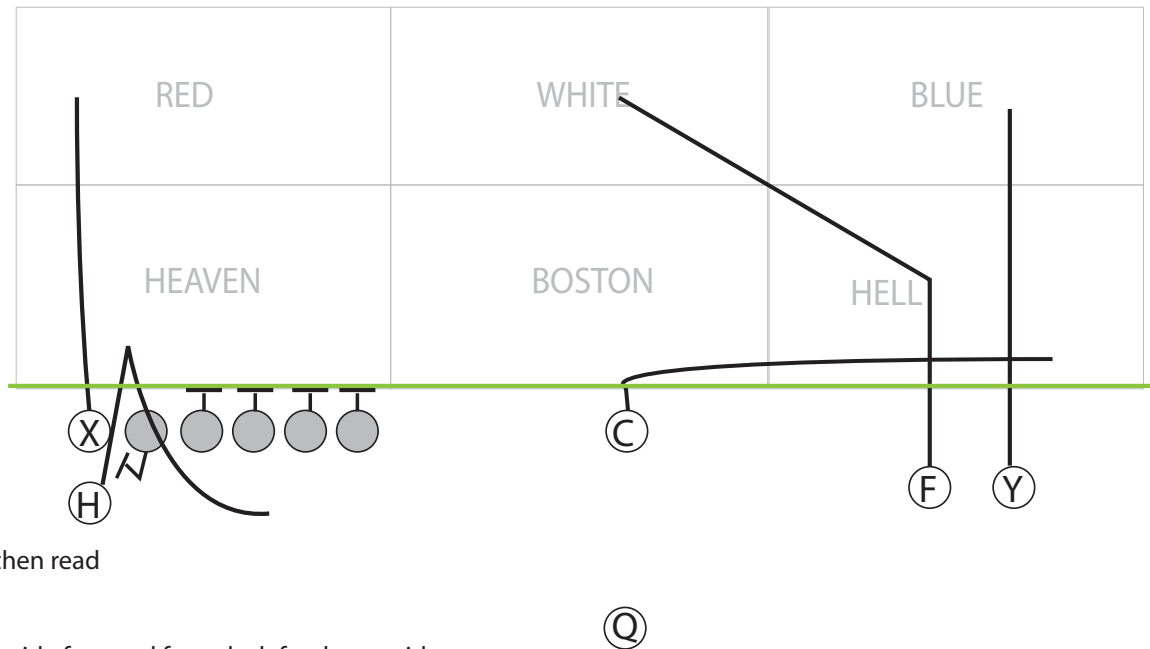


# DEAD Polecat



Y: 5 step go, then read  
 FB: 5 step slant, then read  
 C: 5 step shoot, then read  
 X: outside release, 5 steps go then read  
 H: up and back

Left Tackle drop steps with outside foot and funnels defender outside

H darts downfield between X and LT, then immediately comes back between the LT and LG on an angle toward the QB, behind the RG. LG, RG, RT all form a solid wall. RE drop steps and funnels (RE and LT are kinda like what modern tackles do on pass protection). If there are fewer than 5 defenders in HEAVEN, automatically throw to H behind the LOS in HEAVEN). The instant the ball left the QB's hand, H yells GO (he should still be moving toward the ball). The RT and LT keep funnel pressure on their men, but the LG, RG, and RT can release downfield. After catching the ball, H heads into the wall of blockers and looks for daylight.

X and H can trade assignments with some signal between themselves. No one else needs to know, nor do they care, but it can confuse the defenders if it is not always the same guy going up and back.

By the time the ball makes it the 11 yards back to the QB, all receivers should be roughly 5 yards into their routes. If the defense stacks HEAVEN, or the pass to the LHB is not open for some reason, throw to one of the other receivers.

The FIFTH STEP for each receiver is the POINT OF DECISION, and he had to decide one of 4 things...

1. If defender is playing tight and in his path, break straight through on current path
2. If defender is playing to his right, break left
3. If defender is playing to his left, break right
4. If defender is playing straight away more than 5 yards, hook in front of him

The receiver had to make a decision by the 5th step, and has to have executed that decision by the 7th step.

The QB must throw the ball by the time the receiver has taken 2 steps into his cut.

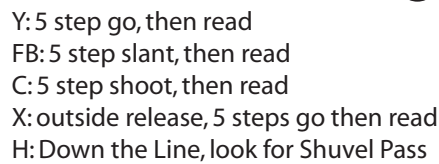
The QB determines pre-snap who is the likely receiver. If he has not thrown immediately to a receiver (either he is covered, or the QB has any indecision), a SCRAMBLE was on. In that case, the QB runs to free space. Here is a quote from the book...

"We welcomed a rush - we invited it by giving absolutely no protection to our passer until a scramble was on. The first time we used the Lonesome Polecat we received a six-man rush. This meant we had ten men up front operating against five. We defeated this formidable opponent 34-0 with a team that had not scored more than twelve points in any of its first five ball games. After that, we usually faced a two-man rush. One team placed the district's two best quartermilers, a pair of tall boys, at the rush position each side of center. Their best effort resulted in one deflected pass all evening. The harder the rush the easier it was for the quarterback to scramble right or left to avoid it. Our quarterback was not very fast, but he had a knack for scrambling the last split second before he got clobbered."

During a scramble, all receivers try to find an open spot in their area. The man in HEAVEN, however, would sprint for BOSTON. Thus, during a scramble, there would be a receiver in every area of the field except HEAVEN, but that is where all the blockers are, and the best place to run.

He further explains more tradeoffs for different defenses.

The CENTER could trade with the FULLBACK or RIGHT HALFBACK, with hand signals, though the QB didn't care. All he knew was that he would have a receiver in each area, running away from the defender, no matter what the defender did.



On the snap of the ball, the entire line would sprint straight down the LOS toward the point from which the ball was snapped, with the H running behind the moving wall. As soon as the QB threw the ball toward H, H would shout GO and the linemen would turn upfield and block the first ugly uniform they saw.

If the QB found the path between him and H clear, he would pass (2-handed basketball style -- though I think a shovel would do) to the H. The H, once he caught the ball, would turn upfield, into the wall, and look for daylight.

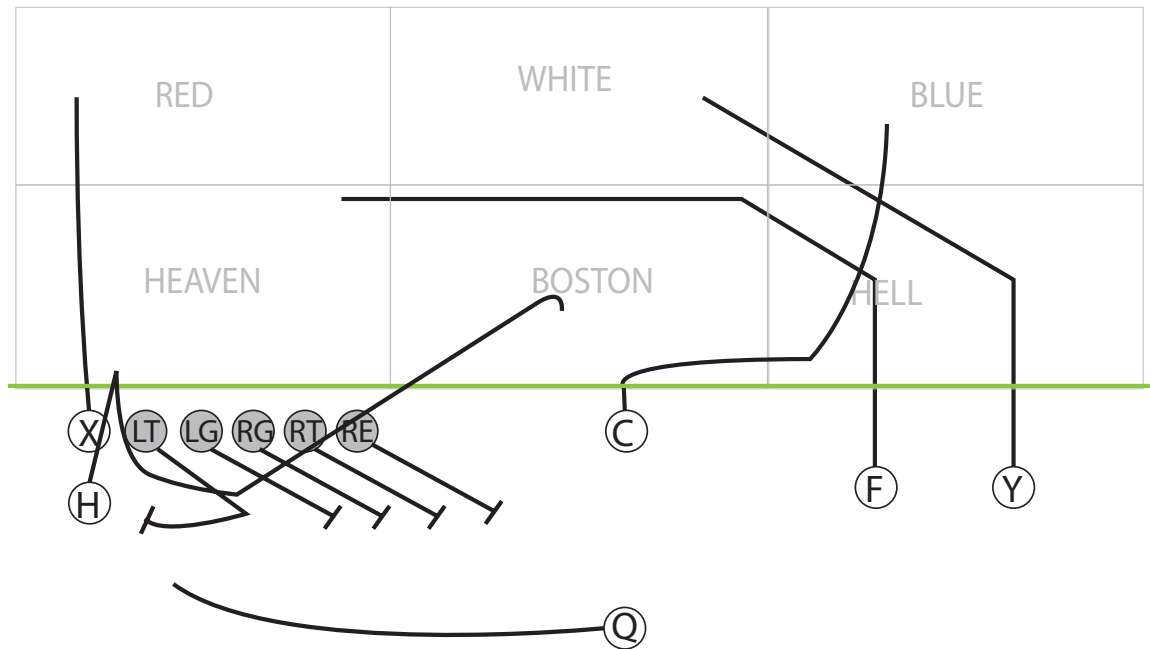
If the passing lane to H was clogged, a scramble was on. In a scramble, the QB may throw or run, so it is important that the line not go downfield until they hear GO. They keep running toward the sideline until they hear GO. DO NOT STOP AND DO NOT GO DOWNFIELD UNTIL YOU HEAR GO.

The CENTER, having released on a shoot route into HELL, must return to BOSTON when the wall breaks out of BOSTON. On a scramble, he still has a man in every area except HEAVEN. However, even in this case, HEAVEN is not a bad destination (pun intended) because all the defenders should have left to follow the wall.

A quote from the book...

"We worked the Live Polecat play one night against a Dayton, Ohio, ball club with Roy Lucas, who had traded assignments with his left halfback, going fifty-two yards for a touchdown without a single block being thrown or a single tackle being attempted, and as Lucas crossed the goal line he was following a big Dayton tackle who seemed to be running interference for him. Organized confusion was the word for the Lonesome Polecat."

# MAD Polecat



Y: 5 step go, then read  
 FB: 5 step slant, then read  
 C: 5 step shoot, then Wheel to Blue  
 X: choice route: outside release, 5 steps then read , 5 steps then read  
 H: up and back then to boston and hook

The purpose of this play is to simulate a scramble and get the defenders to relax their coverages and try to get a deep completion.

As soon as the QB receives the snap, he runs for HEAVEN as fast as possible, on a horizontal path.

RE sprints back at an angle to block the first rusher on the other side of the center (he will meet him as he is on a pursuit path to the QB). The RT does the same, to block the first rusher this side of the center. The others do similarly. Basically, the RE, RT, RG, LG all block on an angle path backwards toward where the QB received the ball. They are creating a protective wall for the QB as he sprints into HEAVEN. Think of Jack Gregory's SAB blocking, but on a backward angle. The LT also ran this same path, but after gaining depth, turns to meet any pursuit coming from the outside. Any blocker, after retreating on his path, who did not find a defender, turned and started forward, blocking the first ugly jersey.

The X ran somewhat of a choice route. He went FIVE steps, made a cut decision, ran another FIVE steps and made another cut decision.

H simulated the DEAD POLECAT by running up, then back between the LT and LG. However, he didn't stay there. instead, he ran behind the blockers and once clear, headed for BOSTON, right here the ball was before the snap. He hooked right there.

C his normal shoot, but once he made it into HELL, he broke for the corner in the DEEP BLUE.

The fullback took his normal slant toward WHITE, but after 5 steps ran a comeback angle into HEAVEN, always looking for the ball.

Y ran his normal go toward blue, but on the 5th step, breaks a post into WHITE.

QB can throw it to either deep area (X in RED, Y in WHITE, C in BLUE) or one of the shallow area (H in BOSTON, FB in HEAVEN). Alas, this time no one is in HELL, which is probably for the best anyway ;-)