder
- Right Tackle - Block the first man head up from the line of scrimmage to the goal line
- Right End - #3



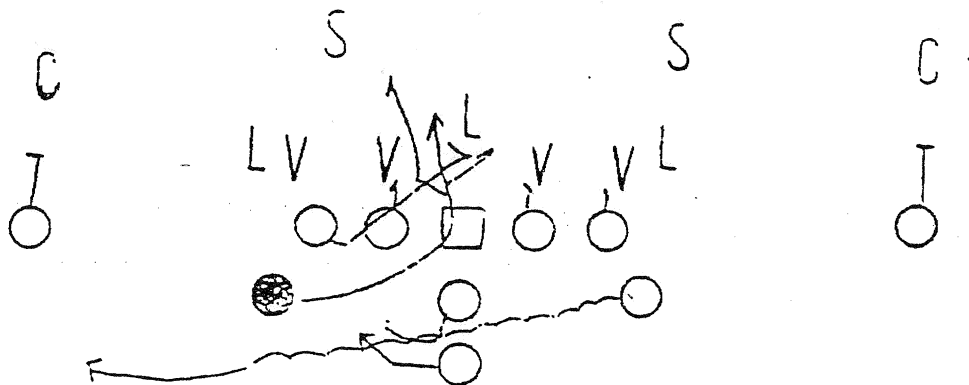
TACKLE TRAP LEFT

- Center - Block #1 to your right
- Left Guard - Block head up - outside shoulder
- Left Tackle - Block the first man head up from the line of scrimmage to the goal line
- Left End - #5
- Right Guard - #2
- Right Tackle - Pull and block first man to show over offensive center
- Right End - #3

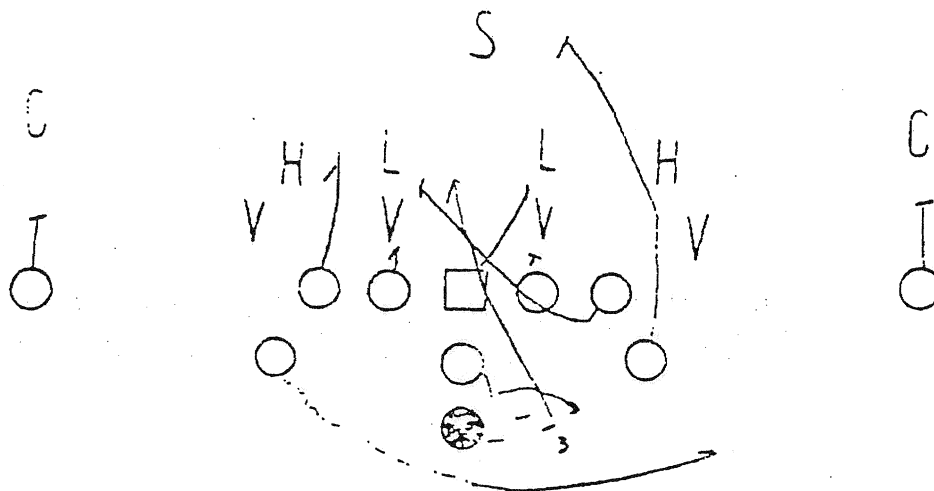




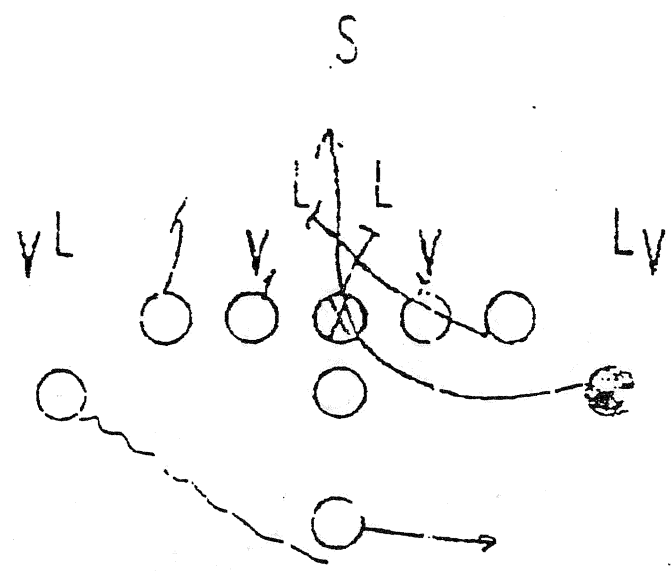
Load - L.H. Tackle Trap Right



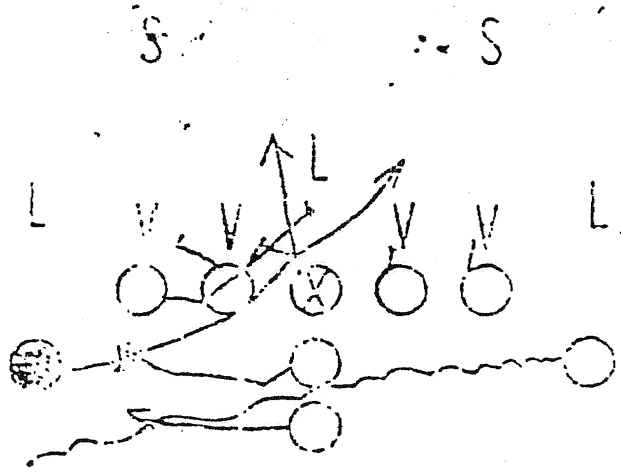
Red - Full back Tackle Trap Left



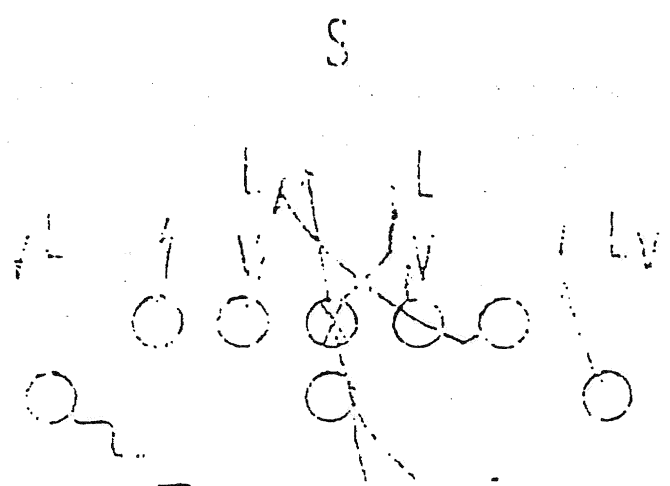
RFD - R H. TACKLE TRAP LEFT



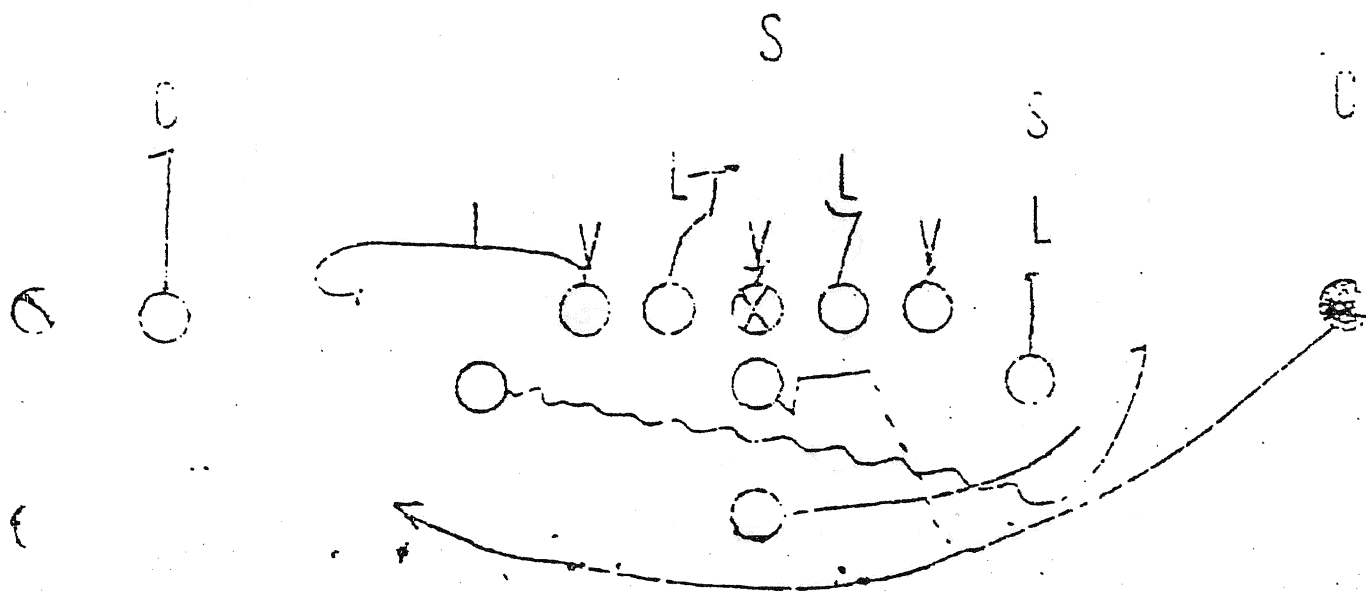
LOAD - L H. TACKLE TRAP RIGHT



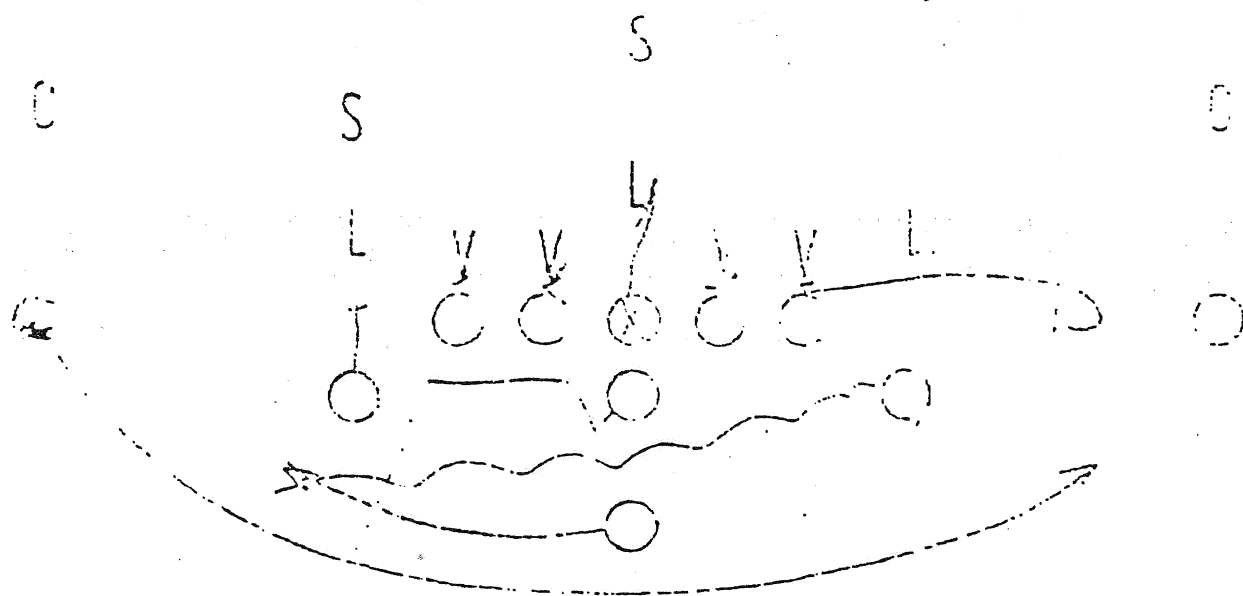
RFD - FULLBACK TACKLE TRAP LEFT



RIF - OPTION EIGHT REVERSE



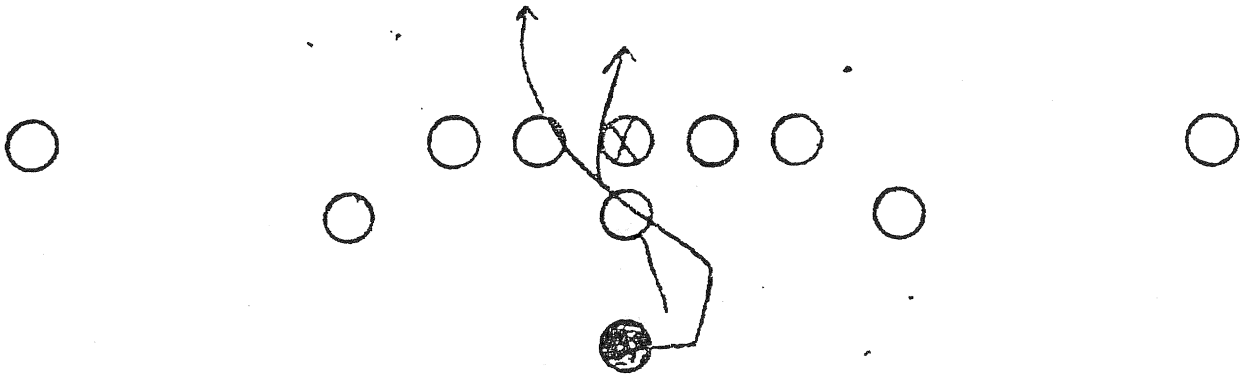
LOAD - OPTION LEFT REVERSE



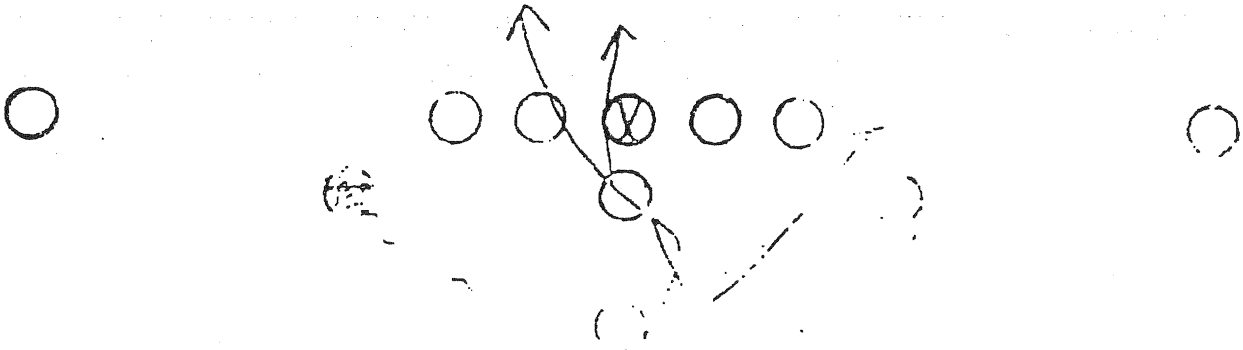
VEER IN

The term "VEER IN" means the play will veer back to the offside.

EXAMPLE: FB 4 "VEER IN"

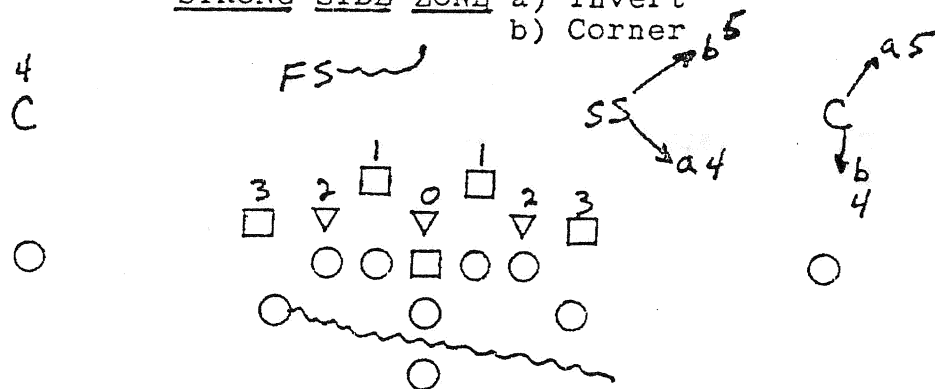


EXAMPLE: Red Motion Back 4 "VEER IN"

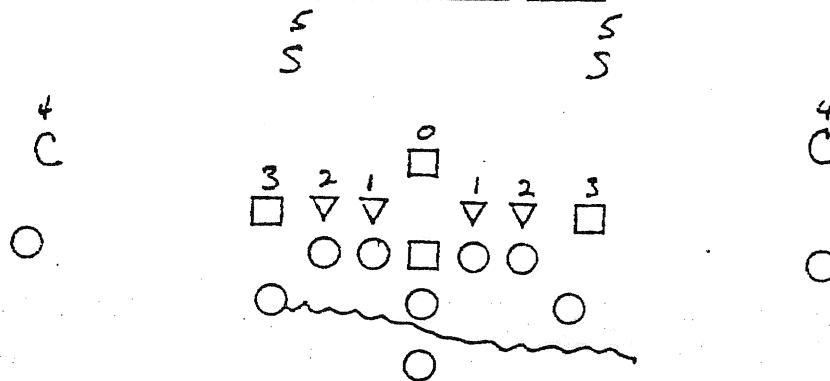


In all our basic patterns we must be able to recognize the following coverages:

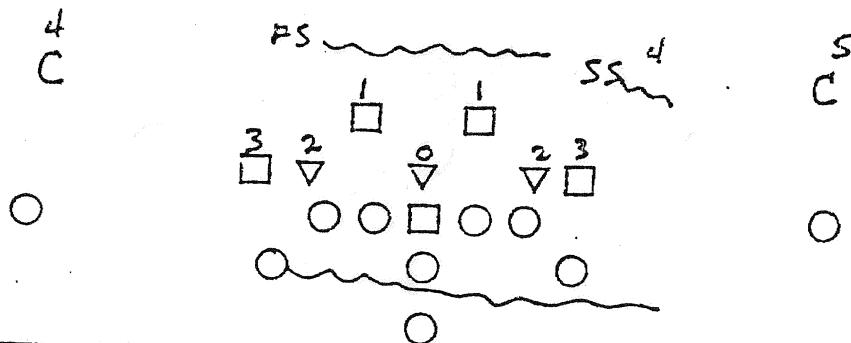
STRONG SIDE ZONE a) Invert
b) Corner



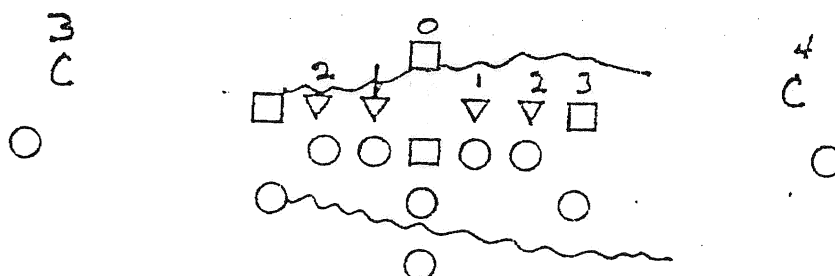
Double Corner Roll



Man



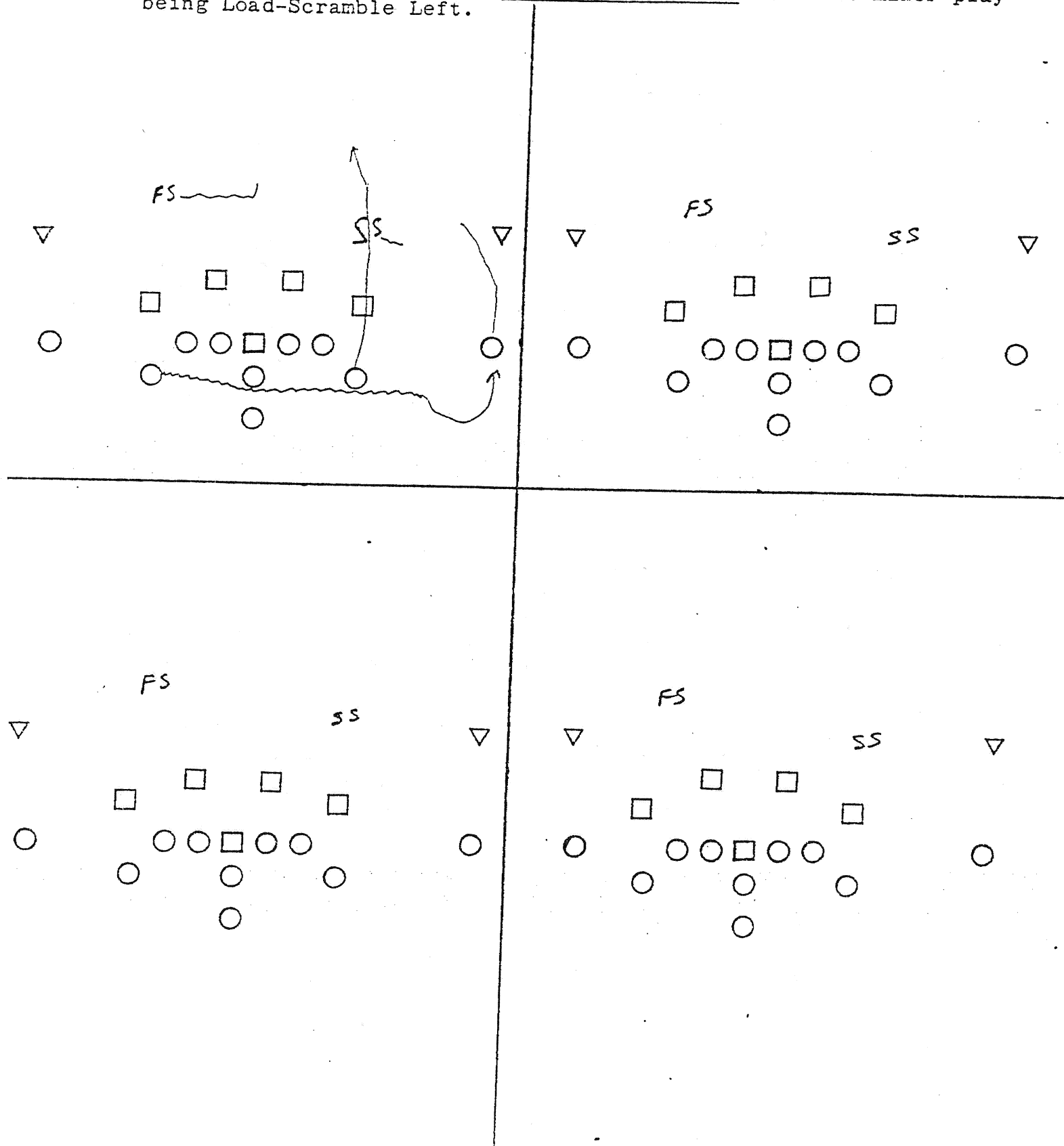
S Man Under S



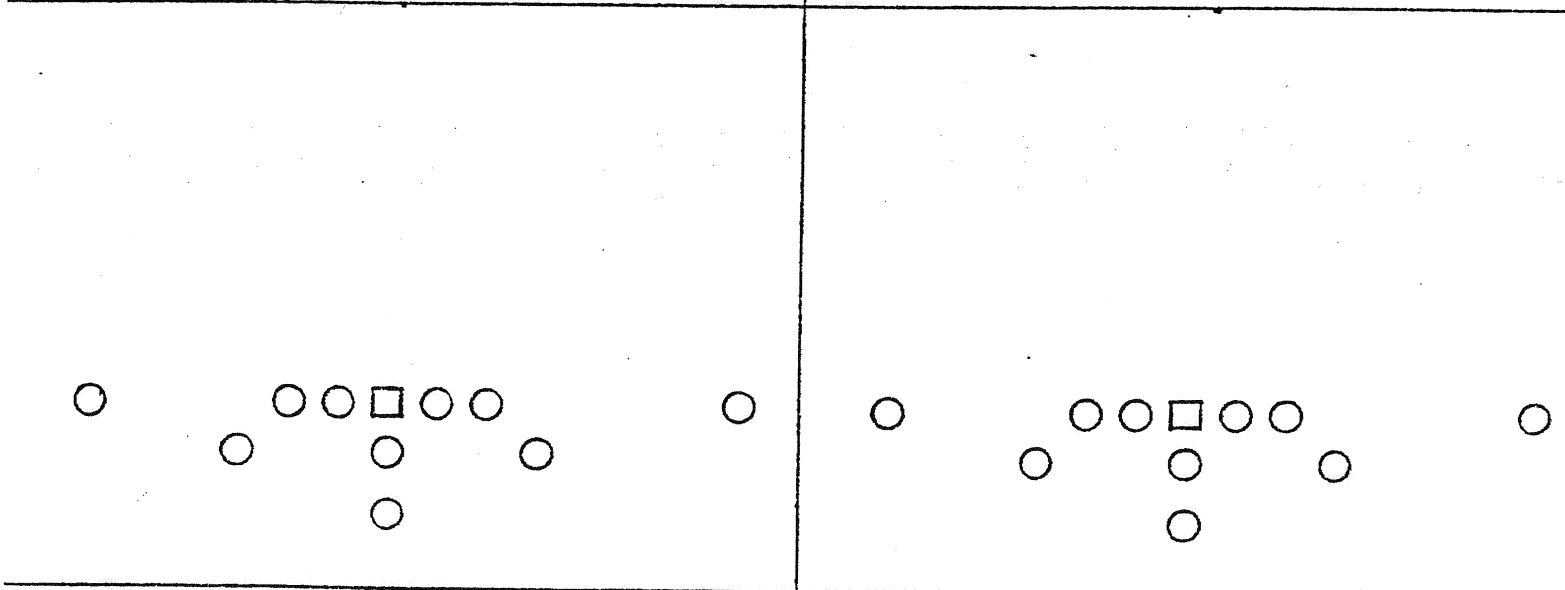
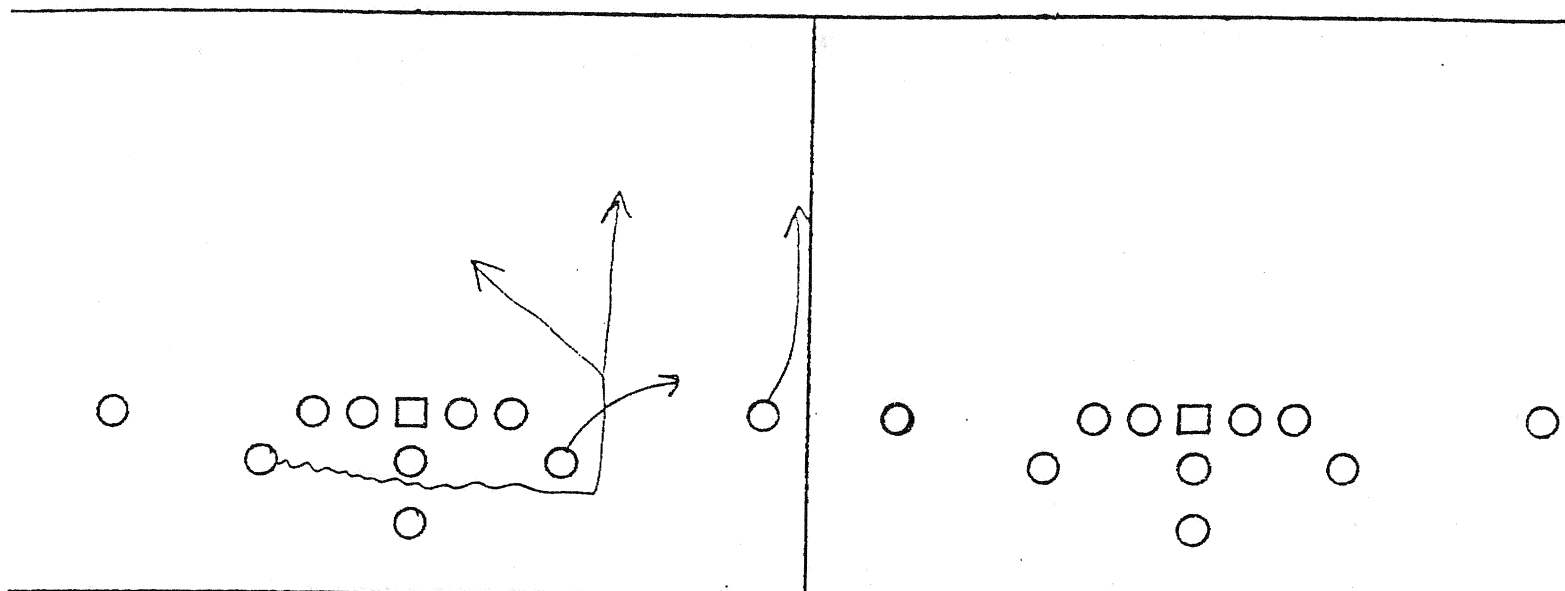
All coverages will fit into these or a combination of these.

We will run five basic pass packages which will attack all coverages successfully. We will in some instances have a second variation of the base pattern called to attack a particular coverage, if that coverage does not occur we will run the base package called. We will also have variations off these five pass packages to attack breakdowns in coverages.

- I. Our first basic pattern is RIP-SCRAMBLE RIGHT with the mirror play being Load-Scramble Left.

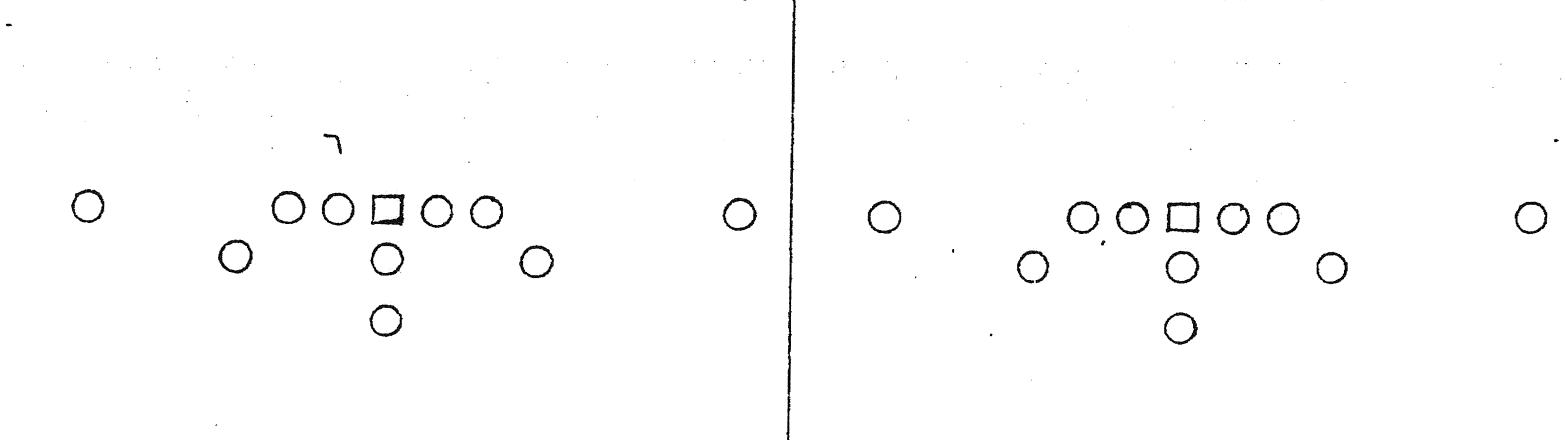


11. A second pattern is Rip-Scramble Right - Right Half Flare.

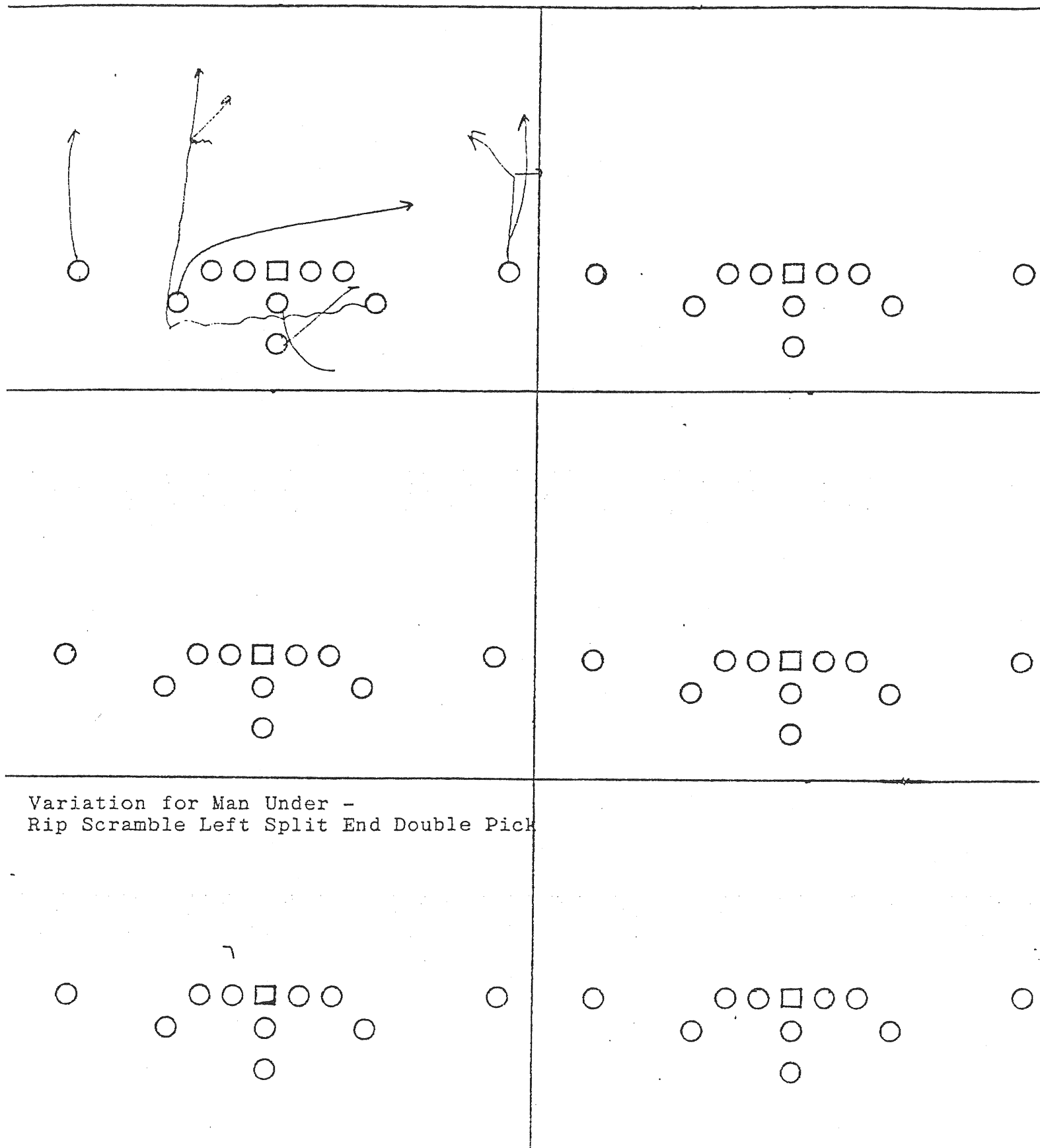


Variation for Zone Coverage -
Rip Scramble Rt. - RH Flare Linebacker
Key

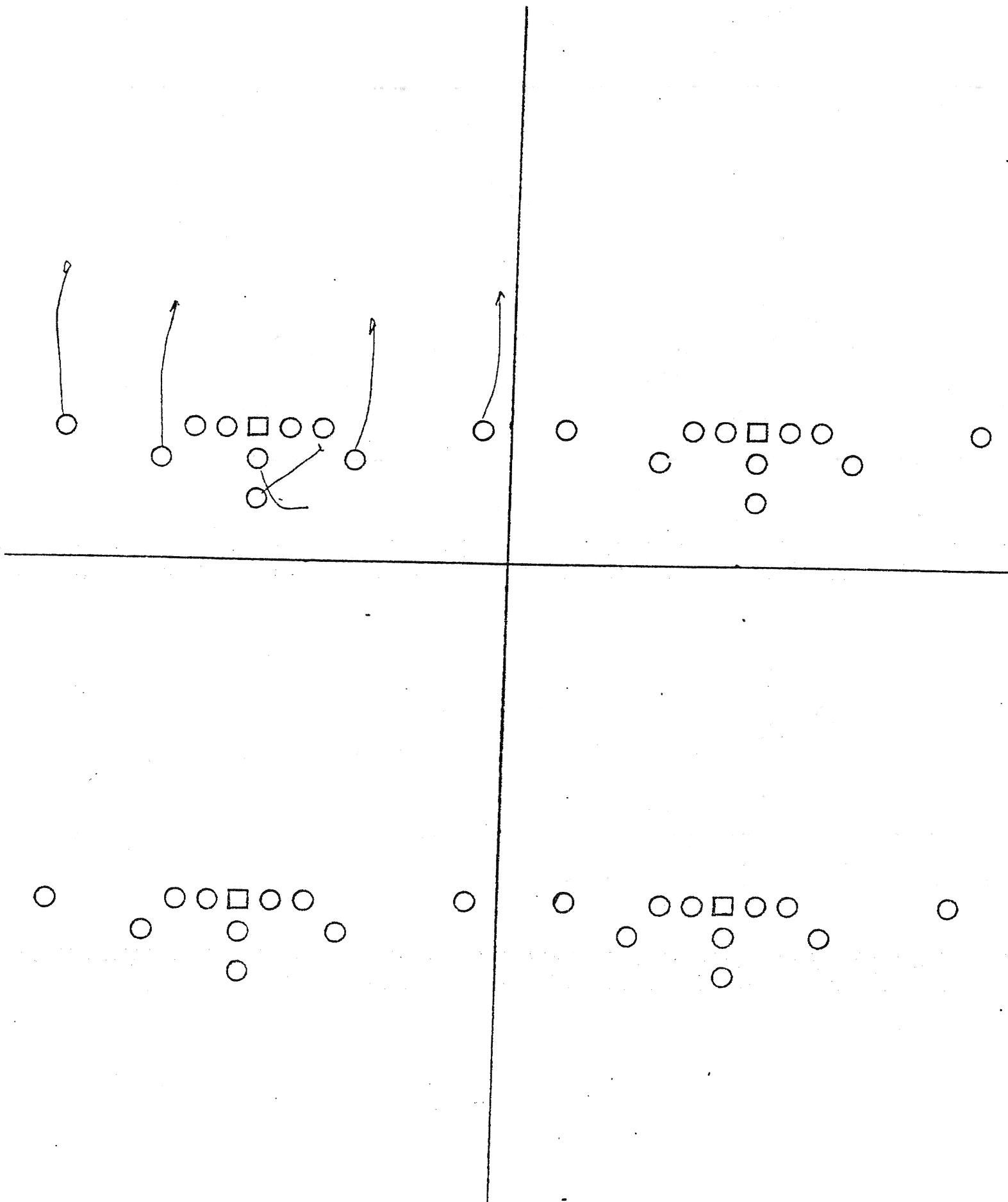
Variation for Man Under -
Rip Scramble Rt. - RH Flare Line-
backer Pick



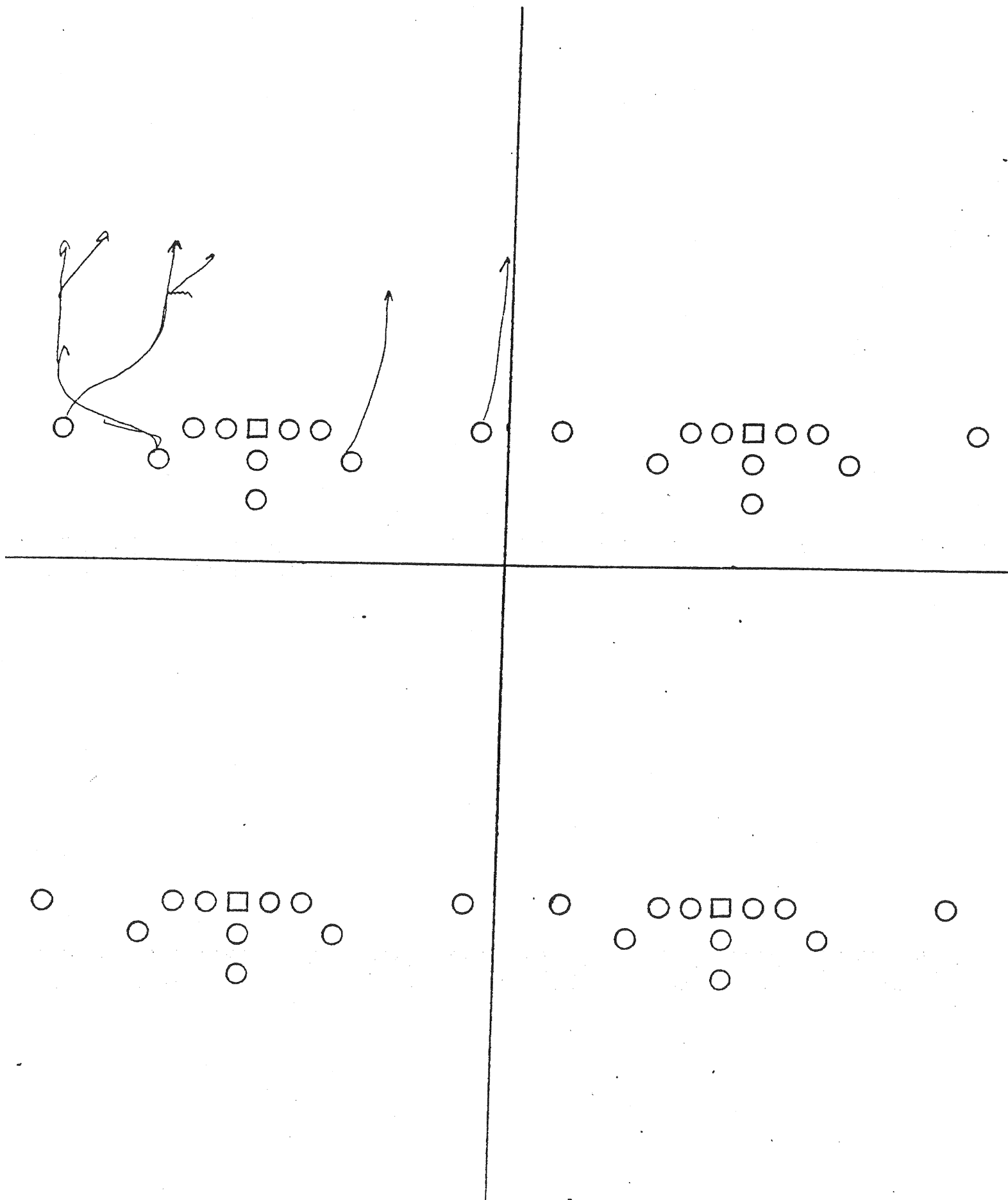
III. A third pattern package is Rip Scramble Left Split End. The minor play would be Load Scramble Right Split End.



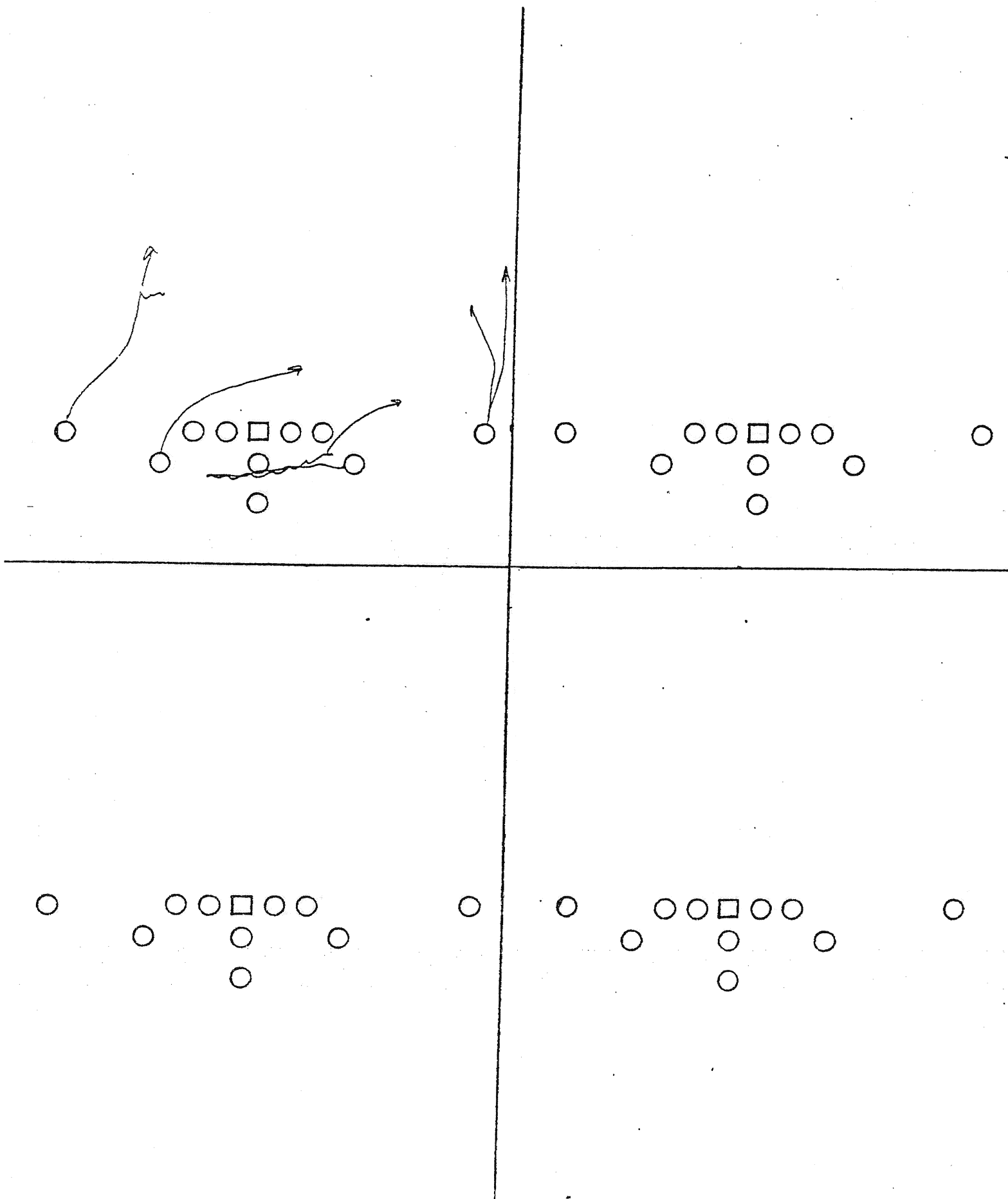
IV. A fourth pattern is Scramble Right Touchdown. Mirror pattern is Scramble Left TD.



We will run this pattern a great deal with a switch on the backside,
i.e. Scramble Right Touchdown Switch.

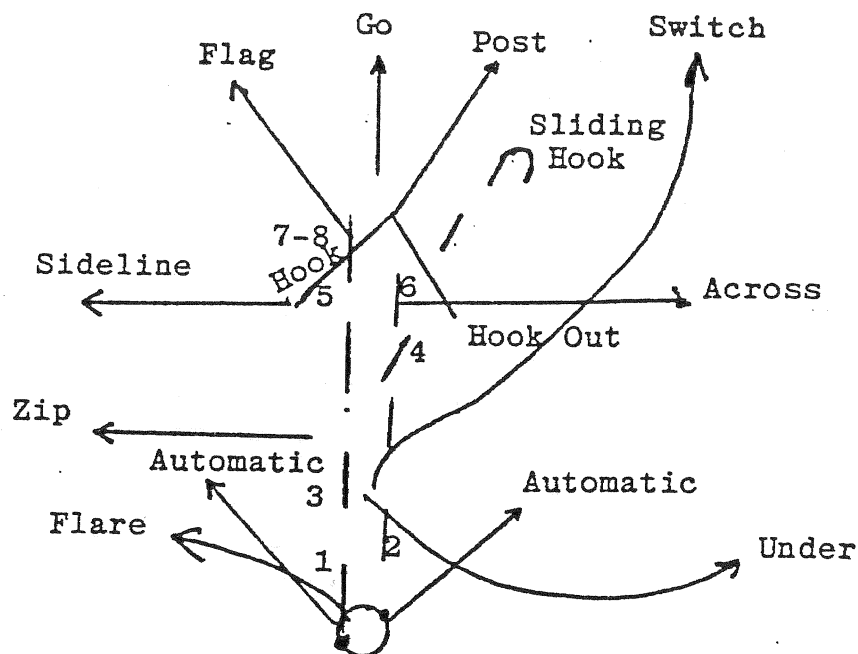


V. A fifth pass package is Load-Rip Scramble Right Side Read.

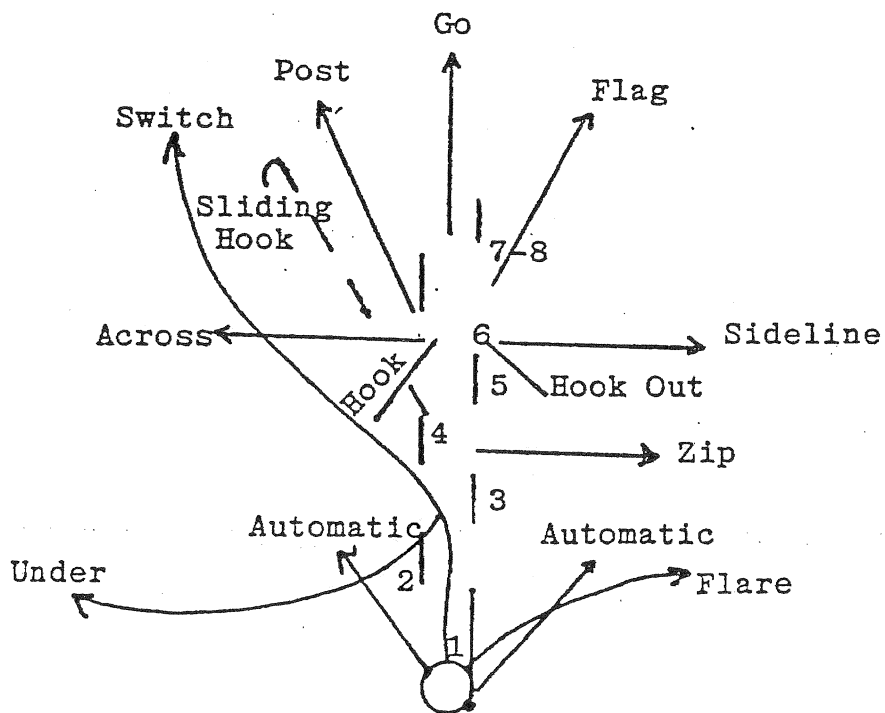


Our terms for patterns are as follow:

PASSING TREE

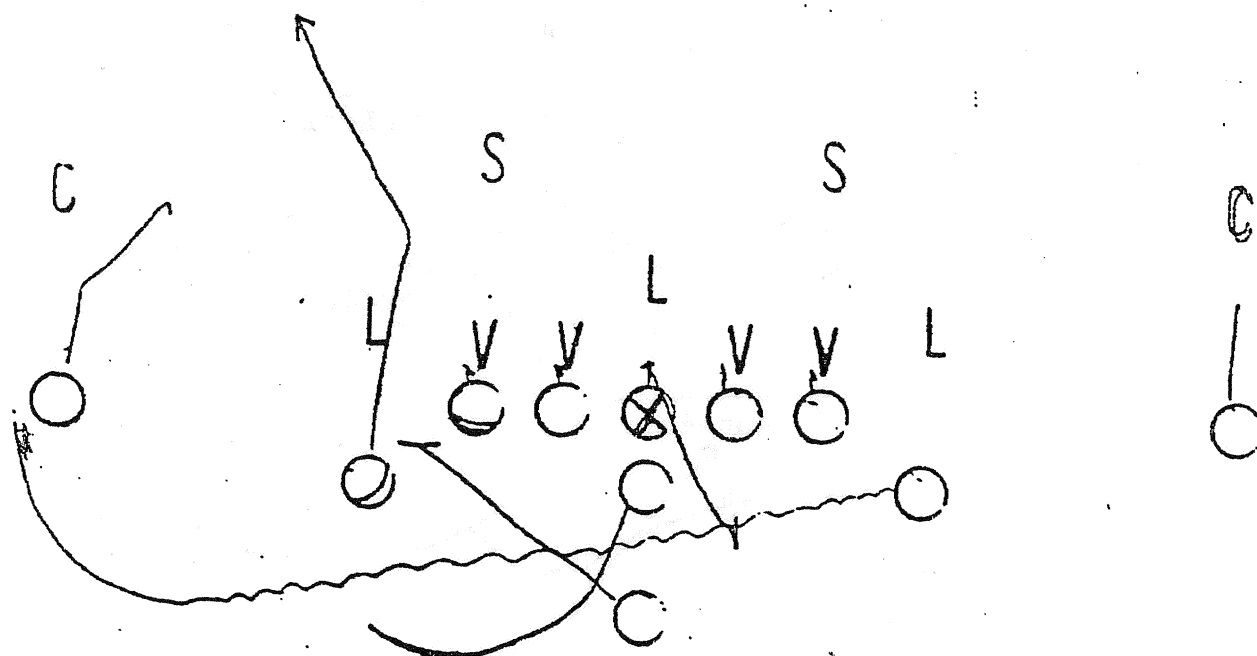


From the Left Side

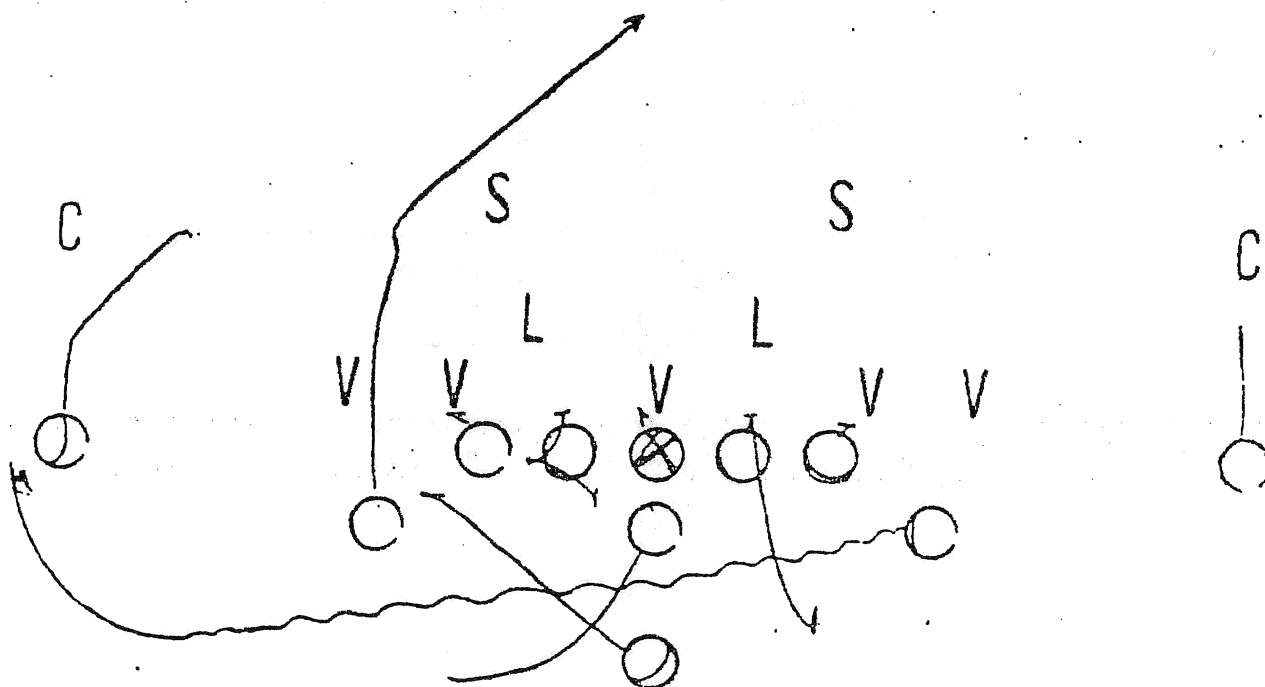


From the Right Side

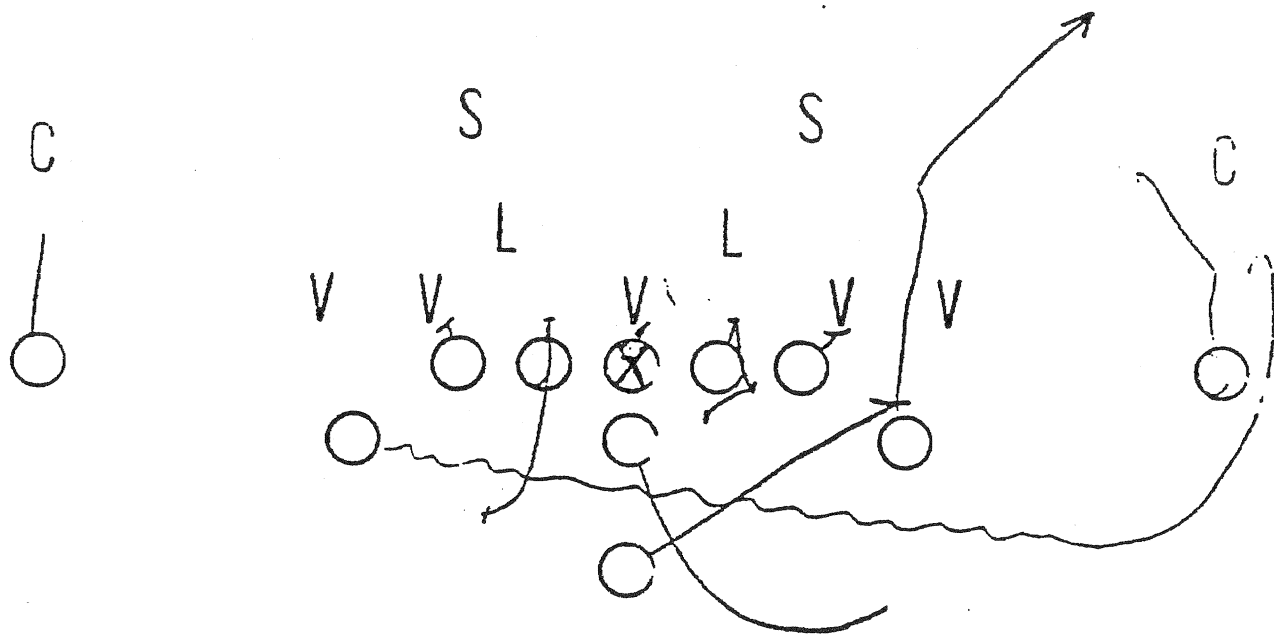
Loud - SCRAMBLE LEFT - LEFT HALF FLAG



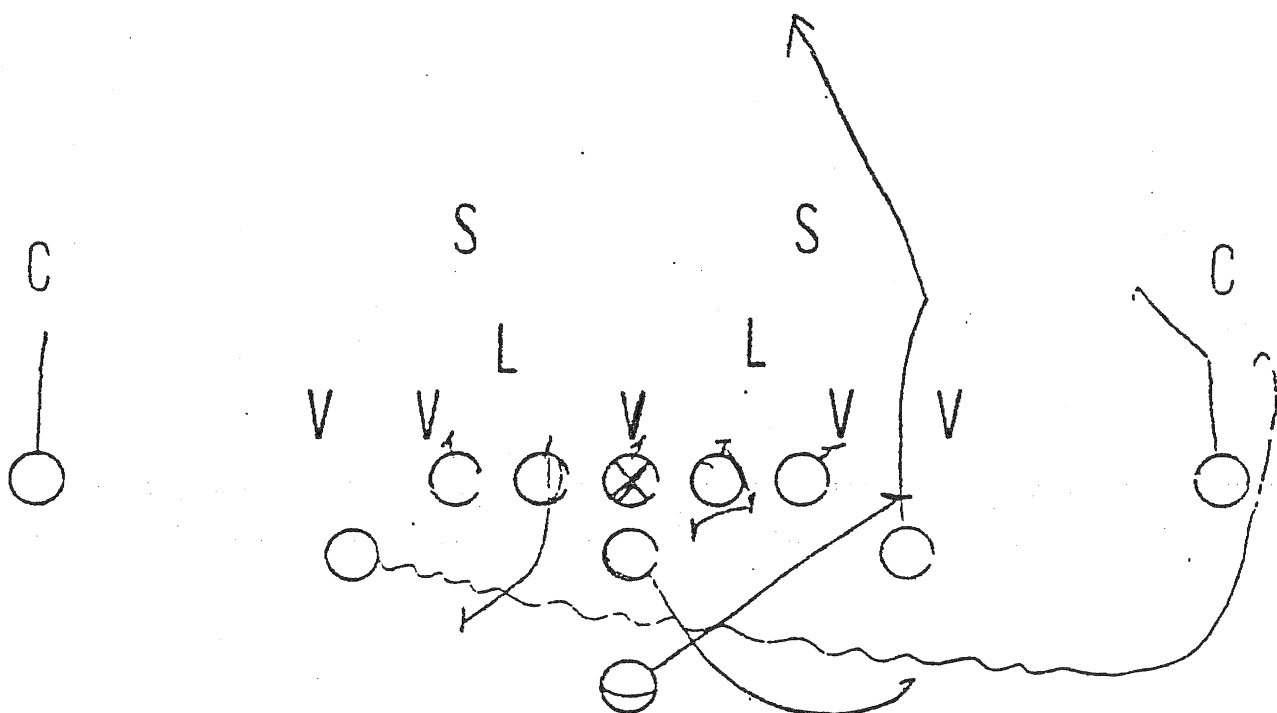
Loud - SCRAMBLE LEFT - LEFT HALF POST



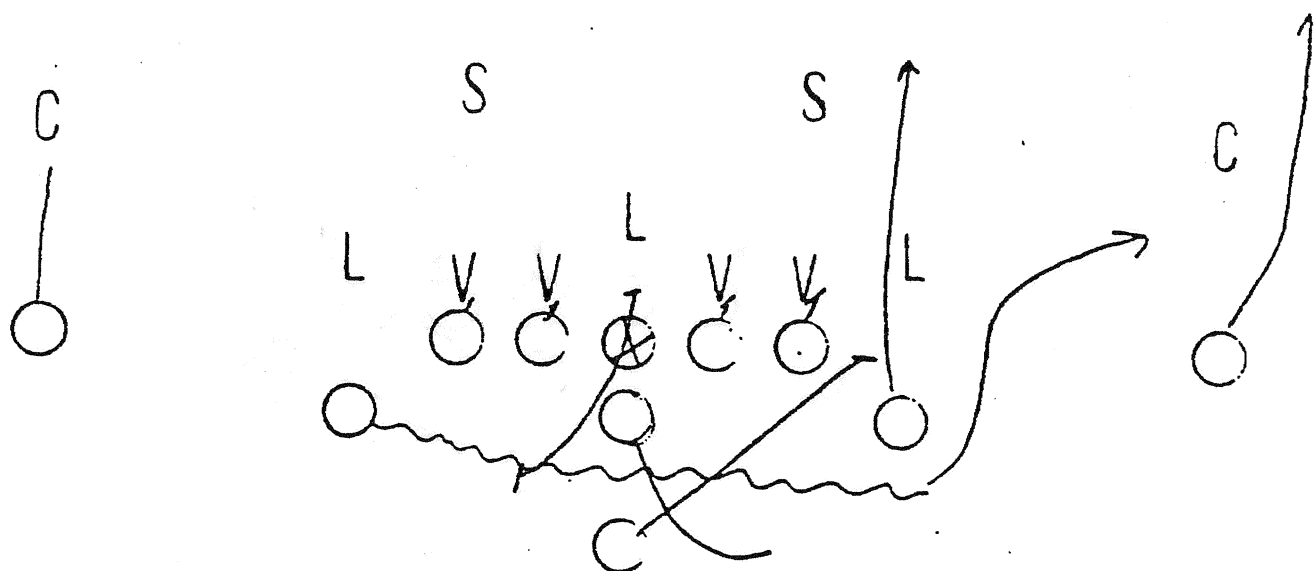
Roar - SCRAMBLE RIGHT - RIGHT HALF FLAG



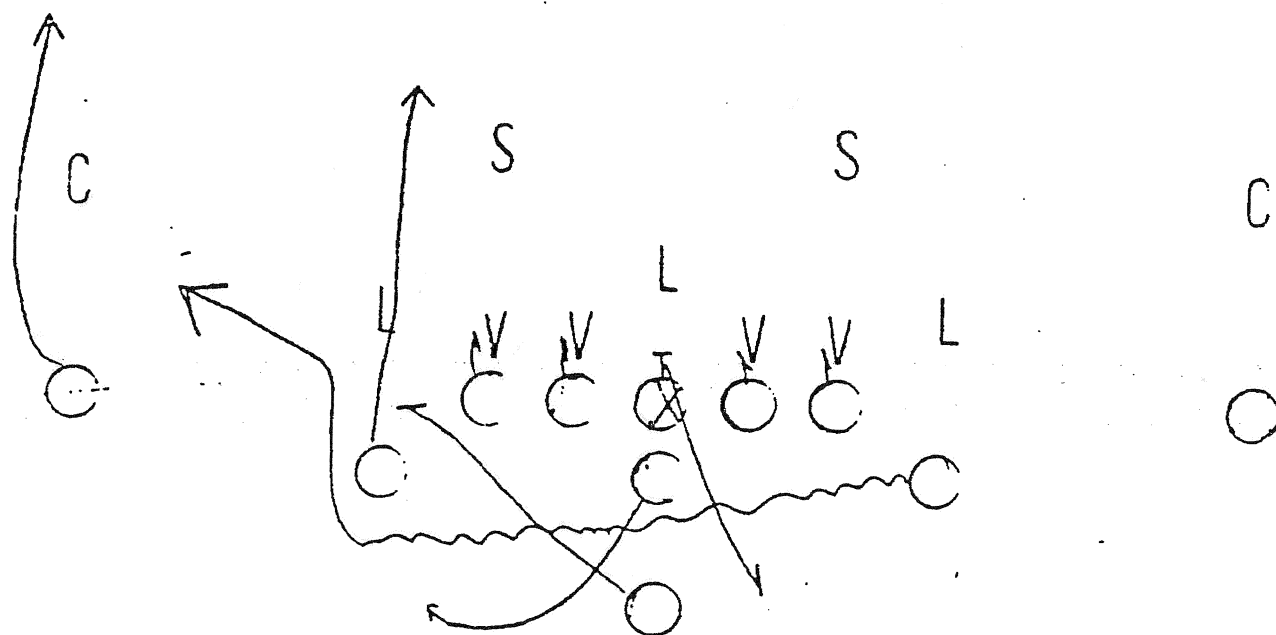
Roar - SCRAMBLE RIGHT - RIGHT HALF POST

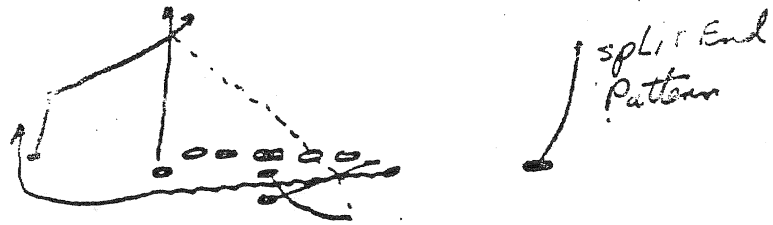


Rip - SCRAMBLE RIGHT - MOTION BACK FLARE

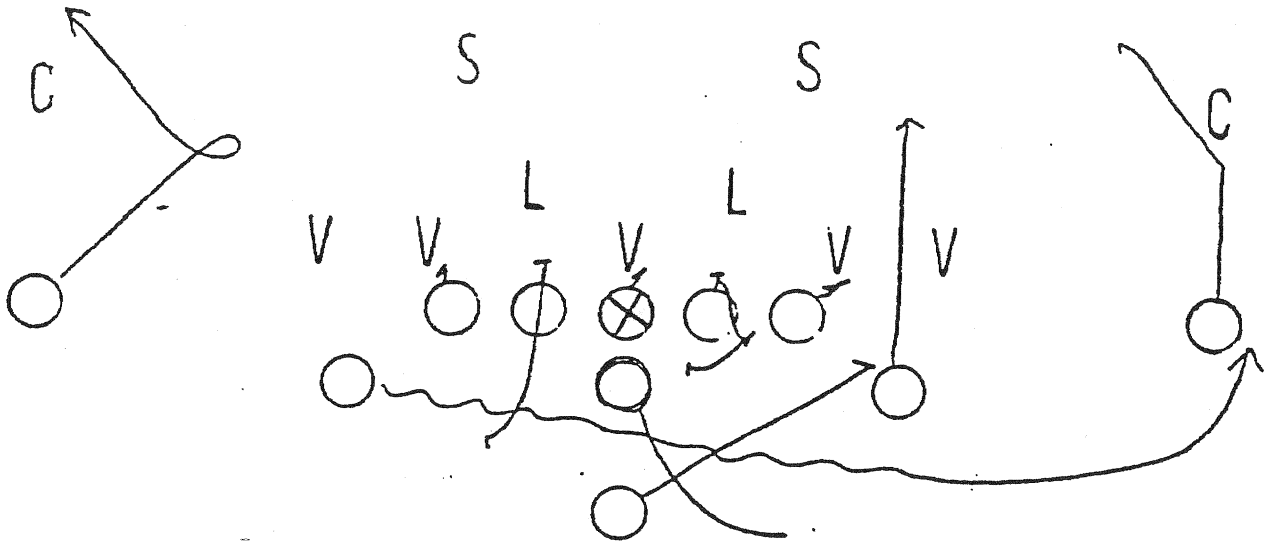


Load - SCRAMBLE LEFT - MOTION BACK FLARE

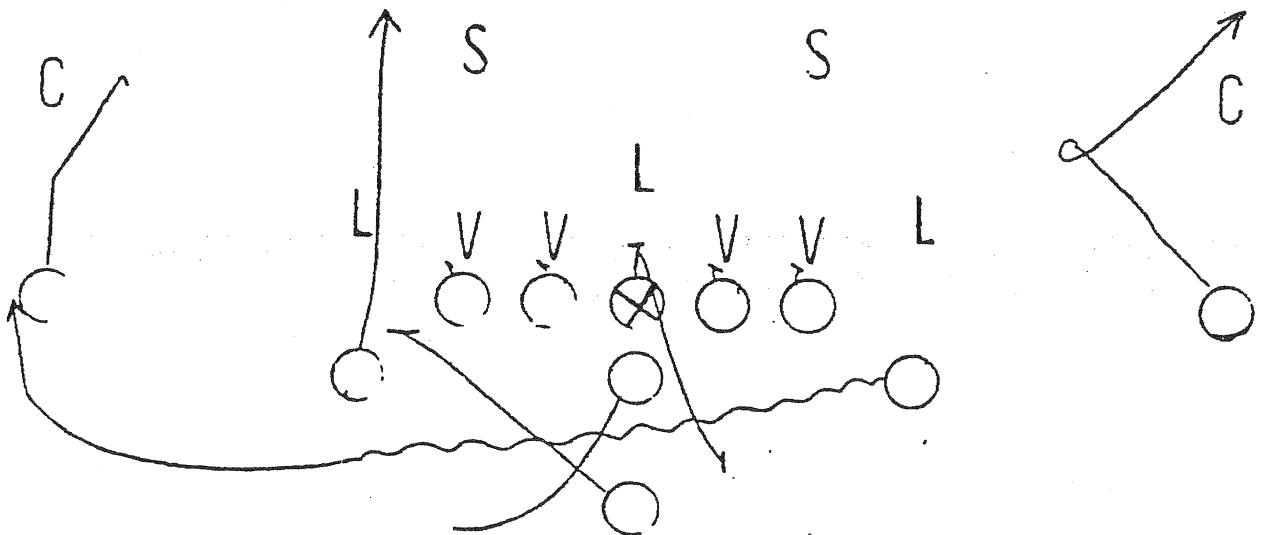


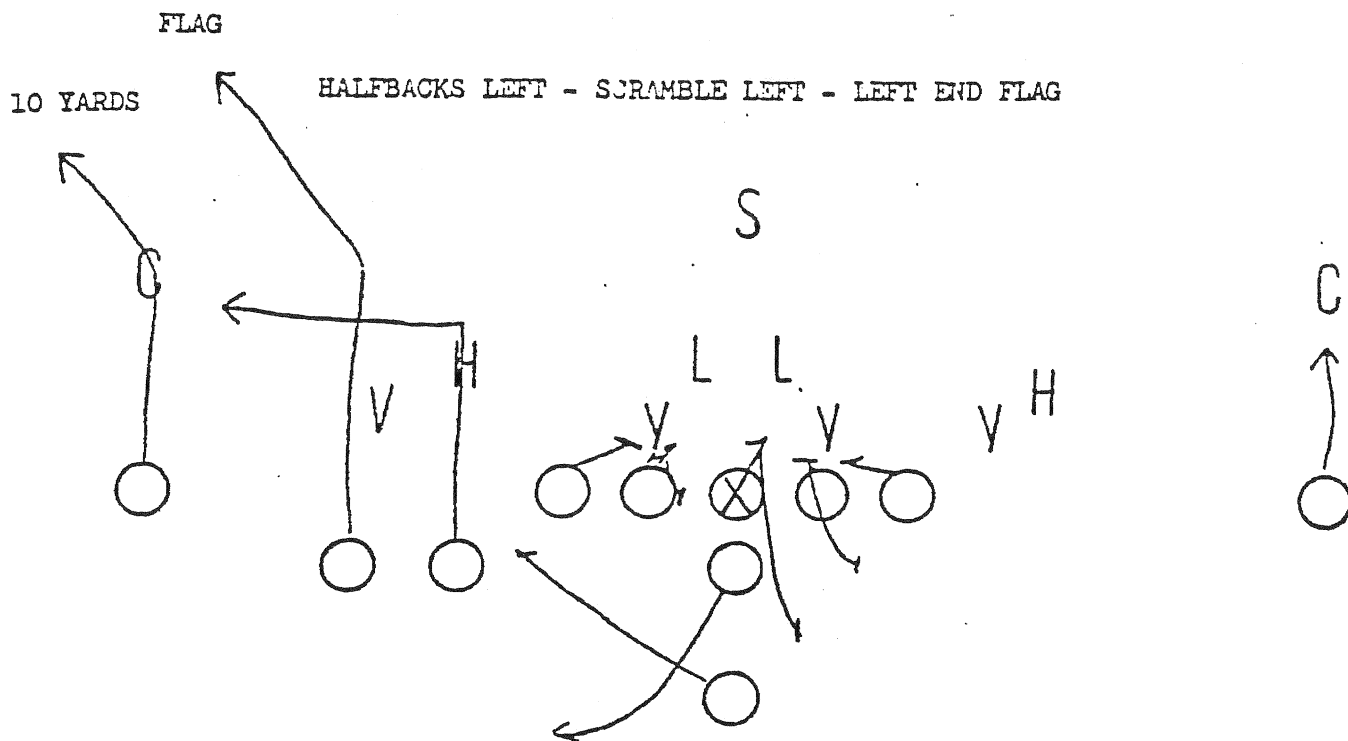


Rip - SCRAMBLE RIGHT - LEFT END IN & OUT

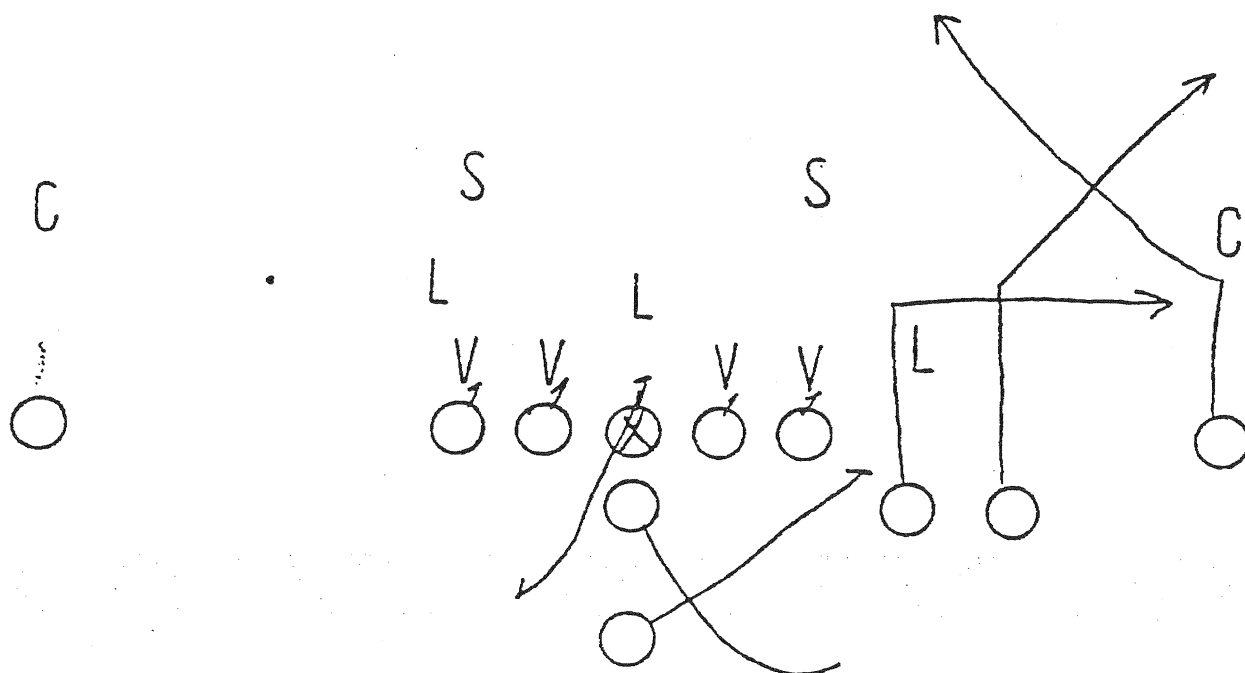


Load - SCRAMBLE LEFT-RIGHT END IN & OUT

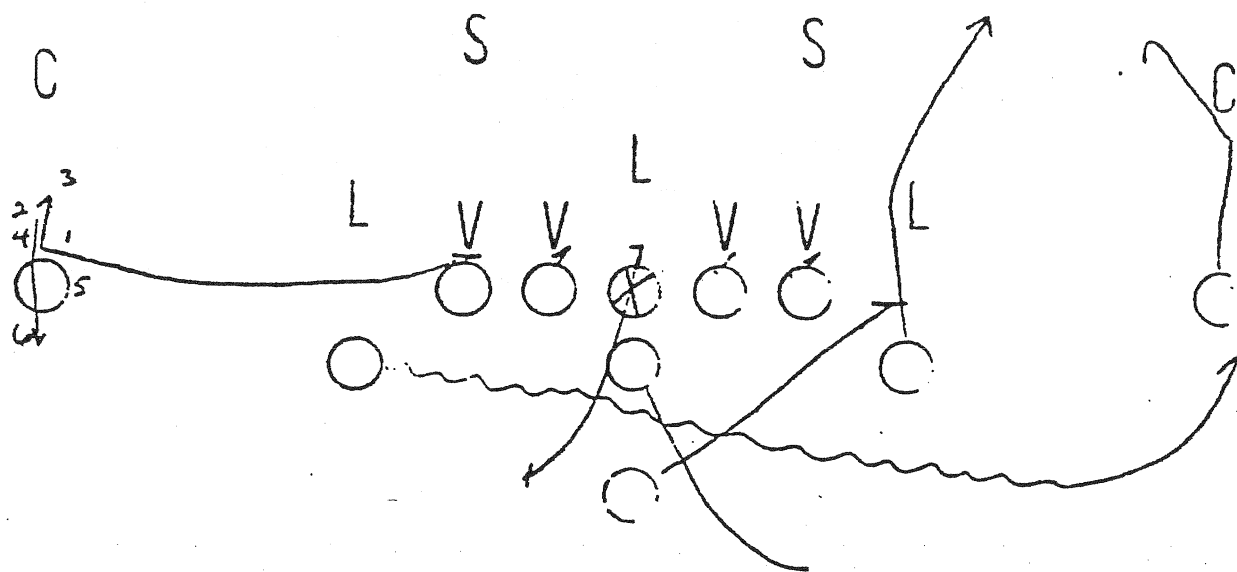




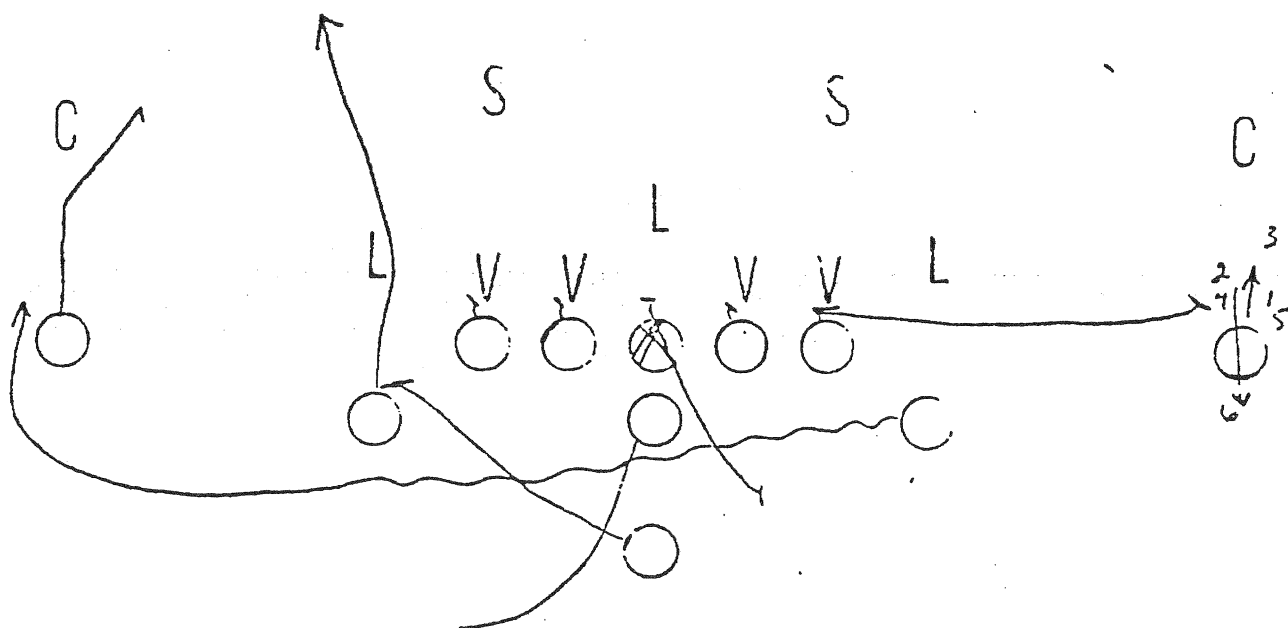
HALFBACKS RIGHT - SCRAMBLE RIGHT - RIGHT END - POST

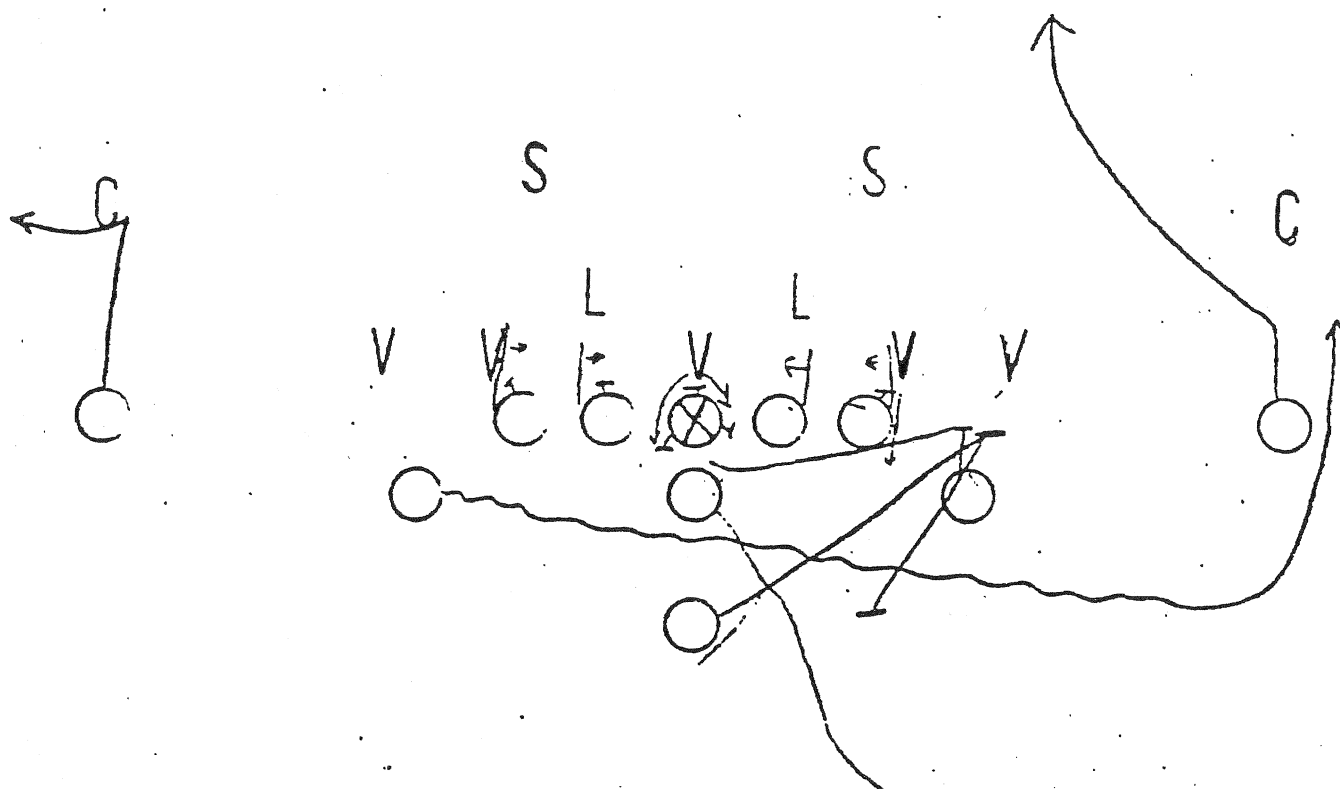


Roar - SCRAMBLE RIGHT - SCREEN PASS LEFT

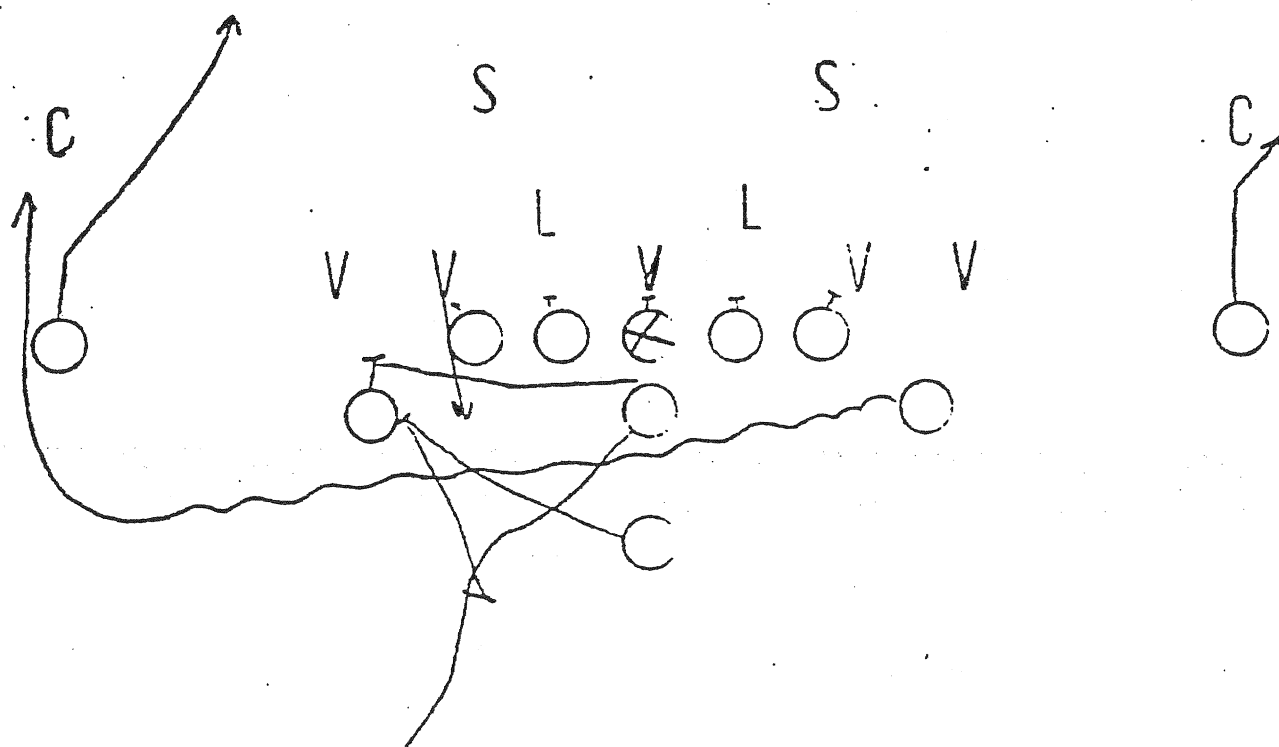


Load - SCRAMBLE LEFT - SCREEN PASS RIGHT

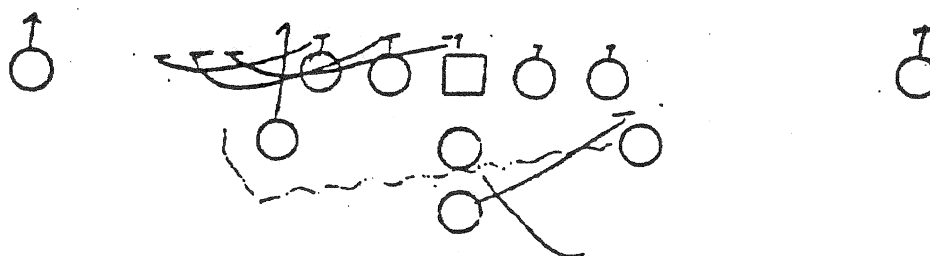




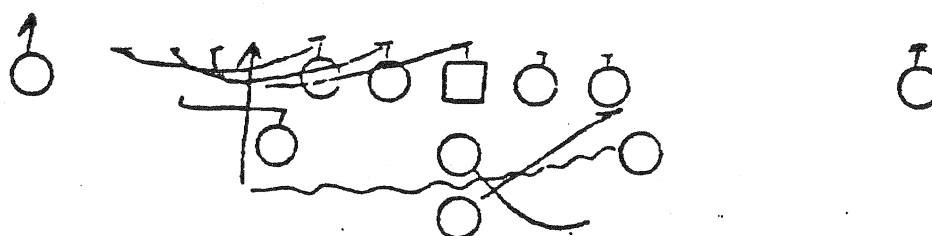
Loud - SCRAMBLE LEFT - SCREEN PASS MIDDLE



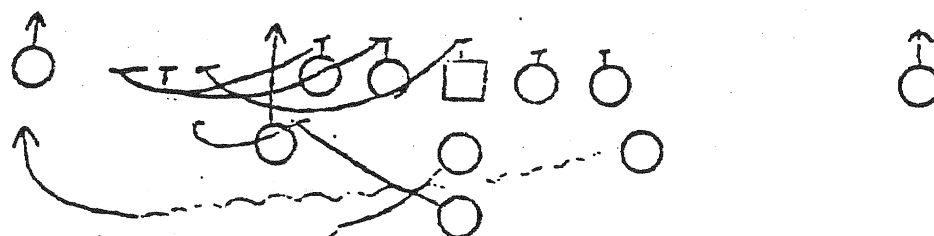
Load - SCRAMBLE RIGHT - SHORT SCREEN LEFT TO MOTION BACK



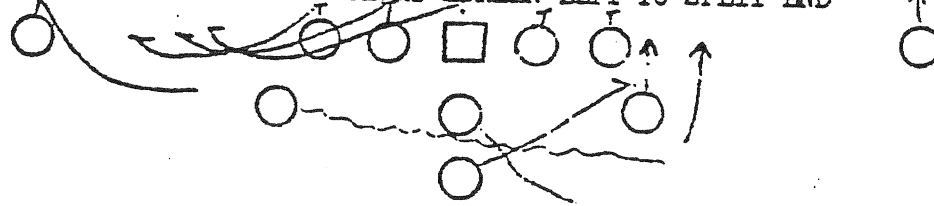
Load - SCRAMBLE RIGHT - SHORT SCREEN LEFT TO LEFT HALF



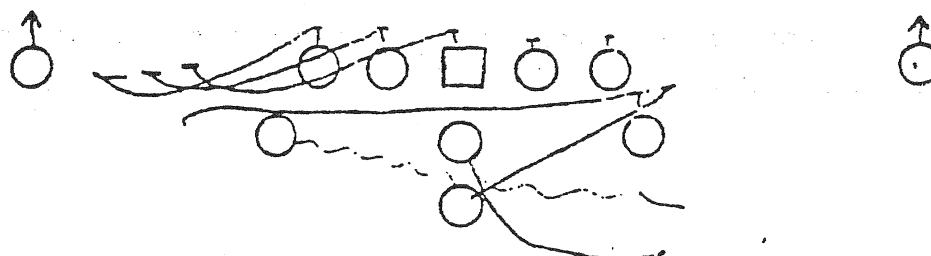
Load - SCRAMBLE LEFT - SHORT SCREEN LEFT TO FULLBACK



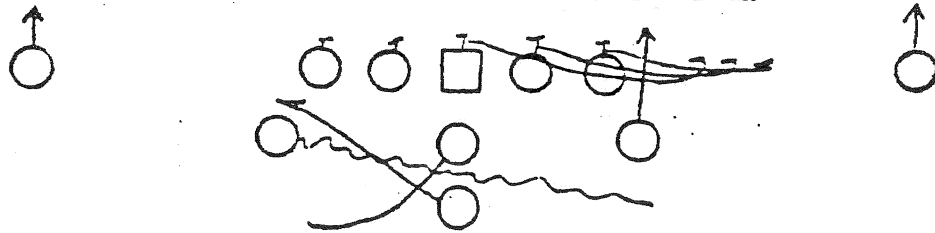
Rip - SCRAMBLE RIGHT - SHORT SCREEN LEFT TO SPLIT END



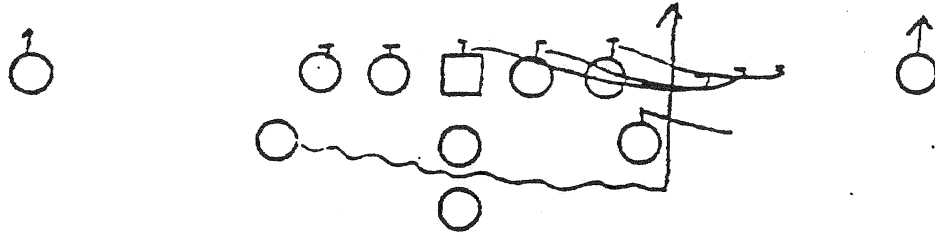
Rip - SCRAMBLE RIGHT - SHORT SCREEN LEFT TO RIGHT HALF



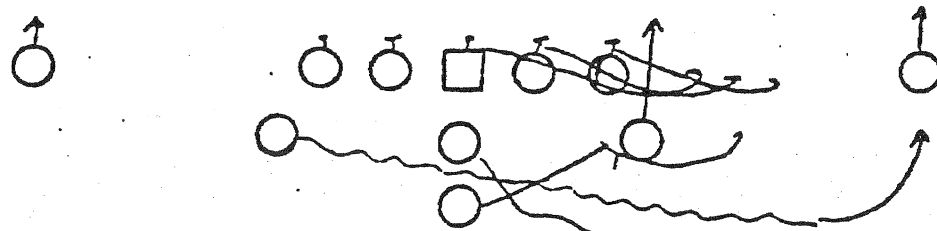
Rip - SCRAMBLE LEFT - SHORT SCREEN TO MOTION BACK



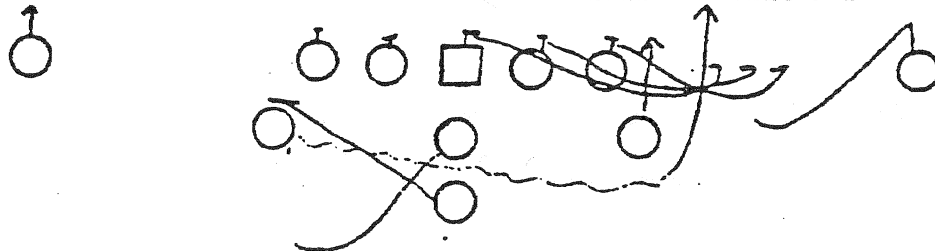
Rip - SCRAMBLE LEFT - SHORT SCREEN RIGHT TO RIGHT HALF



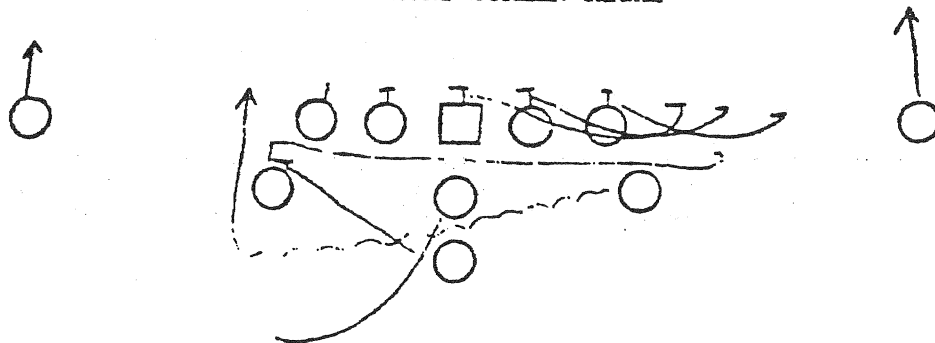
Roar - SCRAMBLE RIGHT - SHORT SCREEN RIGHT TO FULLBACK



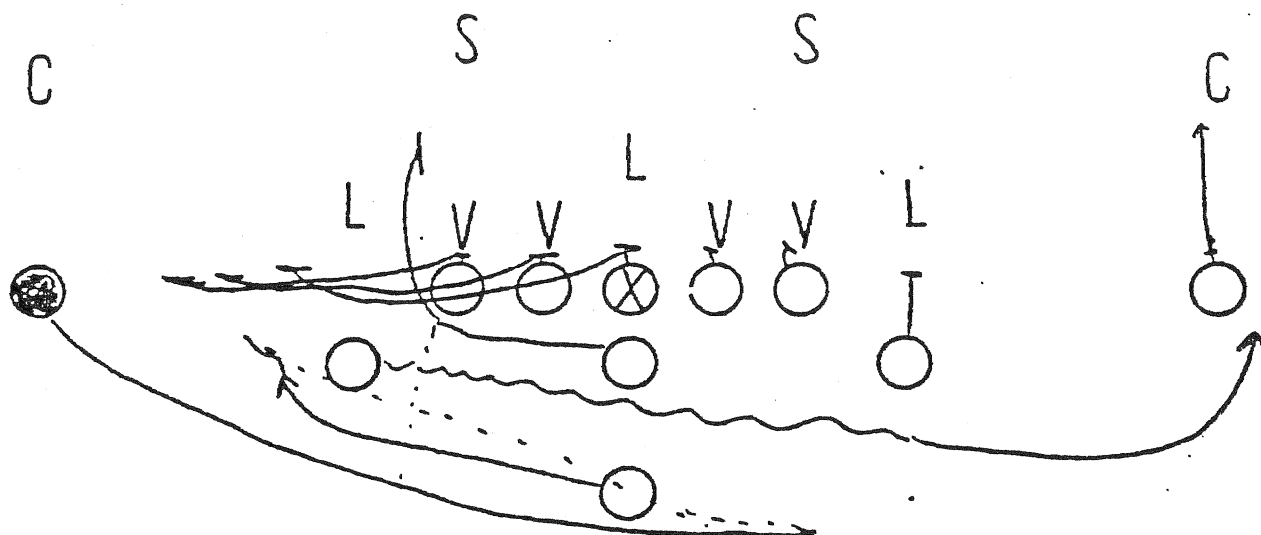
Rip - SCRAMBLE LEFT - SHORT SCREEN RIGHT TO SPLIT END



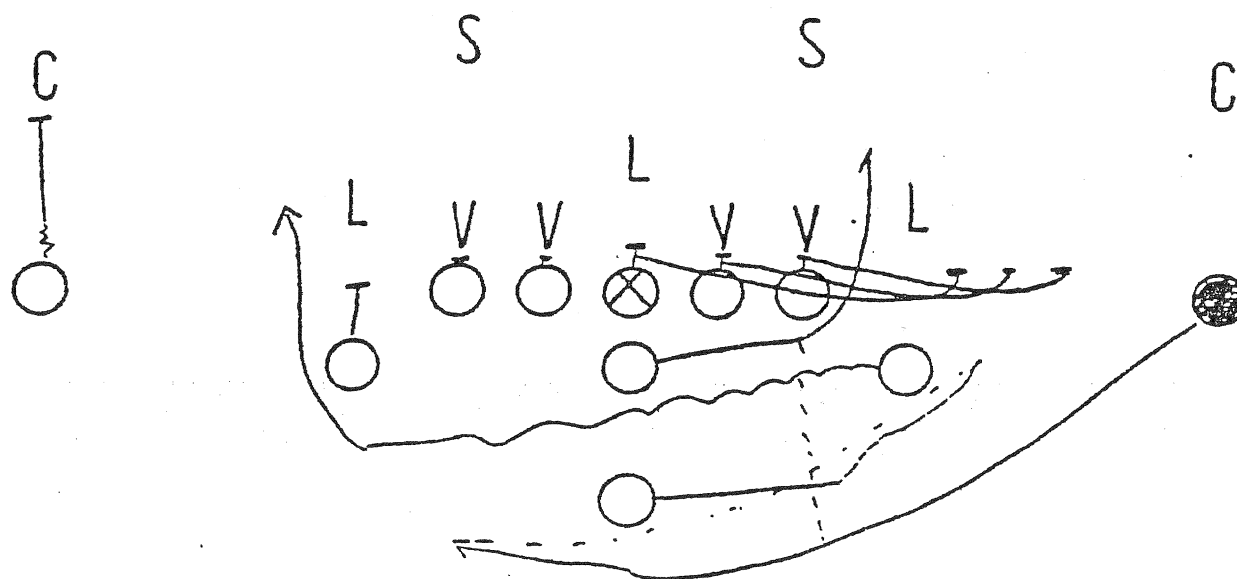
Load - SCRAMBLE LEFT - SHORT SCREEN RIGHT TO LEFT HALF



RIP & OPTION LEFT REVERSE
(delayed) SHORT SCREEN LEFT TO FULLBACK



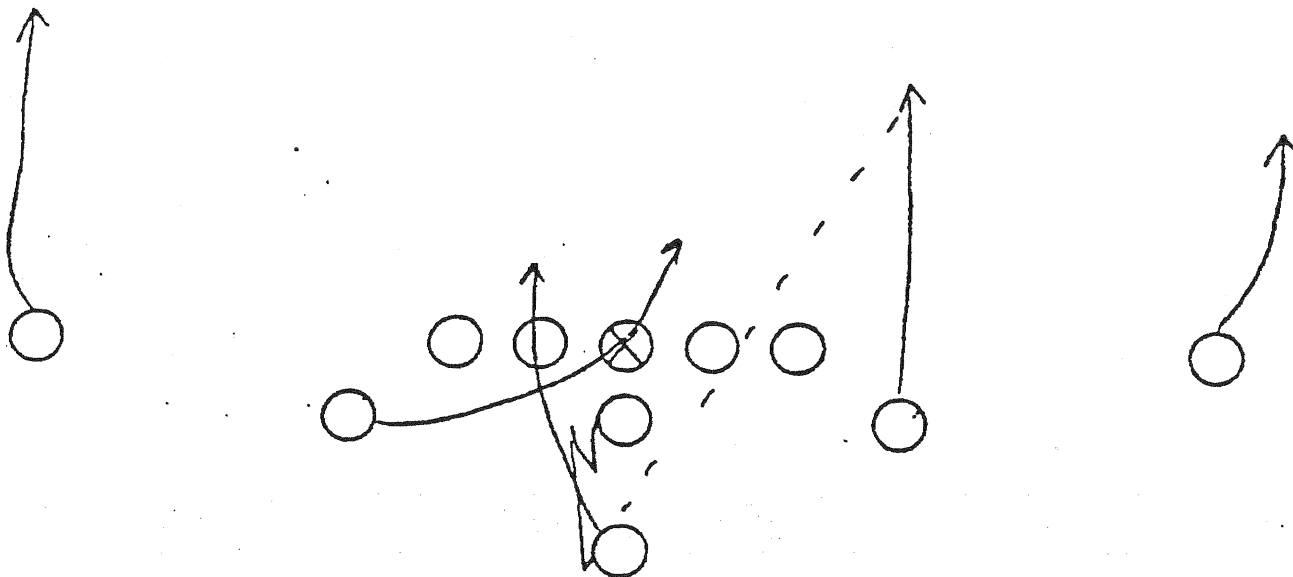
LOAD - OPTION RIGHT REVERSE
(delayed) SHORT SCREEN RIGHT TO FULLBACK



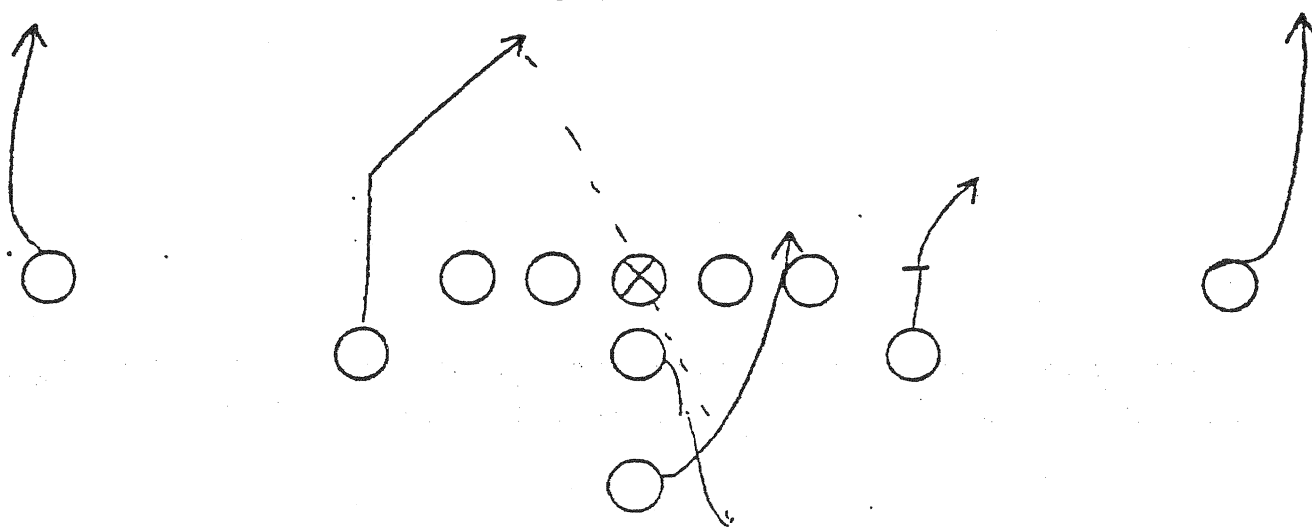
PLAY ACTION PASSES - By adding the word pass after any running play we will change the play to a play action pass. If you are the second receiver on the side of the receiver called, run a pattern to clear the area. Linemen will block like a scramble.

EXAMPLES :

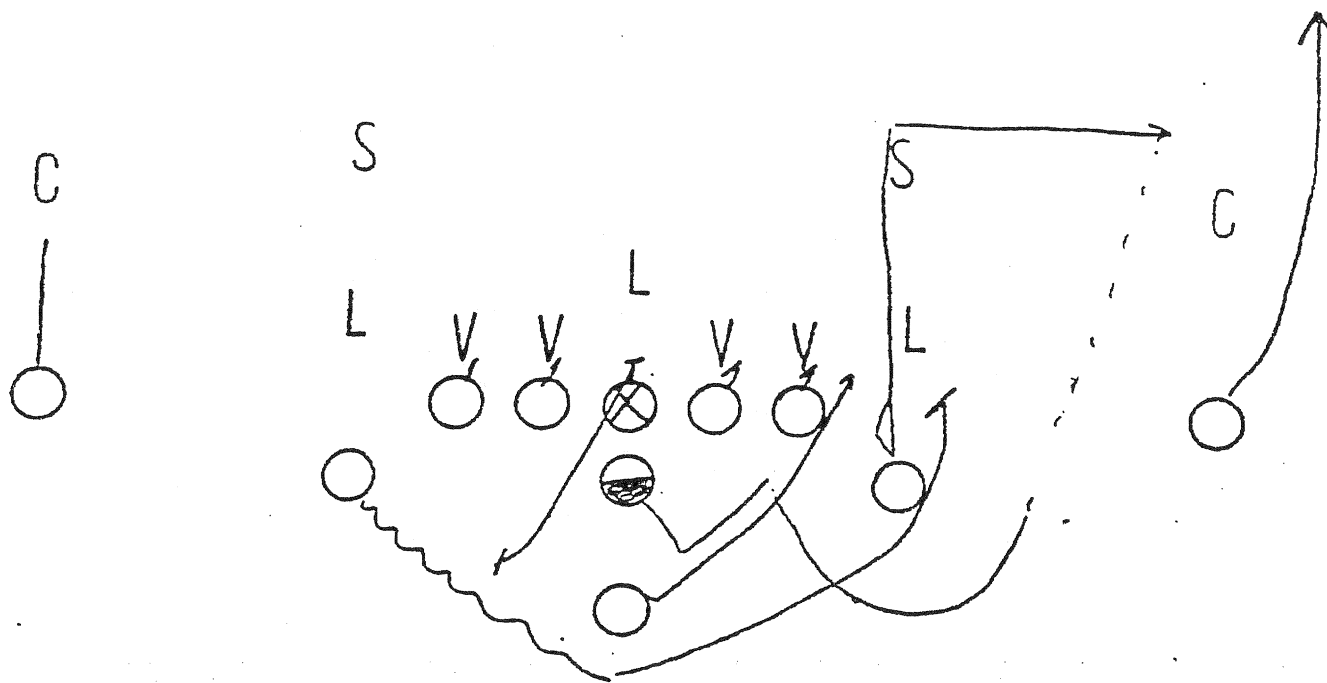
Scramble Right - Scissors Left Pass - Right Half Go



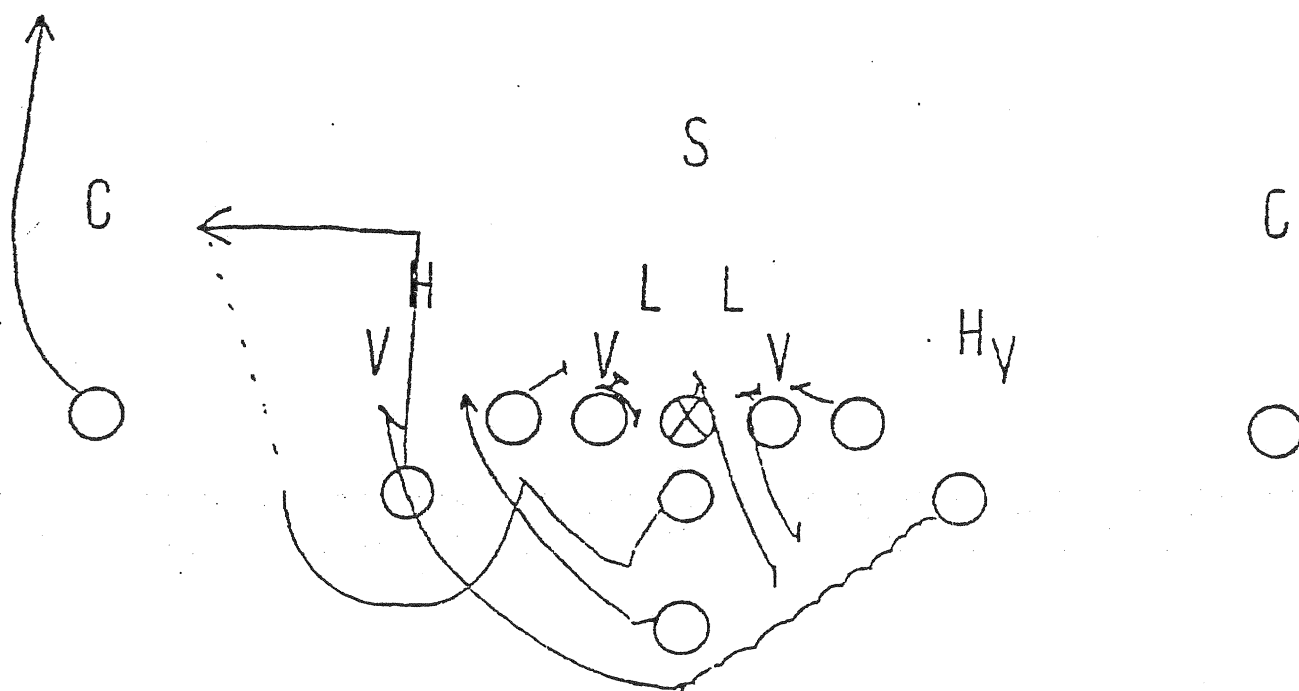
Fullback 4 pass - Left Half Post



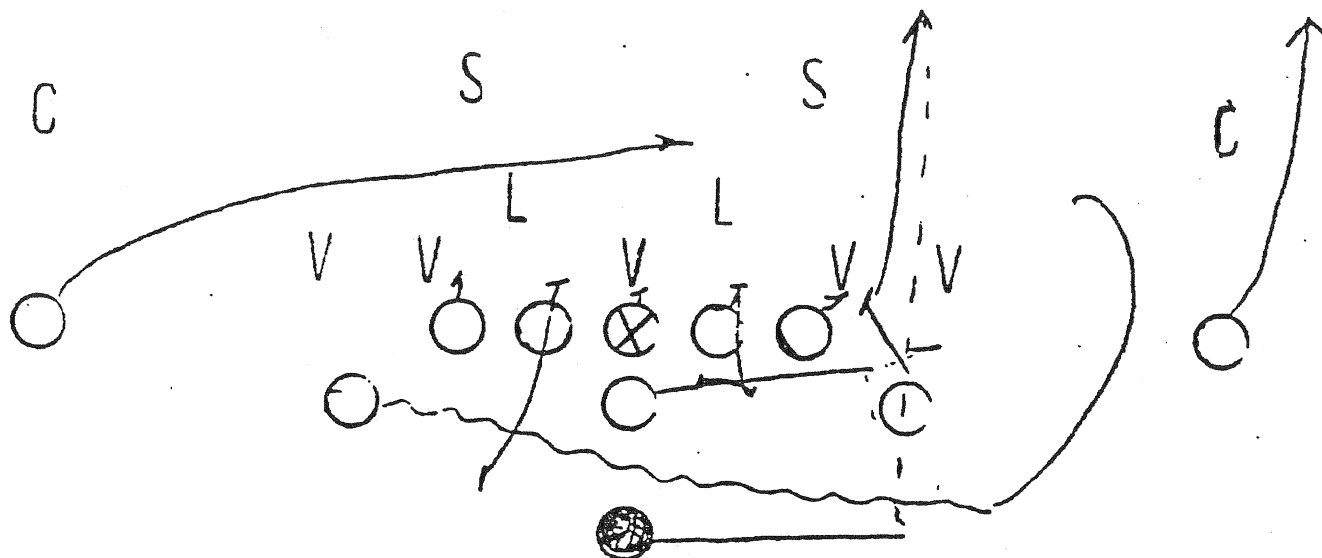
Red - BELLY RIGHT - RUN - PASS



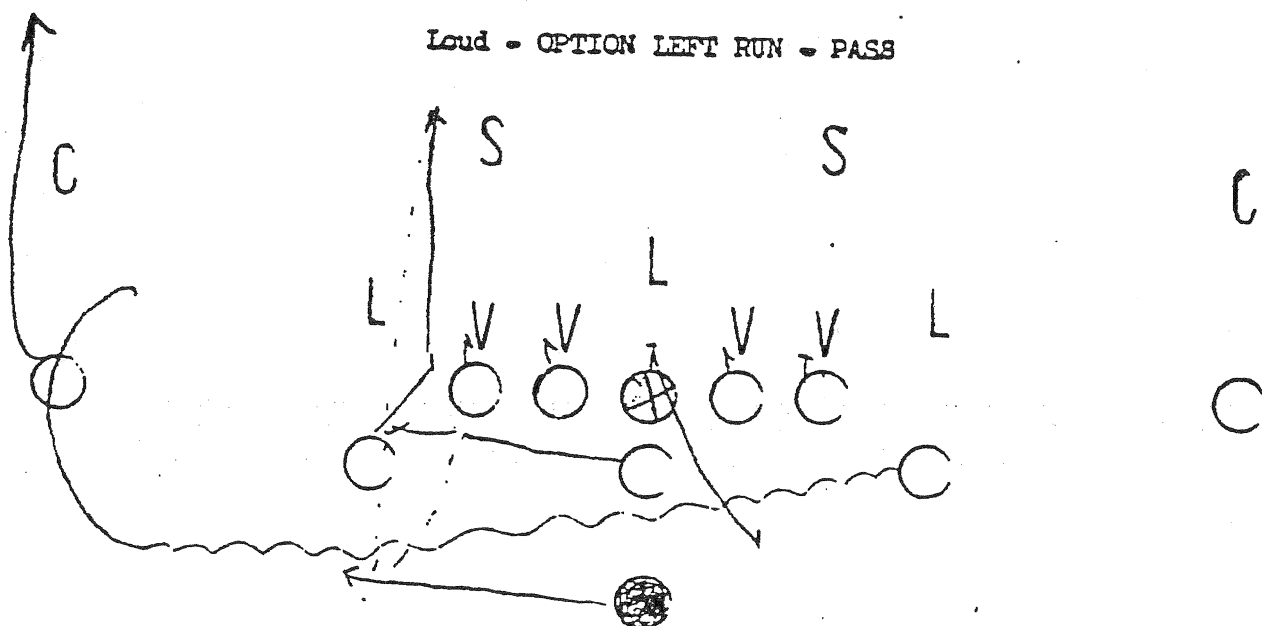
Lee - BELLY LEFT - RUN - PASS



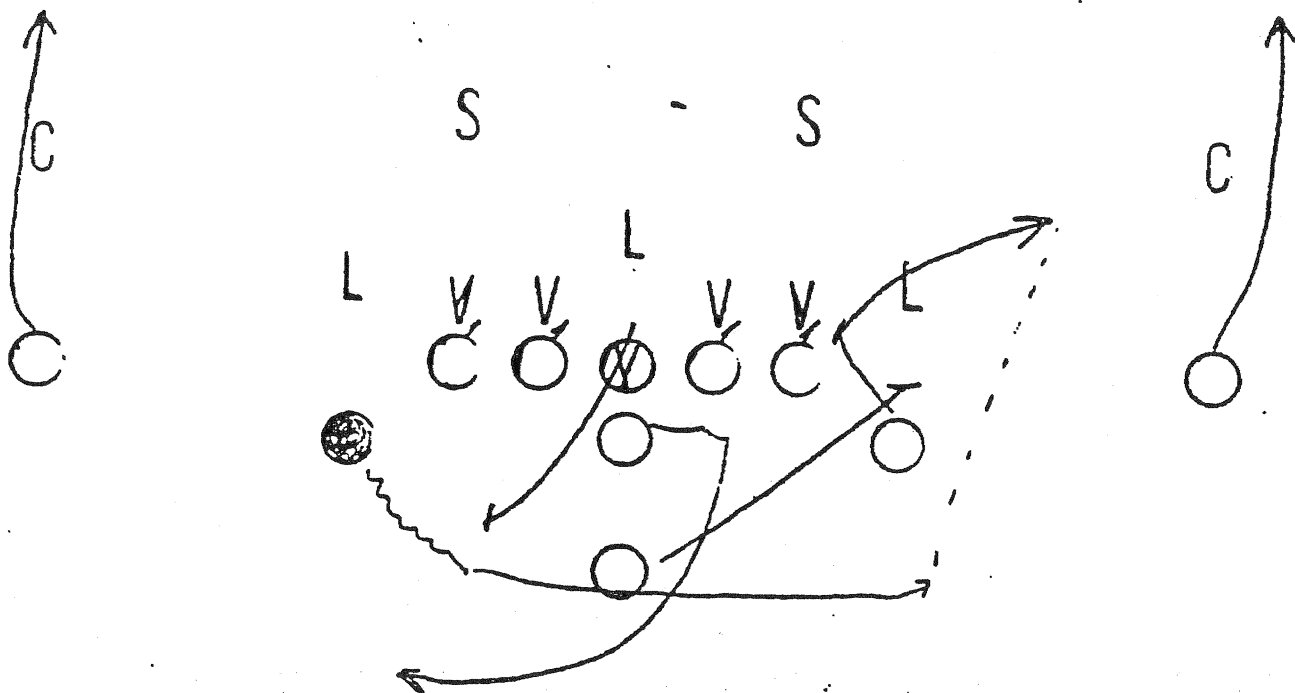
Rip - OPTION RIGHT RUN - PASS



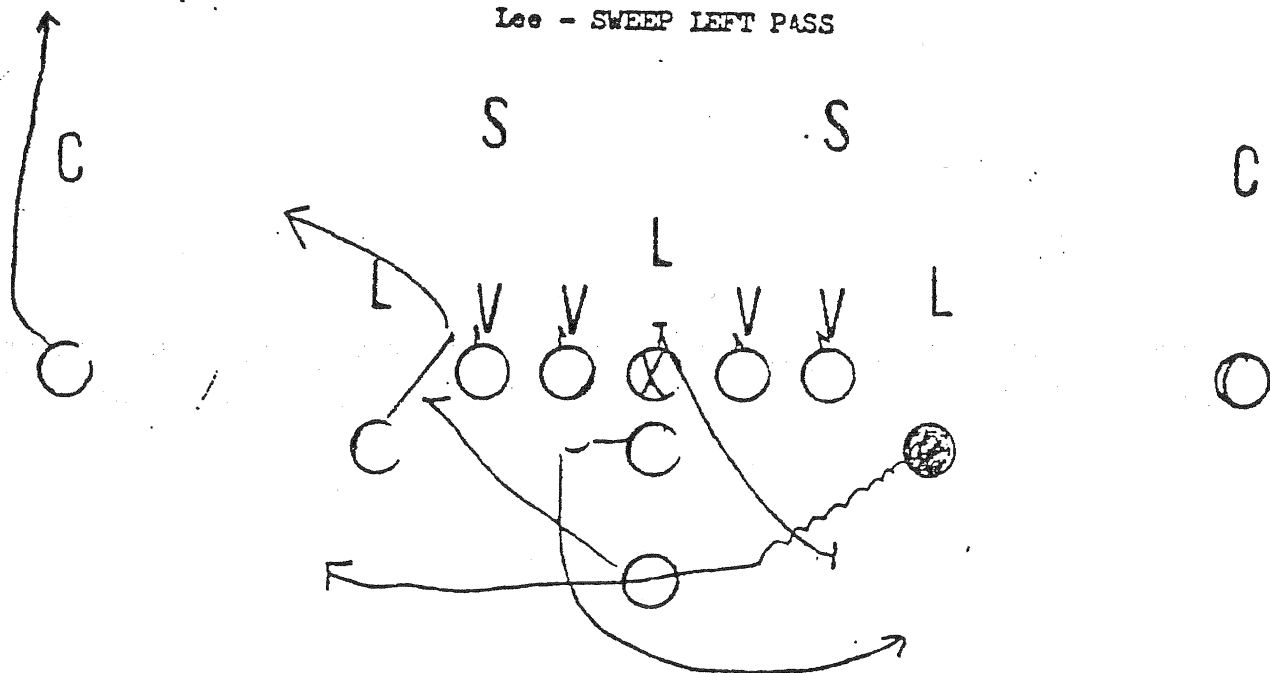
Loud - OPTION LEFT RUN - PASS



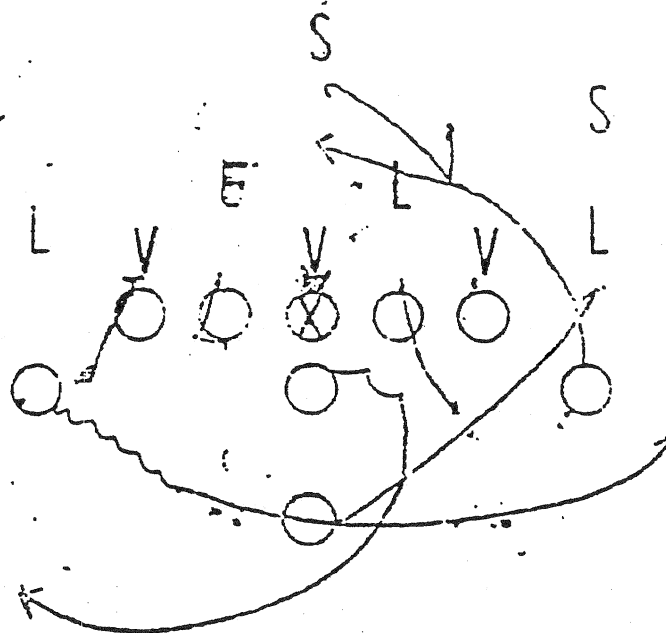
Red - SWEEP RIGHT PASS



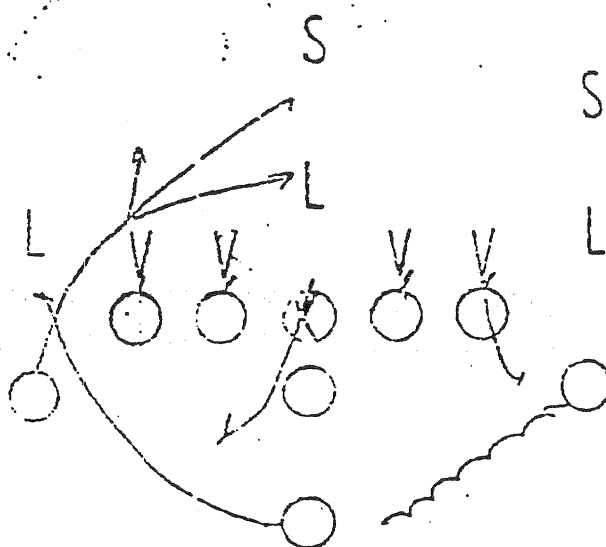
Lee - SWEEP LEFT PASS

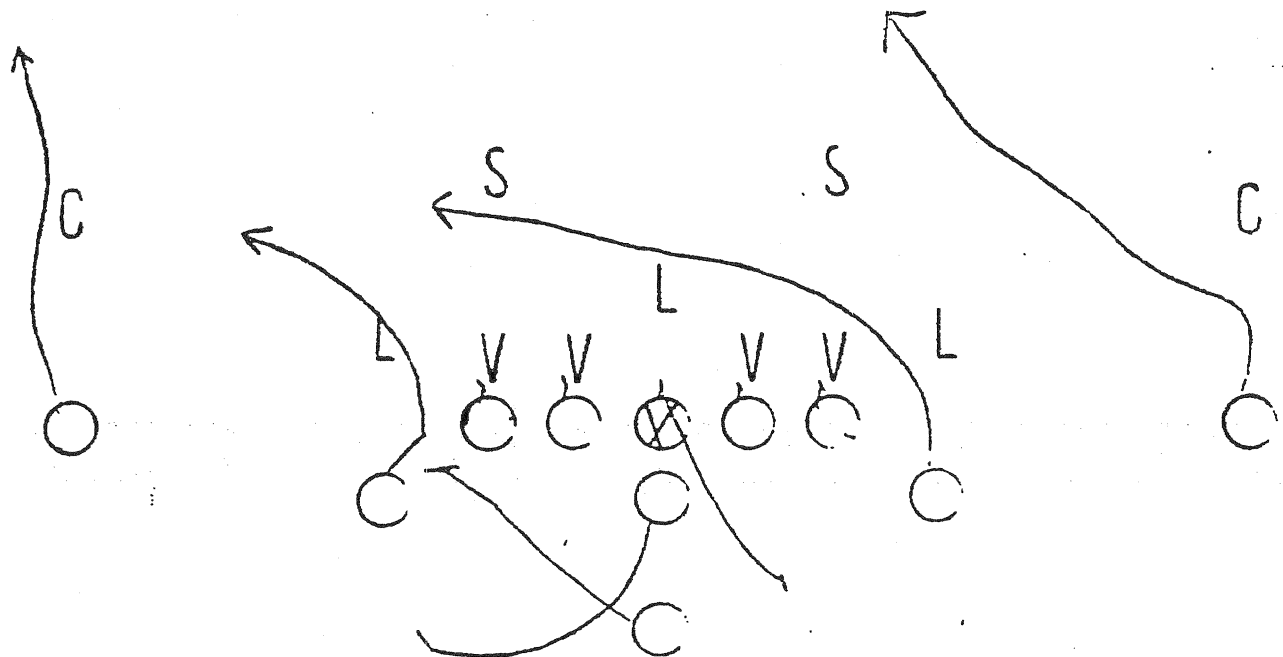
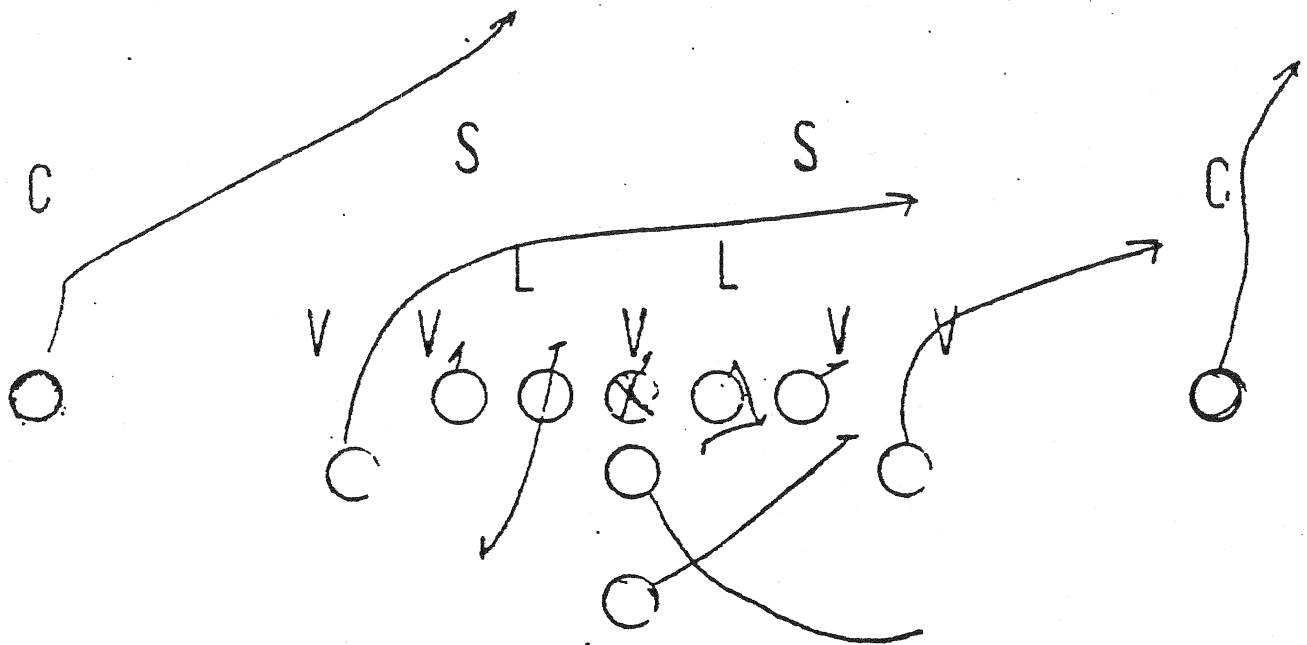


RED - SWEEP RIGHT - BOOT LEFT



LEE - SWEEP LEFT - BOOT RIGHT





DEFINITION- This is a method of having one or two backs in position to pick up any unusual rush created by shooting linebackers and yet at the same time being able to utilize them in the pass pattern when they are not needed to block.

If it is properly coordinated with the pass pattern called, one of two things is going to happen when an extra back goes into the pattern as a delayed receiver: 1) He is going to be open in which case the ball can be thrown to him as an outlet receiver, or 2) He is going to use up part of the underneath coverage to cover him, thereby helping to open up the passing lane to one of the other receivers.

SLIDE PROTECTION BLOCKING- In order to utilize flare control, it is necessary to incorporate man-for-man blocking principles by the interior lineman. They are as follows;

GUARDS: #1 on line

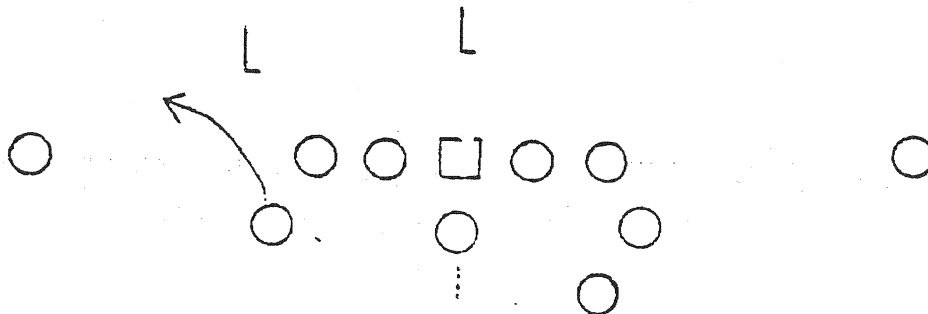
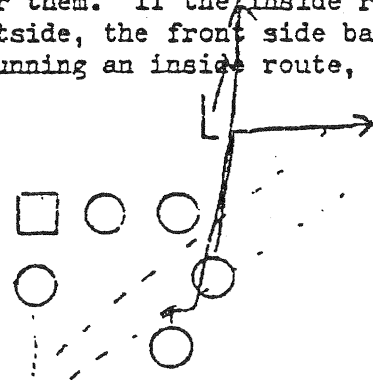
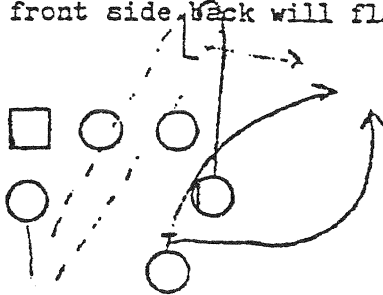
Tackles: #2 on line, check outside

CENTERS: Man on offside L. B. check onside

The guards never block a man directly on the center but will take the first man of the line of scrimmage outside of the center. This could be a man on their inside shoulder, head on, on their outside shoulder; or, since linebackers aren't counted, against a 5-2 defense the first man would be on the outside shoulder of the tackle. The tackle would take the #2 man on the line of scrimmage.

THE FRONT SIDE BACK- The front side backs rule is- check first L.B. my side; if he doesn't rush - FLARE.

On the snap of the ball the front back 1) Takes a step forward looking directly at the first linebacker on his side. 2) If this man is rushing the back should go forward aggressively and meet him as close to the line of scrimmage as possible. 3) If the linebacker isn't rushing, the back should then immediately enter into Flare Control. 4) The key thing in Flare Control is for the back, once he sees he is not needed to block, to go into the pass pattern in a way that will help the other receivers rather than hinder them. If the inside receiver on the side of the call is running a route to the outside, the front side back will flare to the inside; and if the inside receiver is running an inside route, the front side back will flare to the outside.

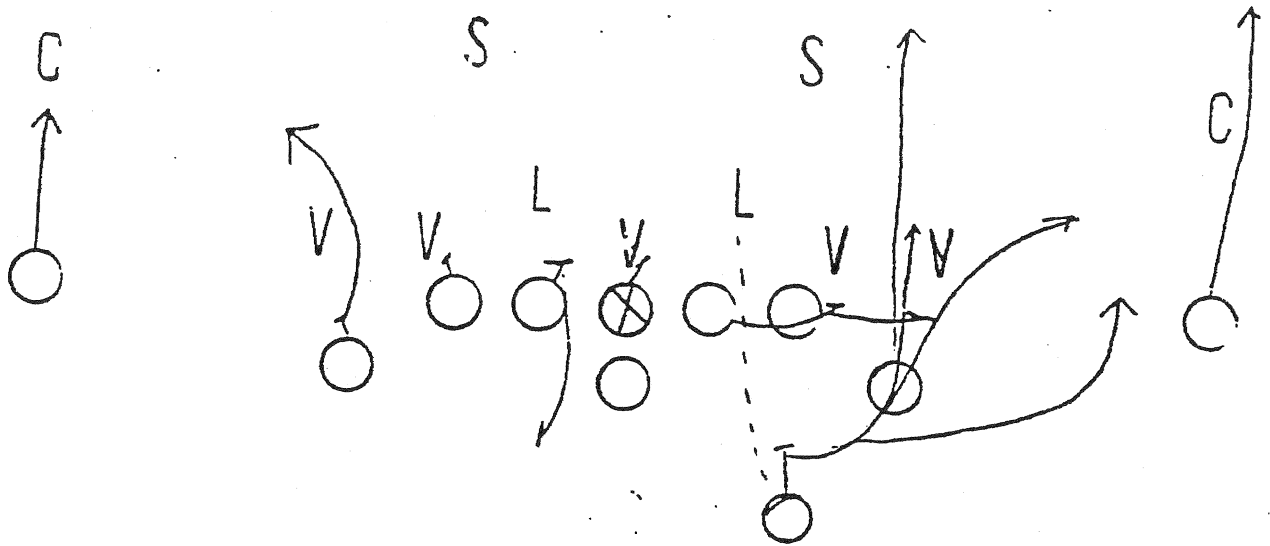


BACK SIDE SLOT- Man on center; first man on or off the line outside my tackle. If he doesn't rush - Flare. No man opposite center; block if two men rush outside of tackle. If only one rushes - Flare.

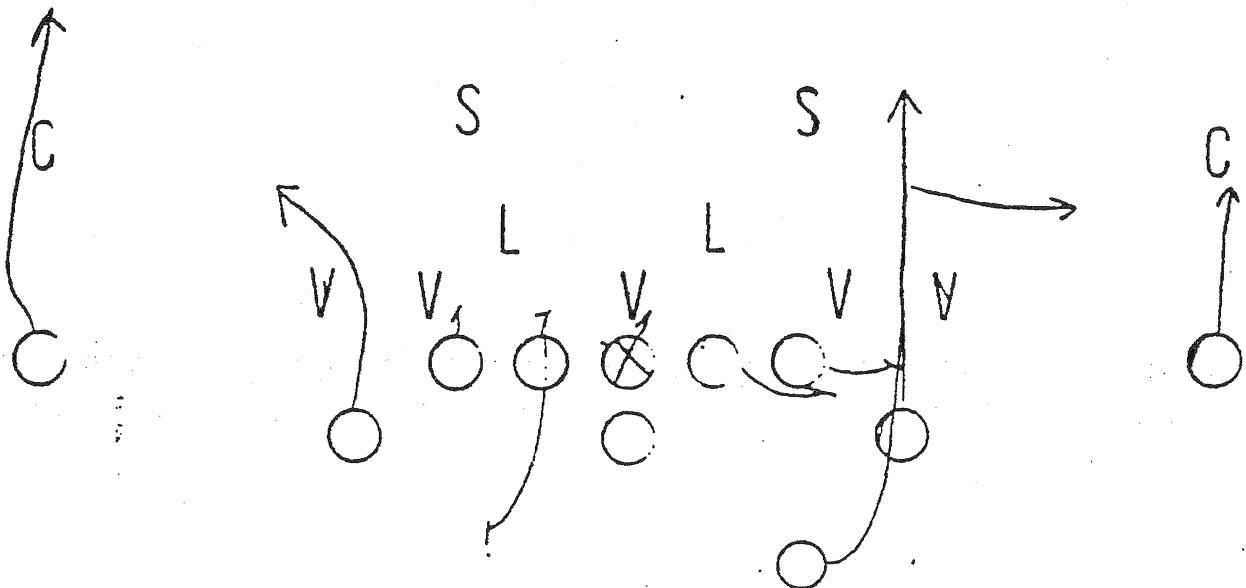
CALLS SPECIFIC TO OUR OFFENSE FOR FLARE CONTROL

- SLIDE CALL MEANS:
- 1) Onside linemen slide block to outside (1st & 2nd men on line)
 - 2) Fullback controls onside L.B. from set position to side of call
 - 3) Unless otherwise designated onside receivers slide deep

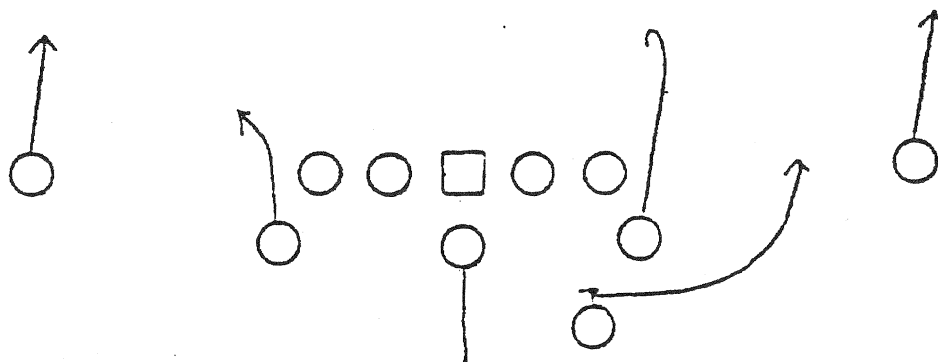
SLIDE RIGHT



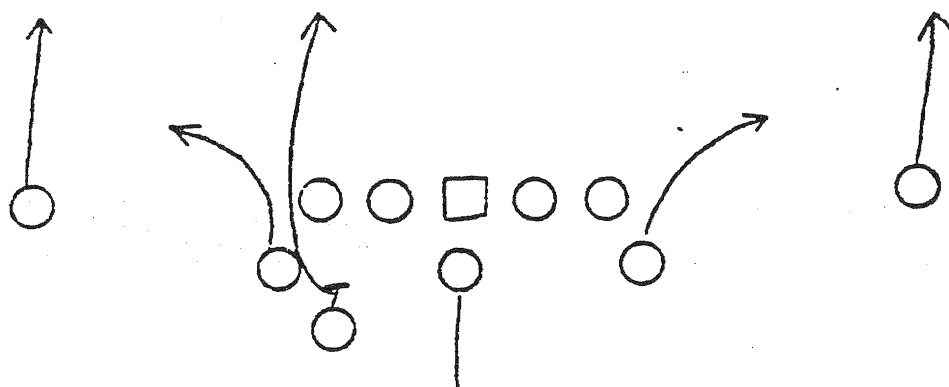
SLIDE RIGHT - RIGHT HALF SIDELINE



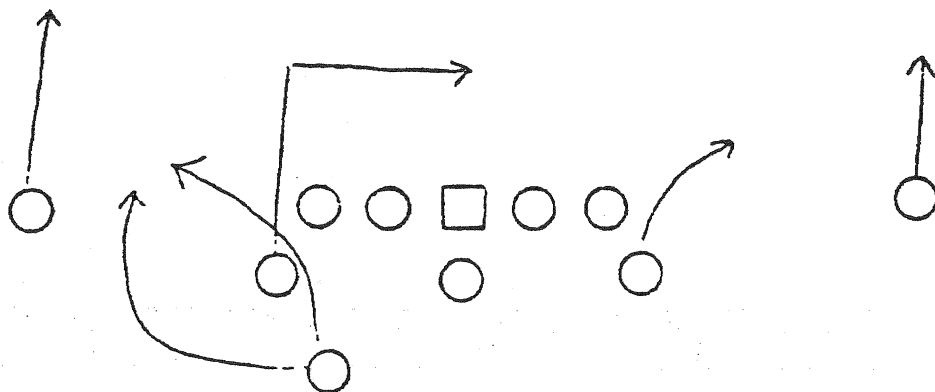
SLIDE RIGHT - RIGHT HALF HOOK



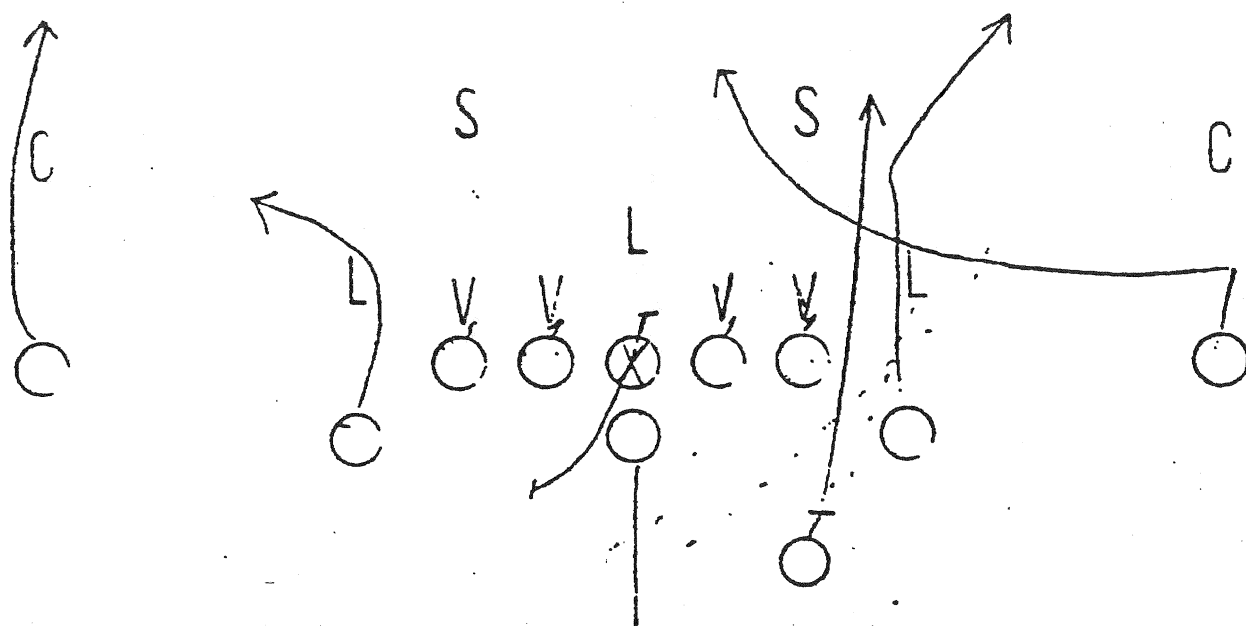
SLIDE LEFT - LEFT HALF FLARE



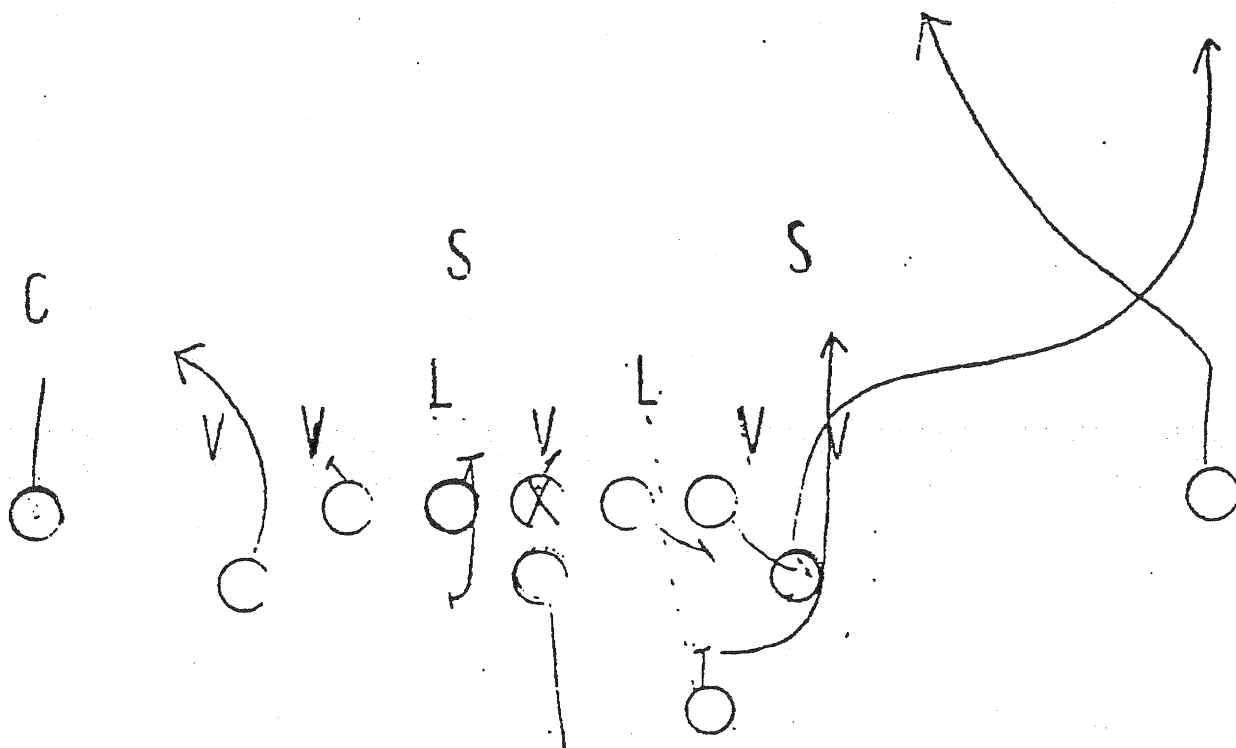
SLIDE LEFT - LEFT HALF ACROSS



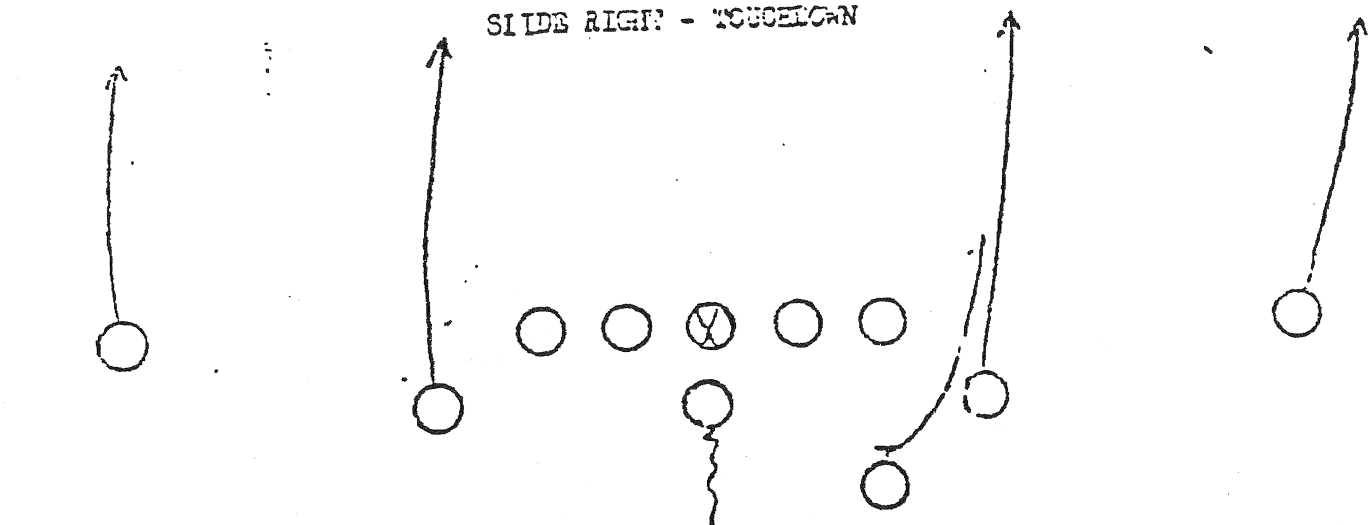
SLIDE RIGHT - RH Flag R.E. Under



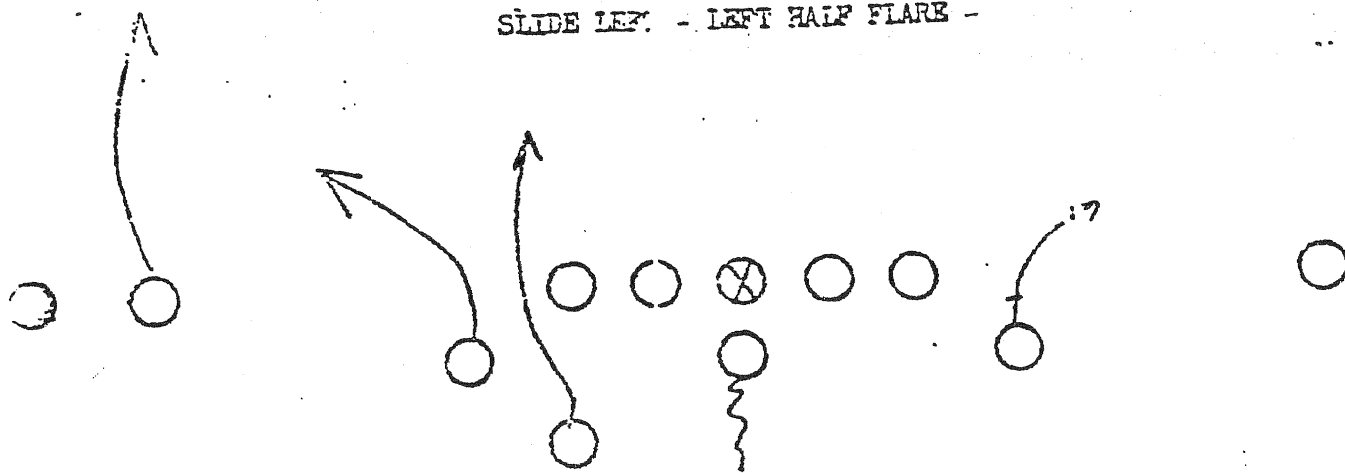
SLIDE RIGHT - RH Flare and Go



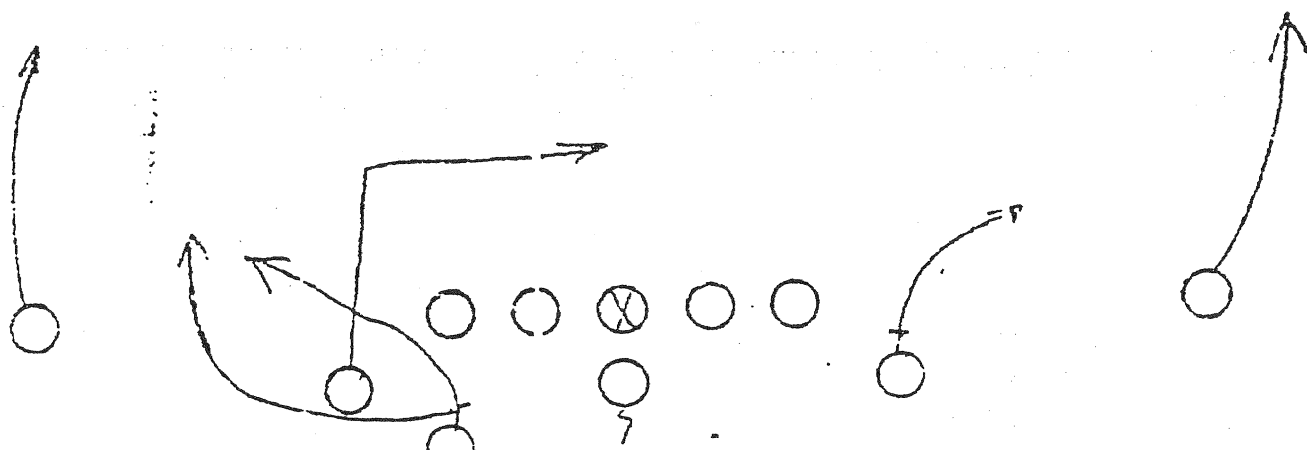
SLIDE RIGHT - TOUCHDOWN



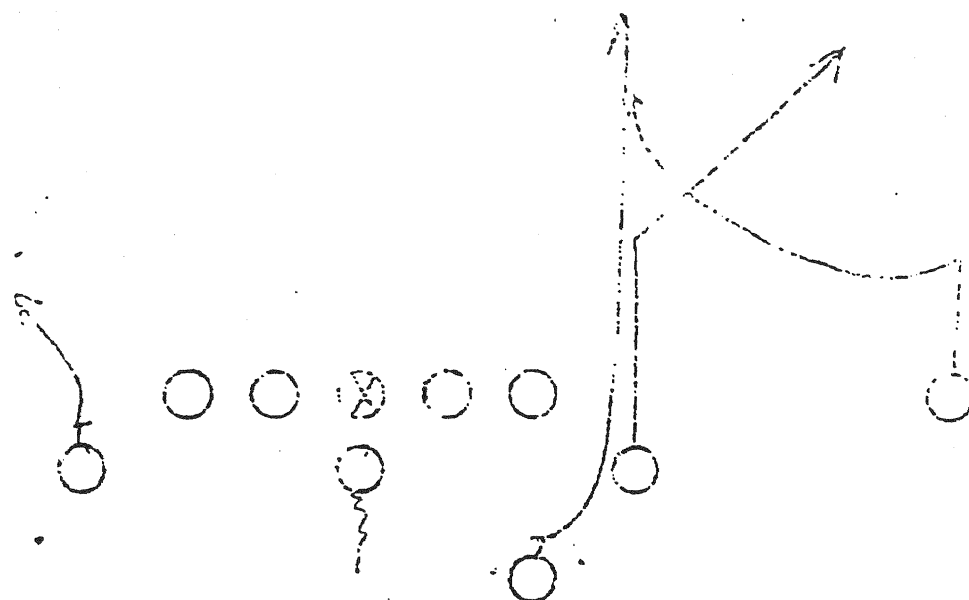
SLIDE LEFT - LEFT HALF FLARE -



SLIDE LEFT - LEFT HALF ACROSS



SLIDE RIGHT - RH FLAG R E. Search



SLIDE RIGHT - RH FLAG AND CO

