

HORNET SERIES

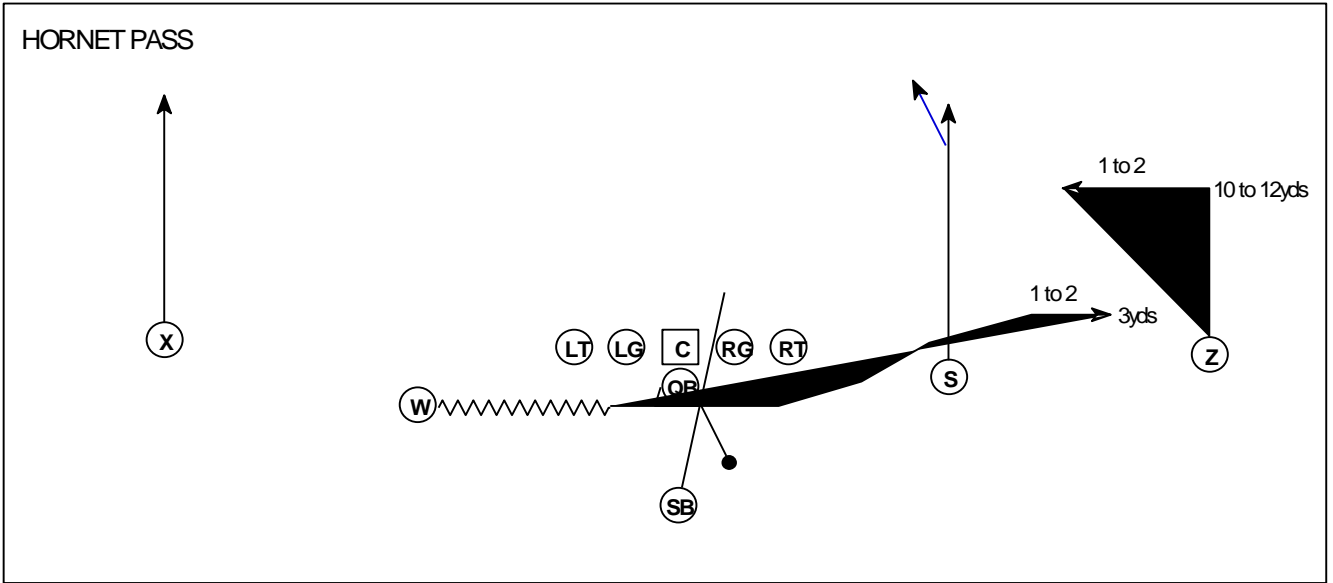


COACH WAYNE ANDERSON

PASSING GAME



HORNET SERIES



FORMATIONS: HAWAII - WARRIORS (LIZ/RIP MOTION)

PLAY: HORNET PASS

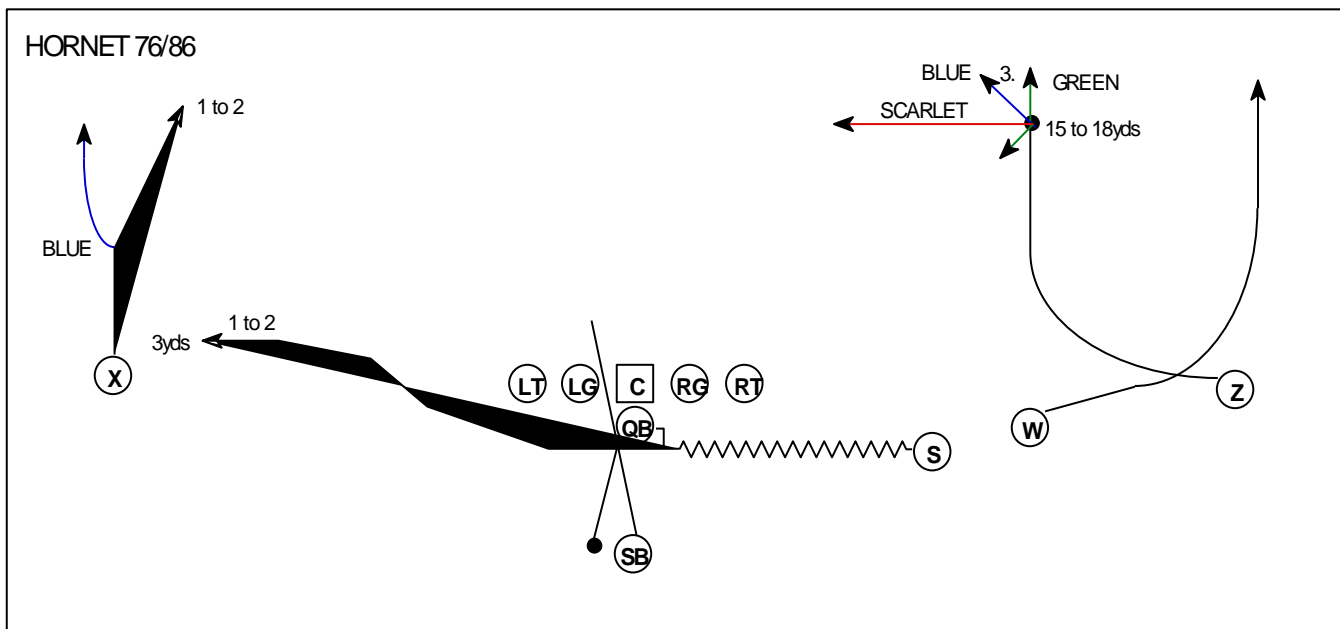
PASS PROTECTION
GAP

POSITION	ROUTE	COACHING POINTS
X-RECEIVER	VERTICAL	
WING	ARROW	Route is run at a depth of 3 yards *If you run out of field or get a pump fake from the Quarterback, run your route conversion up field
SLOT	VERTICAL	Look for the ball between 8 to 10 yards BLUE: Brake across the face of the half field safety ROUTE VARIATION:CORNER
Z-RECEIVER	IN	Route is run at a depth of 10 - 12 yards
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
3 Step	Flat	1. Arrow 2. In *3. Corner "if called"	You are reading the defender over the Slot in all coverages. If there is a coverage with two Half Field Safeties, then read the defender over the Slot to the playside Half Field Safety.
ROUTE VARIATION: SLOT - CORNER ROUTE			



HORNET SERIES



FORMATIONS: HOUSTON - COUGARS (LOAD/ROSE MOTION)

PLAY: HORNET 76/86 PASS

PASS PROTECTION
GAP

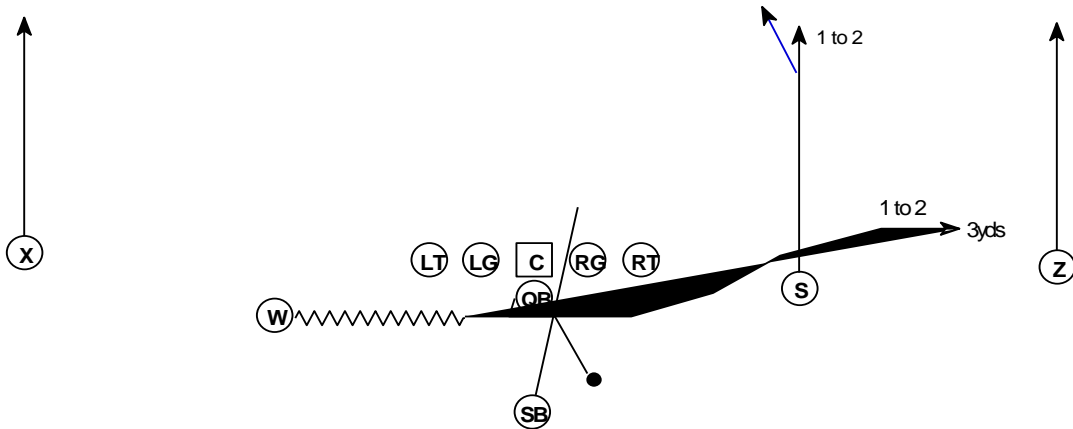
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	SKINNY POST	GREEN You are working up the field on the outside shoulder of the CB. On your 7th step, break across the face of the CB and run a SKINNY POST. BLUE FADE SCARLET SKINNY POST
WING	WHEEL	Your route is between the bottom of the numbers and the sideline.
SLOT	ARROW	Route is run at a depth of 3 yards * If you run out of field or get a pump fake from the Quarterback, run your route conversion up field
Z-RECEIVER	CONVERTION	GREEN You are working up the field to the depth of 15 to 18 yard area. If the FS rotates to help the CB on the X-Receiver, then you keep going up the field to the End Zone. If the FS stays in the middle of the field or rotates towards you, then you will hook up to the inside and find the open window back to the Quarterback. BLUE Break across the face of the Half Field Safety. SCARLET IN TEAL: IN
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
5 Step	Flat to Middle 3rd	1. Arrow 2. Skinny Post/Fade 3. Conversion	Your read progression is the same as 76/86
ROUTE VARIATION:			



HORNET SERIES

HORNET 73/83



FORMATIONS: HAWAII - WARRIORS (LIZ/RIP MOTION)

PLAY: HORNET 73/83 PASS

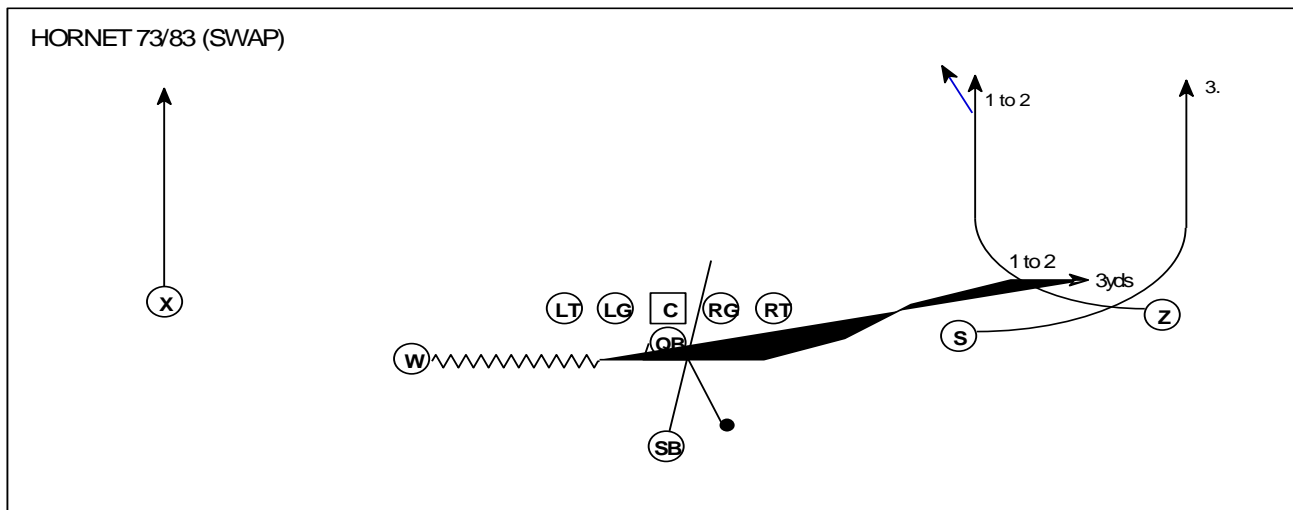
PASS PROTECTION
GAP

POSITION	ROUTE	COACHING POINTS
X-RECEIVER	VERTICAL	
WING	ARROW	Route is run at a depth of 3 yards. If you run out of field or get a pump fake from the Quarterback, then run your secondary conversion up the field.
SLOT	SEAM	GREEN Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. SCARLET Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. BLUE Clear the 2nd level defender and brake across the face of the half field safety. TEAL : Clear the 2nd level defender and brake across the face of the half field safety.
Z-RECEIVER	VERTICAL	Use an outside release on your route.
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
3 to 5 Step	CURL/FLAT	1. Seam to Arrow 2. Seam to Arrow 3. Vertical	You are reading the defender over the Slot . If there is a coverage with two Half Field Safeties, then read the defender over the Slot to the playside Half Field Safety.
ROUTE VARIATION:			



HORNET SERIES



FORMATIONS: HAWAII - WARRIORS (LIZ/RIP MOTION)

PLAY: HORNET 73/83 (SWAP) PASS

PASS PROTECTION
GAP

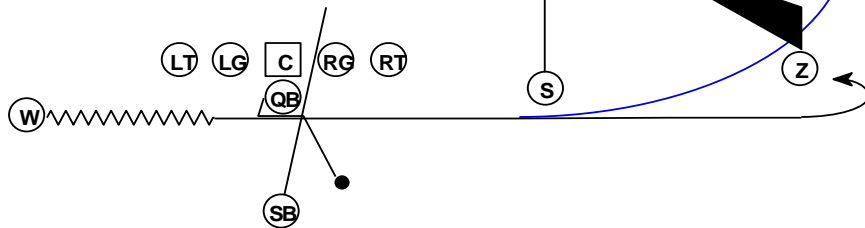
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	VERTICAL	
WING	ARROW	Route is run at a depth of 3 yards. If you run out of field or get a pump fake from the Quarterback, then run your secondary conversion up the field.
SLOT	WHEEL	Run your route to the bottom of the numbers. By doing this, it will give you enough space to be able to adjust to a ball thrown to you and still stay in bounds.
Z-RECEIVER	SWITCH	GREEN Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. SCARLET Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. BLUE Clear the 2nd level defender and brake across the face of the half field safety. TEAL : Clear the 2nd level defender and brake across the face of the half field safety.
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
3 to 5 Step	CURL/FLAT	1. Switch to Arrow 2. Switch to Arrow 3. Wheel	Your read progression is the same as H 73/83
ROUTE VARIATION:			



HORNET SERIES

HORNET 78/88



FORMATIONS: HAWAII - WARRIORS (LIZ/RIP MOTION)

PLAY: HORNET 7 8/88 PASS

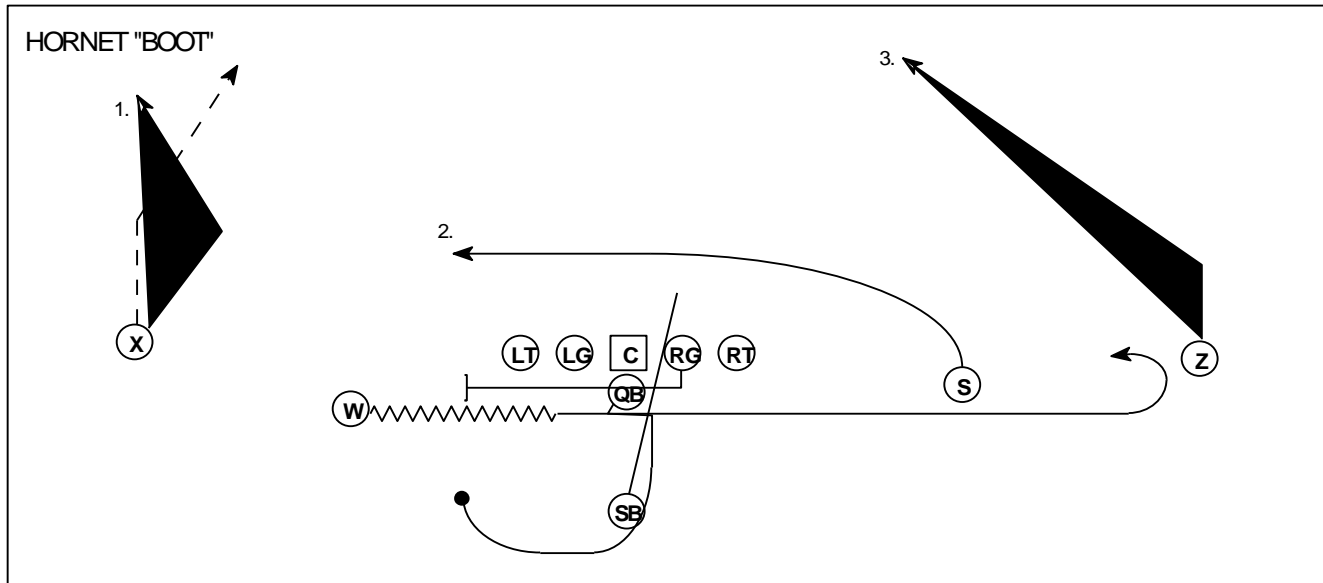
PASS PROTECTION
GAP

POSITION	ROUTE	COACHING POINTS
X-RECEIVER	VERTICAL	
WING	FISH HOOK	GREEN: Fish Hook in the Flat SCARLET: Wheel Route to the bottom of the numbers BLUE: Wheel Route to the bottom of the numbers TEAL: Wheel Route to the bottom of the numbers
SLOT	VERTICAL	GREEN: Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. SCARLET: Clear the 2nd level defender and if the Free Safety rotates over to you, then break across his face. BLUE: Clear the 2nd level defender and brake across the face of the half field safety. TEAL: Clear the 2nd level defender and brake across the face of the half field safety.
Z-RECEIVER	SLANT	You are taking three steps up field and then running your Slant Route to the depth of 10 yards. If you do not receive the ball before you reach your point at 10 yards, then you will run your secondary conversion vertically up the field.
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
3 to 5 Step	CURL/FLAT	1. Fish Hook/Wheel to Slant 2. Fish Hook/Wheel to Slant	You are reading the #2 Defender in all coverages. You may at times want to take a quick look at the Slot running the Vertical Route and hit him in the 8 to 10 yard window.
ROUTE VARIATION: WING: WHEEL ROUTE BLUE SCARLET TEAL			



HORNET SERIES



FORMATIONS: HAWAII-WARRIORS (LIZ/RIP MOTION)

PLAY: HORNET "BOOT" PASS

PASS PROTECTION
BOOT

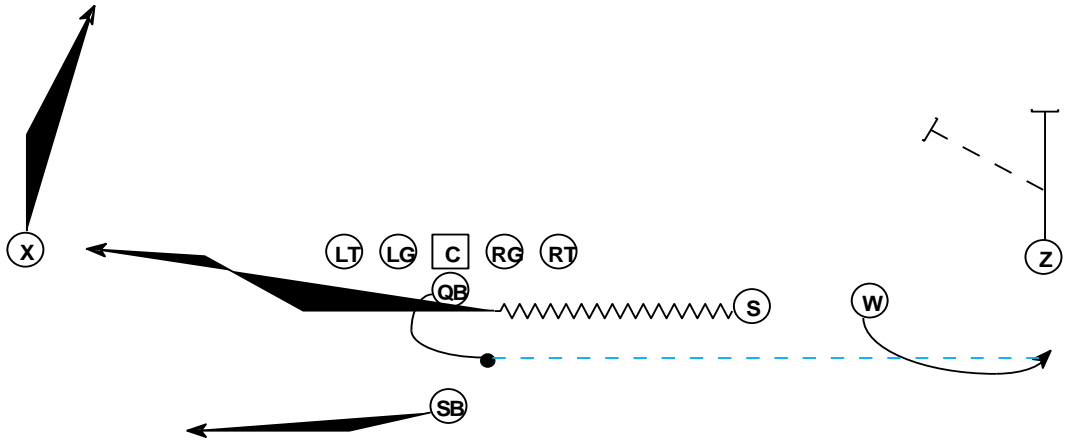
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	POST CORNER	<p>Sell a good Slant Route to the depth of 10 yards at an angle of 2 O'Clock, then brake to the corner and look for the Quarterback to throw you open</p> <p>If the Post Route is called, then you run a good Skinny Post at an angle so you would catch the ball before you would get to the hash mark.</p>
WING	STOP	You run your route parallel to the line of scrimmage until you get to the top of the numbers, then hook up.
SLOT	SHALLOW CROSS	<p>You will run your route at the depth of 3 yards, but no deeper than 5 yards. Use the Back Judge to rub off any defender that may be chasing you in coverage.</p> <p>* Avoid contact with the second level defenders</p>
Z-RECEIVER	POST	Run your Post Route in a manner to avoid the deep Safety/Safeties.
SUPERBACK	PASS PROTECTION	You will replace the pulling Guard.

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
BOOT	Outside 3rd to Middle 3rd	<ol style="list-style-type: none"> 1. Post Corner/Post 2. Shallow Cross 3. Post 	<p>You are reading the playside Cornerback. If he jumps the first part of the Post Corner Route because of our success with the Slant Route, wait for the X-Receiver to brake to the corner and throw him open.</p> <p>The next part of your read progression is picking up the Slot running the Shallow Cross.</p>
ROUTE VARIATION: X-RECEIVER: POST ROUTE			<p>Another option is if we see that the deep Safety/Safeties are flowing hard with the bootleg pass drop, you could pull up and throw backside the the Z-Receiver running the Post.</p>

HORNET SERIES



HORNET "ARC"



FORMATIONS: HOUSTON - COUGARS (LOAD/ROSE MOTION)

PLAY: HORNET "ARC" PASS

PASS PROTECTION
50

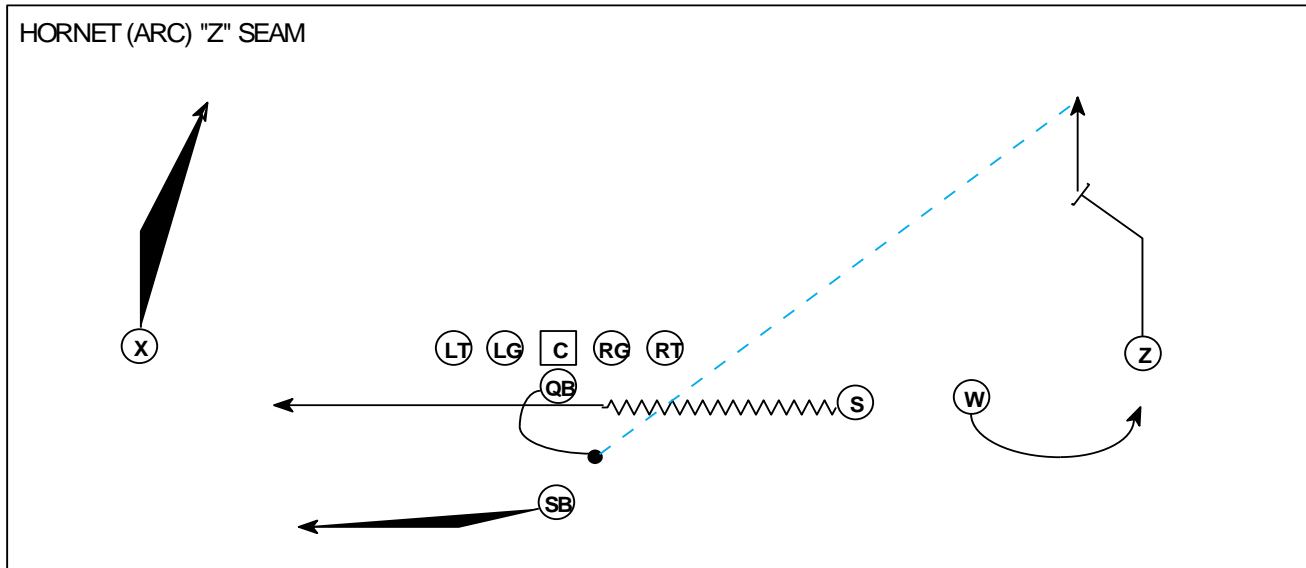
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	POST	You are running your route and looking to block a 3rd level defender down field.
WING	ARC	At the snap of the ball, you will get about 1 yard in depth and run your route with your shoulders parallel to the line of scrimmage. The Quarterback's throw will lead you up field. After catching the ball get vertically up field as fast as possible and read the block of the Z-Receiver.
SLOT	ARROW	Route is run at a depth of 3 yards
Z-RECEIVER	BLOCK	Block the most dangerous defender depending on coverage. This could be the Cornerback or Strong Safety. On your first two steps, check inside to see if pressure is coming from the inside (Strong Safety). If there is no pressure from the inside that is threatening, then you will block the Cornerback.
SUPERBACK	SWING	Your route is to pull the Linebackers away from the Arc Route.

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
1 STEP REVERSE	Flat	1.Arc	You are reversing out with your first step at 6 o'clock and fake the ball to the man in motion. On your second step you will gather yourself and throw to the receiver running the Arc Route.
ROUTE VARIATION:			



HORNET SERIES

HORNET (ARC) "Z" SEAM



FORMATIONS: HOUSTON - COUGARS (LOAD/ROSE MOTION)

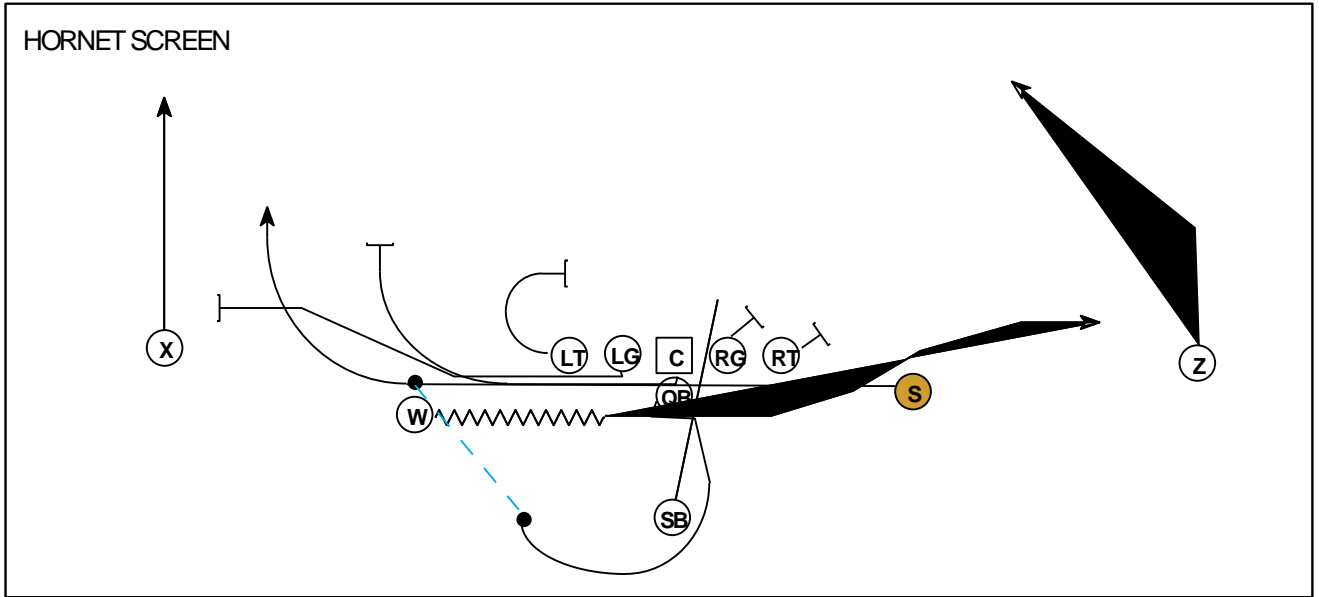
PLAY: HORNET "ARC" "Z" SEAM PASS

PASS PROTECTION
50

POSITION	ROUTE	COACHING POINTS
X-RECEIVER	POST	You are running your route and looking to block a 3rd level defender down field.
WING	ARC	At the snap of the ball, you will get about 1 yard in depth and run your route with your shoulders parallel to the line of scrimmage.
SLOT	ARROW	Route is run at a depth of 3 yards
Z-RECEIVER	VERTICAL	You are working up the field and faking a block on the Cornerback. After breaking down and showing hands, then you will break vertically up field.
SUPERBACK	SWING	Your route is to pull the Linebackers away from the Arc Route.

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
1 STEP REVERSE	DEEP 3rd	<ol style="list-style-type: none"> 1. Pump fake to Arc 2. Seam 3. Throw it away 	<p>You are reversing out with your first step at 6 o'clock and fake the ball to the man in motion. On your second step you will gather yourself and pump-fake to the receiver running the Arc Route and then throw the ball to the Z-Receiver running a Vertical Route.</p>
ROUTE VARIATION:			

HORNET SERIES



FORMATIONS: HAWAII - WARRIORS (LZ/RIP MOTION)

PLAY: HORNET SCREEN PASS

PASS PROTECTION
SCREEN

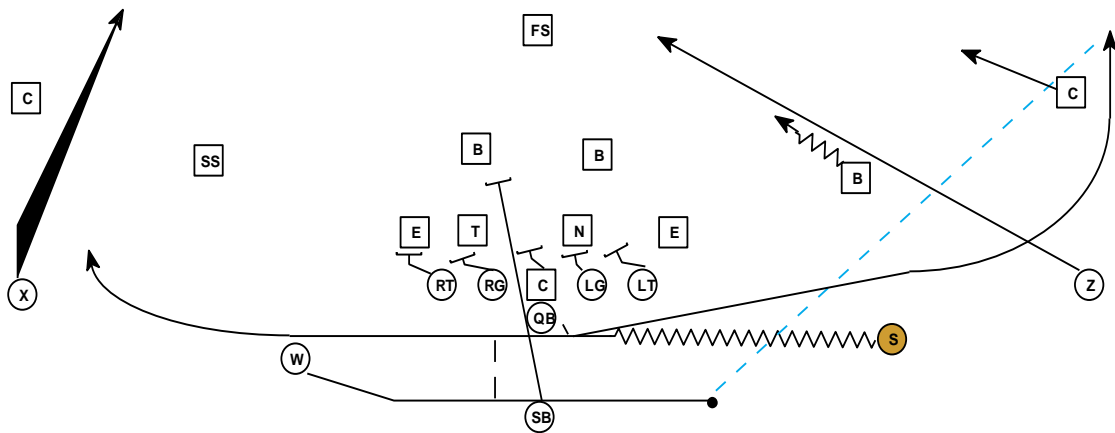
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	VERTICAL	Block the Most Dangerous Defender -Playside
WING	ARROW	Route is run at a depth of 3 yards
SLOT		You will come across the formation and look for the pass from the Quarterback. * It is important that you stay parallel to the line of scrimmage and not go up field to early.
Z-RECEIVER	POST	Backside: Middle of the field and block MDM
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Bootleg	Curl	1. Screen to SLOT	After going through your normal footwork running the Hornet Dive/Sweep, you will bootleg out and throw the Screen Pass to the SLOT coming across the formation.
ROUTE VARIATION:			



HORNET SERIES

H REVERSE PASS



PLAY: HORNET REVERSE PASS

PASS PROTECTION
GAP

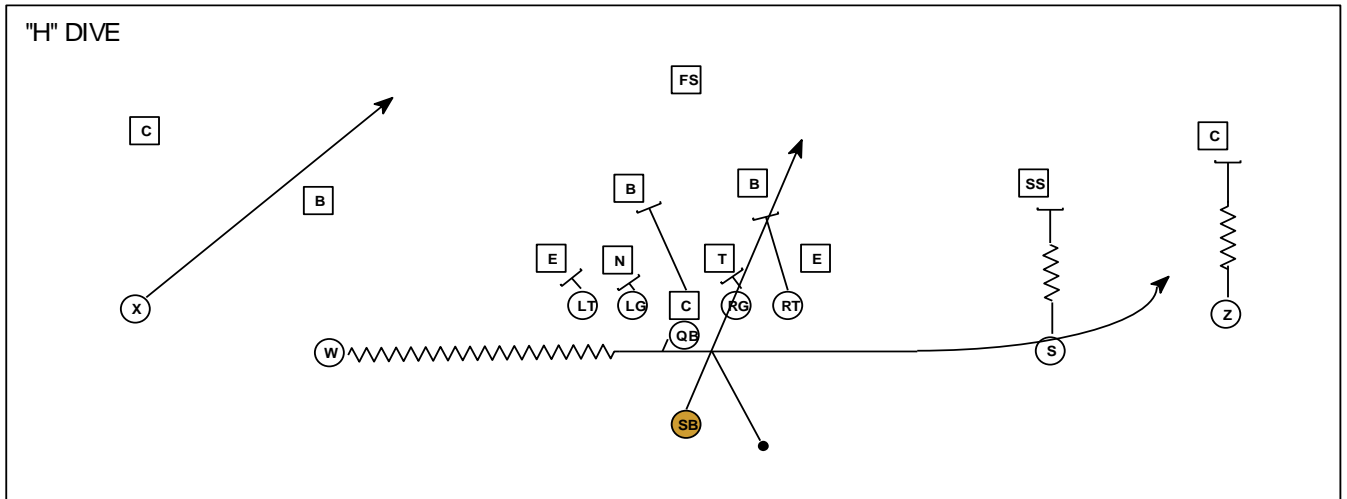
POSITION	ROUTE	COACHING POINTS
X-RECEIVER	POST	Block the Most Dangerous Defender -Backside
WING		At the snap of the ball, you will come back across the formation and receive the pitch from the Slot. Be around 6 yards deep when taking the pitch from the Slot. After receiving the pitch from the Slot, you will continue to run the reverse while picking up the Quarterback. Once you have made eye contact with the Quarterback, you will brake down and throw him the ball. * Important to look the ball all the way in. Catch it first before anything else.
SLOT		When set in motion, take the hand-off from the Quarterback, pitch it to the Wing coming across and run out your sweep fake. Important to secure the ball from the Quarterback and make a good pitch to the Wing.
Z-RECEIVER	VERTICAL	Playside: Middle of the field and block MDM
SUPERBACK	PASS PROTECTION	You are responsible for the playside "A" gap

QUARTERBACK			
DROP	AREA KEY	PROGRESSION	COACHING POINTS/READS
Bootleg	Deep 3rd		After going through your normal footwork running the Hornet Dive/Sweep, you will sneak out away from the motion and run a WHEEL ROUTE on top of the numbers.
ROUTE VARIATION:			

RUNNING GAME

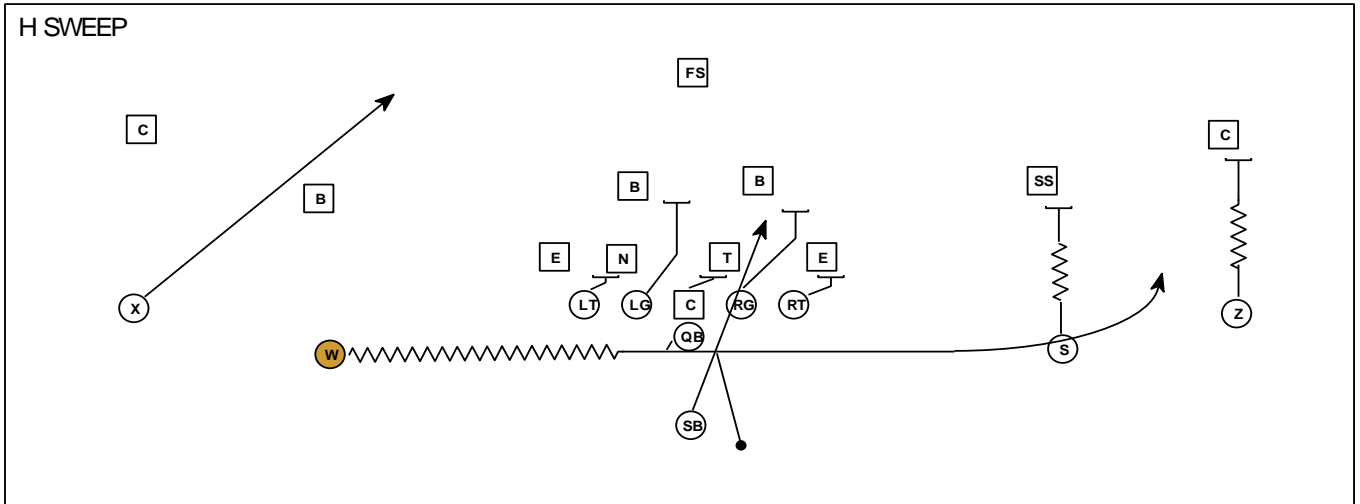


HORNET SERIES



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Mddle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
WING	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Mddle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SUPERBACK	Track is the inside leg of the Guard vs 1 Tech. Track is the outside leg of the Center vs 3 Tech. You are 4yds deep	Key the snap of the ball through the legs of the Center
QUARTERBACK	Reverse out and ride the player in motion on your 1st step. On your 2nd step, hand the ball off to the SB and then finish playaction pass drop.	1st Step 6:00 2nd Step 6:00 Playaction Drop 3 Steps
PLAYSIDE TACKLE	Block down on Second Level Defender If there is a 4 Tech. head up on you and a defender outside you, then block the 4 Tech. out.	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. Kick out on 3 Tech. If uncovered, block Second Level Defender	Widen out your split
CENTER	Blocks Backside If uncovered, block Second Level Defender	
BACKSIDE GUARD	Blocks Backside If uncovered, block Second Level Defender	
BACKSIDE TACKLE	Blocks Backside	

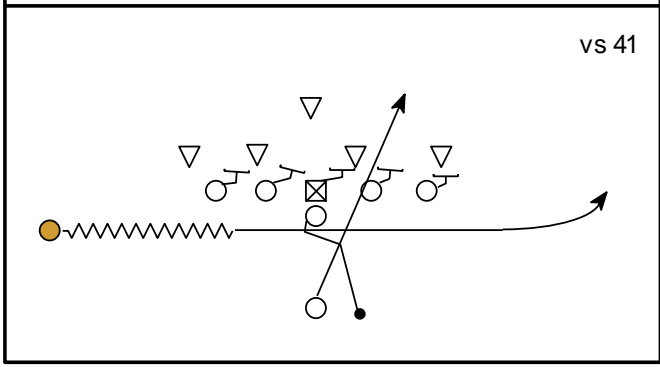
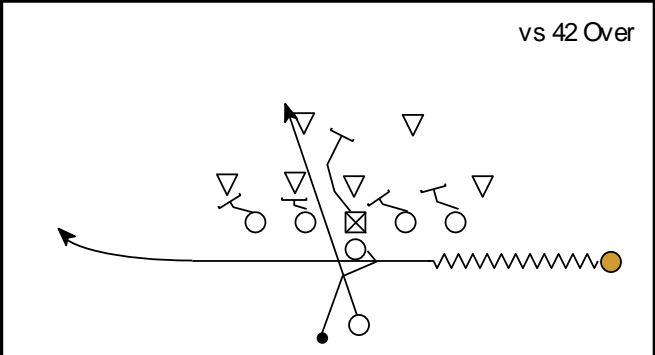
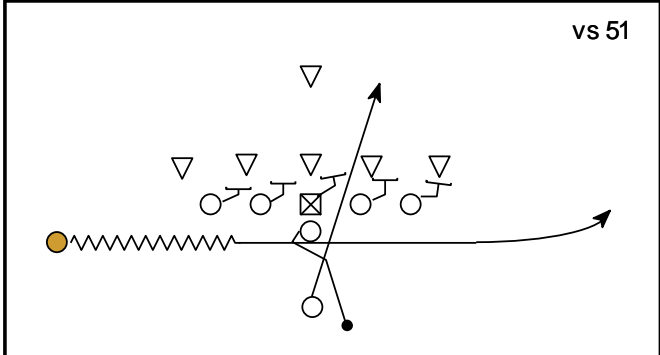
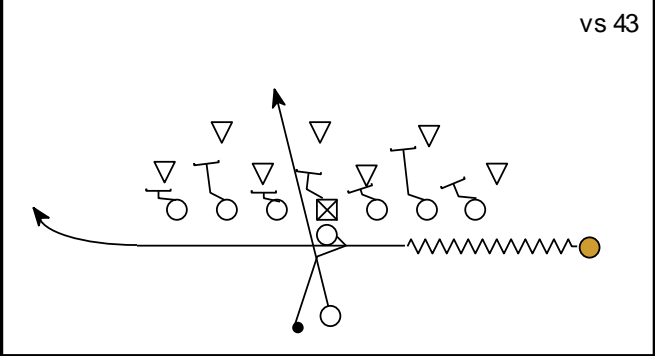
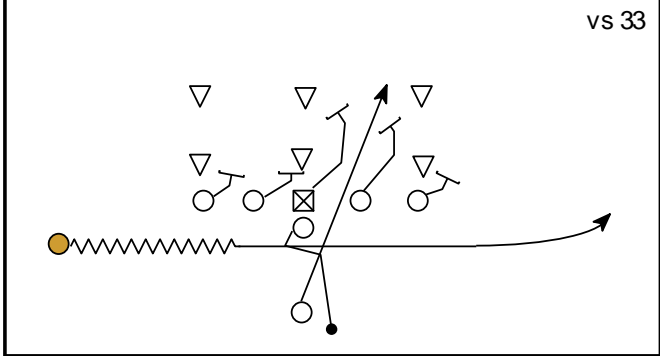
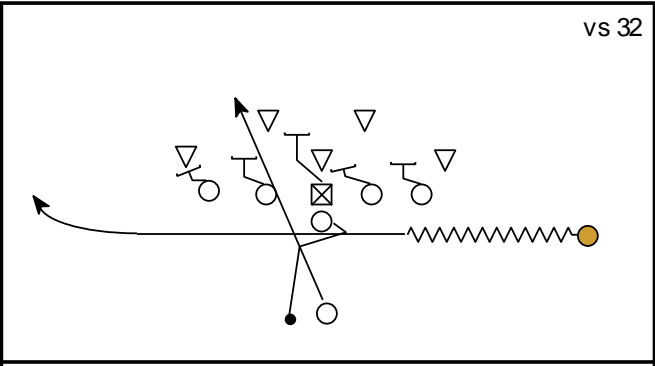
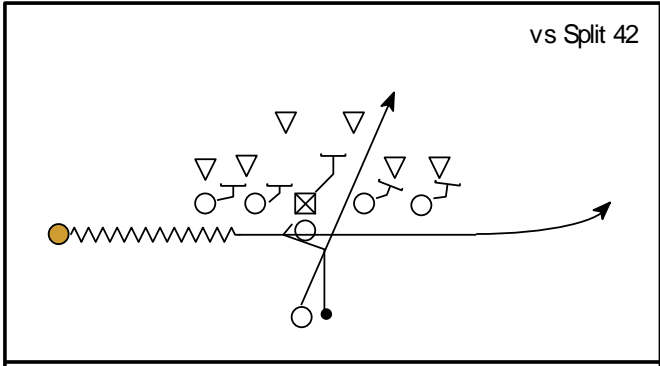
HORNET SERIES



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
WING	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
SUPERBACK	Track is the inside leg of the Guard You are 4yds deep	Key the snap of the ball through the legs of the Center Put your arm across your body when faking the sweep
QUARTERBACK	Reverse out and hand the ball of to the player in motion on your 1st step. On your 2nd step, fake the hand-off to the SB and then finish playaction pass drop.	1st Step 6:00 2nd Step 6:00 Playaction Drop 3 to 5 Steps
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and drive him.	24 inch Splits
PLAYSIDE GUARD	Zone thru and seal the playside Linebacker	24 inch Splits
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits

PLAY: _____ Hornet Sweep _____

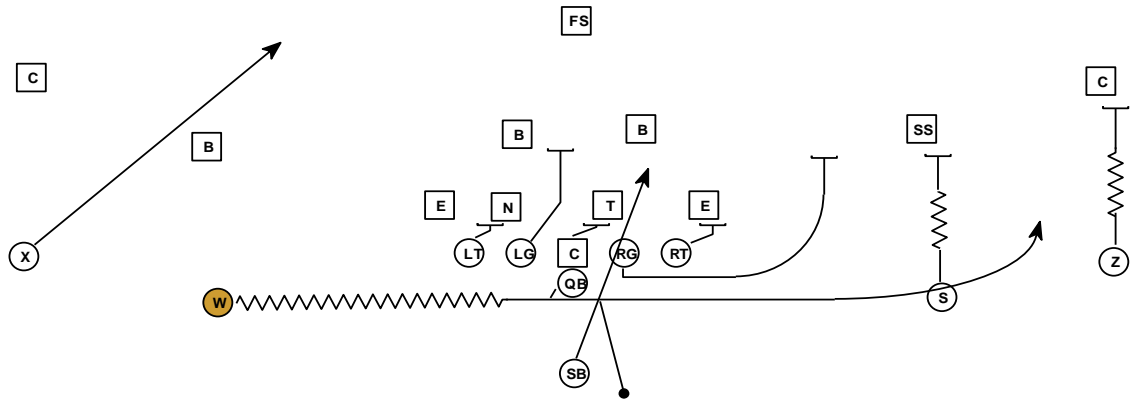
FORMATIONS: Hawaii - Warriors
Catawba - Indians
Colorado - Buffs
SMU - Mustangs



HORNET SERIES



H SWEEP "G"

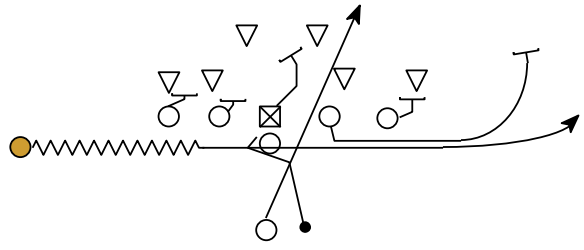


POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
WING	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, take the hand-off from the Quarterback Backside: Mddle of the field and block MDM	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
SUPERBACK	Track is the inside leg of the Guard You are 4yds deep	Key the snap of the ball through the legs of the Center Put your arm across your body if you are faking the dive
QUARTERBACK	Reverse out and hand the ball of to the player in motion on your 1st step. On your 2nd step, fake the hand-off to the SB and then finish playaction pass drop.	1st Step 6:00 2nd Step 6:00 Playaction Drop 3 to 5 Steps
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and drive him.	24 inch Splits
PLAYSIDE GUARD	Pull and look for Stong Safety force. Look inside to seal Linebacker	24 inch Splits
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits

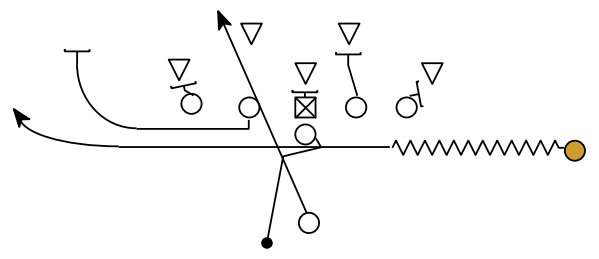
PLAY: Hornet Sweep "G"

FORMATIONS: Hawaii - Warriors
Catawba - Indians
Colorado - Buffs

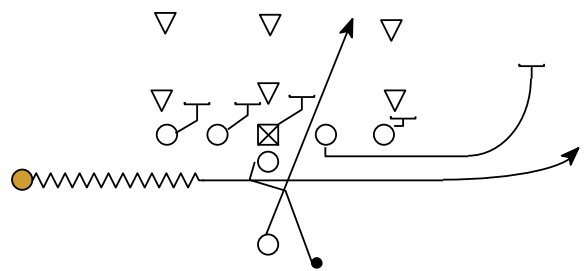
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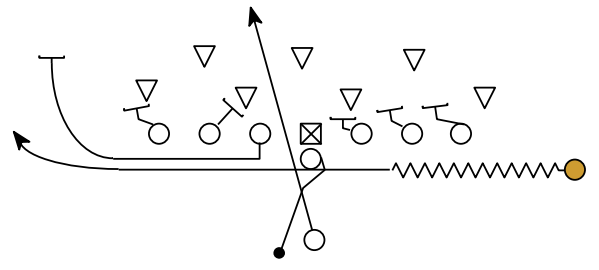
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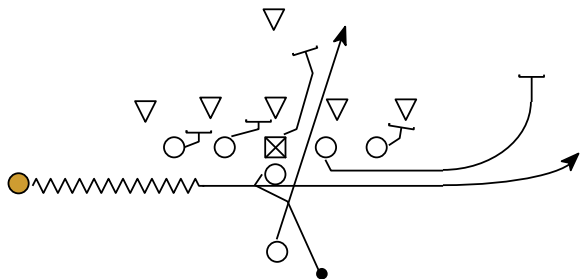
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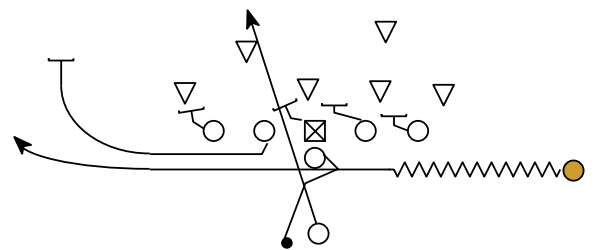
vs 43



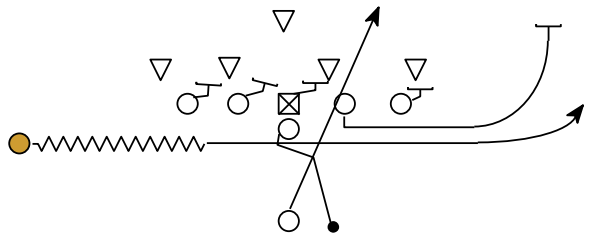
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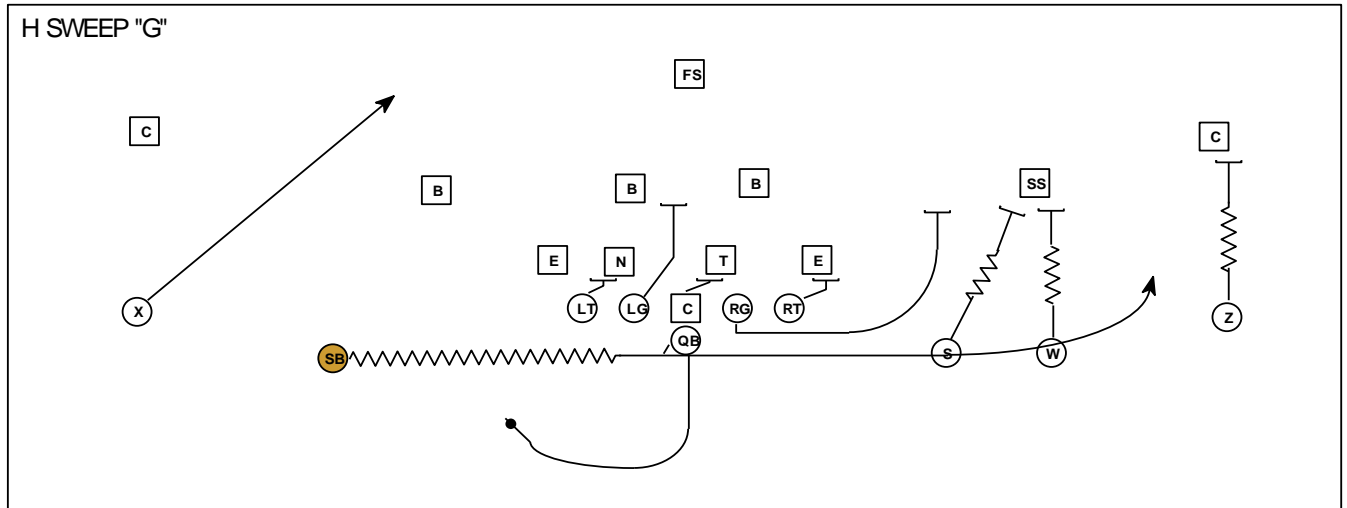
vs 42 Over



vs 41



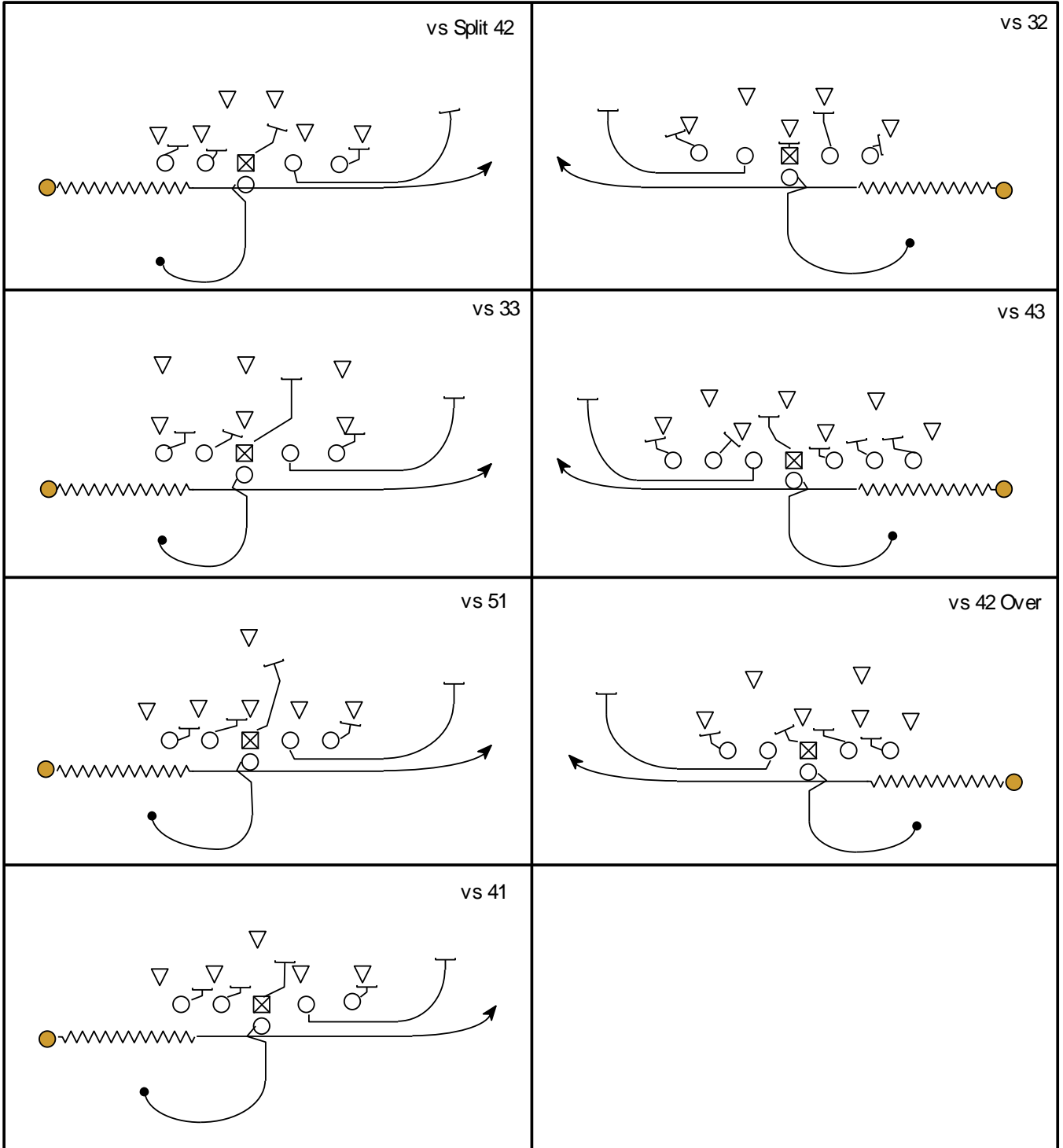
HORNET SERIES



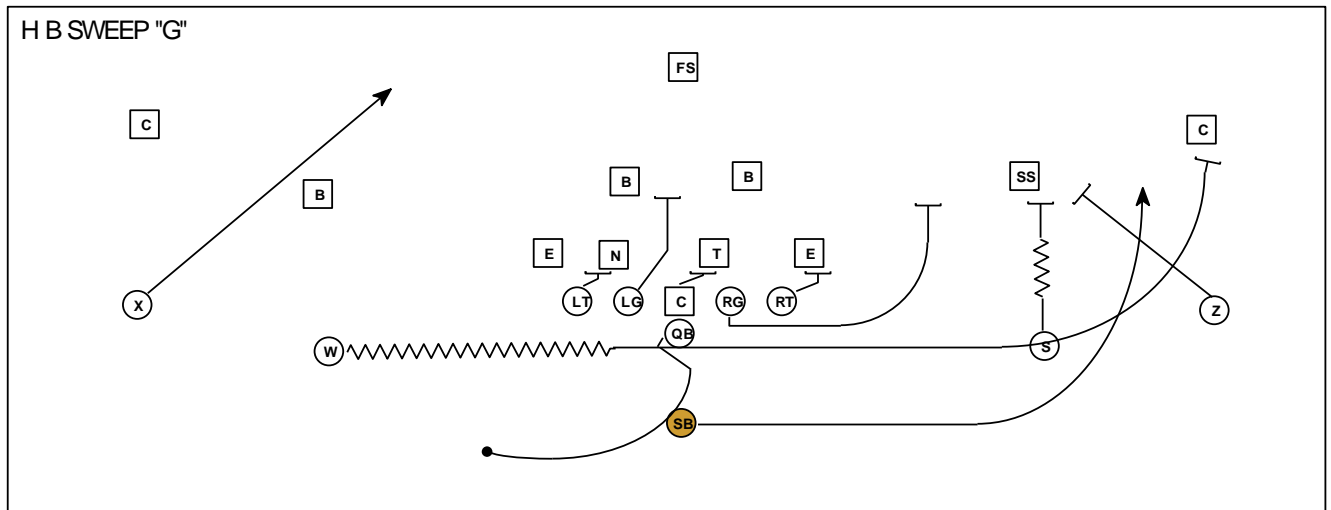
POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	
WING	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	
SLOT	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	
SUPERBACK	When set in motion, take the hand-off from the Quarterback	When in motion, be at full speed by the time you receive the hand-off from the Quarterback.
QUARTERBACK	Reverse out and hand the ball of to the Superback in motion on your 1st step. On your 2nd step, bootleg to the backside	1st Step 6:00 2nd Step Bootleg opposite the play
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and drive him.	24 inch Splits
PLAYSIDE GUARD	Pull and look for force. Look inside to seal Linebacker	24 inch Splits
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits

PLAY: Hornet Sweep "G"

FORMATIONS: Cortland Dragons



HORNET SERIES

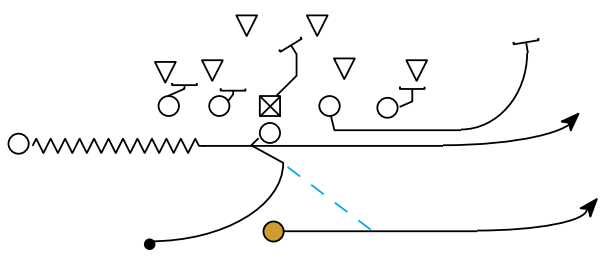


POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Playside: Downblock on Strong Safety/WLB Backside: Middle of the field and block MDM	
WING	Playside: Block the Strong Safety/WLB If set in motion, you will run the sweep action of the play & block the Cornerback force.	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	Playside: Block the Strong Safety/WLB If set in motion, you will run the sweep action of the play & block the Cornerback force.	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Playside: Downblock on Strong Safety/WLB Backside: Middle of the field and block MDM	
SUPERBACK	Hold for a count of 1, then take an open step 1st, crossover step 2nd. Look the ball all the way into your hands. Your heels are 6yds deep	Stay flat, do not gain ground when receiving the toss from the Quarterback
QUARTERBACK	Use your normal technique as if it was Hornet Sweep, then on your second step toss the ball to the Superback running the sweep. Then bootleg away from the play.	1st Step 6:00 2nd Step 6:00 Bootleg Action
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and drive him.	24 inch Splits
PLAYSIDE GUARD	Pull and look for force. Look inside to seal Linebacker	24 inch Splits
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	24 inch Splits

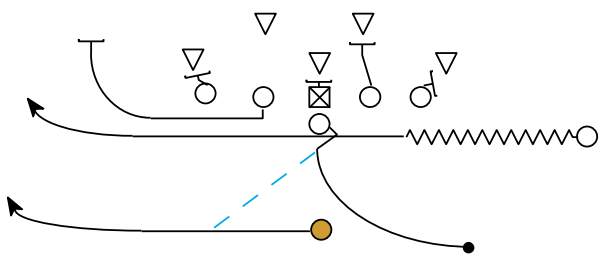
PLAY: Hornet B Sweep "G"

FORMATIONS: Hawaii - Warriors
Colorado - Buffs

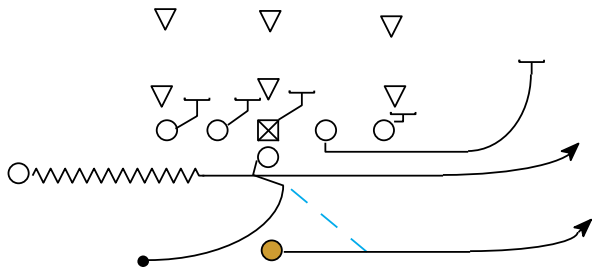
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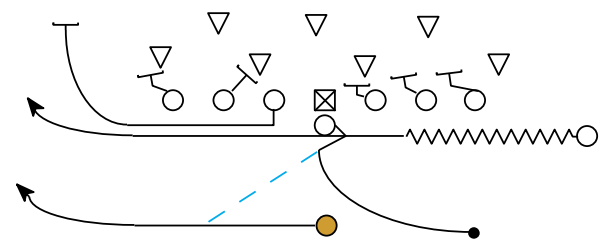
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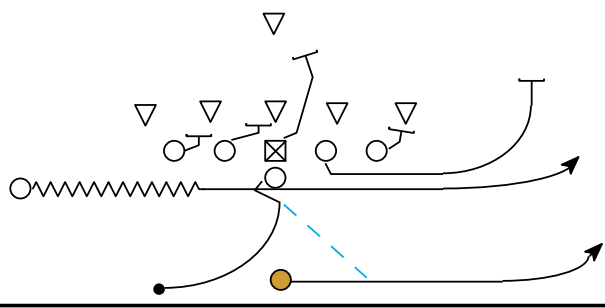
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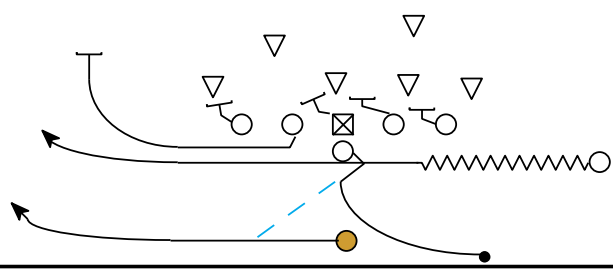
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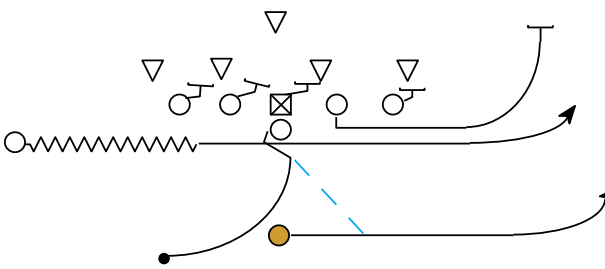
vs 51



vs 42 Over



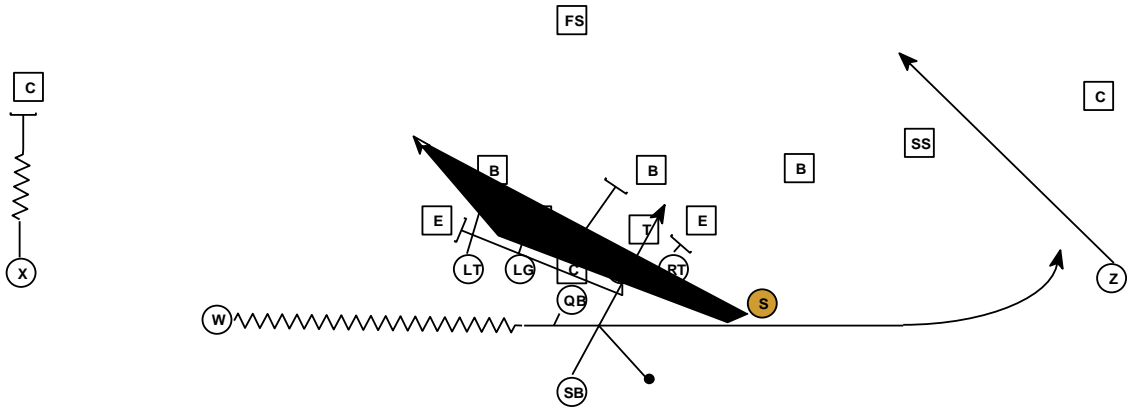
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HORNET SERIES

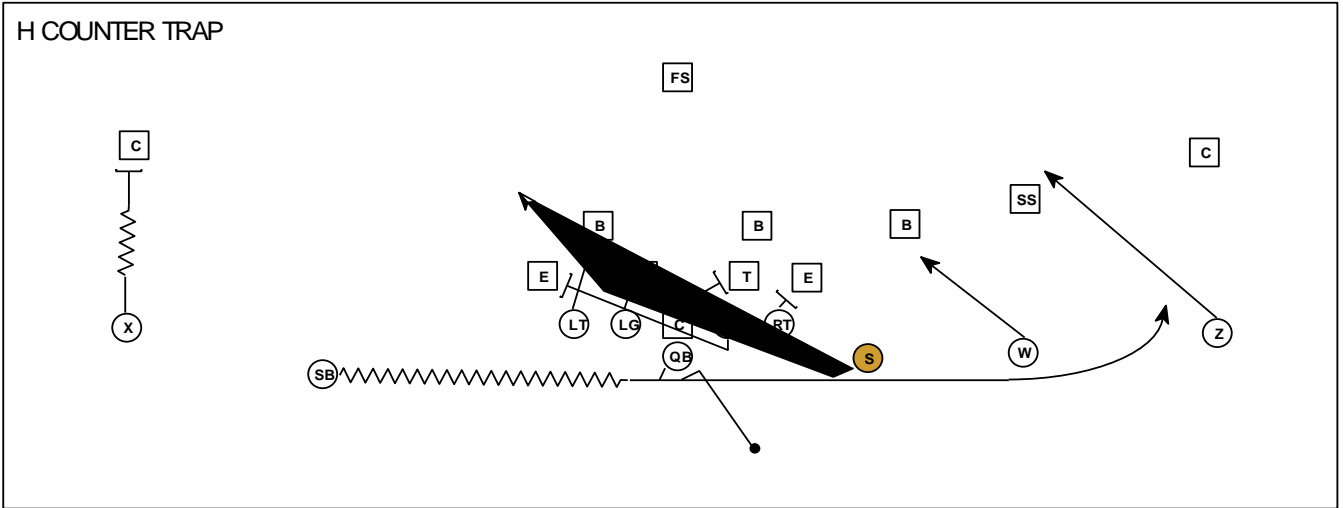


H COUNTER TRAP



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	If it is Man Coverage to the playside, then run the Comerback off.
WING	At the snap of the ball, take an open step, then follow the track of the pulling Guard. Take an inside hand-off from the Quarterback If set in motion, you will run the sweep action of the play	Cut down split to 2 yards. Go undemeath the man in motion. Keep inside arm up in taking the hand-off.
SLOT	At the snap of the ball, take an open step, then follow the track of the pulling Guard. Take an inside hand-off from the Quarterback If set in motion, you will run the sweep action of the play	Cut down split to 2 yards. Go undemeath the man in motion. Keep inside arm up in taking the hand-off.
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	If it is Man Coverage to the playside, then run the Comerback off.
SUPERBACK	Track is the inside leg of the Guard Make the Defensive Linemen tackle you Your heels are 4yds deep	Key the snap of the ball through the legs of the Center Put your arm across your body if you are faking the dive
QUARTERBACK	Use your normal technique as if it was Hornet Dive/Sweep, then open step & give the ball to the player running the Counter with an inside hand-off.	1st Step 6:00 2nd Step 6:00 3rd Step 3:00, then Plaction drop
PLAYSIDE TACKLE	Block playside Linebacker If a WIPE call is made, then fan block the EMOL	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. If uncovered, double to the Second Level Defender	Widen out your split
CENTER	If covered, block man on you. If uncovered, block backside to Second Level Defender	
BACKSIDE GUARD	Pull and trap the first player past the playside Guard. If a WIPE call is made, then turn up and block the Second Level Defender.	Cut your split down 12 inches
BACKSIDE TACKLE	Seal-Hinge Block Do not loose contact with defensive player.	Do not let anyone inside you.

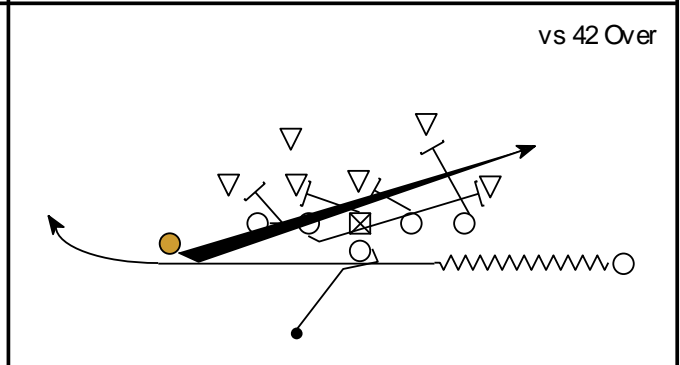
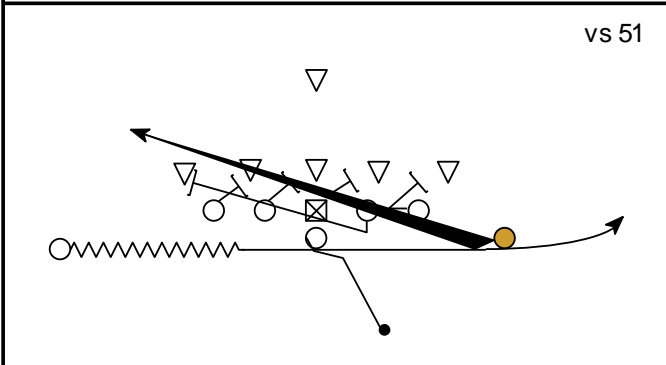
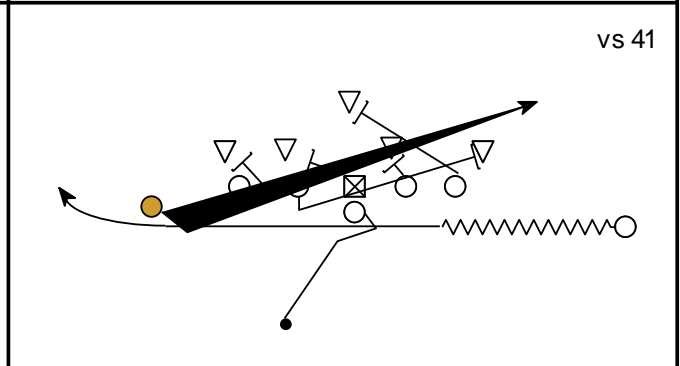
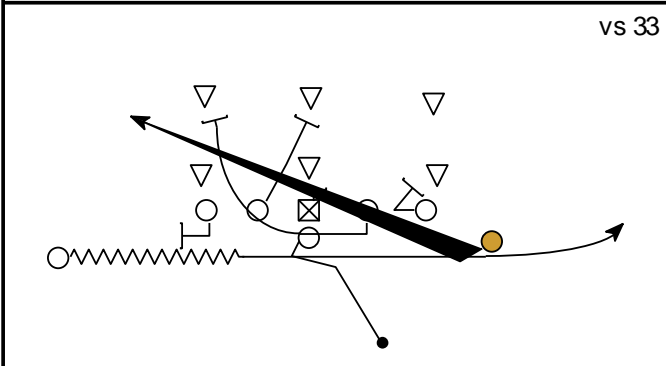
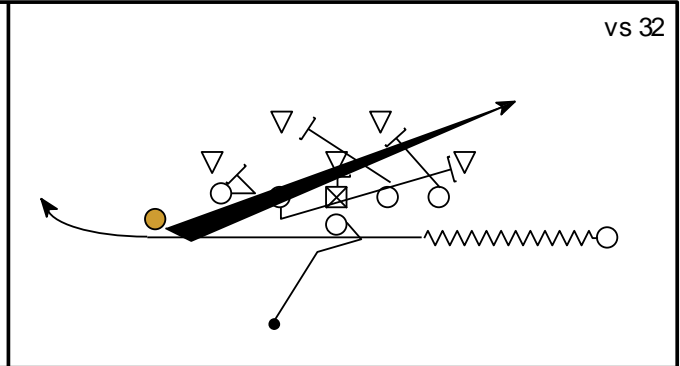
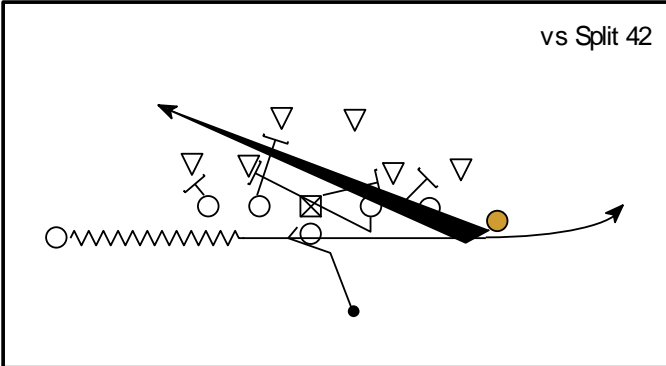
HORNET SERIES



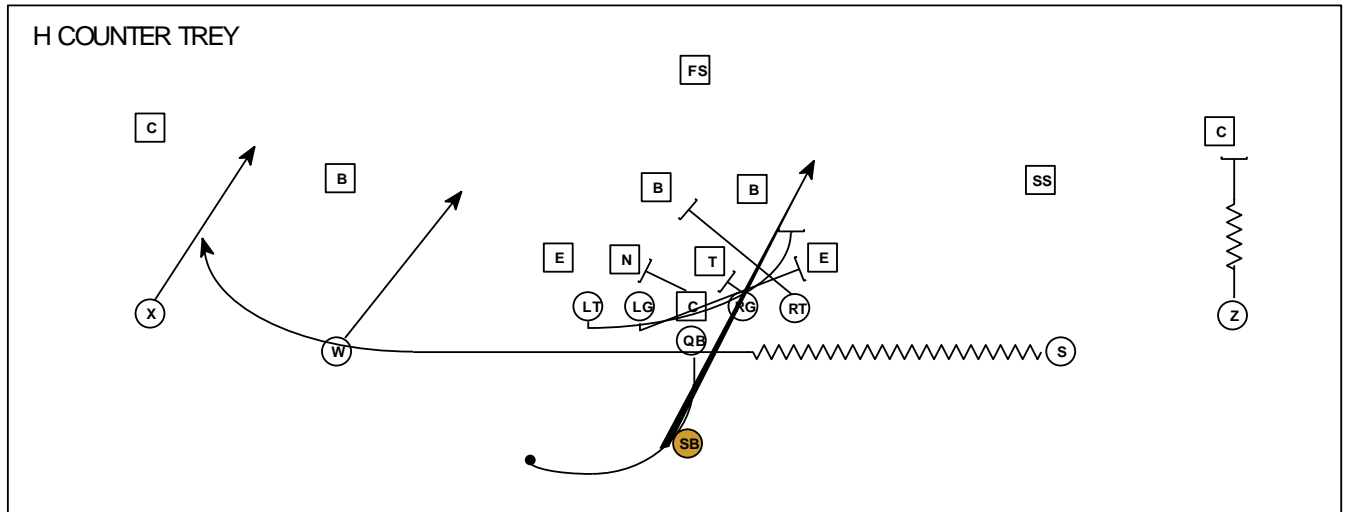
POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside	If it is Man Coverage to the playside, then run the Cornerback off.
WING	Backside: Middle of the field and block MDM	
SLOT	At the snap of the ball, take an open step, then follow the track of the pulling Guard. Take an inside hand-off from the Quarterback.	Cut down split to 2 yards. Go underneath the man in motion. Keep inside arm up in taking the hand-off.
Z-RECEIVER	Backside: Middle of the field and block MDM	
SUPERBACK	When set in motion, you will run the sweep action of the play	When in motion, be at full speed by the time you take the fake from the Quarterback.
QUARTERBACK	Use your normal technique as if it was Hornet Dive/Sweep, then open step & give the ball to the player running the Counter with an inside hand-off.	1st Step 6:00 2nd Step 6:00 3rd Step 3:00, then Playaction drop
PLAYSIDE TACKLE	Block playside Linebacker If a WIPE call is made, then fan block the EMOL.	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. If uncovered, double to the Second Level Defender	Widen out your split
CENTER	If covered, block man on you. If uncovered, block backside to Second Level Defender	
BACKSIDE GUARD	Pull and trap the first player past the playside Guard. If a WIPE call is made, then turn up and block the Second Level Defender.	Cut your split down 12 inches
BACKSIDE TACKLE	Seal-Hinge Block Do not loose contact with defensive player.	Do not let anyone inside you.

PLAY: Hornet Counter Trap

FORMATIONS: Cortland Dragons



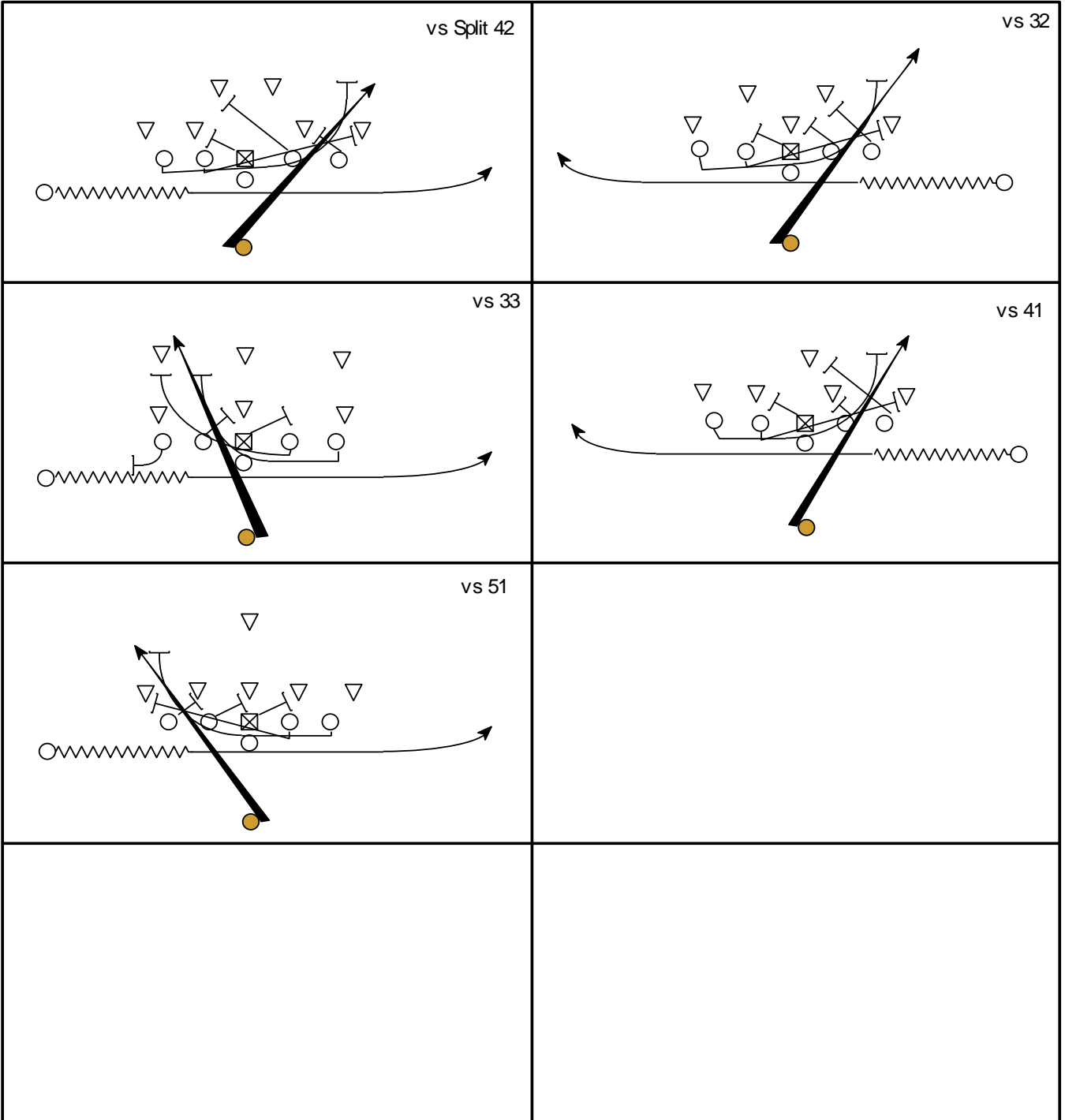
HORNET SERIES



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	If it is Man Coverage to the playside, then run the Comerback off.
WING	If set in motion, you will run the sweep action of the play Backside: Mddle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	If set in motion, you will run the sweep action of the play Backside: Mddle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Mddle of the field and block MDM	If it is Man Coverage to the playside, then run the Comerback off.
SUPERBACK	1st step is a counter step, then run your track downhill to the outside leg of the Guard. Your heels are 6yds deep	Make sure to take a good counter step. Press the "B" gap & look for the green grass.
QUARTERBACK	Use your normal technique as if it was Hornet Sweep, give fake to man in motion, then with your next two steps get the ball as deep as you can to the Superback. Then bootleg away from the play.	
PLAYSIDE TACKLE	Double to the backside Second Level Defender. If a WIPE call is made, then fan block the EMCL.	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. If uncovered, double to the Second Level Defender	Widen out your split Seal the "A" Gap.
CENTER	If covered, block man on you. If uncovered, block backside to Second Level Defender	
BACKSIDE GUARD	Pull and trap the first player past the playside Guard. If a WIPE call is made, then turn up and block the Second Level Defender.	Cut your split down 12 inches With a Wipe call, look inside-out when pulling up through.
BACKSIDE TACKLE	Pull up through & block the Second Level Defender. If a WIPE call is made, then turn up and block the next Second Level Defender.	Cut your split down 12 inches Look inside-out when pulling up through.

PLAY: Hornet Counter Trey

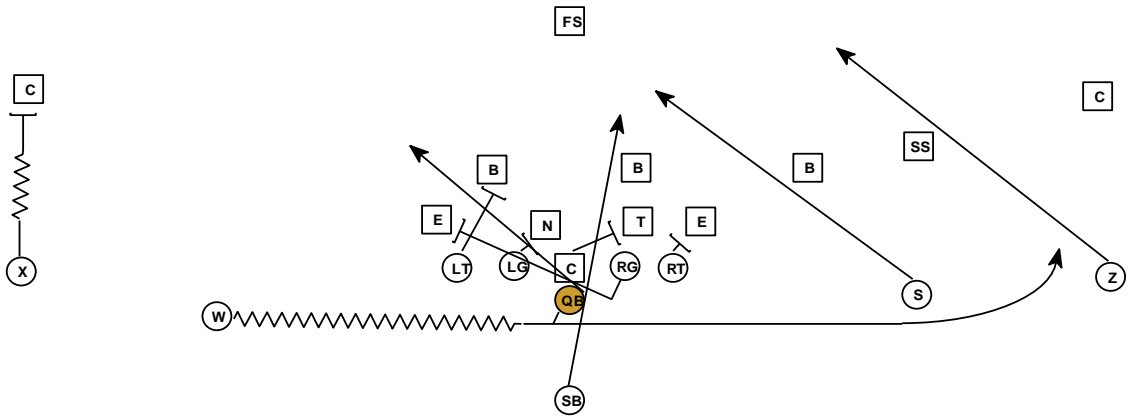
FORMATIONS: Hawaii - Warriors
Catawba - Indians



HORNET SERIES



H SPINNER TRAP

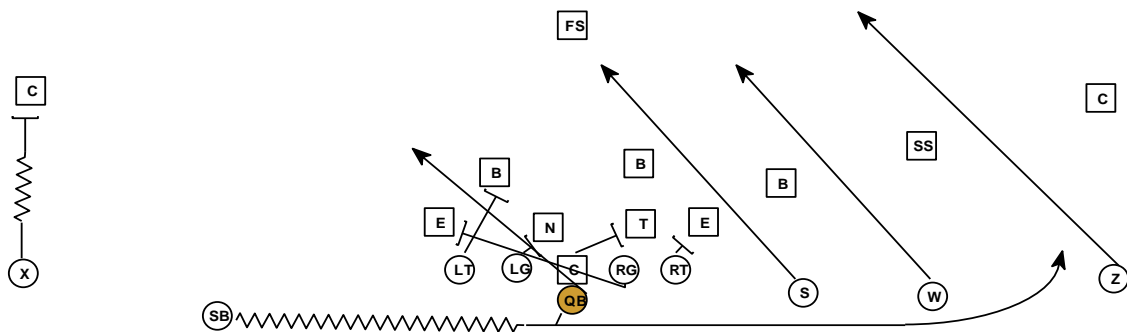


POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
WING	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SUPERBACK	Your track is the inside leg of the Guard You are 4yds deep	Key the snap of the ball through the legs of the Center
QUARTERBACK	Your footwork and ball faking are the same as "H" Dive or Sweep except that after you fake the ball to the Superback, you will follow the pulling Guard up through the hole instead of running out your playaction pass drop.	Keep your knees bent and stay low to conseal that you are carrying the ball.
PLAYSIDE TACKLE	Block playside Linebacker If a WIPE call is made, then fan block the EMOL.	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. If uncovered, block Second Level Defender	Widen out your split
CENTER	Block backside to cover for the pulling Guard traping playside.	
BACKSIDE GUARD	Pull and trap the first player past the playside Guard. If a WIPE call is made, then tum up and block the Second Level Defender.	Cut your split down 12 inches
BACKSIDE TACKLE	Reach step, try to reach or push to the sidelines. Do not loose contact with defensive player.	



HORNET SERIES

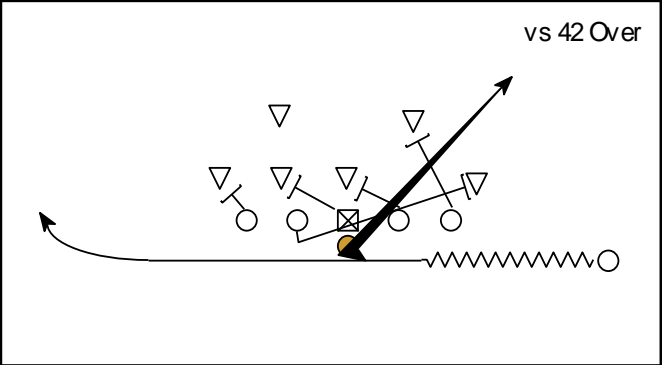
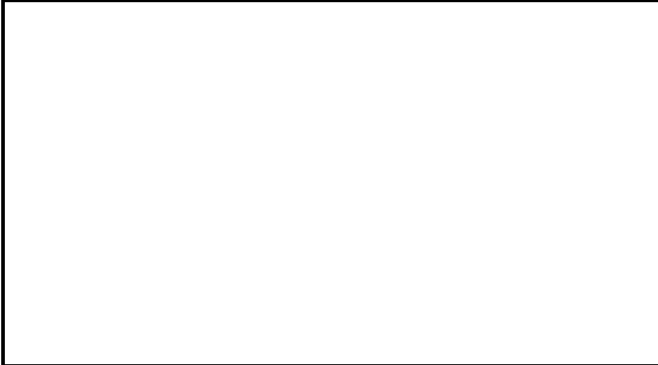
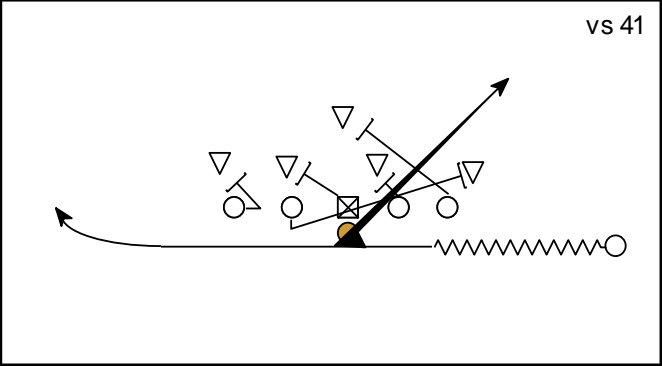
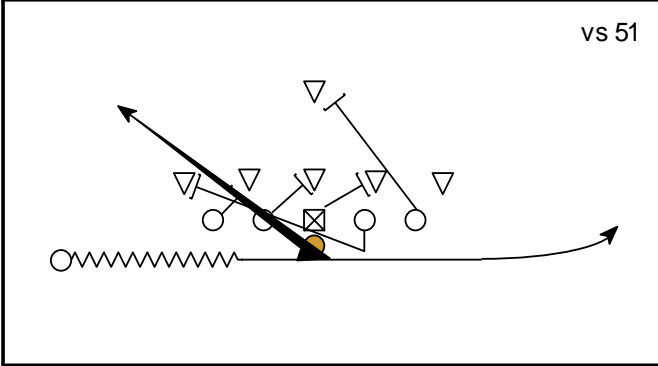
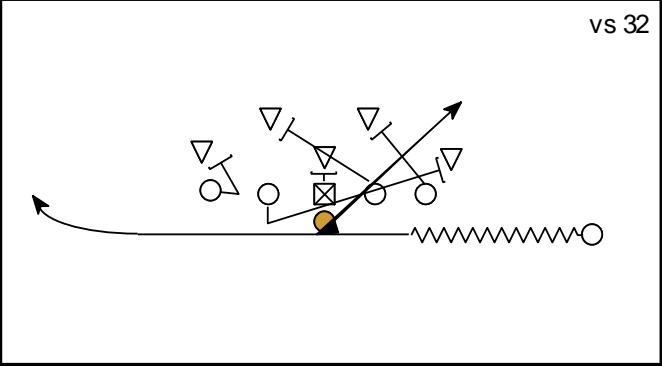
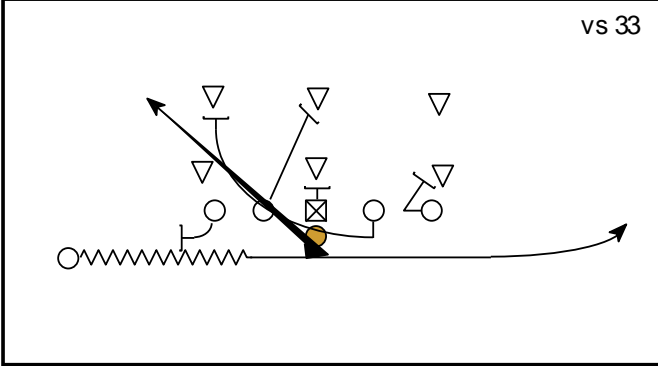
H SPINNER TRAP



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside	
WING	Backside: Middle of the field and block MDM	
SLOT	Backside: Middle of the field and block MDM	
Z-RECEIVER	Backside: Middle of the field and block MDM	
SUPERBACK	When set in motion, you will run the sweep action of the play	Put your arm across your body if you are faking the sweep Mbtion at full speed
QUARTERBACK	Your footwork and ball faking are the same as Homet Sweep except that after you fake the ball to the Superback, you will follow the pulling Guard up through the hole instead of running out your playaction pass drop.	Keep your knees bent and stay low to conseal that you are carrying the ball.
PLAYSIDE TACKLE	Block playside Linebacker If a WIPE call is made, then fan block the EMCL	Widen out your split
PLAYSIDE GUARD	Block down on 1 Tech. If uncovered, block Second Level Defender	Widen out your split
CENTER	Block backside to cover for the pulling Guard traping playside.	
BACKSIDE GUARD	Pull and trap the first player past the playside Guard. If a WIPE call is made, then turn up and block the Second Level Defender.	Cut your split down 12 inches
BACKSIDE TACKLE	Reach step, try to reach or push to the sidelines. Do not loose contact with defensive player.	

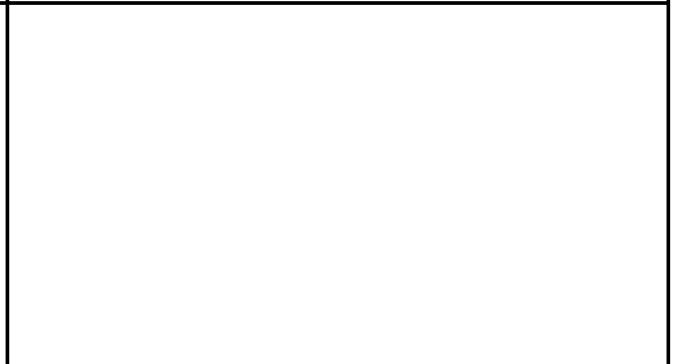
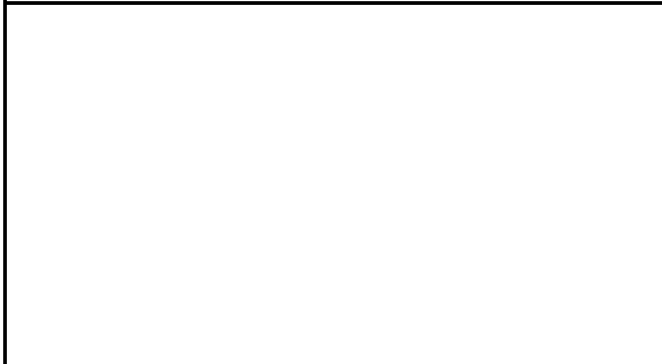
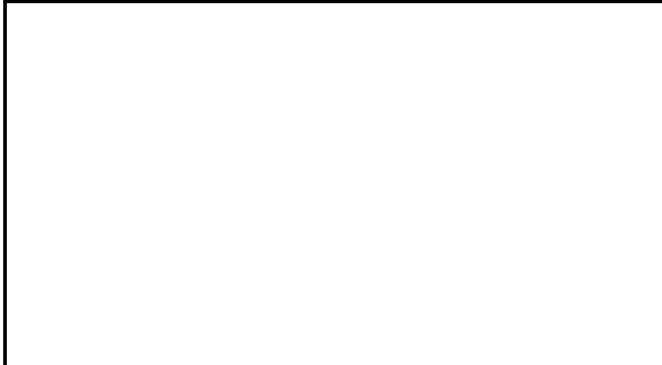
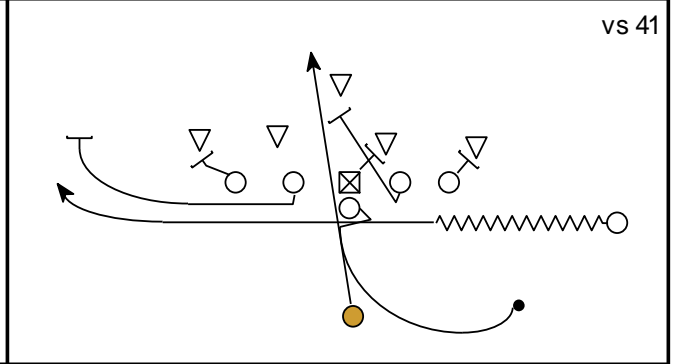
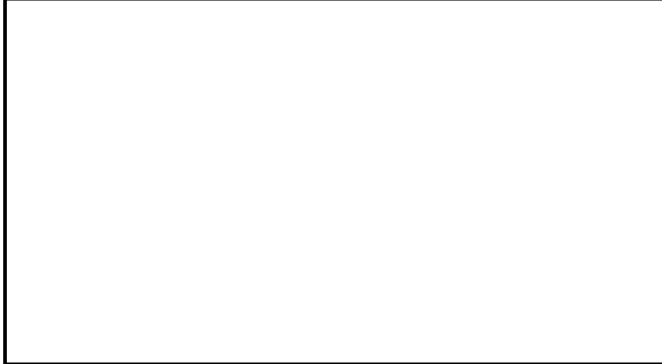
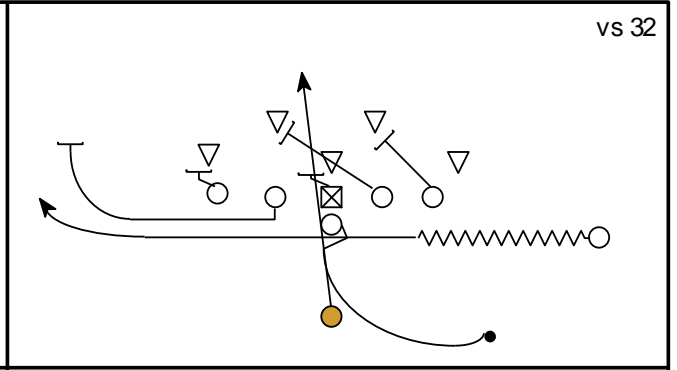
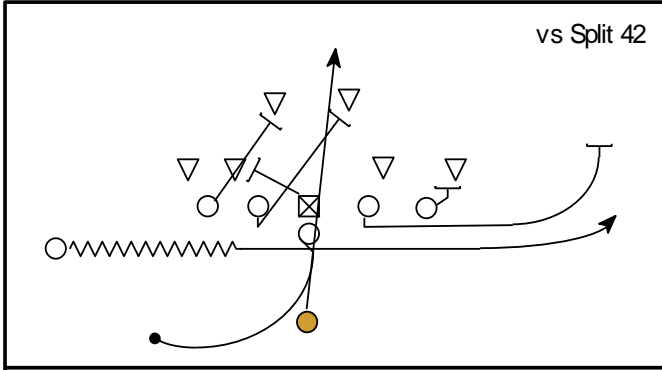
PLAY: Hornet Spinner Trap

FORMATIONS: Cortland Dragons

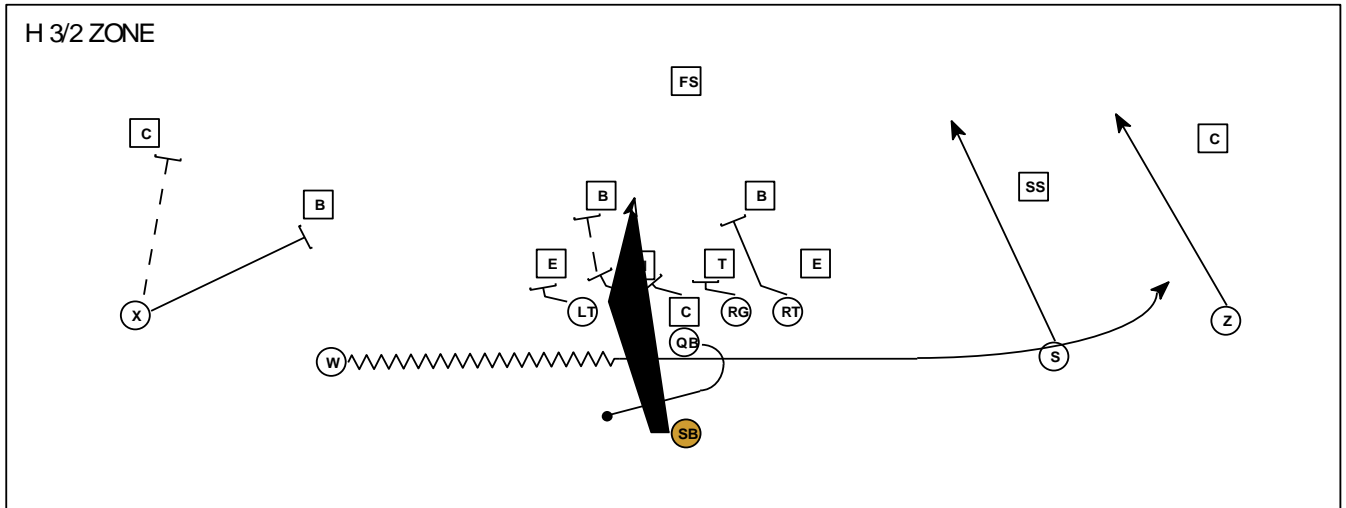


PLAY: Hornet 2/3 Influence

FORMATIONS: Hawaii - Warriors
Catawba - Indians



HORNET SERIES

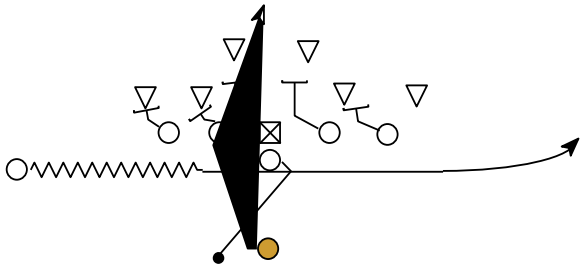


POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
WING	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Motion at full speed
SUPERBACK	1st step is an open step, then run your track downhill to the outside leg of the Guard. Your heels are 6yds deep	Press the gap & look for the green grass.
QUARTERBACK	Reverse out away from motion, give fake to man in motion, then with your next two steps get the ball as deep as you can to the Superback.	Run playaction drop after the handoff.
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and dive him.	Run your track.
PLAYSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track.
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track.
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track.
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track.

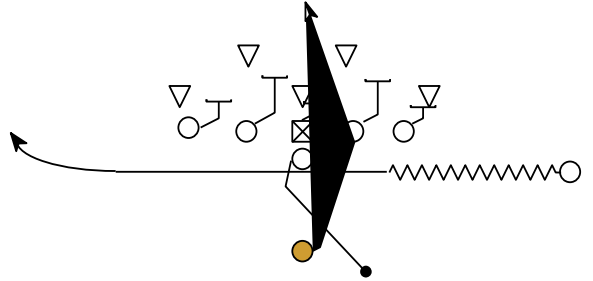
PLAY: Hbrnet 2/3 Zone

FORMATIONS: Hawaii - Warriors
Catawba - Indians
Colorado - Buffs

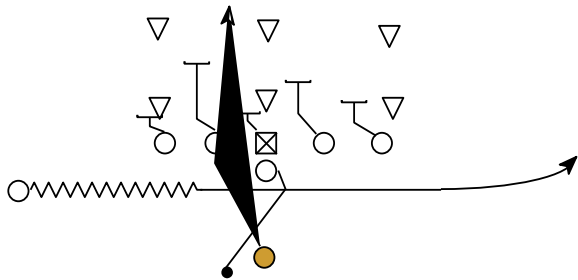
vs Split 42



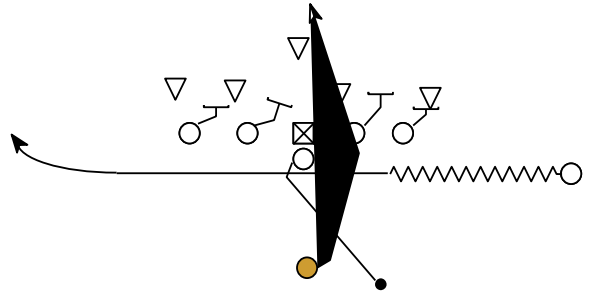
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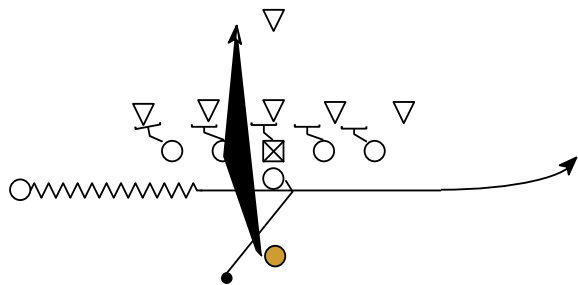
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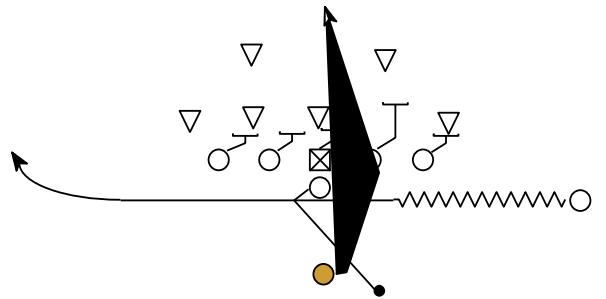
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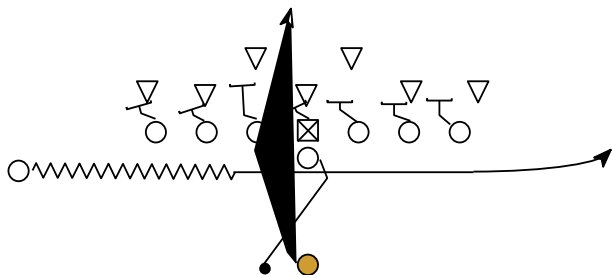
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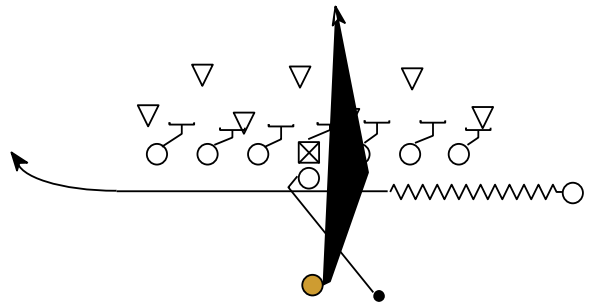
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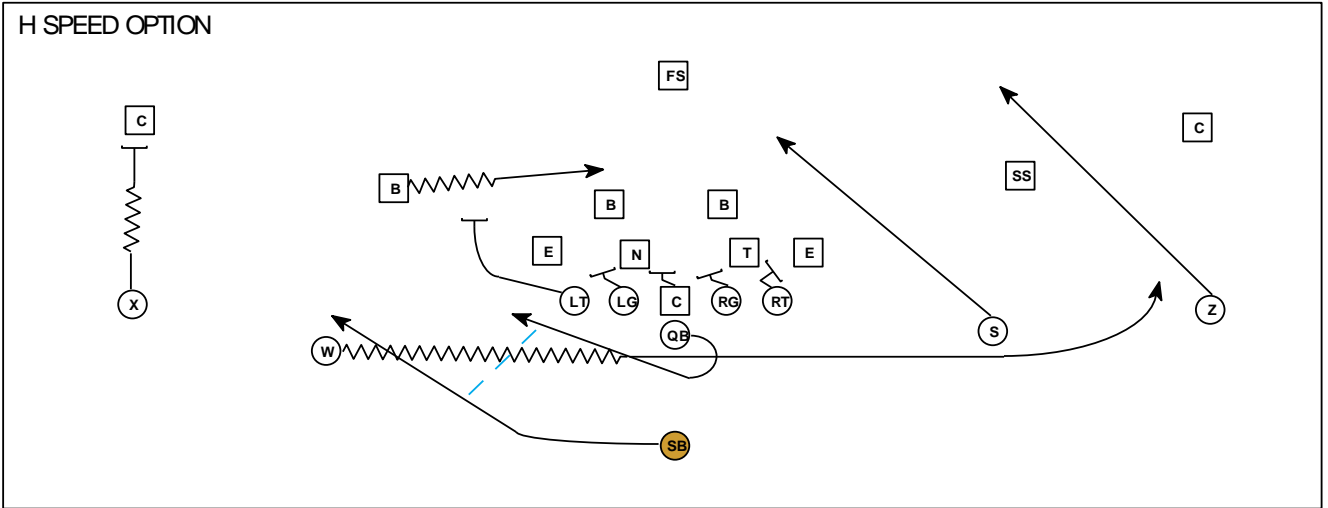
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vs 43



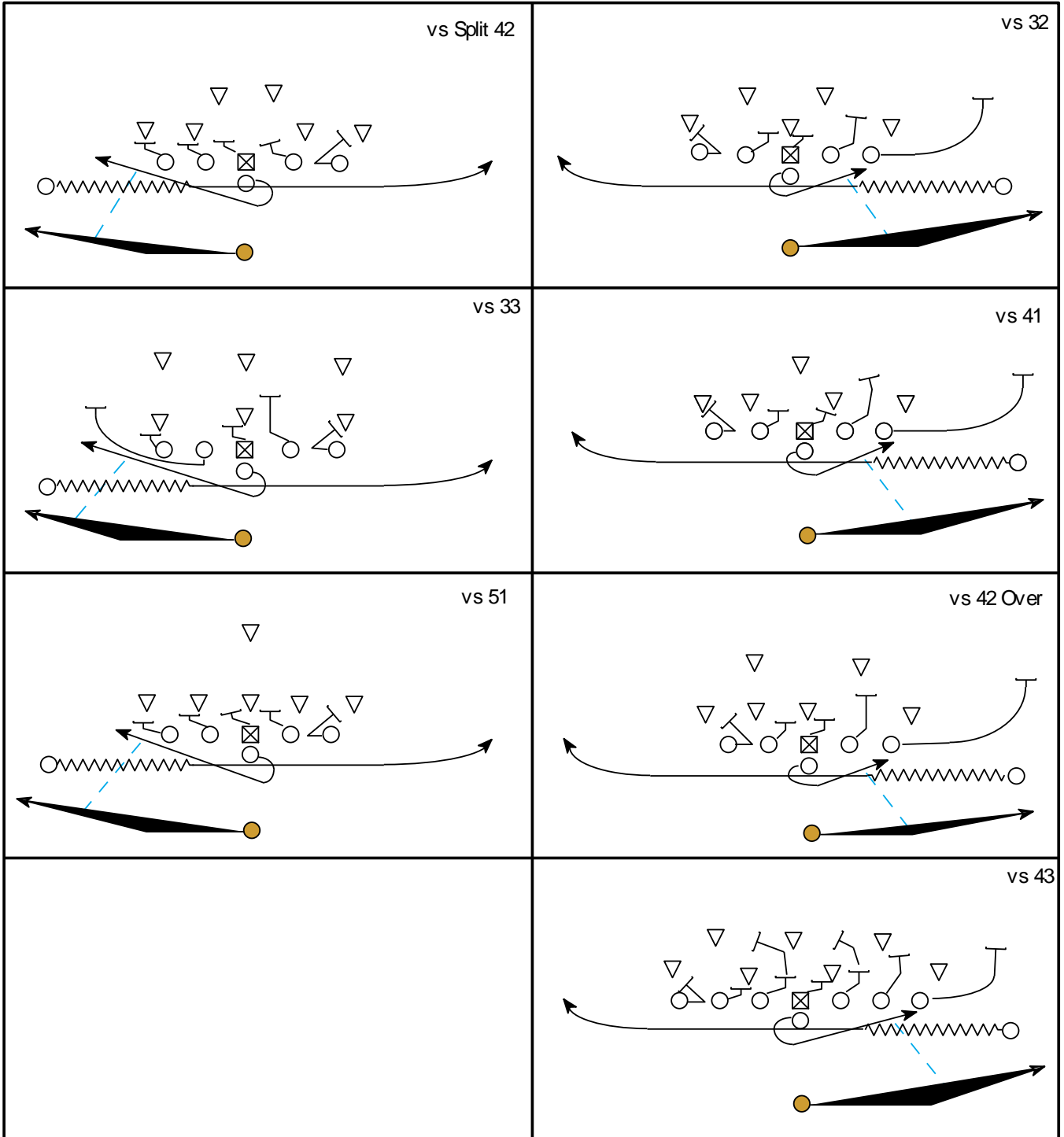
HORNET SERIES



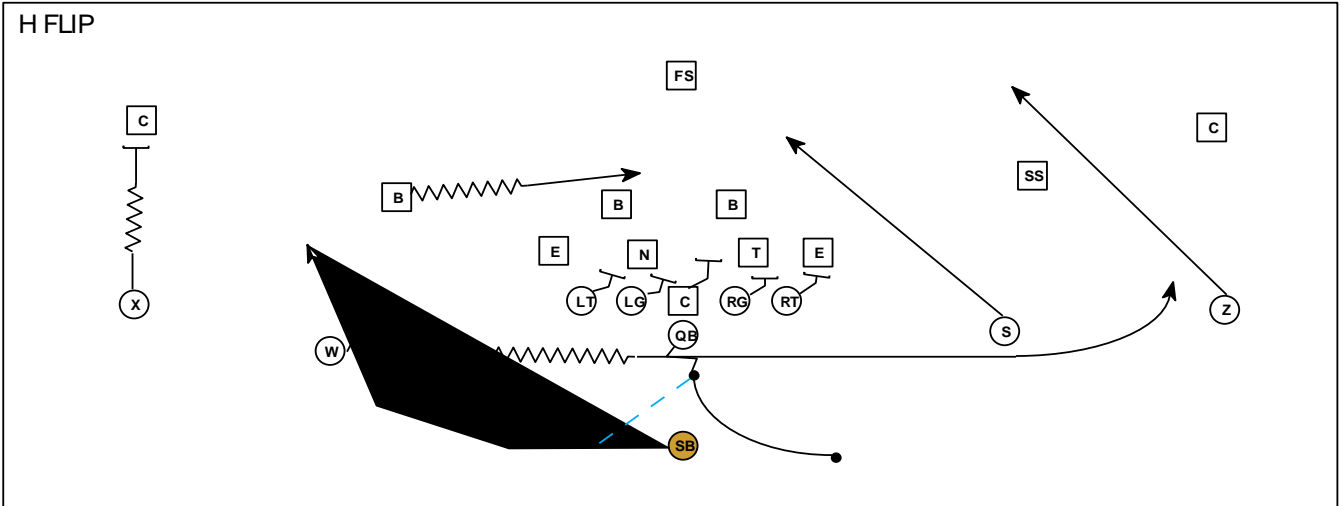
POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Most Dangerous Defender - Playside Backside: Middle of the field and block MDM	If it is Man Coverage to the playside, then run the Cornerback off.
WING	If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Motion at full speed
SLOT	If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Motion at full speed
Z-RECEIVER	Block the Most Dangerous Defender - Playside Backside: Middle of the field and block MDM	If it is Man Coverage to the playside, then run the Cornerback off.
SUPERBACK	1st step is an open step, then maintain pitch relationship with the Quarterback Your heels are 6yds deep	Make "Hot" call to let the Quarterback know where you are at all times. Listen for "Hot" call from Superback
QUARTERBACK	Reverse out away from motion, give fake to man in motion, gather & attack the pitch key.	Pitch key could be a 1st, 2nd, or 3rd level defender.
PLAYSIDE TACKLE	If a BASE call is made, then you block the EMOL on the line of scrimmage. If a "T" call is made, then you will block first force (2nd or 3rd Level Defender)	
PLAYSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker If a "G" call is made, then you will block first force (2nd or 3rd Level Defender)	
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	Stay on your track
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	Stay on your track
BACKSIDE TACKLE	Seal-Hinge Block	Do not let anyone inside you.

PLAY: _____ Hornet Speed Option _____

FORMATIONS: Hawaii - Warriors
Catawba - Indians
Houston - Cougars



HORNET SERIES



POSITION	ASSIGNMENT	COACHING POINT
X-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Middle of the field and block MDM	If it is Man Coverage to the playside, then run the Cornerback off.
WING	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
SLOT	Block the Mbst Dangerous Defender - Playside If set in motion, you will run the sweep action of the play Backside: Middle of the field and block MDM	Put your arm across your body if you are faking the sweep Mbtion at full speed
Z-RECEIVER	Block the Mbst Dangerous Defender - Playside Backside: Middle of the field and block MDM	If it is Man Coverage to the playside, then run the Cornerback off.
SUPERBACK	Hold for a count of 1, then take an open step 1st, crossover step 2nd. Look the ball all the way into your hands. Your heels are 6yds deep	Stay flat, do not gain ground when receiving the pitch from the Quarterback
QUARTERBACK	Use your normal technique as if it was Hornet Sweep, then on your second step pitch the ball to the Superback running the flip. Then bootleg away from the play.	1st Step 6:00 2nd Step 6:00 Bootleg Action
PLAYSIDE TACKLE	Reach step, try to reach or push to sideline. Do not loose contact and drive him.	Run your track Sell the Sweep.
PLAYSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track Sell the Sweep.
CENTER	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track Sell the Sweep.
BACKSIDE GUARD	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track Sell the Sweep.
BACKSIDE TACKLE	Zone thru DT, if he slants inside cut him, Seal Linebacker	Run your track Sell the Sweep.

INFORMATION





<p>CORTLAND</p> <p>Ⓩ Ⓜ Ⓢ ○ ○ ⊠ ○ ○ Ⓟ Ⓧ</p>	<p>DRAGONS</p> <p>Ⓧ Ⓟ ○ ○ ⊠ ○ ○ Ⓢ Ⓜ Ⓩ</p>
<p>COVERAGES</p> <p>GREEN 3 DEEP ZONE BLUE: 2 DEEP ZONE SCARLET MAN FREE TEAL MAN FREE 2 ON TOP</p>	