

Hofstra

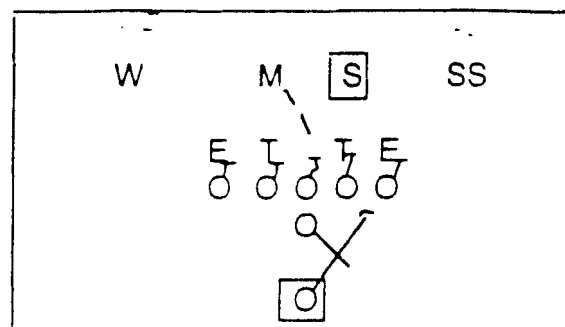
Run & Shoot

**Manny
Mataksis**

FALCON

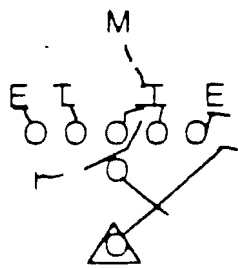
50 SERIES

PLAY: 50-51 PROTECTION
 NOTES: 3 STEP PROTECTION
 AGGRESSIVE.
 PUMP



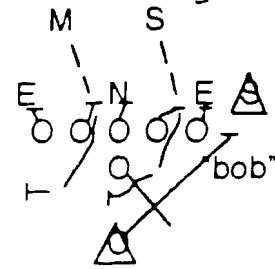
POS	SPLT	ASSIGNMENT
PST	Nor II	Man onto outside. Poss: bat ,tag, bob. Raider call. Can cut if having trouble with knock downs.
PSG		Block man on or off inside. Poss: tag.bob. If uncovered Bandit, go backside.
C		Block man on off. If uncovered bandit, go backside. 41 vs. two 2 tech. Set call side: 42 vs. two 2 tech. Set backside.
BSG		Block man on near shade. If uncovered bandit, go backside. Poss: clown/joker if lb in B-gap. Poss: squeeze vs. db eagle.
BST		Man on outside. Block 1st man onto outside. Poss: squeeze call vs. db eagle. Call Bandit.
S	Nor	41: Base, never come backside vs. bandit. MLB threat from OC nose to playside OT. Poss: bat, tag, bandit, raider, bozo. 42: Base
A		Route
Y		Route
X		Route
Z		Route
QB		3 step angle drop. 1 big, 2 little.

FRONTS



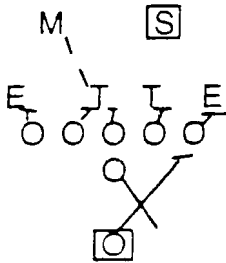
41

poss: bat/tag

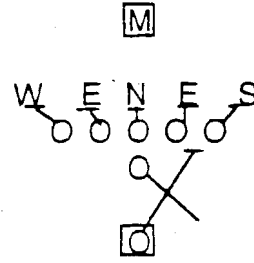


42 wide

poss: bat/tag

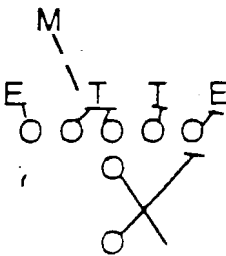


42 OVER RT

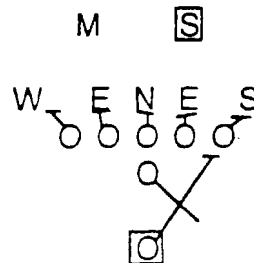


EAGLE

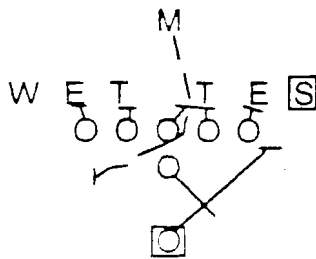
poss: squeeze, bat/tag



41 OVER RT

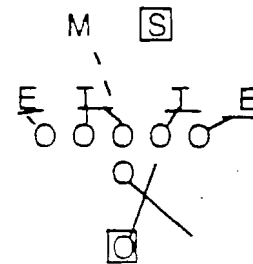


DB. EAGLE



43 BOZO

poss: bandit,raider



42

poss: bat/tag, clown, joker

50 PACKAGE

EITHER

READ
SLANT
CROSS
ANGLE

LOOSE

HITCH
OUT
A/YOUT

TIGHT

SLANT
HOLE
JET
CROSS
ANGLE

MAN

RUB
SCRAPE
A/Y RUB
A/Y SCRAPE
ANGLE ?

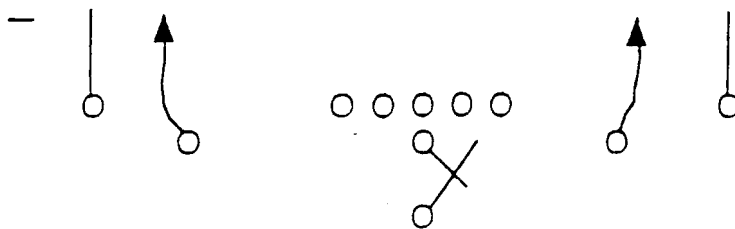
TRIPS FORMATION WE WILL CALL CHECK LOOSE/TIGHT

IF WE AUDIBLE TO 50 SERIES WE WILL GAME PLAN LOOSE AND TIGHT CALLS.

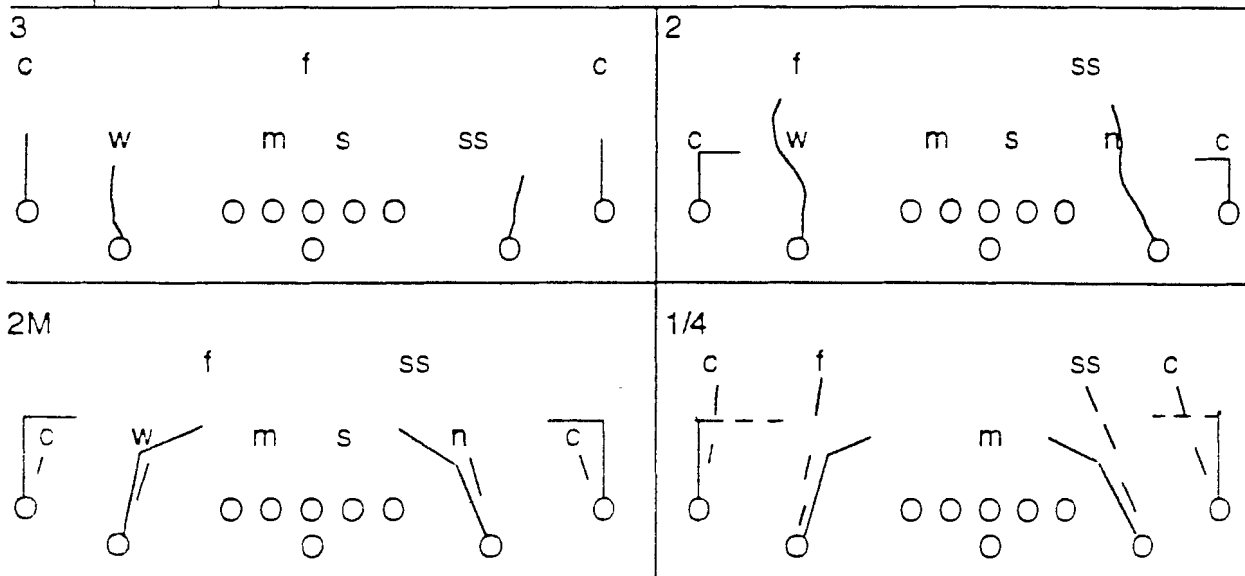
PLAY: HITCH (LOOSE)

FORMATIONS: ALL

NOTES: * HEADS, *PUMP
Fade release



POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottom	Hitch: 3 steps, 2 balance steps.
Z		Same as X.
A	SD	Attack angle outside shoulder alley player. Half speed, look on 3rd step.
Y		Same as A.
QB		Loose: 1 step read 3: Alley player read, width look, TA. No width, hitch, TA 4: Inside/Outside/TA.

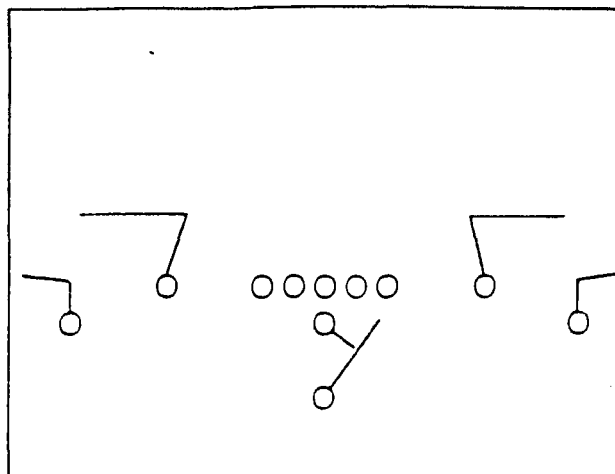


PLAY: OUT (LOOSE)-

FORMATIONS: BUNCH/HUB

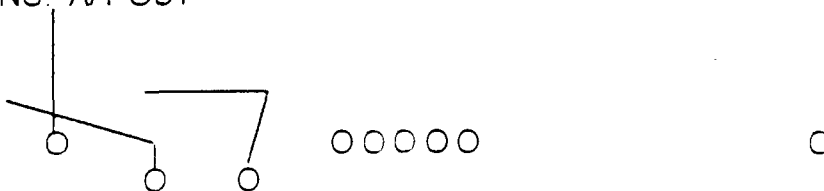
NOTES: USE Z OR X MOTION
IN MOTION
ACROSS MOTION

PUMP



POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION
X	BODY	2 STEP SPEED BREAK TO SIDELINE, MOTION AIM 6 YARDS TO SIDELINE.
Z	BODY	SAME AS X.
A	SD	3 STEP, 2 BALANCE STEP, TRACKER MOVE TO SIDELINE.
Y	SD	SAME AS A.
QB		LOOSE: 3: OUTSIDE/INSIDE/TA. 4: OUSIDE/INSIDE/TA.

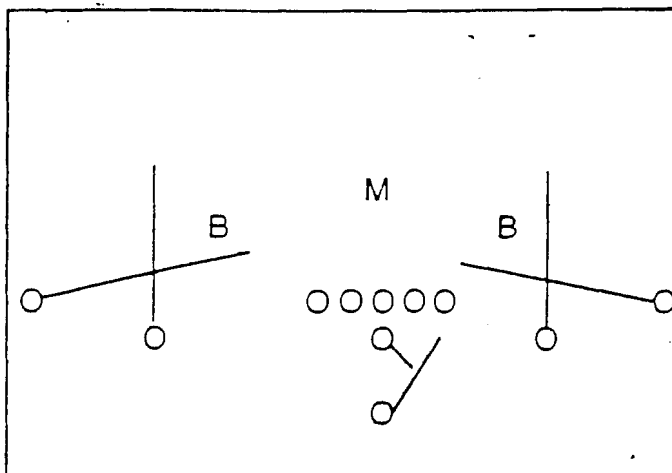
VARIATIONS: A/Y OUT



PLAY: ANGLE (TIGHT)

FORMATIONS: HALF/HIP/HUB/TRPS

NOTES: COULD BE LOOSE.

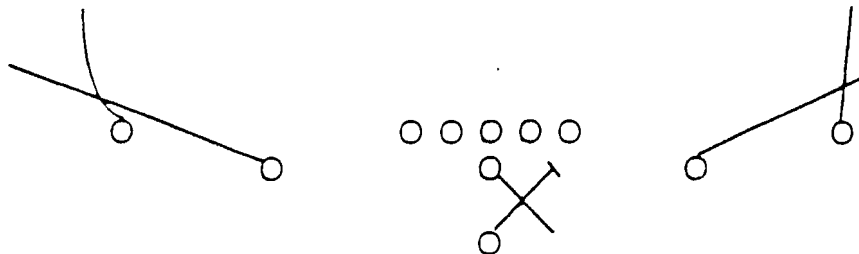


POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION
X	TOP	BALANCE STEP, RUN UNDERNEATH NEAR RECEIVER.
Z	TOP	SAME AS X.
A	SD	7 YARD STOP ROUTE.
Y	SD	SAME AS A.
QB		<p>TIGHT:</p> <p>2: DIG/STOP/ TA. OR READ ALLEY PLAYER.</p> <p>4: DIG/STOP/ TA.</p> <p>CALLED:</p> <p>READ DROP OF MLB. FOR SIDE OF THROW.</p>

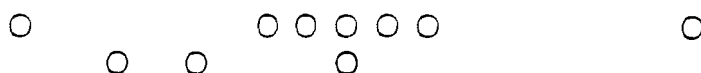
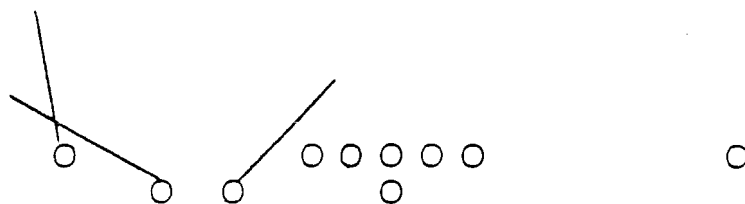
PLAY: HOLE (TIGHT)

FORMATION: ALL

NOTES:



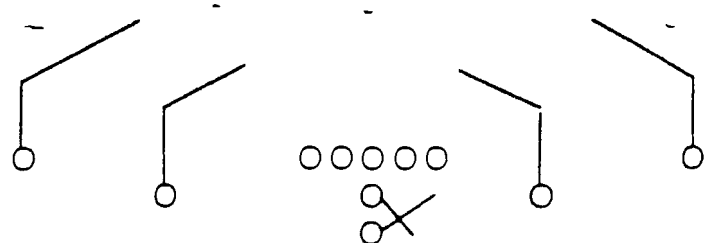
POS	SPLT	ASSIGNMENT
S	NOR	Protection
X	BOTT	Outside streak, looks once past 2nd level.
Z		Same as X.
A	SD	Arrow
Y		Same as A.
QB		TIGHT: 2: HIGH/LOW/TA: CORNER READ HARD OR SOFT. 4: HIGH/LOW/TA



PLAY: SLANT (TIGHT)

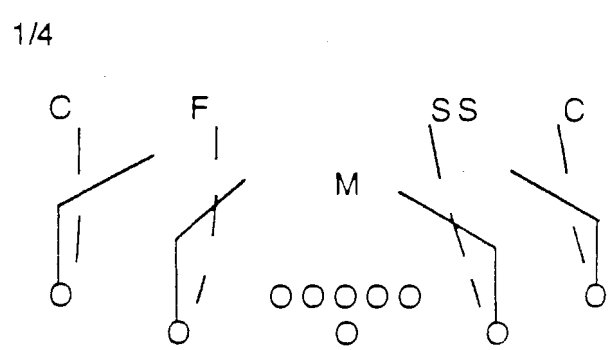
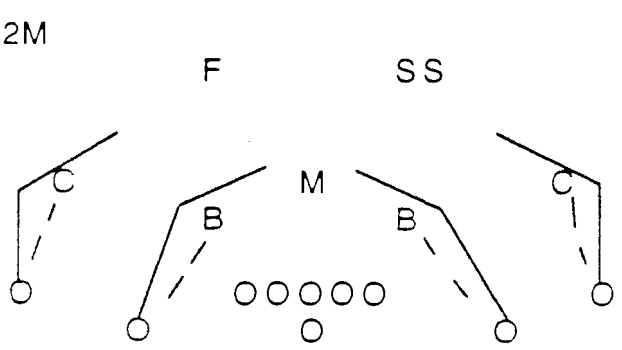
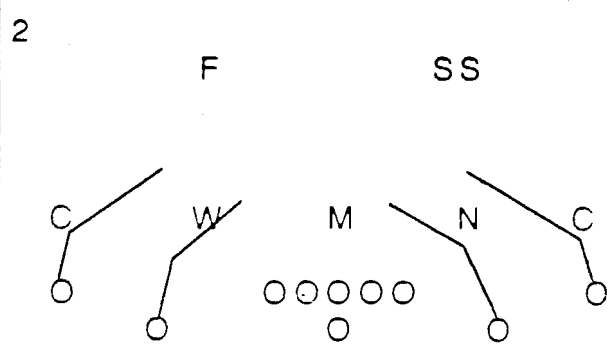
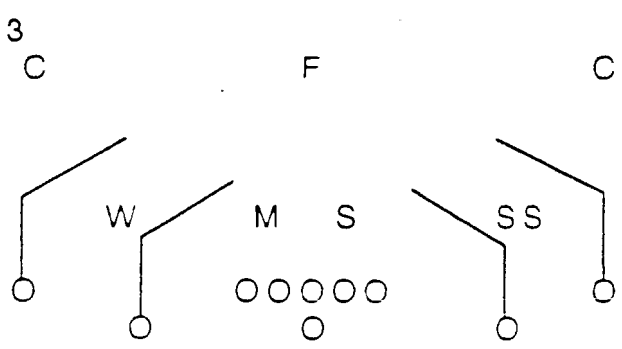
FORMATIONS: HALF, HIP

NOTES: A/Y SLANT
TRIPS
HEADS



CAN BE LOOSE

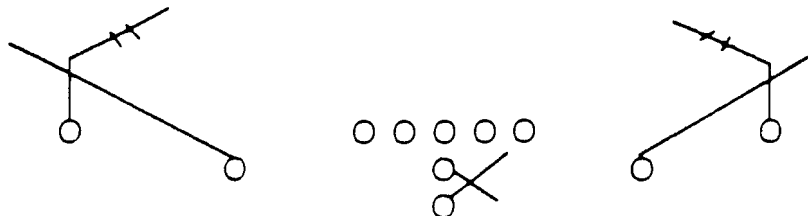
POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottom	Slant: no adjustment, aim 15 yards near hash.
Z		Same as X.
A	SD	Slant: no adjustment, aim 10 yards near hash.
Y		Same as A.
QB		LOOSE: PICK A SIDE 3/4: Widest alley, loosest corner, onside. Inside-out. TIGHT: 2: INSIDE/OUTSIDE/TA. 4: INSIDE/OUTSIDE/TA.



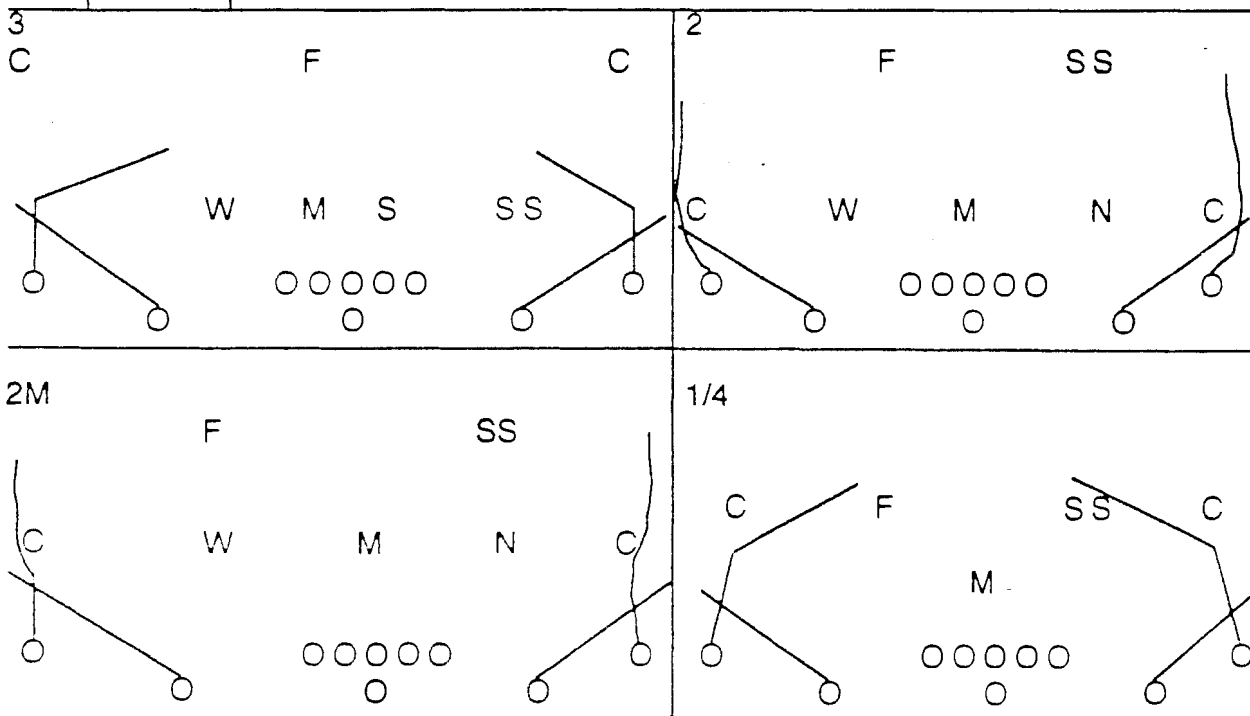
PLAY: CROSS (TIGHT)

FORMATIONS: HALF

NOTES: TRIPS. HEADS.
LOOSE OR TIGHT



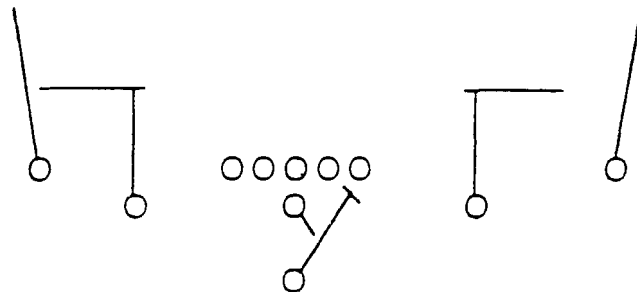
POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottoms	Cross: 3 step trigger move, Bubble: read alley player.
Z		Same as X.
A	SD	Arrow. Aim 6 yards on sideline. Fade away from LOS.
Y		Same as A.
QB		TIGHT: 2: Bubble/arrow/TA. 4: Arrow/Slant/TA. LOOSE: 3/4: ARROW/SLANT/TA.



PLAY: JET (TIGHT)

FORMATIONS: ALL

NOTES:

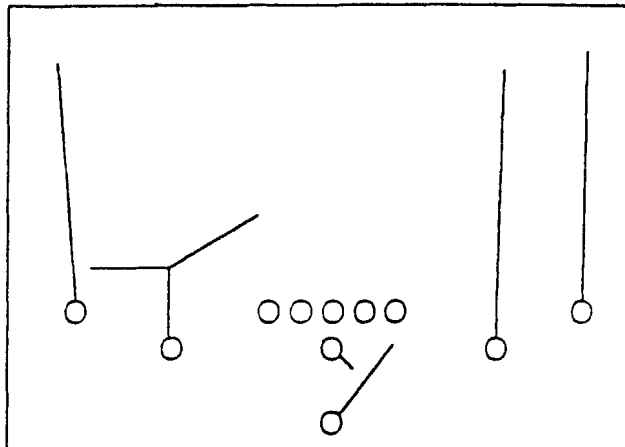


POS	SPLT	ASSIGNMENT
S	MIN	PROTECTION
A	SD	3 STEPS UP, TRACKER MOVE TO SIDELINE.
Y	SD	LISTEN FOR ROUTE CALLED
X	BOTT	FADE
Z	BOTT	FADE
QB		3: FADE/OUT/TA 2: FADE/OUT/TA 4: OUT/TA

PLAY: READ (any receiver)

FORMATIONS: ANY

NOTES: PUMP

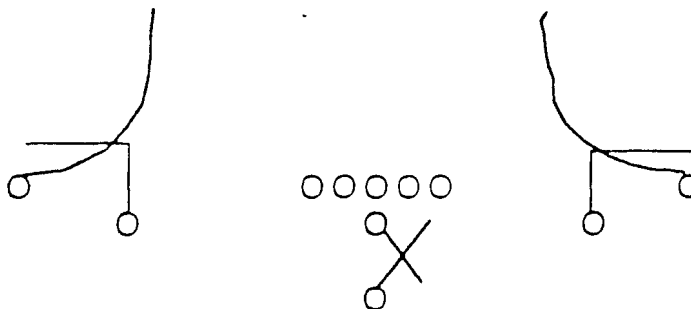


POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION
X	BOTT	STREAK
Z	BOTT	STREAK
A	SD	READ: DB INSIDE 2 ARMS LENGTH=OUT (outside thigh) DB ANY OTHER POSITION=SLANT (inside thigh)
Y	SD	STREAK
QB		MAKE THROW/TA.

PLAY: SCRAPE (BLITZ)

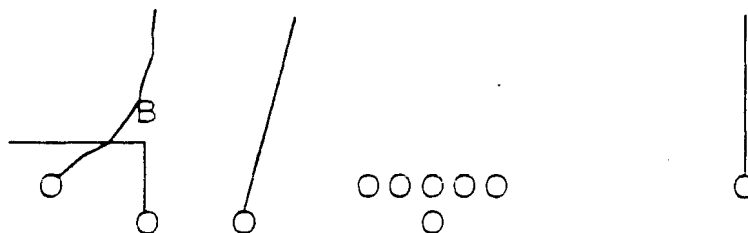
FORMATIONS: HALF, TRIPS

NOTES: A/Y SCRAPE

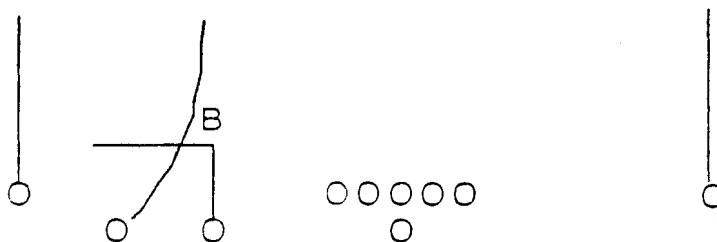


POS	SPLT	ASSIGNMENT
S	Nor	Protection
X	Top	Aim for alley players nea hip. Man over middle receiver. Continue up hash. Look for ball after you clear 2nd level.
Z		Same as X.
A	Wide	Wait for scrape, create separation. Work to get square on alley player.
Y		Same as A.
QB		Zone: In/out, throw away. Man: In, throw away.

Scrape Trips



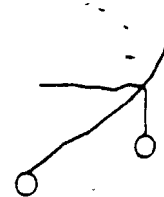
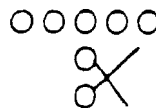
A/Y Scrape



PLAY: RUB (BLITZ)

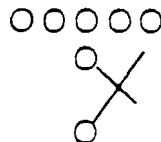
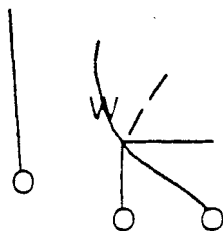
FORMATIONS: HALF

NOTES: A/Y RUB, TRIPS
TRIPS



POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottom	Wait for rub create separation. Stay square, work to be square on corner, not contact.
Z		Same as X.
A	Wide 10yds	Aim at corner's hip. Continue to 4 yds. from sideline looking over inside shoulder. Alingment should be 6 yds from X/Z.
Y		Same as A.
QB		Zone: High/low, throw away. Man: Low, throw away.

A/Y RUB



FALCON

60 SERIES

ROUTE VARIATIONS

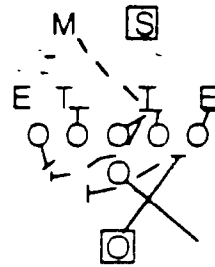
TERMS

DEFINITION

SPECIAL	A AND Y EXCHANGE ROUTES
SWAP	Y AND Z EXCHANGE ROUTES
STIR	A AND Z EXCHANGE ROUTES
SWIM	A AND X EXCHANGE ROUTES
STAG	Y AND X EXCHANGE ROUTES

PLAY: 60-61 PROTECTION

NOTES: 80-81: Free release back.



POS	SPLT	ASSIGNMENT
PST	Nor II	Man onto outside: Agressive. Poss: "tag", "bat", bob,"raider".
PSG		Block man on or off you inside: Agressive. Poss: "tag",bob. If uncovered and "bandit,bozo" call go Backside. 42: block man on, inside. 41: block man on-off, inside.
C		Block man on or near shade: Agressive. 41: vs two 2tech set playside 42: vs. two 2tech set backside. poss:joker/clown if LB in B gap. If uncovered and bandit call go backside.
BSG		Block man on or near shade: Agressive. if uncovered and "bandit" call work backside. Poss: "clown" if LB in B gap. Poss: "squeeze" call from Center vs. DB. EG.
BST		Set to "B" gap. Block 1st man onto outside. Poss: "bandit" call if covered and man outside in a threat. Poss: "squeeze" vs DB EG.
S	Nor	Balance step with no threat. Agressive.
QB		Look for Blitz fronts "bozo" 5 step angle drop. Set up behind OT.

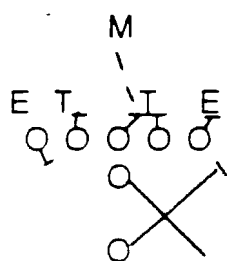
NOTES:

We will zone block all backside twists. We will man block frontside twists except ET.

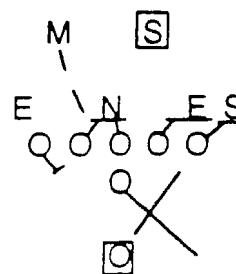
80-81CHIP: S back will bang into blocking assignment then release into route.

80-81: S back free release. We will hot that man.

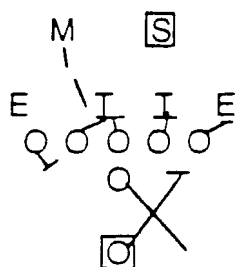
FRONTS



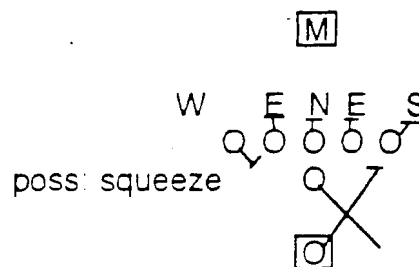
41 poss: bat/tag



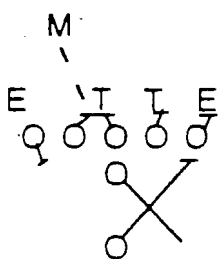
42 wide



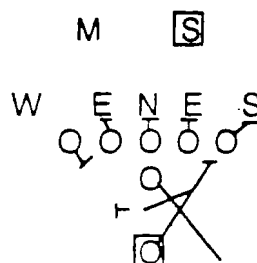
42 OVER RT



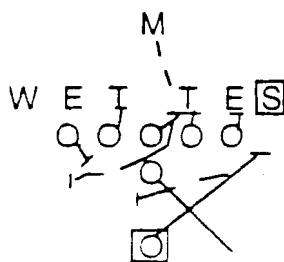
EAGLE



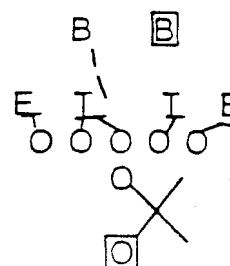
41 OVER RT



DB. EAGLE



43 BOZO



42 POSS: BAT, TAG, SQUEEZE

PLAY: GO

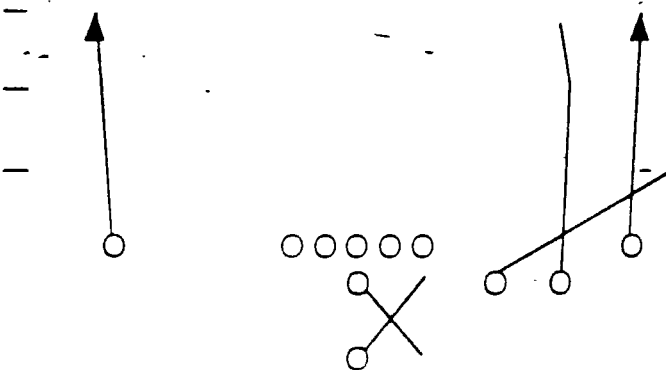
FORMATIONS: ANY FORM OF TRIPS.

NOTES: SPECIAL OR SWAP

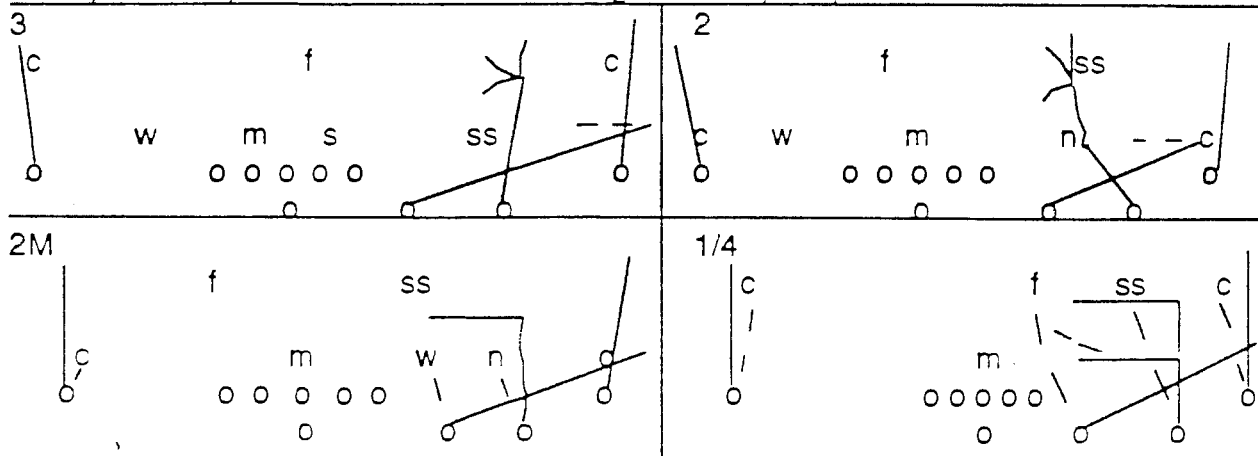
*HEADS

heads have wr **read streak**

Go/pop or pop/ y arrow



POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottom	Streak.
Z	Bottom	Streak.
A	SD	Vertical Read. 3: Attack outside shoulder of alley player. Look on 5th step. 2: Attack inside shoulder of alley player. OR, look at near safety angle to inside hip, then look for ball. 2M/1: 10 yard IN route. 4: 3 step slant route. Z Heads middle receiver IN route.
Y	SD	Arrow.
QB		3: Read alley player: pump, run. 2: Read corner: pump, run. 2M: Arrow, In, Run. 1: Mesh: Straight- arrow, slant, throw away. Combo- slant, throw away. 4: Same as 1. Change to 3 step drop.



PLAY: GO CURL

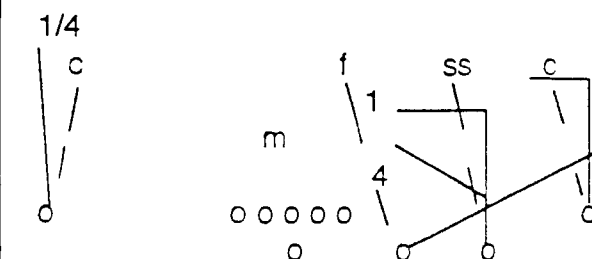
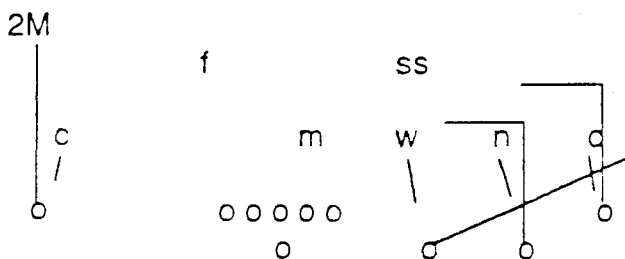
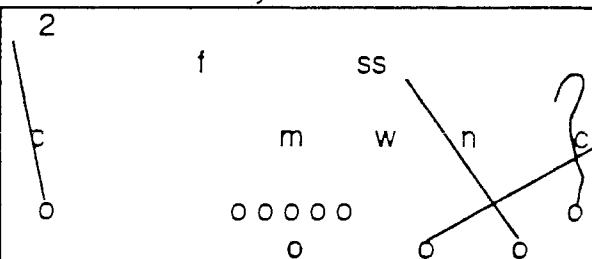
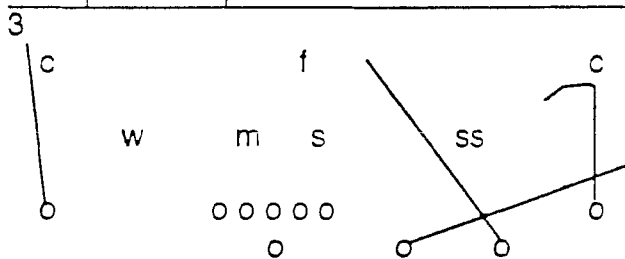
FORMATIONS: ANY TRIPS

NOTES: Y/A IN

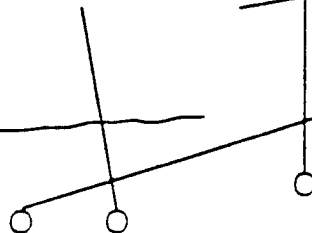
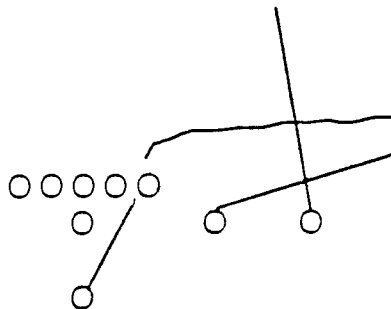
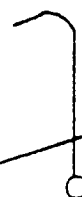
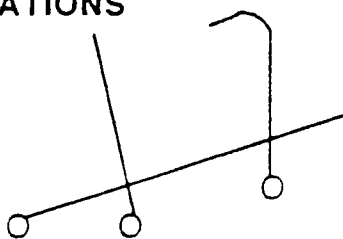
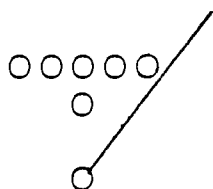
Tag a route

special stir

POS	SPLT	ASSIGNMENT
S	Nor	Protection.
X	Bottom	Streak.
Z	Bottom	12 yard curl route. 5 total step. Read hole. 3: curl 2: widen after you clear corner. 2M/1/4: 10 yard IN route.
A	SD	Clear: always attack near safety. 2/3: clear 2M/1: 10 yard IN route. 4: 3 step slant route.
Y	SD	Arrow route.
QB		3: curl, arrow, run. - Relize when arrow is taken away by coverage. 2: curl, arrow, run. 2M: in, arrow, run. 1: in, arrow, run. 4: MESH: 3 step. Straight- arrow, slant, throw away. Combo- slant, throw away.



GO CURL VARIATIONS



PLAY: CHOICE

FORMATIONS: ANY TRIPS, HALF

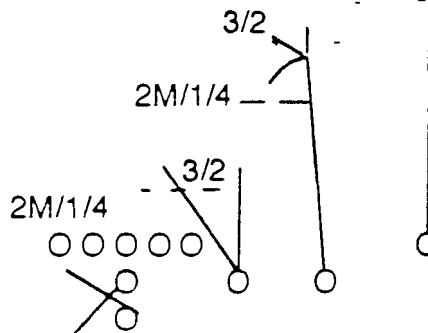
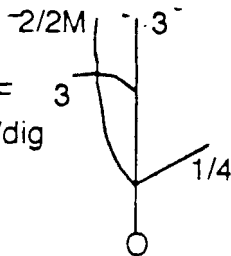
* can delay one count for stop/dig

NOTES: SPECIAL, SWIM, STAG

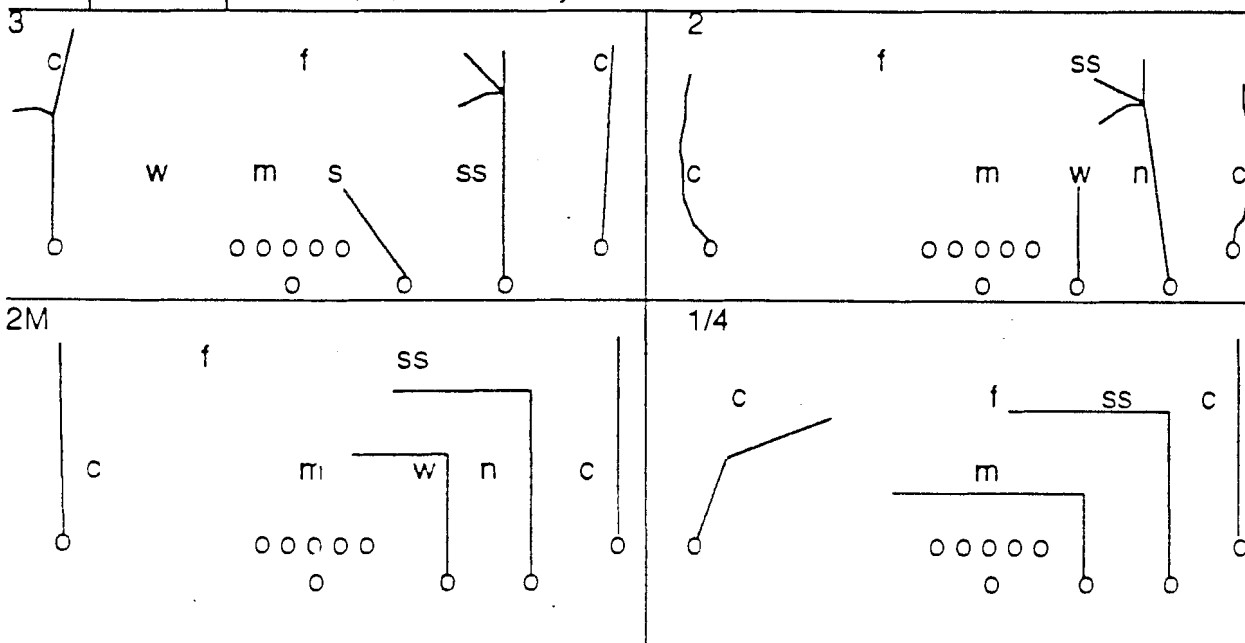
SWAP, STIR

*SNEAK route by S back.

*Dig or Dig it route/ Drag also



POS	SPLT	ASSIGNMENT
S	Nor	Protection: listen for route.
X	Top	Make decision on 5th step. Run route on 7th step. Read corner. 3: +3= out -3= run off leverage. outside=streak, inside=out. Bail= run out, regardless of leverage. 2/2M: hole. 1/4: slant.
Z	Bottom	Streak.
A	SD	Vertical Read: 2 yds outside hash. Execute H.E.C. 15 yds down field 2M/1/4: IN route.
Y	SD	Stop route. 1Lber in box: stop at 1st Lber outside tackle. 2 Lber in box: stop at 1st Lber inside tackle. 1/4: Automatic drag. <i>*We can delay all forms 1 count.</i>
QB		3: 1, 2, 3, run. Any pressure go 1,3,run. 2: 1, 2, 3, run 2M: 1, 2, 3, run. 1: 1, 2, 3, run. 4: 1, 3, throw away.



A hand-drawn musical staff with a treble clef on the left. The staff has five lines. There are several notes: a whole note on the first line (F4), a half note on the second line (G4), a quarter note on the second space (A4), a quarter note on the third line (B4), a quarter note on the third space (C5), a quarter note on the fourth line (D5), and a quarter note on the fourth space (E5). There are also some additional marks, including a small 'x' and some dots, possibly indicating a correction or a specific performance instruction.

NOTES: Audible vs 2M.4.

*heads, chains, in.

Can be run with any combo
of routes front or backside.

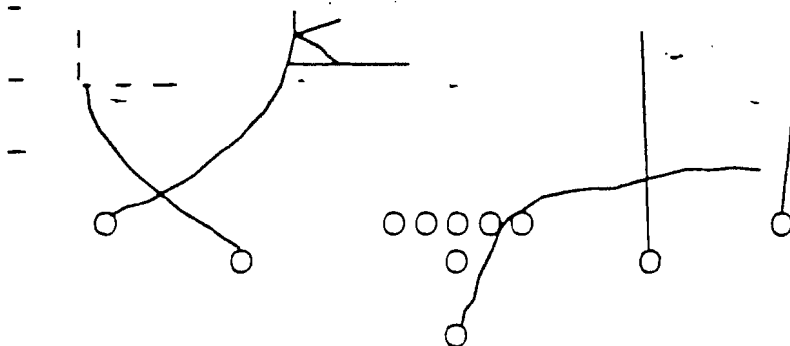
POS	SPLT	ASSIGNMENT
S	Nor	Protection: run route called. slow,slip,sneak.
X	Bottom	Streak. Never closer than 4 yds from sideline. C2:outside release
Z		Same as X.
A	SD	<u>Middle streak</u> . C3: 2yds outside hash. Look for ball after you clear 2nd level. C2: On hash.
Y		Same as A. Trips run a 25yd SHOOT route
QB		3: Quick frontside, backside, "S", run. *Sneak: inside outside down 2: Frontside, backside, "S", run. 2M: Aud. 1: Frontside, backside,"S", run. 4: Aud.

A diagram illustrating a basketball shot. A line labeled "25 yds" indicates the distance from the shooter to the basket. The word "shoot" is written near the basket. The diagram shows the trajectory of the ball and the positions of the shooter and the basket.

* Also, SPECIAL: Qb throw off of MLB. 1st or 2nd window.

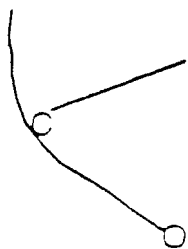
PLAY: BINGO/SWITCH
sneak
FORMATIONS: HALF

NOTES: AUD VS. 4.
bingo/angle
bingo/Any
dig it routes!

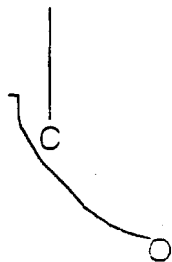


POS	SPLT	ASSIGNMENT
S	Nor	Sneak: 6 yds on sideline. Look for ball as soon as you break loose Release inside of OT.
X	Bottom	Switch: Vertical read, H.E.C near safety. 15yds deep. 3: 2yds outside hash. 2: Run at near safety. Man: Read safety.
Z	Bottom	Streak.
A	SD	Rail route: Read corners technique. Run tight off of "X" hip. C: Collaspe= Go C: High= Sit at 10 yds. C: Squat= In-snap it off at 10 yds and come across. C: Man= Trial, snap. Bubble, go.
Y	SD	Middle streak.
QB		3: 1-2-3-run. 2: alley player walls sneak, 1-2-3-run. 2M: 1-2-3-run. 1: 1-2-3-run. 4: audible.

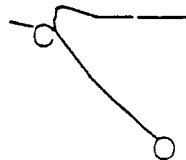
Corner Read



COLLASPE



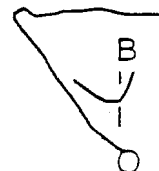
HIGH



SQUAT



BUBBLE

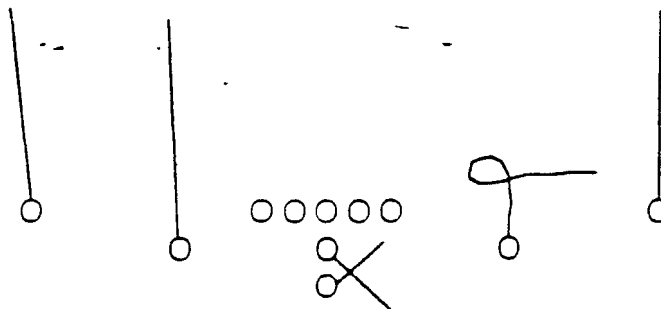


TRAIL

PLAY: A or \odot HIDE

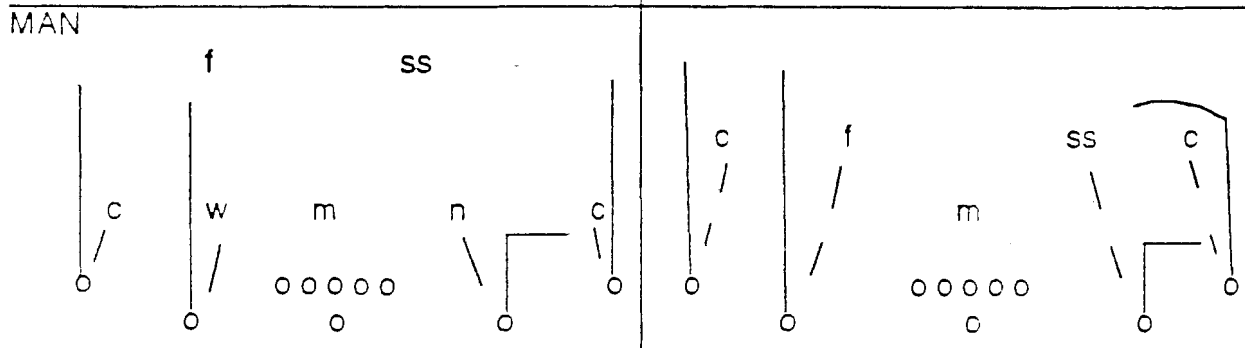
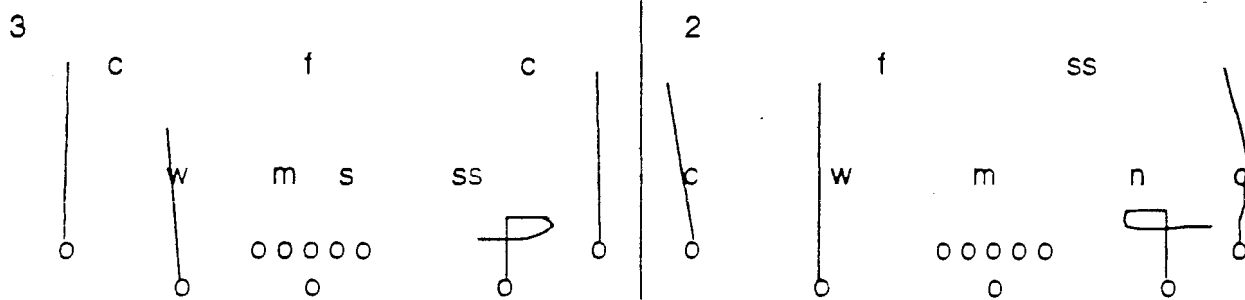
FORMATIONS: ALL

NOTES: Streak understood by receivers not doing Hide.



Can run a curl route with the hide.

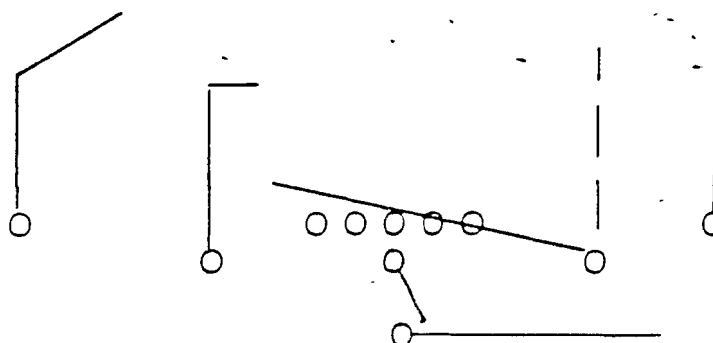
POS	SPLT	ASSIGNMENT
S	Nor	Protection
X	Bottom	Streak
Z	Bottom	Streak
A		Streak
Y	SD	Hide. 3 steps up, 3 steps in/out, run away flat. 3: Spin (in) 2: Twist (out) Man: Square 5 yard out.
QB		Hide, Run.



PLAY: POP

FORMATIONS: ALL HF

NOTES: Put back into route
Y dig route
 Stick frontside route
 Pop/Bingo sneak



80-81

POS	SPLT	ASSIGNMENT
S	NOR	RUN ROUTE CALLED: SWING,SNEAK
X	BOTT	Run post route. 10 yards near upright.
Z	BOTT	Understood streak route.
A	SD	Option route. 10 yard get open route. Or 10 yard IN route.
Y	SD	Understood streak route. Also, Y dig it route
QB		3: Middle safety 2: Near safety 4: Aud POST/IN/DIG/RUN

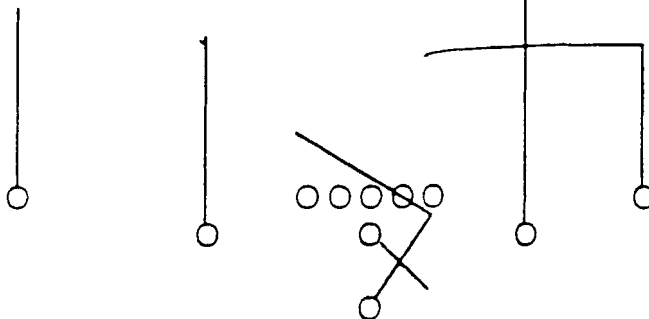
PLAY: CHAINS

FORMATION: ALL

NOTES: X,Z,A,Y

ADD S-BACK INTO ROUTE.

80-81



POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION: RUN ROUTE CALLED
A	SD	UNDERSTOOD STREAK
Y	SD	SAME AS A.
X	BASE	UNDERSTOOD STREAK
Z	BASE	RUN IN ROUTE 2 YDS PAST 1ST DOWN MARKER.
QB		60-61 IN-BACK-RUN AUD. VS. COV. 4

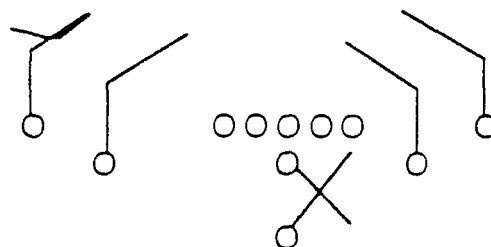
PLAY: WHIP

FORMATIONS: ALL

NOTES: X,Z,Y,A

X,Z: COMES OFF SLANT

A,Y: UNDERSTOOD STREAK FOR X,Z.



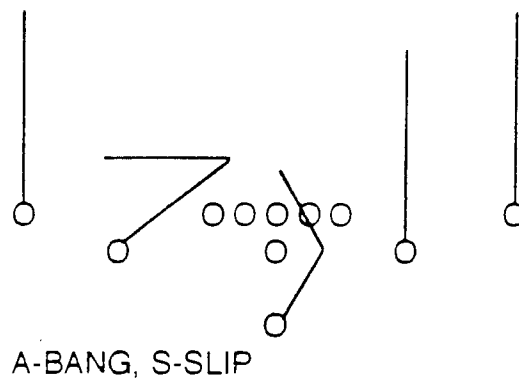
POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION
A	SD	RUN ROUTE CALLED, OR UNDERSTOOD STREAK
Y	SD	SAME AS A.
X	BOTT	3 STEPS UP, 3 STEPS SLANT, PIVOT OUT TO SIDELINE.
Z	BOTT	RUN ROUTE CALLED, OR UNDERSTOOD STREAK.
QB		WHIP/RUN COVER 4: WHIP, THROW AWAY

PLAY: BANG

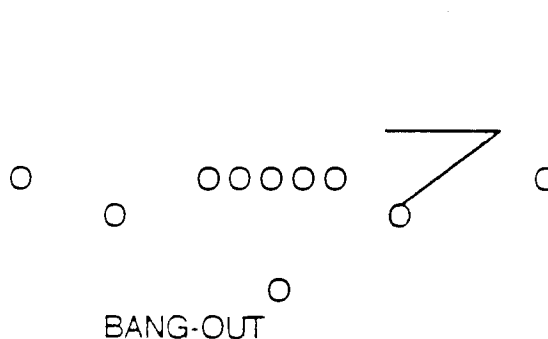
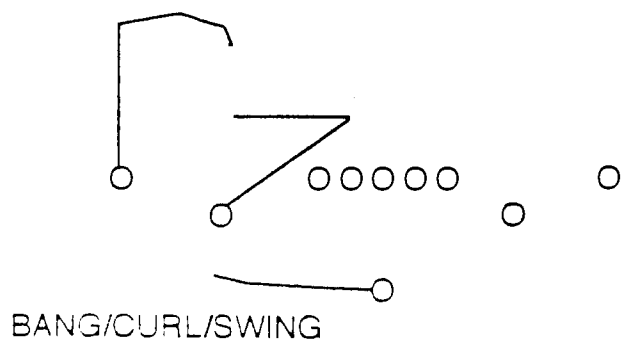
FORMATIONS: ALL

NOTES: Z,X,Y,A

COMBINE WITH CURL
OR ANY ROUTE COMBINATION



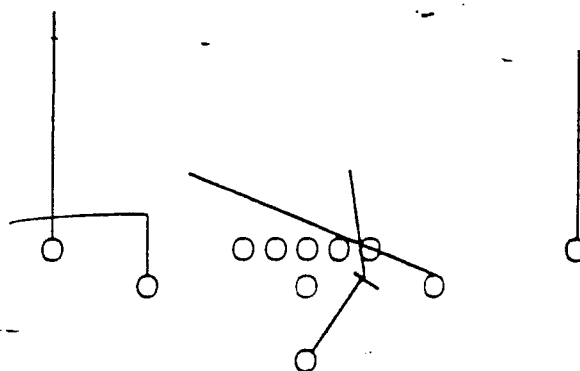
POS	SPLT	ASSSIGNMENT
S	NOR	PROTECTION, RUN ROUTE CALLED
X	BOTT	UNDERSTOOD STREAK, OR ROUTE CALLED
Z	BOTT	UNDERSTOOD STREAK, OR ROUTE CALLED
A	SD	ATTACK NEAR LB. PIVOT OUT TO SIDELINE. MUST GET INSIDE OF OT, BEFORE YOU BREAK OUTSIDE.
Y	SD	UNDERSTOOD STREAK, OR ROUTE CALLED
QB		BANG/ BACK ROUTE, RUN.



PLAY: Y DIG/JET SEAM

FORMATIONS: ANY HALF

NOTES:

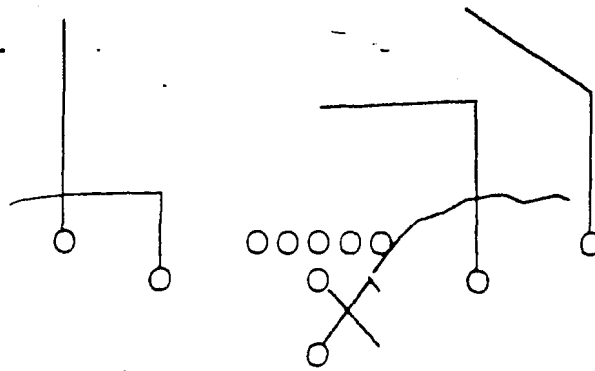


POS	SPLT	ASSIGNMENT
S	NOR	RUN ROUTE CALLED: SEAM, WAIT FOR DIG TO CLEAR.
X	BOTT	JET
Z	BOTT	UNDERSTOOD STREAK
A	SD	JET
Y	SD	DIG
QB		READ MLB OR PSLB, TO RUN.

PLAY: POP/JET S-SNEAK

FORMATIONS: ALL HALF

NOTES:

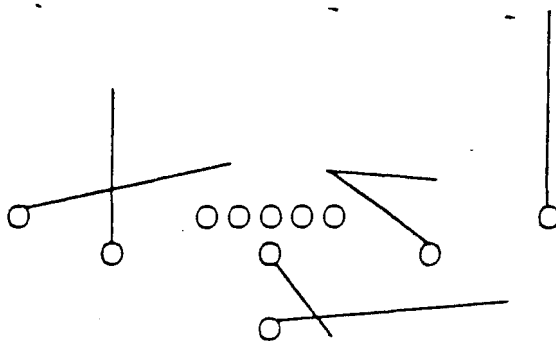


POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION: RUN ROUTE CALLED
Z	BOTT	POST
X	BOTT	POP: JET
A	SD	JET
Y	SD	POP: IN
QB		POST/IN/SNEAK/RUN

PLAY: Y BANG/ANGLE/S-SWING

FORMATIONS: ALL HALF

NOTES: 80-81

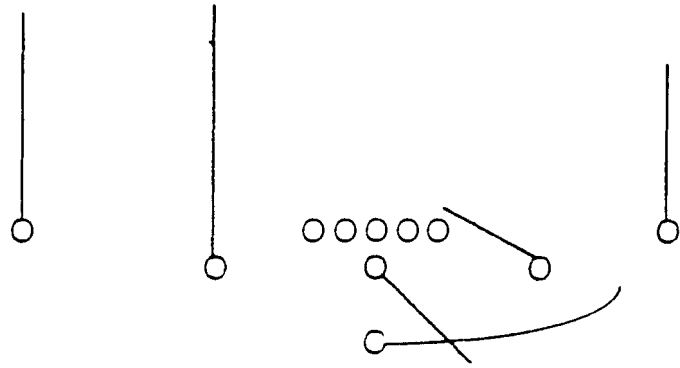


POS	SPLT	ASSSIGNMENT
S	NOR	PROTECTION: SWING
X	BOTT	ANGLE: DIG
Z	BOTT	UNDERSTOOD STREAK
A	SD	ANGLE: STOP
Y	SD	BANG
QB		3: BANG/SWING/DIG/RUN 2: BANG/SWING/DIG/RUN 4: AUD: 50'S

PLAY: STICK/BINGO/SWING

FORMATION: ALL HALF

NOTES: 80-81

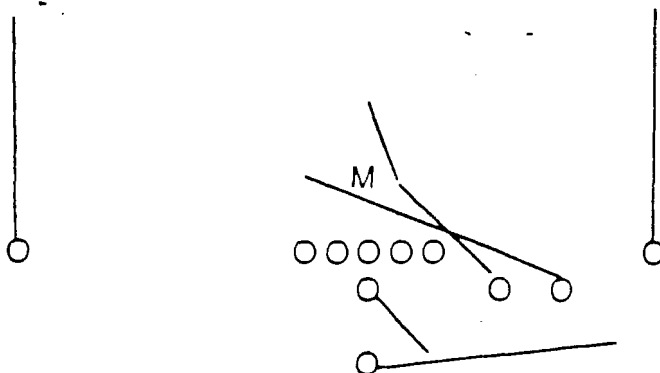


POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION: SWING
A	SD	ROUTE CALLED, BINGO
Y	SD	STICK: DIG IT
X	BOTT	ROUTE CALLED, BINGO
Z	BOTT	STICK: CURL
QB		3/2: CURL/SWING/DIG IT 4: DIG IT/SWING

PLAY: CHINA/ SWING

FORMATIONS: ALL TRIPS

NOTES: 80-81

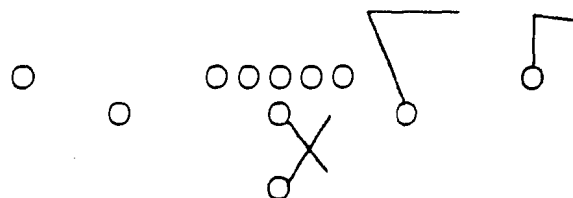


POS	SPLT	ASSIGNMENT
S	NOR	PROTECTION: SWING
X	BOTT	UNDERSTOOD STREAK
Z	BOTT	UNDERSTOOD STREAK
A	SD	DIG: UNDERNEATH Y'S ROUTE
Y	SD	DRIVE AT NEAR LB'S OUTSIDE HIP. BREAK CUSHION. PUSH UP FIELD. NEVER CROSSING HIS FACE. LOOK FOR BALL WHEN YOU GET EVEN WITH HIM.
QB		READ NEAR LB. OVER / UNDER TO SWING. 4: DIG/SWING.

PLAY: OUT

FORMATIONS: ALL

NOTES: SHORT MOTION IN.
A/Y OUT.



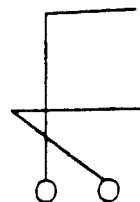
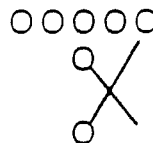
* BACK ROUTE

POS	SPLT	ASSIGNMENT
S		
X		
Z		
Y		
A		
QB		

PLAY:

FORMATIONS: ALL TRIPS

NOTES:



POS SPLT

ASSIGNMENT

S

X

Z

A

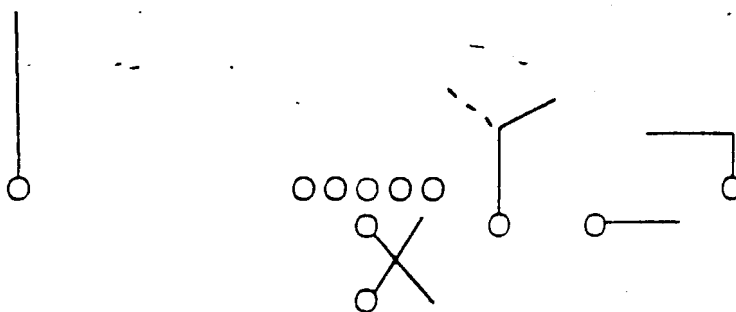
Y

QB

PLAY: DUTCH

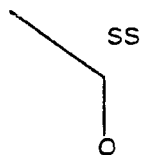
FORMATIONS: TRIPS.

NOTES:

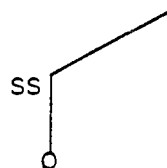


POS	SPLT	ASSIGNMENT
S	Nor	Protection
X	Bottom	Streak
Z	Bottom	Drag.
A	SD	Backpeddle away.
Y	SD	Read Slant. Defender outside leverage=slant. Defender less than 5 yds outside leverage=flag.
QB		Read: Slant, Drag, In, Run. Cover 4: 3 step drop.

Read Slant



outside leverage



5- inside leverage

PLAY: HOOK

FORMATIONS: HALF, TRIPS

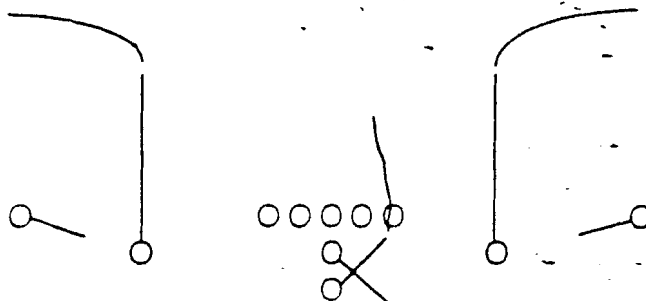
NOTES: Half "S"=slow

Trips "S"=slip

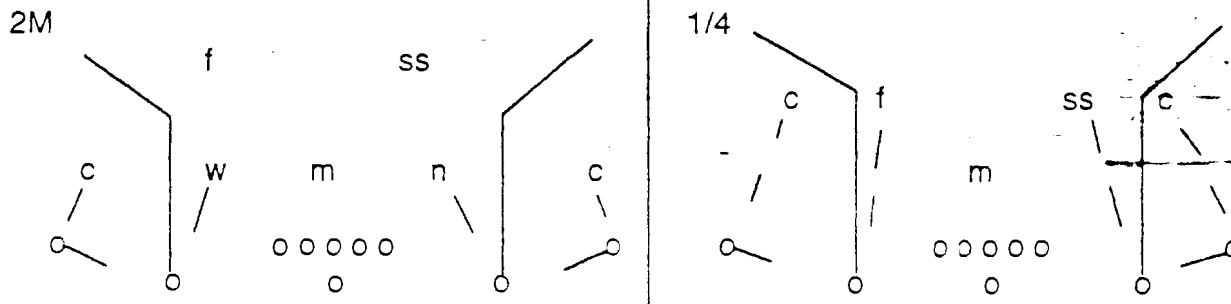
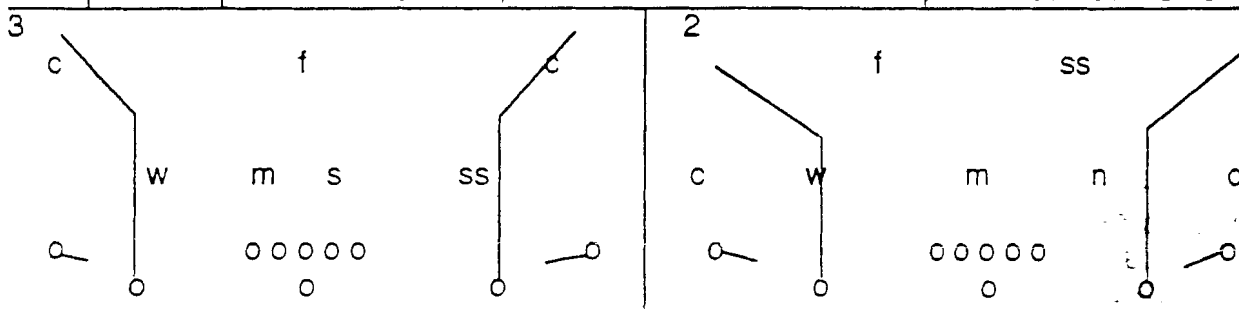
*hook/switch

*bolt/lightning

*bingo/hook



POS	SPLT	ASSIGNMENT
S	Nor	Protection: Slow, Slip route.
X	Bottom	Smash
Z		Same as X.
A	SD	Corner route, break at 10 to 20 on the sideline: 5 step route, break to 20 on the sideline. Trips: If your the inside rec. Vertical read at 15 yds depth. H.E.C.
Y		Same as A.
QB		3: Alley player: keep eyes on corner. smash, slow, run. 2: Corner: Soft= smash, slow, run. Hard=hook, slow, run. 2M: Hook, smash, run. 1: Field throw, Hook, smash, run. *progression or read it. 4: Field throw, Audible. *Trips: vertical read is #3.



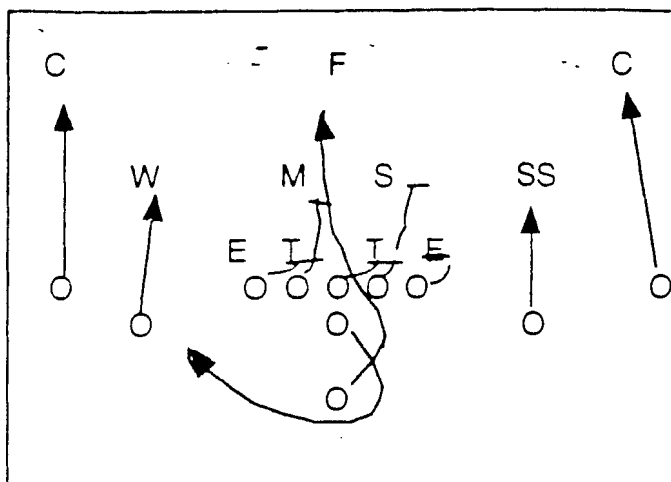
FALCON

RUNNING GAME

PLAY: 32-33 SCAT

FORMATIONS: ALL

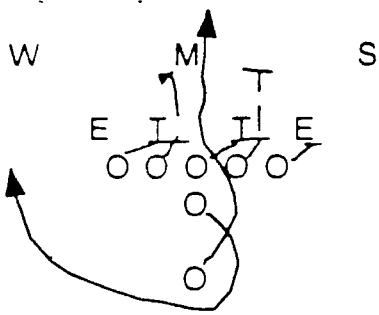
NOTES: Can be check to the B gap.
32-33 CUT.



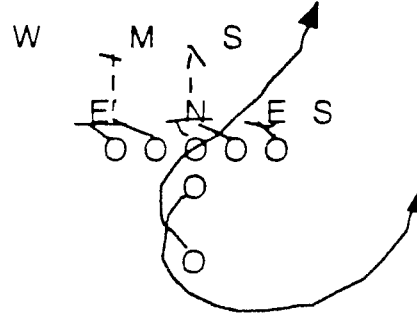
never cut first level

POS	SPLT	ASSIGNMENT
PST	NOR II	Block first man onto outside . Pre snap read D. End for drive or Steer. vs. 50 poss. "duce"
PSG		Block man on over. If covered, "ACE" with OC. to PSLB. pos duce.
C		Block man on to over "ace" with PSG. Shaded nose: Pos "club" If uncovered "ACE" with PSG. If covered "SWIPE" with PSG
BSG		If covered "SLIP" with BST. Vs. 2/3 tech "slip" with BST. "slide" vs 1 If uncovered "SWIPE" with OC.
BST		"SLIP" block with BSG vs. 2/3 tech. vs. 1 tech/shade nose "slide" to BSLB. "Lock or Set" call on game plan vs 41.
S	Max	Balance step track to butt of PSG. Receive ball, read block of 1st D: lineman from PSG to backside flow read backside.
A	SD	Half To: #2 inside #'s. Half Away: #2 inside #'s. Trips To: #3 inside #'s. Trips Away: #3 inside #'s.
Y		Same as A.
X	BOTT	To: #1 square. Away: #1 Square.
Z		Same as X.
QB		Open onside at 5:00 2nd step at 6:00 3rd step at 6:00. Inside hand off on 3rd step. Fake naked backside

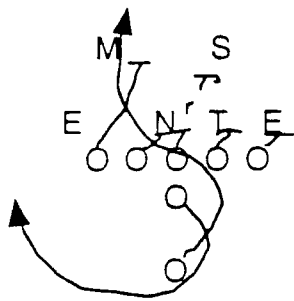
FRONTS



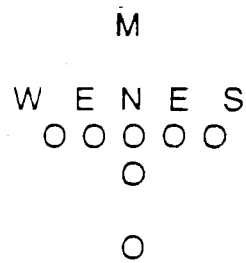
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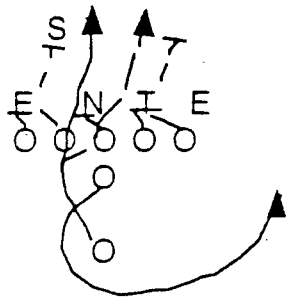
42 WIDE



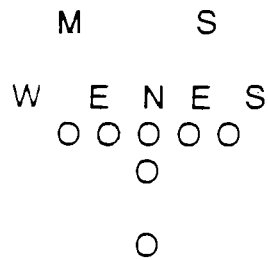
42 OVER RT



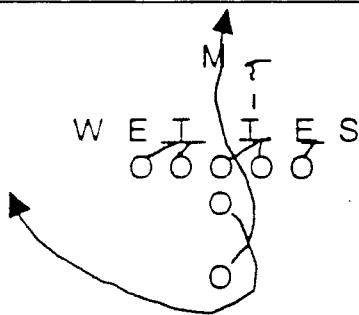
EAGLE



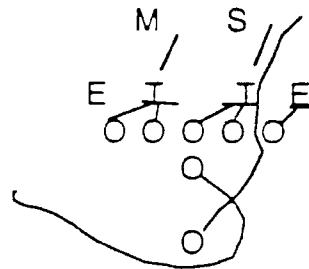
41 OVER RT



DB. EAGLE



43 BOZO

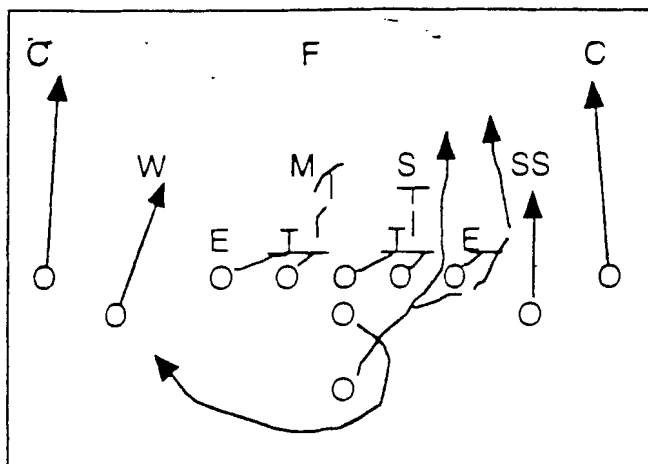


42

PLAY: 34-35 ZONE

FORMATIONS: ALL

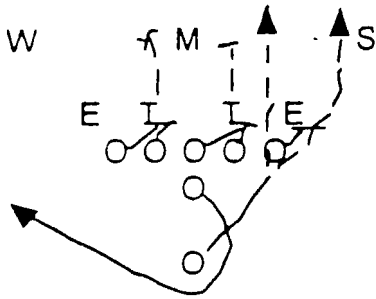
NOTES: Can be check to A gap.



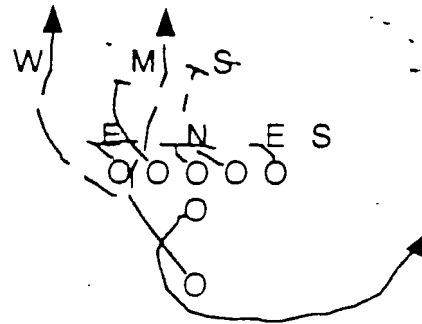
can cut level one

POS	SPLT	ASSIGNMENT
PST	Nor II	Block first man onto outside.. Steer-drive. Poss: "q.duce".
PSG		Block 1st man onto over. If uncovered "q.ACE" with OC if 4i. "q.DUCE" with PST. If covered, "q.ACE" with OC.
C		If uncovered "q.ACE" with PSG to PSLB. If covered "q.swipe" with BSG to PSLB.
BSG		If uncovered "q.swipe with OC. If covered "q.slip" with BST. If 2/3 tech "q.slip" with BST. 1 tech "slide"
BST		"q.SLIP" vs 2/3 tech. vs. 1 tech or shaded nose "q.SLIDE" with BSG. Poss: Clip vs 3 tech.
S	Nor	Balance step, track to butt of PST. Receive ball, read PST's block. Make cut as close to OT and LOS at possible.
A	SD	Half To: #2 square. Half Away: #2 cutoff Trips To: #3 square Trips Away: #3 cutoff
Y		Same as A. Arcy or yacy motion to block alley player.
X	BOTT	To: #1 square. Away: #1 cutoff.
Z		Same as X.
QB		Open onside at 5:00. Continue to step at 5. Insure H.O. on third step. Fake naked backside. Deliver ball as deep as possible.

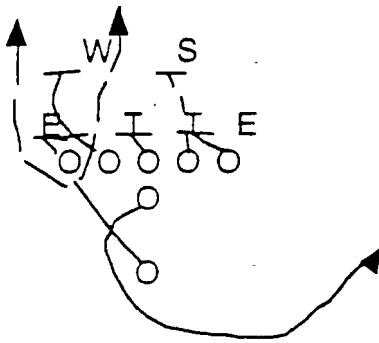
FRONTS



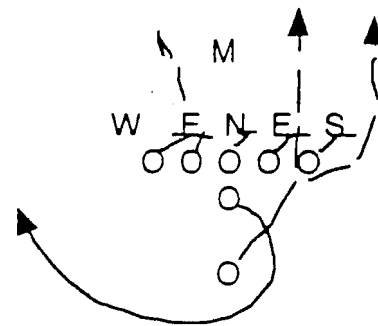
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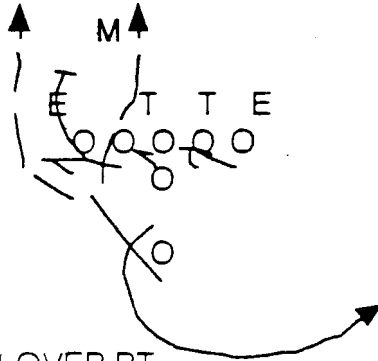
42 WIDE



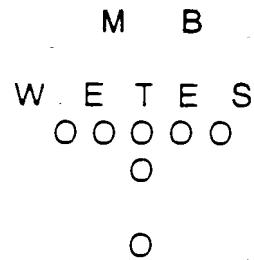
42 OVER RT



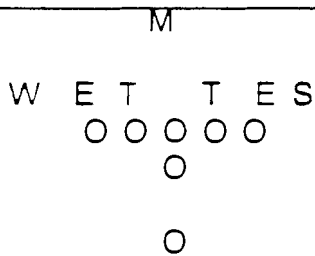
EAGLE ,Pos: "swipe"



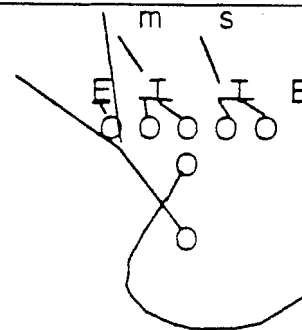
41 OVER RT



DB EAGLE:



43 BOZO

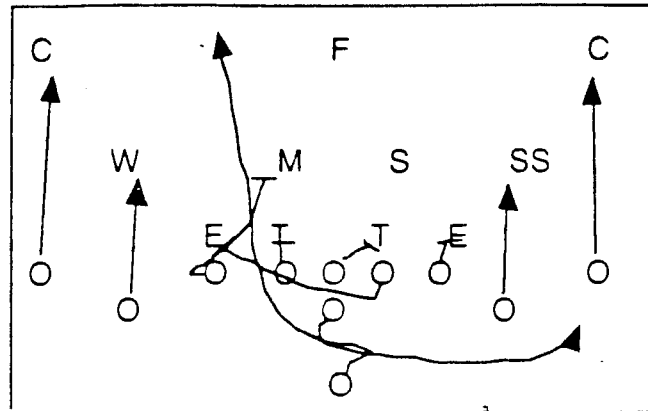


42

PLAY: 32-33 JAB

FORMATIONS: ALL

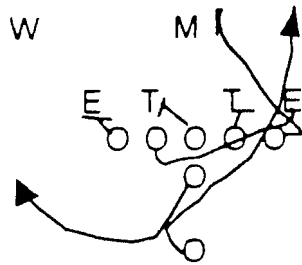
NOTES: Can be checked to A gap.
32-33 JUMP



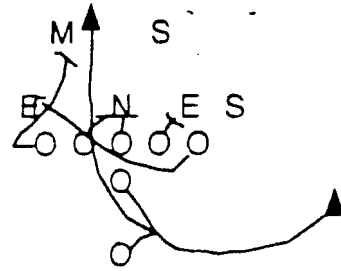
can cut level I.

POS	SPLT	ASSIGNMENT
PST	Max II	Slide step out. Release to first PSLBer JUMP: Pass set: Man on to outside.
PSG	Nor	Block man on to inside. Do not allow any penetration. Poss: "gin"
C		If uncovered "back" block next down lineman. If covered and BSG covered "back" block. If covered and BSG uncovered "gin" to BSLB. Poss. "YOU" call.
BSG		Pull and trap 1st down lineman from PSG out. JUMP: Pull through B-gap to first PSLBer. Poss: "you" call for BST to execute pull. vs. wide 3 tech.
BST	MAX II	Chip through B-gap vs. 3 tech to bslb. vs. 2/1 tech blast to bslb. vs over hang, lock man on to outside.
S	Nor	Jab step, gather and receive outside handoff. Read G/T pull. Stay tight to the down block.
A	SD	Half To: #2 inside #'s Trips To: #3 square/inside.
Y		Same as A.
X	BOTT	To: #1 square. Away: #1 cutoff.
Z		Same as X.
QB		Open onside at 5:00. Give outside handoff on third step. Carry cut naked fake.

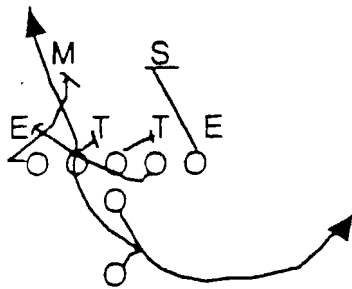
FRONTS



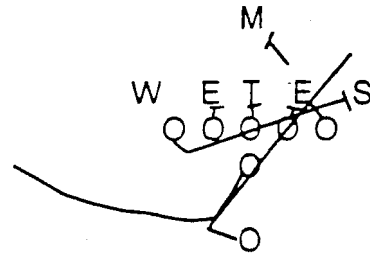
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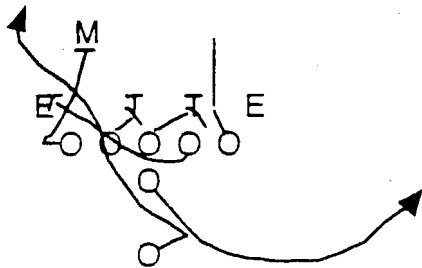
42 WIDE



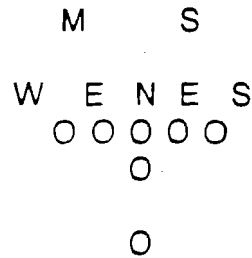
42 OVER RT



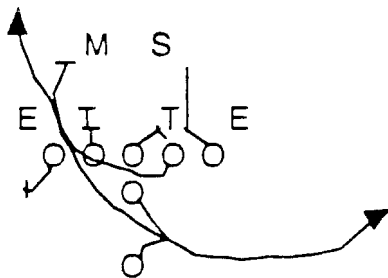
EAGLE must "you" PST db down



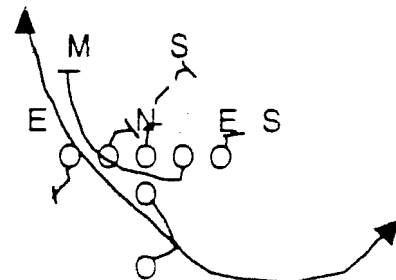
41 OVER RT



DB. EAGLE



42
JUMP



50
JUMP

PLAY: 10-11, 30-31 DRAW

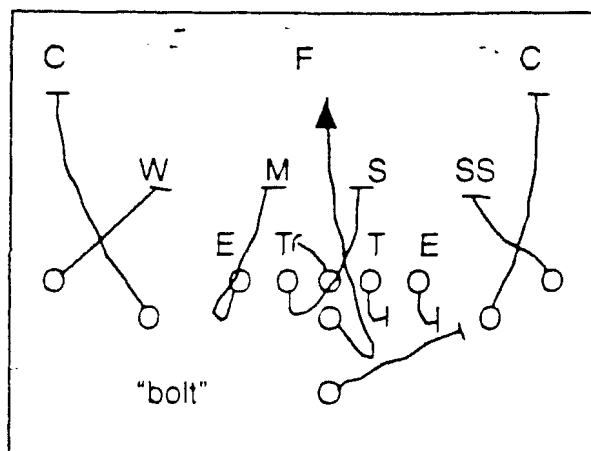
FORMATIONS: ALL

NOTES: Can be checked to the B gap.

Dump

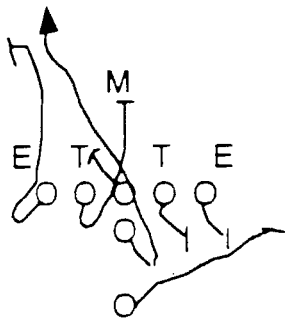
Flip

Wrap

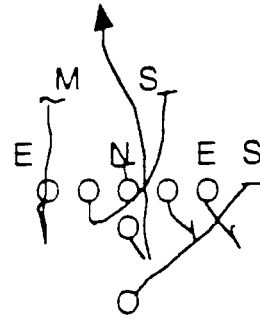


POS	SPLT	ASSIGNMENT
PST	Max	Pass set : Block man on to outside. Poss: BOB vs. 40 wide def.
PSG		Pass set : Block man on to outside. Poss: BOB vs. 40 wide def.
C		covered: pass set man on. uncovered: "bolt".
BSG		Flash set to PSLBer. "bolt"
BST		Kick, Slide, Shove, to BSLBer. Push man over to upfield.
S	Nor	10-11 Lead step to LOS. Just like 50 protection. Stays on OT. 30-31 Balance, crossover, squat, receive ball. read block of first covered lineman from OC to Backside.
A	SD	Switch block #1. Square. "bronco" call no switch, block #2.
Y		Same as A.
X	Bott	Switch block #2. Cut off. "bronco" call no switch, block #1.
Z		Same as X.
QB		30-31: 50-51 pump: Drop and give ball to S-back. Naked out. 10-11: Open onside at 5:00, for 3 full steps. Read block of BSG. Flip: Open onside at 5:00. Flip ball to RB when he gets his eyes around, or on 5th step. Dump: Same as 10-11, except you will read PSLBer for run or pass.

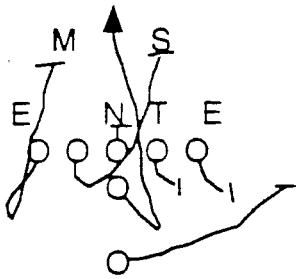
FRONTS



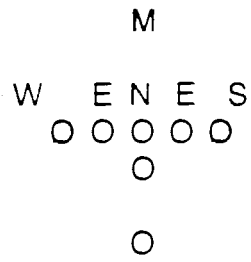
41



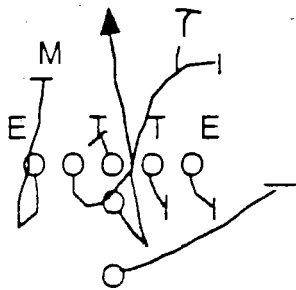
42 wide



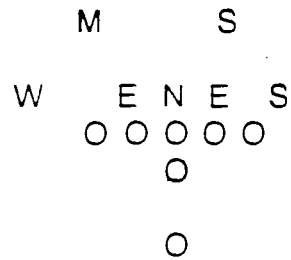
42 OVER RT



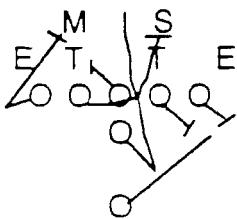
EAGLE



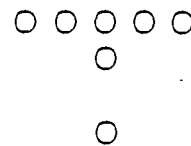
41 OVER RT



DB. EAGLE



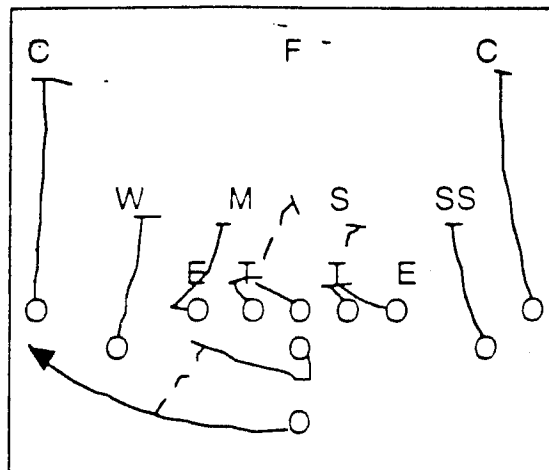
42



PLAY: 18-19 SPEED

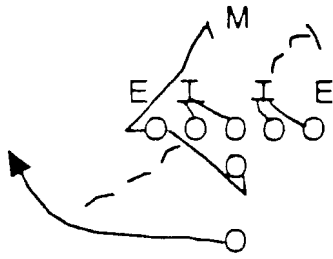
FORMATIONS: ALL

NOTES: Can be checked to the A gap or field.
CWM: toss-speed.
QB keep, check to A gap.

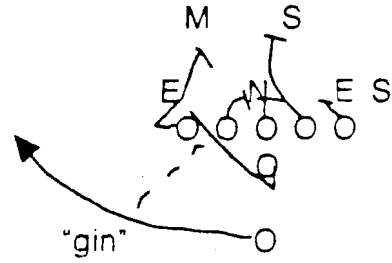


POS	SPLT	ASSIGNMENT
PST	Max I	If man on block PSLB. Jab step inside release to LBer. Keep=Macy Poss: "macy", If man on and man outside, man block. 3 yd. rule. If LB stack, auto "macy"
PSG	Min	If covered sell quick zone. If uncovered "gin" to BSLB. Poss: "macy" must "q.ace" to PSLBer.
C		Same as Q. ZONE. Any "a" gap pressure "q.ace" combo off. Block it
BSG		Same as Q. ZONE.
BST		Same as Q. ZONE. Man on and outside: Base man on.
S	Nor	Open step, crossover. Establish/Maintain a 4x2 pitch relationship. Quick pitch, you must track to the #'s.
A	SD	Half To: #2 square. Half Away: #2 cutoff. Trips To: #3 square. Trips Away: #3 cutoff.
Y		Same as A.
X	Bott	To: #1 square. Away: # 1 cutoff.
Z		Same as X.
QB		Drop step with opposite foot. Pivot and attack inside shoulder of end man on LOS. Read shoulders of end man. Step with the pitch to cover.

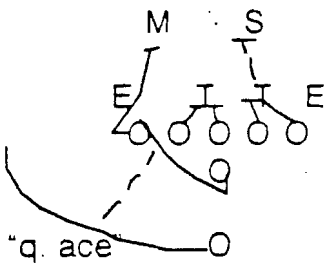
FRONTS



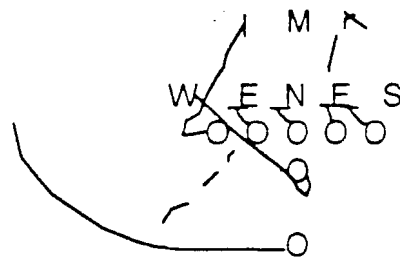
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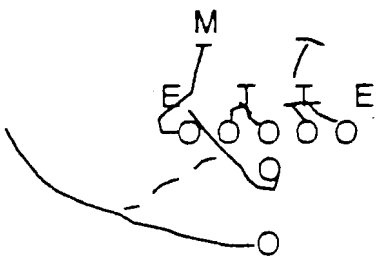
42 WIDE



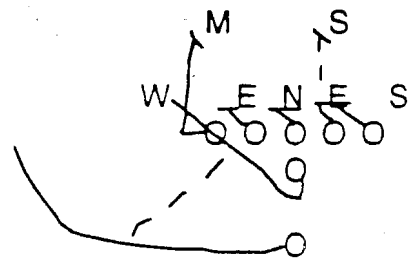
42 OVER RT



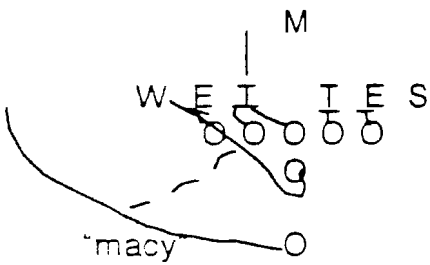
EAGLE



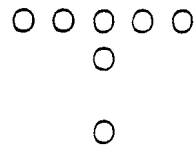
41 OVER RT



DB EAGLE



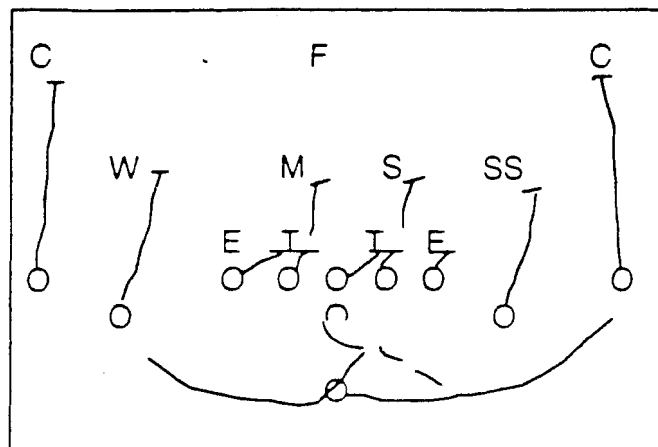
43 BOZO



PLAY: 38-39 TOSS

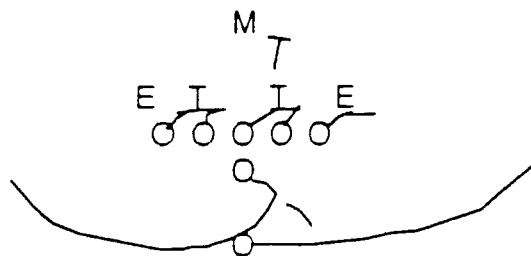
FORMATIONS: ALL

NOTES: POSS, CHIP
CWM: TOSS/SPEED.

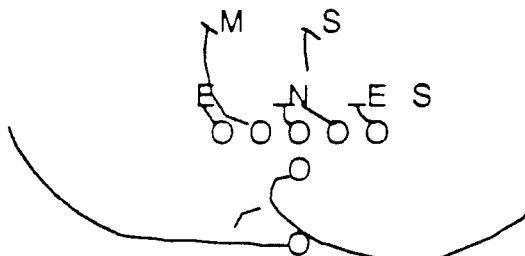


POS	SPLT	ASSIGNMENT
PST	Min II	Block first man onto outside. "rip" vs. tight 5 tech. "steer" vs. wide 5 tech.
PSG		Covered: Quick "ace" to PSLBer. Uncovered: quick "duce" bslb
C		Uncovered: Quick "ace" to PSLBer. Covered: "Q. swipe" BSLB
BSG		Uncovered: Q swipe to bslb. Covered: Q slip to bslb.
BST		vs. 2/3 tech "slip" to bslb. vs. 1 tech or shade nose "slide" to 2nd level
S	Max	Open step, crossover. Receive pitch as wide as possible. When you see 4 yards take it when you get to the width of slot. Inside +10 yard line race to the near pylon.
A	SD	Half To: #2 outside Half Away: #2 cutoff. Trips To: #3 outside Trips Away: #3 cutoff
Y		Same as A.
X	Bottom	To: #1 outside. Away: #1 cutoff.
Z		Same as X.
QB		Reverse pivot at 5:00. Lead "S" with pitch. Follow ball with one step and eyes. Fake naked away.

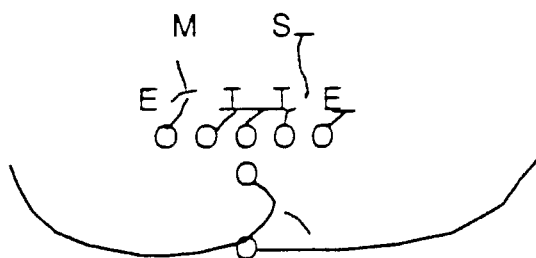
FRONTS



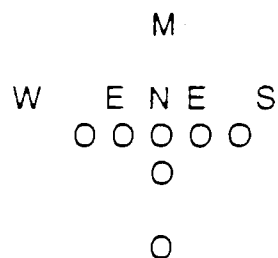
41



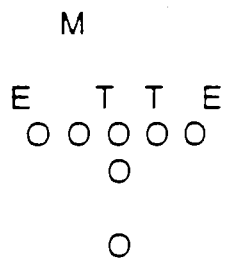
42 WIDE



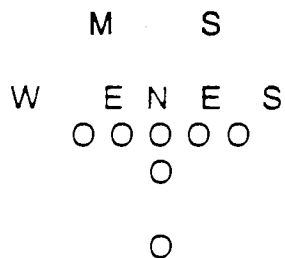
42 OVER Rt



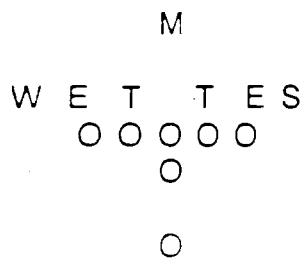
EAGLE



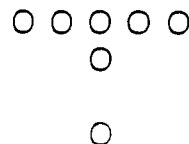
41 OVER RT



DB. EAGLE



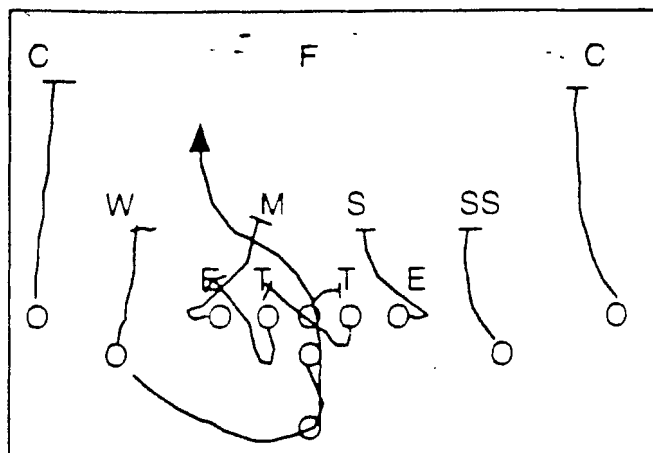
43 BOZO



PLAY: 30-31 TRAP

FORMATIONS: ALL

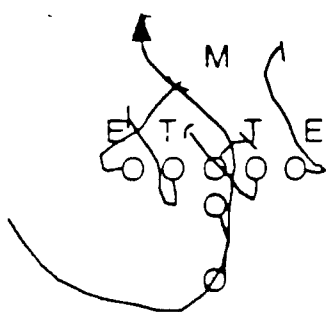
NOTES: Like vs. 50 front.
If we want to trap to bubble
run JAB.
IE. Bend 32 jab.



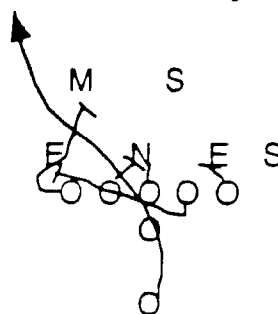
check jab/trap (over front =jab.)

POS	SPLT	ASSIGNMENT	
PST	Max II	Blast release to 1st LBer your side of Center. Poss: "inside" call, block man on.	
PSG		Block down on 1st man onto inside. If trapping man on you, pass set-pull influence. Poss: "inside" to mike.	
C		Block 1st man onto backside "Back".	
BSG		Pull and trap 1st man past A gap.	
BST		Blast release to 1st LBer your side of Center. Pos: lock	
S	minus	Track at centers offside foot. Stay tight to Center's butt. Receive offside handoff. Be aware of tackle's block on PSLBer.	
A	SD	Half To: #2 cutoff Trips To: #3 cutoff	Half Away: #2 cutoff, think cut. Trips Away: #3 cutoff, think cut.
Y		Same as A.	
X	Bott	To: #1 cutoff. Away: #1 cutoff, think cut.	
Z		Same as X.	
QB		Open offside at 6:00. Insure H.O. fake naked to onside. Allow "S" a path to the Center's butt.	

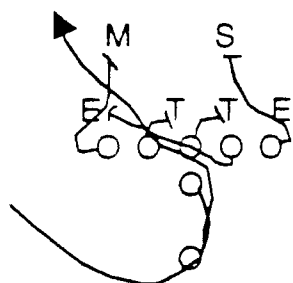
FRONTS



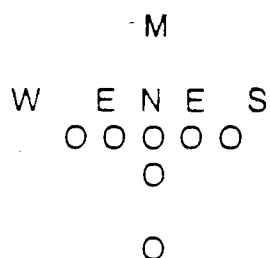
41



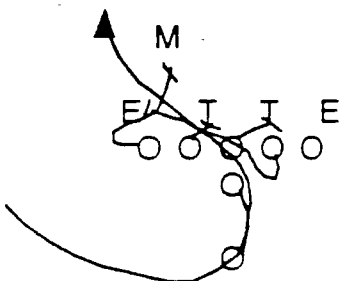
42 wide



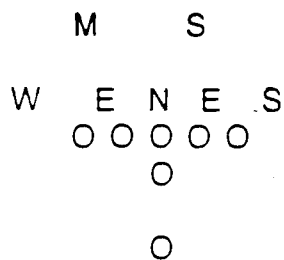
42 OVER RT



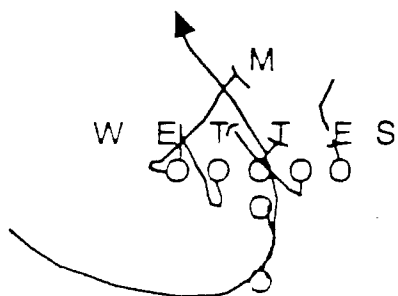
EAGLE



41 OVER RT



DB. EAGLE



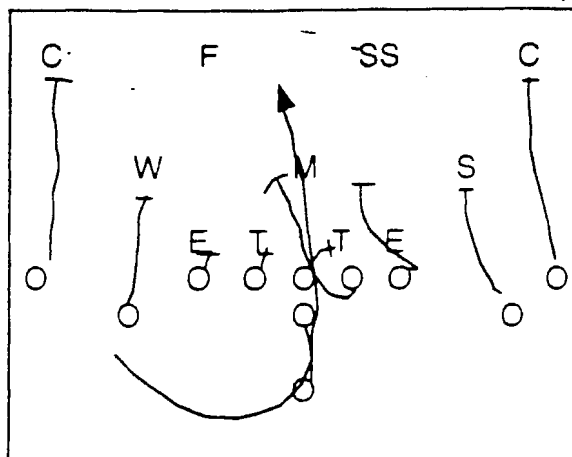
43 BOZO Auto: inside no blast backside

PLAY: 30-31 DIP

FORMATIONS: ALL

NOTES: Like vs. a 50 and 41 front.
Can be checked to the B gap.

IE. Bend 32 jump if to bubble.



POS	SPLT	ASSIGNMENT
PST	Max II	Block man on to outside.
PSG		If uncovered "gin" block. If covered block man on to outside.
C		Block 1st man on to backside. "bolt".
BSG		Drop step work behind Center to PSLBer. 42: frontside PSLB 41: take easiest path
BST		42: Blast release to 1st LBer your side of Center. 41: Block man on to outside.
S	Minus	Track to Centers offside foot. Stay tight to OC block. follow OG block to LB. Receive offside handoff.
A	SD	Half To: #2 cutoff Trips To: #3 cutoff Half Away: #2 cutoff Trips Away: #3 cutoff
Y		Same as A.
X	Bottom	To: #1 cutoff. Away: #1 cutoff.
Z		Same as X.
QB		Open offside at 6:00. Insure H.O. Fake naked to onside. Allow "S" a path to Center's butt.

FRONTS

M S
E T T E
O O O O O
O
O

42

M S
E N E S
O O O O O
O
O

42 wide

M S
E T T E
O O O O O
O
O

42 OVER RT

M
W E N E S
O O O O O
O
O

EAGLE

M
E T T E
O O O O O
O
O

41 OVER RT

M S
W E N E S
O O O O O
O
O

DB. EAGLE

M
W E T T E S
O O O O O
O
O

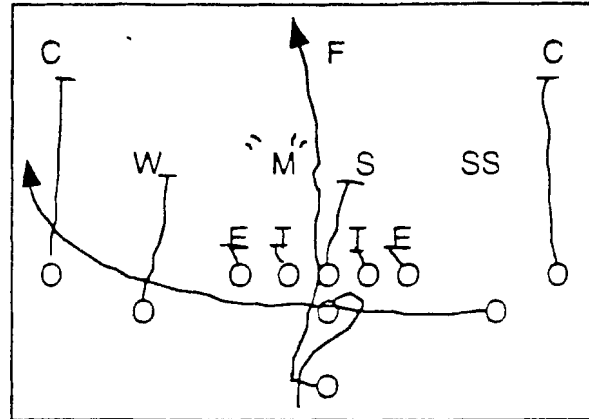
43: BOZO

O O O O O
O
O

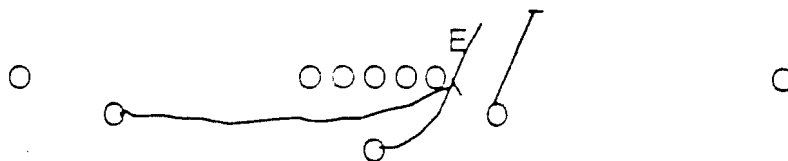
PLAY: 28-47 QUICK SWEEP

FORMATIONS: HALF, FORMS OF TRIPS.

NOTES: 28-47 QUICK DIVE



POS	SPLT	ASSIGNMENT
PST	Min 1	Block man onto outside. Quick dive split: normal level 1.
PSG		Block man on to outside/over. DIVE: drive block man on to over. Poss: ZEBRA vs. A or B gap LB
C		Covered block man on. Uncovered through playside A gap BSLBer. Poss: ZEBRA.
BSG		Block man on to over. Poss: ZEBRA only if needed.
BST		Block man on to outside. Poss: ZEBRA only if needed.
S	Nor	Balance step and dive through 0/1 hole. Fake or receive H.O.hug OC
A	SD	First man outside OT. Outside shoulder.
Y	SD	Motion, once you get to onside tackles alignment burst to full speed. Take outside handoff. Must stay outside tackle, and stay at QB's depth entire motion.
X	Bottom	To: #1 outside. Away: #1 cutoff.
Z		Same as X.
QB		Spin at 6:00. Avoid any depth. Mesh point will be quick with "Y" fake dive, and fake pass. * Snap ball when "Y" gets to Guard.



FRONTS

M
E T T E
O O O O O
O
O

41

M S
E N E S
O O O O O
O
O

42 wide

M S
E T T E
O O O O O
O
O

42 OVER RT

M
W E N E S
O O O O O
O
O

EAGLE

M
E T T E
O O O O O
O
O

41 OVER RT

M S
W E N E S
O O O O O
O
O

DB EAGLE

M
W E T T E S
O O O O O
O
O

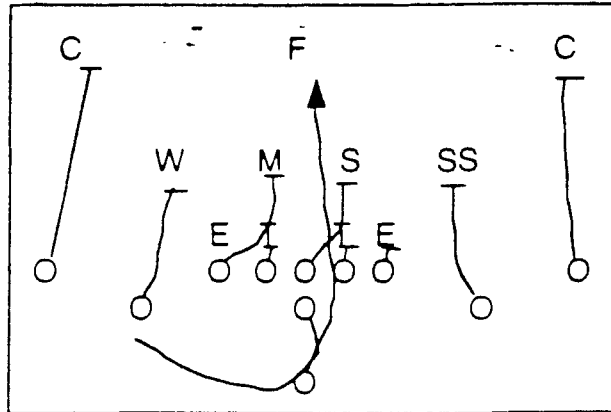
43 BOZO

O O O O O
O
O

PLAY: 30-31 DIVE

FORMATIONS: ALL

NOTES: Can be checked to A gap
32-33 Dive.
34-35 Dive.



POS	SPLT	ASSIGNMENT
PST	Max I	Block man on to outside
PSG		Block man on to over.
C		Block man on to over to PSLB.
BSG		Block man on to over.
BST		Block man on to BSLB.
S	Minus	Track to outside leg of Center. read block on Nose or 1st covered lineman backside.
A	SD	Half To: #2 cutoff. Half Away: #2 cutoff. Trips To: #3 cutoff. Trips Away: #3 cutoff.
Y		Same as A.
X	Bottom	To: #1 cutoff. Away: #1 cutoff.
Z		Same as X.
QB		Open onside at 6:00. Insure H.O. as deep as possible. Fake naked backside.

FRONTS

M
E T T E
O O O O O
O
O

41

M S
E N E S
O O O O O
O
O

42 wide

M S
E T T E
O O O O O
O
O

42 OVER RT

M
W E N E S
O O O O O
O
O

EAGLE

M
E T T E
O O O O O
O
O

41 OVER RT

M S
W E N E S
O O O O O
O
O

DB. EAGLE

M
W E T T E S
O O O O O
O
O

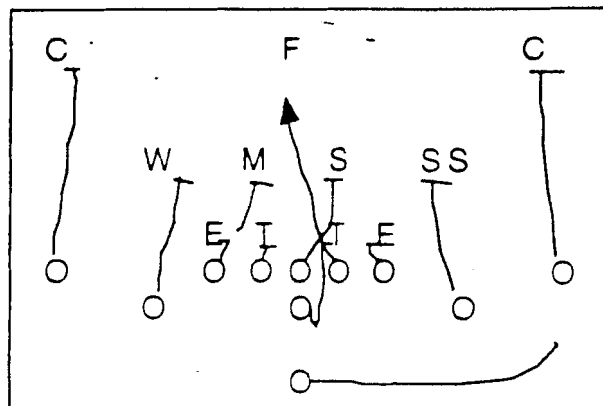
43: BOZO

O O O O O
O
O

PLAY: 10 WEDGE

FORMATIONS: ALL

NOTES: 30 WEDGE



POS	SPLT	ASSIGNMENT
PST	Nor I	Block man on to outside.
PSG		Block man on over.
C		Block man on/over, to PSLBer.
BSG		Block man on to over.
BST		Block man on, to BSLBer.
S	Nor	Fake Toss to playside.
A	SD	Half: #2 cutoff. Trips: #3 cutoff.
Y		Same as A.
X	Bottom	#1 cutoff.
Z		Same as X.
QB		Drop step, drive feet to void. Run on first sound.

**BACKFIELD ACTIONS
(FALCON)**

MASTER LIST (BUILT IN TO CALL)

ZONE: RAIL
SCAT: BEND
JAB: COUNTER
TRAP: DART
SPEED: OPTION
TOSS: FLIP
DRAW: PASS

MASTER LIST WITH OTHER OPTIONS

<i>ZONE</i>	<i>SCAT</i>	<i>JAB</i>	<i>JUMP</i>	<i>TRAPDIP</i>	<i>DRAW</i>
RAIL	COUNTER	COUNTER	DART	DART	DART
COUNTER	FLIP	DART	COUNTER	PASS	COUNTER
FLIP	DART				FLIP
	OPTION				PASS
	BEND				
	CUT				

<i>SPEED</i>	<i>TOSS</i>	<i>DIVE</i>	<i>CUT</i>
OPTION	FLIP	BEND	NAKED ONLY
TURN			

WILL DO LIST (VARIATIONS)

ZONE: COUNTER, FLIP
SCAT: CUT
JAB/JUMP: DART
TRAP/DIP: DART
SPEED: TURN

IDEA: RAIL 34 ZONE Y ARROW, VS TEAMS THAT KEY #2 WR ESPECIALLY COVER TWO TEAMS.