

## EMU Theory Of Offense

Our major offensive goal is to score and win! In order to reach that goal we must first meet the following objectives:

1. Control the ball with consistency.
2. Give our defense and kicking game good field position.
3. Take advantage of the opportunities our defense and kicking game presents us with.
4. Maintain our poise and confidence at all times.
5. Attack intelligently and very aggressively!

We will use a balanced offensive attack that will give us the best opportunity to reach our goal. Our balanced offense will consist of a strong triple option-based running attack, coordinated play action passes, and a control passing attack. We will use various formations to develop this attack. This allows us the opportunity to change our basic attack as necessary and does not allow our opponents to concentrate on just one phase of our game in their preparation.

The triple option with its complimentary running plays is simple for our execution; however, very complicated to defense for our opposition. It enables us to make total use of all our backs with various blocking patterns at all points of attack. The coordinated play action passes forces our opponents to play us honest and gives us a quick surprise scoring opportunity.

Our control passing attack enables us to take the best advantage of the passing situation when desired. It also forces our opposition to split their preparation between two offensive attacks that are opposite in defensive theory.

The theory of our offense is based on the fact that we can take advantage of the defense. Therefore, it is essential that we not only know and execute our offense, but that we know and understand defense. The main ingredient in taking advantage of the defense is an aggressive you. So, dedicate yourself to being the most aggressive offense in the entire NATION.

THE OFFENSE IS AN IMPORTANT PART OF A WHOLE TEAM!

OFFENSIVE GOALS

SEASON GOAL: To be the most aggressive offense in the entire NATION!

- GAME GOALS:
1. Win
  2. Over 400 yards total offense
  3. Don't give ball up inside our 50 yard line
  4. Convert 55% THIRD down SITUATIONS
  5. NO turnovers
  6. Complete 55% of our passes
  7. Make at least one first down every possession
  8. Get points every time we get inside our opponents 25 yard line
  9. Less than 25 yards in penalties

INDIVIDUAL GOAL: BE THE BEST I CAN BE!

REMEMBER:

"The Will to Prepare to Win is Just as Important as the Will to Win"

## ORGANIZATION

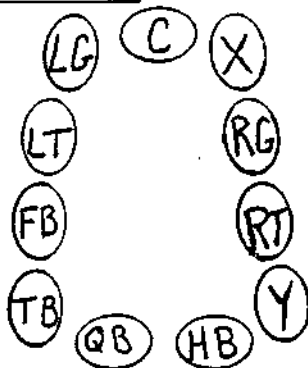
### I. CADENCE

1. "Down"...."Set"...."Hut".
2. Mix-up Snap Counts.....Use "Down" on plays we know we won't audible.
3. If we want the defense to jump on 3rd or 4th down and less than 5 yds., call "FREEZE". Center snaps when defense jumps in neutral zone, if they don't, we will call time or take the penalty. Also, use "FREEZE", then a play, by starting snap over from "DOWN".

### II. AUDIBLES

1. Our audible call will be the PLAY NUMBER itself, and will be called between "Down" and "Set" of our CADENCE.
  - a. The number will be called twice.
  - b. "Opposite" Audible means same play and same blocking scheme to the other side.
2. With audibles the ball will always be snapped on the first "Hut". All QB calls are considered audibles.
3. We won't Audible when using motion or when a play is called on "Down".
4. QB Sneak Audible - simply pinch the center.

### III. HUDDLE ORGANIZATION



1. Jog back into your huddle position after the previous play.
2. Center sets the huddle at 6 yds. from L.O.S.

3. Everyone stands comfortably, being attentive for the down and distance reminder, until the QB enters the huddle, at which time the center says, "Set".
  - a. Prior to the QB entering the huddle every player checks for down and distance, and fullback ✓ calls down and distance.
  - b. Upon the center's command of "Set", everyone immediately puts their hands on their knees, their eyes on the QB and listens for the play. See What You Hear!!
4. Upon leaving the huddle, run to the L.O.S. Get into formation and down into stance...READY.

#### IV. PLAY CALLING

1. Formation...shift, motion or both...play...snap count.
2. QB calls the signals once, the C releases, Guards close huddle, then QB repeats play and snap counts.
  - a. If any player need it repeated he says, "Check".
  - b. If not "Check" is called, the QB says "Ready-Break", the team simultanelusly claps, yells score and releases to the L.O.S. on the run.

#### V. SPLITS

1. General Rule: Offensive Line Open End  
 C-G-3' Note: Backside guard may tighten  
 G-T-4'-5' split so you can effectively scoop if nose defense.
2. General Rule: Offensive Line-Tight  
 C-G-3' Note: Short yardage, 38-39 TOM, 18-  
 G-T-3' 19 counter will cause the tackle to  
 T-Y-4' reduce his line split.
3. SE(X) or TE(Y)-wide, General Rule: Split vary according to certain plays, and you must learn to vary your splits. (Always must be able to run routes inside, outside, short or deep, no closer than 6 yds. from sideline).
  - a. Ball on Far Hash - 5 yds. outside opposite hash and never wider than top of the numbers.
  - b. Ball in middle - at the top of the numbers.
  - c. Ball on near hash - bottom of numbers.

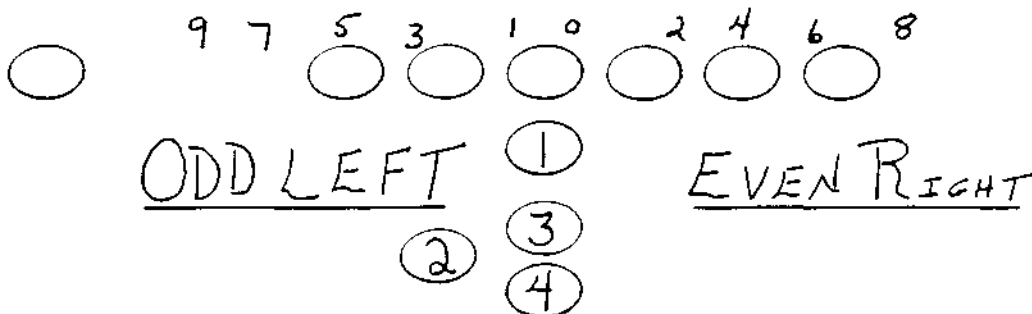
4. Slot 1 yd. behind and 2 yds. outside your tackle.
5. Z Receiver in the Arkansas formation split 6-8 yds. from his tackle according to assignment.

#### VI. ALIGNMENTS

1. OG's hands are on a "plane" with the center's toes.  
\*Note: Your helmet must intersect the plane of the center's belt.
2. OT's align, even to the OG, and the Y to the OT.
3. On goal line - offensive line Crowd L.O.S.
4. FB's heels will be 5 yds. from ball.
5. HB's hands will be on plane with FB's heels with feet 3 1/2' wide from FB's heels. \*Note: Certain plays require certain alignments.
6. TB will align 2 yds. behind FB. *Increase to 3 yds or 5 yds from ball on Toss-Tso*

#### VII. NUMBERING SYSTEMS

1. Plays are called by numbers and descriptive terms.
  - a. Backs are numbered and so are holes.



- b. Number and descriptive term denotes the play and backfield action.
  - c. The word "Pass" always precedes any pass play.
2. Assignments are based on rules for each play and must be memorized.

Single digits-"catch all series" (bootleg, reverse, quick toss, etc.)

Teens-Counter option series, lead option, sneak

20 Goalline, 24-23 slot trap

30 - Option series, cut, FB trap, freeze

40 - Toss, Iso Draw, Crossbuck

Pass 4-5 - Drop back control passing game (backside swinging 2 back or full house formations, inside receiver routes are numbered, outside receivers routes are called).

Pass 6-7 - Dropback passing Game (backside swing with TB, Flood call TB runs 2 route to call side, BOB protection).

Pass 60 - Delay passing game.

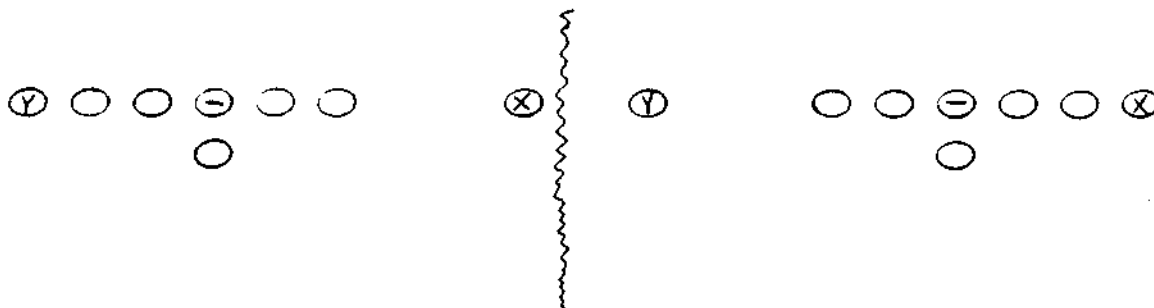
Pass 8-9 - Sprint out game (inside routes are numbered, outside routes are called).

### VIII. FORMATIONS

1. Our formations mirror themselves since we flip-flop only X and Y.
2. The huddle call of Right or Left denotes the side of the formation where Y will align. X aligns opposite.
3. Other terms such as "Power", "Arkansas", "Tight", "Over", "Wide", and "Doubles" denote the alignment position of the backs and receivers.

### IX. SHIFTS

1. We can change our formation set at the L.O.S. to confuse the defense and gain an advantage.
2. "Shift" call is given in the huddle. We shift on "Down". Example: Left, "shift" to Right:

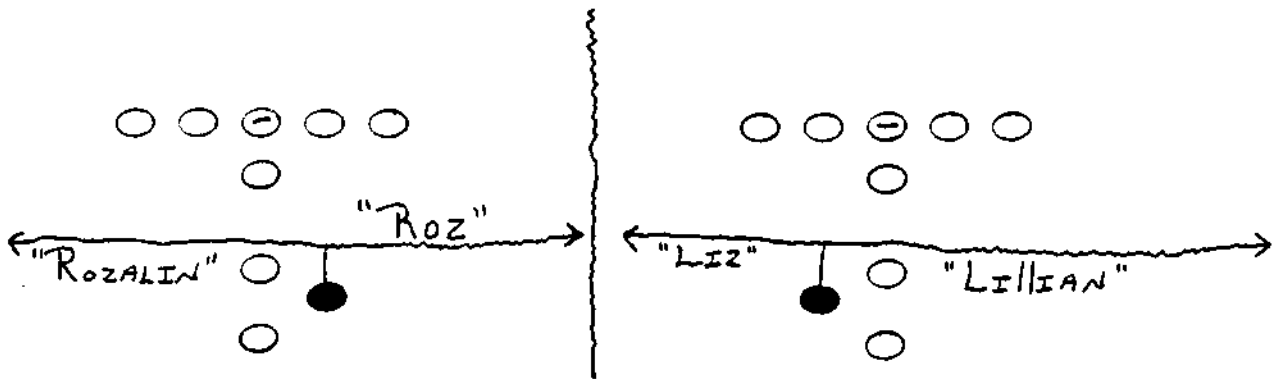


3. We will shift to any formation with both backs and receivers being able to move after we set.

### X. MOTION

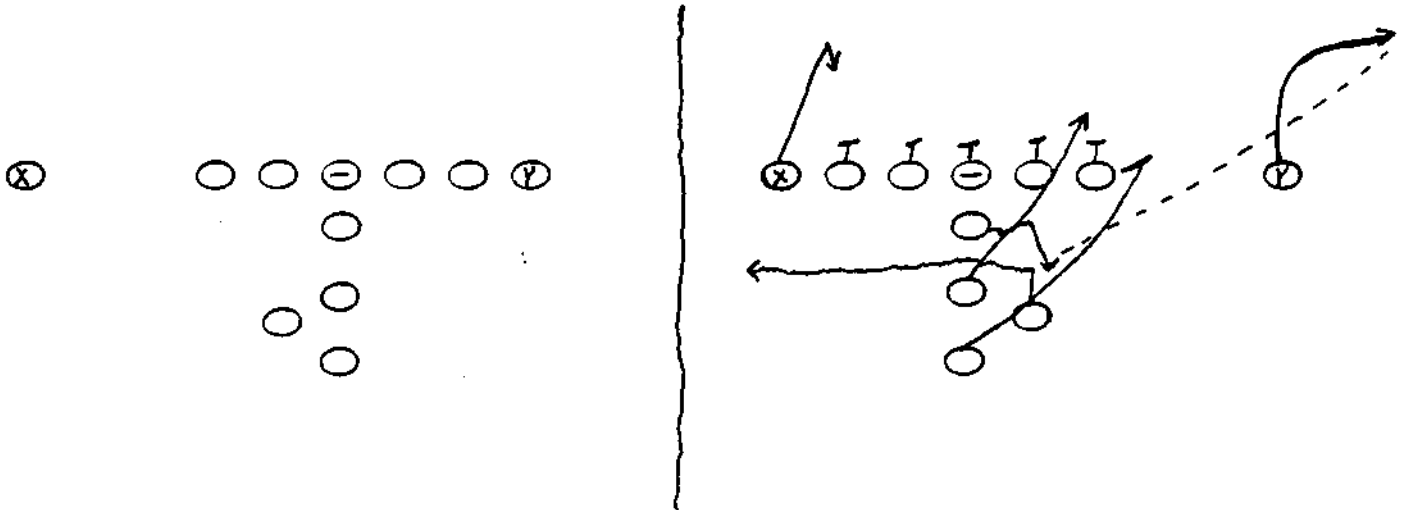
1. We will put our B's in motion either way and therefore change the formation set on the move.

2. The terms ROZ and ROZALIN are used for the Right RB and LIZ and LILLIAN for the Left RB.



3. The back starts in motion on the QB's command of "Set".

EXAMPLE: Full huddle call by Quarterback  
 -right shift to left, Rozalin, Pass 32, Y-out, on 2  
 -Pass 32H, on 2, ready-break, clap-"score"!!



## XI. TERMINOLOGY

### 1. GENERAL

Backside - Side away from the play call.

Bootleg - QB fakes one way and sprints opposite working off the L.O.S.  
Can be pass or run.

E.M.L.O.S. - Defensive "End man on the line of scrimmage."

First read area - "B" Gap: area between the G & T on 32-33. "C" Gap:  
area between T & End on 34-35.

Second read area - "C" Gap: area between T & Y on 32-33.

"Red, Red" - 2 minute offensive: line-up on the ball.

Invert - Safety support out of the secondary (inside out).

Kickout - Inside out blocking technique.

Landmark - Target or aiming point.

LBer Level - Blocking reference point - level that LB lines up on.

Opposite - Audible tells us play called is now going to other side.

Roll - Corner support out of the secondary.

Shift - Term used to change formation; it precedes formation we will end  
up in.

Stalk Block - A position blocking technique used by receivers and backs.

X - Split end.

Y - Tight end.

Winners - WHAT YOU MAKE YOURSELF!!!!

"Red Clock" - Line up on the ball, QB throws ball into ground to stop the  
clock.

"Z" - HB in wide position in pro set.



2. **RECEIVERS**

**Crack** - Block on F.S. support from wide-out position.

**C.O.L.** - "Come open late."

**Down** - Tight receiver blocking "C" Gap.

**"5" Call** - Release and block corner support (#2). 10 yard rule applies. ✓

**Release** - How a receiver comes off the ball (inside or outside).

**Rule of Ten** - Read and block #2 support. ✓

**Squat** - Corner collision on S.E. (Cov. 2 or Roll Coverage).

**Safe-T** - Tight receiver blocking "T" and running back taking an "H" path or 1/2 arc to block the safety.

**Stalk** - (#1 man - outside deep 1/3) receiver releases fast and reads the secondary coverage. Maintain leverage in the front outside 1/2 of the man and be ready to attack him high or with a crossbody block.

**Switch** - QB called - outside receiver blocking back at LB level (SS to LB).

**"T"** - Tight receiver blocking the man on him and working for position according to the play called.

**Tan** - Double team block between tackle and tight end.

**"Seal"** - Inside release, block LB to FS, vs. 7 technique, release up field.

3. **BACKS**

**Arc Block** - #2 man - pitch contain - lead back runs at top speed on your "hi-way" to the outside hip of the corner support. If he comes up hard and wide, outside your "hi-way", stay up and kick him out.

**Drive Block** - Back blocking end out.

**"ECHO"** - Call by onside tackle to warn QB of stack.

**Fill** - Fullback blocking the man over the pulling guard.

**"H"** - Lead back blocks first man showing over or outside the end.

**(E.M.L.O.S.)** - Attack outside thigh.

**Hiway** - Pathway for lead back on arc block.

**"5" Call** - Tells HB to pin LB on play side or continue to safety.

**Safe-T** - Path to block safety. Tight receiver blocks "T".

**Load** - Running back blocking first man showing outside the offensive tackle.

**Lead Back** - HB lead blocking on the play.

**Pitch Back** - HB receiving the ball (or faking) on the play.

#### 4. **LINEMEN**

**Area** - Backside pass protection used instead of OLP in hard stunting linemen. Take inside drop step and fan block.

**Base** - Blocking in-on-LB on runs, and in-on for passes.

**Cardinal** - Center-guard onside combo block.

**Charlie** - Center-guard "step around" block.

**Cutoff** - Position block, use backside when responsible to protect the front side gap.

**Combo** - Blocking adjustment off the double team block.

**Crab** - Technique for blocking on. Go low on all fours through crotch or knee.

**Cut** - Technique used by center on 30-31. Set up and then take nose wherever he wants to go.

**Drop Back Pass Protection** - Blocking by the numbers on passes: 60 - delays Center #0, Guard #1 (turn in or out), Tackle #2 or #3 rusher, Big on Big.

**Fold** - Backside lineman blocking first man inside.

**Four (4) Stack Rule** - Applies to onside tackle vs. a stacked defense over you. Veer release tight up to LB level; prepare to take the defender responsible for "B" Gap. Call "Echo" to warn QB.

**Gap** - Lineman blocking to the inside Gap (IN).

**George** - Guard-tackle "step around" block.

**Gold** - Guard-tackle double team.

**Influence** - Techniques used by onside tackle on draws and sometimes ISO. Drop step (as if to pass pro) and block first man outside. Also used by guards on trap.

**Log** - Onside guard pulling and hooking the def. end or kicking him out.

**Loop** - Technique used by onside tackle on 32-33. Drive through the outside of the on-man to the LB.

**On** - Man aligned on you that is on the LOS. Second rule of base.

**On and Aggressive** - Play action pass protection blocking, pass 4-5.

**Green** - Call made by guard on 30-31 Trap. Guard releases underneath a "2" or "3" technique to LB Tackle base.

**Hinge** - Technique used on Pass 8/9.

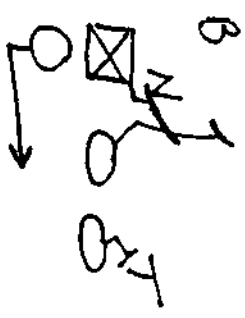
**O.L.P.** - Open linemen's principle - used by backside linemen on action, 4-5 passes. Off. man covered by a LB steps inside and checks LB rush; then drops at 90 degrees and picks up outside rush.

**Pull and Lead** - Lineman pulling and leading upfield to block on a Def. back; Stay up!

**Reach** - Blocking the next man outside of you. Aim for his hip or cut him down.

**Scoop** - Combination block used by center and backside guard to block nose and backside LB. Center drives through playside hip to LB and guard reaches for hip.

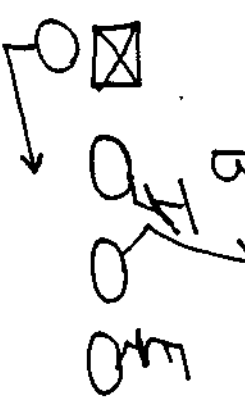
CARDINAL



CHARLIE



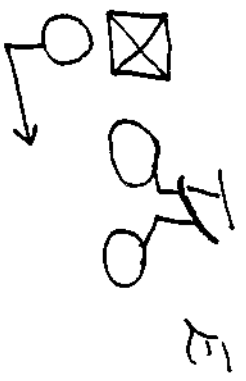
COMBO



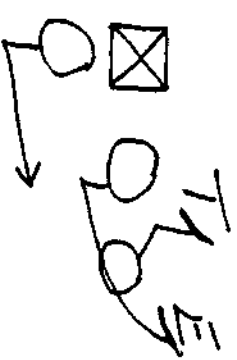
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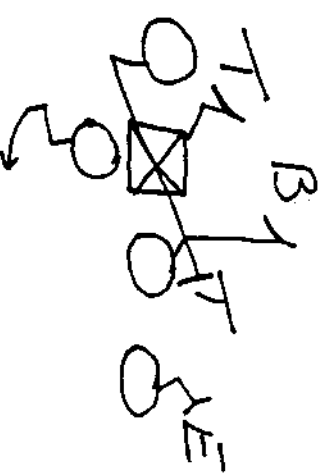
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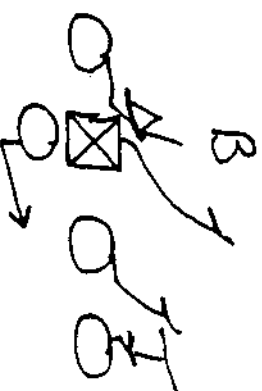
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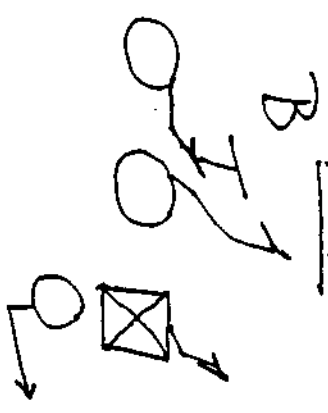
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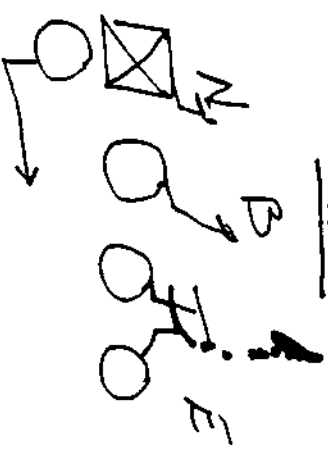
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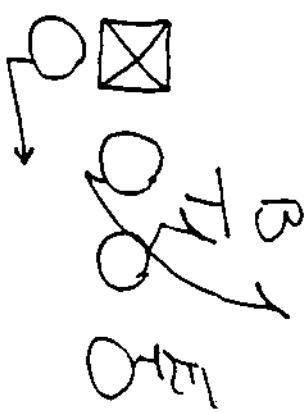
FOLD



TAM

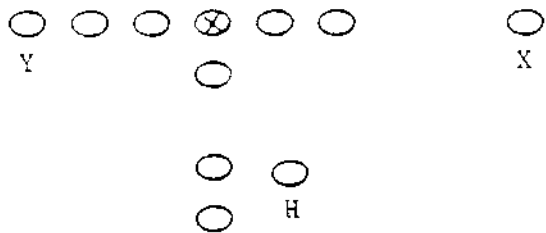


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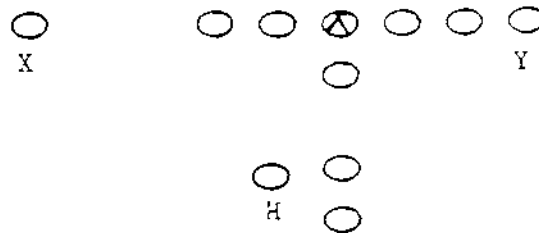


FORMATIONS

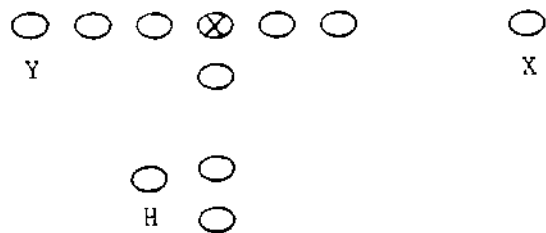
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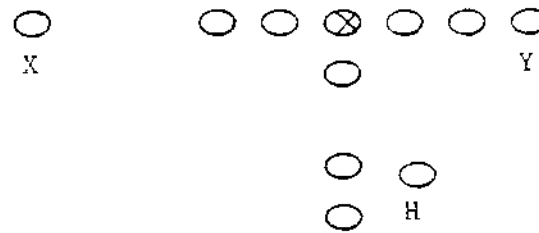
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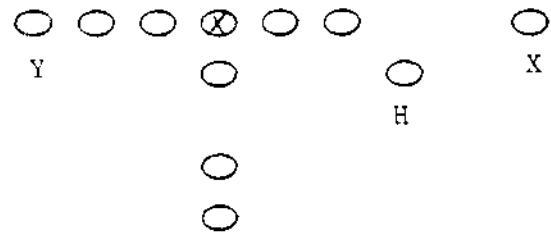
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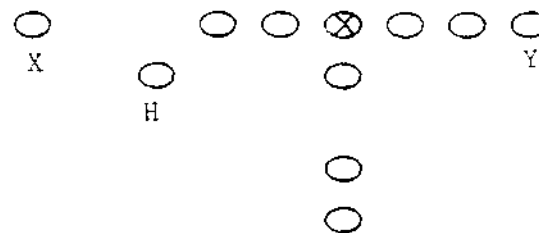
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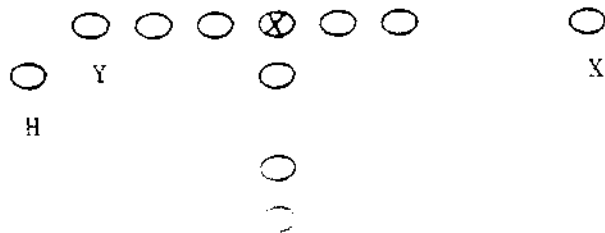
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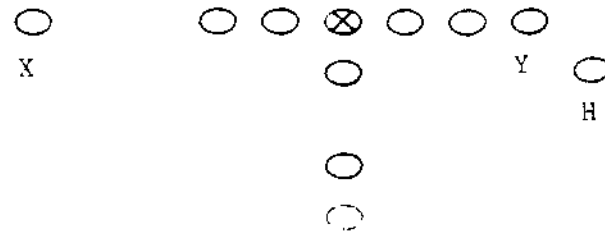
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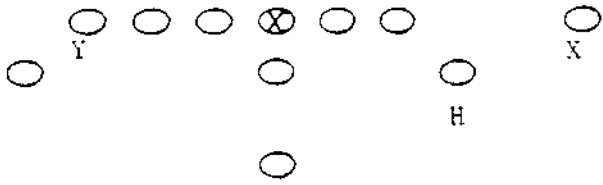


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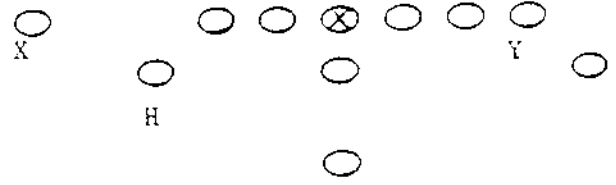


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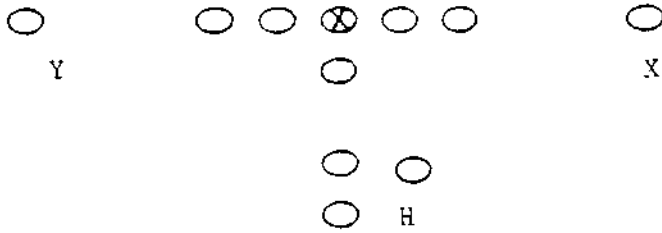
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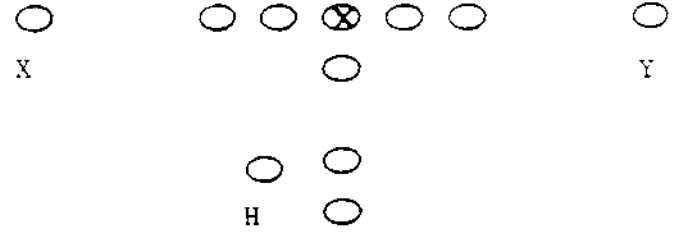
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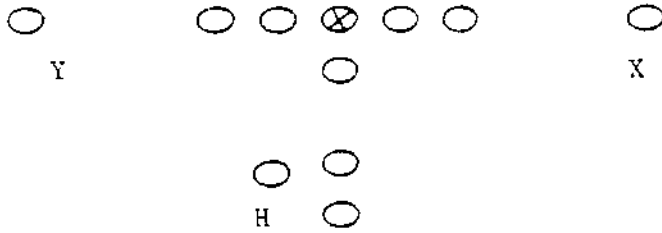
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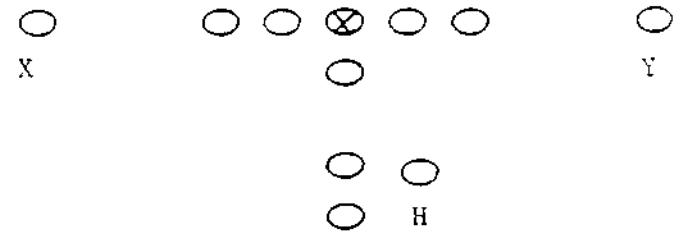
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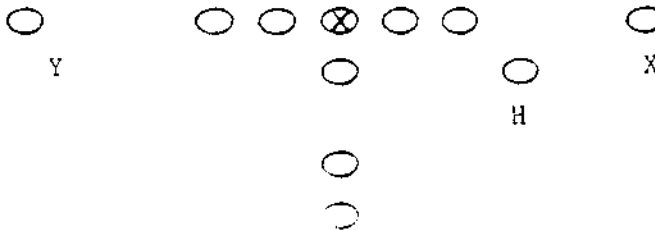
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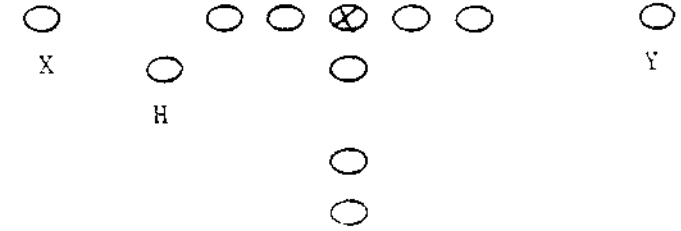
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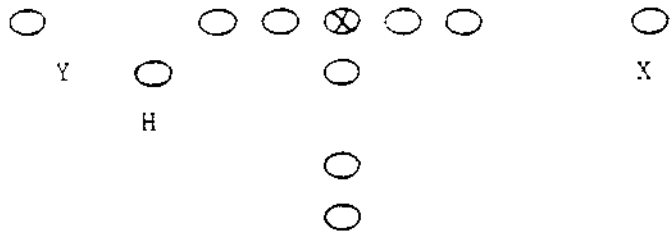


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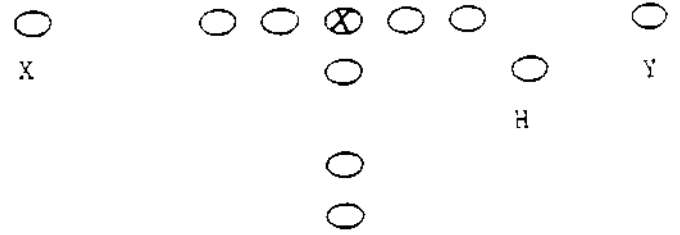


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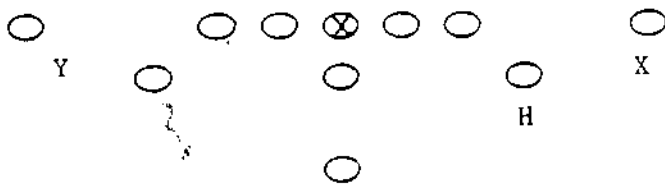
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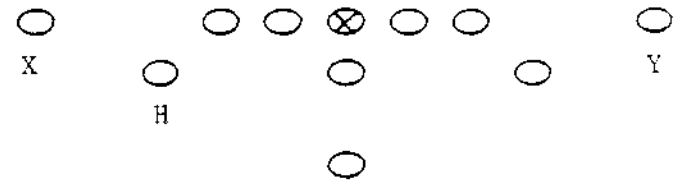
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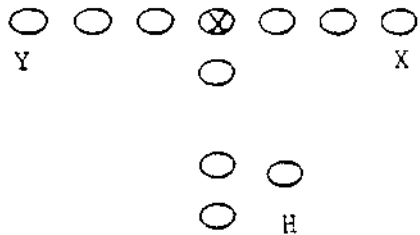
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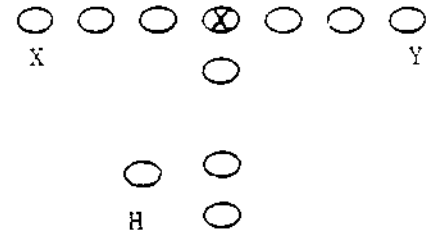
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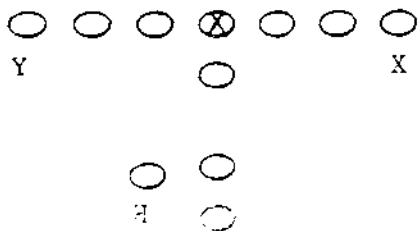
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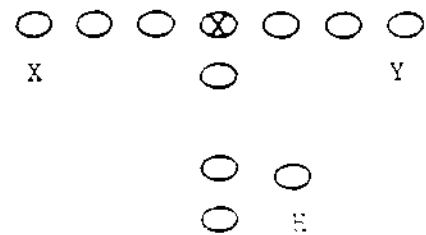
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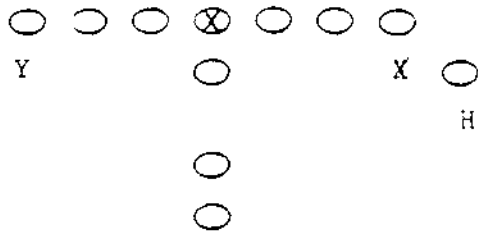
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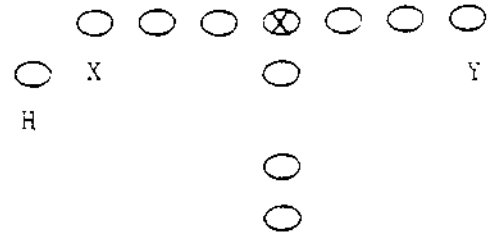
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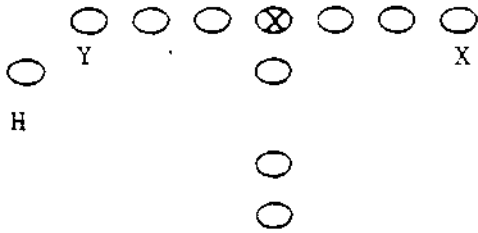
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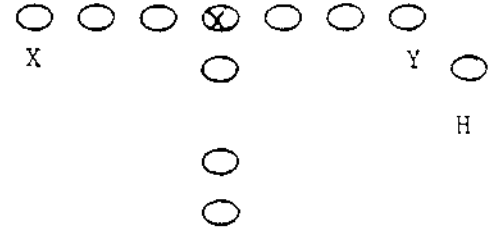
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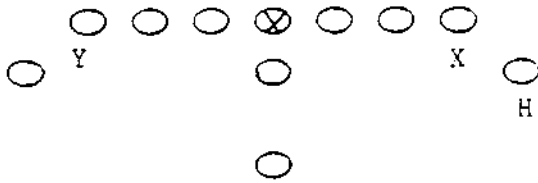
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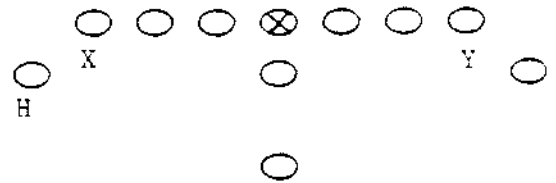
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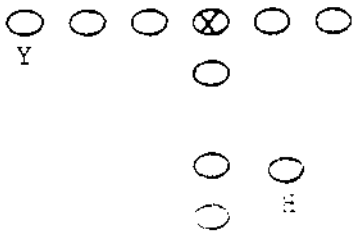
TIGHT LEFT DOUBLES



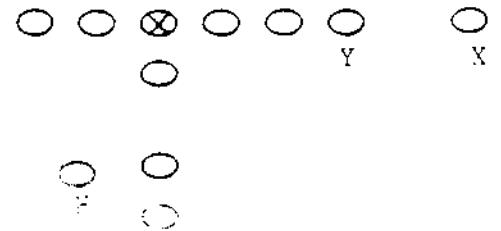
TIGHT RIGHT DOUBLES



LEFT OVER



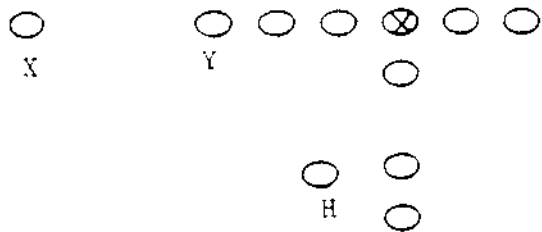
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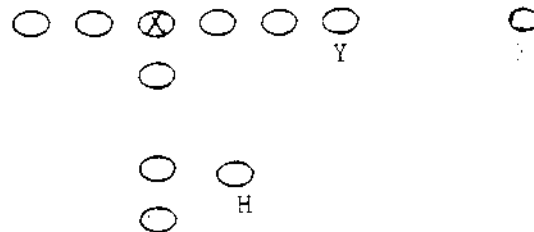


FORMATIONS

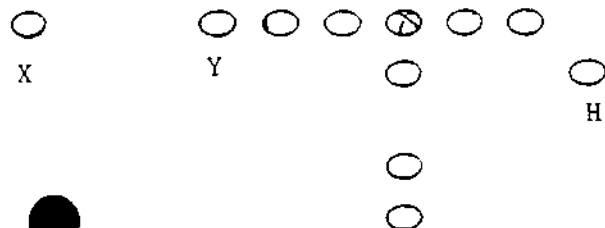
LEFT OVER POWER



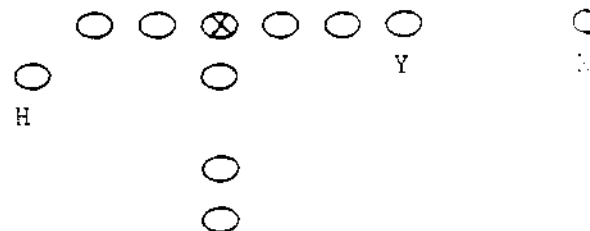
RIGHT OVER POWER



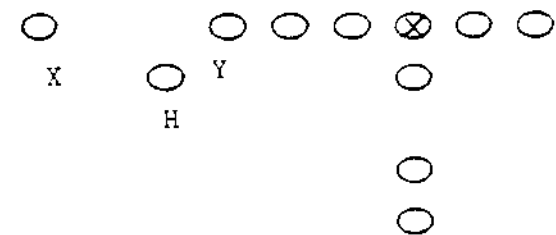
LEFT OVER UP



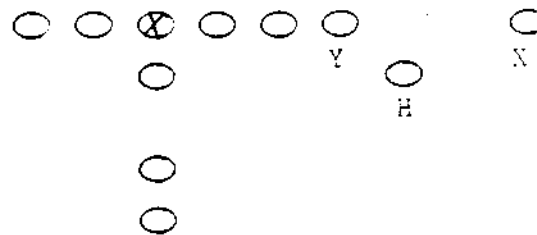
RIGHT OVER UP



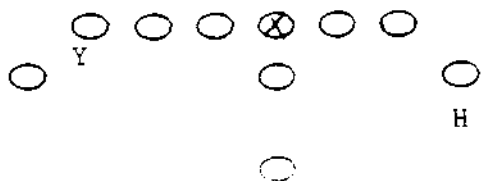
LEFT OVER UP POWER



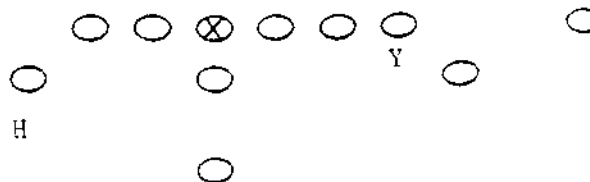
RIGHT OVER UP POWER



LEFT OVER DOUBLES



RIGHT OVER DOUBLES





FORMATIONS

LEFT PRO

RIGHT PRO



Z(H)

Z(H)

PRO LEFT UP

PRO RIGHT UP



PRO LEFT ARKANSAS

PRO RIGHT ARKANSAS



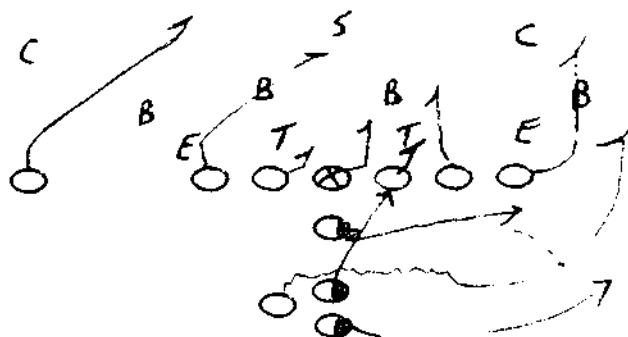
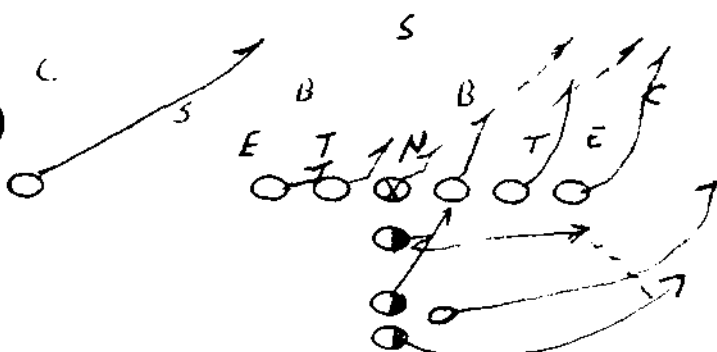
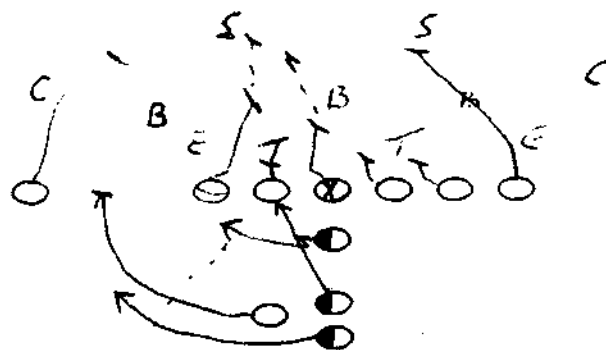
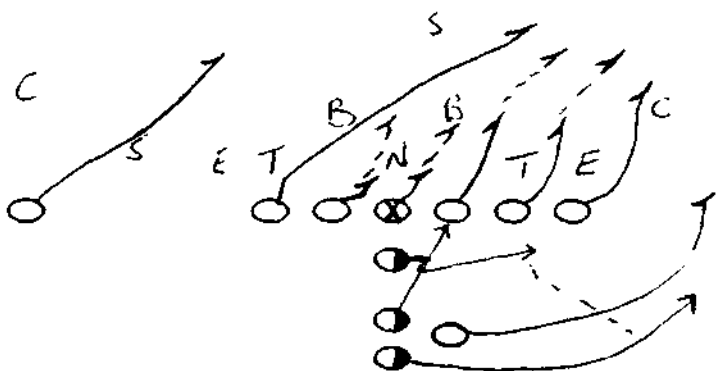
Assignments:

For RunFor PassBackside

- SE - Down field
- TE - Downfield
- HB - Pitch man
- TB - Pitch man
- T - On, shut off and Downfield
- G - In, on, LB, scoop

Onside

- C - On, LB, scoop (cardinal 5 scheme)
- G - On, LB, (cardinal 5 scheme)
- T - Loop, veer, base, on gap tech (veer 5 scheme)
- TE - #1, T, safe-T, H (arc, rule of ten 5 scheme)
- SE - #1, switch (crack or rule of ten 5 scheme)
- HB - Arc #2 (block onside LB on 5 scheme)
- TB - Block onside LB on 5 scheme
- FB - Ball carrier (read guards block) continue path and block if you don't get the ball
- QB - Read hand off key, attack pitch key



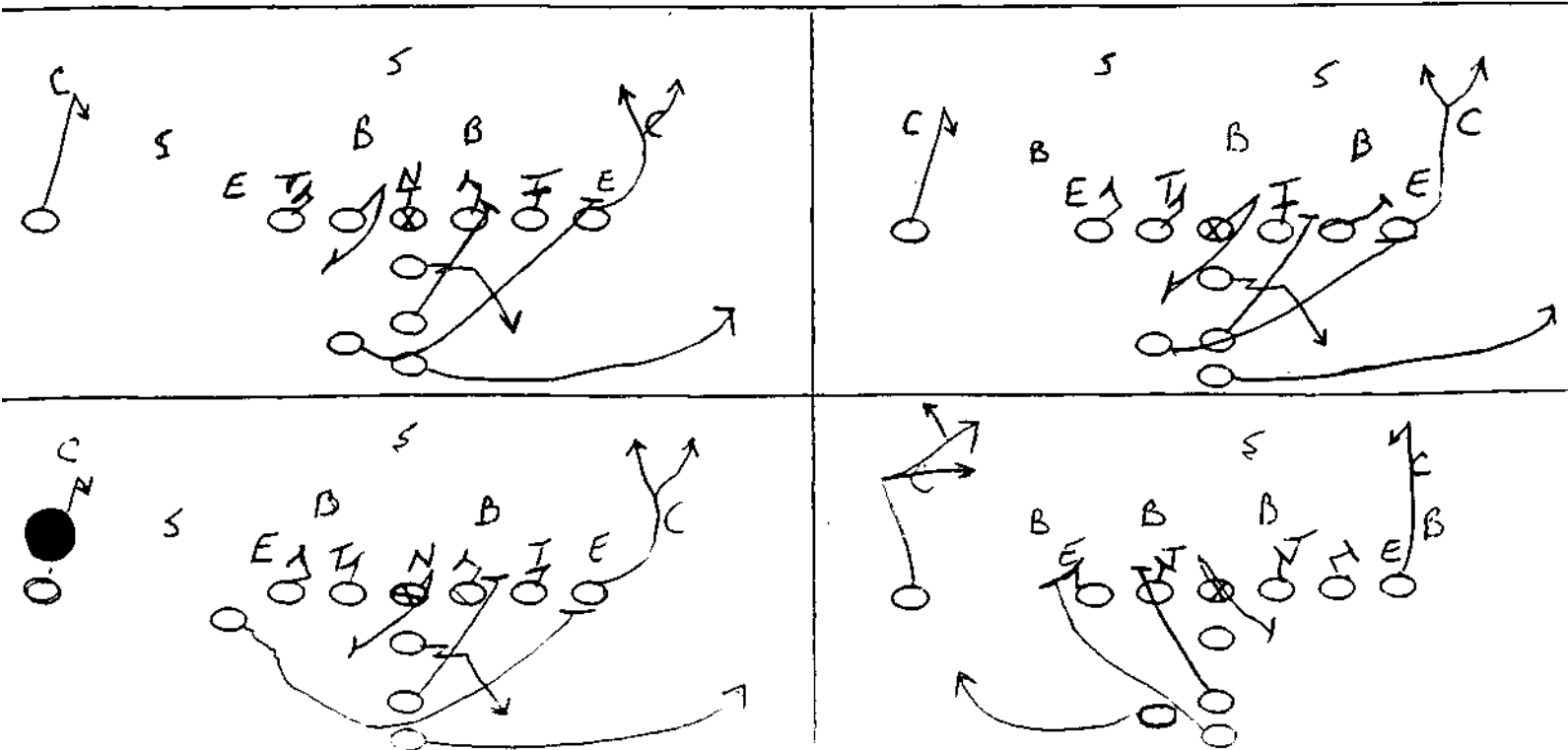
Assignments:

For RunFor PassBackside

- SE - Play games to get open (called post, go)
- TE - Block "dump"
- HB - Drive block or swing on "H"
- TB - Drive block or swing on "H"
- T - Step inside, hinge to 1st man outside
- G - On and aggressing uncovered lineman principle

Onside

- C - On and aggressive, uncovered lineman principle
- G - On and aggressive
- T - On and aggressive
- TE - Called patterns-regular, regular post
- SE - Called patterns -slant: go, post, hook, flag, angle-in
- HB - Swing or "H" (Z-out, go-Arkansas-quick out)
- TB - Swing or "H" (Z-out, go-Arkansas-quick out)
- FB - Mesh and block playside LB
- QB - Mesh and drop according to pattern



Assignments:

For Run

For Pass

Backside

SE

TE

HB

TB

T

G

Same as 32-33

Onside

C - Cardinal, LB

G - Cardinal, On

T - Veer, if no LB go to safety level

TE - Arc, Rule of ten

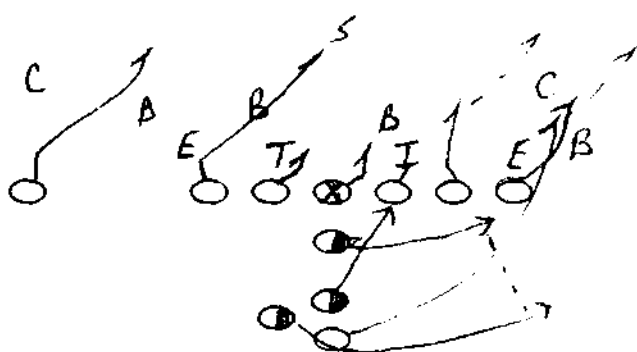
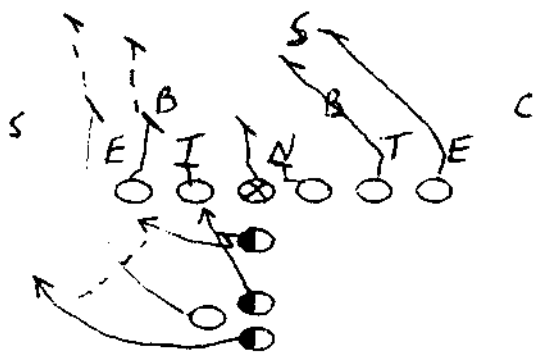
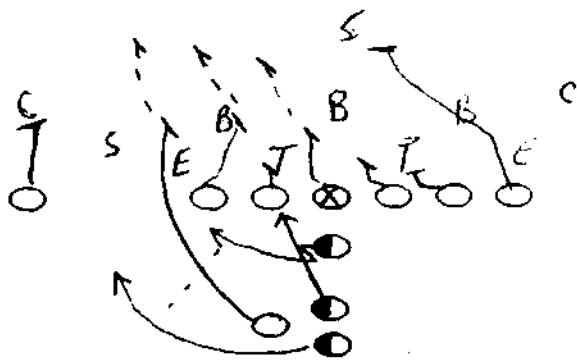
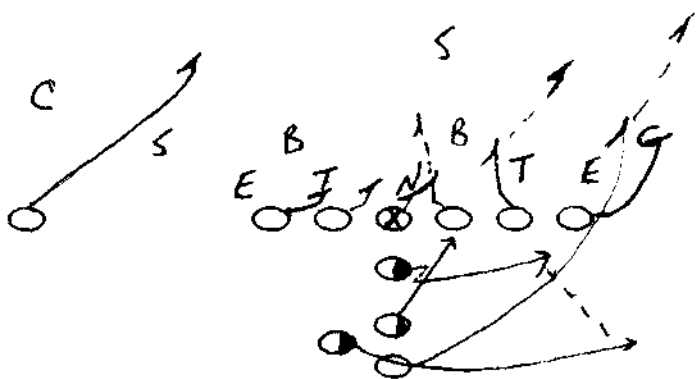
SE - Crack or rule of ten

HB - Block onside LB (clear HOK) if no LB go to safety level

TB - Block onside LB (clear HOK) if no LB go to safety level

FB - Same as 32-33

QB - Same as 32-33



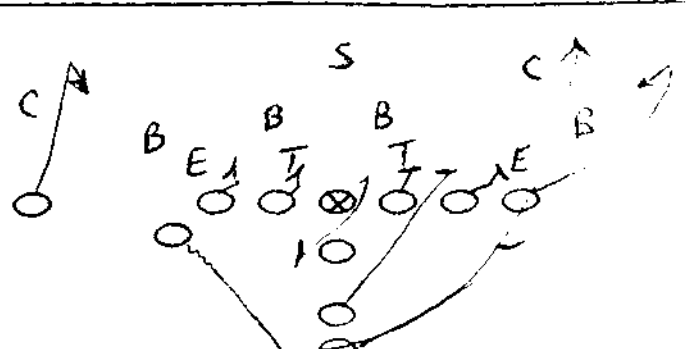
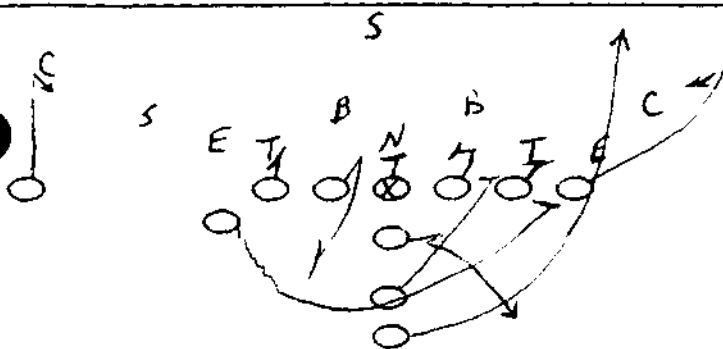
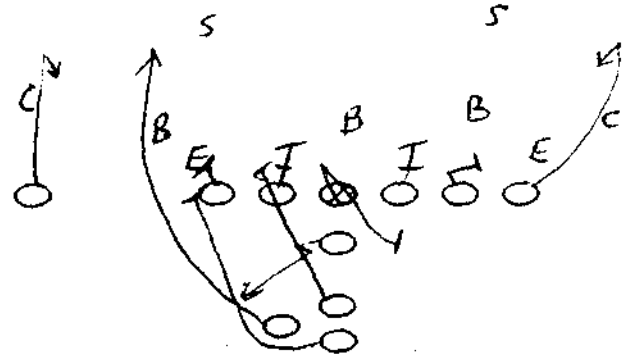
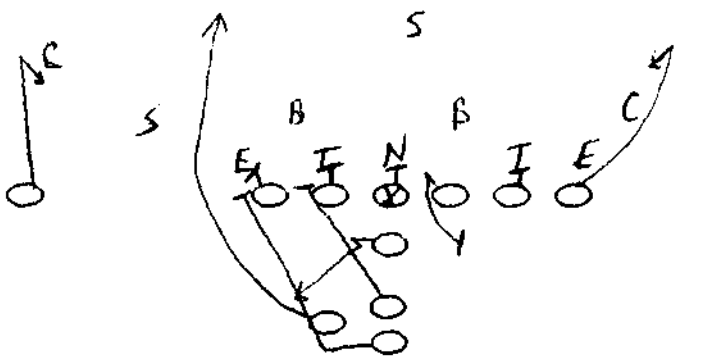
Assignments:

For RunFor PassBackside

- SE - Come back
- TE - Come back
- HB - Drive block
- TB - Drive block
- T - Step inside, hinge to 1st man outside
- G - On and aggressive, uncovered lineman principle

Onside

- C - On and aggressive, uncovered lineman principle
- G - On and aggressive
- T - On and aggressive
- TE - "Wide", come back
- SE - Come back
- HB - Run a wide "5" path through deep seam
- TB - Run a wide "5" path through deep seam
- FB - Mesh and block playside LB
- QB - Mesh and drop according to pattern



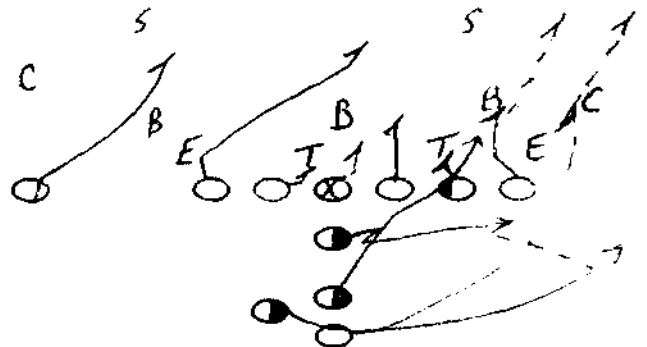
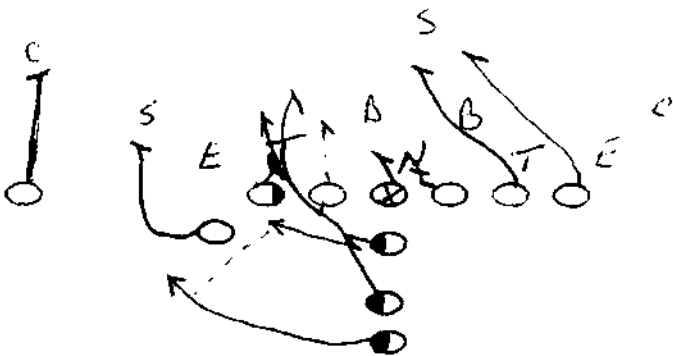
## Assignments:

For RunFor PassBackside

- SE - Middle 1/3
- TE - Middle 1/3
- HB - Same as 32-33 (pitch)
- TB - Same as 32-33 (pitch)
- T - Inside release, switch
- G - Scoop, stay, cutoff, switch

Onside

- C - A gap, scoop
- G - Block play side linebacker or "Tom" pending which gives you best advantage
- T - Block down
- TE - FS, Arc to safety
- SE - Stalk block
- HB - LB to safety level-Avoid rover or CB
- TB - LB to safety level-Avoid rover or CB
- FB - Inside foot of offensive Tackle
- QB - Read HOK, attack pitch key





Assignments:

For Run

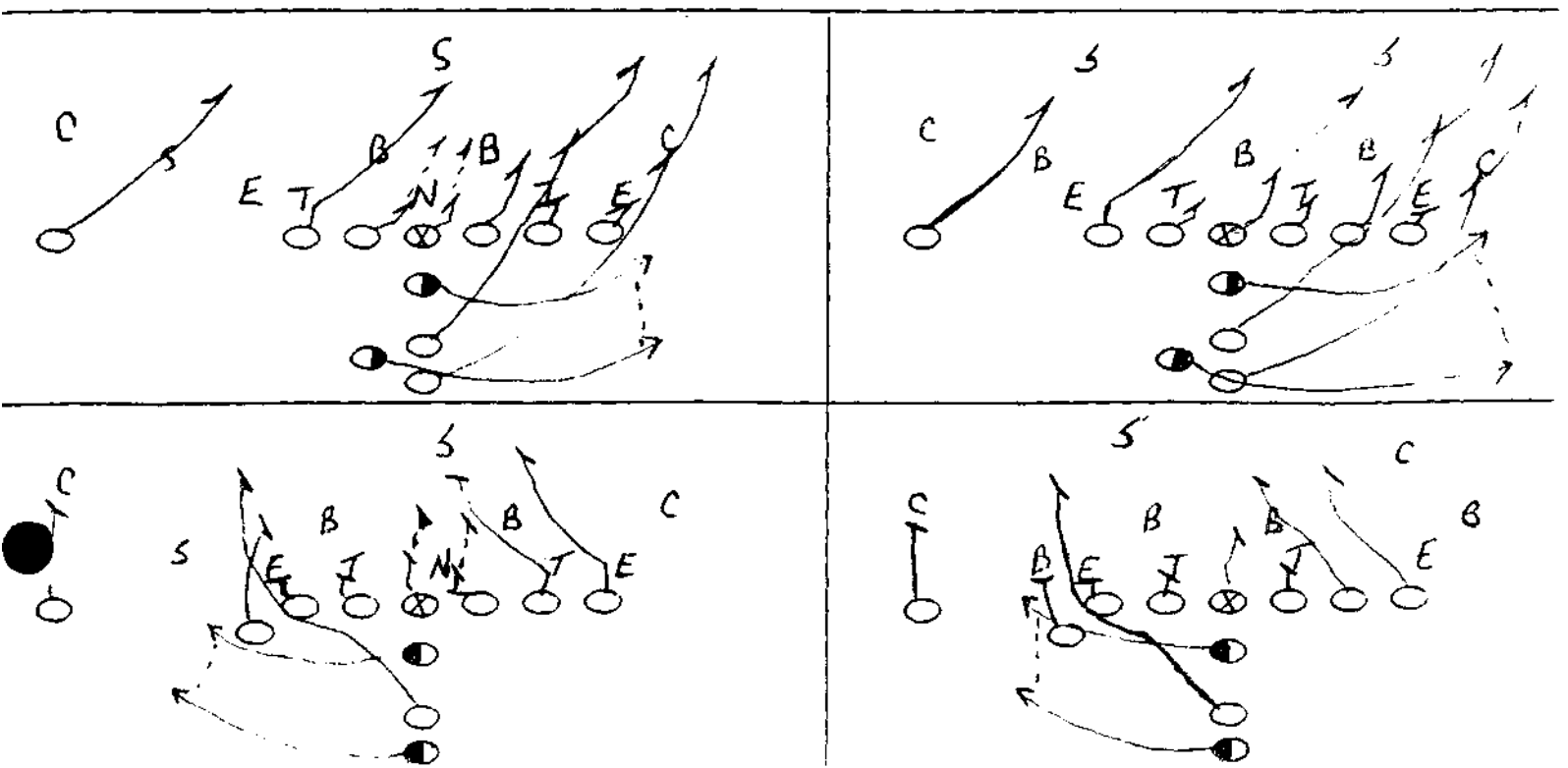
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - Pitchman
- TB - Pitchman
- T - Base
- G - Base scoop

Onside

- C - Base, scoop
- G - Zone block, 4-scheme
- T - Zone block, 4-scheme
- TE - T block, tan, seal
- SE - #1, switch
- HB - Full house: 5 scheme, Up Set: covered block man on, uncovered 5 scheme unless arc is audibled
- TB - safe T, H, ARC
- FB - Block through first open lane
- QB - Attack pitch key



Assignments:

For Run

For Pass

Backside

SE - CPFN PCST

TE - Block or Called Pattern

HB - Swing

TB - Swing

T - On and Aggressive, Open Lineman Principle

G - On and Aggressive, Open Lineman Principle

Onside

C - On and Aggressive, Open Lineman Principle

G - On and Aggressive

T - On and Aggressive

TE - Called Pattern

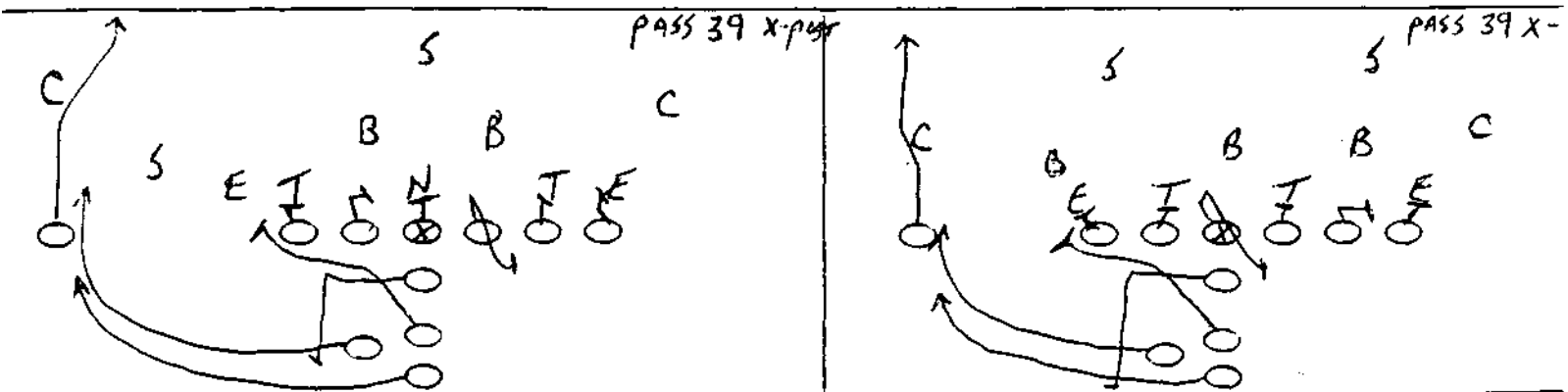
SE - Called Pattern

HB - Swing

TB - Swing

FB - Block End

QB - Start 38-39 path, set up behind inside leg of Tackle



Assignments:

For Run

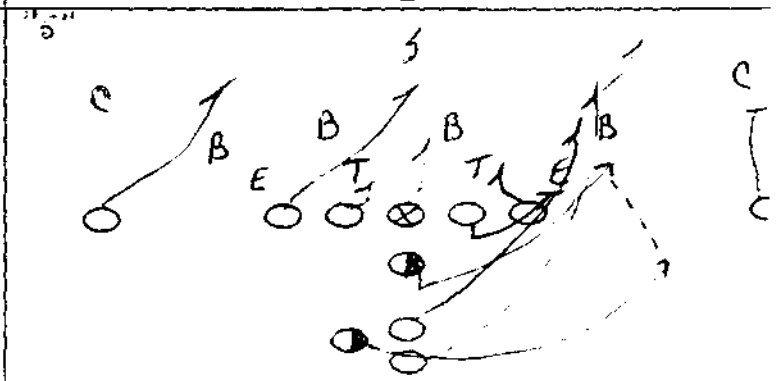
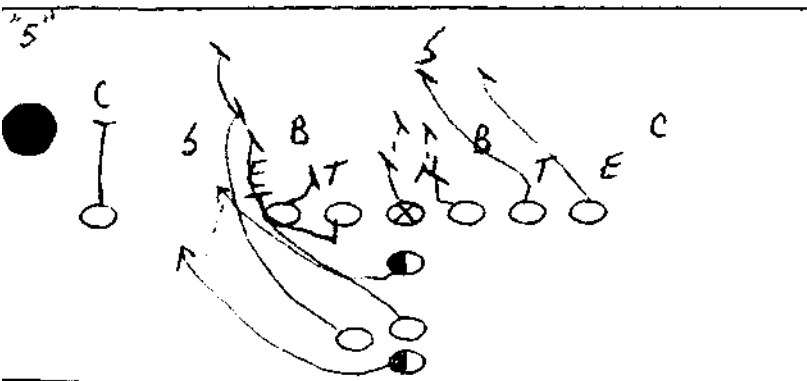
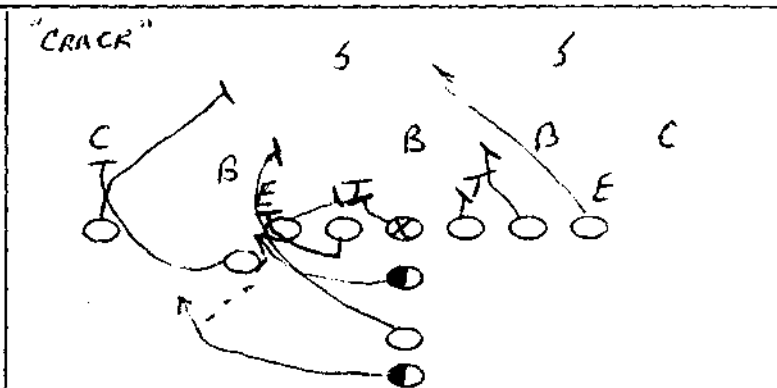
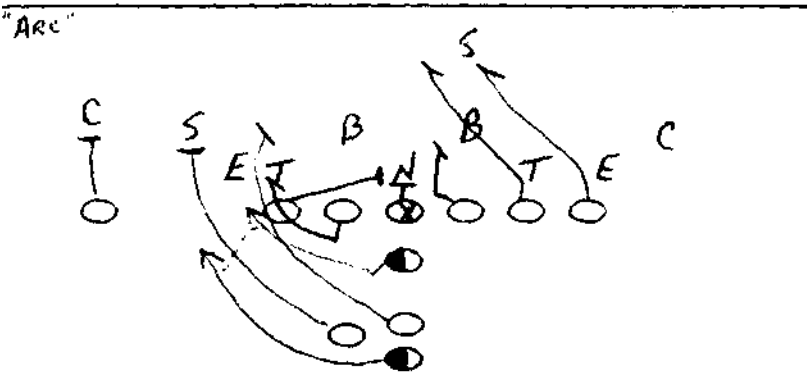
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - Pitchman
- TB - Pitchman
- T - Shut off and downfield, fold
- G - In, on, LB (scoop)

Onside

- C - On (scoop), LB
- G - Pull and seal first man on or outside tackle
- T - Block down on next down lineman, if guard uncovered, work nose to backside
- TE - Arc, "T" Block
- SE - #1, switch, crack
- HB - Arc, "5"
- TB - "5"
- FB - Run "5" path, block LB to FS
- QB - Attack pitch key, pitch or run



Assignments:

For Run

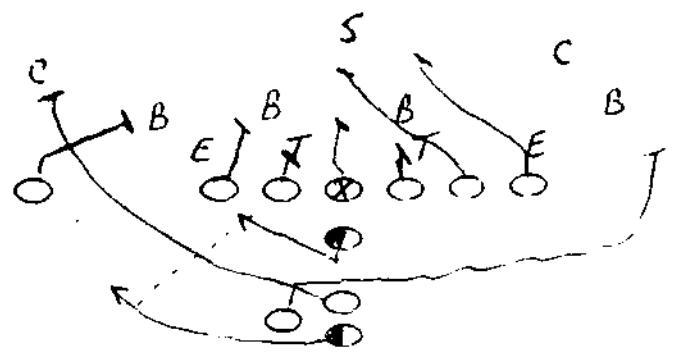
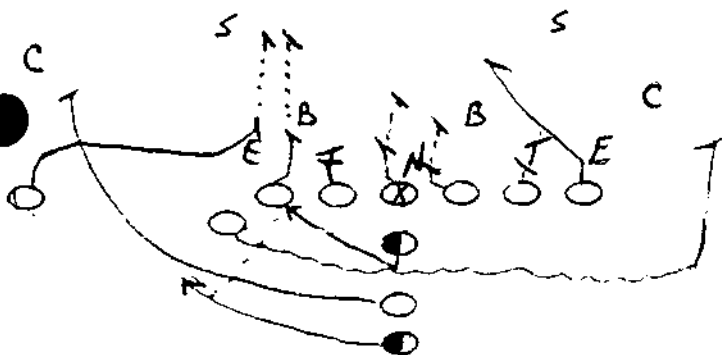
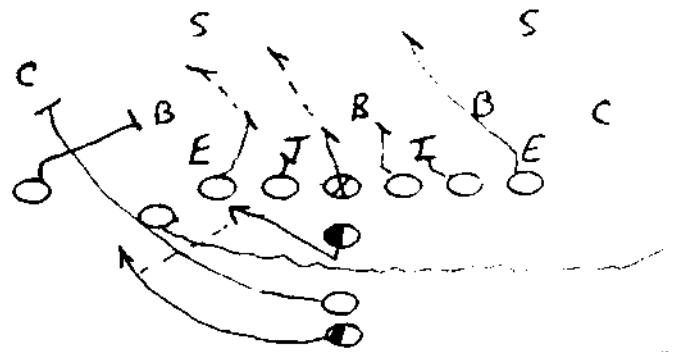
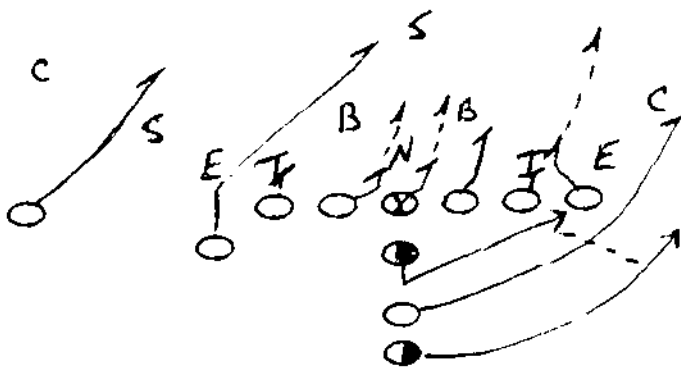
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - Downfield or motion
- TB -
- T - Shut off and downfield
- G - In, on, LB, scoop

Onside

- C - Base
- G - Base
- T - Will pitch off end man on LOS block accordingly
- TE - Seal, tan
- SE - crack
- HB -
- TB - Pitchman
- FB - Arc
- QB - Drop step, attack pitch key
- ?



Assignments:

For Run

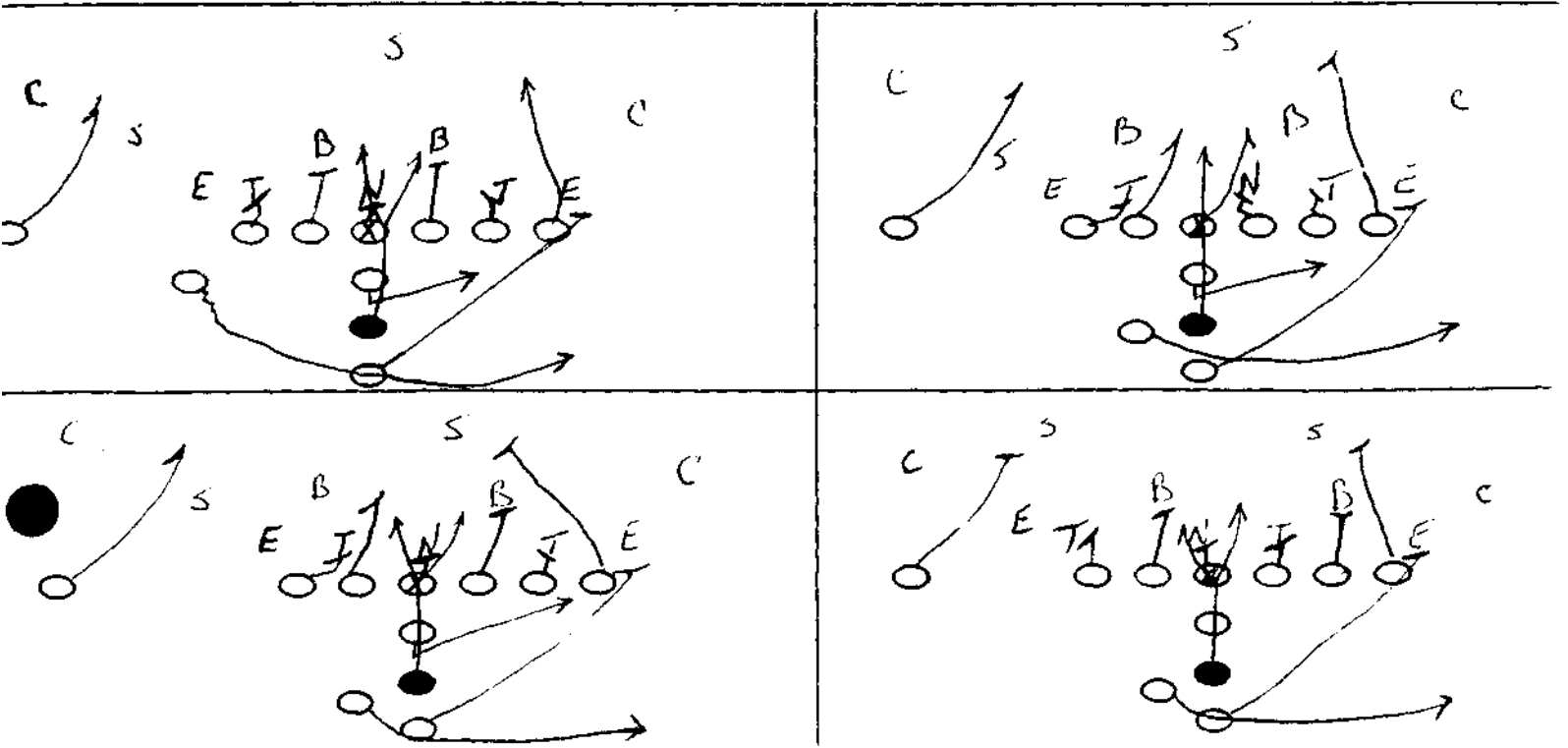
For Pass

Backside

- SE - Cornerback
- TE - Inside release, middle safety
- HB - Option Path
- TB -
- T - "Base"
- G - Base

Onside

- C - Base
- G - Base
- T - Base
- TE - Inside release, middle safety
- SE - Cornerback
- HB - Inside release to middle 1/3(Doubles), "H"
- TB - "H"
- FB - Ball carrier, playside hip of center
- QB - Open, hand off deep, fake option



Assignments:

For RunFor PassBackside

SE - Inside release - Go Route

TE - Inside release - work inside of corner on Go Route

HB - Option path, swing

TB - Option path, swing

T - On and Aggressive

G - On and Aggressive

Onside

C - On and Aggressive

G - On and Aggressive

T - On and Aggressive

TE - Inside release - work inside of corner on Go Route

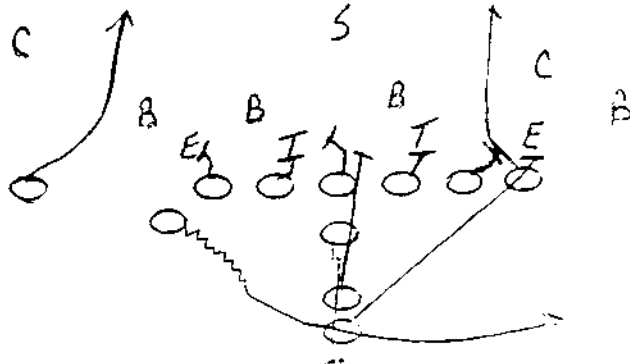
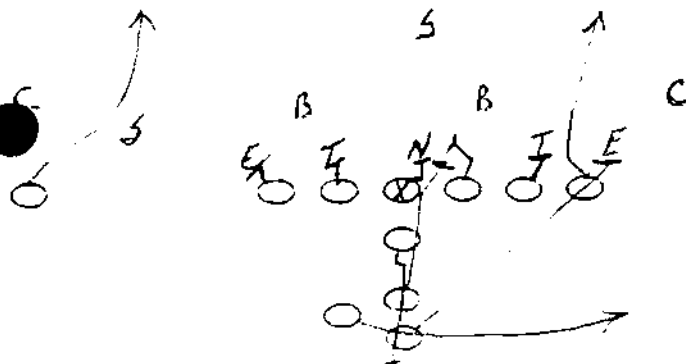
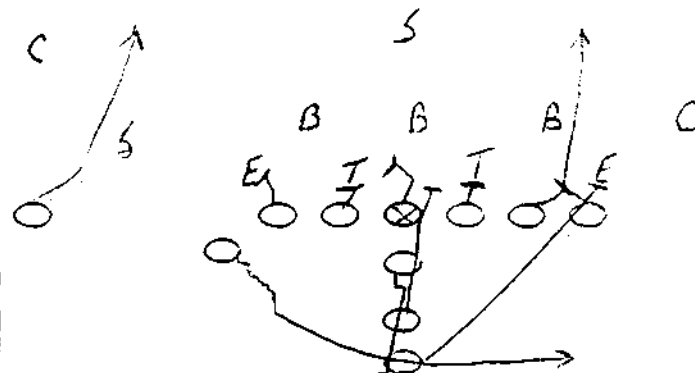
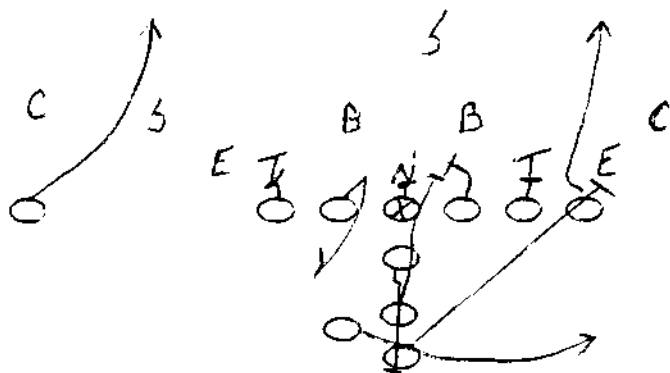
SE - Inside release - Go Route

HB - "H"

TB - "H"

FB - Fake Hand Off on playside hip of Center

QB - Open, Fake Hand Off, Drop Back, Key Safety



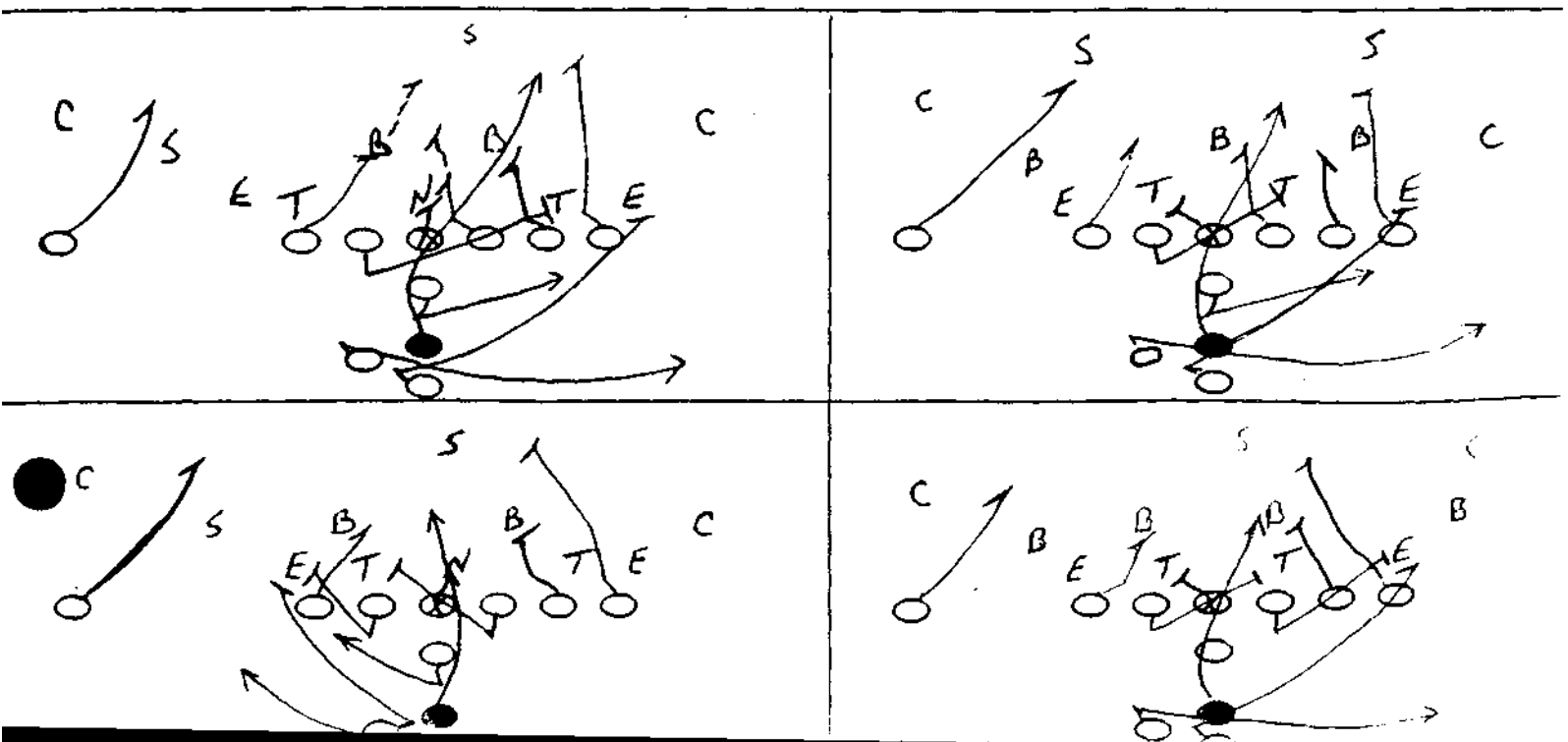
## Assignments:

For RunFor PassBackside

- SE - Downfield
- TE - Downfield
- HB - Fake 18-19 counter
- TB - Fake 18-19 counter
- T - LB, Downfield
- G - Trap first man head up to outside of opposite guard (on L.O.S.)

Onside

- C - Block back for guard, base
- G - Influence out or "green", if covered, "cardinal" or Mike Linebacker if Center is covered
- T - Linebacker, Downfield
- TE - Inside release to safety
- SE - #1
- HB - Fake 18-19 counter "H"
- TB - Fake 18-19 counter "H"
- FB - Ball Carrier, Read tran
- QB - Push ball deep, fake 18-19 counter



Assignments:

For Run

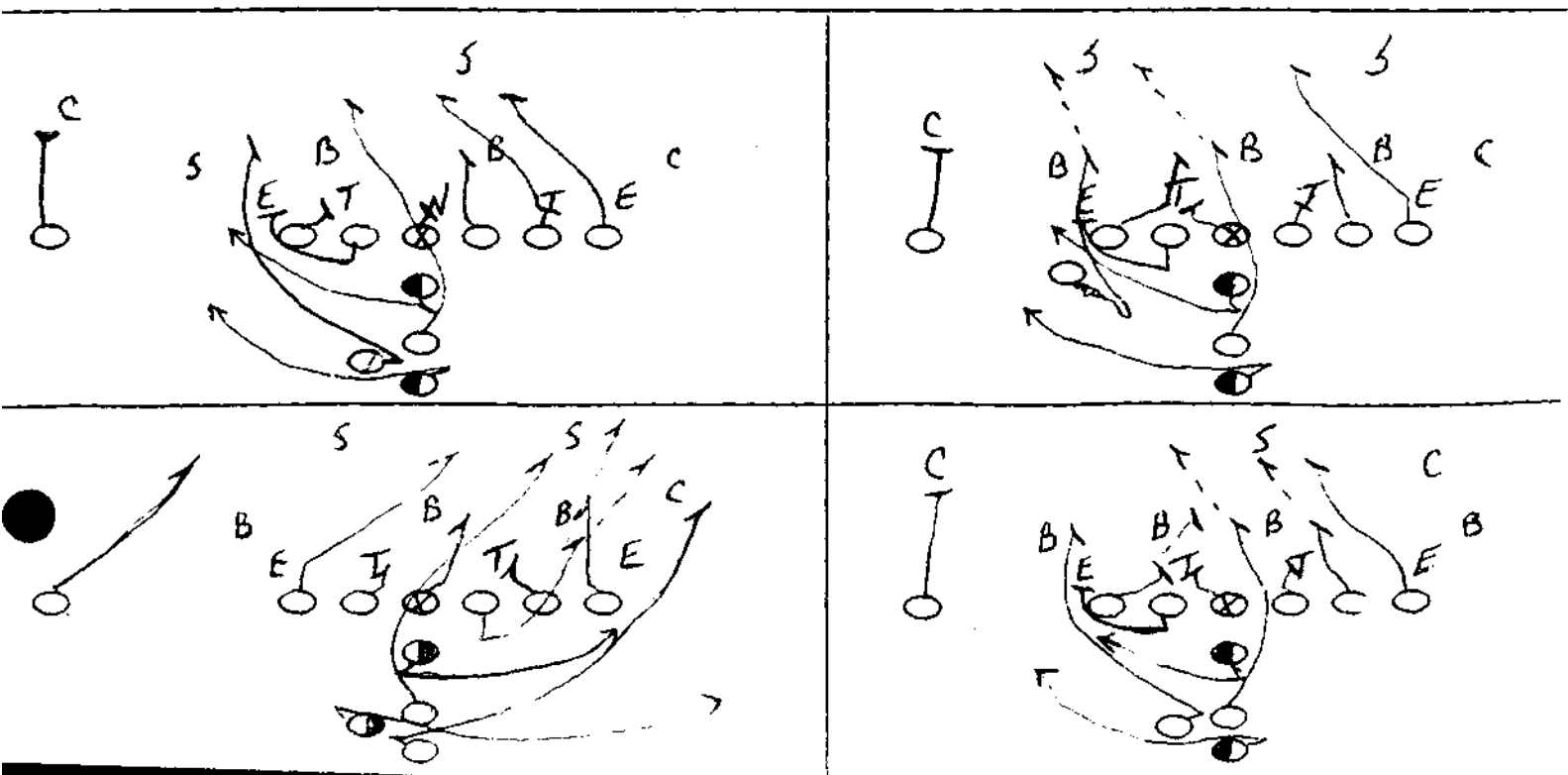
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - Pitchman
- TB - Pitchman
- T - Shut off and downfield
- G - Man, LB, scoop, Charlie

Onside

- C - On, LB, scoop, Charlie
- G - Pull and log man on tackle
- T - First Down lineman inside
- TE - Seal
- SE #1, switch, crack
- HB - Arc #2, "5"
- TB - Arc #2, "5"
- FB - Fake trap, block LB to safety level
- QB - Get fake deep, pivot facing LOS, attack pitch key





PLAYS: 20-21 Coal Line

Assignments:

For Run

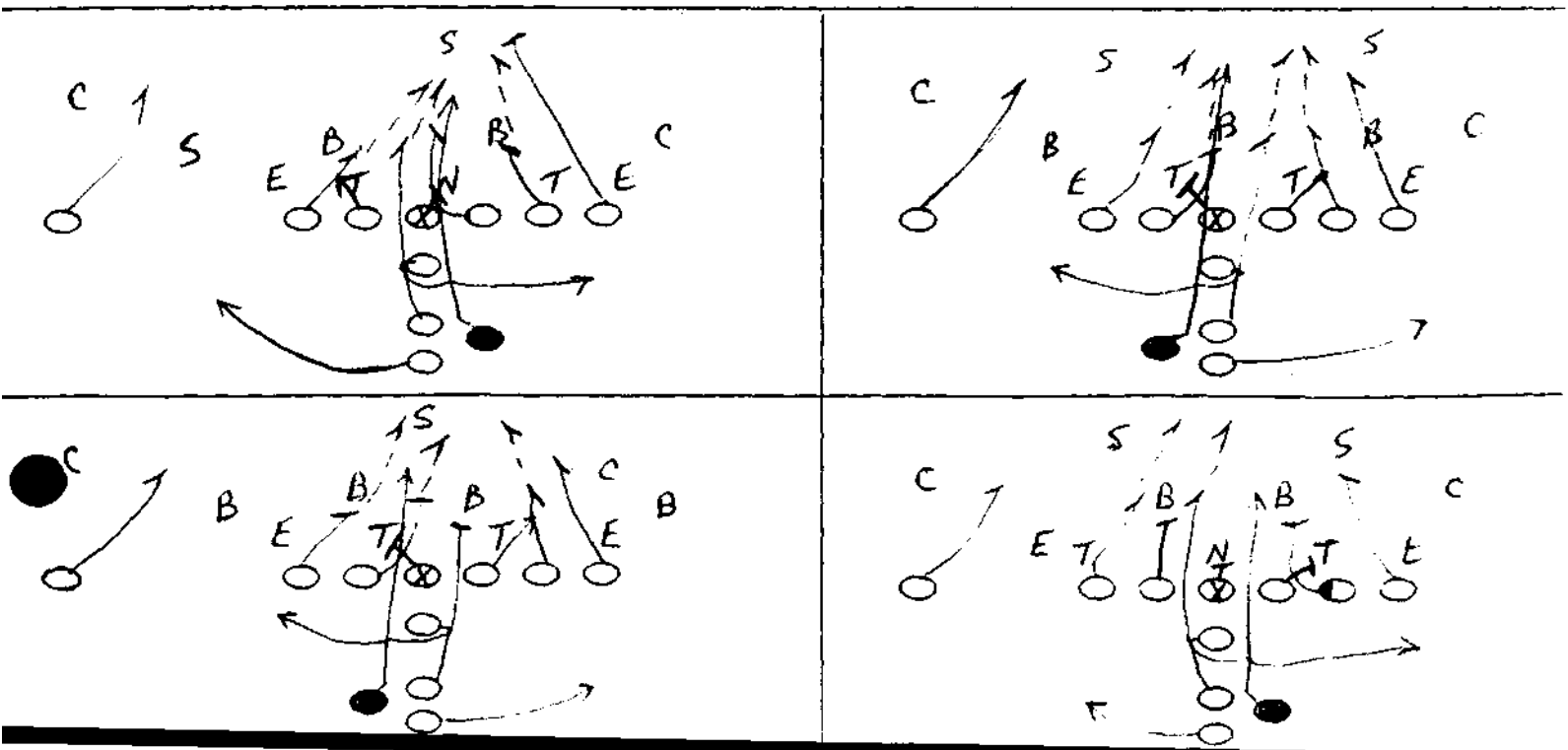
For Pass

Backside

- SE - Deep Middle 1/3
- TE - Stav cutoff to middle 1/3
- HB
- TB - Fake 32-33
- T - B gap, to LB or safety
- G - Responsible for head up and out, attack through outside number of 2 or 3 TECH

Onside

- C - Charlie or Base, Influence Block vs. Peading Nose
- G - (Charlie "Gap", "1", or "2") Base "3", George "4 eye"
- T - B Gap to LB, George "4 eye"
- TE - Same as backside
- SE - Same as Backside
- HB - Explode and Hug the pulling guards butt, step 1st with inside foot to get on proper path
- TB
- FB - Fake 32 or 33, never block into the "A" gap, clear "A" gap to LB or safety
- QB - Take 40 degree step, turn and stay out from behind the center



Assignments:

For Run

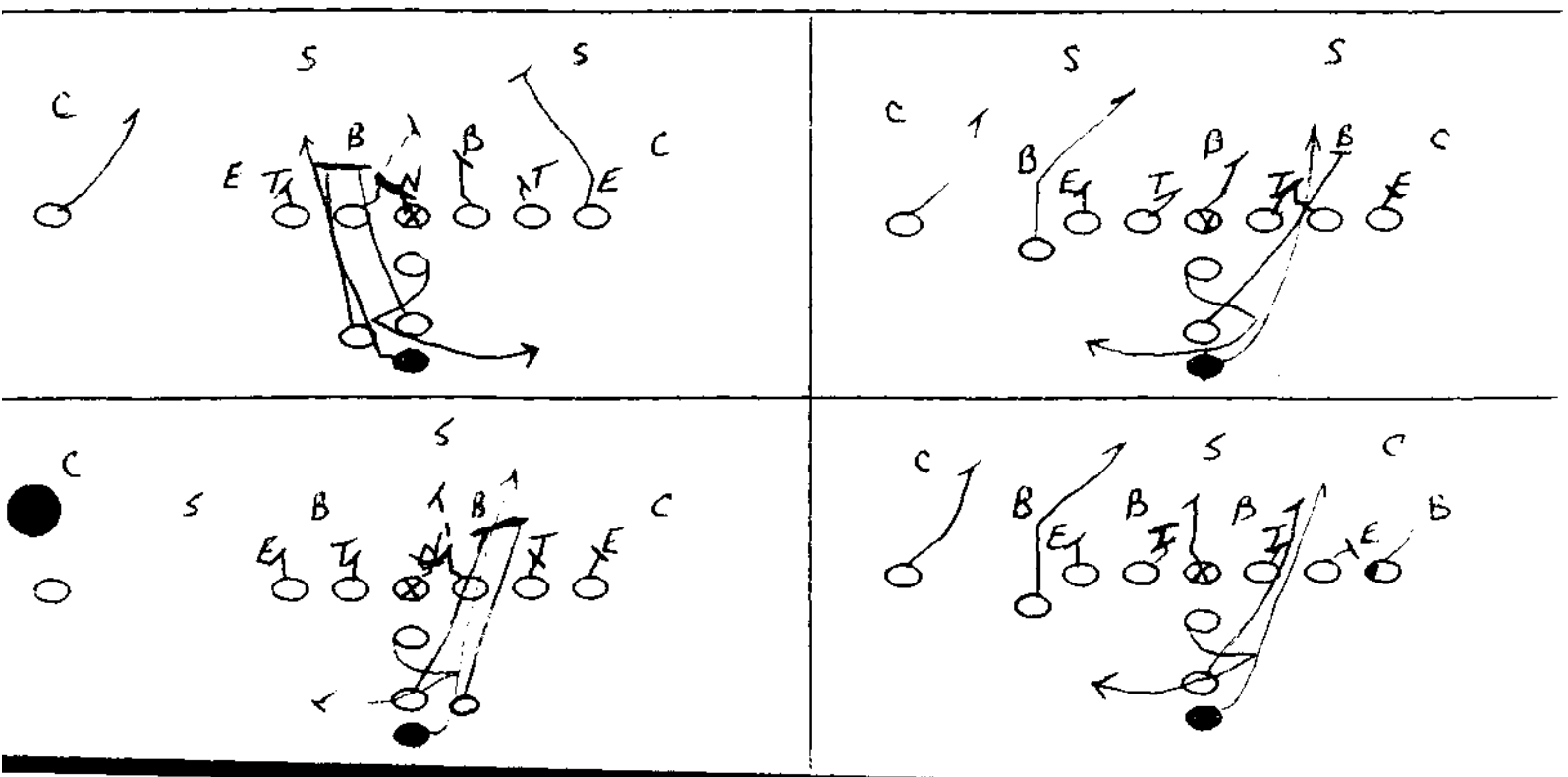
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - H block
- TB - Ball carrier-cross over, stay on hip of FB and Go
- T - Base, fold
- G - Base, scoop if called

Onside

- C - Base, scoop, cardinal
  - G - In, on, away LB (cardinal)
  - T - In, on, out
  - TE - In, on, out
  - SE - Downfield
  - HB - Run at tackle's inside hip and block LB
  - TB - Ball carrier
  - FB - Run mesh path and block LB
  - QB - Reverse turn, hand off deep and fake bootleg
- #1 on LOS } to a  
 (to a tight end) #2 on LOS } split end



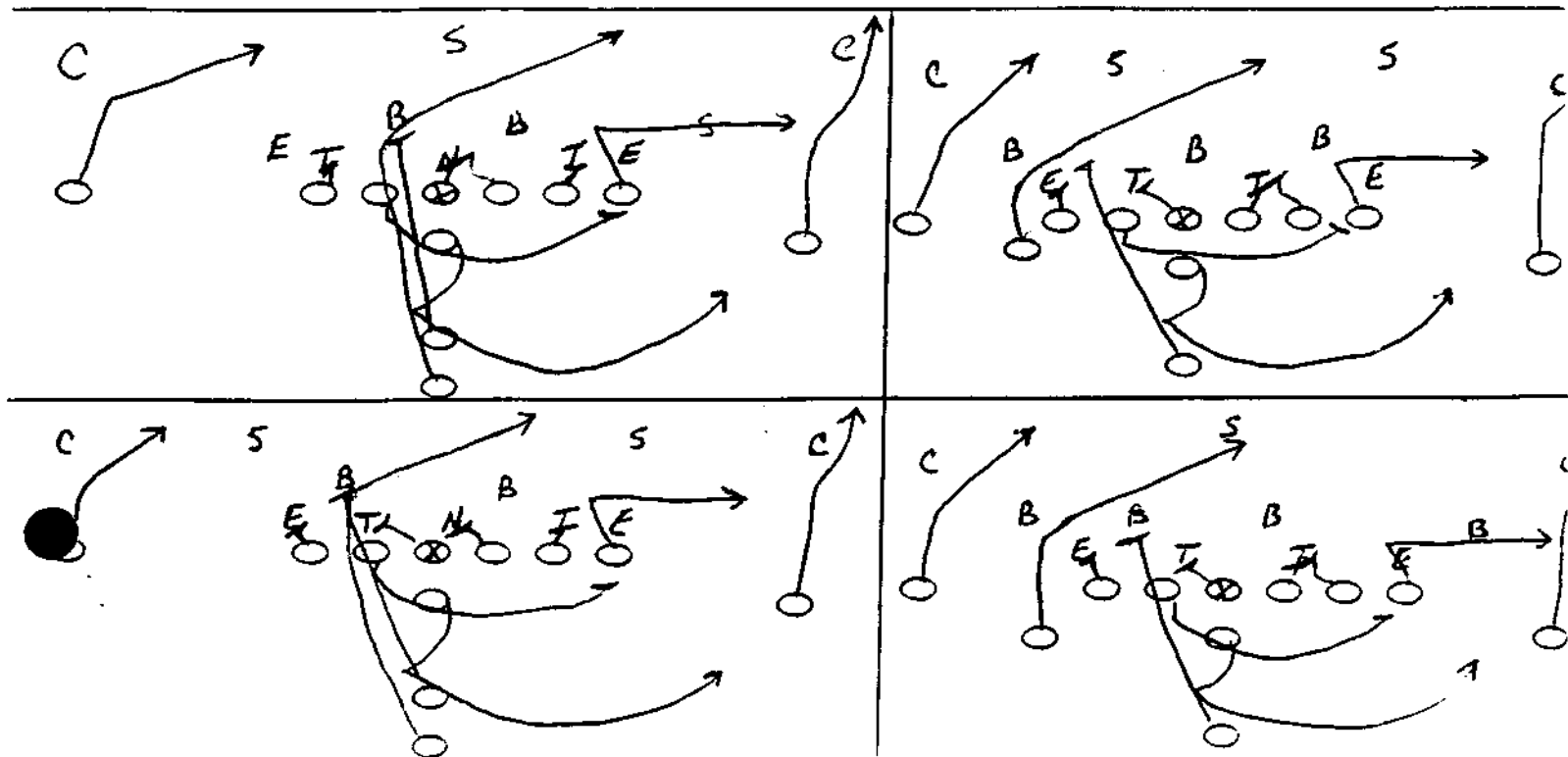
Assignments:

Backside

- SE - Post Pattern
- TE -
- HB -
- TB - In up set run crossing route; read safety for depth
- T - On and aggressive
- G - Pull and block first man outside of tackle or most dangerous

Onside

- C - Covered on and aggressive; fill for pulling guard if he is covered
- G - Covered on and aggressive; uncovered block inside
- T - Covered on and aggressive; uncovered block inside
- TE - Inside release; 5 to 7 yard out pattern
- SE -
- HB - (Z) Go route
- TB - Fake Iso; run crossing pattern after clearing L.O.S. read safe
- FB - Run through outside LB to Iso side
- QB - Fake Iso; boot away reading short to deep



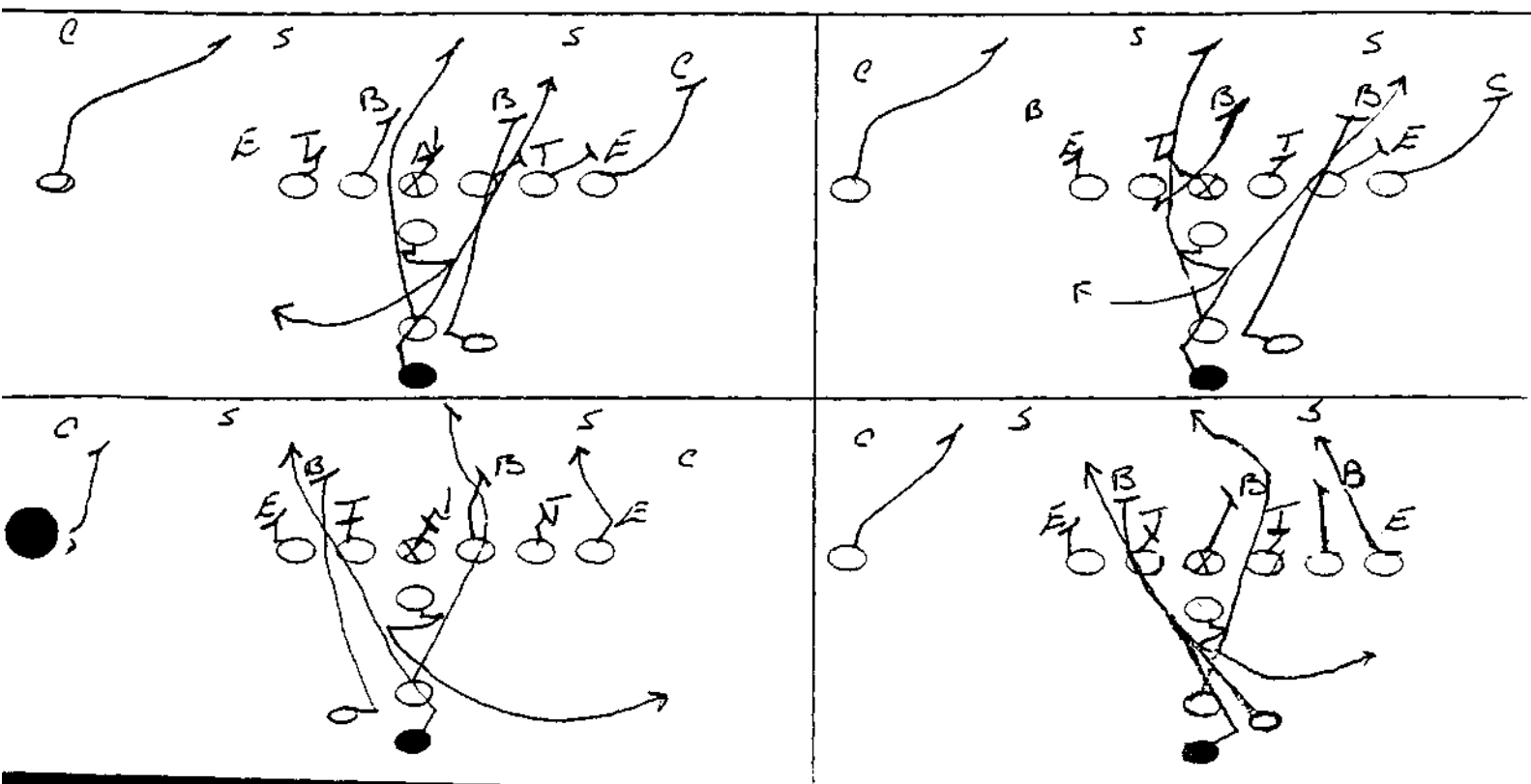
Assignments:

Backside

- SE - Downfield
- TE - Downfield
- HB - Block playside LB, no counter step
- TB - Outside upfield step, plant, follow HB through hole
- T - Base
- G - Base, Charlie

Onside

- C - Base, Charlie, Cardinal
- G - #1 on L.O.S.
- T - #2 on L.O.S., pass set and invite upfield
- TE - T-Block, Outside release to first threat
- SE - Downfield
- HB - Block playside LB, read guards block
- TB - .
- FB - Fake 32-33, Block LB to Safety level.
- QB - Fake 32-33, Hand Off, Boot Away



Assignments:

For Run

For Pass

Backside

SE - Cross

TE - Cross

HB -

TB - Drive Block

T - On and Aggressive

G - On and aggressive uncovered Lineman Principle

Onside

C - On and Aggressive, Uncovered Lineman Principle

G - On and Aggressive

T - On and Aggressive

TE - Inside Release, Regular Route

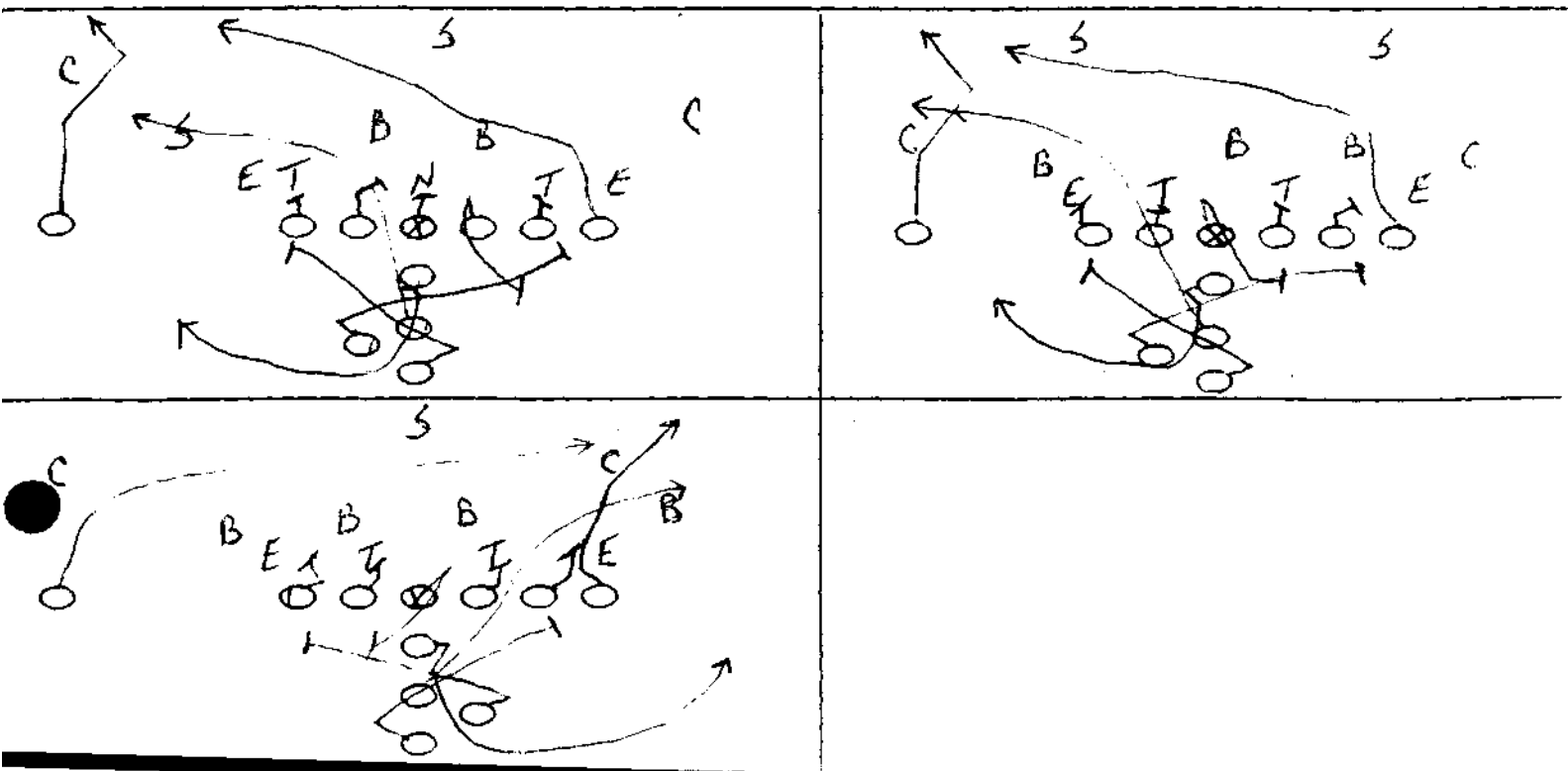
SE - Inside Release, Flag Route

HB -

TB - Drive block playside

FB - Fake Dive, through LOS to Flat

QB - Open to FB, Drop to HB, Boot Action, Pass or Run



Assignments:

For Run

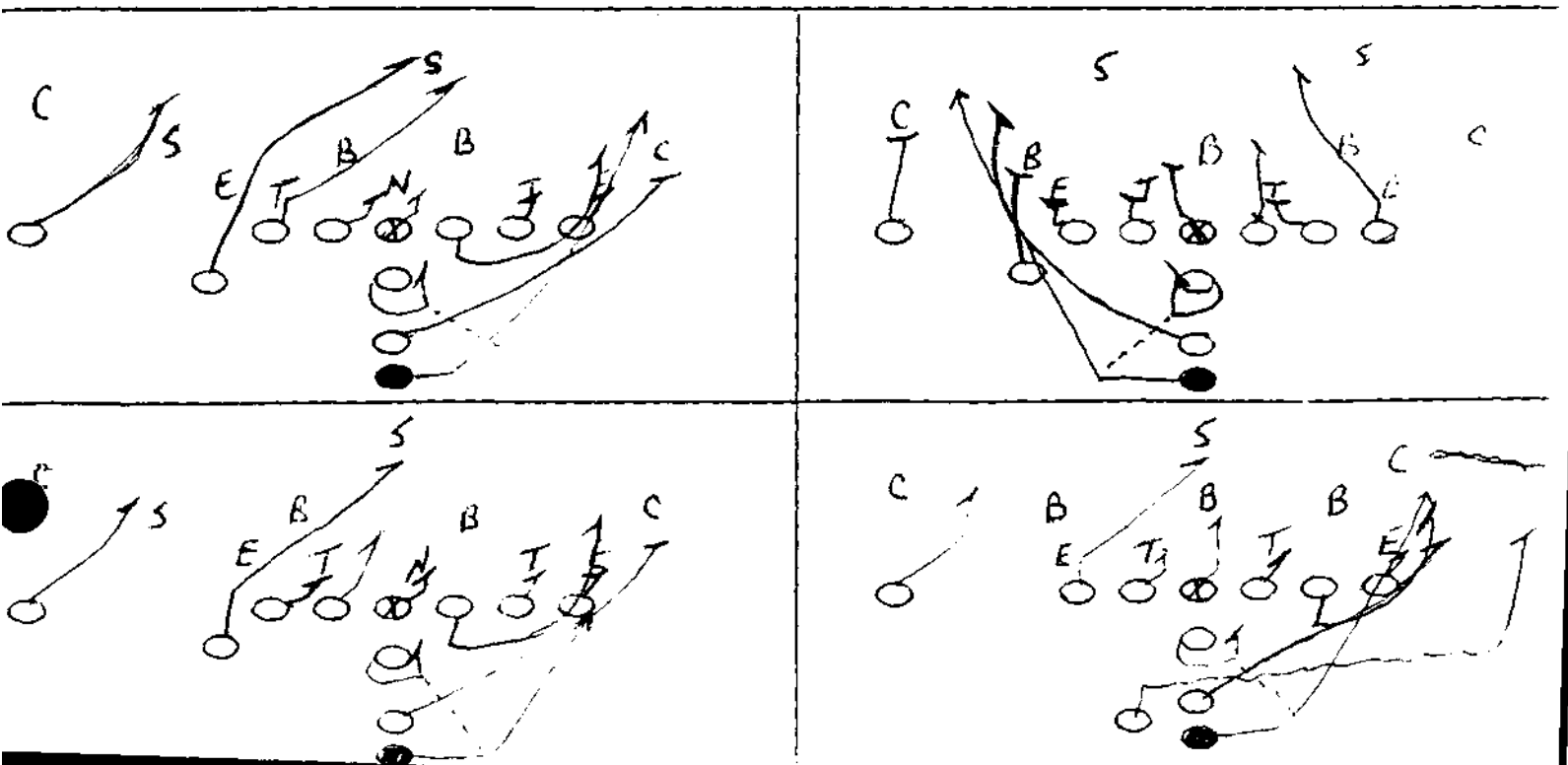
For Pass

Backside

- SE - Down field
- TE - Inside release down field
- HB - Release inside down field
- TB -
- T - On, shut off and down field
- G - In, on LB, scoop

Onside

- C - On, scoop, LB
- G - Uncovered pull to playside LB, Covered solid, TOM vs. wide 3 tech
- T - Uncovered pull to playside LB, covered solid, TOM if called by G
- TE - Man (Tblock)
- SE - #1, switch
- HB - Block deep 1/3, motion if called, man on in an Up set or first LB inside
- TB - Ball carrier (Read TE block)
- FB - Block 1st support
- QB - Reverse out, pitch and cover backside A gap



PLAYS: 14-15 Belly

Assignments:

For Run

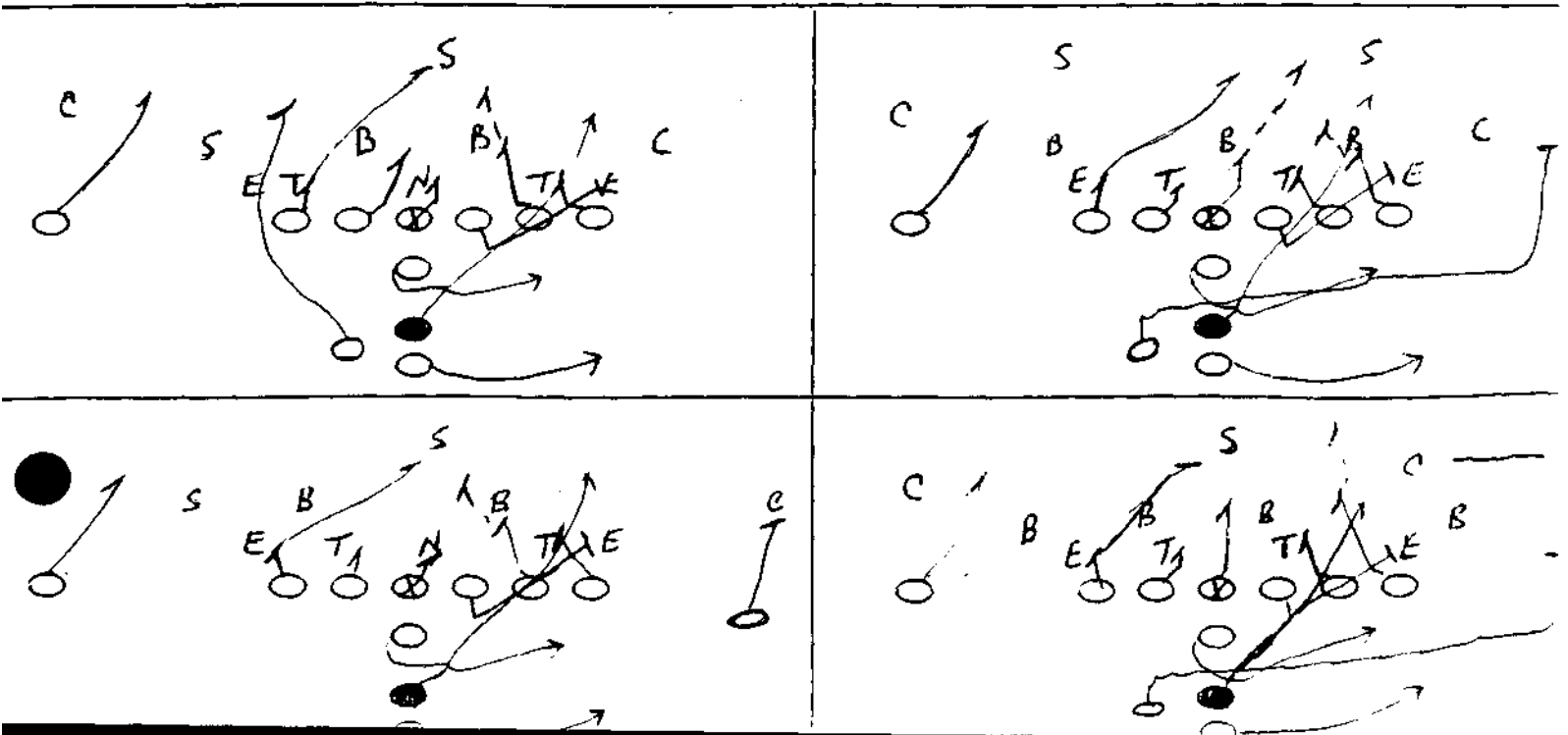
For Pass

Backside

- SE - Downfield
- TE - Inside release downfield
- HB - Inside release to safety
- TB - Run sweep path
- T - On, shut off
- G - In, on, LB, scoon

Onside

- C - Base, on, LB, scoon
- G - Pull, kickout man on TE
- T - Down block
- TE - Down block 1st man inside
- SE - #1, switch
- HB - Arc block, motion if called
- TB - Run sweep path
- FB - Ball carrier
- QB - Reverse out push ball deep to FB



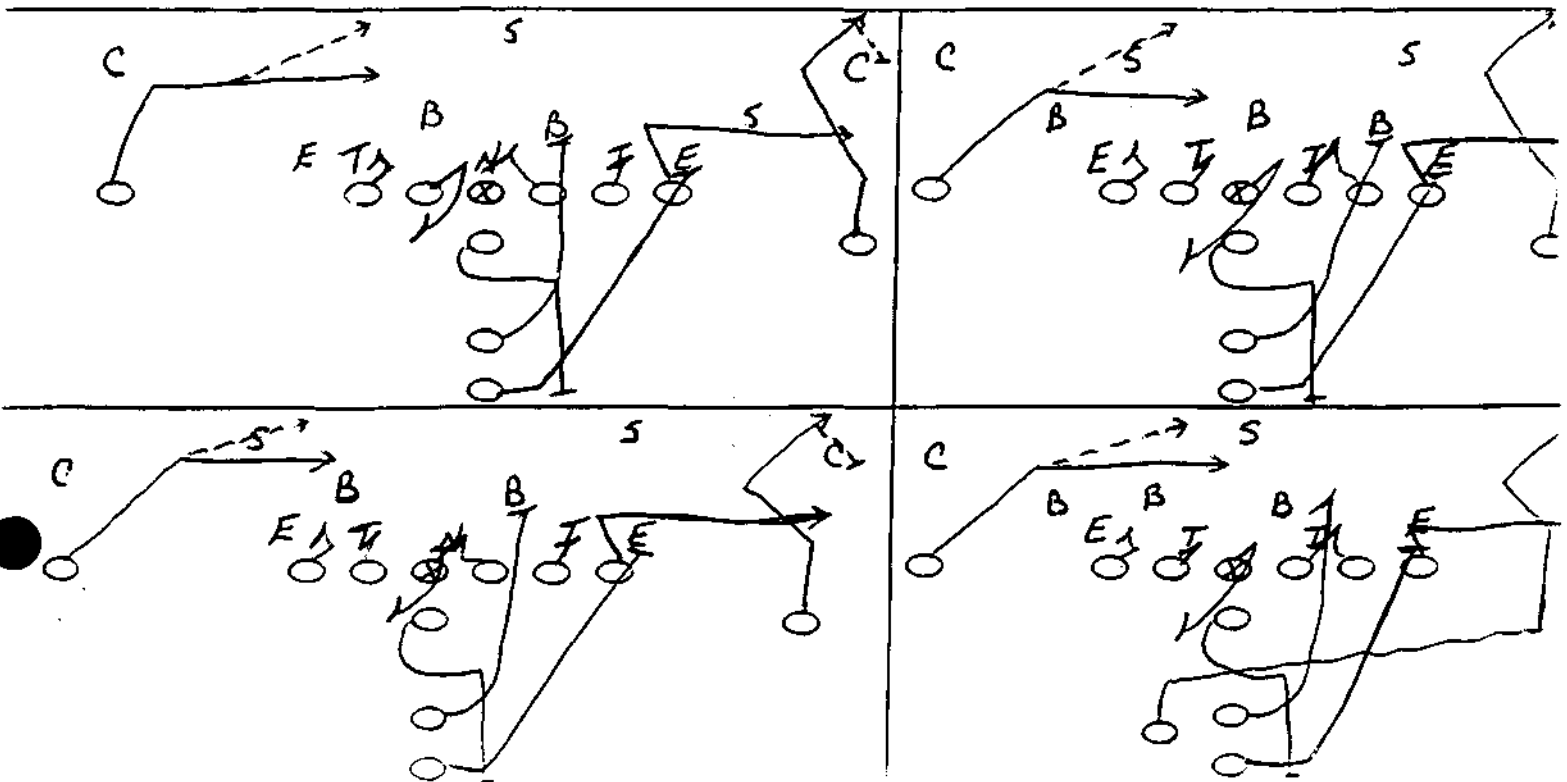
Assignments:

Backside

- SE - 8-10 yards; read safety for cross or post pattern
- TE -
- HB -
- TB -
- T - Step inside, hinge to first man outside
- G - On and aggressive; uncovered lineman principle

Onside

- C - On and aggressive; uncovered lineman principle
- G - On and aggressive; uncovered double inside
- T - On and aggressive; uncovered double inside
- TE - Inside release; 5 to 7 yard out pattern
- SE -
- HB - (Z) Read corner for flag or squirrel pattern (squirrel 16-18)
- TB - Drive block first man off tackles outside hip
- FB - Fake belly; run through playside LB
- QB - Fake belly; straight drop behind guard's outside hip



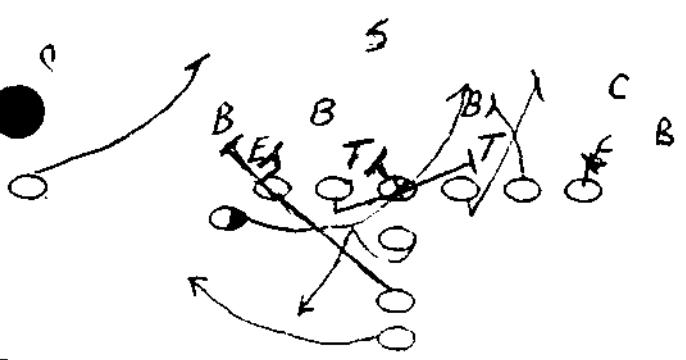
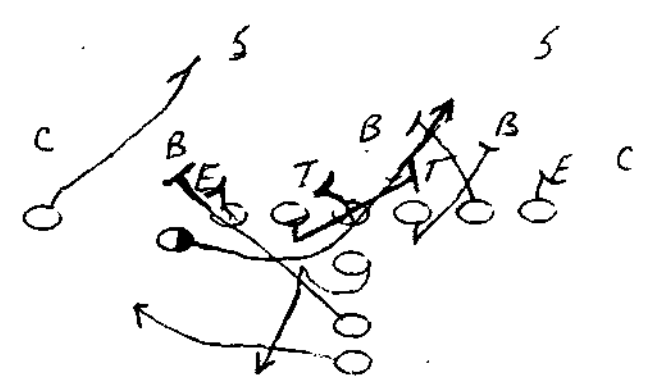
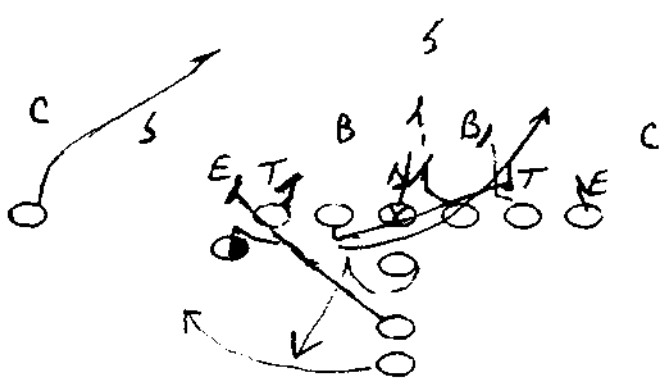


Backside

- SE - Downfield
- TE -
- HB - Ball carrier, get on hip of tackle read his block
- TB
- T - Base end man on L.O.S.
- G - Pull, Kickout first man head up to outside the guard

Onside

- C - Base, LB, Fill for pulling guard
- G - Base vs. "1" Influence "3" Cardinal shade, Green tight MLB
- T - Veer inside to LB, Uncovered go to MLB
- TE - Base End man on L.O.S.
- SE
- HB
- TB - Fake 48-49
- FB - Backside, path, pickup men pulling tackle
- QB - Reverse out handoff underneath, continue option path



Assignments:

For Run

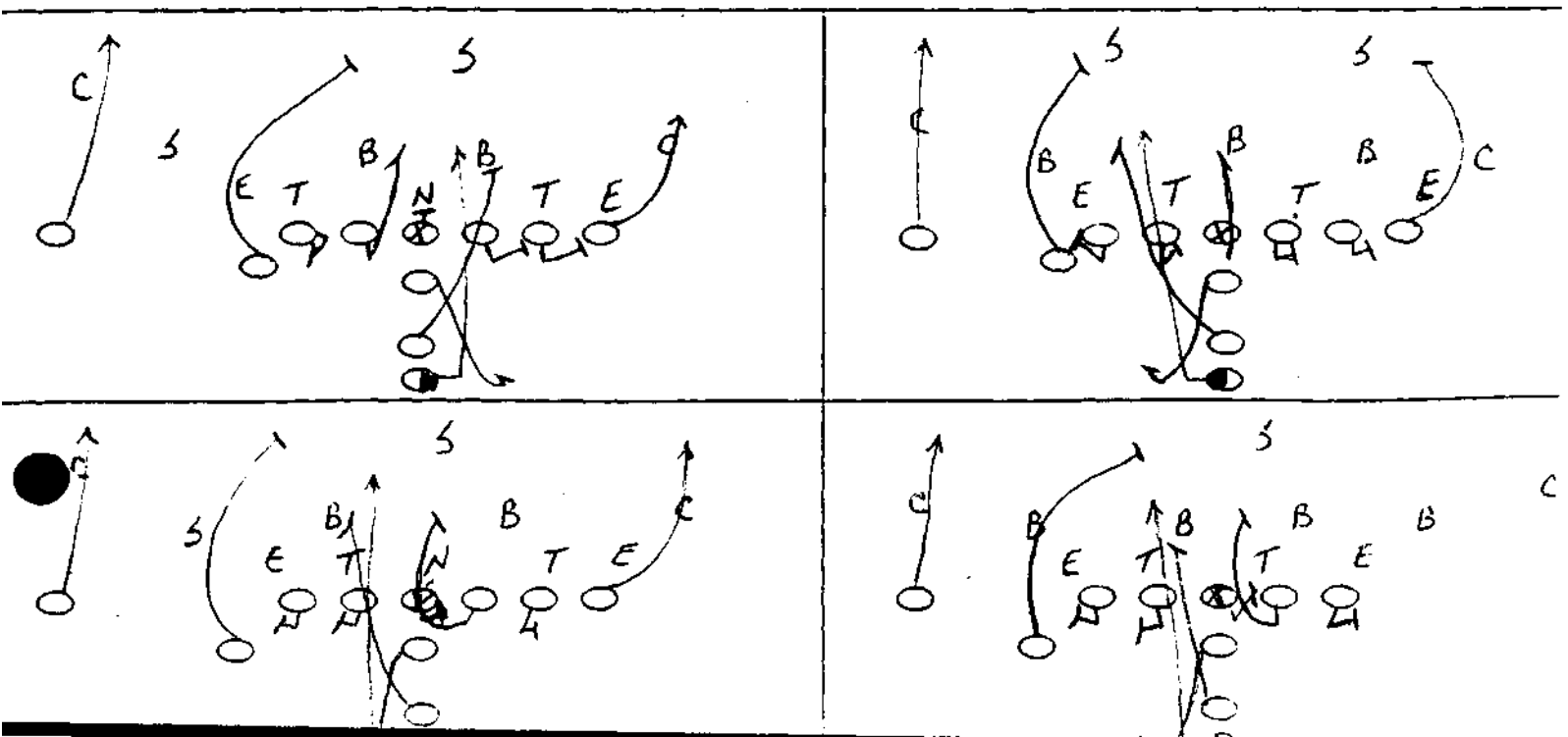
For Pass

Backside

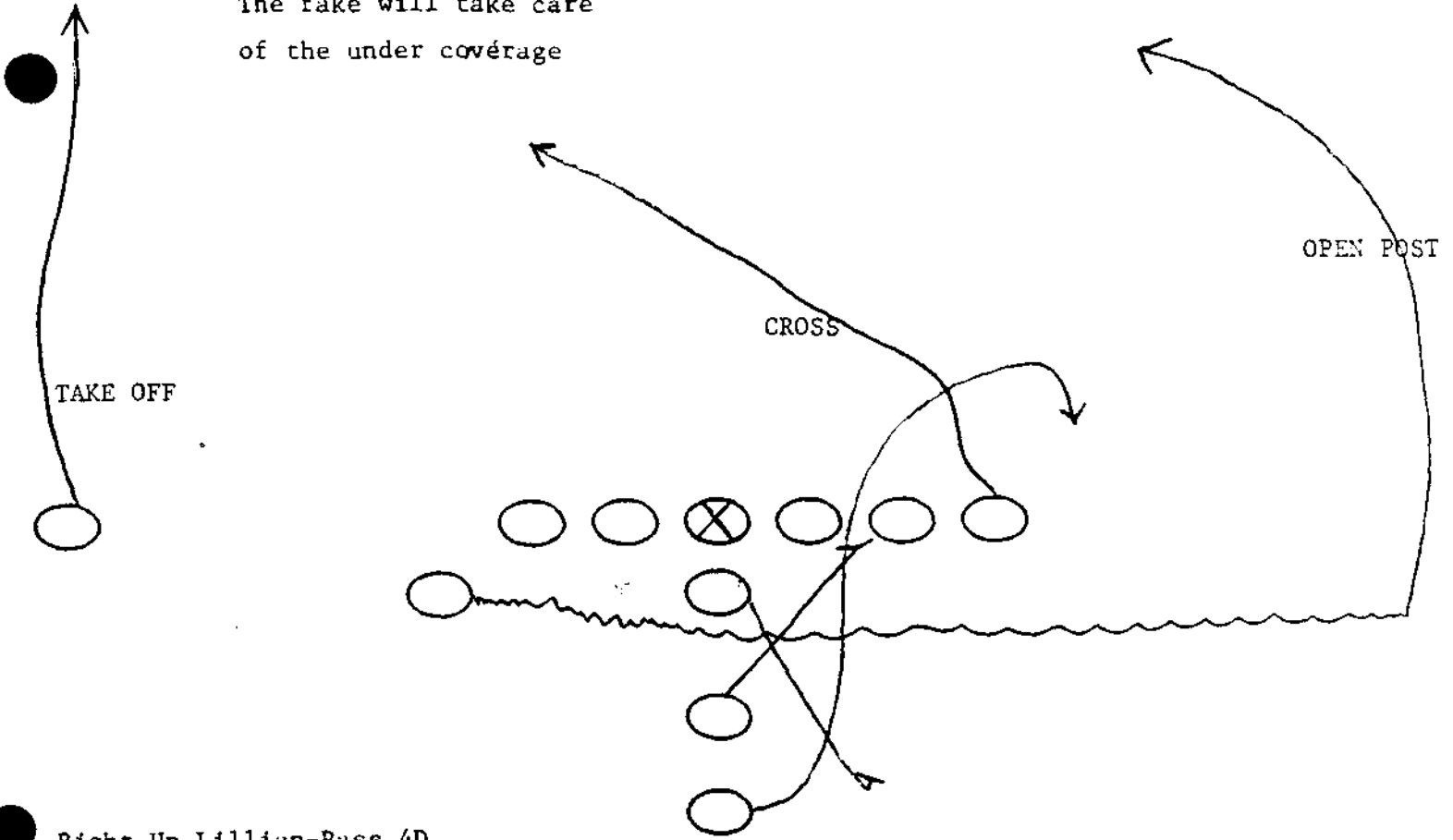
- SE - Deep 1/3
- TE - Inside release to FS
- HB - Outside release to FS
- TB -
- T - Man on or outside
- G - Man on or off, uncovered combo with center to LB, pick & roll 1 Tech

Onside

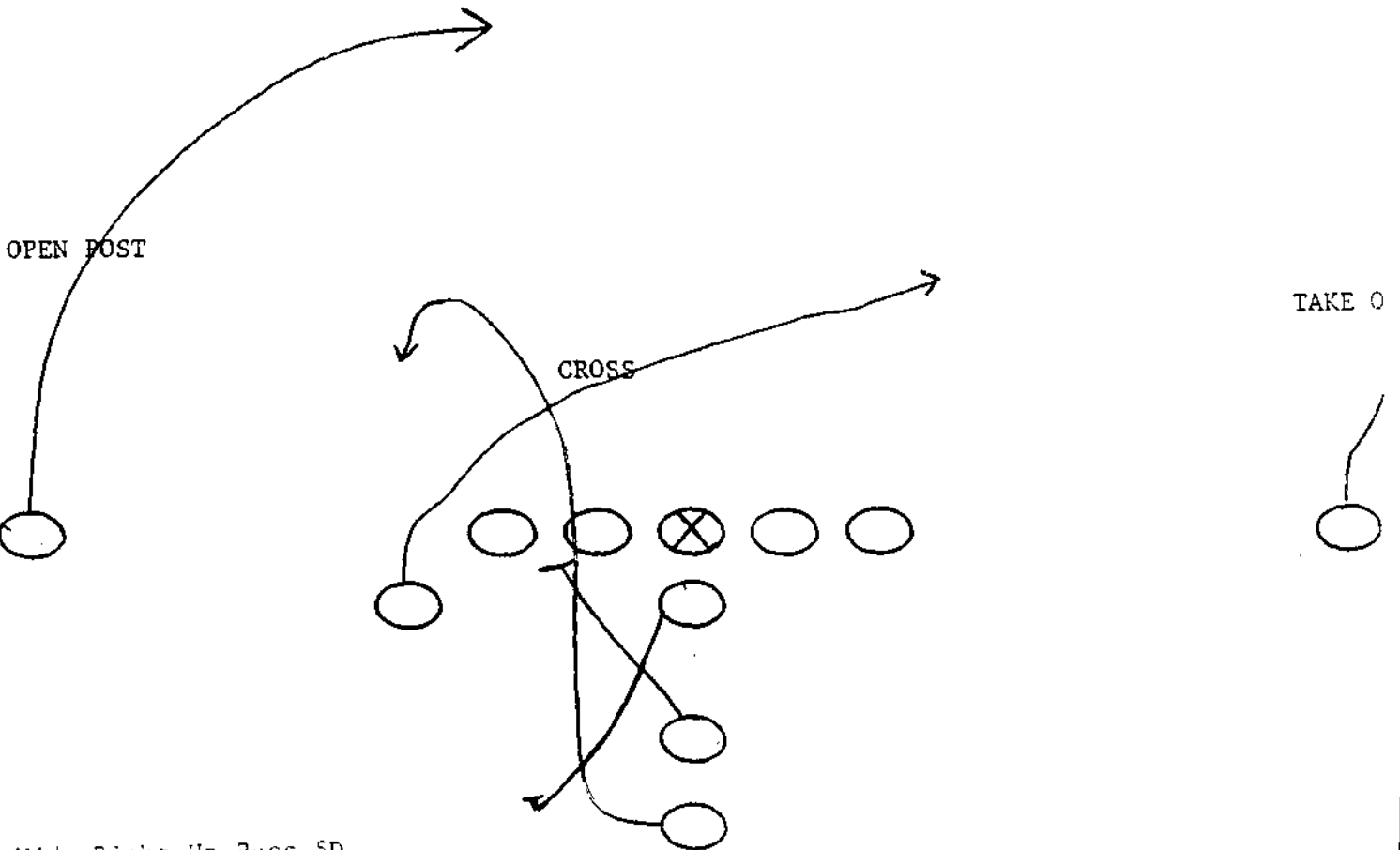
- C - Man on or off, uncovered with off guard to LB, pick & roll 1 Tech
- G - #1 on LOS
- T - #2 on LOS
- TE - Outside release through support
- SE - Deep 1/3
- HB - Outside release through support
- TB - Open, cross over read guard's block
- FB - Lead on 1st LB outside of center
- QB - Open, take ball to deepest point to TB



\*Read the Free Safety  
The fake will take care  
of the under coverage



Right Up-Lillian-Pass 4D



Wide Right Up-Pass 5D

Assignments:

For Run

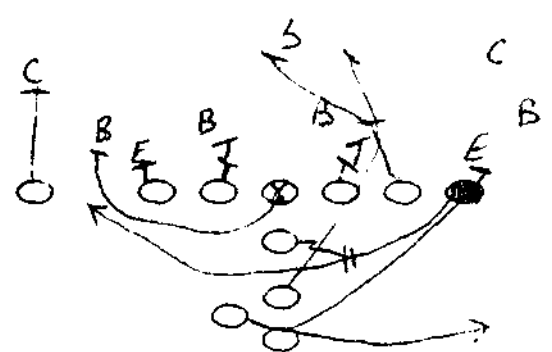
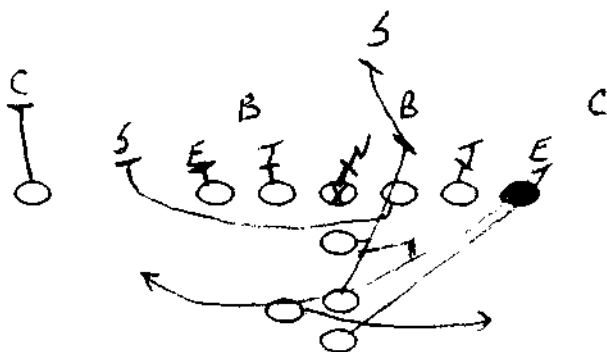
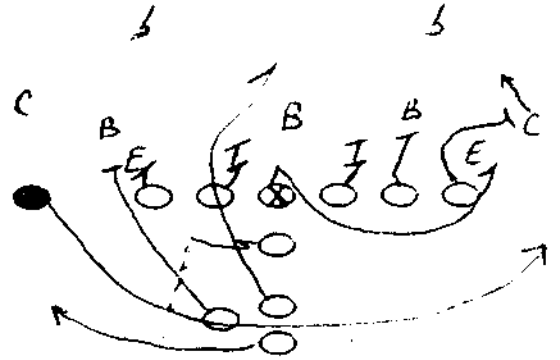
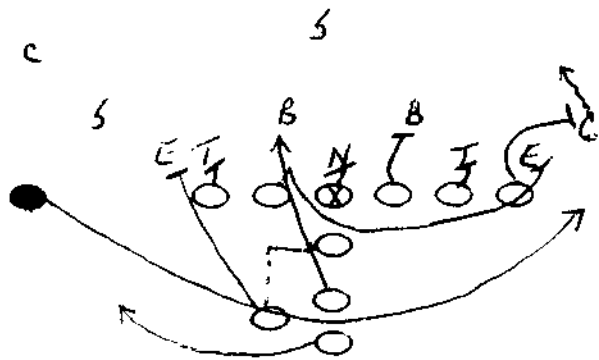
For Pass

Backside

- SE - Ball carrier, adjust split
- TE - Ball carrier
- HB - Pitchmen
- TB - Pitchman
- T - In, on, LB
- G - Uncovered lineman pull and look for FMLOS, base, switch with center

Onside

- C - Uncovered lineman pull and look for EMLOS, base, switch
- G - Uncovered lineman pull and look for EMLOS, base
- T - In, on, LB
- TE - Release inside and block CB
- SE - #1 or crack
- HB - "H"
- TB - "H"
- FB Mesh and block through LOS
- QB - Fake option and pitch to SE or hand to TE





## ENMU PASSING GAME

Our passing game includes the use of: Play Action Passes, Sprint Out passes, and Dropback Passes. These types of passes along with our screen, draws and running game give us an opportunity to take advantage of the defense at any time.

Play Action Passes - These are passes that are thrown on running downs with the fake of a run. It must look like a run in order to be successful.

Sprint out Passes - Pass 8/9 - Pass 8/9 is a Sprint Out Pass where we attack the perimeter with the pass/run option.

Dropback Passes - There are two types:

- (1) Pass 60 Delays - This is a dropback passing game with QB reading under coverage for "HOT ROUTE" and a Delay receiver always available.
- (2) Pass 4/5 - This is a dropback pass where we spread the field as much as we can throw to a cavity or seam.

We are always seeking the one-on-one.

Come Open Late - The come open late (COL) principle is designed to cover the entire field. It is very important that the receiver get good width and depth forcing the defense to open cavities by covering the entire field. This is essential in order for our dropback passing to be successful. When we have a route called to one receiver, the other receivers run COL's. The break point on the COL is deeper than the call route in order for the QB to check the primary receiver and if it is not open to go to COL. The advantage of the COL is the receiver breaks back to the ball with the underneath coverage in his vision as well as the QB.

To insure the opportunity at working the primary receiver, we call a back into the play to control the underneath. If the defense now takes the primary away then they must borrow people from the inside to do it, and the other COL's will be open. The QB always works the entire field and the receiver must continually work to proper width and depth to create openings.

#####

## RECEIVERS FUNDAMENTALS

The ENMU way of running routes is broken up into 5 different areas: 1) Release, 2) Widening the Field, 3) Depth of Break, 4) Explosion out of Break Point, and 5) Finish. Receivers must excel in all areas to be effective and to help establish a successful passing game.

The following areas are broken down so you, the receiver, will know what we expect of you everytime you are out on the game field or practice field. Be willing to do "whatever it takes" to improve yourself daily.

1. - - - Release - Most important fundamental the receiver must develop. The receiver must explode off the LOS and get upfield as quickly as possible, without getting held up at LOS or knocked off his running path. Receivers must be physical and elusive to challenge the various defensive fronts and secondaries we will face.

### TIGHT RECEIVERS (Y & Z)

#### Inside Release:

- A. Attack the inside hip & shoulder of the defensive end, explode up thru the man and work upfield. Be physical at the point of attack. "If you come up, you will be held up!"
- B. Step to the inside gap and work upfield, be ready to fight outside pressure. Stay LOW!

#### Outside Release:

- A. Attack the outside hip & shoulder of the defensive end - explode up thru the man and work upfield - be physical at the point of contact.
- B. Work down LOS clear defensive end - then work upfield - fight contact at LOS don't get knocked back.

### WIDE RECEIVER

#### Outside Release:

- A) Working upfield to gain body position on the DB without any pressure from the CB.
- B) Against cover 2 - or hard corner - attack the outside shoulder, working thru the shoulder and upfield - do not get knocked out of control. Receiver must be physical and aggressive to get his job done.

Receivers Fundamentals - Ccn't.

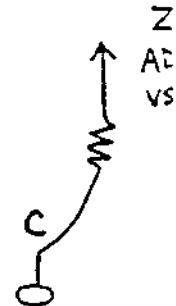
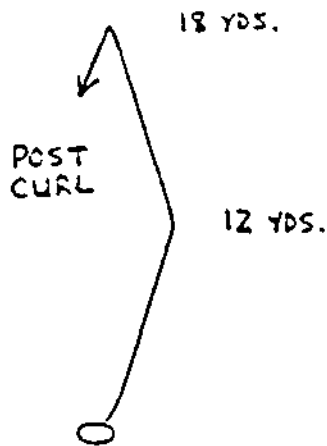
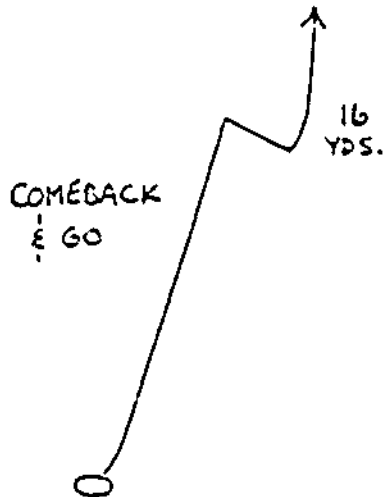
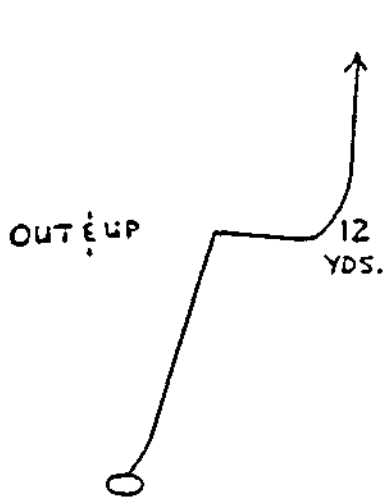
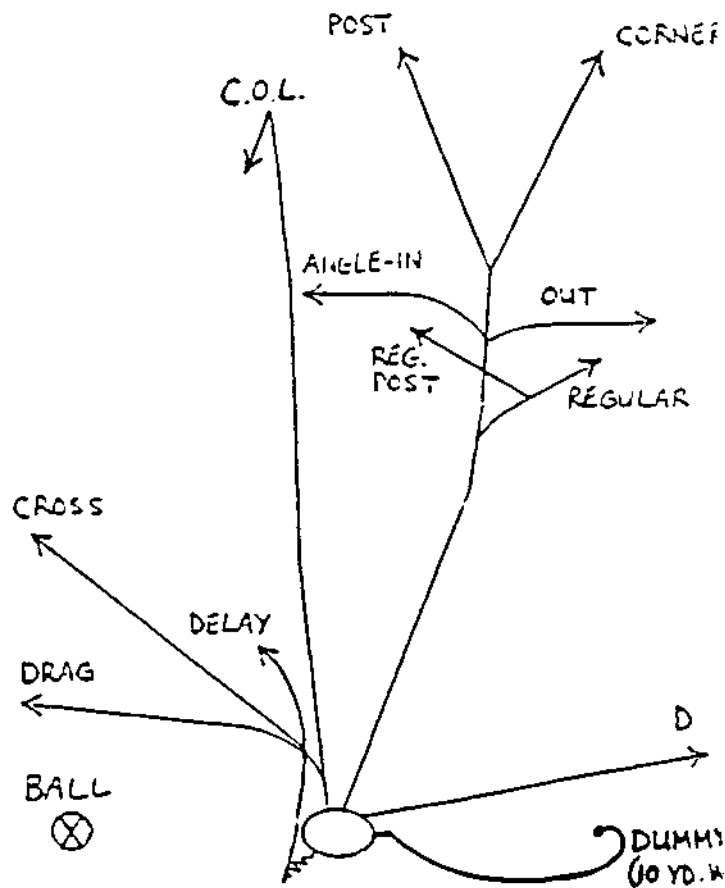
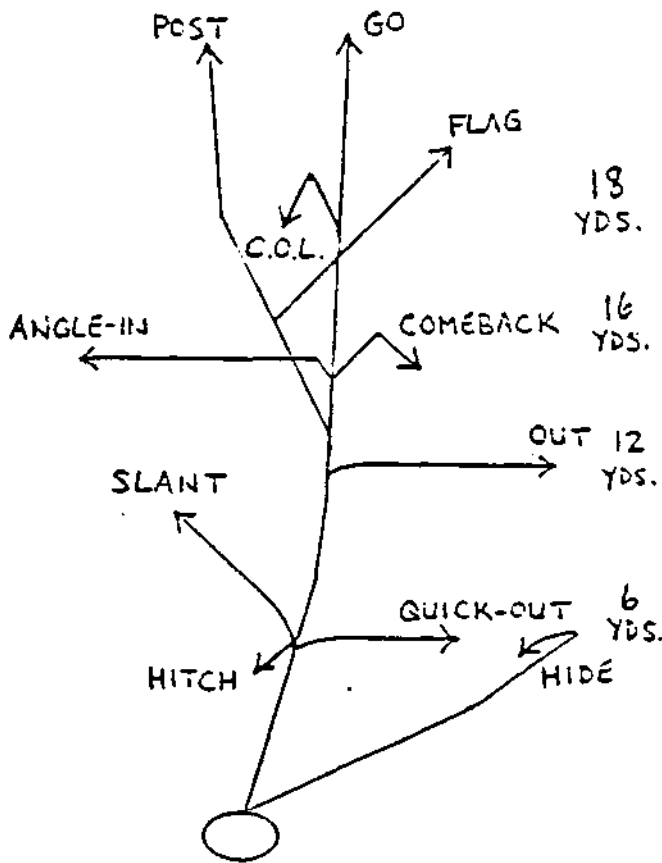
Page 2

2. - - - Widening The Field: The reason for widening the field is to stretch the secondary to open passing cavities. This is done by the good outside release and by gaining width as the receiver gets depth to his break point.
3. - - - Depth of Break: The yardage the receiver must obtain for the various routes he runs.
4. - - - Explosion Out of Break Point: This is accomplished by the angle step. The angle step is the position of the foot & hip in relation to the route.  
Example: Out route - the foot & hip at a slight angle outside. This angle step helps get your body in position to accelerate out of the break and work parallel or back to LOS and open the cushion between you and the DB.


The speed of the receiver into the break is important. You must have your body under control to be able to make the break at the highest level of speed without giving away your break point.

5. - - - Finish: Watch the ball into your hands - tuck the ball away - drop the shoulder and work upfield - "Gain Yardage".

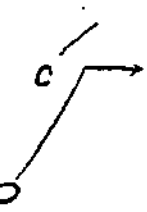





WIDE RECEIVER



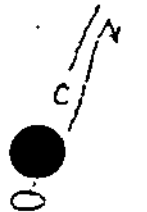
Post - Outside release - drive off LOS at top speed to outside deep 1/3 - Establishing an inside body position on CB. The break point is between 9-16 yds. - depending how quickly you close the cushion on DB. The aiming point is the CB inside hip. After gaining inside body position turn up into the seam between CB & F/S. Don't cross into safety's zone.




Out - Outside release - drive off LOS to outside 1/3 establishing outside body position on CB. The break point is at 12 yds., aiming point is outside hip with an angle step. Accelerate out of Break, parallel or back to LOS. Receiver must get CB to turn hips. Action pass out is 12-16 yds.



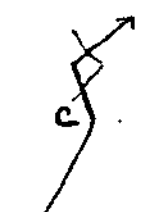
Go - Outside release - drive off LOS at top speed - work to deep outside 1/3. Establishing outside body position on CB. Ball is thrown between 12-15 yds. depending on how quickly you get leveled up with DB. Aiming point is CB outside hip - ball is thrown to outside shoulder - fade to the ball.




Comeback - Outside release - drive off LOS to outside 1/3, establish outside body position on CB. Make CB think you're running a go route - break point is at 16 yds - aiming point is outside hip of CB with angle step - get head around - work back to LOS at 45° angle and adjust to thrown ball.



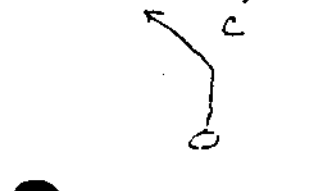
Angle-In - Outside release - drive off Los to outside 1/3 - letting CB maintain outside body position break point is 16 yds. - aiming point - inside hip with angle step - work inside and flat - expect ball to be thrown at Break- if not work to next cavity - receiver must not be in a hurry to work across the field - Don't drift up field into safety's zone




Flag - Outside release - drive off LOS to outside 1/3 - establish outside body position - 1st break is between 10-12 yds. - take 3 strides to the post route - then the 2nd break is between 15-18 yds to the flag. Look for ball over outside shoulder. Receiver must accelerate to flag and adjust to thrown ball.



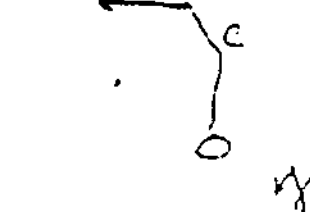
Quick-Out - Outside release - drive off LOS to outside - break point is at 6 yds. - round off the route - get head around adjust to ball. Receiver - route is used when DB gives receiver a large cushion.




Slant - Outside release - drive off LOS upfield. Break point 6 yds, then work to inside cavity under control - if not thrown work to next cavity. Receiver accelerate out of break - be ready for ball to be thrown.




Hitch - Outside release - drive off LOS upfield - break point is 6 yds. with angle step to the inside to get body parallel to QB. Receiver expect ball to be thrown at break point. Route is used when DB gives receiver large cushion.




Open-Post - (Backside Route) - release upfield to a depth of 7 yds., break to the inside with inside body position on CB. Receiver - read the F/S - work to the open cavity.



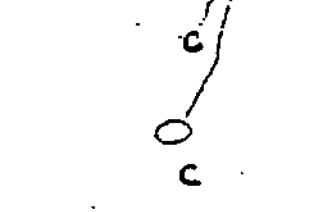
COL - Outside release - drive off LOS to deep outside 1/3 - let CB maintain outside body position - make him think go. Break point is at 18-20 yds. aiming point is inside hip with angle step - Break back to LOS at 45° angle accelerate out off break. Receiver - work to the open cavity after break.



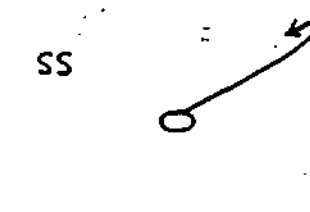
Zone Adjustment Go - For all play action vs Cover 2. Outside release clear the CB and control speed to the open cavity. Receiver expects the ball to be thrown after leveling with CB. Don't get forced inside.



Fade - Run vs Cover 2 for drop back passes. Inside release then upfield - break point 12 yds. inside body position on safety. Rounded break at 45° angle to side line. Receiver - QB is throwing to grass - adjust to thrown ball



Take-Off - Running "Go" route know matter what coverage - were going to throw the ball deep.



Hide - Outside release wide toward sideline, plant and sit at 6 yds. Ball will be thrown to the outside.

SS

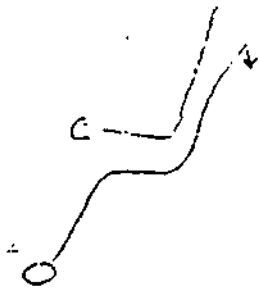
## WIDE RECEIVERS - SPECIAL ROUTES



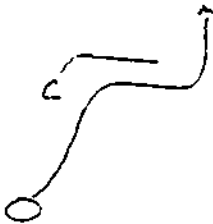
Post-Curl - Outside release - work to deep outside 1/3 break point is at 12 yds - aiming point is inside hip of CB with angle - step - drive 3 to 4 yds to post route - plant with outside leg - accelerate out of break at 45° angle back to LOS. Receiver must sell CB on post route.



Comeback & Go - Outside release - work to outside 1/3 - establish outside body position on CB - Break point is 16 yds. Aiming point is outside hip with angle step - get head around - drive at 45° angle to LOS for 3 steps - plant with inside leg get head & shoulder around and up field - ball will be thrown when you plant inside foot. Receiver don't cut route short-don't be in a hurry to get deep.



Squirrel - Outside release - drive off LOS to 6-9 yds. rounded break - 2nd break is four strides outside - plant with leg to LOS, turn up field to 16 yds. - outside body position on CB - angle step at Break point - accelerate out of break at back to LOS at 45° angle. Receiver sell the out-route - get DB to close cushion drive up field make DB think up & out - at break point - get head around Adjust to ball

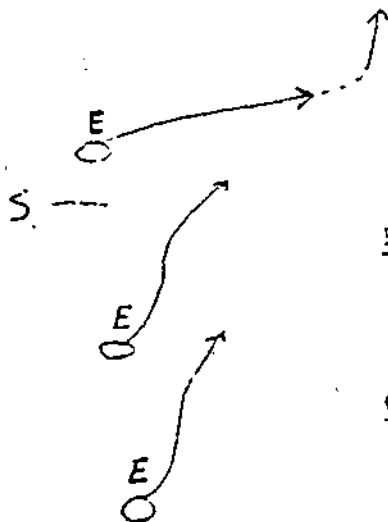


Out & Up - Outside release - drive off LOS to outside 1/3 - outside body position on CB - 1st break is at 12 yds - rounded break drive outside four strides - plant with leg to LOS - get head around & upfield - accelerate upfield at TOP speed - expect ball to be thrown and 2nd break.



Flag & Curl - Outside release - drive off LOS to outside 1/3 - let DB maintain outside body position. 1st break at 12 - drive to post route 3-4 yds. - 2nd break is at 14-16 yds. - Plant with inside leg - accelerate out of break to the flag - 3rd break is at 18-20 yds. - Plant and drive back to LOS at 45° angle - get head around adjust to thrown ball.

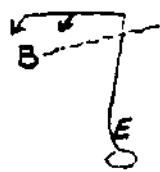
TE - Z Back



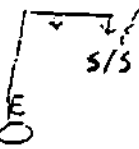
D - Outside release - gradual angle to sideline; not to gain more than 4 yds depth. Receiver - if ball is not thrown within 4 yds. of sideline - turn up field.

Regular - Outside release upfield - break point is at 9-16 yds.-round break - working to outside seam gathering depth. Receiver - don't settle in cavity - ball thrown to outside shoulder.

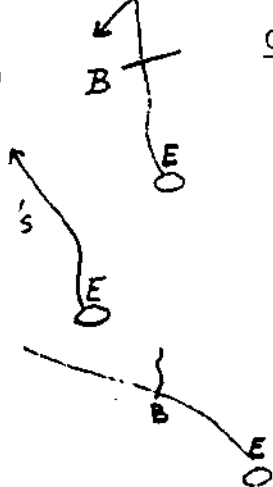
Corner - Outside release upfield - break point is at 12 yds. angle to corner must have outside body position on safety receiver - ball is thrown to outside shoulder.



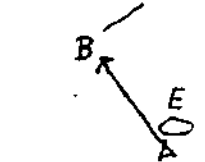
Angle-In - Outside release - upfield - break point is at 12 yds. Read outside LBer on the run - break is inside and flat - look for ball to be thrown - if not work to next cavity. Receiver - don't drift in safety's zone.



Angle-Out - Outside release - upfield - break point is at 12 yds. Read strong safety on the run - break is outside and flat - look for ball to be thrown at break - if not work to the next cavity.



Come Open Late - Inside release - upfield - break is at 15 yds. Angle step to accelerate back to LOS at 45° angle, adjust to LBer zone drops as you work back to LOS Receiver - read the drops of LBers as you release upfield.



Post - Inside release upfield - break point is at 12 yds. run thru the F/S zone.

Cross - Inside release up field - work at an angle to gain 15 yds depth - on far side of field. Release will take you under 1st LBers and behind the 2nd backer. Receiver- must be able to avoid and adjust to LBers drops. Don't go in front of 2nd LBer.

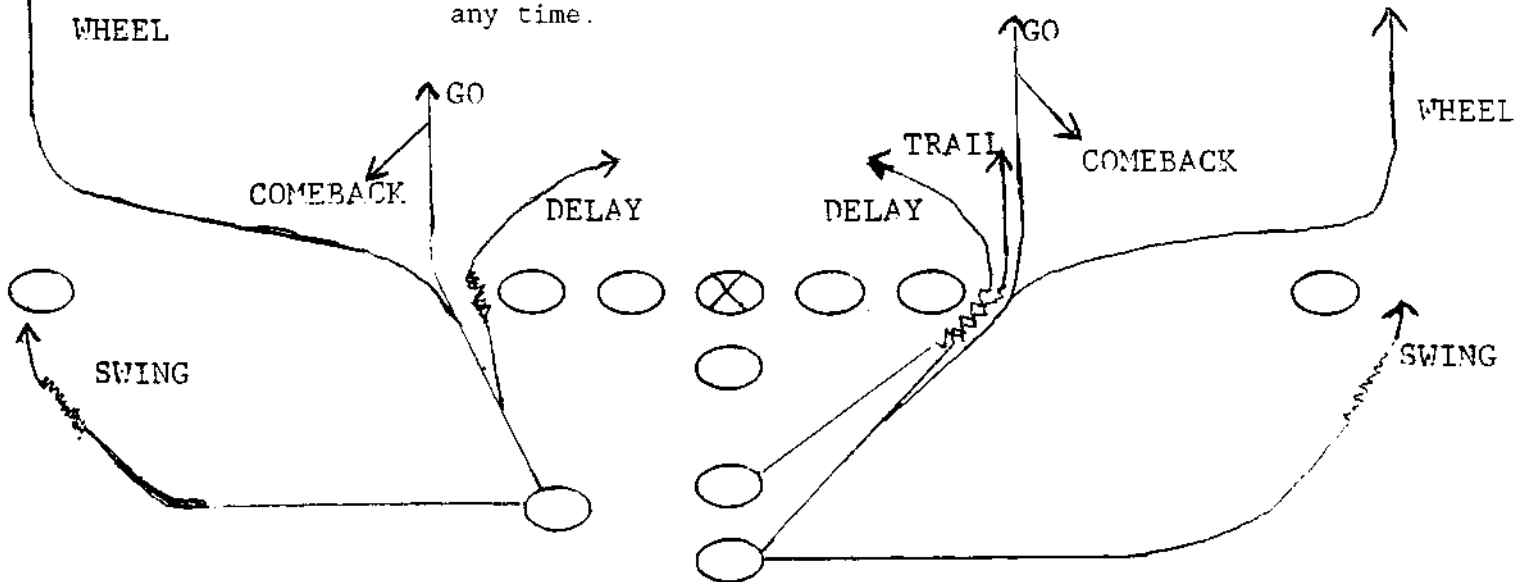
Delay - Show pass pro - block DE if coming for two counts - if not hold for 2 counts - Release to outside LBer cavity - Receiver don't get in a hurry to release upfield.



Dummy - Release flat, gain slight depth, hook-up at 10 yds. width, facing the Q.B. This receiver will be ineligible because of the formation set. Used to control the under coverage out of specific formation sets.

## BACKFIELD ROUTES

- WHEEL (2) - Release to the flat through the D.E alignment, gaining width first to depth no deeper than 5 yards. Look for ball over outside shoulder. Turn up field 7 yards from sideline.
- COMEBACK (4) - Release outside tackle's pass pro, up seam to 14 yards, break outside working slightly back up field to the cavity.
- GO (5) - Release outside tackle's pass pro drop into cavity, looking over inside shoulder. Stay in the seam and work up field under control. Don't drift into middle.
- DELAY - Back will set up showing pass with eyes on LB. If LB rushes, release to that cavity and get head around to inside expecting ball quick. If he drops, work slowly toward L.O.S. and after two counts, release into vacated cavity. Opposite back will clear through his LB or block him if he rushes.
- SWING - Sprint toward sideline to width of wide receiver alignment. At that point turn to QB, expecting ball, and remain somewhere around L.O.S. depth.
- TRAIL - FB route. TB will clear on fast rim route while FB assumes normal drop back alignment. FB has eyes on LB or DE - if he comes, block him. If not, wait for TB to clear, then release to outside of that cavity while looking over inside shoulder. TB should expect ball at any time.



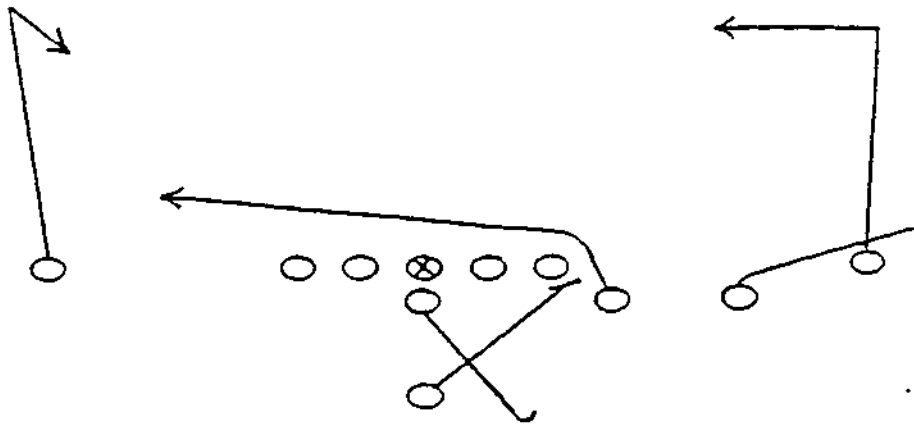
TRIPS:

-Same 3 digit system:

1st digit - drop side

2nd digit - RB nearest to drop

3rd digit - RB furthest from drop

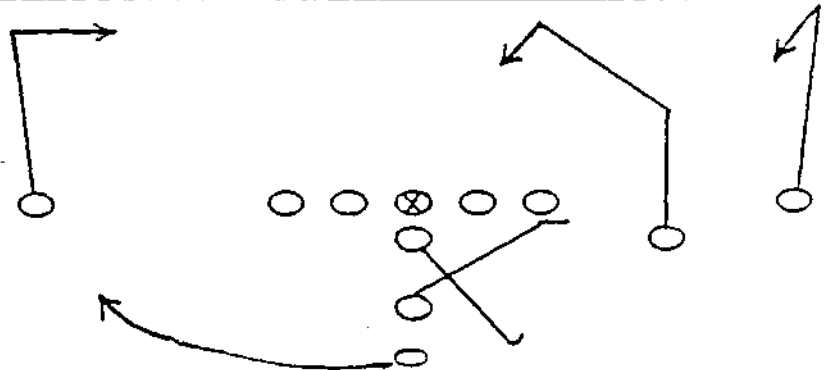


Ex: Wide Left Trips, Pass 412 X angle-in

W. Arkansas:

-Same 3 digit system

if no 3rd digit called, "Swing"



Ex: Wide Left Arkansas, Pass 43 Y angle-in

W. Power:

-Treat the same as Trips

90 Series:

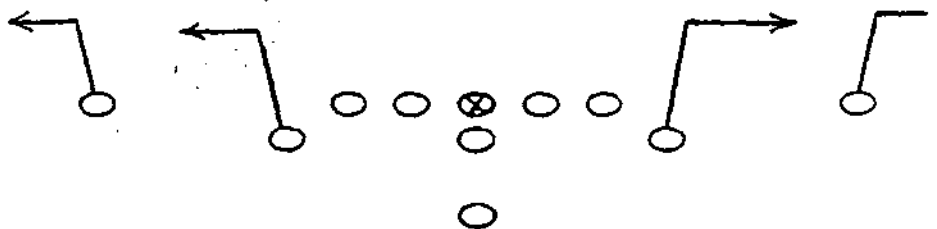
90 Hitch

90 Quick Out

90 Slant

90 Go

} All receivers run called route



Ex: Wide Right Doubles, Pass 90 Quick Out

ENMU CONTROL PASSING

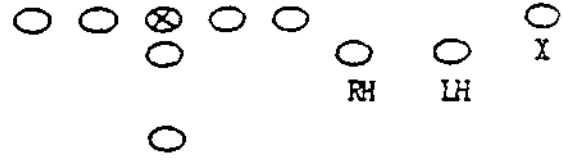
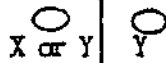
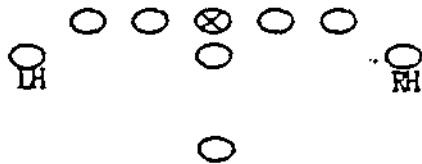
FORMATION:

Wide Rt/Lt Doubles

- FB's Alignment, 2 yds. wide, 1 yd. deep, inside foot back
- TB splits with Y
- RB splits with X

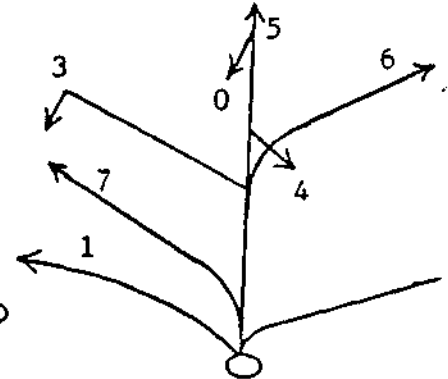
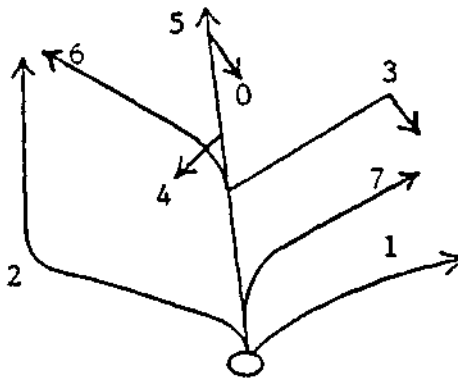
Wide Rt/Lt Trips

\*We will also use Lillian, Rozalin, to get into trips.



Route Tree for FB's:

- 0 - Come open late (16 yds.)
- 1 - Drag (4 yds.)
- 2 - Wheel (Turn up 7 yds. from sideline)
- 3 - Post-Curl (16 yds.)
- 4 - Come back (14 yds.)
- 5 - Go
- 6 - Deep out (18-24 yds.)
- 7 - Cross (15 yds.)
- 9 - "Stay"



We will use a 3 digit call to designate side of drop, and both RB's routes

-X and Y, route will be called in huddle, if no route called run C.O.L.

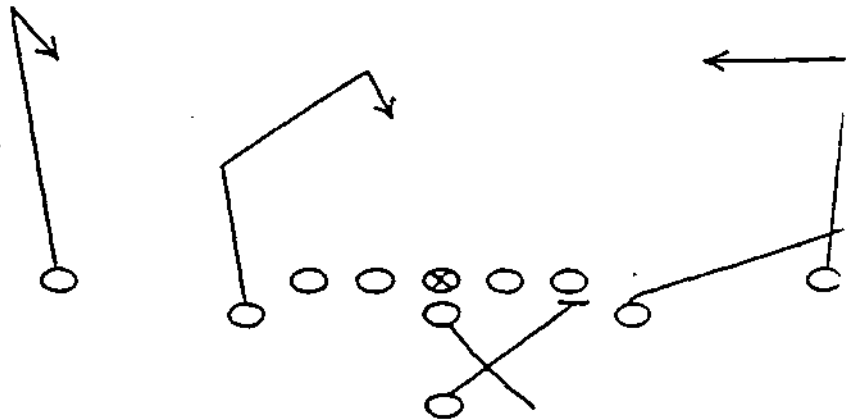
-We will use 4/5 drops

1st digit - Drop side

2nd digit - RB's route to drop side

3rd digit - RB's route furthest from drop

- "9" as 2nd or 3rd digit tells that RB to "STAY" and block



Ex: Wide Right Doubles, Pass 423 Y angle-in



Assignments:

For Run

For Pass

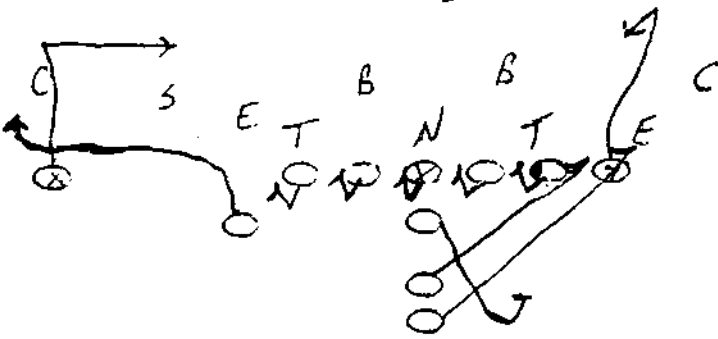
Backside

- SE - Pattern called
- TE - Pattern called
- HB - Pattern called
- TB - Route called or swing
- T - Turnback, protect inside gap
- G - Turnback, protect inside gap

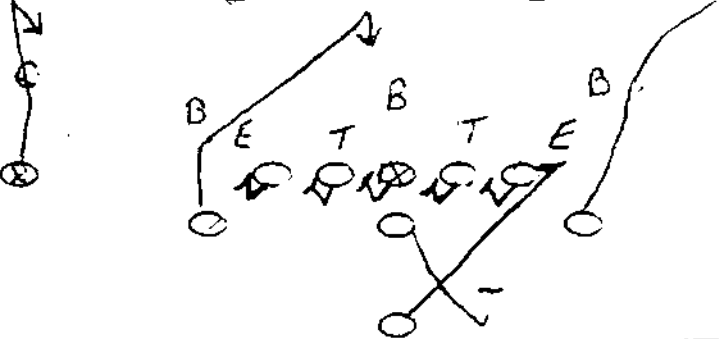
Onside

- C - Turnback, protect inside gap
- G - Turnback, protect inside gap
- T - Turnback, protect inside gap
- TE - Pattern called
- SE - Pattern called
- HB - Pattern called, 9 call block second man outside Tackle or help
- TB - Route called or swing
- FB - Block first man outside of Tackle
- OB - Open, drop to inside leg of tackle, 5 steps

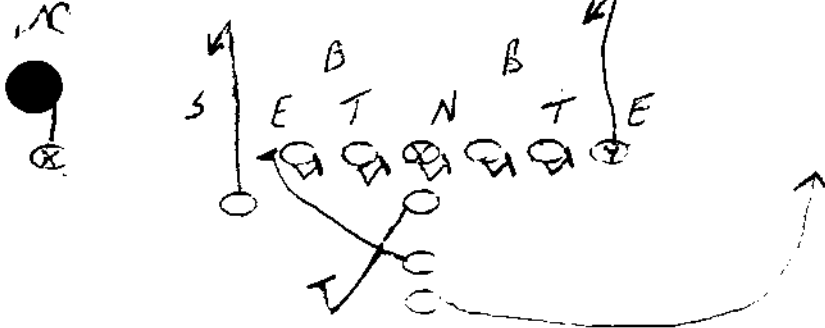
Pass 492 X-Angle IN



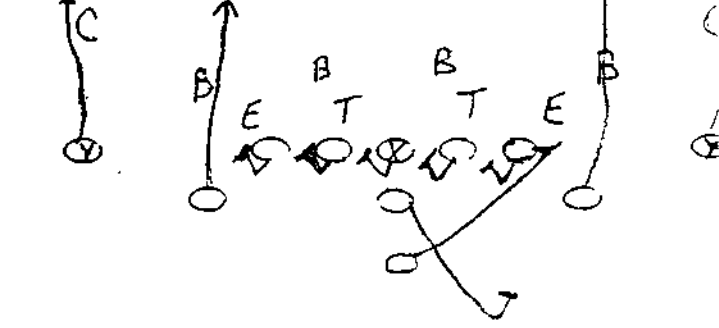
Pass 463 Y-Come BACK



Pass 54 X-Come BACK

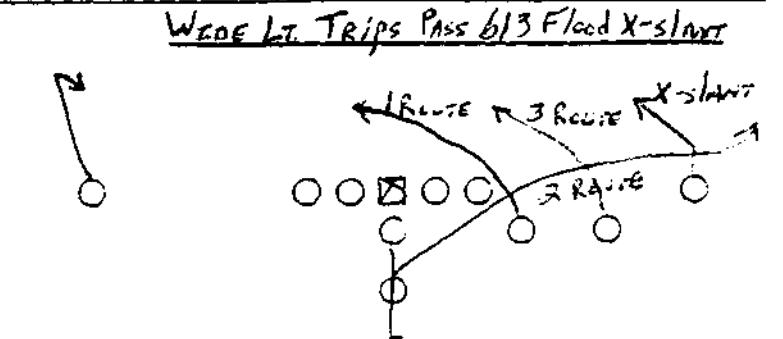
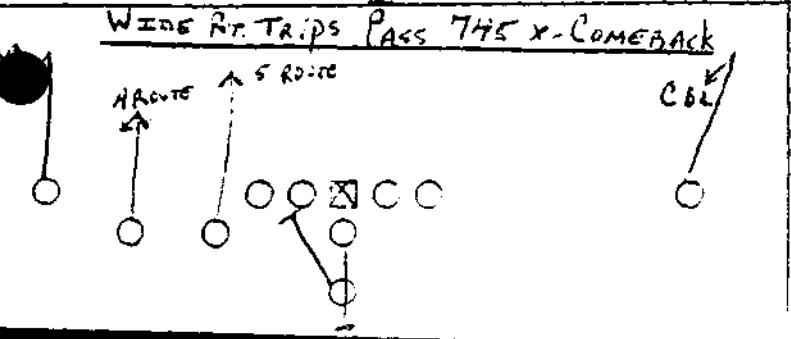
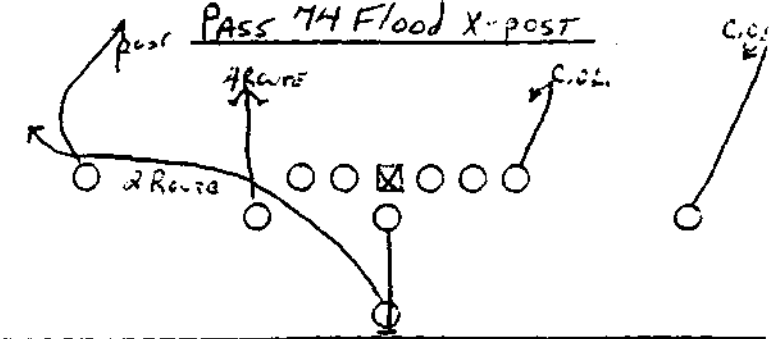
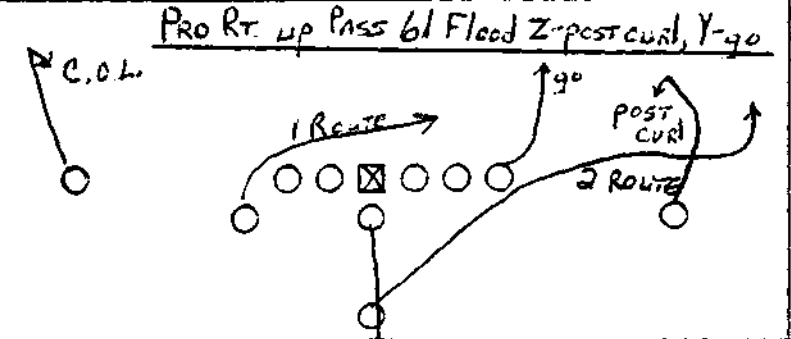
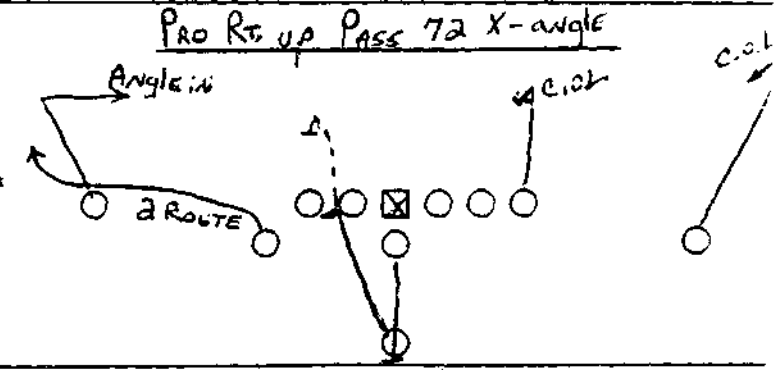
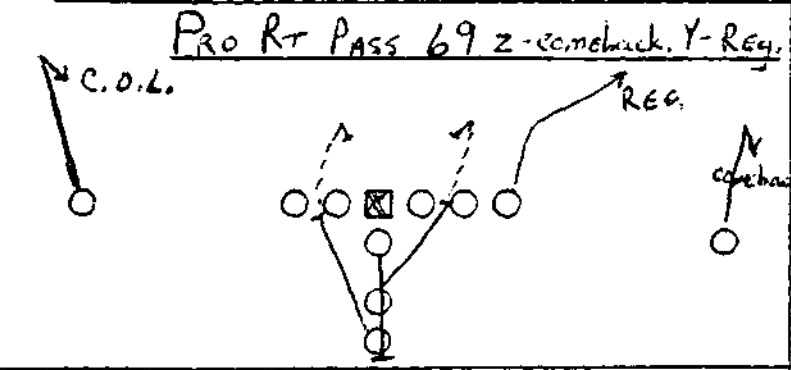
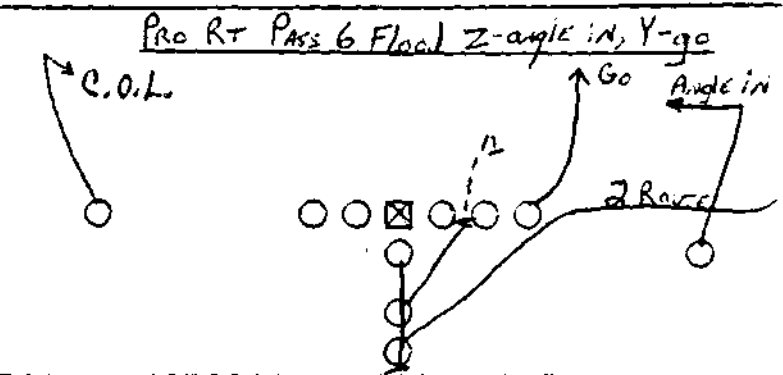
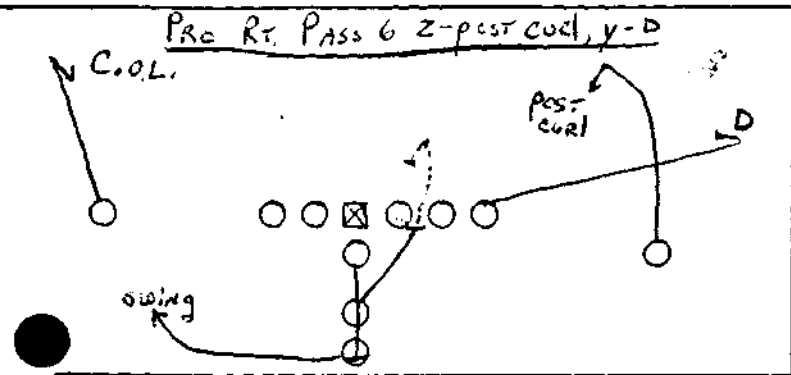


Pass 455 X+Y-Go



Pass 6-7 (pro, pro-up, pro ark, trips)

- SE --Route called if none C.O.L.
- TE --Route called if none C.O.L.
- HB --(Z) Route called if none C.O.L.
- TB --2 Back: Swing away from call, Flood-2 route to call side, 9 call block LB away from call.  
 1 Back: Block playside LB if no blitz curl at 6-7 yards in void, Flood-2 route to call side.
- FB --Block playside LB, if no blitz curl at 6-7 yards in void.
- QB --5 step drop, set up behind center.
- OT --BOB protection
- OG --BOB protection, combo w/ center on shade to MLB
- OC --BOB protection, combo w/ guard on 1 tech. or shade to MLB



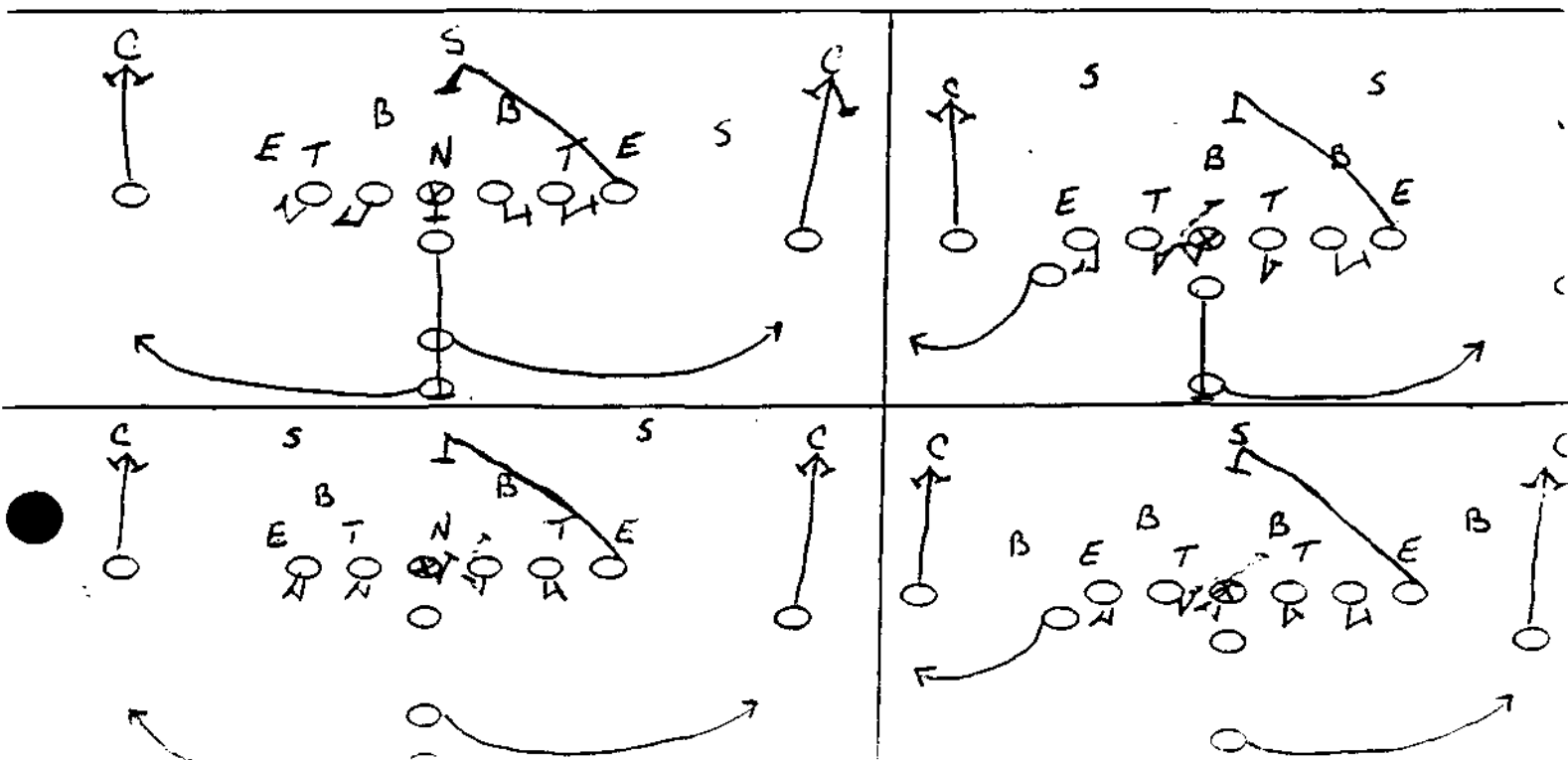
## Assignments:

Backside

- SE - Stop pattern; run at and break off of corner at 12 yards
- TE - Inside release; slant to 12 yards, "sit" in middle
- HB - (Z) Stop pattern; run at and break off of corner at 12 yards
- TB - Swing route away from call, keep stretching the angle (the wider the better) "choke it" at 1 yard from L.O.S.
- T - BOB blocking
- G - BOB blocking

Onside

- C - BOB blocking; combo w/guard to shade or 1 tech.
- G - BOB blocking; combo w/center vs. shade
- T - BOB blocking;
- TE - Inside release; slant to 12 yards "sit in" middle
- SE - Stop pattern; run at and break off of corner at 12 yards
- HB - (Z) Stop pattern; run at and break off of corner at 12 yards
- TB - Swing away from call, keep stretching the angle (the wider the better) "choke it" at 1 yard from the L.O.S.
- FB - Swing to call side, keep stretching the angle (the wider the better) "choke it" at 1 yard from the L.O.S.
- QB - Straight drop (5 step) anytime the TE is voided- THROW TO HIM!



Assignments:

For RunFor PassBackside

SE - Pattern called

TE - Pattern called

HB - Pattern called

TB

T - Turnback

G - Turnback

Onside

C - Turnback

G - Turnback

T - Turnback

TE - Pattern called

SE - Pattern called

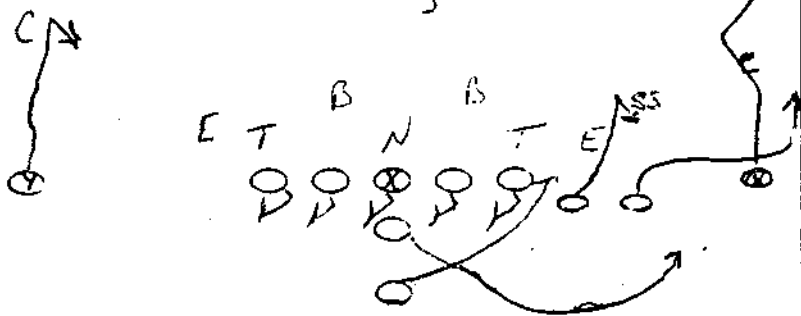
HB - Pattern called

TB Drive block outside of FB (trips-run pattern called)

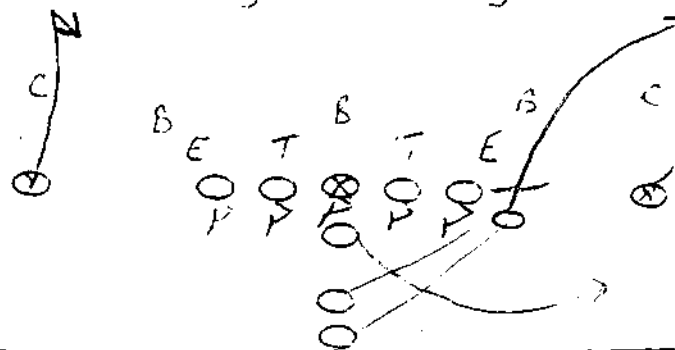
FB - Block 1st man outside of tackle

QB - Open, get depth, sprint out past tackle, attack perimeter

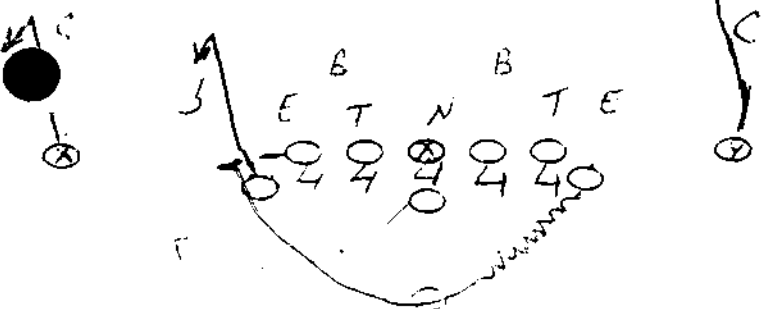
Pass 842 X-FLAG



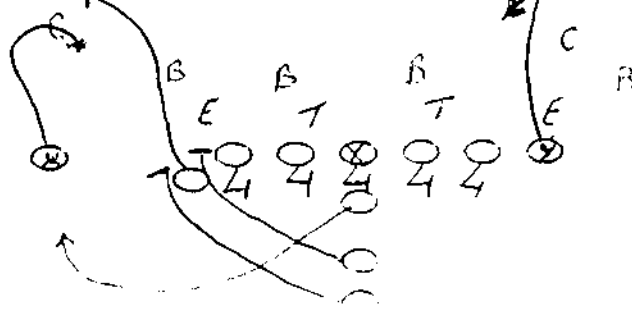
Pass 86 X-Hide



Pass 94 X-Come Back



Pass 96 X-CURL



PLAYS: Pass 60 Delays

Assignments:

For Run

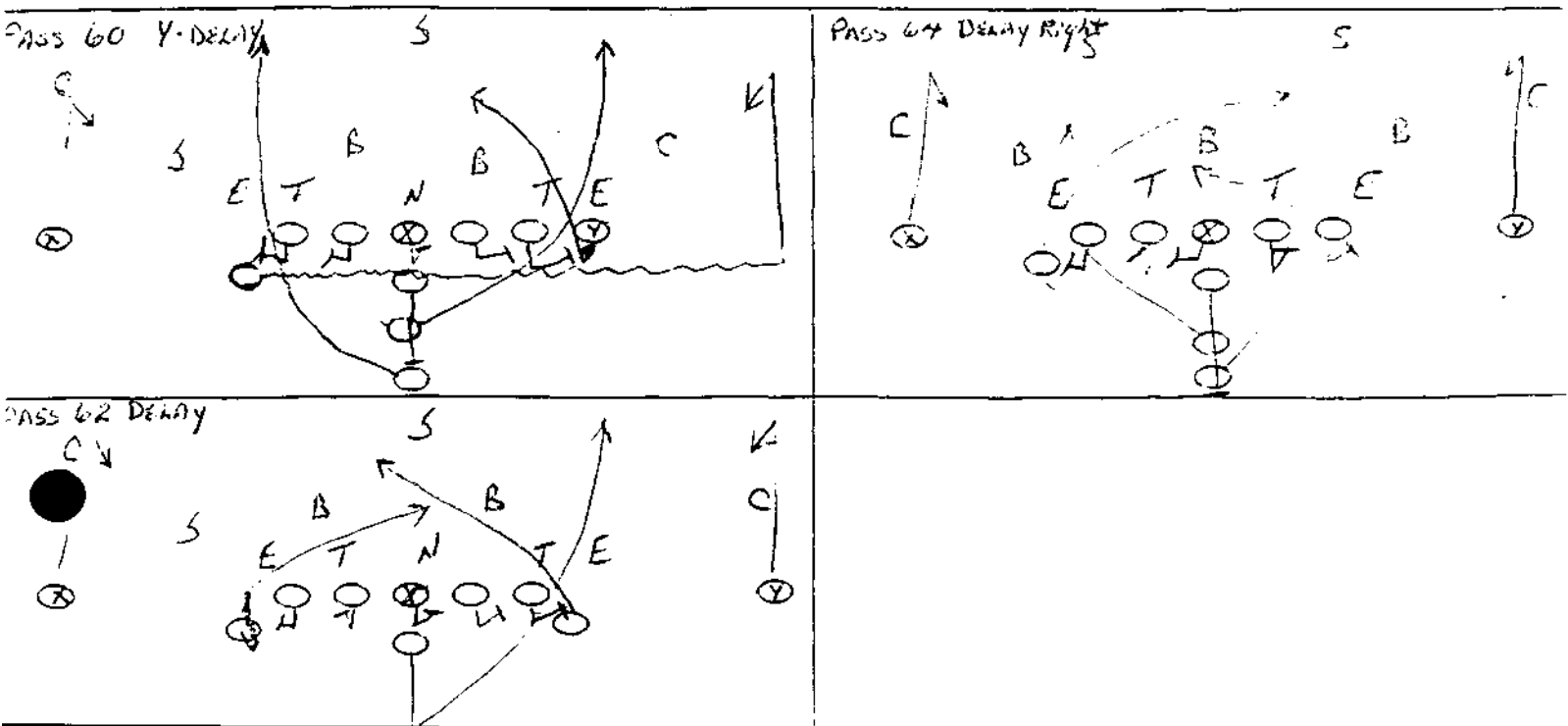
For Pass

Backside

- SE - Route according to call
- TE - Route according to call
- HB - Route according to call
- TB - Route according to call
- T - Big man on big man
- G - Big man to big man

Onside

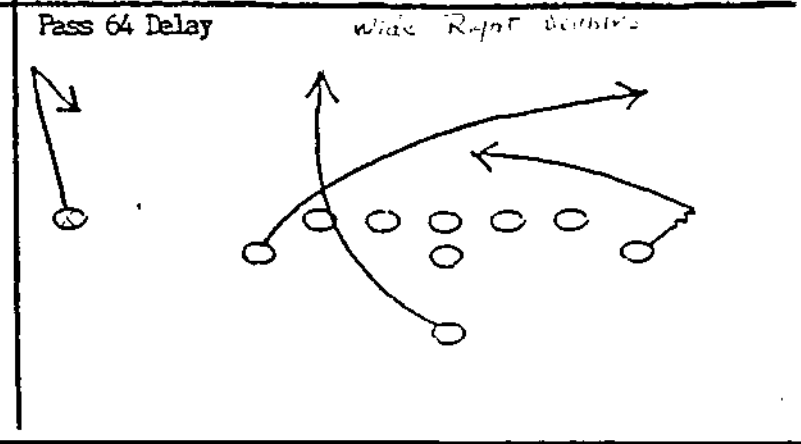
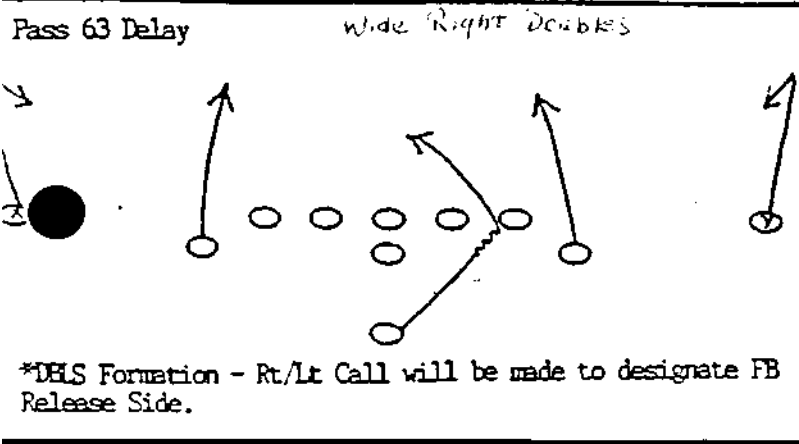
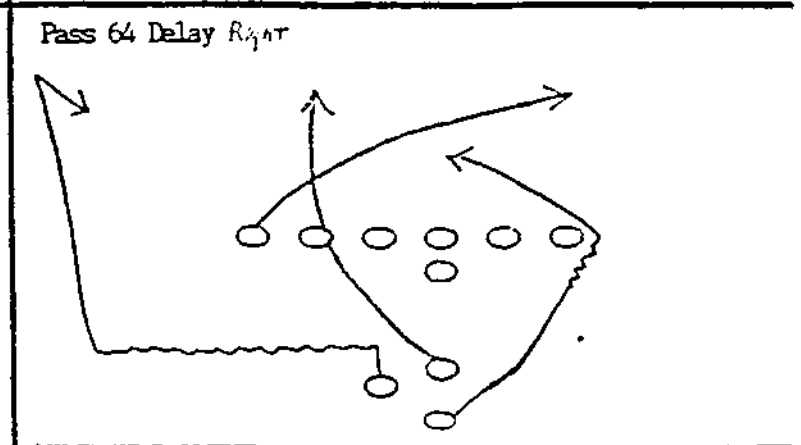
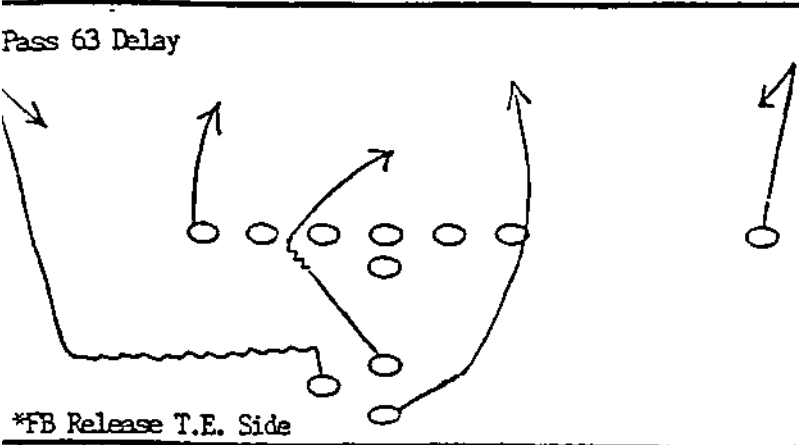
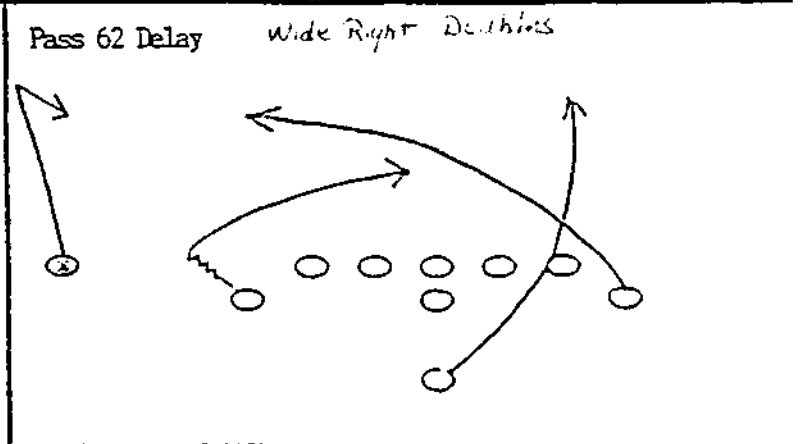
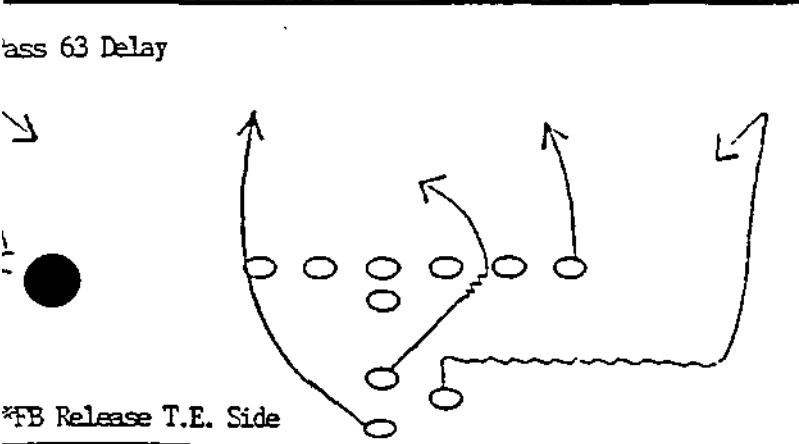
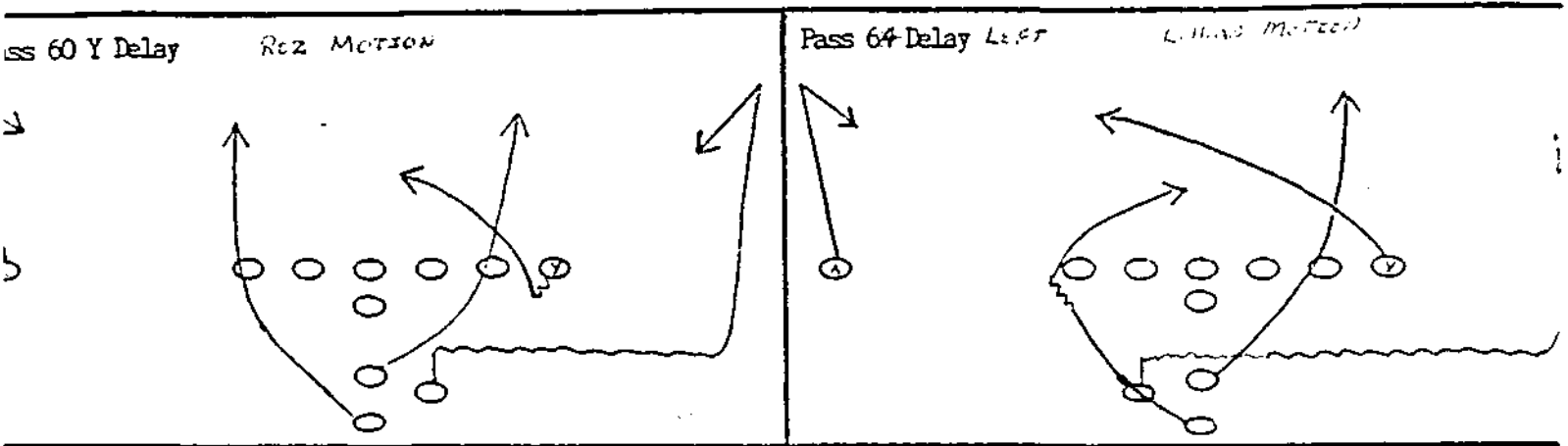
- C - Big man on big man
- G - Big man to big man
- T - Big man to big man
- TE - Route according to call
- SE - Route according to call
- HB - Route according to call
- TB - Route according to call
- FB - Route according to call
- QB - Straight drop, read LB for "hot" receiver



FLOCKING: B.O.B. Both Sides

ROUTES: Memorized According to Receiver Called

QB READS: Check L.B.'s for "HOT" Receiver



Assignments:

For Run

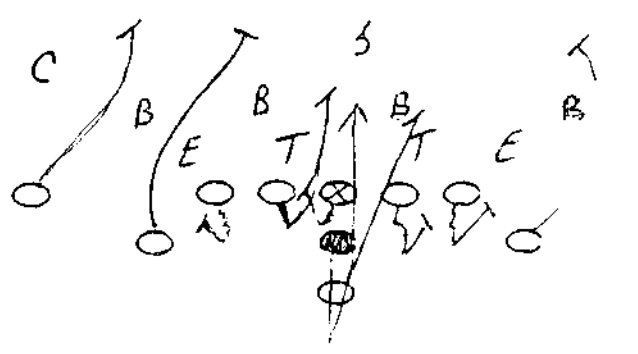
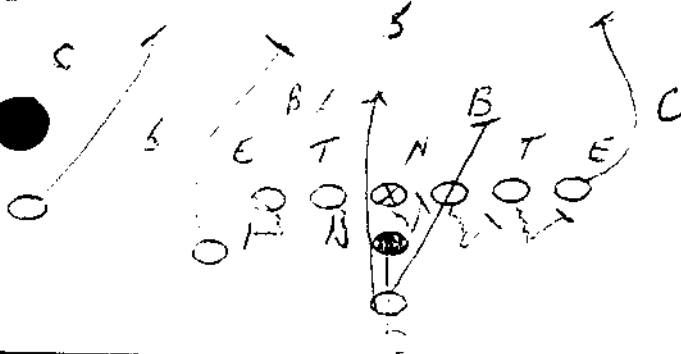
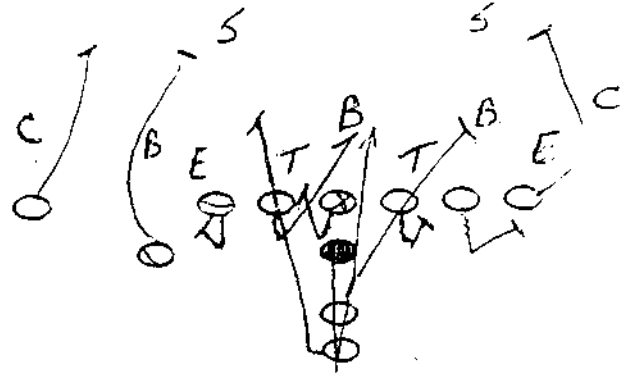
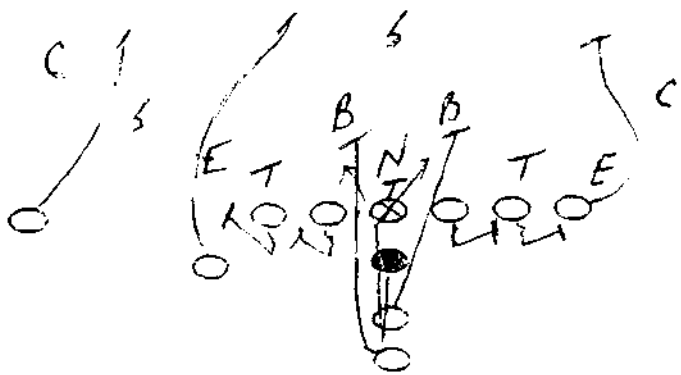
For Pass

Backside

- SE - Deep pattern and block
- TE - Deep pattern and block
- HB - Deep pattern and block (motion if called)
- TB - Block LB backside
- T - Big man on big man
- G - Big man on big man

Onside

- C - Big man on big man
- G - Big man on big man
- T - Big man on big man
- TE - Deep pattern and block
- SE - Deep pattern and block
- HB - Deep pattern and block
- TB - Block LB weak side
- FB - Block LB strong side
- QB - Drop, set, go



Assignments:

For Run

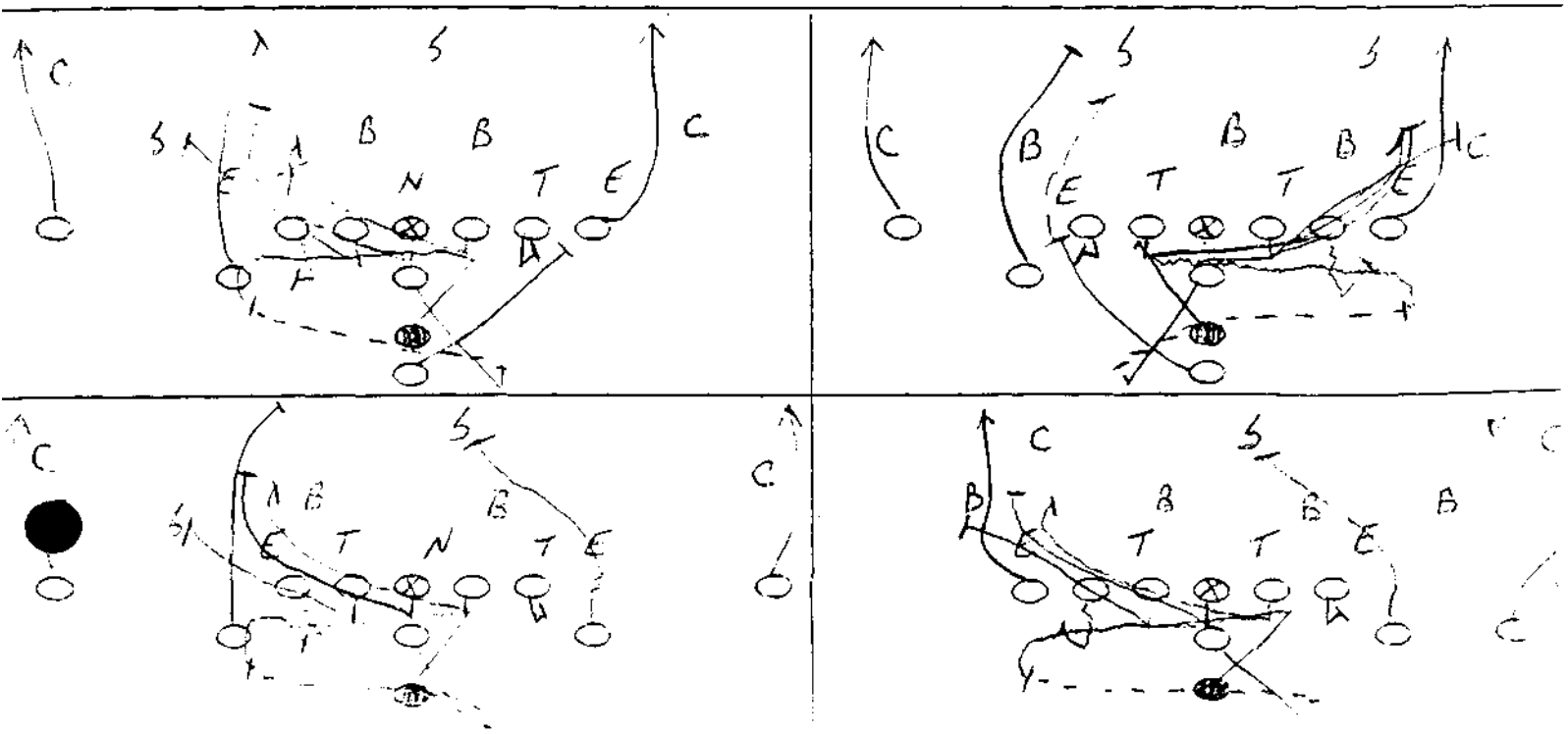
For Pass

Backside

- SE - Outside release go
- TE - Outside release go
- HB - Outside release go, (trips) 2 route
- TB - Outside pass rush and cut
- T - Invite pass rush and cut
- G - Delay 2 counts, release and block flat coverage defender

Onside

- C - Delay 2 counts, release and block seam to FS
- G - Delay 2 counts, release and block seam inside on pursuit
- T - On
- TE - Outside release go, (trips) run post
- SE - Outside release go, (trips) run post
- HB - If covered, block rusher, if uncovered downfield to FS
- TB - If covered, block rusher, if uncovered downfield to FS
- FB - Step pass 4/5, work down LOS, set up 7 yds wide, 4 vds deep
- QB - Drop pass 4/5, look off, invite the rush, throw screen





## Assignments:

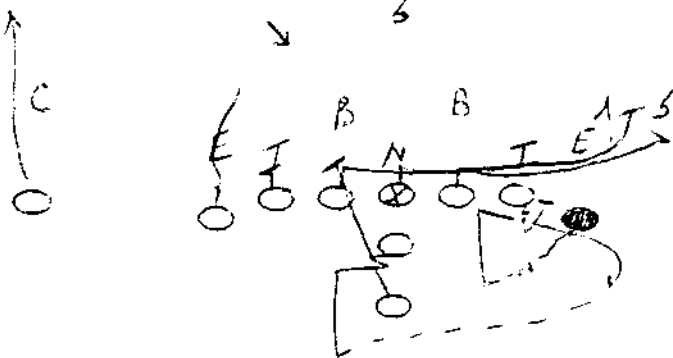
For RunFor PassBackside

- SE - Outside release go
- TE - outside release go
- HB - Motion, filter into LOS behind guard, swing 4yds deep, set up when QB drops
- TB - Motion, filter into LOS behind guards, swing 4yds deep, set up when QB drops
- T - Invite rush inside, cut, or push outside if rusher takes outside path
- G - Step aggressive playside, delay two counts, release and block flat coverage

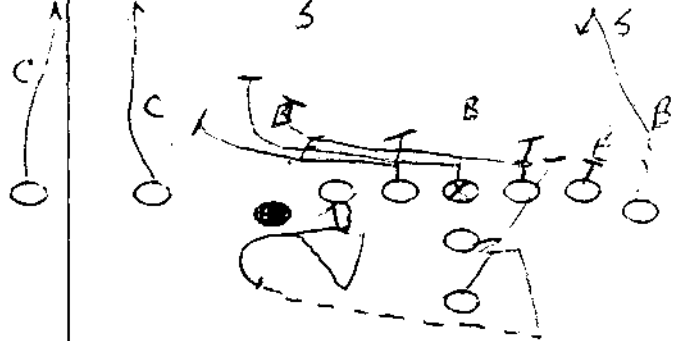
Onside

- C - Step aggressive playside, delay two counts, release flat flat, up seam to FS
- G - Step aggressive playside, delay two counts, release flat, block back on pursuit
- T - On and aggressive
- TE - Outside release go
- SE - Outside release go
- HB - Slow down rushing outside backer, run COL
- TB - Slow down rushing outside backer, run COL
- FB - 32-33 Path, block
- QB - Fake 32-33, continue down LOS 2 steps, drops 4 steps, throw screen, bug time back toward screen if necessary

PASS 33 SCREEN 687



PASS 32 SCREEN 687



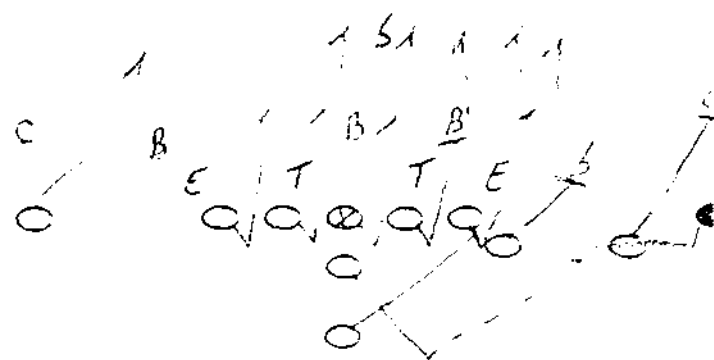
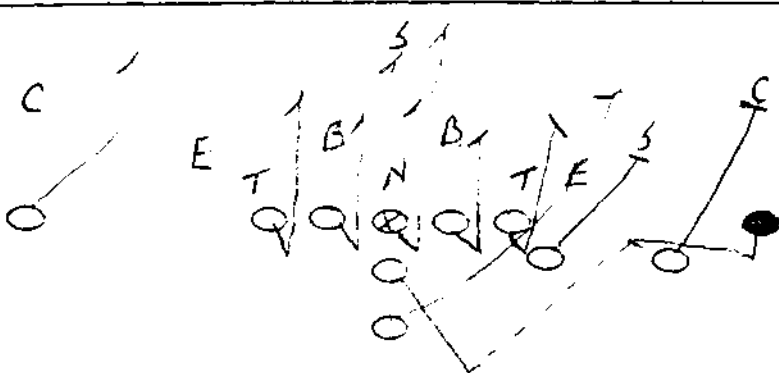
Assignments:

For RunFor PassBackside

- SE - Downfield
- TE - Downfield
- HB - Block corner
- TB - Block flat responsibility defender
- T - Step screen side, re-direct the defenders charge block 1st man outside at LB level
- G - Step screen side, re-direct the defenders charge, block downfield LB to FS

Onside

- C - Step screen side, re-direct the defenders charge, block downfield LB to FS
- G - Step screen side, re-direct the defenders charge, block downfield LB to FS
- T - Step screen side, re-direct the defenders charge, block downfield LB to FS
- TE - 1 step back off LOS, come down LOS to a point no less than 5 yds outside of tackle to make catch (must be made behind LOS)
- SE - 1 step back off LOS, come down LOS to a point no less than 5 yds outside of tackle to make catch (must be made behind LOS)
- HB - Block corner
- TB - Block flat responsibility defender
- FB - Step pass 4/5, up the seam to FE
- QB - Drop pass 4/5, throw screen to a point no less than 5 yds outside of tackle (catch must be made behind LOS)



Assignments:

For Run

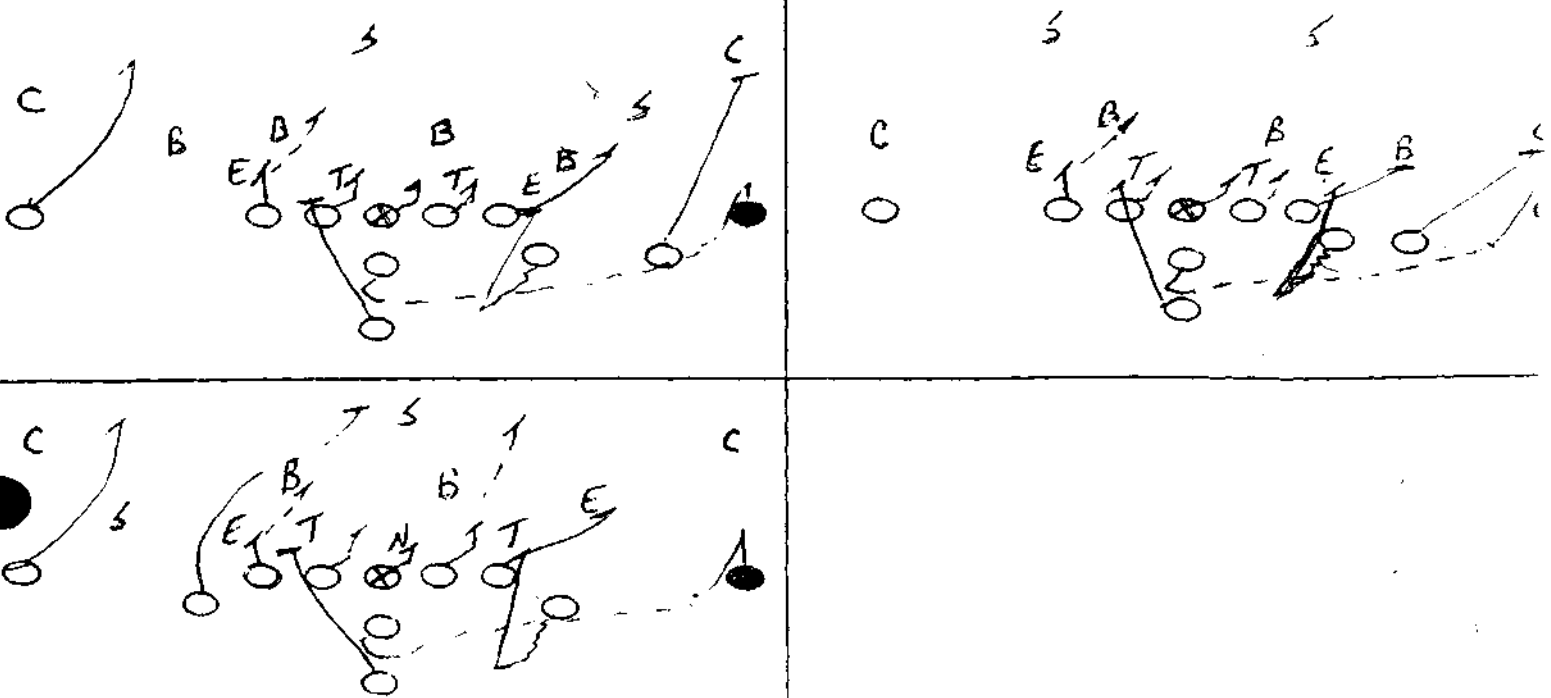
For Pass

Backside

- SE - Downfield
- TE - Downfield
- HB - (Dbl's) downfield to FS, (trips) block corner
- TB - Downfield to FS
- T - Shut off and down field to LB
- G - Reach

Onside

- C - Reach
- G - Reach, up field to first threat
- T - Release, block flat coverage defender
- TE - Come off hard 1 step, 2 steps back for ball
- SE - Come off hard 1 step, 2 steps back for ball
- HB - Motion, pivot and "H" screen side
- TB - Motion, pivot, and "H" screen side
- FB - Fake 32 33 away, block "A" gap
- QB - Fake cut away, pivot, throw screen



Assignments:

For RunFor PassBackside

- SE - Downfield
- TE - Downfield
- HB - Motion, receiver
- TB - Motion, receiver
- T - Hinge playside gap
- G - Hinge playside gap

Onside

- C - Hinge playside gap
- G - On and aggressive
- T - On and aggressive (if uncovered block playside LB)
- TE - Switch
- SE - Switch
- HB - Receiver/arc blocker
- TB - Receiver/arc blocker
- FB - "5" block (be prepared to block wide 5 technique)
- QB - Pass 8-9 drop

