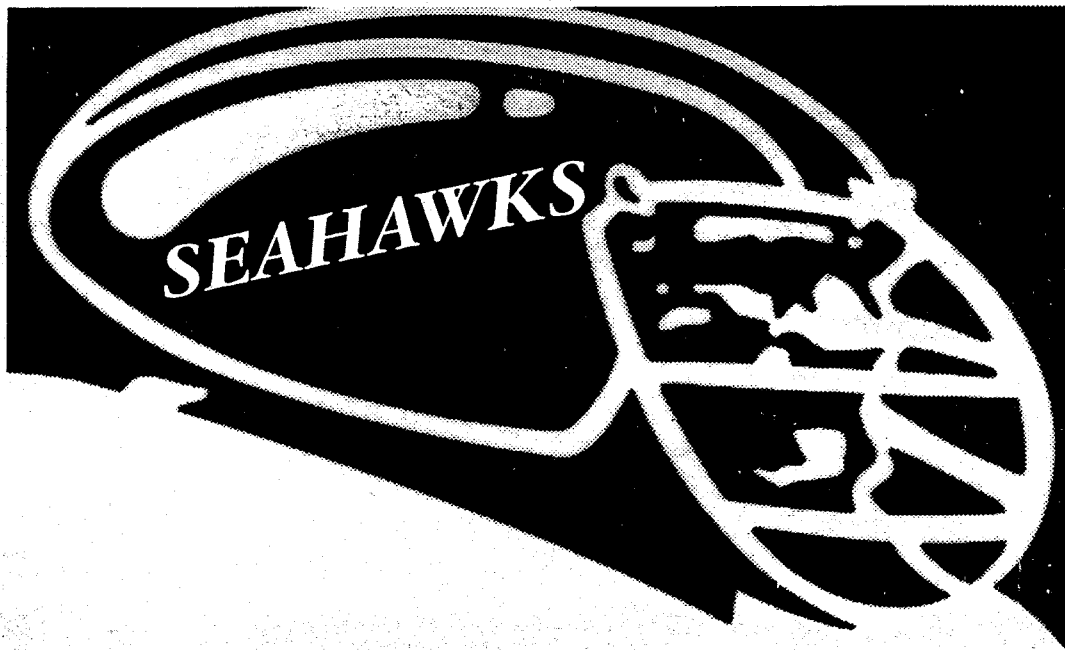


A Tradition of Success

# Salve Regina University



*Continuing the Tradition*

## SEAHAWKS 1997 SCHEDULE

Sept. 6	Western Connecticut	Away
Sept. 13	Frostburg State (MD)	Away
Sept. 20	<b>NICHOLS</b>	<b>HOME</b>
Oct. 4	Mass. Instit. Tech. (MIT)	Away
Oct. 11	<b>WESTERN NEW ENGLAND</b>	<b>HOME</b>
Oct. 18	Maine Maritime	Away
Oct. 25	Assumption	Away
Nov. 1	Curry	Away
Nov. 8	<b>STONEHILL</b>	<b>HOME</b>

*Success Against This Schedule Depends On You!*

# OFFENSIVE PLAYBOOK

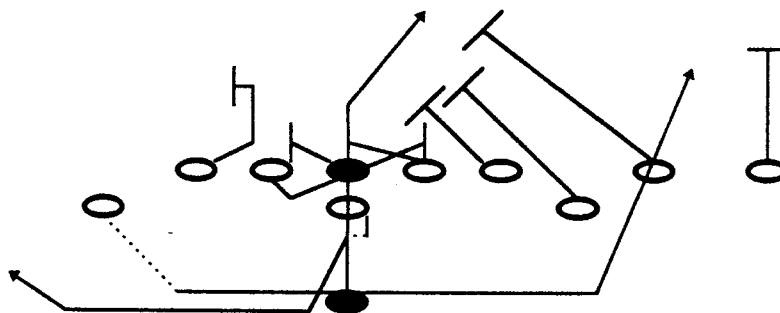
# OFFENSE AT SALVE REGINA

We run the Wing - T at Salve Regina University. We call it the "SRU Wing - T". 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 "SRU 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. The first number indicates the formation, the second number indicates the series, which tells us what we are doing, the third number indicates the point of attack. A suffix following the last digit indicates a modification in the play.

Play calling example: Rip 524 trap

Alteration of Formation	Formation	Series	Point of Attack	Modification of Play
Rip	500	20	4	Trap

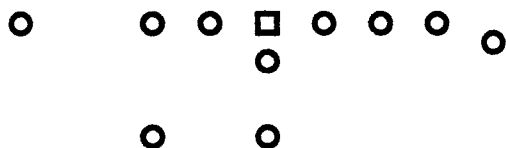


## THE FIRST DIGIT

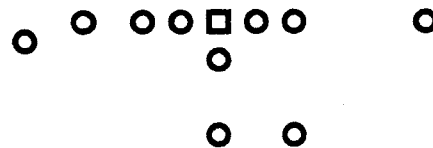
There are several formations in the "SRU Wing-T" and they are always described by the first of three digits or by a word. The split end automatically spreads away from the wing or flanker unless specifically requested to modify this position. The normal width of the split end is wide enough to force a four deep defense to invert to the flexed side. The wings are 2 yards outside the last man on the line of scrimmage and 2 yards off the ball. The guards and tackles 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 fullbacks toes are at 4 yards from the ball, the dive back is parallel with the fullback and thatches the outside foot of the tackle. In a one back formation the FB may put his heels at 5 yards from the ball.

Our formations are as follows:

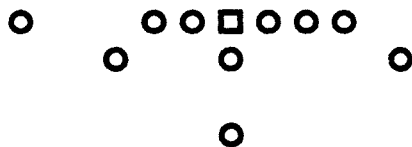
100



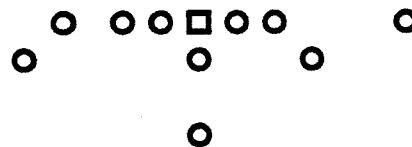
900



400

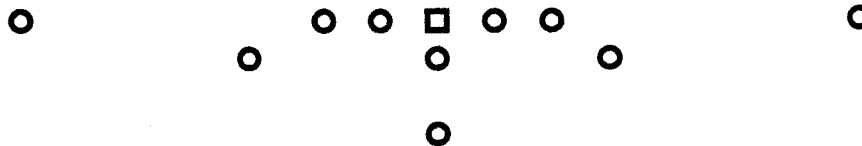


600



500 - This is our Primary Formation

We will vary the splits of the SE's depending on the play called. The splits may anywhere from 6 to 25 yards.



# 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 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 compliments. 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 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 move inside on one man via your assignments.

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

***THE "SRU WING -T"  
OFFENSE***

***PLAYS***

***BY***

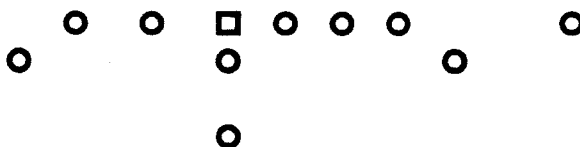
***SERIES***

## FORMATION ADJUSTMENTS

A word preceding the 1<sup>st</sup> digit is a formation adjustment.

**RIGHT** - Tells the SE to align on the right side of the formation, his split may vary from 6 to 10 yards from the TE. This forms an unbalanced formation.

**EX: Right 400**



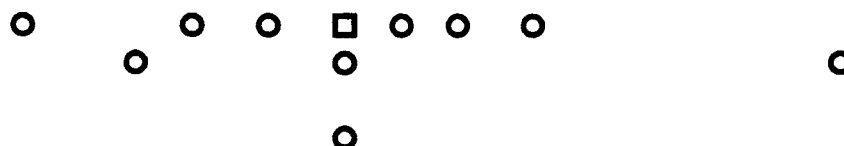
**LEFT** - Tells the SE to align on the left side of the formation, his split may vary from 6 to 10 yards. This forms an unbalanced formation.

**EX: Left 600**



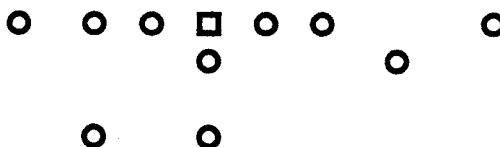
**PRO** - Tells the wing back to align as a flanker at a split of 12 to 18 yards from the TE.

**EX: Pro 400**



**SLOT** - Tells the wing back and the SE to align on the same side, the TE will align on the opposite side of the formation. The split of the SE is 6 to 8 yds.

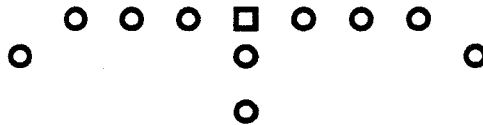
**EX: Slot 100**



## FORMATION VARIATIONS (cont.)

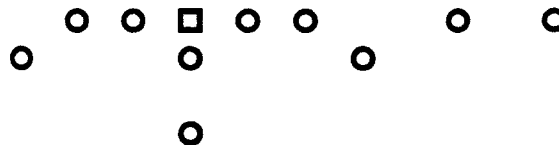
**TIGHT** - Tells both Ends to align as TE's .

**EX: Tight 500**



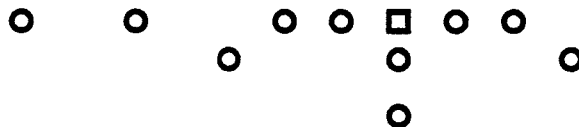
**RIP** - It is an unbalanced formation. It tells both ends to align in a loose alignment on the right side. The right end will align at a split of 8 to 10 yards from the tackle and the left end will align 2 to 3 yards inside of the right end, both will be on the line of scrimmage. The half backs will take their normal wing alignment.

**EX: Rip**



**LIZ** - It is an unbalanced formation. It tells Ends to align in a loose alignment on the left side of the formation. The left end will align at a split of 8 to 10 yards from the tackle, and the right end will align 2 to 3 yards inside of the left end both on the line of scrimmage. The half backs will take their normal wing alignment.

**EX: Liz**



**RAM** - It forms a trips formation. It is very similar to RIP. The right end will take his normal split of 12 to 18 yards, he will align 1 ½ yards off the line of scrimmage. The left end will align on the right side at a split of 8 to 10 yards from the tackle on the line of scrimmage. The RH will take his normal wing alignment, while the LH will align on the line in his normal wing back stance.

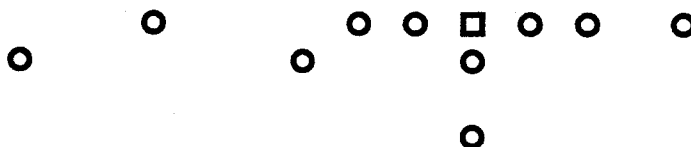
**EX: Ram**



## FORMATION VARIATIONS (cont.)

**LION** - It is a trips formation. It is very similar to **LIZ**. The left end will take his normal split of 12 to 18 yards. He will align 1 ½ yards off the line of scrimmage. The right end will align at a split of 8 to 10 yards from the tackle on the line of scrimmage. The LH will take his normal wing alignment, while the RH will align on the line in his normal wing stance.

**EX: Lion**



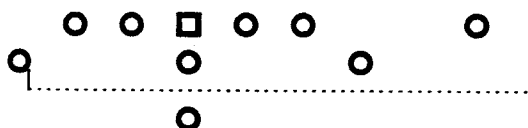
## MOTION CALLS

Motion will be called prior to the 1<sup>st</sup> digit or after a formation modification of the play. We have three types of motion that we use in the "SRU Wing - T". They are Fly (Roger & Lucy), Z and Zap motion.

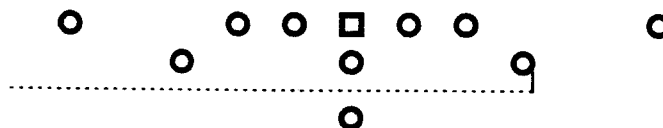
**ROGER & LUCY** - It is extended motion across the formation from a wing alignment.

Roger is motion to the right and Lucy is motion to the left.

**EX: Roger motion**

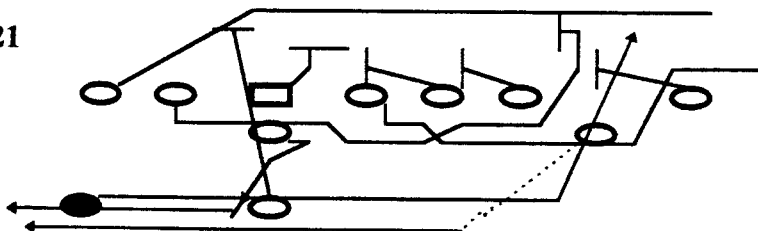


**EX: Lucy motion**



**Z Motion** - Tells the HB not carrying the ball to go in 3 step motion in opposite direction of the play called.

**EX: Right Z 121**

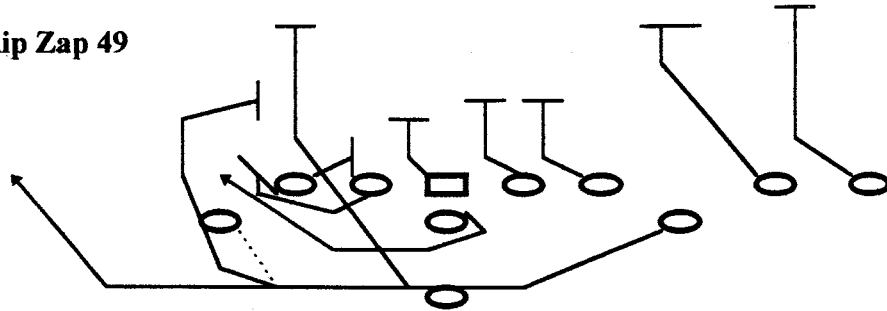




## MOTION CALLS (cont.)

**ZAP Motion** - Tells the HB to the side of the called play to go in three step motion away from the call, and then when the ball is snapped turn back in the direction of the play and execute his assignment.

**EX: Rip Zap 49**



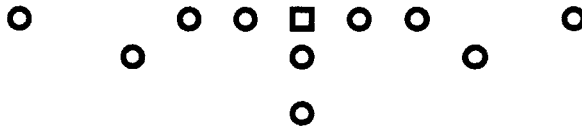
## SHIFTING

We have two shifts that we in the "SRU Wing - T". The shifts are called prior to play being called. They are called "Shift to" and "Slide to".

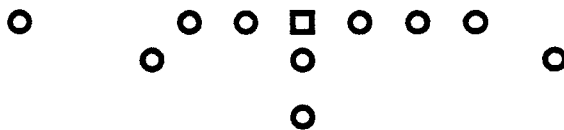
**Shift To** - We will align in a 500 formation as a pre shift alignment, then shift to the formation called.

**EX: Shift To 400**

**From**



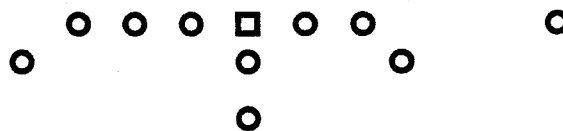
**To**



**Slide To** - We will align the mirrored formation of the formation called, then slide to the formation called.

**EX: Slide To 400**

**From**

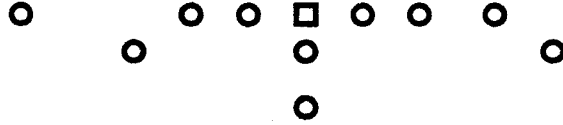


## SHIFTING (cont.)

Slide To

EX: Slide to 400

To



We will align in a 600 and slide to a 400 formation or from a 400 to a 600 formation. In both shifts the only people moving are the Ends.

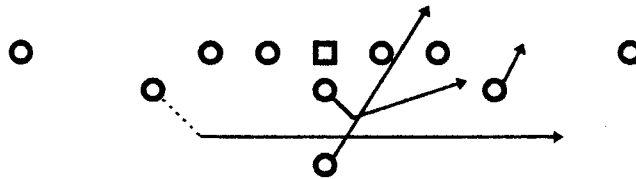
## THE SECOND DIGIT

### Backfield Series

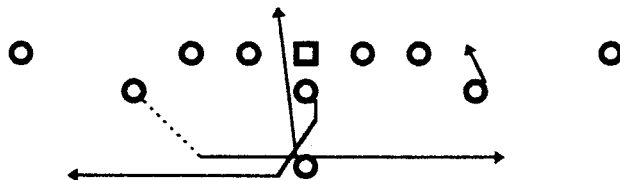
The second digit tells us what we are doing. It indicates the pattern of the backs, which in turn assigns the ball carrier and the blocking schemes. All of the series can be run with or without motion and from any formation.

The backfield series are as follows;

Teen Series - It is our veer option series. It is full flow dive options, with all four backs going in same direction.

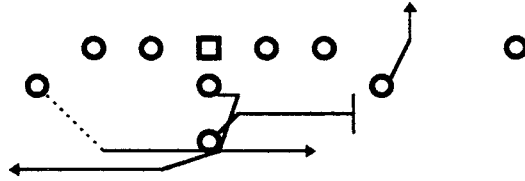


Twenty Series - It is our Buck sweep, misdirection series. It tells us that the Fullback dives up the middle and the Halfbacks run at the flank called. The QB will bootleg away from flow of the halfbacks.

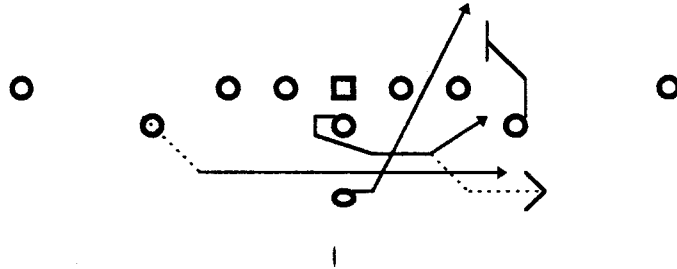


**Backfield series (cont.)**

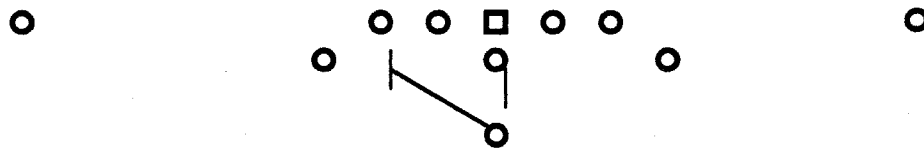
**Thirty Series -** It is our power series. We will also run most of our counter plays from the Thirty series. It has all the running backs going toward the point of attack. The QB will bootleg away from flow.



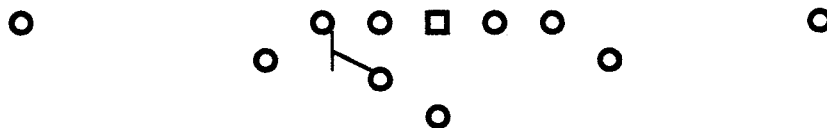
**Forty Series -** It is our belly series. It has the FB running at the inside leg of the tackle of the called play side. The HB's are going the same direction of the play called. The QB will either give the ball to the FB, fake to the FB and continue on option or pass to the flank of the side called. It is a full flow series.



**Fifty Series -** It is our quick passing series. It has the QB setting up with a 3 step drop. The FB will always block the QB's backside.



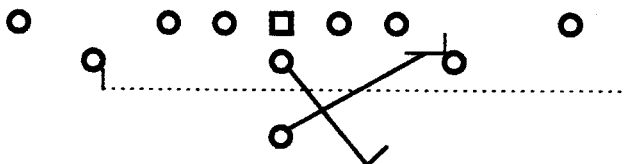
**Seventy Series -** It is our straight drop back series. The QB will set up in a 5 to 7 step drop behind the center. We will also use the shotgun snap in this series. The FB will always block the backside of the QB.



**BACKFIELD SERIES (cont.)**

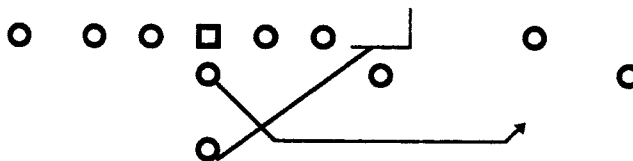
**Eighty Series** - It is our half roll passing series. The QB will set up at a depth of 7 yards behind the called side. The FB will block the playside DE. In this series Roger or Lucy motion may be automatic to the call side.

**EX: 581**



**Ninety Series** - It is our true full sprint out passing series. It has the QB running a full sprint out to the flank call with pass or run option. The FB will block to the call side.

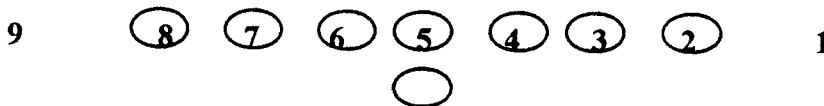
**EX: Ram 591**



**THE THIRD DIGIT**

**Point Of Attack**

The third digit is the point of attack. There are nine points of attack numbered from right to left. With the exception of the two flank areas, the holes are numbered over the seven offensive linemen. The linemen are referred to by these numbers for teaching and communication. With the third digit being 1 through 4 the direction of the play is to the right, being 6 through 9 the play is to the left.



### **Third Digit (cont.)**

**A word following the last digit indicates a modification in the play. It could be a modification in the blocking scheme or a pass route scheme.**

**Normally the flow of the backs is toward the last digit. When the word "counter" follows the last digit, all the backs but the ball carrier run away from the direction of the point of attack.**

### **STARTING CADENCE**

**In the "SRU Wing -T" we use a simple cadence. We can snap the ball on Sound, First Go, Second Go and Check Cadence.**

**Sound - The ball will be snapped on the first sound the QB makes.**

**First Go - The ball will be snapped on the first go.**

**Second Go - The ball will be snapped on the second go.**

**Check Cadence - The ball will be snapped on the first go after the word check.**

**Our cadence goes as follows: SET -sound**

**SET GO -first go**

**SET GO GO - second go**

**SET GO GO GO GO CHECK SET GO - check cadence.**

**Any audible will indicated by a two digit number of the play being changed to prior to the word "Set" of our cadence. If we are going on "Sound" we can not change the play.**

**The linemen will get into their stances right away. The QB will start any motions or shifts by looking in the direction of the shift or the back going in motion. We want a quick simple cadence so we shift then get ball snapped before the defense can adjust.**

## **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 the signals. This requires a huddle. The huddle we will use will be 8 yards from the ball, the center will call the huddle. The guards will stand next to the center with the tackles next to the guards. They will flex slightly at the knees and waist with their hands resting on their knees. They will all be looking at the QB. The FB will stand behind the center, the HB's will stand next to the FB, and the ENDS will be next to the HB's.

The QB will be in the front of the huddle facing the team. Everyone should be watching the QB for the play call. He **WILL BE** the **ONLY** one to speak in the huddle. The call will be repeated twice. When the huddle breaks we will sprint to the line and get right into our stances being ready to go at any time.

The huddle will look like this:

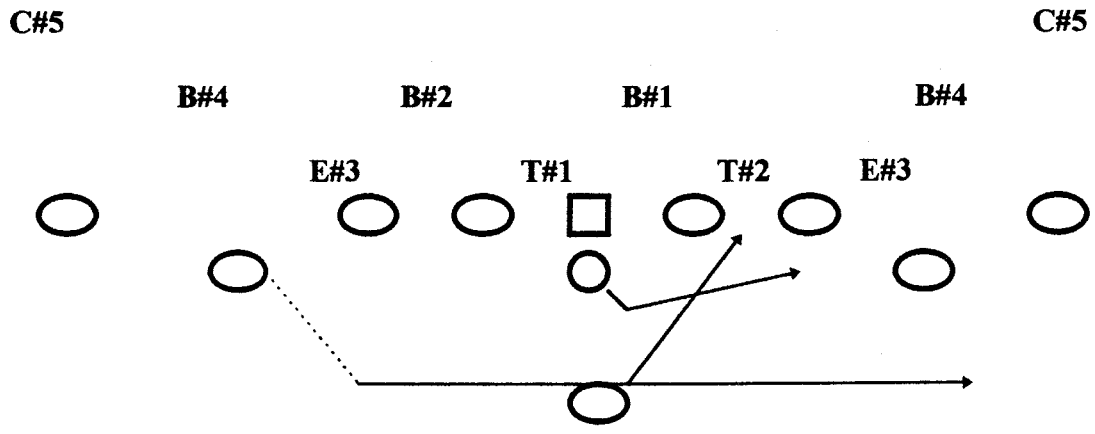
**E HB FB HB E**  
**T G C G T**  
**QB**



## Numbering Of Defensive Personnel

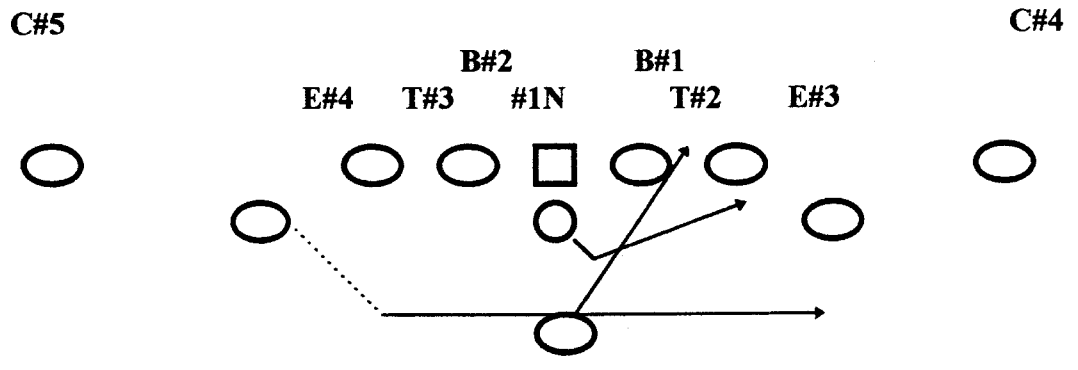
In the "SRU Wing -T" although we use rule blocking it is conducive to number the personnel defensively for teaching theory and communication. The numbering system we employ originates at the playside guard, center gap and extends through the flank. The backside originates on the center and extends back.

S



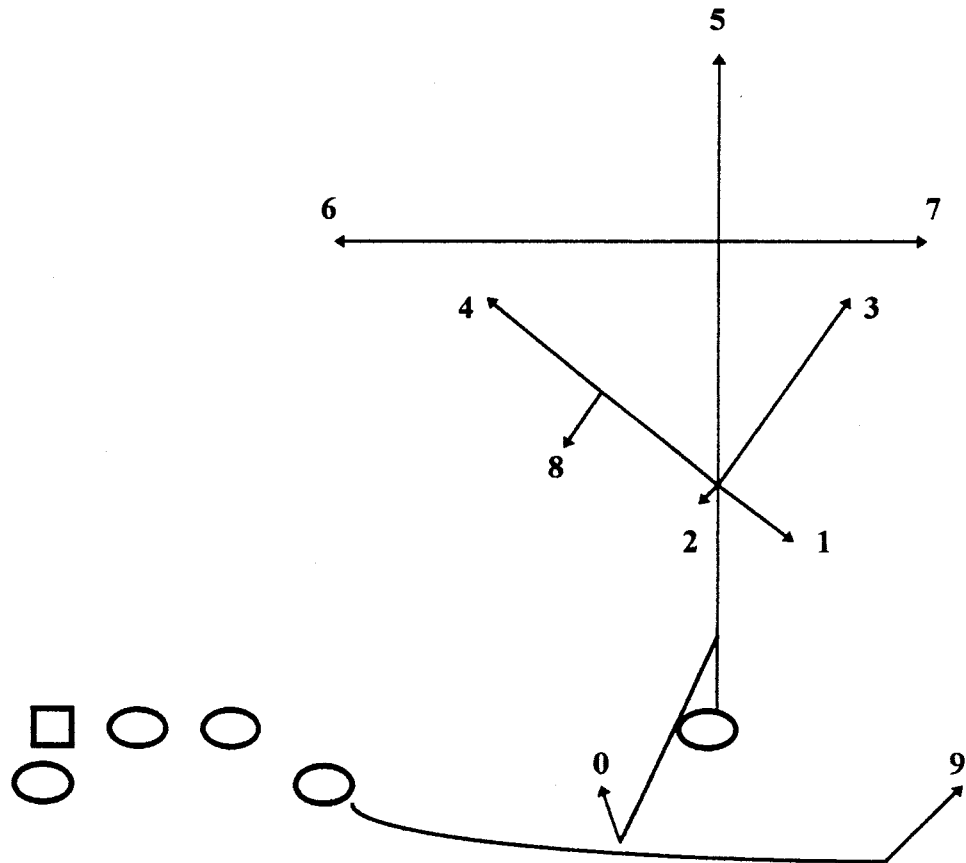
FS

SS#5



## PASS PATTERNS

To keep our passing game simple we use numbers to determine the route or combination of routes.



The depth of the patterns is determined by the series called. The 50 series patterns are short, breaking into cut at 5 to 7 yards.

The 70's, 80's and 90's series patterns are deeper patterns, breaking into the cuts after 10 yards.

**NOTE:** In our 70 and 80 series we will use words to determine combo routes.



## OFFENSIVE GLOSSARY

<b>Area Block - Zone</b>	<b>Blocking an area after taking one lateral forward step. Zone principle.</b>
<b>Away Block -</b>	<b>Block gap away from point of attack.</b>
<b>Backer -</b>	<b>A defensive man positioned off the line of scrimmage in a two point stance.</b>
<b>Bootleg -</b>	<b>QB keep the ball in the opposite direction of the call and executes a run or pass option.</b>
<b>Bump-Lead -</b>	<b>An adjustment to the post-lead block ( Dbl-team) where the lead blocker comes off the block upfield to block a Lber.</b>
<b>Counter -</b>	<b>Backs run in opposite direction of the point of attack, with exception of the ball carrier, who runs to the point of attack.</b>
<b>Crack Block -</b>	<b>Block first man inside off the line of scrimmage.</b>
<b>Cut Off Block -</b>	<b>Block downfield at the closest point where you will intercept the defender's path to the ball carrier.</b>
<b>Down Block -</b>	<b>Block down on first man to your inside on the line.</b>
<b>Drag -</b>	<b>A delayed pass cut across the formation at a depth of 10 to 12 yards.</b>
<b>Drop -</b>	<b>Step up with inside foot to check for firing backer. If not firing, step outside with depth and pivot, block outside rush.</b>
<b>Fire block -</b>	<b>Aggressively block play side gap.</b>
<b>Fly Motion -</b>	<b>Motion from a wing alignment across the formation.</b>
<b>Gap Block -</b>	<b>Block man in your inside gap, using a reverse shoulder block.</b>
<b>Inside Out Block -</b>	<b>Trap block, pulling lineman blocks out on first free man at the point of attack.</b>

## OFFENSIVE GLOSSARY

- Keep Pass -** QB keeps the ball in the direction of the offensive call and executes a run or pass option.
- Lead -** The block that establishes an opening as in post-lead (DBL team) and include the read down responsibility.
- Load -** An adjustment to option blocking where the man closest to #3 blocks him.
- Log Block -** A lineman pulls toward the point of attack with depth attempting to get outside and hook the defensive man. If the man opens up, kick him out.
- Odd Block -** Backside adjustment of an on block for an odd defense, where the guard blocks outside and the 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 gap after contact with defensive man.
- Pull Check -** Pull get inside position, block inside gap to outside.
- Reach Block -** Step laterally and slightly up toward the point of attack, then block as assigned. May exchange assignments with adjacent man on call.
- Read Down -** Step to block down, if defensive man stunts away block backer.
- Seam -** Zone between two defensive backs.
- Shut Off -** Type of block used when you are covering for a man who has pulled.

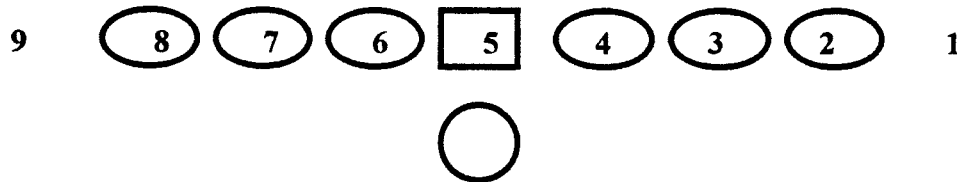
## OFFENSIVE GLOSSARY

- Slam Release -** A type of release where you slam down to influence block then release into pass route.
- Stalk -** Release off the line with speed to drive the defensive back off the line. As DB relinquishes his cushion, come under control and maintain position between him and the ball carrier. Under no circumstances should you permit the DB to support the run through you.
- Tight Man -** Last man closest the ball on the line of scrimmage.
- Trey -** Tells guard and tackle away from the point attack to pull. The guard will kick out block, the tackle will wall off.
- Trips -** A formation with three receivers on the same side.
- Waggle -** Bootleg play with the guards pulling opposite the offensive call, protecting the QB.
- Wall Off -** Block defensive pursuit at a point immediately beyond the line of scrimmage .
- Weave -** Ends's release, moving with width after 4 yards of depth, reading the defense.
- Wham -** Sucker blocking vs. man chasing pulling guards.
- Zone -** Linemen step with outside foot at a 45 degree angle. Try to block what shows with your inside shoulder getting head up field.
- Zap -** Type of motion where RB starts in one direction and turns back in the direction of the call when the ball is snapped.

## **“SRU Wing - T” Offensive Line Section**

In the “SRU Wing -T” we use a three digit numbering system to call our plays. The first digit tell what formation we will align in. The second digit tell us what we are going to do, meaning the backfield action and also the blocking schemes. The third digit tells where we are going , the point of attack.

Our hole numbering system goes from right to left.



The holes are over each man and each man will be referred to by those numbers for purposes of teaching and communication. As an End the first digit or a word preceding the first digit will tell you where to align.

As an interior lineman you only need to know the 2<sup>nd</sup> and 3<sup>rd</sup> digits. Also any suffixes that may come after the 3<sup>rd</sup> digit. A suffix in most cases is a blocking modification, with an exception being in our 70's, 80's and 90's series where a suffix is a pass route call.

## **INDIVIDUAL BLOCKING TECHNIQUES**

In the “SRU Wing -T” we use the Shoulder block. We feel that by using the shoulder block we are teaching a safe , sound technique. We will deliver a blow using the play side shoulder and forearm, keeping the head away from contact. We want your head to on the playside of the defender. The shoulder block is base foundation of all the blocks used in our offense.

By mastering the shoulder block technique, you will be able to master all of the type of blocks used by the “SRU Wing -T”.

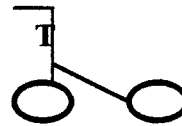
## INDIVIDUAL BLOCKING TECHNIQUES

1. **Base Block** - A block used to block a man on you. Step with playside foot, deliver blow with away side shoulder and forearm. Aim for outside hip of defender drive through man rotate hips to playside.



2. **Down Block** - Used to block 1<sup>st</sup> man down on the line, inside on an adjacent offensive lineman. Step flat down to inside with inside foot, rip backside arm though, deliver blow with near shoulder and forearm drive the man down the line. Head should be on the back hip of D lineman.

**NOTE:** If D lineman is penetrating use Gap block tech.



3. **Fire Block** - Used to aggressively block man on playside. Step with playside foot , laterally and slightly upfield, deliver blow with inside shoulder and forearm. Head should be on the outside of the defender. Drive him off the ball.

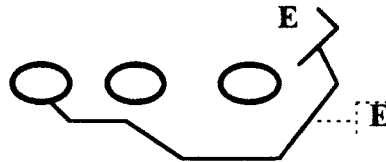


4. **Gap Block** - Used to block man in inside gap. Step down inside with inside foot, rip backside arm and leg through. Deliver blow with far side shoulder and forearm, getting head across the D lineman's belt. This is a reverse shoulder block used to stop penetration.

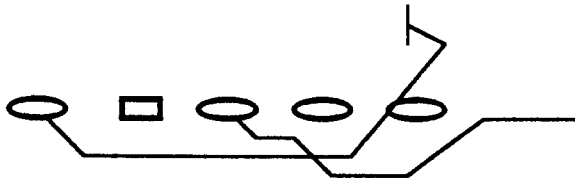


## INDIVIDUAL BLOCKING TECHNIQUES

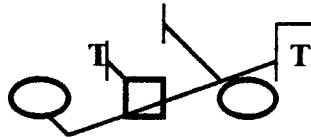
5. **Log Block** - Block used to hook the end man on the line of scrimmage. Take pull to the playside, get depth, attempt to head outside and hook defensive man. If he opens up kick him out.



6. **Pull** - Used to get to the point of attack and carry out assignment. Take short open step with playside foot, rip playside elbow back then rip backside arm and leg through. Continue behind line execute blocking assignment, kick out or wall off.



7. **Trap Block** - Used to block inside out on a D lineman. Take short open step with playside foot, rip backside arm and leg through, replace adjacent lineman gaining ground. Deliver blow with playside shoulder and forearm with head upfield. Drive man out of hole.



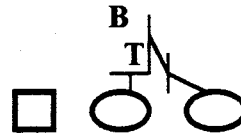
## COMBINATION BLOCKING TECHNIQUES

There are several combination blocks we use in the "SRU Wing-T". We use combination blocks between two adjacent linemen to give us the best blocking angle advantage at the point of attack vs. any defensive alignment. The combination blocks are as follows.

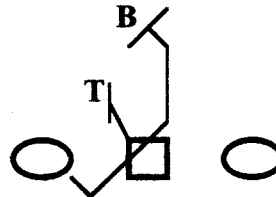
1. **Cross Block** - Used between two adjacent linemen, where one lineman will block down the other will pull and kick out.  
**NOTE; Used mainly with 43 or 47.**



2. **Bump Lead** - Used by two adjacent linemen, where the lead blocker will come off the block and go upfield to block Lber.

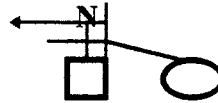


3. **Gut Block** - Used by two adjacent linemen, where one will block down or back and the other will step around and wall off.



## COMBINATION BLOCKING TECHNIQUES

4. **Post - Lead Block** - It is a double team block ,where two men will move one defender laterally down the line of scrimmage. The post man will deliver a blow with away side shoulder and forearm, keeping butt down and eyes up. The lead man will use a gap block technique. The post on feeling the lead man's pressure will swing his butt towards the lead block and they will both drive the man down the line.



## OFFENSIVE LINE CALLS

In the "SRU Wing -T" we will make a call to set or change the blocking scheme. We will use numbers to make the call. Each guard will make a number call on every play. The playside call will be the live call the backside will be a dummy call.

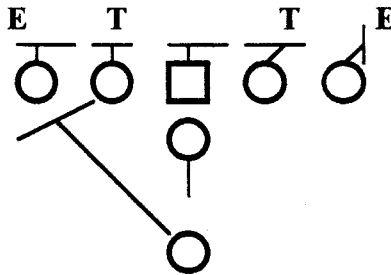
The number call are as follows:

- 3 Call** - Tells the 3 man to block down, using a gap or down block technique on the man inside. The 4 man will then pull to kick out (X Block tech.) or gut around tackle.
- 4 Call** - Tells the 3 man that he is going to block: On - Outside - Area. The 4 man will block: Gap - On - Area.
- 6 Call** - Tells the 7 man that he is going to block: On - Outside - Area. The 6 man will block: Gap - On - Area.
- 7 Call** - Tells the 7 man to block down, using a gap or down block technique on the man inside. The 6 man will then pull to kick out (X Block tech.) or gut around the tackle.

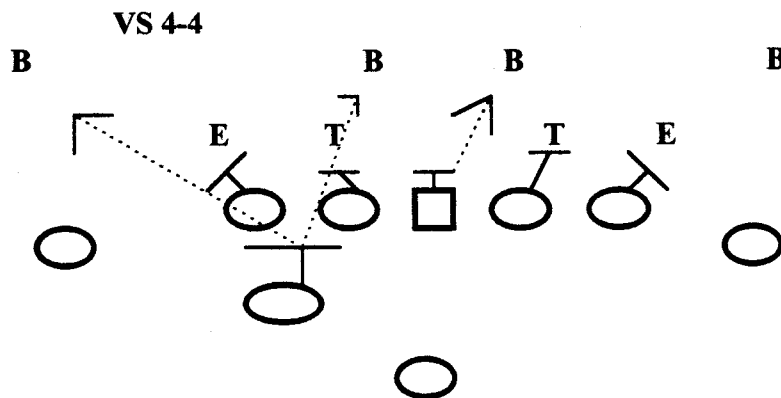


## PASS PROTECTION

**50 Series -** The 50 series is our quick three step drop passing attack. Therefore we must keep the defenders hands down. We will close our splits down to 1 foot. The technique we use is Butt & Cut. We want to butt the defender to stop his charge then cut his legs out. We will slide the protection to the front side of the QB, meaning with a right handed QB we will slide to the right. The FB will always protect the QB's backside.



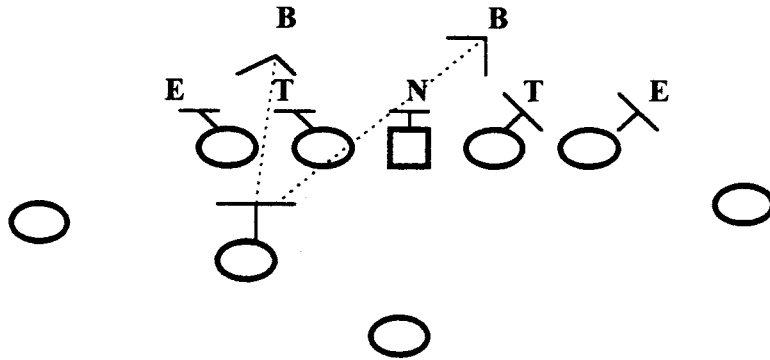
**70 Series -** It is our 5 to 7 step drop back passing attack, we may also use a shotgun snap with this series. We want to get BIG on BIG. The tackles will block the outside rushers, the guards will block Gap On - Outside, the center will block On - Area. The FB will have a double read. He will step to QB's backside, looking for the inside Lber or outside Lber . If no one shows he will help where needed.



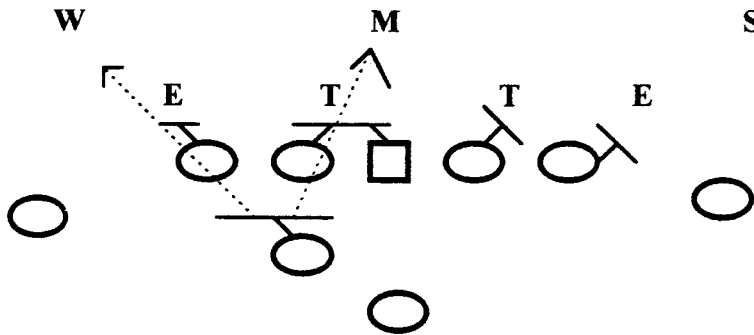
# PASS PROTECTION

70 Series

VS - 50



VS - 4-3



**80 & 90 Series - We will use the same protection scheme with both these series. The 80 series is our half roll series, with the QB setting up behind the 3 or 7 man at a depth of 7 yards. The 90 series is our true full sprint out series. The QB will sprint out to side called.**

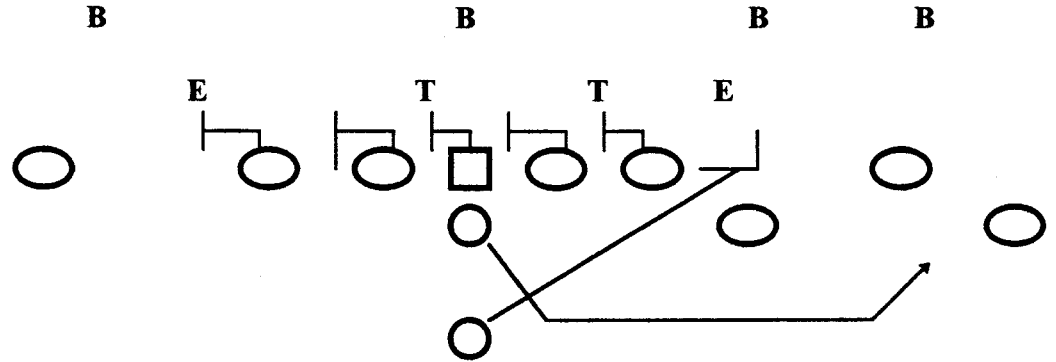
**The protection is Backside Gap Protection. It tells the linemen to protect their backside gap, the FB will block the end of line to the call side .**

**NOTE: If the tackle to the call has a man on him and a man on the outside, he will block the man on him.**

# PASS PROTECTION

## 80 & 90 Protection

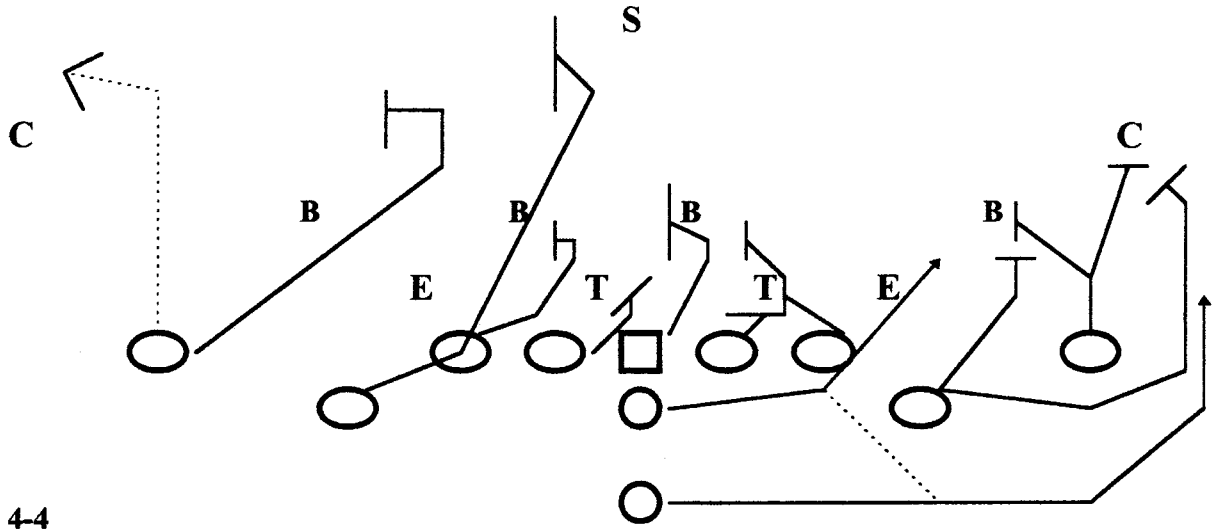
EX: Ram 581



### Play Action Pass Protection

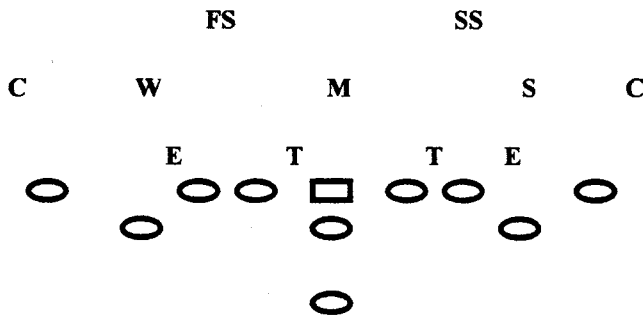
Our play action pass protection will vary according to the play called. All our play action passes are designed to look like the companion running play, so the protection will look like the run play.

**PLAY 501  
FORMATIONS All**

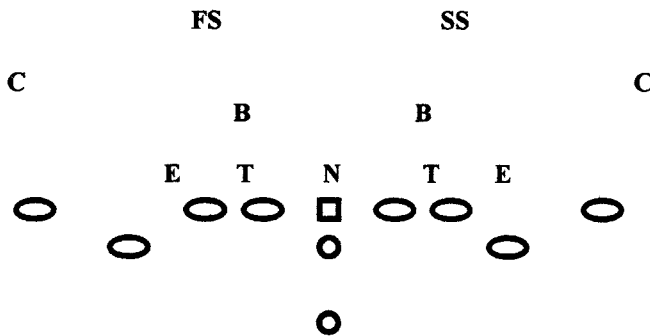


4-4

4-3



50 DBL EAGLE



2. Crack - Stalk

3. Fire - Bump lead - Gut

4. Fire - Post - Gut

5. Fire - On - Backer

6. Reach

7. Reach

8. Cut off - 1 Cut

QB - Open flat , option DE , run or pitch

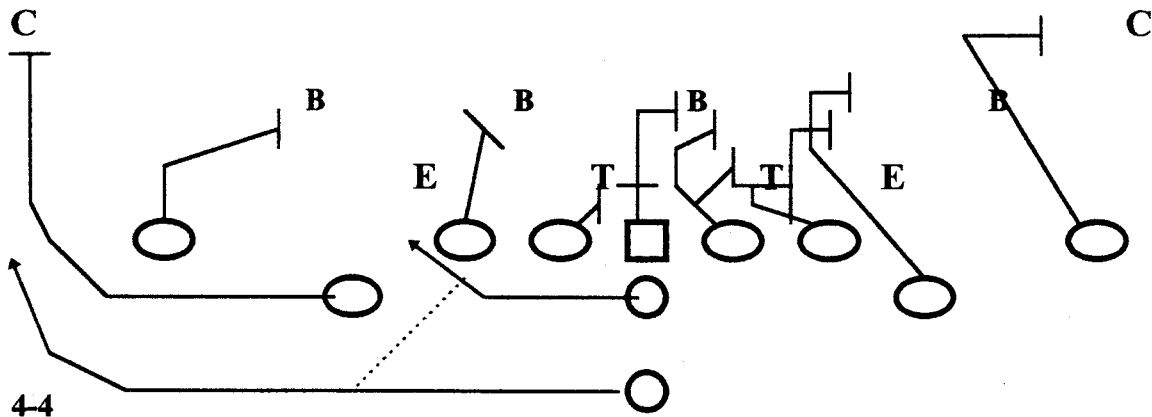
RH - Arc block # 5 - If # 4 steps up block # 4

LH - Cut off

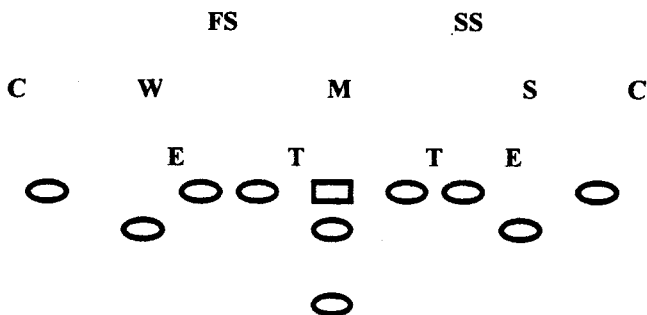
FR - Align with toes 5yds From ball set

**PLAY 509  
FORMATIONS All**

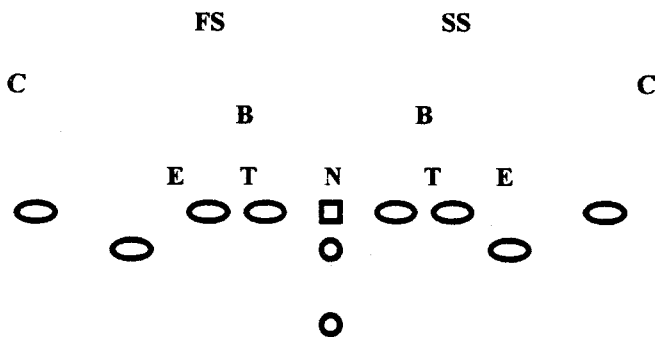
S



4-3



50 DBL EAGLE



2. Cut off

3. Reach

4. Reach

5. Reach

6. Gap - On - Backer

7. Gap - On - Backer

8. Crack 1<sup>st</sup> man inside ,stalk

QB - Open flat to side of call, execute option end of line defender. Pitch or run.

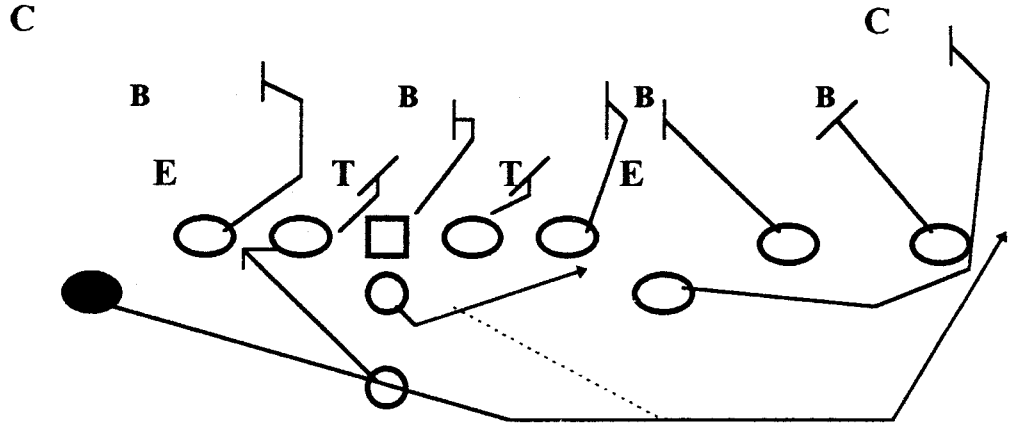
RH - Cut off

LH - Arc block # 5 if SE is split wide block # 4.

FB - Align with toes at 5 yds. Release to outside of side of call, look for pitch.

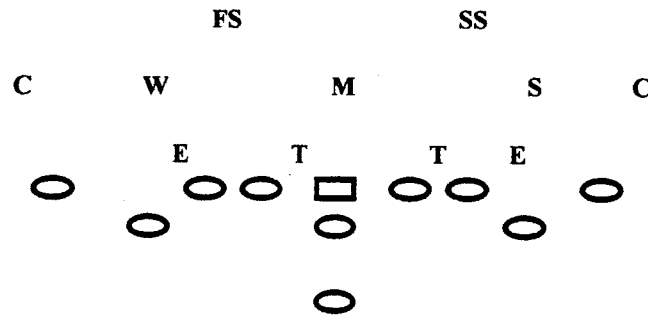
**PLAY Rip 11**  
**FORMATIONS 500-600**

S

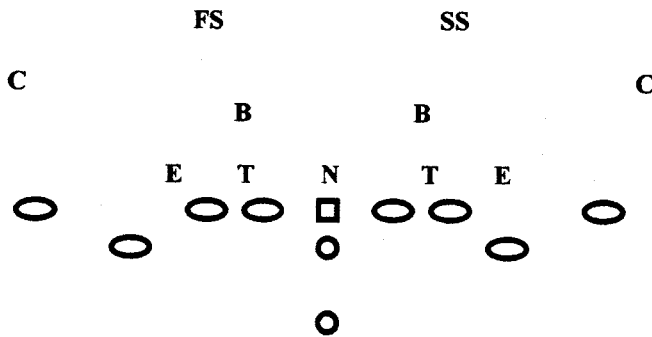


4-4

4-3



50 DBL EAGLE



2. Crack

3. Fire - On - Backer

4. Fire - On - Backer

5. Fire - On - Backer

6. Reach

7. Reach

8. Crack

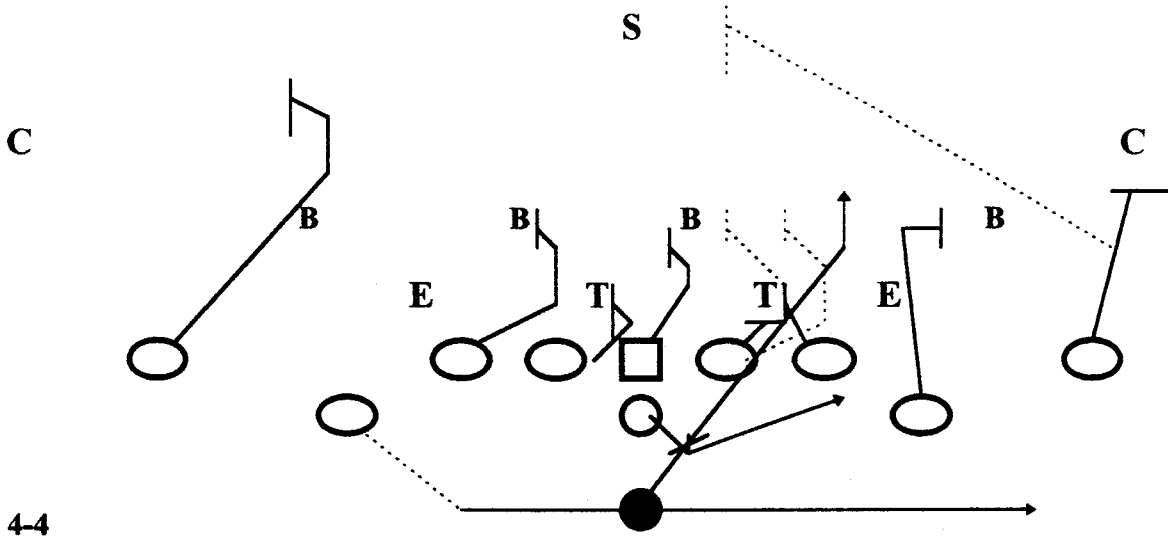
QB - Open to call side, pitch to LH early  
 continue down line fake option

RH - Arc block outside defender

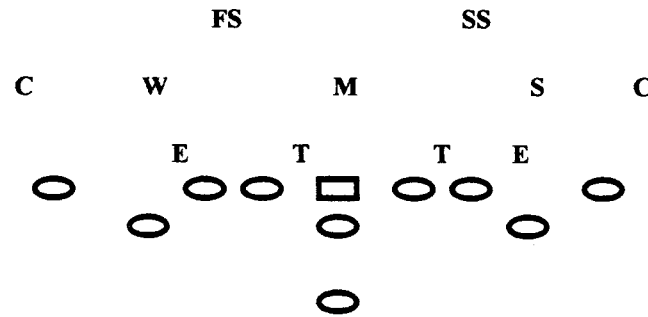
LH - Ball carrier, leave in early motion,  
 get to far side of FB, look for pitch.

FB - Dive opposite call side at the outside

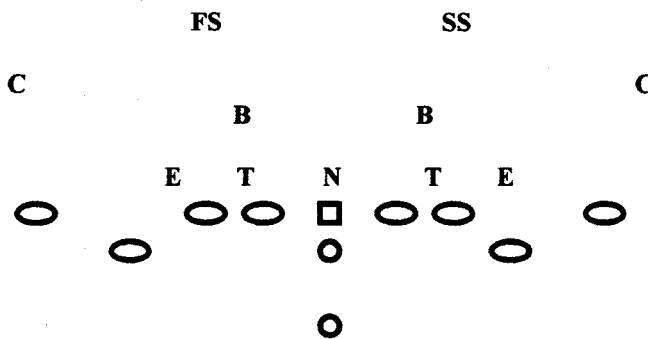
**PLAY 514  
FORMATIONS All**



4-3



50 DBL EAGLE



2. Stalk # 4 - Crack # 6

3. On - Bump lead - Backer  
May Gut vs gap defender

4. Fire - On - Post , may Gut vs gap defender

5. Fire - On - Backer

6. Reach

7. Reach

8. Cut off - 1 cut

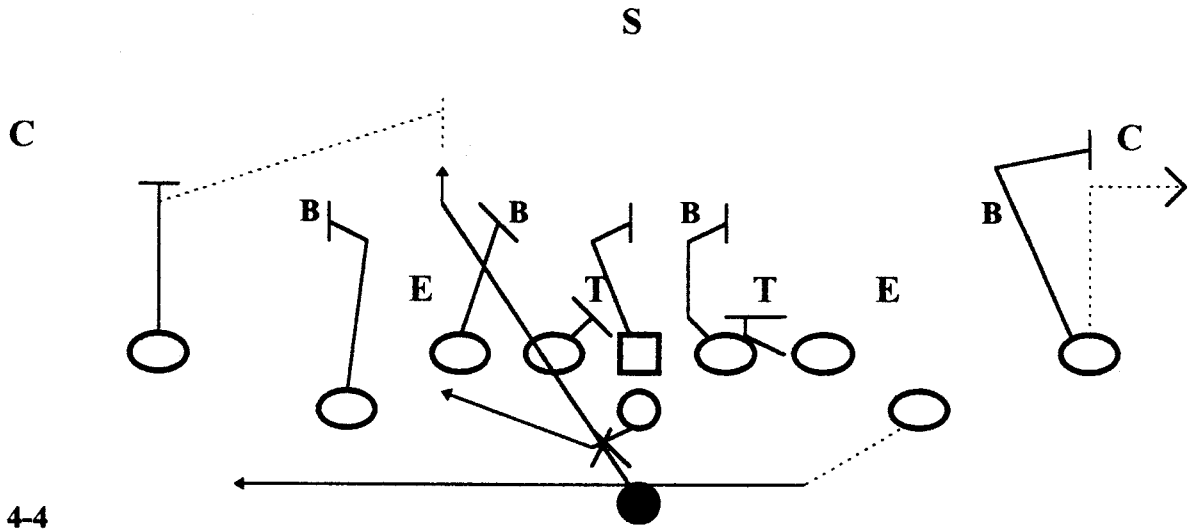
QB - Open at 5 o'clock to playside, reach ball back and give to FB, continue option fake.

RH - Release inside, block # 4

LH - Leave in early motion, get in pitch path.

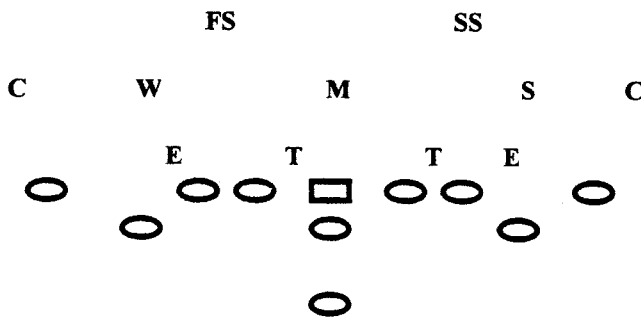
FB - Carrier, dive for tail of 4 man, receive ball, read 3 and 4 man's block.

PLAY 516  
FORMATIONS All

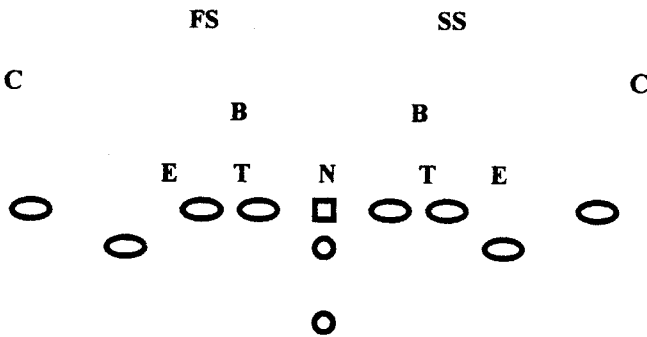


4-4

4-3



50 DBL EAGLE



2. Cut off - 1 cut
3. Reach
4. Reach
5. Fire - On - Backer
6. Gap - Fire - Post May Gut vs gap
7. Gap - On - Backer May Gut vs gap
8. Stalk # 4 - Crack # 5

QB - Open at 7 o'clock, to side of call, reach ball back and give to FB, continue option fake.

RH - Leave in early motion, get into pitch path.

LH - Release inside, block # 4

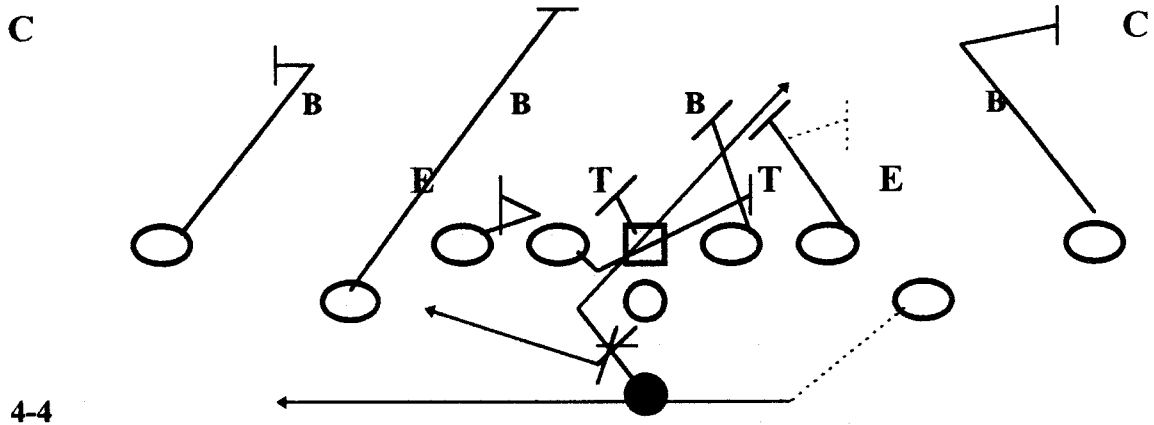
FB - Carrier ; Dive for tail of 6 man, receive ball, read 6 and 7 man's block



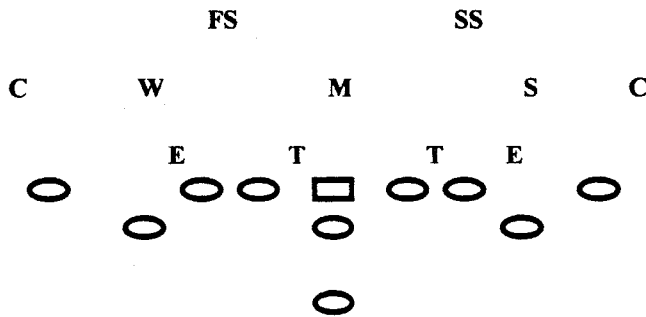
**PLAY 516 Cut Back Trap FORMATIONS ALL**

**NOTE: Want to run play to B gap defender side.**

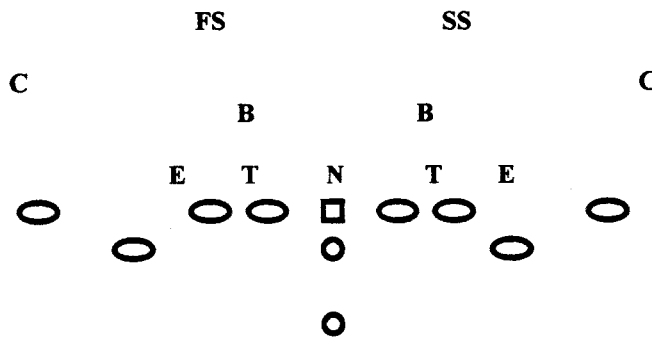
S



4-3



50 DBL EAGLE



2. Cut off

3. 1<sup>st</sup> backer from 5 - cut off

4. Lead - Backer

5. Post - Away

6. Pull; kick out on 1<sup>st</sup> man on or of 4

7. Pull, check - backer

8. Cut off

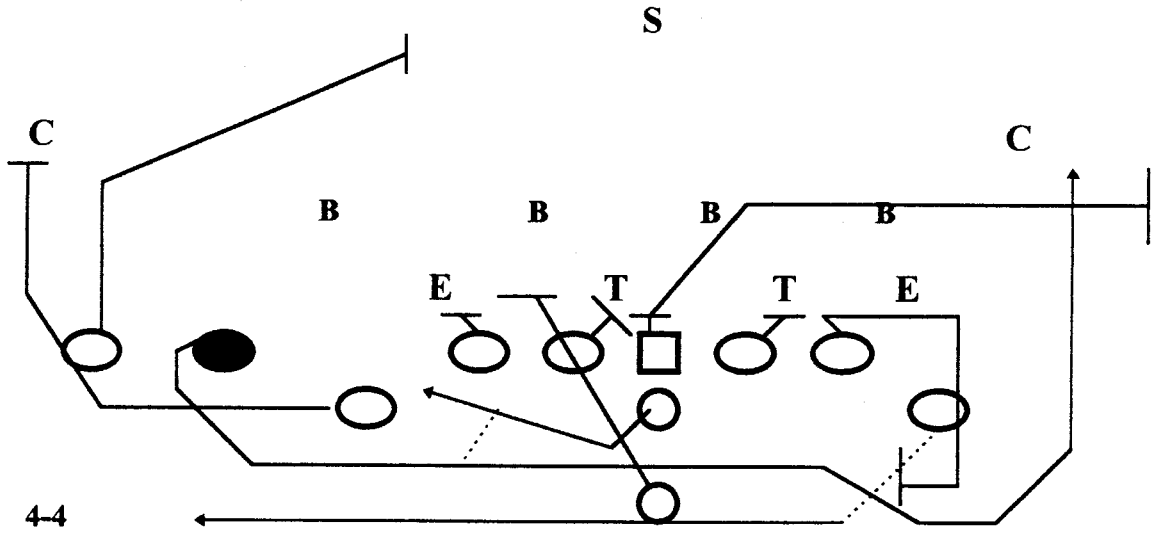
QB - Open at 7 o'clock to call side, reach ball back and give to FB, allow him clear continue option fake.

NOTE: Want to run play to B gap.  
RH - Leave in early motion, get in pitch path.

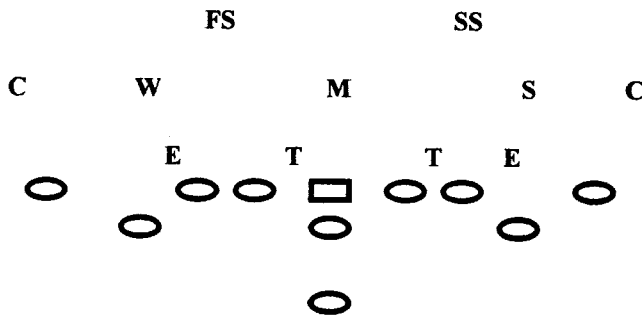
LH - Cut off

FB - Carrier ; Cross over step to tail of the 6 man. plant outside foot. receive

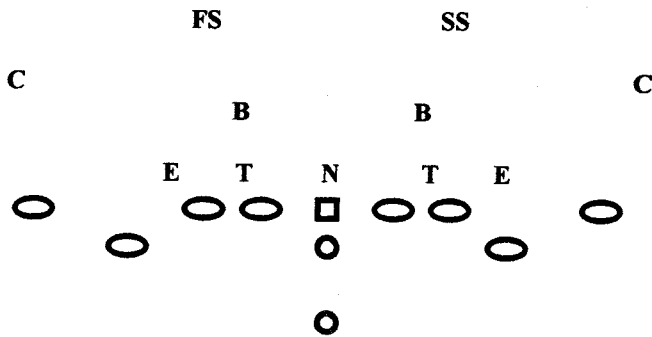
**PLAY Liz 16 Reverse FORMATIONS Liz**



4-3



50 DBL EAGLE



2. Carrier; Must turn to outside to face goal come back to inside at a depth of 3 1/2 yds. Receive pitch look for 3 man's block get to outside.
3. Gap, turn back to outside, get to a depth 4 yds. Block DE when he turns.
4. Gap - On - Area, release outside block contain.
5. On - Area, uncovered, release outside block contain.
6. Gap - On - Area
7. On - Outside
8. Crack - 4 cut

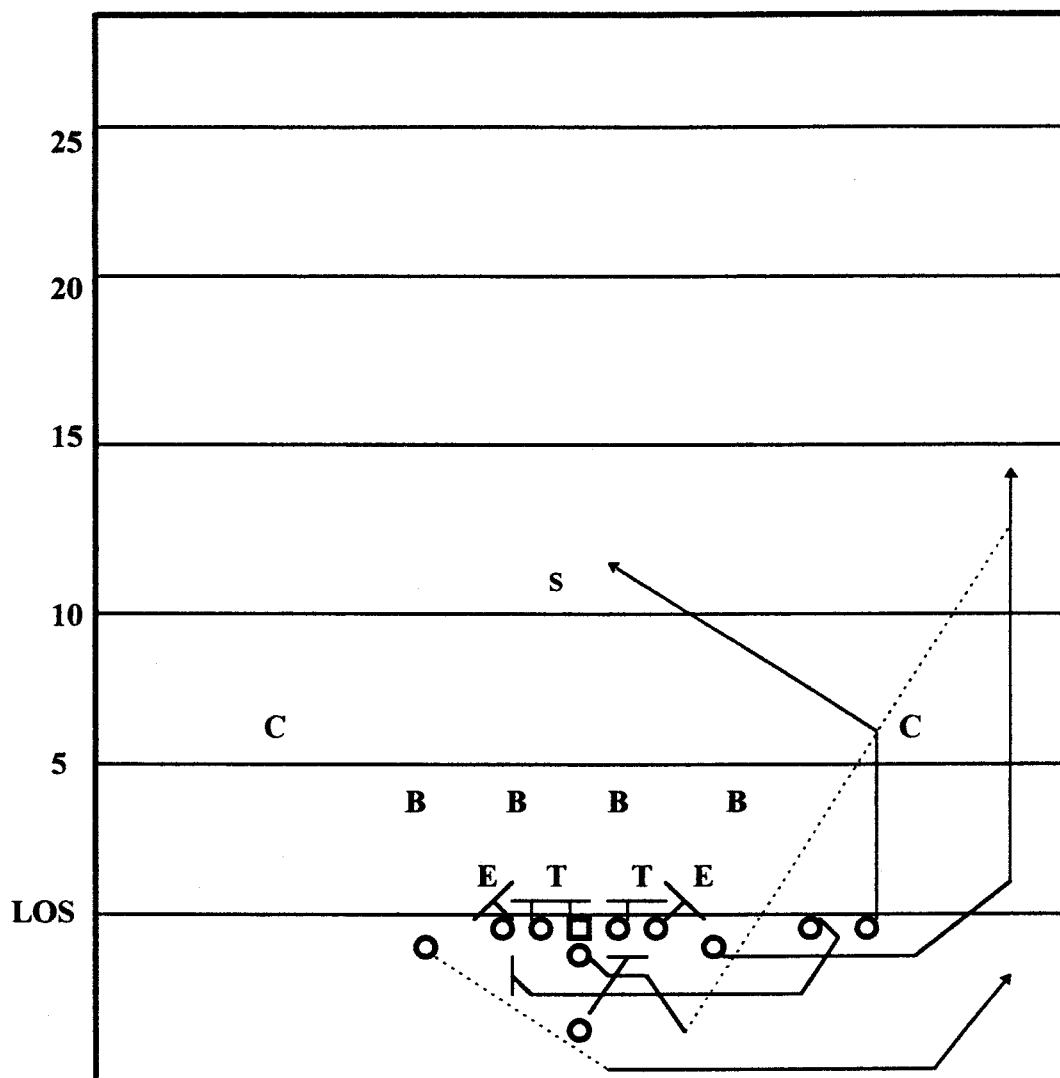
**QB - Fake 16, float ball to 2 man, continue option fake, or after pitch drop off the line set up to throw.**

**RH - Leave in early motion, get into pitch path.**

**LH - Arc release, block # 5**

**FR - Fake 16 block area**

**PLAY: Rip 14 Reverse Pass**



**2 - 4 Cut**

**3 - On - Outside**

**4 - Gap -On -Area**

**5 - On - Area**

**6 - Area**

**7 - On - Outside**

**8 - Fake reverse, block backside**

**QB - Fake 14 , get off the line set up behind 3 man, look to throw to RH up the sideline.**

**RH - Arc release, run a 5 cut up sideline, look for ball.**

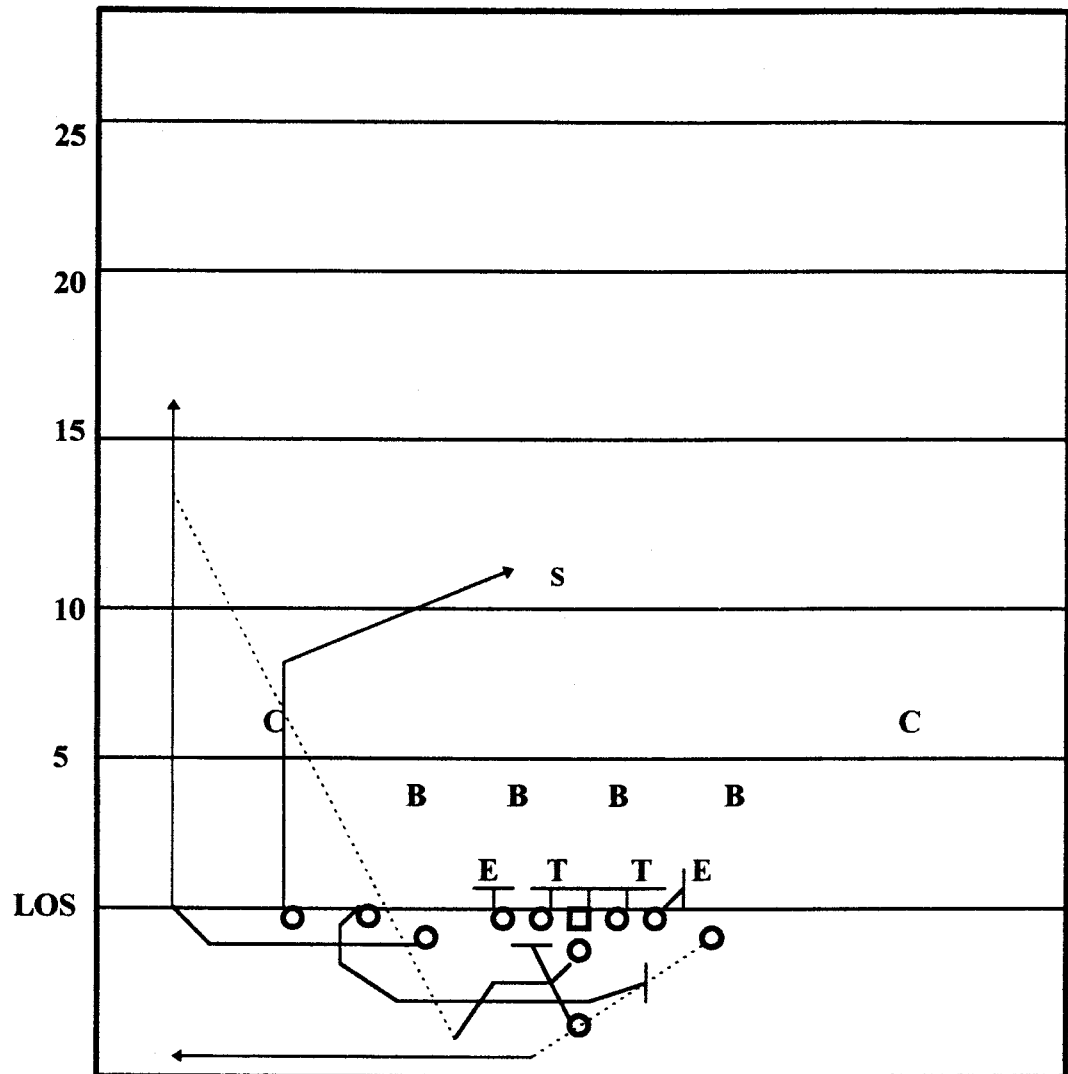
**LH - Leave in early motion, get in pitch path.**

**FB - Fake 14, block area**





**PLAY: Liz 16 Reverse Pass**



**2 - Fake reverse block backside**

**3 - On - Outside**

**4 - Area**

**5 - On - Area**

**6 - Gap - On - Area**

**7 - On - Outside**

**8 - 4 Cut**

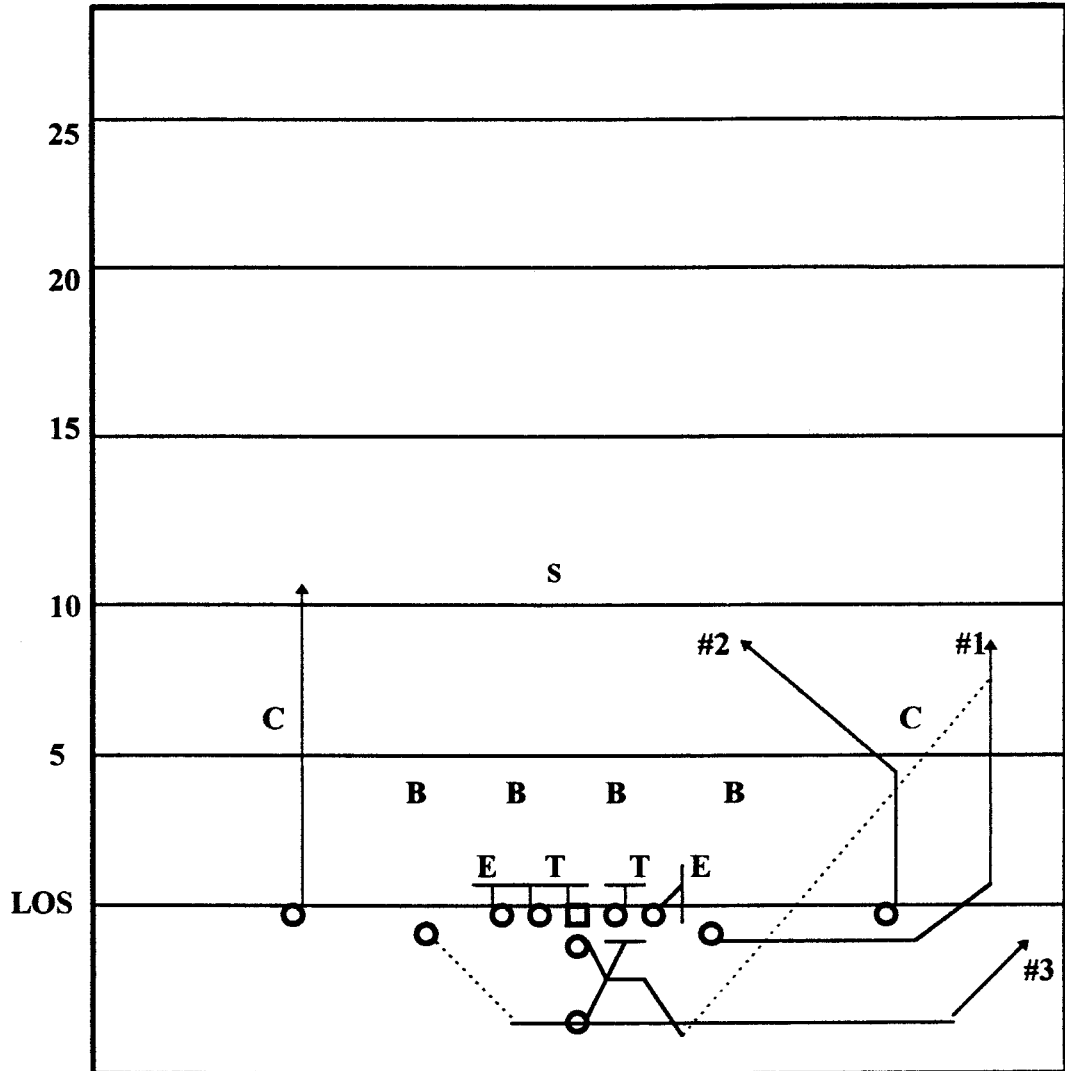
**QB - Fake 16 reverse, get off the line, set up behind 7 man . Look to throw to LH up the sideline.**

**RH - Leave in early motion, get into pitch path.**

**LH - Arc release , 5 cut, look for ball.**

**FB - Fake 16, block area**

**PLAY: 514 Wheel**



**2 - 4 Cut**

- 3 - On - Outside**
- 4 - Gap - On - Area**
- 5 - On - Area**
- 6 - Area**
- 7 - On - Outside**

**8 - 5 Cut**

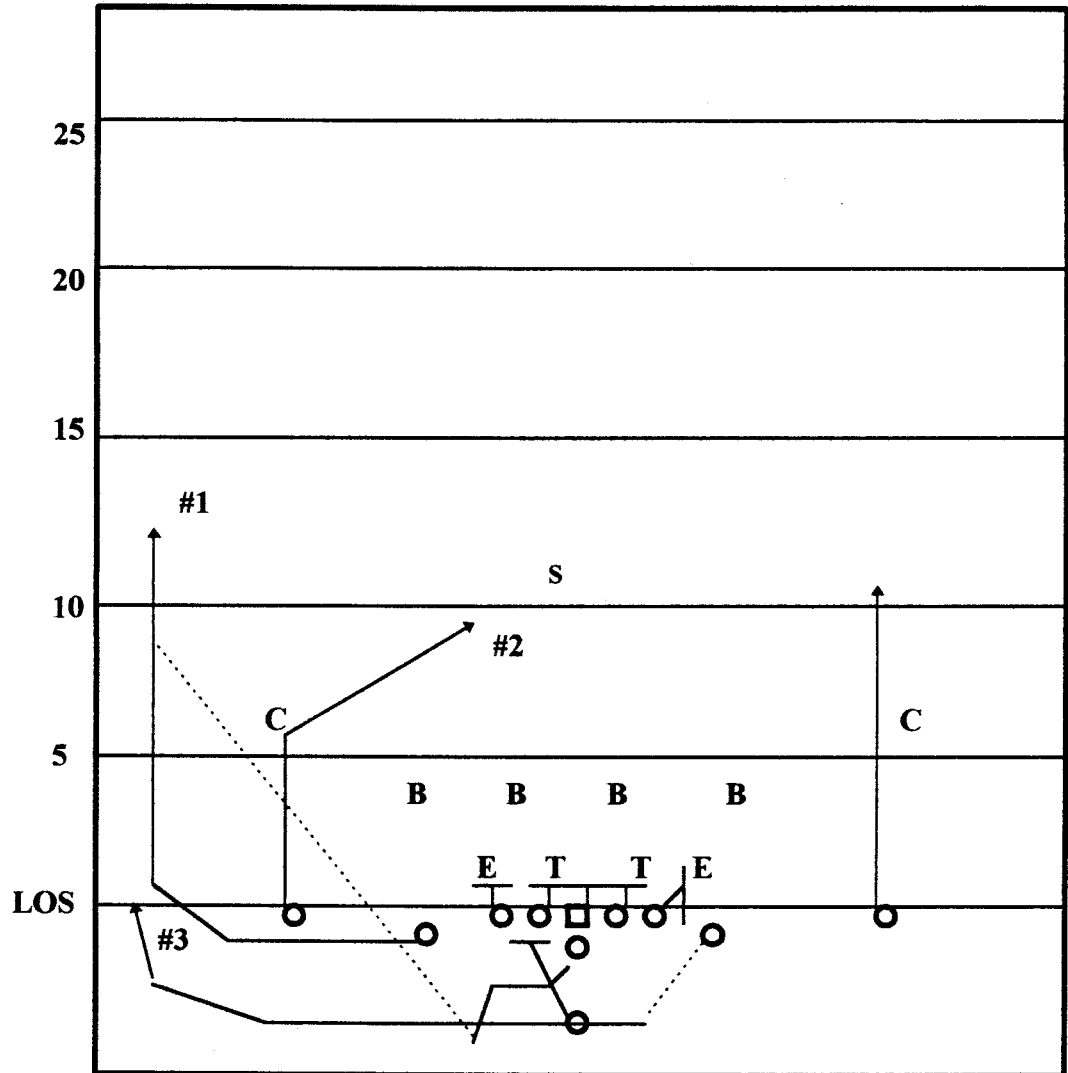
**QB - Fake 14, get off the line, set up behind 3 man. Look for wheel route.**

**RH - Arc release do a wheel pattern , look for ball.**

**LH - Leave in early motion, get into pitch path. Be ready for ball.**

**FB - Fake 14, block area.**

**PLAY: 516 Wheel**



**2 - 5 Cut**

**3 - On - Outside**

**4 - Area**

**5 - On - Area**

**6 - Gap - On - Area**

**7 - On - Outside**

**8 - 4 Cut**

**QB - Fake 16, get off the line, set up behind 7 man. Look to throw to wheel route.**

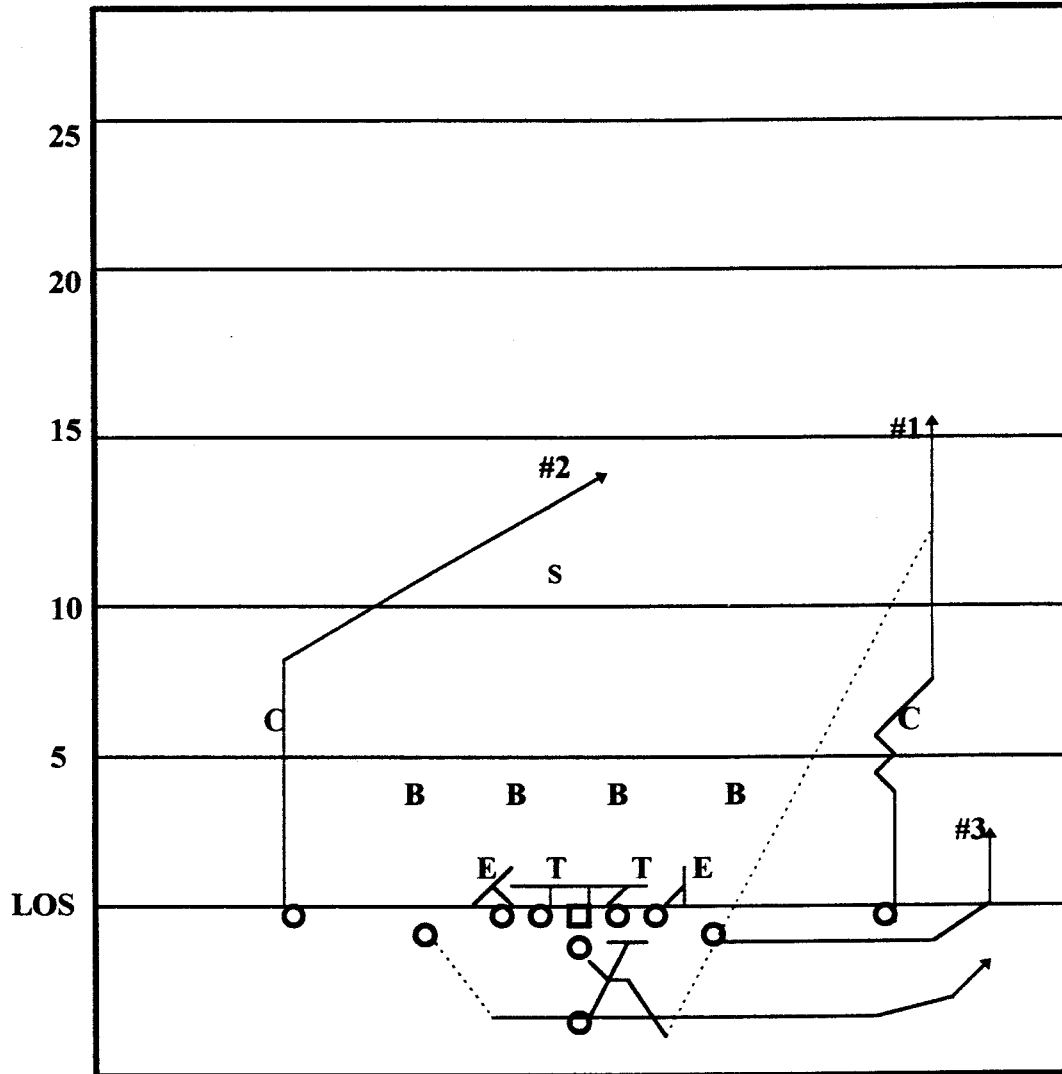
**RH - Leave in early motion, get into pitch, be ready for ball.**

**LH - Arc release, do a Wheel route up sideline.**

**FB - Fake 16, block area.**



**PLAY: 514 Stalk & Go**



**2 - Release to stalk #5, when he comes up, break into 5 Cut, look for ball.**

**3 - On - Outside**

**4 - Gap - On - Area**

**5 - On - Area**

**6 - Area**

**7 - On - Outside**

**8 - 4 Cut**

**QB - Fake 14, get off the line , set up behind 3 man. Look to throw to SE on a 5 cut.**

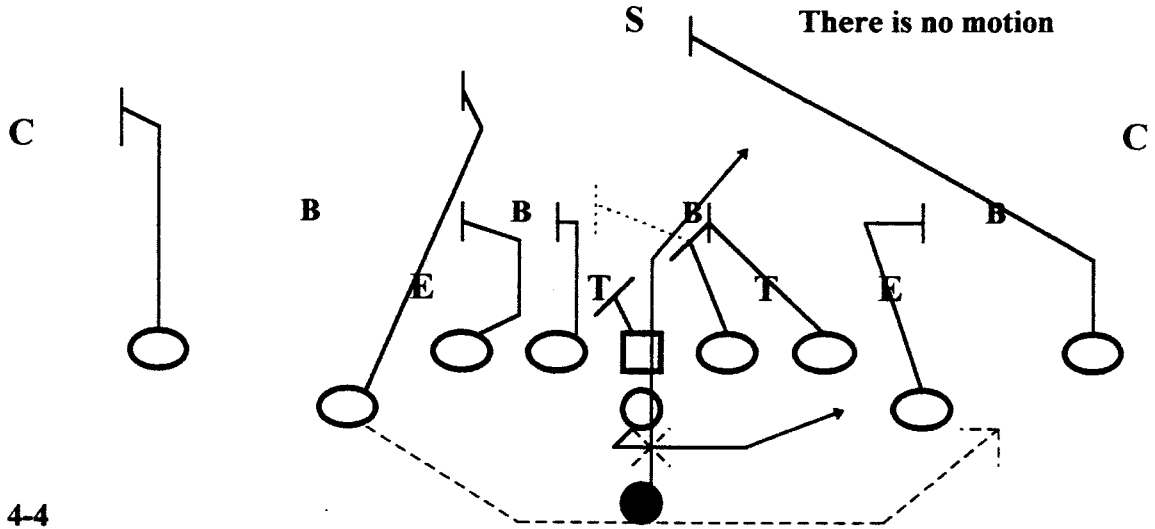
**RH - Arc release, 9 cut**

**LH - Leave in early motion, get into pitch path.**

**FB - Fake 14, block area.**

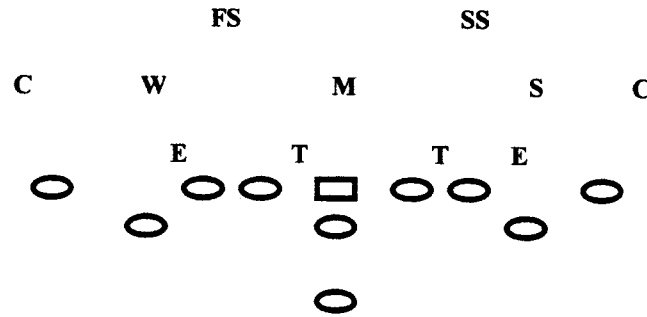


**PLAY 515 R**  
**FORMATIONS All**  
**NOTE: Want to run to B gap side.**  
**There is no motion**



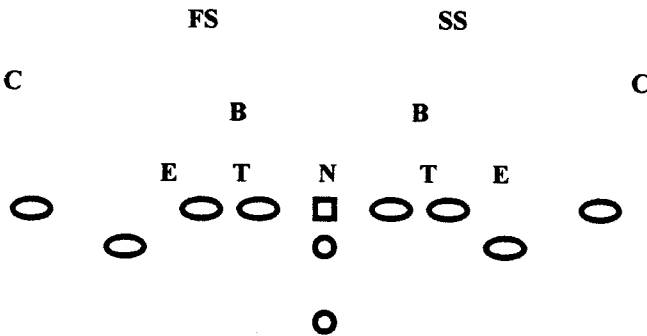
4-4

4-3



2. Crack - Cut off
3. 1<sup>st</sup> backer from 5
4. Lead - Backer
5. Post - Away
6. Gap - Backer
7. Reach
8. Cut off

**50 DBL EAGLE**



QB - Open across mid-line, give FB ball, continue down line, fake option.

RH - Release to inside, block # 4

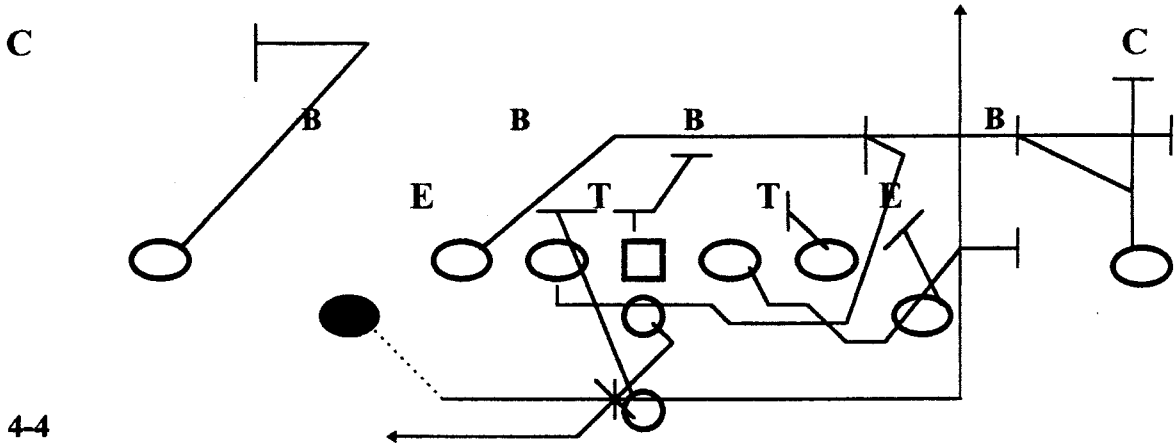
LH - Cut off - or with no motion, get into pitch path.

FB - Carrier : Dive at tail of 5, receive ball, cut off 3's block.



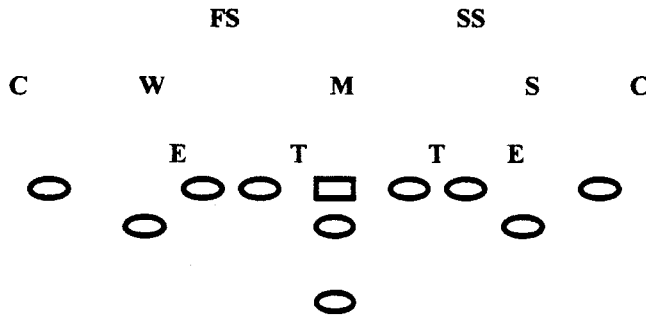
**PLAY 521  
FORMATIONS All**

S

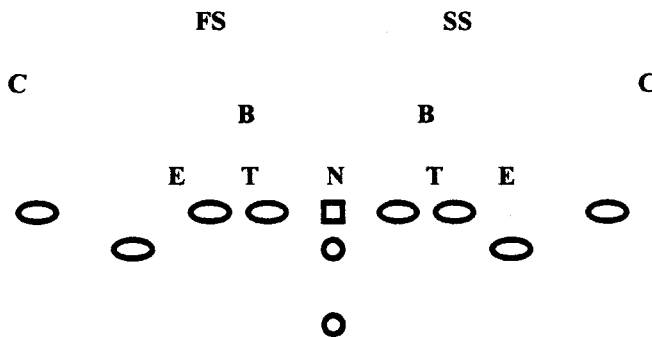


4-4

4-3



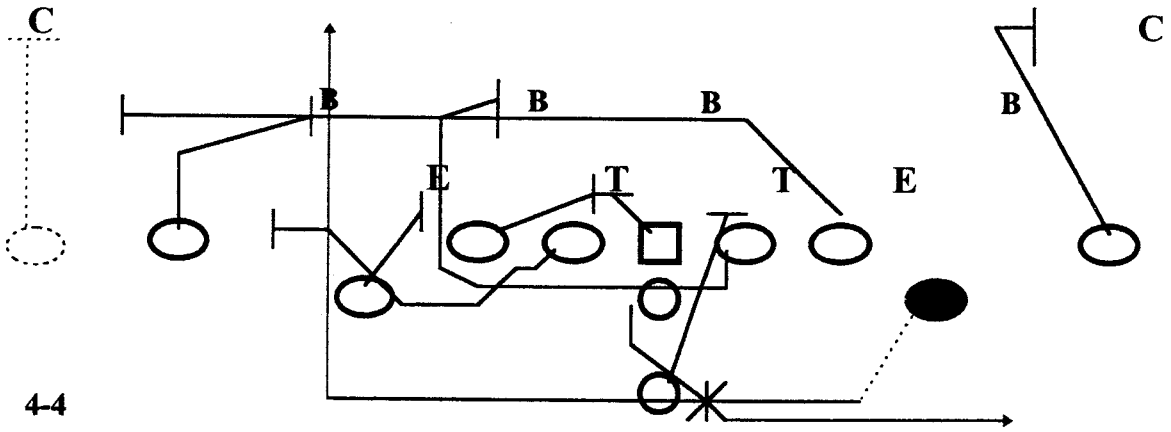
**50 DBL EAGLE**



2. 6 to 8 yds. Split - Crack -Wide split- Stalk
  3. Gap - Down - Backer
  4. Pull, kick out 1<sup>st</sup> man outside of RH's block
  5. Reach - Away
  6. Pull, wall off
  7. Cut off
  8. Cut off
- QB - Reverse pivot, flash hand to FB, cross mid-line hand off to LH, bootleg at 9**
- RH - Block 1<sup>st</sup> free man inside on or off the line.**
- LH - Carrier: Leave in early motion, receive hand off, read 4 man's block.**
- FB - Dive for left foot of 5, fake 24, block anything off 6 man's tail.**

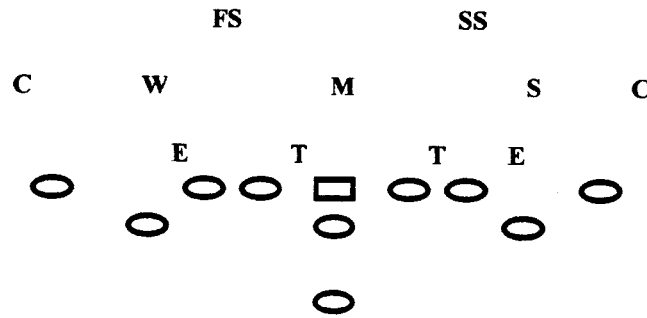
**PLAY 529  
FORMATIONS All**

**S**

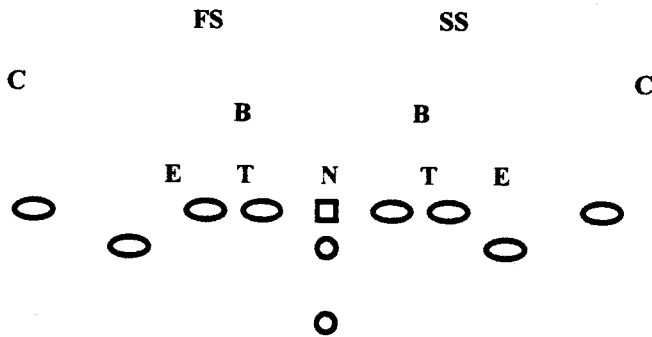


4-4

4-3



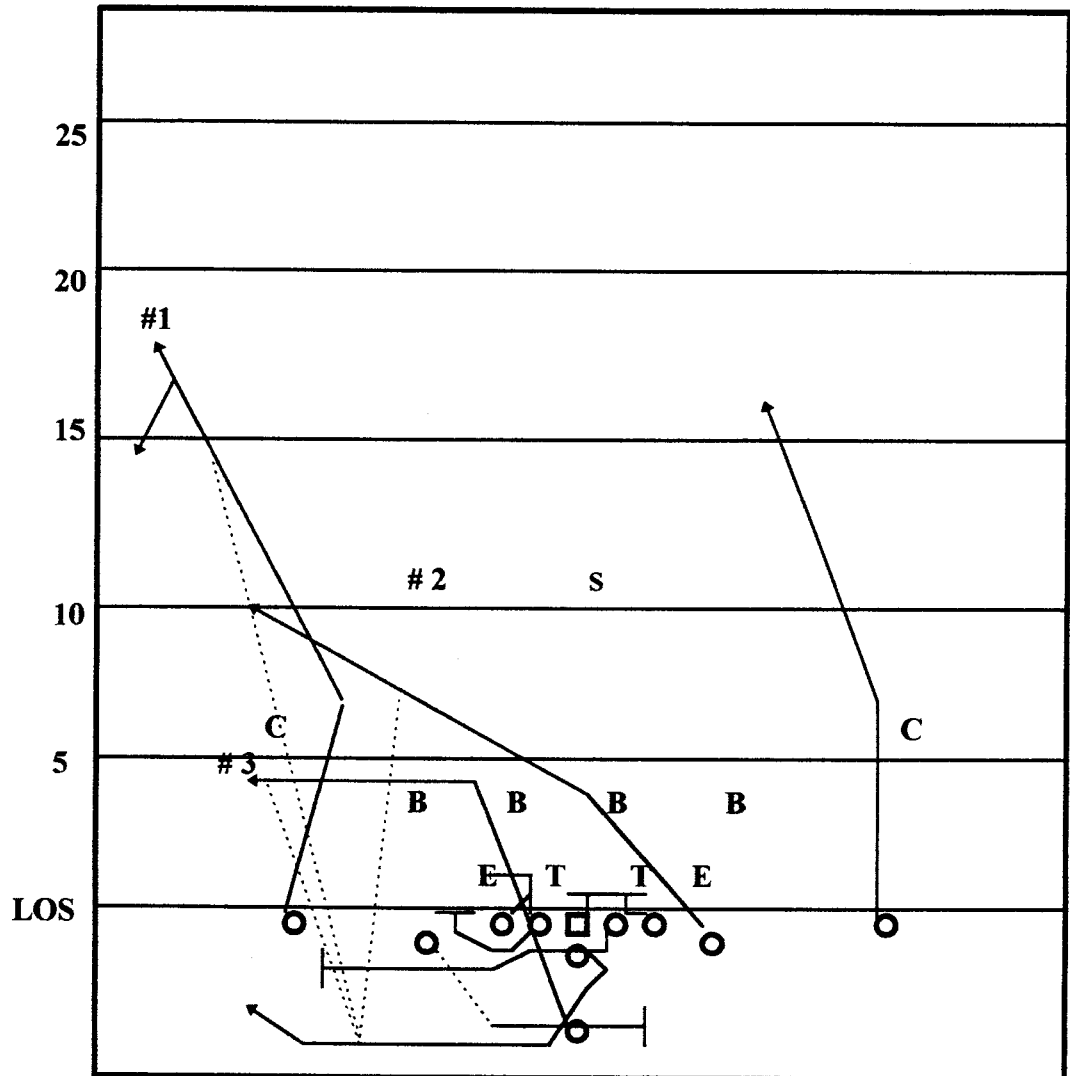
**50 DBL EAGLE**



2. Cut off
  3. Cut off
  4. Pull wall off
  5. Reach - Away
  6. Pull, kick out 1<sup>st</sup> man outside of LH's Block.
  7. Gap - Down - Backer
  8. 6 to 8 yd. Split - Crack - Wide split - Stalk
- QB - Reverse pivot, flash to FB, cross over mid-line hand ball off to RH, bootleg at 1**
- RH - Carrier: Leave in early motion, receive hand off, read 6 man's block.**
- LH - Block 1<sup>st</sup> free man inside on or off the line.**
- FB - Dive for right foot of 5, fake 26, block anything off 6 man's tail.**



**PLAY: 521 Waggle**



**2 - 4 Cut**

**3 - Pull check**

**4 - Pull read 6's block, block out.**

**5 - On - Area**

**6 - Pull, hook or log DE**

**7 - Gap - Down - On**

**8 - 3 cut; If DB drops off break pattern off to sideline at 15 yds.**

**QB - Reverse pivot, fake to LH threaten flank. Pass or run option.**

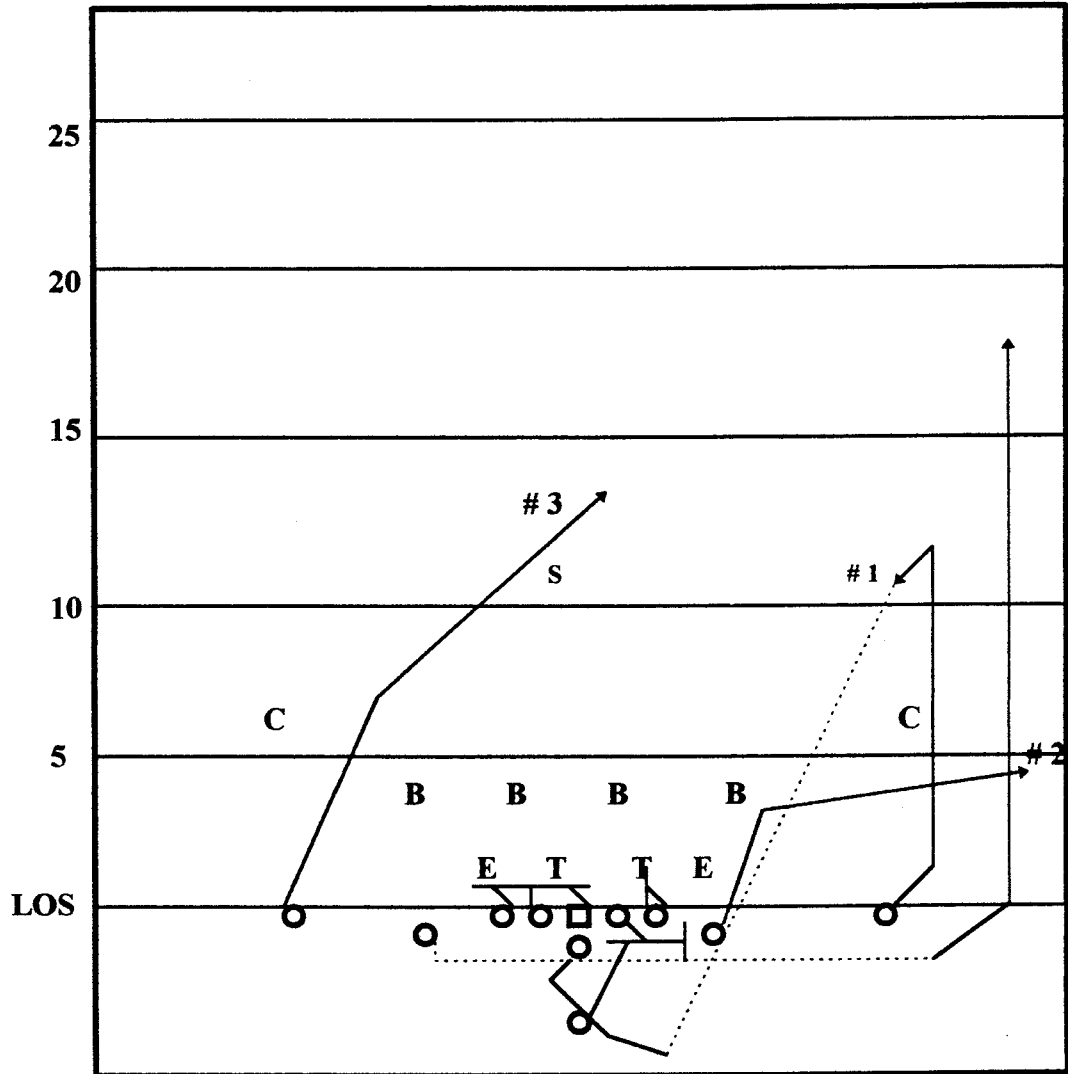
**RH - Drag pattern**

**LH - Leave in early motion, fake 21, block 1<sup>st</sup> man outside of 3 Block call, block like 29.**

**FB - Dive for inside foot of 6, fake 24, block area slide into flat.**



**PLAY : Roger 529 Waggle solid**



**2 - 2 Cut**

**3 - Gap - Down - On**

**4 - Pull, kick out DE**

**5 - On - Area**

**6 - Area - may pull block out**

**7 - On - Outside**

**8 - 4 Cut**

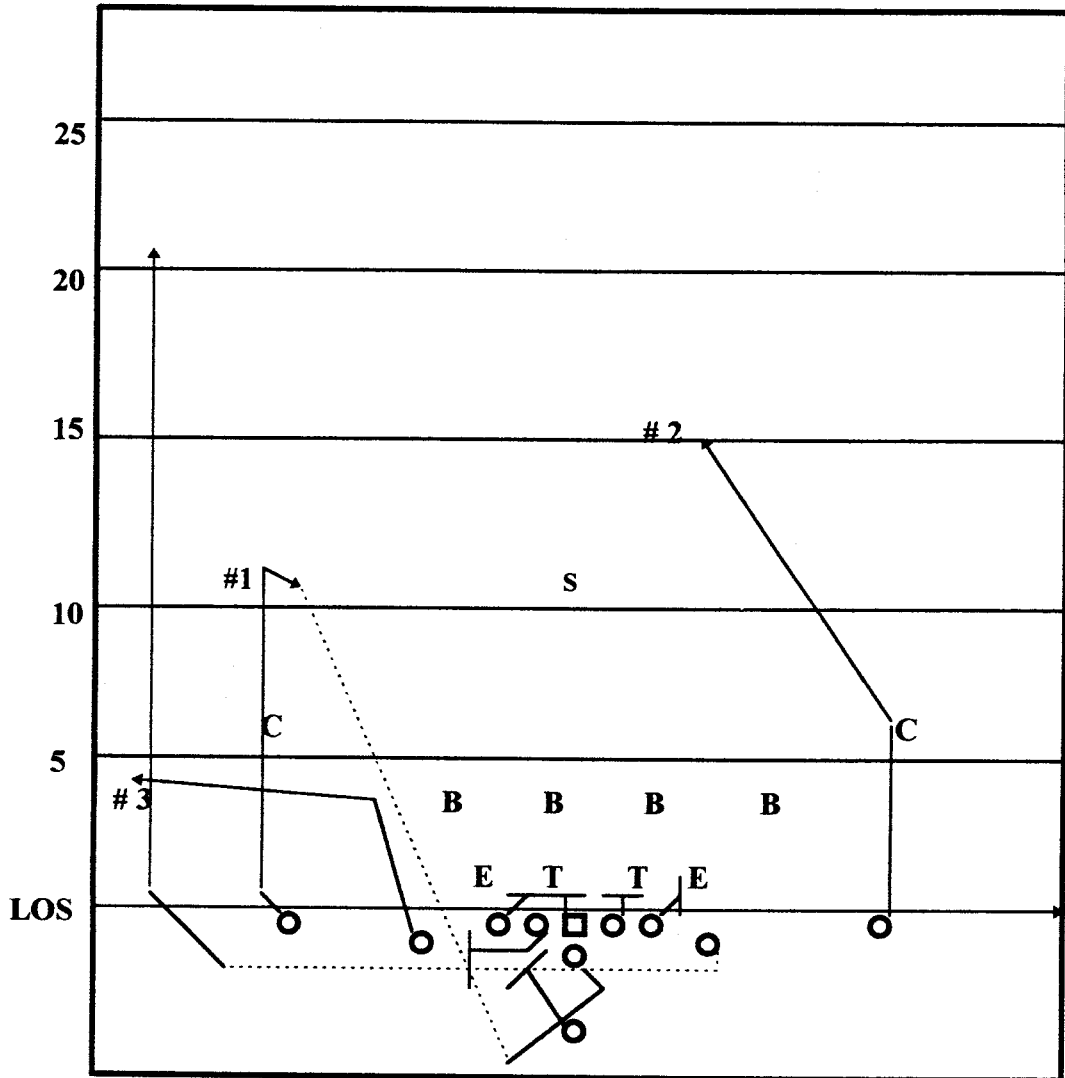
**QB - Reverse pivot, setup behind 3 man 7 yds deep, look to throw to SE on 2 cut.**

**RH - 1 Cut**

**LH - Roger motion, 5 Cut**

**FB - Dive for outside leg of 4, block area.**

**PLAY: 521 Waggle Solid**



**2 - 4 Cut**

**3 - On - Outside**

**4 - Area**

**5 - On - Area**

**6 - Pull, block out**

**7 - Gap - Down - On**

**8 - 2 Cut**

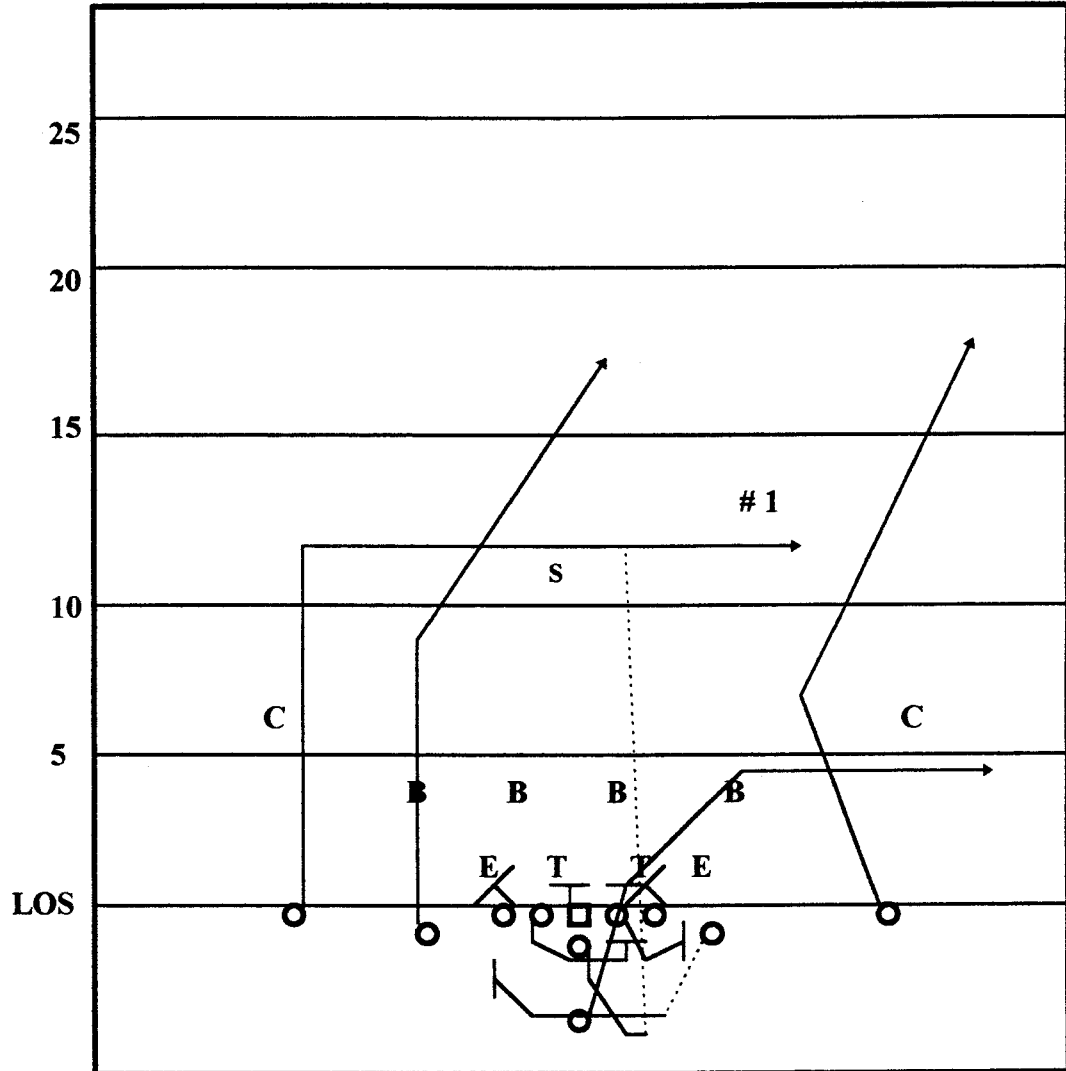
**QB - Reverse pivot, set behind the 7 man, look to throw to SE .**

**RH - Lucy motion, 5 Cut**

**LH - 1 Cut**

**FB - Dive for outside leg of 6, block area.**

**PLAY: 529 Waggle Dig**



**2 - 3 Cut**

**3 - Gap - Down - On**

**4 - Pull, block out**

**5 - On - Area**

**6 - Pull, read 4's block. Block area**

**7 - On - outside**

**8 - 12 yard Dig pattern**

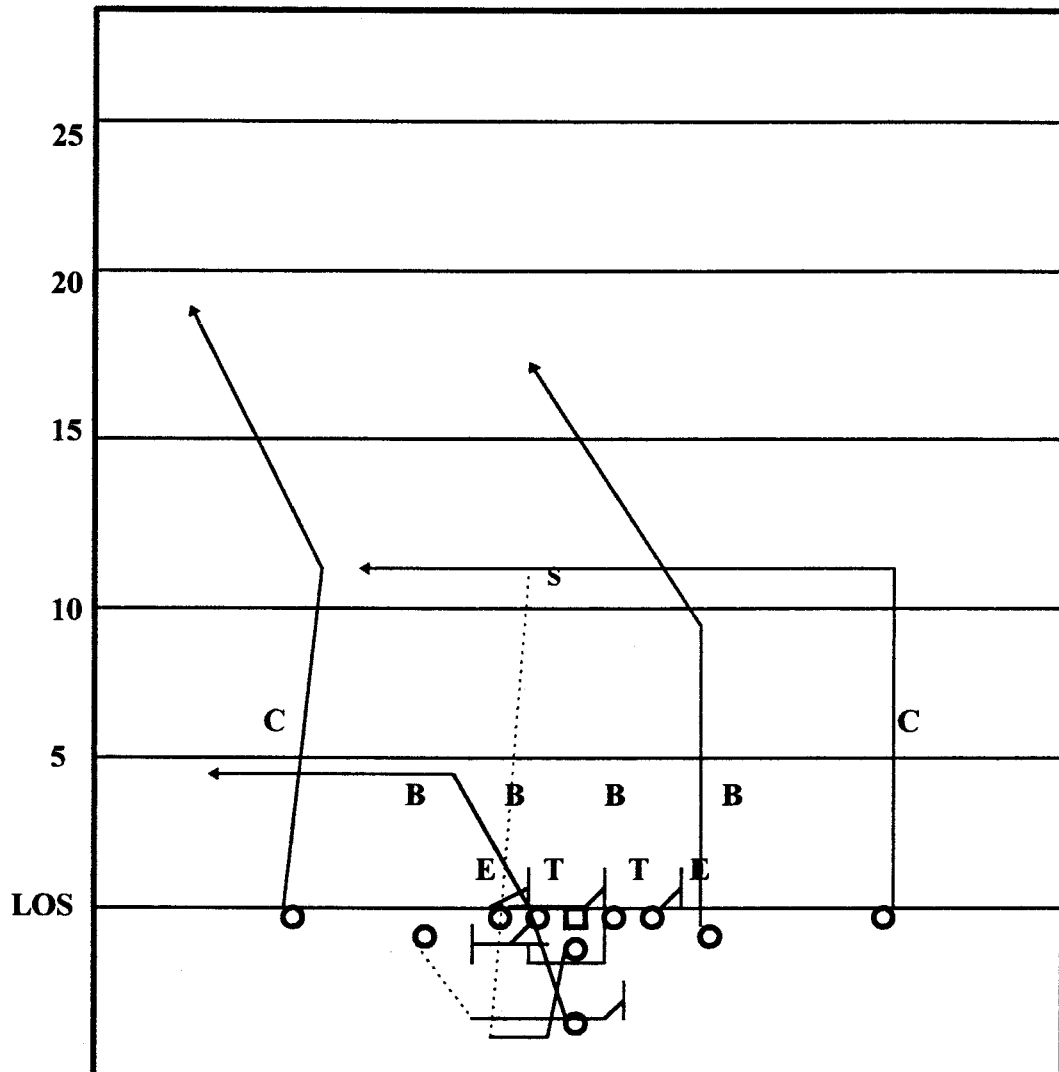
**QB - Reverse pivot, pull up behind the 3 man, look to throw to Dig route.**

**RH - leave in early motion, block 1<sup>st</sup> man outside of 7 man's block.**

**LH - 4 Cut**

**FB - Dive for outside leg of 4, block area, slide delayed to flat.**

**PLAY: 521 Waggle Dig**



**2 - Dig pattern at 12 yards.**

**3 - On - Outside**

**4 - Pull, read 6's block. Block area**

**5 - On - Area - Away**

**6 - Pull, block out**

**7 - Gap - Down - On**

**8 - 3 Cut**

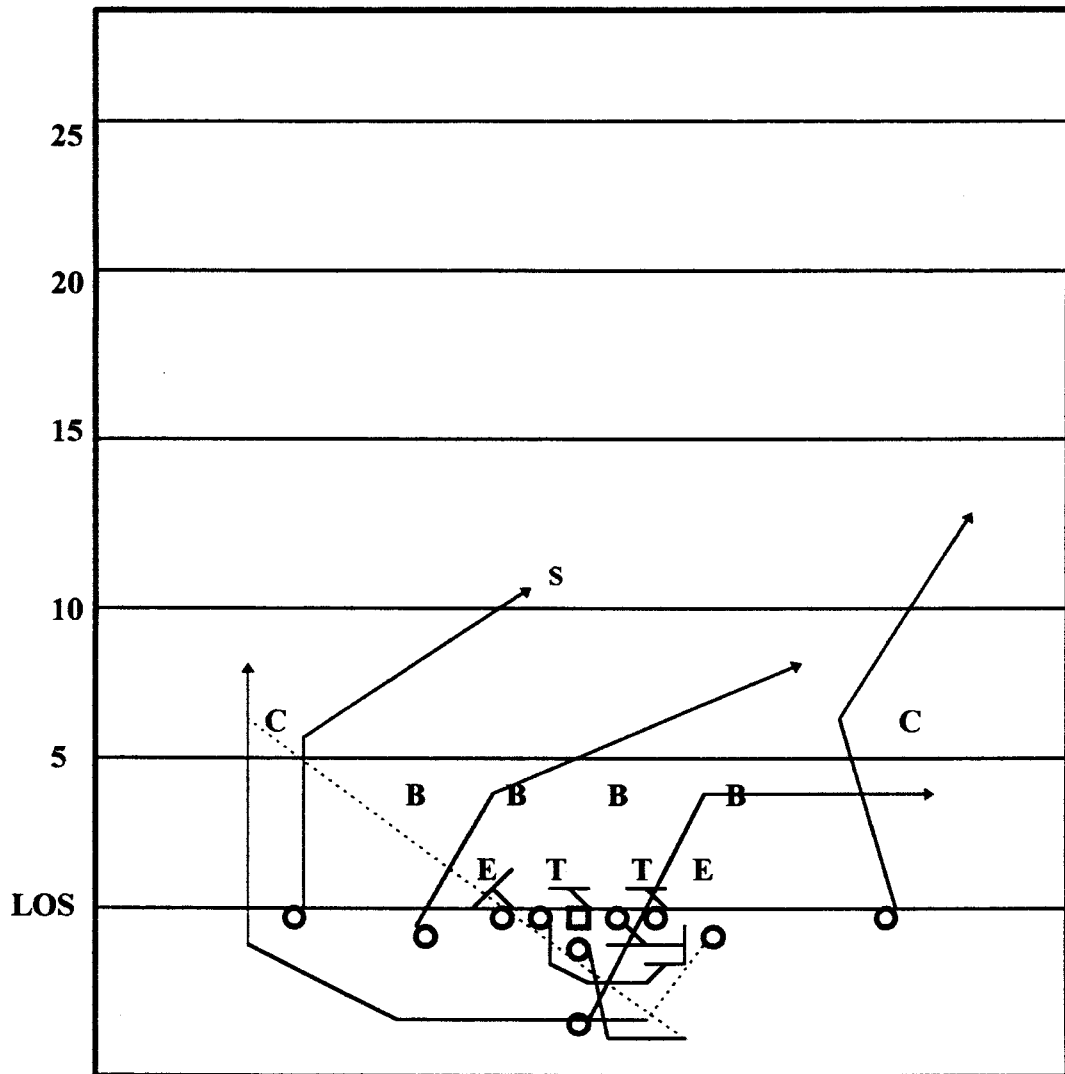
**QB - Reverse pivot, pull up behind 7 man. Look to throw to Dig route**

**RH - 4 cut**

**LH - Leave in early motion, fake 21, block 1<sup>st</sup> man outside 3's block.**

**FB - Dive for outside leg of 6, block area, slide delayed to flat.**

**PLAY: 529 Waggle Throw Back**



**2 - 3 Cut**

**3 - Gap - On - Down**

**4 - Pull, block out**

**5 - On - Area**

**6 - Pull, read 4's block, block area.**

**7 - On - outside**

**8 - 4 Cut**

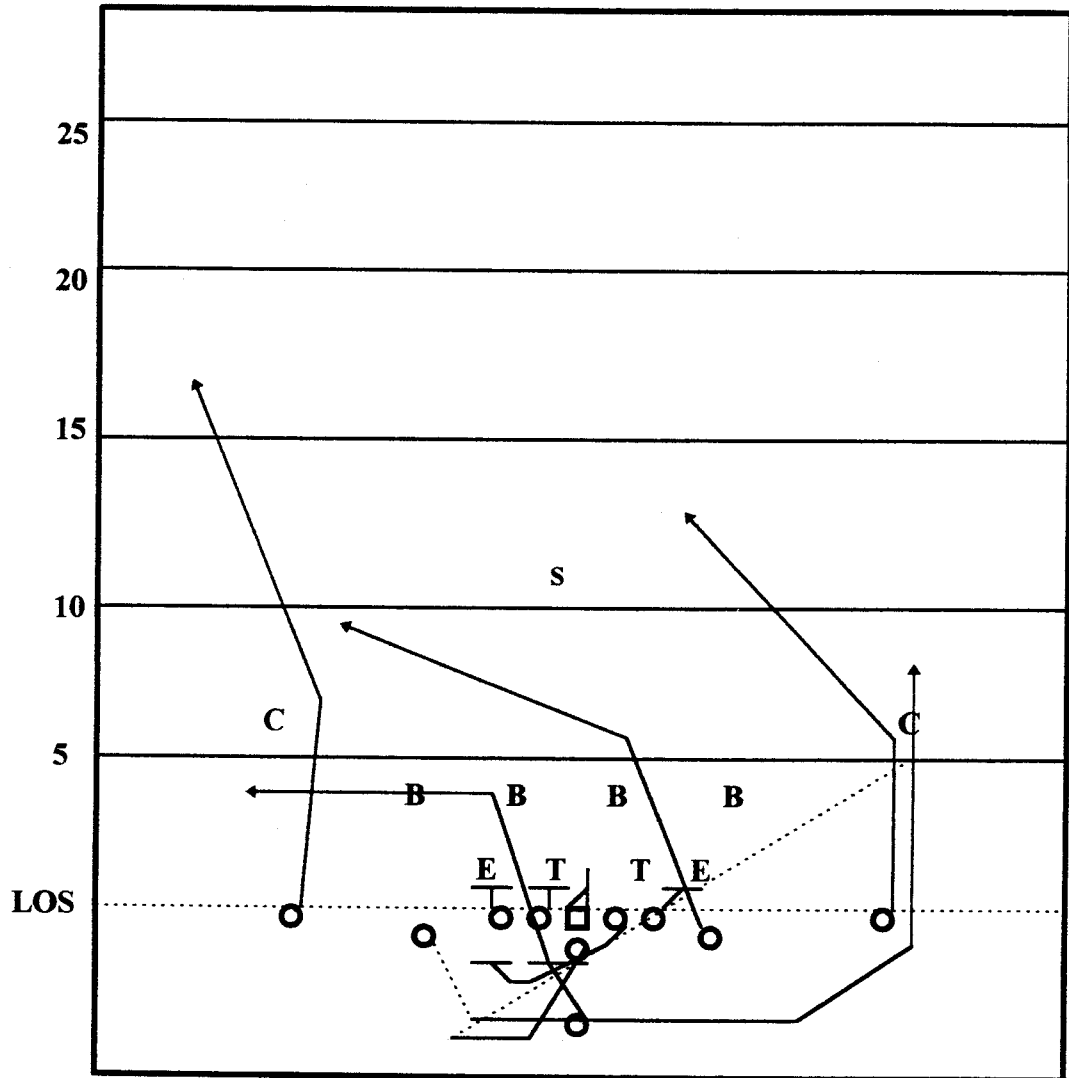
**QB - Reverse pivot, pull up behind 3 man, look to throw back to RH on a wheel pattern.**

**RH - Leave in early motion, fake 29, do a wheel pattern, look for ball.**

**LH - Drag pattern**

**FB - Dive for outside leg of 4, block area, slide into flat.**

**PLAY: 521 Waggle Throw Back**



**2 - 4 Cut**

**3 - On -Outside**

**4 - Pull, read 6's block, block area**

**5 - On - Area -Away**

**6 - Gap - Pull, block out**

**7 - Gap - Down - On**

**8 - 3 Cut**

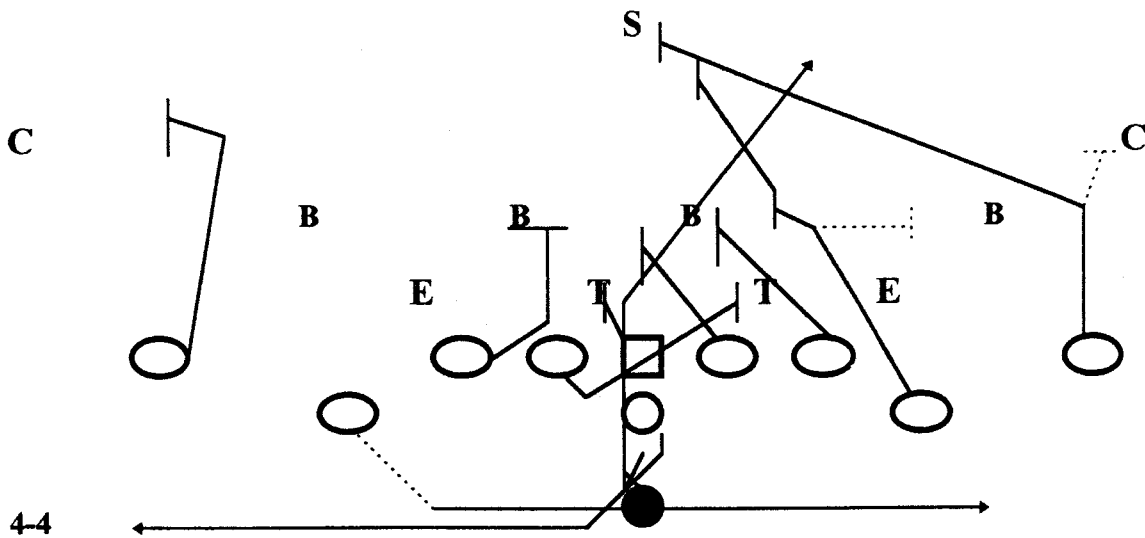
**QB - Reverse pivot, pull up behind 7 man, throw back to LH on a wheel pattern.**

**RH - Drag pattern**

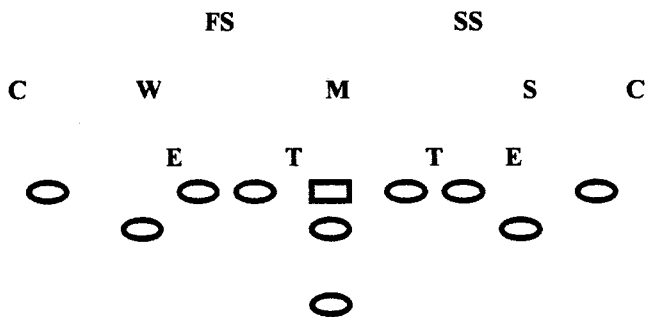
**LH - Leave in early motion, fake 21, do wheel pattern, look for ball.**

**FB - Dive for outside leg of 6, block area, slide into flat.**

**PLAY 524 Trap  
FORMATIONS All**



4-3



2. Tight split - Crack Wide split - Stalk

3. 1<sup>st</sup> Backer from 5

4. Lead - Backer

5. Post - Away

6. Pull, kick out 1<sup>st</sup> man on or outside of 4

7. Pull check

8. Cut off

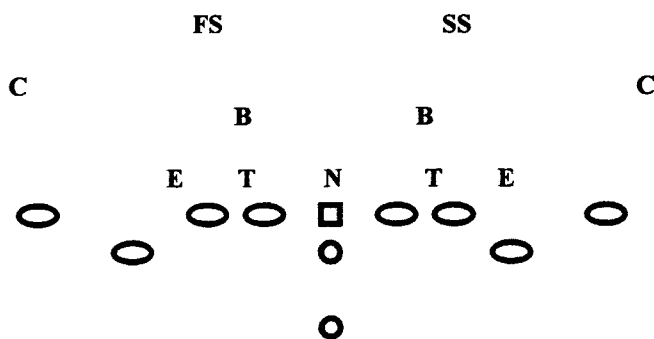
QB - Reverse pivot, get off the mid-line, give ball to FB, bootleg at 9

RH - Fake 21 block, block level 2 to level 3

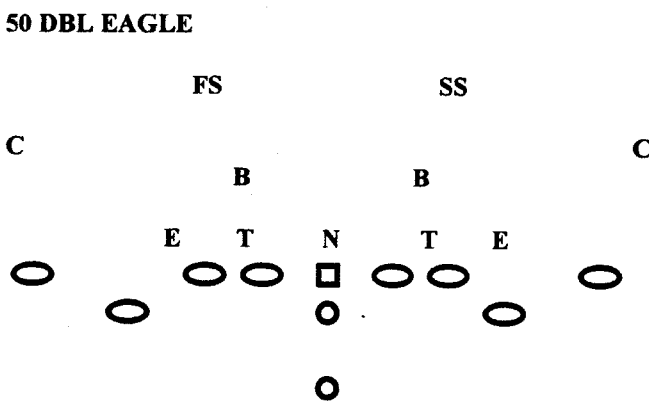
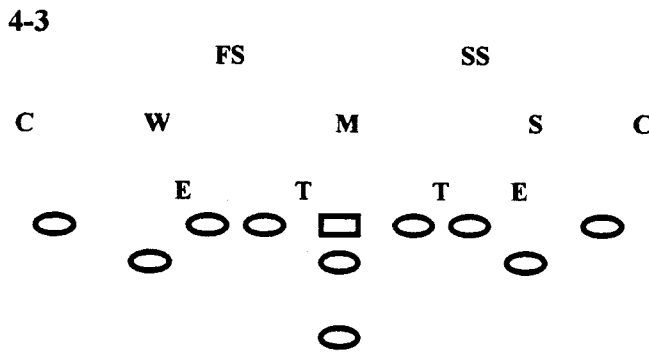
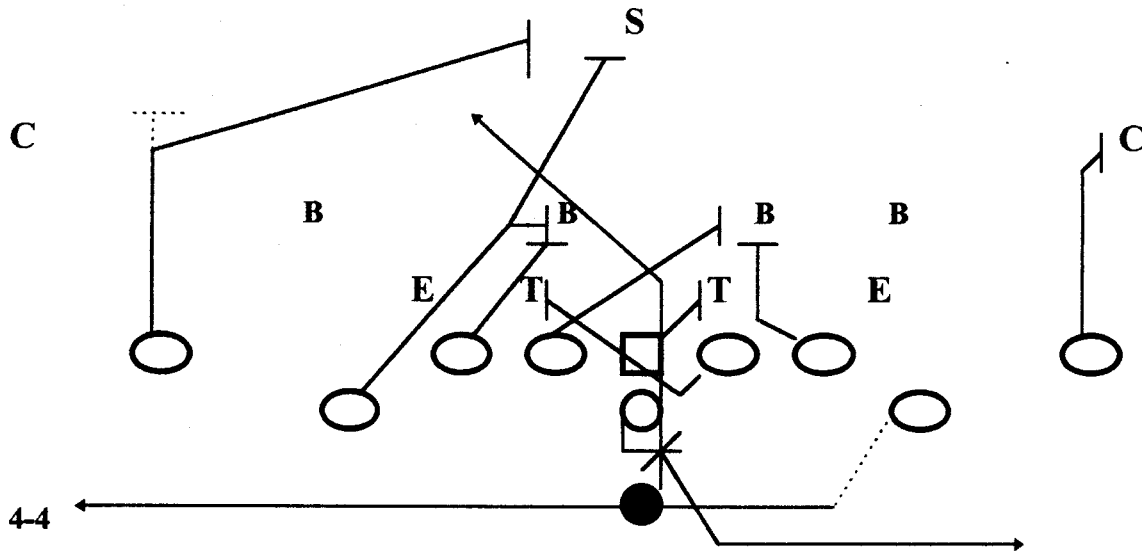
LH - leave in early motion, fake 21

FB - Carrier; dive for left foot of 5, receive and cut off 6's block

50 DBL EAGLE



**PLAY 526 Trap FORMATIONS ALL**



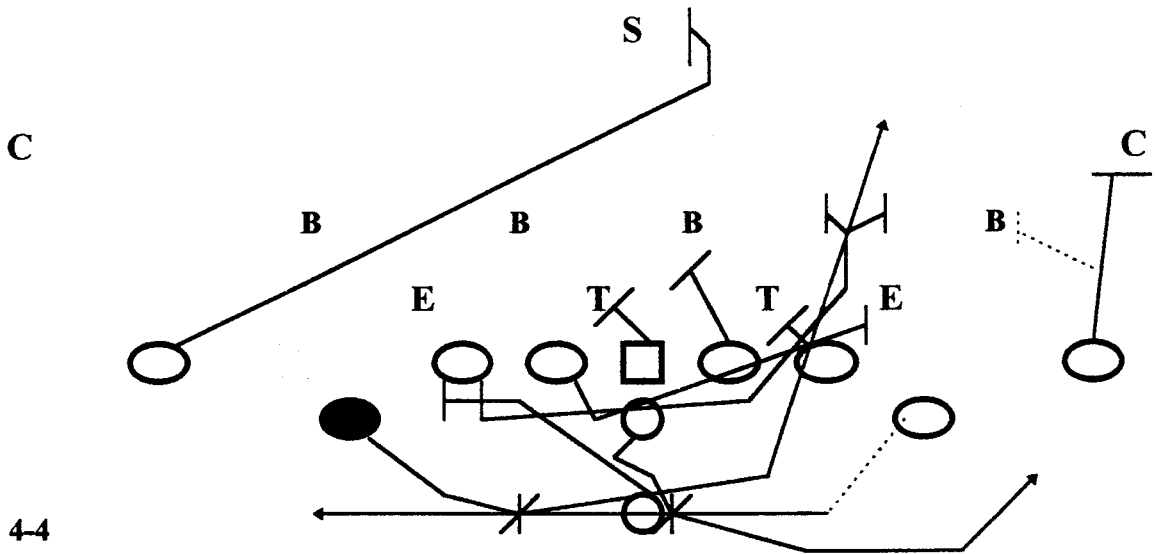
2. Cut off
  3. Pull check
  4. Pull, kick out on 1<sup>st</sup> man on or outside of 6
  5. Post - Away
  6. Lead - Backer
  7. 1<sup>st</sup> Backer from 5
  8. Tight split - Crack; Wide split - Stalk
- QB - Reverse pivot, get off the mid-line, give ball to FB, bootleg at 1**
- RH - Leave in early motion, fake 29**
- LH - fake 29 block, block level 2 to level 3**
- FB - Carrier; Dive for right leg of 5, receive ball cut off 4's block**



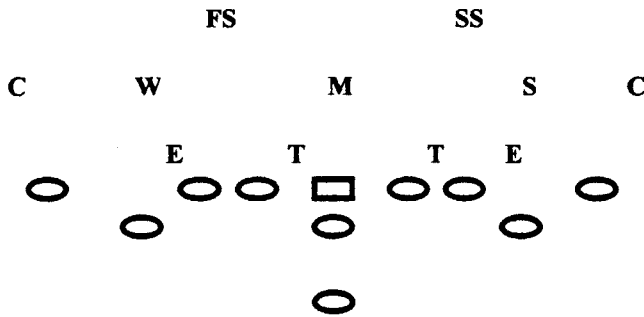




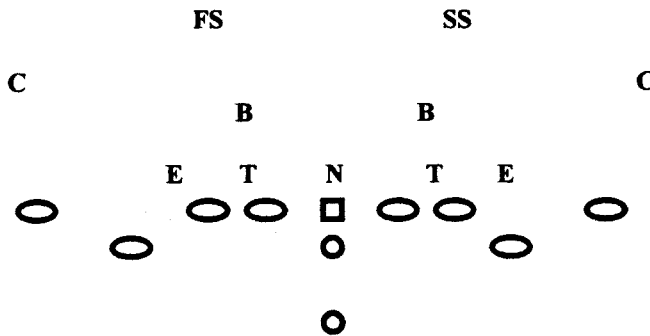
**PLAY 533 CT XX  
FORMATIONS All**



4-3



50 DBL EAGLE



2. Stalk - Crack

3. Gap - Down - Backer

4. Gap - Down - Backer

5. Block left

6. Pull, kick out 1<sup>st</sup> man on or outside of 3

7. Pull, wall off

8. Cut off

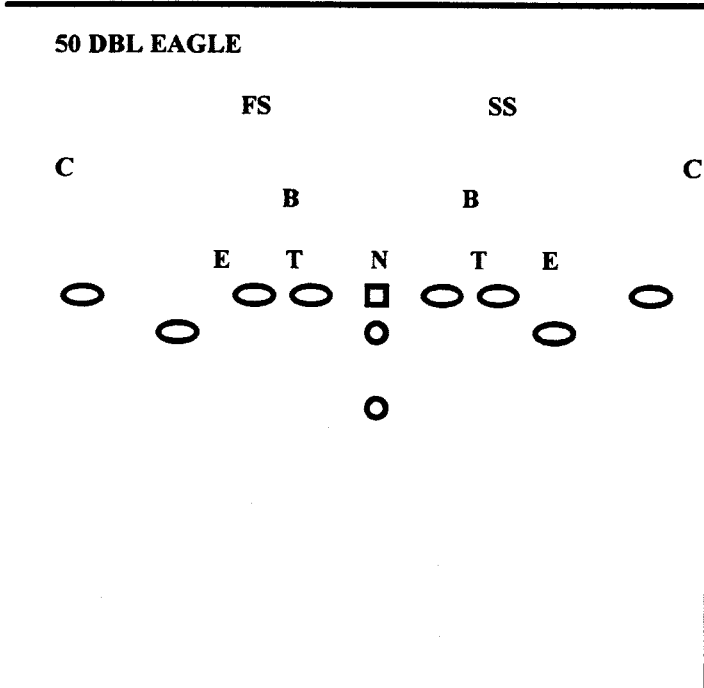
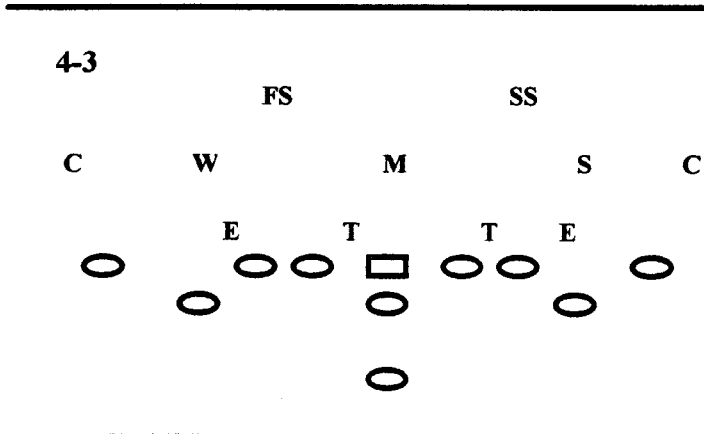
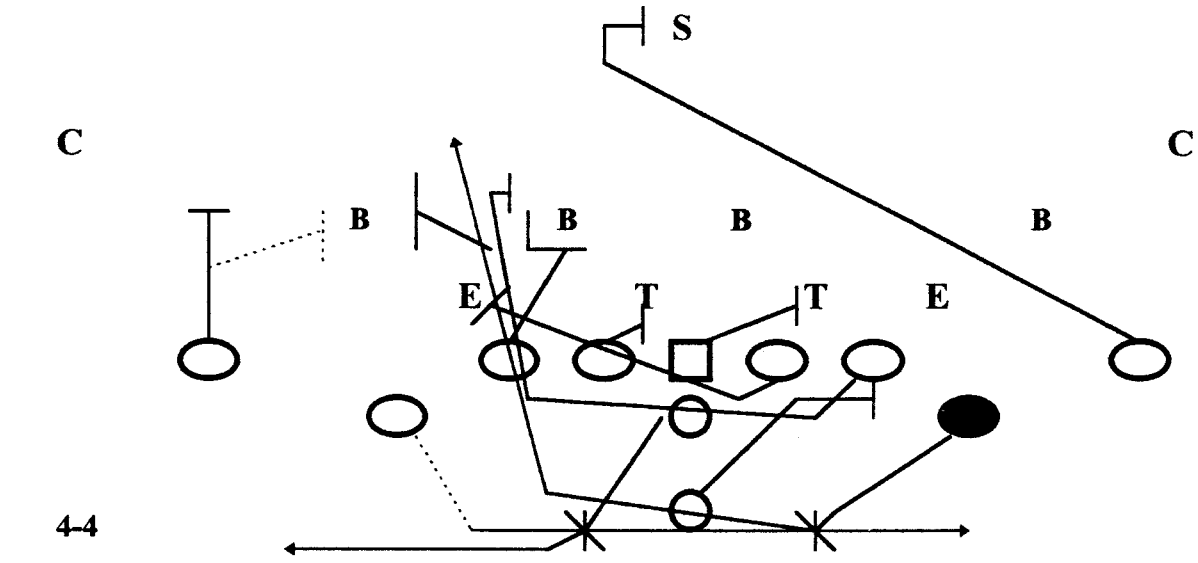
**QB - Reverse pivot , get the ball early to RH, bootleg at 1**

**RH - Leave in early motion, receive ball, hand ball off inside to LH, continue at 9.**

**LH - Carrier: open to inside, receive ball from RH, read 6man's block.**

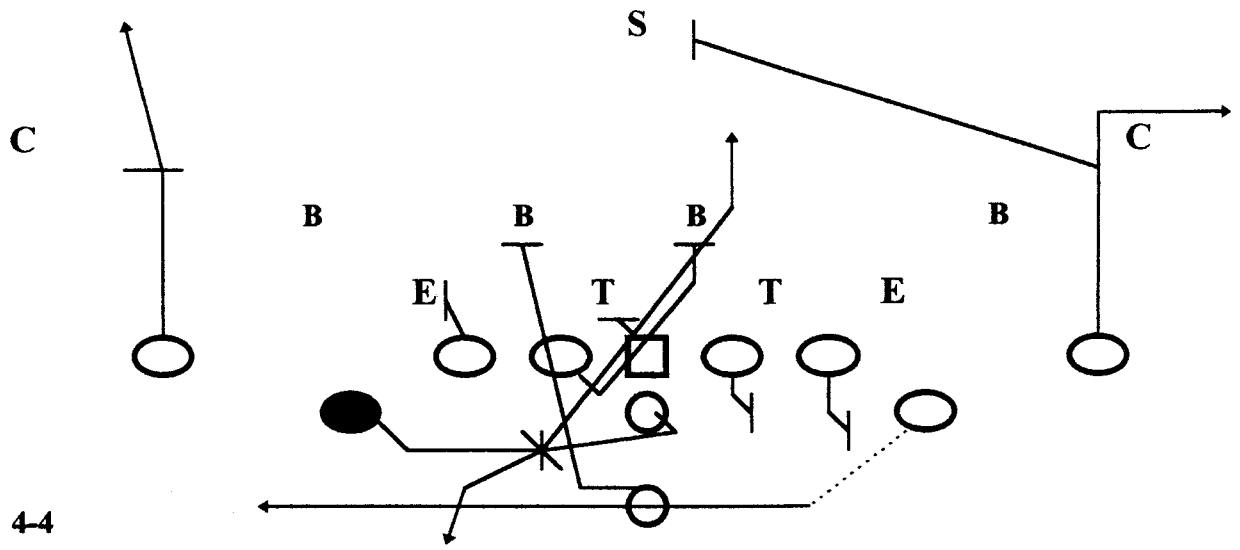
**FB - Dive for inside leg of 7 , block area.**

**PLAY 537 CT XX  
FORMATIONS All**

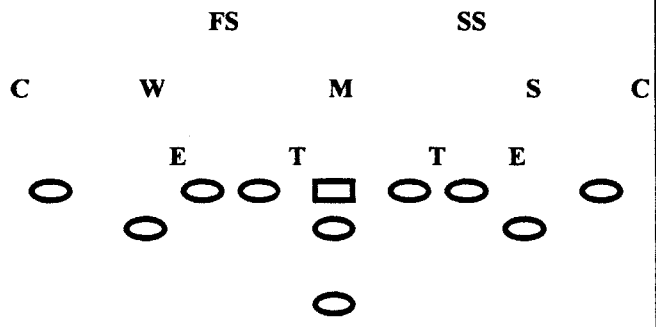


2. Cut off
  3. Pull ,wall off
  4. Pull; kick out 1<sup>st</sup> man on or outside of 7
  5. Block right
  6. Gap - Down - Backer
  7. Gap - Down - Backer
  8. Stalk - Crack
- QB - Reverse pivot, over mid-line get the ball early to the LH, bootleg at 9**
- RH - Carrier: open step to inside, receive ball from LH, read 4 man's block.**
- LH - Leave in early motion, receive hand off from QB, hand ball to RH, inside. Continue at 1**
- FB - Dive for inside leg of 3 man, block out**

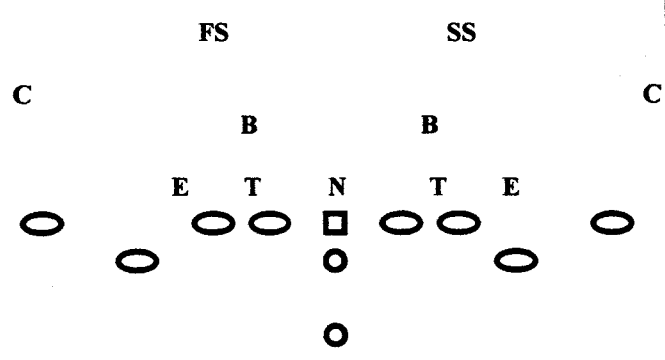
**PLAY 534 Sally  
FORMATIONS All**



4-3

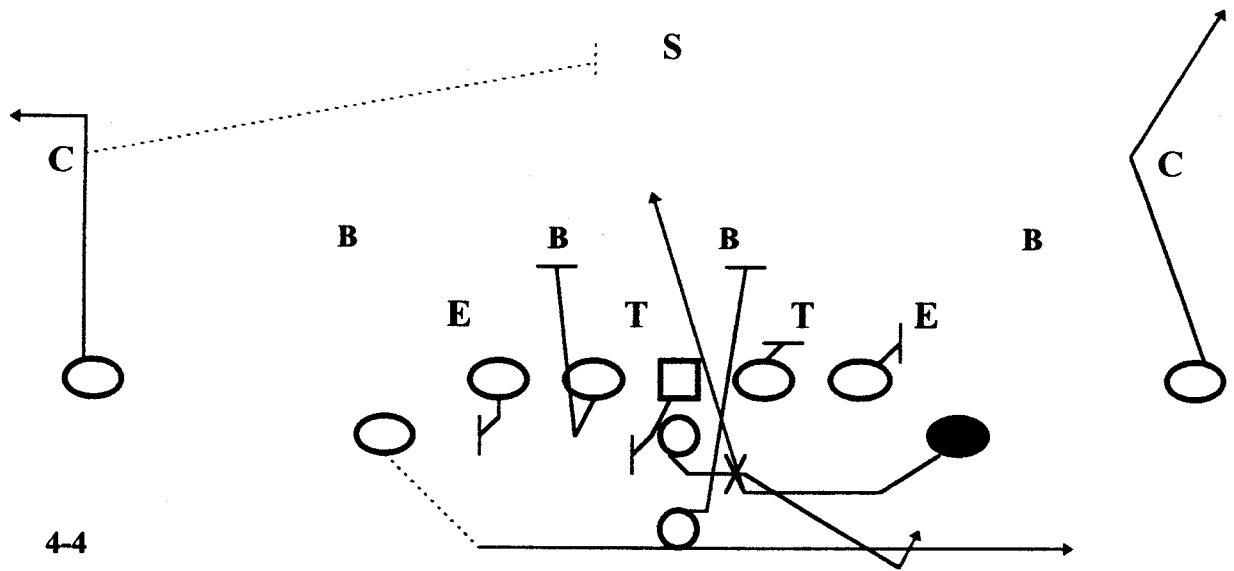


50 DBL EAGLE

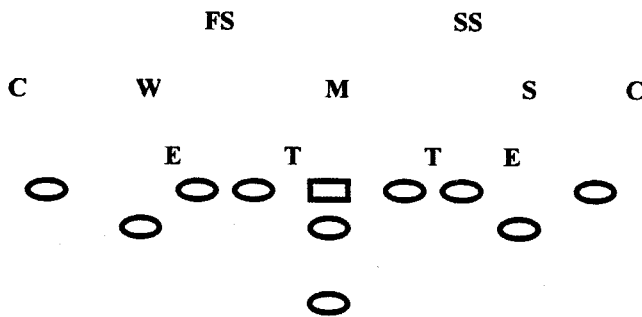


2. 1 Cut - Crack
  3. Pass set, Block On - Outside - Delayed to Backer
  4. Pass set, Block On - Outside - Delayed Backer
  5. Pass set, Block On - Right ; may Gut backside.
  6. Gap - On - Outside; may Gut vs gap player.
  7. On - Outside
  8. 3 Cut - Stalk
- QB - Reverse pivot, hand ball off inside to LH, set up to throw outside of 7 man**
- RH - Leave in early motion, run at 9**
- LH - Carrier ; open step to inside, receive hand off on inside of QB, read 5 man's block.**
- FB - Fake 43, block area.**

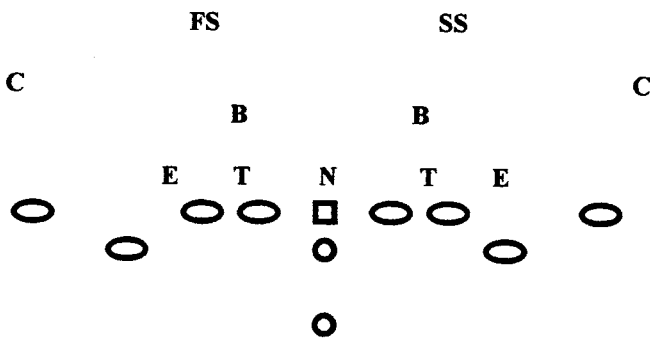
**PLAY 536 Sally  
FORMATIONS All**



4-3



50 DBL EAGLE



2. 3 Cut

3. On - Outside

4. Gap - On - Outside; may gut vs gap player

5. Pass set, On - Left; may gut backside

6. Pass set, Block On - Outside - Delayed to Backer

7. Pass set, Block On - Outside - Delayed to Backer

8. 1 Cut - Crack

**QB - Reverse pivot, hand ball off inside to RH, setup to throw outside of 3**

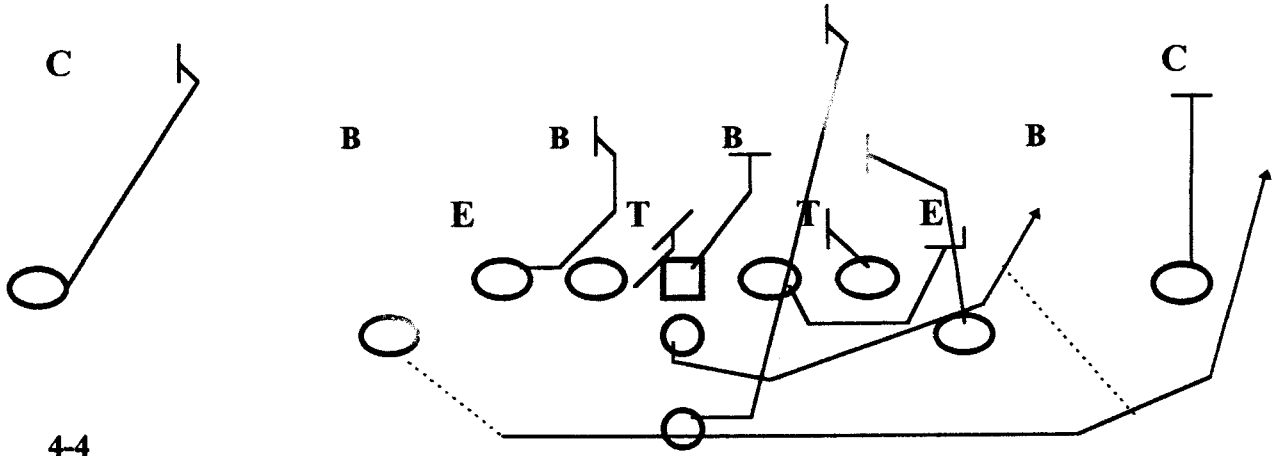
**RH - Carrier; open step to inside, receive ball on inside of QB, read 5 man's block.**

**LH - Leave in early motion, run at 1**

**FB - Fake 47, block area.**

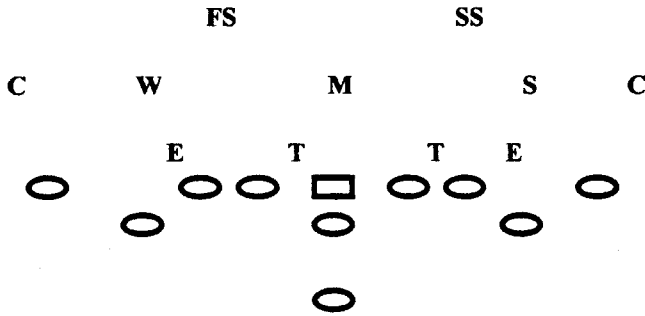
**PLAY 541  
FORMATIONS All**

S

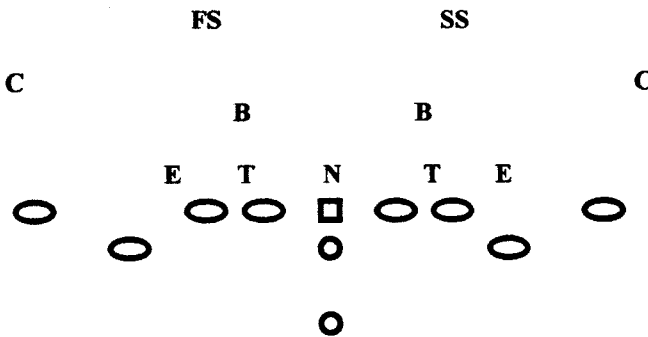


4-4

4-3



50 DBL EAGLE



2. Stalk

3. Gap - Down - Backer vs shade nose down to nose.

4. Pull, Log 1<sup>st</sup> man on or outside of 3

5. Fire - On - Backer

6. Reach

7. Reach

8. Cut off

QB - Reverse pivot, ride ball to FB, continue to outside, option # 4.

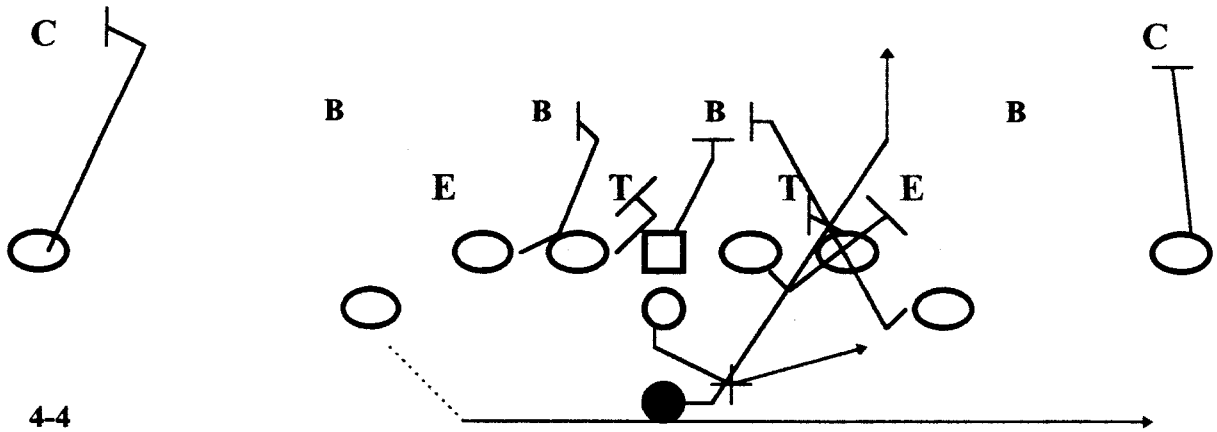
RH - Seal block, 1<sup>st</sup> man inside off the line.

LH - Leave in early motion, get into pitch path, look for pitch.

FB - Fake 43, block LB to Safety.

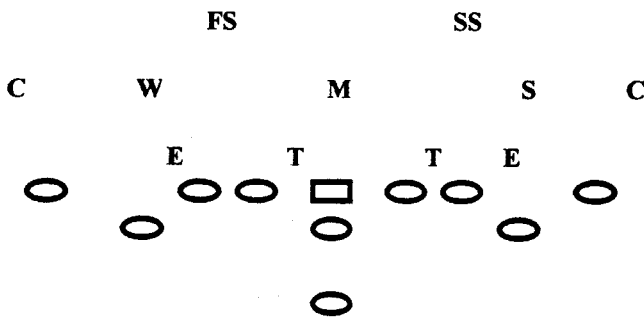
**PLAY 543  
FORMATIONS All**

S

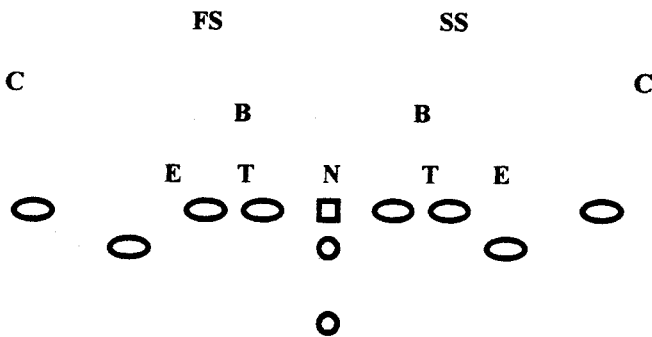


4-4

4-3



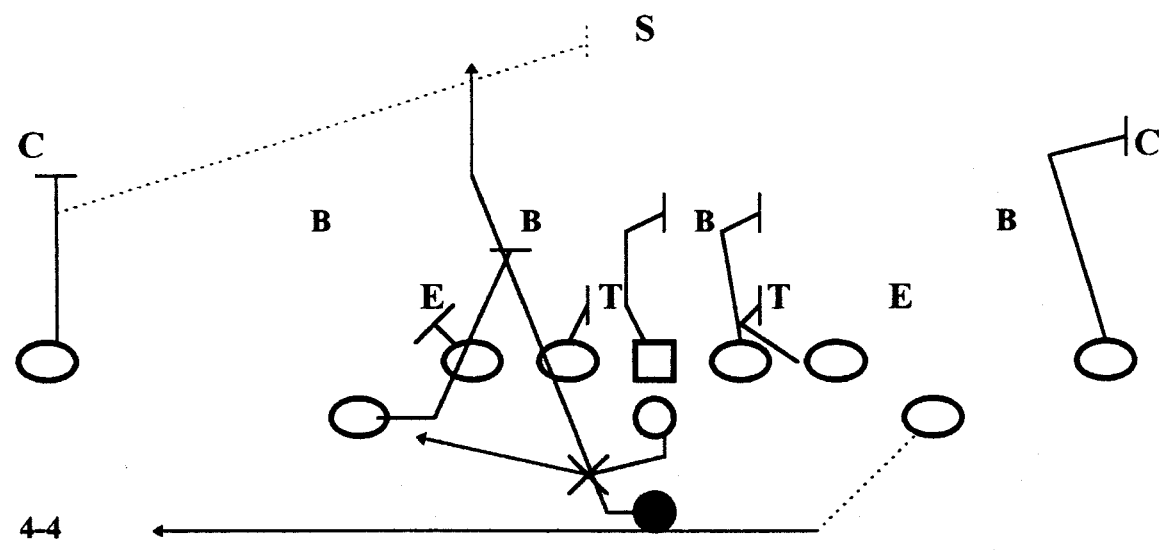
50 DBL EAGLE



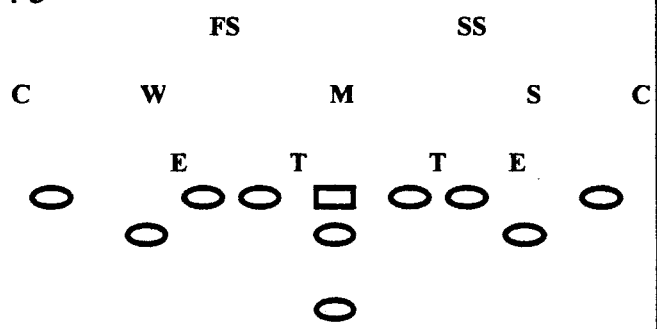
2. Stalk - Crack - 3 cut
3. Gap - Down - On - Outside
4. Gap - Pull, kick out
5. Fire - On , may Gut backside
6. Reach ; may Gut on backside vs Gap player.
7. Reach
8. Cut off
- QB - Reverse pivot, give ball to FB, continue option fake.
- RH - Fire through hole, block Lber.
- LH - Leave in early motion, fake 41
- FB - Carrier: one lateral step, bend path for inside leg of 3, receive ball, read 3's block



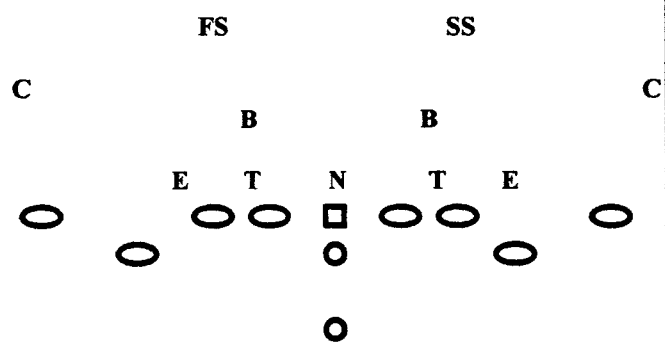
**PLAY 547  
FORMATIONS All**



4-3

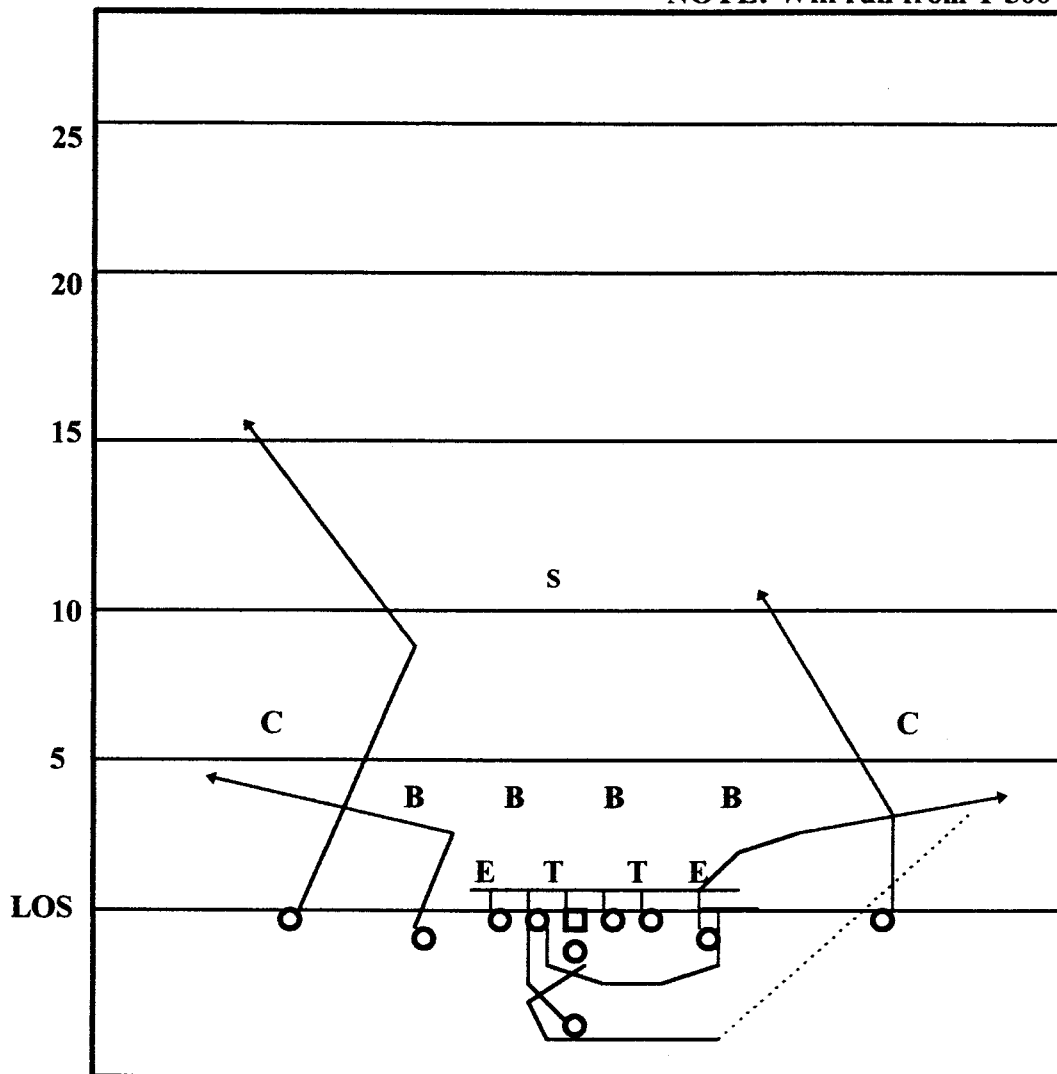


50 DBL EAGLE



- 2. Cut off
- 3. Reach
- 4. Reach; may vs gap player backside
- 5. Fire - On - Backer ; may gut backside
- 6. Gap - Pull, kick out
- 7. Gap - Down - On - Outside
- 8. Stalk - Crack - 3 cut
- QB - Reverse pivot, give ball to FB, continue option fake.
- RH - Leave in early motion, fake 49.
- LH - Fire through hole, block Lber.
- FB - Carrier; one lateral step, bend path for inside leg of 7 receive ball, read 7's block

**PLAY: 547 Bootleg**  
**NOTE: Will run from T 500**



**2 - 4 Cut : If TE Slam release to flat look for ball.**

**3 - On - Area**

**4 - Area**

**5 - On - Area , If uncovered pull hook DE.**

**6 - Area, Pull hook DE**

**7 - On - Outside**

**8 - 3 Cut**

**QB - Reverse pivot, fake 47, bootleg at 1, look to throw to flat.**

**RH - Slam release to flat look for ball, with a TE do a 4 cut.**

**LH - 1 Cut**

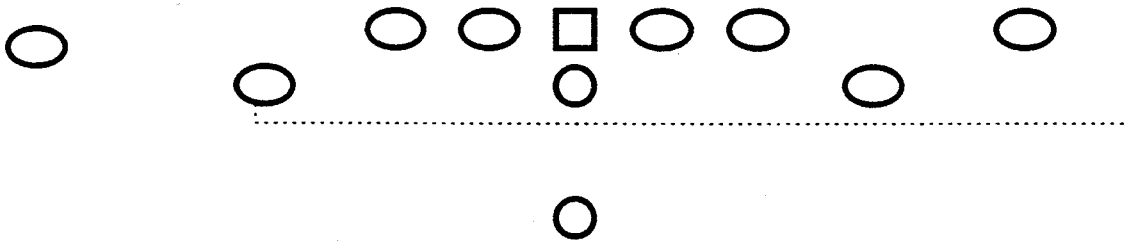
**FB - Fake 47, block area.**



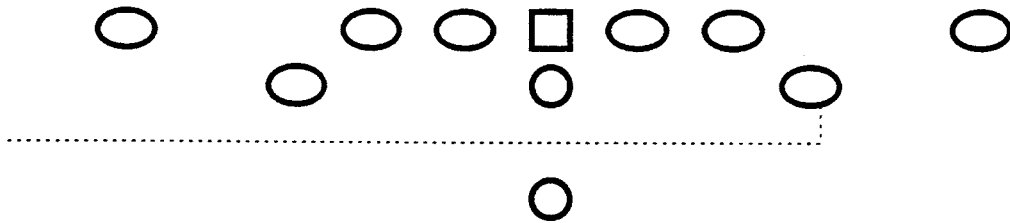
# PASSING GAME

The passing game we will employ this season will be one which we feel will best utilize our personnel. We will have the 50 series, 70 series and the 80 series. The 90 series will be used in our 2 minute offense. The 80 series will have Roger and Lucy motion built into the pattern. We will use mainly the shotgun snap with the 70 series.

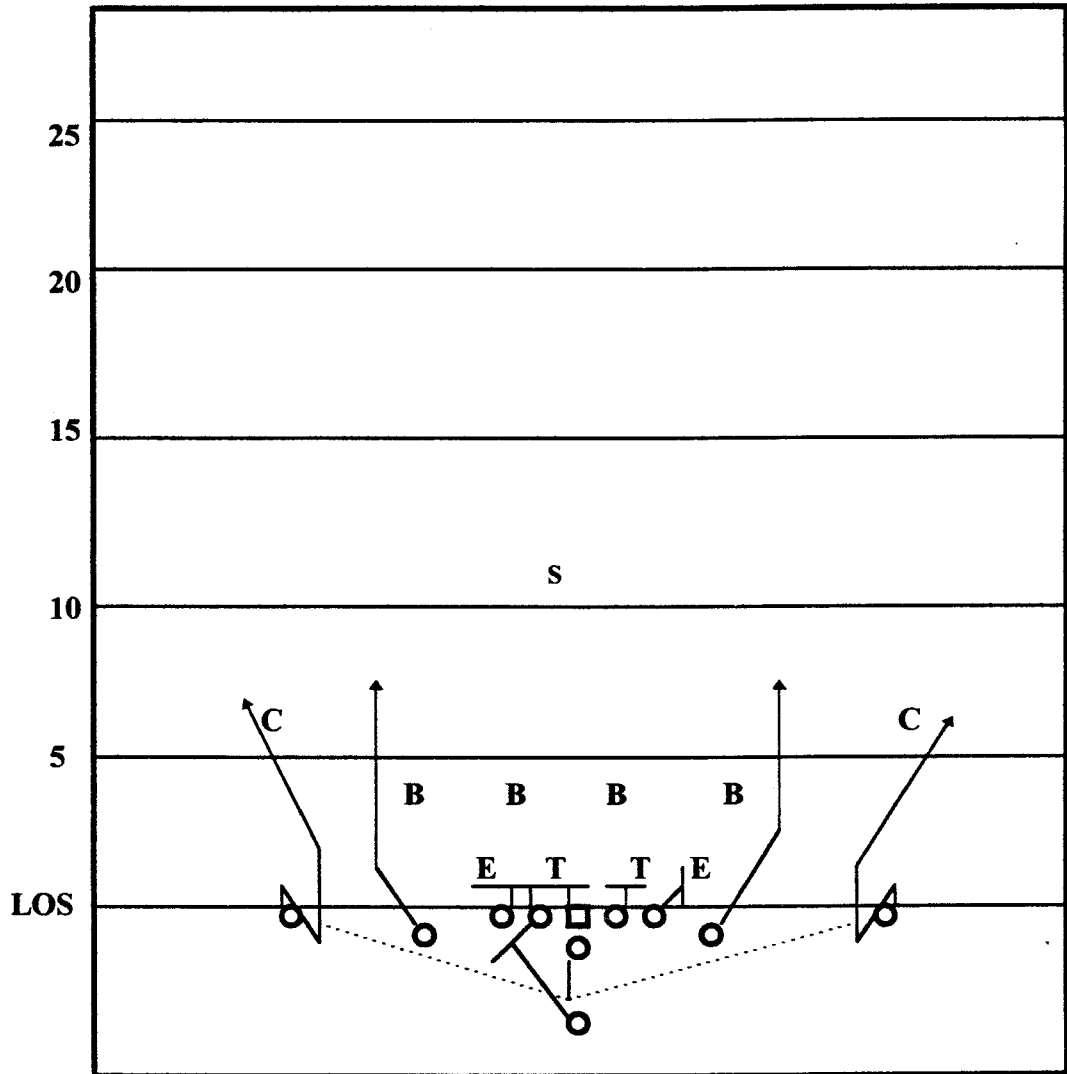
**EX: 581**



**EX: 589**



**PLAY: 550**



**2 - 0 Cut**

**3 - 50 protection**

**4 - 50 protection**

**5 - 50 protection**

**6 - 50 protection**

**7 - 50 protection**

**8 - 0 Cut**

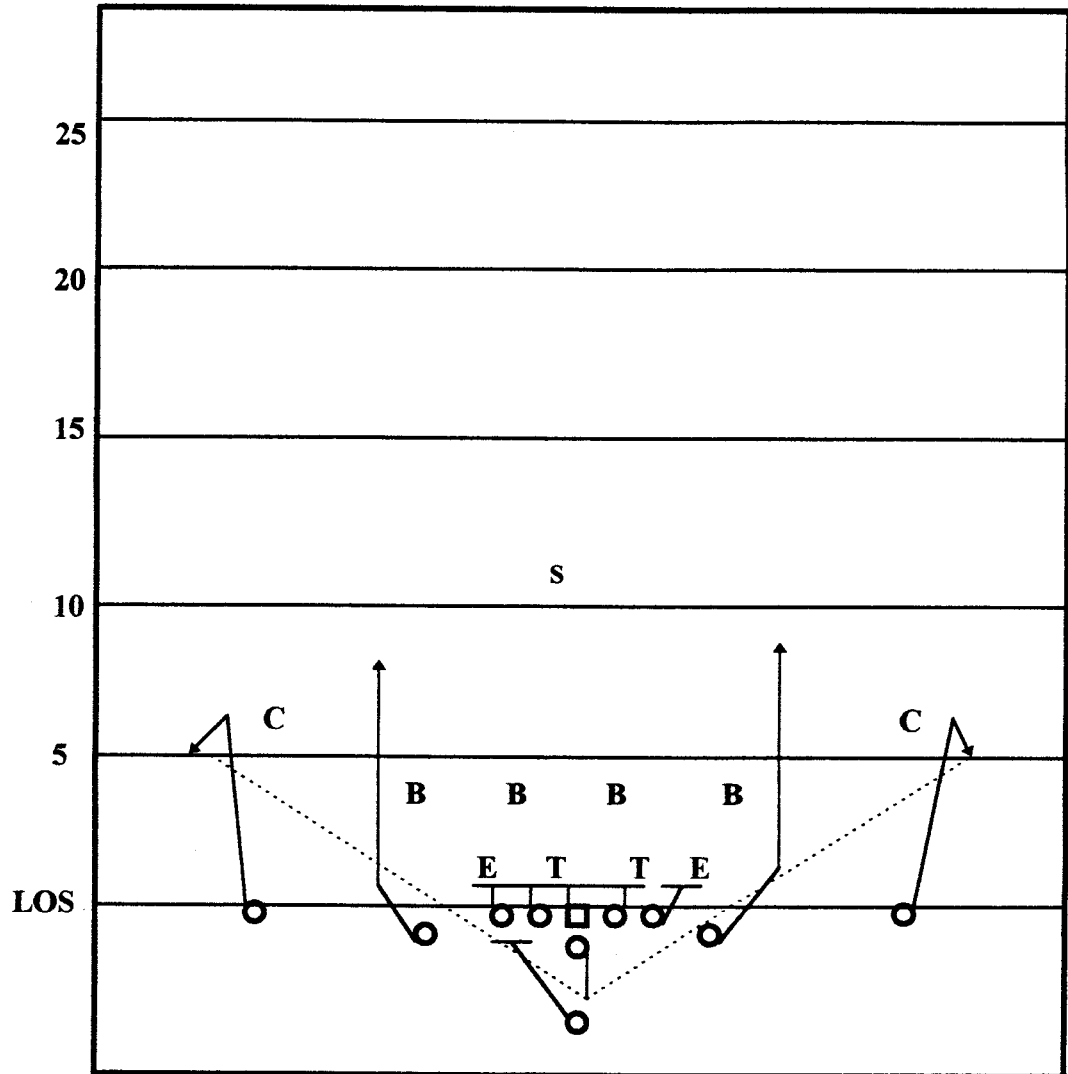
**QB - 3 step drop, get pre-snap read throw to 0 Cut.**

**RH - Release with width 5 cut**

**LH - Release with width 5 cut**

**FB - 50 protection**

**PLAY: 551**



**2 - 1 Cut**

**3 - 50 protection**

**4 - 50 pro**

**5 - 50 pro**

**6 - 50 pro**

**7 - 50 protection**

**8 - 1 Cut**

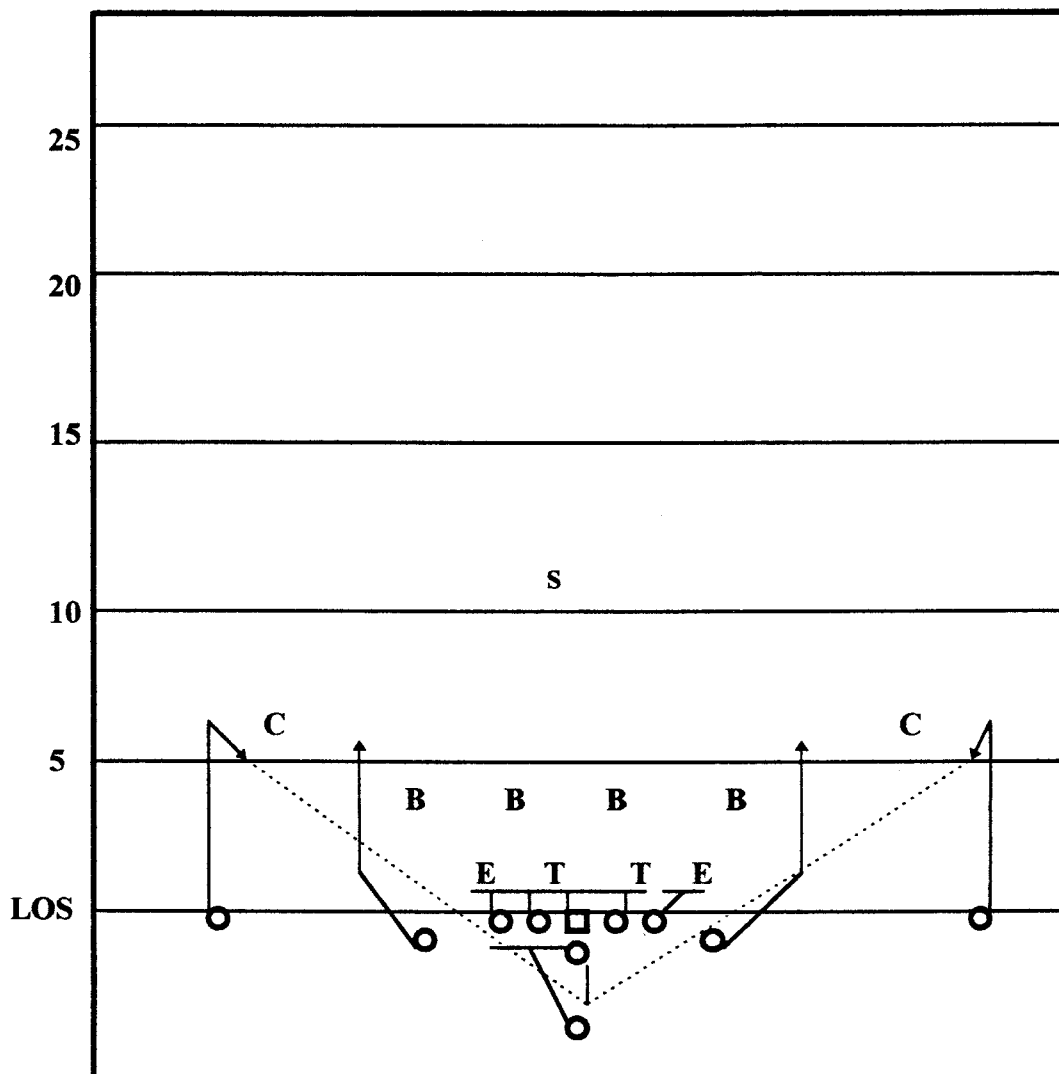
**QB - Get pre-snap read, 3 step drop , throw to 1 cut.**

**RH - Release with width, 5 cut**

**LH - Release with width, 5 cut**

**FB - 50 protection**

PLAY: 552



2 - 2 Cut

3 - 50 protection

4 - 50 pro

5 - 50 pro

6 - 50 pro

7 - 50 protection

8 - 2 Cut

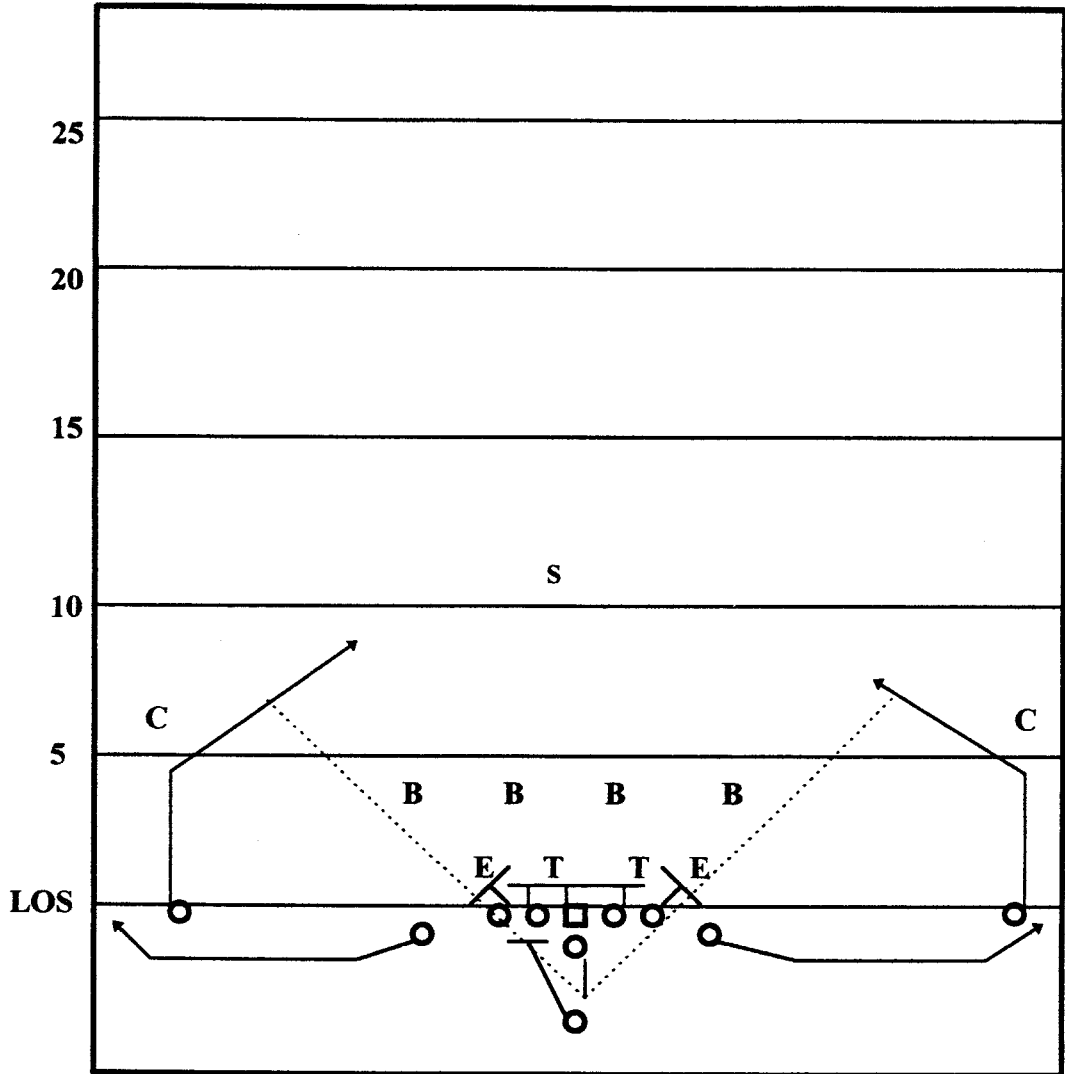
QB - Get pre-snap read ,3 step drop, throw to 2 cut

RH - Release with width, 5 cut

LH - Release with width, 5 cut

FB - 50 protection

PLAY: 554



2 - 4 Cut

3 - 50 protection

4 - 50 pro

5 - 50 pro

6 - 50 pro

7 - 50 protection

8 - 4 cut

QB - get pre-snap read, 3 step drop, throw to 4 cut

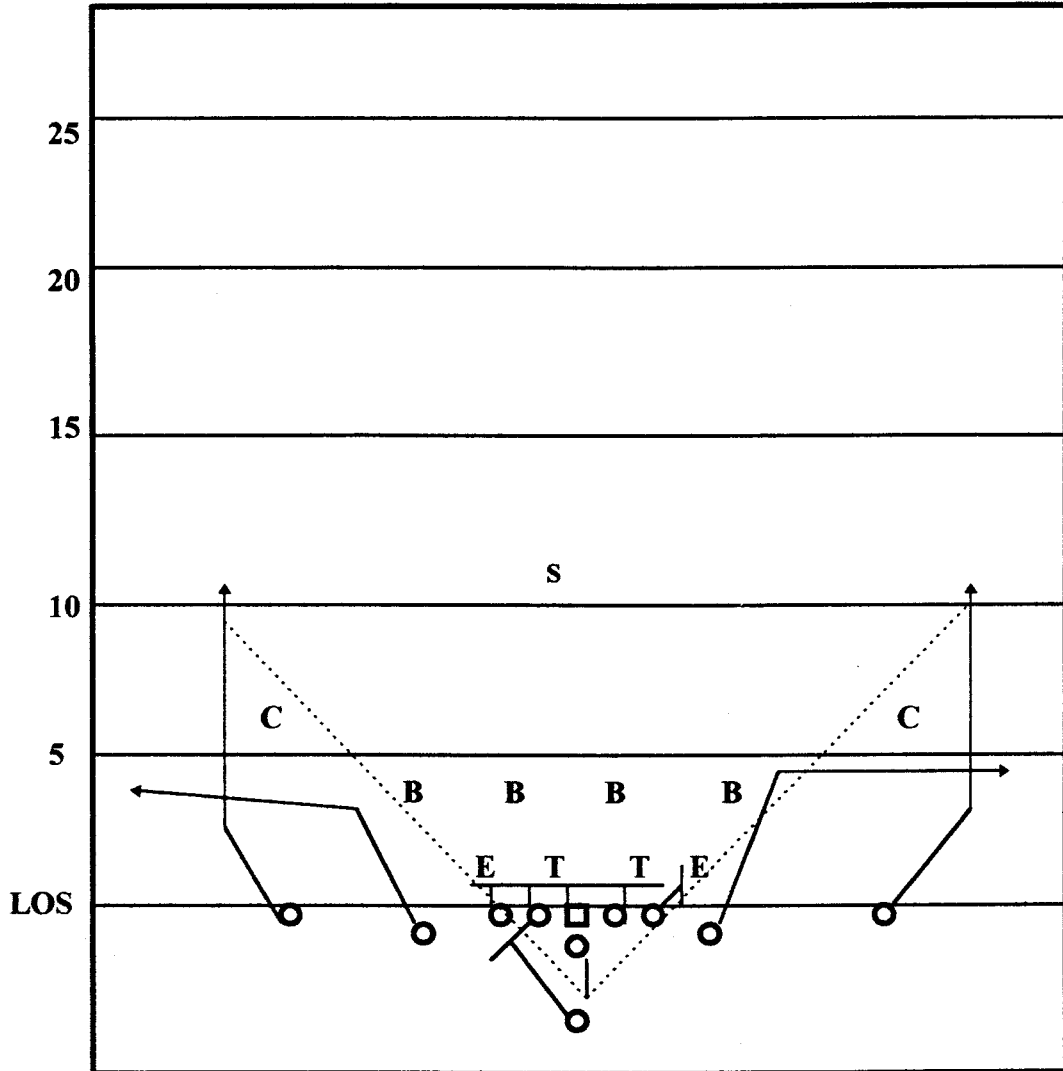
RH - 9 cut

LH - 9 cut

FB - 50 protection



**PLAY: 555**



**2 - 5 cut**

**3 - 50 protection**

**4 - 50 pro**

**5 - 50 pro**

**6 - 50 pro**

**7 - 50 protection**

**8 - 5 cut**

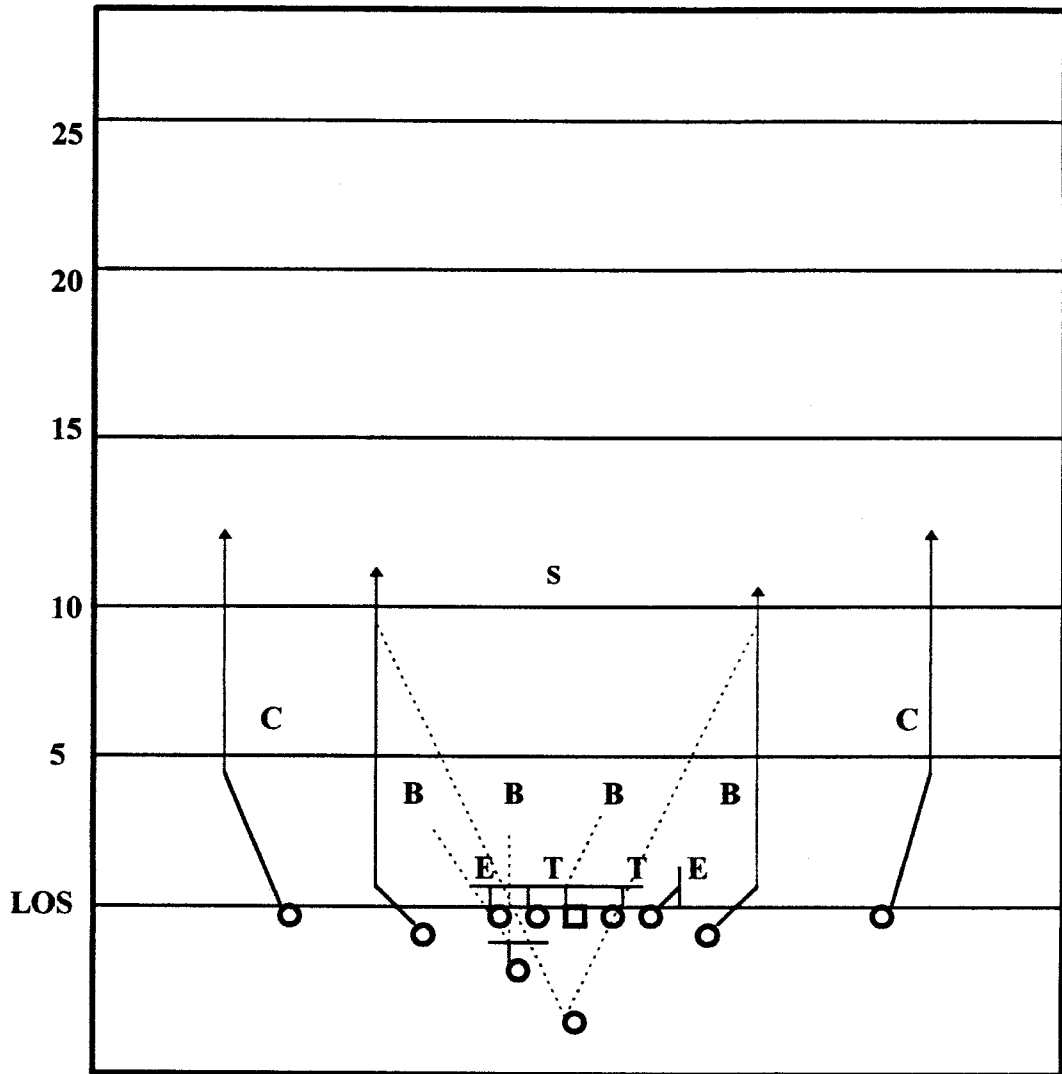
**QB - Get pre-snap read, 3 step drop, throw to 5 cut**

**RH - 1 cut**

**LH - 1 cut**

**FB - 50 protection**

**PLAY: 570 Gator**



**2 - Go pattern (5 cut)**

**3 - 70 protection**

**4 - 70 pro**

**5 - 70 pro**

**6 - 70 pro**

**7 - 70 protection**

**8 - Go pattern (5 cut)**

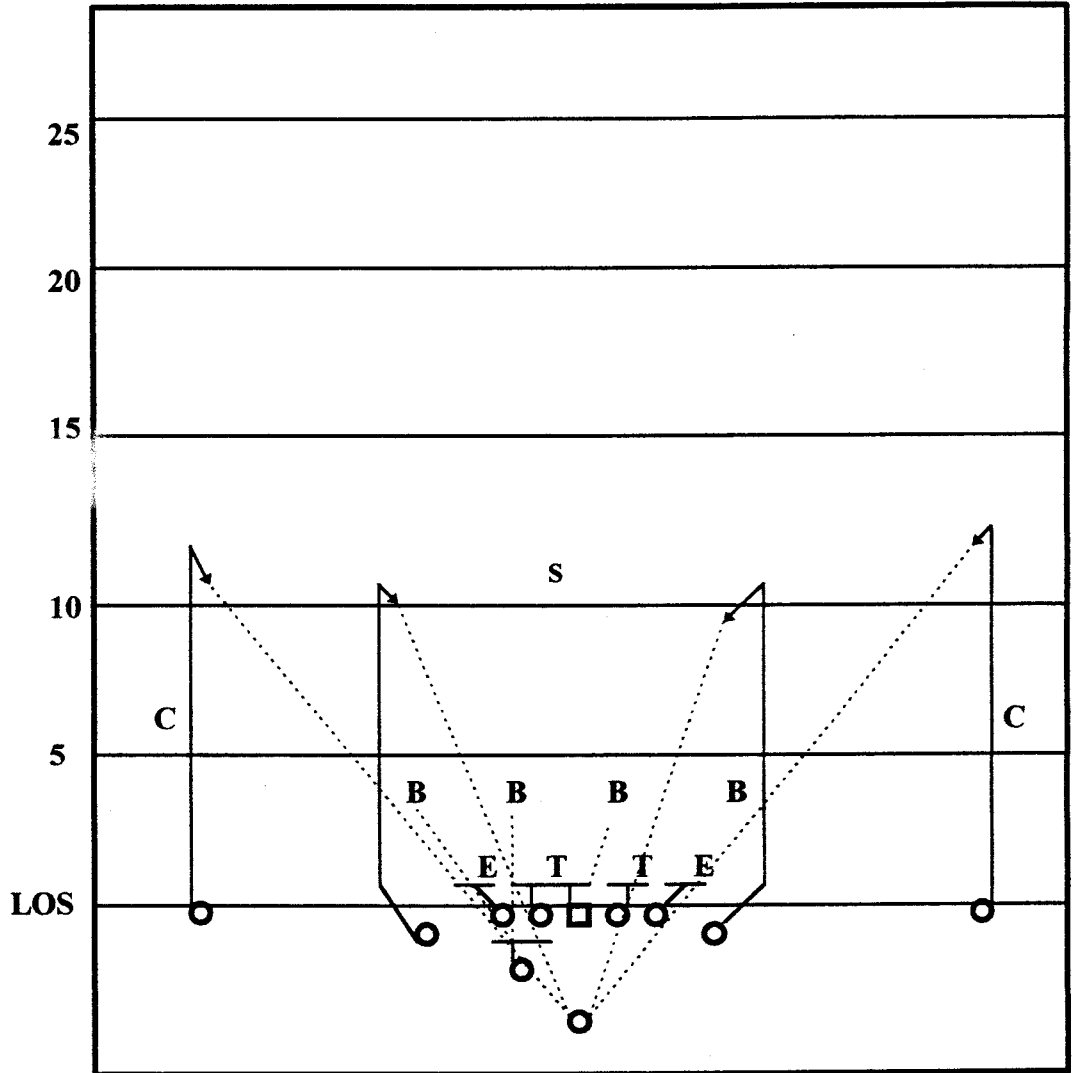
**QB - Catch snap, vs 3 deep read mid. Safety throw to RH or LH. Vs 2 read Corners.**

**RH - Go pattern**

**LH - Go pattern**

**FB - 70 protection**

**PLAY: 570 Colorado**



**2 - 2 Cut**

**3 - 70 protection**

**4 - 70 pro**

**5 - 70 pro**

**6 - 70 pro**

**7 - 70 protection**

**8 - 2 Cut**

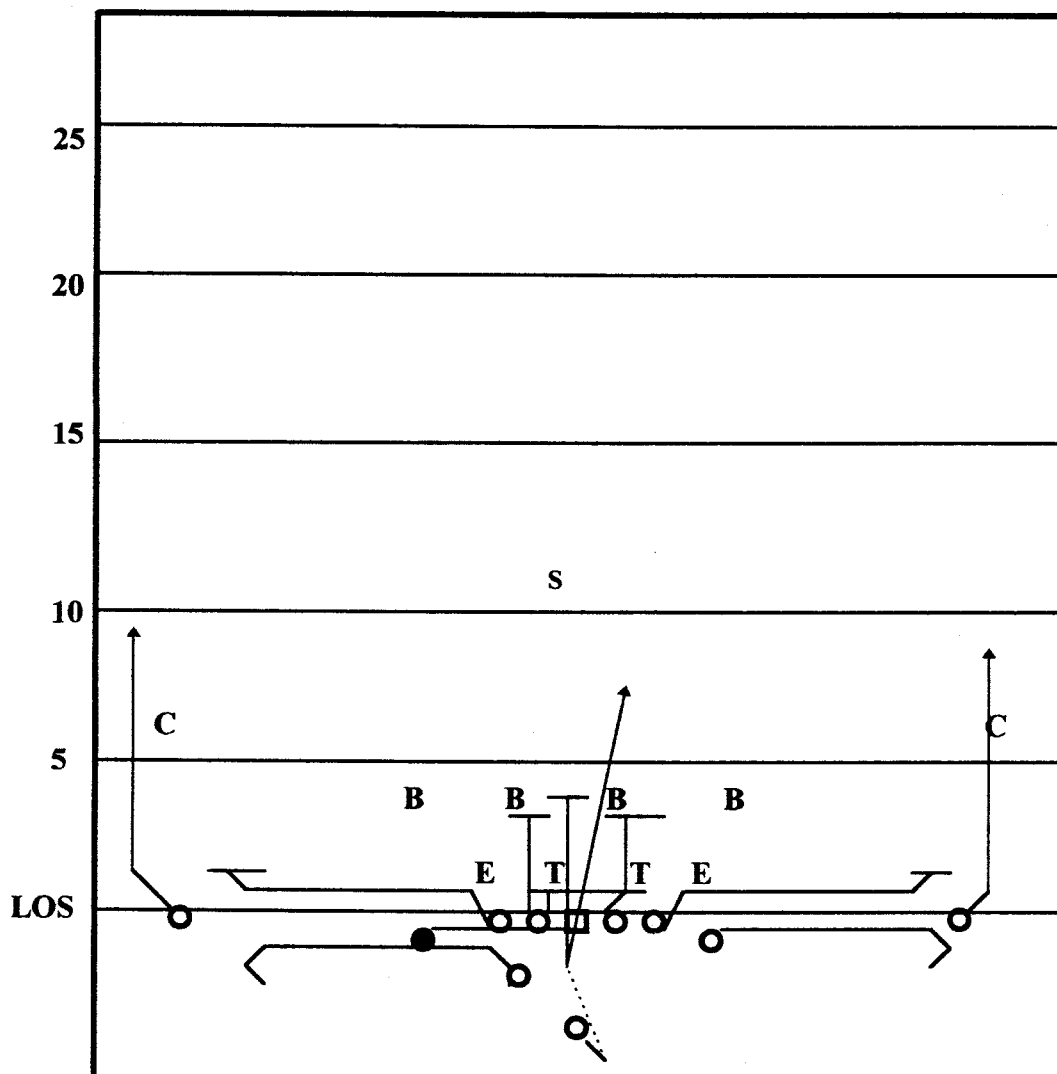
**QB - Catch snap, vs 3 deep look for RH or LH, vs 2 deep look to the SEs**

**RH - 2 Cut**

**LH - 2 Cut**

**FB - 70 protection**

**PLAY: 570 Miami**



**2 - 5 Cut**

- 3 - Block for one count, release outside fake screen**
- 4 - Block for one count, release downfield, block 1<sup>st</sup> man in area**
- 5 - Block for one count, release downfield, block 1<sup>st</sup> man in area**
- 6 - Block for one count, release downfield, block 1<sup>st</sup> man in area**
- 7 - Block for one count, release outside, fake screen**

**8 - 5 Cut**

**QB - Catch snap, step back 5 yards, throw to LH behind the line.**

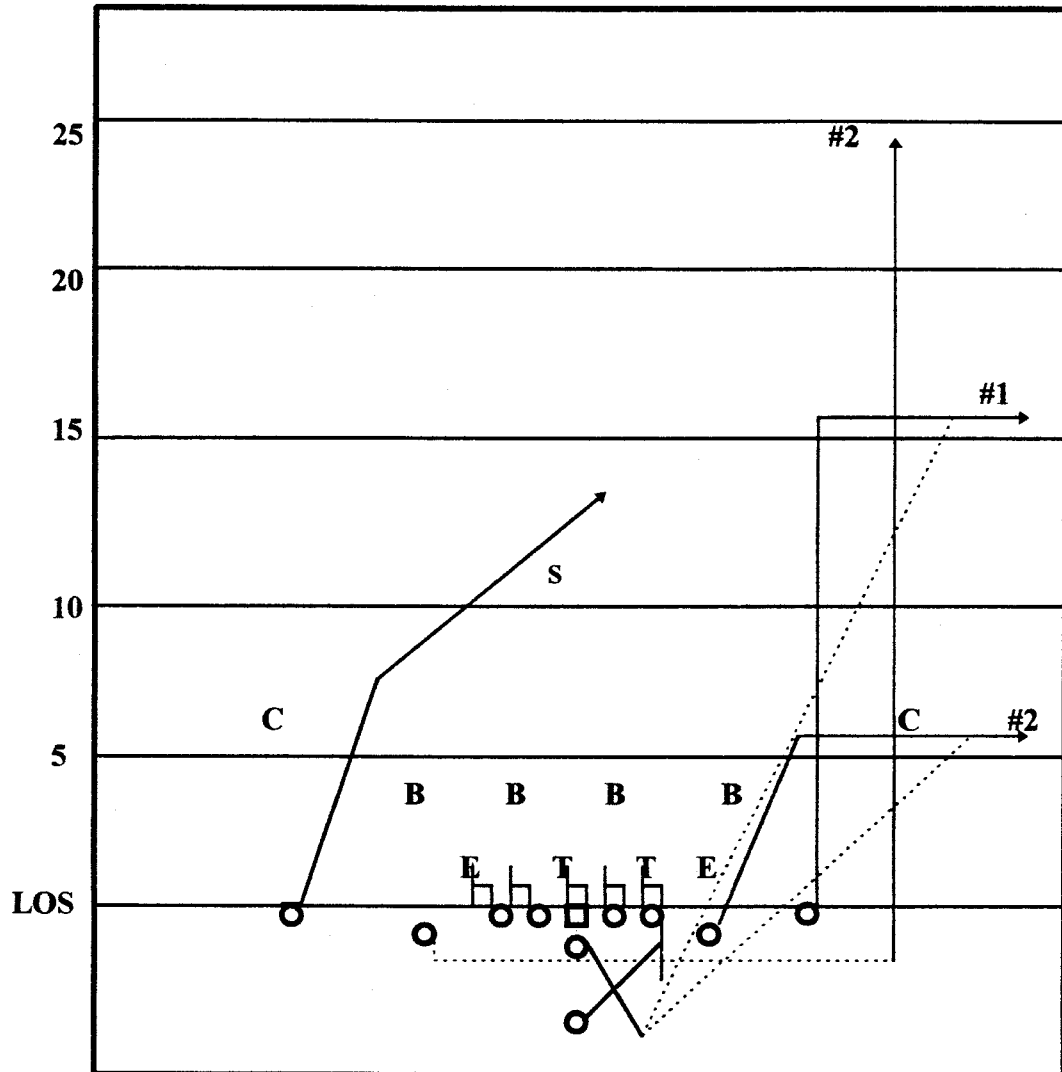
**RH - Slide outside fake screen right**

**LH - Hold for a count, step under the Offensive line, look for ball.  
Turn upfield read blocks.**

**FB - Release to left side fake screen left.**



**PLAY: 581 Florida**



**2 - 7 Cut**

**3 - 80 protection**

**4 - 80 pro**

**5 - 80 pro**

**6 - 80 pro**

**7 - 80 protection**

**8 - 4 Cut**

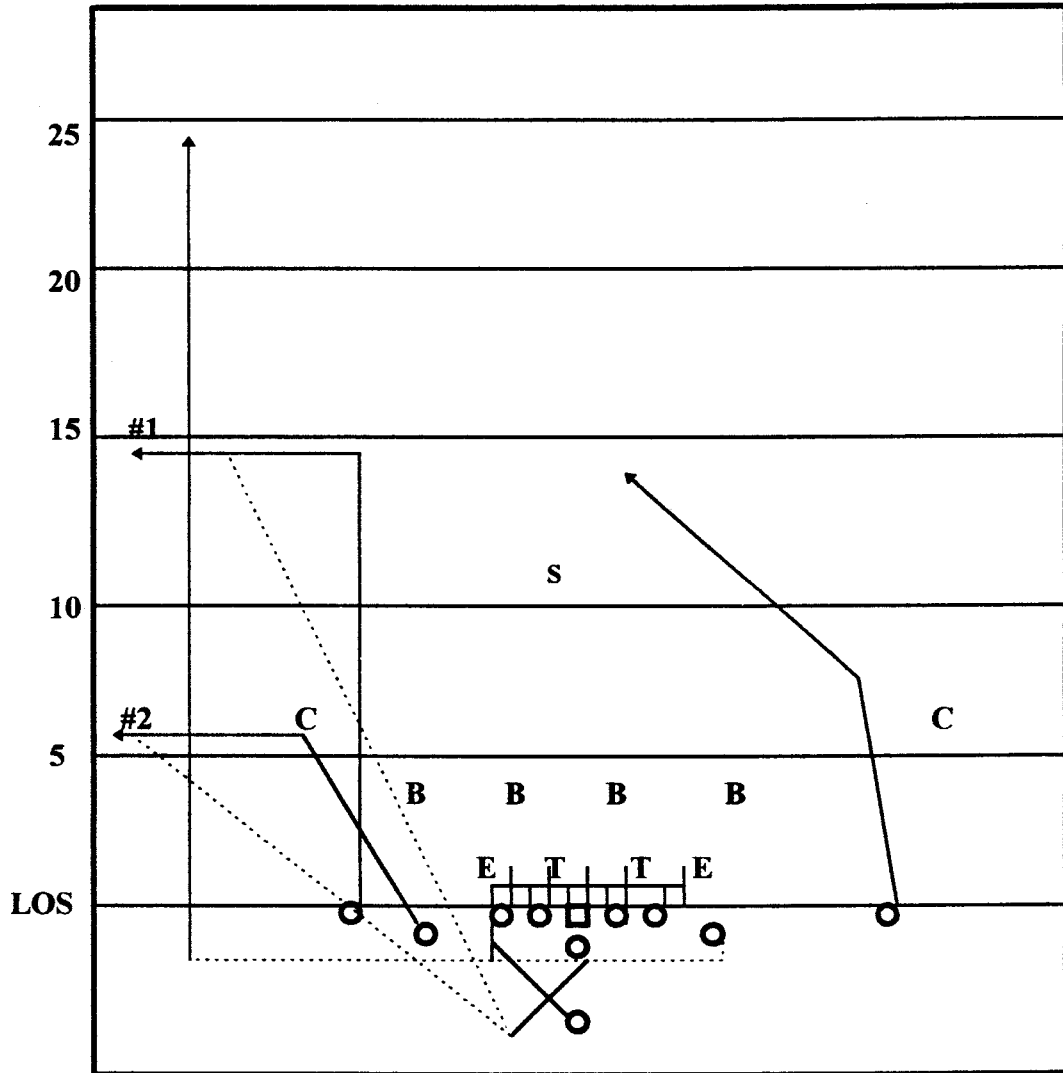
**QB - Set up behind 3 man, 7 step drop, read Corner, look for 7 cut.**

**RH - 1 cut**

**LH - Roger motion, 5 cut**

**FB - 80 protection**

**PLAY: 589 Florida**



**2 - 4 Cut**

**3 - 80 protection**

**4 - 80 pro**

**5 - 80 pro**

**6 - 80 pro**

**7 - 80pro**

**8 - 7 Cut**

**QB - Set up behind 7 man, 7 step drop, read Corner, look for 7 cut**

**RH - Lucy motion, 5 cut**

**LH - 1 cut**

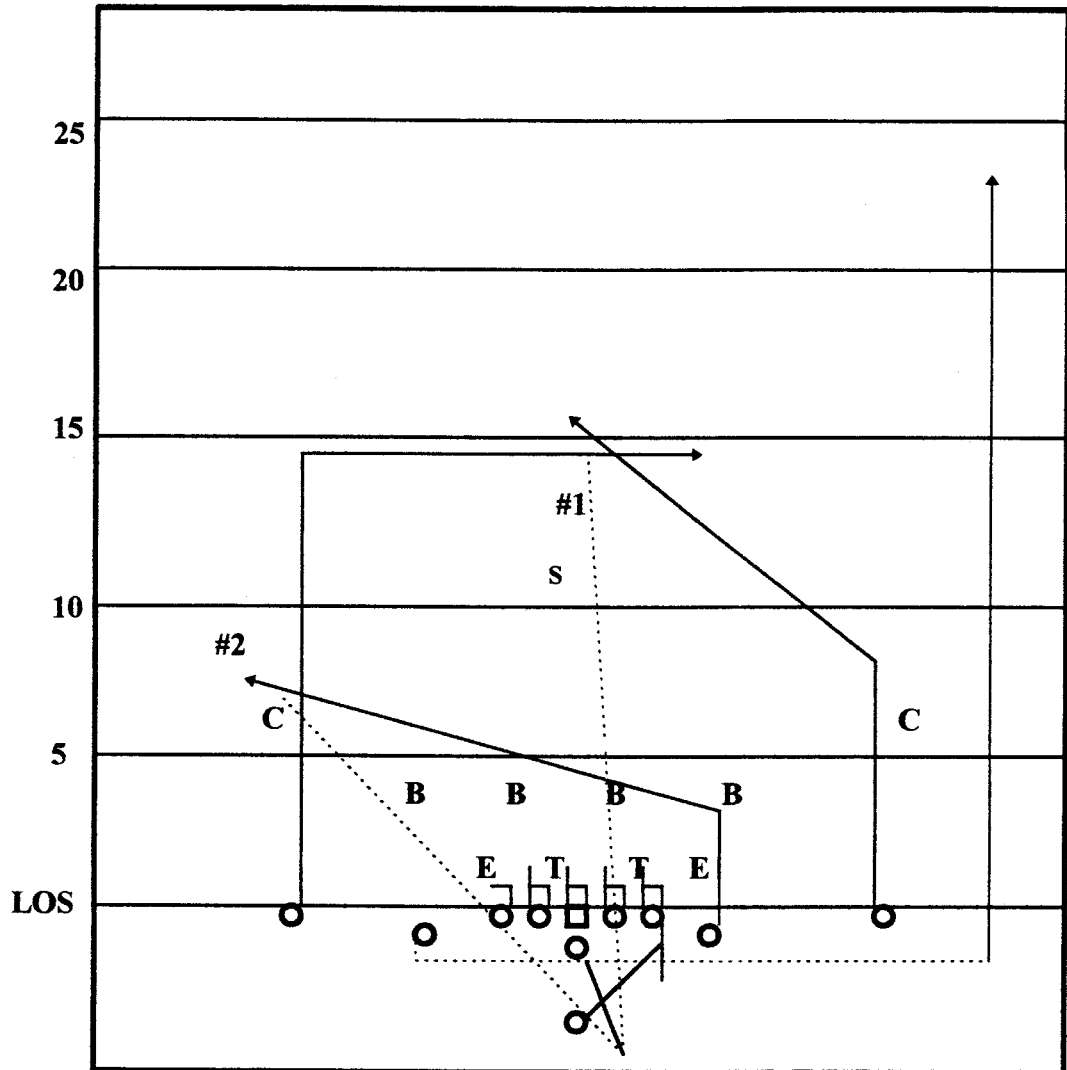
**FB - 80 protection**







**PLAY: 581 Detroit**



**2 - 4 Cut**

**3 - 80 protection**

**4 - 80 pro**

**5 - 80 pro**

**6 - 80 pro**

**7 - 80 protection**

**8 - 6 cut , Dig pattern**

**QB - Set up behind 3 man, 7 step drop, look for 6 cut**

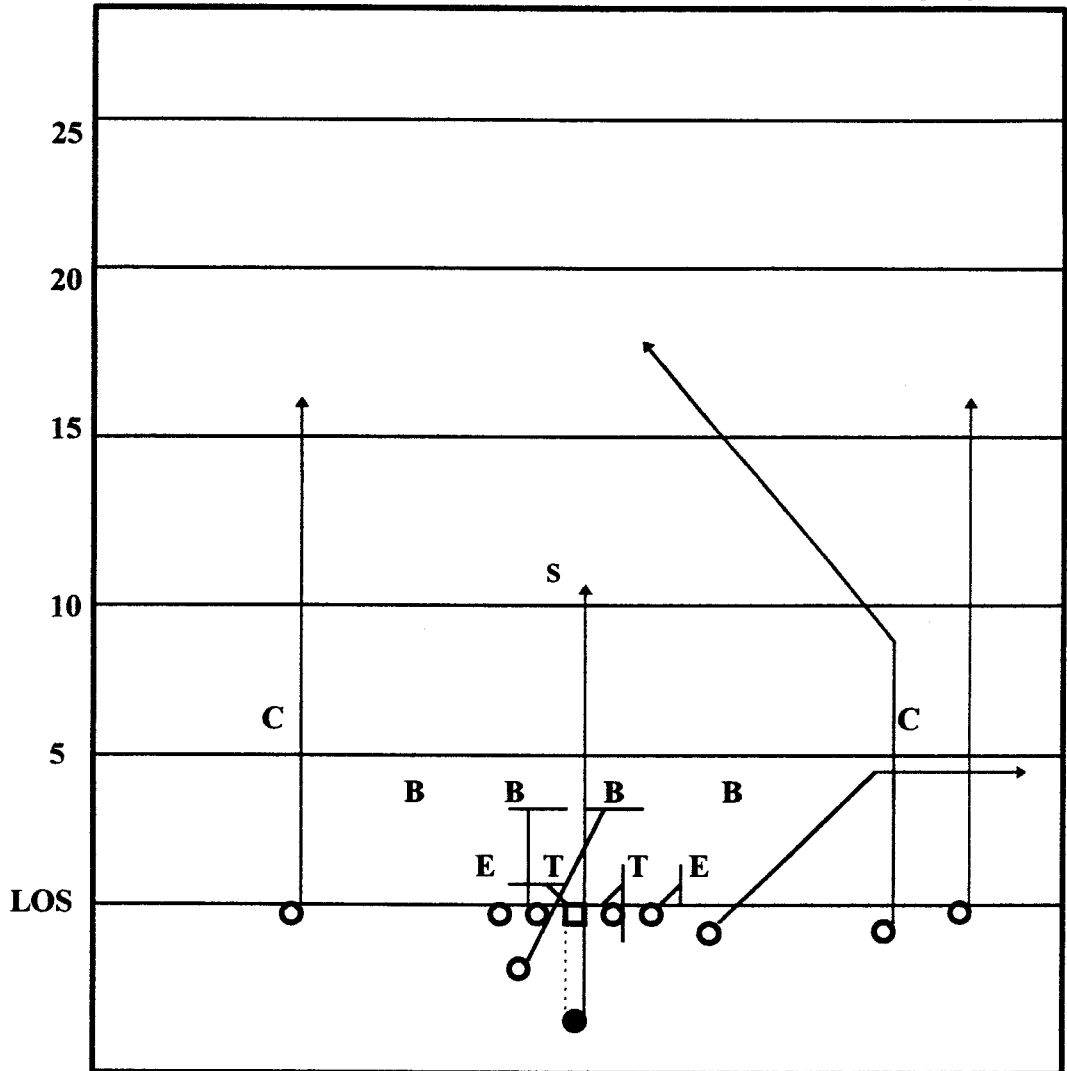
**RH - Drag pattern**

**LH - Roger motion, 5 cut**

**FB - 80 protection**



**PLAY: GREEN 2**  
**70 Denver**



**2 - 5 cut**

**3 - Pass set, ride man outside**

**4 - Pass set, ride man outside , vs gap drive man inside**

**5 - Pass set, release to LB, block area**

**6 - Pass set, block Gap - On - Outside**

**7 - Pass set, drive man outside**

**8 - 3 cut**

**QB - Catch snap, set to throw, read middle of line, run up middle**

**RH - 1 cut**

**LH - 4 cut**

**FB - Block right side LB or MLB**

## **GOAL LINE AND SHORT YARDAGE OFFENSE**

**Our goal line and short yardage offense will be run from a Tight 500 formation. We will use our regular field plays, we will have three run plays and three pass plays. These will be used from the 5 yard line in and also on a 3<sup>rd</sup> and 1 or 4<sup>th</sup> 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.**

**Our Goal Line plays are:**

**T- 543 547**

**T - 513 517**

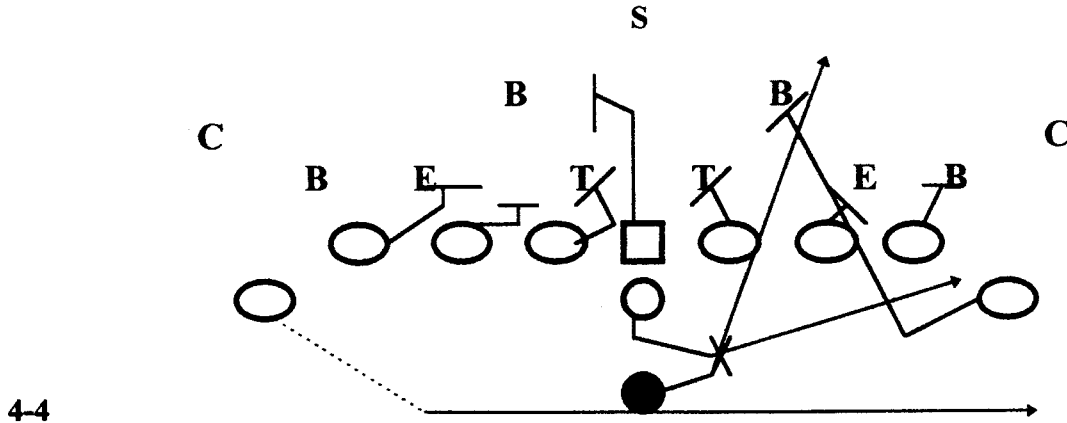
**T - 521 529**

**T - 543 547 Bootleg**

**T - 543 547 Lex**

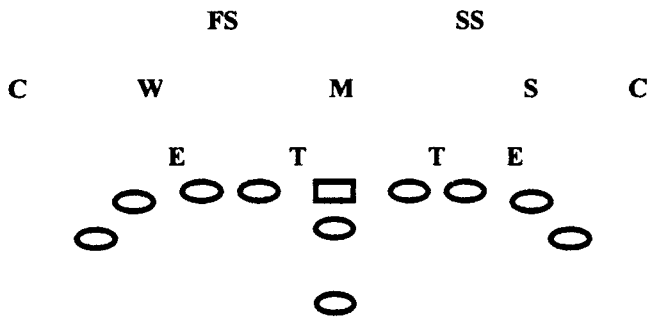
**T - 521 529 Waggle Throw Back**

**PLAY Tight 543  
FORMATIONS**

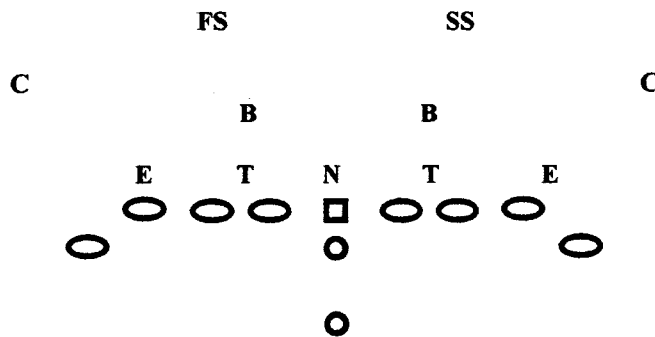


4-4

4-3



50 DBL EAGLE



2. On - Outside - Backer

3. Gap - On - Outside - Backer

4. Gap - On - Backer

5. Fire - On - Backer

6. Reach

7. Reach

8. Reach

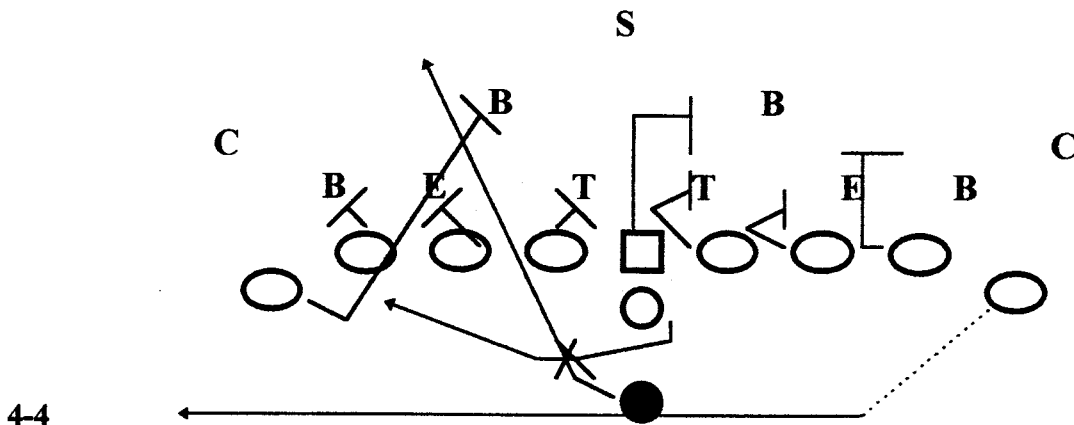
QB - Reverse pivot, hand off to FB, fake option.

RH - Take step to inside, block LB

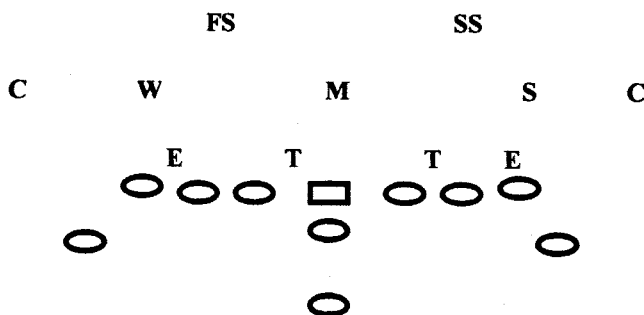
LH - Leave in early motion, fake 41

FB - Carrier; one lateral step, bend path inside foot of 3, read block.

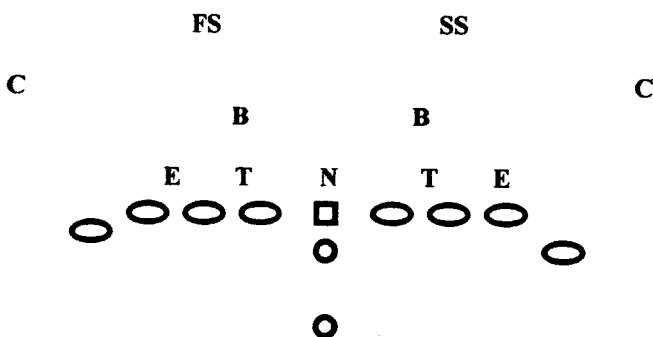
**PLAY Tight 547  
FORMATIONS**



4-3



50 DBL EAGLE



2. Reach - Cut off

3. Reach

4. Reach

5. Fire - On - Backer

6. Gap - On - Backer

7. Gap - Down - On - Outside

8. On - Outside - Backer

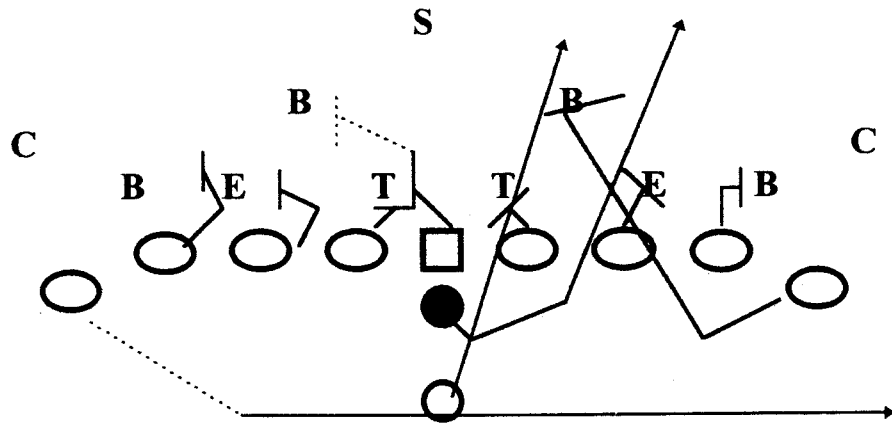
QB - Reverse pivot, hand ball off to FB,  
continue fake 49.

RH - Leave in early motion, fake 49

LH - Step inside, go through hole, block LB

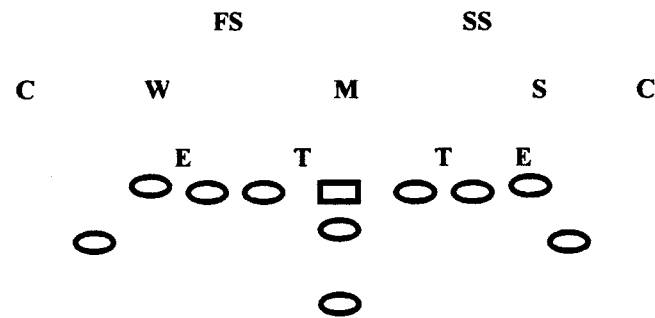
FB - Carrier; one lateral step, bend path for  
inside leg of 7, read blocks.

**PLAY Tight 513  
FORMATIONS**

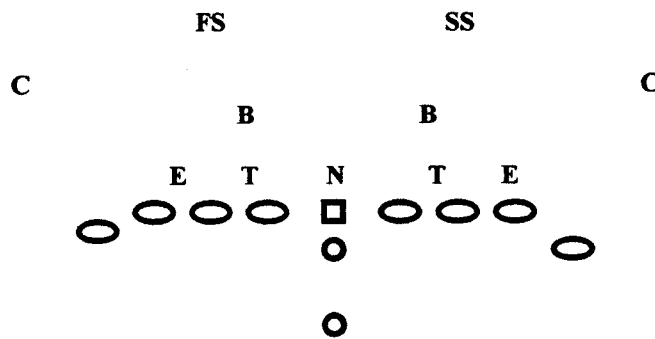


4-4

4-3



50 DBL EAGLE



2. On - Outside - Backer

3. On - Outside

4. Gap - Down - Lead

5. Fire - Post - Backer

6. Reach

7. Reach

8. Reach

**QB - Open to call side, ride ball deep to FB, Pull ball out, continue down line turn up into hole inside of 3 man.**

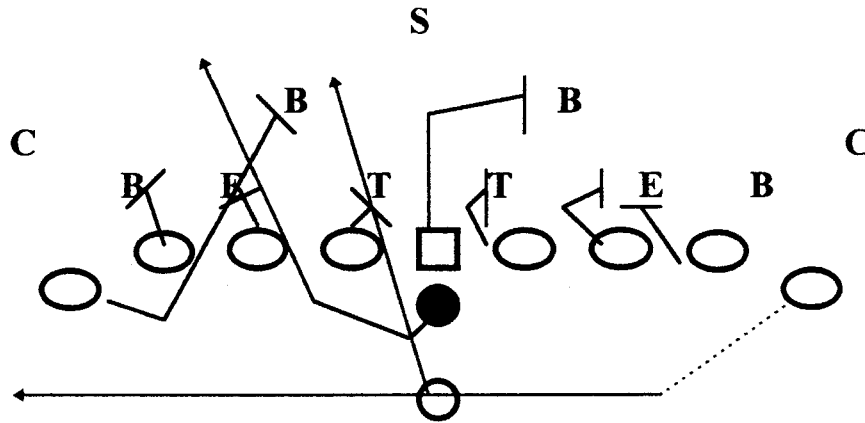
**RH - Step inside, go through hole block LB**

**LH - Leave in early motion, fake 11**

**FB - Dive for tail of 4, make good fake over ball**

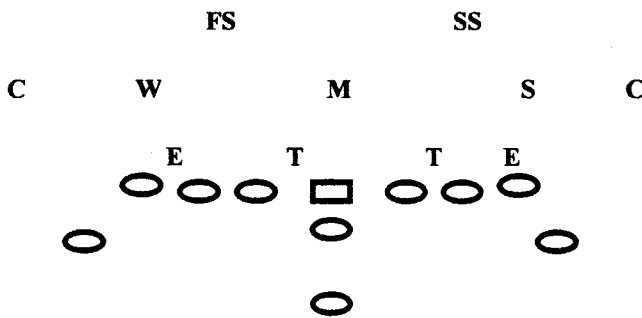


**PLAY Tight 517  
FORMATIONS**

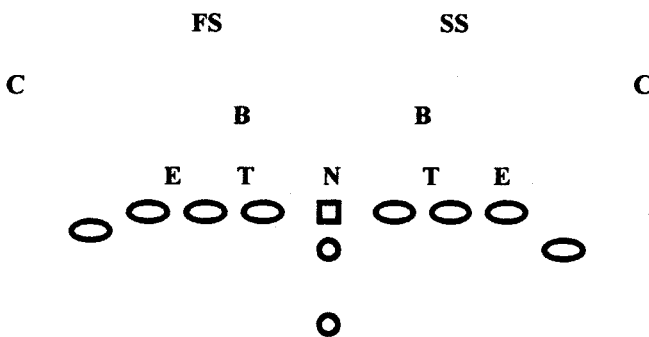


4-4

4-3



50 DBL EAGLE



2. Reach

3. Reach

4. Reach

5. Fire - On - Post

6. Gap - Down - Lead

7. On - Outside

8. On - Outside - Backer

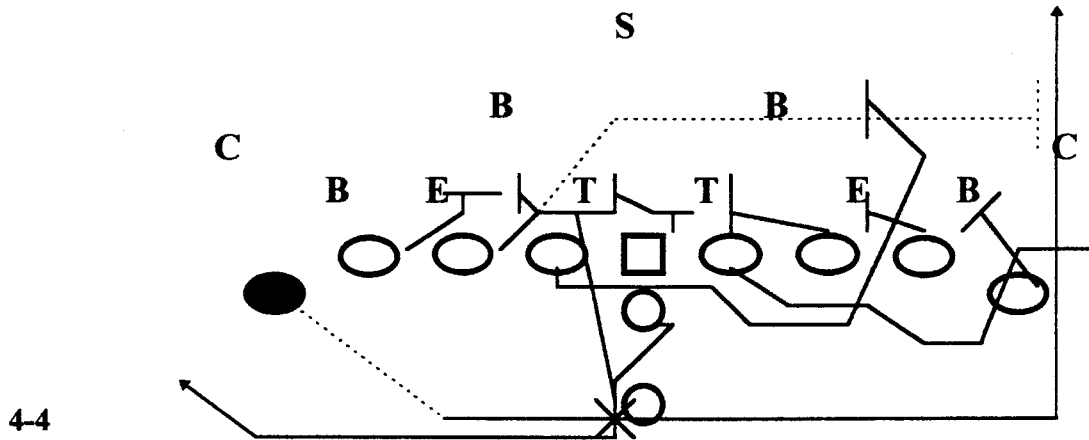
QB - Carrier; Open to side of call, Ride ball deep to FB, continue down line, turn up inside of 7 man

RH - Leave in early motion, fake 19

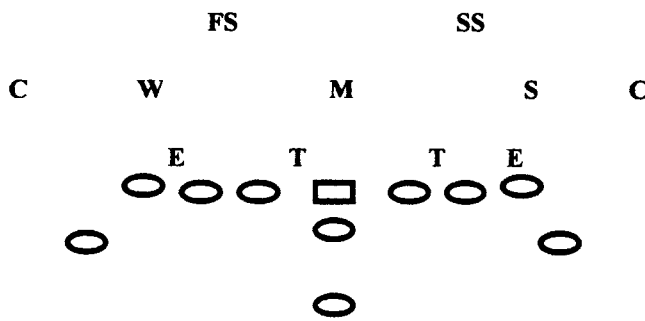
LH - Step to inside, go through hole, block LB

FB - Dive for tail of 6, Make good fake over ball

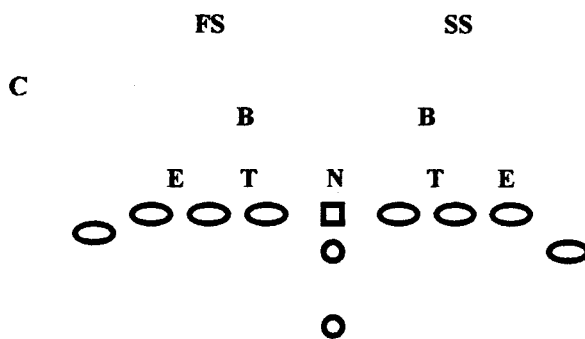
**PLAY Tight 521  
FORMATIONS**



4-3

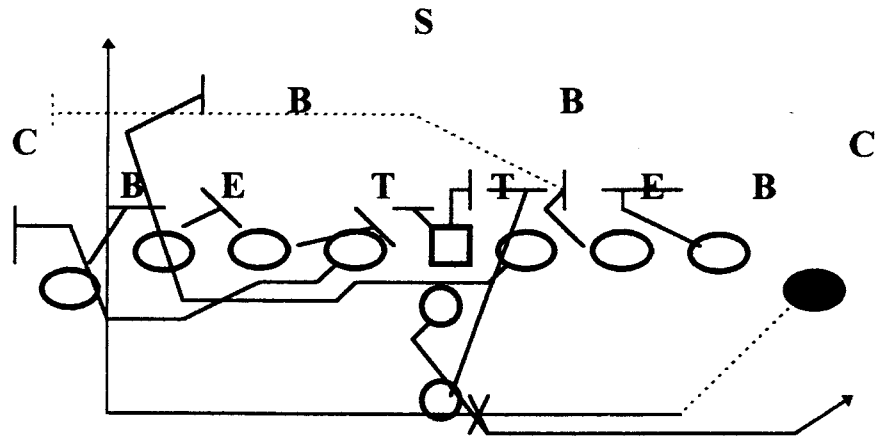


50 DBL EAGLE



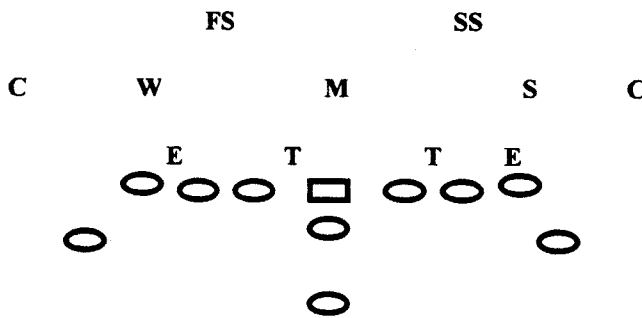
2. Gap - Down - Backer
  3. Gap - Down - Backer
  4. Pull, kick out 1<sup>st</sup> man outside of RH's block
  5. Fire - On - Area
  6. Pull, wall off
  7. Pull check - Cut off
  8. Cut off
- QB - Reverse pivot, fake to FB, hand ball off to LH, bootleg at 9**
- RH - Block down on 1<sup>st</sup> man inside**
- LH - Carrier; Leave in early motion, receive hand off, read 4 man's block.**
- FB - Dive for inside leg of 6, block area**

**PLAY Tight 529  
FORMATIONS**

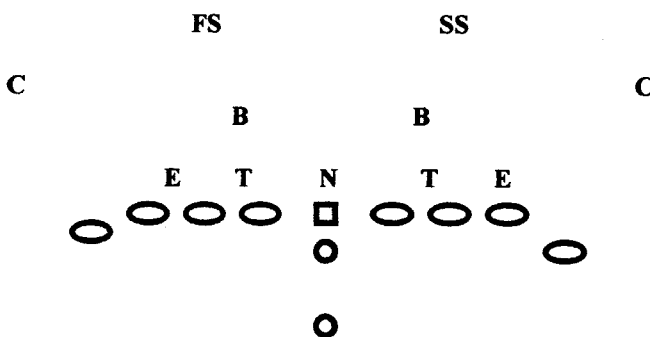


4-4

4-3



50 DBL EAGLE



2. Cut off

3. Pull check - Cut off

4. Pull wall off

5. Fire - On - Area

6. Pull, kick out 1<sup>st</sup> man outside LH's block

7. Gap - Down - Backer

8. Gap - Down - Backer

QB - reverse pivot, fake to FB, hand ball off to RH, bootleg at 1

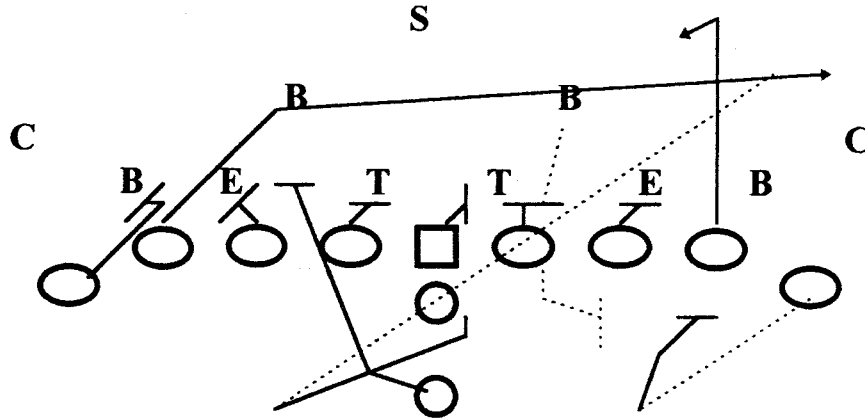
RH - Carrier; Leave in early motion, receive hand off, read 6 man's block

LH - Block down on 1<sup>st</sup> man inside.

FB - Dive for inside leg of 4 man, block area

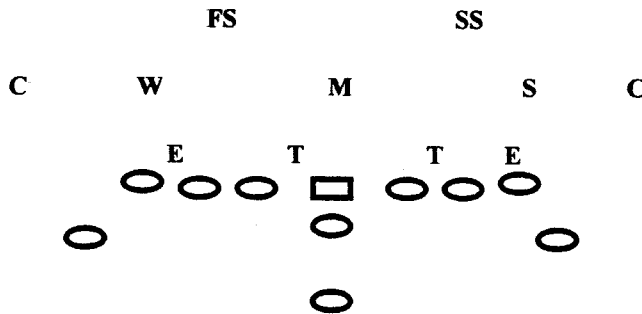


**PLAY Tight 547 Lex FORMATIONS**

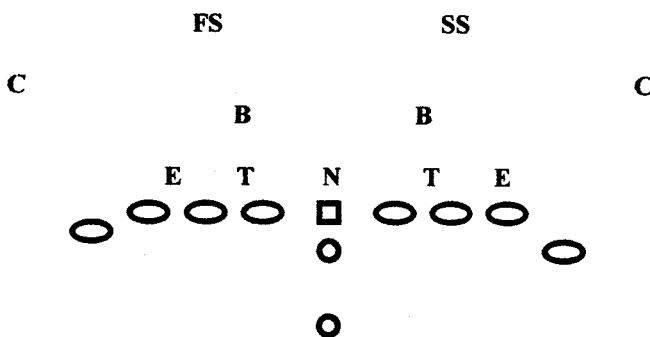


4-4

4-3



**50 DBL EAGLE**



2. 2 Cut

3. On - Area

4. Gap - On - Area, may peel back block backside

5. On - Area

6. Gap - On - Area

7. Gap - On - Area

8. Lex cut , drag pattern at 5 to 7 yards

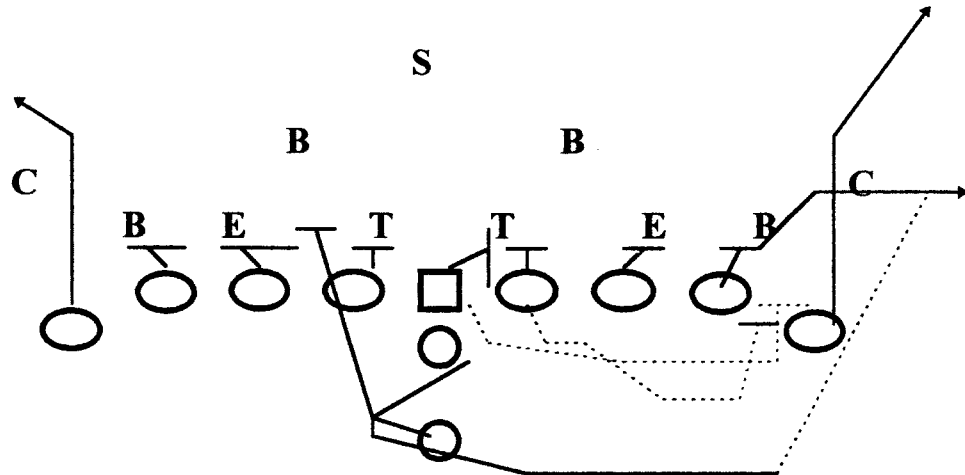
QB - Reverse pivot, fake to FB, set up behind 7 man, look to throw back to Lex cut.

RH - Leave in early motion, turn back block backside.

LH - Block 1<sup>st</sup> man inside

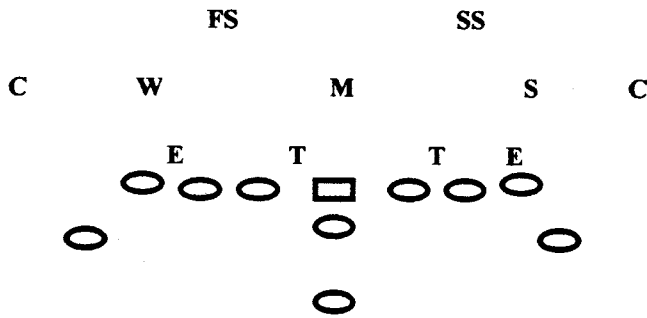
FB - Fake 47, block area

**PLAY Tight 547 Bootleg FORMATIONS**

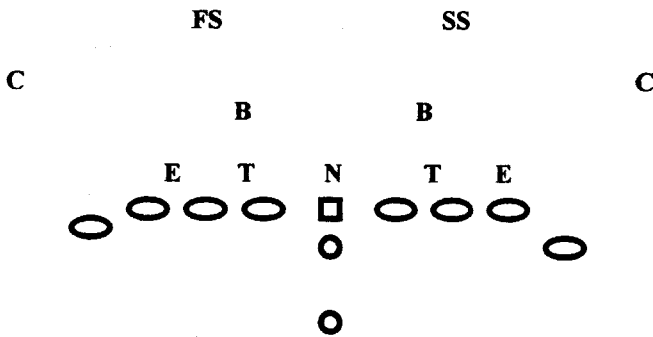


4-4

4-3

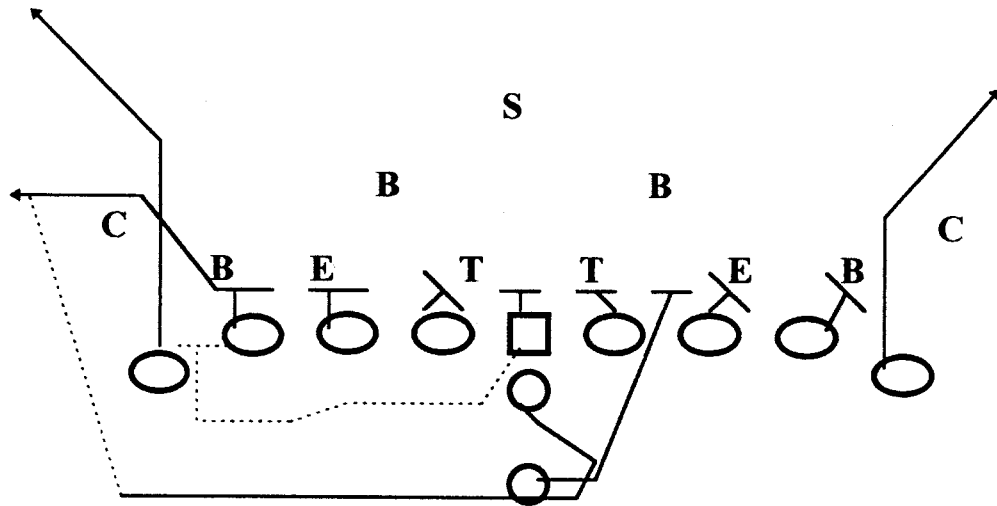


50 DBL EAGLE



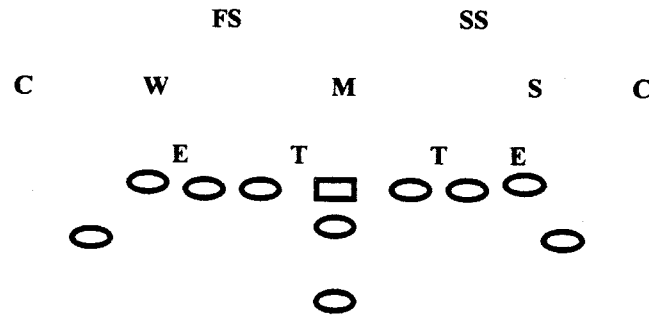
2. Slam release to flat at 3 to 5 yards.
  3. On - Area
  4. On - Area; if uncovered pull block 1<sup>st</sup> man outside of 3
  5. On - Area; if uncovered pull, block 1<sup>st</sup> man outside of 3
  6. Gap - On - Area
  7. Gap - On - Area
  8. On - Area
- QB - Reverse pivot, fake to FB, bootleg at 1, look for TE delayed in flat.
- RH - 3 cut
- LH - 3 cut
- FB - Fake 47, block area

**PLAY Tight 543 Bootleg FORMATIONS**



4-4

4-3



2. On - Area

3. On - area

4. Gap - On - Area

5. On - Area; if uncovered pull, block 1<sup>st</sup> man outside of 7

6. Gap - On - Area; if uncovered pull block 1<sup>st</sup> man outside of 7

7. On -Area

8. Slam release to flat at 3 to 5 yards

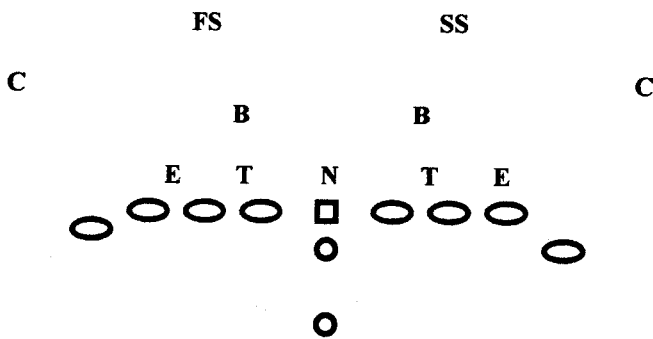
QB - reverse pivot, fake to FB, bootleg at 9 look for TE delayed in flat.

RH - 3 cut

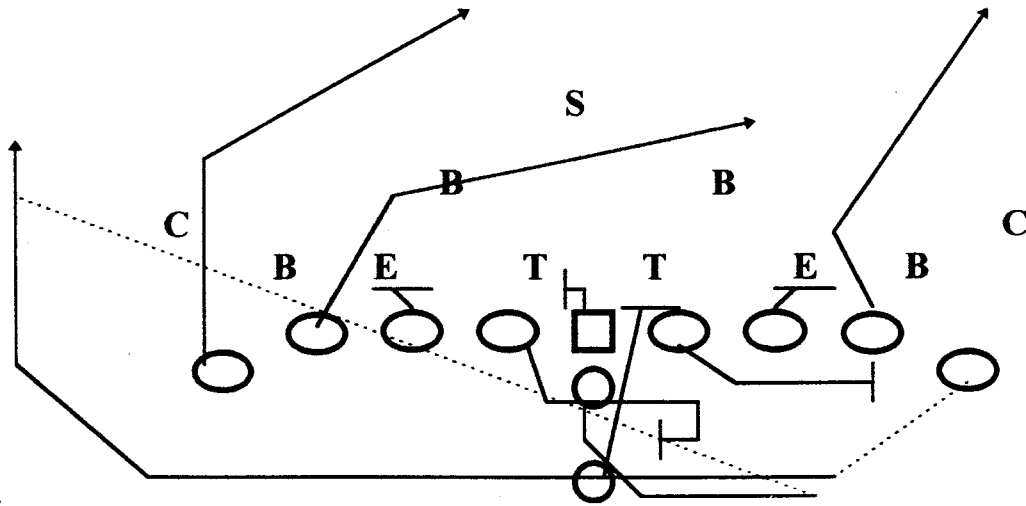
LH - 3 cut

FB - Fake 43 block area

50 DBL EAGLE

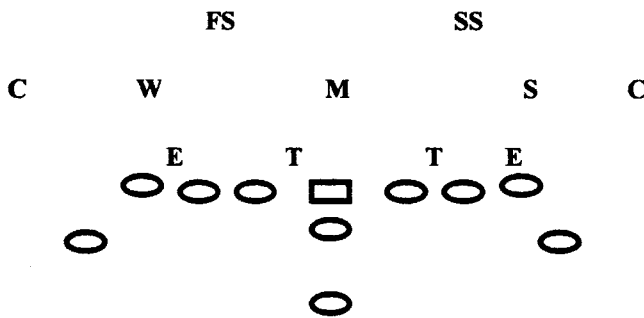


**PLAY 529 Waggle Throwback FORMATIONS**

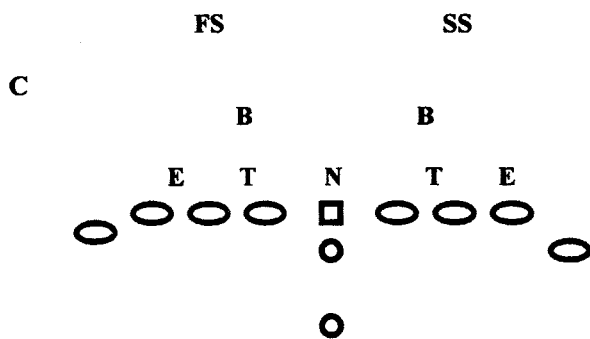


4-4

4-3



50 DBL EAGLE



2. 3 Cut

3. Gap - Down - On - Outside

4. Pull, block out on 1<sup>st</sup> man outside of 3

5. On - Left

6. Pull, read 4's block, turn back block back side.

7. On - Outside

8. Drag pattern

QB - Reverse pivot, fake to FB, pull up behind 3 man, throw back to RH.

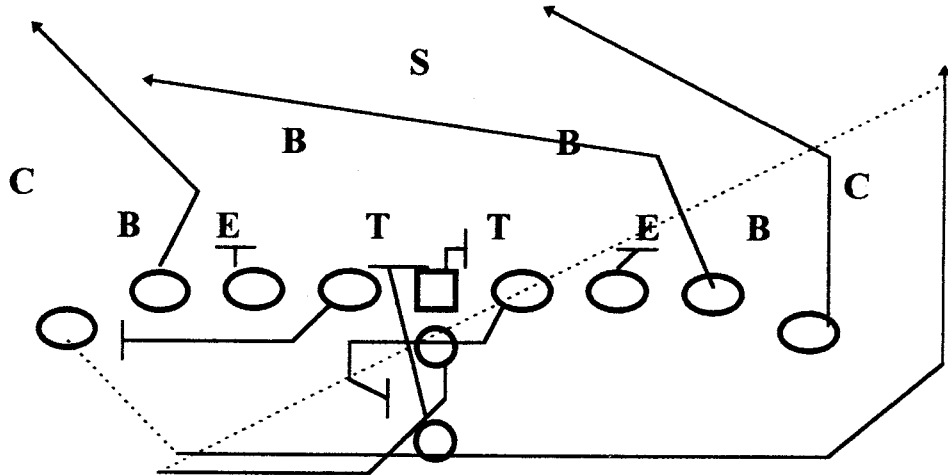
RH - Leave in early motion, fake 29, continue up sideline look for ball.

LH - 4 Cut

FB - Dive for inside leg of 4, block area.

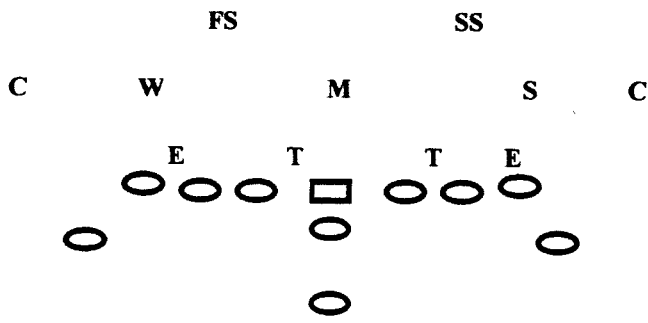


**PLAY 521 Waggle Throwback FORMATIONS**

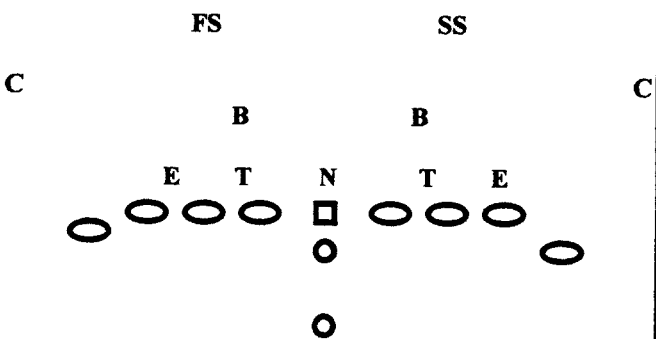


4-4

4-3



50 DBL EAGLE



2. Drag pattern

3. On - Outside

4. Pull, read 6's block, turn back block back side.

5. On - Right

6. Pull, block out on 1<sup>st</sup> man outside of 7

7. Gap - Down - On - Outside

8. 3 Cut

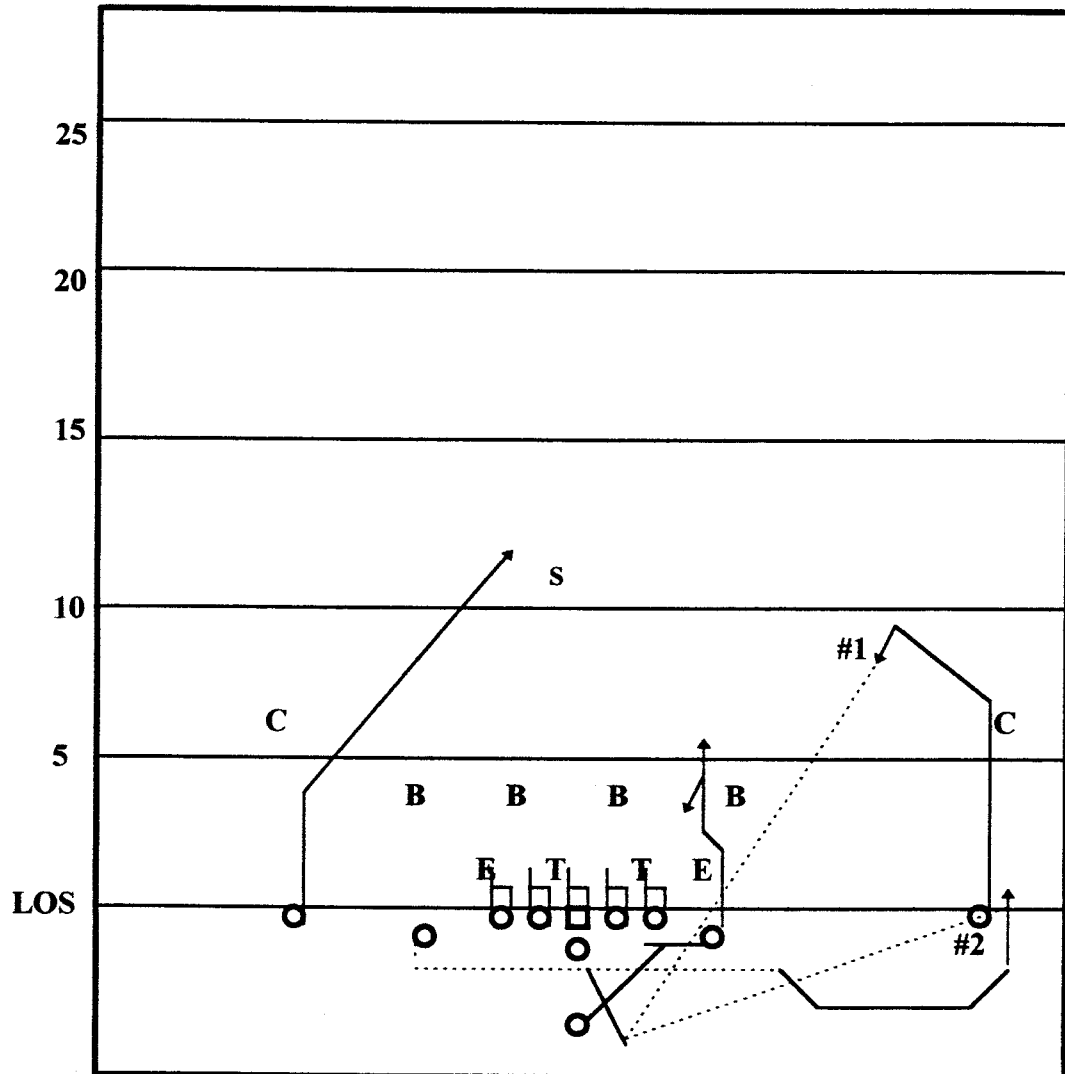
QB - Reverse pivot, fake to FB, pull up behind 7 man throw back to LH.

RH - 4 Cut

LH - Leave in early motion, fake 21, continue up sideline look for ball.

FB - Dive for inside leg of 6, block area

PLAY: 581 Choice



2 - 8 Cut

3 - 80 protection

4 - 80 pro

5 - 80 pro

6 - 80 pro

7 - 80 protection

8 - 4 cut

QB - Set up behind 3 man, 5 to 7 step drop, read Flat defender. If he goes to flat hit the 8 cut, if drops to curl hit the 9 cut.

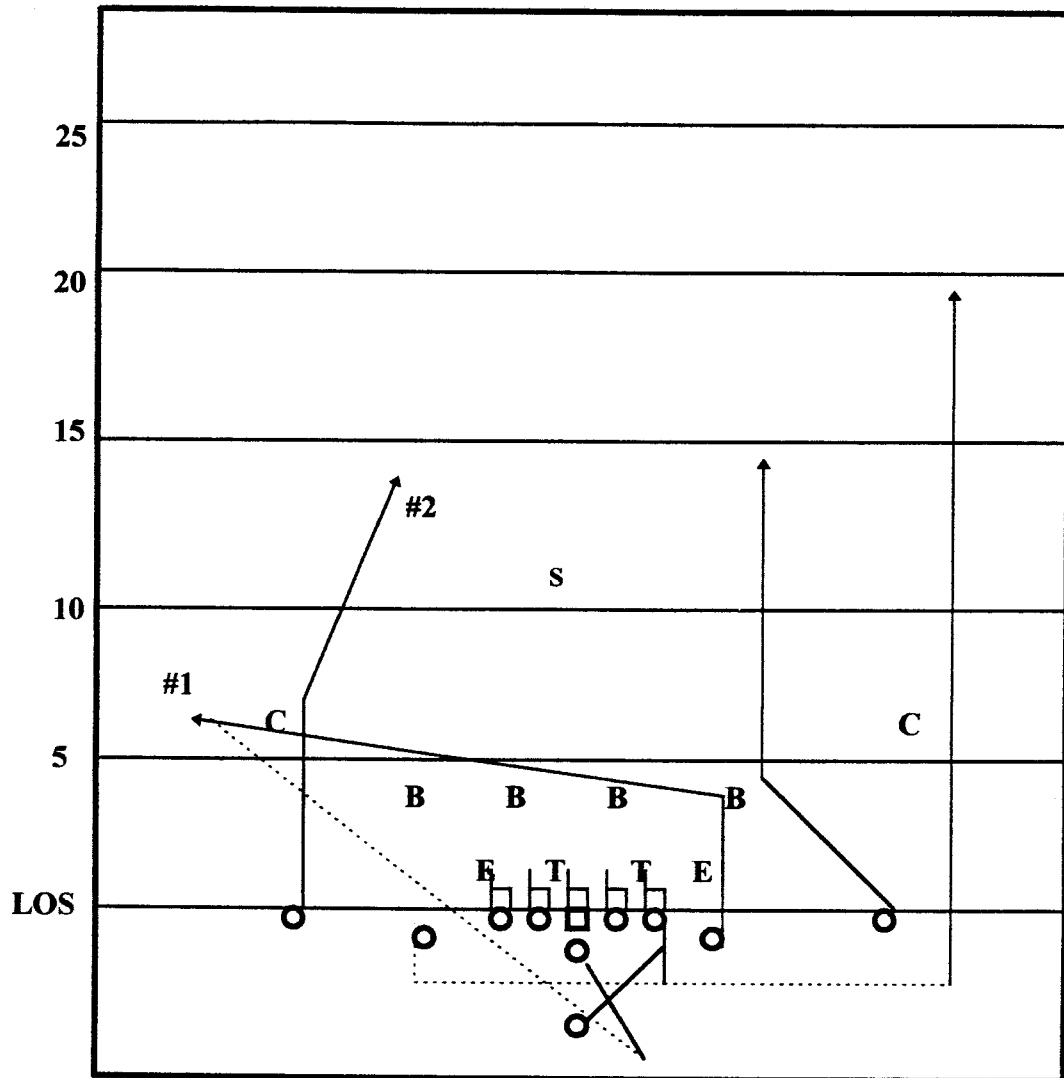
RH - Release inside, slowly, then up, want to impede the curl defender from getting to curl area.

LH - Roger motion, 9 cut

FB - 80 protection



PLAY: 581 Lex



2 - Seam pattern

3 - 80 protection

4 - 80 pro

5 - 80 pro

6 - 80 pro

7 - 80 protection

8 - Skinny 4 cut

QB - Set up behind 3 man 7 step drop, look for drag #1 , skinny 4 cut #2.

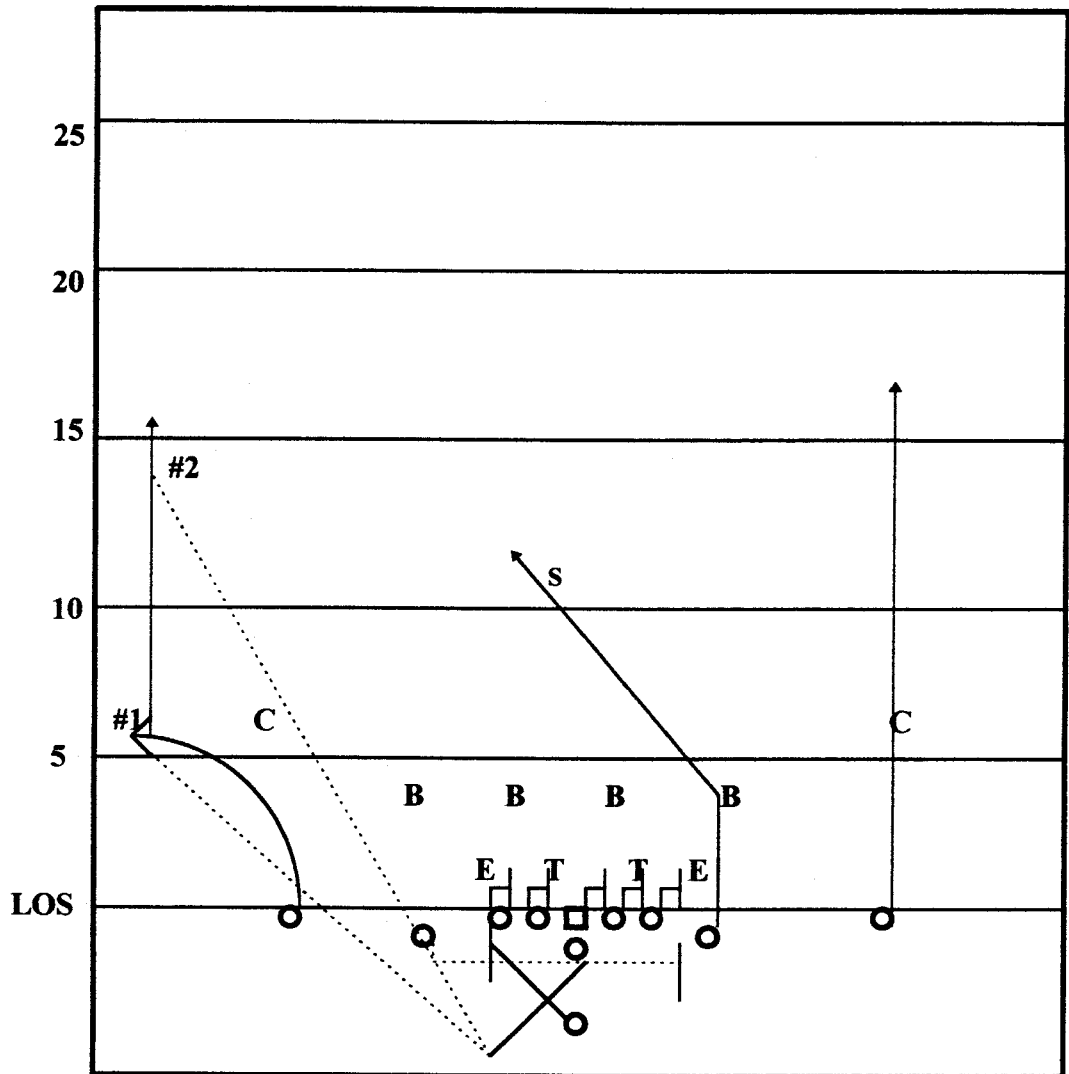
RH - Drag pattern

LH - Roger motion, 5 cut

FB - 80 protection



**PLAY: Roger 589 Speed**



**2 - 5 cut**

**3 - 80 protection**

**4 - 80 pro**

**5 - 80 pro**

**6 - 80 pro**

**7 - 80 protection**

**8 - Read Corner, Speed out cut, or Speed out & go cut**

**QB - Get pre-snap read on Corner, set up behind 7 man ,7 step, look for speed out or out & go.**

**RH - 4 cut**

**LH - Roger motion, block 1<sup>st</sup> man outside of 3**

**FB - 80 protection**



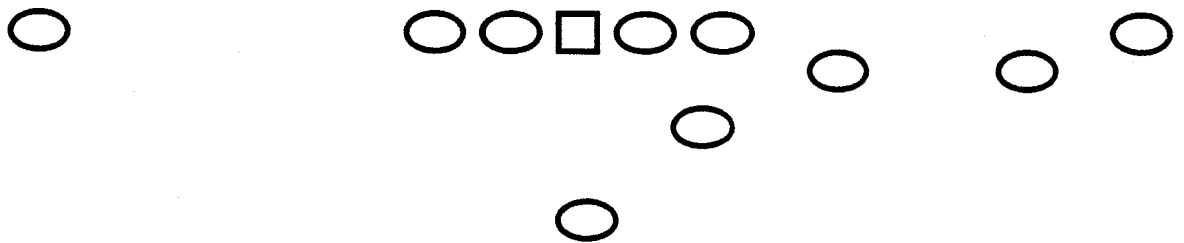
# **"SEAHAWK"**

## **SALVE REGINA TWO MINUTE OFFENSE**

We will call our two minute offense "Seahawk". We will use three colors to signal what type of plays we will use and numbers to signal the plays that we will run. The three colors are "Red", "Blue" and "Green". The numbers we will use are 1, 2 and 3. Each number will correspond to a certain play in each color group.

The formation we will use for our two minute offense is Gun Trips Right :

We will have three split ends in during the Two-minute drill



The color groups are as follows;

**RED** - Tells us that we will be using the 90 series. It will all be 91.

**BLUE** - Tells us we will be using the 70 series. The FB will then align to QB's backside and block the backside 70 protection.

**GREEN** - Tells us that we will run a screen or a draw. We will align the same way as in BLUE .

The word "SPIKE" will tell the offense to line up quickly in a 500 formation, the QB will take the snap and spike it to stop the clock.

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 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 four possible calls:



## ***SEAHAWK TWO MINUTE OFFENSE***

1. **“HUDDLE”** - whenever time is out the quarterback can huddle the team to regroup and receive the coach’s instructions via the quarterback. 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 huddle and the quarterback will immediately go to the sideline to confer with the coach. Save a time out for your field goal unit if you need three points or less. Time outs aren’t really necessary in 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 the luxury of wasting a play to stop the clock.
3. **“SPIKE”** call - the team will line up quickly and the quarterback will spike the ball.
4. **“AT THE LINE”** - when time must be conserved and we are either out of time outs or we need to save one in order to get the field goal team on the field, we will line up and the quarterback will call the play.

### **BACKS AND RECEIVERS**

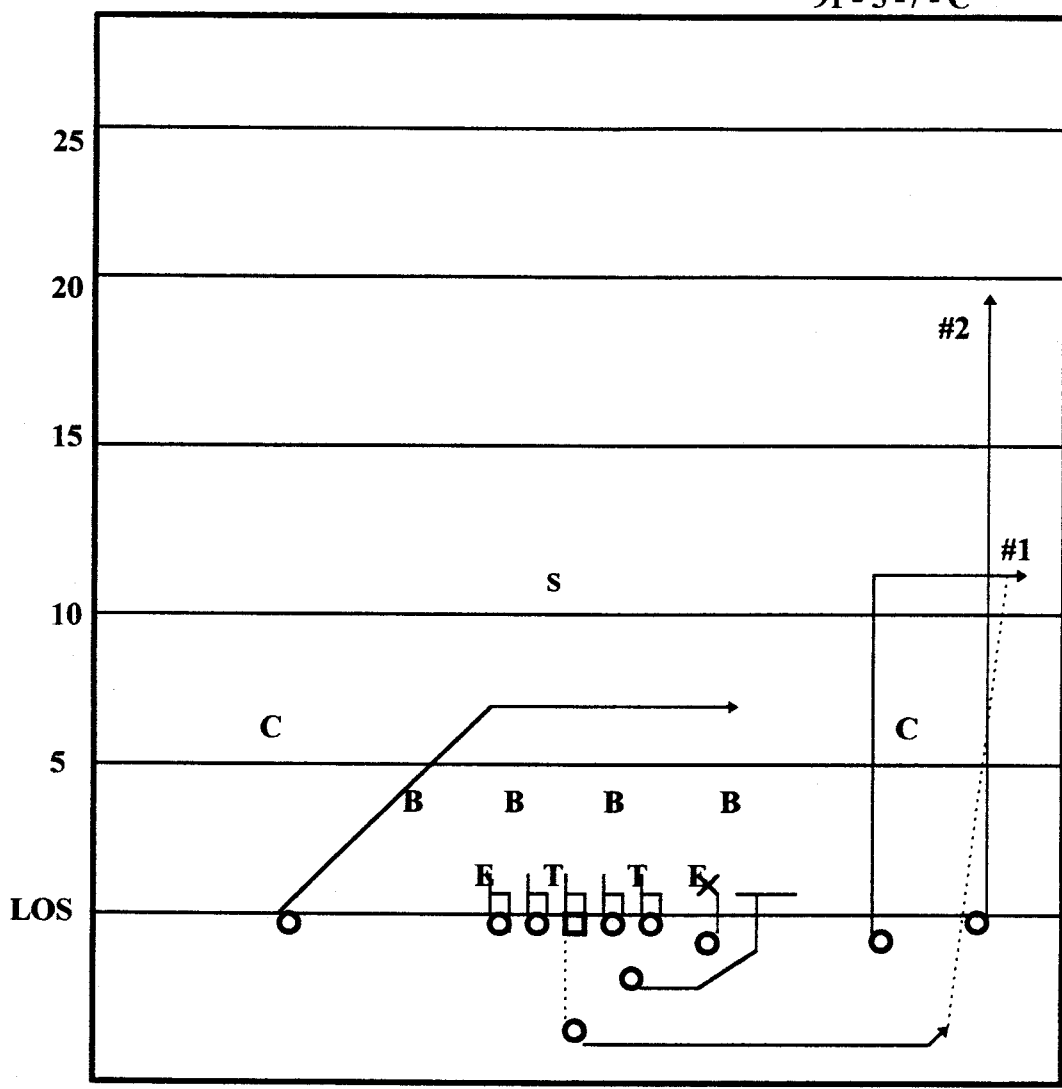
The object is to get out of bounds after advancing toward the goal as far as possible. Ball carriers should use good football sense.

### **TEAM**

The team as a whole must:

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

**PLAY: RED - 1**  
**91 - 5 - 7 - C**



**2 - 5 cut**

**3 - 90 protection**

**4 - 90 pro**

**5 - 90 pro**

**6 - 90 pro**

**7 - 90 protection**

**8 - Crossing pattern at 7 to 10 yards**

**QB - Catch snap, dash to 1, look for 7 cut.**

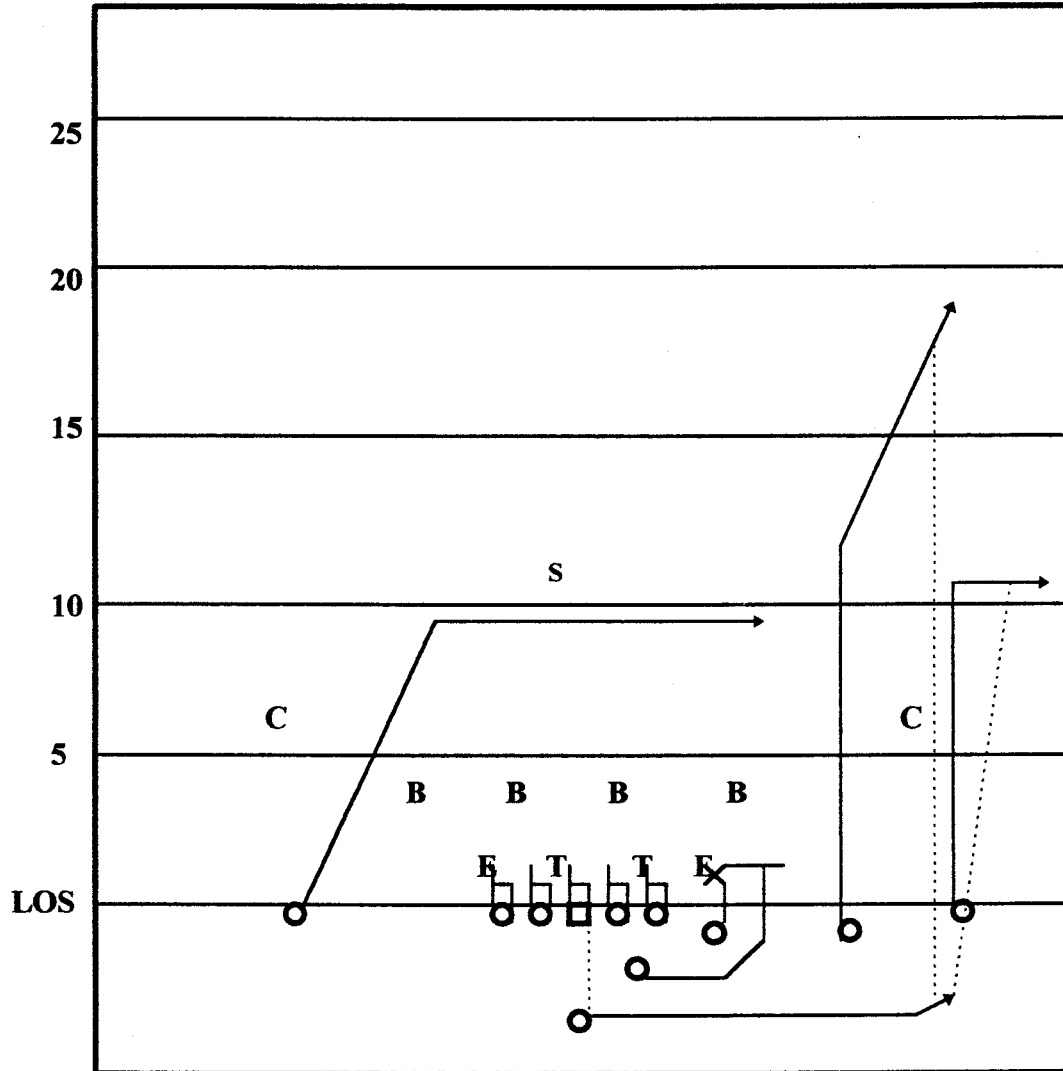
**RH - Crack block 1<sup>st</sup> man inside**

**LH - 7 cut**

**FB - 90 protection, block 1<sup>st</sup> thing that shows outside of RH's block.**

PLAY: RED - 2

91 1-3 - C



2 - 1 Cut

3 - 90 protection

4 - 90 pro

5 - 90 pro

6 - 90 pro

7 - 90 pro

8 - Crossing pattern at 7 to 10 yards

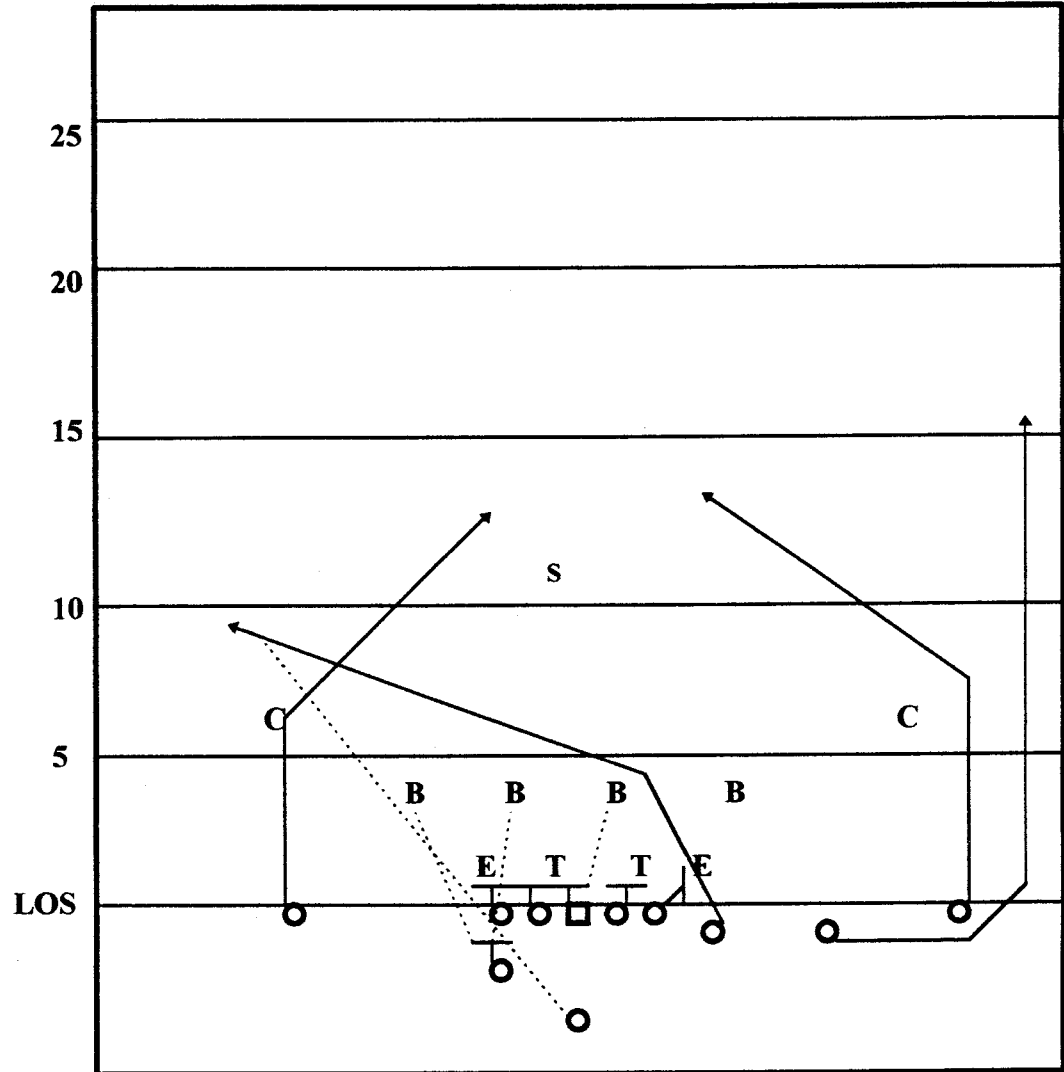
QB - Catch snap, dash a 1, look for 1 or 3 cut.

RH - Crack block 1<sup>st</sup> man inside

LH - 3 cut

FB - 90 protection, block 1<sup>st</sup> man outside of RH's block.

**PLAY: Blue # 1**  
**70 Lex**



**2 - 4 Cut**

**3 - 70 protection**

**4 - 70 pro**

**5 - 70 pro**

**6 - 70 pro**

**7 - 70 protection**

**8 - 4 Cut**

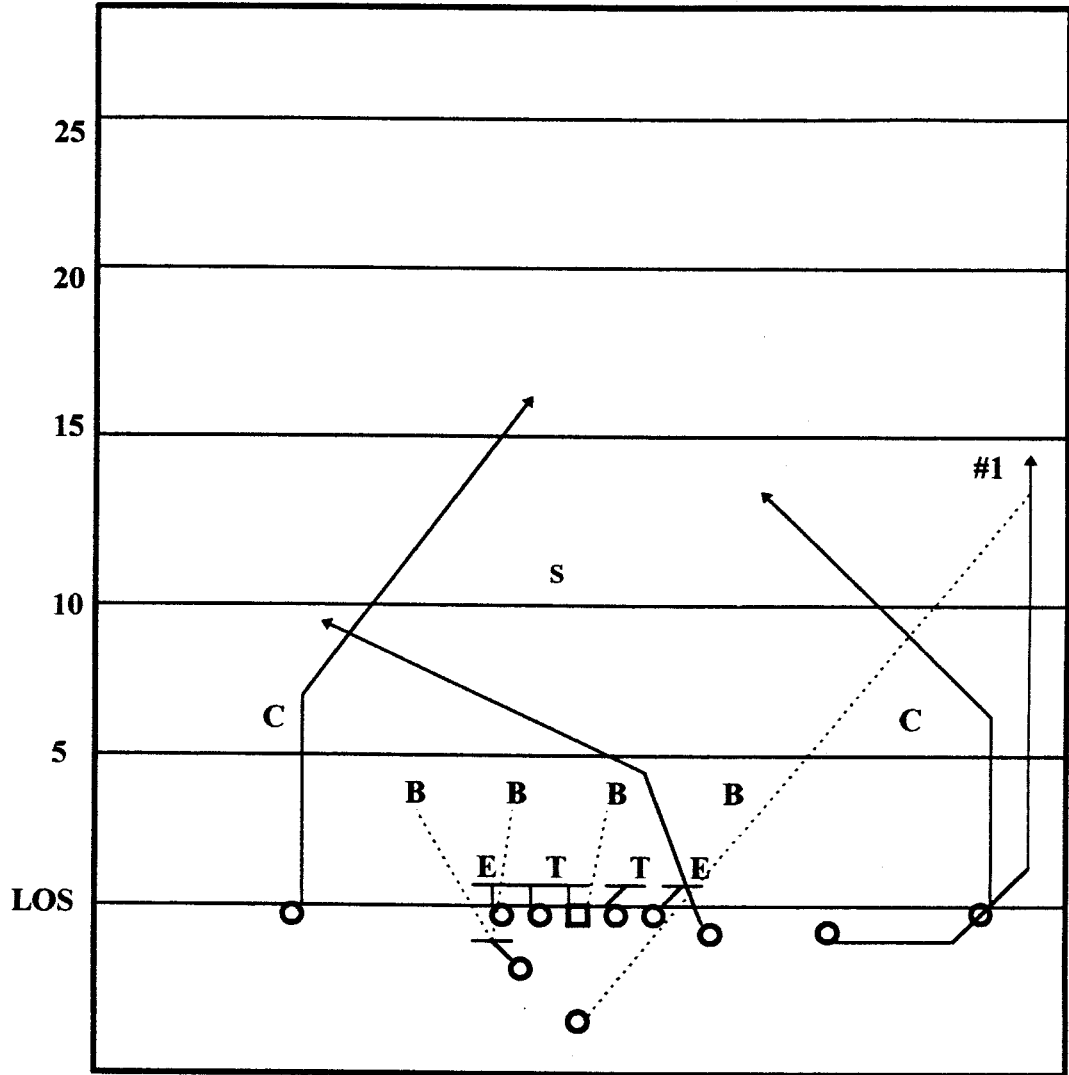
**QB - Catch snap, look to right, then throw to Lex pattern**

**RH - Lex pattern**

**LH - Wheel pattern**

**FB - 70 protection**

**PLAY: BLUE 2**  
**70 Wheel**



**2 - 4 cut**

**3 - 70 protection**

**4 - 70 pro**

**5 - 70 pro**

**6 - 70 pro**

**7 - 70 protection**

**8 - 4 cut**

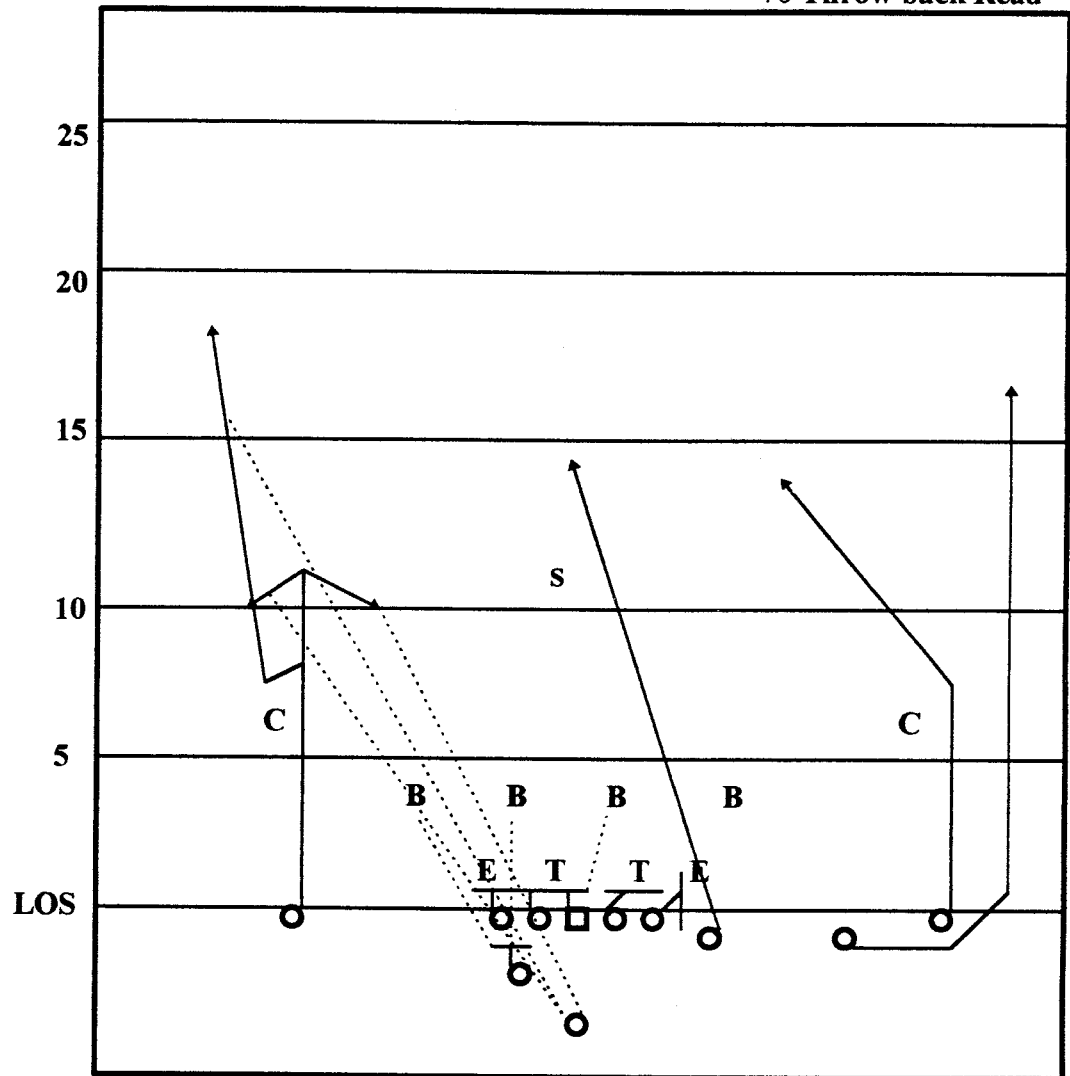
**QB - Catch snap, look for wheel cut.**

**RH - drag pattern**

**LH - Wheel pattern**

**FB - 70 protection**

**PLAY: Blue # 3**  
**70 Throw back Read**



**2 - 4 Cut**

**3 - 70 protection**

**4 - 70 pro**

**5 - 70 pro**

**6 - 70 pro**

**7 - 70 protection**

**8 - Get pre-snap read, run a 1 cut(comeback) 2 cut (stop) or Stop&Go**

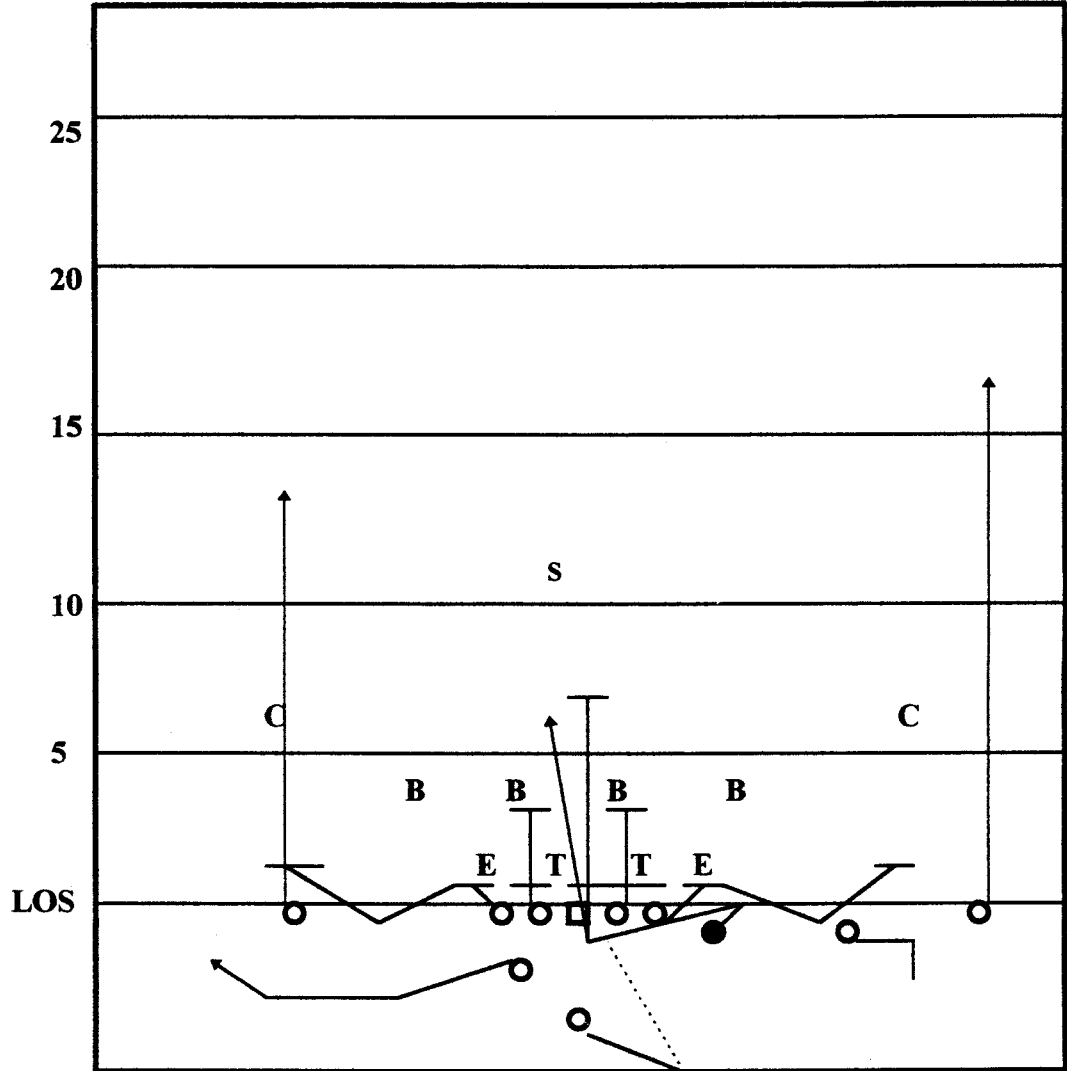
**QB - Get pre-snap read on corner, throw to SE**

**RH - Run at safety, 5 cut**

**LH - Wheel pattern**

**FB - 70 protection**

**PLAY: Green # 1**  
**70 Miami**



**2 - 5 Cut**

**3 - Block DE for one count release outside**

**4 - Block for one count release up field, block LB**

**5 - Block for one count release up field block safety**

**6 - Block for one count release up field block LB**

**7 - Block DE for one count release outside**

**8 - 5 Cut**

**QB - Catch snap, drop deeper throw to RH behind the line**

**RH - Take 1 step out come under the line, catch ball, turn up field**

**LH - Fake screen Right**

**FB - Fake screen left**