



South Carroll Offense

Running Game

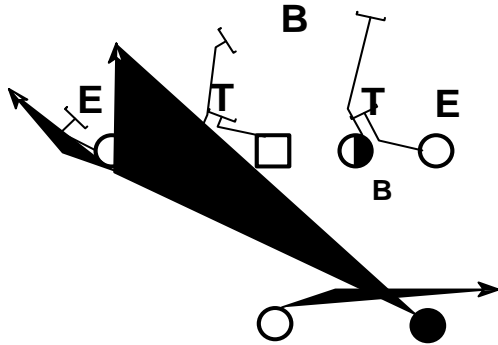
In our run game we are able to feature our running back vs. 4, 5, and 6 defenders in the box. We are also able to run the ball with our quarterback. Our starting point will be throwing the football, or maintaining the LOOK of throwing the football. When teams begin taking defenders out of the box to defend the pass we will then run the ball effectively. We can run the ball out of any formation that we have.

In addition we will run the ball to balance our offense. We will use schemes that help us to outnumber the defense at the point of attack and use their alignment to our advantage.

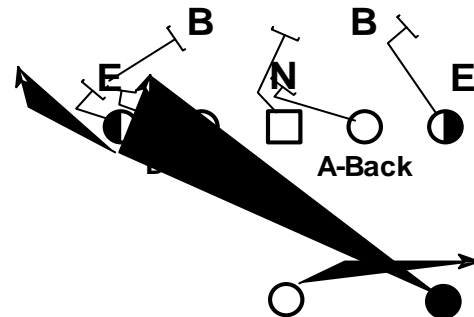
We can also use the running game to set up the passing game. We will do so by including play action plays in our passing attack.

Chase

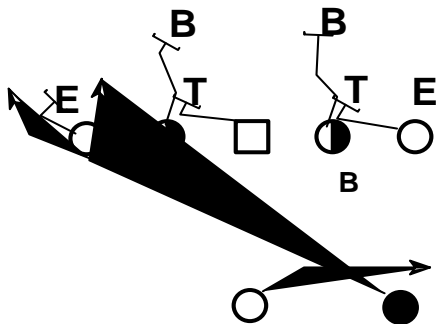
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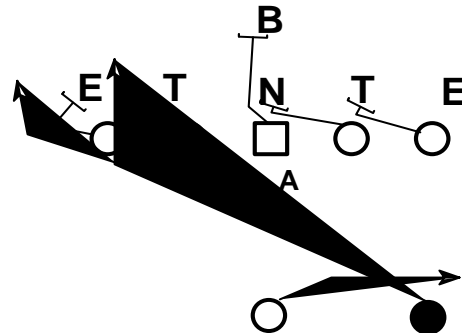
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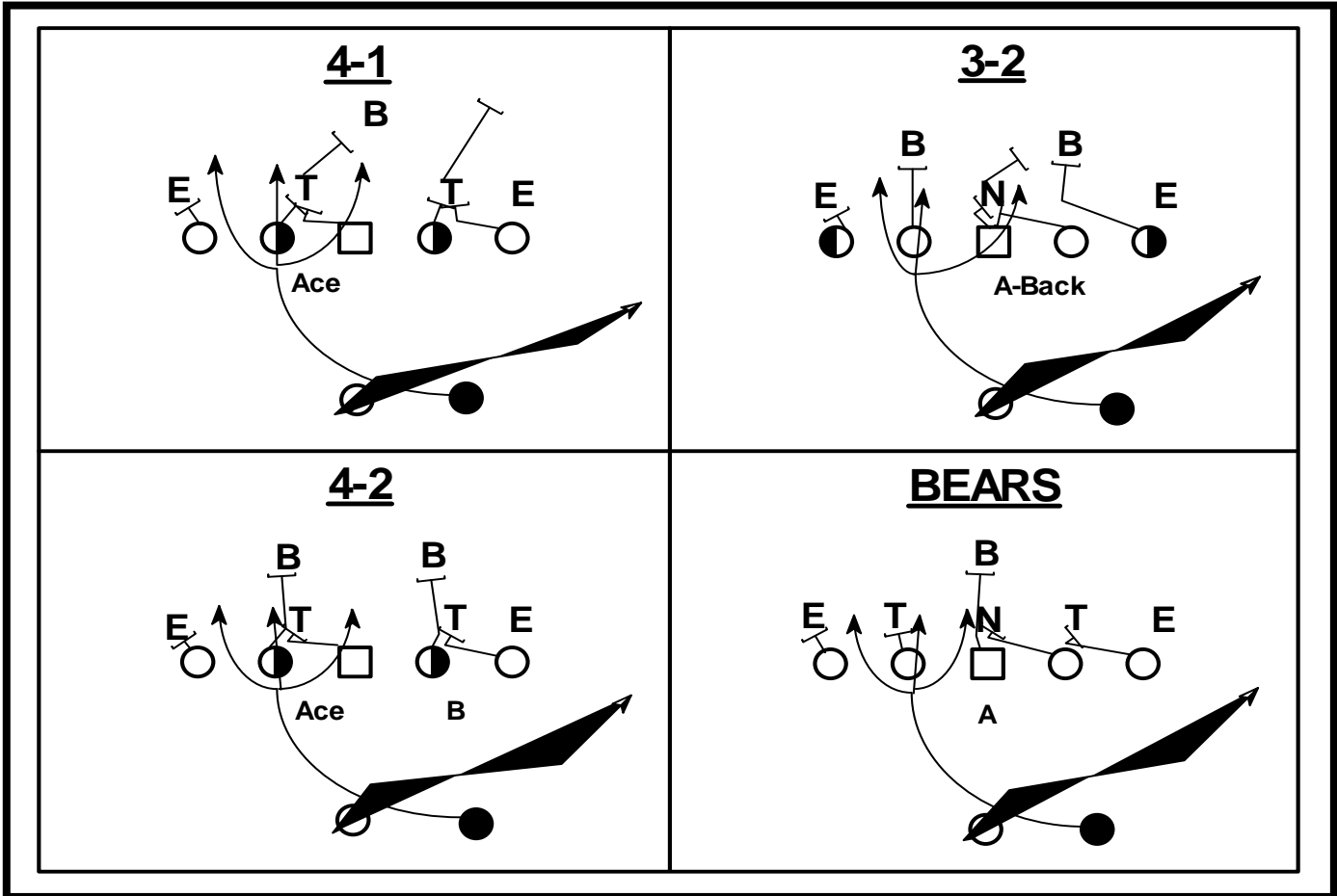


BEARS



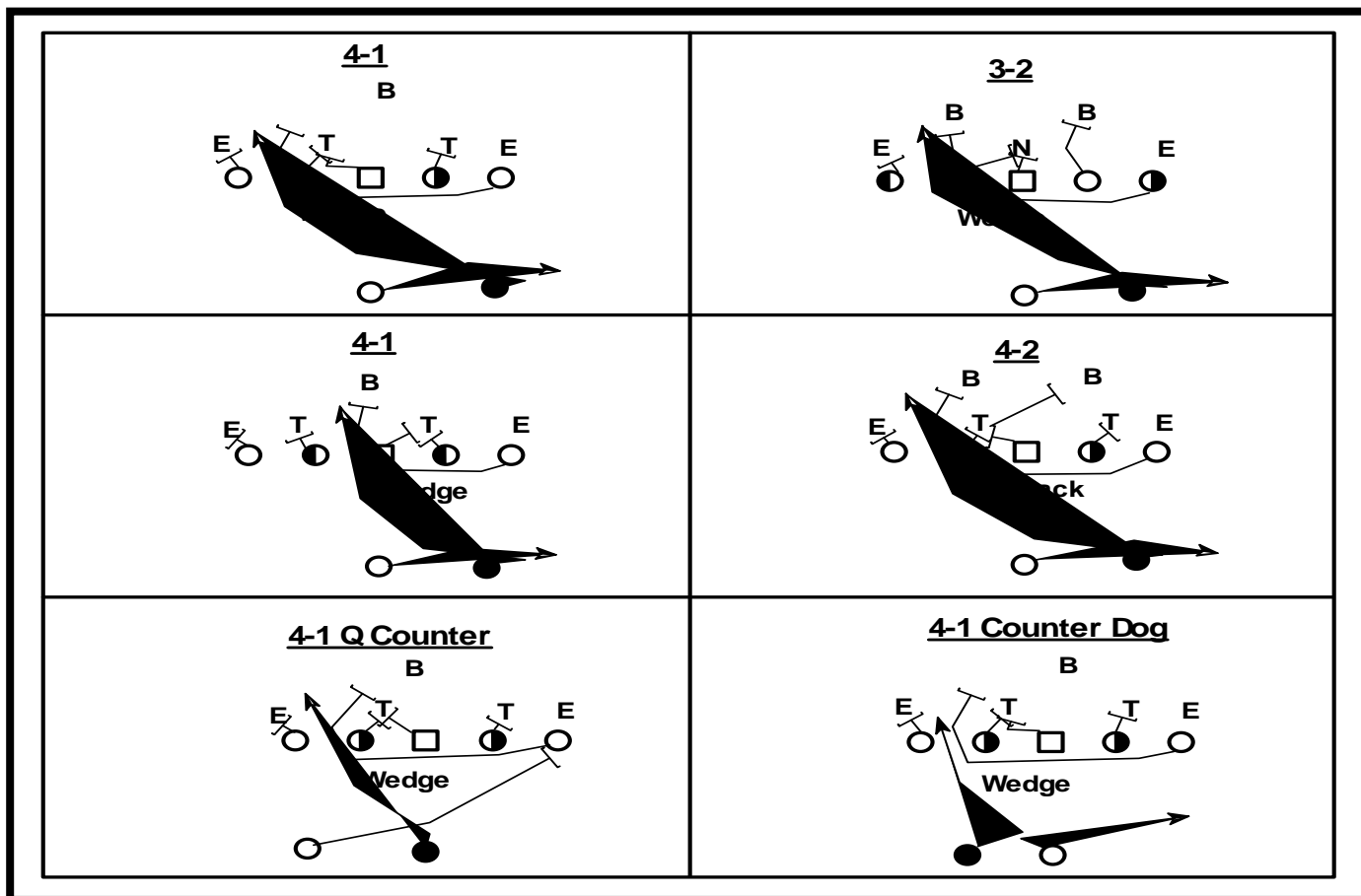
QB	We prefer to run this play at the A-Gap player. Stare down the DE away from the play. Hand off the ball and boot away from the play. On Chase Read, read the backside DE and hand off or keep the ball accordingly. Vs. back side blitz on Chase Read hand off.
RB	Attack the outside foot of the play-side tackle while reading the tackle's block. If he reaches the DE cut outside. If the DE strings the play out, cut back underneath and get up field. On Chase Read RB is responsible for mesh, take the hand off or carry out fake.
FT	Reach block the defensive end or combo C-Gap/4 technique with guard.
	Chip block the A-Gap/2i technique with the center. If there is no A-Gap/2i player reach to the play side and possibly combo with tackle. Stay on your track to the LB.
C	Reach block with the guard's chip or combo, the A-Gap or 0 player to the nearest LB.
BG	Scoop block nearest defender to play-side. Stay on track to the LB.
	Scoop block most dangerous defender inside the defensive end. Butt block a crashing DE on Chase. Possible seal block on LB on Chase Read.

Zone



	and open to the backside, stare down the DE away from the play, hand off the ball, and boot away from the play. On Chase Read, read the backside DE and hand off or keep the ball accordingly. Vs. back side blitz on Zone Read hand off.
RB	Open with the play side foot, role on your second step, and plant and square up to press the LoS on your third step aiming over the play side guard. Read the first defender play side of the center. Do not cut out or back before you hit the LoS. Attack the LoS hard and run down field to daylight. Stay close to piles while cutting back/up field. On Zone Read RB is responsible for mesh, take the hand off or carry out fake.
FT	Drive block/reach and drive the defensive end.
	Combo block with the center the A-Gap player (2i technique) to the nearest LB. Move the double team to the second level.
C	Combo block with the guard, the A-Gap player to the nearest LB. Move the double team to the second level.
BG	Scoop block nearest defender to play-side. Seal off B-Gap player if necessary.
BT	Scoop block most dangerous defender inside the defensive end. Seal off B-Gap player if necessary. Butt block a crashing defensive end.

Counter



the back side carrying out a fake to keep the defensive end honest.

On Q Counter fake to the RB and follow the pulling tackle.

On Counter Dog open up like chase, hand off the ball and attack the back side carrying out a fake to keep the defensive end honest.

RB Jab step and come back to the quarterback. Take the inside hand off and follow the pulling tackle. He will lead you either through the A or B-Gap depending on the def. alignment.
On Q Counter carry out the fake and run into the backside defensive end.
On Counter Dog line up on the play side, open up like Chase, plant on your third step and follow the tackle straight up field.

FT Reach drive block the defensive end.

Identify the defensive alignment to alert the back side tackle for his pulling track. Double team/combo back any A-Gap/0 technique player. Reach drive block any B-Gap player.

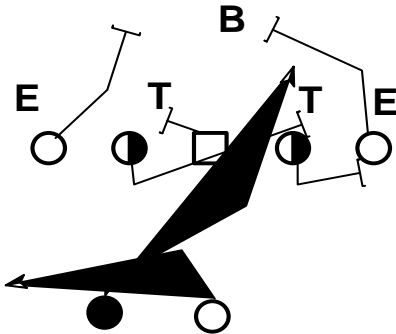
C Double team/combo back with the front side guard any A-Gap or 0 technique player. If there is no front side A-Gap player block down to the back side.

BG Block any defensive lineman from the A-Gap to the B-Gap. If there is no defensive lineman block the first back side linebacker.

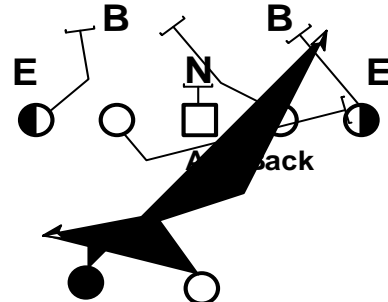
BT Listen to the alignment call by the front side guard for your pulling track. Pull through the respective gap (A or B-Gap) on the front side and block the linebacker. Kick out/trap the front side backer if he blitzes.

Dallas

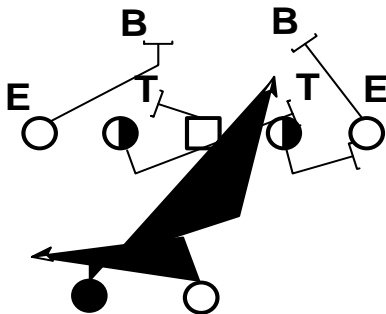
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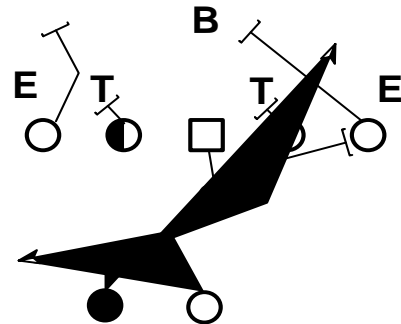
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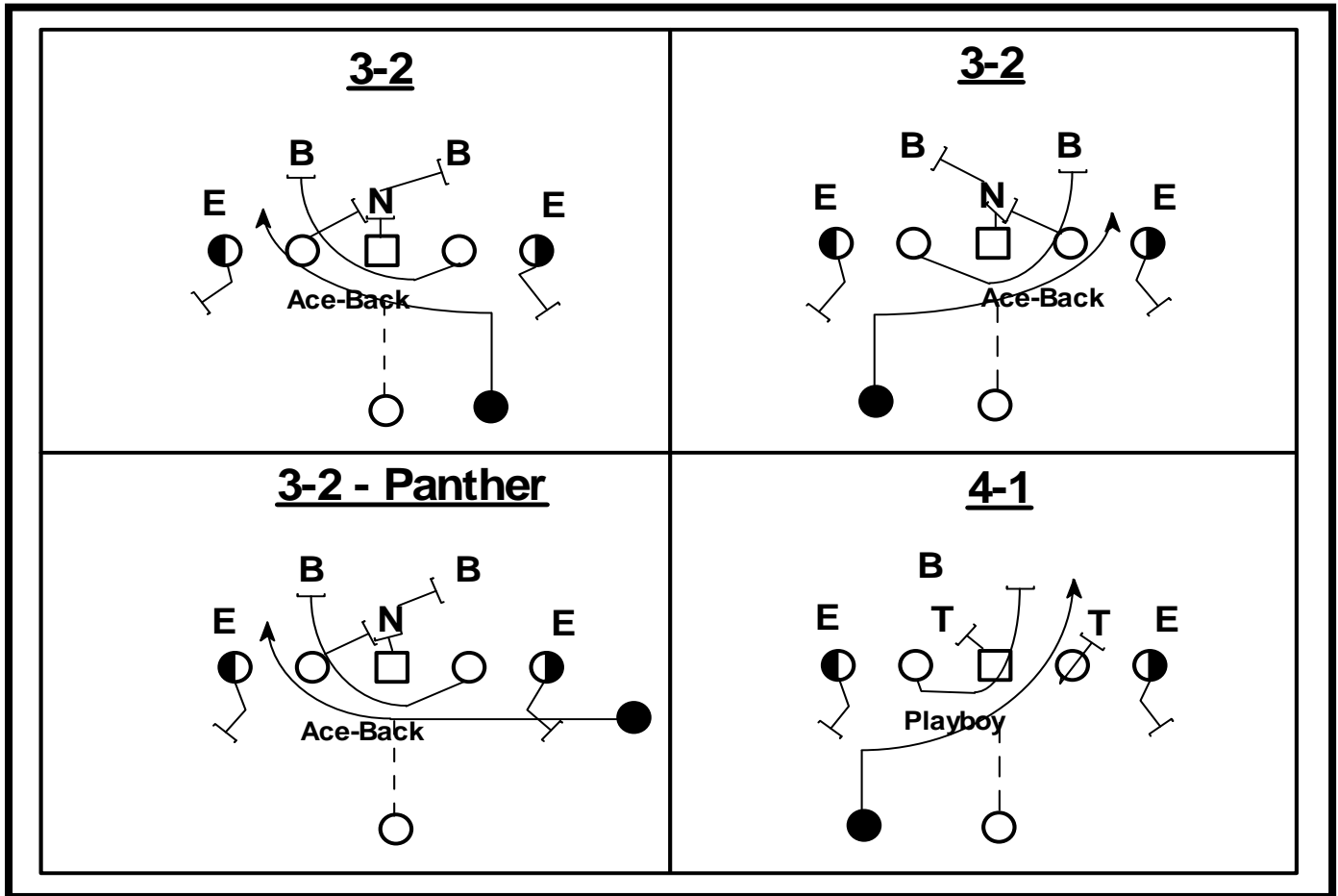
4-1 to 2i Technique



Instruction and Assignment

QB	We always want to run this at the B-Gap player (3 technique). Step up to the center, seat the ball in the back, and boot away. On Q Dallas/No Back Dallas, one step pass fake and follow guard attacking the A-Gap.
RB	One down hill shuffle step and attack the inside hip of the guard where the play is called.
FT	Pass set or dip and rip to the nearest play side LB depending on DE play. If DE slants hard inside wash him down. Against a 50 Defense or a 4i make a Texas call and pass set and drive the defensive end.
	Pass set B-Gap player for one count and kick out DE. If we run it to the 2i side block down on 2i player – Cap call. Against a 50 Defense or a 4i make a Texas call and go up to the nearest play-side LB.
C	Block down on the A-Gap player (2i Technique) on the back side. If we run it to the 2i side make Cap call and pull and kick out first defender past the guard.
BG	Pull and kick out the first defender past the center. Block to the back side on Cap call.
BT	Dip and rip to the nearest LB. Rip through DE if necessary. Butt block a crashing DE.

Bronco

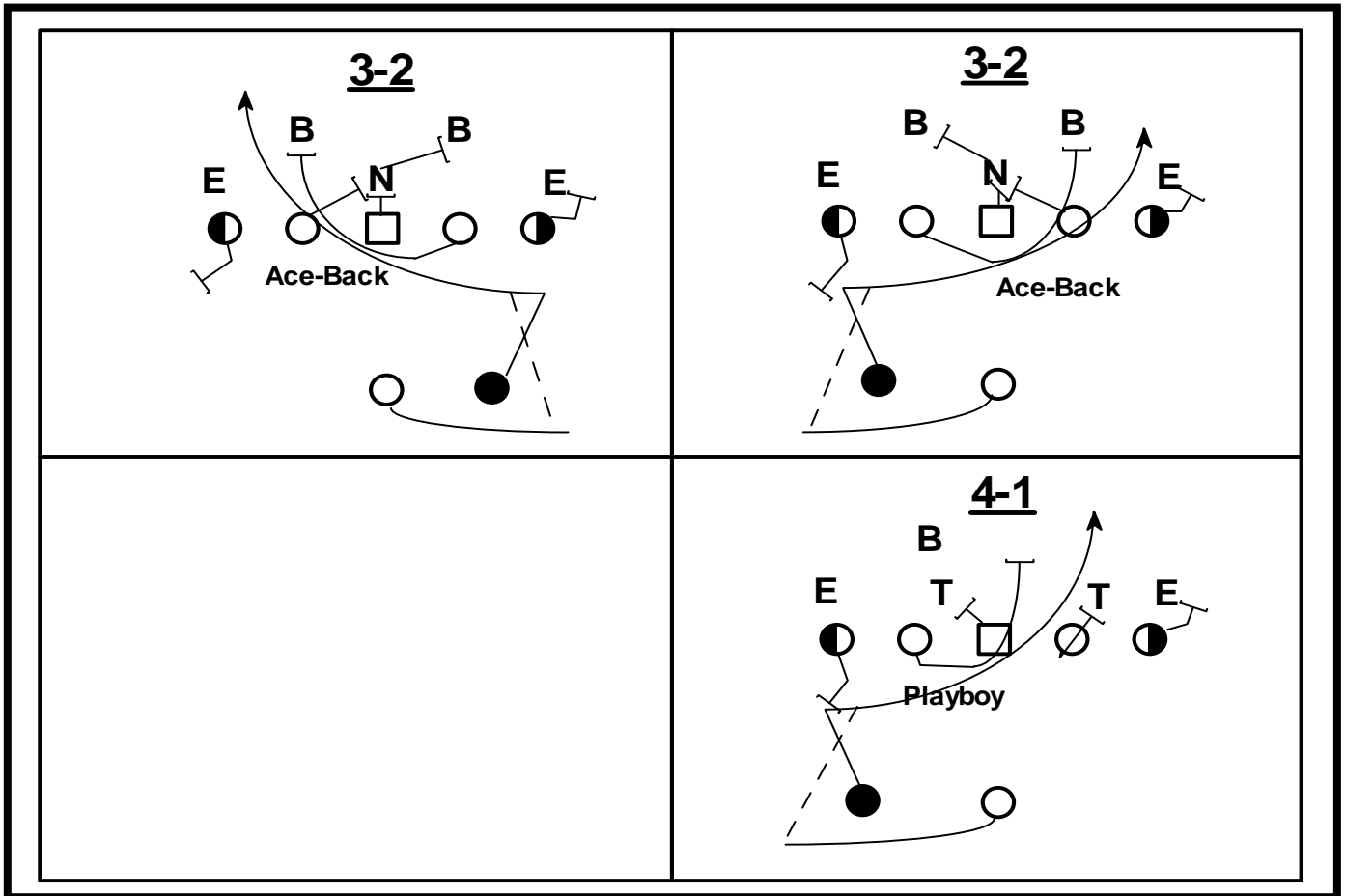


Instruction and Assignment

QB	We want to run this play out of shotgun at a 3-2 defense. Show pass set for one count then shovel the ball to the RB behind the center. Against a 4 man front check the play to the B-Gap defender's side.
RB	Come up field and cut at behind the offensive line to the play-side. Receive the shovel pass behind the center and follow the pulling guard up field through the B-Gap. Against a 4 man front follow the pulling guard through the A-Gap.
FT	Pass set the defensive end and invite him up field. Widen his rush and drive him out.
	Combo block back with the center the nose guard to the back side backer. Against a 4 man front pass set and drive the front side B-Gap player.
C	Combo block back with the guard the nose guard to the back side backer. Against a 4 man front block down on the back side A-Gap player.
BG	Pull and lead through the play side B-Gap. Focus on the play side backer while pulling. Against a 4 man front lead through the play side A-Gap.
BT	Pass set the defensive end and invite him up field. Widen his rush and drive him out.

Shovel Pass!

Mustang

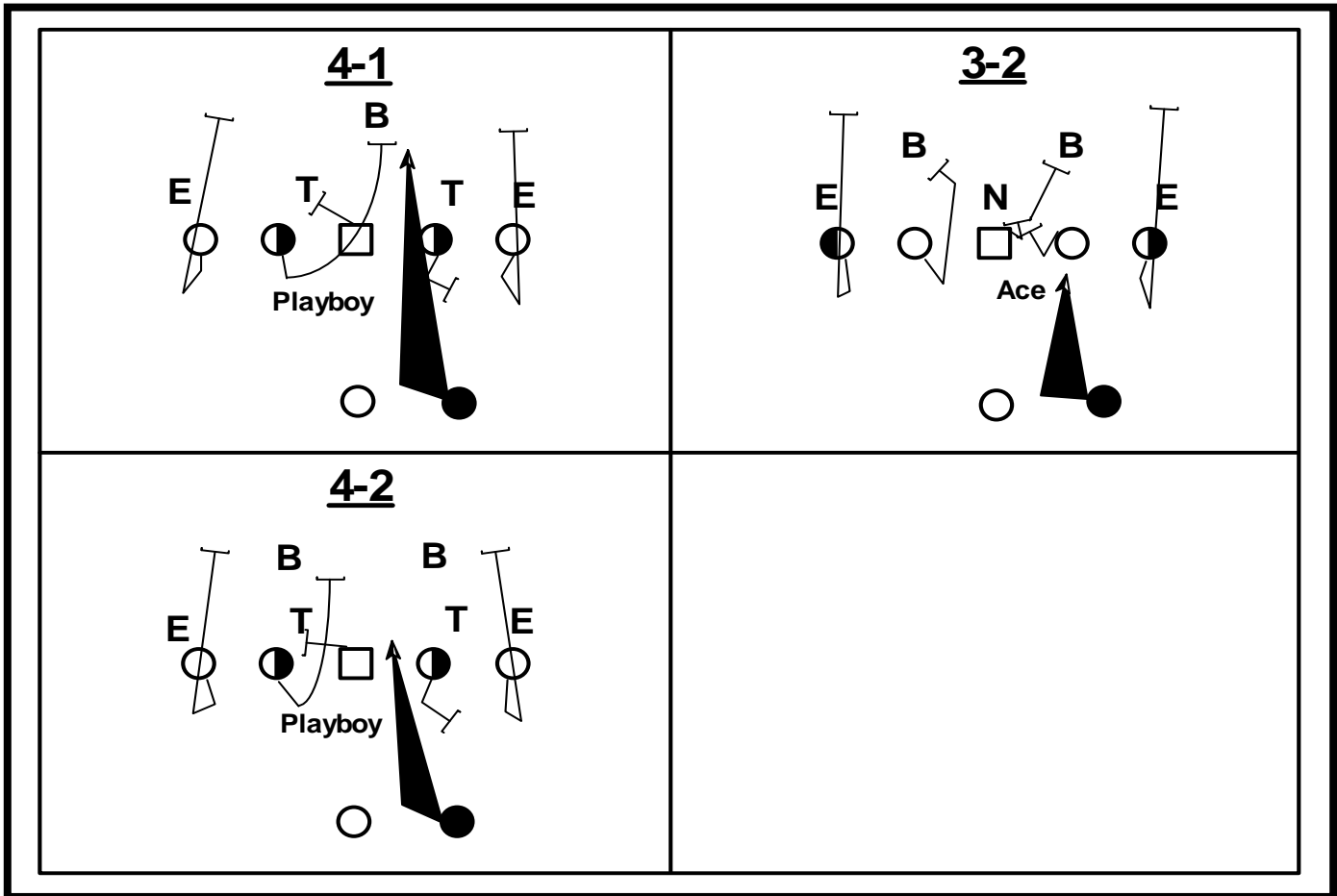


Instruction and Assignment

QB	Smoke action, shuffle the ball on your third step to the running back.
RB	Smoke action, on your third step cut inside, catch the ball behind the A-Gap and follow the pulling guard across the center through the B-Gap.
FT	Pass set and drive the defensive end.
	Combo block back with the center the nose guard to the back side backer. Against a 4 man front reach drive block the front side B-Gap player.
C	Combo block back with the guard the nose guard to the back side backer. Against a 4 man front block down on the back side A-Gap player.
BG	Pull and lead through the play side B-Gap. Focus on the play side backer while pulling. If the backer chases the quarter back to the outside turn up field. Against a 4 man front lead through the play side A-Gap.
BT	Reach drive block defensive end.

Shovel Pass!

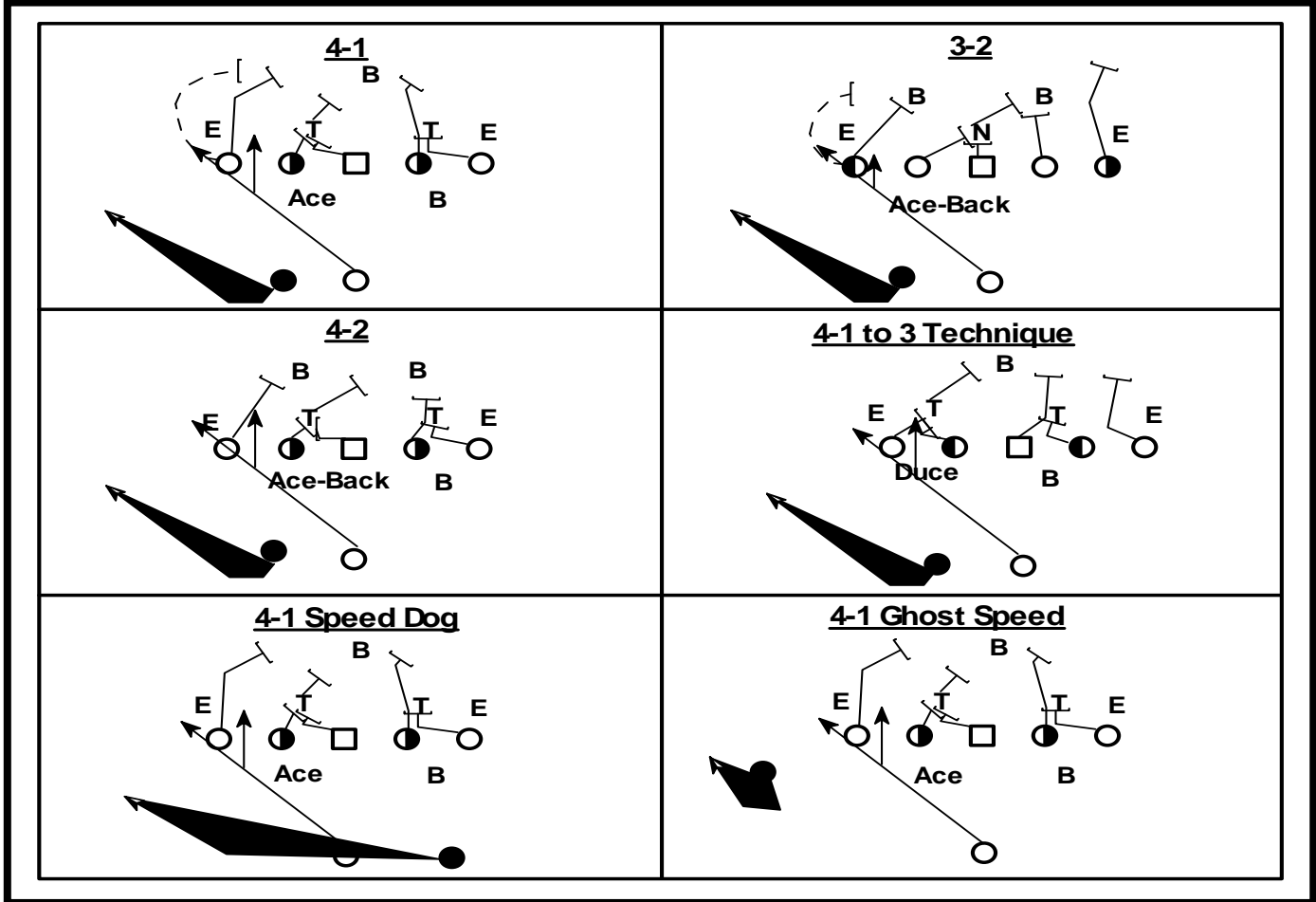
R/Q Draw



Instruction and Assignment

QB	We want to run this play to the B-Gap player (3 technique). If in gun – show pass set for one count and hand the ball off to the R-Back. On Q Draw direction call is not necessary.
RB	Shuffle step to the right, wait a one count, create a pocket for the QB to put the ball in and run off of the inside hip of the play-side guard.
FT	Pass set the defensive end inviting him up field. Let him come up field, block for two counts and then club and release downfield if possible. Pass set & Turn/Throw
	Pass set the 3 technique and get him up field to your outside. Widen his rush. Against a 3-2 listen for center's call to combo to the near backer. If you are not involved in the combo pass set and block the nearest backer. Pass set & Turn/Throw
	Against a 4 man front X block with the back side guard. Down block any A-Gap player; pass set and X to nearest backer against any player who is shaded on you. Against a 3-2 make a Combo call and combo with the according guard to the nearest backer. Pass set & Turn/Throw
BG	Against a 4 man front X block with the center. Pass set and X to nearest backer against A-Gap player; down block any player who is shaded on the center. Against a 3-2 listen for center's call to combo to the near backer. If you are not involved in the combo pass set and block the nearest backer. Pass set & Turn/Throw
BT	Pass set the defensive end inviting him up field. Let him come up field, block for two counts and then club and release downfield if possible. Pass set & Turn/Throw

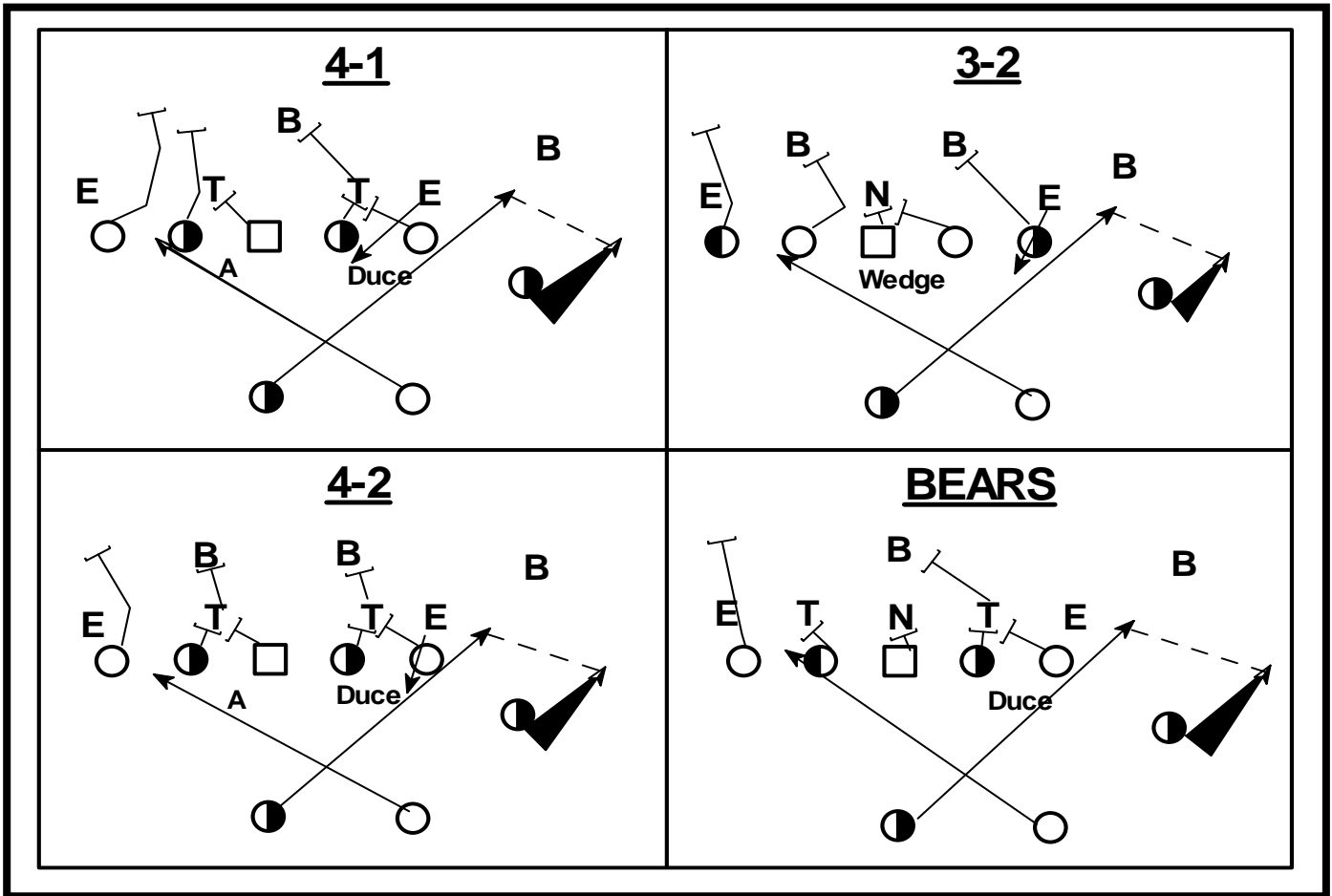
Speed



Instruction and Assignment

QB	Hop step back. Attack the DE's outside shoulder if he: 1. Crosses your face, turn up field; 2. Plays slow, absorb defender and pitch; 3. Crash, pitch right away.
RB	Depth step then lateral step to play side and maintain 5-yard pitch relationship with QB. Read the tackles block on the backer, cut underneath if necessary. On Option Dog align opposite of call and sprint to pitch relationship. On Ghost Option, align in Ghost and take two steps back to get in pitch relationship and react to QB.
FT	Combo block any B-Gap player with play side guard. If there is no B-Gap player, dip and rip inside and get lateral to block the nearest play side backer. String him out if you cannot keep him inside. Reach the defensive end on Load/Larry call. Against a tight outside/head up alignment you can also dip and rip to the outside to get to the play side backer.
	Combo block any player aligned from the play-side B-Gap to 1 technique with either the tackle or the center.
C	Combo block first player aligned from A-Gap to A-Gap to the play-side with the guard.
BG	Scoop block nearest defender to play-side.
BT	Scoop block most dangerous defender inside the defensive end. Go up to the play side safety if no one else crosses your path. But block a crashing defensive end.

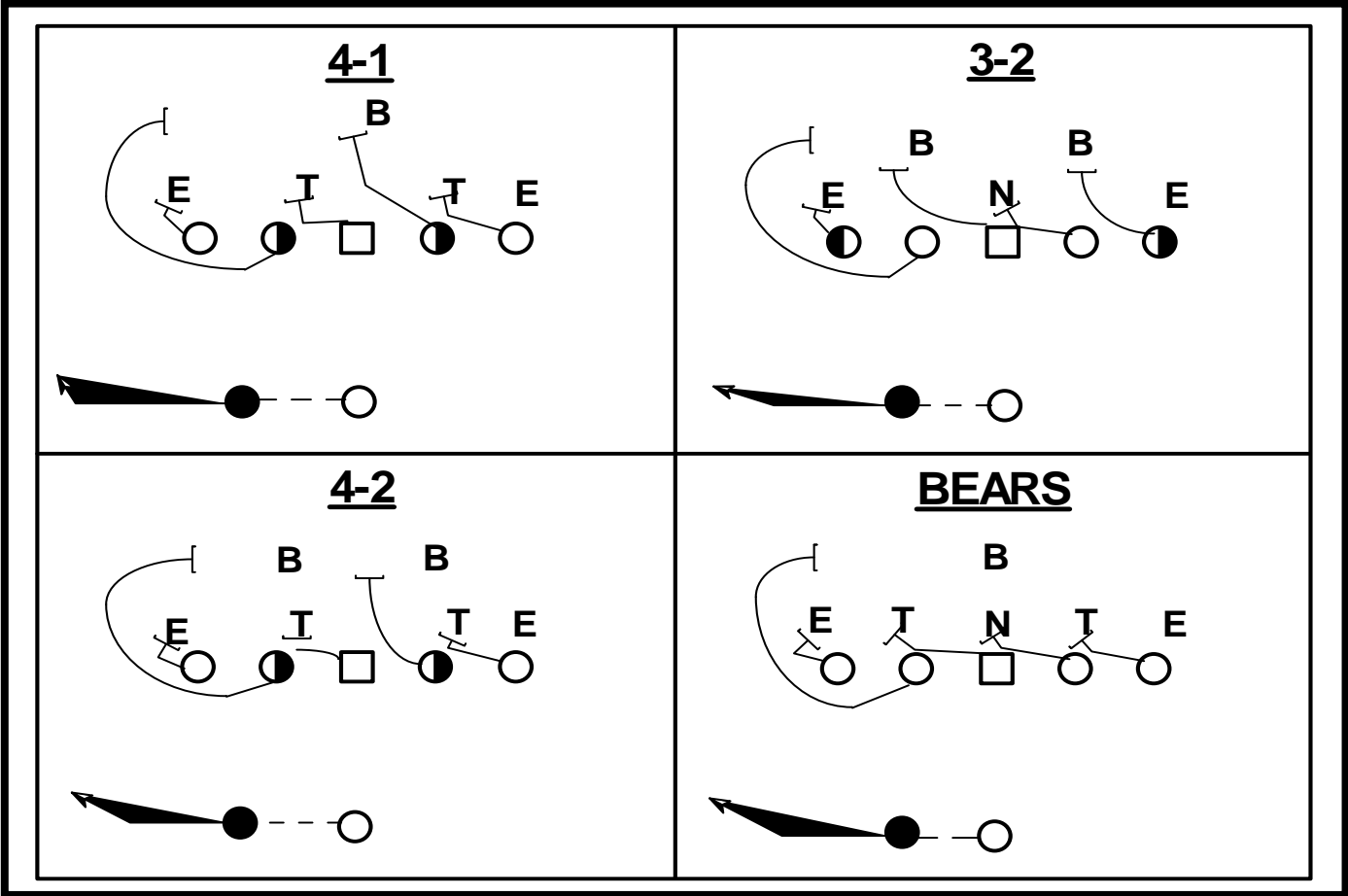
Fake Chase Speed



Instruction and Assignment

QB	We will always run this play out of shotgun. Fake the hand off to the RB and read the outside backer while attacking his inside foot. If he attacks you pitch to the wing back. If he drops or covers the wing tug the ball and cut up field.
RB	Take the fake, aim for the B-Gap like on the Chase play. Block the defensive end by getting tackled.
FT	Combo block with the guard the B-Gap player to the nearest inside backer. If there is no B-Gap player go to the nearest backer immediately.
	Combo block with the tackle the B-Gap player to the nearest inside backer. If there is no B-Gap player combo block the next player inside with the center to back side backer.
C	Combo block with the guard from A-Gap to A-Gap to the back side backer.
BG	Scoop block from A-Gap to B-Gap to the back side backer.
BT	Scoop block with the guard any B-Gap player. If there is no B-Gap player dip and rip to the nearest backer or safety.

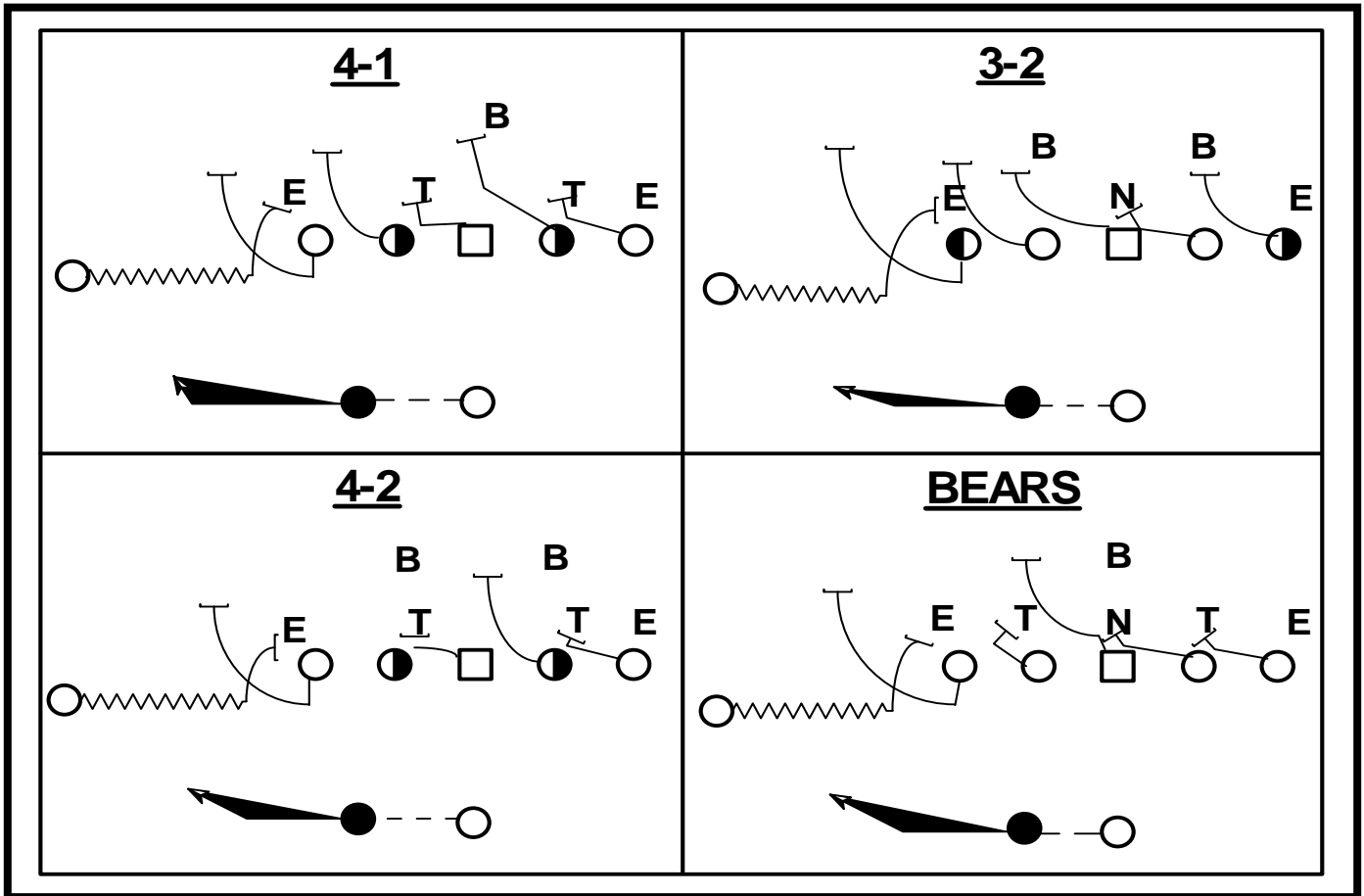
Toss



Instruction and Assignment

QB	Always run on first sound. Step and pitch the ball.
RB	One step for depth then sprint to the bottom of the numbers.
FT	Reach block the defensive end. Cut if necessary.
	Pull and cut first defender that shows, most likely the nearest inside backer. Find and focus on target while pulling. Reach the tackle if he is in the B-Gap and make call to center.
C	Reach block the first play-side defender aligned from 0 technique to play-side B-Gap. Cut if necessary. If you have help from the backside guard on a down lineman, combo block to the nearest linebacker. If there is a play side B-Gap player front side guard will not pull, you have to go up to the play side backer.
BG	Climb to the nearest LB. Scoop block with center if necessary.
BT	Climb to the nearest LB. Punch through DT if necessary.

Sweep

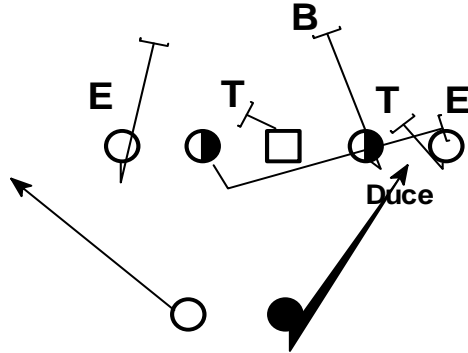


Instruction and Assignment

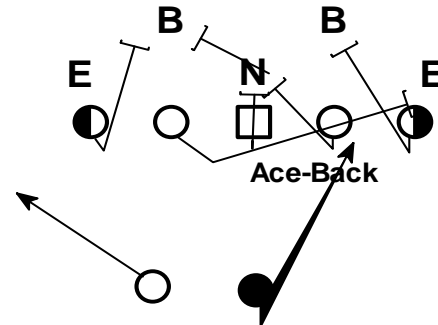
QB	Have the ball snapped when motion is 3-5 yards outside front tackle. Step and pitch the ball.
RB	One step for depth then sprint to the bottom of the numbers.
FT	Align off the ball as much as possible. Flash pass set the defensive end. Outside release of the split end's block and block secondary force.
	Reach to the play side and release second level as quick as possible, pull if there is no B-Gap defender. Rip through if possible.
C	Reach block the first play-side defender aligned from 0 technique to play-side B-Gap. Cut if necessary. If you have help from the backside guard on a down lineman, combo block to the nearest linebacker. Rip through if possible.
BG	Climb to the nearest LB. Scoop block with center if necessary. Rip through if possible.
BT	Climb to the nearest LB. Punch through DT if necessary. Rip through if possible.

Houston

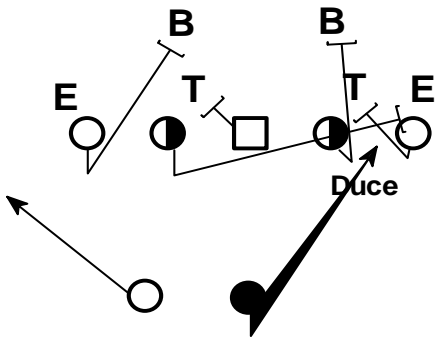
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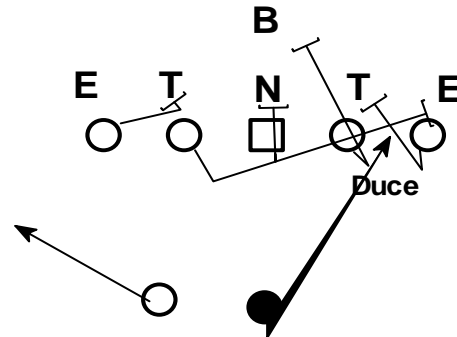
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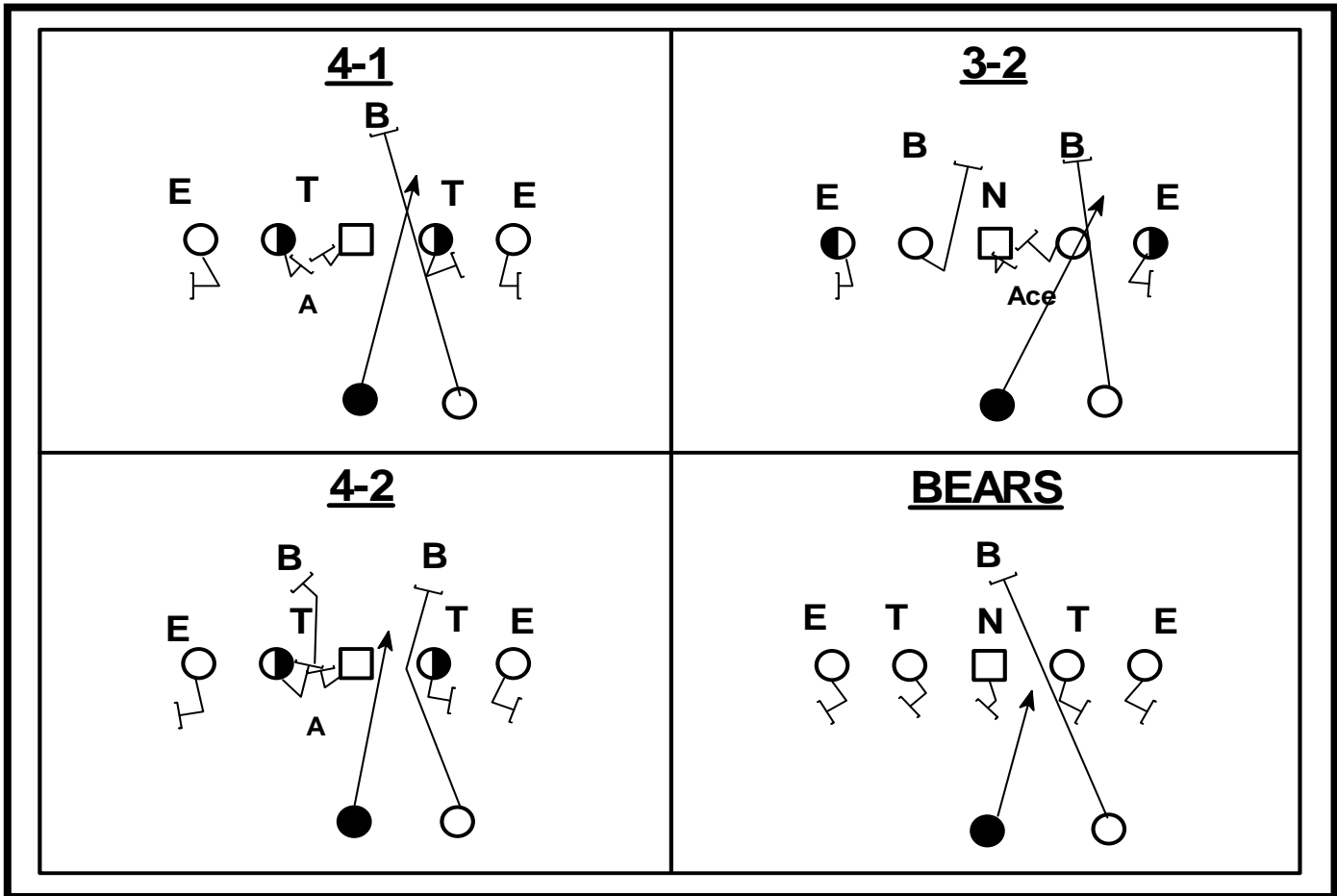
BEARS



Instruction and Assignment

QB	We want to run this play to the B-Gap player (3 technique). Look off linebackers, give them time to drop, follow guard into the hole.
RB	Fake 25/26.
FT	Pass set and down/combo block the B-Gap player with the guard to the inside backer.
	Pass set and combo block the B-Gap player to the nearest backer with the tackle. If there is no 3 technique down/combo on the next defender on any level.
C	Block down on the first defender at any level.
BG	Pull and kick out the defensive end.
BT	Pass set the defensive end inviting him up field. Let him come up field, block for two counts and then club and release downfield if possible.

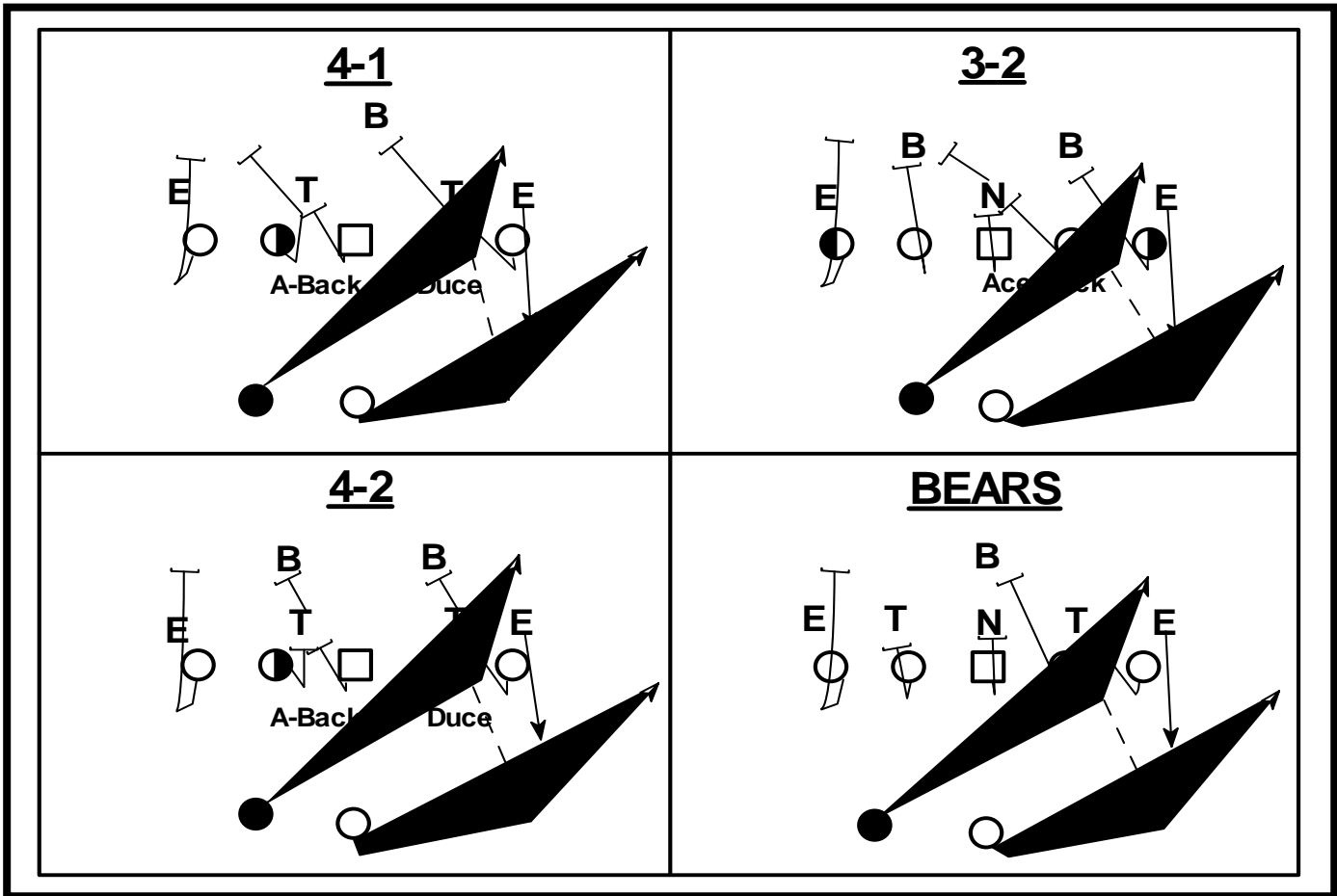
Lead Draw



Instruction and Assignment

QB	We want to run this play to the B-Gap player (3 technique). Look off linebackers, give them time to drop, follow R-Back into the hole.
RB	Lead block on the play-side LB. Make it look like you are releasing into a route.
FT	Pass set the defensive end inviting him up field. Let him come up field, block for two counts and then club and release downfield. Pass set & Turn/Throw
	Pass set the 3 technique and get him up field to your outside. Widen his rush. Double team/combo block with center any player shaded on the center. Pass set & Turn/Throw
C	Double team/combo block with guard any player shaded on you or in the A-Gap.
BG	Pass set A-Gap player and double team/combo with center. Pass set & Turn/Throw
BT	Pass set the defensive end inviting him up field. Let him come up field, block for two counts and then club and release downfield. Pass set & Turn/Throw

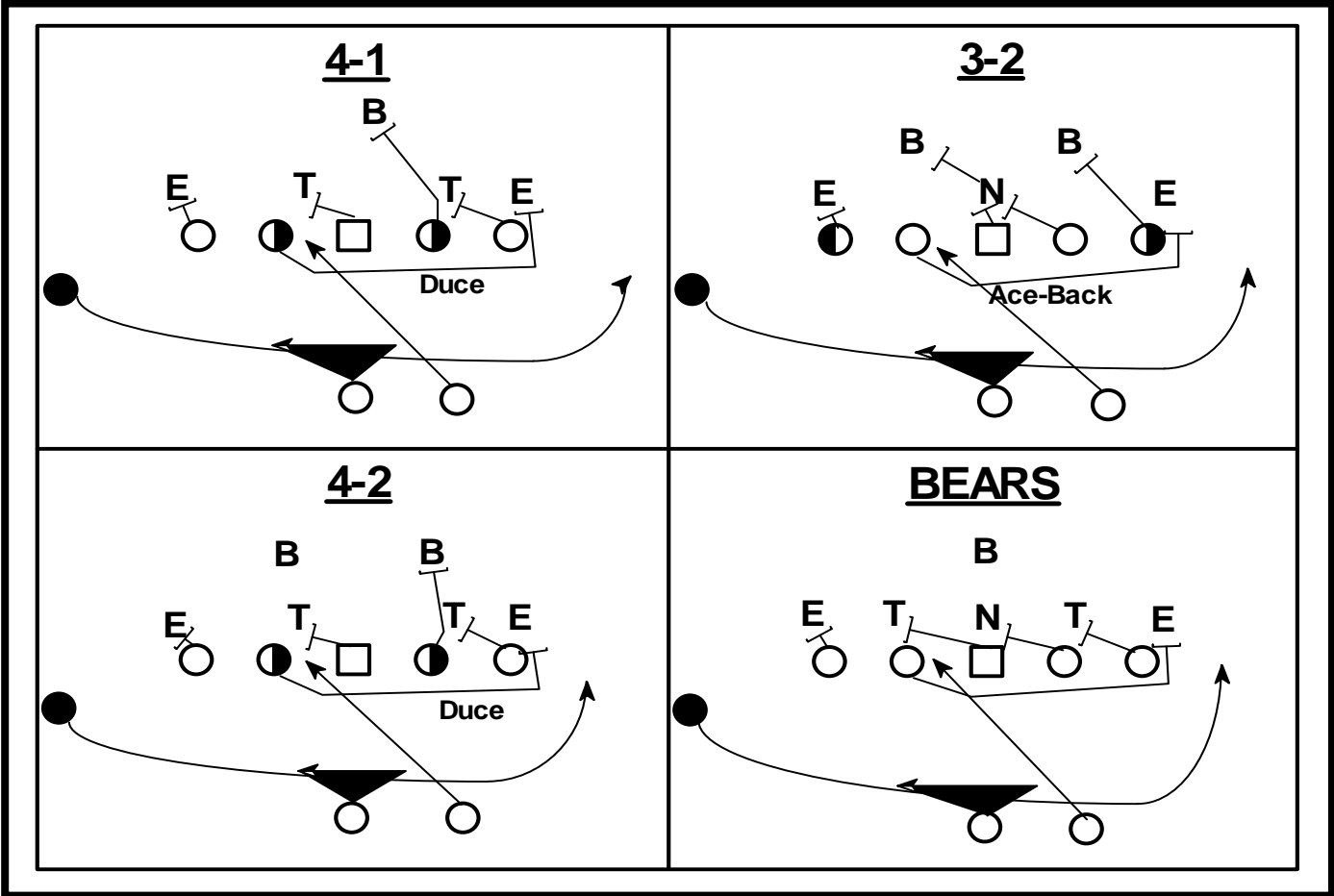
Nebraska



Instruction and Assignment

QB	We will always run this play away from trips. Attack outside of the defensive end up field. 1. DE rushes hard up field, shovel underneath to RB; 2. DE crashes inside turn up field; 3. DE slow plays attack outside up field and make DE commit.
RB	Attack the inside leg of the play side tackle and cut up field inside the defensive end. Receive the shovel pass behind the B-Gap and cut up field inside the defensive end. If the quarterback keeps the ball get up field and block.
	Quick pass set defensive end and combo block with guard B-Gap player. If there is not B-Gap player block nearest linebacker.
	Quick pass set defensive lineman and go down field or combo block with center or tackle to the nearest linebacker.
C	Quick pass set defensive lineman and combo block with guard to the nearest linebacker.
BG	Quick pass set defensive lineman and go down field or combo block with center or tackle to the nearest linebacker.
BT	Pass set defensive end, club after two counts and go down field.

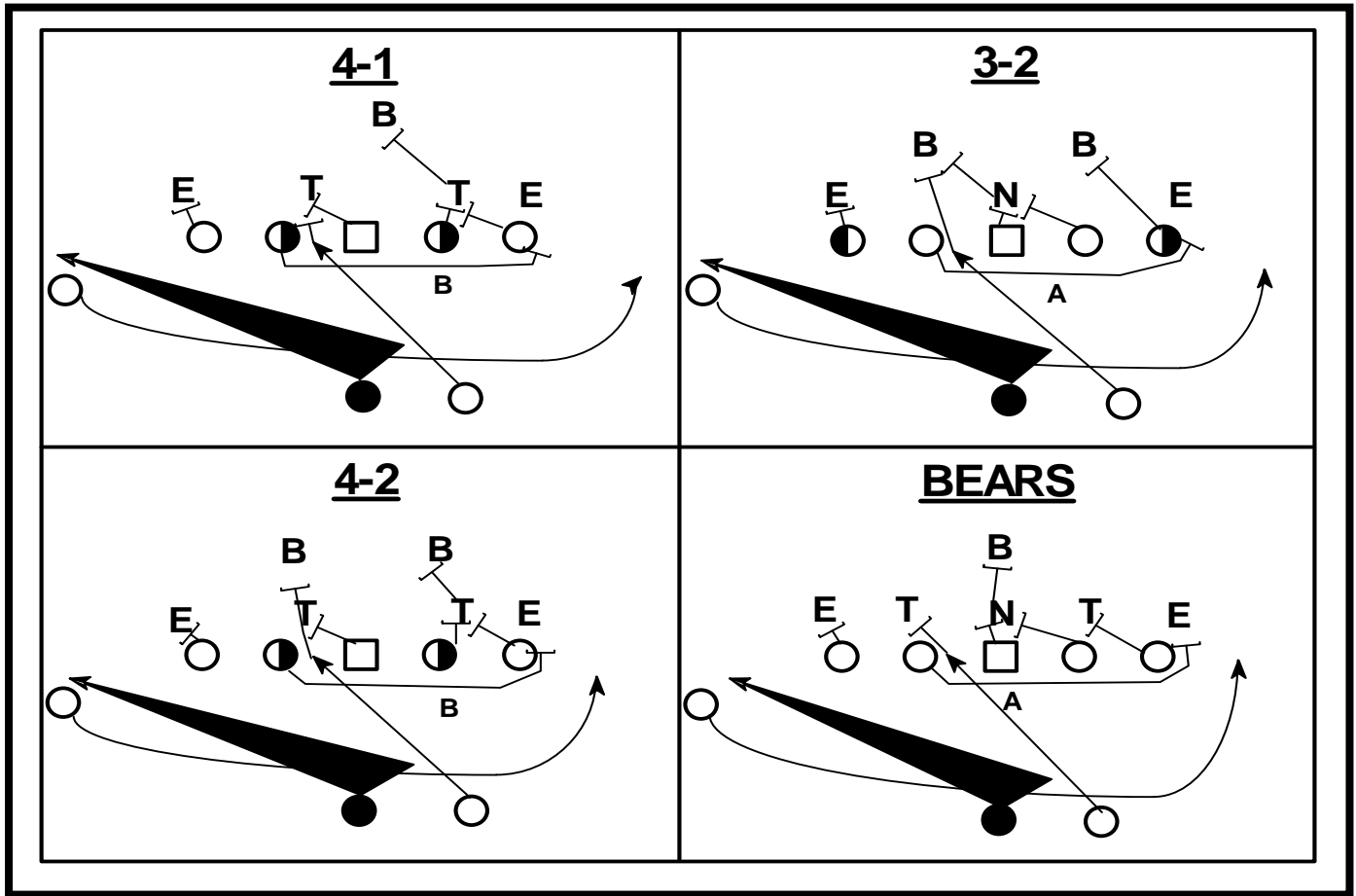
Chase Reverse



Instruction and Assignment

QB	Fake chase to the RB and continue your path. Outside hand off to the wing back. Boot away from the play after hand off.
RB	Take the fake and aim for the B-Gap while replacing the pulling guard. Get tackled.
	Down block or combo block most dangerous defender inside the defensive end.
	Down block or combo block most dangerous defender on any level.
C	Down block and replace pulling guard.
BG	Pull and log the defensive end.
BT	Drive block the defensive end.

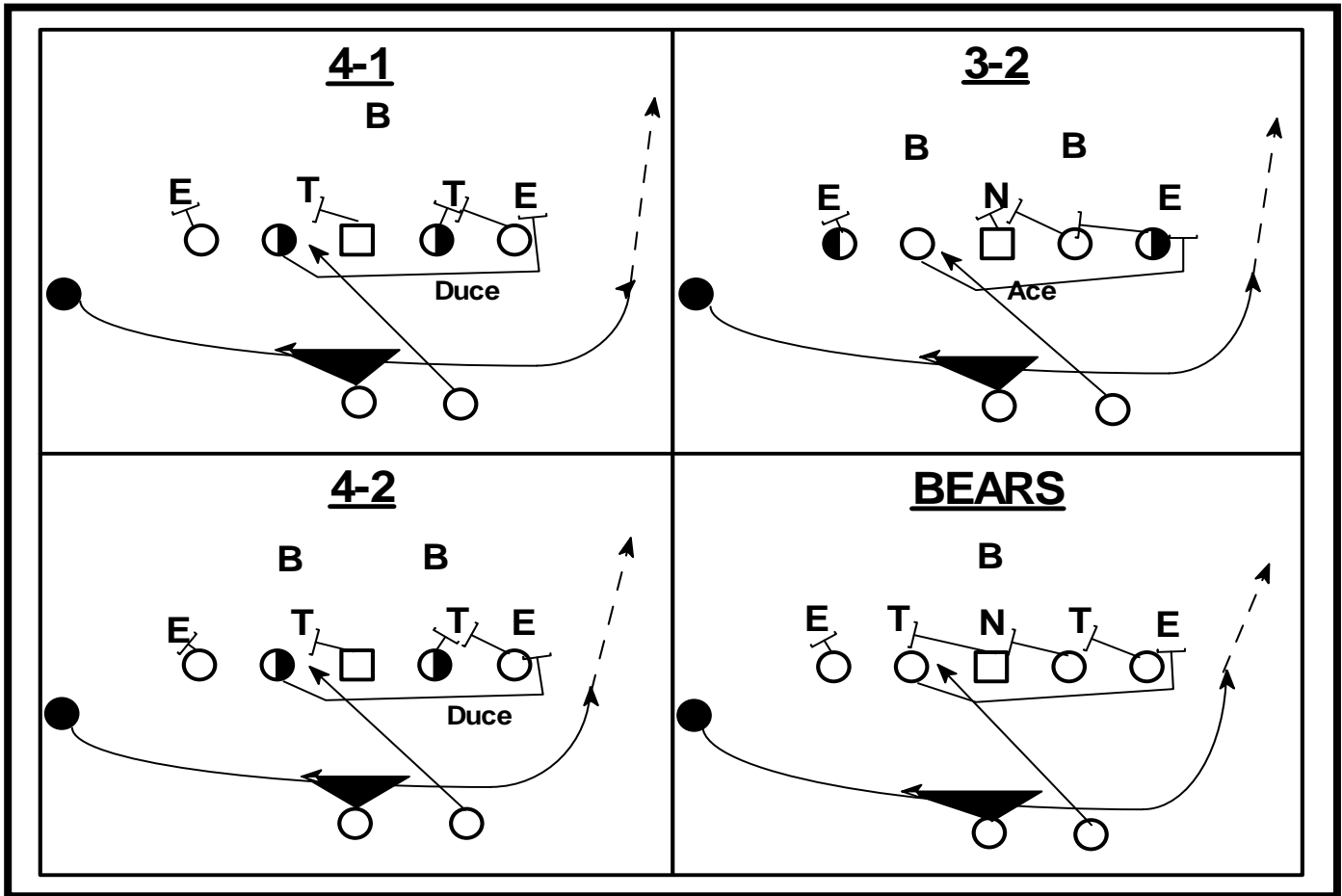
Chase Reverse Keep



Instruction and Assignment

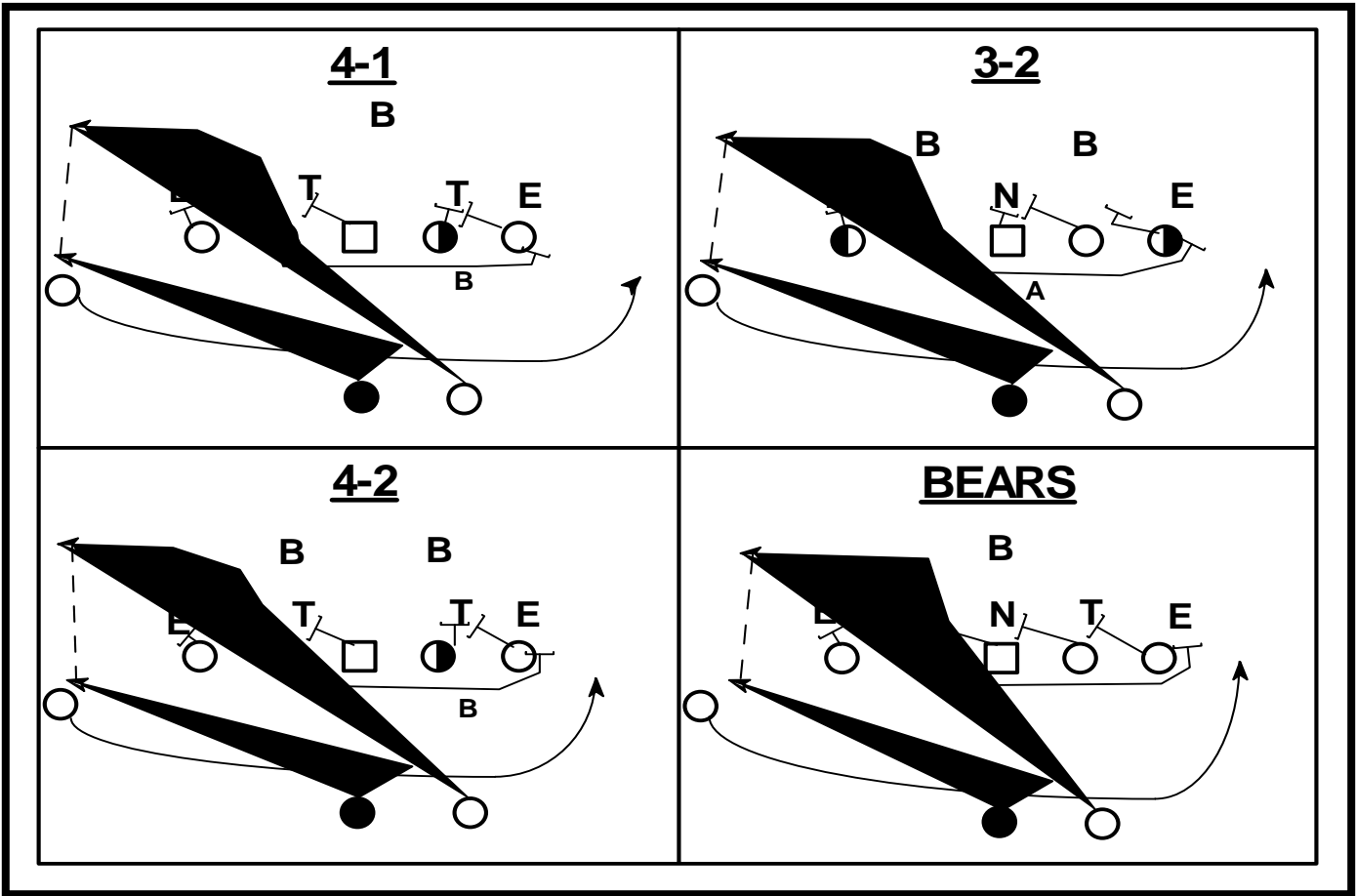
QB	Fake chase to the RB and the reverse to the wing back. Hide the ball in your back pocket and continue your path.
RB	Take the fake and aim for the B-Gap.
FT	Reach block the defensive end.
	Pull and block the defensive end.
C	Down block and replace pulling guard.
BG	Down block most dangerous defender on any level.
BT	Down block most dangerous defender inside the defensive end.

Chase Reverse Pass



Instruction and Assignment

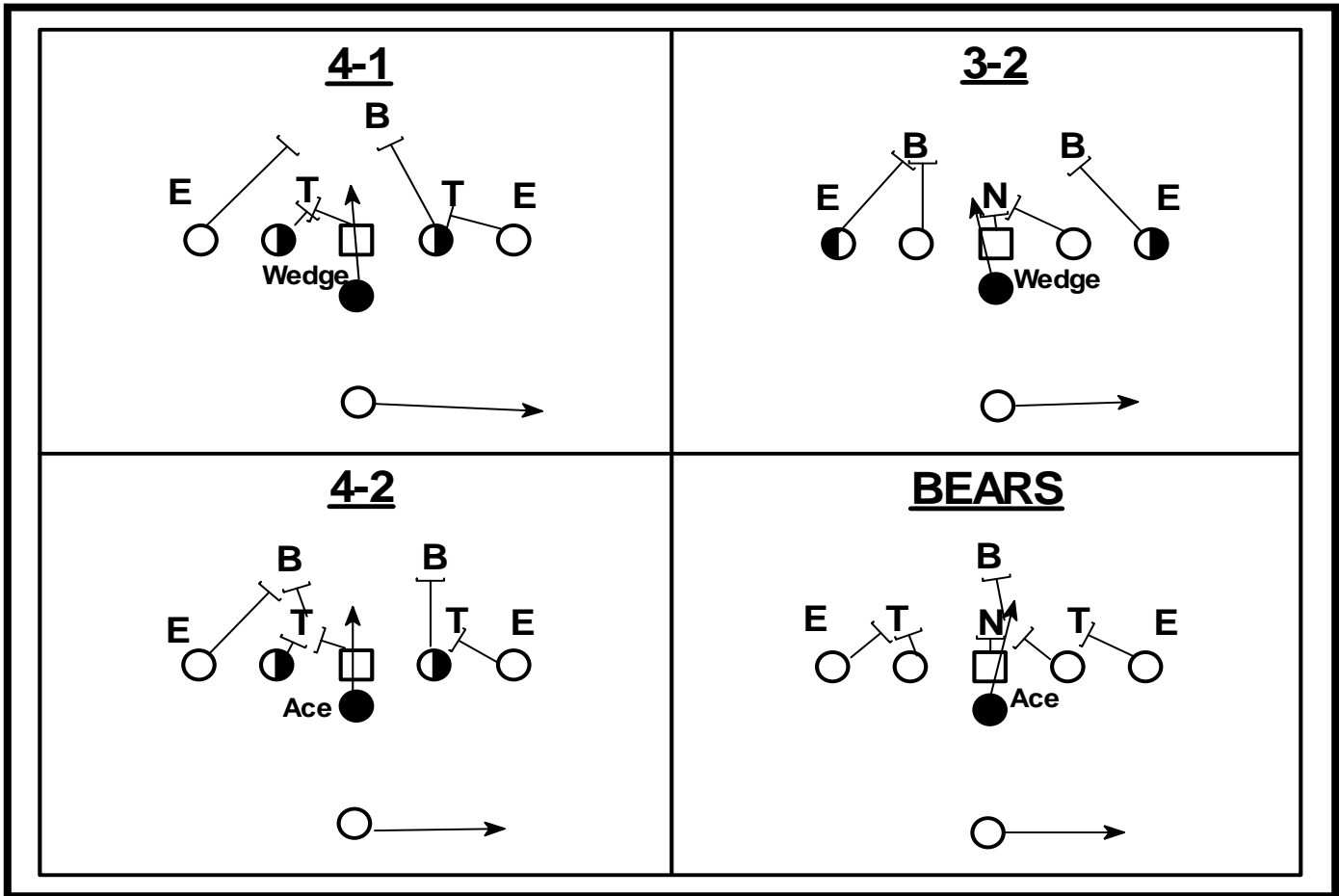
QB	Fake chase to the RB and continue your path. Outside hand off to the wing back. Boot away from the play after hand off.
RB	Take the fake and aim for the B-Gap while replacing the pulling guard.
FT	Down block most dangerous defender inside the defensive end. Don't go down field.
	Down block most dangerous defender on any level. Don't go down field.
C	Down block and replace pulling guard. Don't go down field.
BG	Pull and log the defensive end. Don't go down field.
BT	Drive block the defensive end. Don't go down field.



Instruction and Assignment

QB	Fake chase to the RB and reverse to the wing back. Hide the ball in your back pocket and continue your path.
RB	Take the fake, aim for the B-Gap, and run your route.
FT	Reach block the defensive end. Don't go down field.
	Pull and block the defensive end. Don't go down field.
C	Down block and replace pulling guard. Don't go down field.
BG	Down block most dangerous defender on any level. Don't go down field.
BT	Down block most dangerous defender inside the defensive end. Don't go down field.

QB Sneak



Instruction and Assignment

QB	We want to run this play from an under center position. Either follow the center up field or choose an A-Gap. If you choose an A-Gap make a direction call and duck up field as soon as you received the ball.
RB	Run your route if we are in no back. If we are in one back fake a toss play to one side.
FT	Block any defender on your inside.
	Double team block with the center any A-Gap or O technique player. If there is no defensive lineman in that area block the nearest backer.
C	Double team with the front side guard any A-Gap or O technique player. If there is no defensive lineman in that area block down to the back side.
BG	Block any defensive lineman from the A-Gap to the B-Gap. If there is no defensive lineman block the nearest linebacker.
	Block any defender on your inside.



South Carroll Offense

Passing Game

A major key to the success of our balanced offensive philosophy is having a passing game that can make use of numerous different concepts and formations, out number coverage, create positive match-ups, convert numerous situations successfully, and in general provide us with a **“Tool Box”** full of tools that gives us good answers to every defense we see. The structure of our offense allows us to do this through simple building blocks that can be used in different combinations. These building blocks include pass protections, passing concepts, formational series with tags, and route packages that allow us to change a passing concept’s look, screens, and play action passes.

As our understanding and execution of the different elements of our system, we expect to be able to throw the ball successfully at any time in the game, from any where on the field, and to be able to put our players into situations that they can succeed in.

SCHS Pass Offense

Basic Pass Principles of Pass Offense

1. **Protection-** The key to our Success!
2. **Beat the Blitz-** Recognize it! Protect it! Attack it! A big play is about to happen!
3. **Route Conversion-** Some routes are totally changed vs. some coverage.
Why?: Some routes simply will not work against some types of coverage.
How?: Pre-snap coverage recognition, and WR's & QB's reading on the move.
4. **Passing Concepts-** These concepts are the same across all the series in our offense. This allows fast learning and allows us to show many different looks to the defense.
How?: Simple number system
5. **Educated Freedom-** Players must always have a common sense approach to operating and running routes, understanding that their job, first and foremost, is to **get open in a way that the QB can find them**. These situations include both the D.A. rule and A.M.F. rule. They must also understand what their overall job is within a given route, and do what ever it takes to get that job done. The last part of this principle is knowing all the assignments and how they affect your route and how your route affects them.
6. **"Sandbox" Rules-** Each player within a concept, by the design of the concept, has a specific area assigned to him in which to get open, or a "sandbox." Receivers must ensure that their route stays out of the "sandbox" of another player, creating congestion and ruining our play, making whatever adjustments necessary.

7. **Built in Constants-** There are certain things built into our pass offense that DO NOT CHANGE:
 - a. If there is no FS in the middle of the field, someone will be assigned to replace him.
 - b. Vs. Cover 2, we will build triangles to read.
 - c. We will throw the ball deep on the hashes if a FS is in the middle of the field (Covers 1 & 3).
 - d. Against hard corners, Cover 2 type defenses, we will never attempt to throw a ball over the head of a cornerback who's retreating; take the short throw.
 - e. Vs. Zone coverage, receivers are to find and settle in holes between pass defenders; QBs are to throw the ball to those holes and not to lead them.
 - f. Vs. Man coverage, receivers are to stay on the move, always work for separation, accelerating away from pressure. QBs are to lead the receivers and allow them to keep running away, maintaining that separation.
 - g. 'Q' Receiver: within all of our passing concepts, we will have a player built in that will break off his route so the QB has a quick option against the blitz. The QB and WRs must always know who the Q is and who makes him adjust his route.
8. **QBs never pass up an open receiver to wait for another to get open.**
9. **Scramble Rules-** In the event of a scramble, receivers have definite break-off courses based on the type of route they are running. The QB will never throw a ball late into the middle on a scramble.
10. **Yards After Catch-** All people involved in the passing game must be aware that over 50% of the yards gained in the passing game come after the catch. Receivers will be trained where to go after the catch based on coverage, and the QBs will be trained to provide the specific types of throws that enables them to maximize their YAC gains.

11. Uncovered Principle-

Forcing defenses to “cover down” on our split receivers is something we believe in as strongly as anything in our offense. We work to throw to **any uncovered receiver created by alignment or motion**. We have two basic types of uncovered throws, each has a special audible or cadence indication. If we fail to force the defense to cover our receivers it gives a license to put an extra man in the box to defend the run and become an extra rusher vs. our passing game.

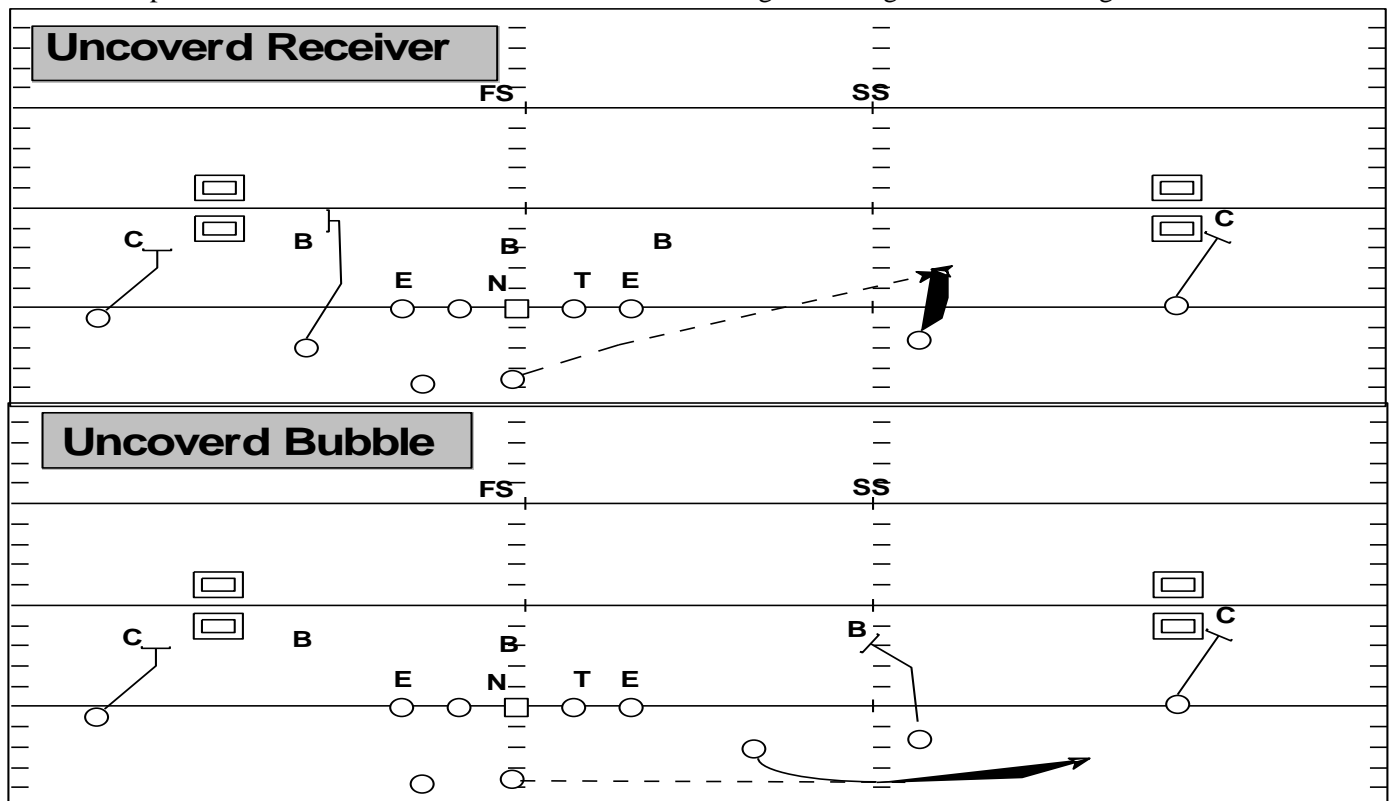
Rules for Throwing Uncovered

1. Any receiver who can catch the ball and gain 4 yards is uncovered.
2. Only throw on first or second down or 3rd with less than 5 yards to go.

How to Throw the Uncovered Principle

The first diagram shows how we teach our uncovered principle. The receiver widens on his release at about 45 degrees, looking for the ball quickly. The QB will simply rise up and throw on the first step. We will practice this through our uncovered receiver drill. Versus a defender that tries to split two receivers, both receivers execute their uncovered release with the QB reading the defender. Since we only want 4 yards on this throw, as long as the ball is caught we have a successful play. We will widen splits when defenders try to play between us so that we can “break the defender off” from any help.

Our second form of uncovered we call bubble. It functions like a quick screen, mostly run to the trips side. We will create an uncovered receiver through blocking and route running.



Pass Protection

The first building block of our passing game is protection. Great protection is the most basic key to the success of our pass offense. We are, and always will be, a **protection first team**, which is to say that it gets top priority in our emphasis, our installation, and all our thinking related to any part of the passing game. Successful pass protection is the result of a total effort that involves EVERY member of the offensive unit:

- Our linemen must be know and be able to execute our schemes, but even more, they must maintain a fierce pride in protecting the passer that says, “**Nobody touches the quarterback.**”
- Our R-Back must understand his role within different protection schemes. He must get himself to the right places, and be physical enough to constantly handle linebackers and defensive ends.
- Our receivers play a major role by identifying coverage and potential blitz situations, understanding when they must break off their route to sight adjustments (being the ‘Q’ receiver), and most importantly GET OPEN in the time required by each pass so that the linemen and back do not have to pass block for unnecessary periods of time.
- Our quarterback is the center of it all, and he insures that we are a great protection team through the right recognition and communication. He must also get the ball off on the correct timing, and throw the ball away rather than taking foolish sacks.

Our protection packages provide us solid answers for any situations that come up. As we understand how each of them work, and each position understands and carries out their individual responsibility related to protection, we WILL be a GREAT protection team at South Carroll.

Protection Concepts

The basics of our protection comes form concepts. These concepts will remain constant throughout our whole offense. Our protection concepts allow us to teach a basic part of our

offense quickly and then incorporate it into a number of passing plays, by doing this we become very multiple with only a few teaching points. Our protection concepts are as follows:

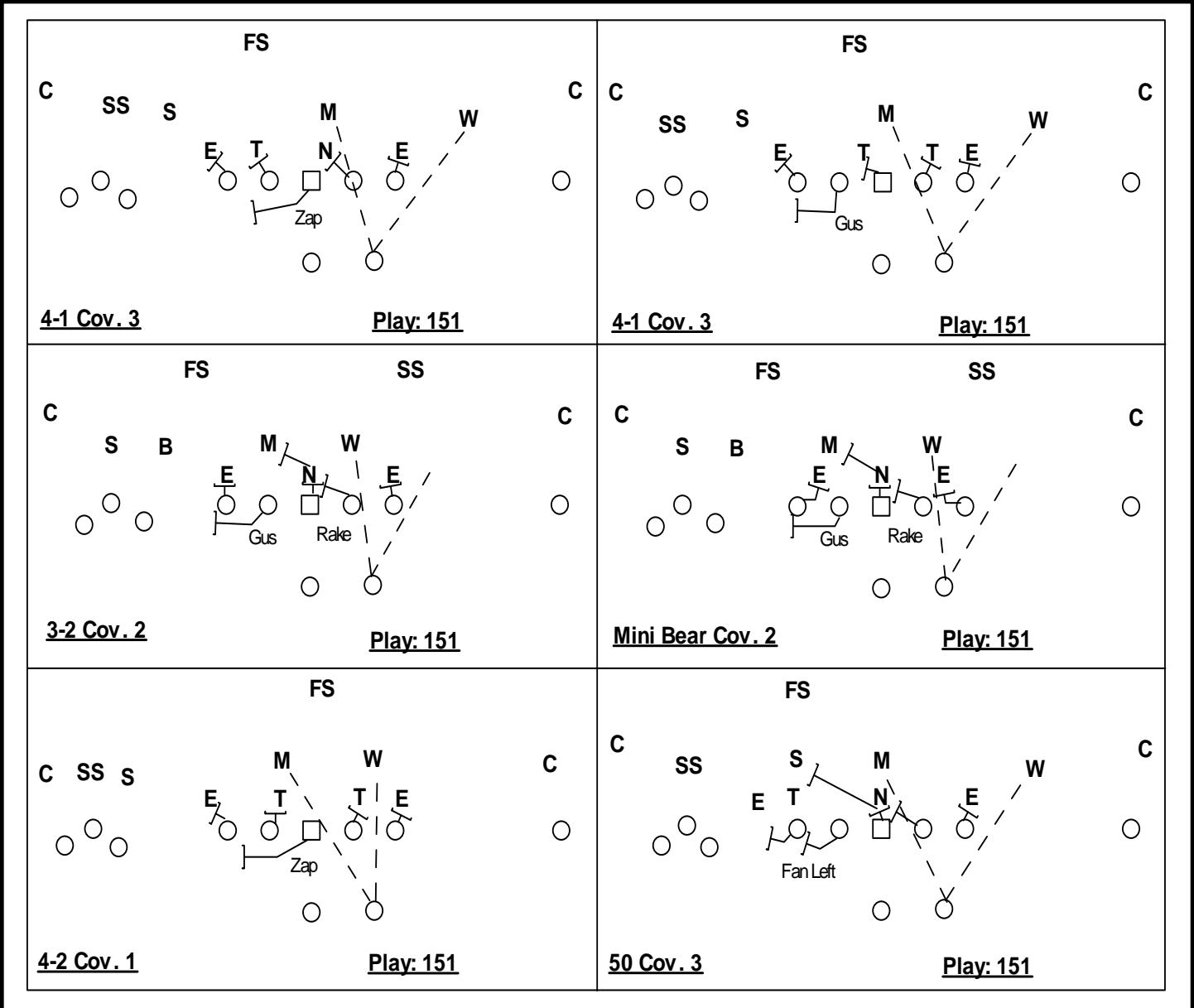
Index	Protection Concept the Index Indicates
1	Slide Protection
Rip/Liz	Gap Protection
9	Man Protection
30's	Quick Protection
Play Action	Play Action Protection
Smoke	Semi-Roll Protection

The direction of the protection is either determined by the **last number of the three digit play call** e.g. 981 RB goes left, a direction call within the play call e.g. Rip/Liz, or is determined by the play e.g. RB goes right on all quick protections (30 concept).

For Example: If you see the play call 981, you should know by the last number to which side the RB is blocking and that the center has to go opposite. 1 indicates that the RB goes left. The first number tells you that we are running a man protection scheme.

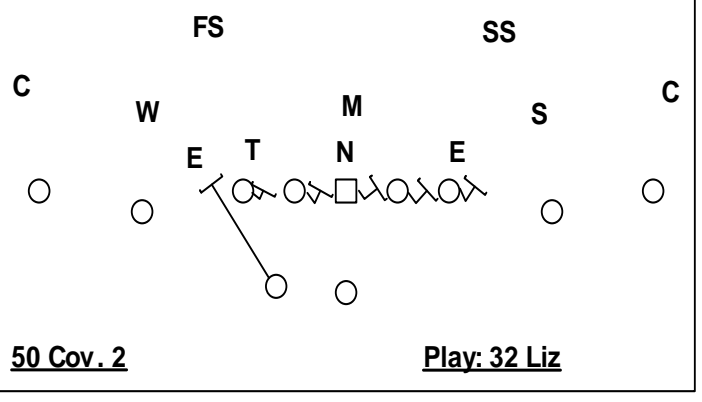
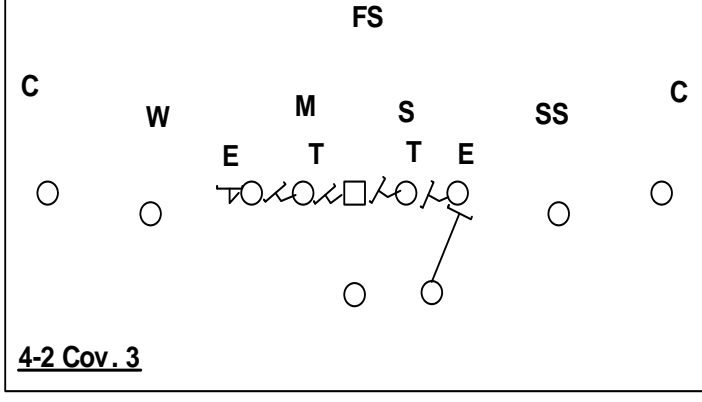
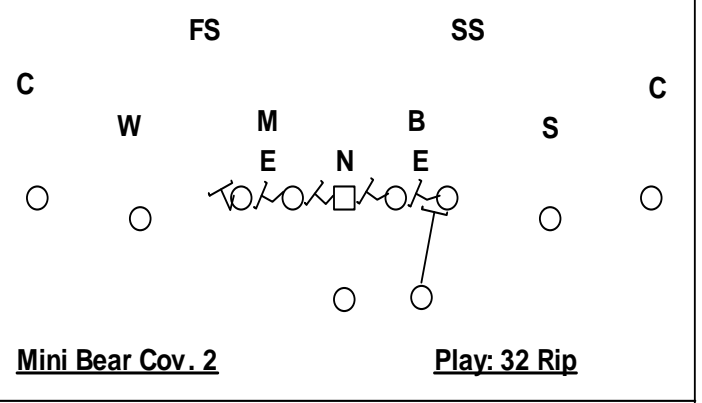
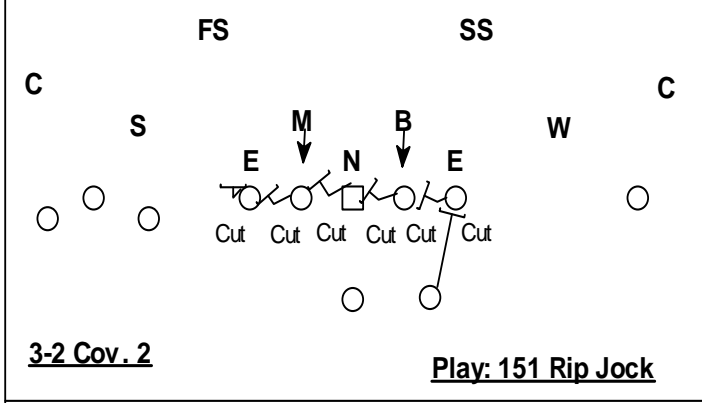
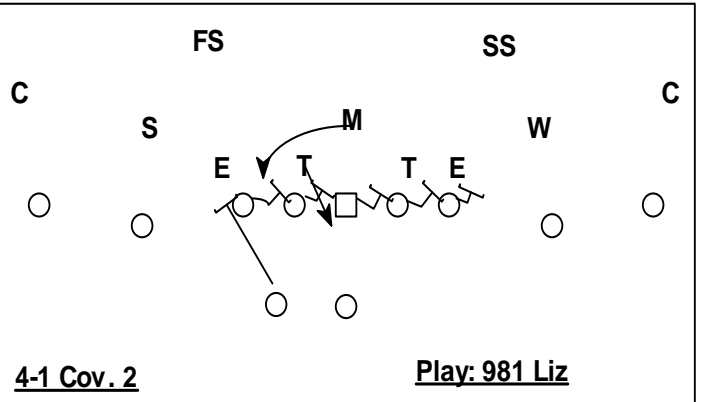
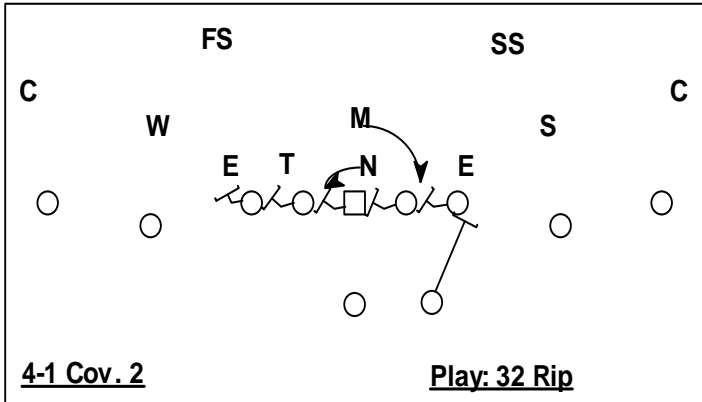
“1” Slide Protection

Our slide protection is used to protect against outside blitzes and overloads. In this protection the **RB has to double read the backers**. We will slide from the first uncovered lineman on away from the RB. The back-side tackle will stay man on the defensive end with the center or the guard picking up blitzing backers. The center determines weather he or the guard will slide and check outside. In the 50's series the RB goes away form the call. This will be the only time in protection when this happens. The center or the uncovered lineman goes to the call.



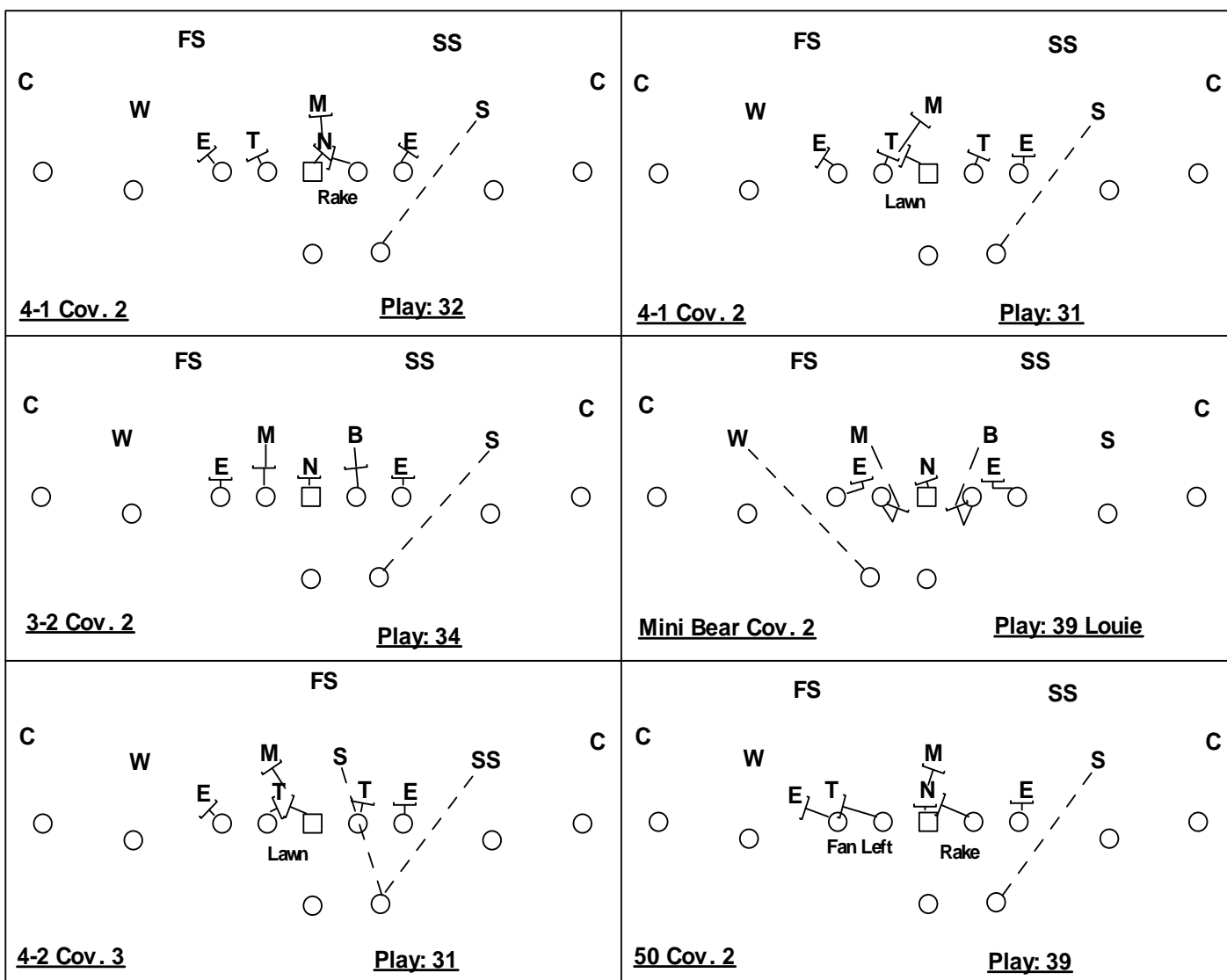
“Rip/Liz” Gap Protection

We can use this protection in any series. We will use it if we have trouble picking up any type of stunts or blitzes. We may also use this protection for our quick passing game. This is a zone protection scheme. The line will always protect the gap away from the call stepping with the play-side foot first. The RB will block the defensive end to the call by attacking him aggressively. Be aggressive if this protection is used in the quick passing game. If a “Jock” call is added, everyone in the box cut blocks.



“30” Quick Protection

Most 30's use Quick Protection. Our Quick Protection is based on our Man Protection and is a man scheme. This is a five or six man protection depending on the formation (no back or one back). We run block the defenders initially. This is a very aggressive block because we have to get the defenders' hands down. The RB will always protect to the right unless given a "Louie" call where he goes to the left. The center always identifies the Mike backer. Mike call depends on the front call by the RB. Mike is either the single backer in the box or the 2nd backer in the box away from the call. To block Mike the center calls either a single block or a combo block with a guard depending on the defensive alignment. The center will double read Mike to the outside backer away from the call. Cut on "Jock" call.



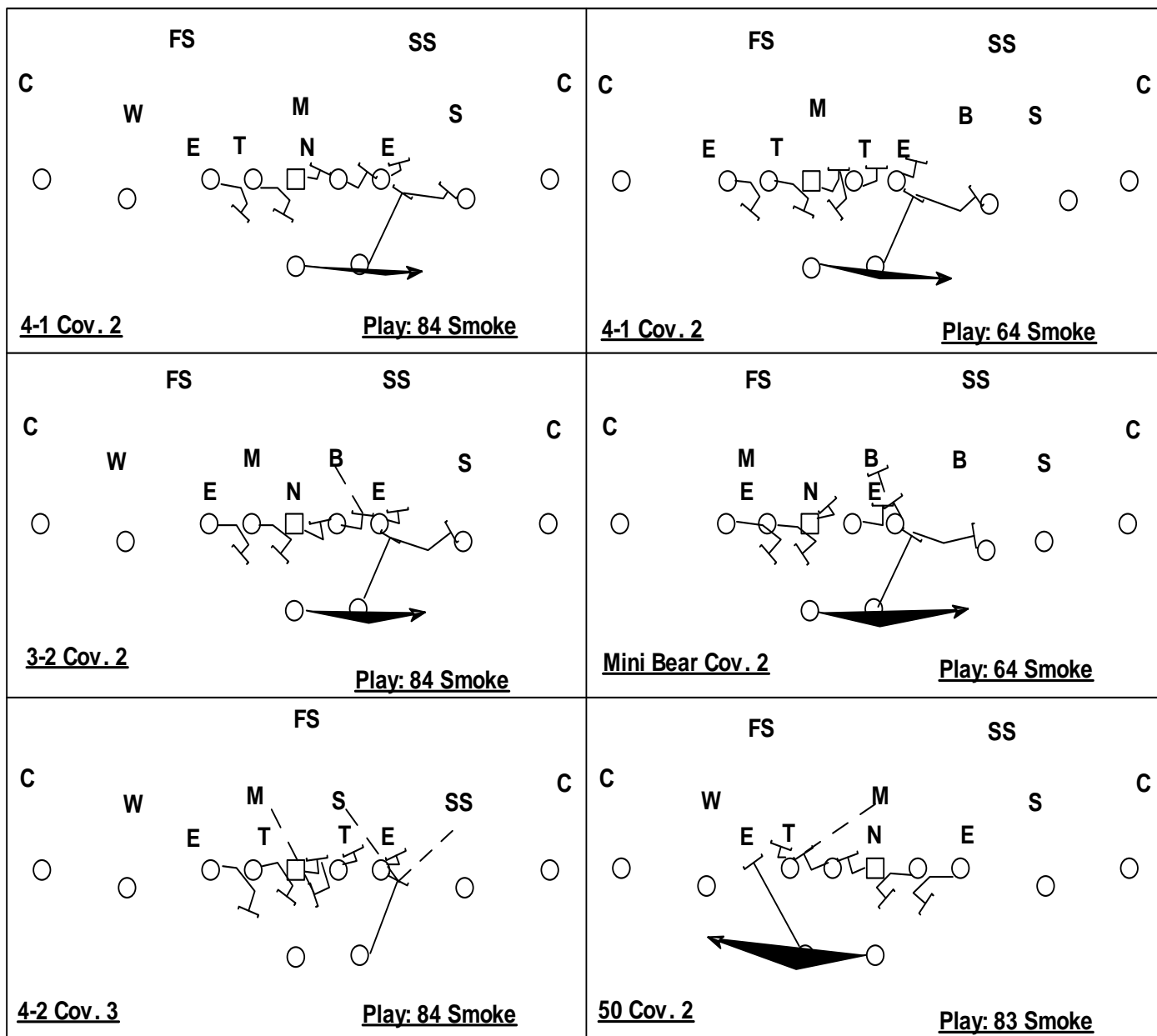
Play Action Protection

We use three different types of protection on play action plays. On fake draw passes we use our Man Protection. On all other play action passes we have to block aggressively selling run first do the defensive line and the backers. The RB carries out his run fake and blocks by getting tackled if he is not included in the routes. On Waggle passes, the backside guard pulls and hooks the defensive end while the other offensive linemen block down aggressively. On all other play action passes we always block the play that is called like a run without going down field.

<p>FS SS C C</p> <p>4-1 Cov. 2 <u>Play: Chase Right Waggle</u></p>	<p>FS SS C C</p> <p>4-1 Cov. 2 <u>Play: Chase Left Waggle</u></p>
<p>FS SS C C</p> <p>3-2 Cov. 2 <u>Play: Chase Left Waggle</u></p>	<p>FS C C</p> <p>Mini Bear Cov. 1 <u>Play: Fake Draw 92</u></p>
<p>FS C C</p> <p>4-2 Cov. 3 <u>Play: Dive Left Boot</u></p>	<p>FS SS C C</p> <p>50 Cov. 2 <u>Play: Chase Right Waggle</u></p>

“Smoke” Semi-Roll Protection

We use this protection for a semi-roll by the QB. It is always a six man protection. The RB checks and helps against the play-side defensive end. If the end is secured he leads the QB and checks blitzes from the play-side D-Gap to the A-Gap. The play-side guard and tackle reach or man block without losing ground. The play-side has to “engage high, roll low” in their blocks. The center, the back-side guard and tackle reach and hinge. The back-side tackle has to control the backside defensive end.



Passing Concepts

The basics of our passing game come in the form of concepts. These concepts will remain constant throughout our whole offense. Our passing concepts allow us to teach a basic part of our offense quickly and then incorporate it into a number of formations, by doing this we become very multiple with only a few teaching points. Our passing concepts are as follows:

Number	Concept the Number Indicates
0	Mesh Concept
1-2	Vertical Concept
3-4	Smash Concept
5-6	Screen Concept
7-8	Flat / Curl Concept
9	No Designated Concept – This will be game planned

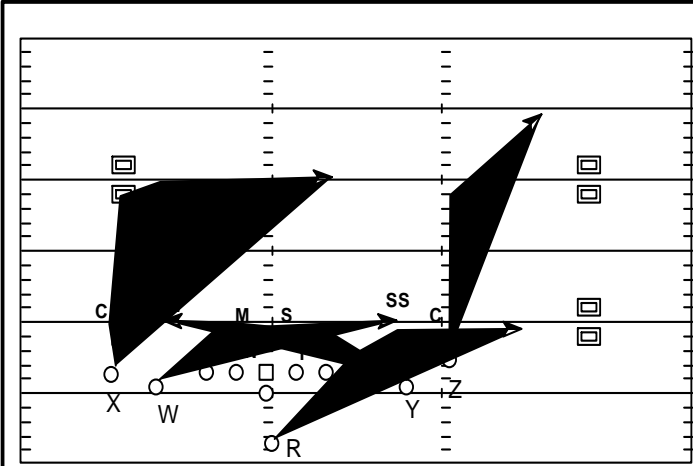
Note: Odd #'s = Formation Strength to the Left; Even #'s = Formation Strength to the Right.
The concept does not change.

For Example: If you see the play call 981, you should know by the **last number** what route concept we are running. 1 or 2 indicates the vertical concept. This would not change in any series **50 and up**. 951/952, 961/962, 971/972, 981/982, and 91/92 would be all vertical concept routes out of different formations. The route and the method we run the routes will stay similar throughout each play.

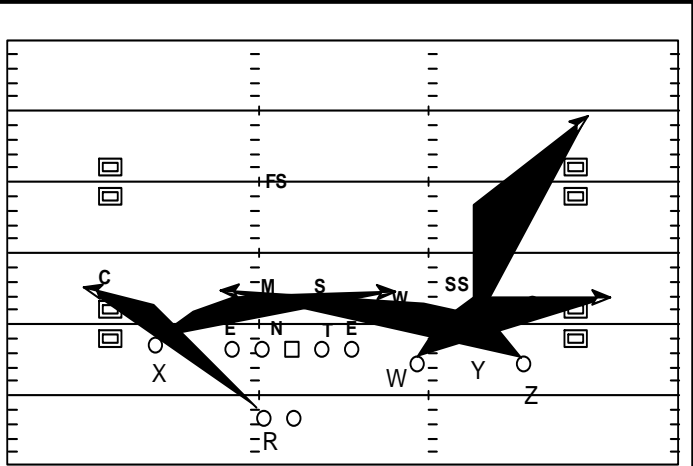
“0” Mesh Concept

50 East/West
80 East/West
90 East/West

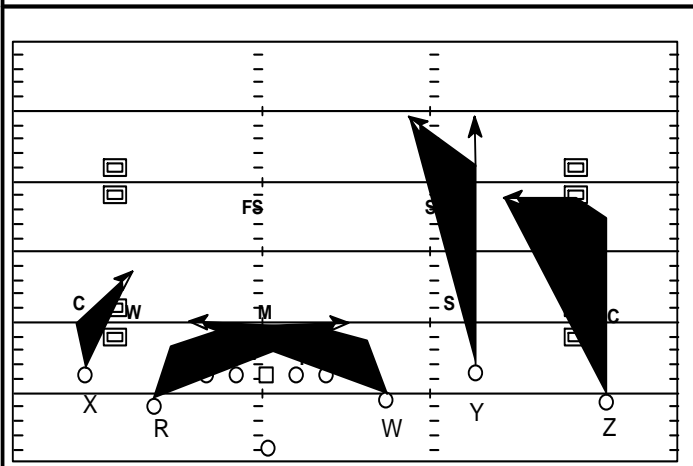
Our “0” concept is known as the Mesh Concept, and it attacks the underneath edge of coverage very rapidly, many times from a tightened environment. This concept creates multiple “rubs” by incorporating different crossing routes. Our Mesh Concept is a quick rhythm concept, whose primary purpose is to attack man-to-man defense by creating match-up problems and multiple rubs. With this in mind we also have a zone breaker built into the mesh concept. This concept, we believe, attacks most of the defenses we will face. Since “0” is only a single number, East and West will be used to identify the formation strength, with East being right and West being left.



180 East



150 East

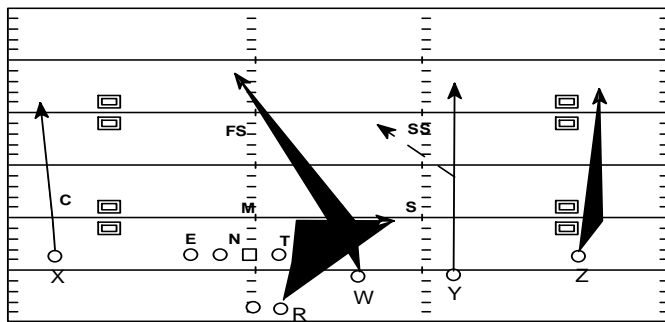


90 East

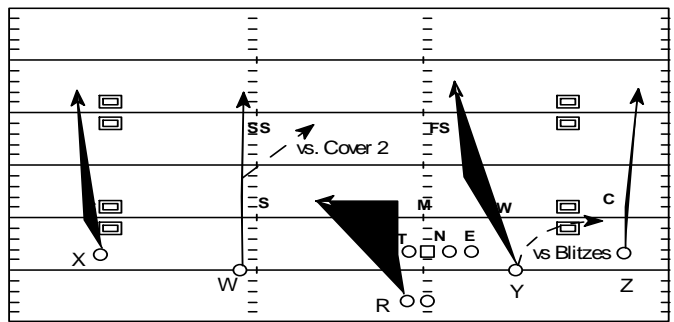
“1-2” Vertical Concept

51-52
61-62
71-72
81-82
91-92

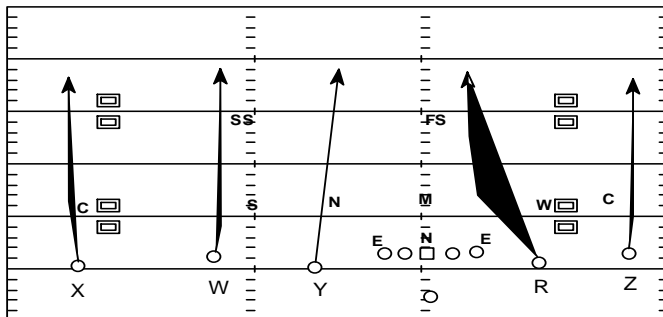
...ense to attack and
...our offense. We
normally will designate our areas of attack as 18-22 yards down the field. The specific parts of the field that this concept attacks include: 4 yards outside of the numbers on each side of the field, 2 yards outside each hash mark, and in some cases directly down the middle of the field. We will also have a lower level control route. This concept will be used against any kind of coverage we see, whether it is Man-to-Man, any zone concept.



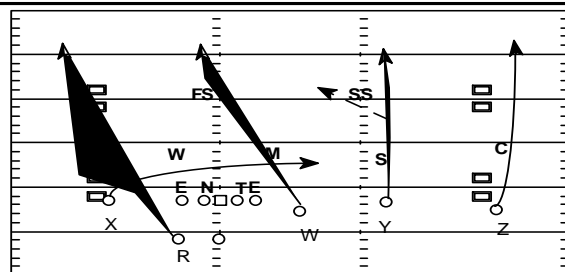
962



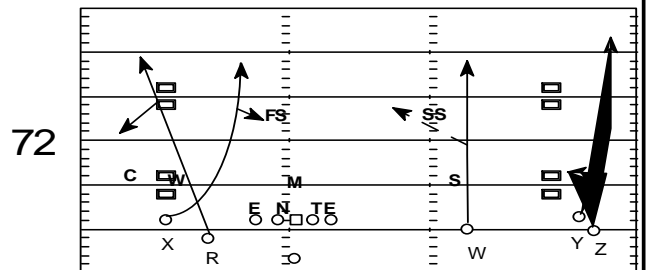
981



91



152

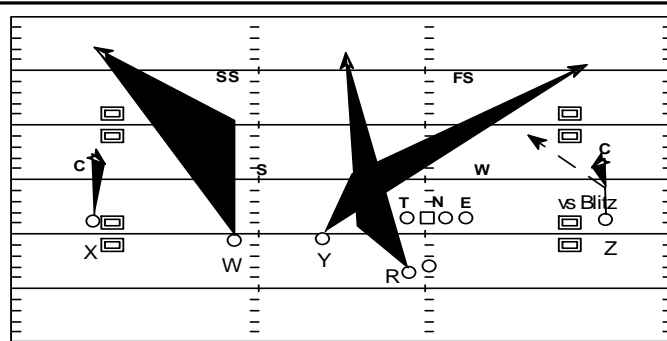


72

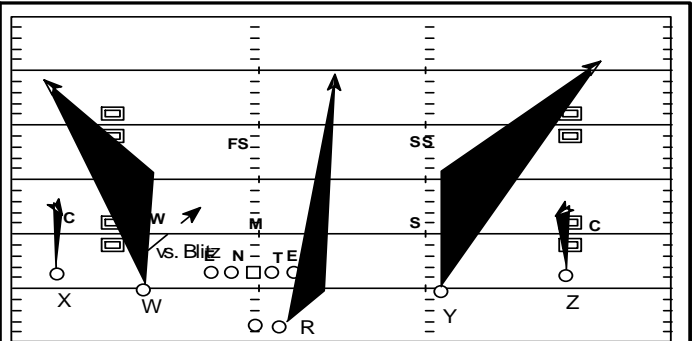
“3-4” Smash Concept

53-54
63-64
73-74
83-84
93-94

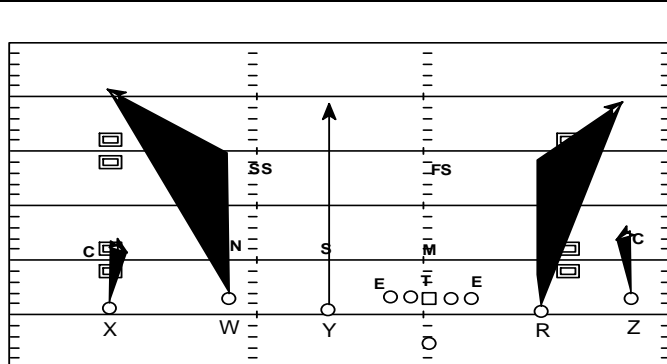
deep coverage by creating situations where the cornerback cannot cover two people; he will see a six yard hitch in front of him and have a deeper-developing flag route behind him. Depending on the coverage and situation, we can use it to attack down the field on the deep outside edge, or underneath as a ball-control pass. This concept is good against Cover 2 primarily, but we can and will use it vs. Cover 3 and Man-to-Man defenses.



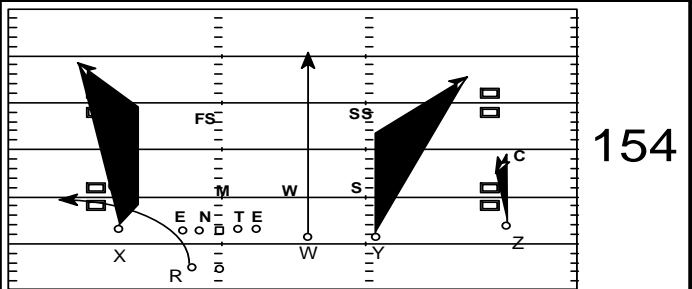
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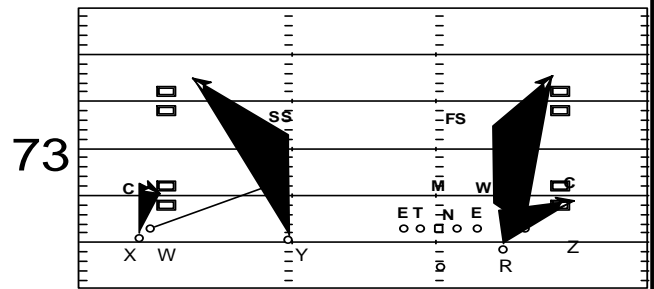
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93



154

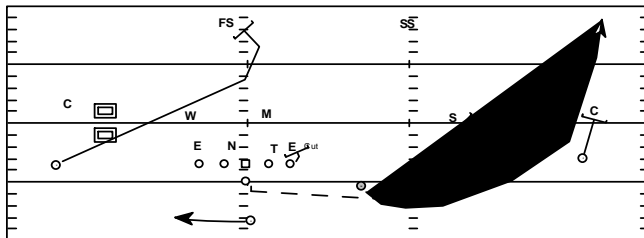


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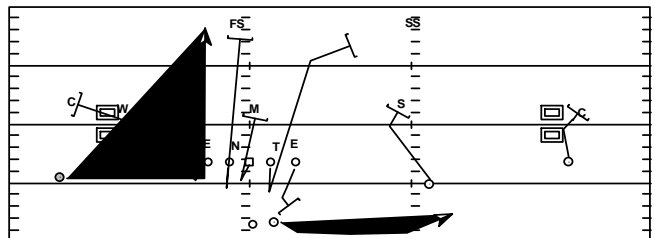
“5-6” Screen Concept

15-16
25-26
65-66
85-86
95-96

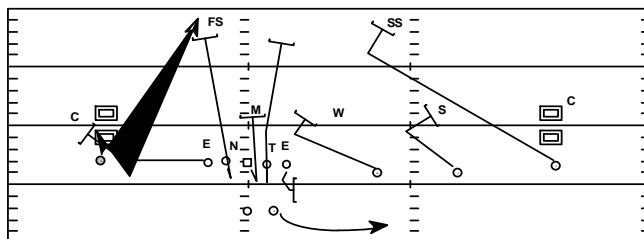
The Screen Concept is a concept that we like to rely on. We use our screen game to control the blitz and pass rush by inviting the defense up-field and then allowing them to rush. Our offensive line will block downfield as we throw underneath to our receivers or back. We are attacking the rush and blitz. We are also getting offensive linemen downfield vs. defenders that are not used to being blocked by linemen. This concept can be used to attack about any defense we will face. Mainly we would like to use this concept when we are getting a hard rush or zone blitzed.



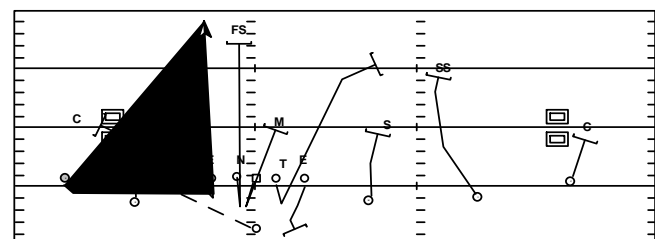
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85



65

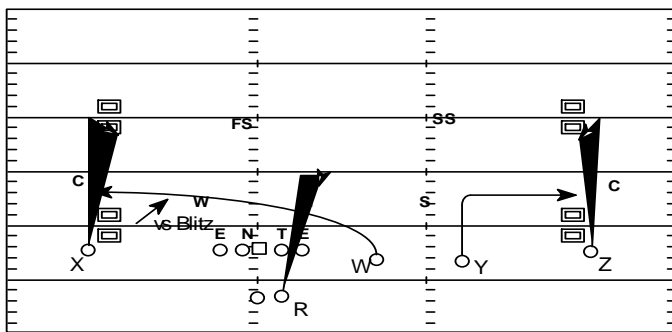


95

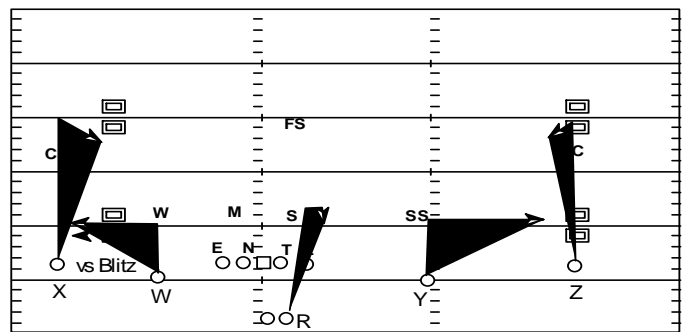
“7-8” Flat/Curl Concept

57-58
67-68
77-78
87-88
97-98

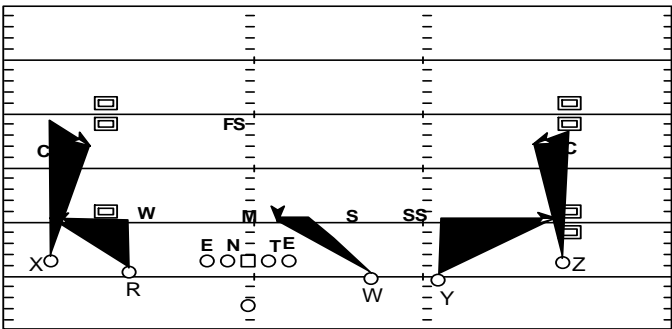
stretch a flat defender to the sideline and replace him with a receiver behind him. At the same time we will control the middle of the field with a short control route. This creates a triangle of receivers for the QB to read. This concept allows us to attack an area 12 yards down the field on the hashes and the area 5 yards deep on the numbers. Lastly the control route enables us to attack the middle of the field at a depth of five yards. This concept is best at attacking both Cover 3 and Cover 4.



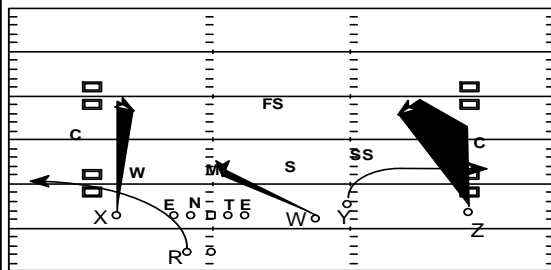
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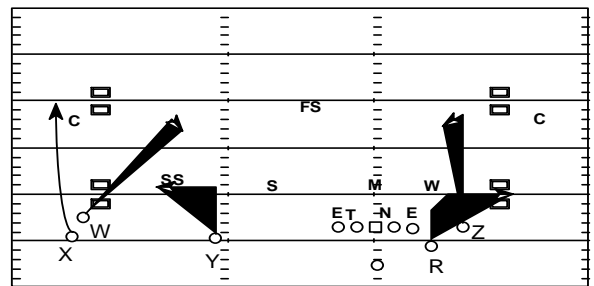
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98



158



77

Formational Series

The second building block of our offense is our formational series. Each series is unique and adapts our passing concepts to various formations. **The 30 series is the only exception to this rule.** Our series consist of the following:

- **30's**- 3 step passing game out of Doubles, Trips, Panther or Hurricane formations. These are the only “pass plays” we teach.
- **50's**- 5 step passing game out of Cluster formation, with the R-Back going opposite of the strength.
- **60's** – 5 Step passing game out of Trips with the running back going to strength.
- **70's** – 5 step passing game out of Hurricane.
- **80's** – 5 step passing game out of Doubles.
- **90's** – 5 step passing game out of Panther.

In our offense the 30's are set plays that must be memorized. However, the 50's, 60's, 70's, 80's and 90's will incorporate one of our 6 passing concepts into their respective formation. **ALL OF THESE SERIES CAN AND WILL BE USED IN THE SHOTGUN.**

30's

Our 3-step passing game is the 30's series. This is the "BREAD AND BUTTER" of our offense. We will throw it at anytime, anywhere on the field. We prefer to use it against covers 3 and 1 or against the blitz. This is a high percentage series. The completion should be 80% - 85%. These are the only "pass plays" we teach. **The basic concepts do not apply to the 30's.** We can run these plays out of most of our formations, but a majority of the time we like to run them from Doubles, Trips, or Panther.

Defensive Answers to Our 3-step Passing Game

1. They will give up the 5 or 6-yard completion. Then think of tackling the receiver at that yardage. If the defensive coordinator has done his homework, they will realize that half of all passing yardage comes AFTER THE CATCH. So a 5 or 6-yard catch will usually turn into a 10 - 12 yard play. **We will take that!!**
2. They will play a 2 deep concept either zone or man underneath. Either of these might force us to throw the fade route. We can do this, but we would prefer to run the football against this coverage. The reason being, with 4 wide-outs it would take 6 people to cover them. This puts only 5 in the box, and gives us a great opportunity to run the football. However, if we are not able to run the ball, our fade flat and under slant should still work effectively.
3. **BLITZ**, If the first two theories do not work for them they will go to the blitz theory. If they bring 6 we can block that, 7 is the problem. If the use 4 across coverage the QB has to make a decision. **One, get the ball off before they get to him, or two bring in an extra player for protection.** We prefer the protection concept. ****REMEMBER** this is man to man, no help, if the DB makes on little mistake it is 6 points.**

30's Receiver Rules

A.M.F. - This is for both wings and wide-outs if a defender is within 5 yards on hitch or out then beat him deep. Or, if his feet do not move on your release up field, work to get over the top of the defender, make the decision at break point.

D.A. - This is for wings, if the defender over you plays wide or on the snap of the ball flies out to cover the flats, show your numbers to the QB at 3-4 yards in front of the LOS.

COACHING POINT FOR QUARTERBACKS (OPEN FIELD)

DROP: Under Center:

3-step drop—Release the ball when you hit your 3rd step.

3-step drop to the left—Back pedal R-L-R (L-R-L for lefties)

3-step drop to the right—Crossover

Shotgun:

2-step drop Throwing Left- Right crosses behind left

2-step drop Throwing Right- Right foot reaches on a 45 degree angle left foot follows.

*In Shotgun we will chop our feet **in place**, making small choppy steps for timing only. This prevents quarterback from stepping in “the bucket” and/or throwing flat footed.

READ: 1. Uncovered

2. Softest corner
3. Throw away from strength of the defense.
4. On the hitch and out, read shoulders of flat defender.
5. Throw slant **only** vs. Cover 1 (31).
6. Throw hitch or out vs. Cover 3 (32 and 33).
7. With normal down and distance run the ball vs. Cover 2 or 5. Also, possibly check into 39.
8. Throw fade at 18-20 yards.
9. If in doubt, throw ball away...NO SACKS

*****REMEMBER A.M.F. AND D.A. RULES AND HOW THEY WORK*****

COACHING POINTS FOR WINGBACKS

DOUBLES FORMATION

Your route will depend on X or Z route.

30 – Run 5-yard slant.

31 – Run a shoot route or flat, depends on how tight coverage is.

32 – Run your hitch, A.M.F. or D.A. rules apply. Read call run corner.

33 – Run your hitch, A.M.F. or D.A. rules apply.

34 – Run your rub.

38 – Run your fade.

39 – 6-yard flat route.

TRIPS FORMATION

#2 Wingback mirrors the outside receiver.

#3 Wingback runs inside route (example: 39 he would run a flat).

COACHING POINTS FOR WIDE RECEIVERS IN THE 30 SERIES

30 – Under Route, Outside foot up in stance. Aim for a point 3-5 yards over #2 pos. vs. Zone go to spot, vs. Man use misdirection moves.

31 – Read slant, Push vertical for 4 yards, read the technique of the coverage. If you have a loose corner break at 4 yards and aim for 12 yards on the hash, this should be a 45-degree angle. If you have a tight corner break at 4 yards and slant at an angle that holds the defender behind you, the slant angle will be much more flat.

32 – Hitch, Drive 6 yards at the DB's technique, stop, hitch to the inside, come back down your stem. Follow A.M.F. rules. Convert to fade if corner does not move his feet.

33 – Out, Run a 6-yard speed cut, getting your head around quickly to pick the ball up in the air. Convert to fade vs. Roll up corner.

34 – Slant, Push vertical for 4 yards and break off the wingback.

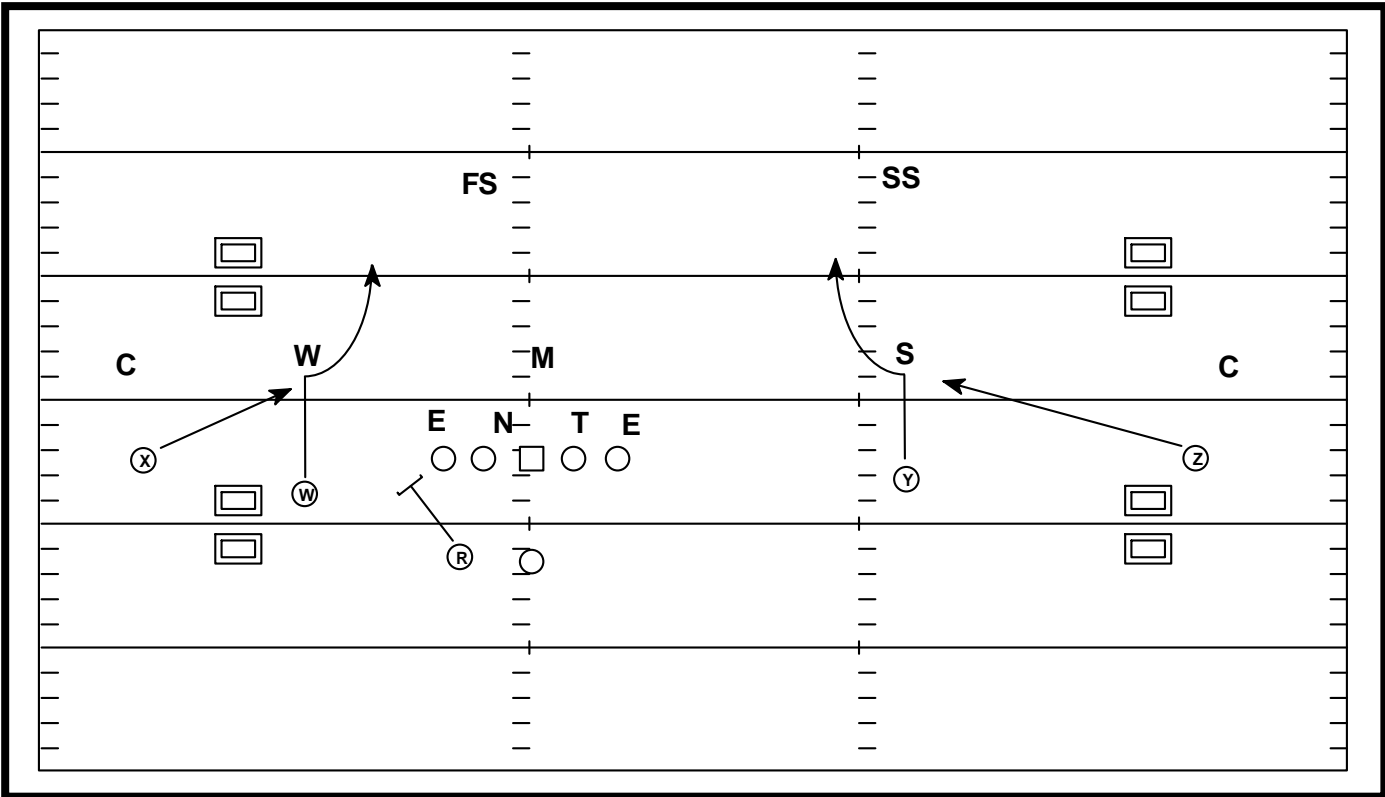
38 – Stop Route, one step up, turn shoulders and numbers to QB, you may feather behind the LOS.

39 – Fade, Read Coverage:

Cover 2 - Take outside release, settle between corner and safety. Stay wide.

Cover 5 - Same as Cover 2, stay on the move.

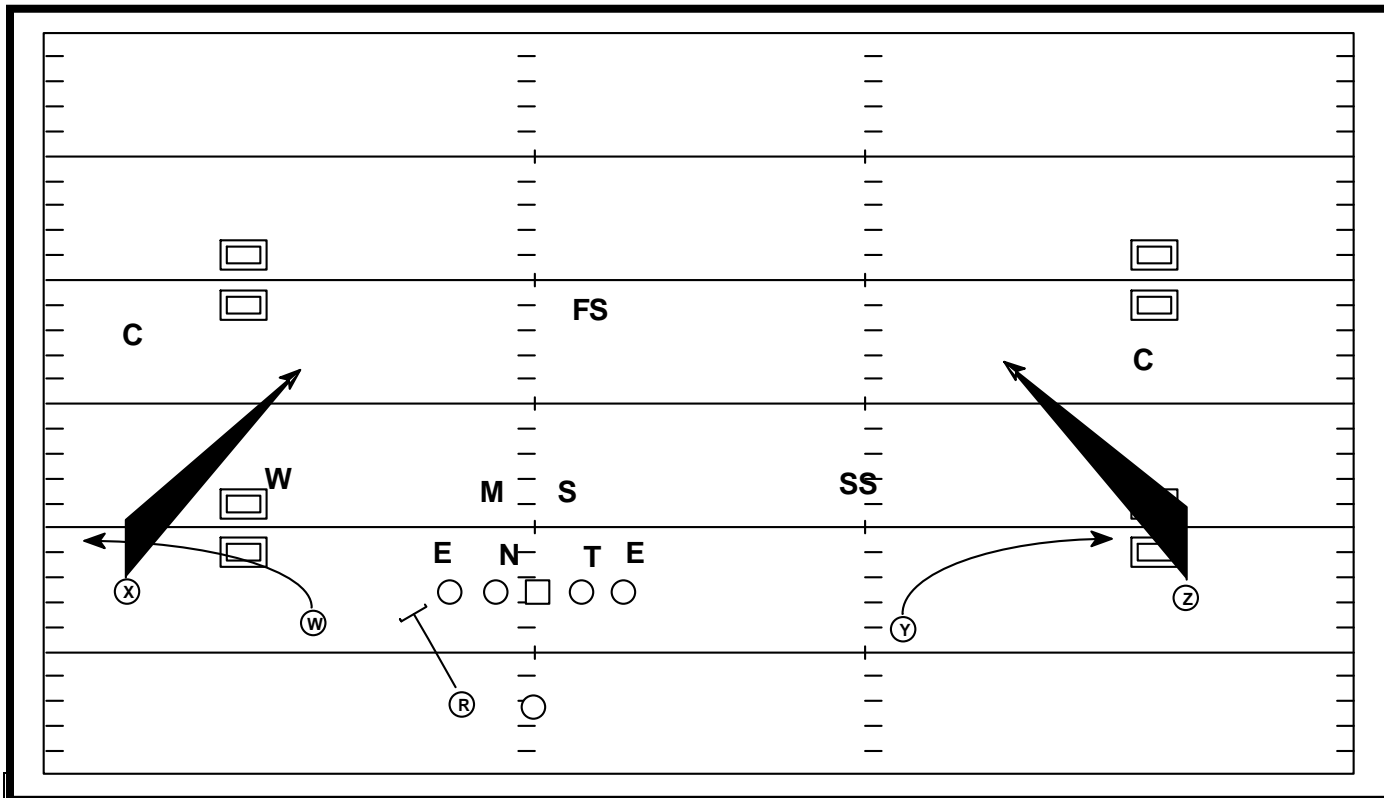
Cover 1 - Attack the technique of the DB. Then release up field, stay on the bottom of numbers, **the QB will lead you to the sideline.**



Vs. Cover 2	3-step drop. Chose a side. Read outside linebacker. He will either commit to the slip route by the wing or come down and collision the split end. Wide side is usually the best.
Vs. Cover 3	3-step drop. Chose a side. Read outside linebacker. If he flies out to cover the flat look at the wing. If OLB collisions the wing and is late getting to the flat look at the split end.
Vs. Man	Look at where you think you have the best match-up. Also could audible to a better man beater.

Receivers and R-Back Assignments

X	Run an under route directly at the toes of the defender that is covering the wing.
W	Push up three steps run a slip route. Widen split, you must stay skinny.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	Push up three steps run a slip route.
Z	Run an under route directly at the toes of the defender that is covering the wing.

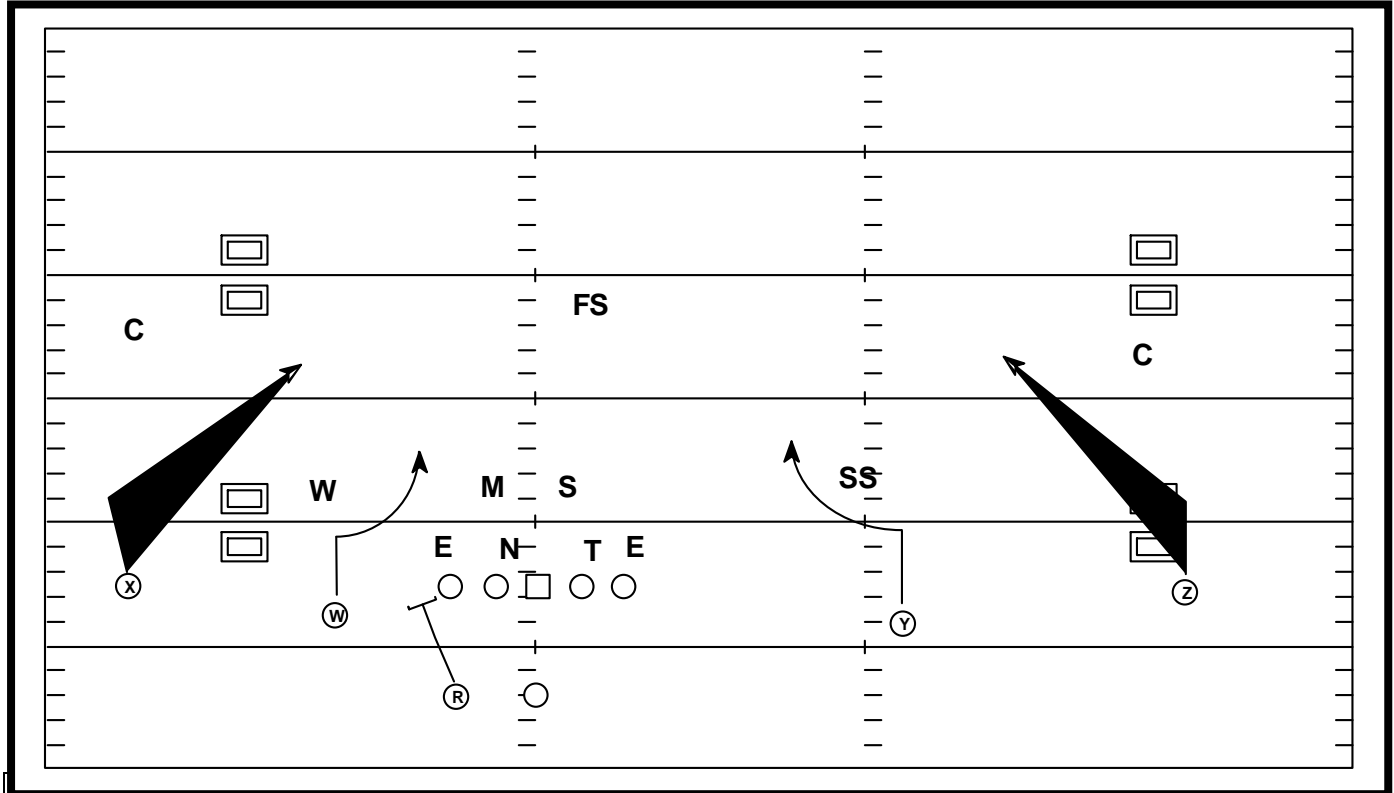


	better vs. Cover 2
Vs. Cover 3	Read outside backer. If he runs to the flat with the wing, the split end should settle and be open. If out side linebacker drops back throw the shoot route.
Vs. Man	Best match-up or defensive alignment. This is a good route vs. man.

Receivers and R-Back Assignments

X	Slant Route- Push vertical to 4 yards, then aim for 12 yards on the hash. Settle into window vs. Zone.
W	Immediately release laterally off of the line of scrimmage, aiming at 5 yards downfield.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	Immediately release laterally off of the line of scrimmage, aiming at 5 yards downfield.
Z	Slant Route- Push vertical to 4 yards, then aim for 12 yards on the hash. Settle into window vs. Zone.

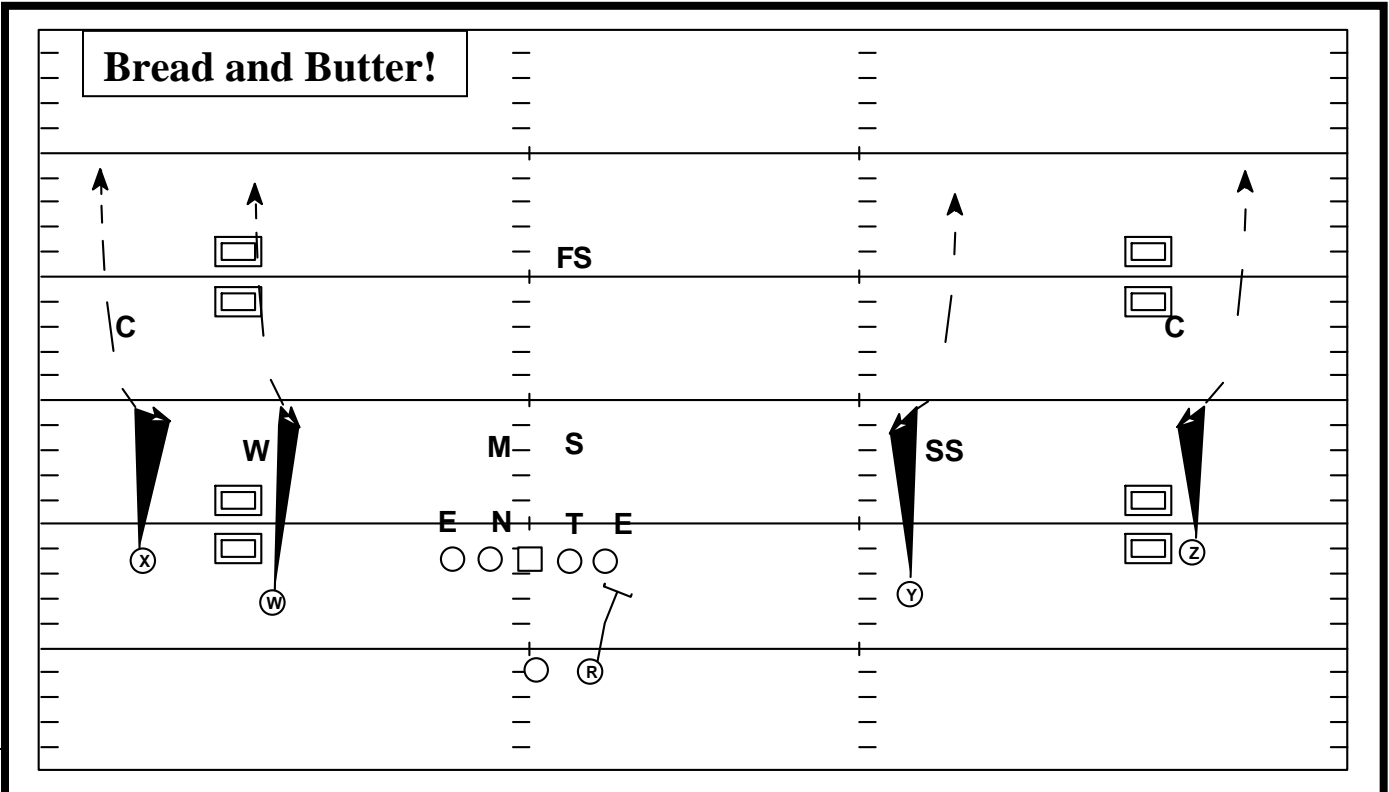
31 Double



Vs. Cover 3	Read outside backer. If he drops with the wing, the split end should settle and be open. If outside linebacker runs to the flat throw inside to the wing.
Vs. Man	Best match-up or defensive alignment. This is a good route vs. man.

Receivers and R-Back Assignments

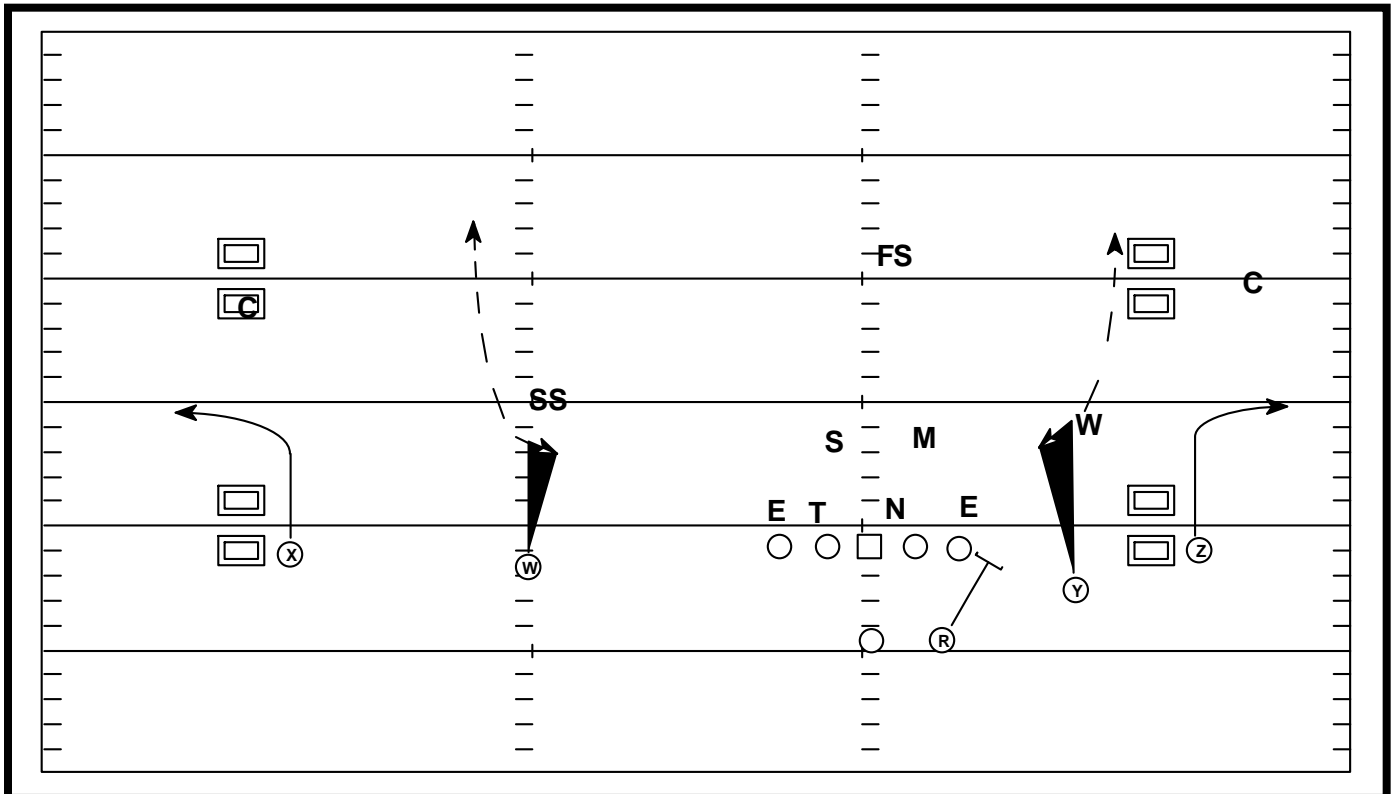
X	Slant Route- Push vertical to 4 yards, and then aim for 12 yards on the hash. Settle into window vs. Zone.
W	Slip route, must get inside and stay skinny
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	Slip route, must get inside and stay skinny
Z	Slant Route- Push vertical to 4 yards, then aim for 12 yards on the hash. Settle into window vs. Zone.



	the route to a fade.
Vs. Cover 3	This is one of our base routes vs. Cover 3. Read the outside linebacker. If he flies out throw to the wing. Most often thrown to the short side split end.
Vs. Man	Get out of it.

Receivers and R-Back Assignments

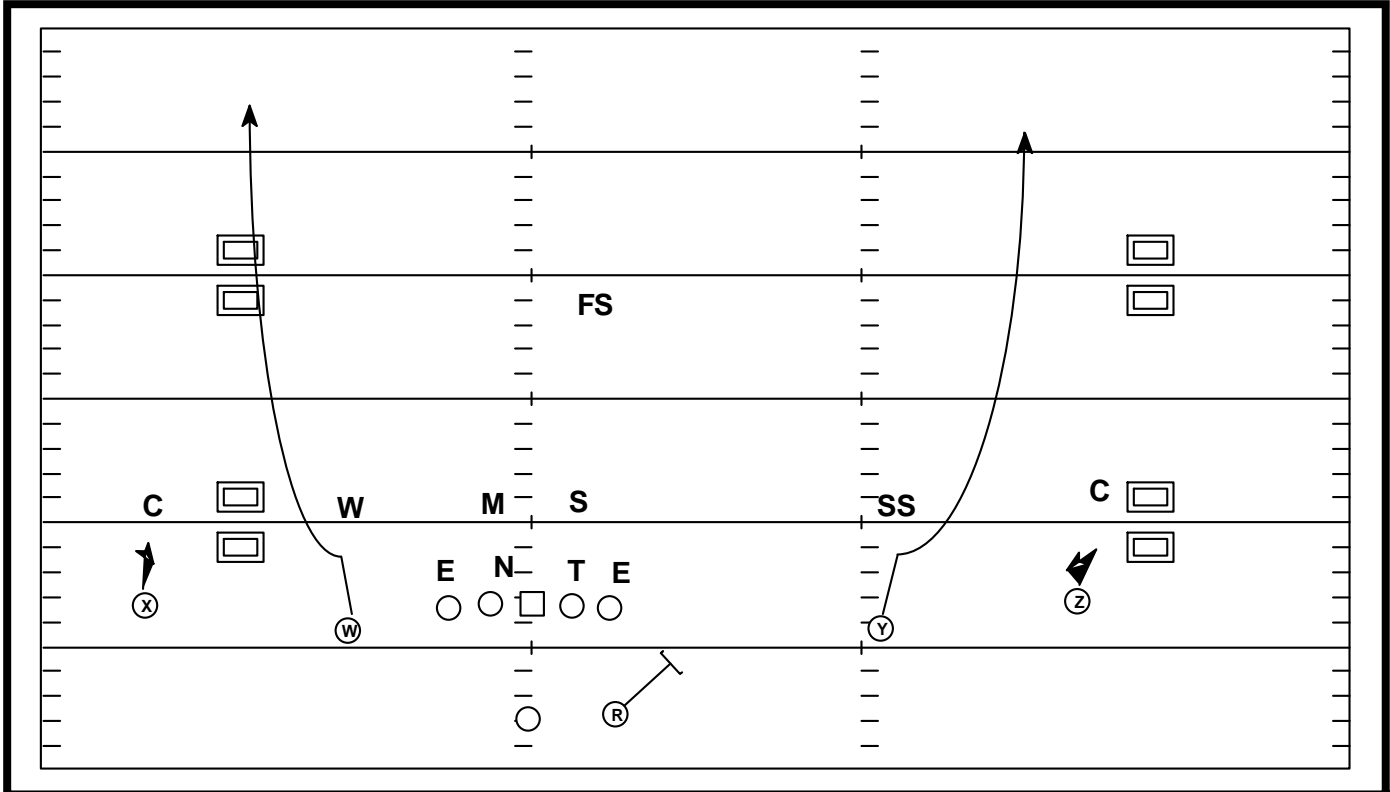
X	6-yard hitch route. AMF rule applies if corners feet do not move or if he come up.
W	6-yard hitch route. AMF rules and DA rules apply off of OLB drop.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	6-yard hitch route. AMF rules and DA rules apply off of OLB drop.
Z	6-yard hitch route. AMF rule applies if corners feet do not move or if he come up.



Vs. Cover 2	Get out of it.
Vs. Cover 3	Read outside backer. If he flied to the flat throw the hitch to the wing. If OLB collisions the wing, the speed out by the split end will be open.
Vs. Man	Get out of it , or look to the split end (last resort).

Receivers and R-Back Assignments

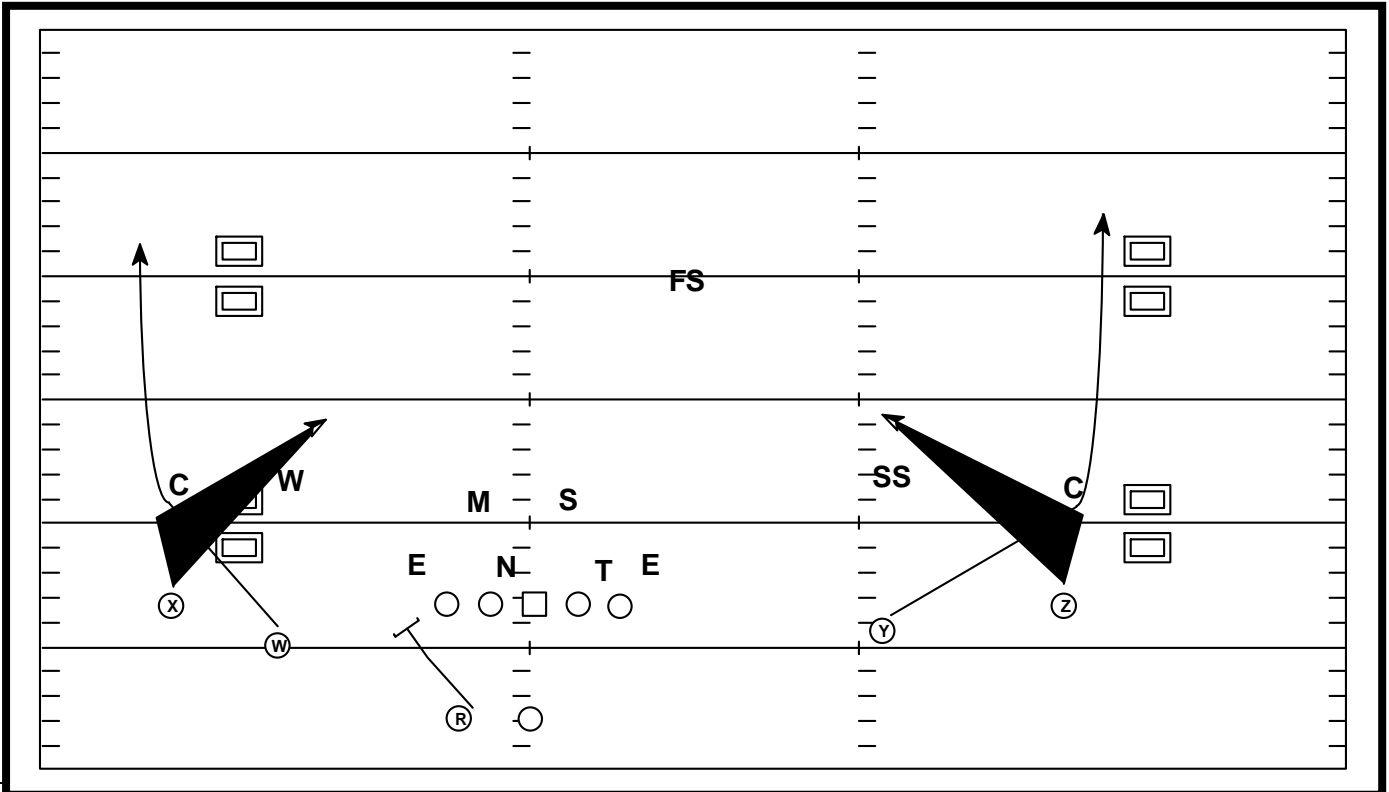
X	Cut down split. 6-yard speed out.
W	6-yard hitch. AMF Rules apply.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	6-yard hitch. AMF Rules apply.
Z	Cut down split. 6-yard speed out.



Vs. Cover 2	Look to put the fade in the whole 16-18 yards deep. Come down to the stop route.
Vs. Cover 3	Hit the fade up the hash, can be a quick vertical. Come down to the stop route.
Vs. Man	Fade route over the top. You should have lots of room to fade the ball to the sideline.

Receivers and R-Back Assignments

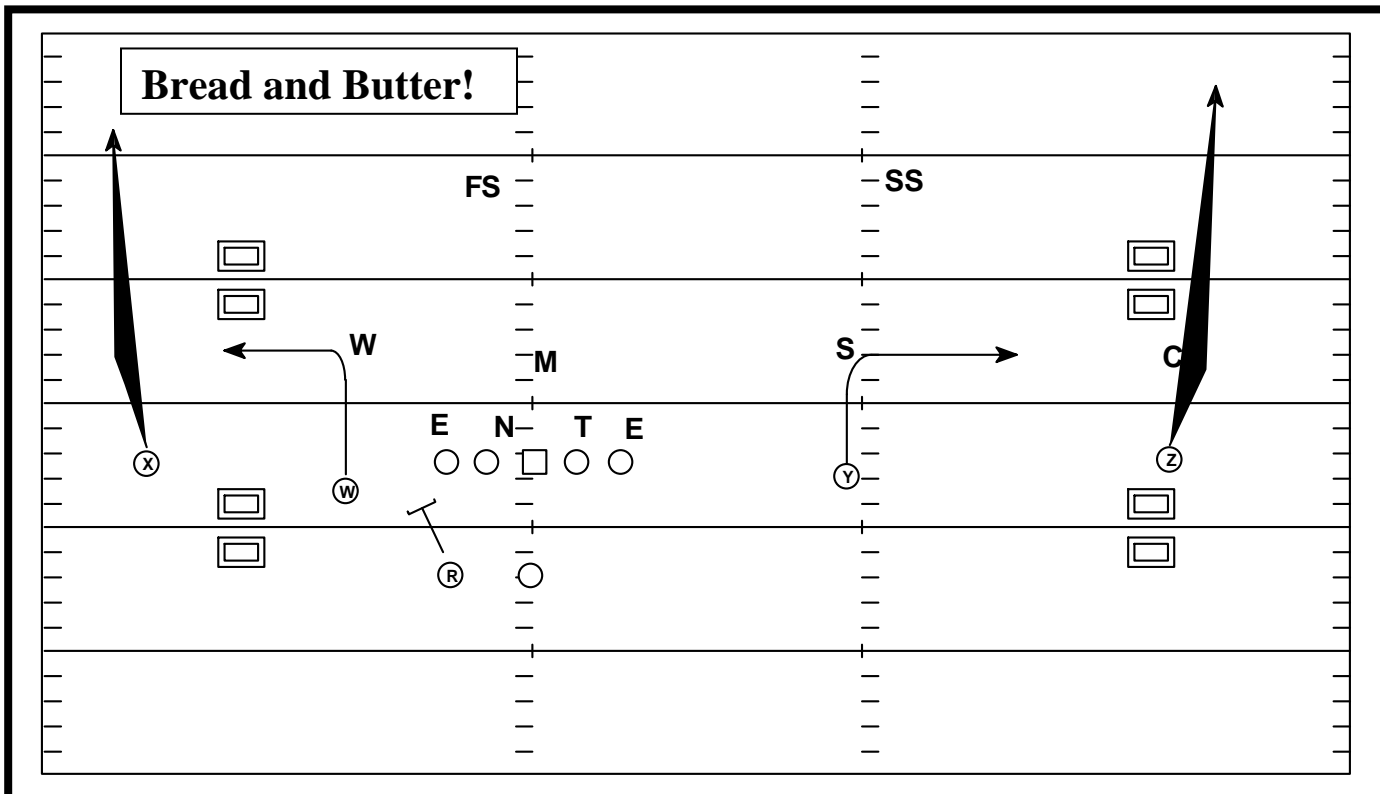
X	Quick Stop.
W	Fade route, gain width as you gain depth.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	Fade route, gain width as you gain depth.
Z	Quick Stop.



Vs. Cover 2	Get out of it.
Vs. Cover 3	Get out of it.
Vs. Man	Pick a side, if they combo look to the fade over top.

Receivers and R-Back Assignments

X	Slant route, cut tight off W's back.
W	Ran directly at the toes of the defender over X, then get vertical.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	Ran directly at the toes of the defender over Z, then get vertical.
Z	Slant route, cut tight off Y's back.



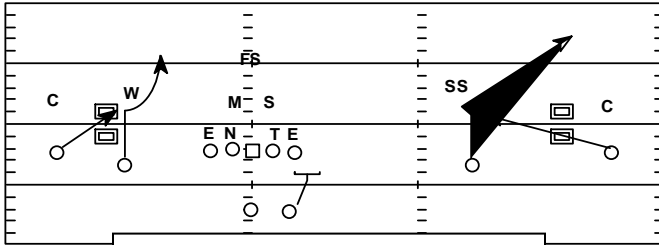
	stays up or presses throw the fade to the split end. Think wide side.
Vs. Cover 3	Read the corner the same way as you would if they were in Cover 2. However, be aware of the outside linebacker running to the flat with the wing. The wing must beat the OLB.
Vs. Man	Take a quick peak at the fade, then come down and look at the match-up between the wing and a outside linebacker or strong safety.

Receivers and R-Back Assignments

X	Must take an outside release and run a fade route.
W	5-yard flat route.
R	4-1 - Block play-side outside linebacker. Any 2 linebacker set block play-side inside linebacker.
Y	5-yard flat route.
Z	Must take an outside release and run a fade route.

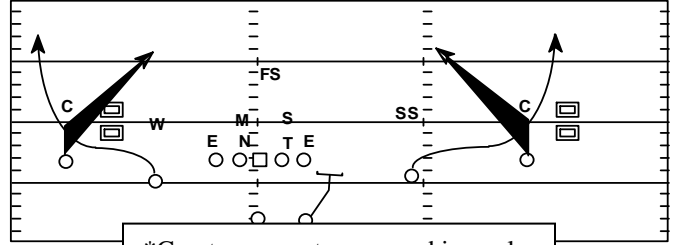
30's Tags

30 Y Corner



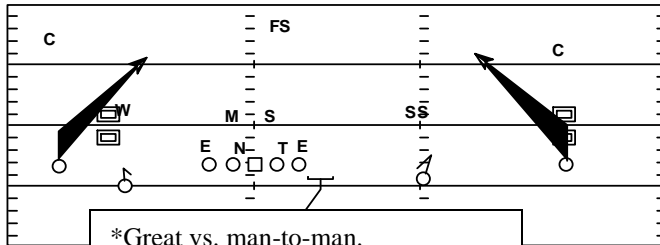
*Great vs. man-to-man and in goal-line situations.

31 Wheel



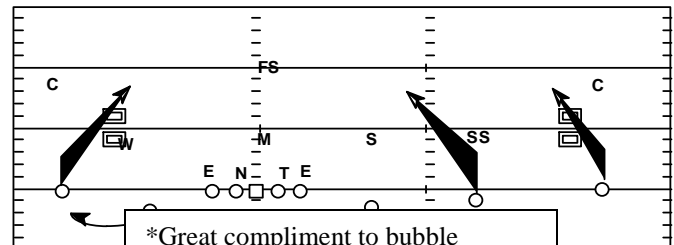
*Great vs. man-to-man and in goal-line situations.

31 Stop



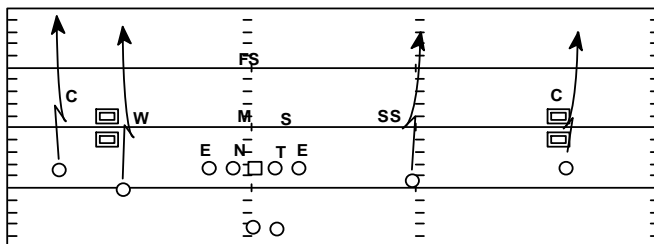
*Great vs. man-to-man.

Panther Right 31 Bubble



*Great compliment to bubble screen.

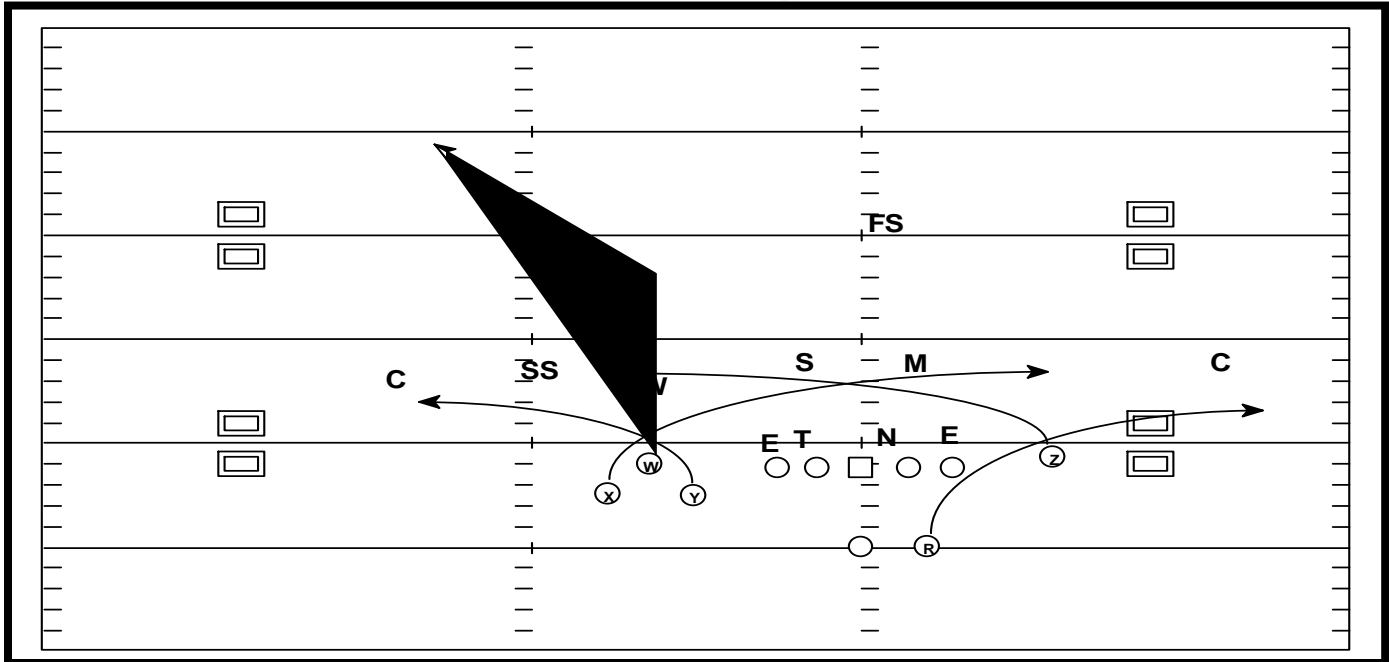
32 Go



50's

The basis of this series is to allow our offense to move the R-Back to the **back-side of the formation**. The 50's are part of our 5-step passing game and are the only series that the R-Back will go **away from the call**. We will incorporate a cluster on the front-side on some plays, on the back-side the split end will cut down his split to 5-6 yards from the tackle.

150 East / West Mesh Concept



route by the inside wing.

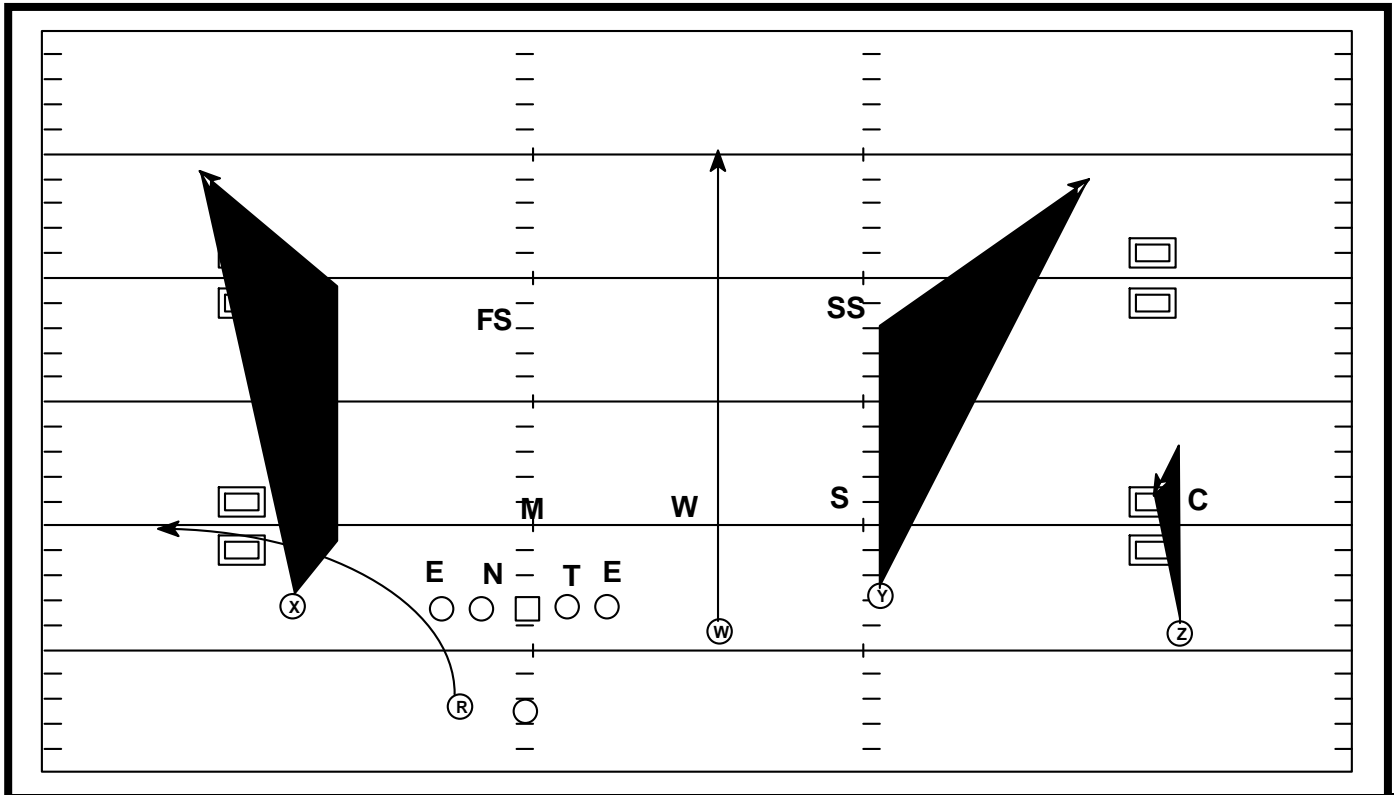
Vs. Cover 3 You can take a quick peak at the shoot route by the R-Back. Then you have two options. You can either read the front side corner like a smash route, or when the two crossing routes intersect they should sit down and be open.

Vs. Man First look at the R back on the shoot route. Second read the mesh by the two crossing routes in the middle of the field. Third look at the flag route on the front side.

Receivers and R-Back

X	150 West – Crossing route going hip to hip over the top of Z. 150 East – Run a crossing route on the toes of the man that is responsible for the R-Back.
W	150 West – Run a flag route. 150 East – Run a shoot route off of the butt of the Z receiver.
R	Run a shoot route off of the butt of the single receiver split end.
Y	150 West – Run a shoot route off of the butt of the Z receiver. 150 East – Run a flag route.
Z	150 West – Run a crossing route on the toes of the man that is responsible for the R-Back. 150 East – Crossing route going hip to hip over the top of X.

Smash Concept

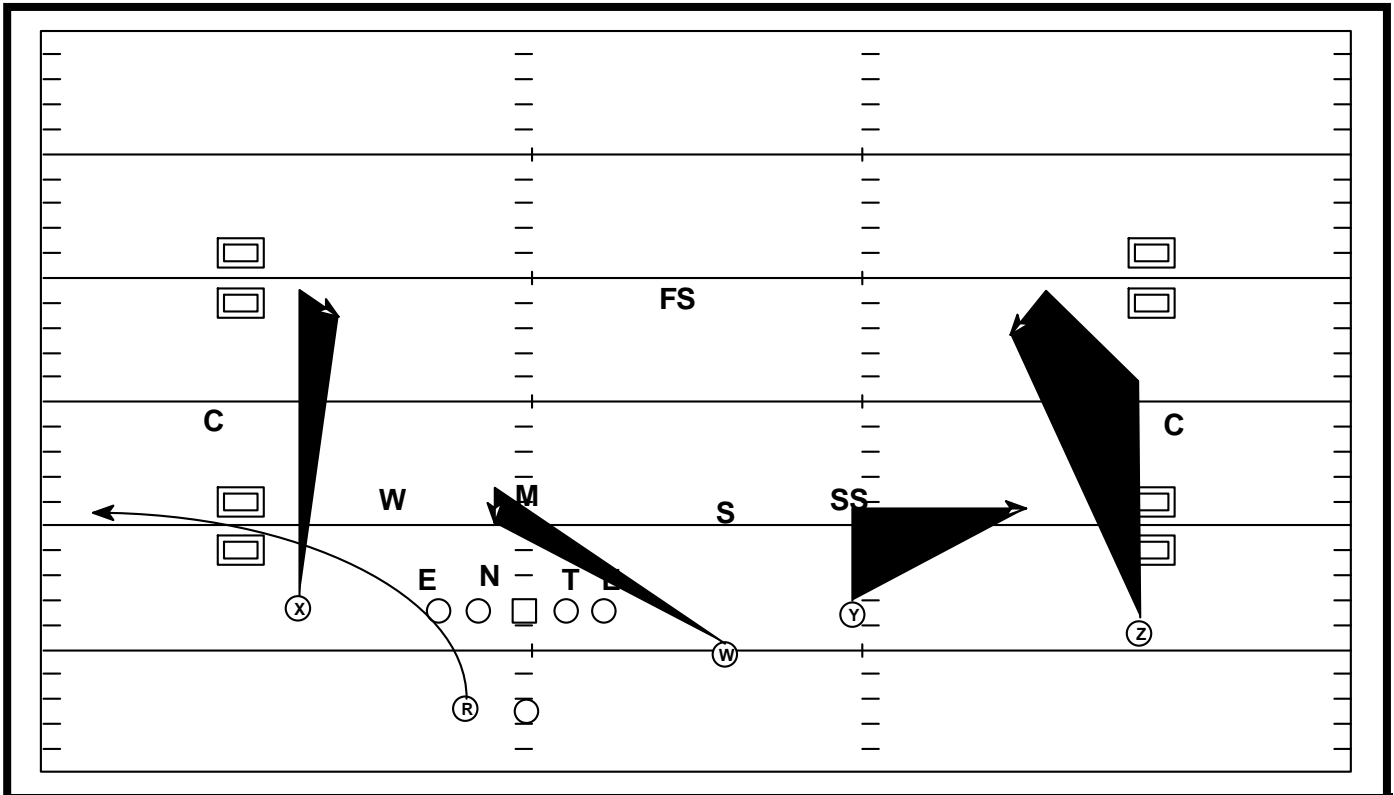


Vs. Cover 2	Read front side corner. If he drops throw the hitch route to the split end. If he stays up on the hitch read the front side safety. He either has to jump the flag or the vertical route by the wings. Throw the one he doesn't jump. Read the corner on the backside if the front side looks bad. Good play front-side and back-side.
Vs. Cover 3	Read the front side corner. If he drops, look at the hitch of a quick set. Be aware of the flat defender getting to the hitch. If the corner stays down, the vertical route should hold the free safety in the middle of the field and open up the flag route. The shoot route by the R-Back is also good vs. 3.
Vs. Man	Look at one of the flag routes.

Receivers and R-Back Assignments

X	153 – Run a 6-yard hitch. 154 – Run a flag route.
W	153 – Run a flag route. 154 – Run a take-off route up the middle of the field.
R	Check release to a shoot route on the weak side.
Y	153 – Run a take-off route up the middle of the field. 154 – Run a flag route.
Z	153 – Run a flag route. 154 – Run a 6-yard hitch.

Flat Curl Concept



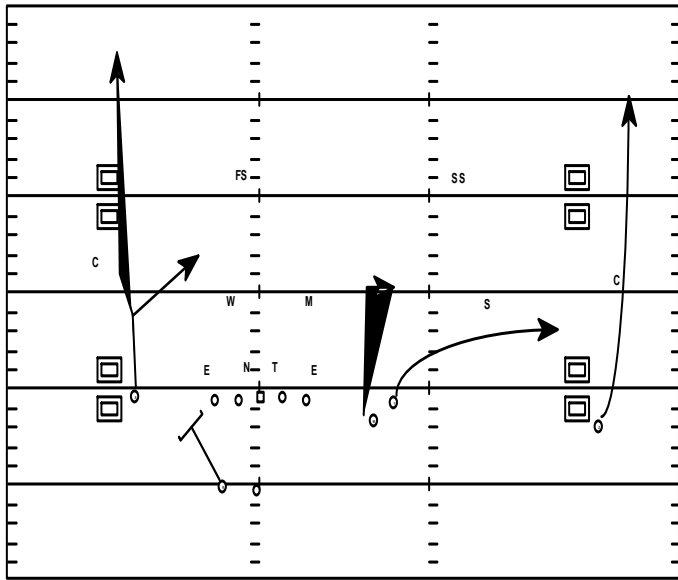
Vs. Cover 2	Read the backside outside linebacker first. The curl route on the backside should be open if the linebacker does not get under it. If there is nothing on the backside, your next best option is reading the triangle on the front side.
Vs. Cover 3	Read the front side flat defender, most likely the strong safety. The linebackers should be held in the box by the option route by the inside route. The SS should widen with the wheel route, opening the curl. If the Corner starts to get nosy on the stack route by the split end look to the wheel. Read the backside the same if you like your match-up there better.
Vs. Man	You want to look to the shoot route by the back first and then to the wheel route, or get out of it.

Receivers and R-Back Assignments

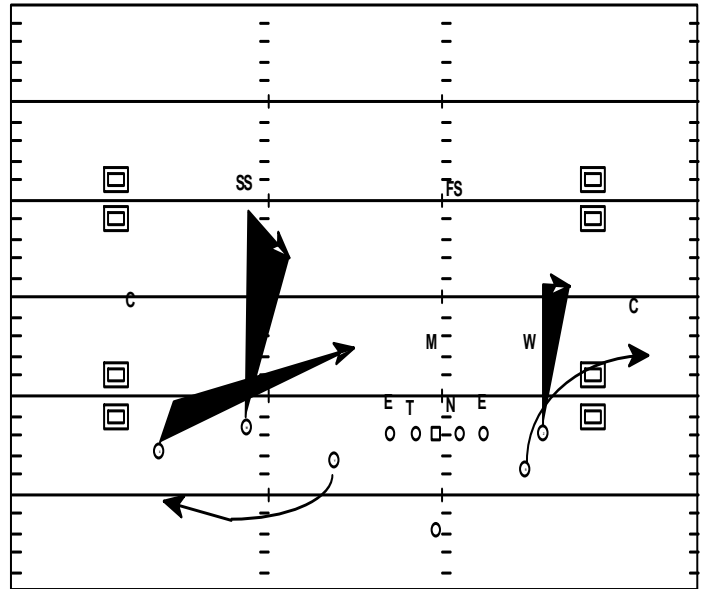
X	157 - Run a Curl route at 12 yards. 158 - Run a Curl route at 12 yards.
W	157 - Run a flat route. 158 - Run a sit down route over controlling the linebackers in the box.
R	Check release to a shoot route to the weak side.
Y	157 - Run a sit down route over controlling the linebackers in the box. 158 - Run a flat route.
Z	157- Run a Curl route at 12 yards. 158 - Run a Curl route at 12 yards.

50's Tags

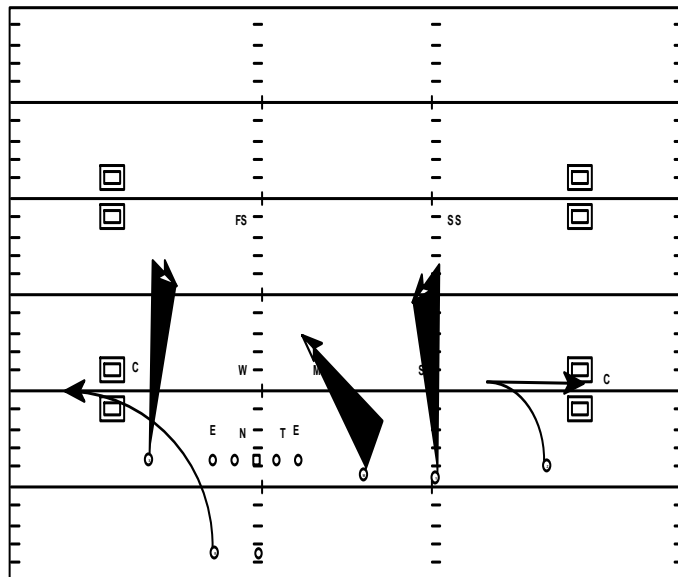
954 Stick



Ghost 951 Florida Bench



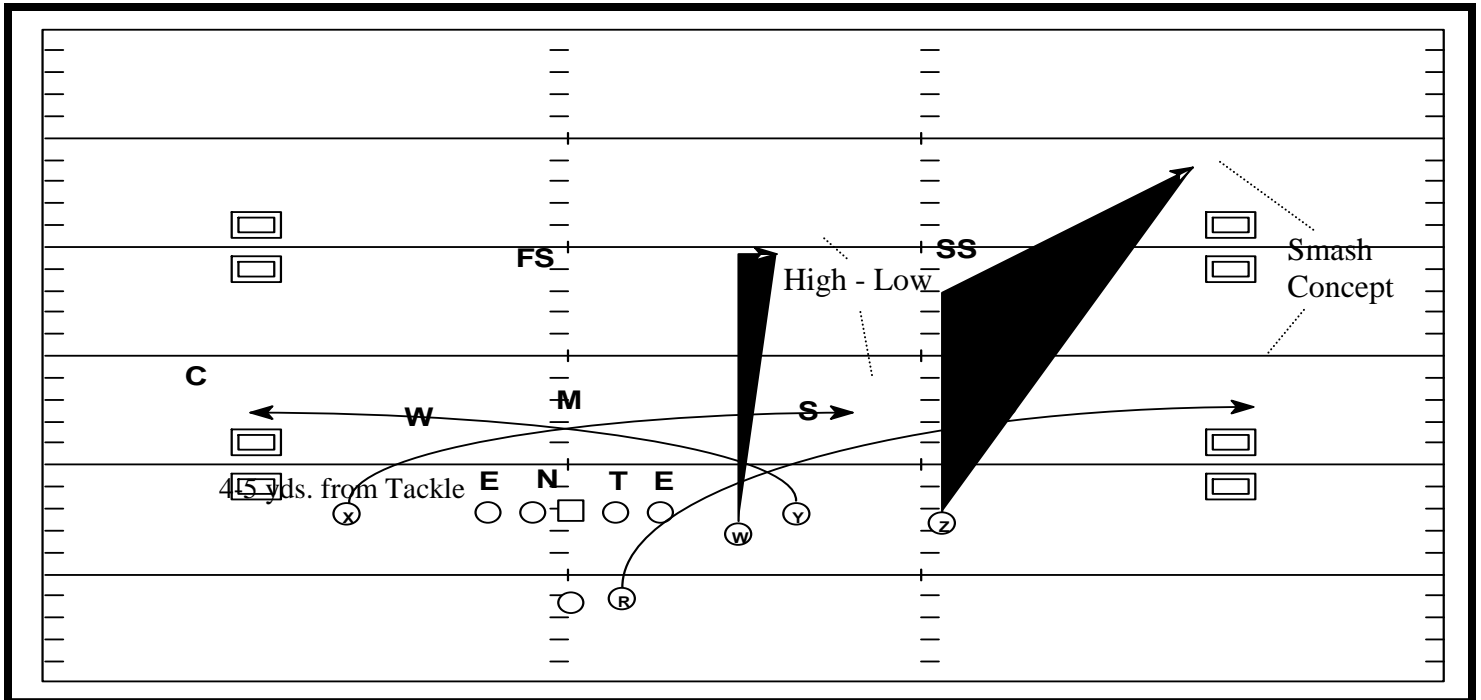
958 Fresno



60's

The 60's series is our Trips passing game, with the R-Back going to the formation. This is a 5-step package that incorporates all of the concepts of our offense. We also like to see different front-side and back-side tags in this series. We like to hang our hat on this series. We will use the 60's to attack most of the defenses we face.

160 East / West Mesh Concept



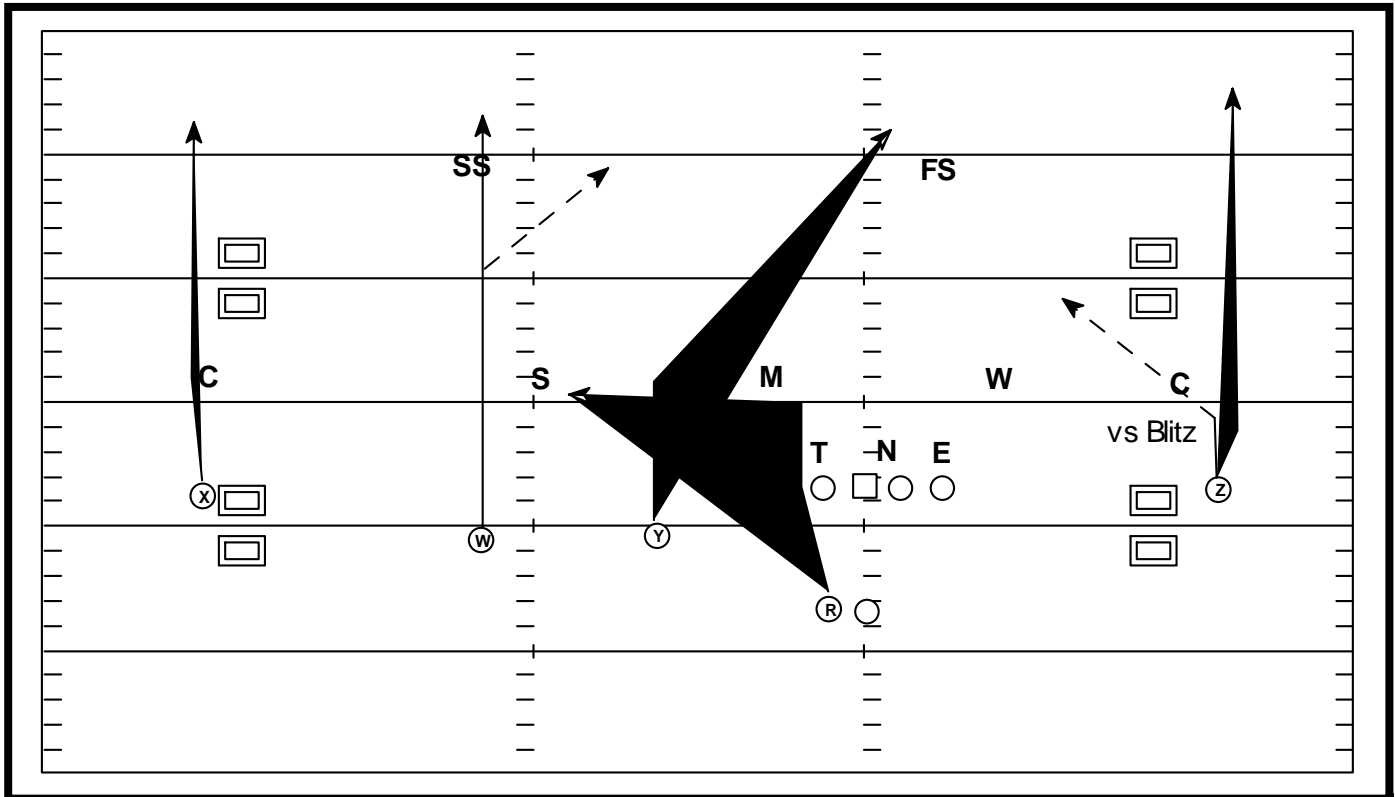
Vs. Cover 2	Read the front-side smash concept, R to Z, and then back to W on the stick route down to X on the crossing route.
Vs. Cover 3	Look at shoot route by R, then to the stick route to the crossing route
Vs. Man	Best match-up. Take a good look at the R back and then the stick. The corner route by the wing may have big potential.

Receivers and R-Back Assignments

X	Meshing route with Y, control the meshing point. Settle down vs. zone; stay on the move Vs. man.
W	Ten yard option route, turn away from pressure. Vs. man turns into a get open route.
R	Check release to a five-yard shoot to the play-side call. Listen for hot call.
Y	Meshing route with Z, run on the toes of MLB, set the depth of the mesh. Do not let MLB cross your face. Settle down Vs. zone, stay on the move Vs. man
Z	Squeeze down run the flag route.

961 / 962

Vertical Concept



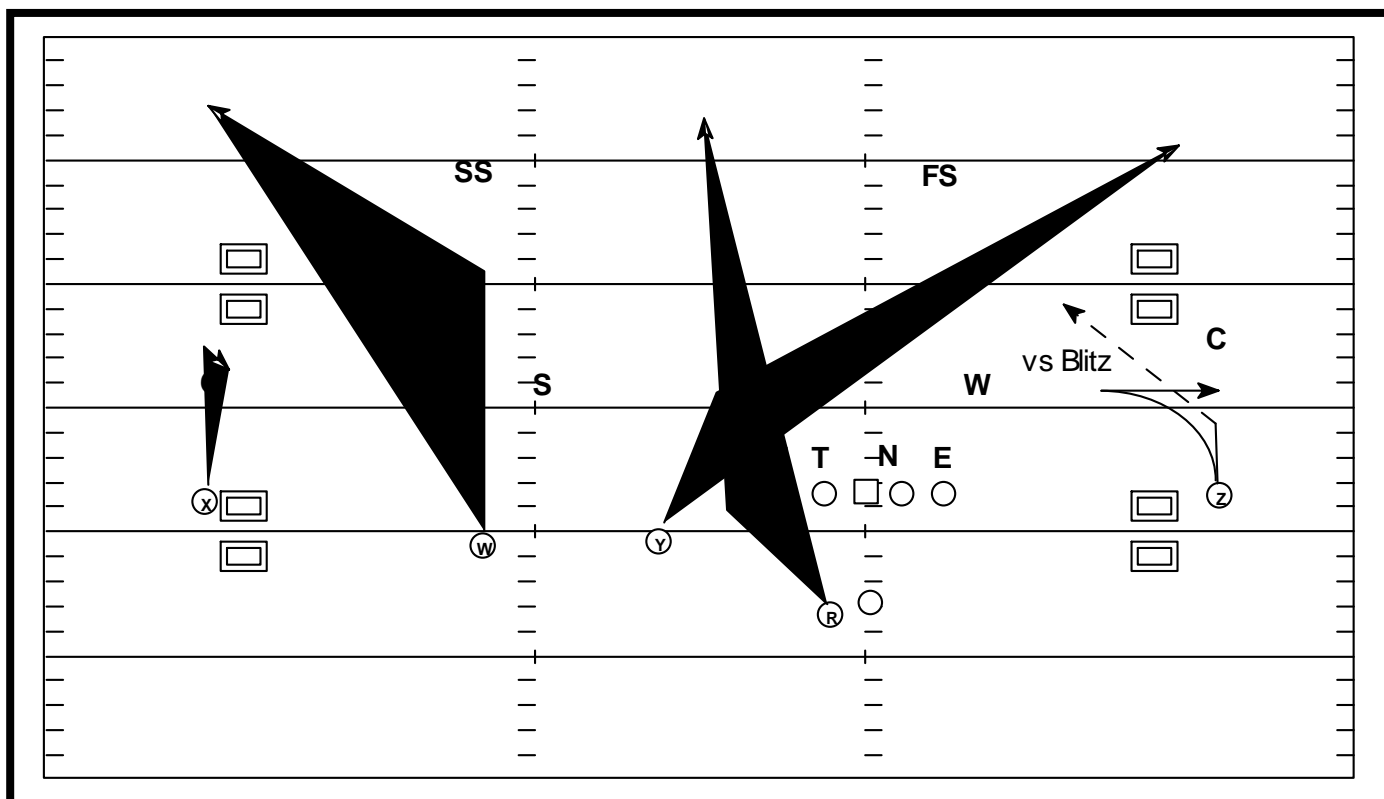
Vs. Cover 2	Look at the one on one match-up on the backside. Read the middle wings break into the hole of the two safeties. If the OLB defending the middle wing runs with him, look for the R-Back late.
Vs. Cover 3	Look at the one on one match-up on the backside. Influence the safety with your eyes and pop your feet and throw to the uncovered wing.
Vs. Man	Best match-up. Take a good look at the one on one match-up with the backside split end.

Receivers and R-Back Assignments

X	Outside release the corner and run a vertical route. 962 = Q receiver – quick slant.
W	Outside release and run a vertical route. 961 Vs. Cover 2 Break into the hole between the safeties.
R	Check release to a five yard flat to the play-side call.
Y	Outside release and run a vertical route. 962 Vs. Cover 2 Break into the hole between the safeties.
Z	Outside release the corner and run a vertical route. 961 = Q receiver – quick slant.

963 / 964

Smash Concept



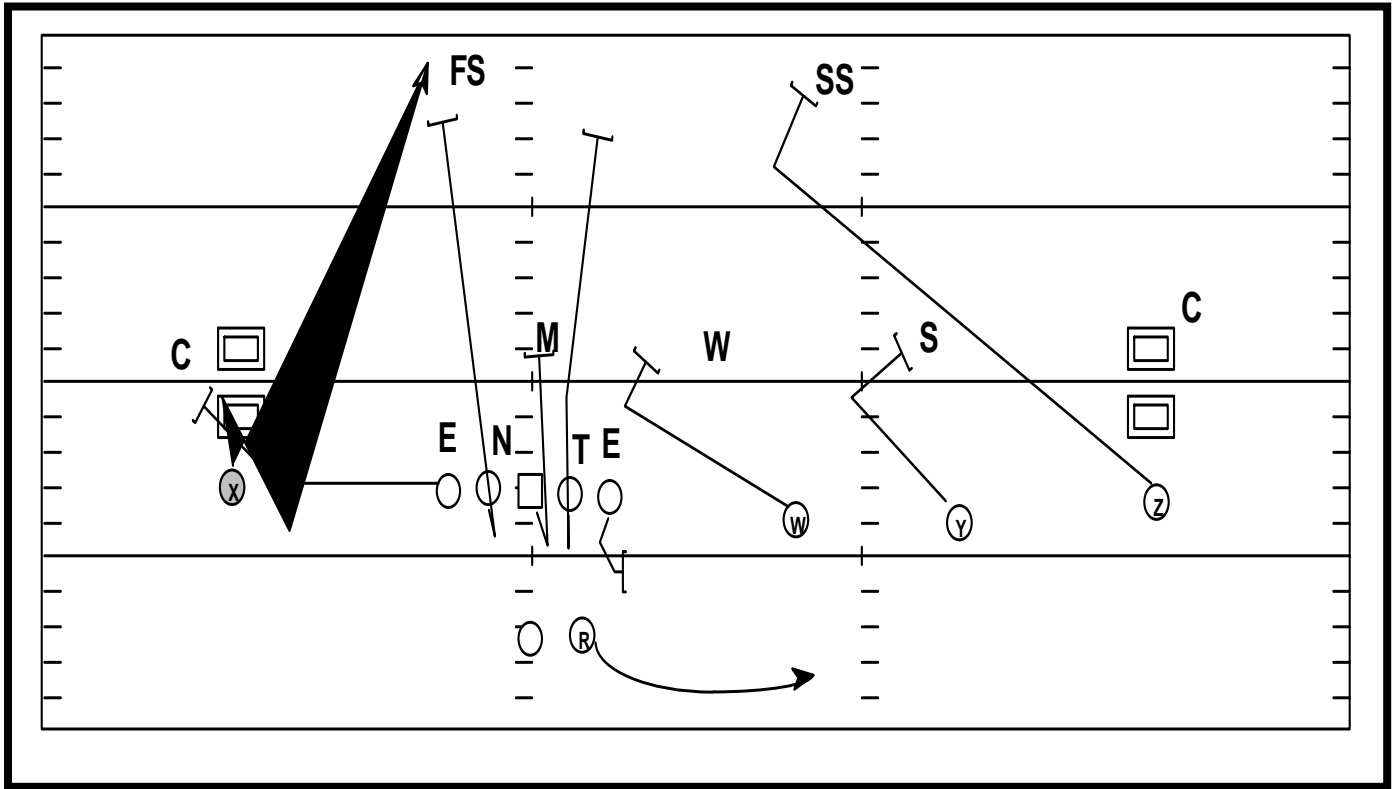
Vs. Cover 2	Pre-Snap look at one on one backside. Read the corner first. If he backpedals throw the hitch every time. If corner stays pressed get your eyes to the play-side safety and throw the flag route to the wing or the vertical to the R-Back.
Vs. Cover 3	Pre-Snap look at one on one backside. Read the corner first. If he backpedals throw the hitch every time. If corner stays pressed then you will have the flag route by the wing open to that side.
Vs. Man	Best match-up. Look at the one on one with the split end backside.

Receivers and R-Back Assignments

X	963- 6-yard hitch. 964- whip route and Q receiver – run a quick slant.
W	963- Flag route, aiming at 25 yards on the sideline. 964-Climb route to 25 yards opposite sideline
R	Check release to a streak route straight down the middle of the field.
Y	963-Climb route to 25 yards opposite sideline 964-Flag route, aiming at 25 yards on the sideline
Z	963- whip route and Q receiver – run a quick slant. 964- 6-yard hitch

65 - 66

Screen Concept



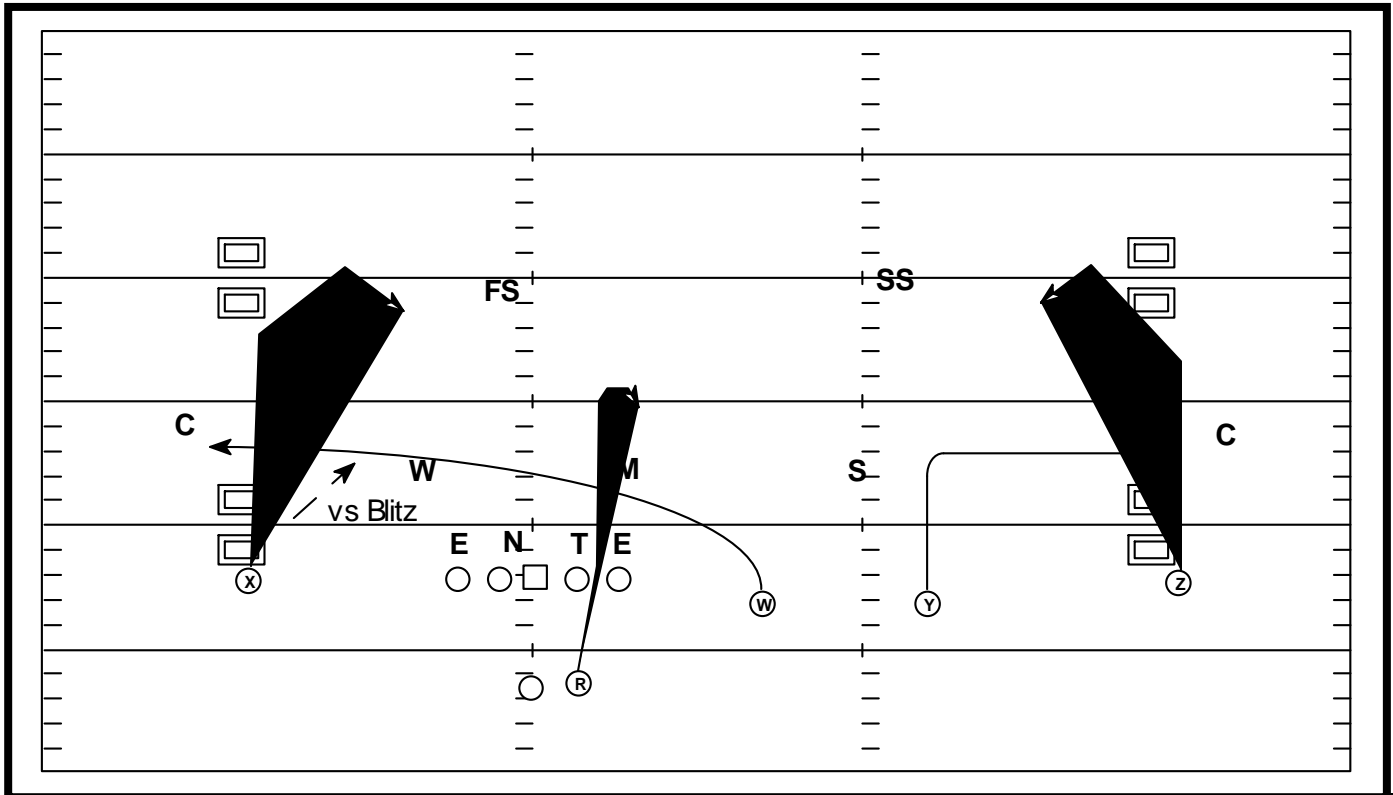
QB Take a peak at the R-Back, then deliver a strike to X/Z.

Receivers and R-Back Assignments

X	65- Reach cut-off the Safety. 66-Arc Screen.
W	Block the man over you.
R	Flare to the play-side call.
Y	Block the man over you.
Z	65- Arc Screen. 66- Reach cut-off the Safety.

967 / 968

Flat Curl Concept



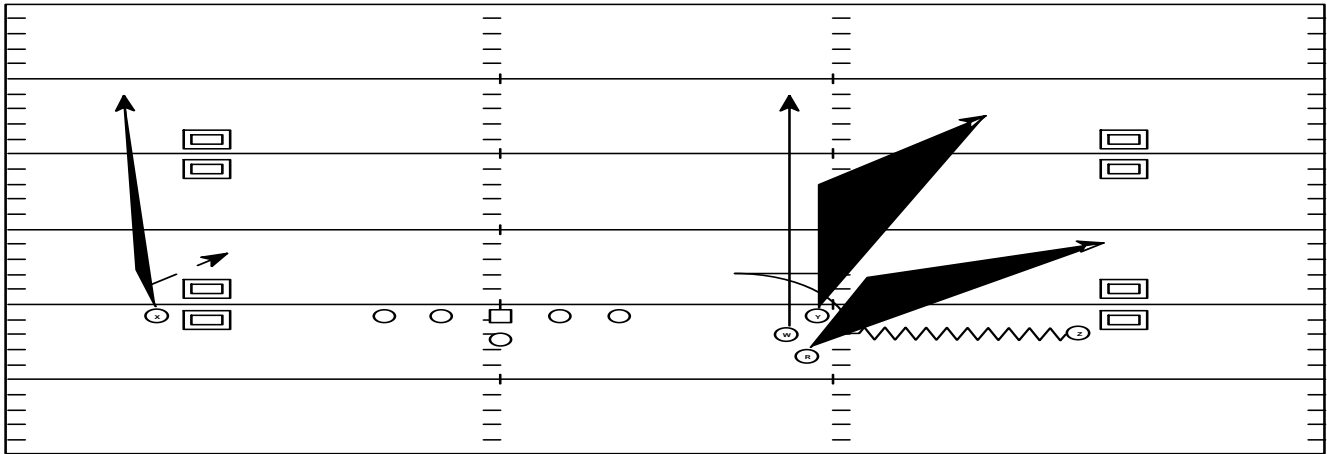
Vs. Cover 2	Pre-Snap look at the backside one on one. If you get Cover 2 you want to work the short side of the field. Read the Middle backer. If he is working to get under the route by the split end throw the crossing route. If he stays low on the crossing route throw the curl to the split end.
Vs. Cover 3	Pre-Snap look at the backside one on one. Vs. Cover 3 read the defender over the middle wing in Trips. If he gets under the curl by the split end throw the flat. If he runs to the flat with the wing, the curl should replace him in the window.
Vs. Man	Convert One on One backside to a fade, and then look at the crossing route.

Receivers and R-Back Assignments

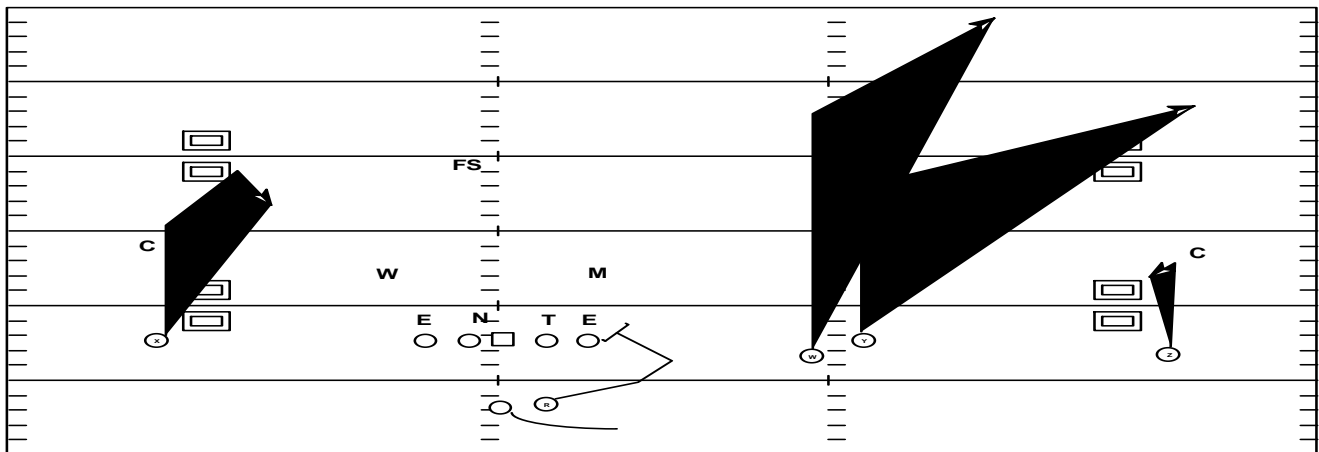
X	Run a curl route. 962 = Q receiver – quick slant route.
W	961 – 5-yard flat route. 962 – crossing route immediately aiming for 5 yards on the opposite sideline.
R	Check release into an option route 5 yards deep.
Y	961 – crossing route immediately aiming for 5 yards on the opposite sideline. 962 – 5-yard flat route.
Z	Run a curl route. 961 = Q receiver – quick slant route.

60's Tags

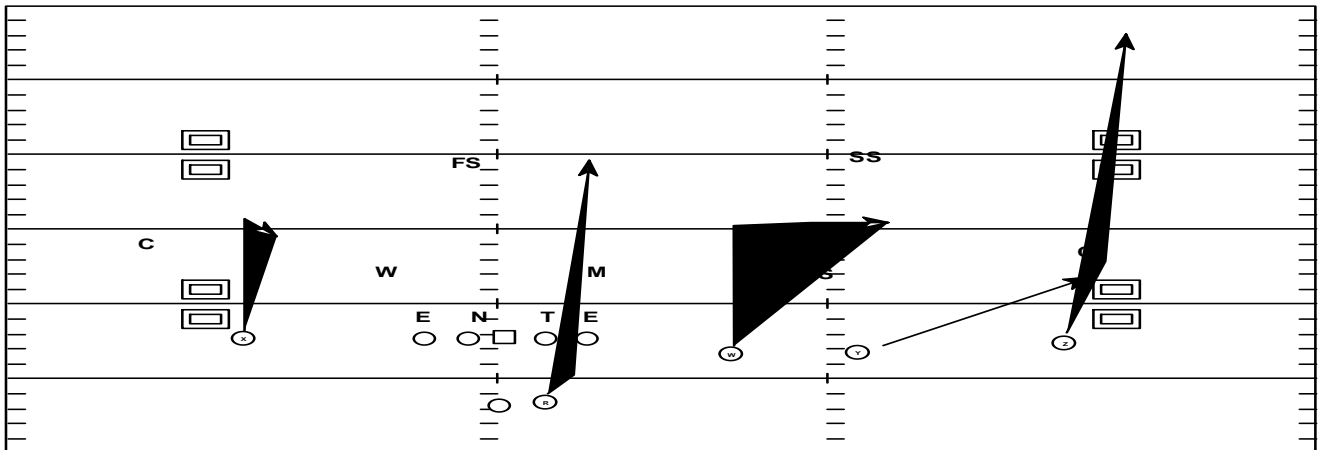
Ghost 64 Frisco



63 / 64 Smoke

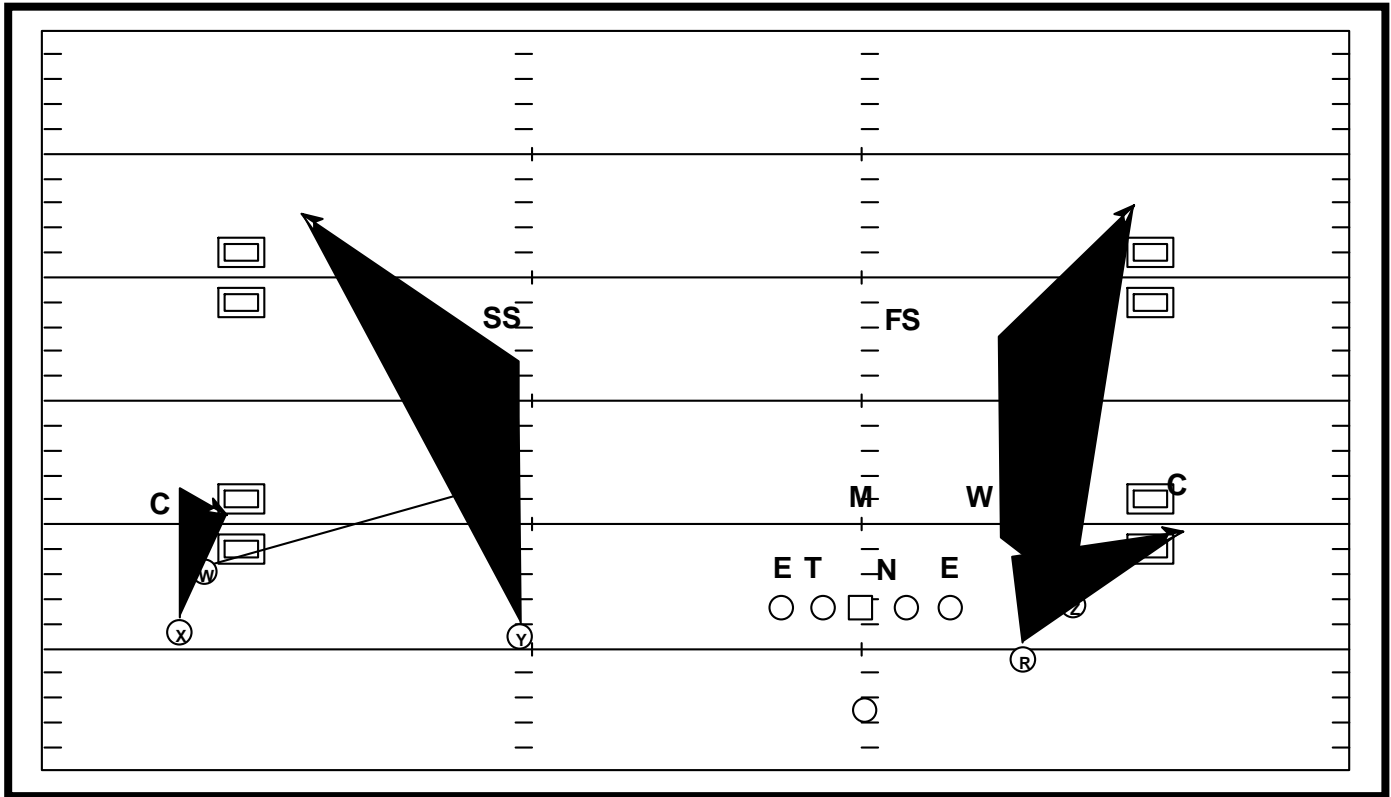


964 Flood



73 / 74

Smash Concept



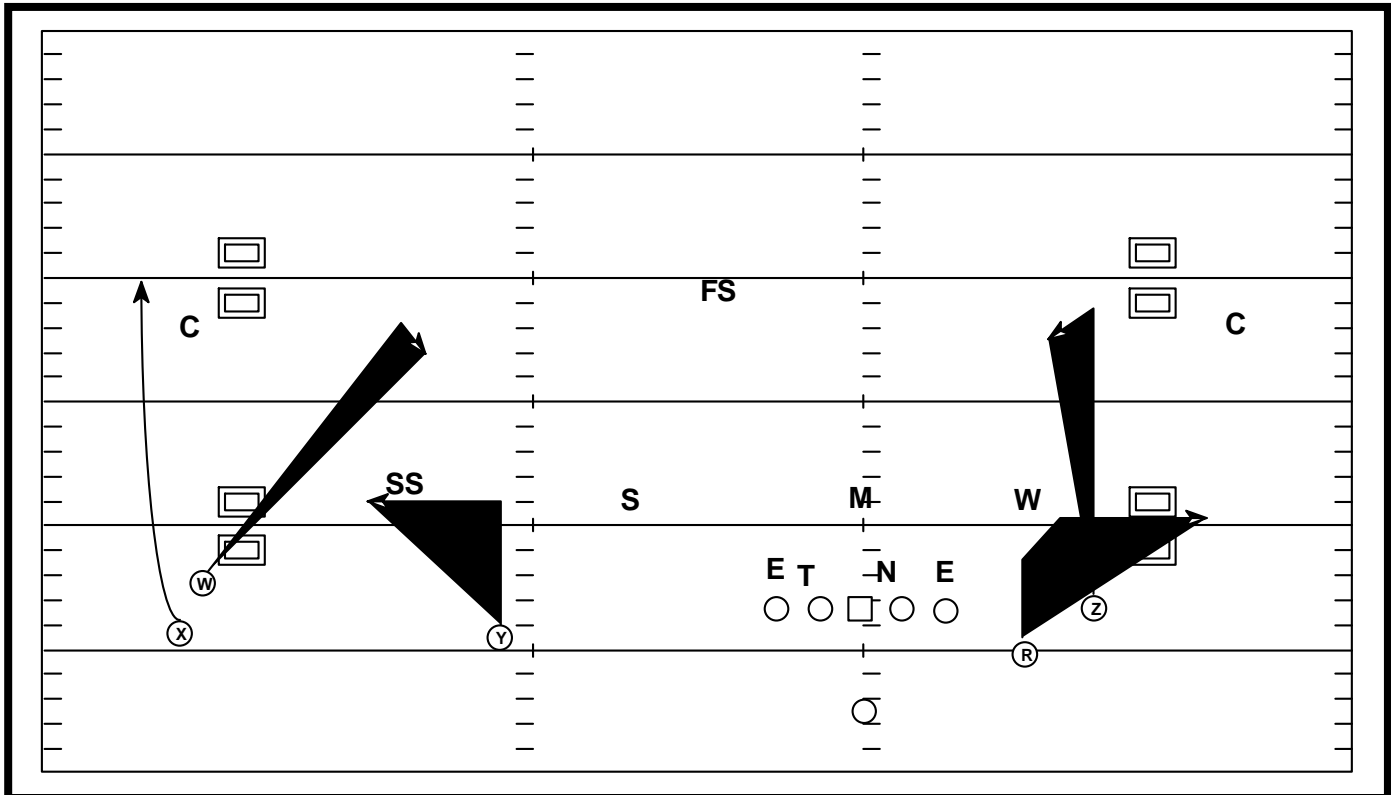
Vs. Cover 2	You can take a quick peak at the outside wing on the under if the play-side OLB gets vertical. Pick a side and read the corner. Basic Smash reads, throw where the corner does not cover between the route in the flat and the flag route.
Vs. Cover 3	You can take a quick peak at the outside wing on the under if the play-side OLB runs to the flat. Otherwise, read the corner to either side. If he drops, throw the hitch, if he stays up on the hitch throw to the flag route.
Vs. Man	Look at the under by the outside wing first. If he is covered look to on of the Flag routes.

Receivers and R-Back Assignments

X	73 – Run a 6-yard hitch route. 74 – Run a flag route at 18-22 yards.
W	73 – Run an under route. 74 – Run a flag route at 18-22.
R	Slow push up field to stack under the split end. Break off of his butt at 5 yards and run a flat route.
Y	73 – Run a flag route at 18-22. 74 – Run an under route.
Z	73 – Run a flag route at 18-22 yards. 74 – Run a 6-yard hitch route.

77 / 78

Flat Curl Concept



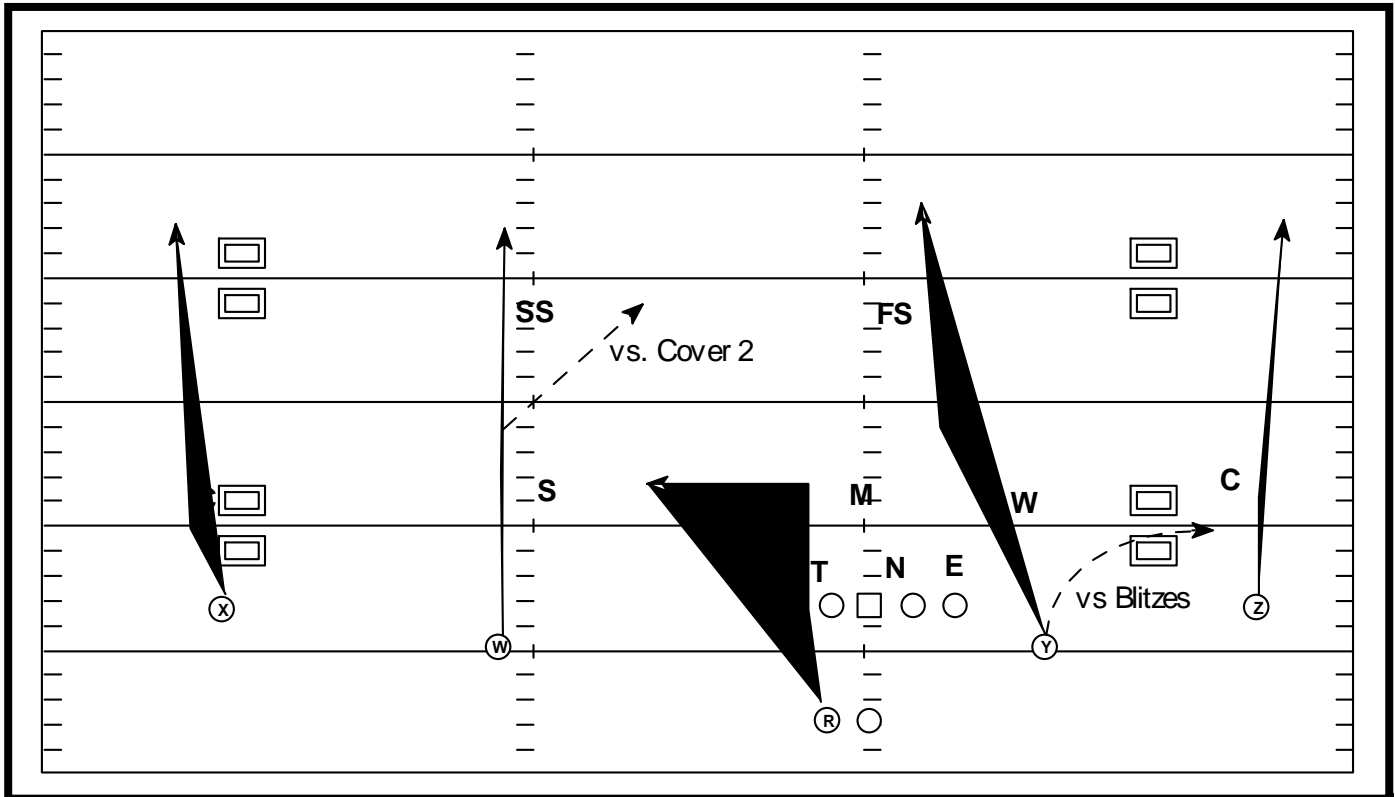
Vs. Cover 2	Read the Linebacker over the wing to the wide side of the field. Throw which route he does not cover. Either the flat route or the curl by the outside wing.
Vs. Cover 3	Read the short side of the field OLB. He either has to run to the flat or drop under the curl. Throw the route that he does not cover. Be aware of the Middle Linebacker and his drop. He should drop to the wide side of the field.
Vs. Man	Look at the flat route into the field or get out of it.

Receivers and R-Back Assignments

X	77 – Run a fade route. 78 – Run a stack route at 12 yards.
W	77 – Curl route behind the defender over inside wing. 78 – 5 Yard flat route.
R	Slow push vertical to a 5-yard flat route.
Y	77 – 5 Yard flat route. 78 – Curl route behind the defender over inside wing.
Z	77 – Run a stack route at 12 yards. 78 – Run a fade route.

981 / 982

Vertical Concept



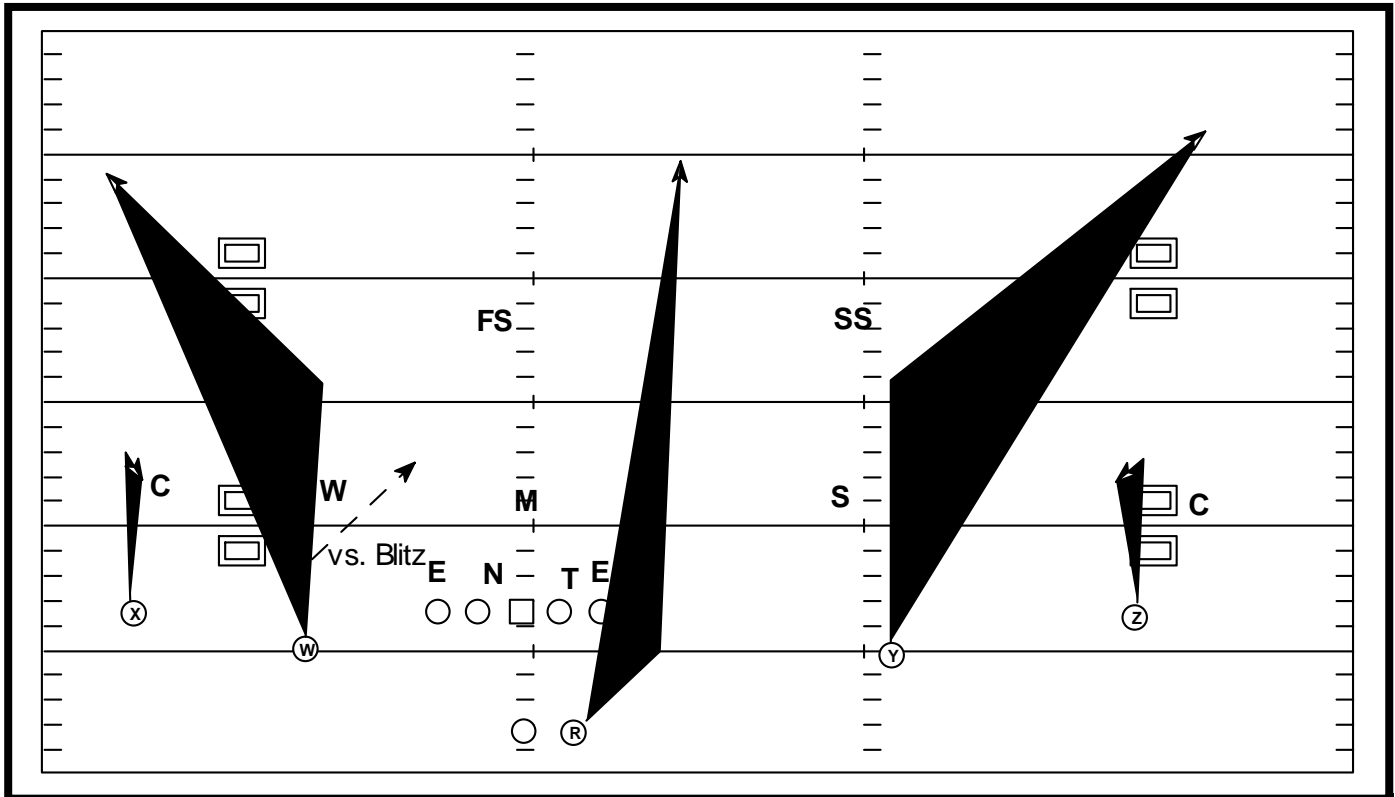
Vs. Cover 2	Take a quick peak at the split end. Come down and read the play-side outside linebacker. If the wing beats him over the top throw it to the wing in the hole. If OLB stays underneath the seam/choice route come down to the R-Back.
Vs. Cover 3	Eye down the deep third safety opposite of where you want to throw, pop your feet and throw to the uncovered wing.
Vs. Man	Best match-up. If there is over the top help from a safety then you want to look outside to a split end.

Receivers and R-Back Assignments

X	Outside release on the corner run a vertical/fade route.
W	Outside release over the top of the outside linebacker. 981 vs. Cover 2 Break into the hole. 982 you are the Q receiver-shoot route.
R	Check release. Push up 5 yards past the line of scrimmage. Control the middle linebacker and run a flat route to the play call side.
Y	Outside release over the top of the outside linebacker. 982 vs. Cover 2 Break into the hole. 981 you are the Q receiver-shoot route.
Z	Outside release on the corner run a vertical/fade route.

983 / 984

Smash Concept



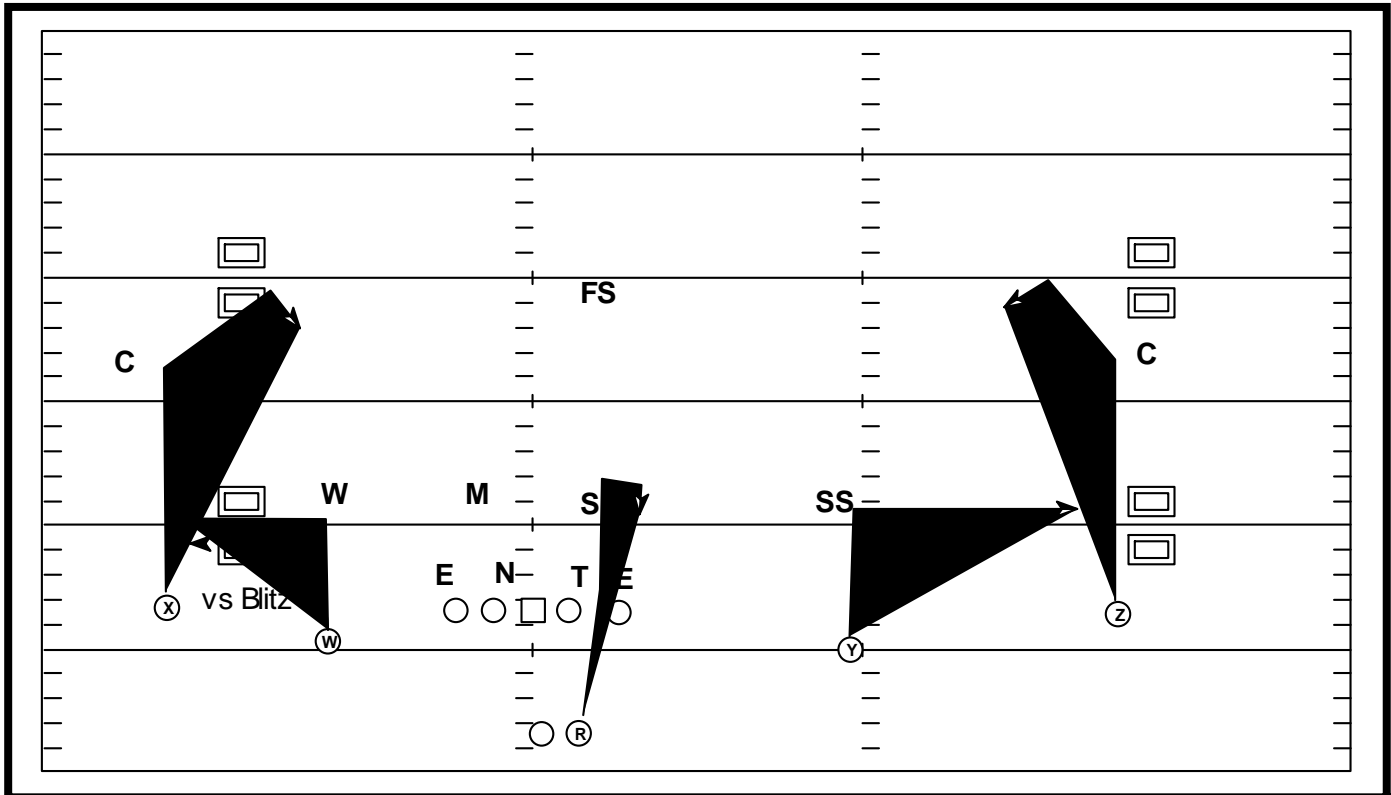
Vs. Cover 2	Read the corner first. If he backpedals throw the hitch every time. If corner stays pressed get your eyes to the play-side safety and throw the flag route to the wing or the vertical to the R-Back.
Vs. Cover 3	Read the corner first. If he backpedals throw the hitch every time. If corner stays pressed then you will have the flag route by the wing open to that side.
Vs. Man	Best match-up in respect to the flag routes by the wings or the vertical by the R-Back.

Receivers and R-Back Assignments

X	6-yard hitch route.
W	Flag route to 22-25 yards. 984 you are the Q receiver – skinny post.
R	Check release to a vertical route down the middle of the hashes.
Y	Flag route to 22-25 yards. 983 you are the Q receiver – skinny post.
Z	6-yard hitch route.

987 / 988

Flat Curl Concept



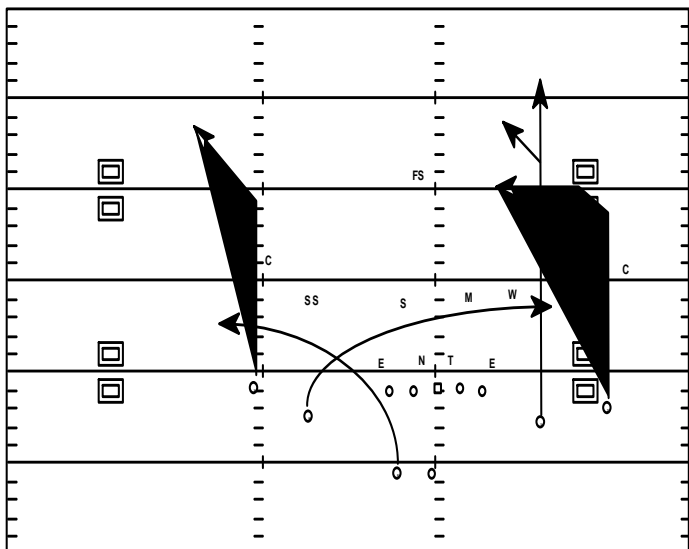
Vs. Cover 2	The wings should use lazy to hold the OLB.
Vs. Cover 3	Read the outside linebacker. If he runs to the flat with the flat route, look at the curl to replace him. If he gets under the curl route, then the flat route will be open.
Vs. Man	Look to the best match-up by personnel or alignment. If the defenders over the wings are playing inside then look to the wings on the flat routes.

Receivers and R-Back Assignments

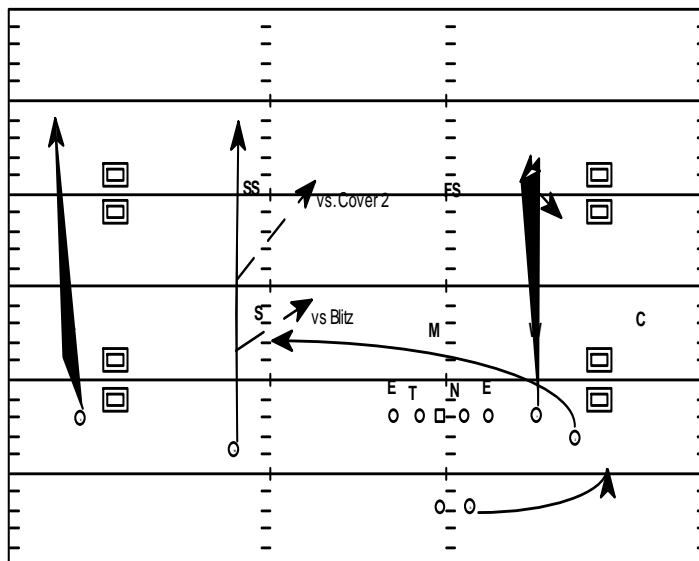
X	12 yard Curl route.
W	5-yard flat route. 988 you are the Q receiver. If defender over you blitzes convert to a shoot route.
R	Check release to an option route controlling the middle linebacker.
Y	5-yard flat route. 987 you are the Q receiver. If defender over you blitzes convert to a shoot route.
Z	12 yard Curl route.

80's Tags

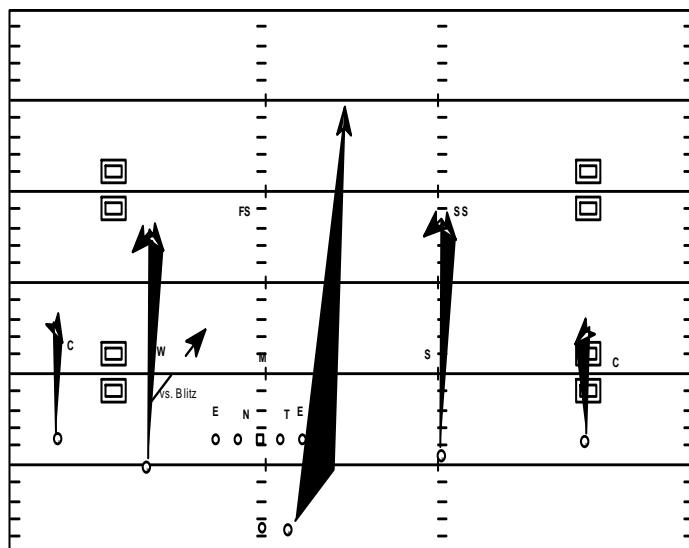
180 West Beamer



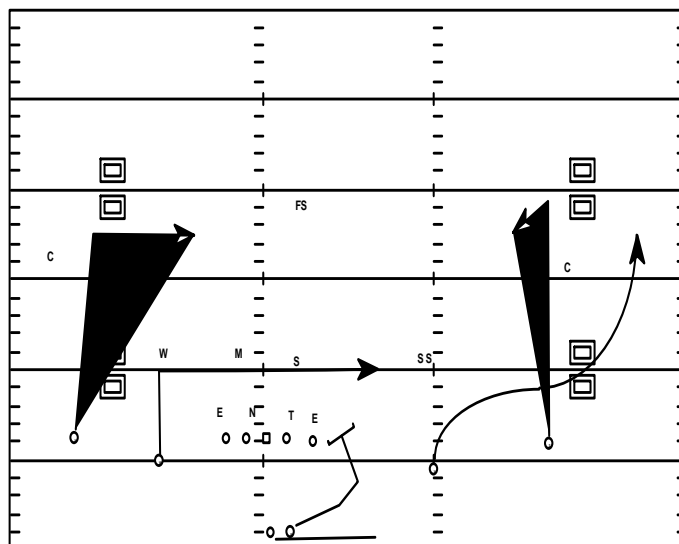
982 Florida



984 Option



88 Smoke Wheel

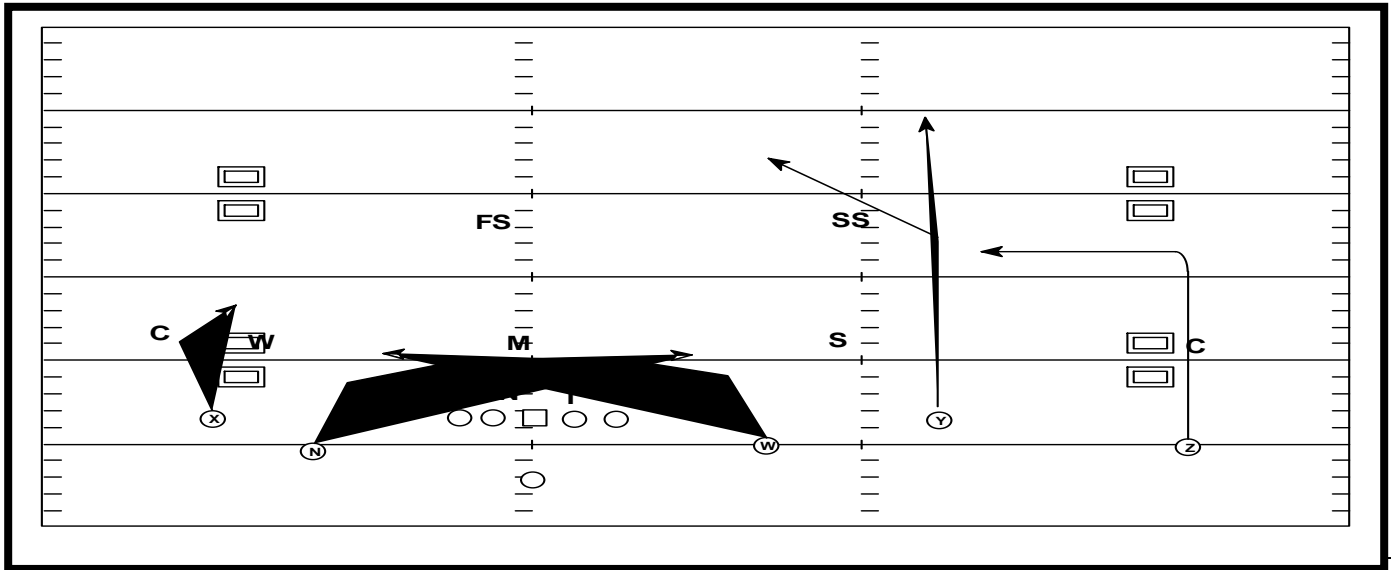


90's

This series is run out of our Panther Formation. We want to spread the field as much as possible in this series. Our goal is to create mismatches for our receivers. The 90's are also designed to involve our quarterback in the running game when defenses begin to take players out of the box in order to stop the passing game

90 East / West

Mesh Concept



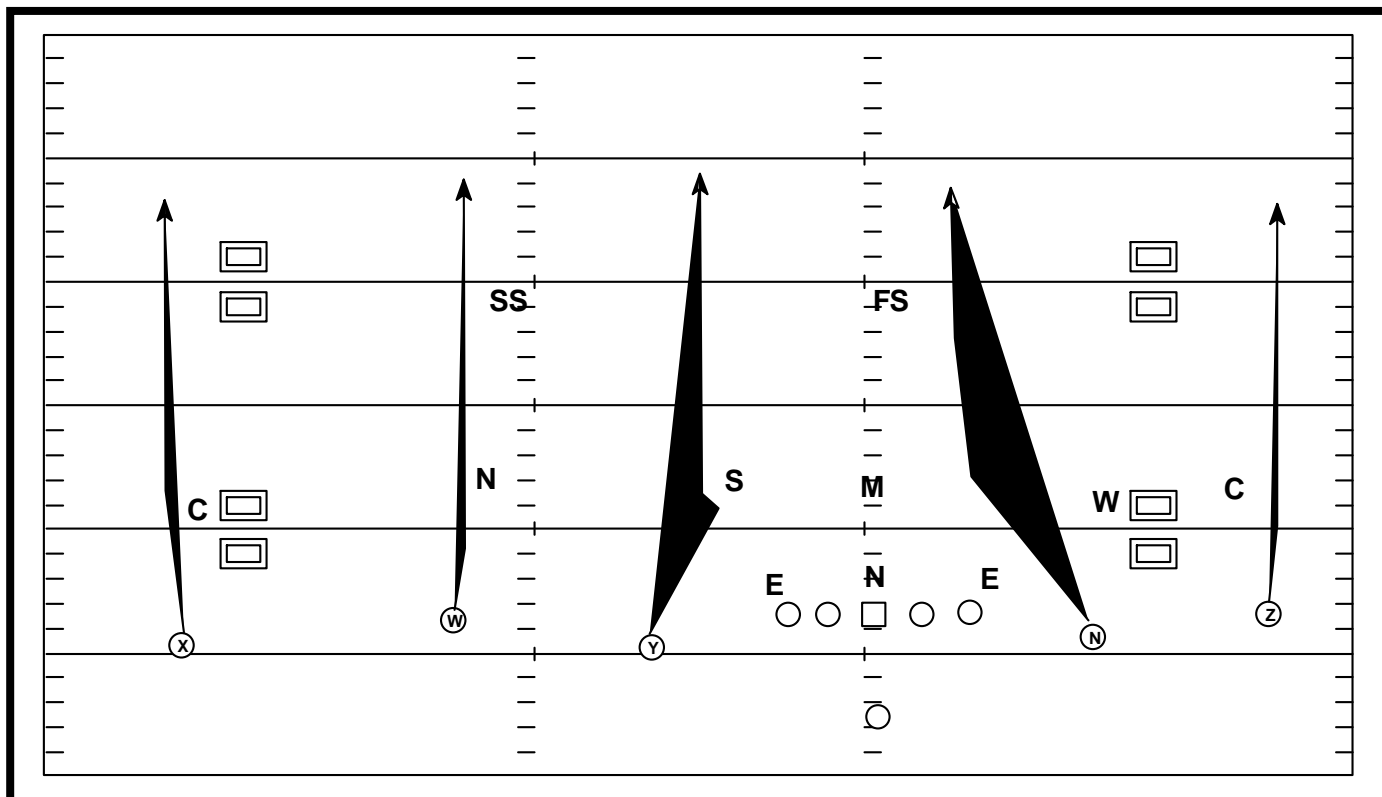
Vs. Cover 2	Read Will first, if he wants off R hit the slant. If he does not, go front-side.
Vs. Cover 3	Read Will first, if he walls off R hit the slant. If he does not, go front-side.
Vs. Man	Read the Crossers, to the Dig to the Post by the middle wing.

Receivers and R-Back Assignments

X	90 East – Run a slant route. 90 West – Run a dig.
W	90 East – Run a crossing route over the top of the R getting hip to hip with him. 90 West – Run a Skinny post route into the middle of the field.
N	Run a crossing route on the toes of the middle linebacker.
Y	90 East – Run a Skinny post route into the middle of the field. 90 West – Run a crossing route over the top of the R getting hip to hip with him.
Z	90 East – Run a slant route. 90 West – Run a slant route.

91 / 92

Vertical Concept



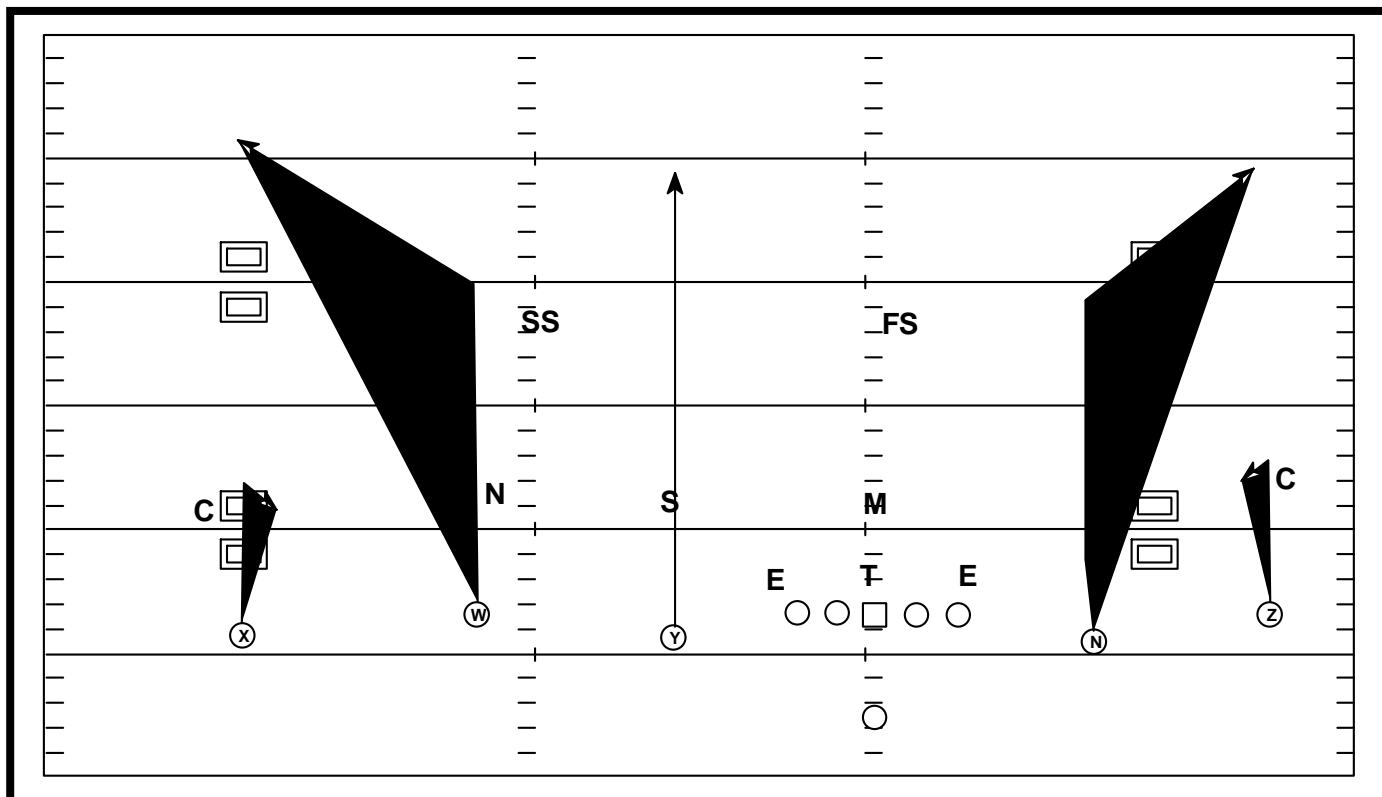
Vs. Cover 2	Take a quick peak at the split end. Come over and read the two deep safeties. Most cases the wing splitting the safeties will be your man
Vs. Cover 3	Eye down the deep third safety opposite of where you want to throw, pop your feet and throw to the uncovered wing.
Vs. Man	Best match-up. If there is over the top help from a safety then you want to look outside to a split end. Look at the whip route last.

Receivers and R-Back Assignments

X	Run a vertical route, releasing outside of the corner, stay 4 yards from the sideline.
W	91 – Run a vertical route, stay 2 yards outside the hash. Outside Release! 92 – Run right down the middle of the field, at the goal post.
N	Run a vertical route 2 yards outside the hash.
Y	91 – Run right down the middle of the field, at the goal post. 92 – Run a vertical route, stay 2 yards outside the hash. Outside Release!
Z	Run a vertical route, releasing outside of the corner, stay 4 yards from the sideline.

93 / 94

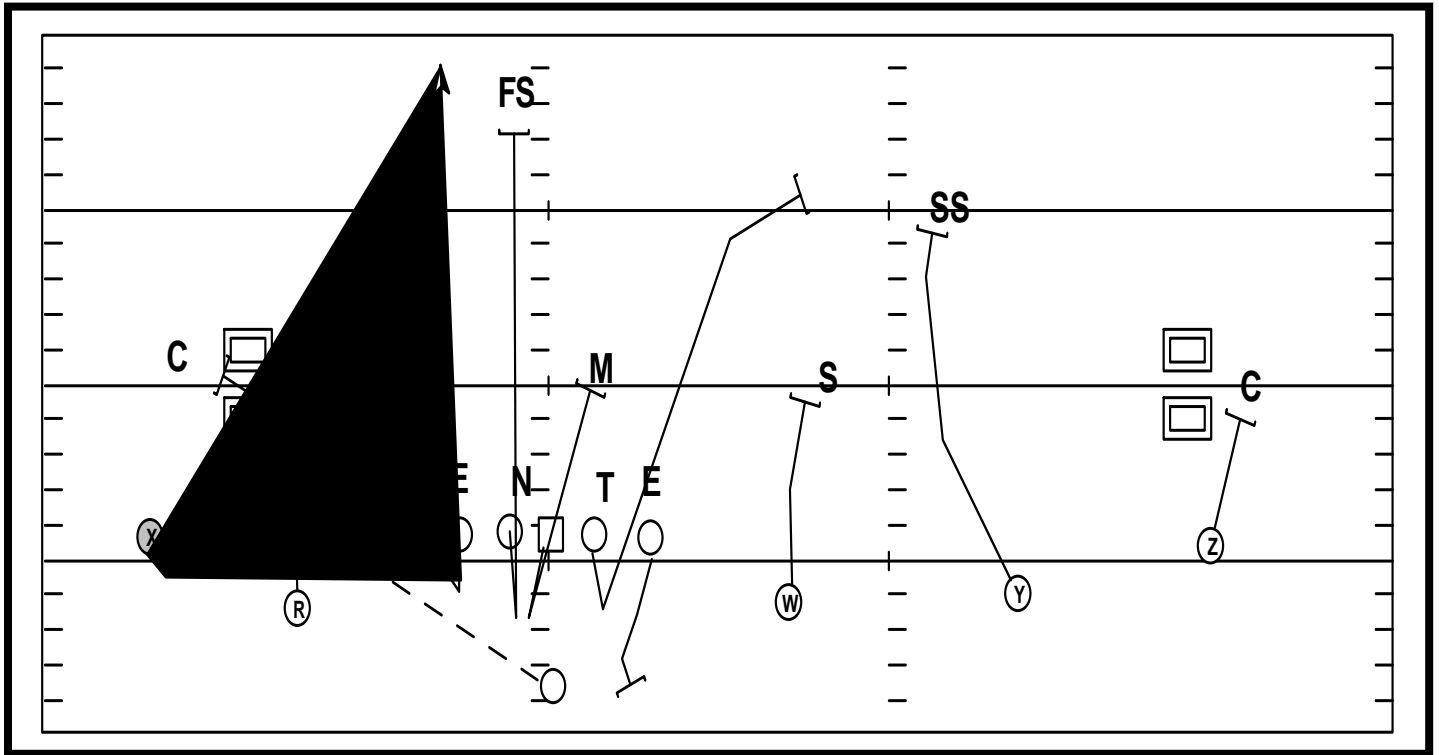
Smash Concept



Vs. Cover 2	Pick a side. Read the corner first. If he backpedals throw the hitch every time. If corner stays pressed get your eyes to the safety and throw the flag route or the vertical by the wing.
Vs. Cover 3	Pick a side. Read the corner first. If he backpedals throw the hitch. If he stays down the flag route to that side should be open.
Vs. Man	Best match-up in respect to the flag routes by the wings or the vertical by the R-Back.

Receivers and R-Back Assignments

X	93 – Run a 6-yard hitch. 94 – Run a 6-yard hitch.
W	93 – Run a Flag route. 94 – Run a take-off route.
N	Run a flag route.
Y	93 – Run a take-off route. 94 – Run a Flag route.
Z	93 – Run a 6-yard hitch. 94 – Run a 6-yard hitch.



QB Assignments and Reads

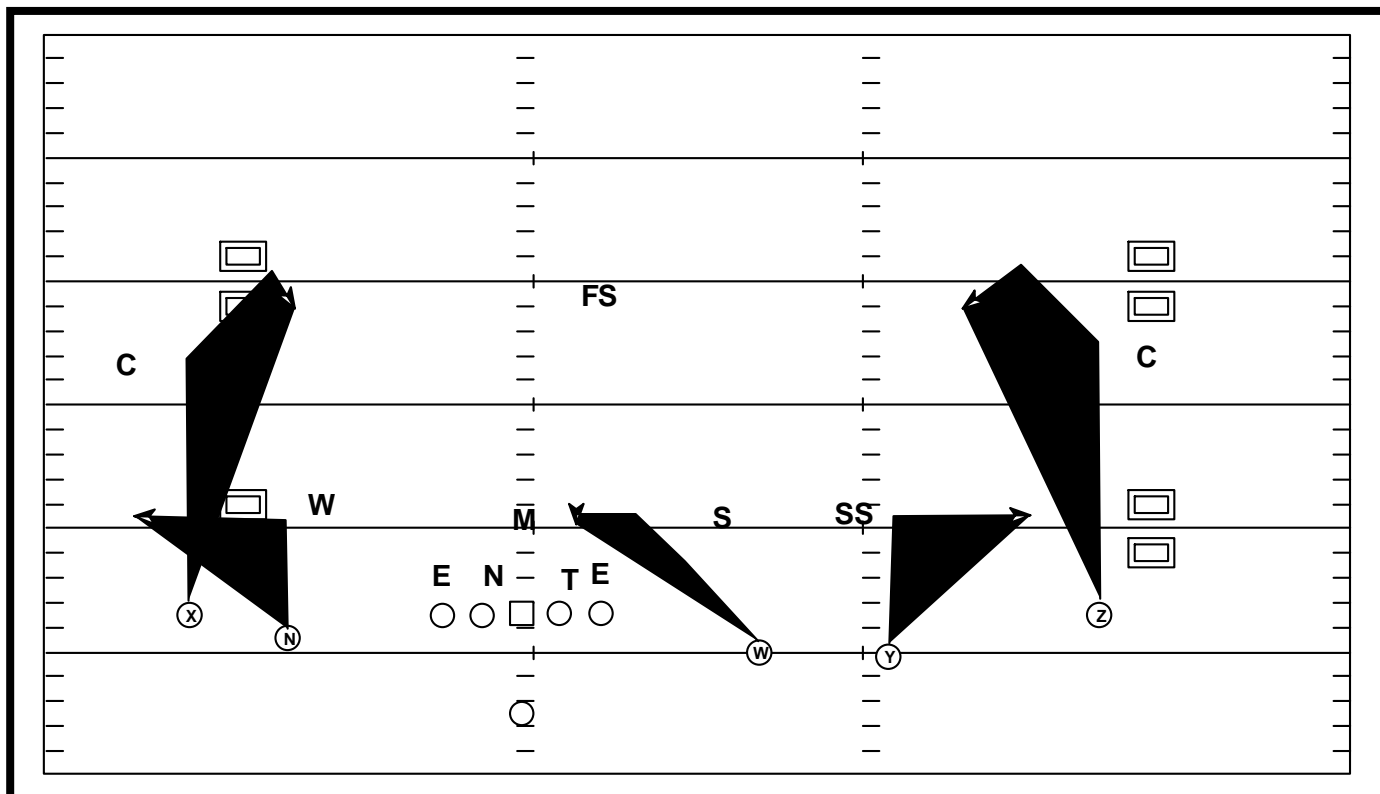
QB	Take a peak to the formation, then deliver a strike to X/Z.
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Receivers and R-Back Assignments

X	95-Speed Screen. 96 - Reach cut-off the Safety.
W	95 - Block the man over you. 96 -Block the man over you.
R	95-- Read Block the OLB to the CB. 96-- Read Block the OLB to the CB.
Y	95 - Block the man over you. 96- Block the man over you.
Z	95- Reach cut-off the Safety. 96 - Speed Screen.

97 / 98

Flat Curl Concept



Vs. Cover 2	Read the short side of the field. Look at the outside linebacker. If he widens with the flat route, then there should be a lane to throw the curl. Also could get out of it.
Vs. Cover 3	Read the flat defender to the side that you think we have the best match-up. If the flat defender widens with the flat throw the curl. If the flat defender gets under the curl the flat will be open.
Vs. Man	Look to the flat routes or get out of it.

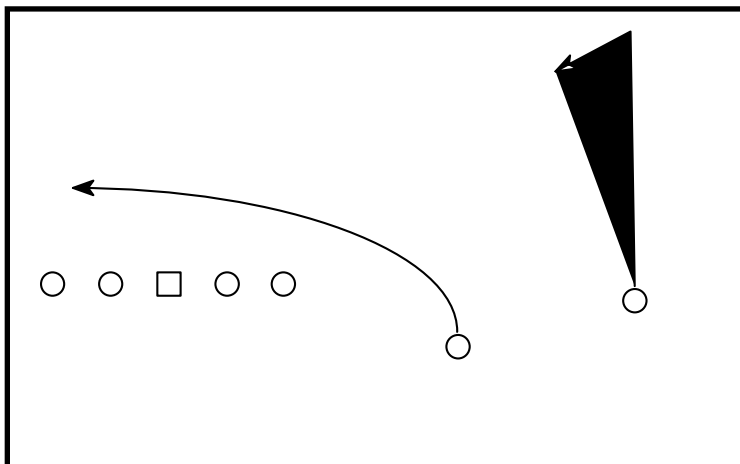
Receivers and R-Back Assignments

X	Run a curl route.
W	97 – Run a Flat route. 98 - Run an option route at 5 yards controlling the middle linebacker.
N	Run a flat route.
Y	97 – Run an option route at 5 yards controlling the middle linebacker. 98 – Run a Flat route.
Z	Run a curl route.

Route Packages

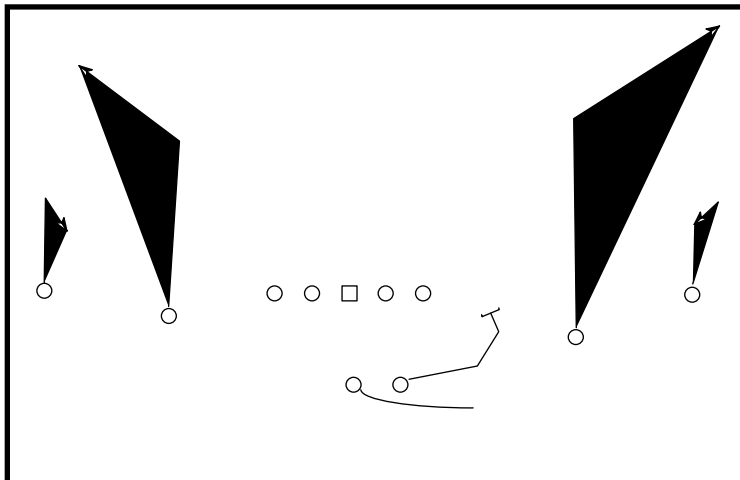
Route packages allow our offense to change the look of our basic concepts. Some our route packages affect the front-side of the concepts, while others will change the back-side. These route packages can be used in a number of our formational series and with most concepts. The packages that begin with an “F” will change the front-side, and those that affect the backside will begin with a “B.” There are a few exceptions to this rule; Scissors and Smoke are both front-side packages. Follow is the only route package that can be either front-side or back-side.

Front-Side Route Packages



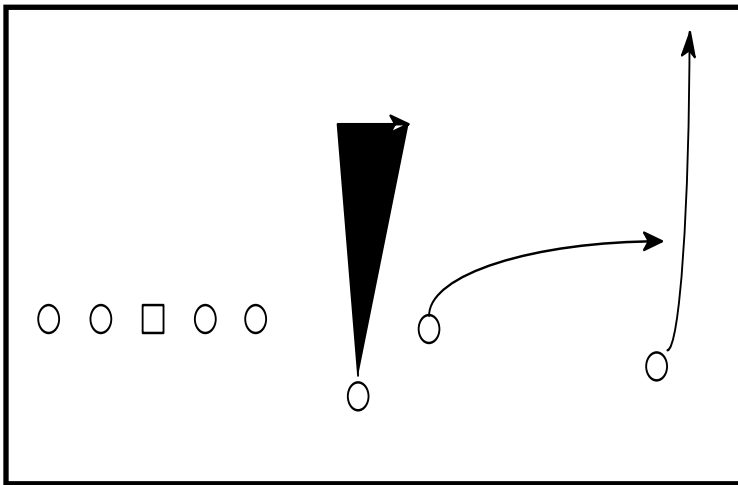
Follow

This Route Package utilizes a shallow crossing route in combination with a dig route. This is one package that can be used on the front-side and the back-side. The play will be called with a player then follow. Follow tells the next man to the player's outside to run the dig. The player will run the crossing route. All other assignments will remain the same.



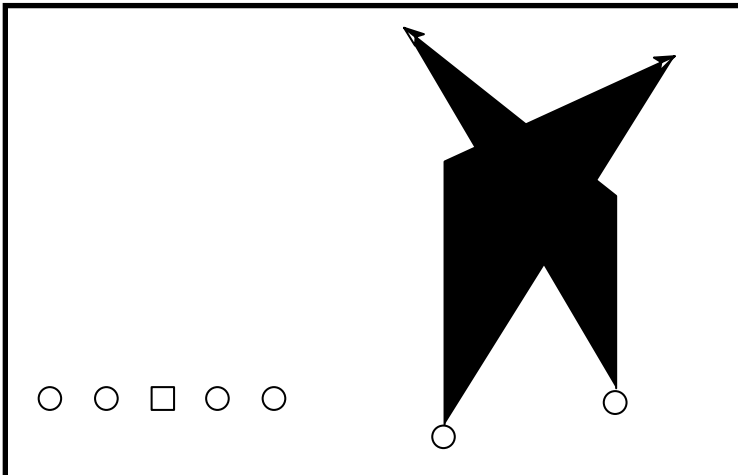
Smoke

This Route Package may or may not change the route combination. The QB will semi role to the call. The receivers' routes will most likely be deeper since the QB is rolling to them. The back-side receiver's routes will change into a crossing concept on different levels. We may also use throwbacks to keep the defense honest.



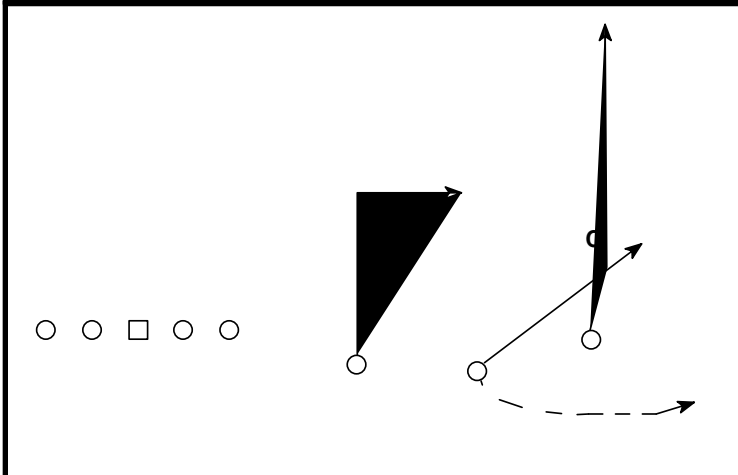
Stick

. This route package utilizes a shoot route and a stick route behind it. Like our Follow and Trail packages, we will tag a player and the next WR outside of him will adjust his route also. Stick is also a front-side and back-side tag. So in Trips right, if we say W Stick, the next WR outside, Y, would be doing the Shoot Route.



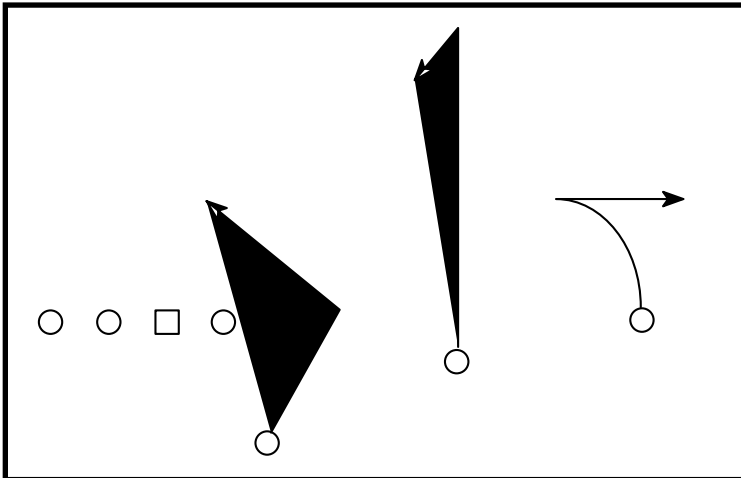
Scissors

This Route Package utilizes a corner route by the inside receiver with a post by the outside receiver. This is good against man-to-man and Cover 2.



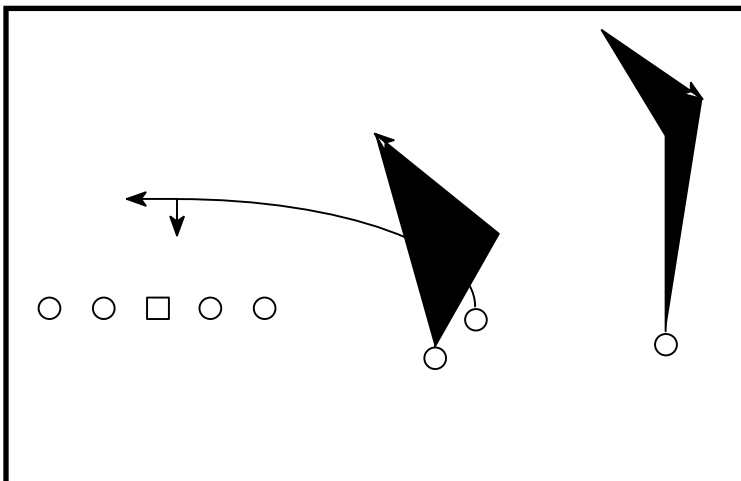
Flood

This Route Package attempts to flood a defenders zone with multiple receivers.



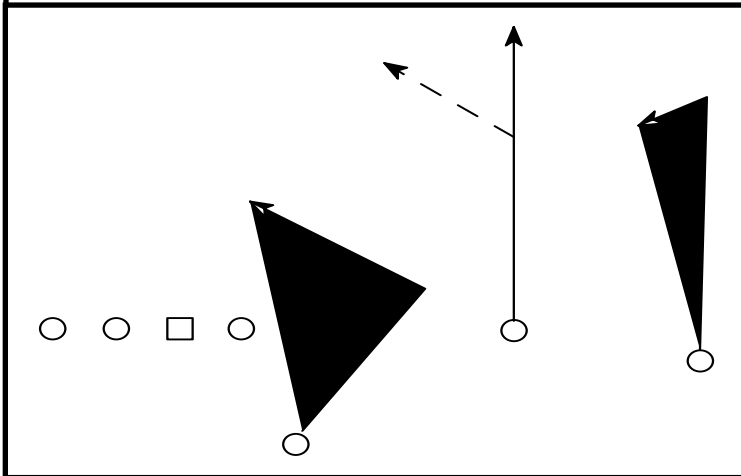
Fresno

This Route Package is a reverse Flat-Curl package. This is good versus 2-Deep coverage. The Split End runs a whip route, and the wing runs a hook route. The wing wraps the LB. He must find the window. The R-Back sits down over the box.



Trail

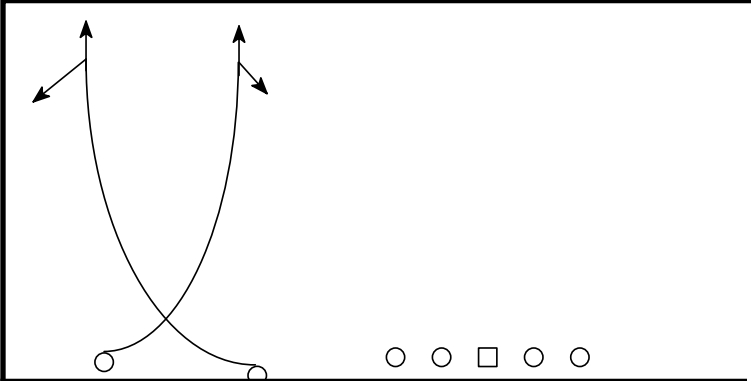
This Route Package utilizes a Crossing route with an Angle route behind it. This is very good in short yardage and against teams that want to wall off our shallow cross package. Like Follow, we tag one player and Trail. Trail tells the next player outside that he will be doing the crossing route. So in Trips right, if we say W Trail, the next WR outside, Y, would be doing the crossing Route. This is also a front-side and back-side tag.



Texas

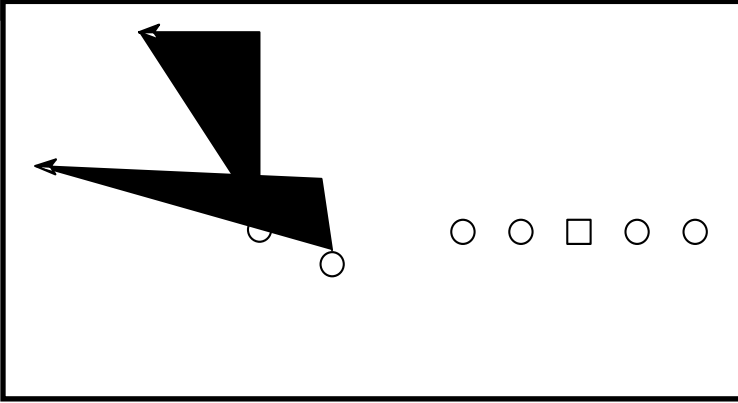
This Route Package compliments our vertical passing game. The R-back is running an angle route, the Wing has a seam choice, and the Split End runs a hook route.

Back-Side Route Packages



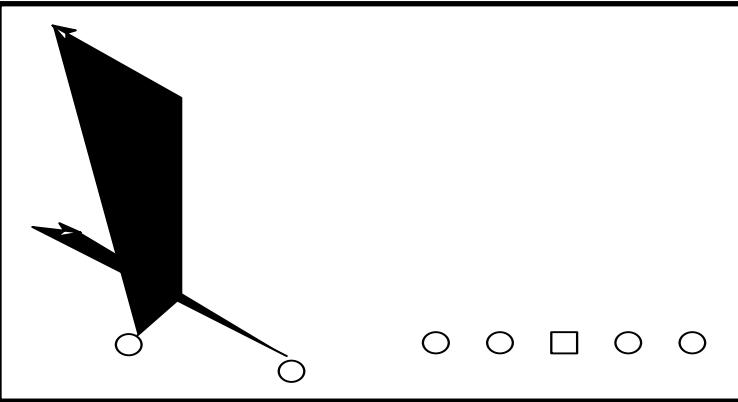
Bama

This Route Package uses a switch route combination. Both routes are verticals, but the receivers cross paths coming on the line, with the inside receiver going first. Both routes also may be broken off.



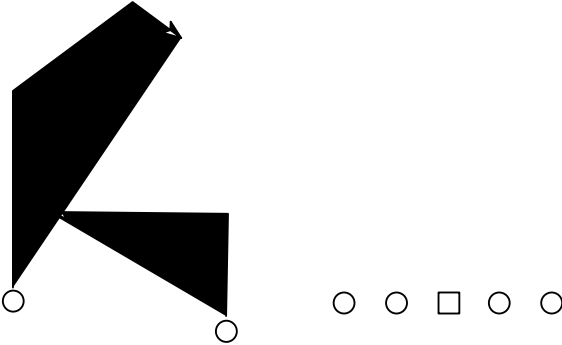
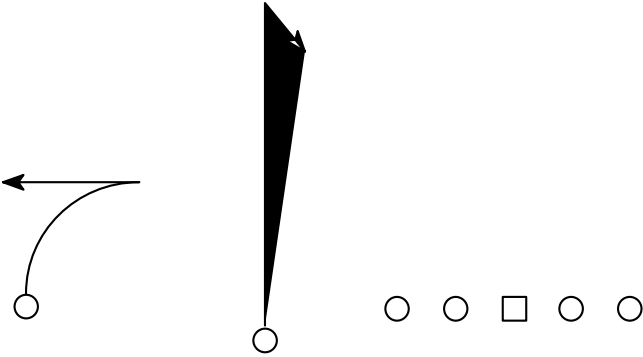
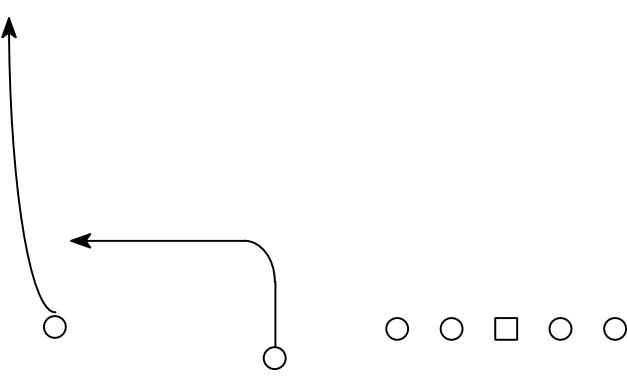
Bench

This Route Package is based on our stick package. It allows us to build in a deeper stick route into any of our other concepts on the back-side. The shoot route will be 5 yards deep and the stick route will be 10 deep.



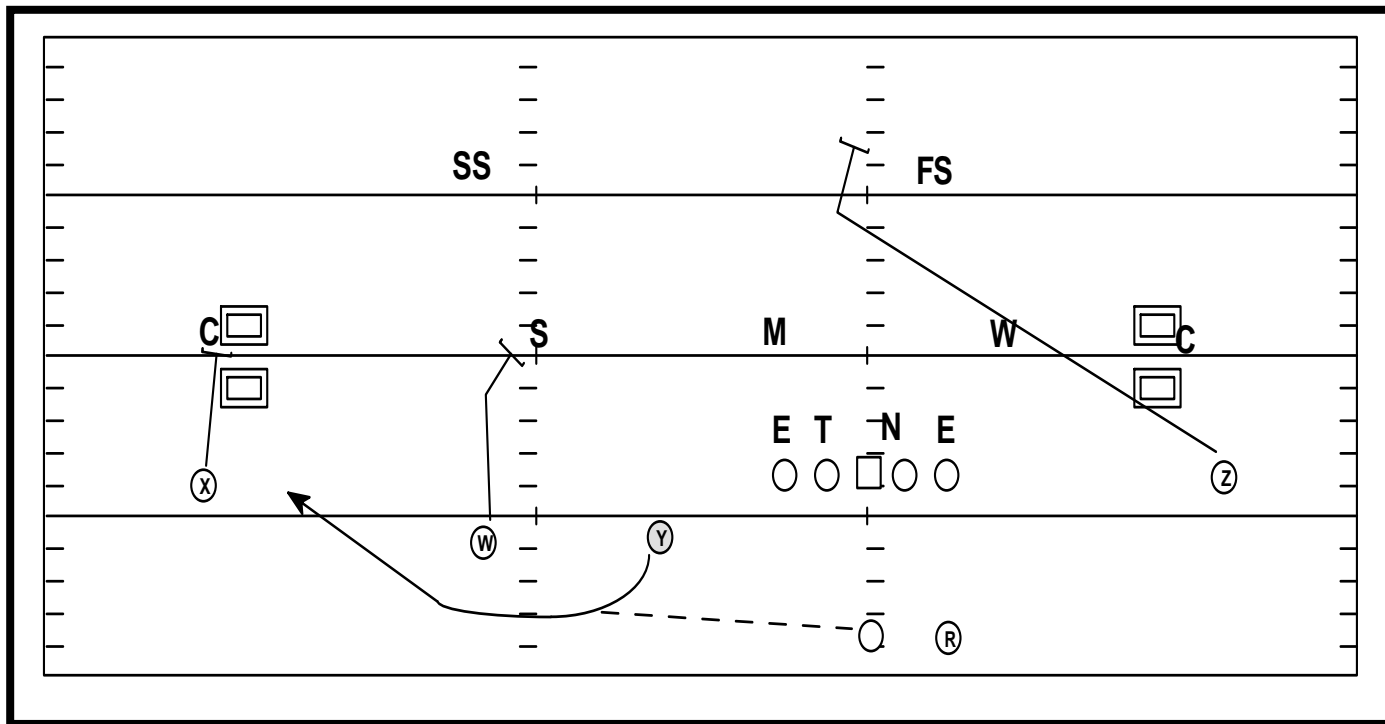
Boston

This Route Package is based on our smash concept. It allows us to build in a smash route into any of our other concepts on the back-side.

 <p>The diagram shows two black arrows representing routes. The first arrow starts at a circle on the left and points up and to the right. The second arrow starts at a circle on the right and points up and to the left. Below the arrows is a horizontal line of five symbols: a circle, a circle, a square, a circle, and a circle.</p>	<p>Buffalo</p> <p>This Route Package is our way to tag our Flat-Curl concept on the back-side. The Split End runs a curl route, and the wing runs a flat route.</p>
 <p>The diagram shows two routes. The first route starts at a circle on the left and curves to the left, ending in an arrow pointing left. The second route starts at a circle on the right and points straight up. Below the routes is a horizontal line of five symbols: a circle, a circle, a square, a circle, and a circle.</p>	<p>Baltimore</p> <p>This Route Package is a reverse Flat-Curl package. This is good versus 2-Deep coverage. The Split End runs a whip route, and the wing runs a hook route. The wing wraps the LB. He must find the window.</p>
 <p>The diagram shows two routes. The first route starts at a circle on the left and curves up and to the left, ending in an arrow pointing up. The second route starts at a circle on the right and curves to the left, ending in an arrow pointing left. Below the routes is a horizontal line of five symbols: a circle, a circle, a square, a circle, and a circle.</p>	<p>Bandit</p> <p>This Route Package allows us to tag Flat-Fade on the back-side. The wing runs a flat route, and the Split End runs a fade.</p>

Screens

15 - 16



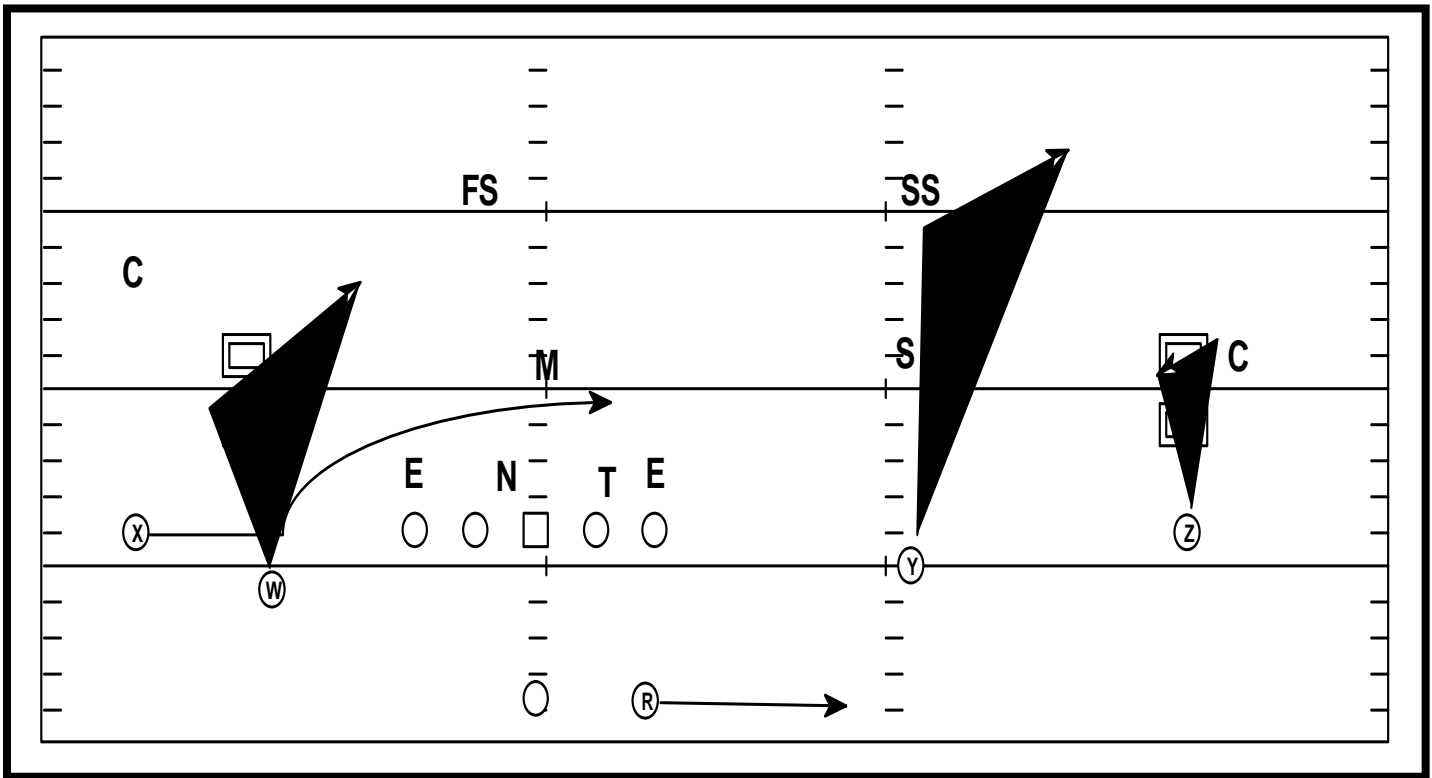
QB

Step out with foot opposite throwing hand, two step drop, throw, and drift back to avoid the throw looking like a lateral.

Receivers and R-Back Assignments

X	15 – Block first most dangerous defender from the sideline aiming for his outside number. 16 – Sprint and reach block the backside safety.
W	15 – Block second most dangerous defender on his outside number. 16 – Run the bubble route.
R	Flare away from play.
Y	15 – Run the bubble route. 16 – Block second most dangerous defender on his outside number.
Z	15 – Sprint and reach block the backside safety. 16 – Block first most dangerous defender from the sideline aiming for his outside number.

85 / 86 Indiana

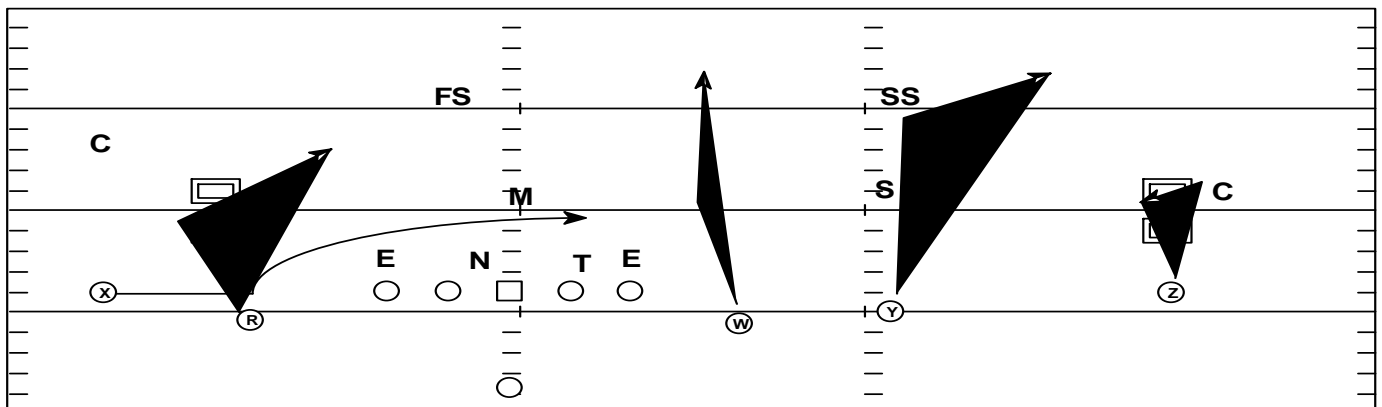


QB

Stare down the screen, and then look for the wing in the hole behind the LBs. If the LBs stay high the crossing route should come open. If you don't like what you see, you have smash on the front-side.

Receivers and R-Back Assignments

X	85- Fake Speed Screen, get to the other hash. 86- Hitch Route.
W	85 -Angle Route. 86-Corner Route.
R	Flare away from the play-side call.
Y	85 - Corner Route. 86 - Angle Route.
Z	85 - Hitch Route. 86 - Fake Speed Screen, get to the other hash.



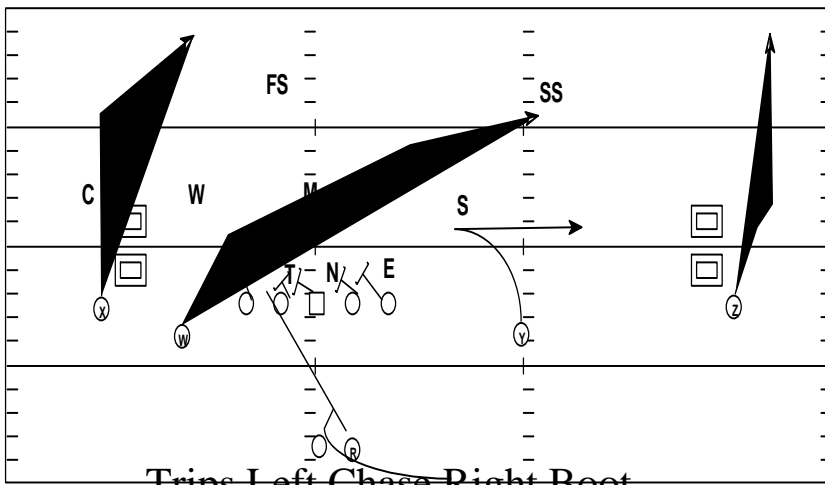
Play Action

Our play action pass is the final building block in our passing game. We must be able to use the play action pass to keep the defense honest. Most of the time we like to play action **off of our Chase play**, we will do so from Doubles and Trips. We can also play action off our draw plays. Fake R-draw can be used in our 60's and 80's series. We can also use Fake QB-draw from both of our No-Back sets (70's and 90's). We will also use a run fake bubble our bubble route. We have two different concepts within our play action passing game. One is our Boot concept and the other is our Waggle concept.

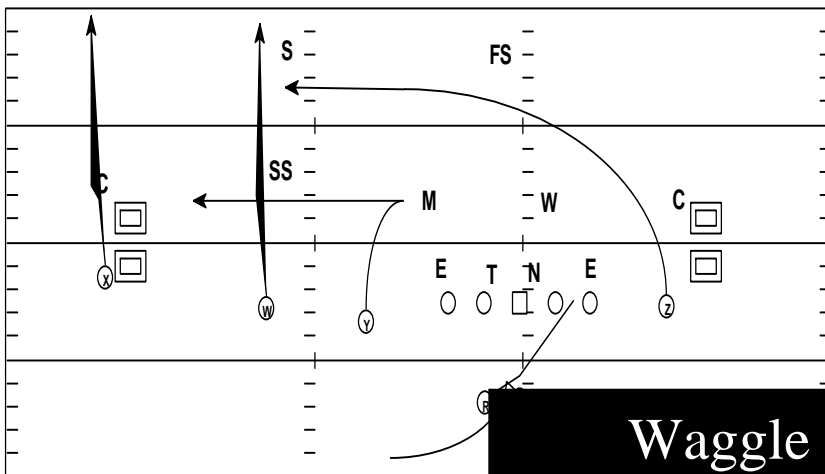
Boot

Our boot concept is a naked boot by the quarterback. The basic route package incorporates a short receiver right in front of him with a deeper crossing route coming into his vision late. In Trips, the Chase fake will always go away from the trips side.

Chase Left Boot



~~Trips Left Chase Right Boot~~



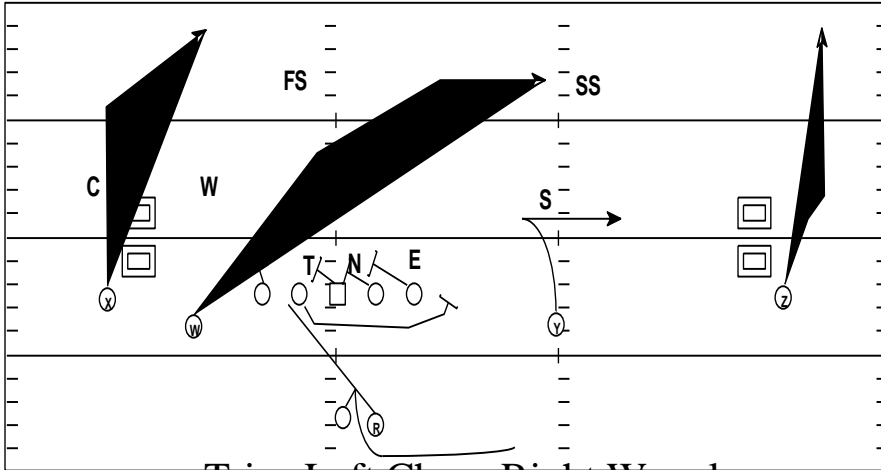
Waggle

Waggle is the second part of our play action passing

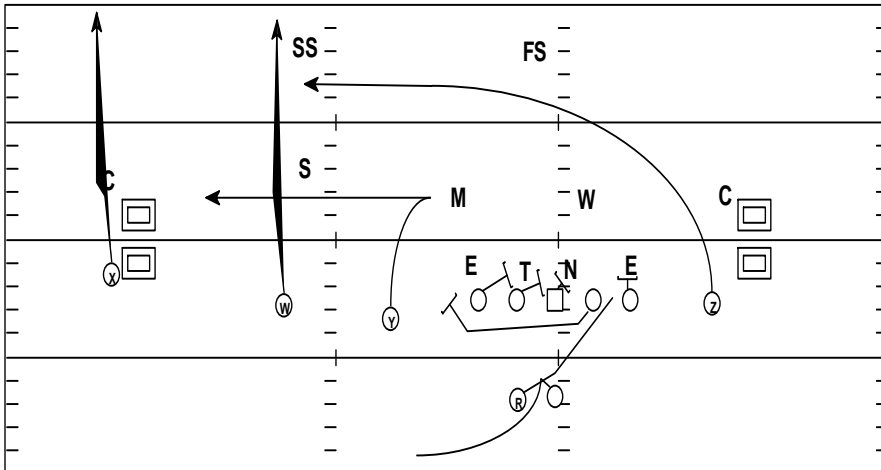
X	Chase Right Boot- Vertical, must take outside release. Chase Left Boot- Post.
W	Chase Right Boot- Whip Route; keep outside leverage on the OLB. Chase Left Boot- Deep crossing route, find and settle in the window.
R	Fake Chase to the call.
Y	Chase Right Boot- Deep crossing route, find and settle in the window. Chase Left Boot- Whip Route; keep outside leverage on the OLB.
Z	Chase Right Boot- Post.
X	Chase Right Boot- Vertical, must take outside release. Chase Left Boot- Vertical, must take outside release. Chase Left Boot- Deep crossing route.
W	Chase Right Boot- Vertical, outside release. Chase Left Boot- Whip Route; keep outside leverage on the OLB.
R	Fake Chase to the call.
Y	Chase Right Boot- Whip route; keep outside leverage on the OLB. Chase Left Boot- Vertical, outside release.
Z	Chase Right Boot- Deep crossing route. Chase Left Boot- Vertical, must take outside release.

game. The basic route package is the same as boot, but we will tag the waggle concept. The other difference between boot and waggle is that we pull the back-side guard to the front-side (to the QB's roll). This allows us more blocking and greater passing time. This also allows us to run fake to the 3-receiver side in our Trips formation.

Chase Left Waggle



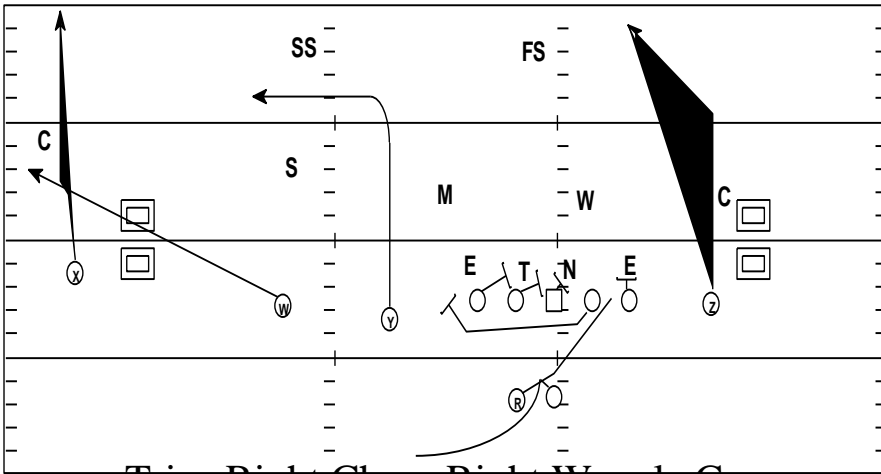
Trips Left Chase Right Waggle



X	Chase Right Waggle- Vertical, must take outside release. Chase Left Waggle- Post.
W	Chase Right Waggle- Whip Route; keep outside leverage on the OLB. Chase Left Waggle- Deep crossing route, find and settle in the window.
R	Fake Chase to the call.
Y	Chase Right Waggle- Deep crossing route, find and settle in the window. Chase Left Waggle- Whip Route; keep outside leverage on the OLB.
	Chase Right Waggle- Post.
Z	Chase Left Waggle- Vertical, must take outside release. Chase Right Waggle- Vertical, must take outside release.
X	Chase Left Waggle- Deep crossing route.
W	Chase Right Waggle- Vertical, outside release. Chase Left Waggle- Whip Route; keep outside leverage on the OLB.
R	Fake Chase to the call.
Y	Chase Right Waggle- Whip route; keep outside leverage on the OLB. Dive Chase Waggle- Vertical, outside release.
Z	Dive Chase Waggle- Deep crossing route. Dive Chase Waggle- Vertical, must take outside release.

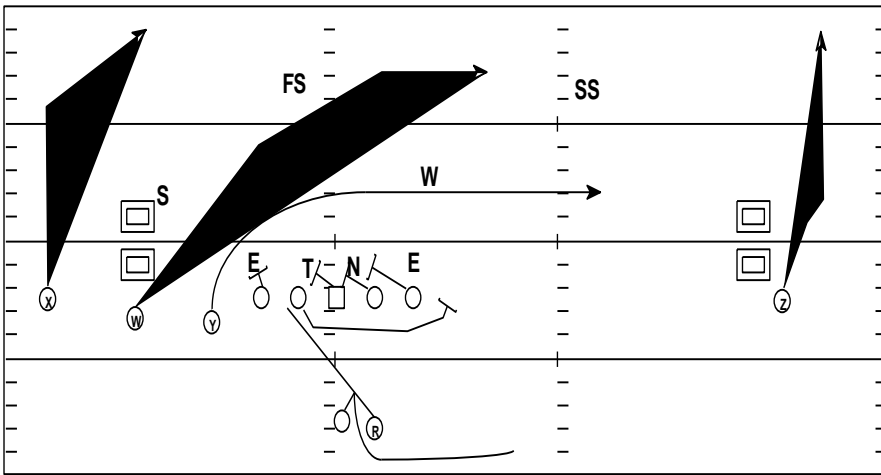
Waggle Tags

Trips Left Chase Right Waggle Sail



Trips Right Chase Right Waggle Cross

X	Chase Right Waggle Sail- Vertical, must take outside release. Chase Left Waggle Sail- Post.
W	Chase Right Waggle Sail- Arrow Chase Left Waggle Sail- 10 yd. Out Route.
R	Fake Chase to the call.
Y	Chase Right Waggle Sail- 10 yd. Out Route. Chase Left Waggle Sail- Arrow
Z	Chase Right Waggle Sail- Post. Chase Left Waggle Sail- Vertical, must take outside release.



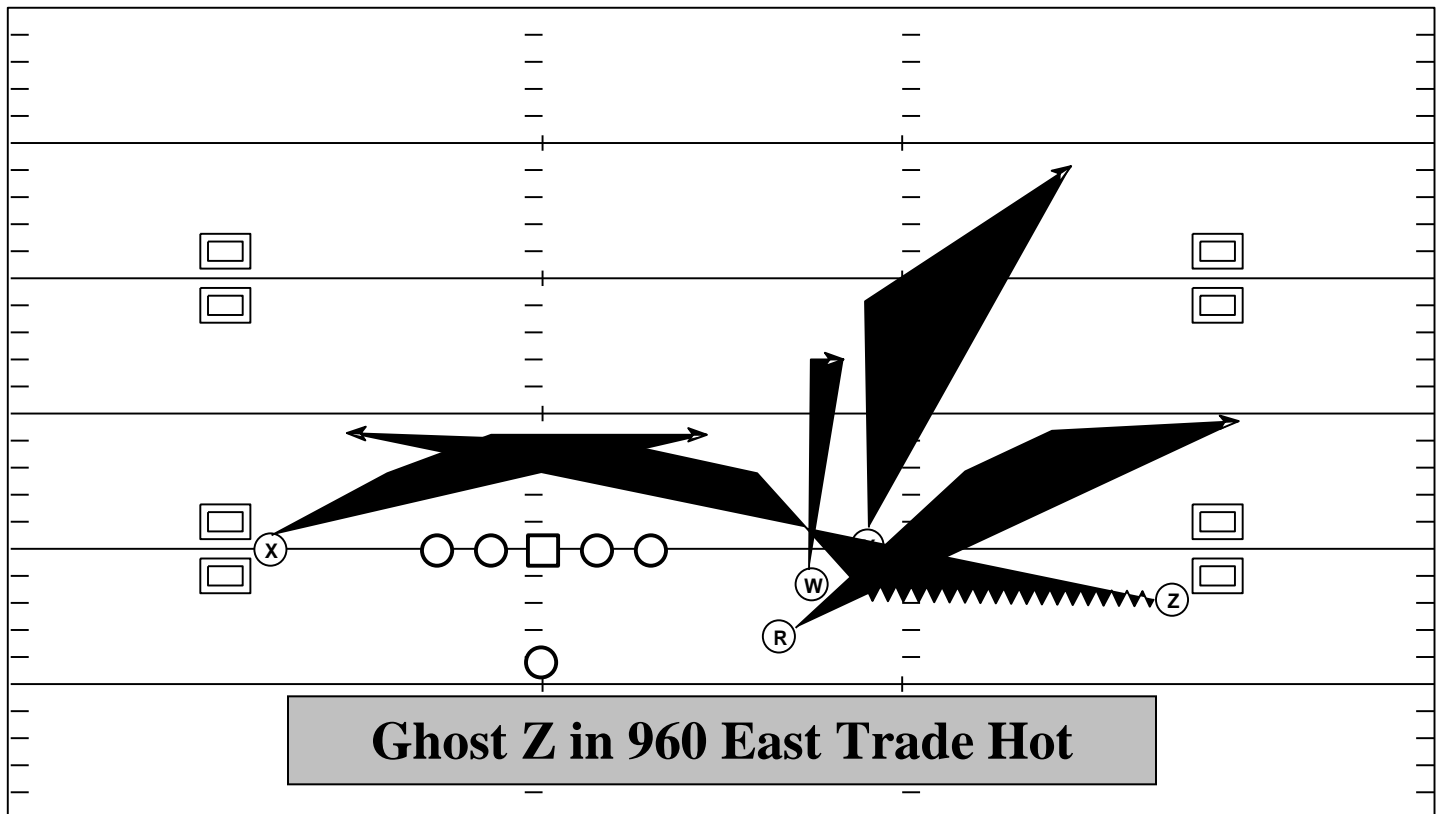
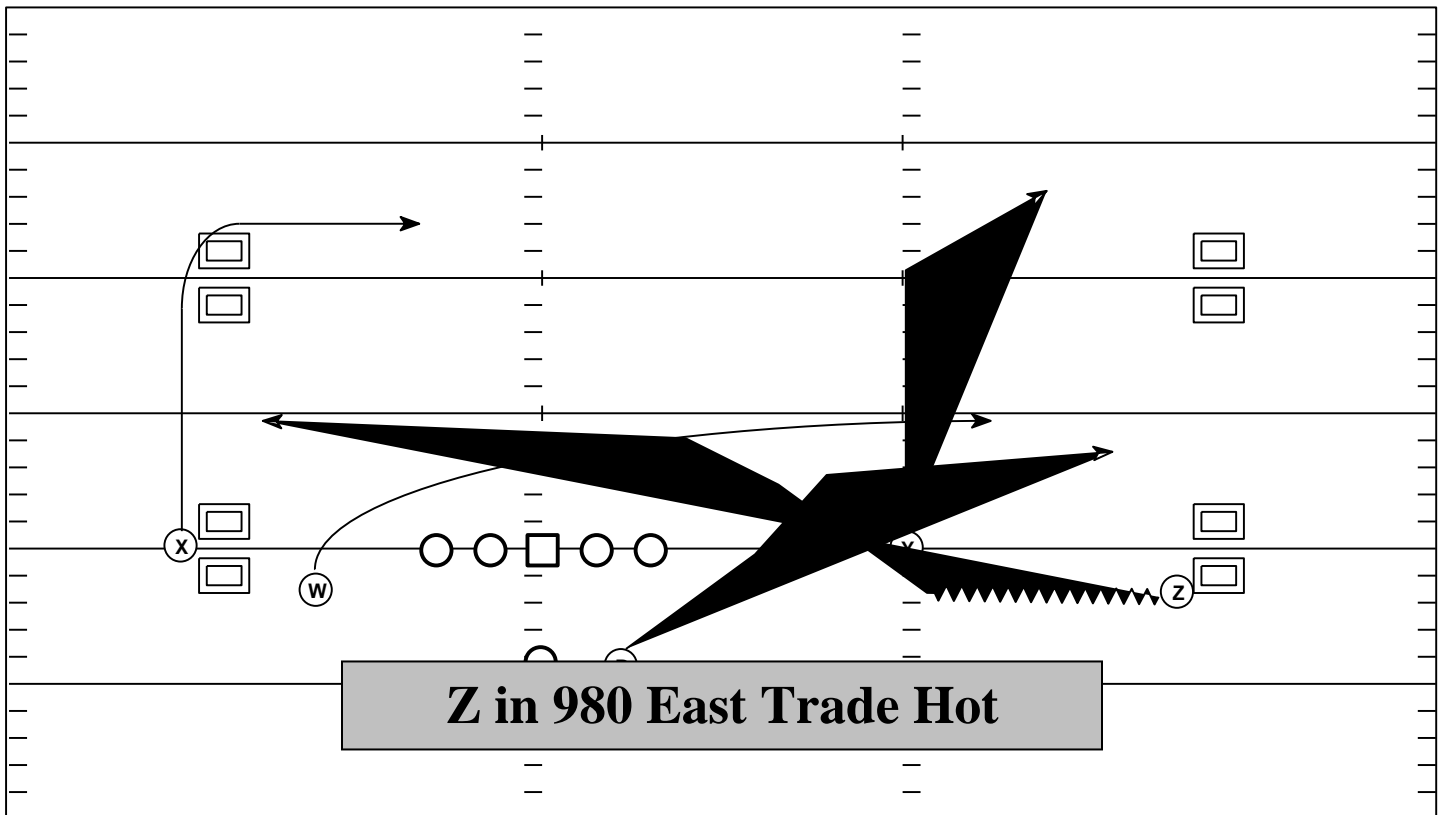
X	Chase Right Waggle Cross- Vertical, outside release. Chase Left Waggle Cross- Post
W	Chase Right Waggle Cross- Deep Crossing Route. Chase Left Waggle Cross- Crossing Route.
R	Fake Chase to the call.
Y	Chase Right Waggle Cross- Crossing Route. Chase Left Waggle Cross- Deep Crossing Route.
Z	Chase Right Waggle Cross- Post Chase Left Waggle Cross- Vertical, outside release.

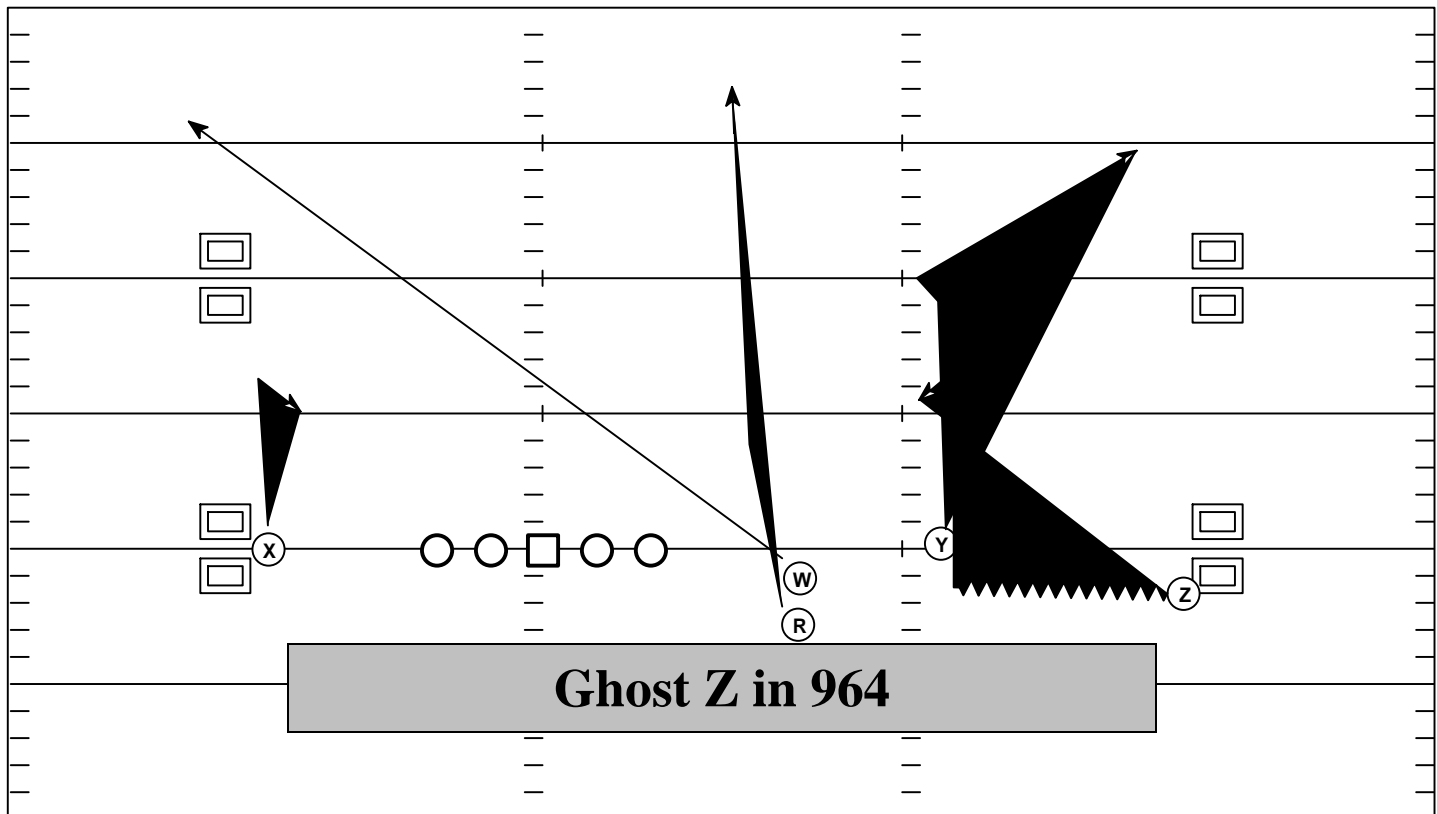
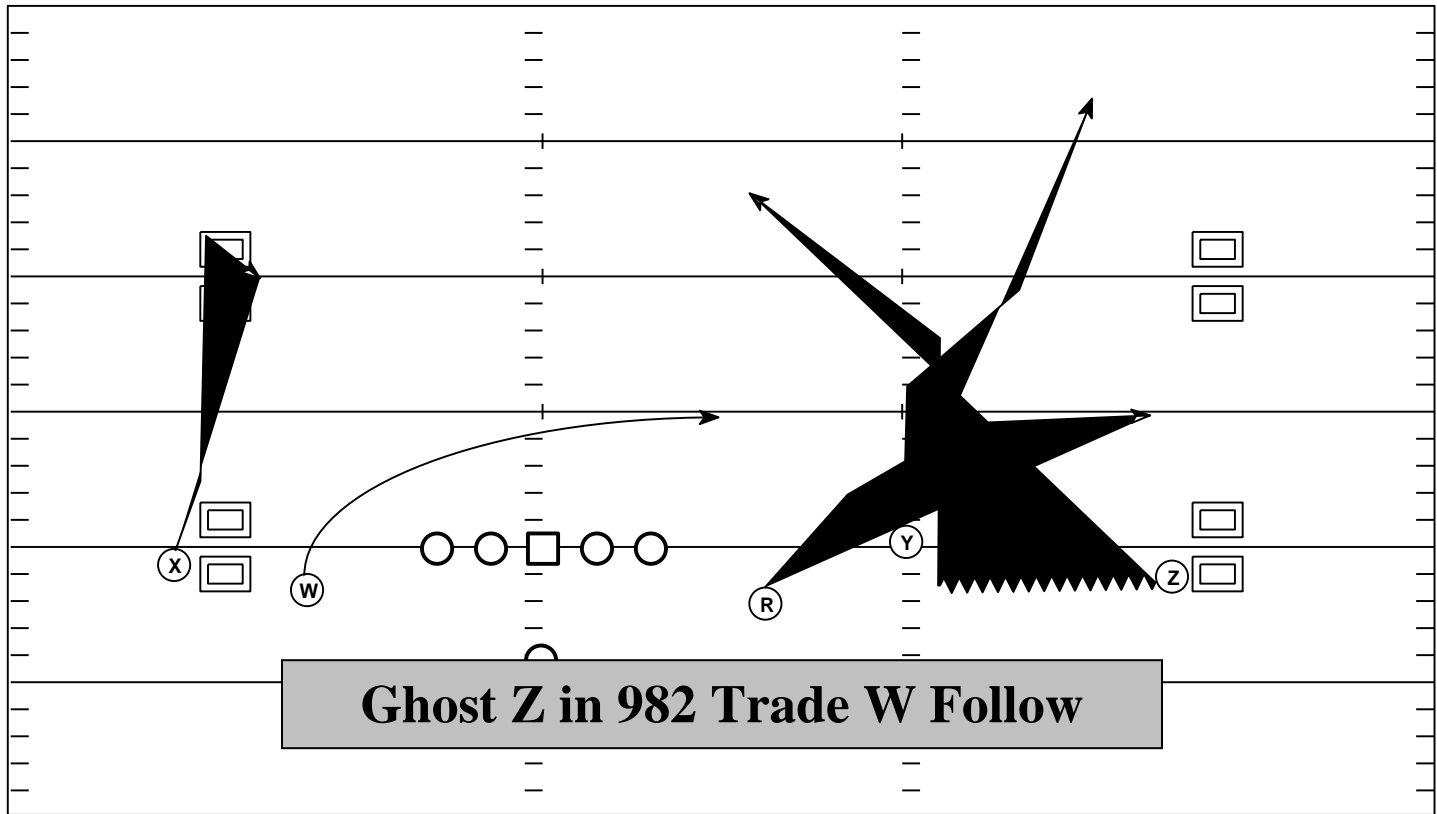


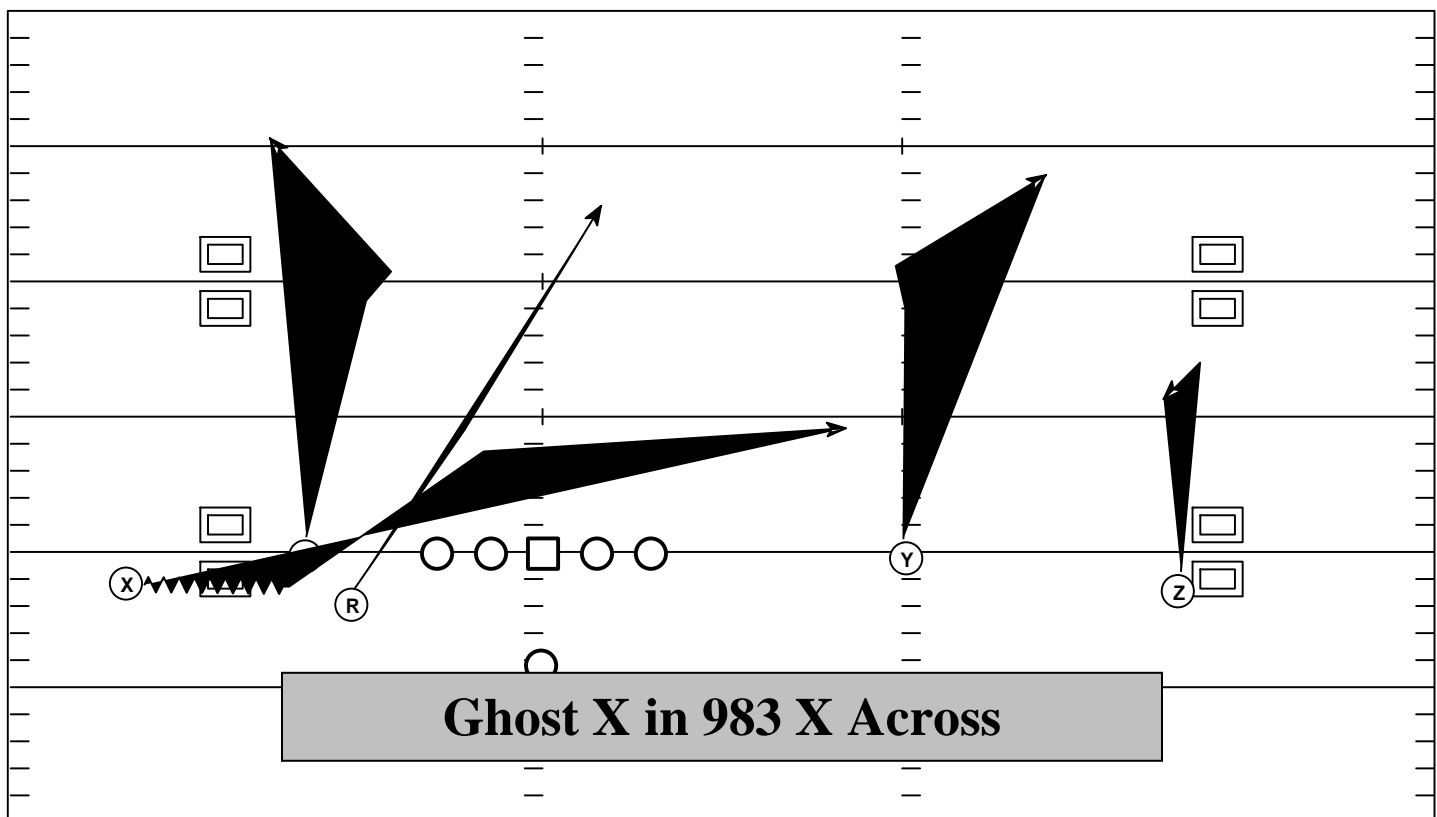
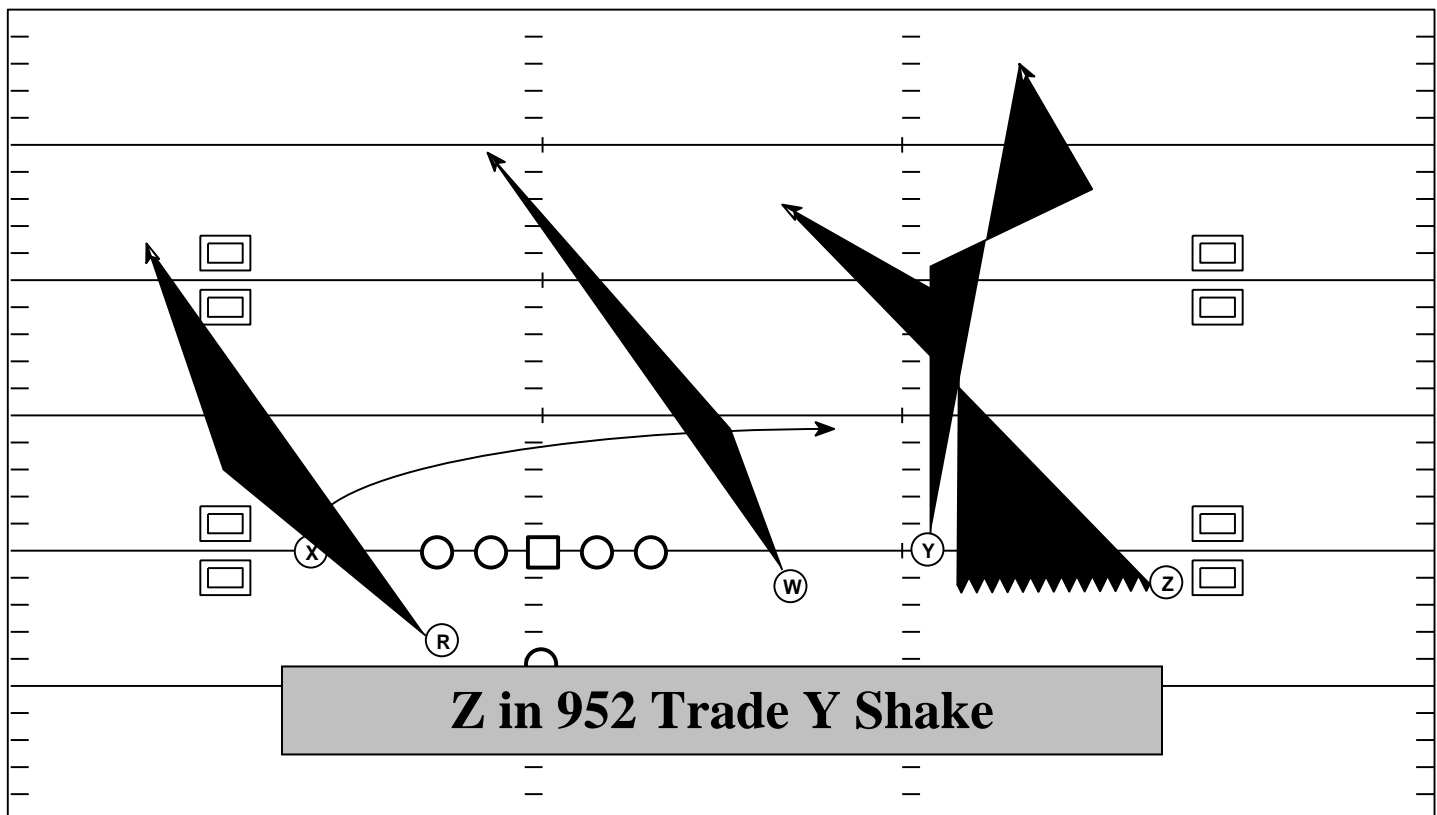
South Carroll Offense

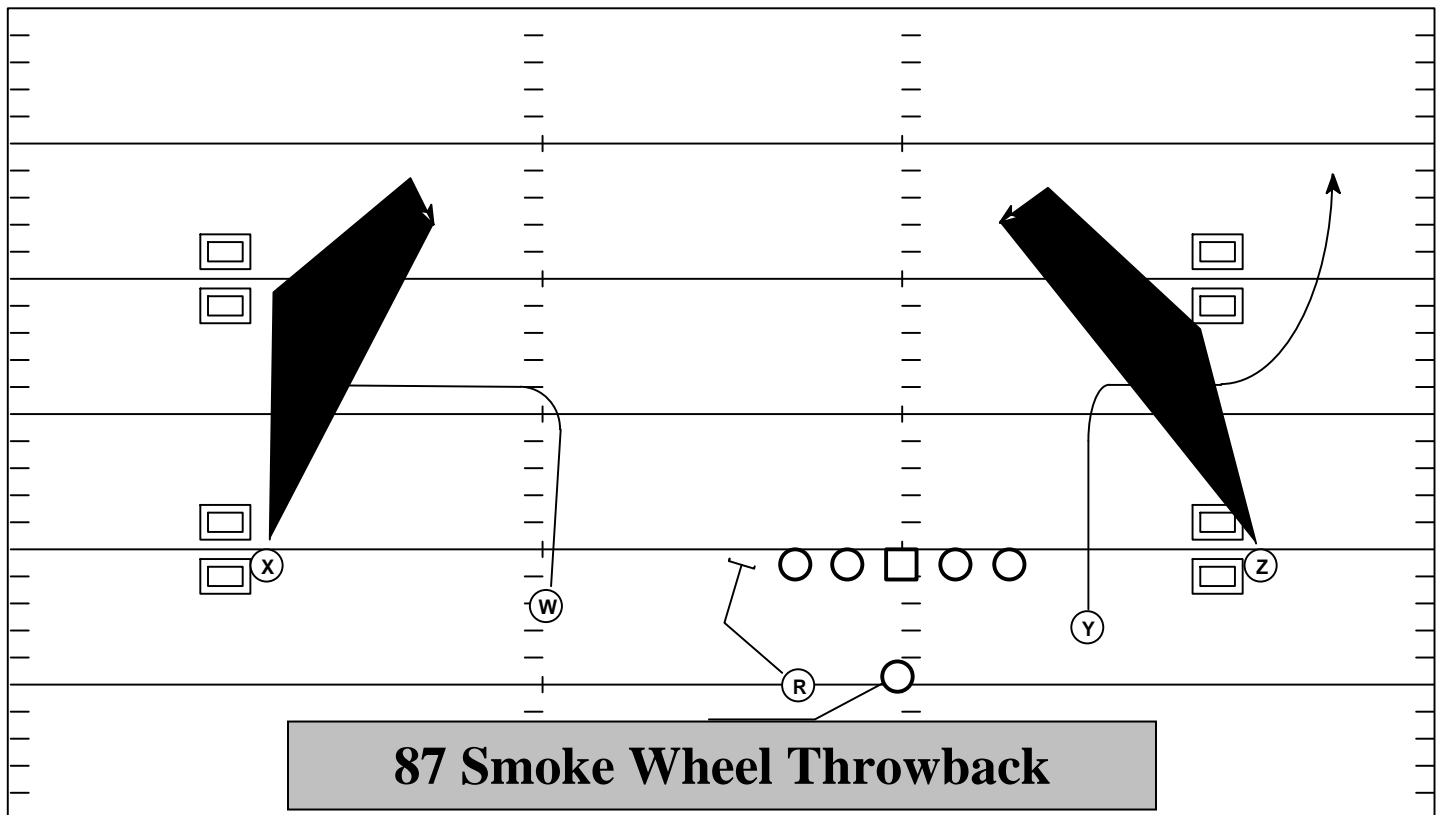
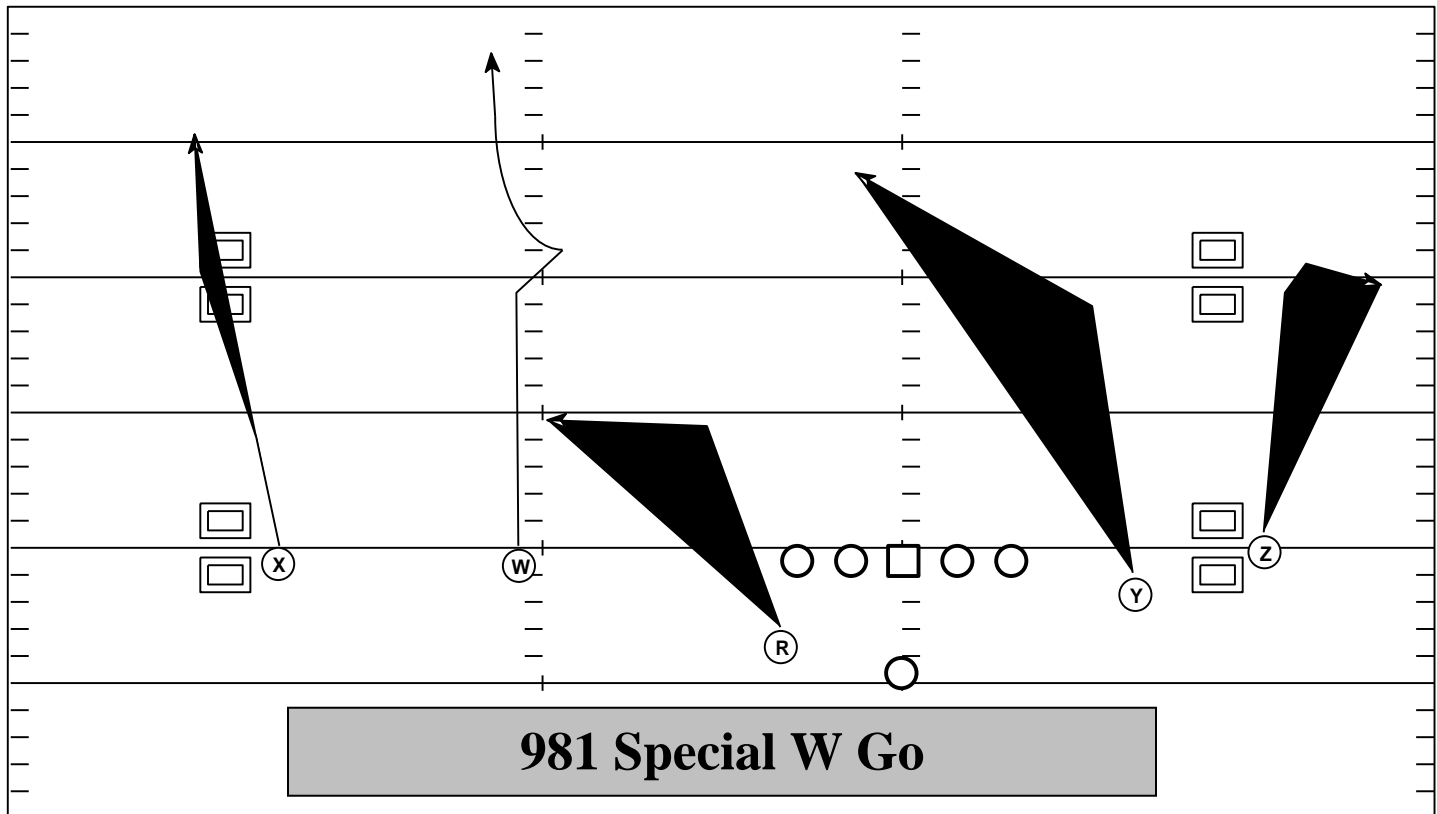
Advanced Routes

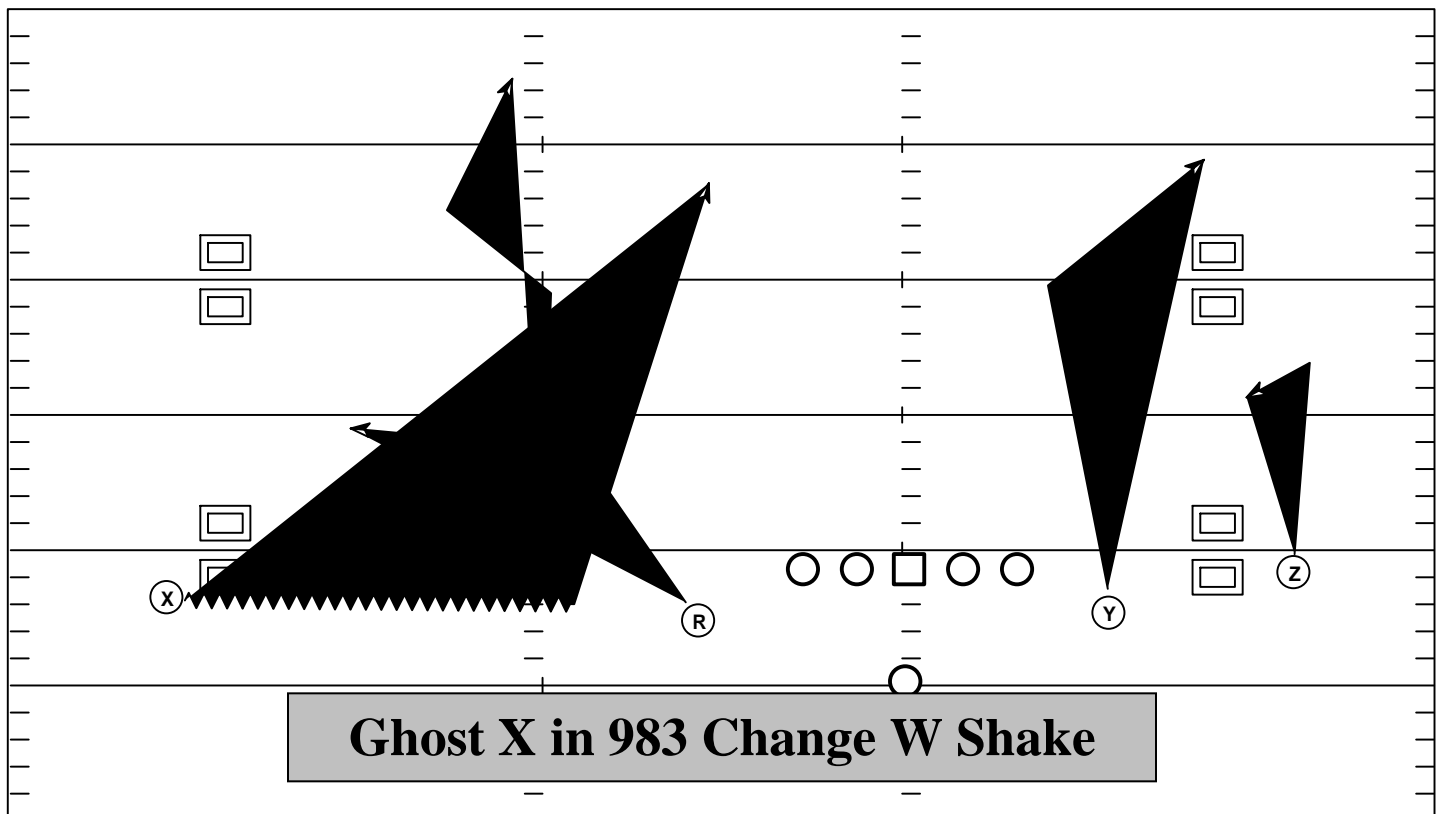
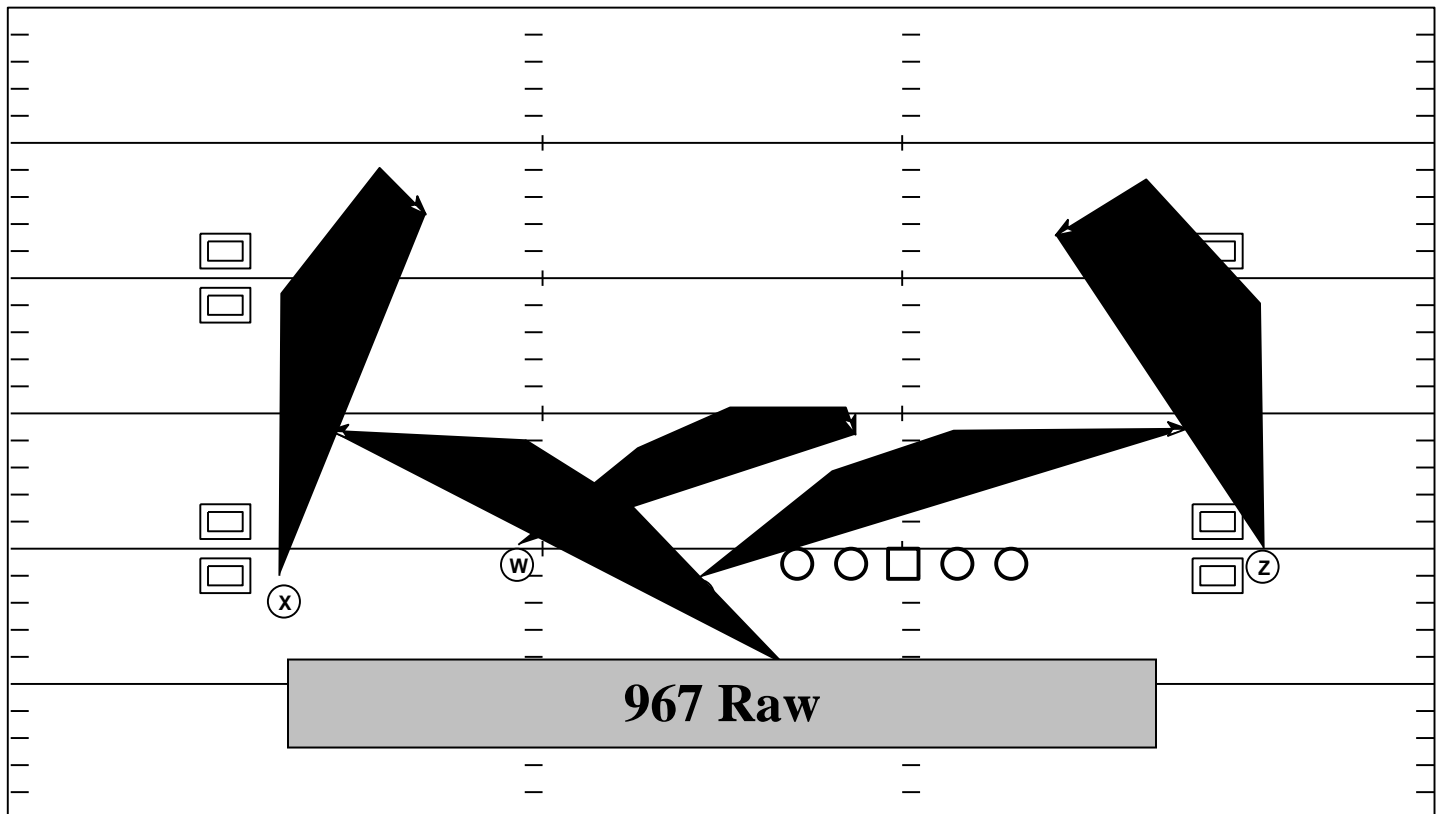
In this section we will show how we use the simple terms and concepts of our offense to change from our base package to a multiple look attacking offense. Remember the key to our offense is simple building blocks that are easy to learn, then build these blocks into a multiple offense that presents numerous patterns and plays for the defense to defend. The following plays are just a sample of what we can do.

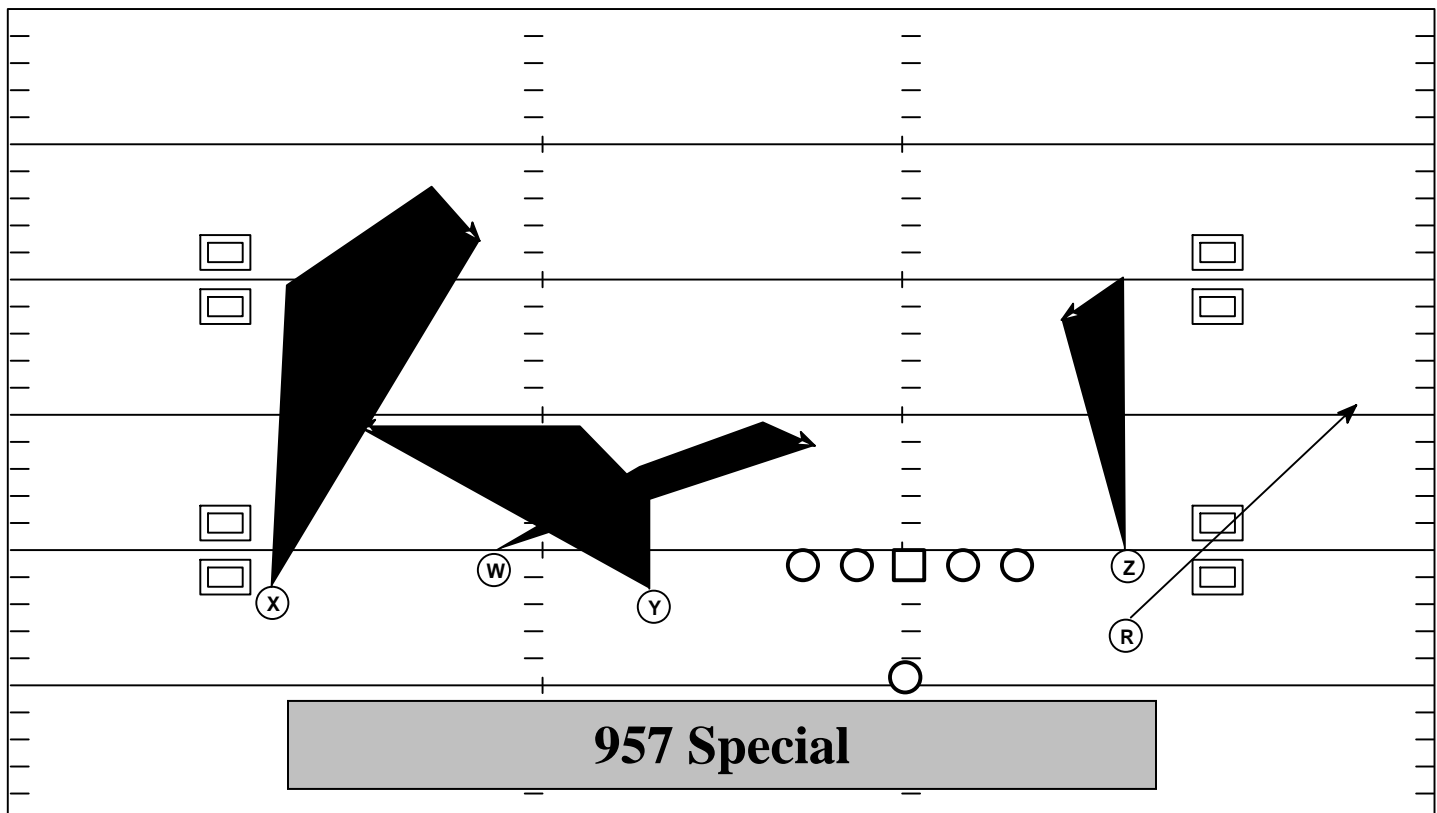
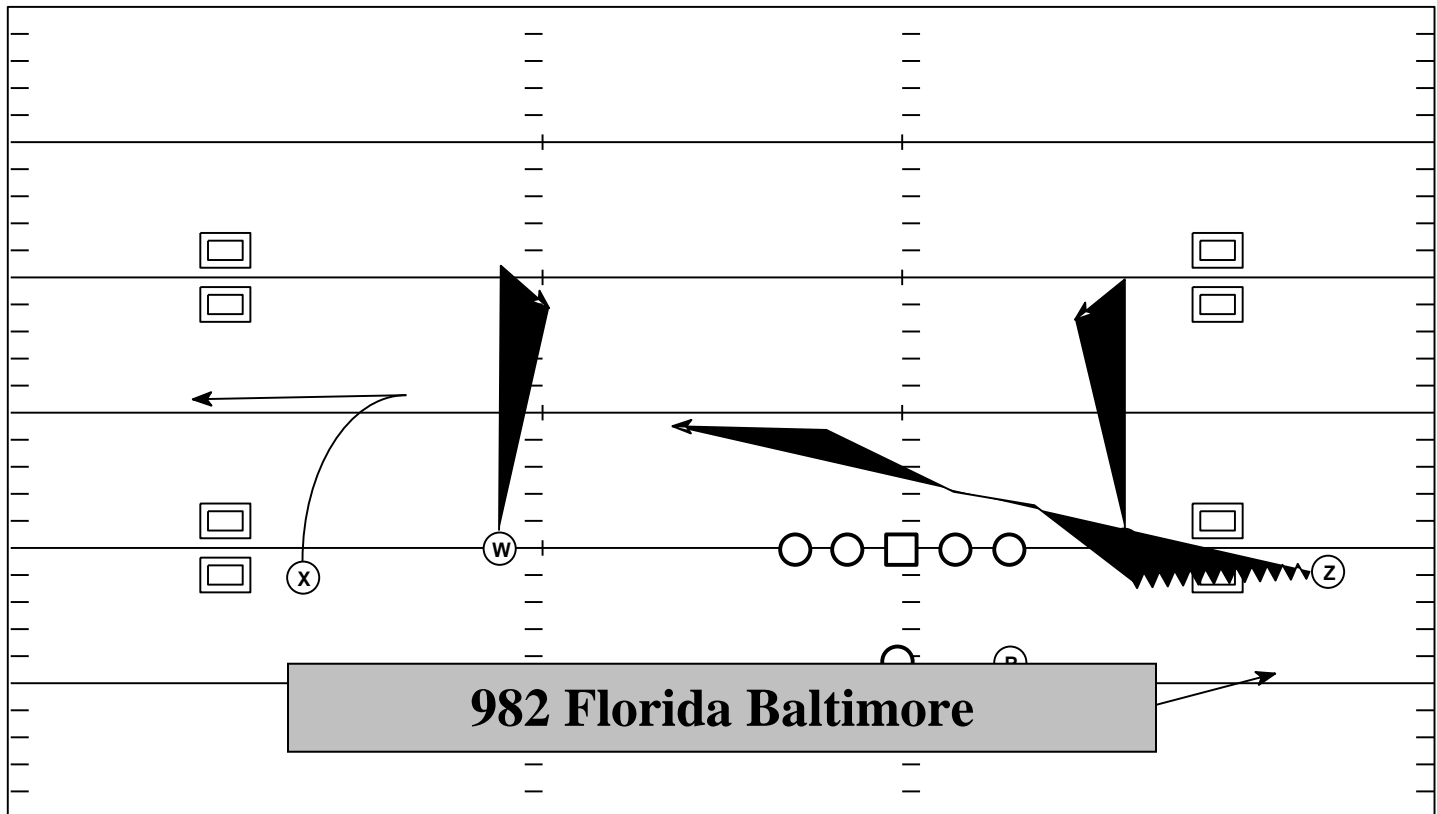


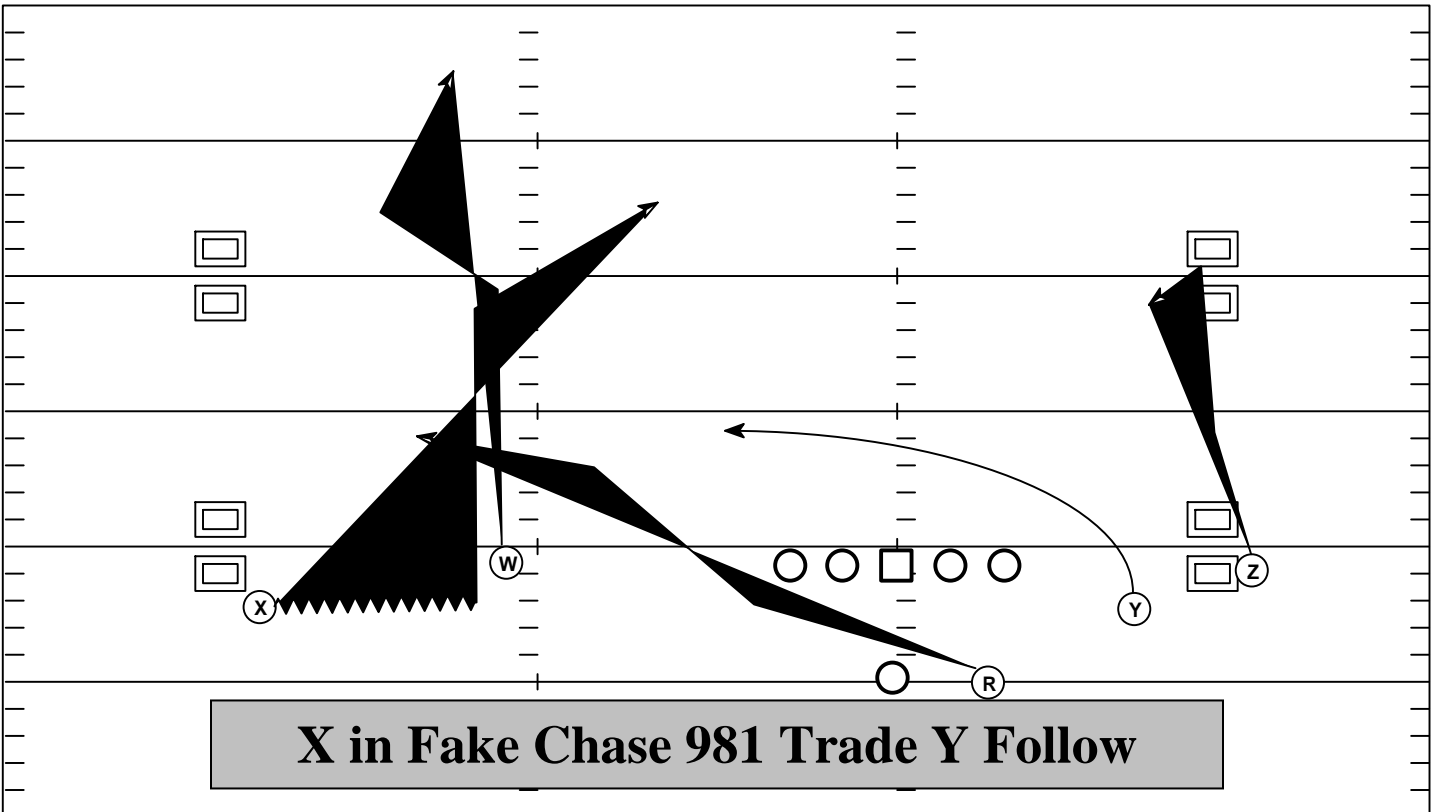
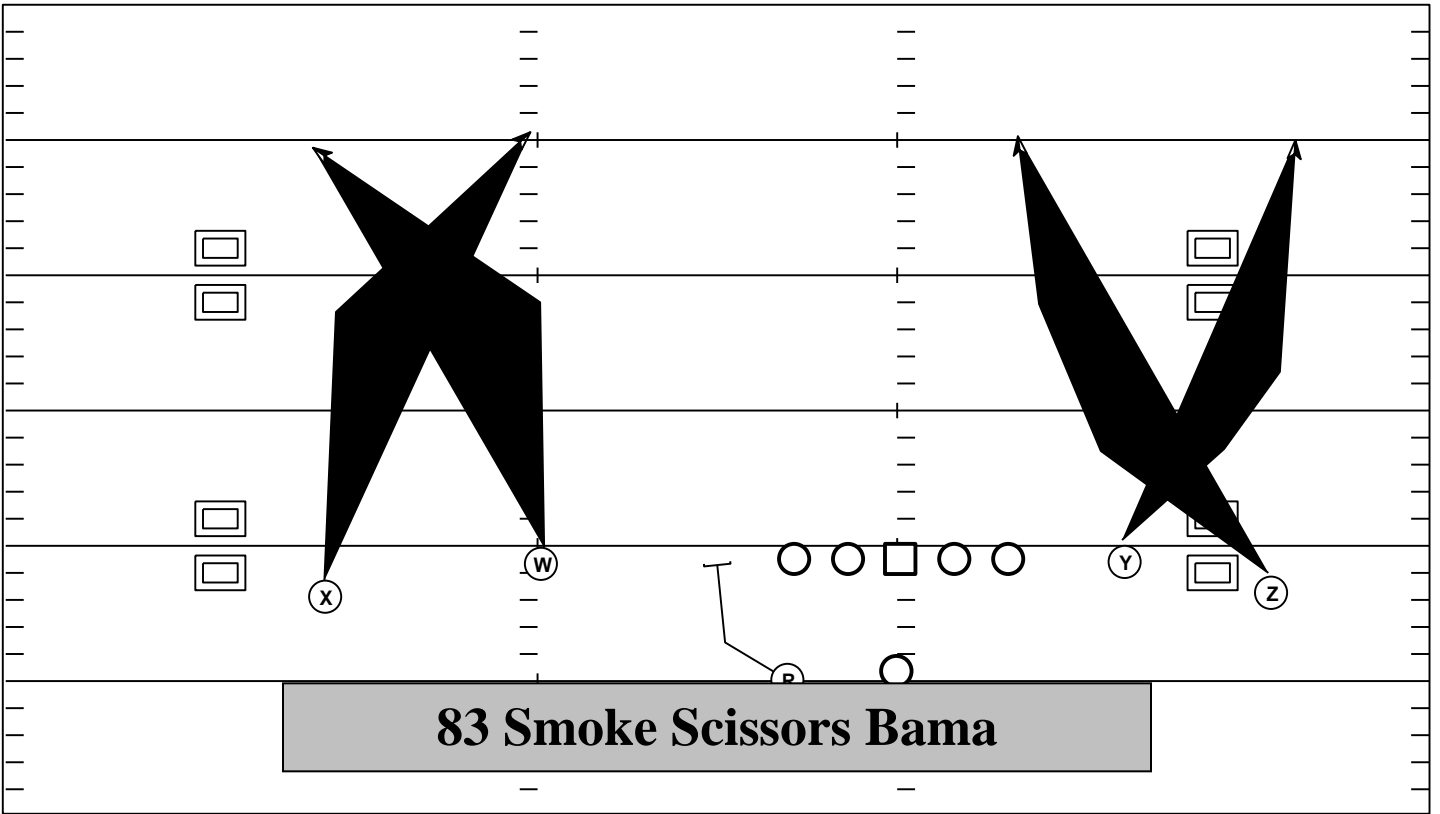












Concepts for Attacking Coverage

Coverage	Concept	Plays	Variations
0	Mesh	80 East/West, 50 E/W	Trade, Hot
	Quick	31 Double, 34, 38, 39	Panther
	Smash	83/84, 63/64	Smoke, Throwback
	Screen	85/86, 95/96	Iowa
1	Mesh	80 East/West, 50 E/W	Trade, Hot
	Quick	31 Double, 34, 38, 39	Panther
	Screen	85/86, 95/96	Iowa
	Smash	83/84, 63/64	Smoke, Throwback
2	Vertical	51/52, 61/62, 81/82, 91/92	Trade, Follow, Motion
	Smash	83/84, 63/64	Smoke, Change
	Quick	30, 39	Panther
	Flat Curl	87/88, 67/68, 97/98	Fresno, Trade, Motion
2 Man	Mesh	80 East/West, 50 E/W	Trade, Hot
	Quick	31 Double, 34, 38, 39	Panther
	Smash	83/84, 63/64	Smoke, Throwback
	Screen	85/86, 95/96	Iowa
3	Vertical	51/52, 61/62, 81/82, 91/92	Trade, Follow, Motion
	Quick	31, 31 Double, 32	Panther, Trips
	Flat Curl	87/88, 67/68, 97/98	Fresno, Trade, Motion
4	Vertical	51/52, 61/62, 81/82, 91/92	Trade, Follow, Motion
	Quick	31, 31 Double, 32	Panther, Trips
	Flat Curl	87/88, 67/68, 97/98	Fresno, Trade, Motion



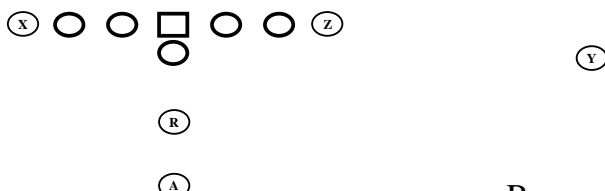
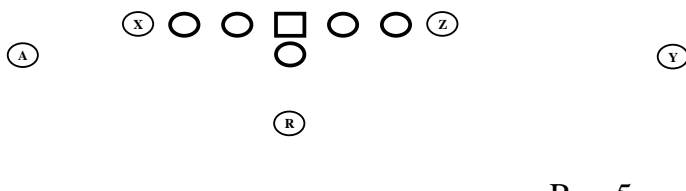
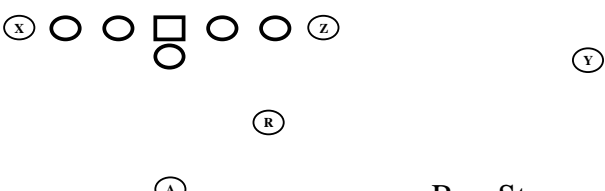
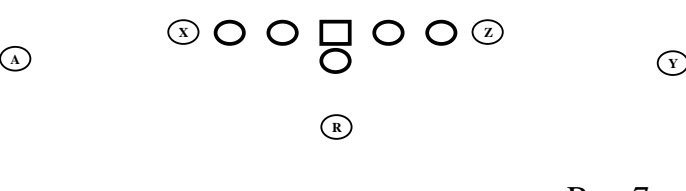
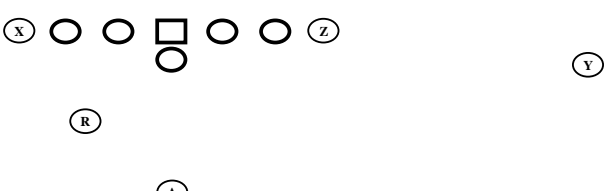
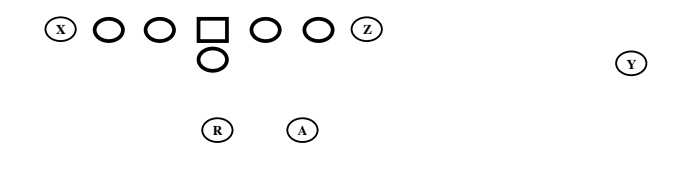
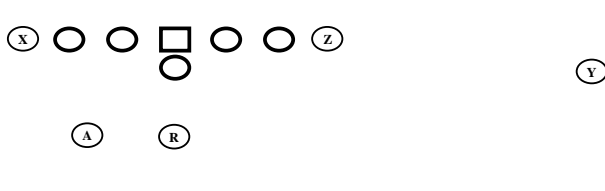
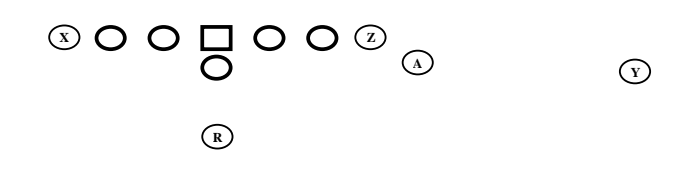
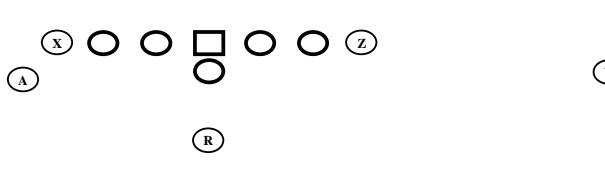
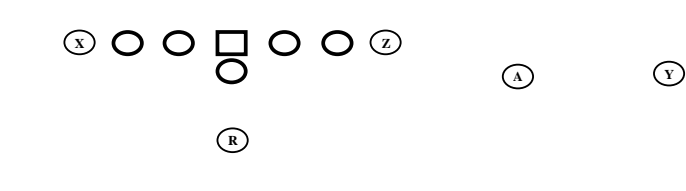
South Carroll Offense

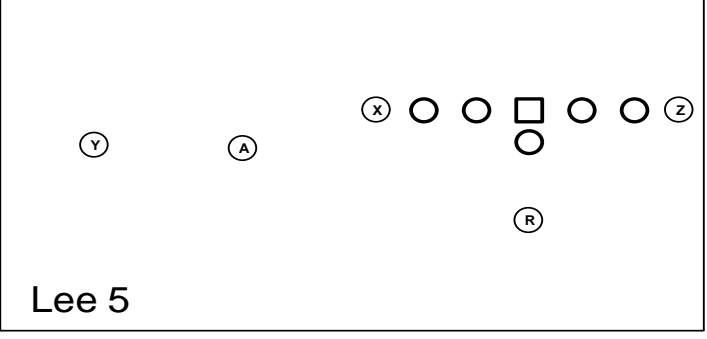
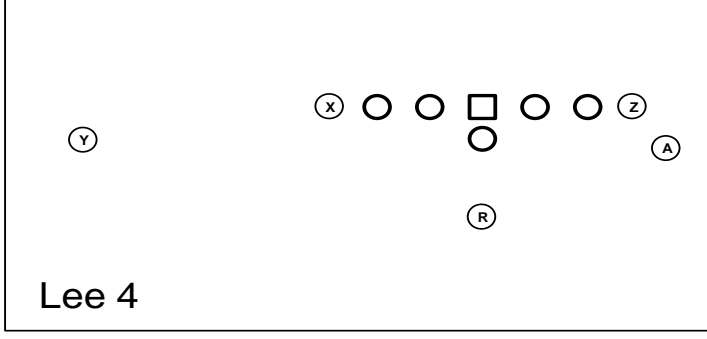
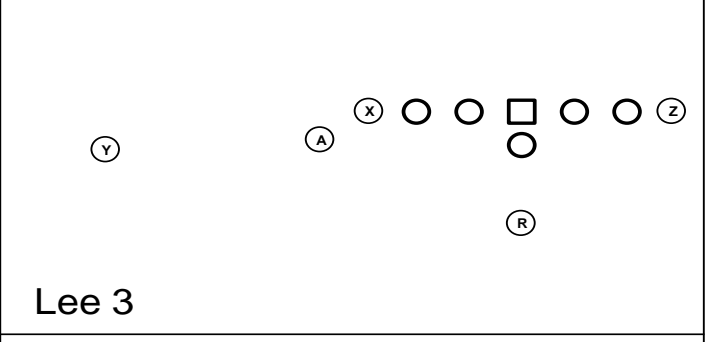
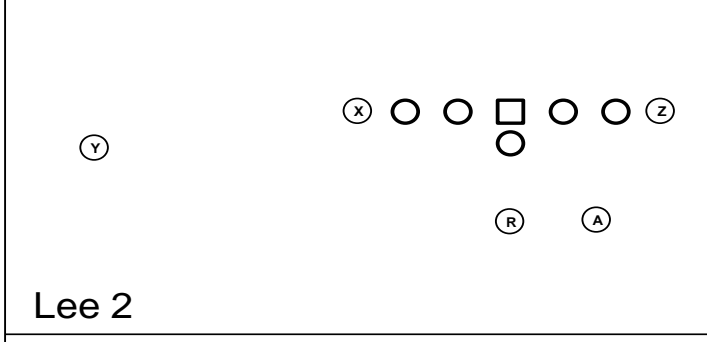
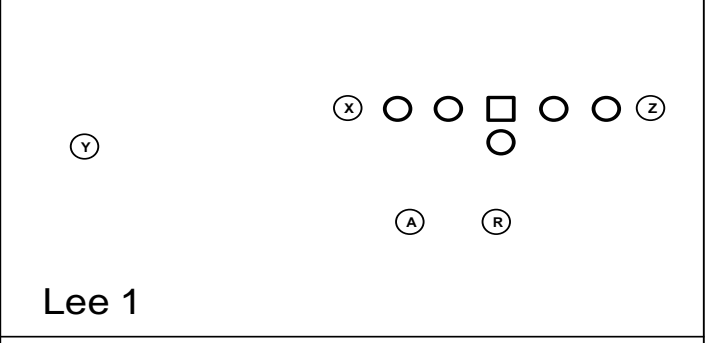
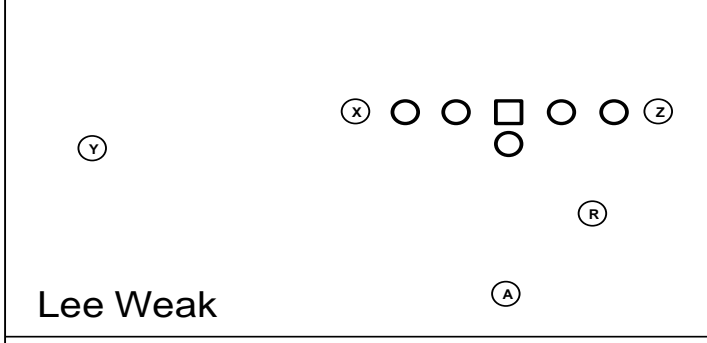
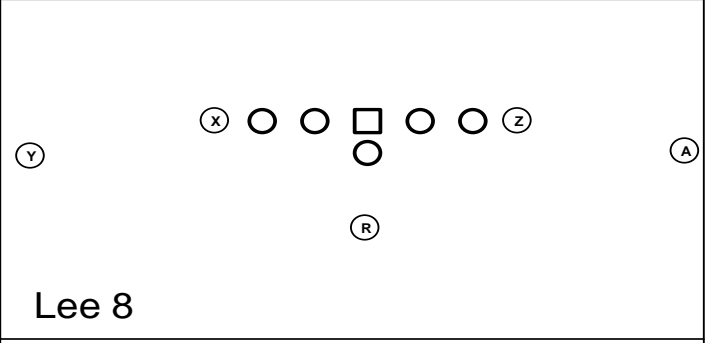
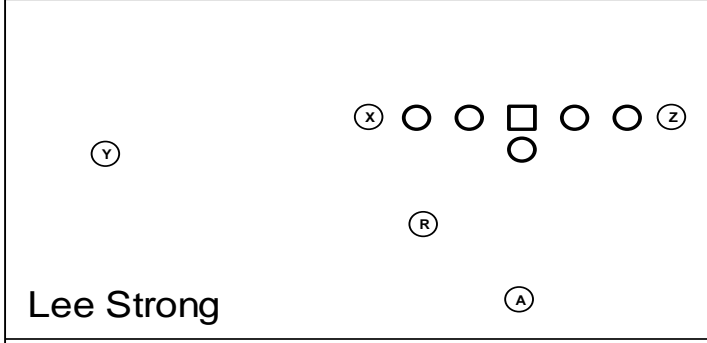
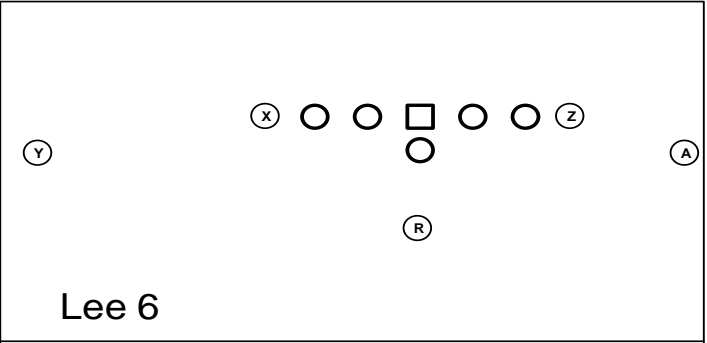
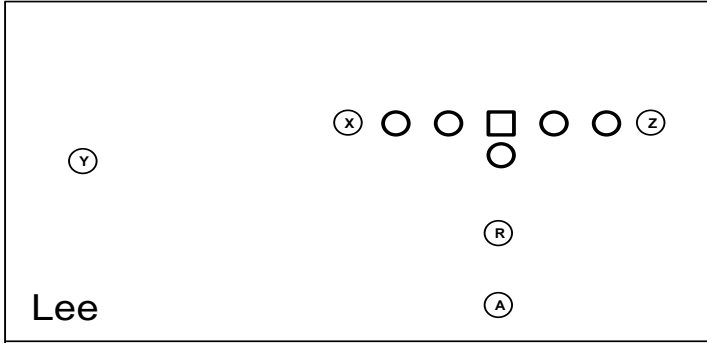
Goal Line and Short Yardage

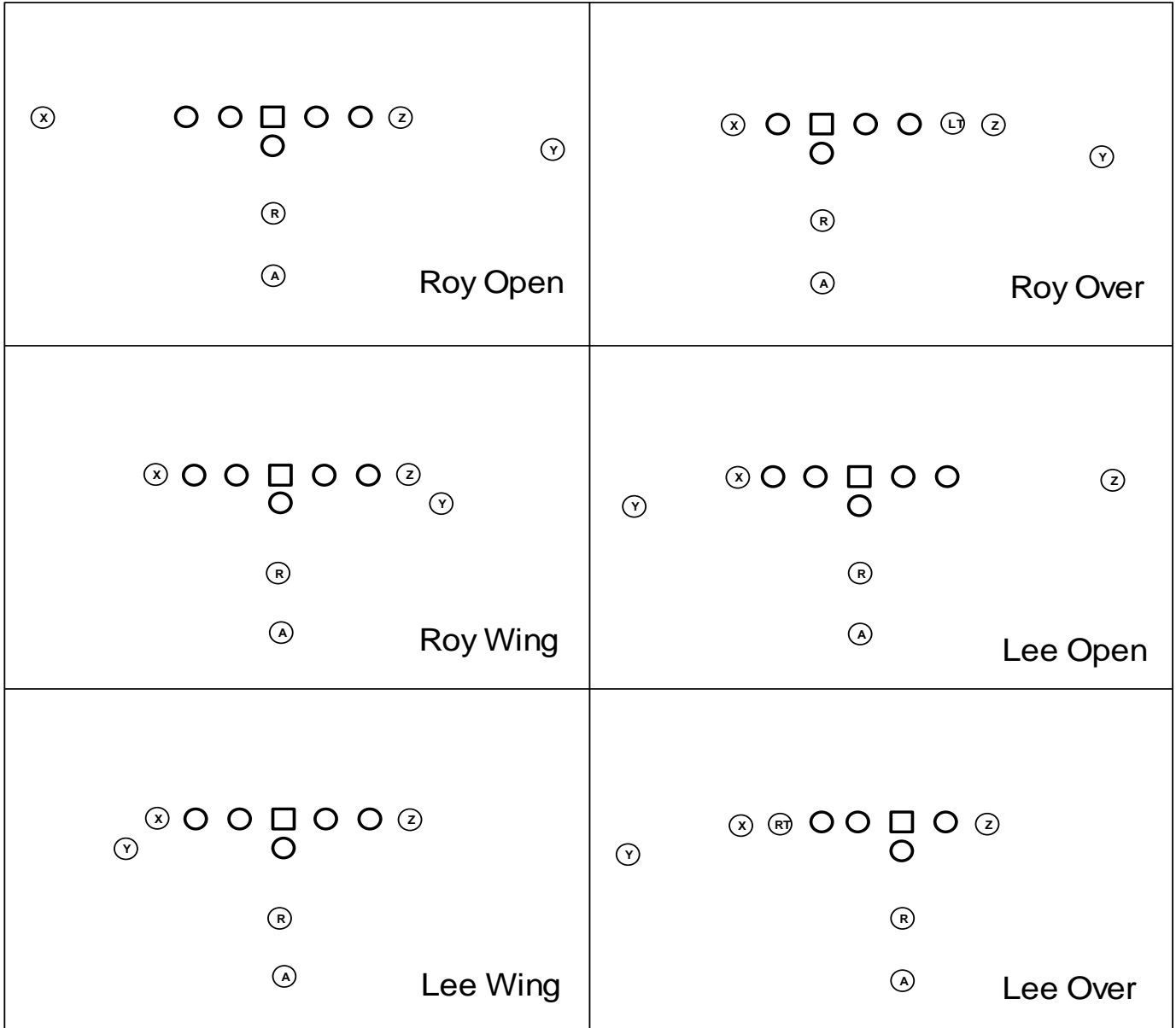
In goal line and short yardage situations we will use a tight end formation. We have the ability to use two tight ends and adjust our backfield to a one or two back set. Out of this formation we can still run our basic passing package. We will use four or five basic running plays. The key to success in this formation is aggressive blocking and the mentality that we are going to get the first down or touchdown.

Goal Line Formations

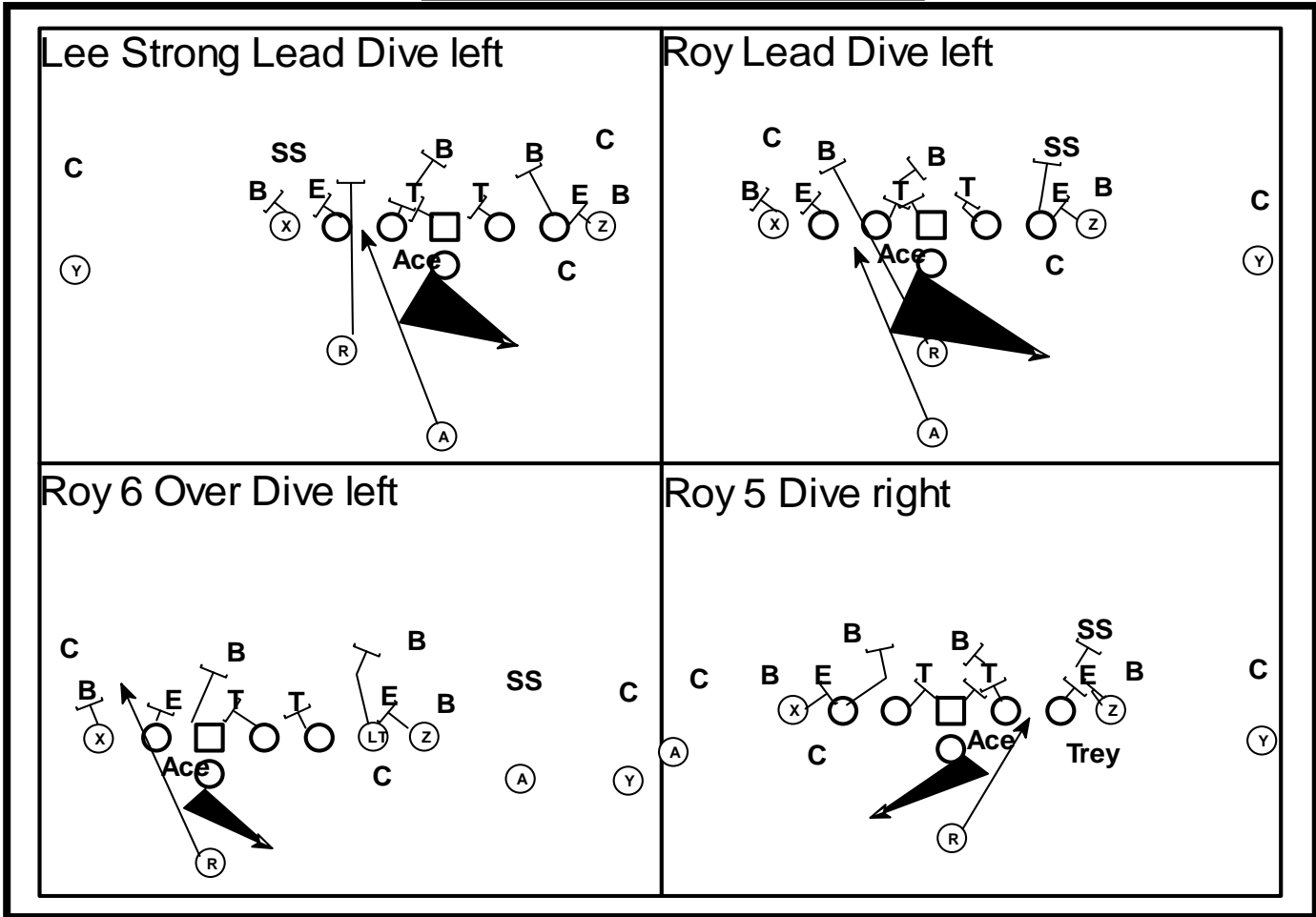
Our Goal Line system is based on two tight-end formation with two backs in an I formation. We also have one flanker. In our system we have an adjusting player that will line-up according to formation call. We use a number system to move the adjuster (in yardage) to his appointed position. We can also move other players by adding formation adjustments, which are words.

 <p>Roy</p>	 <p>Roy 5</p>
 <p>Roy Strong</p>	 <p>Roy 7</p>
 <p>Roy Weak</p>	 <p>Roy 2</p>
 <p>Roy 1</p>	 <p>Roy 4</p>
 <p>Roy 3</p>	 <p>Roy 6</p>





Dive/Lead Dive

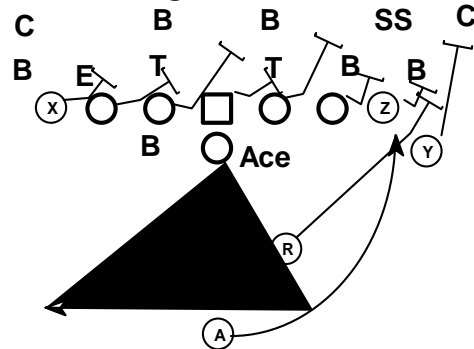
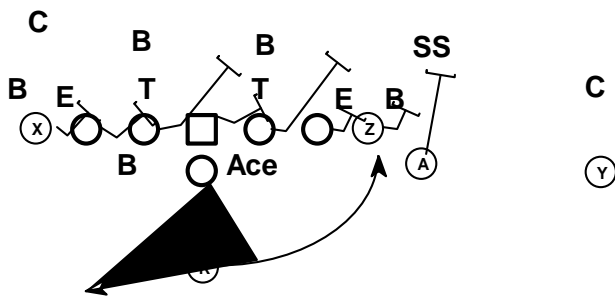


Instruction and Assignment

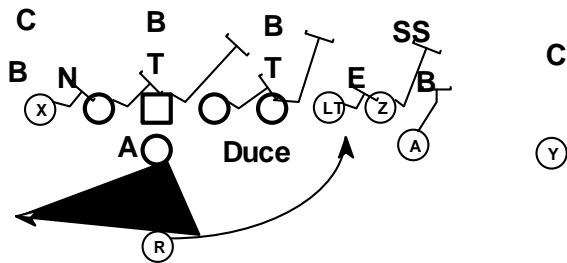
QB	Open up to the play and hand off ball to R on Dive and A on Lead Dive. Boot away after hand off.
R	Dive: Open up to the B-Gap and take hand off. Lead Dive: Lead through the B-Gap.
A	Dive: Block defender aligned over you. Lead Dive: Open up to the B-Gap and take hand off.
FTE	Combo (Trey) with the tackle the C-Gap player or drive block D-Gap player. On Lead Dive drive block the D-Gap player.
FT	Combo (Trey) with the end the C-Gap player. Against a B-Gap lineman combo (Duce) with the tackle. On Lead Dive drive block D-Gap player.
C	Combo (Ace) with the center the A-Gap lineman to the front side backer. Against a B-Gap lineman combo (Duce) with the tackle.
BG	Reach/scoop play side gap to the next level.
	Reach/scoop play side gap to the next level.
	Reach/scoop play side gap to the next level.

Chase/ Lead Chase

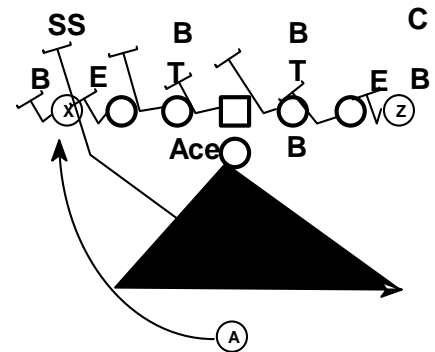
Roy Strong Wing Lead Chase right



Roy 4 Over Chase right



Lee Lead Chase left

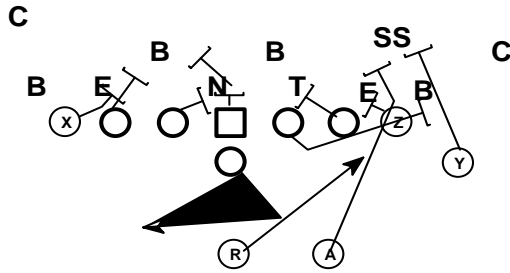


Instruction and Assignment

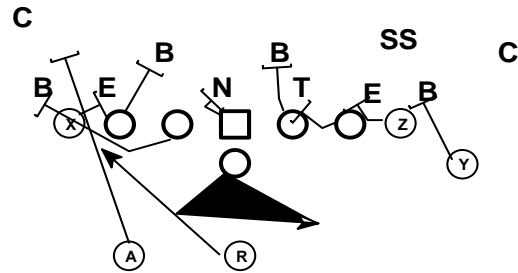
QB	Open to the play side and sprint to the mesh point behind the B-Gap. Boot away after hand off.
R	Chase: Open up to the play side, cross over and square up to LoS on third step. Take hand off and press LoS. Chase outside foot of the tight end. Cut inside or outside. Lead Chase: Lead through the C-Gap.
A	Chase: Block defender aligned over you. Lead Chase: Open up to the play side, cross over and square up to LoS on third step. Take hand off and press LoS. Chase outside foot of the tight end. Cut inside or outside.
FTE	Reach block play side gap. Combo if necessary.
FT	Reach block play side gap. Combo if necessary.
	Reach block play side gap. Combo if necessary.
C	Reach block play side gap. Combo if necessary.
BG	Reach block play side gap. Scoop if necessary.
	Reach block play side gap. Scoop if necessary.
	Reach block play side gap. Scoop if necessary.

Belly/Lead Belly

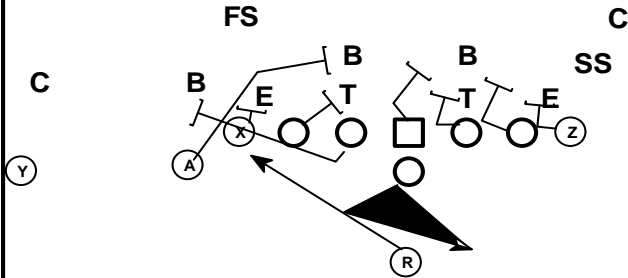
Roy 2 Wing Lead Belly right



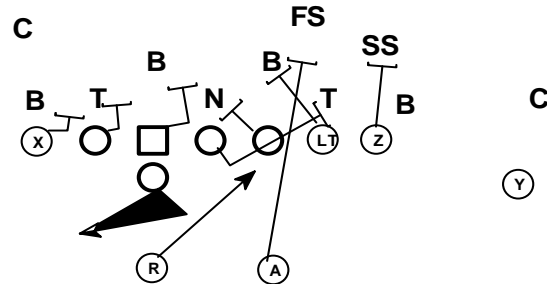
Roy 1 Wing Lead Belly left



Lee 3 Belly left



Roy 2 Over Belly right

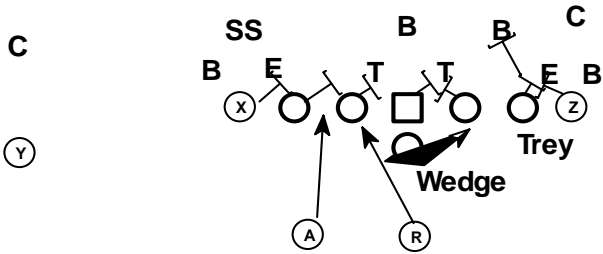


Instruction and Assignment

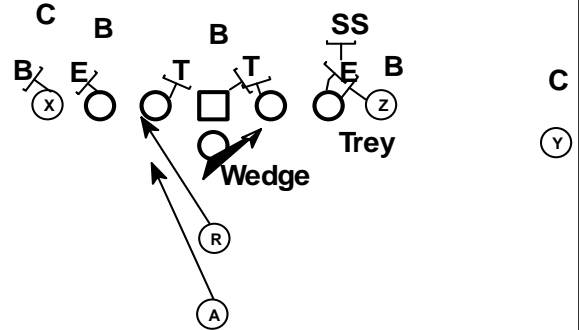
QB	Open up to the play and hand off ball behind the B-Gap. Boot away after hand off.
R	Ball carrier: Open up to the D-Gap and stay inside of the guard's kick out. Lead back: Lead through the D-Gap to the nearest backer.
A	Ball carrier: Open up to the D-Gap and stay inside of the guard's kick out. Lead back: Lead through the D-Gap to the nearest backer.
FTE	Block down to the C-Gap player or the nearest backer.
FT	Block down to the B/A-Gap player or the nearest backer. Eyeball the near backer.
	Pull and kick out the first defender on or outside the tight end.
C	Secure play side A-Gap and go second level.
BG	Reach/scoop to the play side.
	Reach/scoop to the play side.
	Reach/scoop to the play side.

Sneak/ Fake Run Sneal

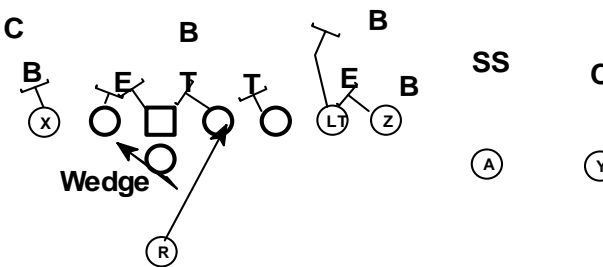
Lee 1 Fk Lead Dive
Sneak right



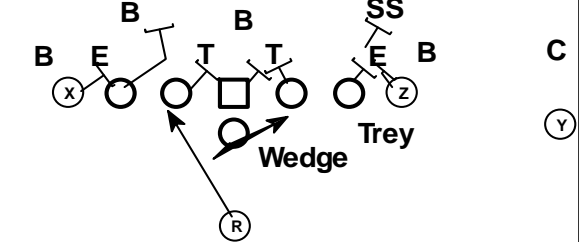
Roy Fk Lead Dive
Sneak right



Roy 4 Over Fk Dive Sneak left



Roy 5 Fk Dive Sneak right

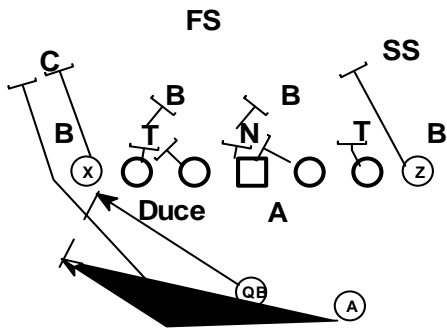


Instruction and Assignment

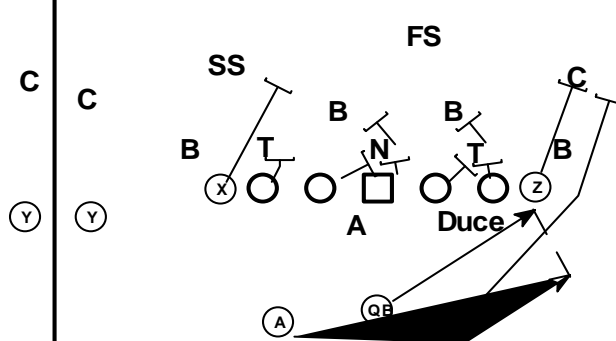
QB	Open to fake one step, show ball, tug and follow play side wedge.
R	Hard fake to draw linebackers' attention.
A	Hard fake to draw linebackers' attention.
FTE	Combo with tackle or go second level.
FT	Wedge with guard or combo with tackle.
	Wedge with center or tackle.
C	Wedge with front side guard.
BG	Block inside or wedge with tackle.
	Wedge with guard or go second level.
	Block inside or go second level.

Speed Dog

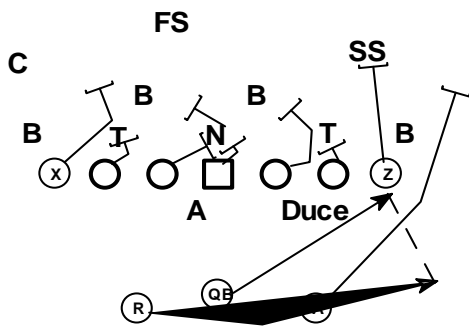
Roy 2 Gun Speed Dog Check



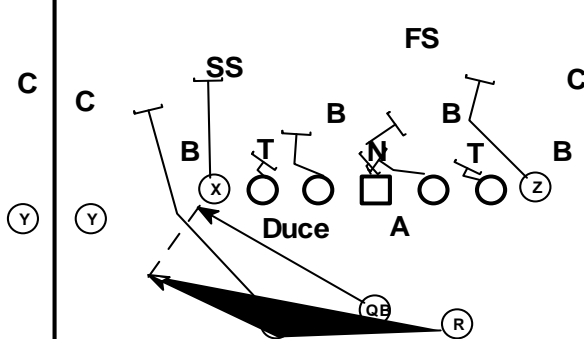
Lee 1 Gun Speed Dog Check



Roy 2 Gun Speed Dog Check



Lee 1 Gun Speed Dog Check



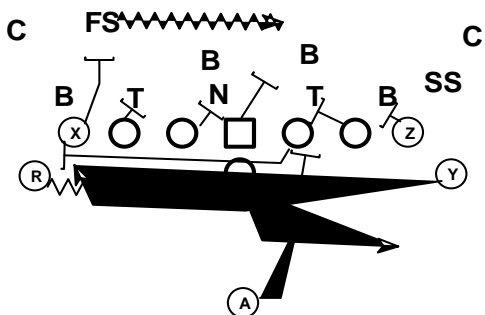
Instruction and Assignment

QB	Check play direction away from defensive strength. Hop step back. Attack the DE's outside shoulder if he: 1. Crosses your face, turn up field; 2. Plays slow, absorb defender and pitch; 3. Crash, pitch right away.
R	Pitch back: Sprint to pitch relationship. Read lead block and cut underneath if necessary. Lead back: Block inside backer to secondary force.
A	Pitch back: Sprint to pitch relationship. Read lead block and cut underneath if necessary. Lead back: Block inside backer to secondary force.
FTE	Inside release on defensive end and block secondary force. Combo C-Gap defender with tackle (Trey).
FT	Combo C-Gap defender with tight end (Trey) or B-Gap defender with guard (Duce). Combo B-Gap defender with tackle (Duce) or A-Gap defender with center (Ace).
C	Combo play side A-Gap defender with front guard (Ace) or scoop head up or back side B-Gap defender with back side guard (A).
BG	Scoop head up on the center or back side B-Gap defender with center (A) or back side B-Gap defender with tackle (B).

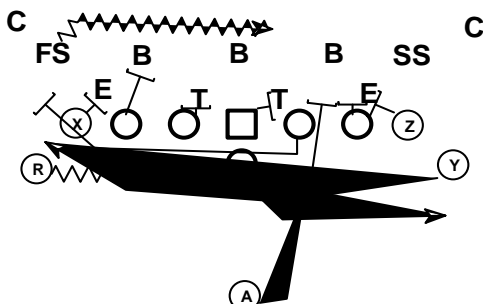
	Scoop B-Gap defender with guard (B) or C-Gap defender with tight end (C).
	Scoop C-Gap defender with tackle (C) or go second level.

Dive Counter G

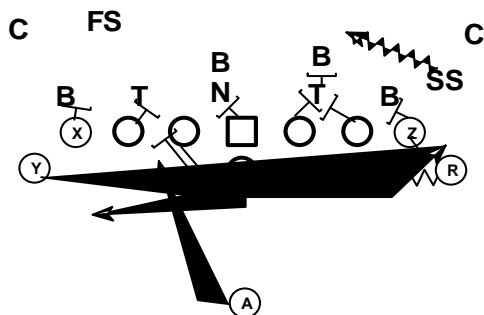
Roy Wing R Mo
Fk Dive Counter G left



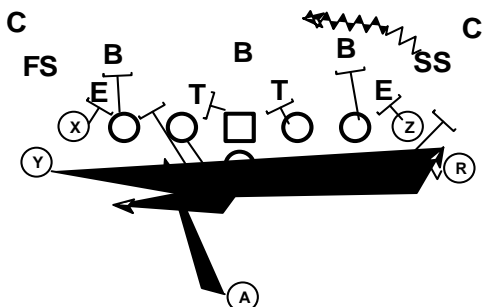
Roy Wing R Mo
Fk Dive Counter G left



Lee Wing R Mo
Fk Dive Counter G right



Lee Wing R Mo
Fk Dive Counter G right



Instruction and Assignment

QB	Open up to the fake side gaining depth, fake to running back and inside hand off to Y.
R	Motion to the outside leg of back side guard, square up and fill B-Gap.
A	Fake dive, charging hard up field through the B-Gap.
Y	Jab up field and come underneath quarterback. Follow pulling guard.
FTE	Block down and secure back side gap.
FT	Block down and secure back side gap.
	Block down and secure back side gap.
C	Block down and secure back side gap for pulling guard.
BG	Pull and lead/kick out around front side tight end.
	Secure play side gap for pulling guard.
	Block most dangerous defender form C-Gap to D-Gap.



South Carroll Offense

Game Plan Templates

Included are few samples of the different game plans that we have saved over the years. Hopefully you can use something from one or all of them. It is important to take from the ideas you like and fit them to your preferences. The game plan that you use must be functional to you. Remember be prepared, but do not try to everything on the game plan. It is better to be very good at a few things than to be mediocre at a bunch of things.

Blitz Protection	
3-2	Slide
	Hot Release
4-1	Slide
	Hot Release
4-2	Gap
	Down Smoke
Blitz Beaters	
Mesh	
Screen	
Panther 30's Wide	

Plays for KENT	
83 / 84 Smoke Y Shake	
63 Smoke Throwback	
Fk Chase 982 / 961	
96 Y	
Pro 30 Y Corner	

Plays for SIEBERS	
Bronco	
25 / 26	
Slip Screen	
Mesh	

2 Point Play	
Pro 30 y Corner	
Wings Stick Check	
Flip Flop 34	

Defense		
DB	LB	DL

Time outs	UWP		
	1st Half		
	1	2	3
	2nd Half		
	1	2	3
1st Half			
1	2	3	
2nd Half			
1	2	3	

Go for 2

	Oha et- Field	Oha et- Boundary	Panther - Field	Trips - Field
1	L	L	L	L
	R	R	R	R
2	L	L	L	L
	R	R	R	R
3	L	L	L	L
	R	R	R	R
4	L	L	L	L
	R	R	R	R
5	L	L	L	L
	R	R	R	R
6	L	L	L	L
	R	R	R	R
7	L	L	L	L
	R	R	R	R
8	L	L	L	L
	R	R	R	R
9	L	L	L	L
	R	R	R	R
10	L	L	L	L
	R	R	R	R

Ahead	Behind
1	2
4	5
5	6
11	10
12	16
19	18
22	21
25	

Halftime Adjustments	

	Ghost - Field	Ghost - Boundary	Panther - Field	Tript - Field
1	L R	L R	L R	L R
2	L R	L R	L R	L R
3	L R	L R	L R	L R
4	L R	L R	L R	L R
6	L R	L R	L R	L R
8	L R	L R	L R	L R
7	L R	L R	L R	L R
8	L R	L R	L R	L R
9	L R	L R	L R	L R
10	L R	L R	L R	L R

Plays for RENT
Y mo Trips Left 15
83 / 84 Smoke Y Shake
63 Smoke Throwback
Fk Chase 982 / 961
96 Y
Pro 30 Y Corner

Plays for SIEBERS
Bronco
25 / 26
Slip Screen
Mesh

2 Point Play
Pro 30 y Corner
Wings Stick Check
Flip Flop 34

Time	UWP		
	1st Half		
1	2	3	
2nd Half			
1	2	3	
O u t s	1st Half		
	1	2	3
2nd Half			
1	2	3	

Blitz Protection	
3-2/4-1	Slide
4-2	Gap
	Down
	Smoke
Blitz Beaters	
Mesh	
Screen	
Panther 30's	
Wide 91 / 92	

Red Zone			
25-15	15-8	8-4	4-TD
L	L	L	

Passes	
Quick Hitters	No-Back
30	Panther 39
39	FIB Panther 39
W mo 958 Stick	95 / 96
Y mo 957 Stick	95 W / 96 Y
Trips 25 / 26	95 / 96 Iowa

Platteville vs. La Crosse

D & D	Left Hash	Run Game	Right Hash
1 st & 10	1. Trips Right Fake Chase 16	1. W stem Z mo Chase Right	1. Trips Left Fake Chase 15
	2. Trips Right Bronco Right	2. Y Stem X mo Chase Left	2. Trips Left Bronco Left
	3. Trips Right Slip Screen Left	3. Trips Speed Option	3. Trips Left Slip Screen Right
	4. Panther Right 16	4. Panther Q-draw	4. Panther Left 15
	5. Panther Right 39		5. Panther Left 39
	6. Panther Left N mo 31 Bubble (FIB)		6. Panther Right N mo 31 Bubble (FIB)
	7. 981 W Follow		7. 982 Y Follow
	8. W Stem Z mo 960 East hot		8. Y Stem X mo 960 East Hot
	9. W Stem Z mo 952		9. Y Stem X mo 952
	10. 958		10. 957
	11. N Mo 72 X Drag		11. N mo 71 Z Drag
	12. Wide 92 N Follow		12. Wide 91 N Follow

Platteville vs. La Crosse

Red Zone

	Left Hash	Front/Coverage	Right Hash
+4 and In	1. Roy Belly Right 2. Roy Dive Right 3. Roy Zone Right 4. Roy Belly Left 5. Roy H Dump 6. Circus Right H Dump	50 / Man	1. Lee Belly Left 2. Lee Dive Left 3. Lee Zone Left 4. Lee Belly Right 5. Lee H Dump 6. Circus Left H Dump
+10 to +4	1. X mo 980 East Hot 2. Pro 30 Y Comer 3. 85	3-2 / Man	1. Z mo 980 East Hot 2. Con 30 Y Corner 3. 86
+25 to +10	1. 95 Iowa 2. Z mo 84 Smoke	3-2 / Zone	1. 96 Iowa 2. X mo 83 Smoke

Plays for Y	Plays for W	Plays for Z
1. Trips Right 16	1. Trips Left 15	1. 86
2. Xmo 39	2. Zmo 39	2. 96
3. Pro 30 y Comer	3. Con 30 W Comer	3. 31 Double
4. 982	4. 981	4. 84 Smoke
Uncovered	Man Beaters	Blitz Beaters
1. 15/16	1. 180 East/West Hot	1. 85/86
2. 30	2. 160 East/West Hot	2. 95/96
	3. 150 East/West Hot	3. 180 East/West Hot

Time Outs	Platteville			La Crosse		
	1st Half			1st Half		
	1	2	3	1	2	3
	2nd Half			2nd Half		
	1	2	3	1	2	3

	Left Hash		Right Hash
1	981 W Follow	16	982 Y Follow
2	W Stem Zmo 960 East hot	17	Y Stem X mo 960 West hot
3	W stem Z mo 952	18	Y stem X mo 951
4	958	19	957
5	N mo 72 X Drag	20	N mo 71 Z Drag
6	Wide 92 N Follow	21	Wide 91 N Follow
7	Ghost 984 Z Delay	22	Ghost 983 X Delay
8	Ghost Z mo 84 Smoke	23	Ghost X mo 83 Smoke
9	Y Stem Ghost Z mo 64 Smoke	24	W Stem Ghost X mo 63 Smoke
10	Z mo 954 Z Drag	25	X mo 953 X Drag
11	981 R Cross	26	982 R Cross
12	W Stem Zmo Chase Right	27	Y Stem X mo Chase Left
13	Speed Option Right	28	Speed Option Left
14	26	29	25
15	Lion 952	30	Ram 951

4/17/03

		Meat	Vertical	Smash	Screen	Flat-Curl	Quick	Run
O P E N	L							
	R							

		Meat	Vertical	Smash	Screen	Flat-Curl	Quick	Run
3rd & B	L							
	R							

		Meat	Vertical	Smash	Screen	Flat-Curl	Quick	Run
3rd & M	L							
	R							

		Meat	Vertical	Smash	Screen	Flat-Curl	Quick	Run
3rd & L	L							
	R							

		Run	Vertical	Smash
3rd & VI	L			
	R			

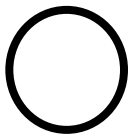
Short Yardage	
Wings Cheese Check	
Wings Blue Check	
Wings Black Check	
Left Hand	Right Hand

Left Hash			Notes		Right Hash		
Run Game	Meshing	Screens			Run Game	Meshing	Screens
Dive Check	Ghost R Mo 950 East	Rocket Concept			Dive Check	Ghost R Mo 150 West	Rocket Concept
Gun Toss Left	Ghost Z Mo 980 East Trade	Panther Rt. Nokie Mo X Rocket	1. Remember to Breathe.		Gun Toss Left	Ghost X Mo 980 West Trade	Panther Lt. Nokie Mo Z Rocket
Houston Check	Bubble Slant	65	2. When in doubt "Go for it"		Houston Check	Bubble Slant	66
Panther QB Draw	Trips Rt Y Mo 99 Bubble	Pro (W Mo) Slip Screen Lt.	3. Bubble/ Quads/Run the ball		Panther QB Draw	Trips Lt W Mo 99 Bubble	Con (Y Mo) Slip Screen Rt.
Gun Toss Crack	W Mo Panther Rt 39 Bubble	Bubble Concept	4. 3 Man front = "9" Pro		Gun Toss Crack	Y Mo Panther Lt 39 Bubble	Bubble Concept
	Play Action	Trips Rt. W Mo 16	5. 4 Man front = "1" Pro			Play Action	Trips Lt. Y Mo 15
Zone Check	Trips Right Gun Fake Dive 16	W Mo Panther Rt. 16			Zone Check	Trips left Gun Fake Dive 15	Y Mo Panther Lt. 15
R-Draw	Fake Toss 16	46			R-Draw	Fake Toss 15	45
	Gun Dive Left Boot	Trips Rt. Nebraska Lt				Gun Dive Right Boot	Trips Lt. Nebraska Rt
40s	50s	60s			40s	50s	60s
Gun 42	154	Ghost 964 Frisco			Gun 41	153	Ghost 963 Frisco
46	Ghost R Mo 950 East	Ghost 964 Frisco (Z Hitch)			45	Ghost R Mo 150 West	Ghost 963 Frisco (X Hitch)
	952 Hot	R Mo 968	30s			951 Hot	R Mo 967
	W Mo 950 East Hot	R Mo 962	Left Hash Right Hash			Y Mo 150 West Hot	R Mo 961
	(FIB) Y Mo 950 West Hot	68 Smoke	30 30			(FIB) W Mo 150 East Hot	67 Smoke
	154		31 Double 31 double			153	
	158		Trips Right 39 Trips Lt. 39			157	
70s	80s	90s			70s	80s	90s
76	Ghost Z Mo 980 East Trade	Wide Right 92			77	Ghost X Mo 980 West Trade	Wide Left 91
76 special	981 Florida	Wide Right X Mo 92 Stop			77 special	982 Florida	Wide Left Z Mo 91 Stop
(FIB) 71	Con 84 Smoke	Wide Right 92 Y Drag			(FIB) 72	Pro 83 Smoke	Wide Left 91 W Drag
72 (stick)	Ghost 988				71 (stick)	Ghost 987	
	982 (R Snap)	Panther 30s				981 R Snap	Panther 30s
Tags		Wide Right 30	Goal Line		Tags		Wide Left 30
Bandit		Panther Lt. Z mo 30	Left Hash Right Hash		Bandit		Panther Rt. X mo 30
Buffalo		Panther Rt. W Mo 31 Purdue	Roy Dive Check Lee Dive Check		Buffalo		Panther Lt. Y Mo 31 Purdue
Boston		Panther Left Z Mo 39	Dive Left Optbs Dive Right Optbs		Boston		Panther Rt. X Mo 39
			Fake Iso Right GLP Fake Iso Left GLP				
			Roy Plug Right Lee Plug Left				
			Lee Ram 39 Stick Roy Lib 39 Stick				

We hope that the Complete Spread Offense Play Book works well for you and your team. If you have any questions on the Spread, please feel free to call our office or mail your request to the information listed below. We have agreed to sell this book as a word document. This would allow you to change everything that says UW-Platteville and put your school's name in its place. This makes the book a useable playbook for you. If you would like to purchase this book as a word document please contact:

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