

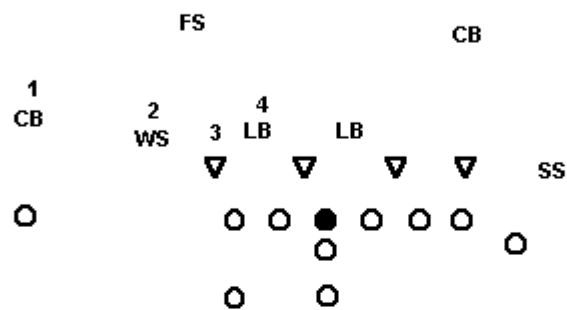
TRIPLE OPTION FROM THE DELAWARE WING - T

PROGRESSION:

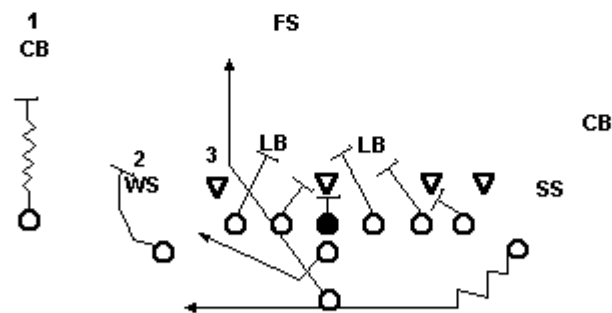
1ST - QB keep the ball if possible or QB give the ball to the FB unless hole is clogged up.

2nd - Total read: give (DE), Keep or Pitch (#3)

NUMBER SYSTEM FOR COUNTING THE DEFENSE:



TRIPLE OPTION:



PST - Bump lead backer

PSG - Gap ON

Back Side - Fire play side (Since FS can hurt the play try to get a body on him)

FB - Run for outside foot of PSG

QB -

1. Step as far back as possible

2. Jab ball to FB and read first man on or outside of tackle.
3. Make the decision to give or keep on 2nd step.
4. Read DE if QB can read his #'s Keep the ball.
5. Once past the DE, read #3, decide on keep or pitch. (Make #3 commit!!! Get his attention!)

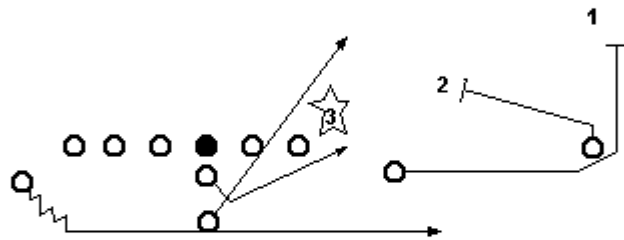
Secondary Blocking: (Count outside/In)

SE - Crack #2 if possible, than stalk #1

WB - Check #2, Stalk #1 (Make sure #2 is not in pitch mans face!)

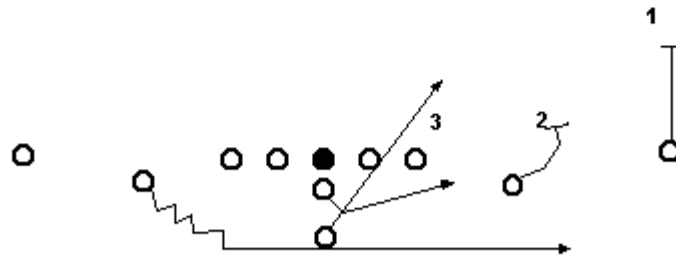
Coaching Point: 1. FS can mess up the play

2. Watch #2 if he escapes crack block, QB should keep the ball!



EXCEPTIONS:

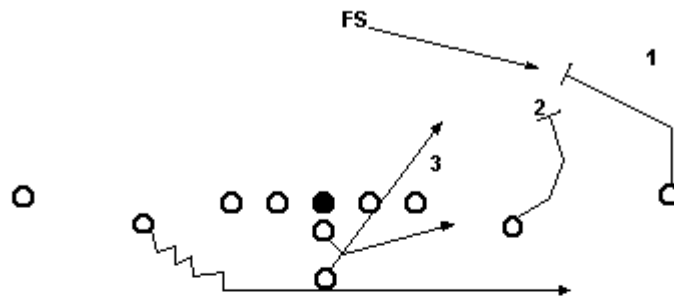
When #2 steps up to the line.



SE - Afraid of "Clip" on #2 so he calls it off. Can use a "Color" call to alert WB.

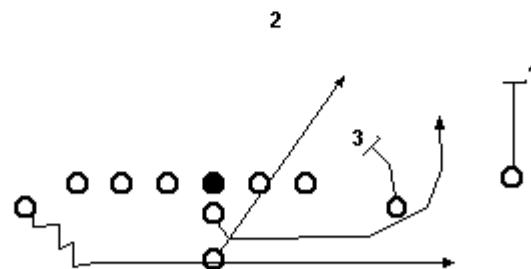
WB - Flairs out on #2

When FS "Points" (Call Push Point)



Can be called in the huddle, but realistically it will be a decision made by the SE on the run. CB must be playing soft and not be concerned with stopping the option.

When you can only read 1 out there.

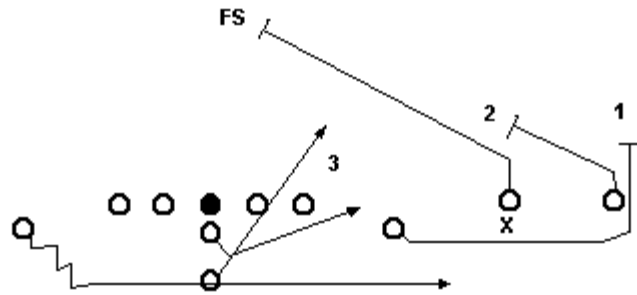


WB automatically "walls" or "loads" #3

Loaded Option - is where #3 is blocked, can be called as a play.

QB - must never pitch the ball inside of 3, 3 must be knocked down or he must be beyond #3, Encourage the QB to run.

TRIPLE OPTION FROM THE UNBALANCED LOOK:



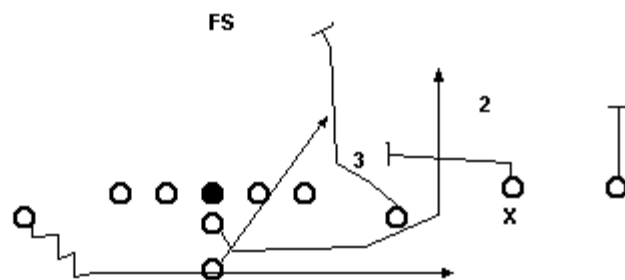
Two wide outs (Loose Right)

SE - Regular spacing, but two more yards to the outside.

X - Four yards inside of SE

Same rules apply for all positions, except X pushes the point on the FS.

Same rules to all exceptions, except "LOAD"



WB - Point man

X - Loads #3

SE - Stalk #1

QB - same rules apply for Load pitch ball off of #2

