

Georgetown  
Kentucky

Red ~~Fange~~ 

Run n Shoot

The Run and Shoot offense's biggest advantage is its unpredictability. We must view the entire field as offensive territory and be willing to throw the ball anywhere on any down. The run and pass are not separate means of attack; but one basic attack to be mixed in such a way that the defense is unable to gear up to stop one or the other. The Shoot has the capacity to pick away at the defense with control passes and runs, and with the bat of the eye, explode into a big play offence that can score now. Our offense will be based on the following principles.

### PRINCIPLE #1 - BE FUNDAMENTALLY SOUND

We believe in a wide open offense. but that doesn't mean we don't teach good basic fundamentals. We will teach players not to fumble, throw interceptions and miss blocking assignments'. Turnovers are a deadly sin in any offense and we will keep our turnovers to a minimum. A team that has good discipline will not turn the ball over. We will be a wide-open disciplined football team.

### PRINCIPLE #2 - ATTACK ON A BROAD FRONT

Force the defense to defend from sideline to sideline and goalline to goalline. We will stretch the defense as far as we can to gain an advantage.

### PRINCIPLE #3 - BEST PATTERN CONCEPT

We will not have patterns which are theoretically vs. man, 2 deep zone, and 3 deep zone coverage. We will have built into it the flexibility to adjust to each defense having theoretically the best pattern called.

### PRINCIPLE #4 - THROW FROM DIFFERENT LOCATIONS

This keeps the defense from knowing where the QB will set up thus slowing the defensive rushers charge.

### PRINCIPLE #5 - USE MOTION IN ORDER TO OBTAIN OFFENSIVE ADVANTAGES

1. Easy recognition for quarterback to declare coverage now.
2. If defense does not adjust to motion we will have a 3 on 2 fast break.
3. If defense runs across with motion we will have coverage to backside.
4. Motion causes defensive commotion.

### PRINCIPLE #6 - BE ABLE TO HANDLE BLITZ

1. Hot Concept - Designated receiver assigned to adjust his pass route after the ball is snapped to counter a blitz from either LB, or one of the secondary.
2. Max Protect - 7 people involved in protection, release only 3 receivers.
3. No huddle offense

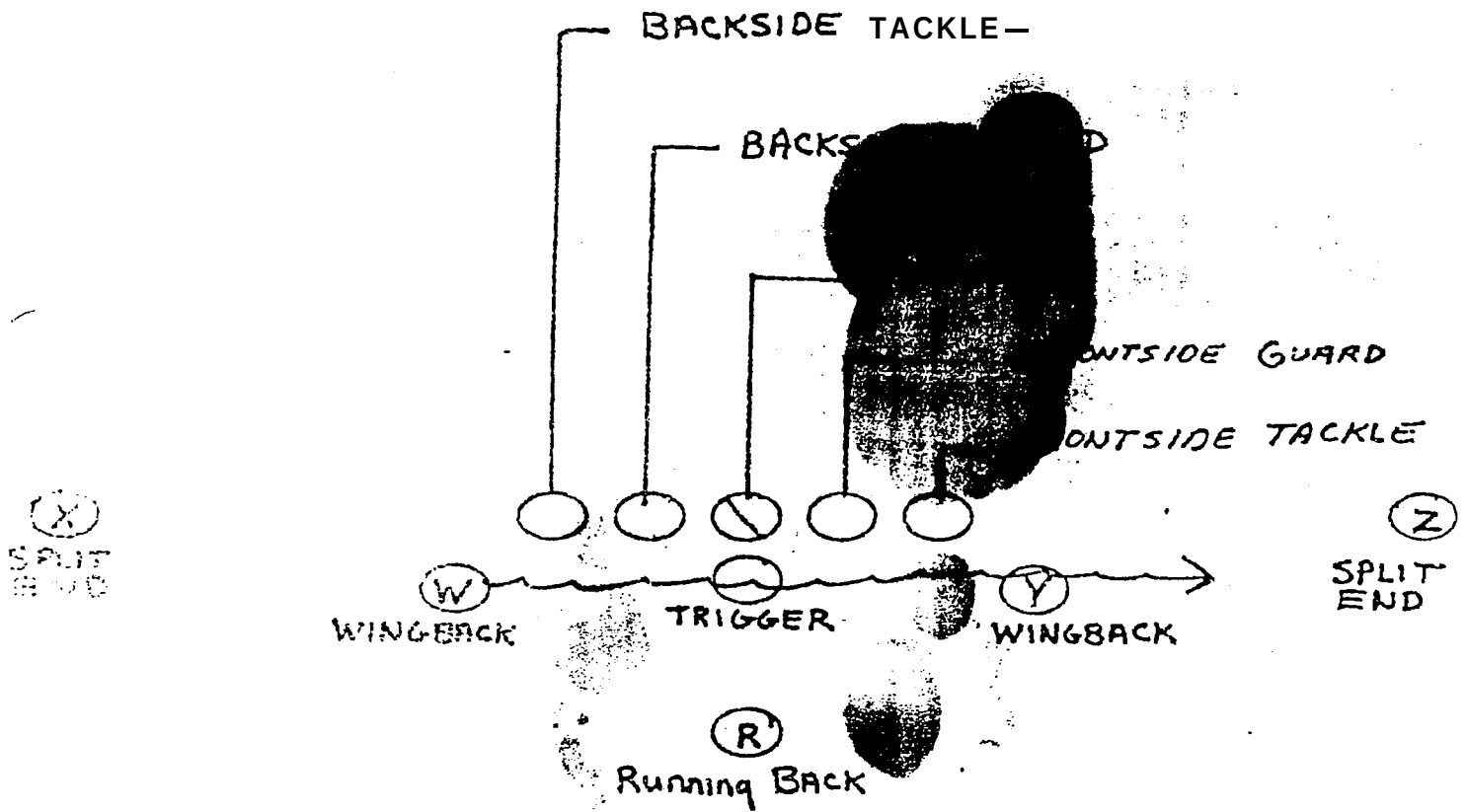
4. Dash or sprint away from trouble.
5. Have a quick passing scheme.
6. Screen

PRINCIPLE #7 - PRACTICE MUST REFLECT YOUR COMMITMENT TO THE PASS

80% of practice time involved in some aspect of the passing game.

### NAMING THE OFFENSE

Our offense will be identified by the following names and letters:



## STANCES

### A. LINE

1. Take a 3 point stance.
2. Feet shoulder width apart.
3. Feet staggered slightly.
4. Grounded hand is placed near instep of center's foot, cupped with fingers extended. Place hand down in front of right eye, and slightly inside of right knee. The other arm is placed along lower thigh area, with hand crossed.
5. The feet and knees should be the same distance apart and pointed straight ahead.
6. Heels are raised and most of the weight is on the forward foot and fingers of the extended hand.
7. The hips, back, shoulders, and head should be in the same level plane and parallel to the ground.

### B. WIDE-OUT

Two point stance with outside foot back. Head tilted looking at the football.

### C. WINGBACKS

Two-point stance with head tilted looking at the football. Either foot may be back depending on comfort.

### D. RUNNING BACK

Take a two-point stance with the feet almost parallel. A slight heel-instep relationship of the feet is acceptable. Have a slight bend to the knees and keep head up and back straight. Hands should rest slightly on the thighs.

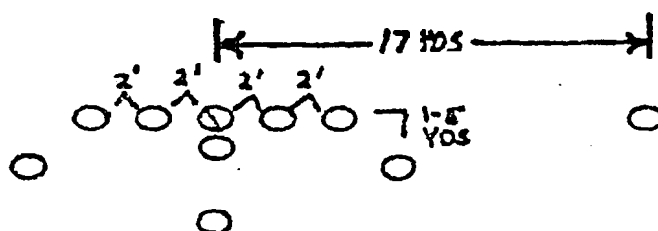
# FORMATIONS AND SETS

## A. GENERAL ALIGNMENT RULE ON HASH

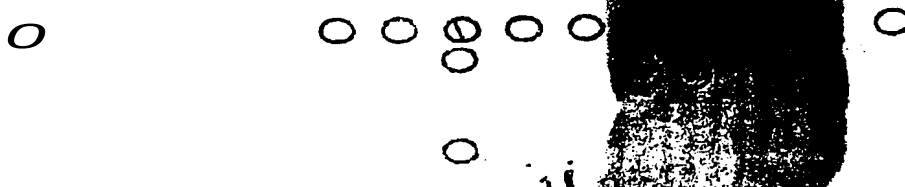
1. Wideside - align 2 yards on either side of the hash.
2. Shortside - align no closer than 4 yards from the sideline.

## B. FORMATIONS

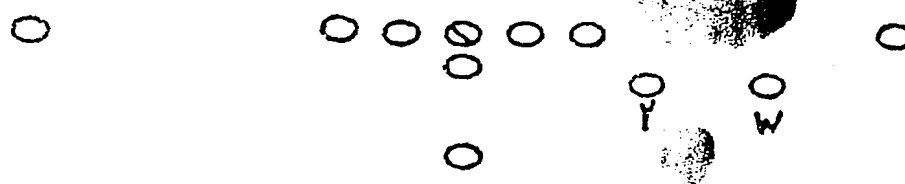
### 1. Run and Shoot



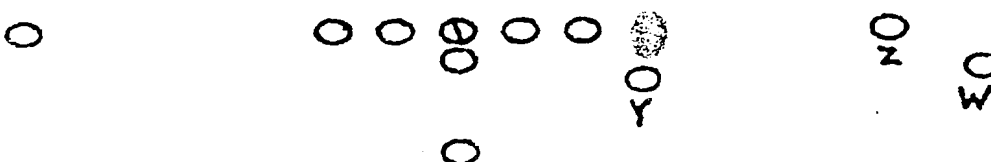
### 2. Early Rip (load)



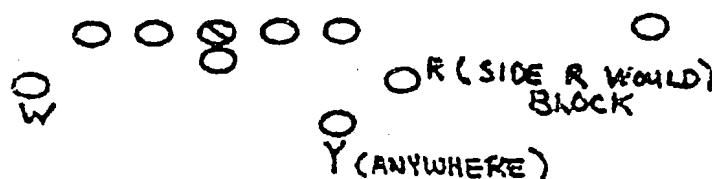
### 3. Late Rip (load)



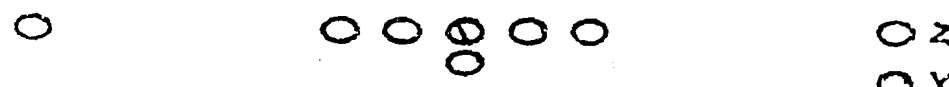
### 4. Tar Rip (load)



### 5. Scramble



### 6. Tree Right (left)



7. Outline

T<sup>E</sup> G L G IT OT  
 O O O O O O Y  
 O O  
 W R

8. W-Y Deuce

O  
 O O O O O  
 O  
 O O  
 W O

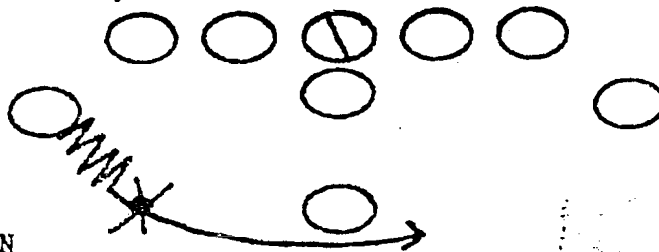
9. W-Y Deuce Heavy

O  
 O O O O O  
 O  
 O O  
 W

## MOTIONS

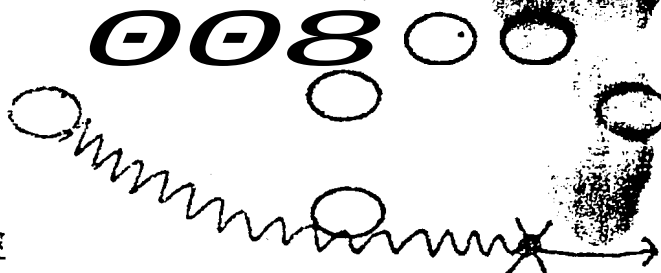
### 1. SHORT MOTION

Wingback motions toward the R back's feet with the ball being snapped when the wingback arrives at a point 2 yards behind the tackle to his side. This motion is usually not called being understood in the play. (see below)



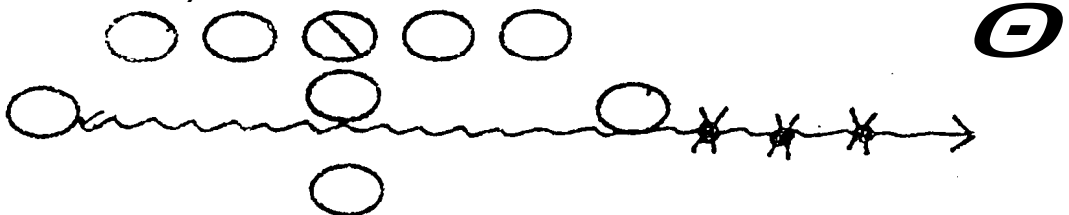
### 2. DEEP MOTION

Wingback motions toward the feet of the R back motions past the R back to a point behind opposite tackle. This motion can be called by the QB or understood in the play itself. (see below)



### 3. LONG MOTION

Wingback motions parallel to L.O.S. and pats the quarterback on the butt as he passes. The ball is snapped depending on the play anywhere from one yard outside the opposite wingback to midway between opposite wingback and split end. (see below)



Each wing has 2 types of long motion that will be given separate names. Below are the names and directions of the motions. (see below)



# NUMBERING THE DEFENSE

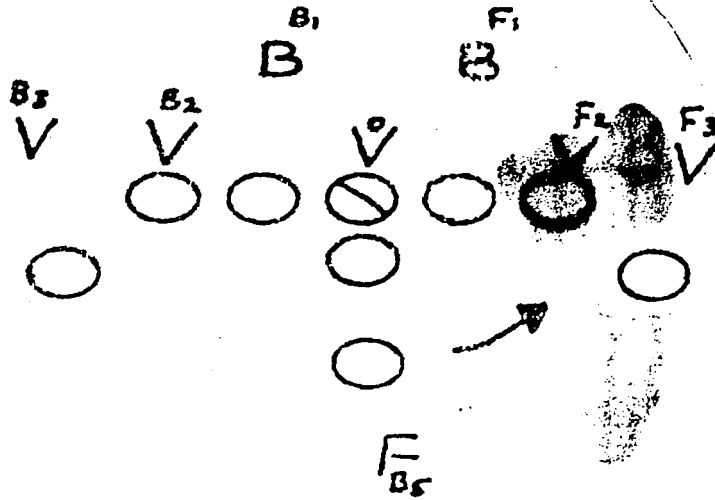
All defenders to the side of our motion are named FRONTSIDE defenders, and all those rway from motion are BACKSIDE defenders. Anybody directly over the center is number 0, otherwise the first man to motion side of him is called frontside one (F1), the next frontside two (F2), then frontside three (F3), and so on.

## ODD

S  
B<sub>5</sub>

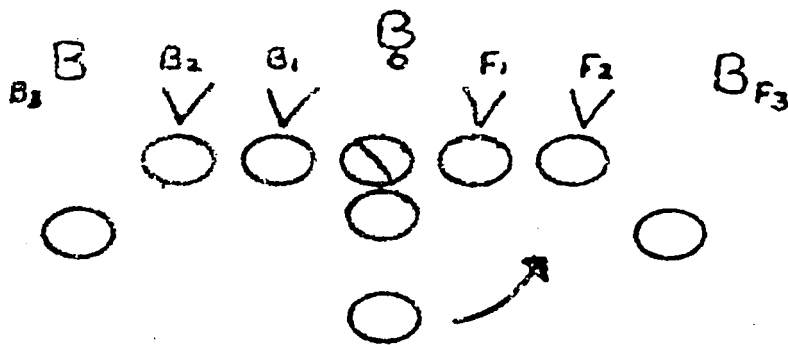
S  
F<sub>5</sub>

C  
B<sub>4</sub>



## EVEN

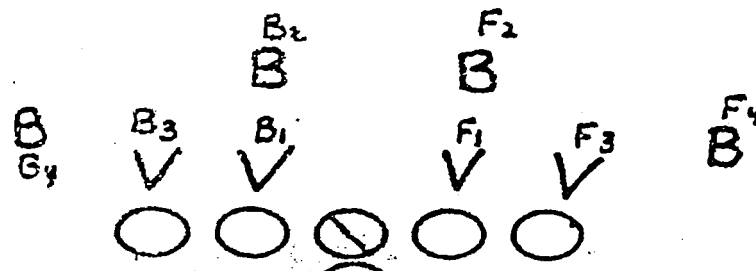
C  
B<sub>4</sub>



## STACK

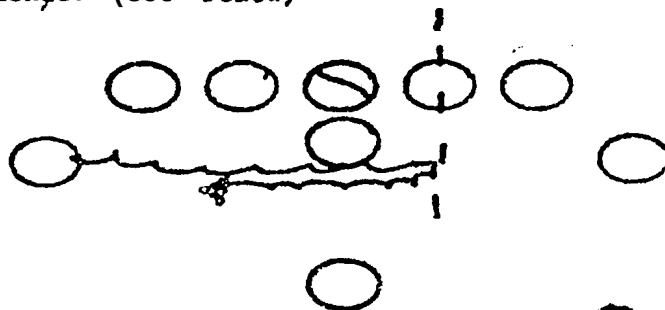
FS  
unwelcome stranger

C  
B<sub>5</sub>

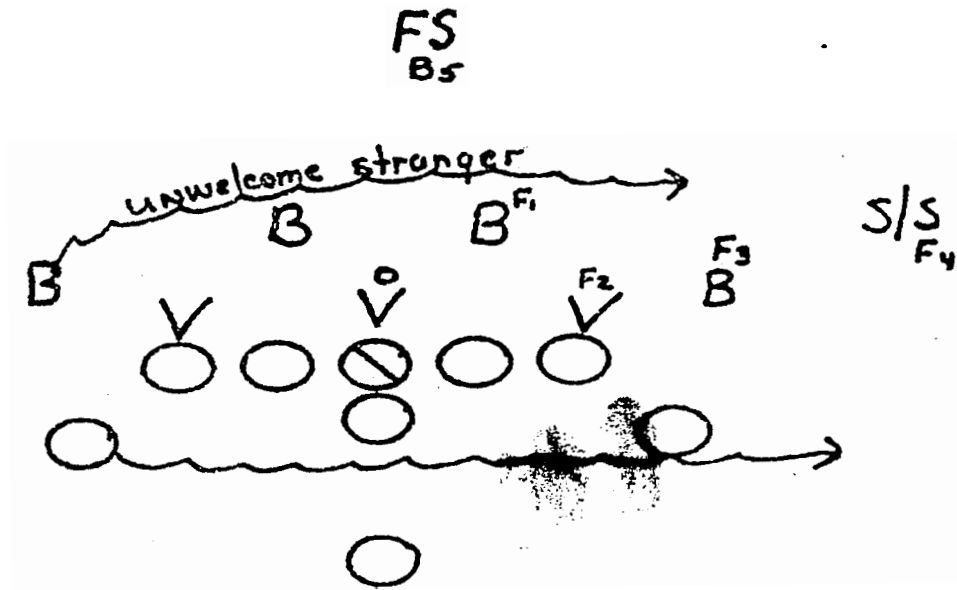


4. RIP-LIZ (rose-load) or STUPID MOTION

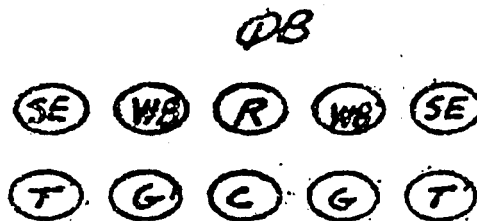
Wingback motions parallel to L.O.S. until he passes the quarterback. He then reverses his direction and returns to a spot 2 yards behind the offensive tackle. (set below)



UNWELCOME STRANGER



HUDDLE



L.O.S. — — — — — ● — — — — — L.

1. Center lines up 7 yards from the ball and calls HUDDLE with hands up.
2. When the huddle is formed, the center, guards, and tackles will get in 2 point stance with hands on hips looking at QB.
3. The SE, WB, R, WB, and SE will take a two point stance with hands on knees - thumbs on inside of knees - elbows locked - head up and eyes on the QB.
4. When the QB steps in front of huddle. he calls "READY" and all talking stops.

## PLAY CALLING AND CADENCE

### A. PLAY CALLING

#### QB Cells

1. Formation (shoot understood)
2. Motion if any
3. The play once (SE's leave)
4. Repeat play and snap count
5. Break the huddle as the QB says "READY BREAK". The team will clap their hands and yell "BREAK" with the QB. The team then sprints to position over ball setting in a 2 point stance..

#### EXAMPLE:

Toss tight on second GO  
SE's leave  
Repeat play  
BEADY - BREAK

### B. CADENCE

1. QB starts with quick sound "SET"
2. Number
3. Number
4. GO (1st go or one)
5. GO (2nd go or two)
6. GO (3rd go or three)

## PLAYS

|                          |          |
|--------------------------|----------|
| POPCORN SERIES .....     | page 15  |
| MUCAT SERIES .....       | page 20  |
| GANGSTER SERIES .....    | page 28. |
| WAGON SERIES .....       | page 40  |
| TOSS SERIES .....        | page 43  |
| DROPPACK SERIES .....    | page 52  |
| HOUSTON SERIES .....     | page 59  |
| JET SERIES .....         | page 62  |
| DASH/SPRINT SERIES ..... | page 68  |
| TREE SERIES .....        | page 72  |
| GOALLINE SERIES .....    | page 76  |
| RECEIVER ROUTES .....    | page 82  |
| RECEIVER TREE .....      | page 86  |

SERIES POPCORN

PLAY Popcorn Trap Right

FORMATION Short

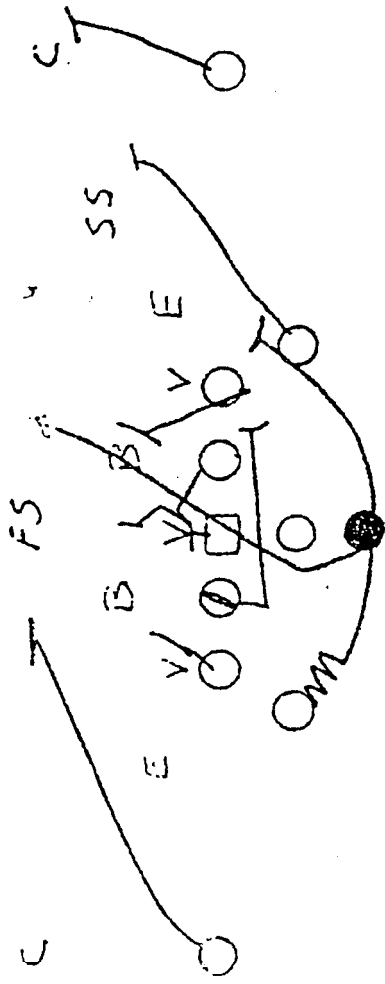
MOTION Short

VARIATION Goal line formation

Early/late rip or load formation

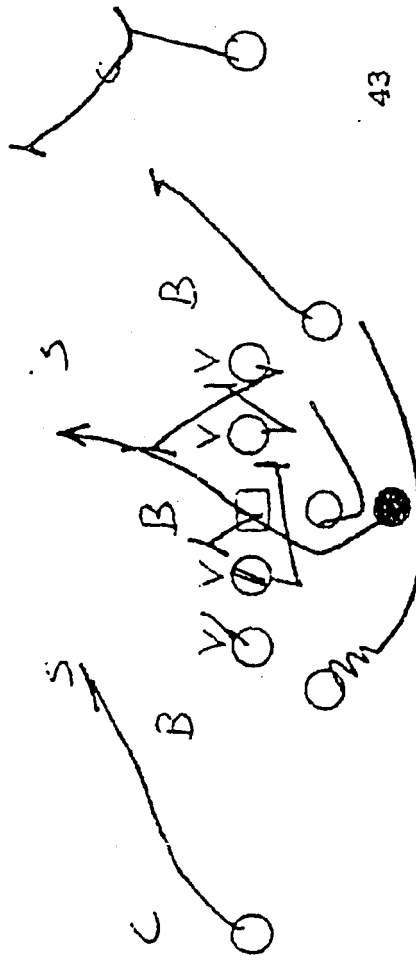
Long, deep, or no motion

52



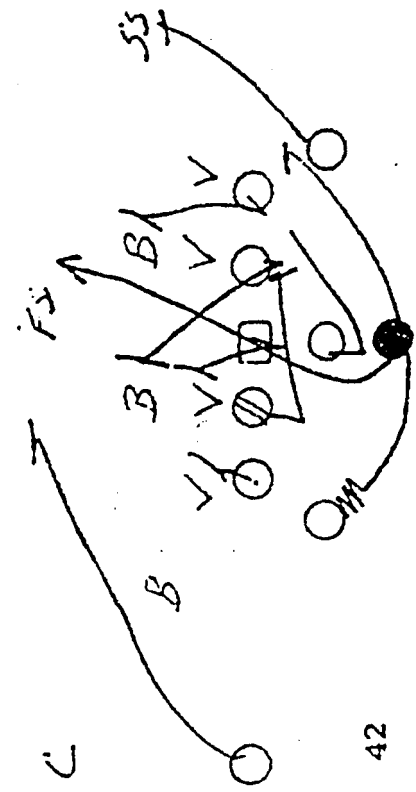
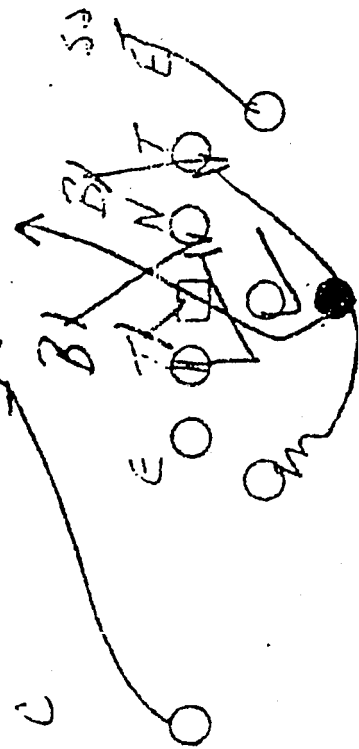
ASSIGNMENTS

|    |                                                                                    |   |                                                                  |
|----|------------------------------------------------------------------------------------|---|------------------------------------------------------------------|
| QB | Open backside and step straight back - hand ball off on the 2nd step               | W | Short motion - attack frontside 3's outside with inside shoulder |
| R  | Alm at BK. guard - take ball on 3rd step and turn frontside - follow pulling guard | Y | Block 1st support                                                |
| X  | Block backside 5                                                                   | Z | Stalk block 2nd support                                          |



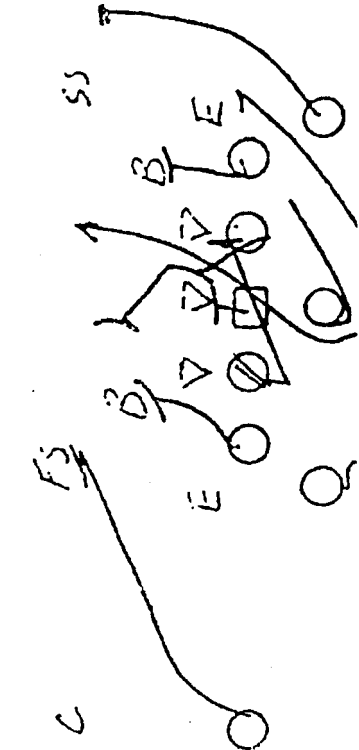
43

Load



42

Bears



1 5

SERIES Popcorn - - - - -

PLAY Popcorn Option Rt.

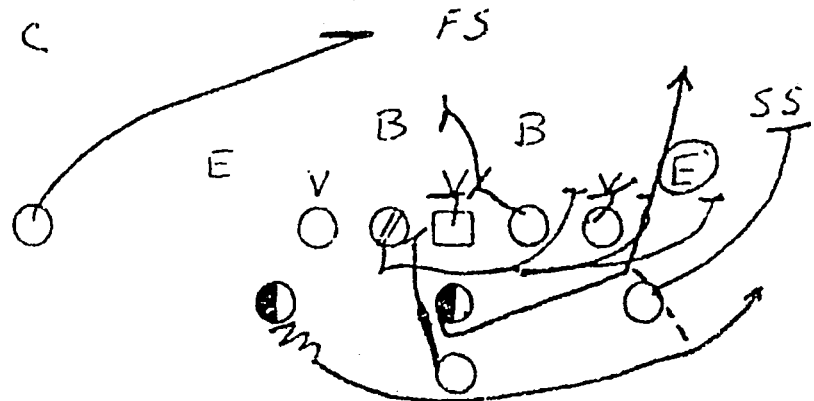
FORMATION Shoot

MOTION Short - - - - -

VARIATION Goalline formations

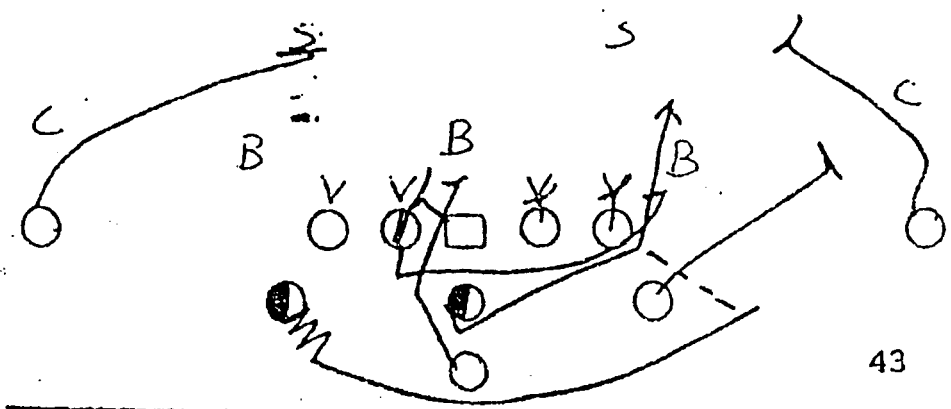
Early/Late rip or load motion  
back

52

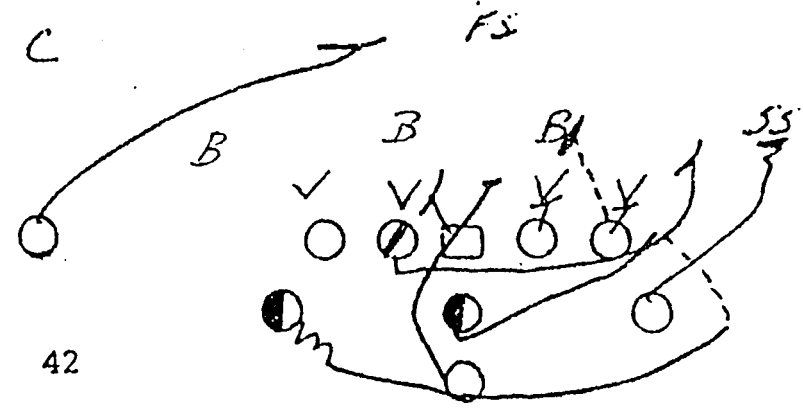


ASSIGNMENTS

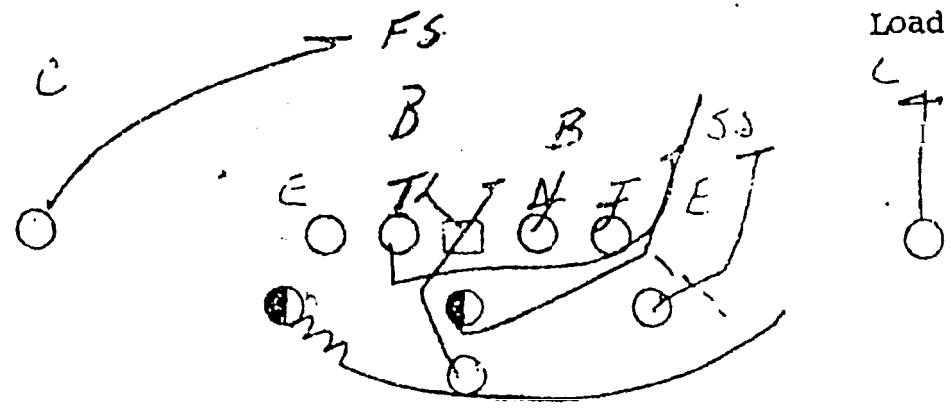
|    |                                                                               |   |                                           |
|----|-------------------------------------------------------------------------------|---|-------------------------------------------|
| QB | Open backside - on 2nd step push off inside foot and drive at frontside.3. -- | W | Short motion - attain option relationship |
| R  | Fake trap - block ft. LB if he blitzes                                        | Y | Outside release - Block 1st support       |
| X  | Block backside 5                                                              | Z | Stalk block 2nd support                   |



43



42

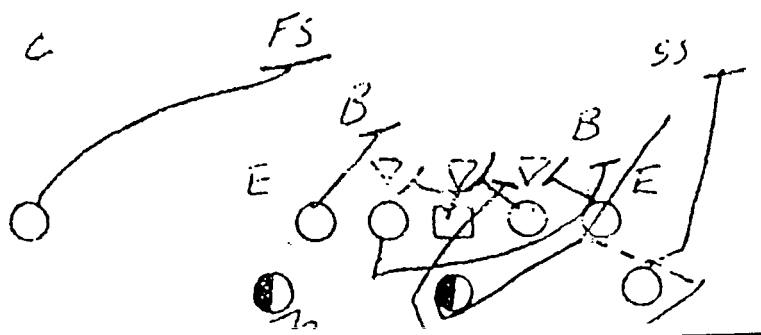


Load



16

Bears



SERIES \_\_\_\_\_

PLAY Popcorn Pass Right

FORMATION Shoot

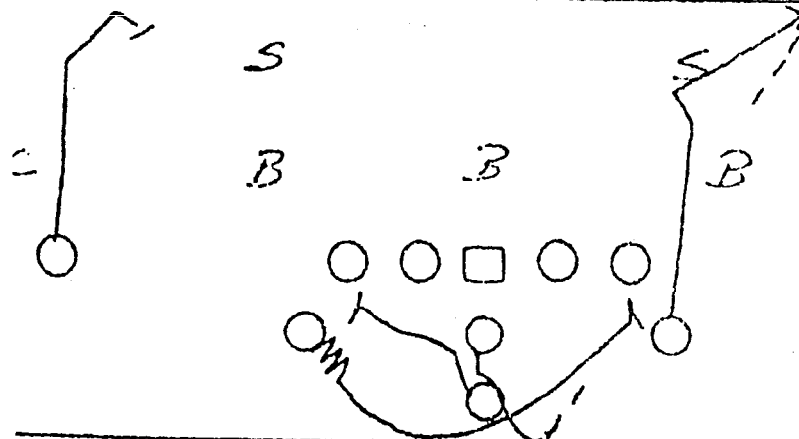
MOTION Short

VARIATION Early/Late rip or  
load form. - goalline formation

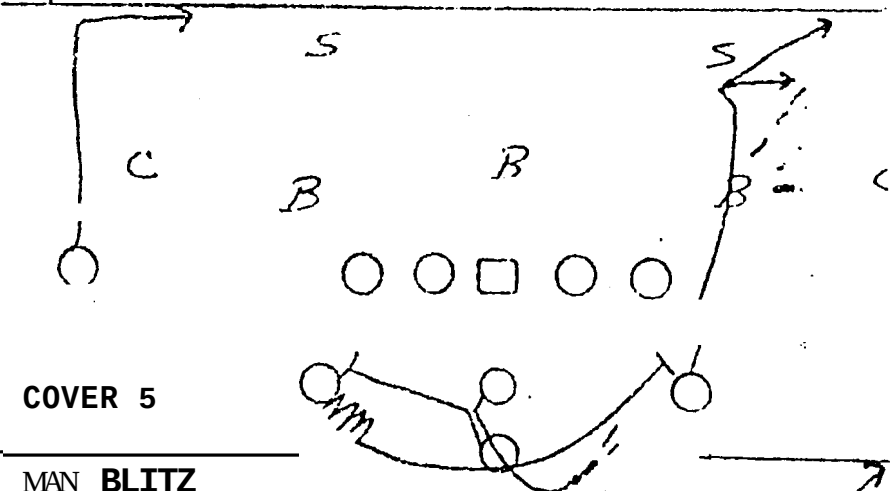
ROTATE

# ASSIGNMENTS

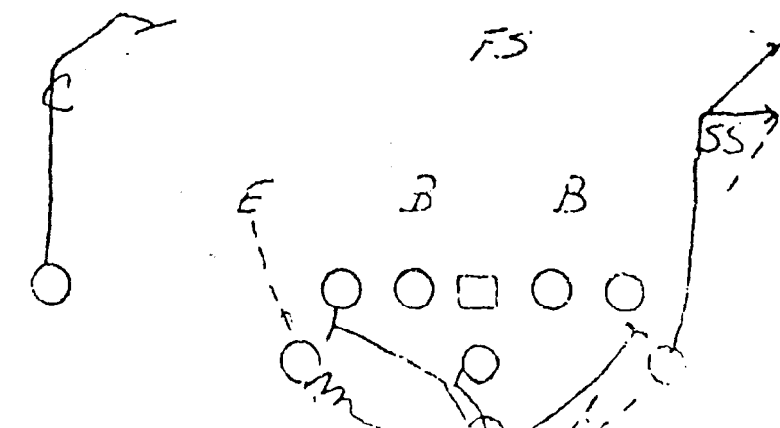
|    |                                                                           |   |                                                                     |
|----|---------------------------------------------------------------------------|---|---------------------------------------------------------------------|
| QB | Flash fake to R the deliver ball on 5th step - <del>key frontside 4</del> | W | Short motion - block frontside                                      |
| R  | Trap course then block backside 3                                         | Y | Option out pattern - vs. 2 deep corner no post and run corner route |
| X  | Experiment on backside route                                              | Z | 7 step out - never adjust route                                     |



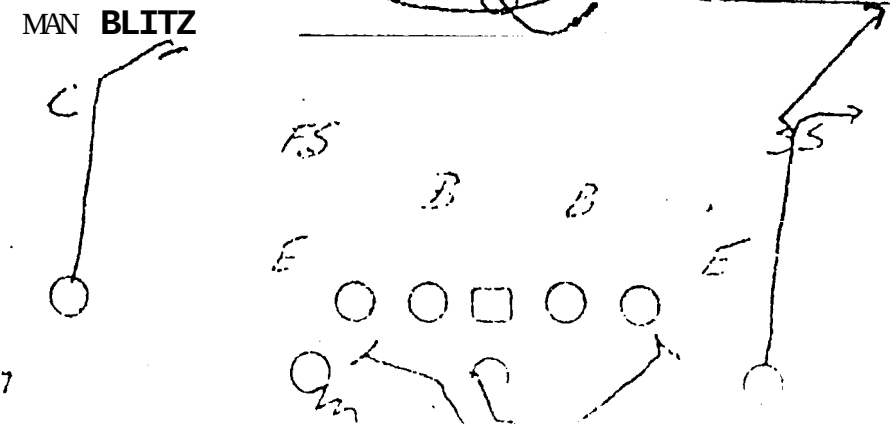
BLANKET



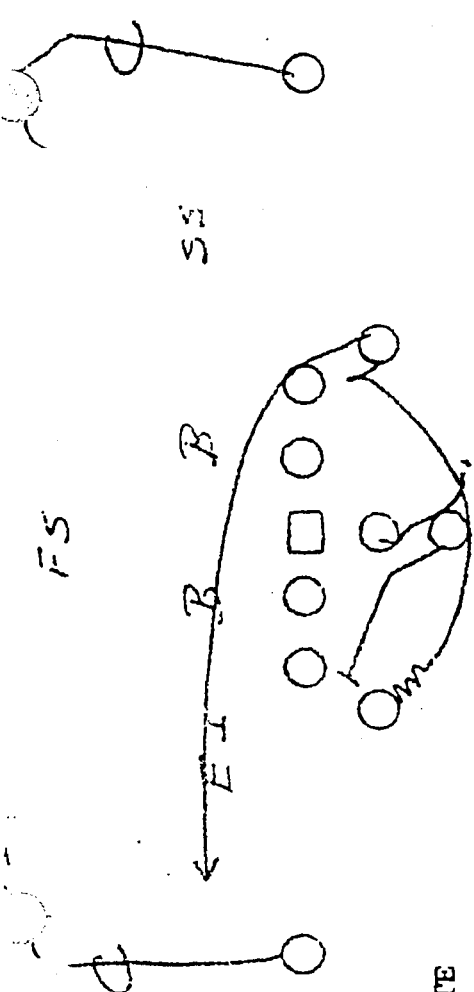
COVER 5



MAN FREE



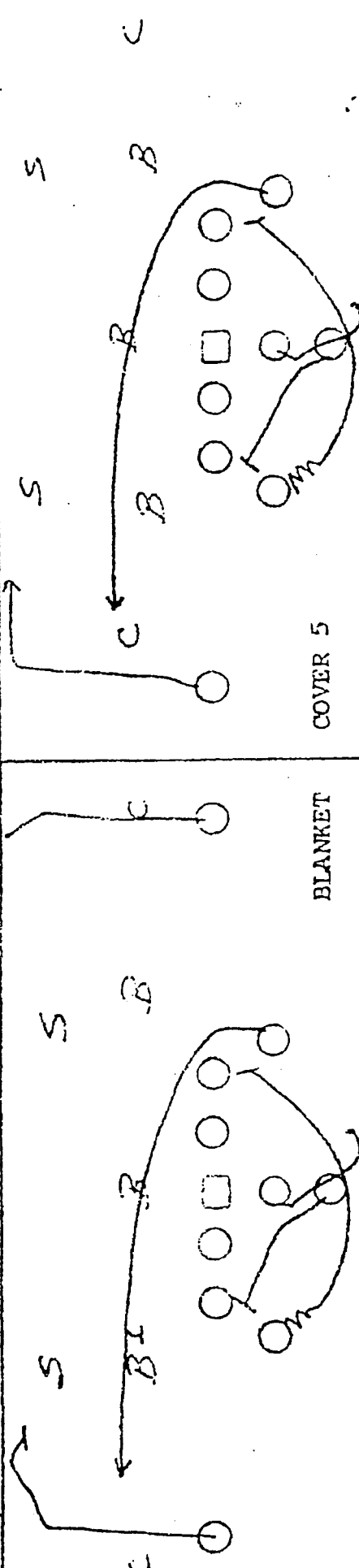
MAN BLITZ



ROTATE

ASSIGNMENTS

|    |                                             |   |                                  |
|----|---------------------------------------------|---|----------------------------------|
| QB | Same as popcorn pass - on 3rd step look BK. | W | Short motion - Block frontside 3 |
| R  | Block backside 3                            | Y | Throwback route                  |
| X  | Run post-curl unless their is a tag route   | Z | Post pattern                     |



COVER 5

MAN BLITZ

MAN FREE

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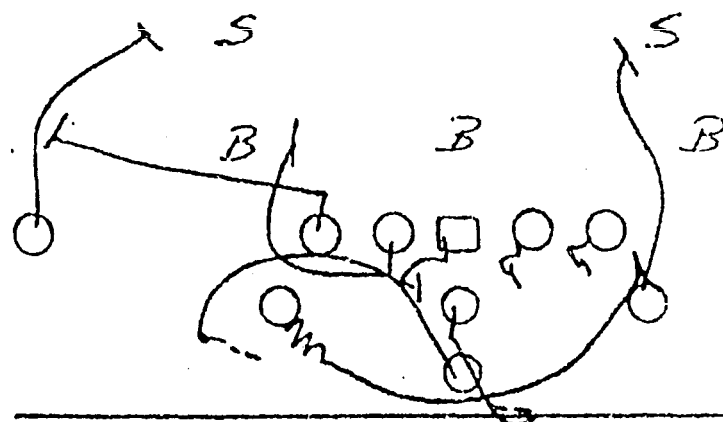
B

SERIES Popcorn  
 PLAY Popcorn rt. screen lt.  
 FORMATION Shoot  
 MOTION Short  
 VARIATION long - dep motions,  
early/late rip or liz

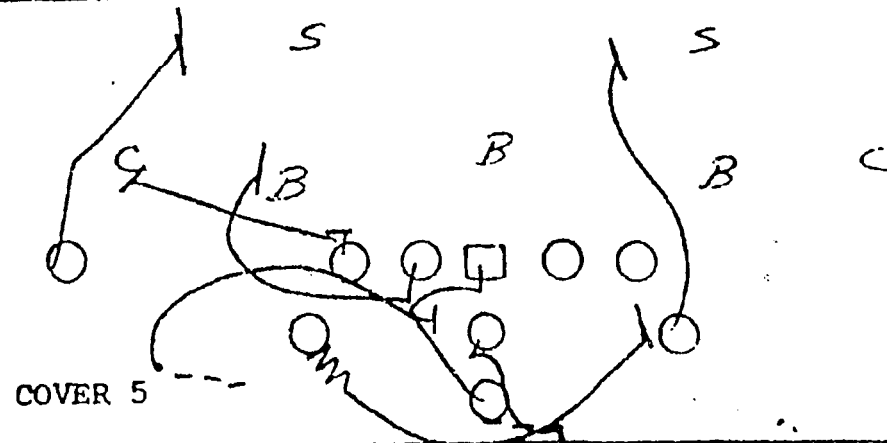
ROTATE

# ASSIGNMENTS

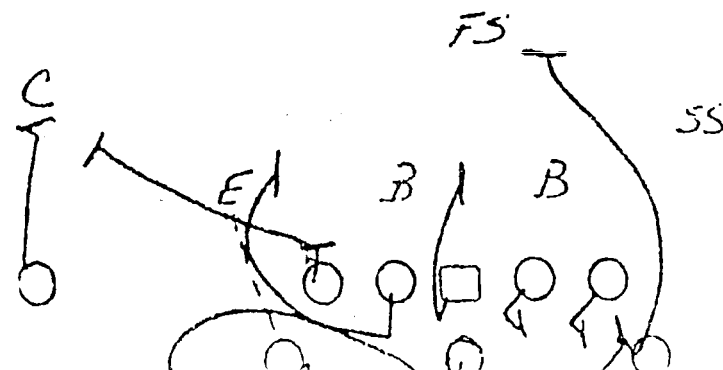
|    |                                                                   |   |                                  |
|----|-------------------------------------------------------------------|---|----------------------------------|
| QB | Fake to R - set up as if popcorn pass ..                          | W | Short motion - block frontside 3 |
| R  | Trap course for 2 steps - head for sideline<br>turn and find ball | Y | Block backside 5 (safety)        |
| X  | Block deep outside <u>1/2</u> - vs. 2 deep take s.                | Z | Run a convincing pass route      |



BLANKET

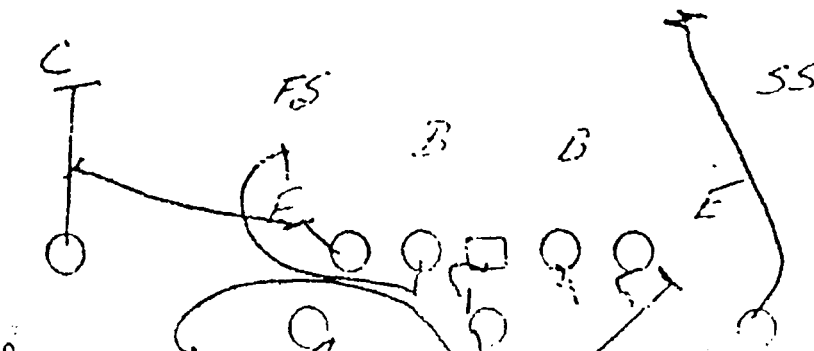


COVER 5



MAN FREE

MAN BLITZ



SEI Mudcat

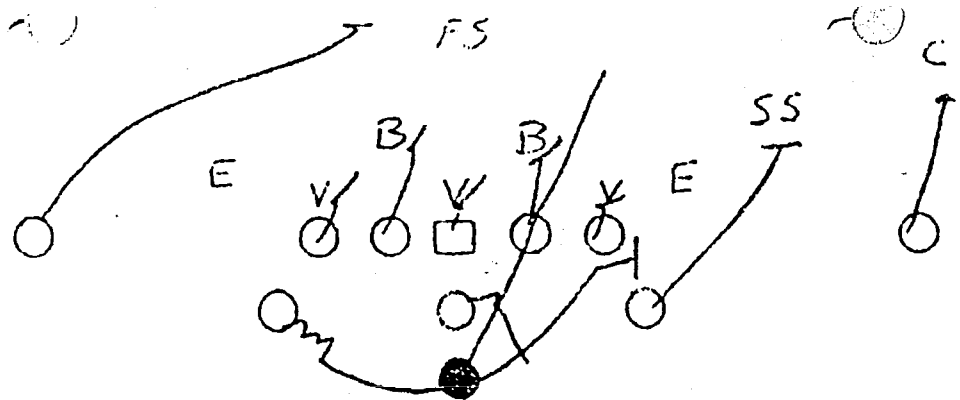
PLAY Mudcat Smash RT.

FORMATION \_\_\_\_\_

MOTION Short

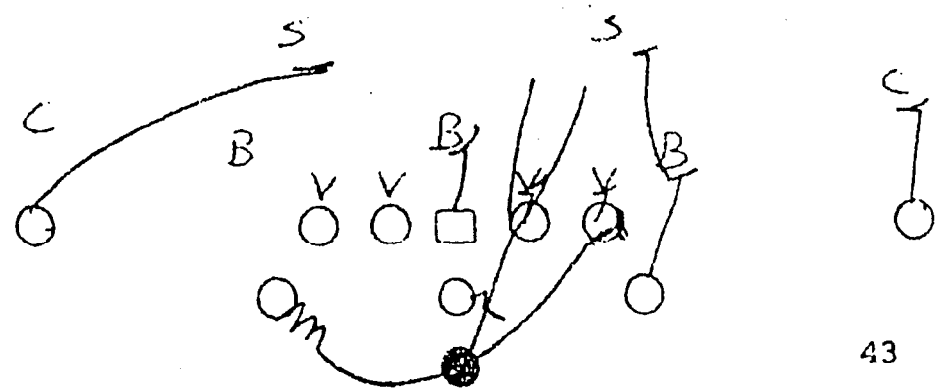
VARIATION Goalline form  
Early rip or liz form.  
No motion

52

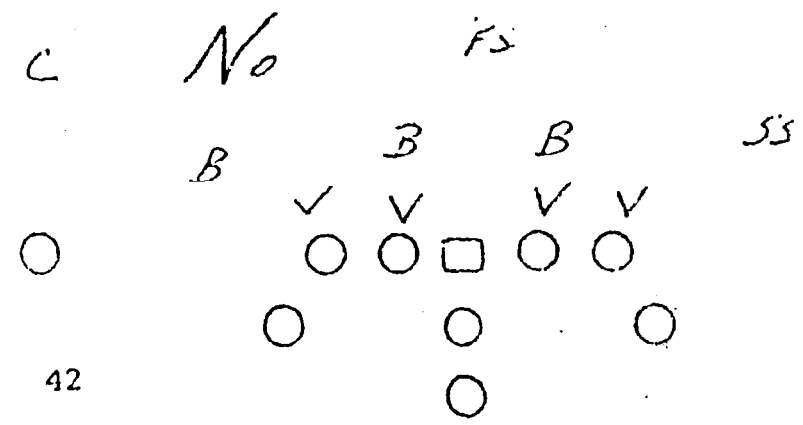


ASSIGNMENTS

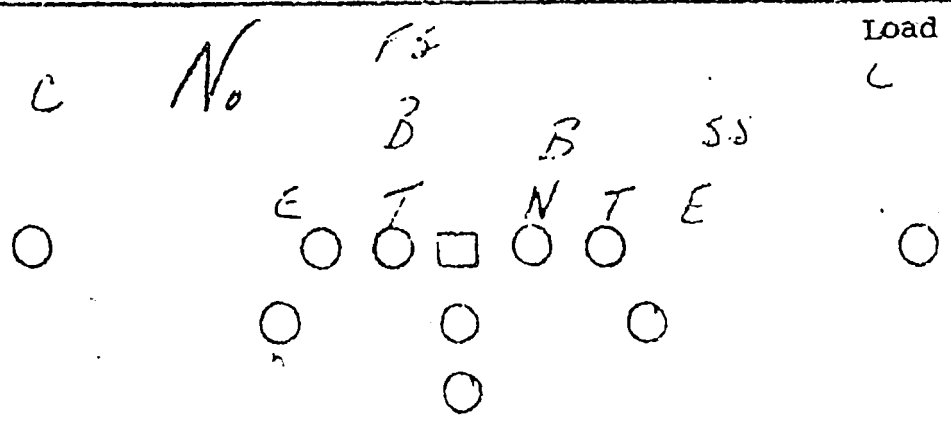
|    |                                            |   |                                                     |
|----|--------------------------------------------|---|-----------------------------------------------------|
| QB | Open playside - give ball to R - fake to W | W | Short motion - <u>fake</u> - <u>block frontside</u> |
| R  | Run at outside hip of onside guard         | Y | Block 1st support                                   |
| X  | Block backside 5                           | Z | Block deep 1/3                                      |



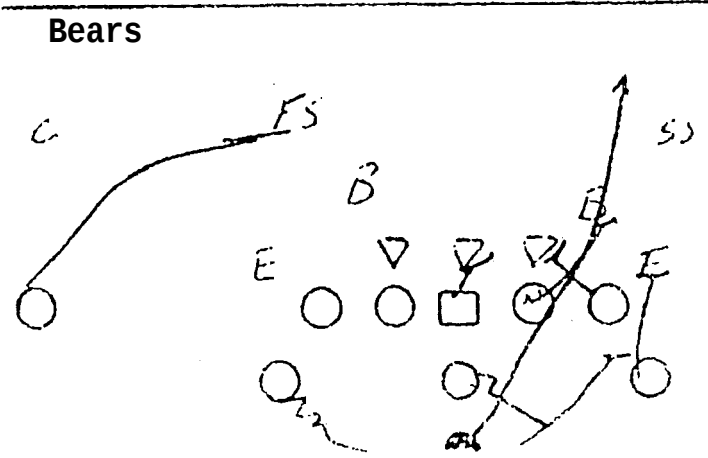
43



42



20



SERIES Mudcat

PLAY Mudcat Drive Right

FORMATION Shoot

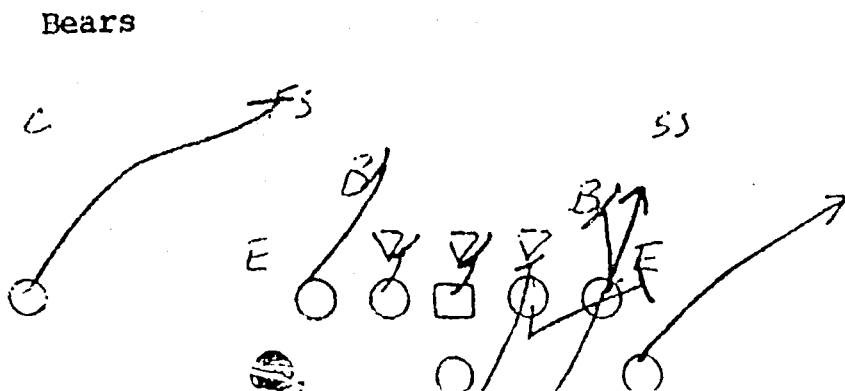
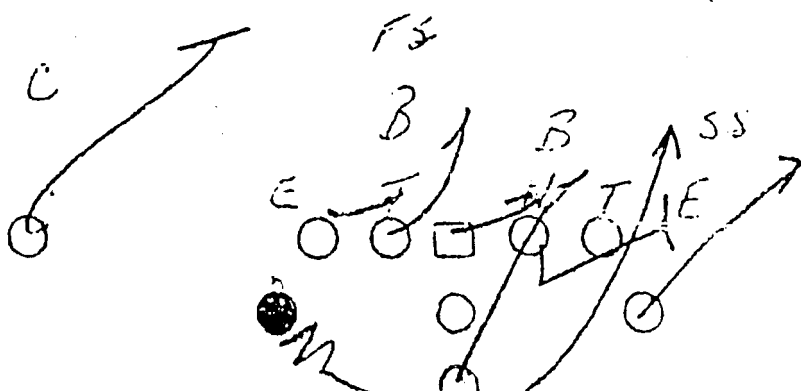
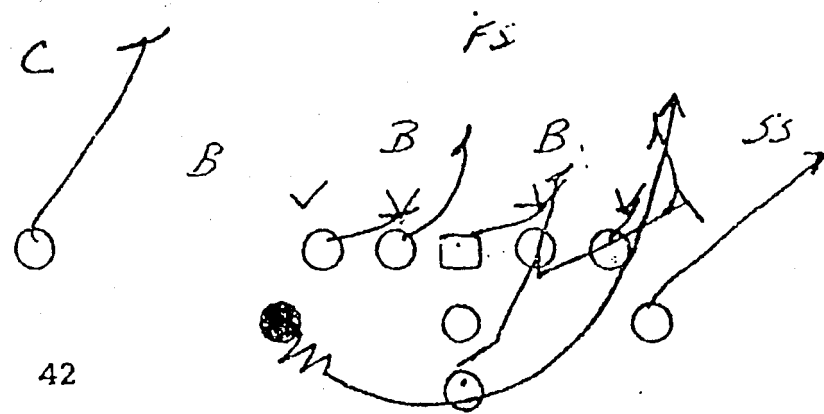
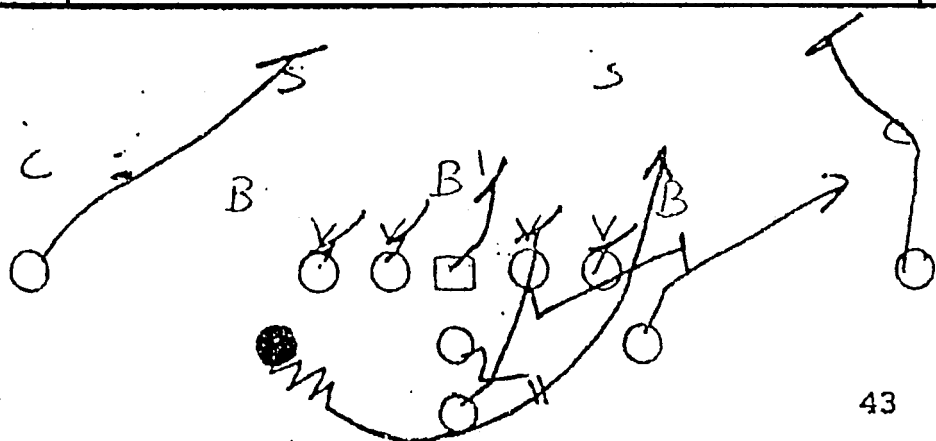
MOTION Short

VARIATION Goalline formation

52

# ASSIGNMENTS

|    |                                         |   |                                             |
|----|-----------------------------------------|---|---------------------------------------------|
| QB | Flash fake to the R - give ball to wing | W | Short motion - square into the off-tackle t |
| R  | Fake smash - fill for pulling guard     | Y | Release into flat - listen for tackles "hel |
| X  | Block backside 5                        | Z | Block sane as smash                         |



SERIES Mudcat

PLAY Mudcat rt. up the river

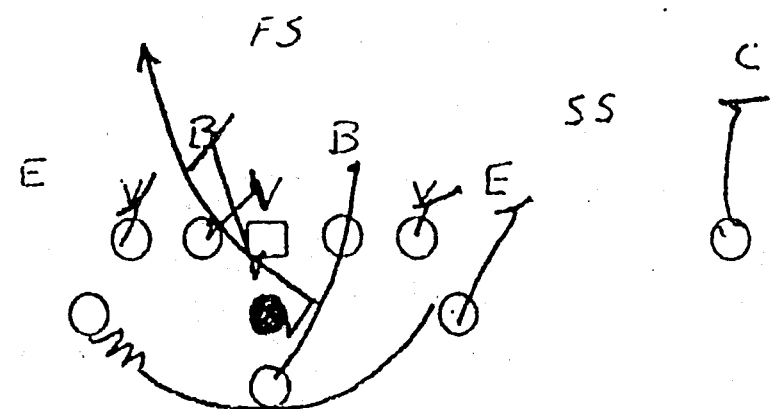
FORMATION Shoot

MOTION Short

VARIATION Goalline formation

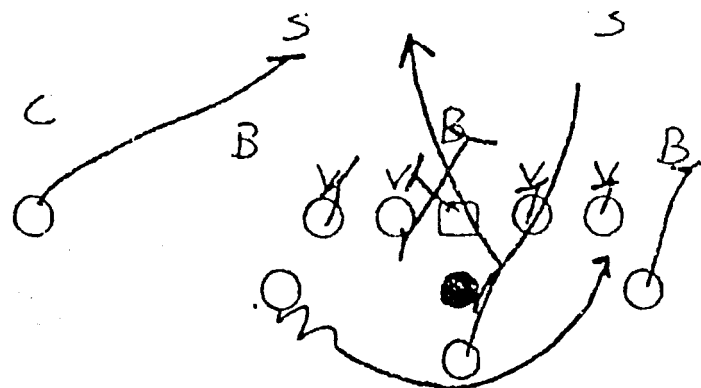
Early rip or liz form. no motion

52

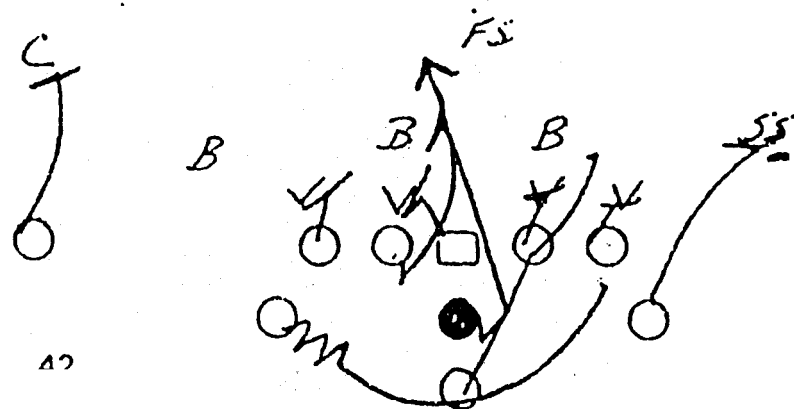


### ASSIGNMENTS

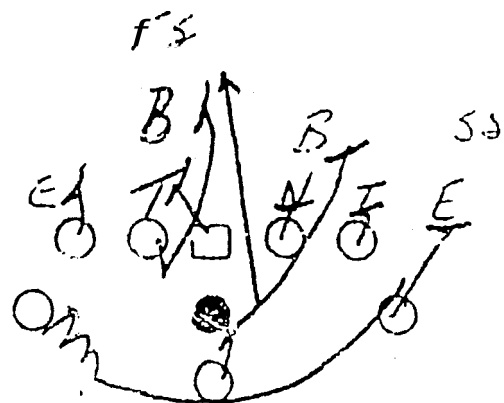
|    |                                    |   |                                   |
|----|------------------------------------|---|-----------------------------------|
| QB | Ride R - don't hurry and find hole | W | Short motion - block frontside 3. |
| R  | Smash track - good fake            | Y | Release flat                      |
| X  | Stalk block deep 1/3               | Z | Stalk block outside 1/3           |



43



42

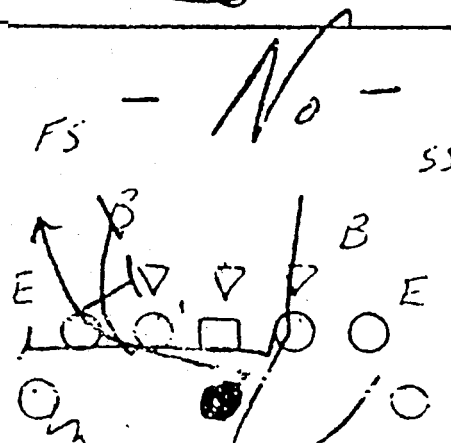


mad



2

Bears



SERIES Mudcat

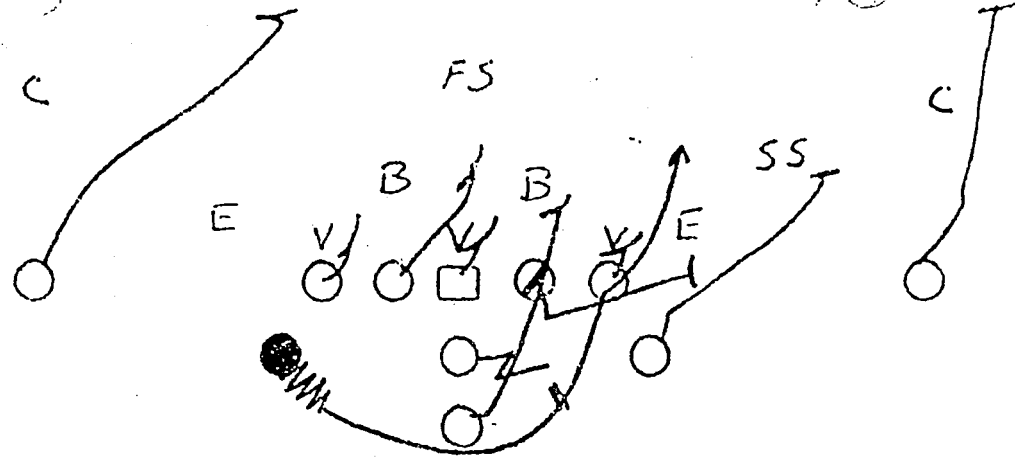
PLAY Mudcat Drive Right

FORMATION Shoot

MOTION Short

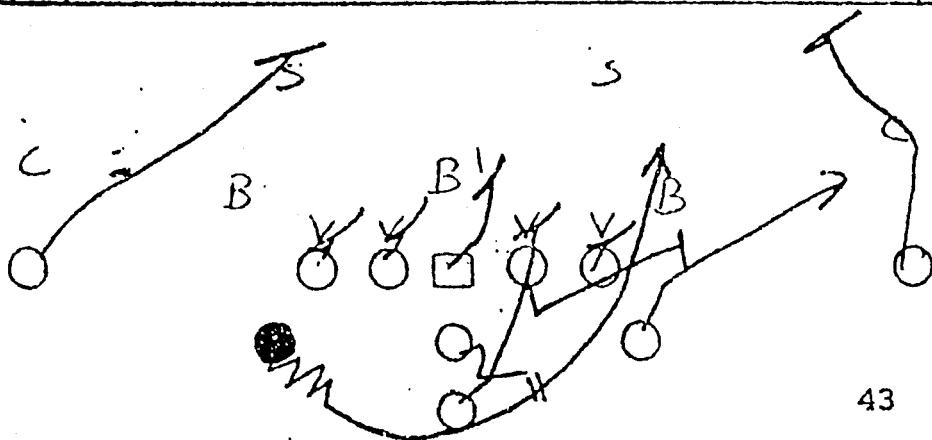
VARIATION Goalline formation

52

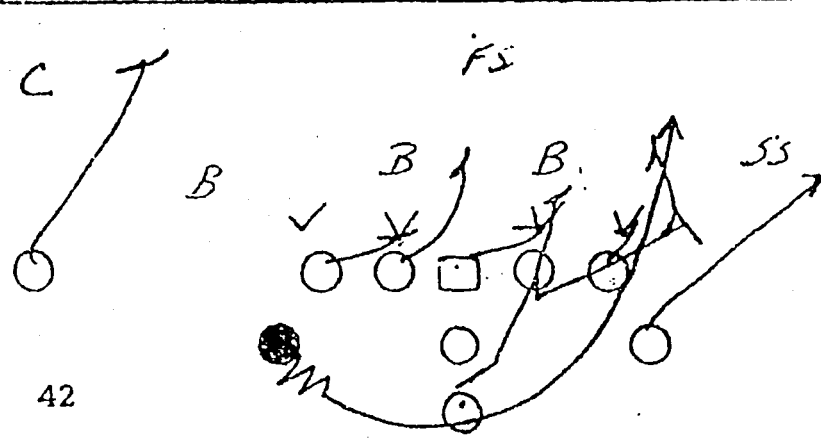


# ASSIGNMENTS

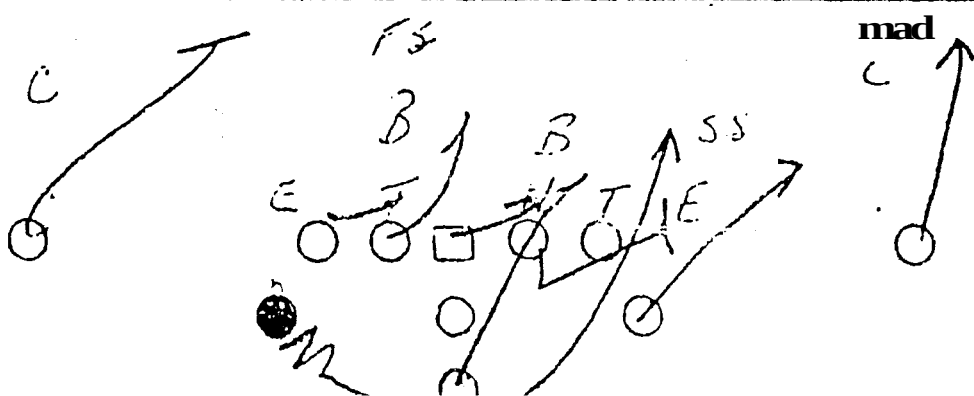
|    |                                         |   |                                           |
|----|-----------------------------------------|---|-------------------------------------------|
| QB | Flash fake to the R - give ball to wing | W | Short motion - square into the off-tackle |
| R  | Fake smash - fill for pulling guard     | Y | Release into flat - listen for tackles    |
| X  | Block backside 5                        | Z | Block sane as smash                       |



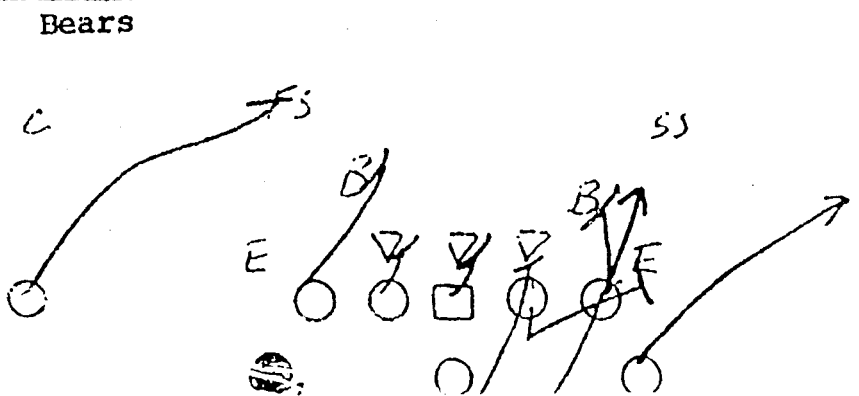
43



42



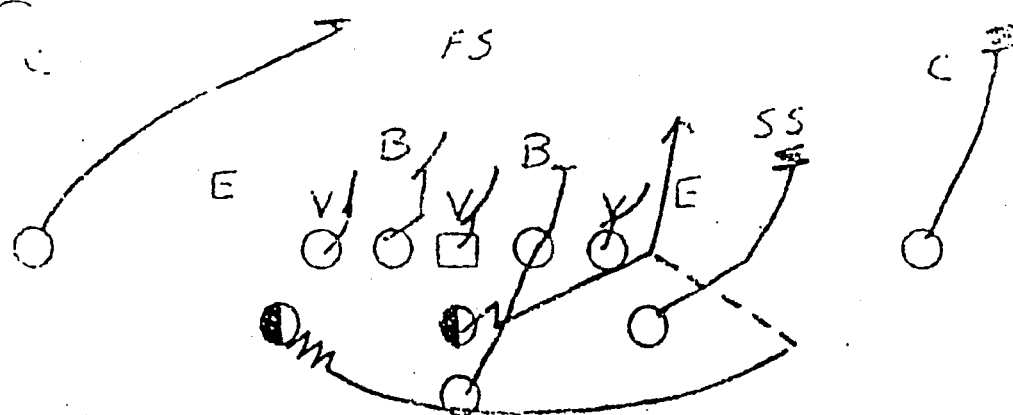
mad



Bears

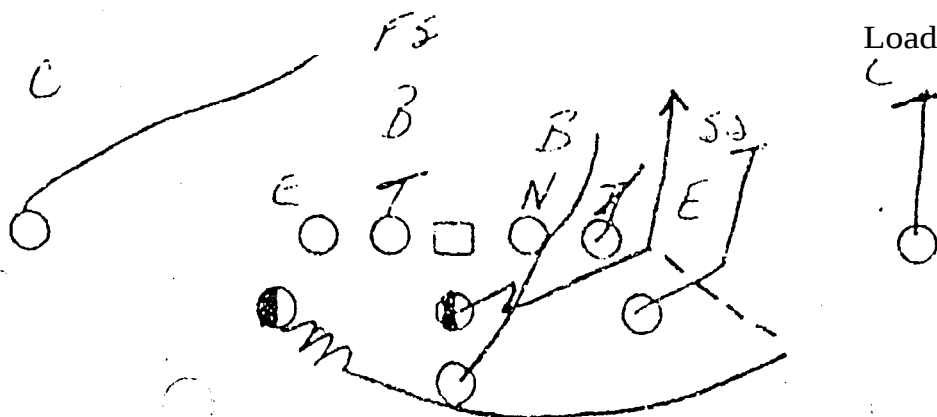
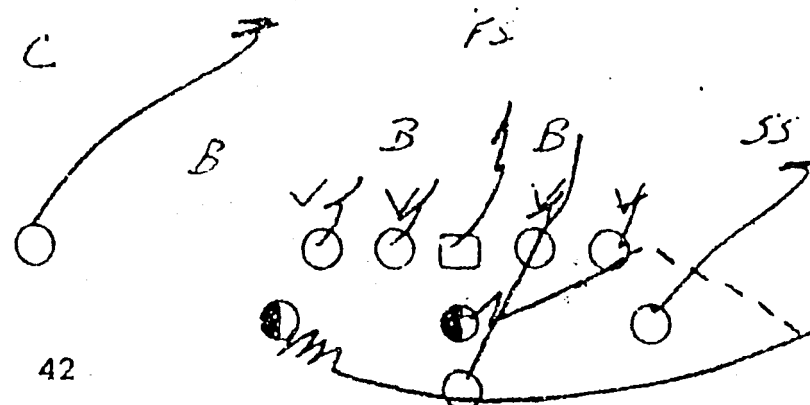
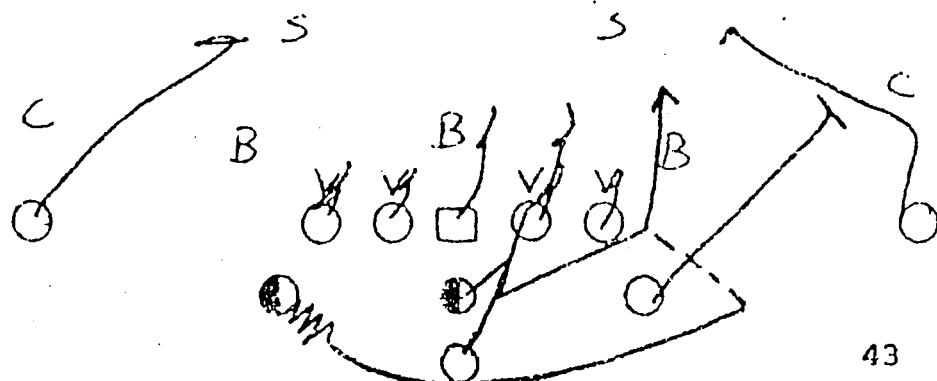
SERIES Mudcat  
 PLAY Mudcat Option Right  
 FORMATION Shoot  
 MOTION Short  
 VARIATION Goalline formation

52

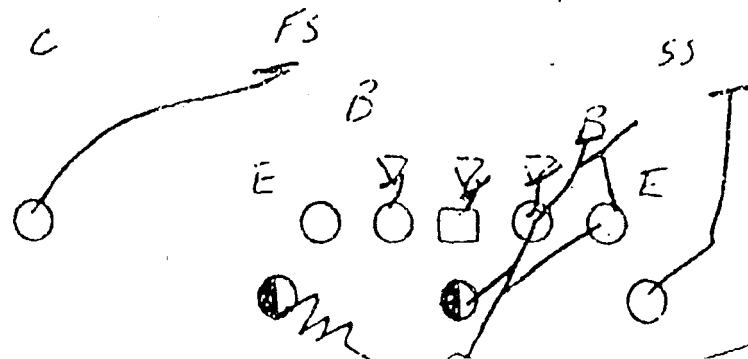


# ASSIGNMENTS

|    |                                              |   |                                    |
|----|----------------------------------------------|---|------------------------------------|
| QB | Fake smash - attack inside shoulder of ft. 3 | W | Short motion - option relationship |
| R  | Fake smash                                   | Y | Block 1st support                  |
| X  | Block backside 5                             | Z | Block 2nd support                  |



## Bears



SERIES Mudcat

PLAY Mudcat right counter

FORMATION Shoot

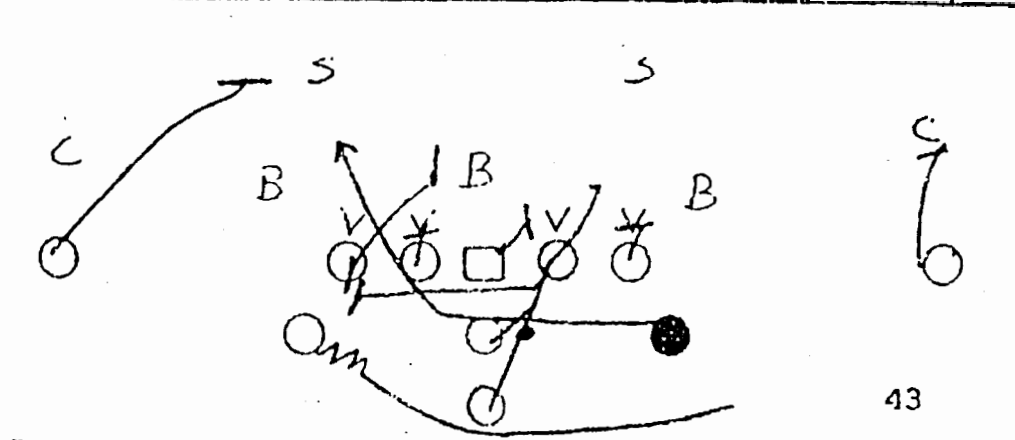
MOTION Short

VARIATION Early rip or liz  
formation

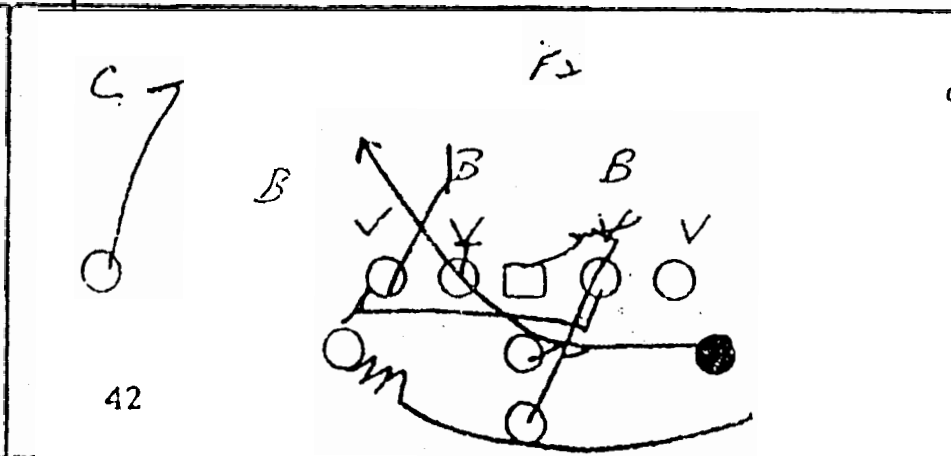
52

# ASSIGNMENTS

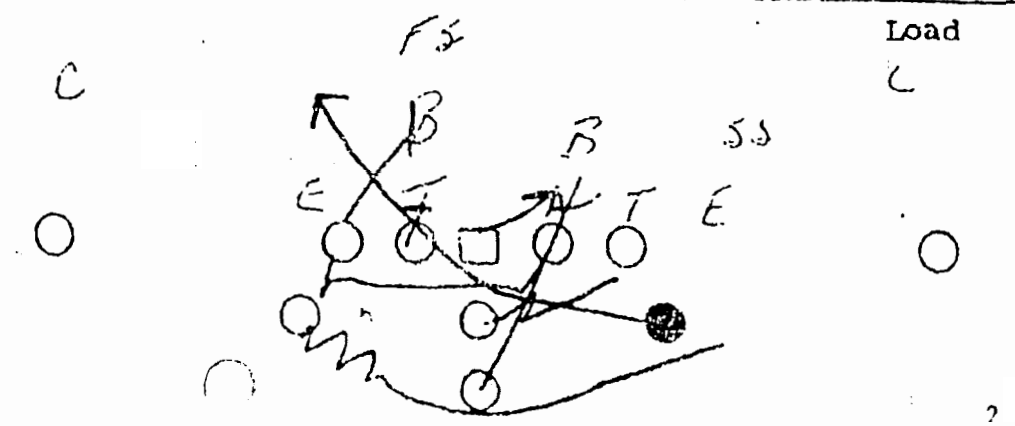
|    |                                          |   |                                              |
|----|------------------------------------------|---|----------------------------------------------|
| QB | Fake to R ~ inside handoff to wing       | W | Short motion - <u>fake option</u>            |
| R  | Fake smash - help fill for pulling guard | Y | Jab step - travel down L.O.S. ~ inside hando |
| X  | Stalk block outside 1/3                  | Z | Stalk block outside 1/3                      |



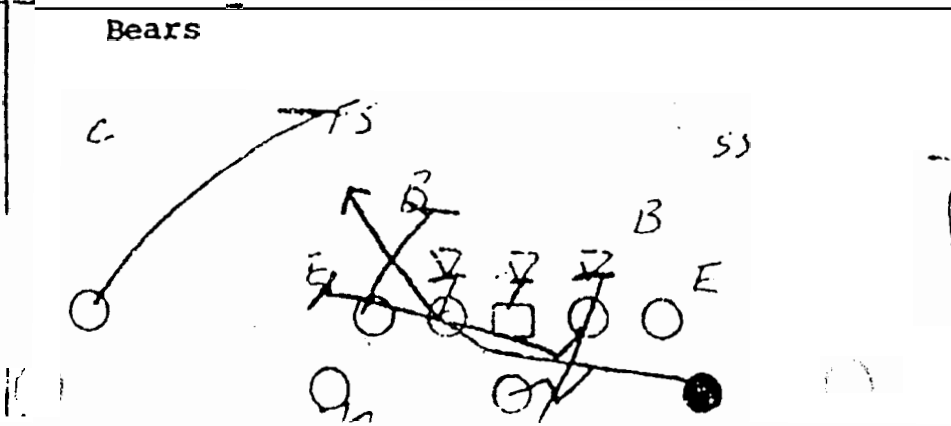
43



42



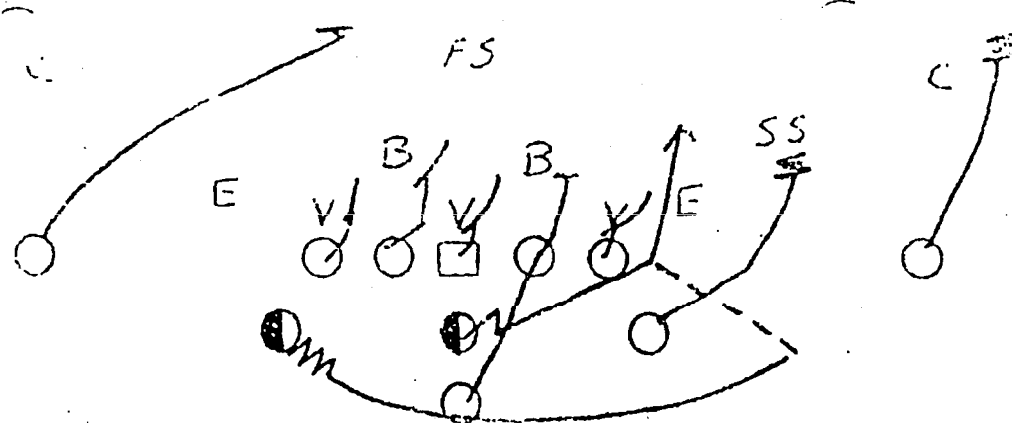
Load



Bears

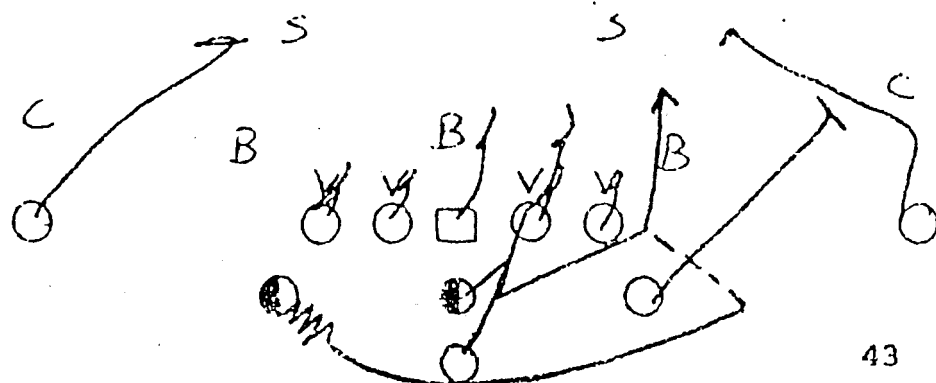
SERIES Mudcat  
 PLAY Mudcat Option Right  
 FORMATION Shoot  
 MOTION Short  
 VARIATION Goalline formation

52

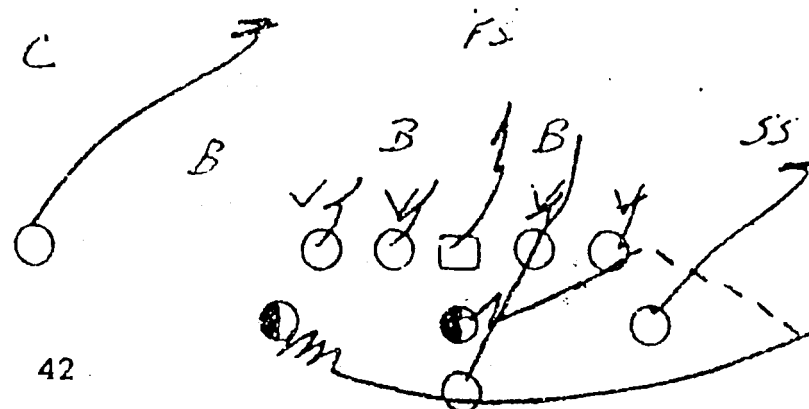


# ASSIGNMENTS

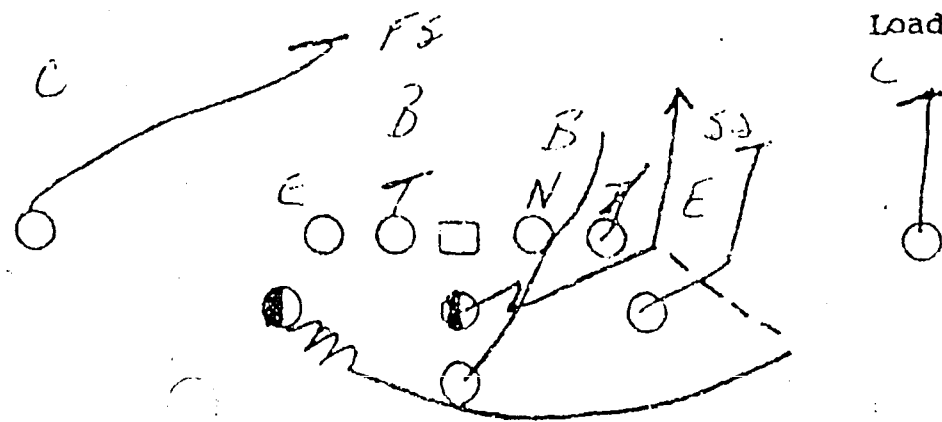
|    |                                          |   |                                    |
|----|------------------------------------------|---|------------------------------------|
| QB | Fake smash - attack inside shoulder of 3 | W | Short motion - option relationship |
| R  | Fake smash                               | Y | Block 1st support                  |
| X  | Block backside 5                         | Z | Block 2nd support                  |



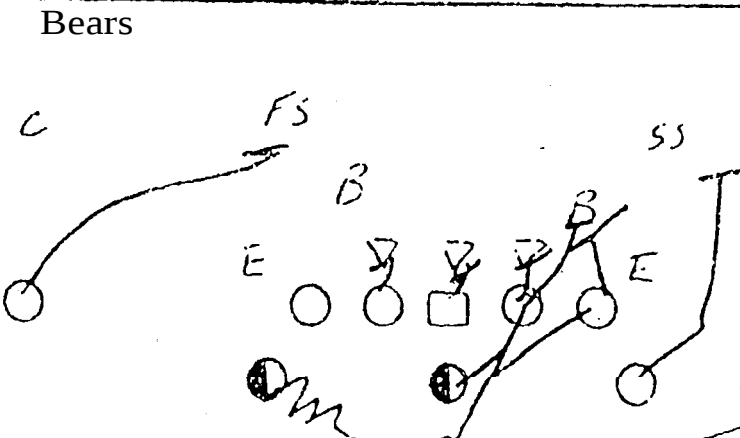
43



42



Load



Bears

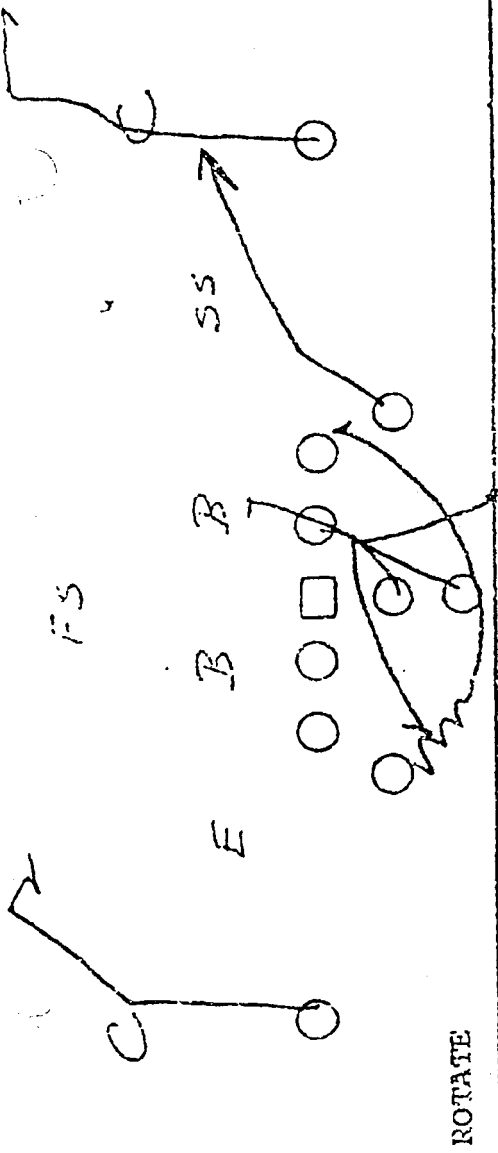
**SERIES** Mudcat

PLAY  
Mudcat Pass Right

## FORMATION

## Short MOTION

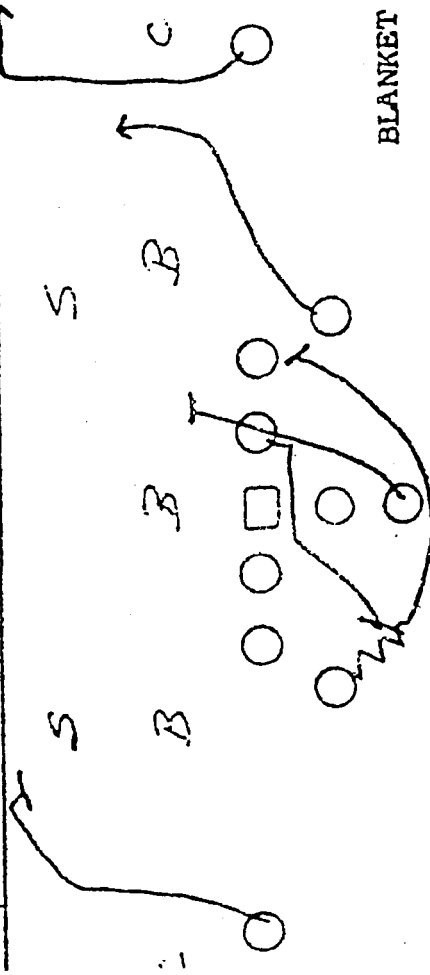
Goalline form.



ROTATE

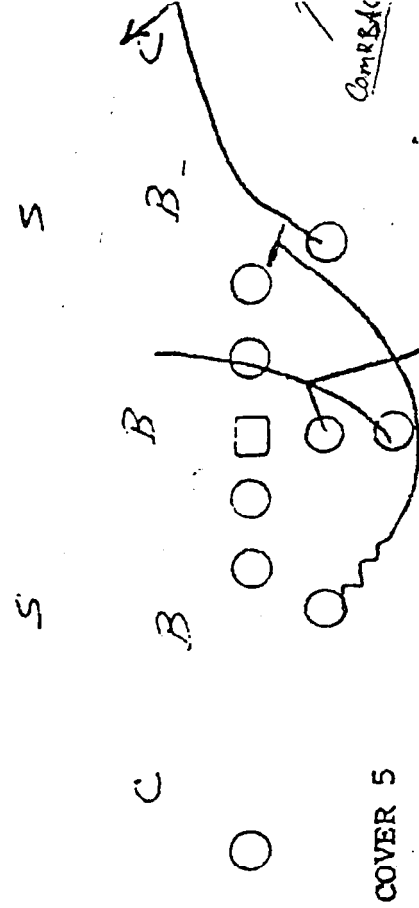
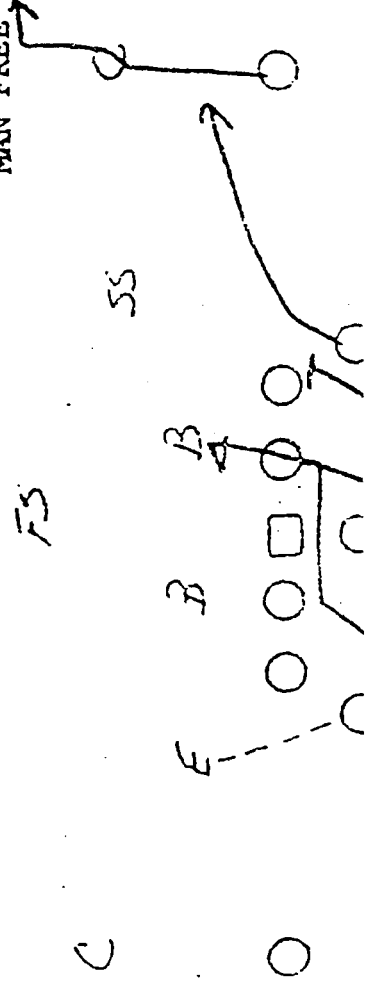
## ASSIGNMENTS

|    |                                            |   |                                        |
|----|--------------------------------------------|---|----------------------------------------|
| QB | Flash R - set up behind ft. G - read ft. 4 | W | Short motion - block frontside 3       |
| R  | Fill for pulling guard "team protection"   | Y | Flat route - two deep do a flat and up |
| X  | Backside pass                              | Z | Double out route unless tag            |



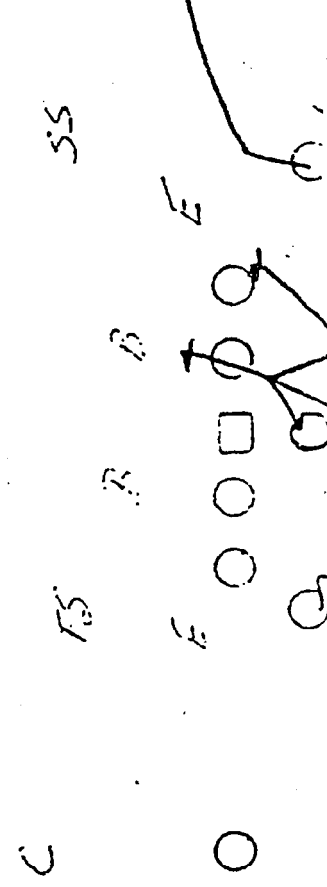
## BLANKET

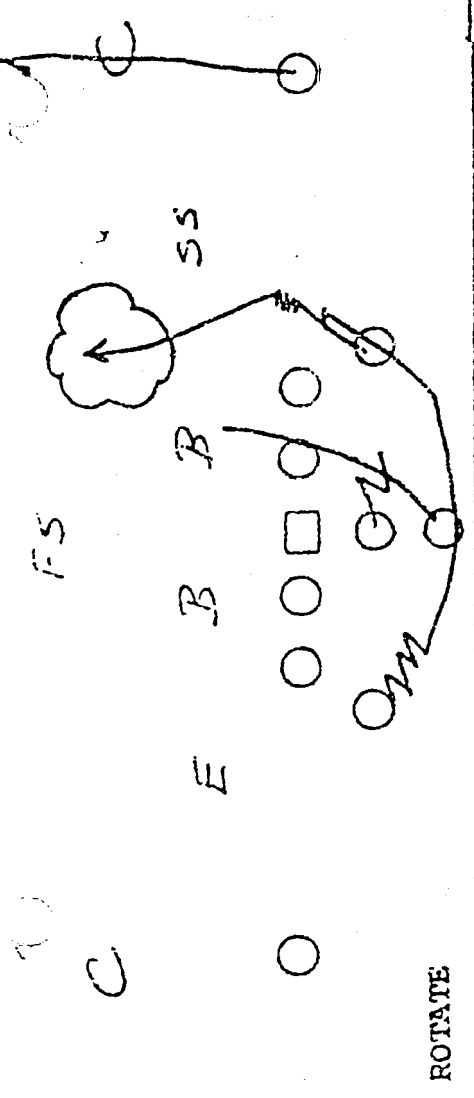
MAN FREE



COVER 5

MAN BLITZ

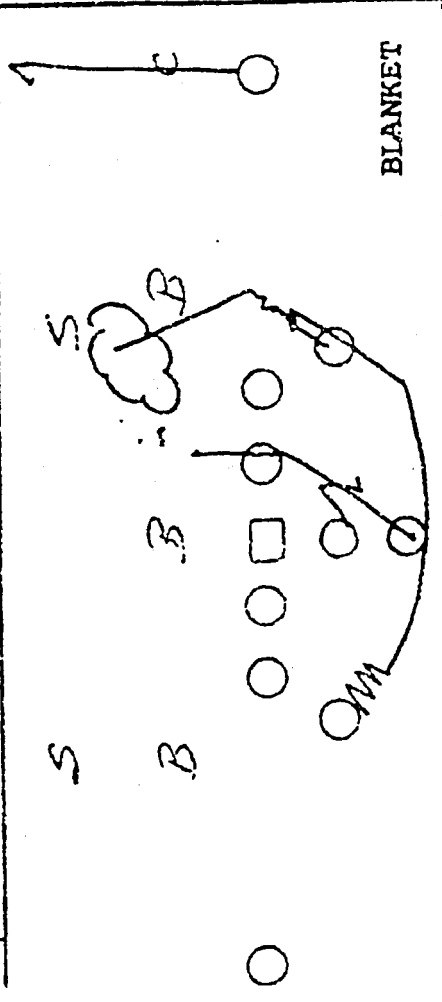




ROTATE

ASSIGNMENTS

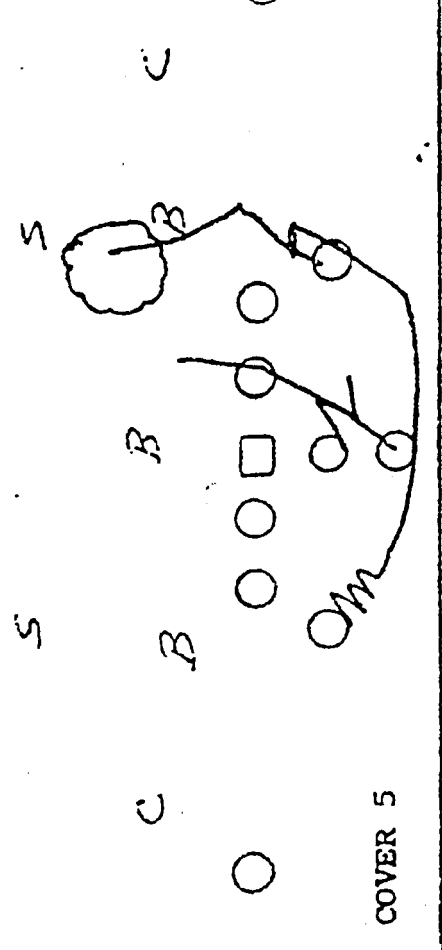
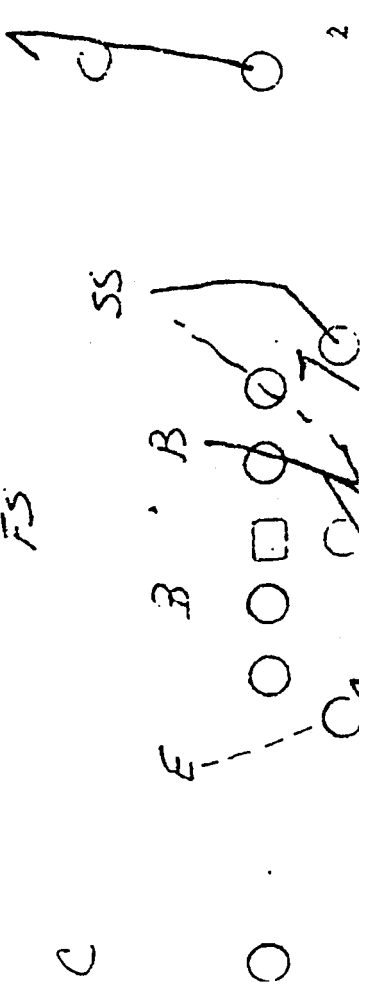
| QB | Fake smash(ride) - hit wing - SE # 2 | W | Short motion - block backside 3             |
|----|--------------------------------------|---|---------------------------------------------|
| R  | Good fake on the smash track         | Y | Jump pass - don't rush and find vacant area |
| K  | Backside slant                       | Z | 10 yard hook - you're the #2 receiver       |



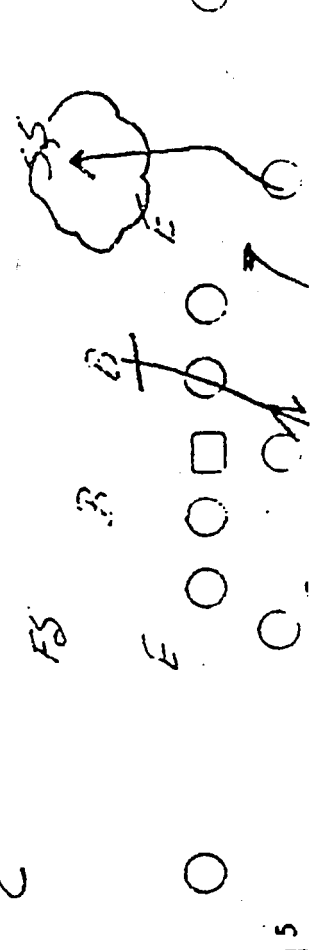
BLANKET

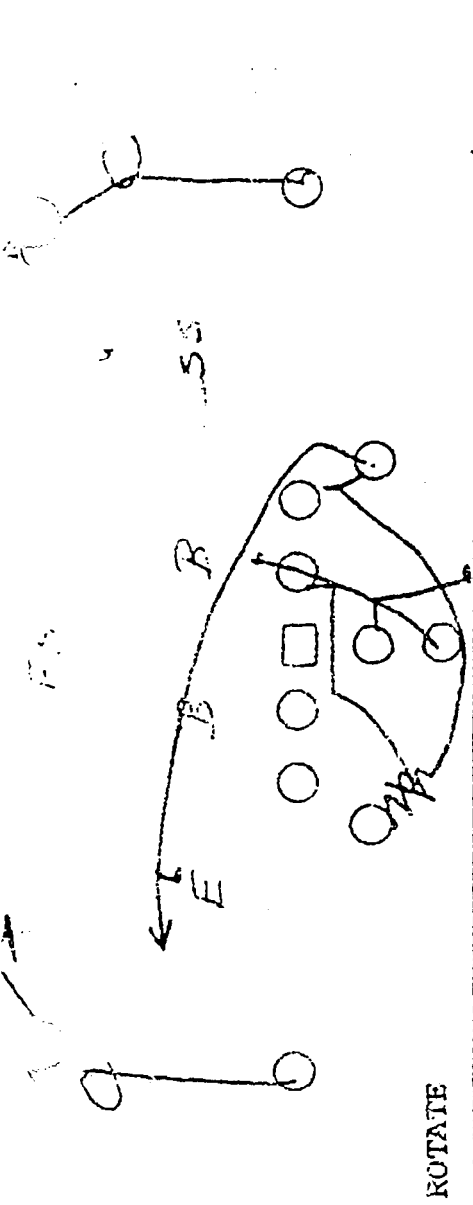
MAN FREE

MAN BLITZ



COVER 5





ROTATE

ASSIGNMENTS

|                                                                                                                                                                        |                                        |   |                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|---|----------------------------------|
| QB                                                                                                                                                                     | Fake smash(rub) - set up under the ft. | W | Short motion - block frontside 3 |
| R                                                                                                                                                                      | Fill for the pulling guard             | Y | Throwback route                  |
| X                                                                                                                                                                      | Post - curl unless tag                 | Z | Post                             |
| <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> </div> <div style="width: 45%;"> </div> </div>                                  |                                        |   |                                  |
| <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>BLANKET</p> </div> <div style="width: 45%;"> <p>COVER 5</p> </div> </div>    |                                        |   |                                  |
| <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>MAN FREE</p> </div> <div style="width: 45%;"> <p>MAN BLITZ</p> </div> </div> |                                        |   |                                  |

SERIES Gangster

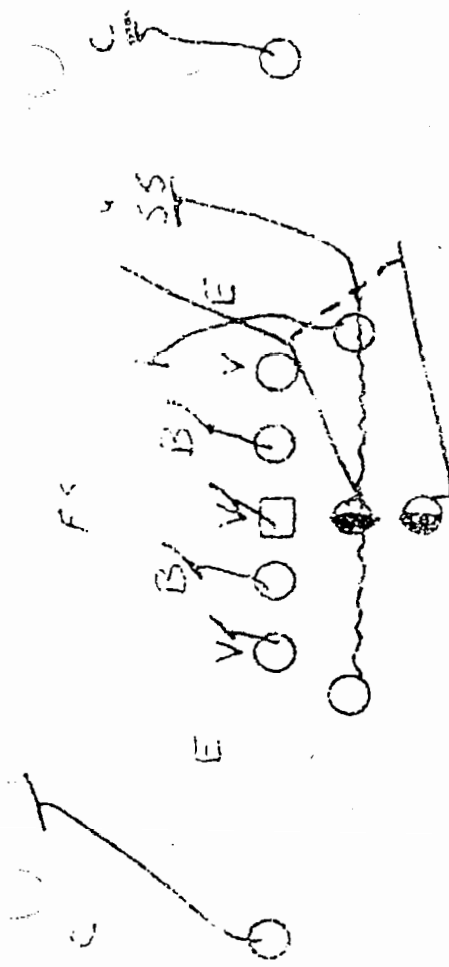
PLAY Gangster Option Right

FORMATION Shoot

MOTION Rip or Load

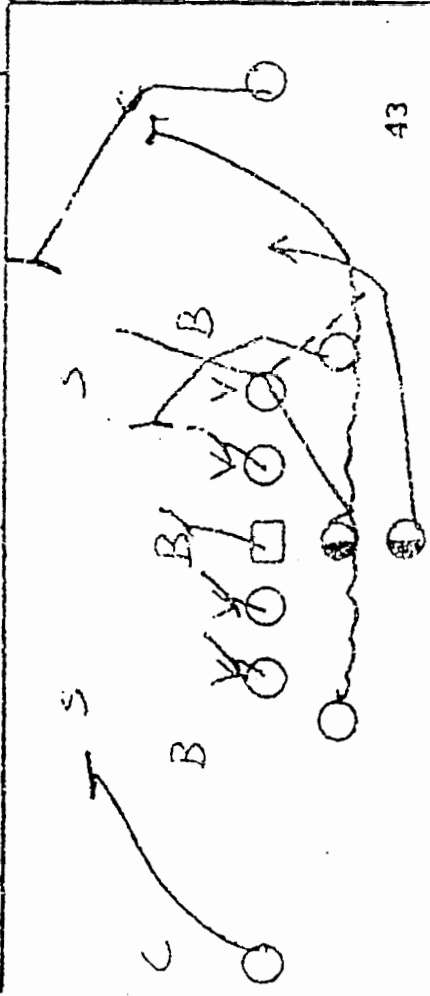
VARIATION Early Rip or Load

52

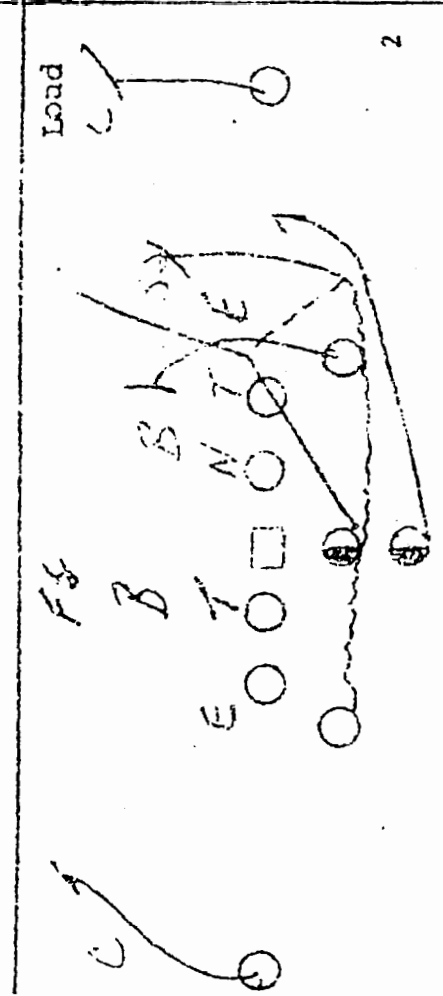


ASSIGNMENTS

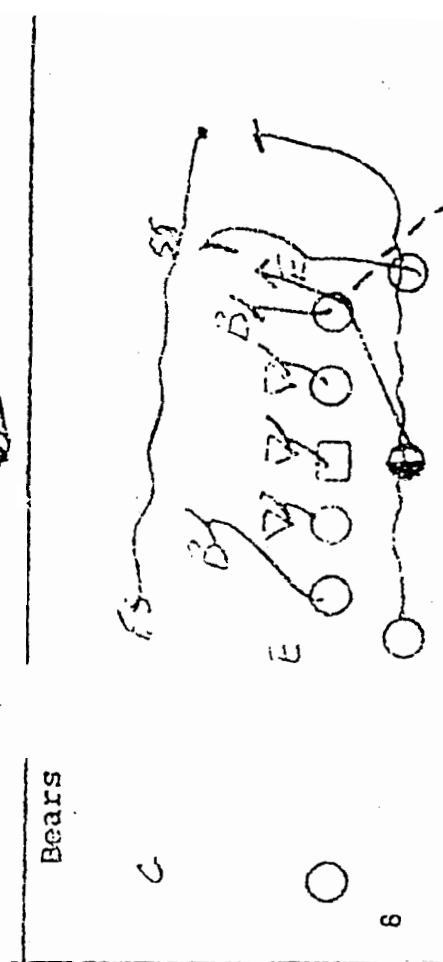
|    |                                       |   |                                 |
|----|---------------------------------------|---|---------------------------------|
| QB | Attack inside shoulder of frontside 3 | W | Long motion - block 1st support |
| R  | Pitch relationship                    | Y | Cherry pick frontside LB        |
| X  | Block backside 5                      | Z | Block 2nd support               |



43



42



2

8

VARIATION      Early rip or load



Block corner or run him off



9  
—  
2

Block deep 1/3



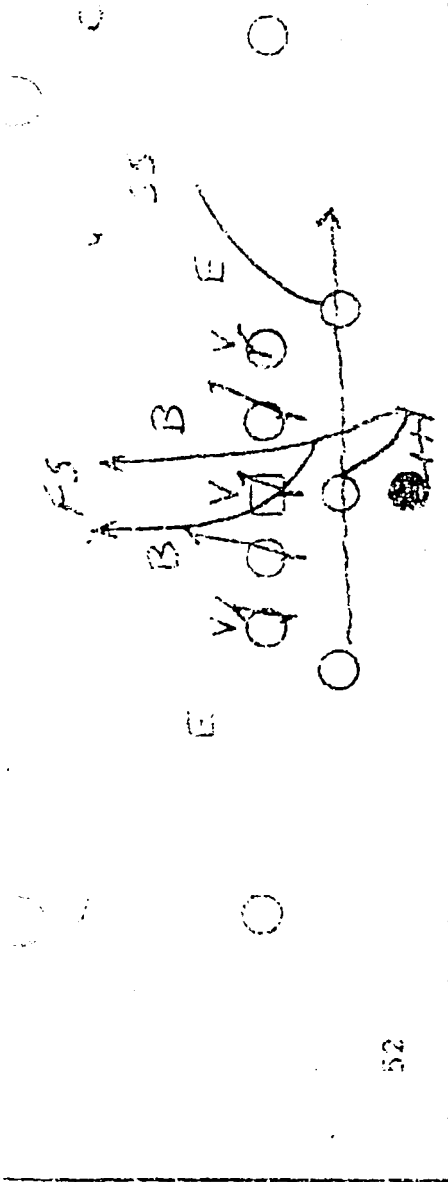
SERIES Gangster

PLAY Gangster Drak

FORMATION Shoot

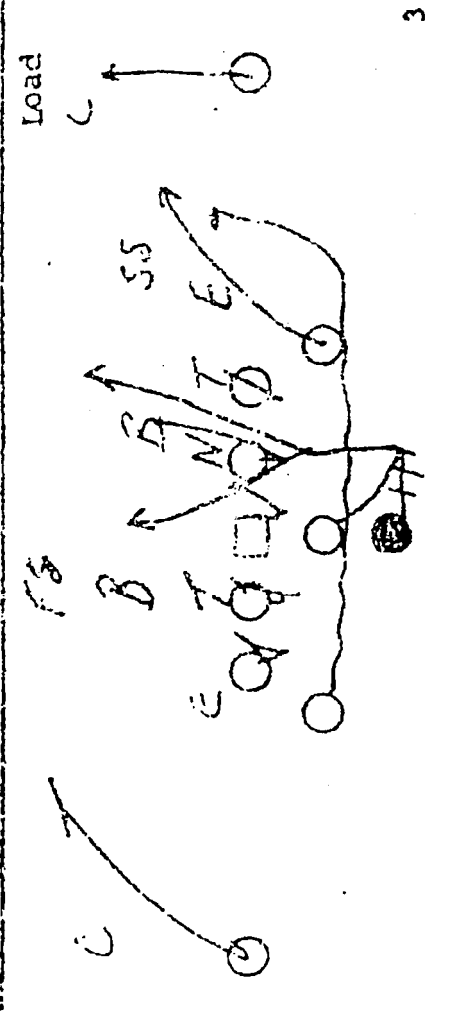
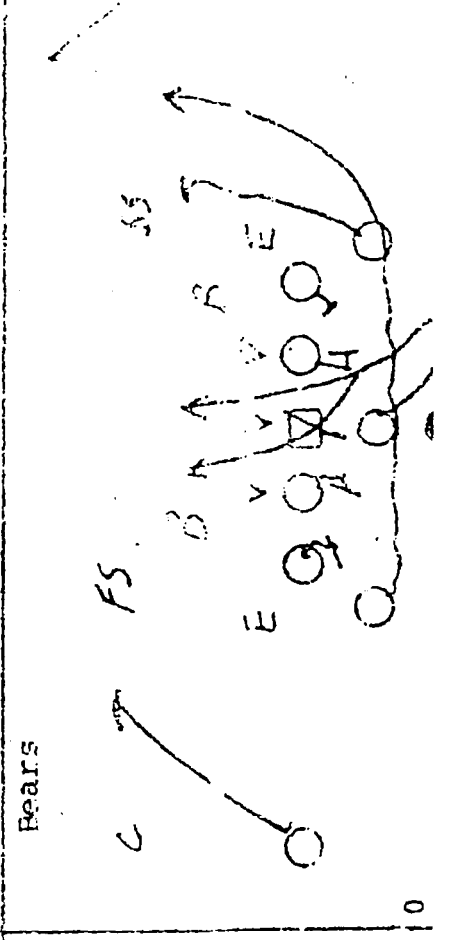
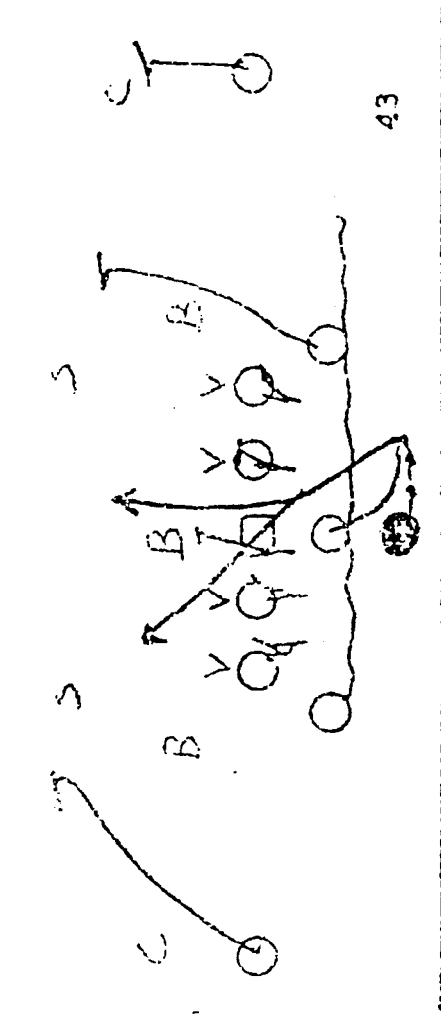
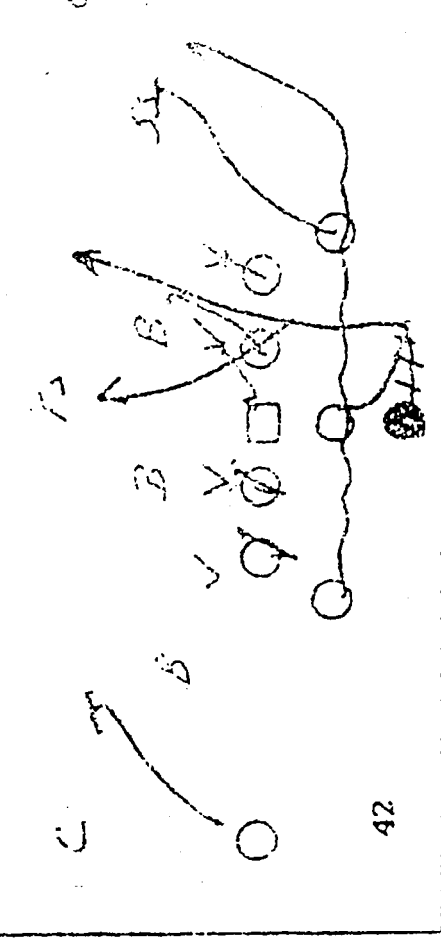
MOTION Long or none

VARIATION Early rip or load



ASSIGNMENTS

|    |                                                                                  |   |                                 |
|----|----------------------------------------------------------------------------------|---|---------------------------------|
| QB | Put eyes on #4 man - show pass                                                   | W | Long motion - block 1st support |
| R  | Open step, cross over, plant. Read first down lineman from center to the outside | Y | Block frontside 3               |
| X  | Block backside 3                                                                 | Z | Block deep outside 1/3          |

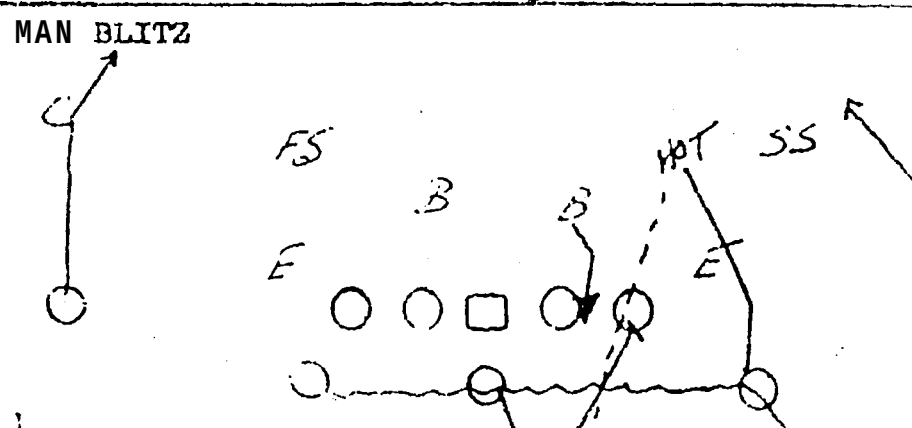
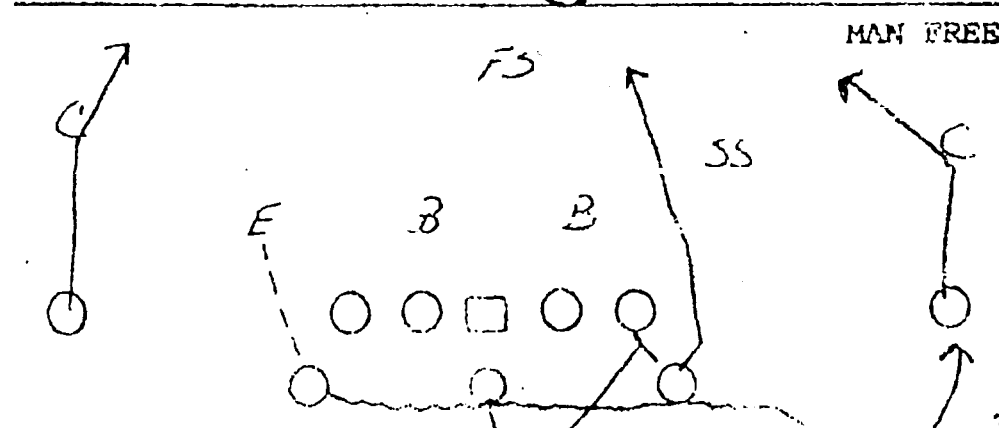
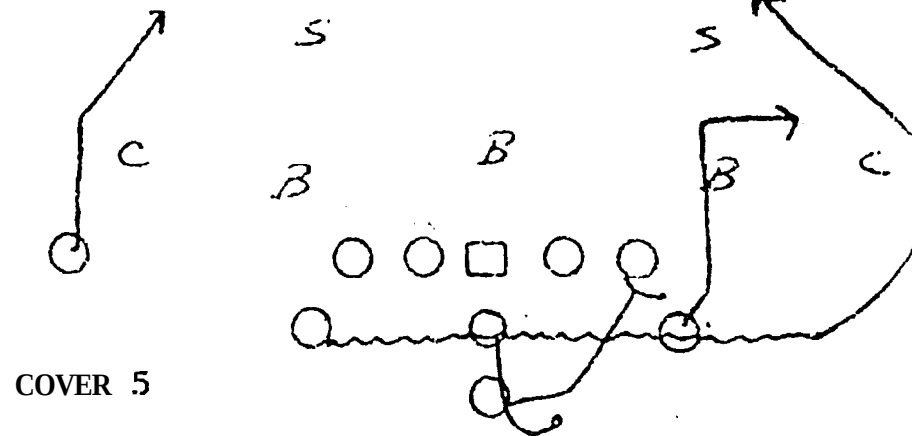
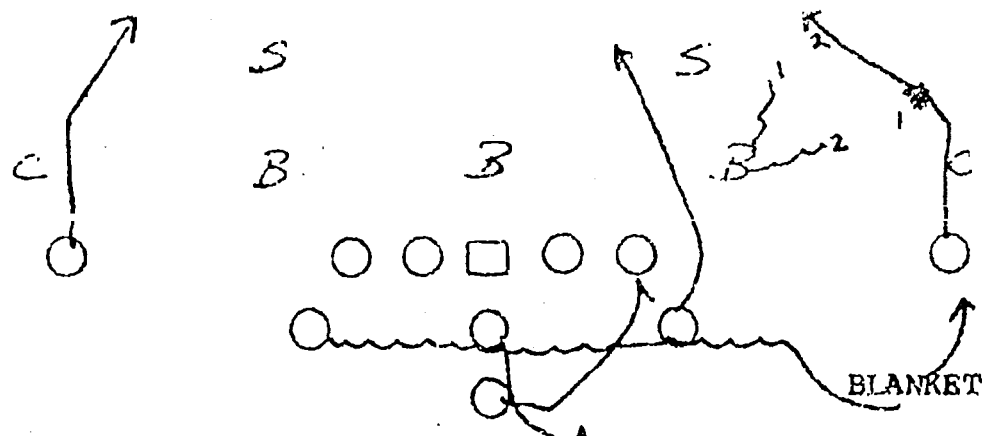


SERIES Gangster  
 PLAY Gangster Pass Right  
 FORMATION Shoot  
 MOTION Rip or load  
 VARIATION Early rip or load -

ROTATE

# ASSIGNMENTS

|    |                               |   |                                          |
|----|-------------------------------|---|------------------------------------------|
| QB | Roll right - read frontside 4 | W | Long motion - bubble - too slip out do a |
| R  | Block frontside 3             | Y | Pick off near lb - hot if blitz          |
| X  | Experiment                    |   | Slant pass route - read frontside 4      |



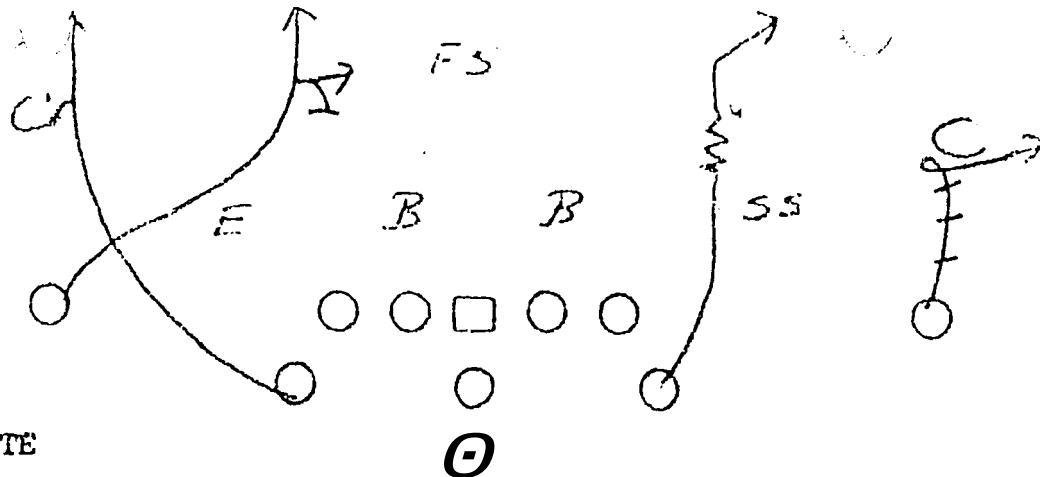
SERIES GANGSTER

PLAY Gangster Slide

FORMATION Shoot (beat double~)

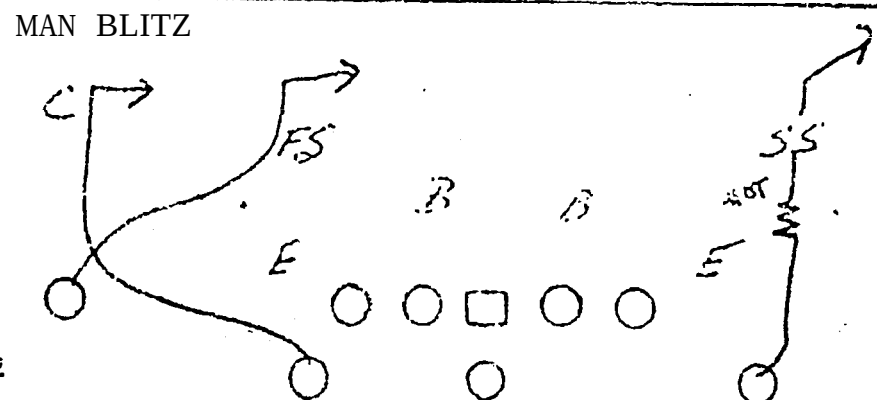
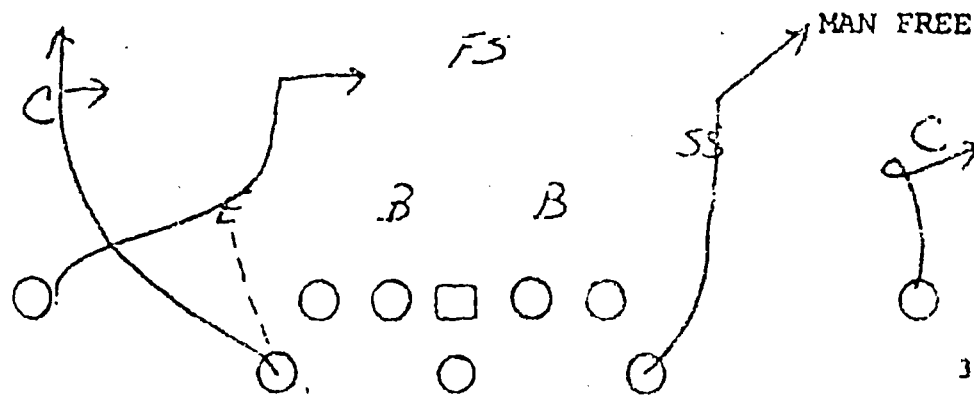
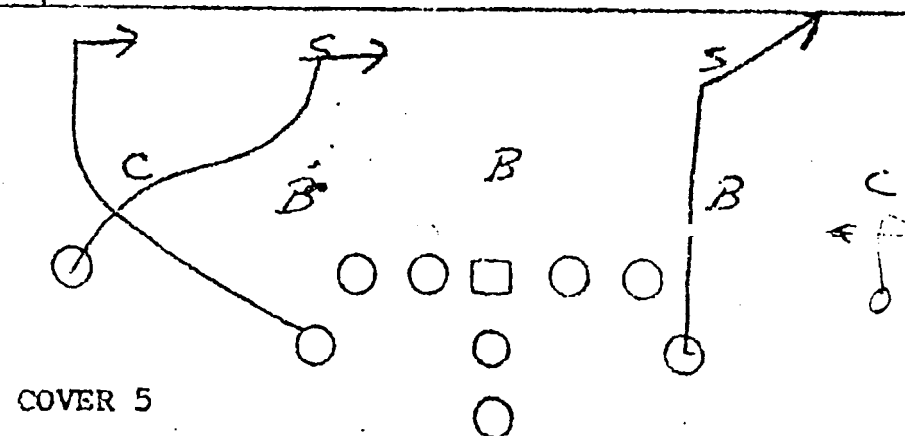
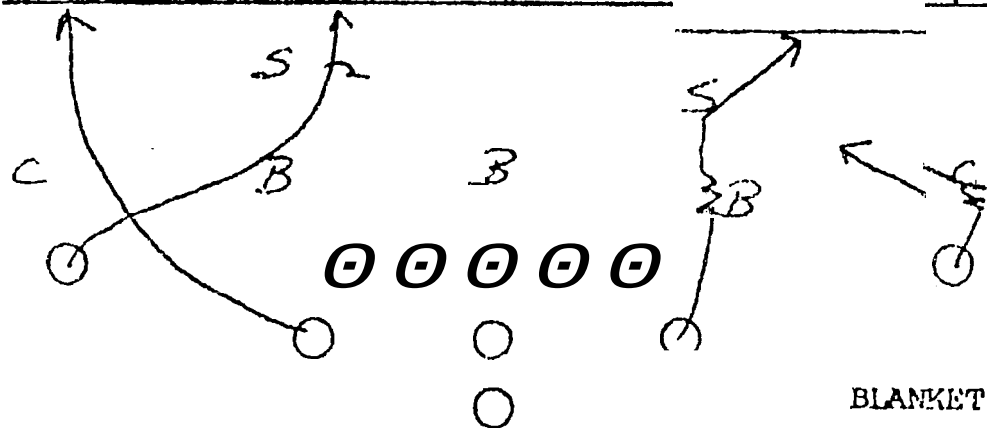
MOTION None

VARIATION Early rip or load -  
liz or rime back



## ASSIGNMENTS

|    |                                   |   |                                          |
|----|-----------------------------------|---|------------------------------------------|
| QB | Roll drop and read frontside four | W | automatic switch - <u>up</u> routes      |
| R  | Block frontside 3                 | Y | corner route - look for ball immediately |
| X  | Seam route - automatic switch     | Z | slide route - whip vs cover 5            |



SERIES Gangster

PLAY Gangster Z up Double Out

FORMATION Shoot

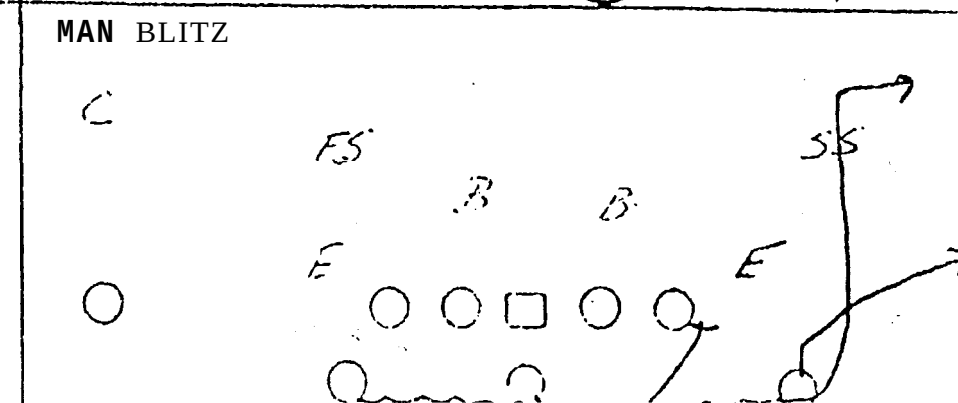
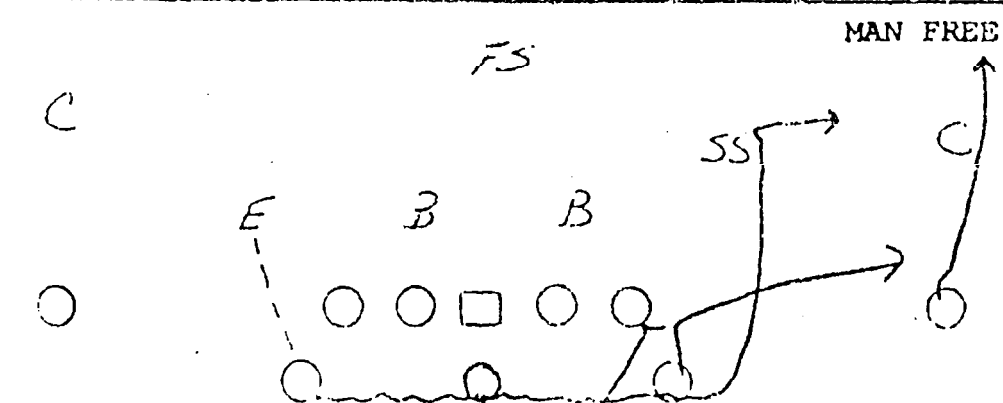
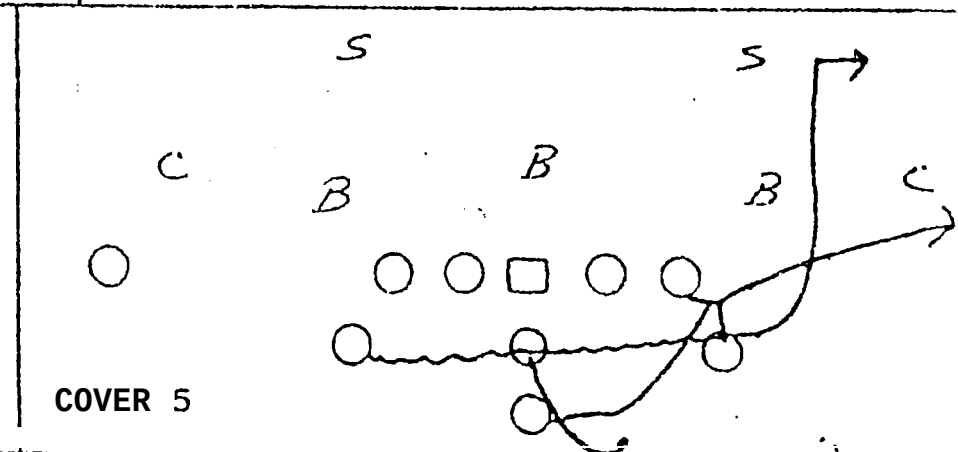
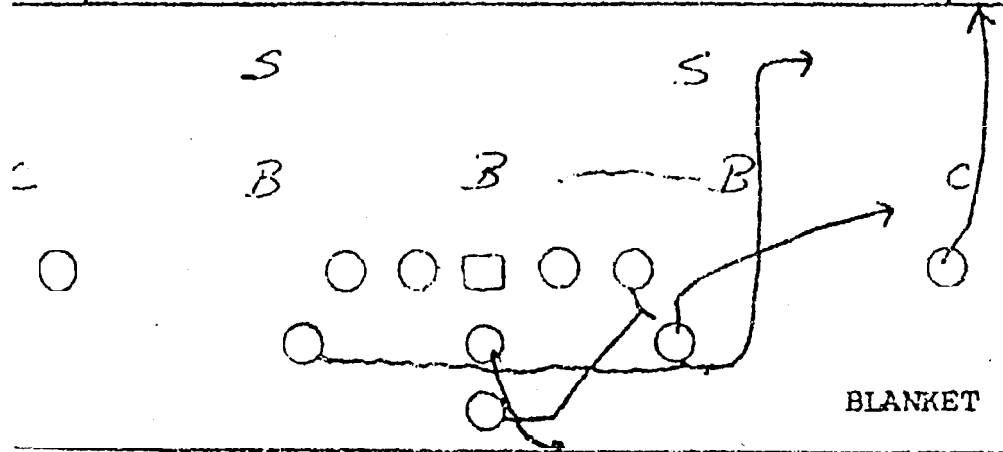
MOTION Rip or Load

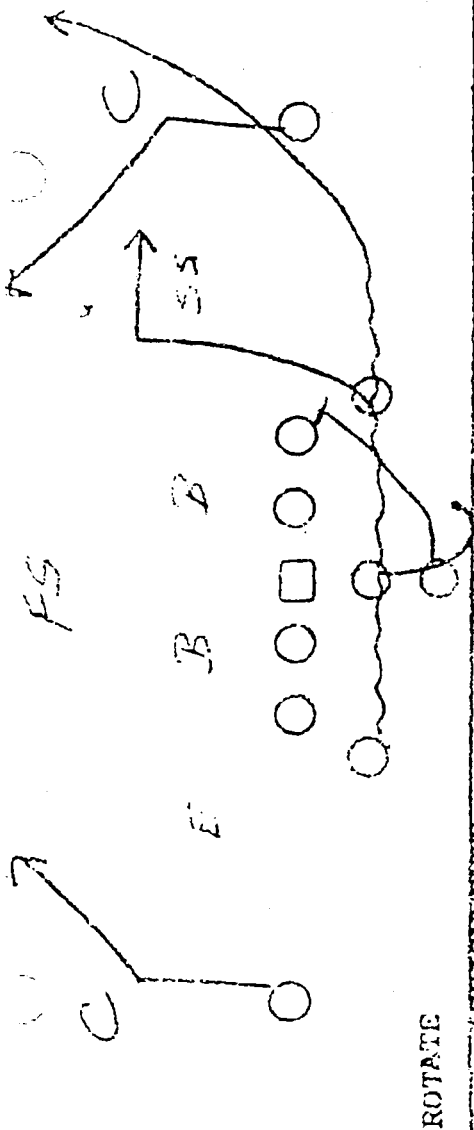
VARIATION Early rip or load

ROTATE

# ASSIGNMENTS

|    |                                          |   |                                           |
|----|------------------------------------------|---|-------------------------------------------|
| QB | Roll drop to playside - read frontside 4 | W | Long motion - seam "hot" - convert to out |
| R  | Block frontside 3                        | Y | Jab step inside - run flat route          |
| X  | Experiment                               | Z | Up **do not convert to hook               |





SERIES Gangster

PLAY Gangster rt. Hardnose

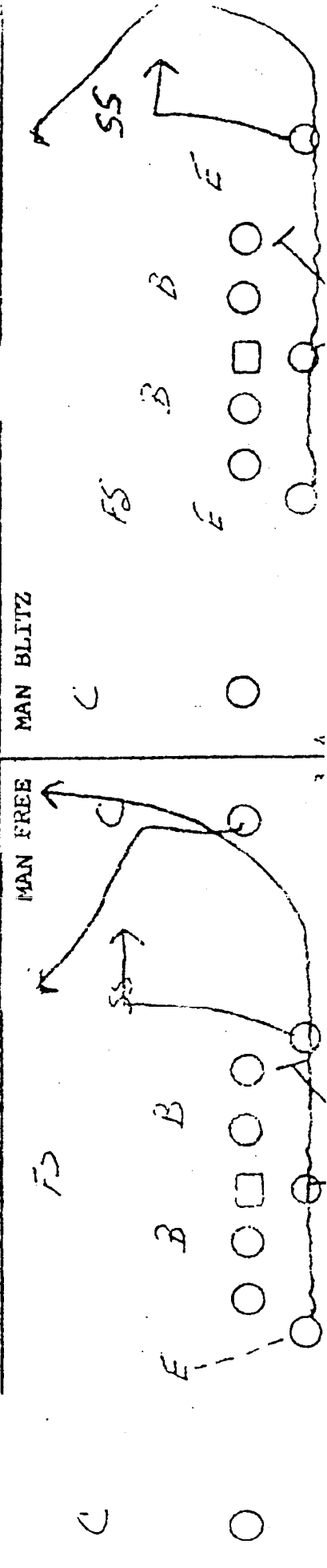
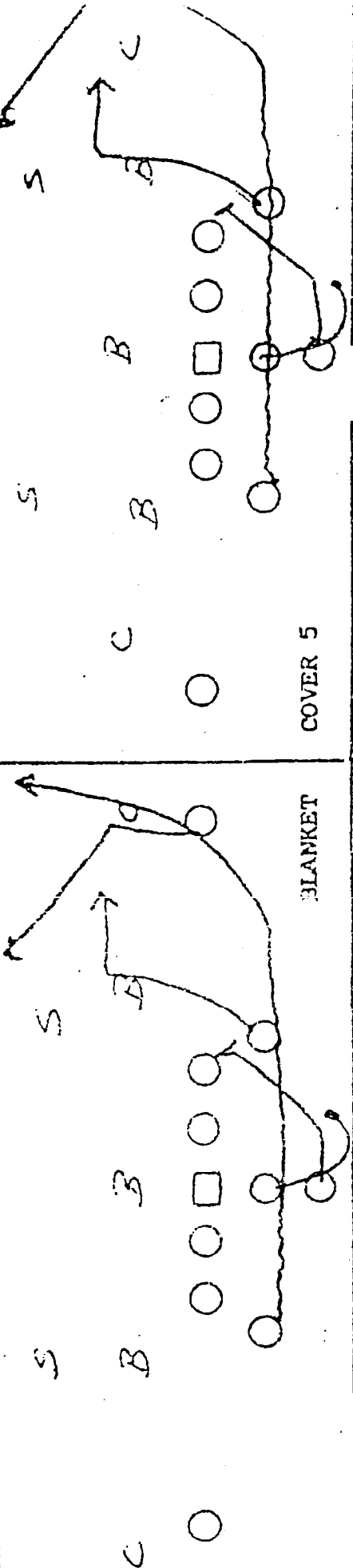
FORMATION Shoot

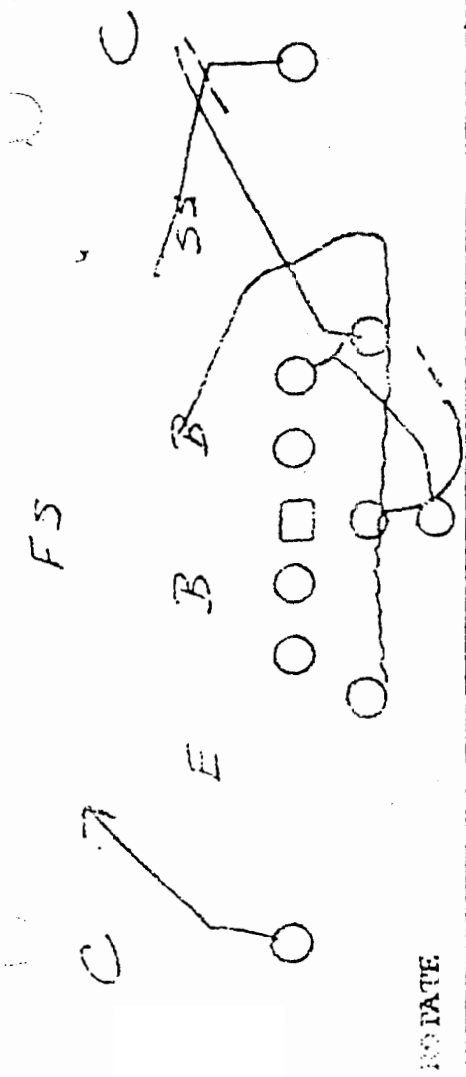
MOTION Rip or Load

VARIATION Early rip or load

ASSIGNMENTS

|    |                               |          |   |                                 |
|----|-------------------------------|----------|---|---------------------------------|
| QB | Roll drop frontside - look SS | W 2, Y 3 | W | Long motion - up along sideline |
| R  | Block frontside 3             |          | Y | 8 - 10 yard out                 |
| X  | Experiment                    |          | Z | Slant to post                   |





SERIES Gangster

PLAY Gangster Rt. Y Wall

FORMATION Shoot

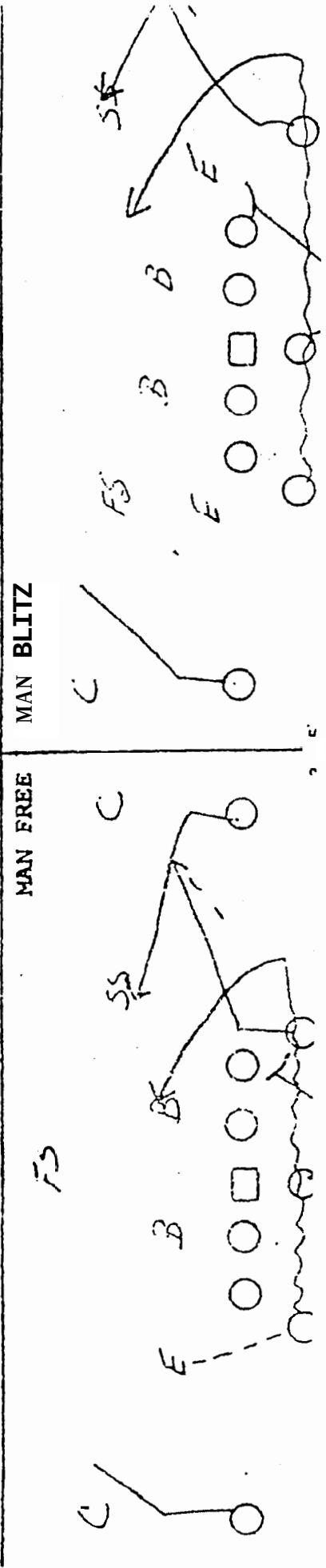
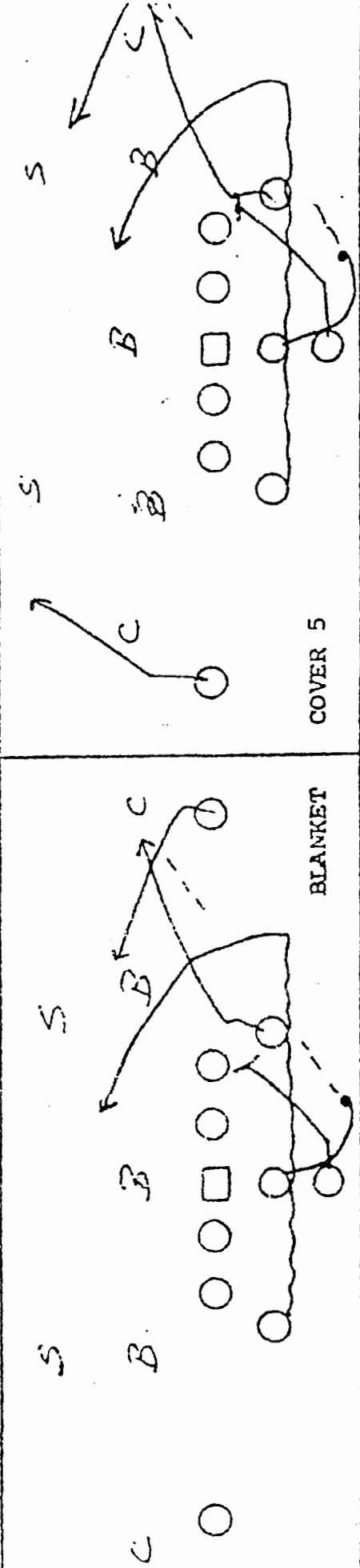
NOTION Long (rip or load)

VARIATION Early rip or load

ROTATE

ASSIGNMENTS

|    |                        |   |                              |
|----|------------------------|---|------------------------------|
| QB | Roll drop - look for Y | W | Long notion - pick inside LB |
| R  | Block frontside 3      | Y | Flat route                   |
| X  | Quick slant            | Z | Pick Y's man                 |



COVER 5

BLANKET

MAN BLITZ

MAN FREE

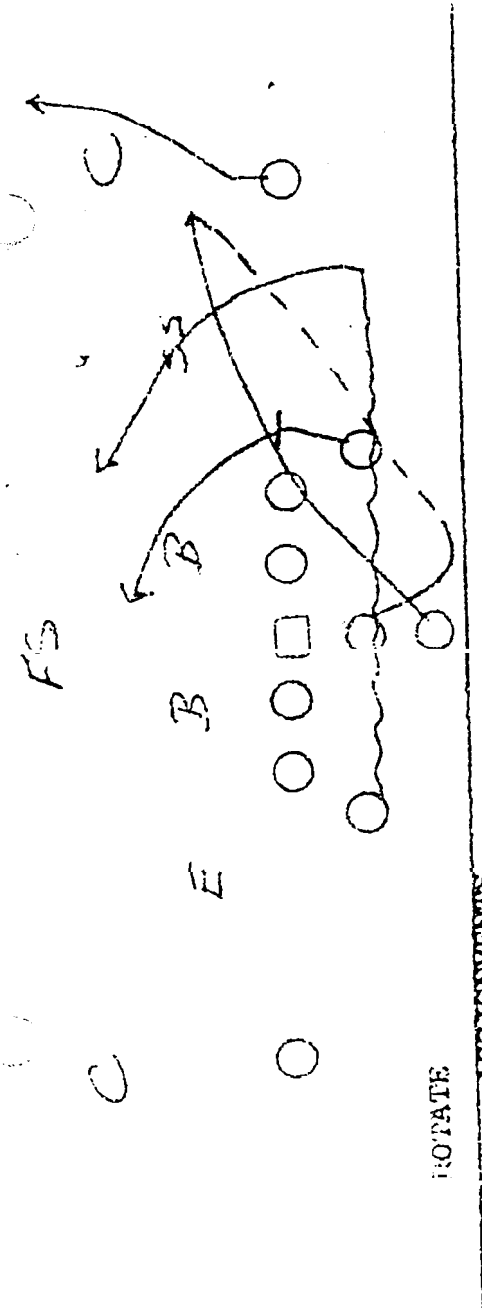
SERIES Gangster

PLAY Gangster RT. R Wall

FORMATION Shoot

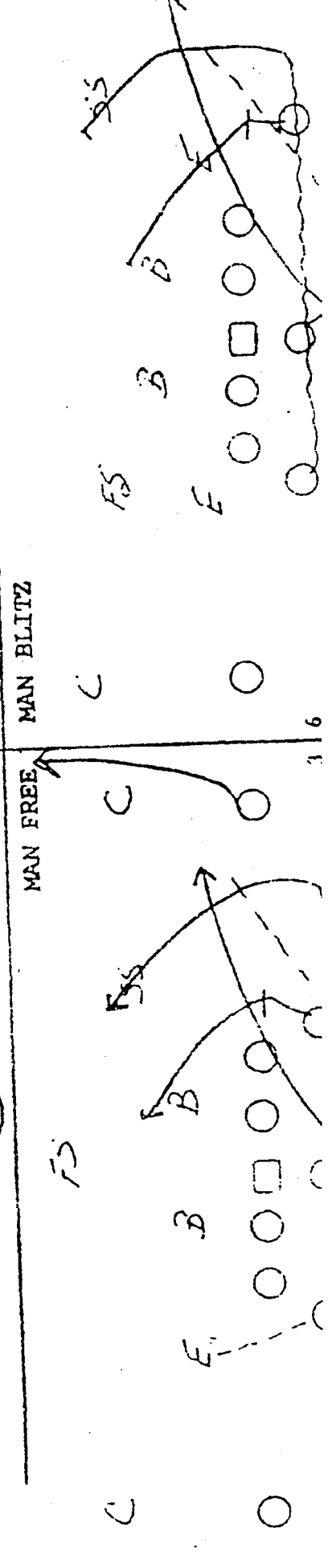
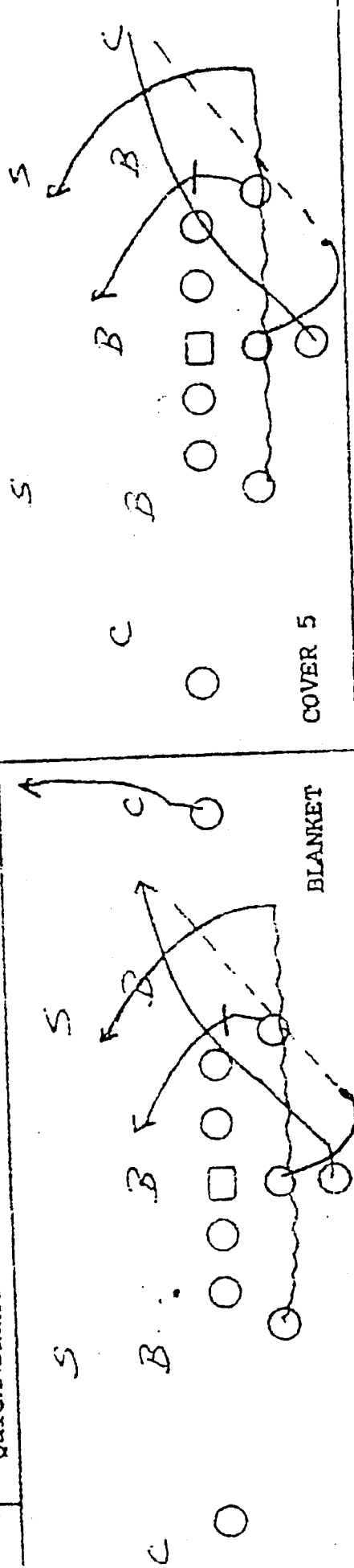
MOTION Long (rip or load)

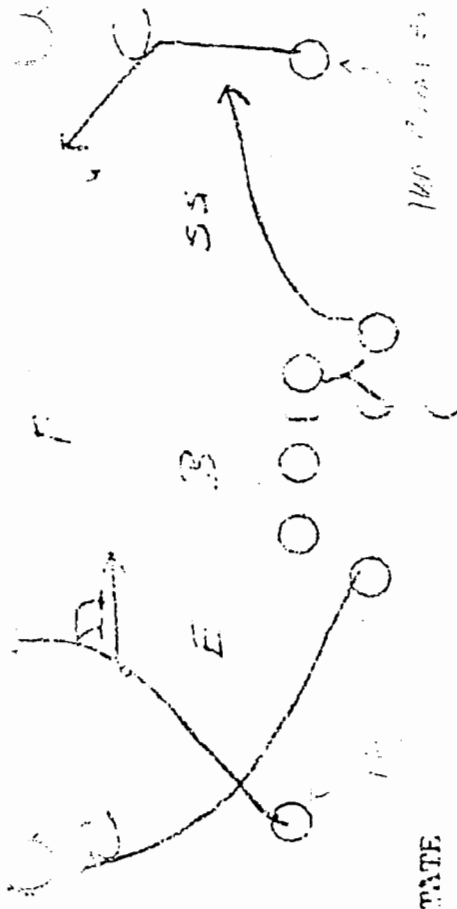
VARIATION Early rip or load;



ASSIGNMENTS

|    |                          |   |                                    |
|----|--------------------------|---|------------------------------------|
| QB | Roll drop - lock R to SE | W | Long motion - pick man covering Y  |
| R  | Flat route               | Y | Pick inside LB - BLOCK BLITZING LB |
| X  | Quick slant              | Z | Fade                               |



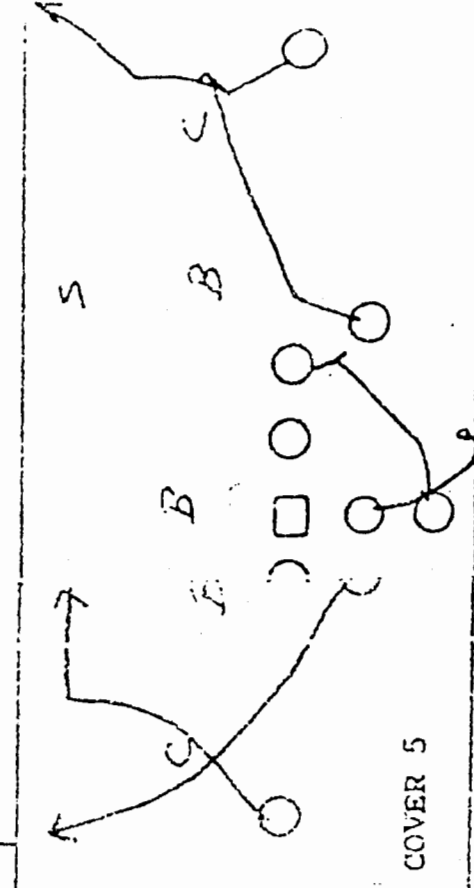


SERVIC Gangster  
 PLAY Gangster RT. Read  
 FORMATION Shoot  
 MOTION No motion  
 VARIATION Early rip or load  
 and motion back to shoot

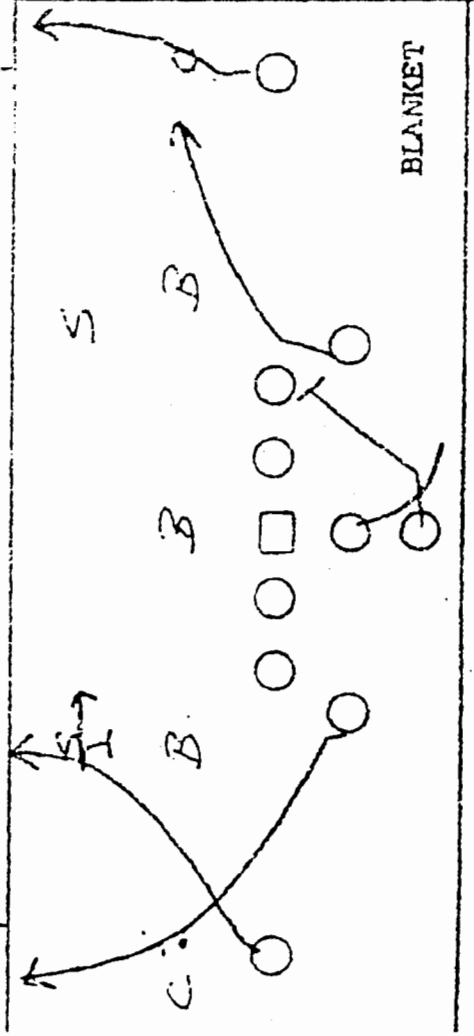
ROTATE

ASSIGNMENTS

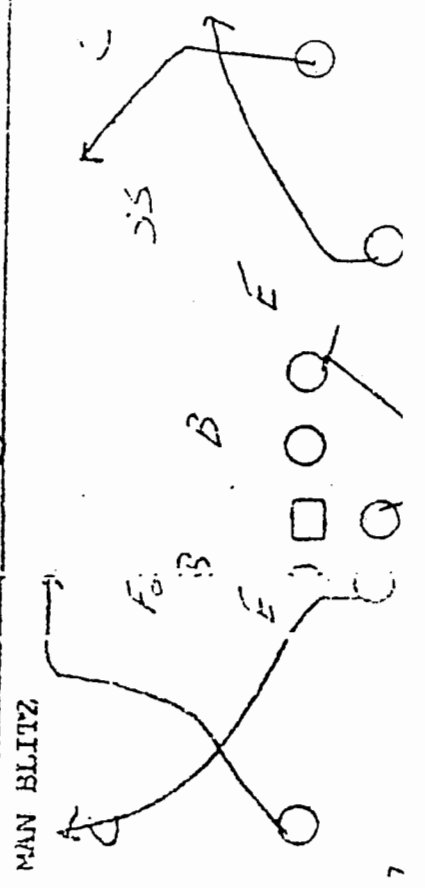
| QB | Roll playside - read frontside 4 | N | Run a side                  |
|----|----------------------------------|---|-----------------------------|
| R  | Block frontside 3                | Y | Flat route                  |
| X  | Run seam choice                  | Z | Slant route vs. hard corner |



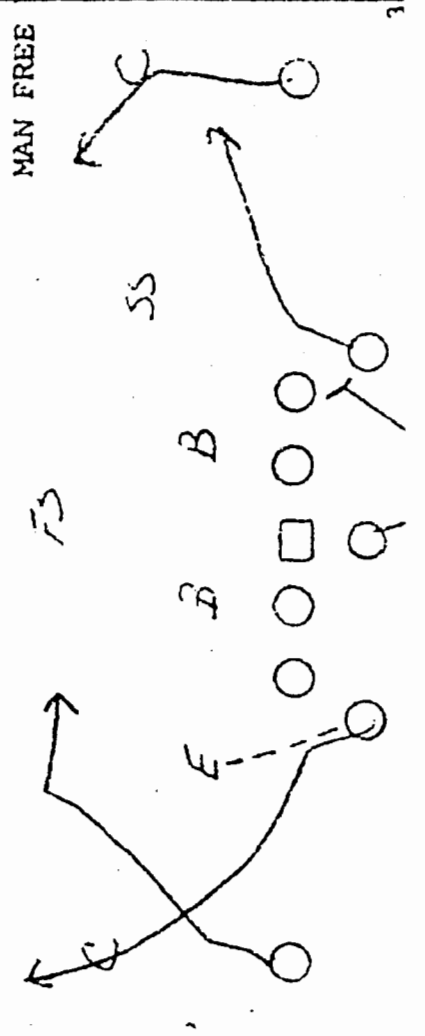
COVER 5



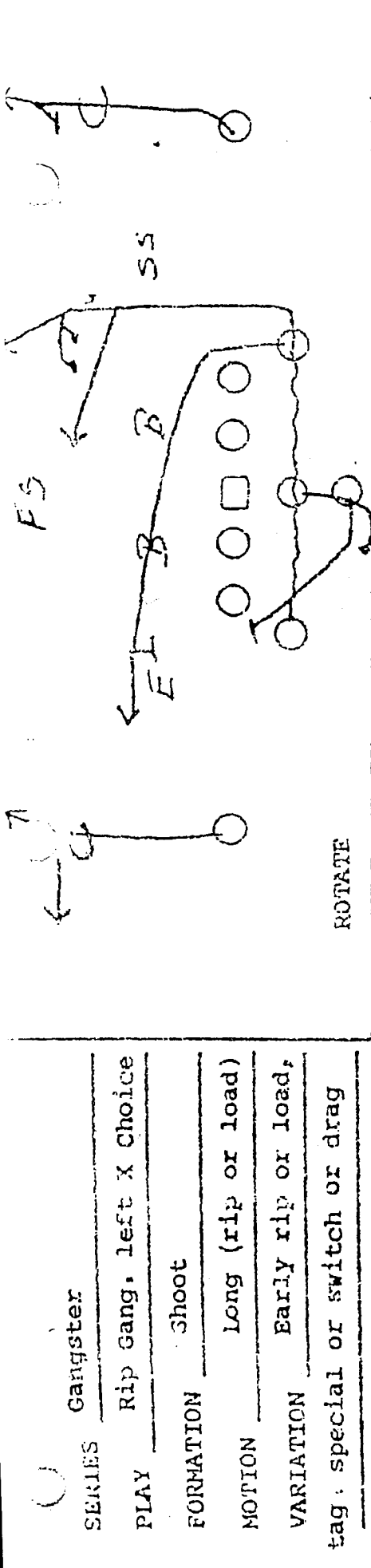
BLANKET



MAN BLITZ

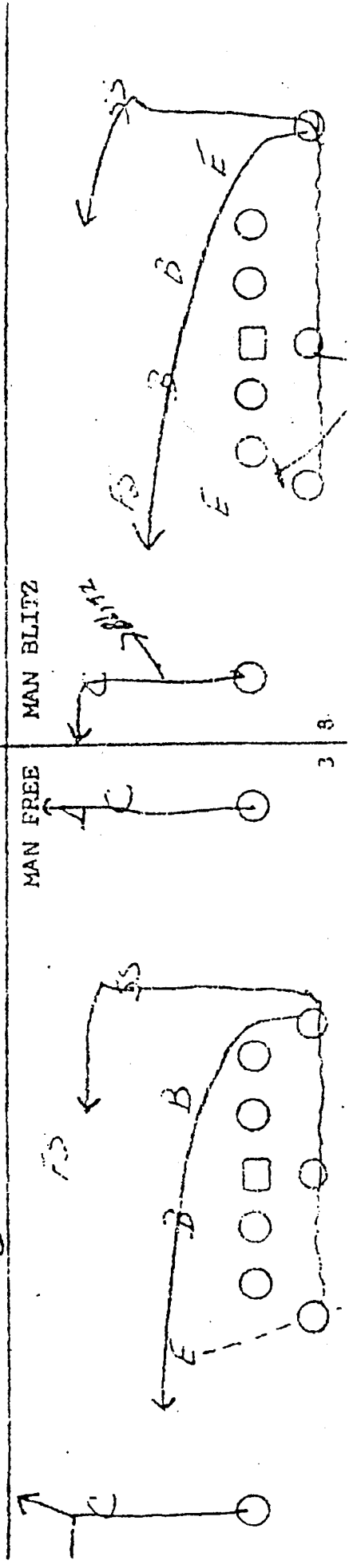
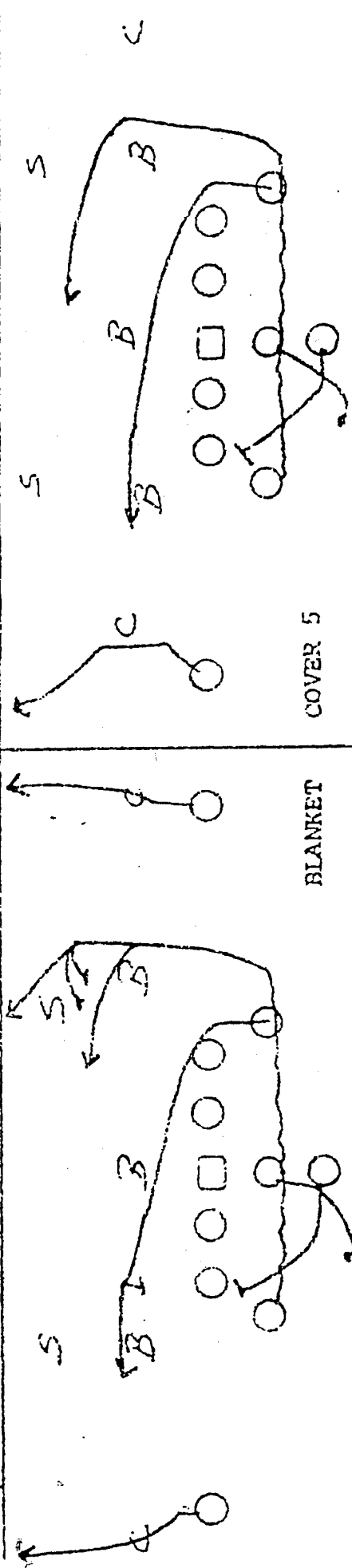


MAN FREE



ASSIGNMENTS

|    |                                    |   |                                 |
|----|------------------------------------|---|---------------------------------|
| QB | Roll backside - look X 1, W 2, Y 3 | W | Long motion - choice seam route |
| R  | Block backside 3                   | Y | Throwback route                 |
| X  | Choice route - out, post, or fade  | Z | Up or squirrel                  |



SERIES Gangster

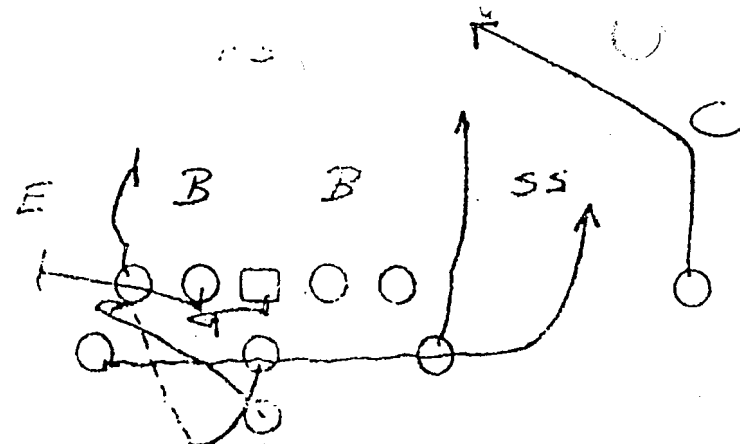
PLAY Gangster Quick Screen

FORMATION Shoot

MOTION Long (rip or load)

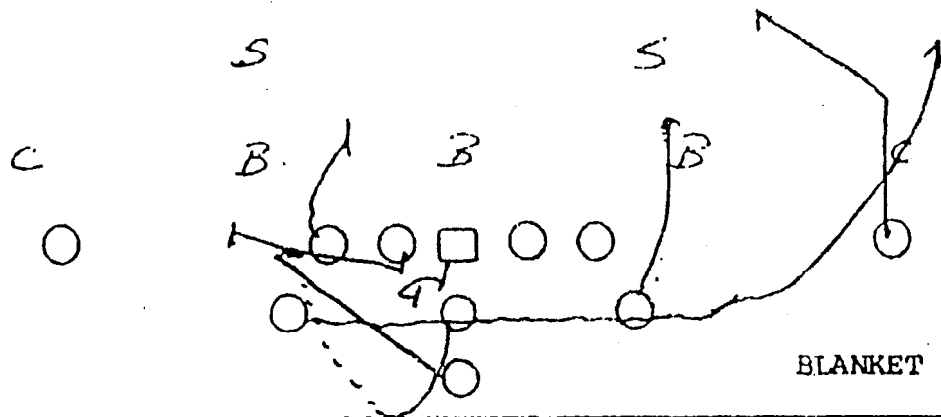
VARIATION Early rip or load

ROTATE

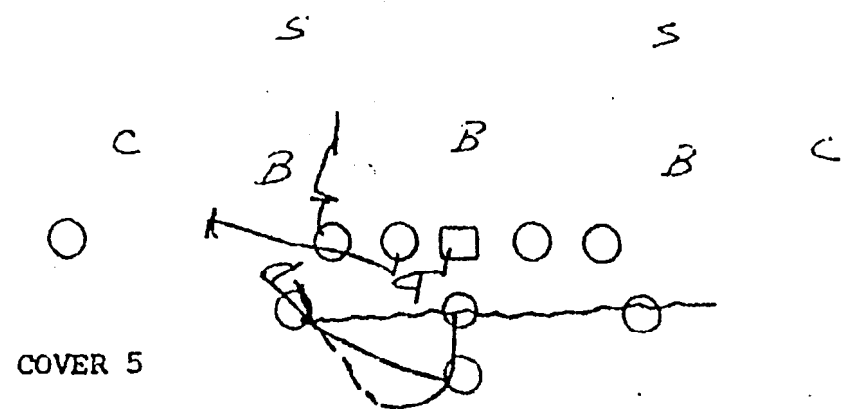


ASSIGNMENTS

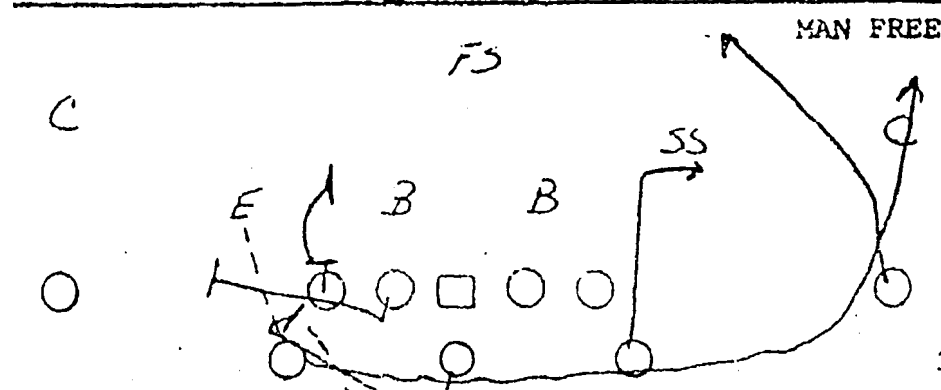
|    |                                        |   |                                      |
|----|----------------------------------------|---|--------------------------------------|
| QB | Roll backside -- keep eyes on def. end | W | Long motion - hardnose route         |
| R  | Quick screen to the direction call     | Y | Release as if running hardnose route |
| X  | Block deep outside 1/3                 | Z | Release as if running hardnose route |



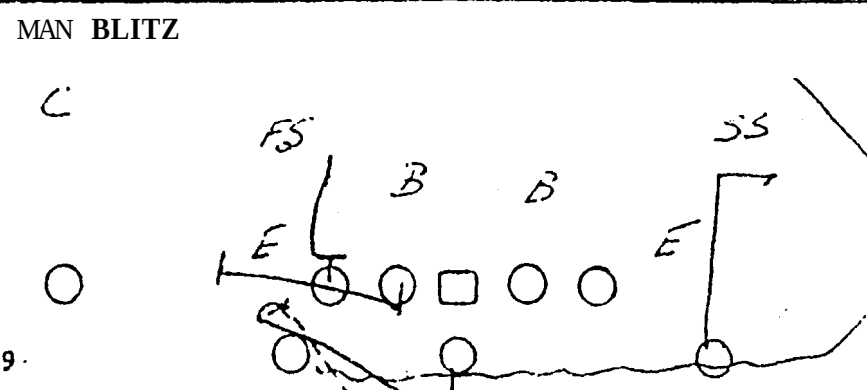
BLANKET



COVER 5



MAN FREE



MAN BLITZ

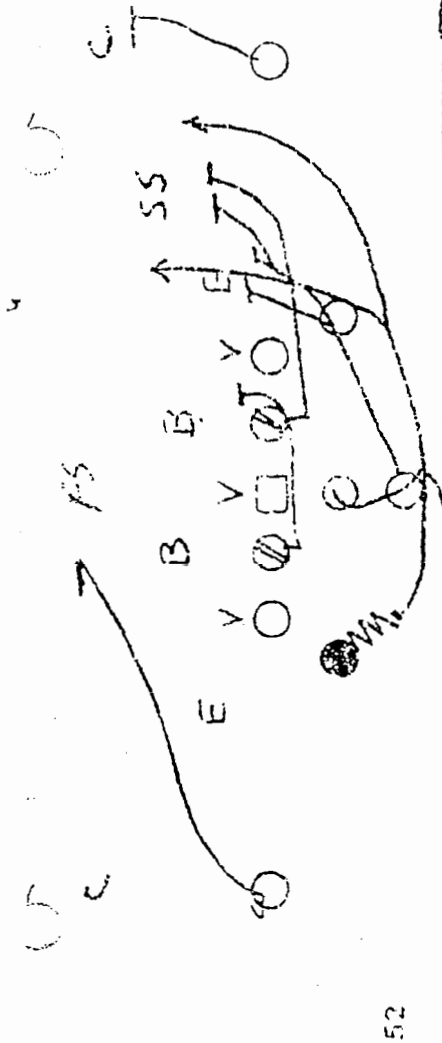
SERIES Wagon

PLAY Wagon East (west)

FORMATION Shoot

MOTION Short

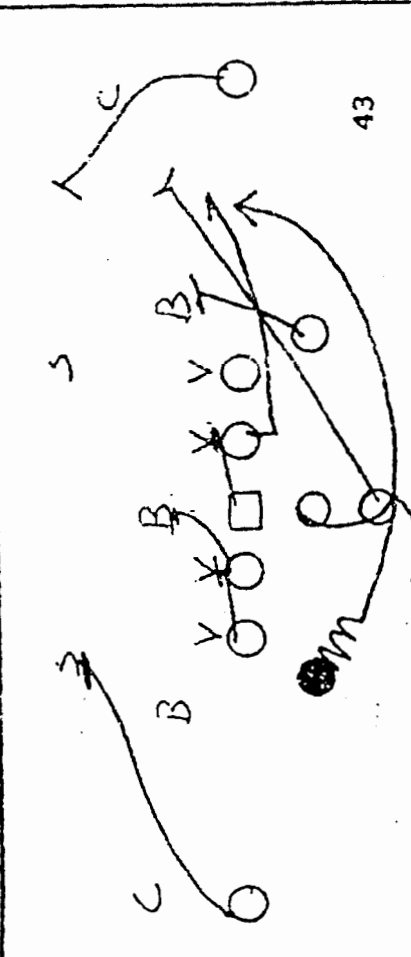
VARIATION Goal line



52

ASSIGNMENTS

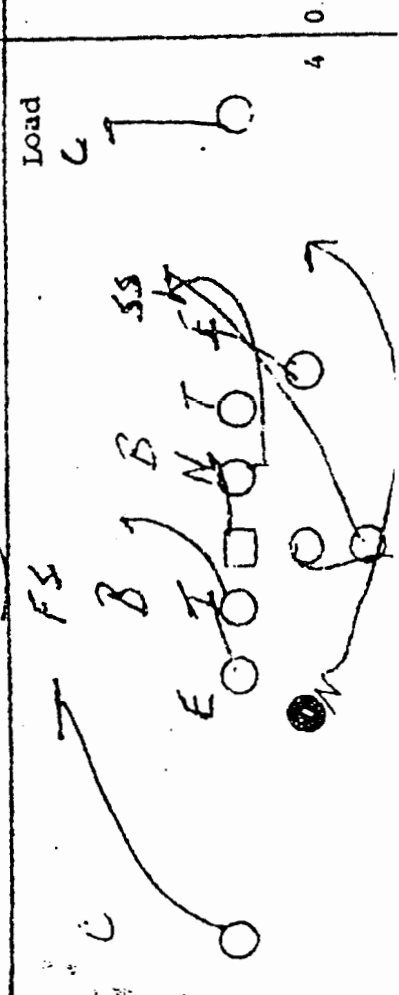
|    |                                            |   |                                            |
|----|--------------------------------------------|---|--------------------------------------------|
| QB | Reverse out and hand ball to wing          | W | Short motion - receive ball over ft. guard |
| R  | Block 1st support - be sure end is blocked | Y | Block frontside 3                          |
| X  | Block backside 5                           | Z | Block 2nd support                          |



43

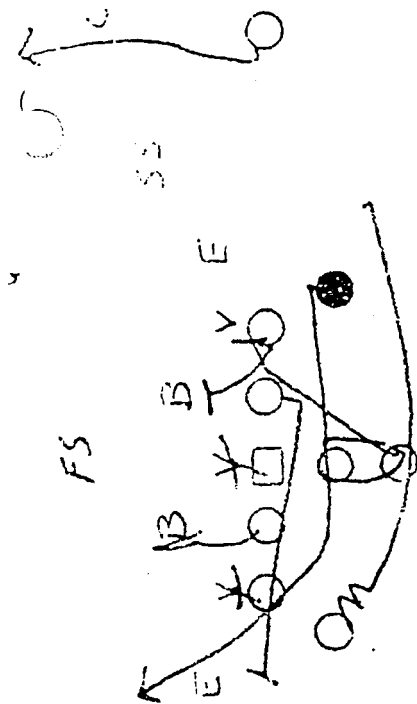
Load

Bears



40

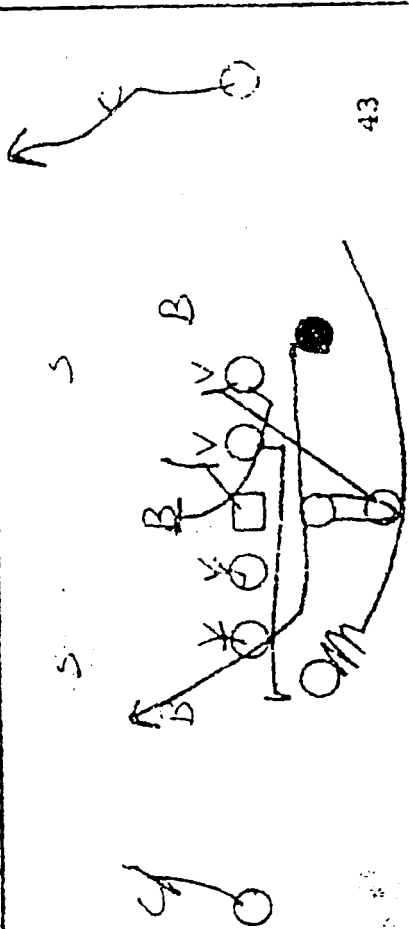
|           |                    |
|-----------|--------------------|
| SERIES    | Wagon              |
| PLAY      | Wagon East Reverse |
| FORMATION | Shoot              |
| MOTION    | Short              |
| VARIATION | Goalline           |



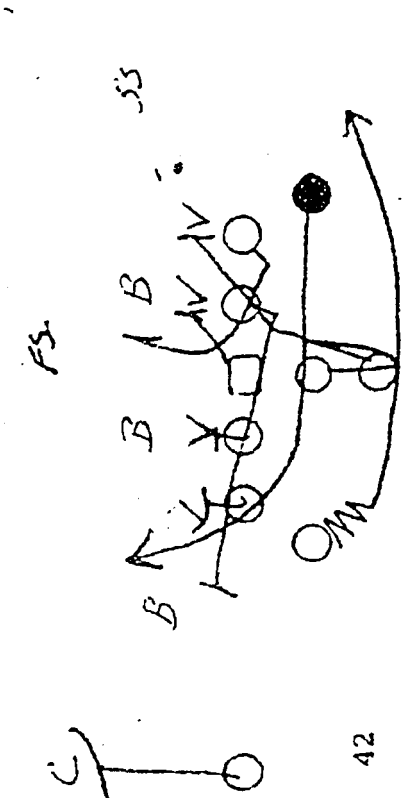
52

# ASSIGNMENTS

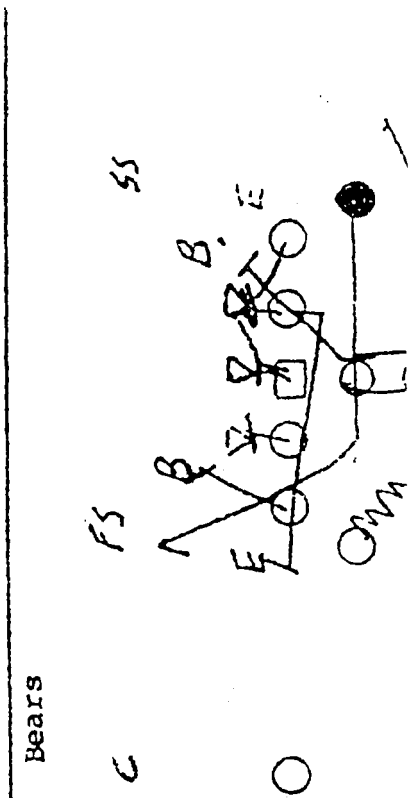
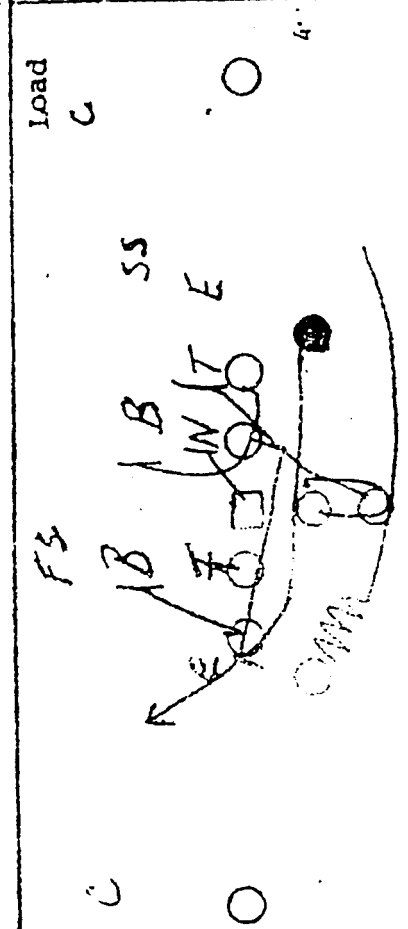
|    |                                          |   |                                           |
|----|------------------------------------------|---|-------------------------------------------|
| QB | Fake wagon - reverse inside handoff to Y | W | Short motion - fake wagon                 |
| R  | Fill for the pulling guard               | Y | Jab step - reverse track - inside handoff |
| X  | Block corner                             | Z | Block deep outside 1/3                    |



43



42



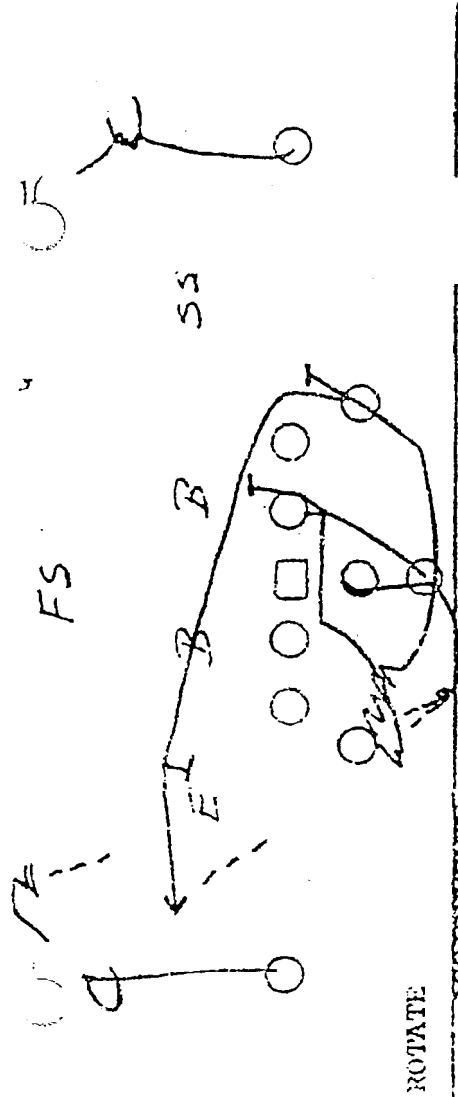
Bears

Load

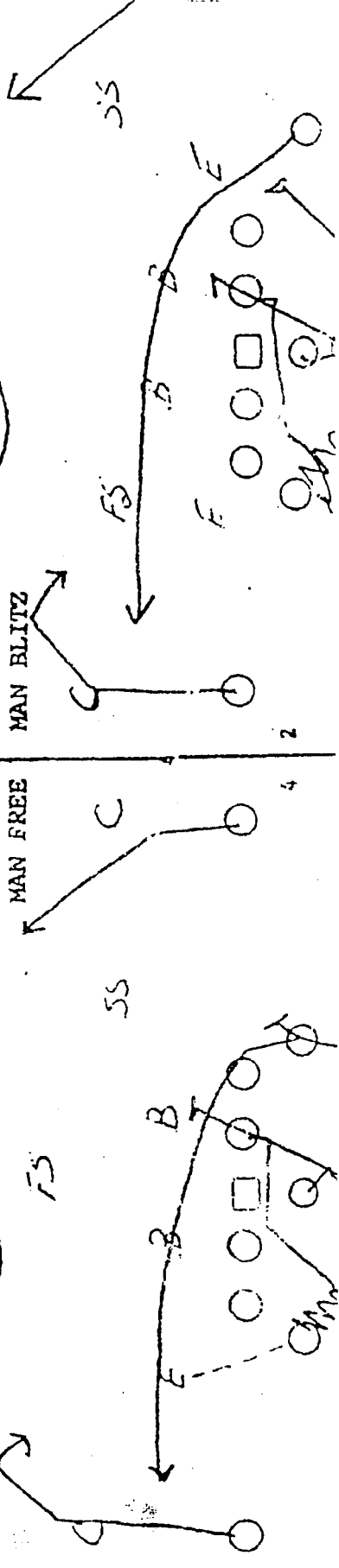
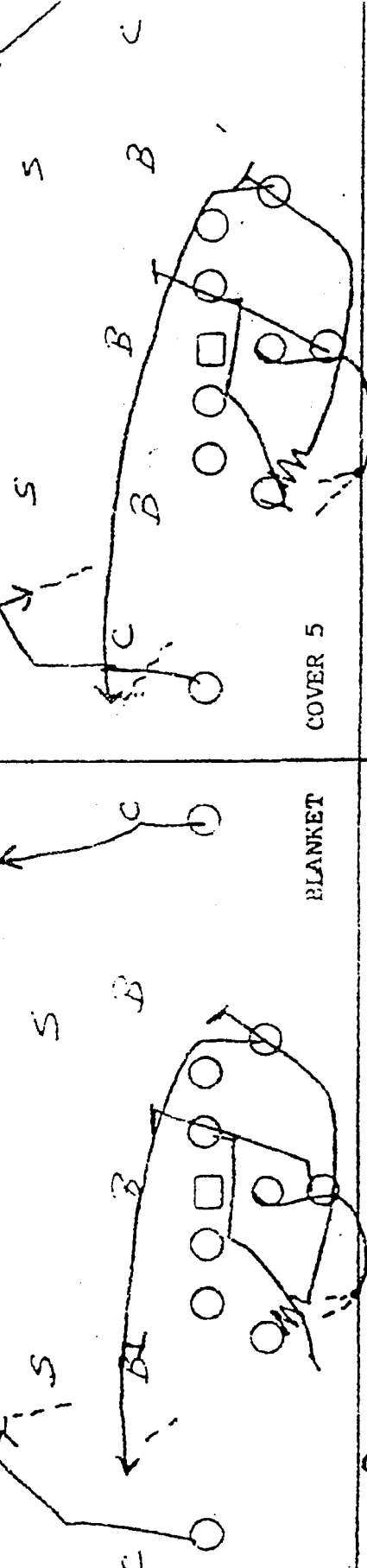
C

C

SERIES Wagon  
 PLAY Wagon Fast Throwback  
 FORMATION Shoot  
 MOTION Short  
 VARIATION \_\_\_\_\_



| ASSIGNMENTS |                                           |   |
|-------------|-------------------------------------------|---|
| QB          | Fake wagon - set over backside guard/tac. | W |
| R           | Fill for frontside guard                  | Y |
| X           | post-curl or tagged route                 | Z |



SERIES Toss

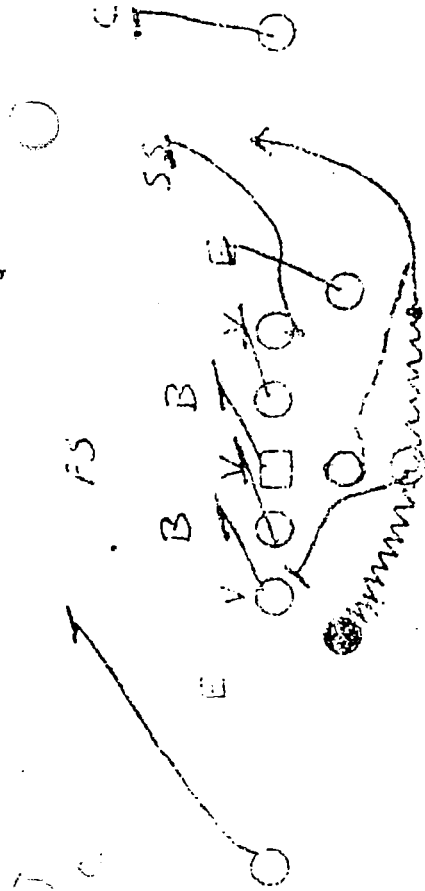
PLAY Toss right

FORMATION Single

MOTION Deep

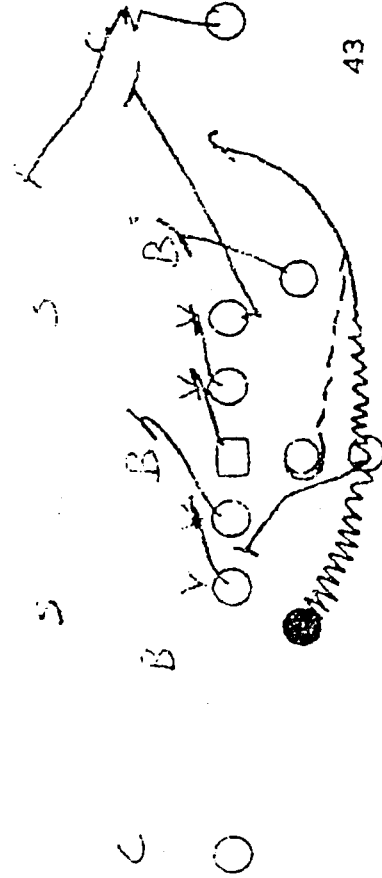
VARIATION Goal line

52

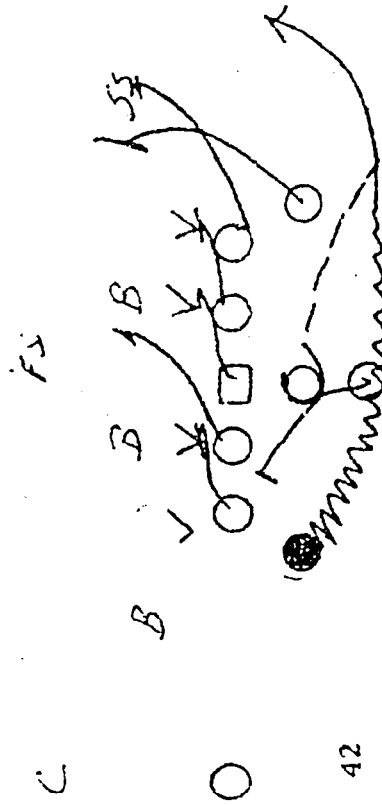


ASSIGNMENTS

|    |                                       |   |                                           |
|----|---------------------------------------|---|-------------------------------------------|
| QB | Reverse out - pitch ball motioning WB | W | Deep motion - receive pitch over ft. wing |
| R  | Block backside                        | Y | Block frontside 3                         |
| X  | Block backside 5                      | Z | Block 2nd support                         |



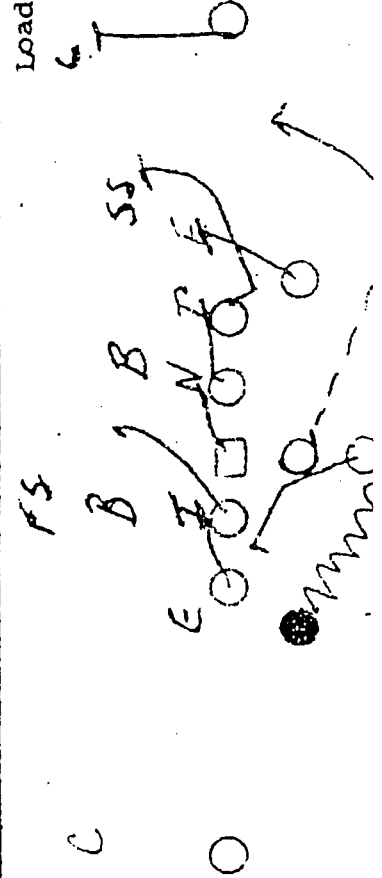
43



42

Load

Bears



43

SERIES TOSS

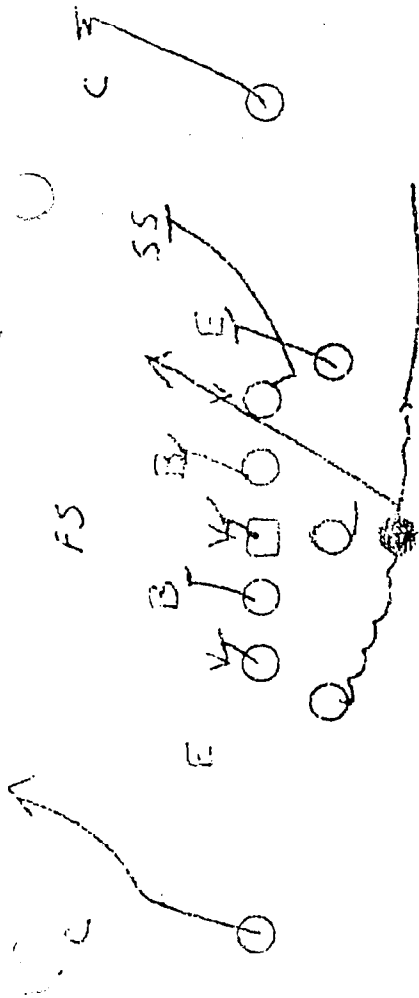
PLAY R Run-it

FORMATION Shoot

NOTION Deep

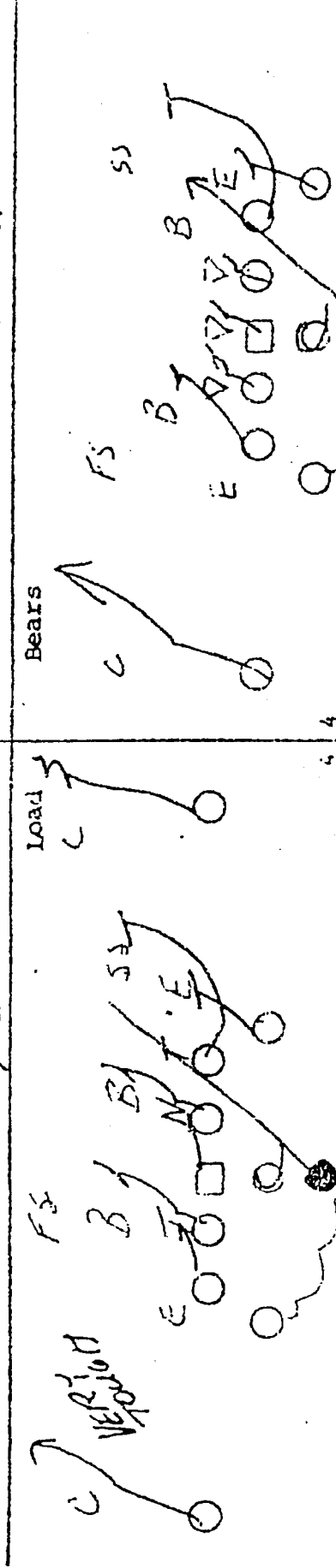
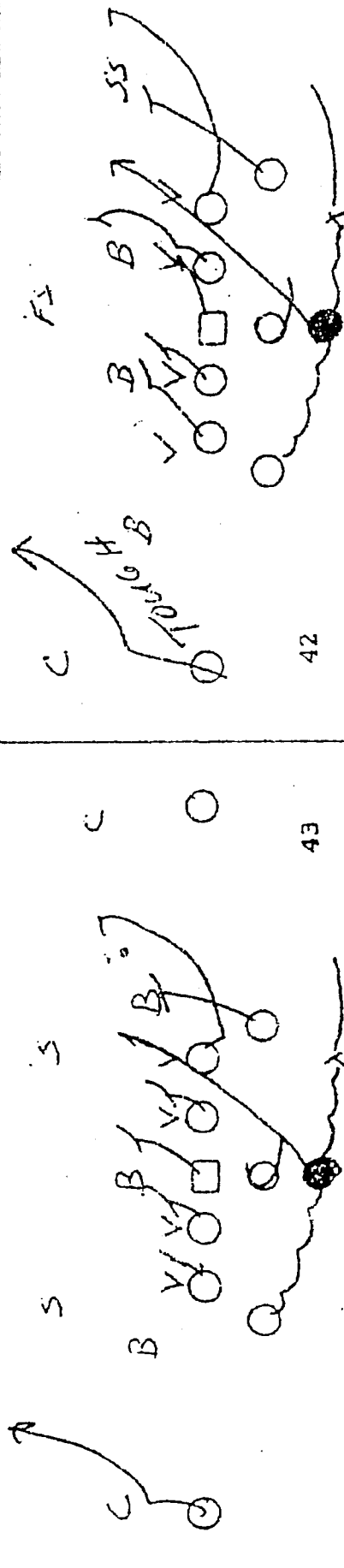
VARIATION \_\_\_\_\_

52

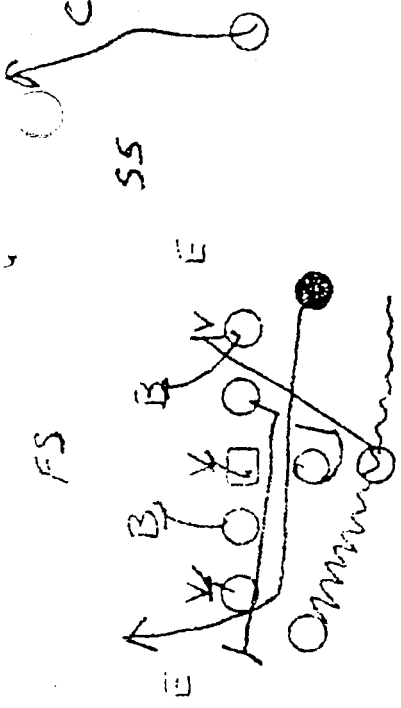


ASSIGNMENTS

| QB | W | Same as toss |
|----|---|--------------|
| R  | Y | Same as toss |
| X  | Z | Same as toss |



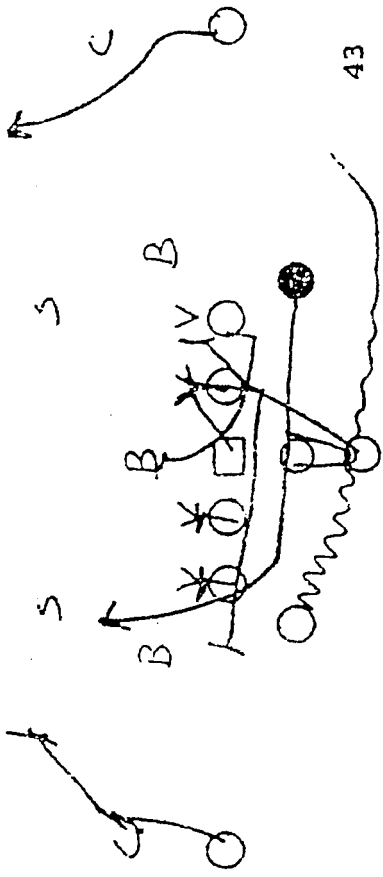
CLES Toss  
 PLAY Toss right reverse  
 FORMATION Shoot  
 MOTION Deep  
 VARIATION Goalline



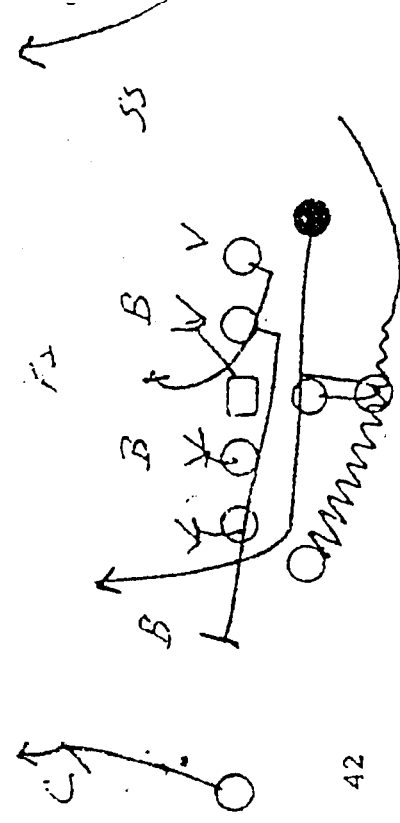
52

ASSIGNMENTS

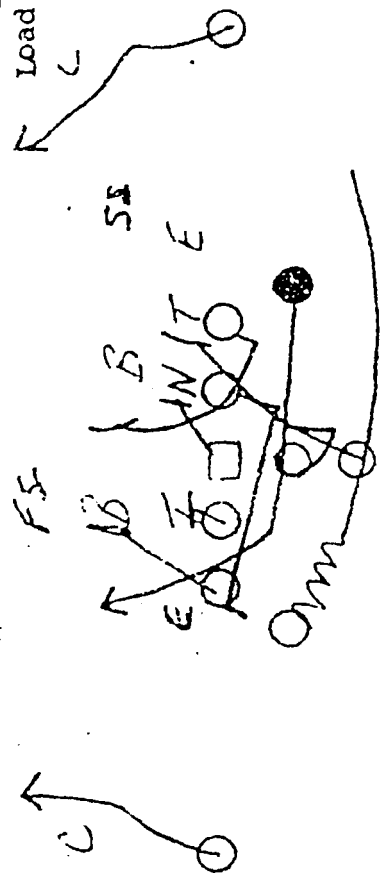
| QB | fake toss - inside handoff to wingback | W | Deep motion - fake toss                |
|----|----------------------------------------|---|----------------------------------------|
| R  | Same as wagon reverse                  | Y | Inside handoff - same as wagon reverse |
| X  | Same as wagon reverse                  | Z | Same as wagon reverse                  |



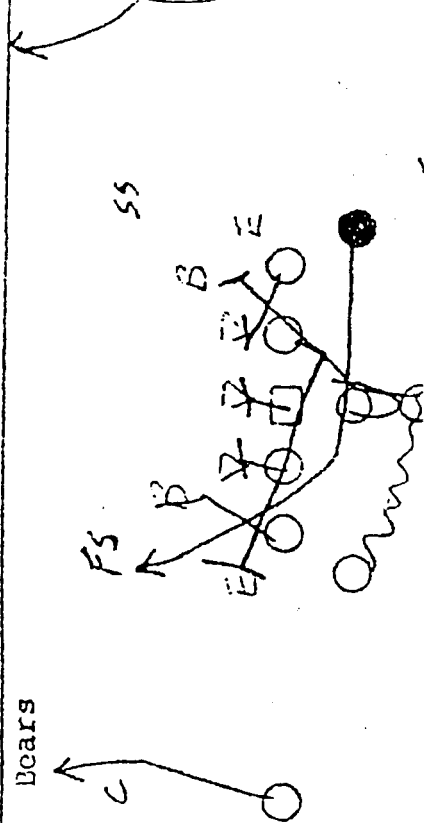
43



42



44



45

lass

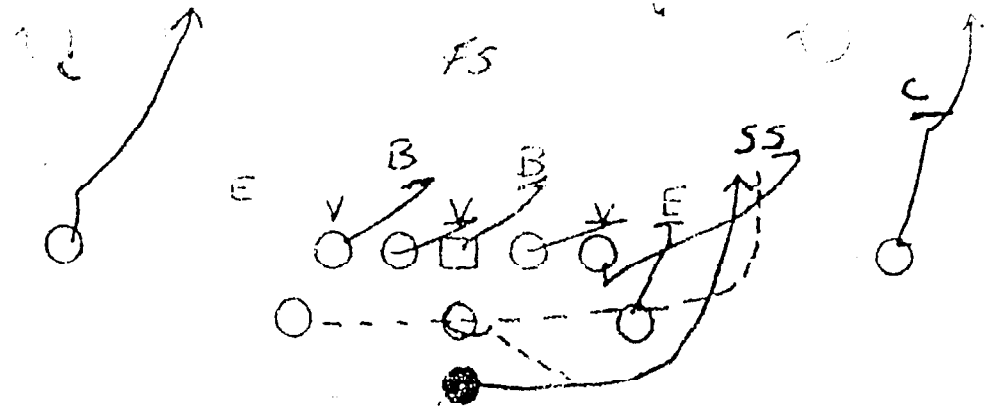
PLAY Running Back Toss rt.

FORMATION Shoot

MOTION None

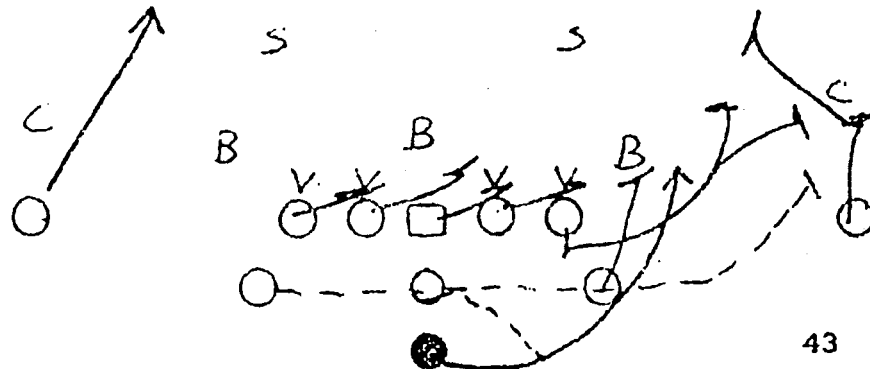
VARIATION Early, late, ox % a -  
form, - rip or load motion

52

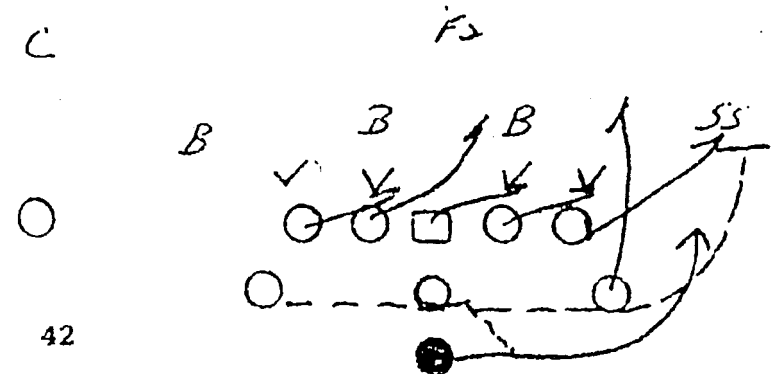


# ASSIGNMENTS

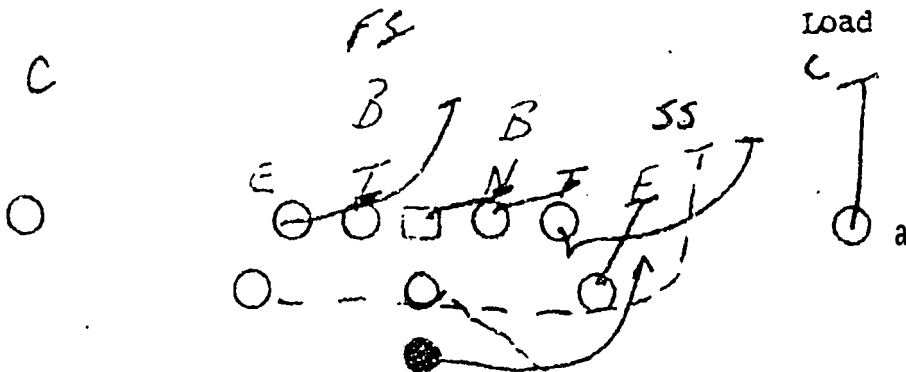
|    |                                       |   |                                            |
|----|---------------------------------------|---|--------------------------------------------|
| QB | Reverse out and pitch to running back | W | If motion block 1st support - no mo. block |
| R  | Receive toss - may at times offset    | Y | Block frontside 3                          |
| X  | Same as regular toss                  | Z | Same as regular toss                       |



43

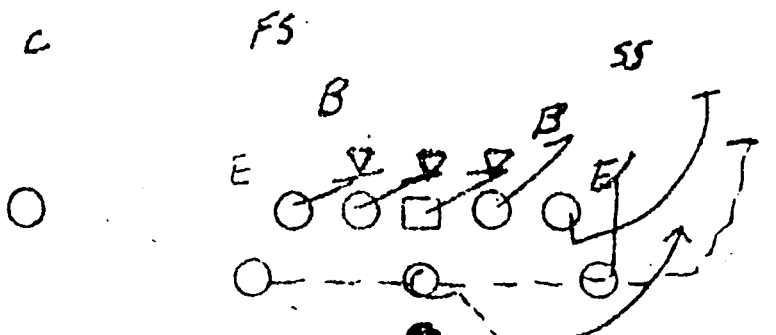


42



6

Bears



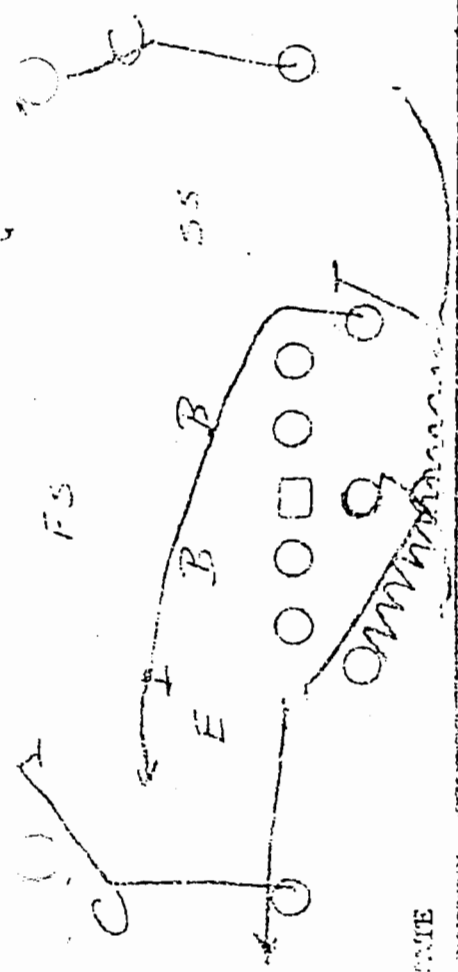
ERIES POSS

LAY POSS RIGHT BACK

FORMATION Shoot

MOTION Deep

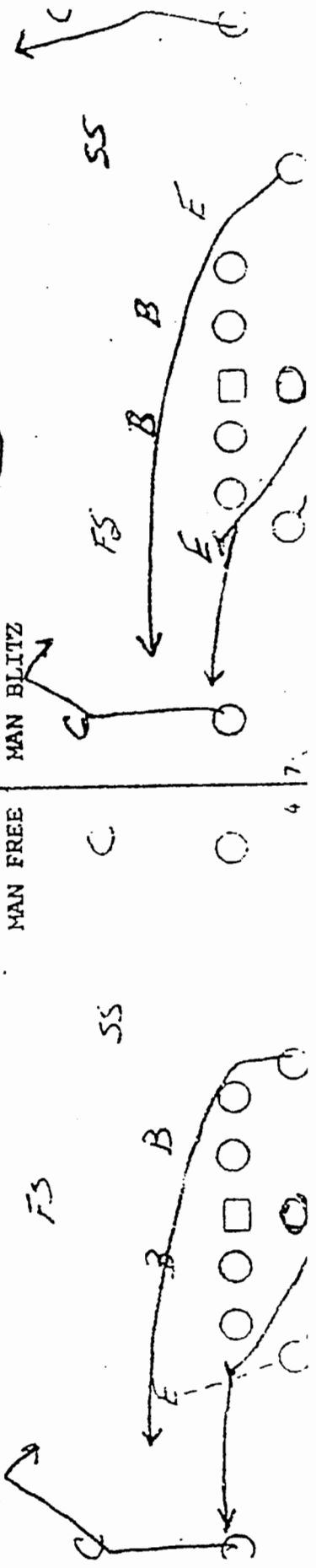
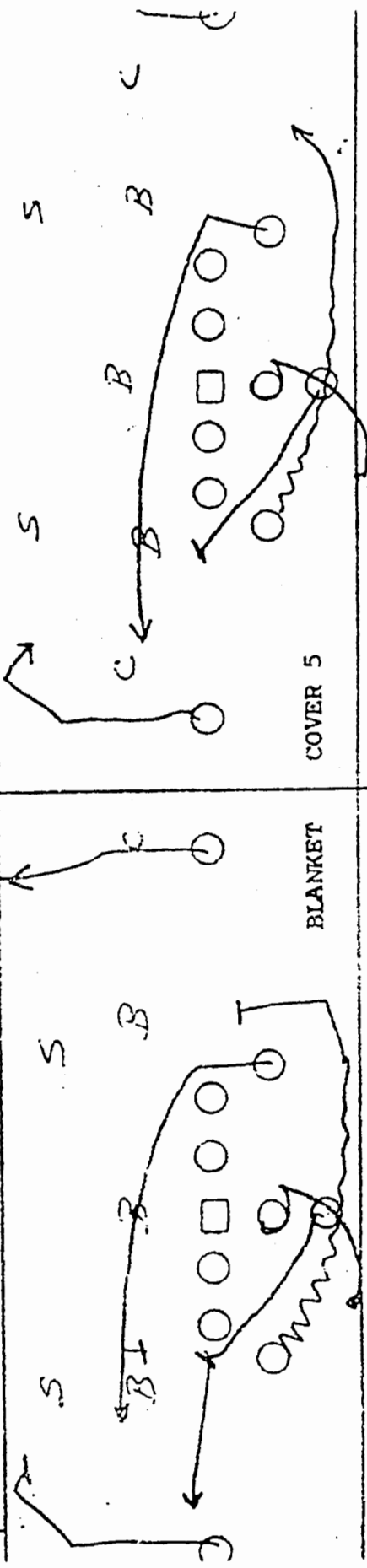
VARIATION



FIGURE

ASSIGNMENTS

|   |                                 |
|---|---------------------------------|
| W | Deep motion - block frontside 3 |
| Y | Throwback route                 |
| Z | Post                            |



SERIES, TOSS

PLAY Z-in right (X-in)

FORMATION Shoot

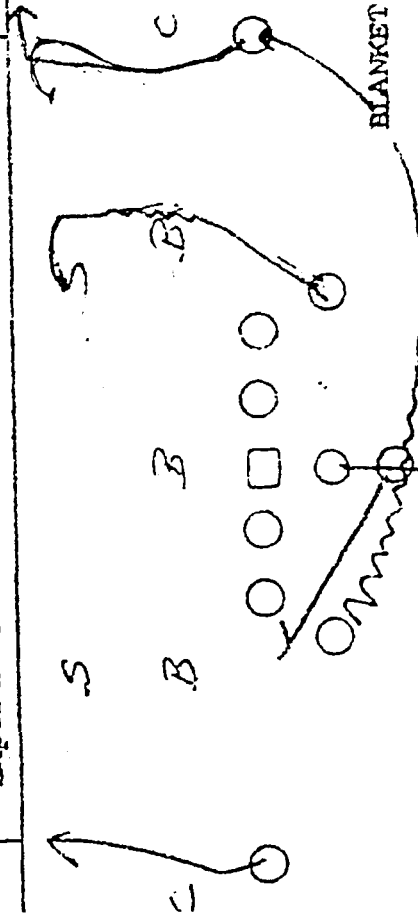
MOTION Deep

VARIATION long mo. - no mo. -  
early, late, and swap form.  
tree form - Goalline

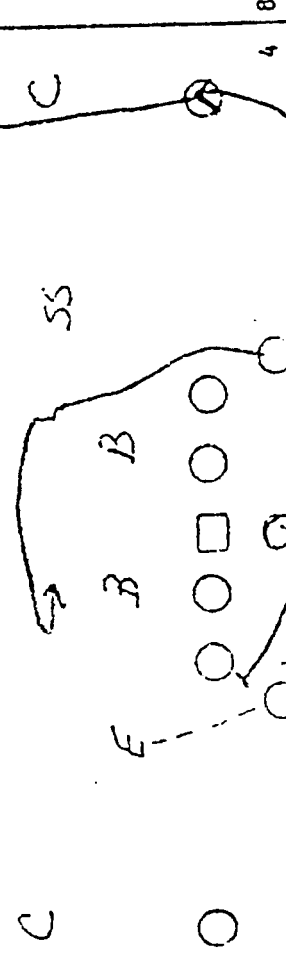
ROTATE

ASSIGNMENTS

| QB                                      | W                          | Y                                            | Z |
|-----------------------------------------|----------------------------|----------------------------------------------|---|
| Take a 5 step drop and read frontside 4 | Deep motion - bubble route |                                              |   |
| R                                       | Block backside 3           | Pick off near LB - hook (8 yds) over bk. gl. |   |
| X                                       | Experiment                 | Z-in route                                   |   |

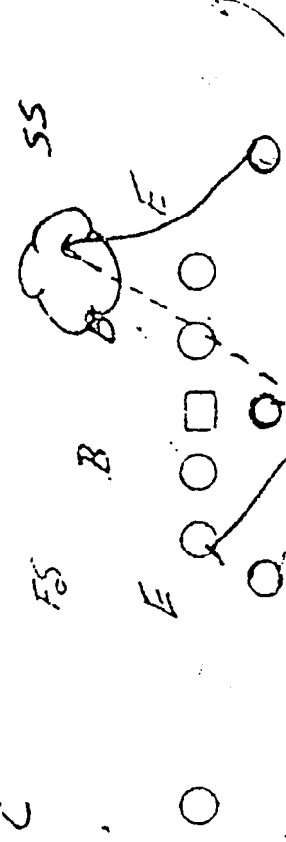


MAN FREE

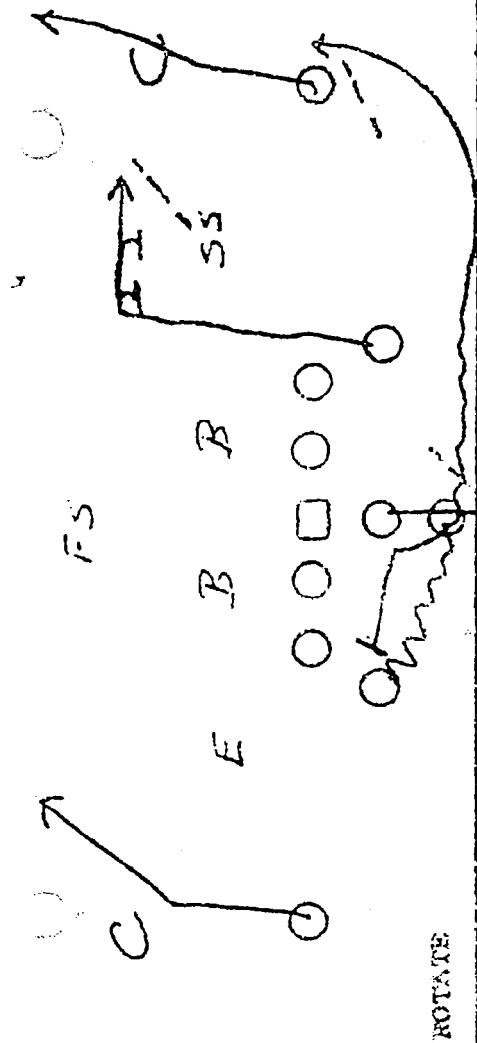


COVER 5

MAN BLITZ

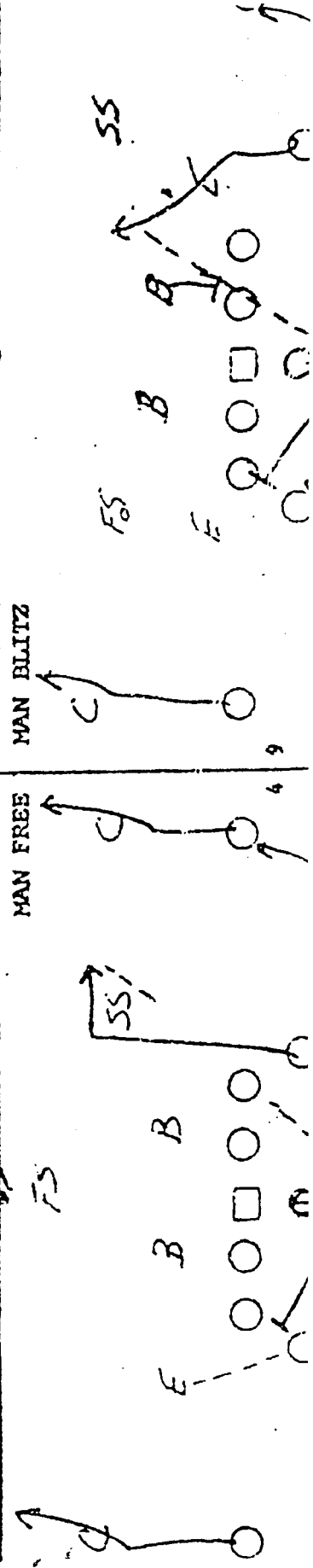
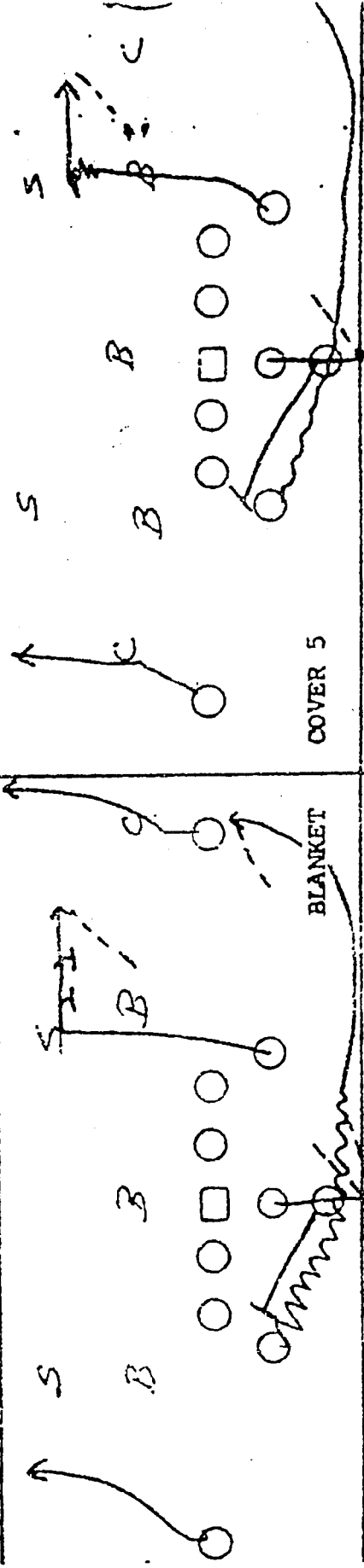


SERIES Toss  
 PLAY Windback out right  
 FORMATION Shoot  
 MOTION Deep  
 VARIATION long motion - no  
motion - early, late, and  
swap form. - late form.



ASSIGNMENTS

| QB | Take 5 step drop - read frontside 4 | W | Deep motion - run bubble route    |
|----|-------------------------------------|---|-----------------------------------|
| R  | Block backside 3                    | Y | Do a 10 yard out - hot if blitz   |
| X  | Experiment                          | Z | Up route - no squirrel adjustment |



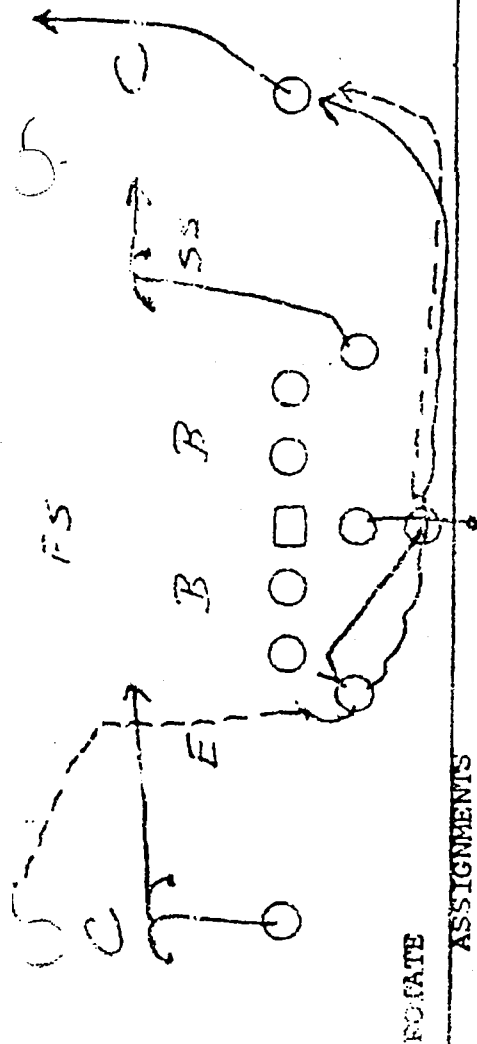
SERIES Toss

PLAY Wingback option right

FORMATION Shoot

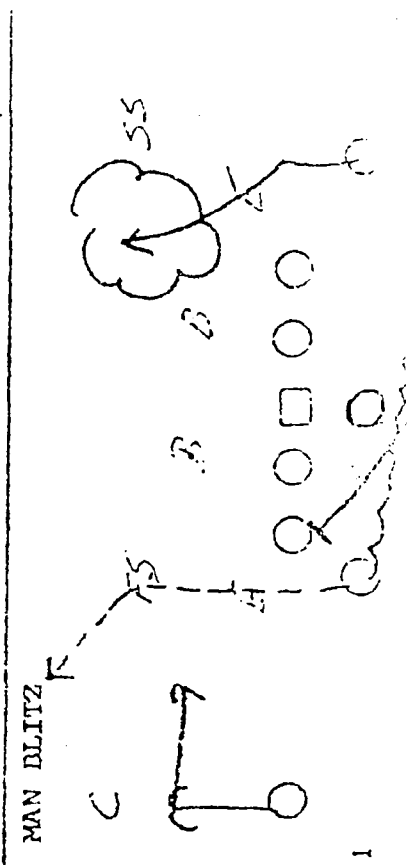
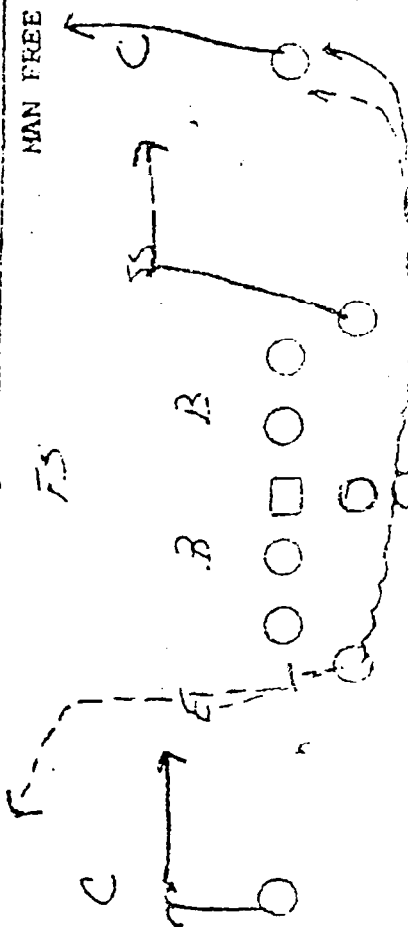
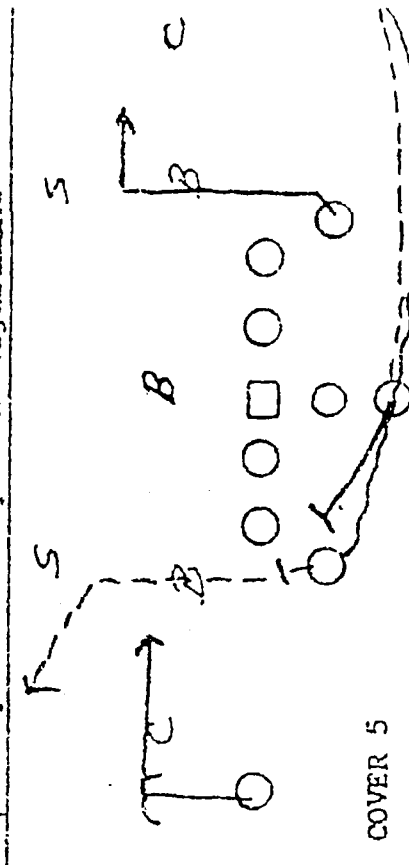
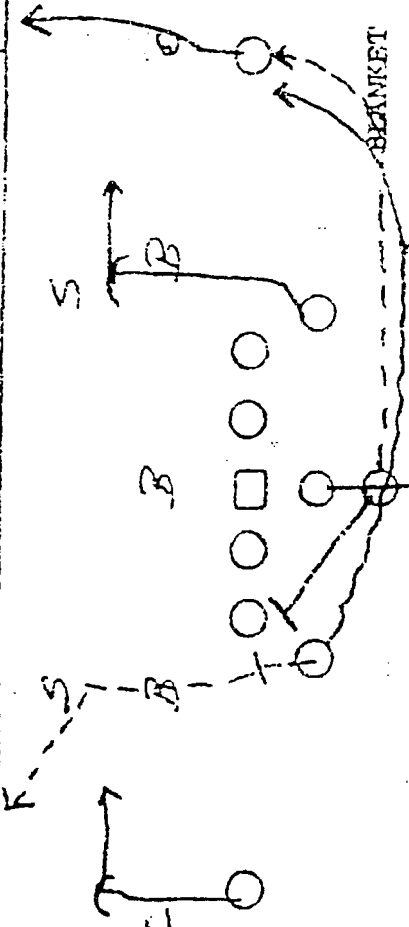
MOTION Deep or none

VARIATION



ASSIGNMENTS

| QB                                       | W | W                                          |
|------------------------------------------|---|--------------------------------------------|
| Take a 5 step drop - look to Y to bk, SE |   |                                            |
| R                                        | Y | Deep motion bubble - if no no., do a check |
| X                                        | Z | Option route                               |
|                                          |   | Up with no squirrel adjustment             |



( )

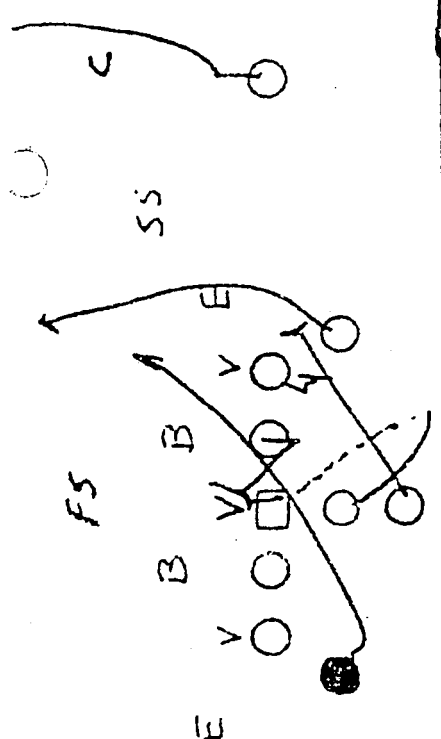
SERIES Dropback

PLAY Shovel

FORMATION Shoot

MOTION None

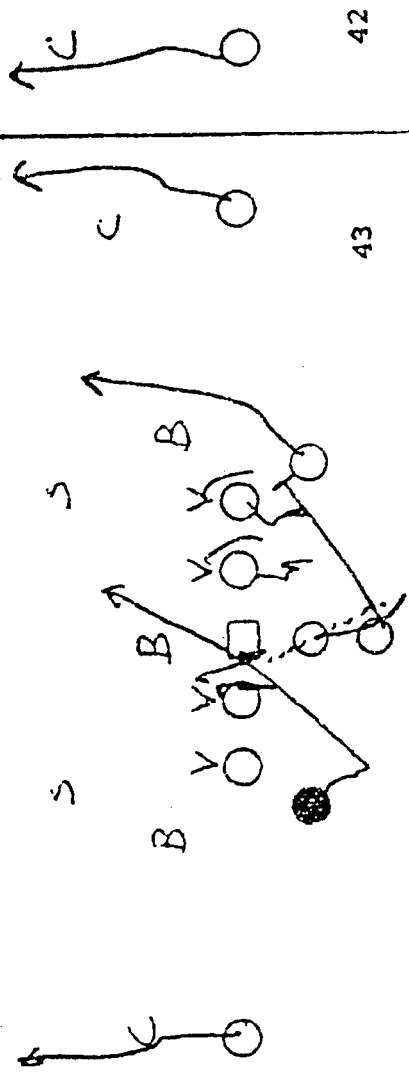
VARIATION \_\_\_\_\_



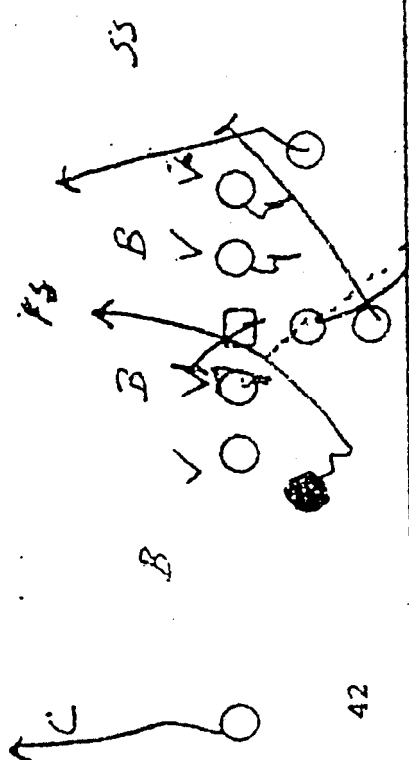
52

ASSIGNMENTS

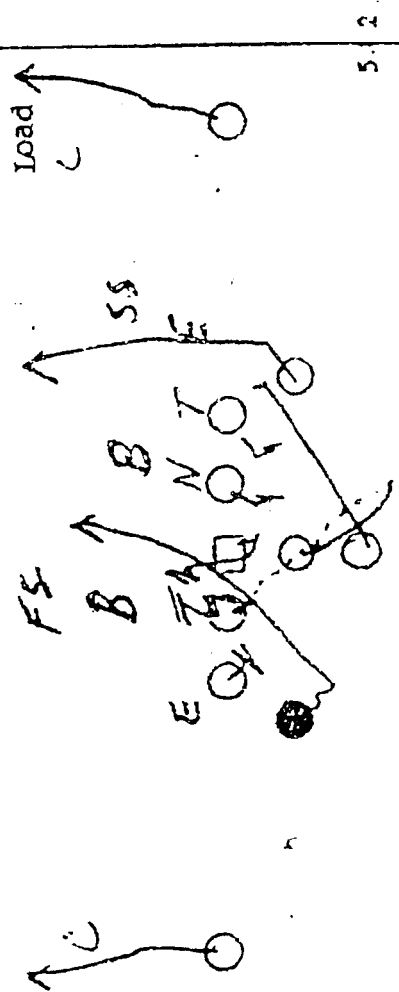
| QB | Drop over frontside guard - hit the wing | W | Shovel route                    |
|----|------------------------------------------|---|---------------------------------|
| R  | Block frontside 3 - behind double team   | Y | Release on seam - hot vs. blitz |
| X  | Up                                       | Z | Up                              |



43



42



5.2

Bears

Load

SERIES Dropback

PLAY Everybody block

FORMATION Shoot

MOTION none

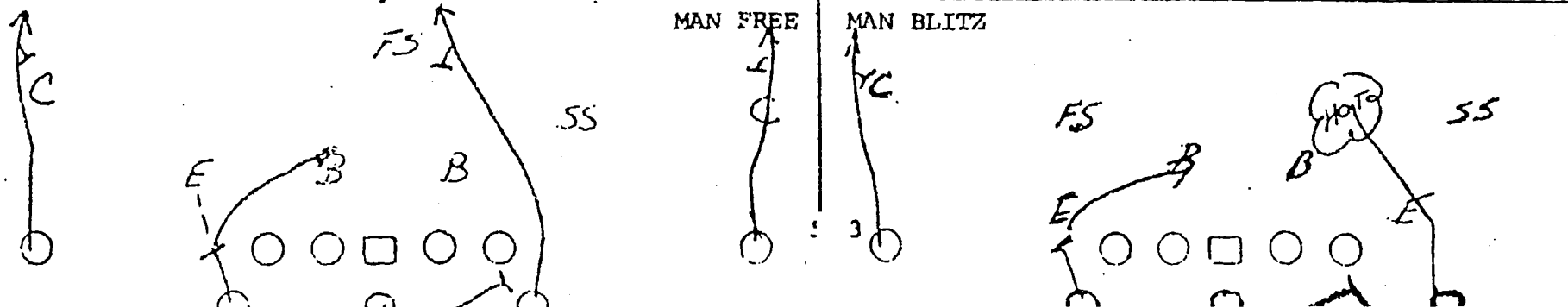
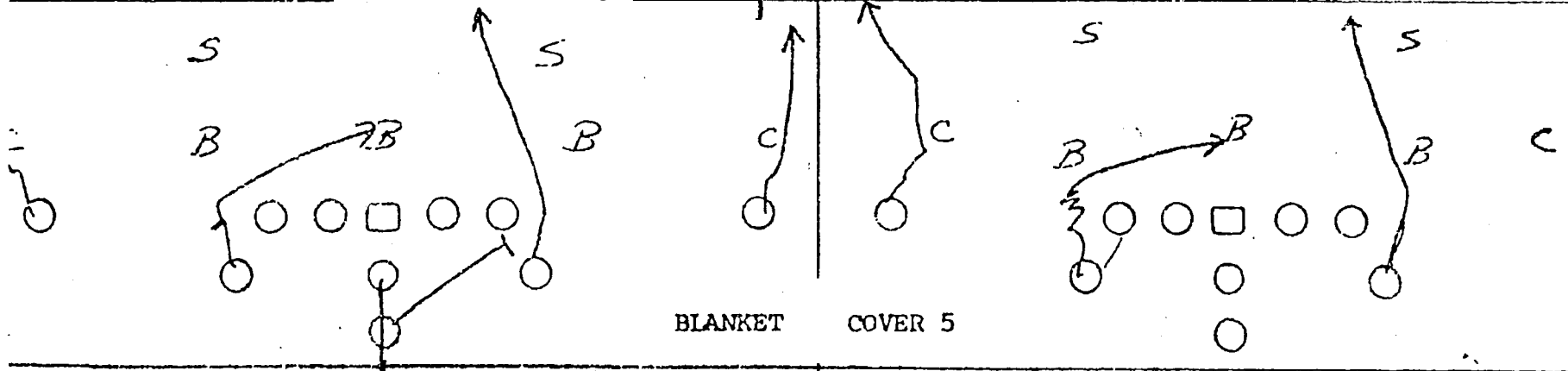
VARIATION short motion -

wingback swap form.

ROTATE

# ASSIGNMENTS

|    |                                                     |   |                                             |
|----|-----------------------------------------------------|---|---------------------------------------------|
| QB | Take a 5 step drop - pick a side                    | W | If no motion check bk. 3 - if no rush do de |
| R  | Block frontside 3 unless motion then block backside | Y | - may execute squirrel adjustment           |
| X  | Up route - may make squirrel adjustment             | Z | Up - Same as X                              |



SERIES Dropback

PLAY Red (blue to right)

FORMATION Shoot

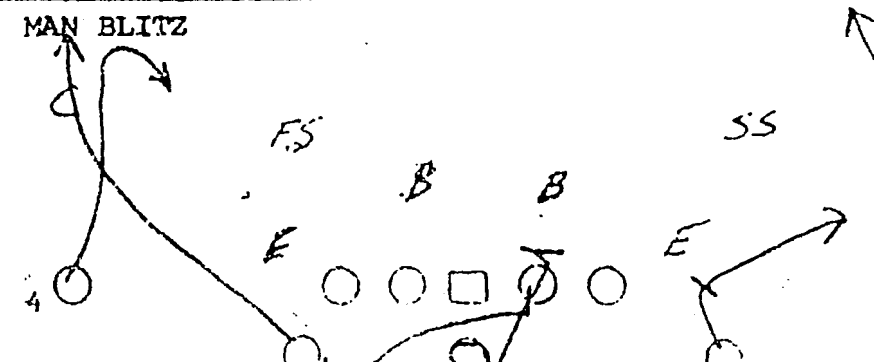
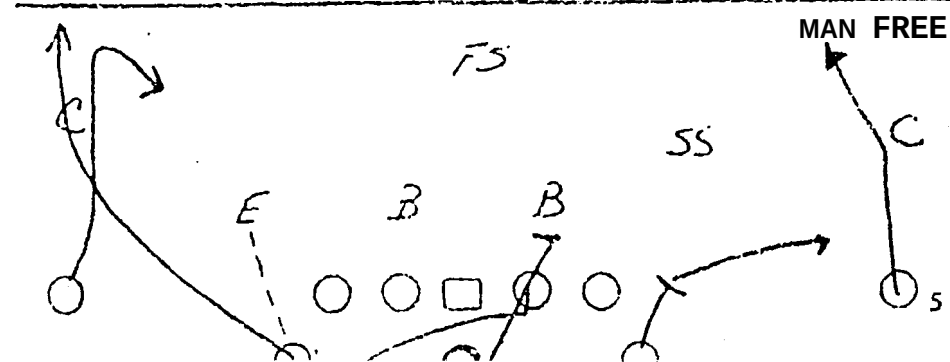
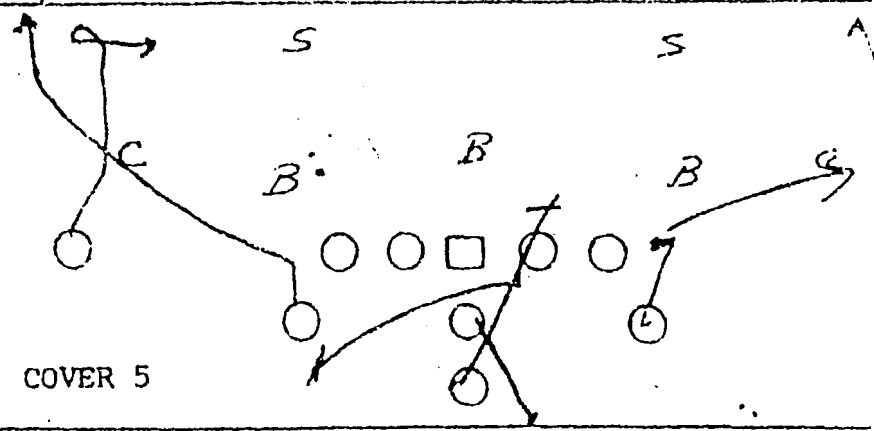
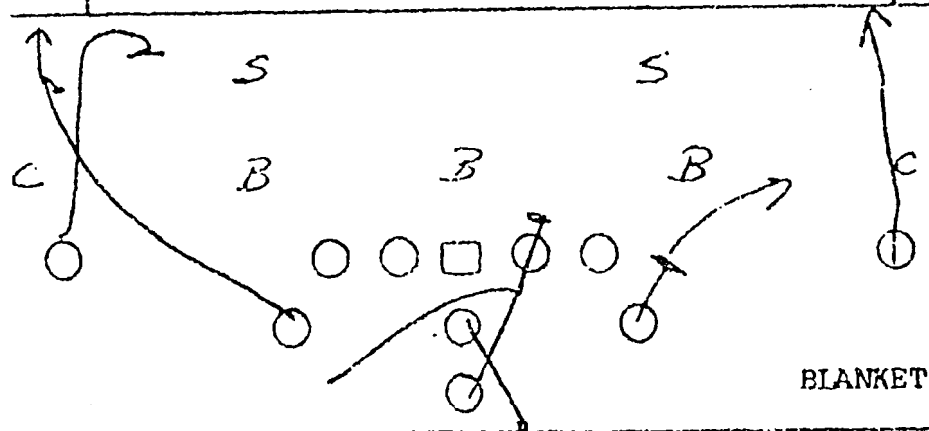
MOTION None

VARIATION Early or late form.  
then motion back

ROTATE

# ASSIGNMENTS

|    |                                            |   |                                              |
|----|--------------------------------------------|---|----------------------------------------------|
| QB | Drop over ft. guard - look SE #1, wing 2nd | W | Sideline up - squirrel if someone waiting... |
| R  | Fill for frontside guard                   | Y | Check frontside 3 - release flat             |
| X  | Curl route                                 | Z | Up                                           |

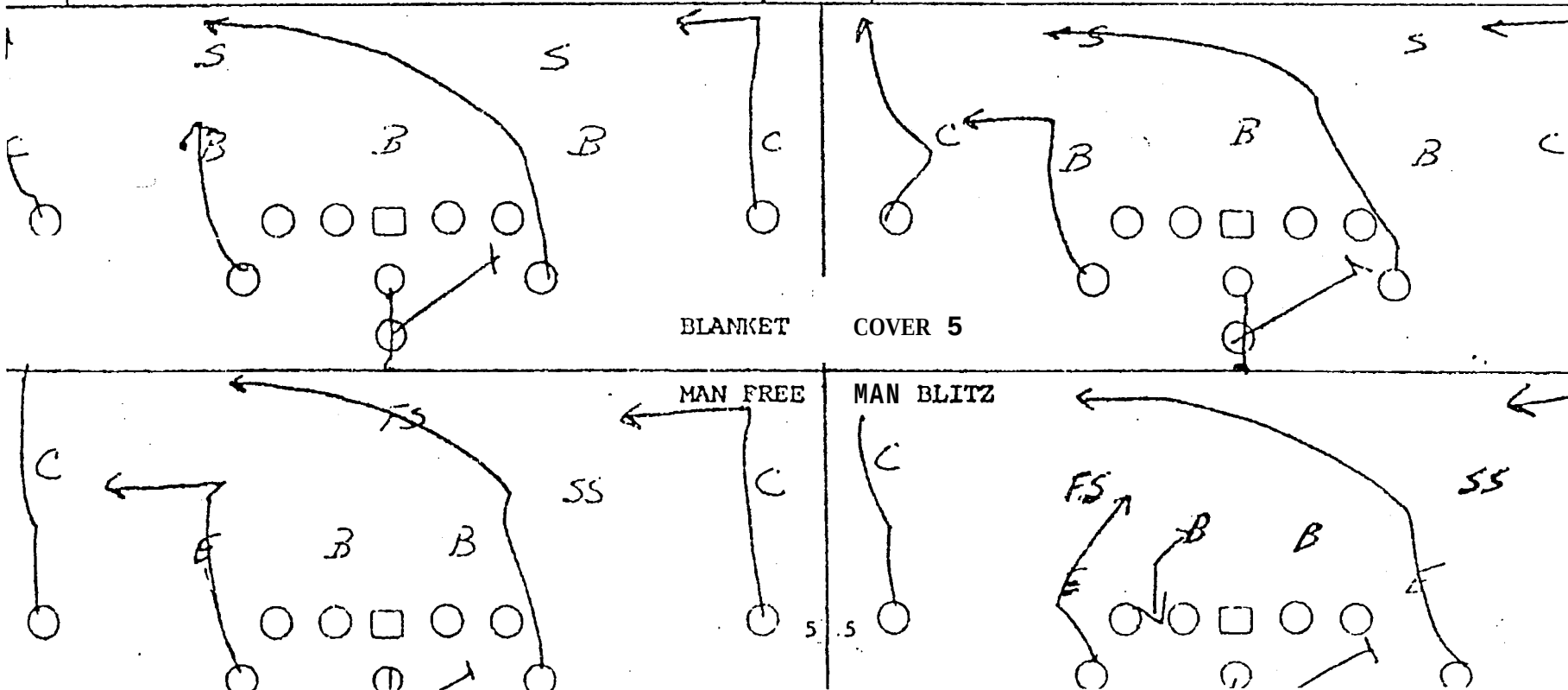


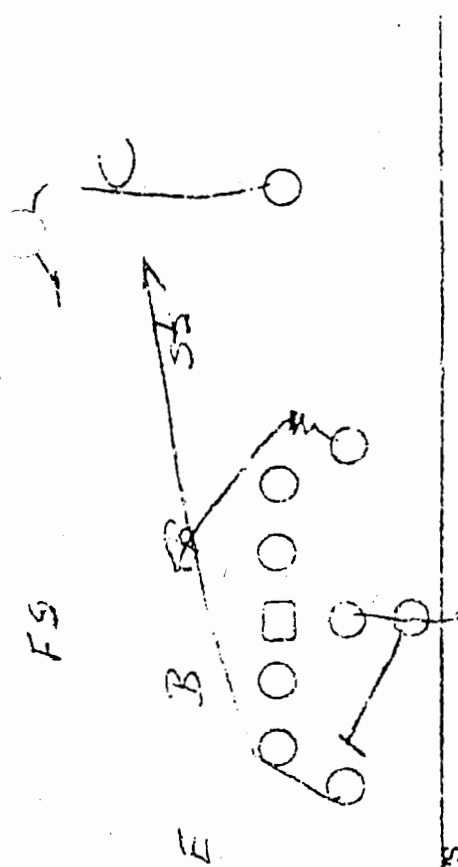
SERIES Dropback  
 PLAY Across Left W Option  
 FORMATION Shoot  
 MOTION None  
 VARIATION \_\_\_\_\_

ROTATE

# ASSIGNMENTS

|    |                                            |   |              |
|----|--------------------------------------------|---|--------------|
| QB | Take a 5 step drop - look option to across | W | Option route |
| R  | Block backside 3                           | Y | Across route |
|    | Up - don't adjust                          | Z | 20 yard in   |

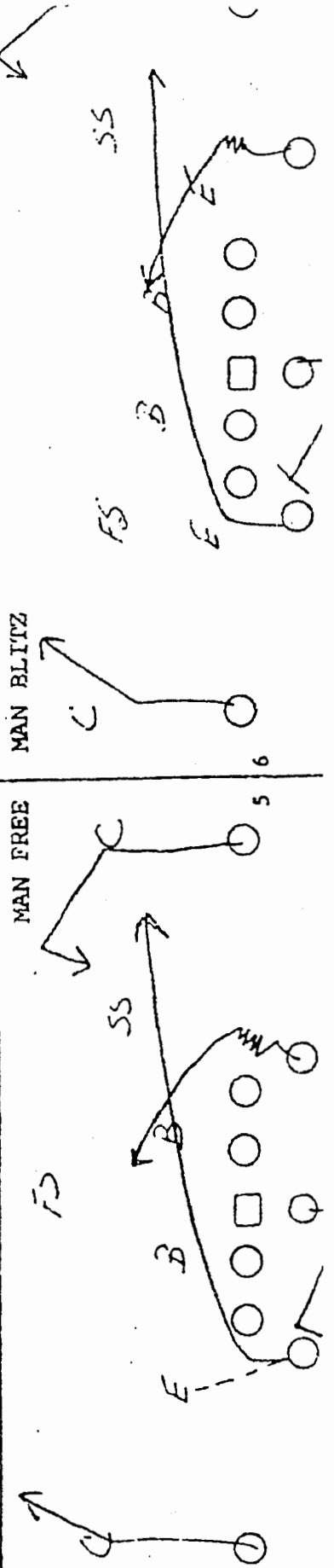
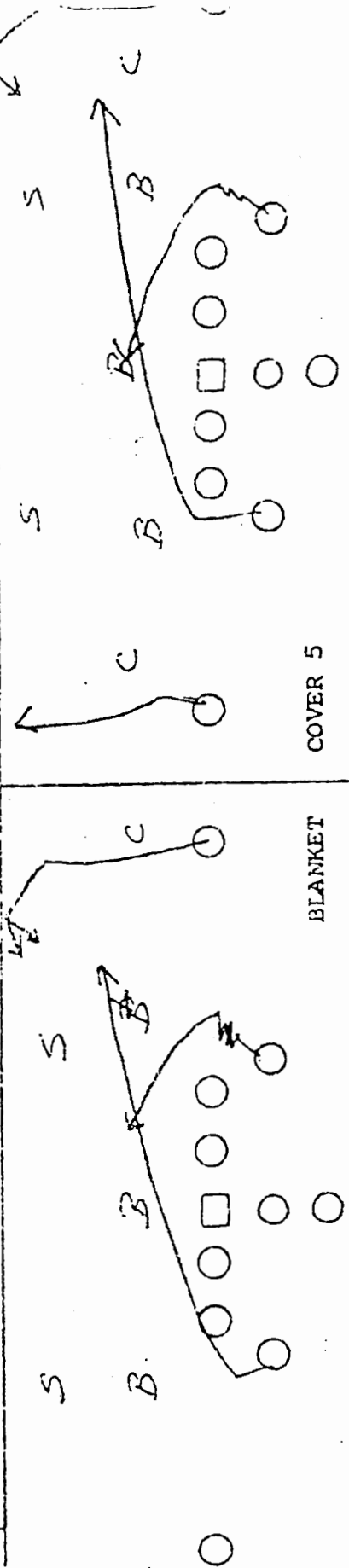




ROTATE

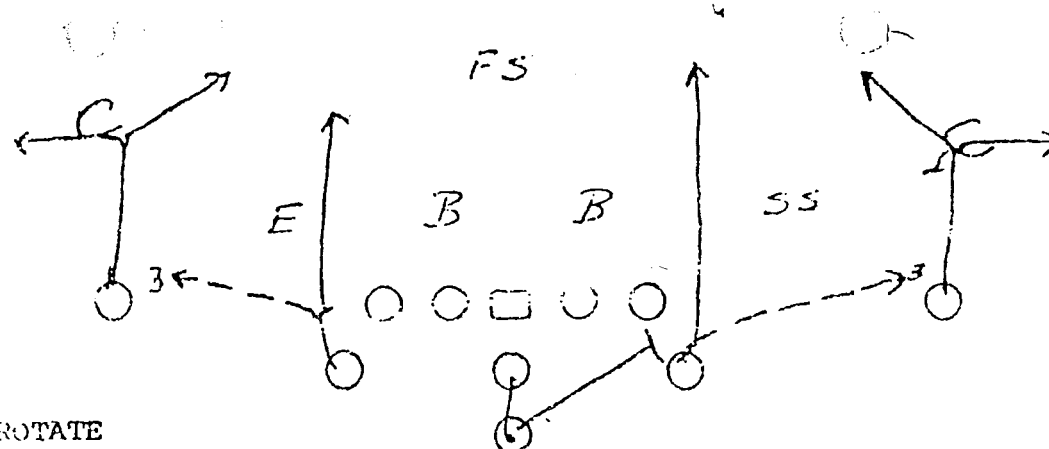
ASSIGNMENTS

|    |                                       |   |                                 |
|----|---------------------------------------|---|---------------------------------|
| QB | Take a 5 step drop - Check SE #1, W 2 | W | Throwback route                 |
| R  | Block backside 3                      | X | Check frontside 3 - delay route |
| X  | Post                                  | Z | Post-curl or tagged route       |



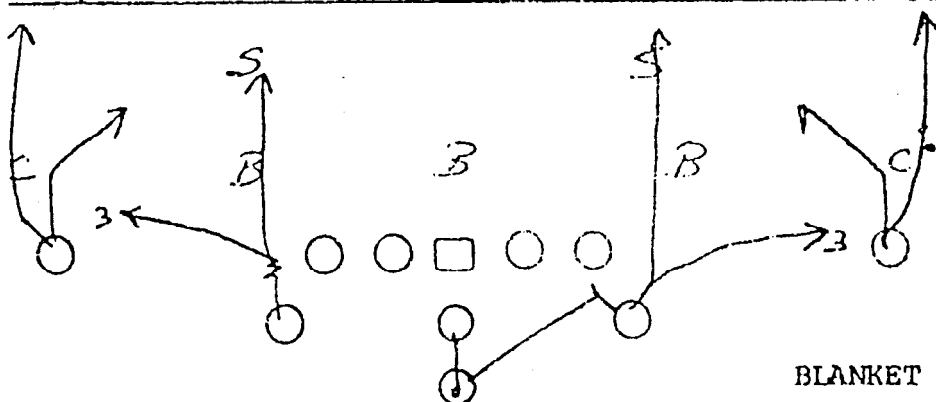
SERIES Dropback  
 PLAY Quick Pass  
 FORMATION Shoot  
 MOTION None  
 VARIATION Goalline - early  
rip or load form,

ROTATE

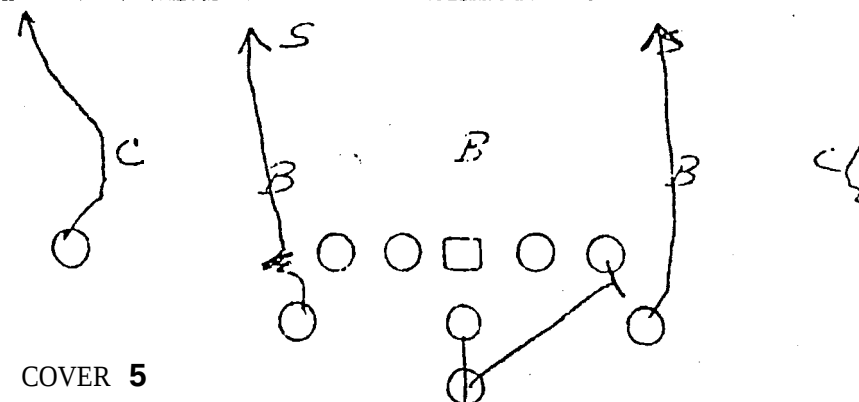


# ASSIGNMENTS

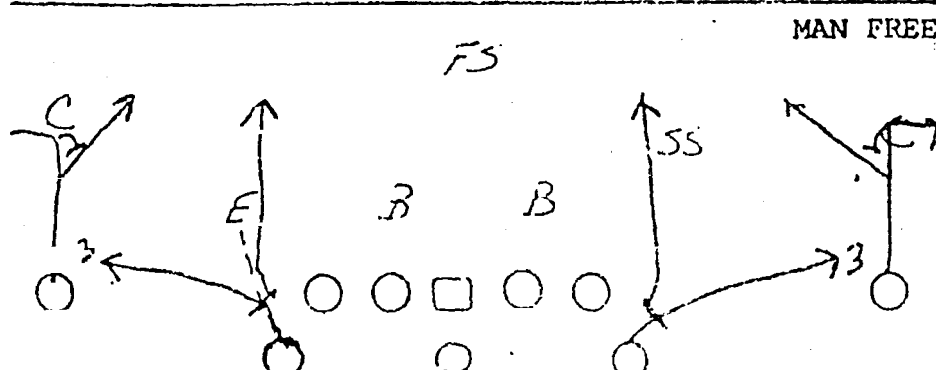
|    |                                            |   |                                              |
|----|--------------------------------------------|---|----------------------------------------------|
| QB | Take a 3 step drop - pick side             | W | Check backside 3 - no rush run seam or flat. |
| R  | Block frontside 3 (right end)              | Y | Free release seam or flat                    |
| X  | Run called route - hitch, slant, fade, out | Z | Run called route - hitch, slant, out, fade   |



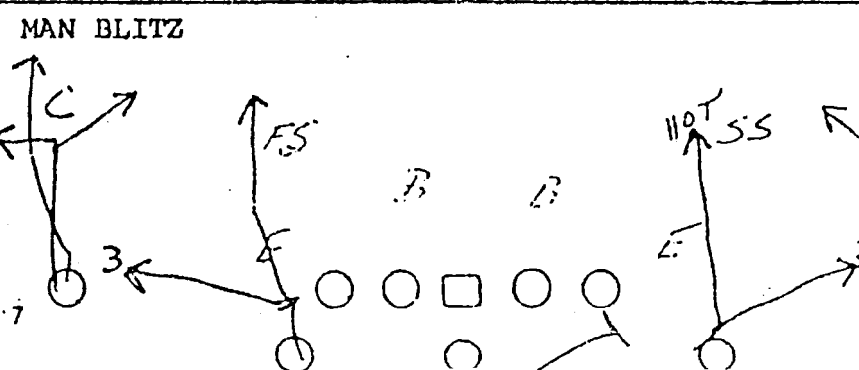
BLANKET



COVER 5



MAN FREE



MAN BLITZ

SERIES Dropback

PLAY R Screen Right

FORMATION Shoot

MOTION Long

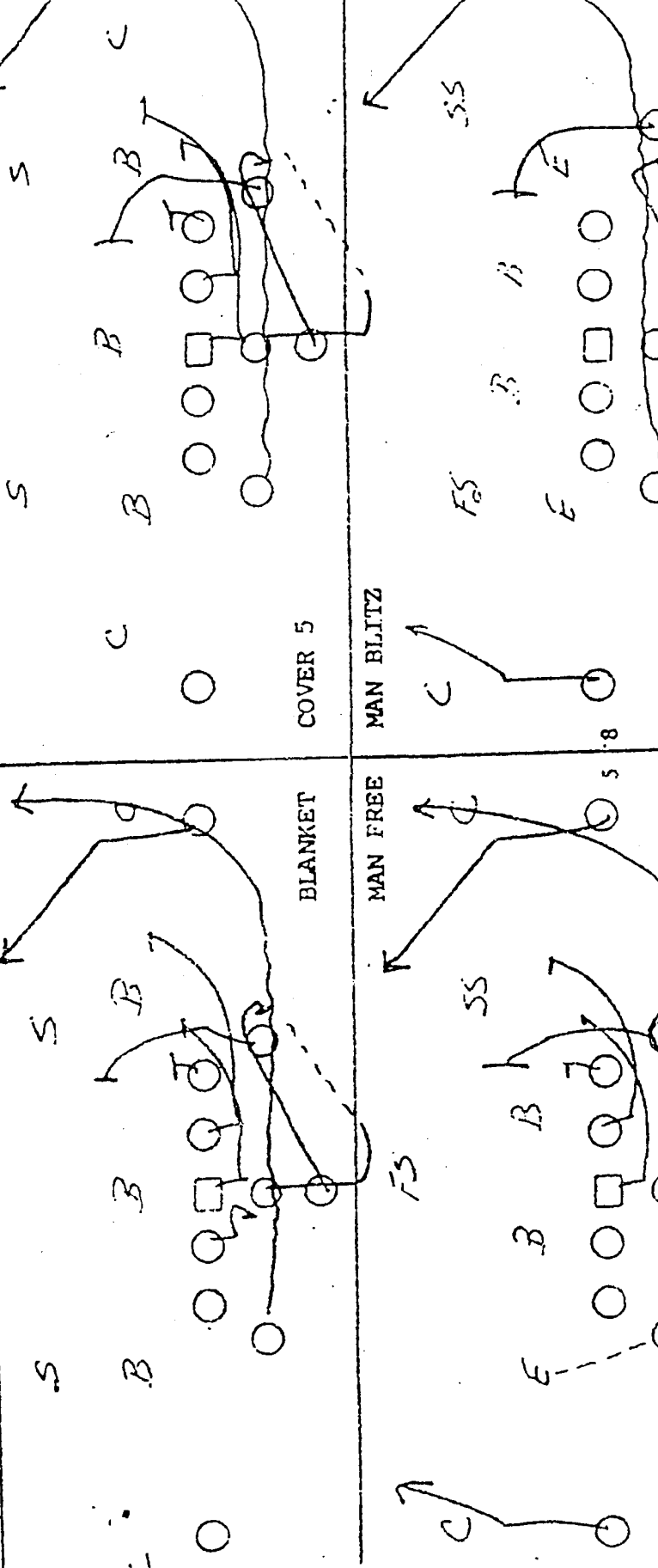
VARIATION No motion

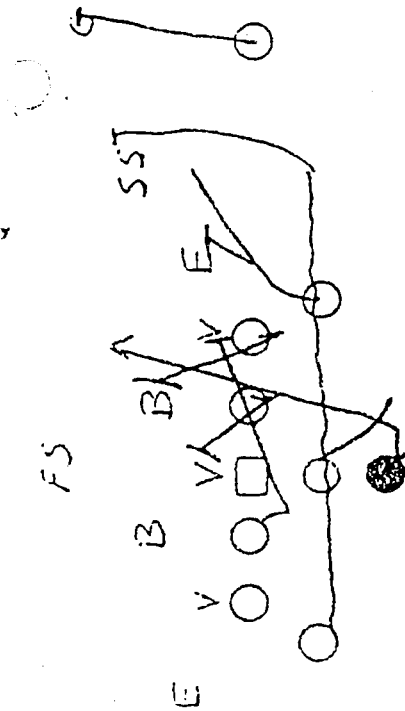
Goalline

ROTATE

ASSIGNMENTS

| QB | W | Long motion - hardnose route |
|----|---|------------------------------|
| R  | Y | Block inside LB              |
| X  | Z | Block backside 5             |

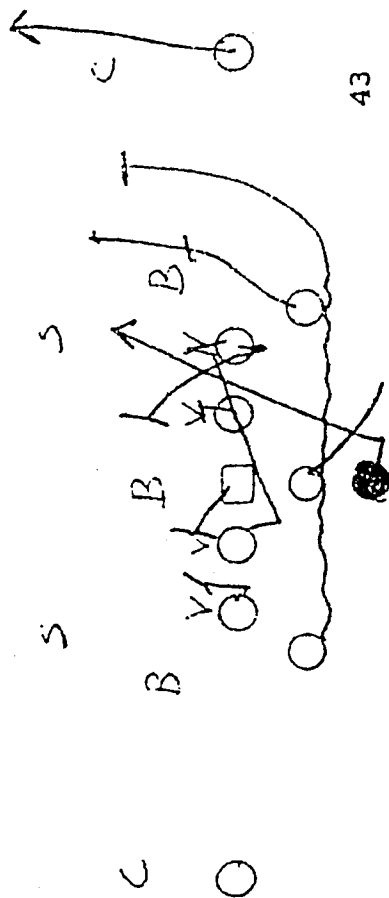




52

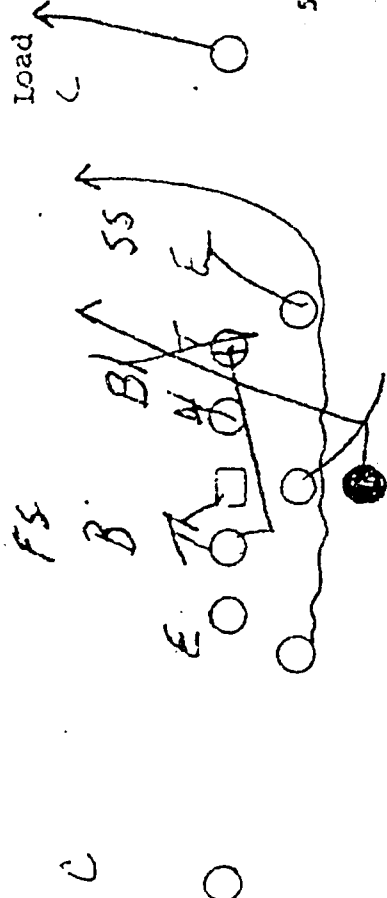
# ASSIGNMENTS

|    |                                              |   |                                        |
|----|----------------------------------------------|---|----------------------------------------|
| QB | Release as on gangster roll - inside-handoff | W | Motion - if no motion block backside 3 |
| R  | Jab step playside - receive ball on run      | Y | Block frontside 3 unless motioned away |
| X  | Block backside 5                             | Z | Block deep outside 1/3                 |



42

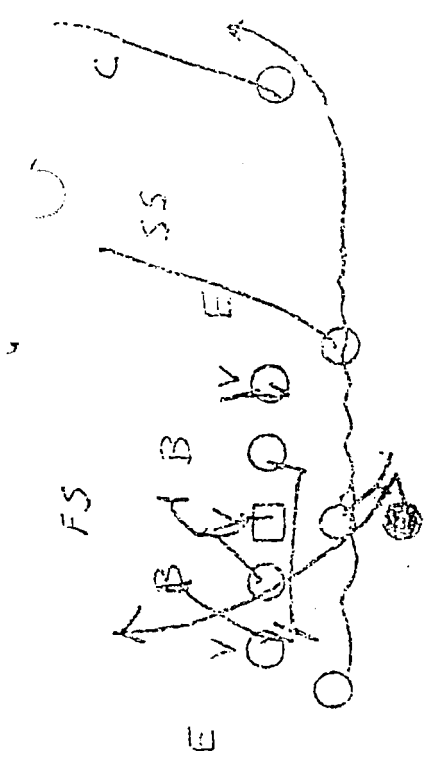
Bears



45

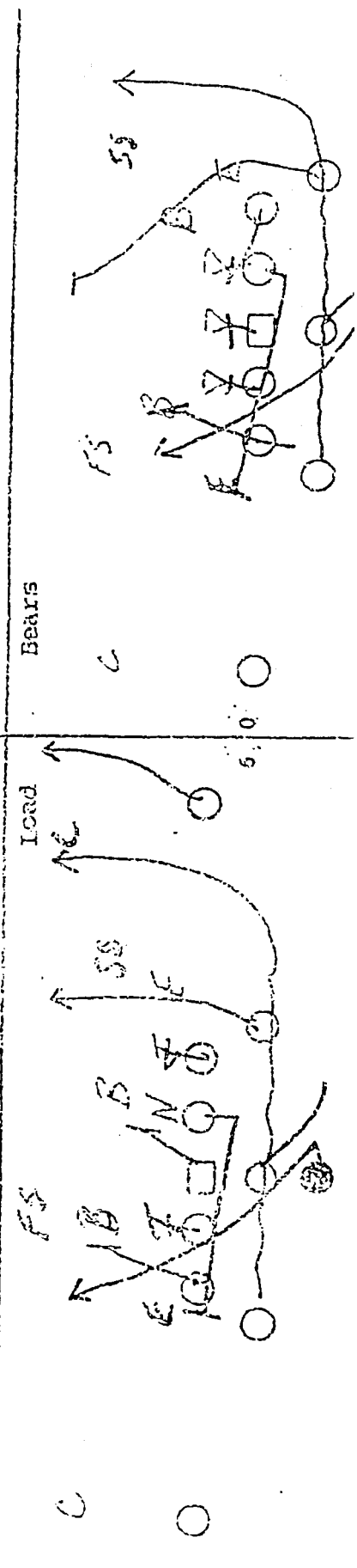
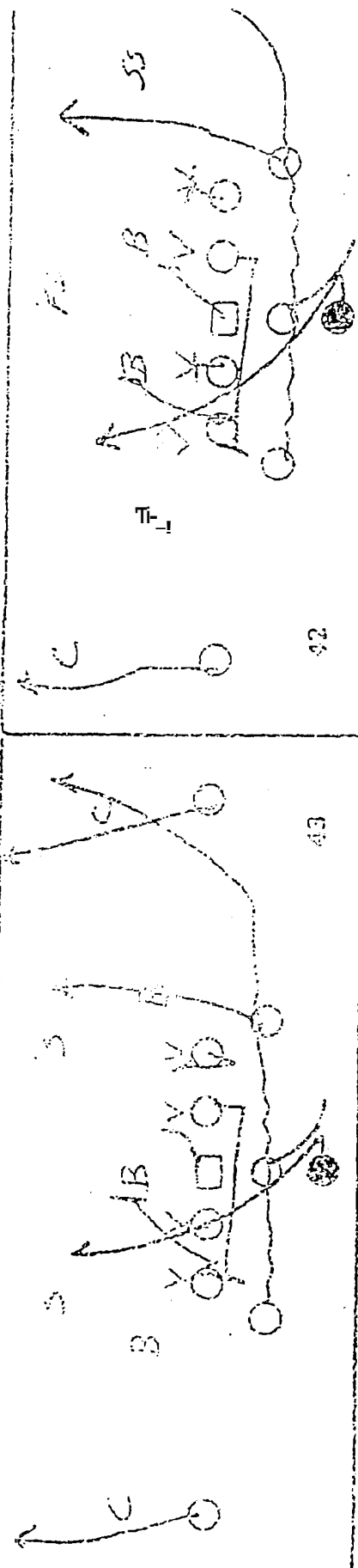
Load

|           |                      |
|-----------|----------------------|
| STATES    | Houston              |
| PLAY      | Houston Counter Trap |
| FORMATION | Close                |
| MOTION    | Called               |
| VARIATION | Early lap or load    |



### ASSIGNMENTS

|    |                                         |   |                             |
|----|-----------------------------------------|---|-----------------------------|
| QB | Roll backside and live ball to A        | W | Motion or block backside 3  |
| R  | Jab step backside - receive ball on run | Y | Motion or block frontside 3 |
| X  | Same as Houston Trap                    | Z | Same as Houston trap        |



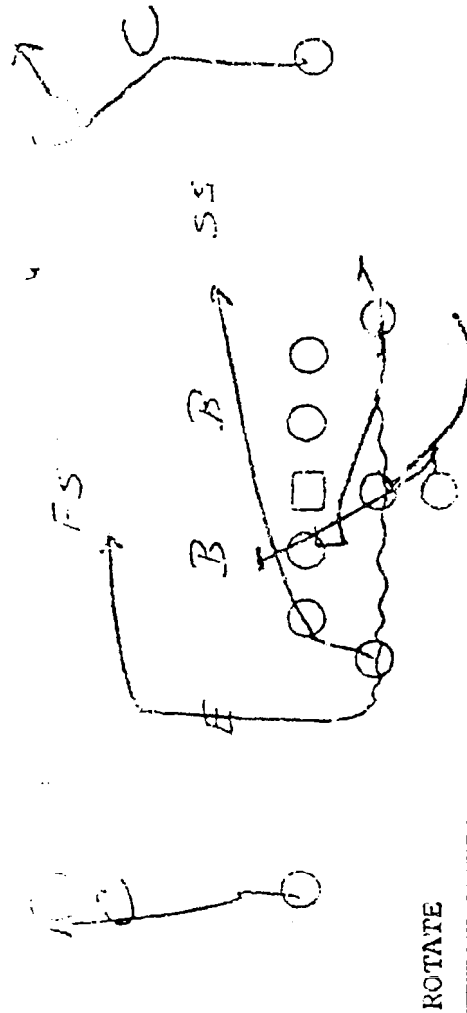
SERIES Houston

PLAY Houston Counter Trap

FORMATION Shoot

MOTION Rip or load

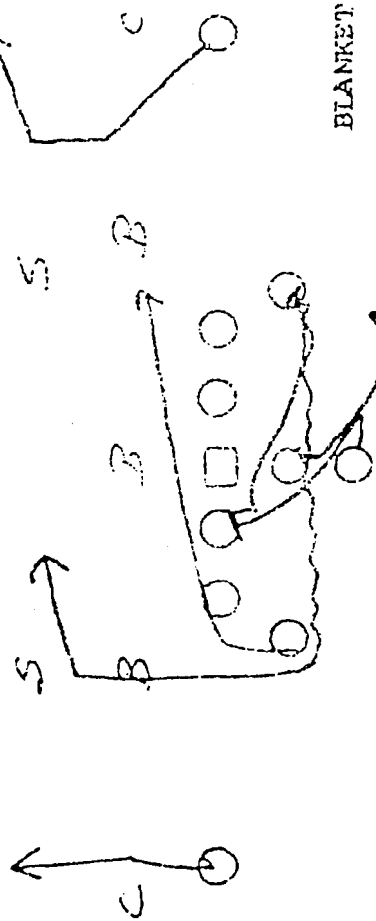
VARIATION Early rip or load



ROTATE

ASSIGNMENTS

| QB | Fake counter trap - boot opposite | W | Throwback route                      |
|----|-----------------------------------|---|--------------------------------------|
| R  | Fake counter trap                 | Y | Load motion - turn upfield and run a |
| X  | Post                              | Z | Run tagged route                     |

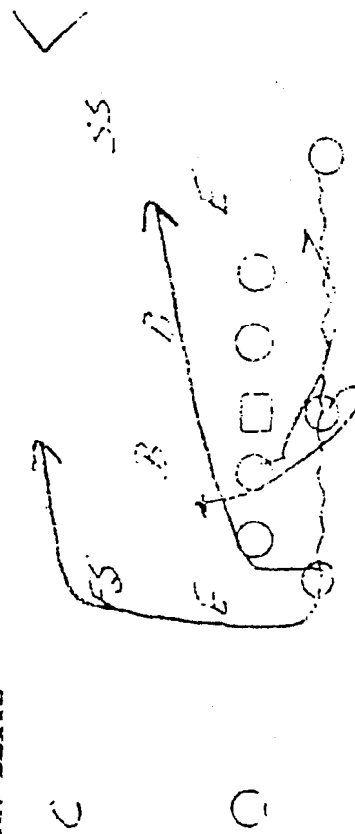
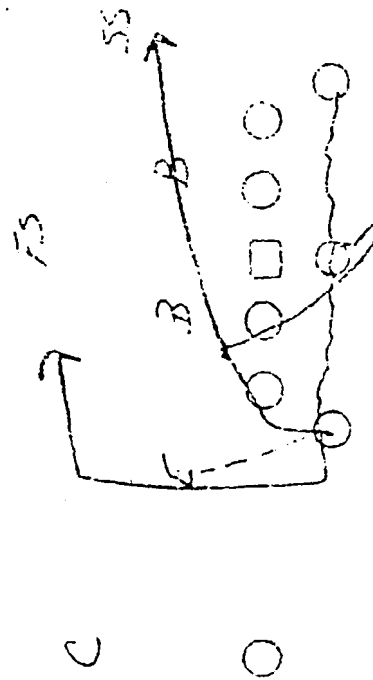


BLANKET

COVER 5

MAN FREE

MAN BLITZ



SERIES Jet

PLAY Rip Jet rt. Comeback

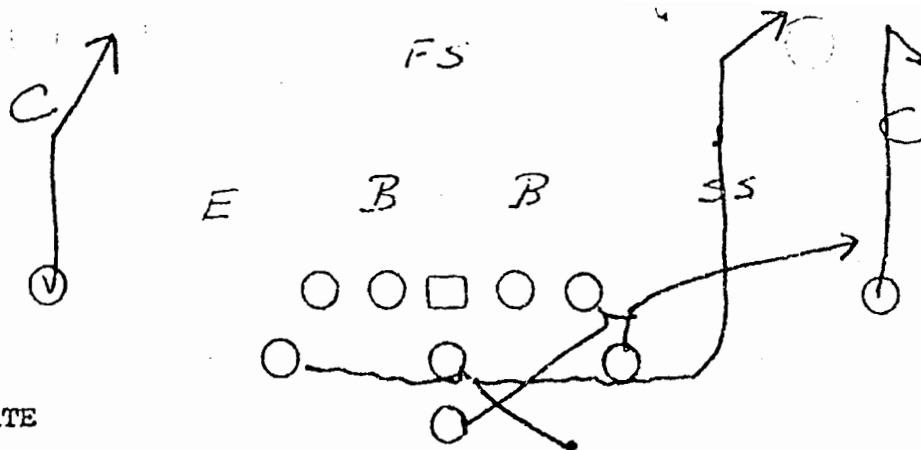
FORMATION Shoot

MOTION Rip or load

VARIATION Early or late rip

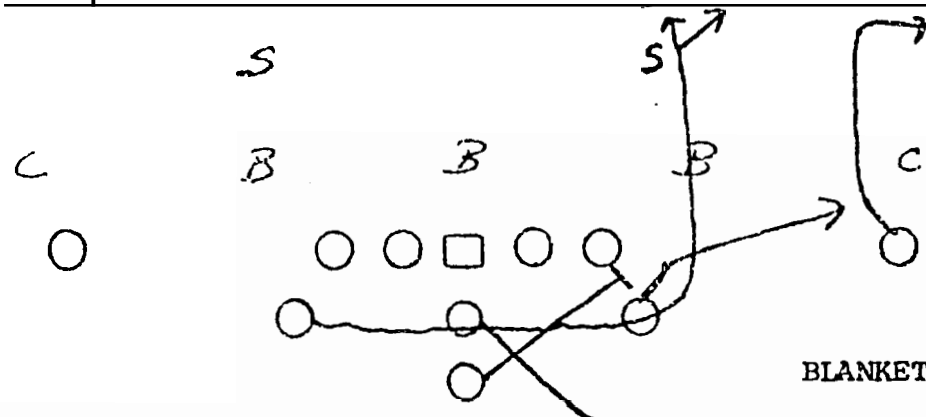
or load -

ROTATE

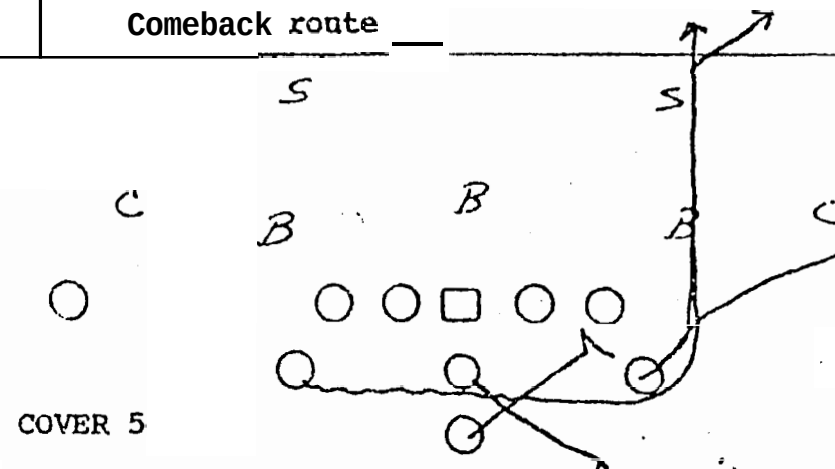


ASSIGNMENTS

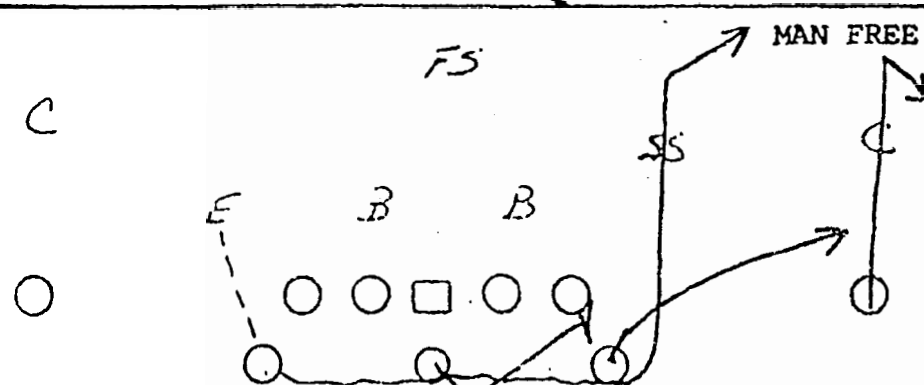
|    |                                 |   |                                         |
|----|---------------------------------|---|-----------------------------------------|
| QB | Jet drop rt. - read frontside 4 | W | Long motion - seam corner               |
| R  | - lock frontside 3              | Y | Flat - don't get too deep on flat route |
| X  | Post                            | Z | Comeback route                          |



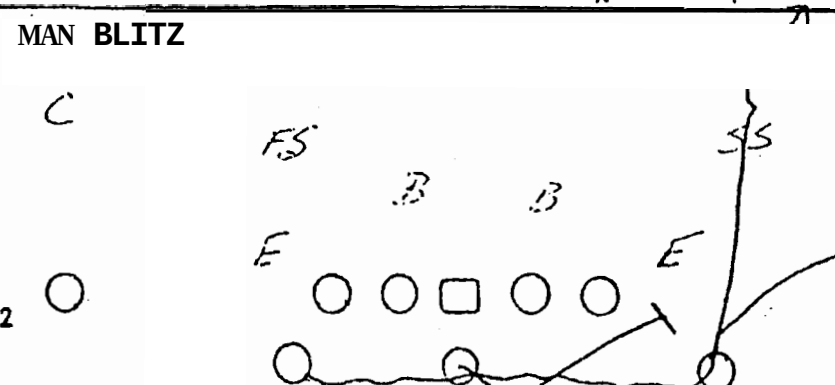
BLANKET



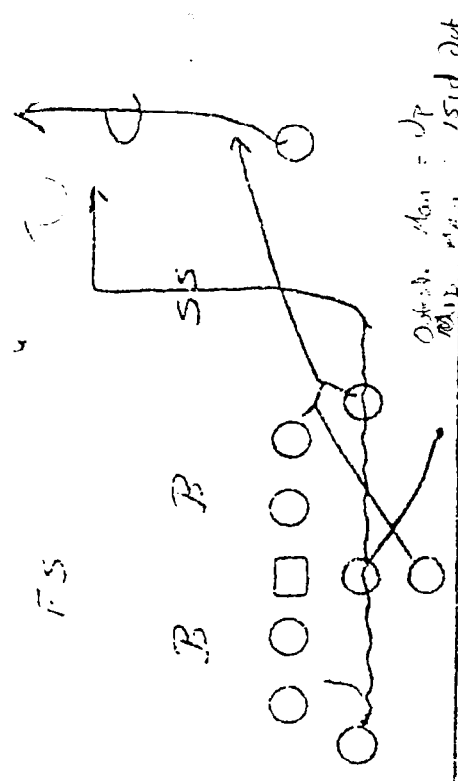
COVER 5



MAN FREE



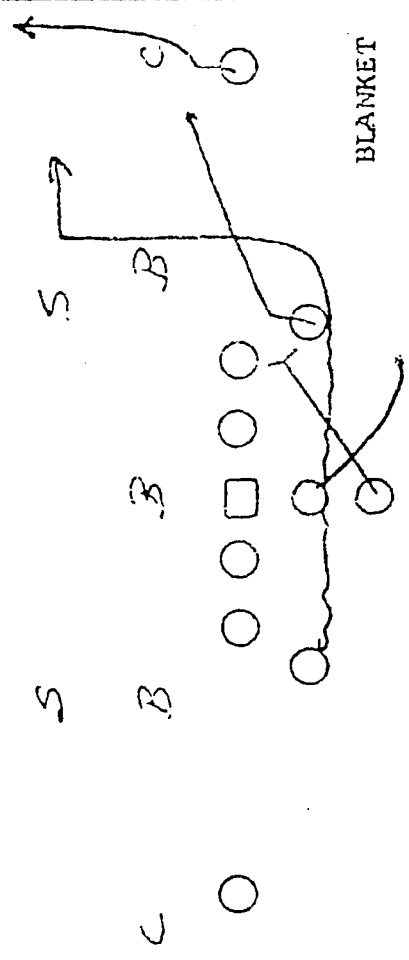
MAN BLITZ



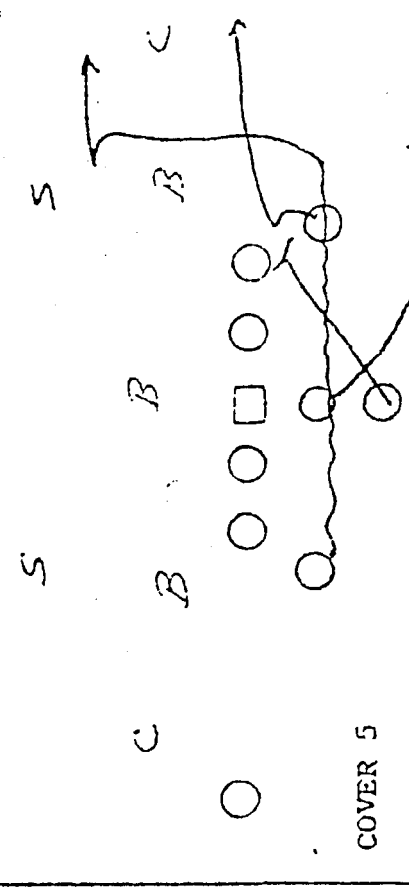
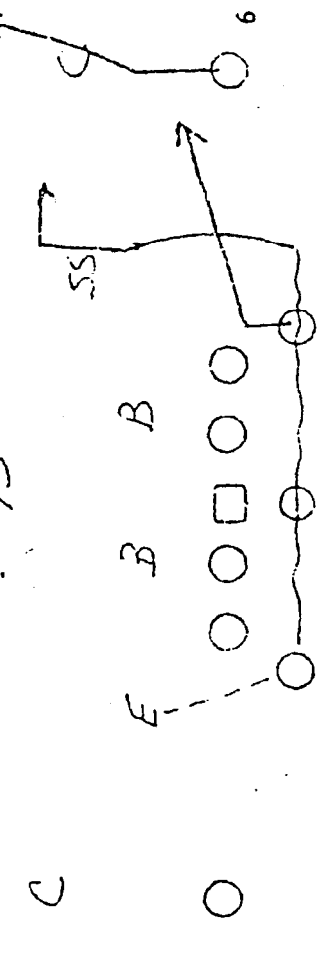
Out. Man = 17  
15yd out

ASSIGNMENTS

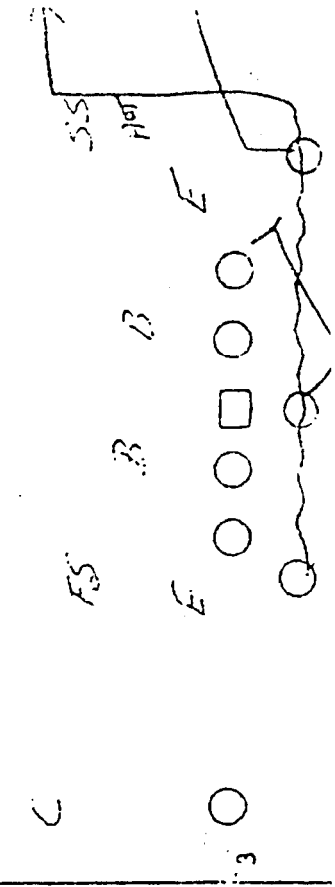
|    |                                    |   |                                      |
|----|------------------------------------|---|--------------------------------------|
| QB | Jet rt. drop - look SE 1, Y 2, W 3 | W | Long motion - run a 12 - 15 yard out |
| R  | Block frontside 3                  | Y | Flat                                 |
| X  | Post                               | Z | Up - do not adjust                   |



MAN FREE



MAN BLITZ



SERIES Jet

PLAY Jet rt. Up

FORMATION Shoot

MOTION None

VARIATION Early, late, or

swao form. and motion back

ROTATE

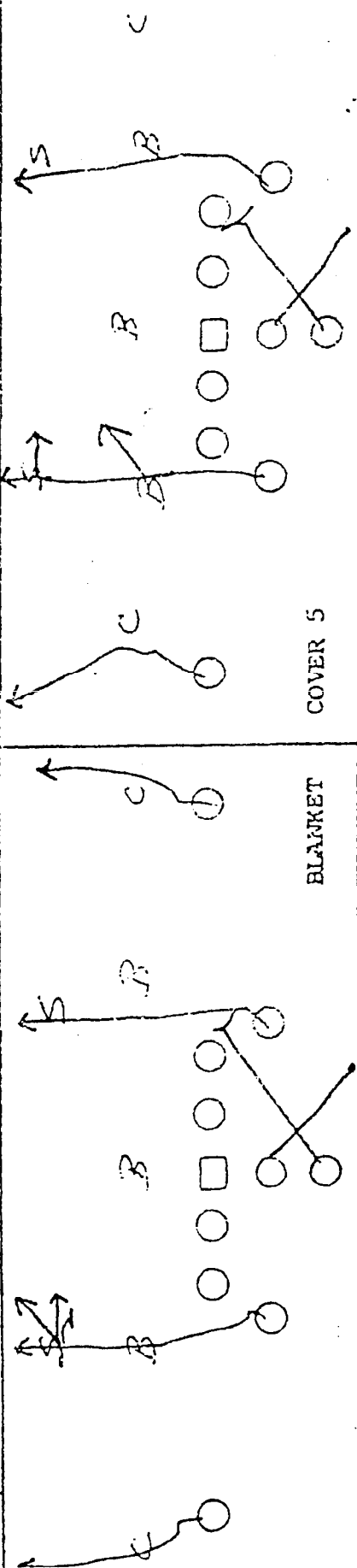
ASSIGNMENTS

| QB | Seam              |    |   |
|----|-------------------|----|---|
|    | W                 | Y  | Z |
|    | Seam choice route | Up |   |
| R  |                   |    |   |
| X  |                   |    |   |

Jet rt. drop - read the FS

Block frontside 3

Up - may squirrel

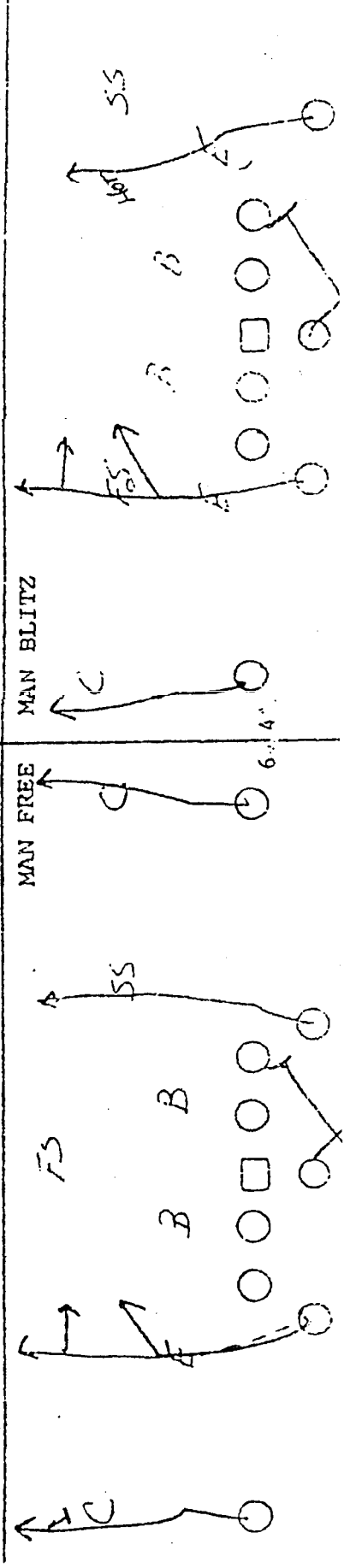


BLANKET

COVER 5

MAN FREE

MAN BLITZ



SERIES Jet

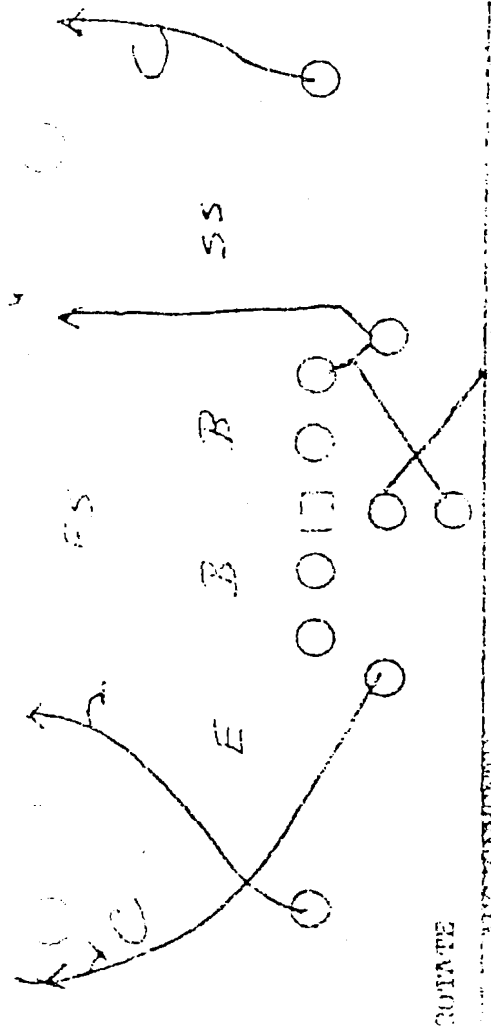
PLAY Jet rt. Up bk. Switch

FORMATION Shoot

MOTION None

VARIATION Early, Late, or

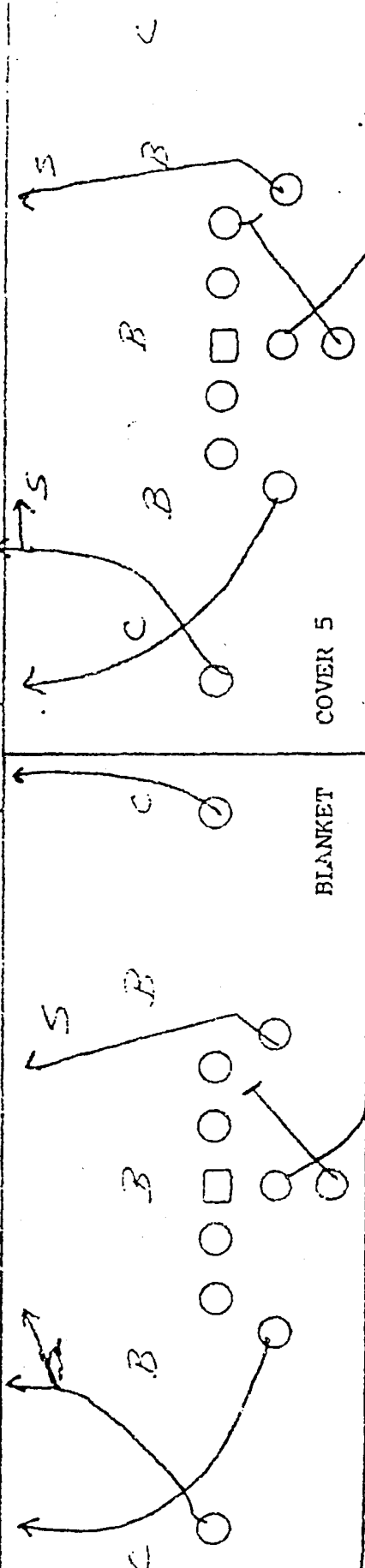
Swap form. and motion back



ROTATE

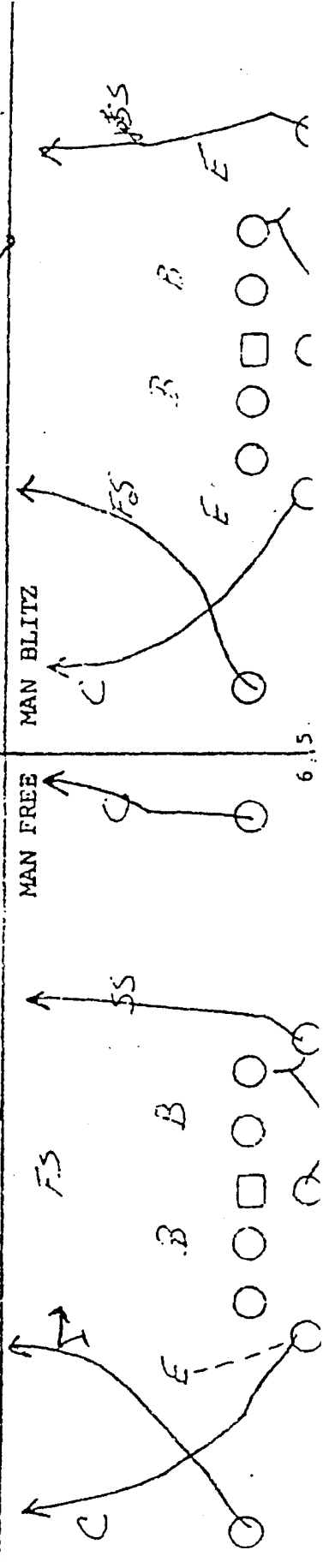
ASSIGNMENTS

| QB | Jet drop right - read the FS | W | Sideline up |
|----|------------------------------|---|-------------|
| R  | Block frontside 3            | Y | Seam        |
| X  | Seam choice                  | Z | Up          |



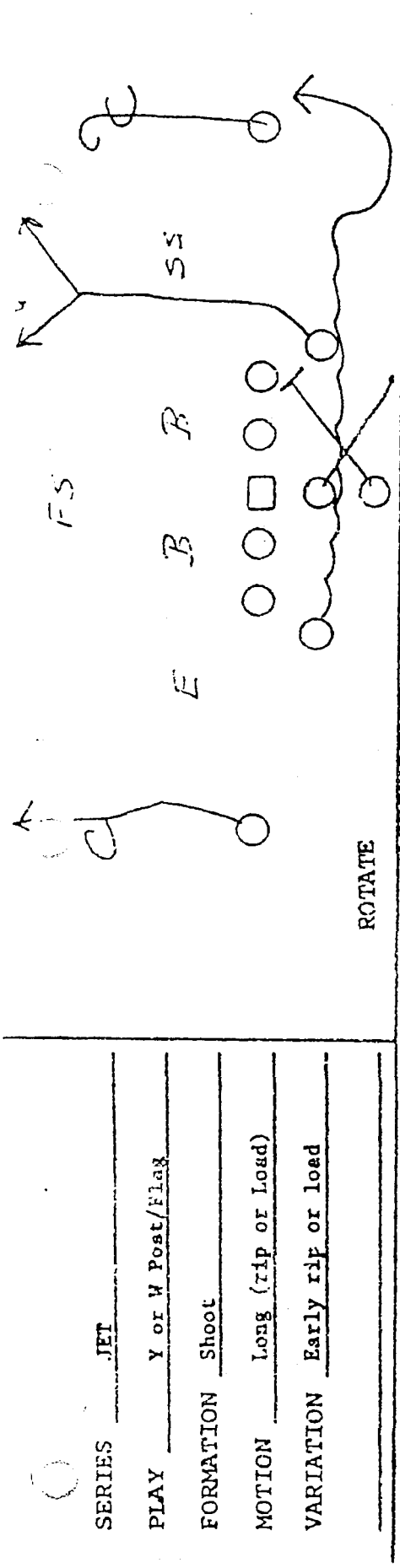
BLANKET

COVER 5



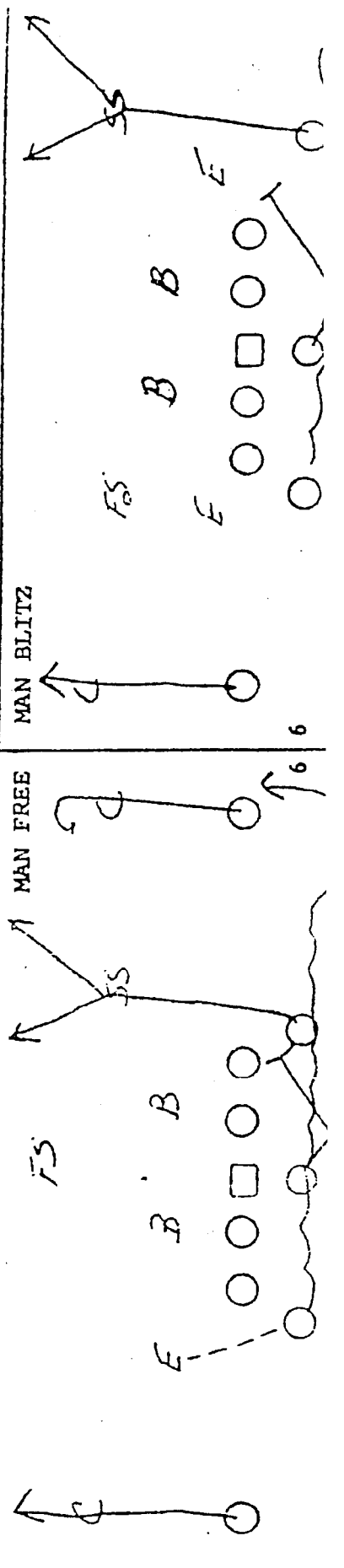
MAN FREE

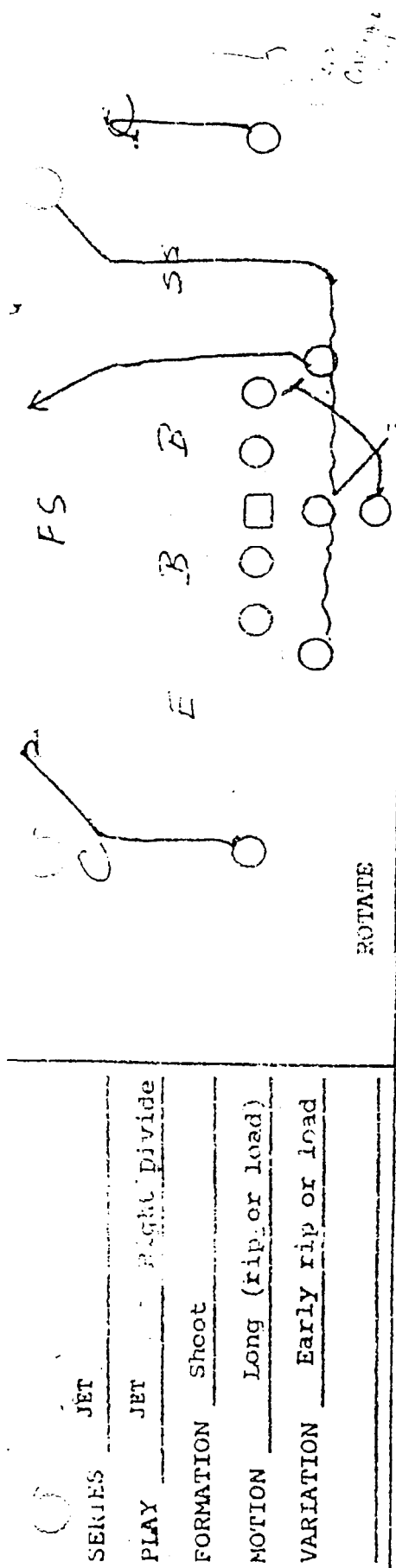
MAN BLITZ



ASSIGNMENTS

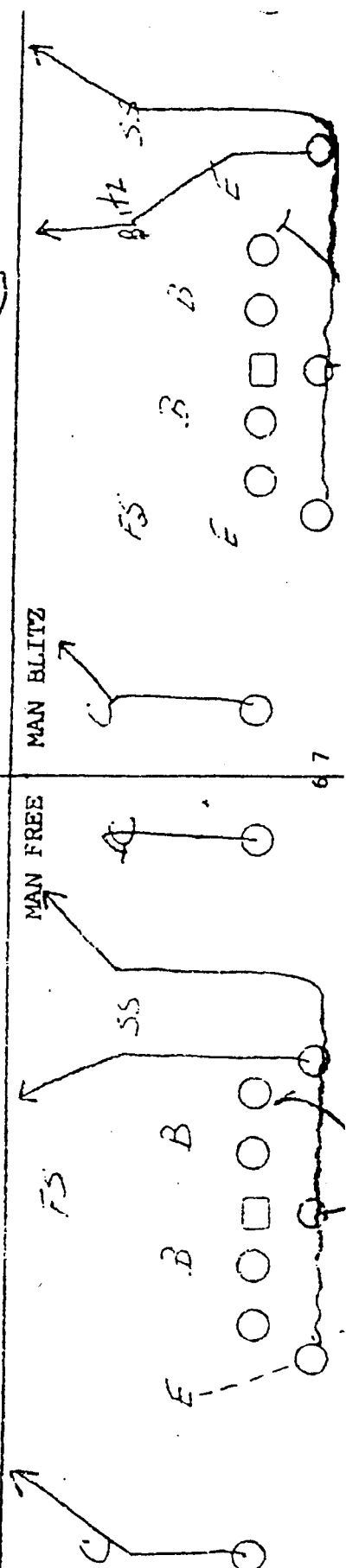
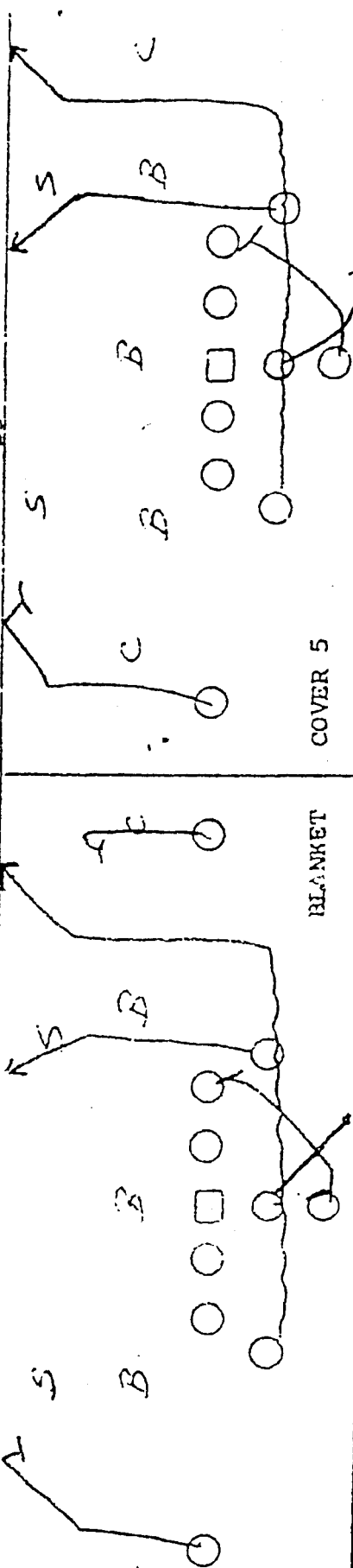
|    |                             |   |                                                |
|----|-----------------------------|---|------------------------------------------------|
| QB | Jet drop - key FS in corner | W | Long motion - bubble route                     |
| R  | Block frontside 3           | Y | Post/Corner route                              |
| X  | Up route                    | Z | 10 - 12 yard curl - whip adjustment vs cover 5 |





ASSIGNMENTS

| QB                                         | W                          | Y                           | Z                      |
|--------------------------------------------|----------------------------|-----------------------------|------------------------|
| Roll frontside - read ft. safety to corner | Long motion - corner route | "hot" seam route - run post | Curl unless tagged out |
| Block frontside 3                          |                            |                             |                        |
| Experiment backside                        |                            |                             |                        |



( )

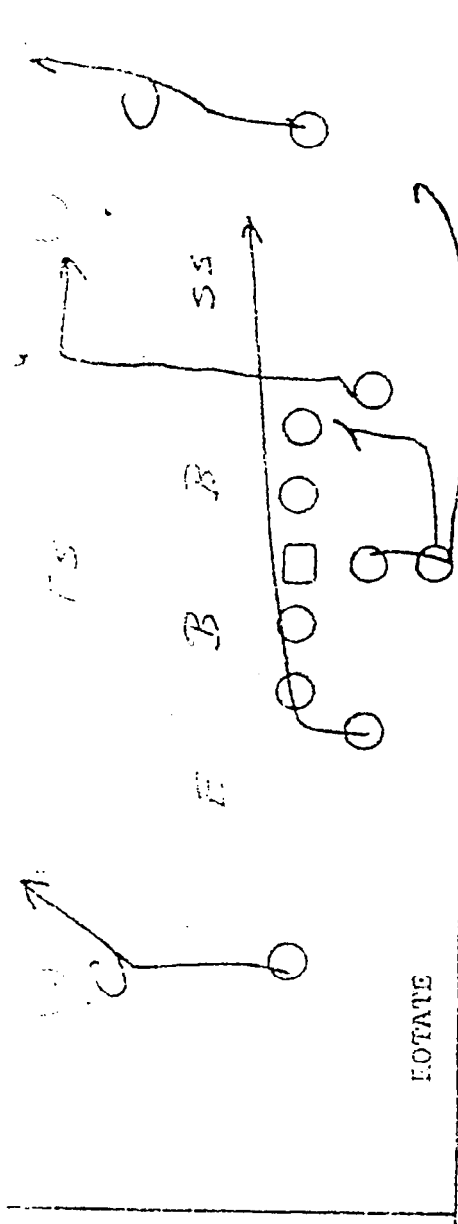
SERIES Dash - Sprint

PLAY Dash rt. Flood

FORMATION Shoot

MOTION None

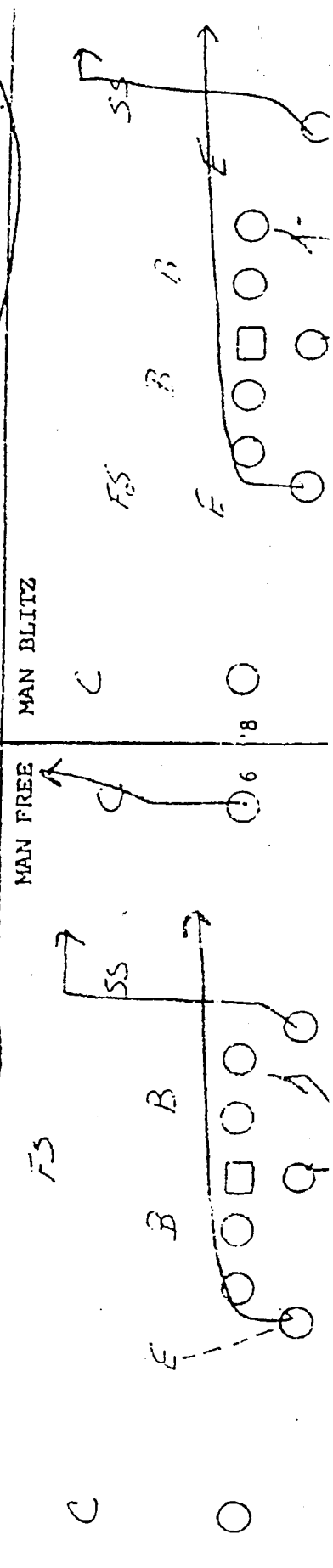
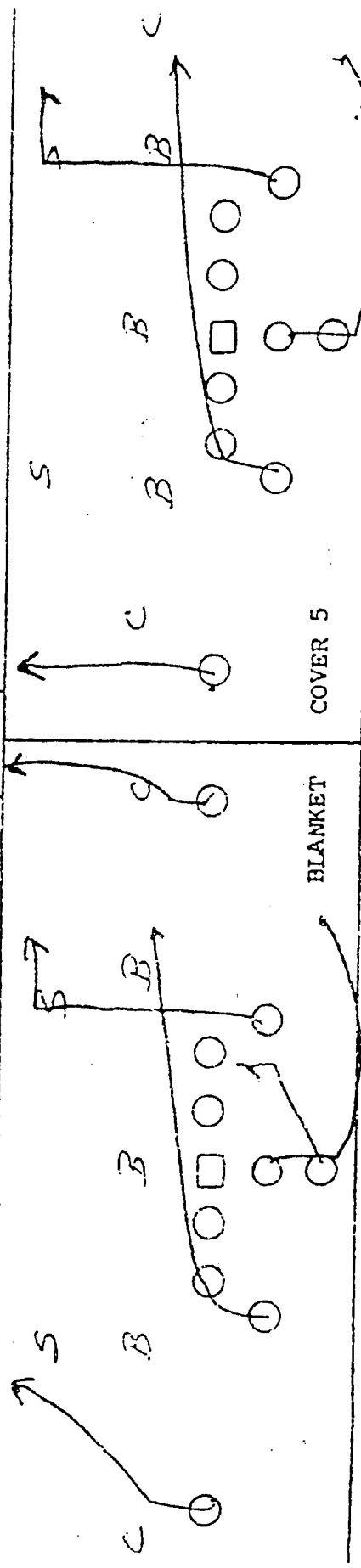
VARIATION Early rip or load



NOTATE

ASSIGNMENTS

|    |                         |   |                           |
|----|-------------------------|---|---------------------------|
| QB | Dash right - flood rule | W | Throwback route - 5 yards |
| R  | Hook block frontside 3  | Y | 12 - 15 yard lut          |
| X  | Post                    | Z | Up                        |



SERIES Push right - Seal

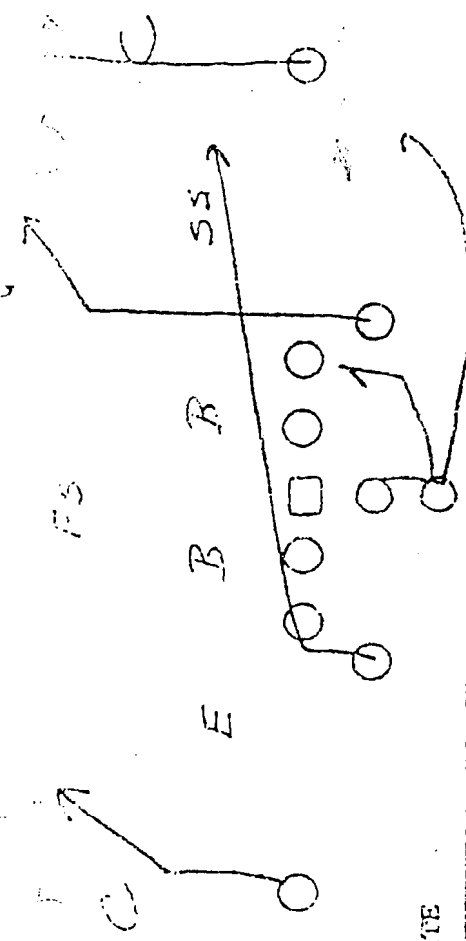
PLAY Push rt. Seal

FORMATION Shoot

MOTION None

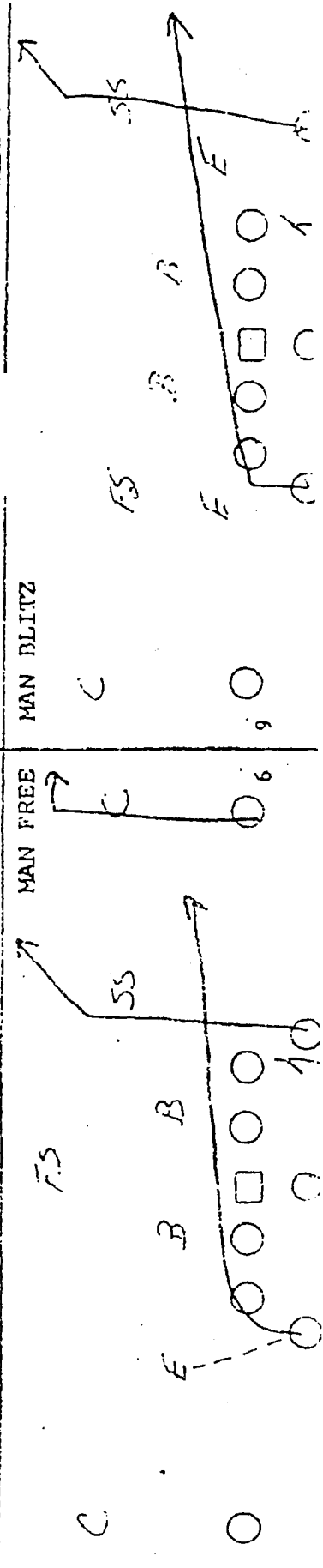
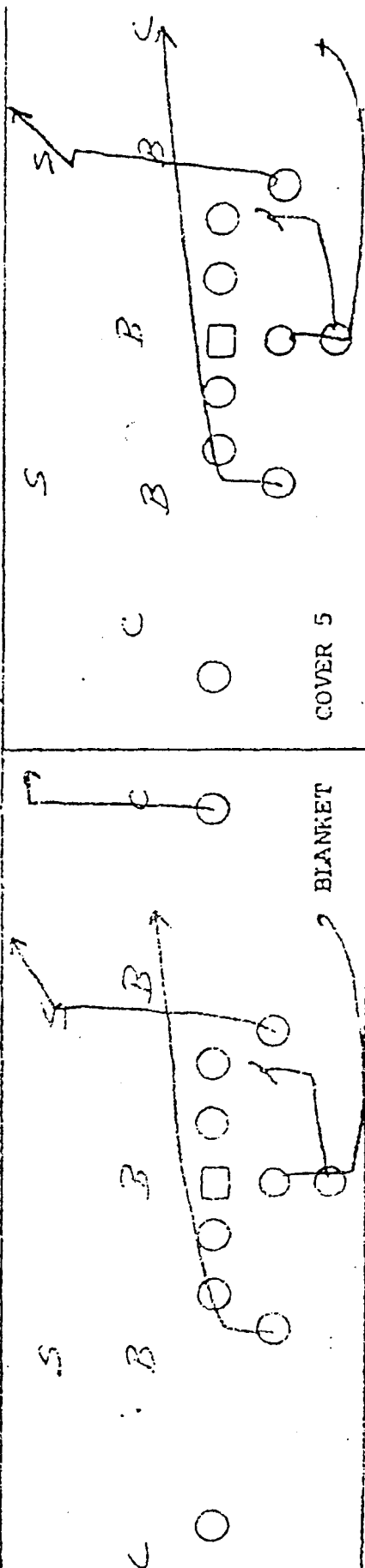
VARIATION Early rip on loss

ROTATE



ASSIGNMENTS

|    |                                  |   |                  |
|----|----------------------------------|---|------------------|
| QB | Dash right - look SE 1, Y 2, W 3 | W | Throwback route  |
| R  | Hook frontside 3                 | Y | Seam corner      |
| X  | Hard post                        | Z | 20 yard squirrel |



2000

THE UNIVERSITY OF CHICAGO

FORNITURE

**Abstract**

三、四、五、六、七、八、九、十、十一、十二、十三、十四、十五、十六、十七、十八、十九、二十、二十一、二十二、二十三、二十四、二十五、二十六、二十七、二十八、二十九、三十、三十一、三十二、三十三、三十四、三十五、三十六、三十七、三十八、三十九、四十、四十一、四十二、四十三、四十四、四十五、四十六、四十七、四十八、四十九、五十、五十一、五十二、五十三、五十四、五十五、五十六、五十七、五十八、五十九、六十、六十一、六十二、六十三、六十四、六十五、六十六、六十七、六十八、六十九、七十、七十一、七十二、七十三、七十四、七十五、七十六、七十七、七十八、七十九、八十、八十一、八十二、八十三、八十四、八十五、八十六、八十七、八十八、八十九、九十、九十一、九十二、九十三、九十四、九十五、九十六、九十七、九十八、九十九、一百。

THE UNIVERSITY OF CHICAGO

1950-1951 - 1952-1953

6-15-1961

1501

100-100000

# Fiat route

22

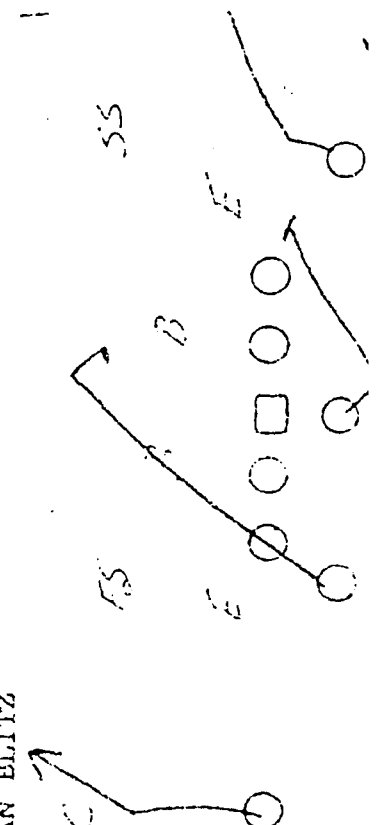
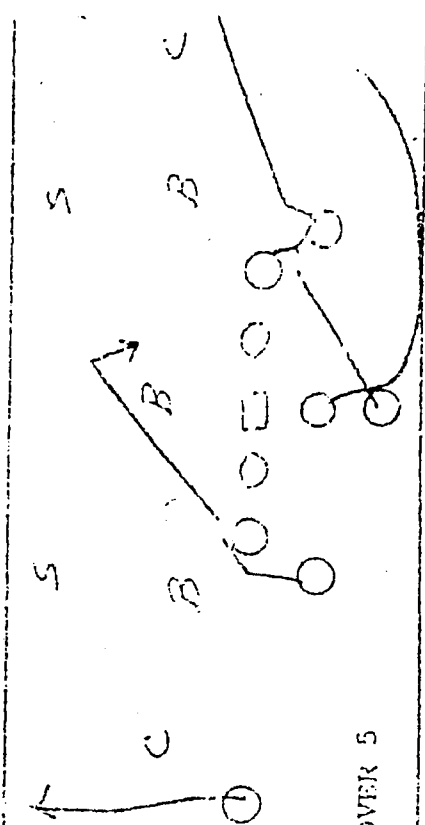
2.

THANKET

DATE RECEIVED

COVER 5

2179 N.Y.



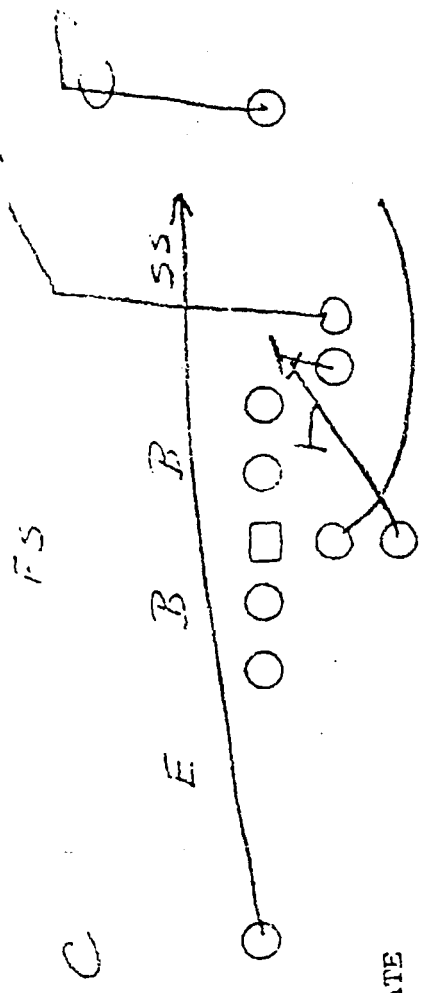
SERIES Dash - Sprint

PLAY Sprint rt. Sideline

FORMATION Early rip or load

MOTION None

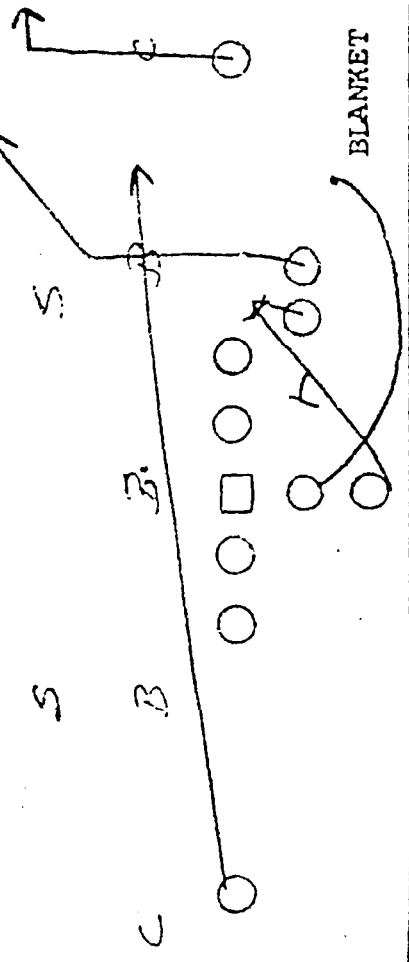
VARIATION \_\_\_\_\_



NOTATE

ASSIGNMENTS

|    |                                                    |   |                   |
|----|----------------------------------------------------|---|-------------------|
| QB | Sprint right - look SE 1, WB 2, bk. SE 3           | W | Deep corner       |
| R  | Block frontside - help on 3 - turn back if blocked | Y | Block frontside 3 |
| X  | Throwback                                          | Z | 20 yard sideline  |

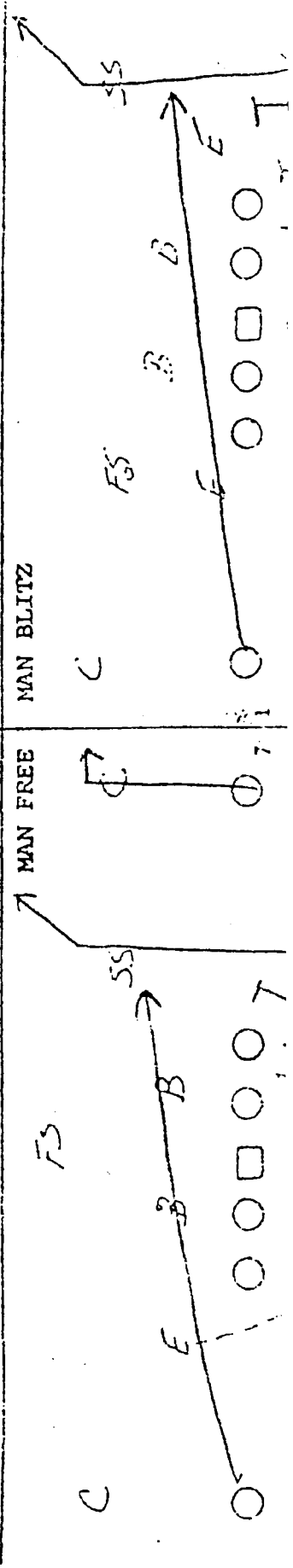
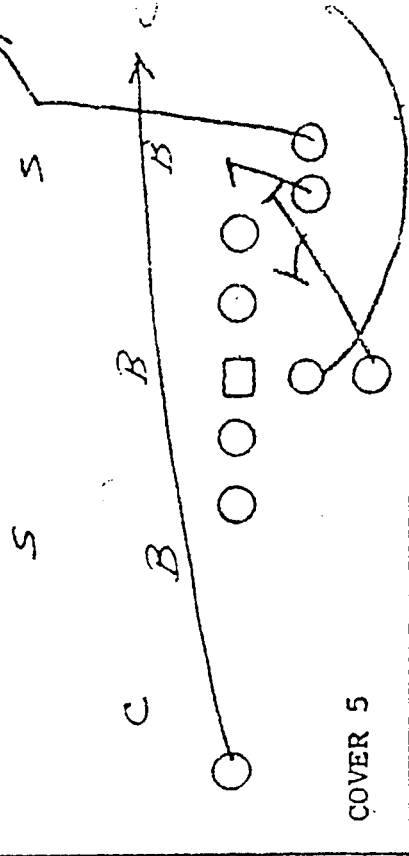


BLANKET

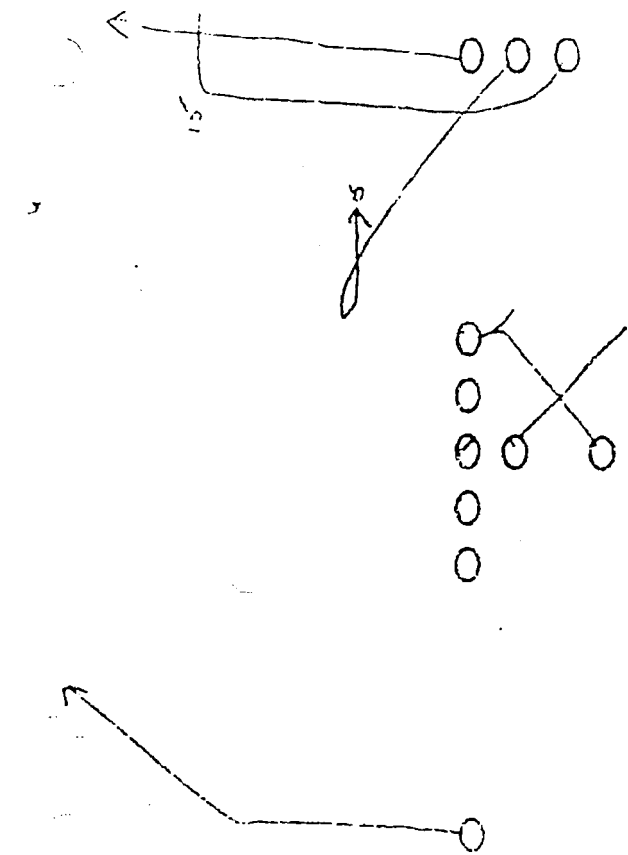
MAN FREE

MAN BLITZ

COVER 5

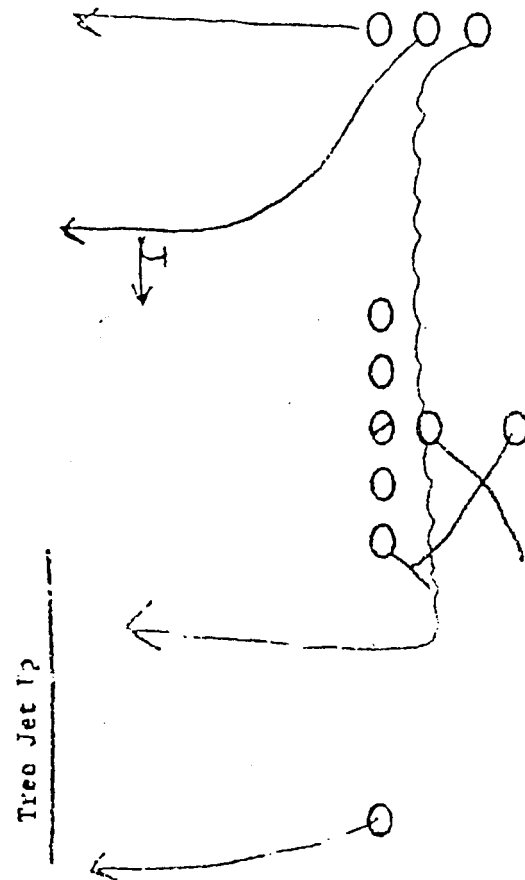


ORIENTATION



Tree Flood Switch

Tree Jet Flood

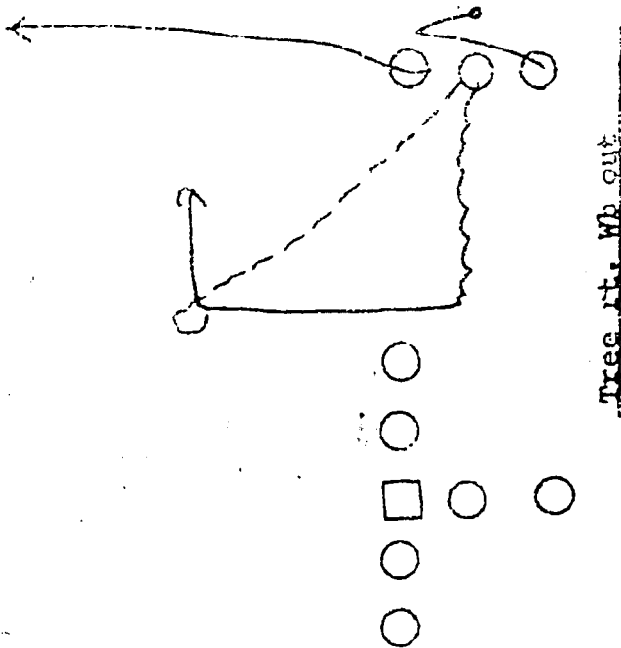


Tree Hardnose

Tree Jet 1?

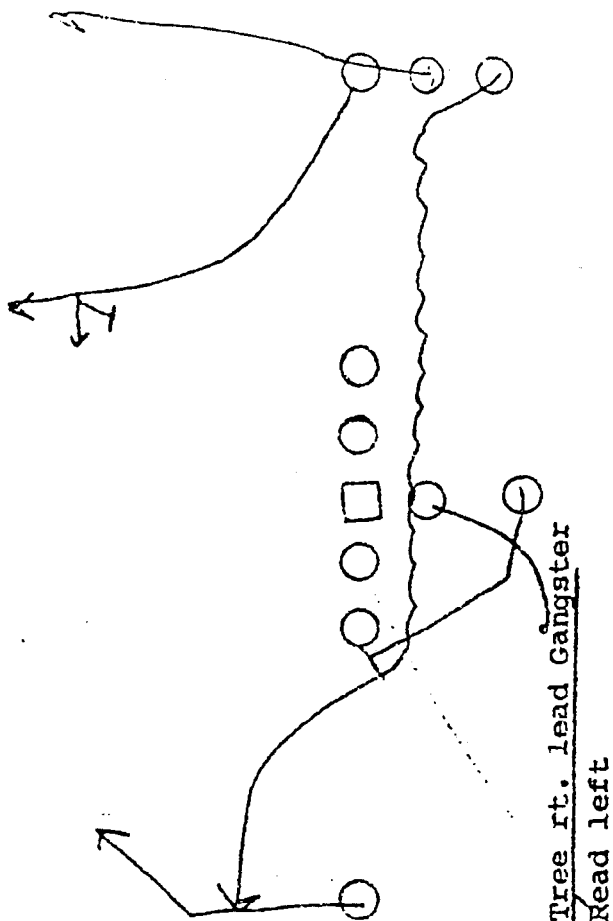
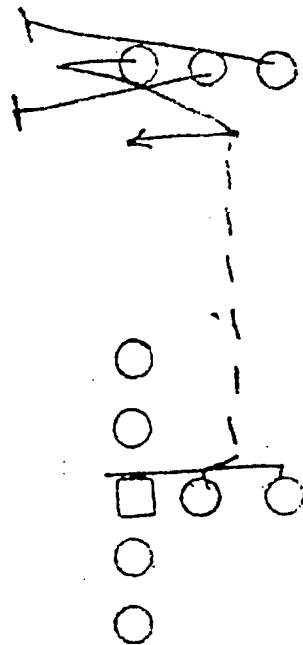


# TRF FORMATION



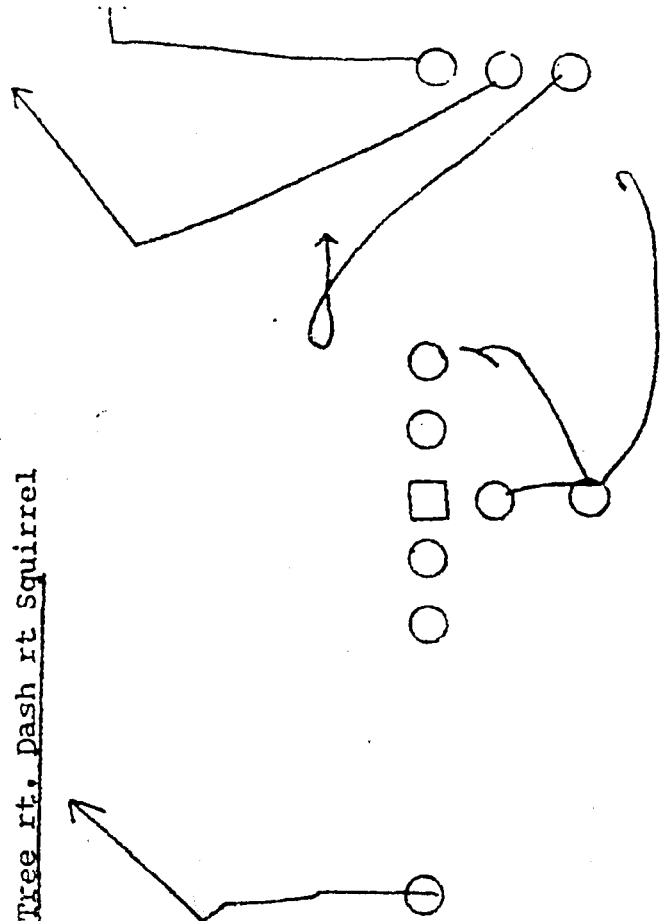
Tree rt. Wh out

Tree rt. Comaback  
Screen

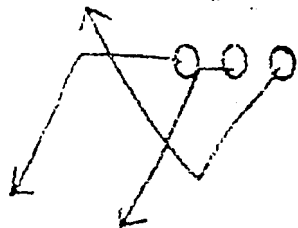
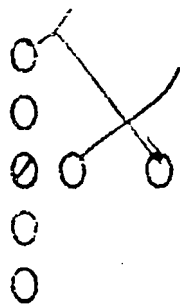


Tree rt. lead Gangster  
Read left

Tree rt. Dash rt Squirrel



FREE FORMATION



Tree Jet Y or W wall

0

0  
0  
0  
0  
0  
0

0 0 0

0

0  
0  
0  
0  
0  
0

0 0 0

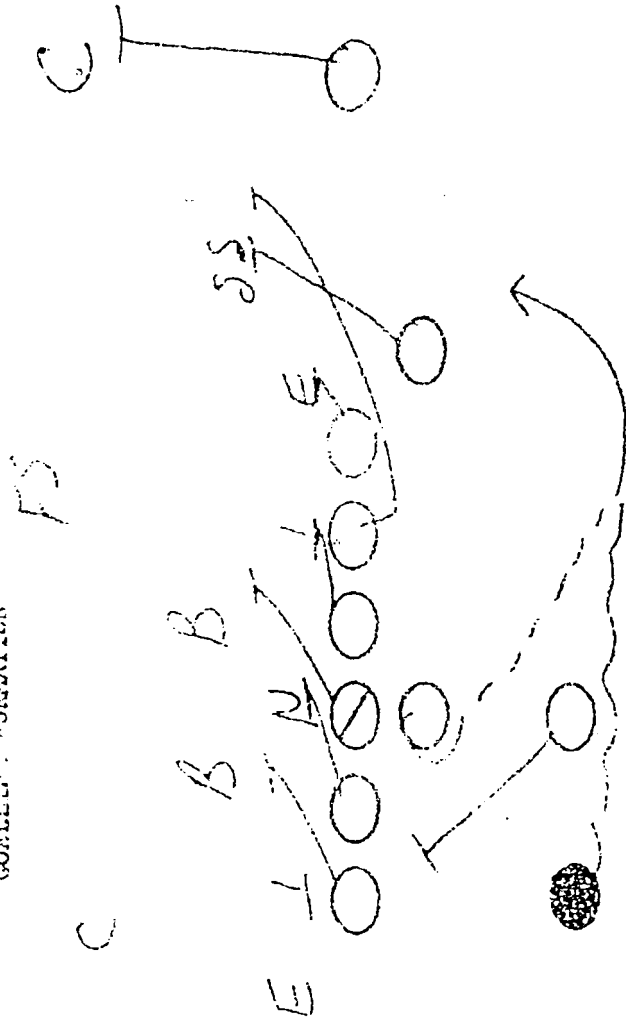
0

0  
0  
0  
0  
0  
0

0 0 0

7 5

GOALLINE FORMATION

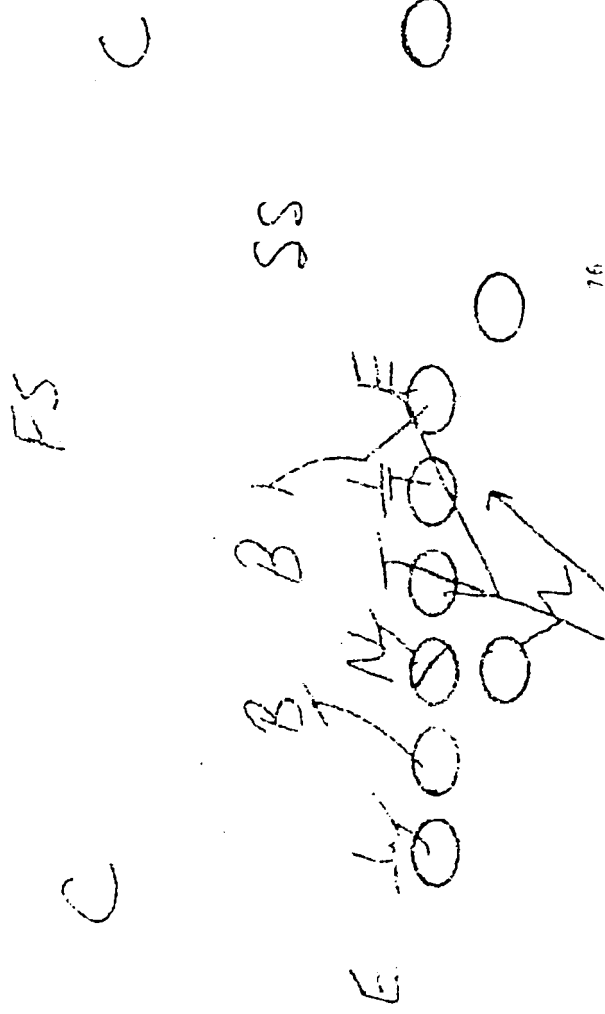


GOALLINE TOSS

|    |                                               |
|----|-----------------------------------------------|
| QB | Reverses pivot and pitch ball.                |
| R  | Same as shoot toss                            |
| Z  | Block downfield                               |
| W  | deep motion - receive ball o<br>outside back. |
| Y  | Same as regular toss                          |
| TE | Scoop block                                   |

GOALLINE DRIVE

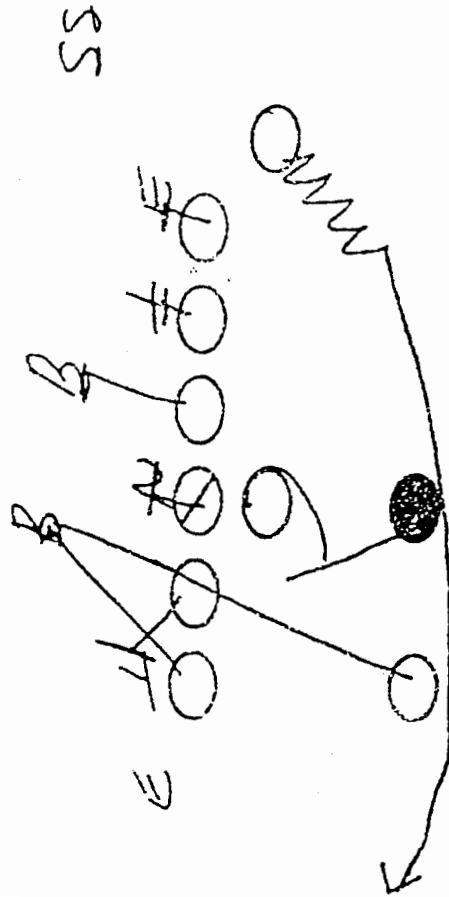
|    |                                                             |
|----|-------------------------------------------------------------|
| QB | Make a run fake to R back to<br>smash track. Give ball to R |
| R  | Smash over rt. guard                                        |
| Z  | Block downfield                                             |
| W  | Run a track for outside hip                                 |
| Y  | Release outside                                             |



GOALLINE FORMATION

FS

C



GOALLINE X-IT

QB Reverse pivot and give ball to

R Dive hard to outside hip of guard

Z Block downfield

W Fill on inside LB

Y Short motion - fake wagon

TE Block man in gap or block LB

HB POPCORN TRAP

QB Reverse pivot and fake to R --- inside handoff to WB

R Fill for left guard

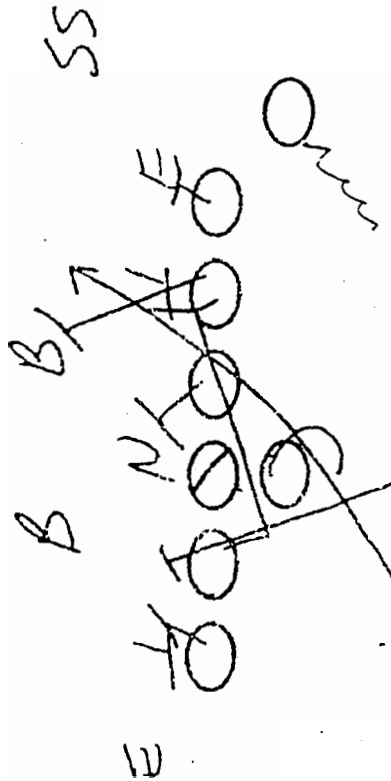
Z Block downfield

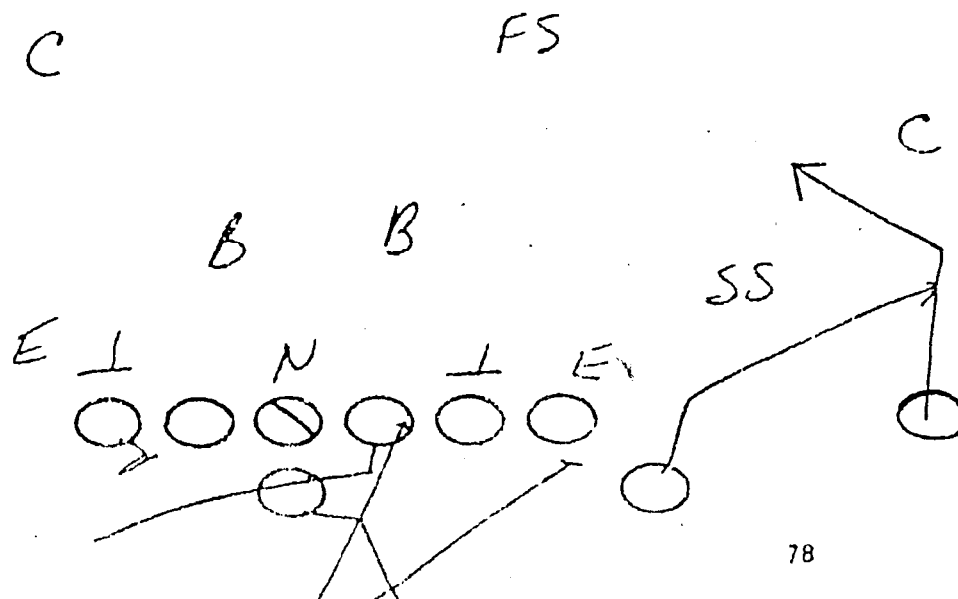
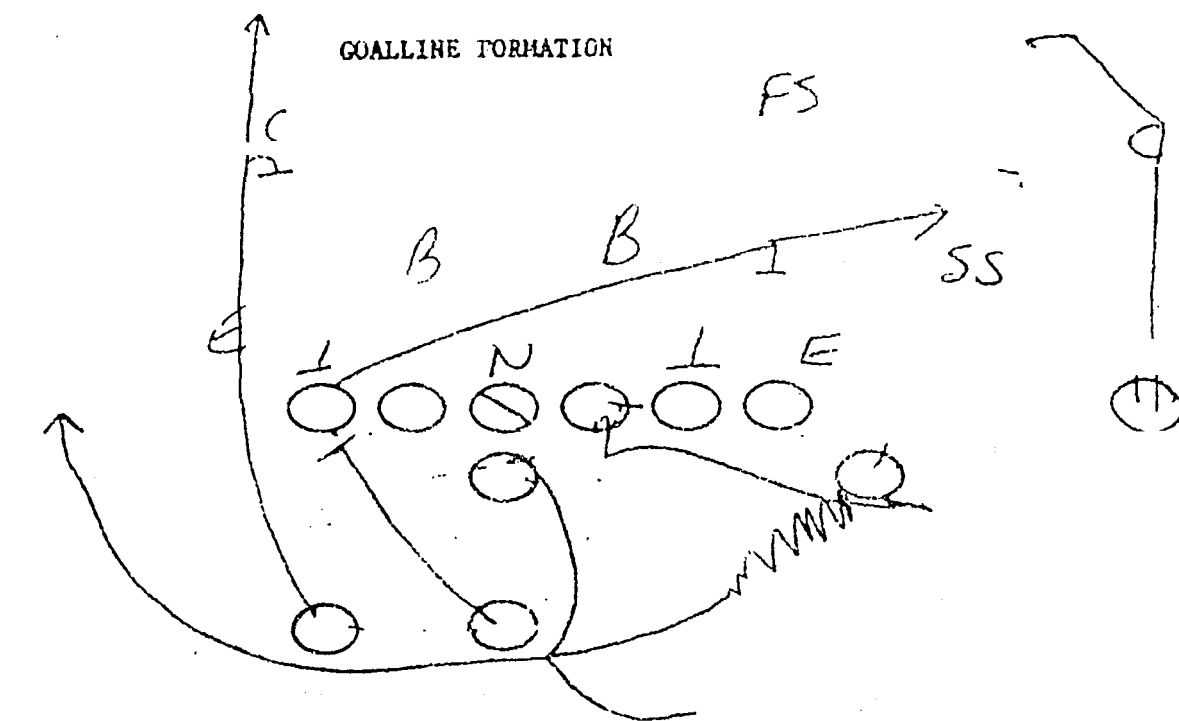
W Take jab step - then receive ball on inside trap

Y Short motion

C

FS





# GUARD EAST PASS

QB Fake wagon - boot out and set up over tackle area

R Block backside - most dangerous

Z Post-curl or tagged route

W Seam route

Y Short motion - bubble

TE Throwback route

## DRIVE PASS

QB Fake drive - set up behind IT

R Fill for guard

Z Slant

W Fake drive - block frontside 3

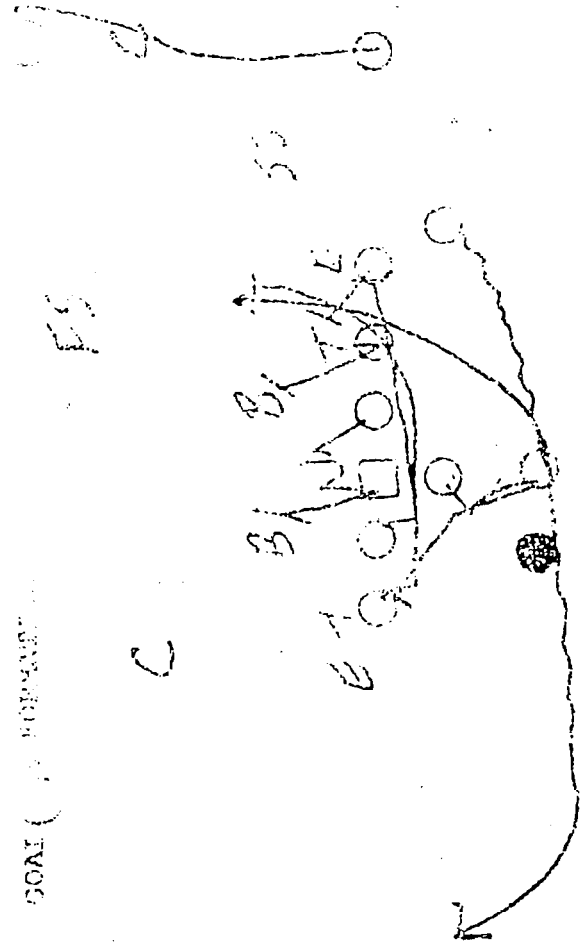
Y Release flat



GOAL ( ) POPCORN

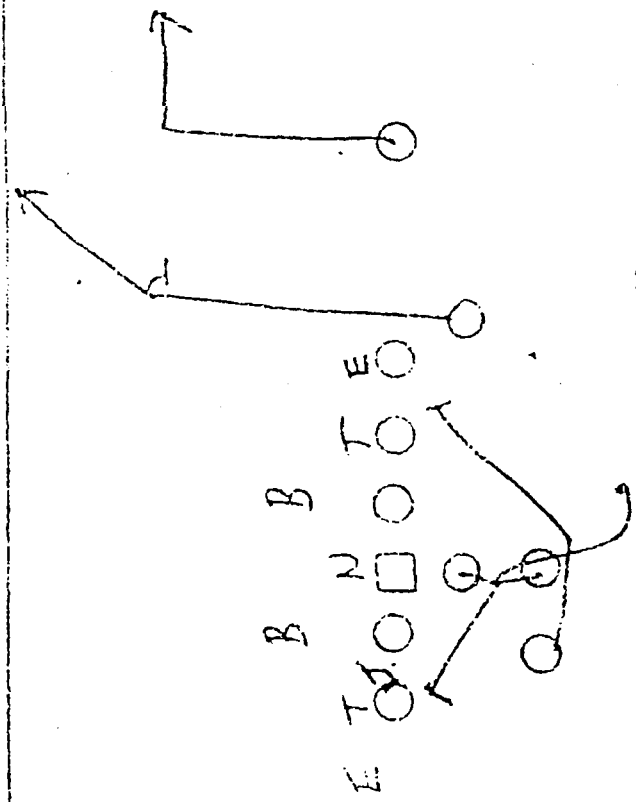
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C



WIND SWEEP ( )

|                  |                                                             |
|------------------|-------------------------------------------------------------|
| QB               | Fake dive to K - outside handoff to W                       |
| R                | Fake X-it left - fill for pulling tackle                    |
| Z                | Block deep outside 1/3                                      |
| W                | Grab step then receive handoff and read pulling tackle      |
| Y                | Short or load motion away                                   |
| TE               | Pull and lead up through hole or lead around to the outside |
| POPCORN PASS RT. |                                                             |
| QB               | Same as shoot                                               |
| R                |                                                             |
| Z                |                                                             |
| W                |                                                             |
| Y                |                                                             |





## RECEIVER ROUTES

### SPLIT END ROUTES

1. SLANT - Explode off the ball and plant your outside foot at a depth of 5 yards and break to the inside.
2. QUICK OUT - Explode off the ball and on your third step plant your outside foot at a 45 degree angle to the outside and whip your head and outside foot around so that you are headed toward the sideline at 90 degrees. Receiver should end up at a depth of 6 yards..
3. HITCH - Explode off the ball and plant your outside foot and pivot toward the QB at a depth of 6 yards. The ball should already be released.
4. QUICK Z - Run downfield for 6 yards and execute a slant route. On your 3rd step, plant off your inside foot and break at a 45 degree angle toward the corner of the endzone.
5. OUT - Explode off the ball for 7 steps and on your 7th step plant your outside foot at a 45 degree angle to the sideline and carry out your speed cut. Whip your head and inside foot around and look for the ball. On certain plays there will be a blanket adjustment with the SE running an up.
6. CURL - The curl is run at a depth of 12 - 14 yards. At the depth of 12 yards plant your outside foot and duck your inside shoulder and curl around to face the QB. If open, come straight back to the QB. - if not shuffle to seam.
7. POST - CURL - Explode off the ball and at a depth of 10 yards, break on your outside foot upfield at the post angle. On your 4th step of the post plant your outside foot and shuffle to the open seam. Be sure to come back to the QB vs. man defenses.
8. COMEBACK - Explode off the ball for an outside position on the defensive halfback. Gather a couple of yards before the break. The last step should be the shortest. Snap your head toward the QB immediately as the break is made. Make your break at 12-14 yards working back to the sideline at a 45 degree angle. If the defensive halfback should let you go deep to the outside do an up. If there is blanket coverage, run a 12-15 yard square cut.
9. DRAG - Release downfield under control and wingback to clear. Break off your outside foot to the inside under or over the top of the linebackers depending on the inside linebackers drop. You must read where the seam is and get into it.
10. X -in or Z -in - Take an inside release aiming at inside shoulder of corner for 6 steps and plant off your inside foot at a 45 degree angle to the corner. On your third step plant off your outside foot and curl to inside. Find the seam in the coverage. If you see grass, then continue on upfield. If they are in blanket coverage, then run a 12-15 yard square out.

11. UP - Take an outside release and run as fast as you can up the sideline. The ball will be thrown over your outside shoulder. The receiver may hook up (squirrel) if they have not broken down the pad to within 3 yards (of the defender) once they have taken their 7th step. An arm signal - holding up the outside arm on the 7th step - will help the QB know the receiver's intentions. Never squirrel vs two deep safeties.
12. POST - ACROSS - Same pattern as the post-curl except the receiver runs across the field horizontally after his last break. Once you are crossing the field, find a seam and throttle down and adjust to the ball.
13. POST - CORNER - Explode off the ball to a depth of 8-10 yards and break off outside foot and run a post for four steps. Drive off your inside foot to the corner at a 45 degree angle. Against blanket take an inside release and at a depth of 8-10 yards break to the corner.
14. POST - Explode off the ball to a depth of 8-10 yards and break off your outside foot into seam between the corner and the safety.
15. CONEBACK SCREEN - Release off the L.C.E. as if you were going to run an up for 3 steps. On your third step plant off your outside foot and pass back toward the QB. Ball should arrive your 6th step.
16. DOUBLE OUT - Explode off the ball and at a depth 10 yards make an outside jab step with your outside foot as if you were going to run an out, but continue on upfield to a depth of 14 yards and execute an out.
17. SIDELINE - Release up field as if doing an up and at a depth of 18-20 yards plant your inside foot and do an out. Come back to the QB.
18. SEAM - Same as the wingback seam or seam choice route.
19. SNAKE - Run a curl route and once QB puts his eyes on you run an out.
20. WHIP OR SHAKE - Moves added onto any route in order to shake a dog technique defensive back.

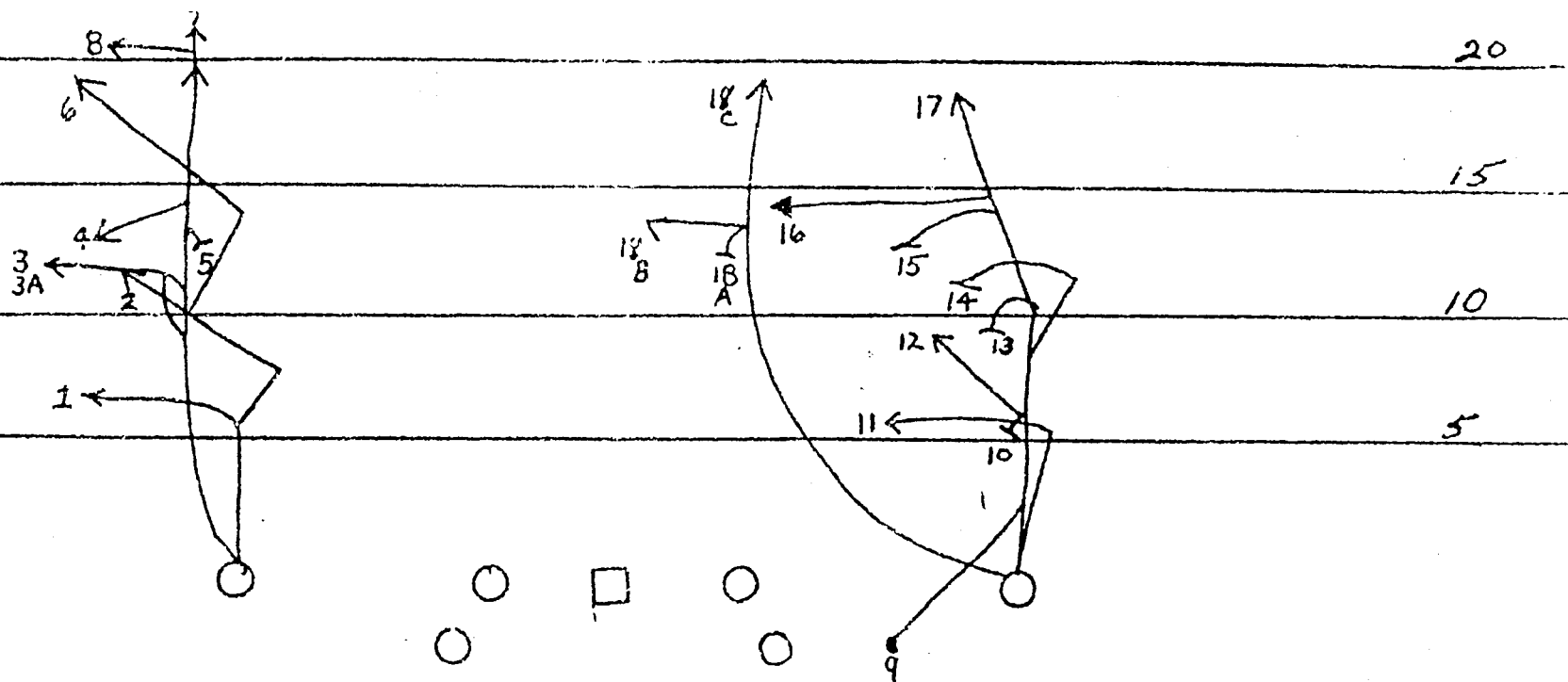
#### WINGBACK ROUTES

1. FLAT - Take an outside release gaining width as fast as possible. Work gradually to a depth of 5 yards then level off.
2. OUT - Take an outside release and run upfield to a depth of 10 yards. Execute a speed out and make a 90 degree cut to the sideline. If someone is waiting to pick you up on the sideline, stop and turn toward the QB.

3. CORNER - Release hard upfield to a depth of 8-10 yards and break off your inside foot at an angle of about 45 degrees to the sideline.
4. THROWBACK - Release hard to the inside under the linebackers getting depth gradually as you move toward the opposite sideline. Work to a depth of 5 - 8 yards depending on open seam. If you see someone waiting on the opposite sideline for you, throttle down and turn to the QB.
5. ACROSS - Release upfield at a slight angle inside for 7 yards, then angle toward the opposite sideline working to a depth of 15 yards.
6. RED/BLUE - Take an outside release straight at the corner defending the split end. Once you clear the curling SE, turn upfield looking for the ball over your inside shoulder.
7. OPTION - Take an outside release and read the inside LB. If he blitzes, then the WB is hot. If there is no blitz, then continue to a depth of 6-8 yards and get into the seam between the linebackers and defensive backs vs. zone. If it is man coverage work upfield into the man to a depth of 6-8 yards and break hard at the outside.
8. UP - Release downfield as if you were going to split the goalposts. If you see 3 deep zone, hook up by 15-18 yards downfield. If you read two deep; split the defenders.
9. HARDNOSE AND SIDELINE UP - From long ration the wingback once set off by the snap count angles up the sideline.
10. DELAY - Block or act as if blocking for 2 counts, then release over the middle into the vacated area left by the linebackers. Look for the ball quickly. If you see the inside LB blitzing, then go right now and become the "hot" receiver.
11. SHOVEL - Act as if you are blocking for one count then release flat down L.O.S. and look for the ball behind the double team block.
12. HOOK - Release off the L.O.S. looking at the inside LB to your side. If he blitzes you are the "hot" receiver. If there is no blitz then work your way to the opposite guard area at a depth of 8-10 yards.
13. BUBBLE - From either medium, long, or deep motion swing deep into the backfield and run a wide arcing pattern losing 5 yards. Look for the ball over your inside shoulder.
14. SEAM - Take an outside release and run the seam between the corner and the safety. Run directly up the hash.
15. CHOICE - After motioning turn upfield and read coverage for your route. Route may be an in, curl, seam, or post.

#### RUNNING BACK ROUTES

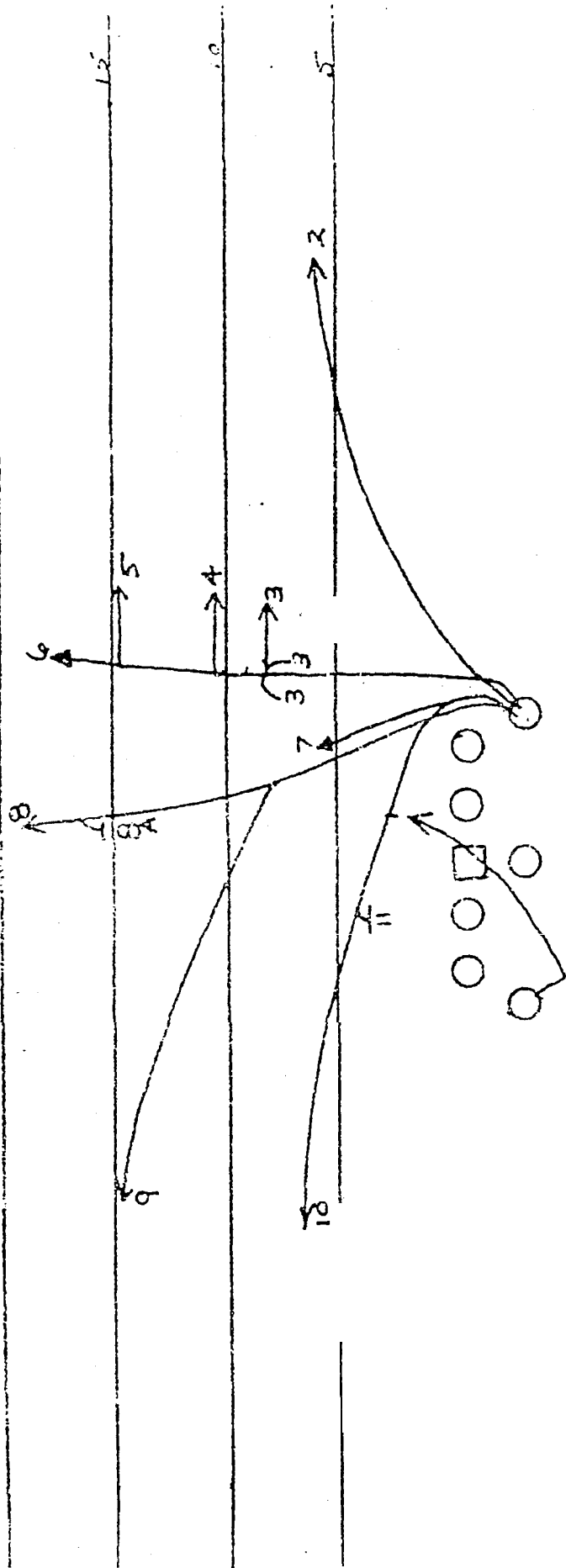
1. BUBBLE - Same as wingback bubble pattern except may or may not be run with motion.
2. POPCORN SCREEN - Run trap course for 2 steps and after your 2nd step shove off your inside foot straight down L.O.S. Turn and look for the ball over your left shoulder. If ball is not released quickly then pivot and wait for ball.
3. RUNNING BACK SCREEN - Block frontside 3 for 2 counts then release off and pivot toward the QB and wait for the ball. Slip behind the defensive man if possible.
4. QUICK SCREEN - Take normal course to defensive end. Step towards defensive end and act as if you are going to block him, but don't slow him up. Step in behind the defenders - don't cross his face.
5. FLAT - Same as wingback flat.
6. HOOK - Fill for the frontside guard, If nobody is there to block do 6-8 yard middle hook over vacated linebacker position.



# SE ROUTES

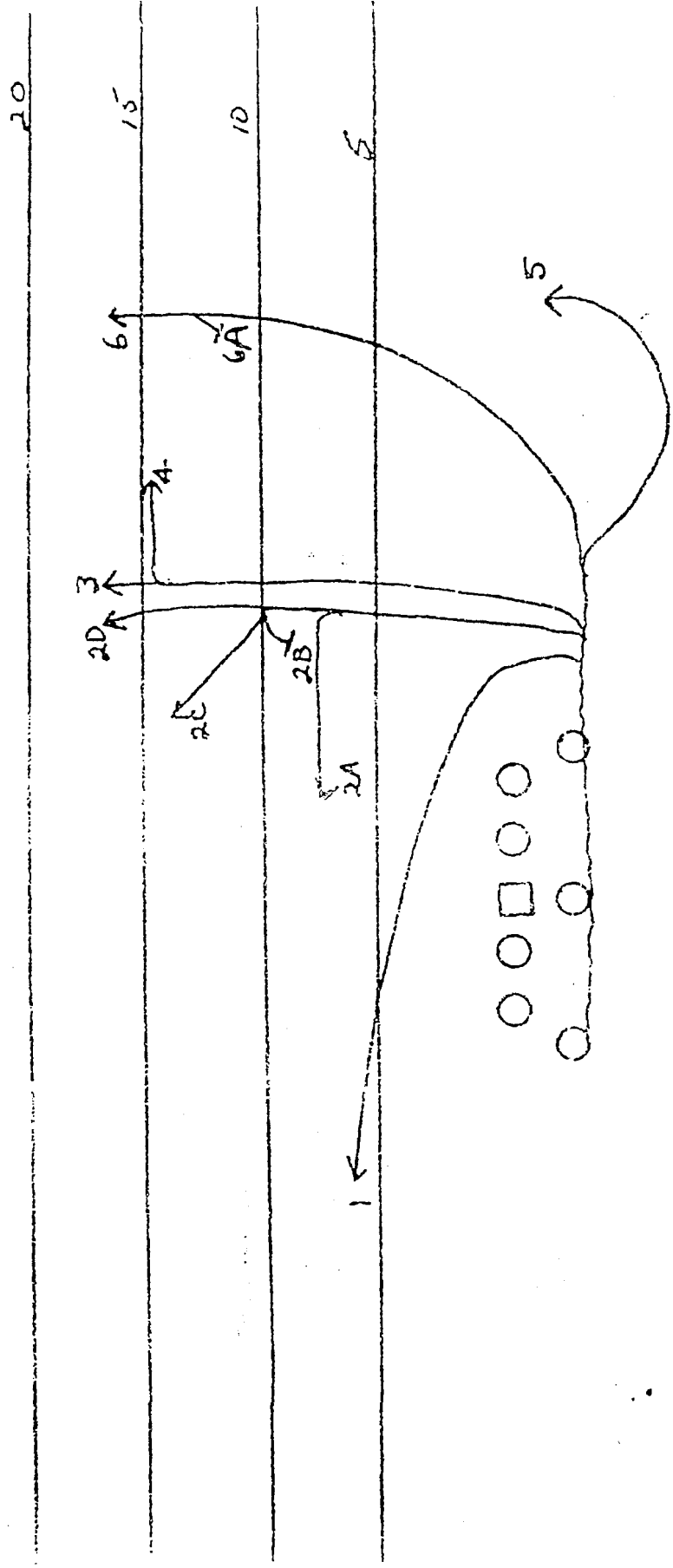
1. Quick out-
2. Quick Z
3. Out  
3A - Mudcat out
4. Comeback
5. Up squirrel
6. Post-corner
7. Up(fade)
8. Sideline

9. Comeback Screen
10. Hitch
11. Delay
12. Quick Slant
13. Curl
14. Z-in (x-in to left)
15. Post-curl
16. Post-across
17. Post
18. A - C Seam



# WINGBACK NO MOTION ROUTES

1. Shovel
2. Flat
3. Option
4. Out
5. Flood out.
6. Seam
7. Mudcat jump or hot
8. Up
  - A. - up squirrel
9. Across
10. Throwback
11. Hook



INTEGRACK MOTION ROUTES

- Throwback
- A - D Seam Choice
- Seam
- Flood Out
- Bubble
- Sideline up
- A - sideline up squirrel

- RUNNING BACK ROUTES
1. Popcorn Screen
  2. Hook
  3. Quick Screen
  4. Running Back Screen
  5. Flat
  6. Bubble

189

