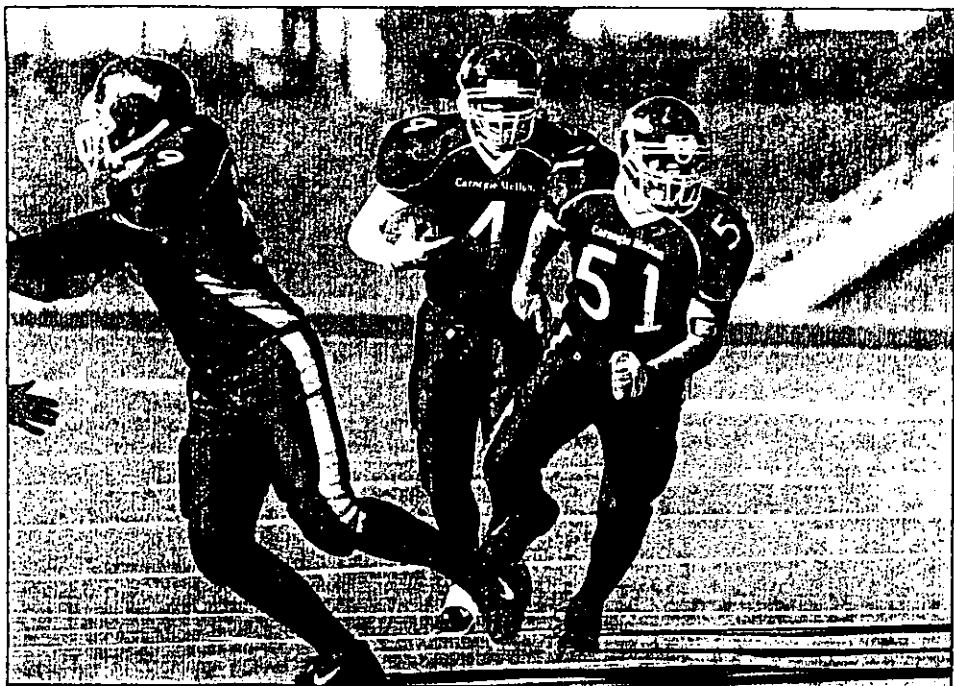
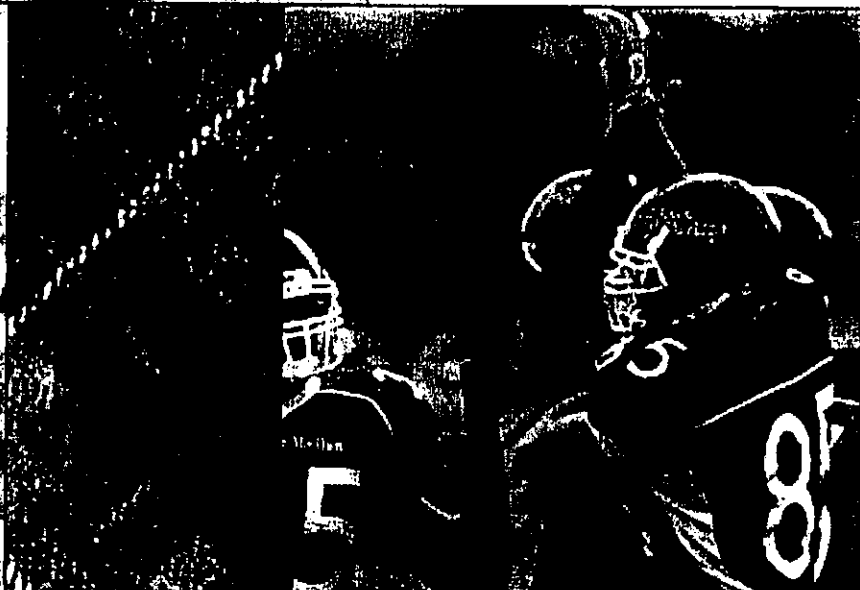




Offense



Tartans

2005



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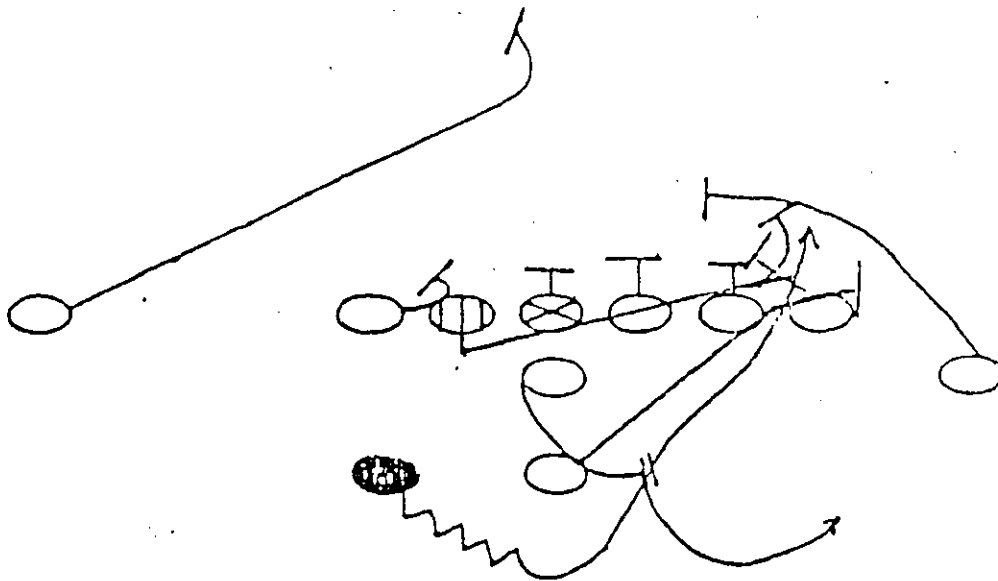
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OFFENSE AT CARNEGIE MELLON

The advantage of offense over defense is knowing from what formation, how, where the play will attack, and when the ball will be put in play. This, of course, requires a numbering system which clearly communicates an entire play simply and quickly.

The signal system used by the "CMU Wing-T" to communicate information necessary for a play to be executed is combined into a three-digit numbering scheme. These three-digit play numbers may be preceded by a term altering the formation and will be suffixed by a term identifying the series action and blocking scheme. The first number indicates the formation, the second number indicates the ball carrier and techniques, while the third number indicates the point of attack. The following is an example of this three-digit system. In essence, this means 600 formation, 2 back at the 6 hole with power blocking.

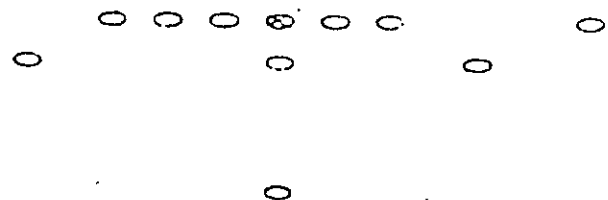
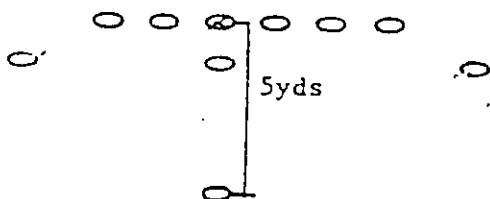
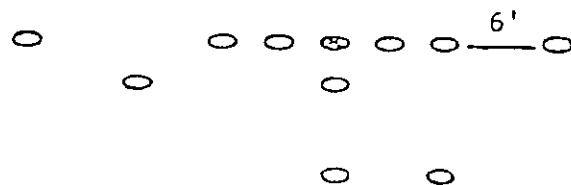
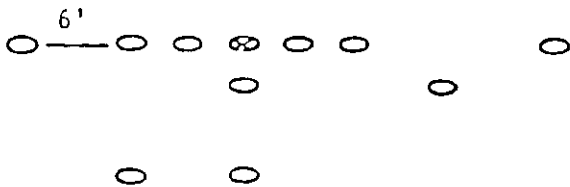
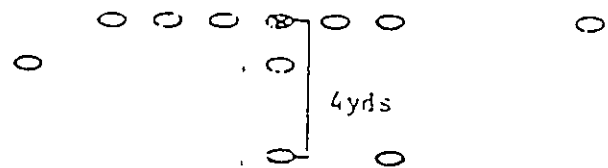
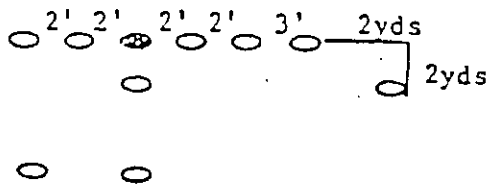
<u>Alternation of Formation</u>	<u>Formation</u>	<u>Ball Carrier</u>	<u>Point of Attack</u>	<u>Series Action & Blocking Scheme</u>
Flip to	6	2	6	Power



THE FIRST DIGIT

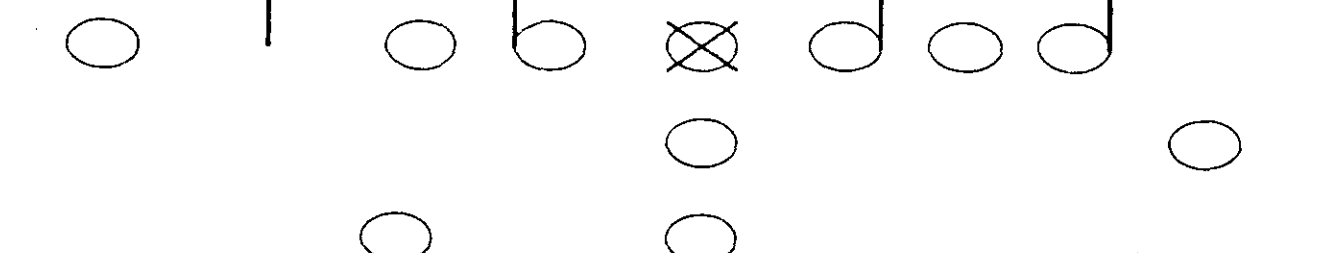
FORMATIONS

There are several formations in the "CMU Wing-T" and they are always described by the first of three digits or by a word. The end automatically spreads away from the wing or flanker unless specifically requested to modify this position. The normal width of the spread end is wide enough to force a four deep defense to invert to the flexed side. The wing is 2 yards outside of the tight end and 2 yards from the ball. The guard and tackle are normally spaced 2 feet apart while the TE is spaced 3 feet. The TE may widen to 6 feet, and the G and T widen an additional foot, if there is a man on them. The fullback's toes are 4 yards from the ball, the dive back is parallel with the fullback and thatches the outside foot of the tackle. The red or blue formation puts the heels of the fullback at 5 yards from the ball.



600

35 Belly Option
49 Cross



43 Buck Scissors
35 Joker
35 Belly

30 Dive Option
20 Sally
32 Give
30 Trap
20 Belly Ctr.

34 Dive
34 Belly Back
34 Joker
36 Down
26 Power

34 Dive Opt.
36 Down Opt.
28 Joker Sweep
28 Toss Sweep
28 Buck Sweep

Play Action

28 Waggle
20 Ctr. Boot
35 Curl & Post
34 Joker Boot

Sprint & Drop Back

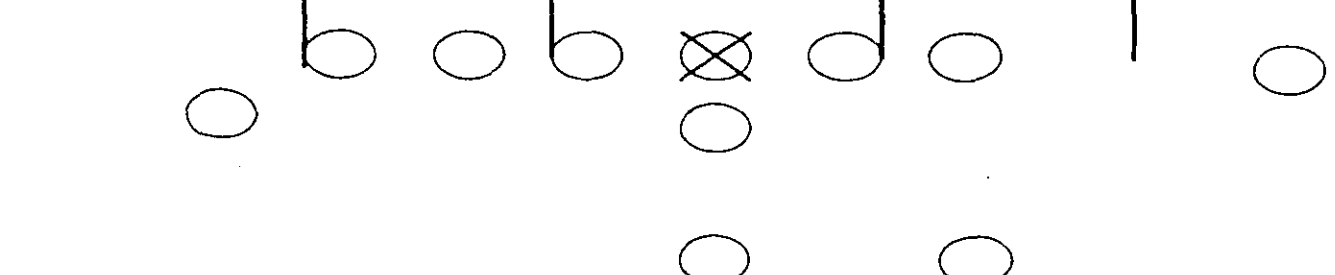
79
91
77 Go & Go Out

Play Action

26 Keep Pass
26 Shovel Pass
36 Down Pass Sw. & TB
35 Belly Boot

700

35 Dive Option
37 Down Option
49 Joker Sweep
49 Toss Sweep
49 Buck Sweep



35 Dive
35 Belly Back
35 Joker
37 Down
47 Power

31 Dive Option
41 Sally
33 Give
31 Trap
41 Belly Ctr.

22 Buck Scissors
34 Joker
34 Belly

34 Belly Option
28 Cross

Play Action

47 Keep Pass
47 Shovel Pass
37 Down Pass Sw. & TB
34 Belly Boot

Sprint & Drop Back

78
90
76 Go & Go Out

Play Action

49 Waggle
41 Ctr. Bt.
34 Curl & Post
35 Joker Boot

500

19 QB Sweep
49 Power Sweep
49 Buck Sweep

45 Joker XX
35 Joker
45 Draw

20 Sally
33 Give
31 Trap
41 Belly Ctr.

24 Joker XX
44 Draw Back
46 Power Ctr.
36 Blast
34 Joker
34 Chip
34 Belly

28 Buck Sweep
46 Ctr.Keep
28 Ctr. Sweep

Play Action

28 Waggle
45 Draw Pass
45 Curl & Post
34 Joker Boot
28 Ctr.Waggle

Sprint & Drop Back

79
91
Pass 5 Far Hook

Play Action

41 Ctr. Boot
26 Shovel Pass
34 Chip Pass
49 Speed Waggle
49 Waggle

400

49 Buck Sweep
27 Ctr. Keep
49 Ctr. Sweep

37 Blast
45 Joker XX
25 Draw Back
27 Power Ctr.
35 Joker
35 Chip
35 Belly

41 Sally
32 Give
30 Trap
20 Belly Ctr.

24 Joker XX
34 Joker
24 Draw

18 QB Sweep
28 Power Sweep
28 Buck Sweep

Play Action

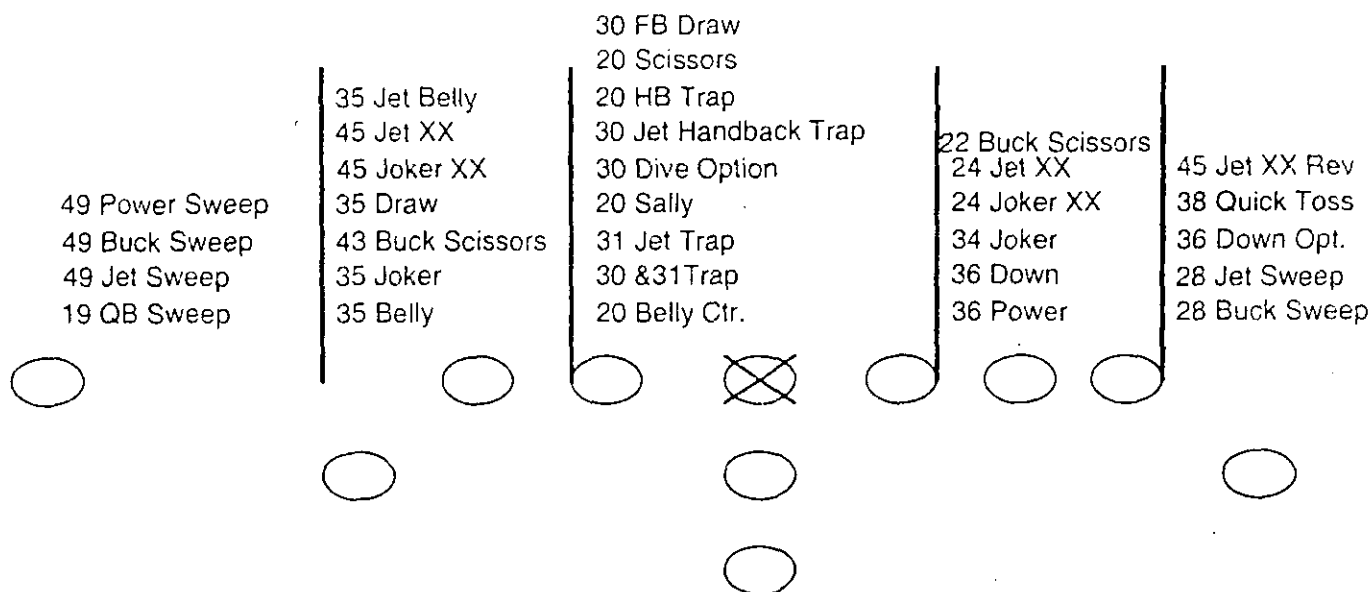
20 Ctr. Boot
47 Shovel Pass
35 Chip Pass
28 Speed Waggle
28 Waggle

Sprint & Drop Back

78
90
Pass 4 Far Hook

Play Action

49 Waggle
24 Draw Pass
24 Curl & Post
35 Joker Boot
49 Ctr. Waggle

REDPlay Action

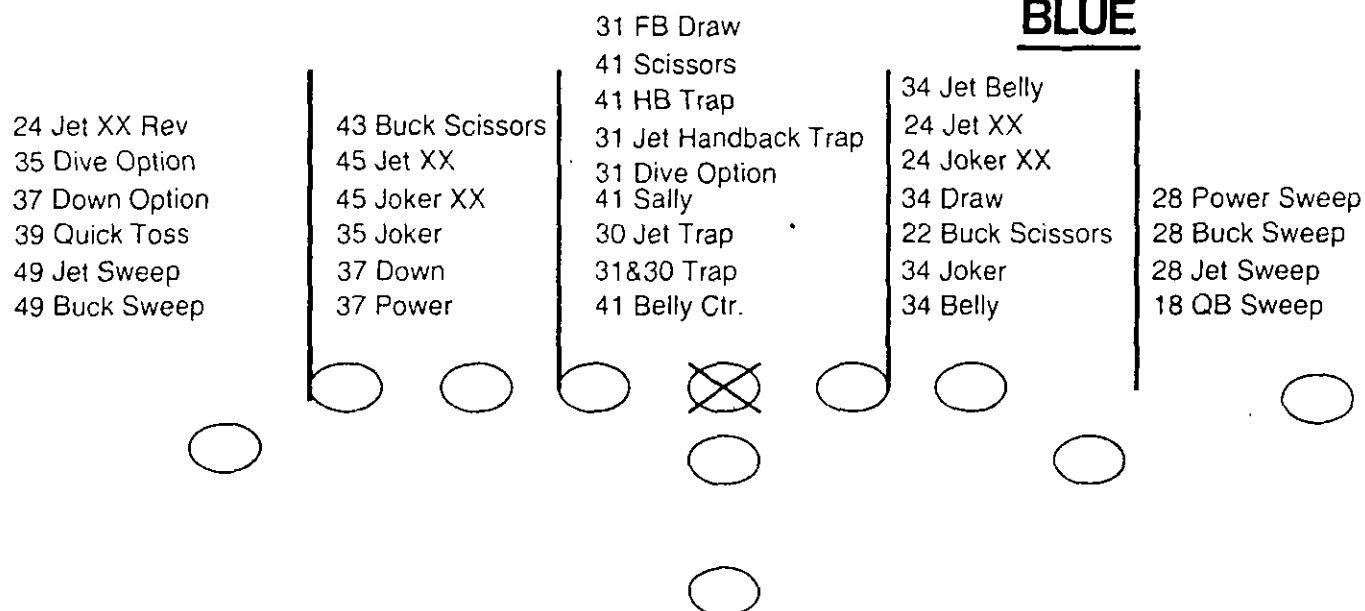
28 Waggle & Switch & Opposite
20 Ctr. Boot
35 Curl & Post
34 Joker Boot
33 Hitch
49 Waggle Screen

Sprint & Drop Back

79
91 & RA 91 Boot
77 Go & Go Out & DD Post
75 Choice & Switch
77 Motion & Slot Diagonal
77 Dig & Delay

Play Action

49 Waggle & Dig
26 Shovel Pass
36 Down Pass Sw. & TB
49 Waggle Block
77 TE Screen
28 Waggle Screen

BLUEPlay Action

28 Waggle & Dig
47 Shovel Pass
37 Down Pass Sw & TB
28 Waggle Block
76 TE Screen
49 Waggle Screen

Drop Back & Sprint Out

78
90 & RA 90 Boot
76 Go & Go Out & DD Post
74 Choice & Switch
76 Motion & Slot Diagonal
76 Dig & Delay

Play Action

49 Waggle & Switch & Opp.
41 Ctr. Boot
34 Curl & Post
35 Joker Boot
32 Hitch
28 Waggle Screen

RIP

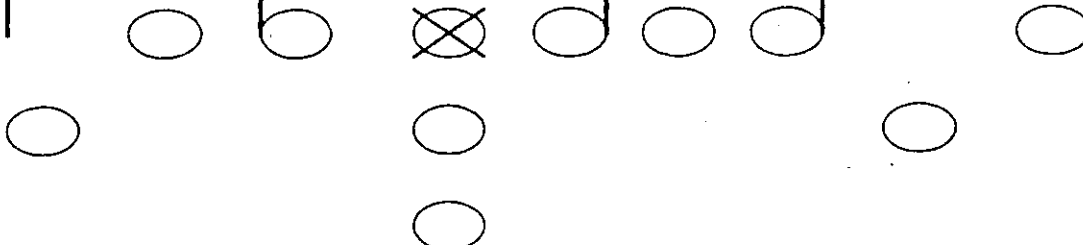
49 Power Sweep
49 Buck Sweep
49 Jet Sweep

45 Jet XX
37 Blast
45 Joker XX
43 Buck Scissors
35 Joker
35 Belly

20 Scissors
30 Jet Handback Trap
30 Dive Option
20 Sally
31 Jet Trap
30 & 31 Trap
20 & 41 Belly Ctr.

24 Jet XX
24 Joker XX
34 Joker
36 Down
36 Blast

38 Quick Toss
36 Down Opt.
28 Jet Sweep
28 Buck Sweep



Play Action

28 Waggle & Dig
20 Ctr. Boot
37 Down Pass & Switch
34 Joker Boot
28 Waggle Block

Sprint & Drop Back

78 & 79
90 & RA 90 Boot
76 Go & Go Out & DD Post
74 Choice & Switch
77 Motion & Slot Diagonal
Pass 4 Far Hook

Play Action

49 Waggle
41 Ctr. Bt.
36 Down Pass Sw. & TB
28 Keep Pass
35 Joker Boot
32 Hitch

LIZ

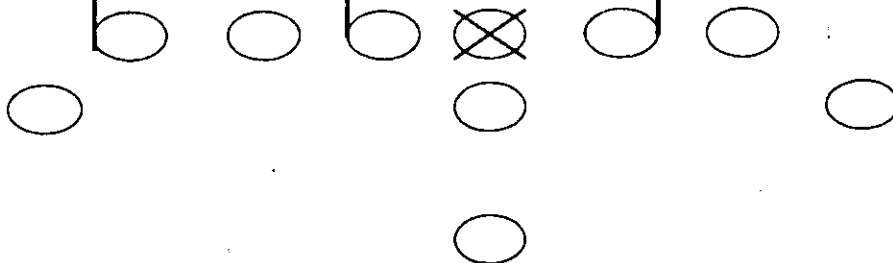
39 Quick Toss
37 Down Option
49 Jet Sweep
49 Buck Sweep

45 Jet XX
45 Joker XX
35 Joker
37 Down
37 Blast

41 Scissors
31 Jet Handback Trap
31 Dive Option
41 Sally
30 Jet Trap
31 & 30 Trap
41 & 20 Belly Ctr.

24 Jet XX
24 Joker XX
36 Blast
22 Buck Scissors
34 Joker
34 Belly

28 Power Sweep
28 Buck Sweep
28 Jet Sweep



Play Action

28 Waggle
20 Ctr. Boot
37 Down Pass Sw & TB
49 Keep Pass
33 Hitch
34 Joker Boot

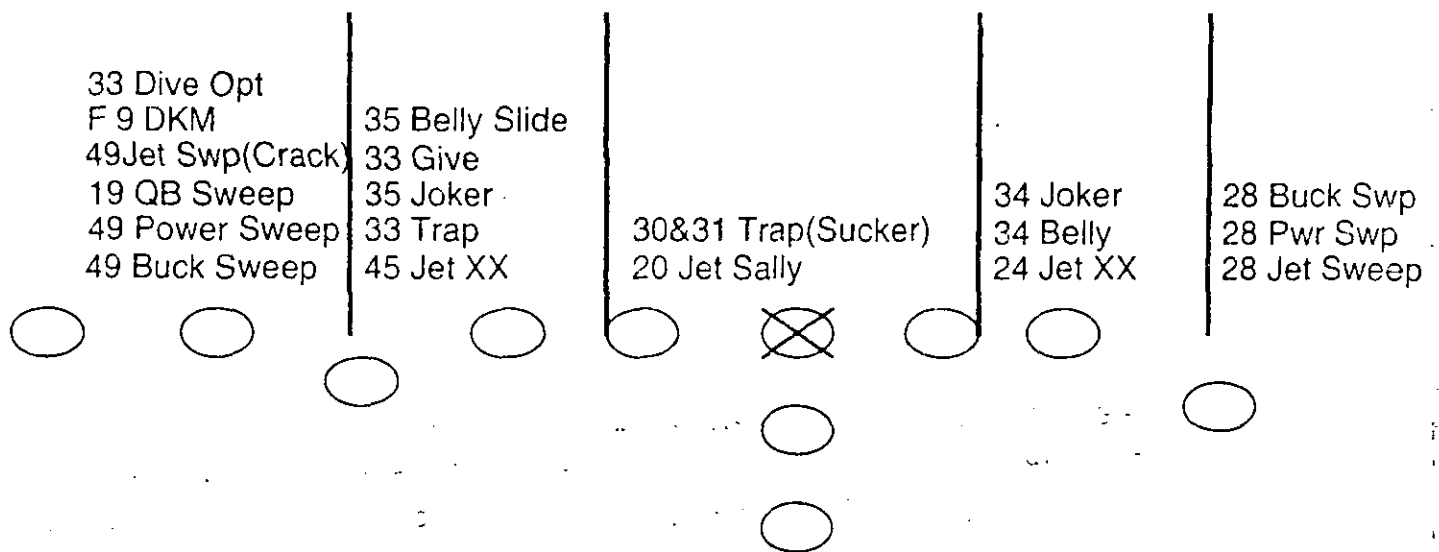
Drop Back & Sprint Out

78 & 79
91 & RA 91 Boot
77 Go & Go Out & DD Post
75 Choice & Switch
77 Motion & Slot Diagonal
Pass 5 Far Hook

Play Action

49 Waggle & Dig.
41 Ctr. Boot
36 Down Pass & Switch
35 Joker Boot
28 Waggle Block

ENDS LEFT



Play Action

33 Dive Opt Pass
49 Jet Keep Pass
34 Joker Boot

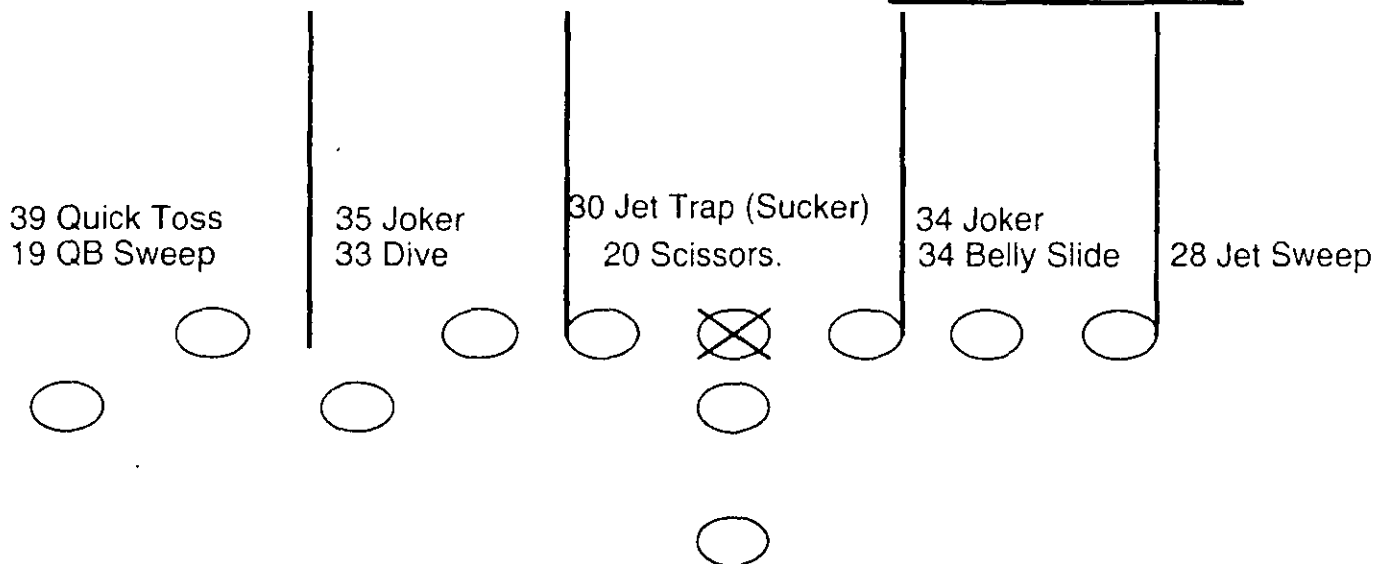
Sprint & Drop Back

79
91

Play Action

36 Jet Down Pass

FRIENDS LEFT



Play Action

20 Ctr. Boot
28 Jet Flag

Sprint & Drop Back

79
91
77 Flag, Curl, Motion
Diagonal
TE Delay

Play Action

36 Jet Down Pass

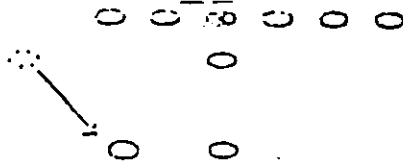
SHIFTING OF FORMATIONS

We will line up in either Red or Blue formation and then shift accordingly. From Red formation we will shift to 600, 500, T Right, 800, or Pro Red. From Blue formation we will shift to 700, 400, T Left, 900, or Pro Blue. If Rip or Liz is called, then we will line up in the called formation instead of Red or Blue. In the Rip or Liz formations, the only shift will be to Rip 600 or Liz 700. All shifts will be done on 1st Red, Set, Go.

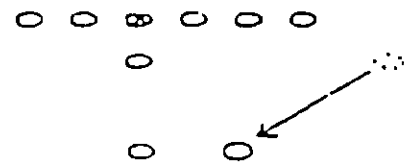
RED



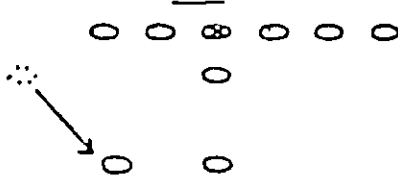
600



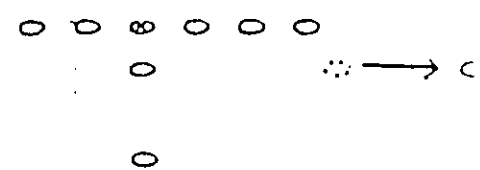
500



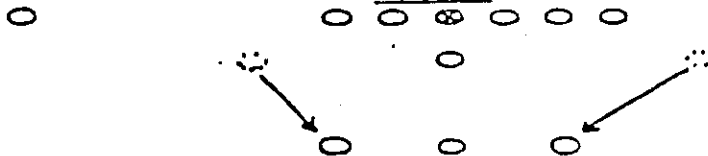
800



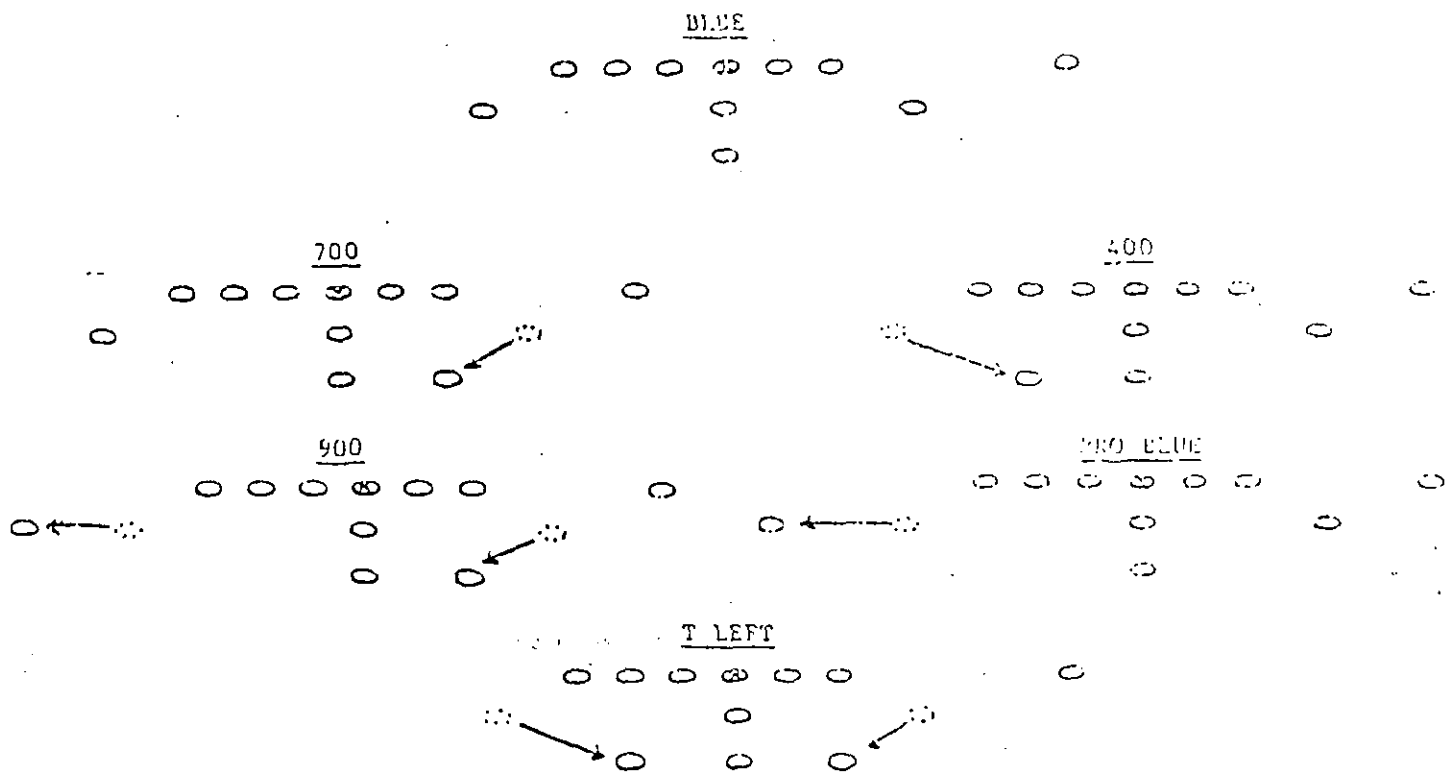
PRO RED



T RIGHT

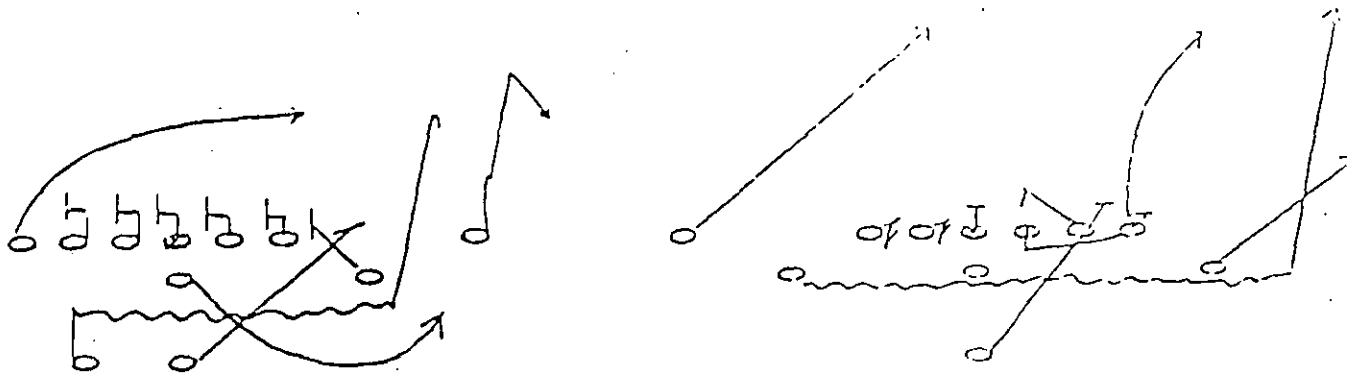


SHIFTING OF FORMATIONS (cont'd)



EXTENDED MOTION

While we are committed to a three back attack with a wing, it will be advantageous at times to spread the secondary by placing one of our backs in a wide alignment. This is accomplished through the use of wingback motion which will be called "run to," or "run away" or "diveback motion" which will be called "hum rt." or "hum lt." The terms red and blue facilitate double wing motion.



"hum rt."

"run to"

THE SECOND DIGIT

BALL CARRIER

The second digit assigns the ball carrier. The backs are numbered as follows: QB is #1 - Left half is #2 - Fullback is #3 - Right half is #4.

QB = ①

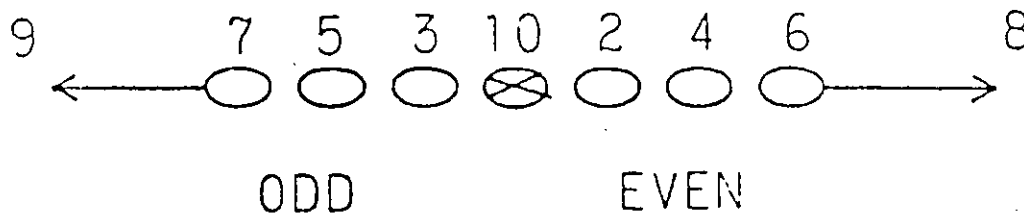
RH = ④

LH = ② FB = ③

THE THIRD DIGIT

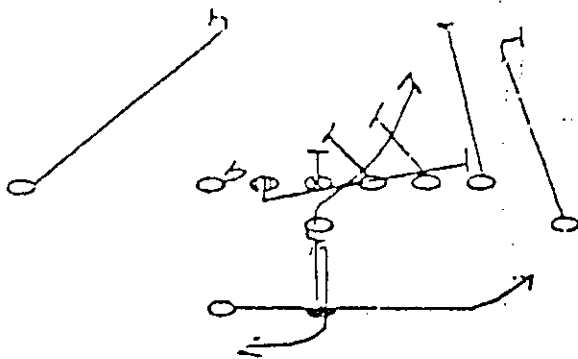
POINT OF ATTACK

The third and last digit is the point of attack. There are nine points of attack. With the exception of the two flank areas, the holes are numbered over the seven offensive linemen. The last digit not only indicates the point of attack but assigns the man who is the original lead or the wall off blocker and indicates the direction of flow of the backfield. With the third digit even, the direction of flow is to the right odd indicates flow to the left.

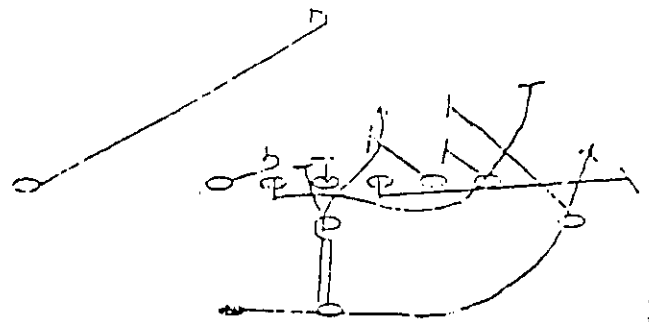


PHRASE FOLLOWING THE PLAY NUMBER

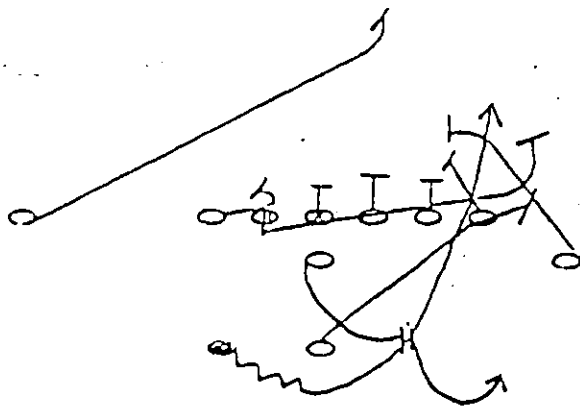
An expression following a play number indicates the blocking pattern we will use and the series action. Blocking patterns are as follows: Power; Power Sweep; Buck Sweep; Down; Trap; Belly; Joker; Chip; Scissors; Draw.



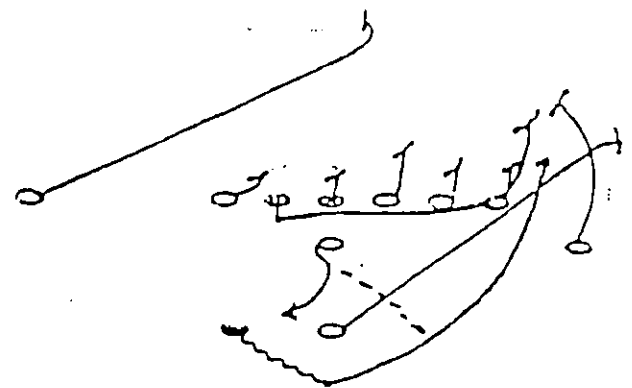
630 TRAP



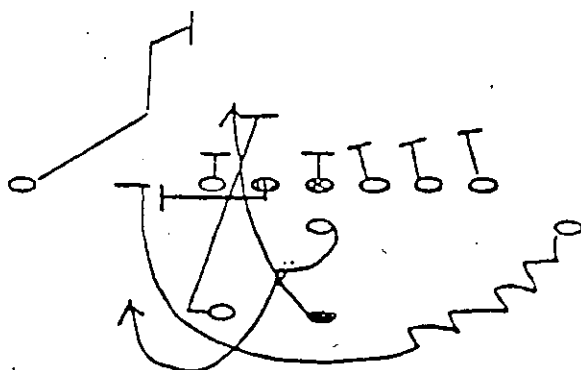
628 BUCK SWEEP



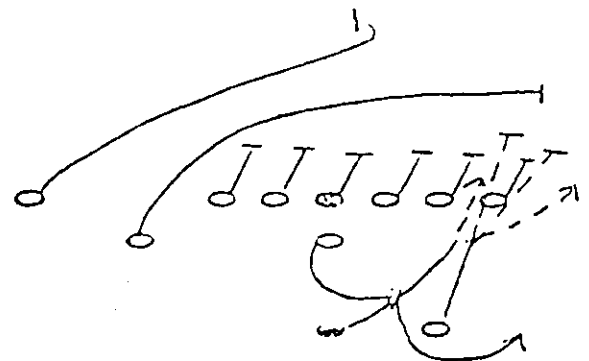
626 POWER



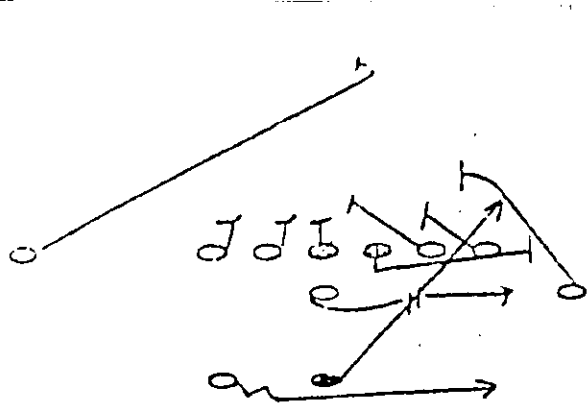
628 Toss Sweep



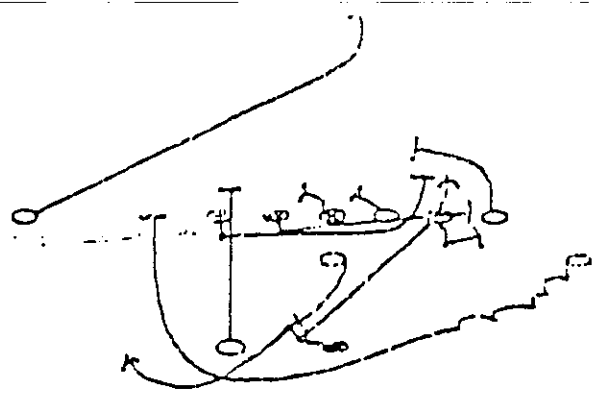
635 BELLY



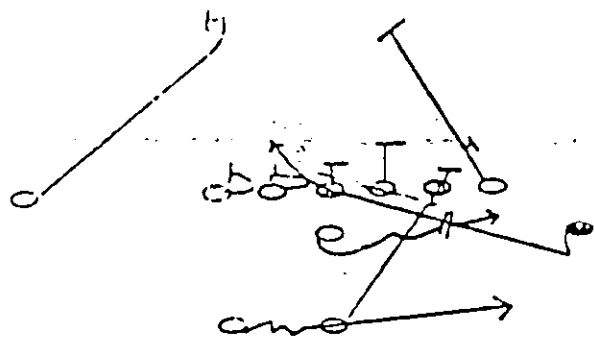
534 CHIP



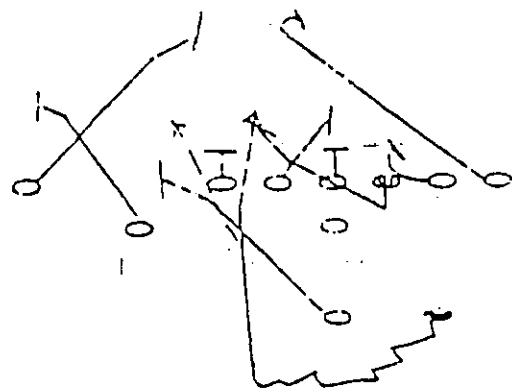
633 DOWN



634 Joker

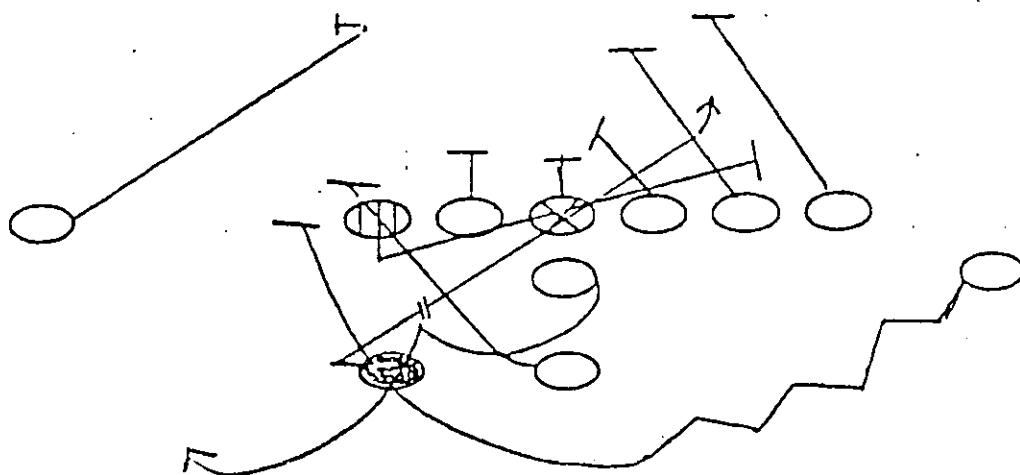


641 DOWN SCISSORS



545 DRAW

Normally the flow of the backs is toward the last digit. When the word counter is added to a play number, all backs but the ball carrier run away from the direction of the point of attack. 620 Belly Counter is an example. All backs are running toward the odd side except the L.H. who is the carrier.



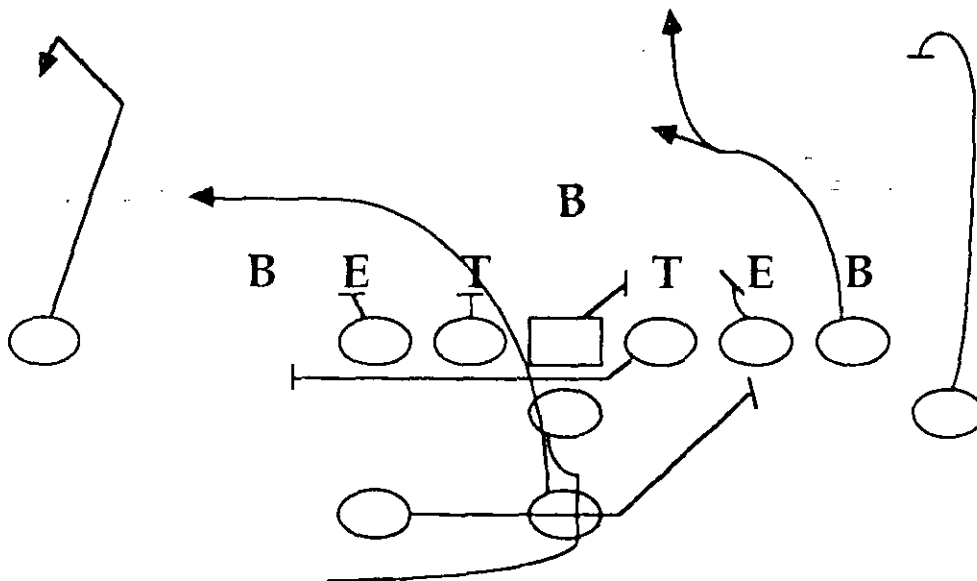
Waggle Rules for Guards

These two fundamentals apply for all Waggles except:

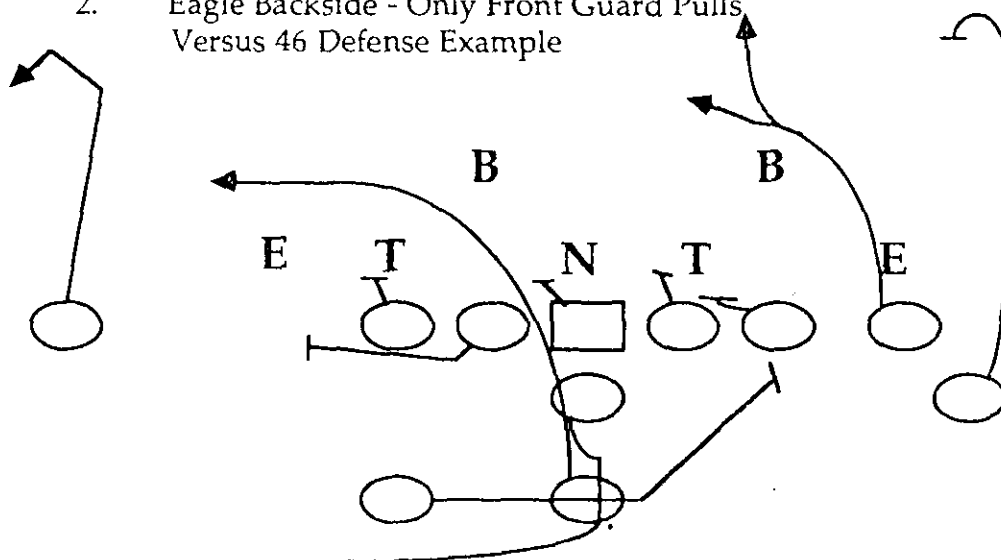
628 or 749 Double Tight Waggle

628 or 749 Speed Waggle G Opposite

1. All Covered Frontside - Only Back Guard Pulls
Versus 6-1 Example



2. Eagle Backside - Only Front Guard Pulls
Versus 46 Defense Example

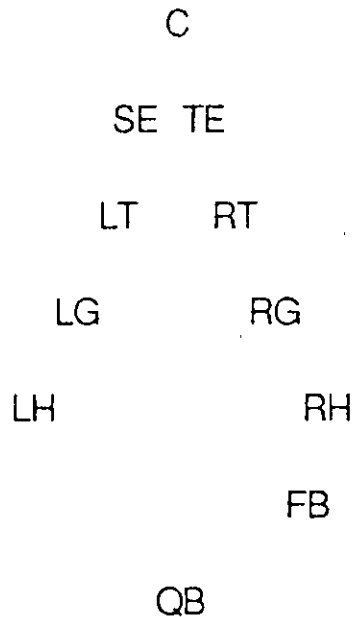


OFFENSIVE GLOSSARY

AREA BLOCK-ZONE	Blocking an area after taking one step forward - Zone Principle.
AWAY BLOCK	Block seam away from the point of attack.
BACKER	A defensive man positioned off the line of scrimmage in a two point stance.
BOOTLEG	QB keeps the ball in the opposite direction of offensive call and executes run or pass option.
BUMP-LEAD	An adjustment to the post-lead block where the lead comes off upfield to block an LB.
COUNTER	Backs run opposite to the called play with the exception of the ball carrier, who runs to the point of attack.
CRACK BLOCK	Block first man inside off line of scrimmage.
CUT OFF BLOCK	Block downfield at closest point where you will intercept the defender's path to the ball carrier.
DOWN BLOCK	Block first man inside.
DRAG	A delayed pass cut into an open area.
FIR	FB extended motion right.
FLY	FB extended motion left.
GAP BLOCK	Block man in your inside seam.
GUT BLOCK	Step around tail of adjacent lineman - - wall off.
INSIDE-OUT BLOCK	Pulling lineman blocks out on first free man at point of attack.
KEEP PASS	QB keeps the ball in the direction of the offensive call and executes run or pass option.
LEAD	The block that establishes an opening as in post-lead, and includes a read down responsibility.
LOG BLOCK	Pull toward point of attack with depth, attempting to get head outside and hook defensive man. If man opens up, kick him out.

ODD BLOCK	Backside adjustment of on block for odd defense where guard blocks outside and tackle guts inside.
OPTION	QB executes option of one of two alternatives, keep or pitch.
POST	The inside block of a double team where the blocker protects his inside seam after contact with the defensive man.
POST-LEAD BLOCK	Block where defensive man is moved laterally by two offensive men.
REACH BLOCK	Step laterally toward point of attack, then block as assigned. May exchange assignments with adjacent man on call.
READ DOWN	Step to block down, if defensive man on adjacent man stunts away, block backer.
SEAM	Zone between two adjacent offensive linemen.
SHUT OFF	Type of block used when you are covering for a man who has pulled.
STALK	Release off the line with speed to drive the defensive back off the line. As the DB relinquishes his cushion, come under control and maintain your position between him and the ball carrier. Under no circumstances should you permit the DB to support through you.
TIGHT MAN	Last man on the line of scrimmage of a formation.
WAGGLE	Bootleg play with guard or guards pulling opposite the offensive call, protecting QB.
WALL OFF BLOCK	Block defensive pursuit at a point immediately beyond line of scrimmage.
WEAVE	End's release, moving with width after 4 yards of depth, reading defense.
WHAM	Sucker blocking vs. man chasing pulling guard.
ZONE	Linemen step with outside foot at a 45 degree angle. Try to block what shows with your inside shoulder getting head upfield.

HUDDLE



The use of a numbering system requires that the team be given the information in an organized manner that will prevent the opposition from hearing signals. This requires a huddle. This is the huddle we will use. The center calls the huddle 7 yards from the ball. The fullback is responsible to give the down and distance to the huddle prior to the quarterback beginning the play call. Everyone should stand tall and watch the QB's mouth. After the first play call, the C - SE & TE leave. The LT & RT should move in and close the huddle. The snap count is repeated, everyone sprints to the line.

The cadence will be rhythmic --- Red - Set - Go. The QB will first call Red-Set-Go at which time we will shift to the formation we wish to be in. The QB then can call our cadence --- Blue - 28 - Blue - 28 - Red - Set - Go --- or he can just say - Red - Set - Go. Through the line color system, we can change the play by calling the live color, then the next number will be the call. We will determine by game plan what the blocking scheme and pattern will be.

DEFENSIVE TECHNIQUES

Defensive Techniques

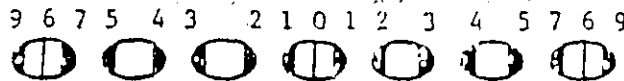
In order to facilitate communication between players and coaches, we will number the techniques over each offensive lineman.

CENTER - Head up is "O" technique - shade either side of "1".

GUARDS - Inside shoulder is "2" technique - outside is "3" technique.

TACKLES - Inside shoulder is "4" technique - outside is "5" technique.

TIGHT ENDS - Head up is "6" technique - inside shoulder is "7", outside is "9".



OFFENSIVE SUMMARY

We have made an effort to simplify your offense yet still confront the defense with multiple problems. This is accomplished by the execution of a relatively few basic plays which all have either a counter, a pass, or an option as a complement. Most of our plays have at least 2 complements. The use of several formations multiplies the problem for the defense with no change of assignments.

In spite of the fact that we have nine points of attack numbered, there are really only 3 attack areas: outside, off tackle, and up the middle. These may be hit either directly or by countering.

Almost every play in our offense is established by blockers in at the hole and out at the hole creating a running alley. The last digit of the play number indicates not only the point of attack, but the player who blocks down if spacing permits. If spacing does not permit this block, the play moves inside one man via your rule assignments.

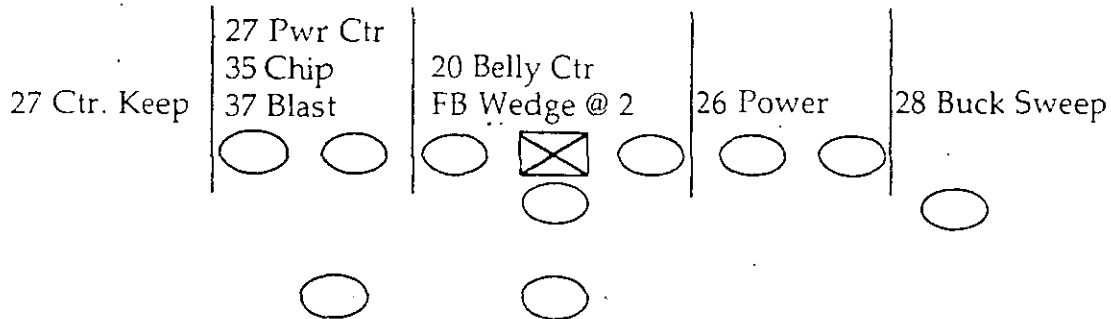
We feel when we incorporate our play action pass attack from every formation and our true sprint out pass attack; our run and shoot attack; and our semi-dropback pass attack, we can hit every area of the defense with effectiveness and without predictability.

GOAL LINE AND SHORT YARDAGE

Our goal line and short yardage offense will be run from 6 TIGHT formation. We will use our field plays but be able to hit the entire width of the field. We will have 8 runs and 5 passes. These will be used from the 6 yard line in and also on 3rd and 1 or 4th and 1. It is critical to make yardage in these situations. We must not be offside or have penalties. When possible, we should go on the first sound. We were successful in all but two goal line situations last season. Let's shoot for 100% this year.

6 - TIGHT

RUN



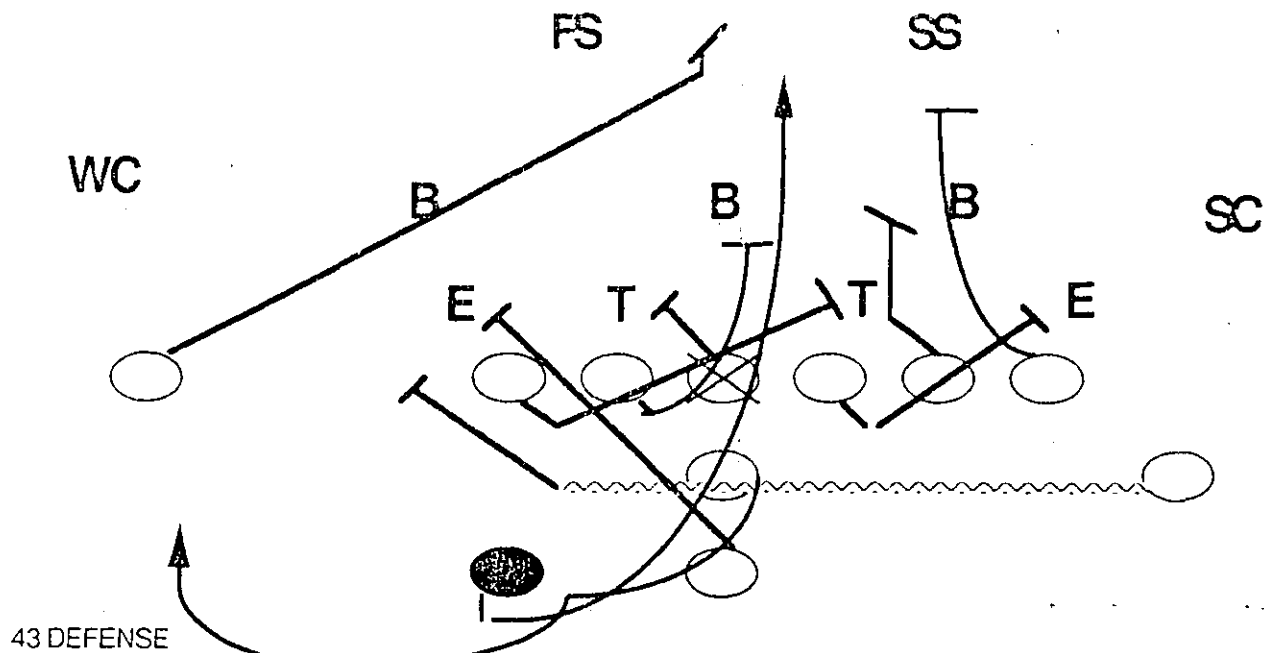
PASS

Play Action

20 Ctr. Boot
28 Waggle
35 Chip Pass

Play Action

26 Keep Pass
26 Rex Pass



TE - Gap - Backer - Release inside' - If 9 Technique squeezes you, block him.

RT - 1st backer from C - Jack Henry technique.

RG - Lead - Backer - Man in Gap - Influence.-Pull vs 4-3...kick out

C - Post - Lead - Away

LG - Area - Post-Gut vs. Even

LT - Pull - Inside out or gut through.

SE - Crossfield - Block back at hole.

QB - Reverse pivot - Hand ball to LH, bootleg at 9.

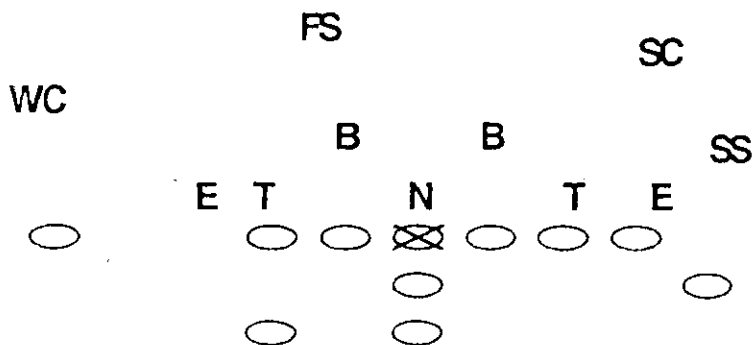
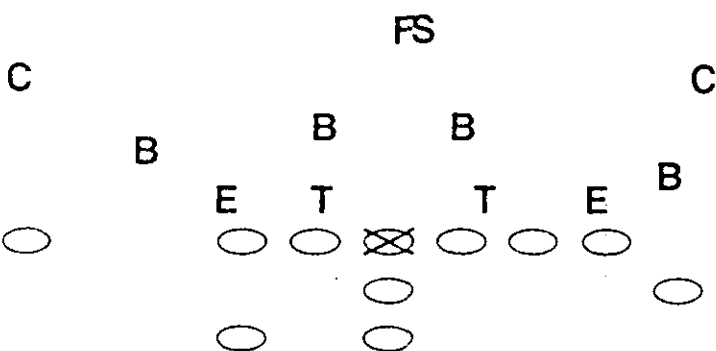
LH - Ball carrier - Rock weight on left foot, receive inside hand off. Drop Step, Crossover

RH - Leave in early motion - Block 1st man outside LT.

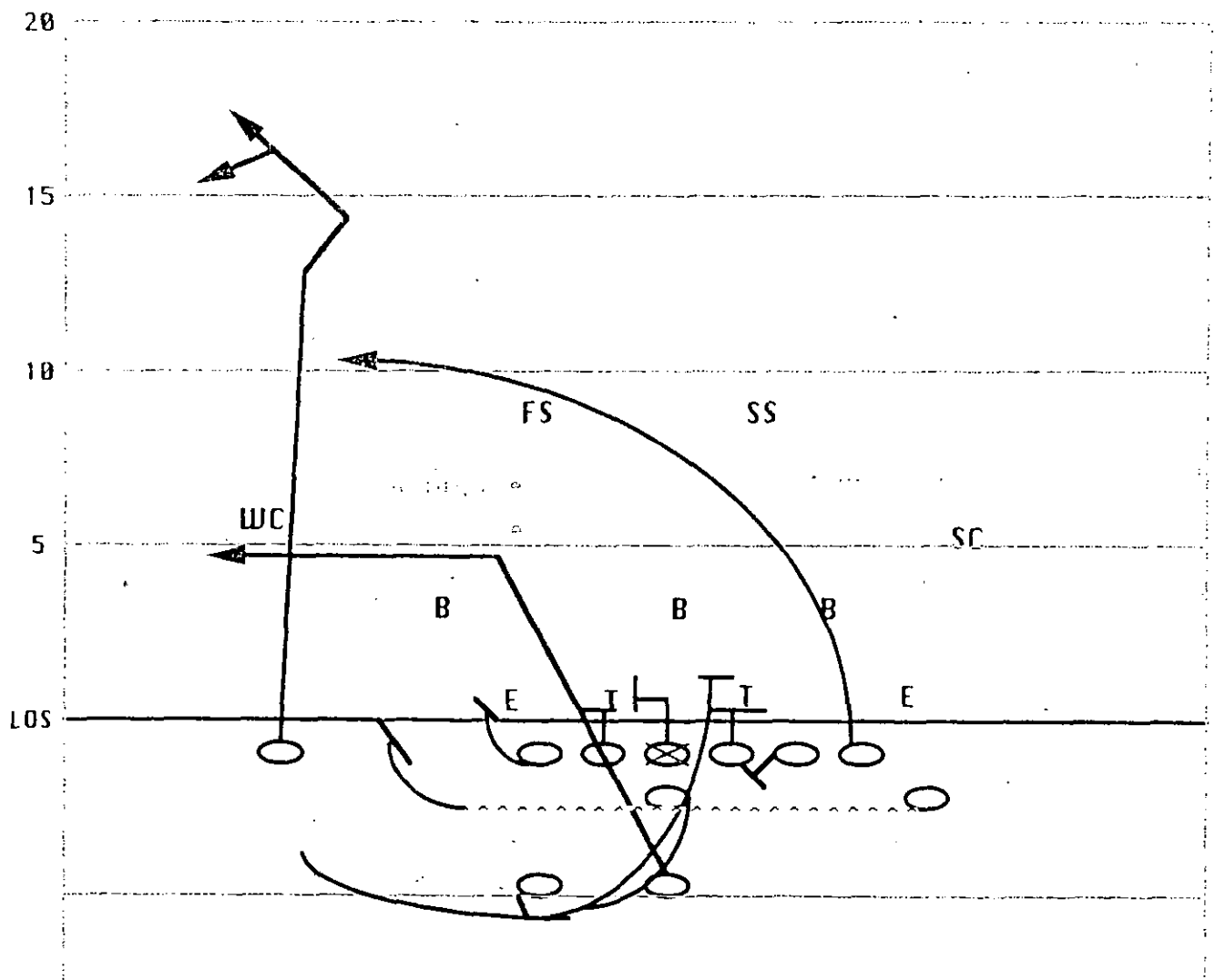
FB - Drive for LG-LT seam - Block 1st man in area.

Techniques:

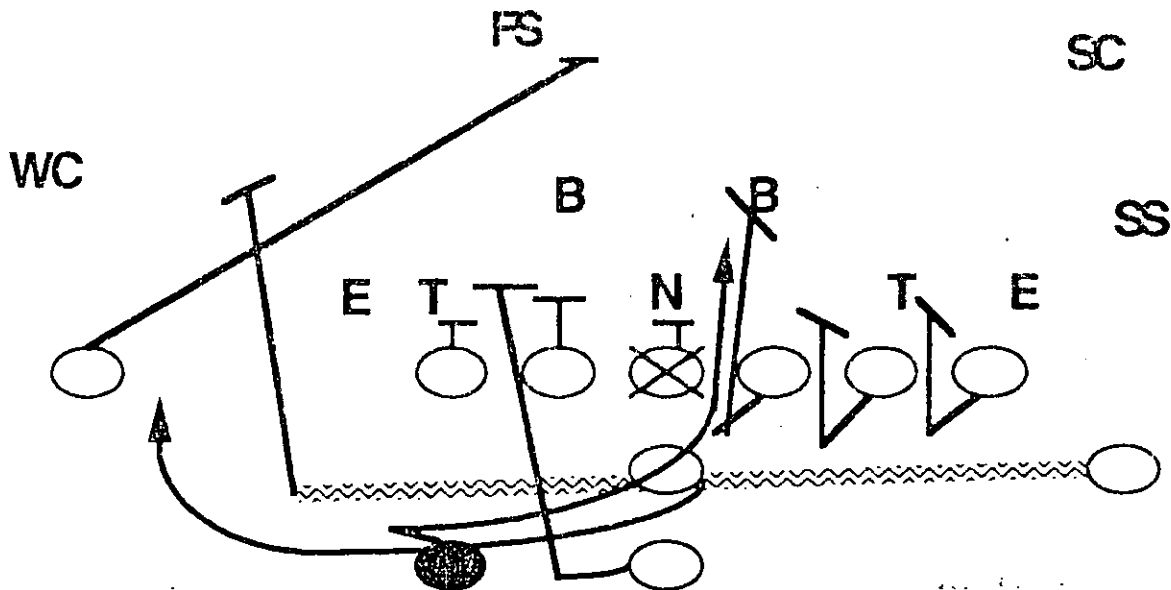
44 DEFENSE



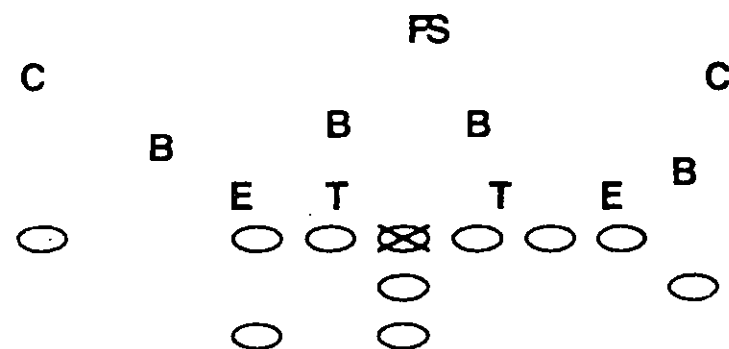
50 DEFENSE



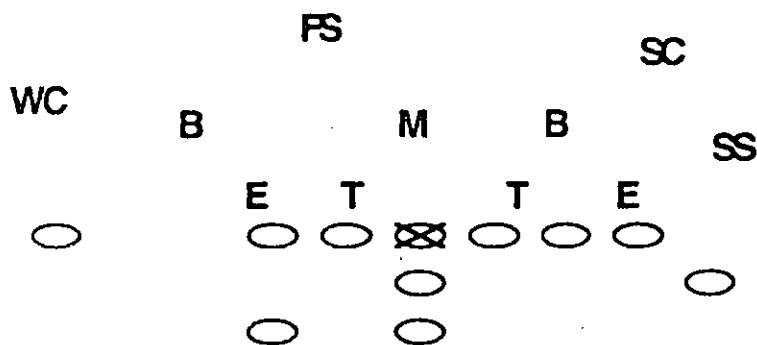
- TE - Run crossing pattern.
RT - Gap - On - Area.
RG - Gap - On - Lead.
C - Post - Lead.
LG - Area - Post.
LT - Pull - Block first man outside RT.Reach vs.5 tech
SE - Post - Corner route.
QB - Reverse pivot - Fake 20 Ctr. - Bootleg at 9 -
Run or pass option.
RH - Early motion - Try to hook 1st man outside of LT.
LH - Fake 20 Ctr.
FB - Run 20 Ctr. path - Block B gap if threatened.
Get into flat area.



50 DEFENSE



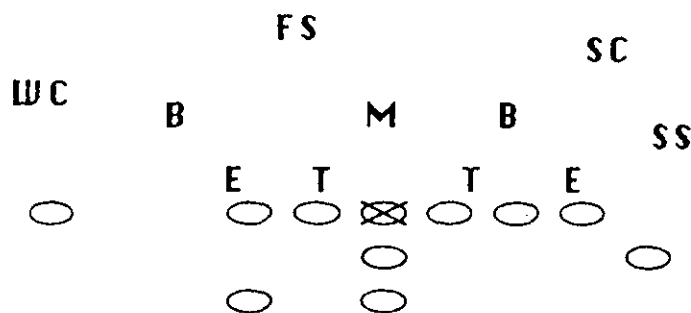
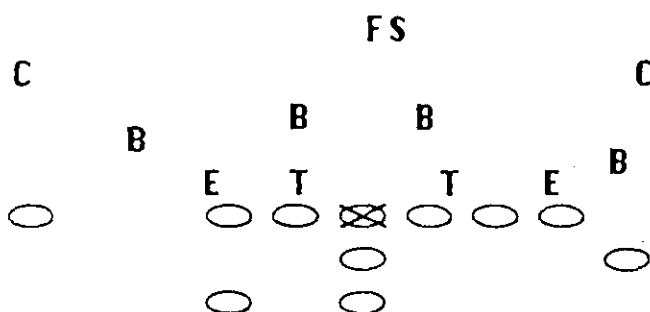
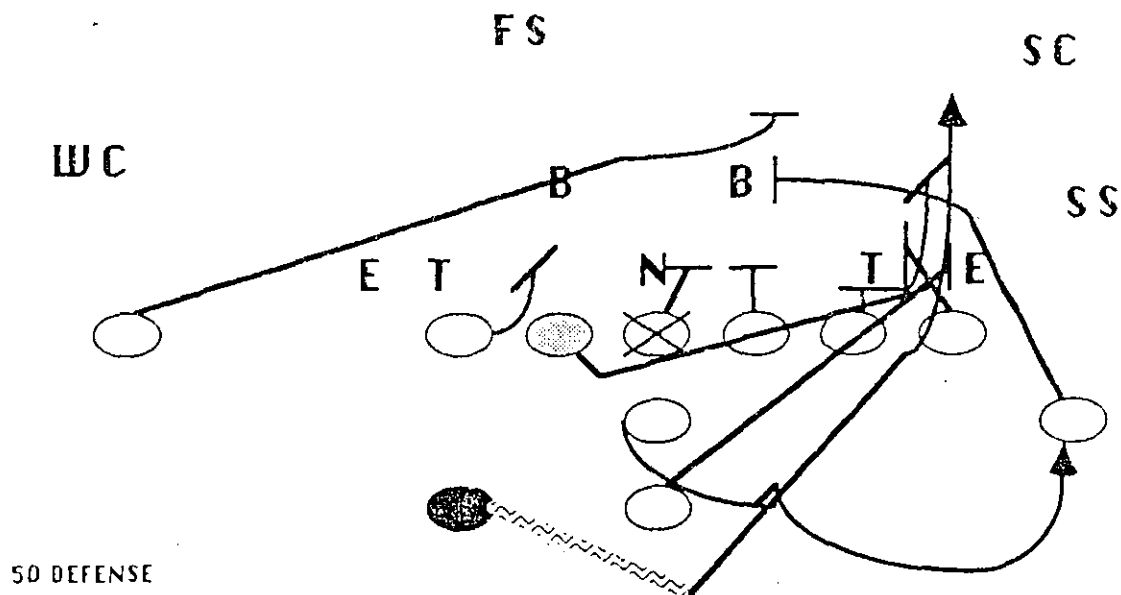
44 DEFENSE



43 DEFENSE

- TE - Step & Cup - Delayed Backer.
- RT - Step & Cup - Delayed Backer.
- RG - Step & Cup - Delayed Backer.
- C - On Step & Cup - Delayed Backer.
- LG - Gap - On - Area - Delayed Backer.
- LT - Gap - On - Out.
- SE - Crossfield - Block back at hole.
- QB - Reverse pivot - Arm Ride to FB - Inside Handoff to LH Fake Bootleg Left.
- LH - Ball carrier - Cross-over Plant - Retrace Steps for Inside Handoff - Read Center's Tail.
- RH - Leave in early motion - Block 1st man outside LT.
- FB - Drive for LG-LT seam - Block 1st man in area.

Techniques:



TE - Lead - Backer -
Influence - Block Rt.

RT - Gap - Post - Lead.

RG - Gap - Area - Post.

C - On - Area - Away.

LG - Pull - Lead through
hole.

LT - Shutoff.

SE - Crossfield - Block
back at hole.

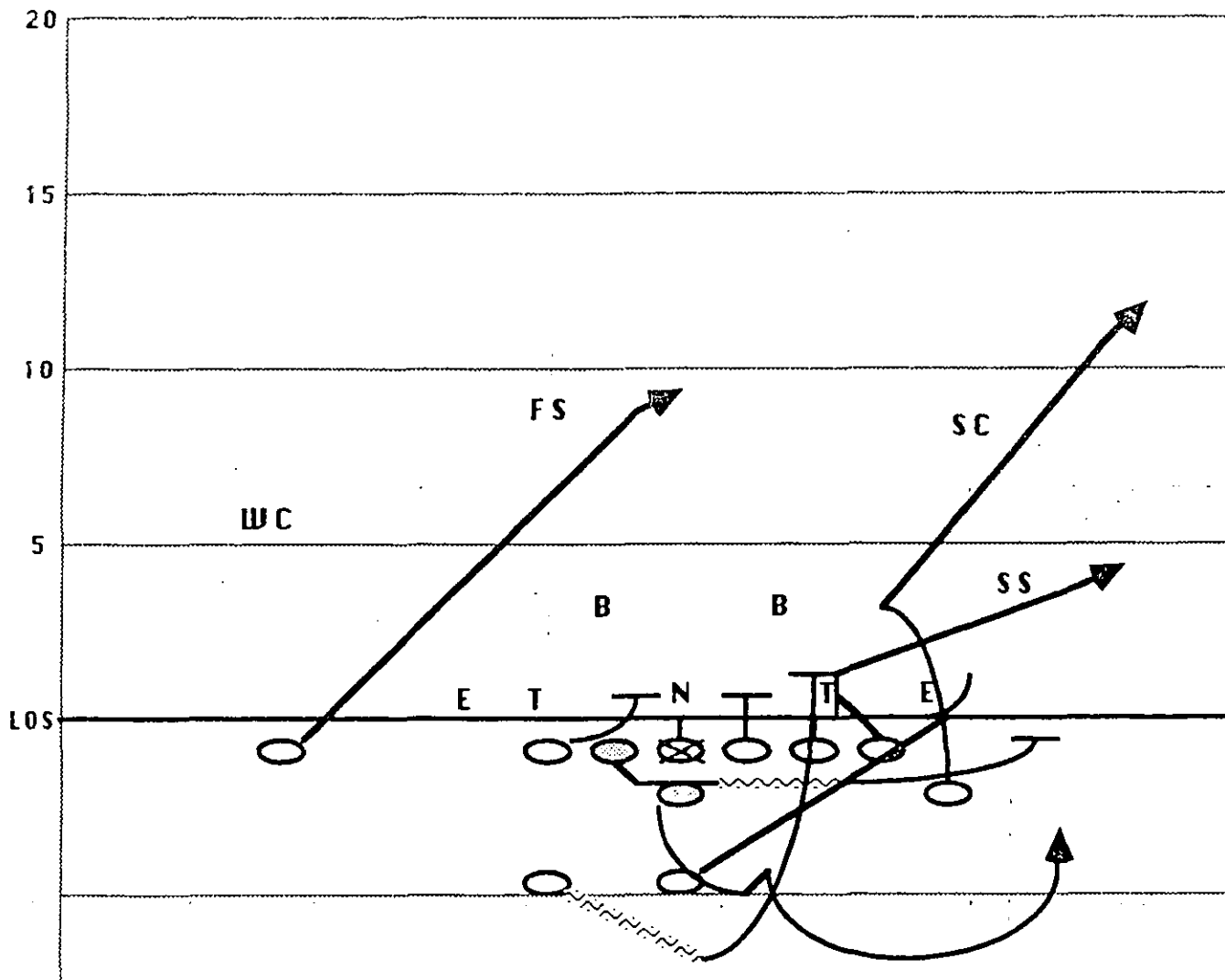
QB - Reverse pivot - Ride
to LH - Fake Keep
Pass Rt.

LH - Ball carrier - One
step motion - Belly
path to hole.

RE - Influence 1st man on
or outside of TE.
Wall off inside.

FB - Head for tail of RT -
Block first man
outside of RT.

Techniques:



TE - Gap - Lead - Backer - "2" counts and release for flat.

Block on or down vs. "8" man front.

RT - Gap - Post - Lead.

RG - Gap - Area - Post.

C - On - Area - Away.

LG - Pull - Allow LH to clear and lead around end.

LT - Hinge.

SE - Run diagonal through safety.

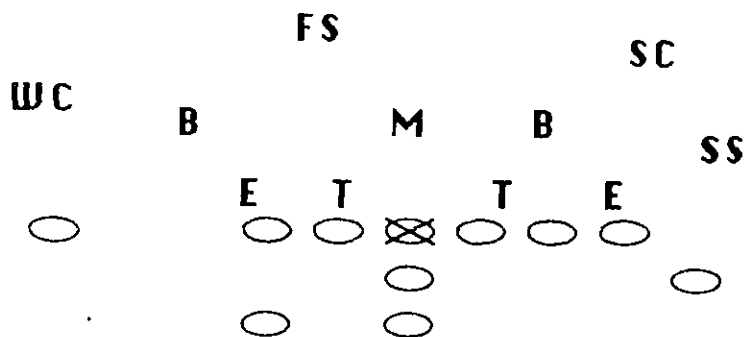
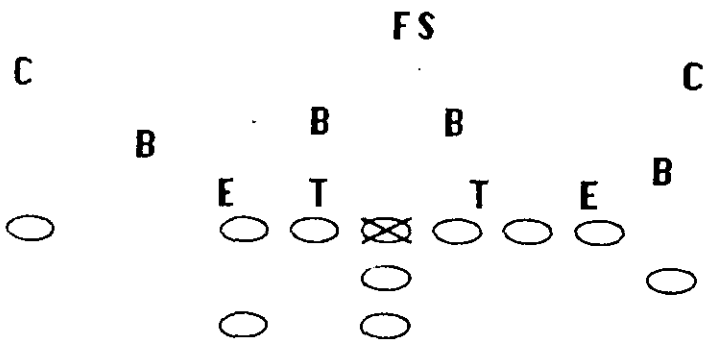
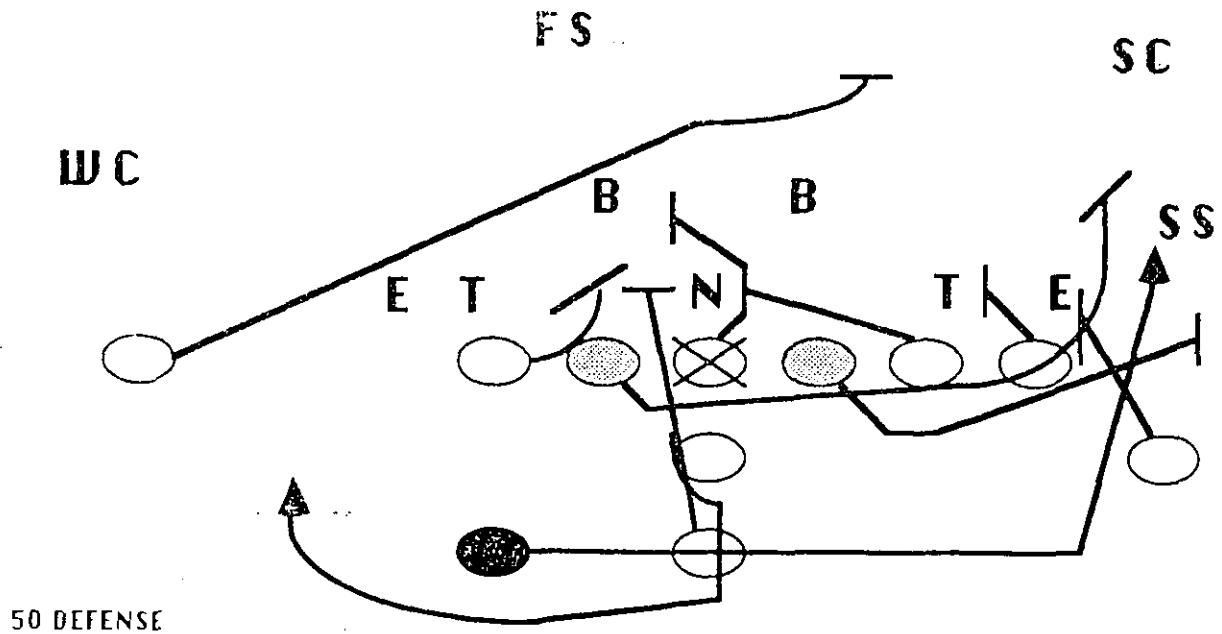
QB - Reverse pivot - Ride HB - Keep - Threaten flank -

Option run or pass.

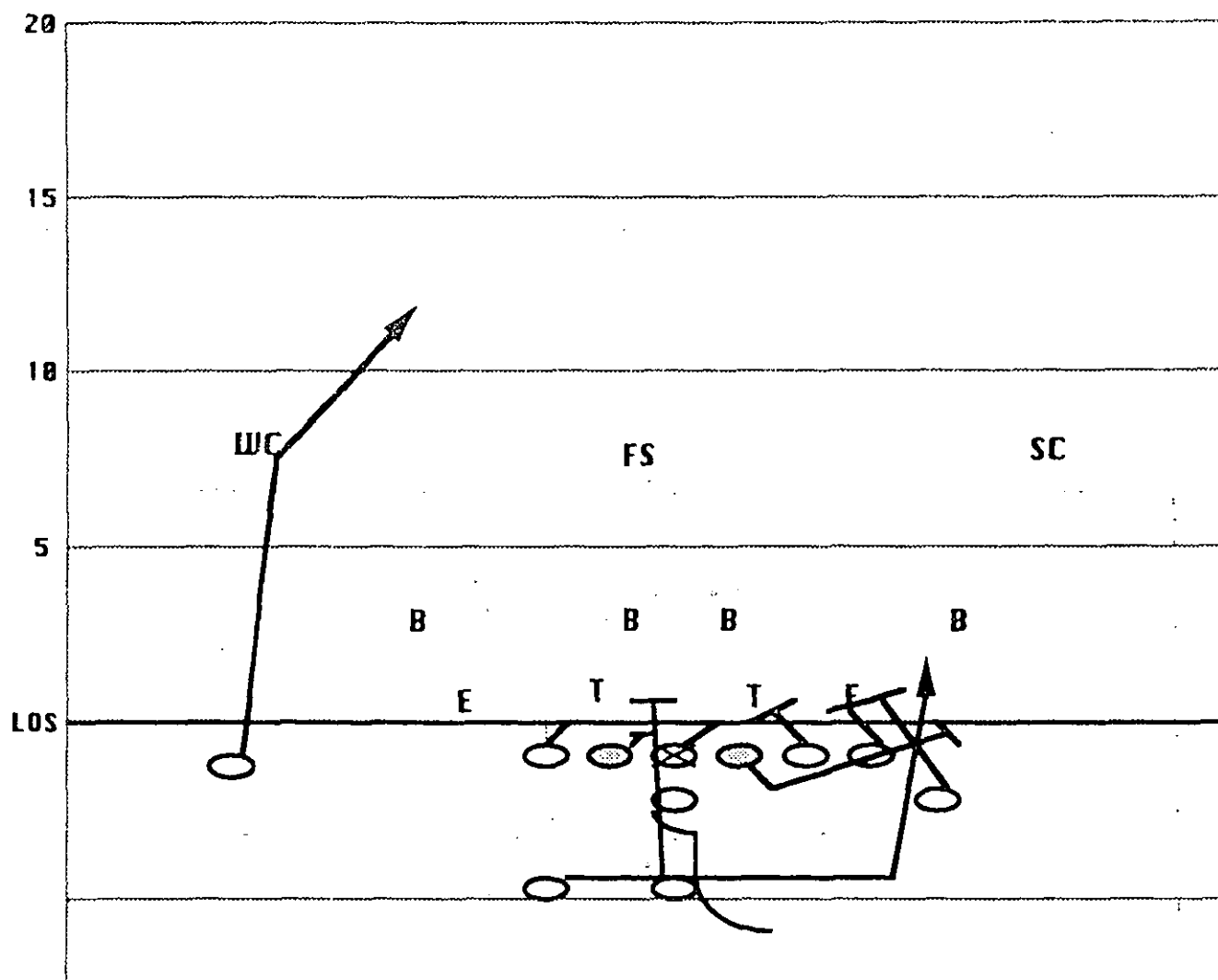
LH - One step motion - Fake 26 - Block LB.

RH - Fake block on LB and run flag route.

FB - Aim for tail of RT and over block "7" and "9" Technique.



- TE - Gap - Down - Backer.
RT - Gap - Down - Backer.
RG - Pull - Block out on
1st man outside.
C - Reach - Area - Away.
LG - Pull - Wall off.
LT - Shutoff.
SE - Crossfield - Block
back at hole.
QB - Reverse pivot - Follow
midline - Hand-off to
LH, bootleg at 9.
LH - Ball carrier -
Follow LG.
RH - Go for point 1-1/2 yards
outside of TE. Attack
1st free man inside.
FB - Dive for left foot of
C. Block area.
- Techniques:



TE - Gap...Down...Backer...

RT - Gap - Down

RG - Pull - Kick out contain...do not go downfield

C - Reach - On - Away.

LG - Gap - On - Away

LT - Gap - On.

SE - Inside Release... Skinny Post

QB - Reverse pivot - Fake to LH - Duck Behind LH
Read SE on Skinny Post.

LH - Fake 28 - Block 1st man outside of RT block.

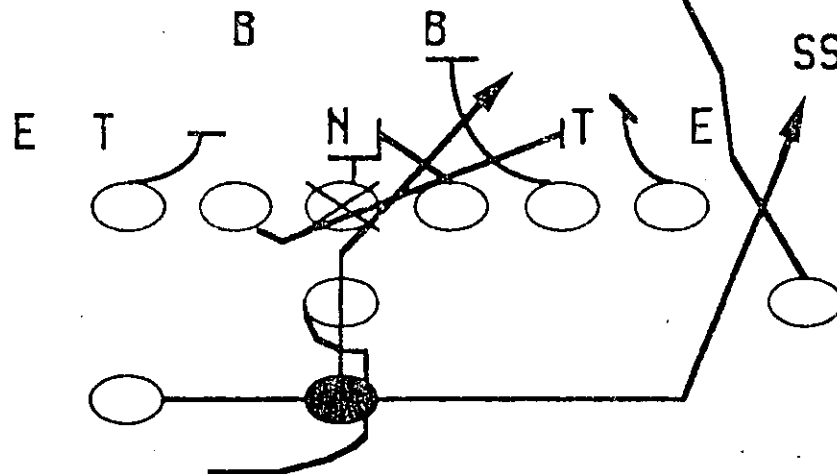
RH - Block first free man inside - aim for inside foot
of TE - Do not block downfield

FB - Fake 28 Sweep - Block area.

FS

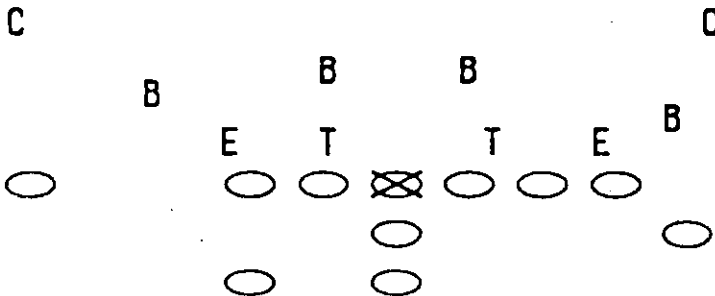
SC

WC



58 DEFENSE

FS

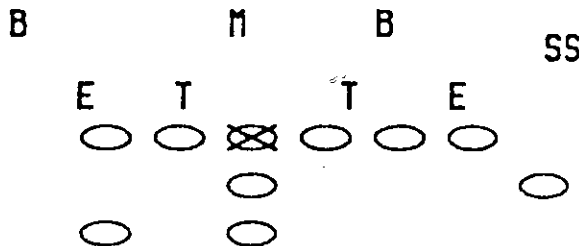


44 DEFENSE

FS

SC

WC



43 DEFENSE

TE - On - Backer.

RT - Trap - 1st Backer
from C - On - Zone -
Gut - Jack Henry
technique.

RG - Lead - Backer - Man
in Gap - Influence.

C - On - Away.

LG - Pull - Inside out -
Gut through hole.

LT - Shutoff.

SE - Crossfield block back
at hole.

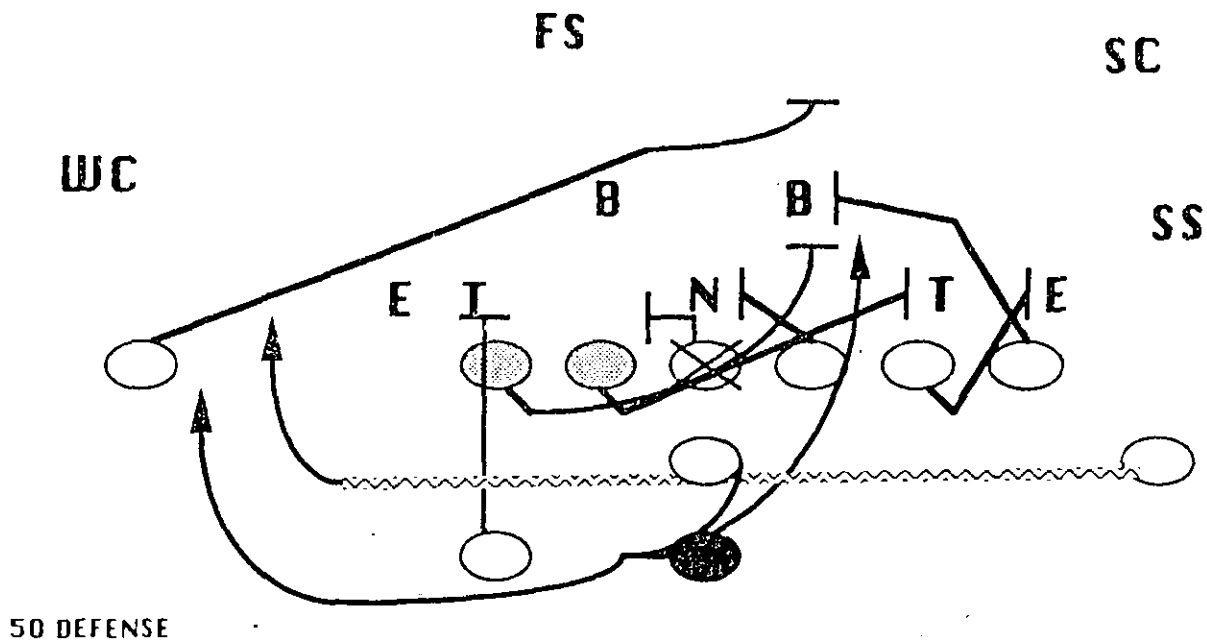
QB - Reverse pivot off
midline - Hand-off to
FB - Bootleg at 9.

LH - Fake 28 Buck Sweep.

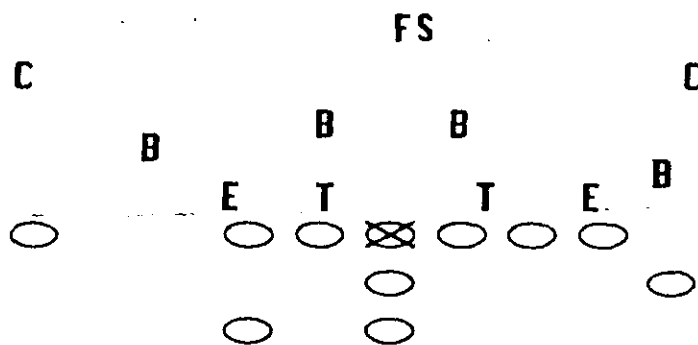
RH - Downfield - Block back
at hole.

FB - Ball carrier - Dive for
left foot of center.

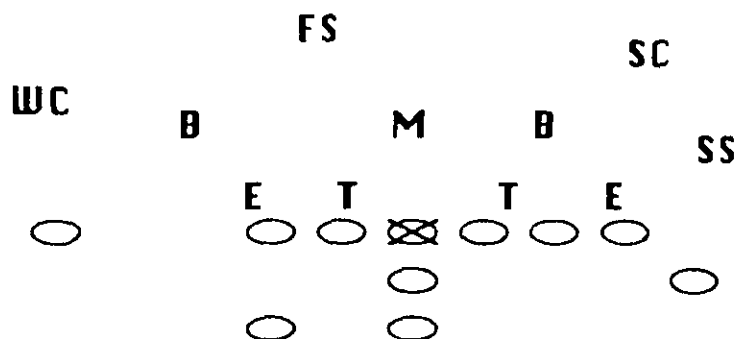
Techniques:



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Release inside block
1st LB from C - If
inside shade, slam -
Block out.

RT - Lead - Gap - Influence
RT.

RG - Gap - Away - Post.

C - On - Away - Area.

LG - Pull - Kick out first
to show past RG.

LT - Pull - Lead through hole.

SE - Crossfield - Block
back at hole.

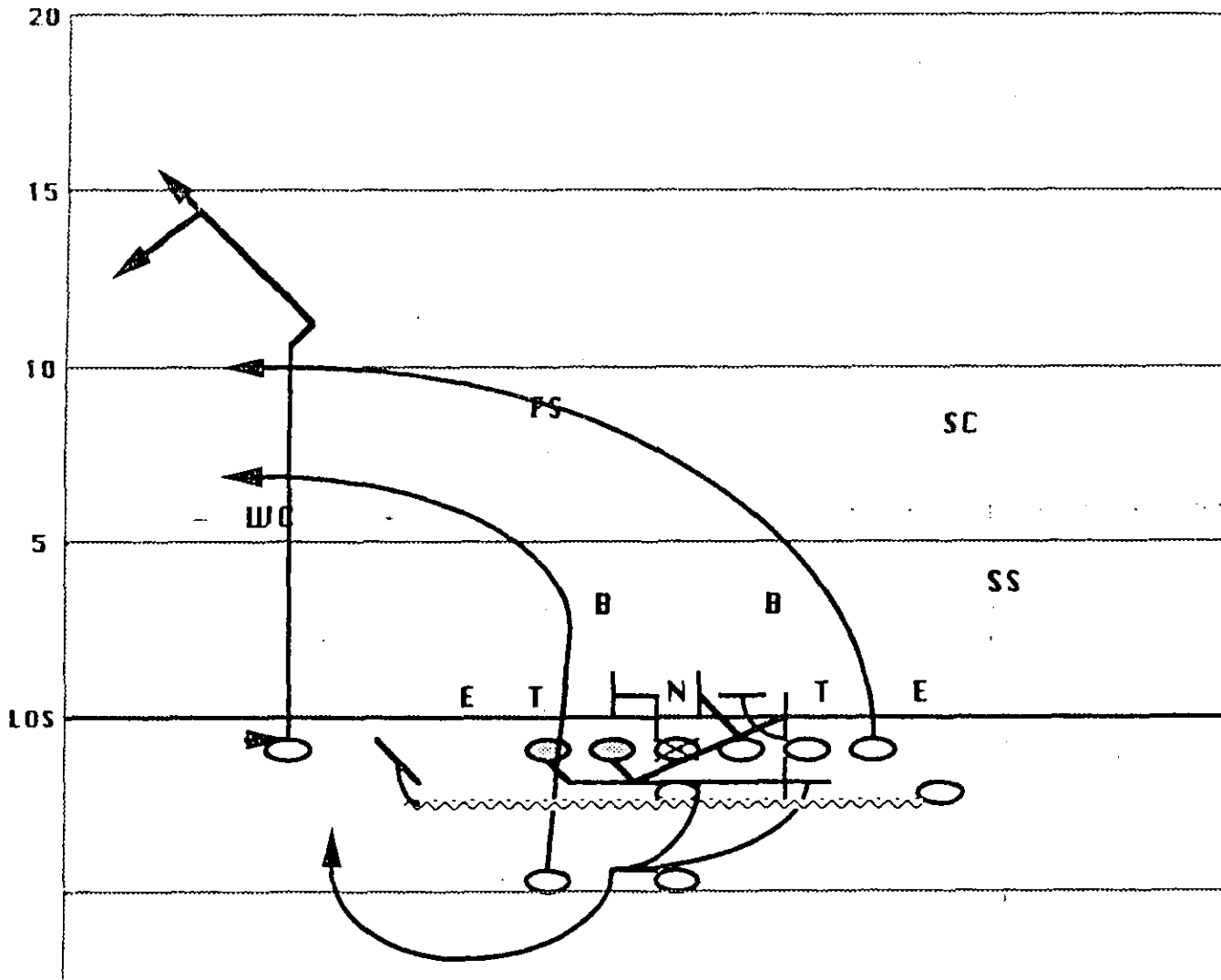
QB - Reverse pivot - Outside
hand-off to FB - Fake
bootleg at 9.

LH - Fill for LT pulling.

RH - Early motion - Block
corner contain.

FB - Step left - Stay low -
Follow LG & LT.

Techniques:



TE - Run - Drag Route.

RT - Hinge.

RG - Hinge.

C - On - Hinge.

LG - Pull - Block backside.

LT - Pull - Block backside.

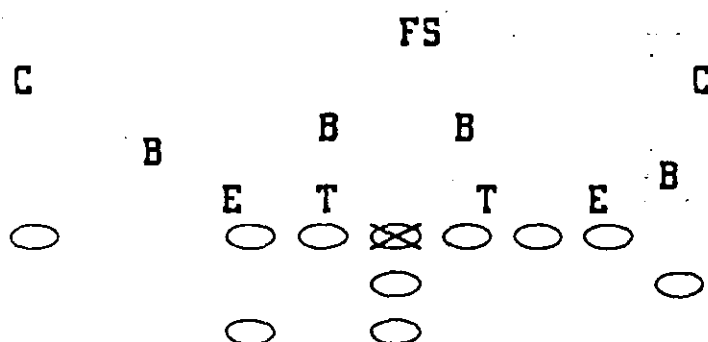
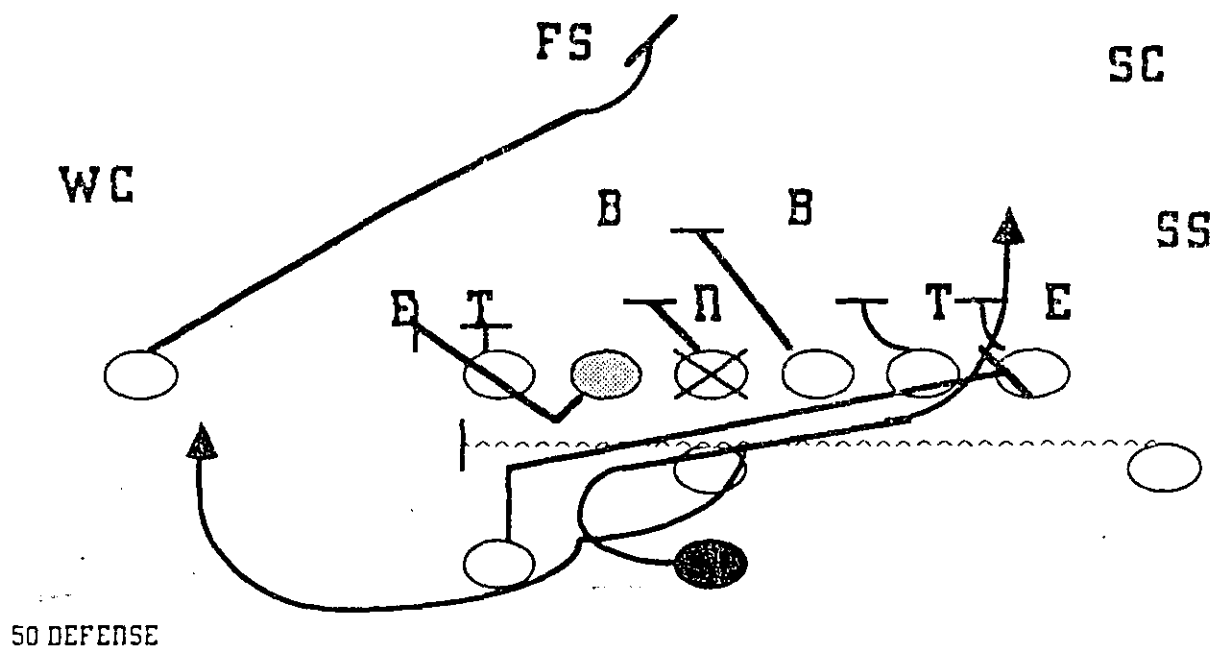
SE - Run Waggle Route.

QB - Reverse pivot - Fake outside hand-off to FB -
Gain depth - Run or pass option at 9.

LH - Fake clip block - Get into flat.

RH - Early motion - Hook block corner contain.

FB - Step left - Stay low - Fake 36 Joker.



44 DEFENSE

TE - Reach opposite.

RT - Reach opposite.

RG - Reach opposite.

C - Reach opposite.

LG - Pull - Block out 1st past LT.
Reach opposite.

LT - Reach opposite.

SE - Crossfield - Block back @ hole.

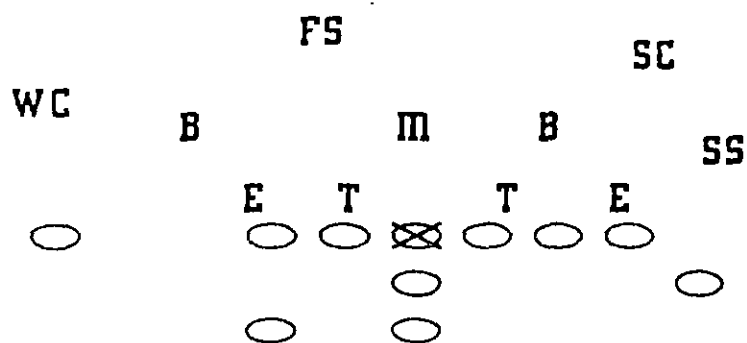
QB - 35 Belly Path - Give to FB -
Fake Bally Pass.

LB - Step up right - Crossover -
Kick out 1st outside TE.

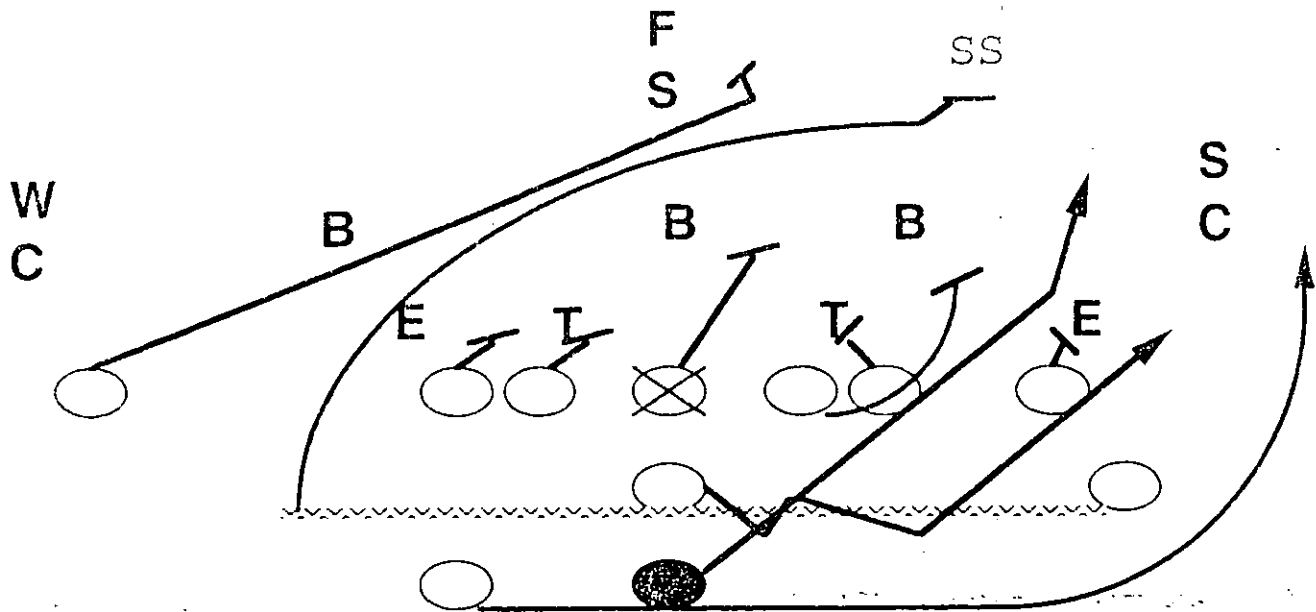
RE - Run away motion - Protect
backside.

FB - Ball carrier - Lead step -
Belly path - Then bend back
over 4 hole.

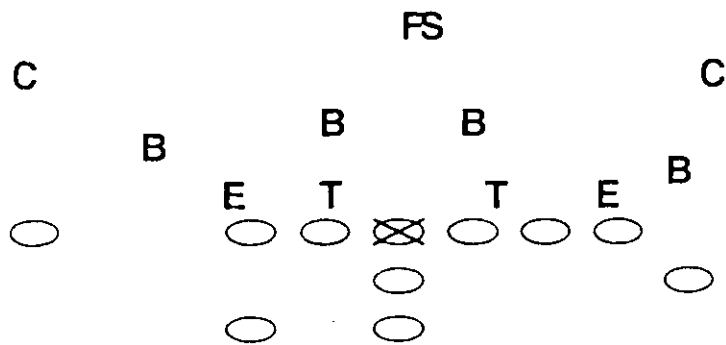
Techniques:



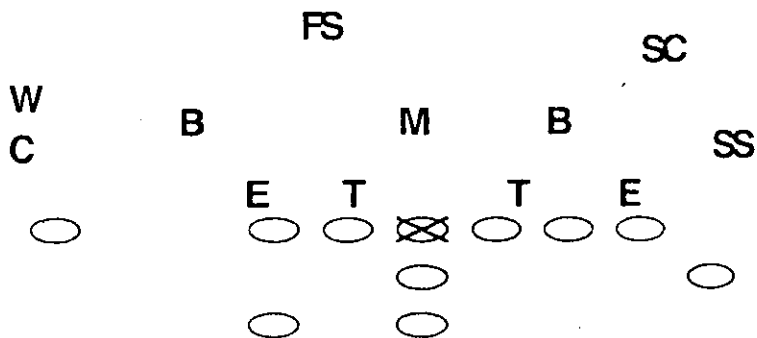
43 DEFENSE



43
DEFENSE



44
DEFENSE



TE - Gap -On - Backer.

RT - Gap-Down-On

RG - Pull-Blk 1st Backer.

C -Reach- On - Away.

LG - Zone

LT - Zone

SE - Crossfield block back at hole.

QB - Kick our@45< -Give to FB...Fake Option@8

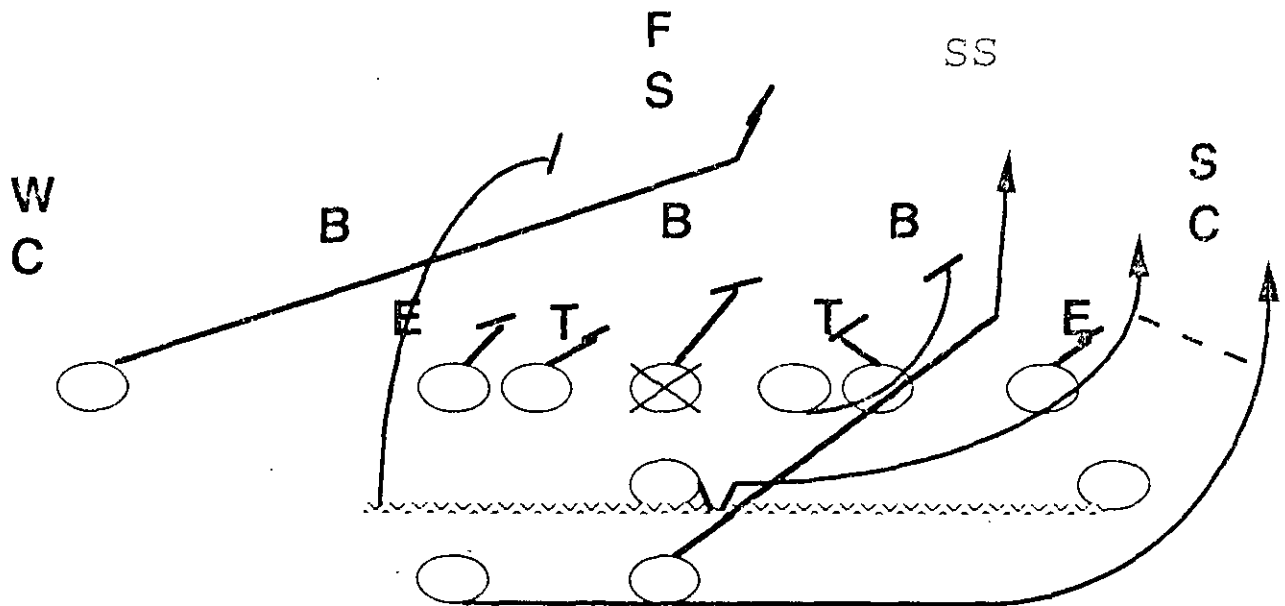
LH - Fake 34 Dive Option

RH - Run away motion - Block C gap area to Crossfield

FB - Ball carrier - Dive for right foot of RT.

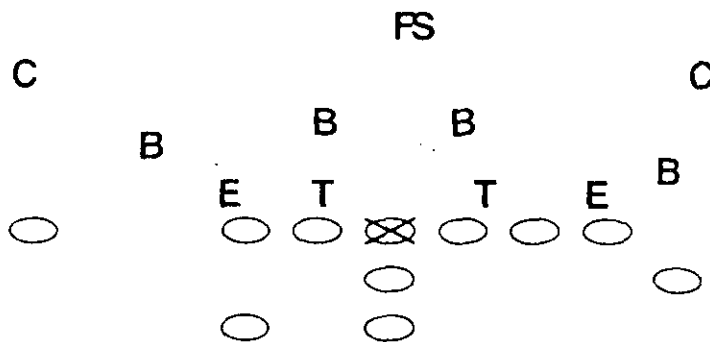
Techniques:

43
DEFENSE



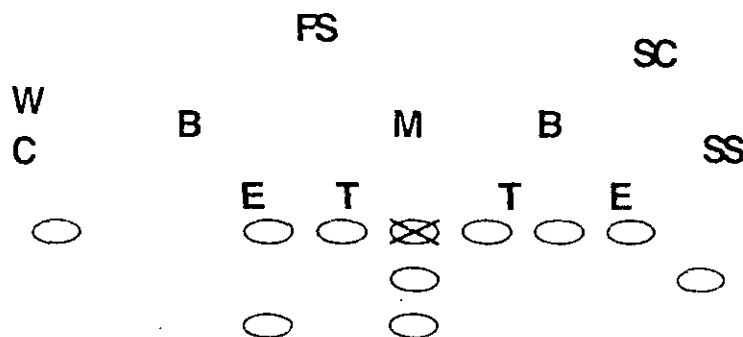
43

DEFENSE



44

DEFENSE



43

DEFENSE

TE - Gap -On - Backer.

RT - Gap-Down-On

RG - Pull-Blk 1st Backer.

C -Reach- On - Away.

LG - Zone

LT - Zone

SE - Crossfield block back at hole.

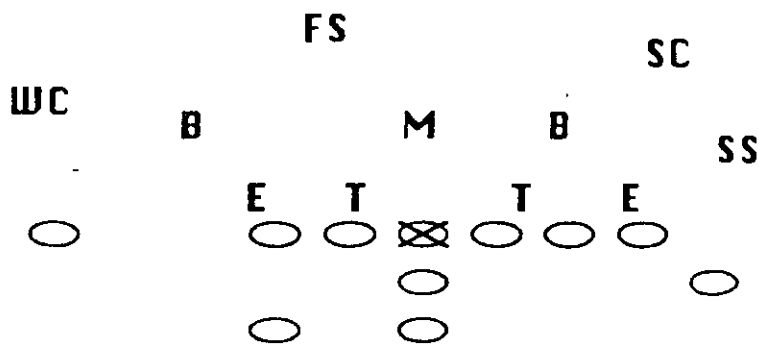
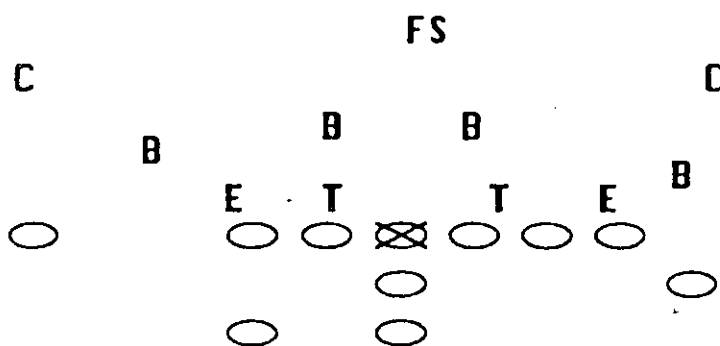
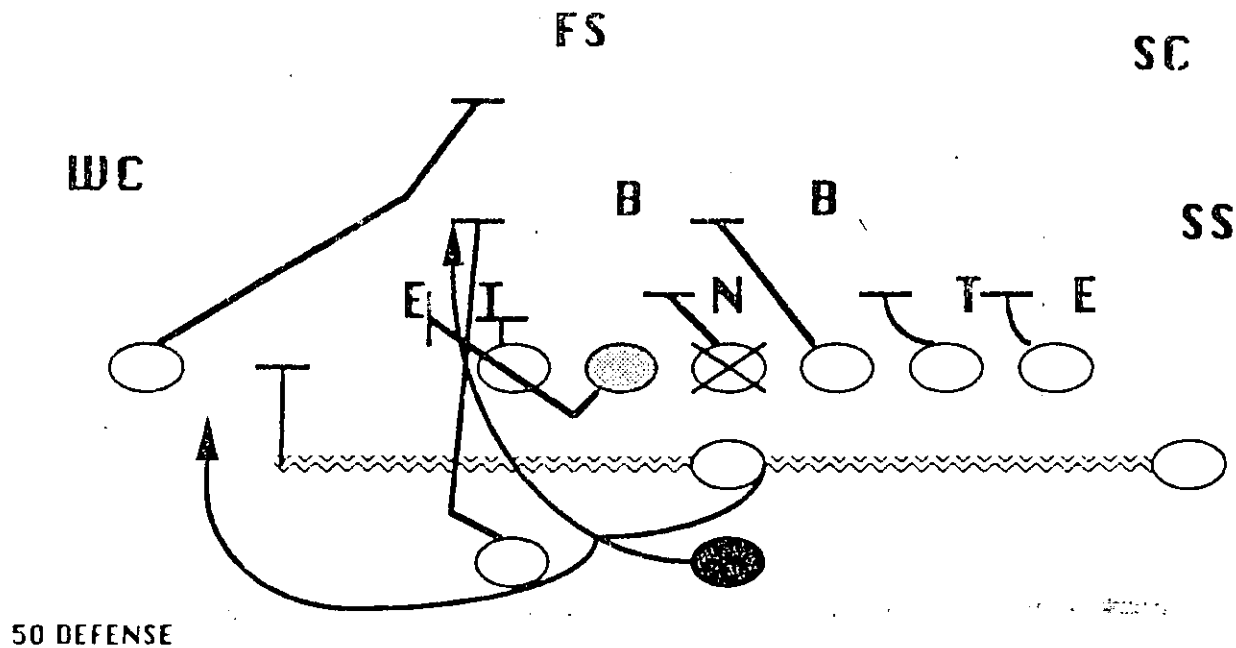
QB - Kick our@45< -Fake to FB.. Option@8 on #4

LH - Option @8 Pitch man

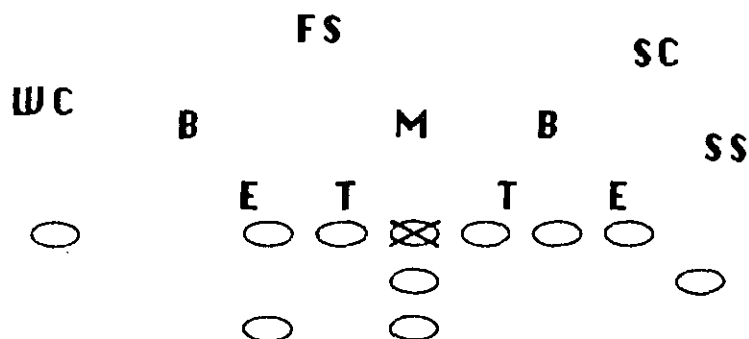
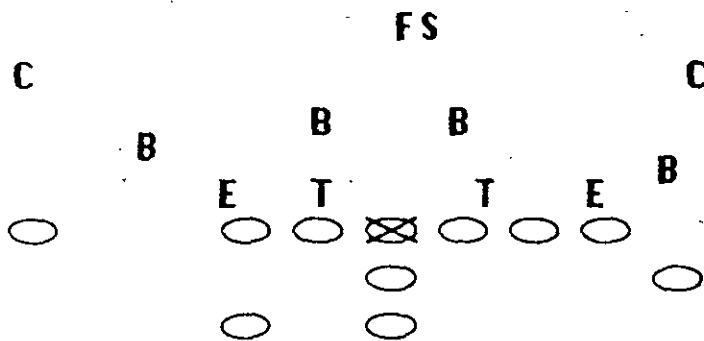
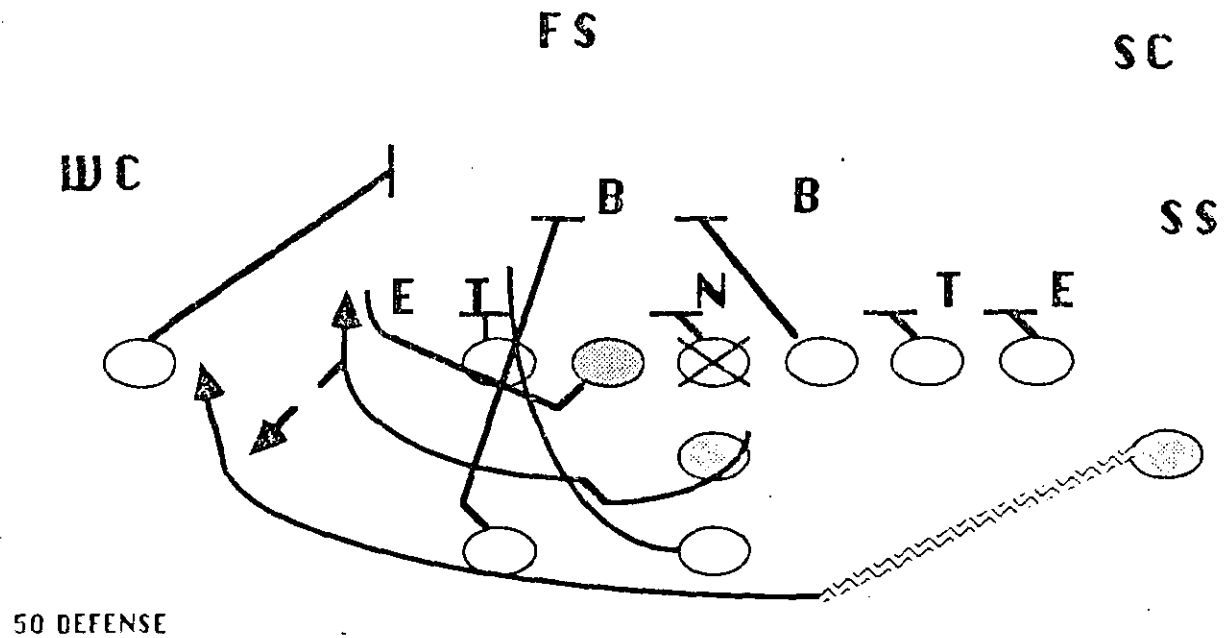
RH - Run away motion - Block C gap area to Crossfield

FB - Fake 34 Dive - Dive for right foot of RT.

Techniques:



- TE - Cut-off - Step and hinge vs. 5-2.
 - RT - Vs. 5 Technique - Zone.
Vs. 4 Technique - Odd Block.
 - RG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Gut.
 - C - On - Away.
 - LG - Pull block out 1st past LT.
 - LT - Gap - Down - On.
 - SE - Fake crack - Downfield block across hole - Most likely block FS.
 - QB - Reverse pivot - just over midline. 45 degree - Mesh for hip of FB. Ride ball. Cross behind FB to allow cutback. Fake Belly Pass.
 - LH - Step out - Read LT block. Block 1st backer from C (Double Gap Block LG-LT seam).
 - RH - Leave early motion - Fake 35 Belly Pass. Block corner contain.
 - FB - Ball carrier - Lead step - Bend path for inside foot of LT. Read defensive tackle - Select opening.
- Techniques:



TE - Crossfield block back 'at hole.

RT - Zone.

RG - Zone.

C - Zone.

LG - Gap - Pull - Load (Log DE).

LT - Gap - Down - On.

SE - Downfield - Block inside on #5.

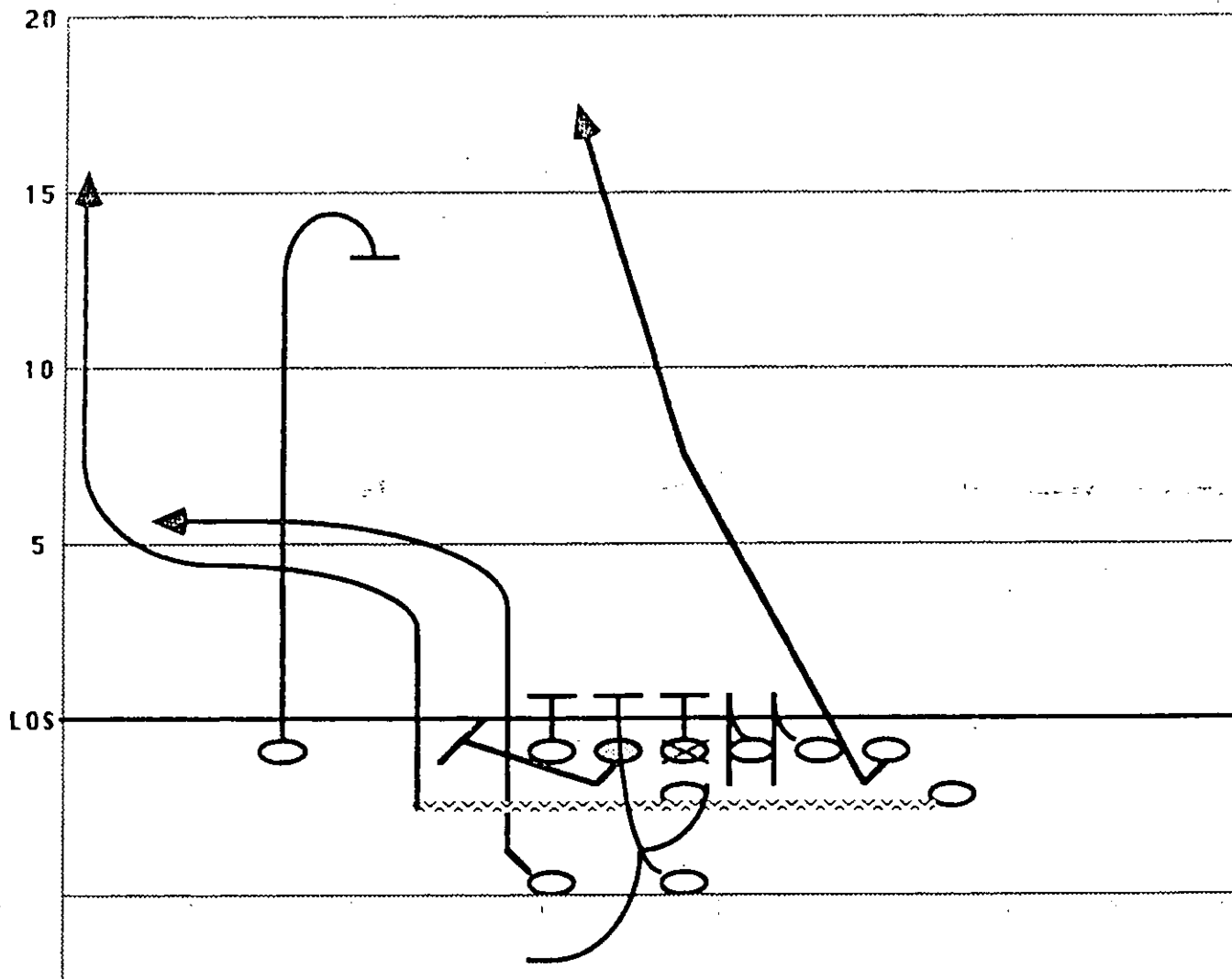
QB - Reverse pivot over midline - 2nd step 45 degrees - Reach for mesh and ride
FB - Attack corner - Option #4.

LH - Step out - Dive for LT - Block 1st backer from C.

RH - Early motion - Run option path with QB.

FB - Belly Path with hard fake.

Techniques:



TE - Check release.

RT - Hinge.

RG - Hinge.

C - On - Hinge.

LG - Gap - Pull and log.

LT - Gap - Down - On.

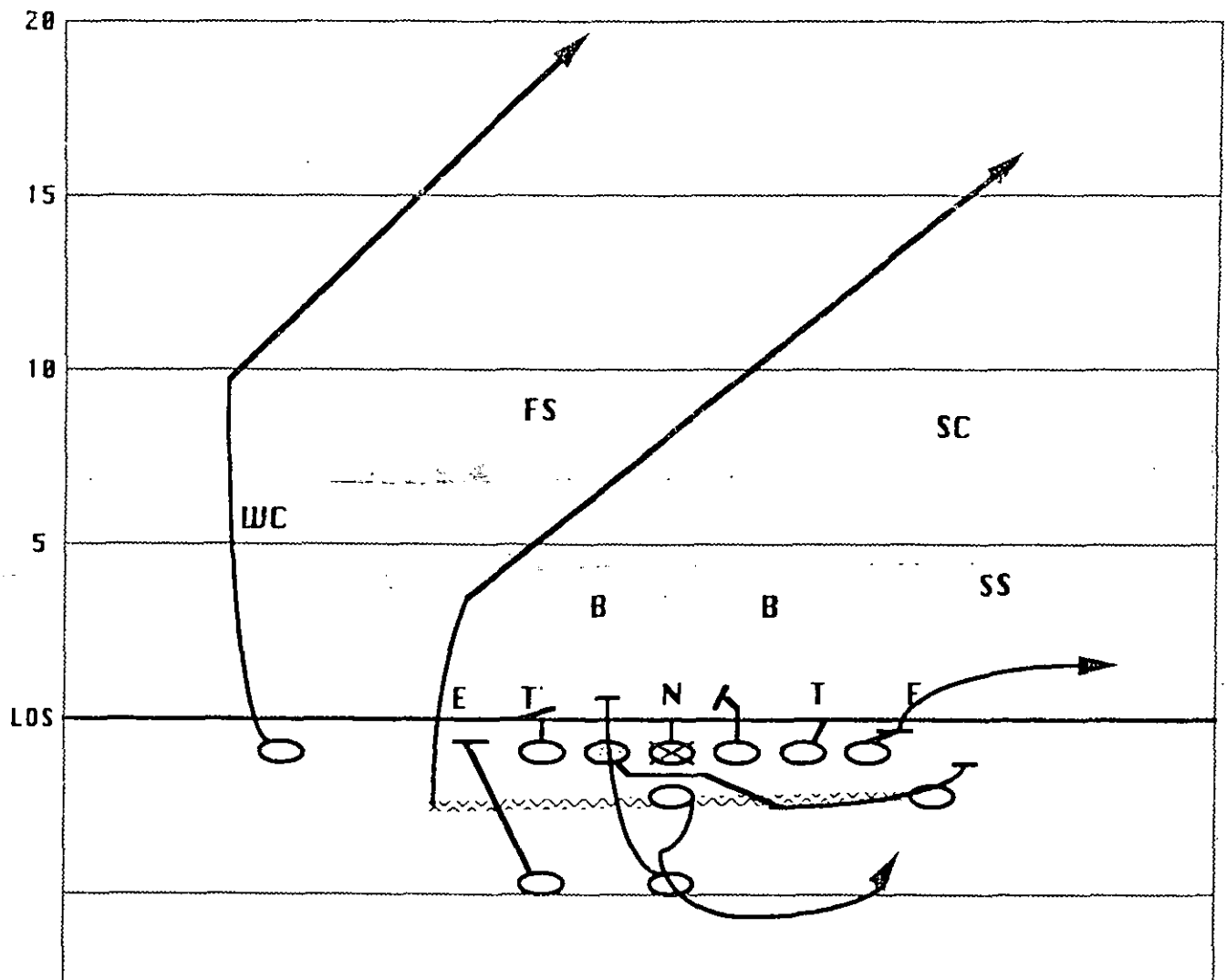
SE - Curl route.

QB - Reverse pivot over midline - 2nd step 45 degrees -
Reach for mesh and quick ride to FB. 3 step drop after
ride. Set up behind LT.

LH - Step out - Go between cross block - Run go route -
Block #4 if he blitzes.

RH - Run to motion - Chair route.

FB - Belly path with hard fake - Block 1st LB from center
then swivel.



TE - Slam Release to flat

RT - Gap - On - Area.

RG - Gap - On - Lead.

C - On - Area.

LG - Pull - Lead QB

LT - Gap - On - Area.

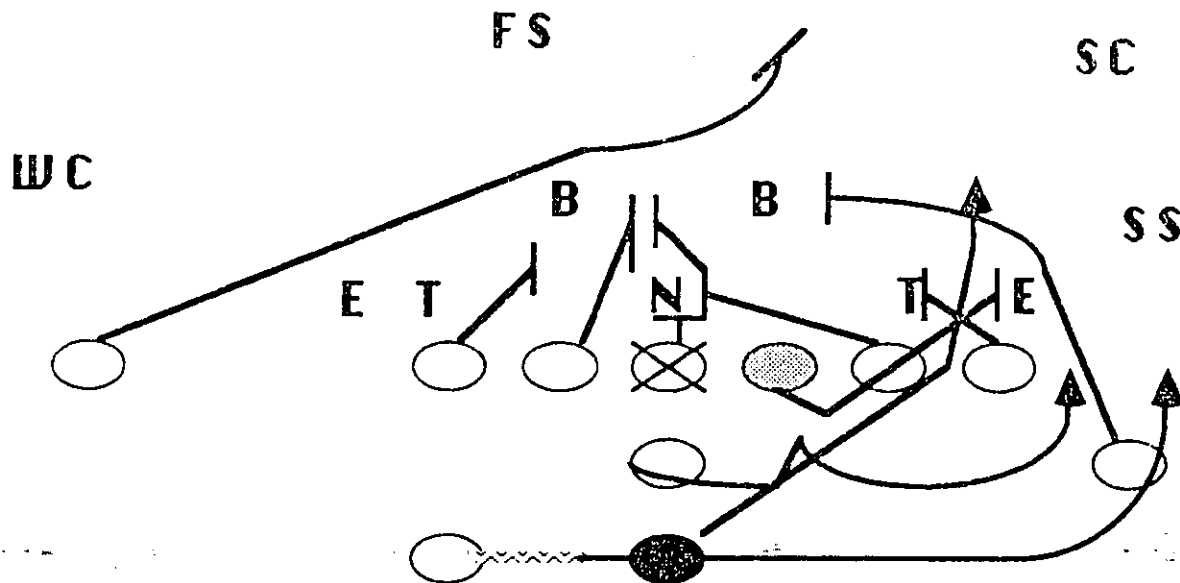
SE - Post - Read FS

QB - Reverse pivot - Fake 35 Belly - Bootleg at 8 -
Run or pass option.

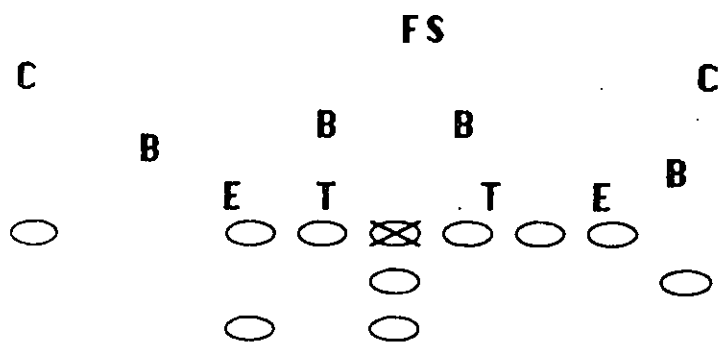
RH - Early motion - Crossing Pattern to Deep Third

LH - Fake 35 Belly Check Block Left

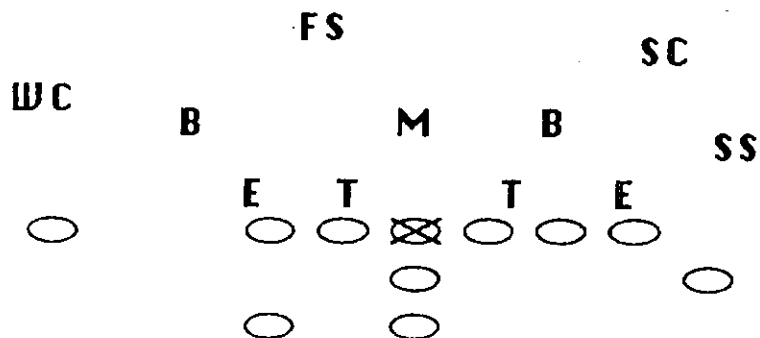
FB - Fake 35 Belly - Block Area



50 DEFENSE



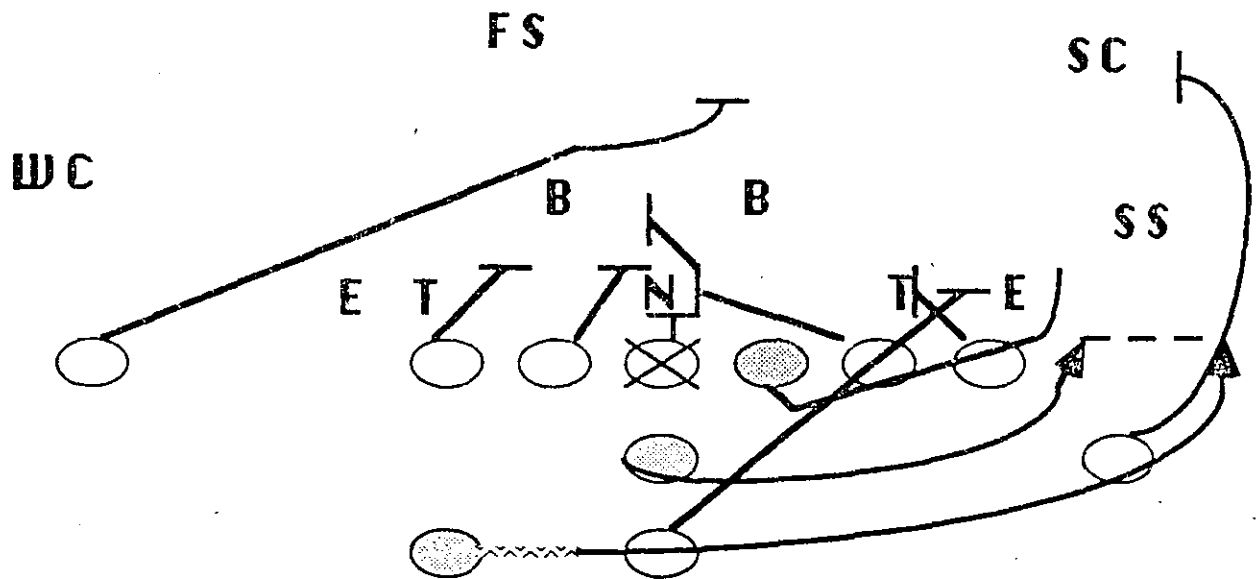
44 DEFENSE



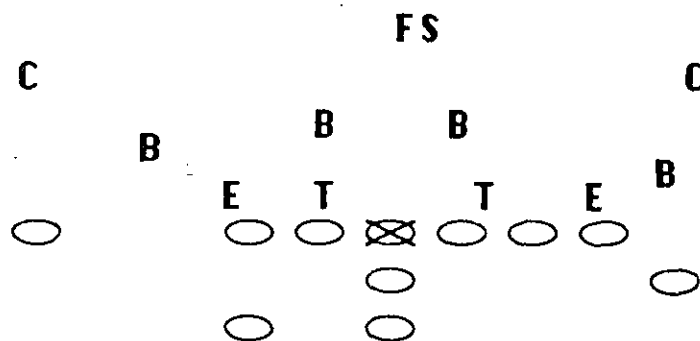
43 DEFENSE

- TE - Down - Backer.
- RT - Gap - Down - Backer.
- RG - Pull - Block out.
- C - Zone.
- LG - Zone.
- LT - Zone.
- SE - Crossfield block back at hole.
- QB - Reverse pivot - Hand-off to FB - fake option.
- LH - Leave in one step motion - Fake pitch at 8.
- RH - Influence 1st man on or outside TE. Wall off inside.
- FB - Ball carrier - Run for inside foot of TE.

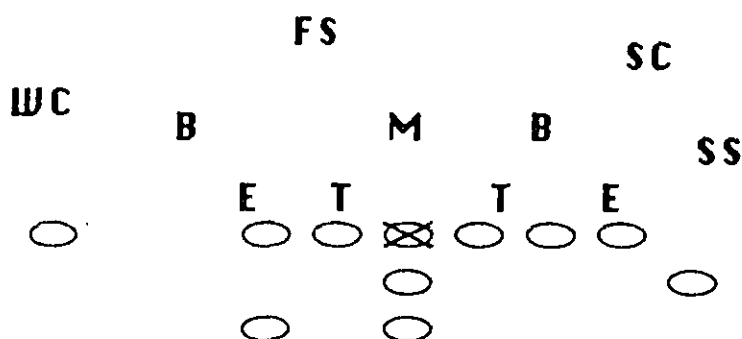
Techniques:



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Gap - Backer.

RT - Gap - Down - Backer.

RG - Pull - Log 7 or 9

Technique.

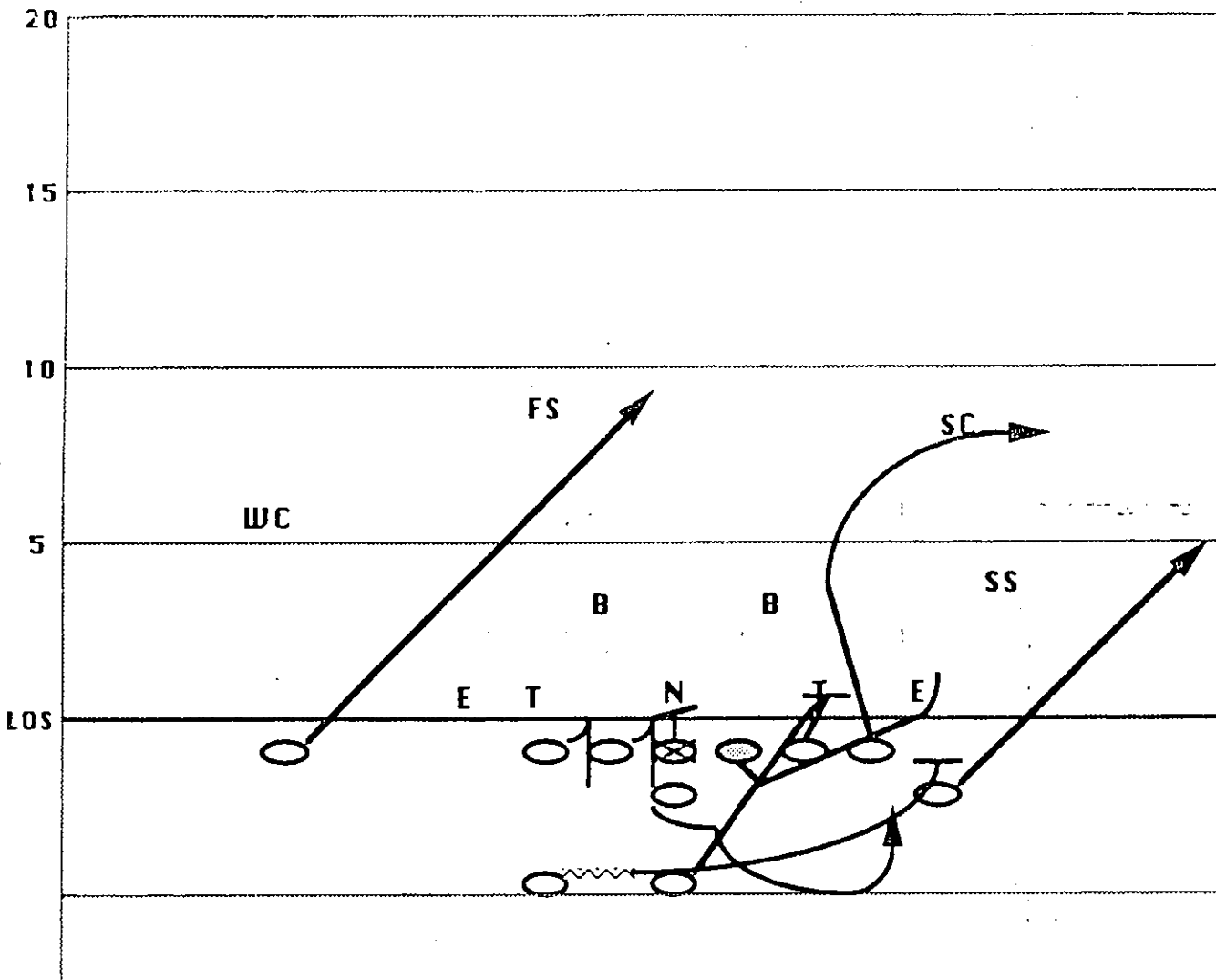
C - Zone.

LG - Zone.

LT - Zone.

SE - Cutoff.

QB - Reverse pivot - Quick
ride to FB - Option 4.LH - One step motion - 5 x
2 pitch relationship.RH - Release outside -
Arc and Block 5.FB - Dive for inside foot
of TE. Block 1st
inside - Probably LB.



TE - Run Seam Route.

RT - Gap - Down - On.

RG - Pull - Log 1st man outside RT.

C - On - Near Gap - Hinge.

LG - Hinge.

LT - Hinge.

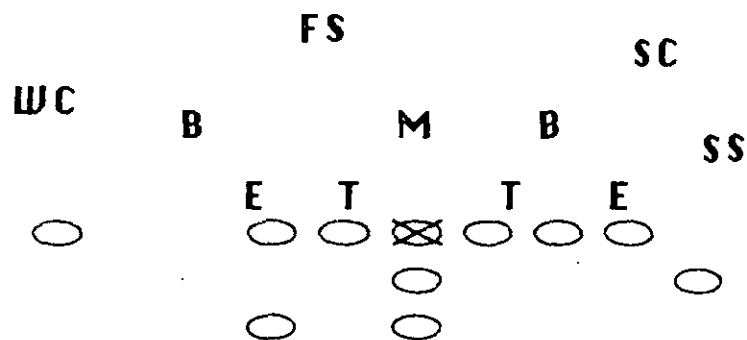
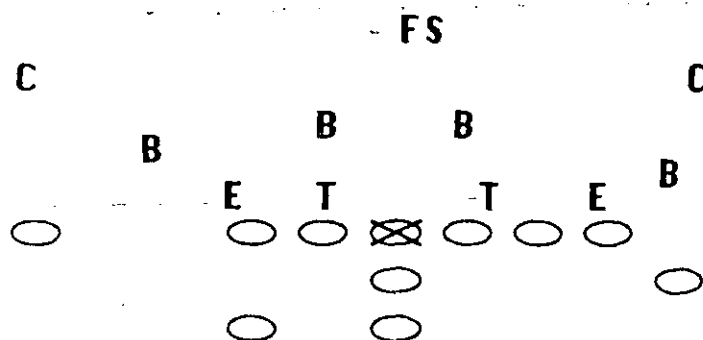
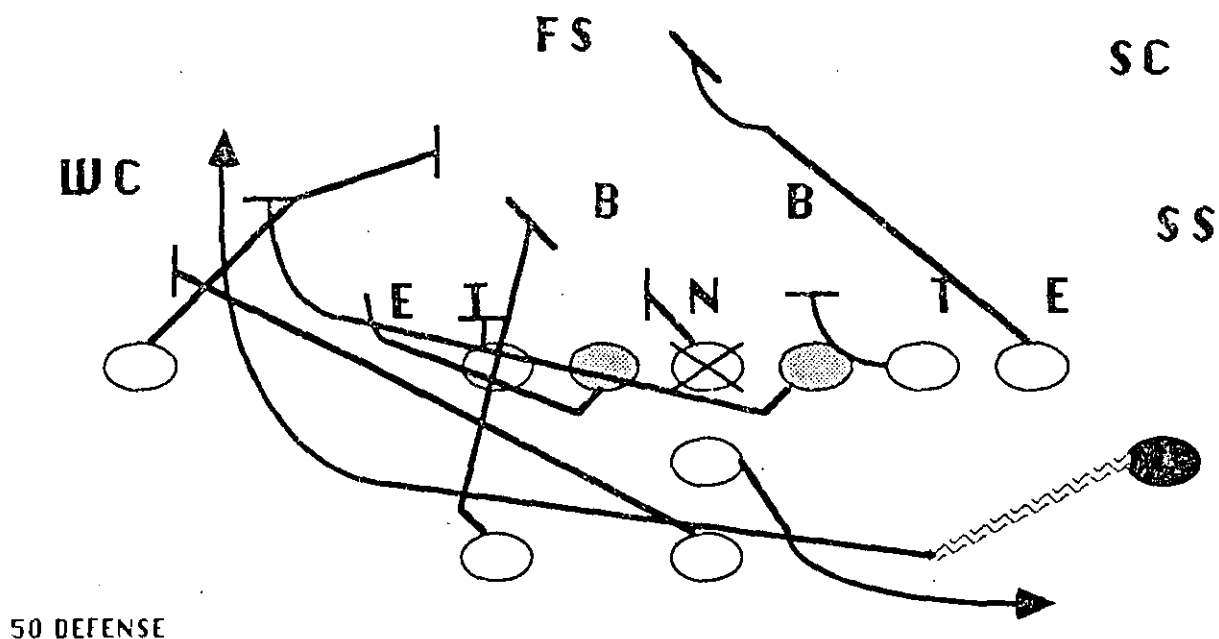
SE - Post Route.

QB - Reverse pivot - Ride ball quickly to PB - Bring ball up quickly into passing position - Be ready to throw by your 3rd step after fake. Continue to threaten flank no deeper than 5 yards.

LH - Leave in one step motion - Get in front of QB - Hook 1st man off corner.

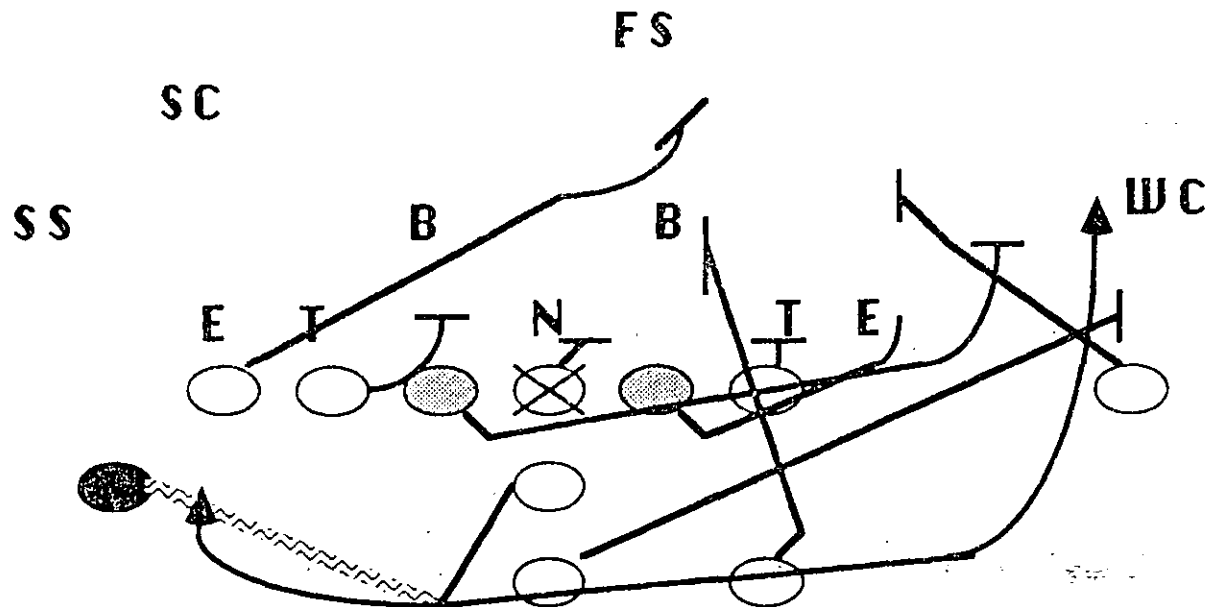
RH - Sprint to flat (look immediately).

PB - Straighten path for outside leg of RT. Block 1st to show in area.



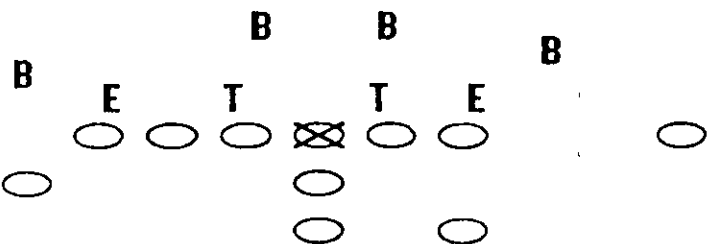
- TE - Crossfield block back at hole.
- RT - Shutoff.
- RG - Pull - Wall off upfield.
- C - Reach - Area - Away.
- LG - Gap - Pull to point 2 yards outside LT. Block DE or LB.
- LT - Gap - Down - On.
- SE - Crack - Level 2 to 3.
- QB - Open to RH. Hand-off - Bootleg at 8.
- LB - Go to point 2 yards outside LT - Block DE or LB. If frontside LB blitzes, block him.
- RH - Ball carrier - Early motion to normal RH position.
- FB - Lead blocker - Kick out corner force.

Techniques:



50 DEFENSE

FS



44 DEFENSE

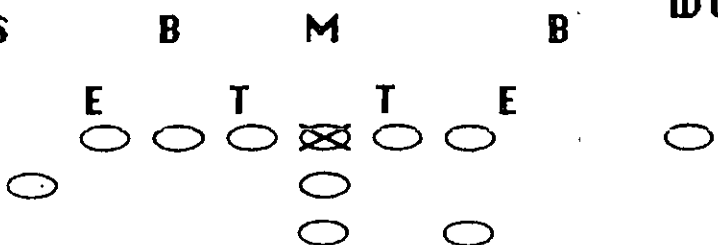
- TE - Crossfield - Block back at hole.
- LT - Shutoff.
- LG - Pull - Wall off.
- C - Reach - Area - Away.
- RG - Gap - Pull to point 2 yards outside RT - Block DE or LB.
- RT - Gap - Down - On.
- SE - Crack level 2 to 3.
- QB - Open to LB - Hand-off - Bootleg at 9.
- LB - Ball carrier - Early motion to normal LB position.
- RH - Go to point 2 yards outside RT - Block DE or LB. If front side LB blitzes, block him.
- FB - Lead blocker - Kick out corner force.

Techniques:

SC

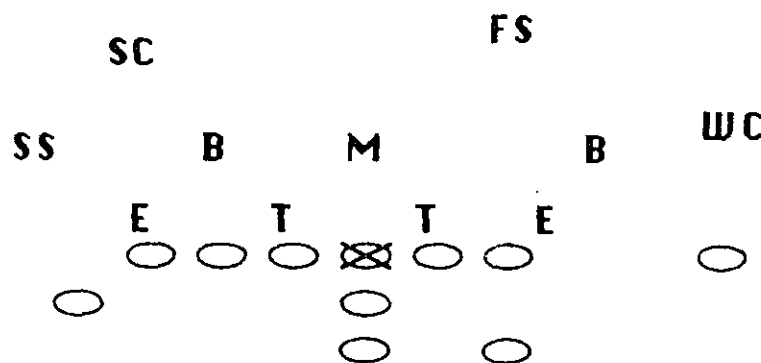
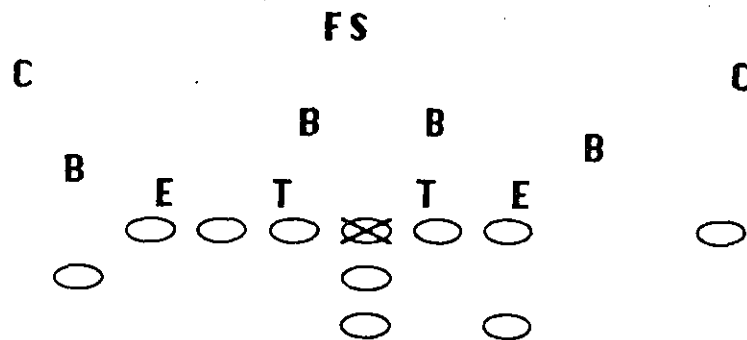
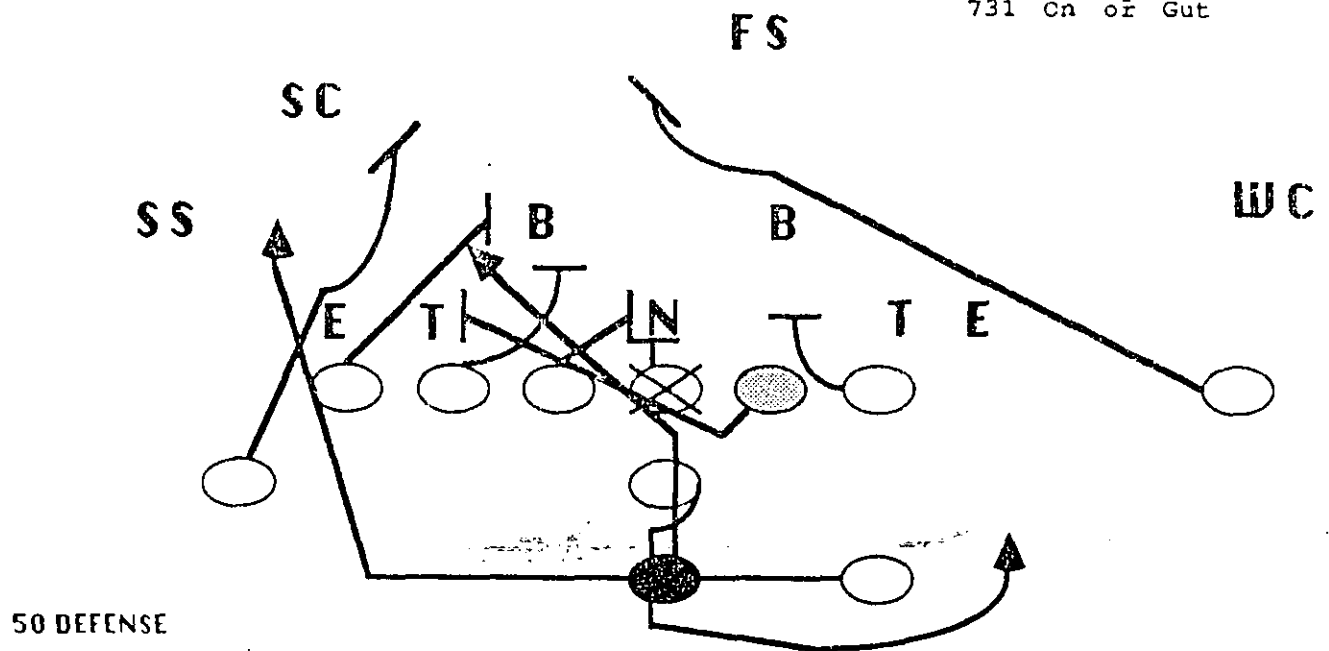
FS

WC



43 DEFENSE

731 Trap
731 On of Gut



TE - On - Backer.

LT - Trap - 1st backer from
C - On - Zone. Gut -
Jack Henry technique.

LG - Lead - Backer - Man
in gap - Influence.

C - On - Away.

RG - Pull - Inside out or
gut through hole.

RT - Shutoff.

SE - Crossfield - Block
back at hole.

QB - Reverse pivot off
midline - Hand-off
to FB - Bootleg at 8.

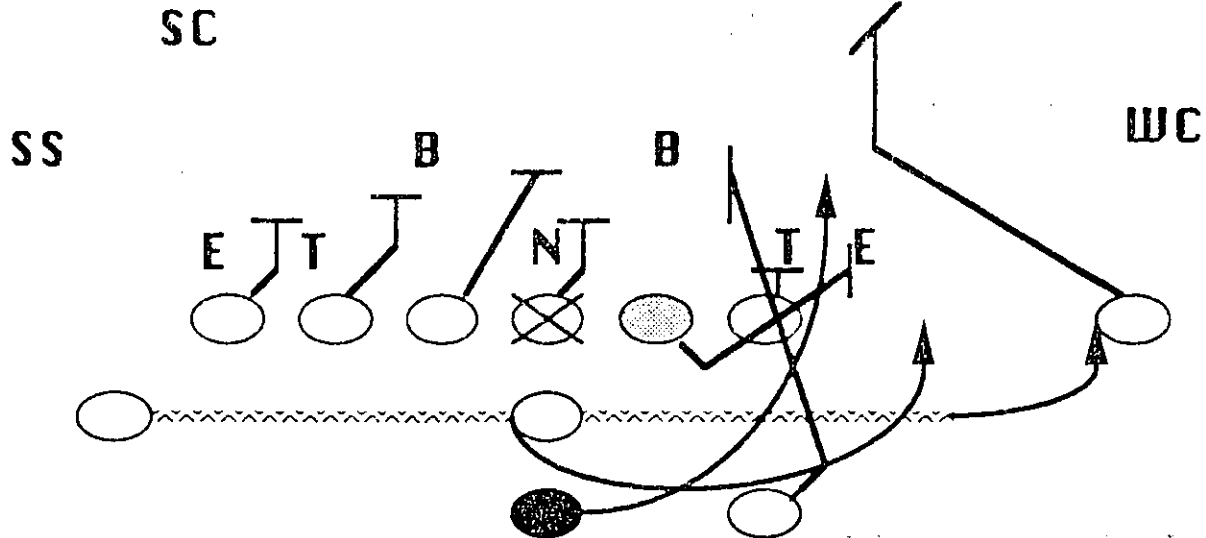
LH - Downfield block back
at hole.

RH - Fake 49 Buck Sweep.

FB - Ball carrier - Dive
for right foot of
center.

Techniques:

FS



50 DEFENSE

TE - Cut-off - Step &
hinge vs. 5-2.

LT - Gap - Backer - On - Away -
Odd block vs. 5-2.

LG - Pull - Wall off tail of
C - Odd block vs. 5-2.

C - On - Away.

RG - Pull - Block out
1st past RT.

RT - Gap - Down - On.

SE - Fake crack - Downfield
block across hole -
Most likely block FS.

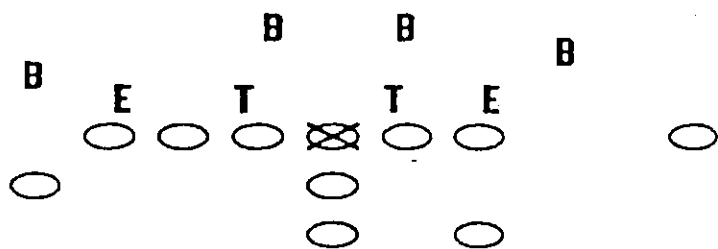
QB - Reverse pivot - Just
over midline. 45
degrees - Mesh for
hip of FB - Ride
ball - Cross behind
FB to allow cutback.
Fake Belly Pass.

LH - Leave early motion -
Fake 35 Belly Pass -
Block corner contain.

RH - Step out - Read RT
block. Block 1st
backer from C (Double
Gap-Block RG-RT seam.)

FB - Ball carrier - Lead step -
Bend path for inside foot
of RT - Read defensive
tackle - Select opening.

FS



44 DEFENSE

SC

FS

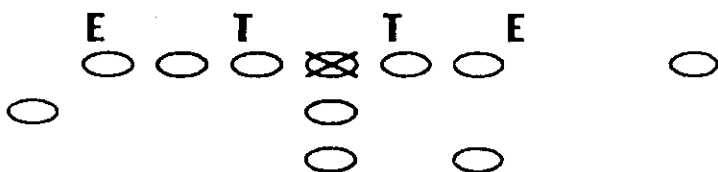
SS

B

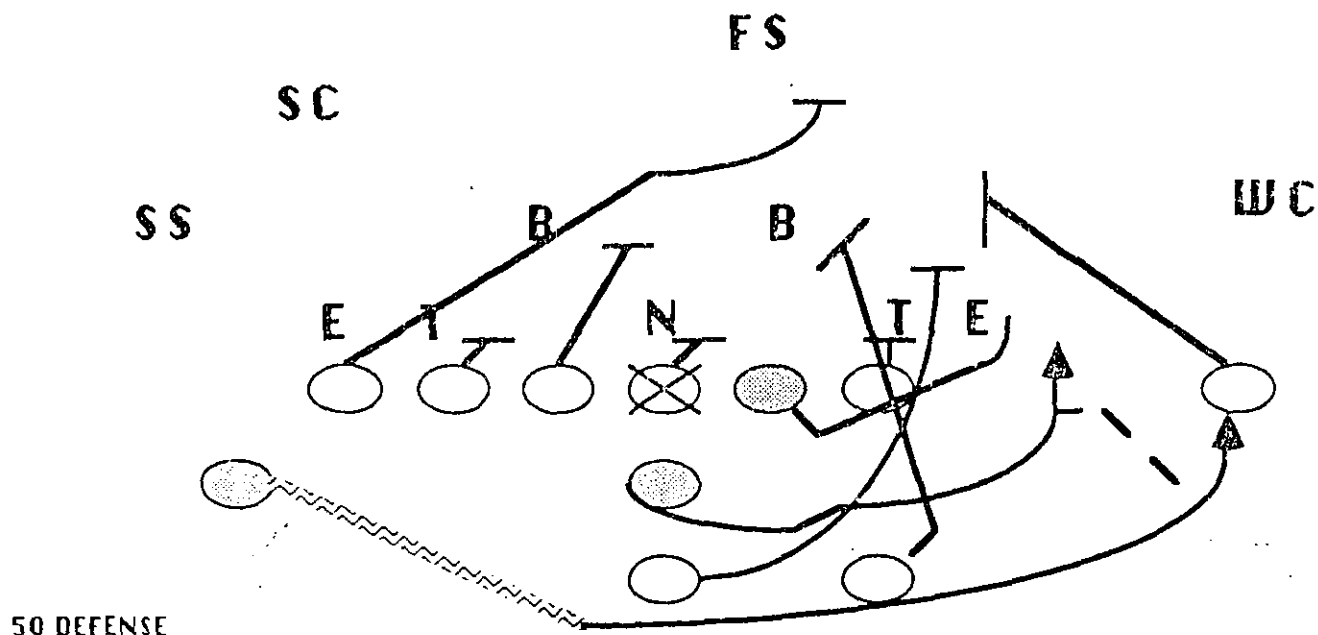
M

B

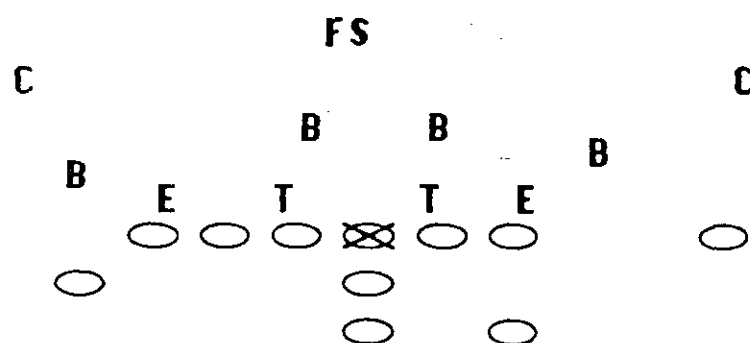
WC



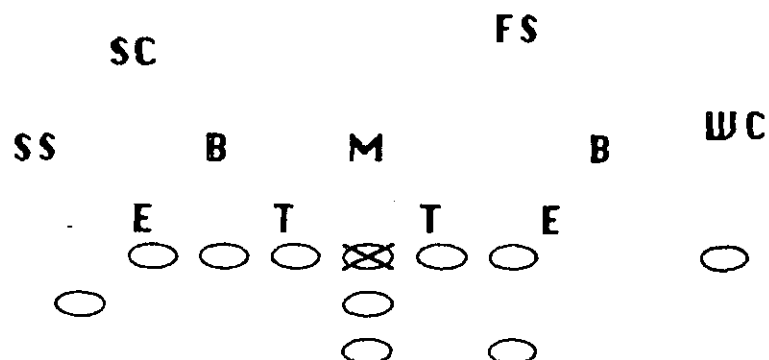
43 DEFENSE



50 DEFENSE



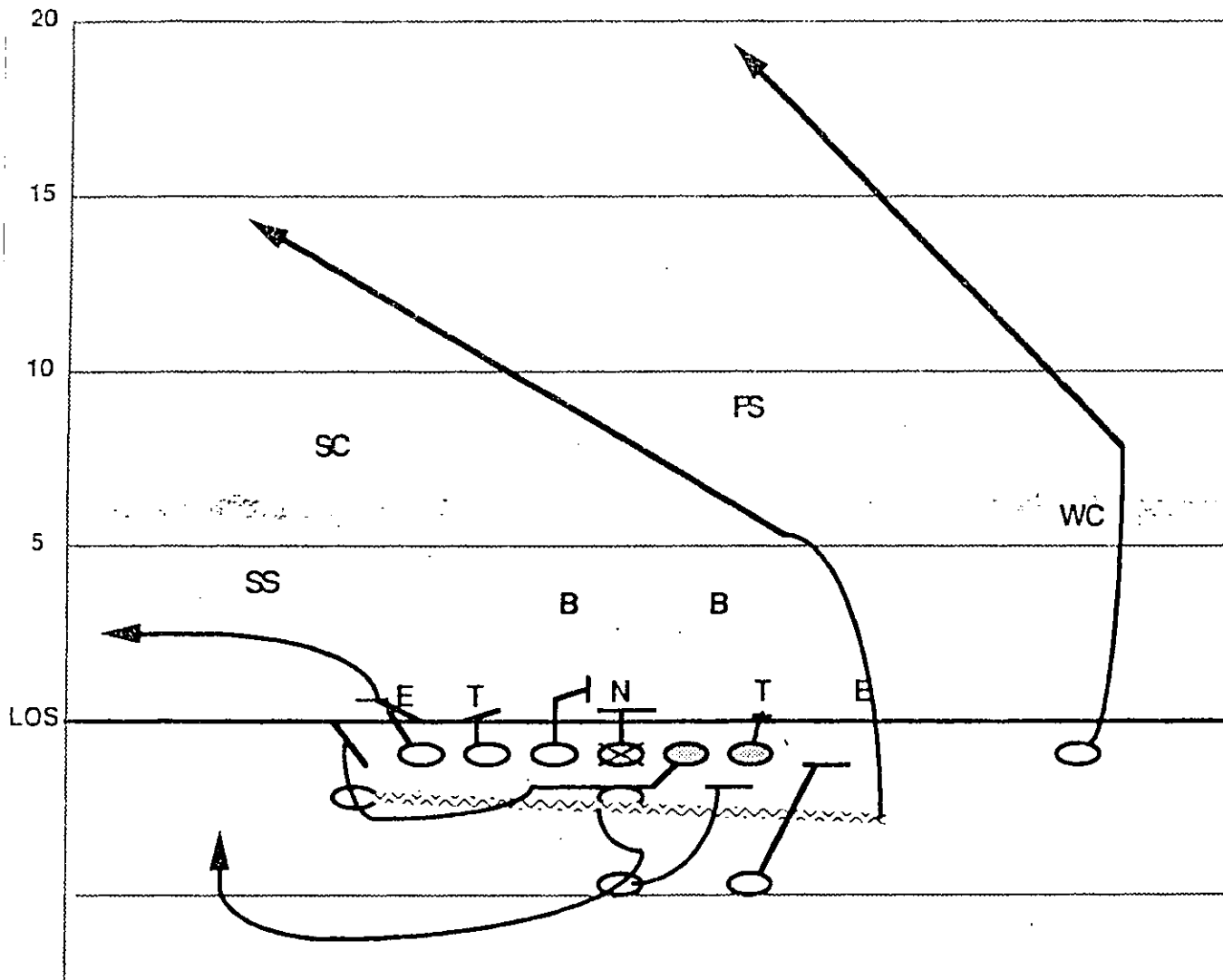
44 DEFENSE



43 DEFENSE

- TE - Crossfield block
back at hole.
- LT - Zone.
- LG - Zone.
- C - Zone.
- RG - Gap - Pull -
Load (Log DE).
- RT - Gap - Down - On.
- SE - Downfield - Block
inside on #5
usually F/S.
- QB - Reverse pivot over
midline - 2nd step
45 degrees - Reach
for mesh and ride
FB - Attack corner -
Option #4.
- LB - Early motion - Run
option path with QB.
- RH - Step out - Dive for
RT - Block 1st backer
from C.
- FB - Belly Path with hard
fake.

Techniques:



TE - Slam Release to flat.

LT - Gap - On - Area

LG - Gap - On - Lead

C - On - Area

RG - Pull - Lead QB.

RT - Gap - On - Area

SE - Post - Read FS

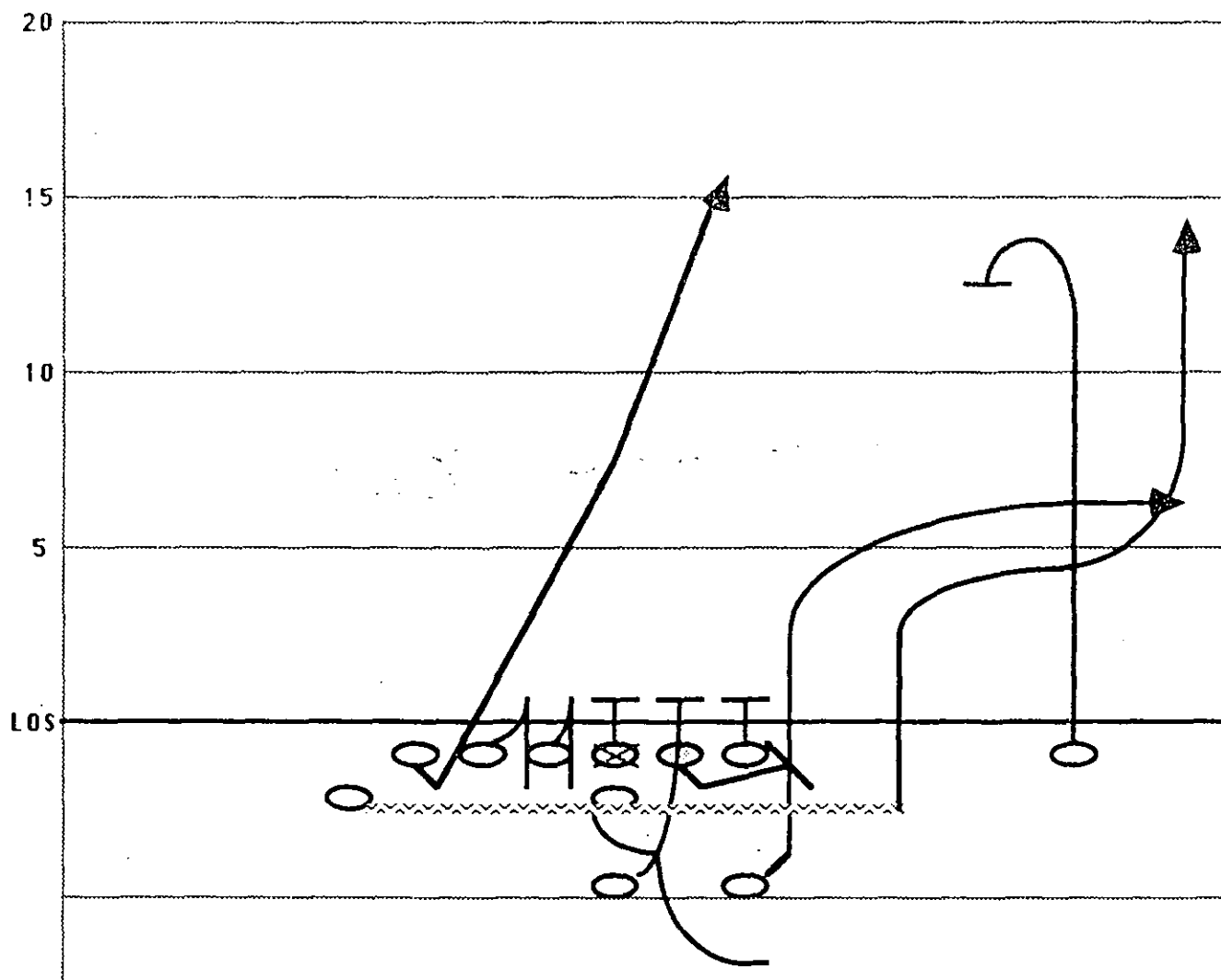
QB - Reverse pivot - Fake 34 Belly - Bootleg at 9

Run or pass option at 9.

LH - Early motion - Crossing Pattern to Deep Third.

RH - Fake 34 Belly - Check Block Right.

FB - Fake 34 Belly - Block Area.



TE - Check release.

RT - Gap - Down - On.

RG - Gap - Pull and log.

C - On - Hinge.

LG - Hinge.

LT - Hinge.

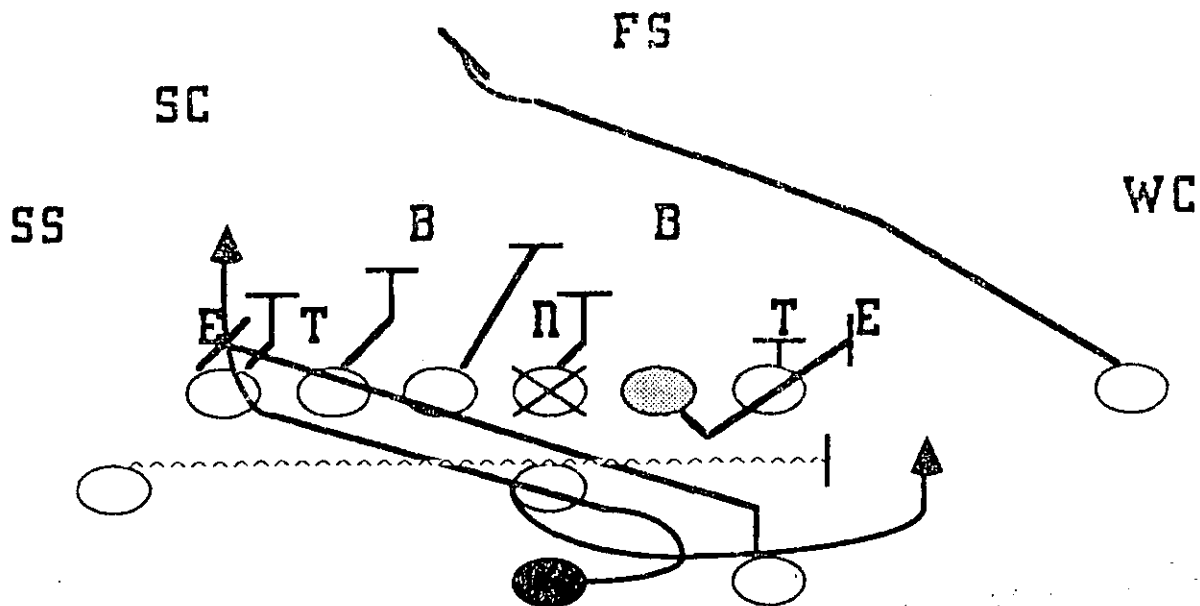
SE - Curl route.

QB - Reverse pivot over midline - 2nd step 45 degrees - Reach for mesh and quick ride to FB - 3 step drop after ride. Set up behind RT.

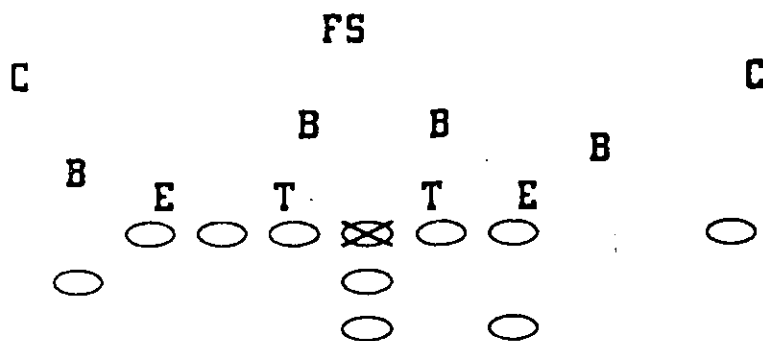
LH - Run to motion - Chair route.

RH - Step out - Go between cross block - Run go route - Block #4 if he blitzes.

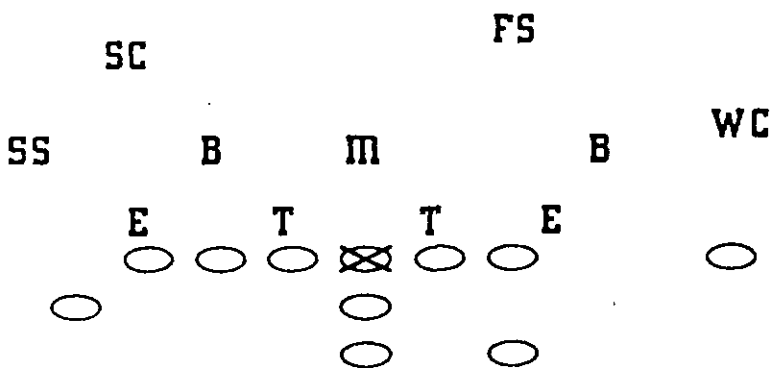
FB - Belly path with hard fake - Block 1st LB from center then swivel.



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Reach Opposite.

LT - Reach Opposite.

LG - Reach Opposite.

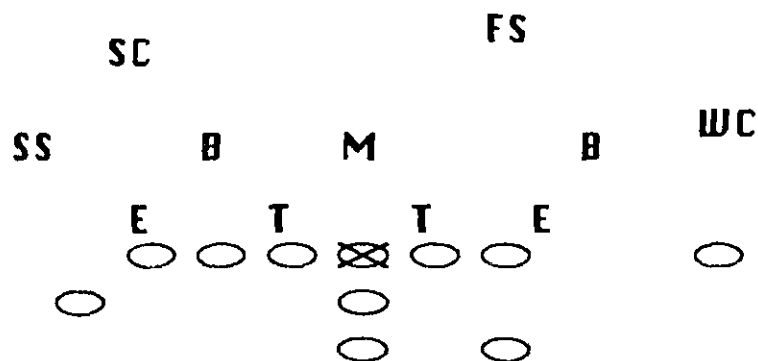
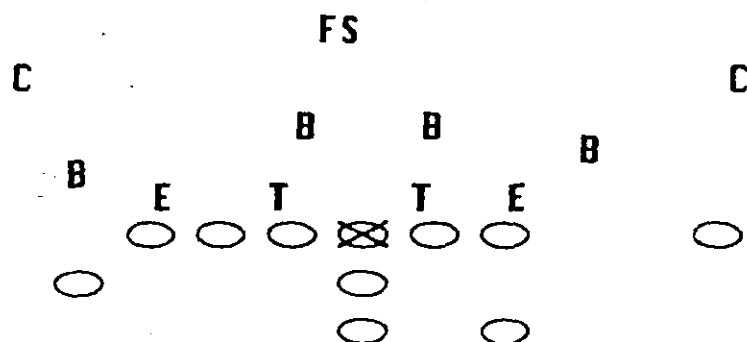
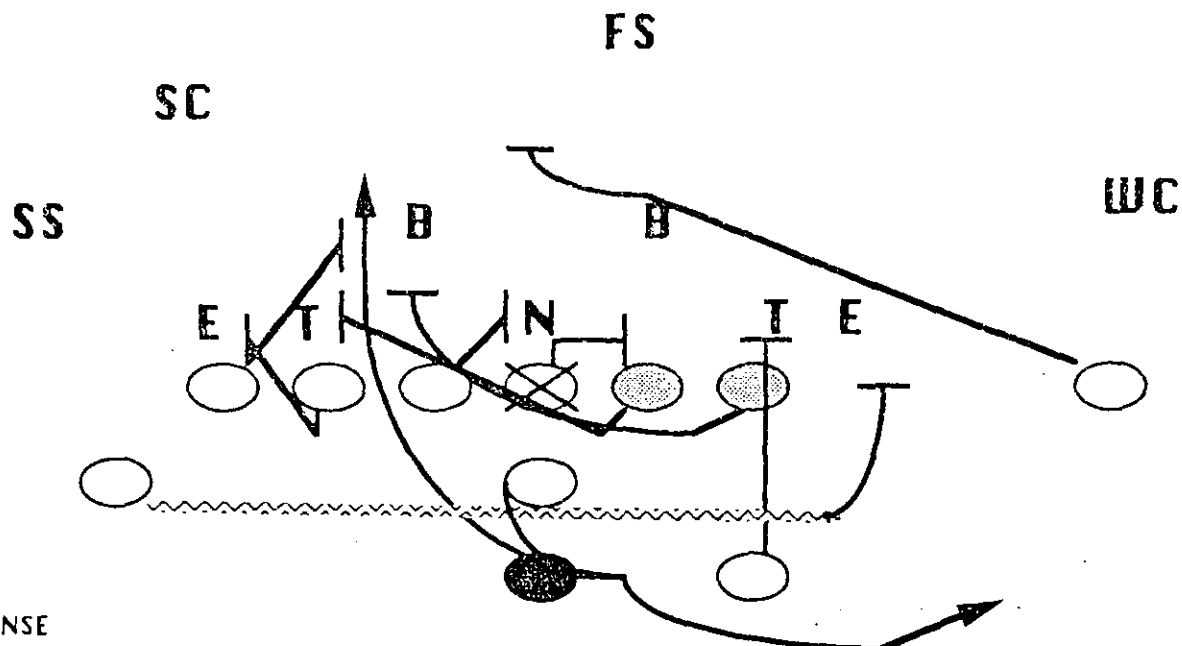
C - Reach Opposite.

RG - Pull - Block out
1st past RT. Reach opposite.

RT - Reach Opposite.

SE - Crossfield - Block back @ hole

QB - 34 Belly Path - Give to FB -
Fake Belly Pass.LH - Run away motion -
protect backside.RH - Step up left - Crossover -
Kick out 1st outside TE.FB - Ball carrier - Lead step -
Belly path - Then bend back
over 5 hole.



TE - Release inside block
1st LB from C - If
inside shade, slam -
Block out.

RT - Pull - Lead through hole.

RG - Pull - Kick out first
to show part LG.

C - On - Away - Area.

LG - Gap - Away - Post.

LT - Lead - Gap - Influence RT.

SE - Crossfield - Block back at
hole.

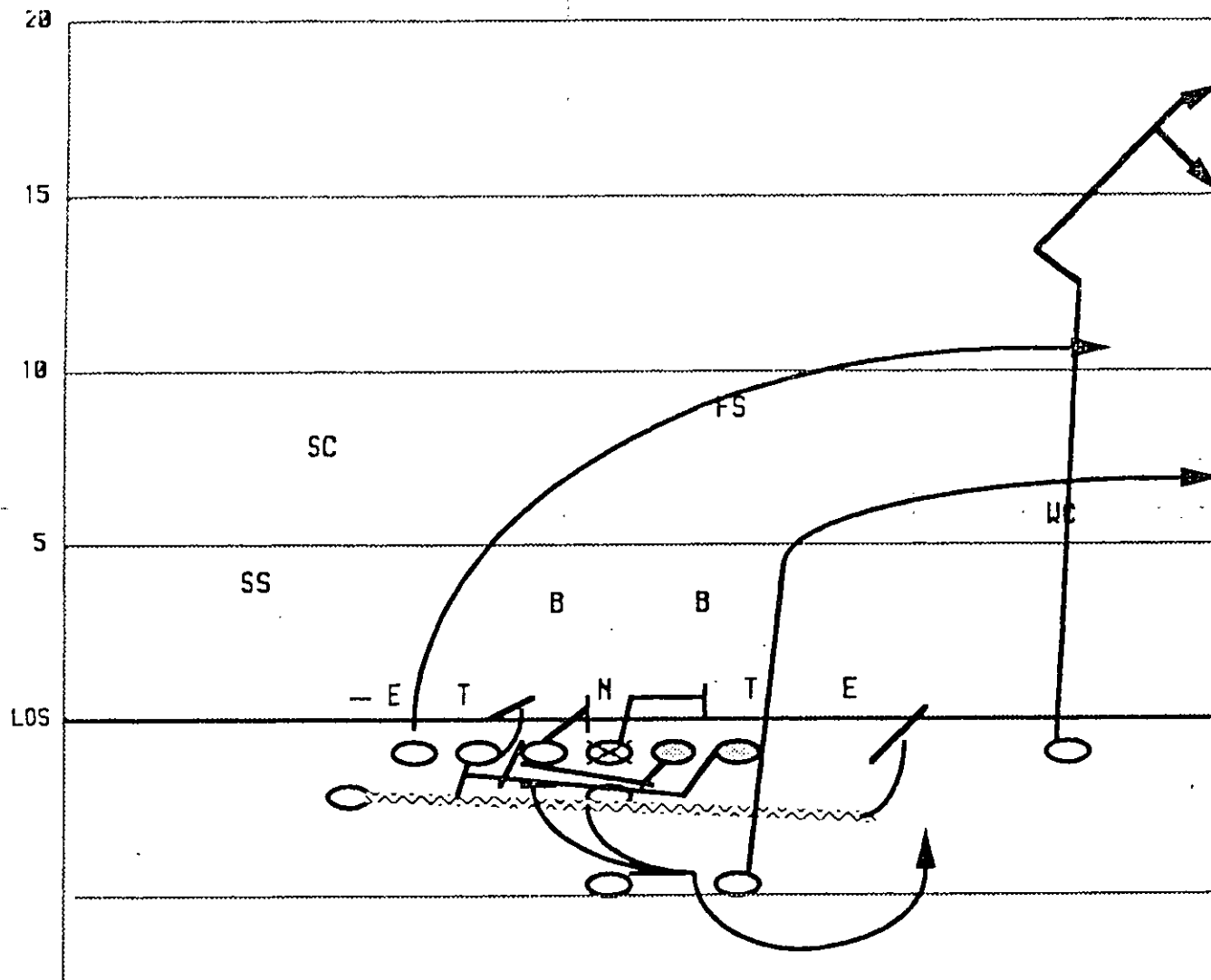
QB - Reverse pivot - Outside
hand-off to FB - Fake
bootleg at 8.

LH - Early motion - Block corner
contain.

RH - Fill for RT pulling.

FB - Step right - Stay low -
Follow RG & RT.

Techniques:



TE - Release inside - Run ctr. boot route.

LT - Pull - Block backside.

LG - Pull - Block backside.

C - On - Hinge.

RG - Hinge.

RT - Hinge.

SE - Run deep - Drag or crossing pattern - 10-12 yards deep.

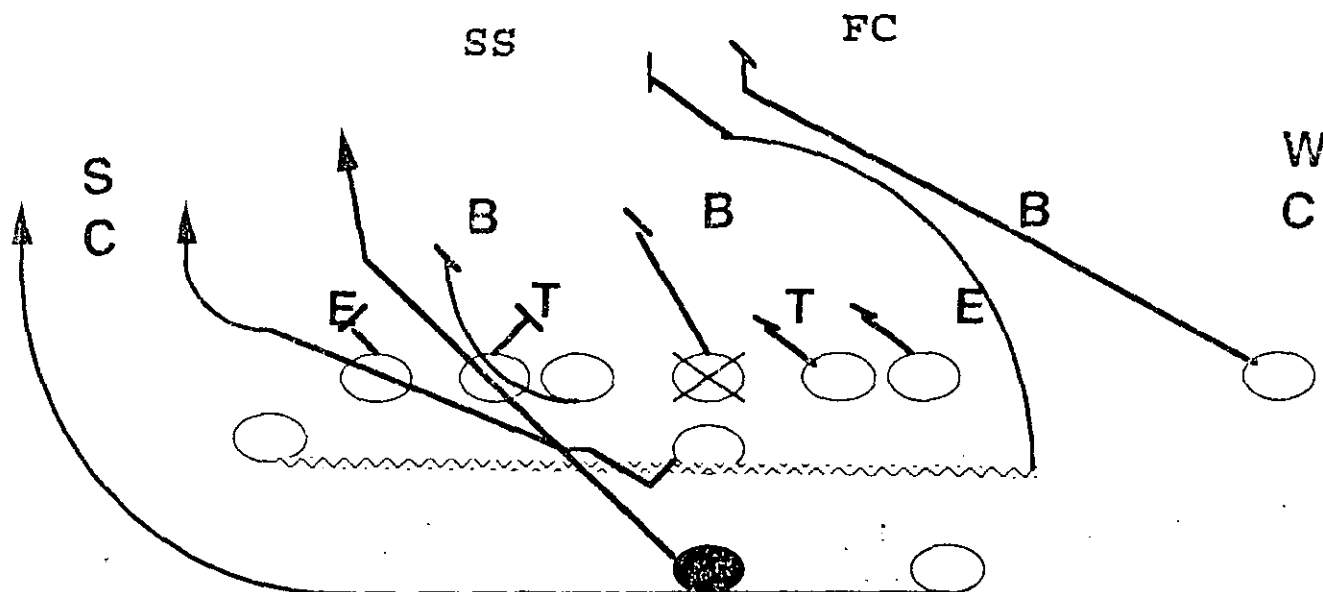
QB - Reverse pivot - Fake outside hand-off to FB -

Gain depth - Run or pass option at 9.

LH - Fake down block - Get into flat area.

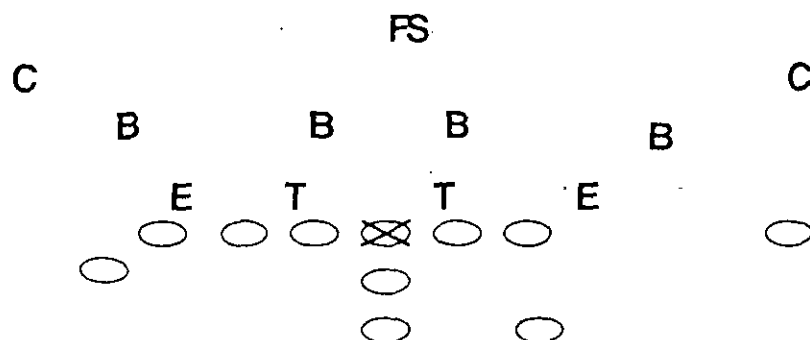
RH - 2 step motion - Hook block corner contain.

FB - Step left - Stay low - Fake 34 Joker.



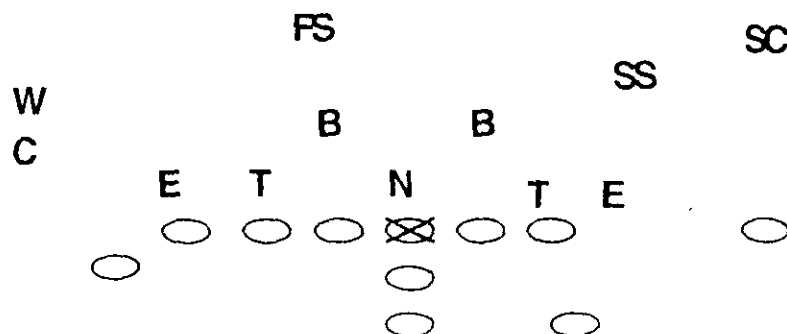
43

DEFENSE



44

DEFENSE



50

DEFENSE

TE - Gap -On - Backer.

LT - Gap-Down-On

LG - Pull-Blk 1st Backer.

C -Reach- On - Away.

RG - Zone

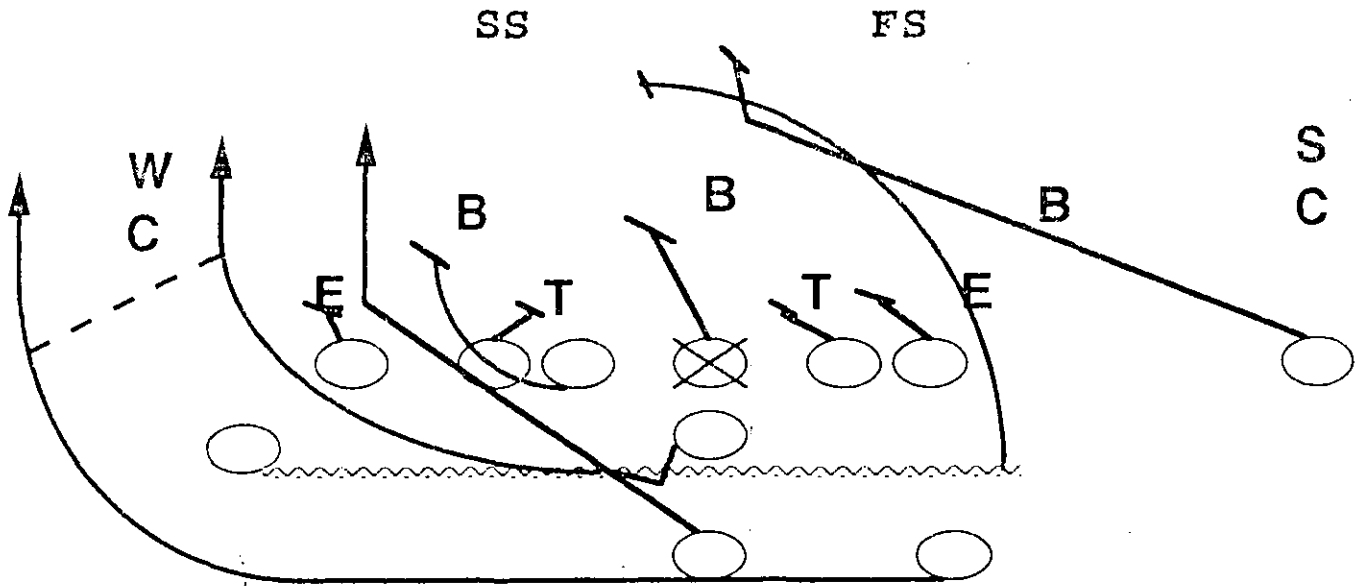
RT - Zone

SE - Crossfield block back
at hole.QB - Kick our@45< -Give to
FB...Fake Option@9

RH - Fake 35 Dive Option

LH - Run away motion - Block
C gap area to CrossfieldFB - Ball carrier - Dive for
left foot of LT.

Techniques:



43
DEFENSE

TE - Gap -On - Backer.

LT - Gap-Down-On

LG - Pull-Blk 1st Backer.

C -Reach- On - Away.

RG - Zone

RT - Zone

SE - Crossfield block back
at hole.

QB - Kick our@45< -Fake to
FB.. Option@9 on #4

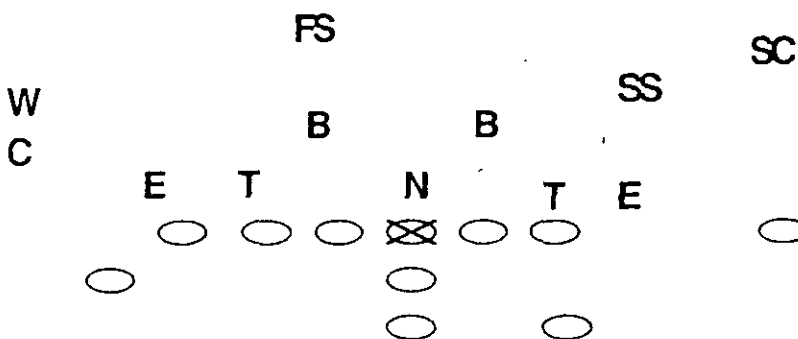
RH - Option @9 Pitch man

LH - Run away motion - Block
C gap area to Crossfield

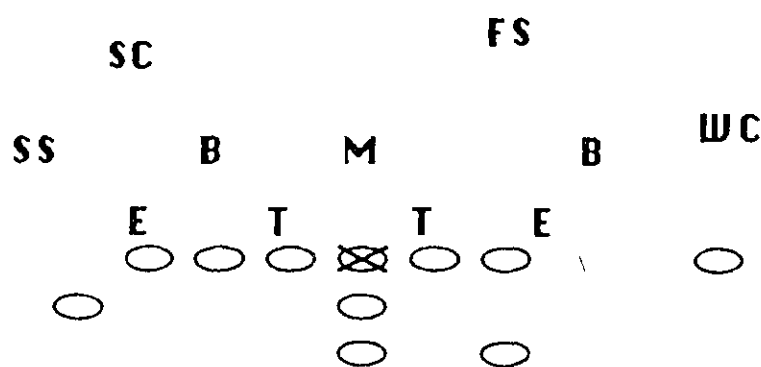
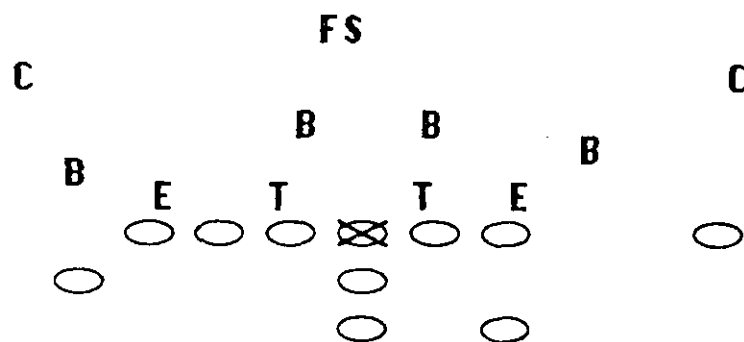
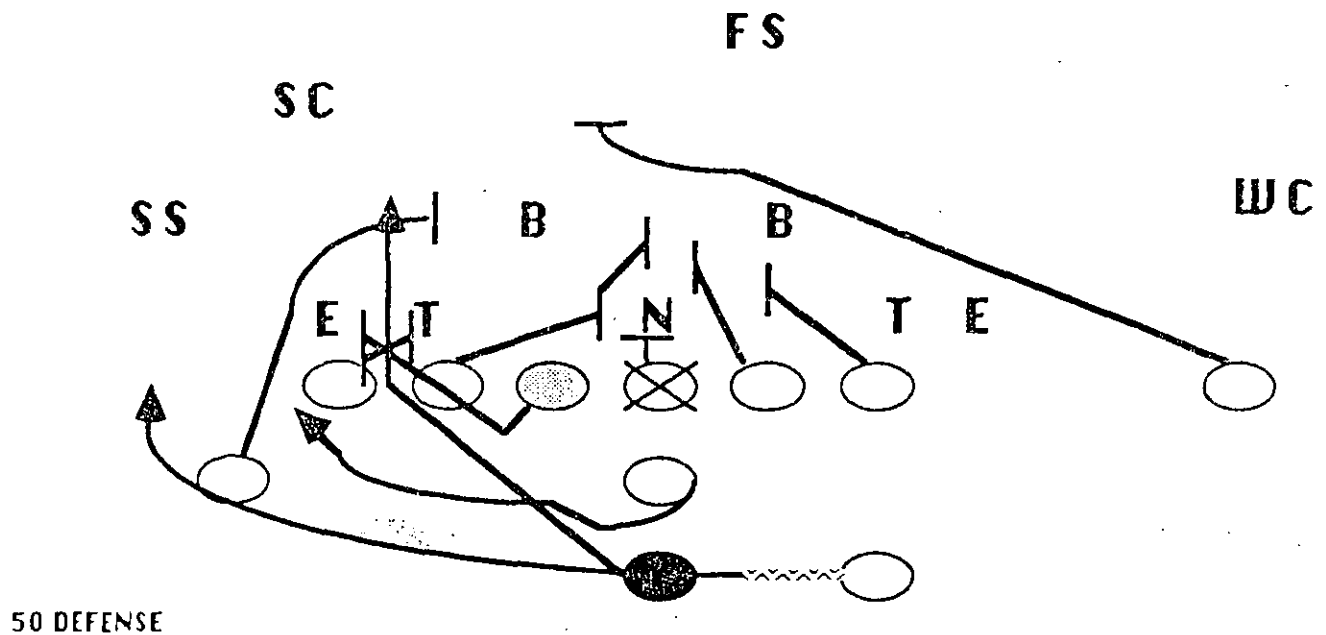
FB - Fake 35 Dive - Dive for
left foot of LT.

Techniques:

44
DEFENSE



43
DEFENSE



TE - Down - Backer.

LT - Gap - Down - Backer.

LG - Pull - Block out.

C - Zone.

RG - Zone.

RT - Zone.

SE - Crossfield block
back at hole.

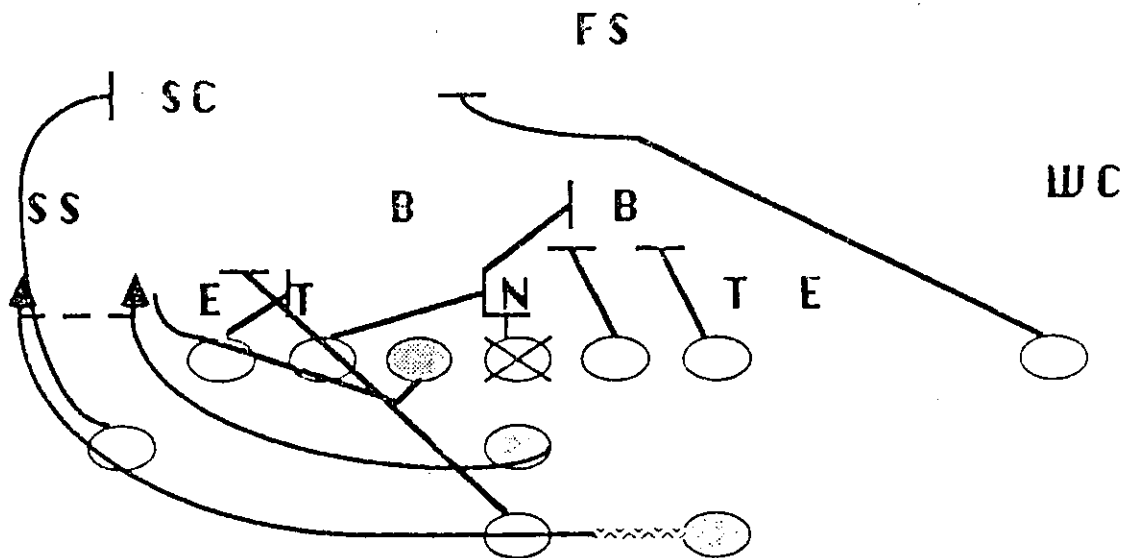
QB - Reverse pivot -
Hand-off to FB -
Fake option.

LH - Influence 1st man on
or outside TE. Wall
off inside.

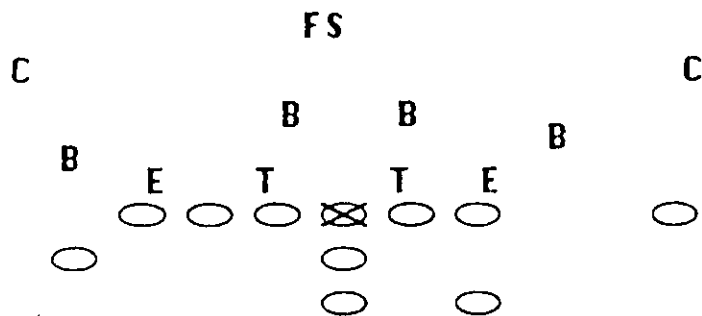
RH - Leave in one step
motion - Fake pitch
at 9.

FB - Ball carrier - Run
for inside foot of TE.

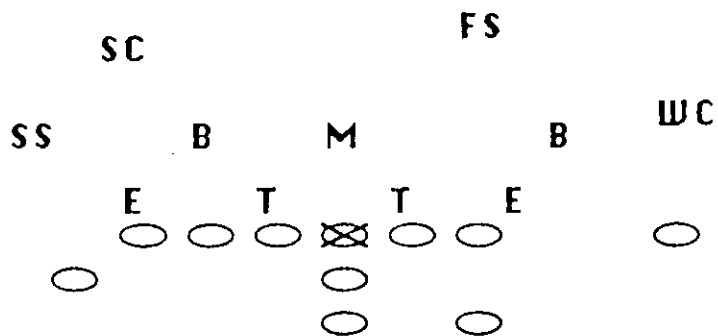
Techniques:



50 DEFENSE

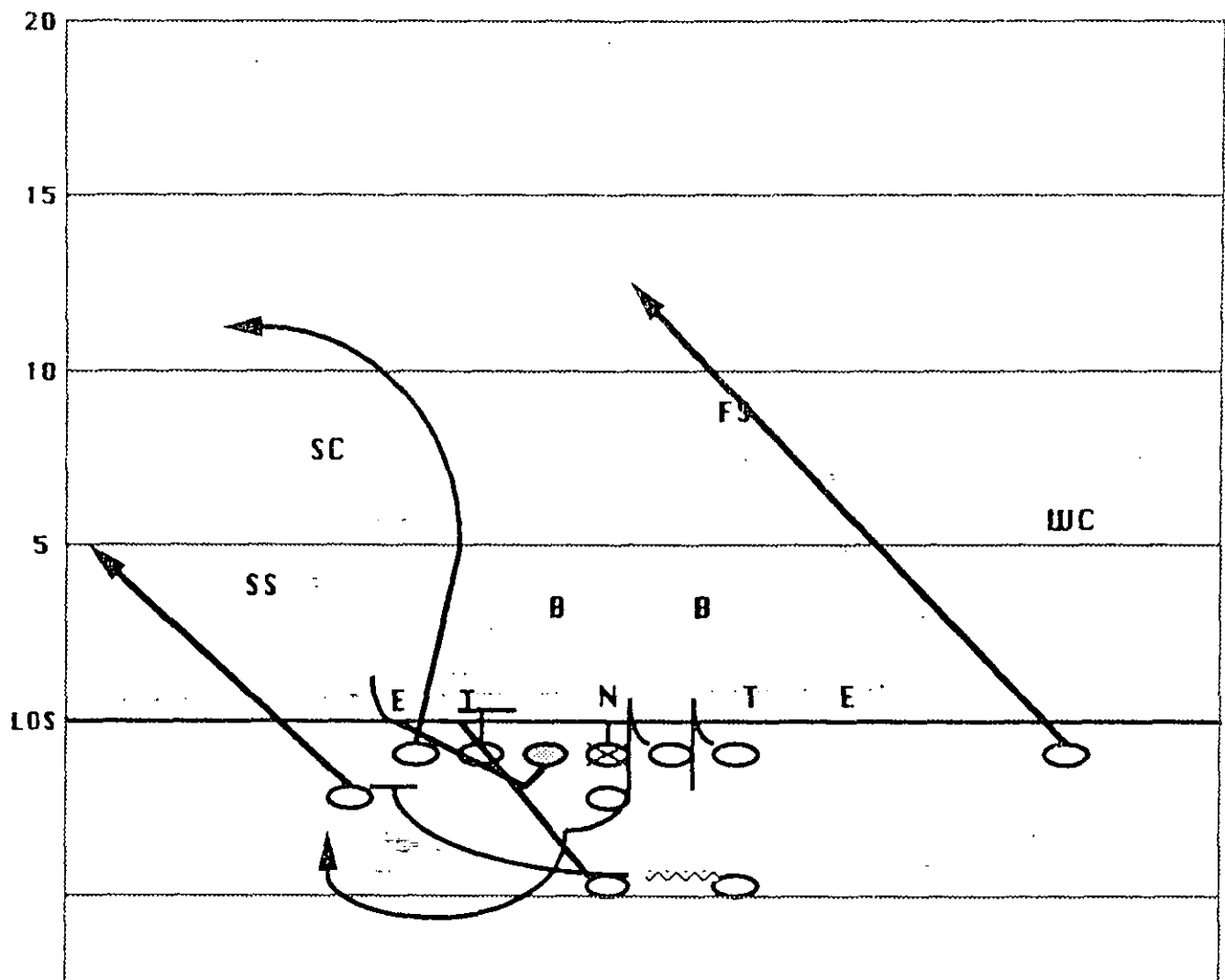


44 DEFENSE



43 DEFENSE

- TE - Gap - Backer.
RT - Zone.
RG - Zone.
C - Zone.
LG - Pull - Log 7 or 9
Technique.
LT - Gap - Down - Backer.
SE - Cutoff.
QB - Reverse pivot -
Quick ride to FB.
LH - Release outside -
Arc and Block 5.
RH - One step motion - 5 x
2 pitch relationship.
FB - Dive for inside foot
of TE - Block 1st
inside - Probably LB.



TE - Run Seam Route.

LT - Gap - Down - On

LG - Pull - Log 1st man outside LT.

C - On - Near Gap - Hinge.

RG - Hinge.

RT - Hinge.

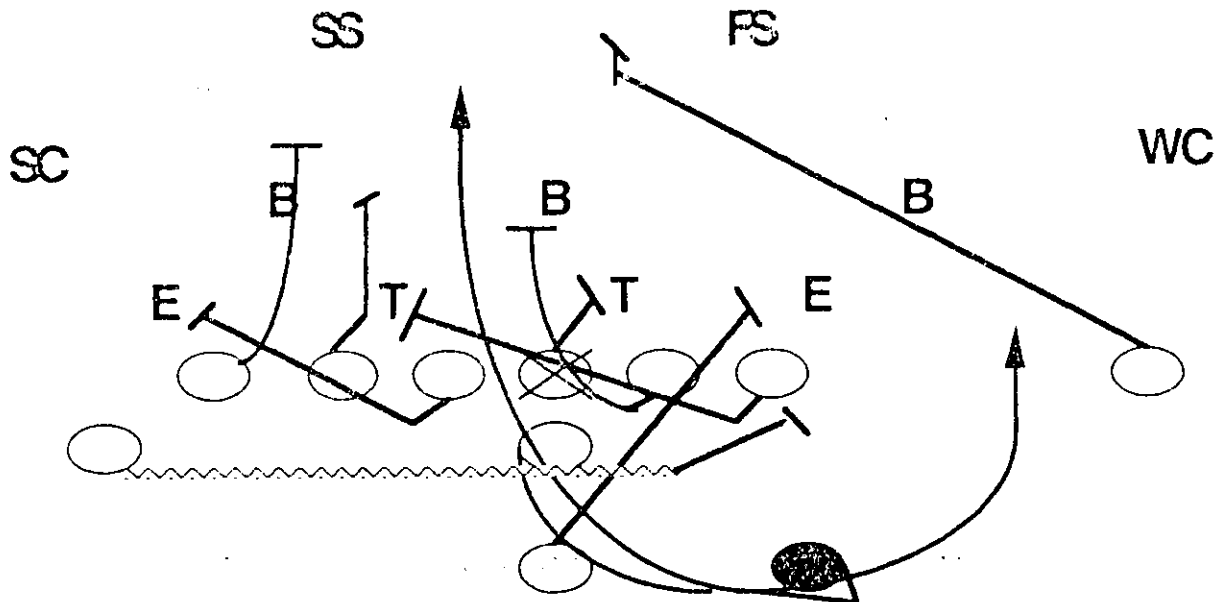
SE - Post route.

QB - Reverse pivot - Ride ball quickly to FB - Bring ball up quickly into passing position - Be ready to throw by your 3rd step after fake - Continue to threaten flank no deeper than 5 yards.

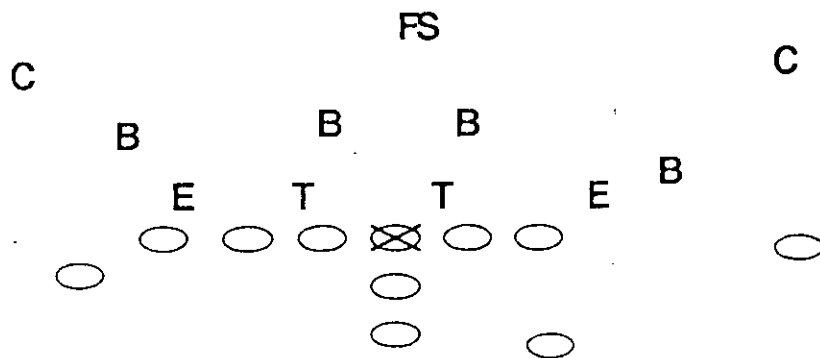
LH - Sprint to flat (look immediately).

RH - Leave in one step motion - Get in front of QB - Hook 1st man off corner.

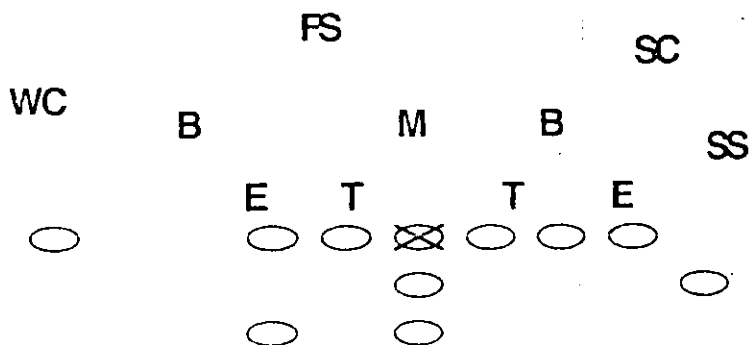
FB - Straighten path for outside leg of LT - Block 1st to show in area.



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Gap - Backer - Release inside - If 9 Technique squeezes you, block him.

LT - 1st backer from C - Jack Henry technique.

LG - Lead - Backer - Man in Gap - Influence-Pull vs 4-3...kick out.

C - Post - Lead - Away.

RG - Area - Post-Gut vs. Even

RT - Pull - Inside out or gut through.

SE - Crossfield - Block back at hole.

QB - Reverse pivot - Hand ball to RH, bootleg at 8.

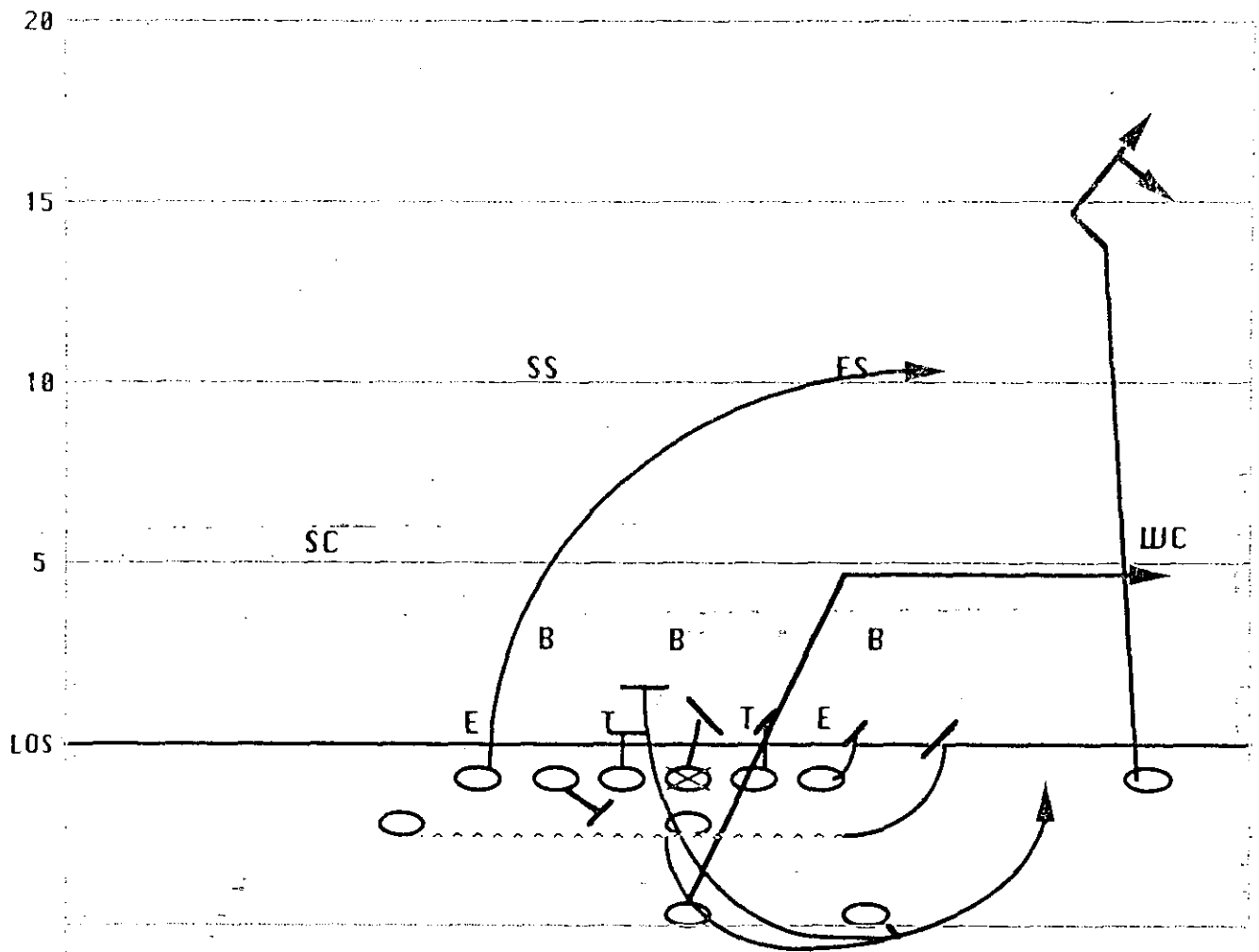
RH - Ball carrier - Rock weight on right foot, receive inside hand off.

LH - Leave in early motion - Block 1st man outside RT.

FB - Drive for RG-RT seam - Block 1st man in area.

Techniques:

741 COUNTER BOOT



TE - Run crossing pattern.

LT - Gap - On - Area.

LG - Gap - On - Lead.

C - Post - Lead.

RG - Area - Post.

RT - Pull - Block first man outside LT. Reach vs. 5 tech

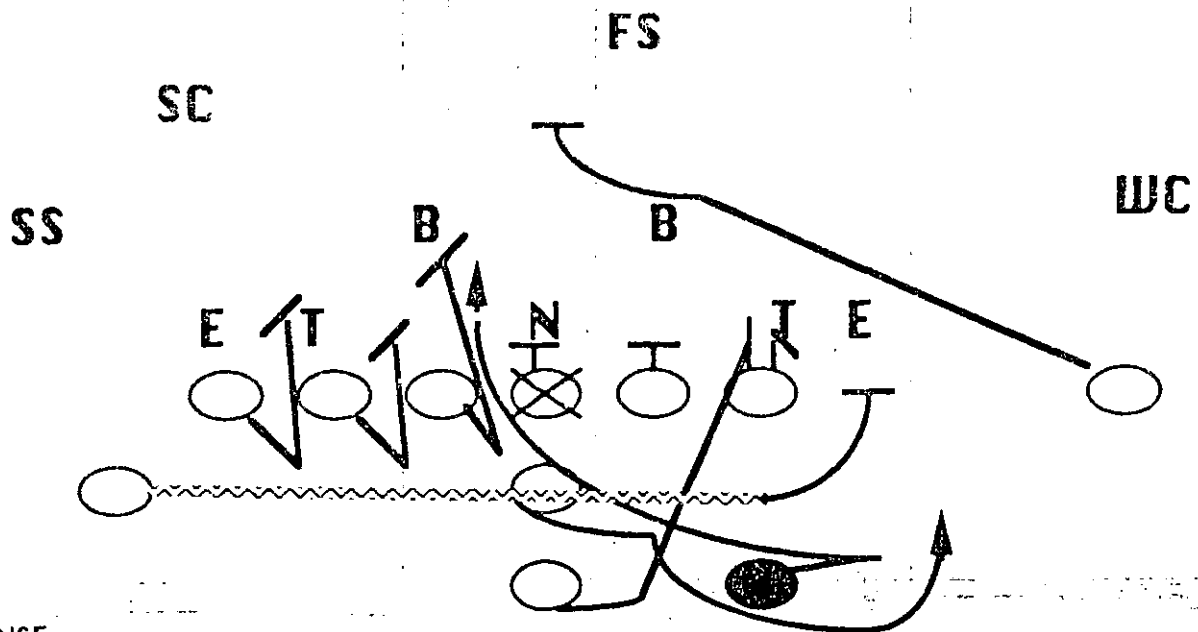
SE - Post - Corner route.

QB - Reverse pivot - Fake 41 Ctr. - Bootleg at 8 -
Run or pass option.

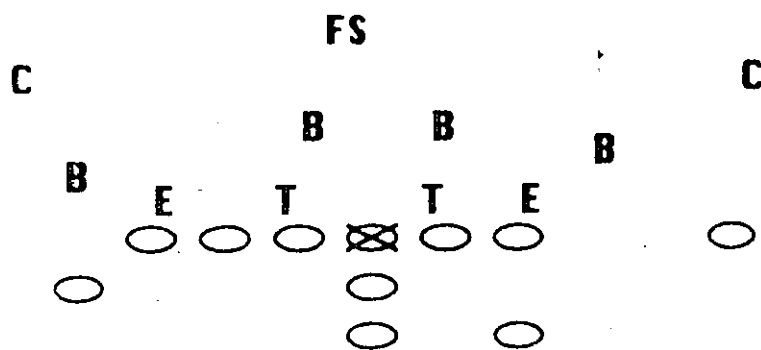
LH - Early motion - Try to hook 1st man outside of RT.

RH - Fake 41 Ctr.

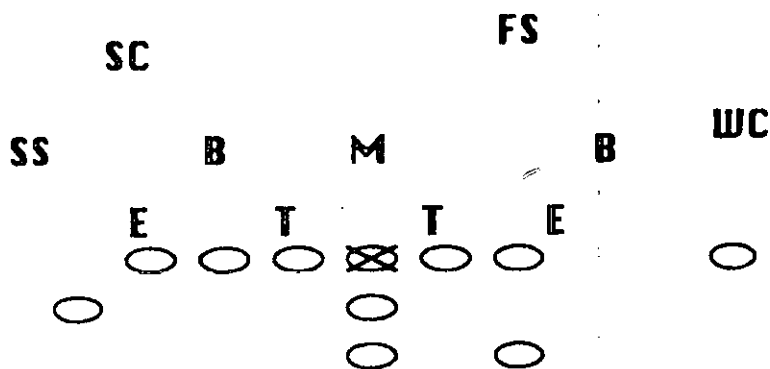
FB - Run 41 Ctr. path - Block B gap if threatened -
Get into flat area.



50 DEFENSE



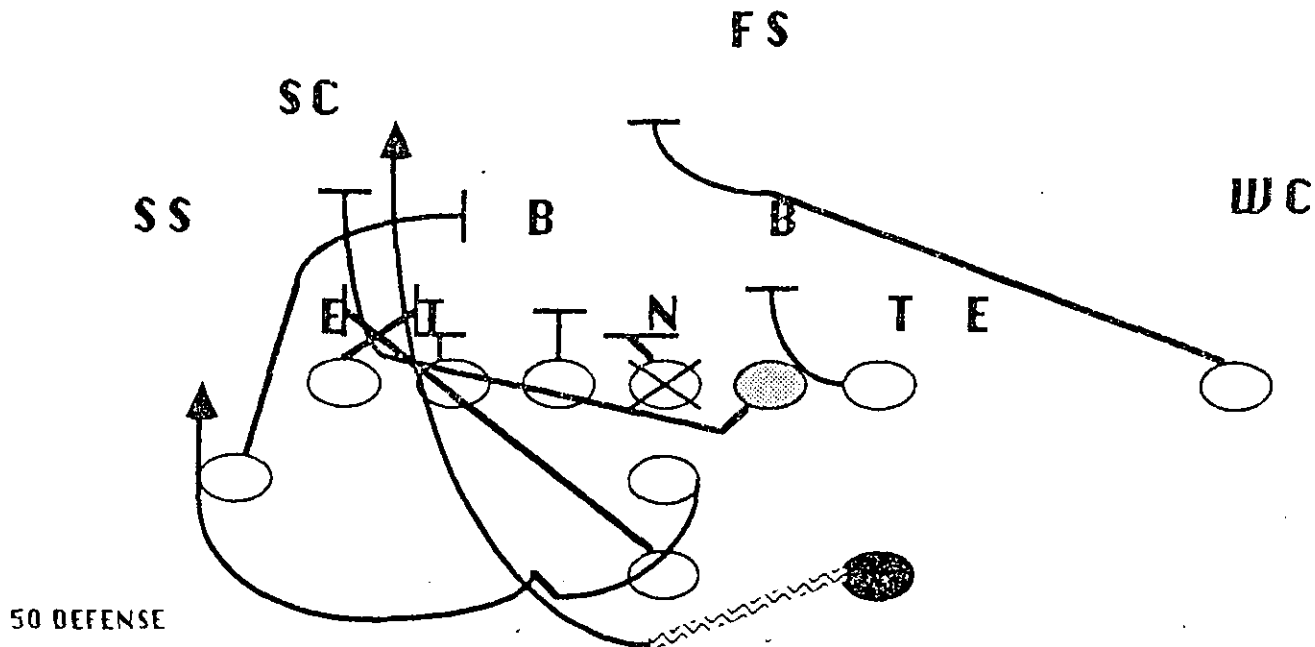
44 DEFENSE



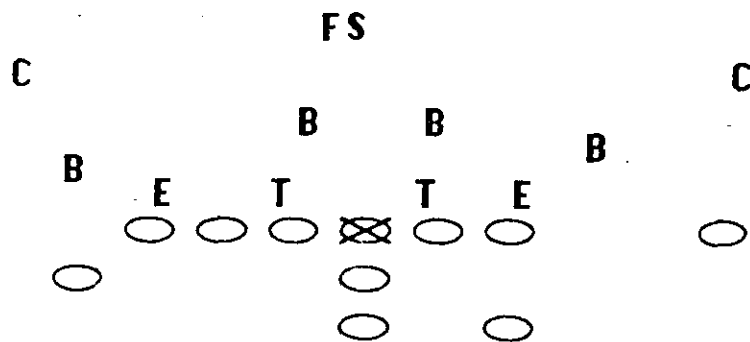
43 DEFENSE

- TE - Step & Cup - Delayed Backer.
- LT - Step & Cup - Delayed Backer.
- LG - Step & Cup - Delayed Backer.
- C - On Step & Cup - Delayed Backer.
- RG - Gap - On - Area - Delayed Backer.
- RT - Gap - On - Out.
- SE - Crossfield block back at hole.
- QB - Reverse pivot - Arm Ride to FB - Inside Handoff to RH Fake Booleg Right.
- LH - Leave in early motion - Block 1st man outside RT.
- RH - Ball carrier - Cross-over Plant - Retrace Steps for Inside Handoff - Read Center's Tail.
- FB - Drive for RG-RT seam - Block 1st man in area.

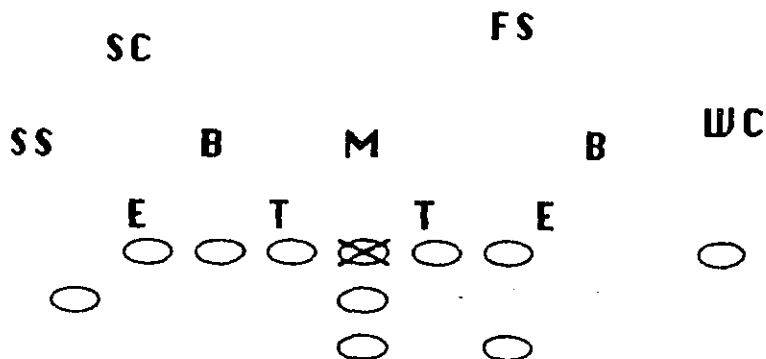
Techniques:



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Lead backer -
Influence - Block Rt.

LT - Gap - Post - Lead.

LG - Gap - Area - Post.

C - On - Area - Away.

RG - Pull - Lead through
hole.

RT - Shutoff.

SE - Crossfield - Block
back at hole.

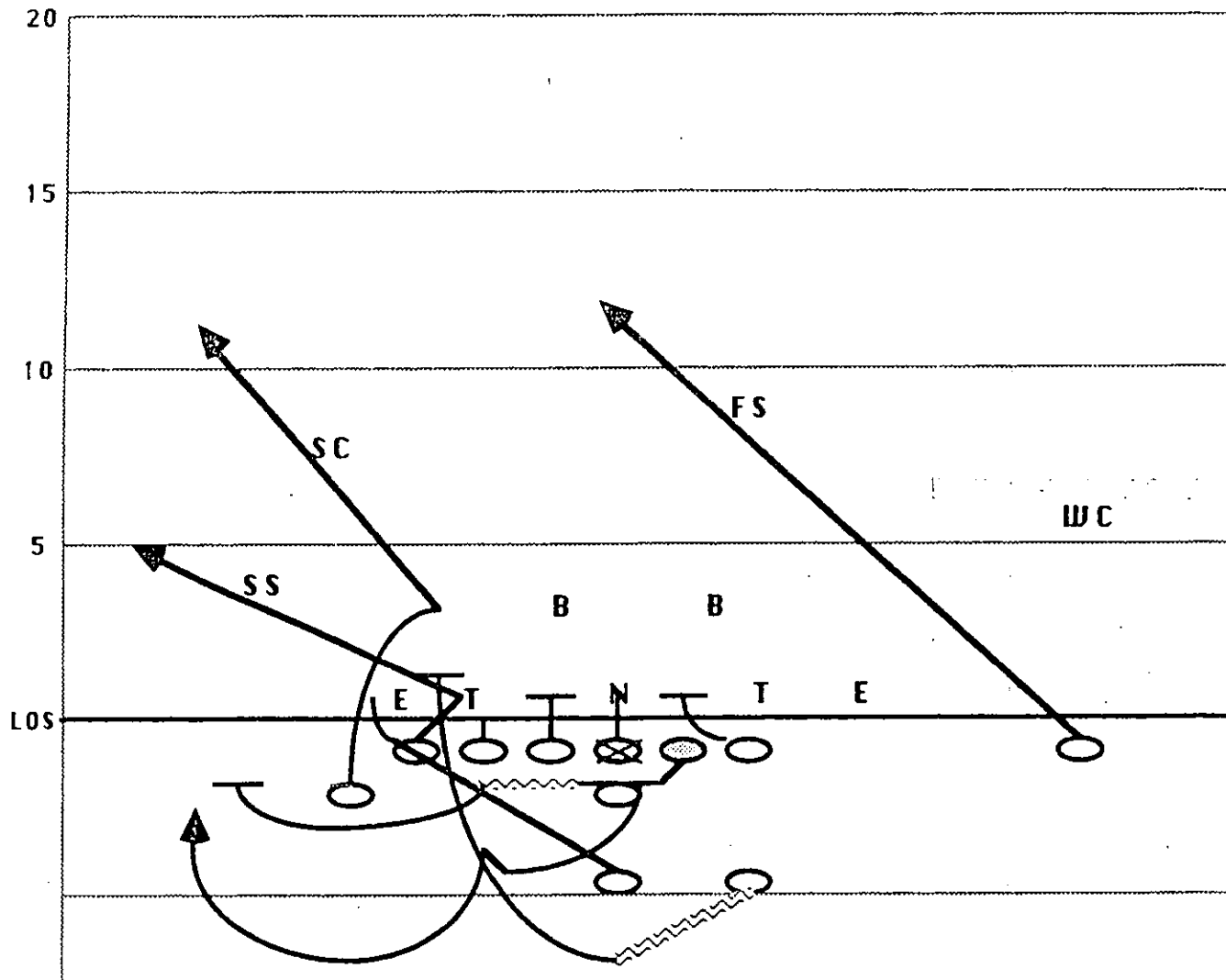
QB - Reverse pivot - Ride
to RH - Fake Keep
Pass Left.

LH - Influence 1st man on
or outside TE. Wall
off inside.

RH - Ball carrier - One
step motion - Belly
Path to hole.

FB - Head for tail of LT -
Block 1st man outside
of LT.

Techniques:



TE - Gap - Lead - Backer - "2" counts and release for flat.

Block on or down vs. "8" man front.

LT - Gap - Post - Lead.

LG - Gap - Area - Post.

C - On - Area - Away.

RG - Pull - Allow RH to clear, then lead around end.

RT - Hinge.

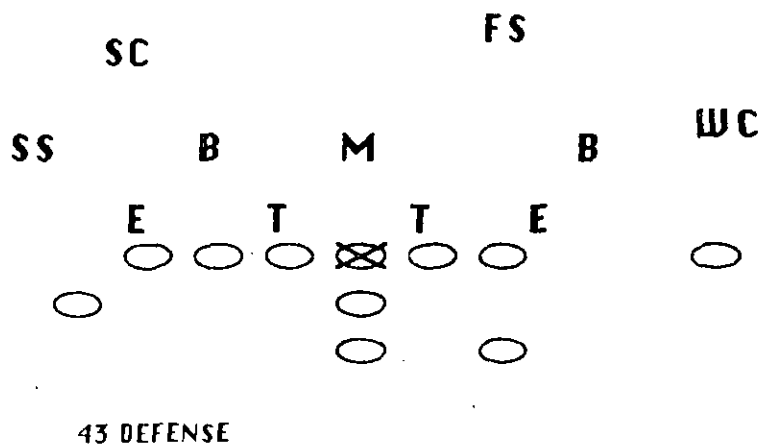
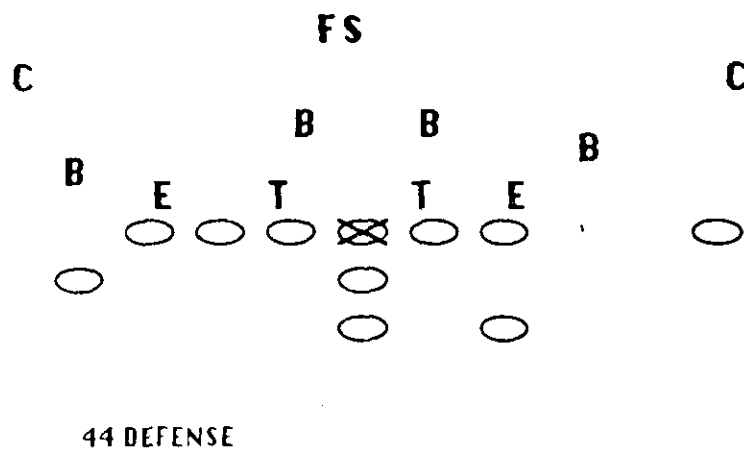
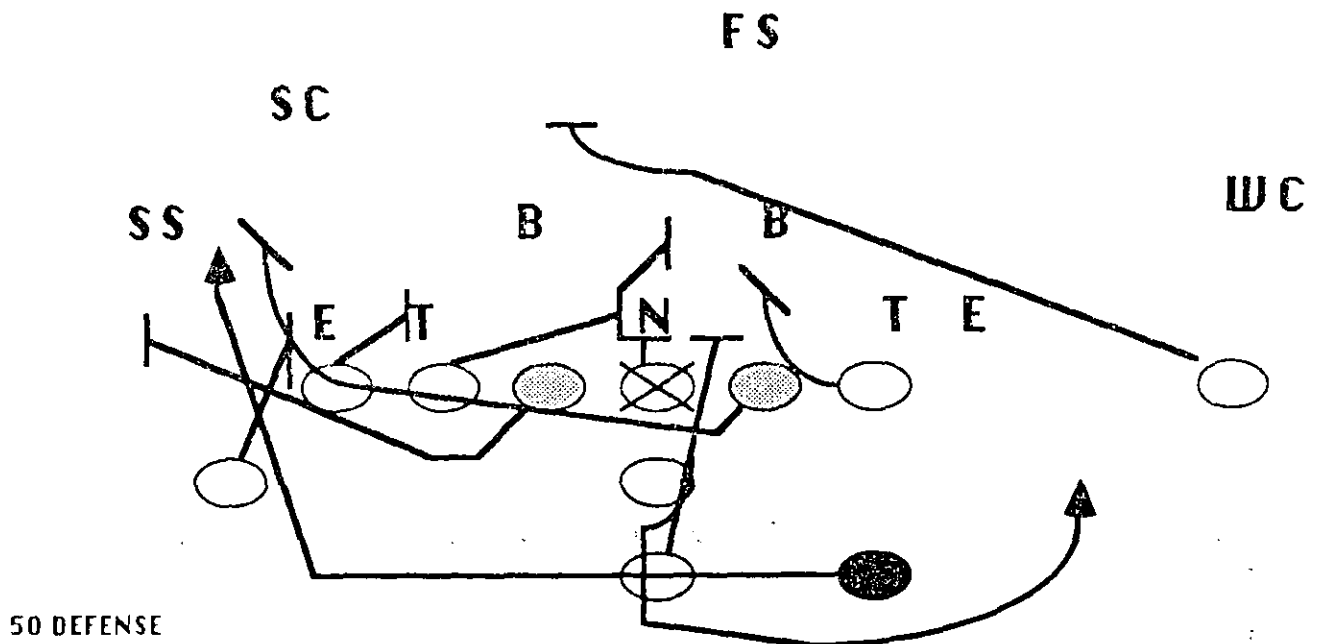
SE - Run diagonal through safety.

QB - Reverse pivot - Ride HB - Keep - Threaten flank -
Option run or pass.

LH - Fake block on LB - Run flag route.

RH - One step motion - Fake 47 - Block LB.

FB - Aim for tail of LT and overblock "7" or "9" Technique.



TE - Gap - Down - Backer.

LT - Gap - Down - Backer.

LG - Pull - Block out on
1st man outside.

C - Reach - Area - Away.

RG - Pull - Wall off.

RT - Shutoff.

SE - Crossfield - Block
back at hole.

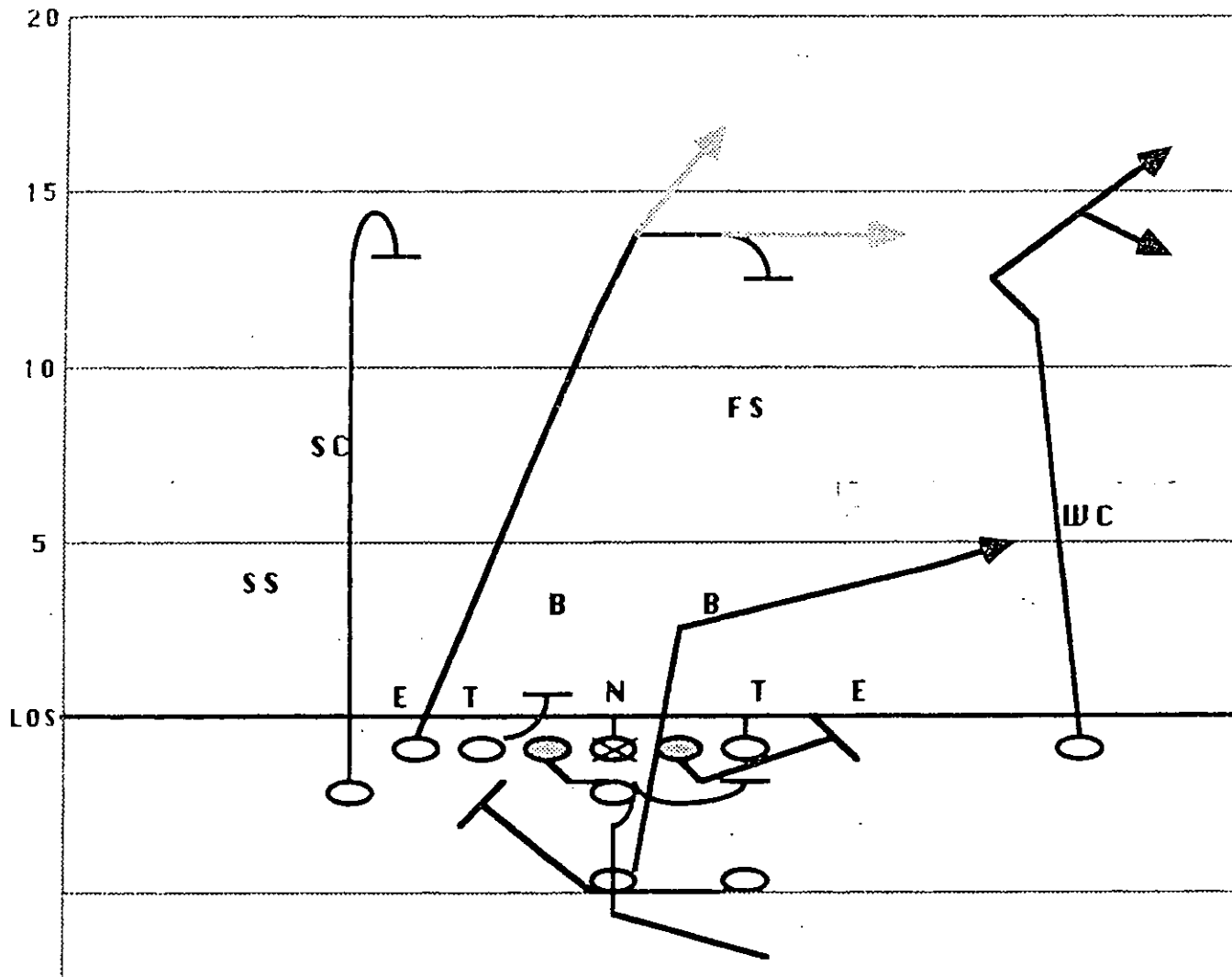
QB - Reverse pivot -
Follow midline -
Hand-off to RH -
Bootleg at 8.

LB - Go for point 1 1/2
yards outside of TE.
Attack 1st free man
inside.

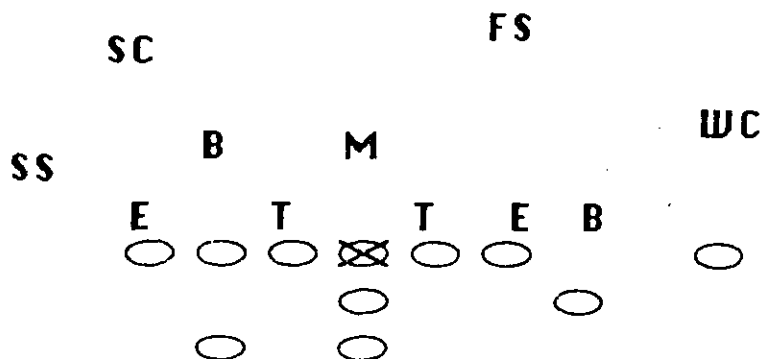
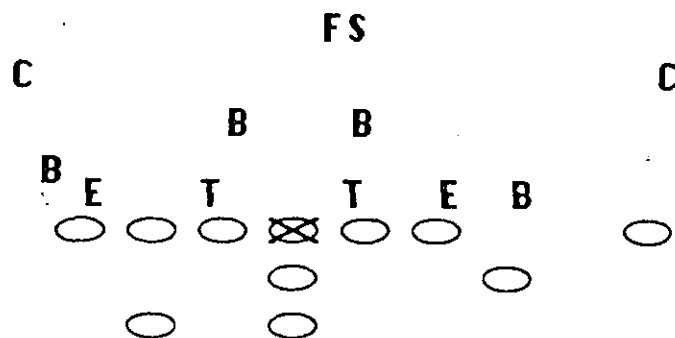
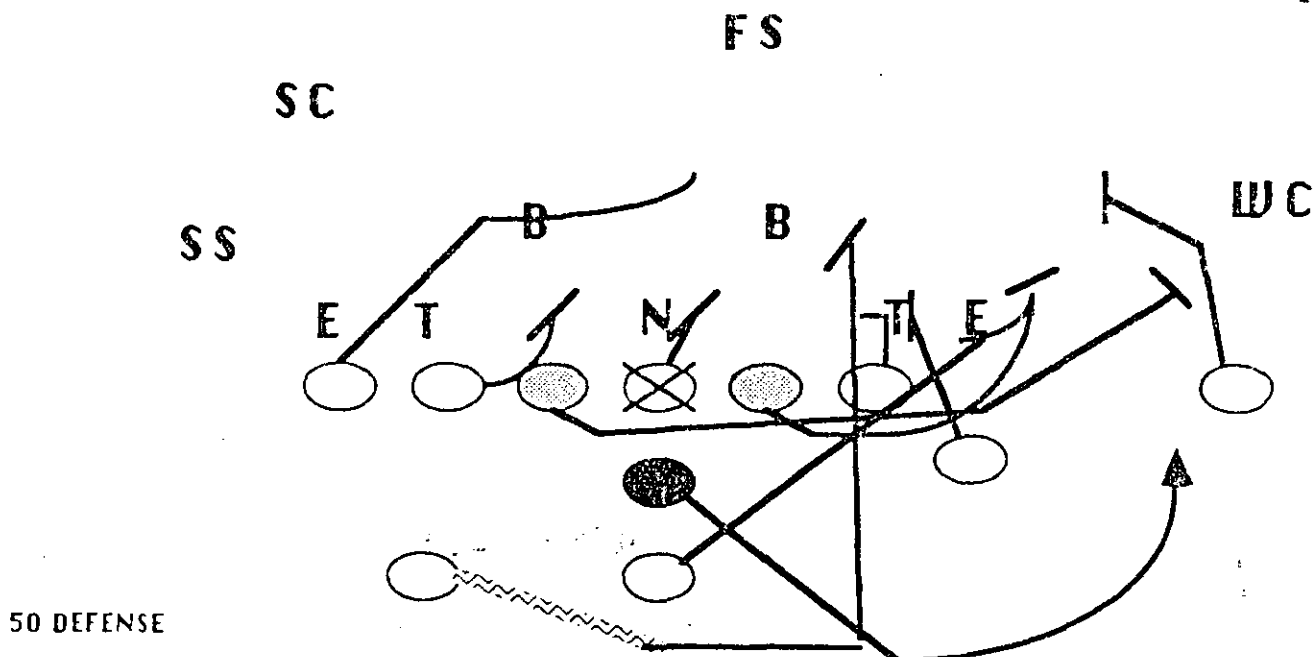
RH - Ball carrier - Follow
RG.

FB - Dive for right foot
of C - Block area.

Techniques:



- TE - Release inside - Key middle safety - 3 deep -
Run crossing pattern - If 2 deep, run deep middle.
- LT - Gap - Backer - On - Away.
- LG - Pull - Let fullback clear - Read from RG to backside -
Block pie shape triangle.
- C - Reach - On - Away.
- RG - Pull - Influence hook.
- RT - Gap - Down - On.
- SE - Waggle pattern.
- QB - Reverse pivot - Fake to RH - Read coverage and receiver
routes - Set up behind LT - Read SE to FB then centerfield.
- LH - Fly - Vs. 3 deep hook up at 15 yards on hash or wider -
Vs. 2 deep - Fly - Stay wide.
- RH - Fake 49 - Block 1st man outside LT block.
- FB - Dive for inside foot of RG - Block area if threatened -
Slide delayed into flat.



TE - Crossfield - Block back at hole. Release inside - If 7 or 9 Technique squeezes, block him first.

LT - Shutoff.

LG - Pull flat - 3 steps - Allow LB to pass - Get depth - Lead QB.

C - On - Near Gap - Away.

RG - Pull - Log 7 or 9 Technique.

RT - Gap - Down - Post.

SE - Drive downfield - Crack on Level 2-3. Protect QB.

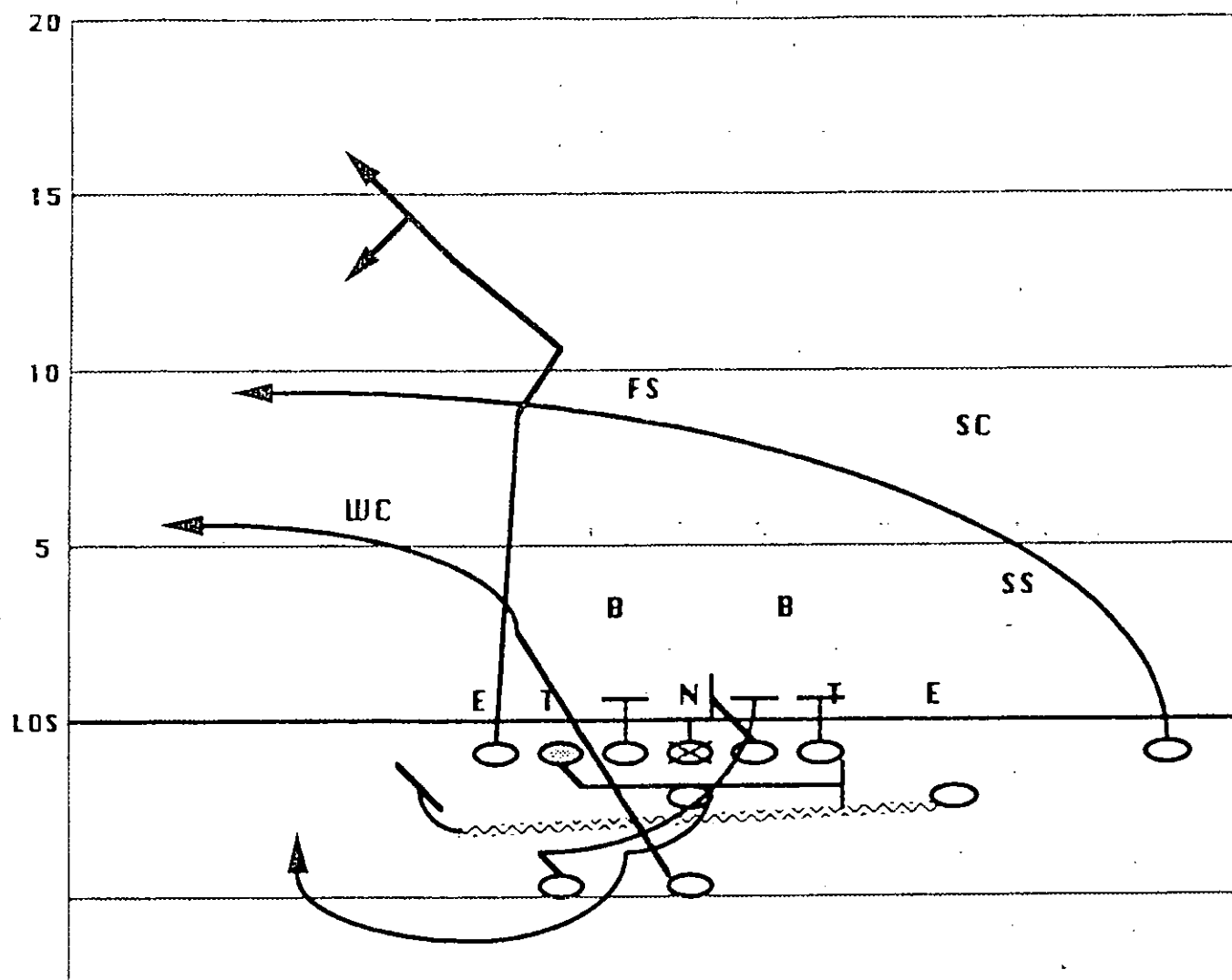
QB - Open - 45 degree angle - Fake 24 Draw - Get depth - Read block of FB. LG is your escort.

LB - 2 step motion - Fake 24 Draw Block 1st playside LB.

RB - Gap - Down-backer.

FB - 45 degree angle at 7 or 9 Technique - Cut him.

Techniques:



SE - Run crossing pattern.

RT - Gap - On - Area.

RG - Gap - On - Lead.

C - Post - Lead.

LG - Area - Post.

LT - Pull - Block first man outside RT.

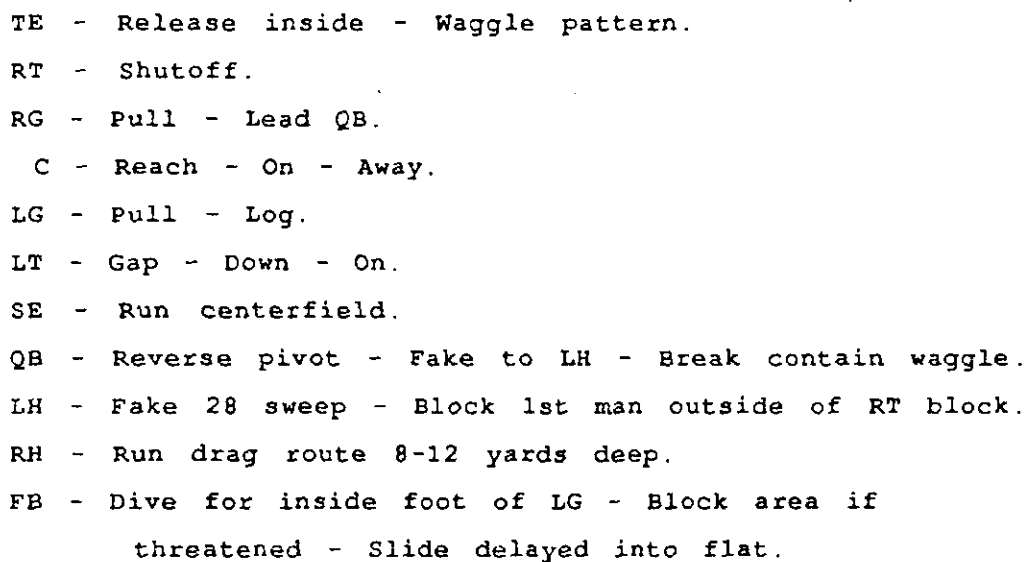
TE - Post - Corner route.

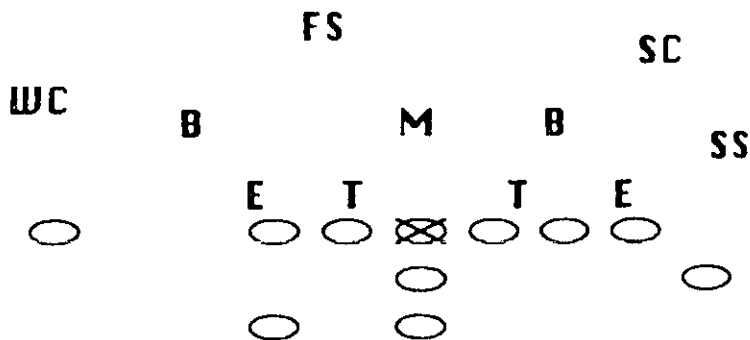
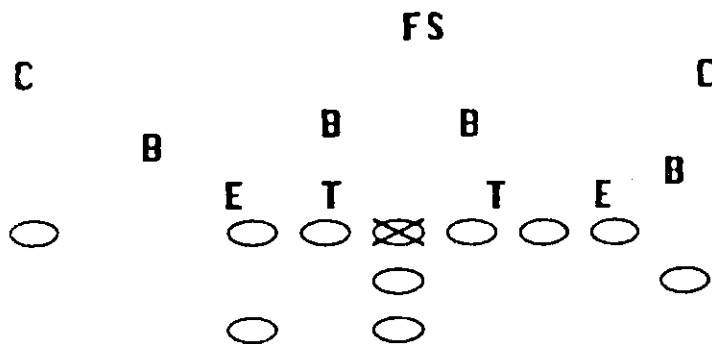
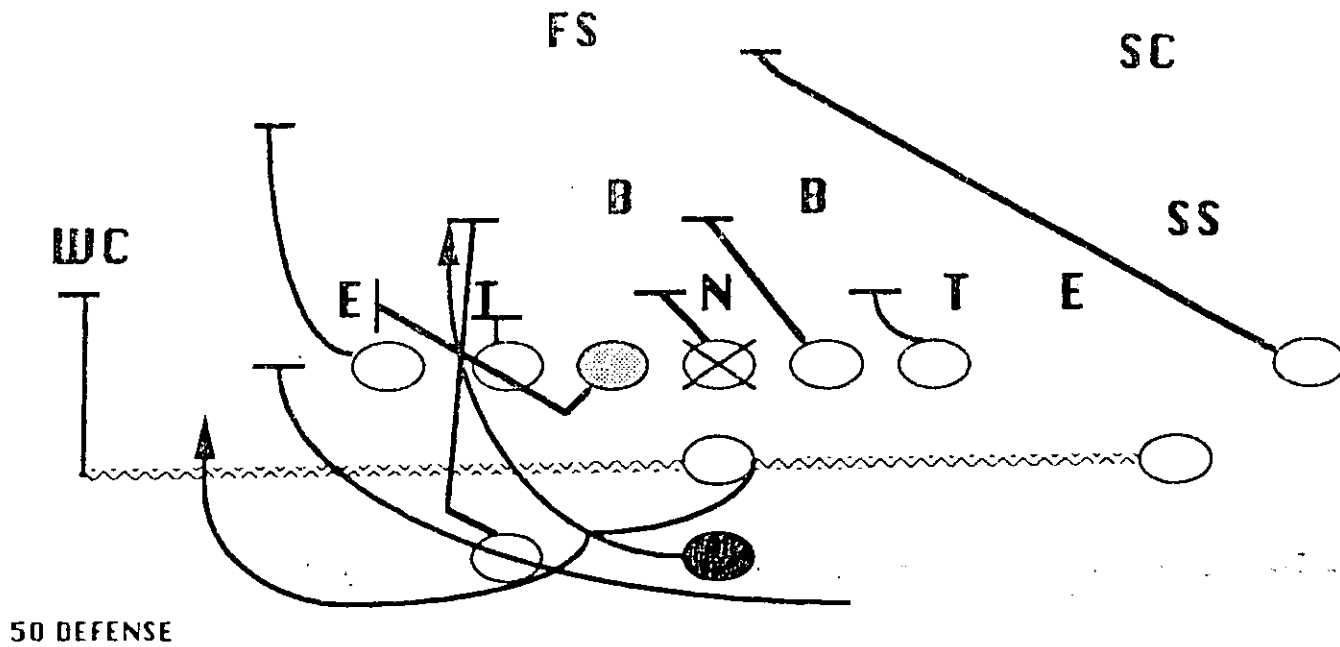
QB - Reverse pivot - Fake 20 Ctr. - Bootleg at 9 -
Run or pass option.

RH - Early motion - Try to hook 1st man outside of LT.

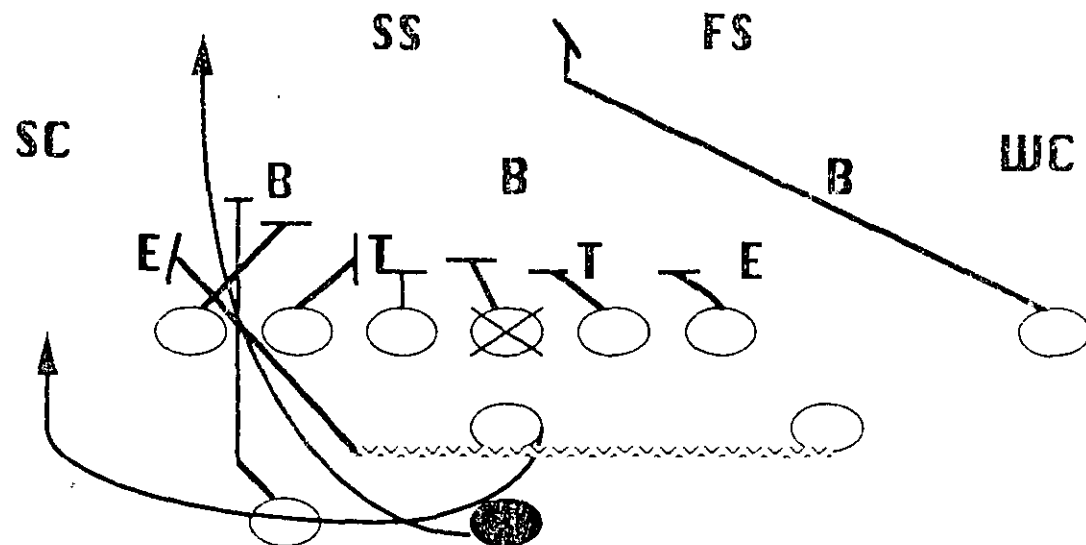
LH - Fake 20 Ctr.

PB - Run 20 Ctr. path - Brush check man on LT -
Get into flat area.

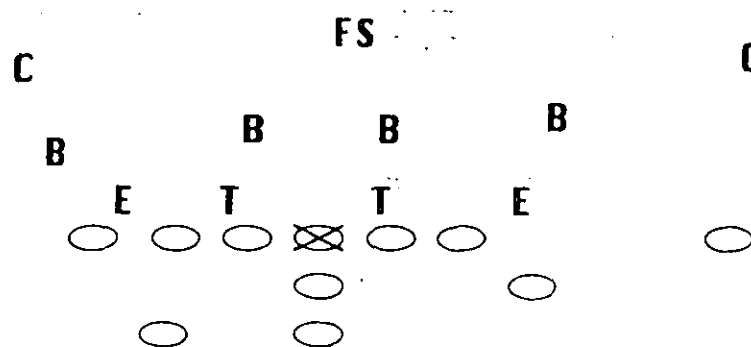




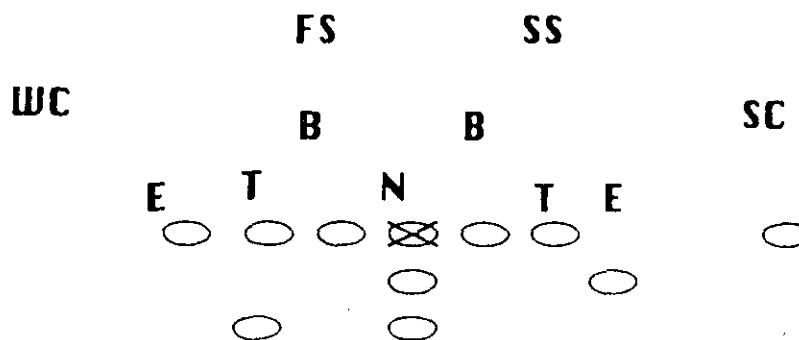
- SE - Fake crack - Downfield block across hole - Most likely block FS
- RT - Vs. 5 Technique - Zone.
Vs. 4 Technique - Odd Block.
- RG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Cut.
- C - On - Away.
- LG - Pull block out 1st past LT.
- LT - Gap - Down - On.
- TE - Arc release, - block area.
- QB - Reverse pivot - just over midline. 45 degree - Mesh for hip of FB. Ride ball. Cross behind FB to allow cutback. Fake Belly Pass.
- LH - Step out - Read LT block. Block 1st backer from C (Double Gap Block LG-LT seam).
- RH - Leave early motion - Fake 35 Belly Pass. Block corner contain.
- FB - Ball carrier - Lead step - Bend path for inside foot of LT. Read defensive tackle - Select opening.
- Techniques:



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Lead - Backer

LT - Gap - Post - Lead.

LG - Gap - Area - Post.

C - On - Away.

RG - Zone

RT - Zone

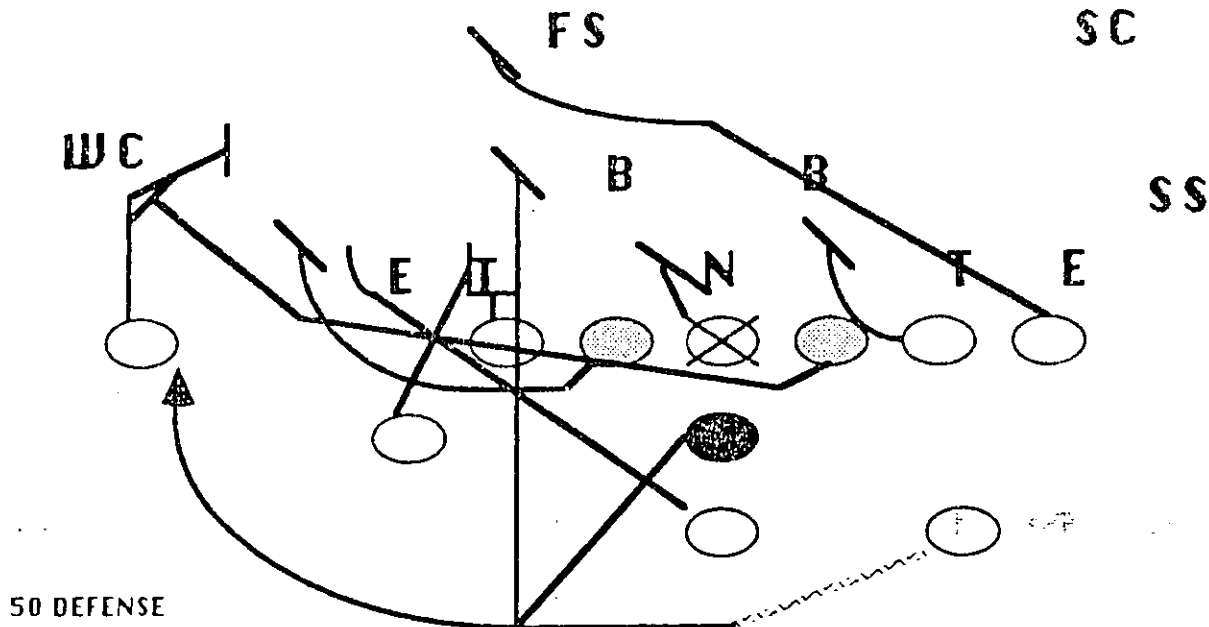
SE - Crossfield - Block
back @ Hole.QB - Reverse pivot - 35 Belly
Path - Get ball deep
to FB - Fake Keep PassRH - Early motion - Kick
out at hole

LH - Lead thru 7 hole. Block

1st LB to show

FB - Ball carrier-35 Belly
path.

Techniques:



TE - Crossfield - Block back at hole. Release inside. If 7 or 9 Technique squeezes, block him first.

RT - Shutoff.

RG - Pull flat - 3 steps - Allow RB to pass. Get depth - Lead QB.

C - On - Near gap - Away.

LG - Pull - Log 7 or 9 Technique.

LT - Gap - Down - Post.

SE - Drive downfield - Crack on Level 2-3.

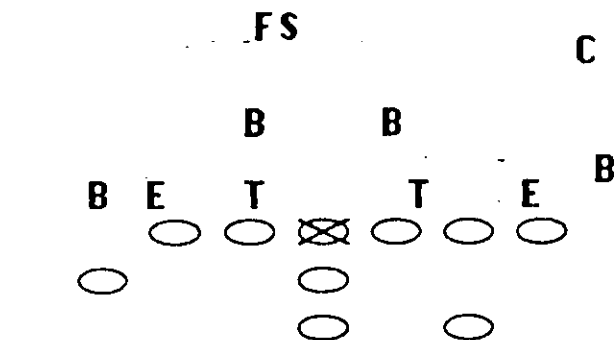
QB - Open 45 degree angle - Fake 45 Draw. Get depth - Read block of FB. RG is your escort.

LH - Gap - Down - Backer.

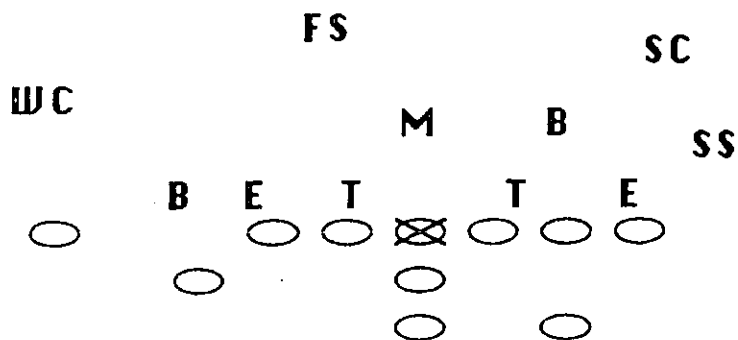
RH - 2 step motion - Fake 45 Draw - Block 1st playside LB.

FB - 45 degree angle at 7 or 9 Technique - Cut him.

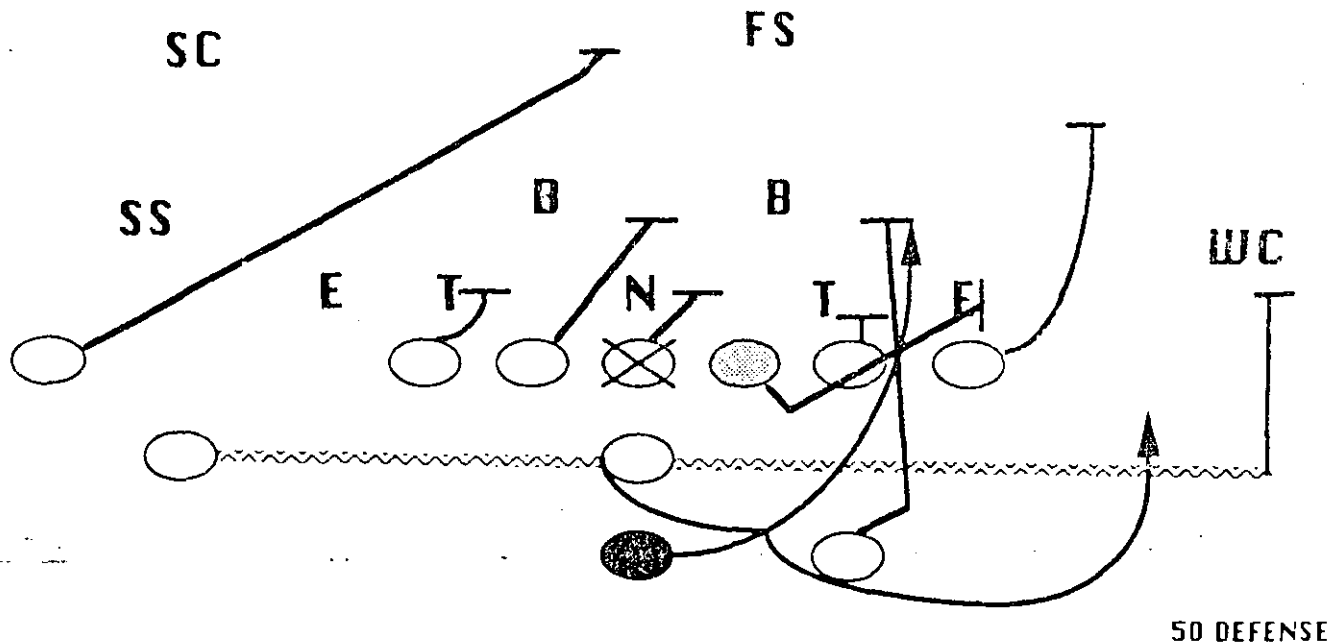
Techniques:



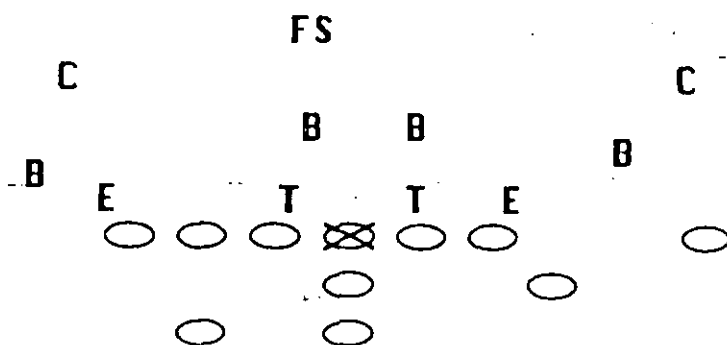
44 DEFENSE



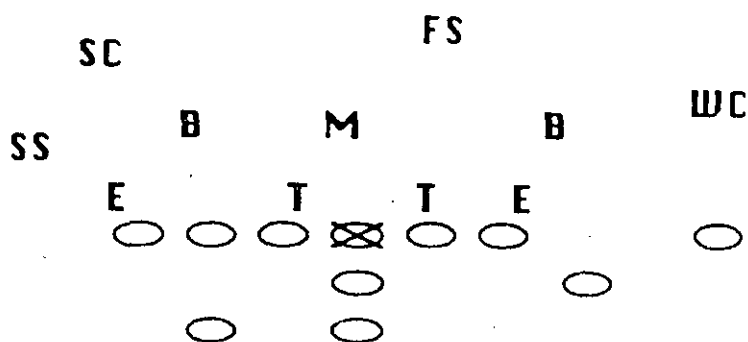
43 DEFENSE



50 DEFENSE



44 DEFENSE



43 DEFENSE

SE - Fake crack - Downfield
block across hole -
Most likely block PS

LT - Vs. 5 Technique - Zone.
Vs. 4 Technique - Odd Block.

LG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Gut.

C - On - Away.

RG - Pull block out 1st past LT.

RT - Gap - Down - On.

TE - Arc release - block area.

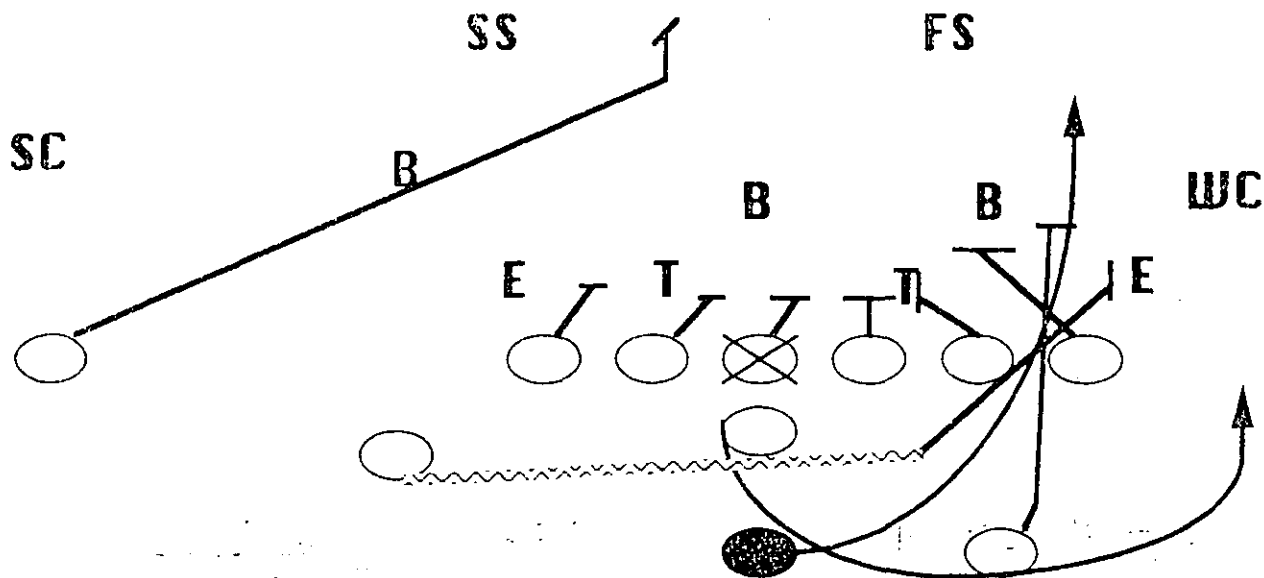
QB - Reverse pivot - just
over midline. 45 degree -
Mesh for hip of FB. Ride
ball. Cross behind FB to
allow cutback. Fake Belly
Pass.

RH - Step out - Read LT
block. Block 1st backer
from C (Double Gap Block
LG-LT seam).

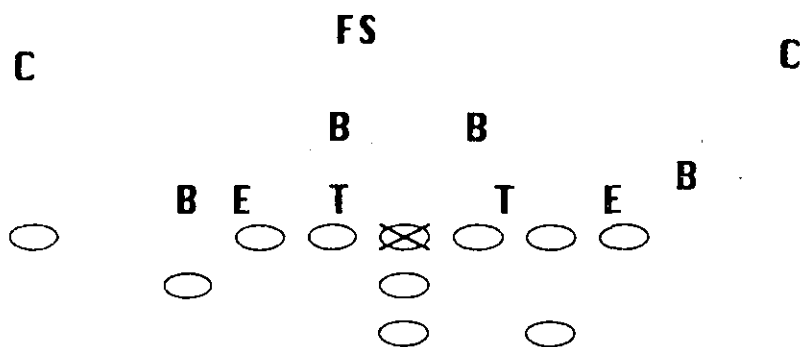
LH - Leave early motion - Fake
35 Belly Pass. Block
corner contain.

FB - Ball carrier - Lead step -
Bend path for inside foot
of LT. Read defensive
tackle - Select opening.

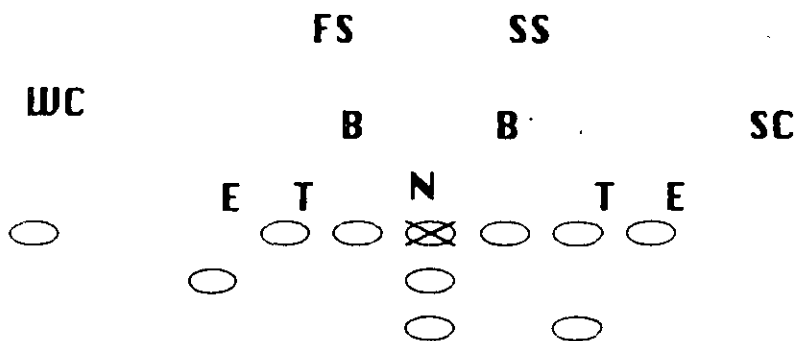
Techniques:



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Lead - Backer

RT - Gap - Post - Lead.

RG - Gap - Area - Post.

C - On - Away.

LG - Zone

LT - Zone

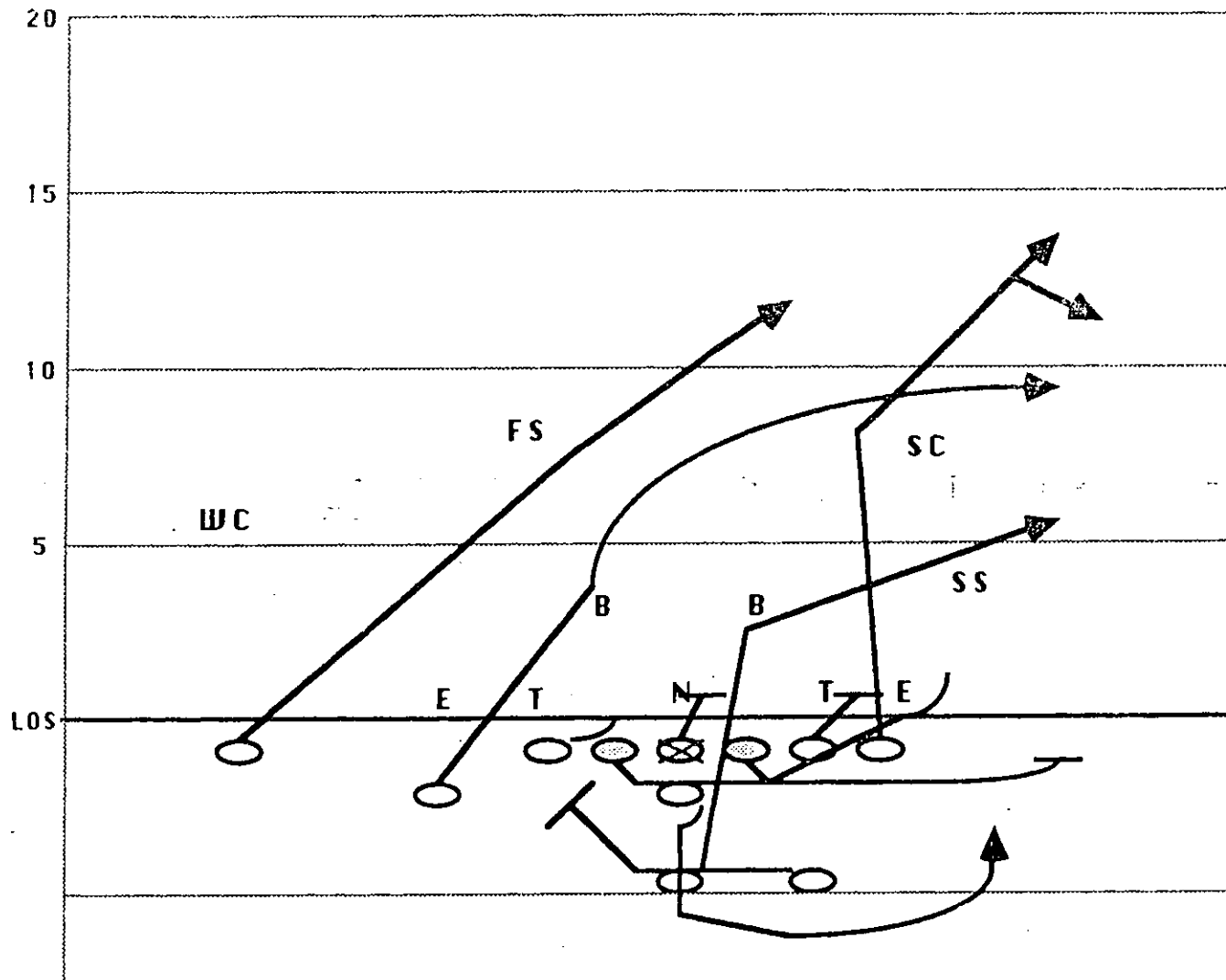
SE - Crossfield -Block
back @ hole.QB - Reverse pivot - 34 Belly
Path - Get ball deep
to FB - Fake Keep PassLH - Early motion - Kick
out at hole

RH - Lead thru 6 hole. Block

1st LB to show

FB - Ball carrier-34 Belly
path.

Techniques:



TE - Release inside - Waggle pattern.

RT - Gap - Down - On.

RG - Pull - Log.

OC - Reach - On - Away.

LG - Pull - Lead QB.

LT - Shutoff.

SE - Run centerfield.

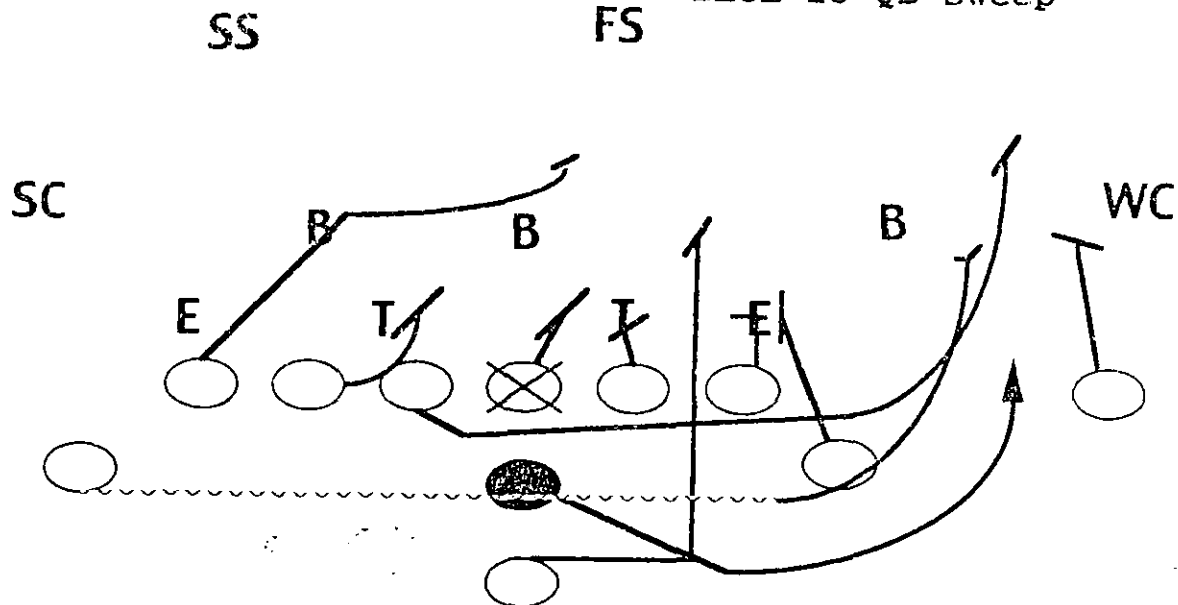
QB - Reverse pivot - Fake to RH - Break contain waggle.

LH - Run drag route 8-12 yards deep.

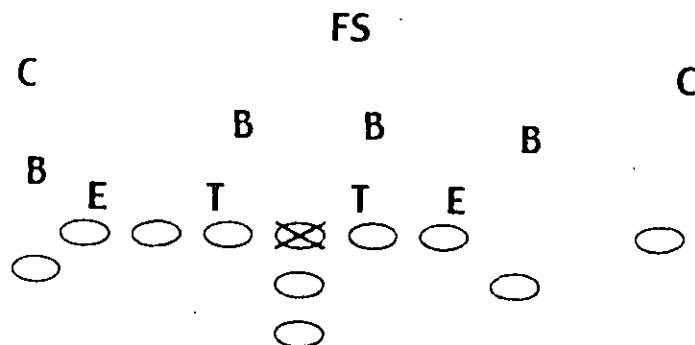
RH - Fake 49 sweep - Block 1st man outside of LT block.

FB - Dive for inside foot of RG - Block area if threatened -
Slide delayed into flat.

BLUE 18 QB Sweep



43 DEFENSE



44 DEFENSE

TE - Crossfield - Block back at hole. Release inside - If 7 or 9 Technique squeezes, block him first.

LT - Shutoff.

LG - Pull flat - 3 steps - Beat FB - Get depth - Lead QB.

C - On - Near Gap - Away.

RG - Pull- Log 7 or 9 Technique. Home vs. 2 TECH.

RT - Gap - Down - Post.

SE - Drive downfield - Man on or Crack Level 2-3.

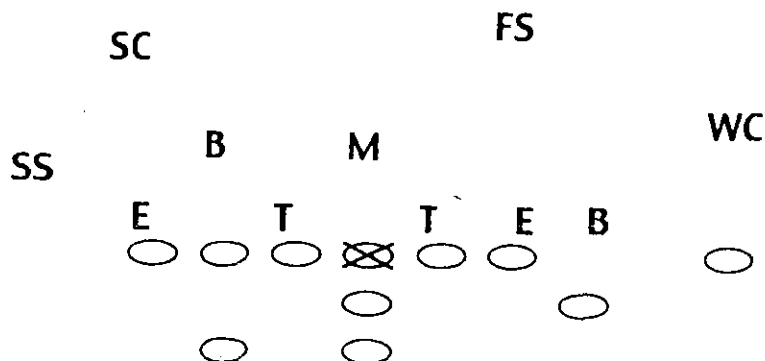
QB - Open-45 degree angle - Fake 34 Draw - Get depth - Read block of LH. LG is your escort.

LH - RunTo motion-Read Block of RH. Log next most dangerous man.

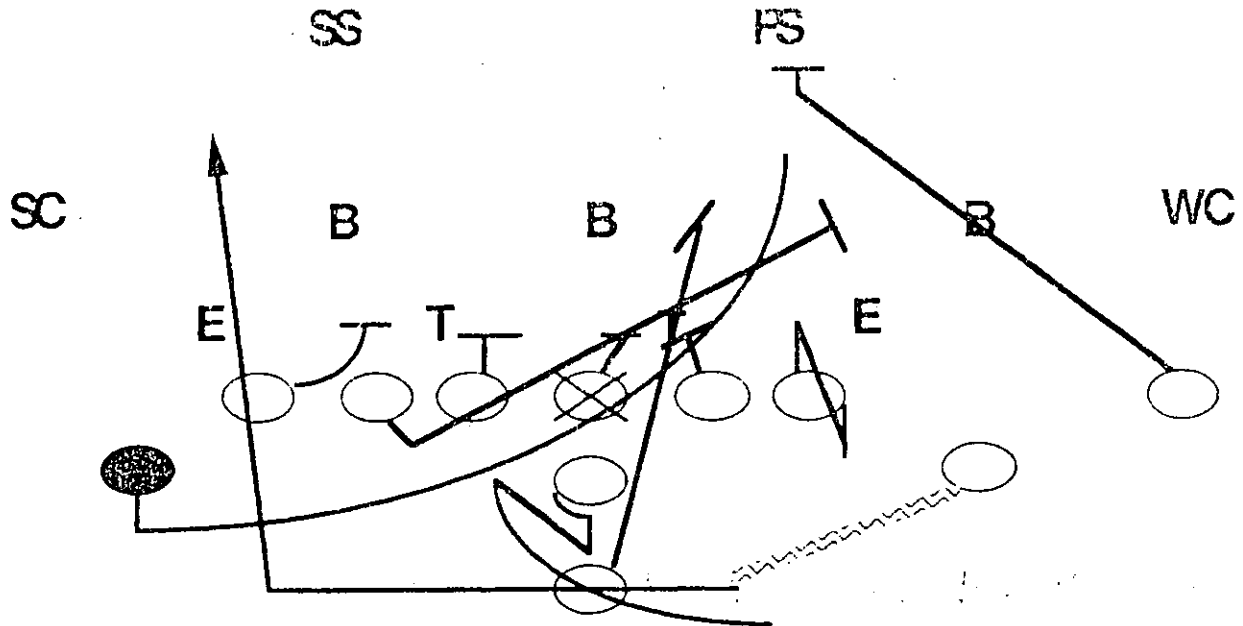
RH - Gap - Lead-backer.

FB - Fake 34 Draw. Block LB.

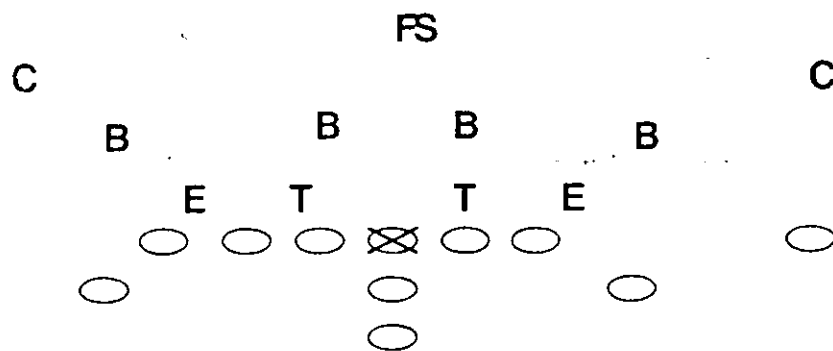
Techniques:



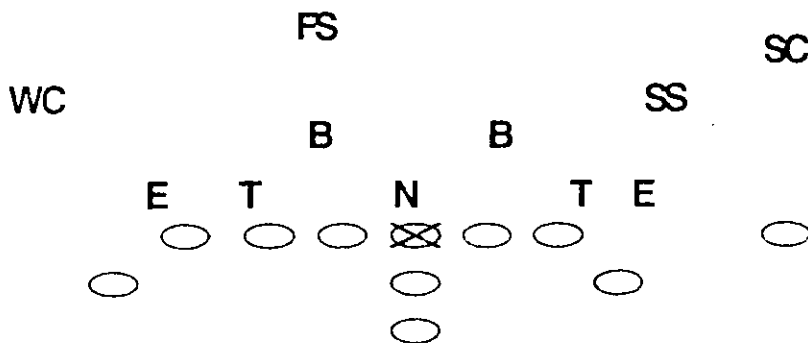
43 DEFENSE



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - SHUTOFF

LT - PULL -THRU HOLE RIGHT

LG - ON-AREA-AWAY

C - REACH-ON-AWAY

RG - GAP-ON-LEFT

RT - GAP-DOWN-ON

SE - Crossfield - Block back at hole.

QB - Reverse pivot - Follow midline - Hand-off to LH bootleg at 8.

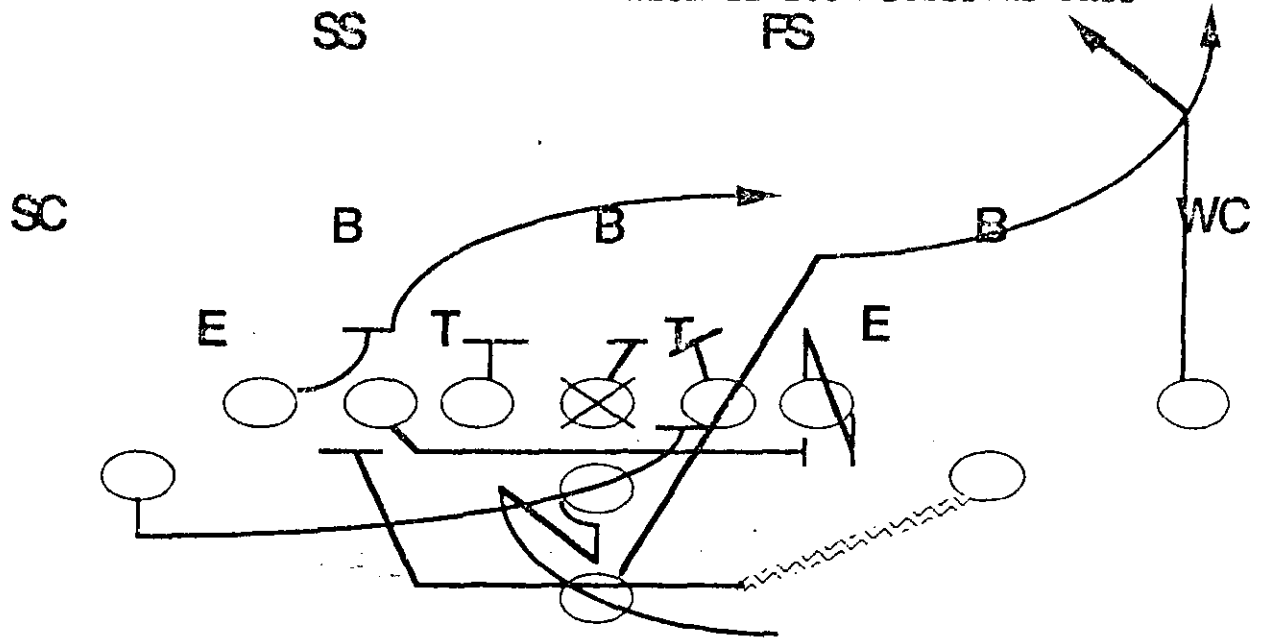
RH - Fake 49 BkSWP - 2 step motion

LH - Ball Carrier - Drop Step aim 1 yard inside FB inside hand-off. Follow FB & LT

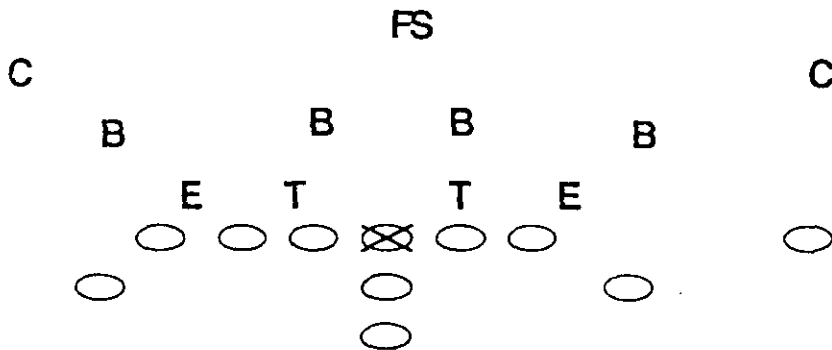
FB - Dive for right foot of C. Block MLB or Kick-out

Techniques:

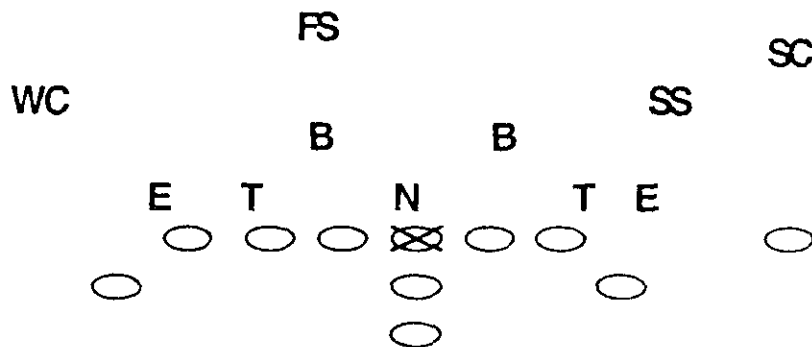
BLUE 22 BUCK SCISSORS PASS



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - SHUTOFF

LT - PULL -PASS PRO RIGHT

LG - ON-AREA-AWAY

C - REACH-ON-AWAY

RG - GAP-ON-LEFT

RT - GAP-DOWN-ON

SE - Skinny Post.

QB - Reverse pivot - Fake
22 Bk.Scis. Waggle
@8.SE to FB.

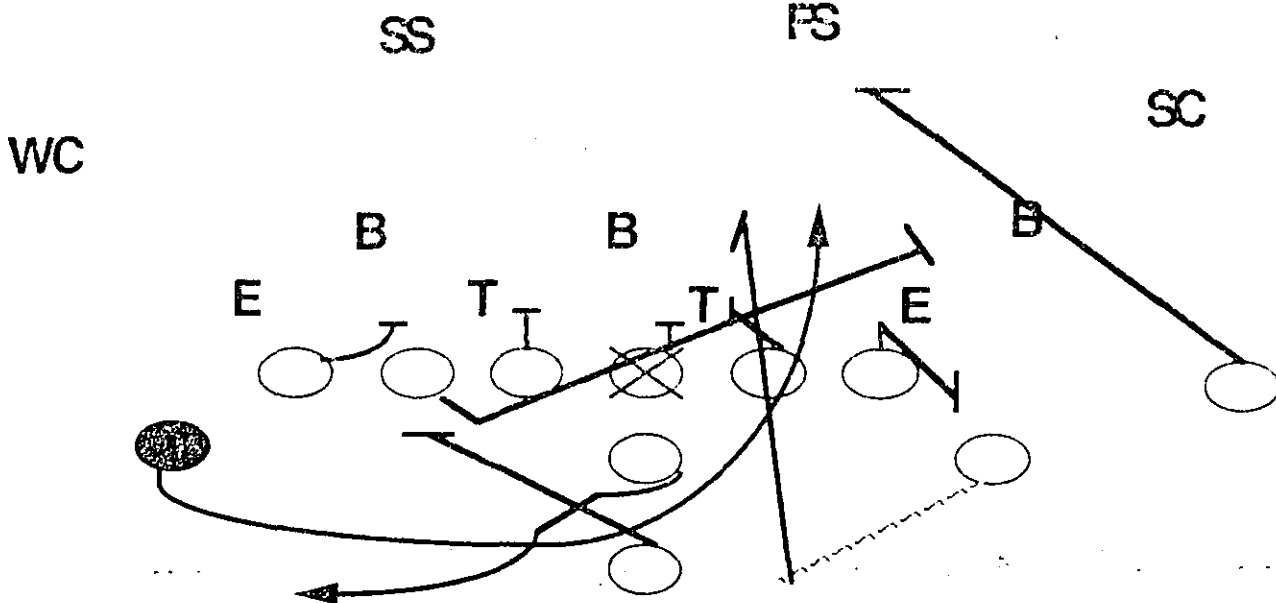
RH - Fake 49 BkSWP - BLK
1st outside RG.

LH - Fake 22 Buck Scissors
B gap protection

FB - Dive for right foot
of RG.B gap protect.
Run a sail pattern
wide.

Techniques:

BLUE 22 DOWN SCISSORS



43 DEFENSE

TE - SHUTOFF

LT - PULL-THRU HOLE RT or KO 5 tech

LG - ON-AREA-AWAY

C - REACH-ON-AWAY

RG - GAP-POST-LEFT

RT - GAP-LEAD-Influence Right

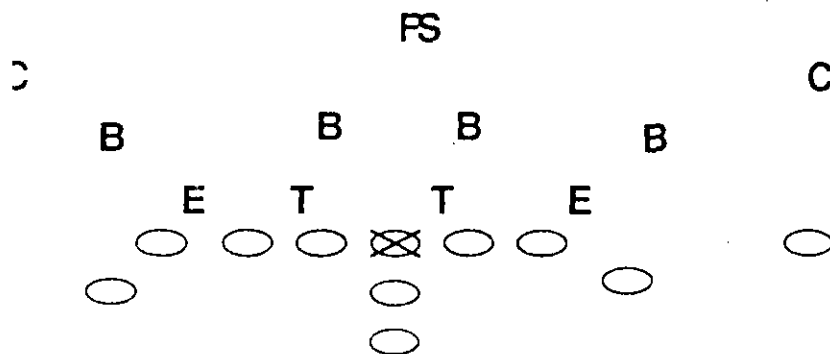
SE - Crossfield - Block back at hole.

QB - Reverse pivot-45 over midline-outside HO to LH.Fake Keep Pass Lt.

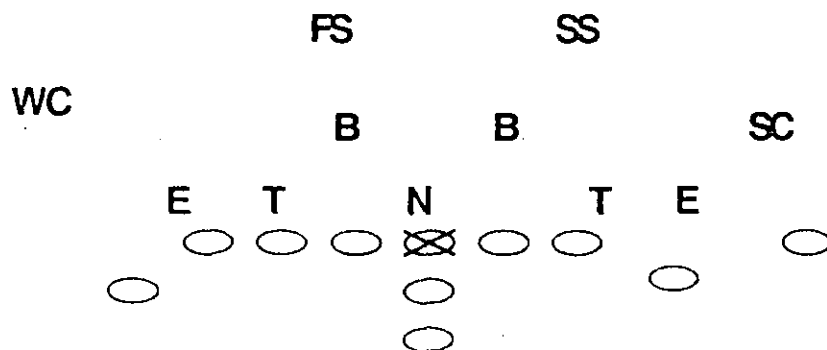
RH - 2 step motion.Lead blocker thru B gap

LH - Ball Carrier- Drop Step- aim 1/2yd in front of FB.Follow FB & LT

FB - Dive for left foot of LT.Block area.

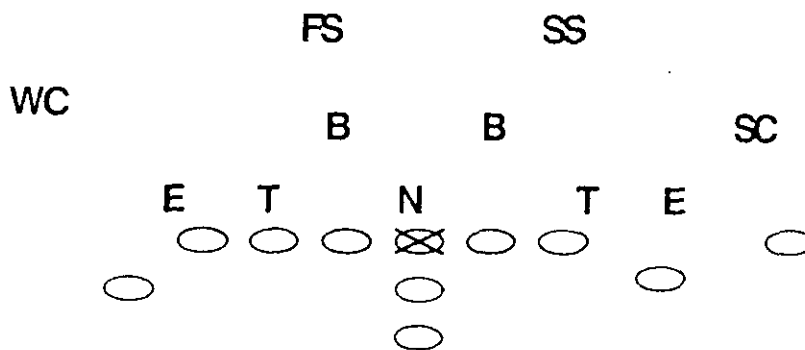
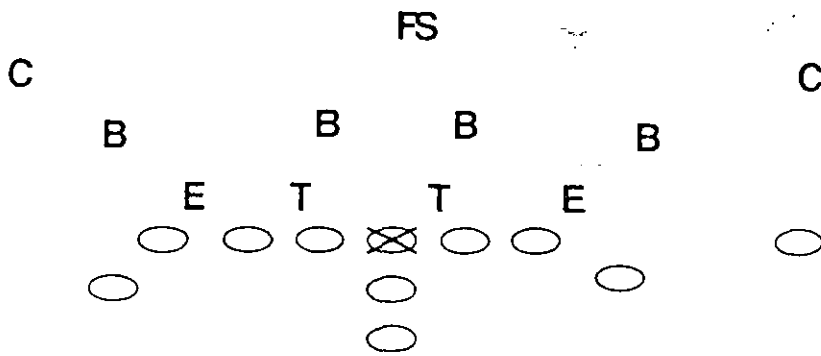
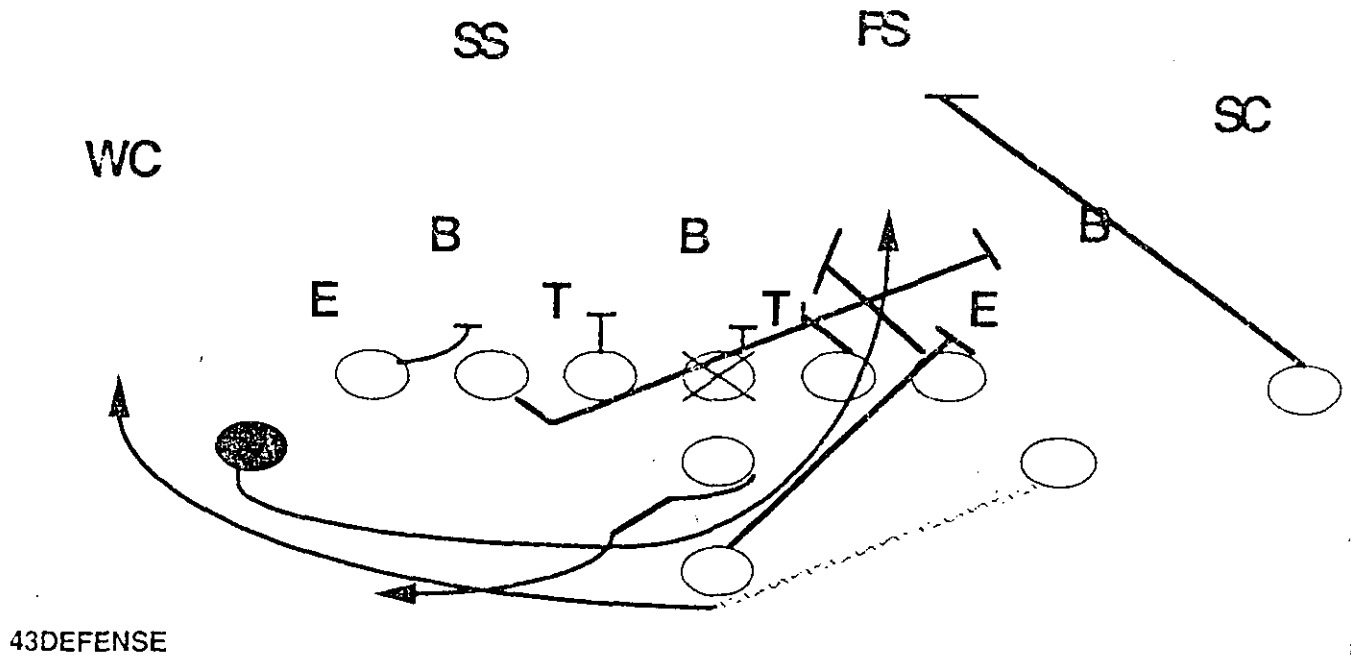


44 DEFENSE

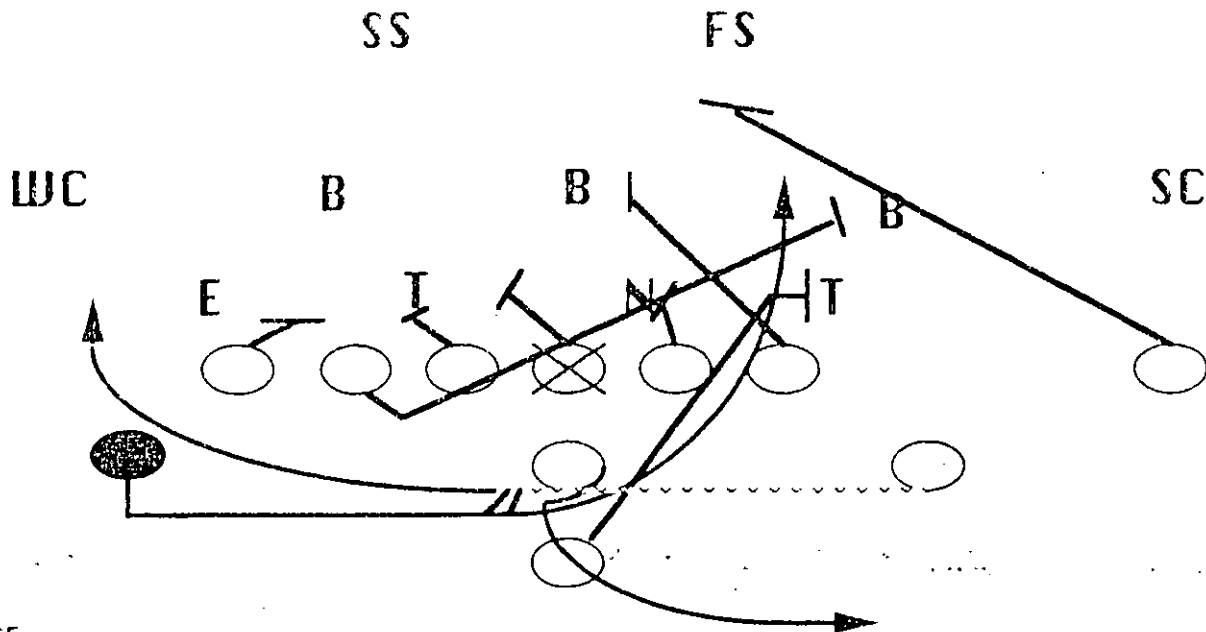


50 DEFENSE

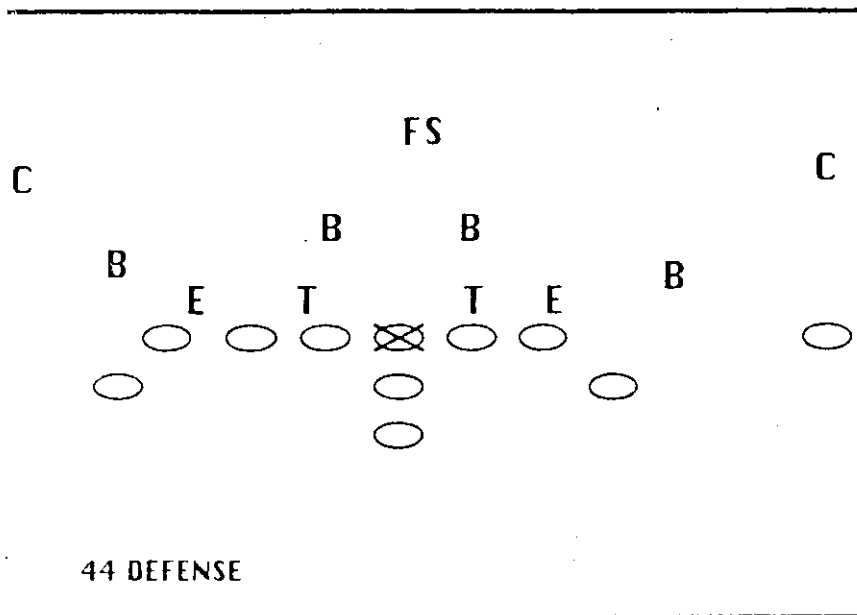
BLUE 22 ROCKET SCISSORS



- TE - SHUTOFF
- LT - PULL-THRU HOLE RT
- LG - ON-AREA-AWAY
- C - REACH-ON-AWAY
- RG - GAP-POST-LEFT
- RT - GAP-LEAD-Backer
- SE - Crossfield - Block back at hole.
- QB - Reverse pivot-Fake rocket-outside HO to LH.FakeKeep Pass Lt.
- RH - Rocket motion.Fake 49rocket-stay wide
- LH - Ball Carrier- Drop Step- aim 1/2 yd in front of FB.Follow FB & LT
- FB - Dive for rt. foot of RG.Block area.

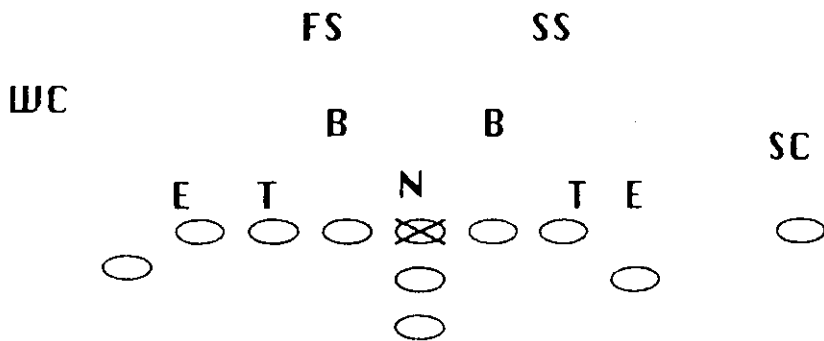


43 DEFENSE

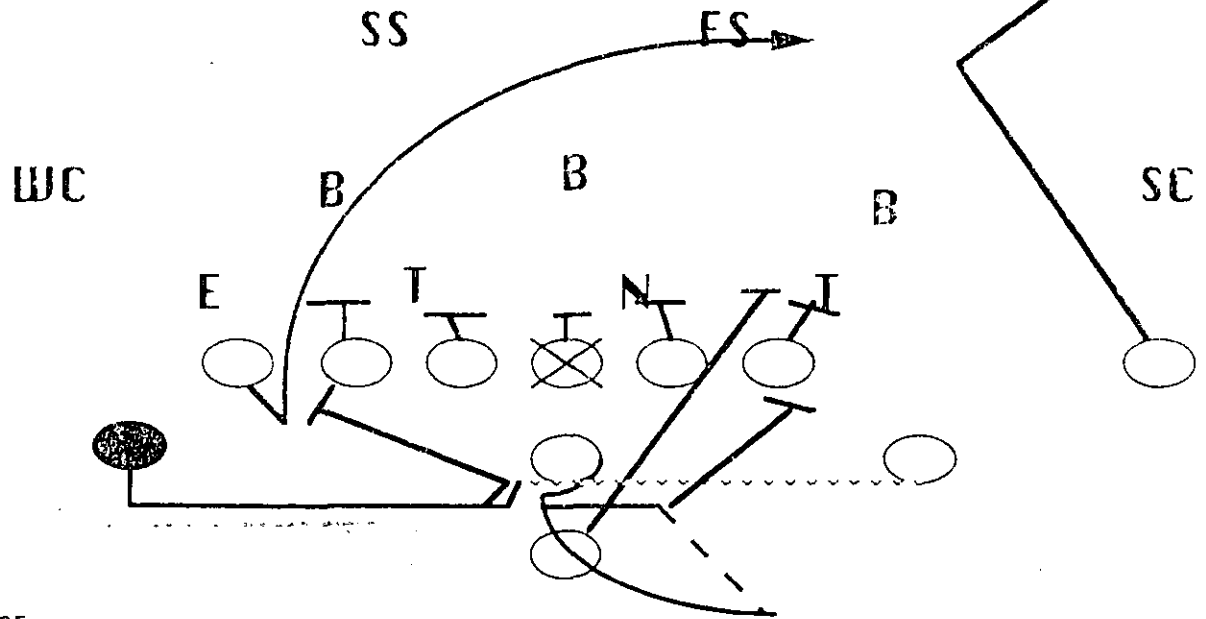


44 DEFENSE

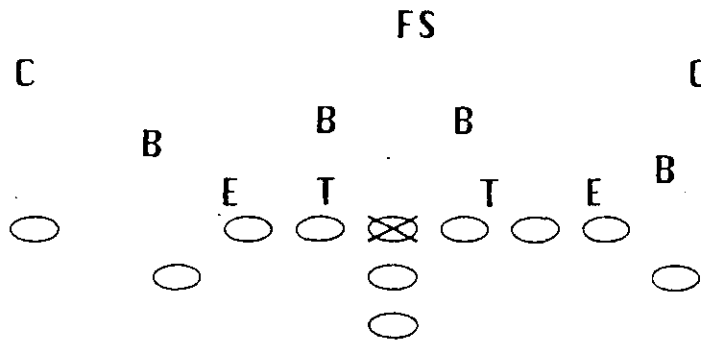
- TE - Shutoff LT area.
- LT - Pull - Lead through hole.
- LG - On -Area -Away
- C - On - Area - Away.
- RG - Gap - Post - Away.
- RT - Lead - Influence right.
- SE - Downfield block up at hole.
- QB - Open as on 49 JET sweep
- hand off to RH - fake waggle.
- RH - JET motion - receive handoff. Give outside hand-off to LH.
- LH - Ball Carrier - Drop step, receive handoff from RH. Follow LT and FB.
- FB - Kickout first on or outside RT



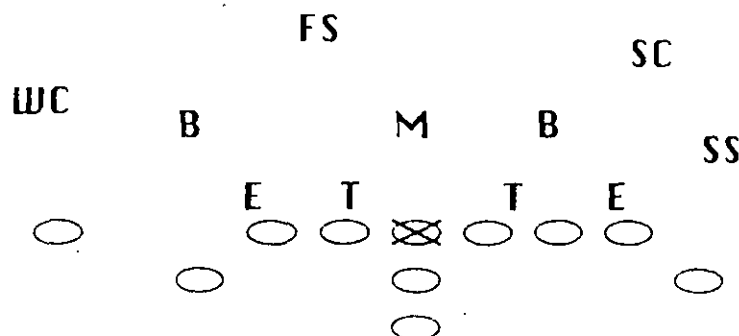
50 DEFENSE



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Check release - Drag.

LT - On- Area - Away

LG - On -Area -Away

C - On - Area - Away.

RG - Gap - Post - Away.

RT - Gap - on -Area.

SE - Slow Post-Corner

QB - Open as on 49 JET sweep

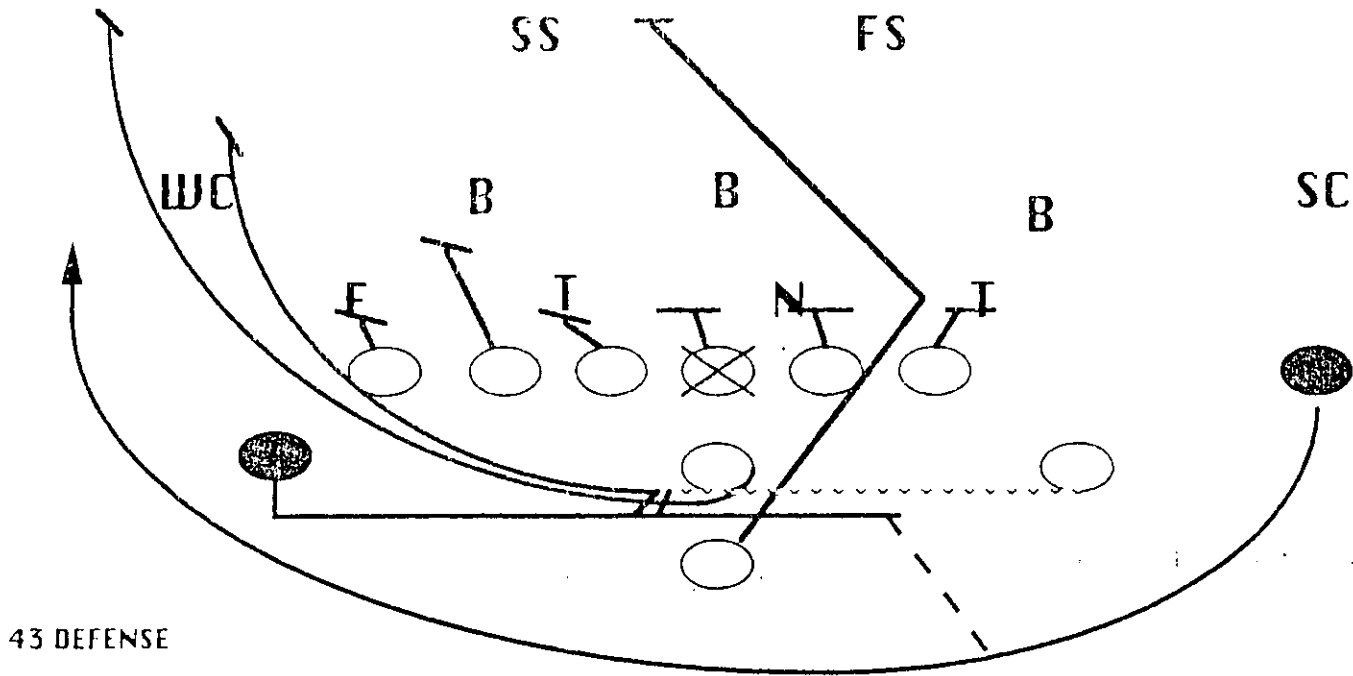
hand off to RH - fake
waggle. Set up behind RT

RH - JET motion - receive
handoff. Give outside
hand-
off to LH. Block Backside

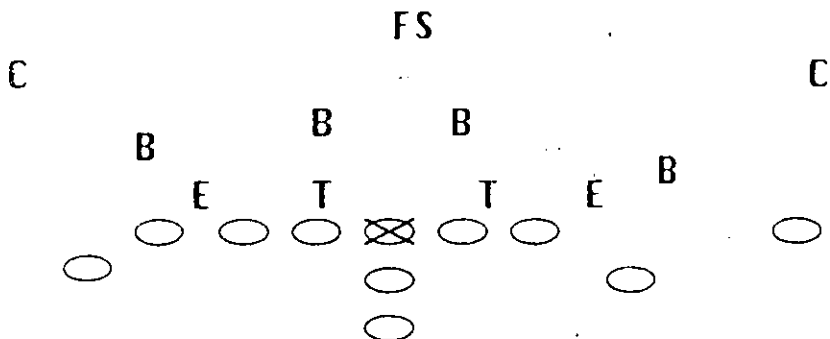
LH - Ball Carrier - Drop
step,
receive handoff from RH.
Lateral to QB. Block

FB - Kickout first on or
outside RT

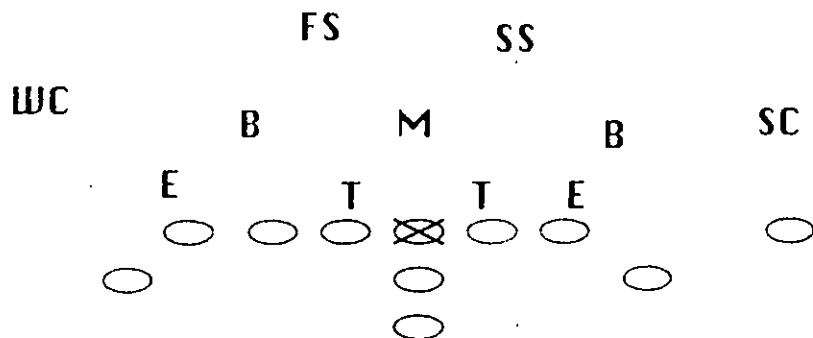
Techniques:



43 DEFENSE



44 DEFENSE

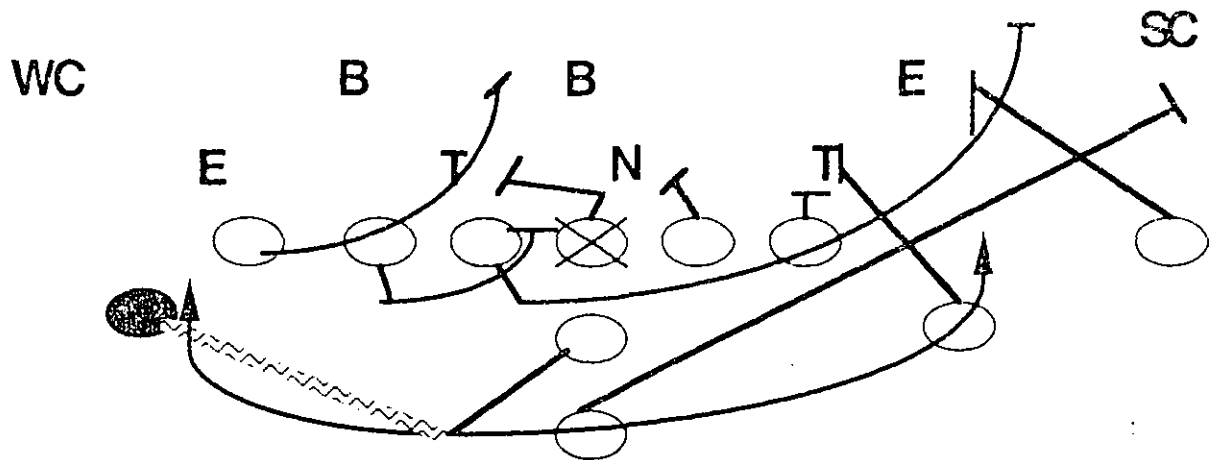


43 DEFENSE

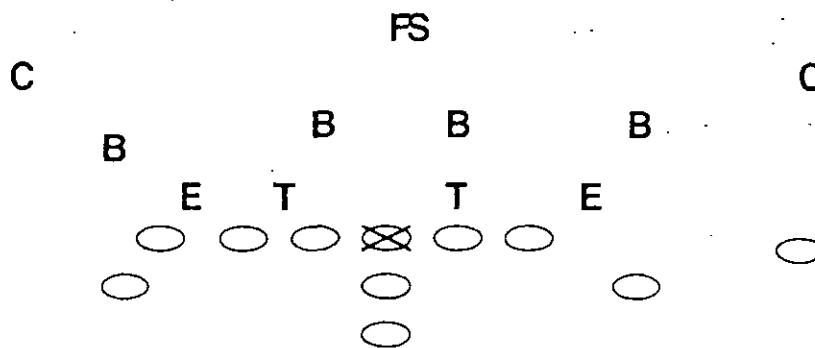
- TE - Reach - on - Area.
- LT - Reach - On - Area.
- LG - On -Area -Away
- C - On - Area - Away.
- RG - On - Area - Away.
- RT - On - Area - Away.
- SE - Ball carrier.Receive lateral from LH.Must be 8 yds. deep.
- QB - Open as on 49 JET sweep
- hand off to RH - fake waggle.Lead Blocker
- RH - JET motion - receive handoff. Give outside hand-off to LH.Lead Blocker
- LH - Ball Carrier - Drop step, receive handoff from RH. Lateral to SE
- FB - Kickout first on or outside RT.Downfield

FS

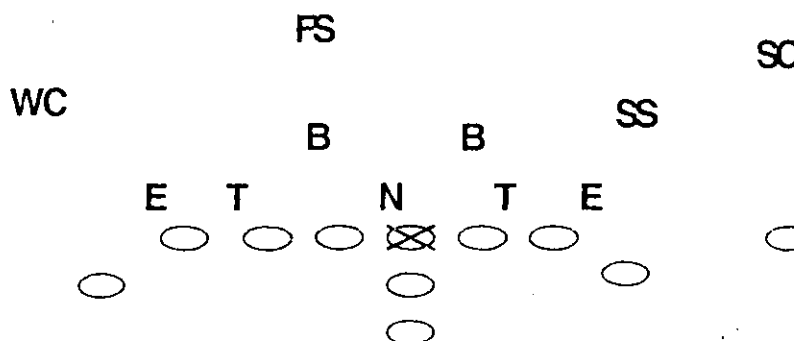
SS



50 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Zone

RT - Gap -Down-Post

RG - Gap -On -Backer

C - Reach - On - Away

LG - Pull-Wall-off

LT - Shutoff

SE - Block man covering you

QB - Open-Kickout 45
Hand-off to
LH Waggle at 9.

LH - Ball carrier - 2 Step
motion. Read block of
FB & LG

RH - Block 1st inside-usually
Lead-Post w/RT

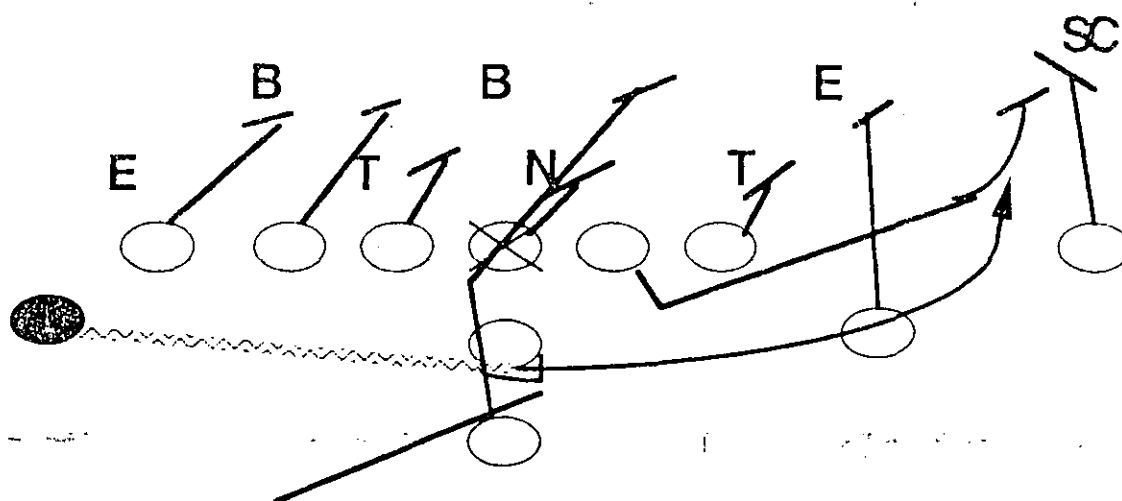
FB - Crossover 45 -Block 1st
outside RT

Techniques:

FS

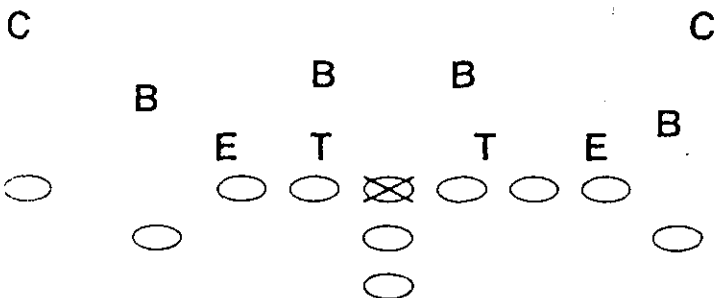
SS

WC



50 DEFENSE

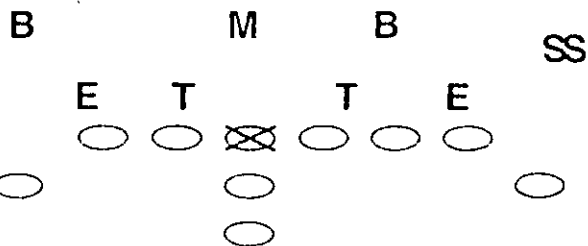
FS



44 DEFENSE

FS

WC



43 DEFENSE

TE - Zone

RT - Gap - On - Area - First
Outside B Gap

RG - Pull - Wall off.

C - Reach - On - Area

LG - Zone

LT - Zone

SE - Block man covering you

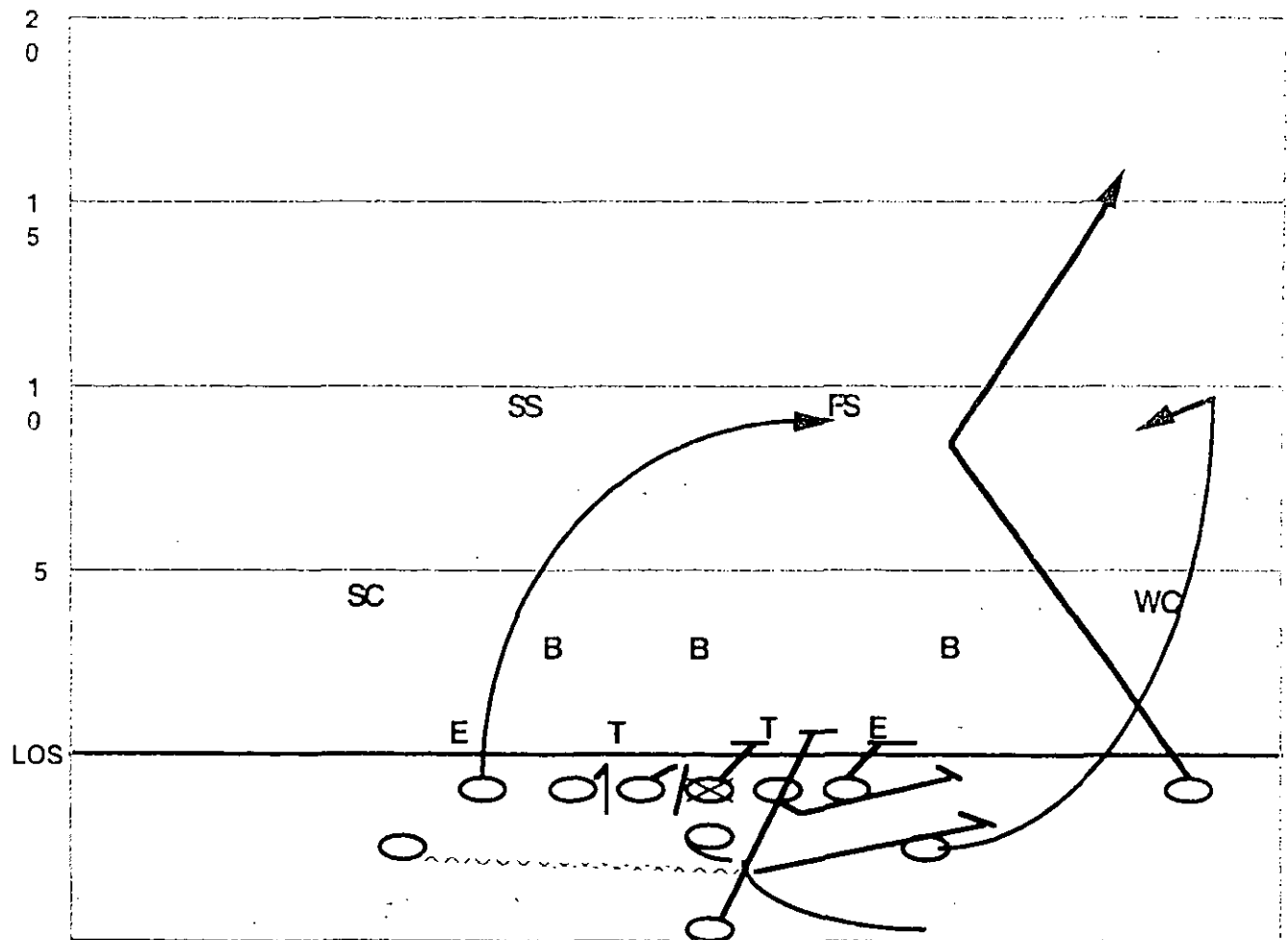
QB - Reverse pivot - 6" over
midline - Hand-off to
RH Waggle at 9.

LH - Ball carrier - Aim Point
2 Ft. behind QB. Run to
motion.

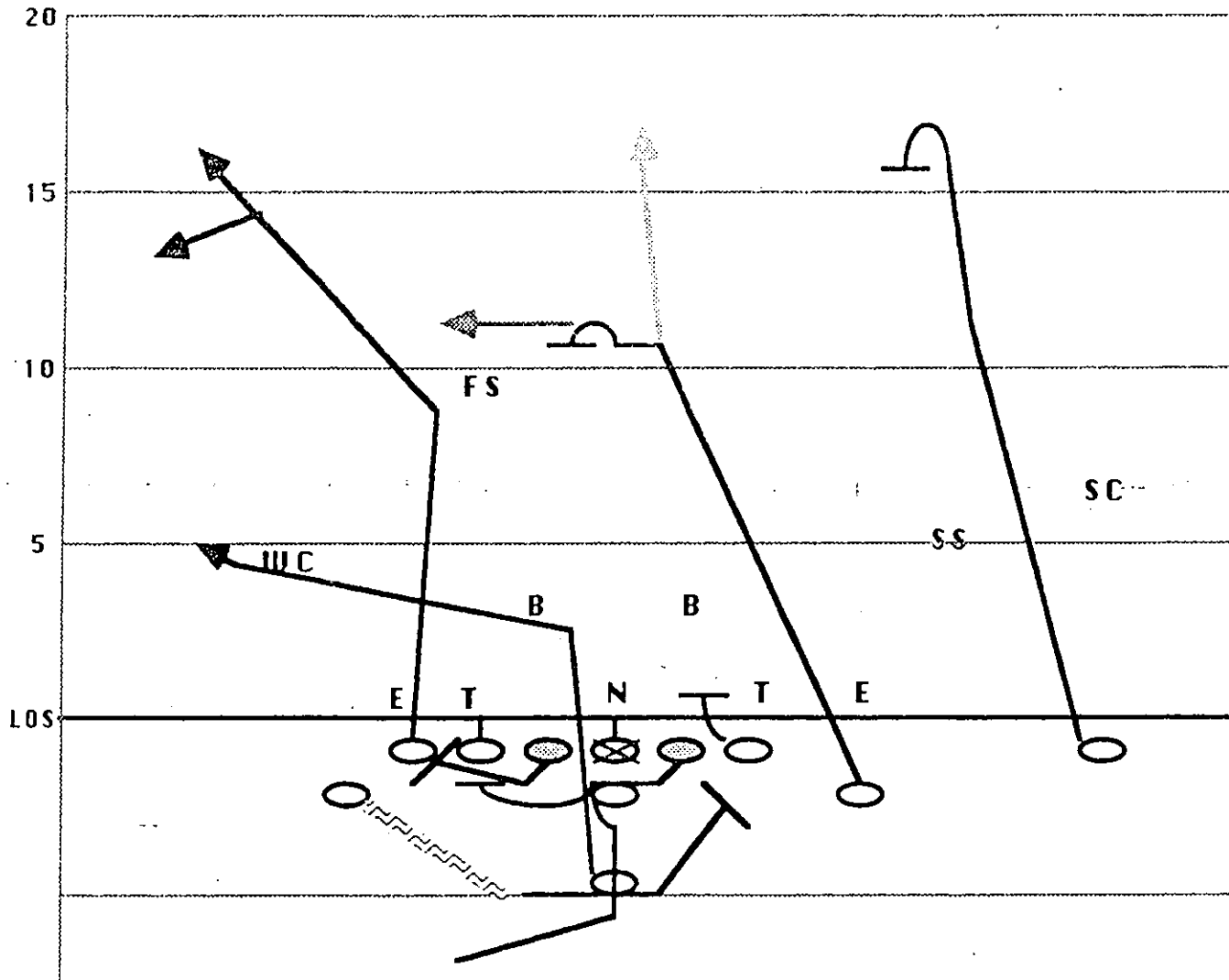
RH - Block #2 outside of
B Gap.

FB - Dive for left foot of
C. Block area.

Techniques:



RT-C - Fire out - Zone step - 1st man on or outside.
RG- Pull Kickout
LG-LT- - Gap - On - Area.
SE - Run a post corner...Fake crack
QB - Fake Jet -Roll right - Read SE first...Pass or run
option...3 level stretch.
RH - Arc. Curl @ 10 yds
TE - Release inside. Bump 1st blitz. run 10 yd.drag.
LH - Fake 28 Jet Swp. Lead Blocker
FB - Block 1st to show outside RG. Fake Hand Back Trap



TE - Waggle pattern.

RT - Shutoff.

RG - Pull - Let fullback clear - Read from RG to backside -
Block pie-shape triangle.

C - Reach - On - Away.

LG - Pull - Hook 1st man outside RT - * Technique -
Keep him outside.

LT - Gap - Down - On.

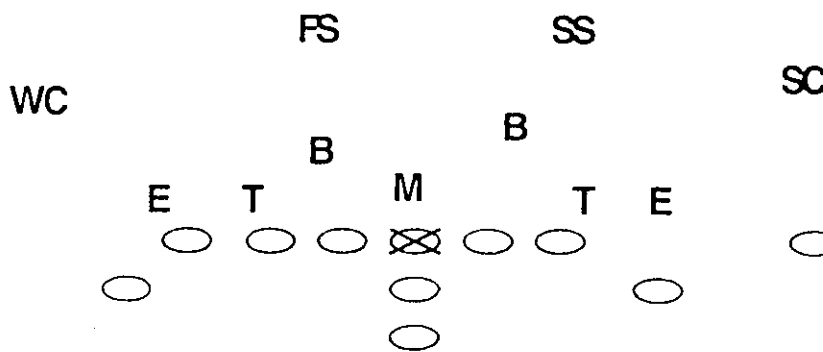
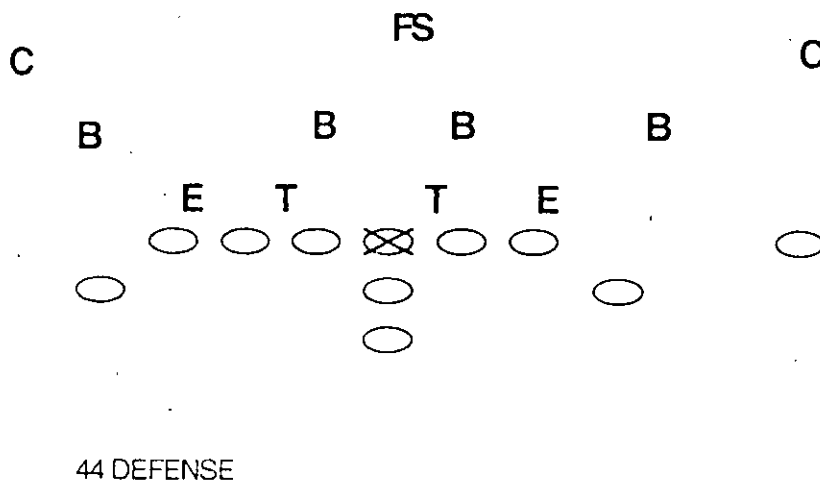
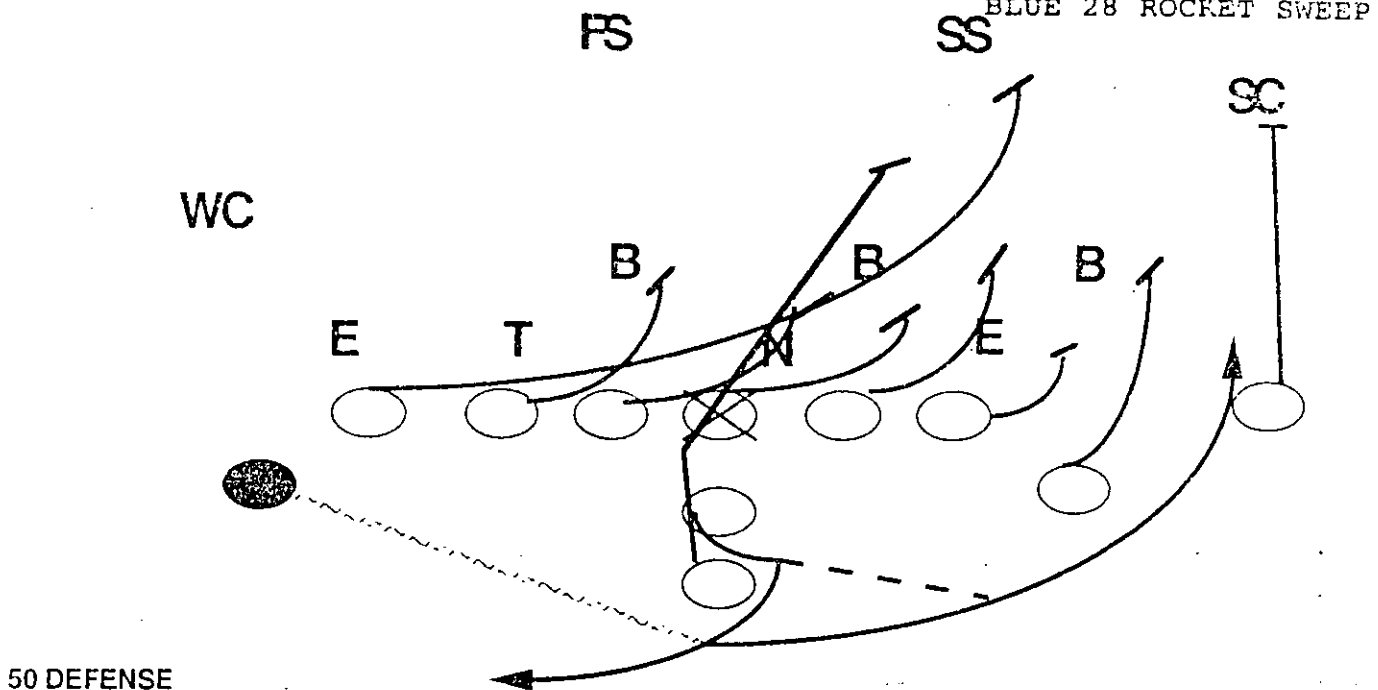
SE - Run a 15-yard stop pattern.

QB - Reverse pivot - Fake to RH - Read coverage and receiver route.
Set up behind RT - Read TE to FB then centerfield.

LH - Fake 28 - Block 1st man outside RT block.

RH - Key middle safety - 3 deep run crossing pattern - If
2 deep, run deep middle. Get open.

FB - Dive for inside foot of LG - Block area if threatened -
Slide delayed into flat.



TE - ZONE

LT - ZONE

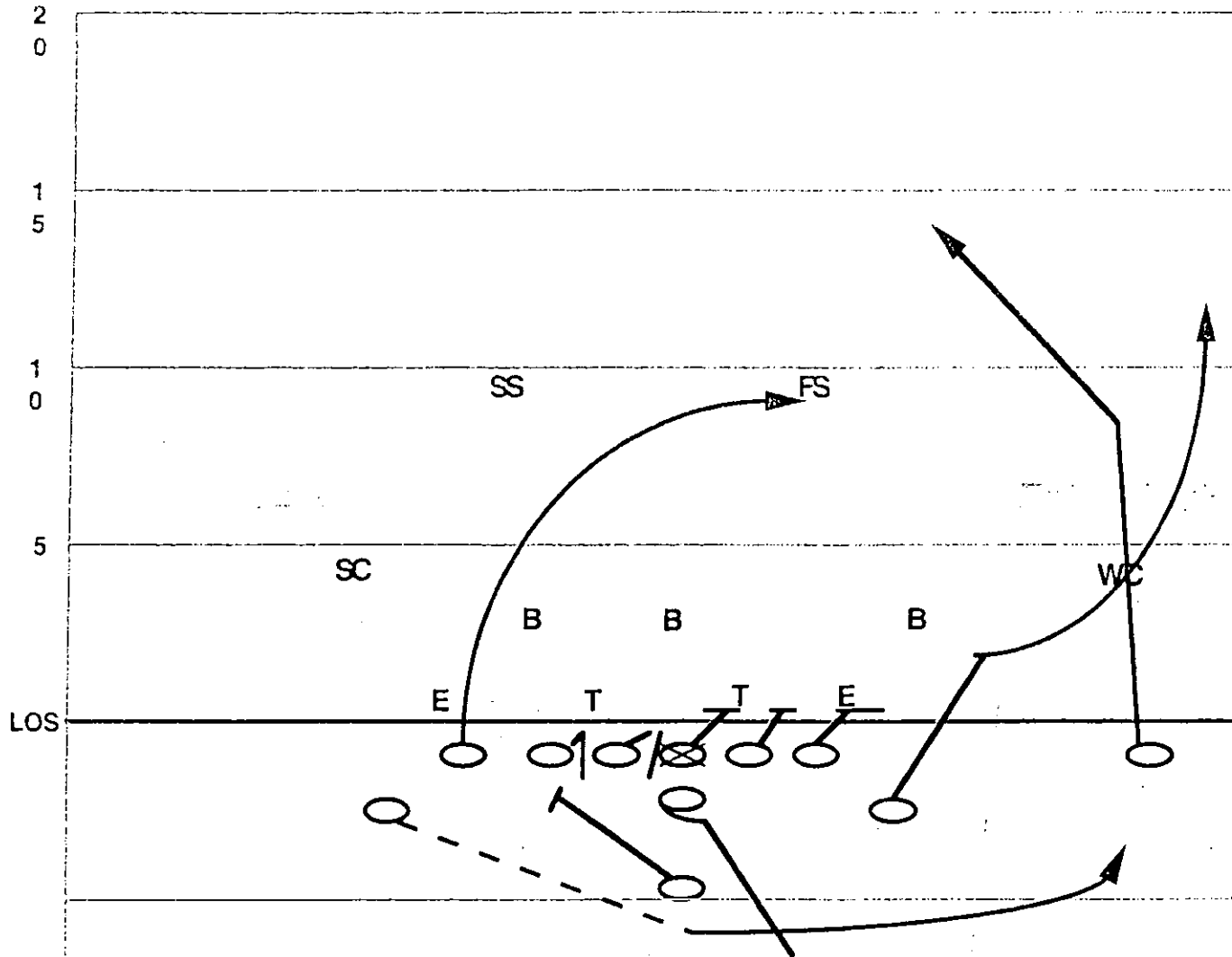
LG - ZONE

C - Reach -On -Area

RG - ZONE/PULL.

RT - Covered-ZONE
Uncovered-PULLSE - Block man covering
youQB - Reverse pivot DEEP
over midline-poke to FB
Toss to LH waggle @ 9RH - Block #1 outside
of C GapLH - Ball Carrier-Aim
Point 2Ft. behind FB-DEEP
motion.FB - Dive for left foot
of C. Block area.

BLUE 28 ROCKET KEEP PASS



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LG-LT- - Gap - On - Area.

SE - Run a skinny post...Fake crack

QB - Fake Rocket -Roll right - Read SE first...3 level stretch.

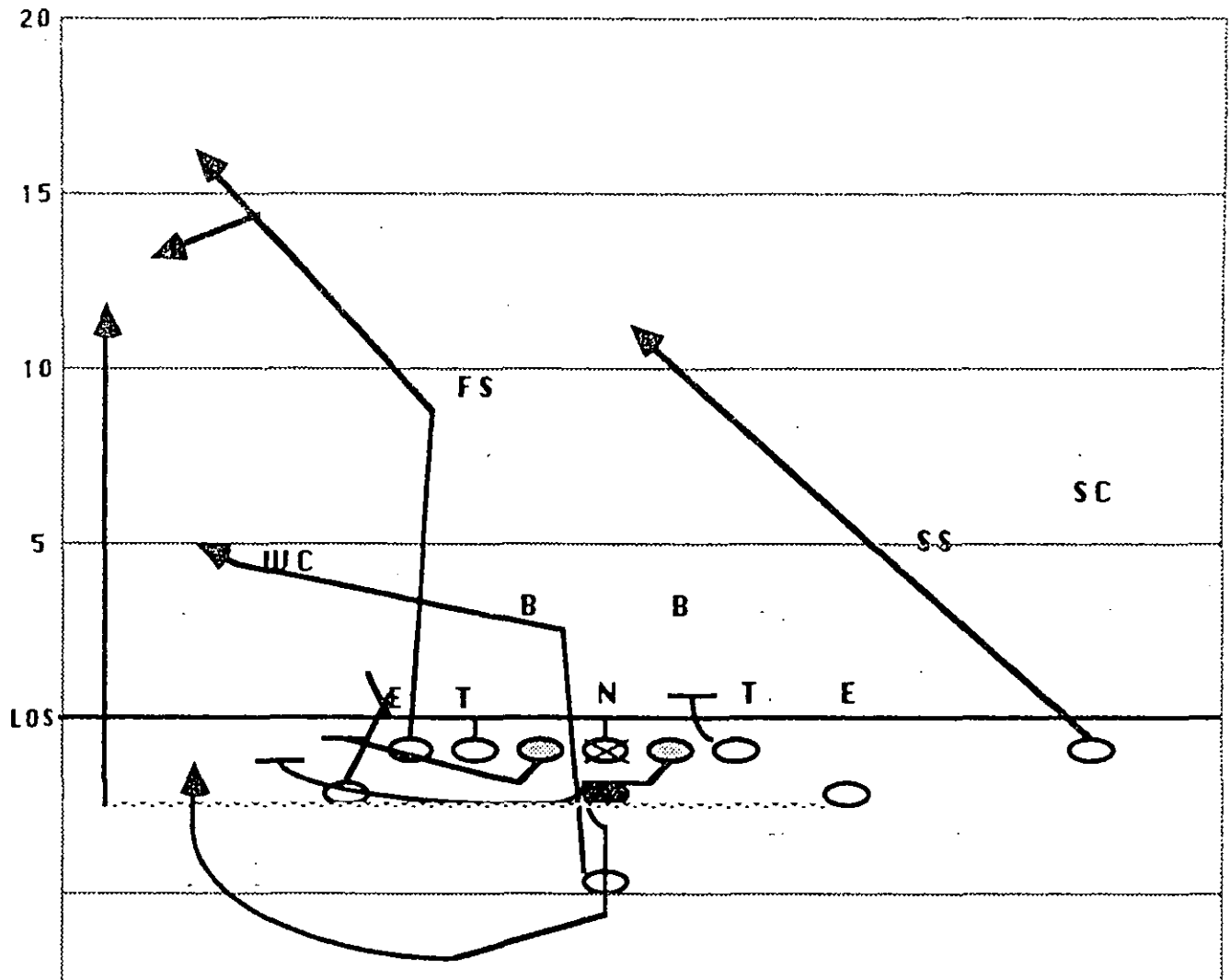
RH - Arc to Sail

TE - Release inside. Bump 1st blitz. run 10 yd.drag.

LH - Fake Rocket Swp. Swing pattern

FB - Block 1st to show backside.

Blue 28 Waggle Block



TE - Waggle pattern.

RT - Shutoff.

RG - Pull - Let fullback clear - Break contain waggle.

C - Reach - On - Away.

LG - Pull - Hook 1st man outside LT.

LT - Gap - Down - On.

SE - Clear through centerfield - Read FS.

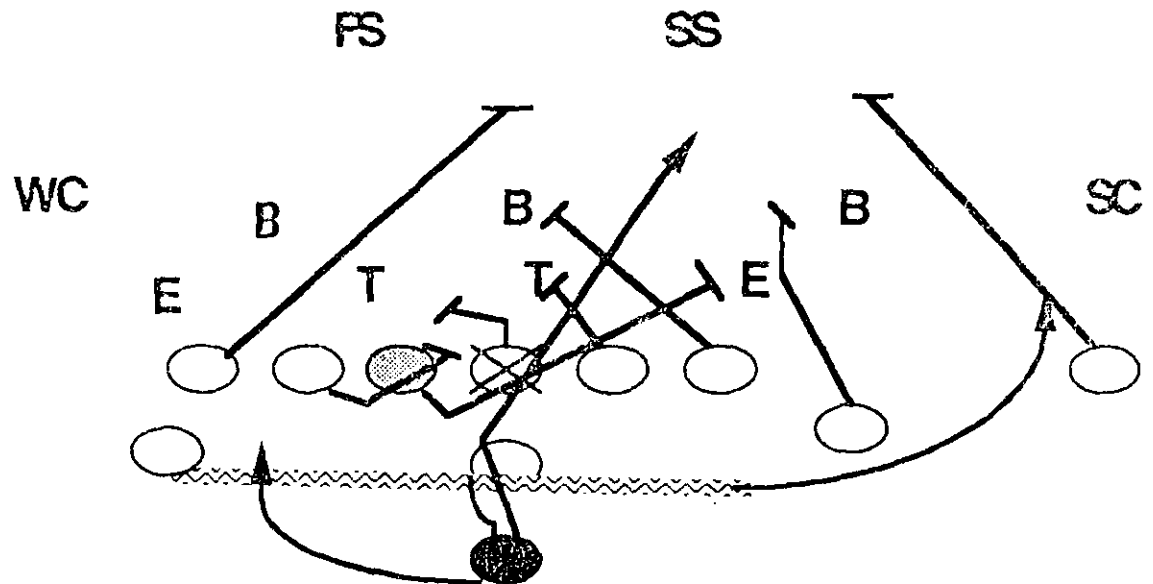
QB - Reverse pivot - Break contain waggle.

LH - Block 1st man outside of TE.

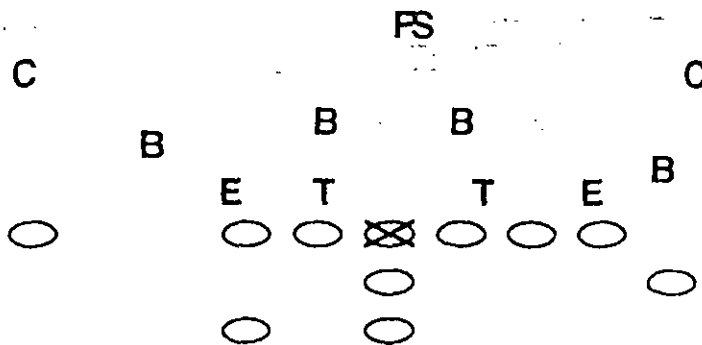
RH - Run to motion - clear down sideline.

FB - Dive for inside foot of LG - Block area if threatened -
Slide delayed into flat.

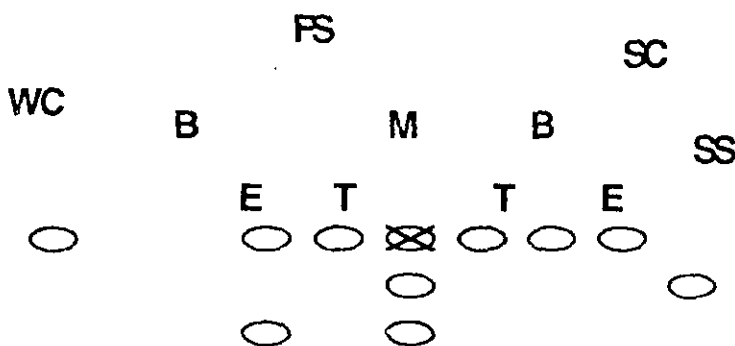
BLUE 30JET TRAP



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - On - Backer.

RT - Trap - 1st Backer
from C - On - Zone -
Gut - Jack Henry
technique.RG - Lead - Backer - Man
in Gap - Influence.

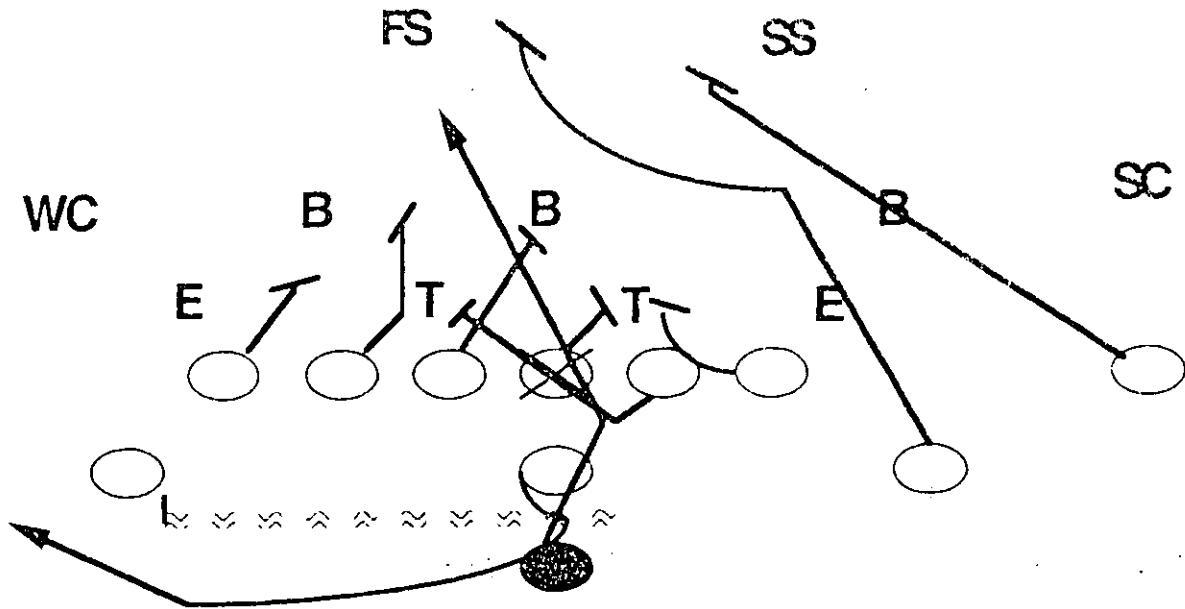
C - On - Away.

LG - Pull - Inside out -
Gut through hole.

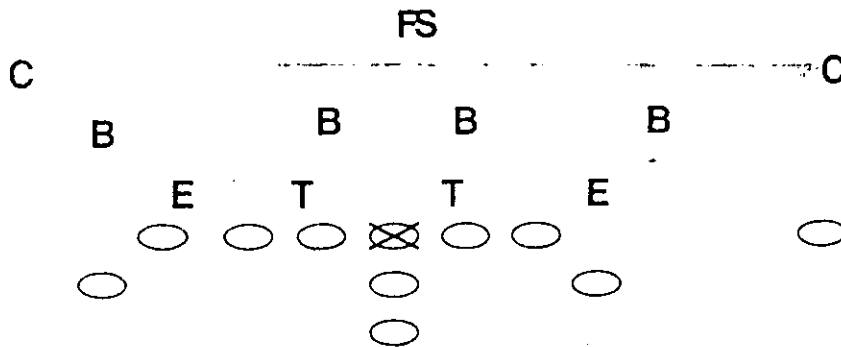
LT - Shutoff.

SE - Block man covering
you.QB - Reverse pivot 6" over
midline - Hand-off to
FB - Waggle at 9.LH - FAKE 20 JET Sweep
Aim point 2Ft. behind QB
Run to motion.RH - Block #2 outside of
B GapFB - Dive for left foot of
center. BALL CARRIER

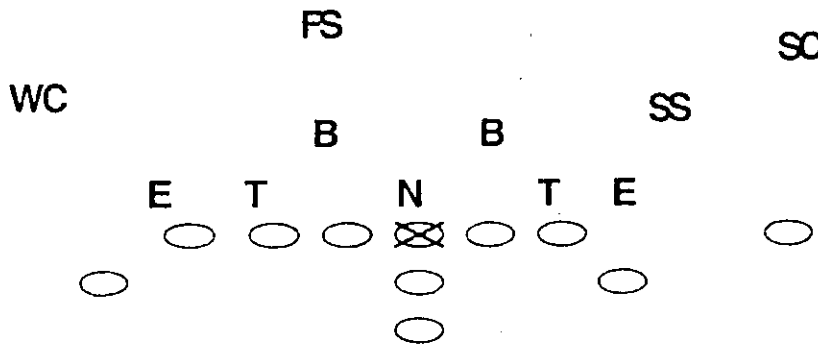
Techniques:



4-3 DEFENSE



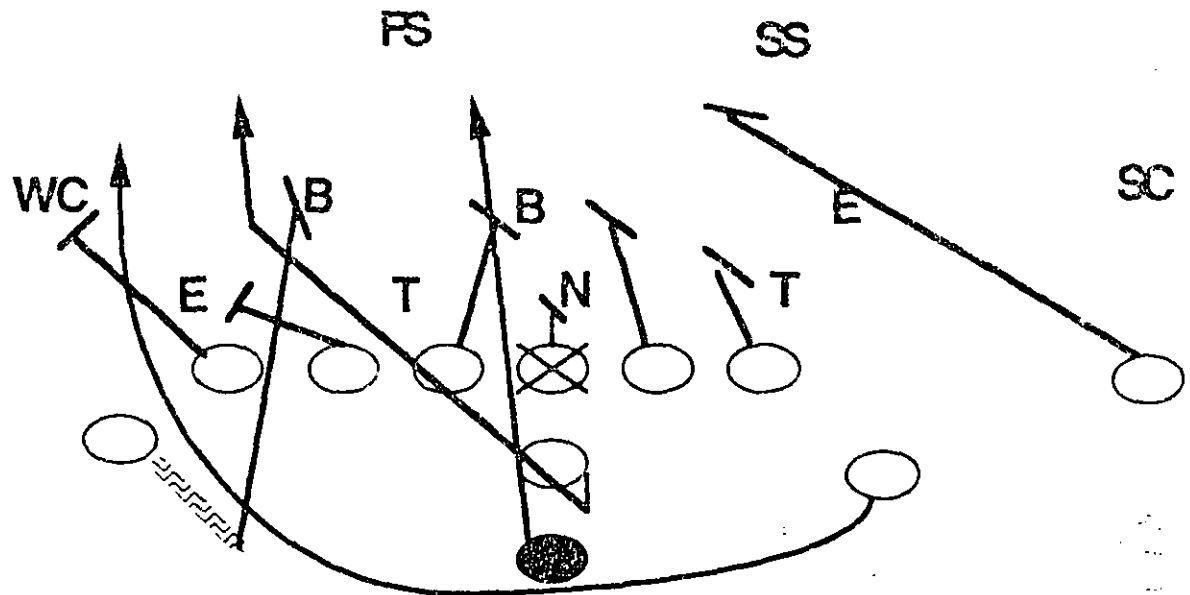
44 DEFENSE



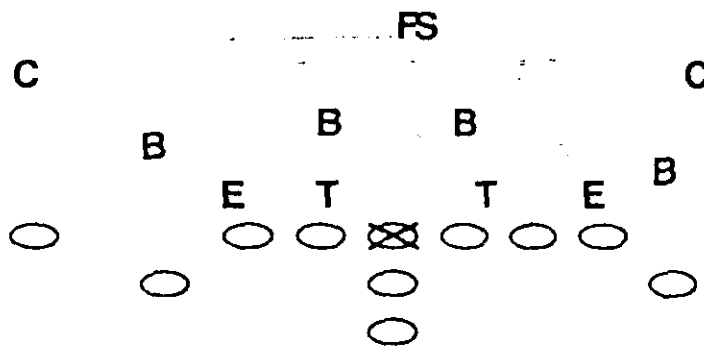
50 DEFENSE

- TE - On - Backer
- RT - Shutoff
- RG - Pull-Trap or Gut up
- C - On - Away
- LG - Lead-Backer
- LT - Trap-1st Backer from C
On-Zone...Gut-JackHenry
- SE - Crossfield Block
back@hole
- QB - Reverse pivot - 6"over
midline-handBack to FB
waggle @ 9
- RH - Crossfield Block
Back @ hole
- LH - Aim Point
2Ft.behind QB-Run to
motion.Fake 28 JetSwp
- FB - Dive for right foot of
C. Ball Carrier.

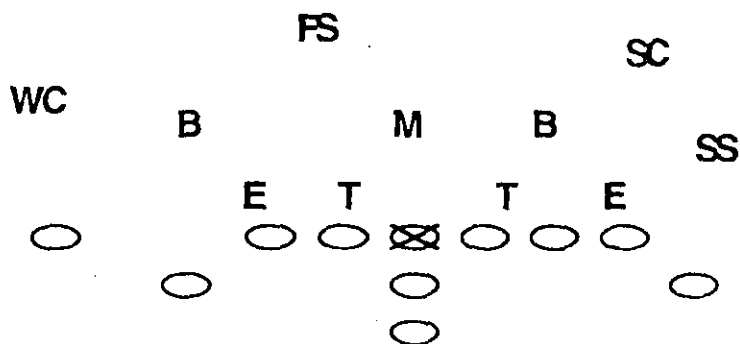
Techniques:



4-3 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Block Left

RT - Zone

RG - Area - Post

C - Post- Lead - Away

LG - Lead - Backer

LT - Block Left

SE - Crossfield - Block back
at hole.QB - Open, Drop step-Read first
down man for FB give.
Follow Block of LH. Option
downfield.LH - 2 Step Motion - Block
Block First LB Playside

RH - Pitch man Downfield

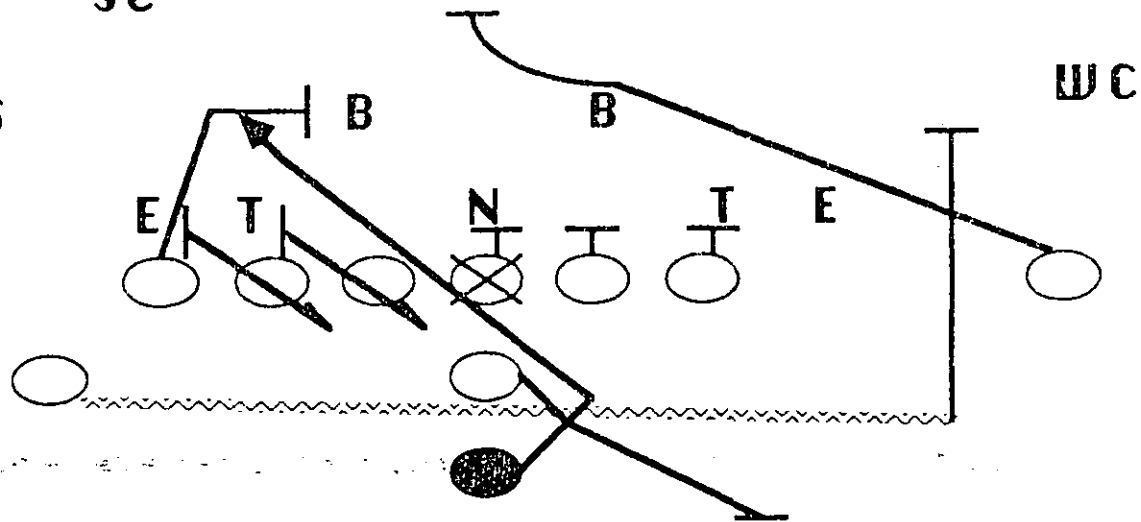
FB - Dive for left foot of
C. vs. ODD Dive for left
foot of LG.

Techniques:

FS

SC

SS

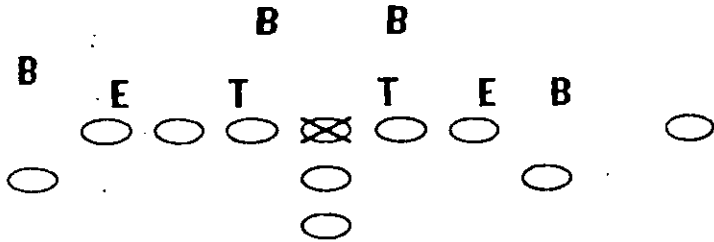


50 DEFENSE

FS

C

C



44 DEFENSE

TE - 1st playside LB.

LT - Hinge - Fan.

LG - Hinge - Fan.

C - On - Reach - Away.

RG - Area.

RT - Area.

SE - Crossfield block
back at hole.QB - Open to SE - On 3rd
step slip ball behind
FB back - Fake Pass 4.LH - Downfield - Block
away from hole.RB - Crossfield - Block
across hole.FB - Ball carrier - Step up
2 steps.Rt-Lt - Make pocket - Right
hand on hip - Accept
ball - Break to hole.

Techniques:

SC

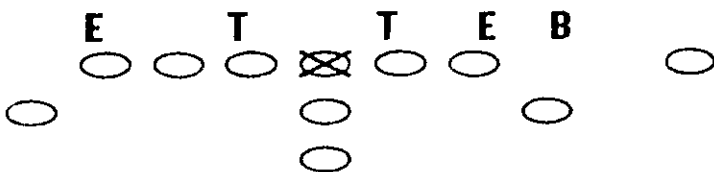
FS

WC

SS

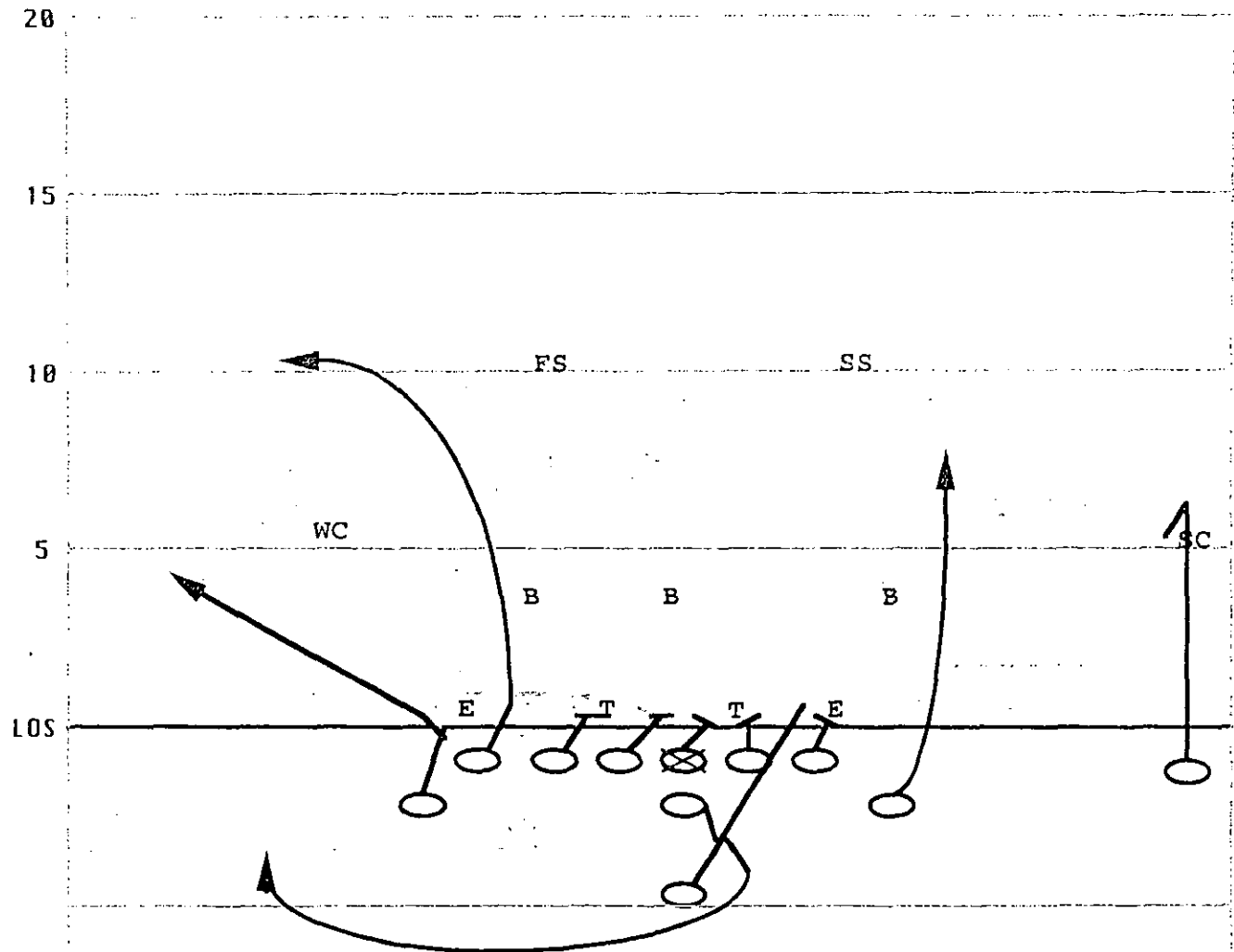
B

M



43 DEFENSE

BLUE 32 HITCH



C-G-T- Fire out 90 Technique

TE - Block C gap...either flat or seam?hole

SE - Run pattern determined by DB-usually hitch

RH - Run complement - usually inside seam

LH - Block D gap...either flat or seam/hole

FB - Fake 32 Dive...Block Area

QB - Fake 32 Dive...Read SE/RH...Boot left



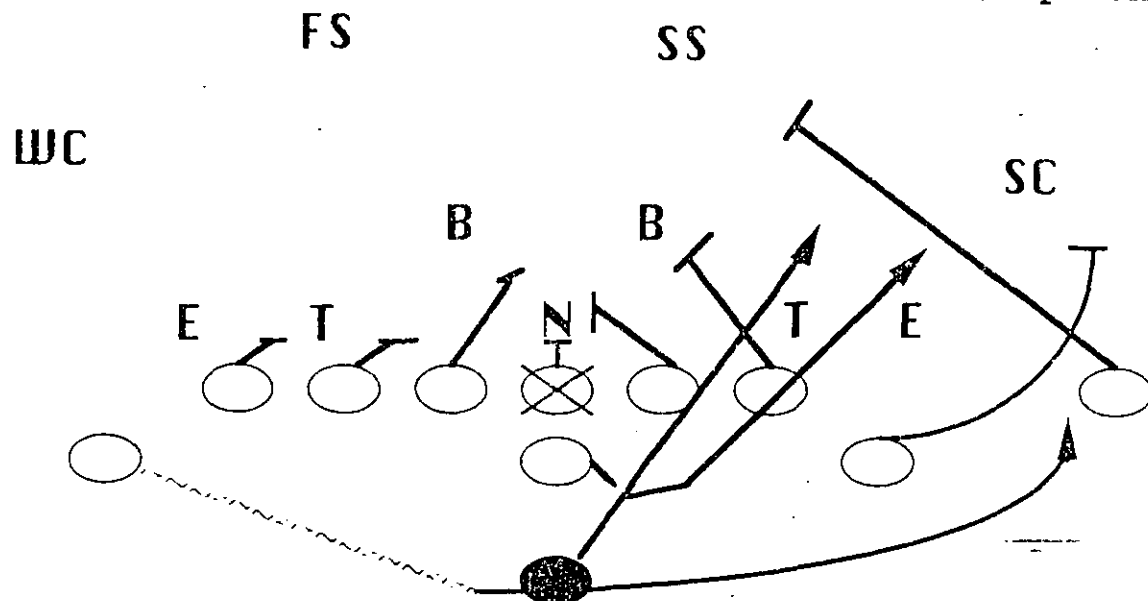
LG-LT- - Roll - Hinge Technique.

SE - Run Off & Stalk

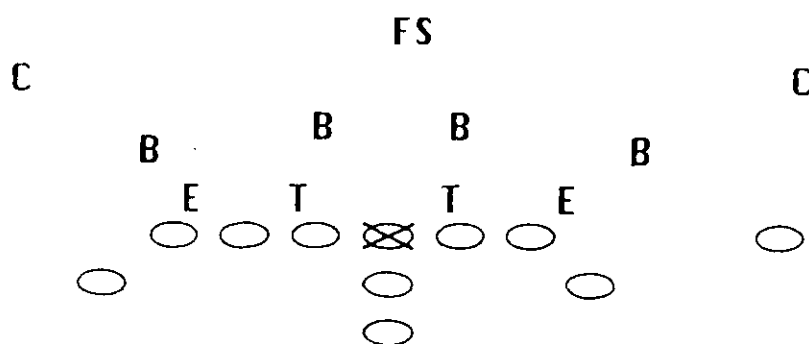
LH - Run to motion - Bubble screen route

RH - Run a seam route - Block most dangerous man .

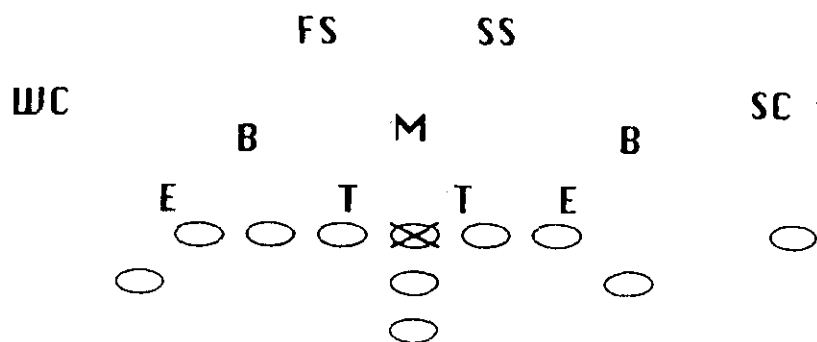
FB - Fake 32 Dive Block area.



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - ZONE

RT - Gap-Lead-Backer

RG - Gap -Post-Lead

C - On - Away - Area.

LG - ZONE

LT - ZONE

SE - Crack #2 usually SS

QB - Kickout @45 eyes on
1st read. Execute
triple read:4I-dbl.

LH - 2 step motion. Pitch
man.

RH - Arc-Blk #1. usually corner.

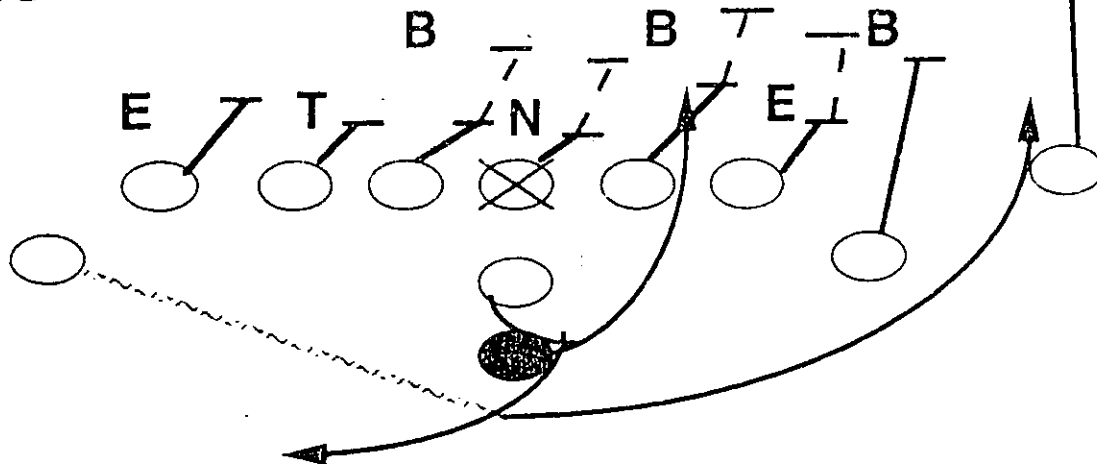
FB - Aim pt.Outside hip
of RG.Flatten to FS.
Hash,#'s,sideline. 4I
becomes DBL read. Think
LB.

FS

SS

SC

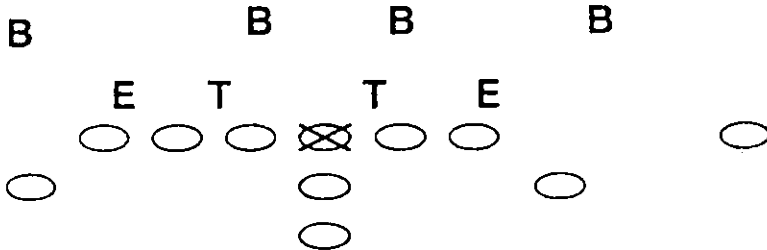
WC



50 DEFENSE

FS

C



44 DEFENSE

TE - ZONE

LT - ZONE

LG - ZONE

C - ZONE

RG - ZONE

RT - ZONE

SE - Block man covering you

QB - Reverse pivot DEEP over midline-Fake Toss Give to FB-waggle @ 9

RH - Block #1 outside of C Gap

LH - Fake 28 Rocket

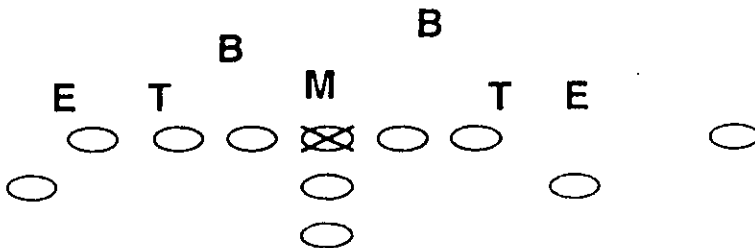
FB - BC. Lateral step. Dive for right foot of RG.

FS

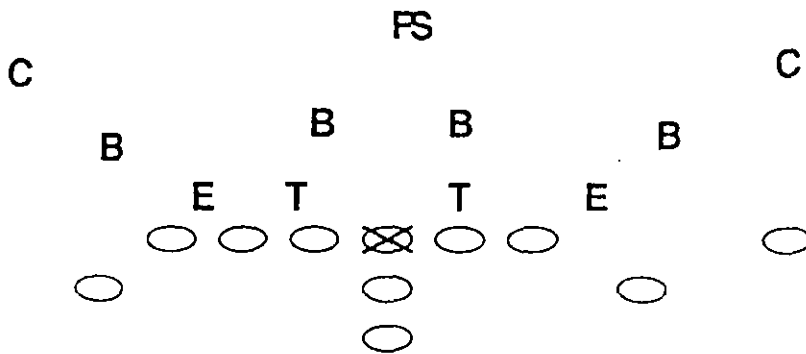
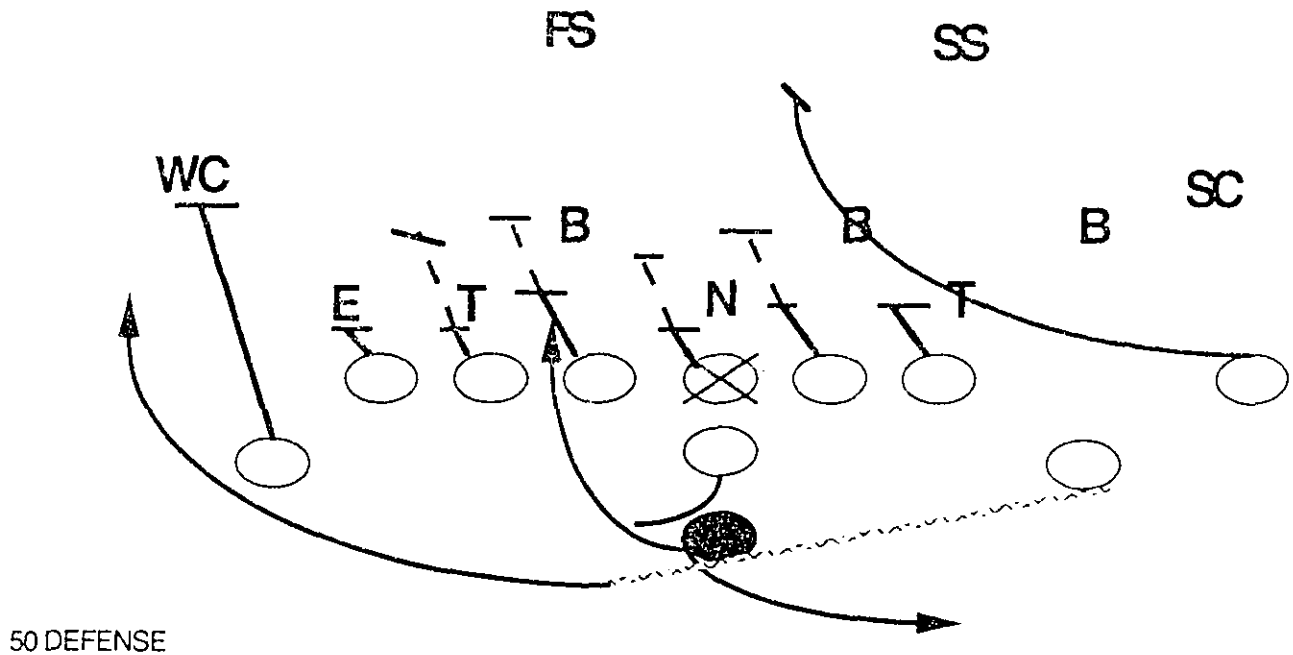
SS

SC

WC



50 DEFENSE



TE - ZONE

RT - ZONE

RG - ZONE

C - ZONE

LG - ZONE

LT - ZONE

SE - Crossfield Blk
back @hole.

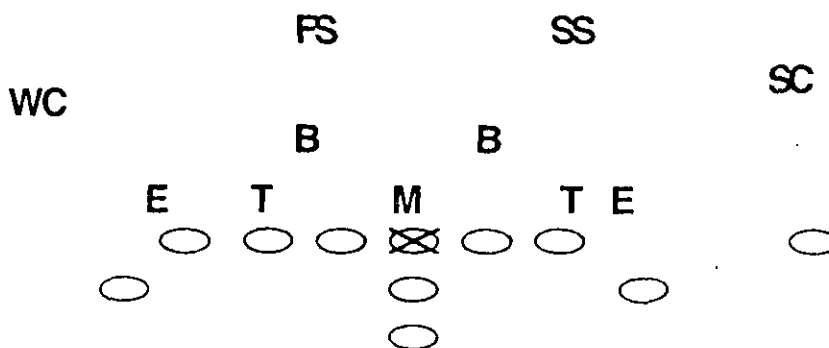
QB - Reverse pivot DEEP
over midline-Fake Toss
Give to FB-waggle @ 8

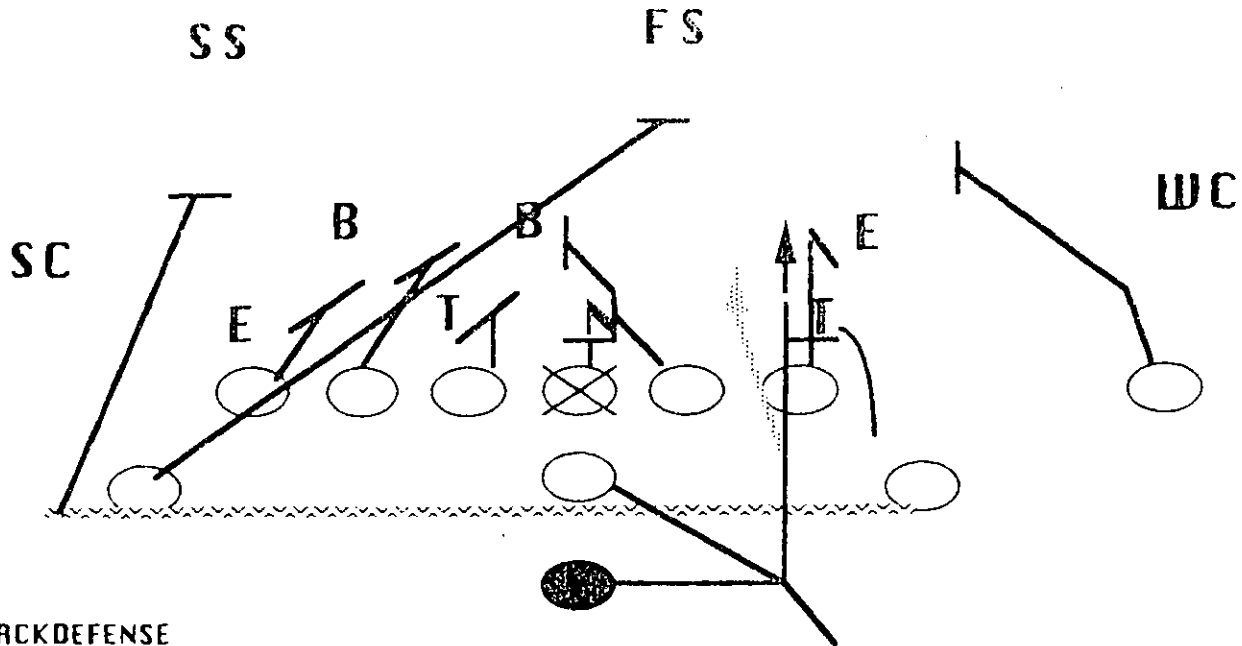
LH - Block #2 outside
of C Gap

RH - Fake 49 Rocket

FB - BC.Lateral step.
Dive for left foot of
LG.

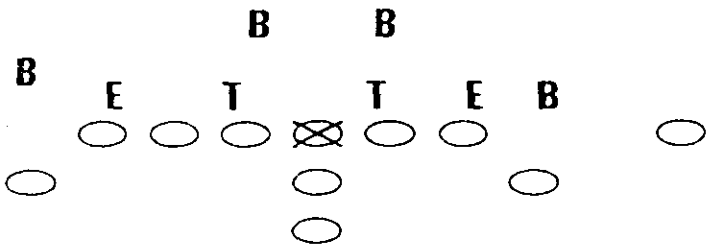
Techniques:





50 STACK DEFENSE

FS



44 DEFENSE

TE - ZONE

LT - ZONE

LG - ZONE

C - Reach - On - Away.

RG - Gap - On -
(Backer or Area).RT - Gap - On - Area -
Influence 5tech upfield
Then go to backerSE - Release upfield
block run forceQB - Open to SE side -
Give to FB - Carry
out pass fake -
You are 100% respon-
sible for hand-off.

LH - Block Free Safety

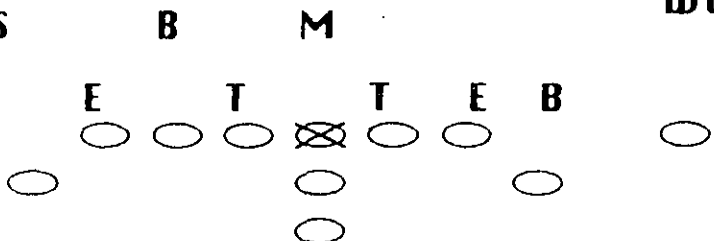
RH - Run Away Motion
Block safety
your sideFB - Ball carrier -
Crossover - Plant
- Square to
hole - Read block
of RT.

Techniques:

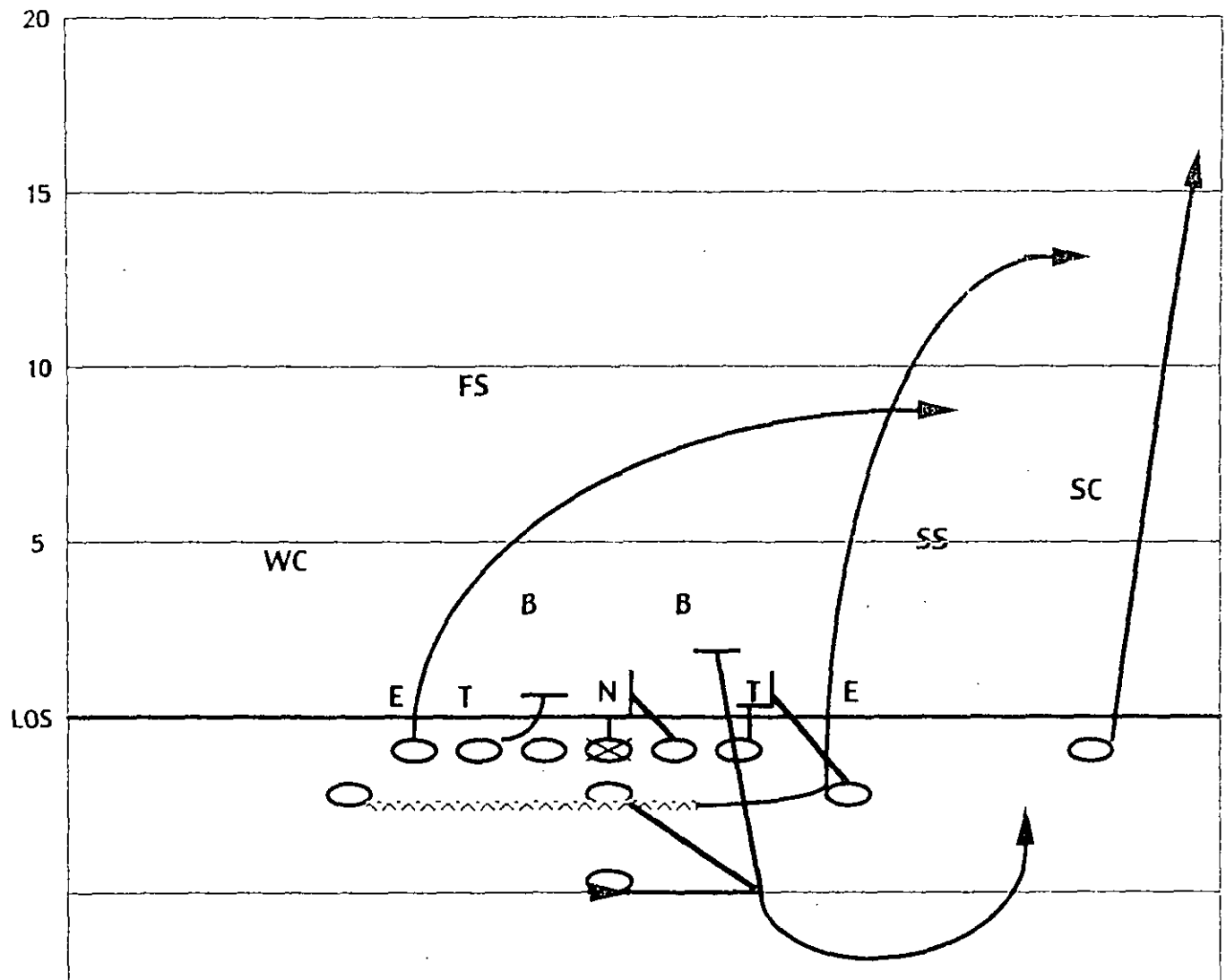
SC

FS

WC



43 DEFENSE



TE - Drag Route - 8-10 yards deep.

RT - Gap - Down - Area.

RG - Gap - Lead - (Backer or Area).

C - On - Away.

LG - Pull - Around C.

LT - Shutoff.

SE - Fly pattern outside.

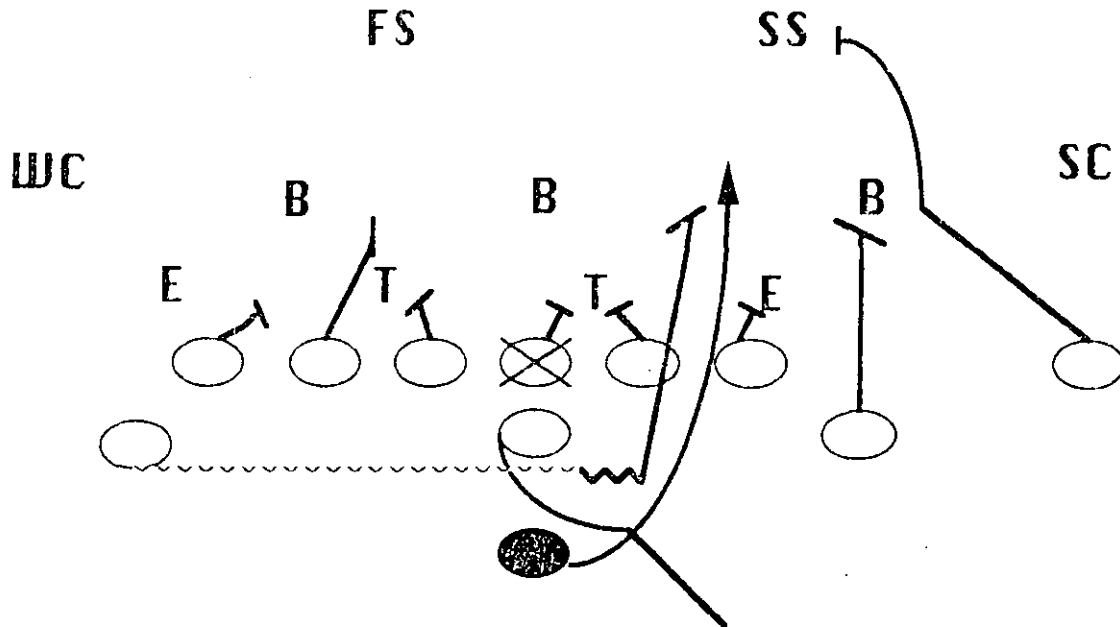
QB - Open - Fake to FB get 2 more steps of depth -
Run or pass option.

LH - Run to motion - 12 - 16 yd banana

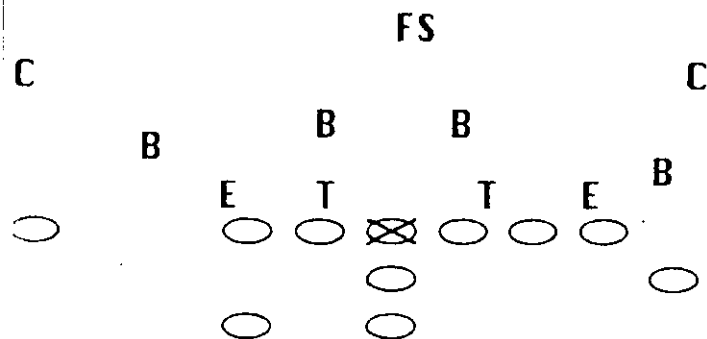
RH - Block down - usually double w/ RT

FB - Fake 34 Draw - Block LB to backside - Lead step -
Crossover - Plant.

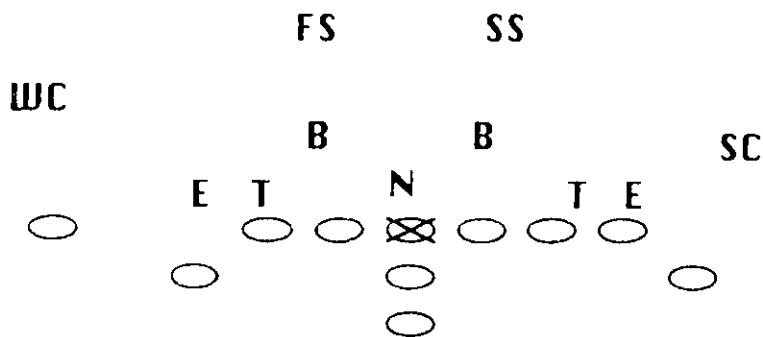
BLUE 34 BELLY SLIDE



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Cut-off - Step and hinge vs. 5-2.

LT - Vs. 5 Technique - Zone.
Vs. 4 Technique - Odd Block.

LG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Gut.

C - On - Away. Whammy 2 tech

RG - Pull block out 1st past LT. Whammy vs 2 tech.

RT - Gap - Down - On.

SE - Fake crack - Downfield block across hole -

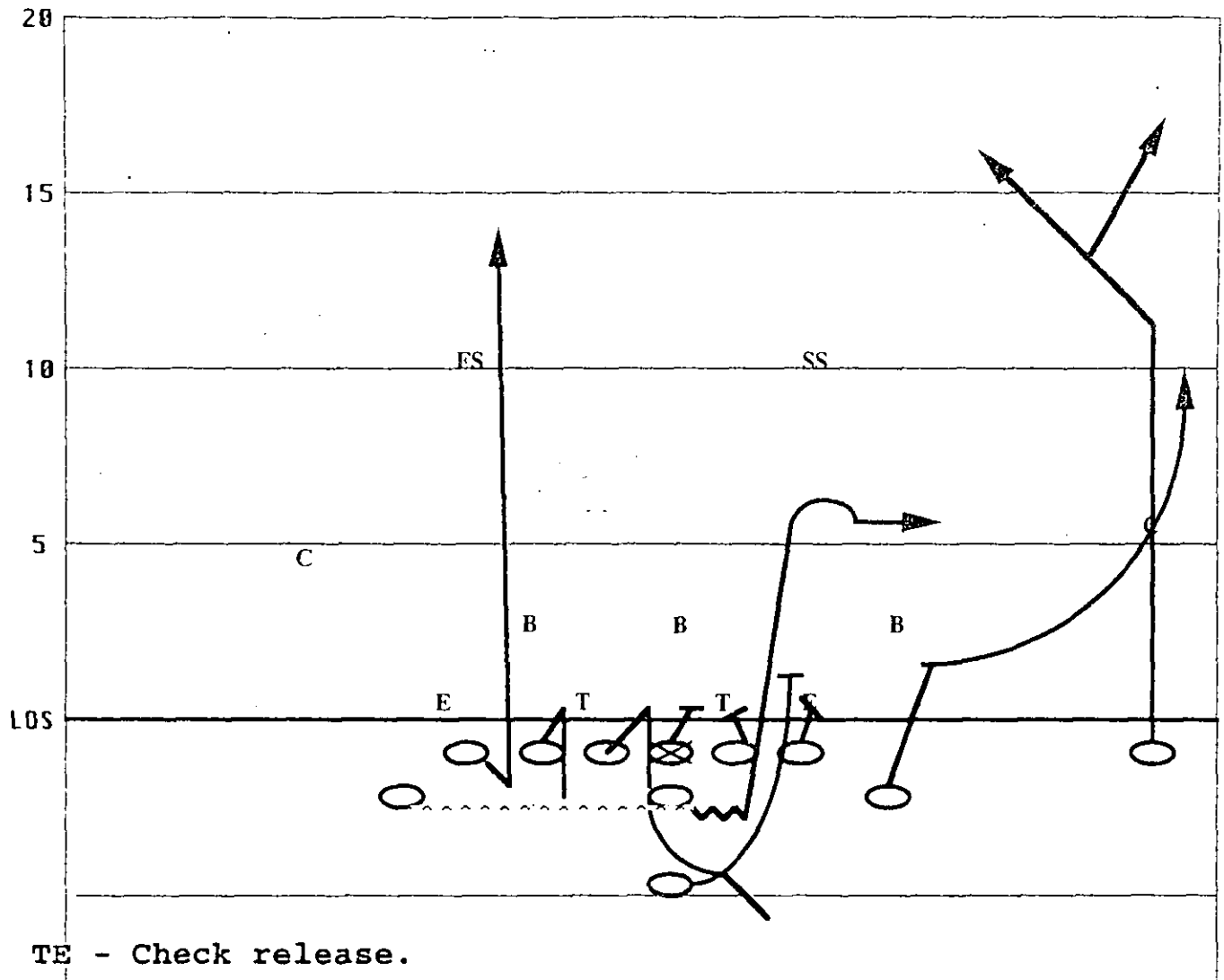
QB - Reverse pivot - just over midline. Mesh for hit of FB. Cross behind FB to allow cutback. Fake Belly Pass.

LH - Run to motion/slide - Blk 1st backer from C

RH - Block #4.

FB - Ball carrier - Lead step Bend path for inside foot of RT. Read defensive tackle - Select opening.

BLUE 34 BELLY SLIDE PASS



TE - Check release.

LT - Hinge.

LG - Hinge.

C - On - Hinge. Whammy vs. 4-3

RG - Gap - Pull and fake log. Double Whammy vs. 4-3

RT - Gap - Down - On.

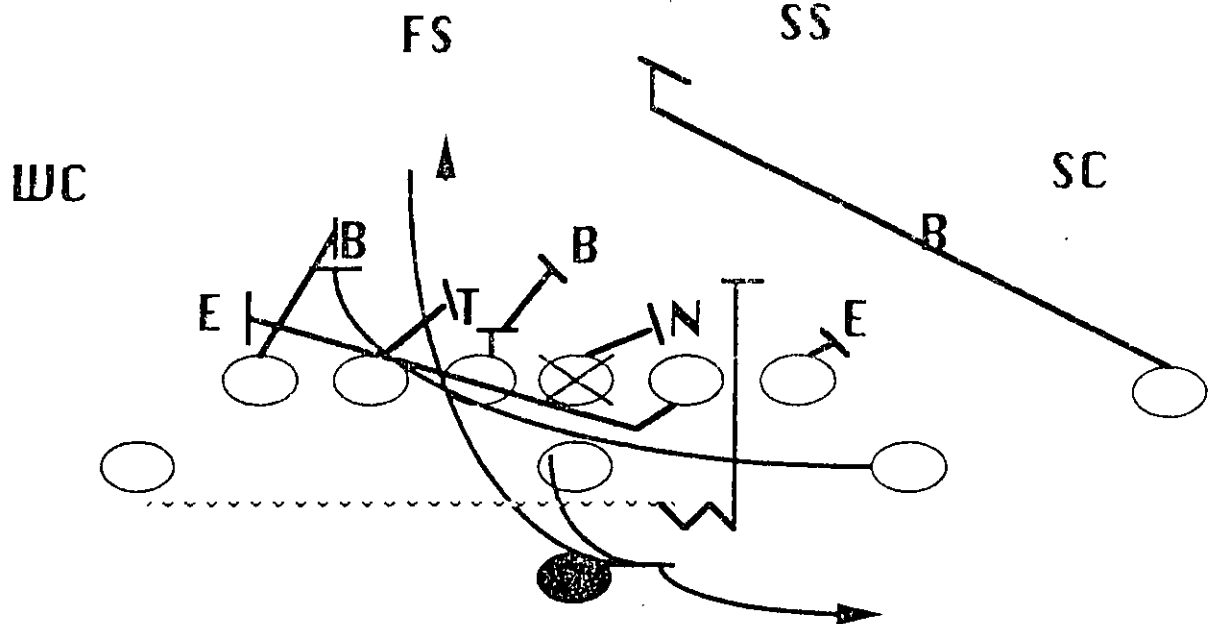
SE - POST or corner route.

QB - Reverse pivot over midline - 2nd step 45 degrees -
Reach for mesh and quick ride to FB. 3 step drop after
ride. Set up behind RT.

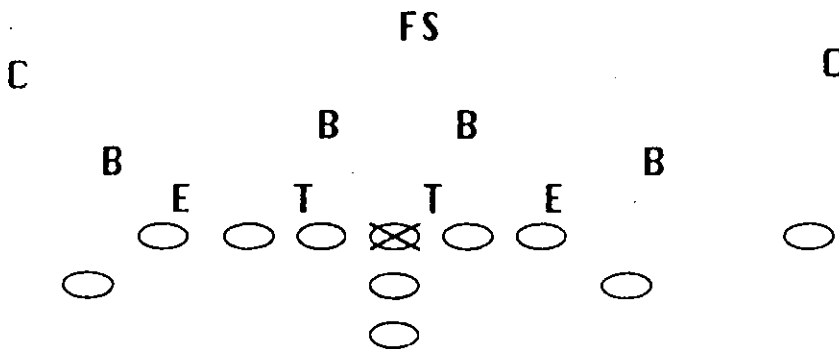
RH - Step out - Run go route - to a sail-

LH - Run to motion - slide - option route late. BLK #4 if
he blitzes.

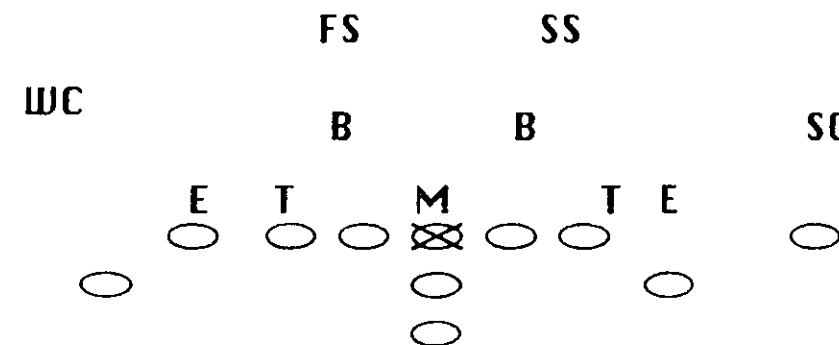
FB - Belly path with hard fake - Block 1st LB from center
then swivel.



50 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Release inside
block 1st LB from C-in-
side shade, slam-Blk out

LT - Lead-Gap-Influence

LG - Gap - Away - Post.

C - On - Away - Area.

RG - Pull - Kick out
first to show past RG.

RT - Gap-On-Area.

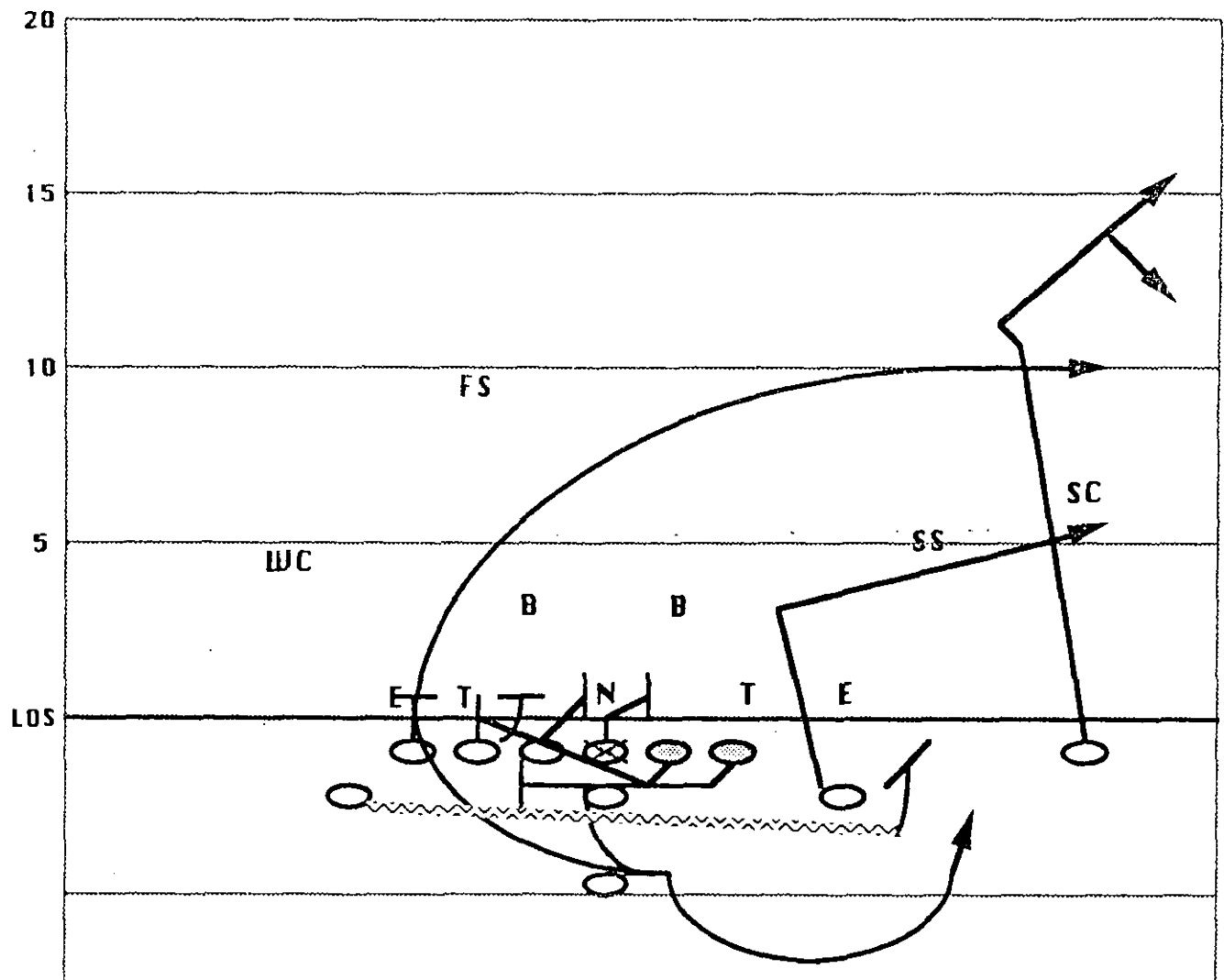
SE - Crossfield - Block
back at hole.

QB - Reverse pivot -
Outsidehand-off to FB -
Fake bootleg at 8.

RH - Pull-Wall off.

LH - Belly Slide Motion
Blk B gap area to D.

FB - Crossover, Plant.
Follow RG & RH.



TE - Run Drag Route.

LT - Hinge.

LG - Hinge.

C - On - Hinge.

RG - Pull - Block backside.

RT - Pull - Block backside.

SE - Run Waggle Route.

QB - Reverse pivot - Fake outside hand-off to FB -
Gain depth - Run or pass option at 8.

LH - Early motion - Hook block corner contain.

RH - Fake clip block - Get into flat area.

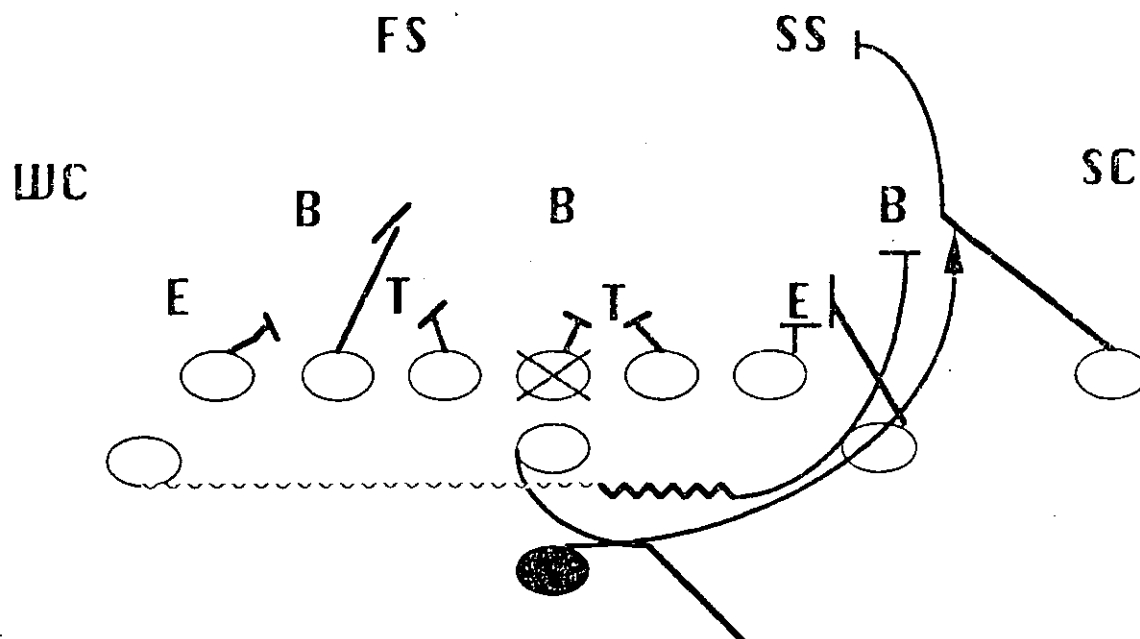
FB - Step right - Stay low - Fake 37 Joker.

LG-LT- - Zone Step...if uncovered go to opposite safety..

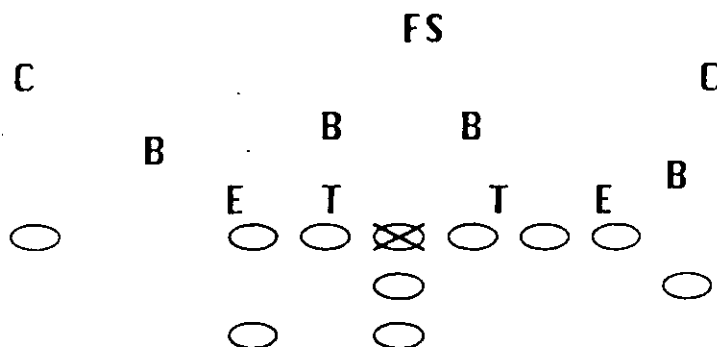
SE - Receiver.1step up-2steps back. Try to get inside of LH
kick-out block...then get back outside.

LH - Run to motion - Kick-out man covering SE

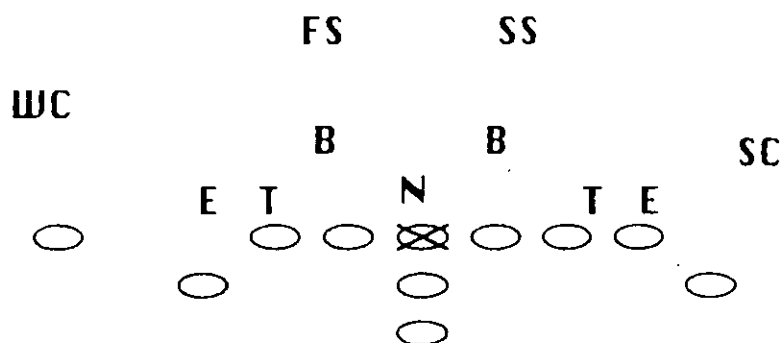
FB - Fake 35 BELLY Block area.



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Cut-off - Step and hinge vs. 5-2.

LT - Vs. 5 Technique - Zone.
Vs. 4 Technique-Odd Blk.

LG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Gut.

C - On - Away. Whammy 2 tech

RG - Pull block out 1st past
LT. Whammy vs 2 tech.

RT - Gap - Post - On.

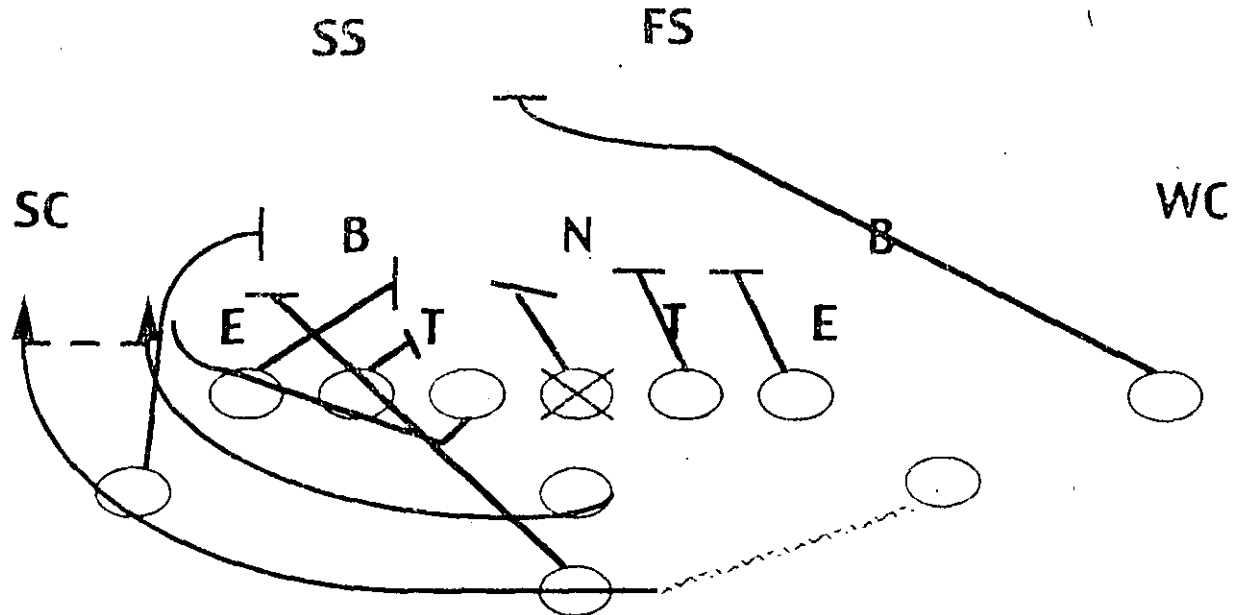
SE - Fake crack - Downfield
block across hole -

QB - Reverse pivot - just
over midline.Mesh for hi
of FB.Cross.Fake Belly
Pass.

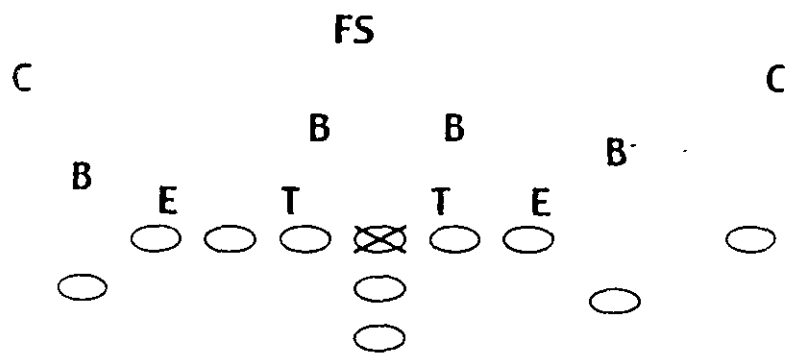
LH - Run to motion/slide -Blk
1st outside RT

RH - Gap -Down- Lead.

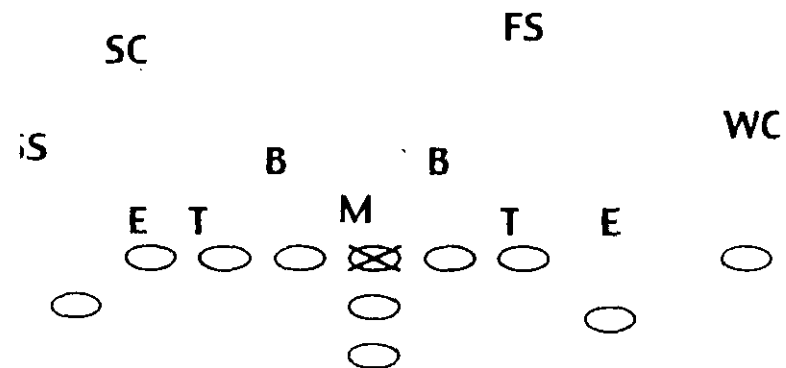
FB - Ball carrier - Lead step
Bend path for inside foot
of RT. Read defensive
tackle - Select opening.



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Gap - Backer.

RT - Zone.

RG - Zone.

C - Zone.

LG - Pull - Log 7 or 9
Technique.

LT - Gap - Down - Backer.

SE - Cutoff.

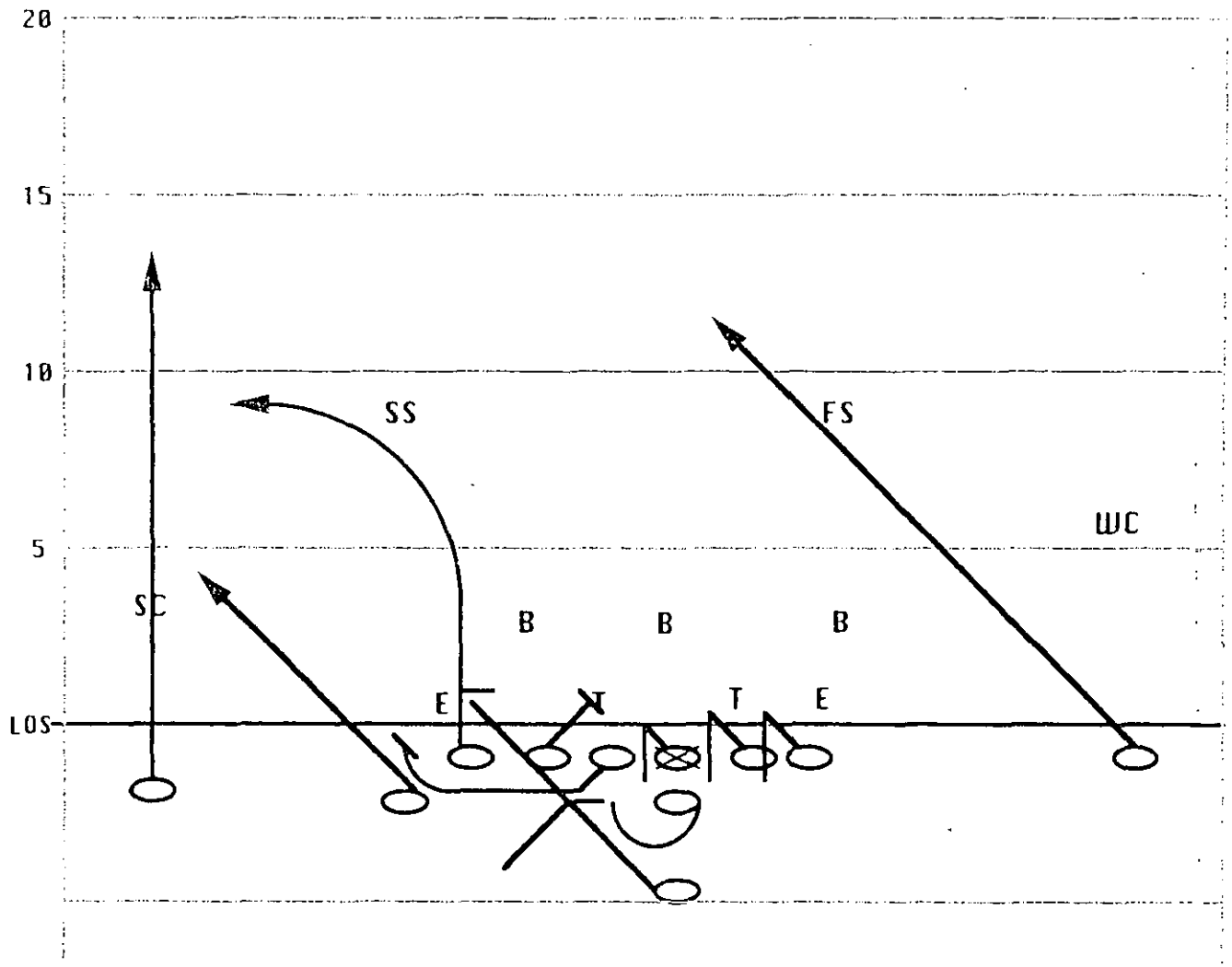
QB - Reverse pivot - Quick
ride to FB- Option#4

LH - 1stLB inside -vs 4-4
Arc and Block 5.

RH - Two step motion - 5 x
2 pitch relationship.

FB - Crossover for inside ft
of TE - Block 1st
inside - Probably LB
to SS.

OTB BLUE 37 DOWN PASS



TE - Run Seam Route.

LT - Gap - Down - On.

LG - Pull - Log 1st man outside LT.

C - On - Near Gap - Hinge.

RG - Hinge.

RT - Hinge.

SE - Clear out thru centerfield.

QB - Reverse pivot - Ride ball quickly to FB - Bring ball up quickly into passing position - Be ready to throw by your 3rd step after fake. Continue to threaten flank no deeper than 5 yards.

RH - Flanker left.Run a clear out route.

LH - Sprint to flat (look immediately).

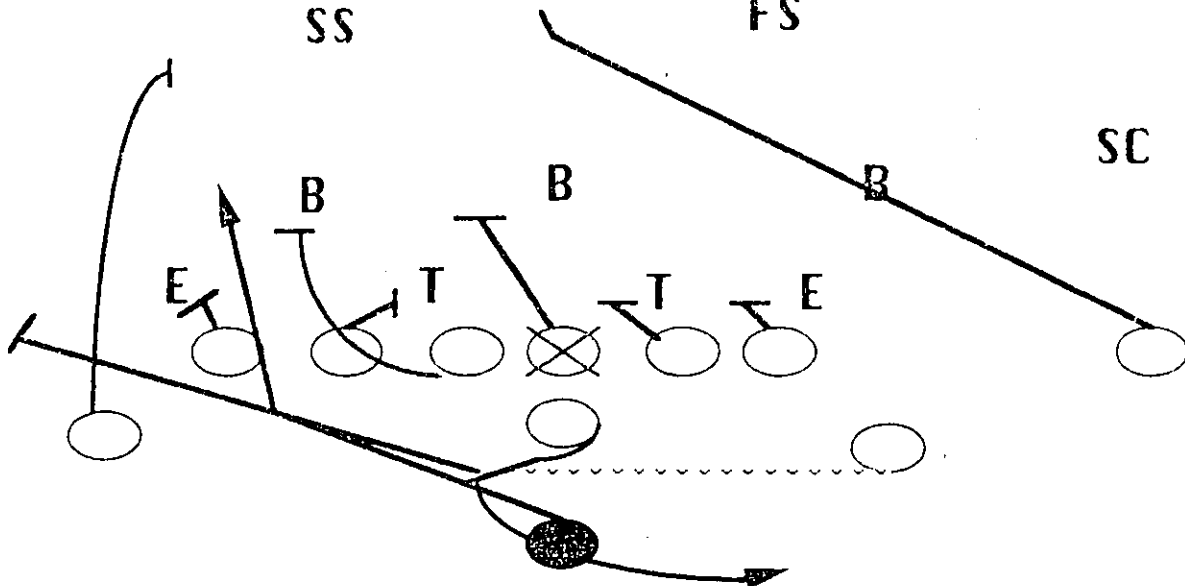
FB - Straighten path for outside leg of LT. Block 1st to show in area.

WC

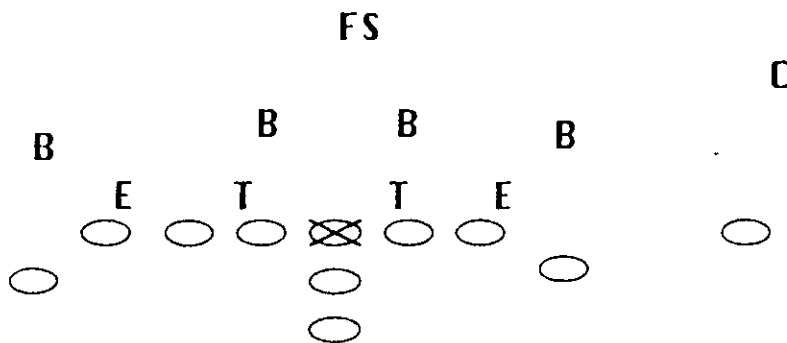
SS

FS

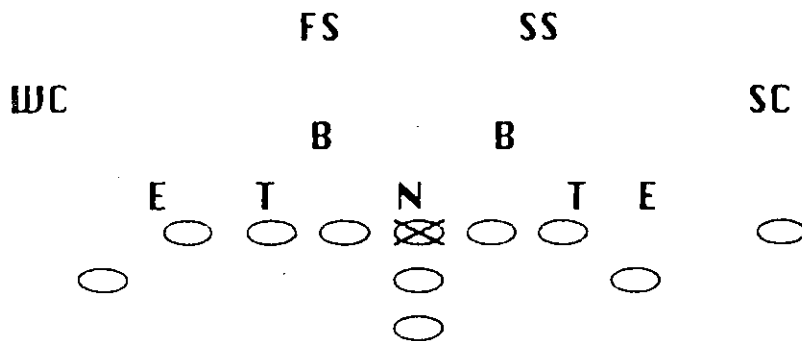
SC



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

LT - Gap - Down - On.

LG - Pull-Gut-Block out.

C - ZONE.

RG - ZONE.

RT - ZONE

SE - Crossfield block back
at hole.

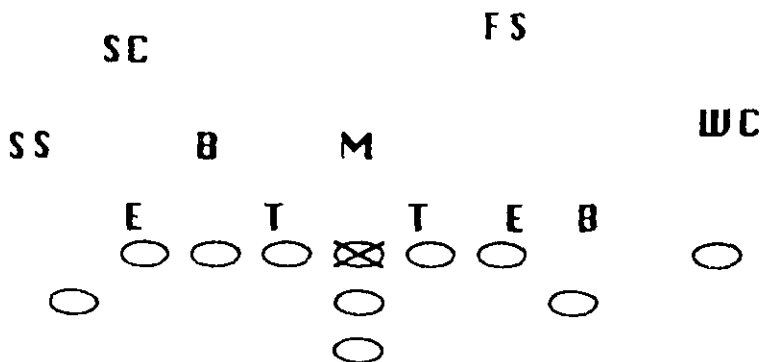
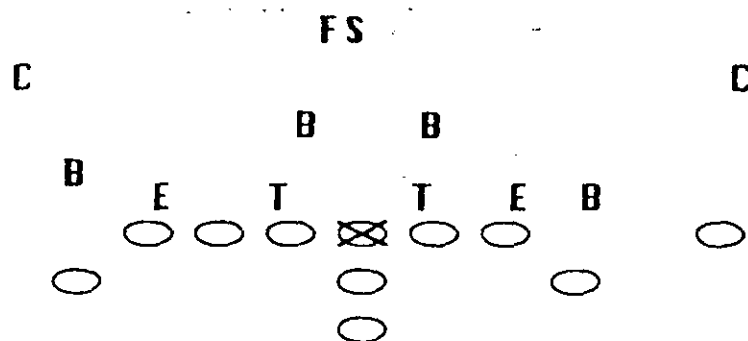
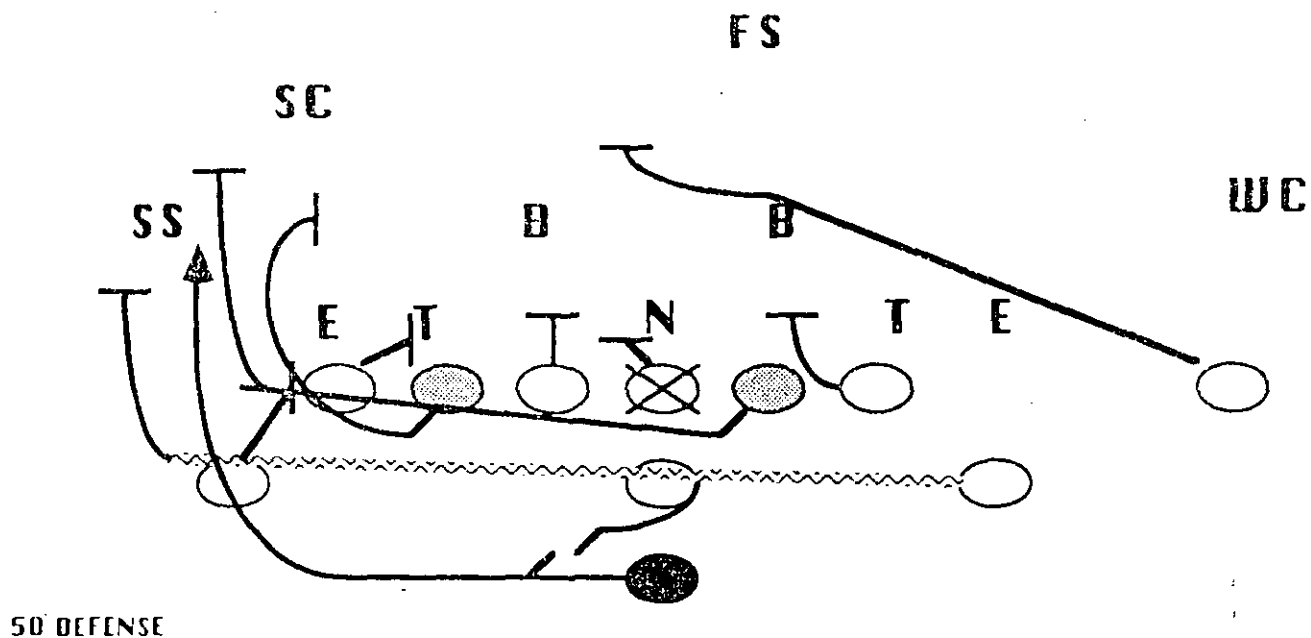
QB - Reverse pivot-Fake 49
Jet Swp-Hand to FB

RH - Fake 49 Jet Swp.
Block Corner

RH - 1st LB inside to SS

FB - Ball carrier - Run
for inside foot of
TE

Techniques:



TE - Gap - Down - Backer.

RT - Shutoff.

RG - Pull - Lead.

C - Reach - Area - Away.

LG - Gap - On - Area.

LT - Pull - Wall Off Inside.

SE - Crossfield - Wall Off.

QB - Reverse pivot - Soft Toss to FB.

LH - Block 1st Man Inside.

RH - "Run to" motion - Kick out force.

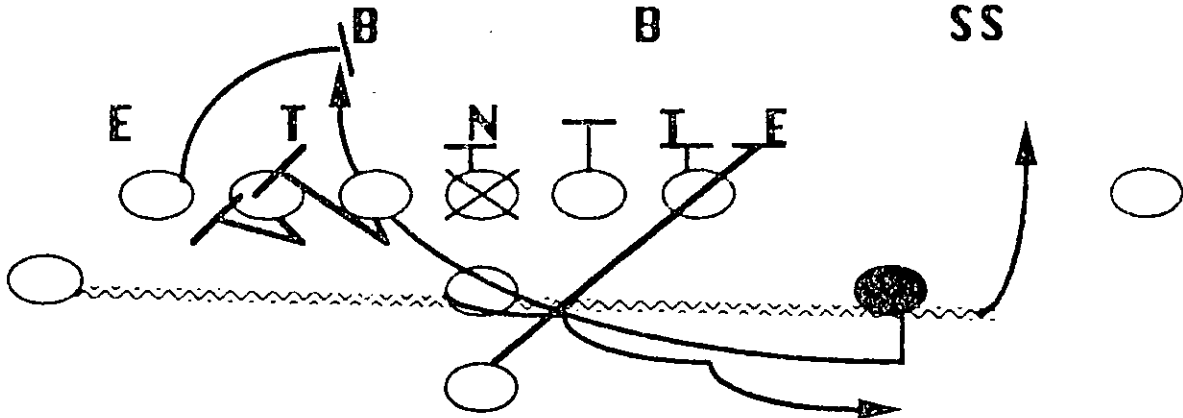
FB - Ball carrier - Stay lateral till you receive ball.

Techniques:

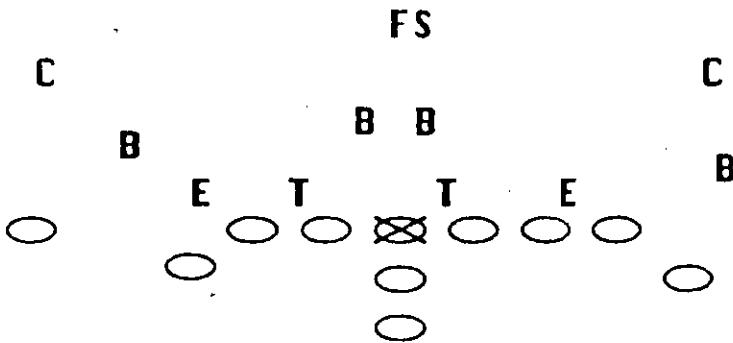
FS

SC

WC



50 DEFENSE



44 DEFENSE

TE - Downfield - Block first ILB

RT - Area.

RG - Area.

C - On - Away - Reach.

LG - Hinge - Block out.

LT - Hinge - Block out.

SE - Crossfield - Block back at hole.

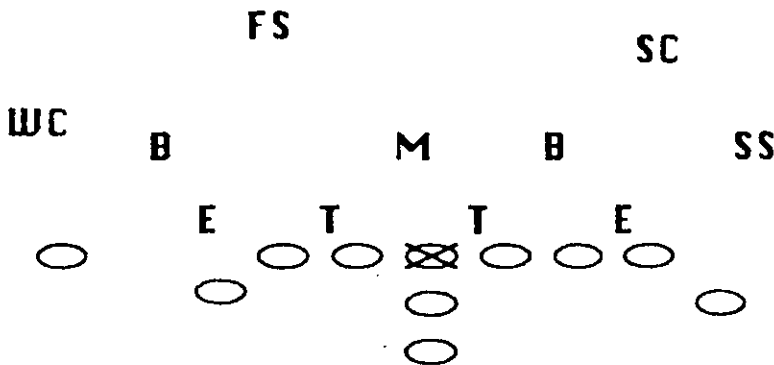
QB - Reverse pivot - Poke to FB - Hand-off inside to RH - Fake Down Pass.

RH - Ball carrier - Drop step - Receive inside hand-off - Select opening.

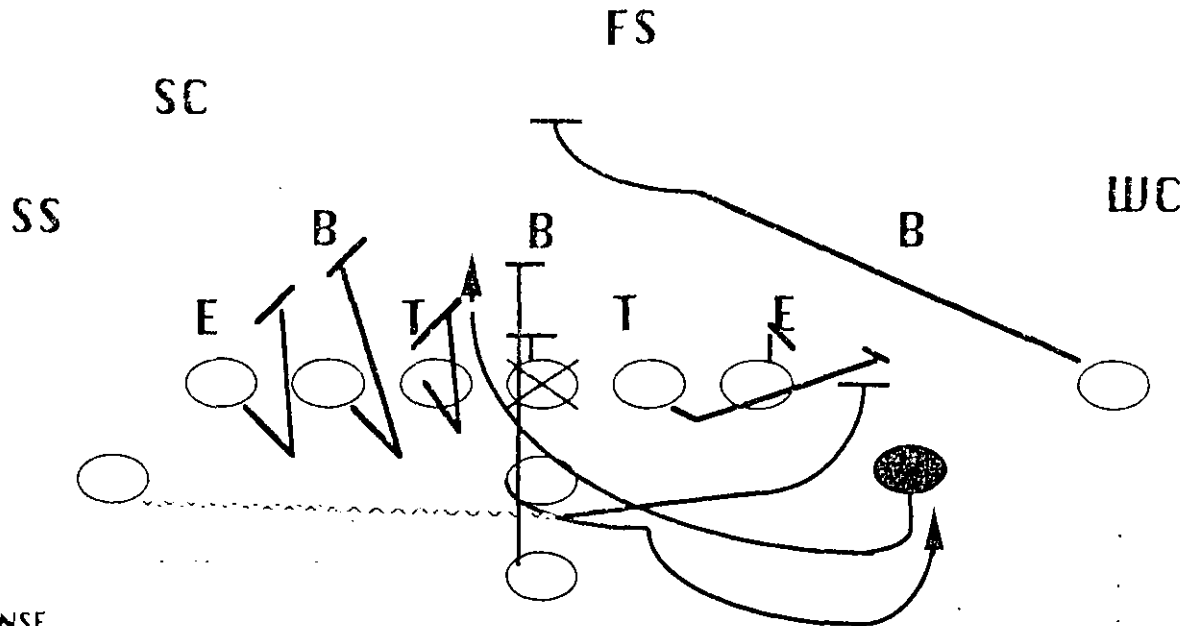
LH - early motion -

FB - Fill for RT - Fake 37 Down - Block area.

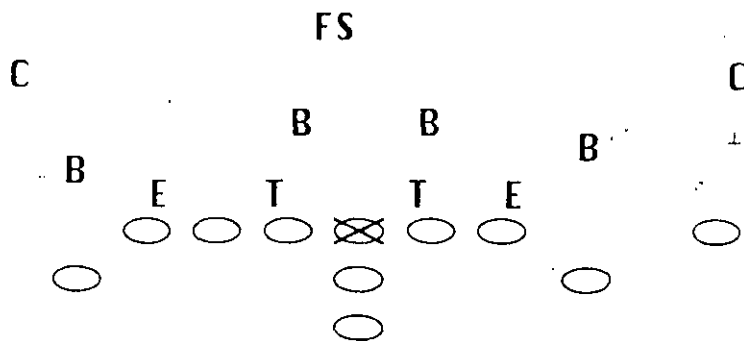
Techniques:



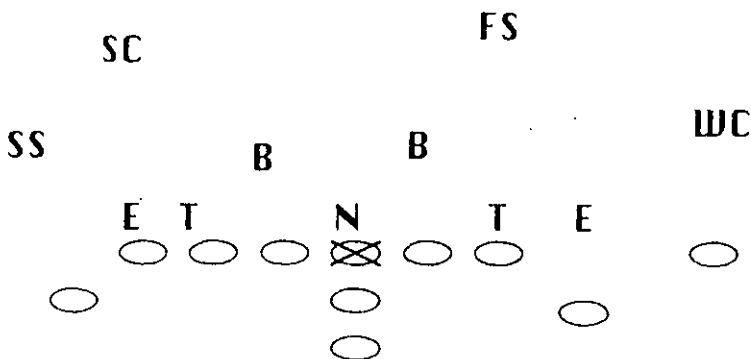
43 DEFENSE



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Step & Cup - Delayed Backer.

LT - Step & Cup - Delayed Backer.

LG - Step & Cup - Delayed Backer.

C - On - Reach.

RG - Pull - Block Out.

RT - Block #1 outside B gap.

SE - Crossfield block back at hole.

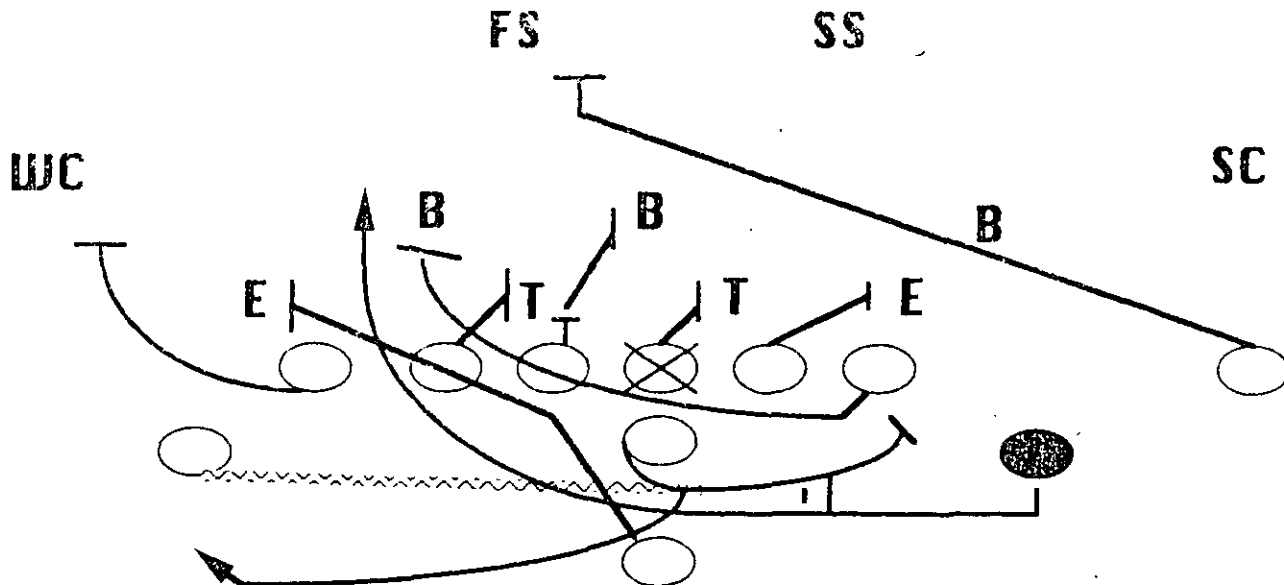
QB - Reverse pivot - Fake 28 Jet Swp-i step depth Handoff to RH Fake Booleg Right.

LH - Leave in Jet motion - Block 1st man outside RT. Fake 28 Jet Swp

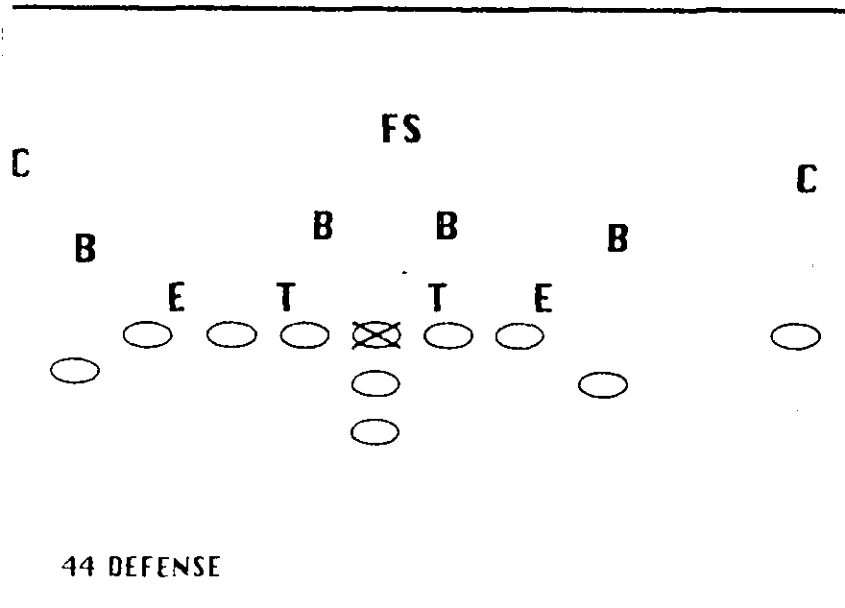
RH - Ball carrier - Drop step-Cross over-inside Handoff-Follow FB.

FB - Drive for C-LG seam - Block 1st LB in area.

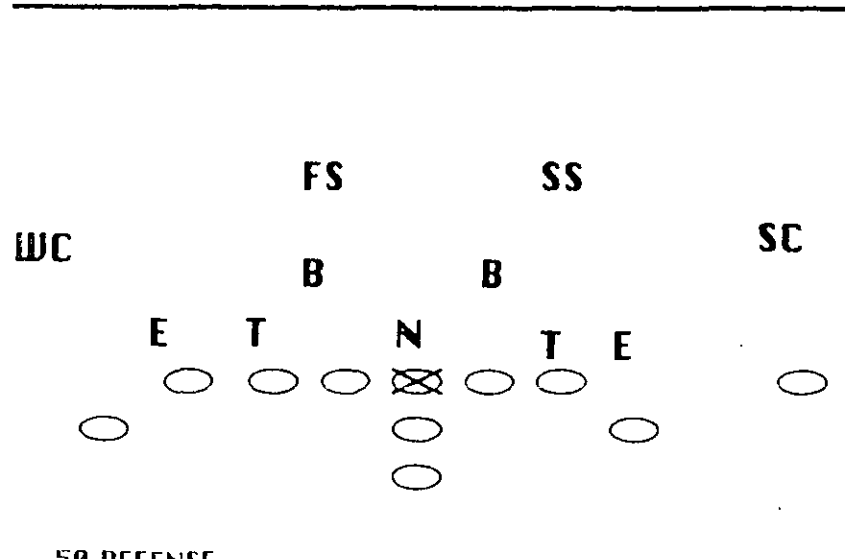
Techniques:



50 DEFENSE



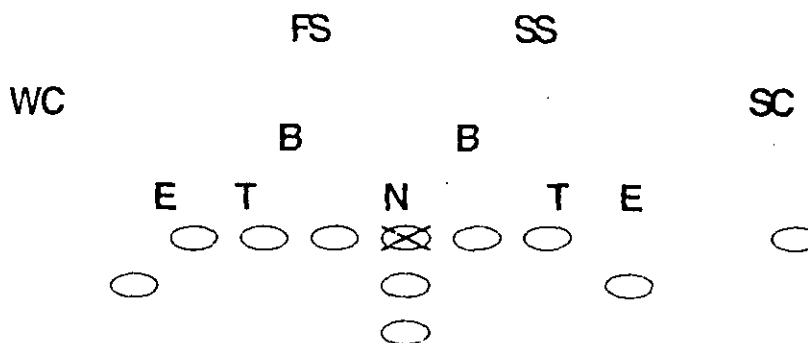
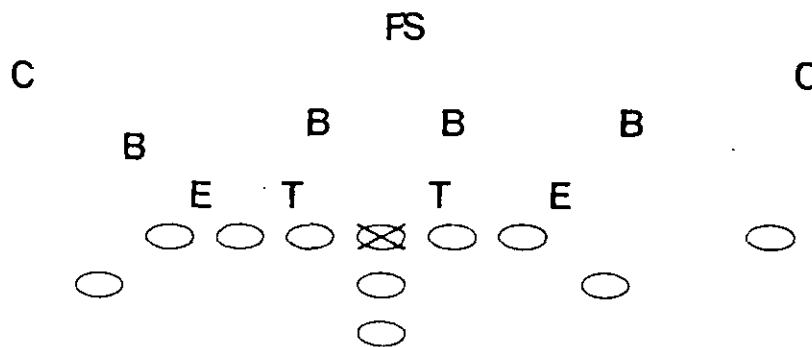
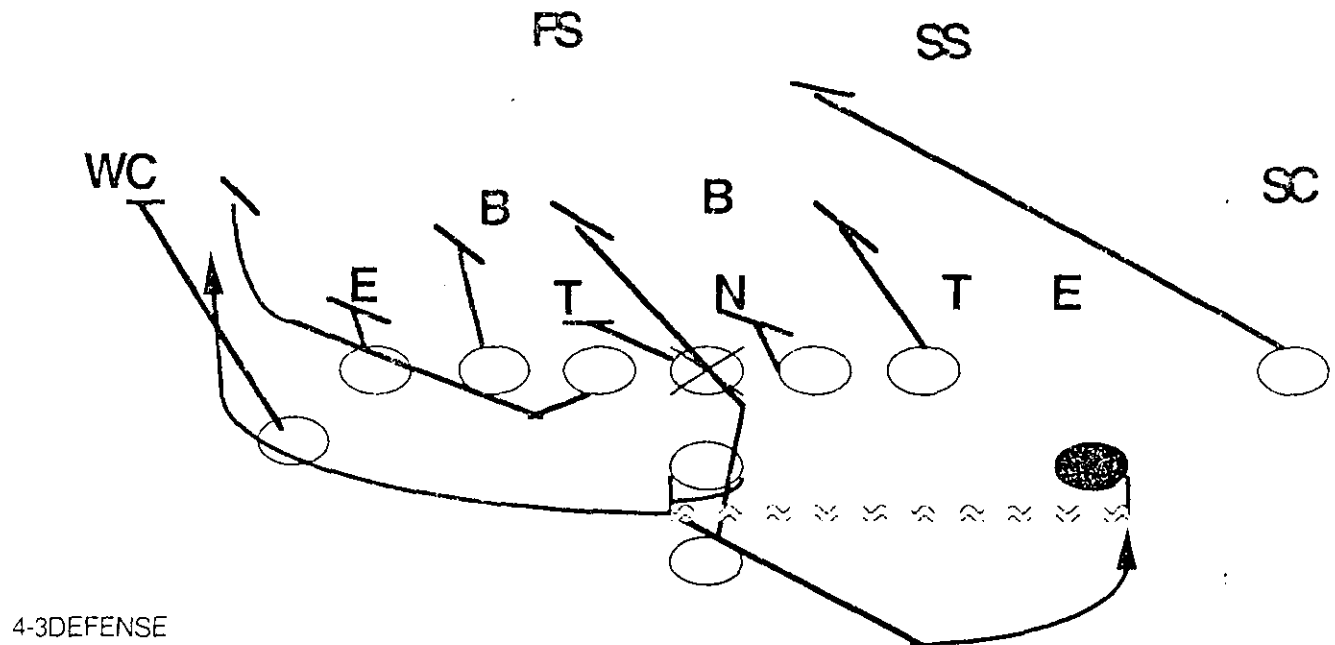
44 DEFENSE



50 DEFENSE

- TE - 1st Backer from C.
Influence Right.
- RT - Pull - Lead through
hole.
- RG - On - Area - Away
- C - On - Area - Away.
- LG - Gap - Post - Away.
- LT - Lead - Influence left.
- SE - Downfield block up
at hole.
- QB - Open as on 28 Jet Sweep -
hand off to LH - fake
waggle.
- LH - Jet motion - receive
handoff. Give Outside hand-
off to RH.
- RH - Ball Carrier - Drop step,
receive handoff from LH.
Follow RT and FB.
- FB - Kickout first on or
outside LT.

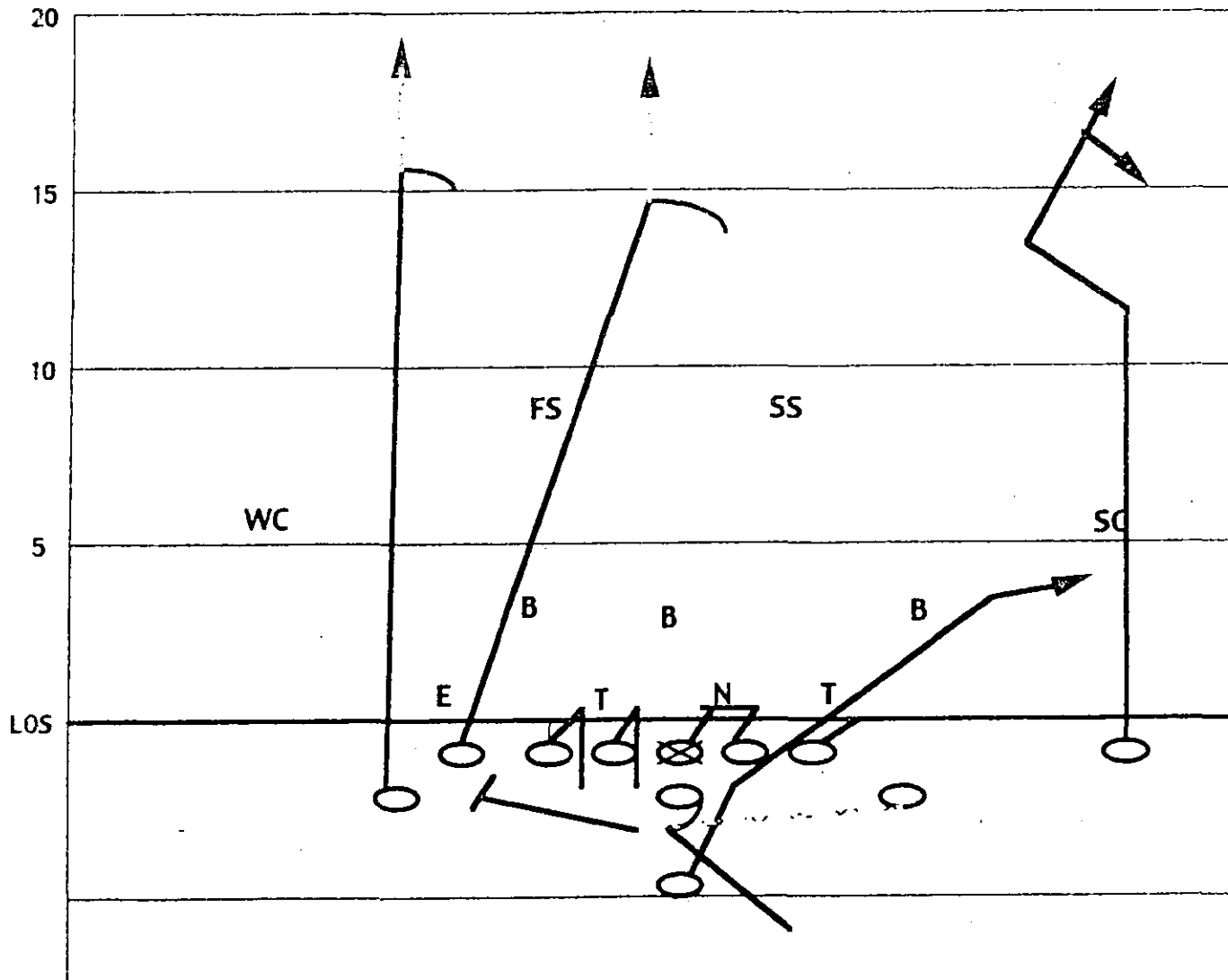
Techniques:



- TE - Gap-On-Area-#2
Outside B Gap
- RT - ZONE
- RG - ZONE
- C - Reach -On'-Area
- LG - Pull - Wall off.
- LT - Gap-On-Area-First outside
B Gap
- SE - Crossfield-Block Back
@ hole
- QB - Reverse pivot - 6"over
midline-hand to RH
waggle @ 8
- LH - Block #3 outside of
B Gap
- RH - Ball Carrier-Aim Point
2Ft.behind QB-Run to
motion.
- FB - Dive for right foot of
C. Block area.

Techniques:

BLUE JET 49 WAGGLE



TE - Release inside - Key middle safety - 3 deep -

Run crossing pattern - If 2 deep, run - Deep middle.

LT - LG- Hinge Technique

C-RG-RT-Roll technique/Big on Big

SE - Waggle pattern.

OB - Reverse pivot - Fake Jet Swp to RH - Set up behind RT -

Read SE to FB then centerfield.

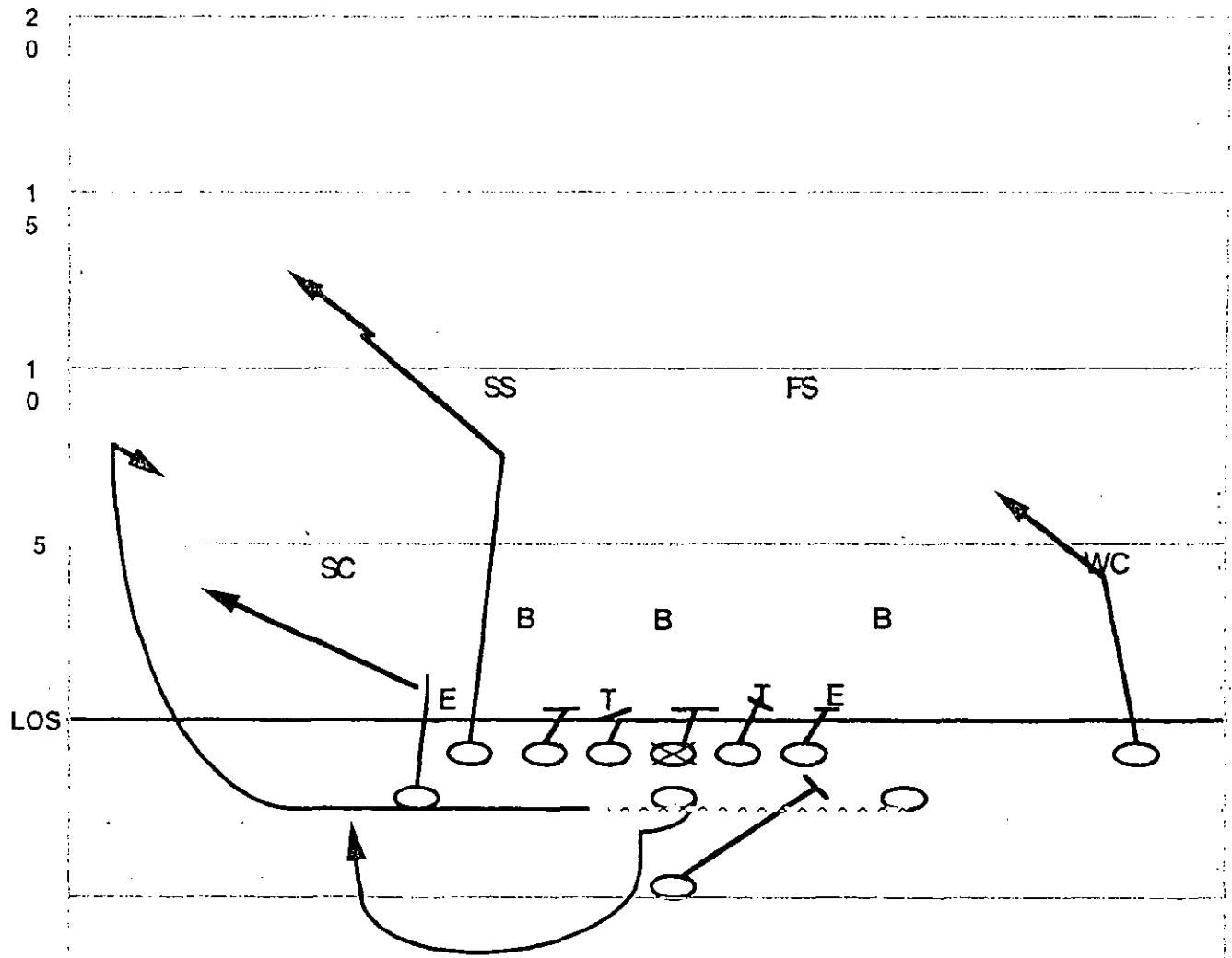
RH - Fake Jet Swp Lt - Block 1st man outside of LT block.

LH - Fly - Vs. 3 deep - Hook up at 15 yards on hash or wider -

Vs. 2 deep fly - stay wide.

FB - Dive for inside foot of RG - Block area if threatened -

Slide delayed into flat.



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LT_LG- - Gap - On - Area.

SE - Run pattern determined by Corner...Hand signal QB...6yard
hitch...6 yard speed out...Skinny Post or fade

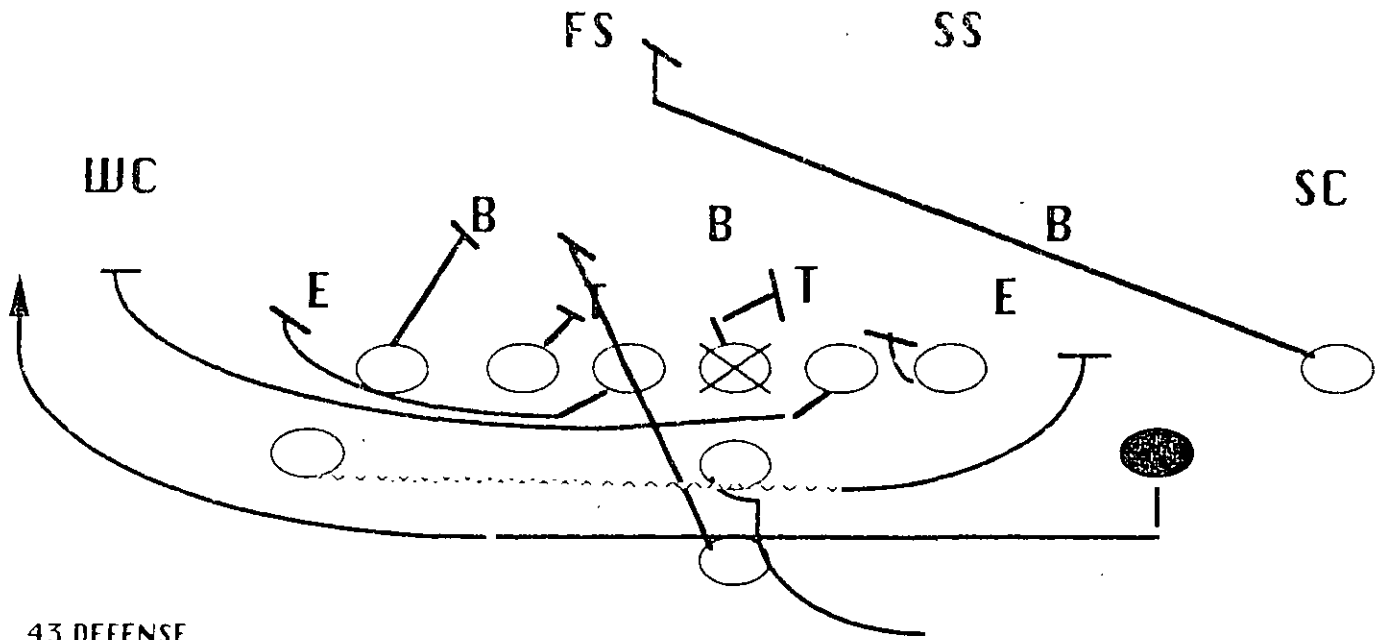
QB - Fake Jet...2 step drop - Read SE first. If covered bootleg
left...Pass or run option...3 level stretch.

RH - Jet motion. Curl @ 8

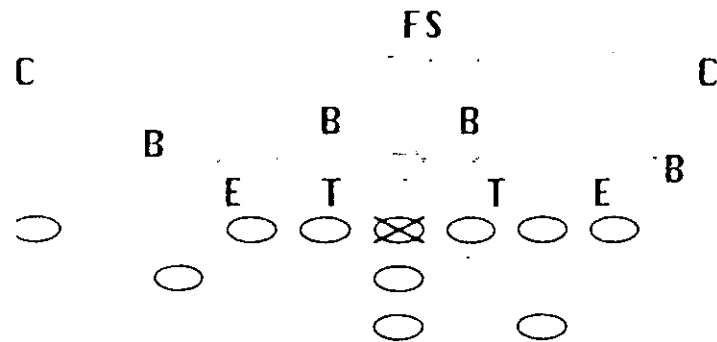
TE - Release inside. Bump 1st blitz. Then run 15 yd Flag

LH - Seal 1st man inside. Then delayed flat 3 yards max.depth

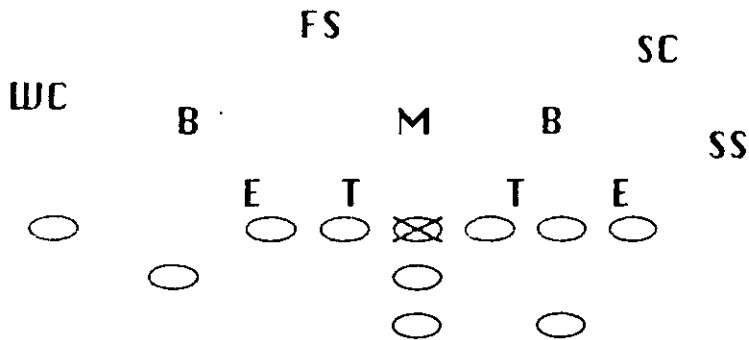
FB - Block 1st to show outside RT. You must get his hands down.



43 DEFENSE



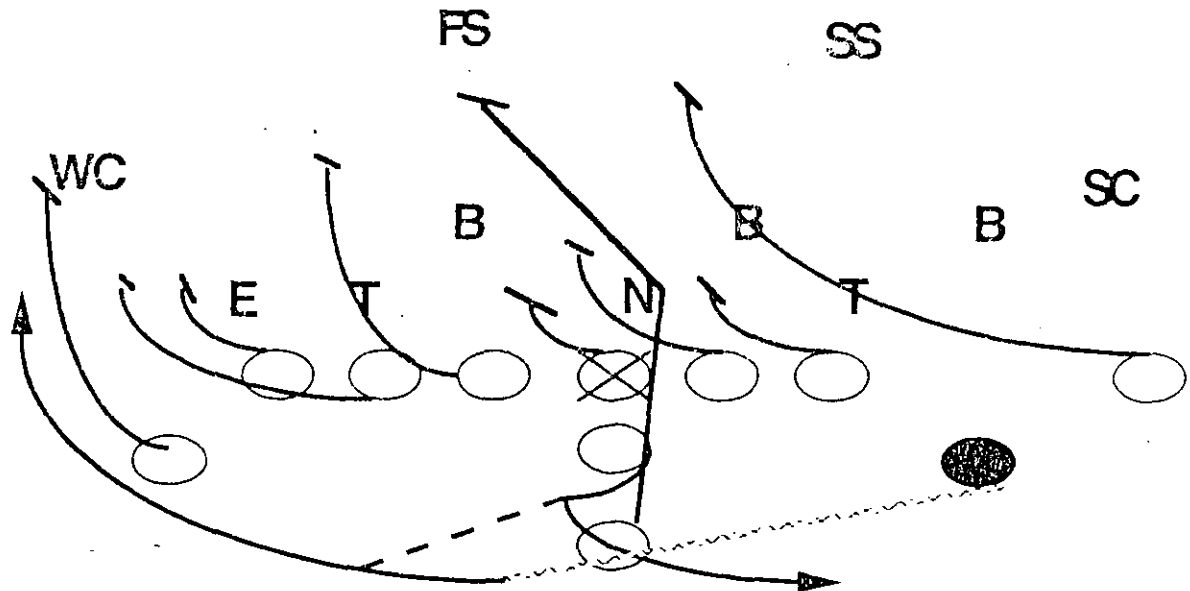
44 DEFENSE



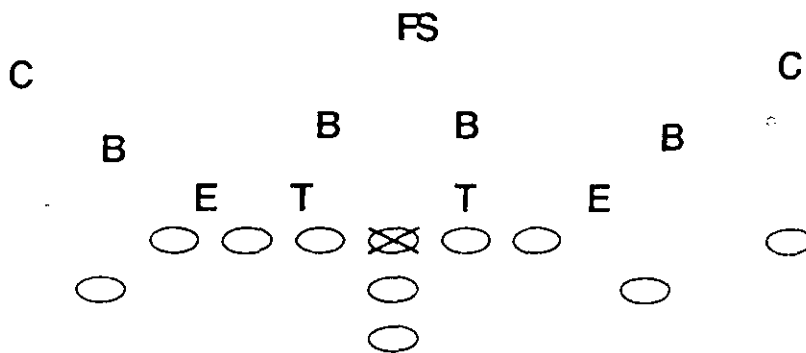
43 DEFENSE

- TE - Gap - Down - Backer.
- LT - Gap - Down - Backer.
- LG - Pull - Log on
1st man outside.
- C - Reach - Area - Away.
- RG - Pull - Wall off.
- RT - Shutoff.
- SE - Crossfield - Block
back at hole.
- QB - Reverse pivot - 6" over
midline - Fake to LH
Hand to RH bootleg at 8.
- LH - Jet Motion...Fake 28 Jet
Sweep-Block Rt.
- RH - Ball Carrier. Drop Step
3 yd track. Tale outside
handoff. Follow RG.
- FB - Dive for left foot of
C. Block area.

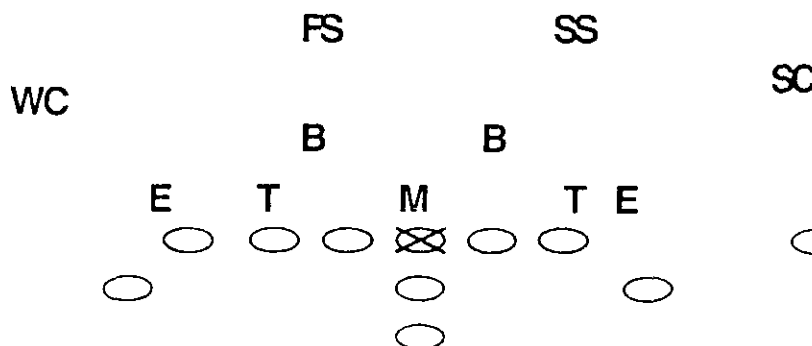
Techniques:



50 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

RT - ZONE

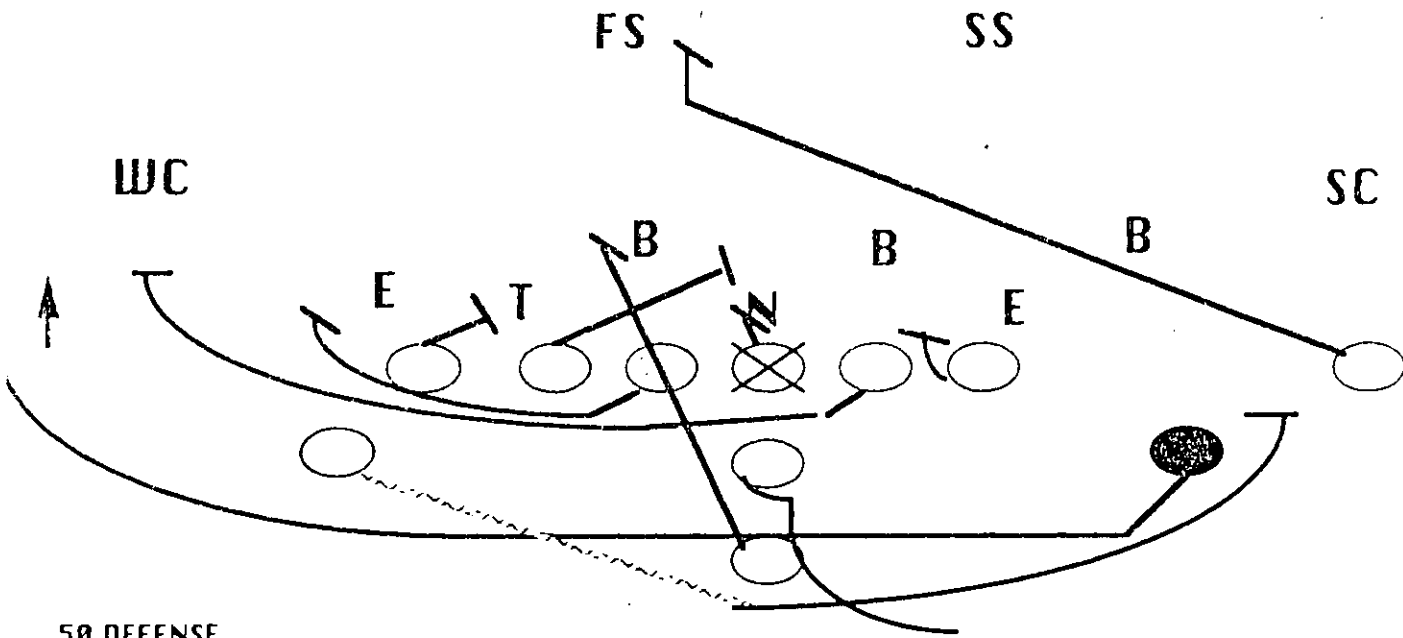
RG - ZONE

C - Reach -On -Area

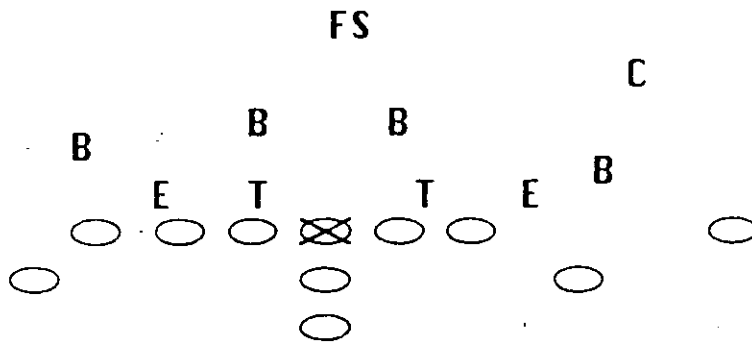
LG - ZONE/PULL.

LT - Covered-ZONE
Uncovered-PULLSE - Block man covering
youQB - Reverse pivot DEEP
over midline-poke to FB
Toss to RH waggle @ 8LH - Block #1 outside
of C GapRH - Ball Carrier-Aim
Point 2Ft. behind FB-DEEP
motion.FB - Dive for right
foot of C. Block area.

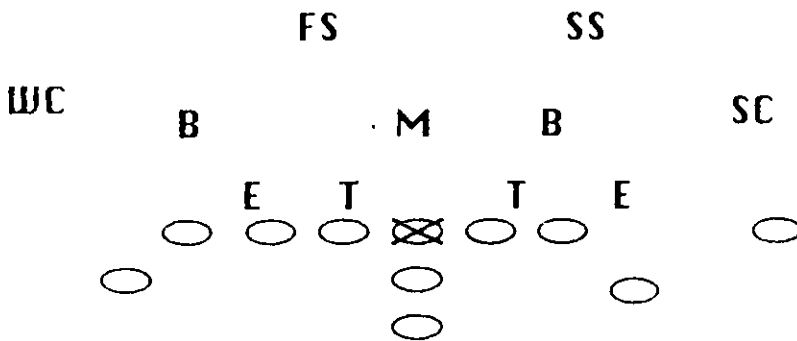
Techniques:



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Gap - Down - Backer.

LT - Gap - Down - Backer.

LG - Pull - Log on
1st man outside.

C - Reach - Area - Away.

RG - Pull - Wall off.

RT - Shutoff.

SE - Crossfield - Block
back at hole.

QB - Reverse pivot - 6" over
midline - Fake to LH
HandtoRH bootleg at 8.

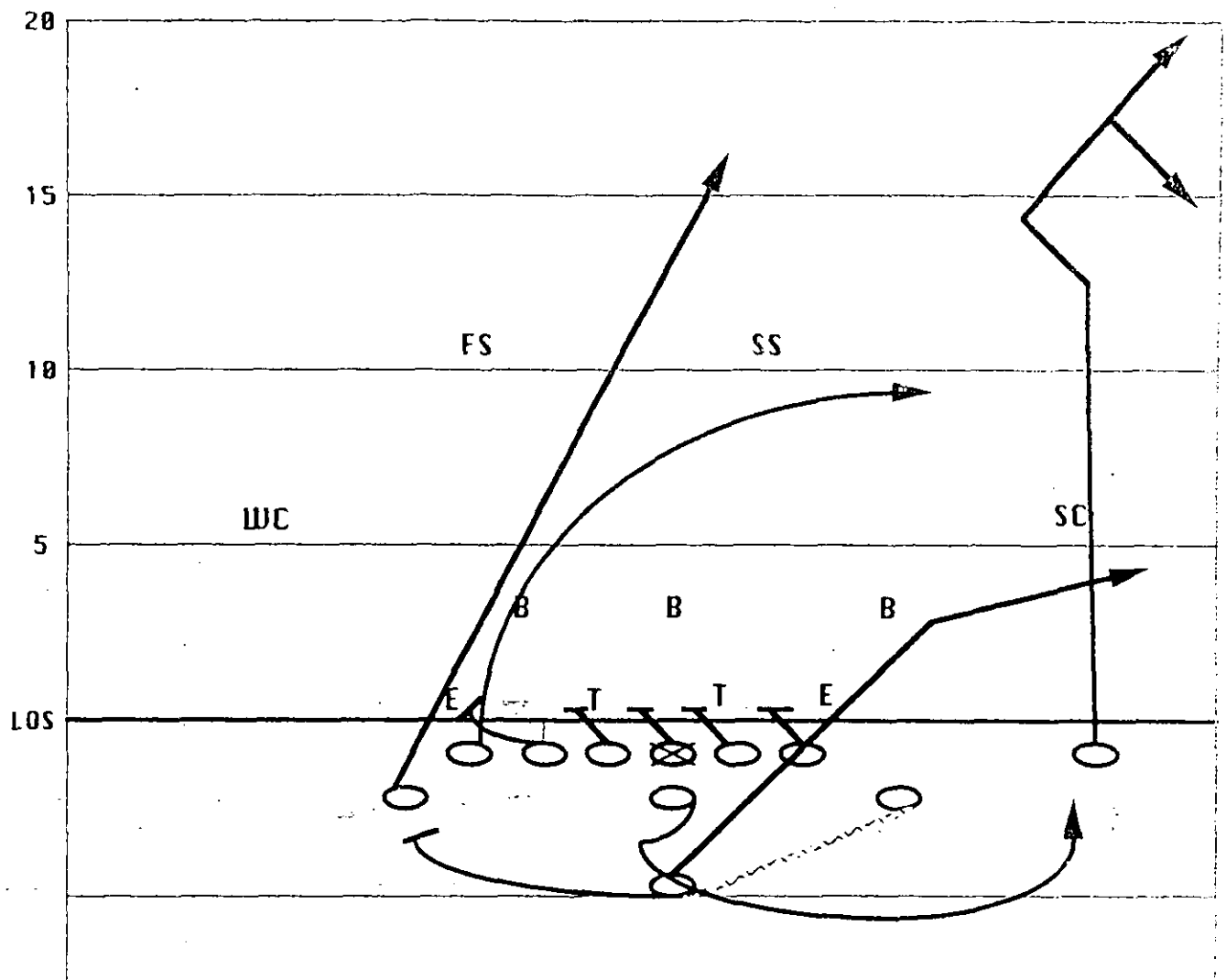
LH - RocketMotion...Fake 28
Rocket Sweep-Block Rt.

RH - Ball Carrier. Drop
Step3 yd track. Take
outsidehandoff. Follow RG.

FB - Dive for left foot of
C. Block 1st LB.

Techniques:

BLUE 49 ROCKET BOOT



TE - Drag 8-10yds deep.

LT - ZONE/PULL.

LG - ZONE OPPOSITE

C - ZONE OPPOSITE

RG - ZONE OPPOSIT

RT - ZONE OPPOSITE

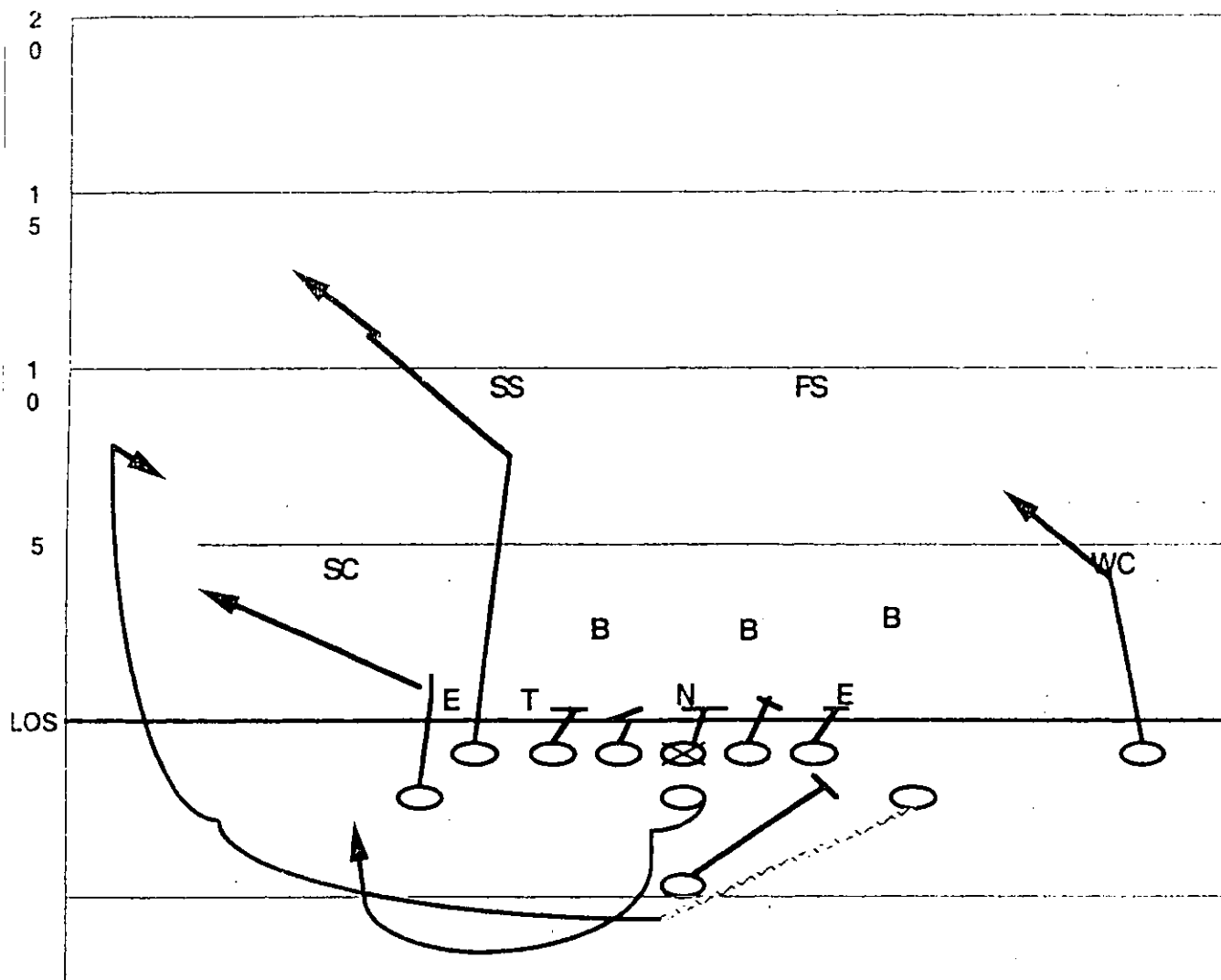
SE - Waggle pattern.

QB - Reverse pivot - Fake 49 Rocket. Get depth. break contain boot reading FB blk or escape.

RH - ROCKET Motion Fake 49 protect backside

LH - Fly - Clear thru centerfield- Get in QB's vision.

FB - Dive for outside foot of RT - Block area if threatened - Slide delayed into flat.



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LT_LG- - Gap - On - Area.

SE - Run pattern determined by Corner-Hand signal

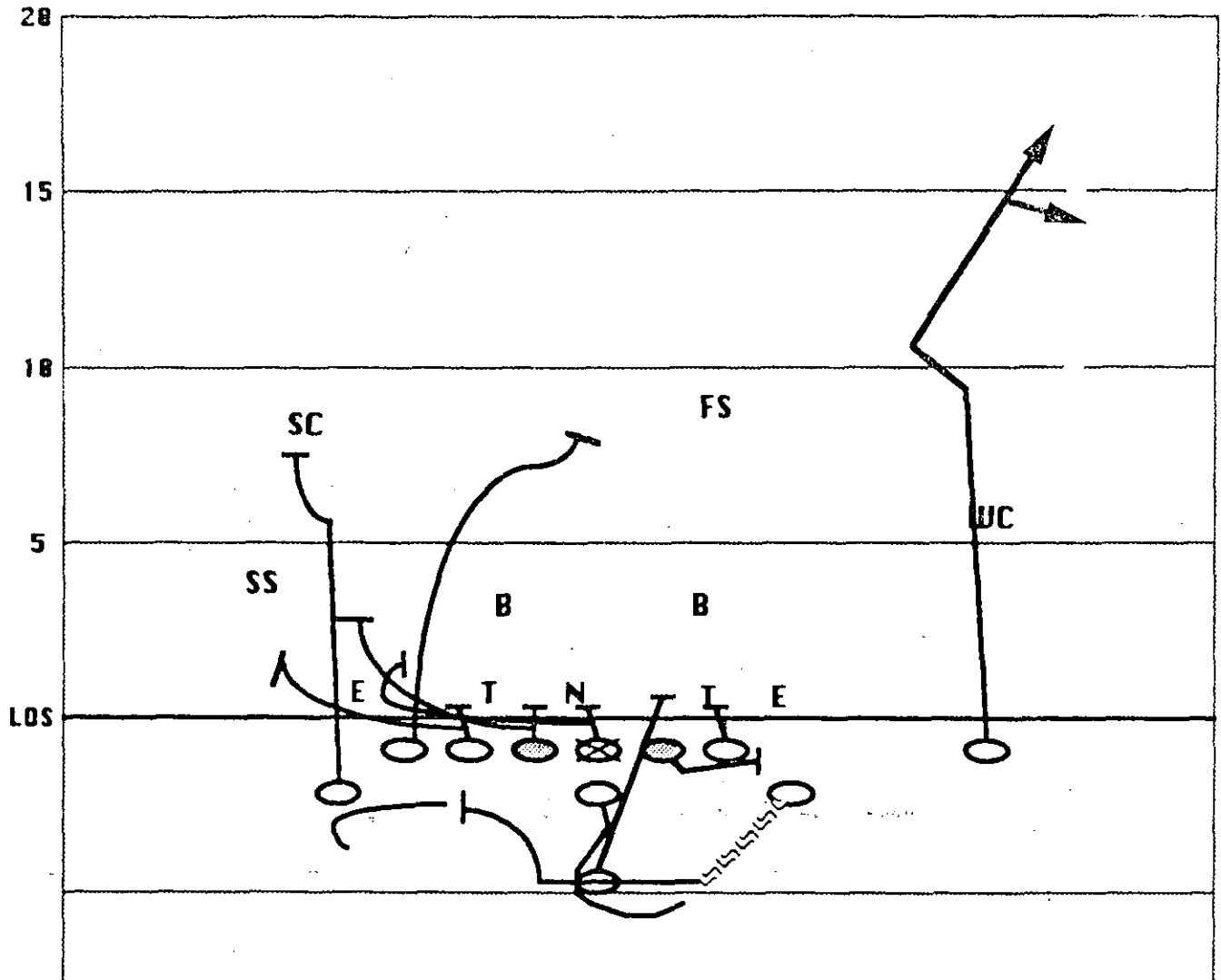
QB-6yard hitch...6 yard speed out...Skinny Post or fade

QB - Fake Rocket...2 step drop - Read SE first. If covered bootleg left...Pass or run option...3 level stretch. RH - Rocket motion. Curl @ 8

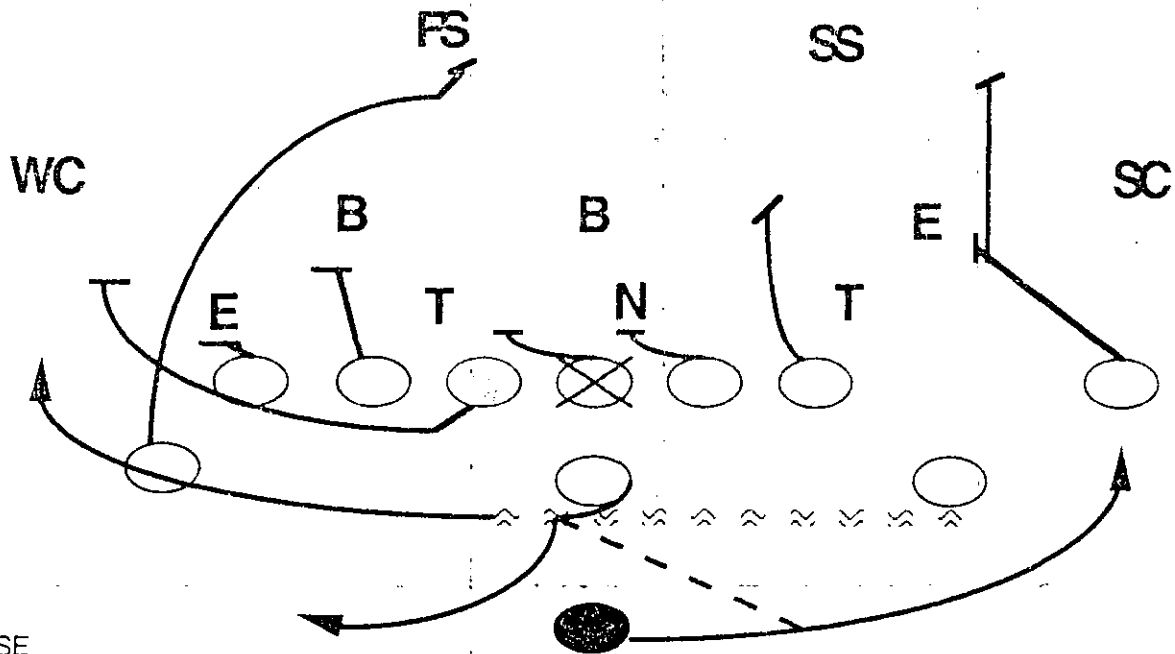
TE - Release inside. Bump 1st blitz. Then run 15 yd Flag

LH - Seal 1st man inside. Then delayed flat 3 yards max.depth

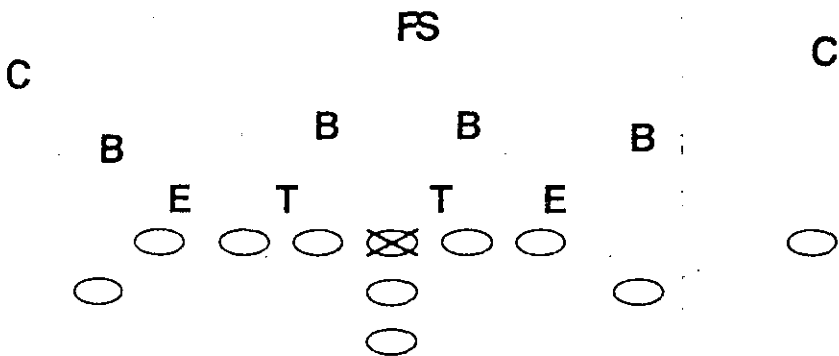
FB - Block 1st to show outside RT. You must get his hands down.

BLUE 49 waggle screen lt

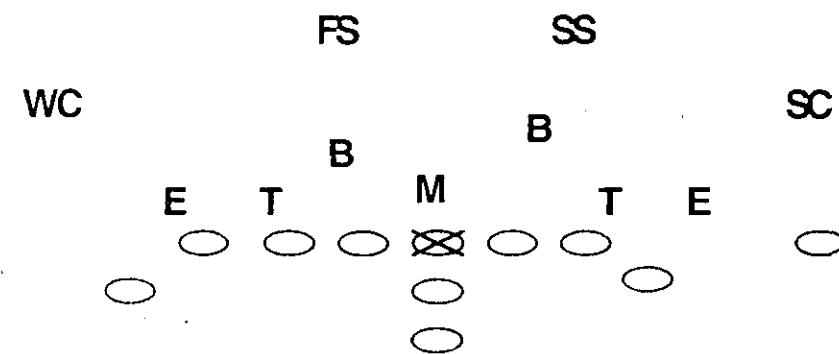
- TE - Release inside - Block safety -
- LT - Gap - Backer - On - Away. Release kick out contain
- LG - Waggle solid-Release block force
- C - Waggle solid-Release block back to inside
- RG - Pull - Hook 1st man outside RT.
- RT - Gap - Down - On.
- SE - Waggle pattern.
- QB - Reverse pivot - Fake to RH - Set up behind RT -
Read SE to FB then dump to RH
- RH - Fake 49 - Block 1st man outside of LT -receiver
- LH - Fly - Vs. 3 deep - Block force
- FB - Dive for inside foot of RG - Block area if threatened -
RG covered - Block 9 tech area



4-3 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

LT - Gap-Down-On

LG - Gap-Pull

C - Reach -On -Area

RG - ZONE.

RT - ZONE to 1st LB

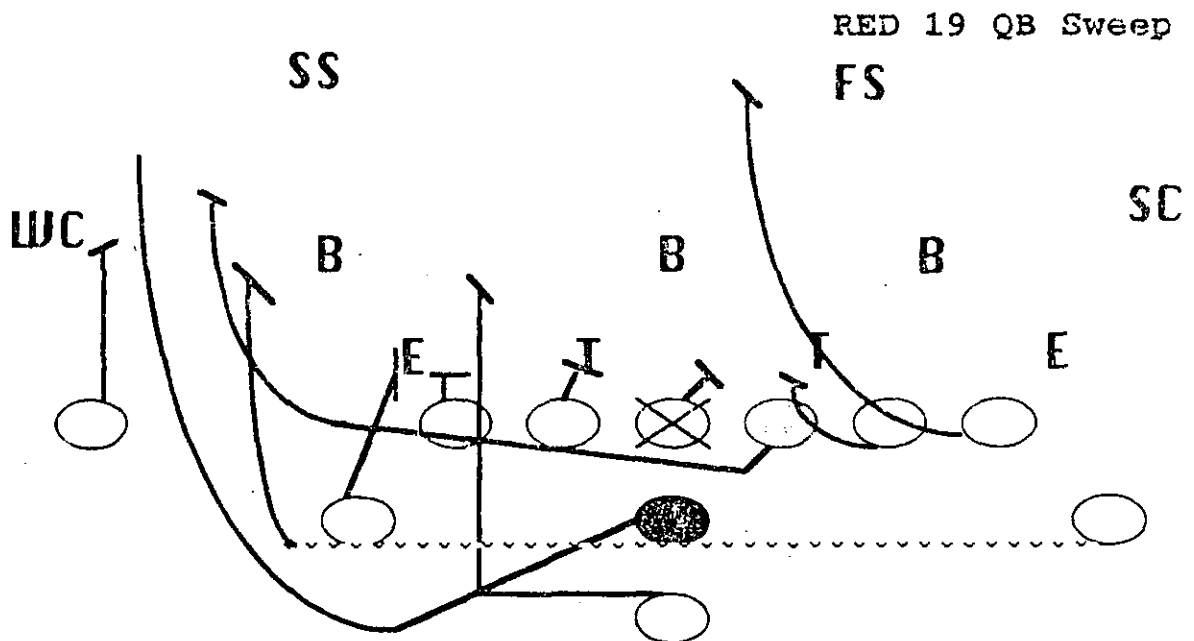
SE - Block man covering you or crack

QB - Reverse pivot - 6"over midline-Fake 49 pitch to FB @ 8

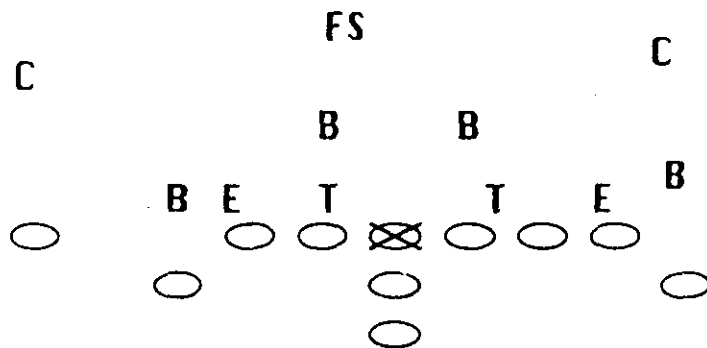
LH - Block #3 outside of B Gap

RH - Fake 49 Jet Swp

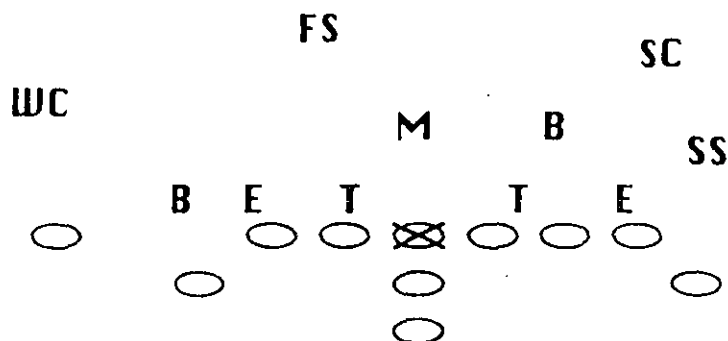
FB - Ball carrier- Arc right.



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Crossfield-Block back at hole. Release inside. If 7 or 9 Technique squeezes, block him.

RT - Shutoff.

RG - Pull flat - 3 steps - Beat FB. Get depth - Lead QB.

C - On - Near gap - Away.

LG - Pull - Log 7 or 9 Technique. Home vs. 2 tech

LT - Gap - Down - Post.

SE - Drive downfield-Man on or crack level 2-3

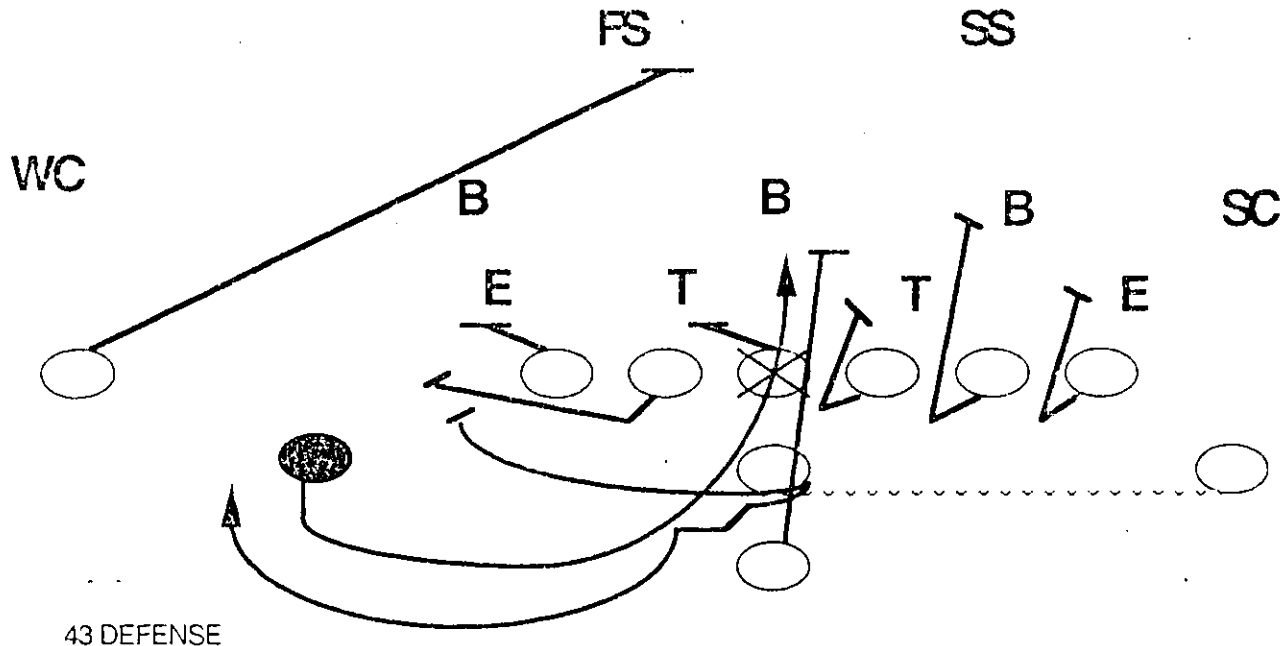
QB - Open 45 degree angle - Fake 35 Draw. Get depth Read Blk of RH. RG is your escort.

LH - Gap - Lead - Backer.

RH - RunTo motion-Read Block of LH. Log next most dangerous man

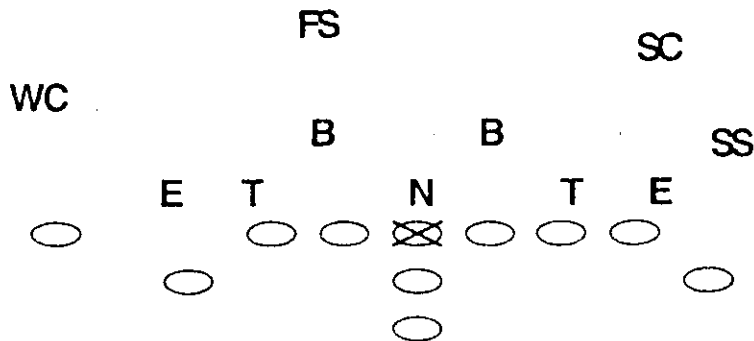
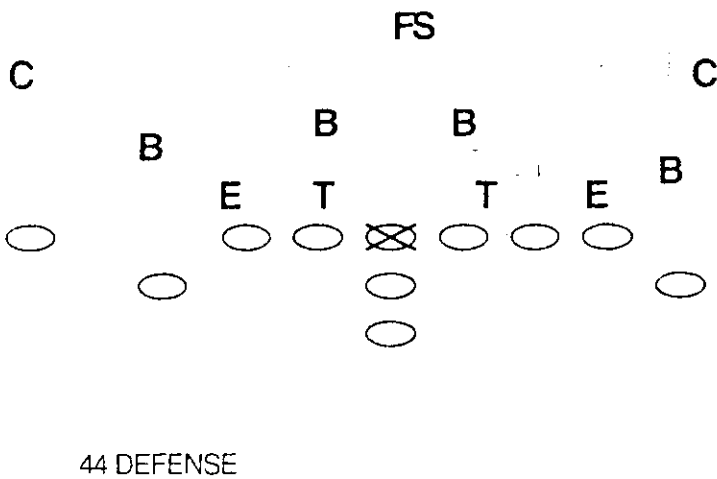
FB - Fake 35 Draw

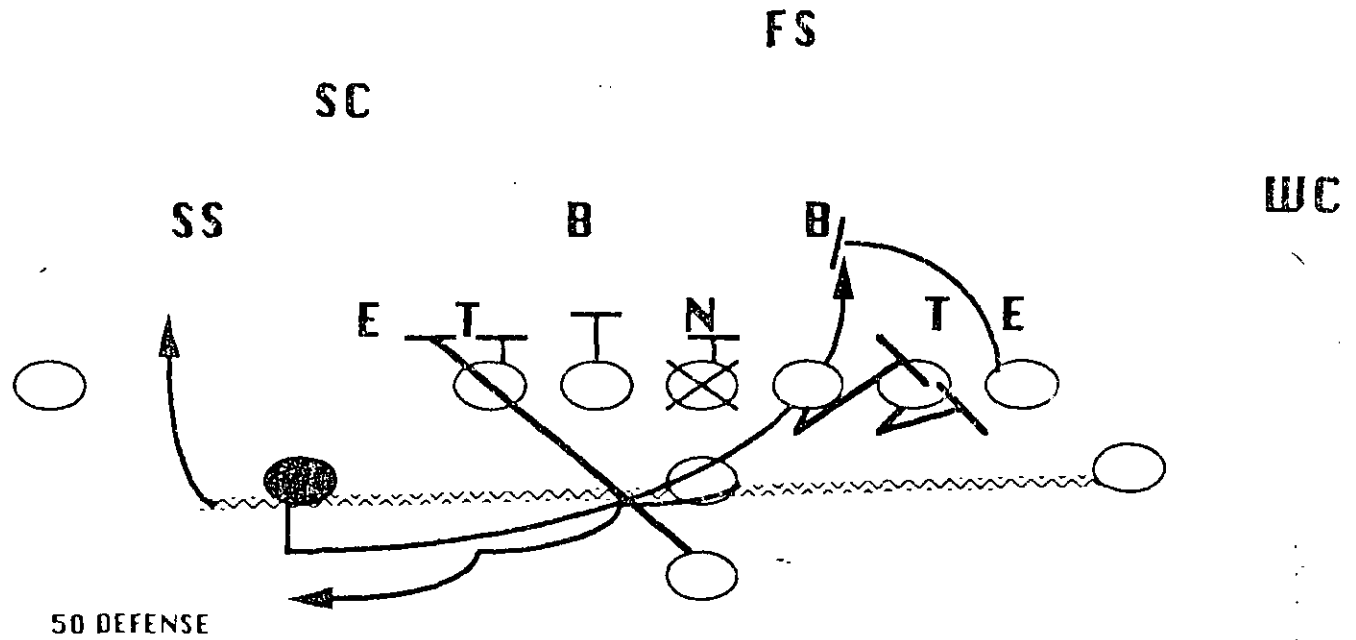
Techniques:



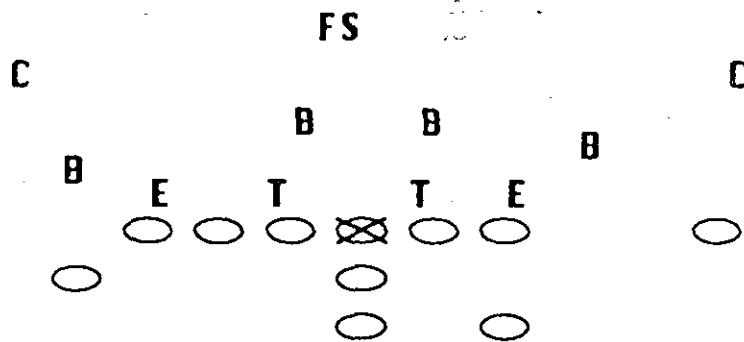
- TE - Step & Cup - Delayed Backer.
- RT - Step & Cup - Delayed Backer.
- RG - Step & Cup - Delayed Backer.
- C - On - Reach
- LG - Pull-Block out.
- LT - Block #1 outside B gap.
- SE - Crossfield - Block back at hole.
- QB - Reverse pivot - Fake 49 Jet Swp-1 step depth Handoff to LH Fake Bootleg Left.
- LH - Ball carrier - Drop step -cross over-inside Handoff - Follow FB Tail.
- RH - Leave Jet motion - Block 1st man outside LT.Fake 49 Jet Swp
- FB - Drive for C-RG seam - Block 1st LB in area.

Techniques:

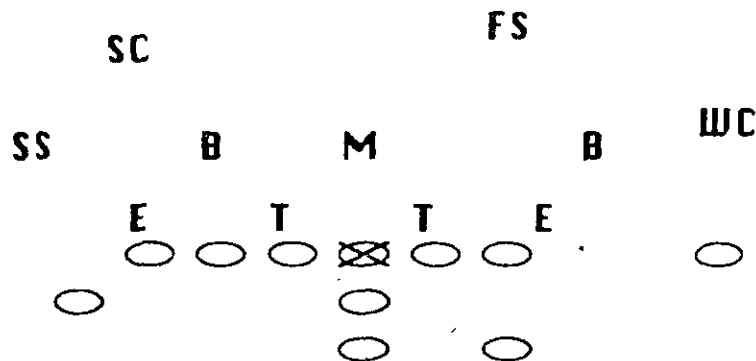




50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Downfield - Block first ILB

LT - Area.

LG - Area.

C - On - Away - Reach.

RG - Hinge - Block out.

RT - Hinge - Block out.

SE - Crossfield - Block back at hole.

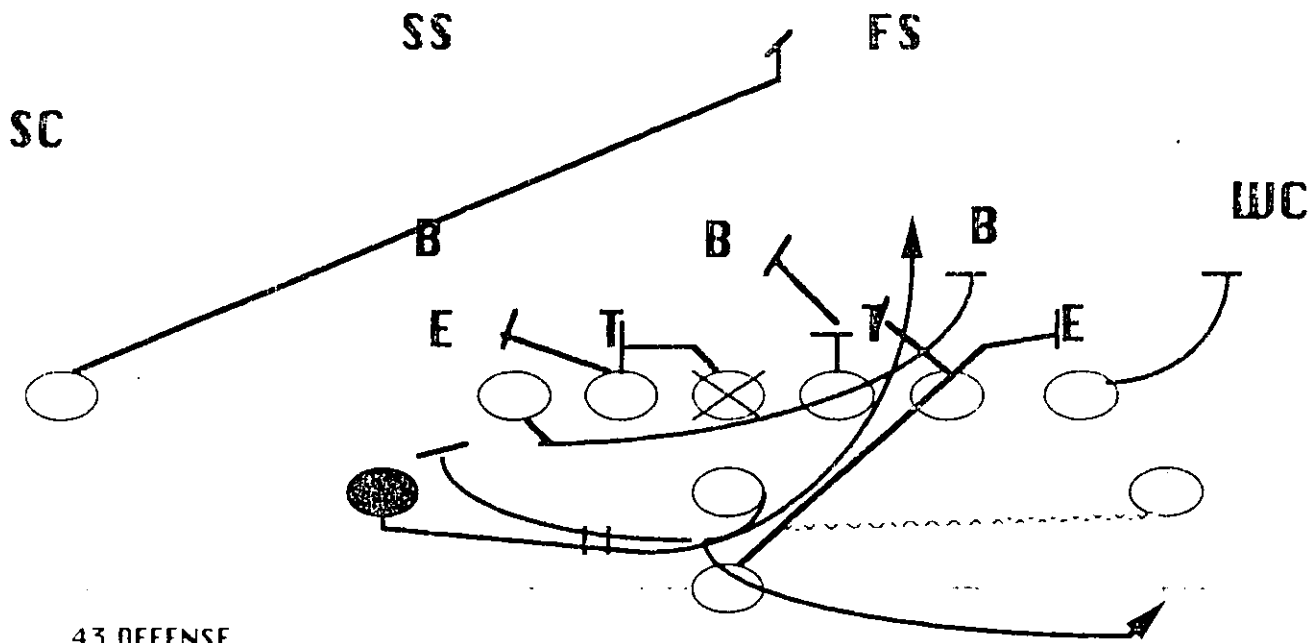
QB - Reverse pivot - Poke to FB - Hand-off inside to LH - Fake Down Pass.

LH - Ball carrier - Drop step - Receive inside hand-off - Select opening.

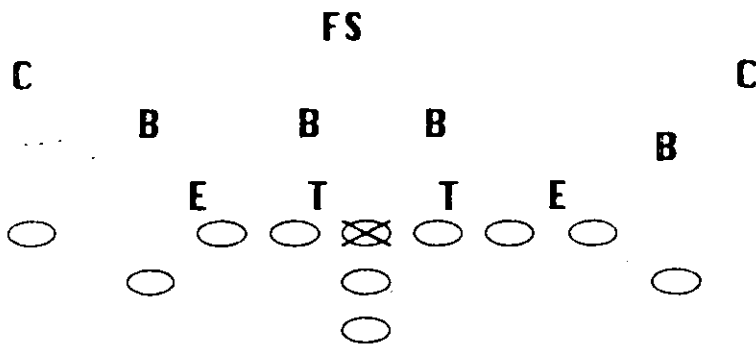
RH - early motion -

FB - Fill for LT - Fake 37 Down - Block area.

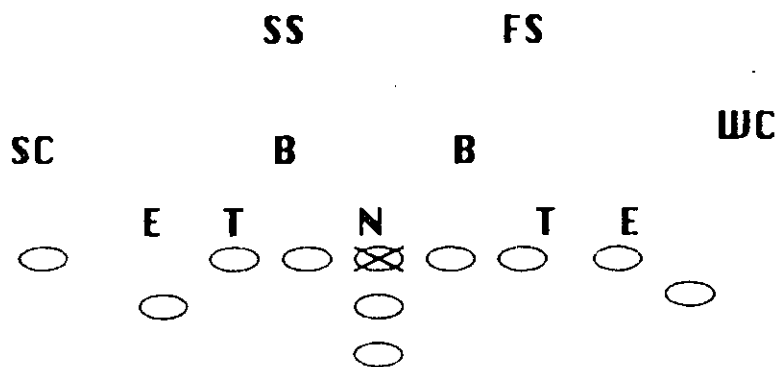
Techniques:



43 DEFENSE

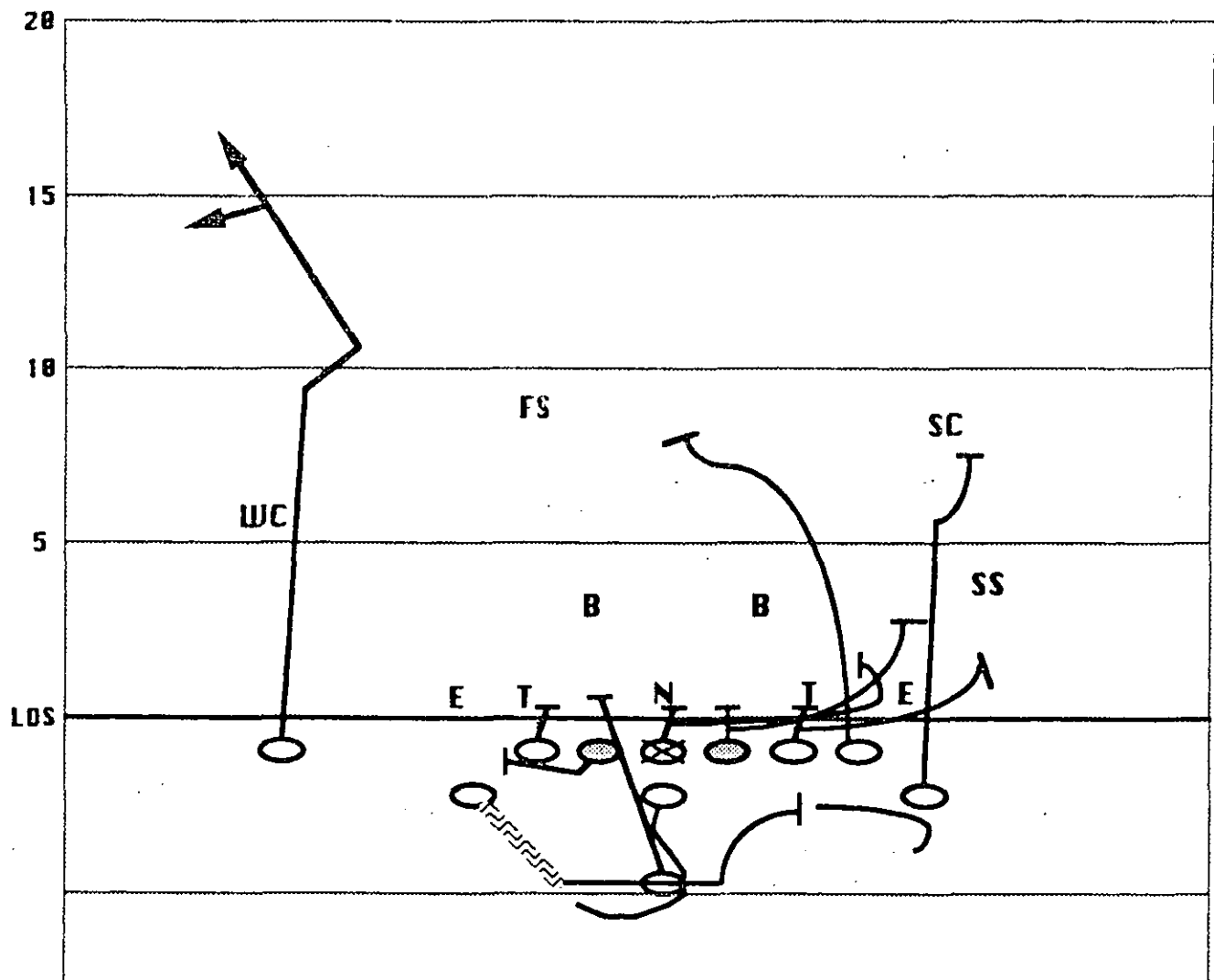


44 DEFENSE



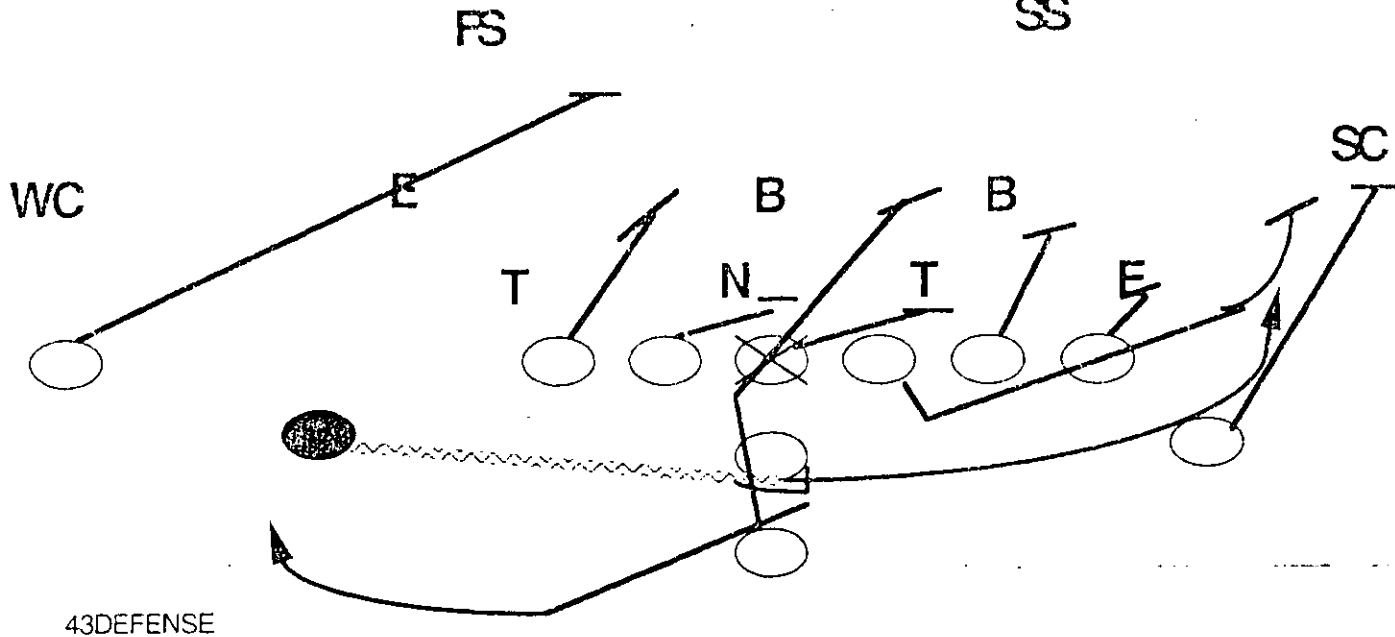
50 DEFENSE

- TE - 1st Backer from C.
Influence Right.
- LT - Pull - lead through hole.
- LG - On - Area - Away
- C - On - Area - Away.
- RG - Gap - Post - Away.
- RT - Lead - Influence left.
- SE - Downfield - block up at hole.
- QB - Open as on 49 Jet Sweep - hand off to RH - fake waggle.
- LH - Ball carrier - Drop step, receive handoff from RH - Follow LT and FB.
- RH - Jet motion - receive handoff - give Outside handoff to LH.
- FB - Kickout first on or outside RT.



- TE - Release inside - Block safety -
RT - Gap - Backer - On - Away. Release kick out contain
RG - Waggle solid-Release block force
C - Waggle solid-Release block back to inside
LG - Pull - Hook 1st man outside LT.
LT - Gap - Down - On.
SE - Waggle pattern.
QB - Reverse pivot - Fake to LH - Set up behind LT -
Read SE to FB then dump to LH
LH - Fake 28 - Block 1st man outside of RT -receiver
RH - Fly - Vs. 3 deep - Block force
FB - Dive for inside foot of LG - Block area if threatened -
LG covered - Block 9 tech area

SS



TE - Gap-On-Area-#2 outside
B Gap
RT - Gap - On -Area-First
Outside B Gap

RG - Pull - Wall off.

C - Reach - On - Area

LG - Zone

LT - Zone

SE - Crossfield- Block Back
@ hole.

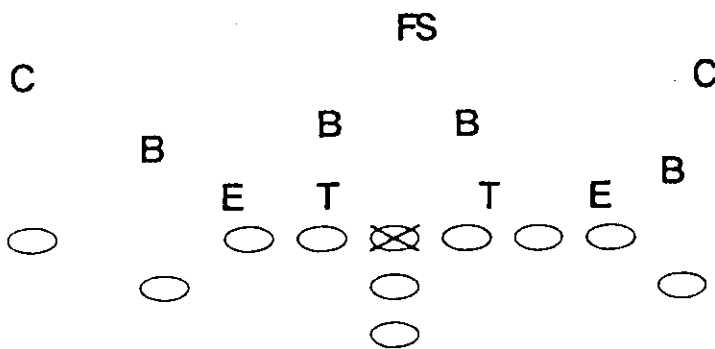
QB - Reverse pivot - 6" over
midline - Hand-off to
LH Waggle at 9.

LH - Ball carrier - Aim Point
2 Ft. behind QB. Run to
motion.

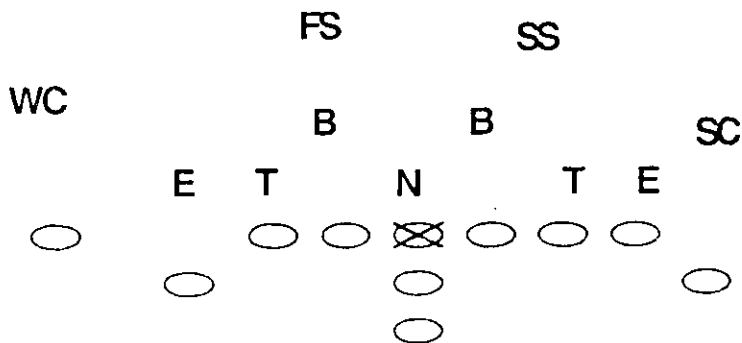
RH - Block #3 outside of
B Gap.

FB - Dive for left foot of
C. Block area.

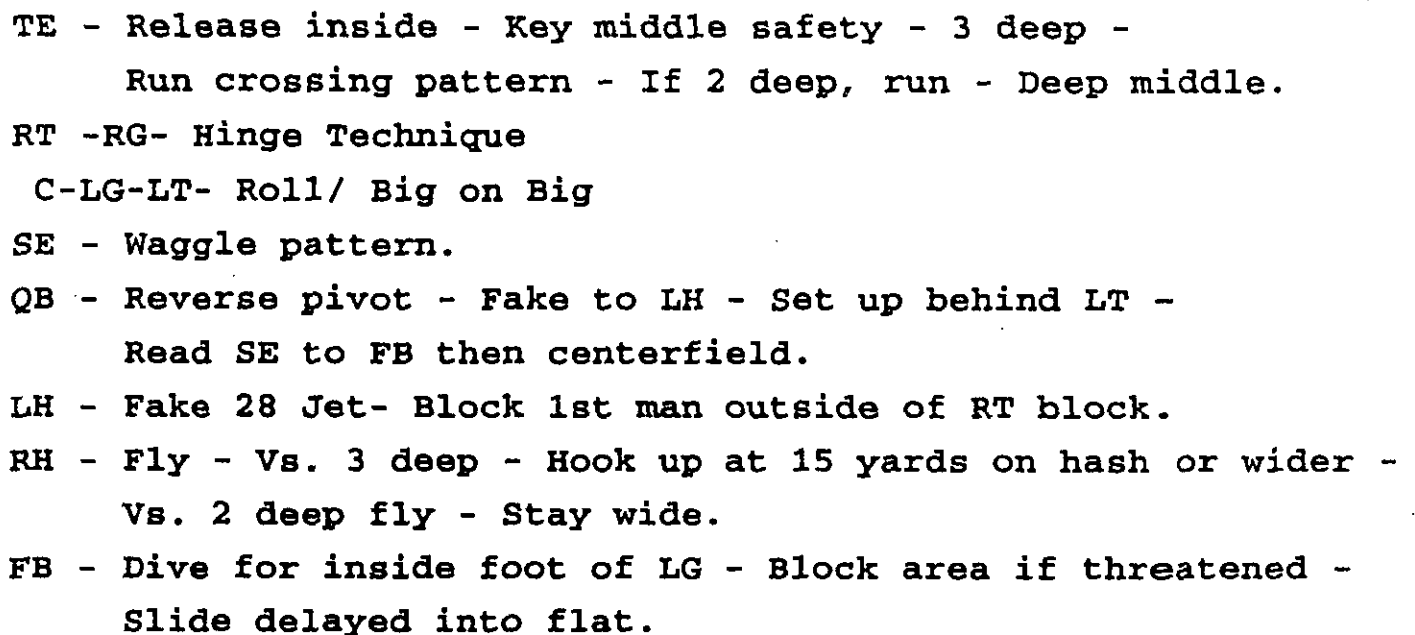
Techniques:

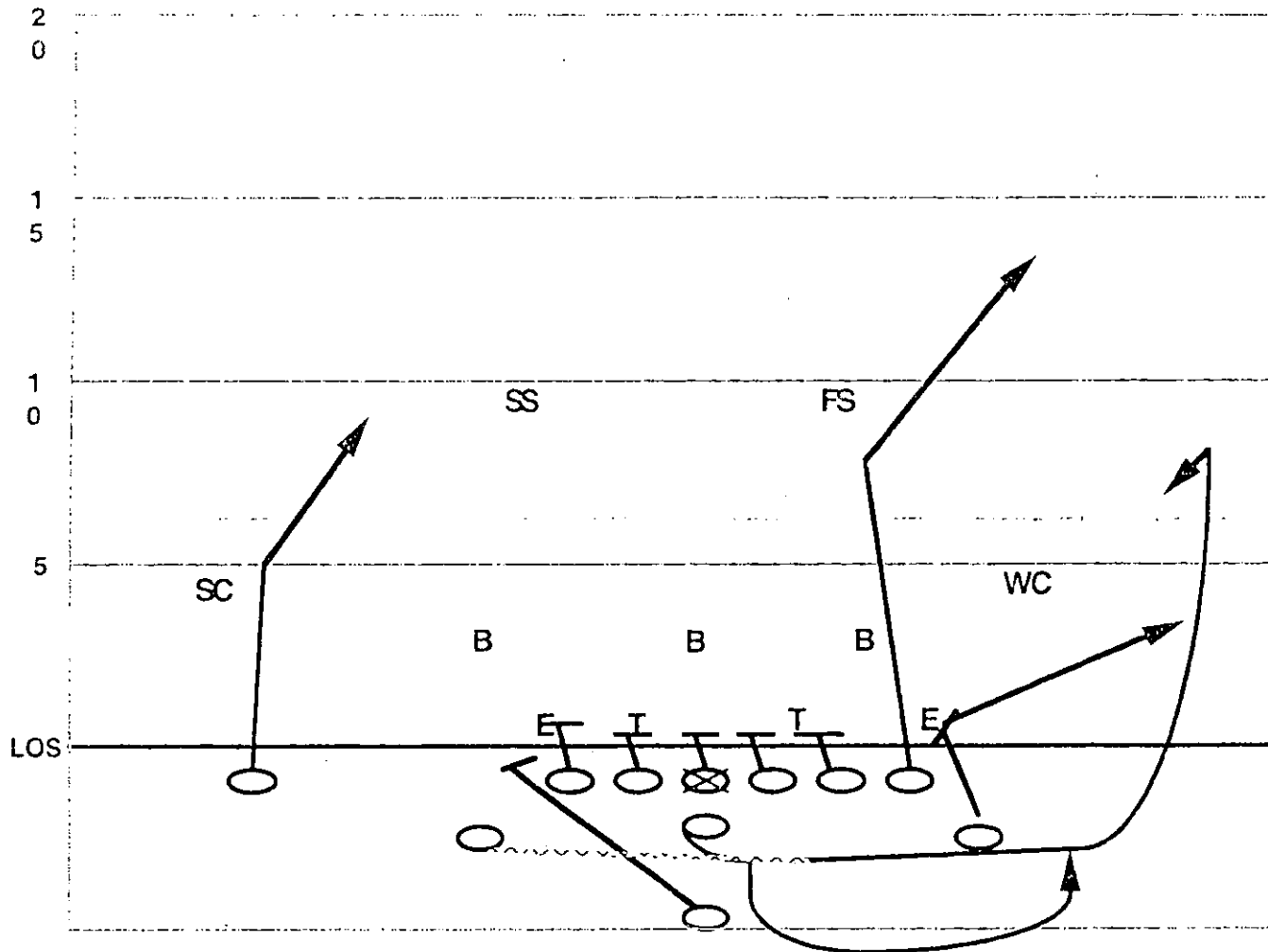


44 DEFENSE



50 DEFENSE





LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Gap - On - Area.

SE - Run pattern determined by Corner...Hand signal QB...6yard
hitch...6 yard speed out...Skinny Post or fade

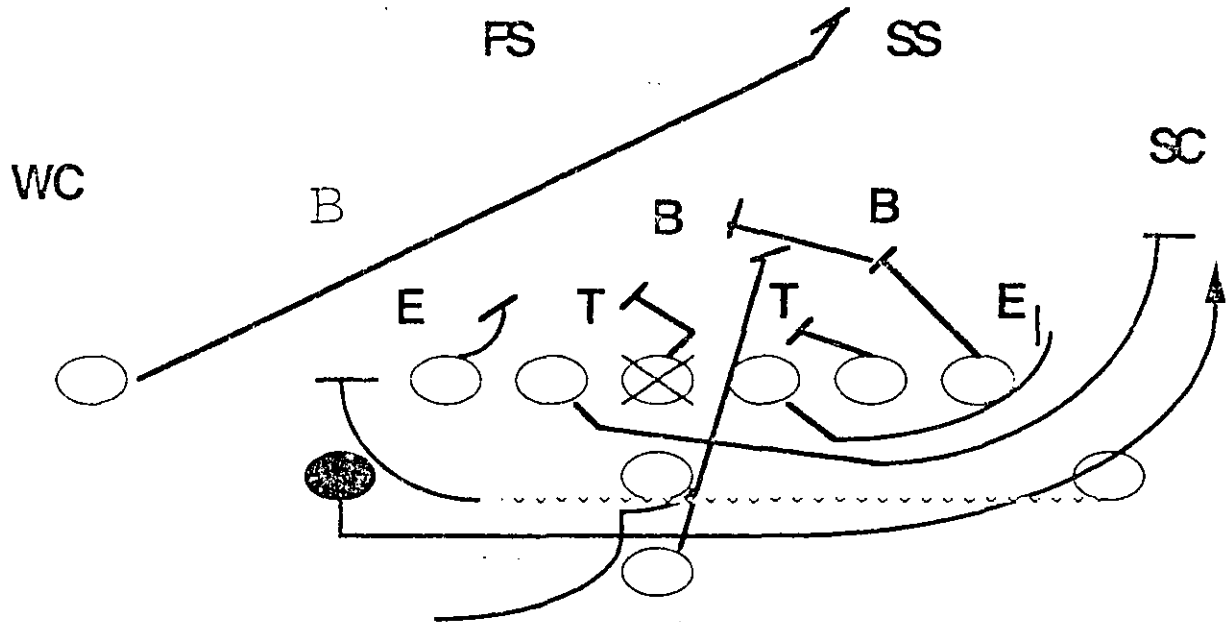
QB - Fake Jet 2 step drop - Read SE first...If covered bootleg
right... Pass or run option...3 level stretch.

LH - Jet motion. Curl @ 8 yds

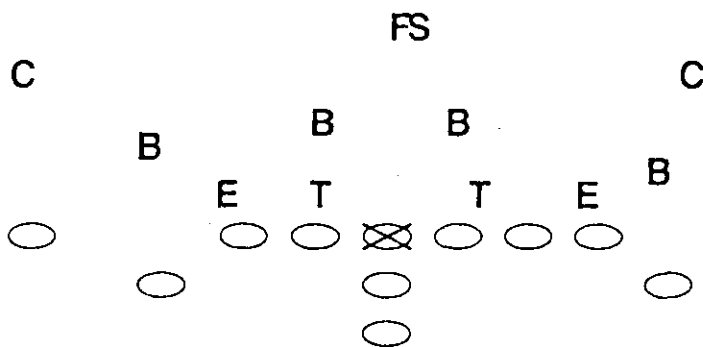
TE - Release inside. Bump 1st blitz. Then run 15 yd. Flag.

RH - Seal 1st man inside. Then delayed flat 3 yds max.depth

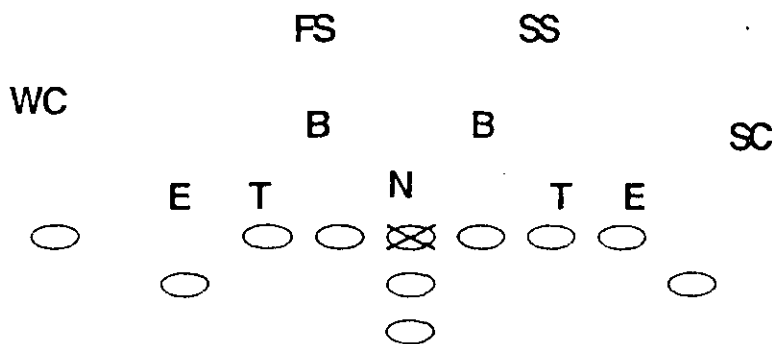
FB - Block 1st to show outside LT. You must get his hands down.



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Gap - Down - Backer.

RT - Gap - Down - Backer.

RG - Pull - Log on
1st man outside.

C - Reach - Area - Away.

LG - Pull - Wall off.

LT - Shutoff.

SE - Crossfield - Block
back at hole.QB - Reverse pivot -6" over
midline - Fake to RH
Hand to LH bootleg @9.LH - Ball carrier. Drop Step
3 yd track. Take outside
handoff. Follow LG.RH - Jet Motion. Fake 49 Jet
Sweep. Block left.FB - Dive for right foot of
C. Block area.

Techniques:

FS

SS

SC

WC

B

E

B

N

B

T

E

50 DEFENSE

FS

C

B

B

B

E

T

T

B

44 DEFENSE

FS

SC

WC

B

B

SS

E

T

M

T

E

50 DEFENSE

TE - Gap-On-Area-#1
outside C Gap

LT - ZONE

LG - ZONE

C - Reach -On -Area

RG - ZONE/PULL.

RT - Covered-ZONE
Uncovered-PULL

SE - Crossfield Blk
back @ hole.

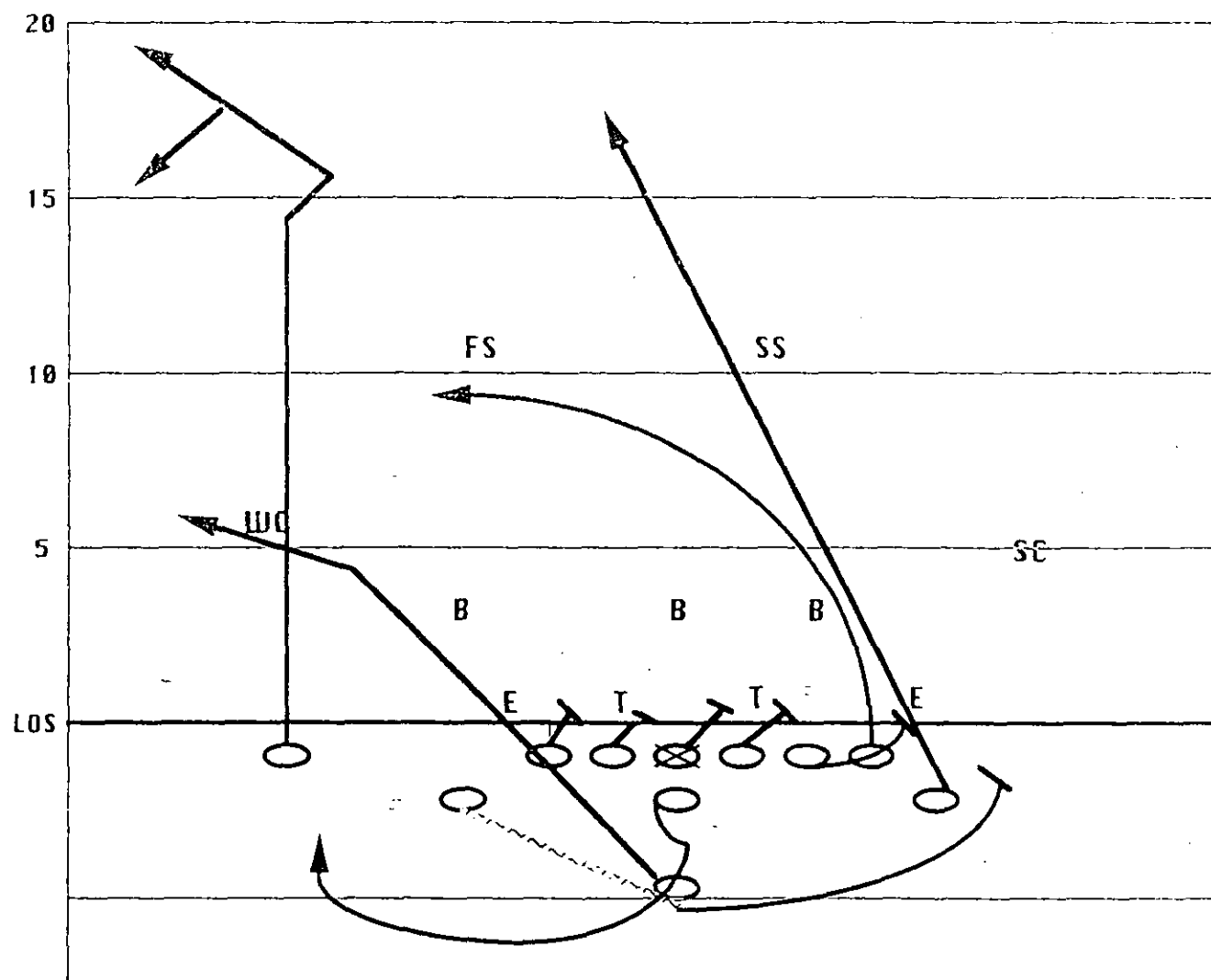
QB - Reverse pivot DEEP
over midline-poke to FB
Toss to LH waggle @ 9

RH - Block #2 outside
of C Gap

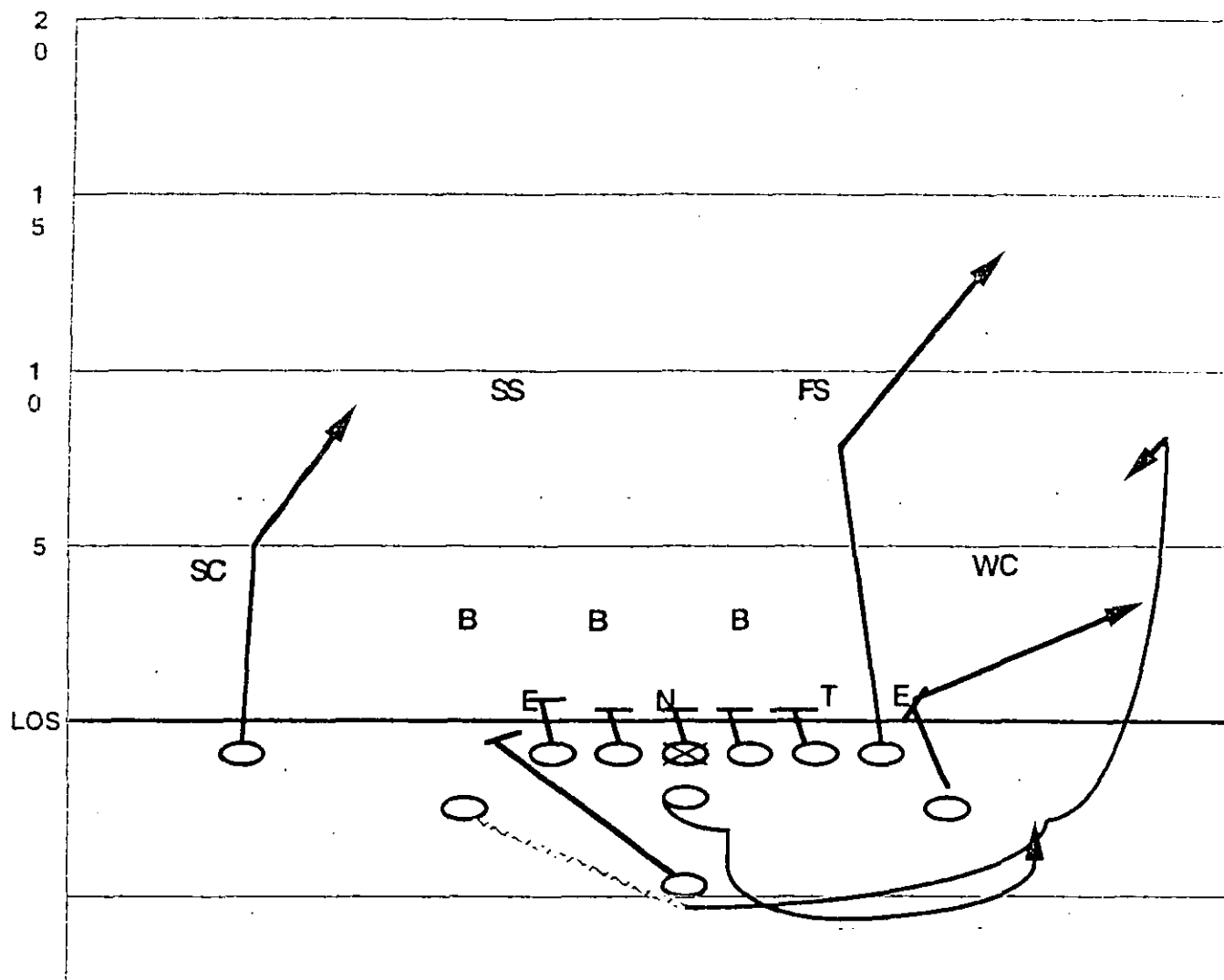
LH - Ball Carrier-Aim
Point 2Ft. behind FB-DEEP
motion.

FB - Dive for left foot
of C. Block area.

RED 28 ROCKET BOOT



- TE - Drag 8-10yds deep.
RT - ZONE/PULL.
RG - ZONE OPPOSITE
C - ZONE OPPOSITE
LG - ZONE OPPOSIT
LT - ZONE OPPOSITE
SE - Waggle pattern.
QB - Reverse pivot - Fake 28 Rocket. Get depth. break contain boot
reading FB blk or escape.
LH - ROCKET Motion Fake 28 protect backside
RH - Fly - Clear thru centerfield- Get in QB's vision.
FB - Dive for outside foot of LT - Block area if threatened -
Slide delayed into flat.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Gap - On - Area.

SE - Run pattern determined by Corner...Hand signal QB...6yard hitch...6 yard speed out...Skinny Post or fade

QB - Fake Rocket. 2 step drop - Read SE first...If covered bootleg right...Pass or run option...3 level stretch.

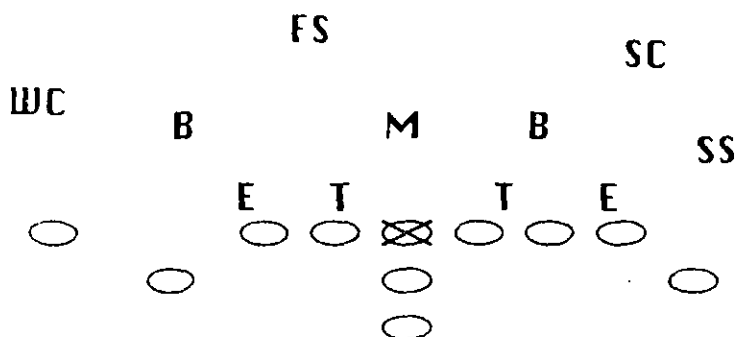
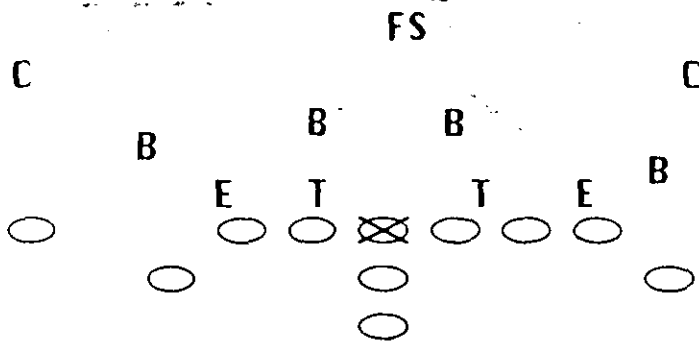
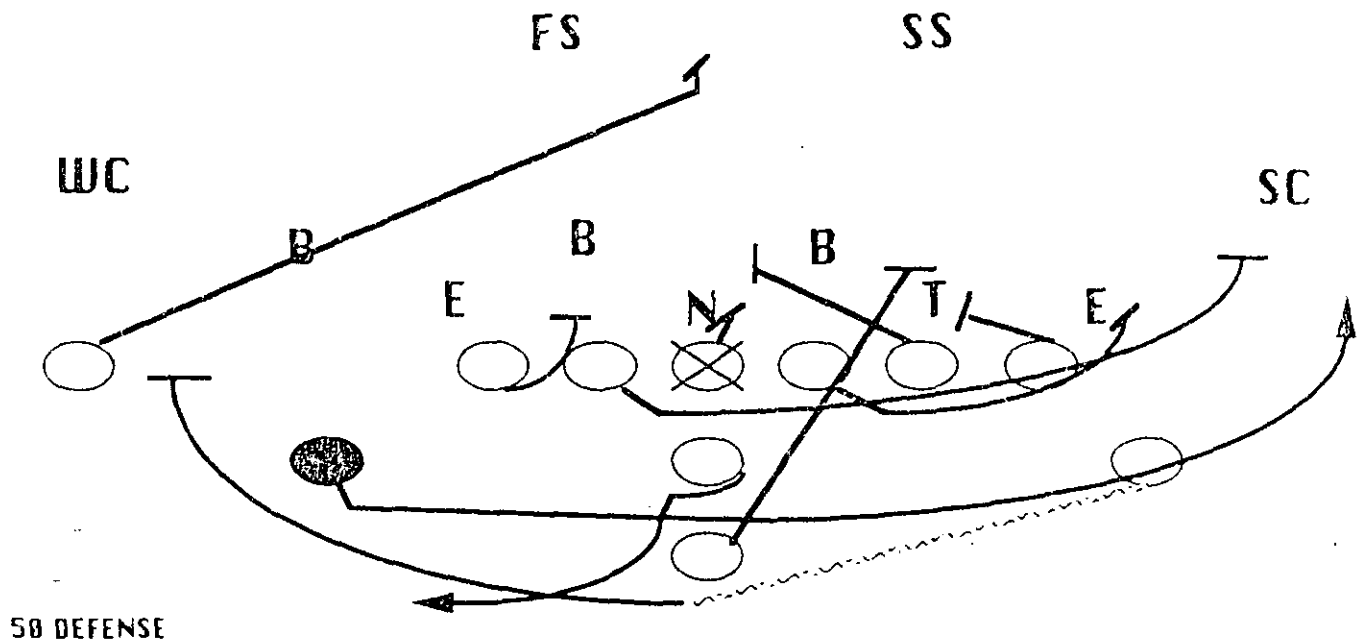
LH - Rocket motion. Curl @ 8 yds

TE - Release inside. Bump 1st blitz. Then run 15 yd. Flag.

RH - Seal 1st man inside. Then delayed flat 3 yds max.depth

FB - Block 1st to show outside LT. You must get his hands down.

RED 28 ROCKET REVERSE



TE - Gap - Down - Backer.

RT - Gap - Down - Backer.

RG - Pull - Log on
1st man outside.

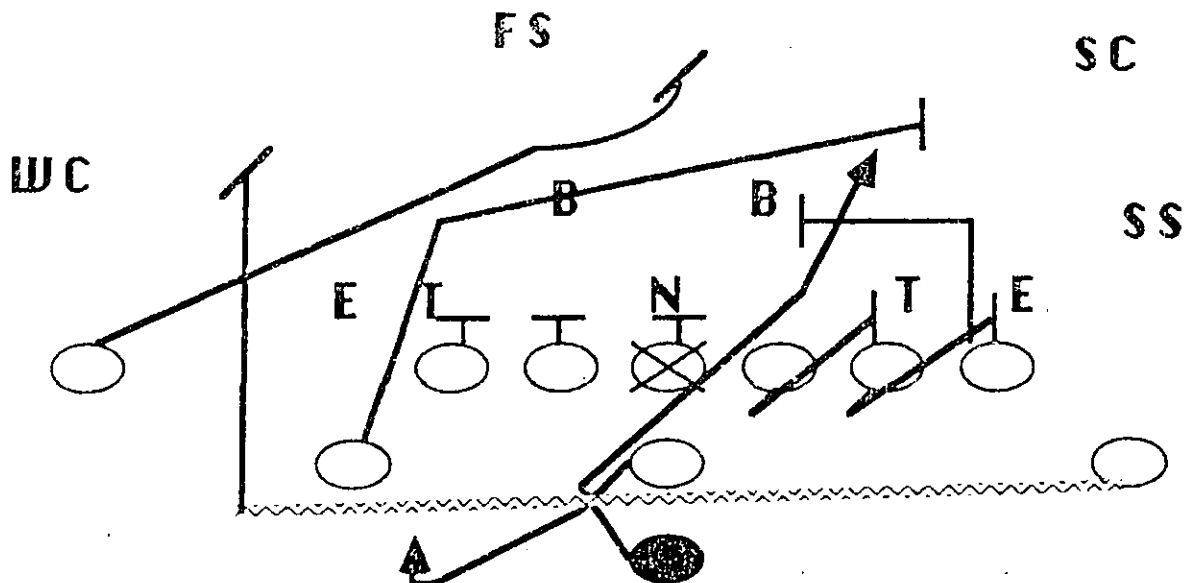
C - Reach - Area - Away.

LG - Pull - Wall off.

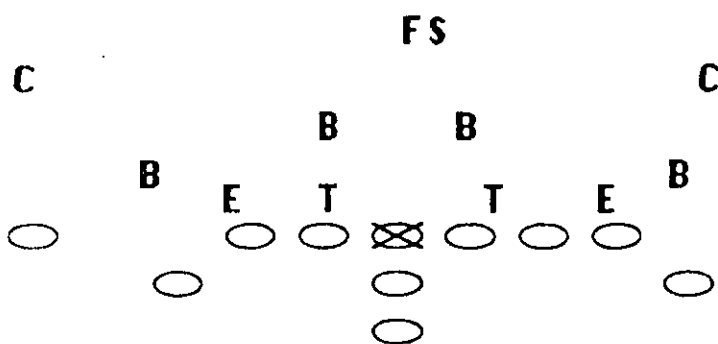
LT - Shutoff.

SE - Crossfield - Block
back at hole.QB - Reverse pivot - 6" over
midline - Fake to RH
HandtoLH bootleg at 9.RH - Rocket Motion...Fake
49 Rocket Sweep-Block Lt.LH - Ball Carrier. Drop
step 3 yd track. Take
outside handoff. Follow LG.FB - Dive for right foot of
C. Block area/1st LB.

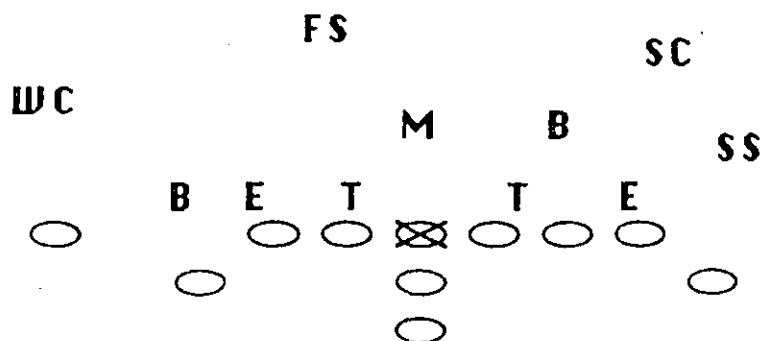
Techniques:



50 DEFENSE



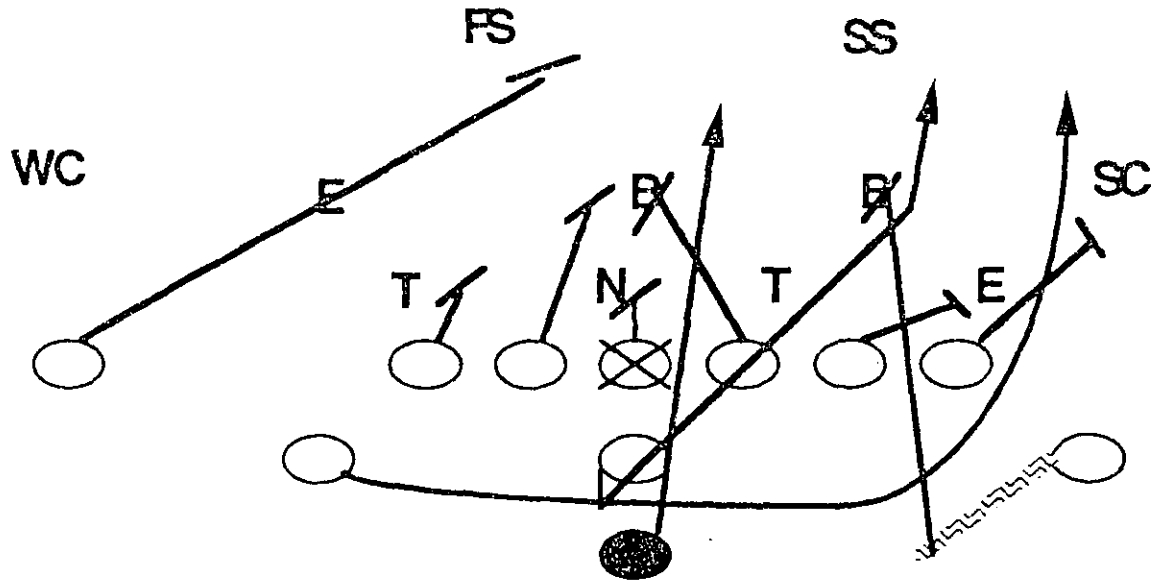
44 DEFENSE



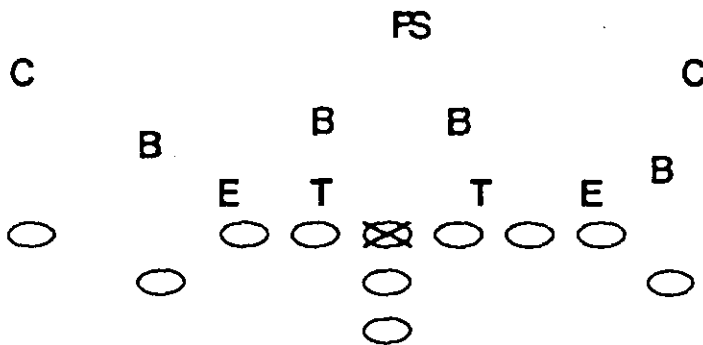
43 DEFENSE

- TE - 1st playside LB.
- RT - Hinge - Fan.
- RG - Hinge - Fan.
- C - On - Reach - Away.
- LG - Area.
- LT - Area.
- SE - Crossfield block back at hole.
- QB - Open to SE - On 3rd step slip ball behind FB back. Fake Pass 5.
- LH - Crossfield - Block across hole.
- RH - Downfield - Block away from hole.
- FB - Ball carrier - Step up 2 steps.
- Lt-Rt - Make pocket - Left hand on hip. Accept ball - Break to hole.

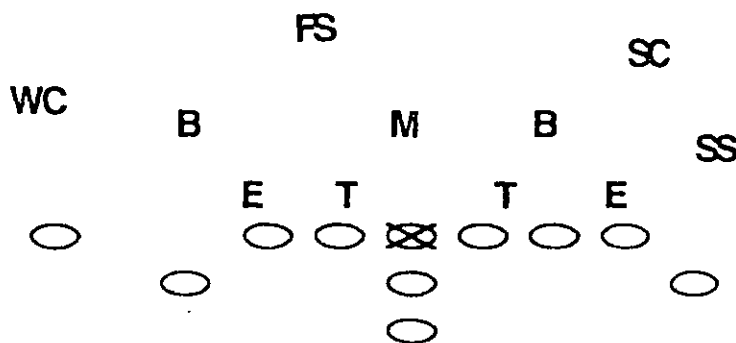
Techniques:



4-3 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Block Right

RT - Block Right

RG - Lead-Backer

C - Post- Lead - Away

LG - Area - Post

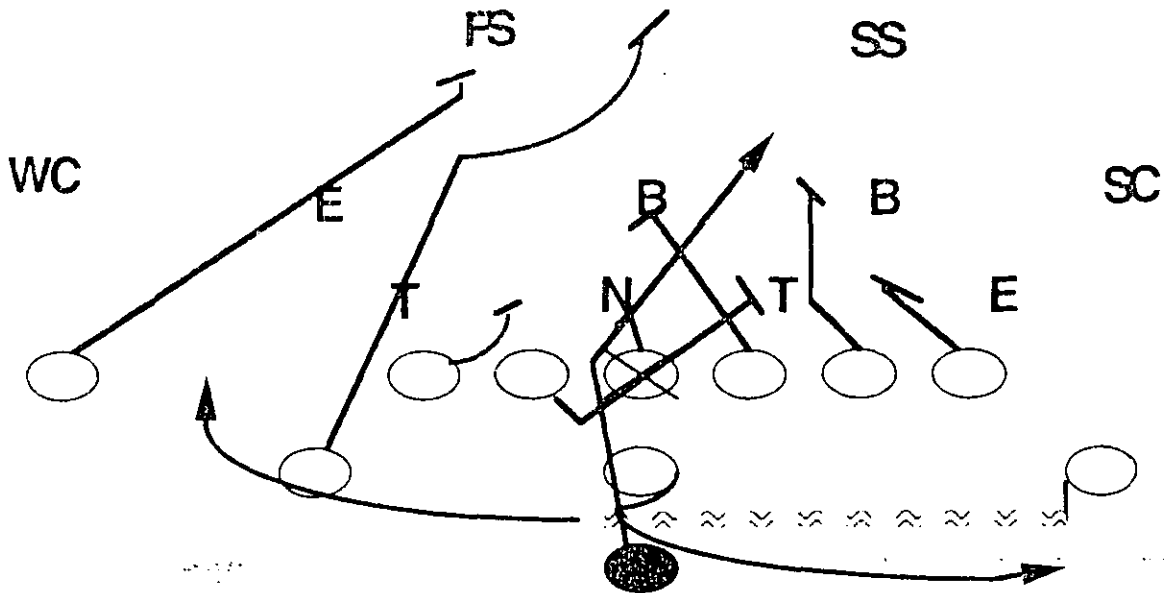
LT - Zone

SE - Crossfield - Block back
at hole.QB - Open, Drop step-Read first
down man for FB give.
Follow Block of RH. Option
downfield.

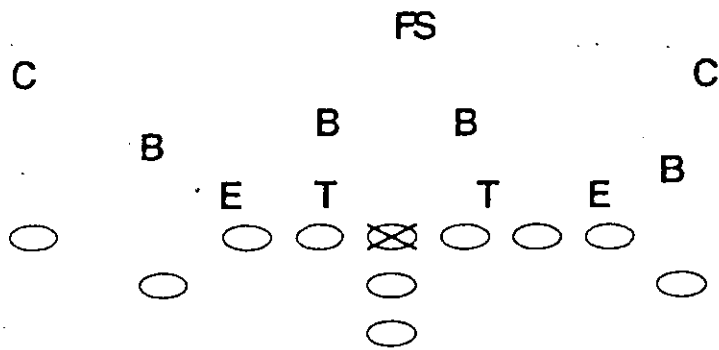
LH - Pitch man downfield

RH - 2 Step motion - Block
First LB PlaysideFB - Dive for right foot of
C. vs. ODD Dive for right
foot of RG.

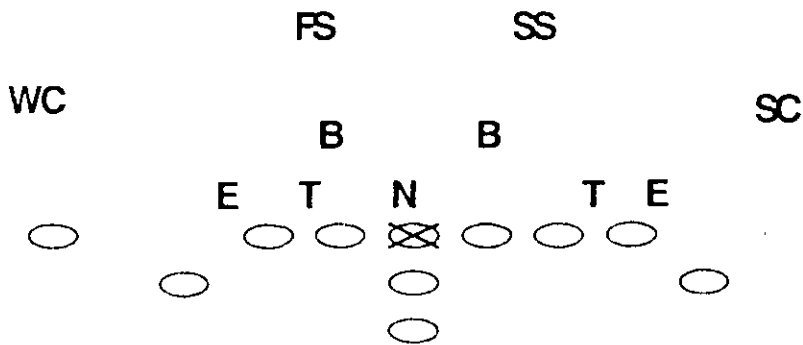
Techniques:



4-3DEFENSE



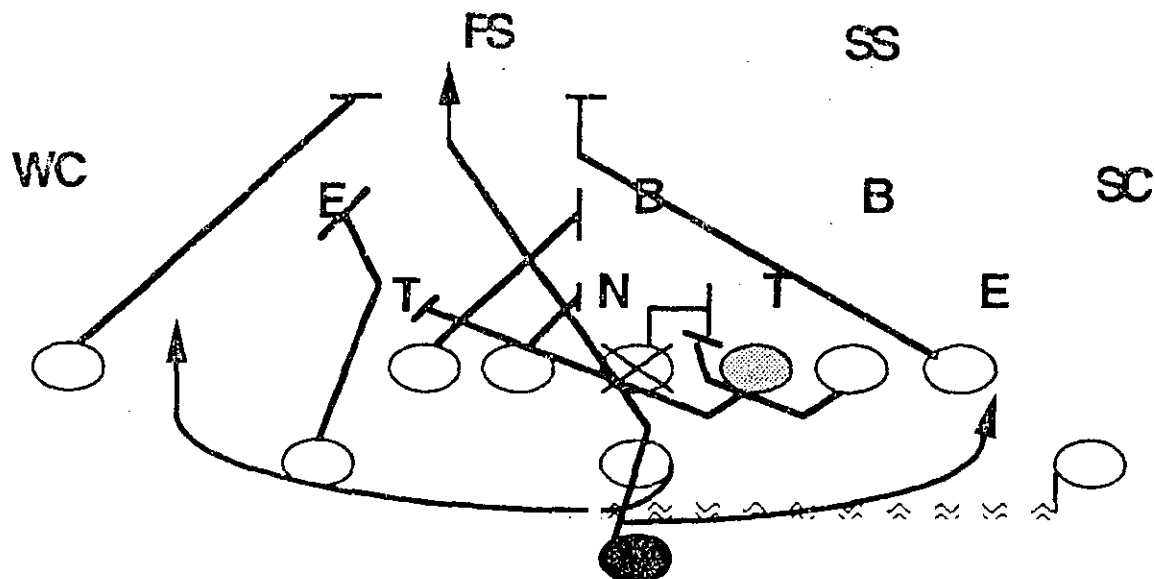
44 DEFENSE



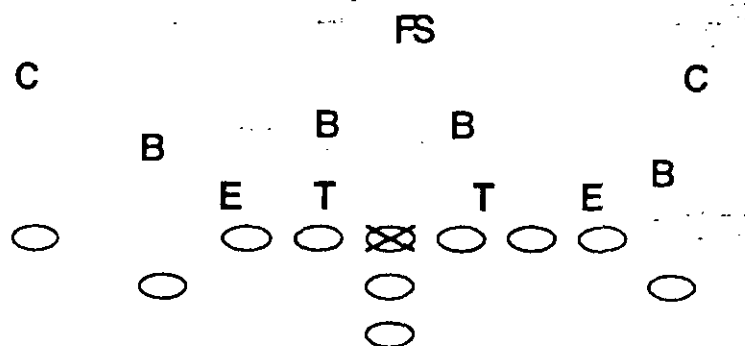
50 DEFENSE

- TE - On - Backer
- LT - Shutoff
- LG - Pull-Trap or Gut up
- C - On - Away
- RG - Lead-Backer
- RT - Trap-1st Backer from C
On-Zone...Gut-JackHenry
- SE - Crossfield Block
back@hole
- QB - Reverse pivot - 6"over
midline-handBack to FB
waggle @ 8
- LH - Crossfield Block
Back at hole.
- RH - Aim Point
2Ft.behind QB-Run to
motion.Fake 49 JetSwp
- FB - Dive for left foot of
C. Ball Carrier.

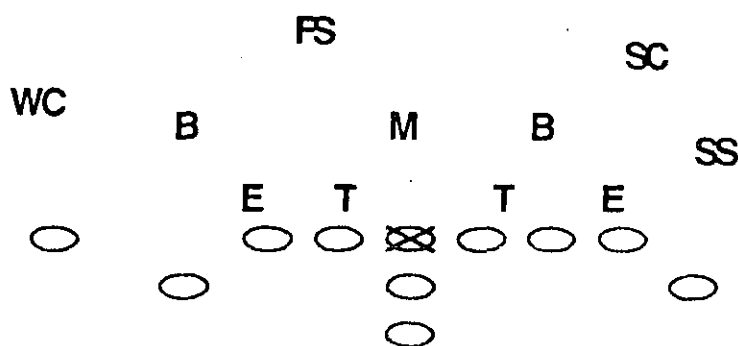
Techniques:



4-3 DEFENSE



44 DEFENSE



43 DEFENSE

TE - On - Backer

RT - Shutoff

RG - Pull-Trap or Gut up

C - On - Away

LG - Lead-Backer

LT - Trap-1st Backer from C
On-Zone...Gut-JackHenry

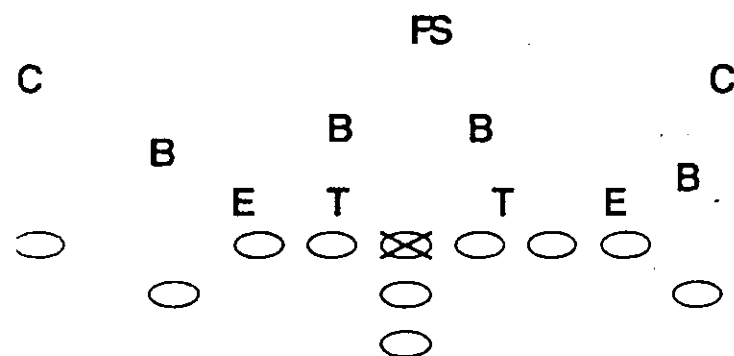
SE - Block man covering you

QB - Reverse pivot - 6"over
midline-hand to FB
waggle @ 8LH - Block #2 outside of
B GapRH - Aim Point
2Ft.behind QB-Run to
motion.Fake 49 JetSwpFB - Dive for right foot of
C. Ball Carrier.

Techniques:

[illegible]

50 DEFENSE



44 DEFENSE

TE - ZONE

LT - ZONE

LG - ZONE

C - ZONE

RG - ZONE

RT - ZONE

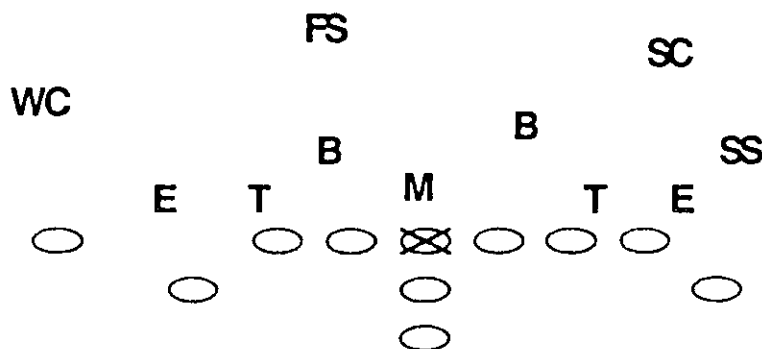
SE - Crossfield Blk
back @ hole.

QB - Reverse pivot DEEP
over midline-Fake toss
give to FB-waggle @ 9

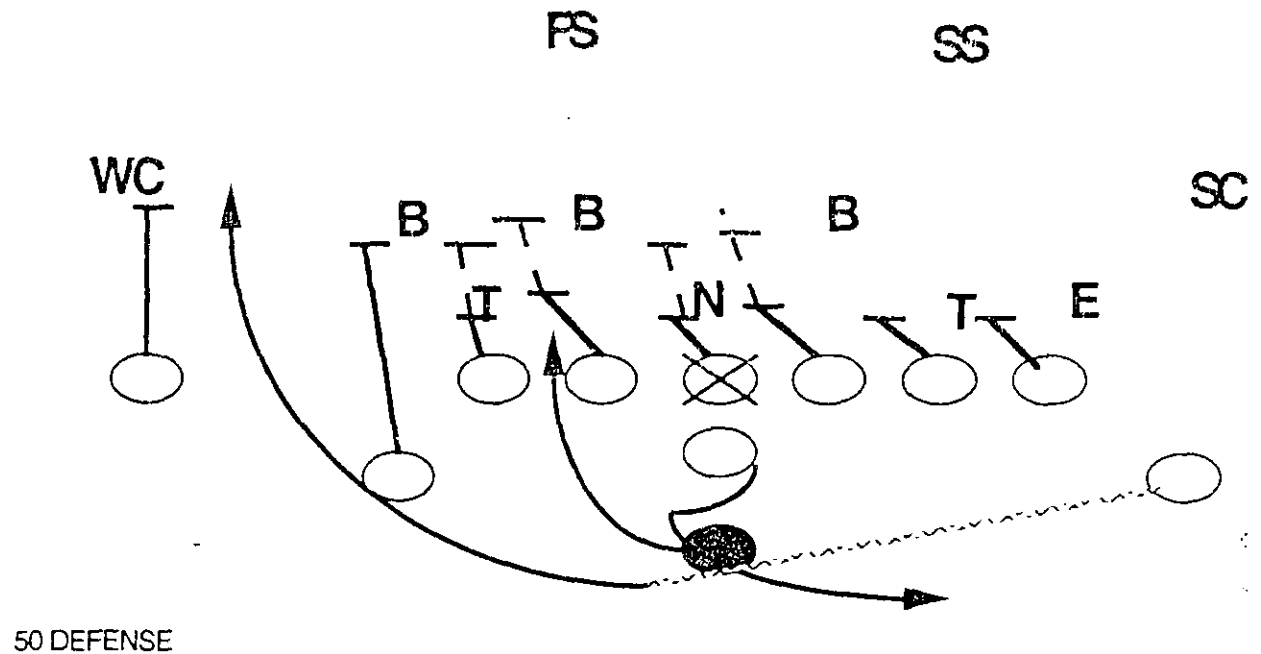
RH - Block #2 outside
of C Gap

LH - Fake 28 Rocket

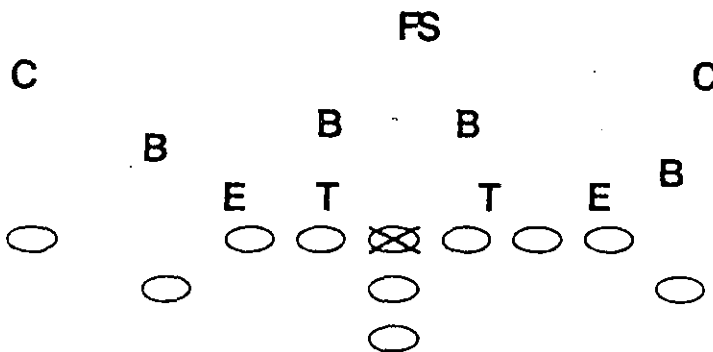
FB - Lateral step.Dive
for right foot of RG



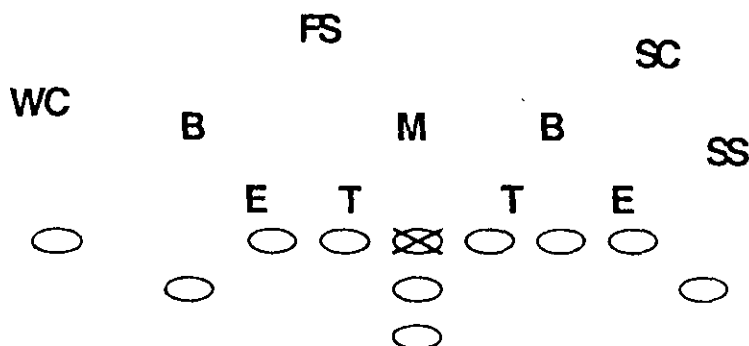
50 DEFENSE



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - ZONE

RT - ZONE

RG - ZONE

C - ZONE

LG - ZONE

LT - ZONE

SE - Block man covering you

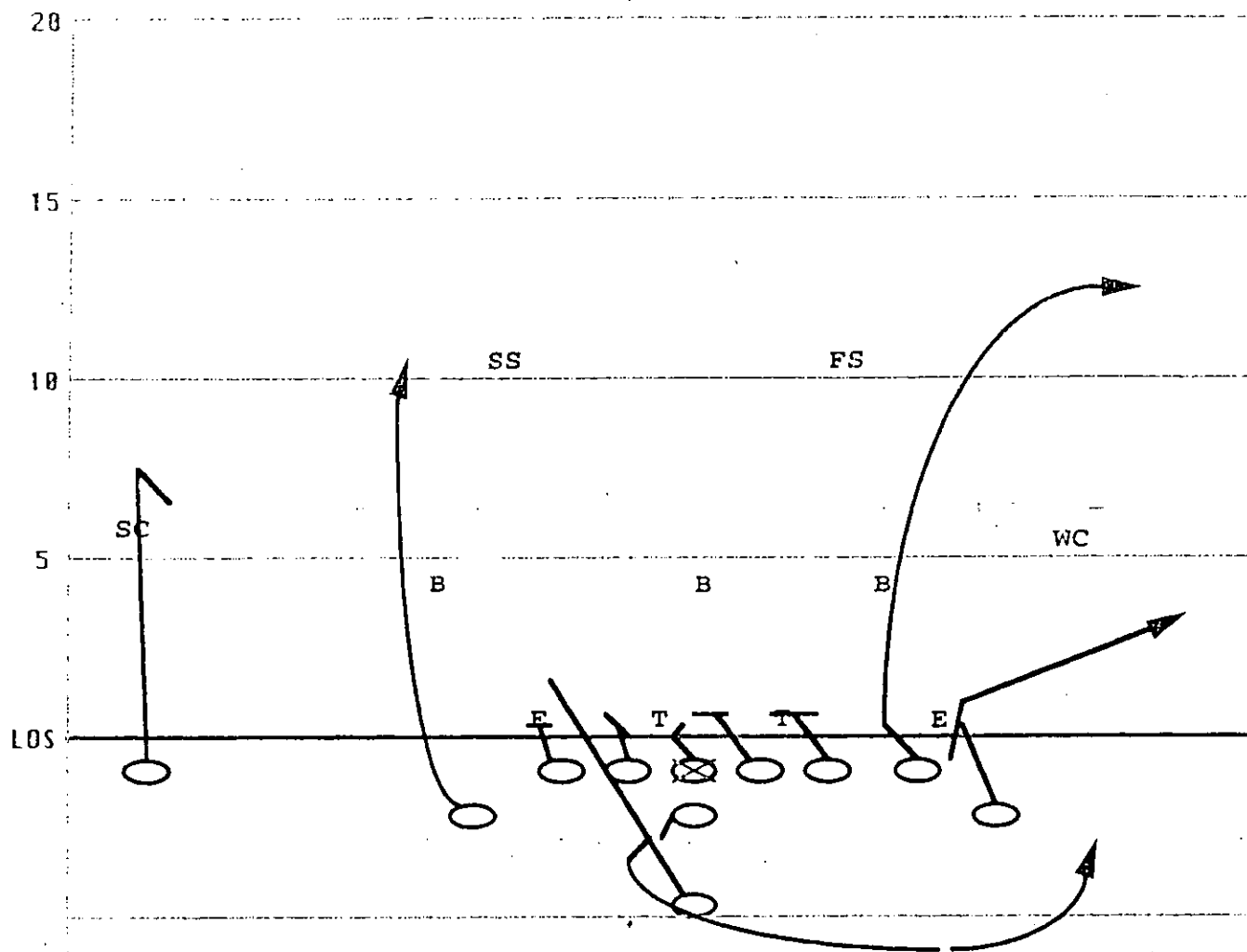
QB - Reverse pivot DEEP over midline-Fake Toss give to FB-waggle @ 8

LH - Block #1 outside of C Gap

RH - Fake 49 Rocket

FB - BC.Lateral step. Dive for left foot of LG.

Techniques:



C-G-T- Fire out 90 Technique

TE - Block C gap...either flat or seam/hole

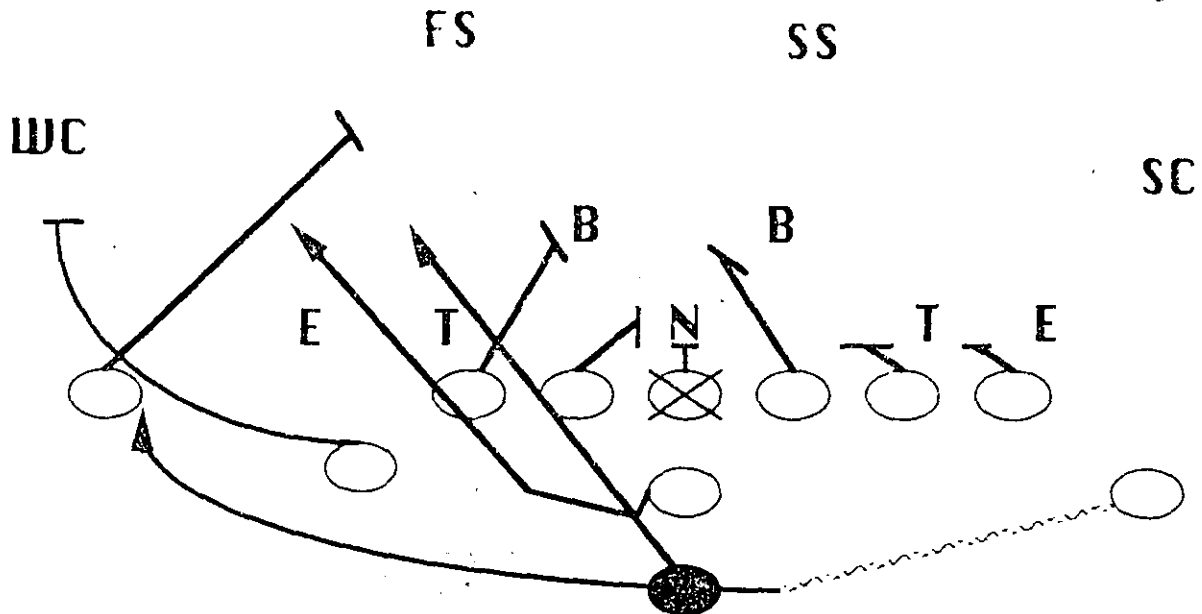
SE - Run pattern determined by DB-usually hitch

LH - Run complement - usually inside seam

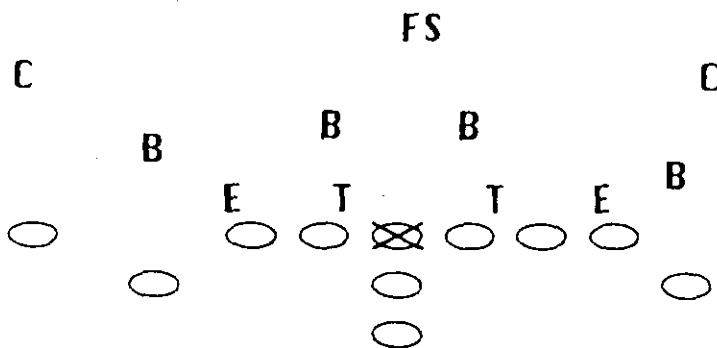
RH - Block D gap...either flat or seam/hole

FB - Fake 33 Dive...Block Area

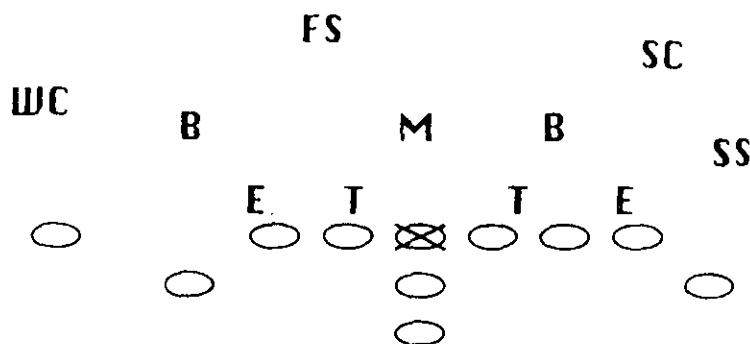
QB - Fake 33 Dive...Read SE/LH...Boot right



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - ZONE

LT - Gap-Lead-Backer

LG - Gap -Post-Lead

C - On - Away - Area.

RG - ZONE

RT - ZONE

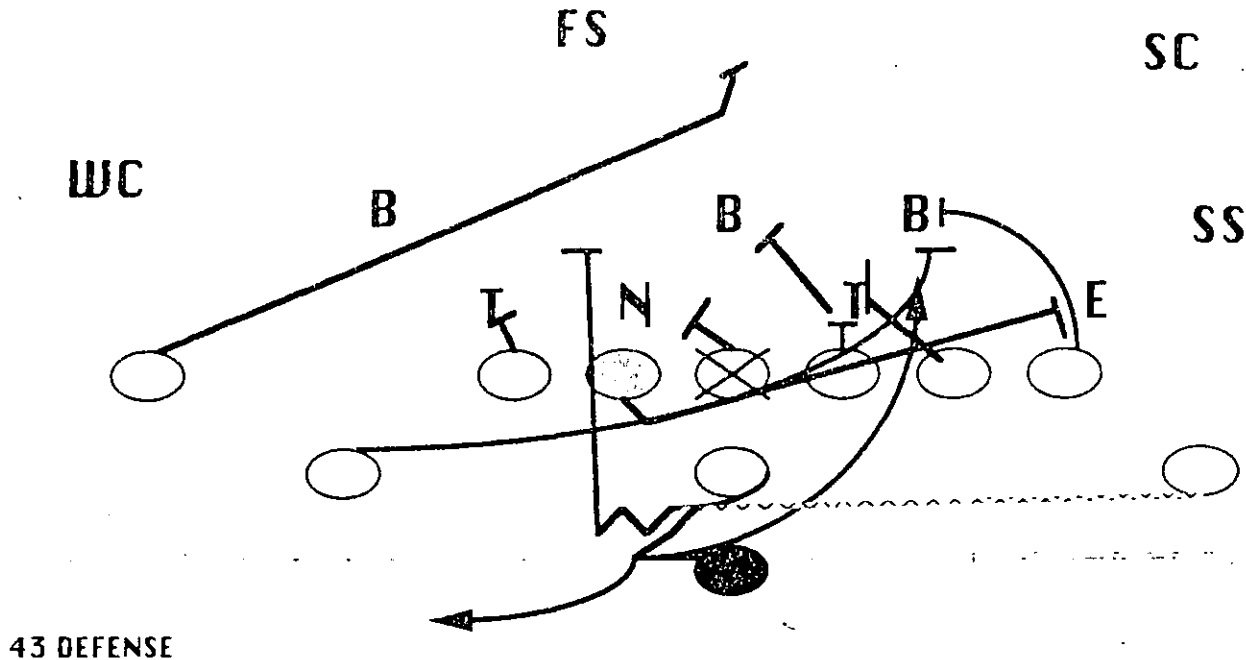
SE - Crack #2 usually SS

QB - Kickout @45 eyes on
1st read. Execute
triple read.4I dbl.

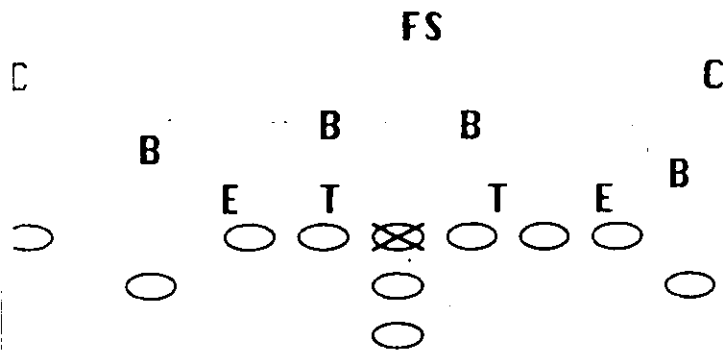
RH - 2 step motion. Pitch
man.

LH - Arc-Blk #1. usually corner.

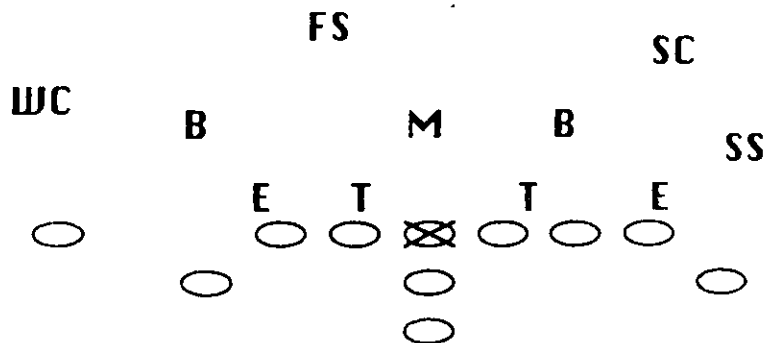
FB - Aim pt. Outside hip
of LG. Flatten to FS.
Hash, #'s, sideline. 4I
becomes DBL read. Think
LB.



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Release inside block 1st LB from C-in-side shade, slam-Blk out

RT -Lead-Gap-Influence

RG - Gap - Away - Post.

C - On - Away - Area.

LG - Pull - Kick out first to show past RG.

LT - Gap-On-Area.

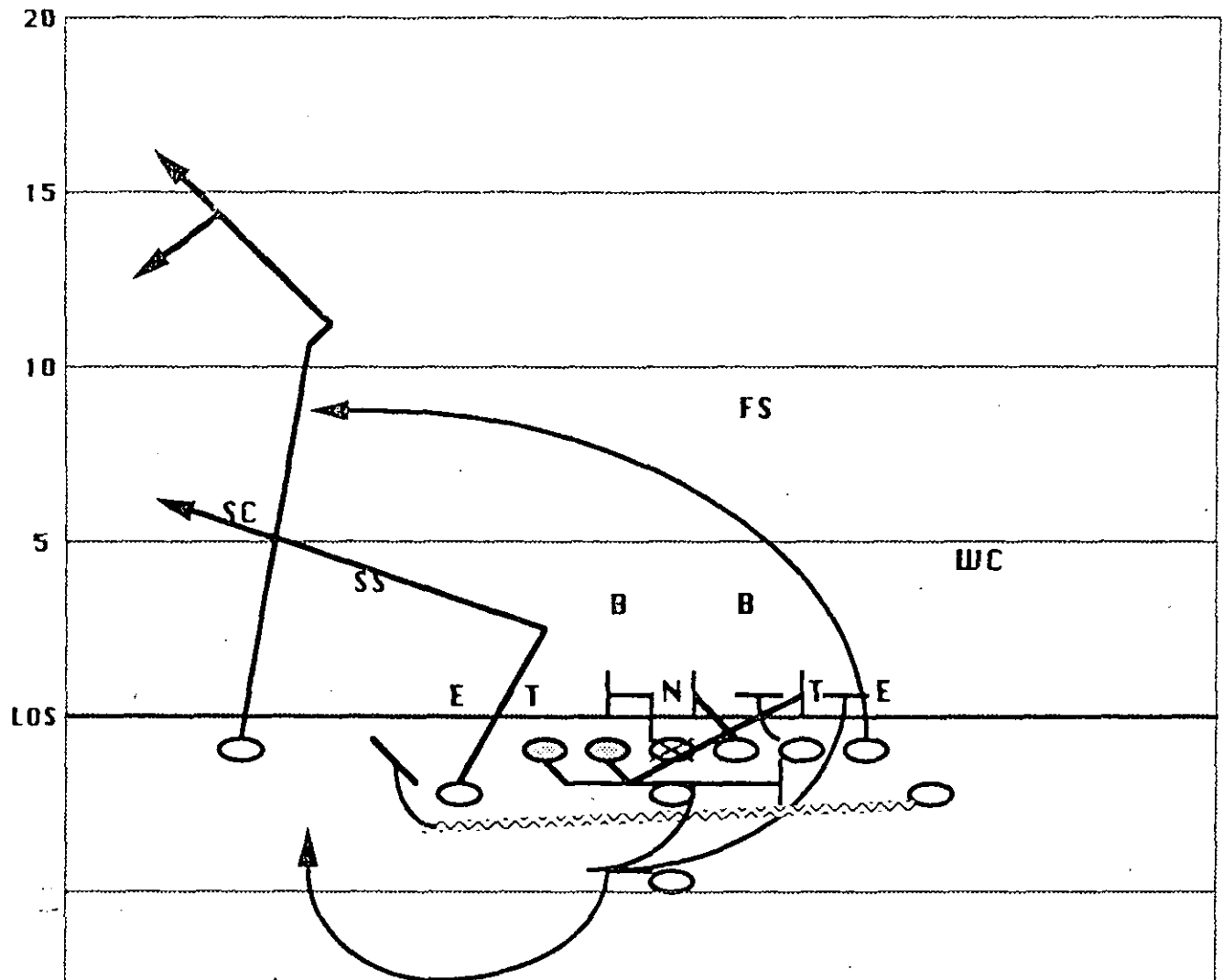
SE - Crossfield - Block back at hole.

QB - Reverse pivot - Outsidehand-off to FB - Fake bootleg at 9.

LH -Pull-Wall off.

RH -Belly Slide Motion Blk B gap area to D.

FB - Crossover, Plant. Follow LG & LH.



TE - Run Drag Route.

RT - Hinge.

RG - Hinge.

C - On - Hinge.

LG - Pull - Block backside.

LT - Pull - Block backside.

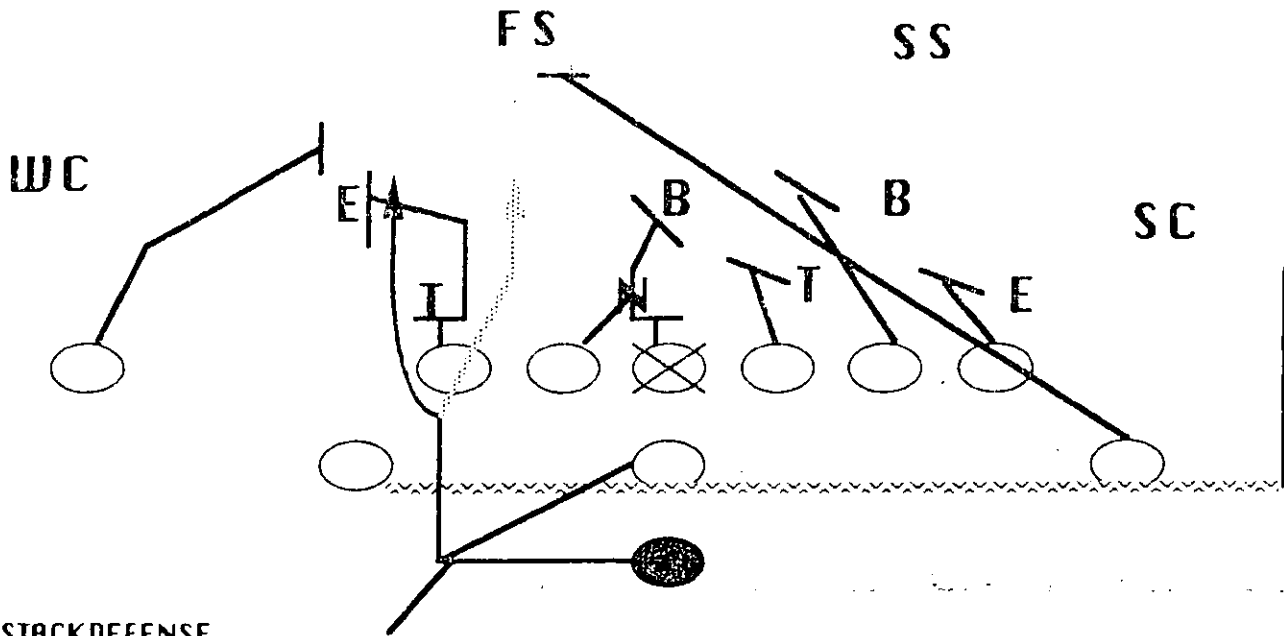
SE - Run Waggle Route.

QB - Reverse pivot - Fake outside hand-off to FB -
Gain depth - Run or pass option at 9.

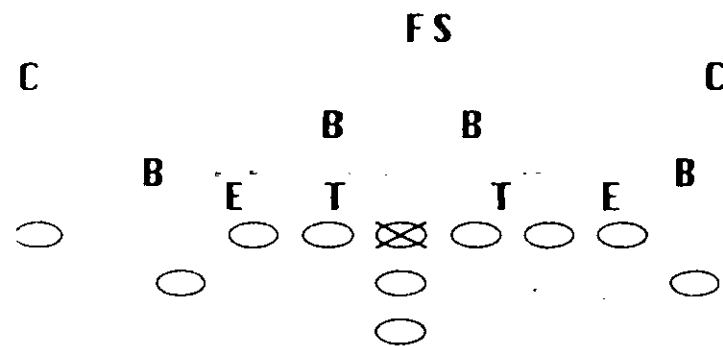
LH - Fake clip block - Get into flat area.

RH - Early motion - Hook block corner contain.

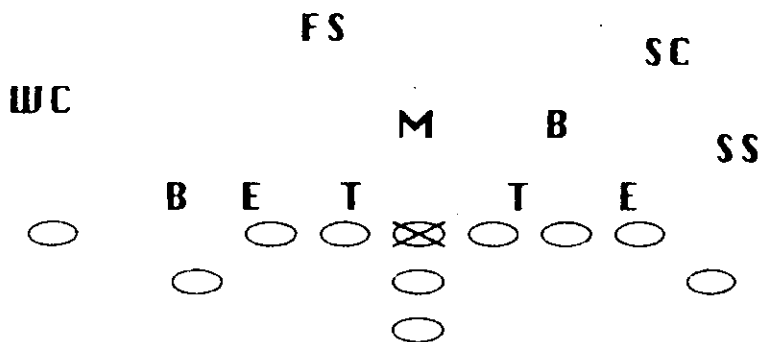
FB - Step left - Stay low - Fake 36 Joker.



50 STACK DEFENSE



44 DEFENSE



43 DEFENSE

TE - ZONE

RT - ZONE

RG - ZONE

C - Reach - On - Backer

LG - Gap - On -
(Backer or Area).

LT - Gap - On - Area -
Influence 5tech upfield
then go to backer

SE - Release upfield-block
run force

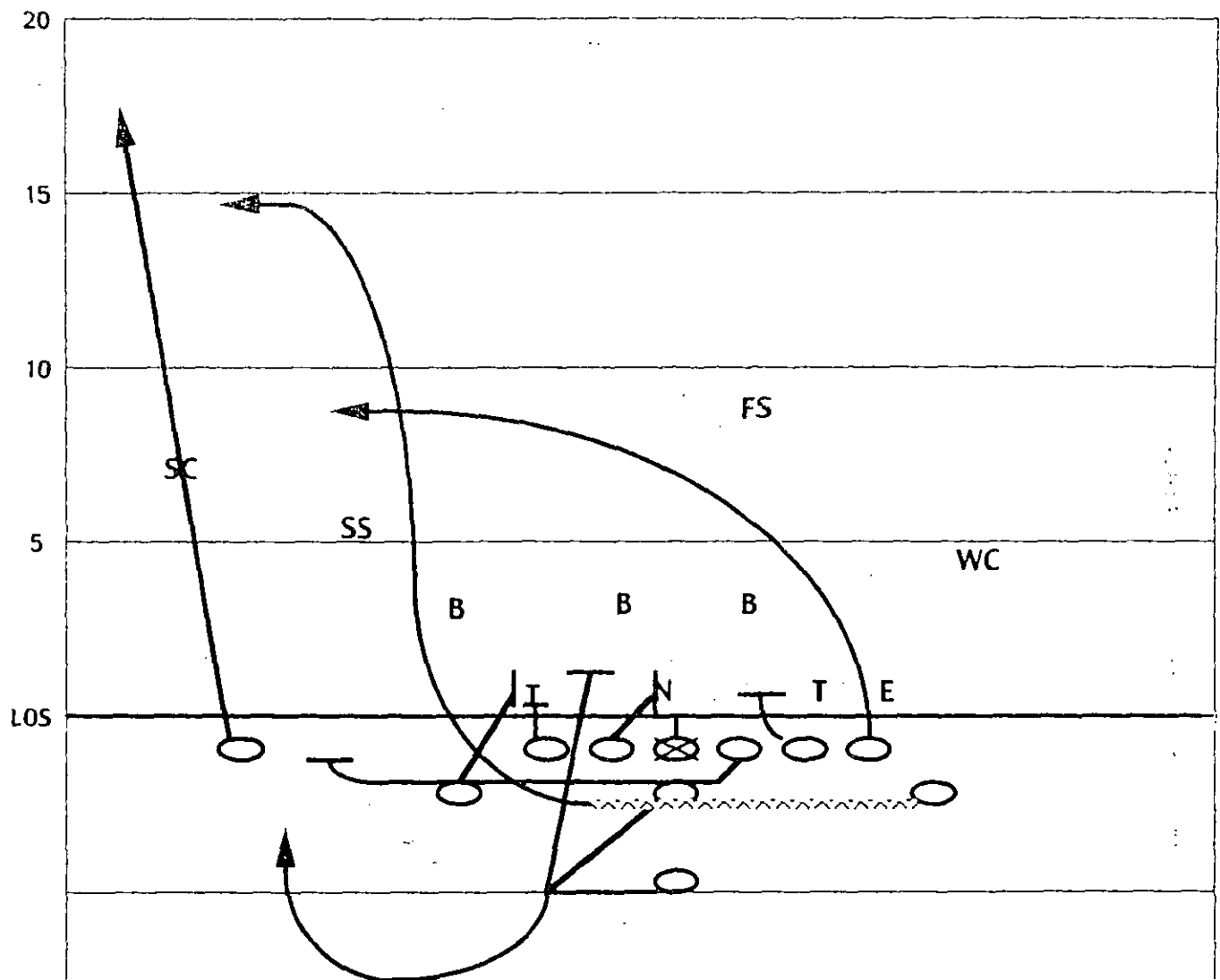
QB - Open to SE side -
Give to FB. Carry
out pass fake.
You are 100% respon-
sible for hand-off.

LH - Run Away Motion
Block safety your
side

RH - Block Free Safety

FB - Ball carrier -
Crossover -Plant
- Square to hole -
Read block of LT.

Techniques:



TE - Drag Route - 8-10 yards deep.

LT - Gap - Down - Area.

LG - Gap - Lead - (Backer or Area).

C - On - Away.

RG - Pull - Around C- lead.

RT - Shutoff.

SE - Fly pattern outside.

QB - Open - Fake to FB - Get 2 more steps of depth -
Run or pass option.

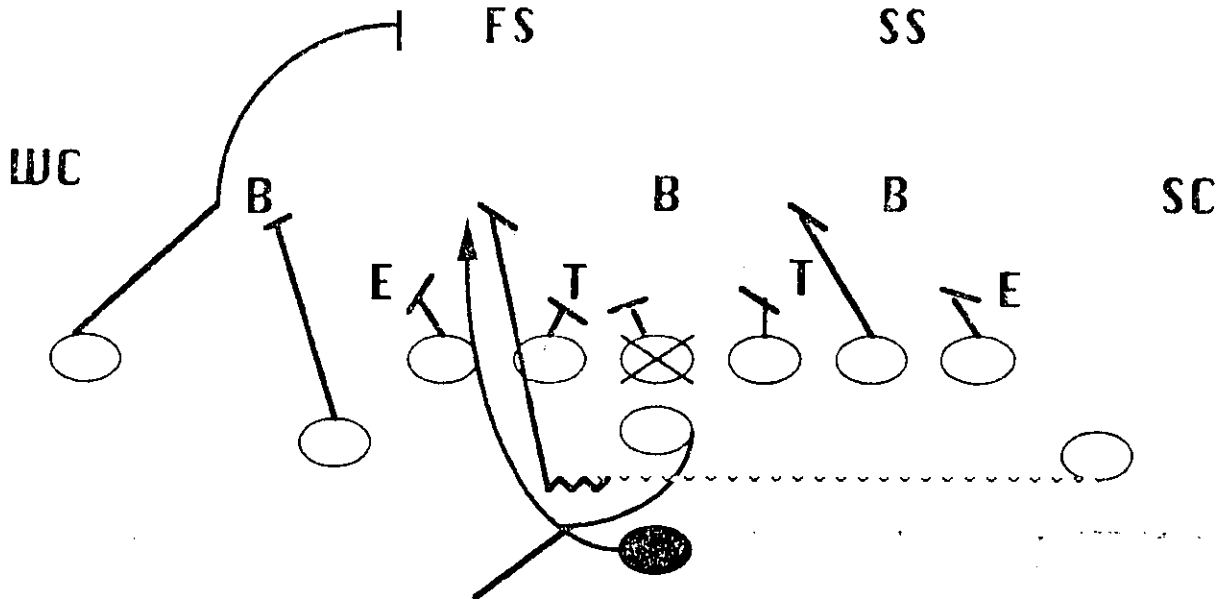
LH - Block Down. Usually double w/LT

RH - Run to motion - Run 12-16 yard banana

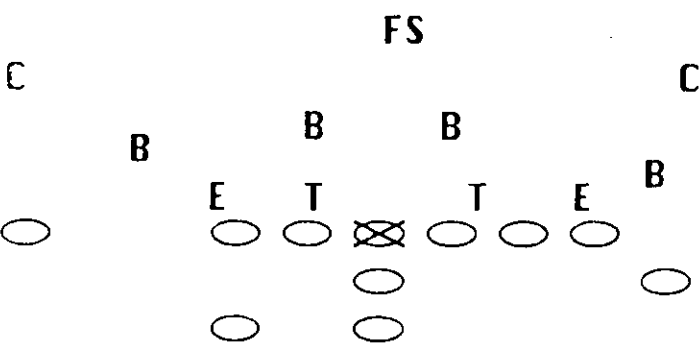
FB - Fake 35 Draw - Block LB to backside - Lead step -
Crossover - Plant.

RED 35 BELLY SLIDE

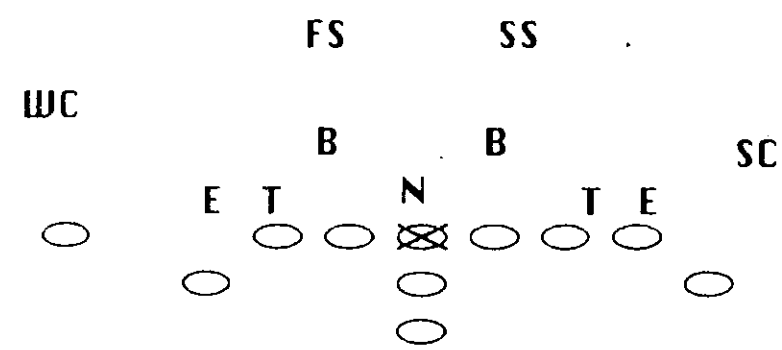
SS



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Cut-off - Step and hinge vs. 5-2.

RT - Vs. 5 Technique - Zone.
Vs. 4 Technique - Odd Block.

RG - Vs. 3 Technique - Zone.
Vs. 2 Technique - Gut.

C - On - Away. Whammy 2 tech

LG - Pull block out 1st past LT. Whammy vs 2 tech.

LT - Gap -- Down - On.

SE - Fake crack - Downfield block across hole -

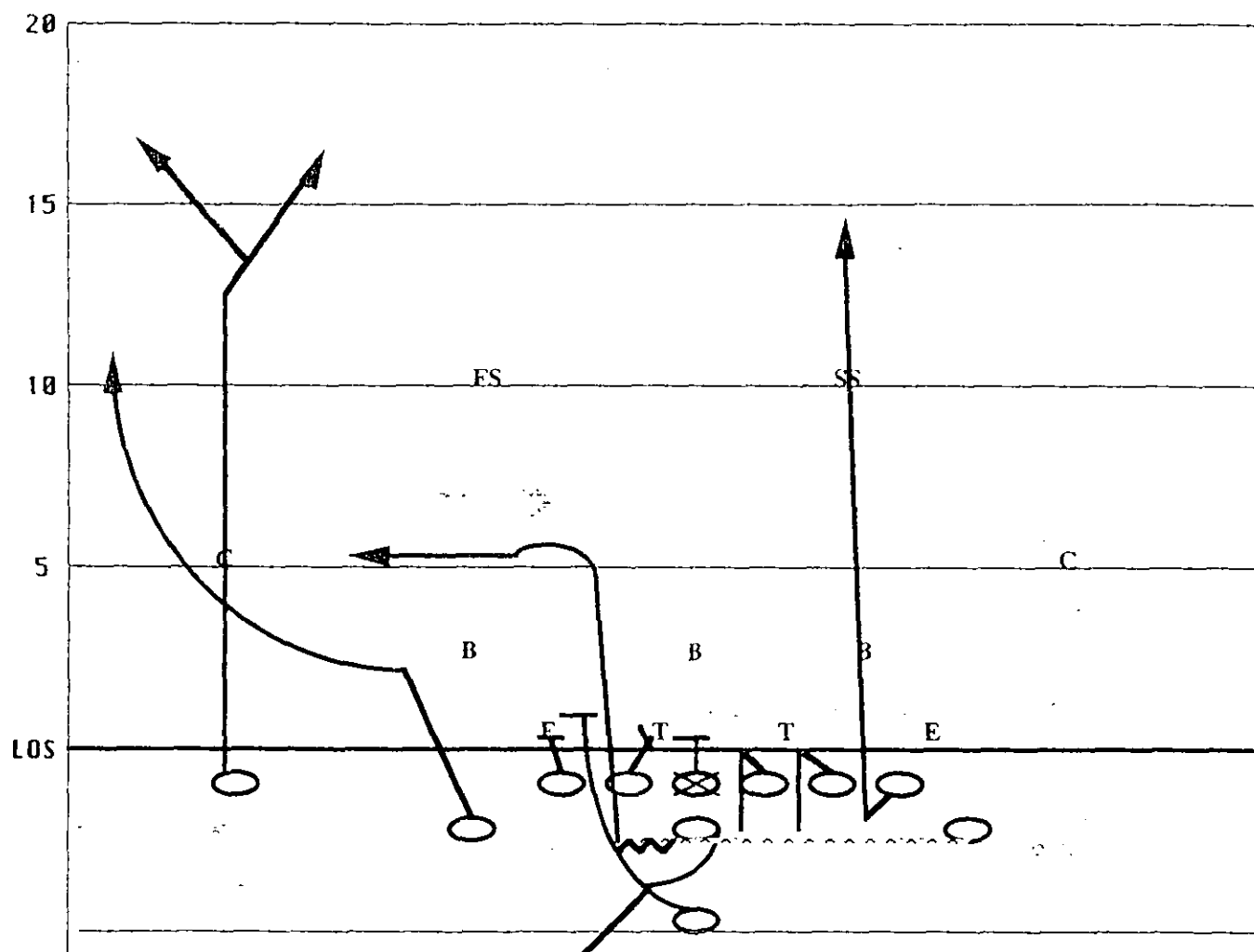
QB - Reverse pivot - just over midline. Mesh for h of FB. Cross behind FB to allow cutback. Fake Belly Pass.

RH - Run to motion/slide - Blk 1st backer from C

LH - Block #4.

FB - Ball carrier - Lead step Bend path for inside foot of LT. Read defensive tackle - Select opening.

RED 35 BELLY SLIDE PASS



TE - Check release.

RT - Hinge.

RG - Hinge.

C - On - Hinge. Whammy vs. 4-3

LG - Gap - Pull and fake log. Double Whammy vs. 4-3

LT - Gap - Down - On.

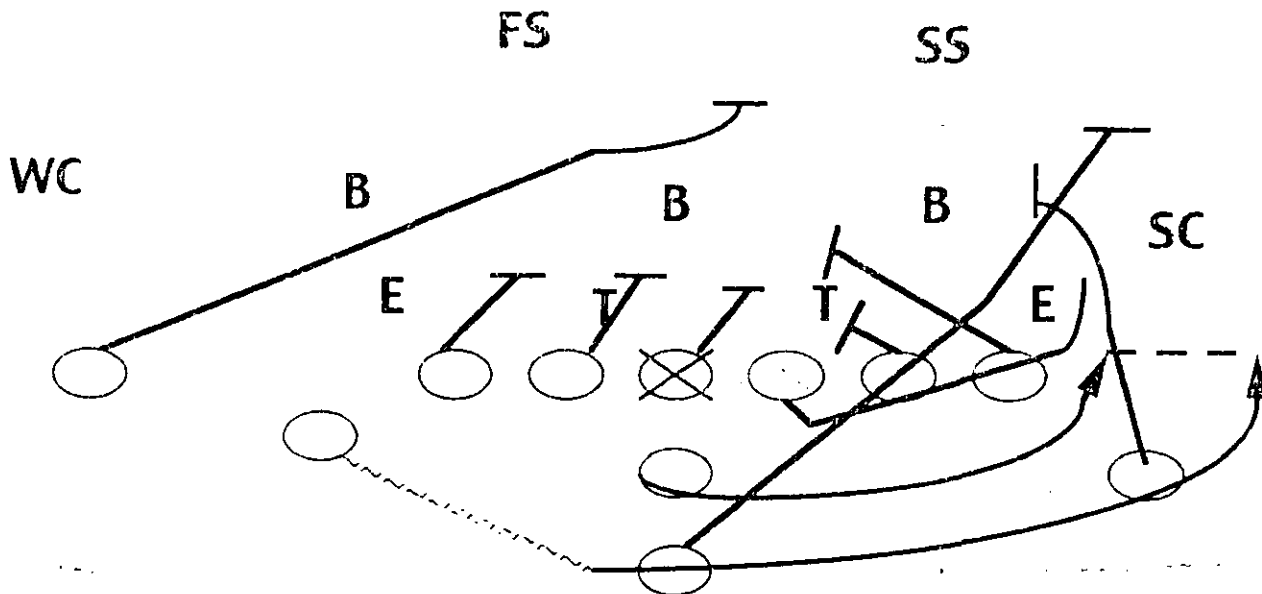
SE - POST or corner route.

QB - Reverse pivot over midline - 2nd step 45 degrees -
Reach for mesh and quick ride to FB. 3 step drop after
ride. Set up behind LT.

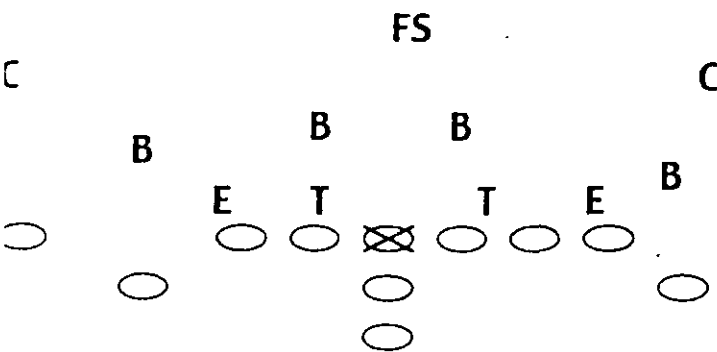
LH - Step out - Run go route - to a sail-

RH - Run to motion - slide - option route late. Block #4 if
he blitzes.

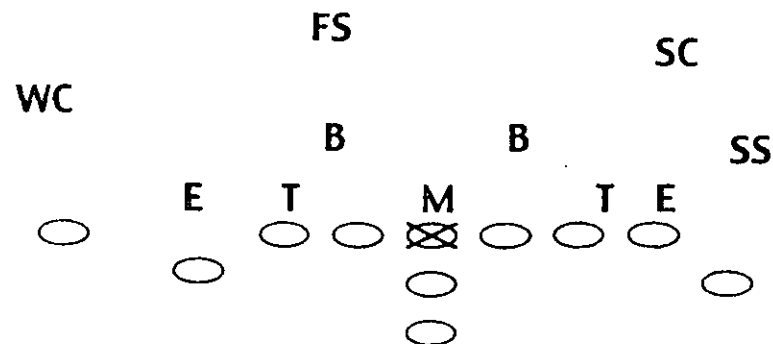
FB - Belly path with hard fake - Block 1st LB from center
then swivel.



43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - Gap - Backer.

RT - Gap - Down - Backer.

RG - Pull - Log 7 or 9

Technique.

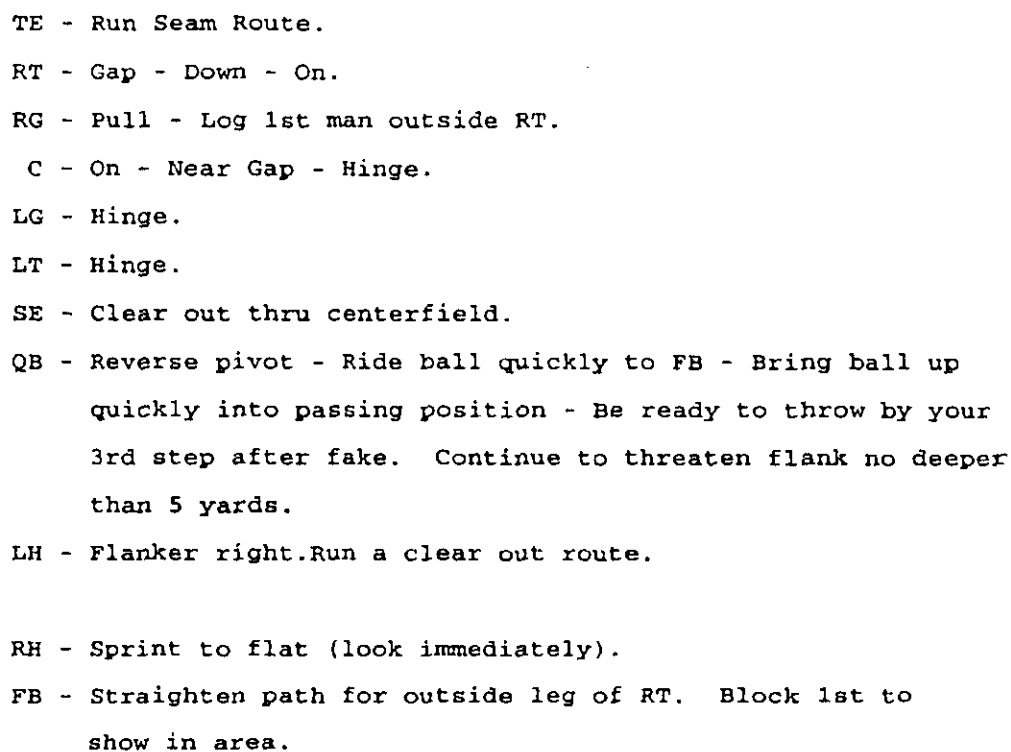
C - Zone.

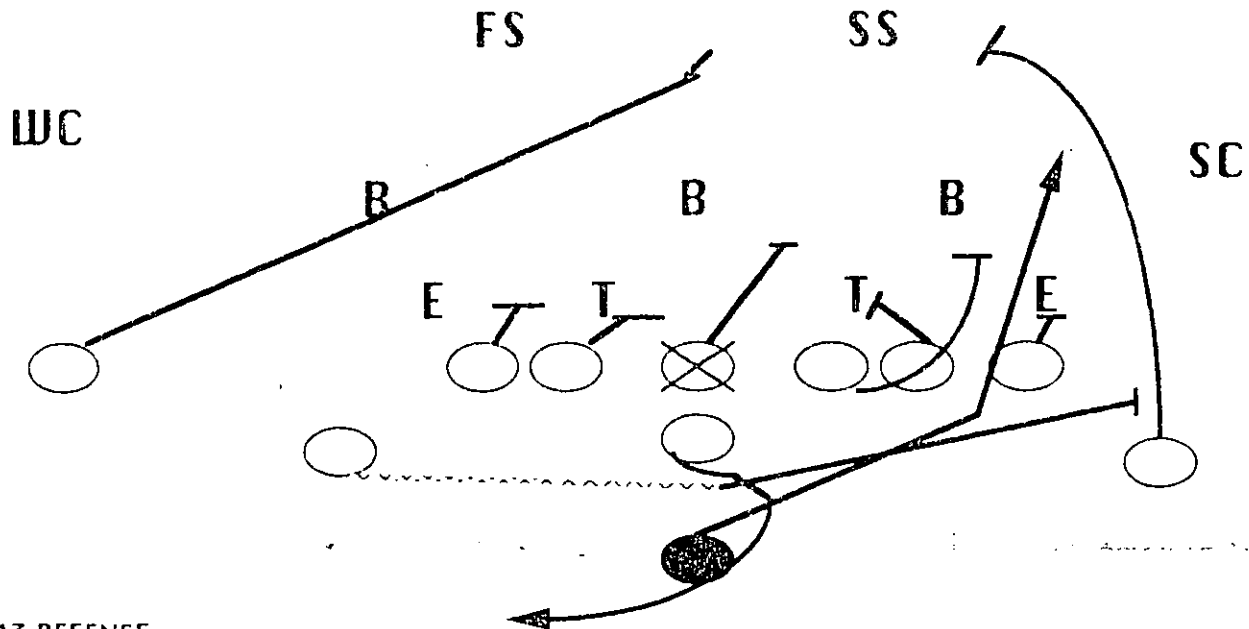
LG - Zone.

LT - Zone.

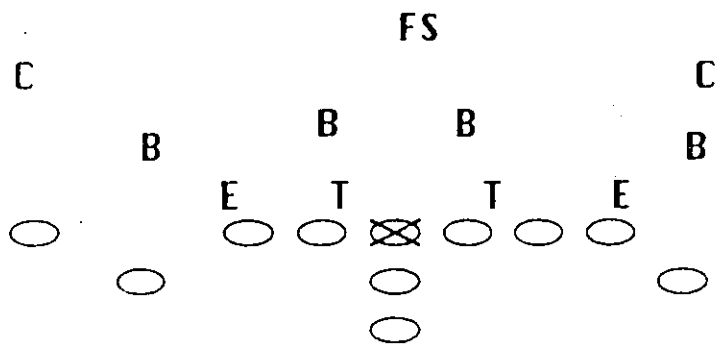
SE - Cutoff.

QB - Reverse pivot - Quick
ride to FB - Option 4.LH - Two step motion - 5 x
2 pitch relationship.RH - 1st LB inside - vs4-4
Arc and Block 5.FB - Crossover for inside foot
of TE. Block 1st
inside - Probably LB.
to SS

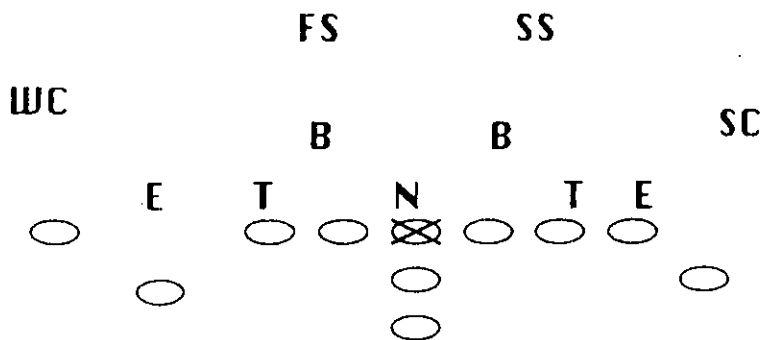




43 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

RT - Gap - Down - On.

RG - Pull-Gut-Block out.

C - ZONE.

LG - ZONE.

LT - ZONE

SE - Crossfield block back at hole.

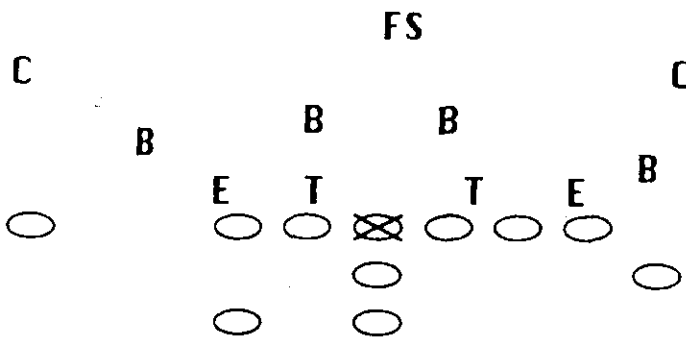
QB - Reverse pivot-Fake 28 Jet Swp-Hand to FB

LH - Fake 28 Jet Swp. Block Corner

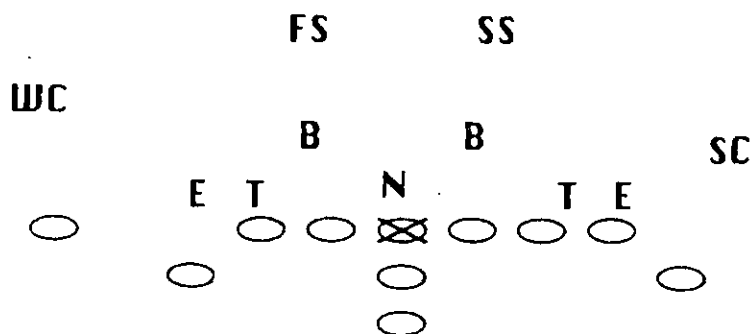
RH - 1st LB inside to SS

FB - Ball carrier - Run for inside foot of TE

Techniques:

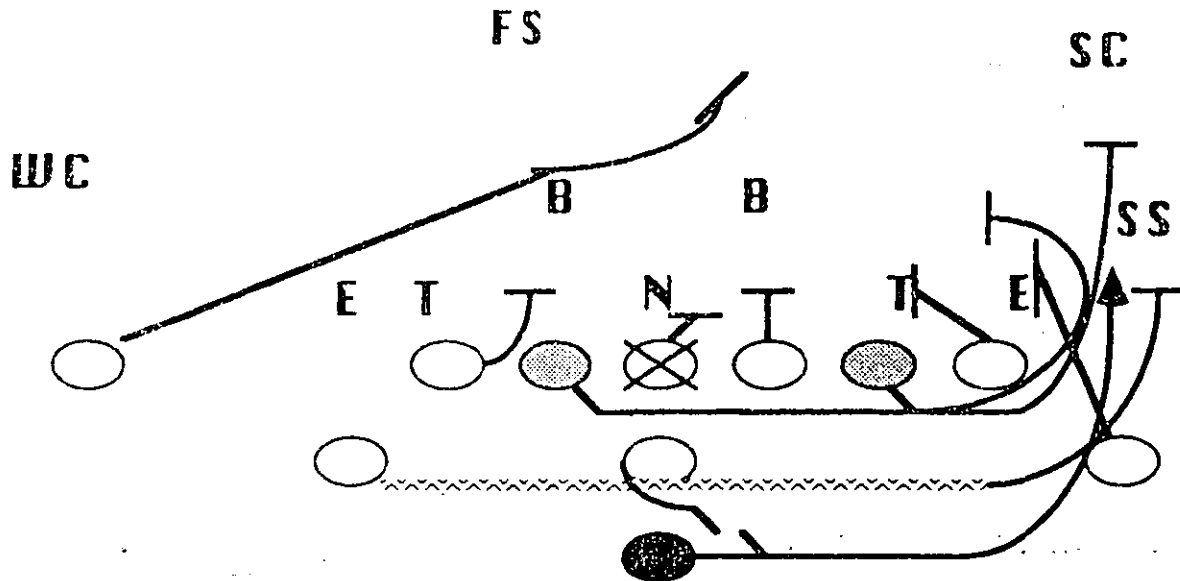


44 DEFENSE

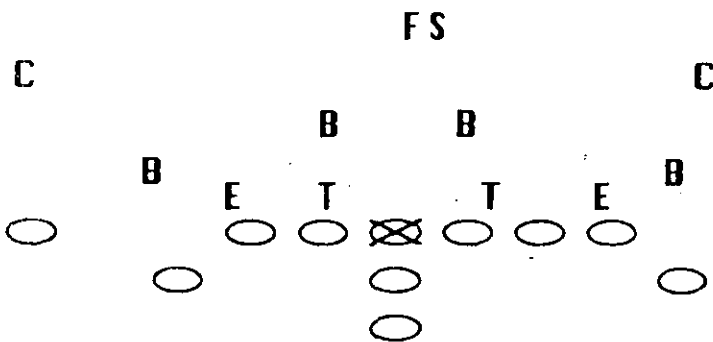


58DEFENSE

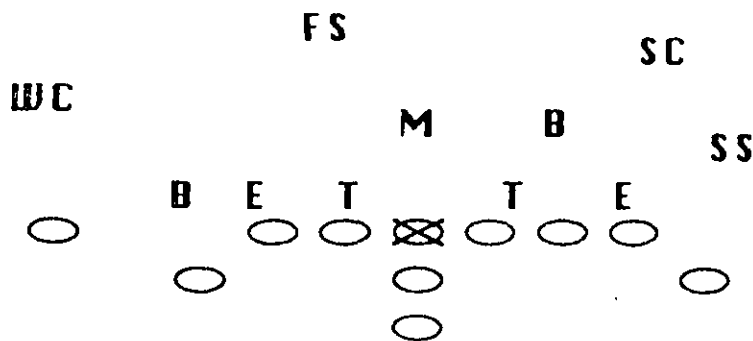
FB - Ball carrier - Lead step
Bend path for inside foot
of LT. Read defensive
tackle - Select opening.



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Gap - Down - Backer.

RT - Pull - Wall Off Inside.

RG - Gap - On - Area.

C - Reach - Area - Away.

LG - Pull - Lead.

LT - Shutoff.

SE - Crossfield - Wall Off.

QB - Reverse pivot - Soft Toss to FB.

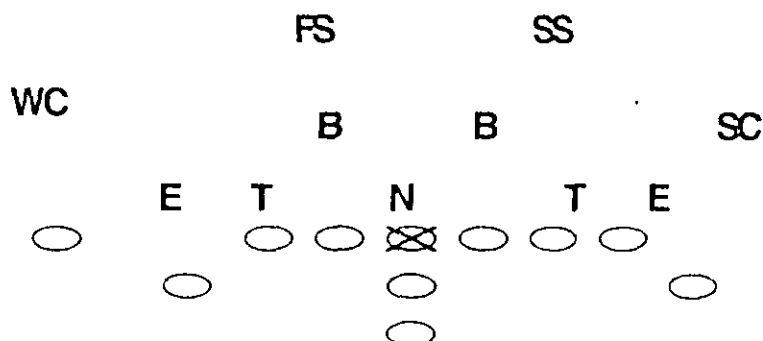
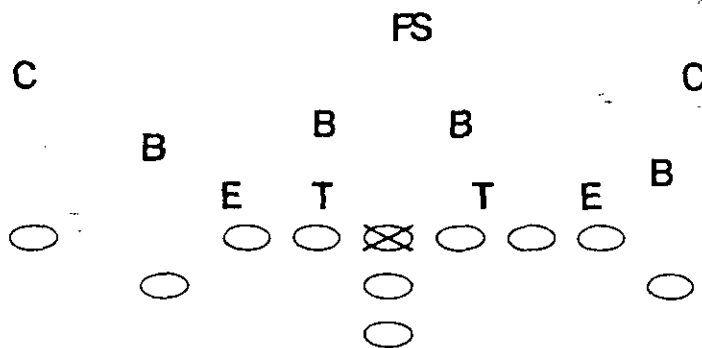
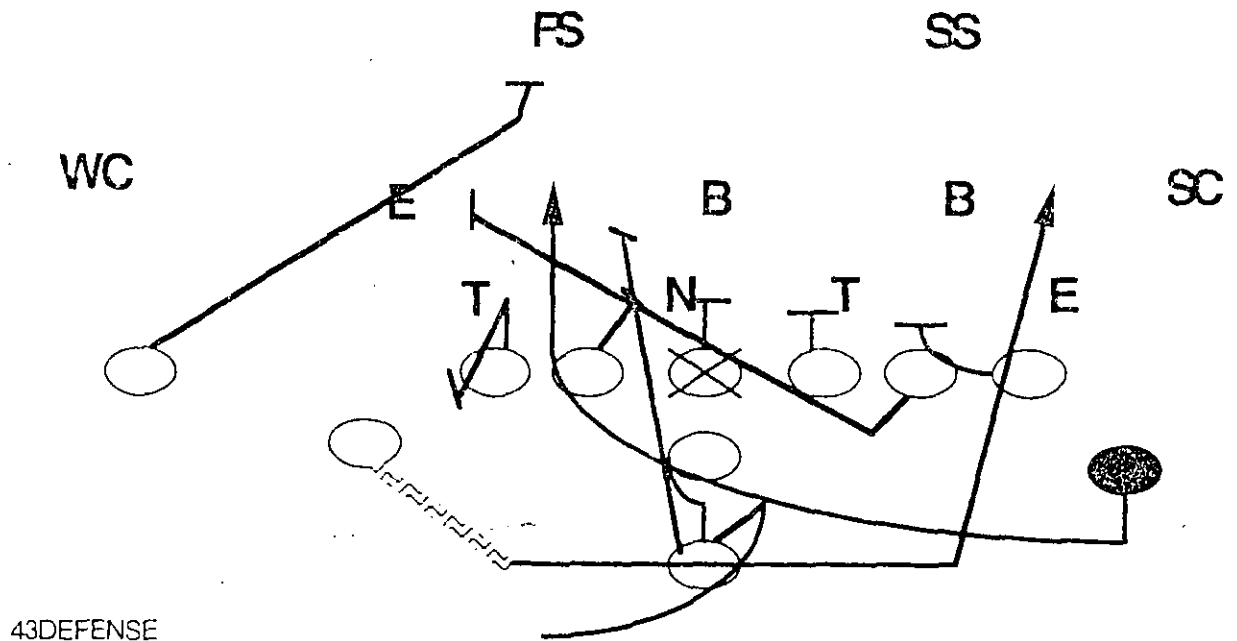
LH - "Run to" motion - Kick out force.

RH - Block 1st Man Inside.

FB - Ball carrier - Stay lateral till you receive ball.

Techniques:

RED43 BUCK SCISSORS



TE - SHUTOFF

RT - PULL -THRU HOLE LEFT

RG - ON-AREA-AWAY

C - REACH-ON-AWAY

LG - GAP-ON-RIGHT

LT - GAP-DOWN-ON

SE - Crossfield - Block back at hole.

QB - Reverse pivot - Follow midline - Hand-off to RH bootleg at 9.

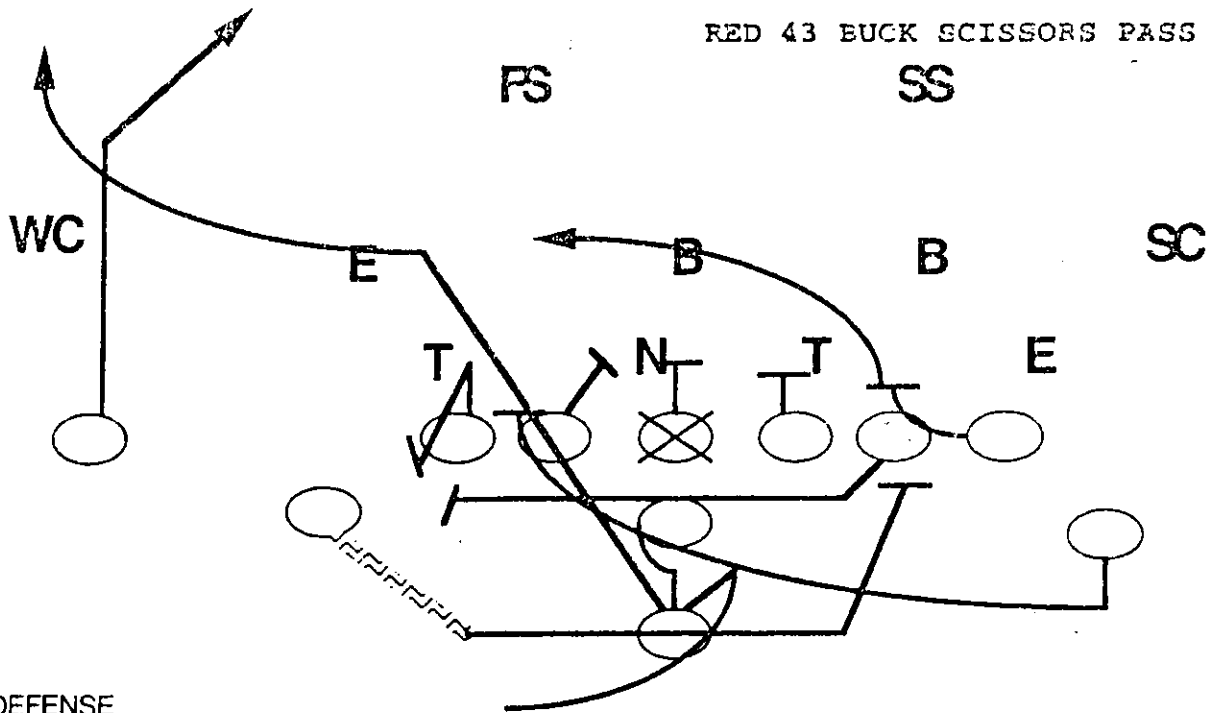
LH - Fake 28 BkSWP - 2 step motion

RH - Ball Carrier - Drop Step aim 1 yard inside FB inside hand-off. Follow FB & RT

FB - Dive for left foot of C. Block MLB or Kick-out

Techniques:

RED 43 BUCK SCISSORS PASS



50 DEFENSE

TE - SHUTOFF- Drag late

RT - PULL -PASS PRO LEFT

RG - ON-AREA-AWAY

C - REACH-ON-AWAY

LG - GAP-ON-RIGHT

LT - GAP-DOWN-ON

SE - Skinny Post.

QB - Reverse pivot-Fake
43 Bk scis.Waggle
@9.SE to FB.

LH - Fake 28 BkSWP -
Blk 1st outside RG

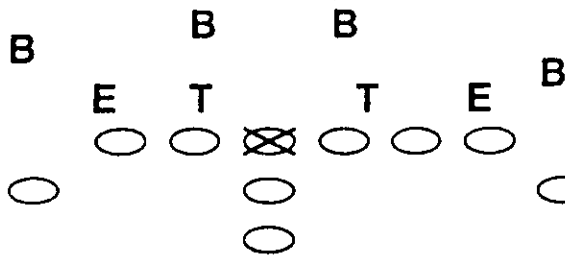
RH - Fake 43 Buck Scissors
B gap protection

FB - Dive for left foot of
LG. B protection. Run
a sail pattern wide.

Techniques:

FS

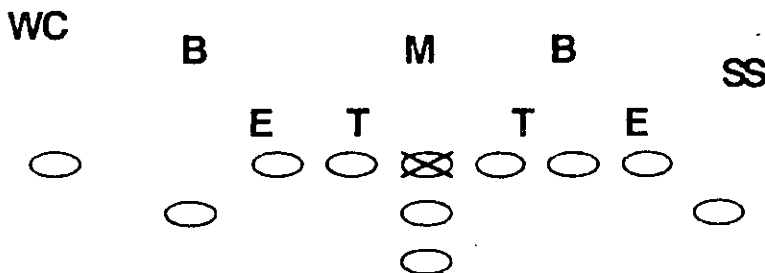
C



44 DEFENSE

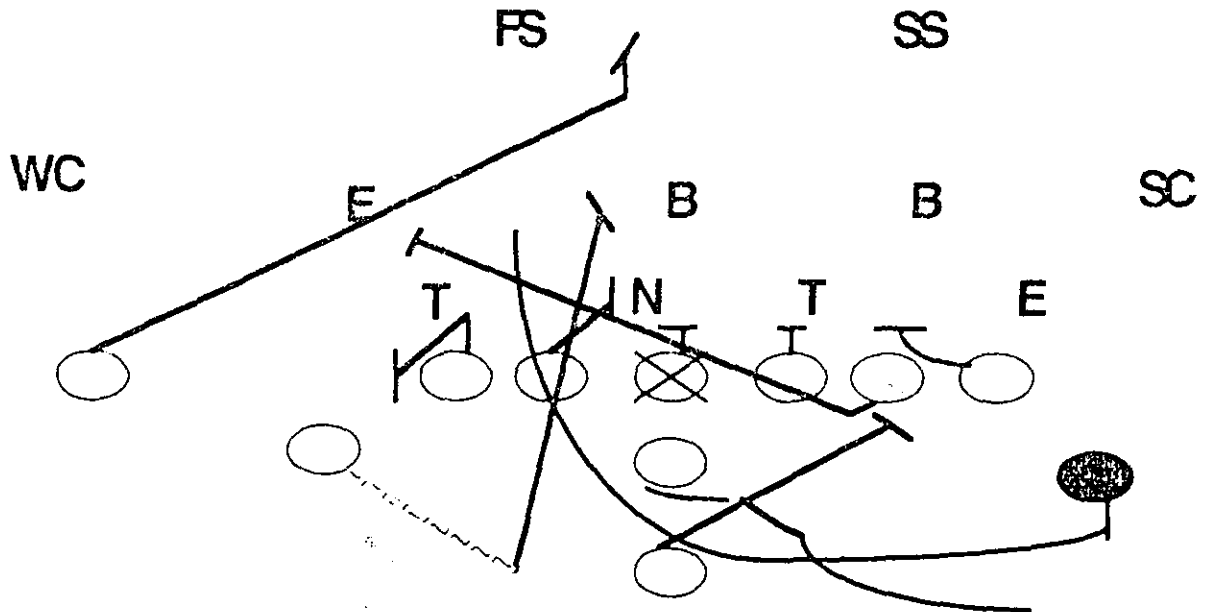
FS

SC

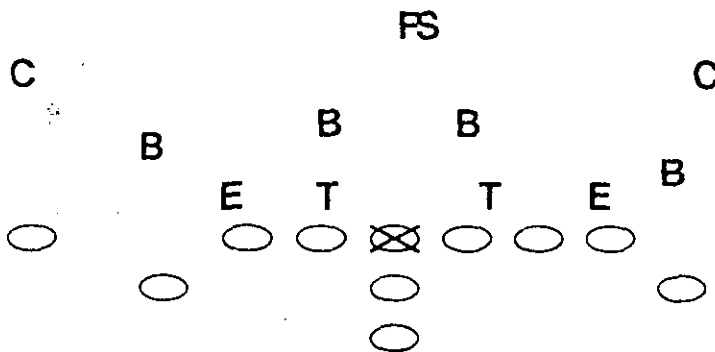


43 DEFENSE

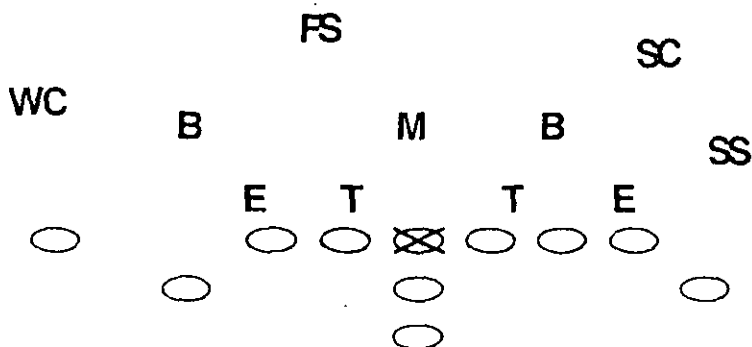
RED 43 DOWN SCISSORS



50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - SHUTOFF

RT - PULL-THRU HOLE LEFT
or KO 5 tech.

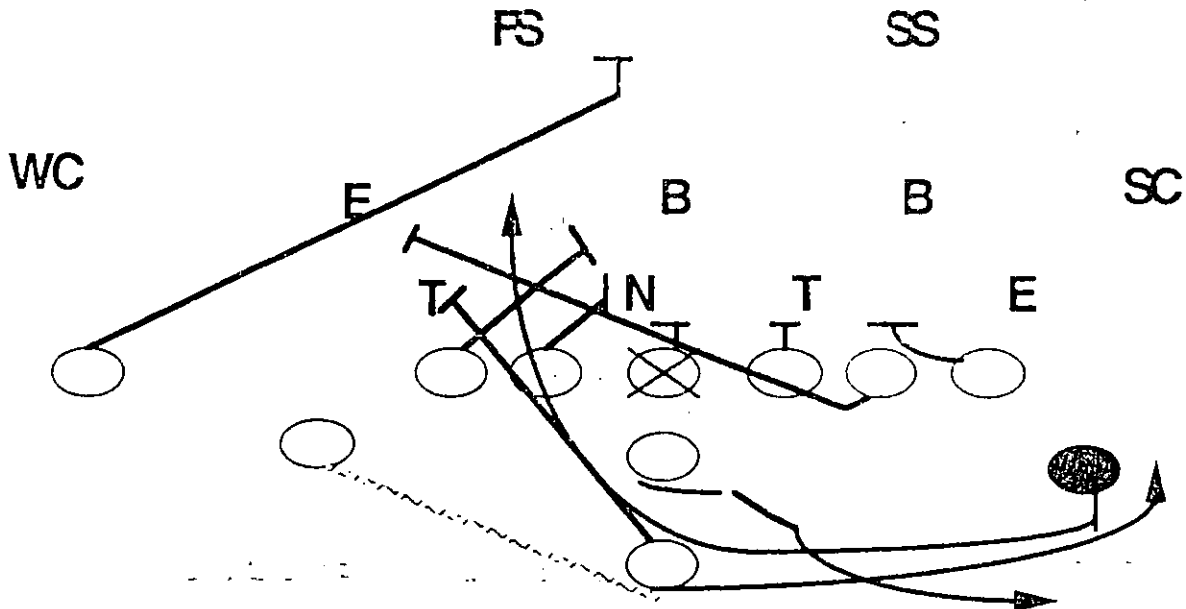
RG - ON-AREA-AWAY

C - REACH-ON-AWAY

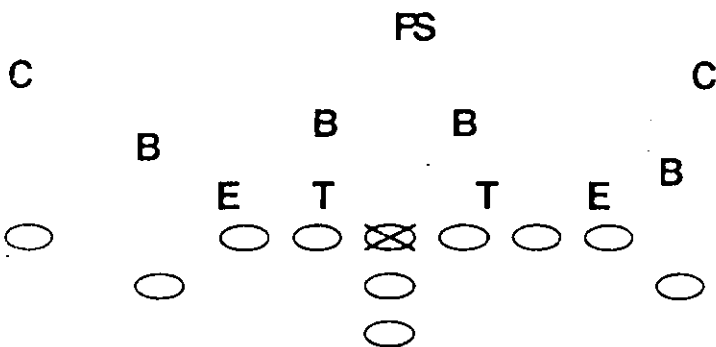
LG - GAP-ON-RIGHT

LT - GAP-Lead Influence
left.SE - Crossfield - Block
back at hole.QB - Reverse pivot-45 over
midline-outside HO to
RH. Fake Keep Pass RtLH - 2 step motion. Lead
blocker thru B gap.RH - Ball Carrier - Drop
Step- aim 1/2yd in
front of FB. follow
FB & RT.FB - Dive for left foot of
RT. Block area.

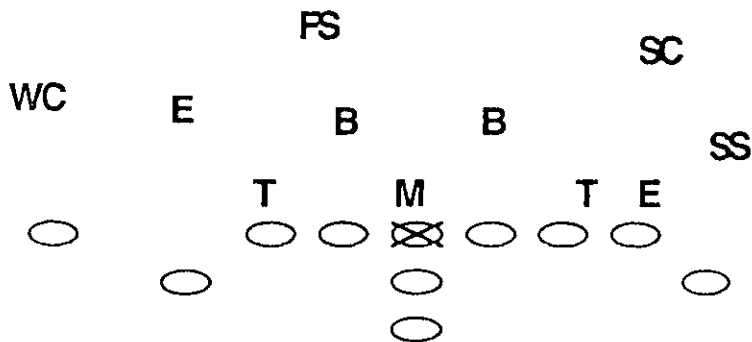
Techniques:



43 DEFENSE



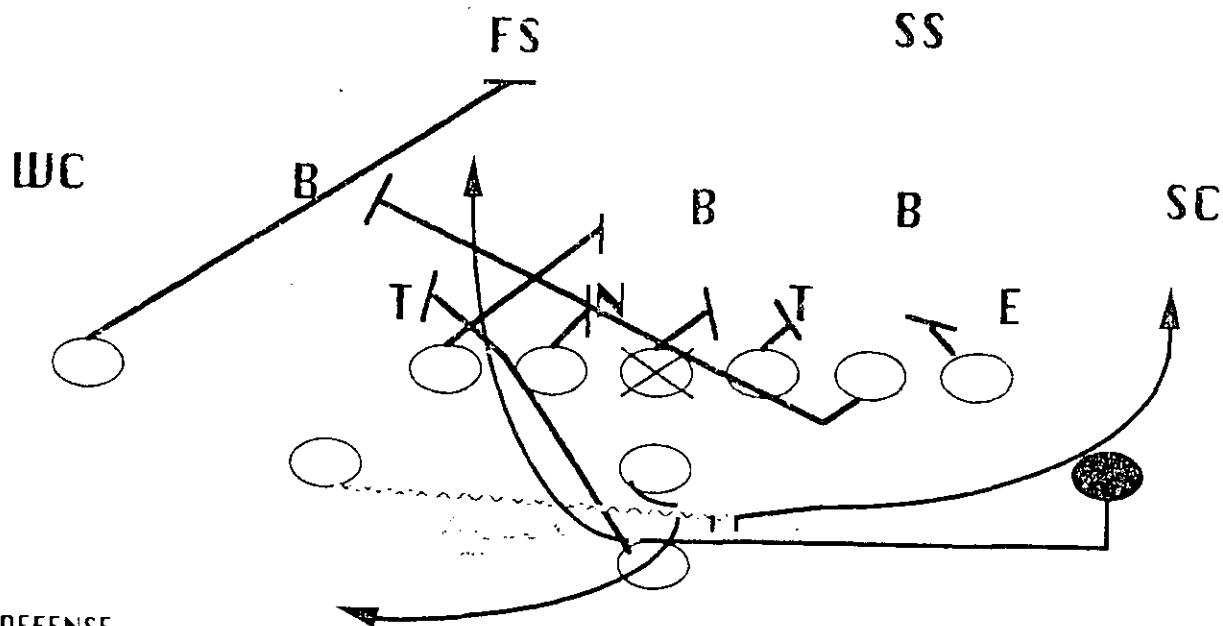
44 DEFENSE



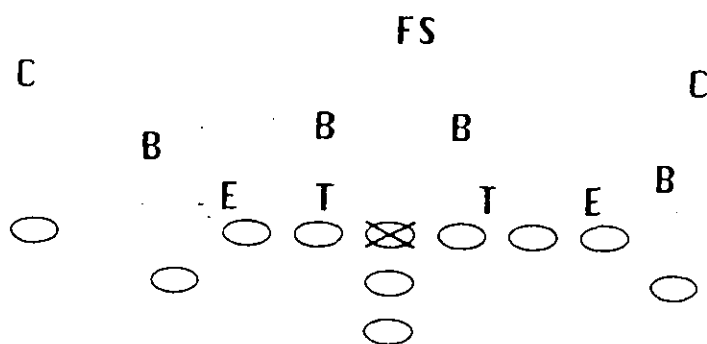
50 DEFENSE

- TE - SHUTOFF
- RT - PULL-THRU HOLE LEFT
- RG - ON-AREA-AWAY
- C - REACH-ON-AWAY
- LG - GAP-ON-RIGHT
- LT - GAP-Lead-Backer
- SE - Crossfield - Block back at hole.
- QB - Reverse pivot-Fake rocket-outside HO to RH. Fake Keep Pass Rt
- LH - Rocket motion. Fake 28 rocket-stay wide.
- RH - Ball Carrier - Drop Step- aim 1/2yd in front of FB. follow FB & RT.
- FB - Dive for left foot of LG. Block area.

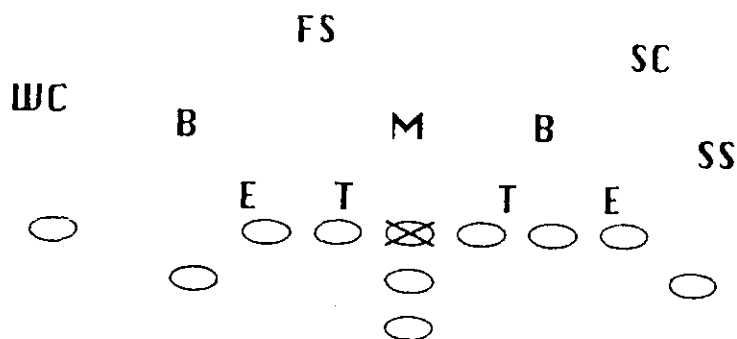
Techniques:



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Shutoff RT area.

RT - Pull - Lead through hole.

RG - On - Area - Away

C - On - Area - Away.

LG - Gap - Post - Away.

LT - Lead - Influence left.

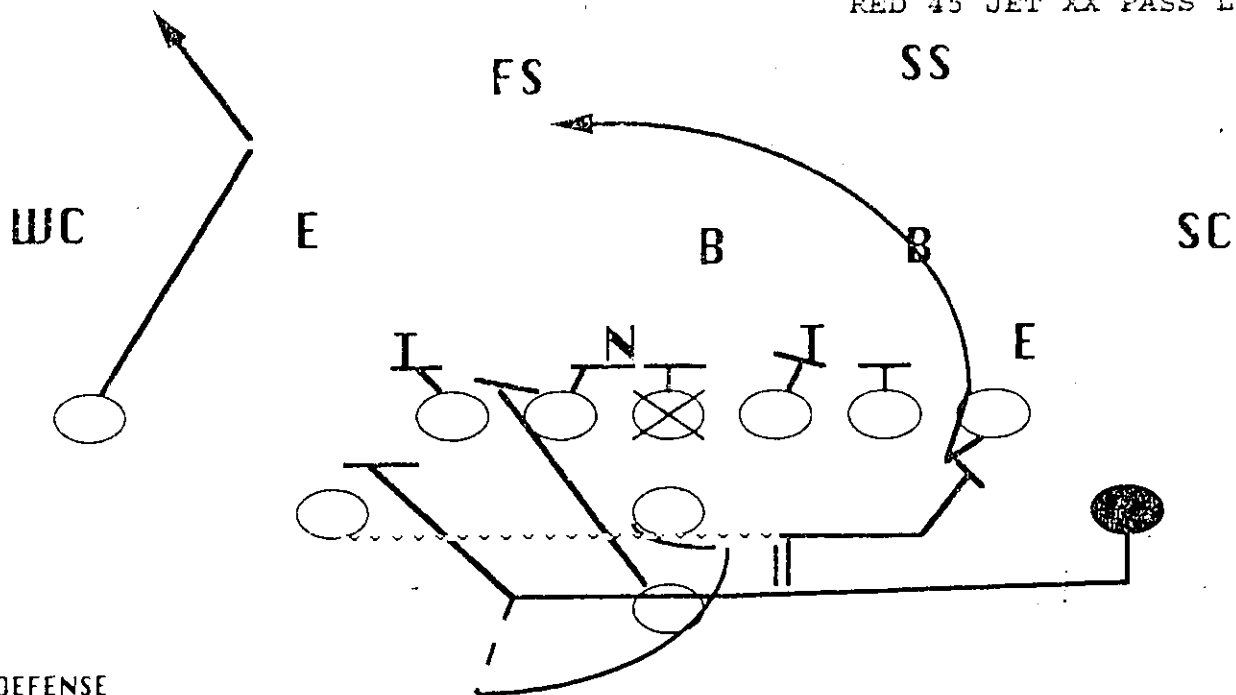
SE - Downfield block up at hole.

QB - Open as on 28 JET sweep - hand off to LH - fake waggle.

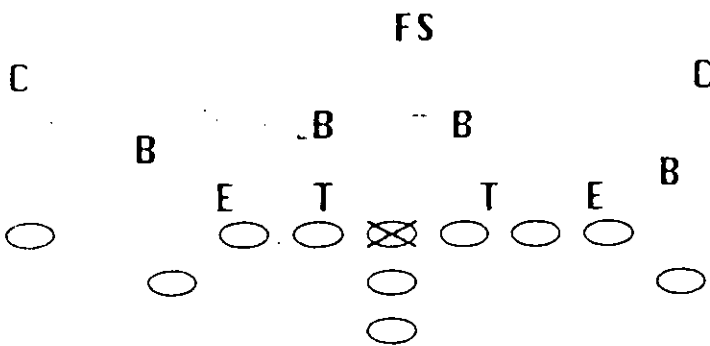
LH - JET motion - receive handoff. Give outside hand-off to RH.

RH - Ball Carrier - Drop step, receive handoff from LH. Follow RT and FB.

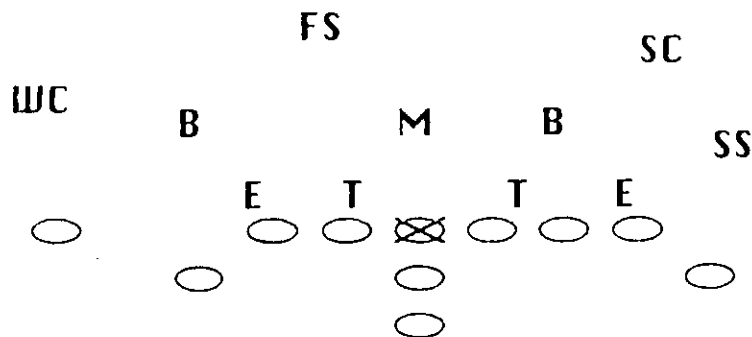
FB - Kickout first on or outside LT



43 DEFENSE



44 DEFENSE



43 DEFENSE

TE - Check release-Drag.

RT - On - Area - Away

RG - On -Area -Away

C - On - Area - Away.

LG - Gap - Post - Away.

LT - Gap - On - Area.

SE - Slow-Post -Corner.

QB - Open as on 28 JET sweep

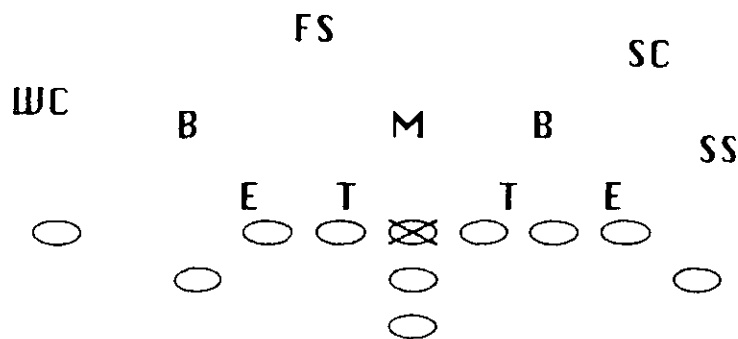
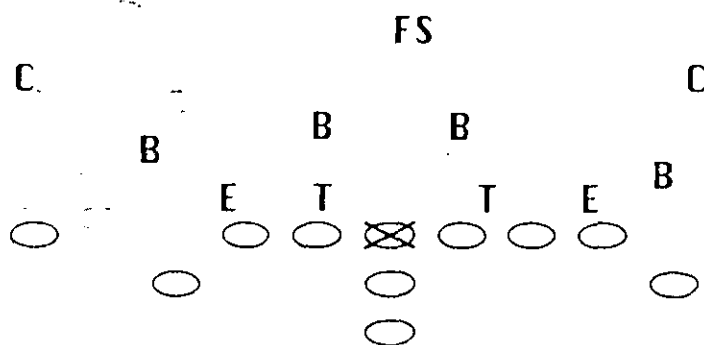
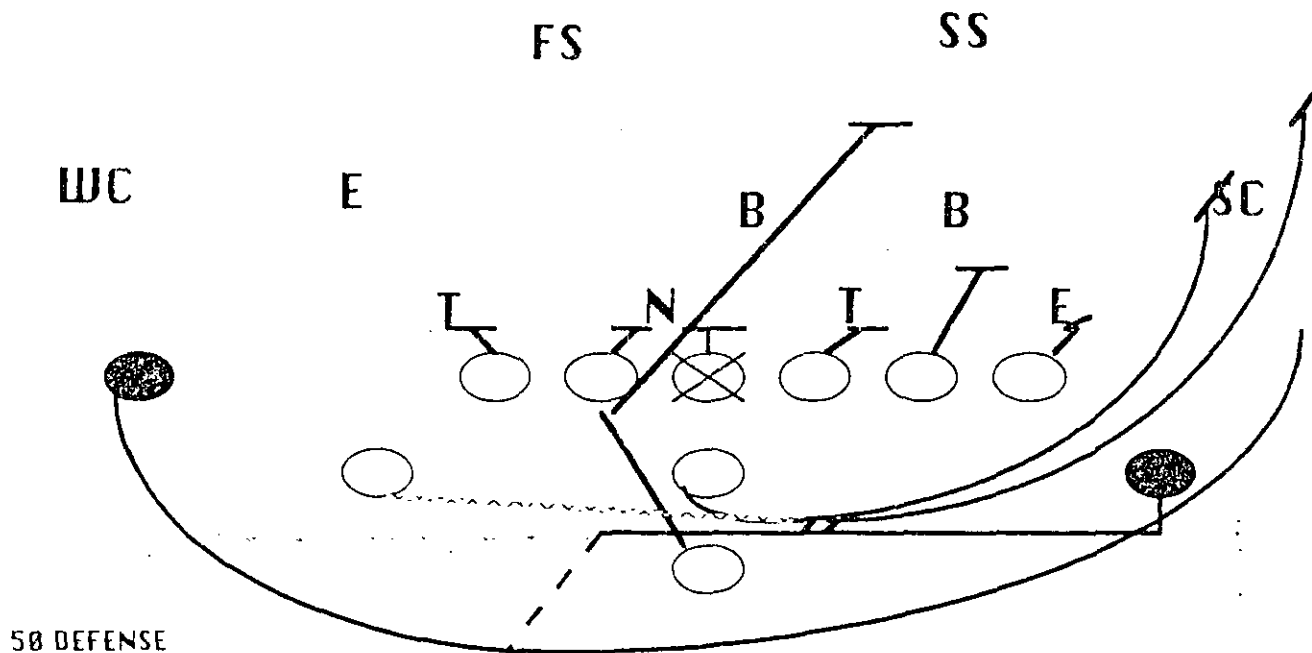
- hand off to LH - fake
waggle.Set up behind LT

LH - JET motion - receive
handoff. Give outside
hand-
off to RH.Block backside

RH - Ball Carrier - Drop
step,
receive handoff from LH.
Lateral to QB.Block

FB - Kickout first on or
outside LT

Techniques:



TE - Reach-On- area.

RT - Reach-On-Area

RG - On -Area -Away

C - On - Area - Away.

LG - On - Area - Away.

LT - On - Area - Away.

SE - Ball carrier. Receive lateral from RH. Must be 8 yds. deep.

QB - Open as on 28 JET sweep
- hand off to LH - fake waggle. Lead Blocker

LH - JET motion - receive handoff. Give outside Handoff to RH-Lead

RH - - Drop step, receive handoff from LH. Lateral to SE

FB - Kickout first on or outside LT

Techniques.

FS

SS

SC

WC

B

B

B

E

T

E

43 DEFENSE

FS

C

B

B

B

B

E

T

T

E

44 DEFENSE

TE - Zone

LT - Gap -Down-Post

LG - Gap -On -Backer

C - Reach - On - Away

RG - Pull-Wall-off

RT - Shutoff

SE - Block man covering you
or CRACK 2nd levelQB - Open-Kickout 45
Hand-off to
RH Waggle at 8.RH - Ball carrier - 2 Step
motion. Read block of
FB & RGLH - Block 1st inside-usually
Lead-Post w/LTFB - Crossover 45 -Block 1st
outside LT

Techniques:

FS

SS

WC

B

B

SC

E

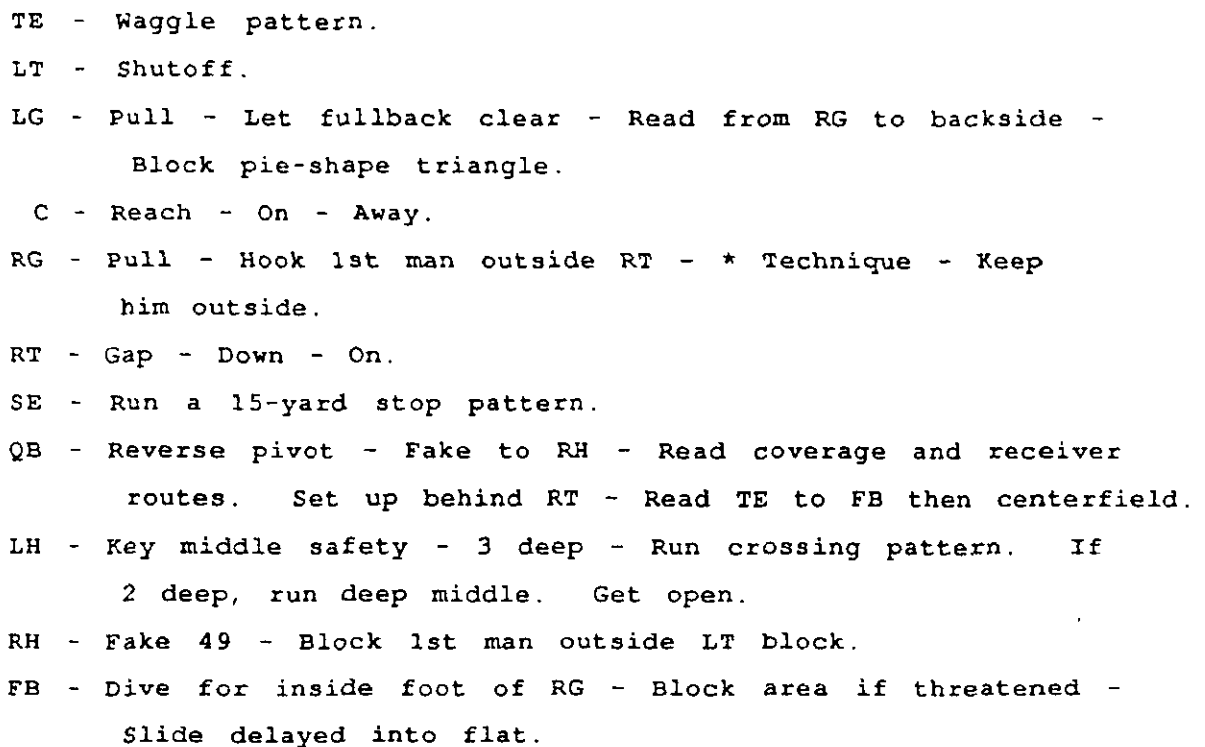
T

N

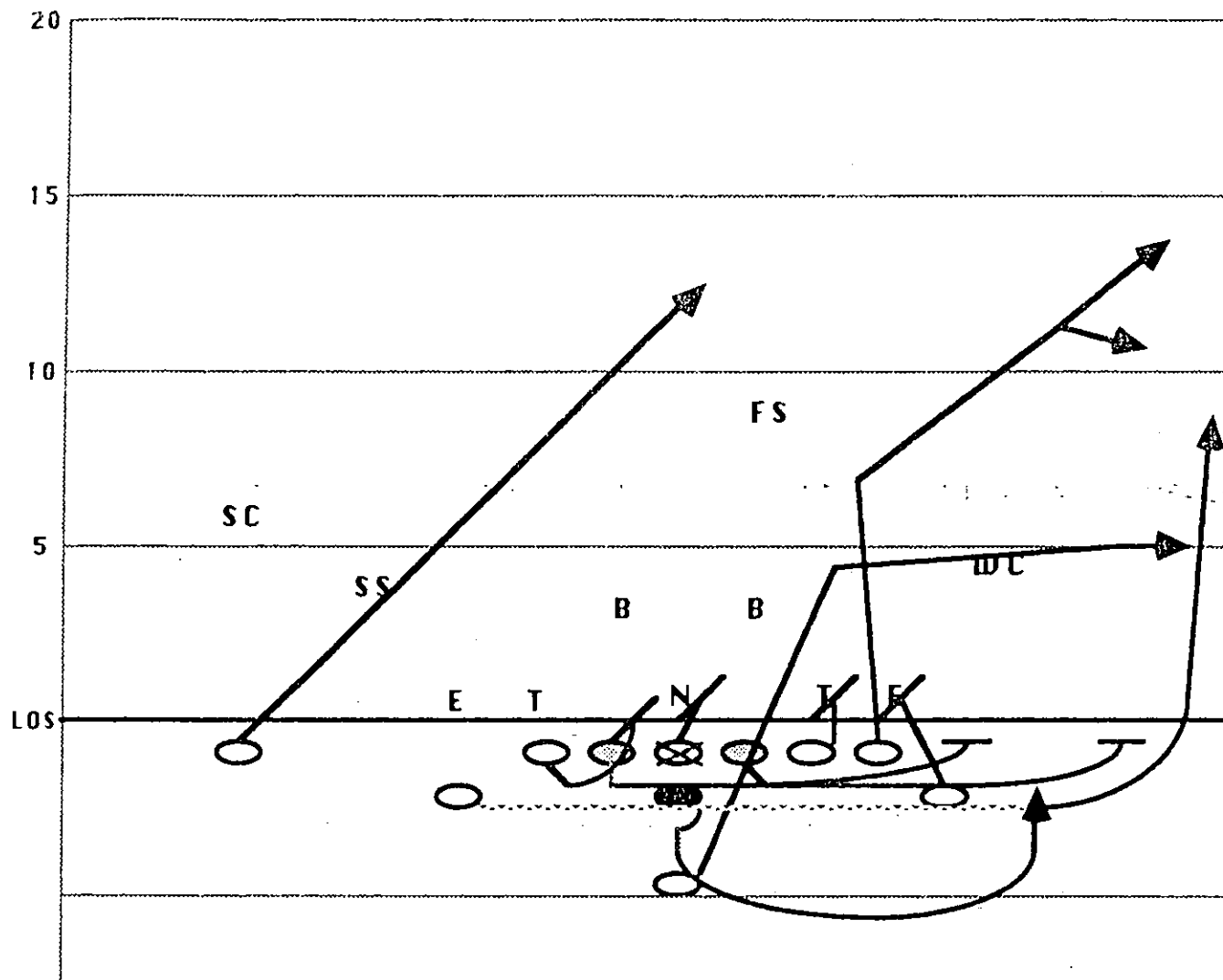
T

E

50 DEFENSE



Red 49 Waggle Block



TE - Waggle pattern.

LT - Shutoff.

LG - Pull - Let fullback clear - Break contain waggle.

C - Reach - On - Away.

RG - Pull - Hook 1st man outside RT.

RT - Gap - Down - On.

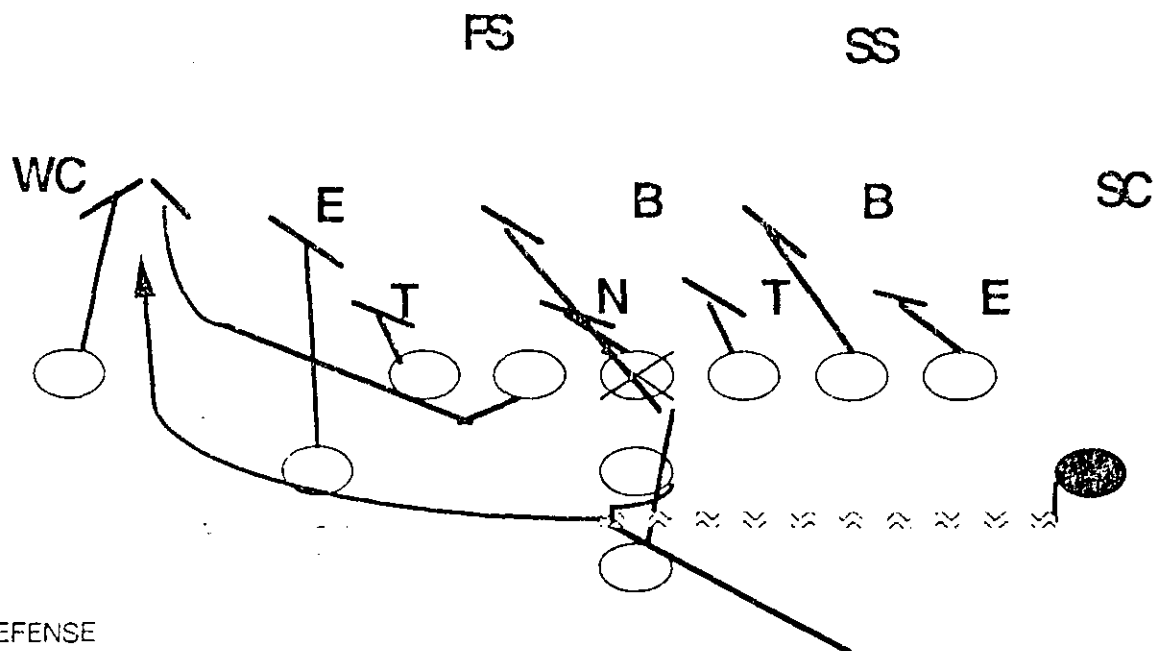
SE - Clear through center field. Read FS.

QB - Reverse pivot - Break contain waggle.

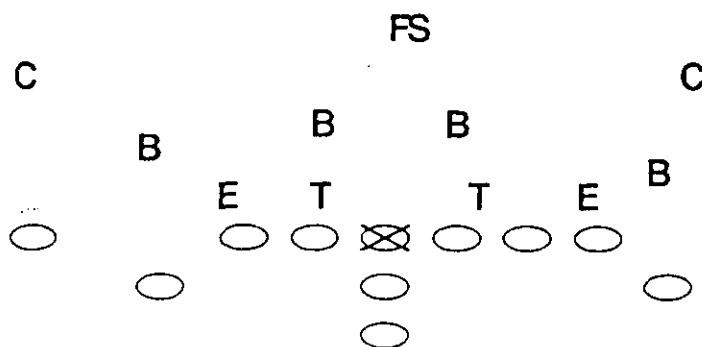
LH - Run to motion - clear down sideline.

RH - Block 1st man outside of TE.

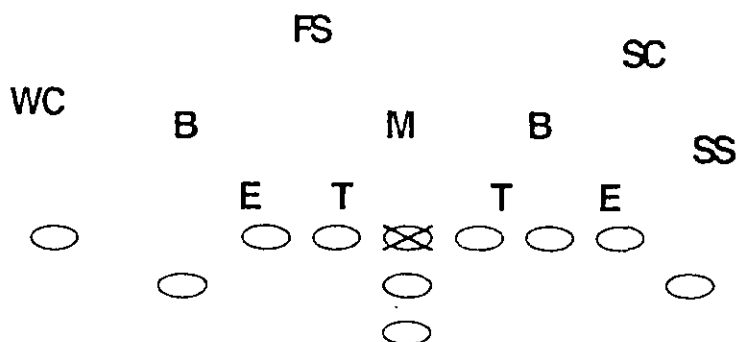
FB - Dive for inside foot of RG - Block area if threatened -
Slide delayed into flat.



4-3 DEFENSE



4-4 DEFENSE



4-3 DEFENSE

TE - ZONE

RT - ZONE

RG - ZONE

C - Reach - On - Area

LG - Pull - Wall off.

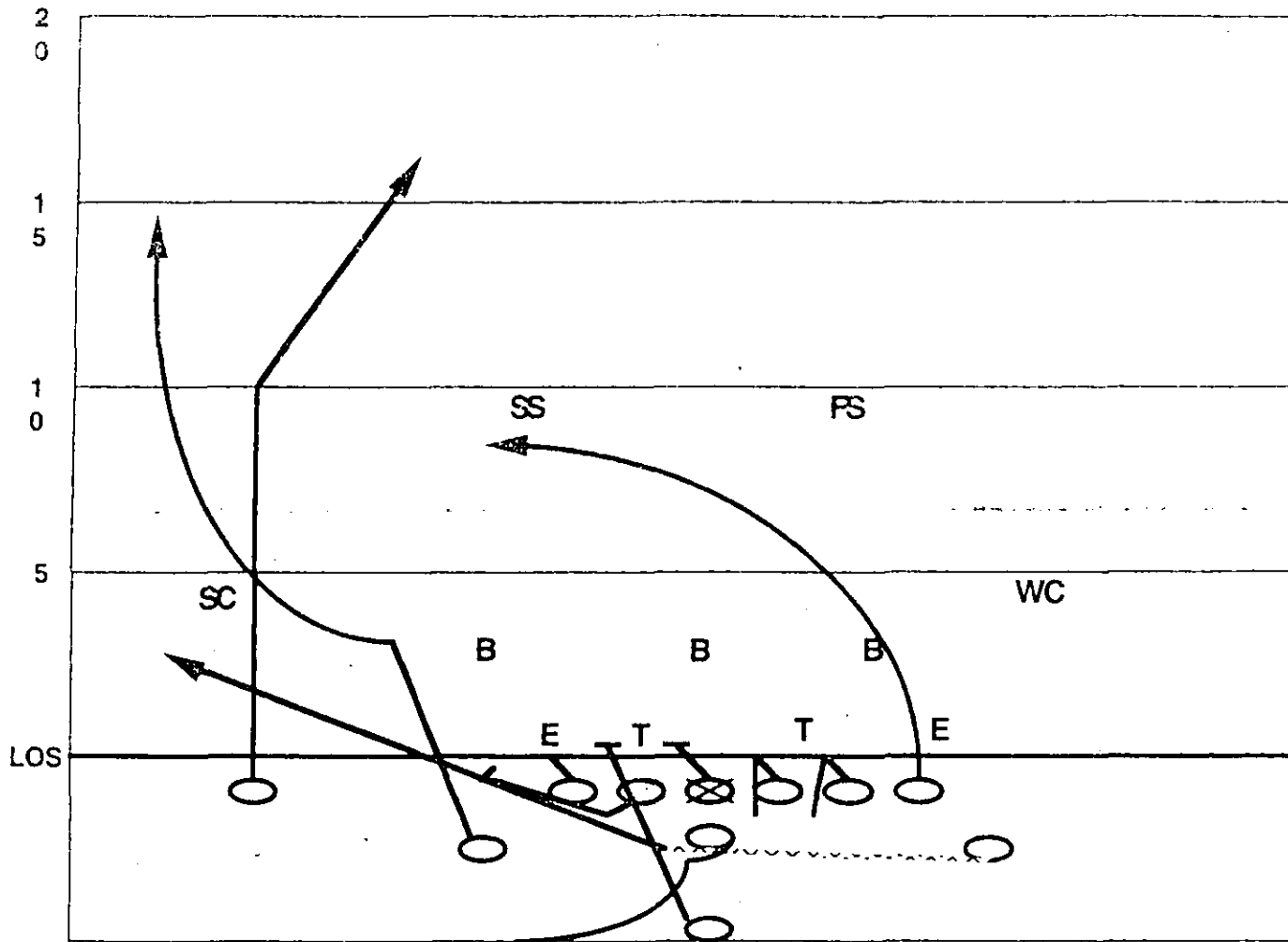
LT - Gap-On-Area-First outside
B Gap

SE - Block man covering you

QB - Reverse pivot - 6" over
midline-hand to RH
waggle @ 8LH - Block #2 outside of
B GapRH - Ball Carrier-Aim Point
2Ft. behind QB-Run to
motion.FB - Dive for right foot of
C. Block area.

Techniques:

RED 49 JET KEEP PASS



LT-C - Fire out - Zone step - 1st man on or outside.

LG- Pull Kickout

RG-RT- - Gap - On - Area.

SE - Run a skinny post...Fake crack

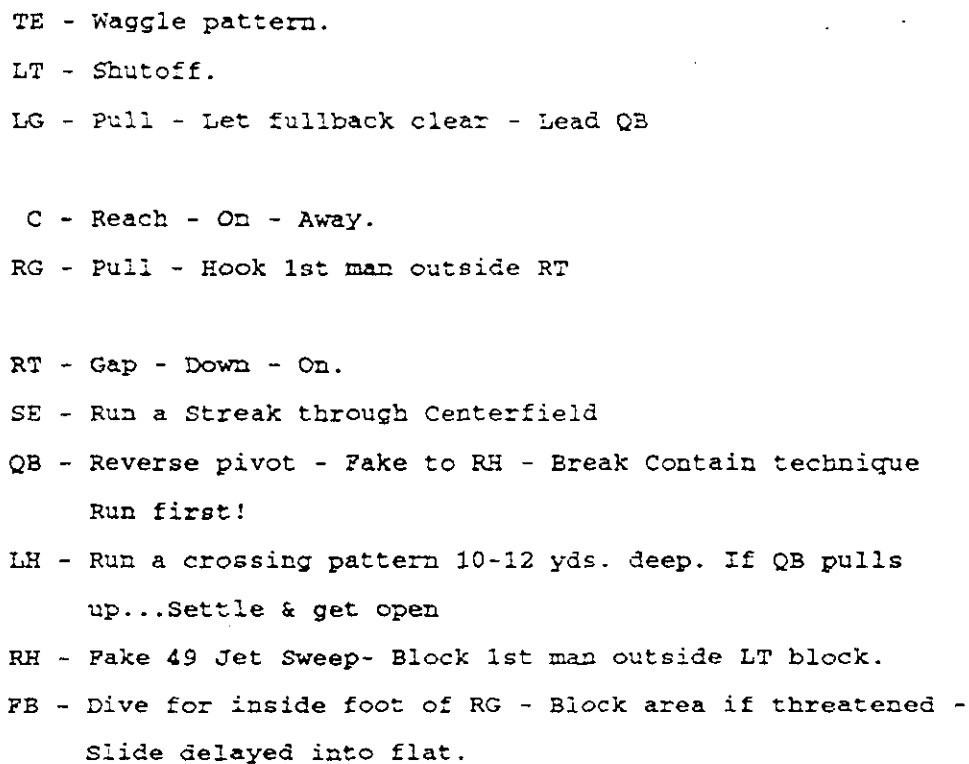
QB - Fake Jet -Roll left - Read SE first...3 level stretch.

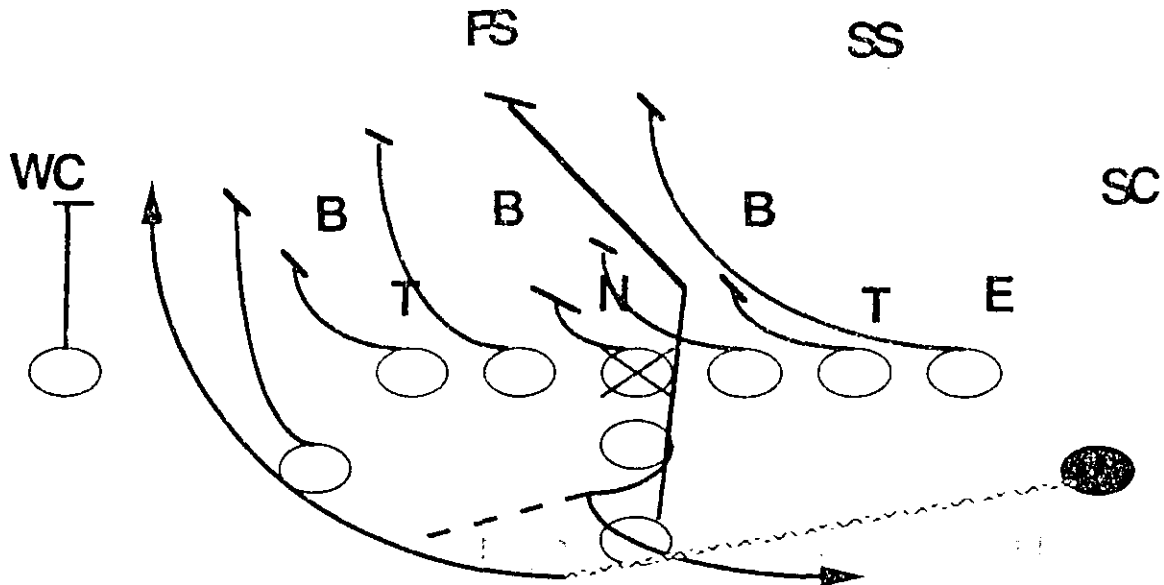
LH - Arc. Sail pattern.

TE - Release inside. Bump 1st blitz. run 10 yd.drag.

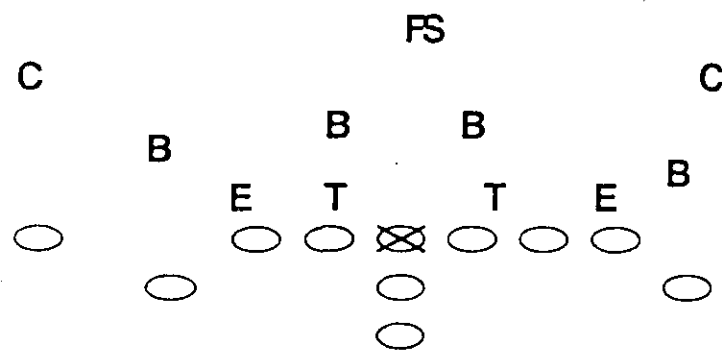
RH - Fake 49 Jet Swp. Run arrow to flat.

FB - Block 1st to show outside LG. Fake Hand Back Trap

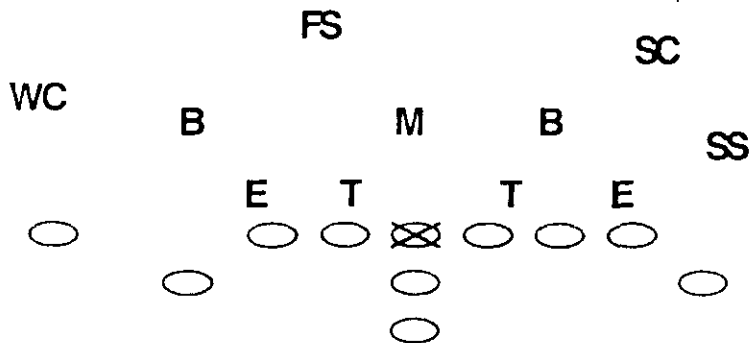




50 DEFENSE



44 DEFENSE



43 DEFENSE

TE - ZONE

RT - ZONE

RG - ZONE

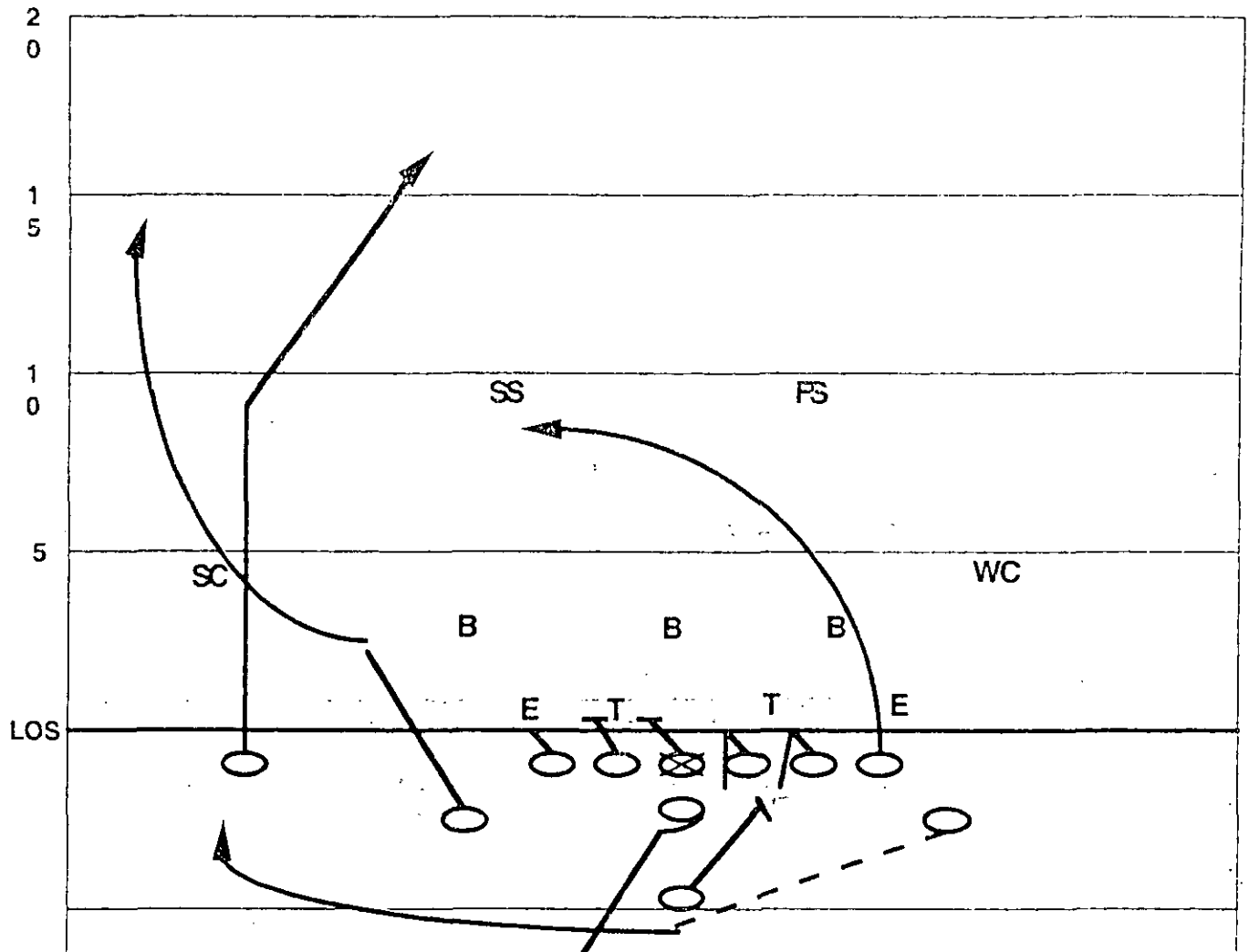
C - Reach -On -Area

LG - ZONE/PULL.

LT - Covered-ZONE
Uncovered-PULLSE - Block man covering
youQB - Reverse pivot DEEP
over midline-poke to FB
Toss to RH waggle @ 8LH - Block #1 outside
of C GapRH - Ball Carrier-Aim
Point 2Ft. behind FB-DEEP
motion.FB - Dive for right
foot of C. Block area.

Techniques:

RED 49 ROCKET KEEP PASS



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Gap - On - Area.

SE - Run a skinny post...Fake crack

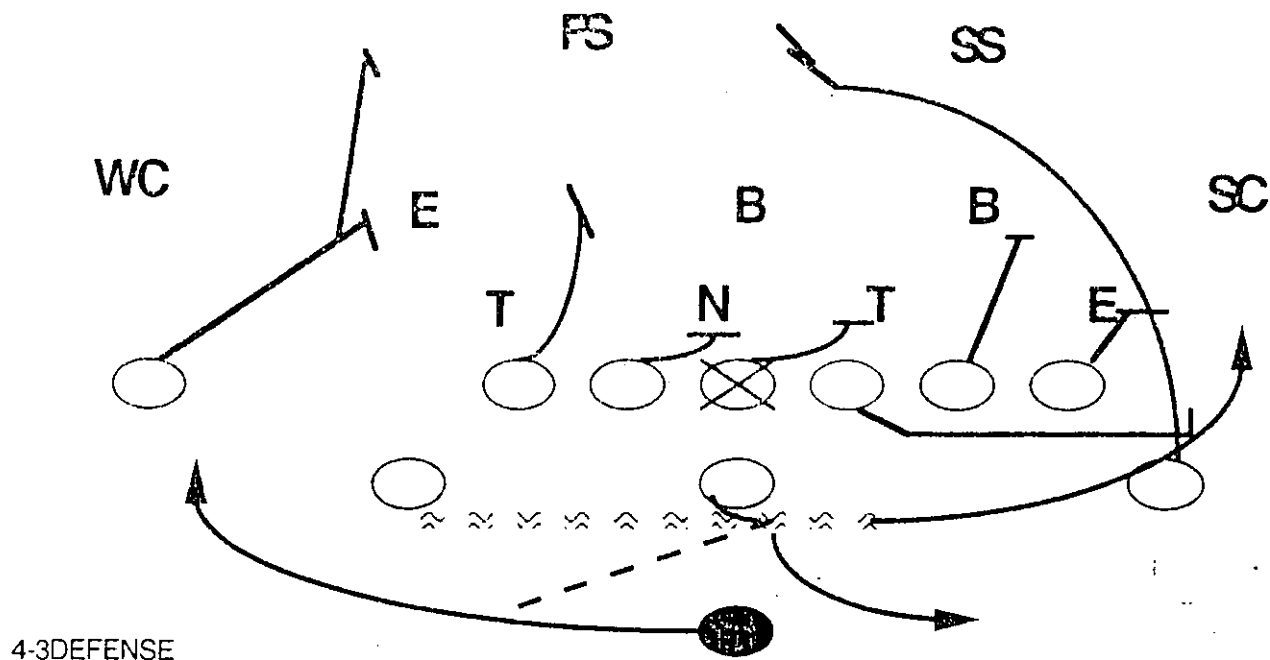
QB - Fake Rocket -Roll left - Read SE first...3 level stretch.

LH - Arc to Sail

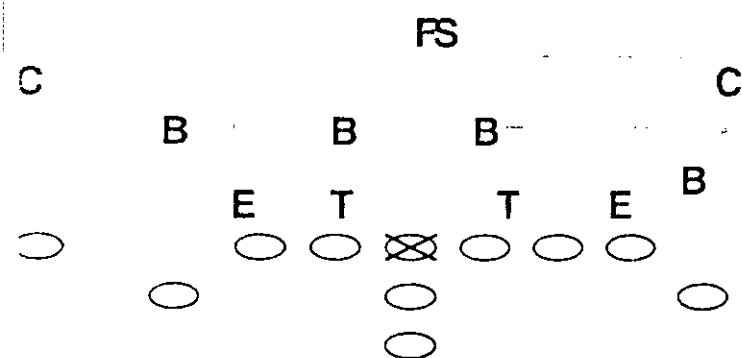
TE - Release inside. Bump 1st blitz. run 10 yd.drag.

RH - Fake 49 Rocket Swp. Swing pattern

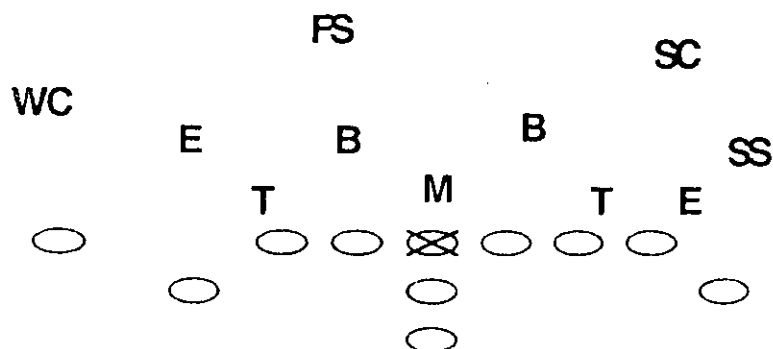
FB - Block 1st to show backside



4-3 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

RT - Gap-Down-On

RG - Gap-Pull

C - Reach -On -Area

LG - ZONE.

LT - ZONE to 1st LB

SE - Block man covering
you or crackQB - Reverse pivot -
6"over midline-Fake 28
pitch to FB @ 9

LH - Fake 28 Jet SWP

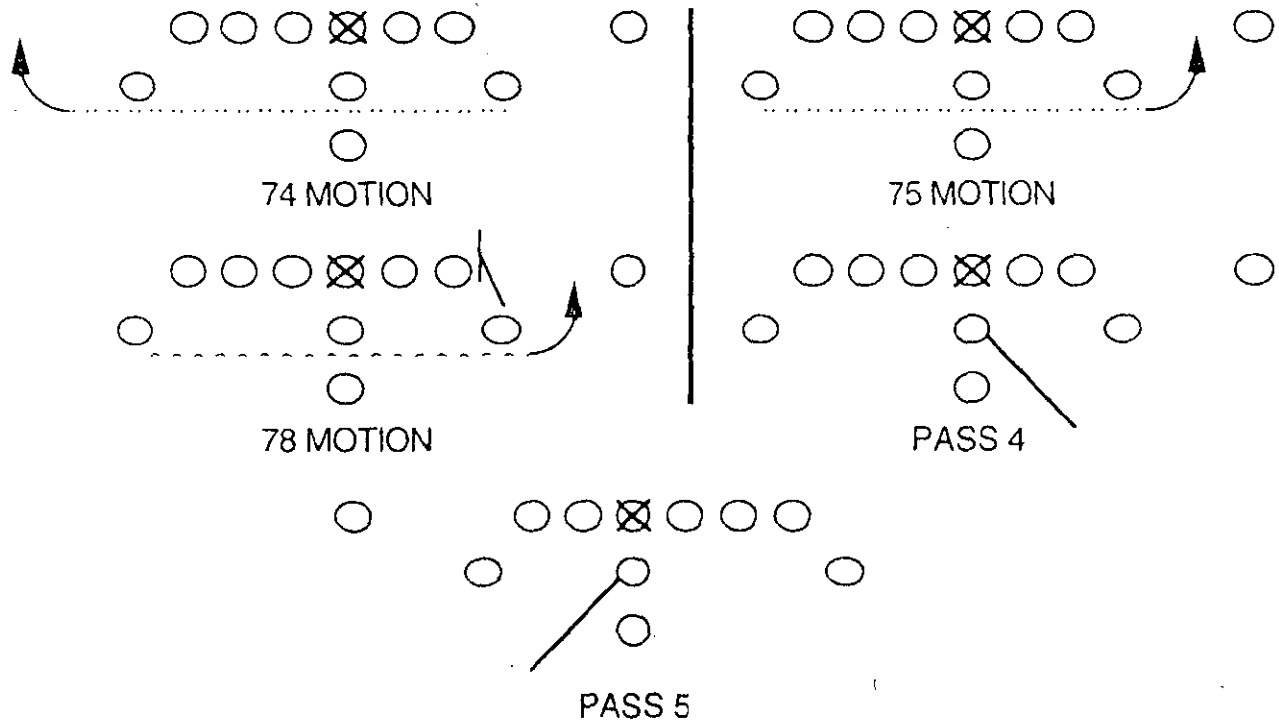
RH - Fake 28 Jet Swp

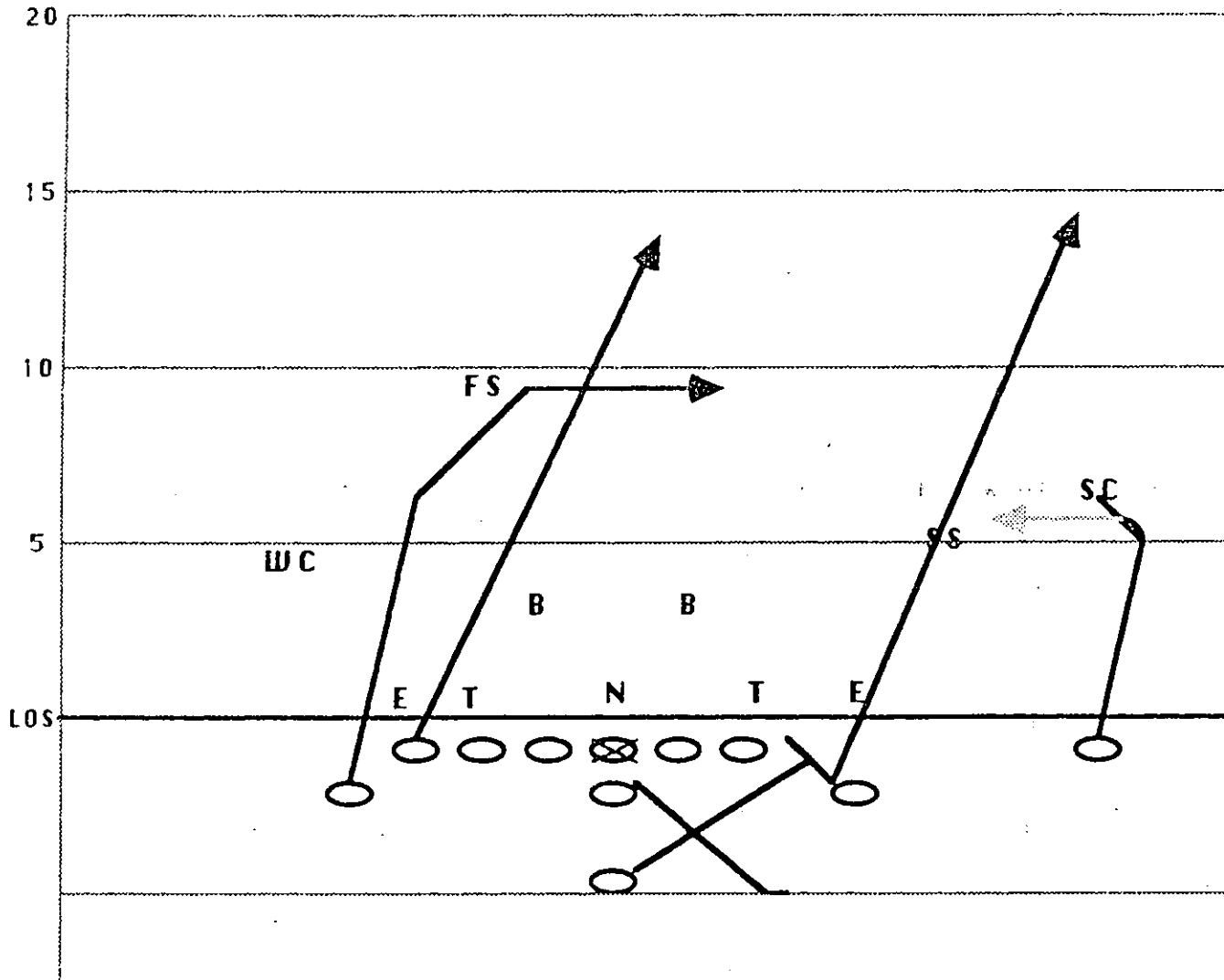
FB - Ball carrier- Arc
left. follow LG

THE PASSING GAME

The passing game we will employ this season will be one which we feel will best utilize our personnel. We will have the 70 series and also a Pass 4 and Pass 5 series. The 70 series will have a specific motion built into the pattern. Pass 4 and Pass 5 will not have motion built in but we may incorporate it with the appropriate words.

In all of our patterns usually only one receiver has to adjust his route to the coverage. This will cause defensive problems but eliminate the degree of error possible on the part of the quarterback and receiver. The line blocking is roll / hinge technique, big on big, or turnback. This also reduces errors in assignments. Last season we had a 36% completion percentage totally; 42% completion on play action and 30% on the 70 series. We would like to improve in each area by 15%. Let's learn our assignments and adjustments. This is a fun area of offensive football!





RT-RG-C - Roll Technique.

LT-LG - Hinge Technique.

TE - Fly through centerfield.

SE - A) 5 yard hitch - B) If man, run an in behind slot.

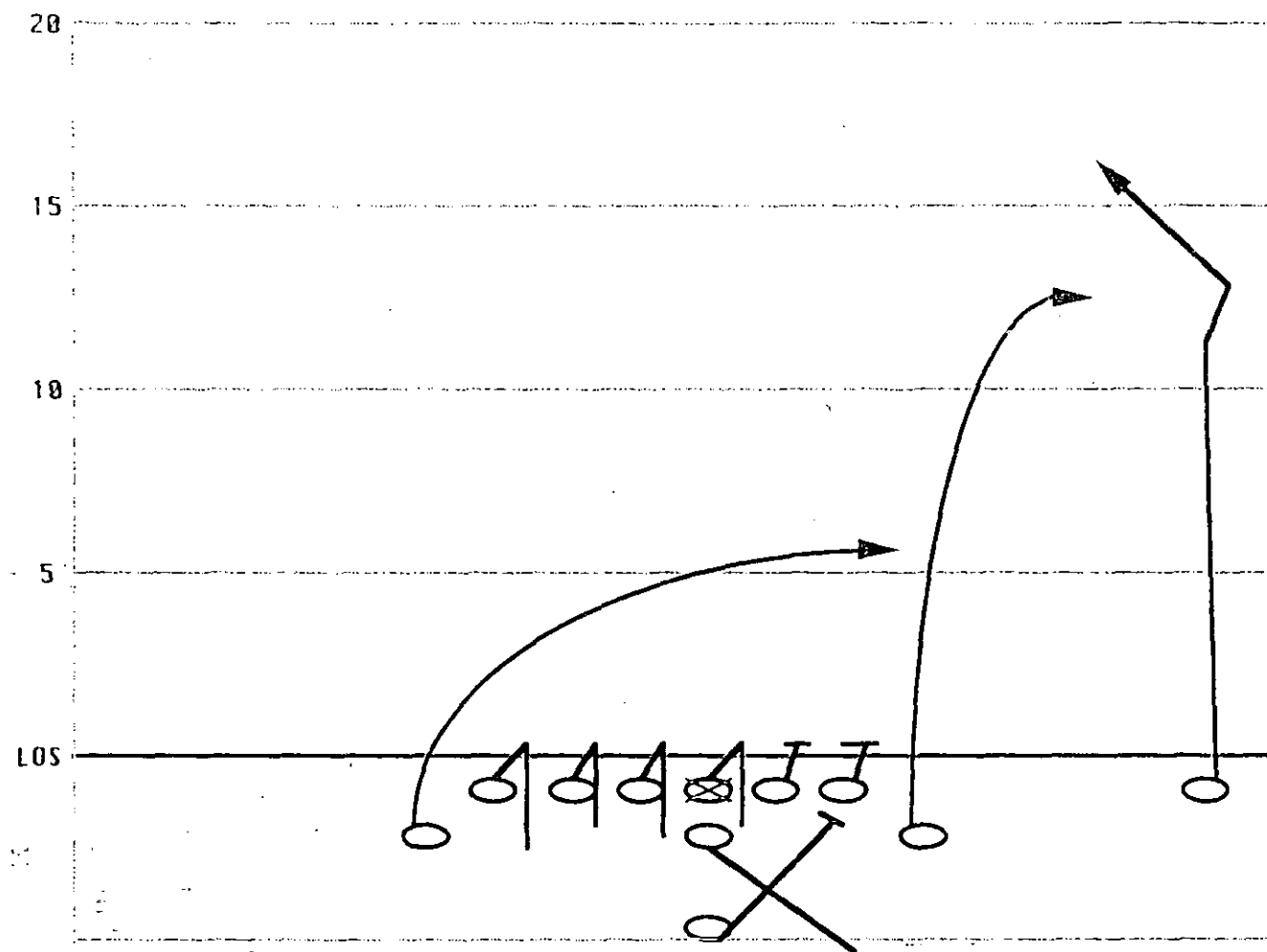
QB - 5 step drop - SE is #1 - RH is #2 - Centerfield is #3.

LH - Run a quick dig pattern - 8-10 yards deep.

RH - Run a diagonal to the fade area - 12-16 yards deep.

FB - Block 1st outside of RT.

Blue Pass 4 WB Diagonal



RT-RG-C - Roll technique.

LT-LG - Hinge technique.

TE - Hinge technique.

SE - Run a deep post route..

QB - 5 step drop - Read three level vertical stretch.

RH - Run a 12 yard seam route.

LH - Run a diagonal 5yds. deep under LH.

FB - Block 1st to show outside LT.

LT-LG - Hinge Technique.

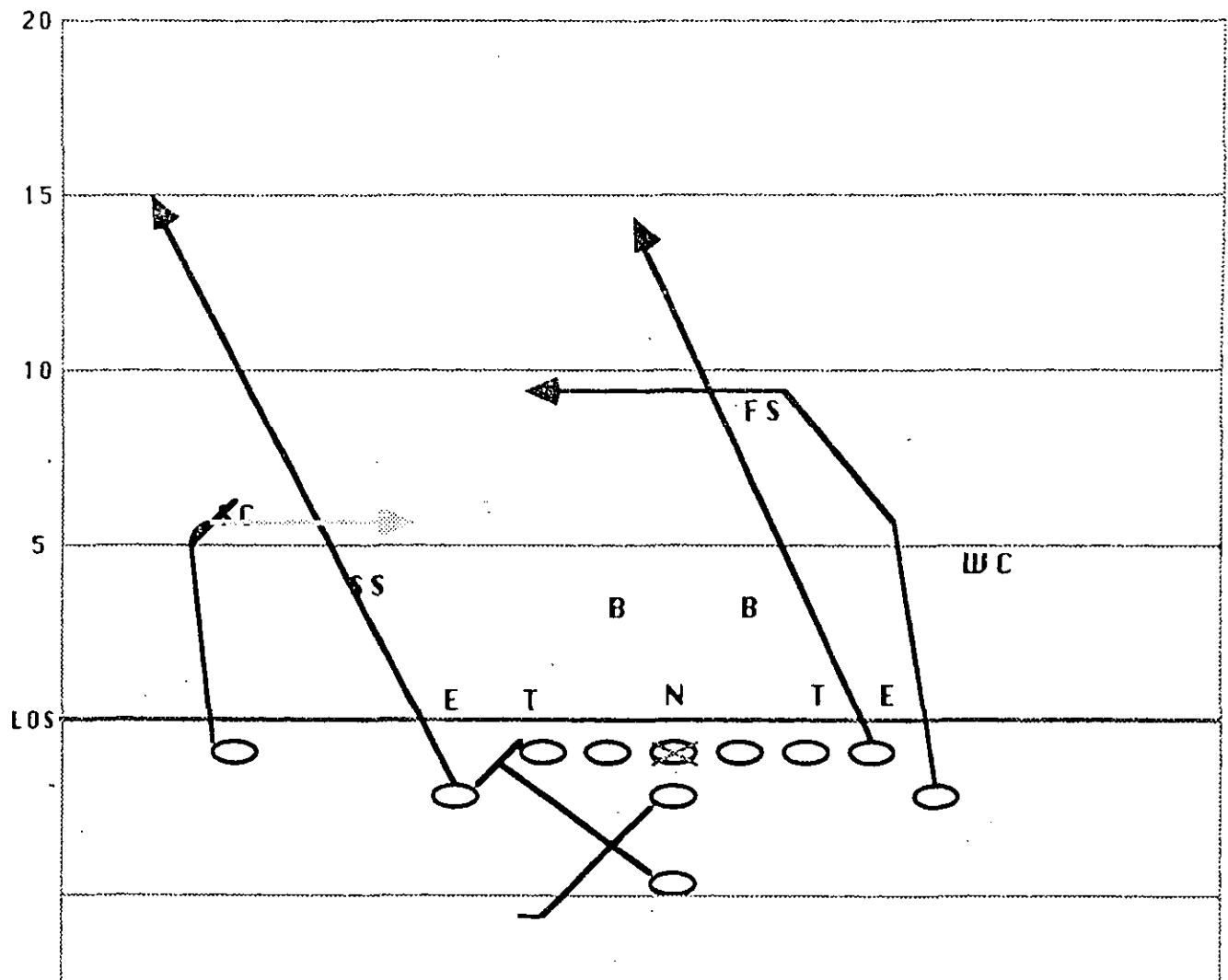
SE - Post - 15-20 yards - Convert to deep curl vs. 3 deep.

QB - 7 step drop - TE is #1 - LH is #2 - Then centerfield.

LH - Dash route - Down sideline.

RH - Hook - 10-12 yards - Usually out.

FB - Block 1st outside RT.



LT-LG-C - Roll Technique.

RT-RG - Hinge Technique.

TE - Fly through centerfield.

SE - A) 5 yard hitch - B) If man, run an in behind slot.

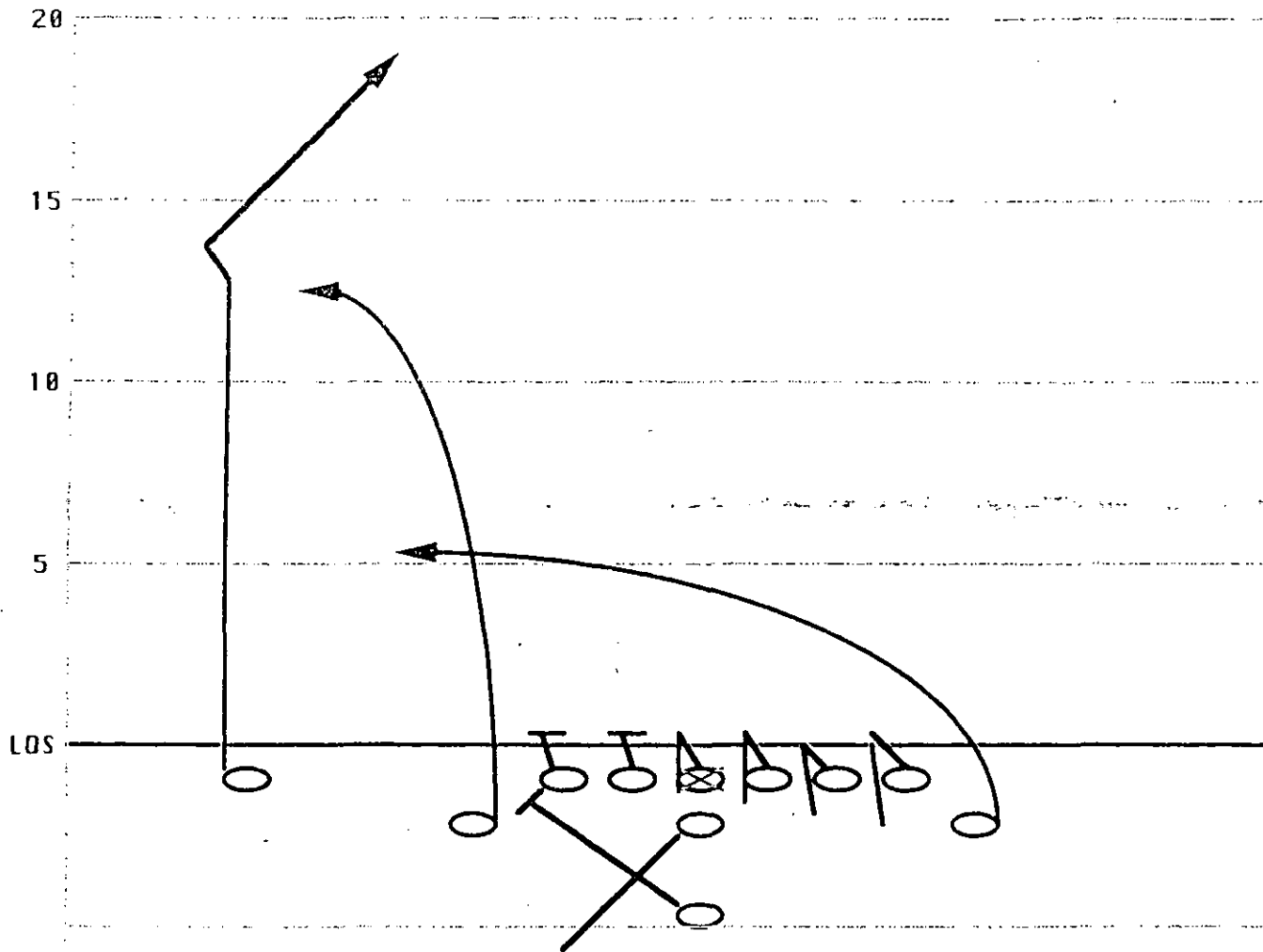
QB - 5 step drop - SE is #1 - LH is #2 - Centerfield is #3.

LH - Run a diagonal to the fade area - 12-16 yards deep.

RH - Run a quick dig pattern - 8-10 yards deep.

FB - Block 1st outside of LT.

Red Pass 5 W3 Diagonal



LT-LG-C - Roll technique.

RT-RG - Hinge technique.

TE - Hinge technique.

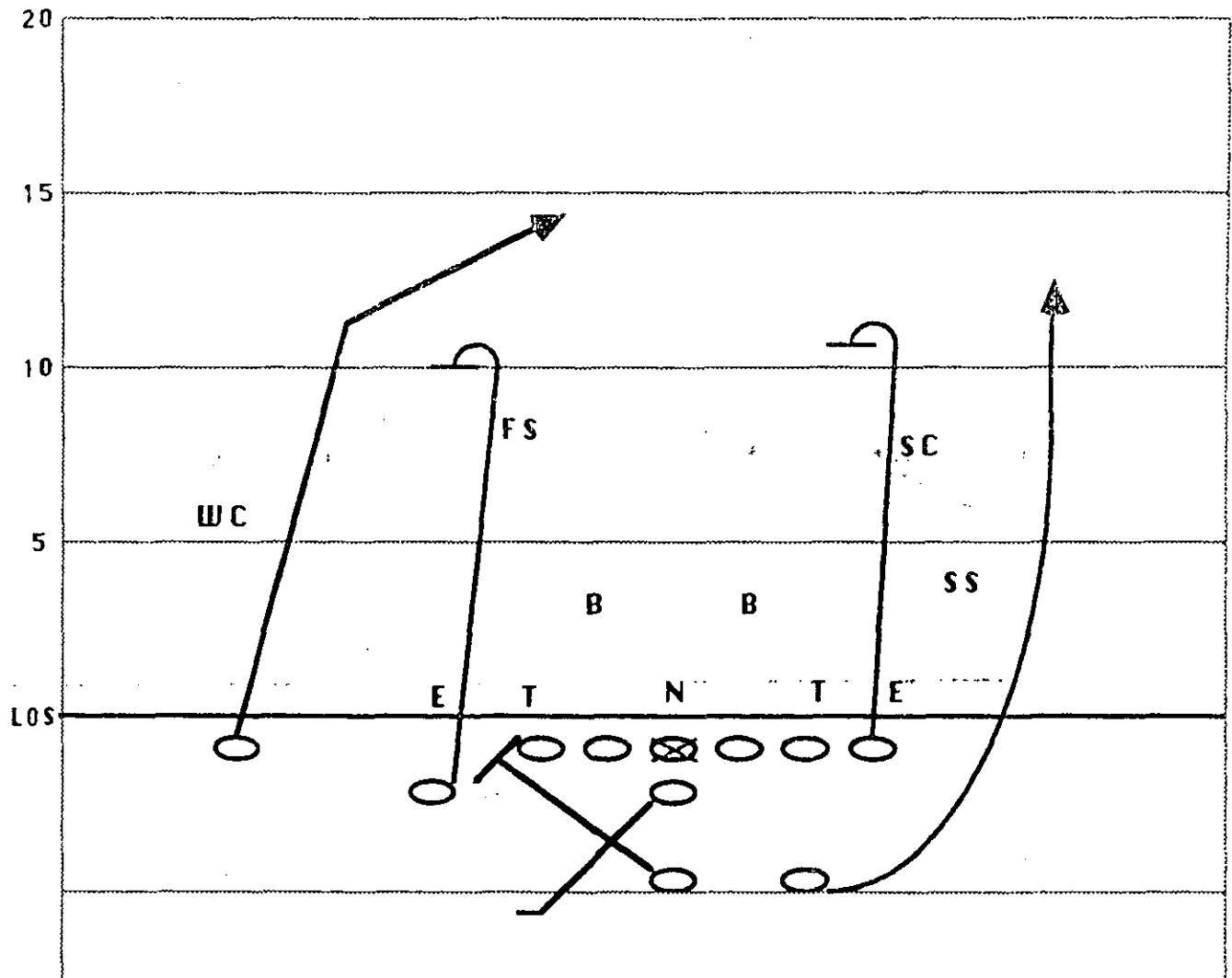
SE - Run a deep post route..

QB - 5 step drop - Read three level vertical stretch.

LH - Run a 12 yard seam route.

RH - Run a diagonal 5yds. deep under LH.

FB - Block 1st to show outside LT.



LT-LG-C - Roll Technique.

RT-RG - Hinge Technique.

TE - 10-12 yard hook - Usually inside you are #1.

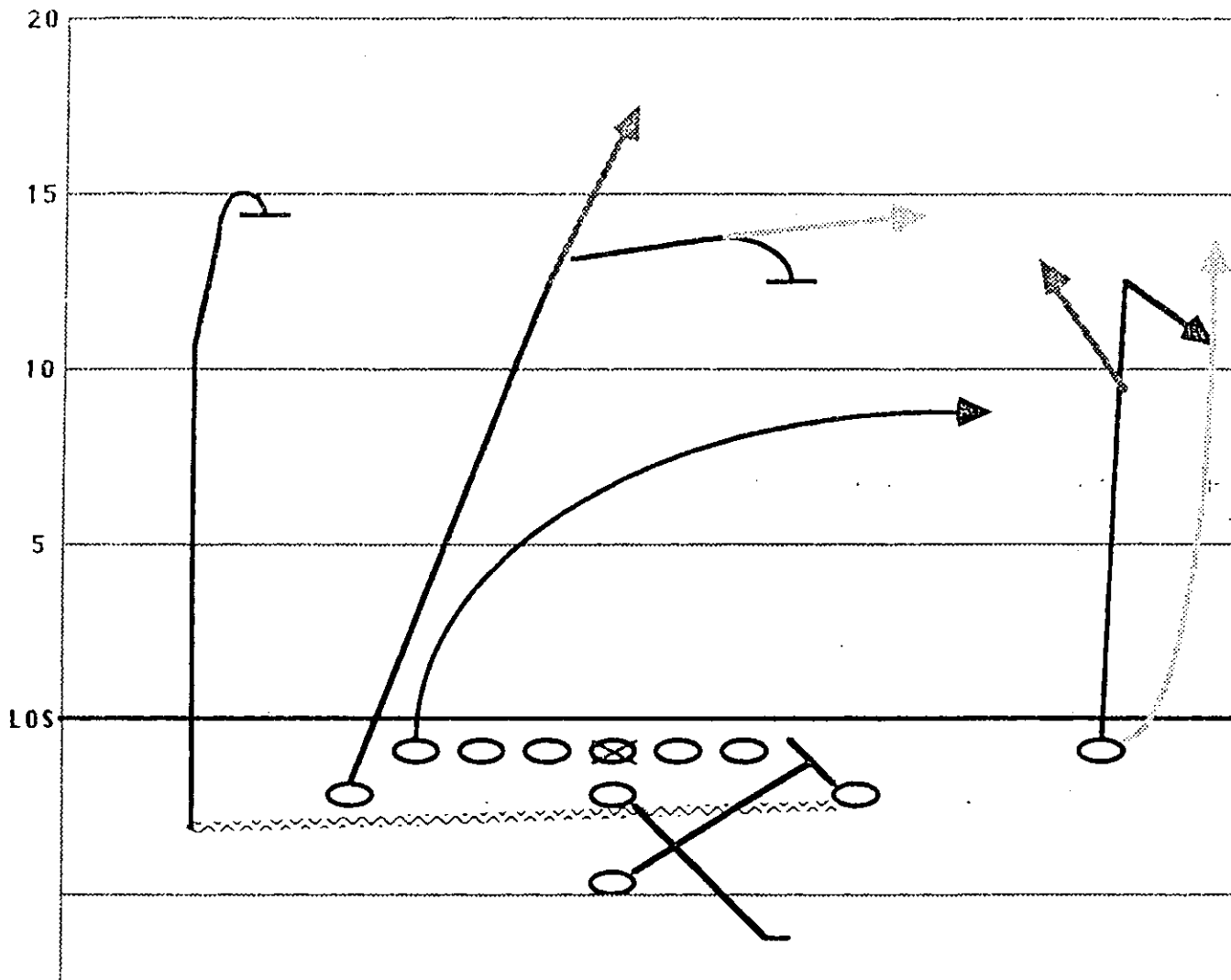
SE - Post - 15-20 yards - Convert to deep curl vs. 3 deep.

QB - 7 step drop - TE is #1 - RH is #2 - Then centerfield.

LH - Hook 10-12 yards - Usually outside.

RH - Dash route - Down sideline.

FB - Block 1st outside LT.



RT-RG-C - Roll Technique.

LT-LG - Hinge Technique.

TE - Drag Route 5-8 yards deep.

SE - Choice: A) Covered head up or inside - run 10-12 yards out.

B) Covered outside - run skinny post.

C) 2 deep - run fade into void area.

QB - Open to SE - Read frontside coverage if 1 1/2 or less, throw to SE. If 2 on SE, look backside.

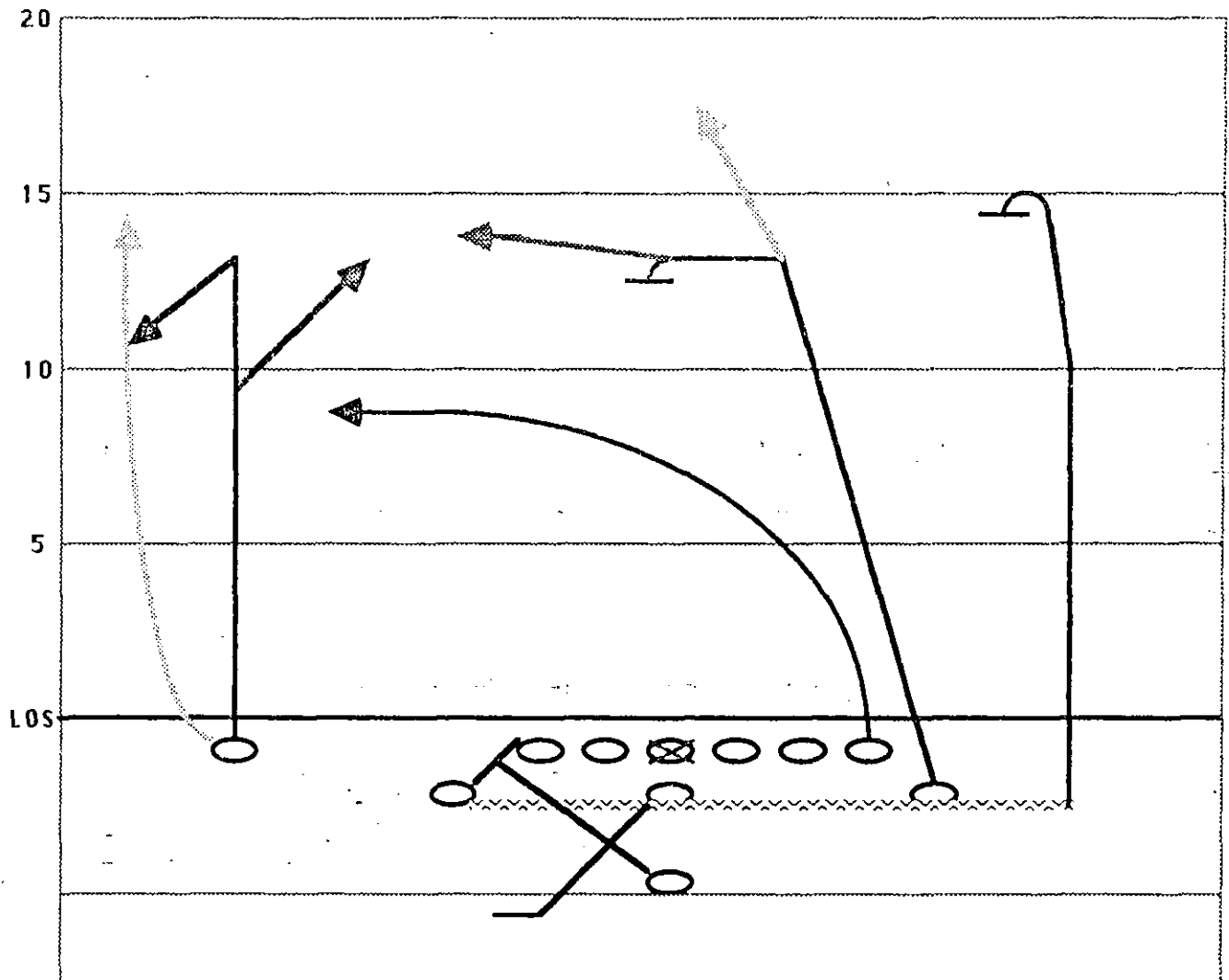
LH - Read middle third area:

A) If no one there, run through it.

B) If 3 deep, break underneath at 15-17 yards.

RH - Run away motion - Get width - Run fly pattern.

FB - Block 1st to show outside RT.



LT-LG-C - Roll Technique.

RT-RG - Hinge Technique.

TE - Drag Route 5-8 yards deep.

SE - Choice: A) Covered head up or inside - run 10-12 yards out.

B) Covered outside - run skinny post.

C) 2 Deep - run fade into void area.

QB - Open to SE - Read frontside coverage if 1 1/2 or less throw to SE. If 2 on SE, look backside.

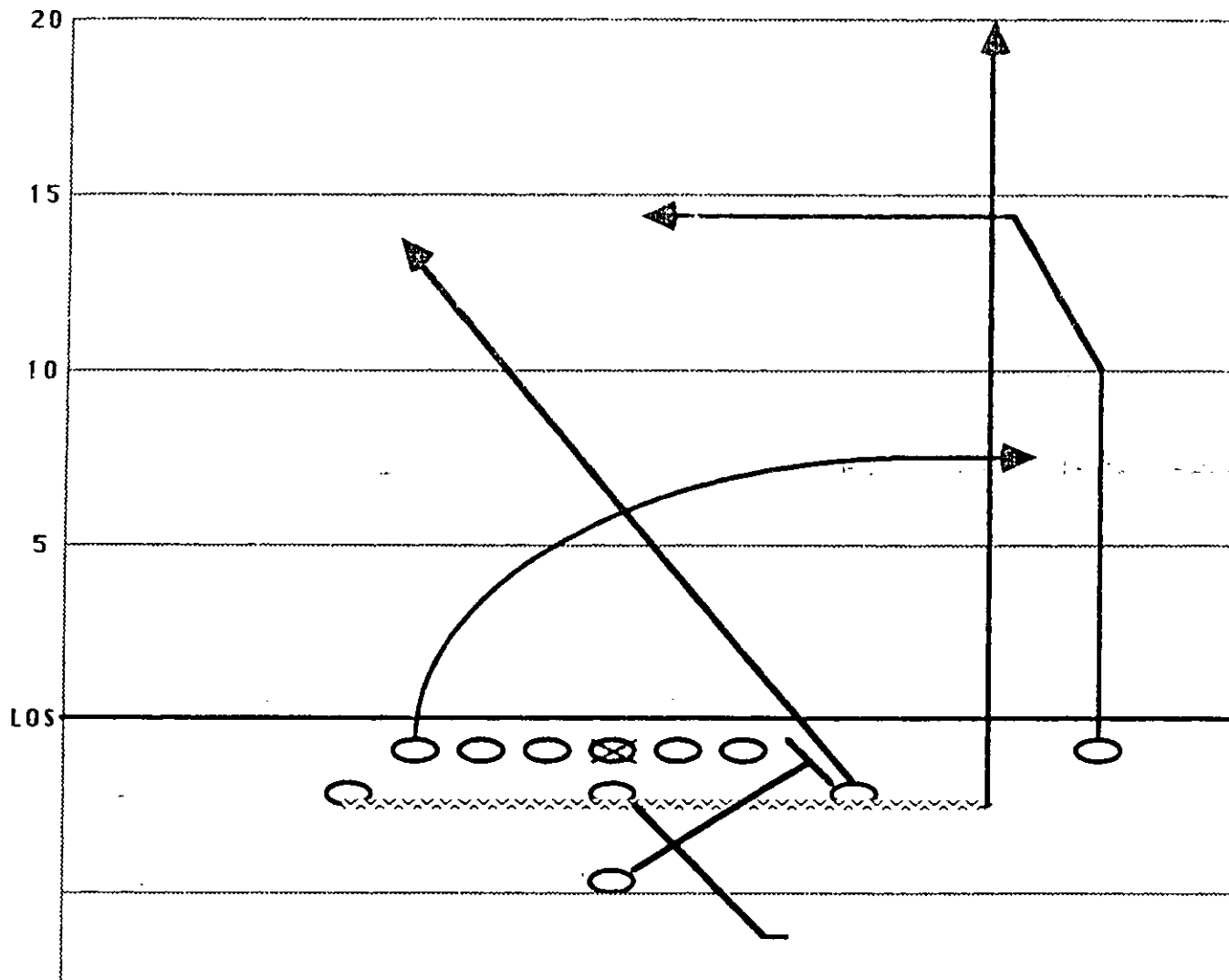
RH - Read middle third area:

A) If no one there, run through it.

B) If 3 deep, break underneath at 15-17 yards.

LH - Run away motion - Get width - Run fly pattern.

FB - Block 1st to show outside LT.



RT - RG - C - Roll technique.

RG - RT - Hinge technique.

TE - Run a 5-8 yd. crossing pattern.

SE - Run a 15-yard dig pattern.

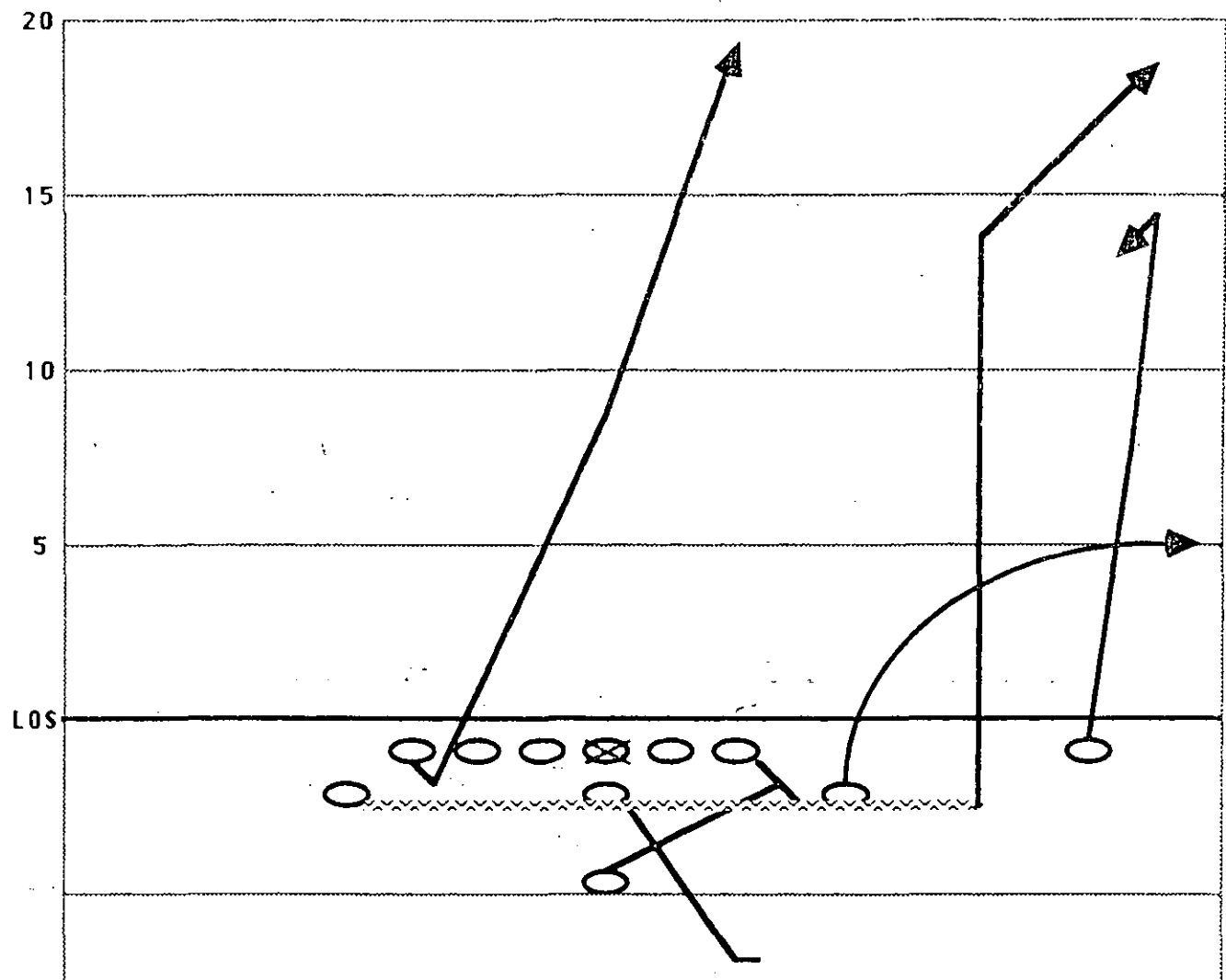
QB - 7 step drop - Read 3 level vertical stretch
in centerfield.

LH - Run to motion - Vertical seam route.

RH - Run a 15-yard crossfield diagonal pattern.

FB - Block 1st outside RT.

Blue 76 In



RT-RG-C - Roll technique.

LG-LT - Hinge technique.

TE - Check release - Run through centerfield.

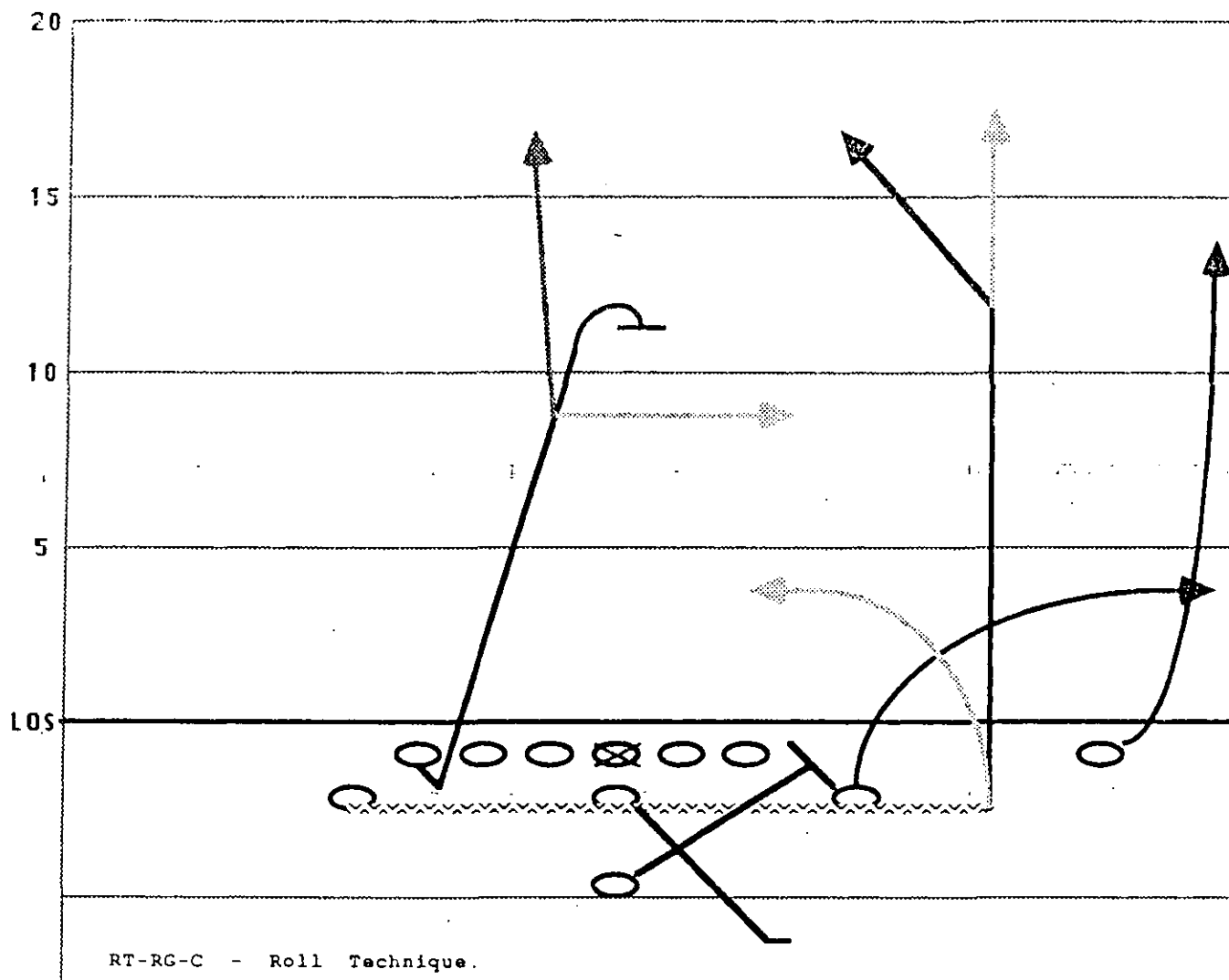
SE - Run a 12-16 yard stop and turn in.

QB - 7 step drop - Read will probably be SS. Read 3 level stretch.

LH - Run to motion - Run seam to flag.

RH - Run go route.

FB - Block 1st outside RT.



RT-RG-C - Roll Technique.

LT-LG - Hinge Technique.

TE - Check release:

- A) Middle hook vs. 3 deep.
B) Across at 8 yards vs. man.
C) Stay on hash vs. 2 deep.

SE - Run deep - Fly to outside.

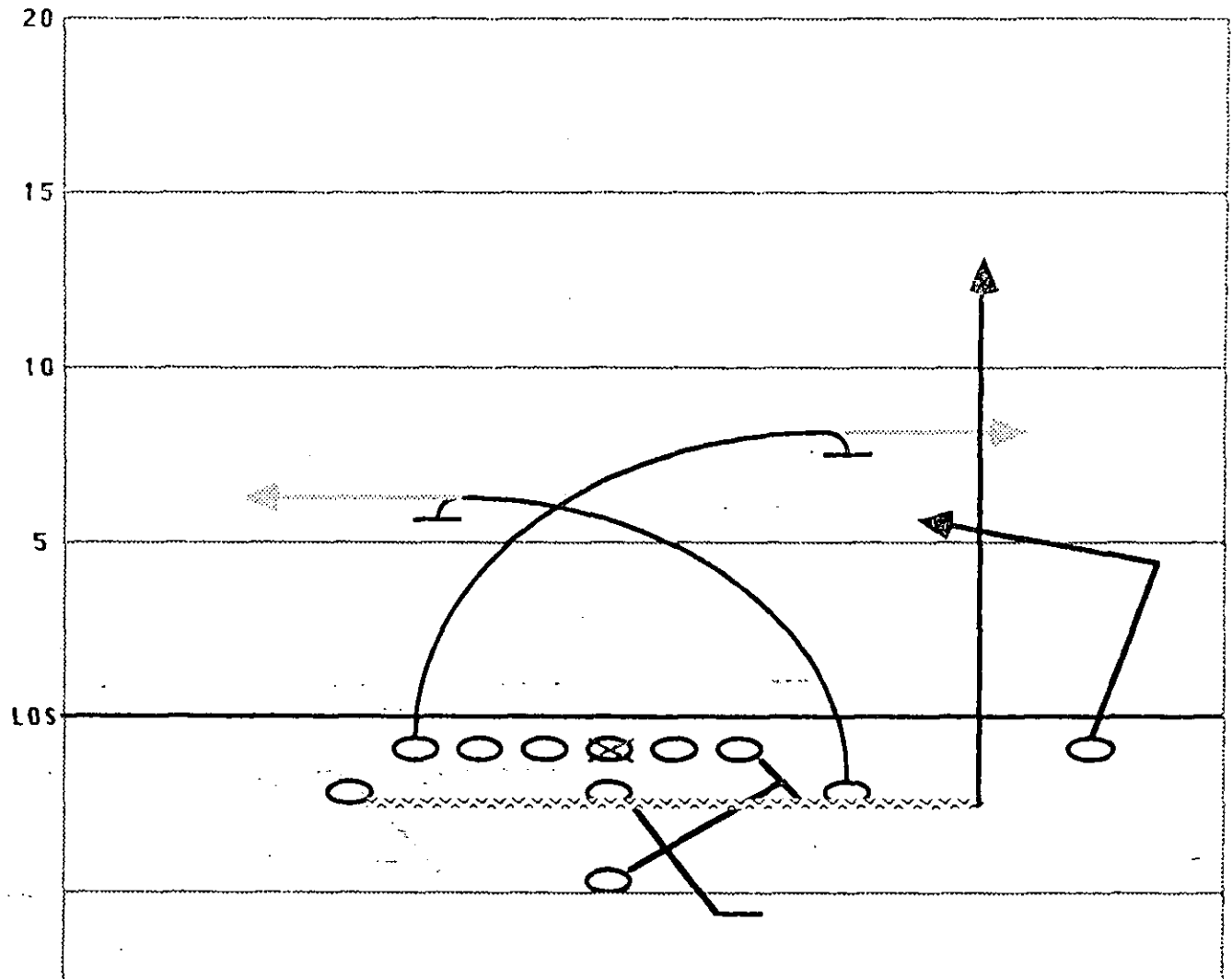
QB - Open to SE - Be prepared to throw on 5th step - Read S/S in 3 deep. If he takes LB, hit go man and vice-versa. If not open, secondary read is F/S in 3 deep. 2 deep we will stretch safety on hash.

LH - Run to motion - Zone get width - Man - Turn up 1 yard past
RE. As you turn up, read secondary: A) Vs. man - run "in"
route. B) Vs. 3 deep - S/S takes go man - you should get
ball in seam 8-14 yards deep. If you are not open, read F/S.
If he comes off centerfield, you break over middle. C) 2 deep -
Centerfield stretch.

RH - Go Route.

FB - Block 1st to show outside of RT.

Blue 76 Slot Diagonal



RT-RG-C - Roll technique.

LT-LG - Hinge technique.

TE - Run crossing pattern 5-8 yards deep - If zone settle down -
If man continue across.

SE - Run your under pattern.

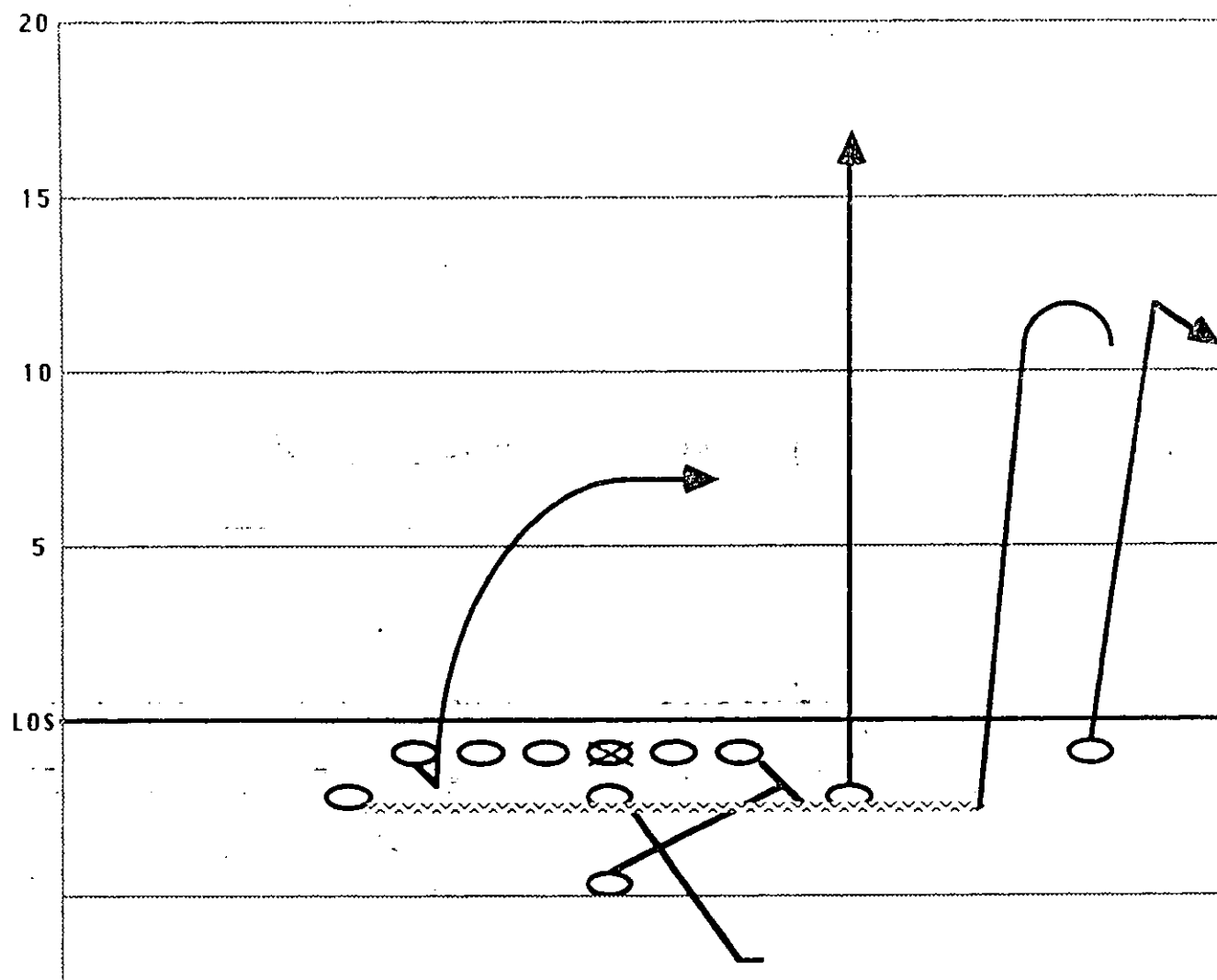
QB - 7 step drop - Read the TE-RH cross.

LH - Run to motion - Run your under pattern.

RH - Run a diagonal across the field under the TE. If zone
settle down - If man continue across.

FB - Block 1st to show outside RT.

Blue 76 TE Delay



RT-RG-C - Roll technique.

LG-LT - Hinge technique.

TE - Check release - 2 counts - Run a 5-8 yd. delay.

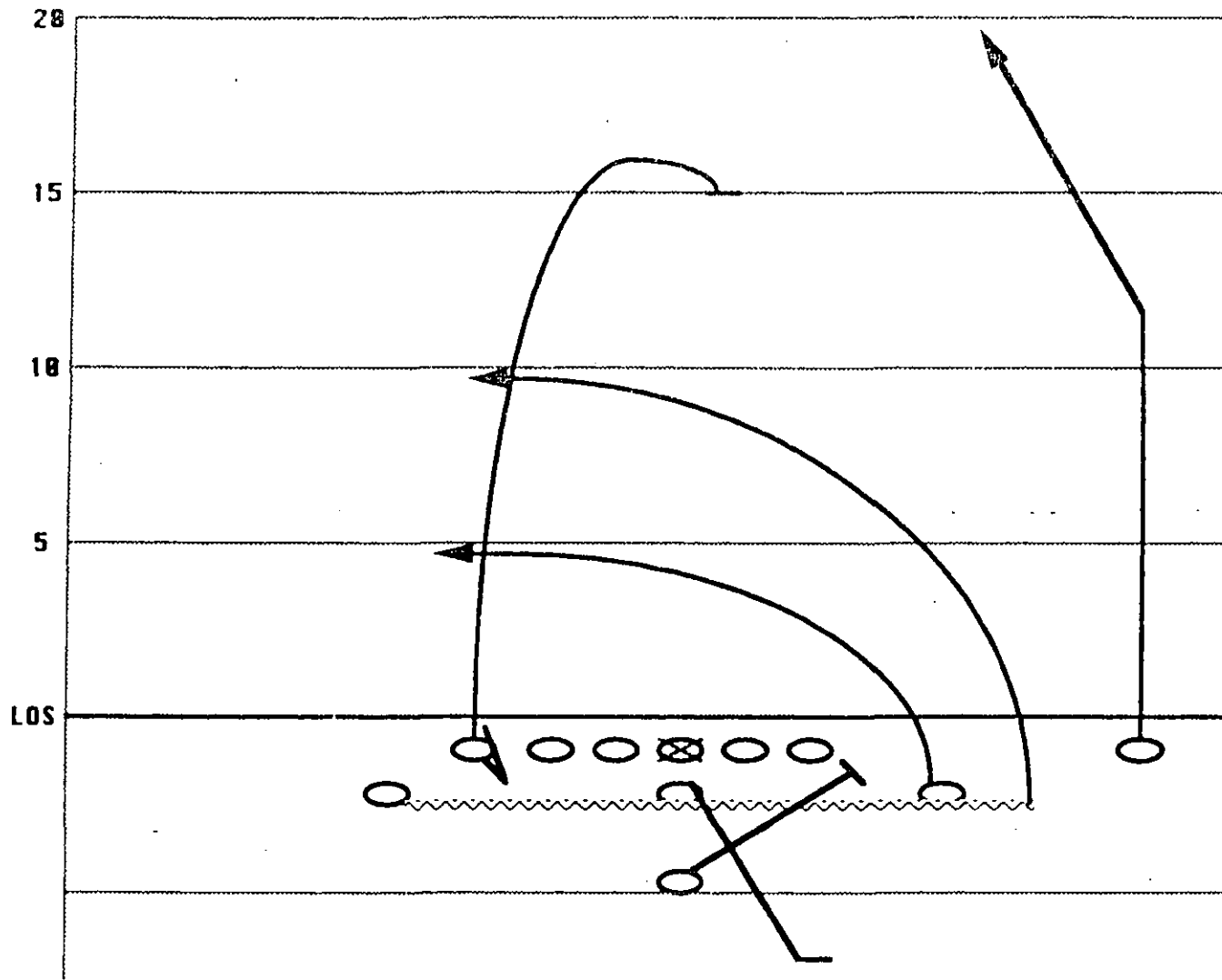
SE - Run a 14 back to 12 yd. out.

QB - 7 step drop - Read SE/seam - Then TE.

LH - Run to motion - Vertical take off.

RH - Run a 12 yd. seam route.

FB - Block 1st man outside RT.



RT-RG-C - Roll technique.

LG-LT - Hinge technique.

TE - Check release - Run 15yd hook in centerfield.

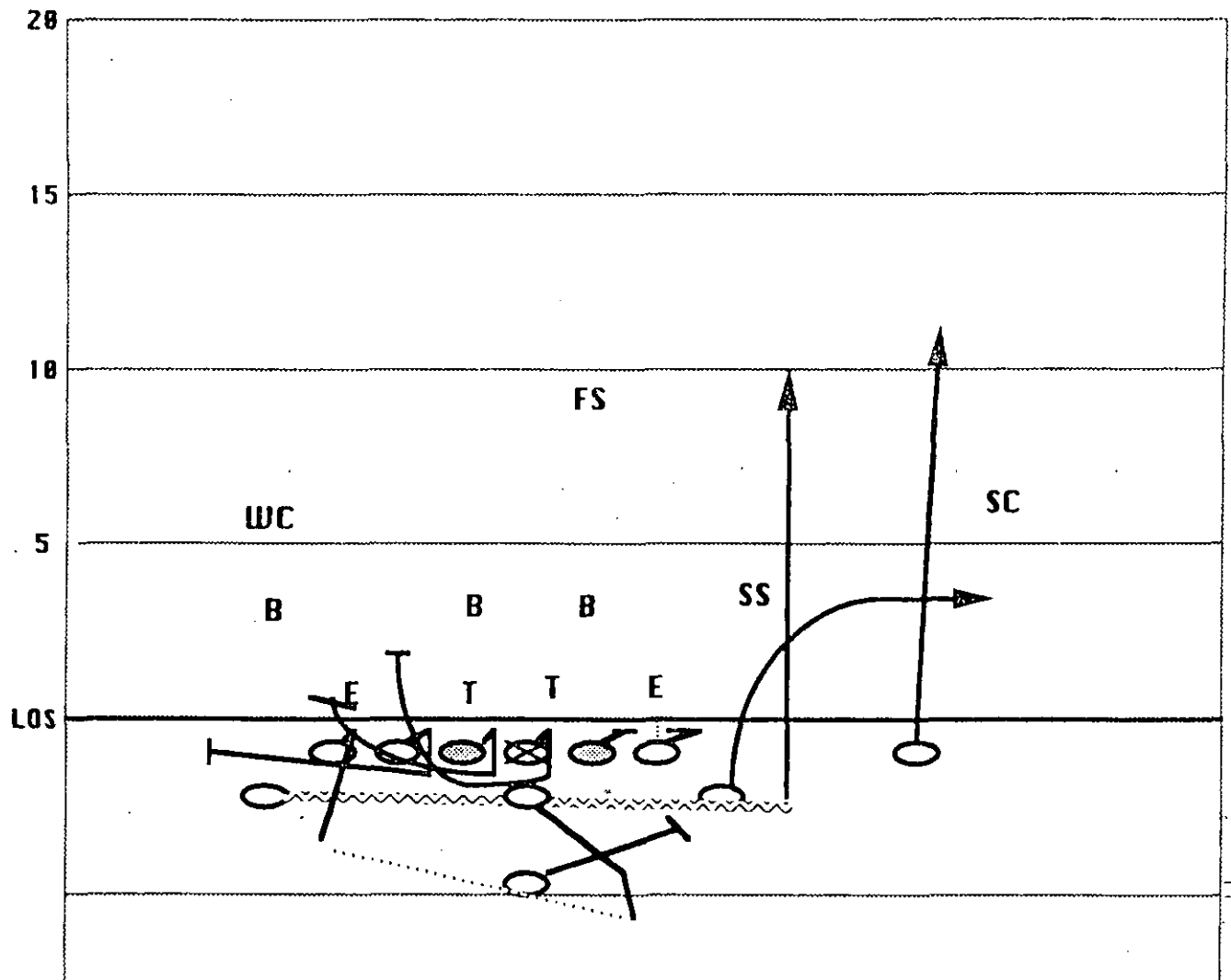
SE - Run a SKINNY POST

QB - 7 step drop - Read will probably be FS. Read 3 level stretch.

RH - Run a 5 yd drag

LH - Run to motion- run a 10 yd diagonal

FB - Block 1st outside RT.



TE - Block 2 count - step back, receive ball.

LT - Roll/hinge, release kick out contain.

LG - Roll/hinge, release block force.

C - Roll/hinge, release block back to inside.

RG - Roll technique.

RT - Roll technique.

SE - Go pattern.

QB - 5 step drop, shuffle back two steps, throw to TE.

RH - Go pattern.

LH - Run to motion, go pattern.

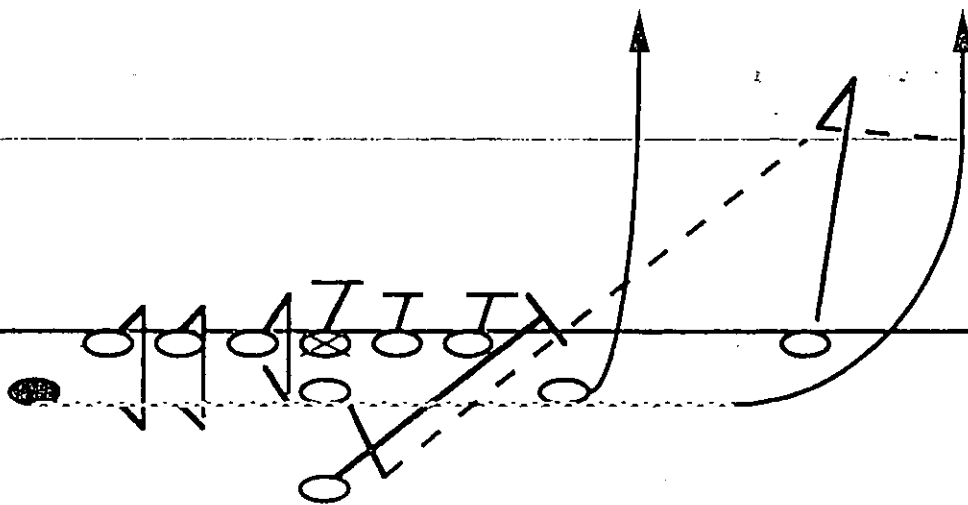
FB - Block 1st to show outside of left tackle.

15

10

5

LOS



LT-LG - Hinge Technique.

TE - Hinge Technique

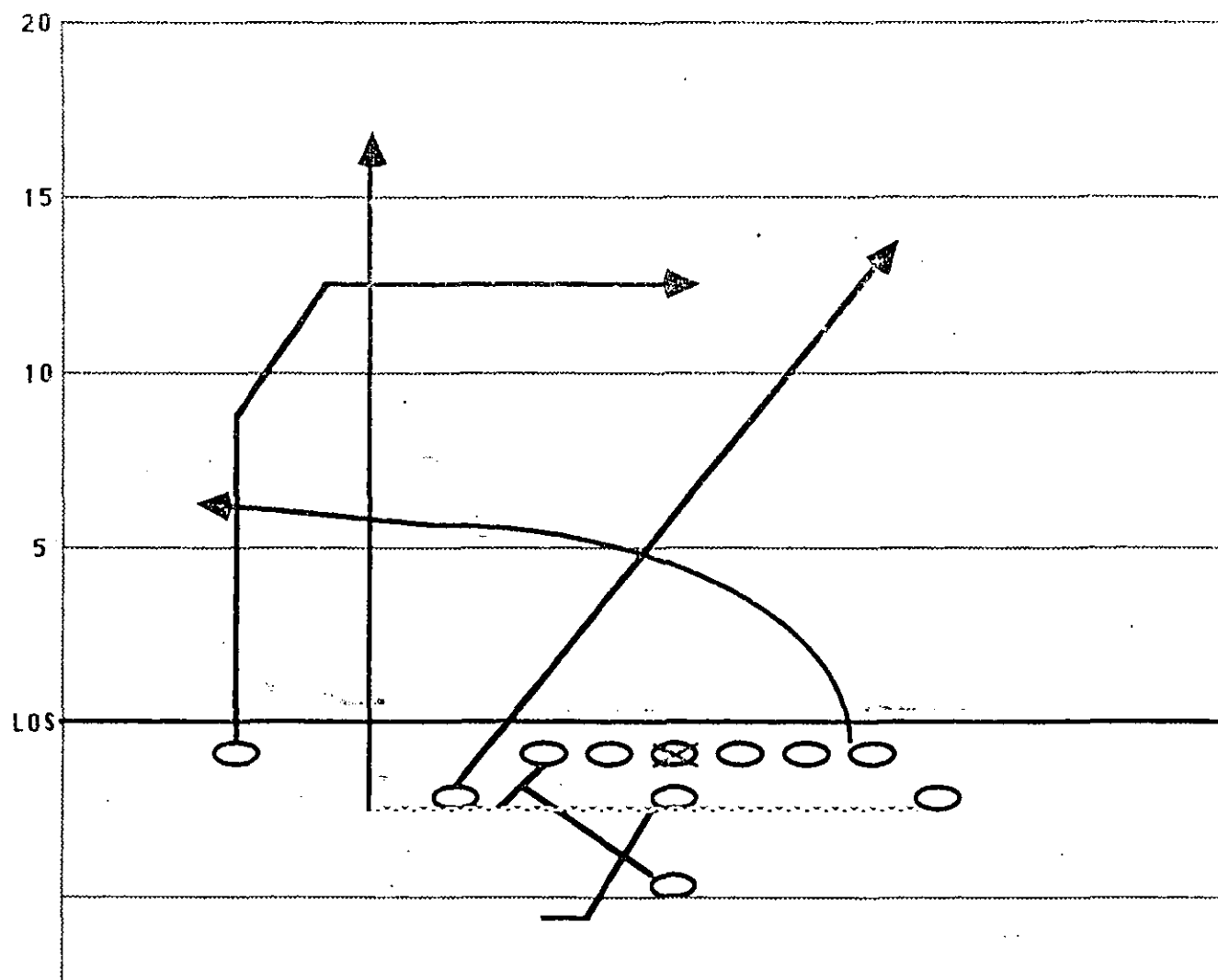
SE - Hitch-lateral to LH if he is covered turn outside & run

QB - Open to SE - Be prepared to throw on 3rd step.

RH - Seam Route.

LH - Run to motion - Stap 5 yds from SE and 3-5yds outside

FB - Block 1st to show outside of RT



LT-LG-C - Roll technique.

RG-RT - Hinge technique.

TE - Run a 5-8 yd crossing pattern.

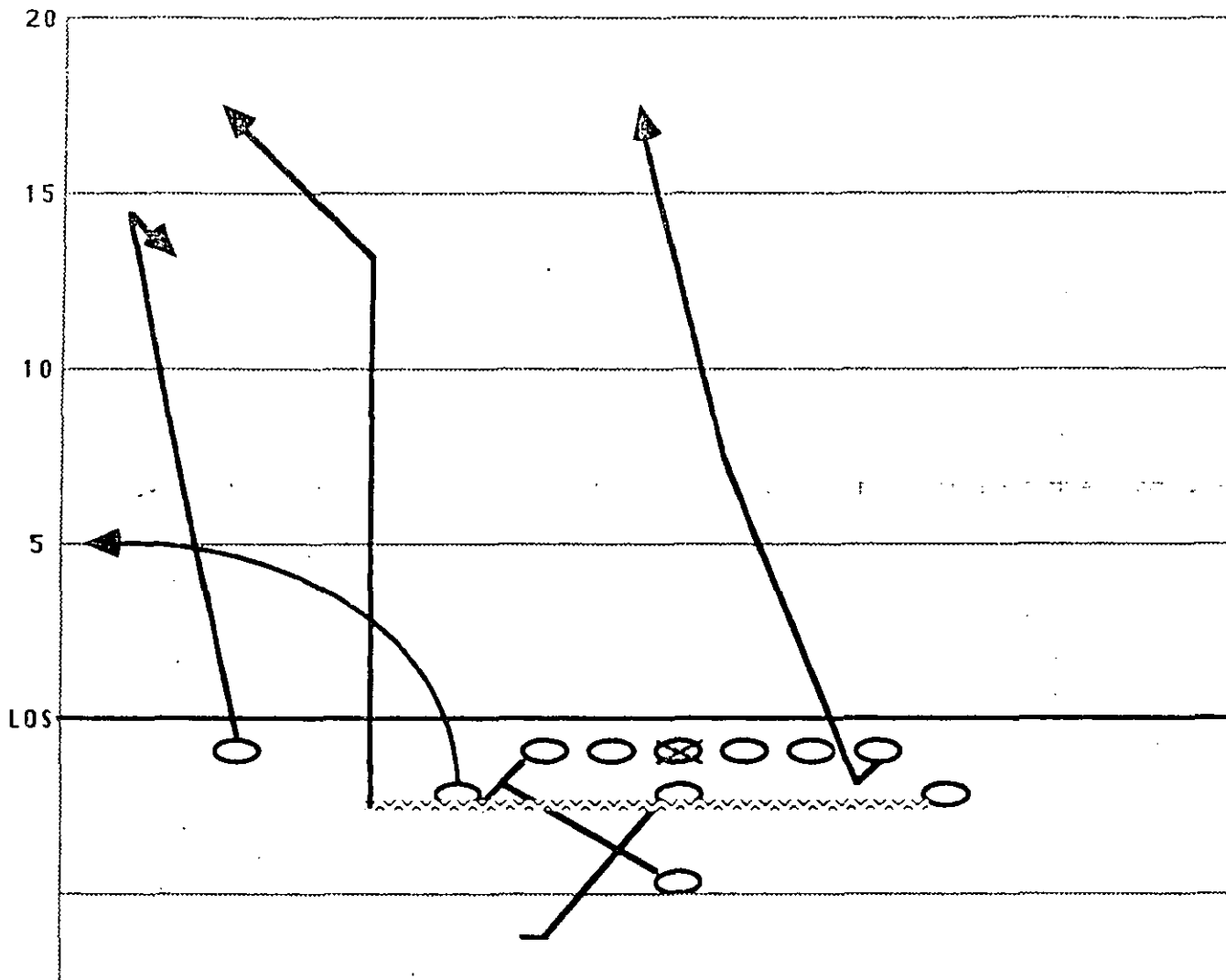
SE - Run a 15 yard dig pattern.

QB - 7 step drop - Read 3 level vertical stretch
in centerfield.

LH - Run a 15 yard cross field diagonal pattern.

RH - Run to motion - Vertical seam route.

FB - Block 1st outside LT.



LT-LG-C - Roll technique.

RG-RT - Hinge technique.

TE - Check release - Run through centerfield.

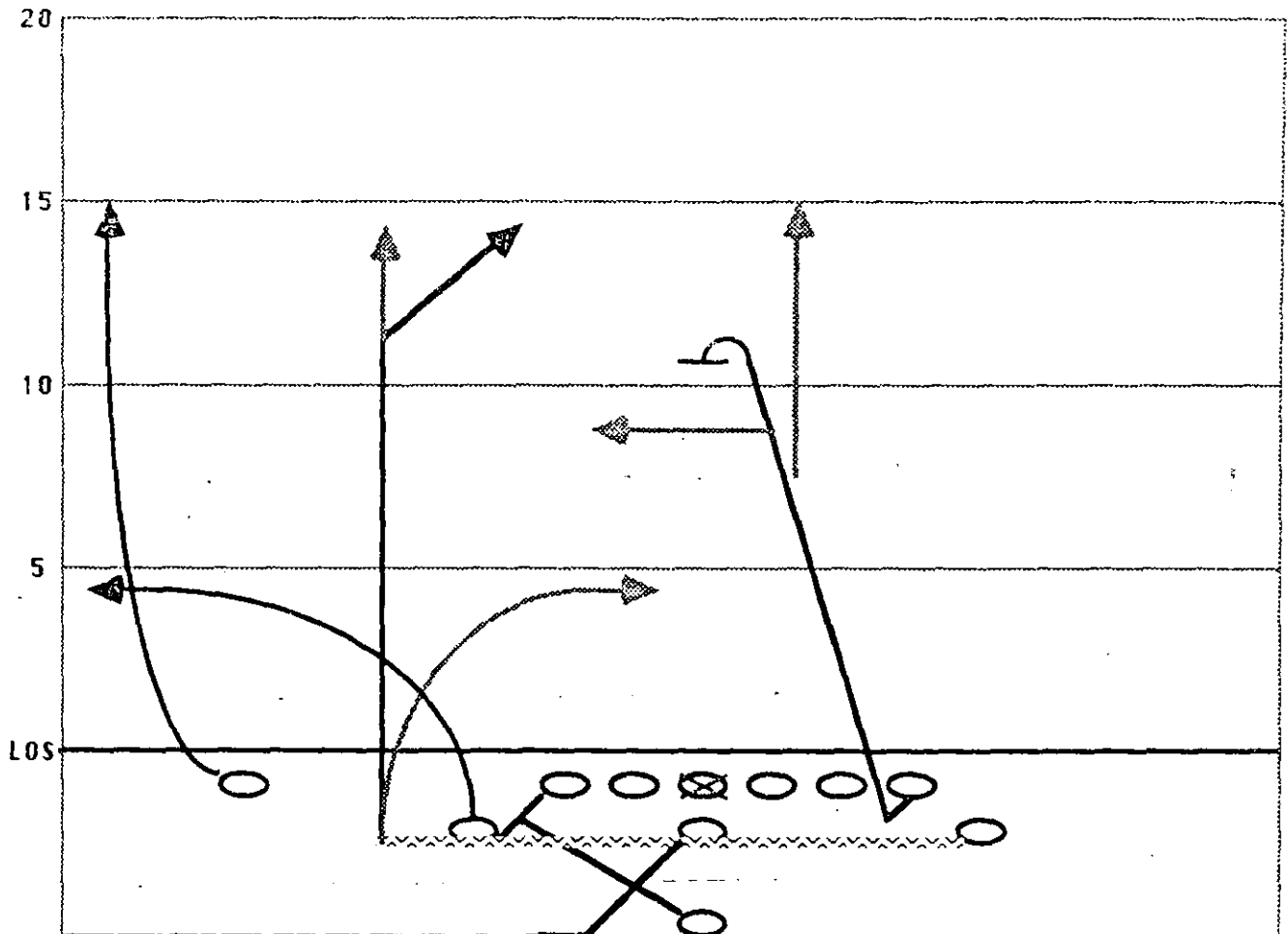
SE - Run a 12-16 yard stop and turn in.

QB - 7 step drop - Read will probably be SS. Read 3
level stretch.

LH - Run to motion - Run seam to flag.

RH - Run go route.

FB - Block 1st outside LT.



LT-LG-C - Roll Technique.

RT-RG - Binge Technique.

TE - Check release:

- A) Middle hook area vs. 3 deep.
- B) Across at 8 yards vs. man.
- C) Stay on hash vs. 2 deep.

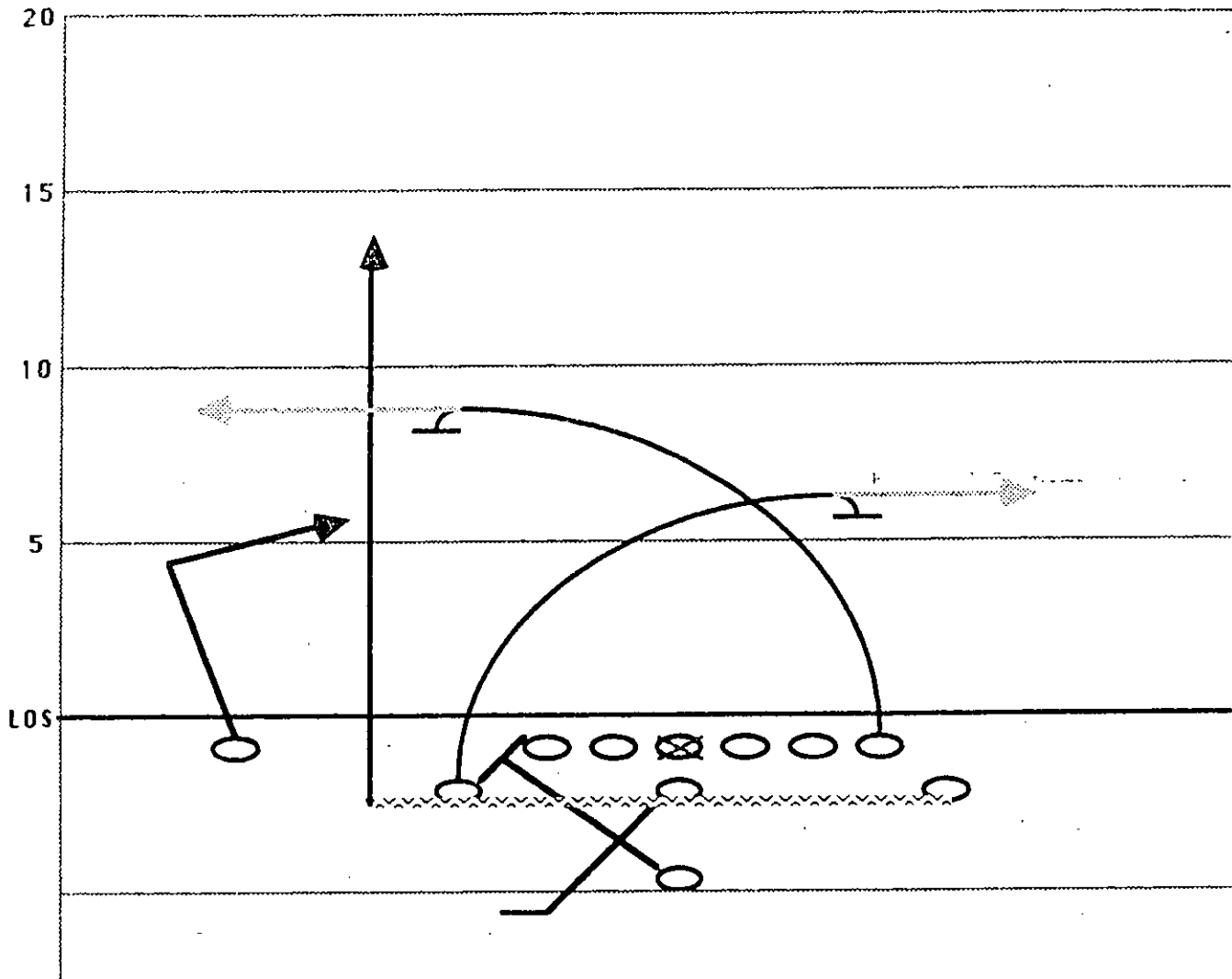
SE - Run deep fly to outside.

QB - Open to SE - Be prepared to throw on 5th step - Read S/S in 3 deep - If he takes RB, hit go man and vice-versa. If not open, secondary read is F/S in 3 deep. 2 deep we will stretch safety on hash.

LB - Go Route.

RB - Run to motion - Zone: Get width - Man: Turn up 1 yard past LB. As you turn up, read secondary: A) vs. man - run "in" route. B) vs. 3 deep - S/S takes go man - you should get ball in seam 8-14 yards deep. If you are not open, read F/S. If he stays centerfield, you stay on hash. If he comes off centerfield, you break over middle. C) 2 deep - Centerfield stretch.

FB - Block 1st to show outside of LT.



LT-LG-C - Roll technique.

RT-RG - Hinge technique.

TE - Crossing pattern 5-8 yards deep - If zone settle down -
If man continue across.

SE - Run your under pattern.

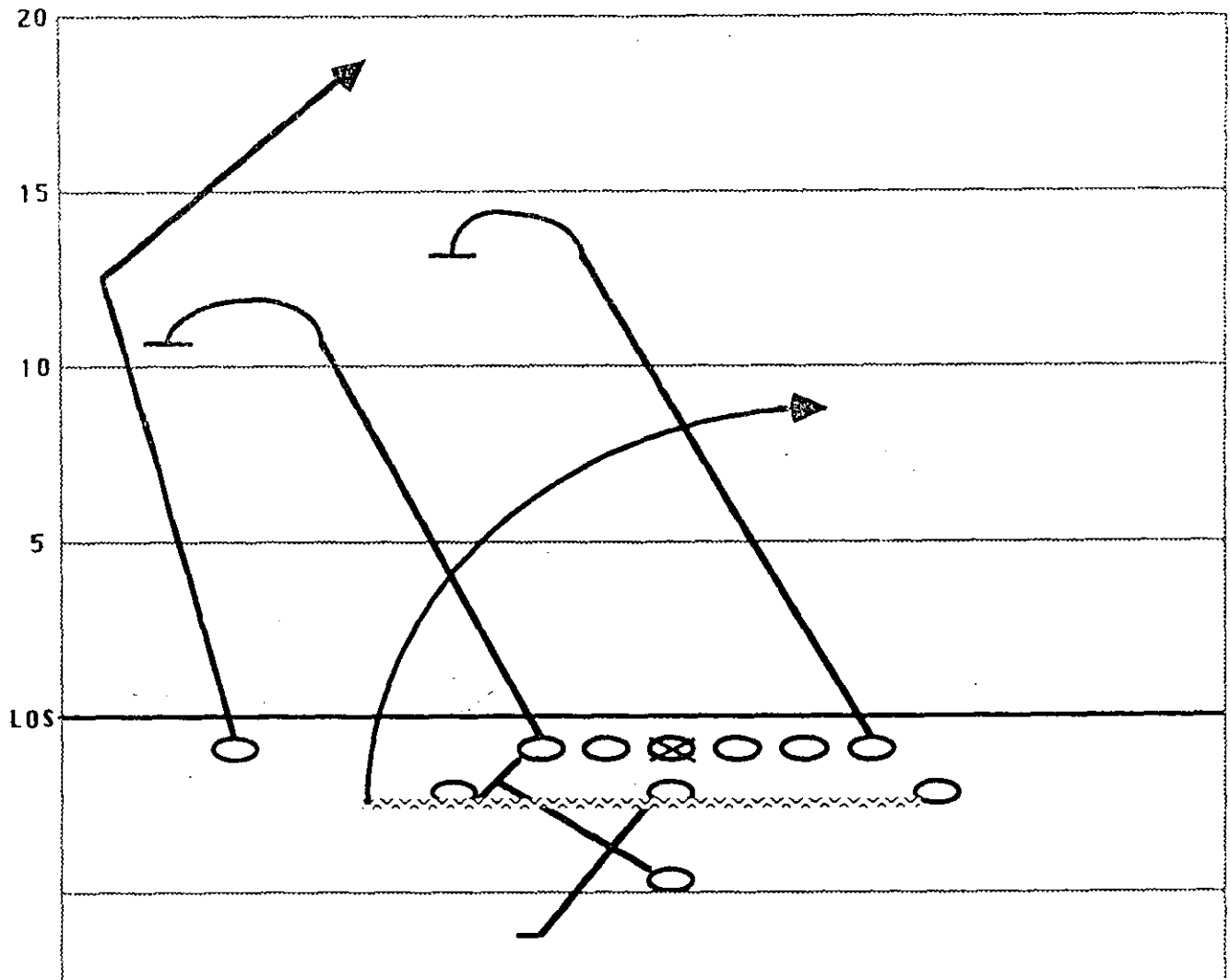
QB - 7 step drop - Read the TE-LH cross.

LH - Run a diagonal across the field under the TE. If zone
settle down - If man continue.

RH - Run to motion - Run your under pattern.

FB - Block 1st to show outside LT.

Red 77 Motion Diagonal



LT-LG-C - Roll technique.

RG-RT - Hinge technique.

TE - Run a 15 yd. hook between LBs.

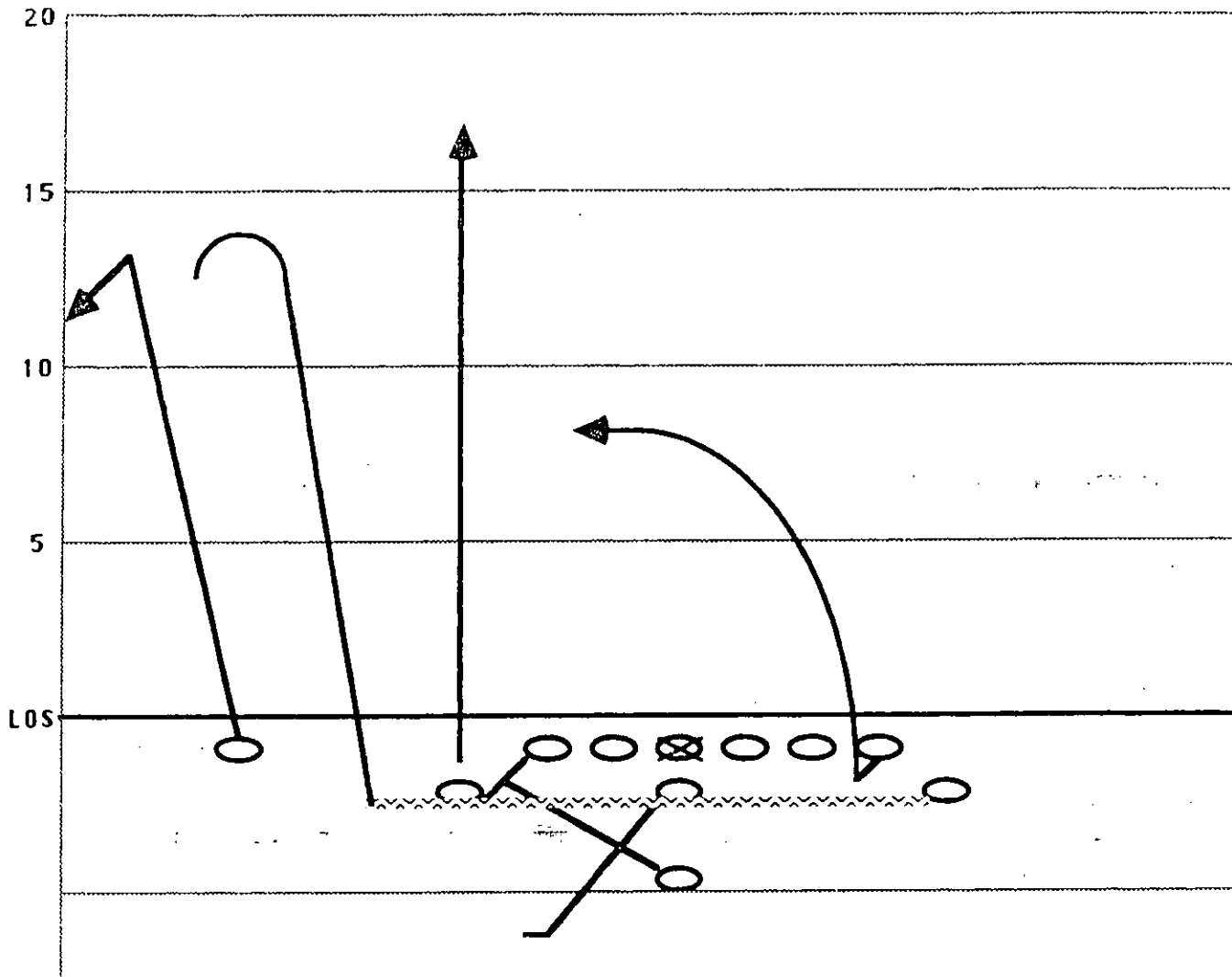
SE - Run a deep post.

QB - 7 step drop - Read 3 level vertical stretch.

LH - Run a 12 yd. seam route.

RH - Run to motion - Run a diagonal back under LH & TE.

FB - Block 1st outside LT.



LT-LG-C - Roll technique.

RG-RT - Hinge technique.

TE - Check release - 2 counts - Run a 5-8 yd. delay.

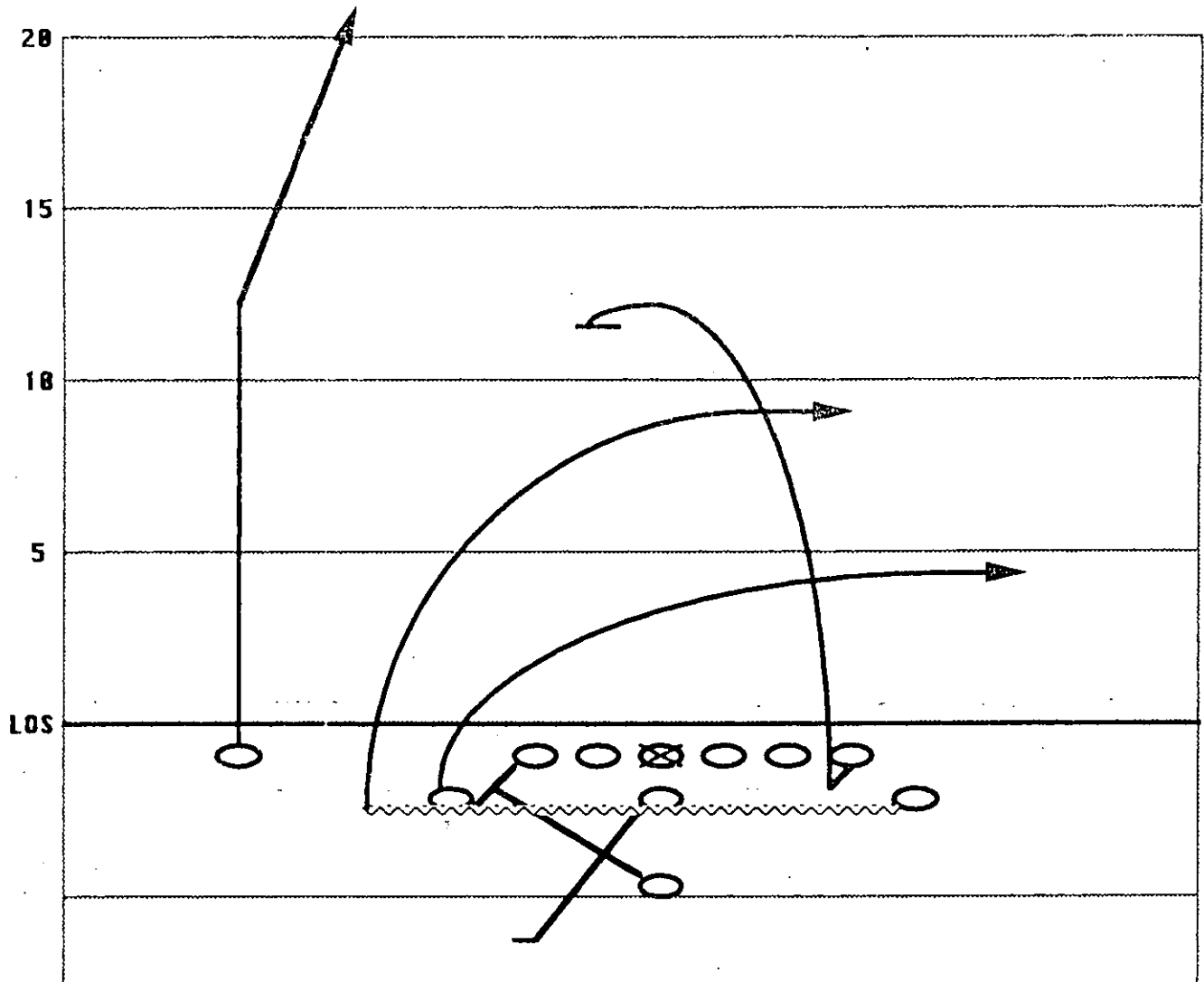
SE - Run a 14 back to 12 yd. out.

QB - 7 step drop - Read SE/seam - Then TE.

LH - Run a 12 yd. seam route.

RH - Run to motion - Vertical take off.

FB - Block 1st man outside LT.



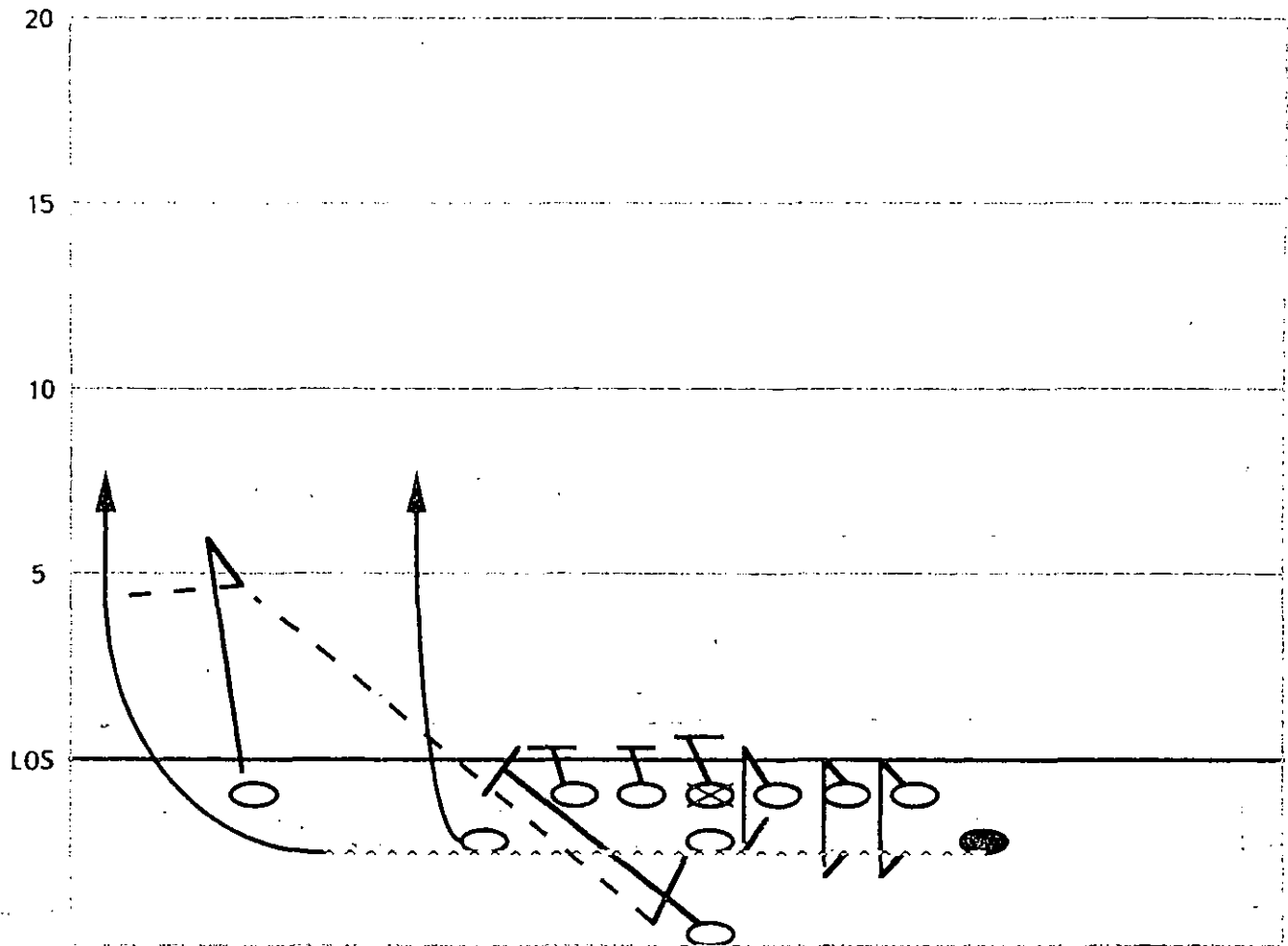
RG-RT - Hinge technique.

SE - Run a SKINNY POST

LH - Run a 5 yd drag

RH - Run to motion- run a 10 yd diagonal

FB - Block 1st outside LT.



LT-LG-C - Roll Technique.

RT-RG - Hinge Technique.

TE - Hinge Technique

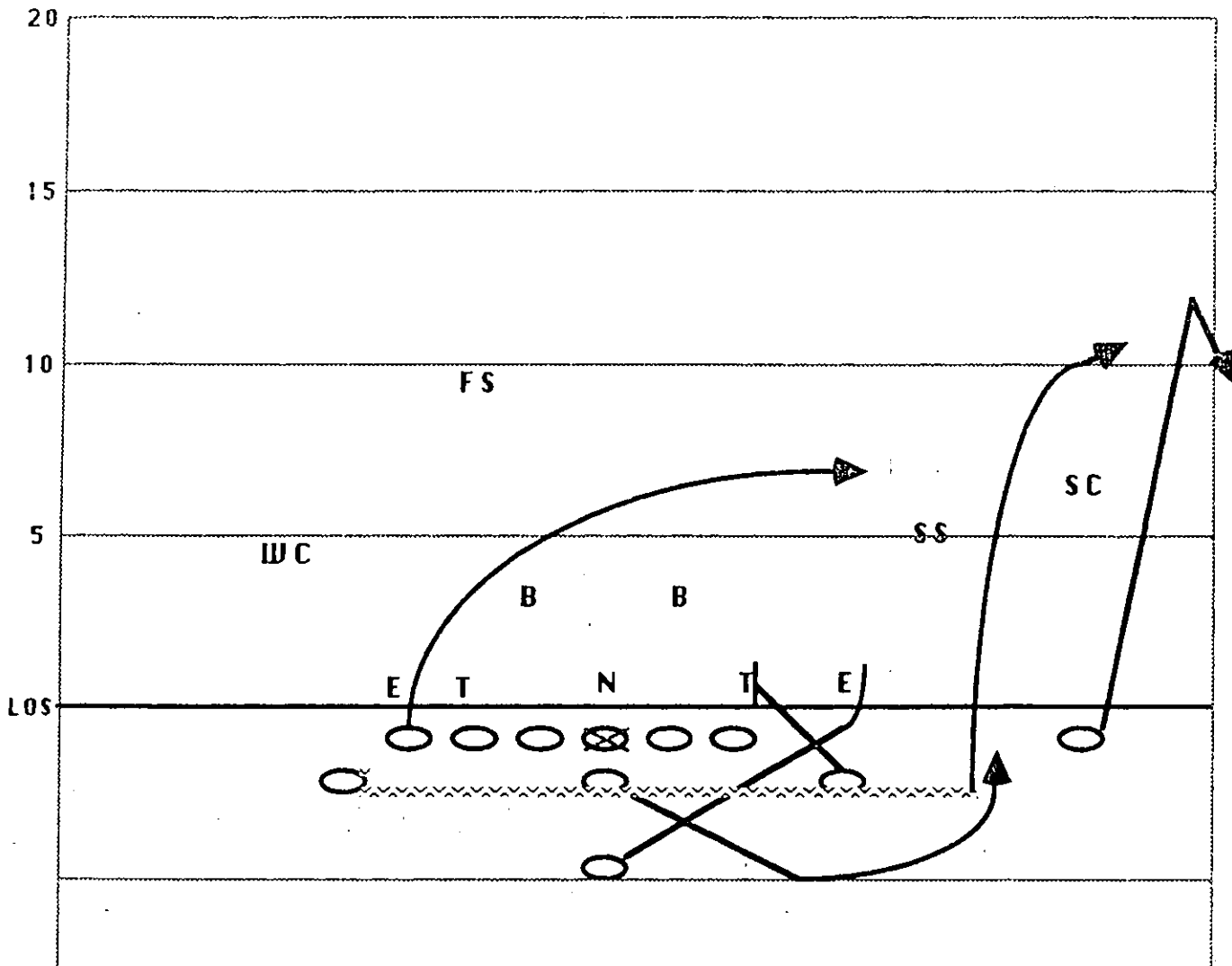
SE - Hitch-lateral to RH if he is covered turn outside & run

QB - Open to SE - Be prepared to throw on 3rd step.

LH - Seam Route.

RH - Run to motion - Stap 5 yds from SE and 3-5yds outside

FB - Block 1st to show outside of LT



Line - Turnback protection - Step up with right foot and punch with right hand. Drop step with left foot and protect backside.

TE - Drag Route 5-7 yards.

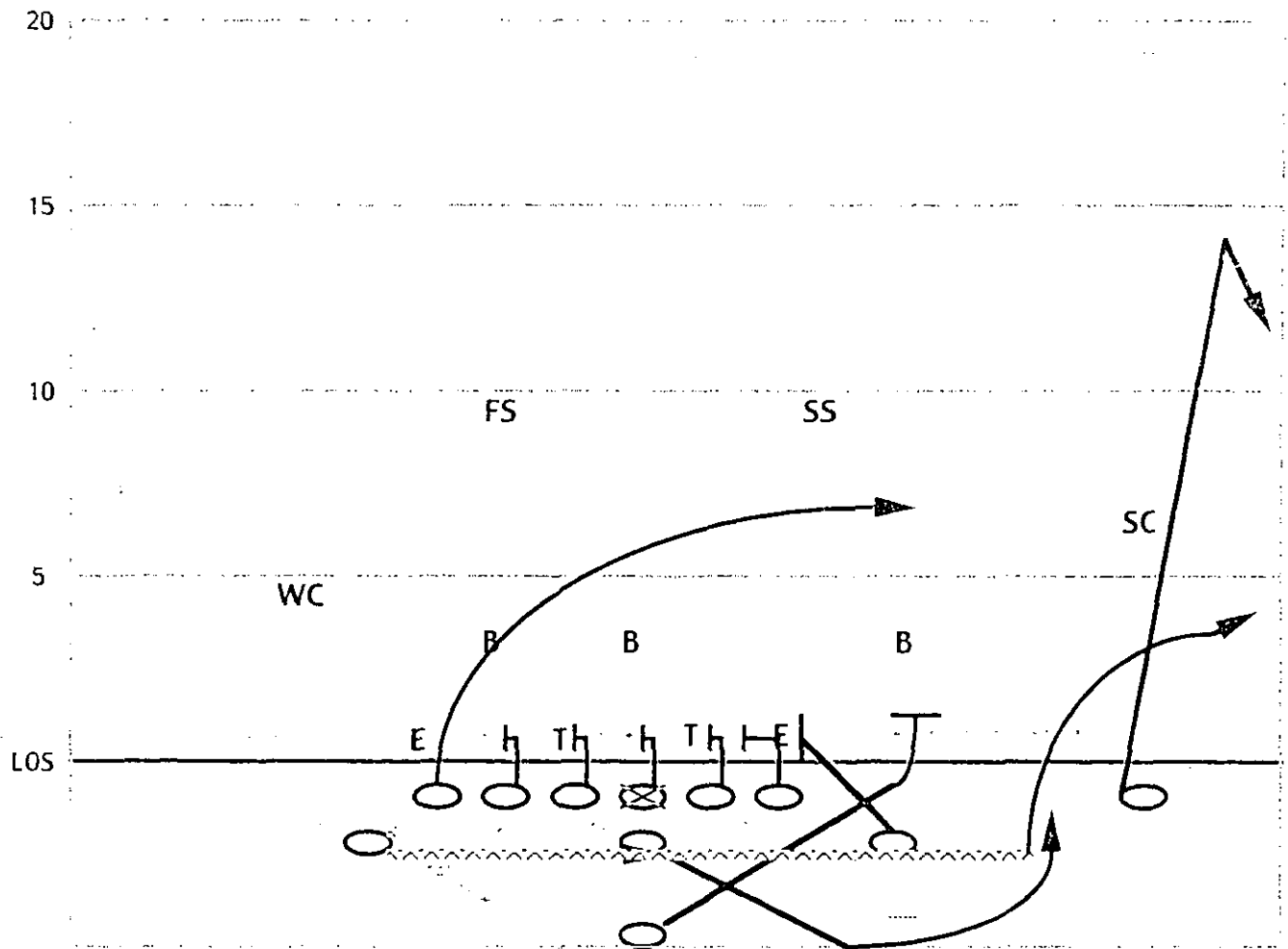
SE - Out Pattern 10-12 yards.

QB - Full Sprint - Open to SE side no more than 5 yards depth -
Run or pass option.

LH - Run to motion - Run a seam route.

RH - Turnback on man over tackle - Aim for outside hip of RT.

FB - Block 1st to show outside RH block - Cut him.



Line - Turnback protection - Step up with right foot and punch with right hand. Drop step with left foot and protect backside.

TE - Drag Route 5-7 yards.

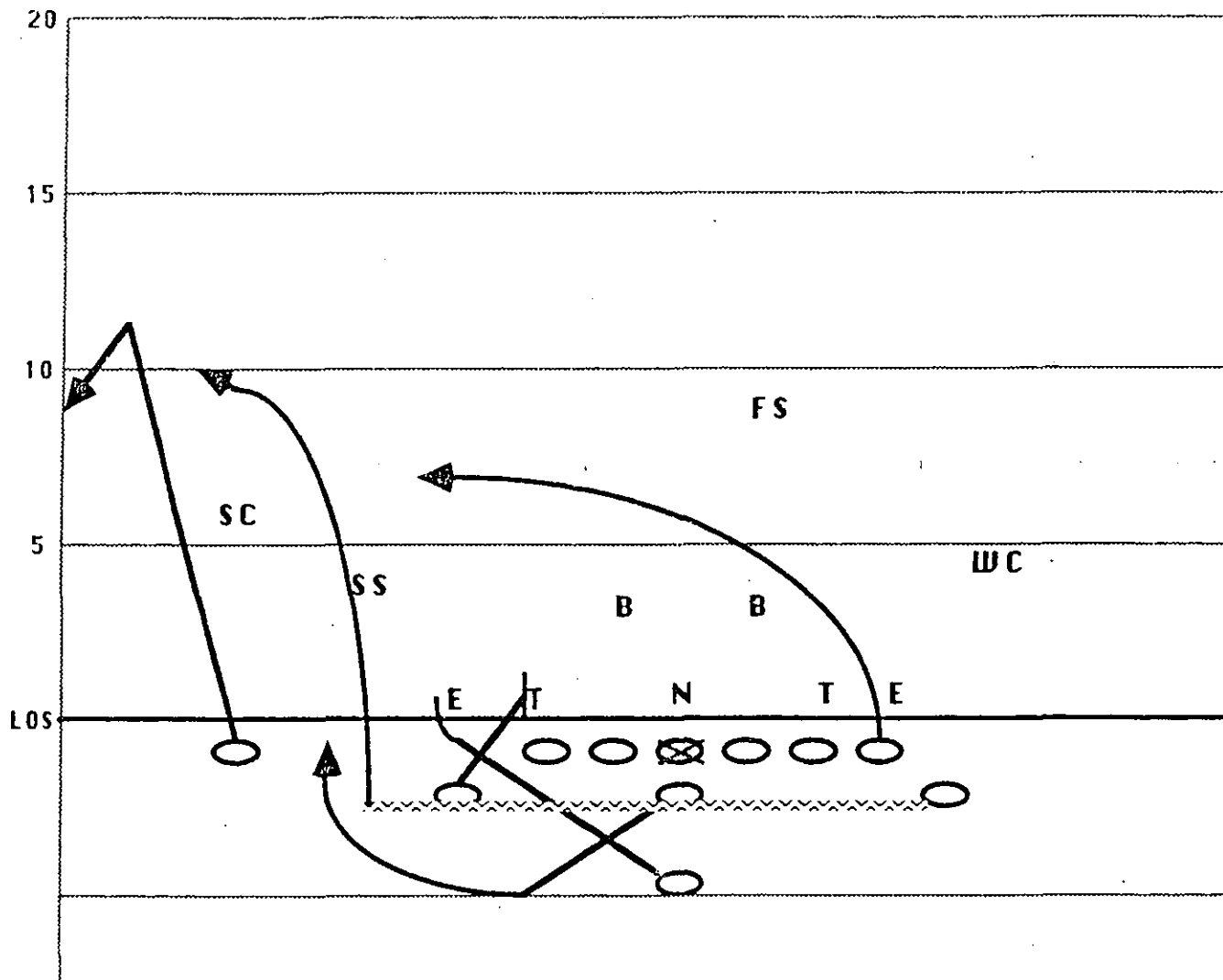
SE - Out Pattern 14-12 yards.

QB - Full Sprint - Open to SE side no more than 5 yards depth - Run or pass option.

LH - Run to motion - Run a Flat route.

RH - Turnback on man over tackle - Aim for outside hip of RT.

FB - Block 1st to show outside RH block - Cut him.



Line - Turnback protection - Step up with left foot and punch
with left hand. Drop step right foot and protect backside.

TE - Drag Route 5-7 yards.

SE - Out Pattern 10-12 yards.

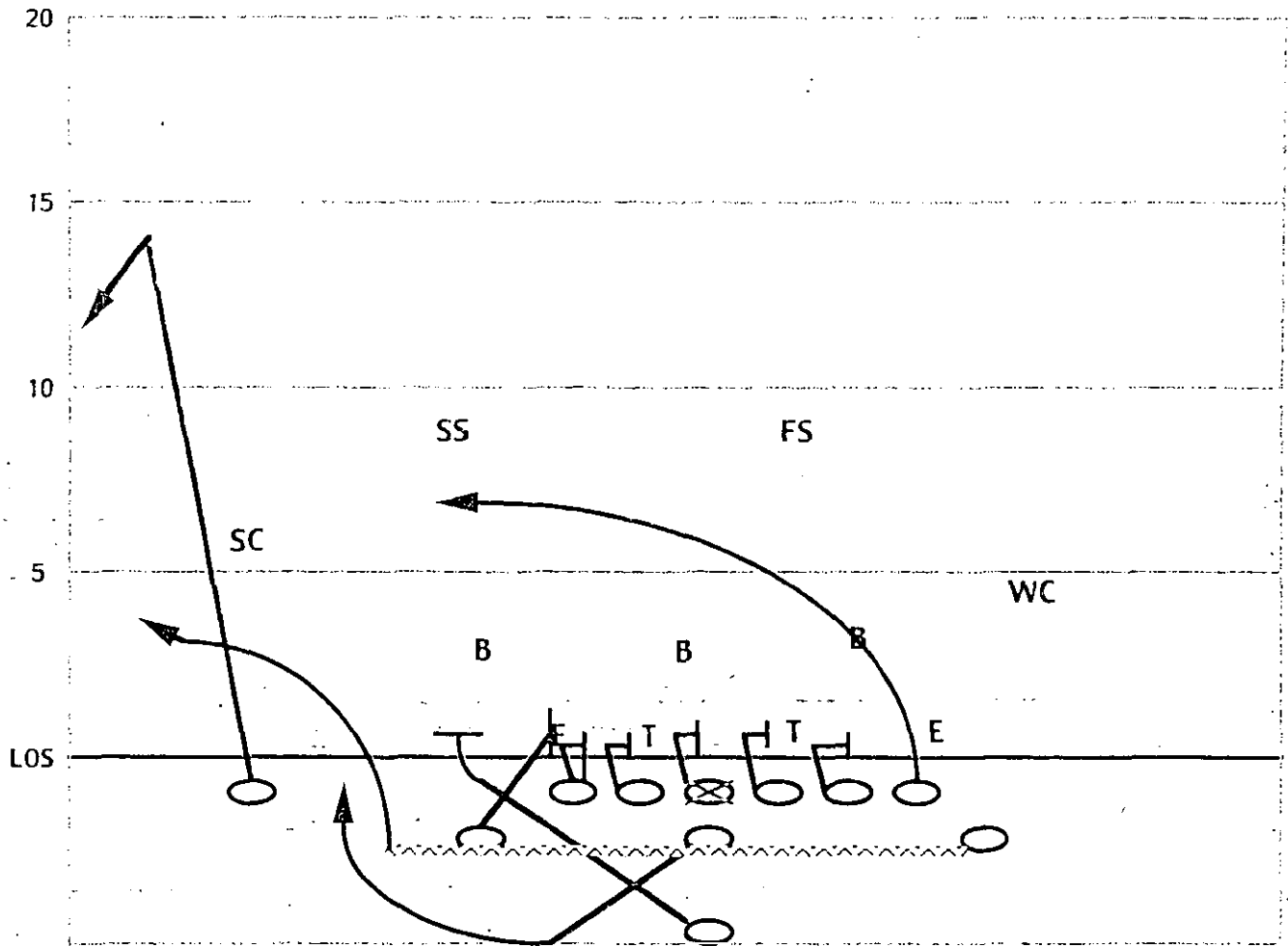
QB - Full sprint - Open to SE side no more than 5 yards depth -
Run or pass option.

LH - Turnback on man over tackle - Aim for outside hip of LT.

RH - Run to motion - Run a seam route.

FB - Block 1st to show outside LH block - Cut him.

RED 79 FLAT



Line - Turnback protection - Step up with left foot and punch
with left hand. Drop step right foot and protect backside.

TE - Drag Route 5-7 yards.

SE - Out Pattern 14-12 yards.

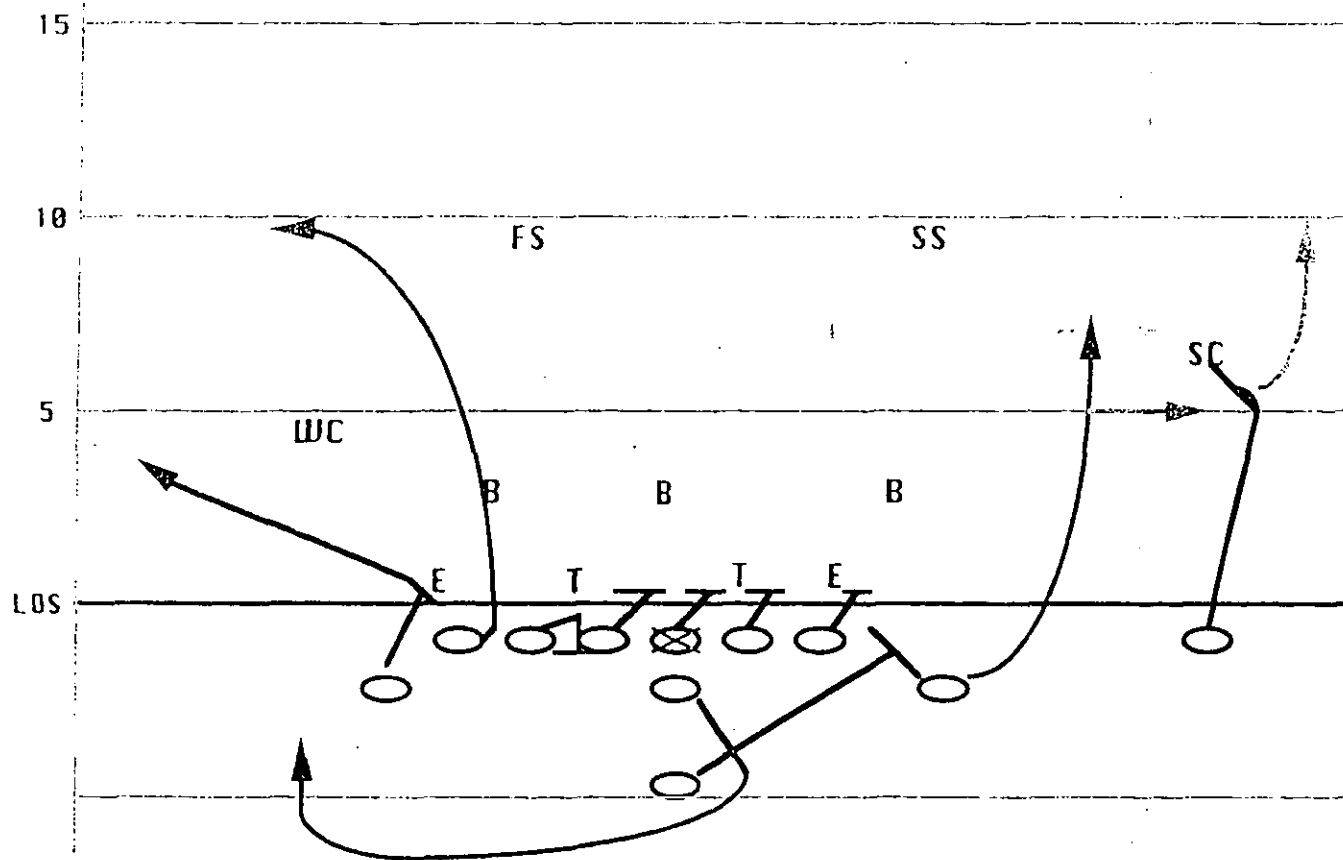
QB - Full sprint - Open to SE side no more than 5 yards depth -
Run or pass option.

LH - Turnback on man over tackle - Aim for outside hip of LT.

RH - Run to motion - Run a Flat route.

FB - Block 1st to show outside LH block - Cut him.

20



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LG-LT- - Roll - Hinge Technique.

TE - Block C gap then seam or flat

SE - Run hitch pattern - 3 step - Turn and show numbers to QB -
If QB pumps his arm, dip to the outside and turn up.

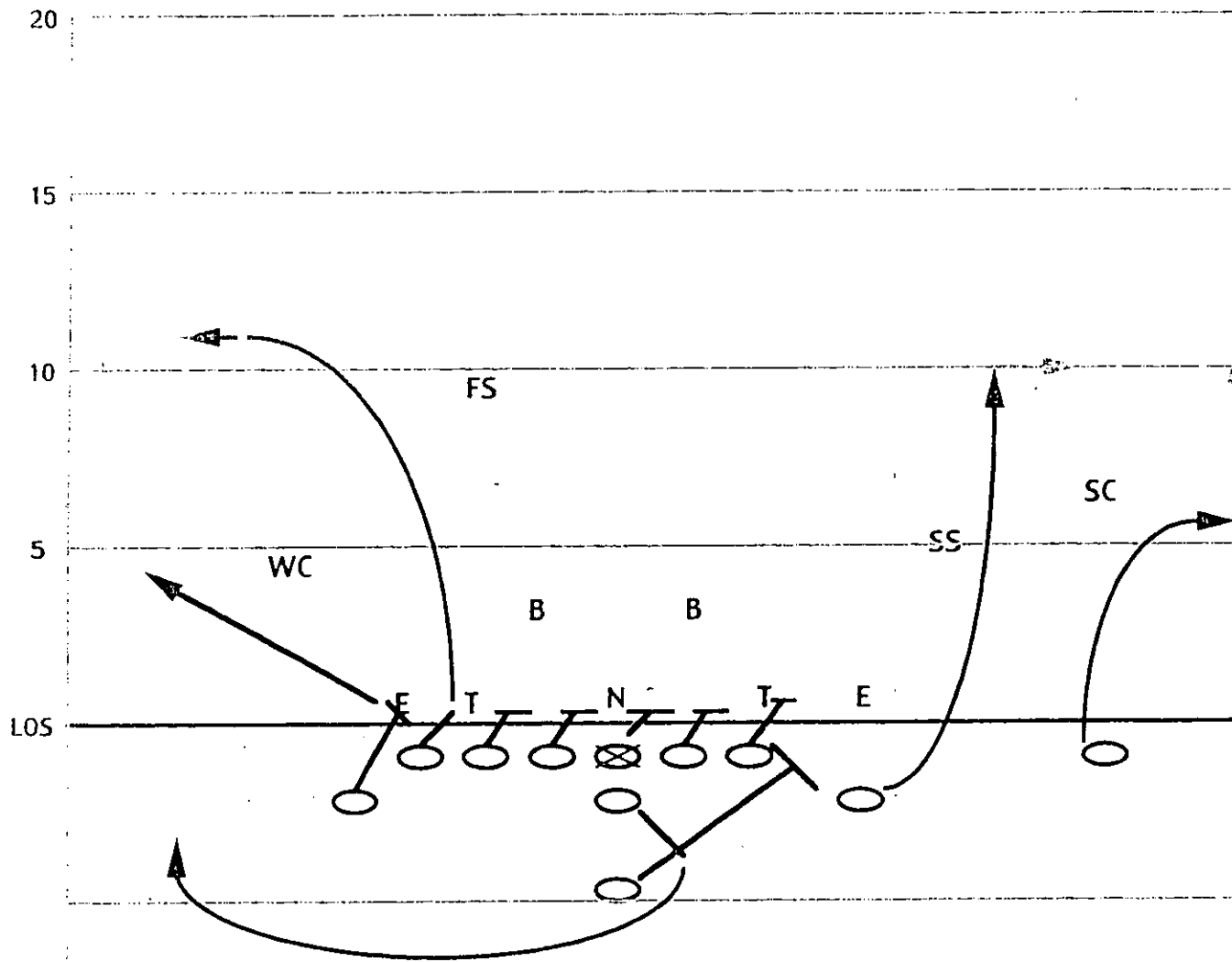
QB - 3 step drop - Read whoever can get under the hitch. If
hitch is covered, pump your arm and try to hit him deep.
then roll backside.

LH - Block D gap then seam or flat.

RH - Run a seam route looking over inside shoulder. If QB
pumps arm, you break out.

FB - Block 1st to show outside RT. You must get his hands down.





RT-RG-C - Fire out - Zone step - 1st man on or outside.

LG-LT - Roll - Hinge Technique.

TE - Block C gap then flat or seam.

SE - Run zip pattern - 3 step - Left - RT - LT - Bend to an OUT.

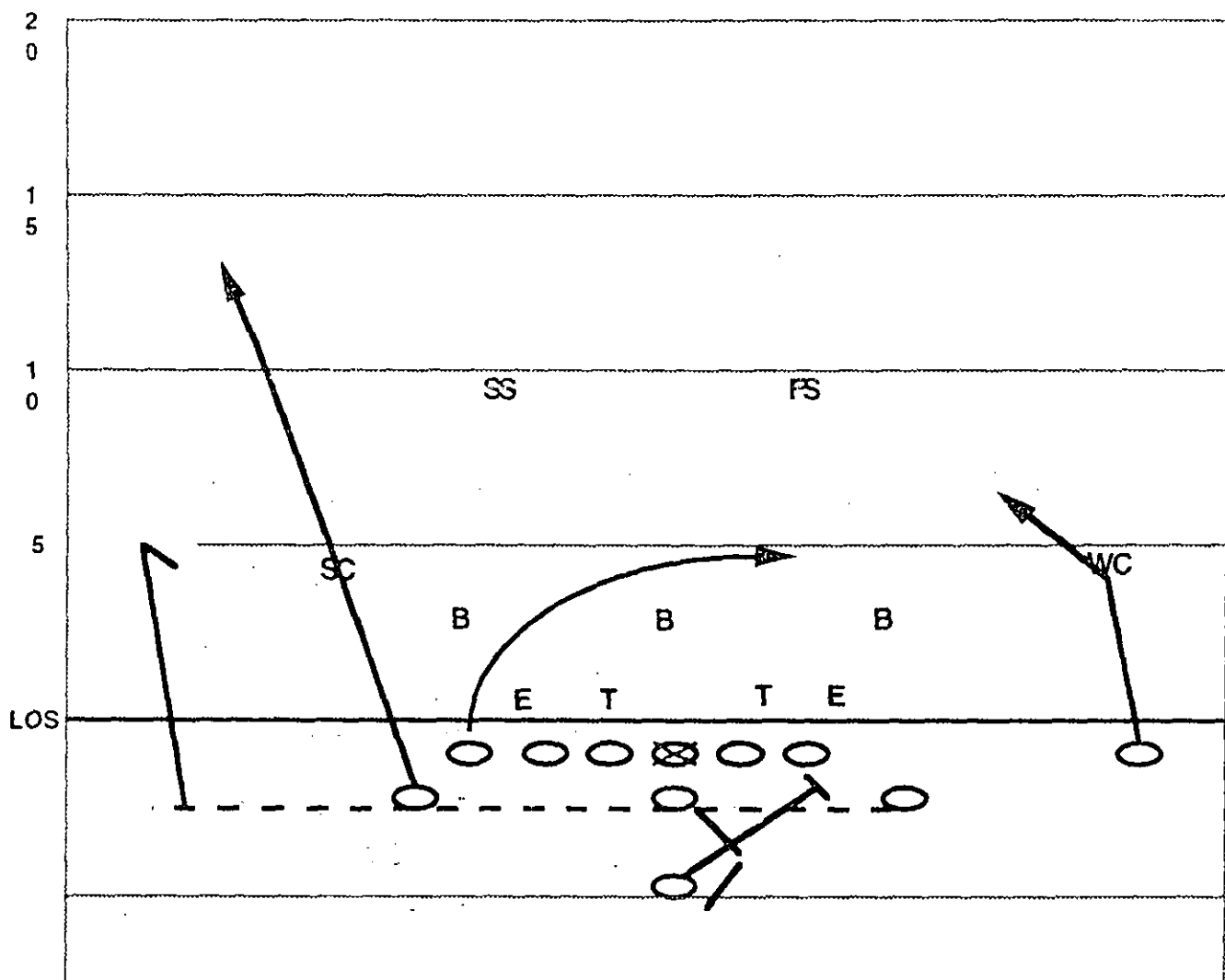
If QB pumps his arm, turn up.

QB - 3 step drop - Read whoever can get under the zip. If corner is in press position, pump arm and hit SE deep. If covered roll backside.

LH - Block D gap then seam or flat.

RH - Run a seam route looking over inside shoulder. If QB pumps arm, you break out.

FB - Block 1st to show outside RT. You must get his hands down.



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LT_LG- - Roll - Hinge Technique.

SE - Run pattern determined by Corner...Hand signal QB...6yard
hitch...6 yard speed out...Skinny Post or fade

QB - 3 step drop - Read SE first...If covered Drop step and hit
the backside stop.

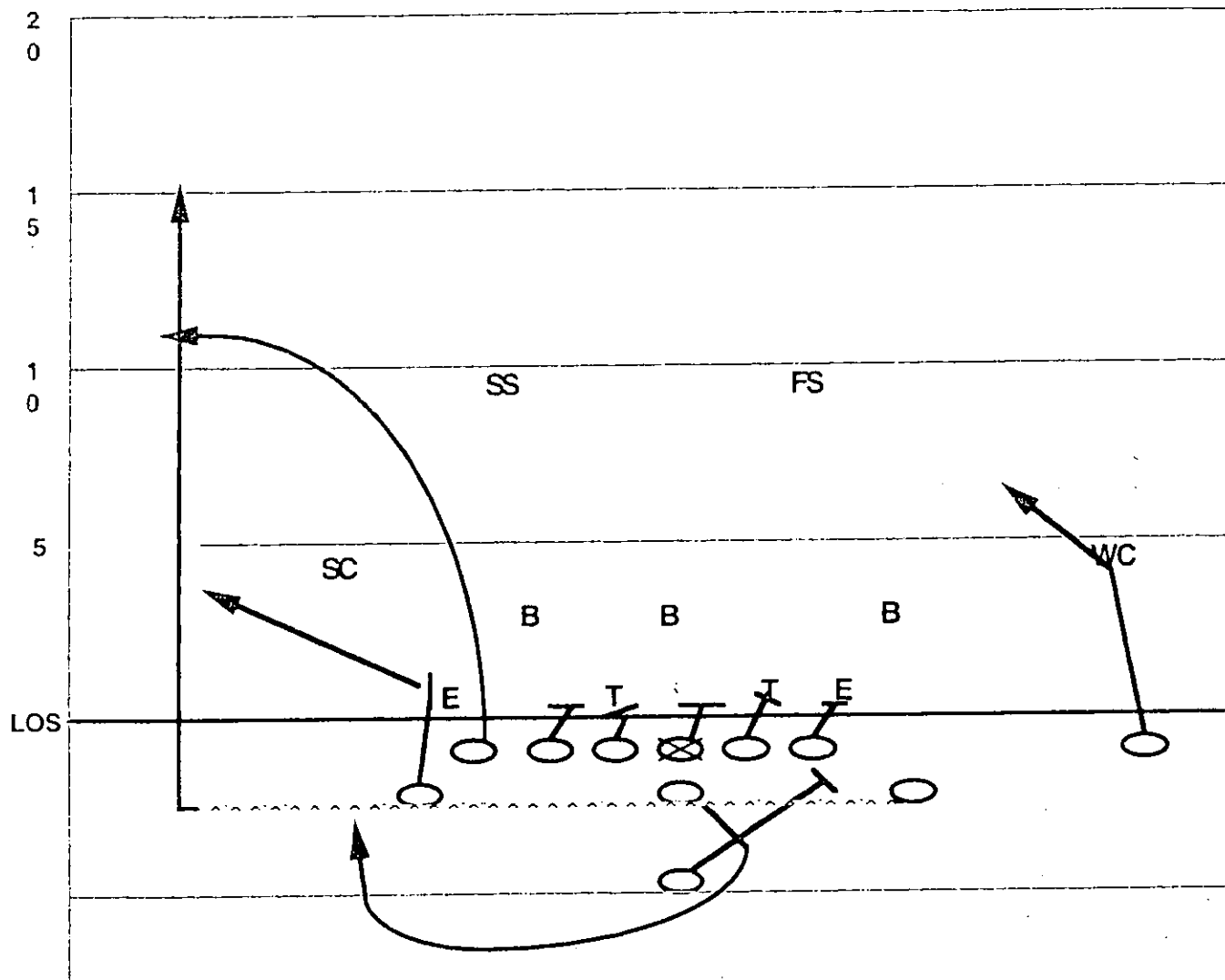
RH - Run away motion. 5yd. stop backside

TE - Run a 5 yd. Drag. You are HOT

LH - Run a diagonal 15 yds. Flat

FB - Block 1st to show outside RT. You must get his hands down.

BLUE RA 90 BOOTLEG



RT-RG-C - Fire out - Zone step - 1st man on or outside.

LT_LG- - Roll - Hinge Technique.

SE - Run pattern determined by Corner...Hand signal QB...6yard
hitch...6 yard speed out...Skinny Post or fade

QB - 3 step drop - Read SE first. If covered bootleg left...

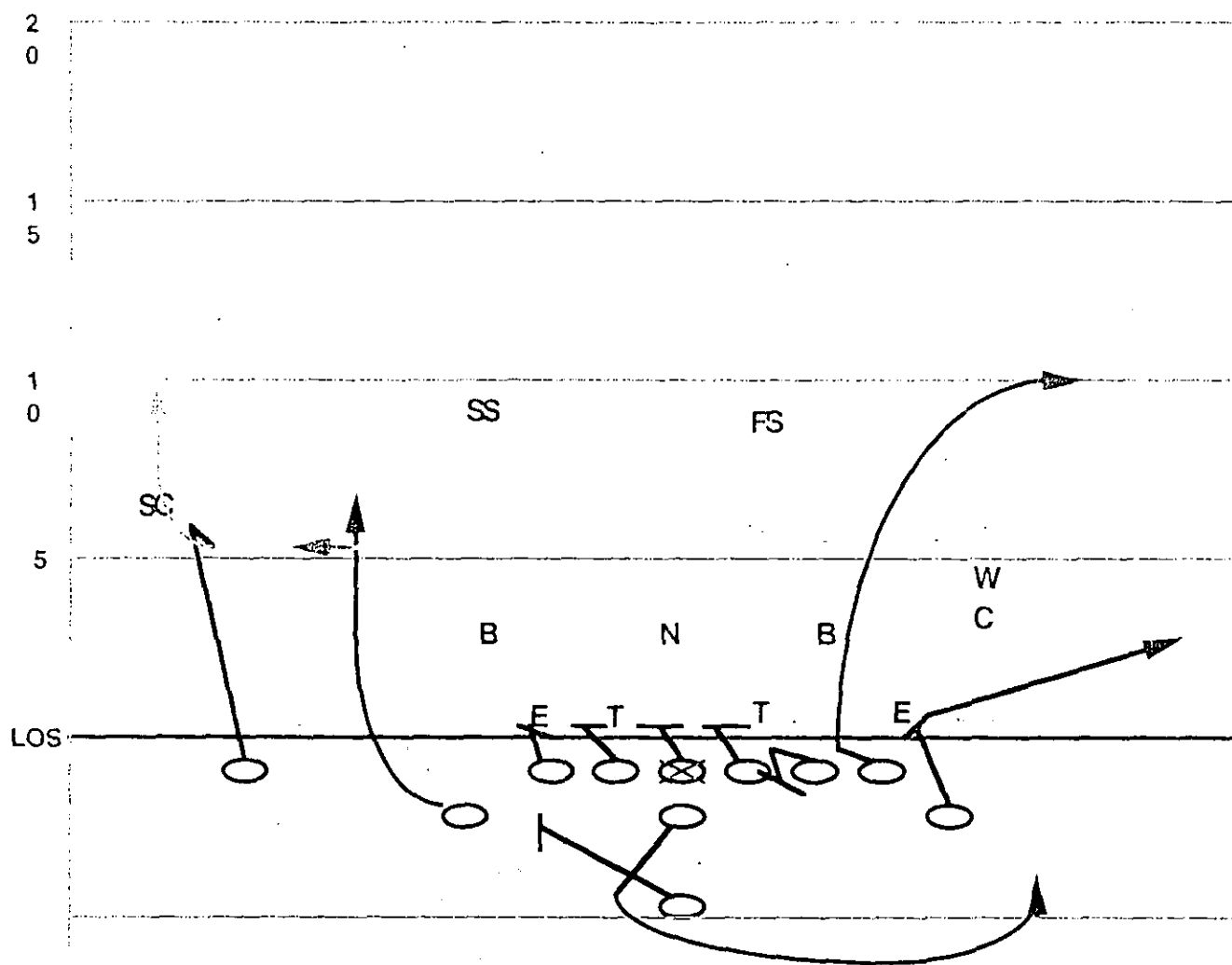
Pass or run option...3 level stretch.

RH - Run away motion. Clear out patteren - Streak

TE - Release inside. Bump 1st blitz. Then run 10yds in the hole

LH - Seal 1st man inside. Then delayed flat 5 yards max.depth

FB - Block 1st to show outside RT. You must get his hands down.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT - Roll - Hinge Technique.

TE - Block C gap then seam or flat.

SE - Run hitch pattern - 3 step - Turn and show numbers to QB.

If QB pumps his arm, dip to outside and turn up.

QB - 3 step drop - Read whoever can get under the hitch. If

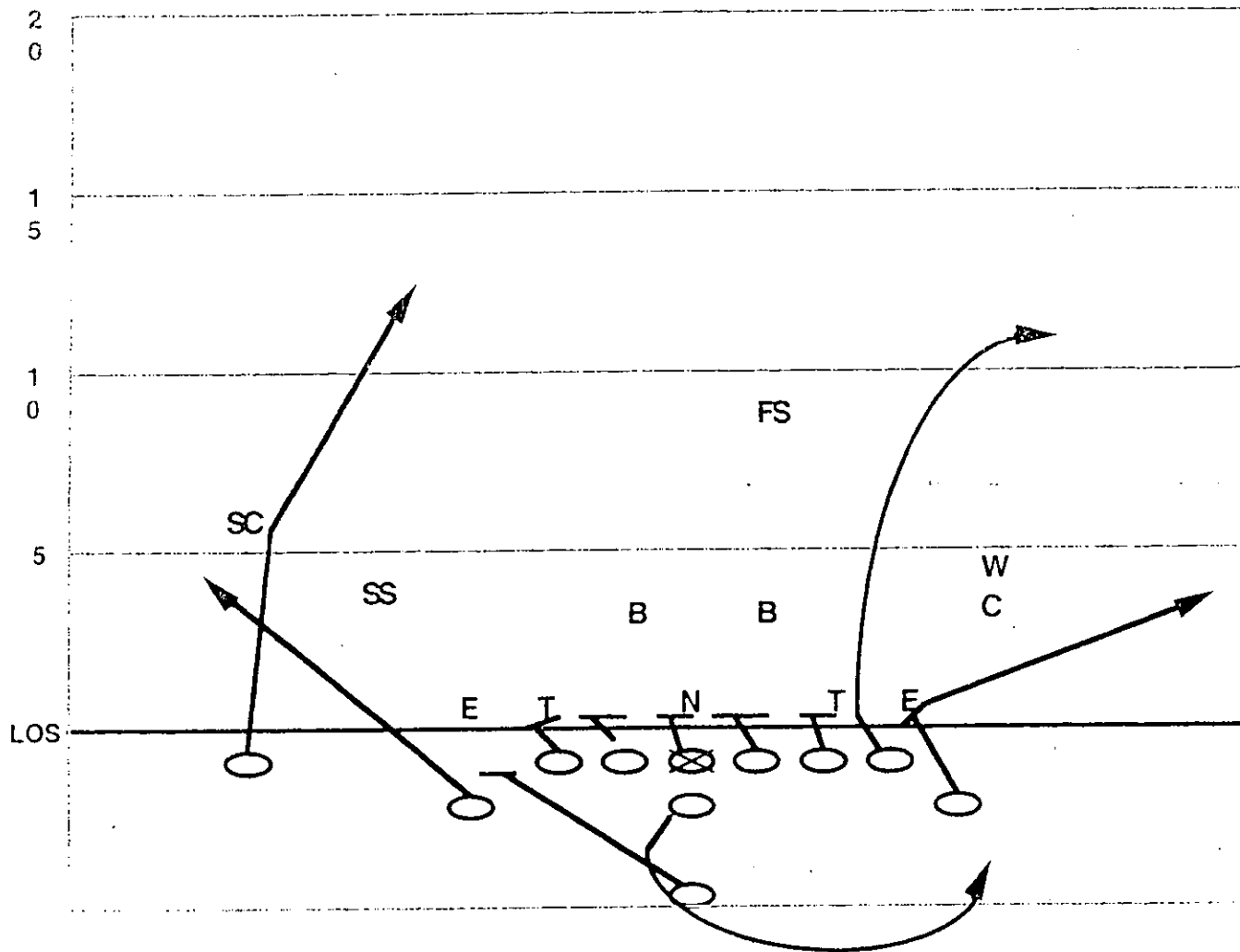
ditch is covered, pump your arm and try to hit him deep.

If all fails roll backside.

LH - Run a seam route looking over inside shoulder. If QB
pumps arm, you break out.

RH - Block D gap then seam or flat.

FB - Block 1st to show outside LT. You must get his hands down.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT - Roll - Hinge Technique.

TE - Block C gap then seam or flat.

SE - Run quick post - Break is on 3rd step at 5-6 yards.

QB - 3 step drop - Read whoever can get under quick post.

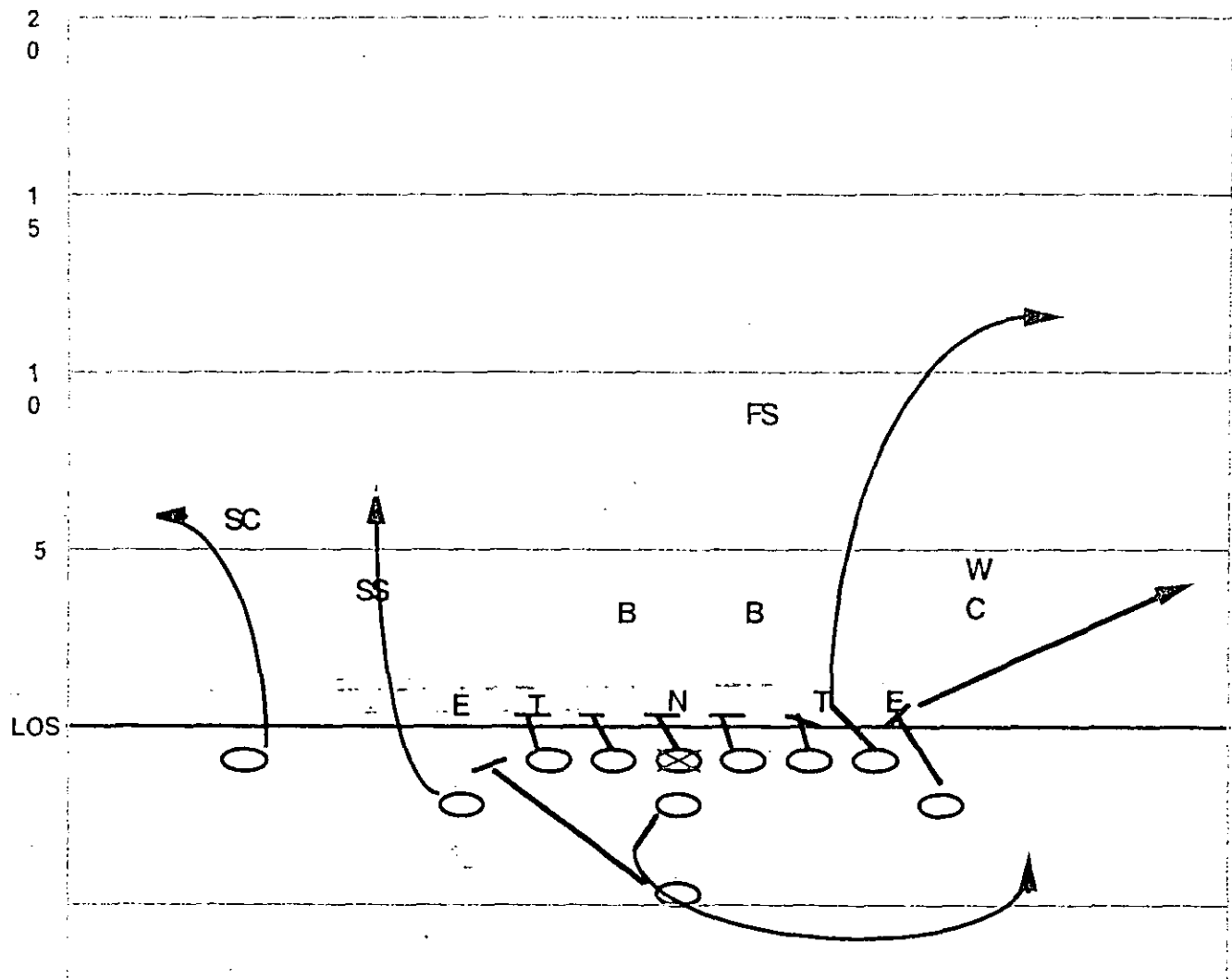
If covered...roll backside.

LH - Run an arrow route looking over outside shoulder.

If QB pumps, turn up.

RH - Block D gap then seam or flat.

FB - Block 1st to show outside LT. You must get his hands down.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT - Roll - Hinge Technique.

TE - Block C gap then seam or flat.

SE - Run zip pattern - 3 step - RT - LT - RT - Bend to an OUT.

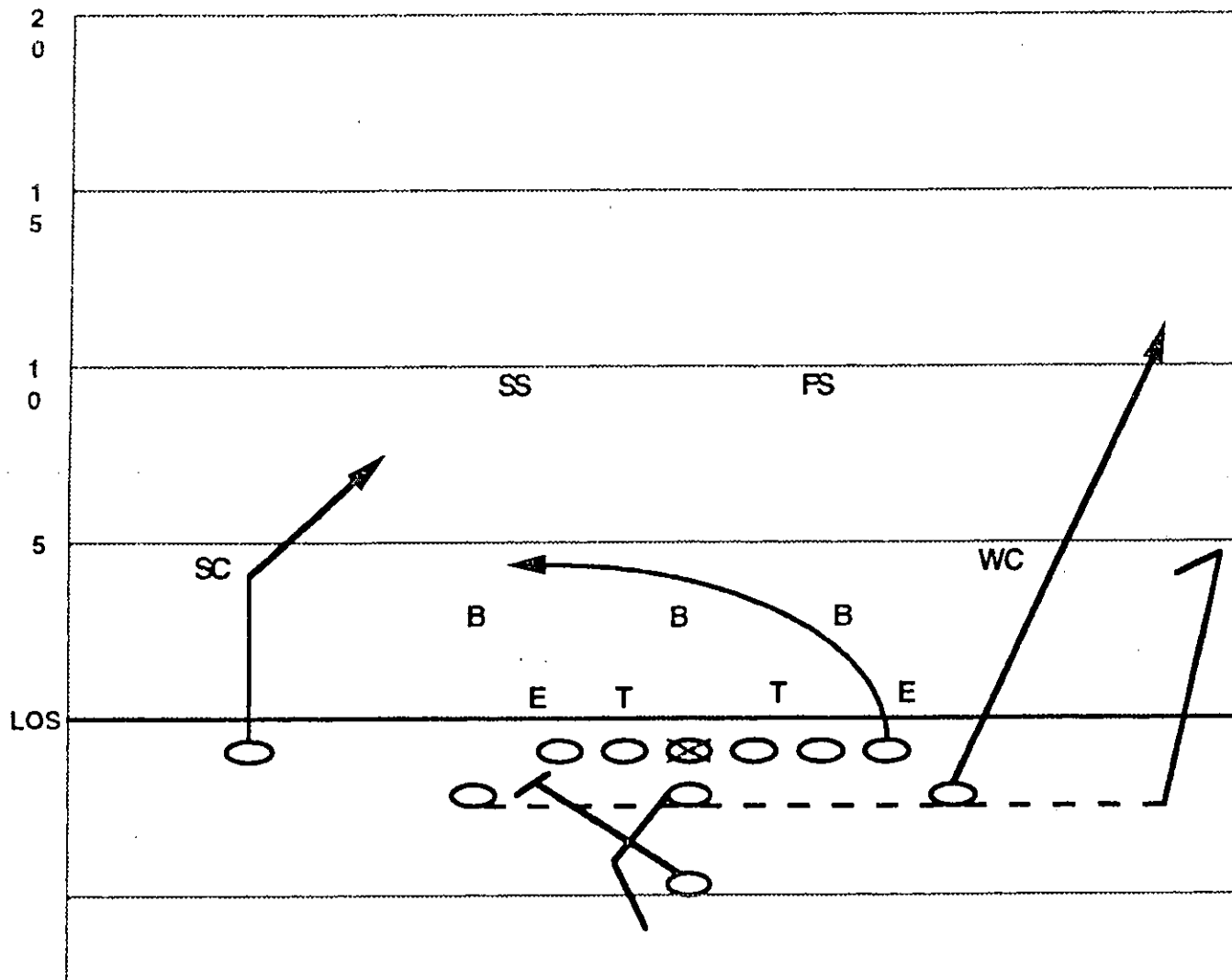
If QB pumps his arm, turn up.

QB - 3 step drop - Read whoever can get under the zip. If corner is in press position, pump arm and hit SE deep. If all fails roll backside.

LH - Run a seam route looking over inside shoulder. If QB pumps arm, you break out.

RH - Block D gap then seam or flat.

FB - Block 1st to show outside LT. You must get his hands down.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Roll - Hinge Technique.

SE - Run pattern determined by Corner...Hand signal QB...6yard hitch...6 yard speed out...Skinny Post or fade

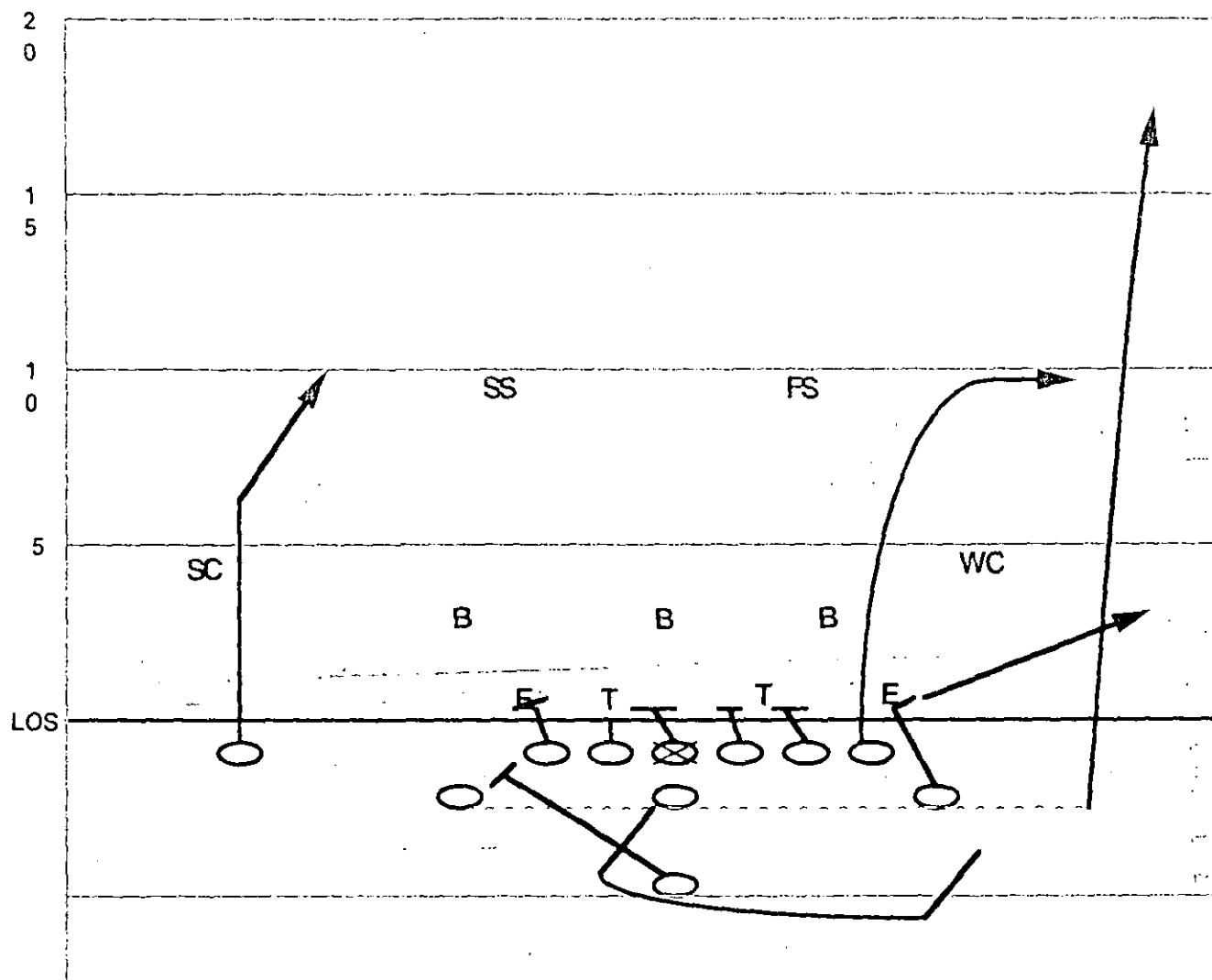
QB - 3 step drop - Read SE first...If covered Drop step and hit the backside stop.

LH - Run away motion. 5yd. stop backside

TE - Run a 5 yd. Drag. You are HOT

RH - Run a diagonal 15 yds.Flat

FB - Block 1st to show outside LT. You must get his hands down.



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Roll - Technique. Keep shoulders square.

SE - Run pattern determined by Corner...Hand signal QB...6yard
hitch...6 yard speed out...Skinny Post or fade

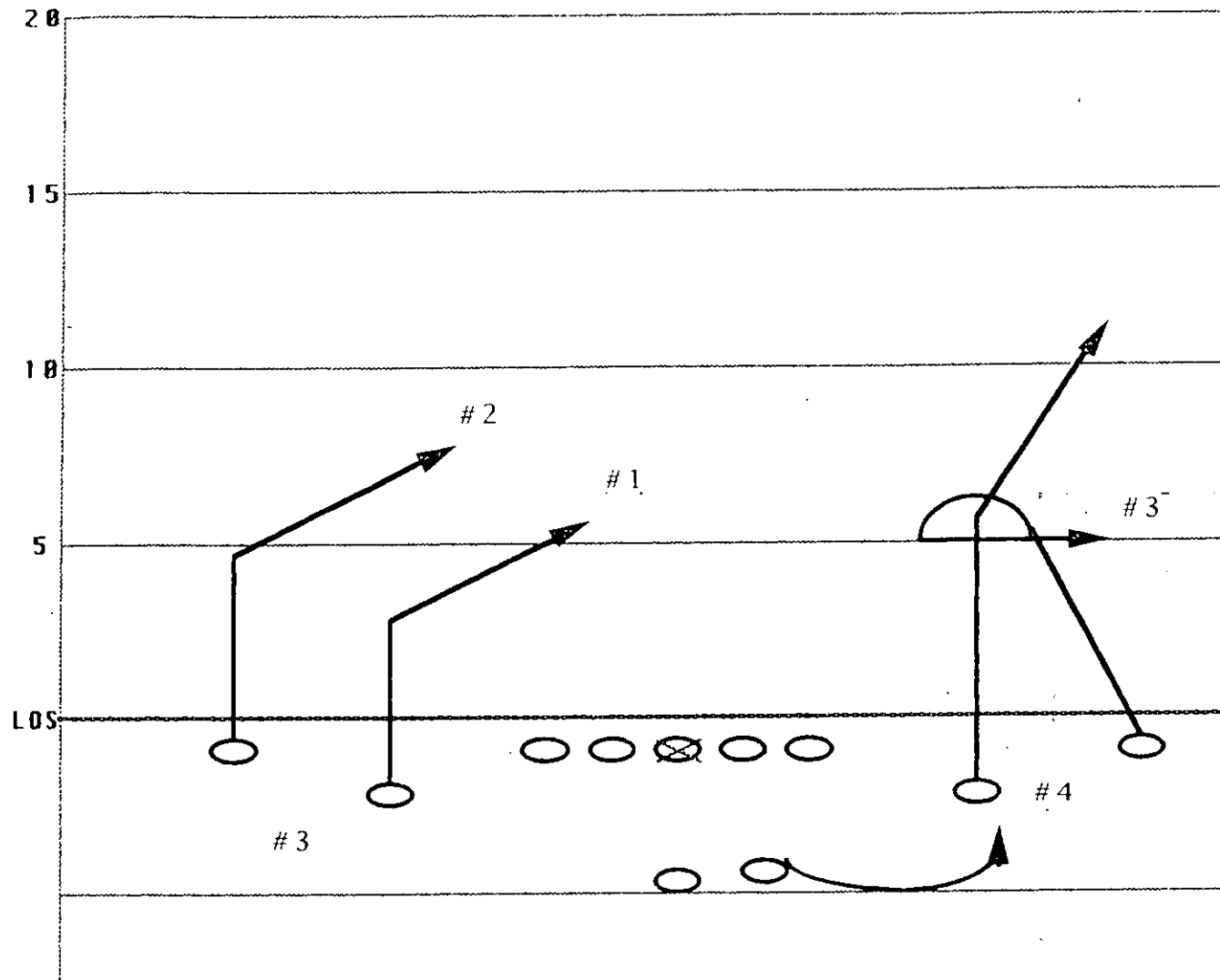
QB - 3 step drop - Read SE first...If covered Reverse Pivot and
roll backside ...read 3 level stretch

LH - Run away motion. Clear out backside

TE - Run a12 yd. Option route...usually outside. Bump Release LB

RH - Seal end man...delayed arrow in flat

FB - Block 1st to show outside LT. You must get his hands down.



LT-LG-C- Block #1 &3 left

RT-RG - Block #1-#2& right

LX - Run a slant -3 long steps or 5 choppy steps...BE FLAT

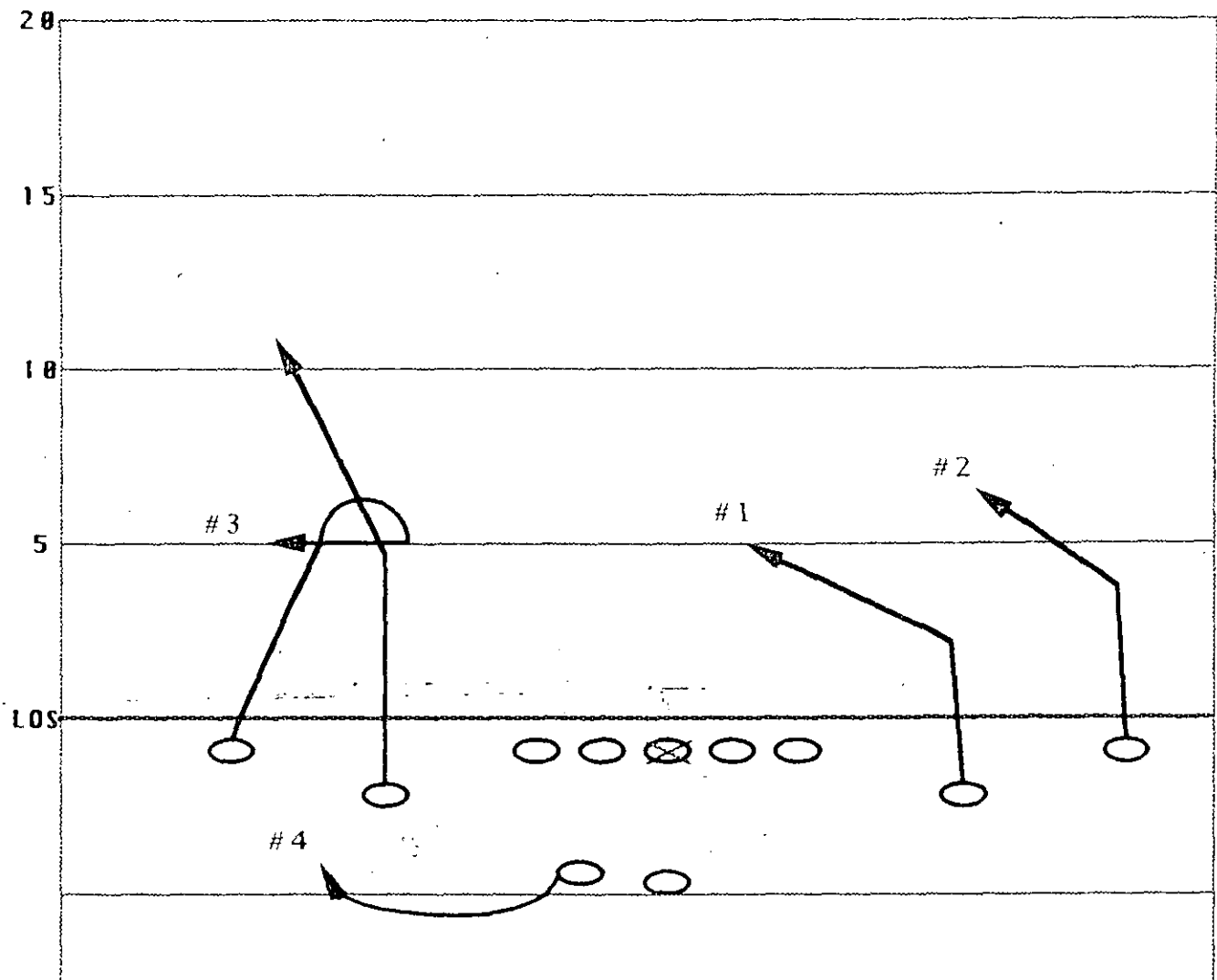
RX - Run a 5-7yd. outside peel..don't drift out til QB looks

QB - 1Full step...gather...read left first #4 defender is HOT

LH - Run a 3 step slant...BE FLAT

RH - Run a POST/CORNER

FB - Block #3 right...then flare



LT-LG- - Block #1 left

RT-RG-C - Block #1-#2 right

LX - Run a 5-7 yd outside peel...don't drift out til QB looks

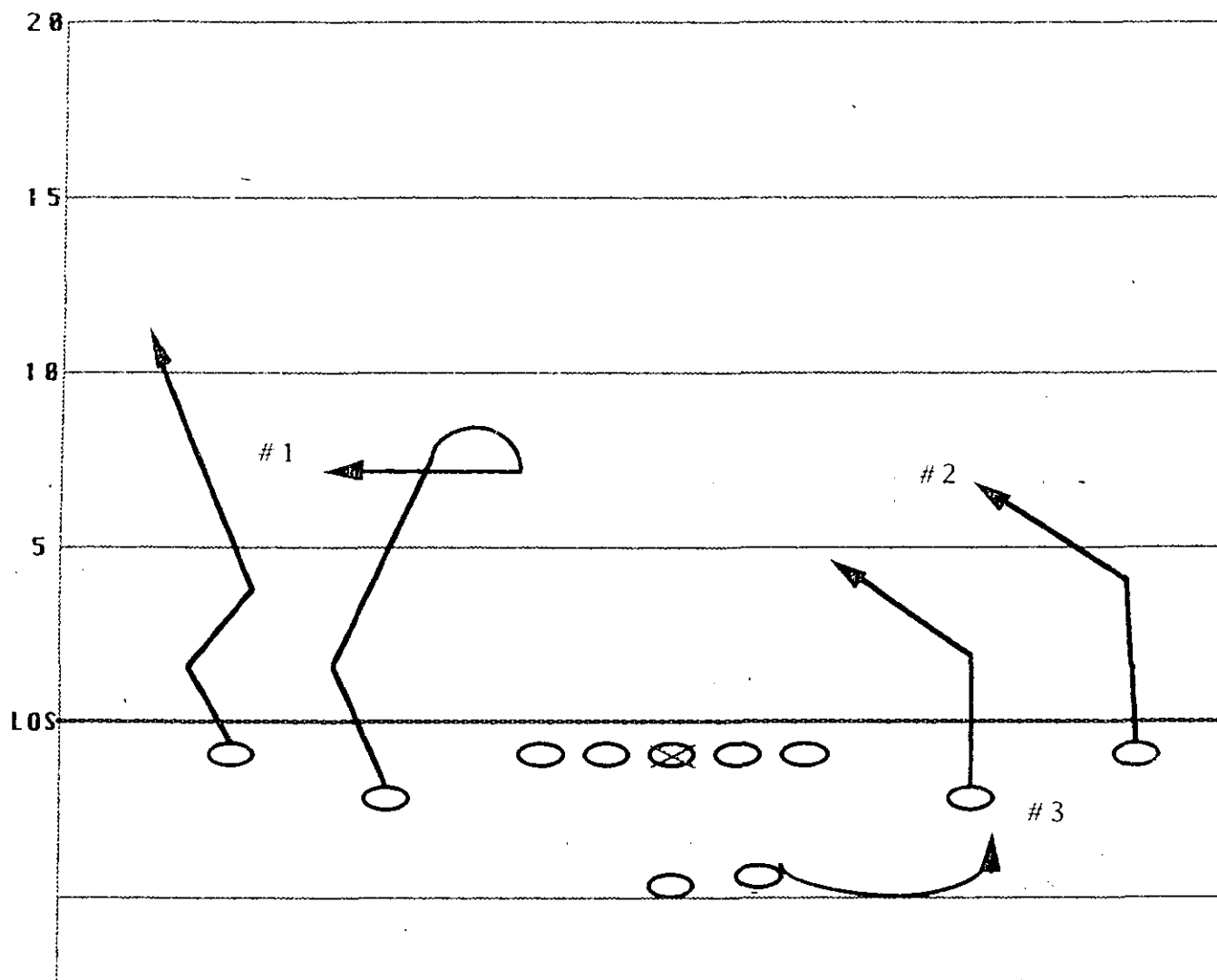
RX - Run a slant -3 long steps or 5 choppy steps...BE FLAT

QB - 1 Full step...gather...read right first #4 defender is HOT

LH - Run a POST/Corner

RH - Run a 3 step slant

FB - Block #3 left...then flare



LT-LG-C- Block #1 &3 left

RT-RG - Block #1-#2& right

LX - Run a short POST/CORNER

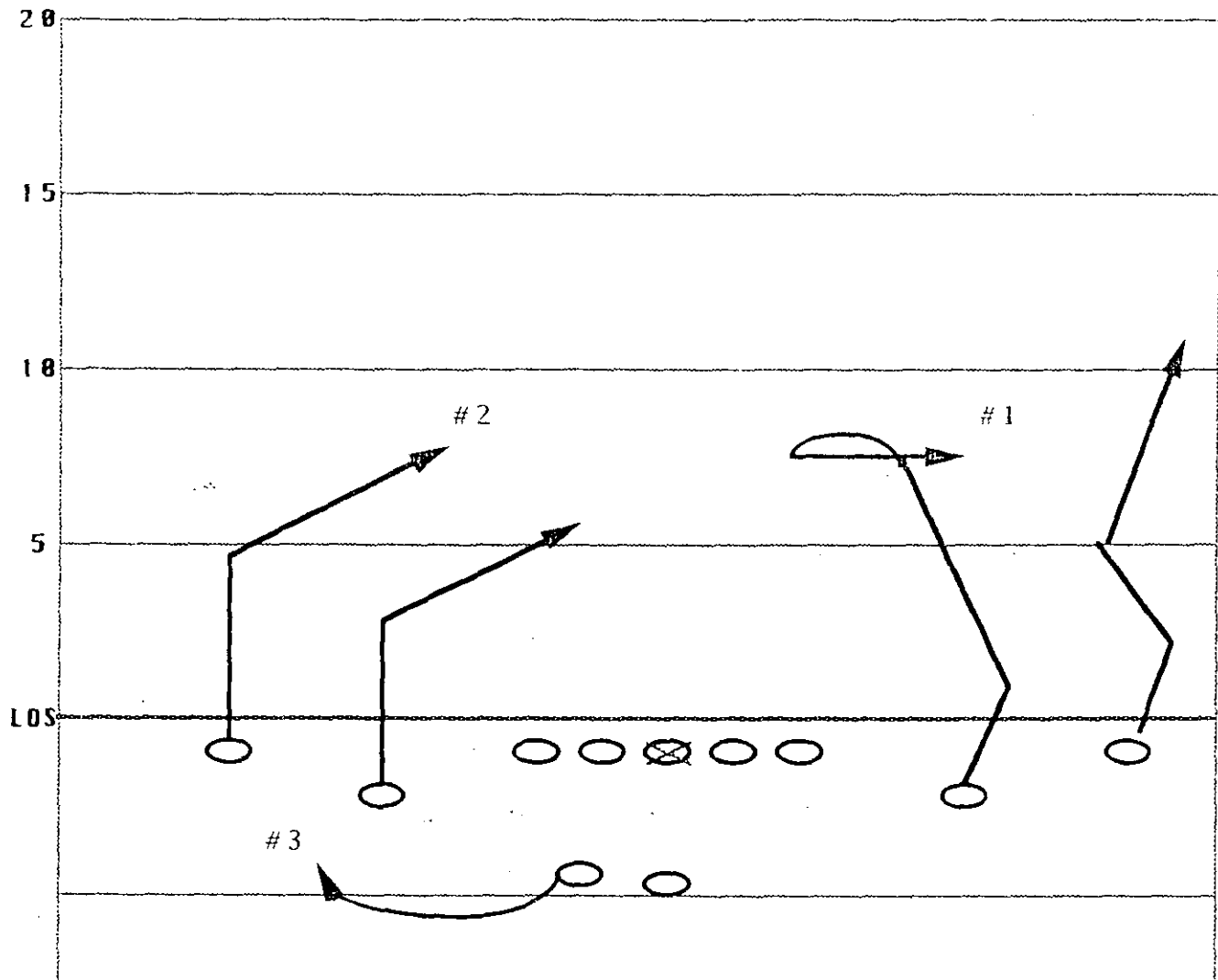
RX - Run a slant- 3 long steps or 5 choppy steps...BE FLAT

QB - 1Full step...gather...read left first #4 defender is HOT

LH - Run a Return move outside...sell slant

RH - Run a 3 step slant...BE FLAT

FB - Block #3 right...then flare



LT-LG- - Block #1 left

RT-RG-C - Block #1-#2 right

LX - Run a slant -3 long steps or 5 choppy steps...BE FLAT

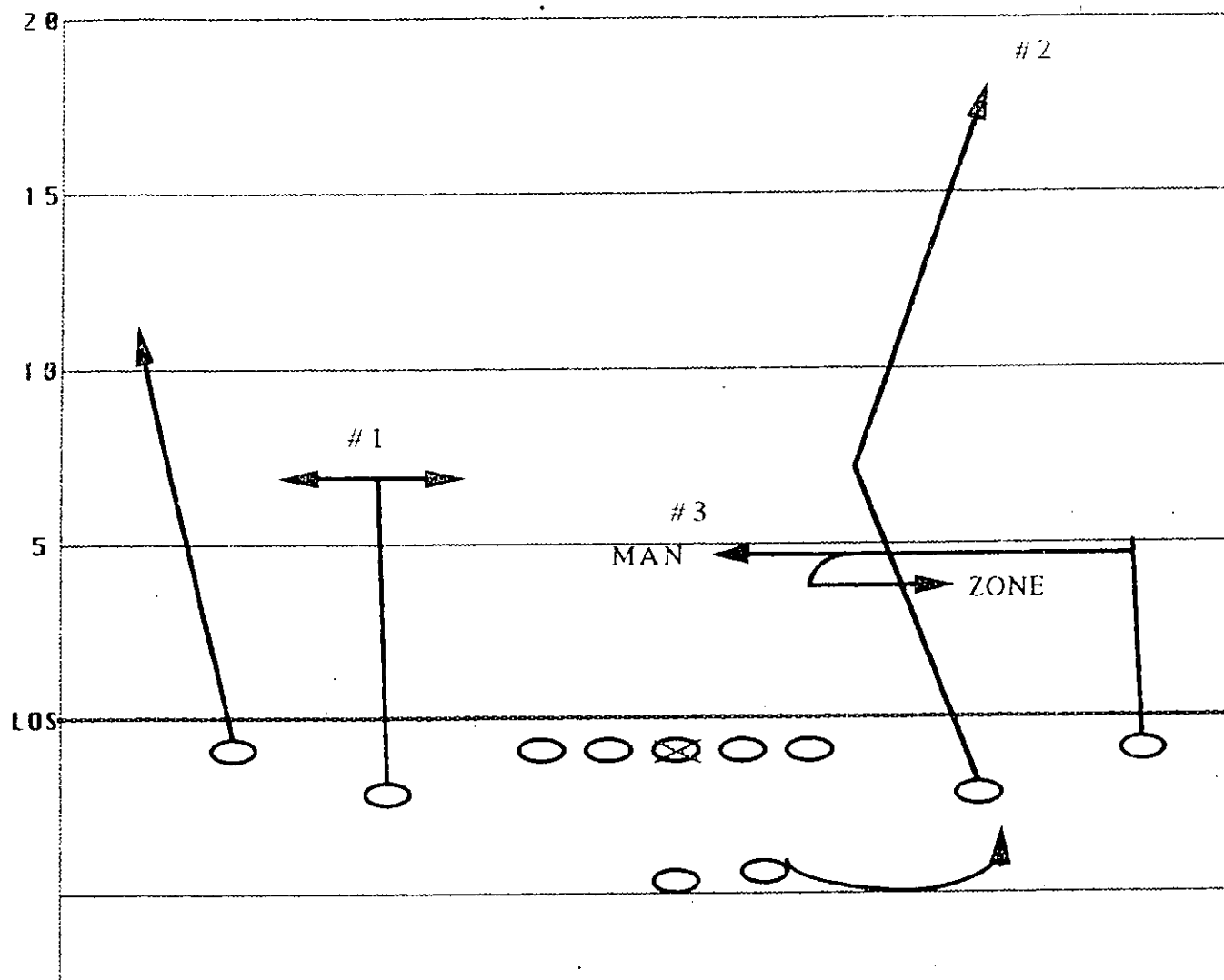
RX - Run a short POST/CORNER

QB - 1Full step...gather...read right first #4 defender is HOT

LH - Run a 3 step slant...BE FLAT

RH - Run a Return move outside...sell slant

FB - Block #3 left...then flare



LT-LG-C- Block #1 &3 left

RT-RG - Block #1-#2& right

LX - Run a takeoff...outside & deep

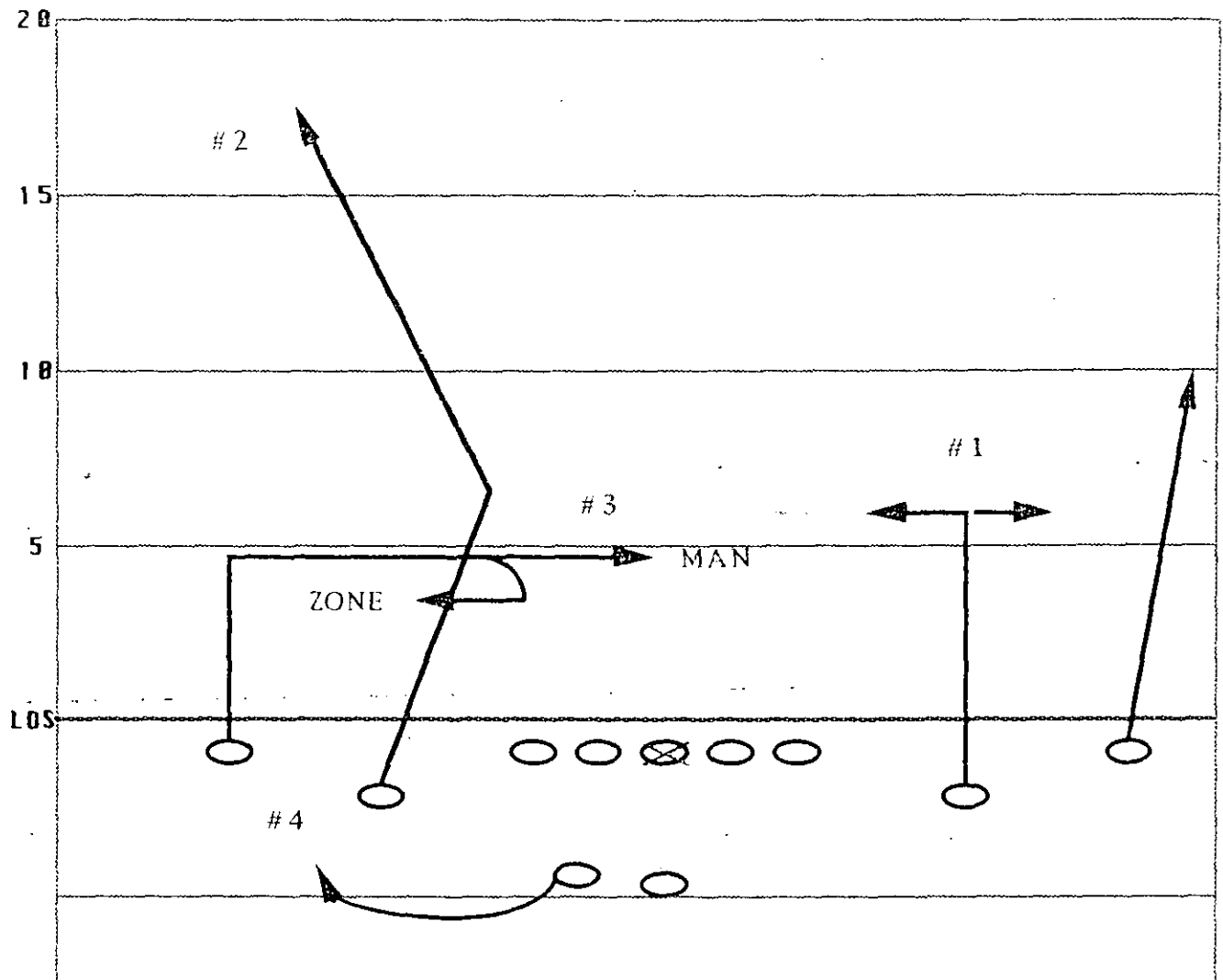
RX - Run a 5yd drag...peel backvs. zone

QB - 1Full step...gather...read left first #4 defender is HOT

LB - Run a 5-7 yd read...stay outside vs. man

RB - Run a deep FLAG

FB - Block #3 right...then flare



LT-LG- - Block #1 left

RT-RG-C - Block #1-#2 right

LX - Run a 5yd drag...peel back vs. man

RX - Run a takeoff...outside & deep

QB - 1 Full step...gather...read right first #4 defender is HOT

LH - Run a deep FLAG

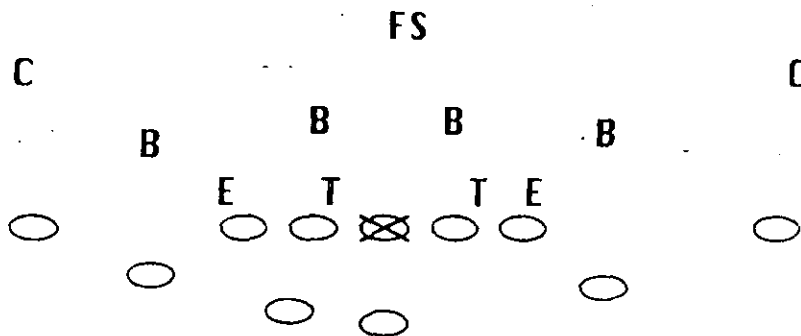
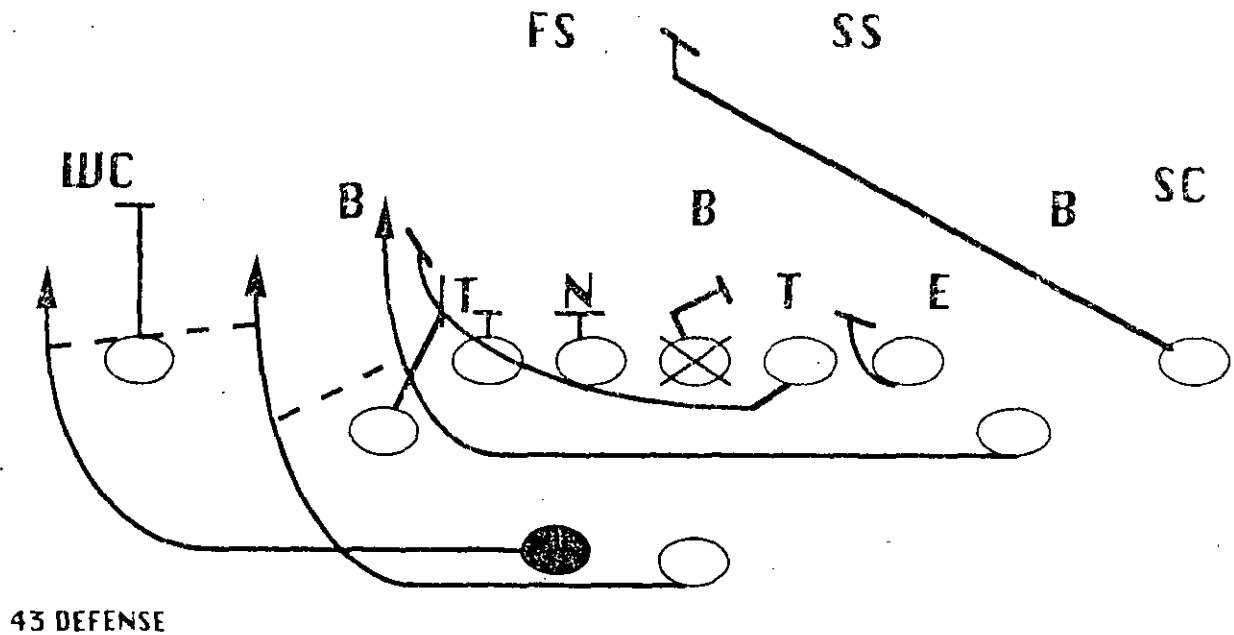
RH - Run a 5-7 yd read...stay outside vs. MAN

FB - Block #3 left...then flare



FB - Sprint laterally.
5x2 pitch relationship
from QB.

WG 17 Shovel Option



LX - Blk man on you

RT - Shutoff

RG - Pull-Lead thru hole.

C - On - Away - Area.

LG - Gap-Area-Post.

LT - Gap-Post-Lead

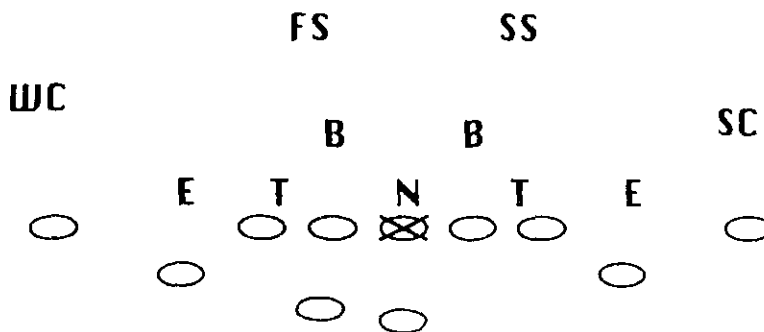
RX - Crossfield - Block back at hole.

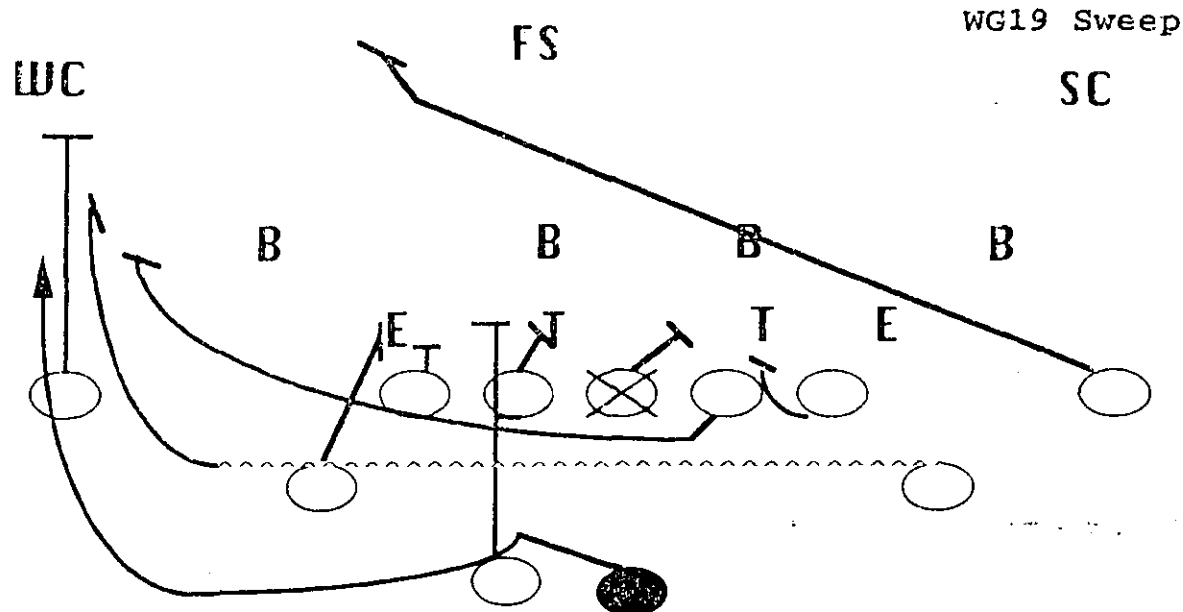
QB - 4sprint steps lateral. Attack outside # of OLB. Pitch to RH-Keep- pitch to FB.

LH - Lead-Backer

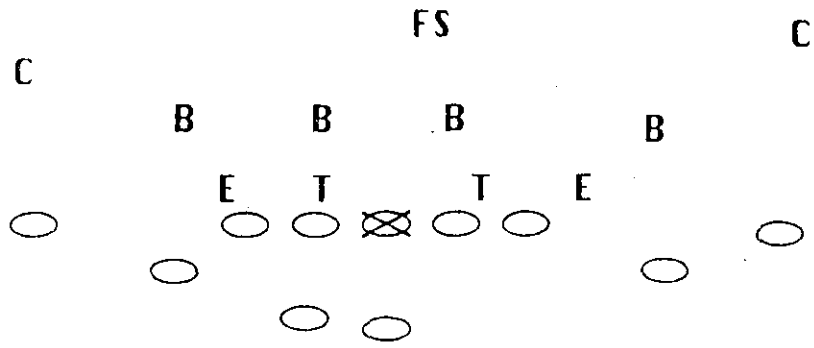
RH - Pitch relationship 3yds deep. Follow RG.

FB - Sprint laterally. 5x2 pitch relationship from QB.





62 DEFENSE



RX - Crossfield - Block back at hole.

RT - Shutoff.

RG - Pull flat-3 steps - Lead QB.

C - On- Near gap- Away.

LG - Pull - Log 7 or 9 Technique. Home vs. 2 Tech

LT - Gap - Down - Post.

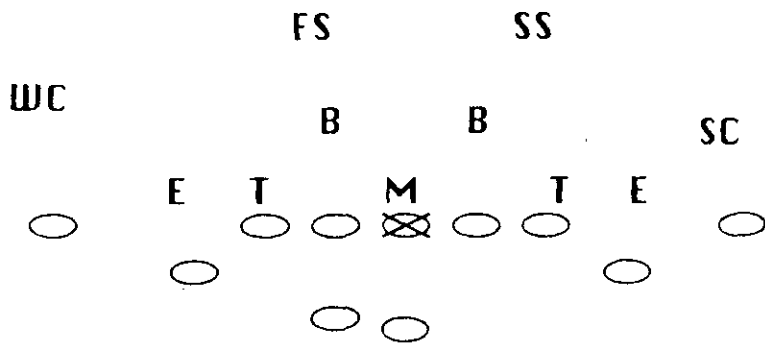
LX - Drive downfield - Block man covering you

QB - Fake 35 Draw. Get depth - Read block of RH. RG is your escort.

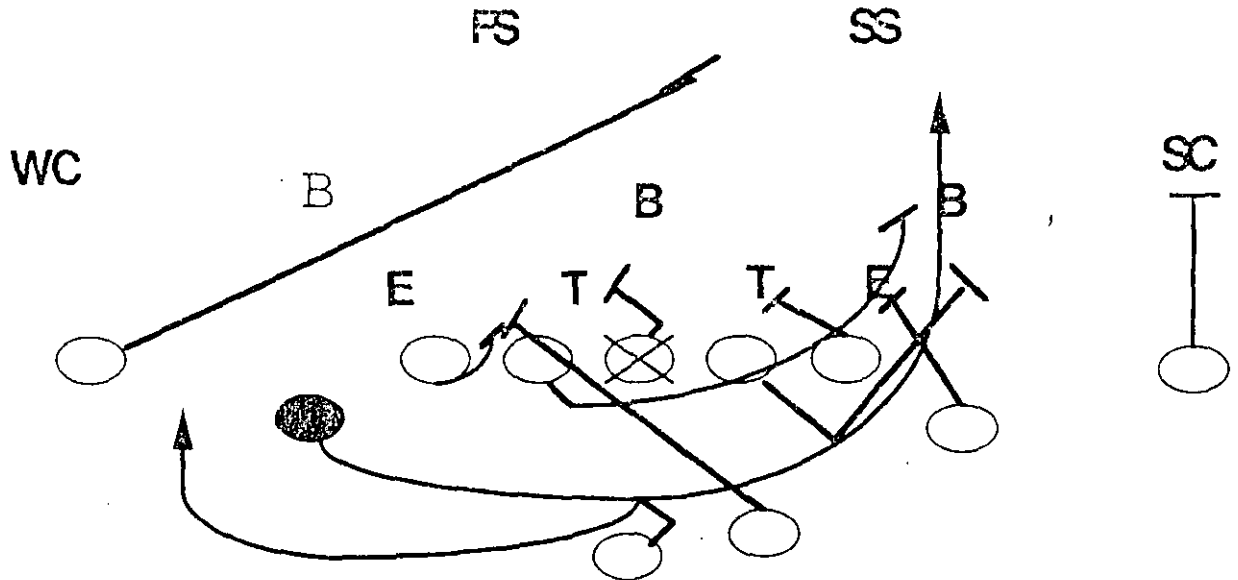
LH - Gap - Down - Backer

RH - Run To motion - Rea BlK of LH. Log next man

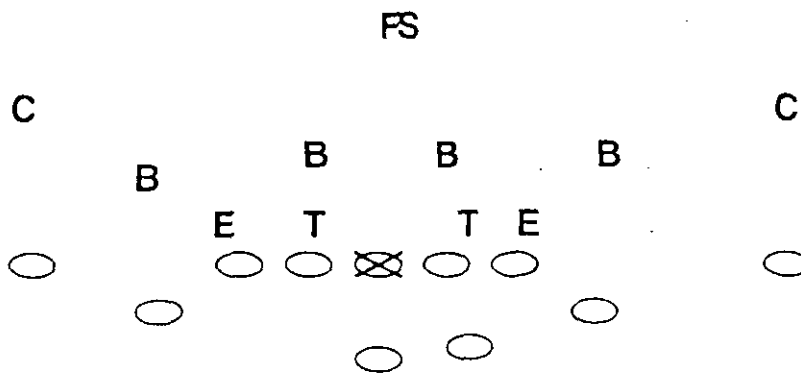
FB - Fake 35 Draw



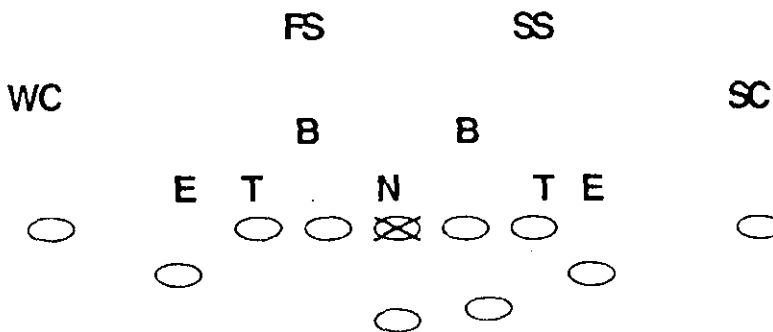
WHITE GUN 28 Buck Sweep



43 DEFENSE



44 DEFENSE



50 DEFENSE

RE - Blk man guarding you.

RT - Gap-Down- Backer.

RG - Pull - Block out on 1st man outside.

C - Reach- Area- Away.

LG - Pull - Wall off.

LT - Shutoff.

SE - Crossfield - Block back at hole.

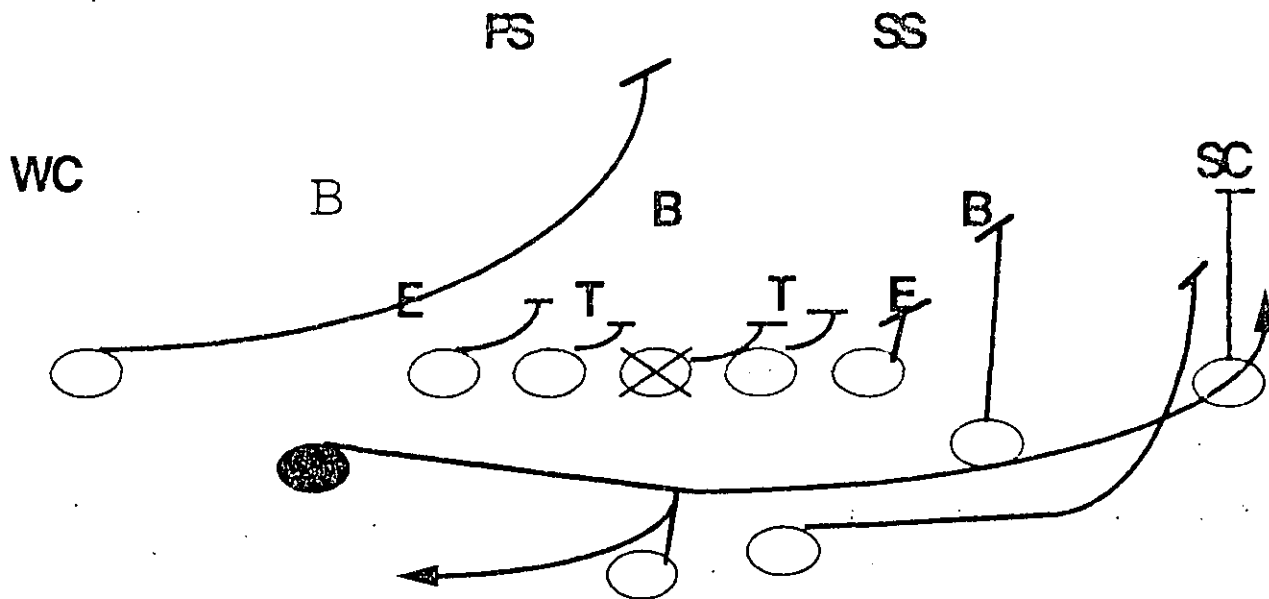
QB -Poke to FB.Front handoff toLH. Waggle@9.

LH - Ball carrier - Leave on snap.Aim pt 1yd front of QB

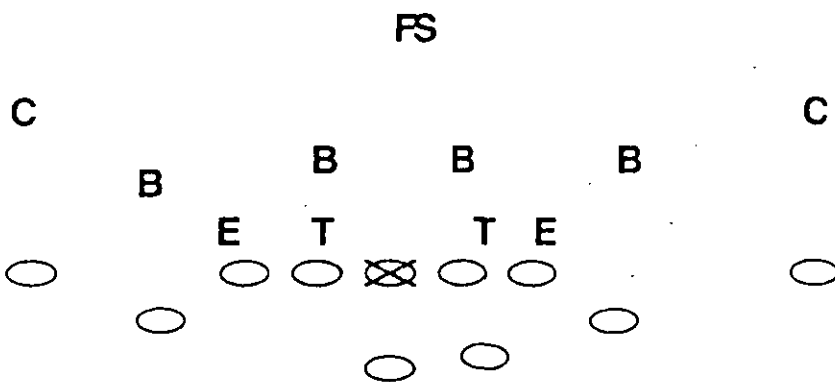
RH - Go for point 1-1/2 yardsoutside of RT. BLK1st free man inside.

FB - Dive for left foot ofC. Block area.

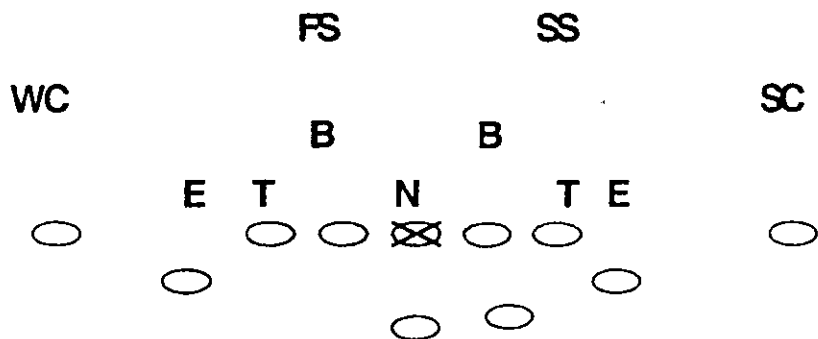
WHITE 28 GUN JET Sweep



43 DEFENSE



44 DEFENSE



50 DEFENSE

RE - Blk man guarding you.

RT - Gap-On-Area #1 outside B gap.

RG -Uncovered: Pull-Wall-off.Covered: Zone.

C - Reach-On- Area.

LG - ZONE.

LT - ZONE.

SE - Crossfield - Block back at hole.

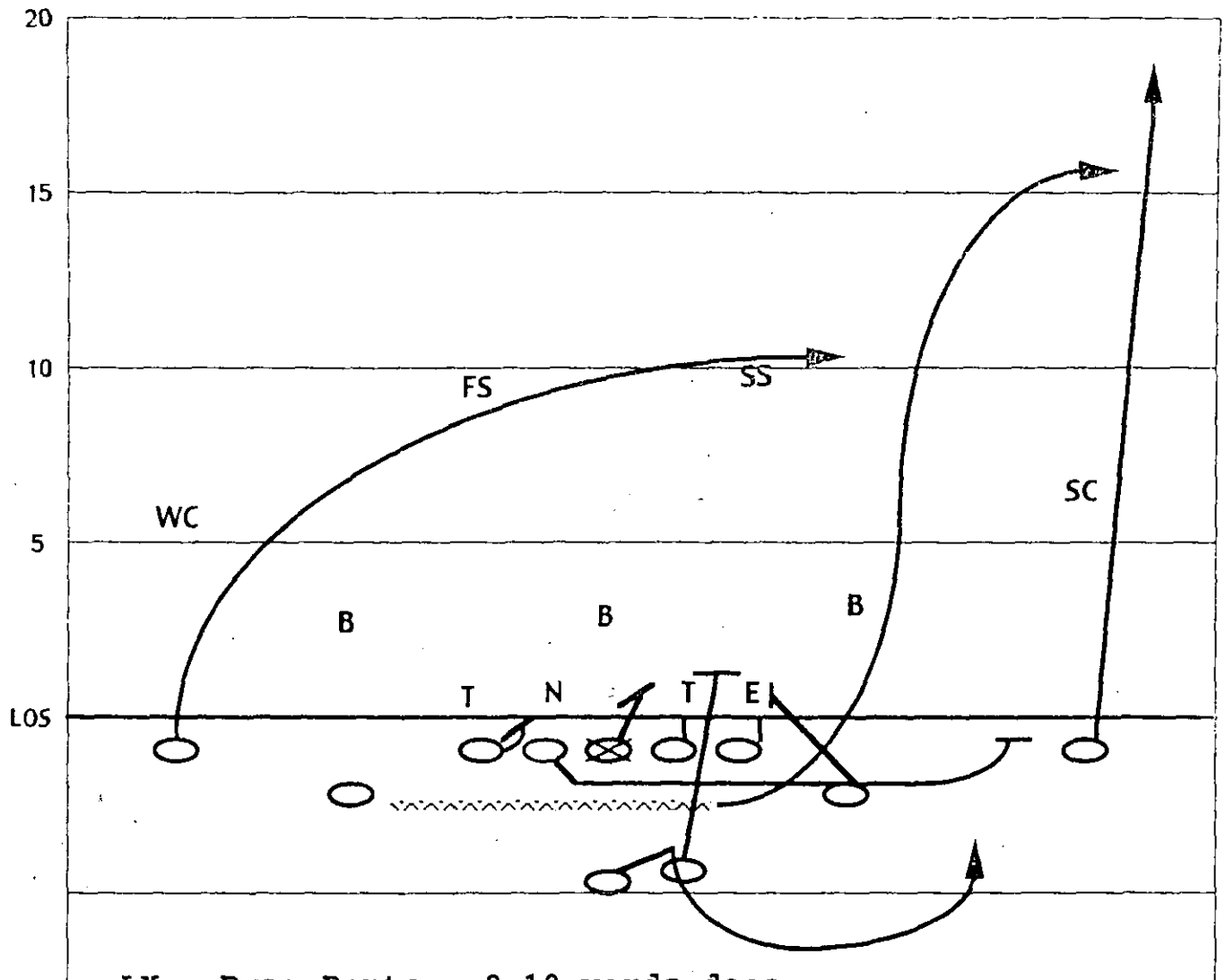
QB -Front handoff toLH. Waggle@9.

LH - Ball carrier - Leave on Red.Aim pt 1yd front of QB

RH - Block #2 outside of B gap.

FB - 1st step is cross over.You are lead blk.

WG 34Draw Pass



LX - Drag Route - 8-10 yards deep.

RT - Gap - Down - On.

RG - Gap - On - Lead.

C - On - Away.

LG - Pull - Lead.

LT - Shutoff.

RX - Fly pattern outside.

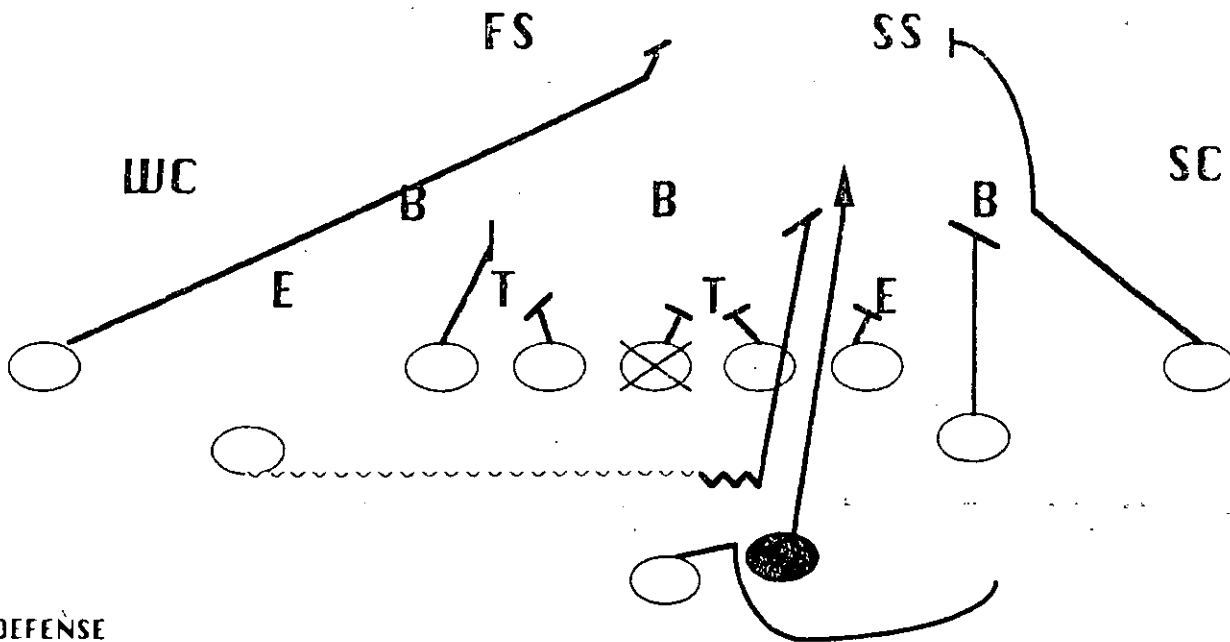
QB - Fake to FB get 2 more steps of depth -
Run or pass option @ 8.

LH - Run to motion - Run a 12-16yd banana

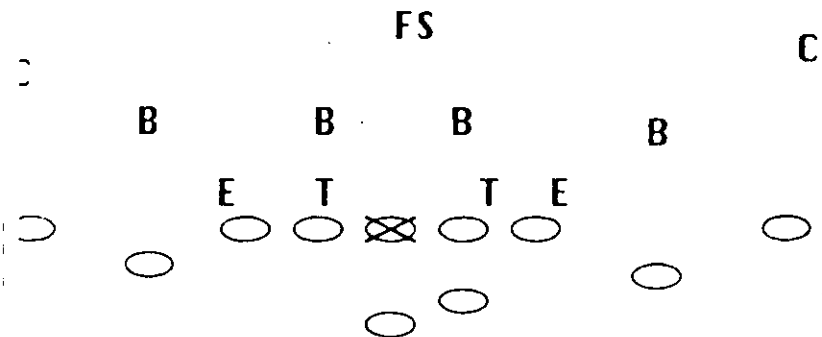
RH - Block down.

FB - Fake 34 Draw - Block LB to backside -

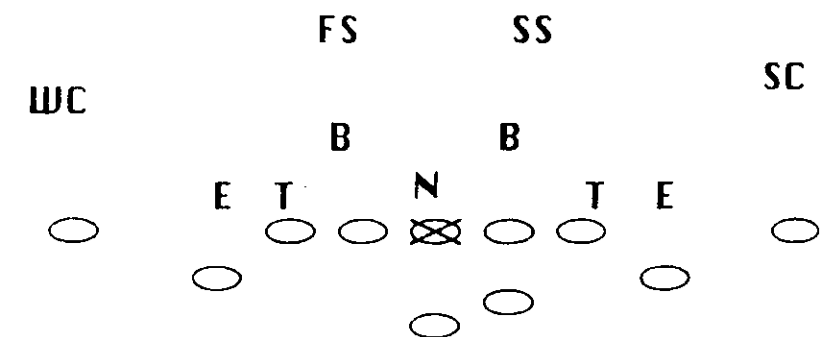
WG 34 BELLY SLIDE



43 DEFENSE



44 DEFENSE



50 DEFENSE

LX - Crossfield blk back @ ho.

LT - Vs. 5 Technique - Zone.

Vs. 4 Technique - Odd Block.

LG - Vs. 3 Technique - Zone.

Vs. 2 Technique - Gut.

C - On - Away. Whammy 2 tech

RG - Pull block out 1st past LT. Whammy vs 2 tech.

RT - Gap - Down - On.

SE - Fake crack - Downfield block across hole -

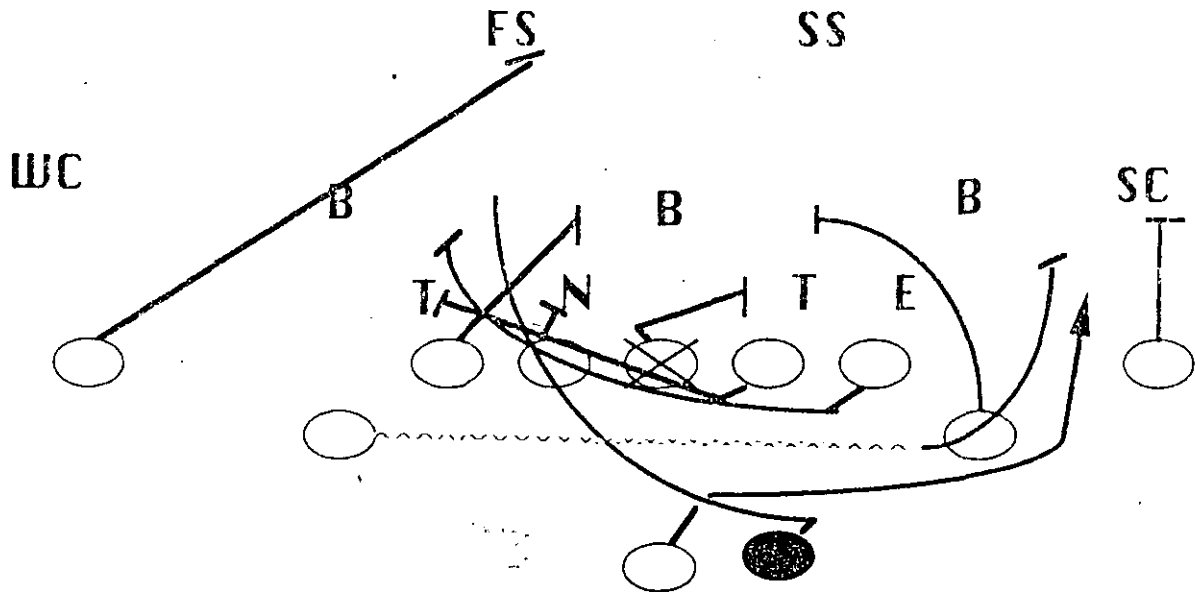
QB - 45 step right, Give to F fake QB swp right.

LH - Run to motion/slide -Blk 1st backer from C

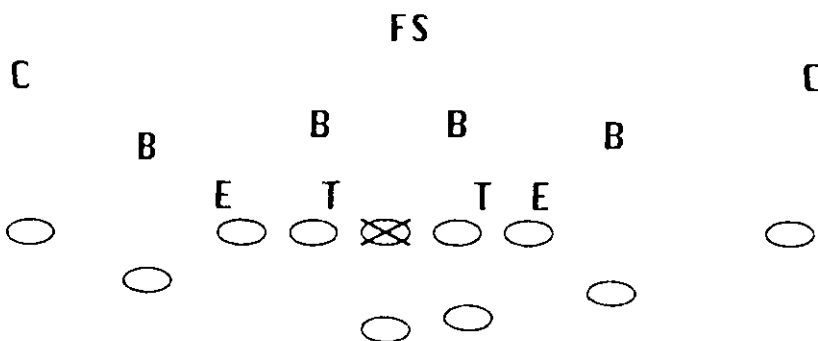
RH - Block#4.

FB - Ball carrier-lateral step Read defensive tackle - Select opening.

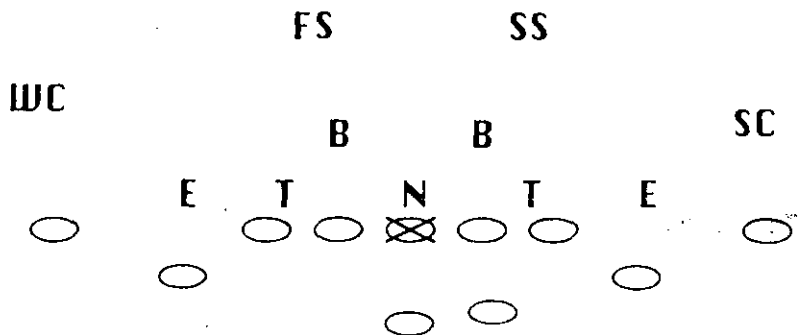
WG35 Joker



43 DEFENSE



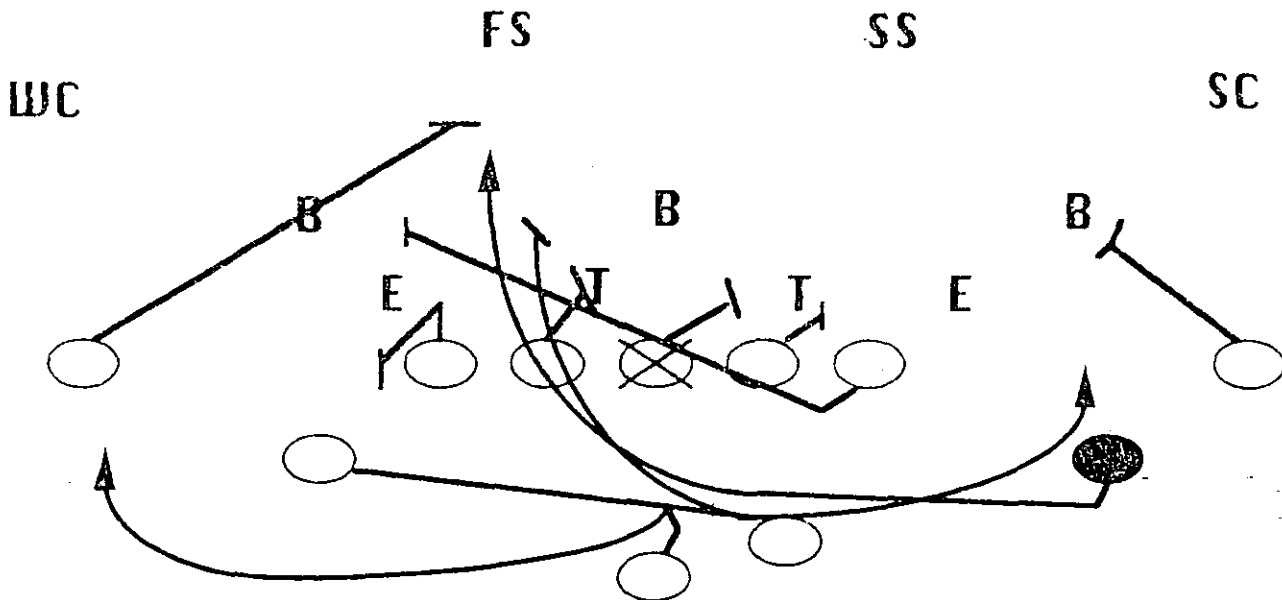
44 DEFENSE



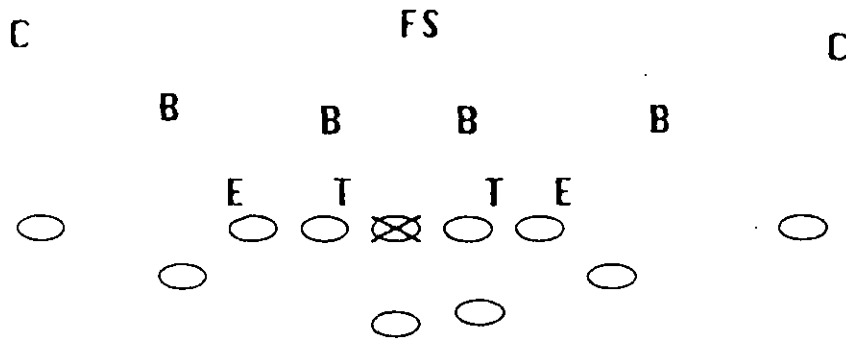
50 DEFENSE

- RX - Blk man on you
- LT - Lead-Gap-Influence
- LG - Gap - Away - Post.
- C - On - Away - Area.
- RG - Pull - Kick out first to show past LG.
- RT - Pull - Lead through hole.
- LX - Crossfield - Block back at hole.
- QB - Insidehand-off to FB - Read 5 tech area. Fake bootleg at 8.
- RH - 1st Backer inside
- LH - Early motion - Block corner contain.
- FB - Step right - Stay low - Follow RG & RT.

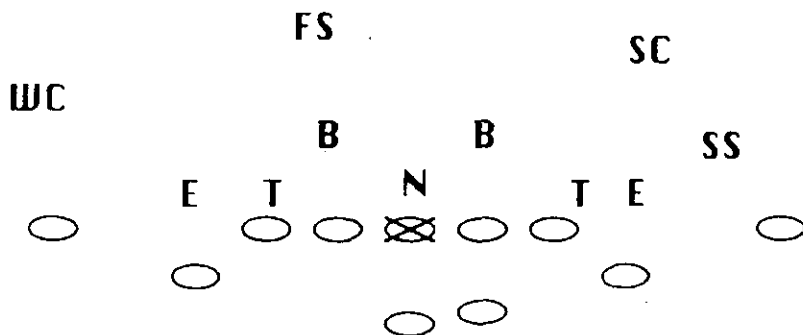
WG 45BUCK XX



43 DEFENSE



44 DEFENSE



50 DEFENSE

RX - Crack OB area.

RT - Pull - Lead through hole.

RG - On -Area -Away

C - On - Area - Away.

LG - Gap - Post - Away.

LT - Gap - Lead - Influence left.

LX - Downfield block up at hole.

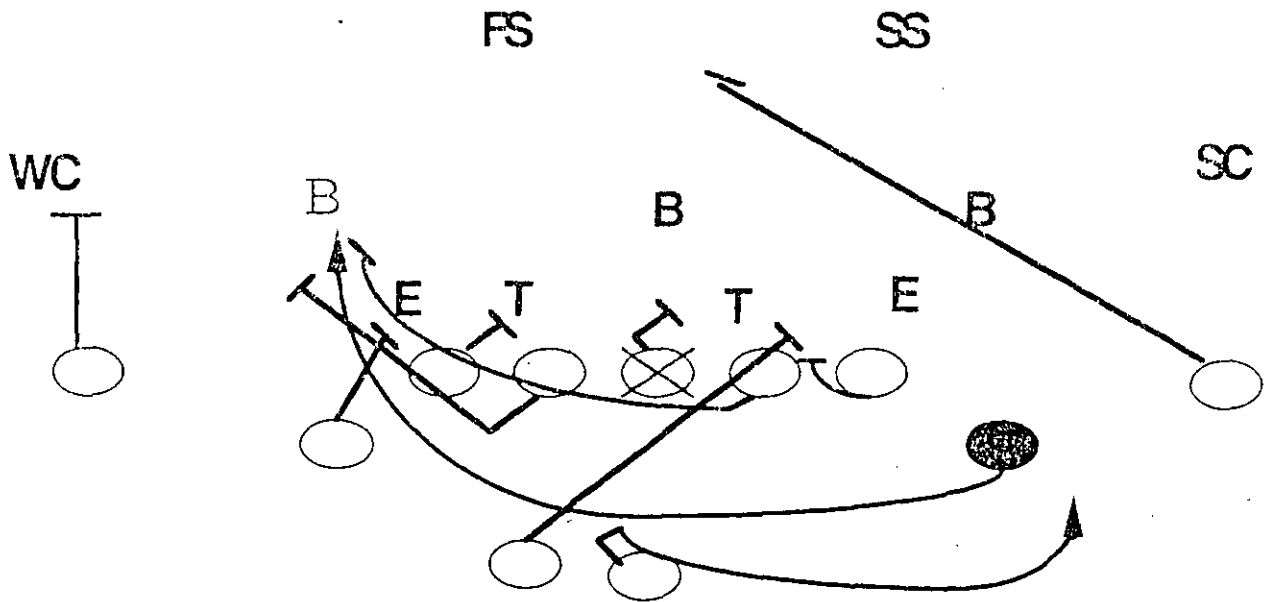
QB - 28 Buck sweep - hand off to LH - fake waggle.

LH - 28 Buck SWP-receive handoff. Give inside handoff to RH.

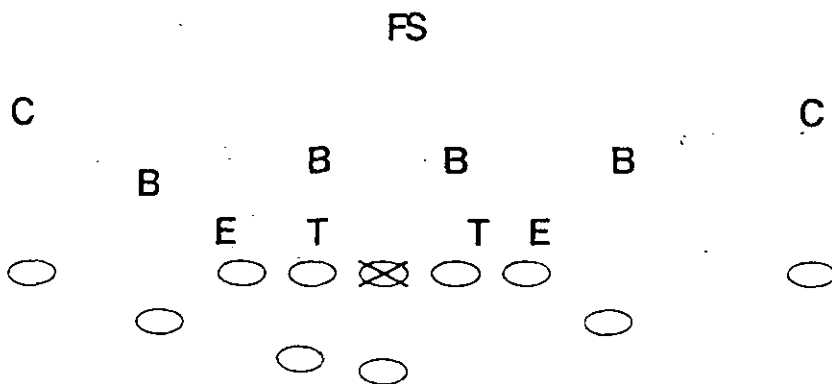
RH - Ball Carrier - Drop step, receive handoff from LH. Follow RT and FB.

FB - Kickout first on or outside LT

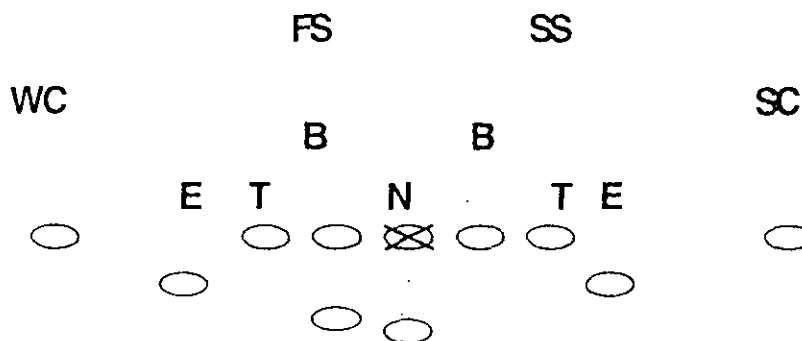
WHITE GUN 49 Buck Sweep



43 DEFENSE



44 DEFENSE



50 DEFENSE

LE - Blk man guarding you.

LT - Gap-Down- Backer.

LG - Pull - Block out on 1st man outside.

C - Reach- Area- Away.

RG - Pull - Wall off.

RT - Shutoff.

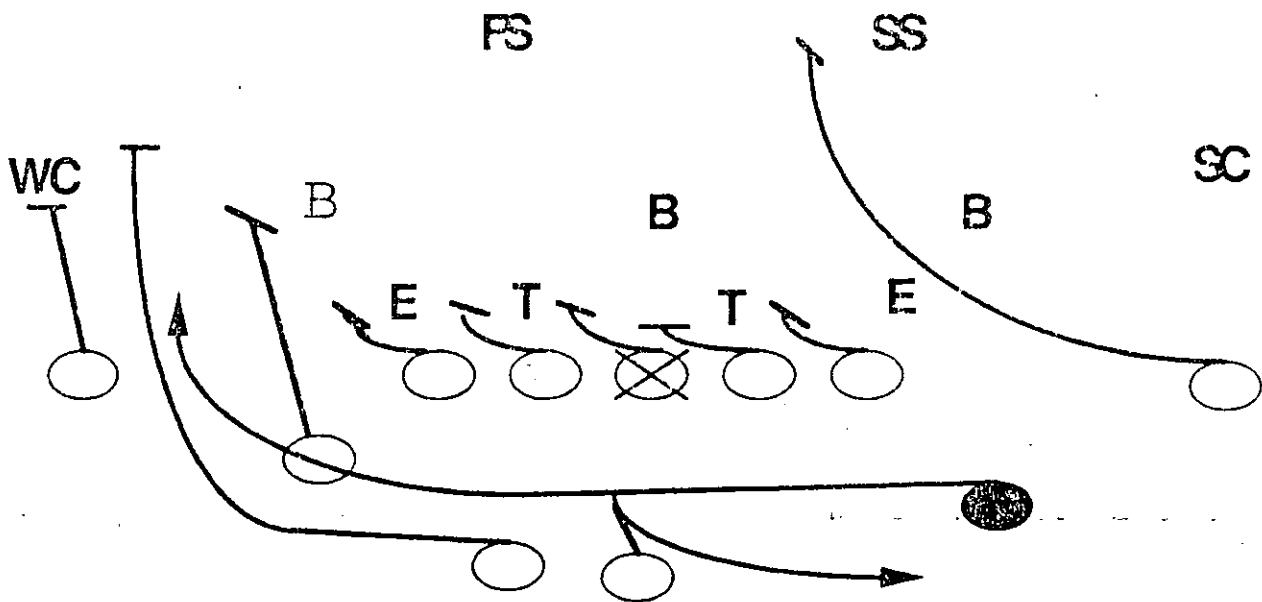
SE - Crossfield - Block back at hole.

QB - Poke to FB. Front handoff to RH. Waggle @ 8.

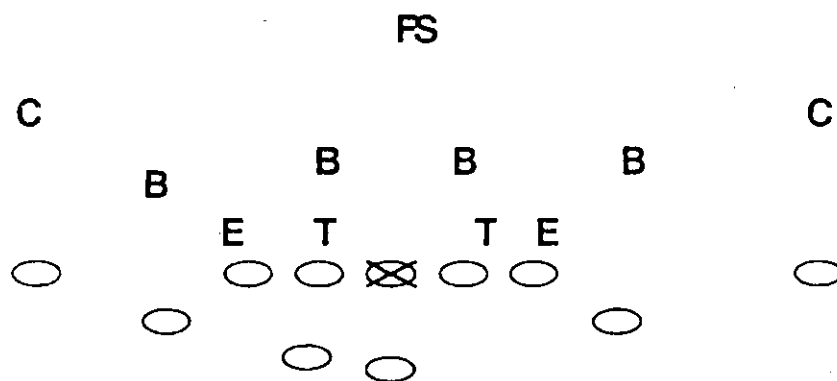
RH - Ball carrier - Leave on snap. Aim pt 1yd front of QB

LH - Go for point 1-1/2 yards outside of LT. BLK 1st free man inside.

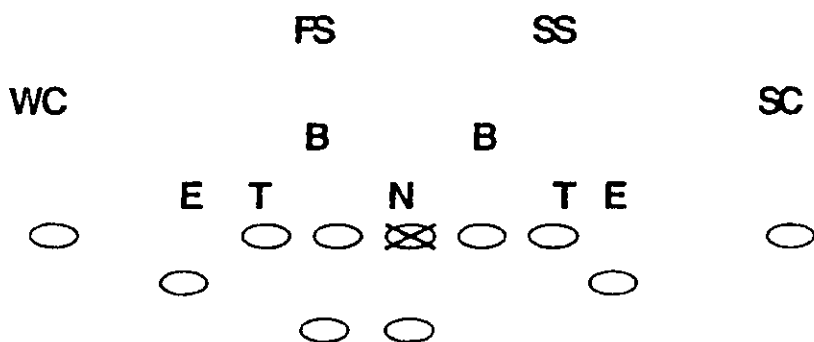
FB - Dive for left foot of C. Block area.



43 DEFENSE



44 DEFENSE



50 DEFENSE

LE - Blk man guarding you.

LT - Gap-On- Area. 1st outside B gap

LG - Uncovered: Pull-Wall off. Covered: Zone.

C - Reach-On- Area.

RG - ZONE.

RT - ZONE.

RE - Crossfield - Block back at hole.

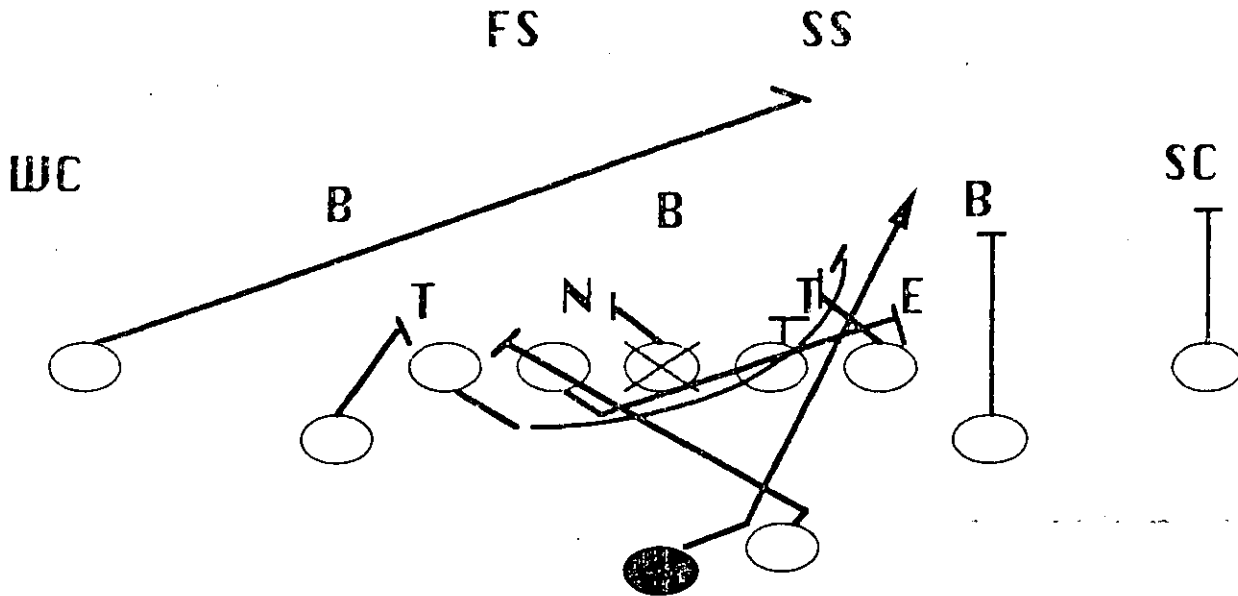
QB -.Front handoff to LH. Waggle@9.

RH - Ball carrier - Leave on Red. Aim pt 1yd front of QB

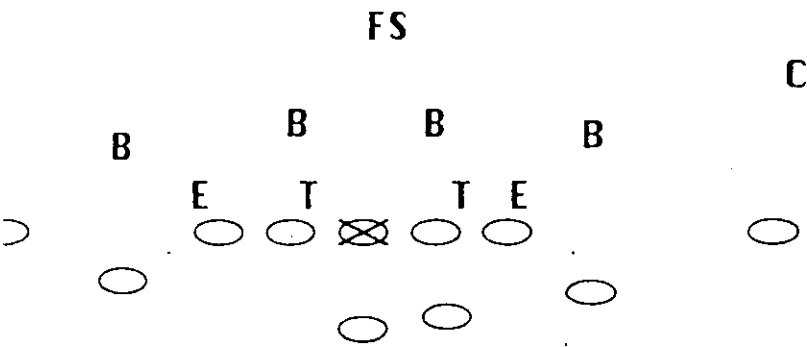
LH - Block #2 Outside of B gap.

FB - 1st step is cross over. You are lead blk.

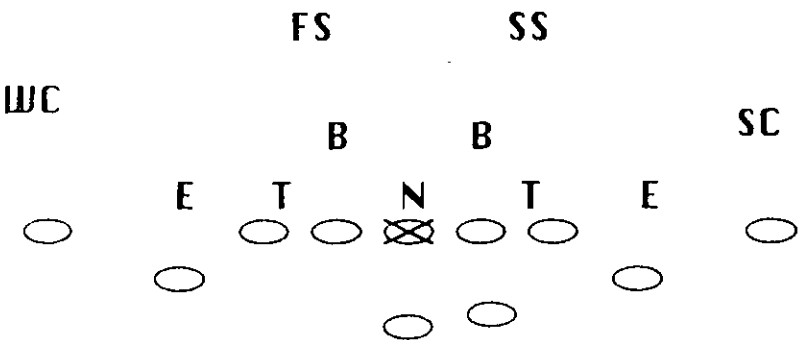




43 DEFENSE

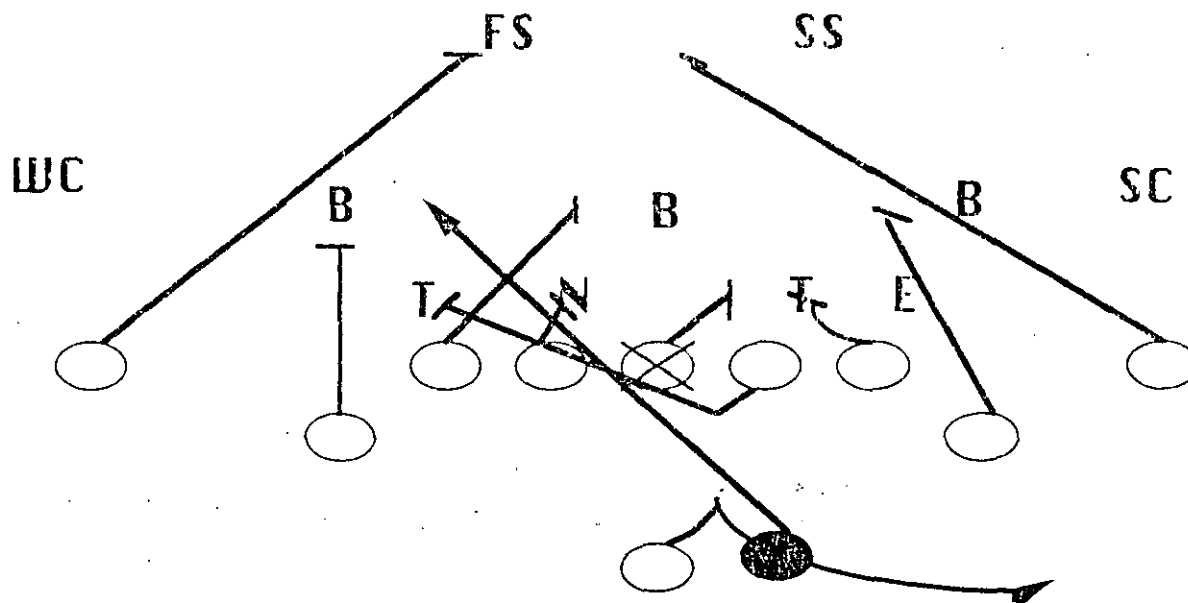


44 DEFENSE



50 DEFENSE

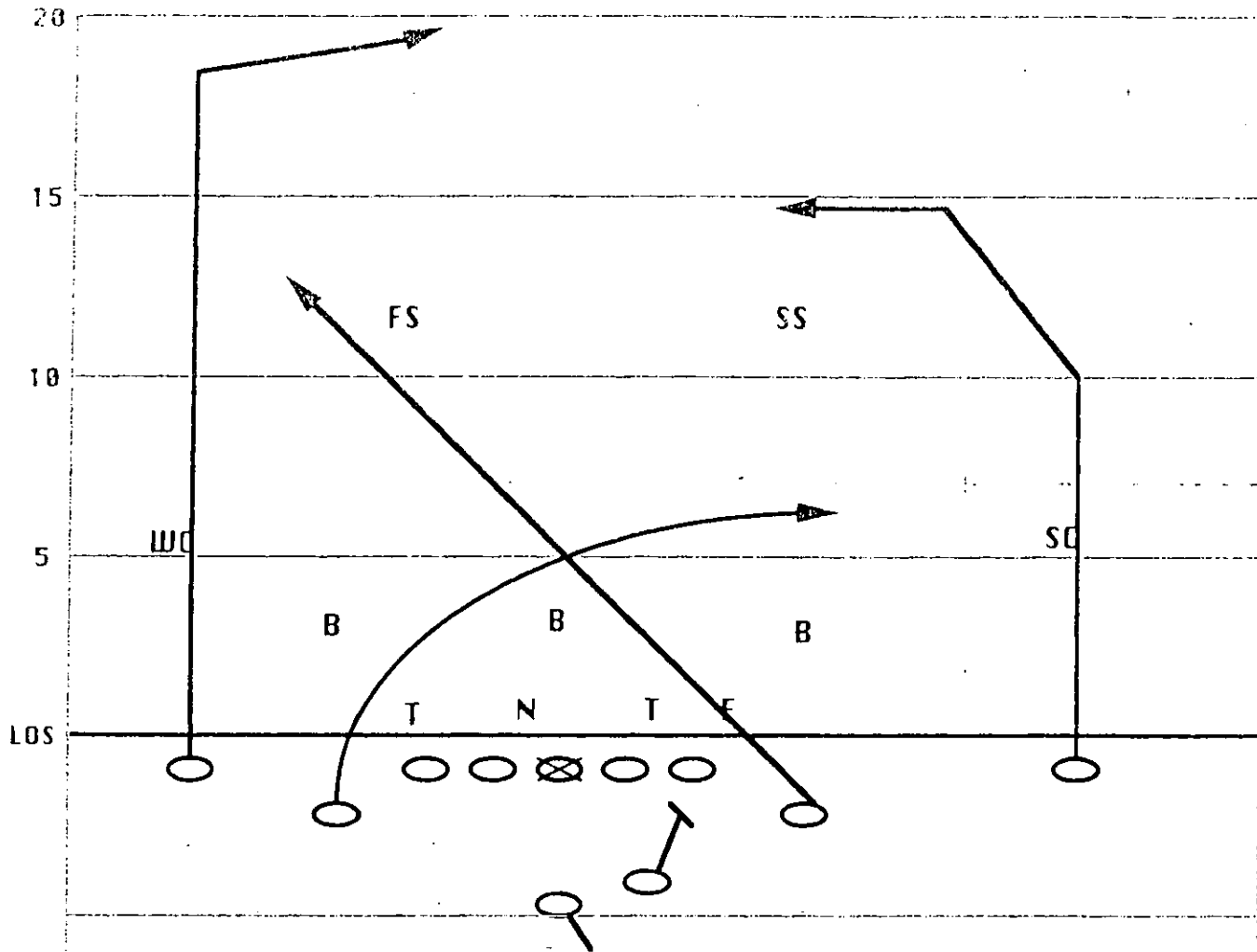
- RX - Blk man on you
- RT - Lead-Gap-Influence
- RG - Gap - Away - Post.
- C - On - Away - Area.
- LG - Pull - Kick out first to show past LG.
- LT - Pull - Lead through hole.
- LX - Crossfield - Block back at hole.
- QB - Fake to FB. Follow LT to hole
- RH - 1st Backer
- LH - Shutoff for LT
- FB - Fake trap left. Fill for LT/LG



A diagram showing a 3x3 grid of cells. The top row contains the letters 'C', 'FS', and 'C'. The middle row contains 'B', 'B', 'B', and 'B'. The bottom row contains 'E', 'T', a crossed-out circle, 'T', and 'E'. There are also several empty circles scattered around the grid, including one to the left of the 'E' in the bottom row, one below the 'E', one below the 'T', one below the crossed-out circle, one below the 'T', one below the 'E', and one to the right of the 'E'.

Diagram illustrating a 1D lattice structure with sites labeled WC, FS, SS, B, and SC. The sites are represented by ovals. The occupations of the sites are indicated by letters: E, T, N, T, E. The N site is crossed out with an X.

- LX - Blk S your side
- LT - Trap-1st LB from C
On-Zone
Gut-Jack Henry Blk
- LG - Gap - Lead- Backer
- C - On - Away
- RG - Pull - Kick out
first to show past LG.
- RT - Shutoff
- RX - Crossfield - Block
back at hole.
- QB - Insidehand-off to
FB - Fake bootleg at 8.
- RH - 1st Backer inside
- LH - Blk 1st backer
your side.
- FB - Step right - Stay
low - Follow RG .



RT-RG-C - Roll Technique.

LT-LG - Hinge Technique.

LX - 20 yard in - .

RX - 15 yard dig.

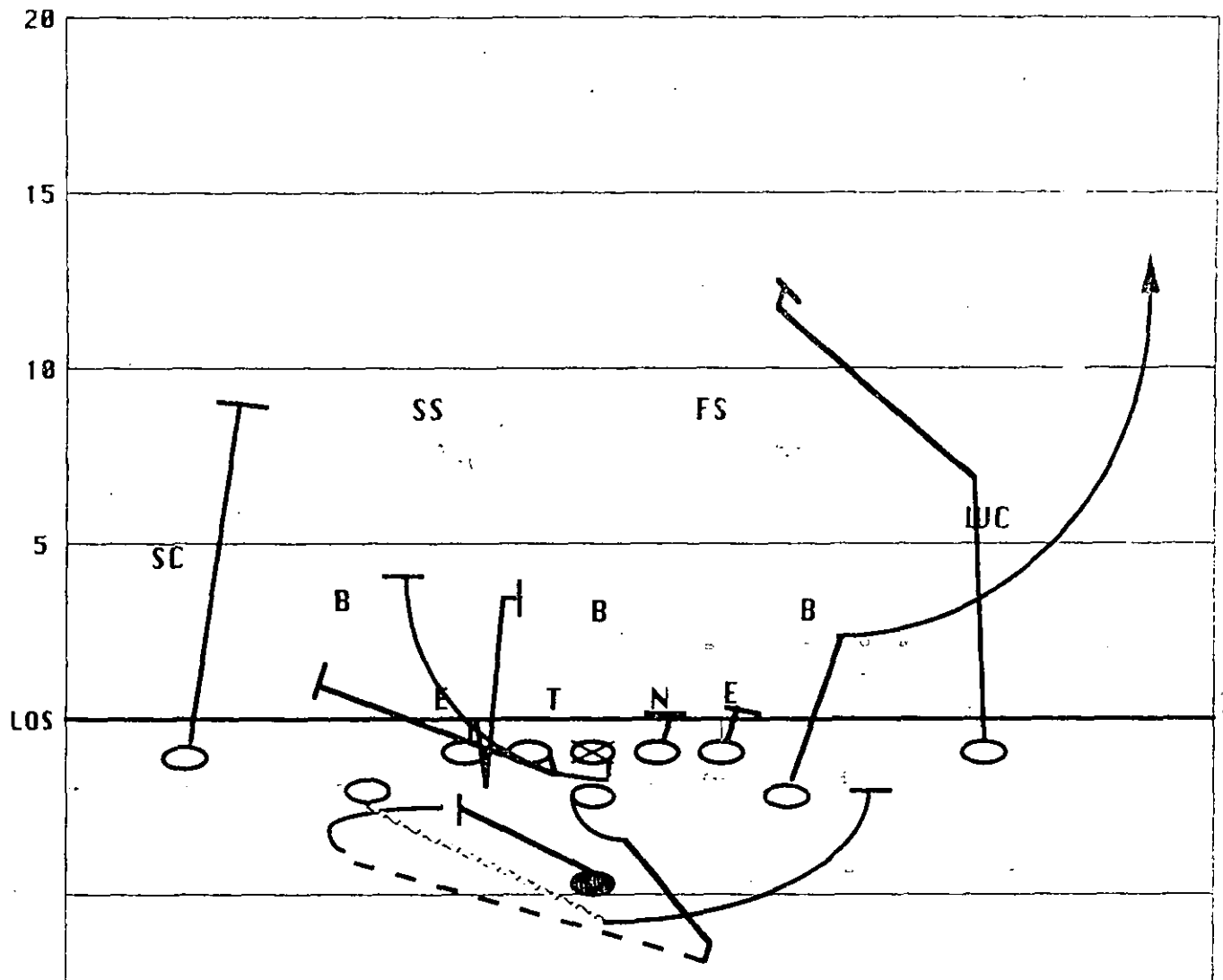
QB - 3 step drop - RH is #1 - LE is #2 - LH is #3.

LH - Circle underneath 5-6 yds. Block #4

RH - Diagonal - 12-15 yards .

FB - Block 1st outside RT.

WHITE 28 Rocket Screen Left



LE - Release inside - Block man covering you

LT - Gap - On - Backer. Release inside wall off 1st LB inside.

LG - Waggle solid-Kick out contain.

C - Waggle solid-Release block back to inside

RG - Zone.

RT - Zone.

SE - Skinny Post pattern. Block safety your side.

QB - Reverse pivot - Fake 28 Rocket- Set up behind RT -
Read SE to RH then dump to FB

RH - Fake 28 Rocket Keep Pass

LH - Fake 28 Rocket Sweep- Block Right

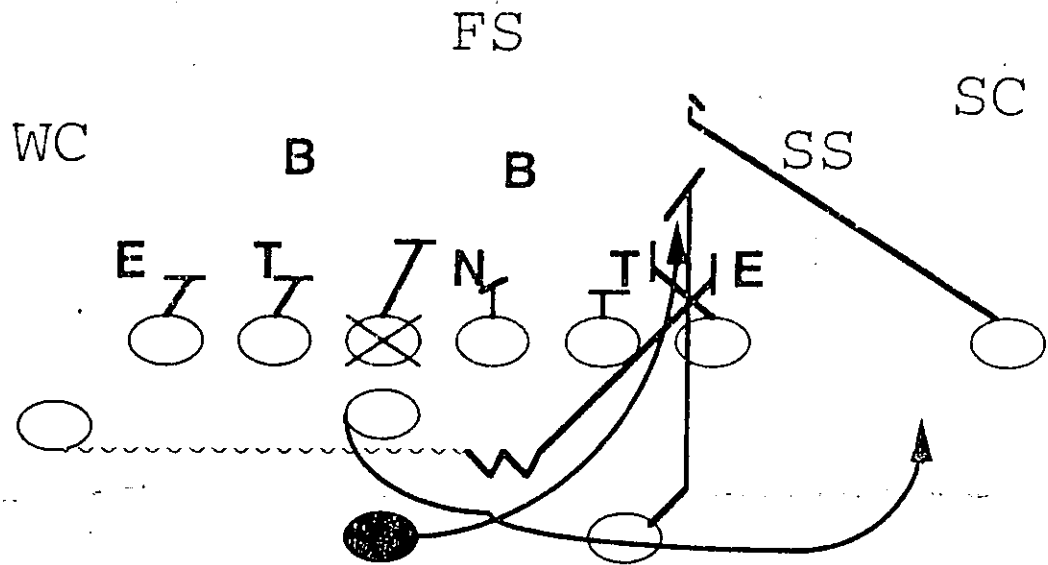
FB - Receiver-Dive for outside foot of LG - Block area. Slide left
turn inside- run between LG kickout and LT seal.

20

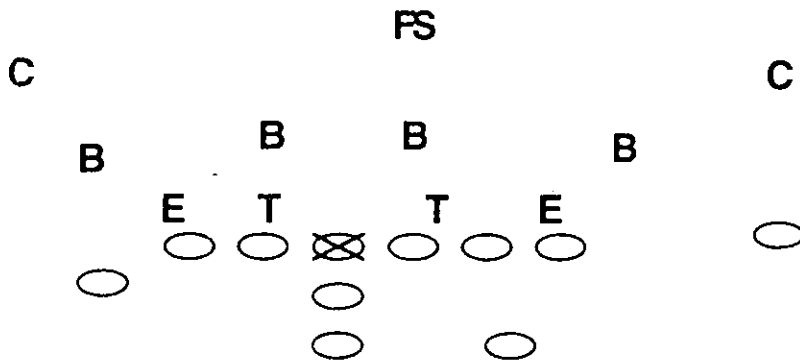


RE - Release inside - Block man covering you
RT - Gap - On - Backer. Release inside wall off 1st LB inside.
RG - Waggle solid-Kick out contain.
C - Waggle solid-Release block back to inside
LG - Zone.
LT - Zone.
SE - Skinny Post pattern.Block safety your side.
QB - Reverse pivot - Fake 49 Rocket- Set up behind LT -
Read SE to LH then dump to FB
LH - Fake 49 Rocket Keep Pass
RH - Fake 49 Rocket Sweep- Block Left
FB - Receiver-Dive for outside foot of RG - Block area. Slide right
turn inside- run between RG kickout and RT seal.

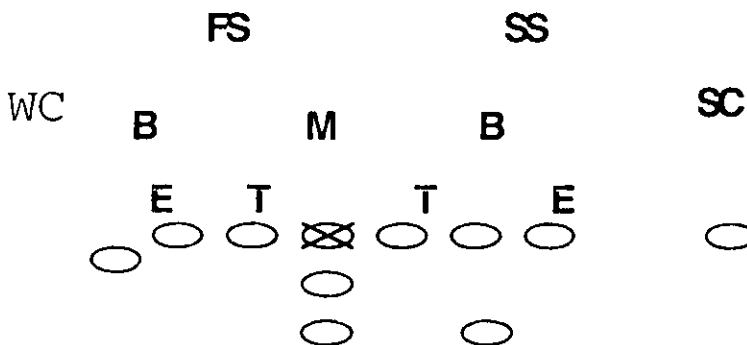




50
DEFENSE



44
DEFENSE



43
DEFENSE

TE - ZONE

RT - Gap - Post - Lead.

RG - Gap - Area - Post.

C - On - Area - Away.

LG - ZONE

LT - Lead - Backer-
Influence-Blk Rt.

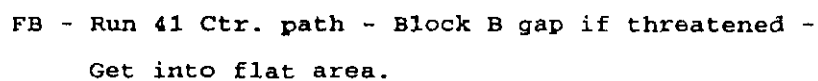
SE - Crossfield - Block
back at hole.

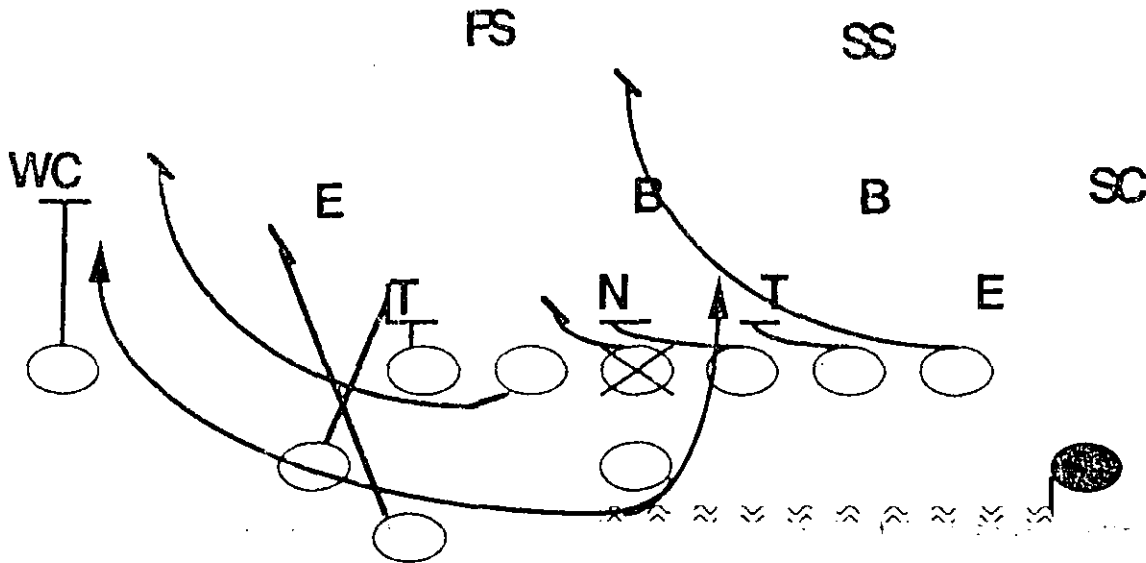
QB - Reverse pivot -
Ride to FB - Fake Keep
Pass Rt.

LH - Run to motion -
Kickout 1st past RT

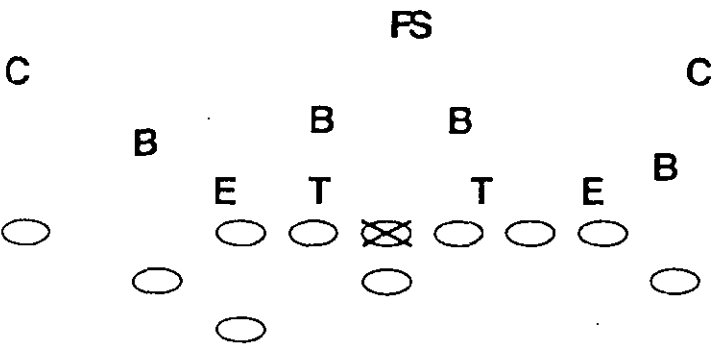
RH - Triangle step -
lead thru 6 hole-wall-
off inside.

FB - Ball Carrier-
Belly path thru 6 hole
Techniques:

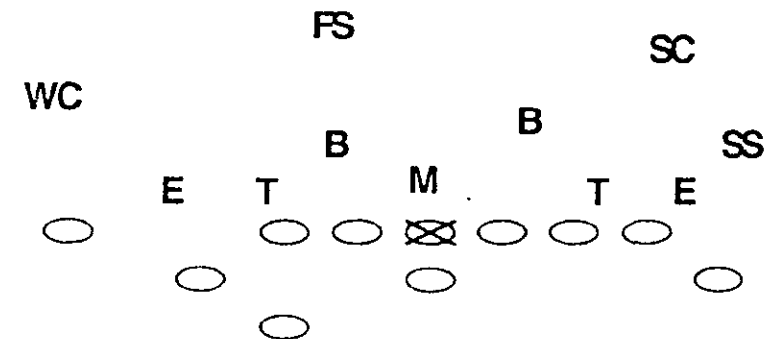




4-3 DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

RT - ZONE

RG - ZONE

C - Reach - On - Area

LG - Pull - Wall off.

LT - Gap-On-Post

SE - Block man covering you or crack level 2

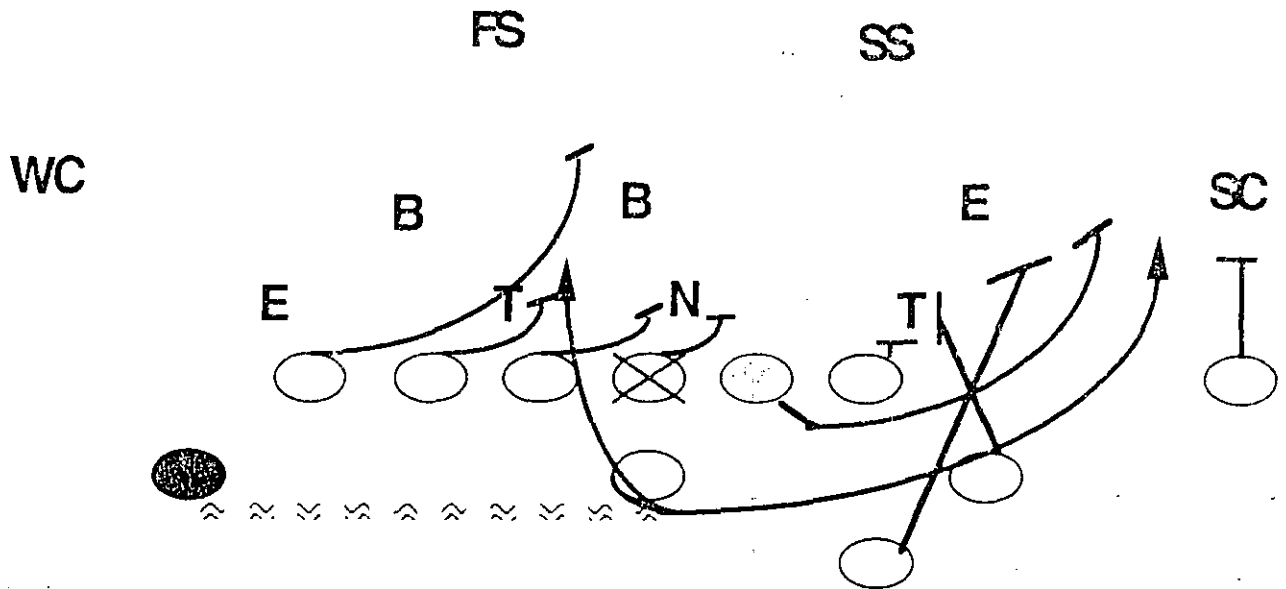
QB - Reverse pivot - 6" over midline-hand to RH- fake Sally @2

LH - Blk 1st inside-lead-post w/LT

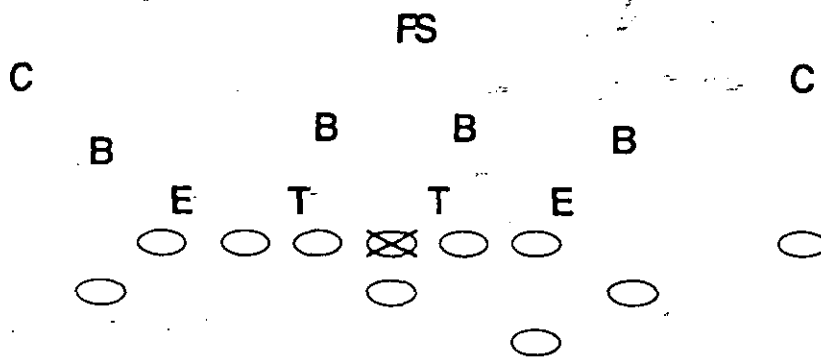
RH - Ball Carrier-Aim Point 2Ft. behind QB-Run to motion.

FB - Crossover 45- Blk 1st outside LT

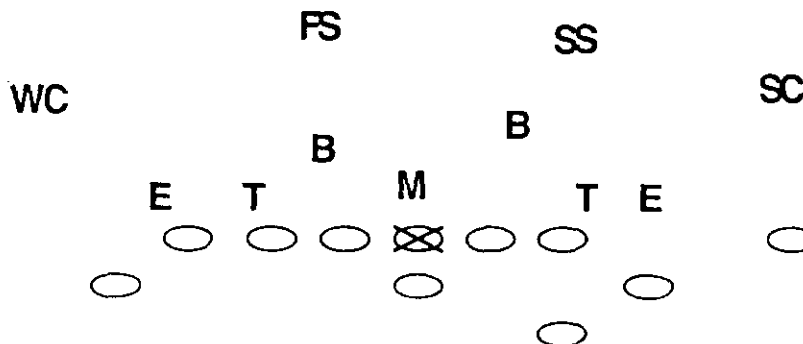
BLUE MINUS 28 JET PWR SWEEP



4-3DEFENSE



44 DEFENSE



50 DEFENSE

TE - ZONE

LT - ZONE

LG - ZONE

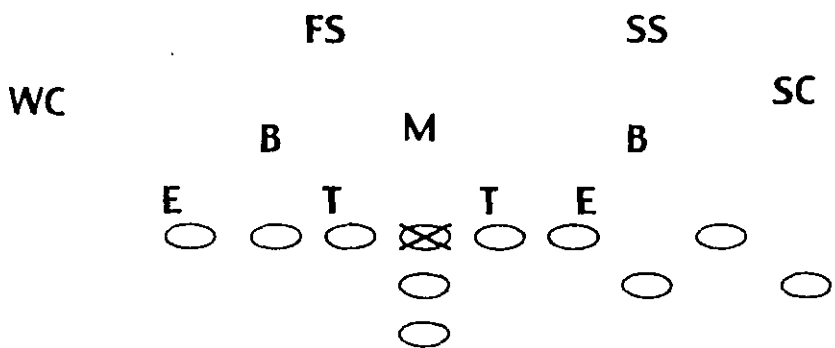
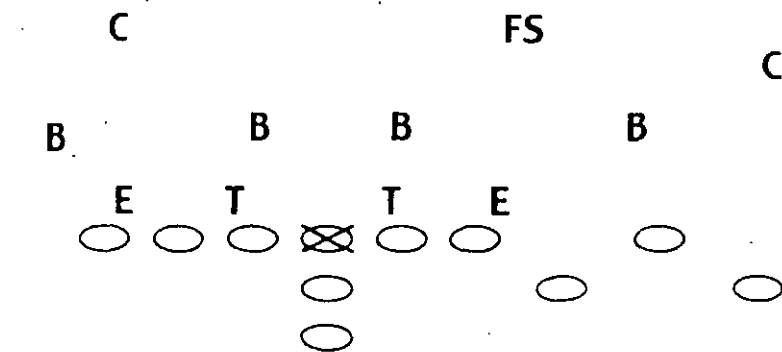
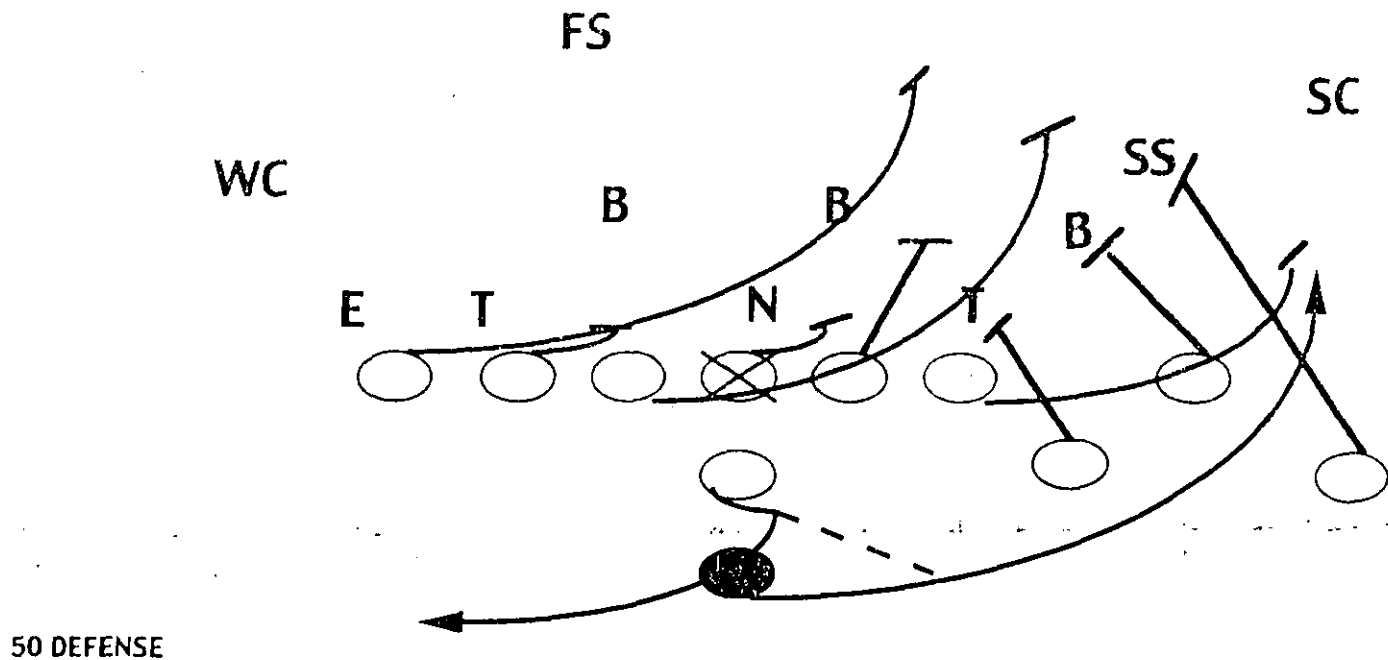
C - Reach -On -Area

RG - Pull - Wall off.

RT - Gap-On-Post

SE - Block man covering
you or crack level 2QB - Reverse pivot -
6"over midline-hand to
LH- Fake Sally @ 3RH - Blk 1st inside-
lead-post w/RTLH - Ball Carrier-Aim
Point 2Ft. behind QB-Run
to motion.FB - Crossover 45- Blk
1st outside RT

FRIENDS RT 38 QUICK TOSS



TE - Crack.

RT - Pull - Lead

RG - Zone.

C - On - Reach -Away.

LG - Pull - Lead through hole.

LT - Shutoff.

SE - Crack

**QB - Reverse pivot -
Toss to FB- Boot
left.**

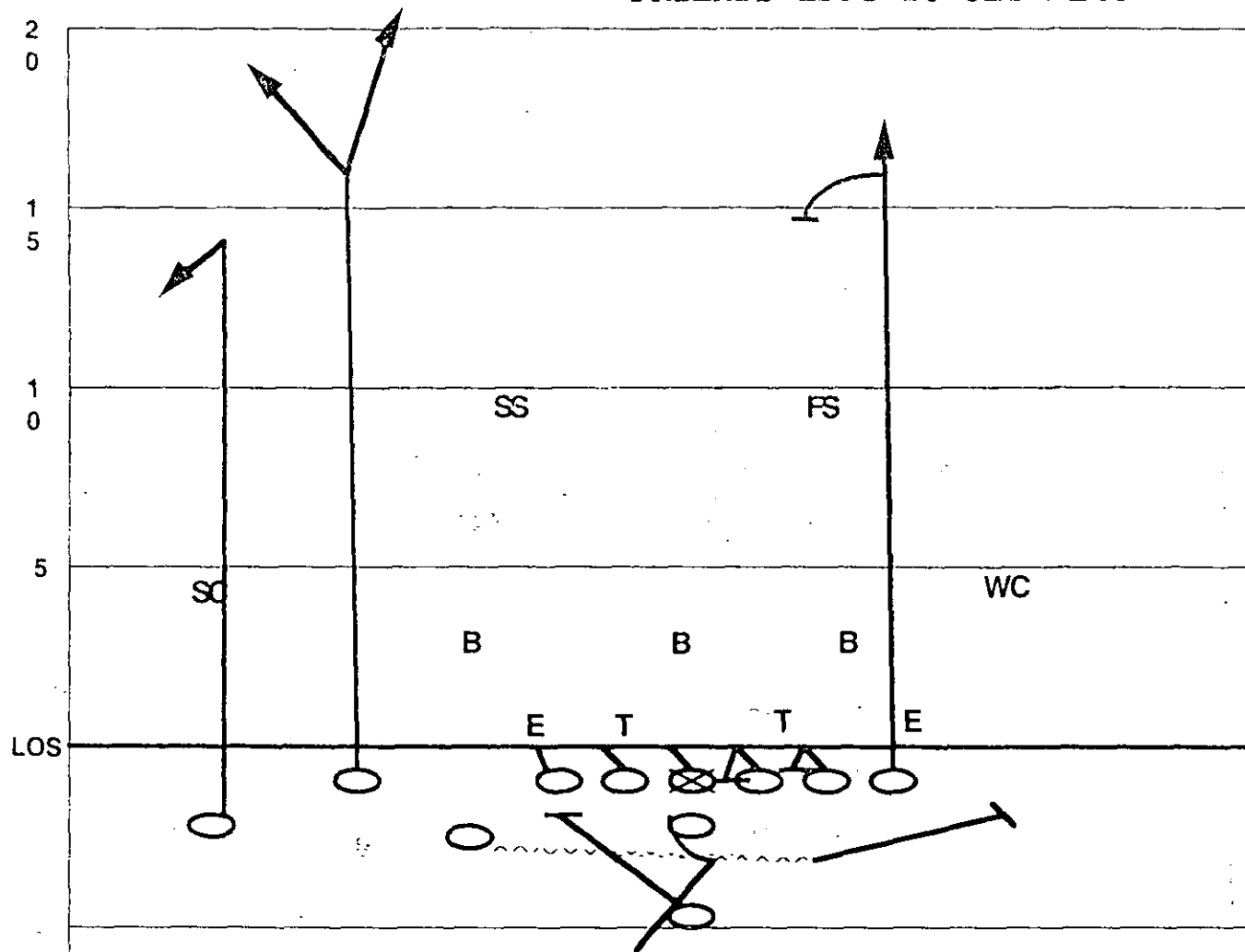
LH - CROSSFIELD

RH - Influence- 1st
INSIDE

FB - Ball carrier - FLAT.

Techniques:

FRIENDS LEFT 28 JET FLAG



LT-LG-C - Fire out - Zone step - 1st man on or outside.

RG-RT- - Gap - On - Area.

SE - 14-12 yd out.

QB - Fake Jet- 5 step drop left - Read TE first...

LH - Fake 28 Jet Swp

TE - Run a Skinny Post vs cov.3...Flag vs. cov.2

RH - Line up @ TE rt. Read centerfield

FB - Block 1st to show outside LT.

20



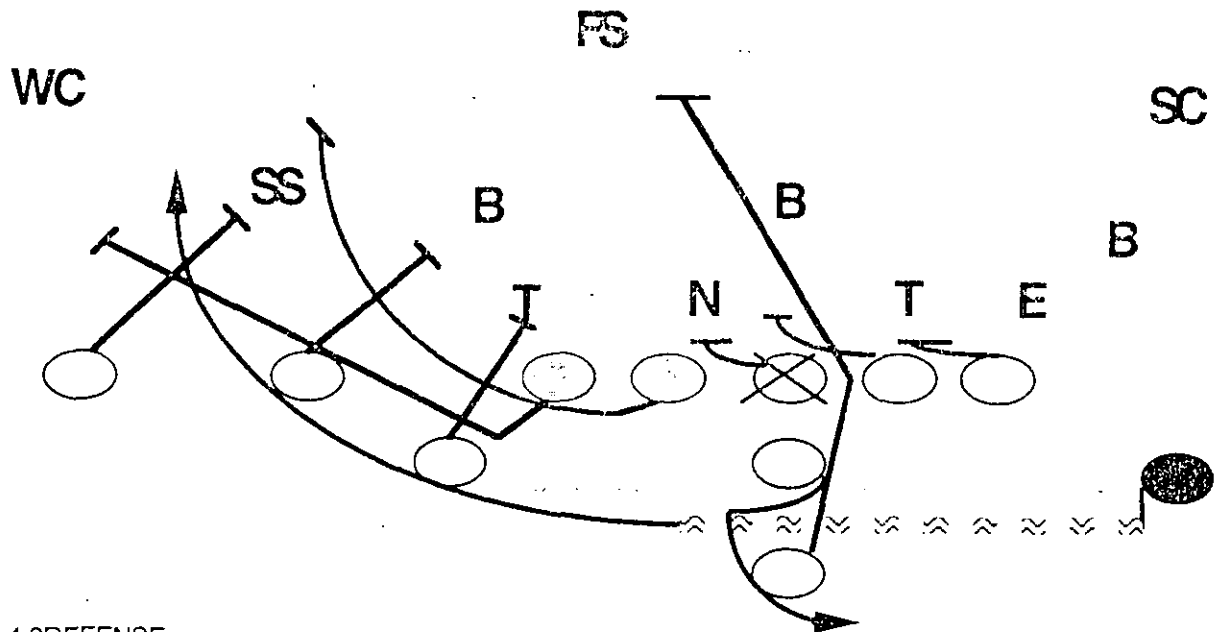
10

5

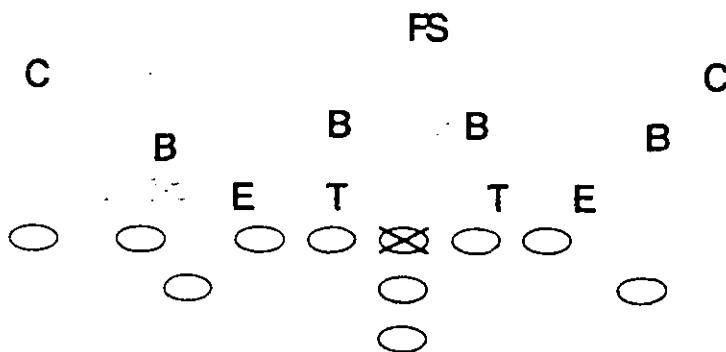
LOS

FB - Block 1st to show outside LT.

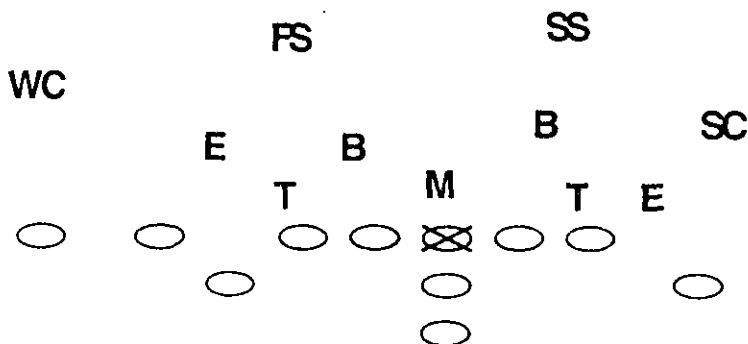
ENDS LT 49 JET CRACK



4-3DEFENSE



44 DEFENSE



50 DEFENSE

TE - CRACK - level 2

RT - ZONE

RG - ZONE

C - Reach -On -Area

LG - Pull - Wall off.

LT - Pull - Kick out

SE - Crack - level 2-3

QB - Reverse pivot -
6" over midline-hand to
RH waggle @ 8

LH - Block #1 outside
of B Gap

RH - Ball Carrier-Aim
Point 2 Ft. behind QB-Run
to motion.

FB - Dive for right
foot of C. Block
area.

CARNEGIE MELLON TWO-MINUTE OFFENSE: AN EXERCISE IN CRISIS COMMUNICATION

Communicative Hierarchy:

Staff => Coach => Quarterback => Offensive Team

COACHING STAFF

The coaching staff must decide before the game, preferably before the season, who will be in control of final offensive decision-making. There must be only one coach who instructs the quarterback from the sideline and during time out meetings. Confusion will result if several coaches vie for the quarterback's attention.

QUARTERBACK

The quarterback is the key to a successful two-minute offense. He must remain poised, in command, and completely aware of his pivotal role as the catalyst of the entire offense's every move. It is the quarterback who is responsible for putting one coach's decisions into effect. Consequently, when running the two-minute drill the quarterback is:

- A. the only player to talk;
- B. the only player to call time out (do so only when instructed out of necessity by the coach in charge);
- C. ready to make one of five possible calls:
 - 1. **"HUDDLE"**--whenever time is out the quarterback can huddle the team to regroup and receive the coach's instructions via the quarterback. The quarterback will call two plays in every huddle; the plays will have identical snap counts. Time can be out in five situations:
 - i. following an incomplete pass,
 - ii. if the ball carrier manages to get out of bounds,
 - iii. during an official time out due to injury or measurement,
 - iv. if the opponents use a time out, and
 - v. if the offensive coach in charge requests a time out.
 - 2. **"TIME OUT"**--only to be called at the request of the coach in charge; the quarterback must look to the bench for the time out signal. The team will automatically huddle and the quarterback will immediately go to the sideline to confer with the coaching staff. Save a time out for your field goal unit if you need three points or less. Time outs aren't really necessary in the two-minute drill if the offense can execute the drill properly. You should be running plays designed to gain 10 or more yards so you should have luxury of wasting a play to stop the clock.

3. **"CLOCK PLAY"**--the team will line up quickly and the quarterback will spike the ball.
4. **"SECOND PLAY"**--the team will line up quickly and run the second play called in the previous huddle. This call is made if the ball carrier was *unable* to get out of bounds.
5. **"AT THE LINE"**--when time must be conserved and we are either out of time outs or need to save one in order to get the field goal team on the field. The quarterback should try to call a play from formation previously used so players don't have to run all over the field for the next play. Coach rolls his hands: "keep it going."

BACKS AND RECEIVERS

The object is to get out of bounds after advancing toward the goal as far as possible. Ball carriers should use good football sense.

TEAM

The team as a whole must:

1. Line up or huddle quickly,
2. Listen to the quarterback's call in huddles and in between plays, and
3. Use good football sense and intelligently anticipate what you are to do.

CARNEGIE MELLON'S PLAYS

It's best to limit your two-minute offense to a few (no more than 10) plays that your offense runs best. Naturally the bulk of these plays will be pass plays, but a counter or draw can be most effective in the two-minute drill. Carnegie Mellon runs the following plays in the two-minute:

1. Red 28 Waggle & Switch
2. Red 75 Choice & Switch
3. Red 49 Waggle & Dig
4. Red 77 Go & Go Out
5. Red 77 TE Delay
6. Red 77 Motion Diagonal
7. Red 77 Slot Diagonal
8. Red 30 Trap or Draw
9. Red 45 Joker XX
10. Red 34 Joker

PROCEDURE EXAMPLE

1. Quarterback will call two plays in the huddle--all plays will be on the first "Go": "Red 75 Choice and Red 77 Go on the first go."
2. Should the choice pass be completed and the receiver doesn't get out of bounds, the quarterback will yell "SECOND PLAY." The team will quickly line up and run Red 77 Go. Could run "CLOCK PLAY" or "AT THE LINE."
3. Should the first play be unsuccessful (incomplete pass) or if the receiver gets out of bounds stopping the clock, the quarterback will yell "HUDDLE."
4. Upon completion of the second play with the clock still running, the quarterback will call "CLOCK PLAY" to intentionally throw an incompleteness out of bounds if it is not fourth down. If it's fourth down, the quarterback must call "AT THE LINE" followed by a formation and a play. The team will then line up and execute the called play.

PRACTICING THE TWO-MINUTE DRILL

- Practice the drill for 20 minutes a week during the preseason.
- Practice the drill for 10 minutes a week during the season.
- Make the drill as live as possible. The quarterback has to make game situation decisions.
- Practice every facet and scenario. Have two footballs available so the quarterback can actually throw the ball away without delaying the drill.

###

KILLING THE CLOCK TO PRESERVE VICTORY

With 1:45 left on first down and the defense has no more than one time out the offense can safely run out the clock. The quarterback has two calls:

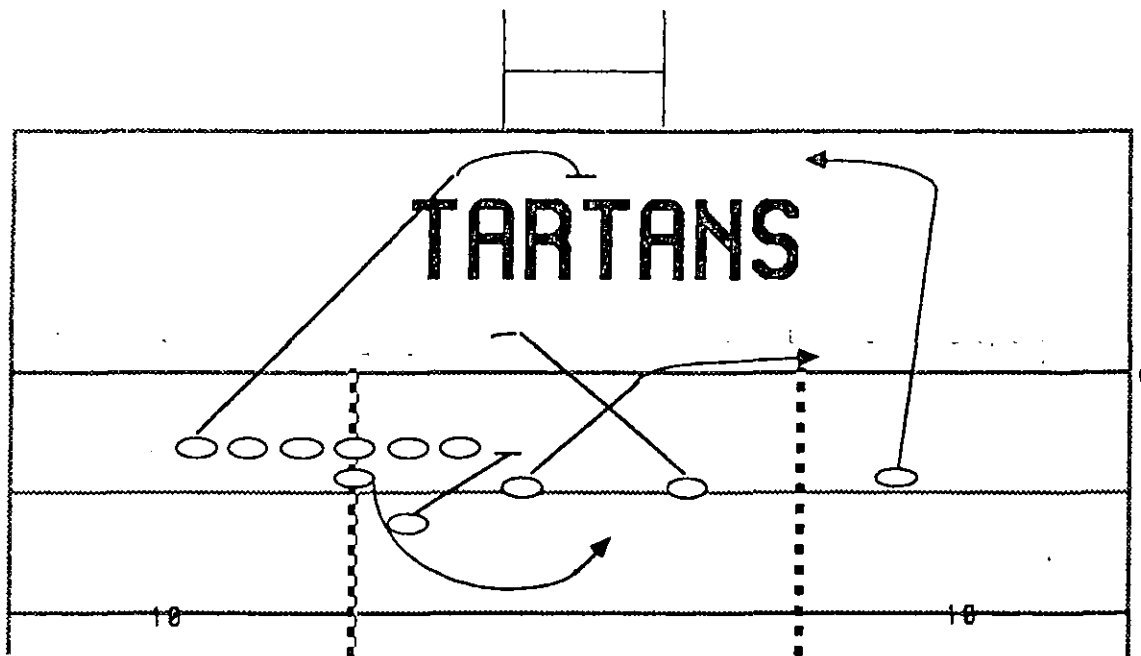
1. "NO PLAY--CALL SIGNALS UNTIL DELAY OF GAME" (from spread)
2. "FALL DOWN ON FIRST GO" (from tight)

PROCEDURE EXAMPLE:

1ST DOWN AND 10 (CLOCK STOPPED)	1:45
Quarterback calls "FALL DOWN ON 1ST GO" in the huddle.	
He takes the snap, drops back for 5 seconds and downs the ball. (Running backs protect the quarterback.)	1:40
The players' return to the huddle takes 5 seconds.	1:35
Team huddles for 15 seconds and quarterback calls "NO PLAY."	
Team breaks huddle.	1:20
2ND DOWN AND 13 (CLOCK RUNNING)	
Quarterback gives signals for 15 seconds before delay penalty.	1:05
2ND DOWN AND 18 (CLOCK STOPPED)	1:05
Quarterback calls "FALL DOWN ON 1ST GO."	
He takes the snap and drops back for 5 seconds.	1:00
The players' return to the huddle takes 5 seconds.	:55
Team huddles for 15 seconds and quarterback calls "NO PLAY."	
Team breaks huddle.	:40
3RD DOWN AND 21 (CLOCK RUNNING)	
Quarterback gives signals for 15 seconds before delay penalty.	:25
3RD DOWN AND 26 (CLOCK STOPPED)	:25
Quarterback calls "FALL DOWN ON 1ST GO."	
He takes snap and drops back for 5 seconds.	:20
The players' return to the huddle takes 5 seconds.	:15
The team huddles for 15 seconds.	:00

When over the ball the referees will give the offense an extra couple of seconds, but waiting in the huddle the referees will only let an exact 25 seconds expire.

2 Point Play . . . Trips Right



Offensive Line: Fire out - gap right.

TE: Hook under the goal post.

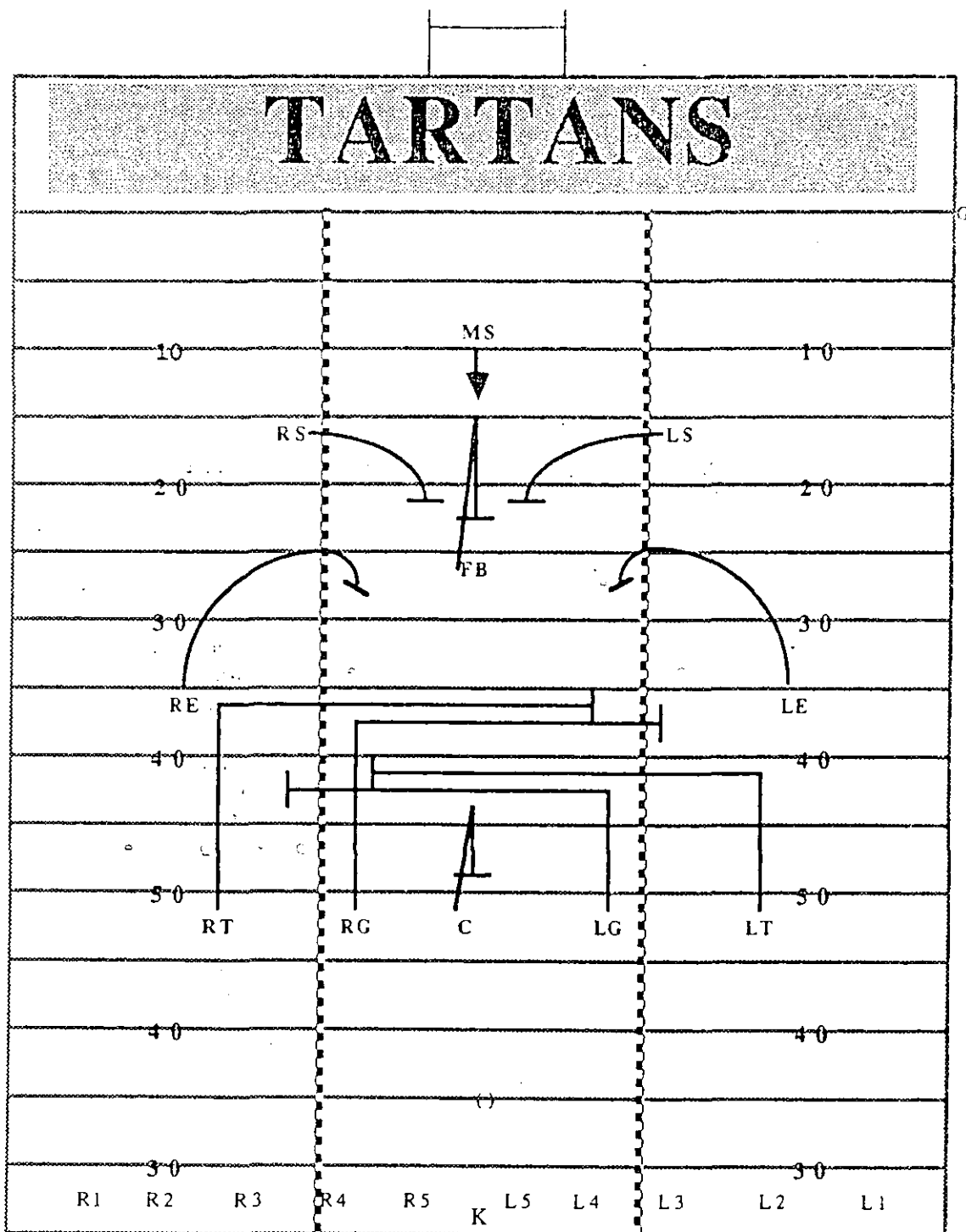
SE: Run a deep in pattern 2 yards from the end line.

QB: Sprint right - RUN first - pass second.

FB: Cut the first defender outside the RT. NOTE YOUR ALIGNMENT!

RH: Run a GO pattern, 1/2 yard into the end zone.

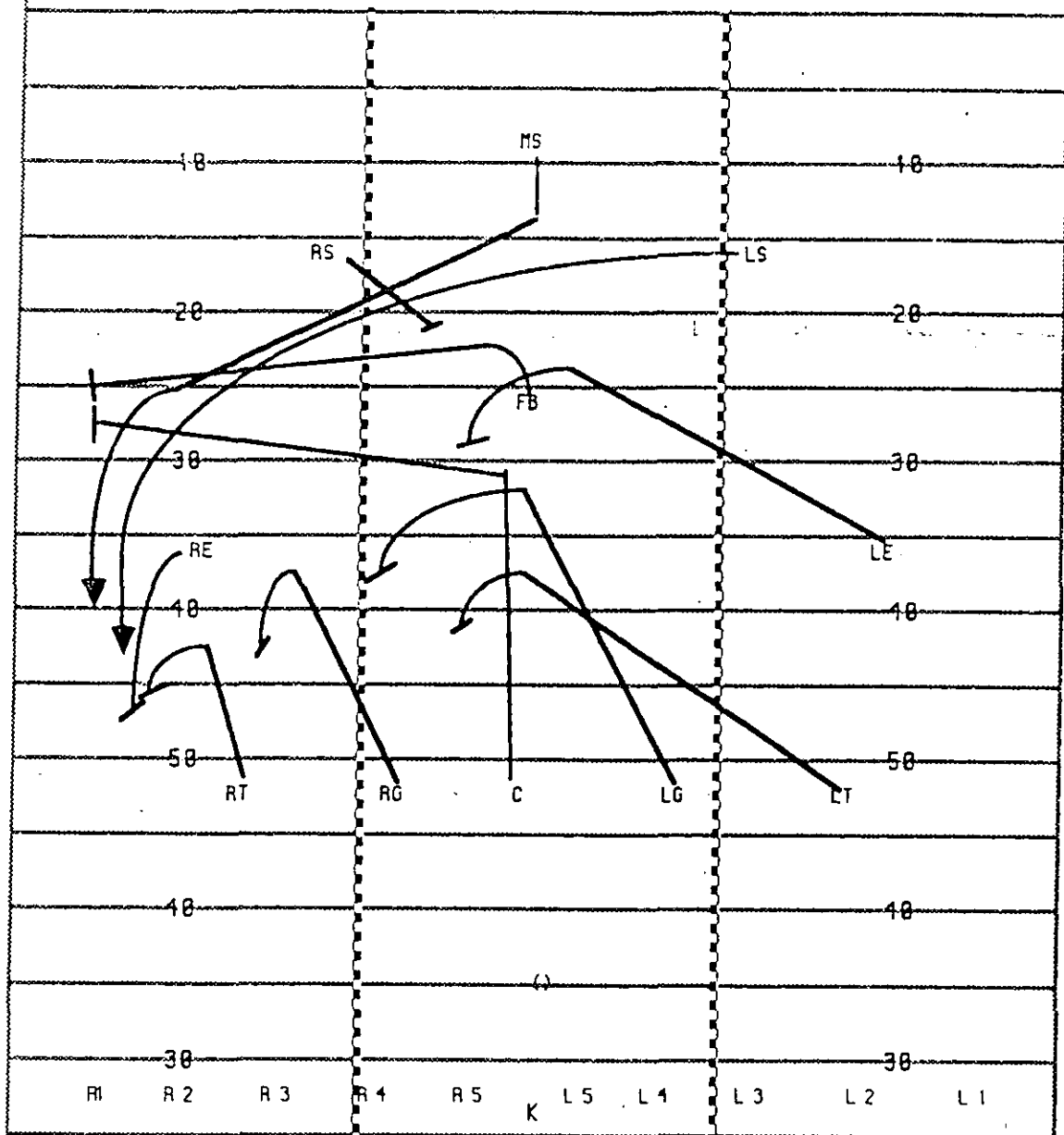
LH: Run a Slant/Pick pattern.



Kickoff Return - Middle

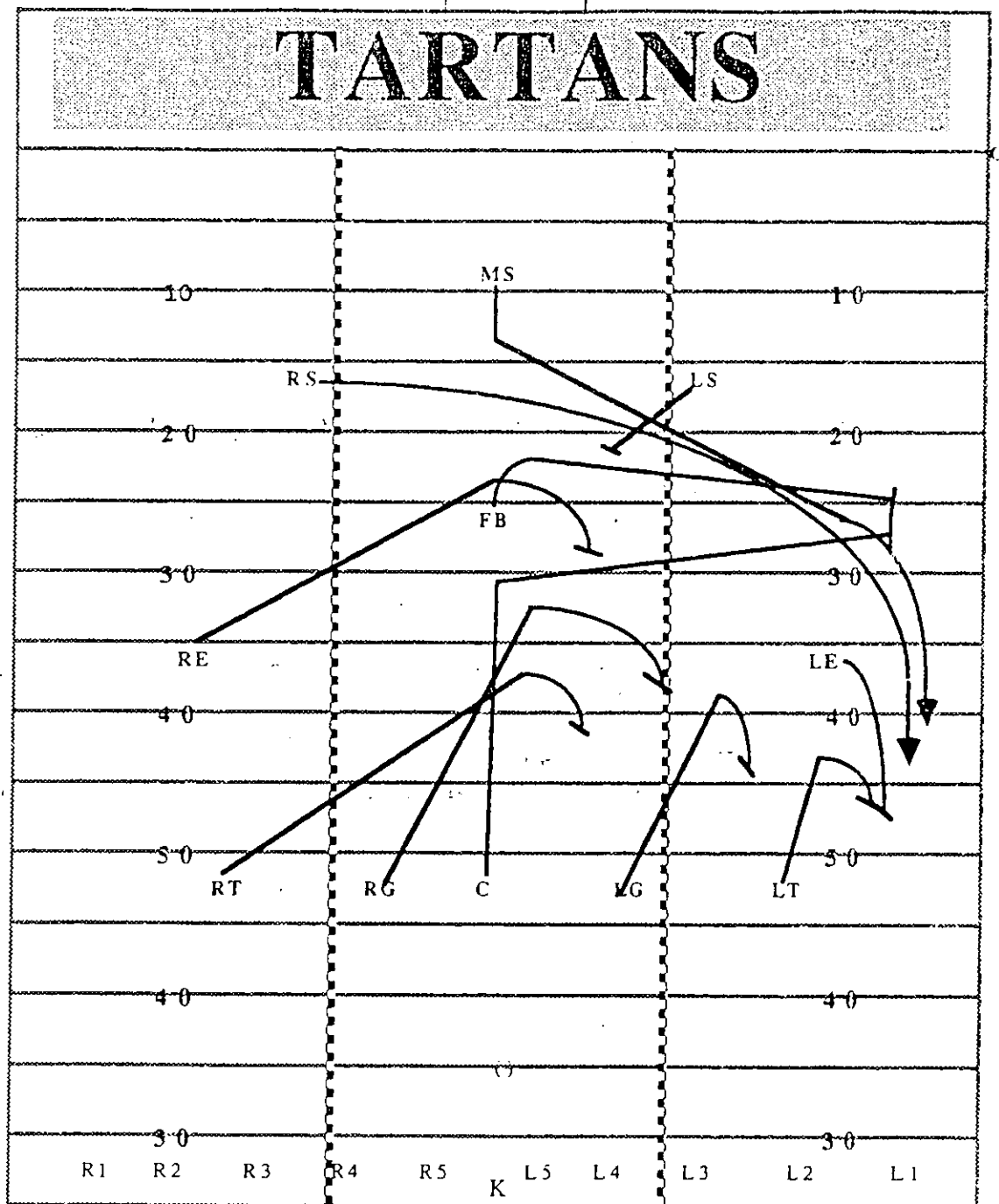
- RE: Peel inside - turn out on R3
 RT: Drop 15 yards - kickout L4
 RG: Drop 15 yards - kickout L5
 OC: Block kicker
 LG: Drop 10 yards - kickout R5
 LT: Drop 10 yards - kickout R4
 LE: Peel inside - turn out on L3
 FB: Middle of wedge
 RS: Left wedge - leakers on right
 LS: Right wedge - leakers on left
 MS: If you catch the ball score a TD.
 If RS or LS catch the ball then you assume their responsibility.

TARTANS



Kickoff Return - Wahoo Right

RE: Double R2 inside with RT
 RT: Double R2 inside with RE
 RG: Block R3 inside
 OC: Drop back kick out R1 - double with FB
 LG: Block R4
 LT: Block L5
 LE: Block R5
 FB: Kickout R1 - double with OC
 RS: Catches ball - MS seals inside - LS leads
 LS: Catches ball - RS seals inside - MS leads
 MS: Catches ball - RS seals inside - LS leads



Kickoff Return - Wahoo Left

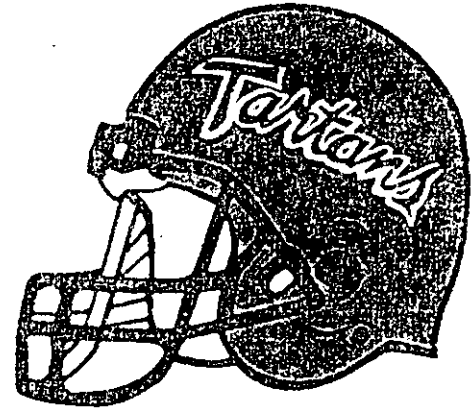
- LE: Double L2 inside with LT
- LT: Double L2 inside with LE
- LG: Block L3 inside
- OC: Drop back kick out L1 - double with FB
- RG: Block L4
- RT: Block R5
- RE: Block L5
- FB: Kickout L1 - double with OC
- LS: Catches ball - MS seals inside - RS leads
- RS: Catches ball - LS seals inside - MS leads
- MS: Catches ball - LS seals inside - RS leads

2005 Football Camp Schedule

Friday, Aug. 12 Players Arrive

Saturday, Aug. 13

11:00 am Brunch
1:00 pm Upperclassmen Equipment
2:30 pm Freshmen Equipment
5:00 pm Physicals
6:00 pm Dinner
7:00 pm General meeting - DH 2210



Sunday, Aug. 14

AM Church Services
11:00 am Brunch
12:00 pm Meetings - Offense / Defense
3:00 pm Skull
3:30 pm Flex
3:45 pm 24-Period Practice (Helmets & Shorts)
5:45 pm Conditioning
6:00 pm Practice Ends
6:15 pm Dinner
7:15 pm Meeting - Offense / Defense

Monday, Aug. 15

8:00 am - 1:15 pm Freshman Orientation - University Center - Room Rangos 2 & 3
11:00 am Upperclassmen - Brunch
1:30 pm Meetings - Offense / Defense
3:00 pm Skull
3:30 pm Flex
3:45 pm 24-Period Practice (Helmets & Shorts)
5:45 pm Specialists
6:00 pm Practice Ends
6:15 pm Dinner
7:15 pm Meeting - Athletic Director - NCAA Business

Tuesday, Aug. 16

7:30 am Breakfast
8:15 am Meetings - Offense / Defense
9:40 am Skull
10:00 am Flex
10:15 am 24-Period Practice (Shoulder Pads)
12:15 pm Conditioning
12:30 pm Practice Ends
12:45 pm Lunch
2:00 pm Pictures - followed by Freshmen (Coat & Tie)
4:15 pm Meetings - Offense / Defense
5:30 pm Dinner

Wednesday, Aug. 17

7:30 am Breakfast
8:30 am Meetings - Offense / Defense
10:00 am Skull
10:30 am Flex
10:45 am 24-Period Practice (Shoulder Pads)
12:45 pm Specialists
1:00 pm Practice Ends
1:15 pm Lunch
2:30 pm Meetings - Offense / Defense
5:00 pm Dinner

Thursday, Aug. 18

7:30 am Breakfast
8:30 am Meetings - Offense / Defense
10:00 am Skull
10:30 am Flex
10:45 am 24-Period Practice (Begin Full Pads) - **PS 14/16**
12:45 pm Conditioning
1:00 pm Practice Ends
1:15 pm Lunch
2:30 pm Meetings - Offense / Defense
5:00 pm Dinner
6:00 pm Freshmen move into permanent rooms

Friday, Aug. 19

7:30 am Breakfast
8:30 am Skull
8:45 am Flex
9:00 am 21-Period Practice - **PS 13/15 - O vs D 16/21**
10:45 am Specialists - Defensive special teams
11:00 am Practice Ends
11:15 am Lunch
3:00 pm Skull
3:15 pm Flex
3:30 pm 21-Period Practice - **PS 13/15**
5:15 pm Specialists - Offensive special teams
5:30 pm Practice Ends
5:45 pm Dinner
6:45 pm Meetings - Offense / Defense

Saturday, Aug. 20

10:00 am Brunch
12:00 pm Skull
12:30 pm Flex
12:45 pm 24-Period Practice - **PS 13/15**
2:45 pm Conditioning
3:00 pm Practice Ends
4:00 pm Dinner
5:00 pm Meetings - Offense / Defense
8:30 pm Snack

Sunday, Aug. 21

AM Church Services
10:00 am Brunch
12:00 pm Skull
12:30 pm Flex
12:45 pm 24-Period Practice - **PS 13/15**
2:45 pm Specialists
3:00 pm Practice Ends
4:00 pm Dinner
5:00 pm Meetings - Offense / Defense
TBA Evening SNACK

Monday, Aug. 22

7:00 am Breakfast
8:00 am Skull
8:15 am Flex
8:30 am 21-Period Practice **PS 13/15 - O vs D 16/21**
10:15 am Specialists - Defensive special teams
10:30 am Practice Ends
10:45 am Lunch
2:30 pm Skull
2:45 pm Flex
3:00 pm 21-Period Practice - **PS 11/13**
4:45 pm Specialists - Offensive special teams
5:00 pm Practice Ends
5:15 pm Dinner

Tuesday, Aug. 23

8:00 am Breakfast
9:00 am Meetings - Offense / Defense
10:00 am Walk thru on grass
12:30 pm Lunch
3:00 pm Skull
3:15 pm Flex
3:30 pm 24-Period Practice - **PS 11/13**
5:30 pm Conditioning
5:45 pm Practice Ends
6:00 pm Dinner
7:00 pm Meetings - Offense / Defense

Wednesday, Aug. 24

7:00 am Breakfast
8:00 am Skull
8:15 am Flex
8:30 am 15-Period Practice - (Helmets & Shoulder Pads)
9:45 am Specialists - Defensive special teams
10:00 am Practice Ends
12:30 am Lunch

Continue next page

Wednesday, Aug. 24 - continued

5:00 pm Scrimmage versus Waynesburg
8:30 pm *Snack*

Thursday, Aug. 25

8:30 am FRESHMEN-Mandatory Meeting With Deans and Dept.Heads
8:30 am *Breakfast (Upperclassmen)*
10:30 am Video - (Upperclassmen)
12:00 pm *Lunch*
3:00 pm Skull
3:15 pm Flex
3:30 pm 24-Period Practice
5:30 pm Specialists - Offensive special teams
5:45 pm Practice Ends
6:00 pm *Dinner*
7:00 pm Meetings - Offense / Defense

Friday, Aug. 26

7:30 am *Breakfast*
8:30 am Skull
8:45 am Flex
9:00 am 21-Period Practice **PS 13/15 - 0 vs D 16/21**
10:45 am Specialists - Defensive special teams
11:00 am Practice Ends
11:15 am *Lunch*
3:00 pm Skull
3:15 pm Flex
3:30 pm 21-Period Practice - **PS 11/13**
5:15 pm Specialists - Offensive special teams
5:30 pm Practice Ends
5:45 pm *Dinner*

Saturday, Aug. 27

7:30 am *Breakfast*
9:00 am Skull
9:30 am Flex
9:45 am 24-Period Practice (B's)
11:45 am Specialists
12:00 pm Practice Ends
12:15 pm *Lunch*
5:45 pm *Dinner*

Sunday, Aug. 28 - **ALL OFF**

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2005 Football Schedule

<u>Date</u>	<u>Opponent</u>	<u>Time</u>
Aug. 24	<i>WAYNESBURG COLLEGE</i> (Scrimmage)	5:00 p.m.
Sept. 3	<i>HIRAM COLLEGE</i>	1:00 p.m.
Sept. 10	GROVE CITY COLLEGE	1:30 p.m.
Sept. 17	<i>JOHNS HOPKINS UNIVERSITY</i>	1:00 p.m.
Sept. 24	FRANKLIN and MARSHALL COLLEGE	1:00 p.m.
Oct. 1	COLORADO COLLEGE	1:00 p.m.
Oct. 8	OPEN	
Oct. 15	UNIVERSITY OF CHICAGO *	1:00 p.m.
Oct. 22	<i>WASHINGTON UNIVERSITY</i> *	12:00 p.m.
Oct. 29	<i>CASE WESTERN RESERVE</i> * (HC)	2:00 p.m.
Nov. 5	BETHANY COLLEGE	1:00 p.m.
Nov. 12	<i>THIEL COLLEGE</i>	1:00 p.m.
Nov. 19	<i>PLAYOFFS</i>	TBA

HOME GAMES

University Athletic Association Game *

