

Run and Shoot Offense

INTRODUCTION

This is designed as a playbook for the offensive coaching staff. Although much of what is contained in this Playbook must be taught to our players, [and the players should have a Playbook] this book is not meant for the players, with the possible exception of the Quarterbacks. This book is a detailed discussion of our offense; our philosophy, terminology, specific techniques and play sequences. It is the role of the coaching staff to distill and teach the information contained in this Playbook to our team.

It is also the responsibility of each staff member to adopt the terminology and philosophy put forth in this document. If we all speak in the same language and with the same message communication with and the learning by our players will quickly improve.

Finally, the concepts contained in this work are the result of many years of self reflection and learning from others. Although any concept can be discussed, for our purposes, on the field, this becomes our staff bible.

A PHILOSOPHY OF ATTACK

During the past three decades we have seen the fall and rise of the Wing "T", the rise and fall of the Wishbone and the Veer option. A sudden and dramatic shift to the high powered running game as illustrated by the great "T" formation attacks that gave way to the multiple passing and running formations. Many of these trends has made themselves felt on the high school level and they will continue to do so. Recently more and more high school coaches have made the move to the Wing "T" offense or its close relation the Fly offense. Faced with the rise of the pressure 7 and 8 man fronts, offensive coaches have chosen to add more backs and even an additional Tight-End to increase the defense's gap responsibility and the additional defenders at or near the line of scrimmage. While more and more defenses depend on pressure and penetration [often summarized as athleticism or allowing the athlete to be turned loose] rather than teaching the time tested methods of reading, keying and tenacious pursuit. Offenses like the Fly and the Wing "T" prey upon this lack of teaching of the most basic of defensive principles and the alarming lack of defensive discipline. Misdirection, motion and multiple fakes have successfully distracted defenses from the most basic of all the this great game's principles; "there is only one ball, find it quickly and efficiently and you can control and stop any run offense." The second of these most basic football principles that often seems forgotten in today's game, is the critical principal of **maintaining defensive leverage by never allowing ourselves to be out flanked.** The failure to understand and apply these principles has contributed mightily to the success of today's popular run oriented 3 and 4 back offenses.

Many years ago I listened to the great Notre Dame coach, Ara Parsegian, speak to the critical importance of staying "out of cycle." He emphasized the importance of giving your opponents something they are not used to seeing on a regular basis. As more and more teams shift to 3 and 4 back offenses with only 1 and sometimes no Wide Receiver threats, defenses will become more adapt at stopping these attacks. Even now they are moving more and more defenders on or near the line of scrimmage to disrupt blocking patterns and to attack the additional gaps presented by these styles of offense. Staying out of cycle does not allow our offense to be effected by the advances made against the other styles of attack, but rather we will present defenses with a multiple formation, four receiver offense with a single back who can attack anywhere along a widely spaced defensive front.

In addition, unlike many of today's popular offenses, our Run and Shoot attack places enormous [vertical and horizontal] stress on the entire defensive structure. It forces defenders selected for their ability to play run defense to become pass defenders, often aligned in open and unfamiliar space. It forces the defensive staff to bench a defensive starter(s) [and all the internal problems this can cause] or play him at a position to which he is completely unsuited. Run and Shoot offensive linemen need not be big, but they must quick and strong with solid technique and a clear understanding of our offensive scheme. In addition our Tailback can sustain a season of multiple carry games because the defense is so convoluted by the offense that gang tackling and the punishment it deals out, is severely limited. Our skill athletes have a much greater opportunity for the big play because they often find themselves in pure 1 on 1, 2 on 1 and 3 on 2 situations that constantly favor the offense. Finally defenses are far more likely to play "vanilla" fronts in order

to avoid alignment or assignment errors. This simplifies offensive blocking schemes, limits week to week adjustments allowing the offensive linemen to concentrate on technique and group reactions.

We have a saying, "You had better back up because we can score getting off the bus!" During the last decade we have set virtually every offensive record in every program that we have been associated with. The offense puts tremendous mental and physical stress on the defense allowing us to isolate our best skill players in one on one situations. It is flexible and capable of rapidly adjusting to anything the defense throws at us, it is possible to never have a bad play called. Our offense takes advantage of the three most difficult circumstances facing any defense:

1. Finding skilled pass defenders.
2. Finding polished pass rushers.
3. Making the defense execute one on one open field tackles.

All of these elements are often found lacking in today's defensive game. The offense lends itself to a battle of attrition, making conditioning, both mental and physical, a major factor in any contest. The offense can work at a high tempo, easily changing strength and rapidly attacking defensive adjustments and gaining forcing defenders to run considerable distances on every play. Defenders no longer find themselves in a compacted area but rather they find themselves spread out across the field and isolated both physically and mentally. This places enormous stress on the entire defensive structure.

Best of all this is the same offense on day one as it is on the last day of that season's practice. It is the same offense on our one yard line as it is on the opponent's one yard line. Day by day, week by week and month by month we can work at getting better rather than worrying about and implementing game to game adjustments, while the defense has only four days to get ready.

THE TEAM PHILOSOPHY

Success in any field begins with a clear understanding of the principles or philosophy that will govern the program. This is absolutely the single most critical factor in establishing a successful program in any team sport. Rules, regulations, offensive and defensive systems, weight programs, standards of personal behavior and clever phrases posted in the locker room are in themselves often seen as unrelated and isolated voluntary areas of participation and as such are open to individual interpretation by both the players and the assistant coaches. A leader who has a coherent, well understood and coordinated philosophy has taken the first step and most critical step in establishing a framework from which all the various components of a successful program may flow and it leads to a clear understanding by all of those who may choose to participate in the program of not only our goals and objectives but the reasoning behind establishing this particular list of concerns in the first place.

A leader who has a focused philosophy is more likely to know what the "right" decision is and have the courage to make it.

Bill Walsh

"Doing What Comes Naturally"

from *Finding the Winning Edge*

Our philosophy is a composite of our attitudes toward fundamental matters. It has been arrived at by consciously thinking about critical issues, developing a rational response to those issues and by testing and improving those responses in real time circumstances. By sticking to our philosophical tenets, we are provided with a systematic, yet practical, method of deciding what is to be done in a particular situation.

As such, our philosophy provides us with a conceptual blueprint for action, it increases our faith in this philosophy that sustains us through hard times and allows us to see that temporary obstacles are the future building blocks of our highway of success.

It should be clear that only one such master philosophy can be allowed in any team environment. Failure to buy into the program results in incomplete effort, inefficient time management and a natural fragmentation of the entire organization during periods of crisis. There is no margin for tolerance when this behavior becomes evident.

Getting people to "give a damn" means harnessing their concern about the future.

Bill Walsh
"Insecurity Complex"
Forbes, April 8, 1996

Getting everyone involved in the program's attention requires a clear understanding of what will be expected of them and the standards by which they will be evaluated. Rather than establish a complex series of program and team rules, that by their nature tend to define what **should not** be done, we have found it far more productive to establish program standards for which everyone is accountable. This standards may apply to personal behavior or to the number of snaps that should be attained during a particular drill. This standards run from the most general to the most specific as they apply to the more technical aspects of the game.

The Golden Rules of Team Play

"Do what is right"

This may seem on the surface to be simplistic but further reflection will lead one to the inescapable conclusion that if this standard is always adhered to very few problems will ever occur. In addition it gives everyone in the program a simple and easily recalled starting point from which their immersion into the team philosophy may begin. Finally, to the credit of our young people, a very high percentage of them do truly understand what is right and can, with some reflection, identify the correct course of action

"Everything you do, on or off the field, should bring credit to our program and our school"

Generally people are confronted with more than two options in many situations, this allows a point of focus or a balance point when considering the consequences of one's actions, but more importantly it leads one into a far more proactive approach rather than a passive one. This is the standard that creates the bound between what happens off the field to the privilege of being part of the Team."

*In life God gives us only one thing in equal amounts;
It isn't speed or talent or size, it is Time,
We all get 24 hours in a day,
How we use it, what we do with it,
Sets the pattern for our lives"*

Tim J. Galli

"Practice Planning"

Installation of the Run and Shoot Offense In
High School Football

This standard establishes the importance of each and every practice, each and every meeting or drill. It is this standard that is the philosophical basis of our principle of *High Velocity Practices*. It makes everyone responsible for maximizing every moment and every movement of every practice. It also establishes our standards on practice attendance.

All program members are concerned by the standards by which they will be evaluated, if these standards seem arbitrary or inconsistent a deadly germ of discontent and mistrust is planted that will haunt the program now and in years to come. Therefore these standards must be broad and flexible but also easily understood and accepted, without forcing individuals to make value judgments that maybe contrary to their personal belief systems.

"Can I trust you?"

This a wonderfully clear yet flexible standard that forces the athlete to look inside himself and to evaluate his own actions. It also serves a psychological bound between the coach and the athlete even in those circumstances when the coach is not present. After all true discipline is best demonstrated when the athlete is not under the direct supervision of the coaching staff.

"Is what you are doing or how you are acting making us better or worse?"

Once this standard is in place it is a far more simple process to get the athlete to buy into a system of self evaluation when guided by a coach through that process. This standard can be applied to an isolated incident in a classroom to the most complex offensive technique. Because the athlete has been given the basic tools of self evaluation by standard setting, corrections are often self motivated and far more positive than traditional methods of evaluation.

"Football is like life--it requires perseverance, self denial, hard work, sacrifice, dedication, and respect for authority."

Vince Lombardi
Hall-of-Fame Coach
Green Bay Packers

"Every football game is decided by five to seven big plays, the problem is you don't know when these plays are about to happen, so we must be prepared to play hard all of the time. The shortest play in football is about 1.1 seconds, a short incomplete pass, while the longest play is about 12 seconds, a kick-off return. The average play is 3 seconds, now who cannot discipline themselves to play hard for 3 seconds?"

Paul "Bear" Bryant
Hall-of-Fame Coach
University of Alabama

"In football you either get better or worse, nobody stays the same"

Daryl Royal
Hall-of-Fame Coach
University of Texas

"Football is the only game played with a ball that isn't round, it never bounces the same way twice, in that way it is much like life. In football as in life we must be prepared for every bounce of the ball and how we plan on dealing with it"

Tim J. Galli

"High Velocity Practices"
Installation of the Run and Shoot Offense in
High School Football

"You have to have a plan for everything, you are on the road, you are behind 28-0, it is half-time, and it is raining cats and dogs and the manager left all your rain gear at home; you have to have a plan"

Paul "Bear" Bryant
Hall-of-Fame Coach
University of Alabama

Here we establish the critical standard of demanding and seeking to attain excellence at all times. This could be in a meeting, in the weight room or on the practice field, everyone involved in the program should constantly be aware of this standard and always be alert for a new way to attain it. To get your entire team to play hard all of the time is one of the most worthwhile goals that any coach could aspire to and is often the deciding factor in a contest between to fairly evenly matched teams. By creating a sense of urgency at practice, every drill and every play takes on new meaning for every player and every coach when taken within context of our overall philosophy!

"The only people who can hurt our program is ourselves"

Tim J. Galli

"Accountability"

**Installation of the Run and Shoot Offense in
High School Football**

This standard is one of the basic pillars upon which the entire team structure and principles of "accountability" are under pinned. Understanding that team sports is one of the remaining areas that can be relatively insulated from the day-to-day trials and tribulations of life. Understanding that who good we can be is essentially under our control and that if we choose not to allow it, the outside world can be kept at bay by the force of our commitment to each other and the common cause that has brought us together.

ALIGNMENT, SPACING AND IDENTIFICATION

Proper spacing is absolutely vital for the success of the Run and Shoot attack. But proper spacing is not just a consideration for the receiver unit and the Tailback, it is absolutely vital for the offensive line unit if they are to successfully execute their assignments. Proper spacing and alignment must be reviewed daily during the early season and revisited from time to time during the season. Players have a tendency to become sloppy in this area and problems can arise before you know it. Just as having a correct stance is critical so is the proper alignment, the coaching staff must be ever diligent in this area.

We require the maximum line splits that our ability will allow us to take, spreading our opponents has several advantages:

1. It creates natural running lanes.
2. It isolates and identifies pass rushers.
3. It removes backside #7 a greater distance from the Quarterback.
4. It makes stunts between two defensive linemen more difficult because they have farther to go.
5. It creates natural throwing lanes.
6. It creates blocking angles.
7. It widens the corner.

Our minimum splits are 3' between the Guards and the Center although we would prefer 4'. Between the Guards and Tackles our minimum split is 4' but also here we would prefer 5'. These size splits will rightly invited gap stunts and slants by linebackers and defensive linemen, this makes two additional factors critical to the success of our offense. The first is our distance off the ball, we expect our Center to extend the ball as far out in front of himself as his humanly possible and still snap the ball efficiently. The remainder of the offensive line aligns as deep as the rule book will allow. The Offensive Guards will just intersect the Center's arm pit with their helmet and the Tackles will align on the Guards. The Guards must look inside to check their alignment each and every time they come to the line of scrimmage. By taking a maximum depth alignment we gain several advantages:

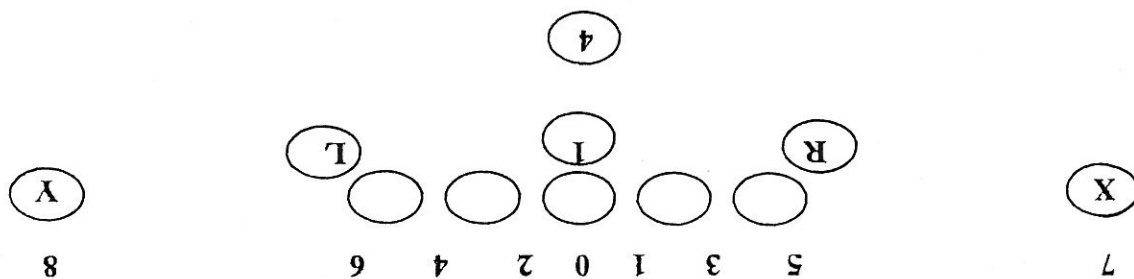
1. Our zone blocking schemes are facilitated allowing us more time to read the defense's reactions.
2. It gives us more time to recognize and react to stunts.
3. It allows us the leverage to cut off gap stunts or charges.
4. We get cleaner pulls from our offensive linemen.

The second critical factor in sealing inside defensive charges is the proper step pattern. It cannot be over emphasized that in order to prevent penetration we step with the correct foot and not allow our defender a "soft shoulder" to attack. Stepping with the correct foot requires virtually daily review, especially under a stressful environment such as a Blitz Drill or Inside Run Drill. Failure to execute this technique will lead to the complete collapse of the offense.

NUMBERING AND IDENTIFICATION

Our basic system of coding and identification is rather a hybrid combination of individual and series numbering. Individually we identify the left Wide Out as "X" and the right Wide Out as "Y". The Left Slot is called "R" and the Right Slot is identified as "L". A word of explanation is necessary at this point to clear what, on the surface, may seem a contradiction in the identification of our Slot receivers. The Slots are so named because of the direction of all of their motion calls from an Even set, thus the Left Slot is called "R" because all of his motion calls from an even set [Rob, Ross, Ram and Rip] require him to go to the right, hence the title "R" Slot. The "L" Slot's motion calls from an Even set [Lob, Loss, Lion and Liz] require him to go to his left. We identify our Tailback as number "4" and our Quarterback as number "1".

Illustrating Numbering and Identification



Coding The Passing Game

Our passing game is coded primarily as 63 or 64 followed by a package name. [Touchdown, Scat, Sting, Etc.] Considerable information is given within these two call determinations.

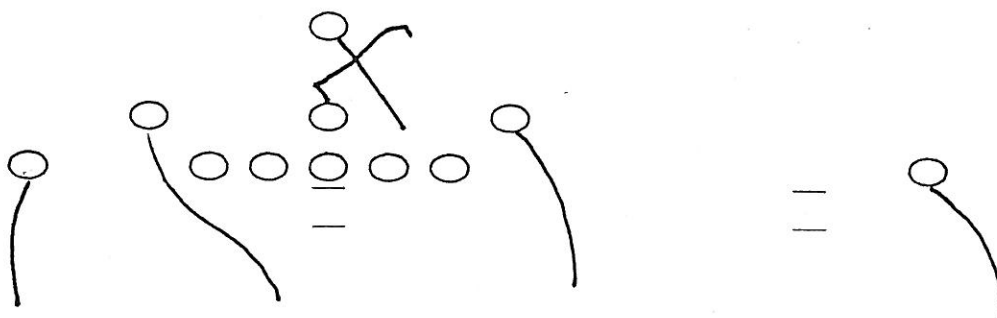
6 The number of pass protectors in the protection unit. The Tailback plus five offensive linemen.
The approximate depth of the Quarterback at the top of his drop, 6 yards.

3 The direction of the Quarterback's drop, left.
The set-up point of the Quarterback, over the "3" hole, the area between the left Guard and Tackle.

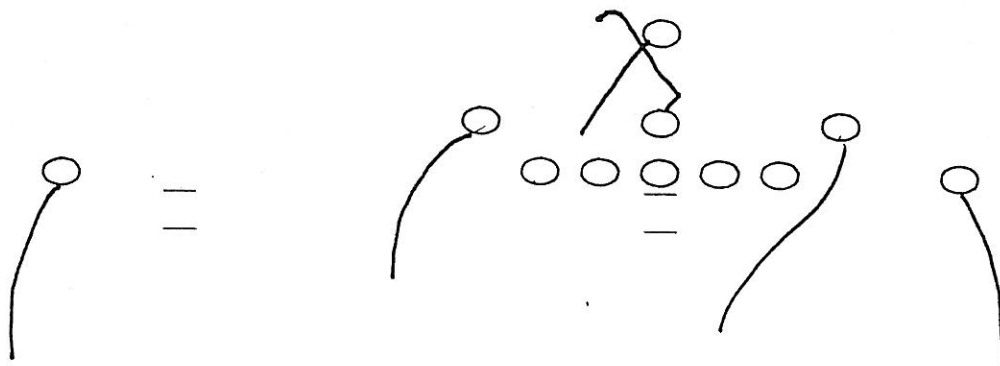
4 The direction of the Quarterback's drop, right.
The set-up point of the Quarterback, over the "4" hole, the area between the right Guard and Tackle.

The set-up point of the Quarterback, over the "4" hole, the area between the right Guard and Tackle.

Example of a 63 Pass Drop



Example of a 64 Pass Drop



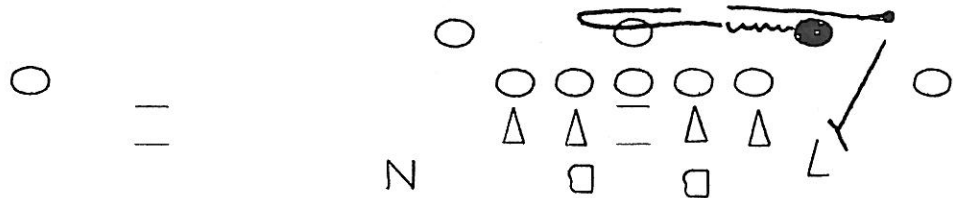
FORMATIONS, MOTION AND CADENCE

The key to making the defense play in a limited and predictable manner is the use of multiple formations combined with the rapid use of motion to change strength and therefore change defensive responsibilities. Motion for the offense has several distinct advantages:

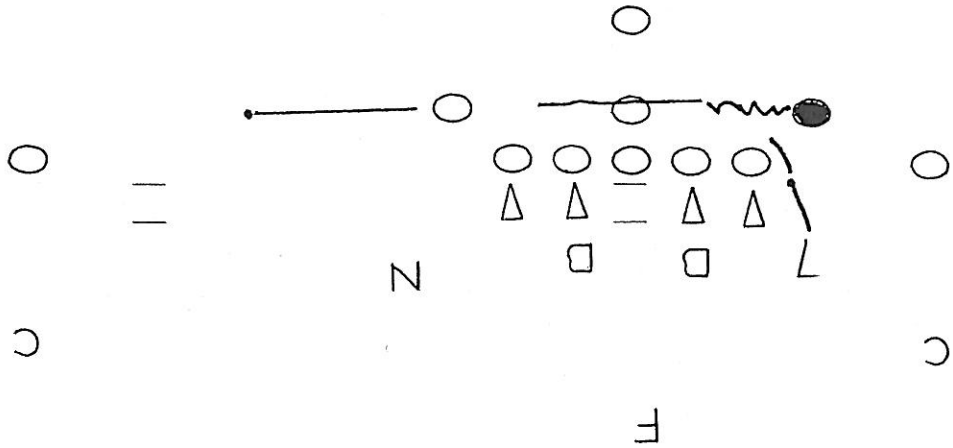
1. It rapidly changes formation strength.
2. The offense can gain leverage advantages.
3. The offense can gain numerical advantages.
4. Motion forces rapid defensive mental and physical adjustments.
5. Motion exposes coverage keys.
6. It improves receiver releases
7. It holds the defense in a stressful position for long periods of time.

The coaching staff must always insist that all types of motion be quickly and rapidly executed allowing the defenders as little time as possible to recognize and adjust to the changes in formation strength and leverage. Illustrated below are two examples of gaining an advantage through the use of motion. The first is gaining a position of leverage were one did not exist before. The second is gaining a numerical advantage against a 4-4 front when no adjustment is made to motion from an Even set to a Trips alignment.

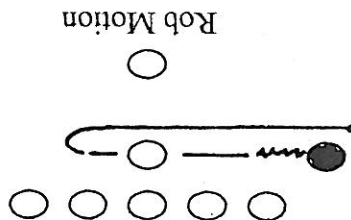
Gaining a Leverage Advantage



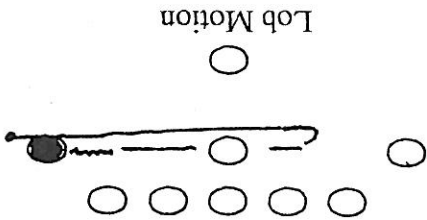
Gaining a Numerical Advantage



We run several types of motion, trying to never give the defense a consistent look while trying to gain the advantage at all times. The first of these is a type of return motion utilizing our Slot receivers. We begin in an Even set, start motion to Trips and then return, trying to gain a leverage advantage while exposing the defensive coverage. The Motion Slot must move quickly without being out of control, he will cross the Quarterback to the opposite guard before turning away from the line of scrimmage and returning. These two simple types of return motion are referred to as **Rob** and **Lob**.



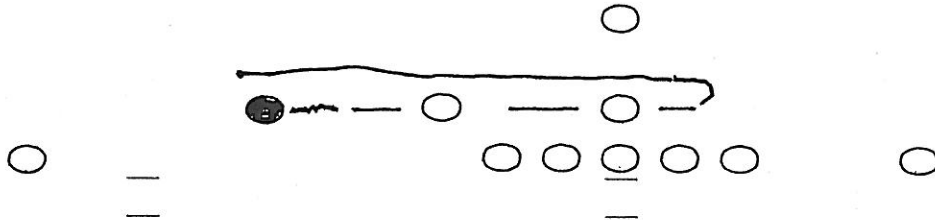
Rob Motion



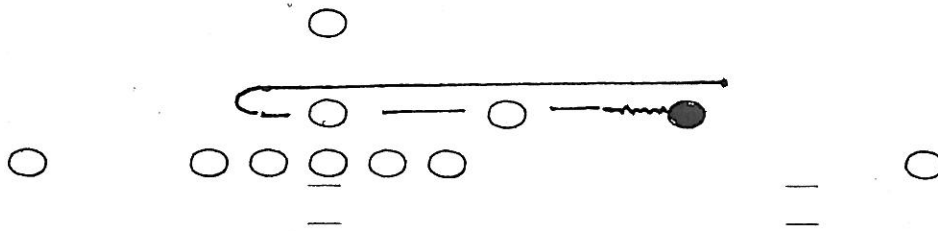
Lob Motion

The second type of return or bounce motion is setting in a Trips set, beginning motion to return to an Even set and then returning to the Trips formation that we had originally shown. The key here is to **not** allow the Motion Slot to align on top of the other Slot in an effort to make his motion track shorter. If we allow this to occur the defense is not threatened immediately and can afford to wait for the motion to occur before getting ready to play. We call these two types of motion **East** and **West**. The advantage to this type of motion is the rapid threat of the **Toss**, exposing the defense's alignment against Trips and the intended coverage the defense will employ.]

East Formation and Motion

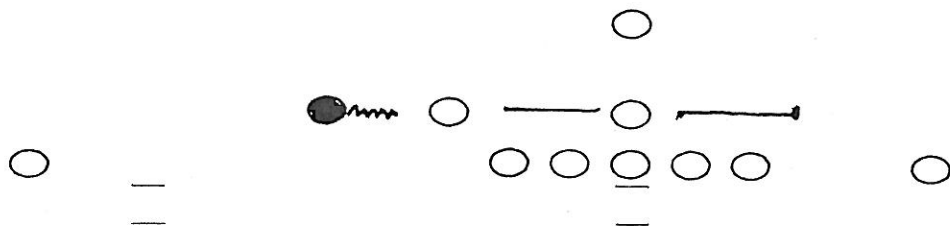


West Formation and Motion

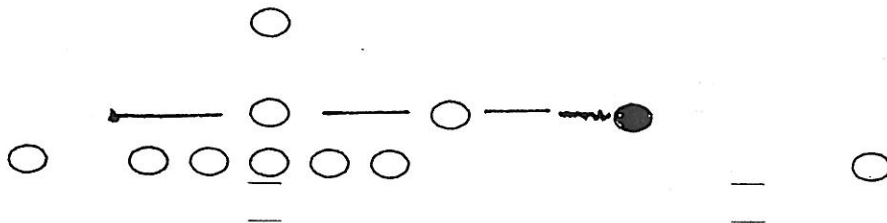


The next type of motion is setting in a Trips set and then returning across the formation to an Even set. This type of motion is of great advantage in making the defense adjust very late to a rapid change of strength since they cannot be sure if the Motion Slot will bounce or return to Trips. A second advantage is numerical against a defense that aligns an extra defender into the Wideside, Trips side of the formation and does not return him against motion back into the Shortside. We refer to these two types of motion as North and South.

North Formation and Motion



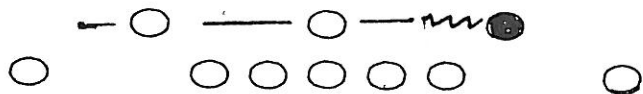
South Formation and Motion



The next two types of motion are different in that we snap the ball while the Motion Slot is on the move rather than waiting for him to re-set for a count. This gives the defense an entirely different look and forces the defenders to be ready to play from the time our player starts in motion. These types of motion do put a higher premium on timing and require sufficient practice time to master the techniques involved. The first of these two types of motion is motion to a two back set at the snap. It is two step motion that we refer to as **Rip** and **Liz** and unlike other motions begins on the command "**Ready**". These are not considered part of our core package but from time to time do have some advantages.

The next type of motion takes us from our basic Even set to a Trips formation, the spacing is determined by the coverage call and the requirements of the particular play call.

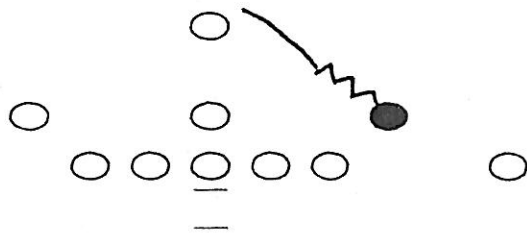
Ross Motion or Trips Right



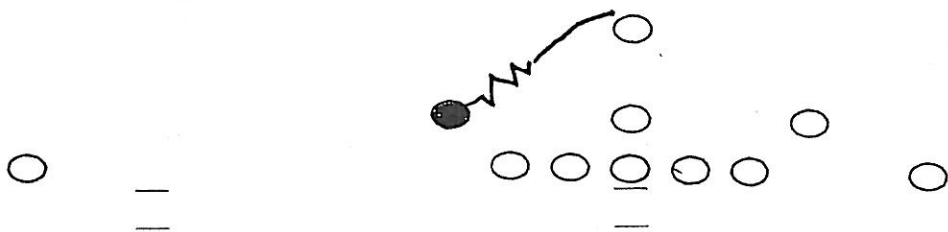
Loss Motion or Trips Left



Rip Motion



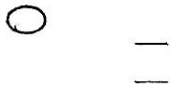
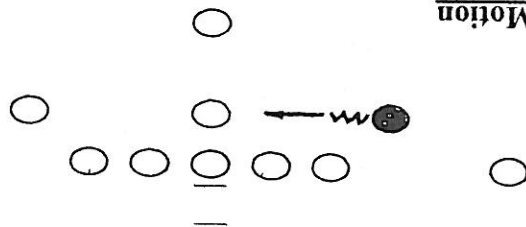
Liz Motion



The second of this type of motion is a speed motion designed to accommodate our Veer and Zoom series of play packages. This motion is started by the command "Go" and the ball comes up on the command of "Hike". It is also a two step motion with the Motion Slot aiming for a point one yard behind the Quarterback. We refer to this type of motion as Ram and Lion.

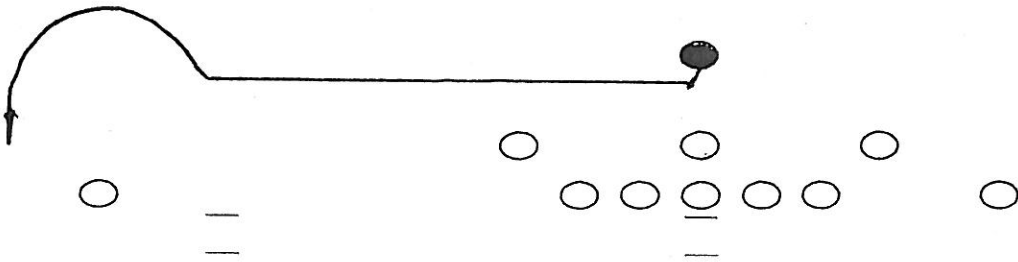
Ram Motion

Lion Motion

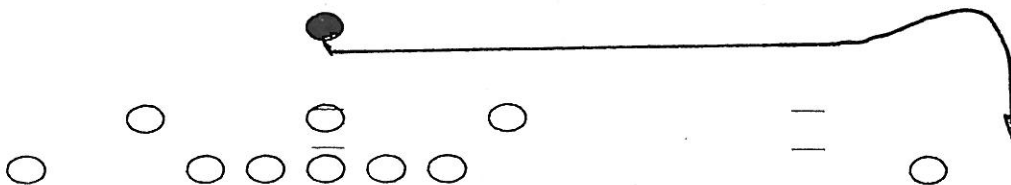


Toy Motion

Our next type of motion involves the Tailback motioning to a 5 receiver or empty set. This is of great value against defenses that make all of their formation adjustments using the secondary and can gain the offense a rapid numerical advantage. It can also be of service in setting up certain types of running packages if the defense weakens their front in their adjustment to the Tailback's motion. Once again the ball is snapped while the motion man is on the move. The key here is that the Tailback must read the receiver to the side of motion as to when he is to move upfield rather than listening to the cadence. We call this type of motion **Toy and Tex**.

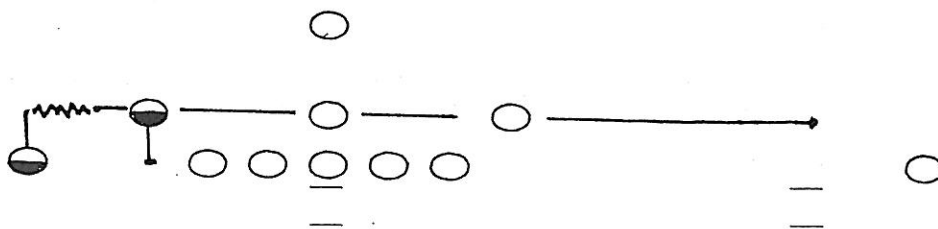


Tex Motion

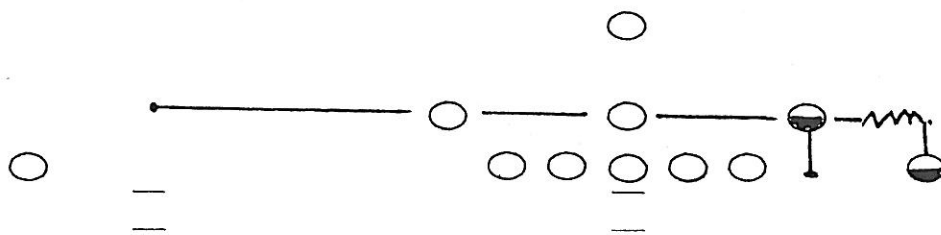


Our next motion utilizes the Wide Outs and is very effective against man coverage teams that choose to run across the formation with the motion rather than bumping to a man coverage. If they choose to run across the offense immediately gains a leverage advantage on the perimeter. This type of motion is started on the command "Go" and the motion man does reset for a count. In addition the motion side Slot must **step onto the line of scrimmage as the Wide Out is stepping back** in order for the formation to be legal. We call this type of motion Yo-Yo and X-Ray.

Yo-Yo Motion

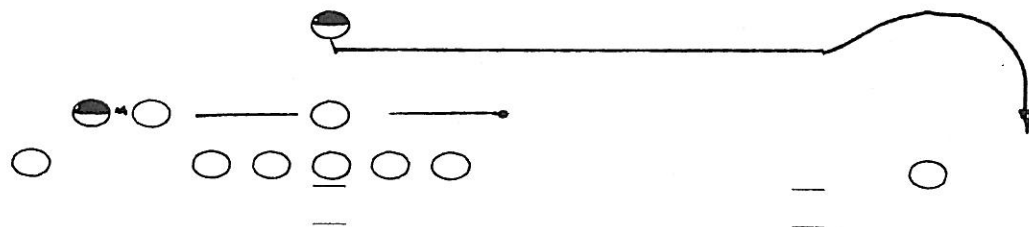


X-Ray Motion

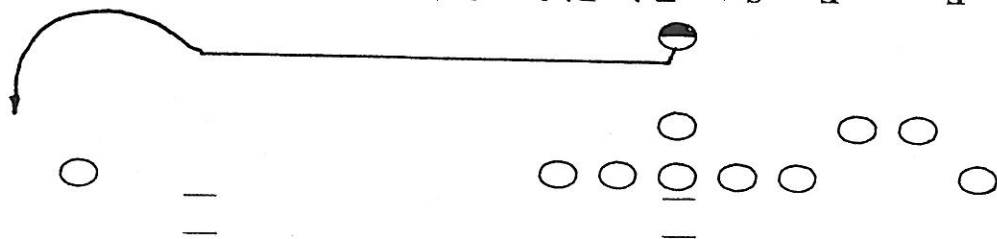


The next step in our motion package is to combine motion resulting in several different looks being presented to the defense and forcing the defense to make multiple adjustments. This rapid changing of sets through the use of motion may gain the offense a tremendous advantage while freezing the defense for that split second necessary for the offensive blockers to gain a decided advantage. We will illustrate several examples of combined motion calls. These are not the only possibilities but they can give you a good idea of what is possible with a little imagination and without requiring numerous offensive adjustments or changes.

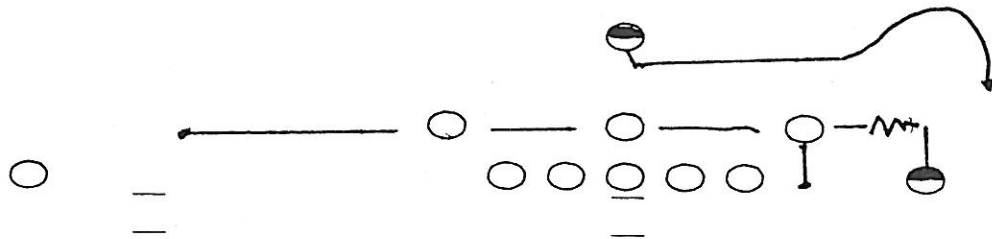
North Tex Moving From a Trips Set to an Even Set to 5 Receivers



West Stay Toy Moving From a Trips Left to a Trips Left and Doubles Right Empty Set



X-Ray Tex Moving From an Even Set to Trips Right to Trips Right and Doubles Left Empty Set



On occasion we find it very useful to attack the defense as it fatigues or if the defense is not disciplined in quickly gaining their proper alignment. We want to snap the ball immediately after we come to the line of scrimmage. For this we must freeze the offensive set[s] and bring the ball up on the first sound. For this purpose we use the command "Stay" in the huddle along with any formation call. Example of this would be "Even Stay", "East Stay" or "West Stay". When we designate first sound in the huddle as the snap count the Quarterback will settle under Center, after making sure his offense is set and ready and use the command "Blue" and the ball will come up.

Cadence

Our final point of discussion in this unit is the origins and application of our cadence. We use this time to communicate and gain informational advantages, eliminate options or change assignments all the while keeping the defense in a stressful ready position prior to the snap. Our full cadence option is shown below:

Go	Starts most motions, but the ball is never snapped on go.
Hike	Snap count for Ram and Lion motion only!
Coverage Call	Once to the left.
Coverage Call	Once to the right.
Ready	Alerts the offensive line, starts Rip and Liz motion.
Hut	First Hut, snap count for Rip and Liz motion.
Hut	Second Hut
Hut	Third Hut

The Quarterback must be taught to make each call snappy, clear and distinctive and he must not be allowed to run calls together or timing and movement errors will result. The offense must be taught from day one to go on multiple snap counts until it becomes second nature or the defense will gradually gain the advantage of knowing when the ball is to be snapped. The Quarterback must understand that he can pause and wait between calls until he is sure that all line calls have been completed and that his team is good to go, the cadence does not have to be in rhythm after the first two commands. If we want the ball to come up early, without any offensive movement, the huddle command is "First Sound" and once the Quarterback is settled under the Center and the team is good to go he calls "Blue" and the ball comes up.

DETERMINING PASS COVERAGE

We run motion on 90% of our offensive snaps for several reasons:

1. To determine pass coverage prior to the snap.
2. To gain a leverage advantage
3. To gain a numerical advantage
4. To cause confusion or indecision.
5. To force momentary defensive adjustments.

It is the first of these reasons, to determine the pre-snap pass coverage, that we will be discussing in this section. A very high percentage of our pre-snap motion is run with either of our two slot backs. Since in most cases, the defense will see this style of offense only once each season, their coverage adjustments will be limited to one, two or three simple schemes. A defensive

coordinator will quickly learn that complicated adjustments will cause confusion that will result in big plays by our offense. We classify pass coverage into 3 basic categories with some minor number of variations regarding the number of safeties that the defensive is employing. Once our Quarterback has determined the coverage he is facing he makes a coded call twice, once to the left and once to the right. After he makes his call each of the four receivers will single back the coverage, acknowledging their understanding. By getting our entire attack group on the same page, even if the Quarterback has made a mistake, we have an opportunity for success. By determining coverage we reduce the number of options for each receiver and simplify the process of attacking the defense and attack the defense with the best possible pass package.

Determining Zone Pass Coverage

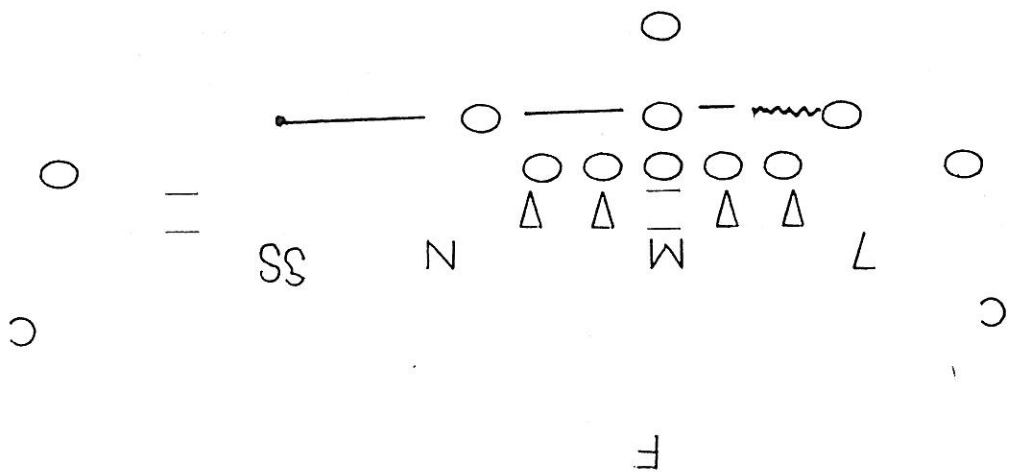
Zone pass coverage generally shows itself in any one of several ways. Defenses may simply move no one, they may slide their linebacker group, [This may cause a change in the front and therefore a front call change must be made.] perimeter defenders may move on or off the line of scrimmage. Zone coverage may also show itself by a secondary adjustment or by a combination of both a secondary and a linebacker adjustment. In addition to defenders moving the Quarterback may also take his clue from several other factors:

1. The direction of the corner defender's eyes keying the Quarterback.
2. An outside alignment by the corners.
3. The Free Safety not aligned over any receiver.

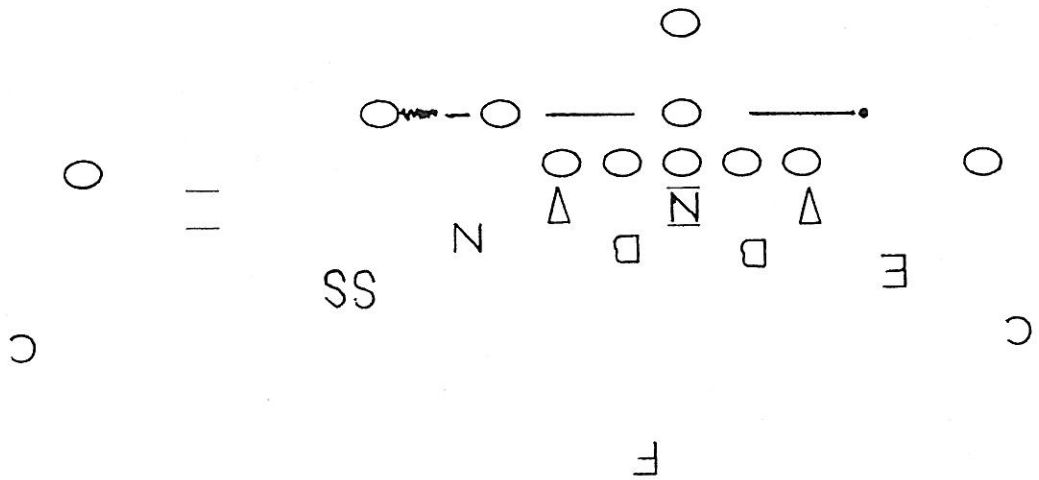
Zone Coverage Without Defensive Movement

Two examples will be shown to demonstrate this zone coverage. The first of these is a 4-3 front with a 3 deep zone in the secondary and the strong safety aligned to the Wideside of the field. As the offense motions into the Wideside the defense makes no physical adjustment. The second example is with offensive motion into the Shortside of the field against a 5-2 front with the end in a walk-off alignment. Once again no physical adjustment is made by the defense since in both circumstances they have surrendered neither leverage or a numerical advantage.

Vs a 4-3 Front with the Strong Safety to the Wideside

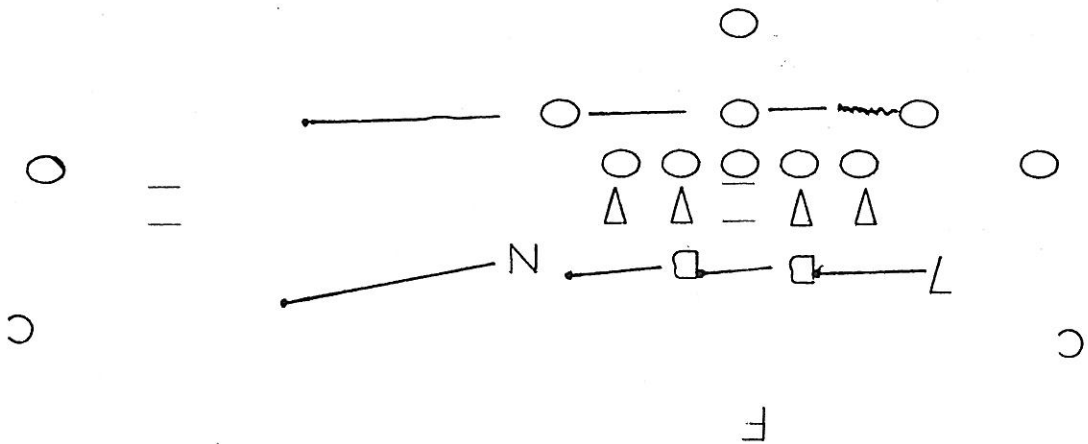


Vs a 5-2 Front with the Shortside End Walked Off

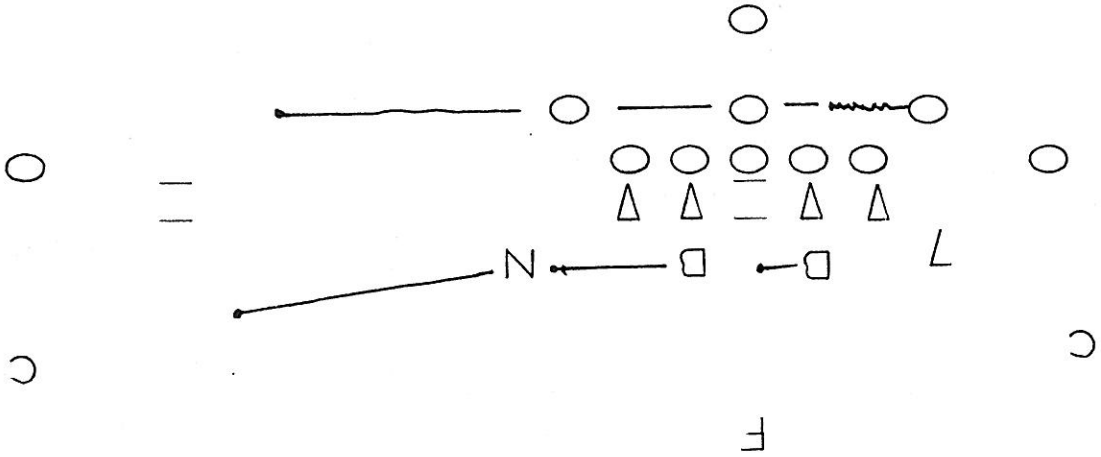


The next zone coverage illustrated is when defenses choose to slide their linebackers with motion. The first example is a 4-4 front that slides the entire linebacker core remaining in a 4-2 front by eliminating #7. The second example is again a 4-4 front that chooses to slide 3 of the 4 linebackers into a 4-3 front with a strong safety.

Vs a 4-4 Front with Sliding Linebackers

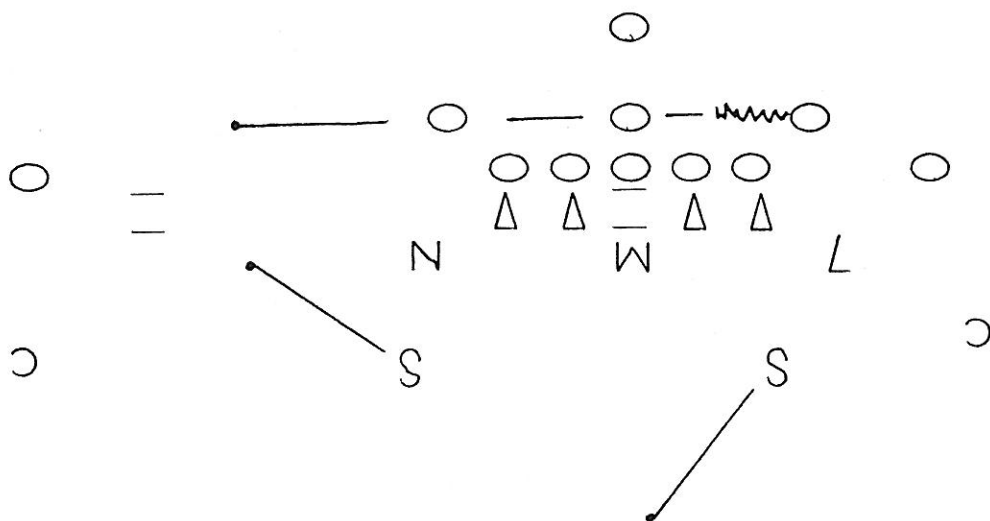


Vs a 4-4 Front that slides to a 4-3 Front with a Strong Safety

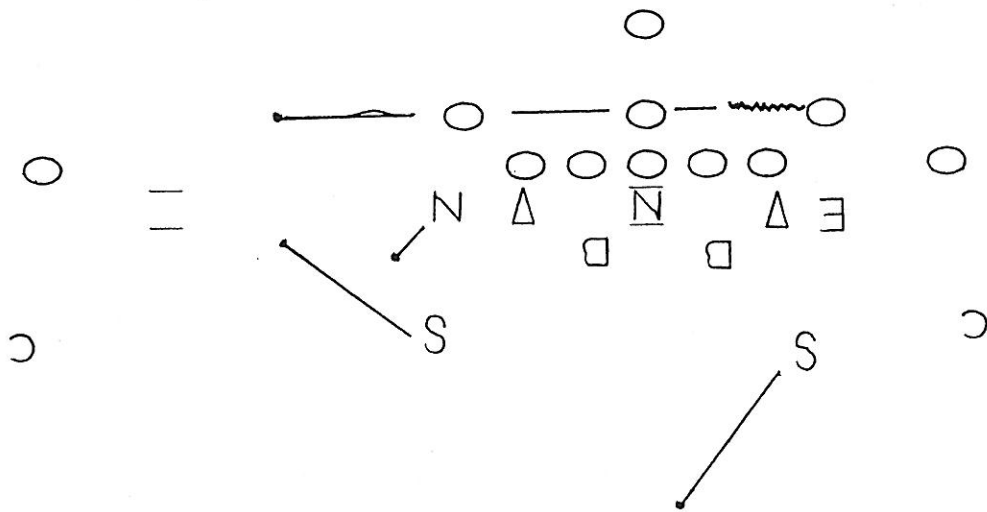


Our next situation involves defensive secondary adjustments to motion. The classic example of this is a 4-3 front with a Cover 4 alignment that slides both the secondary and adjusts the linebacker core. The final example is a zone coverage defense that drops blitz defenders off into coverage Vs motion and this example is illustrated by a 5-2 front with the strong safety set to the Wideside and then drops the Nickel defender when the offense motions to the Wideside. There are certainly additional examples but the ones that have been illustrated on these pages give a clear understanding of what we are looking for when identifying zone coverage.

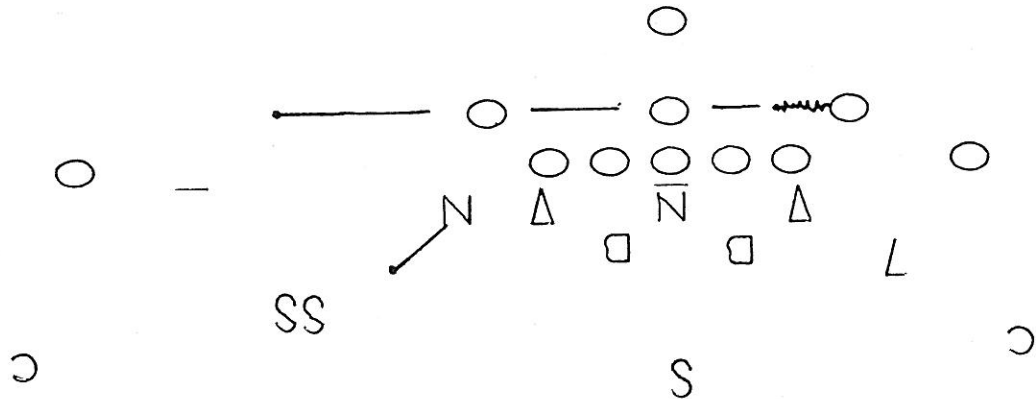
Vs a 4-3 Front in a Cover 4 that slides the Secondary to a Cover 3 with a Strong Safety



Vs a 5-2 Front with a Cover 4 that slides to a Cover 3 and Drops the Nickel to Coverage

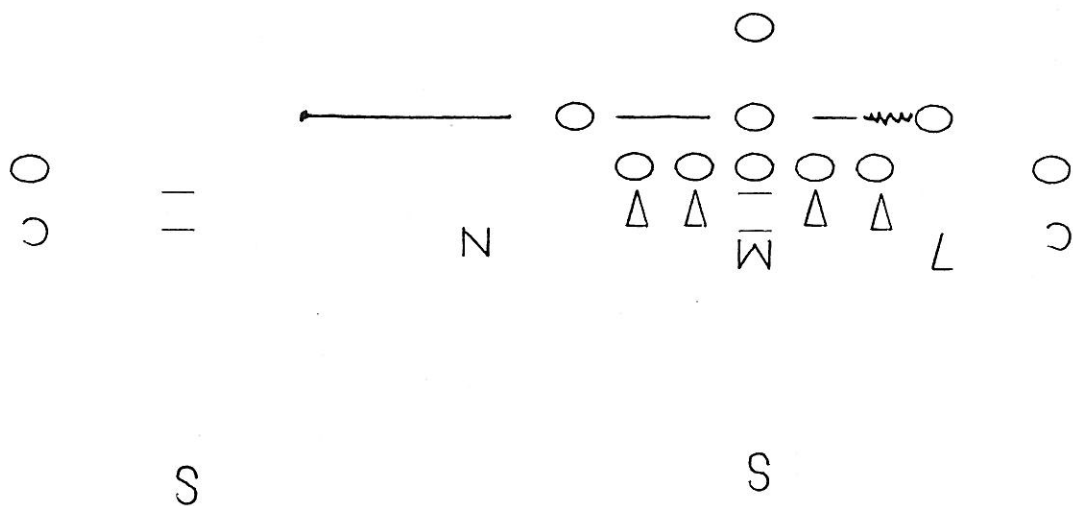


Vs a 5-2 Front with a Strong Safety that drops the Nickel to Coverage



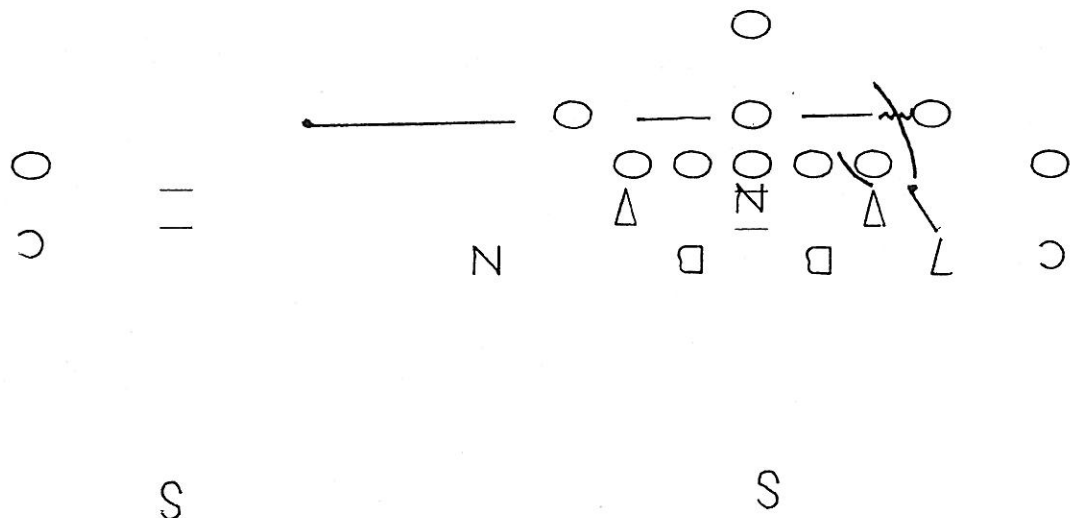
Our next point of discussion involves 2 Deep Zone coverage adjustments to motion from the offense. Since the secondary has committed 6 defenders to pass coverage motion adjustments will be limited. The defense must choose between playing 2 inside linebackers or having a 4 man pass rush any other choice will leave them vulnerable to the Dump Pass or uncovered receiver principle. Our first example is a defense that has chosen to maintain a 4 man front with a 2 Deep secondary. When the offense shows motion to trips there is no physical adjustment.

Vs a 4-3 Front with a 2 Deep Zone Secondary



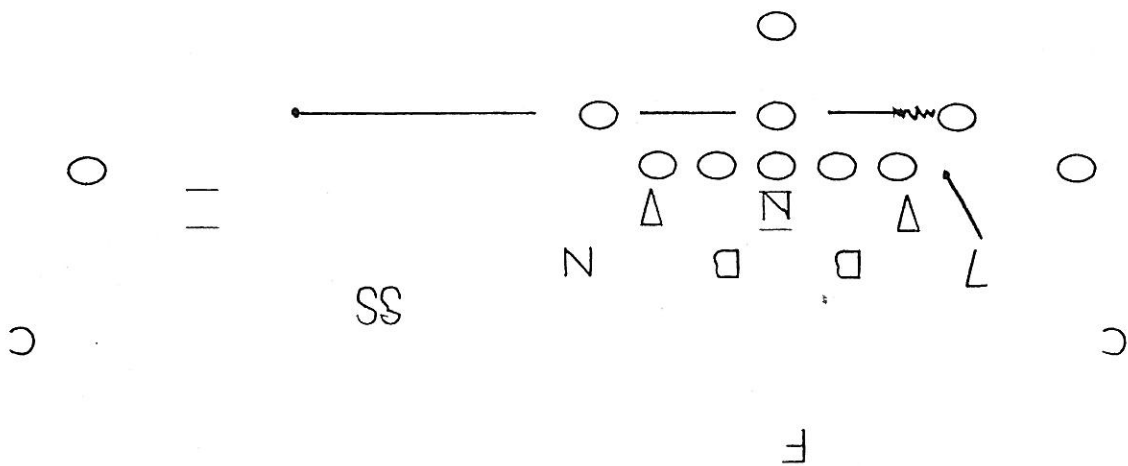
Our second example is a 3 man front with 2 inside linebackers and a 2 Deep Zone secondary, but gain when motion shows there is no physical adjustment on the part of the defense.

Vs. 3 Man Front with 2 Deep Zone Coverage



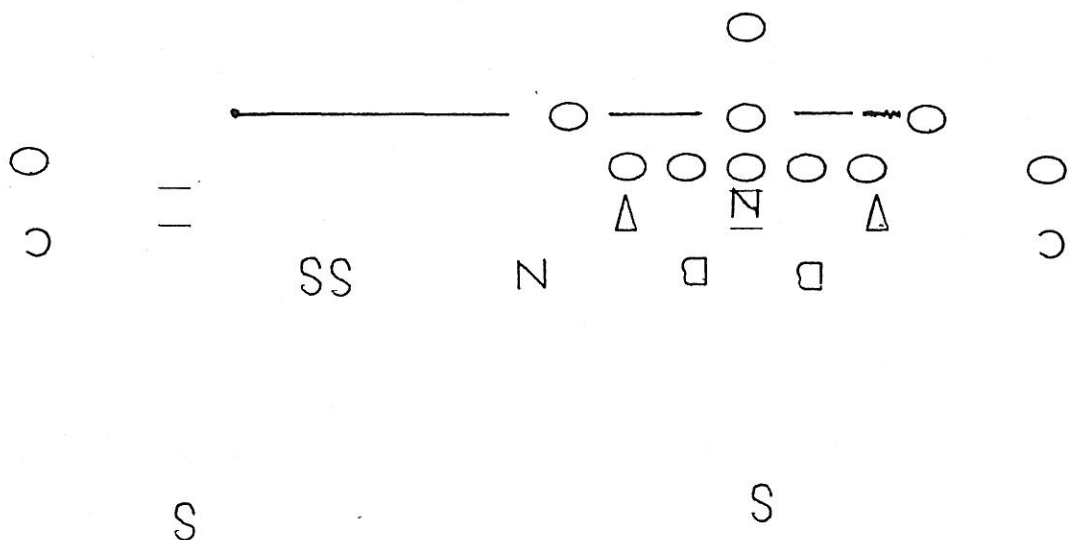
Our third example is a 3 man front with 2 inside linebackers with a 2 Deep Zone coverage secondary that brings a fourth pass rusher to the line of scrimmage when the offense motions to trips into the Wideside of the field. The Wideside makes no physical adjustments.

Vs a 3-4 Front with a 2 Deep Zone Secondary Gaming to a 4 Man Front Vs Motion

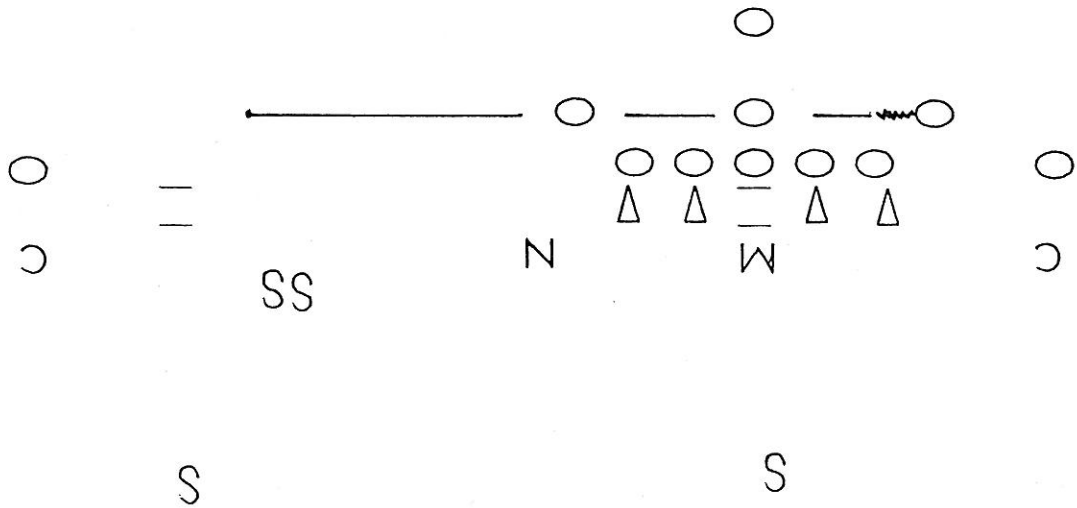


The last of our examples are 2 Deep Zone Coverages are both maximum secondary support from both a 3 and a 4 man front.

Maximum Coverage from a 2 Deep Zone with a 3 Man Front



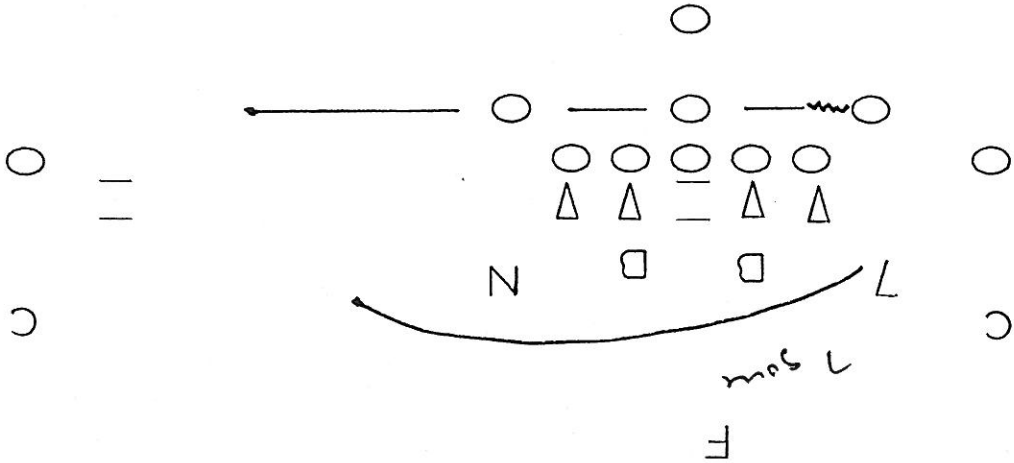
Maximum Coverage from a 2 Deep Zone with a 4 Man Front



Man Coverage

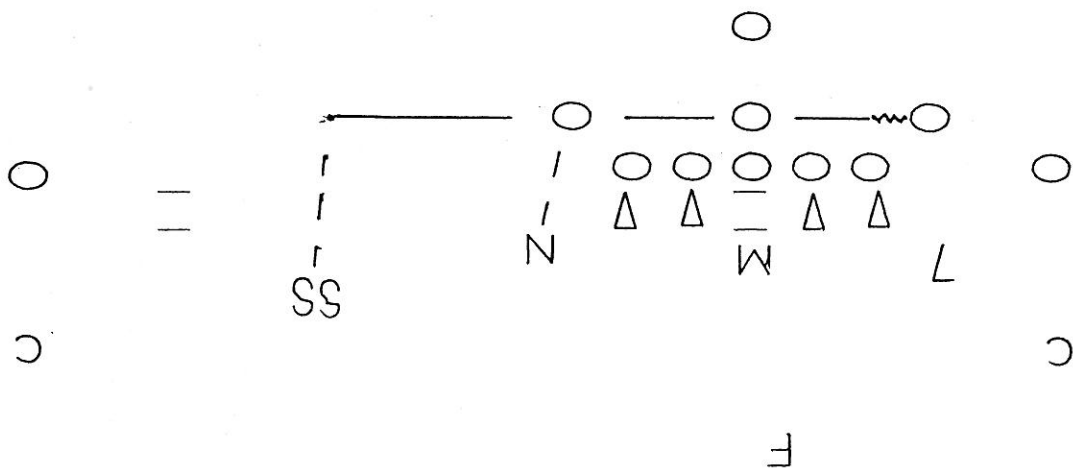
Man coverage is more difficult to disguise on the high school level. By using a variety of sets and motions early in the contest both to the Wideside and the Shortside the defense's intentions can be quickly exposed. The simplest form of man coverage causes a defender to "travel" with the offensive motion man. Clues can also be taken from the corner's alignment or the focus of his vision.

Man Free Coverage from a 4-4 Front

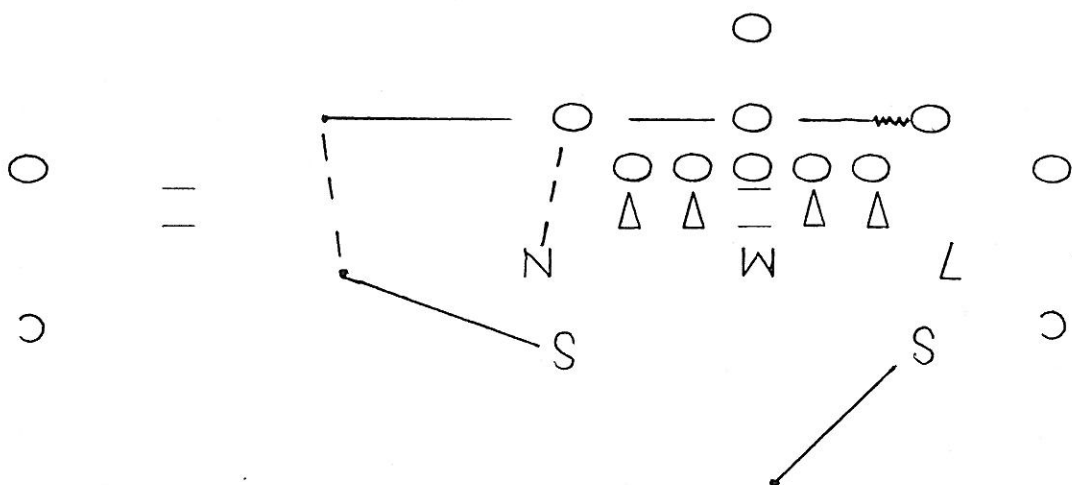


It is also possible for the defense to play Man cover from a strong safety alignment to the Wideside of the field. The offense motions into the Man coverage and the defense appears to make very little in the way of physical adjustments. In this coverage clues may come from spotters in the pressbox, or from the scouting report. If we suspect this is the case, the defense

Man Coverage with the Strong Safety set to the Wideside of the Field



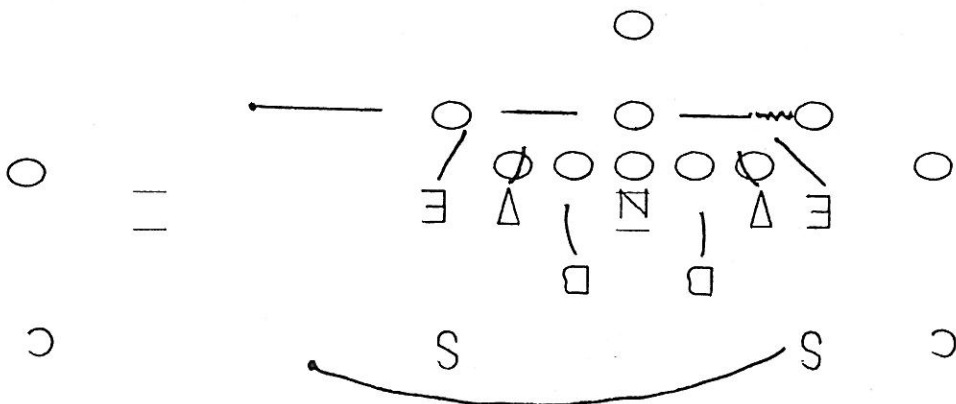
Man Coverage from a 4-3 Front and a Cover 4 Secondary



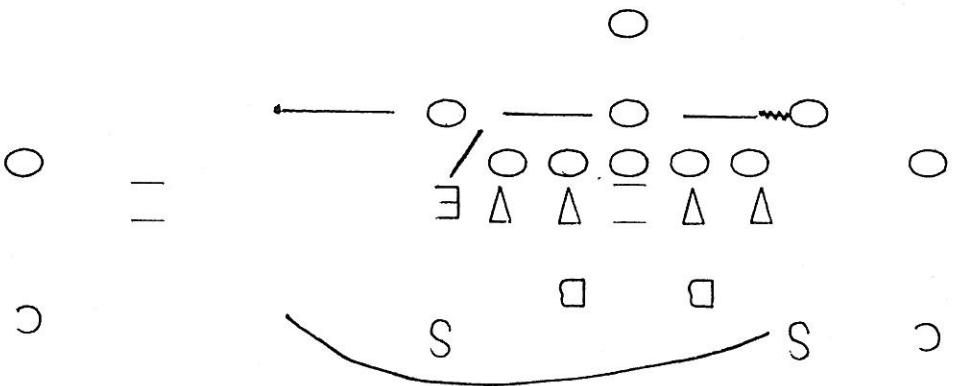
Blitz Coverage

The simplest form of pass defense is to knock the Quarterback to the ground. The old phrase "Nobody throws well from his back," is a sound defensive principle. Blitzing fronts play without a Free Safety and intend to bring more pass rushers than the offense can block either through a 7 man rush or by the overload principle. In either case the defense's intentions will reveal themselves prior to the snap and give the offense the opportunity to make the necessary adjustments. Teaching blitz adjustments should begin during the first week of offensive installation and must become second nature. Ideally the offense wants to get to the mind set where they "want the defense to blitz", so confident are the offensive personnel that they can get big plays against a blitzing defense.

A 7 Man Blitzing Front



Blitzing From a Overload Front



The offense needs constant repetition against the blitz both to develop confidence and timing, but most importantly for the Quarterback to know in a split second where to go with the ball. If we can develop confidence in our Quarterback and a degree of execution in our offense, blitzing teams will have a very hard time of it indeed.

Communication On The Line Of Scrimmage

When the Quarterback has identified the coverage he will make a coded call twice, once to the left and once to the right. The receiver core will signal back to the Quarterback acknowledging the coverage. This two way communication is vital to our offensive success and the hand signal

system is an important coaching tool when we check coverage against routes run when studying game or practice film. Our signal system is as follows:

Coverage	Quarterback's Call	Receiver's Signal
3 Deep Zone	Field One	One Hand Raised With Open Hand
2 Deep Zone	Field Two	Both Hands Raised With Open Hands
Man Free	Pro One	One Hand Raised With Closed Fist
2 Deep Man	Pro Two	Both Hands Raised With Closed Fists
Blitz/No Free Safety	Zero	Both Forearms Crossed with Fists Closed

Communication is vital for our success and the coaching staff must be ever vigilant at practice and during the contest that the players remain disciplined at all times. The Quarterback's call must be made in a loud and forceful voice while the receivers should turn slightly back toward the ball and make strong and definite signals when they respond. The receivers will respond after the Quarterback has made his call both to the right and the left and then they must quickly return to their set position.

PASS PROTECTION

Pass protection is vital for the obvious reasons and for the confidence of the Quarterback. When the Quarterback is confident then he can concentrate downfield and work his way through his read progression. We define good pass protection as keeping the Quarterback "clean". At the same time it is possible for the defense to bring more people than we can block and on occasion a defender may break free. Our Quarterback must remember that he is first a football player and as such he must develop the physical and mental toughness that will win the respect of his teammates and go a long way in establishing the Quarterback as the field leader.

Great pass protection begins with outstanding communication. Communication first from the coaching staff and a clear understanding of the technique and role of each player. Communication for the player is divided into 3 phases:

1. Onside protection
2. Backside protection
3. Unit protection

Not only must each player know and understand his role but he must understand how he fits with the other parts of the protection plan. Confidence in each other begins with an understanding of each individual role and the function of the unit as a whole.

Communication between players on the line of scrimmage gets each player off the "island of doubt" and allows him to be confident in his assignment at the snap and thus concentrate on his technique. Communication should be simple and clear being less concerned with deception and more concerned with understanding.

Communication must be facilitated at every opportunity by the coaching staff, at practice but especially during a game when the pressure of competition can distort a player's ability to function. Group meetings, everytime the opportunity presents itself, confirms suppositions, offers information and corrects misconceptions.

Good communication begins with a clear terminology (language of football) and a full and complete understanding of that terminology by both coaches and players. Coaches and players must adopt and communicate in that terminology: coach to coach, coach to player, player to coach and player to player. This is especially true as the staff is assembled, at the start of each new season and when new players enter the program. Coaches cannot allow ego to be substituted for common sense and they must insist, that we communicate in our adopted language, sometimes gently, sometimes aggressively that the players do the same.

Group communication, during the contest, begins with the Quarterback. Standing within 5 yards of the huddle he takes the call from the sideline, then stepping into the huddle that the center has formed and organized, and making eye contact with his teammates clearly calls the play and the snap count once. The Wide Outs leave the huddle to deploy and the Quarterback repeats the snap count before breaking the huddle. The center sprints to the ball, settles in and is ready to snap the

ball when the rest of the offensive linemen hustle to the line of scrimmage, gain the proper alignment and settle in. Only the Quarterback walks to the line of scrimmage giving the remainder of the offense time to settle in and time to survey the defense. As the center feels the Quarterback settle in he makes his front call twice, once to the left and once to the right.

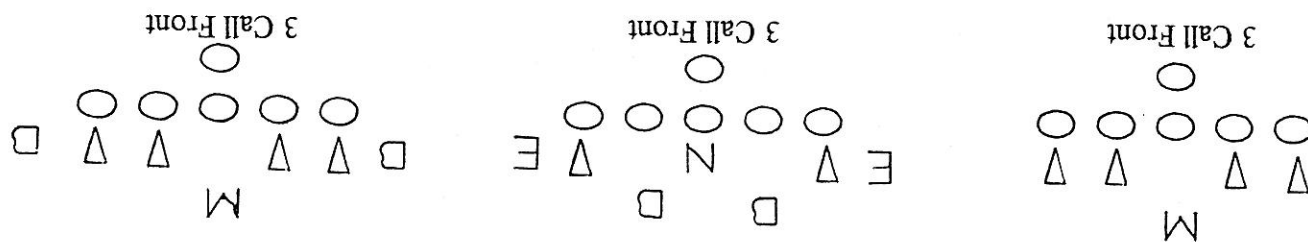
We are a man protection scheme, except in one or two rare exceptions. Although zone pass protection has some advantages we prefer a man scheme with adjustment calls to maintain leverage. Man protection has stated responsibilities that are more readily defined and it allows offensive linemen quicker recognition of their basic assignment and faster selection of the proper technique to apply. Run and Shoot protection demands that we stay as solid as possible on the playside and that we "stone" the defensive rush unit allowing as little penetration of the line of scrimmage as is possible. A man scheme more readily lends itself to this most basic of requirements. On the backside we must protect the short path to the Quarterback while extending the defenses rush angles to their very maximum. Good communication, proper technique and the correct line splits allow us the opportunity to accomplish our goals.

We do not subscribe to the concept that pass protectors are inherently passive and are merely objects to absorb punishment dealt out by the defensive players. Particularly playside we want to be as aggressive as good, sound technique will allow and we want every member of the pass protection scheme to be engaged when the ball is released. In this way we do not allow the defense to have late contact on our Quarterback and we can fatigue and dishearten the defenders. Nothing is more frustrating to a defender, both physically and mentally, than to expend energy on snap after snap and never touch the Quarterback.

Simplified pass protection also calls for many hours of committed practice time in order to attain the necessary degree of proficiency in mastering the communication, adjustments and techniques necessary. Not only must be prepared to block the defense that is presented to us at the snap but we also be able to make adjustments on the run as the defense stems or games to another front. This is especially true when blocking teams that use the zone blitz concept.

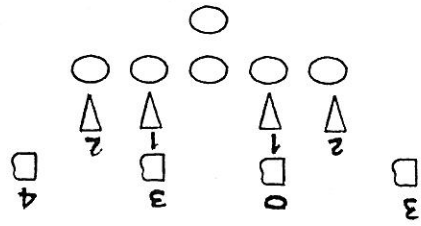
Front Identification and Front Calls

It is our center's responsibility to survey the defense and as he feels the Quarterback settle in he makes his front call, once to the left and once to the right. In almost all instances this call will be either a 3 or a 4 call, although there may be an occasional 2 or 5 call. The center determines his call by counting the number of defenders located in the **Guard Box**. This is the area from the outside gap of one offensive guard to the outside gap of the other offensive guard. The number of defenders placed in the Guard Box corresponds to the center's identification call.

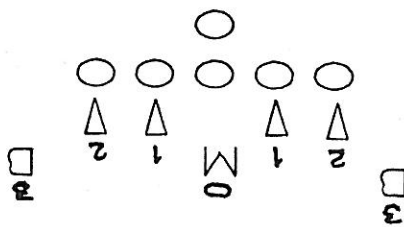


Counting Defenders For The Purpose of Identification and Assigning Blocking Rules

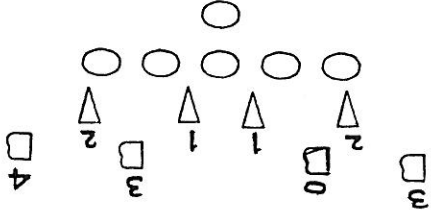
4-4 Front



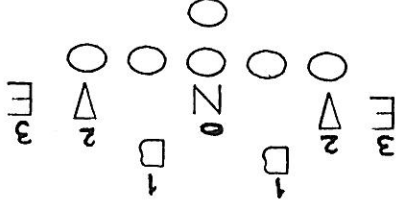
4-3 Front



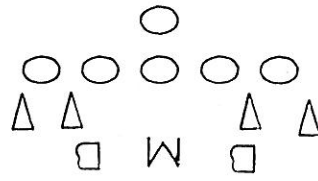
6-2 Front



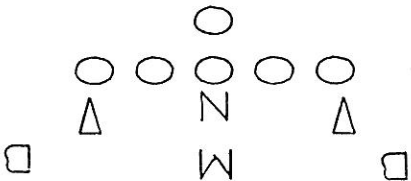
5-2 Front



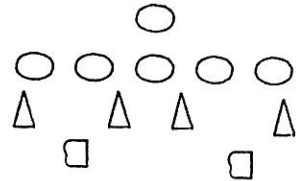
5 Call Front



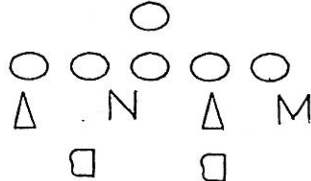
2 Call Front



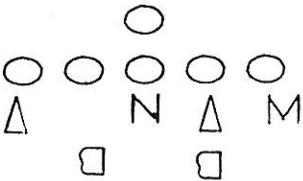
4 Call Front



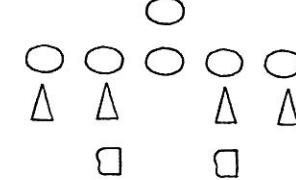
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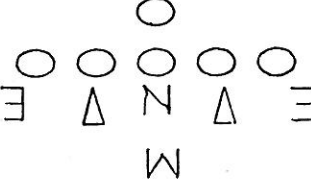
4 Call Front



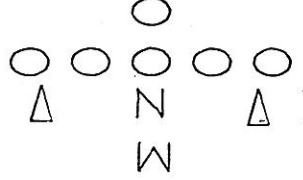
4 Call Front



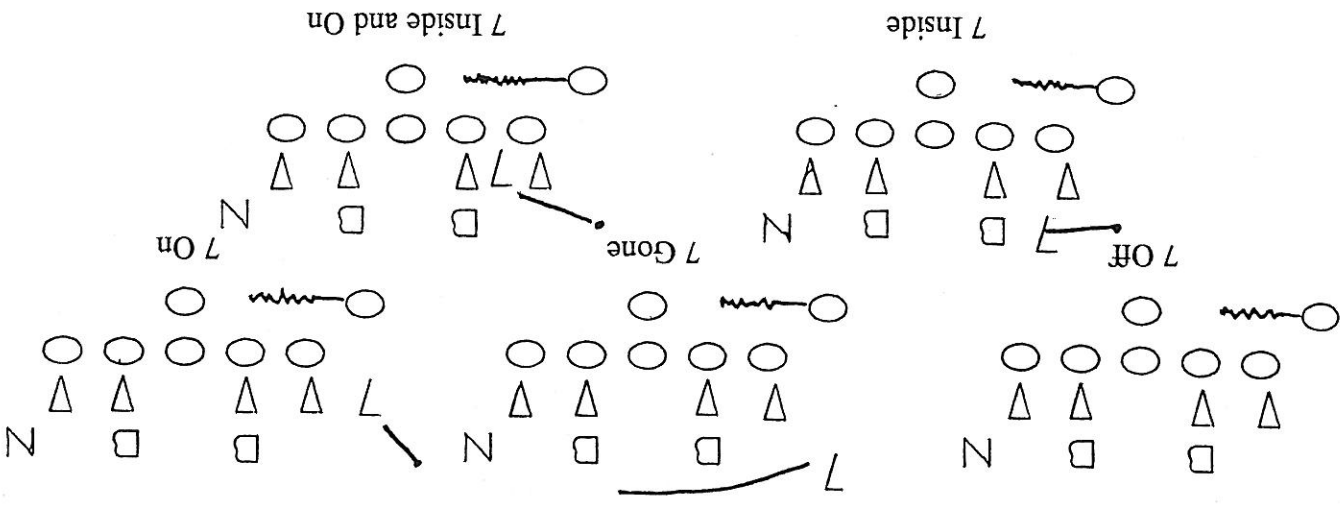
4 Call Front



4 Call Front



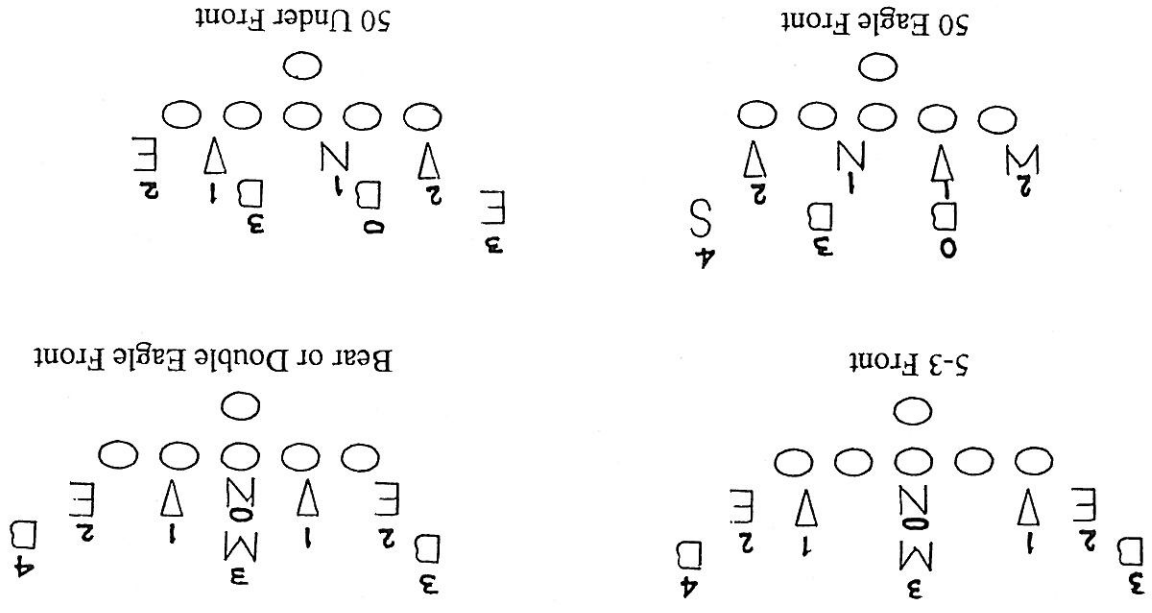
7



Tackle Calls-Note: all Calls Represented Reflect 64 Pass Protection

After the Quarterback starts offensive motion we will expect some type of defensive reaction, even choosing to do nothing is a type of reaction. We require that our offensive tackles acquire backside defender #7 and identify his alignment. We do this for several reasons; first, we alert the Quarterback to the blitz potential for that defensive front, two, we alert the offensive linemen who may be responsible to block #7, his potential attack angle and just how fast he is going to show up and finally we can alert the entire offensive to the opportunity for the Dump Pass. **Both** tackles must make a call on every offensive snap in order that the defensive cannot establish an offensive pattern.

Tackle Calls and Their Implications



3 Call Pass Protection Rules

Tailback: Block playside #3 to Double Team

Playside Tackle: Block playside #2 to Double Read to Double Team

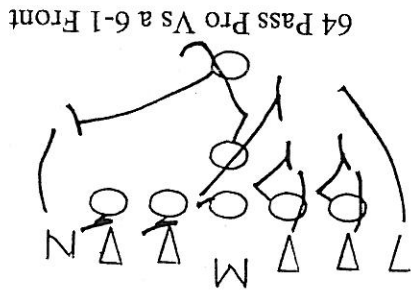
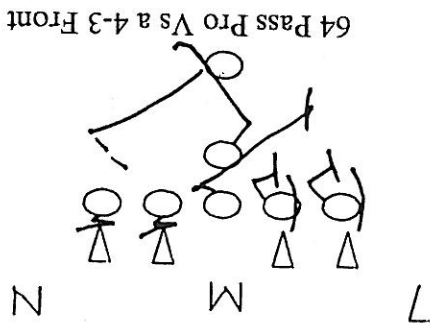
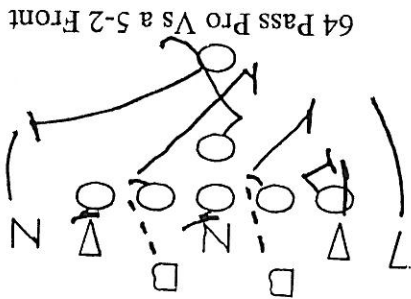
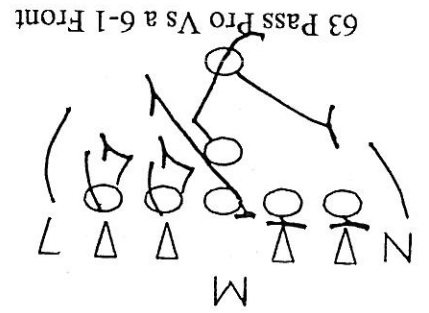
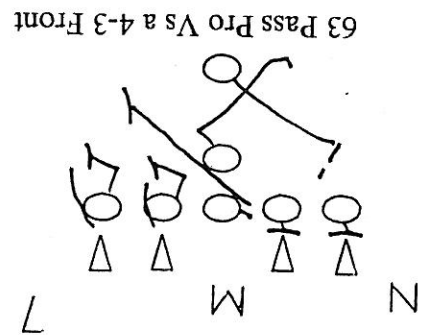
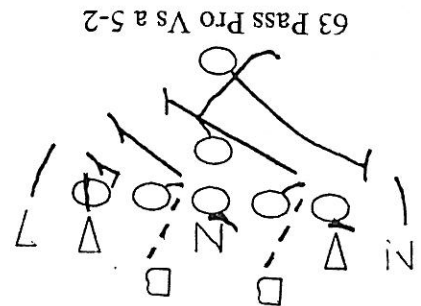
Playside Guard: Block playside #1 to Double Read to Double Team

Center: Block #0 to Double Read to Double Team

Offside Guard: Block offside #1 to Double Read to Double Team

Offside Tackle: Block offside #2 to Double Read to Double Team

Examples of 3 Call Pass Protection

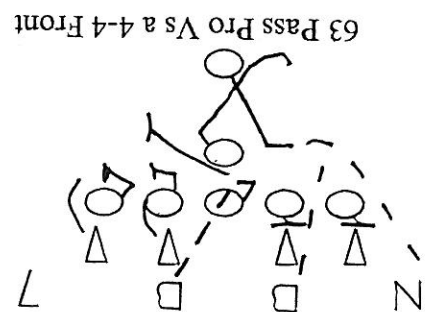


Tailback: Block Mike to Nickel, 1st linebacker inside to 1st outside linebacker on or off the line of scrimmage to Double Team.

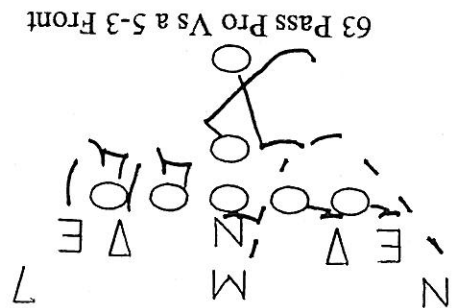
Playside Guard: Block #1 on the line of scrimmage to Double Read to Double Team.

Offside Guard: Block #1 on the line of scrimmage to Double Read to Double Team.

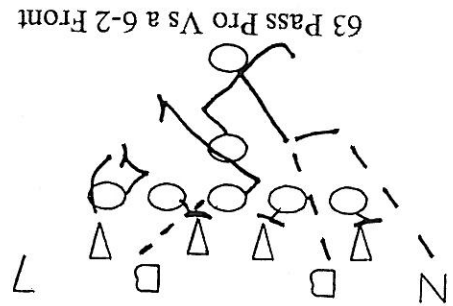
Examples of 4 Call Pass Protection



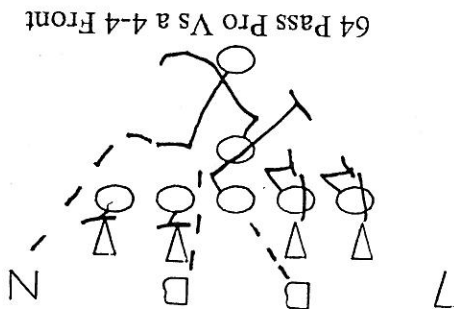
63 Pass Pro Vs a 4-4 Front



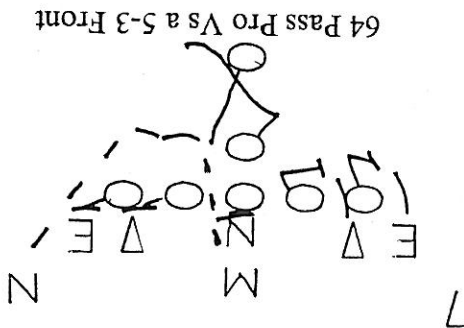
63 Pass Pro Vs a 5-3 Front



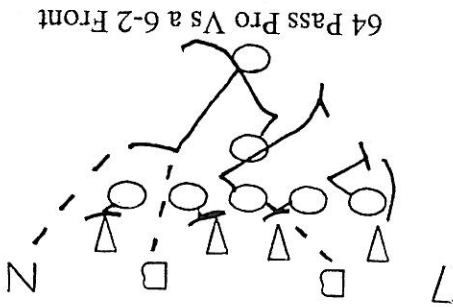
63 Pass Pro Vs a 6-2 Front



64 Pass Pro Vs a 4-4 Front

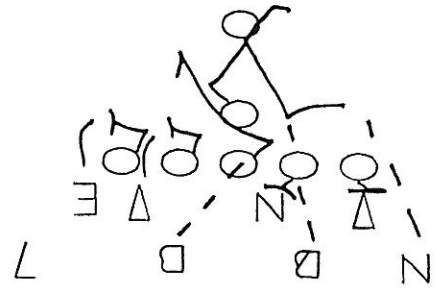


64 Pass Pro Vs a 5-3 Front

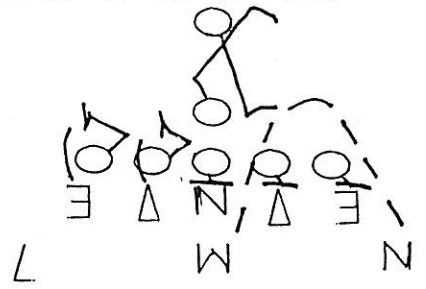


64 Pass Pro Vs a 6-2 Front

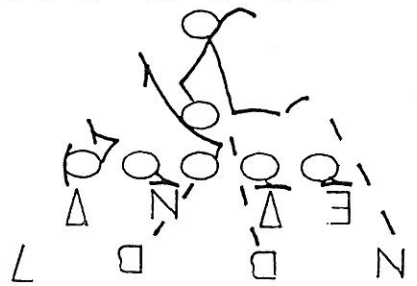
63 Pass Pro Vs a 50 Under Front



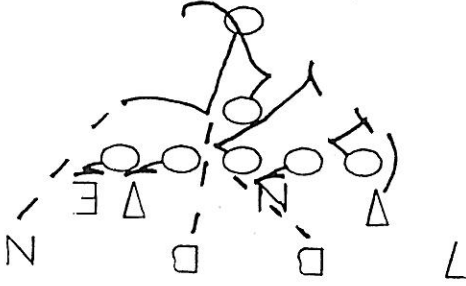
63 Pass Pro Vs a Double Eagle Front



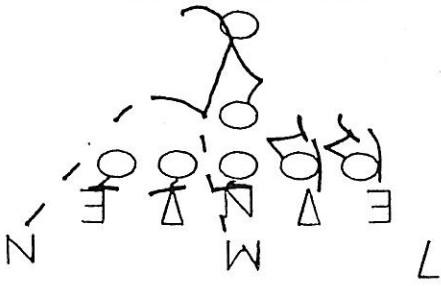
63 Pass Pro Vs a Eagle 50 Front



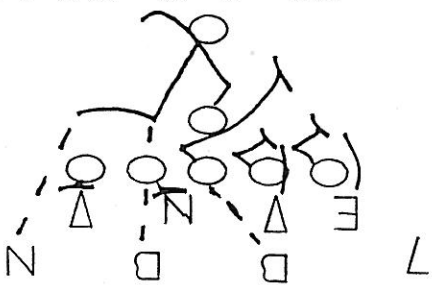
64 Pass Pro Vs a 50 Under Front



64 Pass Pro Vs a Double Eagle Front



64 Pass Pro Vs a 50 Eagle Front

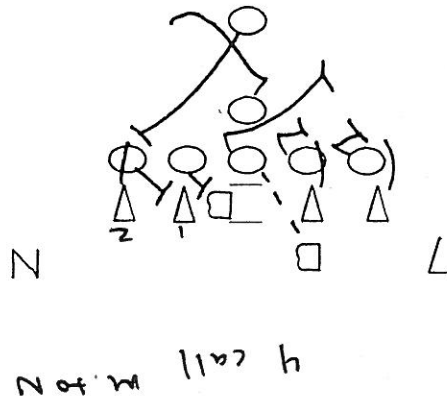


Line Blocking Calls and Adjustments

Playside

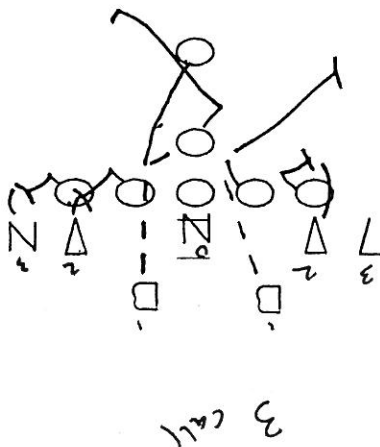
We utilize 2 basic line blocking calls on the playside that allow us to maintain leverage and keep defensive penetration to a minimum. The first of these calls involves 4-4, 4 call front with the playside linebacker stepping up into the playside "A" gap prior to the snap. If we allow our normal 4 call blocking scheme to remain in force two problems arise. One a quick reacting stunting linebacker may get to the Quarterback before the Tailback can get to him; and second even if the Tailback can successfully make the block the linebacker will have considerable penetration beyond the line of scrimmage. Our adjustment to this situation is for our **playside guard** to make a "Cave It" call. This call effects only the playside unit. Our playside guard will block down, hard, on the linebacker, who has, by stepping on the line of scrimmage become #1; our playside offensive tackle will come down hard on #2 and the Tailback will aggressively block #3. We make this call only if the linebacker steps into the playside "A" gap only! The blocking technique is even more aggressive to the point that we are trying to collapse the defensive personnel to the inside.

The "Cave It" Call Illustrated In A 64 Pass Protection



The second call is more difficult to define and requires considerable meeting and practice time in order for the playside unit to understand when to use this adjustment. The decision to use this blocking call will be made after review of our opponent's tendencies or are certain play packages. This call involves a 5-2, 3 call front with the nickel defender on the line of scrimmage in a blitz alignment. We face sudden pressure off the corner with the potential of the defensive tackle slanting hard to the inside to further shorten the corner and make the Quarterback vulnerable to pressure from the backsides #7 blitz defender. Our adjustment is for the **playside tackle** to call "Fan It". The Tackle will now block #3, the playside guard will block #2 and the Tailback will Double Read from #1 to backsides. By utilizing this call our playside tackle can take up to a 6' split and widen the nickel defender to the point that is a no factor in the pass rush and both expanding the Quarterback's throwing lane but also allowing the Quarterback to expand the distance from backsides #7.

The "Fan It" Call Illustrated In A 64 Pass Protection



Offside

On the offside we use only one blocking call. This call is utilized when the offense's blocking rules will cause a defender to be blocked in the direction of the Quarterback's set-up point. The following examples are pertinent. The first is a 4-4, 4 call front that has the offside inside linebacker standing on the line of scrimmage in the "B" gap with the defensive tackle shaded or slanting into the "A" gap. The second example is Split 6 front that has the offside defensive tackle in the "A" gap and the inside linebacker aligned off but in the "B" gap. In either circumstances not only has the "crossaw" that we spoke of earlier developed but the defenders have exchanged gap responsibility and should be number accordingly. In both cases the center must recognize and make the call, "Trade It". This call effects the offside only. The center and offside guard will merely trade responsibilities with the center blocking the down tackle and the guard Double Reading on the inside linebacker.

The "Trade It" Call Illustrated in 2 Examples Of 64 Pass Protection



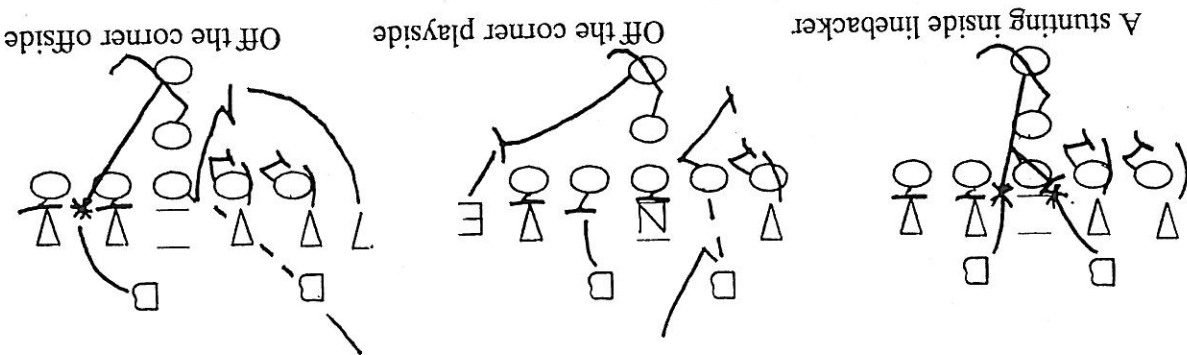
Blocking Stunts and Blocking Defenses on the Run

If you are committed to making the passing game an important part of your offense, to attain a the necessary degree of efficiency, you must block stunting or gaining defenses. There are several keys to combating and attacking stunting defenses:

1. An efficient screen game
2. A sound pass protection scheme
3. Great communication
4. A sufficient commitment in practice time to technique, individual and group
5. Blitz adjustments in your pass packages

Techniques used in attacking stunting defenders, in the case of inside linebackers, must be extremely aggressive. We do not want to be caught in the position of waiting to block a good sized defender who has developed momentum. Rather we want to attack the stunting inside linebacker and "take him out the way he came". This is true in the almost all of the blocks that our Tailback will make for he is almost always confronted by a stunting linebacker. In combating a stunter who is coming off the corner it becomes a question of playside or offside. If the defender is stunting from the playside he presents the danger of shortening the corner and thus he must be blocked aggressively or said another way he must be widened. If he is stunting from the corner on the offside the corresponding blocker must understand that need only wall off the defender from closing on the Quarterback from behind.

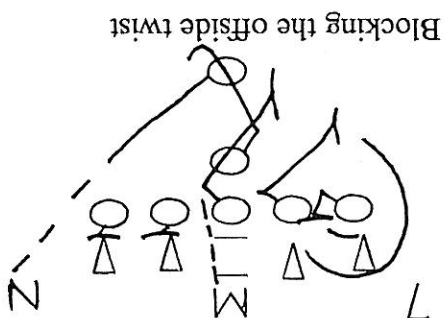
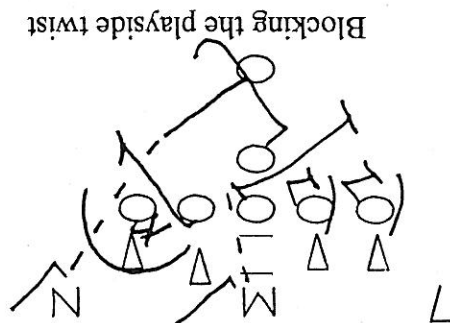
Illustrated Examples of Blocking Stunting Linebackers Using 64 Pass Protection



When faced with stunting defenders who are on the line of scrimmage and exchanging assignments, such as a tackle-end twist proper technique is of critical importance. Our first rule is that we chase all stunters, that we **do not** pass off defenders once we have determined that they are our responsibility! The key, on the playside is to "stone" the defenders and not give ground, or room to operate on the snap. If our playside tackle employs proper technique he will feel the end try to cross his face and he can quickly adjust and drive him down to the inside without

allowing penetration of the line of scrimmage. The defensive tackle now must loop to clear the defensive end [the probably tipped this move by aligning deeper than normal in his base alignment] allowing our playside guard time to pull out, meet and widen him as he attempts to shorten the corner. The key to stopping a stunt on the offense is the drop side step of the offense. As the offense tackle steps playside he feels and see the rush of the defensive end to the inside and he can adjust and seal him off from the short path to the Quarterback. The offense guard will see the defensive tackle loop away from him and it will be a simple matter to pull out and seal him from attacking the Quarterback from the offense.

Illustrating Blocking the Exchange Stunts on the Line of Scrimmage Vs 64 Pass Pro

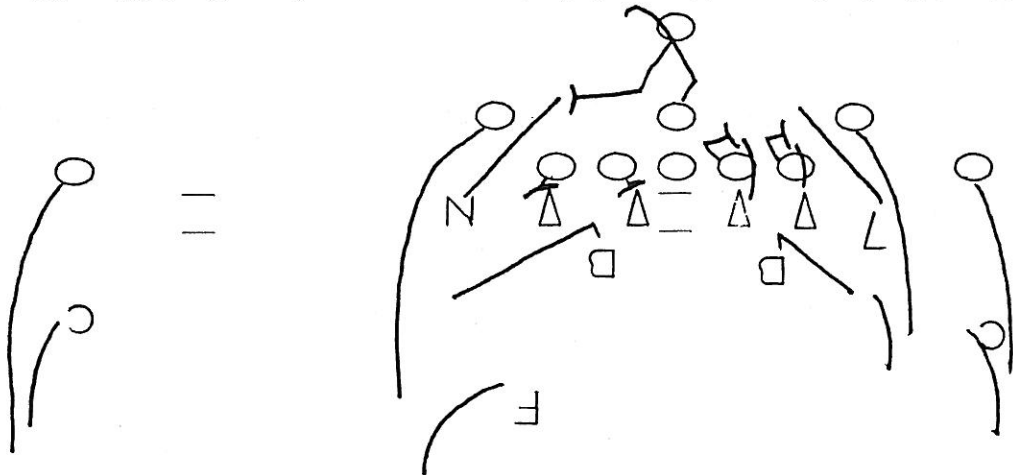


Blocking Defenses on the Run and Blocking the Zone Blitz

Blocking defenses on the run is a time consuming process and illustrates the importance of the off-season and summer programs. It will only be through repetition, early introduction and clear communication that this advanced skill will come to fruition. The first example of blocking a defense on the run is the adjustments that may occur through a natural extension of our base blocking rules. This we can see in blocking a 6-2 front that, on the snap, stunts itself into a 6-1. When our players have a clear understanding of what we are trying to accomplish and we have perfected our communication skills this becomes a relatively simple stunt to pick up. In the front that we have illustrated the Nickel defender is coming off the corner to the playside with the strong safety replacing him in coverage. The playside inside linebacker drops inside to become the middle linebacker and he keys the Tailback for run screen and draw. On the offense the #7 defender is coming off the corner while the offense, inside linebacker is dropping to protect against the shortsides Dump Pass. This stunt package is designed to protect the wide side of the field, use the shortsides boundary as an extra defender, pressure the Quarterback from the backsides, shorten the corner playside and show the offense a different defense at the snap than the one shown at the time of first alignment. No special calls are necessary for the offense to cleanly block this front, it is a matter of simply extending our blocking rules, being confident in our decisions and moving quickly and decisively to the attack. The Tailback natural extension of his

Blocking the 6-2 Stunting to a 6-1 on the Run Vs a 6-4 Pass Protection

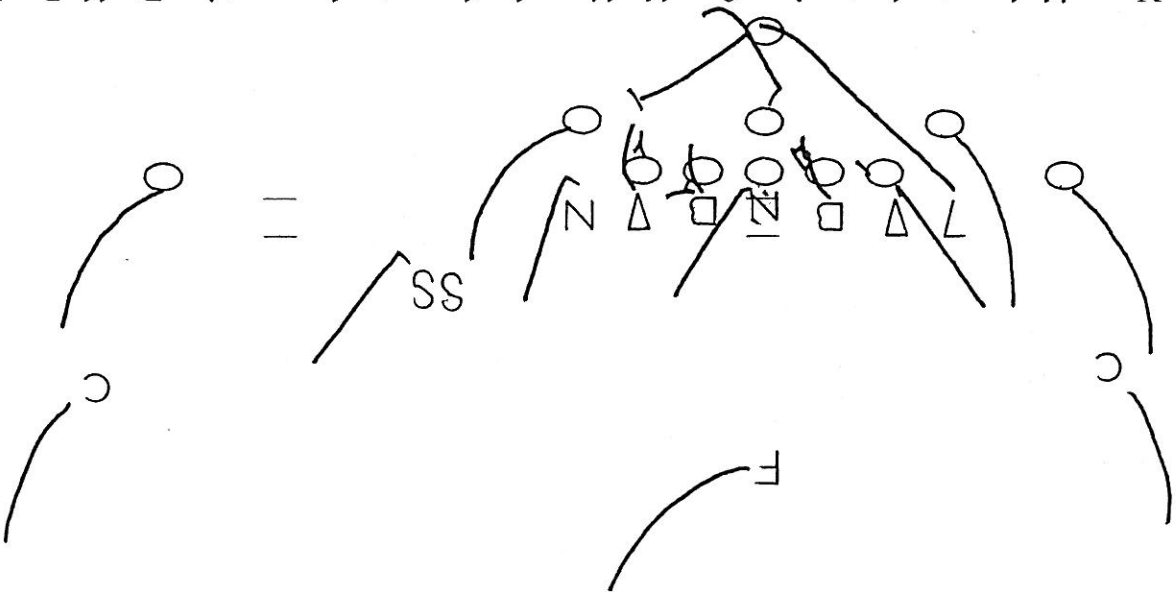
blocking rule on a 4 call front, as he sees the playside inside linebacker drop he will look for the Nickel defender. Since the Nickel defender is coming off the corner playside the Tailback will aggressively block him to widen the corner. The center, having made a 4 call checks backside #0 and observes that he is dropping away to the offside and his natural extension will cause him to drop out to seal backside #7 who is blitzing. However this blitz does not surprise him because he has gotten a "7 On" call from his Offside Offensive Tackle. With this call he knows that #7 will show very quickly and that he must be on balance and aggressive to meet the force of the defender's rush.



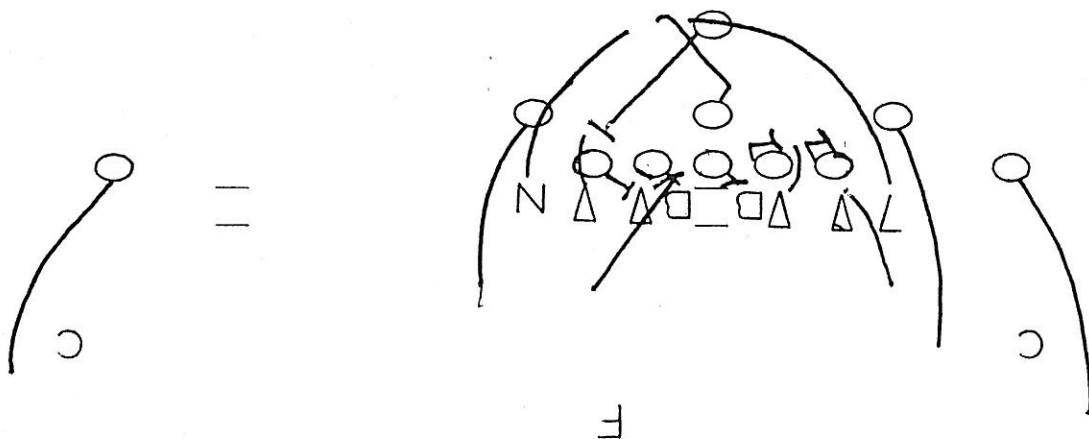
The Zone Blitz has increased in popularity in recent years and as with all things it is only a matter of time until it filters down to the high school level. However we are not confronted with the same restrictions that the professionals are faced with; not only must they block the stunts but they must be concerned with the match-ups, keeping big on big, which greatly complicates their task. Generally speaking, at our level, all offensive protection personnel, even the Tailback, can be expected to protect successfully against almost any match-up. The Zone Blitz then becomes more of a mental problem of recognition and reaction. Players must be capable of extending their blocking rule and this takes sound teaching methods, efficient communication and constant repetition. Players must respond decisively to any blitzing situation because indecision creates tentative movements. The coaching staff must not hesitate to employ every method of evaluating the depth of our player's understanding of our pass protection plan, including but not limited to, classroom study, film study, field drills and written exams. The players must demonstrate a **complete** understanding of not only their role but the total pass protection scheme, only in this way can confidence be gained. [In addition switching players from position to position becomes a far more simple task.]

In our first example of defeating the Zone Blitz we are confronted with a 5-2 front with both the Nickel and the #7 defender on the line of scrimmage along with both inside linebackers. At the

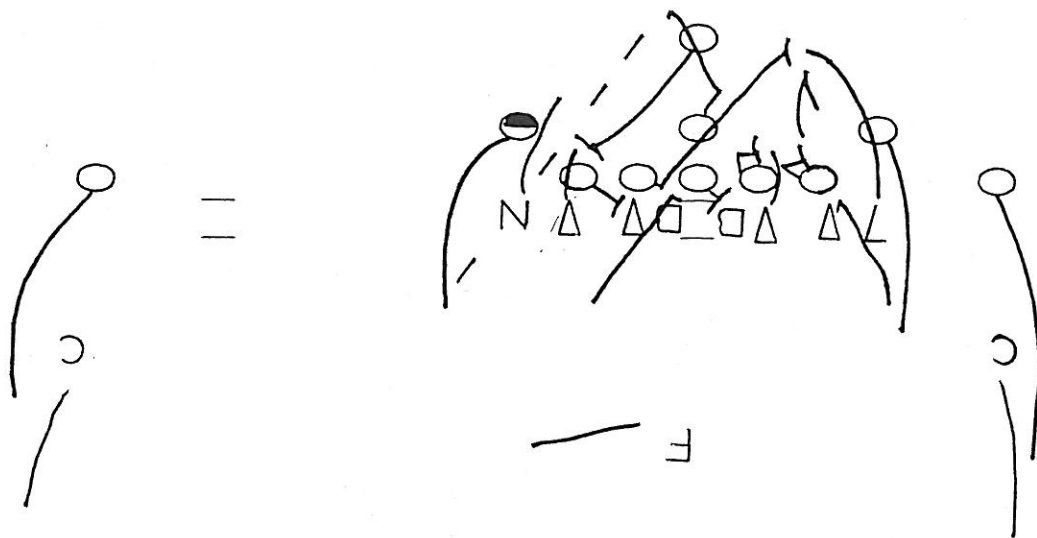
Now with the natural extension of our blocking rules the center drops out in a Double Read technique expecting the blitz since #7 is on. In addition the Offside Tackle will drop out and double. Now with all the defenders blocked successfully the defense's zone coverage works against it. Under cover defenders lack skill and experience and receivers are free to run deep and stretch both the horizontal and vertical coverage as illustrated below.

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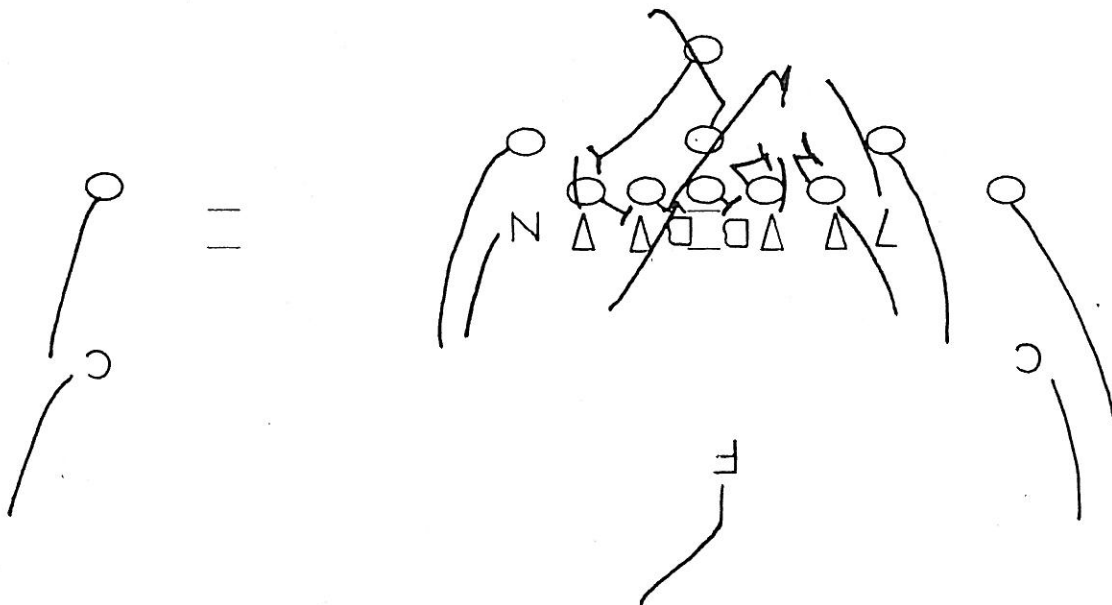
away the Dump Pass while both Nickel and #7 blitz. We will demonstrate the proper response to two circumstances, the first when Nickel comes on a blitz creating an overload and second, when he aligns in blitz position but drops into coverage. The playside inside linebacker drops to take screen and draw but the outside inside linebacker does blitz. Should the pass protection not respond again #7 will come free or Nickel will be free in the Quarterback's face. We should also note that due to the defenses pre-snap alignment our protection unit would go to a "Cave It" call. This should be kept in mind as you analyze the blocking schemes.



The correct response, as illustrated below, is to Nickel coming off the corner creating an overload and allowing Nickel to come free but #7 is picked up correctly. The responsibility here falls to the Quarterback and the Playside Slot to recognize this situation and to execute the Dump Pass which the defense is in no position to defend and which the Quarterback can successfully throw without being hit by the Nickel blitz because of the limited rush angle. The Playside Guard will step on the "Cave It" call but as the inside linebacker drops he will Double Read to backside #7 who may be doubled by our Offside Tackle. Now the defense finds itself unable to defend the Dump Pass, in addition their key backside blitz is being punished by a double team making him tentative in future blitz circumstances.



The second illustration demonstrates the proper response if Nickel aligns in a blitz position but drops to take away the Dump Pass. The pass protection is now solid and all defenders are accounted for and the Quarterback can drop and work his way through his progression against a defense that is now severely limited in its coverage potential. Again we will have a "Cave It" call and the Tailback will convert and block #3 on the Playside. The remainder of the defenders are accounted for by the simple extension of the pass protection rule that applies.



Pass Protection Techniques

The Tailback must be very aggressive, he must come out of stance expecting to pick-up a blitzing defender. He must come under control only as the defender reveals his intentions. The Tailback must be aggressive, quick and strong enough "to take the stunter out the way he came". He cannot afford to sit and wait. If he is meeting an inside linebacker, ideally, he will make contact with the backer before he penetrates past the line of scrimmage, thus against a 4 call front he will work from "A" gap to "B" gap.



Against a 3 call defender he again wants to be very aggressive but he must work with an inside out angle in an effort to widen the corner allowing the Quarterback to stretch the defense and not be contacted by the offside pass rush. It is also critical that the Tailback stay mentally tough in the application of his technique. The key to this is that he stay as square as possible on the defender and not begin use only half of the defender's body as a blocking surface. If we allow this to happen the Tailback will start to chip the defender instead of blocking him and the defender

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will bounce off and put late pressure on the Quarterback. This is the beginning of a disaster. Just prior to contact the Tailback must sit down and involve the power muscles in his hips and legs along with his hands, working up and through the defender.

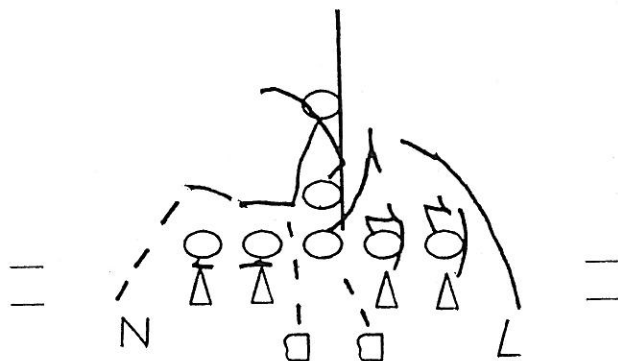
Offensive playside linemen will always step to the outside number of the defender for whom they are responsible while punching up and out with their near hand and arm. This must be accomplished without giving ground, "Stone" the defender on the line of scrimmage. The offensive lineman must never present the defender with a "soft shoulder". This occurs when a offensive lineman rotates his hips and shoulders to the Quarterback allowing the defender to gain ground upfield and attack the short route to the Quarterback.

Offensive tackles confronted with a wide alignment defensive end must kick-out hard and flat to the defender while punching with their near arm to close the gap between them as quickly as possible. At the same time we want to stay square for as long as possible and when and if he is forced to turn his goal is to widen the defender not just gain a stalemate. Our ultimate goal is to sweep the defender out and by the throwing lane of the Quarterback.

Uncovered linemen must step and punch expecting the blitz, if nothing comes he must be aware of the #7 call from his tackle and be prepared to drop out and seal the offside, being aware of were the Quarterback is at all times and sealing the mid-point.

Offside offensive linemen techniques vary, they will always step to the playside and punch away in order to protect the short route to the Quarterback. The blocker's primary goal is to seal his defender from crossing the mid-point and unlike the playside protection unit he has more ground to work with.

The Offensive Mid-Point



Touchdown

This is the starting point of our pass offense. As with any play sequence that is basic to an offense it can be run against any defense and in any game situation. It must be taught and drilled until the required player reactions become second nature and instinctive. Touchdown gives us maximum vertical and horizontal stretch on any defensive or conventional coverage alignment and after the snap places maximum stress on the defensive secondary. The package is designed to initially attack the wide side of the field, so our basic alignment must place maximum horizontal stretch on the defensive secondary.

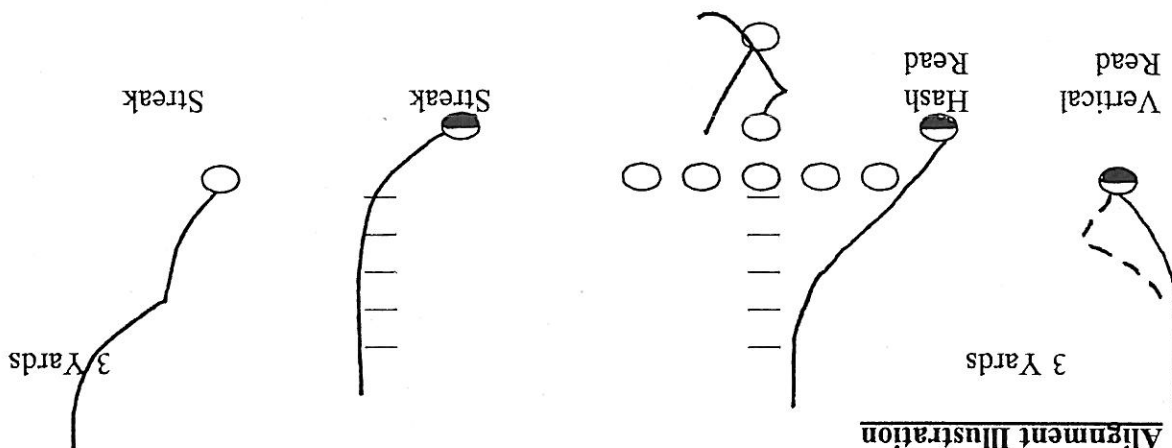
Alignment

Wide Side Wide Out should align 8 yards from the boundary as long as the corner maintains an outside to head up alignment. His release and vertical path will place him 3 yards from the boundary. His release must always be to the outside thus he must be well drilled in escaping a reroute.

Wide Side Slot should align 3 yards from the wide field hash. He will outside release and run up the outside of the hash never allowing himself to be forced back inside the hash.

Short Side Slot should align 3 yards from the offensive tackle but his priority in selecting his alignment is a clean release inside to the Short Side hash mark. He must get quickly to the hash mark but he must do so while gaining ground up field and while not going under the line backers and allowing his route to become compacted. Experience teaches us that he will hit the hash at a depth of between 7 to 10 yards.

Short Side Wide Out will align 5 yards from the boundary and must attain maximum vertical and horizontal stretch on the defensive secondary. He does have the option of an inside release Vs a reroute cover but he must work quickly back outside to gain the necessary horizontal stretch on the defense.



Wideside Wide Out: He runs a **Streak**. He must outside release against any defensive alignment and work to a point 3 yards outside his original alignment and 7 yards deep. At this point he again widens his route accelerating to a point 3 yards from the boundary with vertical stretch on the corner and maximum horizontal stretch on the safety. He must always run this route with maximum explosion!

Wideside Slot: He runs a **Streak** stretching his route to the outside of the Wideside hash mark. He must be prepared to stick either the underneath defender or the hash mark defender but he must never allow himself to be routed back inside, at the same time he must not drift into the outside third allowing the corner to cover both the streaking receivers. After clearing the underneath coverage he should throttle and look back for the ball, if the ball is not thrown he must explode upfield. He is the Quarterback's first option.

Shortside Slot: He runs a **Hash Read**. He must release to the near hash and be prepared to stick any defender or combination of defenders inhibiting his route. In most cases this package will be run to the Wideside of the field so the hash will be inside of him but this package may also be called in the middle of the field allowing for an outside release to the hash. The key is to avoid defenders without being compacted down while getting to the hash as quickly as possible and vertically stretching and dividing the deep coverage while creating a void between the deep and the underneath coverage. His basic read is the near safety and his decision point is 12 yards and his break is made at 14 yards. If the safety is in 3 deep coverage and he stays perfect he will settle at 14 yards and execute either a man or zone break as per the coverage call. If he is facing a blitz call he stays on his inside release angle and run away from the defender assigned to him across the field gaining depth and distance. If the near safety vacates his coverage area either in a 3 or a 2 deep situation he will explode up the hash and look for the ball. He must key not only the drop of the safety but also his initial alignment and the position of his hips. All 3 deep safeties must either divide the formation or the field. If the safety tilts, in his alignment to the wide field, the Shortside Slot should look for the deep ball opportunity. If the safety rotates his hips to the wide field or allows the Shortside Slot to draw even with him, then we want to take the route deep.

Shortside Wide Out: He is the third option for the Quarterback and he runs a **Vertical Read**. He must be aware of several factors but his route is designed to open last thus he has some extra clicks to make his reads. He must get vertical stretch on the defense but he is allowed the option of going inside-out against a reroute cover. He must be aware of who is responsible for covering the outside third in any defensive alignment and react from that defender's coverage after the ball is snapped. Against a 3 deep corner who stays outside and deep he will settle at 14 yards and execute either a man or a zone break based on the coverage call from the Quarterback. However if the 3 deep corner falls back inside reacting to the roll of our Quarterback and attempting to cover the backside hash the receiver will stay wide and take the route up the field. Since this package is designed to be run primarily into the wide field the deep throwback does not require massive arm strength on the part of the Quarterback. Against 2 deep coverage the receiver will react to the coverage of the near safety as he responds to the Shortside Slot driving up the hash mark. Again if the safety rotates his hips away from the receiver or allows the receiver to draw even with him we will take the route deep.

Quarterback: The Quarterback must be exposed to a complete understanding of how defenses are designed to play and what are the strengths and weaknesses of each alignment. After the basic structure of each basic alignment is taught we can concern ourselves with the variations of each defense as it applies to our opponents. The Quarterback's education is structured around the following defenses:

1. 3 Deep Zone
2. Man Free
3. 2 Deep Zone
4. 2 Deep Man
5. Cover 4
6. Blitz

It should be noted here that we regard Cover 4 as a hybrid defense capable of hiding its coverage intentions until after the snap and changing itself into several different coverage structures:

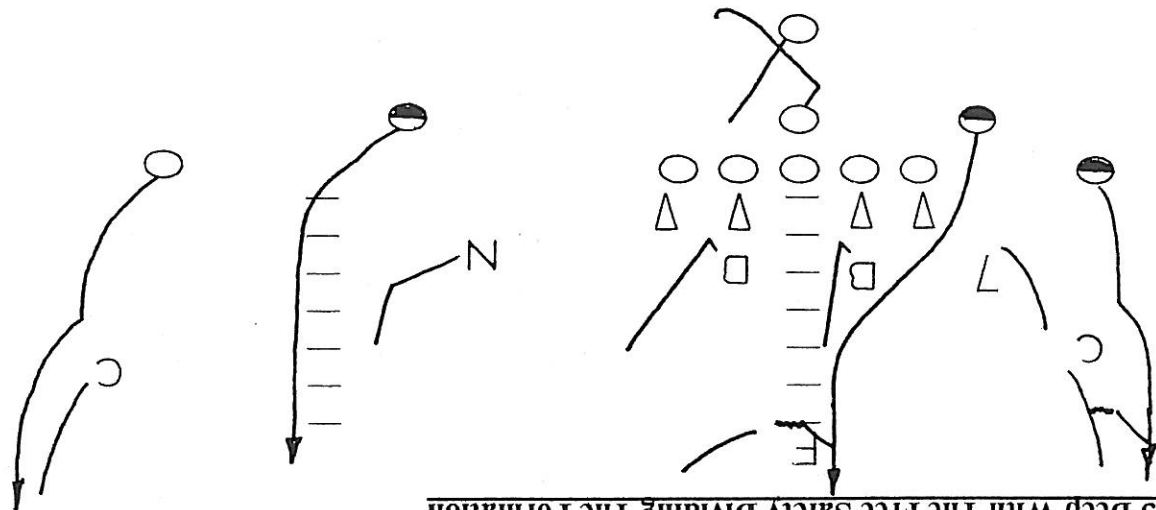
1. Quarters
2. Man
3. Blitz
4. 2 Deep Man
5. 2 Deep Zone

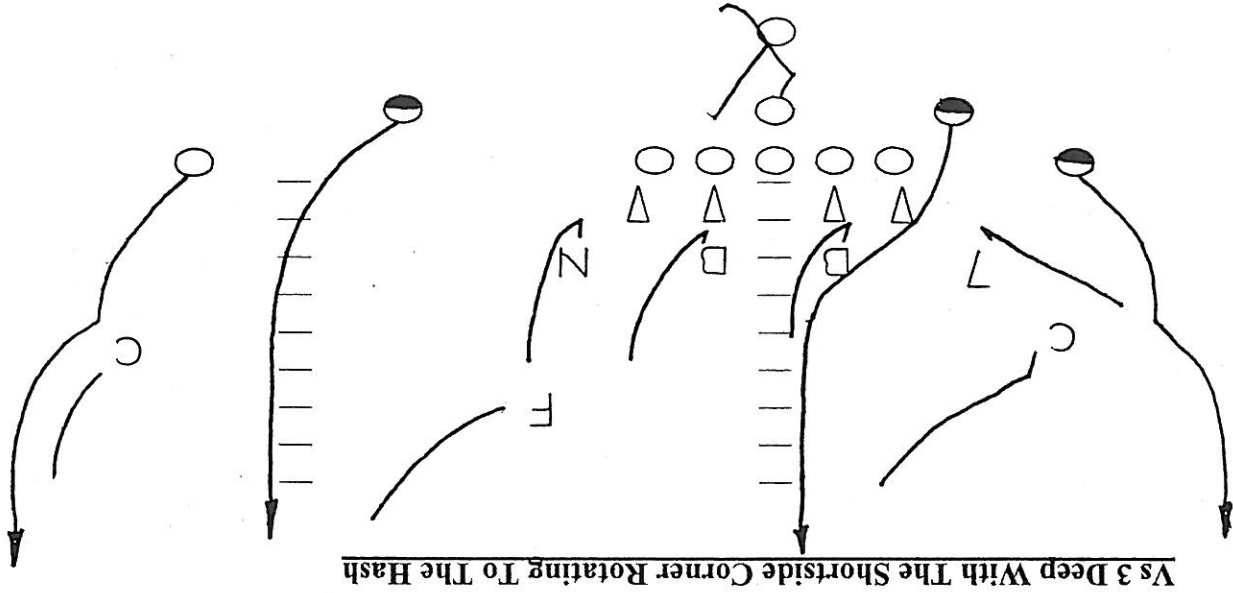
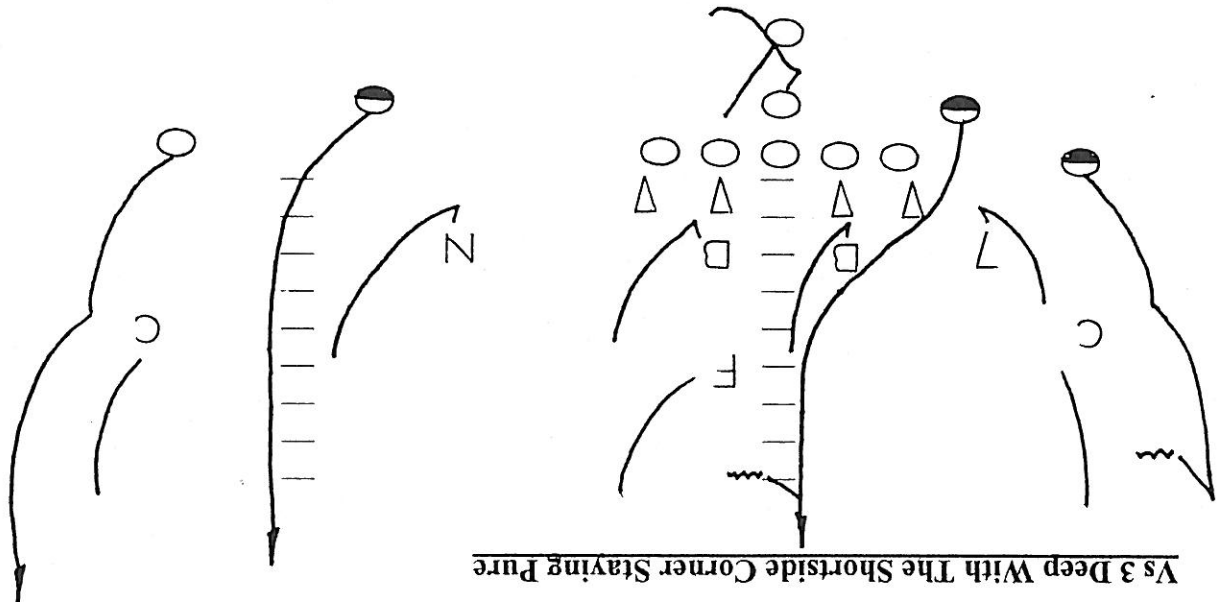
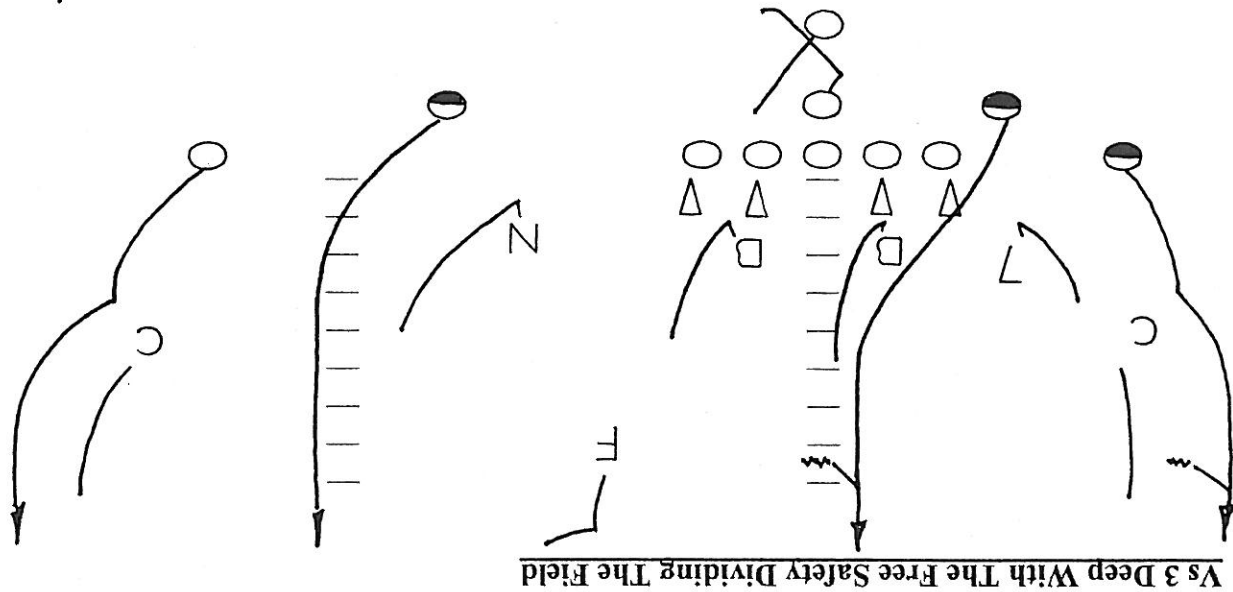
However it forces the defense to play certain limited fronts if they are to maintain the complete flexibility inherent to this alignment and it does expose the defense to the running game.

Attacking A 3 Deep Zone

The Quarterback's first look is check the alignment of the safety, is he splitting the formation or is he splitting the field. If he continues to split the formation with the ball set on the Shortside Hash then the Quarterback will think deep ball to the Wideside Slot. If the safety divides the field then he will in a much better position to get to the Wideside Hash, and although the Quarterback will still look hard at the Wideside Slot it will be more of an effort to pull the safety even farther toward the Wideside freeing the Shortside hash. If the Quarterback hits on fifth step and cannot throw the ball to the Wideside Slot he is going to make the safety right with his eyes and then work right now to the backside. 3 Deep defensive structure will either stay pure on the backside or it will collapse to the Shortside Hash. He must know, prior to the snap, who the backside defender is and trust his receivers to make the correct decision.

Vs 3 Deep With The Free Safety Dividing The Formation





Attacking 2 Deep Zone Defenses

The Quarterback tries to entice the Wideside safety off the hash by staring down the outside streak route. If the safety won't come off the hash then the Quarterback will hit on the fifth step and rotate quickly to the backside combination. The one exception to this is 2 deep alignments that allow the Wideside Slot a free release and an immediate window and the 2 deep safety is aligned well off the ball creating the opportunity for the Dump pass to the Wideside Slot.

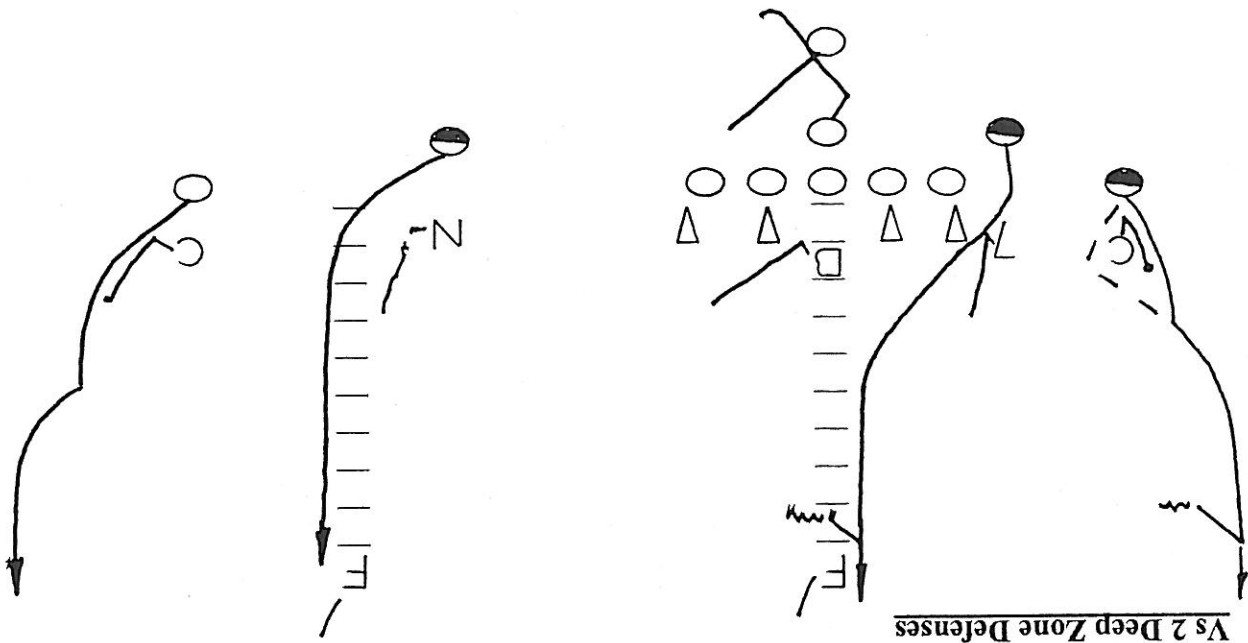
Once the Quarterback rotates to the backside he should be presented with a two on one advantage against the Shortside hash safety. The key here is if his read takes him to the Shortside Wide Out he cannot hesitate to release the deep outside throwback. The Quarterback can get backside very quickly because his frontside read should be very clear and because freezing the hash safety is not necessary.

Wideside Wide Out: Runs a standard **Streak** route.

Wideside Slot: Runs a standard **Streak** route, but he must be aware of the potential for the Dump pass. He must get maximum vertical stretch as quickly as possible.

Shortside Slot: He is the key to blowing the defense out of the 2 deep. He must get vertical as quickly as possible while reading the hash defender, if he sits on the hash he will hook up at 14 yards, but if the hash safety rotates off the hash he will attack vertically.

Shortside Wide Out: He must get vertical as quickly as possible while maintaining maximum horizontal stretch on the defense. If the hash safety stays perfect he will attack the vertical if the safety rotates to him he will hook up at 14 yards



Attacking Man Defenses

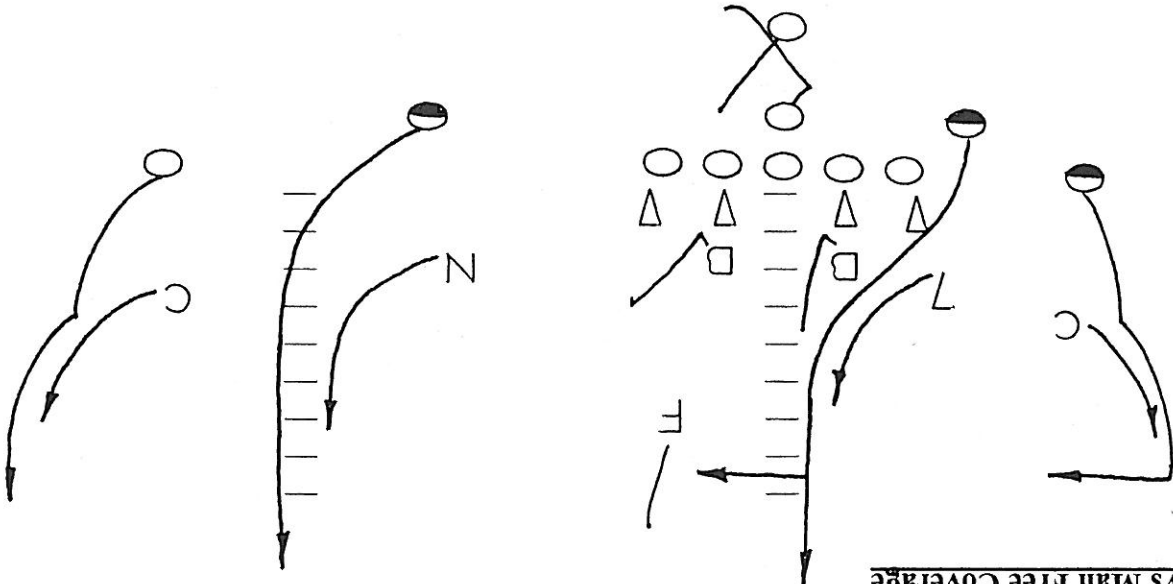
The basic reads remain the same as when we attack a zone defense. The changes in attacking man coverage are more in the area of technique and the realization that the potential for double coverage does exist. In addition we must be more aware of match-up advantages that exist Vs the opponent's personnel. Receivers must be made to understand that we expect them to beat the underneath man coverage with superior technique and then read and react to the coverage on top.

For our purposes man defenses fall into three categories:

1. Man Free
2. 2 Deep Man
3. Blitz

The primary technique change is that all 14 yard breaks are no longer Hooks, but are hard Dig routes square and away from the man coverage defender. When confronted with Man Free coverage the pre-snap alignment of the safety is still a primary issue. In addition the Quarterback must be drilled in leading his receivers, allowing them to catch the ball in full stride and receivers must be drilled in evading and concentrating against tight man coverage. Note that the Shortside Wide Out route is limited to the 14 yard Dig route since the corner's natural position between the Quarterback and the receiver make the vertical route highly risky.

Vs Man Free Coverage



When attacking 2 Deep Man coverage the quarterback must be aware that one of the backside receivers will be in a one on one situation and when in doubt that is where we want to go with the ball. It should also be noted that 2 Deep Man coverage schemes are, by design, weak against the run and are highly susceptible to the inside trap, the draw and the outside zone play. We will cover this in greater detail in the section that deals with situation offense.

The diagram illustrates two defensive strategies against a passing play. In the top scenario, labeled 'S' for blitzing defense, a receiver (numbered 7) runs a route that curves around the defensive line. A defender is shown blitzing from the line of scrimmage, indicated by a dashed line and an arrow. The quarterback is shown releasing the ball. In the bottom scenario, labeled 'C' for deep man coverage, the receiver (numbered 7) runs a similar route, but the defender is in a deep man coverage position, indicated by a dashed line and an arrow. The quarterback is also shown releasing the ball. The diagram uses various symbols to represent players and the ball, and arrows to indicate movement and the path of the ball.

1. We must have a clear understanding of what adjustments we will be making.
2. We must keep our composure if the defense enjoys temporary success while understanding that the next touchdown is only a snap away.
3. We must have a calm and confident attitude.
4. We must allow the minimum of defensive penetration.
5. We must get receivers into the Quarterback's throwing window as quickly as possible.
6. We must put the coverage defenders into a trailing position as quickly as possible.

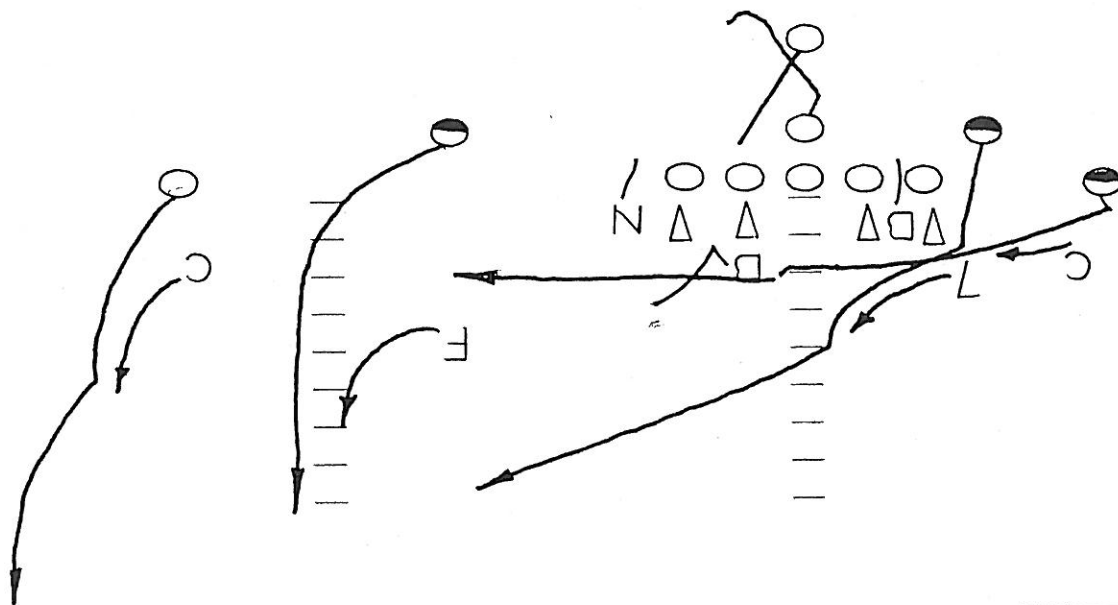
Wideside Slot: Run your standard Streak route.

Shortside Slot: Release up to the hash as quickly as possible and threaten to go vertical, then set an angle across the field gaining depth and distance as you cross at full speed.

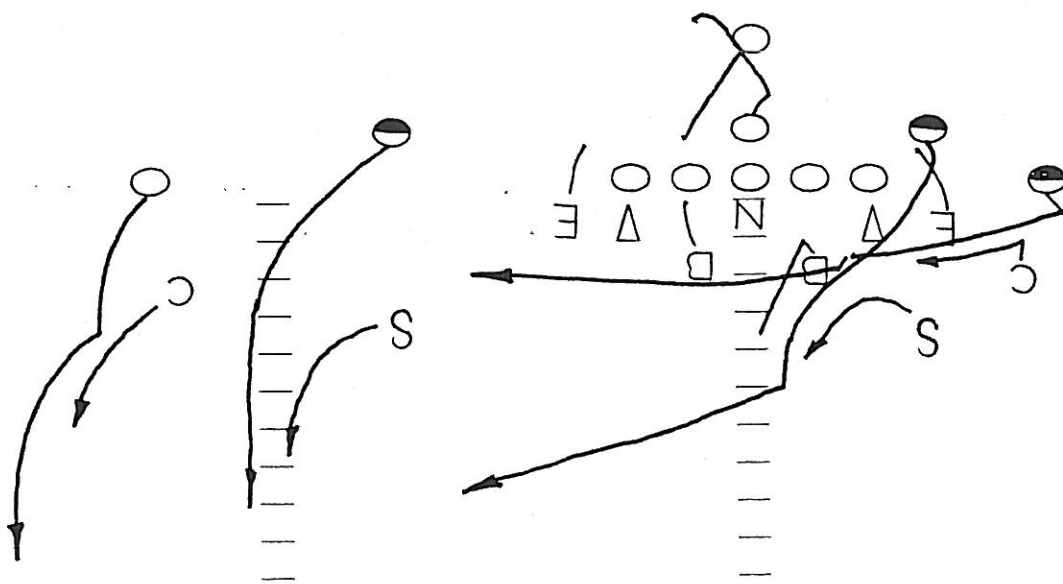
Shortside Wide Out: Release inside immediately at a depth of 3 to 5 yards and accelerate across the field. The combination of the two crossing receivers places the linebackers in a high-low situation.

Quarterback: The Quarterback will still look for the opportunity to throw the ball to the Wide-side Slot but if nothing shows he should expect the two crossing options to appear into his throwing window. He will work from high to low.

Vs Blitzing Defenses



Vs 4 Across Blitzing Defenses



Sting

This is our basic single side package run into the shortside and away from trips. It is a progression read involving options for all 4 receivers and as such requires a considerable investment in practice time for the reactions to become instinctive against any defensive alignment. With minor adjustments it can be run from goal line to goal line

Alignment

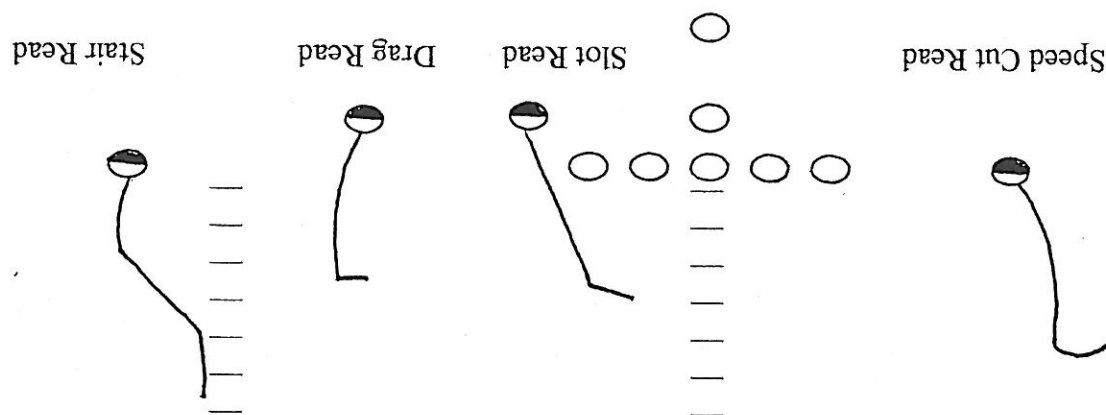
Shortside or single side Wide Out's basic split is 8 yards from the boundary even when aligned on the near hash. He must get an outside release against any coverage thus he must be well drilled against a reroute defender.

Wide Side Slot has a base alignment that will allow him a free angle release to the inside, he is going to push upfield to a depth of 7 yards while angling inside and making his break across the field.

Motion Slot will align splitting the distance between Near Slot and the Wide Side or trips Wide Out. He will push off the ball to a depth of 5 yards before breaking hard and square back inside.

Wide Side Wide Out will align 5 yards from the hash mark releasing outside to a depth of 5 yards before breaking back inside on the post route, he will throttle until he hits the hash and then explode directly up the hash without drifting back inside.

Alignment Illustration



Shortside Wide Out: He runs a Speed Cut Read. As the name implies the speed cut is made at nearly full speed. By angling the break step toward the sideline and running around that foot on the next step, the receiver is, within two additional steps at full speed. Even with an outside release the receiver is a full two steps faster and further into his route than by running the route with conventional technique. Even with the best of technique we are operating with very little

field so the issue of timing is a critical one, as such if the receiver is open on the out the ball should be in the air as he turns to look back. Note: Receivers should be coached to look back from the ball working from their hands back, by adopting this technique it will allow them a cleaner reaction to the ball. If the ball has not been thrown when the receiver first looks back for the ball he will immediately convert his route into the Speed Up segment of the package. He should again angle his step and following it around on his next step and within two additional steps he should be running full speed up the sideline. If the defender as over played the out route or if it is a Blitz coverage he becomes a primary target.

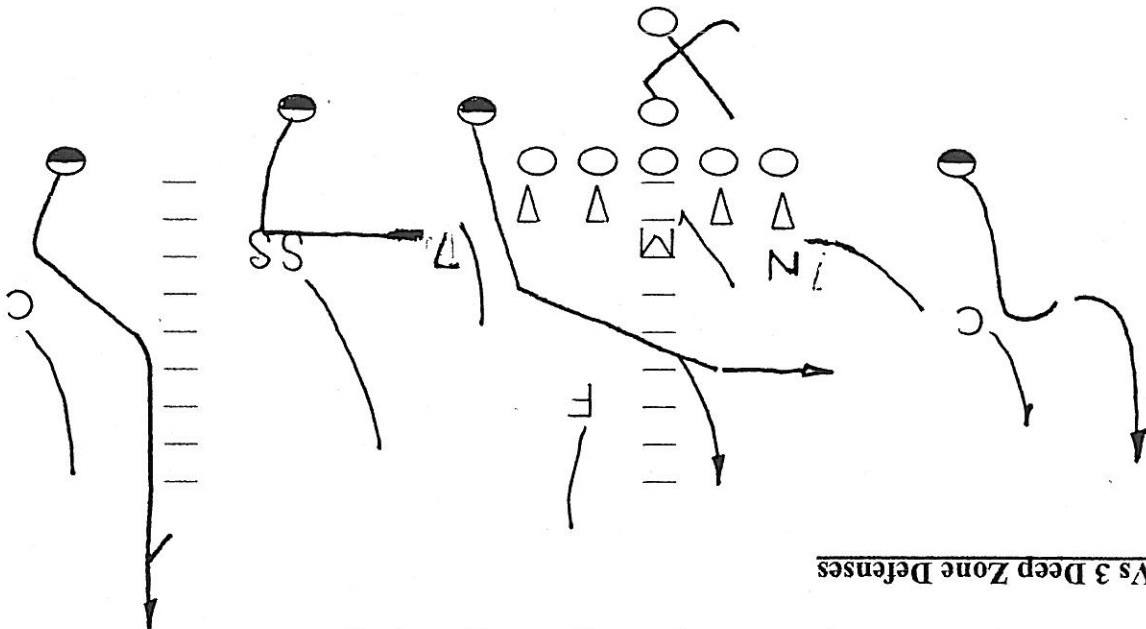
Wideside Slot: He runs a Slot Read. At the snap release inside on an angle working for a depth of 7 yards at 3/4 speed. At 7 yard he will break across the field working for a depth of 10 yards and reading the safety. If the safety stays perfect he will flatten at 10 yards and look for the ball, but if the safety vacates he will turn and attack the vertical.

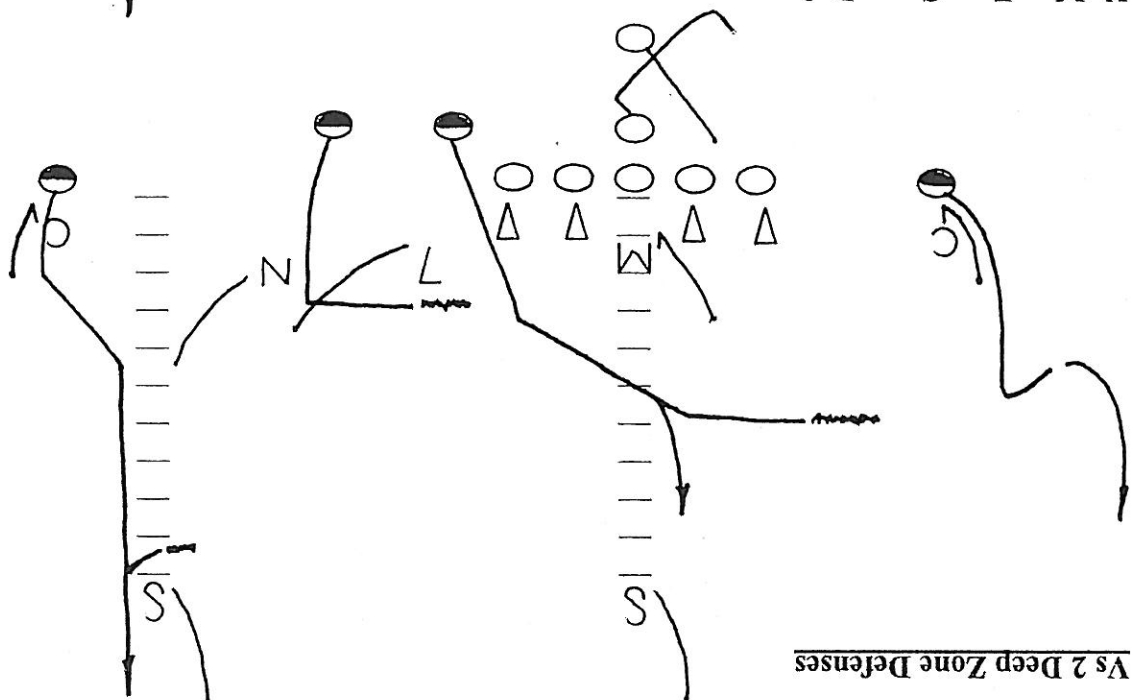
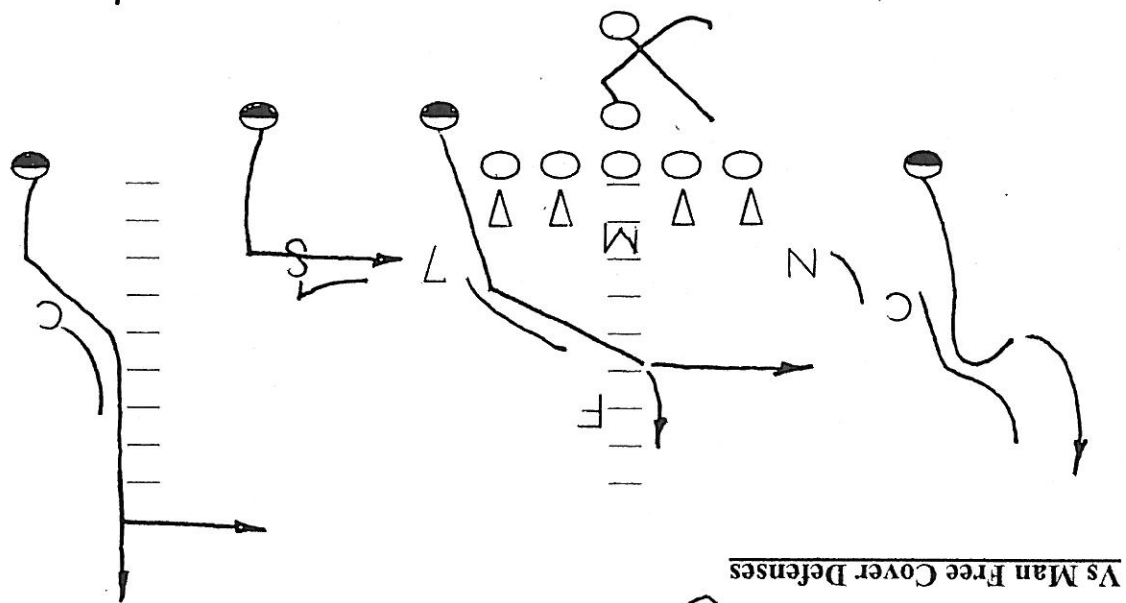
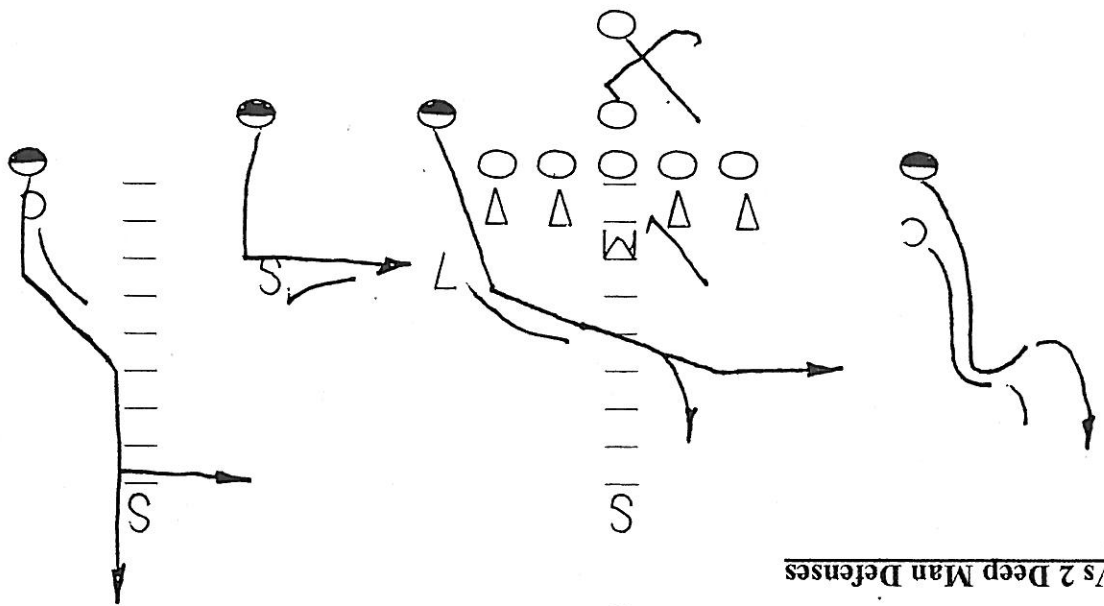
Motion Slot: He runs a Drag Read. He will drive off the ball to a depth of 5 yards and square hard to the inside, if it is a Man cover or Blitz he will accelerate across the field at that depth. If it is a zone call he will work back inside to the window over the original alignment of the Wideside Slot and settle.

Wideside Wide Out: He runs a Stair Read. He will drive off the ball with an outside release to a depth of 5 yards and then break to the post, throttle, until he reaches the hash and then accelerate up the hash without drifting inside. If the defender has voided the deep coverage he will attack the vertical, if not he will Hook Vs zone and Dig Vs man coverage at 14 yards.

Quarterback: This is a progression read and the Quarterback is told to throw the ball to the first open receiver in his progression. If the Out cut is available he will throw the ball on his third step, if not he will work his way to five steps and go through his progression.

Vs 3 Deep Zone Defenses

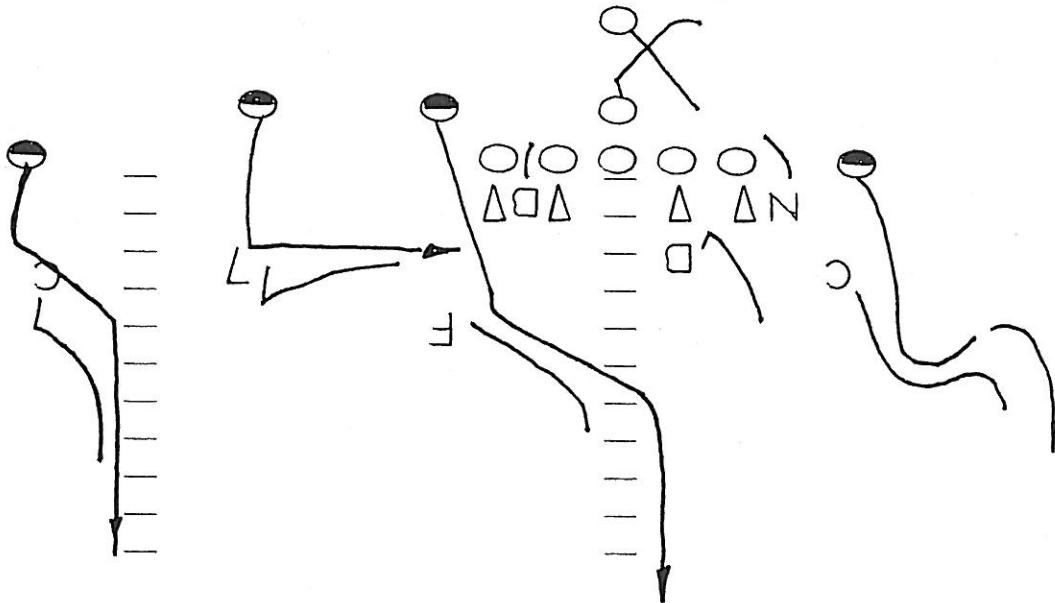




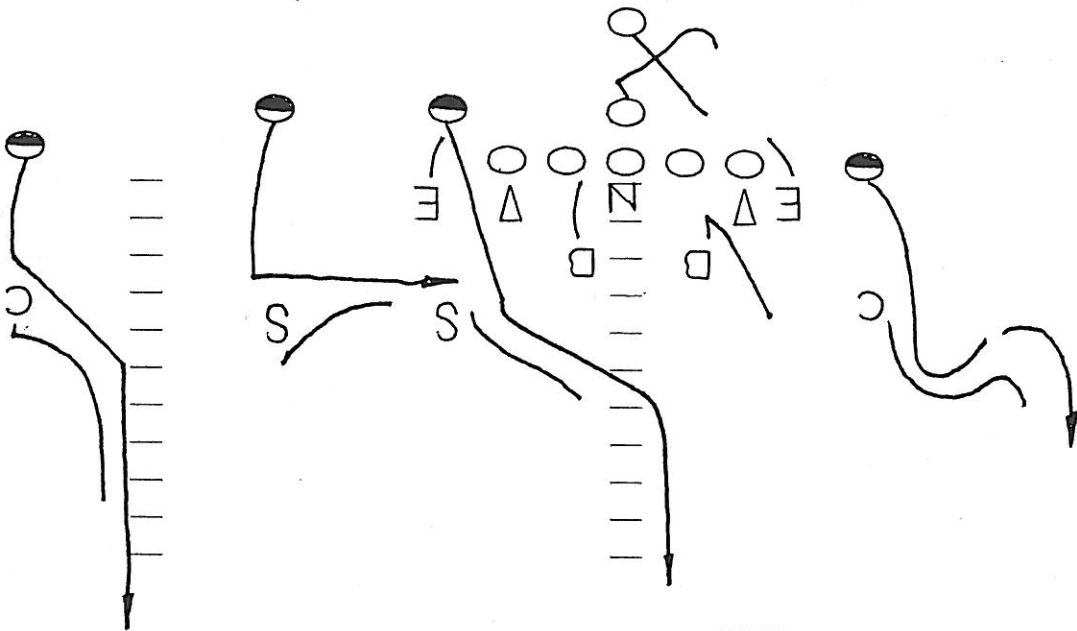
Attacking Blitzing Defenses

When we encounter a Blitzing defensive scheme it is important that the Quarterback realize that he has limited options. Since most Blitzing fronts will also play some type of man coverage in the secondary. In all probability the Blitzing scheme will limit us to the first 2 options, the **Speed Cut** and the **Slot Read**.

Vs Blitzing Defenses



Vs 4 Across Blitzing Defenses



Scat

Scat is our basic wide-side Trips pass package and along with Touchdown, Smash, Streak and Sting forms the core of our pass offense. These five pass packages are the first that we will teach and are in themselves along with our screen and run game the fundamental core of our offense. Scat is designed to put maximum horizontal stretch on the defensive secondary to the wide-side of the field. If the defense deploys enough defenders to flood the wide-side then the inside run and short-side structure of the defense becomes vulnerable to both the run and the pass. In addition the Shortside Wide Out is in a virtual man coverage situation with no underneath cover help.

Alignment

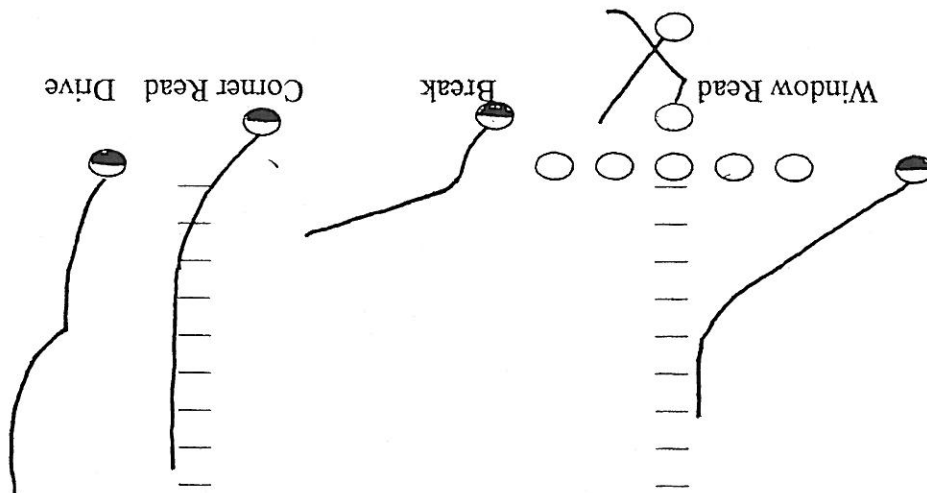
Wide-side Wide Out must align 3 yards from the hash mark, he will still outside release, in point of fact, his route should exactly duplicate a Streak route until he reaches a depth of 14 yards.

Motion Slot should align 3 yards from the hash and take a hard outside release and attack up the outside of the hash, he must never allow himself to be forced back inside the hash.

Wide-side Slot has a basic alignment from the offensive tackle that will allow him a free release to the outside were he will go and execute a speed cut on the third step setting an angle that will take him 7 yards deep by the time he intersects a point 8 yards from the boundary.

Shortside Wideout should reduce his split so that he can quickly release inside and get to the near hash mark, which will be at a depth of between 7 to 10 yards, at this point he should turn vertically up the hash and accelerate.

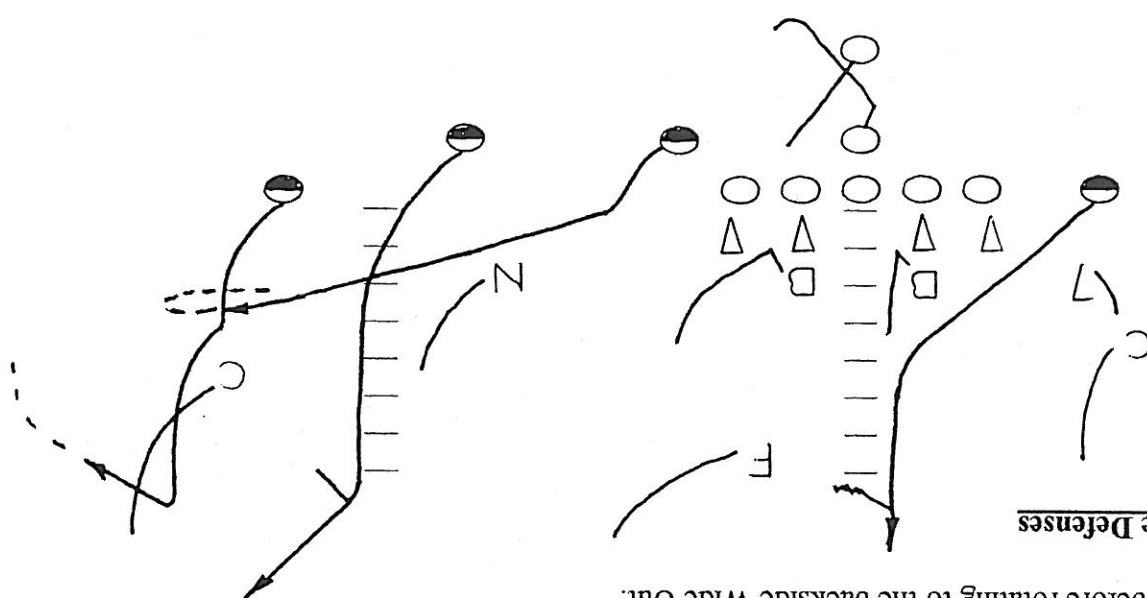
Alignment Illustration

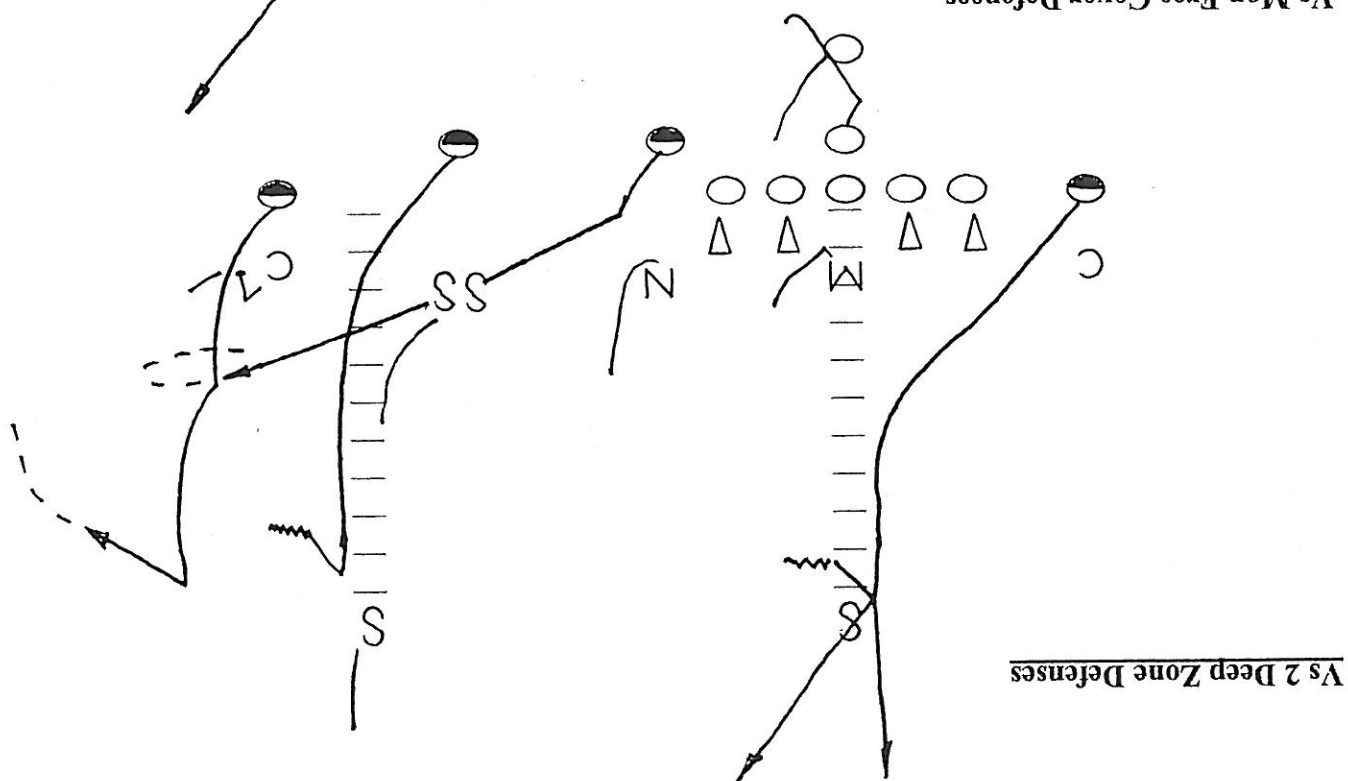
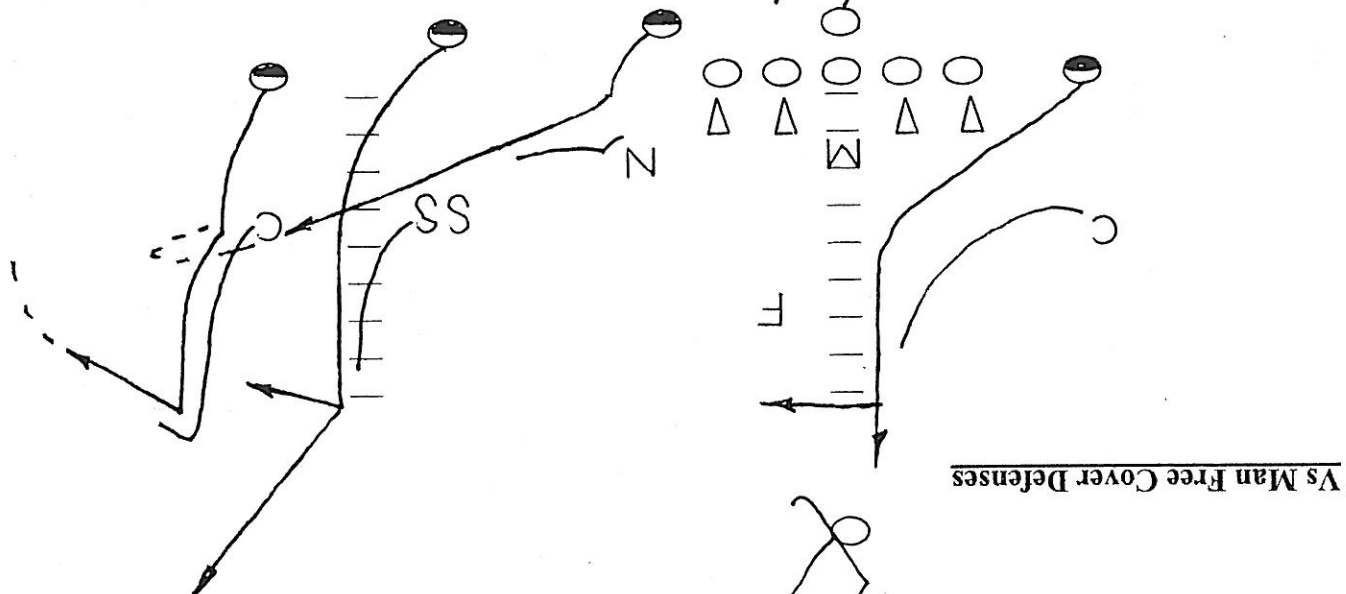
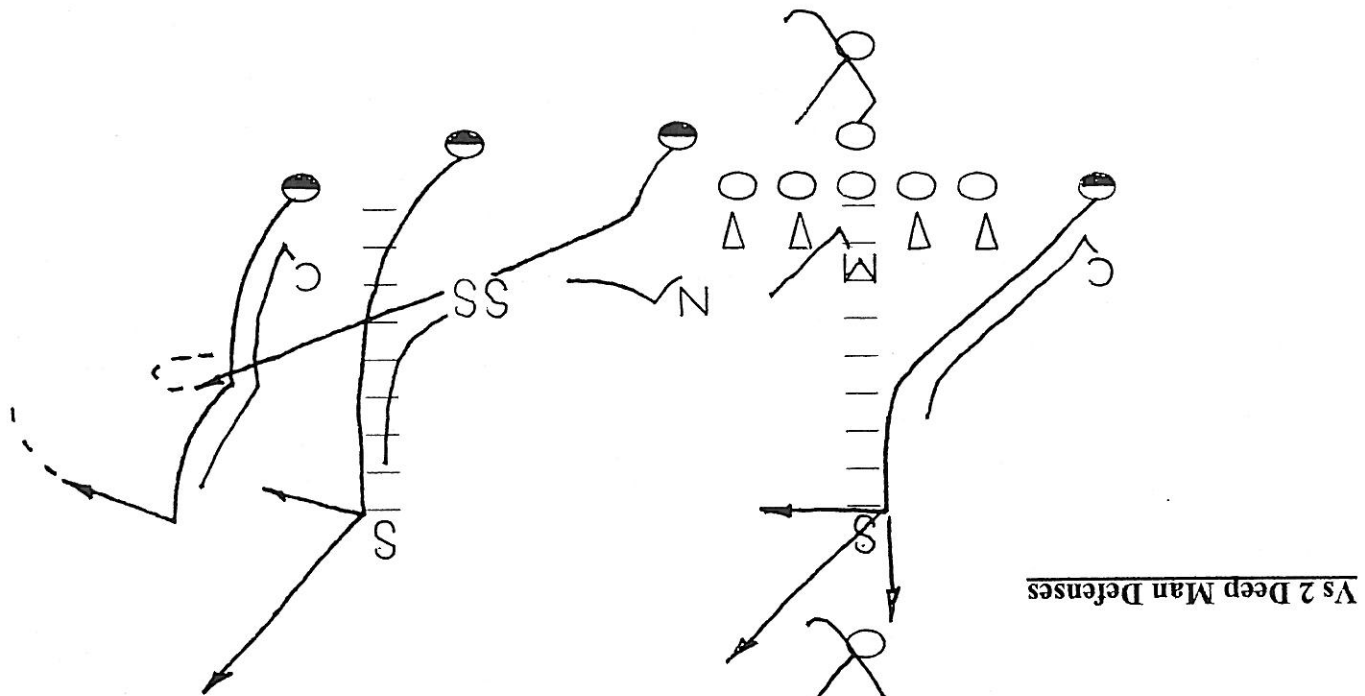


coverage employed by the defense.

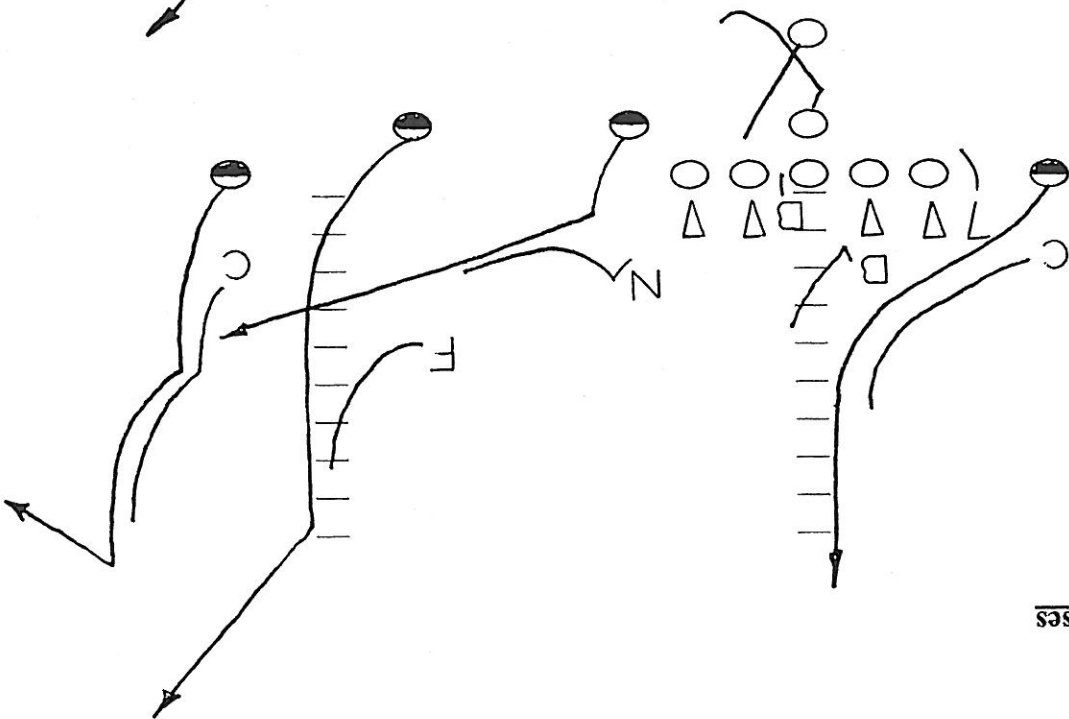
Shortside Wide Out: Release inside to the hash and attack vertically reading the defense as you go. If the defense has voided the area on top of you accelerate up the hash. If the defense stays perfect on top of you execute either a zone or man break at 14 yards depending upon the coverage call from the Quarterback. If you are confronted with a 2 Deep secondary and the far safety has rotated away from you take the route to the post at 14 yards. You will execute this package of reads against any coverage and this is the standard route on the backside of trips.

Vs 3 Deep Zone Defenses

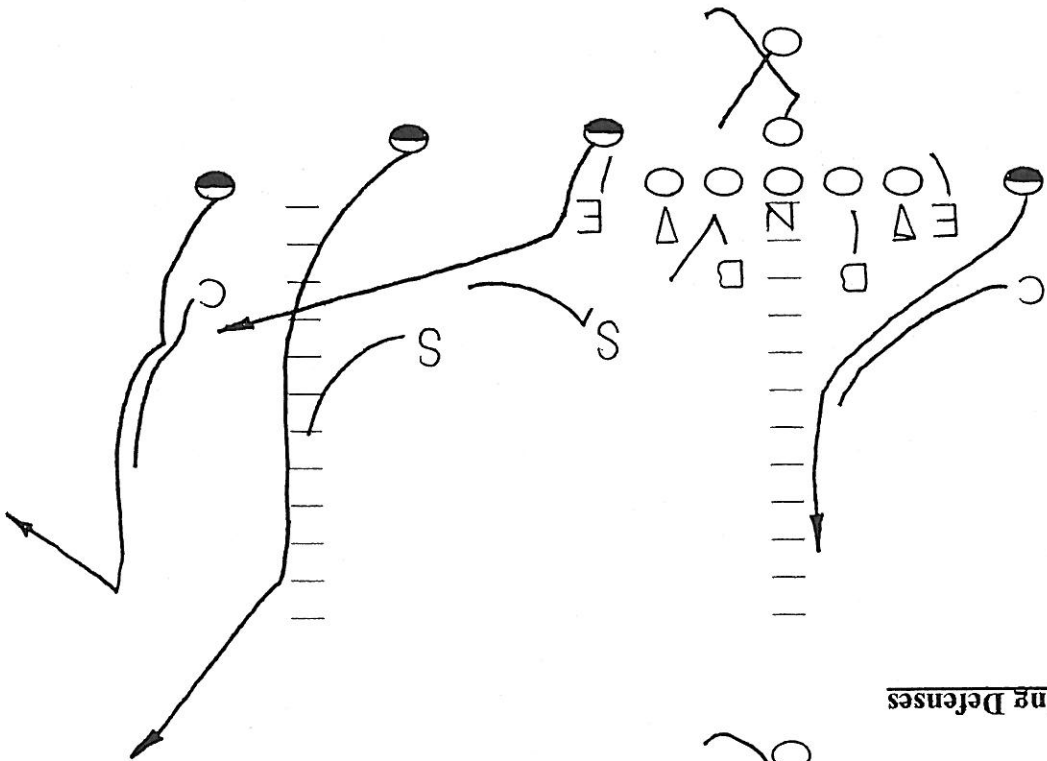




Vs Blitzing Defenses



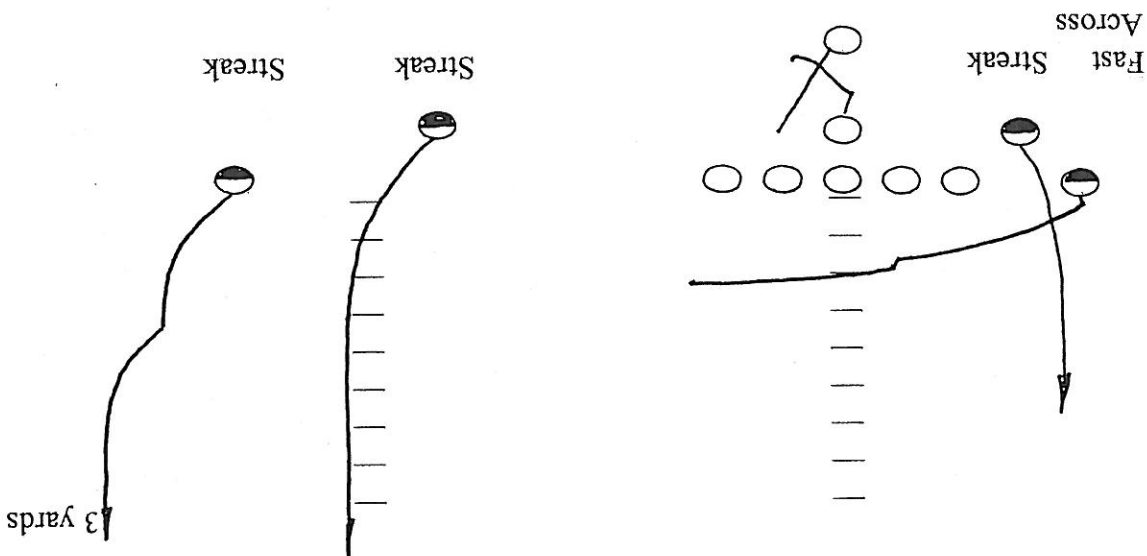
Vs 4 Across Blitzing Defenses



Streak

This is the fourth unit of our basic pass offense consisting of five packages. It is run from a balanced formation and can attack either the Wideside or the Shortside of the field. **Streak** is designed to create either a 2 on 1 or a 3 on 2 situation on the deep defensive structure. At the same time we will bring a receiver across and underneath as check down option. **Streak** requires very little decision-making on the part of our receiver unit allowing them to gain vertical stretch on the defense as quickly as possible.

Alignment Illustration



Onside Wide Out: Runs a **Streak** route and this will not alter against any coverage call. The receiver will take a base split of 8 yards from the boundary. He will, in all circumstances, release outside to a depth of 7 yards and widen again and accelerate up the field to a point 3 yards from the boundary. At 25 to 30 yards he will look up and back for the ball without losing any speed. This technique must be practiced until it becomes second nature.

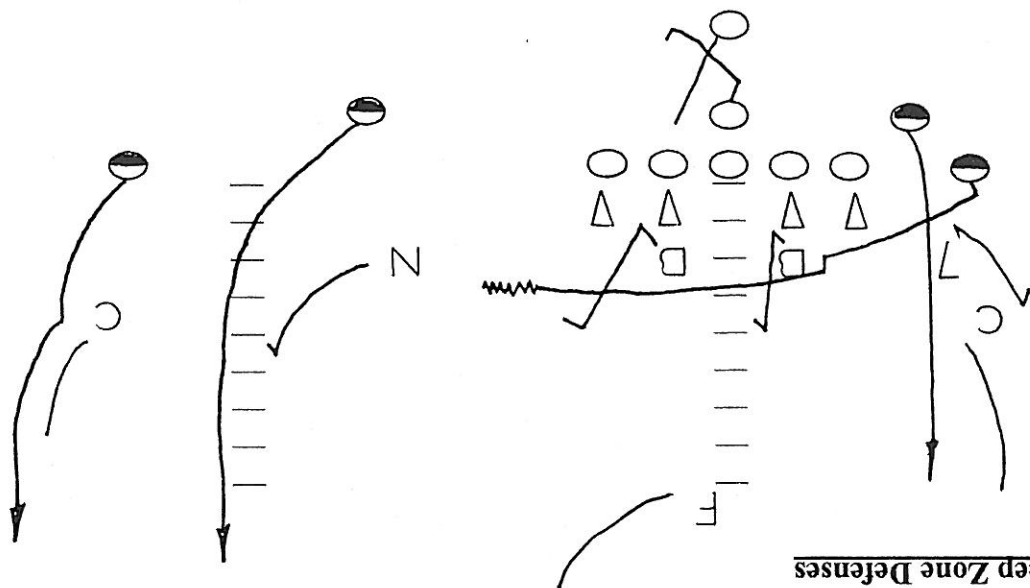
Onside Slot: Runs a **Streak** route that will not alter against any coverage. The receiver will take a split 3 yards from the hash mark on the Wideside and a base split from the offensive tackle if he is on the Shortside. He will take an outside release gaining ground and accelerating until he is 3 yards outside of his original alignment on the Shortside or running up the outside of the hash on the Wideside. Under no circumstances must he allow himself to be forced back inside nor may he allow himself to drift into the outside third. After he clears the underneath coverage he must look up and back for the ball without losing any speed or drifting into the middle of the field.

Offside Slot: Runs a **Streak** route that will not alter against any coverage. He will always take a base split from our offensive tackle and on the snap outside release and accelerate upfield 3 yards outside from his original alignment. He will gain ground as rapidly as possible accelerating vertically. He must clear the underneath coverage and draw even with the on top coverage before he looks back for the ball.

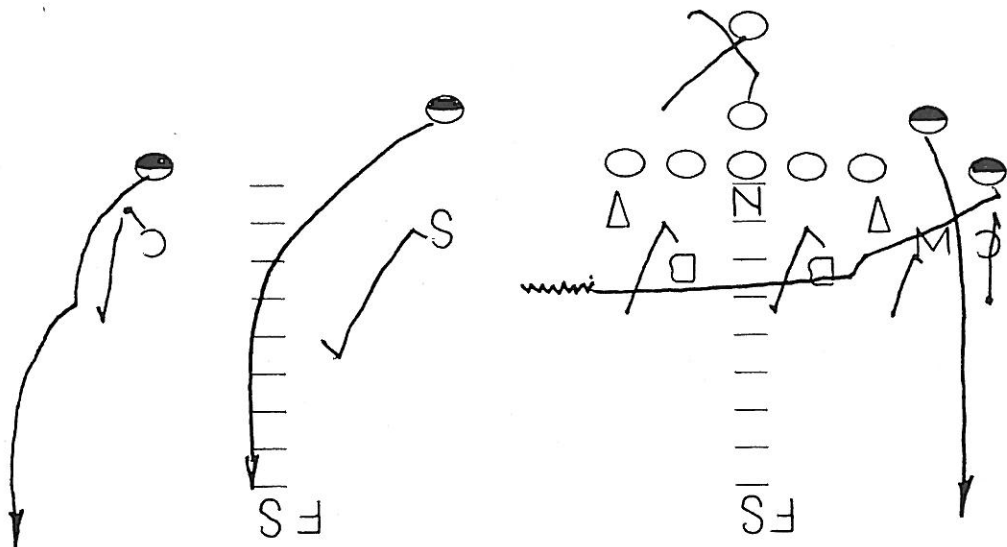
Offside Wide Out: Runs a Fast Across route. Reduce your split to a minimum that will allow a clean inside release. Build the route to a depth of between 5 to 7 yards as you cross the formation. Your objective is to reach a point 3 yards outside the original alignment of our offensive tackle. If the coverage is zone at this point you will throttle down and find the open area. If the coverage is man or blitz you will continue to cross at maximum speed.

Quarterback: Our first option is to throw the Streak route to the Inside Wide Out. We expect the receiver to "technique" the corner and we only come off this receiver if the corner has help from a defender rotating from the inside or our receiver is never able to draw even with the defender during his route. On his third step the Quarterback sets to release the ball to the outside for two reasons. One, it allows him to throw on rhythm and second, it will sell the route to a safety if he is rotating. This throw must be made over and beyond the defender not beyond and through the corner covering. If the corner receives help from a rotating safety then the Quarterback will progress to the Inside Slot receiver. Finally if we are faced with a rotating 2 Deep coverage then the Quarterback will progress to the Backside Slot receiver. If the Quarterback has no look he will drop the ball off the crossing receiver. This progression remains constant against any defensive coverage; zone, man or blitz.

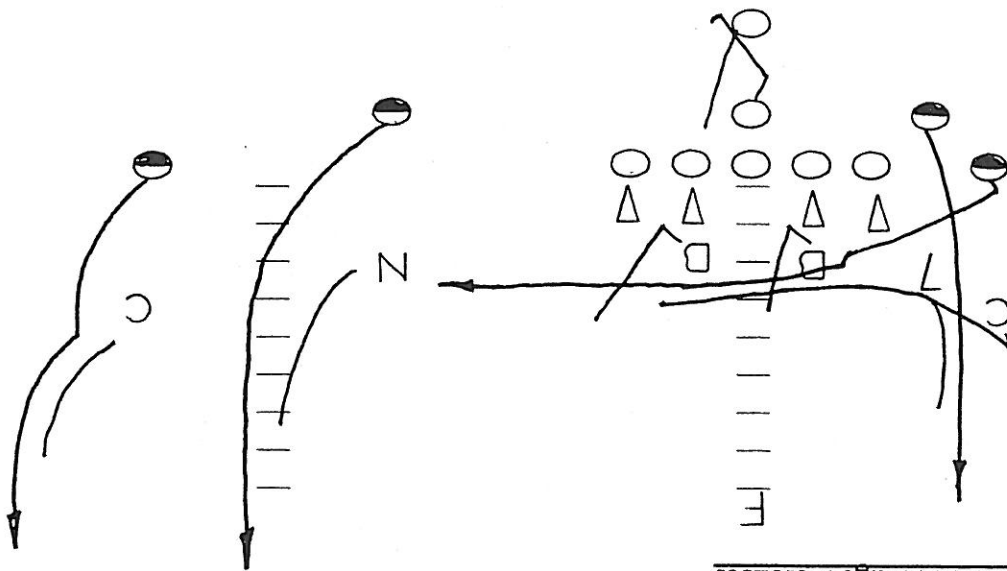
Vs 3 Deep Zone Defenses



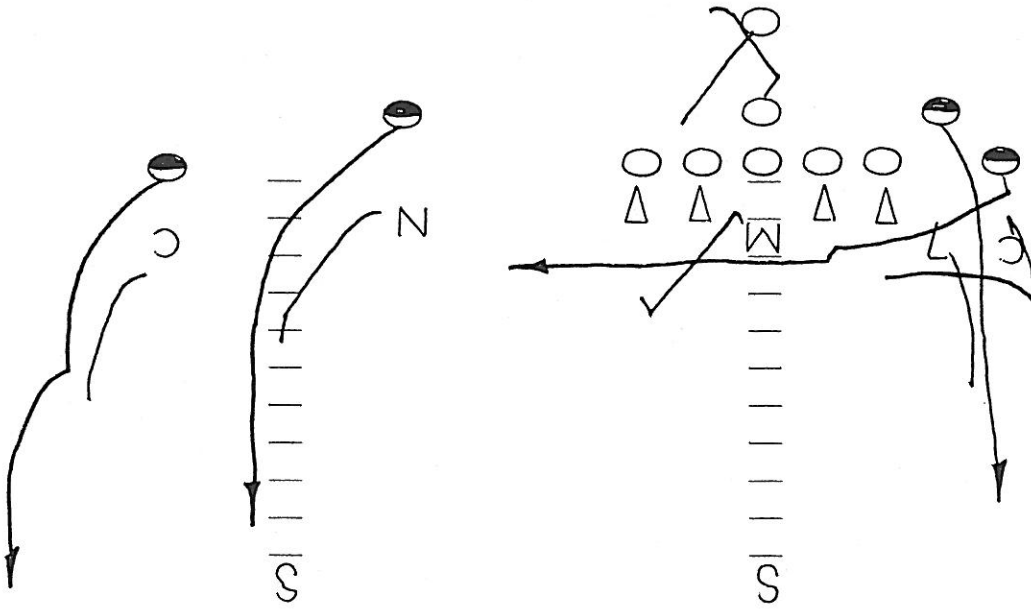
Vs 2 Deep Zone Defenses



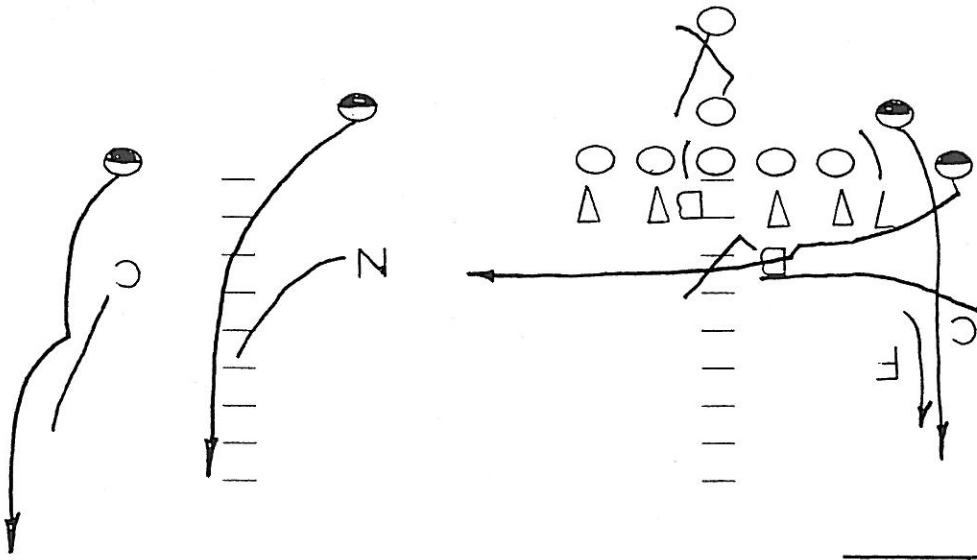
Vs Man Free Coverage Defenses



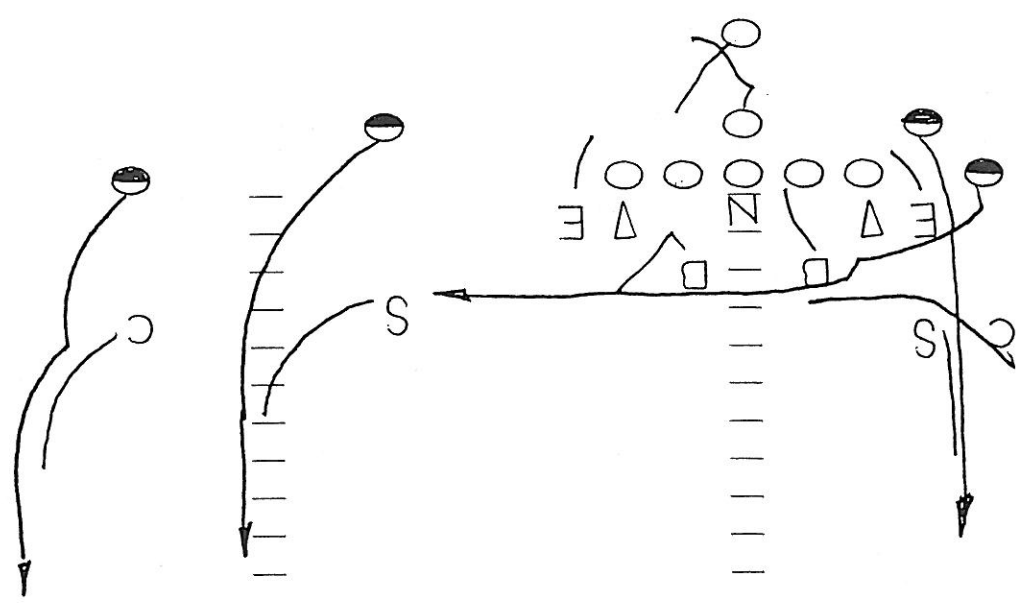
Vs 2 Deep Man Coverage Defenses



Vs Blitzing Defenses



Vs 4 Across Blitzing Defenses



Smash

This is the fifth our five basic pass packages in our core pass offense. **Smash** is run from a balanced set and is designed to attack the shortside of the field, as such the alignments and the routes must be precise for there is very little room for error.

Shortside Wide Out: The receiver will run a **Turn Out**. The receiver must attain maximum horizontal stretch on the #2 defender, however he must still leave himself room to execute his route. His basic split will be 5 yards from the boundary if the ball is on the near hash mark. He may go to a maximum split of 7 yards as the ball moves off the hash. At the snap he will release outside and push to a depth of 7 yards were he will run his **Turn Out**. If the ball is not thrown he will plant and revolve back inside. His route will not be altered by any coverage changes.

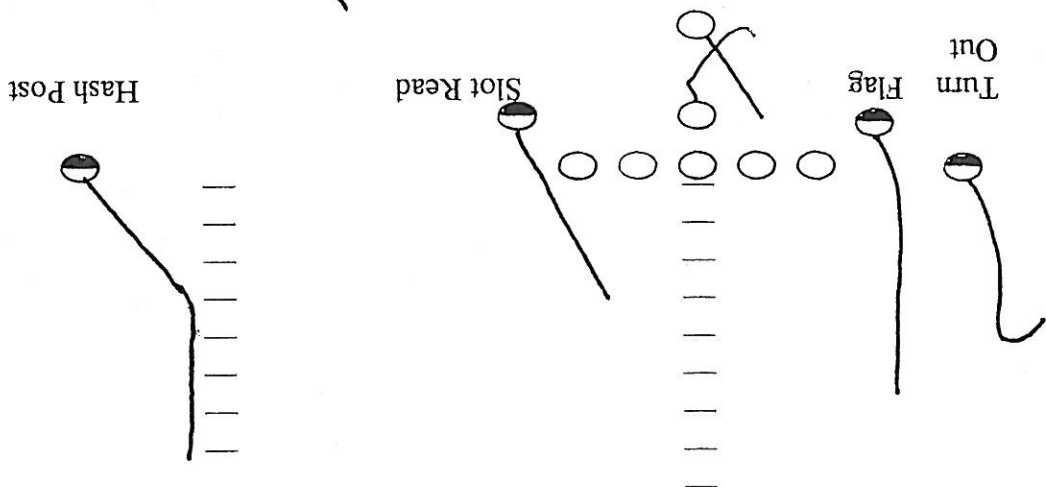
Shortside Slot: This receiver will run a **Flag** route. This route will not be altered. The receiver will take nothing more than a basic split that will allow him to release outside. He should be very aware of the potential for the **Dump Pass**. As he releases outside he cannot allow himself to be pushed off his track in either direction. At a depth of 10 yards he will break to the flag at a precise 45 degree angle. As you come fully out of your break look back only with your head for the ball, do not allow yourself to throttle down.

Wide Side Slot: Will run a **Slot Read**. The receiver will take basic split that will allow him a free release to the inside. At the snap release inside on an angle working for a depth of 7 yards at 3/4 speed. At 7 yards he will break across the field building the route to a depth of 10 yards and reading the safety. If the safety stays perfect he will flatten out and find the window against zone and continue to cross against man coverage. If the safety vacates he will turn up and attack vertically.

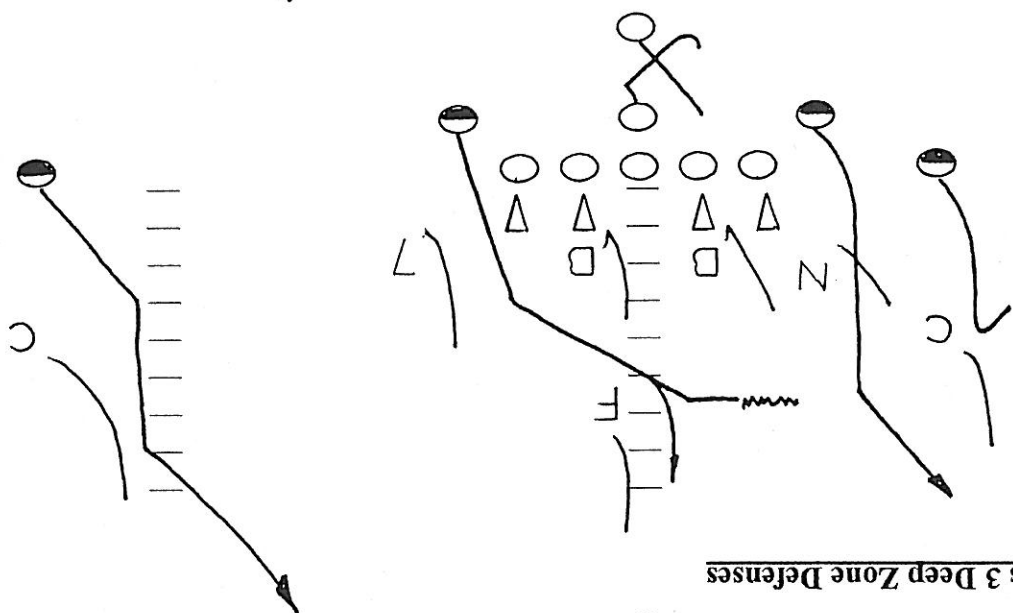
Wide Side Wide Out: This receiver will run a **Hash Post**. This route will not be altered. The receiver will take a basic split and on the snap drive to the hash on an angle designed to intersect the hash at a depth of 7 yards. Once on the hash he will attack vertically to a depth of 14 yards before breaking to the post. His post route should not take him past the middle of the field. He should be coached to bend his route up the field if necessary.

Quarterback: The Quarterback must be aware of the underneath coverage's alignment and check for the possibility of the **Dump Pass**. If the defense aligns correctly then his first look is to the **Turn Out** on his third step. If either #2 or the corner takes the **Turn Out** away then he will progress to the **Flag** route which will be thrown on the fifth step at a depth of 15 to 18 yards if the defense allows the Shortside Slot into the crease between the corner and the safety. If the defense takes away the **Flag** then the Quarterback will progress to the **Slot Read**. If we are facing a rotating secondary or a blitz look his progression becomes **Flag to Slot Read to Hash Post**. This package requires considerable practice time until the Attack Group understands the spacing and timing necessary to make this package work. But as the defense slides over to favor the Wideside of the field as it must, then the strengths of this package will become apparent and necessary.

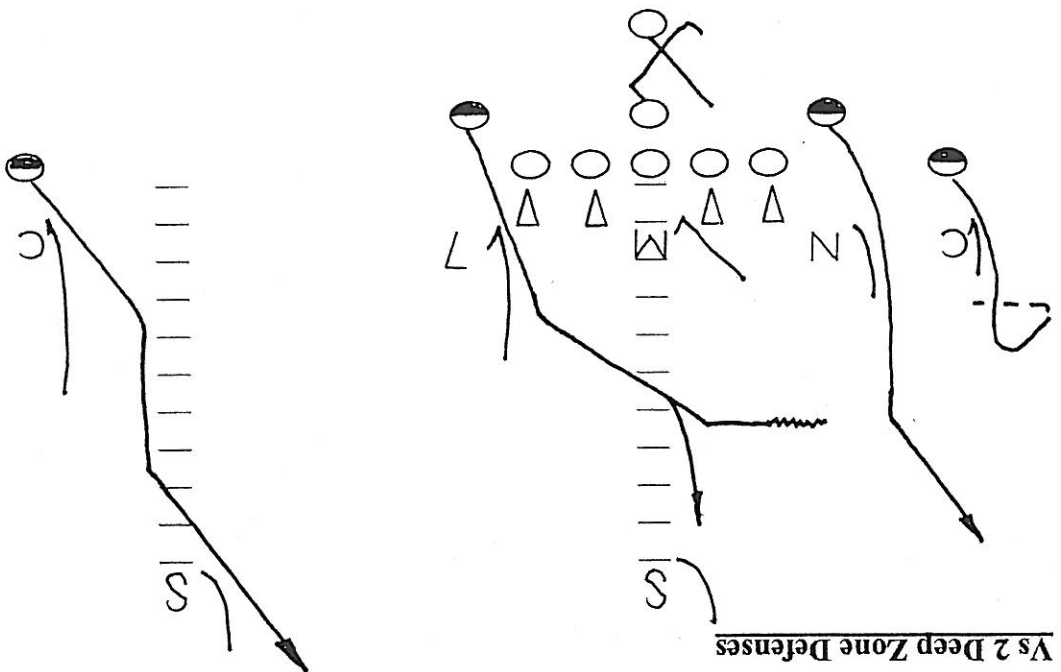
Alignment Illustration



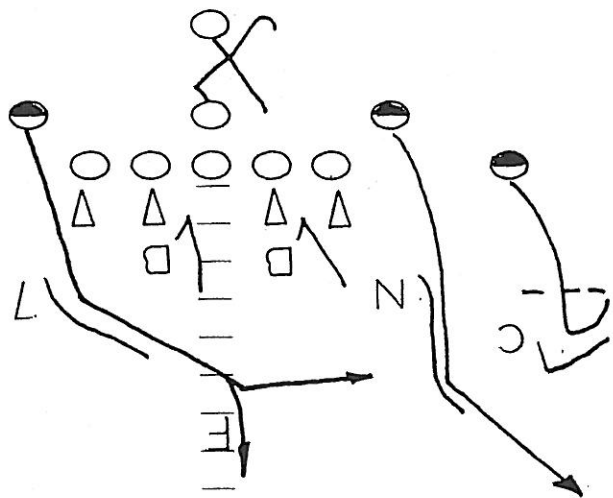
Vs 3 Deep Zone Defenses



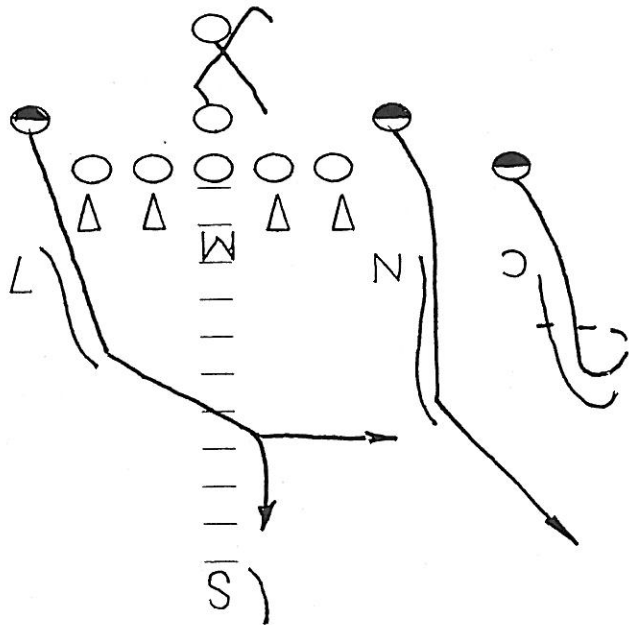
Vs 2 Deep Zone Defenses



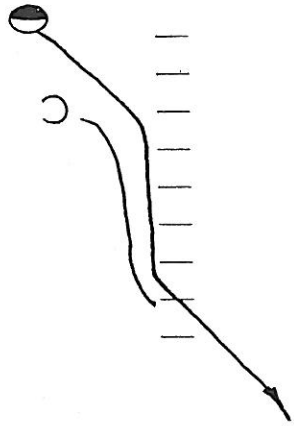
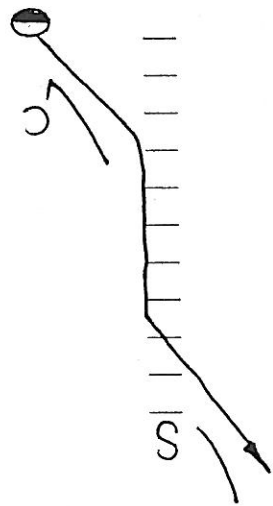
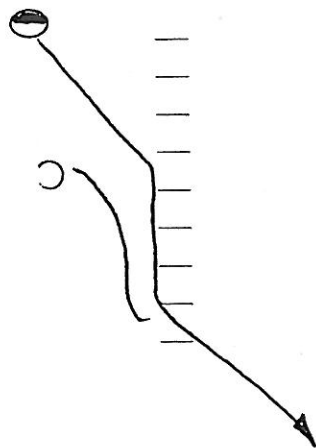
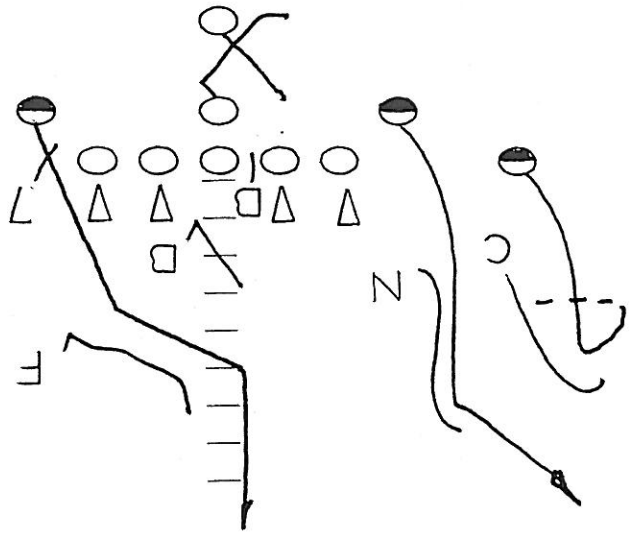
Vs Man Free Defenses



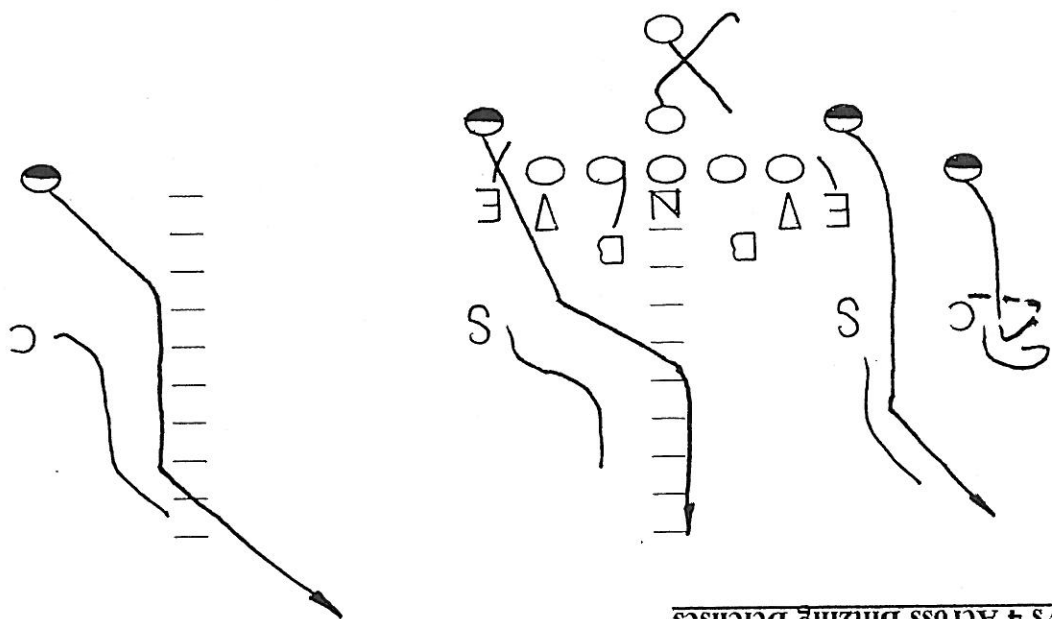
Vs 2 Deep Man Defenses



Vs Blitzing Defenses



Vs 4 Across Blitzing Defenses

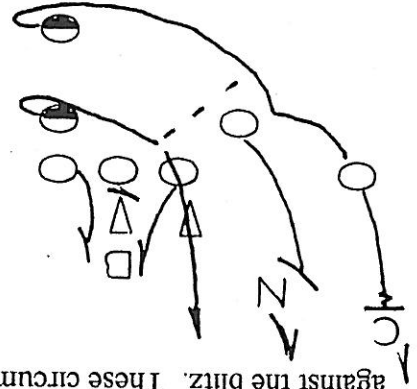


RUN OFFENSE

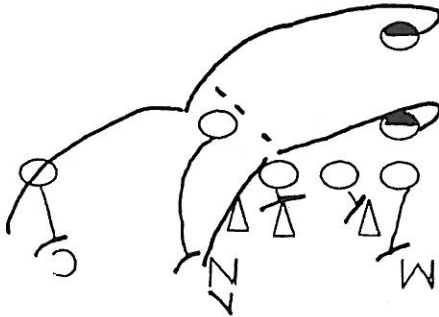
17-18 SPEED OPTION

The Speed Option is one of the basic core runs in our offense. It is simple yet flexible enough to be used in virtually any offensive circumstance. The option, especially the pitch phase, attacks a soft secondary defense that is concerned first about the pass. It is highly effective into the boundary when the defense runs across with our motion to trips. It is very good against goal line and short yardage defenses that are often not sound against the option and it is a basic staple against the blitz. These circumstances are illustrated below.

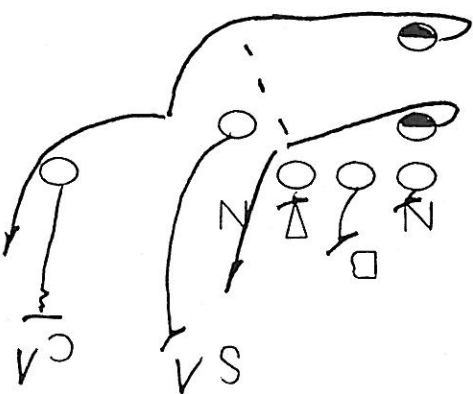
Vs A Soft Secondary



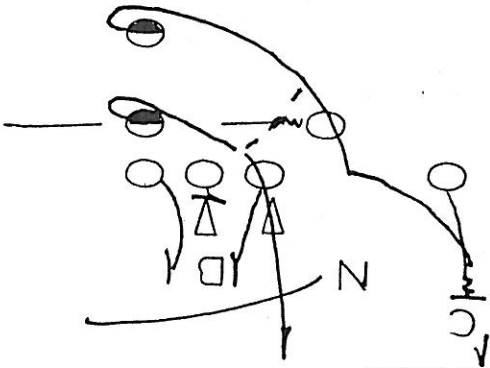
Vs Goal Line



Vs Blitz



Vs Defense That Runs With Motion



There are several keys to the play being successful. The reverse pivot of the Quarterback and the Tailback will **freeze** the entire defense and possibly make them take a false step. This technique is especially good against flow stunt defensive fronts. This momentary **freeze** acts to set up the blocks of the remainder of the offensive unit. Once the initial pivot is executed we want to attack the edge of the defense, on a downhill angle, as quickly as possible. The blocking is fairly straight forward but the Playaside Tackle's technique may vary from position and cut, to seal, to down block. The Playaside receivers should always block their defender as though the ball is going to be pitched, this is the home run portion of the play. There is also some complexity in the blocking of the Slots depending on the formation, these differences require simple memorization and should be reviewed weekly. This is absolutely critical to the success of the play, along with the correct technique by our Quarterback and the proper spacing by our Tailback.

17-18 Speed Option Blocking Rules

Playside Wide Out: Push and block #1, counting from the outside in, for the pitch.

Playside Tackle: Block #2 with the proper technique.

Playside Guard: Block #1.

Center: Scoop and zone to Playside.

Offside Guard: Zone to call to downfield.

Offside Tackle: Zone to call to downfield

Offside Wide Out: Switch down and seal the cut back lane.

Playside Slot: If in a Even Set arc and block #2, counting from the outside in, for the pitch.

Playside Slot[s]: If in a Trips Set, the Motion Slot will arc and block #2, counting from the outside in, for the pitch and the Playside Slot will arc and block #3, off the line of scrimmage, counting from the outside in, for the pitch.

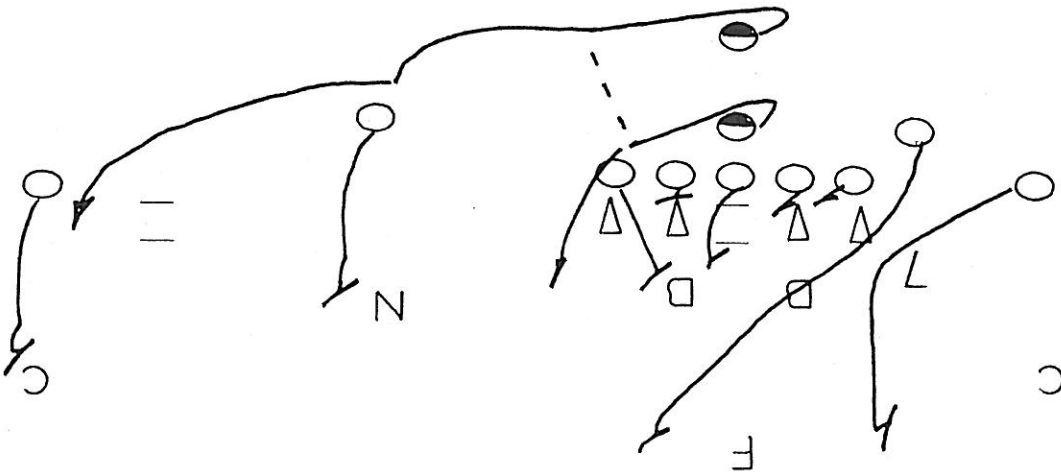
Offside Slot: If in a Even Set take Hash Read release, attack the Free Safety, working to get in front of the ball carrier.

Offside Slot[s]: If in a Trips Set both Slots will take a Hash Read release, attack the Free Safety, working to get in front of the ball carrier.

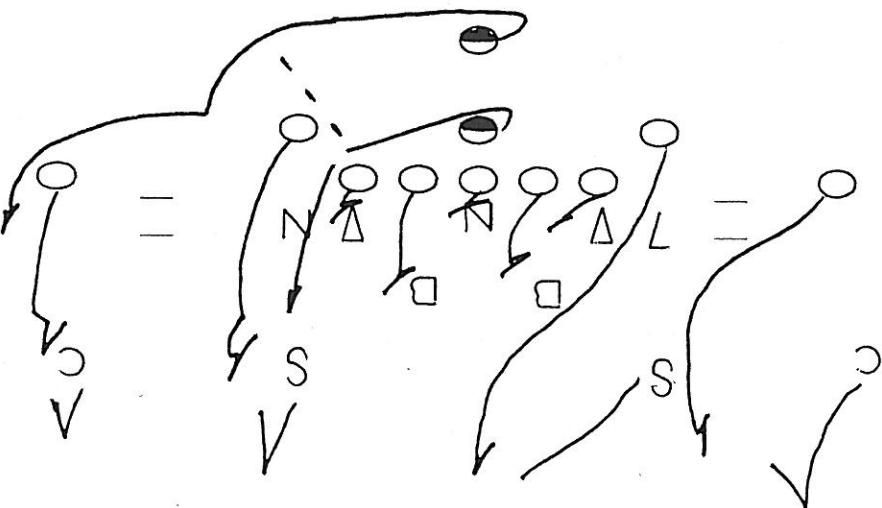
Quarterback: Take the snap, seat the ball, sit down and take one release step away from the call side. Plant on that foot and execute a reverse pivot to a balance position. Attack downhill at the defender to be optioned with speed. If he comes at you settle, sight the Tailback and pitch the ball with your near hand, if he slow plays you or takes the pitch turn the ball upfield and attack the defense. Look to pitch the ball downfield. On the Goal line get into the end zone.

Tailback: In your stance keep focus straight ahead but try to be aware of the perimeter defense, don't tip the play with your eyes by looking early! At the snap take one step away from the call, plant and execute a reverse pivot to the call side. Accelerate and maintain a pitch relationship of 6 yards deep and 2 yards in front of the Quarterback, fight to maintain that relationship even if the Quarterback turns upfield. Keeping your eyes on the Quarterback at all times stay with him for the late pitch. If a defender shows across your face prior to the pitch avoid him to the **outside**, and adjust back to the proper relationship. Never go inside or you will be forced into the Quarterback and a fumble may well result. When you take the pitch seat the ball with your eyes in your outside arm, square the defense up behind the block of your Slot and then bounce the ball to the Wide Out's block. Be prepared to attack pressure coming from the inside out. On the goal line accelerate to the flag and get in the end zone at all costs.

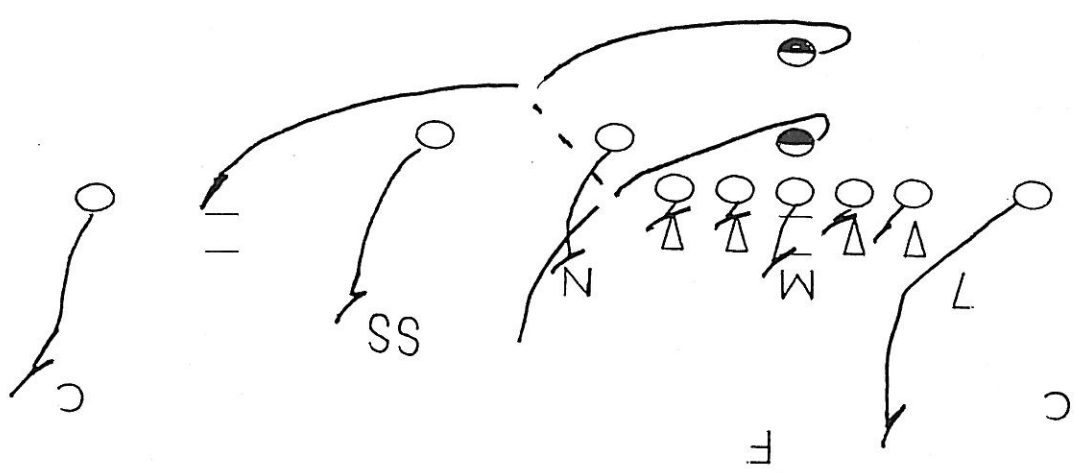
Vs. a 4-4 Front



Vs. a 5-2 Front



Vs. a 4-3 or 6-1 Front



45-46 Stretch

This is the second in our series of core running plays. It is our version of the outside zone play although it allows the Tailback to option run to any gap on the Playside. We key the block of out Playside Tackle, who is working for the hook while trying to move his defender off the line of scrimmage, so in addition to threatening the perimeter it has excellent cutback potential. The play is especially good against 7 man fronts [4-3 and 5-2] when run from a Even set. When facing a 8 man front we run the play from a Trips set forcing the defense to adjust to our alignment or face being leveraged at the point of attack. The Tailback takes a drop step with his Playside foot allowing us time and spacing for the blocking scheme to develop. He then attacks on the angle at his Playside Tackle. If the Tackle has the hook he will take the ball outside, square up behind his Slot's block and then break accordingly. If the Tackle cannot get the hook the Tailback will cut the ball back into the soft bubble of the defense. Against a 8 man front [4-4] the Tailback will look to key the block of his Playside Slot. The Quarterback will move along his normal drop path until he intersects with the Tailback, he will exchange the ball and then drop and set to establish the play pass. When blocking linebackers, especially Offside, the offensive linemen have the option of pulling to cut-off the defender, this is the case against linebackers who locked on the Tailback rather reading blocking combinations.

45-46 Stretch Blocking Rules

Playside Wide Out: Push and block #1 counting from the outside in. Be aggressive and expect to stay on the block.

Playside Slot: Arc and block #3 counting from the inside out, stay on the block.

Motion Slot: If you are in a Trips set arc and block #4 counting from the inside out, stay on the block.

Playside Tackle: Hook #2, stay on the block, moving the defender off the ball.

Playside Guard: Hook #2, stay on the block.

Center: Scoop and zone to Playside.

Offside Guard: Zone to call to downfield.

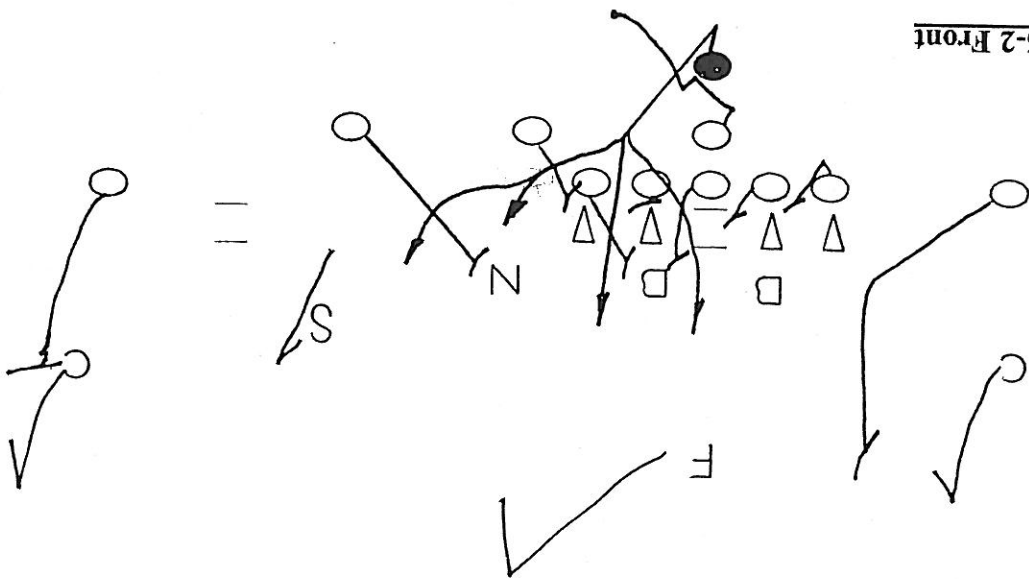
Offside Tackle: Zone to call to downfield.

Offside Wide Out: Switch down and seal the cut back lane.

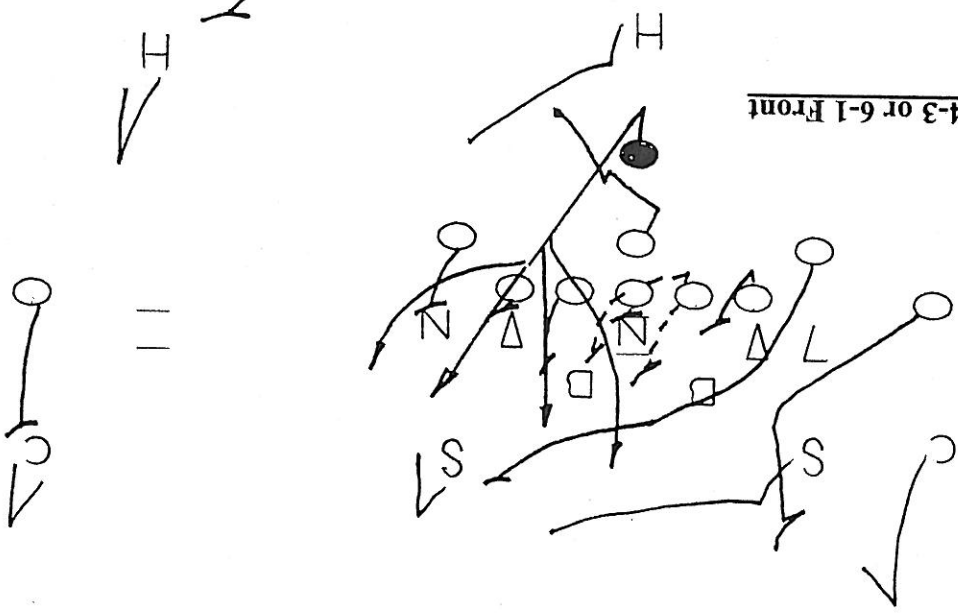
Offside Slot: Take a Hash Read release, attack the Free Safety working to get in front of the ball carrier.

Quarterback: Make a clean exchange and then be aware of setting up the play pass.

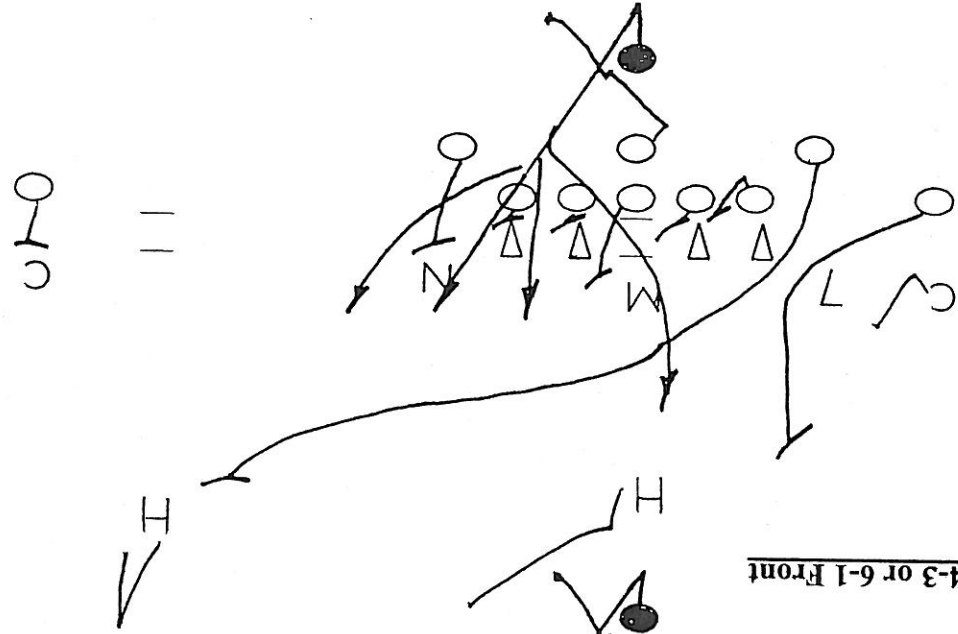
Vs a 4-4 Front



Vs a 5-2 Front



Vs a 4-3 or 6-1 Front



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47-48 Toss

This is the third play in our core run offense. The Toss is run, almost exclusively from a Trips set and is designed to attack the alley between the motion slot and the Playside Wide Out. The play also has a very strong secondary cut-back potential. We utilize the Toss to accomplish several goals:

1. To stretch the defense and create multiple running lanes.
2. To make conditioning an issue.
3. To attack blitzing defenses.
4. To force the Free Safety to be involved in run support, making him align tighter to the line of scrimmage.

The play is in three phases; **stretch**, **square** and **cut**. The Tailback will rapidly **stretch** the defense to the perimeter creating multiple running lanes. In phase two the Tailback will **square** the ball-up behind his pulling Playside Guard and force the defense to come to the Guard. In phase three the Tailback will **cut** off the block of the Playside Guard looking to break against the flow of the defense. If the Free Safety voids the middle of the field the Tailback will **cut** the ball back.

There are several keys to the success of this play. The Slots must be extremely aggressive in blocking the perimeter, they cannot afford to wait for the defender, they must go and get him. The Playside Wide Out must stay on the corner and not allow him to come off his block late to make a play on the Tailback. The Offside of the offense must realize the play's potential to cut back and they must hustle to establish position each and every time we run this play.

47-48 Toss Blocking Rules

Playside Wide Out: Push and block #1 counting from the outside in. Be aggressive, do not sit and wait once you break down engage the defender and stay on the block.

Motion Slot: Block #3 counting from the outside in, be aggressive, engage the defender and try to drive him across the ball.

Playside Slot: Block #4 counting from the outside in, be aggressive, engage the defender at the snap and try to drive him across the ball.

Playside Tackle: Block down on the first linebacker head up to inside, if you are confronted with a stack defense, block the linebacker in the stack.

Playside Guard: Pull to the Playside, bubble and loose ground as you sight #2 counting from the outside in. Square up and attack #2, step on his toes as you coil and run right over the top of him.

Center: Pull flat and **Chip** the first defender Playside.

Offside Guard: Zone to call to downfield, if you release downfield get in front of the ball carrier.

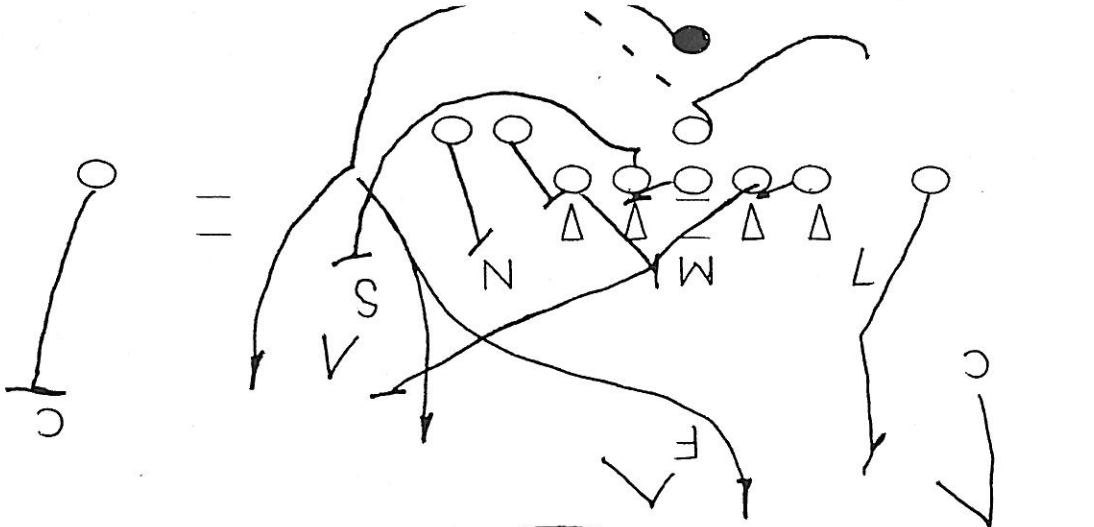
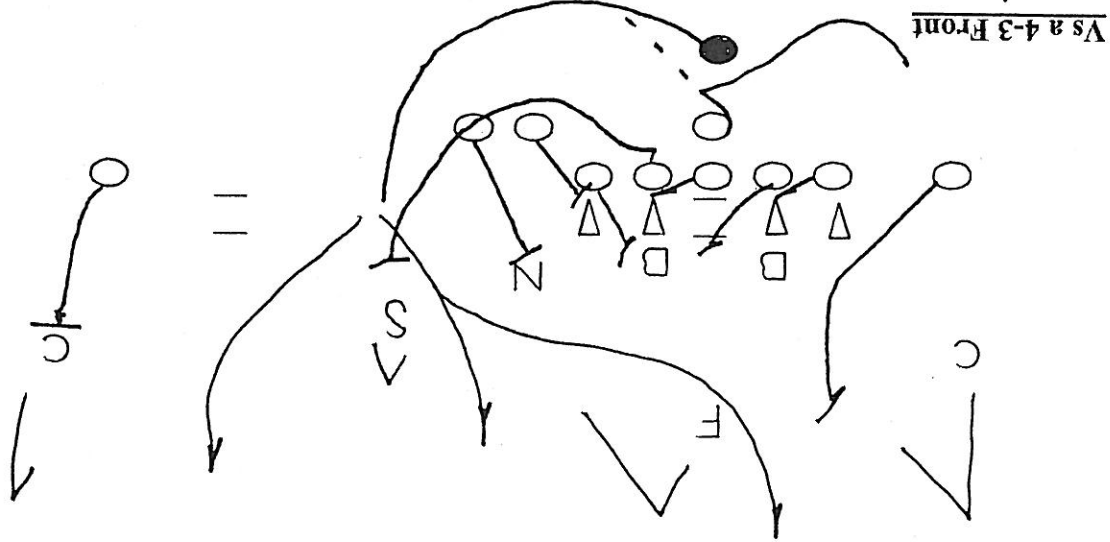
Offside Tackle: Zone to call to downfield, if you release downfield get in front of the ball carrier.

Offside Wide Out: Switch down and seal the cut-back lane.

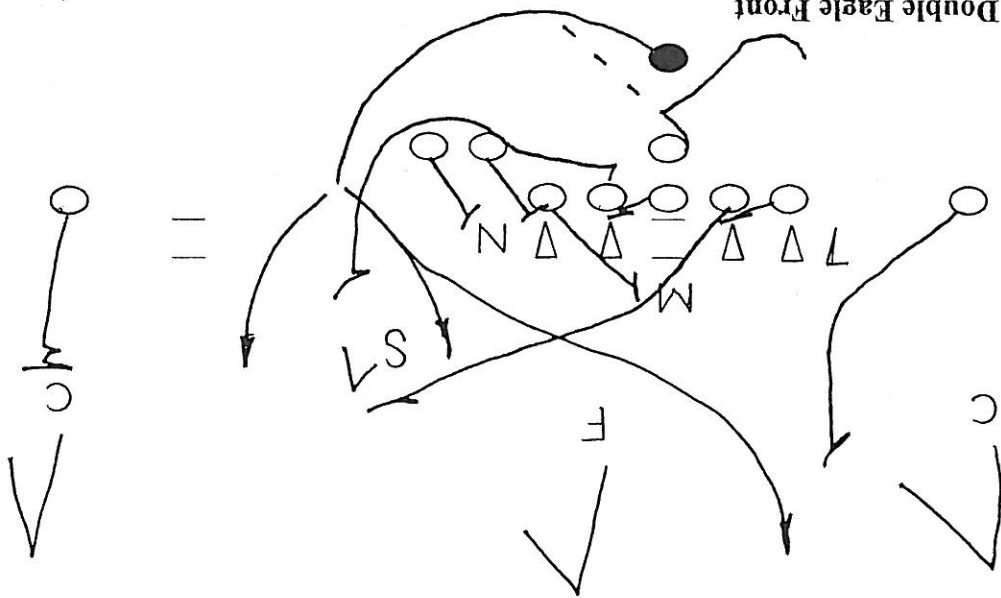
Tailback: At the snap drop step to the Playside and loose ground to a depth of 2 yards as you stretch the defense to the perimeter. Square the ball up behind the pulling Playside Guard and force the defense to come to the Guard. Break off the Guard's block, if the Free Safety tries to force look to cut the ball under him and back, look for the cut-back lane.

Quarterback: Reverse pivot and dead ball pitch the ball to the Tailback. Get the ball up and out in front of the Tailback. See the Tailback catch the pitch then belly back and establish position on the leverage defender for the reverse and the throwback. If you get a 5-2 Front go to audible list.

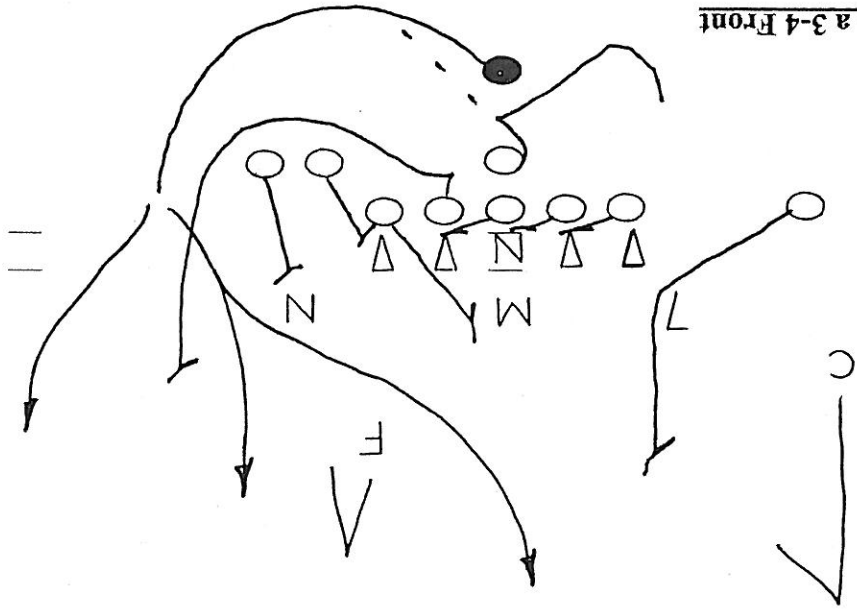
Vs. a 4-4 Front



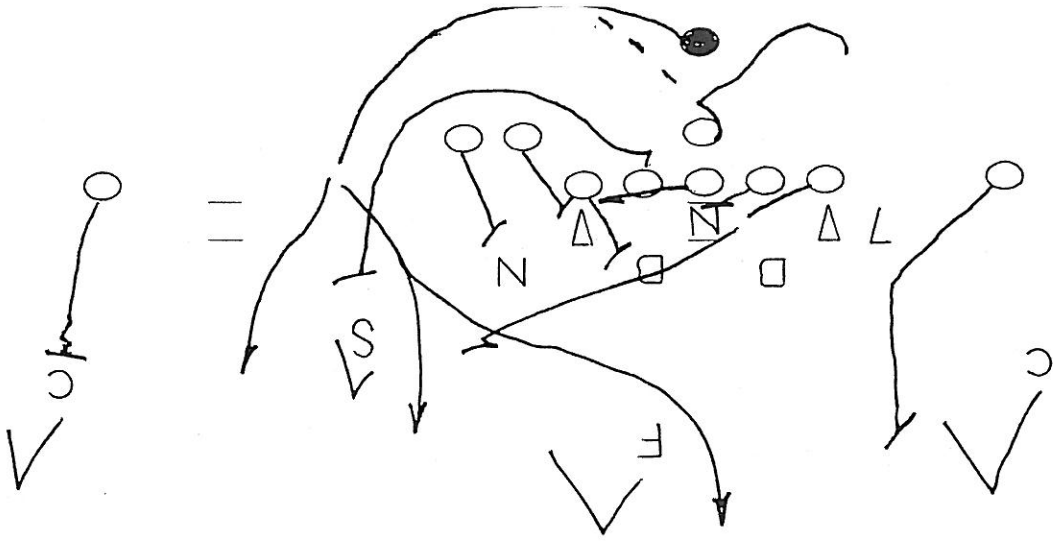
Vs. a 6-1 Front



Vs. a Double Eagle Front



Vs. a 3-4 Front



45-46 "TO" Trap = Tackle Opposite Trap]

This is the fourth play in core run offense and it is the companion play to 45-46 Stretch. The Tailback flows with the same step sequence as he does on the Stretch, however as he takes the exchange he will plant and begin his cut to the backside and then break inside the block of his pulling Tackle. If the huddle call is 46 "TO" Trap, we will start backfield action to the right then hit back behind the trap block to the left. The Tailback wants to be as square as possible when he enters the hole looking to take the ball up the field and always being aware of the cut back opportunity. We will be trapping the first defender on the line of scrimmage, head up to outside our offensive tackle. The trap tackle must widen the defender and take him upfield, never allowing him to fall back inside to get a piece of the Tailback.

45-46 "TO" Trap Blocking Rules

Playside Wide Out: Switch down and seal the corner.

Playside Tackle: Block down on the first defender to your inside, if you are confronted by a stack defense zone inside with the Guard.

Playside Guard: Block down on the first defender to your inside, if confronted by a stack defense zone block in combination with the Tackle.

Center: Block away, if you are confronted by a stack defense zone block in combination with the Offside Guard.

Offside Guard: Block away, if you are confronted by a stack defense zone block in combination with the Center.

Offside Tackle: At the snap pull flat and trap the first defender on to outside of the Playside Tackle. Kick him out and upfield, never pass him by!

Offside Wide Out: Switch down and seal the cut back lane.

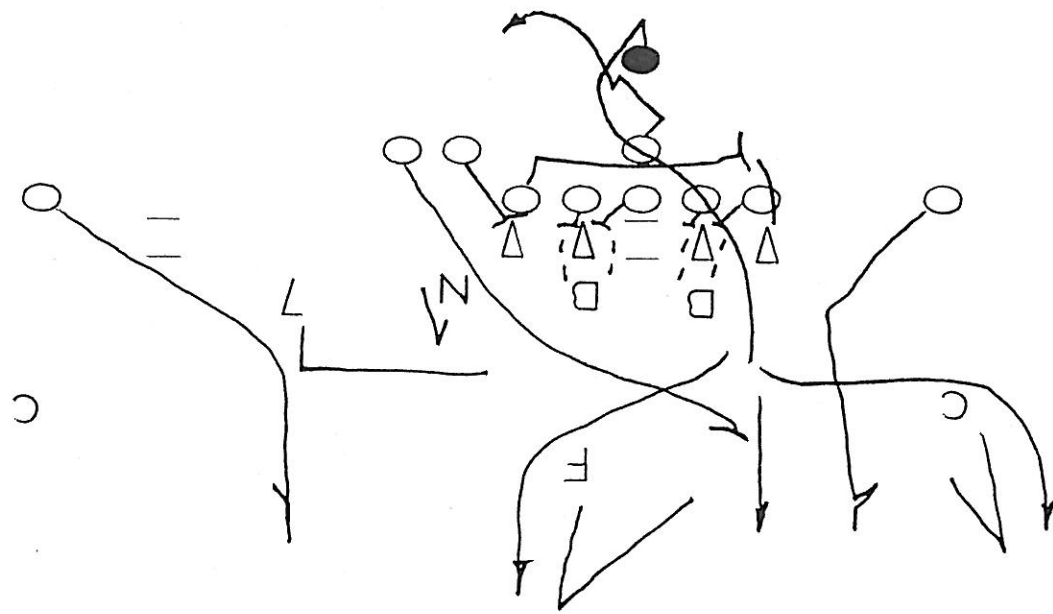
Playside Slot: At the Snap turn #2 out, counting from the outside in.

Offside Slot [s]: Fill for the Pulling Tackle. If you are the Motion Slot in a Trips set release inside and across the field to block the Free Safety.

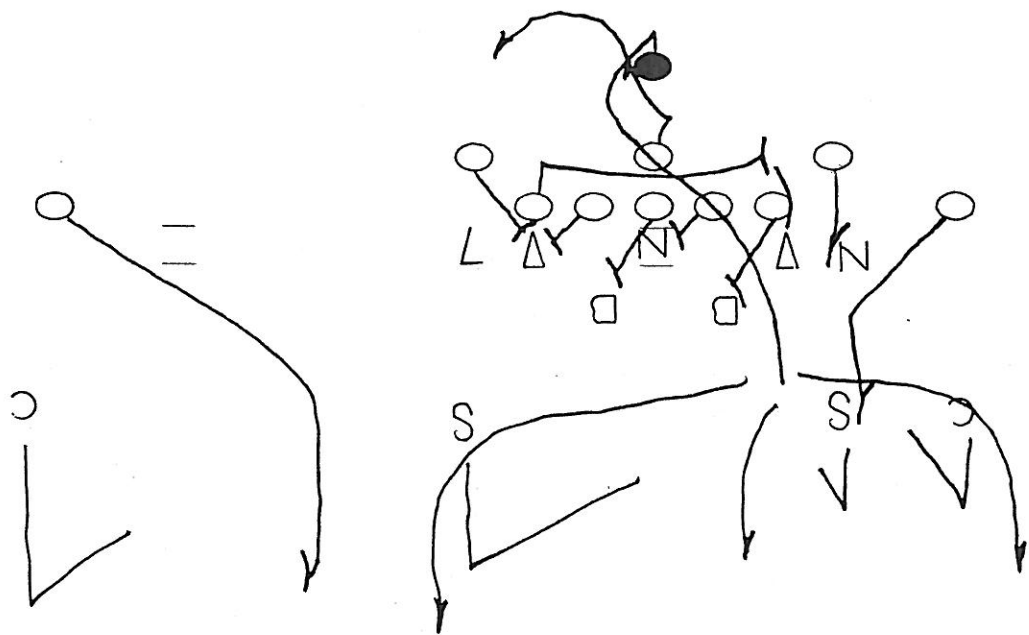
Tailback: At the snap run the same step pattern away from the point of attack, as you do on the Stretch. Once you take the exchange plant with your offside foot and bend the play back behind the block of your pulling Tackle. Get as square as possible as you pass through the hole, look for the cut back lane or if the corner has come down with the Wide Out look to bounce the ball outside.

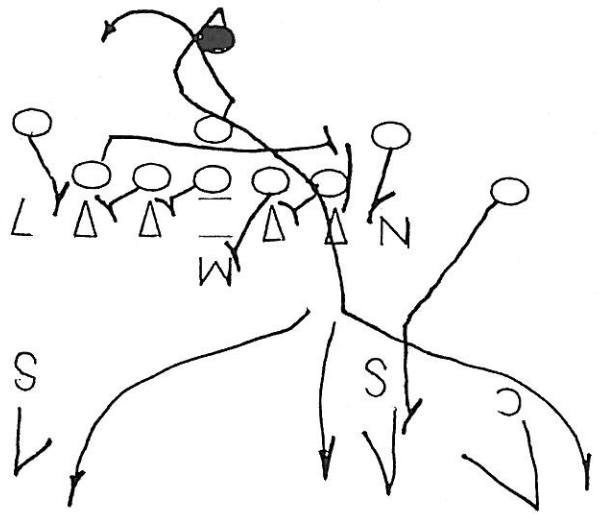
Quarterback: Take the same step pattern as on the **Stretch**, exchange the ball and continue outside to threaten the corner and hold the force defender. The exchange must be as smooth as possible and within the rhythm of the play not allowing the Tailback to loose momentum or be knocked off course.

Vs. a 4-4 Front

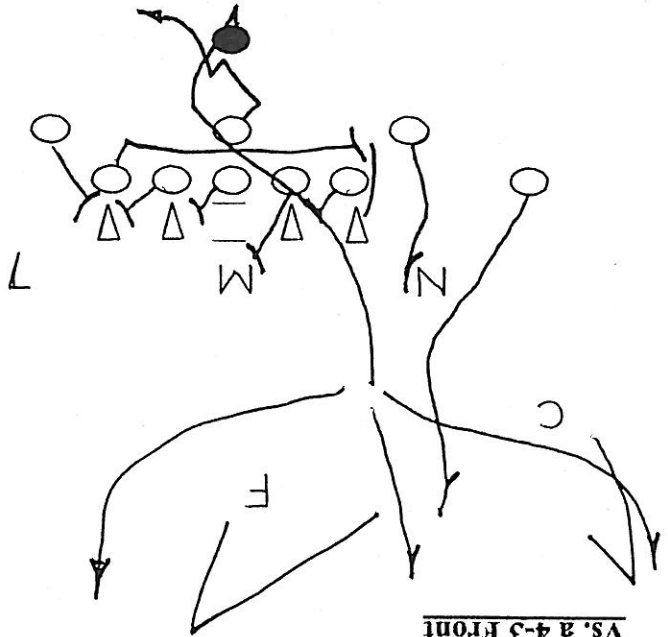
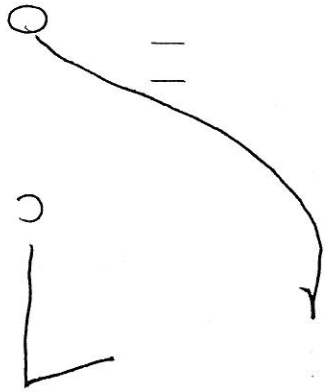


Vs. a 5-2 Front

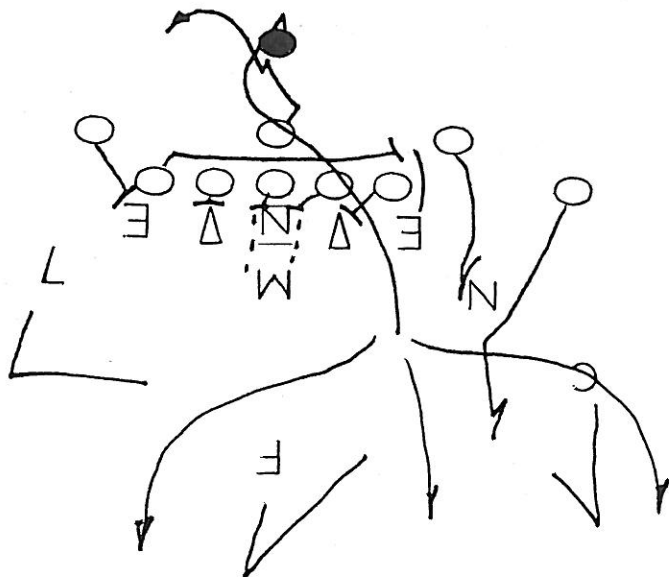
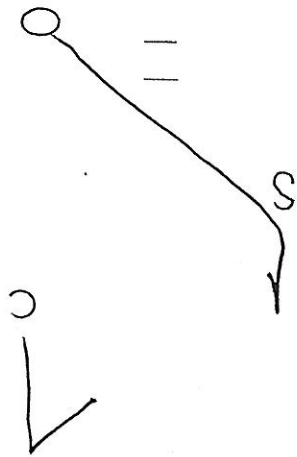




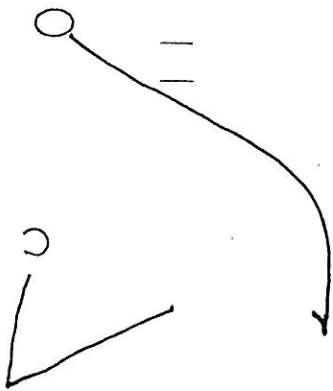
Vs. a 6-1 Front



Vs. a 4-3 Front



Vs. a Double Eagle Front



25-26 Veer

This is the fifth play in our core run offense. It is designed to show the defense the threat of the perimeter play **first** and then hit quickly behind the offensive seal blocks with the **Veer** play. This play attacks early defensive rotation either to the motion or to the threat of the perimeter play and it is designed to take advantage of hard penetrating defenders coming up the field. We believe that creates indecision in the minds and reactions of the defensive end in the 4-4, 4-3 and 6-1 fronts and the defensive tackles in the 5-2 fronts. The play is Veer blocked leaving a defender free much like what is done by traditional option teams. However in this case we do not read the defender but rather we depend on his tendency to penetrate and the influence of the perimeter play to act in the place of optioning the defender. The Tailback must strike at the rear of the Playside Guard but remaining on the natural angle that the intersection of the two players creates. The Tailback will remain on that track and go under the unblocked defender before squaring the ball up the field, at this point he will attack the Free Safety and look for the block of one of his Offside Linemen as they work their way downfield. We provide further influence and set-up the perimeter play by having the Playside Wide Out and Slot block their areas for the **Sweep**. The double team is designed to sweep up the next linebacker to the inside so the Tailback must stay as tight to the double team as is possible.

25-26 Veer Blocking Rules

Playside Wide Out: Push and block #1, counting from the outside in. Block him as though the Sweep is coming.

Playside Slot: Arc and block #2, counting from the outside in. If #2 is aligned on or near the hash mark widen your split.

Playside Tackle: Double team to your inside with the Playside Guard. If you are confronted with a stack front block the linebacker in the stack. Maintain a wide split at all times since you need to widen the unblocked defender and area to generate momentum in order to sweep the next linebacker inside up in the double team. If you get a **BOB** call from your Playside Guard then you block down aggressively on #1 counting from the Center out.

Playside Guard: Double team #1 with the Playside Tackle, sweep up the next linebacker inside with the double team. If you are confronted with a stack defense block #1, the down lineman. If he is aligned to the point that you cannot get your head to his outside make a **BOB** call to your Playside Tackle. At the snap you and the Tackle will execute a fold block, he will block down hard on the #1 while you will step around the down block, staying square and work up on the linebacker.

Center: If you are covered block #0, if uncovered scoop to the Playside.

Offside Guard: Zone to the call, if no defender shows work right now to the Free Safety trying to get in front of the ball carrier. Always knock the Free Safety down if the whistle has not sounded.

Offside Tackle: Zone to the call, if no defender shows work right now to the Free Safety trying to get in front of the ball carrier. Always knock the Free Safety down if the whistle has not sounded!!

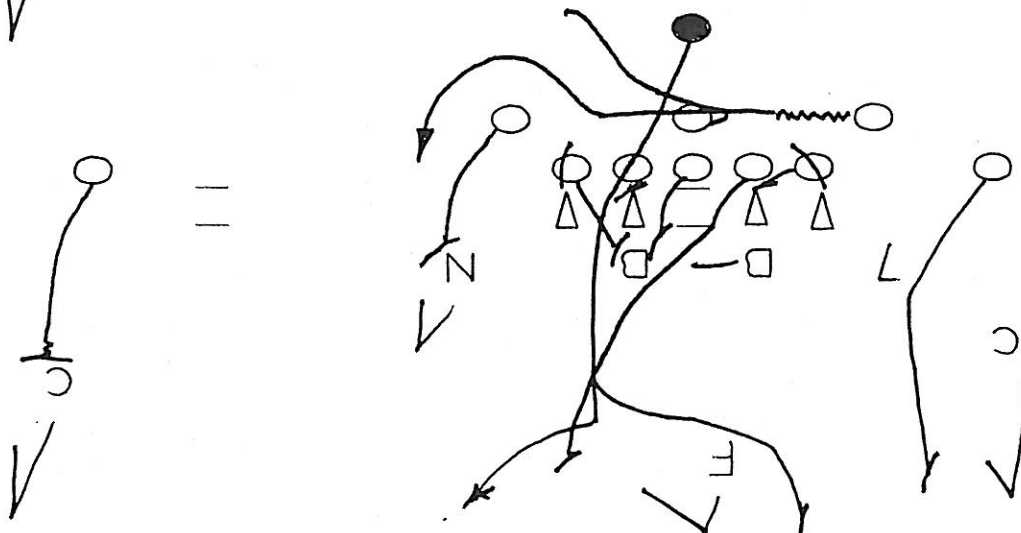
Offside Slot: Go in motion, at the snap simulate the Sweep play to the Playside, carry out your take at all times.

Offside Wide Out: Switch down and seal the cut back lane.

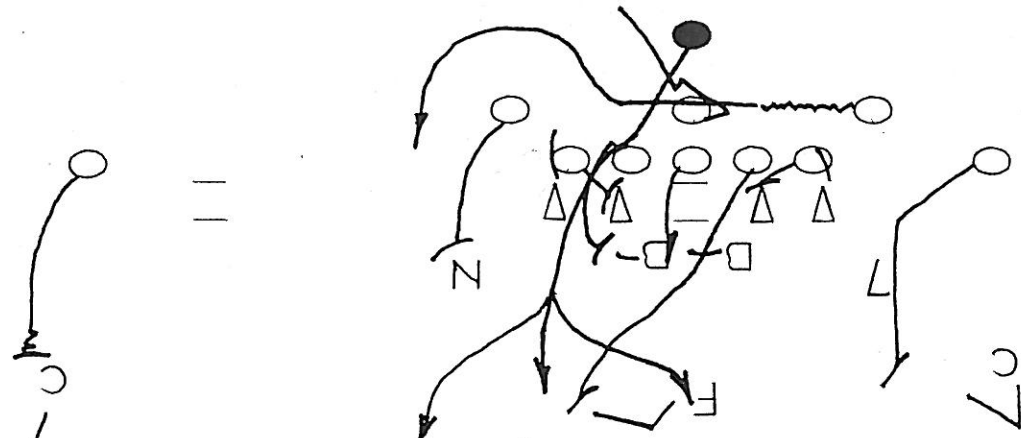
Tailback: At the snap take a drive step [without a false step] on an intersecting angle with the rear of your Playside Guard. Stay on that track and do not be distracted by the Motion Slot as he simulates the Sweep action. You must stay on track so that the Quarterback's steps remain consistent. After the exchange run under the unblocked defender staying as tight to the Playside Tackle as is possible, then square the ball back up the field and attack the Free Safety looking for the block from your Offside Linemen.

Quarterback: At the snap face out to your motion slot and fake the Sweep by your proximity to the Motion Slot. Continue on your pivot track gaining ground in the old Belly fashion to the Playside. Intersect with your Tailback and exchange the ball, then continue back and out to set up the play action pass or the Keeper.

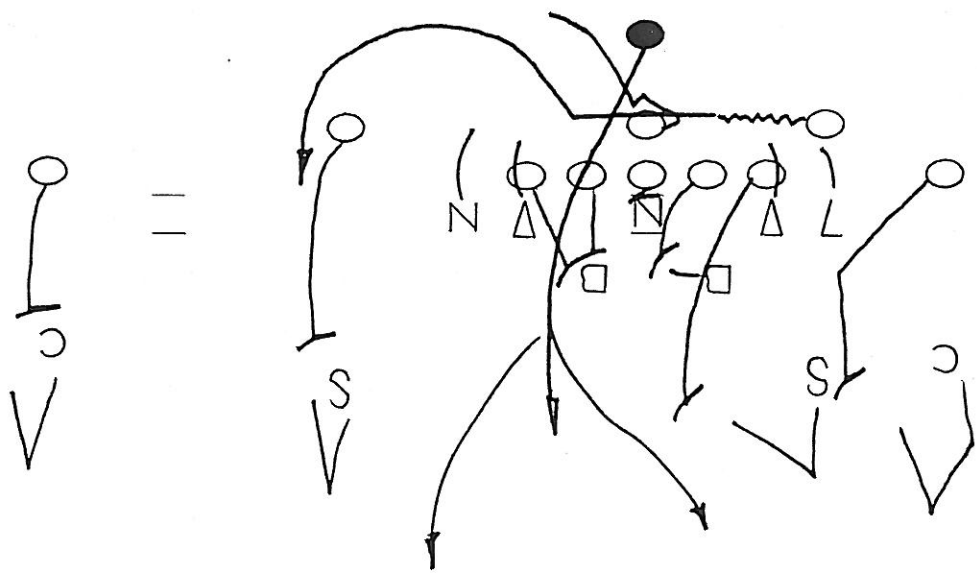
Vs. a 4-4 Front With Veer Blocking



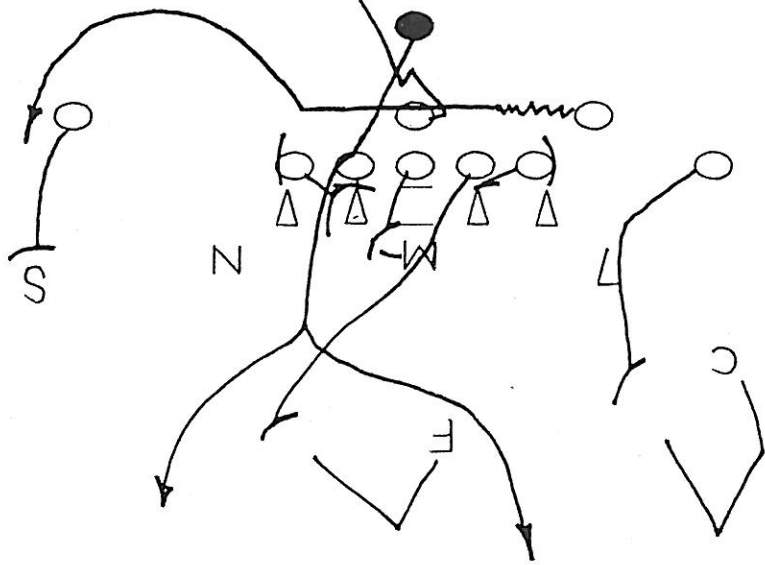
Vs. a 4-4 Front With a BOB Call Blocking



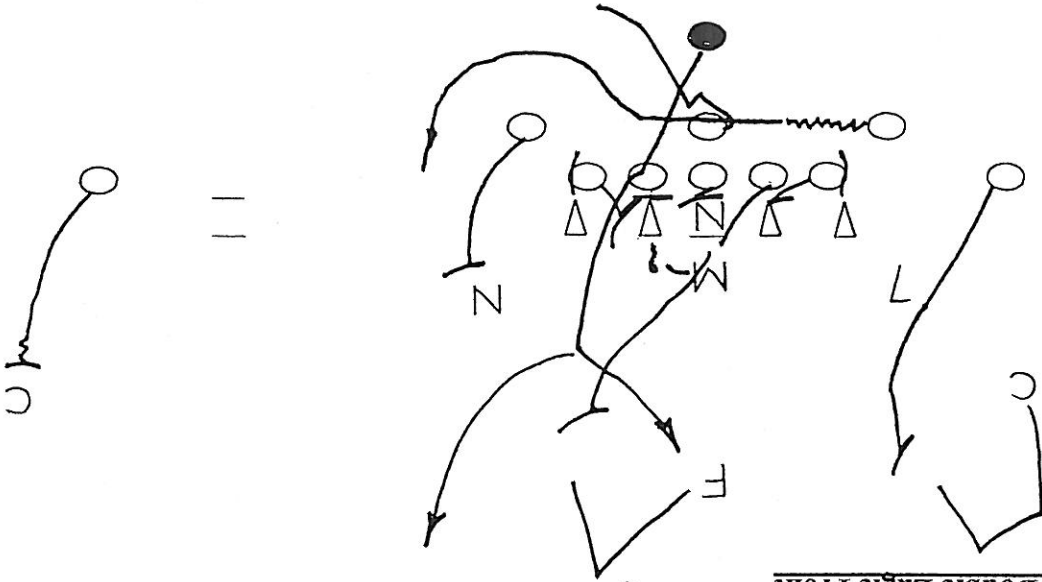
Vs. a 5-2 Front



Vs a 4-3 Front



Vs a Double Eagle Front



25-26 Zoom

This is the sixth play in our core run offense. It is designed to quickly attack the perimeter of the defense while the Tailback is creating an inside running threat to seal off defensive pursuit. This play and the Veer play may be considered part of the same series or companion plays. Each of the plays establish the other creating a moment of doubt in the mind's of the defenders and allowing the offensive blockers the opportunity to establish superior leverage positions. For the play to be successful our Tailback must be a willing and tenacious blocker and our offensive tackles must be agile and skillful position blockers. Once the unblocked defender and the Playside inside linebacker begin to squeeze the Veer play we will take the ball to the perimeter with the Zoom or our version of the Sweep behind a blocking pattern that has not been altered to give the secondary defenders a movement key.

25-26 Zoom Blocking Rules

Playside Wide Out: Push and block #1 counting from the outside in. Block the defender for the perimeter play, if you are confronted with a 2 Deep Corner, gain position and block him into the cheer leaders.

Playside Slot: Arc and block #2 counting from the outside in. Block the defender for the perimeter play. If you are confronted with 3 defenders outside of you, gain position and block the defender on the line of scrimmage. Or stated another way, if you get a 3 Call from your Center block #3 counting from the outside in.

Playside Tackle: Gain position and block #2 on the line of scrimmage counting from the Center out.

Playside Guard: Block #1 on the line of scrimmage counting from your Center out.

Center: If you are covered block #0, if you are uncovered scoop to the Playside.

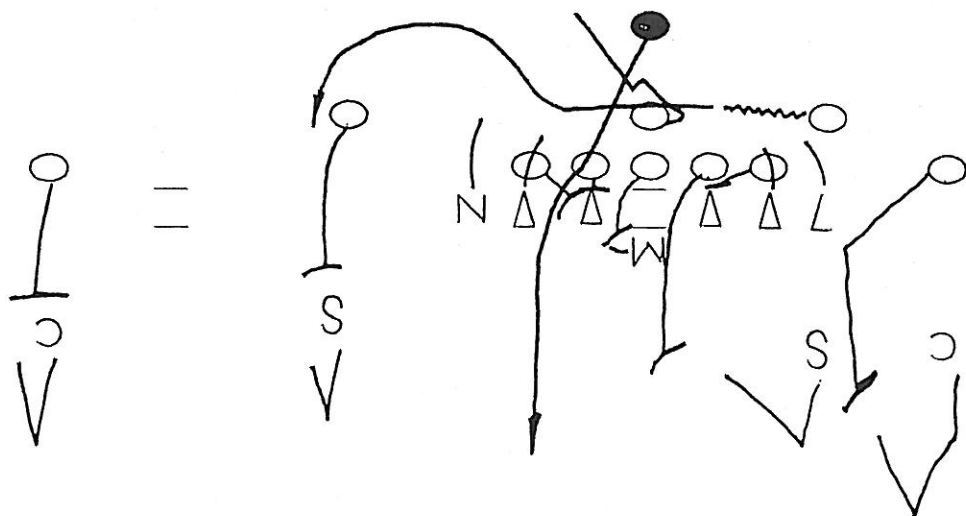
Offside Guard: Zone to the call, if no defender shows work right now to the Free Safety trying to get in front of the ball carrier. Always knock the Free Safety down if the whistle has not sounded!

Offside Tackle: Zone to the call, if the defender shows work right now to the Free Safety trying to get in front of the ball carrier. Always knock the Free Safety down if the whistle has not sounded!

Offside Wide Out: Switch down and seal the cut back lane.

Motion Slot: Go in motion, at the snap be prepared to take the exchange from the Quarterback, after you have the exchange take 3 more steps, or as you approach your Playside Tackle bubble back and out to establish a square position as you approach the line of scrimmage. Expect

Vs a 6-1 Front

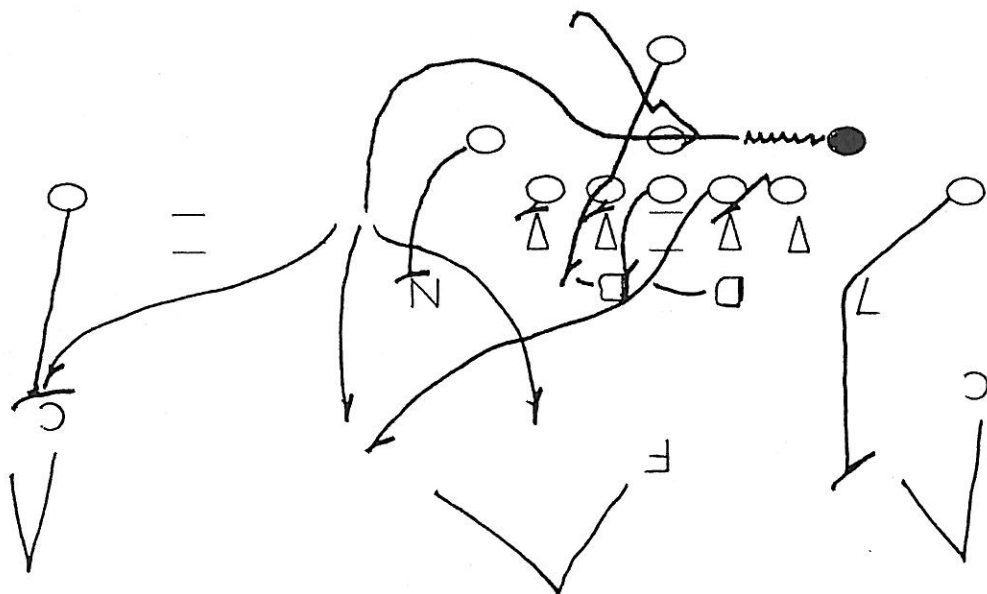


pressure to come from the inside out. Look for the opportunity to cut the ball back against the flow of the defense looking for your offside downfield blockers.

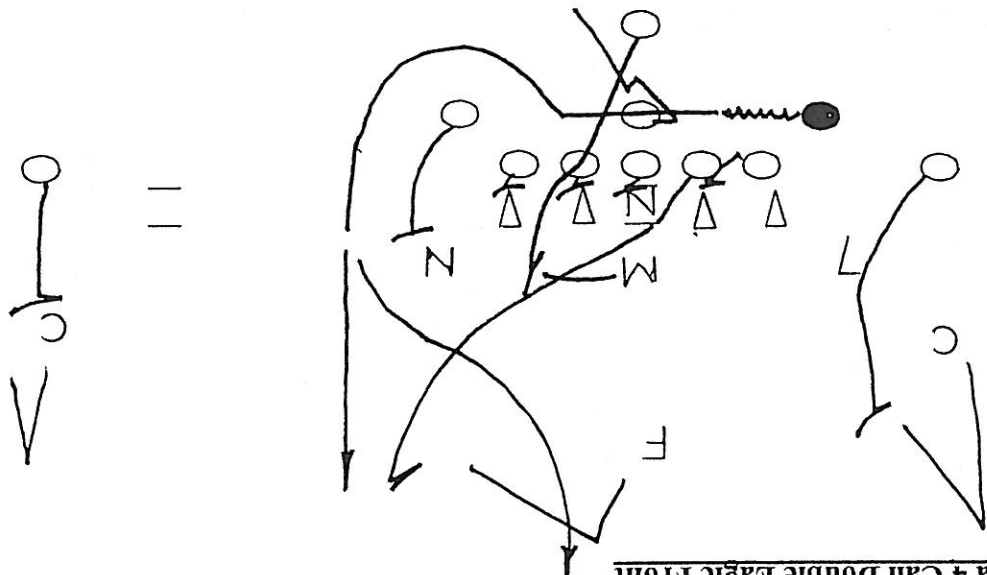
Tailback: At the snap simulate the Veer Play track, take the fake from your Quarterback before altering your path to accomplish your blocking assignment. If you get a 4 Call from your Center go through and block the outside number of the Playside inside linebacker. Stay on the block as you turn him back to the inside. If he is blitzing take him out the way he came. If you get a 3 Call from your center you must clear through the defense without altering your Veer track until **after the fake.** Work to the perimeter and block #2 counting from the outside in. Take the defender in the direction of your momentum, do not anticipate taking him in or out prior to the snap. Let the flow of the defense dictate the angle of your block.

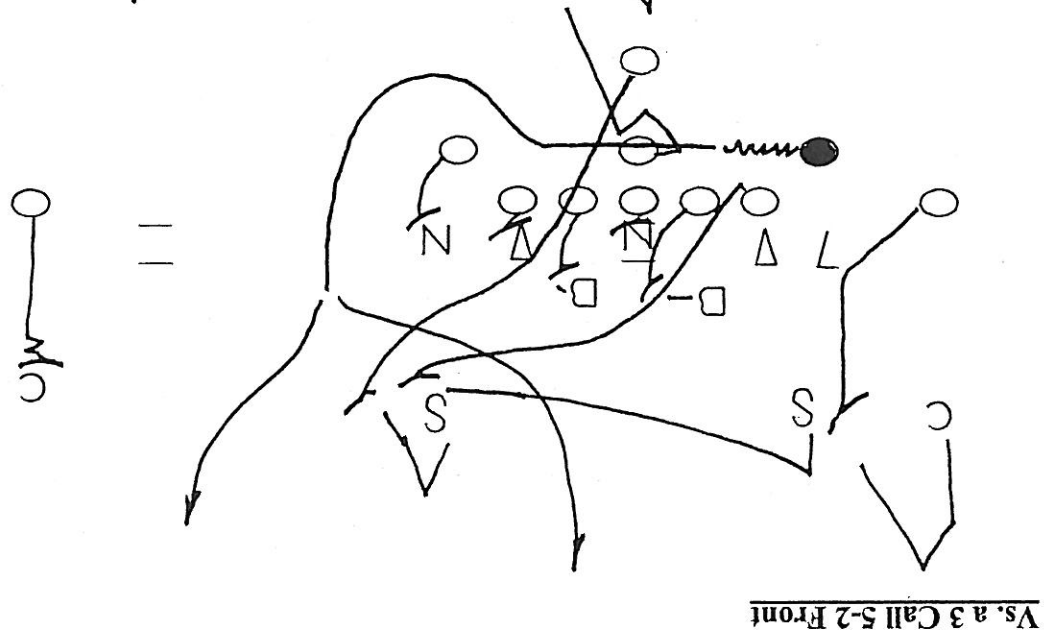
Quarterback: At the snap face out to the motion slot and make the exchange on the Zoom. Continue on you pivot track and fake the Veer exchange before dropping back and out to set up the play action pass or the Keeper.

Vs. a 4 Call 4-4 Front



Vs. a 4 Call Double Eagle Front





SCREEN OFFENSE

Our screen offense is considered an extension of our running game with clearly defined blocking rules and assignments. As in the running game the timing of each play is established by the rhythm of the blocking scheme rather than by individual players counting, the method you may find in a traditional offense. We demand a completion rate above 95% on our screen package, taking the approach that these are merely long hand-offs rather than complex forward passes. Our timing is also aided by the current blocking rules that allow the offense to go downfield and engage the defense if the pass is completed behind the line of scrimmage. Screens must be practiced constantly against a variety of defensive fronts and coverages. The offense must be constantly reminded and pushed to attack the defense and staff member must hold their whistle at practice to allow the downfield picture to develop and the players to continue to hustle. By allowing screens to be advanced downfield the Tailback also develops a feel for setting up the blocks. Screens are an essential piece of any offense that wishes to fully attack defensive structures and must be developed to combat blitzing or stunting defenses.

63-64 Jet

The Jet is simple and straight forward involving the trips side of our offense. Offensive linemen utilize the "set and go" technique. The linemen will locate the defender for which they are responsible by utilizing their 3 or 4 call blocking rule. Once the defender is identified the offensive lineman will take 1 step and set before releasing to block the defender. On the Playside, if the defender is on the line of scrimmage the offensive lineman will attack the outside leg of the defender and cut him. If the defender is off the line of scrimmage the offensive linemen will attack his outside number and turn him back inside. On the Offside the offensive linemen will set and then release working across the field to get in front of the ball carrier.

63-64 Jet Blocking Rules

Playside Wide Out: Push and block #1 counting from the outside in, stay on the block. If you are facing a 2 Deep Corner you will get inside position and block him into the cheerleaders.

Motion Slot: Push and block #2 counting from the outside in, stay on the block.

Playside Slot: At the snap bubble for a depth 5 yards or 3 steps aiming for a point intersecting the outside leg of the Motion Slot. Get your head around as quickly and possible, expecting the football. Seat the ball and attack downfield expecting defensive pressure from the inside out.

Playside Tackle: Apply your 3 or 4 call blocking rule, then, at the snap "set and go".

Playside Guard: Apply your 3 or 4 call blocking rule, then, at the snap "set and go".

Center: Apply your 3 or 4 call blocking rule, then, at the snap "set and go".

Offside Guard: Apply your 3 or 4 call blocking rule, then, at the snap "set and go" across the formation to get in front of the ball carrier. If your defender attacks inside, or across your face, stone him before you release.

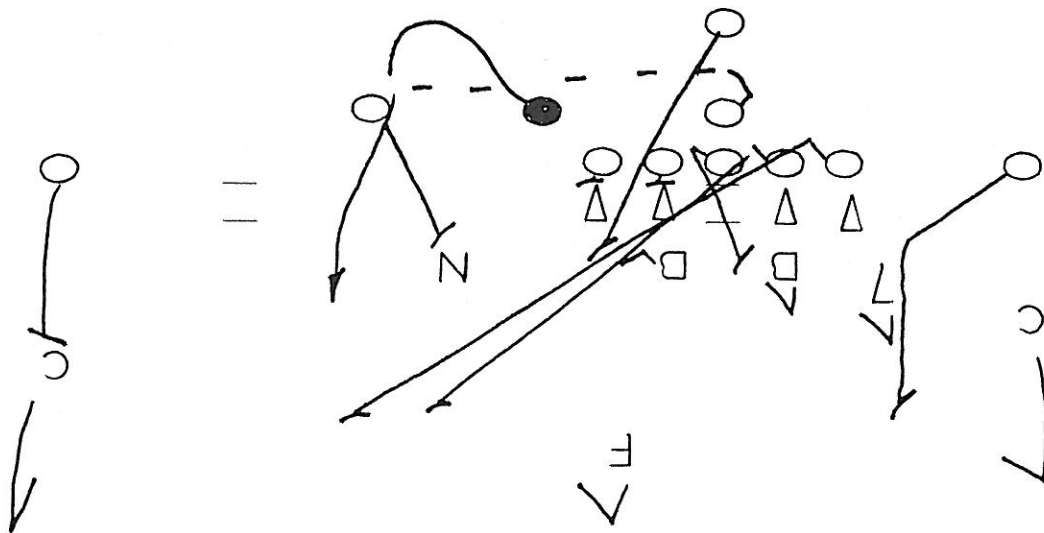
Offside Tackle: Apply your 3 or 4 call blocking rule, then, at the snap "set and go" across the formation to get in front of the ball carrier. If your defender attacks inside of you, or across your face, stone him before you release.

Offside Wide Out: Switch down and seal the cut back lane.

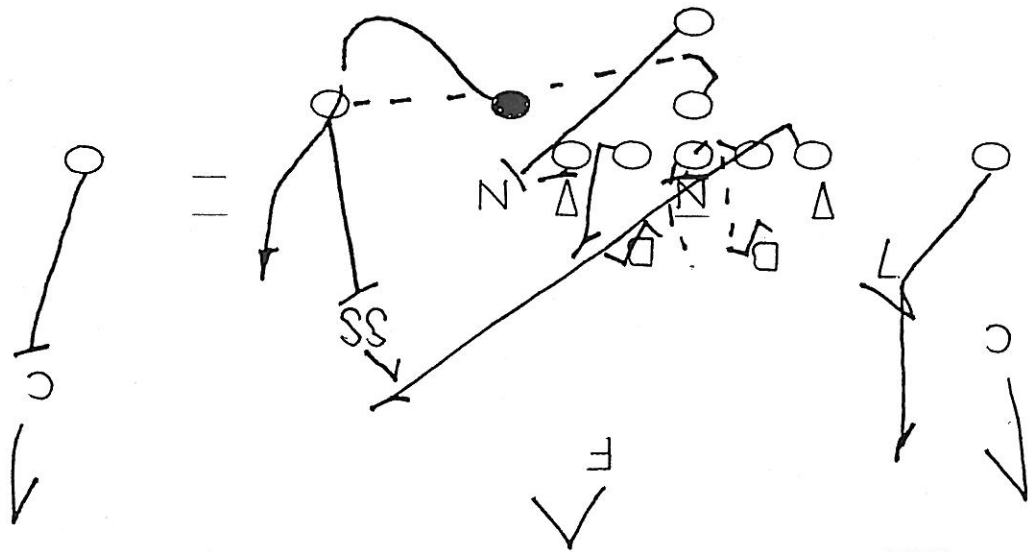
Tailback: Apply your 3 or 4 call blocking rule, at the snap attack the defender, working to his outside shoulder and turn him.

Quarterback: Take the snap and seat the ball, take 2 steps to the Playside and coil, release the ball as part of your third step. Aim for a point 1 arm's length ahead and nose high of your receiver allowing him to run into the ball.

Vs. a 4-4 Front



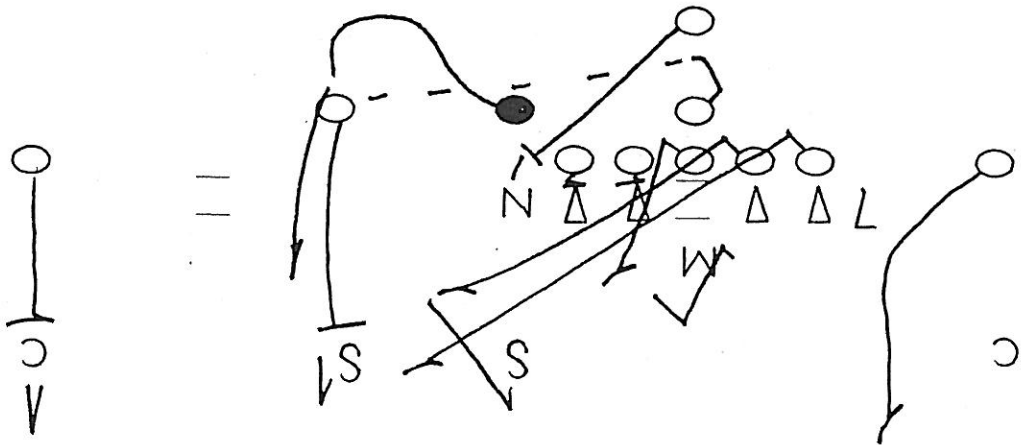
Vs. a 5-2 Front



Vs. a 4-3 Defensive Front



Vs. a 6-1 Blitzing Front



63-64 Middle Screen

The second in our screen series is designed to attack an aggressive defensive front that wants to come upfield and linebackers who drop quickly into coverage. It is also very strong against blitzing defenses. The keys to this play are the action of the Tailback who must work his way through his blocking progression before he turns to take the screen and the Quarterback who must keep his eyes downfield, selling the defense on the downfield pass. At the top of his drop he will panic step and then release the ball to the Tailback. Playside Tackles must master the "sweep him by" technique, they cannot be allowed to free release their defender. The Playside Guard must stone his defender if he is on the line of scrimmage before he releases. These keys are critical to the success of the play and must regularly and religiously practiced.

63-64 Middle Screen Blocking Rules

Playside Wide Out: Push and Block #1 counting from the outside in.

Playside Slot: Arc, attack and block #2 counting from the outside in. Stay on your block.

Playside Tackle: Sweep #2 on the line of scrimmage, then seal the first linebacker to your inside.

Playside Guard: Stone #1 on the line of scrimmage, release and kick-out #2 on the line of scrimmage.

Center: Block the pass protection call. Aggressively turn the defender or run him past the hole, if he stunts take him out the way he came.

Offside Guard: Block your protection call, engage and stay on your defender, do not allow him to cross your face.

Offside Tackle: Block your protection call, engage and stay on your defender, do not allow him to cross your face.

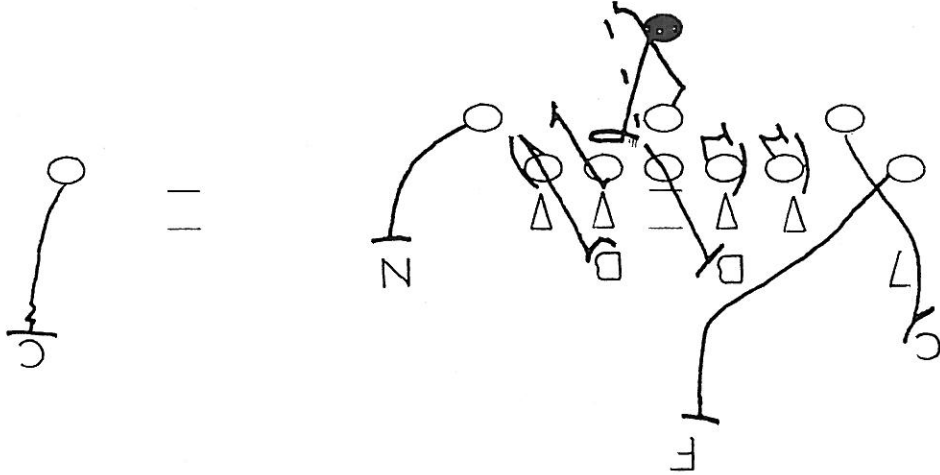
Offside Wide Out: Switch down, attack and block the Free Safety, knock him down if the whistle has not sounded.

Offside Slot: Switch outside, allowing the Wide Out to go first. Attack and seal the corner to the outside.

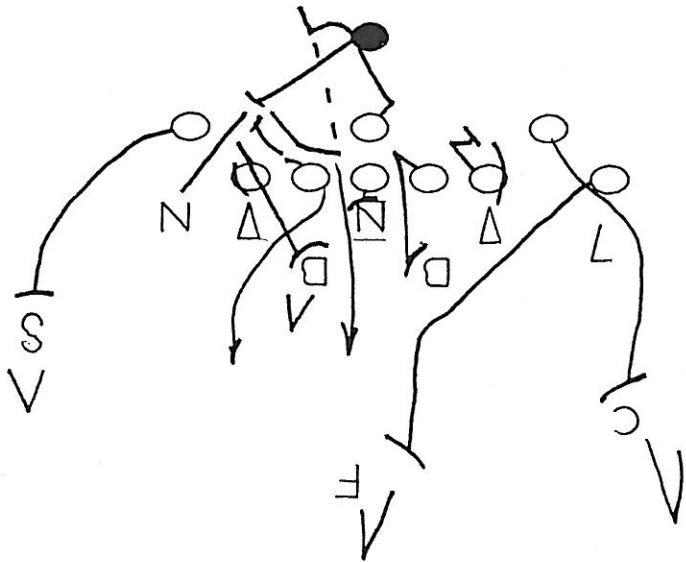
Tailback: Block your protection call, if it is a 3 Call attack the defender and stone him. Slide back inside and under the rush to the Playside "A" Gap, turn and make a square target for the Quarterback. If it is a 4 Call stone the stunter before sliding back inside.

Quarterback: Expect to take a 5 step drop with your eyes downfield, settle and take two panic steps as you rotate to the Tailback. Pull your shoulder past the target so that you don't throw the ball into the ground. Give him the ball eye high.

64 Middle Screen Vs a 4-4



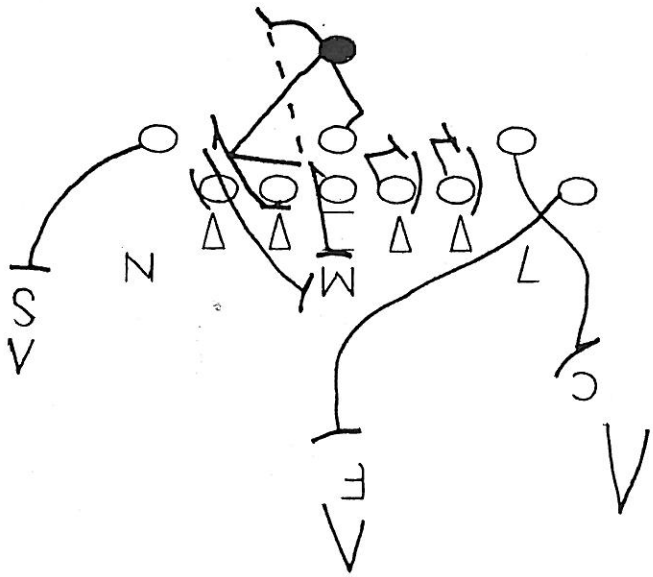
64 Middle Screen Vs a 5-2 Cover 3 Zone



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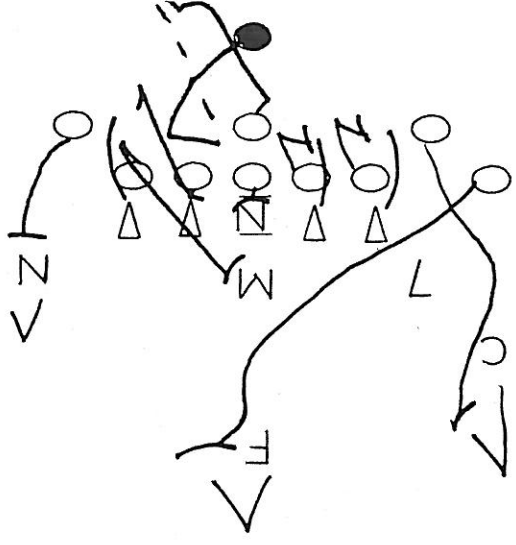
64 Middle Screen Vs a 4-3 Cover 3 Zone



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64 Middle Screen Vs a Double Eagle Man Free



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63-64 Wide Screen

This is third play in our screen series. It is one of the best and most effective play in today's game. The offense has a tremendous advantage because the current rules allow the offensive blockers to release downfield and engage the defense before the ball is thrown as long as the ball is caught behind the line of scrimmage. The play is almost exclusively a Wideside and Trips formation package. It does require practice time to develop the proper timing and for the Wide Out to develop the skill of catching the ball as he closes on it while in close proximity to the defense. The Quarterback must learn to run through the throw while dragging his back toe to slow the velocity of the ball. The Quarterback must keep his complete arm action or the ball will run high rather than at eye level so that the ball might be easy to handle.

63-64 Wide Screen Blocking Rules

Playside Wide Out: At the snap, freeze for one full count. Drop step and arc back for 3 yards and toward the Quarterback. Catch the football with your eyes as you approach the line of scrimmage but not beyond it. Seat the ball and strike for the lane under the secondary looking for the block's of the Offside Tackle and the Offside Wide Out.

Motion Slot: At the snap attack and block #1 counting from the outside in. Knock the defender down. If the defender is up in either press or blitz coverage move as close as possible to the Wide Out in order to make the block.

Playside Slot: At the snap attack and block #2 counting from the outside in and off the line of scrimmage.

Playside Tackle: If you get a 4 Call from your Center, sweep #2 on the line of scrimmage and release inside and block #3 counting from the outside in. Block the linebacker, do not merely set up on him, **do not allow him to cross your face!** If you get a "cave it" call block down and stay on the block, no not release. If you get a 3 Call from your Center "stone" #2 on the line of scrimmage forcing him to keep his hands down, and then release on #4 counting from the outside in.

Playside Guard: If you are blocking #1 on the line of scrimmage stay as aggressive as is possible, **do not release the defender as long as he is facing you.** If #1 is off the line of scrimmage freeze for a count and then release up and on the defender driving him back as far as possible. **Do not allow him to cross your face!**

Center: Block the protection call, do not release the defender as long as he is facing you. If the defender is a linebacker, at the snap freeze for a count and then work up and on him, blocking him back as far as you can. **Do not allow the defender to cross your face!**

Offside Guard: Block the called protection with Offside technique, **do not allow the defender to cross your face.**

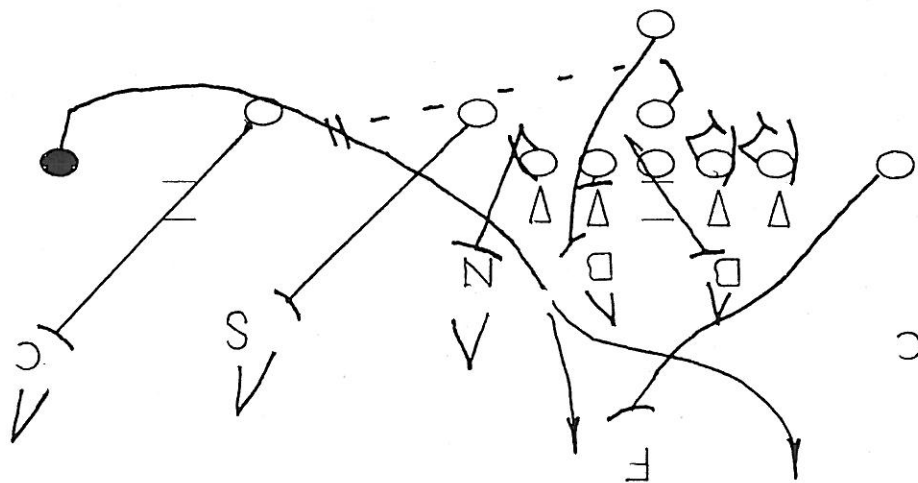
Offside Tackle: Block the protection call with Offside technique, do not allow the defender to cross your face! If your defender attempts to release and pursue take an angle and cut him off.

Offside Wide Out: Switch down and block the Free Safety. You have the key block.

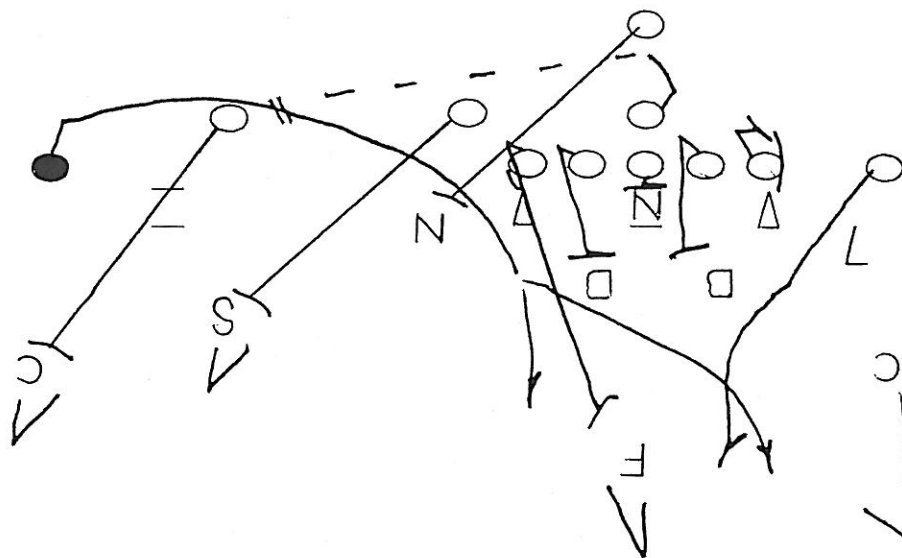
Tailback: Block the protection call, do not wait for the defender, go get him and stay on the block as long as the defender is facing you!

Quarterback: Take the snap and begin your drop with your head down the field, on your second step find the Wide Out and release the ball on your third step. Give the receiver the ball at eye level remembering to run through the throw while dragging your back foot. Do not alter your arm velocity or the ball will run high. Pull your front shoulder back past the target or the ball will dive into the ground.

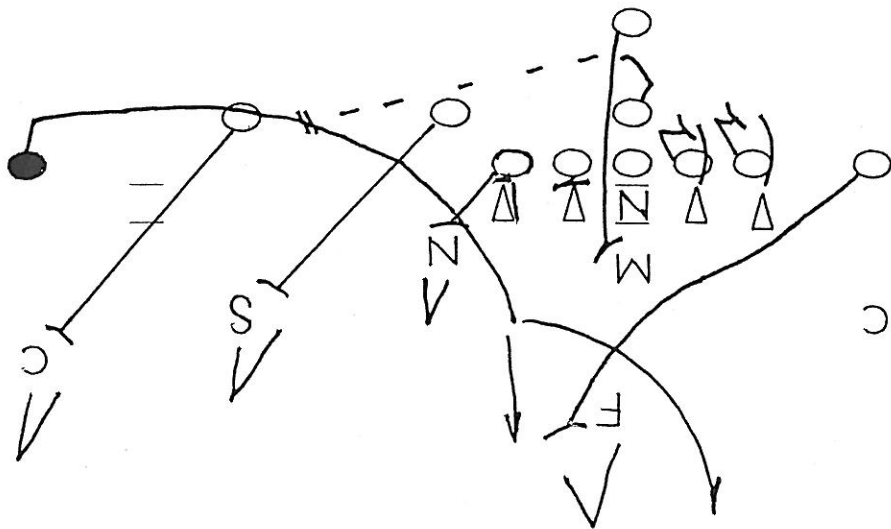
64 Wide Screen Vs a 4-4 Front With Cover 3 Zone



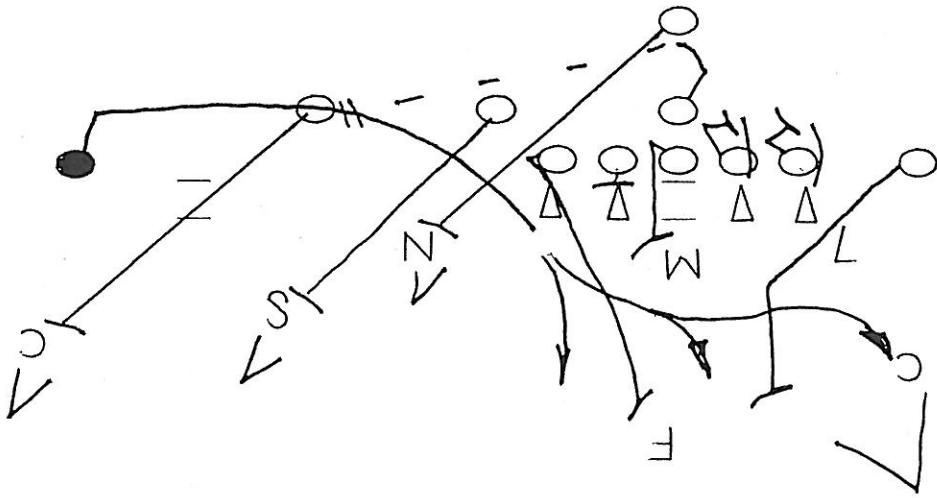
64 Wide Screen Vs a 5-2 Front with Cover 3 Zone



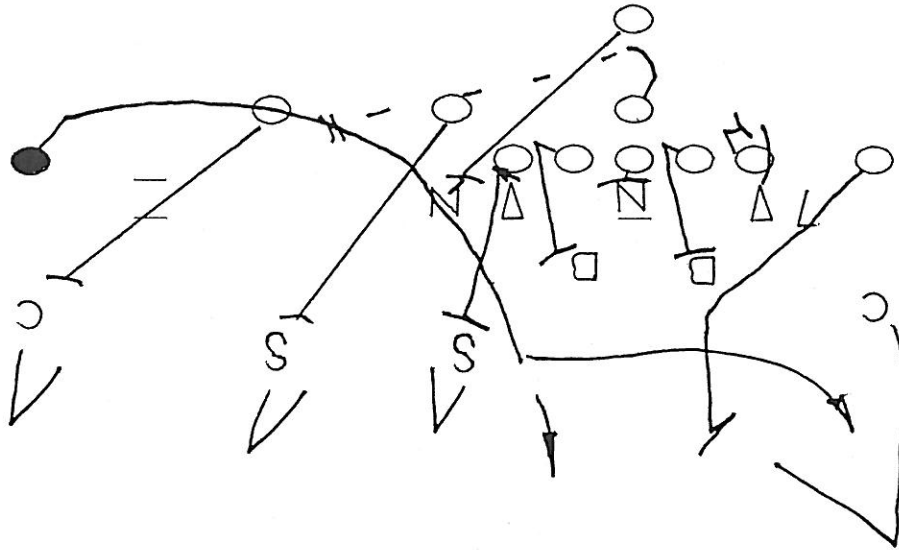
64 Wide Screen Vs a Double Eagle Front With Man Free Coverage



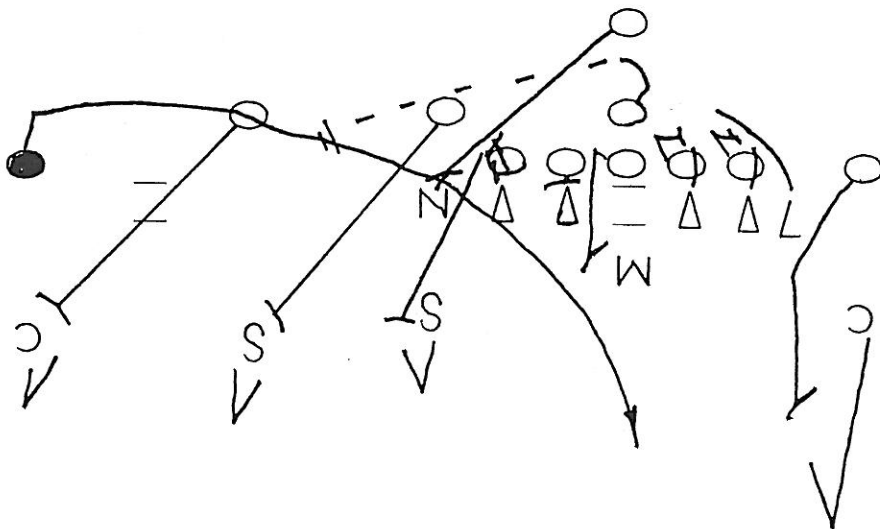
64 Wide Screen Vs a 4-3 Front With Cover 3 Zone



64 Wide Screen Vs a 5-2 Front With Blitz Coverage



64 Wide Screen Vs a 6-1 Front With Blitz Coverage



63-64 Super Screen

This is the fourth play in our screen package. It is the standard Run and shoot screen to our Tailback and is one of the go to plays in the offense. It is highly effective even when it is not run because it holds one or both of the inside linebackers and often a defensive lineman from either dropping and covering the pass or rushing the passer. This package requires the offensive blockers to stone and then move defenders, because the play is run in such a small area. It very much requires the timing of a running play.

63-64 Super Screen Blocking Rules

Playwide Wide Out: Push and block #1 counting from the outside in. Stay on your block, do not merely set up on the defender engage high as soon as is possible.

Playwide Slot: Arc, attack and engage #2 counting from the outside in, take him in whatever direction he wants to go, but stay on the block and let the Tailback cut off of your block.

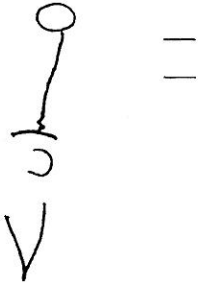
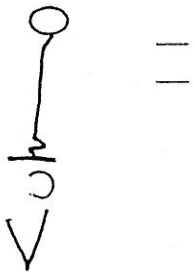
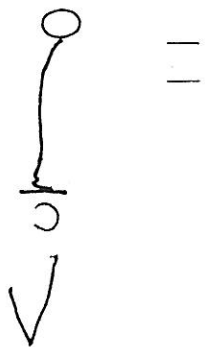
Playwide Tackle: If you get a 4 Call from your center sweep #2 on the line of scrimmage and then release and seal the first linebacker to your inside. Do not merely set-up on the defender, but engage him and drive him back and across the ball. **Do not allow the linebacker to cross your face!** If you get a 3 Call from your Center block #2 on the line of scrimmage as far up the field as is possible. Do not release the defender as long as he is facing you.

Playwide Guard: Block #1, if the defender is on the line of scrimmage "stone" the defender, then return to the line of scrimmage in order to clear the pass rushers to your outside. Pull down the line of scrimmage and kick-out first color you see, if nothing shows turn upfield at the seam area and lead upfield. Allow the Tailback to bring the defense to you.

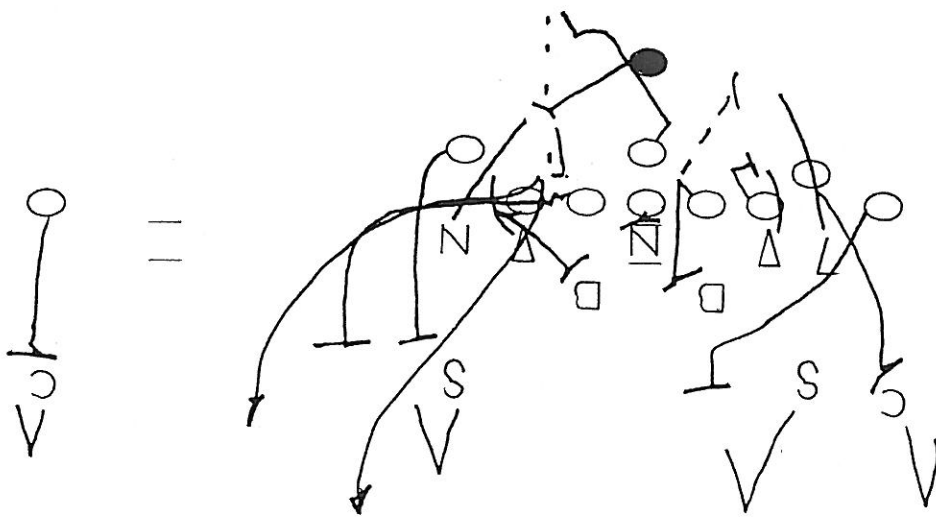
Offside Guard: Block the protection call with Offside technique. Do not allow the defender to cross your face, stay on the defender and do not allow him to disengage. If the defender is off the line of scrimmage, Double Read, if #7 does not stunt release up and on the linebacker, block him back and past the play.

Offside Wide Out: Switch down and up as on a Hash Read, attack and block the Free Safety. If the whistle has not sounded knock the Safety down!

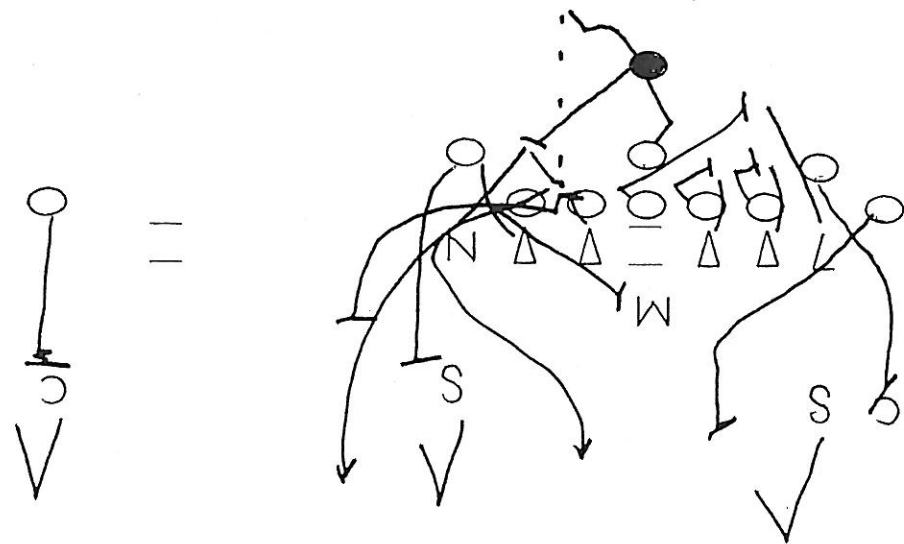
Quarterback: Expect to take a 5 step drop with your eyes down the field and on the Free Safety, when you hit the top of your drop take two panic steps, sight the Tailback, pull your front shoulder back past the target and give the Tailback the ball eye high. If the Tailback gets knocked down or there is no throwing window try to buy time by moving out and back or run the ball if the opportunity presents itself.



64 Super Screen Vs a 5-2 Front With Blitz Coverage



64 Super screen Vs a 6-1 With Blitz Coverage



63-64 Nasty Screen

This is the fifth and last play in our screen package and is the most complex. The play is originally designed to attack the Shortside of the field and requires coordinated effort in a small space. The play is actually two plays in one; a swing screen on the single side, Shortside and a slow developing Wide Out screen to the Trips or Wideside. This play is especially effective against those defensive structures that pre-rotate either the secondary, the linebacker core or both to the Wideside or formation side of the field. The package takes numerous practice repetitions at high speed so that the Quarterback may develop confidence to execute the play at its proper pace rather than rush the action because he feels so exposed to the defensive pass rush. The Trips side

Wide out must take a deeper and slower track than he does on the **Wide Screen** or his route will develop to quickly.

63-64 Nasty Screen Blocking Rules

Shortside Wide Out: At the snap crack the first linebacker on the second level to your inside, if he disappears on a stunt continue down the second level to the next linebacker. Time you block so the defender is facing you when you make the hit, if he hasn't turned wait for him to do so. Adjust your split to create the necessary timing on the play, there is no excuse to miss this block, it requires courage.

Shortside Tackle: Take a Maximum split to widen the rush lane. At the snap sweep #2 on the line of scrimmage and then release on a line to intersect with the Corner. If the whistle has not sounded knock the Corner down.

Shortside Guard: Block the protection as called, if your defender is on the line of scrimmage "stone" him and keep him there. If the defender is off the line of scrimmage take an angle at the snap and engage, cut him off and drive him back. It happen that the linebacker to whom you are assigned is being blocked by the Wide Out, if this is the case release and attack the Free Safety.

Center: Block the protection as called. Block you defender for the swing screen, stay on the block, if you find yourself in a double team with the Wide Out stay with the block and destroy the linebacker.

Wide Side Guard: Block as you would on a **Wide Screen** to your side of the formation.

Wide Side Tackle: Block as you would on a **Wide Screen** to your side of the formation.

Playside Slot: At the snap attack and block #2 counting from the outside in, stay on the block and do not let the defender cross your face!

Motion Slot: At the snap attack and block #1, just as you would on the **Wide Screen**.

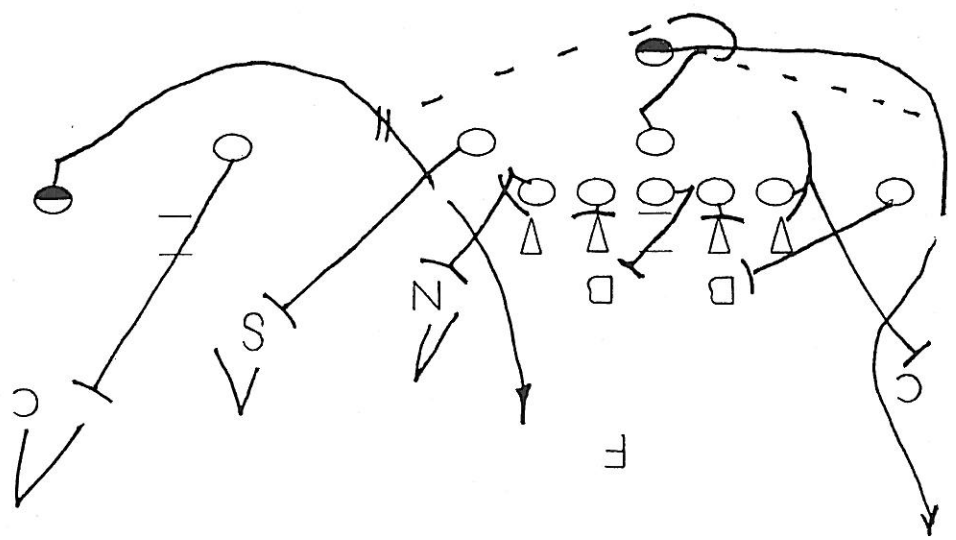
Wide Side Wide Out: At the snap freeze for a full count, then drop step and loose ground arcing back to a depth of 5 yards at about 3/4's speed. Catch the ball moving toward the line of scrimmage but still behind it and strike for the lane looking to turn the ball up before you reach the original mid-point of the offense.

Tailback: At the snap drop step and sprint for a point one yard outside the original alignment of your Wide Out. As you turn upfield get your head around and expect the football. Seat the ball and look for the block of your Shortside Tackle. Break off his block and get back outside.

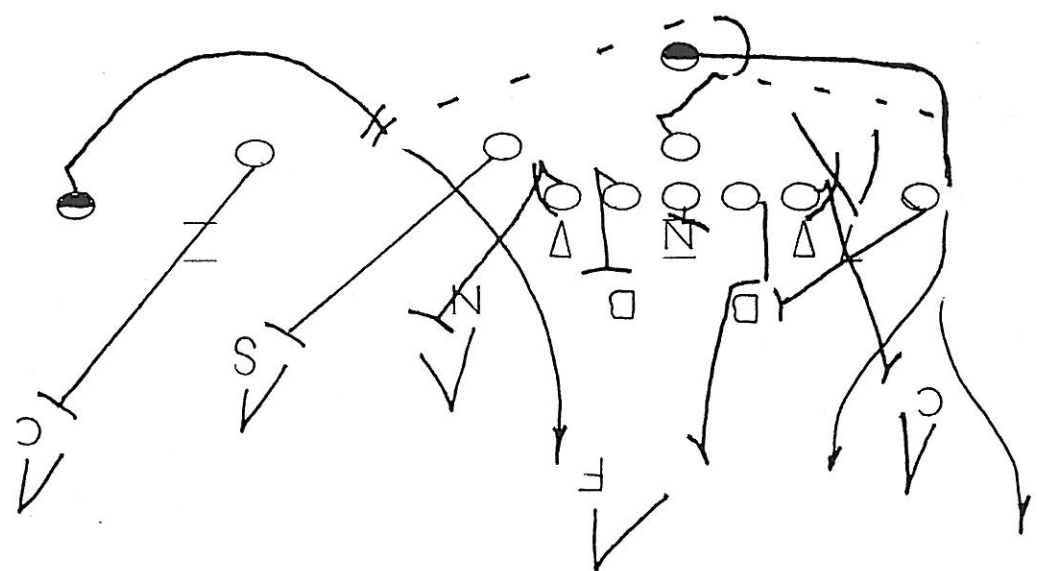
Quarterback: At the snap expect to take a normal drop to the called Playside. Read the last defender on the line of scrimmage, if his number are coming at you drop the ball off to the tailback on the swing screen. If the defender's numbers go toward the Tailback in coverage and

you cannot get the football over the defender, pump fake the ball at the Tailback, [this is a vital technique that will freeze the defensive rush] and whirl away from the line of scrimmage, loosing ground. While now on the move to the Trips side locate the Wide Out and give him the ball at eye level.

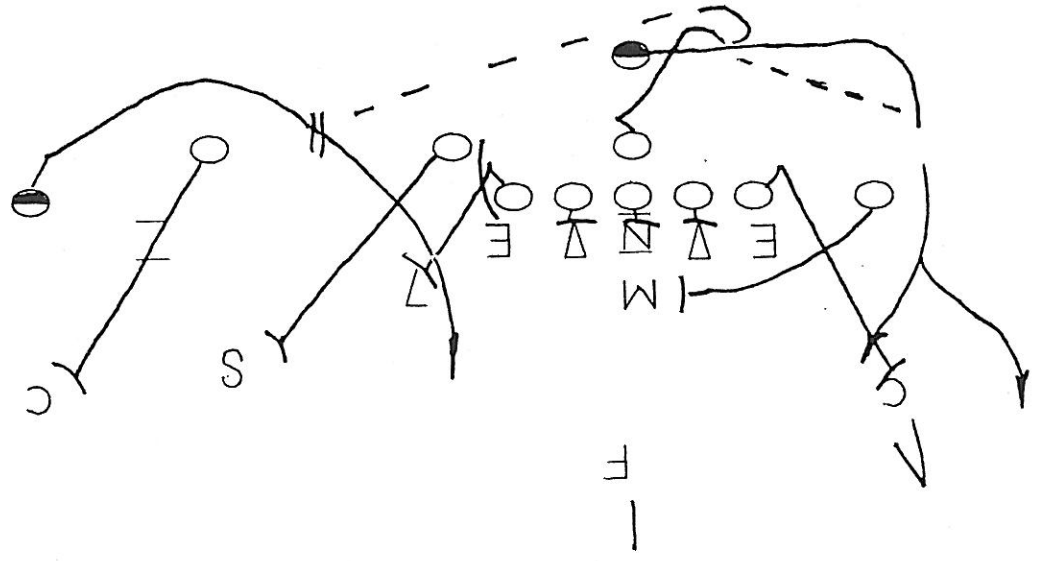
63 Nasty Screen Vs a 4-4 Front With 3 Deep Zone Coverage



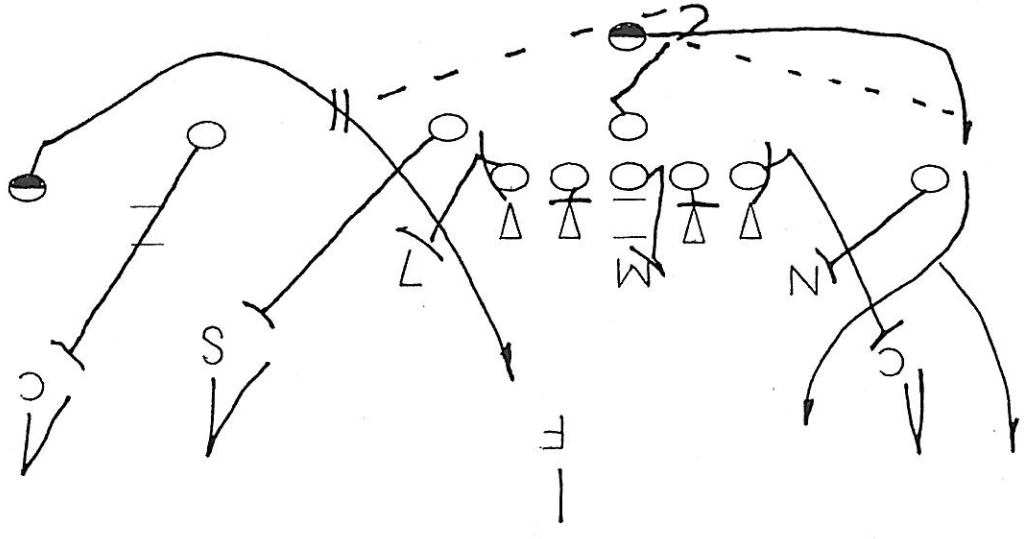
63 Nasty Screen Vs a 5-2 Front With 3 Deep Zone Coverage



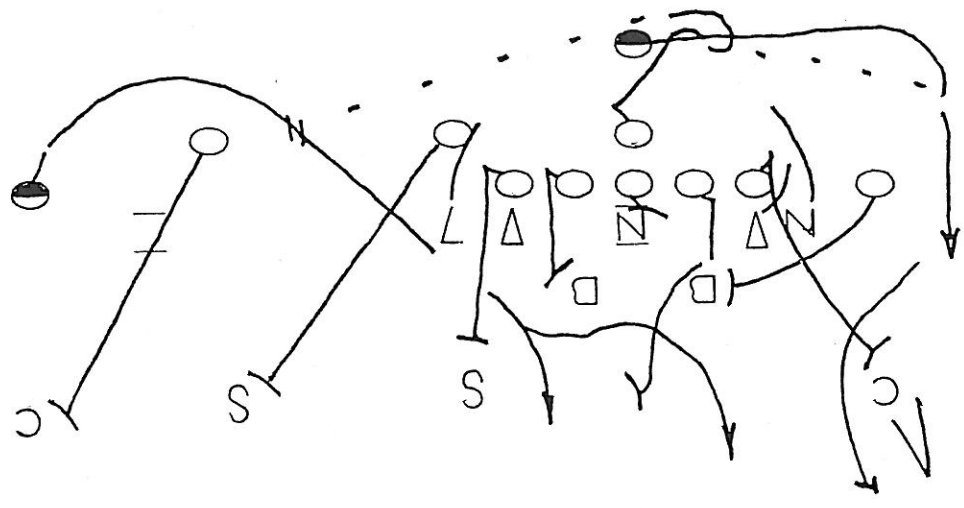
63 Nasty Screen Vs a Double Eagle Front With Man Free Coverage

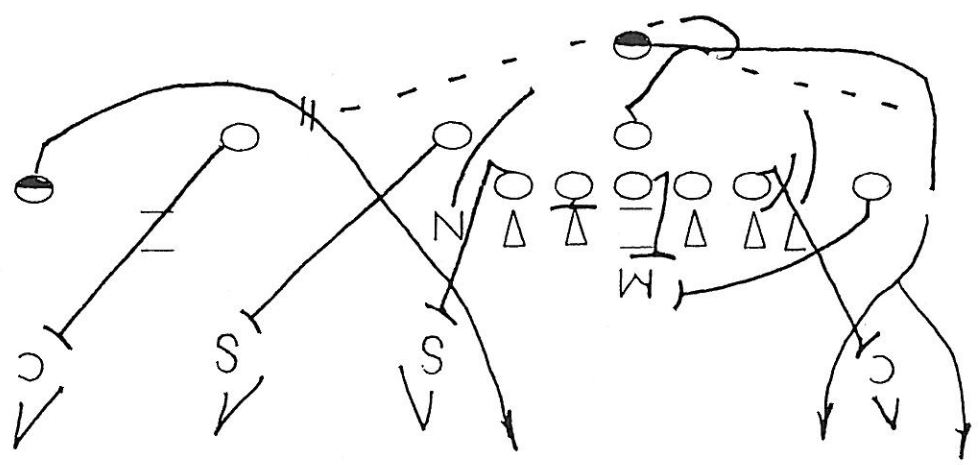


63 Nasty Screen Vs a 4-3 Front With 3 Deep Man Coverage



63 Nasty Screen Vs a 5-2 With Blitz Coverage





SUPPLEMENTARY PASS OFFENSE

This is our supplemental pass offense designed to meet and attack special game situations and circumstances. Although these pass packages are not a specific part of our core pass offense, that we discussed earlier, they are in their own way nearly as vital a part of our pass offense, because they flesh out our attack and provide a complete spectrum of pass offense. These packages are as follows:

1. Hook
2. Go
3. Touchdown Switch
4. Slot Wall
5. Tailback Wall
6. Slot Scramble
7. Viper
8. Slide
9. Read

Hook

The first of these packages is **Hook** which is designed as a wide field, trips pass package with specific primary receivers against various defenses. **Hook** is designed to separate and isolate pass defenders either on a vertical or a horizontal plane. There are very few receiver adjustments or options making this package fairly easy to teach. The primary adjustment responsibilities rests with the Quarterback.

Alignment

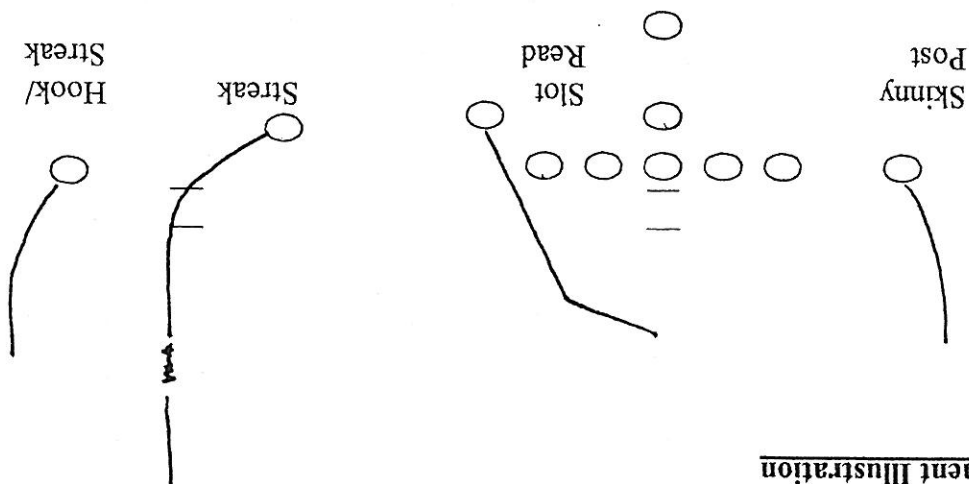
Wideside Wide Out should align 5 yards from the wide field hash. His release and vertical path will take him to a depth of 7 yards deep and 3 yards wider than his original alignment.

Motion Slot should align 3 yards inside the Wideside hash mark. He will outside release and run up the outside of the hash. He must never allow himself to be forced back inside the hash mark toward the coverage safety.

Playside Slot should align wide enough to get a free release to the inside on the angle to a depth of 7 yards at 3/4 speed. He then sets a crossing angle that will take him behind the linebackers but underneath the deep coverage. He is reading the Free Safety as he crosses the field.

Shortside Wide Out takes a minimum split that allows him to be release without interference from #7. He jets vertically up the field to a depth of 14 yards and then crosses the Corner's face over and up on a Skinny Post. In this manner he seals the Corner to the outside, not allowing the Corner to fall back inside to attack the crossing Slot.

Alignment Illustration



Wideside Wide Out: Normally he runs his route to a depth of 7 yards, if he is facing 3 Deep Zone he will hook the route up. If he is facing any type of man coverage were the coverage man is more than 5 yards off his pre-snap alignment he will convert the hook into a hard crossing route at 7 yards. If he is facing Man or Blitz coverage and the defender is less than 5 yards off in his pre-snap alignment, the receiver will convert his route to a **Streak**. He will do the same if facing any type of 2 Deep.

Motion Slot: Run a Streak route. Outside release and run up the outside of the hash mark. Once you clear the underneath coverage throttle down and look back for the football. If the ball is not thrown accelerate once again up the outside of the hash mark.

Playside Slot: Inside release on an angle for 7 yards at 3/4 speed allowing the safety to react to the Motion Slot's route. Run a **Slot Read** crossing the field to a depth a 10 yards but staying between the linebackers and the deep coverage.

Shortside Wide Out: Take a minimum split but release outside to a depth of 14 yards, break across the Corner's face on a **Skinny Post** sealing the defender to the inside.

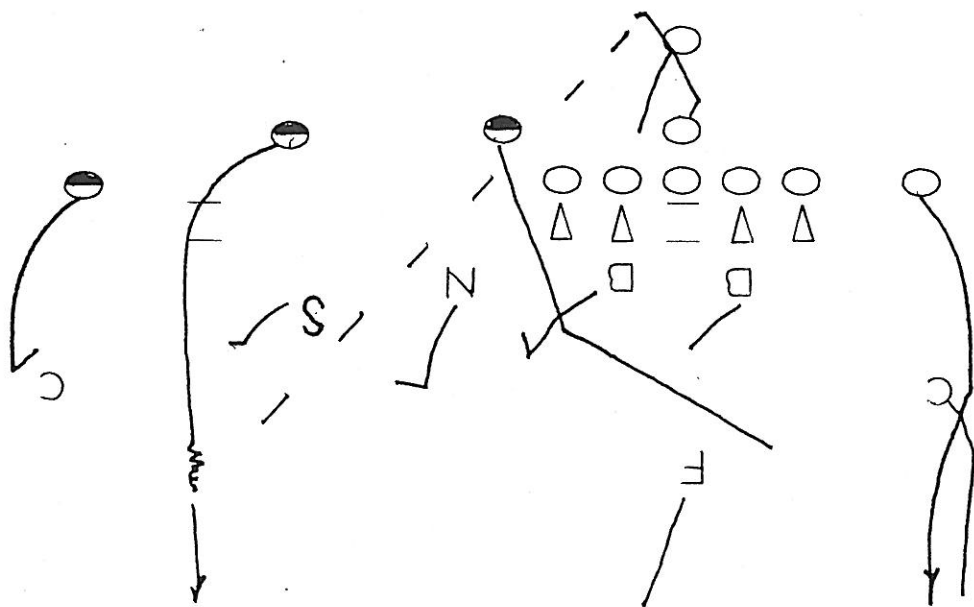
Quarterback: In most cases we will face 3 Deep zone coverage when we align in a Trips Set, but this is not always the case. The Quarterback must be drilled in his reactions to different defenses until it becomes second nature. Man coverage and Blitz teams will remain in that alignment regardless of our set and some 2 Deep teams will hold to their pre-motion alignments. For the Quarterback pre-snap reads will be very strong indicators on where to go with the football.

Attacking 3 Deep Zone Defenses

As a general rule we regard the Motion Slot as our primary receiver against 3 Deep Zone coverage. It is very difficult for the Free Safety to effectively cover the hash route unless he aligns closer to the hash prior to the snap. If he chooses to do this he becomes vulnerable to the

Delayed as he jets vertically downfield. If neither option opens up the Quarterback can rotate to the Hook.

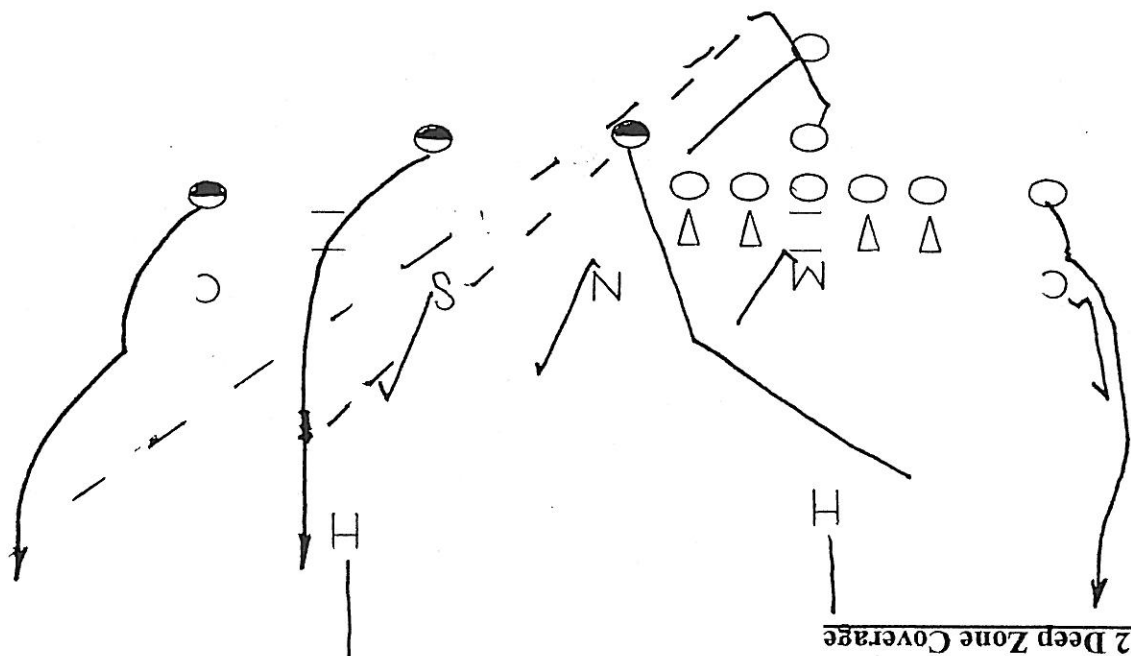
Vs. a 3 Deep Zone Coverage



Attacking 2 Deep Zone Coverage

Because the Corner is within 5 yards of the Playside Wide Out the receiver will cover his route to a **Streak** and along with the Motion Slot they will create a fast 2 on 1 on the deep hash defender. The Quarterback simply selects based on the half field defender's reactions.

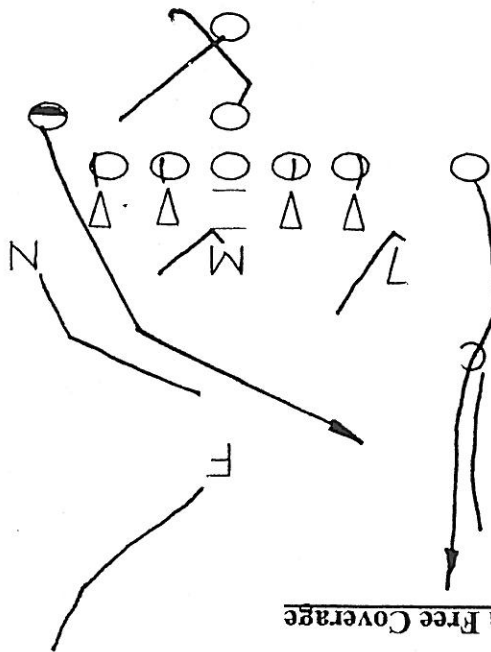
Vs. a 2 Deep Zone Coverage



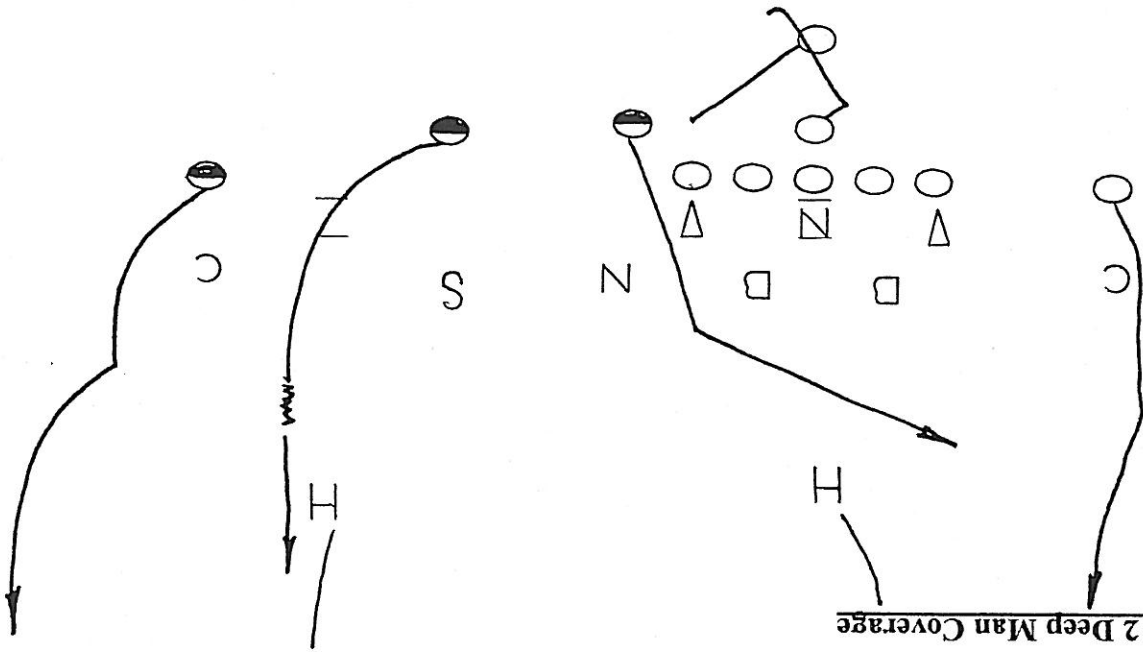
Attacking Man Coverage Defenses

The Quarterback will still look first to the Motion Slot to see if he can clear over the top of the defense. If not he will work from the Wideside Wide Out to the Slot Read. Against a Man Free coverage scheme the rotation of the Free safety is again the key. We are also attacking with one high and one low crossing route which are very difficult to cover at any level of football. As always the Quarterback can take a strong pre-snap read based on the alignment and reaction to motion by the Free Safety.

Vs. a Man Free Coverage

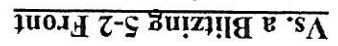
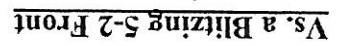


Vs. a 2 Deep Man Coverage



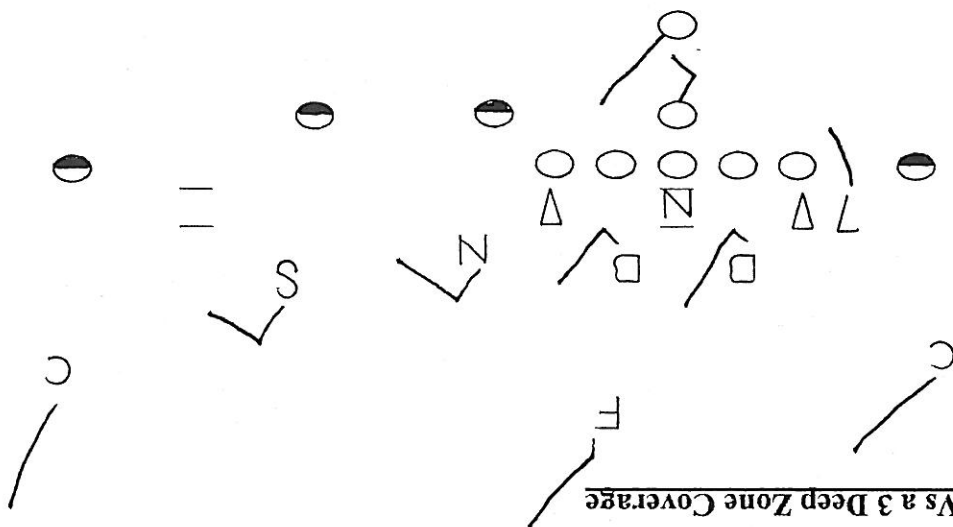
This is an excellent package for attacking blitzing defensive schemes. You have strong one on one match-ups on the outside and a deep crossing route from the Playside Slot. The progression is quick and simple allowing the Quarterback to be very rapid and decisive in his read progression. We also consider this a very good scoring combination from the opponents 35 yard line and in.

We also consider this a very good scoring combination from the opponents 35 yard line and in.

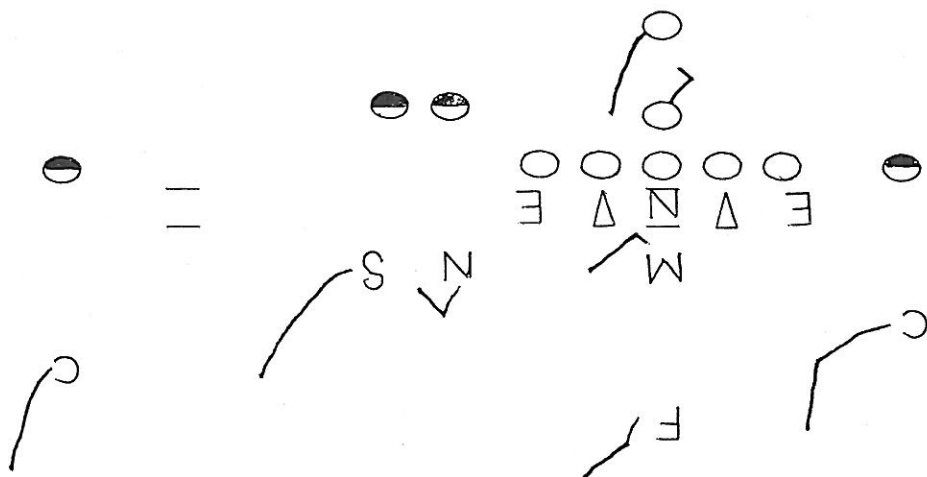


This is an excellent and simple Trips side, Wideside addition to our pass offense. It serves as a great change-up to the **Scat** package if the defense begins to over play to the Trips side, or shows secondary rotation to the Wideside. One of the keys to the success of this package is the variable splitting of the Motion Slot based on the coverage presented by the defensive structure. If the coverage call from the Quarterback identifies a 3 Deep Zone, then the Motion Slot splits the difference between the Playside Wide Out and the Playside Slot. This creates the necessary spacing to isolate the Strong Safety or the #2 defender and allows us to Hi-Low the defender. If the Quarterback identifies any type of 2 Deep coverage the Motion Slot will align 3 yards outside the Wideside hash mark. At the snap the Motion Slot will attack up the outside of the hash mark and execute a **Hash Read**. This will create a 2 on 1 on the Half Field Safety in a 2 Deep Zone coverage and a window of opportunity for the Playside Slot after the Motion Slot and the Playside Wide Out clear off both the underneath and the deep coverage in 2 Deep Man. Finally if the Quarterback gives either a Man Free or Blitz call the Motion Slot will align no wider than 3 yards from the Playside Slot who has also doubled his split to 2 yards from his base alignment. This tight alignment will create the potential for a "rub" to take place between the two Slot receivers and may pick-off either one or both of the Man coverage defenders. Illustrated below are the various splits that maybe used by the Motion Slot.

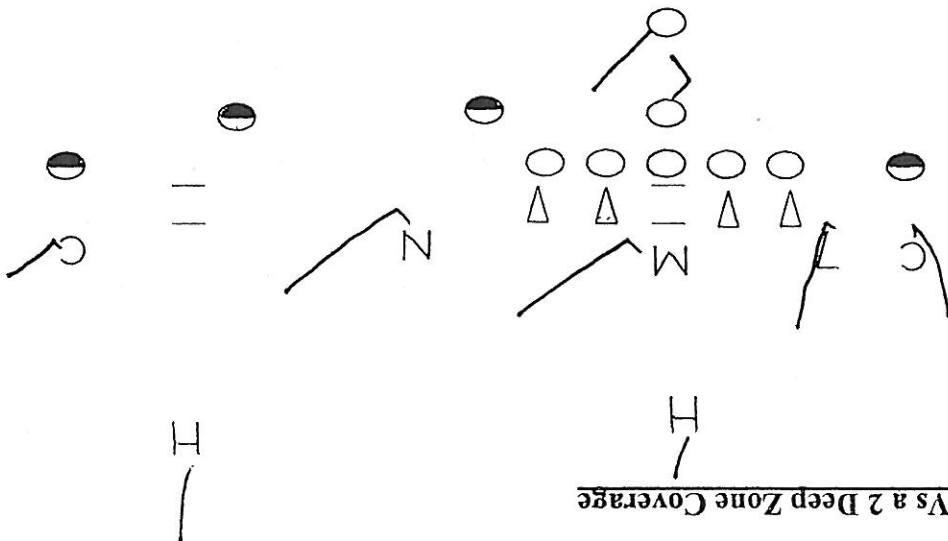
Spacing Vs a 3 Deep Zone Coverage



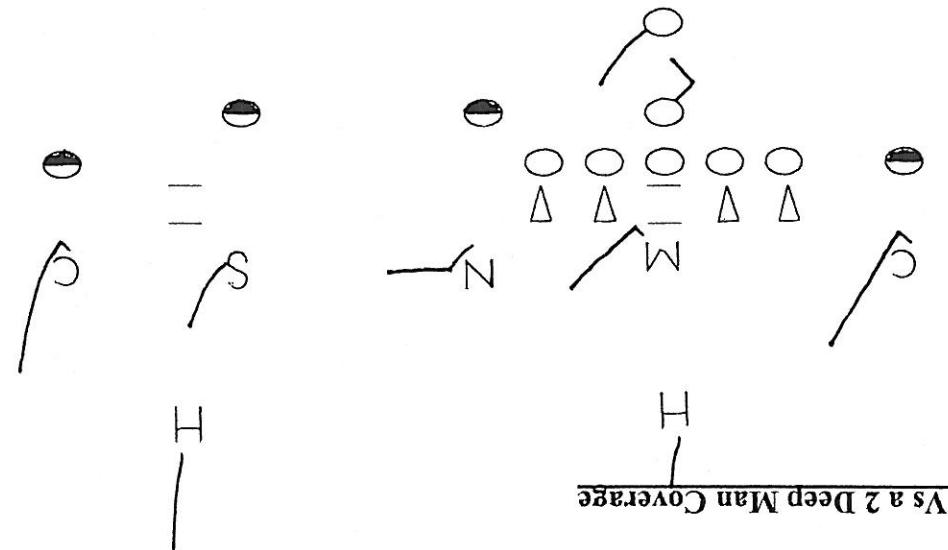
Spacing Vs a Man Free or Blitz Coverage



Spacing Vs a 2 Deep Zone Coverage



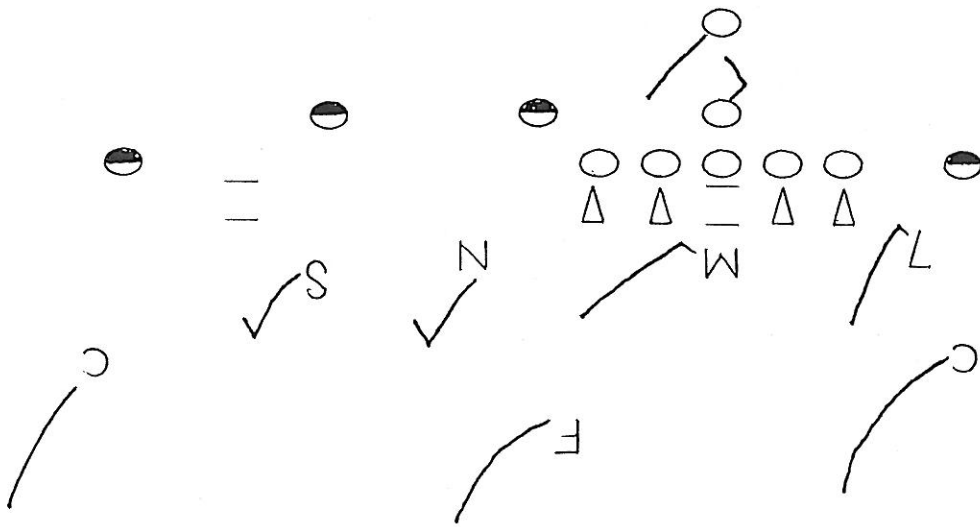
Spacing Vs a 2 Deep Man Coverage



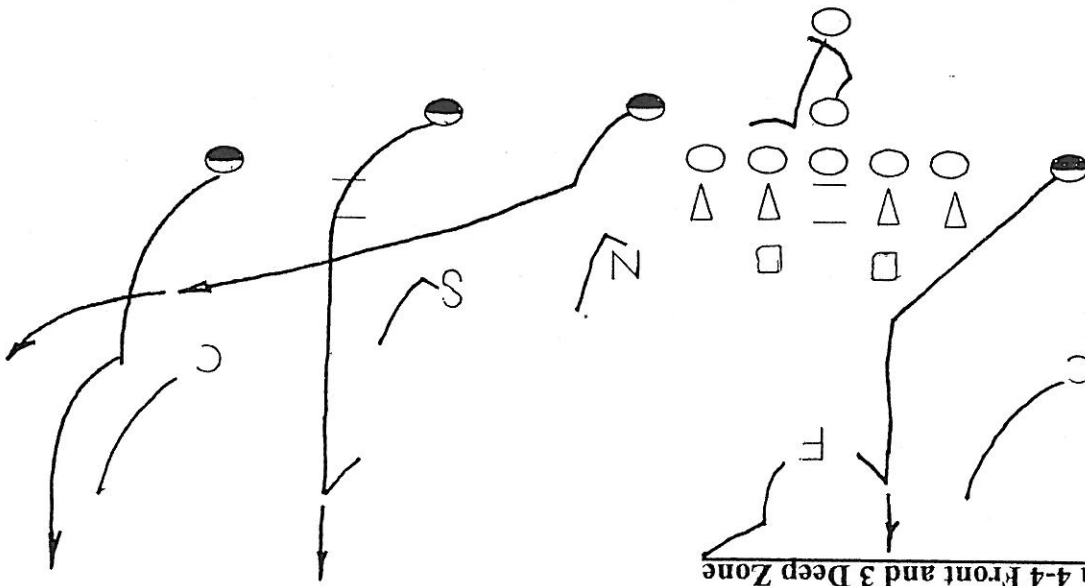
Quarterback

This read is relatively simple for our Quarterback especially if he is able to get an accurate pre-snap coverage read. Against 3 Deep Zone he is expecting to attack #2 with a Hi-Low involving his Motion and Playside Slot. If he reads 2 Deep Zone he will look to attack the Half Field Safety with a deep 2 on 1 involving his Motion Slot and Playside Wide Out. If he reads 2 Deep Man he will still check the for the possible 2 on 1 if the corner drops his coverage as he looks inside but his thinking leads him to the Playside Slot quickly in order to attack the horizontal void in the underneath coverage. If the Quarterback read Man Free or Blitz he will read his package in a 1, 2, 3 progression working from the outside in. His drop will be determined by the primary route that he wants to throw so in reality he may go 1 step and throw the **Dump Pass**, 3 steps to throw either the **Streak** or the **Break**, 5 steps to throw the **Hash Read** or to 7 steps to rotate backside. If the defense over plays the formation side such in a 3 Deep Zone employing either a 5-2 or a 4-3 Front then the Quarterback is always aware of the potential progression to the backside Wide Out who is running a **Window Read**.

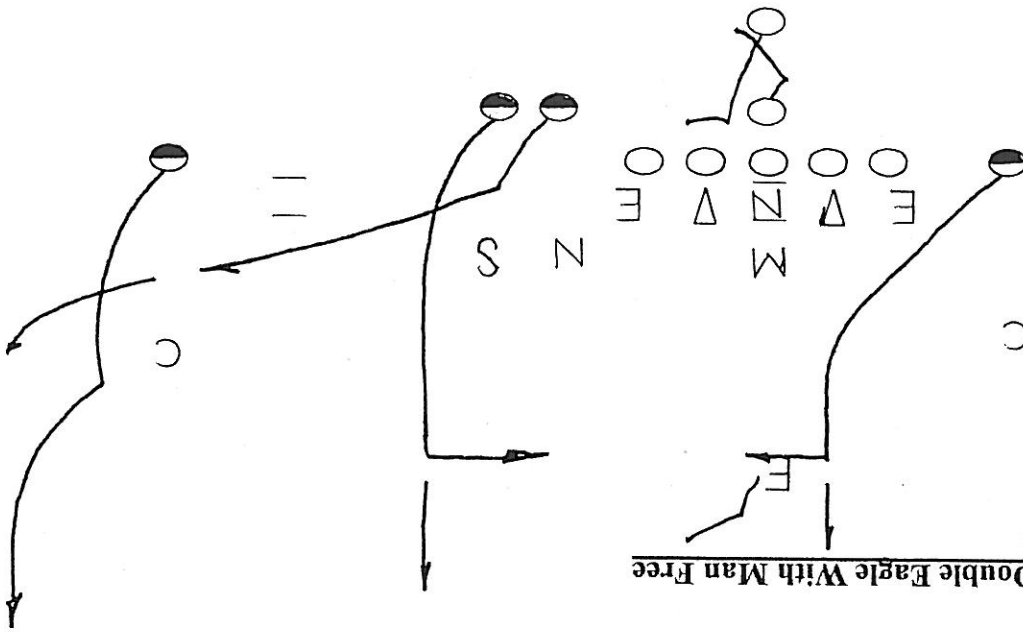
Illustrating a Pre-Rotated 3 Deep Coverage



64 Go Vs a 4-4 Front and 3 Deep Zone



64 Go Vs Double Eagle With Man Free



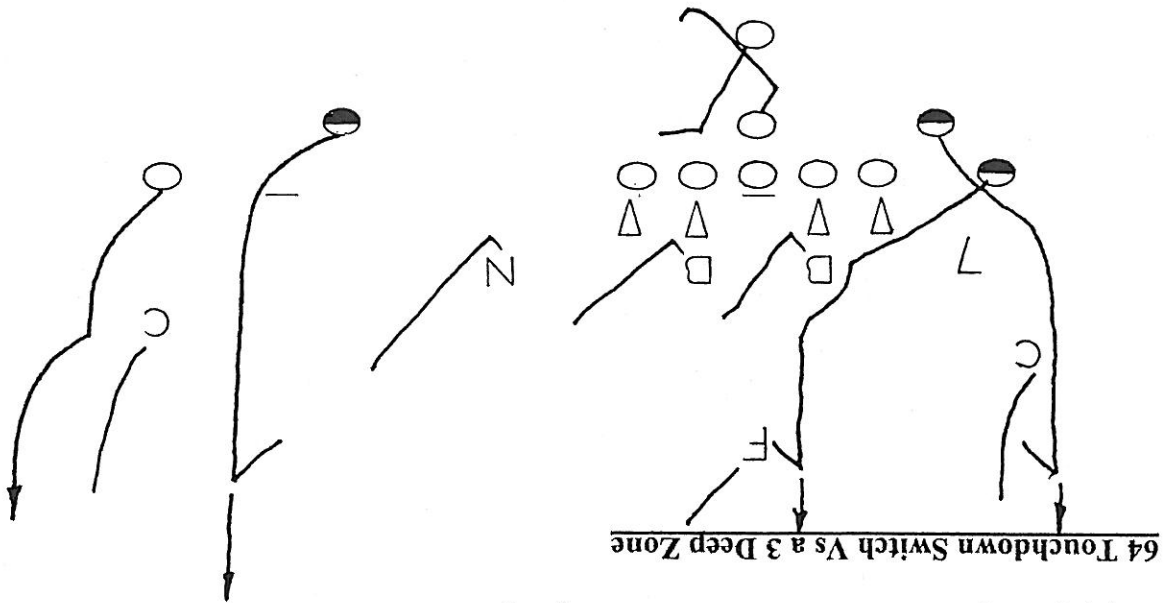
Touchdown Switch

This is the third of our supplemental pass offense packages. There exists a sound argument that this package should be part of our core pass offense, as it is in many Run and Shoot offenses, or that it should replace the **Touchdown** package. Many coaches feel that the receivers "switching" in exchange allows the Wide Out to get a clearer track and an easier read on the Free Safety because he is able to see the Safety without taking his vision off the underneath coverage. However if these advantages are undisputed, there exist two powerful negatives that making a change with the **Touchdown** package not a good decision. One, because of the exchange or "switch" that takes place between the two receivers the threat of the **Dump Pass** is lost and secondly the Slot cannot attack the outside fourth fast enough to make the deep outside stretch route viable.

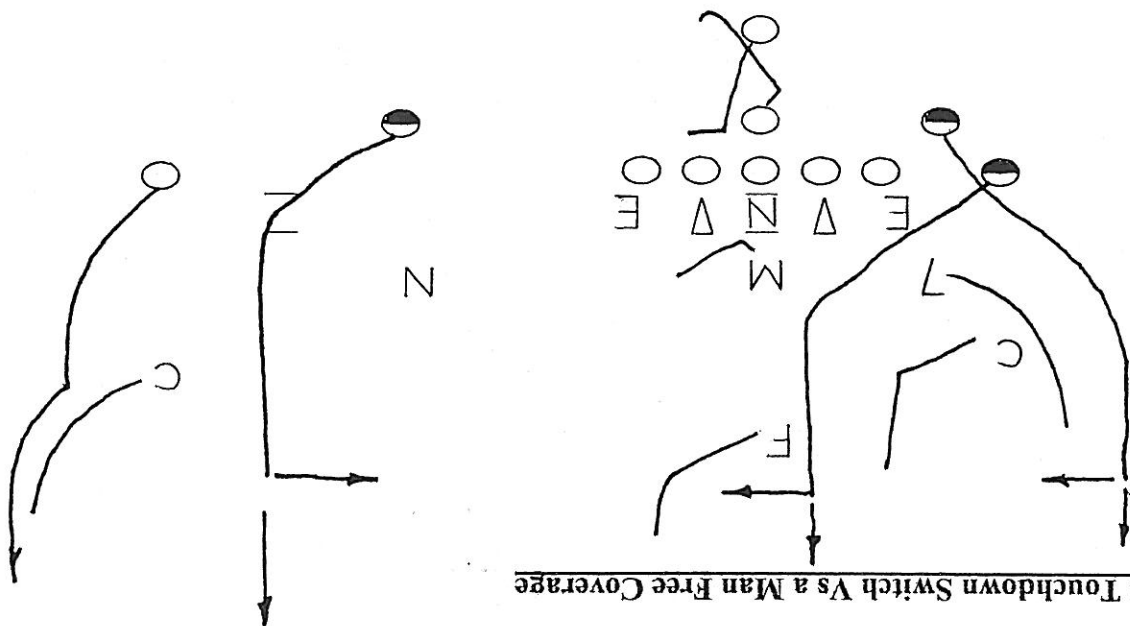
The Frontside alignment and routes are the same as the **Touchdown** package. The Playside Wide Out runs a **Streak** and the Playside Slot runs a **Hash Read**. The significant difference between the two packages comes on the Backside. The Wide Out reduces his split to within 4 yards of his Slot who stays with his base split. At the snap the Wide Out releases inside setting an angle that will allow him to intersect the hash or mid-point of the offense at the 7 to 10 yard depth. He must be prepared to "stick" any defender in his path and not allow himself to be compacted down toward the line of scrimmage. At the hash he will attack vertically and execute a **Hash Read** off the reactions of the near safety. His blitz adjustments are the same as the Offside Slot in the **Touchdown** package.

The Offside Slot, at the snap, will release outside and under the Wide Out stretching his track to 5 yards from the line sidelines while he gains ground. He will execute a **Vertical Read** and make the same blitz adjustments as the Offside Wide Out in the **Touchdown** package.

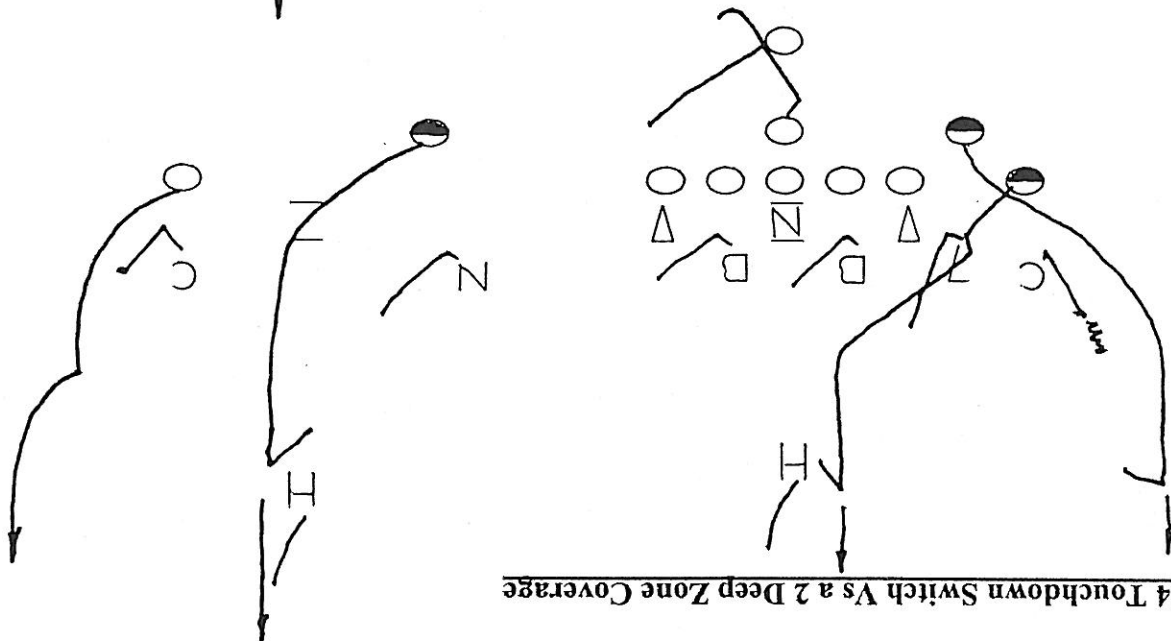
The Quarterback mechanics are exactly the same as on **Touchdown** making this a relatively simply package to install and an excellent change-up.



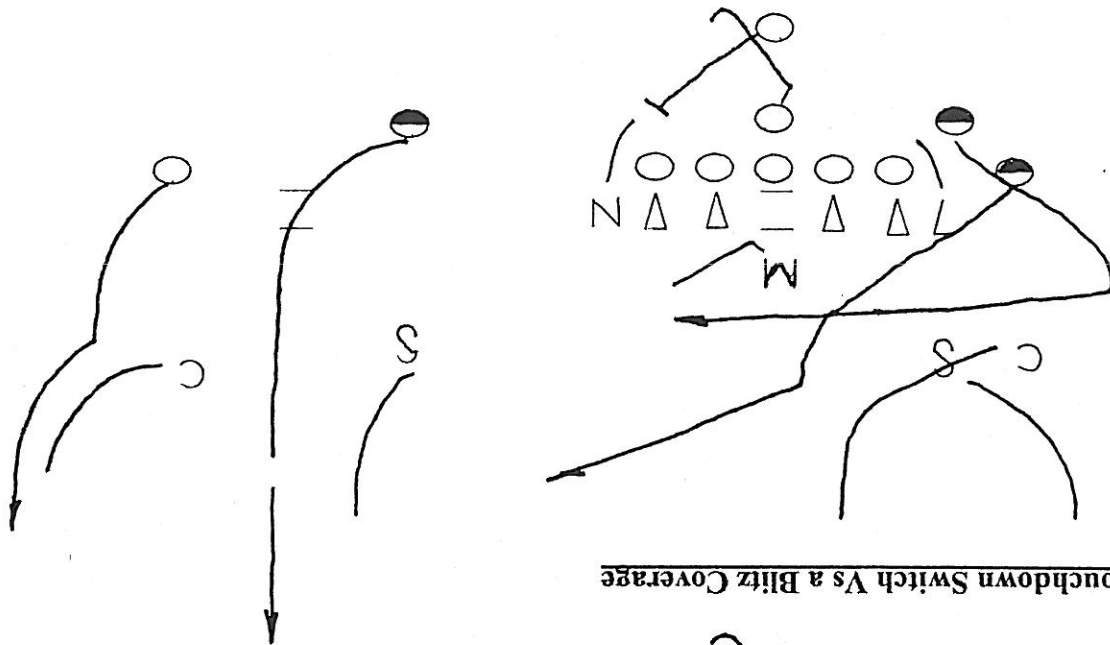
64 Touchdown Switch Vs a Man Free Coverage



64 Touchdown Switch Vs a 2 Deep Zone Coverage



64 Touchdown Switch Vs a Blitz Coverage



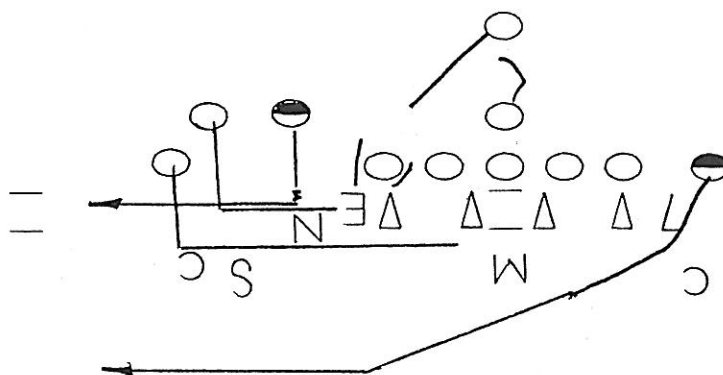
a Corner who is aligned inside he will avoid him and "Wall" the next defender to his inside. This rule goes for any of the receivers in either the Slot Wall or the Tailback Wall packages.

Motion Slot: Split the distance between the Playside Wide Out and the Playside Slot, at the snap work straight upfield to a depth of 1 yard under the next defender to his inside. Apply his "Wall" rules and continue across the field.

Playside Slot: You are the primary receiver in the Slot Wall package. You must have physical strength to battle through defenders, mental toughness to take on a linebacker and patience to wait for the wall to develop. You have double your split to 6' and at the snap work straight upfield to a depth of 1 yard under the defender who is assigned to cover you. At this point **chop your feet**, this buys you time as the wall develops and distracts the defender assigned to you. Break hard and square outside just off the hip of your Motion Slot and accelerate to the boundary getting your head around right away. Take the ball and work hard and fast to the perimeter, if you are on the goalline work for the flag, you cannot allow yourself to be stopped short of your goal.

Offside Wide Out: You are the secondary option. Reduce your split to 4 yards as long as you can cleanly release to the inside. Build your route to a depth of 15 yards in the open field and work to the back, far corner of the end zone. You must be at the original alignment of the Playside Wide Out when the Playside Slot reaches that position. If the Quarterback finds the primary bracketed by the Corner and a defender from the inside it is impossible for the defense to defend the deep crossing Wide Out. When the ball is snapped run like Hell across the field.

Quarterback: This throw might well be made on the run, the key is to control the defense with your eyes, look first straight inside at the squaring receiver before rotating to the Playside Slot. If the defense is playing a switching Man coverage or they have the primary bracketed with the Corner go to the crossing route which may have to be a blind throw. As long as the defender is trailing throw our receiver the ball out in front and we score or make a big play. **Believe in yourself.!**



64 Slot Wall Vs a Goalline Front and Denial Coverage

This is the second package in this series. This is another of the Trips side "wall" routes designed to clear a receiver open by "rubbing" him off against other receivers. In this package the Tailback is the primary receiver and the crossing Offside Wide Out is the secondary receiver. The Quarterback must be aware of the potential of a free defender since his Tailback is fast releasing into the route package, hence he must be able to throw on the run and release the ball quickly. The receiver alignments are exactly the same as in the **Slot Wall** package. The Tailback will set a track to release outside of the last rusher on the line of scrimmage unless that rusher is aligned so wide that the Tailback is allowed a free inside release. He should appear to be about to turn the route up the field but at the line of scrimmage [the original placement of the football, not the placement of his offensive linemen] he should snap the route outside and whip his head around and expect the football. Catch and seat the football and extend the route to the perimeter, if you are on the goalline get to the front flag of the end zone, you **cannot** be knocked out of bounds before you score! The Playside Slot now becomes part of the wall, he is looking inside probably to a linebacker, he takes is route straight upfield until he is 1 yard under the next defender to his inside and then he will square his route outside and under that defender.

Slot Scramble

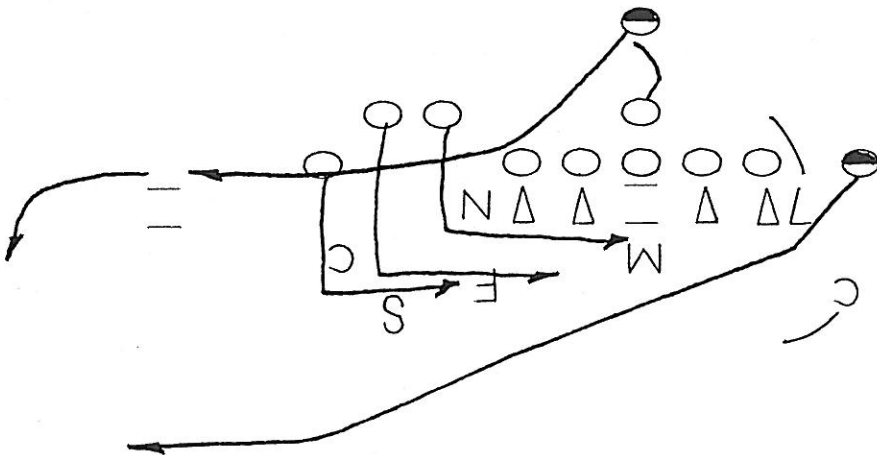
This is the third play in this series of packages. It is designed to isolate the Playside Slot from an Even set against a defender, often a Safety, who is not up to the challenge of covering a speed receiver in space. The secondary receiver is the Offside Wide Out. The Playside Wide Out takes the same basic split that he does on the Wall packages, the Playside Slot takes a basic split, the offside Slot takes a basic split and the Offside Wide Out takes a slightly [3 yards] than he did on the Wall packages.

Playside Wide Out: At the snap take 2 steps straight up the foot chop your feet and square the route hard and flat to the inside continuing to cross the field making eye contact with the Quarterback. Do not stop your route until you hit the opposite side line.

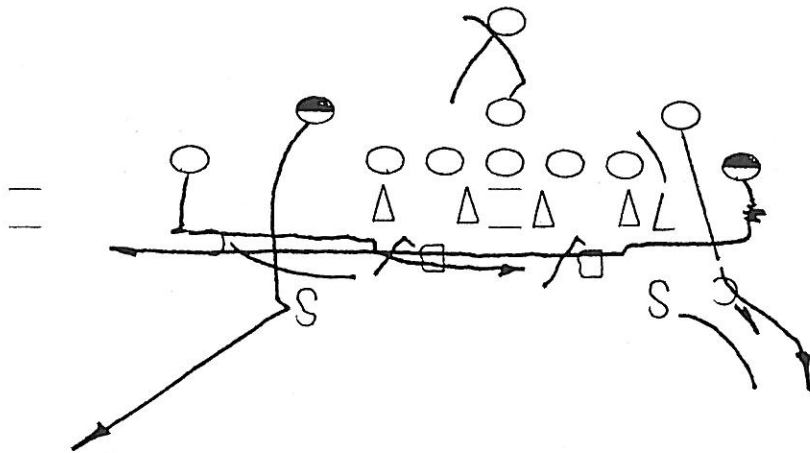
Playside Slot: At the snap outside release and drive the route up the field to a depth of 7 yards make a strong "stick" technique to the inside before breaking the route to the backside flag of the end zone on the goalline. Make sure you accelerate coming out of the break without straightening up as you make the break.

Offside Slot: At the snap set an angle that will take you at the near shoulder of the Corner aligned over you Wide Out, stay on that track and after you pass the Corner turn the route up and toward the back corner of the end zone.

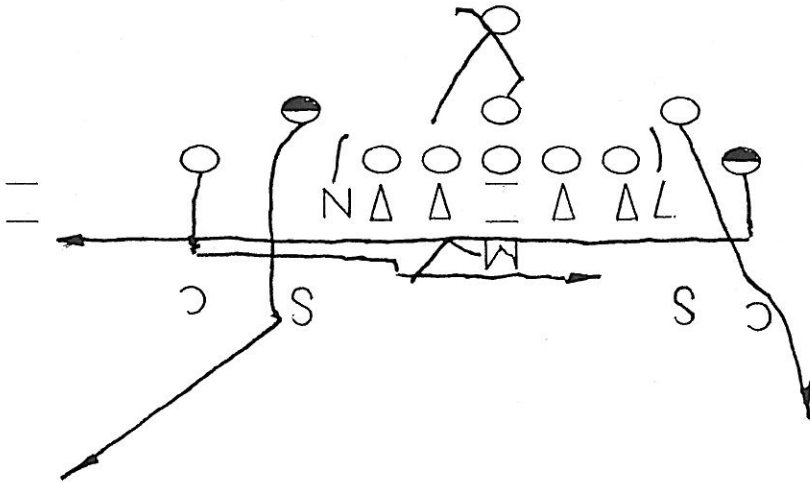
Offside Wide Out: At the snap chop your feet take the route 1 step up the field and then break off your Slot under the defense and accelerate flat and across the field getting into the Quarterback's window as quickly as possible. Be aware of your Playside Wide Out coming across the field and use him to filter the traffic trying to follow you across the formation. If you are on the goalline run this route just inside the end zone. It is critical if you catch this route in the open field extend it to the perimeter and then turn it up the field.



64 Slot Scramble Vs a Goalline Front and Denial Coverage



64 Slot Scramble Vs a Blitz Front and Denial Coverage



Viper

This is the fourth and final package in this series and unlike the other three can be run against any defense, any place on the field. It is designed as a dual option package away from the Trips side, with a "wall" route on the Trips side and a **Short Post** route on the single side by the Wide Out. The Trips side Wide Out takes the same minimal split that he takes on the **Wall** packages as do the both the Motion Slot and the Playside Slot. The single side Wide Out now takes the maximum split that the field will allow and he is the primary receiver while the opposite or Trips side Wide Out is the secondary receiver in this package.

Playside Wide Out: Take the maximum split that the field will allow, at the snap outside release to a depth of 5 yards and then snap the route on a **Short Post**, into the area under the Corner and behind the linebackers, **do not allow yourself to be compacted down!**

Offside Slot: Take the same split that you do on the **Wall** packages. At the snap drive straight up the field to a depth of 1 yard under the next pass defender to your **outside** and then square the route hard to the outside and under that defender. Take your route to the side lines and turn up.

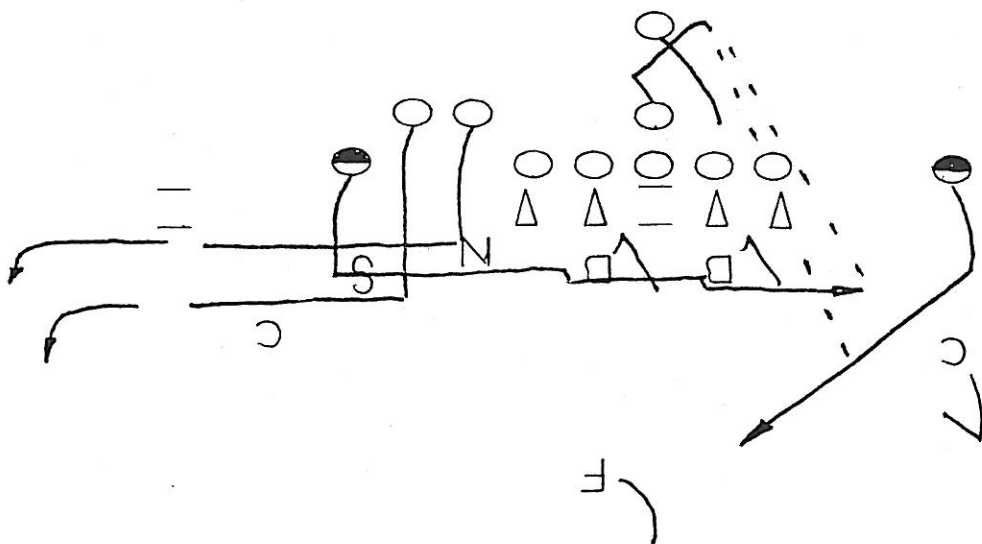
Motion Slot: Take the same split that you do on the **Wall** packages. At the snap drive straight up the field to a depth of 1 yard under the Corner to your outside and then square the route off hard to the outside and under that defender. Take your route to the side lines and turn up.

Offside Wide Out: At the snap drive your route straight up the field feeling for the Motion Slot coming from the inside out, chop your feet and square the route off hard to inside and under the receivers coming from the inside. Be prepared to use your hands and be physical with the

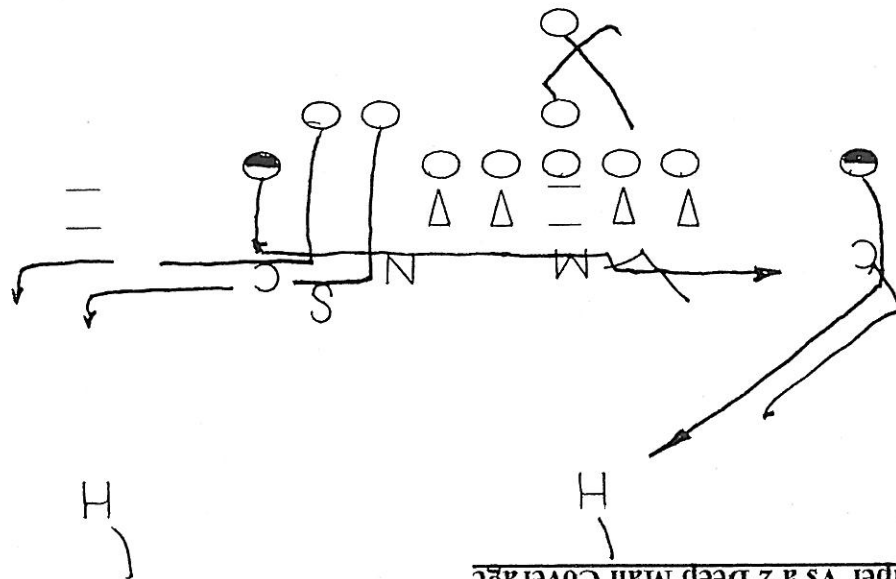
coverage, do not allow yourself to stop if you are bumped. Accelerate hard across the field being prepared to "stick" any defender who attempts to inhibit your pass track. You will appear on the opposite side of the formation at a depth of 5 to 7 yards keeping on the move. When catch the ball take the route to the boundary and turn it up.

Quarterback: Expect to take a 5 step drop looking to throw the football to the Playside Wide Out on the **Short Post**. If the coverage has moved #2 off the Shortside to over play the Trips side or the Wideside then the Wide Out will come open in one of two areas, first between the Corner and the next inside linebacker or if the linebackers as squattling on the Tailback then the Corner will be between the Corner and the safety. If the defense brackets the Wide out with #2, the Corner and the Inside Linebacker then the Quarterback will allow the defense to drop and then hit the Offside Wide Out clearing underneath. This is a great Blitz control route with both options potential scoring throws.

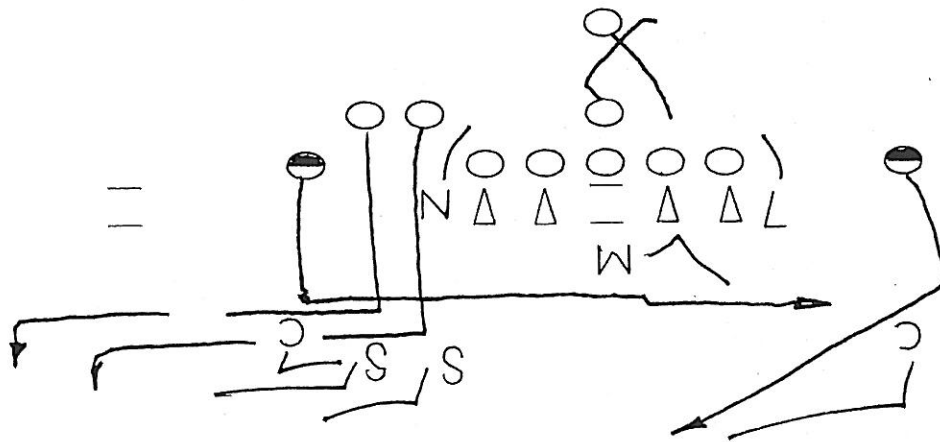
63 Viper Vs 3 Deep Zone Coverage



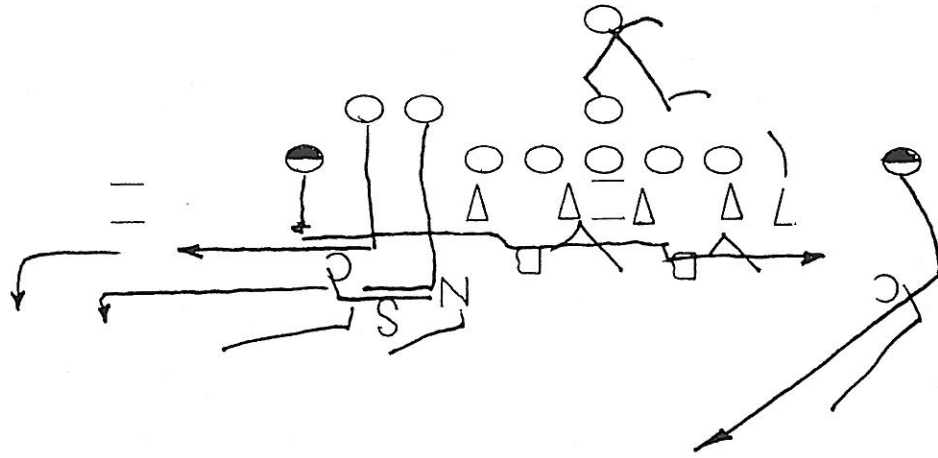
63 Viper Vs a 2 Deep Man Coverage



83 Viper Vs a Blitz Coverage



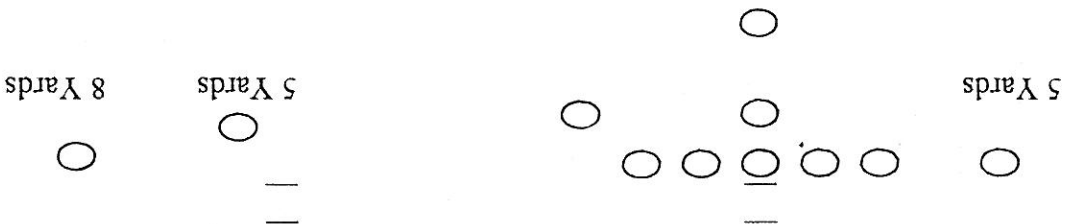
63 Viper Vs a Goalline Front and Denial Coverage



Slide

This is the eighth supplemental pass package and is designed to run exclusively to the Wideside and the Trips set side of the formation. The basis of the play involves both a vertical and a horizontal stretch on the Wideside field defensive structure. The of the four receivers must be very precise to the necessary windows of opportunity created by the proper stretch of the defense.

Alignment



Playside Wide Out: His alignment must be 8 Yards from the sideline. On the snap he will outside release to a depth of 5 yards and run a **Slide** route. At a depth of 5 yards the receiver will bend the route to the near post aiming for the void under the deep coverage and behind the underneath coverage. As he enters a clear window he will throttle down, stay on the move expecting the football. If the ball is not thrown once you reach the near hash turn the route straight off the hash without drifting inside. If you get a blitz call from your Quarterback you will convert the route to a hard post at 5 yards without throttling down, but again if you hit the hash before the ball is thrown turn the route up the hash.

Motion Slot: Align 5 Yards from the Playside Wide Out. At the snap run a **Bubble** route back and out to a depth of 5 Yards from the line of scrimmage and 2 Yards outside the original alignment of the Playside Wide Out. If you have gotten a zone coverage call from the Quarterback, throttle down as you approach the line of scrimmage and look for the football. If you got a man or a blitz call then attack the line of scrimmage, widen the route and take it up the field.

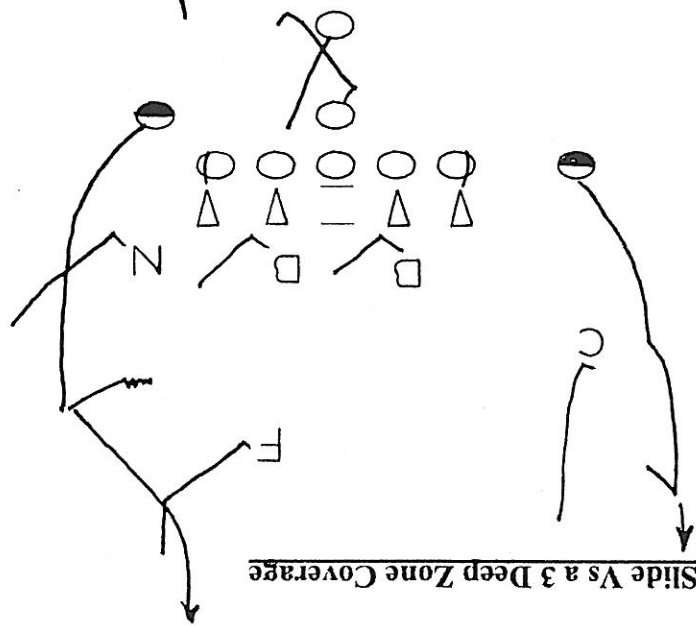
Playside Slot: Take your basic split and at the snap take an outside release and attack vertically up the field to a run a **Seal** route. You want to keep the Free Safety sealed inside of you by staying vertical. But if the Free Safety crosses your face either by rotating or by his pre-snap alignment then you cross his face by bending your route to the post at a depth of 14 yards. The key to this route is not to cross the field into another deep coverage zone, but rather once you go

to the post you must bend the route back up the middle of the formation. This route does not change against any coverage call.

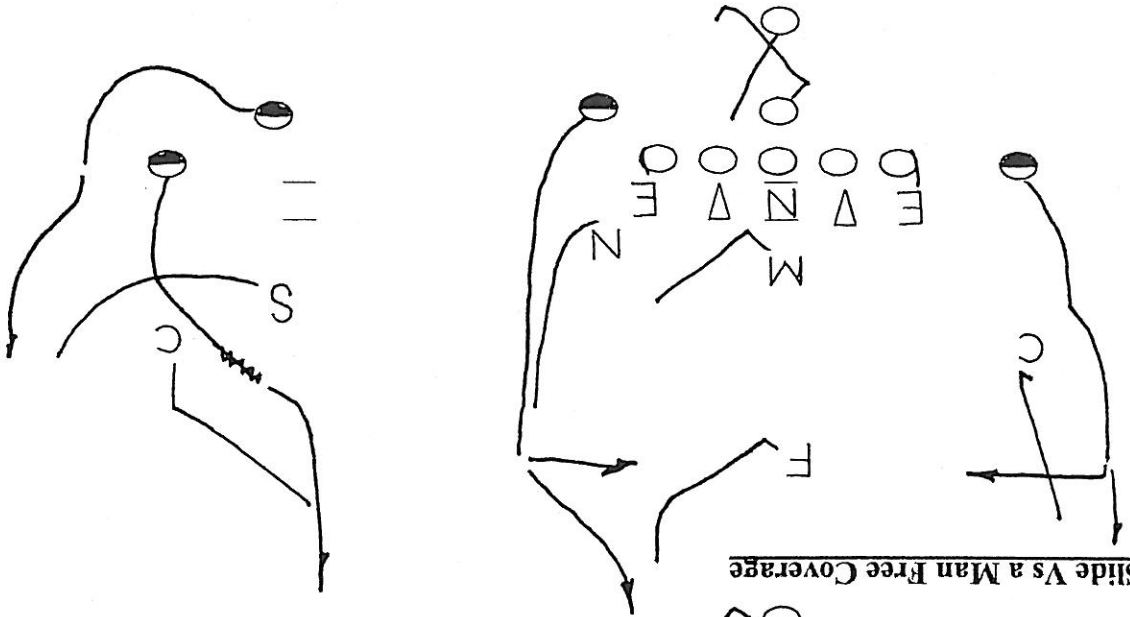
Offside Wide Out: You will align 5 yards from the boundary and you must attain a maximum horizontal and vertical stretch on the defensive secondary. At the snap you will run a **Vertical** Read.

Quarterback: The base read comes from the #2 defender counting from the outside in. The Quarterback is expecting to take a 5 step drop but as always he is prepared to throw the football to the first open receiver. The alignment in this package may free the **Dump Pass**, the Quarterback must always be alert for this opportunity. Check the Free Safety's pre-snap alignment, if he is by alignment outside the **Seal** route expect to throw the football to the Playside Slot. If on the snap #2 does anything but back up throw the ball to the Playside Wide Out. It should be noted here that the Quarterback always sets his feet to throw the **Bubble** because this is the longest and most difficult throw, if his read is there to the Playside Wide Out he will adjust his feet and go throw. If the Quarterback reads Blitz he has options 1, 2 and 3 working from the outside in.

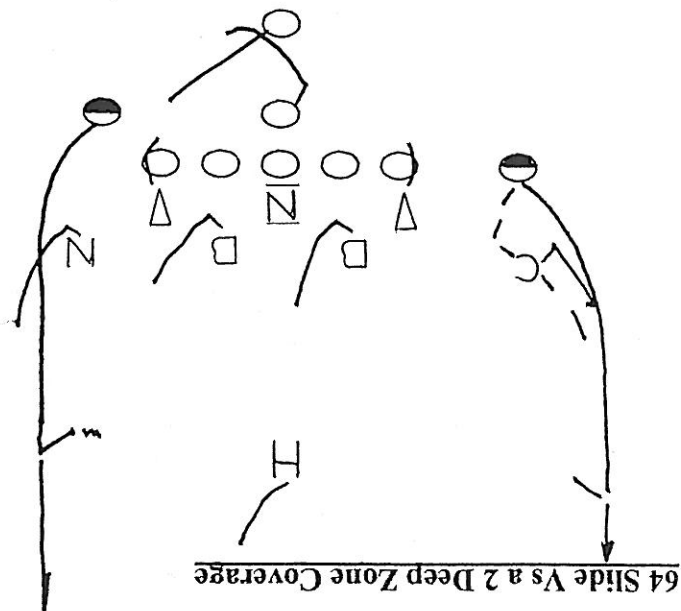
64 Slide Vs a 3 Deep Zone Coverage



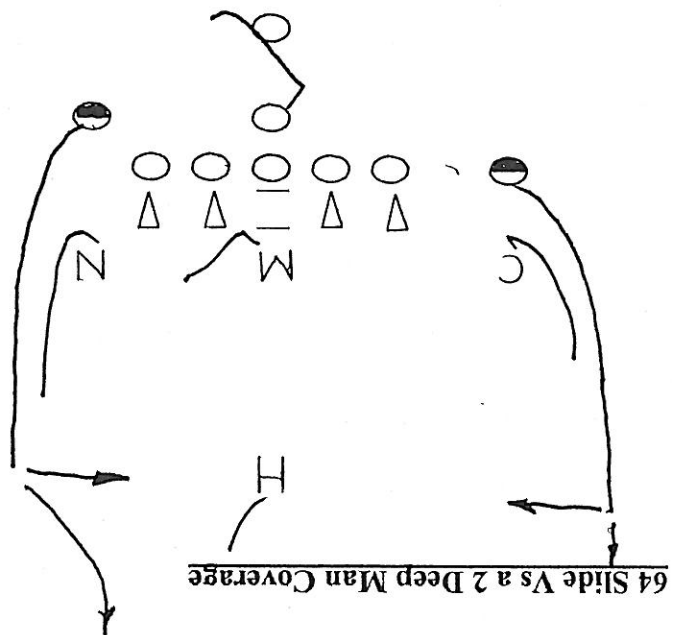
64 Slide Vs a Man Free Coverage



64 Slide Vs a 2 Deep Zone Coverage



64 Slide Vs a 2 Deep Man Coverage



64 Slide Vs a Blitz Coverage

