

# The Empty No Back Offense

Football  
Playbook



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# THE SYSTEM

## THE PASSING GAME SYSTEM

80 SERIES SPRINT OUT RIGHT PASS  
90 SERIES SPRINT OUT LEFT PASS  
100 EMPTY PASS PROTECTION WITH MIRRORED ROUTES  
200, 300 QUICK 3 STEP PASSING GAME "READ GAME"  
400, 500 5 STEP ½ ROLL PASSING GAME  
600, 700 5 STEP ½ ROLL PASSING GAME WITH TAILBACK FLAIR  
800,900 5 STEP ½ ROLL PASSING GAME WITH TIGHT END MAX PROTECTION

## THE RUNNING GAME SYSTEM

10 SERIES QUARTERBACK  
20 SERIES ZONE SERIES FOR POP, FLY, AND FULLBACK  
30 SERIES ZONE SERIES FOR TAILBACK AND ONEBACK  
40 SERIES IS TAILBACK SERIES FOR A VARIETY OF PLAYS  
50 SERIES IS OPTION SERIES  
60 SERIES OPEN  
70 SERIES OPEN

### ***PLAY NUMBERING***

FIRST NUMBER INDICATES THE SERIES  
SECOND NUMBER INDICATES WHERE THE PLAY IS GOING

- EXAMPLE: 18 OPTION  
"10" SERIES QB TO THE "8" HOLE, RUNNING "OPTION"

### ***HOLE NUMBERING SYSTEM***

ODD NUMBERS TO THE LEFT.....1,3,5,7,9  
EVEN NUMBERS TO THE RIGHT .....0,2,4,6,8

- EXAMPLE: 42 LEAD AND 43 LEAD  
42 LEAD...40 SERIES TB....THE 2 HOLE IS TO THE RIGHT....RUNNIG LEAD  
43 LEAD...40 SERIES TB....THE 3 HOLE IS TO THE LEFT....RUNNIG LEAD

***"ANY PLAY" @ 8***

***"ANY PLAY" @ 9***

BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 8 ARE PLAYS RUN TO THE 8 SIDE (RIGHT)  
BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 9 ARE PLAYS RUN TO THE 8 SIDE (LEFT)

- EXAMPLE: BOOT @ 8  
BOOTLEG PASS TO THE RIGHT SIDE

# **PLAYACTION PASSES**

TAG

## **BOOT**

BOOTLEG ACTION WITH BACKSIDE GUARD PULLING TO PLAYSIDE TO PROTECT EDGE

- BOOT @ 8
- BOOT @ 9

## **NAKED**

PLAYACTION INVOLVING SEVERAL RUNNING PLAYS...QB IS ON A "NAKED BOOTLEG"

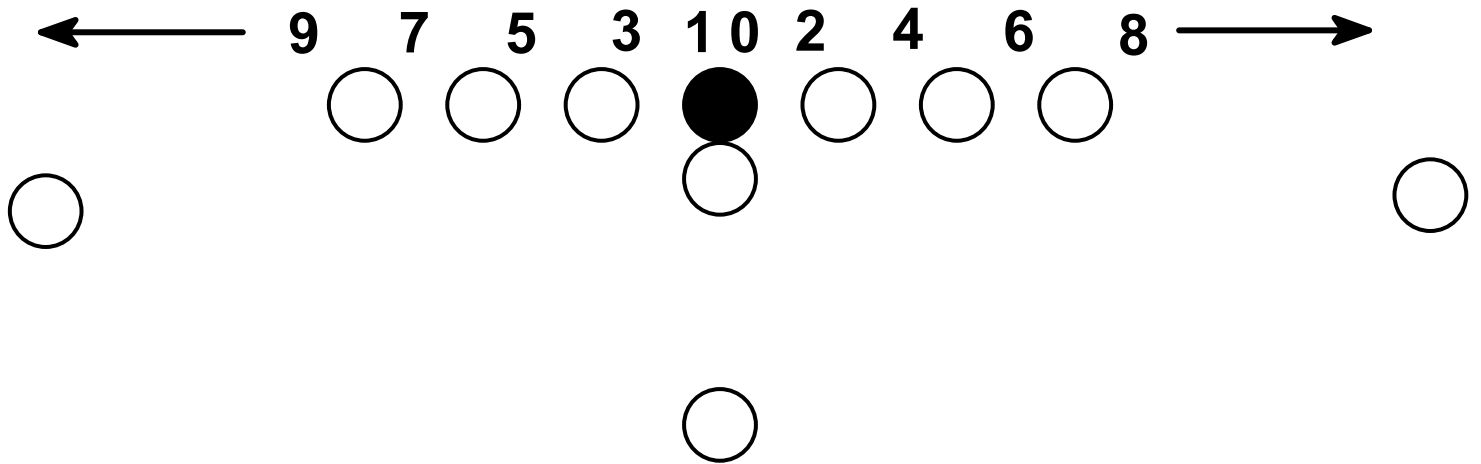
- NAKED @ 8
- NAKED @ 9

## **WAGGLE**

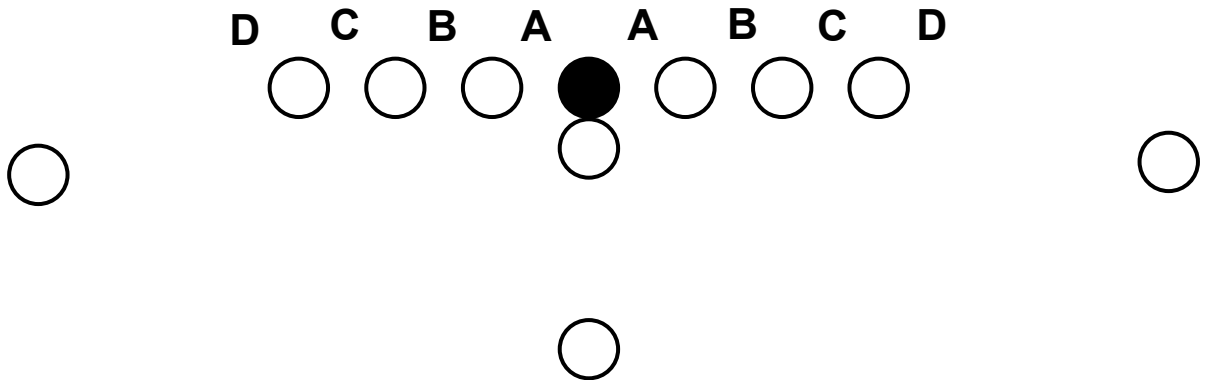
SAME AS BOOT, EXCEPT BOTH GUARDS PULL TO PLAYSIDE TO PROTECT EDGE

- WAGGLE @ 8
- WAGGLE @ 9

# HOLE NUMBERING SYSTEM



# GAP RESPONSIBILITIES



# PASSING TREE AND ROUTE CONCEPTS

## 1<sup>ST</sup> NUMBER

IS THE STRONG SIDE/PRIMARY SIDE

EVEN NUMBERS TO THE RIGHT, ODD TO THE LEFT

EXAMPLE: 408

400 PROTECTION...5 STEP DROP TO THE RIGHT WITH AN 8 ROUTE CONCEPT

## 2<sup>ND</sup> NUMBER

IS ALWAYS A ZERO UNLESS A PLAYACTION FAKE IS INVOLVED

EXAMPLE: 446 – 8 ROUTE

400 PROTECTION TO THE RIGHT

FAKE 46 ACTION

8 ROUTE CONCEPT

## 3<sup>RD</sup> NUMBER

IS THE ROUTE CONCEPT

IT TELLS THE OUTSIDE RECEIVER THEIR ROUTE

EVERYONE ELSE MUST KNOW THE COMPLIMENTARY ROUTE TO THE PRIMARY ROUTE

IN 100 SERIES THE ROUTES ARE “MIRRORED” BY BOTH STRONG AND WEAK SIDE

## READ GAME (QUICK 3 STEP DROP)

200,201,202,203,208,209

300,301,302,303,308,309

## 400-900 SERIES (5 STEP DROP)

403,404,405,406,407,408,409

503,504,505,506,507,508,509

SAME AS ABOVE FOR 600,700,800,900

## OUTSIDE RECEIVER ROUTES

0 READ GAME – 6 AND STOP

1 READ GAME – ALL 6 AND STOP

2 READ GAME – QUICK SLANT AND UP

3 OUT (SHALLOW)

4 CURL (SHALLOW)

5 DEEP OUT (SHALLOW)

6 IN (MIRROR)

7 CORNER/FLAG (MIRROR)

8 POST (MIRROR)

9 GO/STREAK (ALL GO)

# PASS PROTECTION NUMBER SYSTEM

## 80, 90

- **SLIDE STEP AND HINGE PROTECTION...TURN YOU BUTT TO THE SPRINT SIDE**
- **BOTH BACKS BLOCK TO SPRINT SIDE UNLESS INVOLVED IN ROUTE**

EXAMPLE:

“85”

80 SERIES SPRINT RIGHT

5 ROUTE CONCEPT

## 100

- **BIG ON BIG FOR LINE**
- **NO BACK PROTECTION**
- **EVERYONE ON A ROUTE**
- **MIRROR ROUTES ON BOTH SIDES UNLESS THE PLAY IS “TAGGED”**
- **QUARTERBACK IS RESPONSIBLE FOR PLAY SIDE LINE BACKER**

EXAMPLE:

“103”

100 PROTECTION WITH A 3 ROUTE CONCEPT

“100 BOUNCE”

100 PROTECTION WITH A TAGGED ROUTE “BOUNCE”

PRE DETERMINED ROUTES

# **200,300 – “READ” GAME**

- **QUICK GAME – 3 STEP DROP**
- **200 TO THE RIGHT – 200,201,202,203,208,209**
- **300 TO THE LEFT – 300,301,302,303,308,309**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON (OT CHOPS)**
- **FULLBACK HAS PSLB, TAILBACK HAS WSLB**
- **BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE**

THE READ GAME CONCEPT IS 200 AND 300 SERIES

“Check with me” ON THE LINE SYSTEM

EXAMPLE:

**“201”**

200 PROTECTION WITH 1 ROUTE CONCEPT OUT OF THE READ GAME PACKAGE

# **400,500**

- **5 STEP DROP ½ ROLL**
- **400 TO THE RIGHT**
- **500 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **FULLBACK HAS PSLB, TAILBACK HAS WSLB**
- **BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE**
- **TAGGED PASS PLAYS MAY BE RUN OUT OF 400 OR 500 AS WELL**

**EXAMPLE:**

**“404”**

400 Protection with “4” Route concept

**“442 Cross”**

400 Protection

Fake 42 Lead

TAG: “Cross” route concept

**“549 - 8 Route”**

500 Protection

Fake 49 G Action

“8” Route Concept



# 600,700

- **5 STEP DROP ½ ROLL**
- **600 TO THE RIGHT**
- **700 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **FULL BACK BLOCKS PSLB**
- **TAILBACK SWINGS OR IS ON PRE DETERMINED ROUTE (MAY SWITCH RESPONSIBILITIES WITH FULLBACK ON CERTAIN PLAYS)**

SAME AS 400,500 FOR LINE...THE TAILBACK SWINGS INSTEAD OF BLOCKS UNLESS HE IS INVOLVED IN THE FAKE...THE FULLBACK WILL NOW BE IN THE ROUTE (THEY SWITCH RESPONSIBILITIES)

WILL RUN A LOT OF PLAYACTION OUT OF THIS

EXAMPLE:

**“708”**

700 PROTECTION

8 ROUTE CONCEPT WITH TAILBACK SWINGING/FLAIR

**“652 SLAM”**

600 PROTECTION

FAKE 52 VEER

TAG “SLAM” ROUTE CONCEPT

# 800,900

- **5 STEP DROP ½ ROLL**
- **800 TO THE RIGHT**
- **900 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **TIGHT END (S) MAX PASS BLOCK, FULL BACK BLOCKS PSLB**
- **TAILBACK BLOCKS WSLB UNLESS INVOLVED IN THE ROUTE OR FAKE**

WILL RUN WHEN WE WANT THE TIGHT END(S) TO STAY IN AND BLOCK

MAX PROTECTION

SAME AS 400, 500 FOR LINE

EXAMPLE:

**“804”**

800 PROTECTION

4 ROUTE CONCEPT WITH NO TIGHT ENDS IN THE ROUTE

# Passing Game Concept & Protection

The Passing Game is based on a numbering system. The first number gives the series. The second and third number describe the route concept or play action series being simulated.

80 90 SERIES – SPRINT GAME...RUN – PASS OPTION FOR QB

100 SERIES – 5 STEP...EVERYONE ON A ROUTE...NO BACK PROTECTION

200 300 SERIES – QUICK 3 STEP GAME...BOTH BACKS BLOCK UNLESS TAGGED

400 500 SERIES – 5 STEP ½ ROLL...BOTH BACKS BLOCK UNLESS TAGGED

600 700 SERIES – SAME AS 400,500 EXCEPT ONE BACK (TAIL BACK) IS IN ROUTE

800 900 SERIES – SAME AS 400, 500 EXCEPT TIGHT END MAX PASS PROTECTS

## TAG SYSTEM

SOME ROUTES BREAK THE RULES AND PASSING TREE CONCEPT...CERTAIN COVERAGES CAN BE PICKED APART BY ROUTE COMBINATIONS. INSTEAD OF CALLING EVERY RECEIVER'S INDIVIDUAL PASS ROUTE OR BLOCKING SCHEME, WE TAG OR PACKAGE CERTAIN ROUTES TOGETHER. BY TAGGING ROUTES, WE CAN GAME PLAN WEEK TO WEEK OUR BASE TAG PLAYS AND ADD ONE OR TWO NEW ONES. TAGGING ROUTES ELIMINATE TOO MANY WORDS IN A PLAY...LEARN THE NUMBERING SYSTEM, AND MEMORIZE THE TAG WORD, AND WE ARE READY.

## SOME EXAMPLES OF “TAGGED” PLAYS

- SLAM
- SMASH
- BOUNCE
- MESH
- DIG
- DASH
- TEXAS
- SWITCH
- CHOICE
- SLIDE
- GO
- STREAK
- HITCH
- BUBBLE
- JET
- SHALLOW

# COACHING IDEAS

## GROUPS

EVERY OFFENSE MUST MAXIMIZE ITS STRENGTHS AND MINIMIZE ITS WEAKNESSES. IT IS IMPORTANT FOR COACHES PLACE THEIR ATHLETES IN A POSITION TO BE SUCCESSFUL.

### MOVING PLAYERS AROUND

SOME COACHES WILL FLEX THEIR TIGHT END OUT IN OPEN SETS AS A RECEIVING OPTION. OTHERS WILL SUBSTITUTE A SMALLER QUICKER STYLE OF ATHLETE IN PASSING SITUATIONS. SO IN ONE PLAY, THE Y MIGHT BE A BLOCKING TIGHT END WHO ONLY RUNS BOOTLEG PASS ROUTES, WHILE ON THE NEXT PLAY – WITH A COACHING SUBSTITUTION – THE Y WILL BE A SMALL SCAT BACK USED TO CATCH A SCREEN, RUN A GO ROUTE, OR EXECUTE A REVERSE. A COACH NEEDS TO KNOW HIS PERSONELL, AND GROUP THEM ACCORDING TO SITUATIONS, FORMATIONS, MOTIONS, AND INTELLIGENCE.

KNOWING YOUR OFFENSE INSIDE AND OUT, STUDYING FILM, AND EVALUATING YOUR ATHLETES ON A DAILY BASIS WILL HELP YOU DRAW SOLID CONCLUSIONS ON WHAT YOUR PLAYERS CAN AND CAN NOT DO. IT IS IMPORTANT TO BE AWARE OF SUBSTITUTION AND/OR FORMATION AND MOTION TENDANCIES WHICH MAY LET DEFENSES KNOW WHAT PLAY YOU MAY RUN, OR TO WHICH PLAYER YOU MAY GO TO. WEIGH ALL OF THESE FACTORS TOGETHER AND ASSEMBLE GROUPS THAT WILL MAXIMIZE THE POTENTIAL OF YOUR OFFENSE.

## TERMINOLOGY

PLAYER TERMINOLOGY IS CONSISTENT BUT FLEXIBLE

WE LABEL ATHLETES AS A PARTICULAR POSITION AND EXPECT THEM TO KNOW IT...BUT WE ALSO EXPECT THEM TO GROW IN UNDERSTANDING OF THE OFFENSE SO THEY CAN PLAY ANY POSITION. WE WANT THEM TO KNOW THE RULES BEHIND EVERY PLAY. THIS MAKES US A BETTER FOOTBALL TEAM.

- X OUTSIDE LEFT RECEIVER/ 2<sup>ND</sup> TIGHT END ALSO CALLED H
- Z OUTSIDE RIGHT RECEIVER/ FLANKER/ WING/ SLOT
- F FULLBACK/ INSIDE LEFT RECEIVER/ ALSO CALLED S BACK
- Y TIGHT END/ INSIDE RIGHT RECEIVER
- T TAILBACK

# THE PLAYBOOK

BASED ON EXPERIENCE, IT IS BETTER TO HAVE FEWER OFFENSIVE PLAYS AND EXECUTE THEM WELL, THAN TO RUN EVERYTHING IN THE PLAYBOOK AND BE INEFFECTIVE.

EVERY GREAT OFFENSE EVOLVES THROUGHOUT A SEASON. IT IS A DAY BY DAY PROCESS THAT OCCURS ONCE THE "BASE" PLAYS ARE MASTERED.

## PASSING RULES

IN OUR OFFENSE, RULES ARE A FOUNDATION. BY UNDERSTANDING CERTAIN RULES MAKE THE OFFENSE EASIER TO LEARN, RUN, AND COACH.

IN OUR OFFENSE THE FIRST NUMBER TELLS US WHICH SIDE IS THE STRENGTH OF THE CALL. THIS HELPS THE LINE KNOW WHO IS STRONGSIDE AND WHO IS BACKSIDE FOR OUR STYLE OF PASS PROTECTION (WHICH GAVE UP VERY FEW SACKS OR QB PRESSURES). IT ALSO LETS THE TIGHT ENDS AND BACKS KNOW, WHETHER NO BACK, ONE BACK, OR TWO BACK, IF THEY WILL BE BLOCKING OR BE OUT ON A ROUTE. THE SECOND NUMBER IS ZERO UNLESS THERE IS A PLAYACTION FAKE INVOLVED. THE THIRD NUMBER IS THE ROUTE CONCEPT UNLESS IT IS PART OF THE PLAYACTION SERIES.

- EXAMPLE  
403  
400 SERIES IS 5 STEP DROP TO THE RIGHT WITH A 3 ROUTE CONCEPT

IN 3 AND 5 STEP DROP, THE SECOND NUMBER WILL ALWAYS BE A ZERO...THERE IS NO PLAYACTION INVOLVED. HOWEVER, IF WE WANT TO FAKE A PARTICULAR ACTION IN THE BACKFIELD, WE CAN PLACE ALMOST ANY SERIES INTO THE PLAY CALL AND STILL CARRY OUT ANY PASS PLAY IN THE BOOK. THEN, WE JUST CALL THE ROUTE CONCEPT OR TAG TO COMPLETE THE PLAY CALL.

- EXAMPLE  
434 3 ROUTE  
400 SERIES  
FAKE 34 ACTION  
3 ROUTE CONCEPT

### ***OTHER RULES***

IN THE PLAY CALL...THE LAST NUMBER SPEAKS TO THE OUTSIDE X OR Z RECEIVER. THE NEXT RECEIVER RUNS A COMPLIMENTARY ROUTE THAT CORRESPONDS WITH THAT NUMBER. IF WE ARE IN TRIPS, THE #3 RECEIVER ALMOST ALWAYS RUNS A 9 ROUTE. IN EMPT SET, THE TAILBACK WILL ALMOST ALWAYS RUN A QUICK ROUTE OVER THE MIDDLE. CERTAIN TAGS BREAK THESE RULES, BUT LAYING THE FOUNDATION ALLOWS THE OFFENSE TO GROW.

- EXAMPLE  
3 ROUTE CONCEPT  
#1 RUNS A 3 ROUTE – OUT ROUTE  
#2 RUNS A COMPLIMENTARY ROUTE - CORNER  
#3 RUNS A 9 ROUTE - GO

## **WEAKSIDE ROUTES**

### ***SHALLOW PACKAGE AND MIRROR PACKAGE***

THE OFFENSE HAS EVOLVED INTO WHAT WOULD APPEAR TO BE COMPLEX NUMBERING SYSTEM...HOWEVER, IT HAS BRANCHED INTO THIS OVER TIME. FOR SIMPLICITY SAKE IN THE PASSING GAME, YOU MAY WANT TO MIRROR ROUTES INDEFINITELY OR ALWAYS RUN A BACKSIDE POST.

ROUTES ENDING IN 0,1,2 AND 3 THAT ARE PART OF THE READ GAME PACKAGE ARE EXPLAINED UNDER THE READ GAME SEGMENT OF THE PLAYBOOK.

ROUTES ENDING IN 3,4,5 WILL HAVE A BACKSIDE PACKAGE CALLED SHALLOW. THIS PACKAGE HAS WEAK #1 RUNNING A SLOW DRAG TO THE HASH AT A SIX YARD DEPTH. SHALLOW #2 RUNS A 9 ROUTE DOWN THE HASH WITH THE OPTION TO STOP IN THE HOLE AT 12 YARDS. THIS CREATES A HIGH LOW OPTION FOR THE QUARTERBACK SHOULD HE NEED TO CHECK TO THE BACKSIDE.

ROUTES ENDING IN 6,7,8,9 WILL ALL BE MIRRORED...SO THE STRONG SIDE AND THE WEAK SIDE ROUTE WILL BOTH LOOK THE SAME.

HOWEVER, IN THE 100 SERIES, NO MATTER WHAT THE LAST NUMBER IS...THE ROUTES ARE MIRRORED. TAGGED ROUTES BREAK ALMOST ALL RULES...IT IS JUST A MATTER OF MEMORIZING THE TAG.

### ***TAGGING ROUTES***

SOMETIMES ROUTES BREAK THE RULES. OR WE WANT CERTAIN PLAYERS OR POSITIONS RUNNING A CERTAIN ROUTE NO MATTER WHAT FORMATION IS USED...THIS IS WHEN WE TAG A PLAY. BOUNCE, MESH, DIG, TEXAS, TURBO, DASH, SLAM, HBO, ETC...THESE TAGS ALL REPRESENT VARIOUS ROUTE CONCEPTS THAT ARE MEMORIZED IN ORDER TO ELIMINATE EXTRA LONG PLAY CALLS. SOME COACHES GIVE NUMBERS, NAMES OF ANIMALS, STATES, OR ROCK BANDS TO NAME PLAYS.

## **FORMATIONS**

FOMATIONS CAUSE DEFENSES TO ADJUST. TWO TIGHT ENDS AND ONE BACK DEMAND THAT A DEFENSE BALANCES ITSELF. IN SPREAD FORMATIONS, YOU CAN PLACE DEFENDERS INTO PASS COVERAGE SITUATIONS THEY MAY NOT BE USED TO. TIGHT, COMPACT FORMATIONS REQUIRE SECONDARY PLAYERS TO MAKE

TACKLES TO SAVE TOUCHDOWNS. AS A COACH, USE FORMATIONS TO ATTACK THE WEAKNESSES OF A DEFENSE.

SOME COACHES WILL COLOR CODE FORMATIONS TO ELIMINATE TOO MANY WORDS. OTHERS WILL NAME FORMATIONS AFTER MUSIC GROUPS OR VARIOUS ANIMALS. IT REALLY DOES NOT MATTER WHAT YOU USE, SO LONG AS THERE IS SOME FORM OF UNIFORMITY THAT WILL HELP PLAYERS TO UNDERSTAND THE METHOD BEHIND THE CALL.

IN OUR OFFENSE, THE Y WILL ALMOST ALWAYS GO TO THE CALL SIDE

- “I RIGHT” WILL SEND HIM TO THE RIGHT.
- “TRIPS RIGHT” WILL MAKE HIM THE NUMBER 2 RECEIVER
- “TRIPS LEFT” WILL MAKE HIM THE NUMBER 3 RECEIVER

X WILL ALMOST ALWAYS BE ON THE LEFT SIDE OF THE FORMATION

Z WILL ALMOST ALWAYS BE ON THE RIGHT SIDE OF THE FORMATION

TWINS, FLIP, AND SLOT CALLS BEND THE RULES.

SOME OFFENSES, FOR SIMPLICITY, HAVE AN OFFENSIVE LINE THAT FLIPS...A STRONG SIDE AND A QUICK SIDE OF THE LINE WHO LEARN ONLY CERTAIN PLAYS. SOME OFFENSES HAVE A Z RECEIVER WHO ALWAYS GOES TO THE STRONG SIDE, AND THE X WHO ALWAYS GOES TO THE BACKSIDE. THERE IS NO RIGHT OR WRONG WAY TO SET THIS UP, SO LONG AS YOU, YOUR STAFF, AND YOUR PLAYERS CAN LEARN IT AND EXECUTE THE OFFENSE EFFECTIVELY.

## **FLEXIBILITY**

THE OFFENSE IS FLEXIBLE. THE NUMBERING SYSTEM, TAGS, TERMINOLOGY, CONCEPTS, ARE THE FOUNDATION. WEEK BY WEEK A PLAY MAY HAVE TO ADAPT IN ORDER TO ATTACK A CERTAIN DEFENSE...SO BE PREPARED TO ADJUST.

## **SERIES RULES ADJUSTMENTS**

FOR THE MAJORITY OF PLAYBOOKS, THE NUMBERING SYSTEM FOR THE RUNNING GAME IS EXPLAINED AS FOLLOWS. FIRST NUMBER INDICATES THE SERIES, THE SECOND NUMBERS TELLS WHICH HOLE THE PLAY GOES TO, AND THE TAG LETS EVERYONE KNOW THE BLOCKING SCHEME.

### ***CHANGES***

THE BACKS ARE GIVEN A NUMBER. IN THE WISHBONE OFFENSE, GOAL LINE OFFENSE, PIRATE OFFENSE, WING T OFFENSE, STACK OFFENSE, STRAIGHT T OFFENSE, WEST COAST, AND Y STACK OFFENSE CONTAIN THE FOLLOWING ADJUSTMENTS.

- 1 BACK QUARTERBACK
- 2 BACK FLANKER WING
- 3 BACK FULLBACK
- 4 BACK TAIL BACK
- 5 BACK OPEN

EXAMPLE:

44 DIVE IS A DIVE BY THE 4 BACK TO THE 4 HOLE

36 SLANT IS A OFF TACKLE PLAY BY THE 3 BACK TO THE 6 HOLE

25 TRAP IS A INSIDE TRAP PLAY BY THE 2 BACK TO THE 5 HOLE

## **ADJUSTMENTS**

IN GAME ADJUSTMENTS ON A PLAY BY PLAY BASIS ARE VERY IMPORTANT. FIND A WEAKNESS AND EXPLOIT IT. THE SINGLE MOST IMPORTANT FOR AN OFFENSE IN MY OPINION IS HALF TIME. IT IS AT THE MID POINT WHERE THE COACHES PUT THEIR OBSERVATIONS, RECOMMENDATIONS AND IDEAS TOGETHER. REGROUP, MAKE CORRECTIONS, AND FORM A SECOND HALF GAME PLAN WITHIN 3 TO 5 MINUTES BEFORE GOING BEFORE THE OFFENSE. BE PREPARED TO CREATE ONE OR TWO SPECIAL PLAYS ON THE SPOT...SOME COACHES DON'T BELIEVE IN THIS, BUT I'VE SEEN THIS WIN MANY GAMES. IF THE PLAYERS KNOW THE RULES OF THE SYSTEM, THEN ADDING A WRINKLE WILL NOT THROW THEM OFF...SO LONG AS YOU ARE NOT TRYING THE SUPER DUPER TRIPLE REVERSE PASS OPTION!

## **COACH WHAT YOU KNOW**

IF YOU KNOW THE RUSHING GAME. THEN DON'T TRY TO COACH THE RUN AND SHOOT OFFENSE. IF YOU KNOW THE PASSING GAME, THEN DON'T TRY TO RUN THE WING T. SUCCESSFUL COACHES HAVE RUN ALL TYPES OF OFFENSES. EVERY OFFENSE HAS WON A CHAMPIONSHIP SOMEWHERE AT SOMETIME. THE WING T, THE SPREAD, THE VEER, THE WEST COAST, AND ON AND ON...THESE DIFFERENT OFFENSES HAVE ALL HELD THE TROPHY. IS IT THE OFFENSE YOU RUN, OR YOUR ABILITY TO MASTER WHAT YOU KNOW? BE A STUDENT OF THE GAME AND STRETCH YOURSELF. LEARN AS MUCH AS YOU CAN SO THAT YOU WILL BE VERSATILE. BUT DON'T ADD SOMETHING UNTIL YOU KNOW IT, AND KNOW IT WELL.

# **BELIEVE**

## ***YOURSELF***

BELIEVE IN YOURSELF. YOU CAN'T ASK YOUR PLAYERS TO DO SOMETHING YOU DON'T DO. AT THE SAME, TIME, DO NOT BE COCKY OR ARROGENT TO THE POINT WHERE YOU ARE DISLIKED AND AVOIDED BY YOUR PLAYERS AND FELLOW STAFF MEMBERS.

## ***YOUR STAFF***

BELIEVE IN YOUR STAFF. EVEN IF THEY LACK KNOWLEDGE, BUILD THEM UP, ENCOURAGE THEM, AND LET THEM KNOW YOU VALUE THEM...THEY WILL BEND OVER BACKWARDS AND EXCELL UNDER THIS KIND OF ENVIRONMENT

## ***THE PLAYERS***

BELIEVE IN THE PLAYERS.

THEY TRAIN.  
THEY LIFT WEIGHTS.  
THEY RUN SPRINTS.  
THEY SACRIFICE.  
THEY FIGHT.

WHY?

BECAUSE IT IS FUN.  
BECAUSE OF THE FRIENDSHIP.  
BECAUSE OF THE TEAM.  
BECAUSE OF THE GLORY.  
BECAUSE OF A DREAM.

BELIEVE THAT THEY CAN DO IT.

# **CLOSING THOUGHTS**

THE DREAM...  
IT IS BIGGER THAN YOU OR ME...THE DREAM OF BEING A CHAMPION. THAT'S OUR DREAM TOO, ISN'T IT?

LET US PRESS FORWARD, DO THE BEST WE CAN DO, BE CHAMPIONS ON THE GRIDIRON, CHAMPIONS IN OUR RELATIONSHIPS, AND CHAMPIONS IN LIFE.



# FORMATION SHIFTING

## TRADE

MOVE OUR TIGHT END FROM ONE SIDE TO THE OTHER BEFORE THE PLAY  
NOT MOTION...IT IS A SHIFT

- EXAMPLE: "TRADE TO I RIGHT"

START IN I LEFT, Y RISES UP JOGS ACROSS FORMATION AND SETS UP IN I RIGHT  
THIS WORKS WELL FOR DEFENSIVE LINES THAT HAVE A STRONG AND QUICK SIDE  
THAT FLIP TO STRENGTH...MAKE SURE X AND Y ARE ON OR OFF THE LINE, DEPENDING  
ON WHERE Y SETTLES!

## SHIFT

START IN VIRTUALLY ANY BASE OR CRAZY FORMATION YOU WANT (OR THEY WANT)  
AND END UP IN THE CALLED FORMATION.

- EXAMPLE: "SHIFT TO TRIPS LEFT"

ALL BACKS AND TIGHT ENDS CAN LINE UP STACKED, WISHBONE, EMPTY...SO  
LONG AS THEY LINE UP IN THE CALLED FORMATION WHEN THE QUARTERBACK  
YELLS "SHIFT!"

## FLIP

FLIP MOVES THE X OR Z TO THE SAME SIDE AS THE TIGHT END. THIS UNBALANCED  
FORMATION MAKES THE TIGHT END INELIGIBLE AS A RECEIVER.

- EXAMPLE: "I RIGHT FLIP"

THE X MOVES OVER INTO TWINS ON Z SIDE

## OVER

MOVES THE TACKLE OVER TO THE OTHER SIDE OF THE FORMATION

- EXAMPLE:"I RIGHT OVER"

TIGHT END GOES TO I RIGHT NEXT TO RIGHT GUARD...RIGHT TACKLE MOVES  
"OVER" TO THE LEFT

IN BALANCED FORMATIONS...ALWAYS GAME PLAN WHERE THE TACKLE WILL SHIFT  
TO...WIDE OR SHORT SIDE OF FIELD.

## SUPER

SUPER IS A HEAVY FORMATION

THE WEAK GUARD AND WEAK TACKLE WILL SUPER SHIFT TO THE STRENGTH CALL.

- EXAMPLE: "SUPER I RIGHT"

FROM LEFT TO RIGHT THE FORMATION WOULD APPEAR AS FOLLOWS: X TO  
CENTER TO GUARD, GUARD, TACKLE, TACKLE, TIGHT END AND SPLIT Z

# **FREEDOM**

## **LIBERTY IN AN OFFENSE**

WE GIVE THE ATHLETES FREEDOM WITHIN THE SYSTEM. RECEIVERS WITH EXPERIENCE WILL ROTATE AROUND WITHIN A FORMATION...SOMETIMES THEY DO THIS TO GET THEMSELVES INVOLVED IN THE PLAY BY CRACK BLOCKING, STALK BLOCKING, OR BEING THE PRIMARY TARGET ON A PLAY OR SCREEN. ONE TIME OUR S BACK MIGHT BE RECEIVER NUMBER 3 IN TRIPS AND THE NEXT PLAY RECEIVER NUMBER 2 IN TRIPS...OUR PHILOSOPHY IS THAT AS LONG AS THE ROUTES ARE RUN AND ASSIGNMENTS CARRIED OUT WE DON'T MIND IF THEY MOVE WITHIN THE OFFENSIVE ALIGNMENTS. WITH THIS BEING STATED, THEY UNDERSTAND THAT THEY ARE A UNIT, AND IT IS BETTER FOR CATCHES TO BE DISTRIBUTED BETWEEN THEM ALL RATHER THAN PASSES BE THROWN TO ONE OR TWO RECEIVERS.

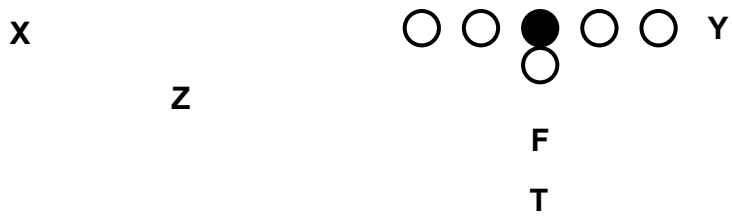
WE STRESS THE IMPORTANCE OF NOT BEING PREDICTABLE BY ALIGNMENT AND FORMATION. THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SPEED...THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SIZE...AND THEN THERE ARE MOMENTS IN A GAME, WHEN IT IS CRUNCH TIME, A CERTAIN ROUTE NEEDS TO BE RUN BY OUR PLAYMAKERS. SOMETIMES AS COACHES, WE WILL REQUEST EITHER PERSONELL CHANGE, AND SOMETIMES THE PLAYERS JUST KNOW...THE LIGHTS ARE ON AND IT IS TIME TO SHINE. THEY HAVE BEEN COACHED...IT IS TIME TO TRUST THEM.

## **FREEDOM IN TERMINOLOGY**

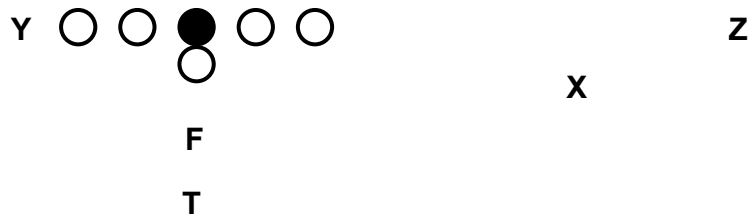
THE PLAYBOOK HANDBOOK IS A GUIDE. IT IS IMPORTANT, TO ELIMINATE AS MUCH TERMINOLOGY AS POSSIBLE ON PLAY CALLING. THIS IS WHY SHORT FORMATION CALLS AND PLAY TAGGING ARE IMPORTANT. SOME PLAYS WILL HAVE THE F, S, Y, X, OR Z INTERCHANGING WITH ONE ANOTHER ON CERTAIN PLAYS. THERE ARE TIMES WHEN A FORMATION CALL MAYBE SHORTENED. FOR EXAMPLE, DOUBLES GUN WILL BE CALLED DOUBLES. WE HAVE ALREADY GAME PLANNED THAT WE WILL BE IN THE GUN UNLESS TOLD OTHERWISE. SOME OFFENSES ALWAYS USE TWO TIGHT ENDS, THEREFORE THE FORMATION LABEL "TIGHT" WOULD NOT BE NECESSARY. ALLOW FOR FREEDOM IN YOUR "RULES".

## **KEEP IT SIMPLE**

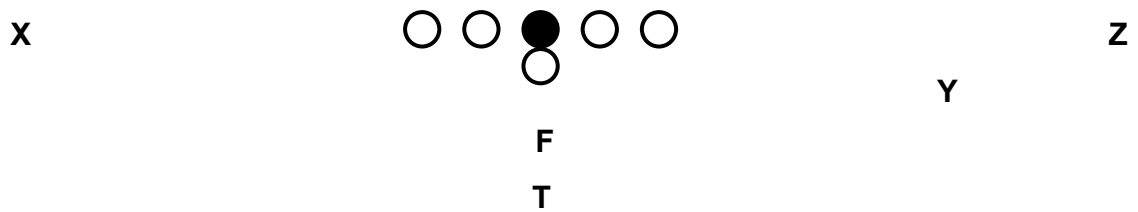
# I RIGHT TWINS



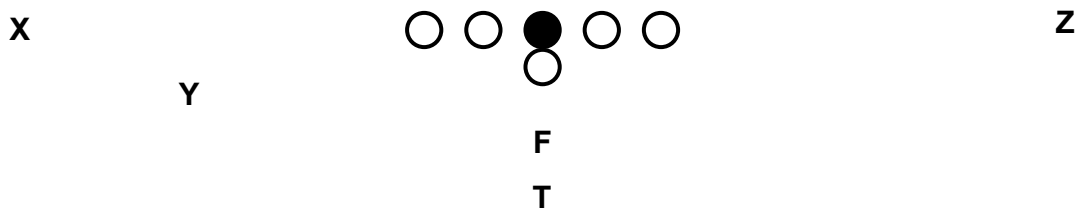
# I LEFT TWINS



# I RIGHT FLEX

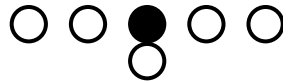


# I LEFT FLEX



# TRIPS RIGHT

X



Y

F

Z

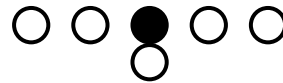
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

T

TRIPS - IN TRIPS CALL Y IS ALWAYS INSIDE (#3) RECIEVER

# TRIPS LEFT

X



F

Y

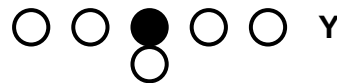
Z

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

T

# TRIPS RIGHT TIGHT

X



Y

F

Z

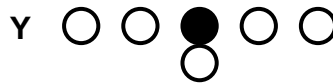
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

T

# TRIPS LEFT TIGHT

X

F



Y

Z

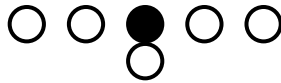
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

T

# DOUBLES

X

F



Y

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# DOUBLES OVER

X

F



Y

Z



T

SWITCH - SWITCHES POSITIONS BETWEEN A AND Y

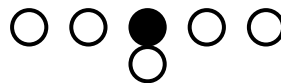
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# RIGHT SPREAD

X

Z

F



Y

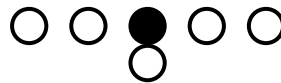
T

SPREAD - ISOLATES Y AWAY FROM TRIPS

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# LEFT SPREAD

Y



X

F

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# GATOR

X

F



T

Y

Z



GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# Y STACK RIGHT

X



Y



F

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# WISHBONE



Y



F

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# ROBUST



Y



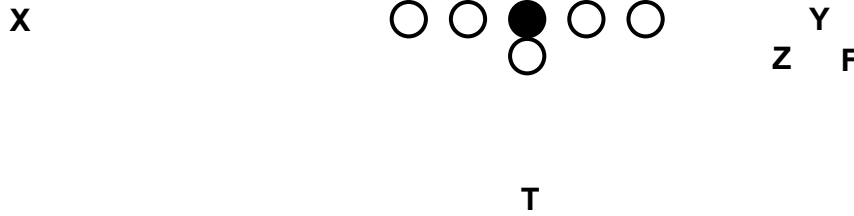
F

Z

T

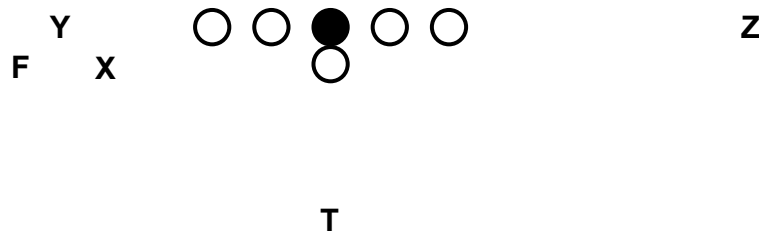
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# BUNCH RIGHT



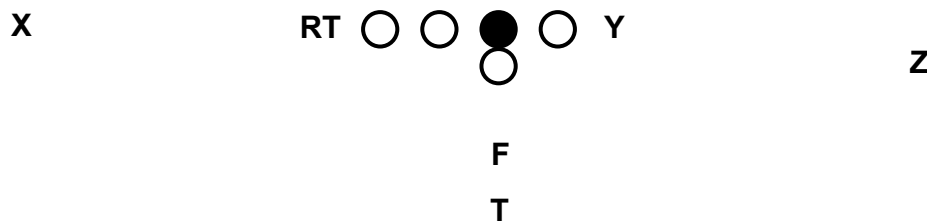
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# BUNCH LEFT



GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

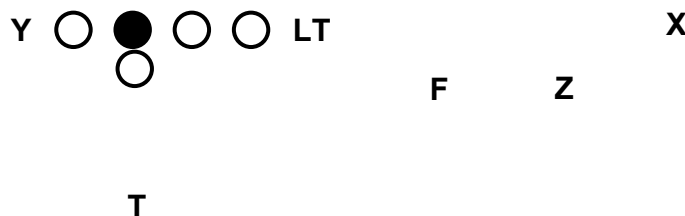
# I RIGHT OVER



GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

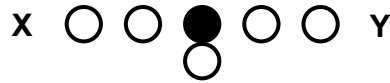
OVER - MOVES CALLSIDE TACKLE AWAY FROM THE CALL ( Y )

# LEFT TWINS OVER



GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# GATA RIGHT

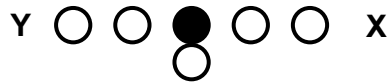


F Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# GATA LEFT

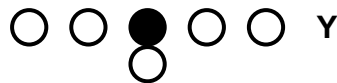


Z F

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# I RIGHT FLIP



x

z

F

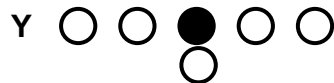
T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# TANDEM LEFT FLIP

x

z



F

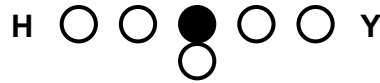
T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT



# ACE

X



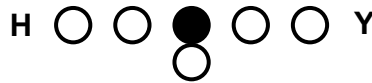
Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

ACE - TWO TIGHT END OFFENSE

# TREY RIGHT



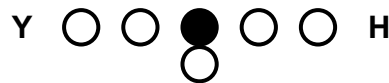
X

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# TREY LEFT



X

Z

T

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

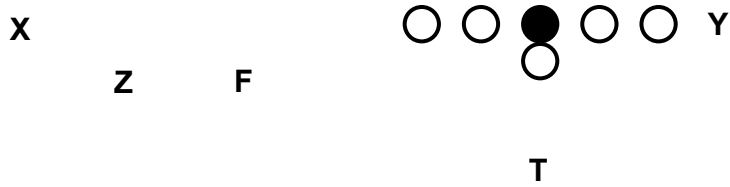
# DOUBLES TIGHT GUN



T

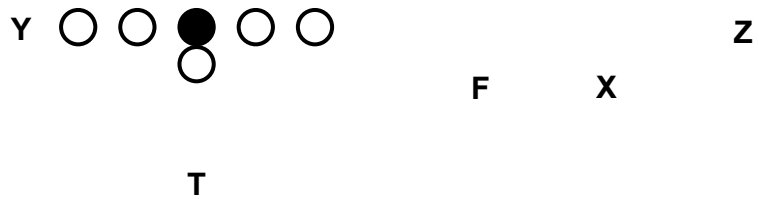
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# RIGHT TWINS



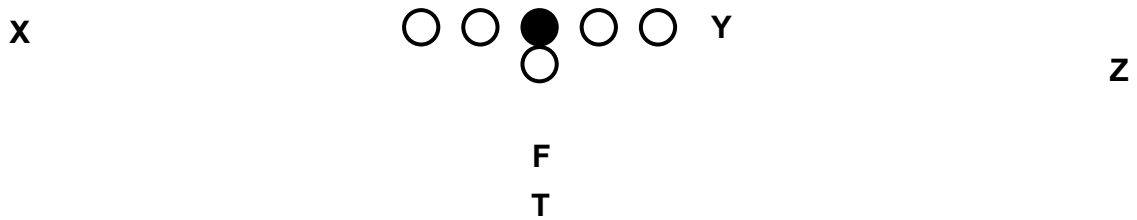
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# LEFT TWINS



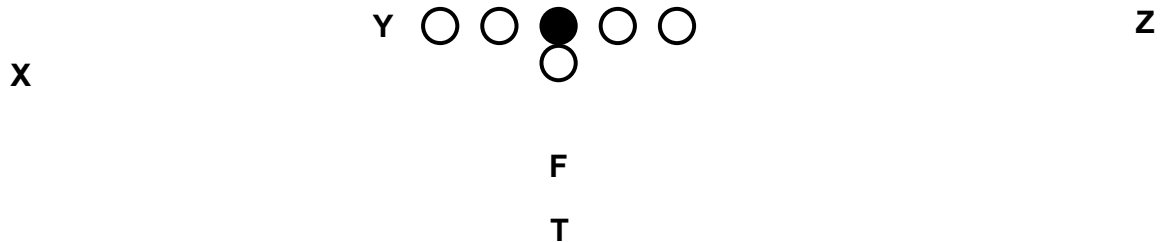
GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# I RIGHT



GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# I LEFT

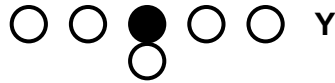


GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# RIGHT

X

F



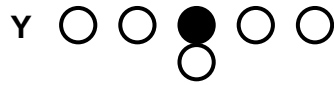
Z

T

GUN  
 STRONG  
 FLEX  
 TWINS  
 STRONG  
 WEAK  
 OVER  
 RED  
 BLUE  
 NEAR  
 FAR  
 TIGHT

# LEFT

X



F

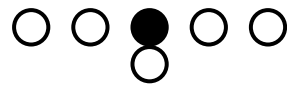
Z

T

GUN  
 STRONG  
 FLEX  
 TWINS  
 STRONG  
 WEAK  
 OVER  
 RED  
 BLUE  
 NEAR  
 FAR  
 TIGHT

# I RIGHT FLEX

X



F

Y

Z

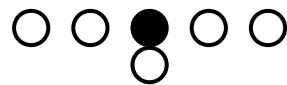
T

GUN  
 STRONG  
 FLEX  
 TWINS  
 STRONG  
 WEAK  
 OVER  
 RED  
 BLUE  
 NEAR  
 FAR  
 TIGHT

# I LEFT FLEX

X

Y



F

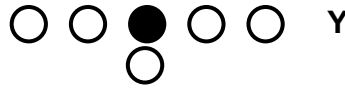
Z

T

GUN  
 STRONG  
 FLEX  
 TWINS  
 STRONG  
 WEAK  
 OVER  
 RED  
 BLUE  
 NEAR  
 FAR  
 TIGHT

# TB MOVEMENT

X



FAR F NEAR

T

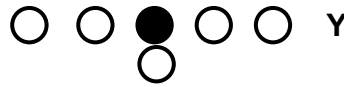
Z

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT  
FLIP

# FB MOVEMENT

X

BLUE



RED

WEAK F STRONG

T

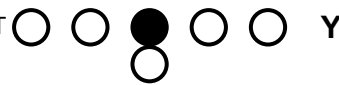
Z

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

# Y MOVEMENT

X

TIGHT



FLEX

F

T

Z

GUN  
STRONG  
FLEX  
TWINS  
STRONG  
WEAK  
OVER  
RED  
BLUE  
NEAR  
FAR  
TIGHT

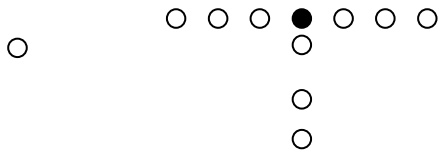
# FORMATION OPTIONS

GUN	TURN ANY FORMATION INTO SHOTGUN
STRONG	SEND FB STRONG WHICH IS TO Y SIDE CAN APPLY IN ONE BACK
FLEX	FLEX Y OUT INTO SLOT
TWINS	SENDS EITHER X OR Z TO OPPOSITE SIDE OF FIELD IN A TWINS SET
WEAK	SEND FB OFF SET TO WEAK SIDE AWAY FROM Y
OVER	SEND OFFENSIVE TACKLE OVER TO THE OTHER SIDE OF THE LINE. CREATES UNBALANCED LINE
RED	SENDS FB INTO THE SLOT ON THE RIGHT
BLUE	SENDS THE FB INTO THE SLOT ON THE LEFT
NEAR	OFF SET THE TB NEAR THE Y
FAR	OFF SET THE TB AWAY FROM Y
TIGHT	BRINGS THE X INTO A TIGHT END POSITION. CALL HIM H
FLIP	BRINGS THE X OR Z TO THE STRENGTH CALL JUST LIKE TWINS. THE Y IS NOT ABLE TO GO OUT ON PASS ROUTES
SUPER	THE GUARD AND TACKLE GO OVER TO THE OTHER SIDE OF THE LINE CREATING A SUPER UNBALANCED LINE

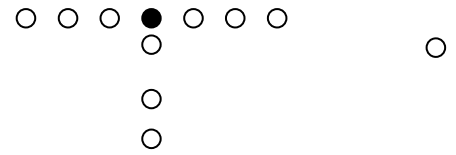


# TIGHT FORMATIONS

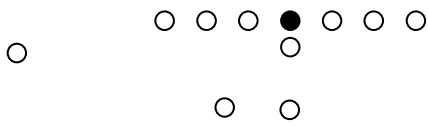
I LEFT TIGHT



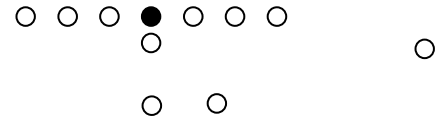
I RIGHT TIGHT



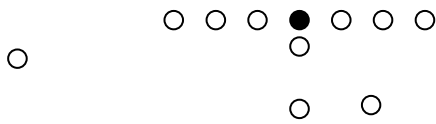
NEAR LEFT TIGHT



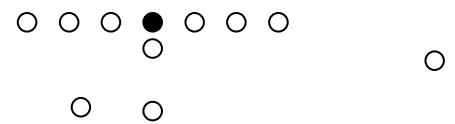
NEAR RIGHT TIGHT



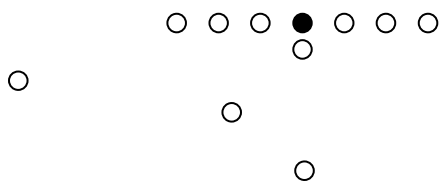
FAR LEFT TIGHT



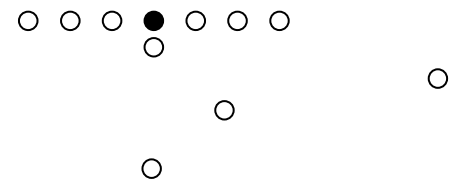
FAR RIGHT TIGHT



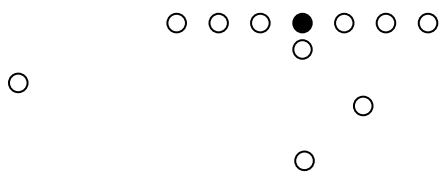
STRONG I LEFT TIGHT



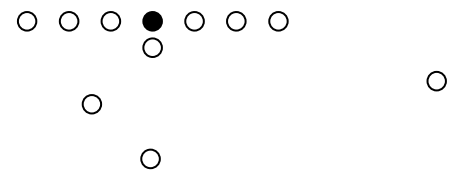
STRONG I RIGHT TIGHT



WEAK I LEFT TIGHT

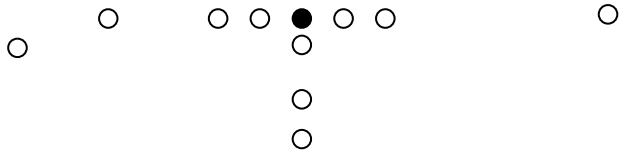


WEAK I RIGHT TIGHT

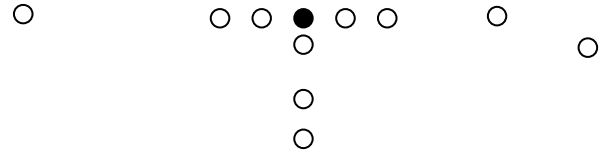


# FLEX FORMATIONS

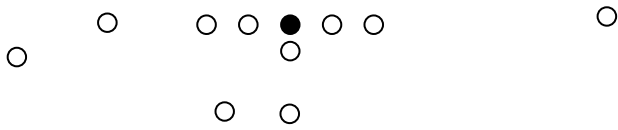
I LEFT FLEX



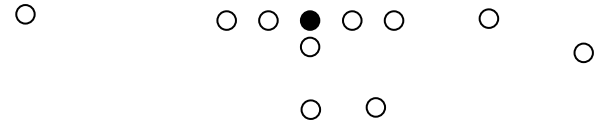
I RIGHT FLEX



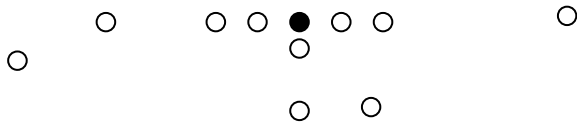
NEAR LEFT FLEX



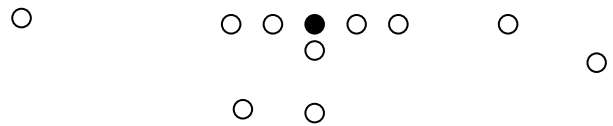
NEAR RIGHT FLEX



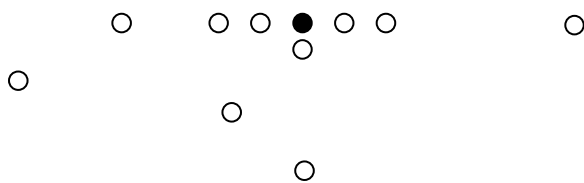
FAR LEFT FLEX



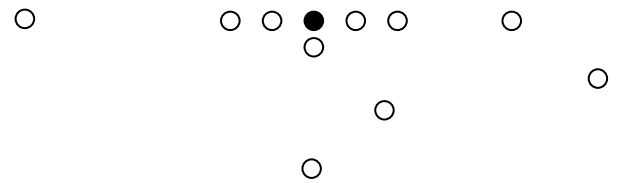
FAR RIGHT FLEX



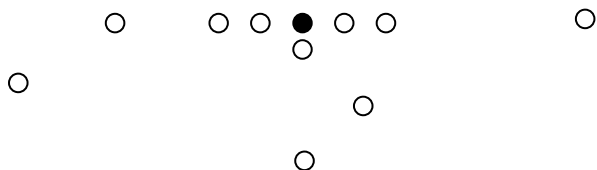
STRONG I LEFT FLEX



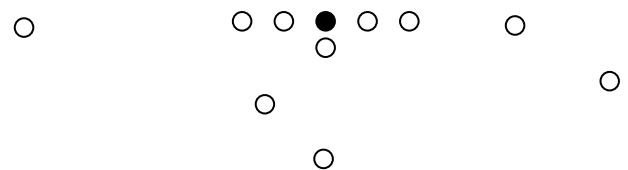
STRONG I RIGHT FLEX



WEAK I LEFT FLEX

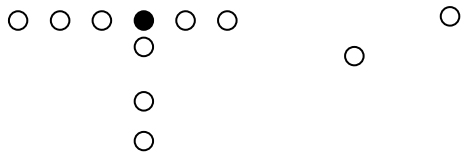


WEAK I RIGHT FLEX

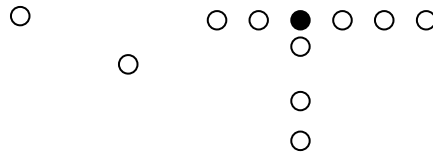


# TWINS FORMATIONS

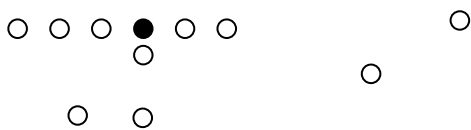
I LEFT TWINS



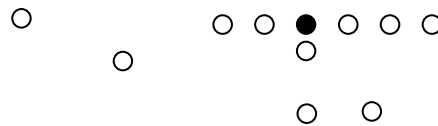
I RIGHT TWINS



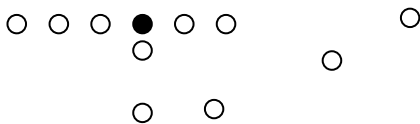
NEAR LEFT TWINS



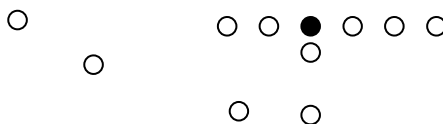
NEAR RIGHT TWINS



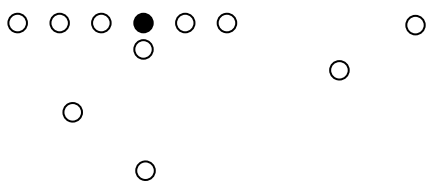
FAR LEFT TWINS



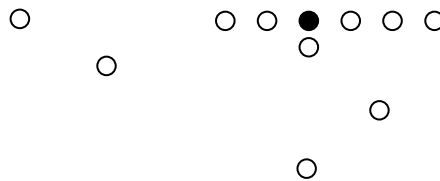
FAR RIGHT TWINS



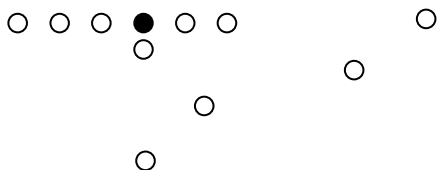
STRONG I LEFT TWINS



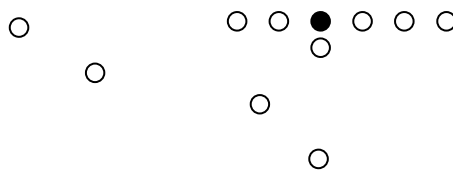
STRONG I RIGHT TWINS



WEAK I LEFT TWINS



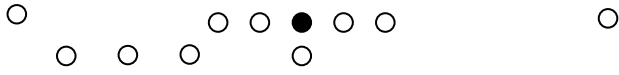
WEAK I RIGHT TWINS



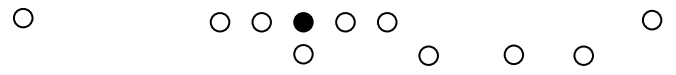


# ONE BACK FORMATIONS

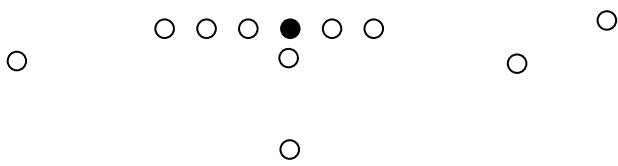
QUADS LEFT



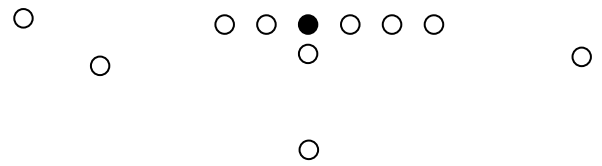
QUADS RIGHT



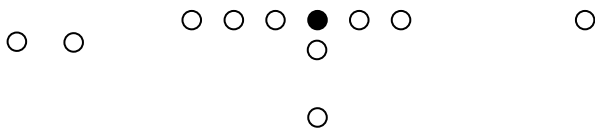
LEFT



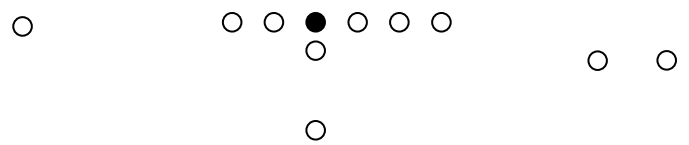
RIGHT



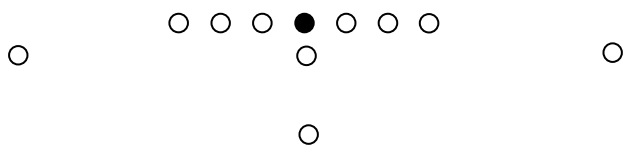
TRIPS LEFT TIGHT



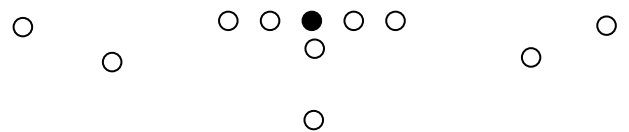
TRIPS RIGHT TIGHT



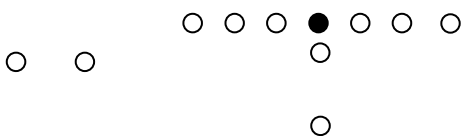
ACE



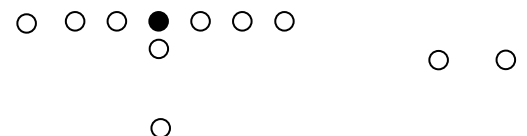
DOUBLES



TREY LEFT



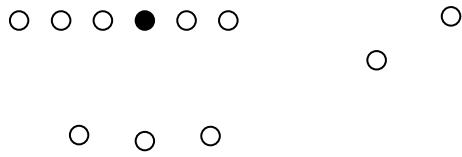
TREY RIGHT



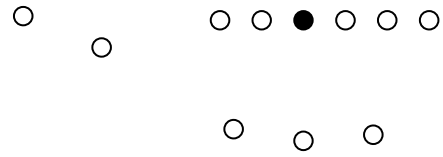


# GUN FORMATIONS

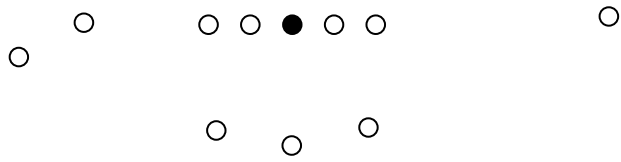
I LEFT TWINS GUN



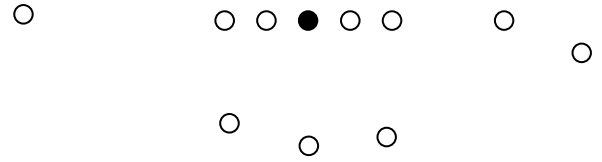
I RIGHT TWINS GUN



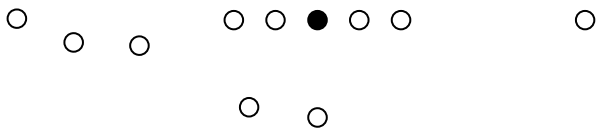
I LEFT FLEX GUN



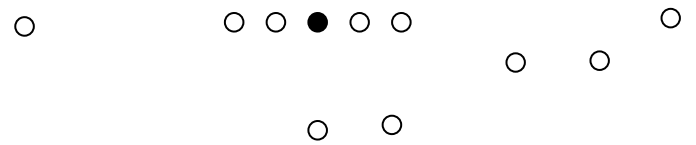
I RIGHT FLEX GUN



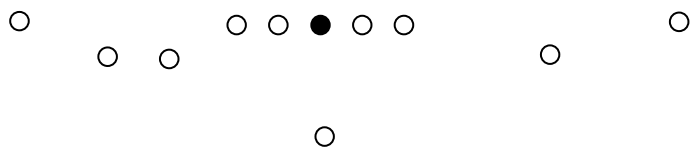
TRIPS LEFT GUN



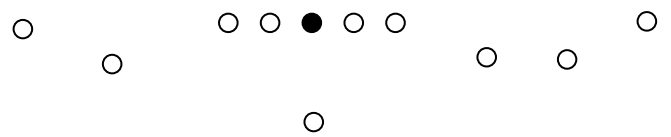
TRIPS RIGHT GUN



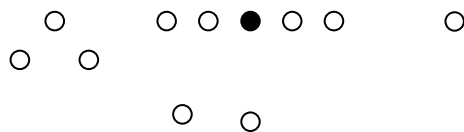
GATOR (LEFT) GUN



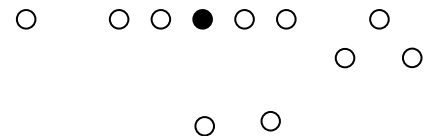
GATOR (RIGHT) GUN



BUNCH LEFT GUN

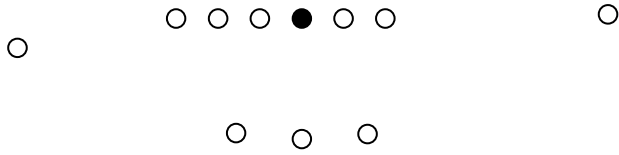


BUNCH RIGHT GUN

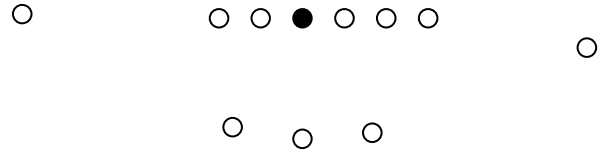


# GUN FORMATIONS

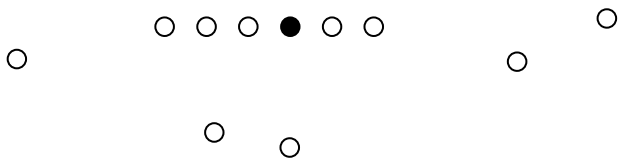
I LEFT GUN



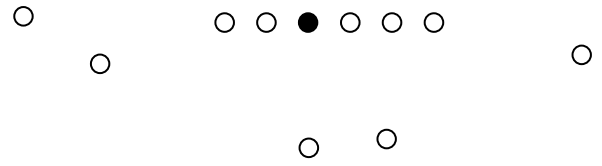
I RIGHT GUN



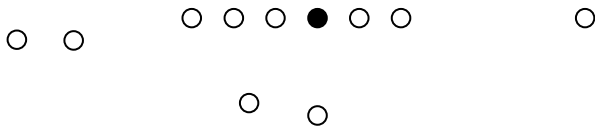
LEFT GUN



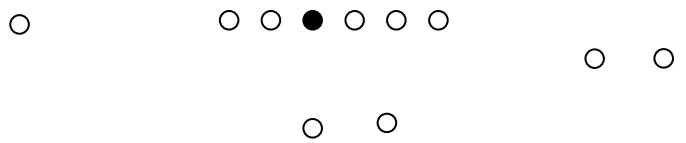
RIGHT GUN



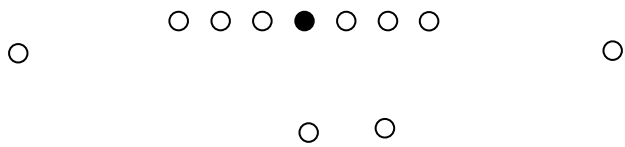
TRIPS LEFT TIGHT GUN



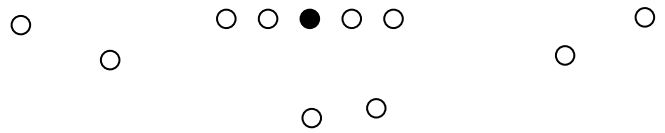
TRIPS RIGHT TIGHT GUN



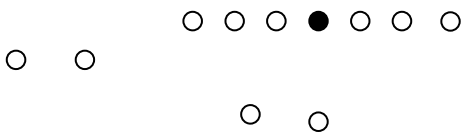
ACE GUN



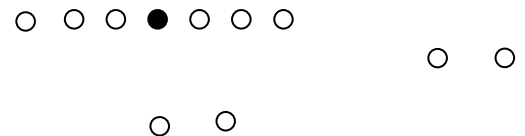
SPREAD



TREY LEFT GUN

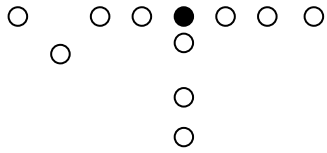


TREY RIGHT GUN

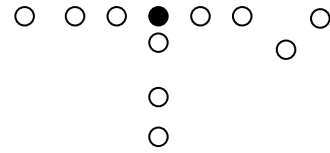


# NASTY TIGHT FORMATIONS

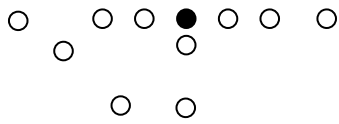
NASTY  
I LEFT TIGHT



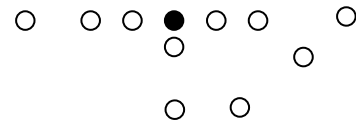
NASTY  
I RIGHT TIGHT



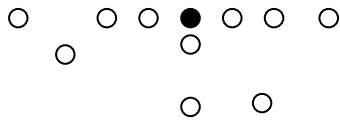
NASTY  
NEAR LEFT TIGHT



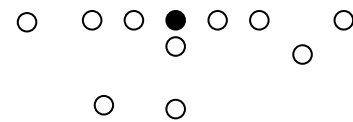
NASTY  
NEAR RIGHT TIGHT



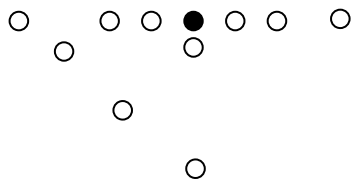
NASTY  
FAR LEFT TIGHT



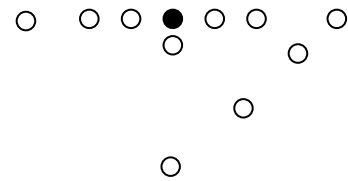
NASTY  
FAR RIGHT TIGHT



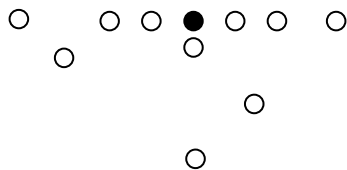
NASTY  
STRONG I LEFT TIGHT



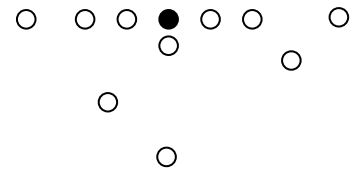
NASTY  
STRONG I RIGHT TIGHT



NASTY  
WEAK I LEFT TIGHT

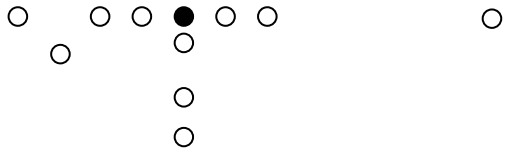


NASTY  
WEAK I RIGHT TIGHT

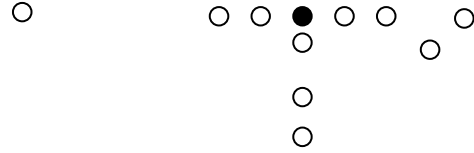


# NASTY FORMATIONS

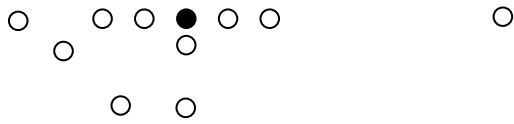
NASTY  
I LEFT



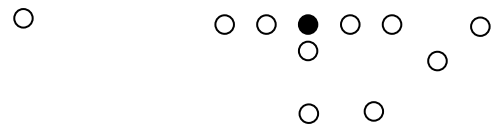
NASTY  
I RIGHT



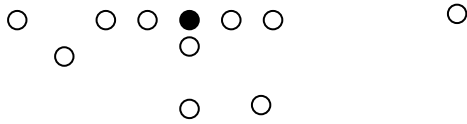
NASTY  
NEAR LEFT



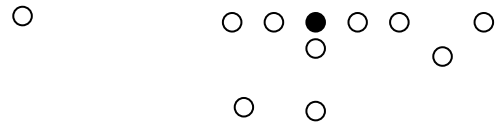
NASTY  
NEAR RIGHT



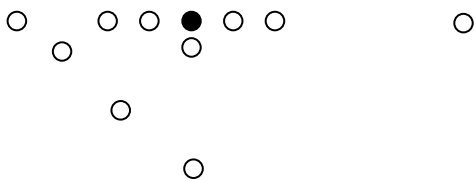
NASTY  
FAR LEFT



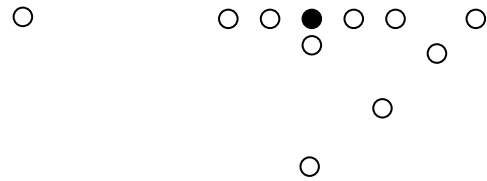
NASTY  
FAR RIGHT



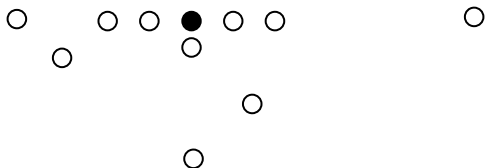
NASTY  
STRONG I LEFT



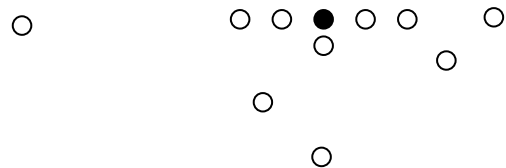
NASTY  
STRONG I RIGHT



NASTY  
WEAK I LEFT

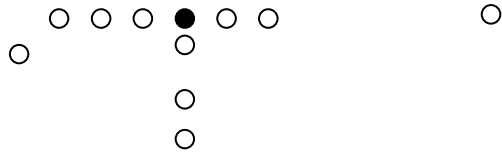


NASTY  
WEAK I RIGHT

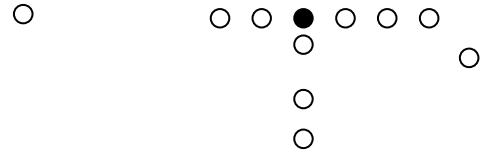


# WING FORMATIONS

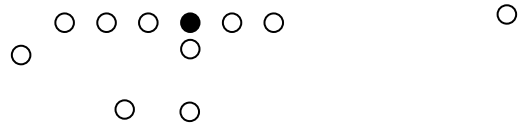
I LEFT WING



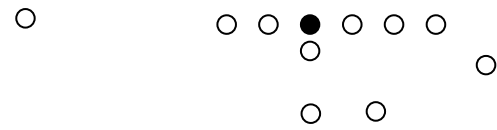
I RIGHT WING



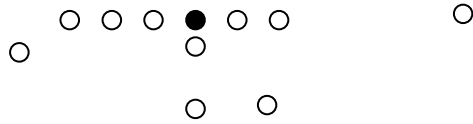
NEAR LEFT WING



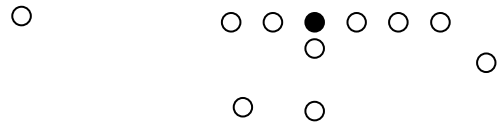
NEAR RIGHT WING



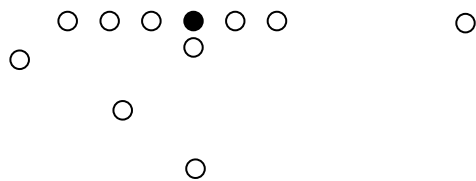
FAR LEFT WING



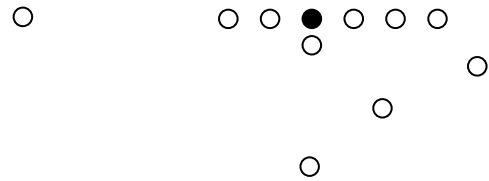
FAR RIGHT WING



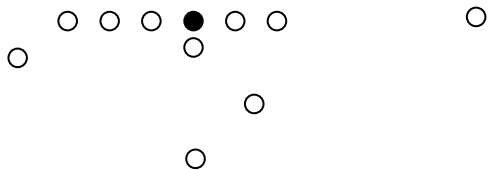
STRONG I LEFT WING



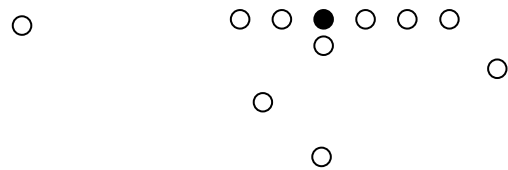
STRONG I RIGHT WING



WEAK I LEFT WING

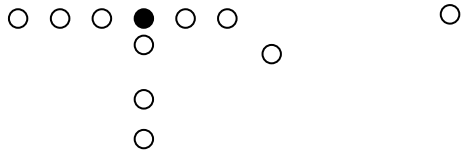


WEAK I RIGHT WING

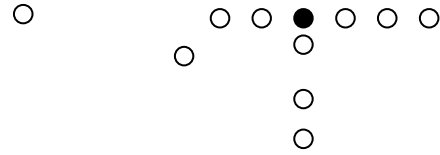


# SLOT FORMATIONS

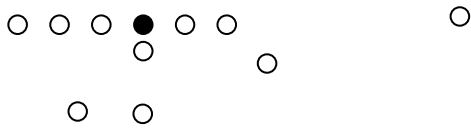
I LEFT SLOT



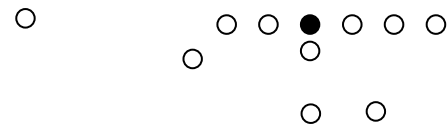
I RIGHT SLOT



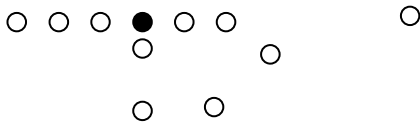
NEAR LEFT SLOT



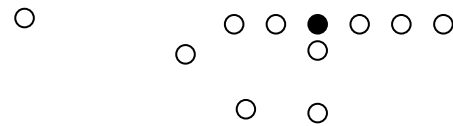
NEAR RIGHT SLOT



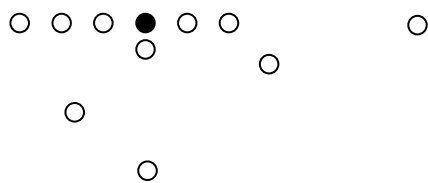
FAR LEFT SLOT



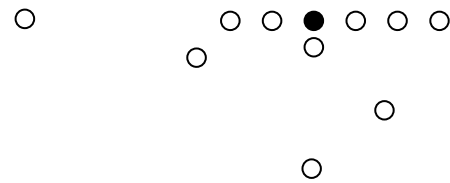
FAR RIGHT SLOT



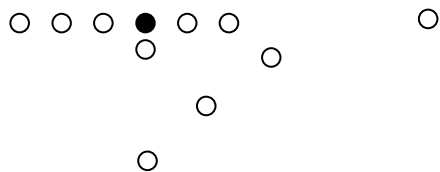
STRONG I LEFT SLOT



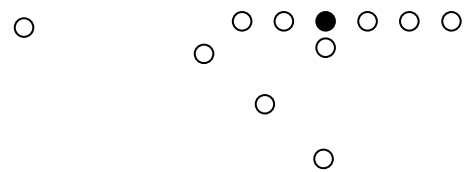
STRONG I RIGHT SLOT



WEAK I LEFT SLOT



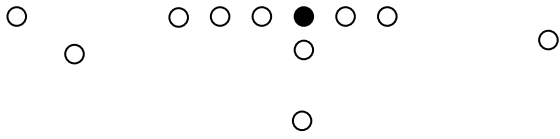
WEAK I RIGHT SLOT



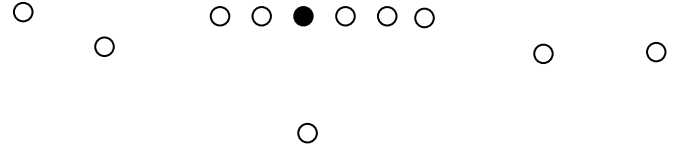


# UNBALANCED FORMATIONS

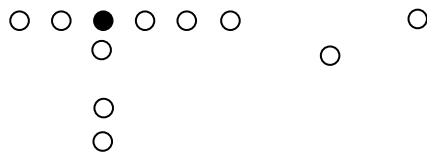
RIGHT OVER



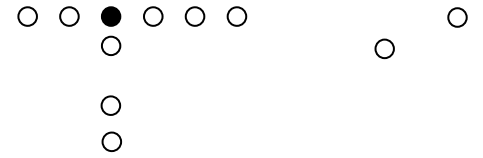
RED RIGHT GUN



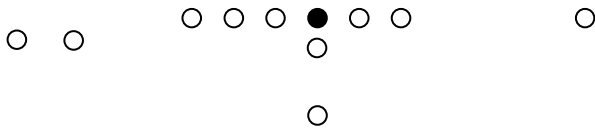
I RIGHT FLIP



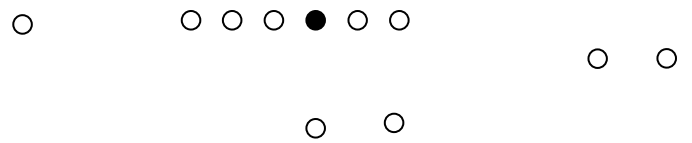
I LEFT TWINS OVER



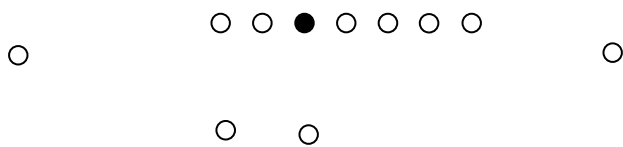
TRIPS LEFT TIGHT



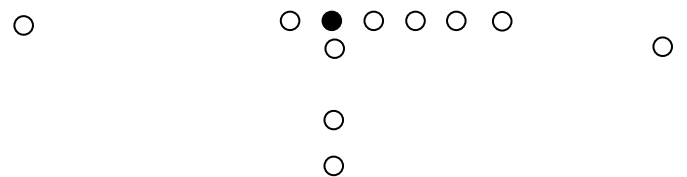
TRIPS RIGHT TIGHT OVER



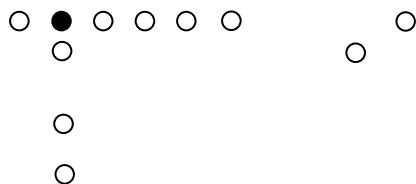
ACE (LEFT) OVER



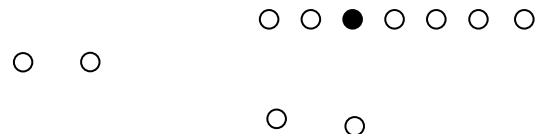
SUPER I RIGHT



SUPER I RIGHT FLIP

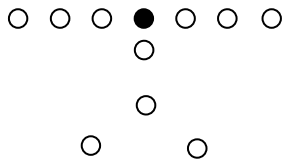


TREY LEFT OVER GUN

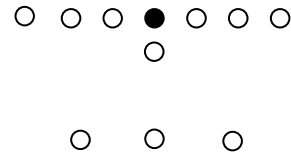


# SPECIAL FORMATIONS

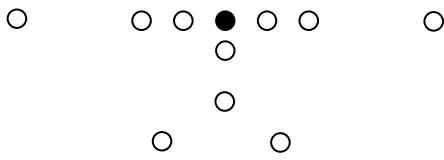
WISHBONE



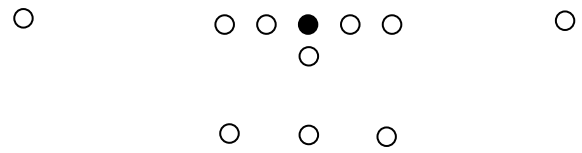
ROBUST



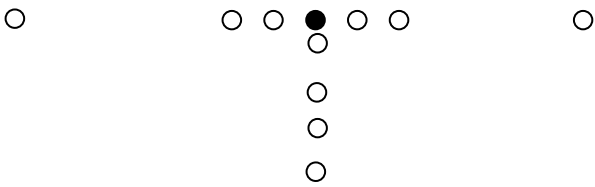
WISHBONE OPEN



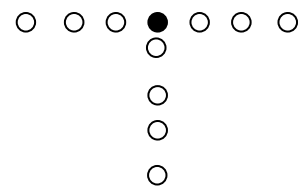
ROBUST OPEN



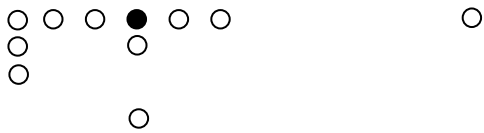
STACK OPEN



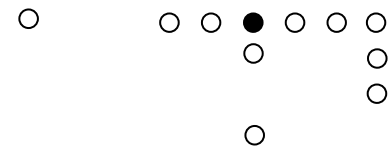
STACK



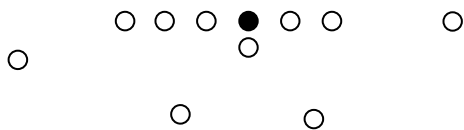
Y STACK LEFT



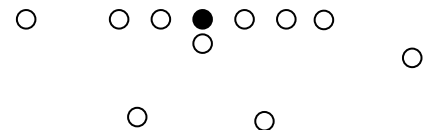
Y STACK RIGHT



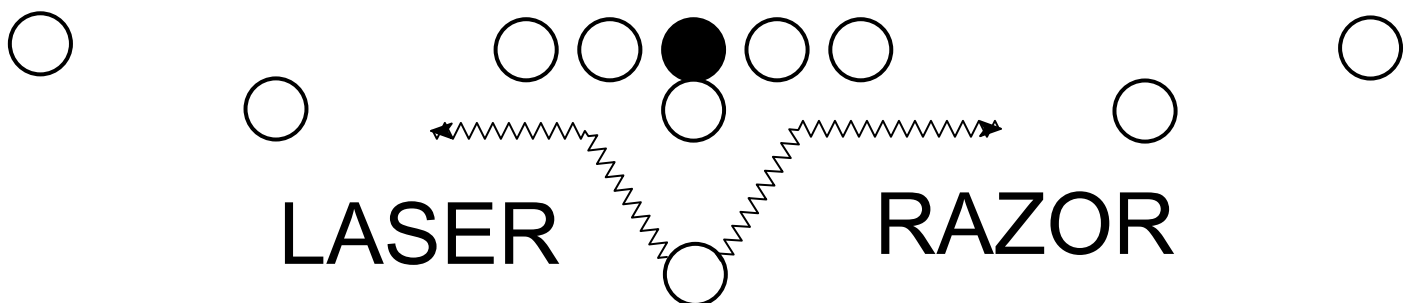
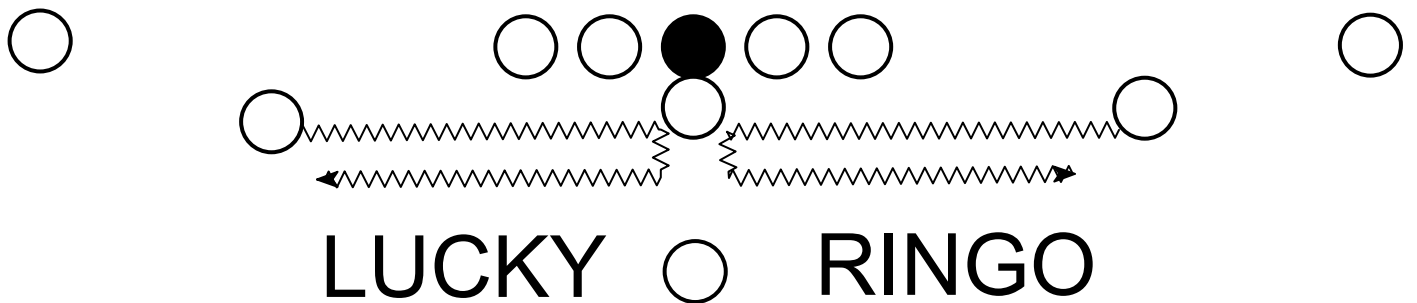
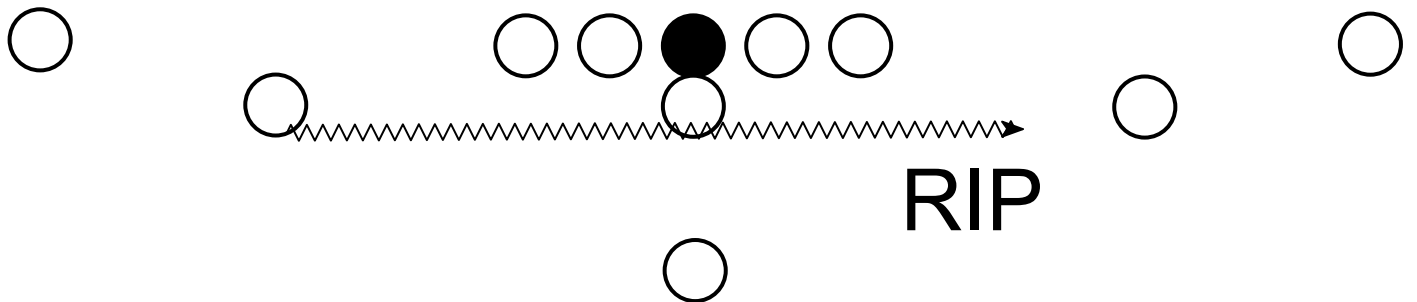
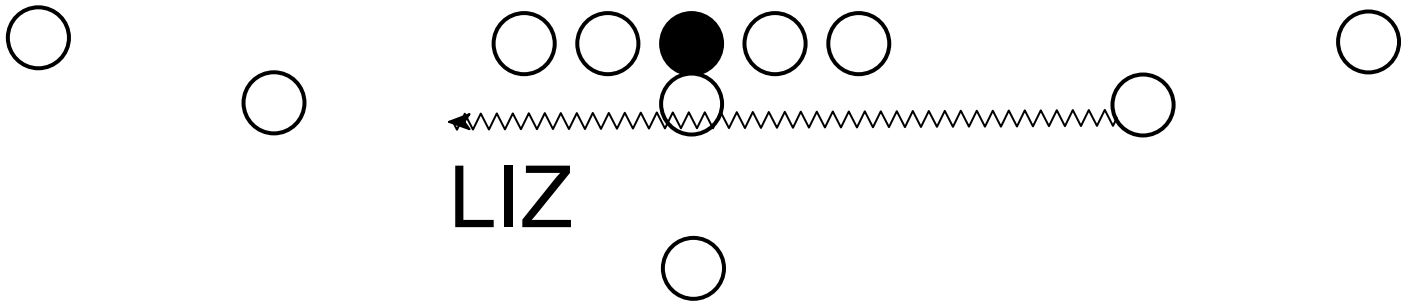
SPLIT LEFT



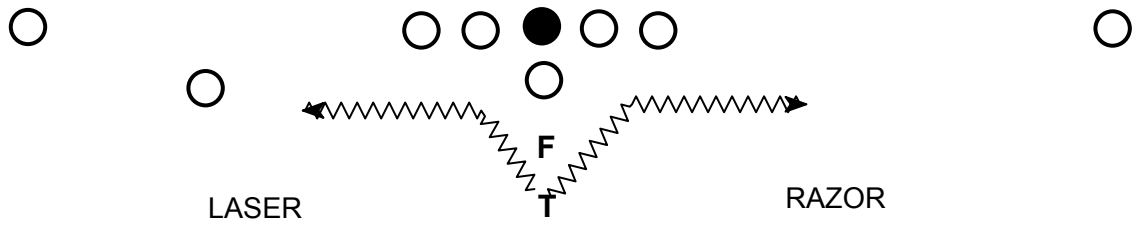
SPLIT RIGHT



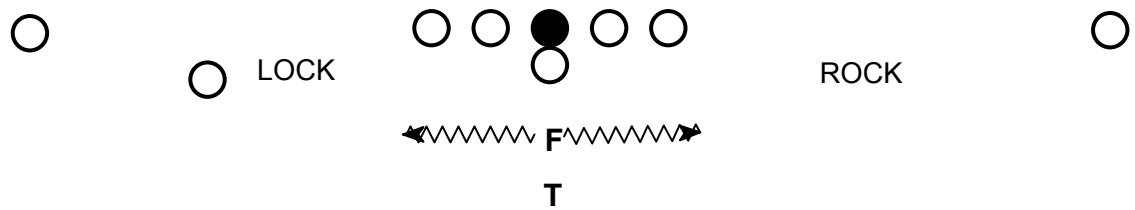
# SPREAD MOTION



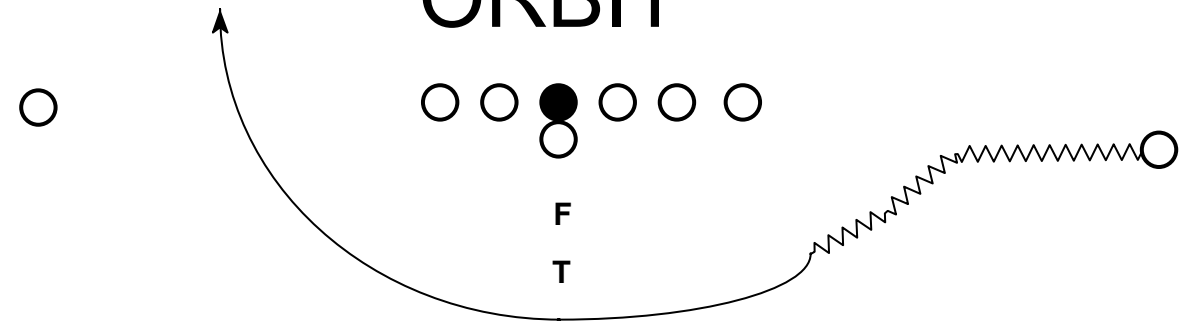
# LASER & RAZOR



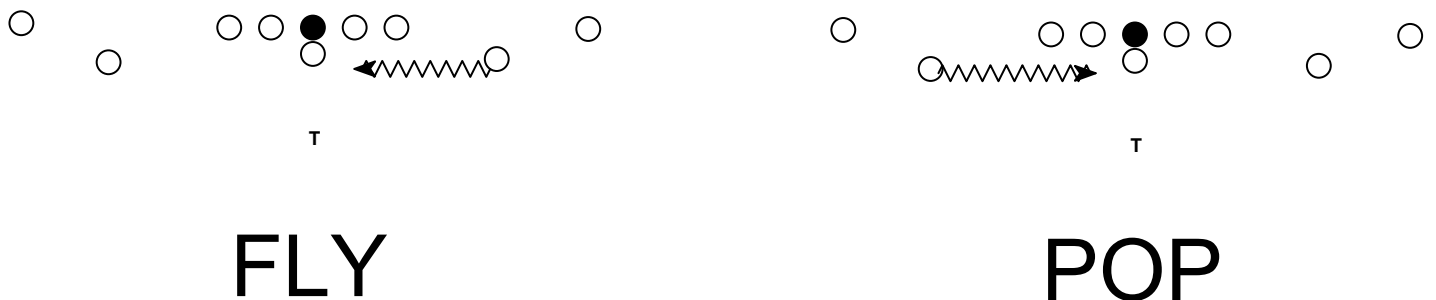
# LOCK & ROCK



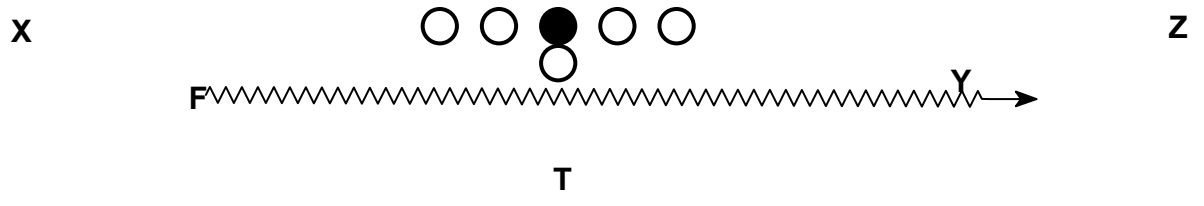
# ORBIT



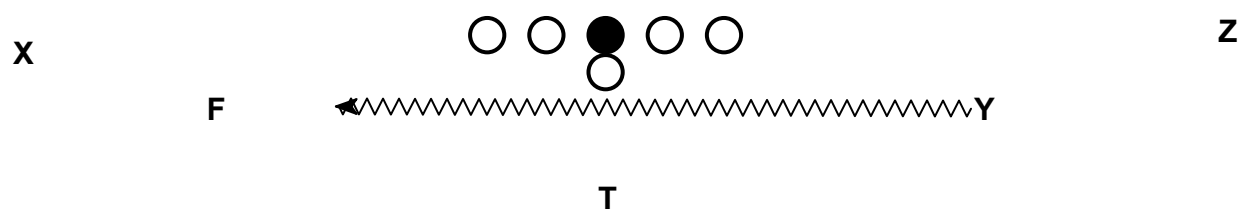
# FLY AND POP



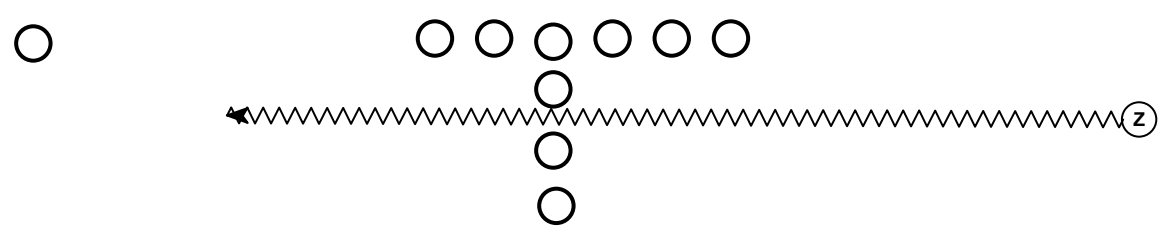
# RIP



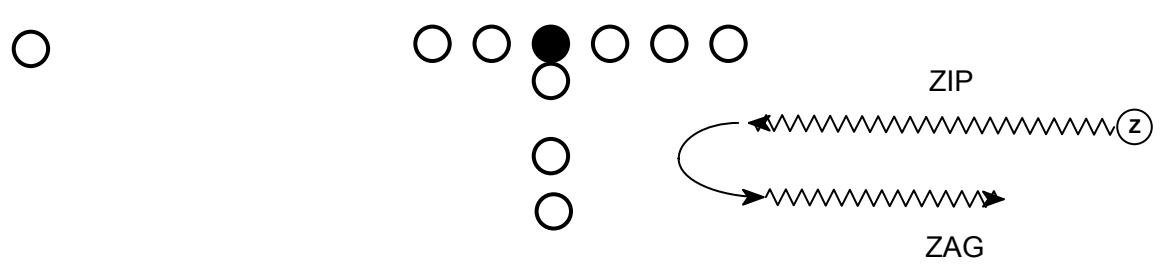
# LIZ



# ZOOM



# ZIP & ZAG



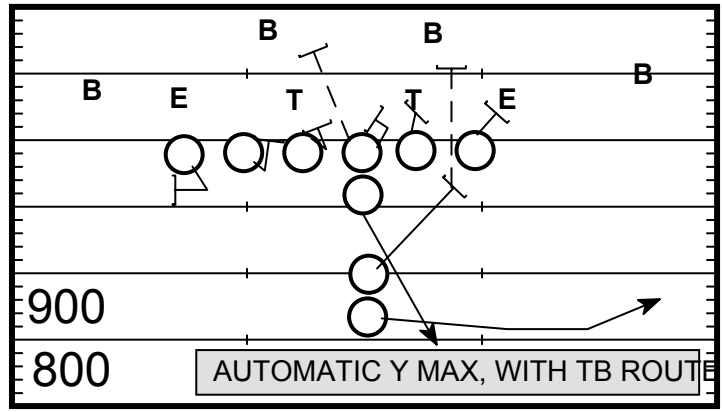
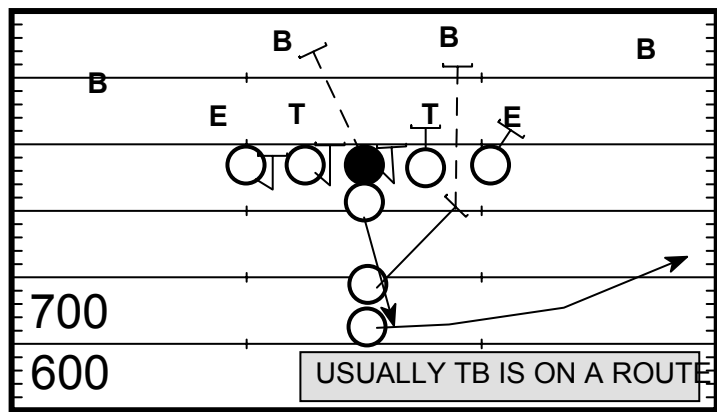
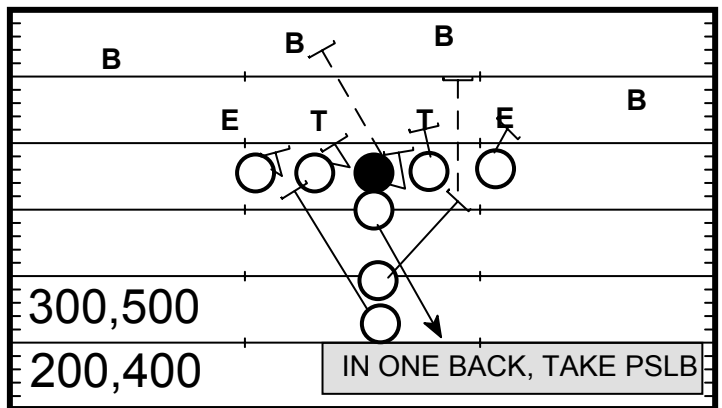
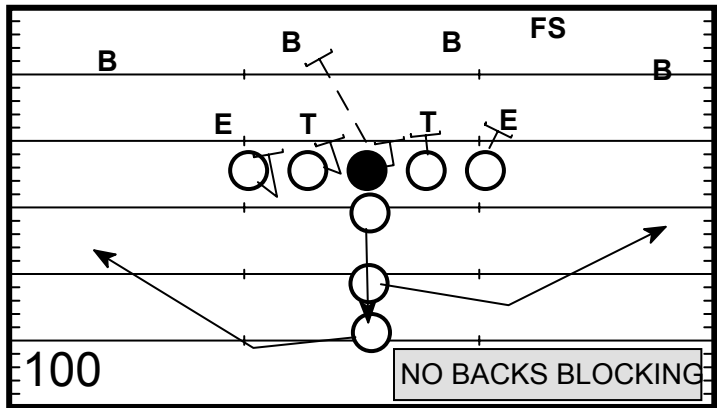
# PASS PROTECTION

300,500,700,900  
STRONG LEFT

200,400,600,800  
STRONG RIGHT

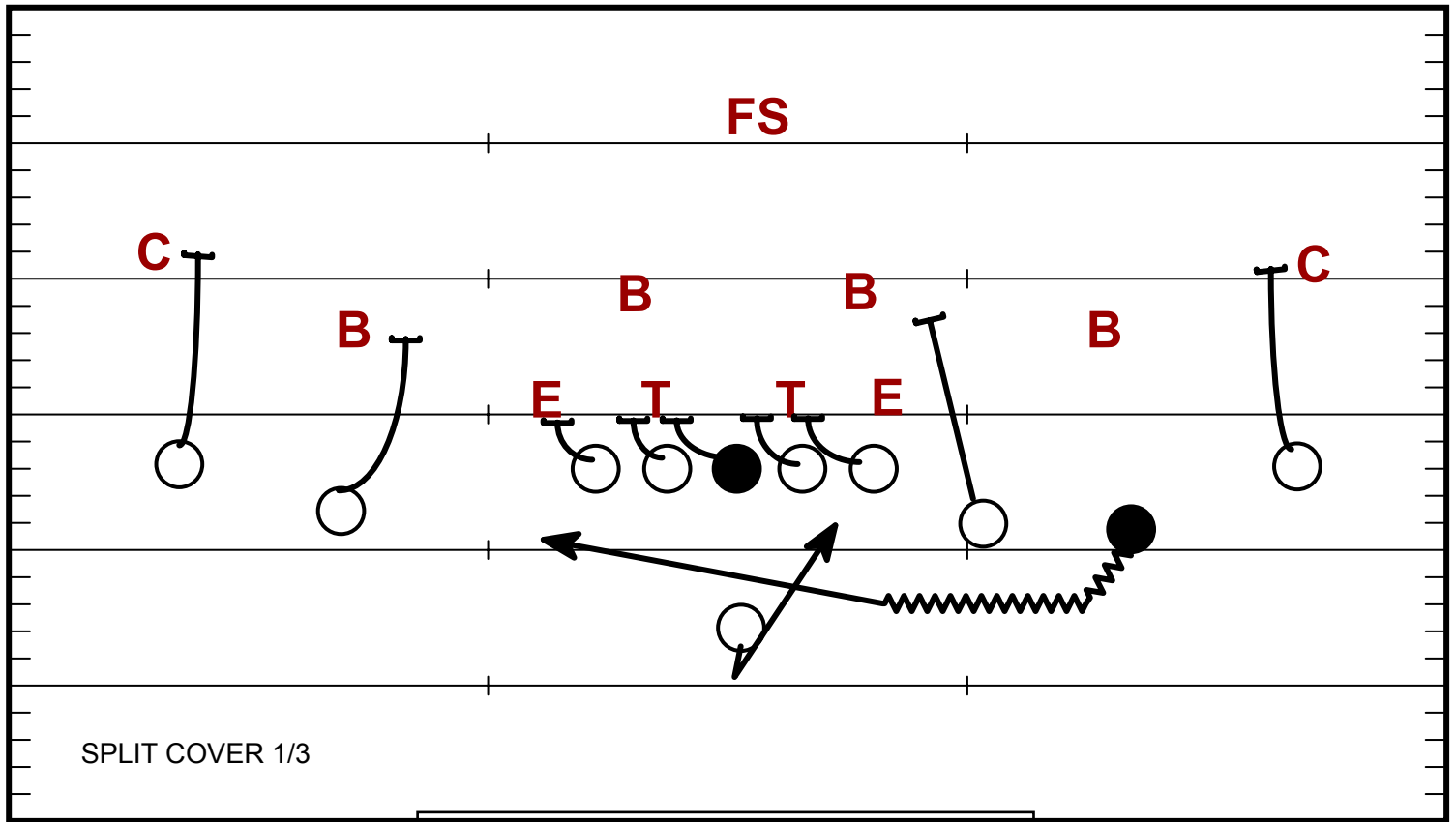
600,700 IS USED IN MAJORITY  
OF PLAYACTION PASSES

100 NO BACK PROTECTION  
QB IS RESPONSIBLE FOR PSLB



SERIES	100	200,300	400,500	600,700	800,900
Y	ROUTE	ROUTE	ROUTE	ROUTE	MAX PROTECT
F	ROUTE	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK ON SPECIAL PLAYS F AND TB SWITCH	BLOCK UNLESS ROUTE CALLED
TB	ROUTE	BLOCK WSLB UNLESS ROUTE CALLED	BLOCK WSLB UNLESS ROUTE CALLED	ROUTE ON SPECIAL PLAYS F AND TB SWITCH	BLOCK UNLESS ROUTE CALLED
PST	BIG ON BIG				
PSG	BIG ON BIG				
CENTER	BIG ON BIG. UNCOVERED, SLIDE STRONG, KEEP AN EYE ON MLB OR WSLB				
BSG	BACKSIDE CUP PROTECTION - INSIDE OUT				
BST	BACKSIDE CUP PROTECTION - INSIDE OUT				





**PST** MAN, ZONE, SLIP

**PSG** MAN, ZONE, SLIP

**CENTER** MAN, ZONE, SLIP

**BSG** MAN, ZONE, SLIP

**BST** MAN, ZONE, SLIP

**X** STALK AND COVER

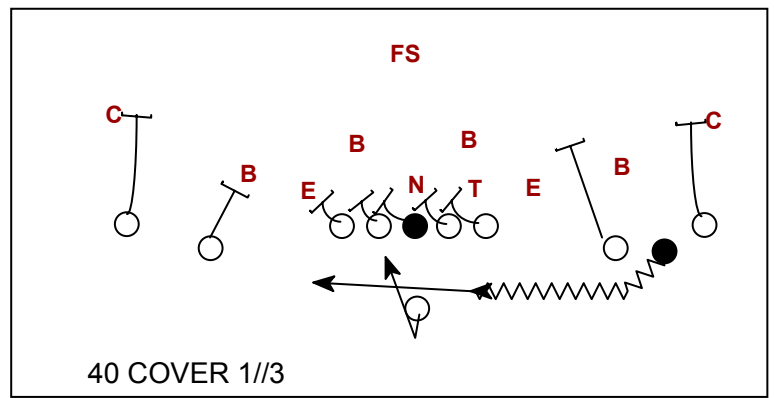
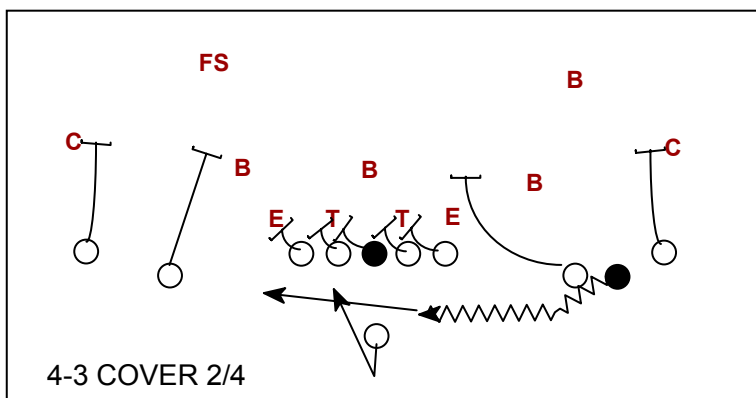
**Y** FLY

**F** STALK AND COVER

**Z** STALK AND COVER

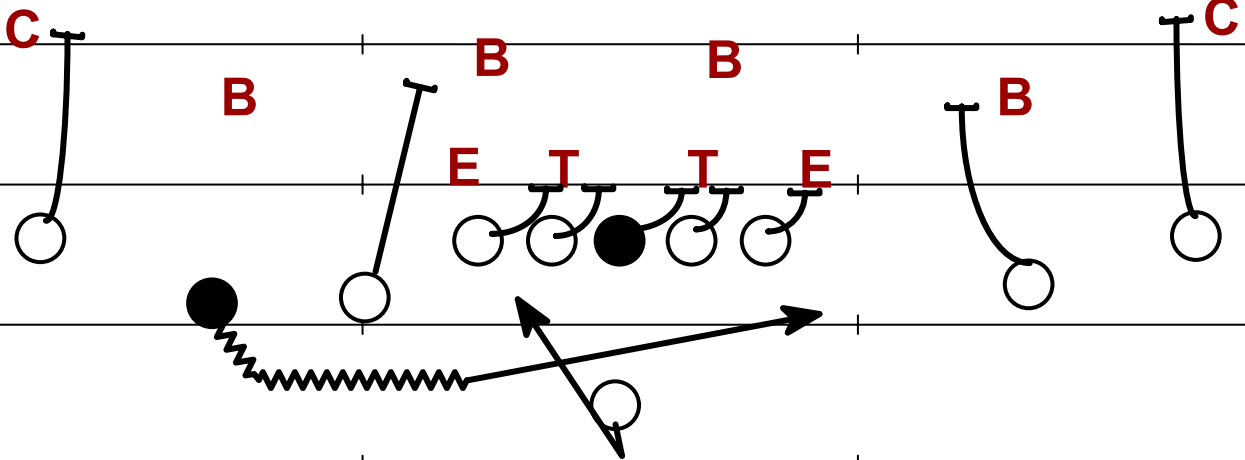
**QB** READ AND GO

**TB** STALK AND COVER





FS



SPLIT COVER 1/3

**PST** MAN, ZONE, SLIP

**PSG** MAN, ZONE, SLIP

**CENTER** MAN, ZONE, SLIP

**BSG** MAN, ZONE, SLIP

**BST** MAN, ZONE, SLIP

**X** STALK AND COVER

**Y** STALK AND COVER

**F** POP

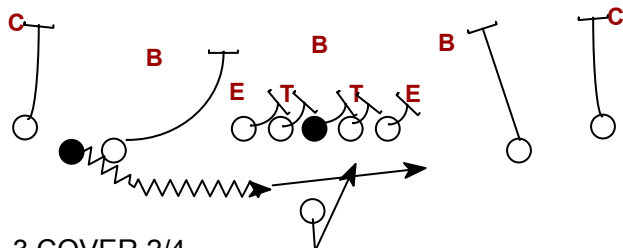
**Z** STALK AND COVER

**QB** READ AND GO

**TB** STALK AND COVER

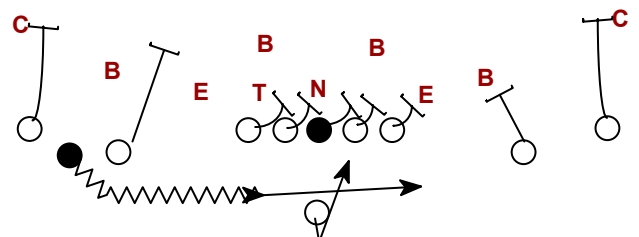
B

FS

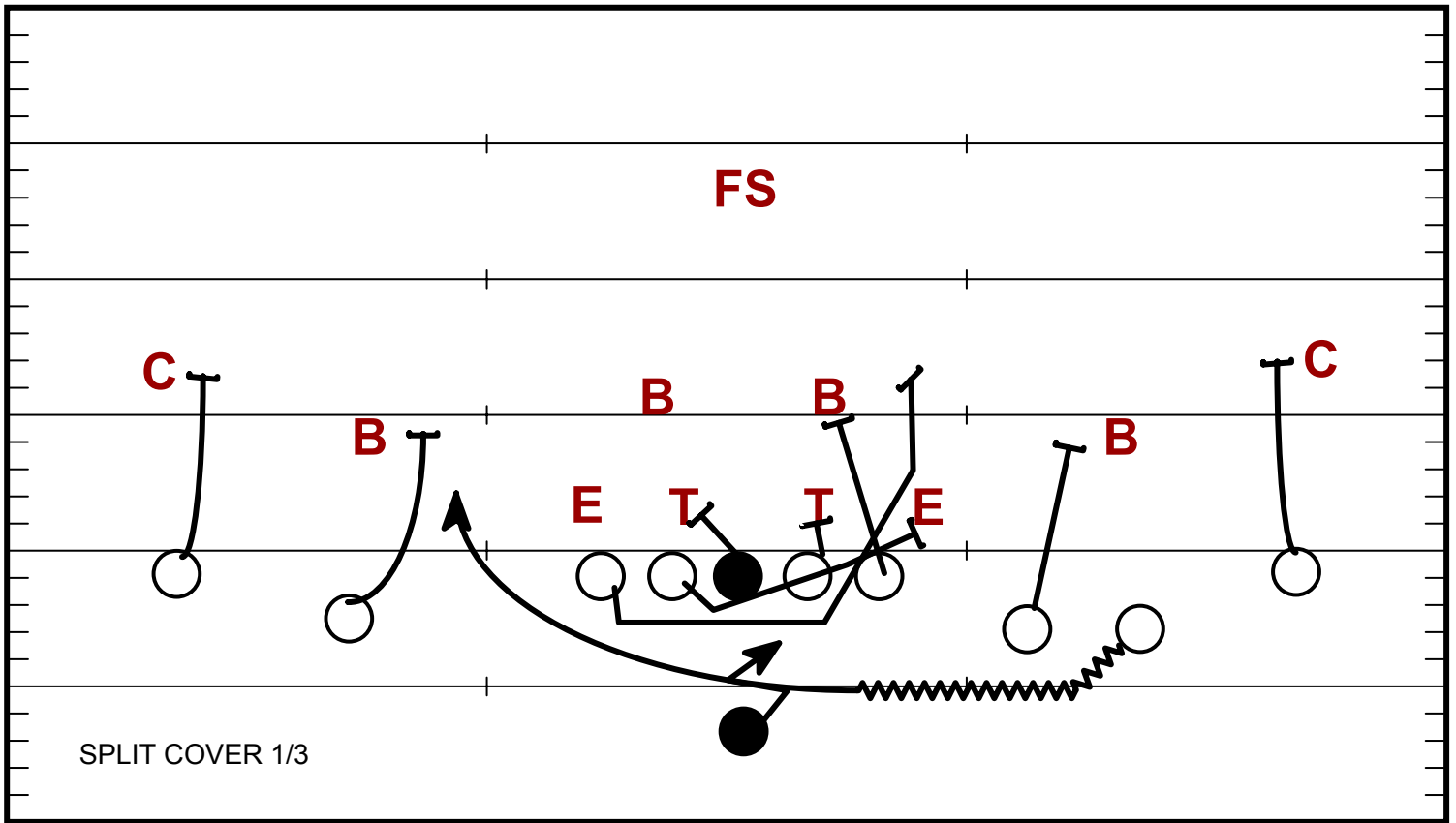


4-3 COVER 2/4

FS

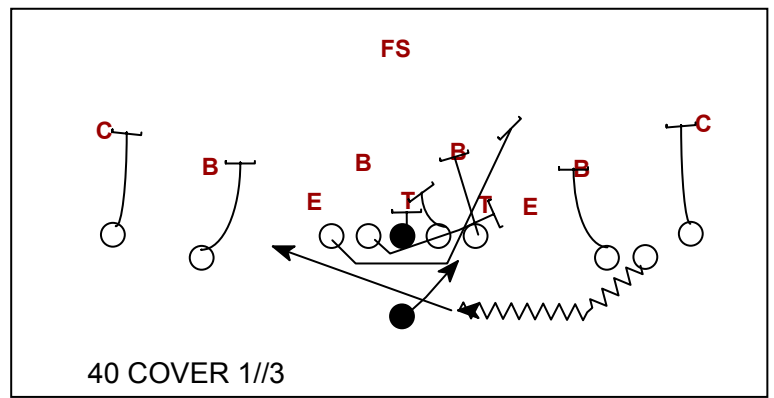
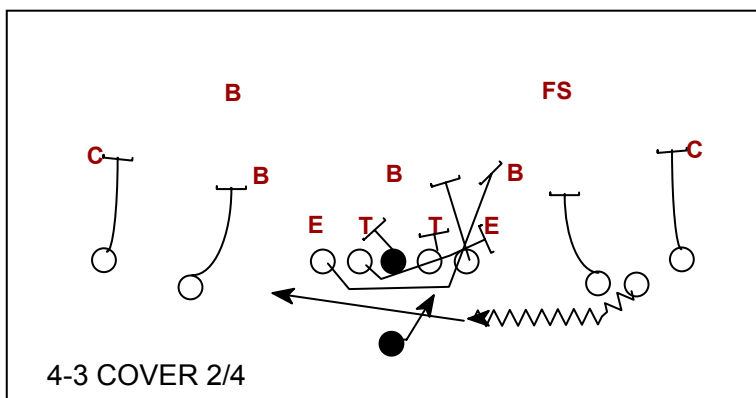


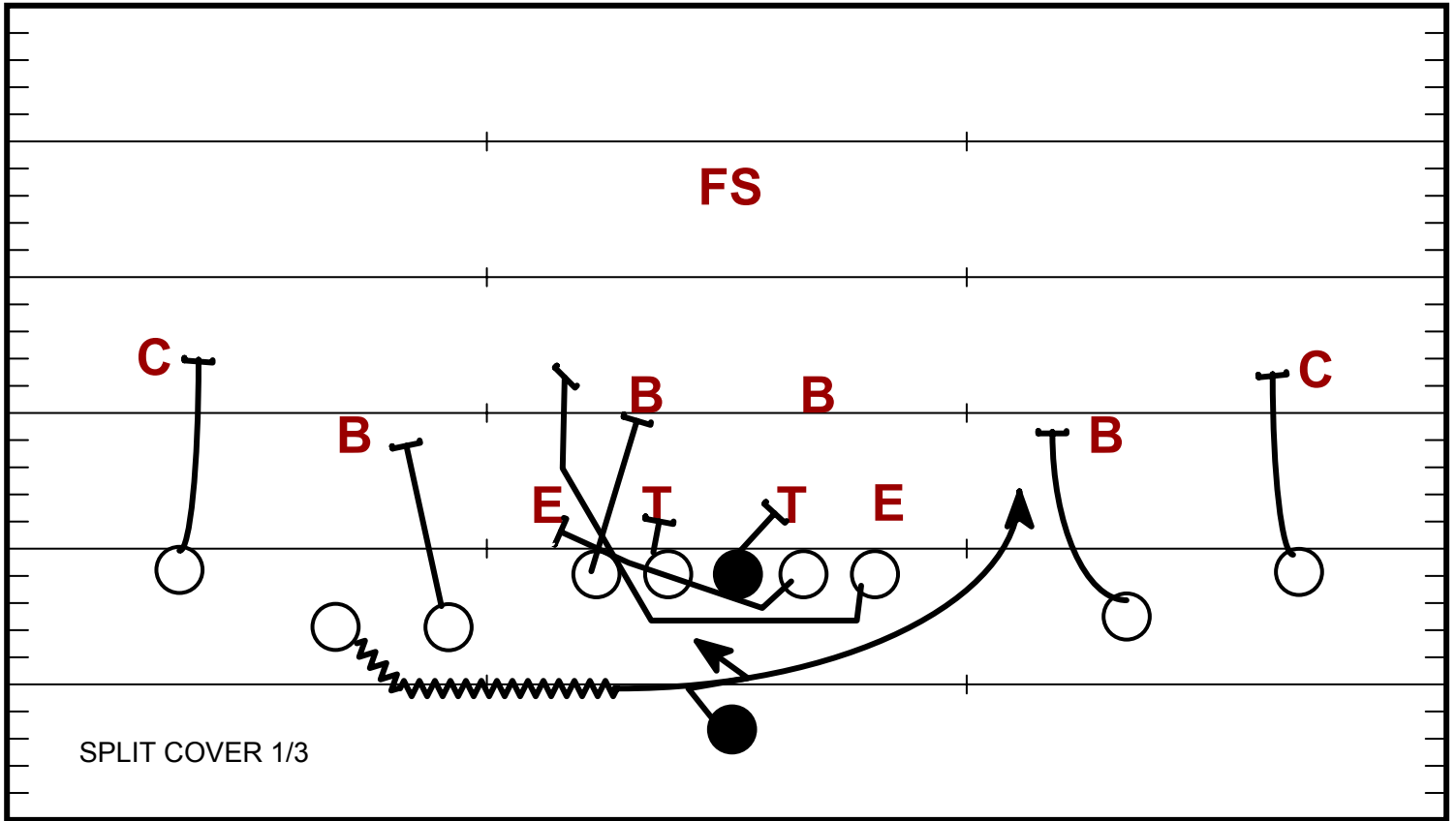
40 COVER 1/3



- PST** leave end man on line of scrimmage alone man on inside. Block LB. may have to arc
- PSG** man on inside
- CENTER** man on inside block backside a gap
- BSG** pull down hill and kick out end man on the LOS.
- BST** pull down hill and turn up on LB clean up garbage

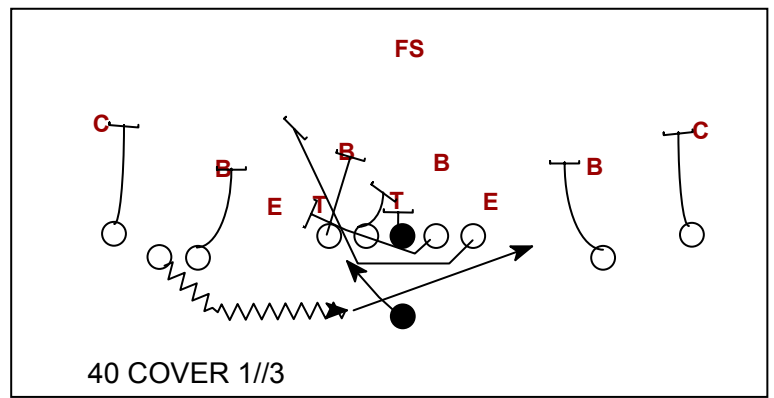
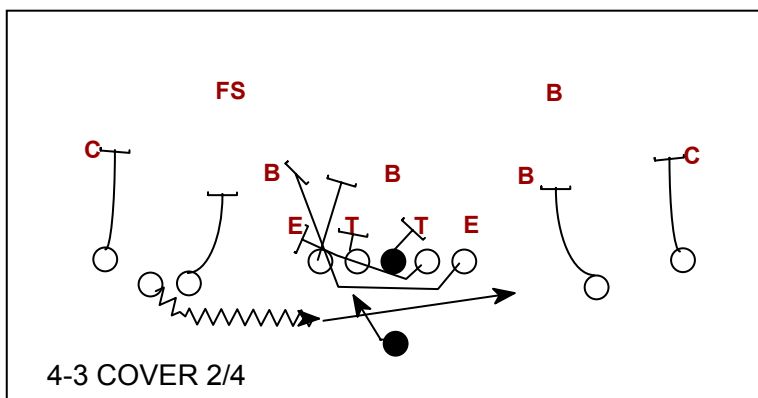
- X** stalk and cover
- Y** carry out fake downhill
- F** stalk and cover
- Z** stalk and cover
- QB** CATCH AND FAKE  
Reach and ride  
Keep ball, follow blocks down hill
- TB** STALK AND COVER

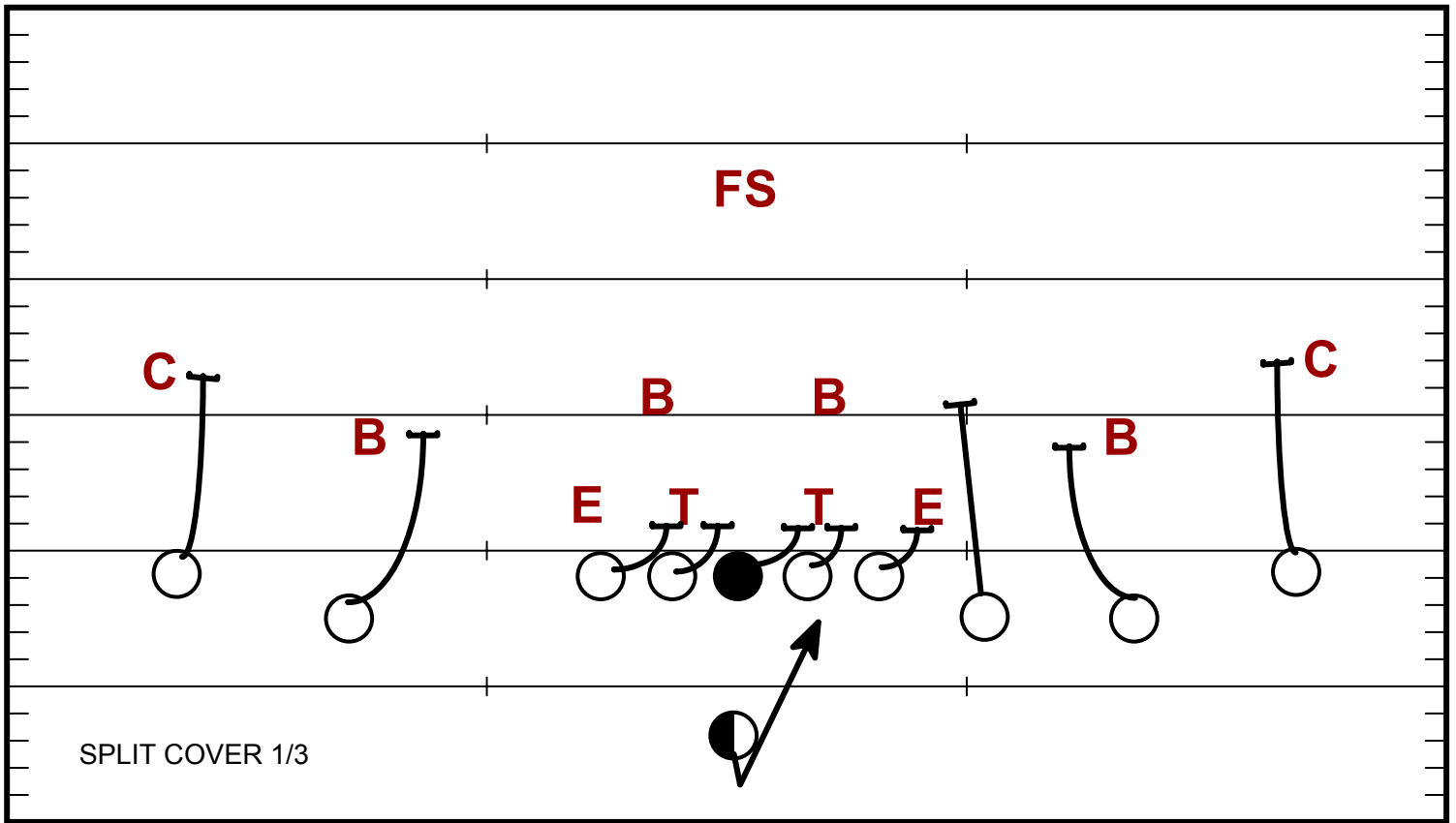




- PST** leave end man on line of scrimmage alone  
man on inside. Block LB. may have to arc
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clean up garbage

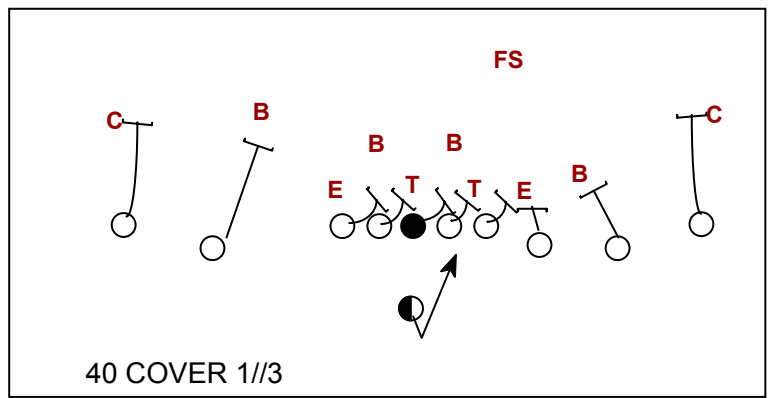
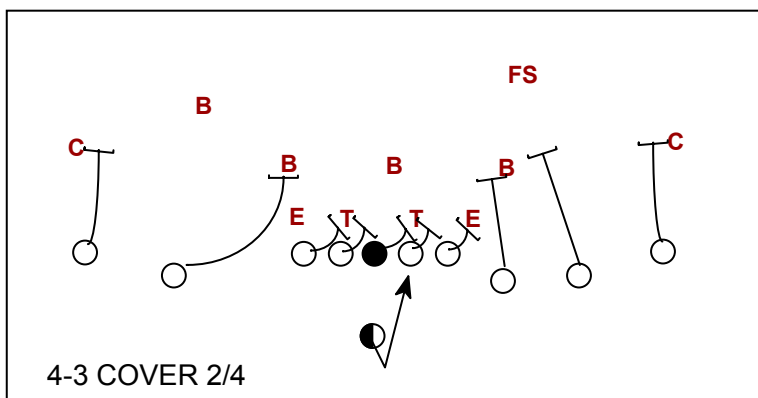
- X** stalk and cover
- Y** stalk and cover
- F** carry out fake downhill
- Z** stalk and cover
- QB** CATCH AND FAKE  
Reach and ride  
Keep ball, follow blocks down hill
- TB** STALK AND COVER

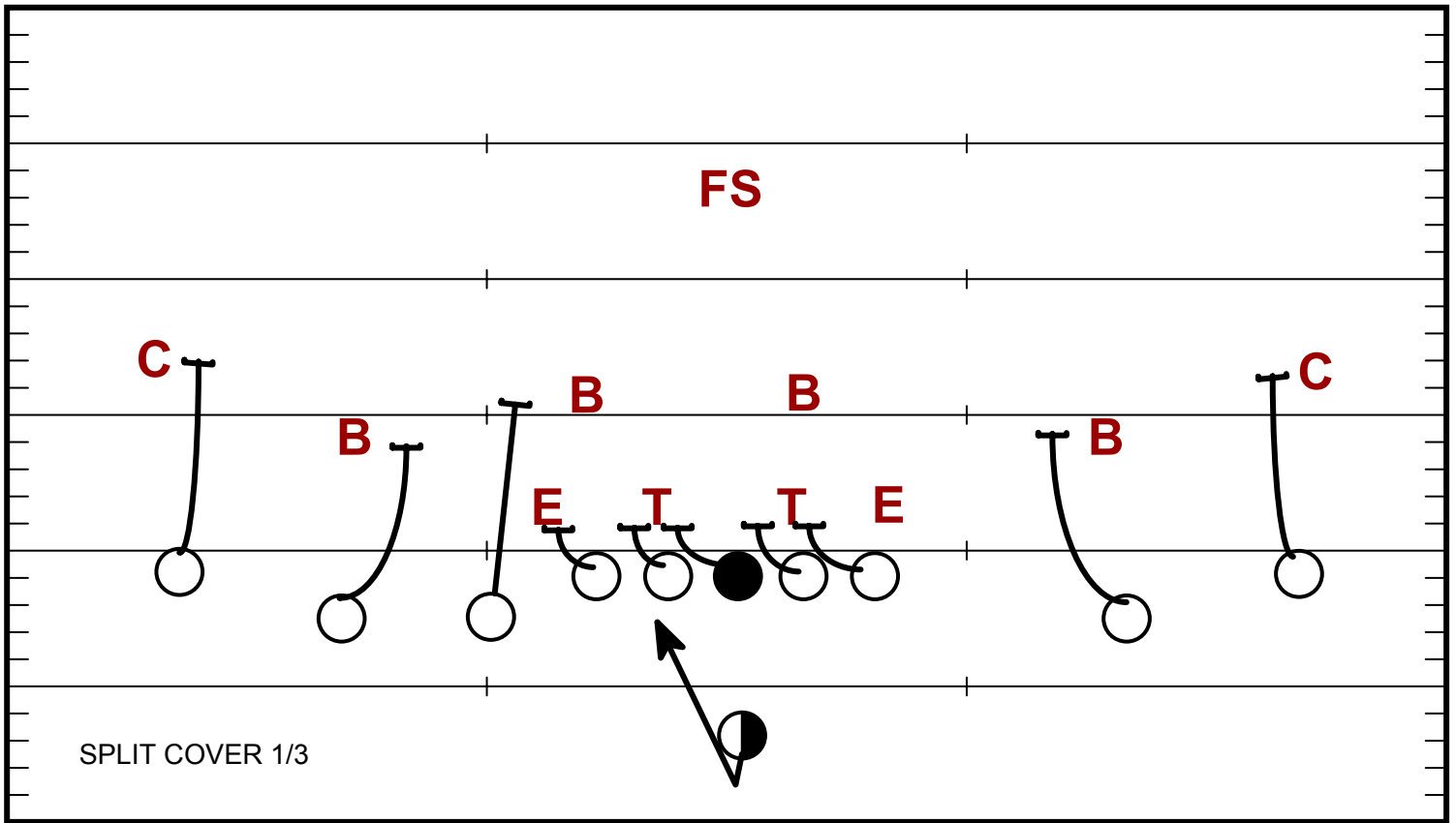




- PST** MAN, ZONE, SLIP
- PSG** MAN, ZONE, SLIP
- CENTER** MAN, ZONE, SLIP
- BSG** MAN, ZONE, SLIP
- BST** MAN, ZONE, SLIP

- X** STALK AND COVER
- Y** STALK AND COVER
- F** STALK AND COVER
- Z** STALK AND COVER
- QB** READ AND GO
- TB** STALK AND COVER





**PST** MAN, ZONE, SLIP

**PSG** MAN, ZONE, SLIP

**CENTER** MAN, ZONE, SLIP

**BSG** MAN, ZONE, SLIP

**BST** MAN, ZONE, SLIP

**X** STALK AND COVER

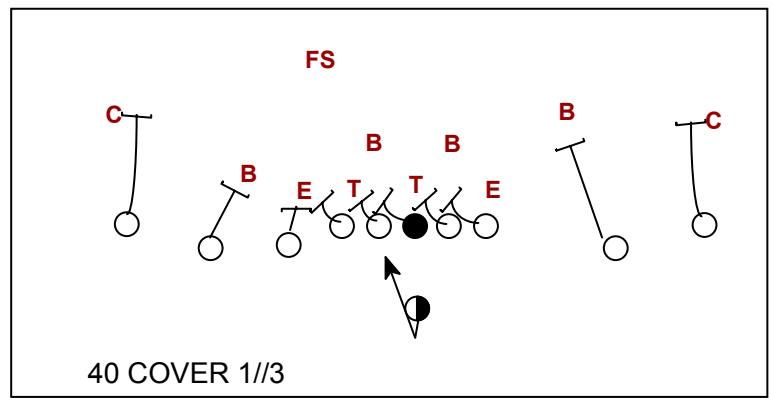
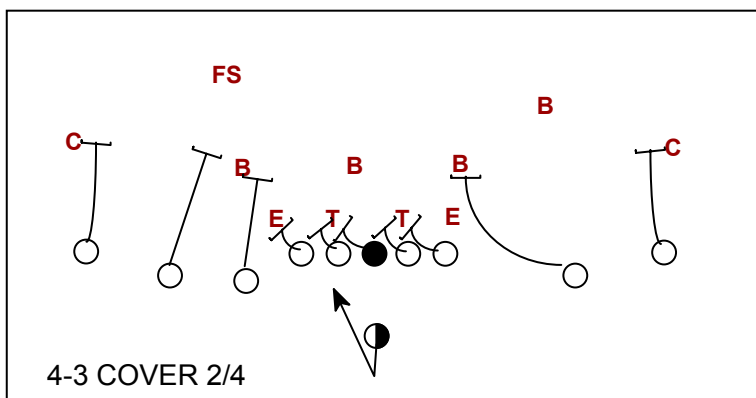
**Y** STALK AND COVER

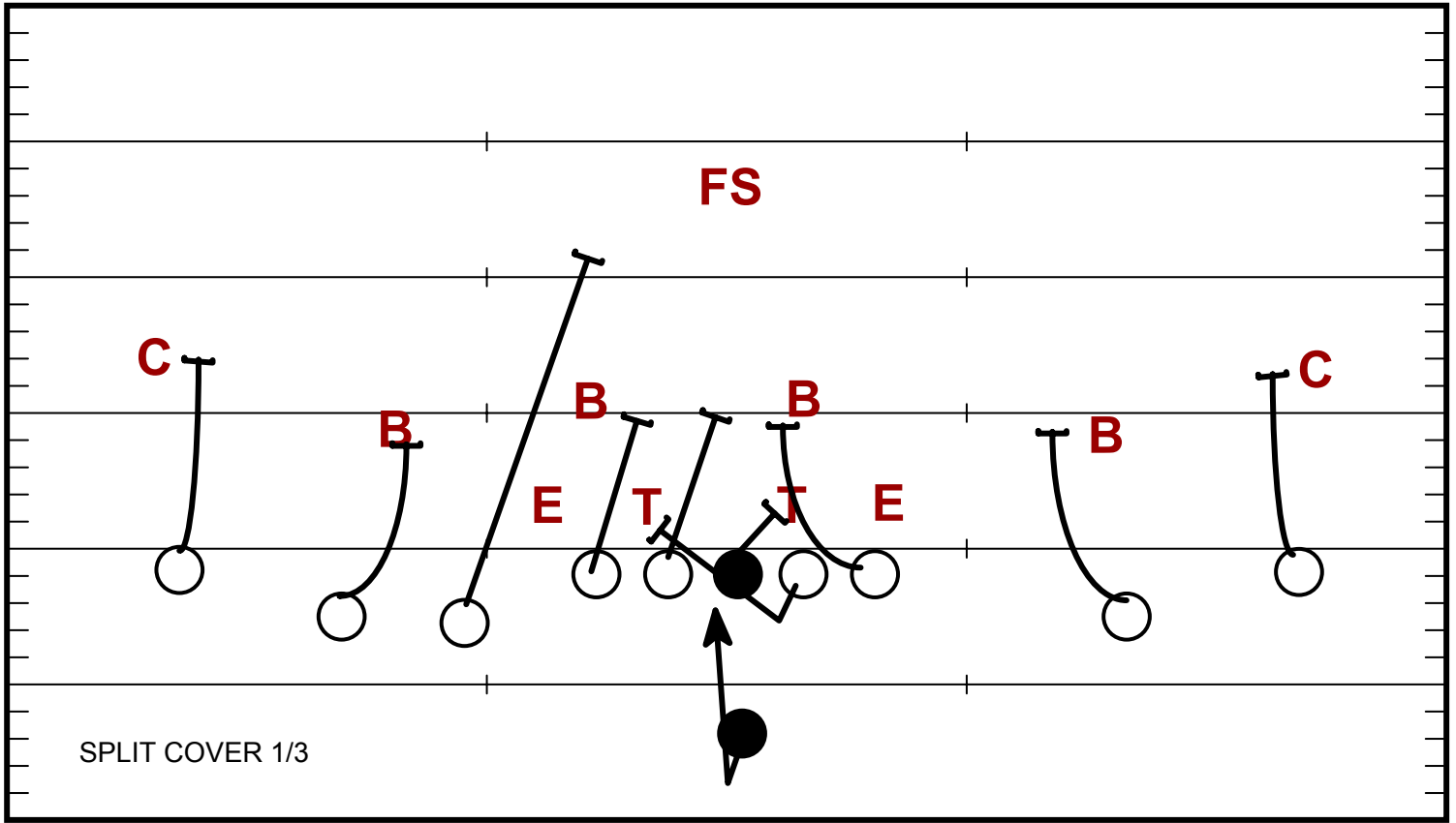
**F** STALK AND COVER

**Z** STALK AND COVER

**QB** READ AND GO

**TB** STALK AND COVER





**PST** playside LB

**PSG** playside linebacker  
influence out vs 2 tech

**CENTER** man on inside block backside a gap

**BSG** trap 1st down lineman past center

**BST** backside funnel to LB

**X** stalk and cover

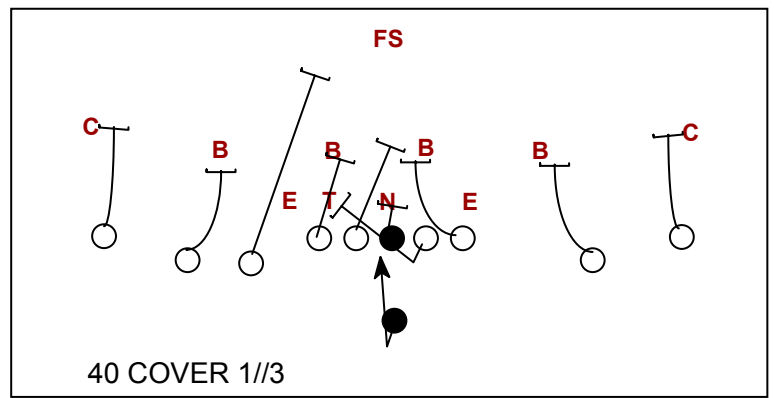
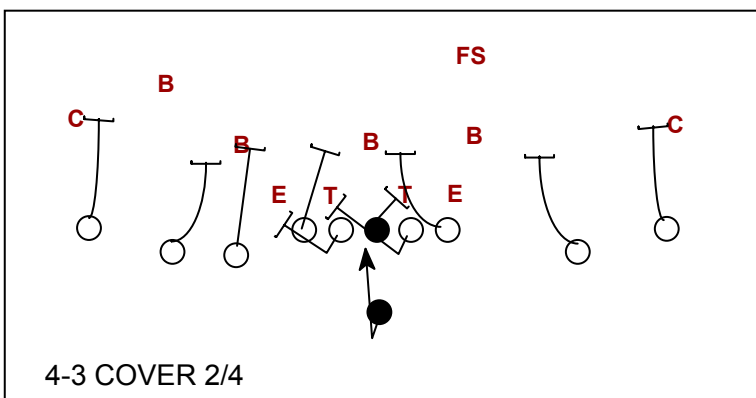
**Y** stalk and cover

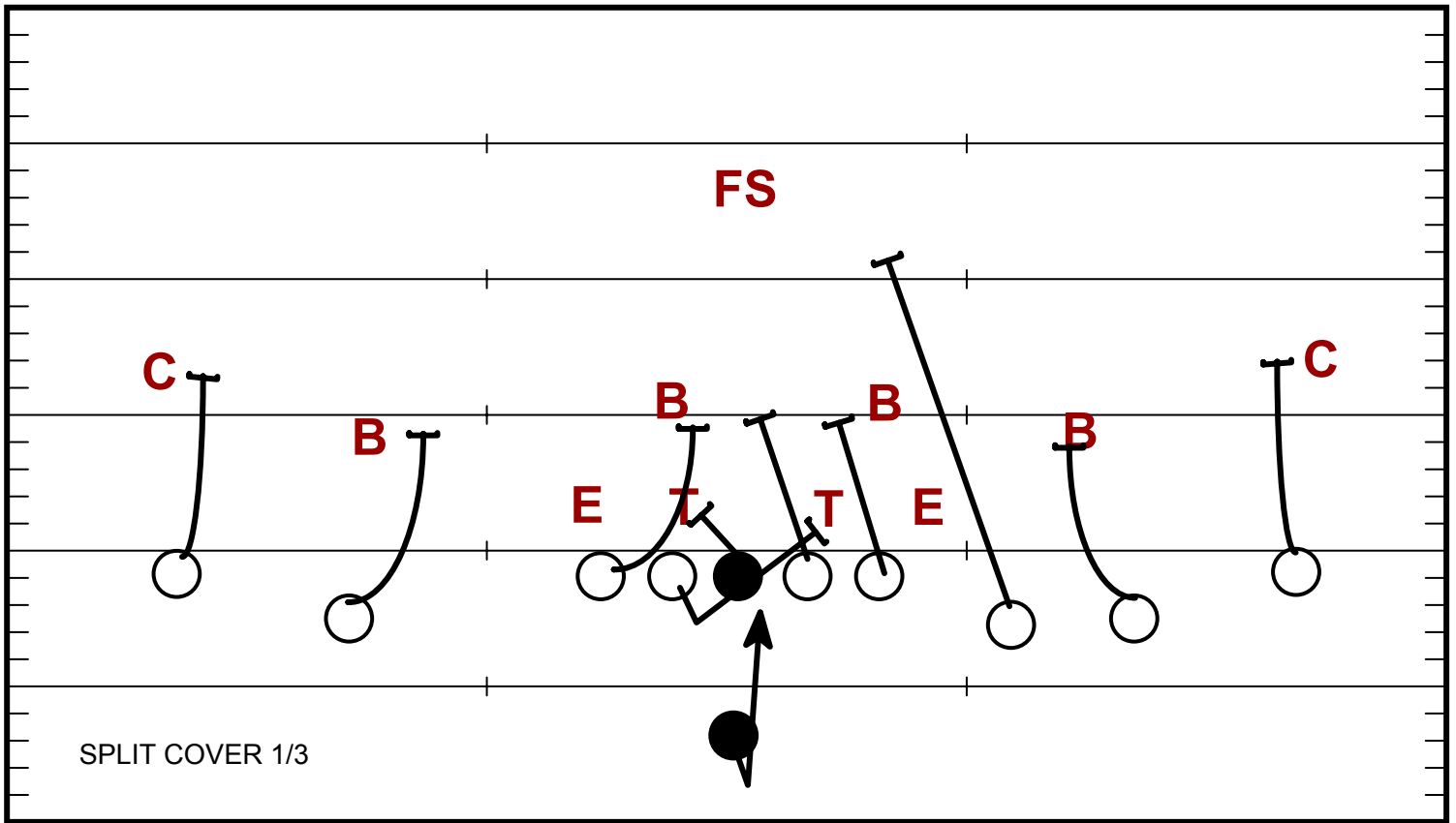
**F** stalk and cover

**Z** stalk and cover

**QB** catch and go score up the gut  
check out of play vs one tech

**TB** stalk and cover





**PST** playside LB

**PSG** playside linebacker  
influence out vs 2 tech

**CENTER** man on inside block backside a gap

**BSG** trap 1st down lineman past center

**BST** backside funnel to LB

**X** stalk and cover

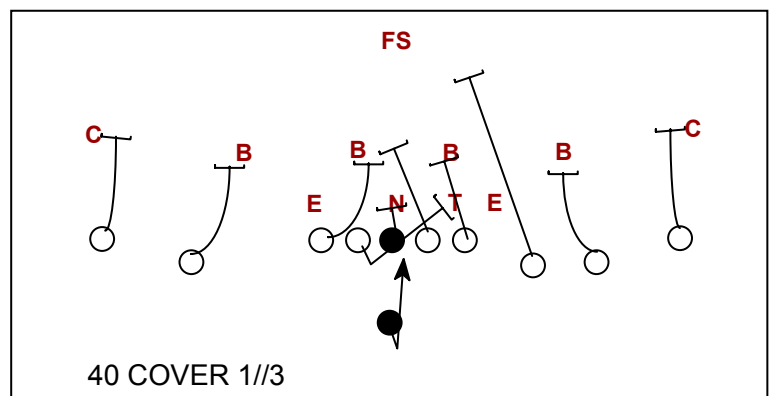
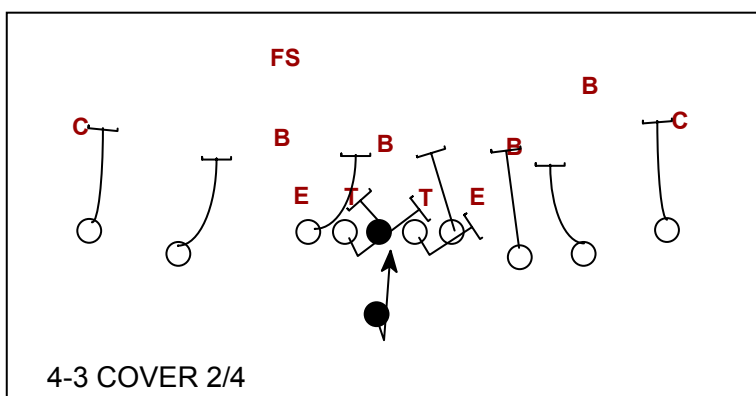
**Y** stalk and cover

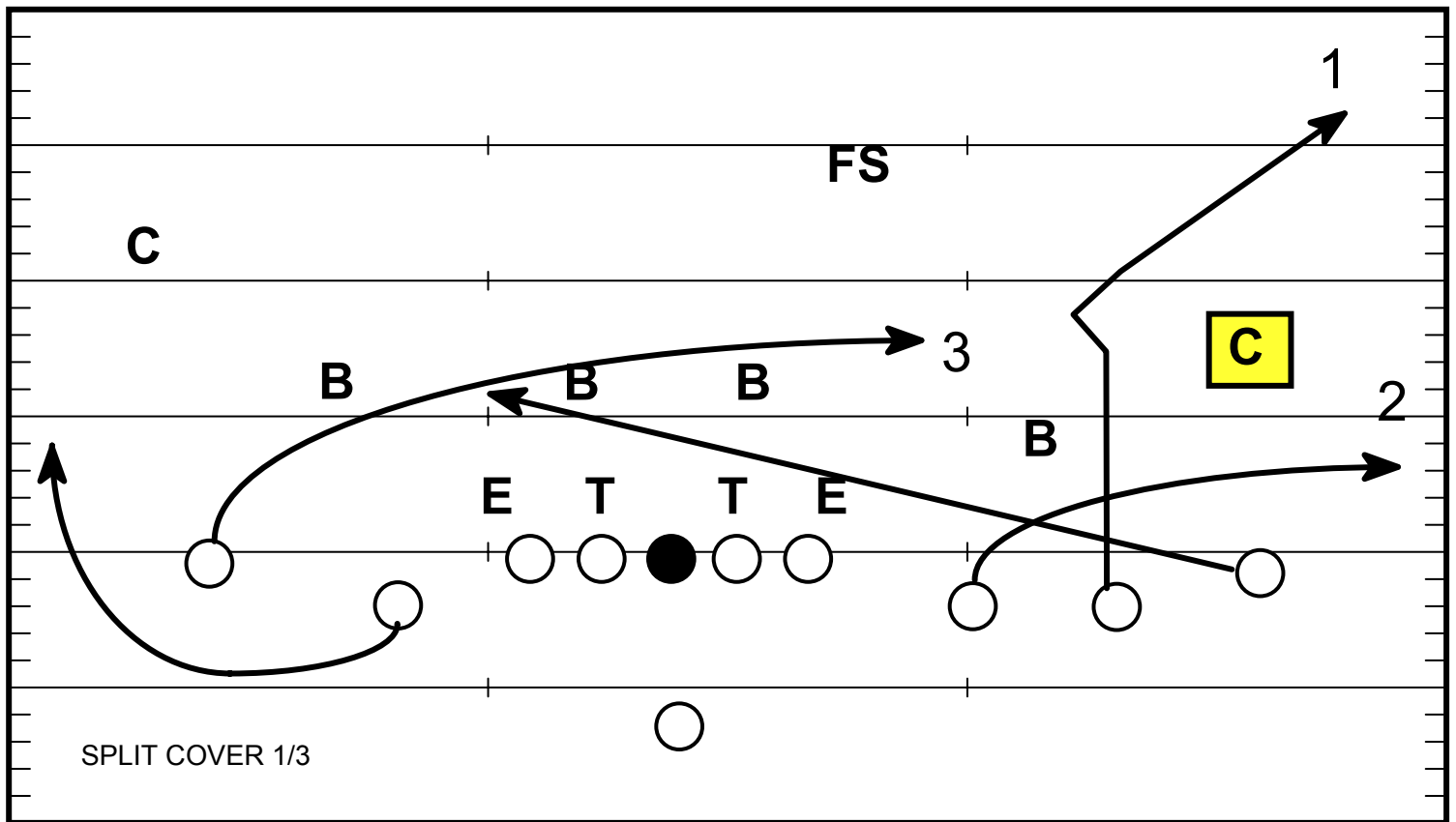
**F** stalk and cover

**Z** stalk and cover

**QB** catch and go score up the gut  
check out of play vs one tech

**TB** stalk and cover





**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** DRAG MESH OVER TOP OF Z

**Y** CORNER

**F** FLAIR WEAK SIDE

**Z** IMMEDIATELY HEAD DOWNHILL DRAG AND PICK ON MESH ROUTE FOR X

**QB** PRE-SNAP READ. READ CORNER

**TB** QUICK FLAT ROUTE

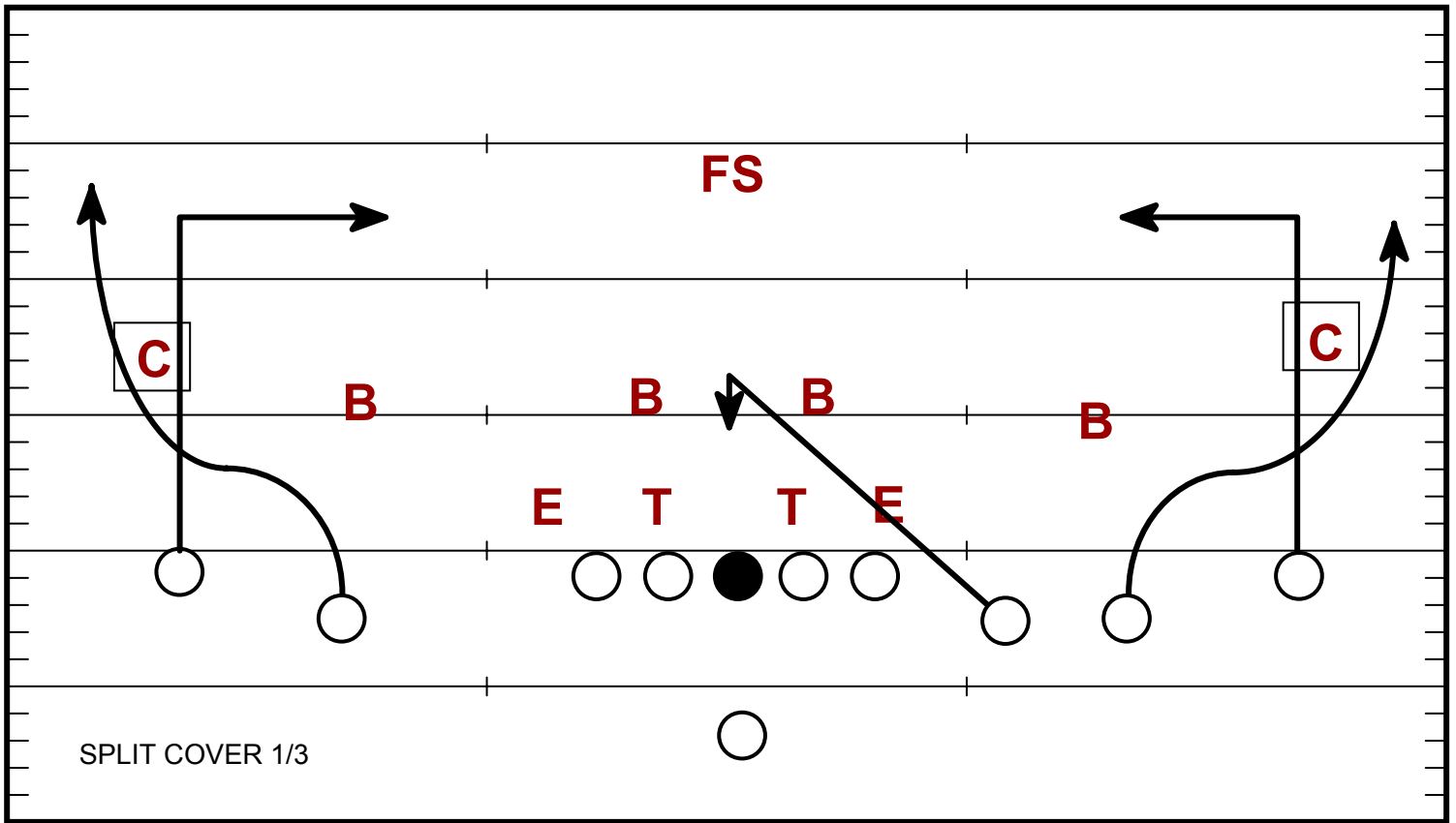
## SPECIAL NOTES:

GOOD VS MAN OR ZONE

KILLS COVER 2

GOOD TWO MINUTE OFFENSE PLAY





**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** IN

**Y** RAIL

**F** RAIL

**Z** IN

**QB** PRE-SNAP READ. PICK SIDE. READ CORNER

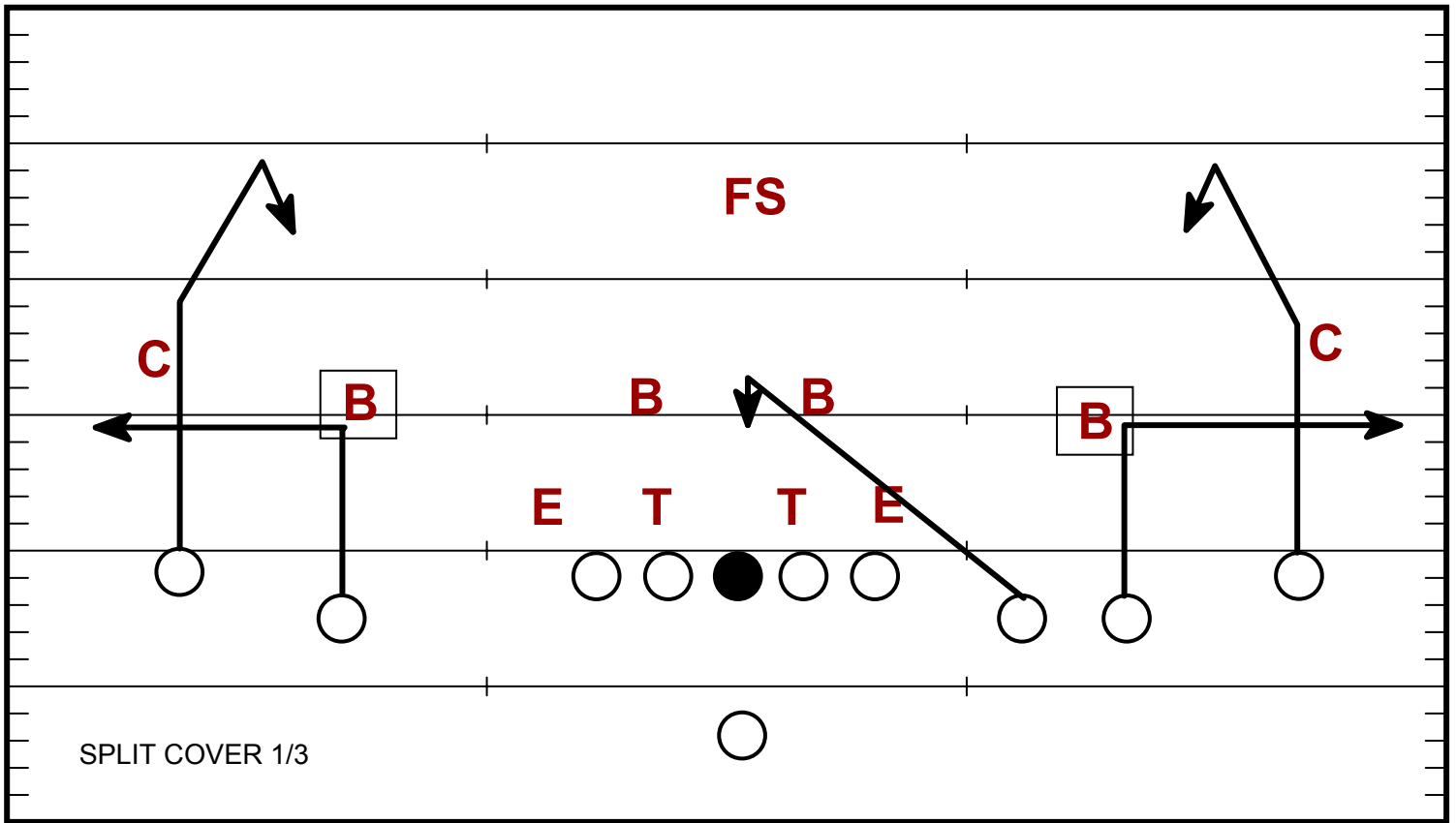
**TB** QUICK

## SPECIAL NOTES:

GOOD VS. ZONE COVERAGE

TRHROW RAIL TO OUTSIDE SHOULDER AT 22 YARDS

GOOD VS COVER 2



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** CURL

**Y** 5 AND OUT

**F** 5 AND OUT

**Z** CURL

**QB** PRE-SNAP READ. PICK SIDE.  
READ OLB

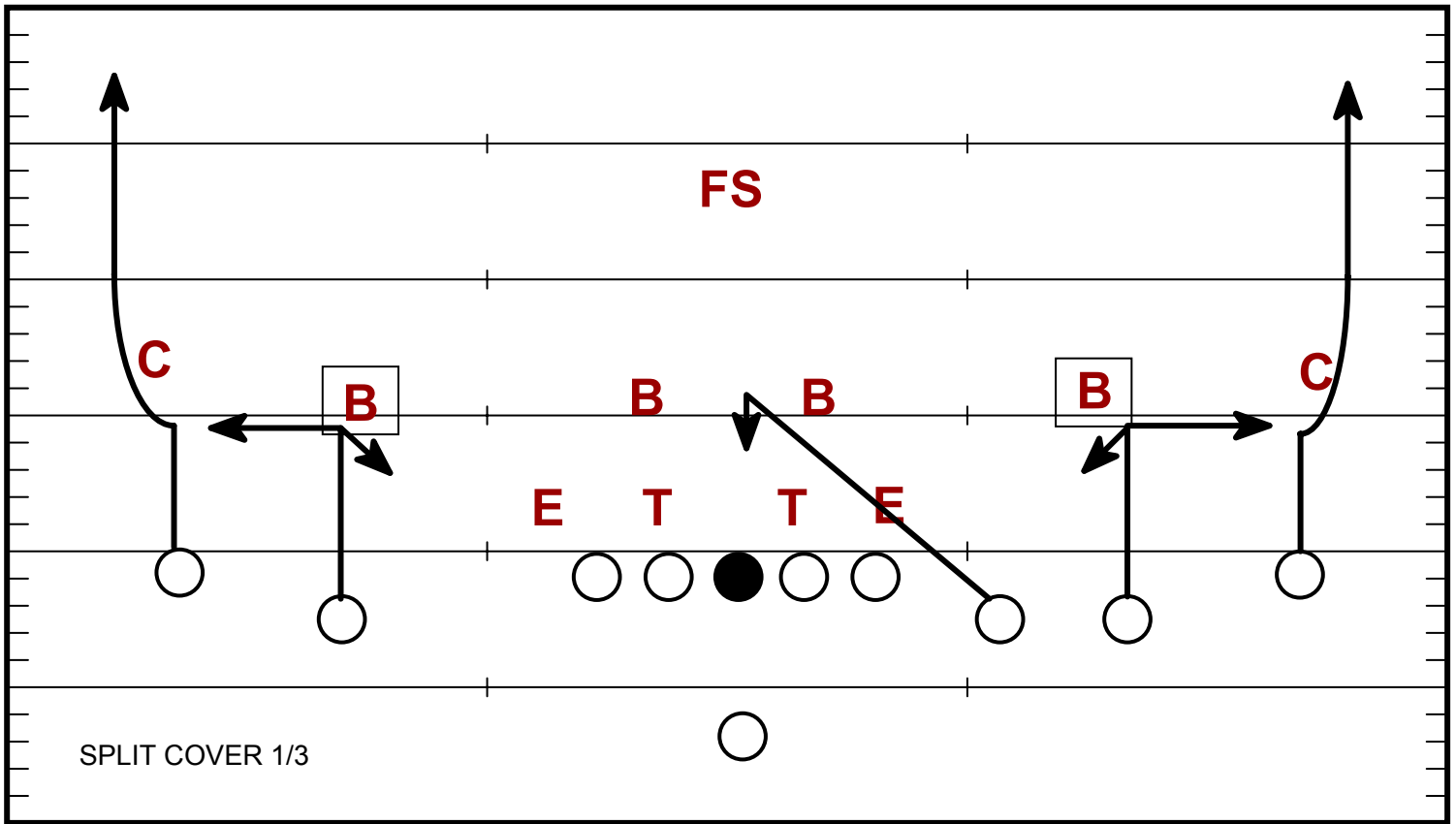
**TB** QUICK

## SPECIAL NOTES:

GOOD VS. ZONE COVERAGE

KILLS COVER 3

GOOD 3RD DOWN PLAY



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** STREAK

**Y** 5 AND OUTOR 5 AND STOP- READ OLB

**F** 5 AND OUTOR 5 AND STOP- READ OLB

**Z** STREAK

**QB** PRE-SNAP READ. PICK SIDE. READ OLB. IF HE IS IN MAN, EXPECT OUT. ZONE - STOP

**TB** QUICK

## SPECIAL NOTES:

GOOD VS MAN OR ZONE

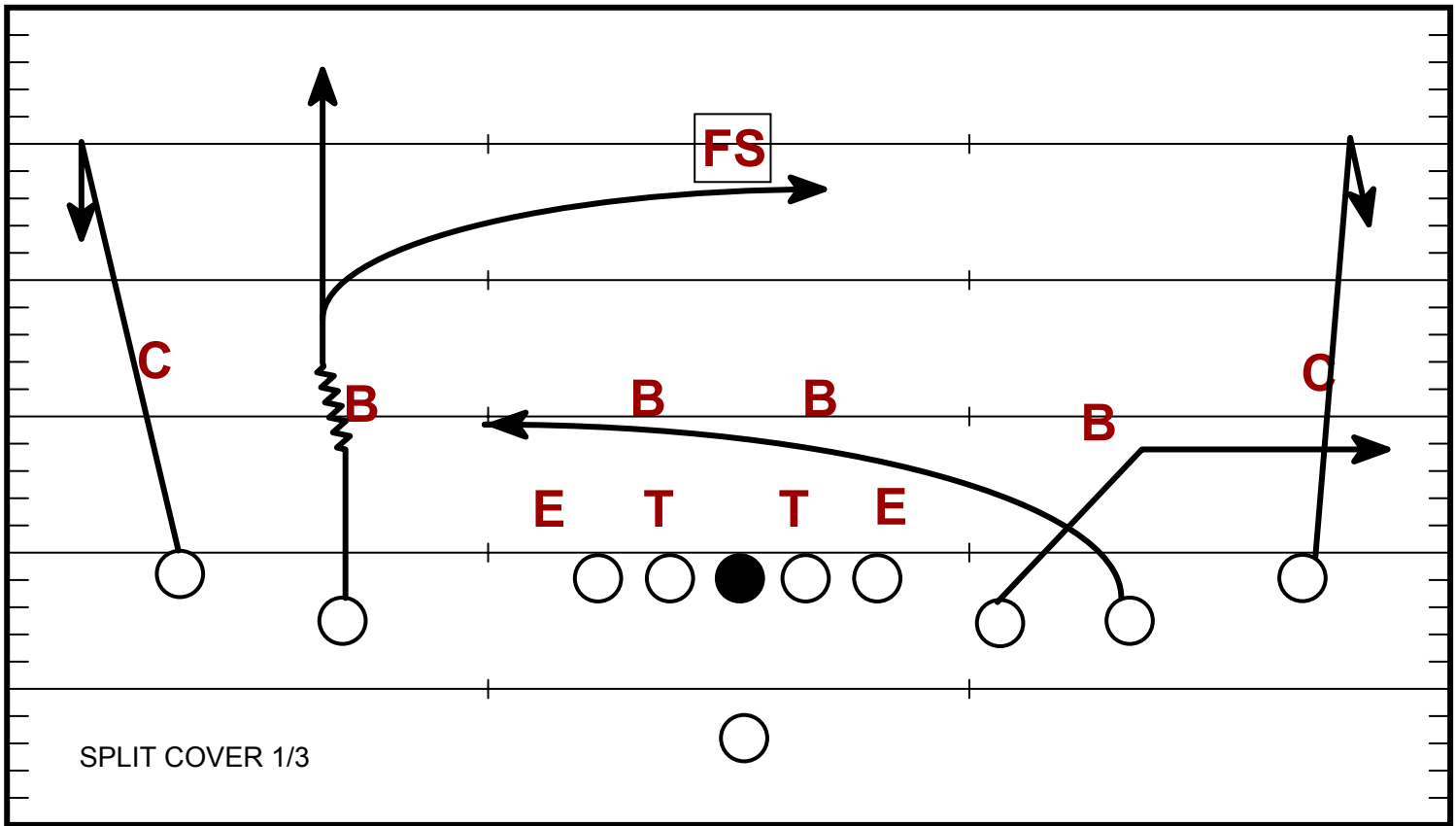
KILLS COVER 3 OR 1

GOOD 2ND AND SHORT PLAY

GATOR

# 100 CROSS TB OUT

www.powerpointplaybook.com



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** DEEP COMEBACK

**Y** SCISSOR ROUTE IN FRONT OF LB

**F** READ FS, AVOID CONTACT BY OLB  
GO DOWN THE HASH OR COME ACROSS MIDDLE

**Z** DEEP COMEBACK

**QB** PRE-SNAP READ. 1/2 ROLL STRONG  
READ FS...PLAY CATCH DOWN THE HASH OR UNDER ZONE

**TB** QUICK OUT

## SPECIAL NOTES:

BIG PLAY

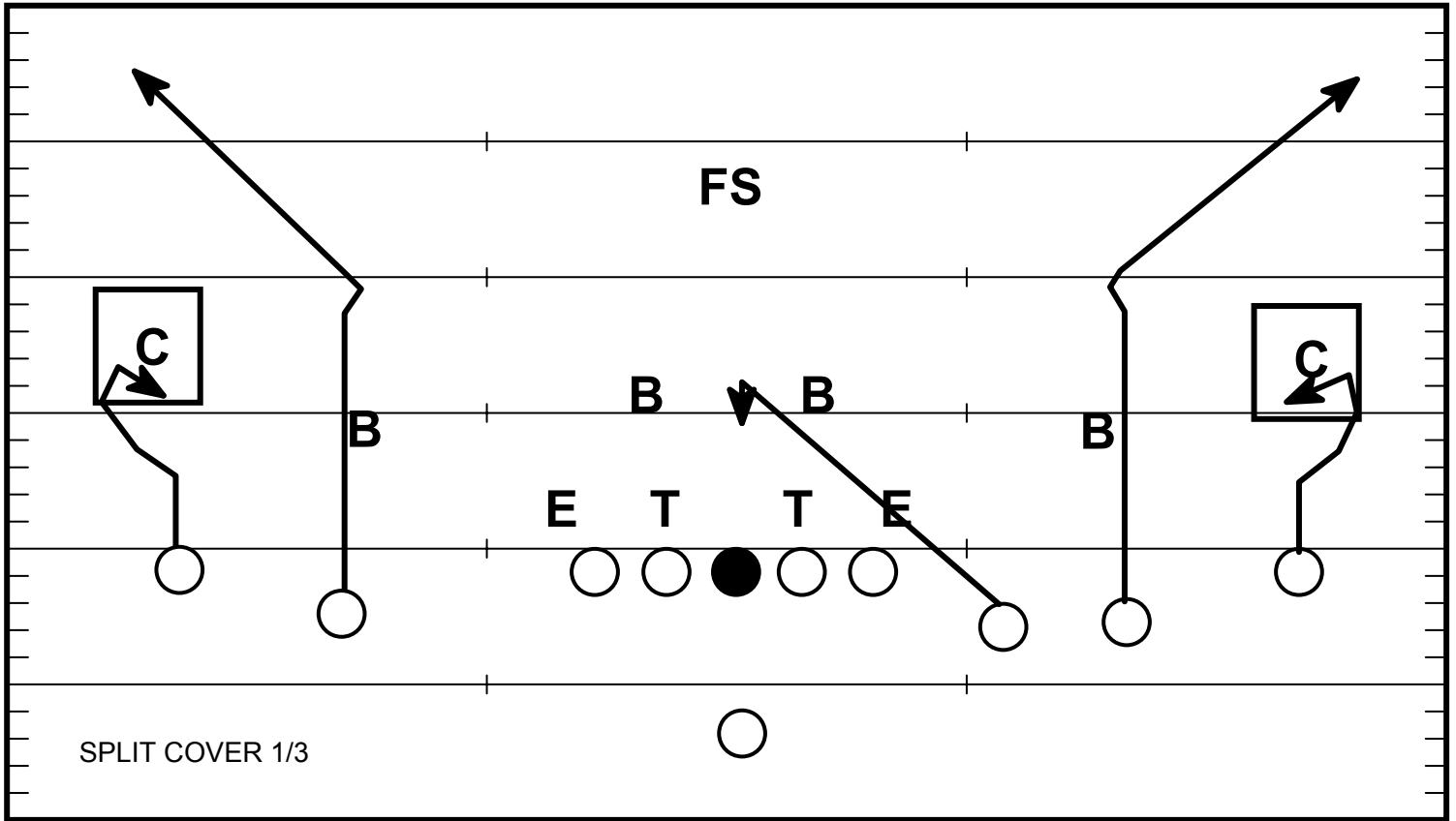
VS COV 2, READ STRONG SIDE SAFETY

GOOD VS ZONE OR MAN

IF FS IS DEEP. CROSS UNDERNEATH

IF FS IS TIGHT, INSIDE F RUN DOWN THE HASH AND PLAY CATCH





**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** 6 AND STOP

**Y** CORNER

**F** CORNER

**Z** 6 AND STOP

**QB** PRE-SNAP READ. PICK SIDE.  
READ CORNER

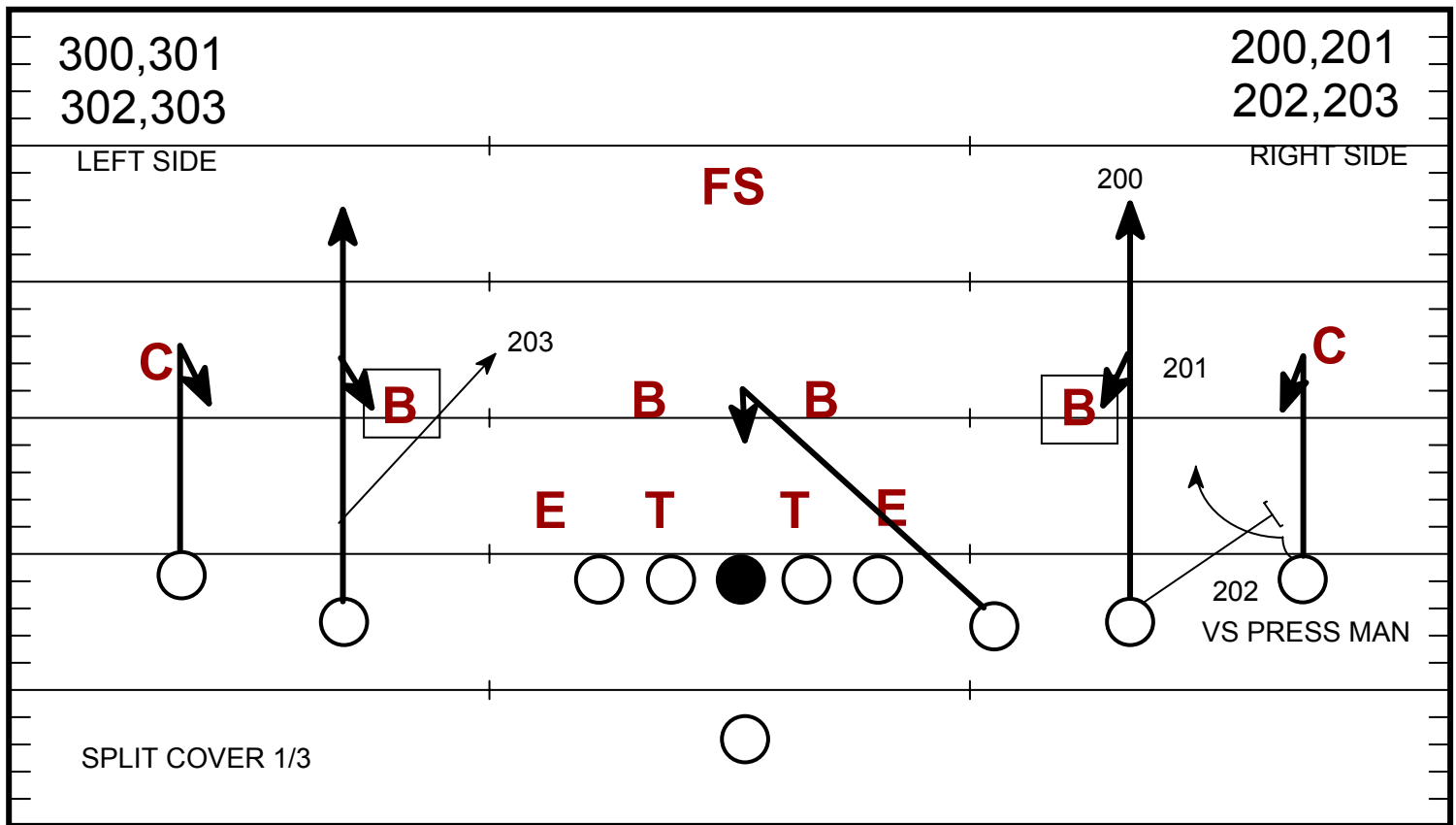
**TB** QUICK

## SPECIAL NOTES:

GOOD VS MAN OR ZONE

KILLS COVER 2

GOOD TWO MINUTE OFFENSE PLAY



**PST** BIG ON BIG...CHOP

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** 6 AND STOP

**Y** 6 AND STOP OR SEAM

**F** 6 AND STOP OR SEAM

**Z** 6 AND STOP

**QB** PRE-SNAP READ. PICK SIDE.  
OUTSIDE RECEIVER USUALLY OPEN...READ OLB

**TB** QUICK

## SPECIAL NOTES:

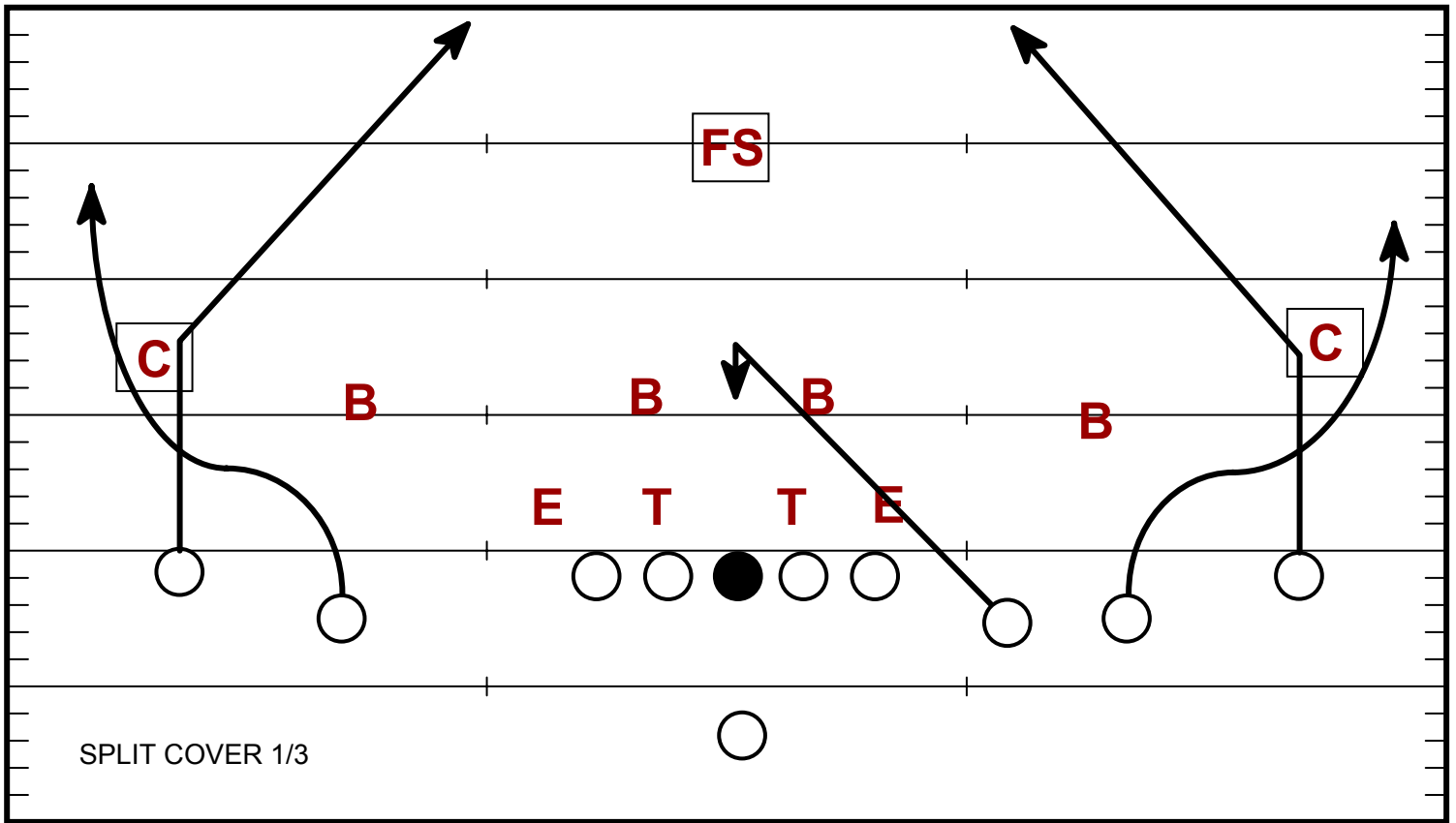
IN THEORY...INDEFENSIBLE PLAY

IF OLB ARE TIGHT, CALL 200 SO INSIDE REC RUN SEAMS

IF CORNERS ARE LOOSE, RUN THIS UNTIL THEY COME UP TIGHT

VS TIGHT PRESS COV, CALL 202 - INSIDE PICK FOR OUTSIDE

CALL 203 FOR A QUICK BACKSIDE QUICK ROUTE



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** POST

**Y** RAIL

**F** RAIL

**Z** POST

**QB** PRE-SNAP READ.PICK SIDE. IS THERE A FS?  
READ CORNER

**TB** QUICK

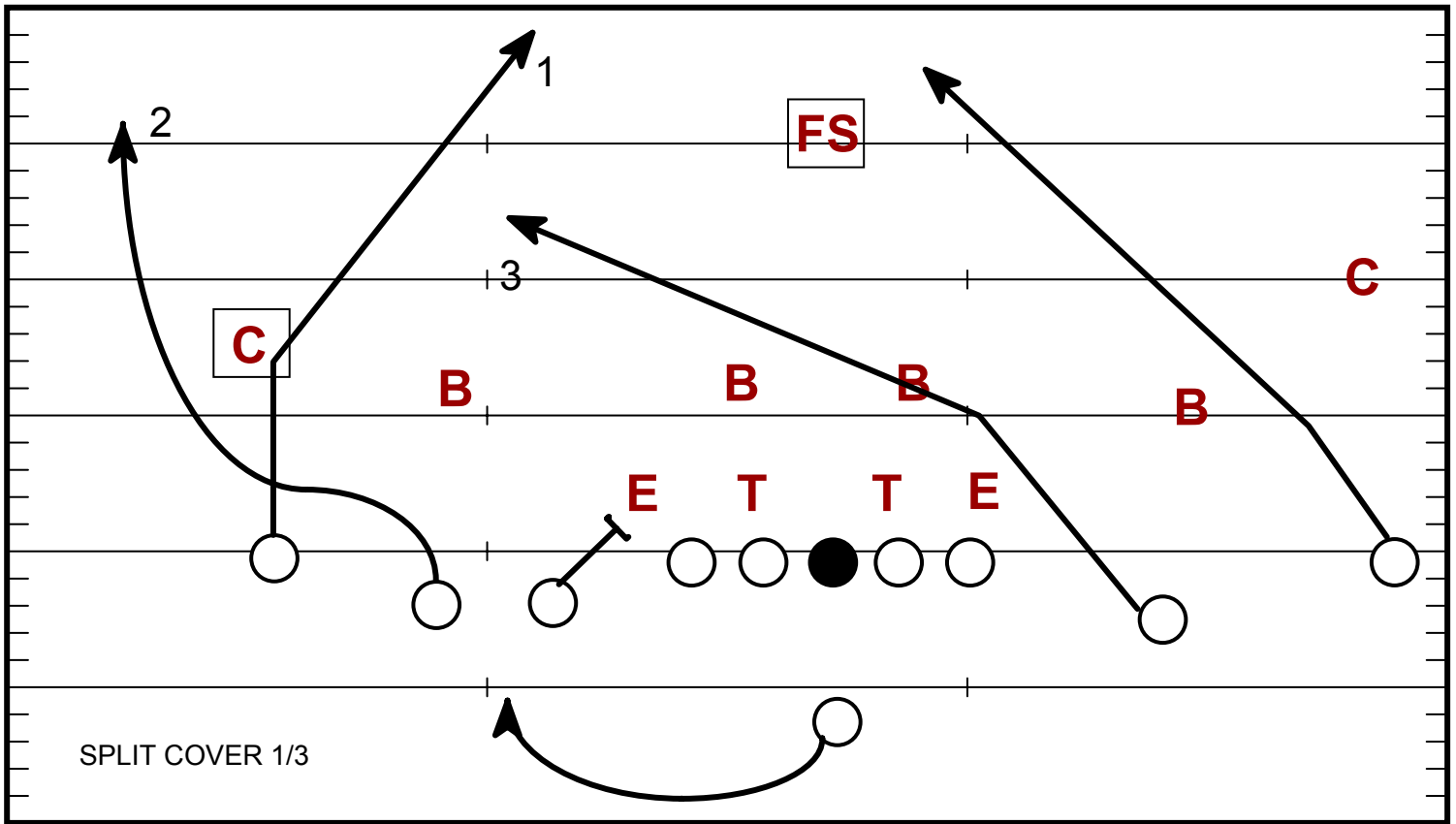
## SPECIAL NOTES:

BIG PLAY

GREAT VS MAN COVERAGE

STRONG RAIL AND BACKSIDE POST USUALLY OPEN



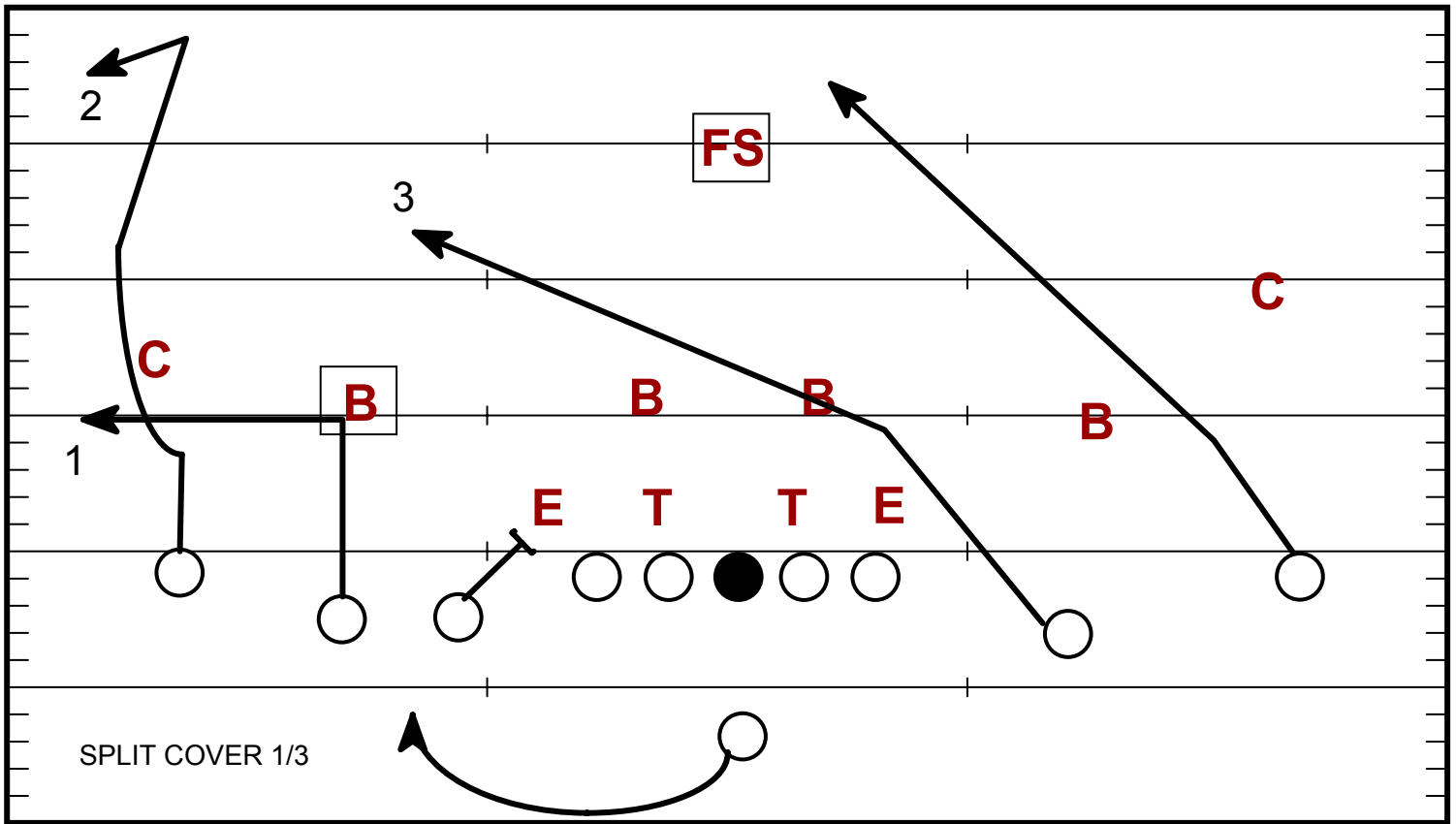


- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** CLIMB
- F** RAIL
- Z** POST
- QB** SPRINT OUT - RUN PASS OPTION  
READ CORNER
- TB** MAX

**SPECIAL NOTES:**

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY

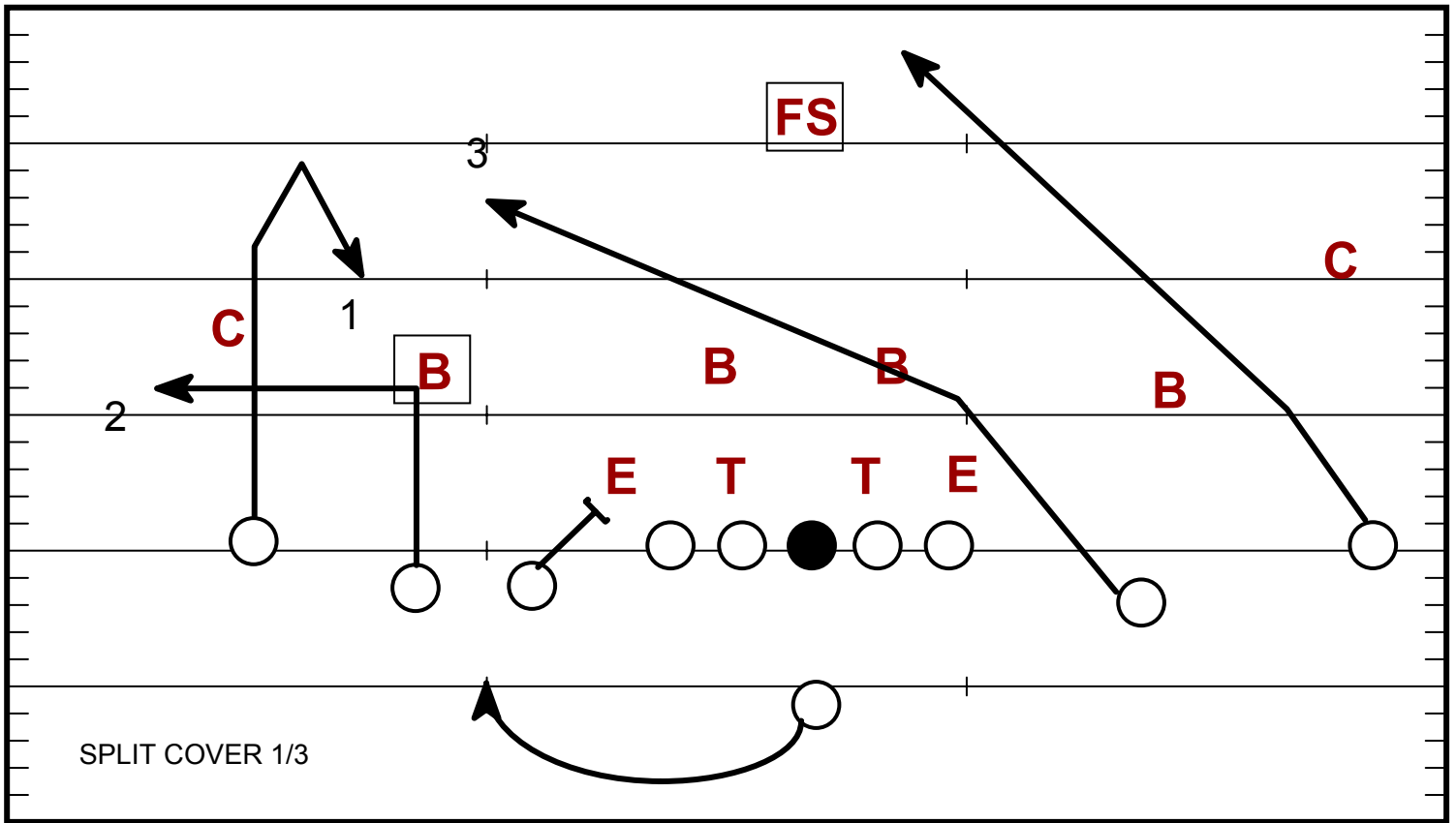


- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** DEEP COMEBACK
- Y** CLIMB
- F** 5 AND OUT
- Z** POST
- QB** SPRINT OUT - RUN PASS OPTION  
THROW COMEBACK OR OUT
- TB** MAX

**SPECIAL NOTES:**

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY

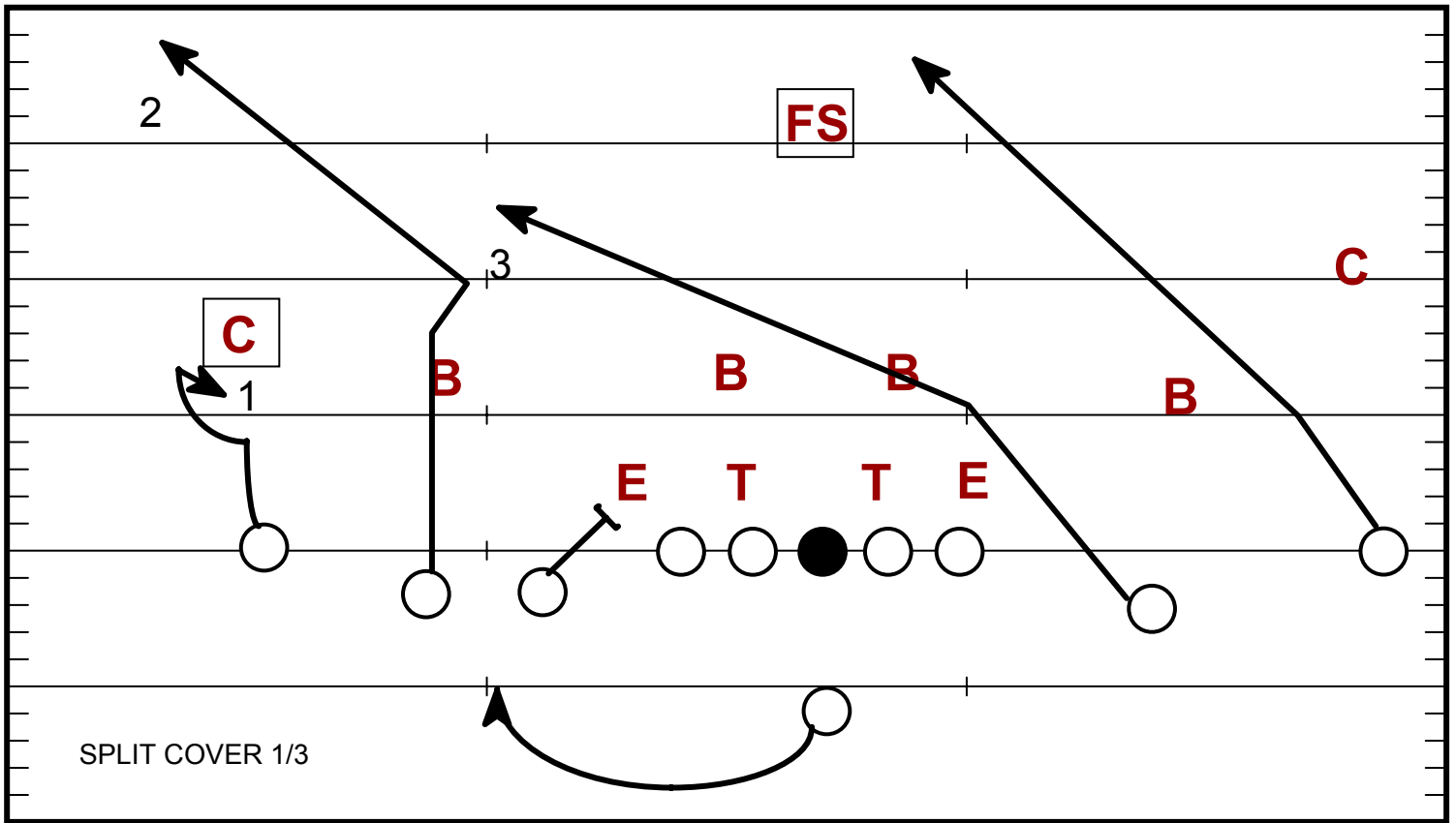


- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** 5 AND OUT
- F** CLIMB
- Z** CURL
- QB** SPRINT OUT - RUN PASS OPTION  
READ OLB
- TB** MAX

**SPECIAL NOTES:**

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY



**PST** POWER SLIDE AND HINGE

**PSG** POWER SLIDE AND HINGE

**CENTER** POWER SLIDE AND HINGE

**BSG** POWER SLIDE AND HINGE

**BST** POWER SLIDE AND HINGE

**X** 6 AND STOP

**Y** CLIMB

**F** CORNER

**Z** POST

**QB** SPRINT OUT - RUN PASS OPTION  
READ CORNER

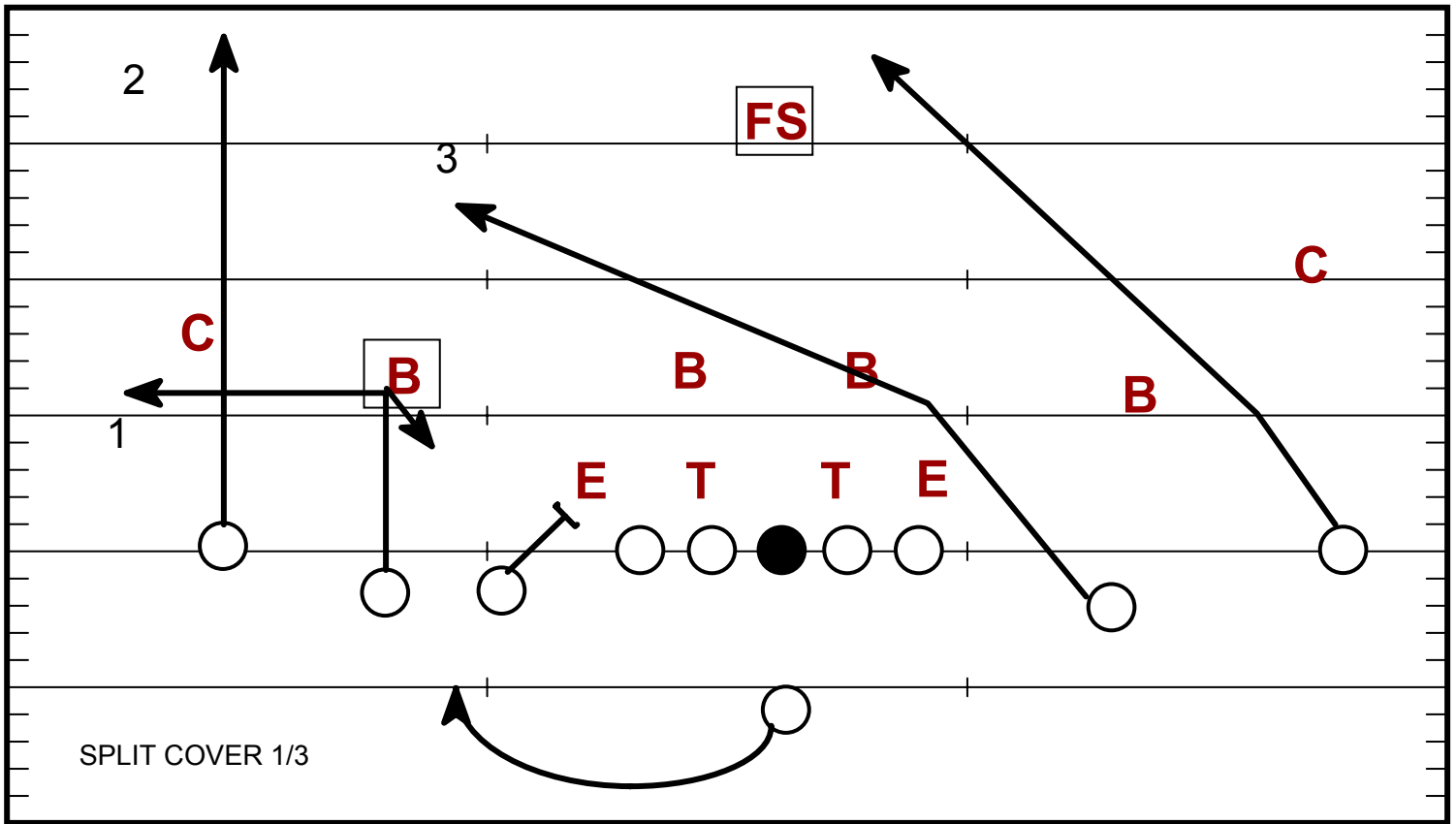
**TB** MAX

## SPECIAL NOTES:

GOOD VS. ZONE COVERAGE

GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN

GOOD 3RD DOWN PLAY

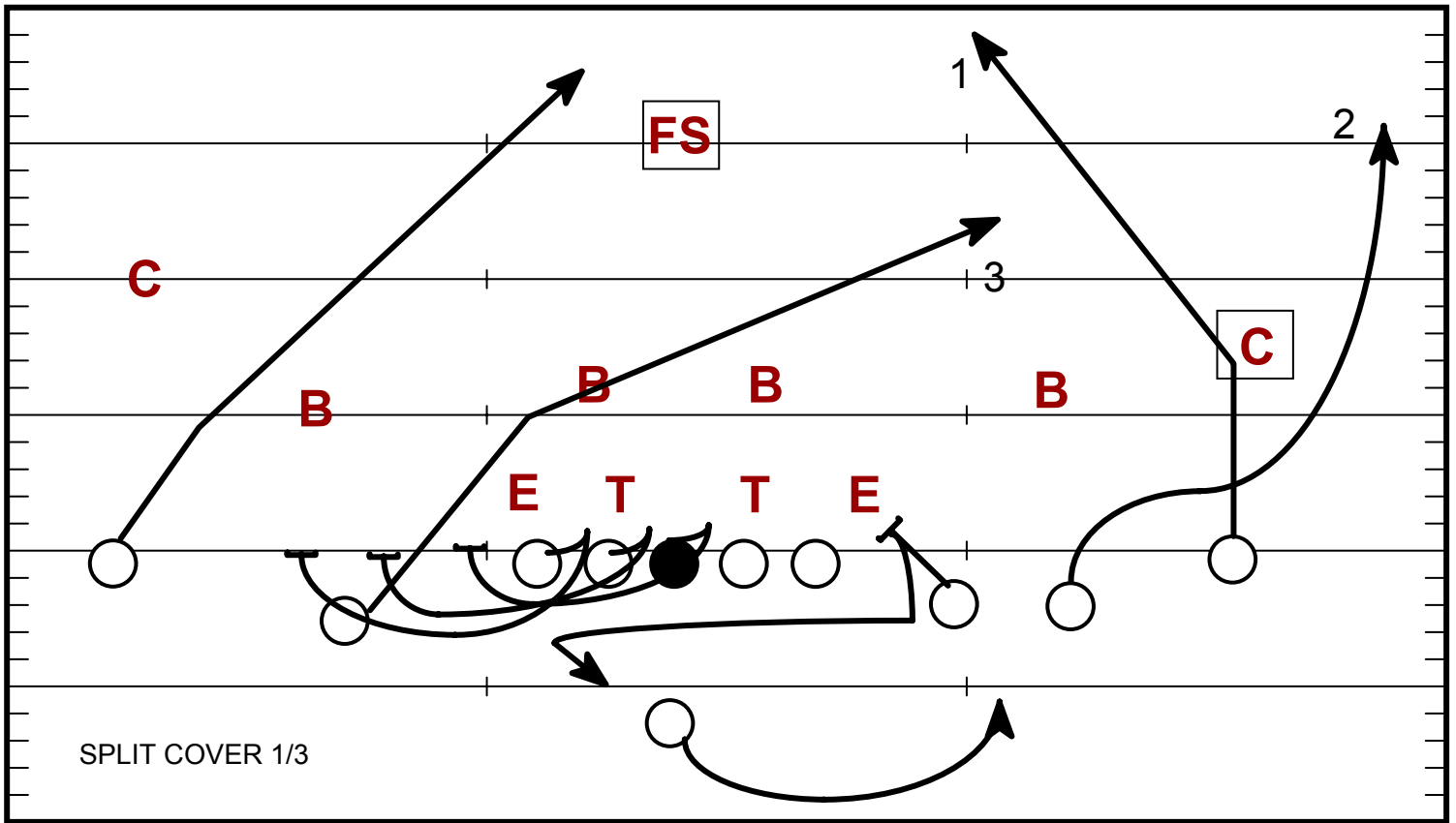


**PST** POWER SLIDE AND HINGE  
**PSG** POWER SLIDE AND HINGE  
**CENTER** POWER SLIDE AND HINGE  
**BSG** POWER SLIDE AND HINGE  
**BST** POWER SLIDE AND HINGE

**X** GO  
**Y** CLIMB  
**F** 5 AND OUT OR SIT AND STOP  
 READ OLB  
**Z** POST  
**QB** SPRINT OUT - RUN PASS OPTION  
 READ OLB  
**TB** MAX

## SPECIAL NOTES:

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY



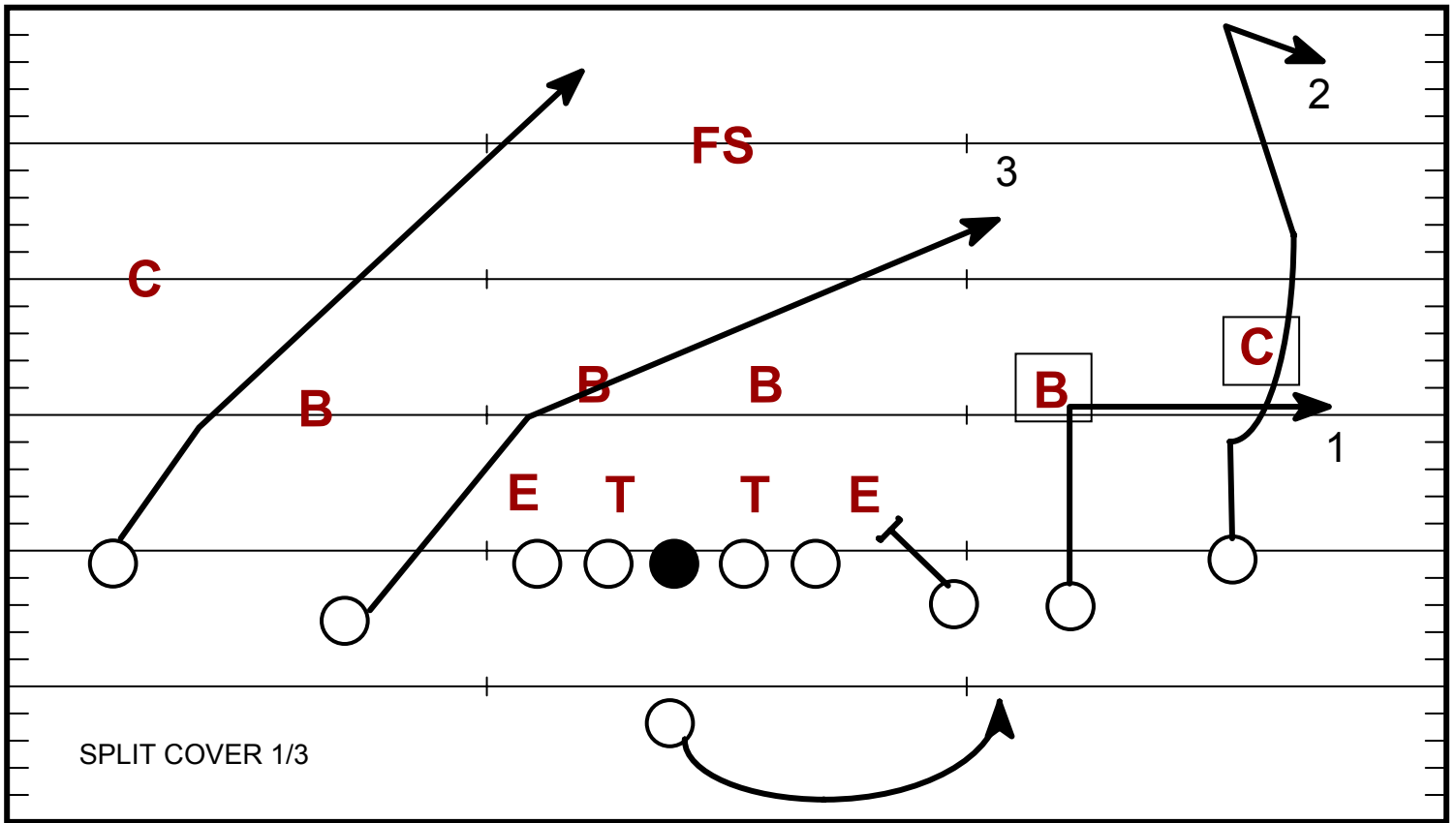
- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE  
RELEASE TO WEAKSIDE AFTER 2 COUNT  
DO NOT GO UPFIELD UNTIL YOU HEAR GO!
- BSG** POWER SLIDE AND HINGE  
RELEASE TO WEAKSIDE AFTER 2 COUNT  
DO NOT GO UPFIELD UNTIL YOU HEAR GO!
- BST** POWER SLIDE AND HINGE  
RELEASE TO WEAKSIDE AFTER 2 COUNT  
DO NOT GO UPFIELD UNTIL YOU HEAR GO!

- X** POST
- Y** RAIL
- F** CLIMB
- Z** POST
- QB** SPRINT OUT - RUN PASS OPTION  
READ PROGRESSION  
THROW SCREEN IF NOTHING IS OPEN
- TB** JAM AND SLIP UNDERNEAT LINE  
BACKSIDE SCREEN  
YELL GO WHEN YOU CATCH BALL

## SPECIAL NOTES:

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY





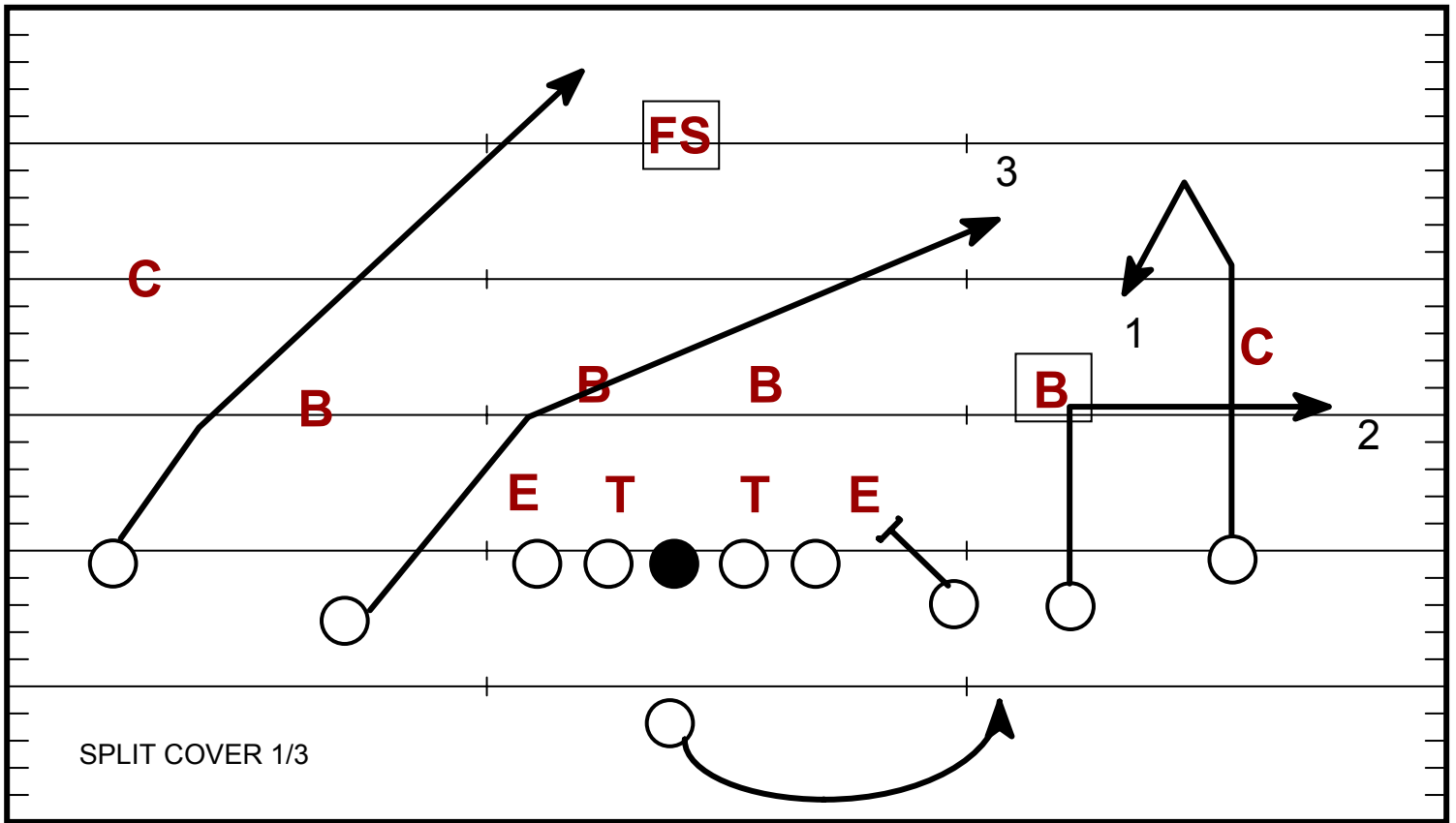
- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** 5 AND OUT
- F** CLIMB
- Z** DEEP COMEBACK
- QB** SPRINT OUT - RUN PASS OPTION  
THROW COMEBACK OR OUT
- TB** MAX

**SPECIAL NOTES:**

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY



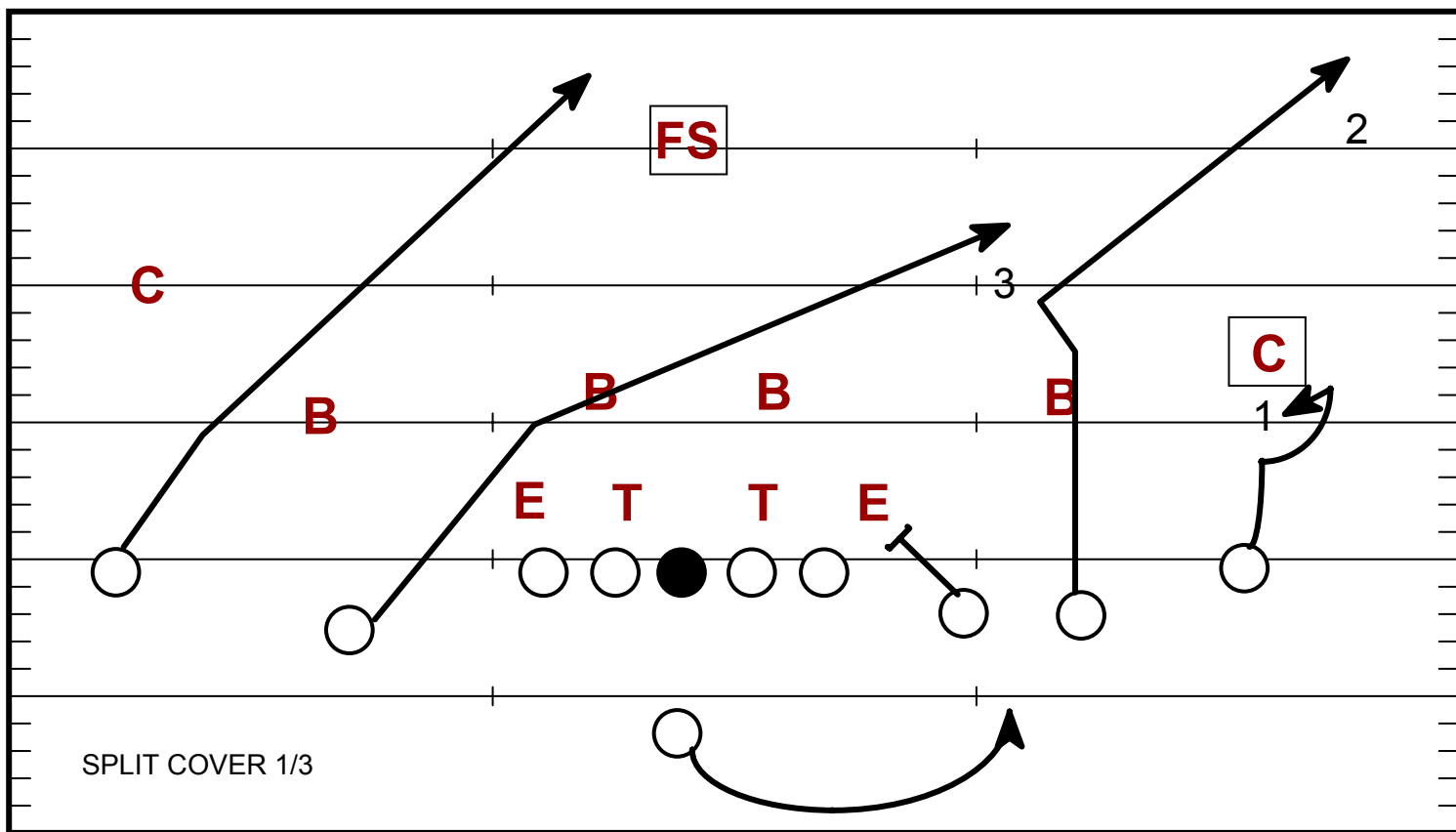


- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** 5 AND OUT
- F** CLIMB
- Z** CURL
- QB** SPRINT OUT - RUN PASS OPTION  
READ OLB
- TB** MAX

**SPECIAL NOTES:**

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY

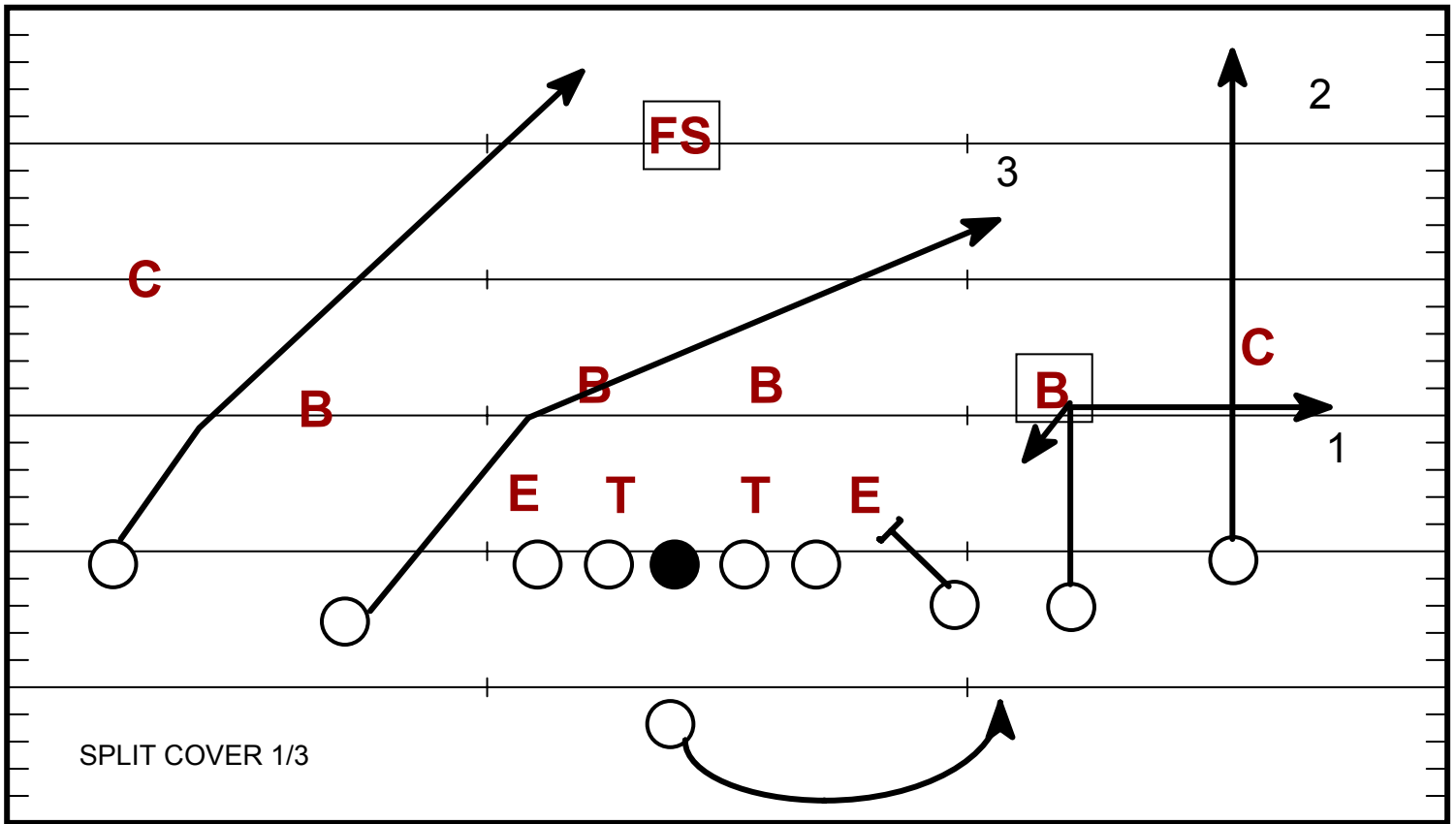


- PST** POWER SLIDE AND HINGE
- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** CORNER
- F** CLIMB
- Z** 6 AND STOP
- QB** SPRINT OUT - RUN PASS OPTION  
READ CORNER
- TB** MAX

## SPECIAL NOTES:

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY

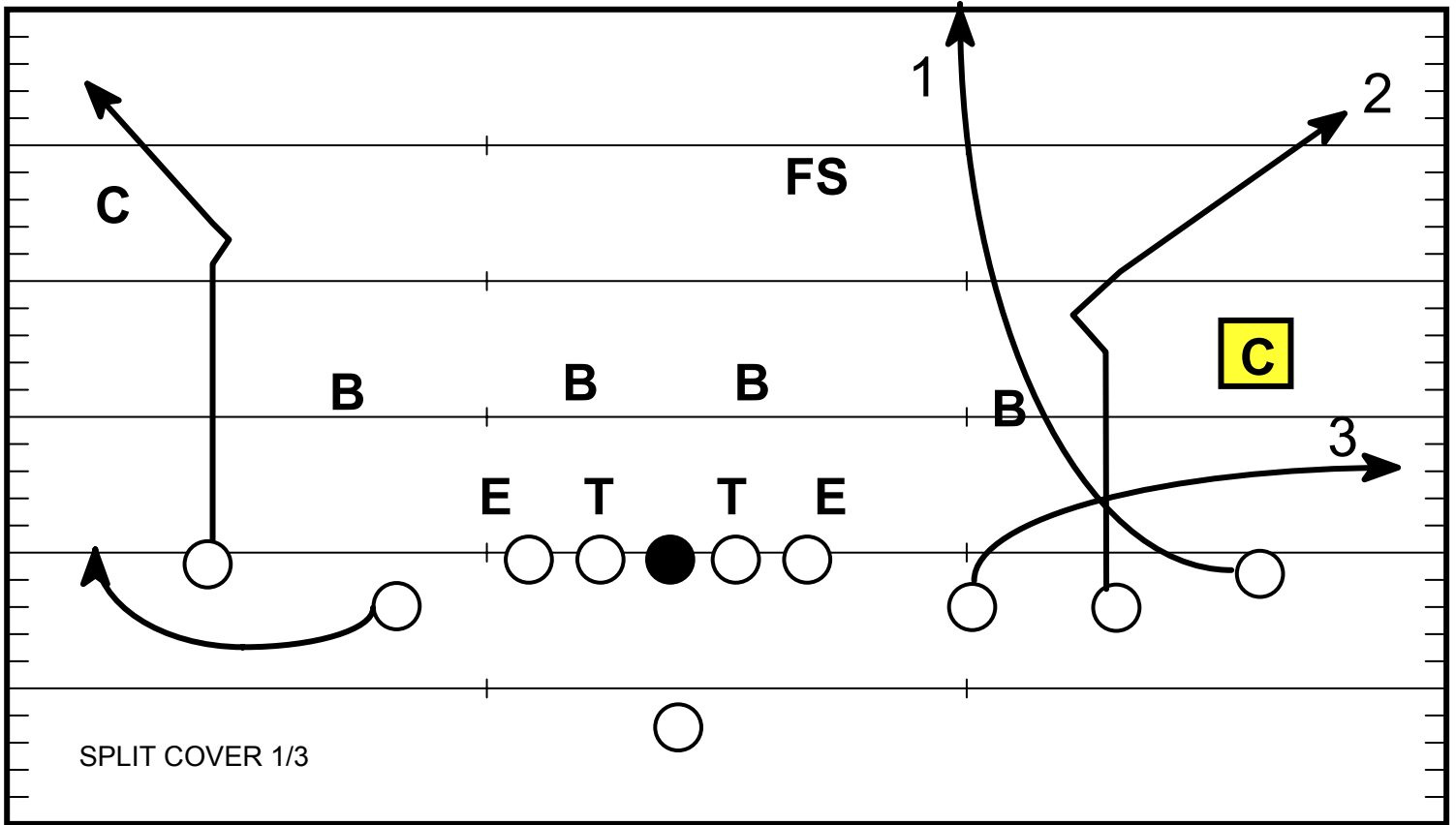


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- PSG** POWER SLIDE AND HINGE
- CENTER** POWER SLIDE AND HINGE
- BSG** POWER SLIDE AND HINGE
- BST** POWER SLIDE AND HINGE

- X** POST
- Y** 5 AND OUT OR STOP  
READ OLB
- F** CLIMB
- Z** GO
- QB** SPRINT OUT - RUN PASS OPTION  
READ OLB
- TB** MAX

## SPECIAL NOTES:

- GOOD VS. ZONE COVERAGE
- GOOD CALL WHEN PASS PROTECTION IS BREAKING DOWN
- GOOD 3RD DOWN PLAY



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** CORNER

**Y** QUICK FLAT ROUTE

**F** CORNER

**Z** BOUNCE ROUTE  
UP HASH

**QB** PRE-SNAP READ. GREAT FAKE  
READ CORNER

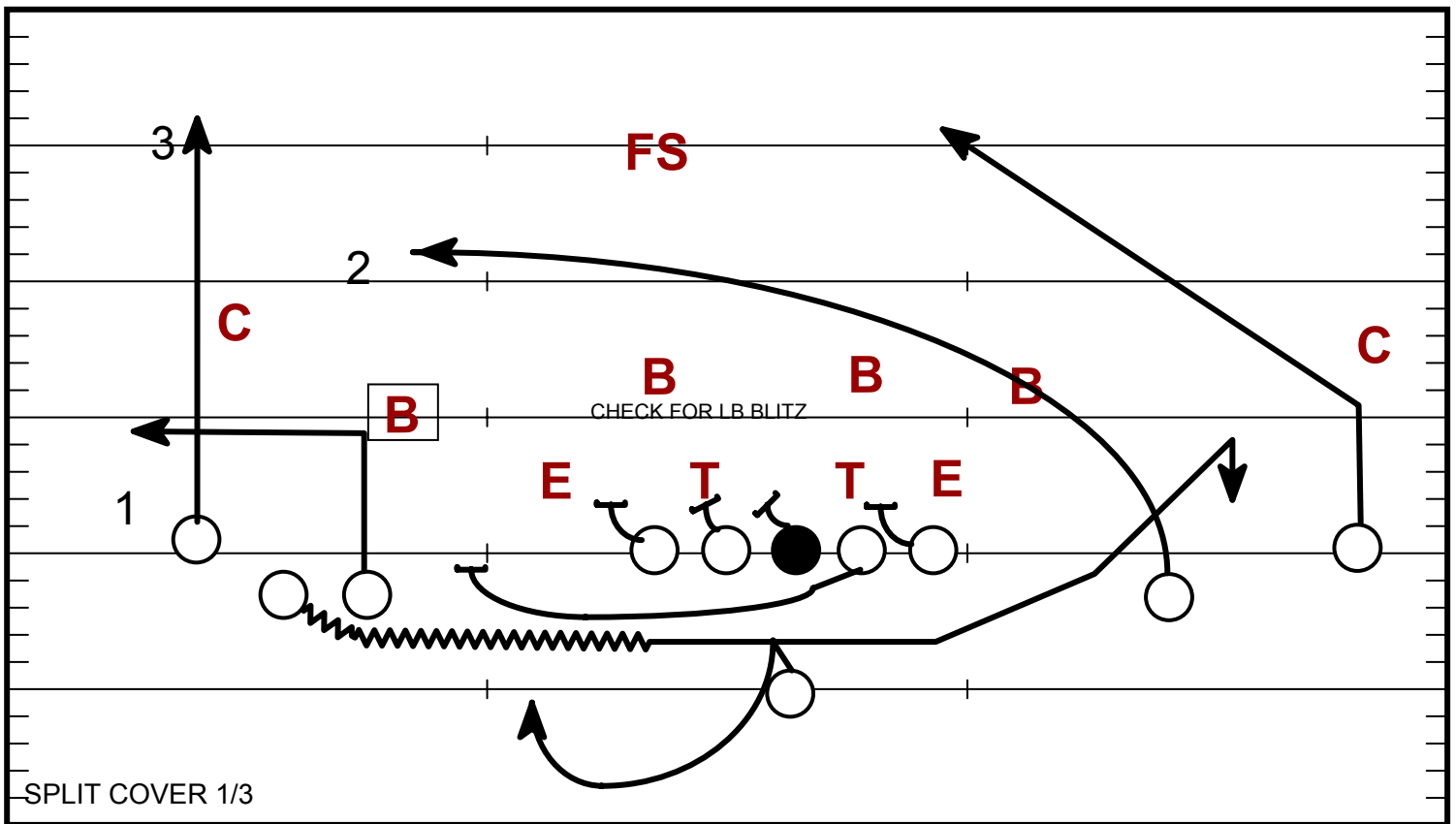
**TB** FLAIR WEAK SIDE

## SPECIAL NOTES:

GOOD VS MAN OR ZONE

KILLS COVER 2

GOOD TWO MINUTE OFFENSE PLAY



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** GO

**Y** BOOT ROUTE AT 12 YARDS  
SIT IN WINDOW VS ZONE

**F** POP  
BACKSIDE ROUTE

**Z** POST

**QB** CARRY OUT BOOTLEG FAKE, SELL RUN, AND  
READ YOUR PROGRESSION

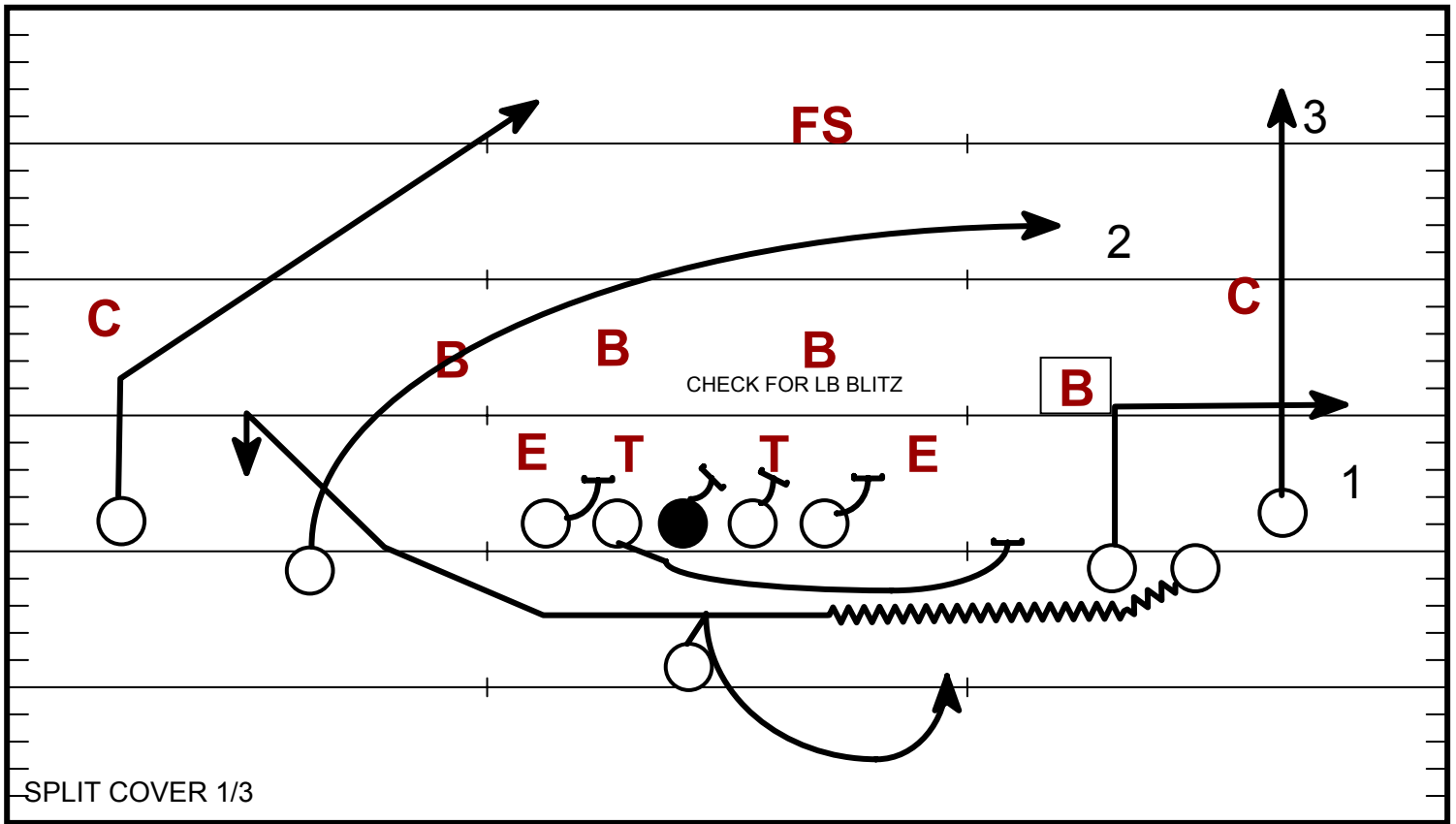
**TB** FLAT ROUTE TO SIDELINE AT 5 YARD DEPTH

## SPECIAL NOTES:

GOOD VS. ZONE COVERAGE

KILLS COVER 3

GOOD 3RD DOWN PLAY



**PST** BIG ON BIG

**PSG** BIG ON BIG

**CENTER** BIG ON BIG

**BSG** BACKSIDE CUP PROTECTION - INSIDE OUT

**BST** BACKSIDE CUP PROTECTION - INSIDE OUT

**X** POST

**Y** FLY  
BACKSIDE ROUTE

**F** BOOT ROUTE AT 12 YARDS  
SIT IN WINDOW VS ZONE

**Z** GO

**QB** CARRY OUT BOOTLEG FAKE, SELL RUN, AND  
READ YOUR PROGRESSION

**TB** FLAT ROUTE TO SIDELINE AT 5 YARD DEPTH

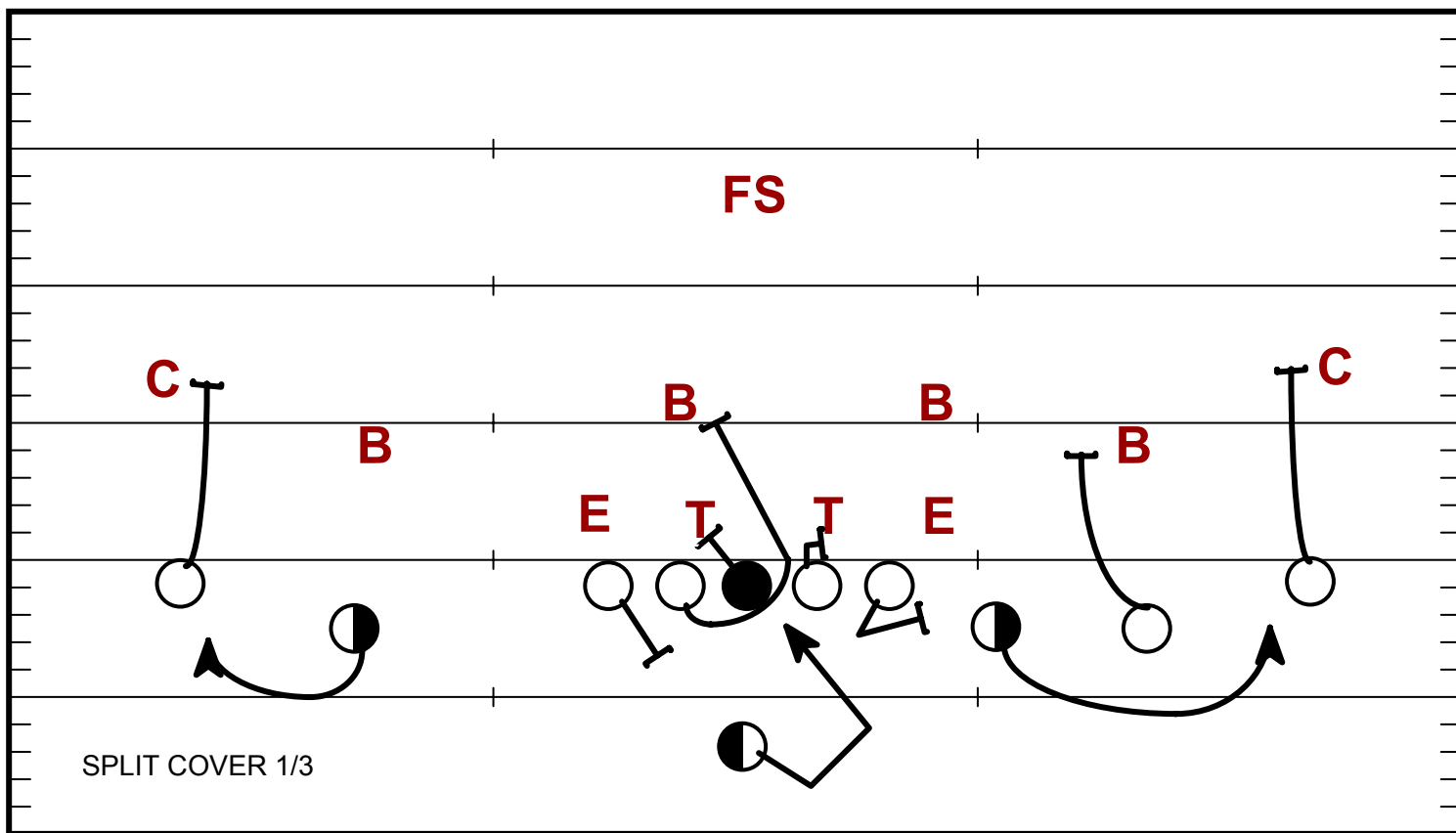
## SPECIAL NOTES:

GOOD VS. ZONE COVERAGE

KILLS COVER 3

GOOD 3RD DOWN PLAY





**PST** PASS BLOCK  
FORCE OUTSIDE

**PSG** PASS BLOCK  
FORCE OUTSIDE

**CENTER** PASS BLOCK  
FORCE OUTSIDE  
BACKSIDE LB SWITCH VS 1

**BSG** PASS BLOCK  
FORCE OUTSIDE  
VS A 1, SWITCH CALL WITH CENTER

**BST** PASS BLOCK  
FORCE OUTSIDE

**X** STALK AND COVER

**Y** STALK AND COVER

**F** BUBBLE SCREEN

**Z** STALK AND COVER

**QB** THROW HITCH VS BLITZ  
PUMP FAKE VS 5 MAN BOX  
READ AND GO

**TB** BUBBLE SCREEN

## COACHING POINTS

SPREAD THEM OUT AND RUN THE BALL  
THROW THE BUBBLE SCREEN VS TEAM THAT PACK THE BOX



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