

General Inform.
Offensive Info.
Defensive Identification

Double Wing
Gadgets
Stats

Run offense

4-1

4-5

6-7

8-9

Draws

Pass offense

70's Proated

Play Action Passer

Roll outs

"X" Route

"Y" "

"Z" "

"A" & "B" Routes

Numbered Passes

Name Passes

I Formation

Trips

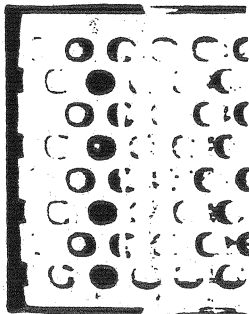
Stratagem

Motion

Screen

Short yardage

2-Minute offense



GENERAL INFORMATION

POSITIONS OF GAME OFFICIALS

BACK JUDGE

FIELD JUDGE

CHAI N

UMPIRE

LINE JUDGE

HEAD LINESMAN

REFEREE

DEFENSE

DEFENSIVE
LINEMEN

DEEPBACKS

LINEBACKERS

QB'S

BACKS

RECEIVERS

OFFENSIVE
LINEMEN

OFFENSE

PHONE
TABLE

"BENCH ORGANIZATION FOR LOS ANGELES RAMS..."

45

50

45

OFFENSIVE

INFORMATION

GENERAL OFFENSIVE TERMINOLOGY

1. ON SIDE Side to which play is called.
2. OFF SIDE Side away from play called.
3. MAN OVER Man over, on or off L.O.S.
4. MAN HEAD ON Man head on, on L.O.S.
5. SLAM Hard shoulder contact and release for another assignment.
6. ODD Defensive line spacing with a lineman head on center.
7. EVEN Defensive line spacing with no lineman head on center.
8. STRONG SIDE SAFETY Safety to side Y is set (SAM)
9. WEAK SIDE SAFETY Safety away from set of Y (JILL)
10. STRONG LINEBACKER Linebacker to side Y is set (STUB)
11. WEAK LINEBACKER Linebacker away from set of Y (BUCK)
12. MIDDLE LINEBACKER Linebacker between BUCK AND STUB (MAC)
13. L.O.S. Line of scrimmage.
14. N/T Not there.
15. C.P. Coaching points.
16. GAP Area between two offensive linemen.
17. PEEL Downfield block by a lineman, blocking back close to L.O.S.
18. INFLUENCE BLOCK Manuever of offensive man to induce wrong move by defensive man.
19. STANDARD The normal, (Basic), procedure.

THE RUNNING GAME

A. BASIC LINE SPLITS:



B. BASIC END SPLITS:

NEAR..... 1 yard. (X-NEAR, 1 yard to 3 yards)
FLEX..... 3 yards to 5 yards.
SPREAD..... 5 yards to 20 yards.

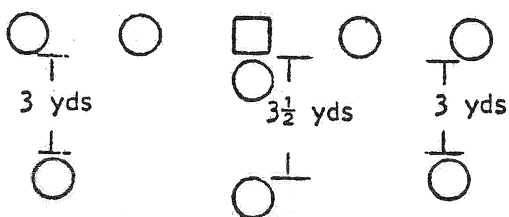
C. HOLE NUMBERING:



1. The holes are numbered even to the left and odd to the right.
2. The "0" hole is designated by the left leg of the CENTER.
3. The "1" hole is designated by the right leg of the CENTER.
4. The "2" hole is designated by the left leg of the LEFT GUARD.
5. The "3" hole is designated by the right leg of the RIGHT GUARD.
6. The "4" hole is designated by the left leg of the LEFT TACKLE.
7. The "5" hole is designated by the right leg of the RIGHT TACKLE.
8. The "6" hole is designated by the left leg of "Y" LEFT.
9. The "7" hole is designated by the right leg of "Y" RIGHT.
10. The "8" hole is a wide play to the LEFT.
11. The "9" hole is a wide play to the RIGHT.

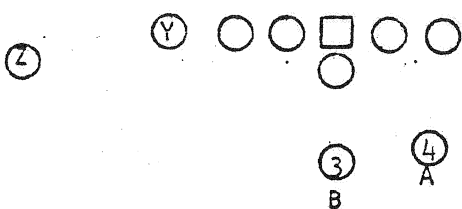
FORMATIONS

- A. COLORS will designate Formations.
- B. RIGHT or LEFT determine the strength of the FORMATION.
- C. DEPTH OF BACKS: (all formations)

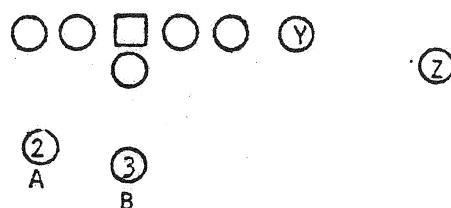


1. FB directly behind QB $3\frac{1}{2}$ yards from the CENTERS LEGS.
2. HB straddle inside leg of TACKLE, 3 yards from CENTERS LEG.

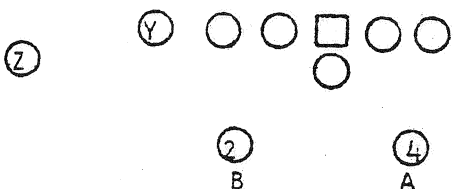
BROWN LEFT



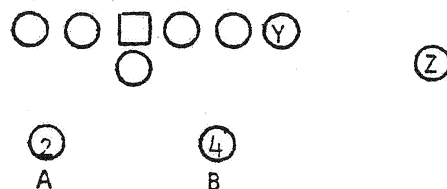
BROWN RIGHT



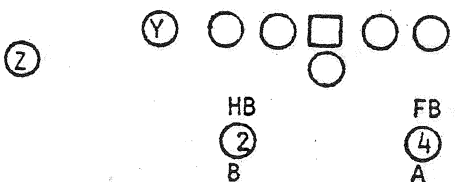
RED LEFT



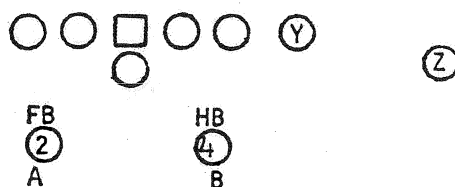
RED RIGHT



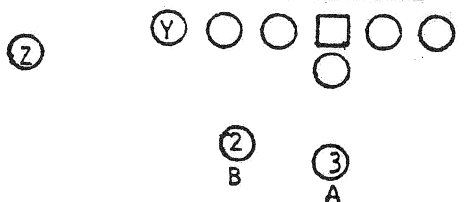
RED LEFT SPLIT



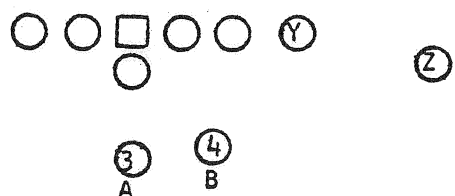
RED RIGHT SPLIT



BLUE LEFT

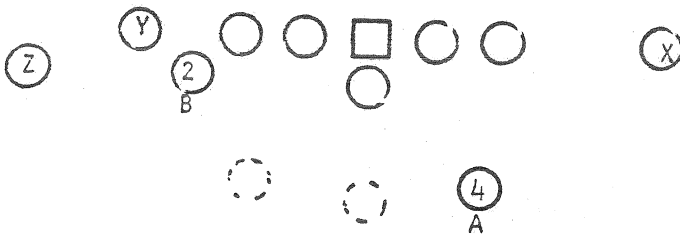


BLUE RIGHT

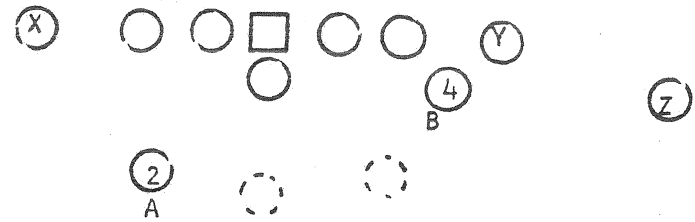


FORMATIONS (CONT)

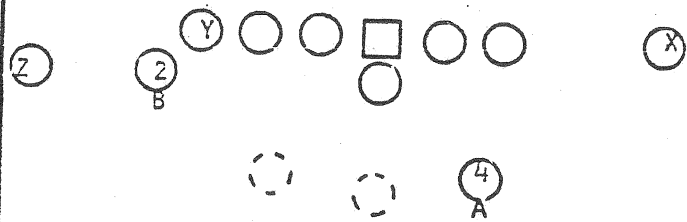
TRIPS LEFT



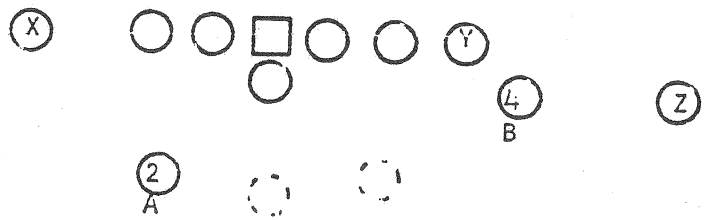
TRIPS RIGHT



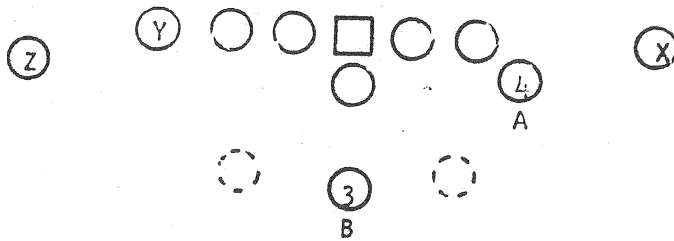
TRIPS LEFT CHANGE



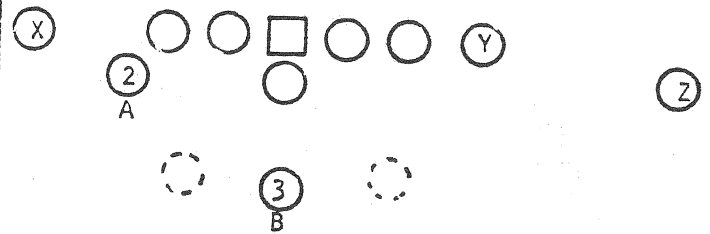
TRIPS RIGHT CHANGE



DOUBLE WING LEFT



DOUBLE WING RIGHT

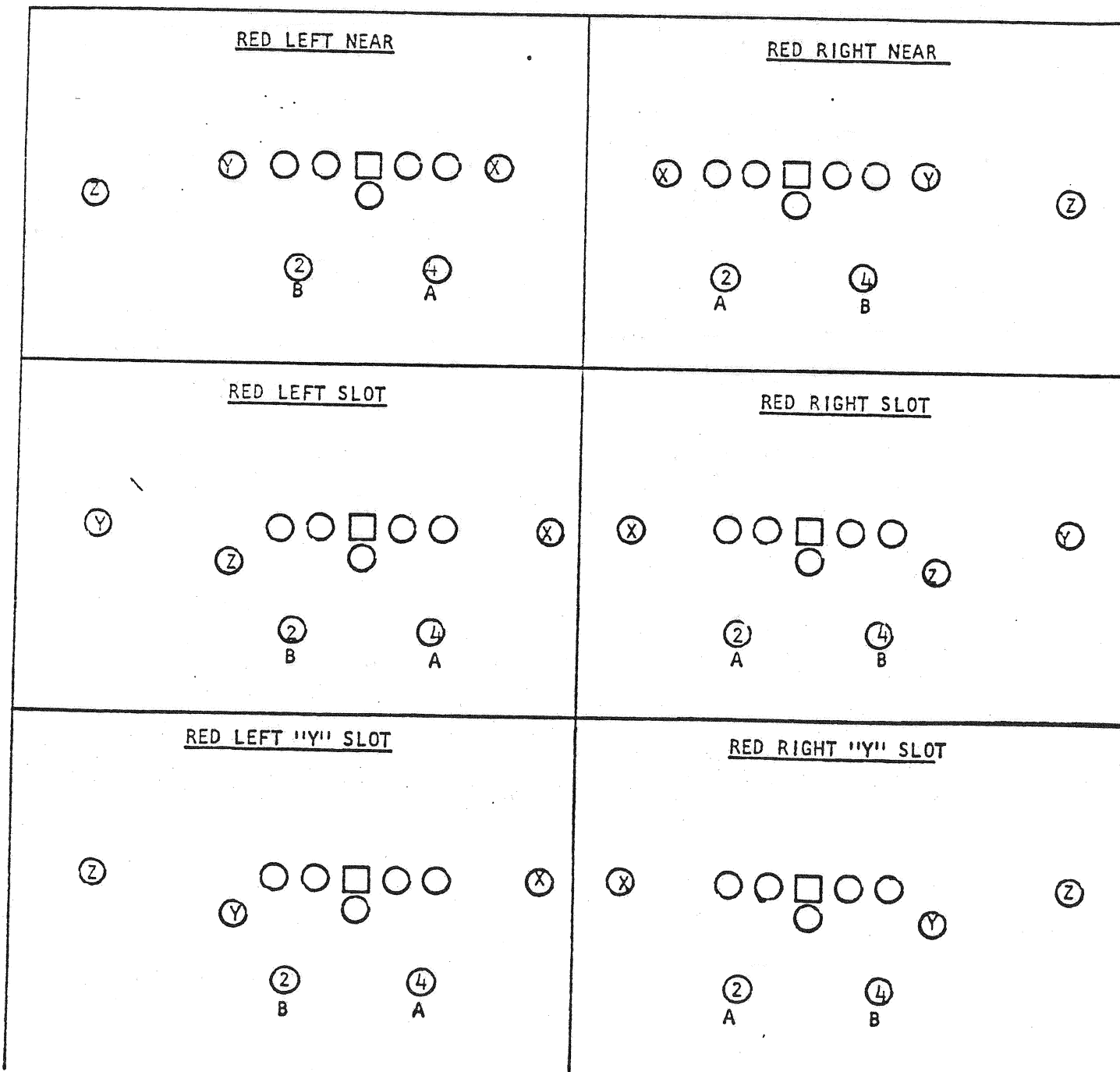


FORMATIONS (CONT)

D. Formations will be altered by adding a word.

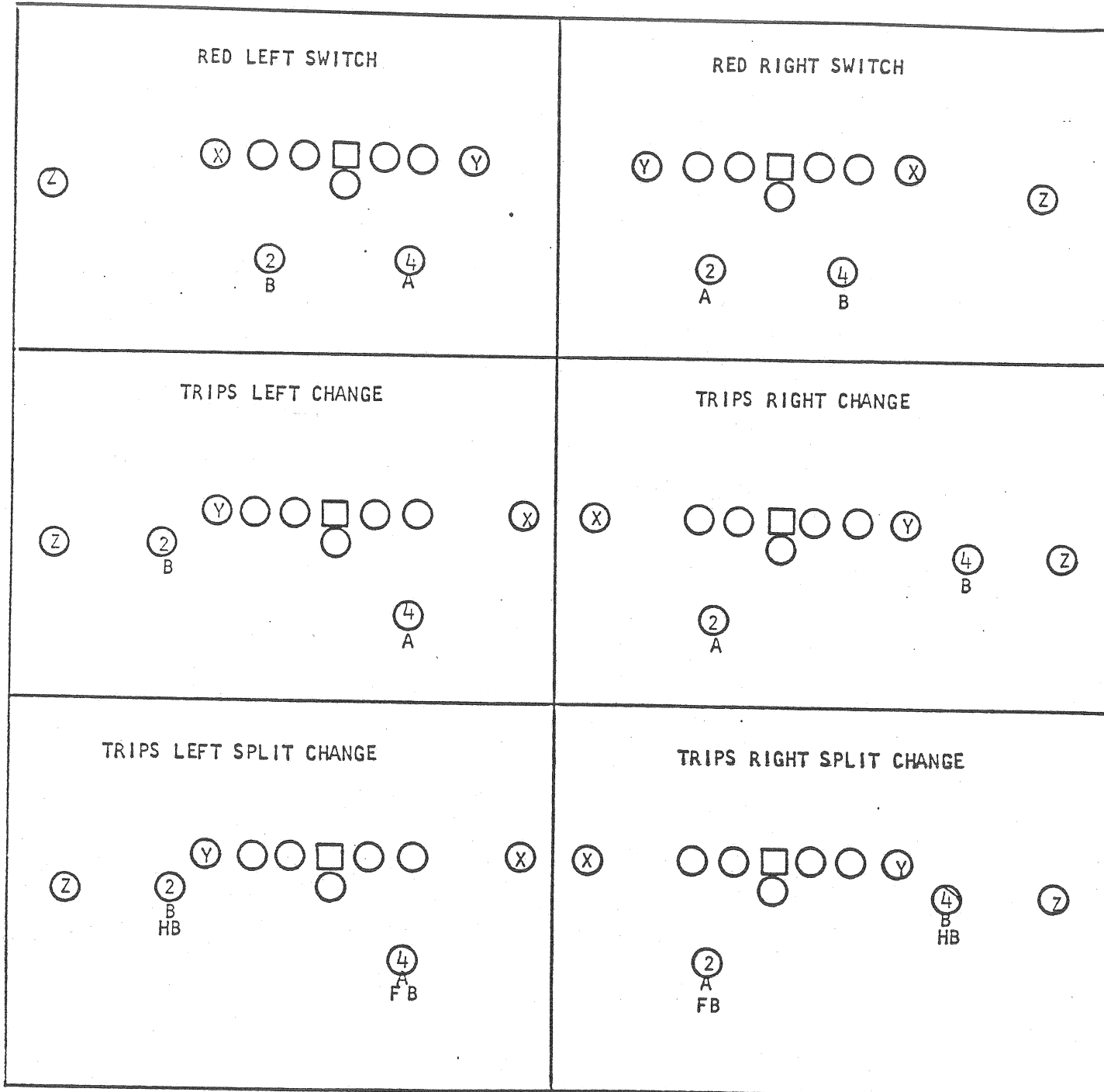
1. NEAR "X" tight, 1 yard to 3 yards.
2. SLOT "Z" and "Y" exchange positions.
("Y" on L.O.S. & "Z" is always off).
3. "Y" SLOT "X" and "Z" on L.O.S. with "Y" slotted.
4. SWITCH "X" and "Y" exchange positions.
5. SPLIT Backs, HB and FB exchange position.
6. CHANGE In TRIPS formation "B" moves outside of and behind "Y", who is on L.O.S.

NOTE: On SLOT and SWITCH, the inside receiver runs the "Y" pass routes and the outside receiver runs the "Z" routes.

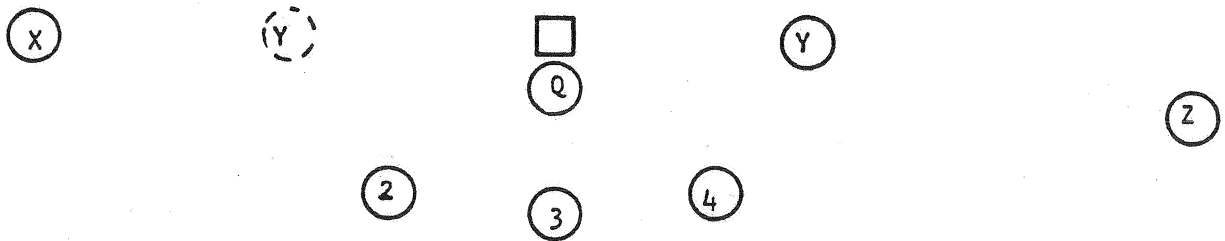


FORMATIONS (CONT.)

D. FORMATIONS (CONT.)



END AND BACKFIELD ALIGNMENT FOR RUNNING PLAYS



We will designate by number and/or letter the position of the running backs and ends.

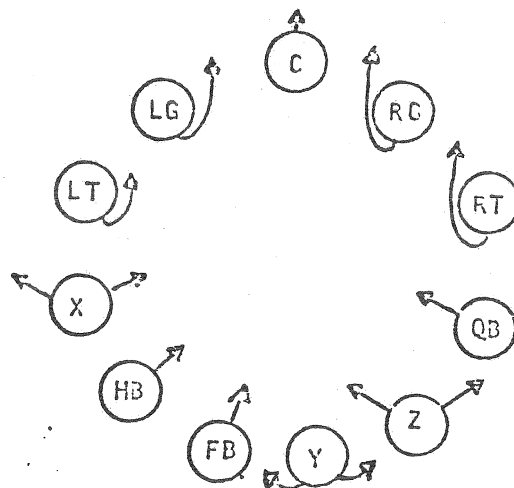
- "Y" - is always the strongside end.
- "X" - is always the weakside end.
- "Z" - is always the flanker and is always on the strongside.
- "2" - Back is always the left halfback and carries all "20" plays.
- "3" - Back is always behind QB in fullback position and carries all "30" plays.
- "4" - Back is always the right halfback and carries all "40" plays.

PLAY DESCRIPTION AND DESIGNATION

Plays will be called with formation first, and two digit number following:
Example: Brown, Right 29 FM Grace on 2.

1. "BROWN" - Color designates formation.
2. "RIGHT" - Designates strong side.
3. "2" - First Digit designates back carrying the ball.
4. "9" - Second Digit designates hole to be blocked, and where designated back hits.
5. "F" - Indicates style of play.
6. "M-GRACE" - Designates blocking.
7. "ON 2" - Indicates snap signal

THE HUDDLE - FORMATION & CADENCE PROCEDURE



A. FORMING THE HUDDLE:

1. The CENTER forms the huddle - 7 yds. from the ball.
2. Position in huddle - hands on knees.
3. QUARTERBACK has COMPLETE control of huddle.

B. FORMATION PROCEDURE:

1. The team will always come out and form the **I** formation with Receivers in three point stance, FB in a three point stance 4-1/2 yds from ball and directly behind QB, HB in UP stance 5-1/2 yds from ball and directly behind FB, and Linemen in an UP, DOWN, or SHIFT posture, depending on call from QB in huddle.

- a. **I** will be called only if play is to be run from **I**.
- b. If QB has prefixed formation call with "NO **I**", we will set up directly in formation called.

C. BREAKING THE HUDDLE:

1. Center and Wide Receivers leave huddle as soon as they hear formation, play, snap count and starting position.
2. After QB calls "Ready - Break", all clap hands and Linemen out over ball and backs in **I** formation.
 - a. If QB has said "UP" in huddle, Linemen are over ball, forearms on thighs, and play is run from this position.
 - b. If QB has said "DOWN" in huddle, Linemen in three point stance and ready to go.
 - c. If QB has said "SHIFT" in huddle, Linemen are over ball in UP stance and at signal go to three point stance.
 - d. Backs come out in **I** positions. If QB has said "NO **I**", Backs will come out into formation called in three point stance.

NOTE: INTERIOR LINEMEN MAY NOT MOVE AFTER ASSUMING A THREE POINT STANCE UNTIL SNAP.

D. CALLING OF FORMATION, PLAY & POSTURE:

1. EXAMPLES OF HUDDLE CALLS.

- a. I RIGHT - 25 M HUNCH, on the AUDIBLE-UP.
- b. BROWN RIGHT - 25 M HUNCH, on the 2nd AUDIBLE-SHIFT.
- c. NO I - RED RIGHT - 25 M HUNCH - on 1 - DOWN.

2. EXPLANATION.

- a. You will notice that QB calls four basic categories of information necessary for you to run a play. They are:

FORMATION - PLAY - SNAP COUNT - LINE POSTURE.

E. CADENCE & PROCEDURE:

1. CADENCE SOUND.

<u>AUDIBLE</u>	<u>DEFENSE</u>	<u>LIVE OR DUMMY CALL</u>	<u>NON RHYTHMIC COUNT</u>
46-2	54	3-95	Hut - Hut - - Hut

The above is the normal sound of the full cadence.

- a. When running plays from the I we will basically go on the following CADENCE SOUND:

AUDIBLE or 2nd AUDIBLE

46-2 46-2

It is possible to run the I from longer counts but it is not as effective. It is possible, also, to run Regular formation plays from these shorter counts.

2. PROCEDURE DURING CADENCE.

- a. At the AUDIBLE sound we will either run a play from I or SHIFT backs (and possibly Linemen) to a REGULAR FORMATION.
- b. If QB calls "on 2nd AUDIBLE" snap count, it will mean that he will call the same sound two times and a shift may take place after the "AUDIBLE" (46-2) and the ball is snapped on the "2nd AUDIBLE" (46-2).
- c. If QB calls snap count on a NUMBER (1-2-3-etc), it will mean that we will shift after the AUDIBLE, (backs and possibly line) and stay ready for snap count.
- d. If "NO I" precedes the formation in the huddle call, the cadence will begin with "DEFENSIVE RECOGNITION" and not with "AUDIBLE".

F. AUDIBLE SYSTEM:

Our Audible System is based on the REPEAT of the SNAP COUNT called in the huddle by the QB. I.E., If snap count is on 3, and after the "DEFENSE RECOGNITION", the QB says "3", it will mean the number following is a LIVE play change. Any number other than the snap count number is a DUMMY CALL.

1. When snap count is on the "AUDIBLE", it is NOT POSSIBLE to AUDIBLIZE to another play.
2. When the snap count is in the "SECOND AUDIBLE", the QB can change the play by saying "OMAHA" in place of "46-2" at the opening of his cadence.
3. Whenever a live audible changes the original play, our SNAP will be "ON 2", (the 2nd HUT) - AUTOMATICALLY.
4. EXAMPLES OF AUDIBLE SYSTEM:

PLAY CALLED; "RED RIGHT - 29 BIM - ON 2 - SHIFT"

a. NO LIVE AUDIBLE (DUMMY):

ON LINE: "46-2" = Backs to Red, Line 2 pt. to 3 pt.
"46" = Defensive Recognition.
"3" = Dummy - Not repeat of snap count.
"92" = NOT a change of play.
"HUT"
"HUT" = Ball snapped on 2nd HUT.

b. LIVE AUDIBLE:

ON LINE: "46-2" = Backs to Red, Line 2 pt. to 3 pt.
"46" = Defensive Recognition.
"2" = LIVE - Repeat of snap count.
"92" = CHANGE PLAY to 92.
"HUT"
"HUT" = Ball snapped on 2nd HUT - AUTOMATICALLY.

PLAY CALLED; "RED RIGHT - 29 BIM - ON 2nd AUDIBLE - SHIFT"

c. NO LIVE AUDIBLE:

ON LINE: "46-2" = Backs to Red, Line 2 pt. to 3 pt.
"46-2" = Ball snapped.

d. LIVE AUDIBLE:

ON LINE: "OMAHA" = Backs to Red, Line 2 pt. to 3 pt. BUT
LIVE AUDIBLE COMING UP.
"54" = Defensive Recognition.
"2" = (Any number here means LIVE CALL.)
"92" = CHANGE PLAY to 92.
"HUT"
"HUT" = Ball snapped on 2nd HUT - AUTOMATICALLY.

MAN IN MOTION

MOTION

Halfback motion strong. Go behind the remaining back - your position at the snap of the ball will be determined by QB.

MOTION OPPOSITE

Halfback motion weak - exact position at snap of ball determined by QB.

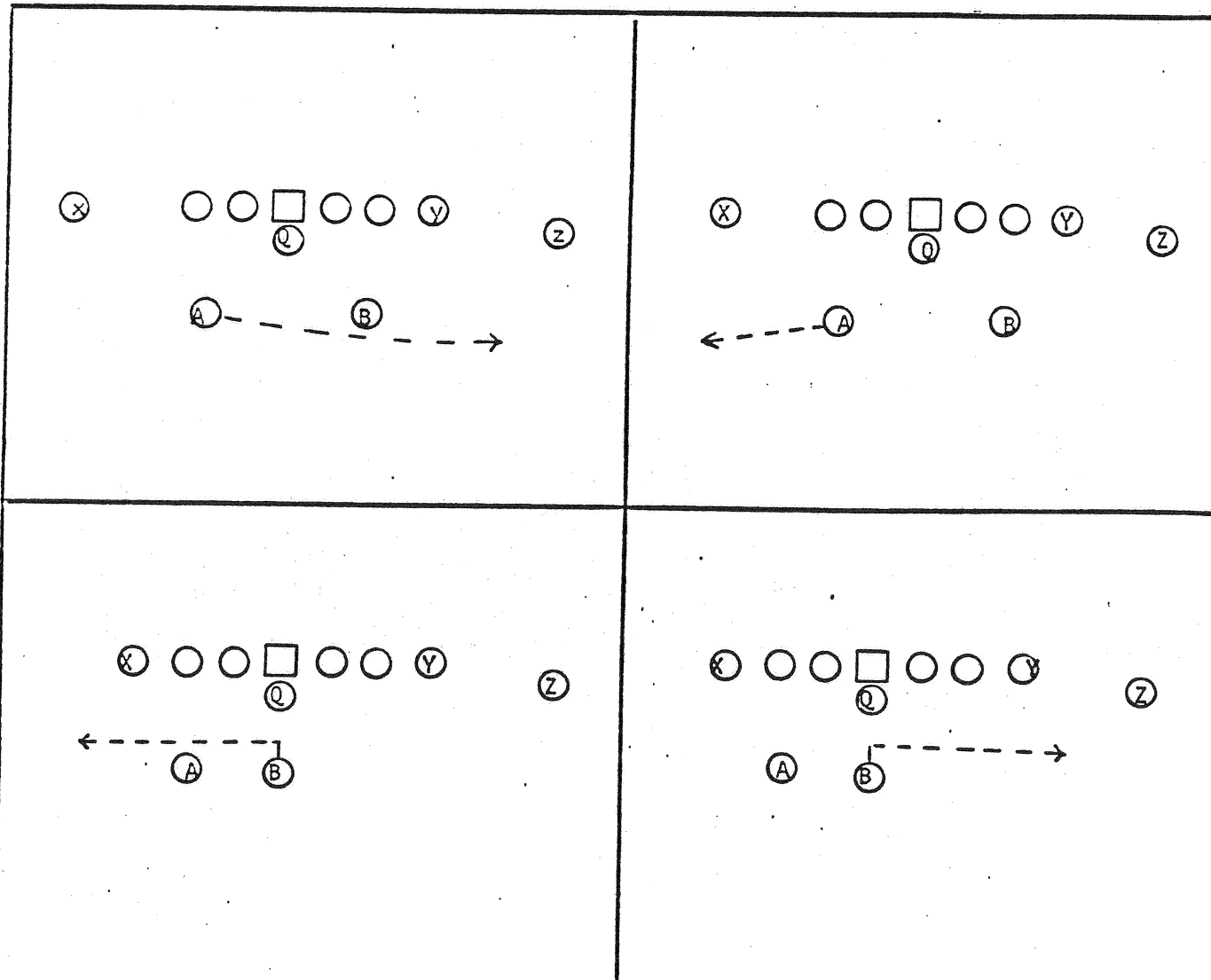
FLY

Fullback motion weak - go in front of remaining back - exact position at snap of ball determined by QB.

FLY OPPOSITE

Fullback motion strong - exact position at snap of ball determined by QB.

NOTE: THE 'MAN IN MOTION'S' STARTING SIGNAL IS DETERMINED BY THE QB LIFTING HIS LEFT HEEL.



PRE-SHIFT OFFENSE

BROWN

28-49 TOSS WEAK
29-48 F M (B) GRACE
37-36 PIC (OR B)
38-39 DIP BIM
31-30 DRAWS (ALL BLOCKING)
34-35 LEAD DRAW

ALL SCREENS & PASSES FROM BROWN

RED

28-49 TOSS WEAK & STRONG
29-48 BIM WEAK & STRONG
21-40 DRAW
25-44 LEAD DRAW

ALL SCREENS & PASSES FROM RED

STANDARD LINE BLOCKS

1. "A" An "A" block tells the onside guard to pull and block the hole. (See diagram page ____).
2. "B" "B" block tells the onside tackle to pull and block the hole. (See diagram page ____).
3. "M" Signifies man for man blocking and block the defensive man on him, or to his outside, away from the hole.
4. "O" An "O" block tells the offside guard to pull and lead the play through the hole. Offside tackle makes sprint cutoff of the man to his inside. Except on full series.
5. "I" Irregular block. Irregular blocks - these are blocking calls which do not follow regular patterns, but which must be memorized. (See diagram on page ____).
6. ACE Onside guard call on 1-0 blocking (See diagram on page ____).
7. CLUB Onside guard call on 1-0 blocking (See diagram on page ____).
8. SWITCH Onside guard call on 1-0 blocking vs. even - "M" vs. Odd. (See diagram on page ____).
9. DUCE Onside guard call on 1-0 blocking (See diagram on page ____).
10. CROSS Blocking between guard and tackle - tackle blocking across with guard going behind. (See diagram on page ____).
11. X Blocking between guard and tackle - guard blocking across with tackle going behind. (See diagram on page ____).
12. KING Change of assignments between off guard and off tackle, on end runs.
13. CUT Center call (to onside) between center and guard, or center and tackle.
14. OFF Center call (to onside) between center and guard, or center and tackle.
15. JACK OR JILL Tells guard and tackle to change assignments on 4 and 5 traps.
16. TAYLOR End flex 2 to 3 yds, blocks linebacker on sweep.
17. TRAP Offside guard pulls onside and traps on outside of hole.
18. EAT-POWER Double team block between onside end and tackle on a defensive man.

STANDARD LINE BLOCKS - CONTINUED

19. TAG-POWER Double team block between onside guard and tackle on a defensive man.
20. WEDGE All linemen block shoulder to shoulder to inside to drive the defense back.
21. SUCKER Tells onside guard to pull away from the hole to be run.
22. HUNCH A help block by near back on defensive lineman or linebackers at the hole.
23. SWIPE Isolation block on defensive lineman or linebacker by an offensive back.
24. GRACE Tells onside guard to pull and block the outside defensive half back.
25. TESS Tells tackle to pull and block first outside defensive man.
26. BAT OR TAB Change of assignments between back and tackle on defensive lineman or linebacker. (Audible call)
27. QUEEN Change of assignments between center and off side tackle.

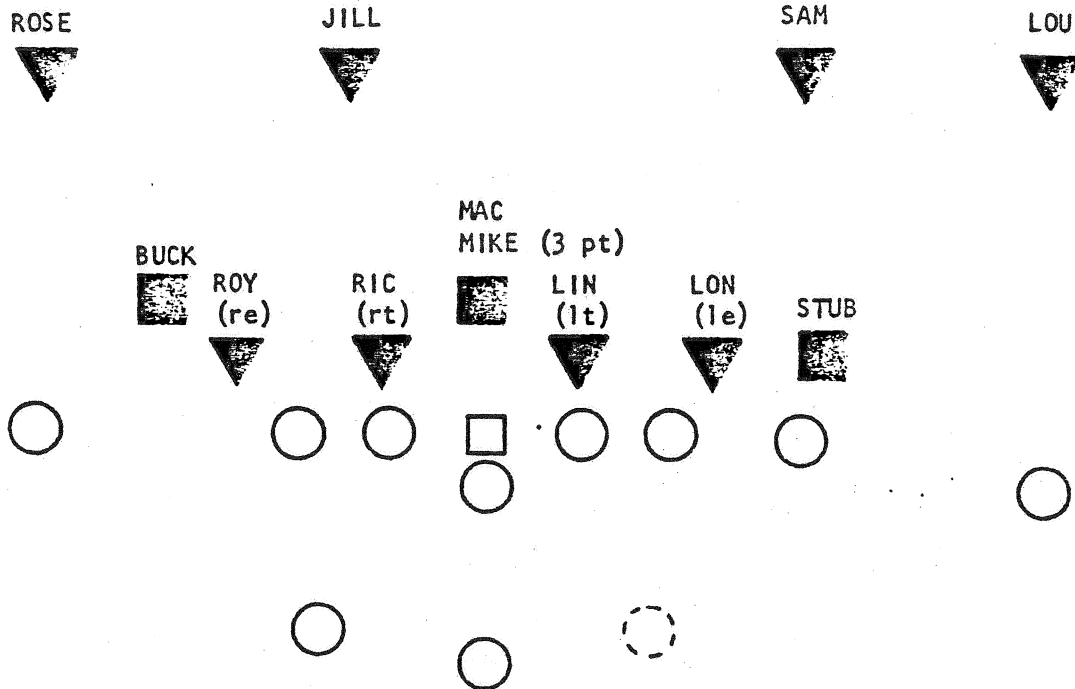
STANDARD BACK BLOCKS & TERMINOLOGY

<u>F</u>	Fullback faking and/or blocking to onside.
<u>FULL</u>	Fullback faking and/or blocking to offside.
<u>NEAR BACK</u>	Onside back.
<u>FAR BACK</u>	Offside back.
<u>A</u>	Weakside back; back farthest away from strength of formation on pass routes.
<u>B</u>	Strongside back; back nearest to side of strength of formation on pass routes.
<u>BIM</u>	Designates onside block, blocking 1st man outside offensive tackle.
<u>BOB</u>	Designates onside back blocking 2nd man outside offensive tackle.
<u>BOSS</u>	Onside back blocking defensive back.
<u>LEAD</u>	Back leading remaining back thru hole and blocking linebacker.
<u>SEAL</u>	Walling off a defensive area.
<u>HUNCH</u>	A help block by near back on defensive lineman or linebacker at the hole.
<u>SWIPE</u>	An isolation block by back on lineman or linebacker.
<u>BAT OR TAB</u>	Audible change of assignments between back and tackle on defensive lineman or linebacker.
<u>BANG</u>	Block by fullback from full series on defensive tackle or linebacker to replace guard who is pulling.
<u>H</u>	Halfback faking and or blocking to onside.
<u>CHIN</u>	Fullback or halfback assume their position straddling the outside foot of the guards.
<u>CHEAT</u>	Fullback or halfback deviates from normal position to better accomplish his running or blocking assignment.

DEFENSIVE

IDENTIFICATION

IDENTIFICATION OF DEFENSIVE PERSONNEL



All offensive terminology is organized to identify the defensive positions as the defense looks at it:

RUSHMEN:

ROY = Right outside rushman (re)
RIC = Right inside rushman (rt)
LIN = Left Inside rushman (lt)
LON = Left outside rushman (le)

LINEBACKERS:

MAC = Middle linebacker (called MIKE if in 3 pt. stance)
BUCK = Weakside linebacker (whether right or left)
STUB = Strongside linebacker (whether right or left)

DEEPBACKS:

ROSE = Right outside halfback.
JILL = Weak Safety (whether right or left).
SAM = Strong Safety (whether right or left).
LOU = Left outside halfback.

LINEBACKERS

A. LINEBACKER POSITIONS

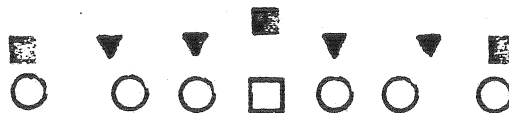
1. STANDARD - Stub lines up on outside shoulder of Y, and Buck back and to the outside of Outside Lineman.

EXAMPLE:



2. STANDARD vs NEAR - Stub in standard position and Buck moves to outside shoulder of Near Man.

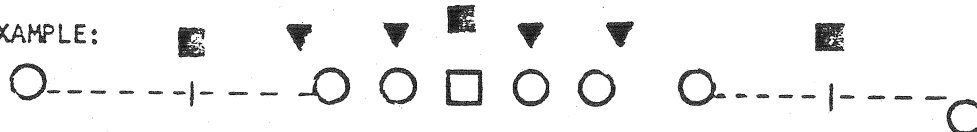
EXAMPLE:



3. STOWAWAY - Strong LB (Stub) Lines up approximately half way between Y & Z.

WALKAWAY - Weak LB (Buck) lines up approximately half way between tackle and X.

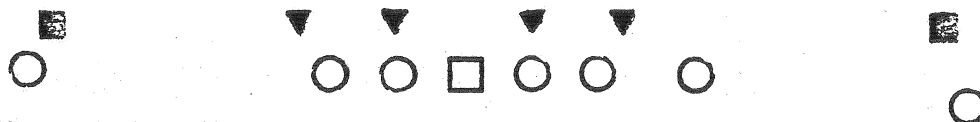
EXAMPLE:



4. STUB 0 - Strong LB (Stub) lines up 1 yard back and 1 yard inside Z.

BUCK 0 - Weak LB (Buck) lines up 1 yard back and 1 yard inside X.

EXAMPLE:



5. RAT - Right Linebacker lines up between and in back of Outside & inside Right Linemen he is named RAT.

LUG - When Linebacker, usually MAC, lines up between and in back of the other (Left) Outside and Inside Linemen, he is named LUG.

EXAMPLE:

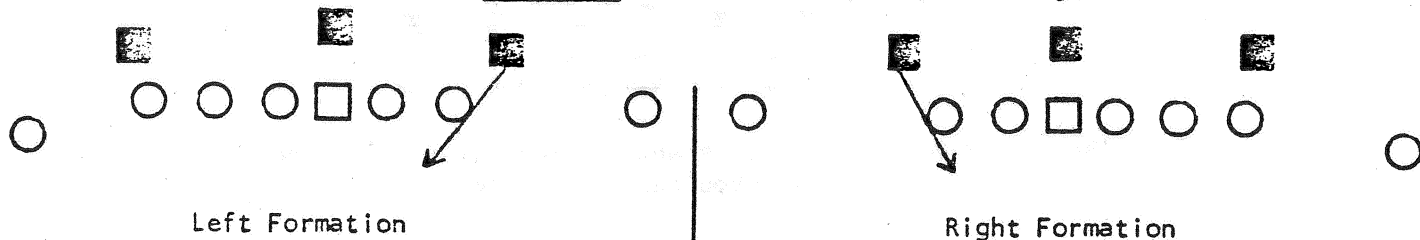


B. SHOOTING LINEBACKERS

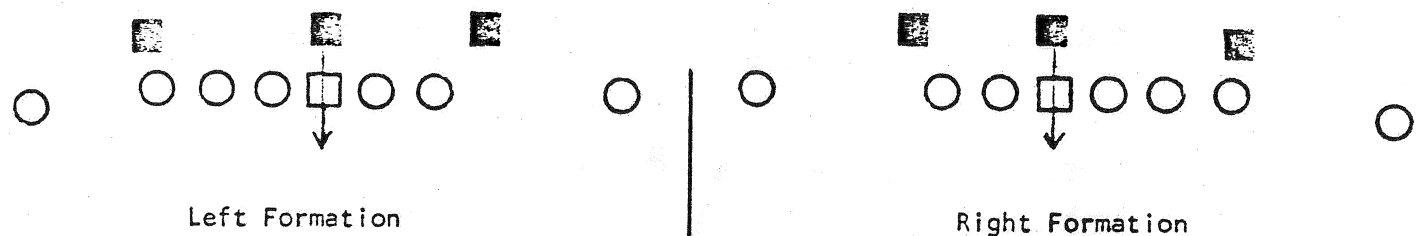
1. Red Dog - The term used for any shooting linebacker.

2. Names used to describe shooting defenses:

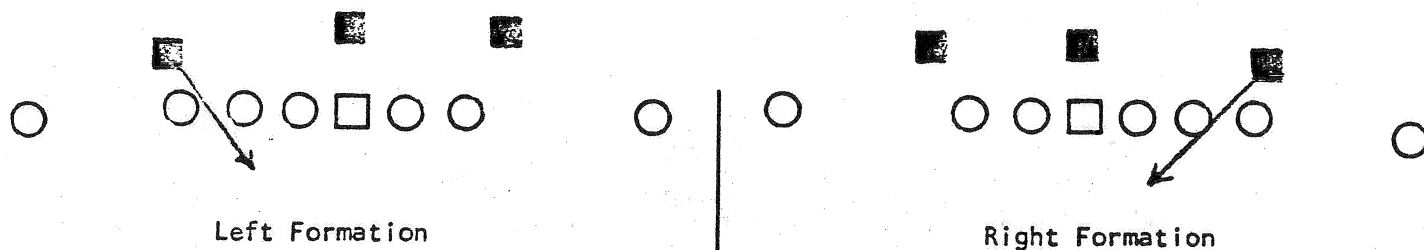
a. BUCK DOG - Weakside LB (Buck) shooting.



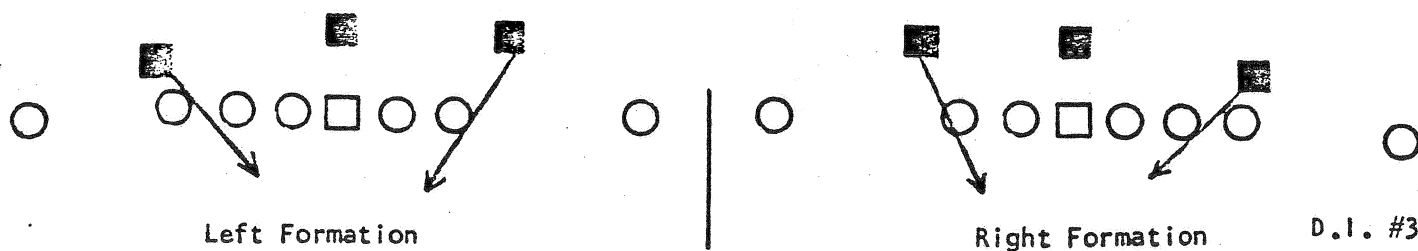
b. MAC DOG - Middle Linebacker (MAC) shooting.



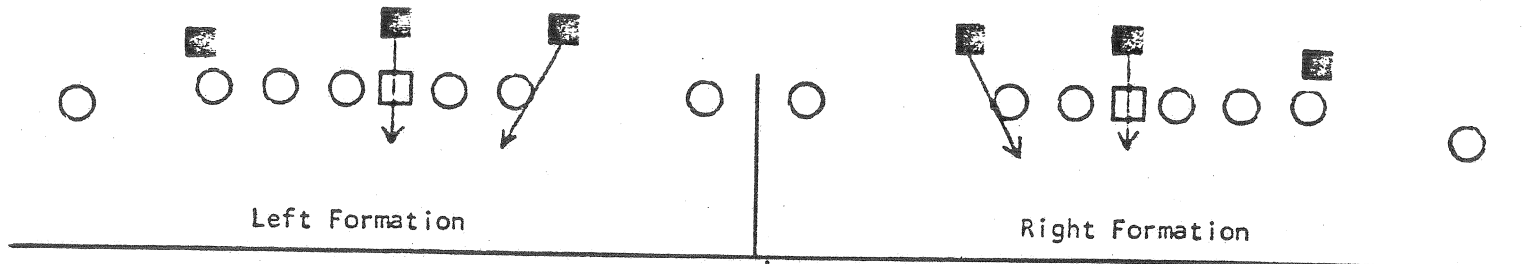
c. STUB DOG - Strongside LB (STUB) shooting.



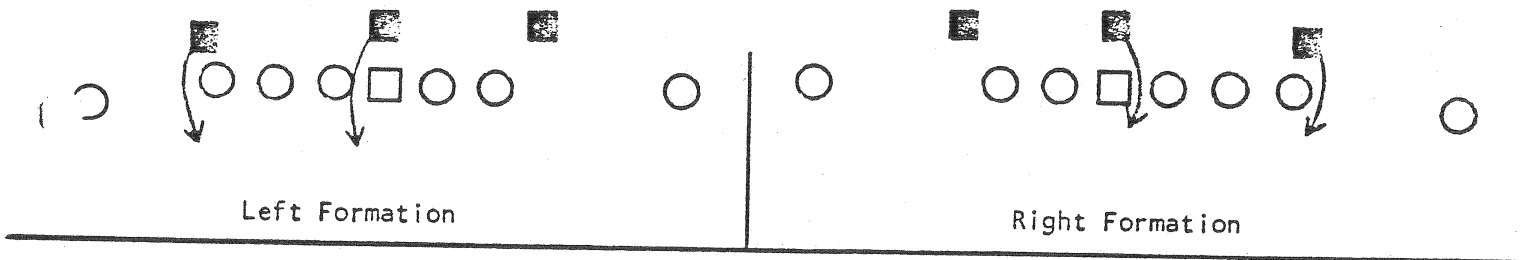
d. 2 DOG (2 D) - Both outside linebackers (BUCK-STUB) shooting.



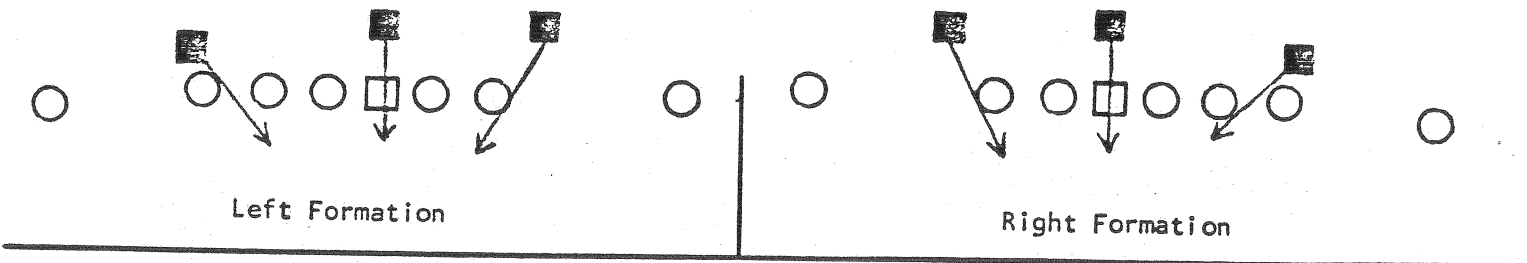
e. MAC-BUCK - Weakside LB (BUCK) and MLB (MAC) shooting.



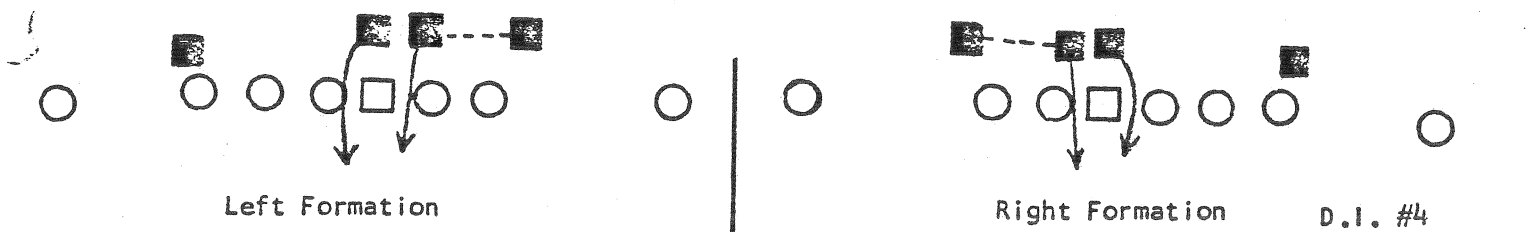
f. STUB-MAC - Strongside LB (STUB) and MLB (MAC) shooting.



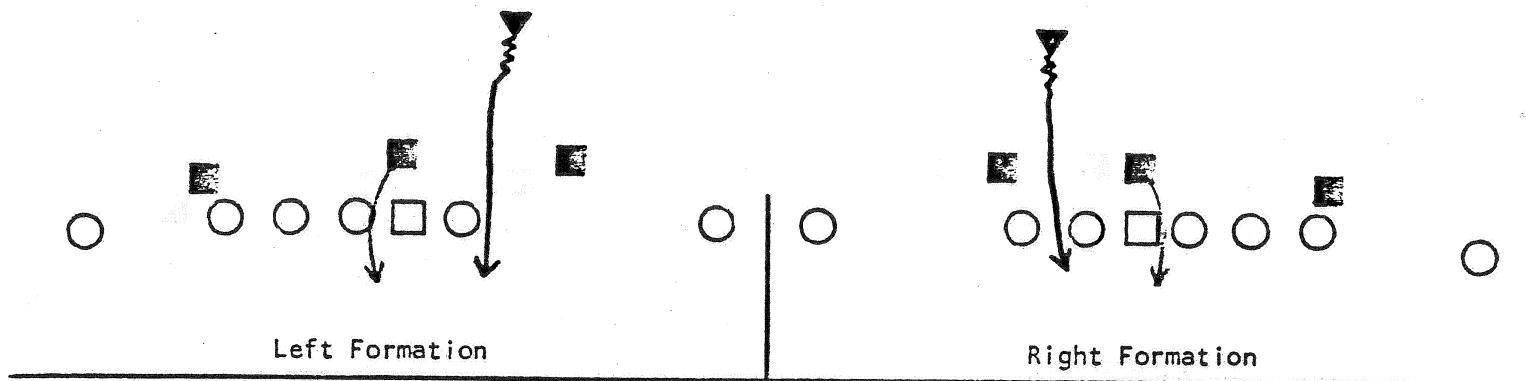
g. 3 - D - All three linebackers (STUB, MAC, BUCK) shooting.



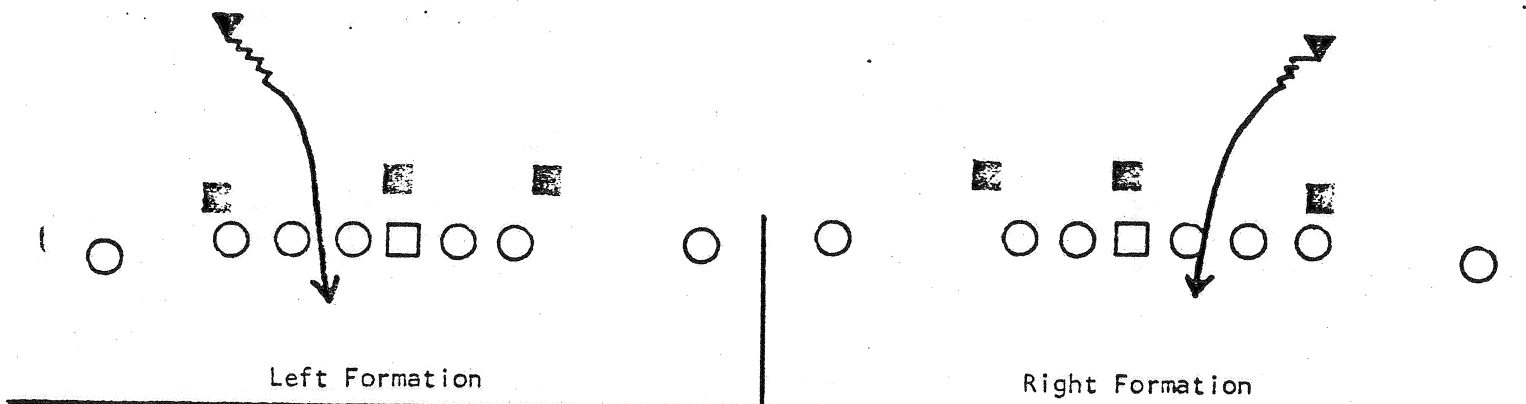
h. WIDE BLOW - Weakside LB (BUCK) and MLB (MAC) shooting up the middle.



- i. THUNDER DOG - Middle Linebacker (MAC) and the weakside safety (JILL) shooting.

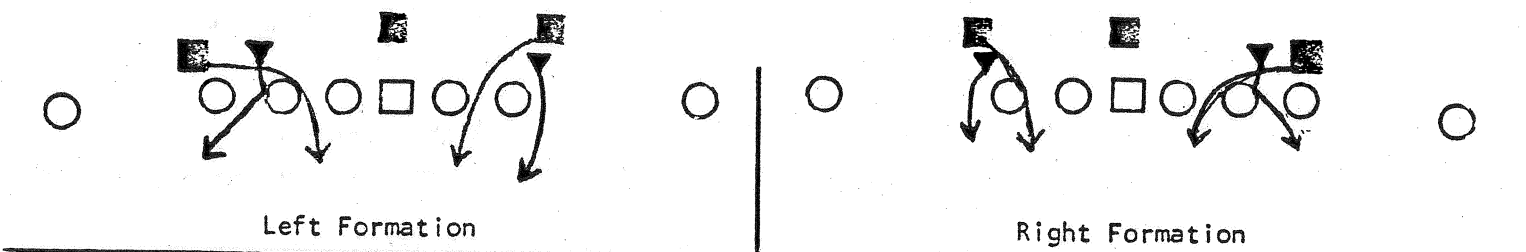


- j. SAM DOG - Strong Safety (SAM) shooting.

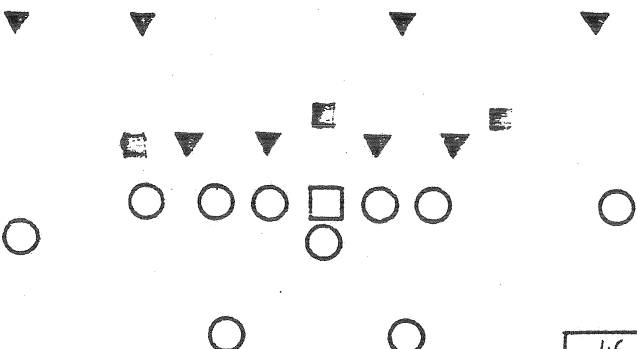
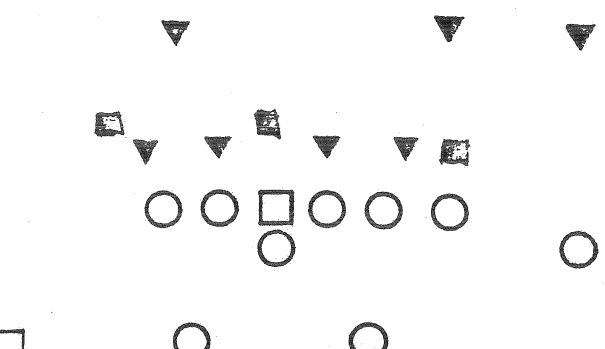
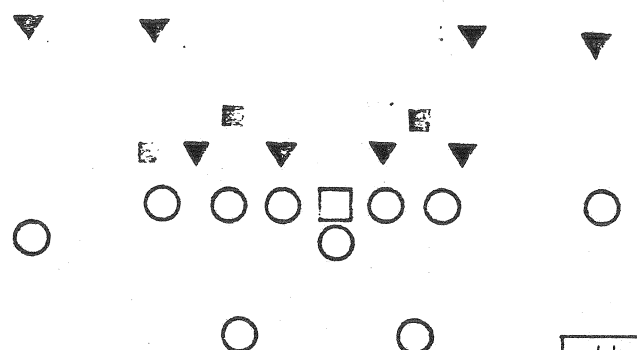
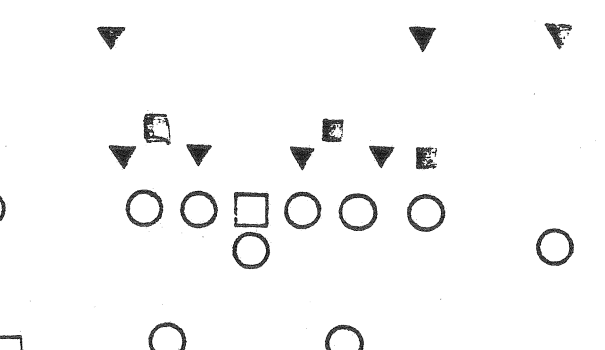
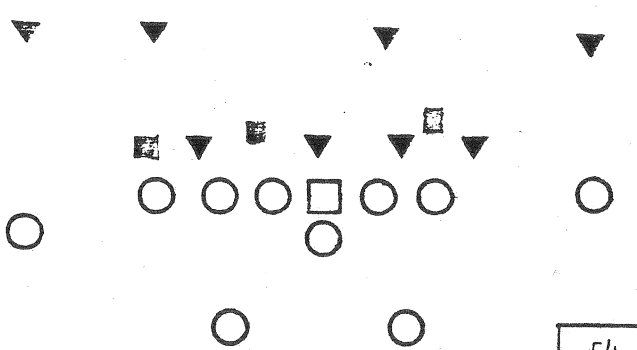
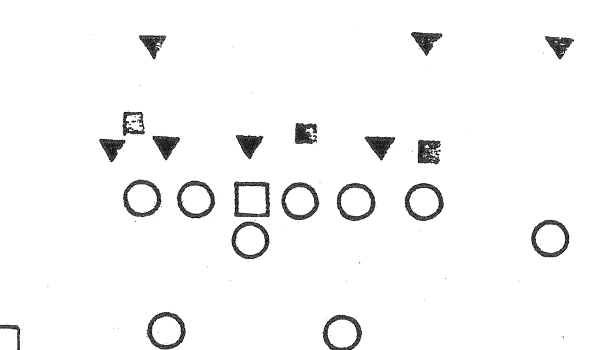
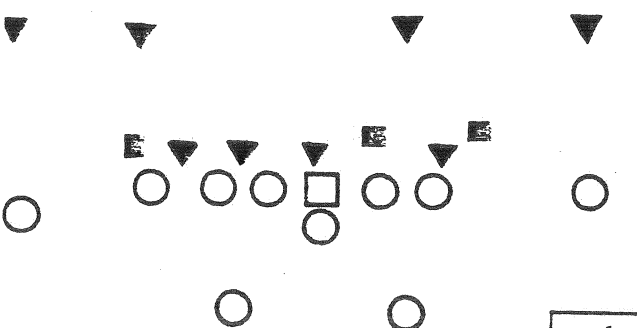
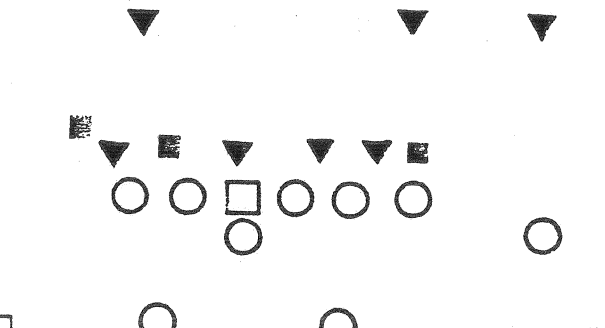


- k. OX - Inside DOG by BUCK and an outside rush by the defensive end.

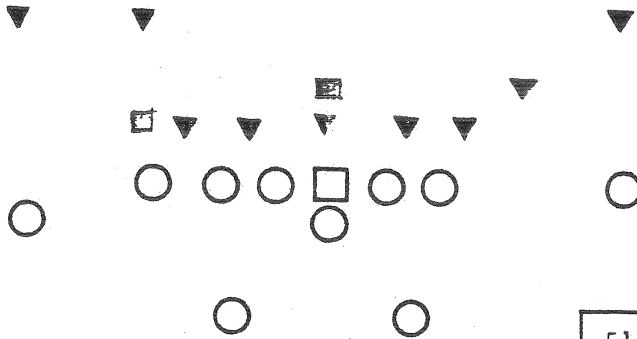
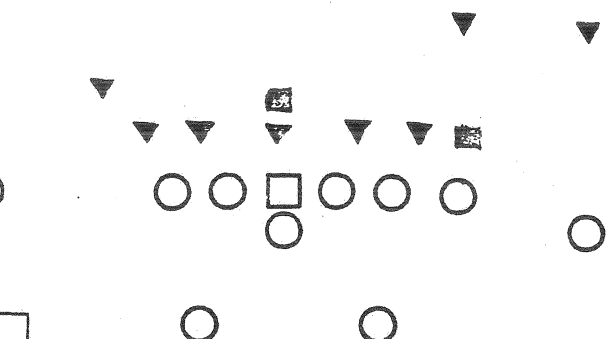
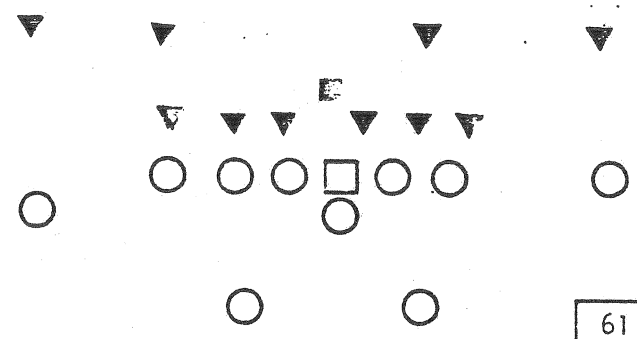
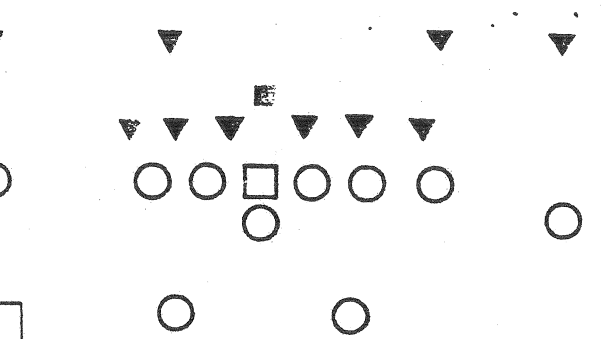
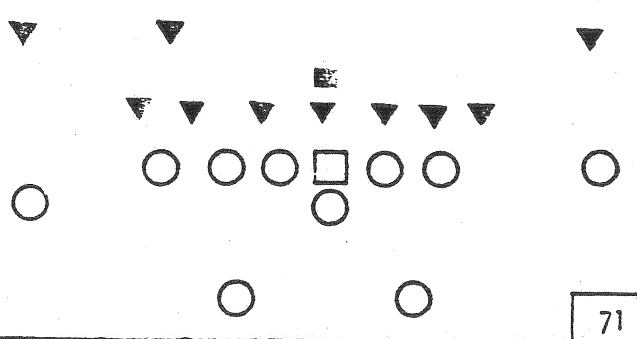
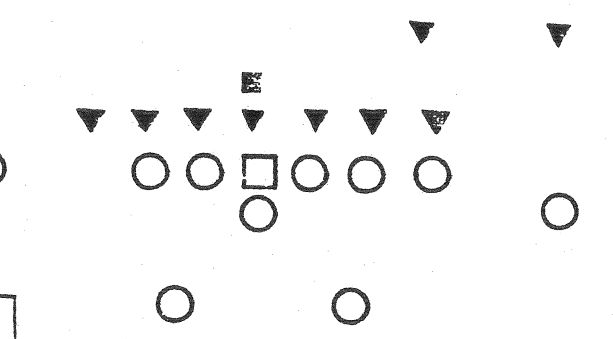
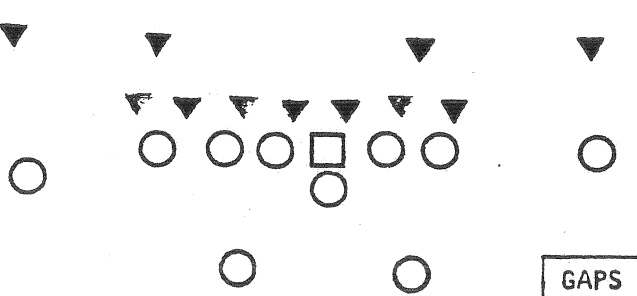
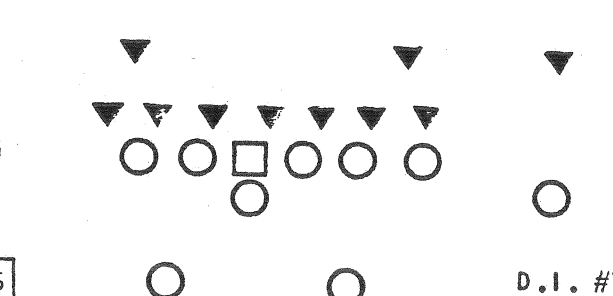
SOX - Inside DOG by STUB & an outside rush by defensive end.



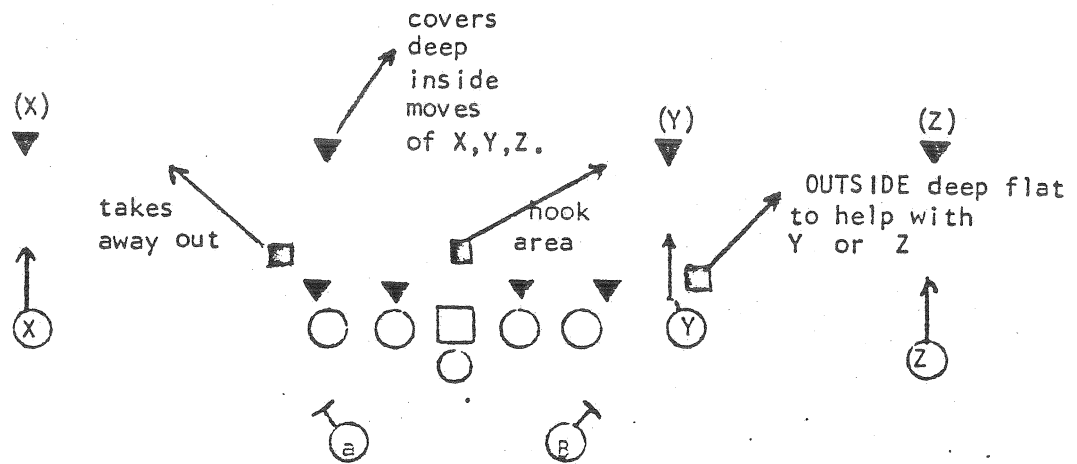
DEFENSES MOST FREQUENTLY USED BY OPPOSITION

FORMATION LEFT	FORMATION RIGHT
 <div data-bbox="795 598 868 640">46</div>	 <div data-bbox="917 598 982 640">46</div>
 <div data-bbox="795 1060 868 1102">44</div>	 <div data-bbox="917 1060 982 1102">44</div>
 <div data-bbox="795 1512 868 1554">54</div>	 <div data-bbox="917 1512 982 1554">54</div>
 <div data-bbox="795 1942 868 1984">56</div>	 <div data-bbox="917 1942 982 1984">56</div>

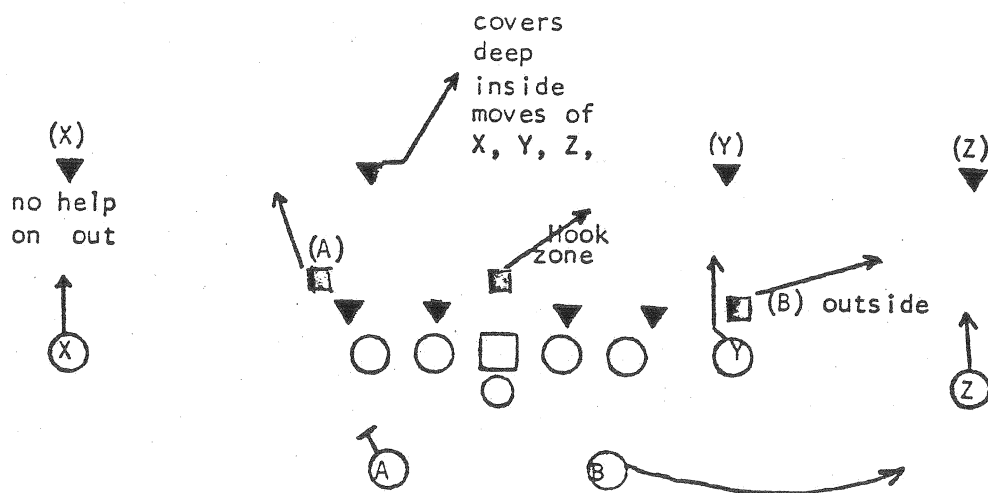
DEFENSES MOST FREQUENTLY USED BY OPPOSITION (CONT.)

FORMATION LEFT	FORMATION RIGHT
 <div data-bbox="787 609 868 661">51</div>	 <div data-bbox="885 609 966 661">51</div>
 <div data-bbox="787 1060 868 1113">61</div>	 <div data-bbox="885 1060 966 1113">61</div>
 <div data-bbox="787 1522 868 1575">71</div>	 <div data-bbox="885 1522 966 1575">71</div>
 <div data-bbox="755 1942 868 1995">GAPS</div>	 <div data-bbox="868 1942 966 1995">GAPS</div>

46 STANDARD



46 BUCK BACK



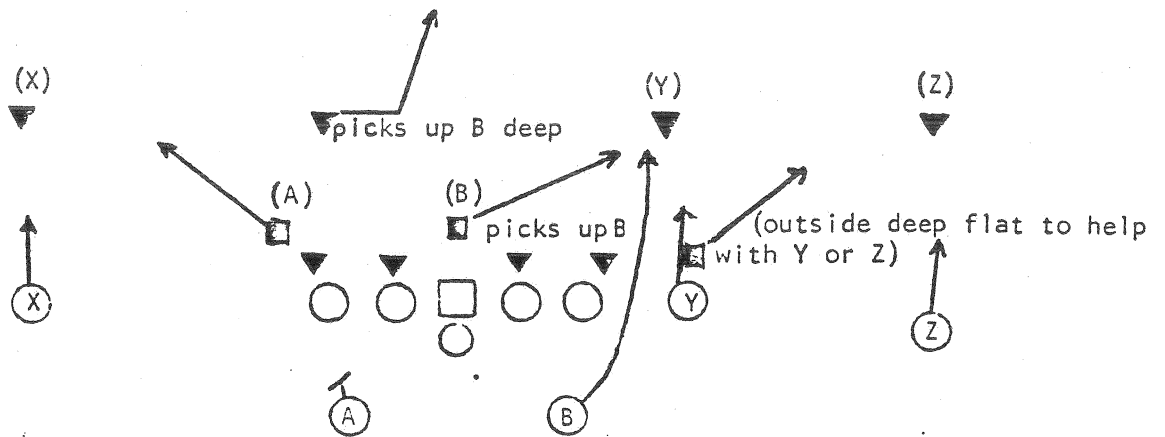
46 STANDARD



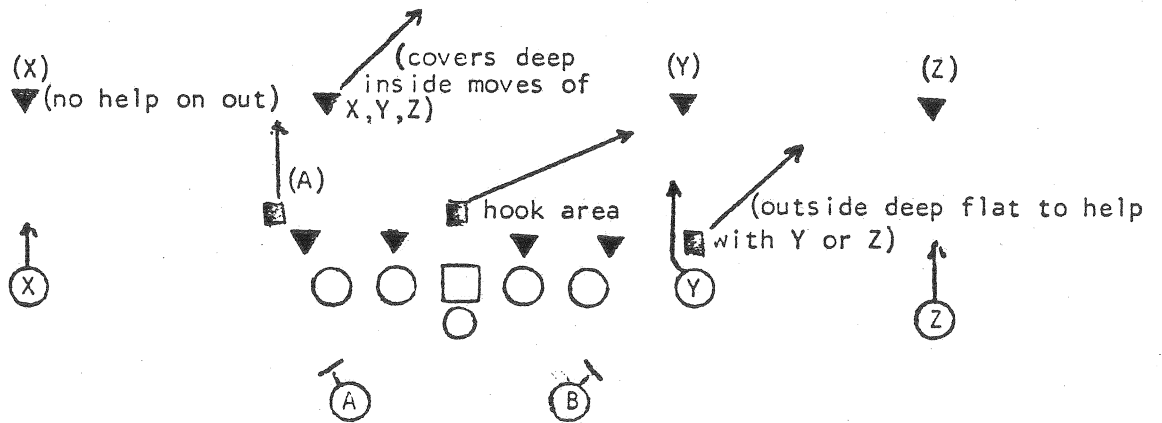
46 STANDARD



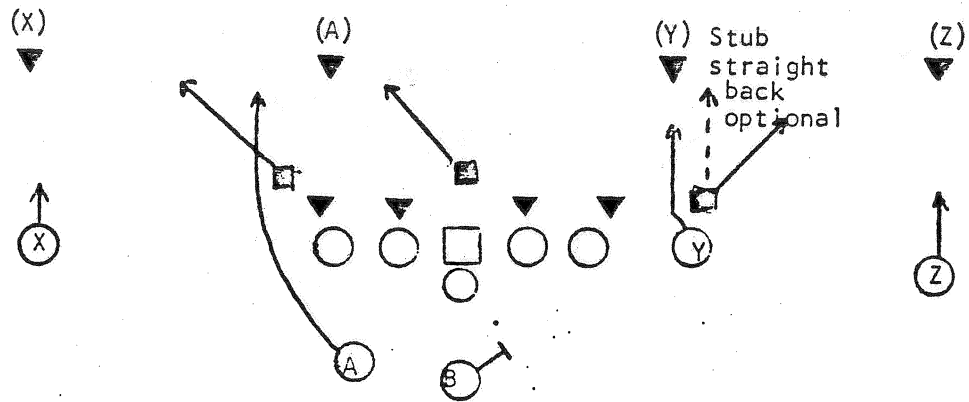
46 STANDARD



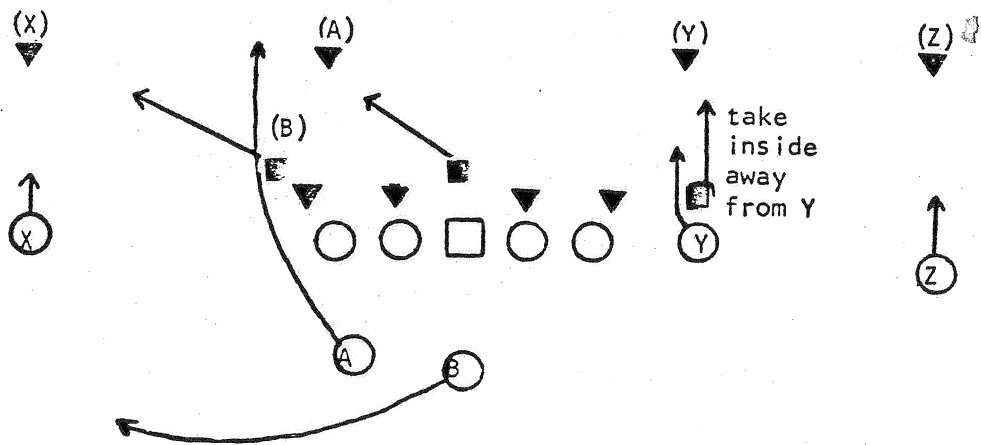
46 BUCK BACK



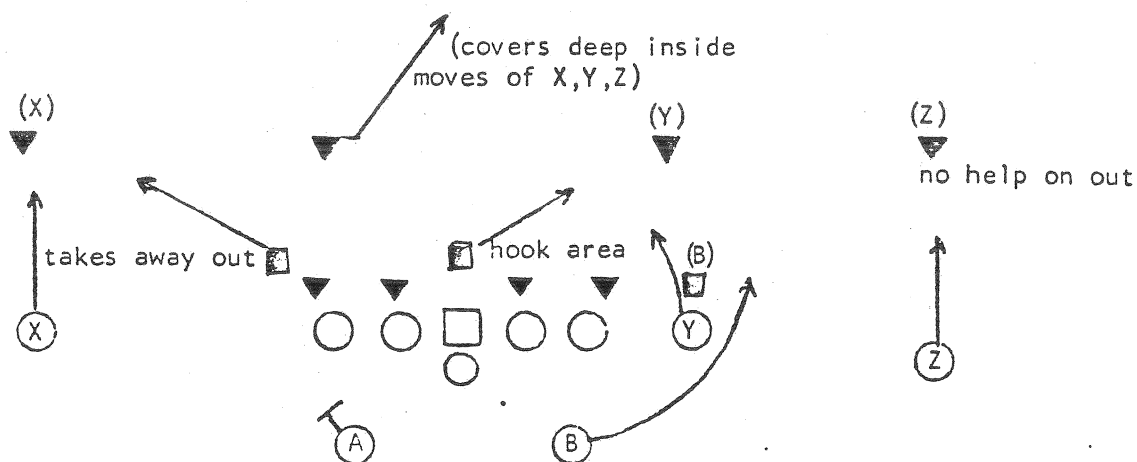
46 STUB OUT



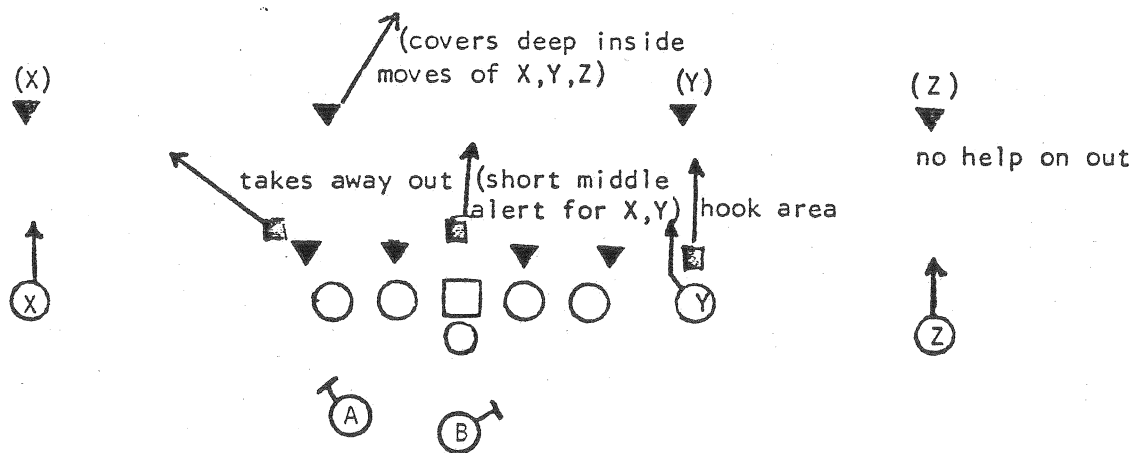
46 STANDARD



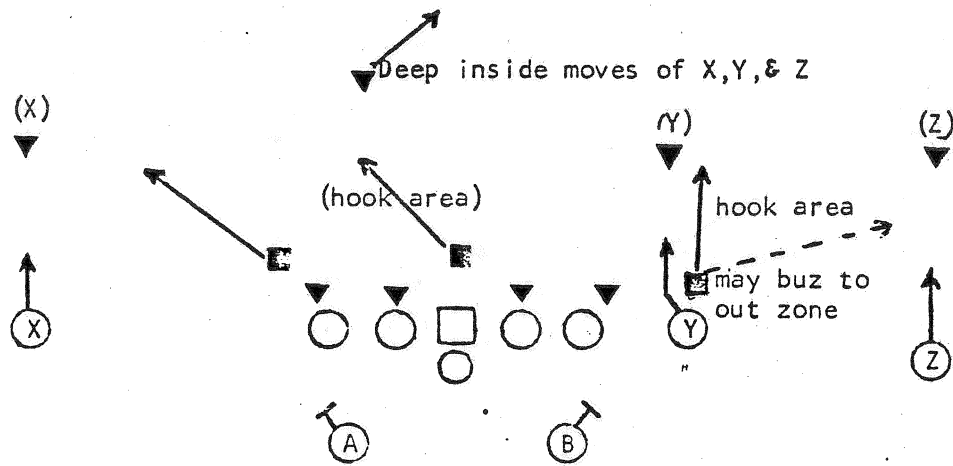
46 STANDARD



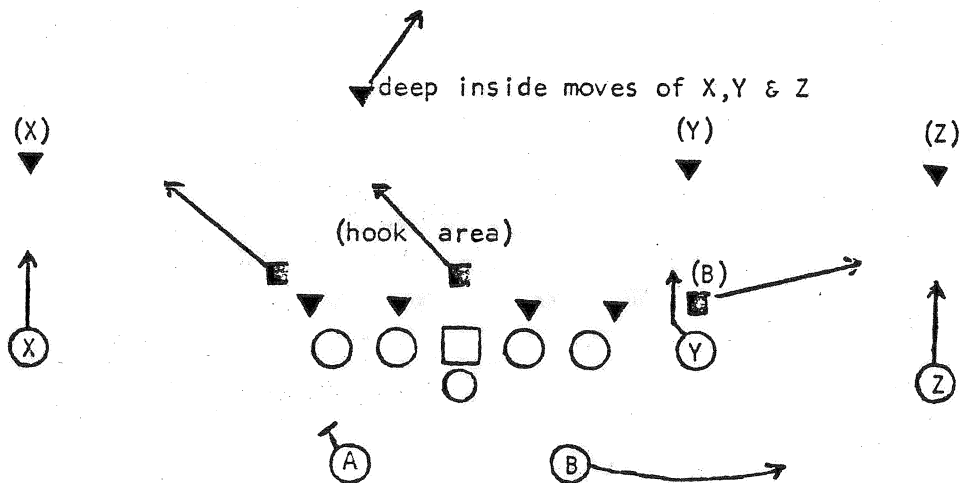
46 MAC BACK



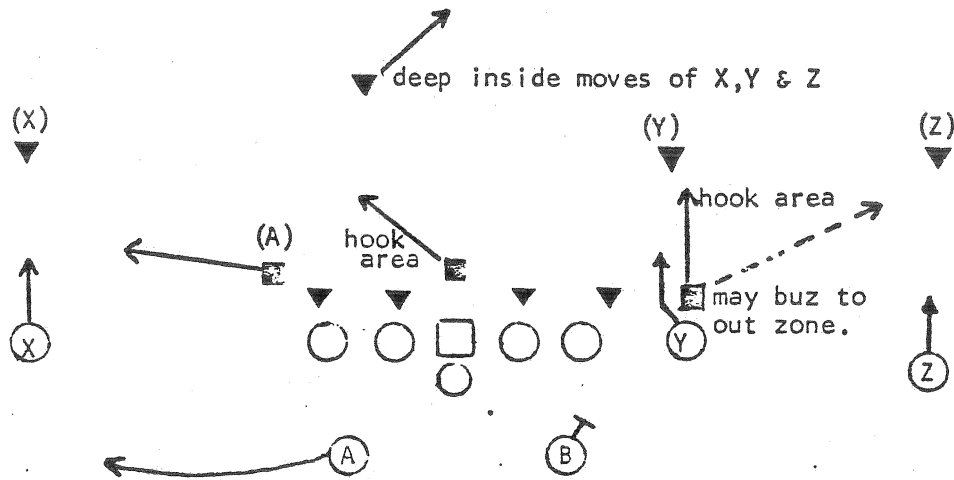
46 JILL FREE



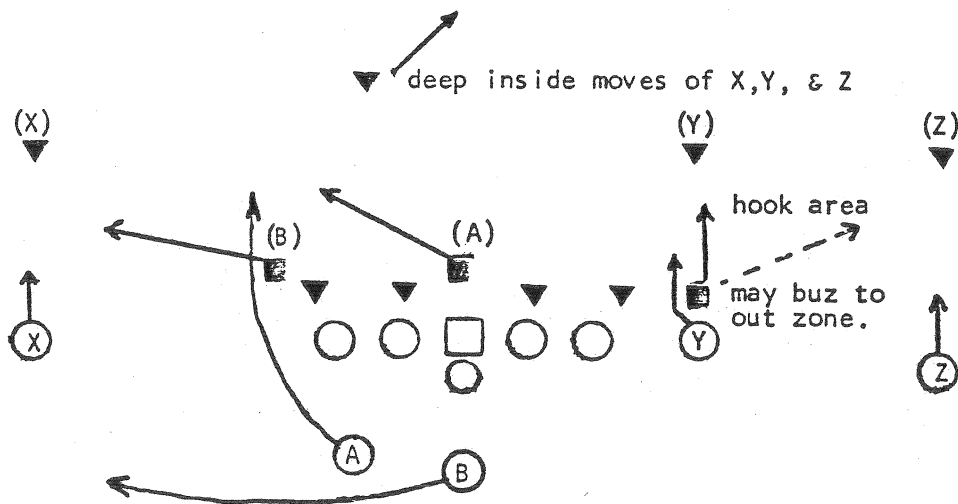
46 JILL FREE



46 JILL FREE

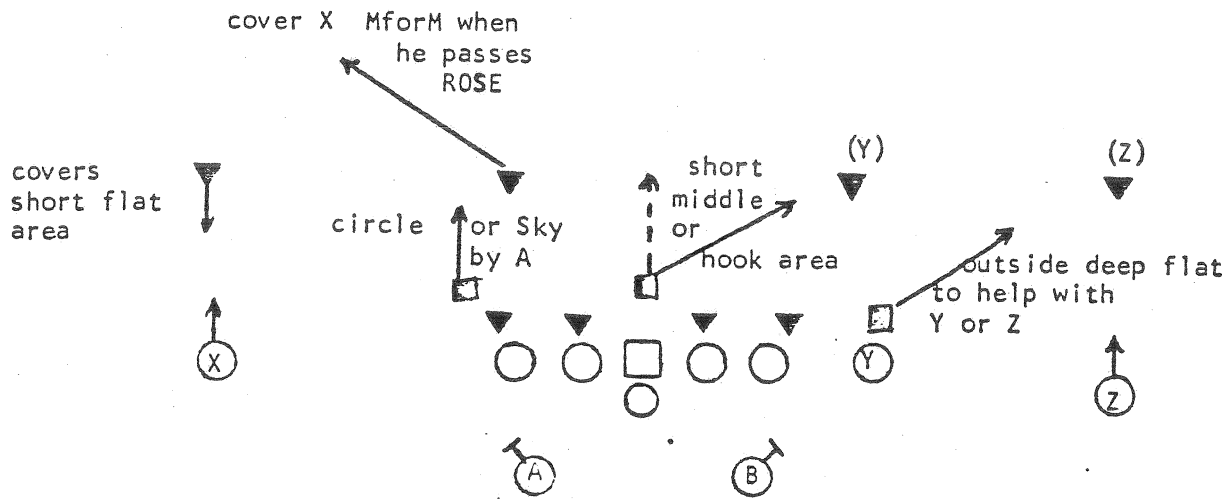


46 JILL FREE

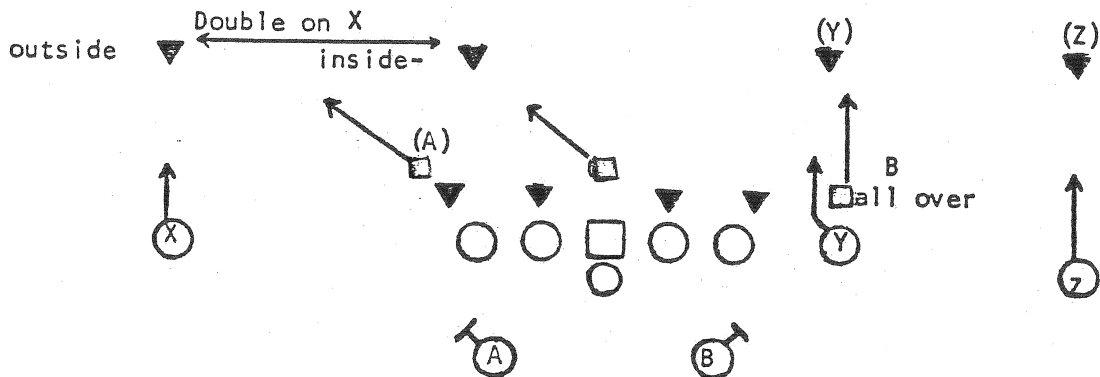


46 ROSE UP

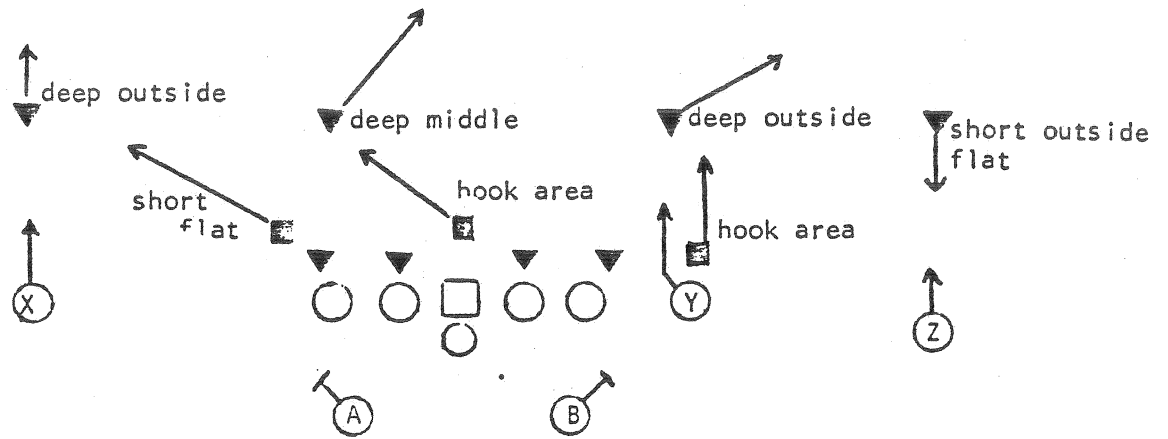
(or LOU UP if Weakside)



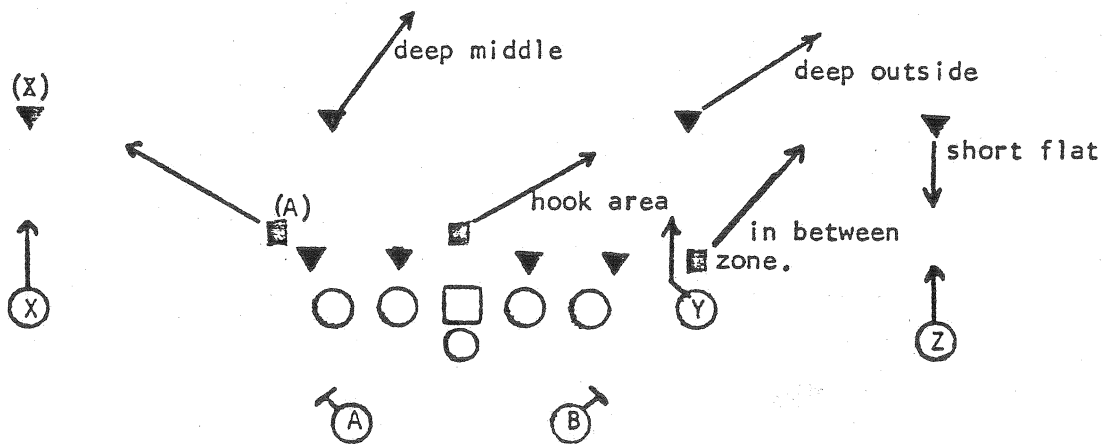
46 POW



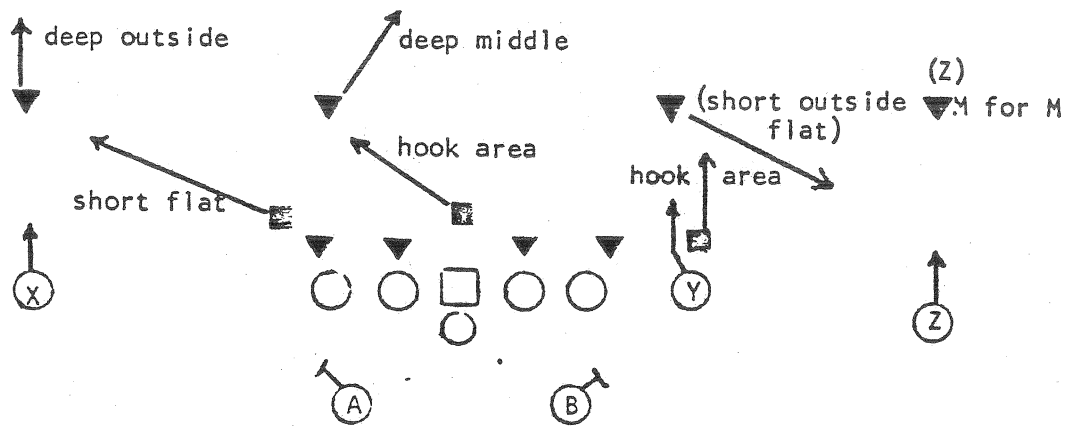
47 STANDARD



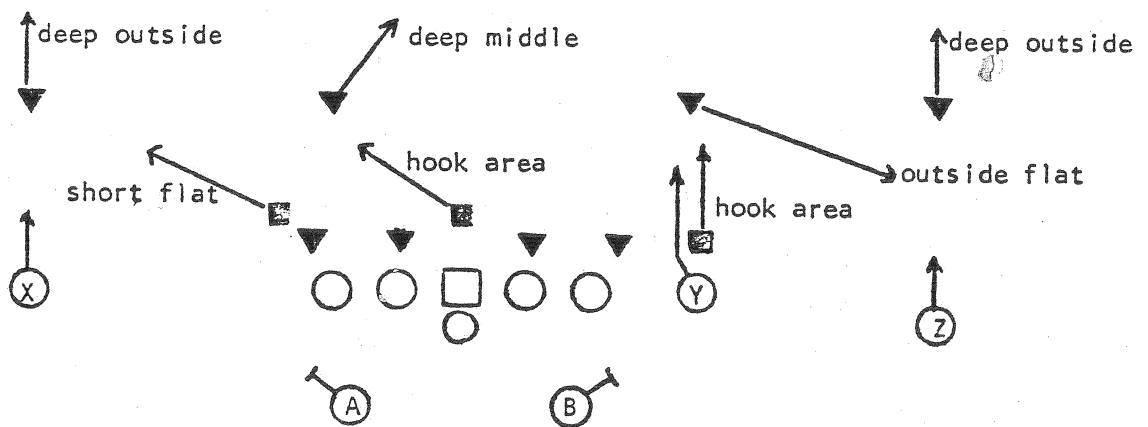
47 PACKER



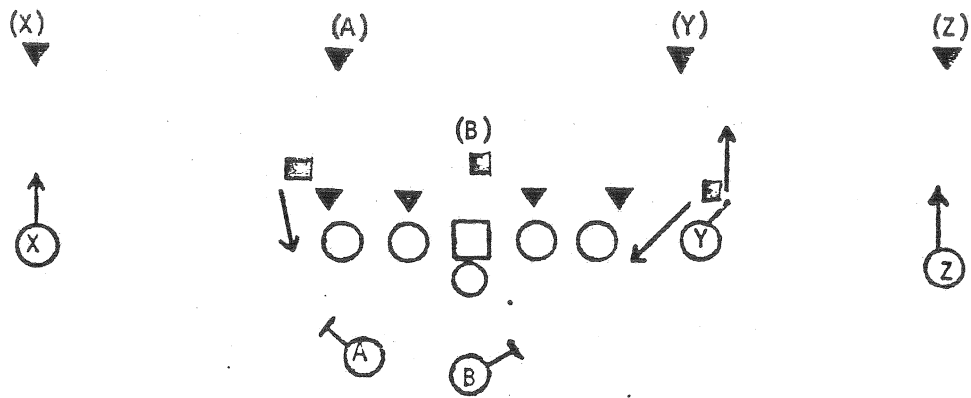
47 SAM



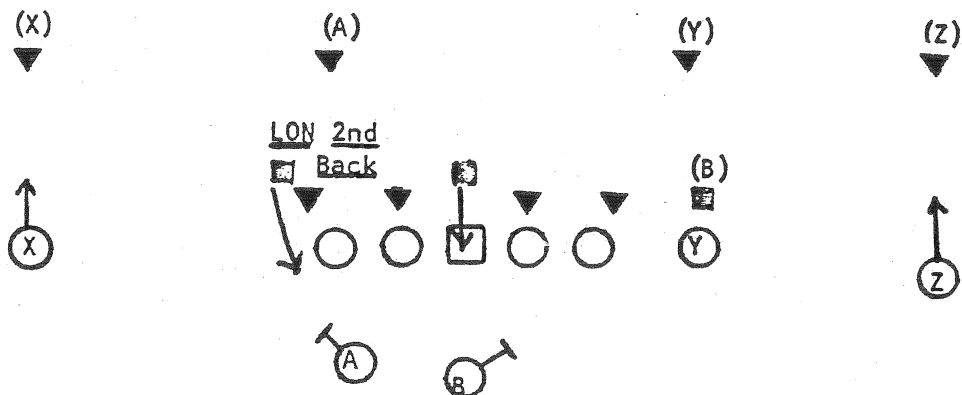
47 SAM



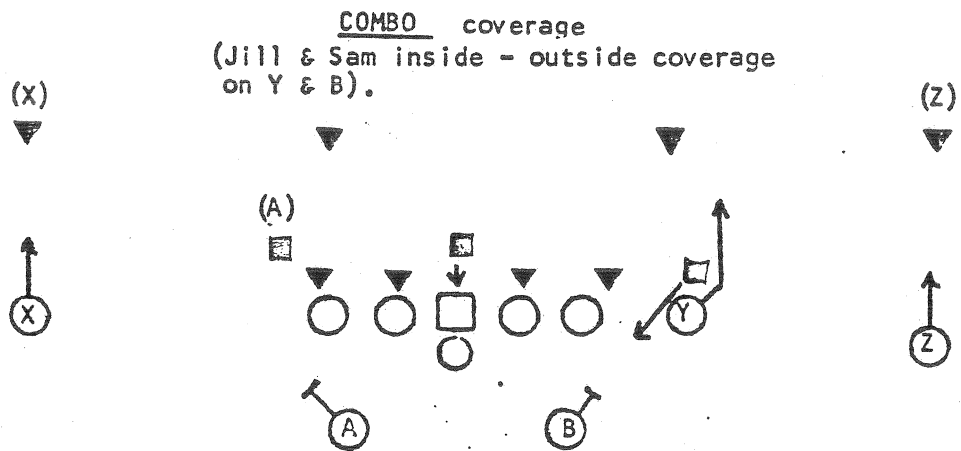
BASIC DOG COVERAGE
46 2 DOG (2D)



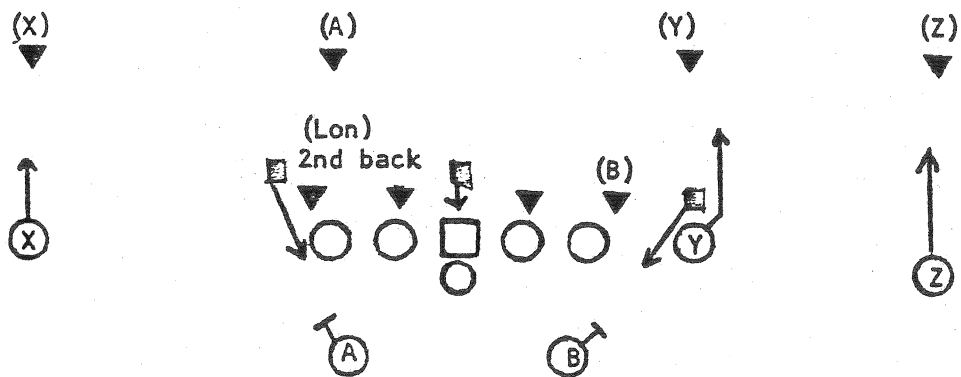
BASIC DOG COVERAGE
46 MAC - BUCK (BACK)



BASIC DOG COVERAGE
46 STUB & MAC (SMACK)



BASIC DOG COVERAGE
46 2 DOG (2D)

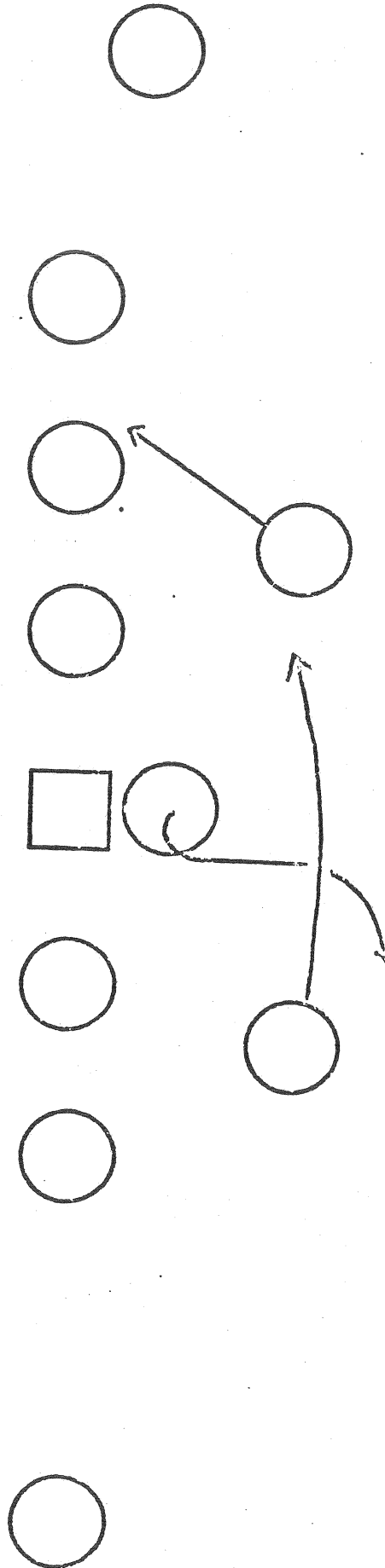


Run offense

TEAM SERIES

FORMATIONS: RED & BLUE

<u>48 BIM I</u>	<u>46 M BOB</u>	<u>44 FAST TR</u>	<u>40 FAST TR</u>	<u>21 FAST TR</u>	<u>25 FAST TR</u>	<u>27 BIM</u>	<u>29 BOB</u>
					<u>25 CROSS</u>	<u>27 BOB I</u>	<u>29 BIM</u>
					<u>25 M HUNCH</u>	<u>27 BOB O</u>	<u>29 M BOSS</u>
					<u>35 HUNCH (BL)</u>	<u>27 M HUNCH</u>	<u>29 H M GRACE</u>
						<u>27 POWER TR</u>	<u>39 H M GRACE (b1)</u>
						<u>27 POWER BOB I</u>	
						<u>27 POWER BOB O</u>	



BACKS

- NEAR BACK: Drive outside leg of defensive end.
- FAR BACK: Cross over step toward Strong Side - run hole.
- QB: OPEN PIVOT - handoff to ball carrier - roll to weak side.

SLANT SERIES

FORMATIONS: BROWN OR BLUE

38 FLIP BIM
38 DIP BIM

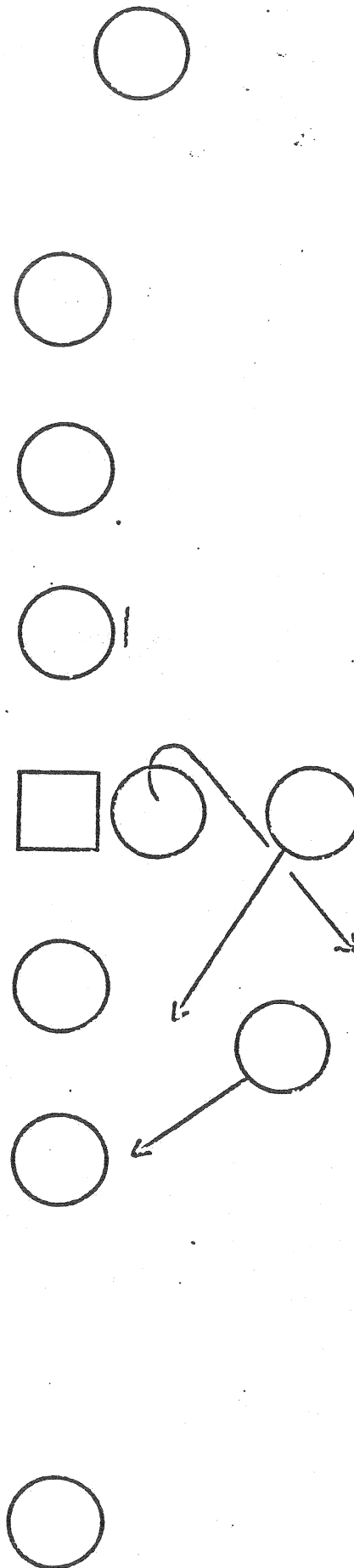
36 M BOB

34 CROSS

35 CROSS

37 POWER BOB (BL)

39 FLIP BIM (BL)
39 DIP BIM (BL)



BACKS

HB: Drive at outside foot of defensive end.

FB: Lead Step to tail of Tackle.

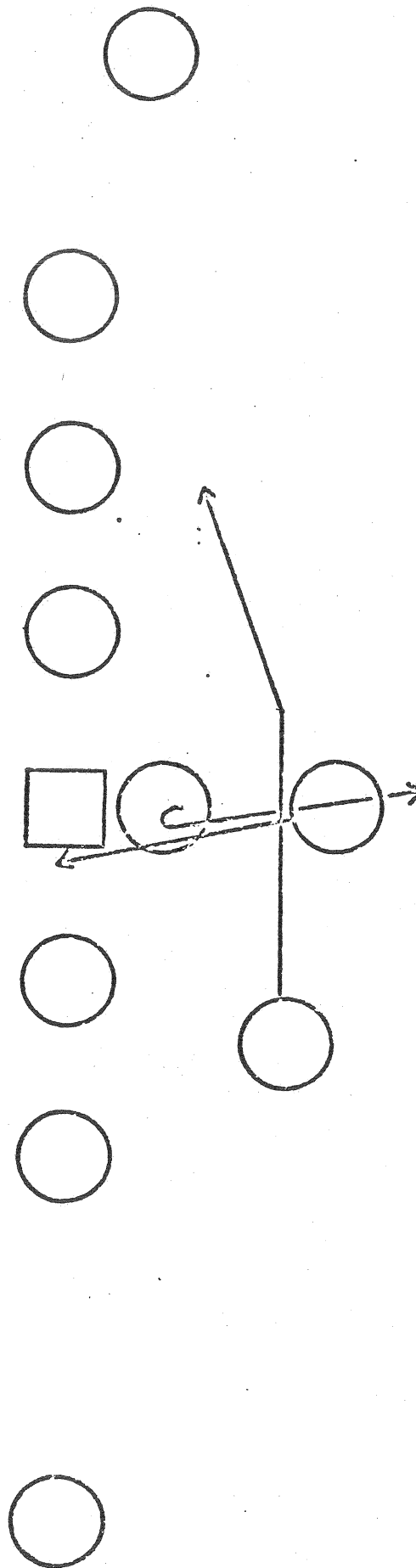
QB: REVERSE PIVOT - handoff to FB - continue to roll.

XF33

FULL SERIES

FORMATIONS: BROWN OR BLUE

<u>46 FULL MO (BL)</u>	<u>44 FULL POWER TR (BL)</u>	<u>31 FULL TR</u>	<u>25 FULL POWER TR</u> <u>35 SUCKER (BL)</u>	<u>27 FULL M O</u>	<u>29 FULL M O</u>
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BACKS

- HB: Drive to a point $1\frac{1}{2}$ yards behind end.
- FB: Drive to offside leg of Center.
- QB: OPEN PIVOT - quick fake to FB handoff to ball carrier - continue back.

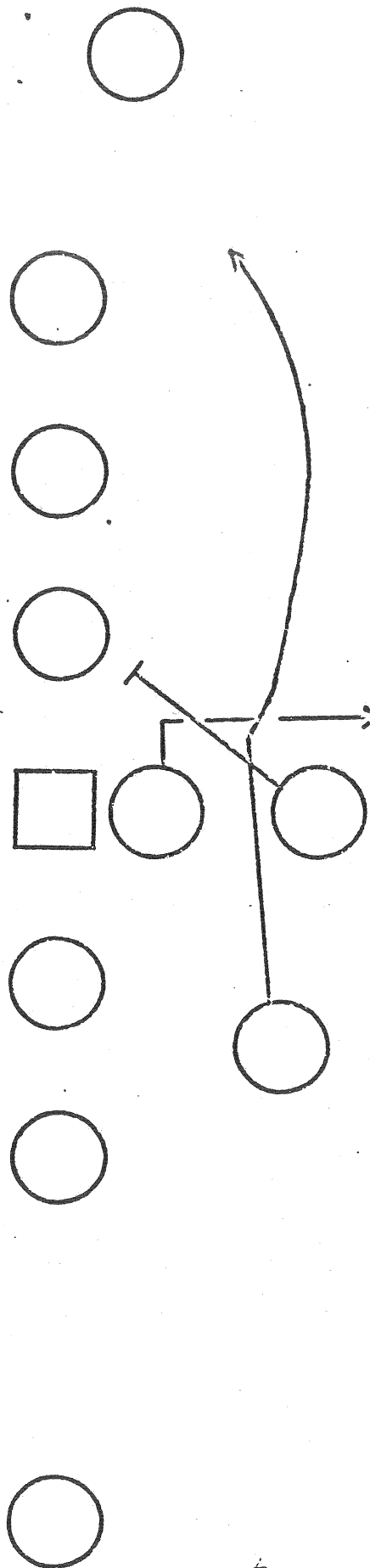
" F " SERIES

FORMATIONS: BROUIN OR BLUE

48 F.M. GRACE (BLUE)

21 RAM TRAP

29 F.M. GRACE



BACKS

HB: Drive to a point 1½ yards behind end.

FB: Drive to outside leg of guard.

QB: ~~OPEN~~ PIVOT - short ride of FB - handoff to ball carrier.
S/KE

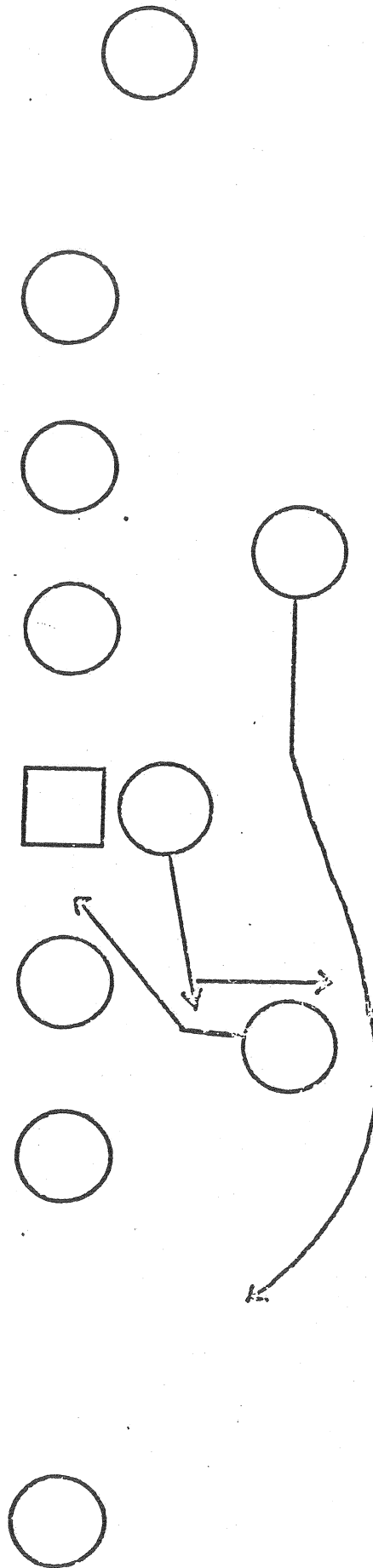
34

R.O. #4

VEER SERIES

FORMATION: ALL (Strong or Weak)

34 PIC 20 VEER 35 PIC
35 VEER



BACKS

NEAR BACK: Drive OFFSIDE.

FAR BACK: Take 2 steps and drive to "0" hole.

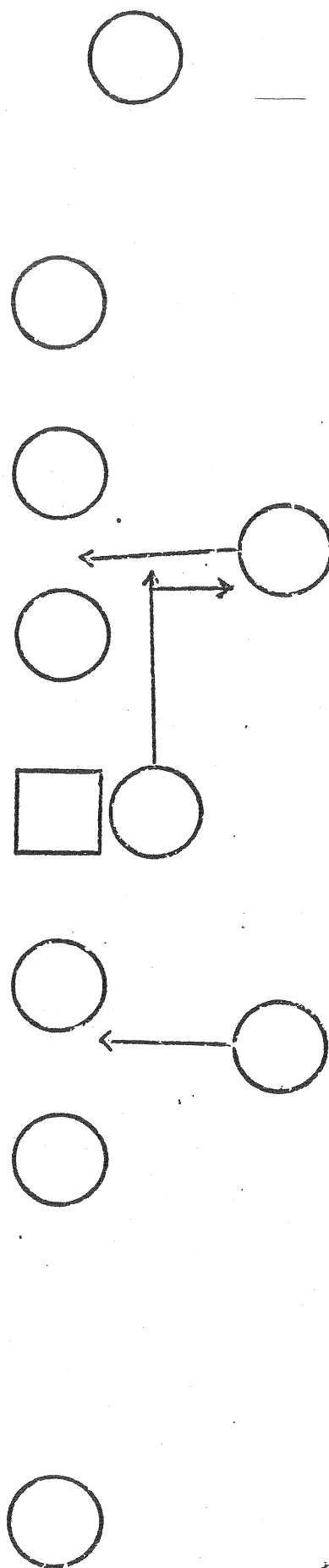
QR: ~~FRONT~~ PIVOT - give-ground - handoff to ball carrier.
slice

DIVE SERIES

FORMATIONS: ALL (strong or weak)

24 DIVE

45 DIVE



BACKS

NEAR BACK:

Drive inside leg of Tackle.

FAR BACK:

Drive inside leg of Tackle.

Q.B.:

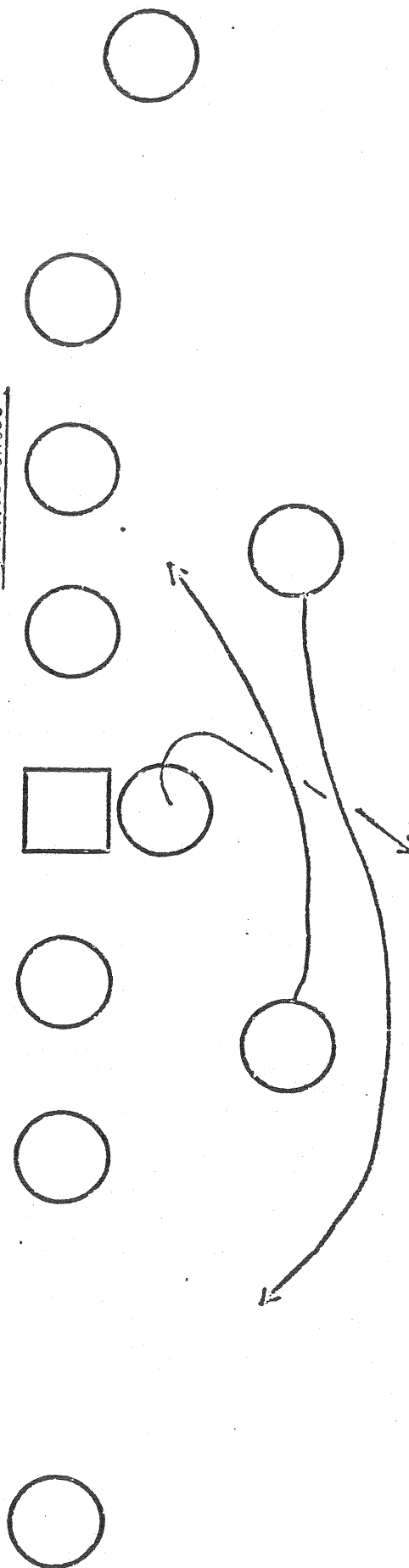
FRONT PIVOT - Handoff to ball carrier.

CRISS CROSS SERIES

FORMATION: RED

44 SUCKER (near)

25 SUCKER
45 CRISS CROSS
25 CRISS CROSS



BACKS

NEAR BACK: 1st Step toward 3 back position then belly.

FAR BACK: Run Hole taking ball between QB & FB.

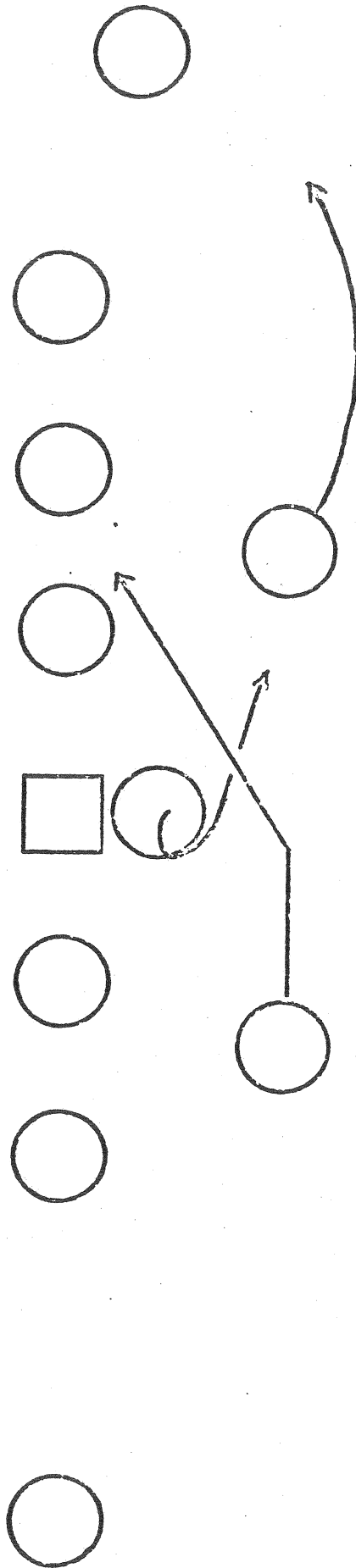
Q.B.: REVERSE PIVOT - Handoff to ball carrier.

TOSS SERIES

FORMATION: ALL (strong or weak)

28 TOSS TESS (crack)

49 TOSS M TESS



BACKS

NEAR BACK:

Lead step approximately 45° and continue to belly until you receive ball or QB fake.

FAR BACK:

Cross over 2 Steps - drive inside leg of Tackie.

QB:

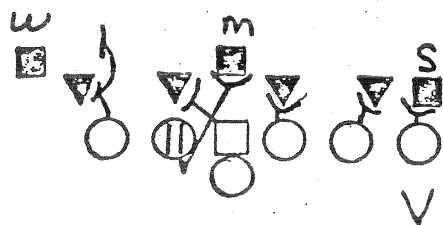
REVERSE PIVOT - Toss.

0-1

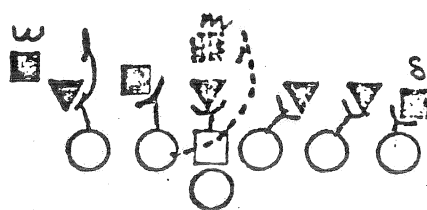
0 and 1 HOLE BLOCKING CALLS VS EVEN AND ODD DEFENSES:

EVEN

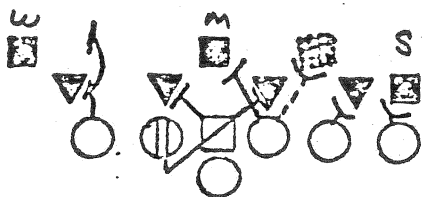
ODD



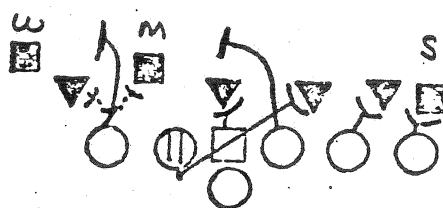
SWITCH:



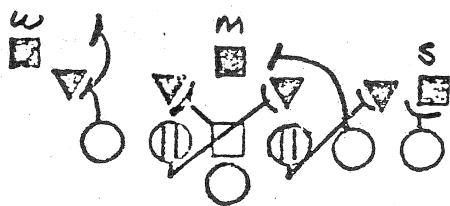
M VS ODD



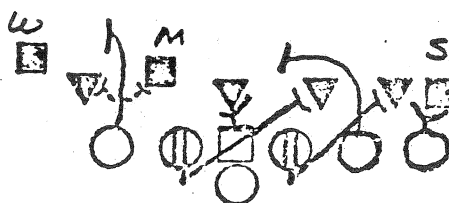
ACE



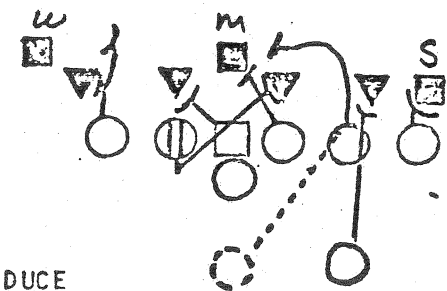
ACE



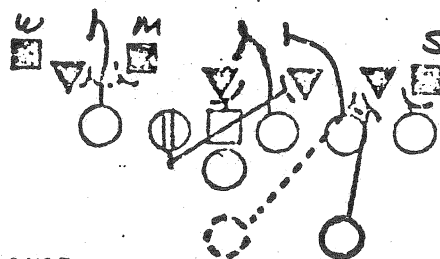
CLUB



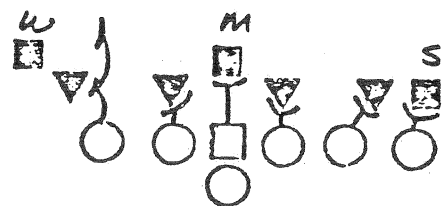
CLUB



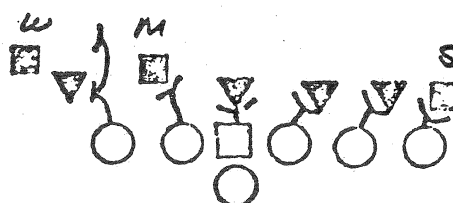
DUCE



DUCE



M



M

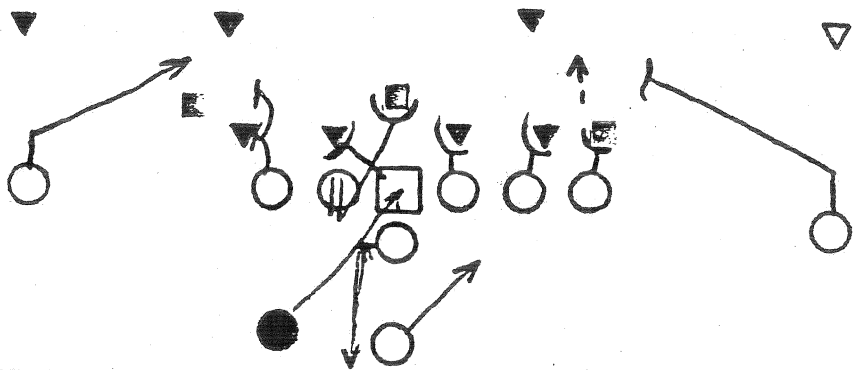
0&1 #A

FORMATION: Brown Right/Left
PLAY: 40/21 FAST TRAP

46

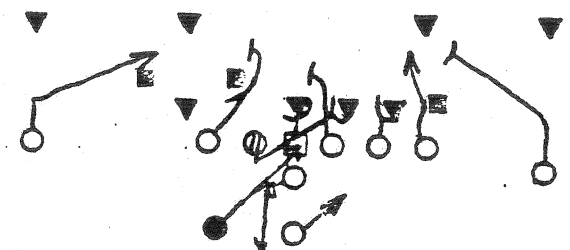
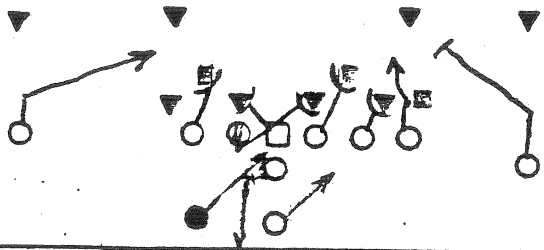
BLOCKING:

1. SWITCH
2. ACE
3. CLUB
4. DUCE
5. M
- 6.
- 7.
- 8.



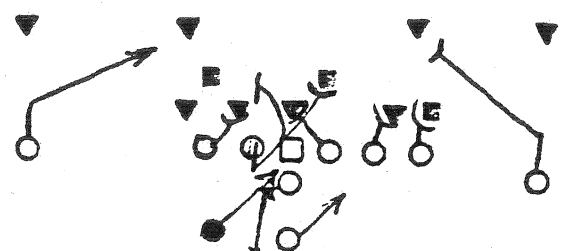
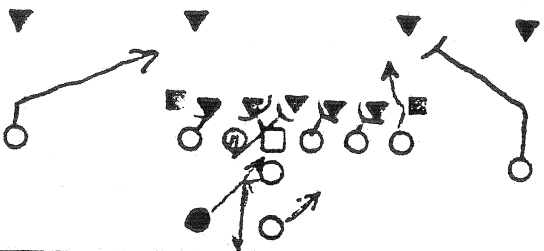
44

56

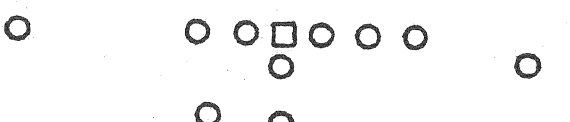
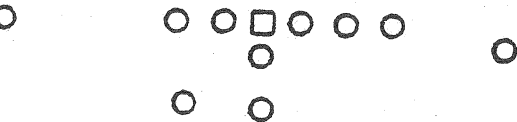
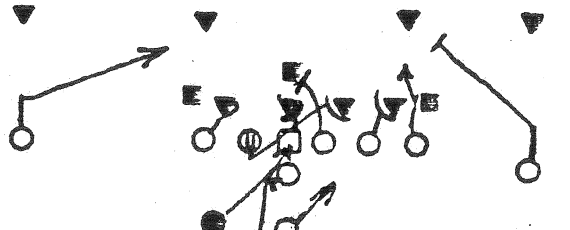
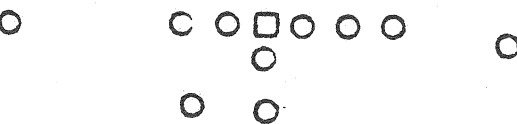


GAPS

54



51

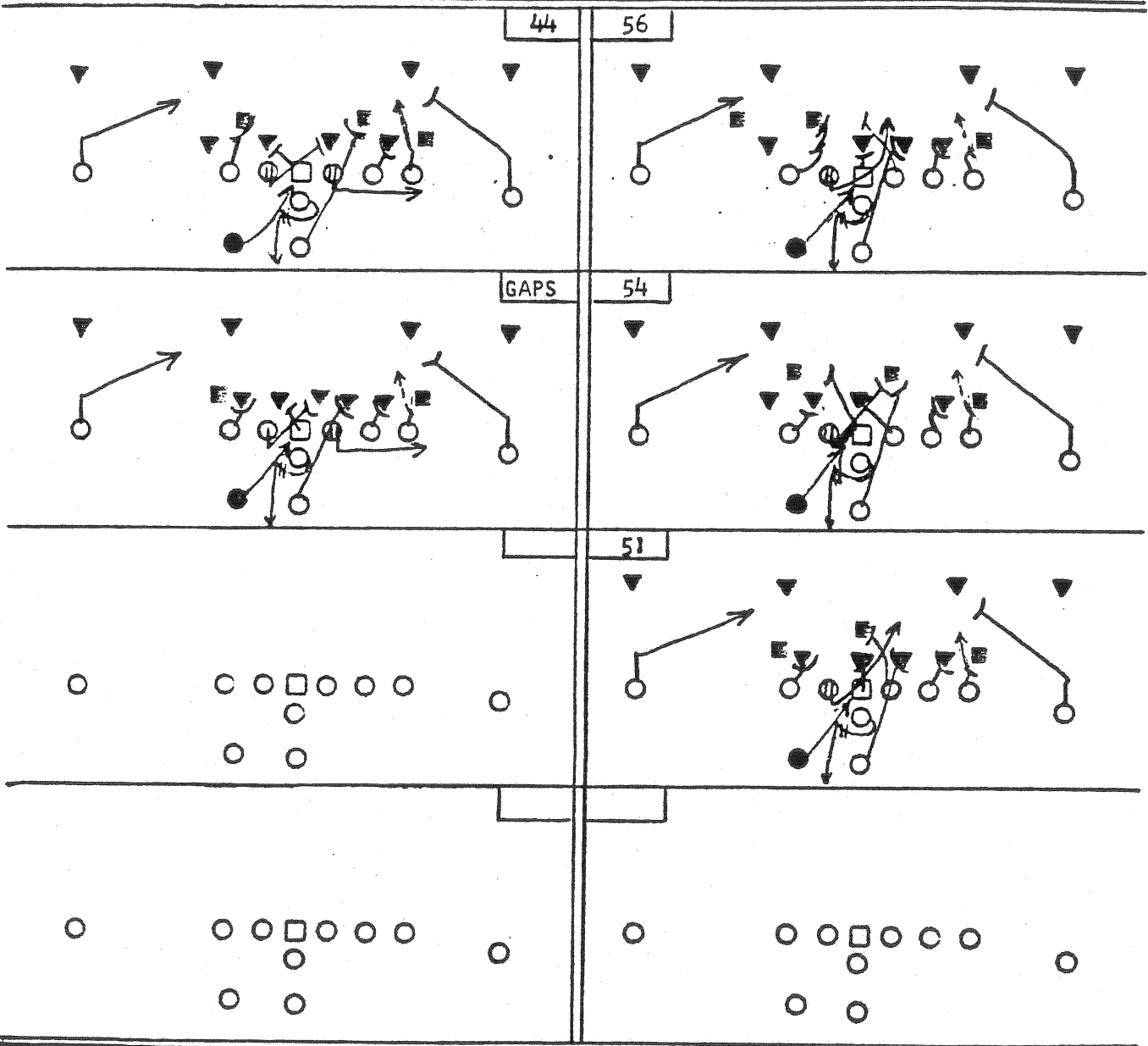
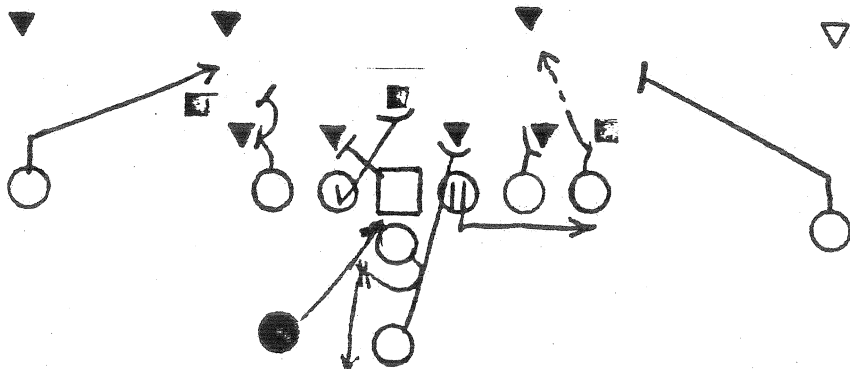


COACHING POINTS:

FORMATION: Drown Right/Left
 PLAY: 40/21 RAM TRAP

46

- BLOCKING:**
- 1. TRAP
 - 2. DUCE
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



COACHING POINTS:

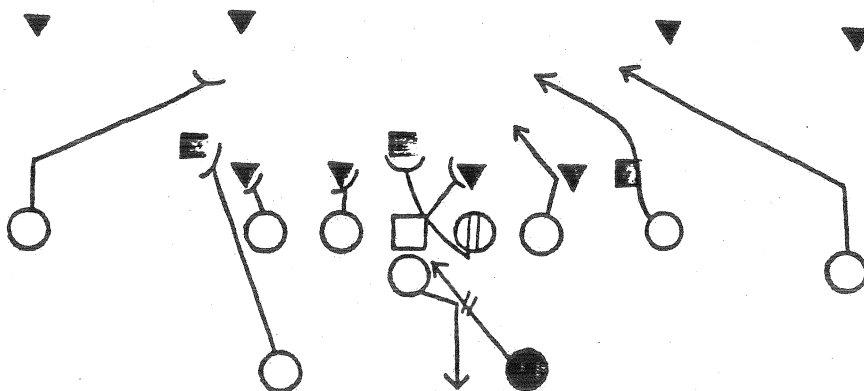
FORM: RED RIGHT / Left

PLAY: 21/40 FAST TRAP

46

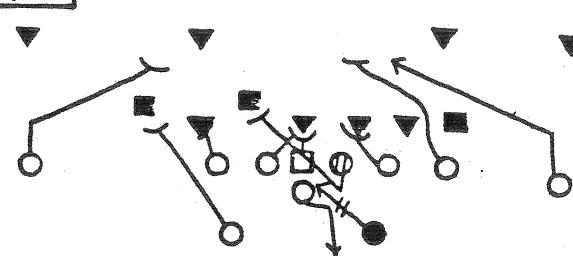
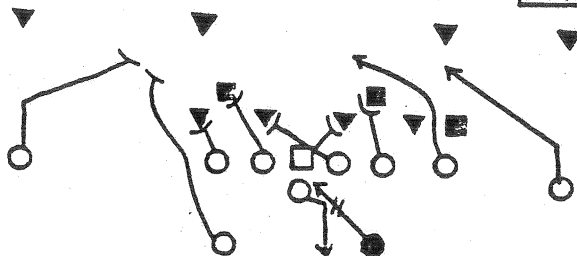
BLOCKING:

1. SWITCH
2. ACE
3. CLUB
4. DUCE
5. M
- 6.



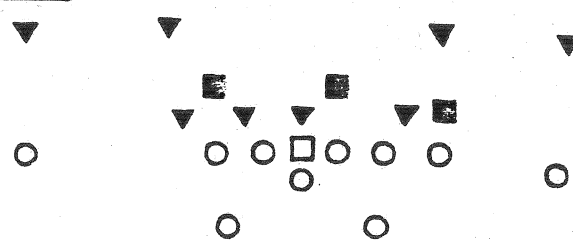
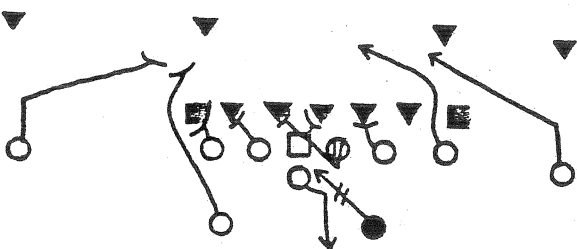
44

56

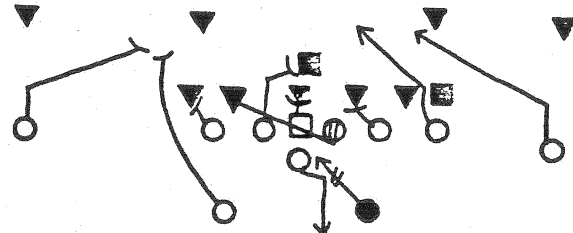
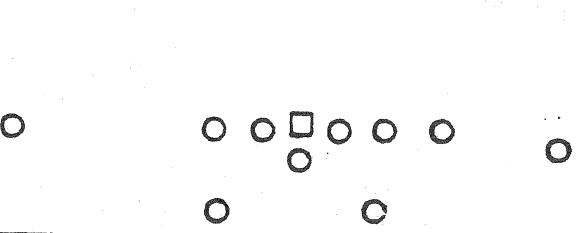


GAPS

54



51



COACHING POINTS:

FORMATION: Blue Right/Left

PLAY: 21/40 RAM TRAP

BLOCKING:

1. Switch

2. Duce

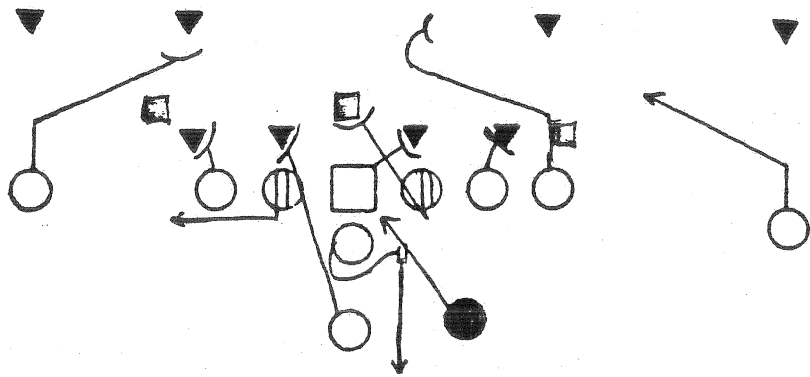
3.

4.

5.

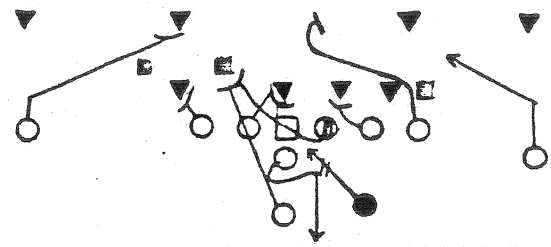
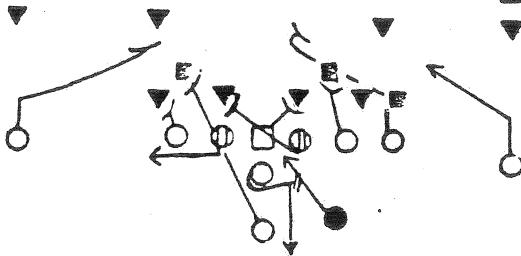
6.

46



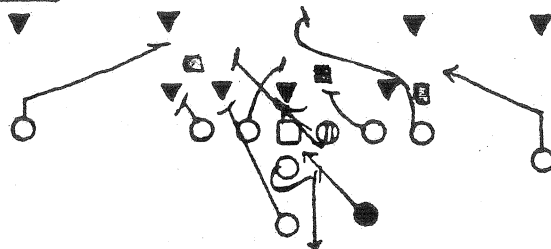
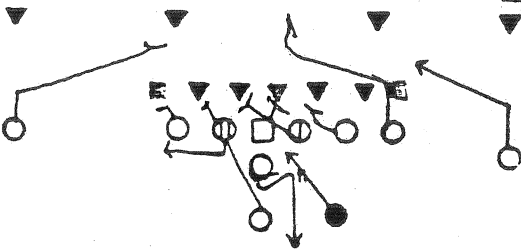
44

56

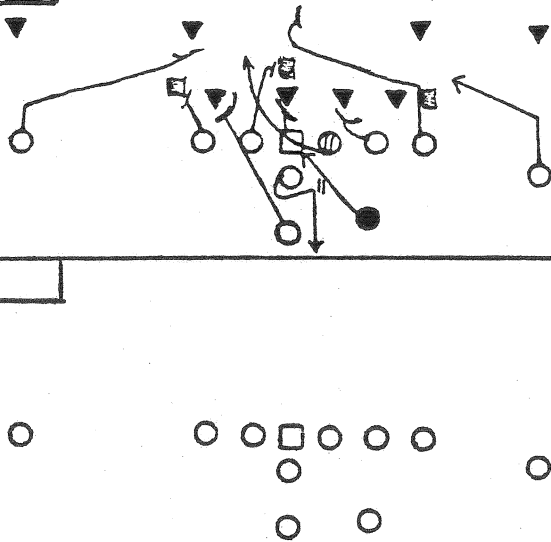
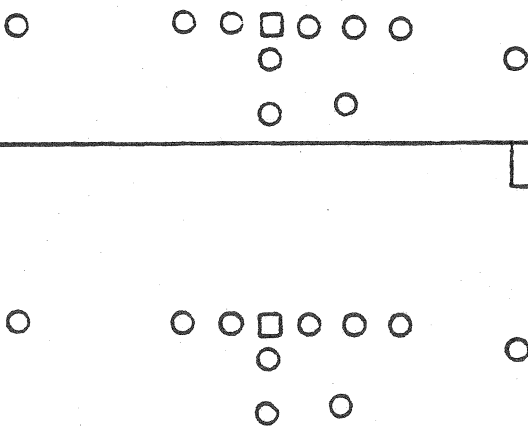


GAPS

54



51

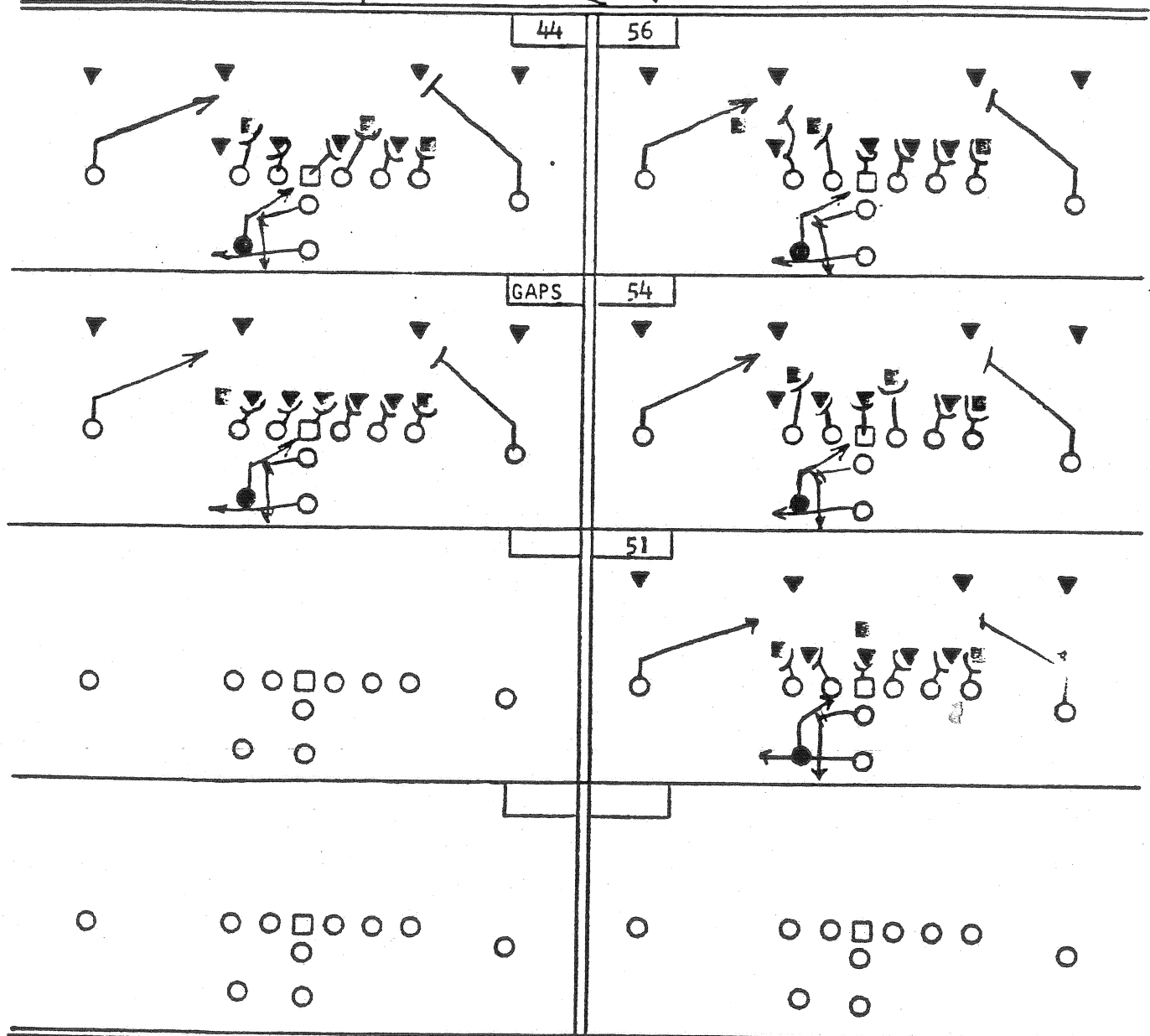
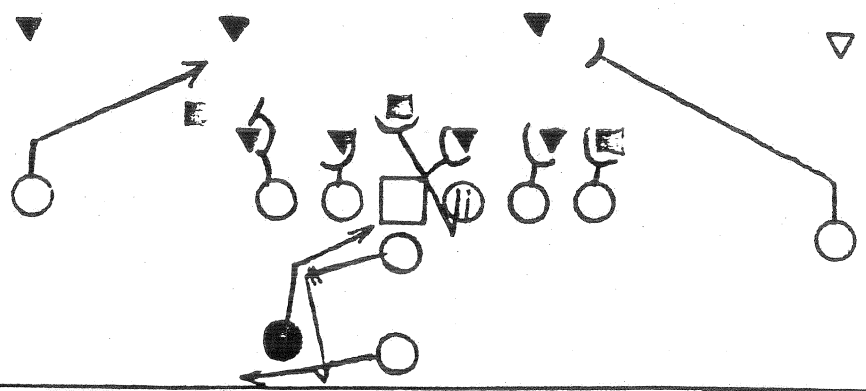


COACHING POINTS:

FORMATION: Brown Right / *Left*
 PLAY: 40/21 VEER

46

- BLOCKING:
- 1. SWITCH
 - 2. M
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



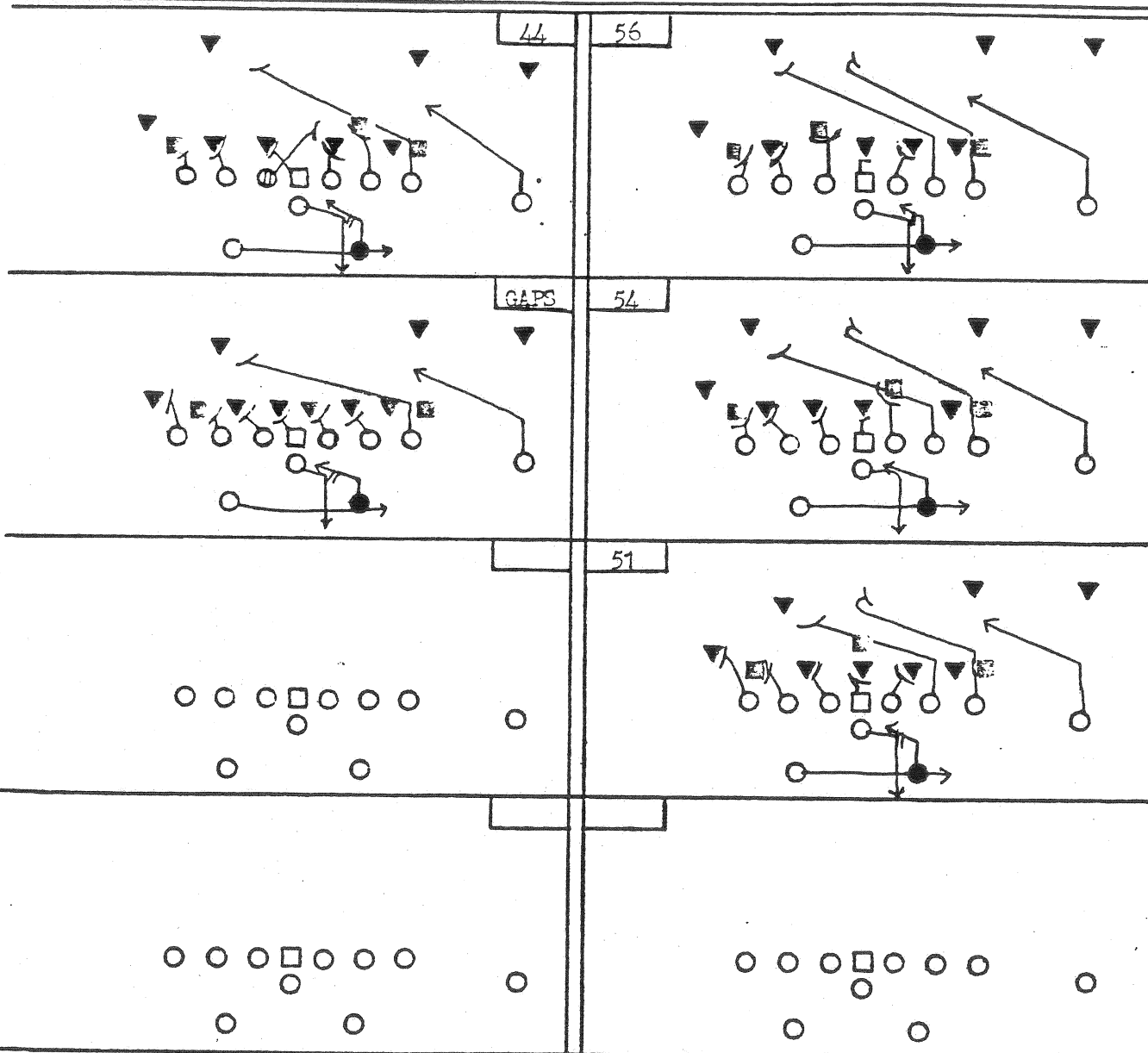
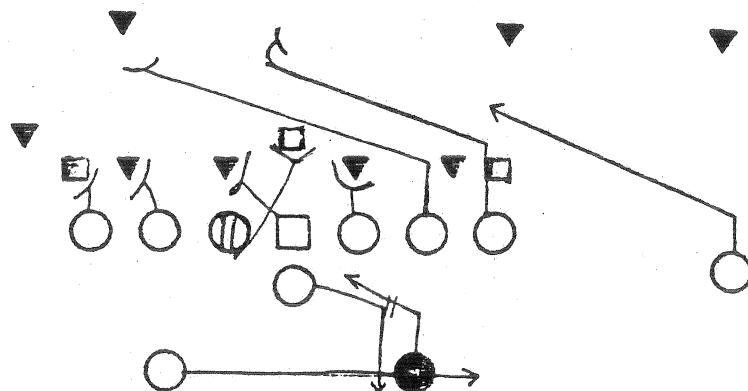
COACHING POINTS:

FORM: Red Right/Near
PLAY: 20/41 VEER *Left*

46

BLOCKING:

1. SWITCH
2. M
- 3.
- 4.
- 5.
- 6.
- 7.



COACHING POINTS:

FORM: RED RIGHT

PLAY: 41/20 *Pie*
veer

46

BLOCKING:

1. SWITCH

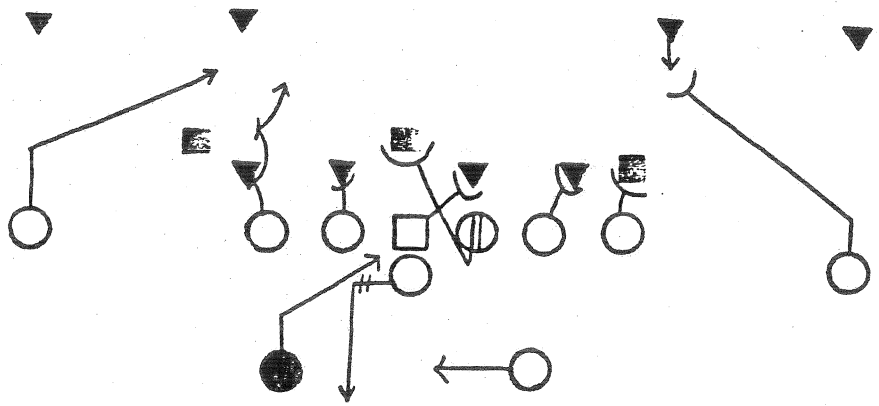
2. M

3.

4.

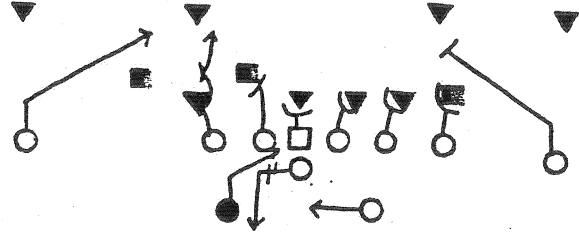
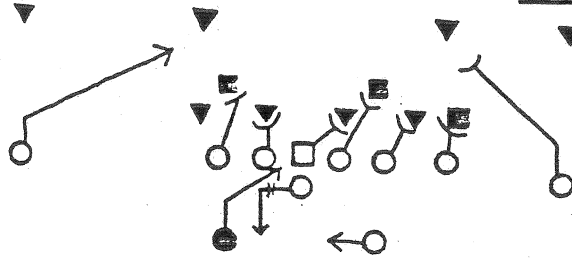
5.

6.



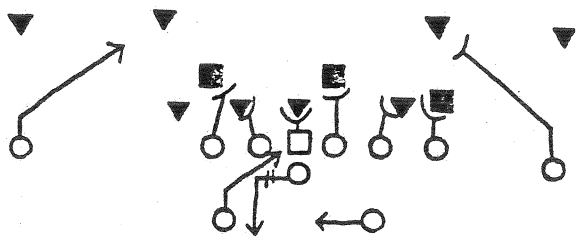
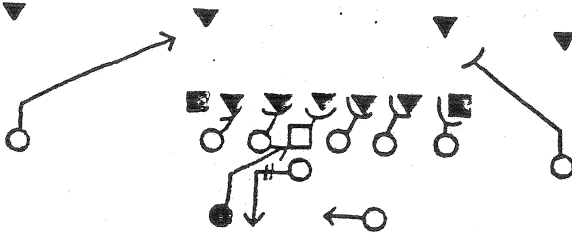
44

56

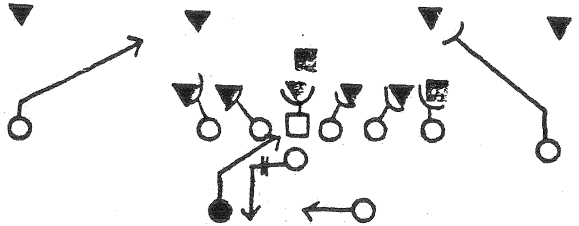
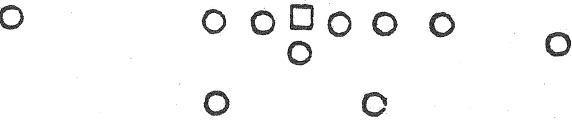


GAPS

54



51



COACHING POINTS:

FORMATION: Brown Right/Left

46

41/20 RAM HUNCH

BLOCKING:

1.

2.

3.

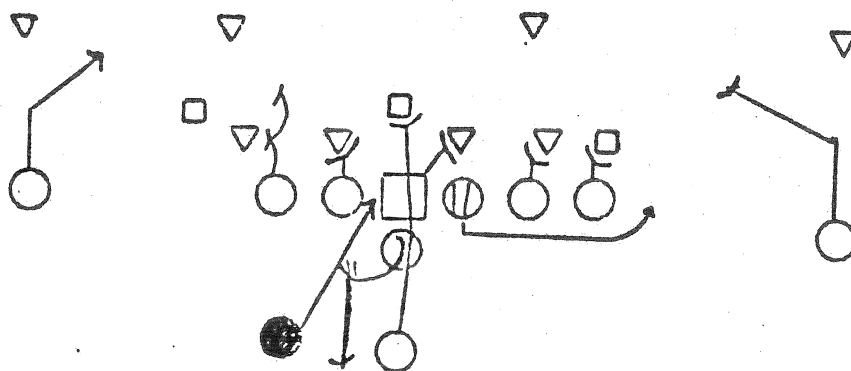
4.

5.

6.

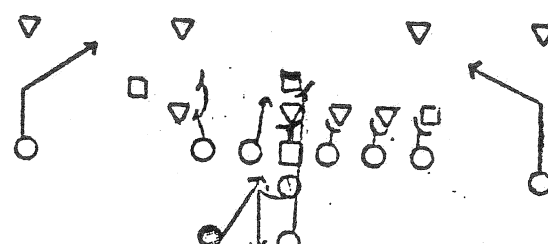
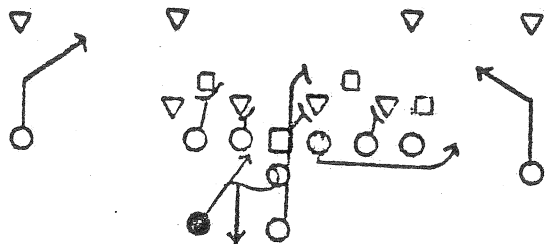
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8.



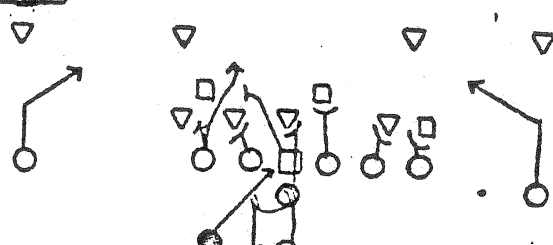
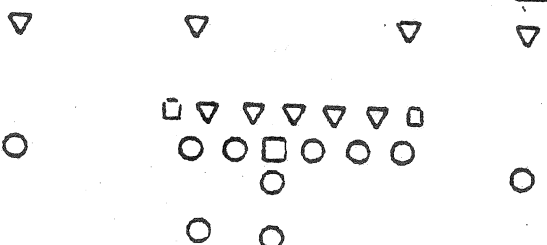
44

56

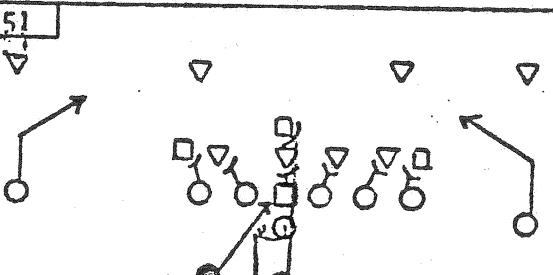
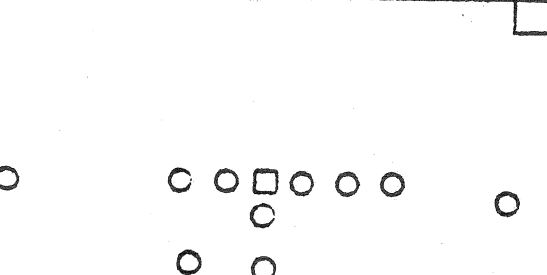


GAPS

54



51

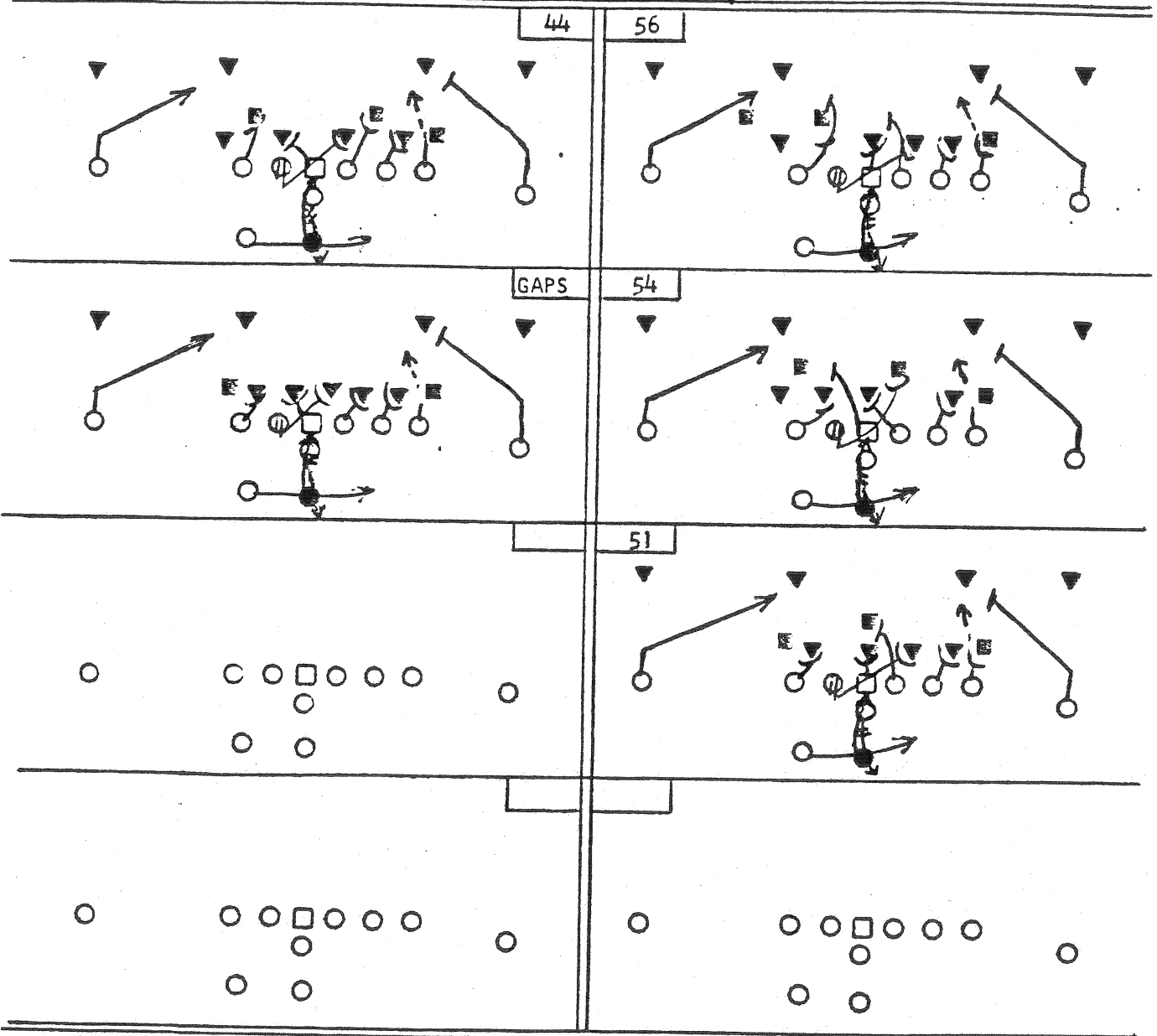
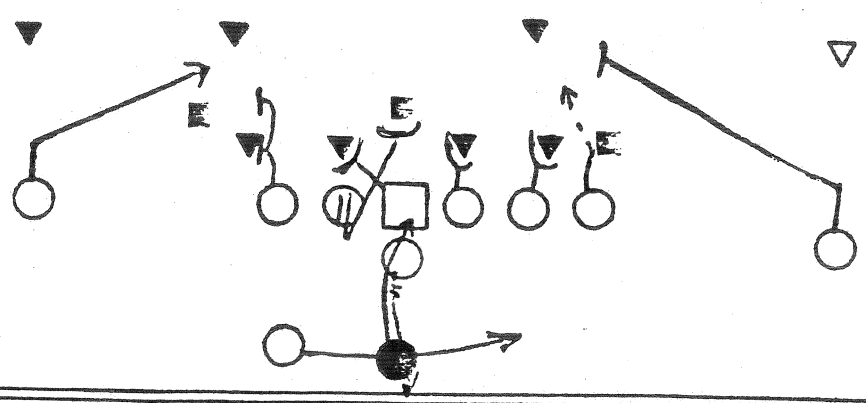


COACHING POINTS:

FORMATION: Drown Right/Left
PLAY: 30/31 FULL TRAP

46

- BLOCKING:**
- 1. SWITCH
 - 2. AGE
 - 3. CLUB
 - 4. M
 - 5.
 - 6.
 - 7.
 - 8.



COACHING POINTS:

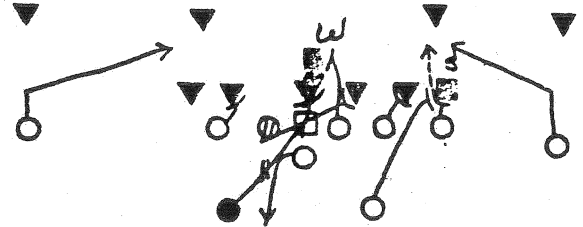
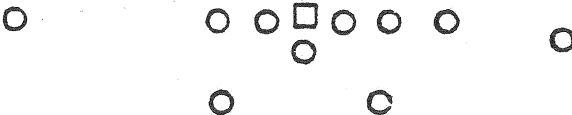
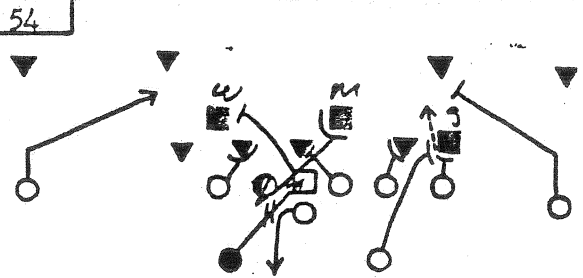
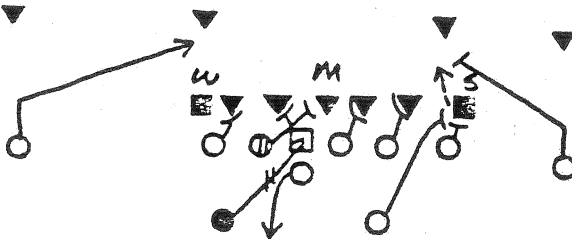
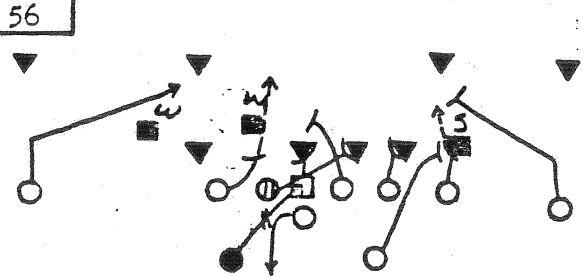
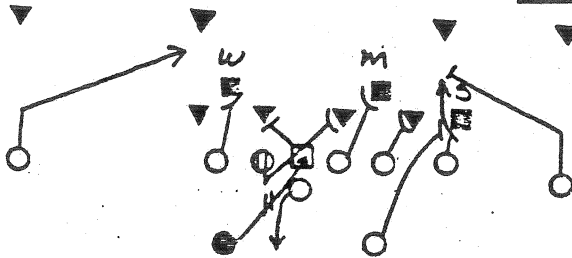
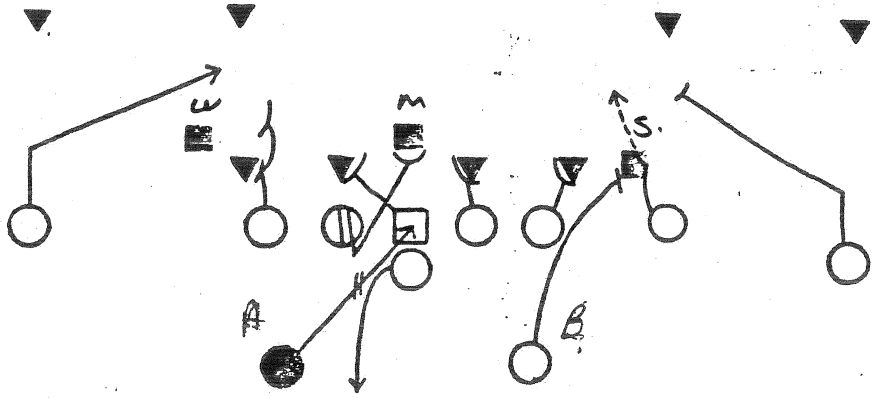
FORM: RED RIGHT / Left

PLAY: 40/21 FAST TRAP

46

BLOCKING:

1. SWITCH
2. ACE
3. CLUB
4. DUCE
5. M
- 6.



COACHING POINTS:

FORMATION: Brown Right/

Left

46

21/40 TACKLE TRAP

CLOCKING:

1.

2.

3.

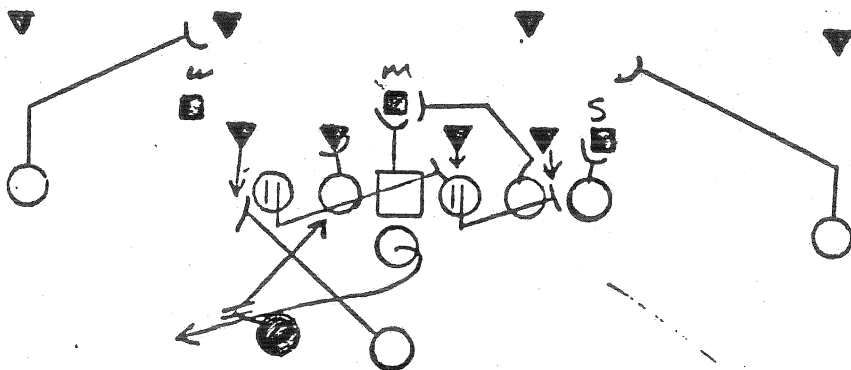
4.

5.

6.

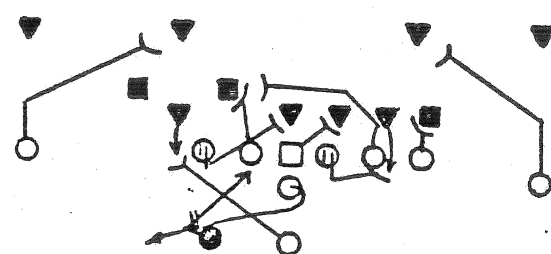
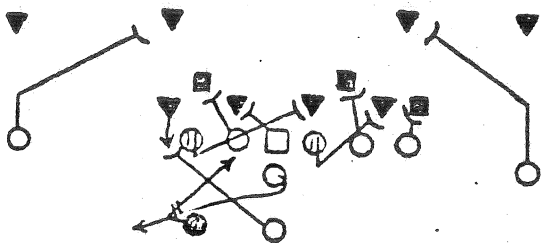
7.

8.



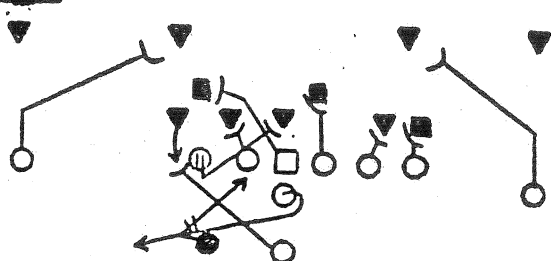
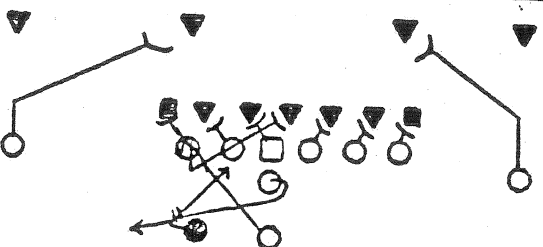
44

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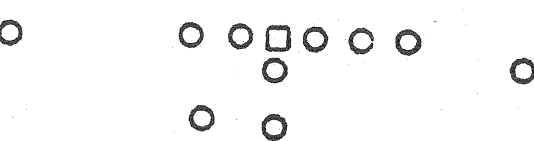
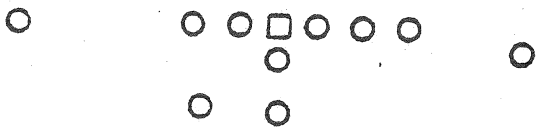
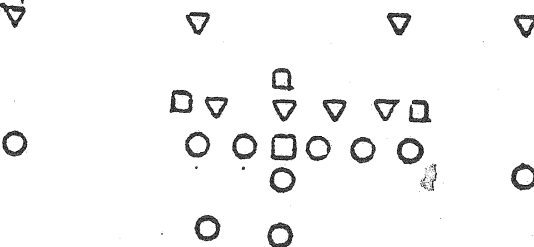
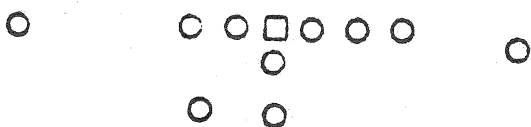


GAPS

54



51



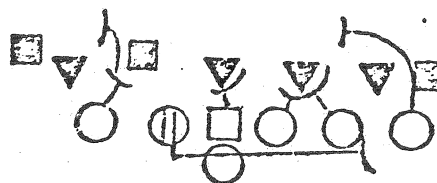
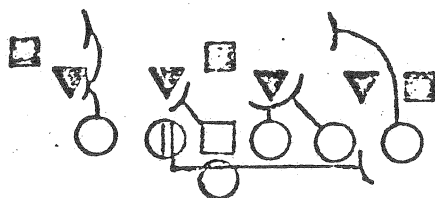
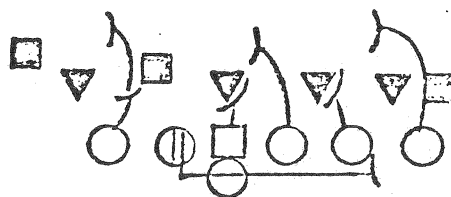
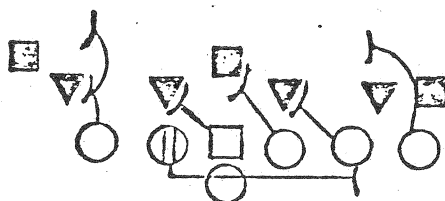
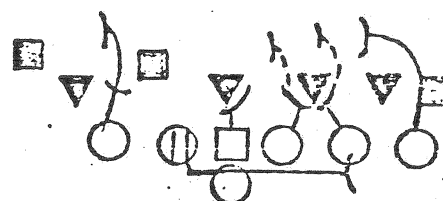
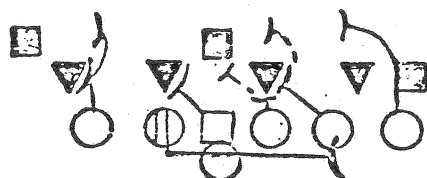
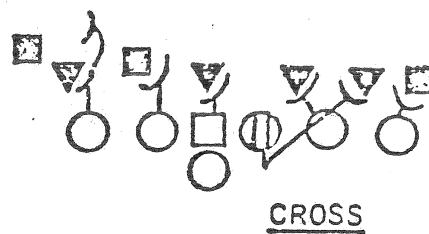
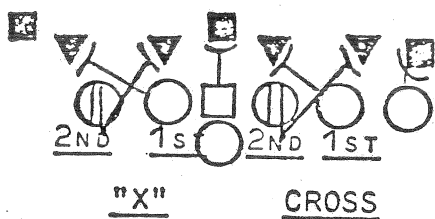
COACHING POINTS:

$$4 + 5$$

4 AND 5 HOLE BLOCKING CALLS VS EVEN AND ODD DEFENSES:

EVEN

ODD



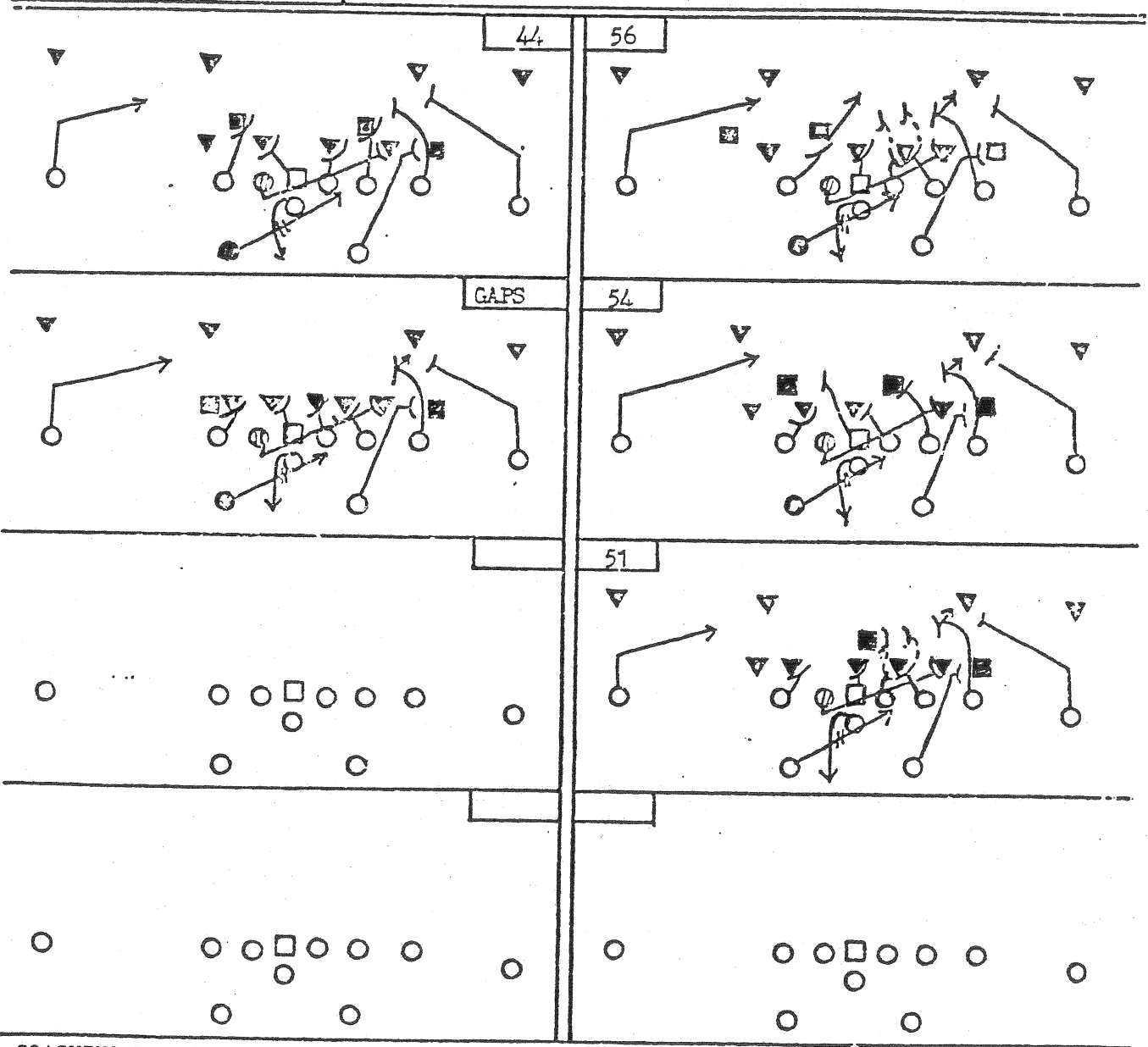
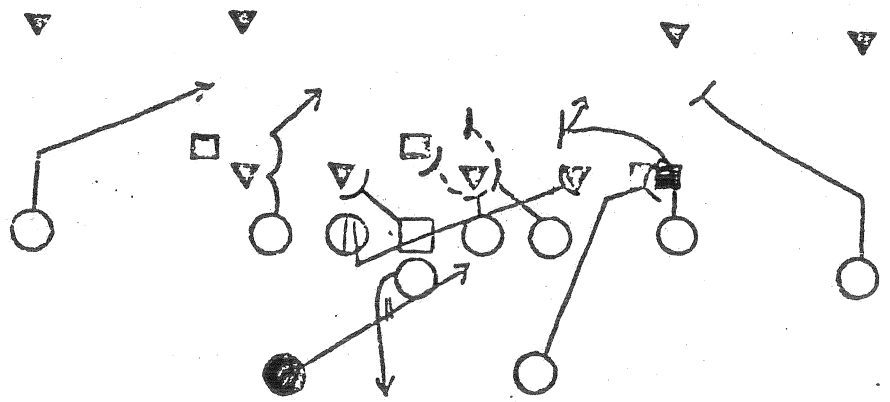
FORM: RED RIGHT / Left

PLAY: 44 / 25 FAST TRAP

46

FLOCKING:

1. TRAP
- 2.
- 3.
- 4.
- 5.
- 6.



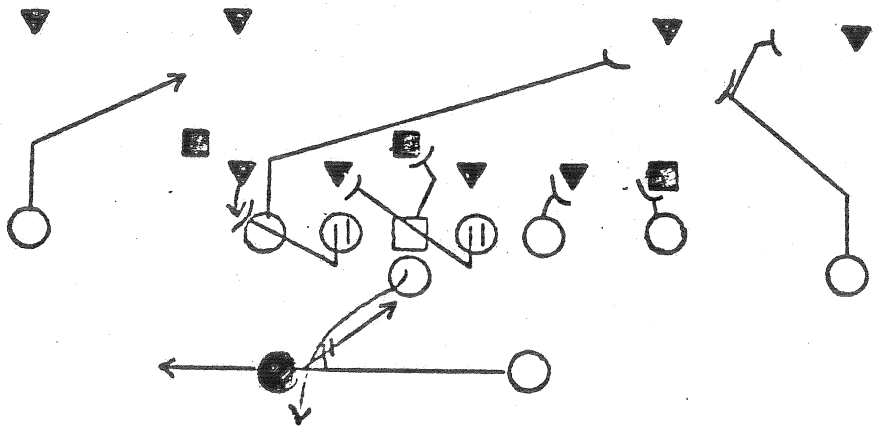
COACHING POINTS:

FORM: RED RIGHT / Left

PLAY: 44 / 25 SUCKER

BLOCKING:

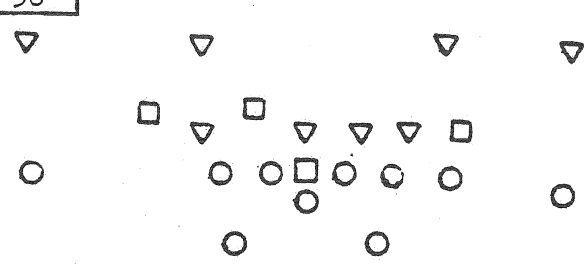
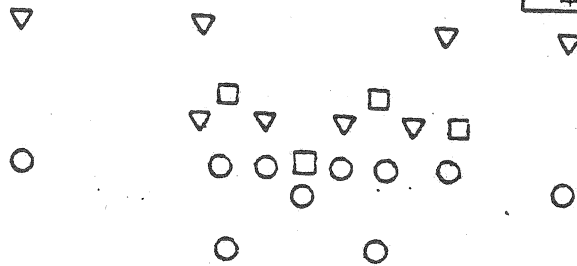
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



46

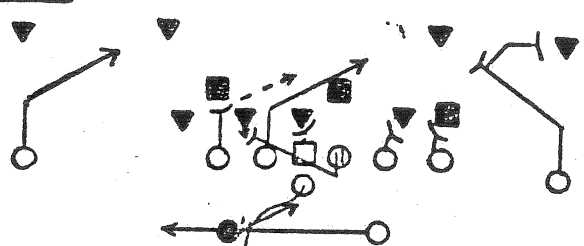
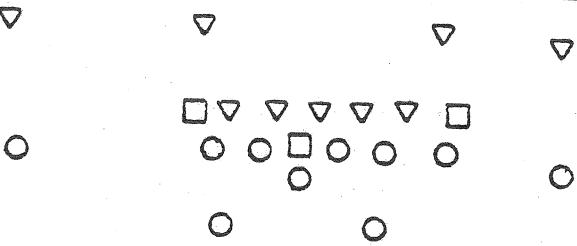
44

56

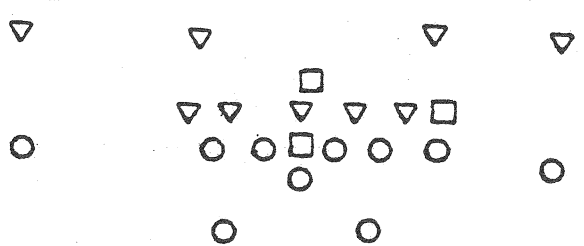
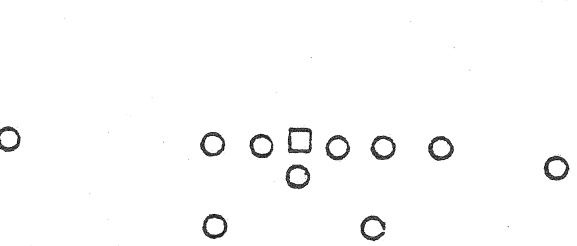


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT/Left

46

PLAY: 44 / 25 FAST TRAP

BLOCKING:

1. TRAP

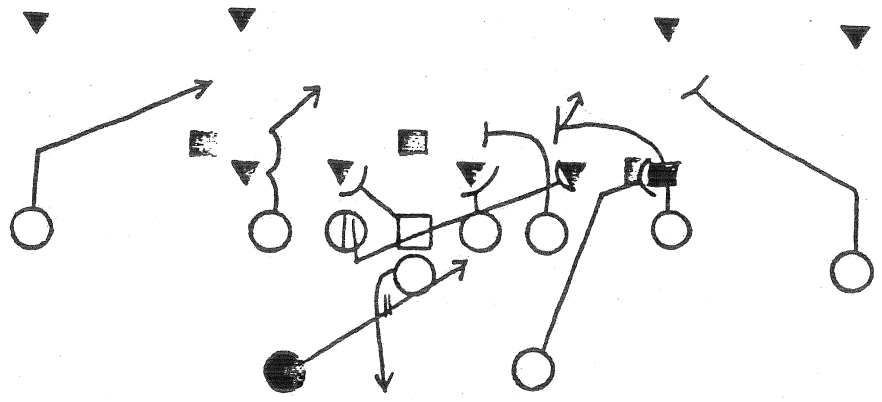
2.

3.

4.

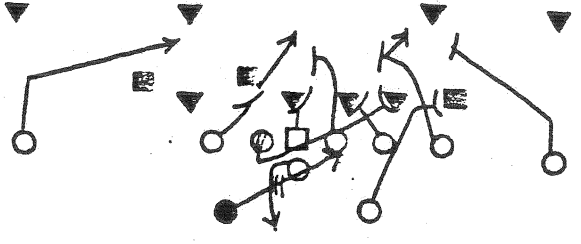
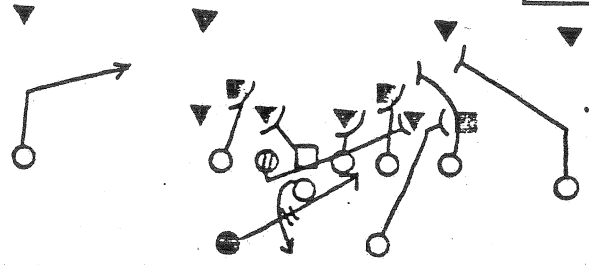
5.

6.



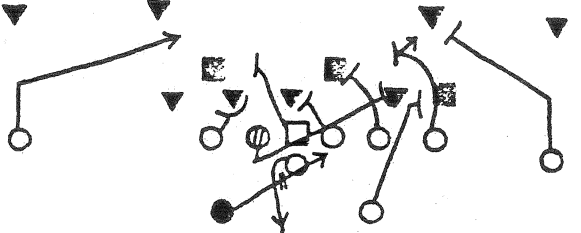
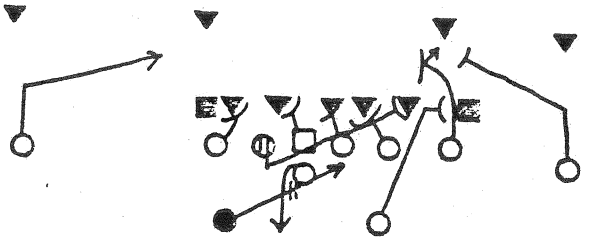
44

56

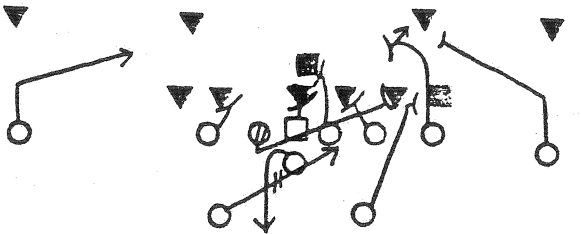
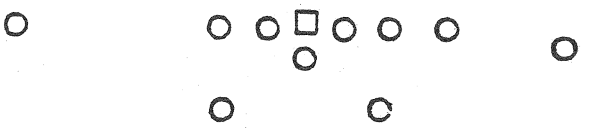


GAPS

54



51



COACHING POINTS:

FORM: Red Right/Near
 PLAY: 25/44 FAST TRAP

46

BLOCKING:

1. TRAP

2.

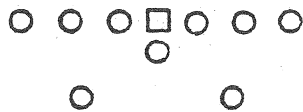
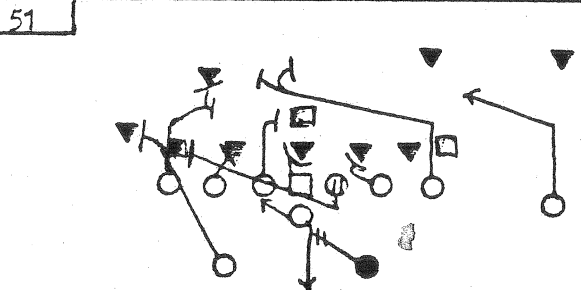
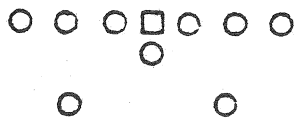
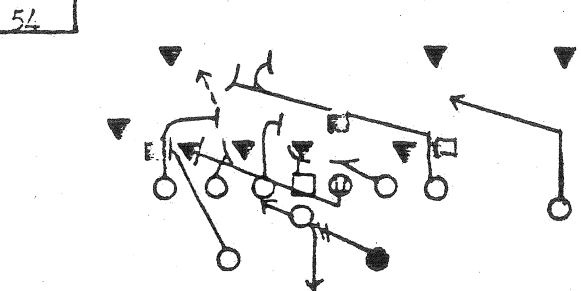
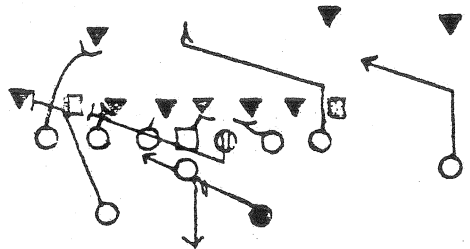
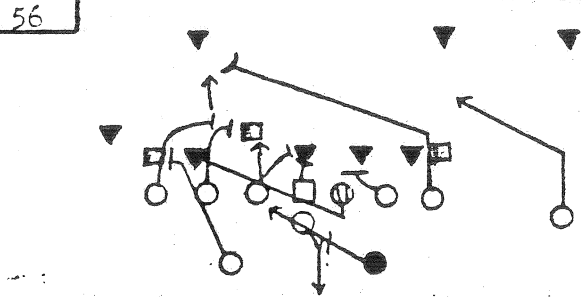
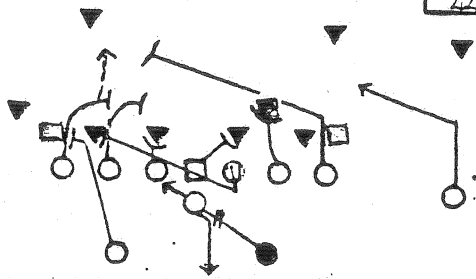
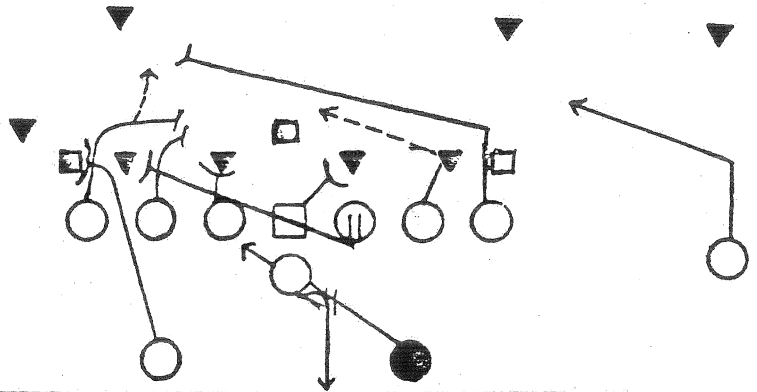
3.

4.

5.

6.

7.



COACHING POINTS:

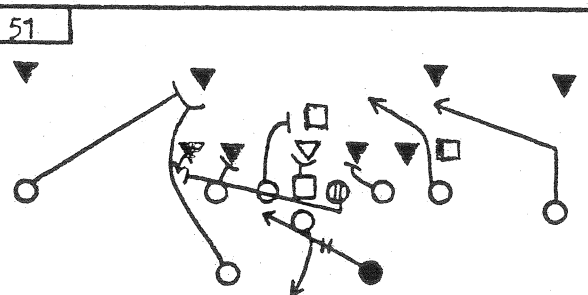
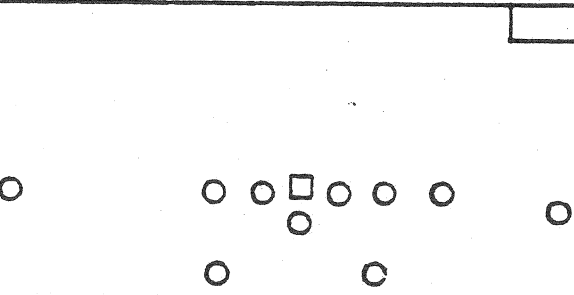
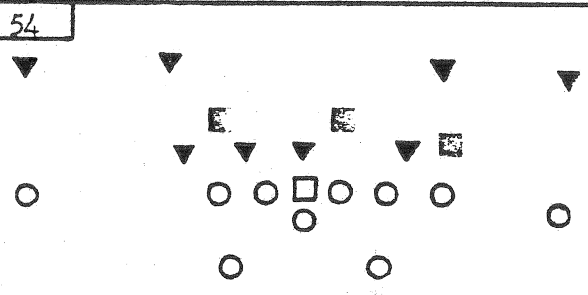
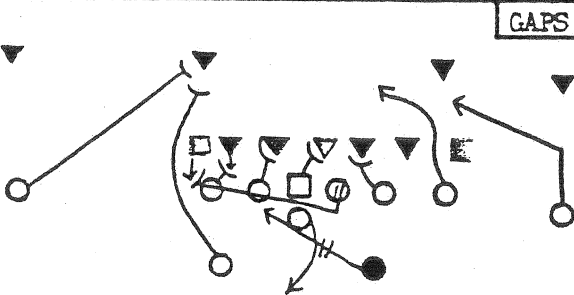
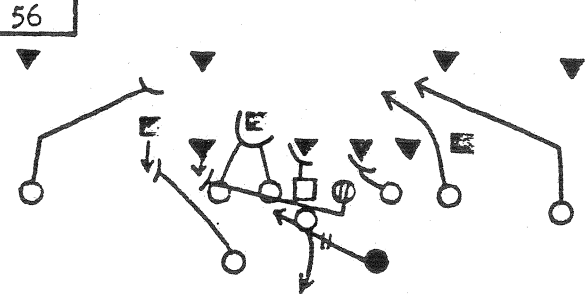
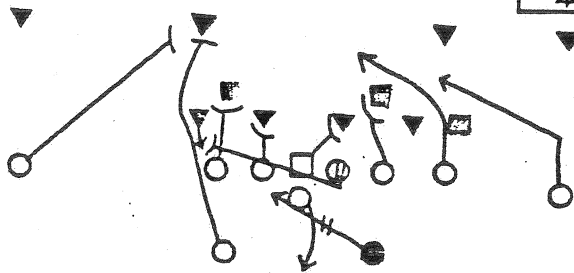
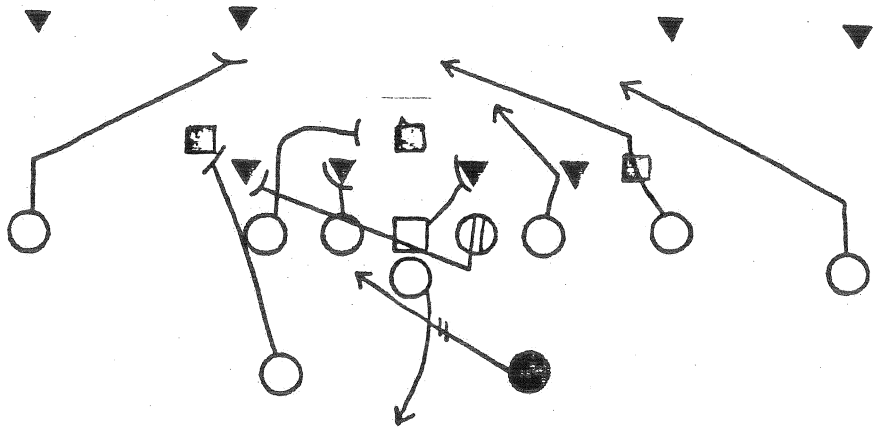
FORM: RED RIGHT/Left

46

PLAY: 25/44 FAST TRAP

BLOCKING:

1. TRAP
- 2.
- 3.
- 4.
- 5.
- 6.



COACHING POINTS:

FORM: Red Right/Near
 PLAY: 25/44 M HUNCH

46

BLOCKING:

1. M HUNCH

2.

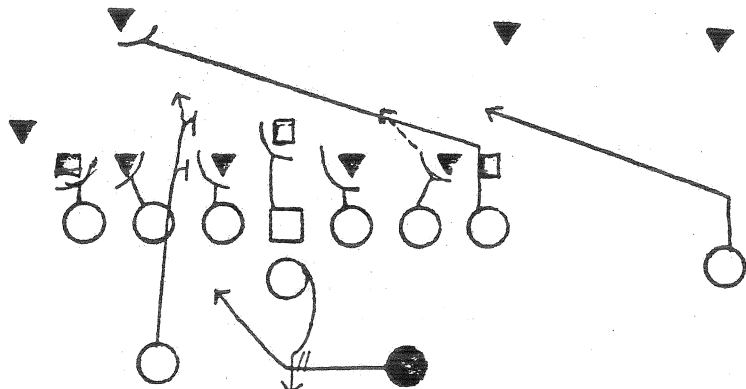
3.

4.

5.

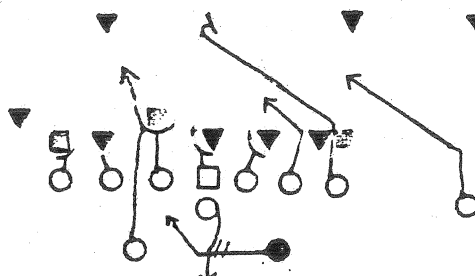
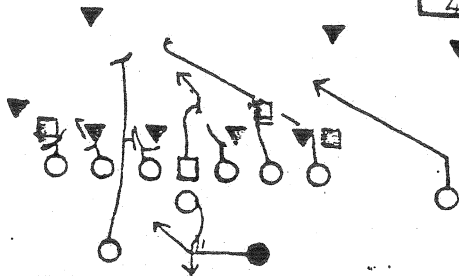
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7.



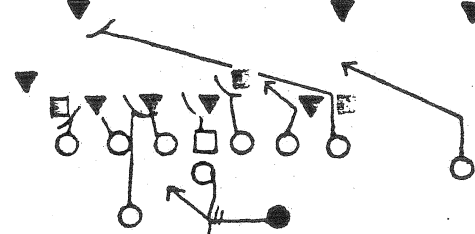
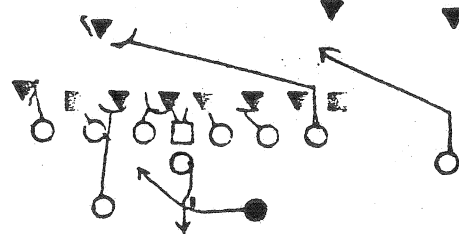
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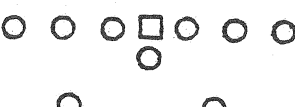
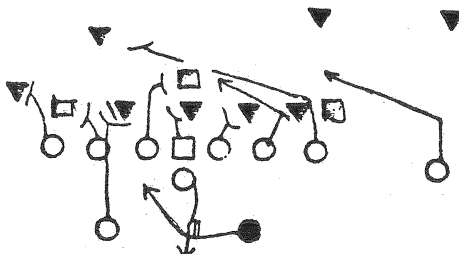
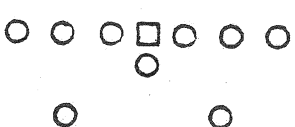


GAPS

54



51



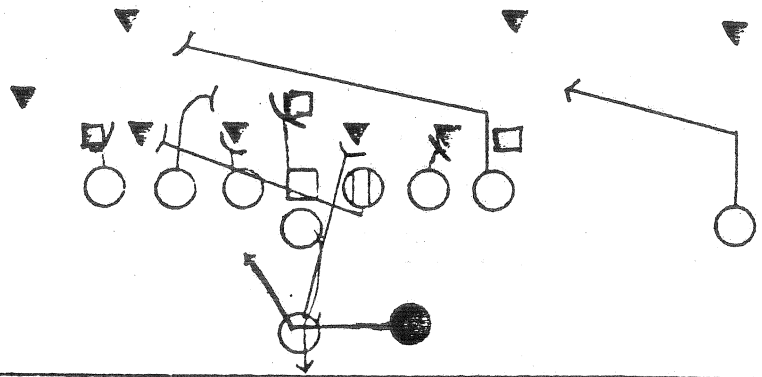
COACHING POINTS:

FORM: Blue ^{Left} Right/ Nedr
 PLAY: 25/44 FULL TRAP

46

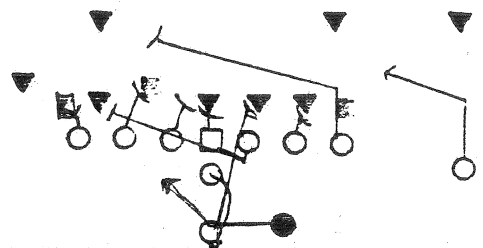
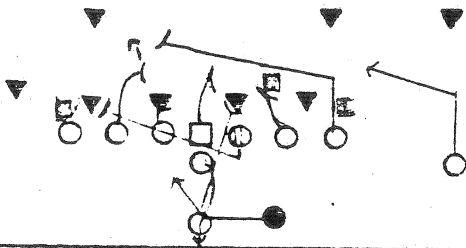
BLOCKING:

1. TRAP
2. POWER TRAP
- 3.
- 4.
- 5.
- 6.
- 7.



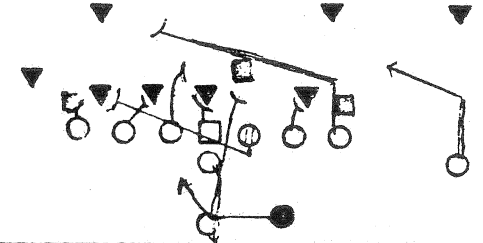
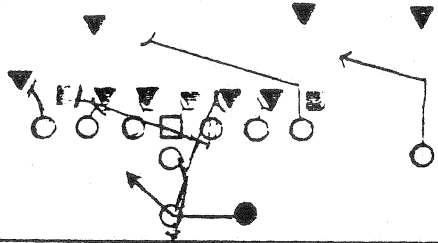
44

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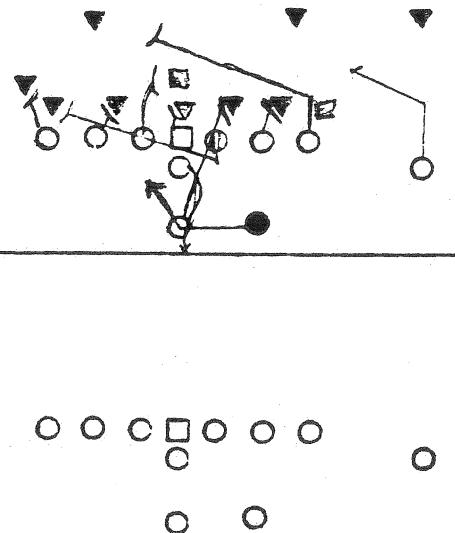
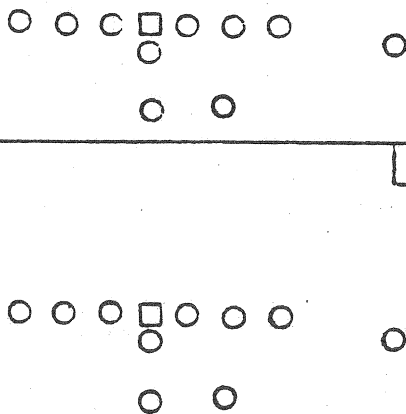


GAPS

54



51

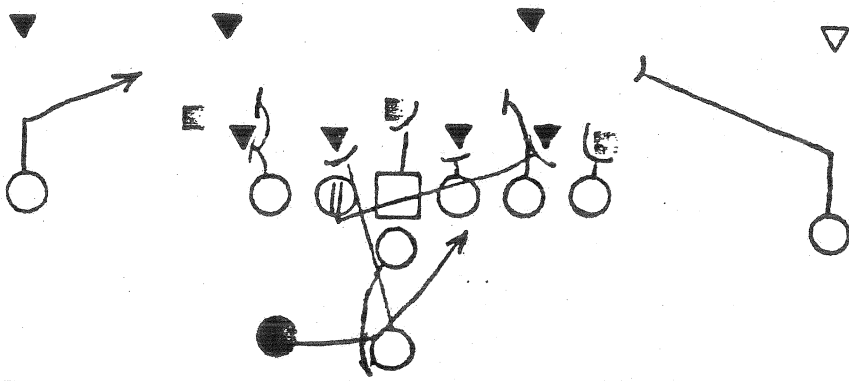


COACHING POINTS:

FORMATION: Brown Right / Left
 PLAY: 44/25 FULL TRAP

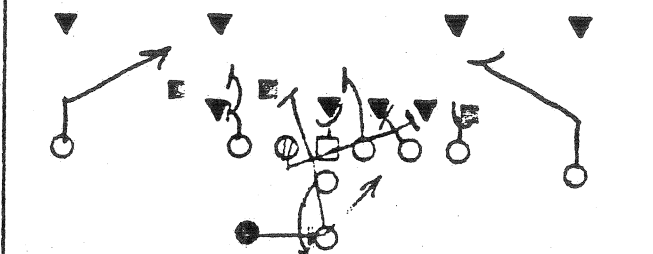
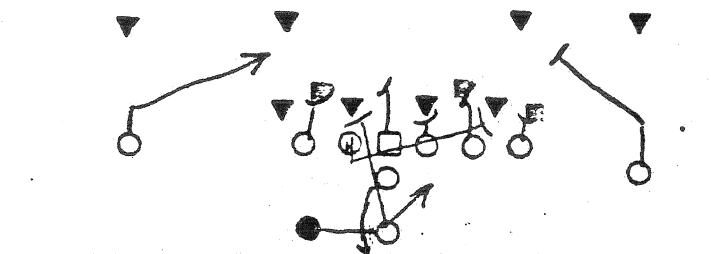
46

- CLOCKING:
1. TRAP
 2. POWER TRAP
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



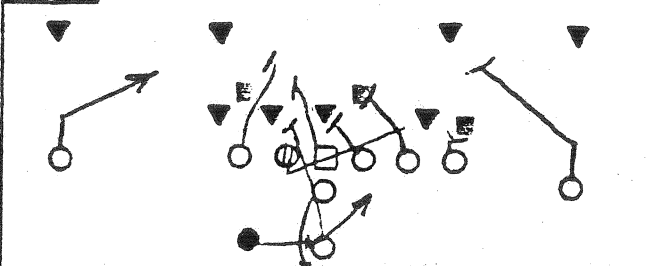
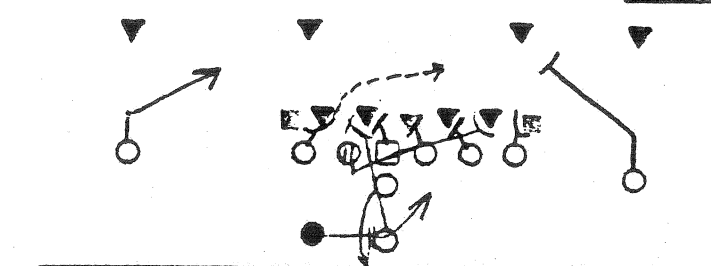
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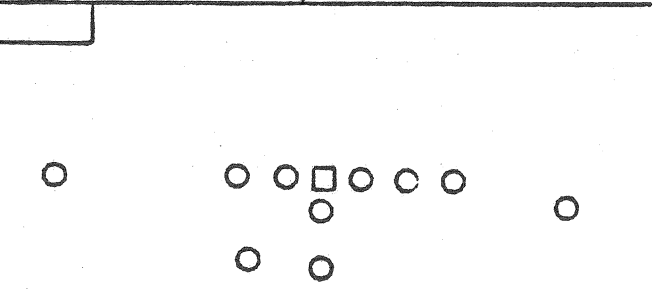
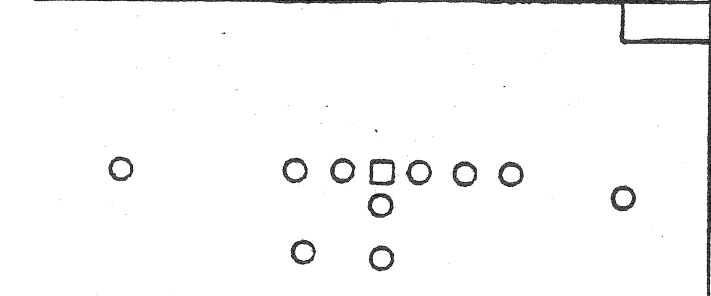
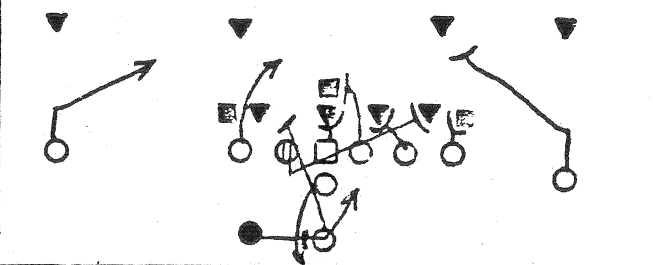
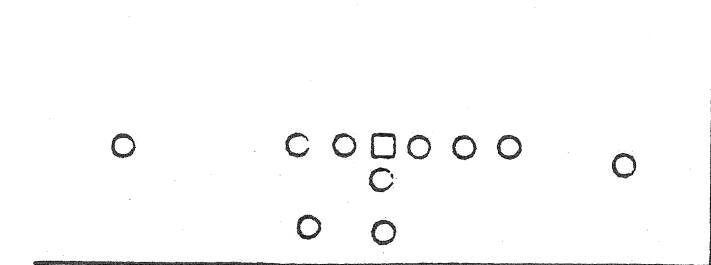


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT *Left*

46

PLAY: 25 M HUNCH

BLOCKING:

1. M HUNCH

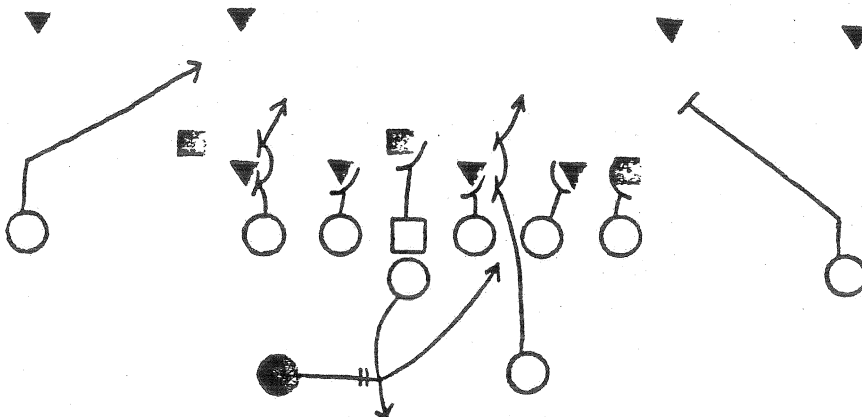
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3.

4.

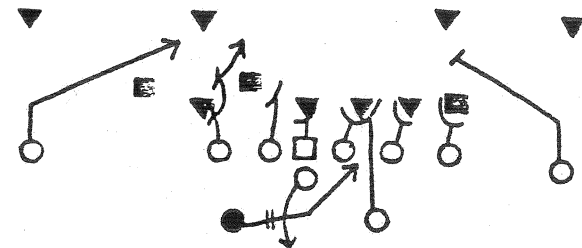
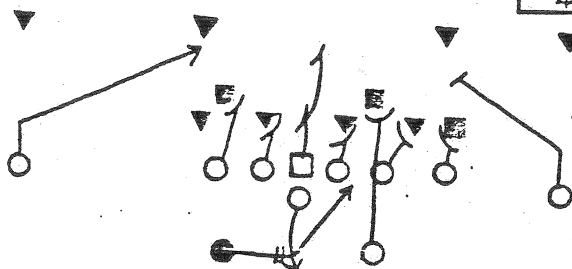
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6.



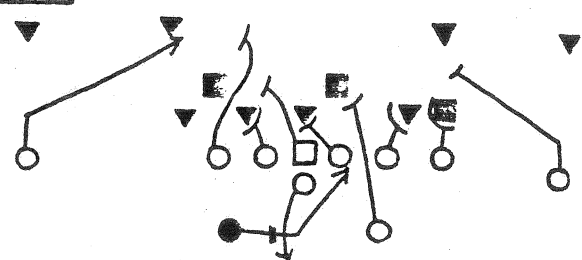
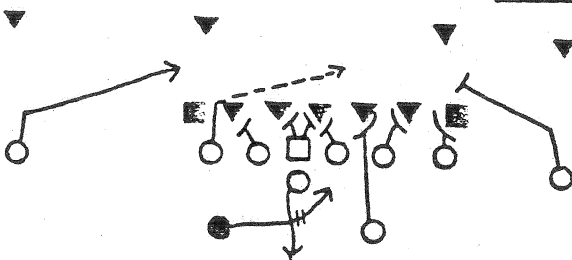
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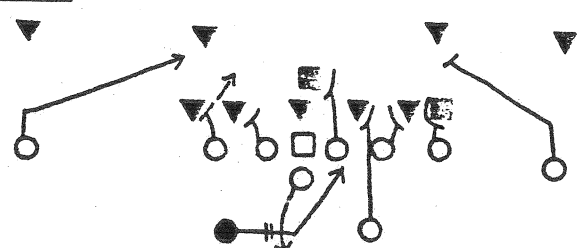
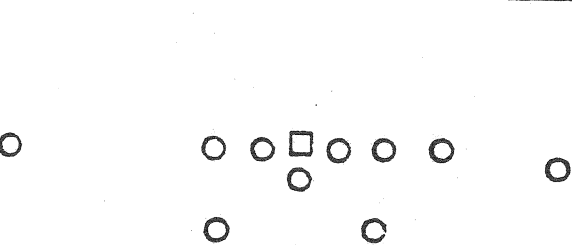


GAPS

54



51



COACHING POINTS:

FORMATION: Brown Right, *Left*

43

PLAY: ⁴⁴25 M HUNCH

BLOCKING:

1. M HUNCH

2. SWIPE

3.

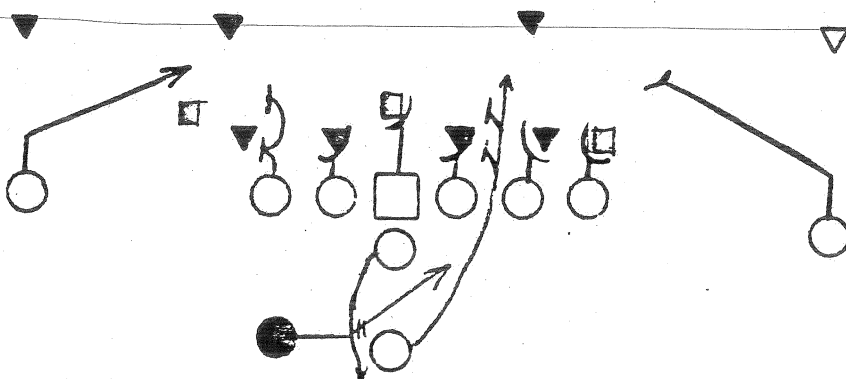
4.

5.

6.

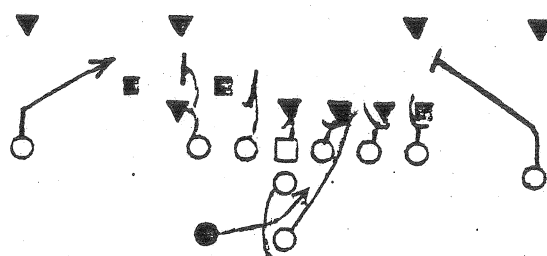
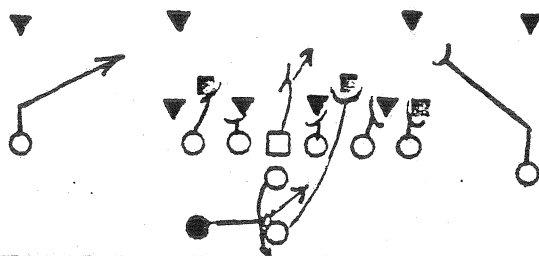
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8.



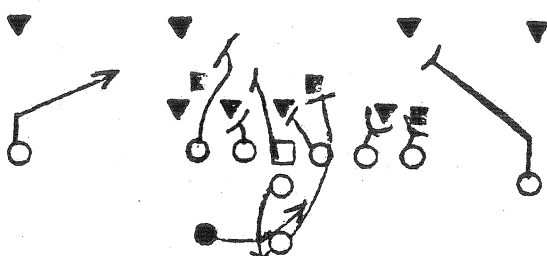
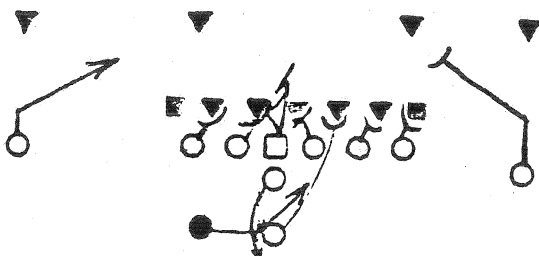
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56

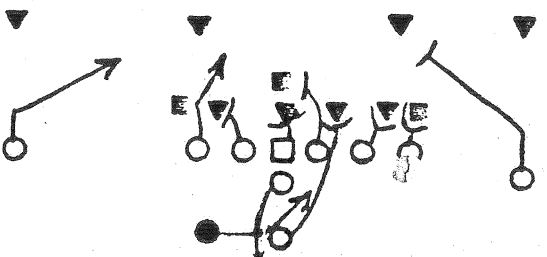


GAPS

54



51



COACHING POINTS:

BLOCKING:

1. M HUNCH

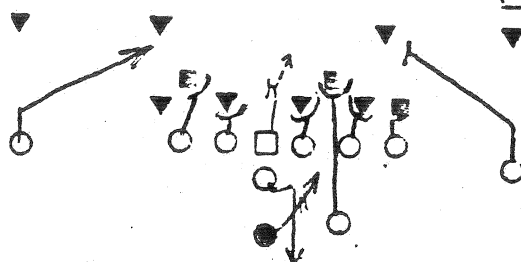
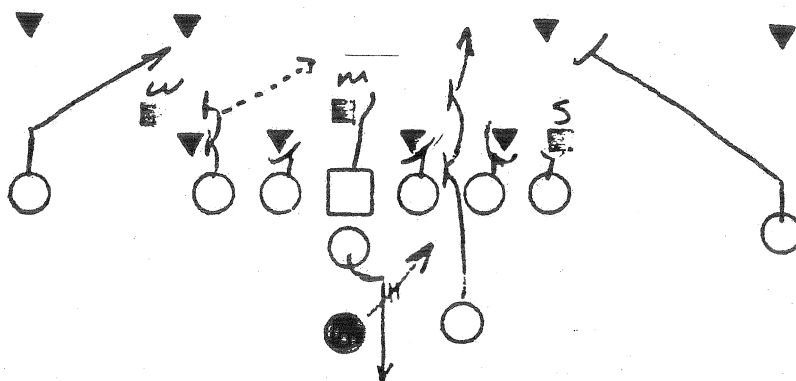
2. SWIPE

3.

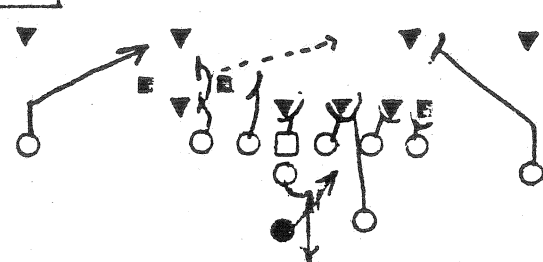
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5.

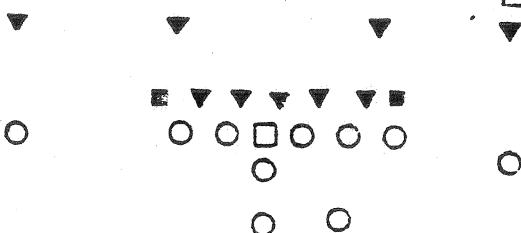
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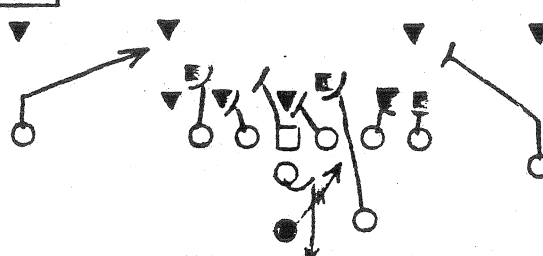
44



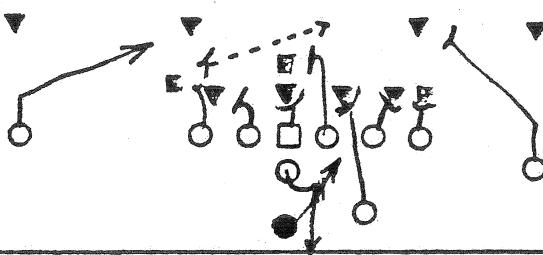
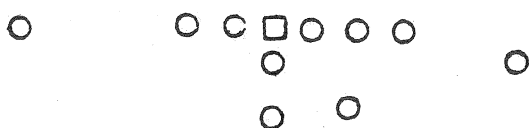
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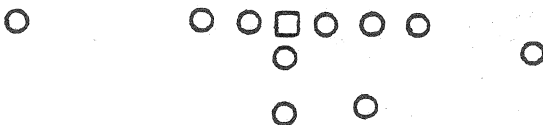
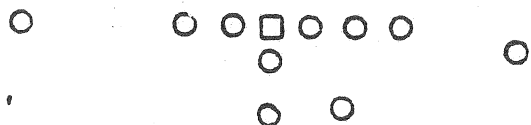
GAPS



54



51



COACHING POINTS:

FORM: Brown Right/Near

PLAY: Left

35/34 M HUNCH

BLOCKING:

1. M Hunch

2. Swipe

3.

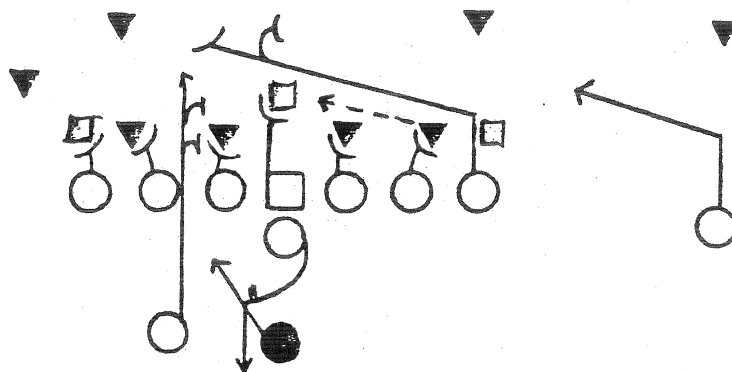
4.

5.

6.

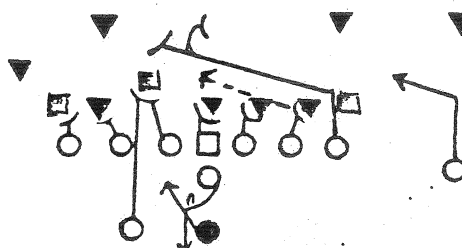
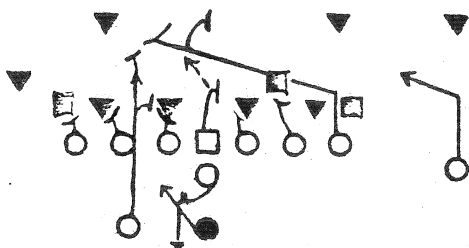
7.

46



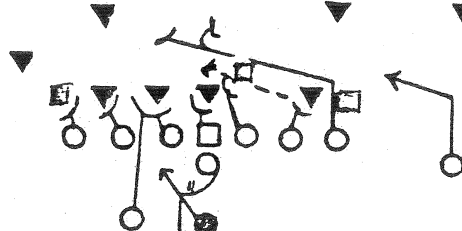
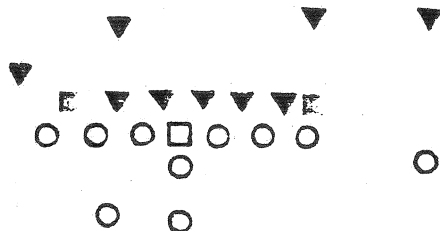
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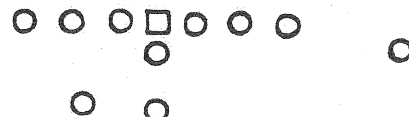
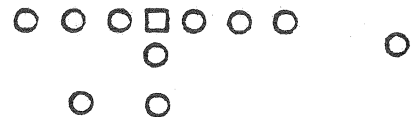
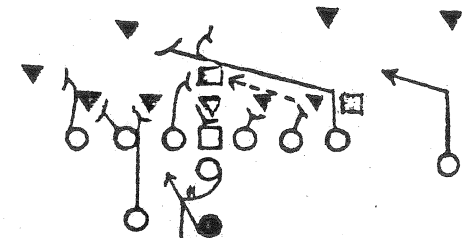
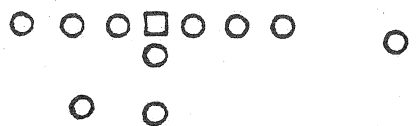


GAPS

54



51



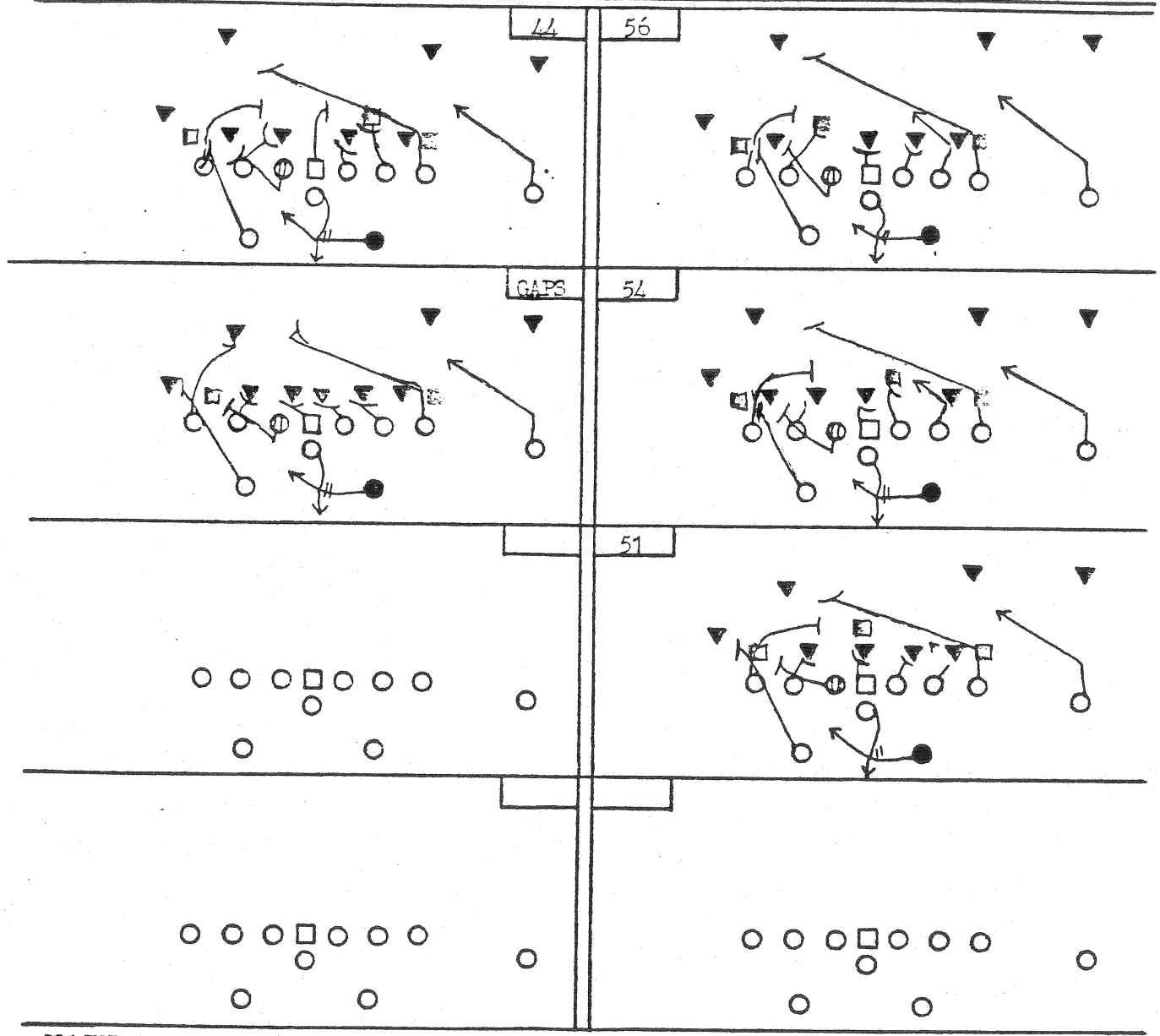
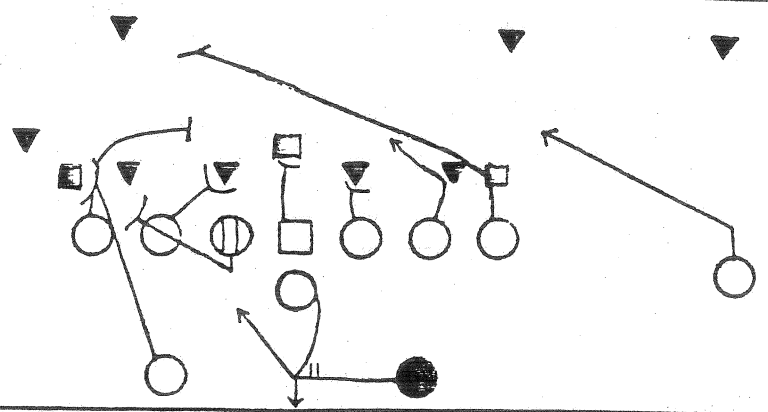
COACHING POINTS:

BN.R.#5

Page #

FORM: Red Right/Near
 PLAY: 25/44 CROSS

- BLOCKING:
- 1. CROSS
 - 2.
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.



COACHING POINTS:

FORM: RED RIGHT *Left*

PLAY: 44/25 SWIPE

46

BLOCKING:

1.

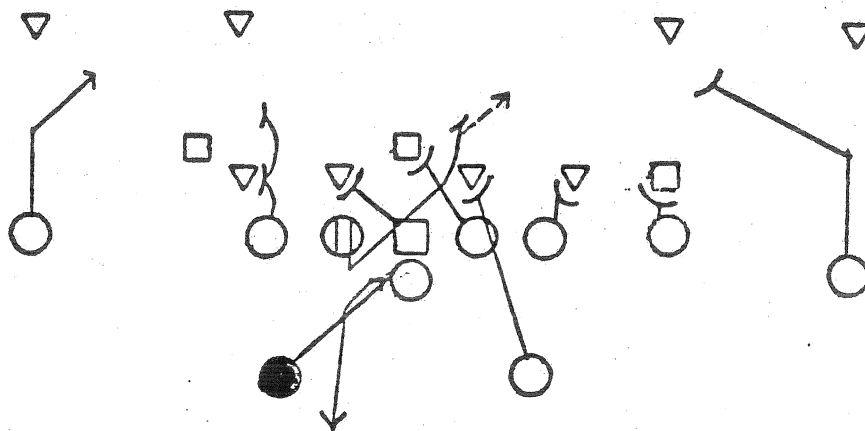
2.

3.

4.

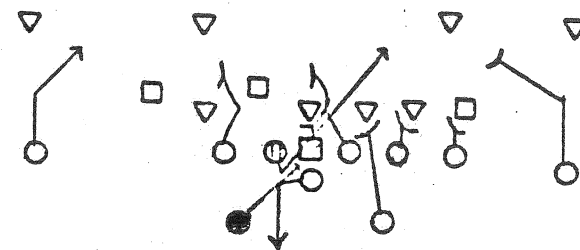
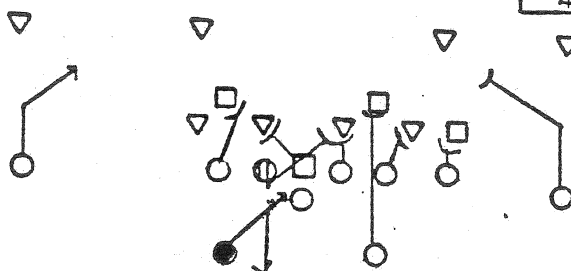
5.

6.



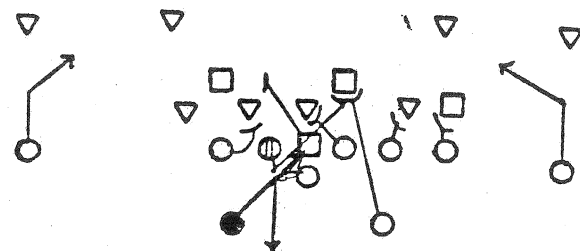
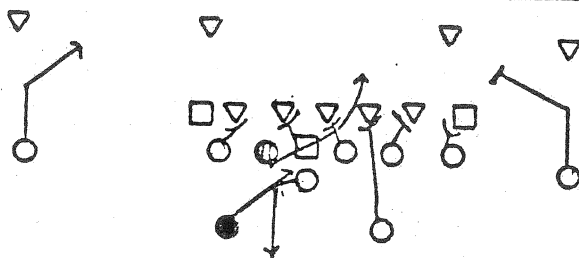
44

56

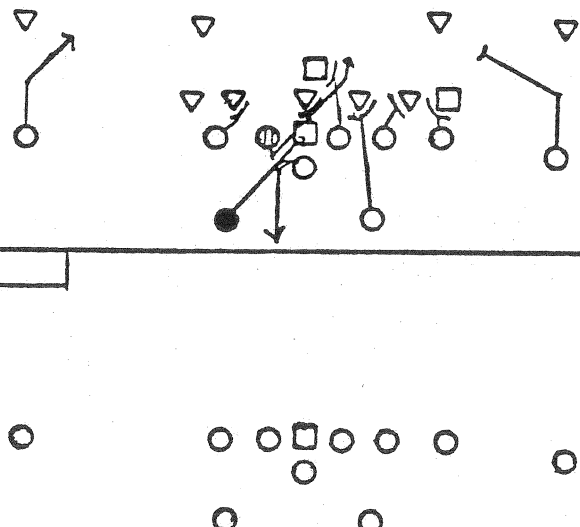
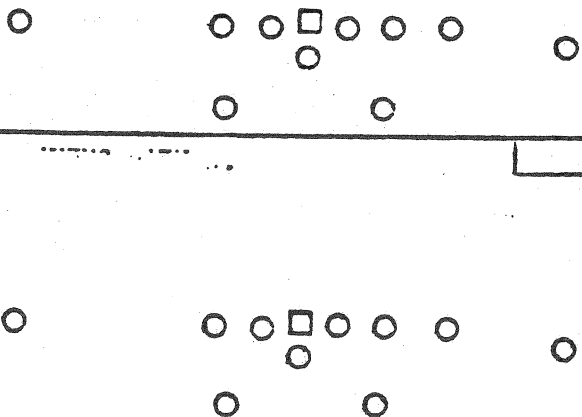


GAPS

54



51



COACHING POINTS:

FORMATION: Brown Right *Left*

46

44/25 TACKLE TRAP

CLOCKING:

1.

2.

3.

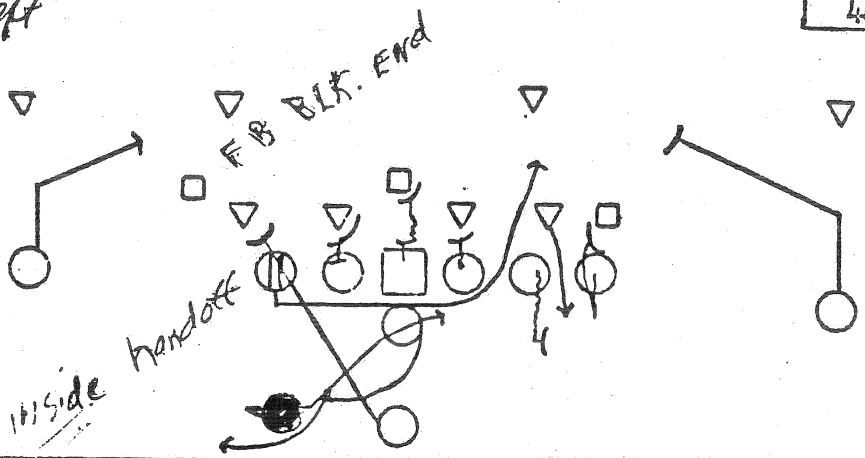
4.

5.

6.

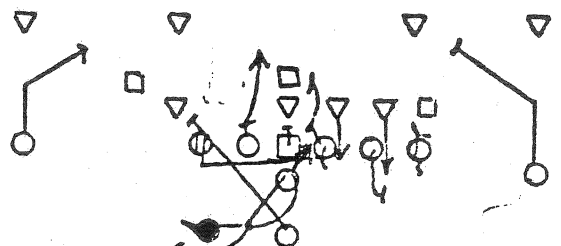
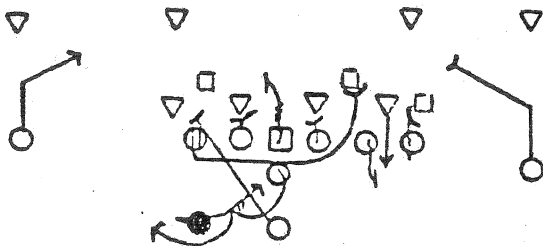
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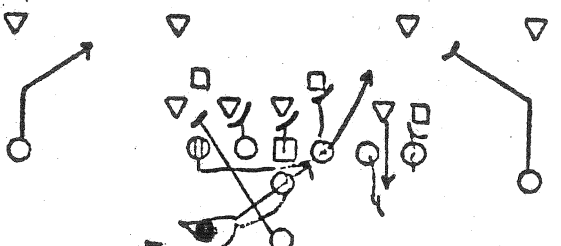
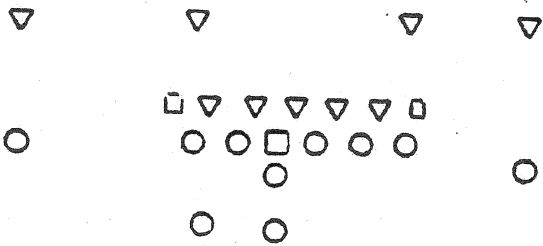
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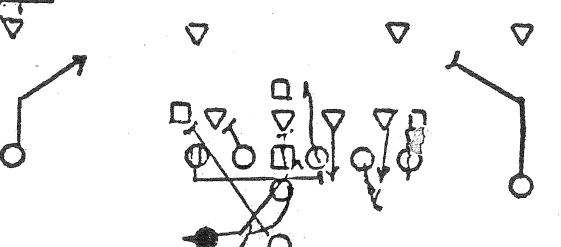
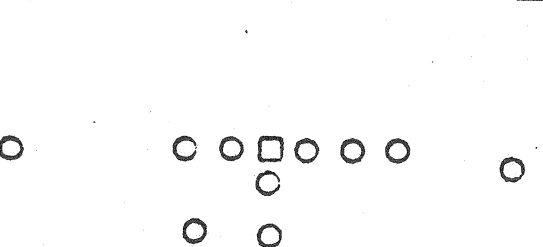


GAPS

54



51



COACHING POINTS:

FORMATION: Brown Right/Left

45

PLAY: 34/SLANT CROSS

BLOCKING 35

1. CROSS

2. M

3. X

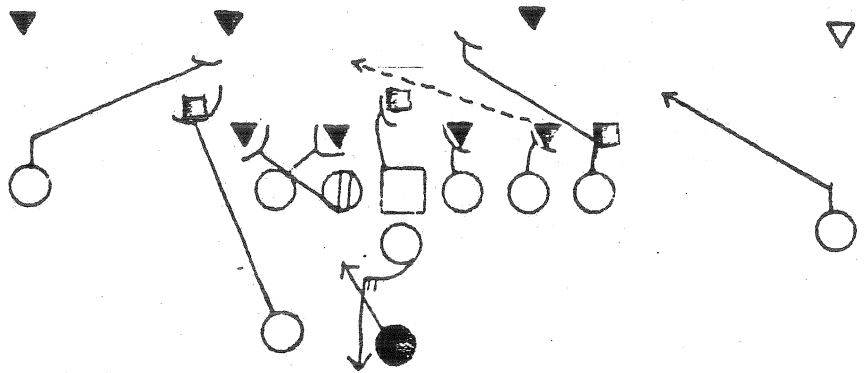
4.

5.

6.

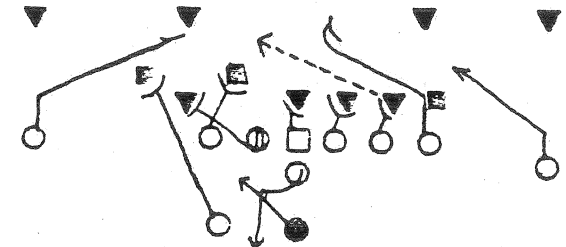
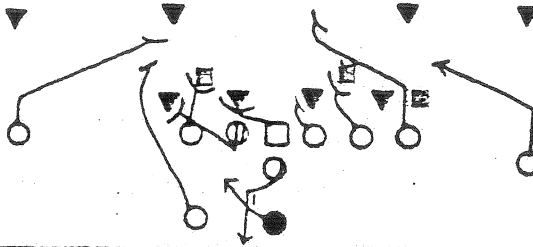
7.

8.



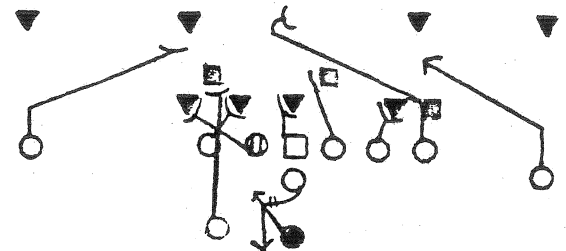
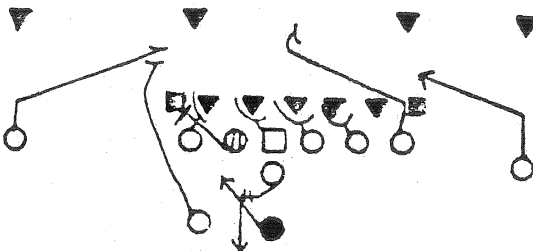
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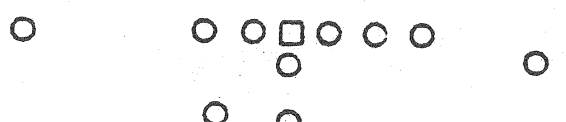
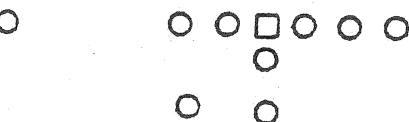
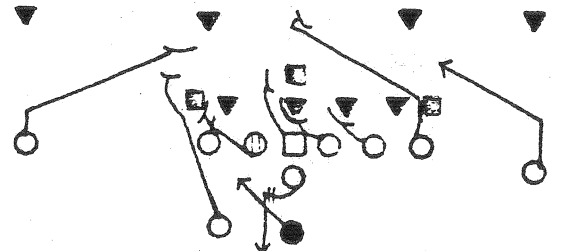
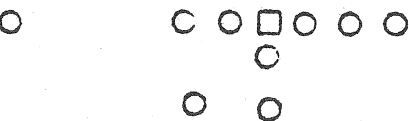


GAPS

54



51



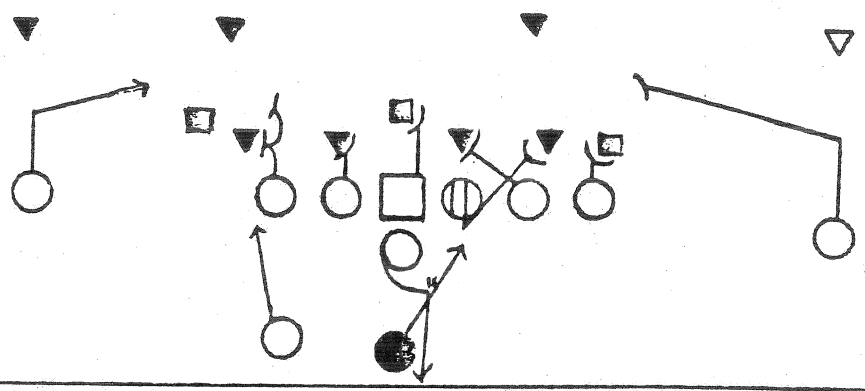
COACHING POINTS:

FORMATION: Brown Right, *Left*

PLAY: ³⁴35 SLANT CROSS

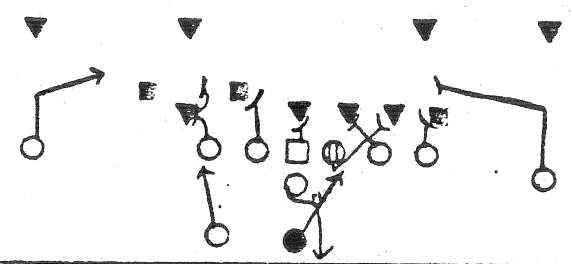
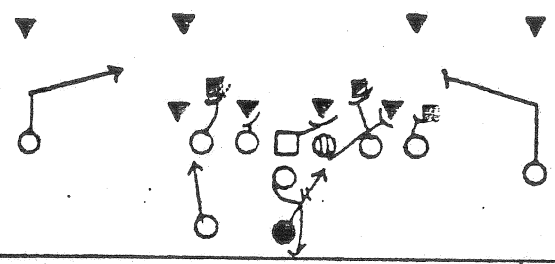
BLOCKING:

- 1. CROSS
- 2. M
- 3. X
- 4.
- 5.
- 6.
- 7.
- 8.



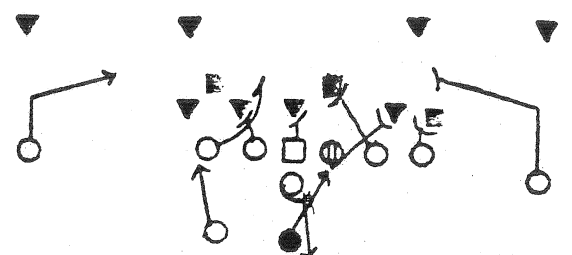
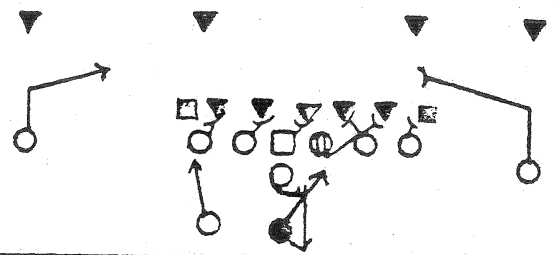
44

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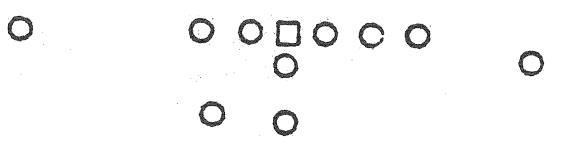
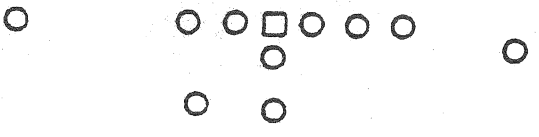
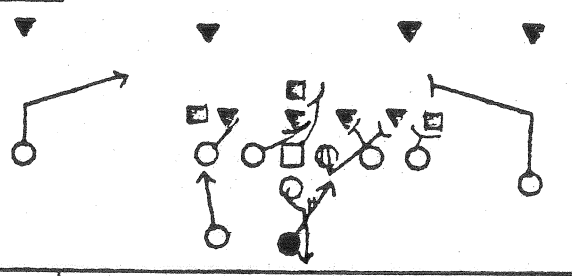
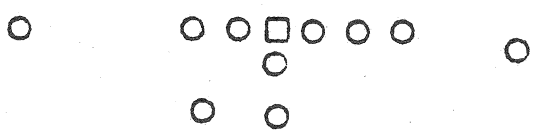


GAPS

54



51



COACHING POINTS:

FORM: Brown Right/Near

PLAY: Left

35/34 SLANT CROSS

BLOCKING:

1. CROSS

2. M

3. X

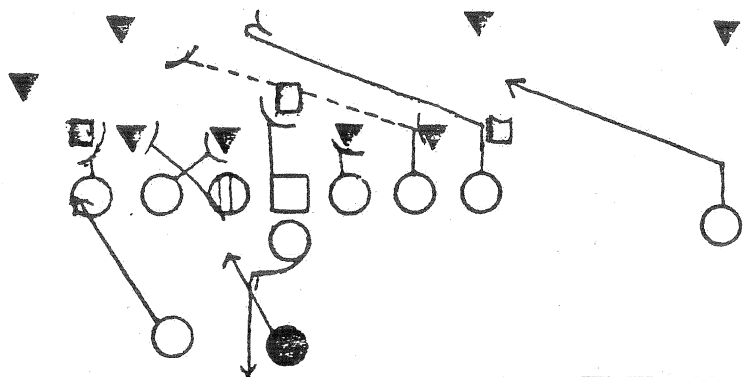
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5.

6.

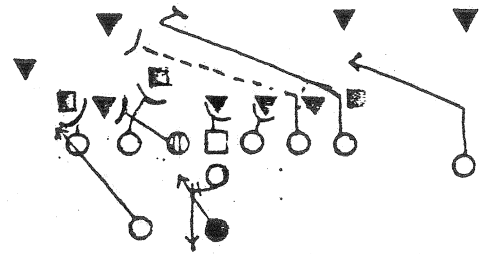
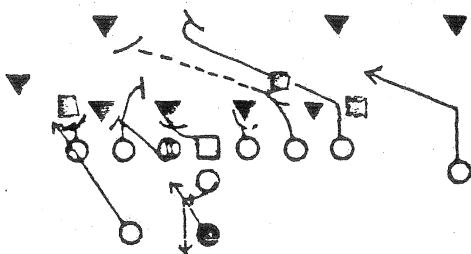
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46



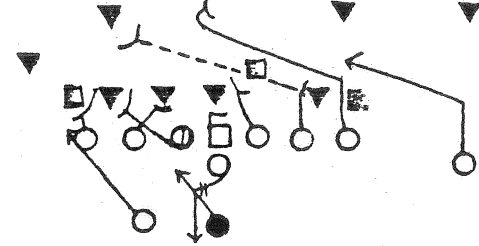
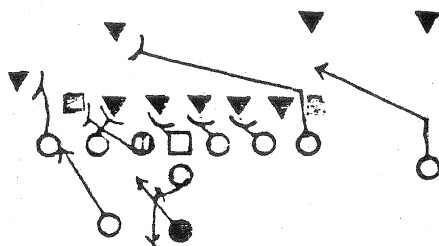
44

56

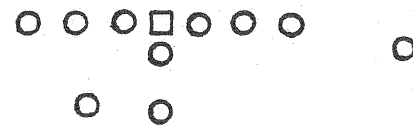
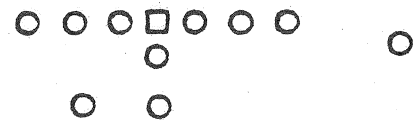
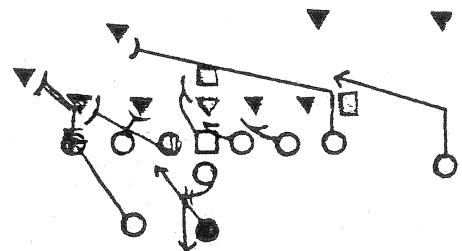
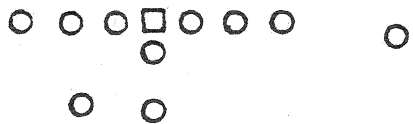


GAPS

54



51



COACHING POINTS:

BN.R.#4

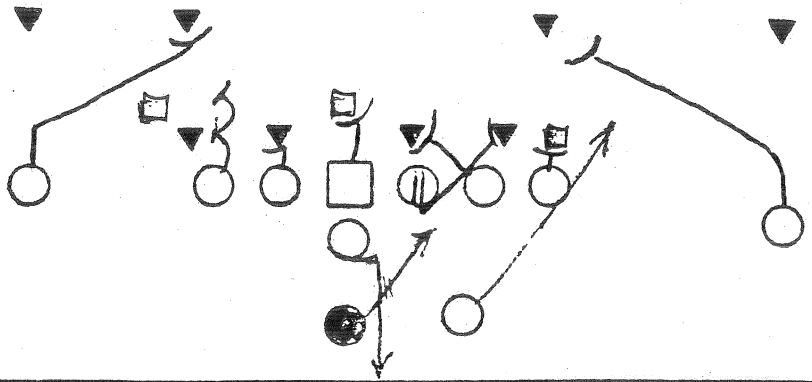
Page # _____

FORMATION: Blue Right / Left
 PLAY: 34/35 SLANT CROSS

46

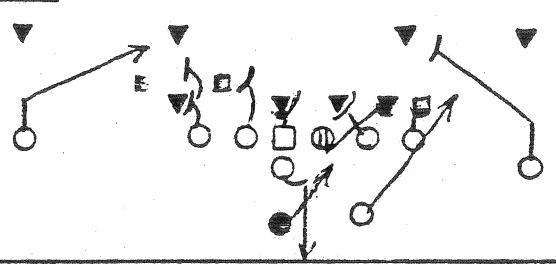
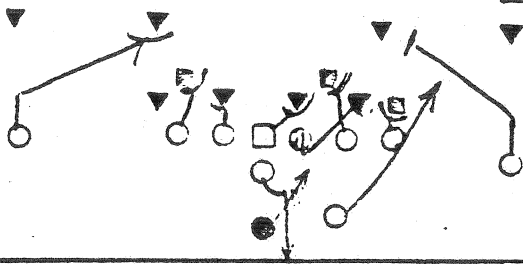
BLOCKING:

1. CROSS
2. M
- 3.
- 4.
- 5.
- 6.



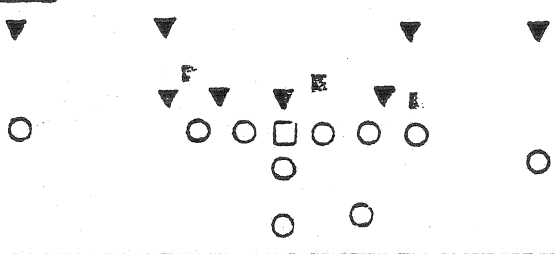
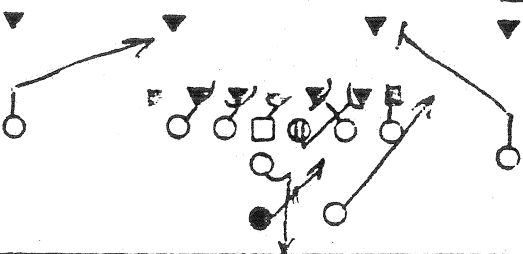
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56

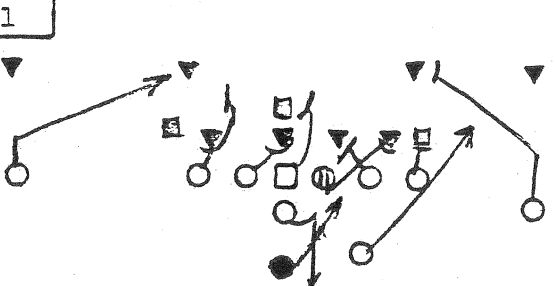
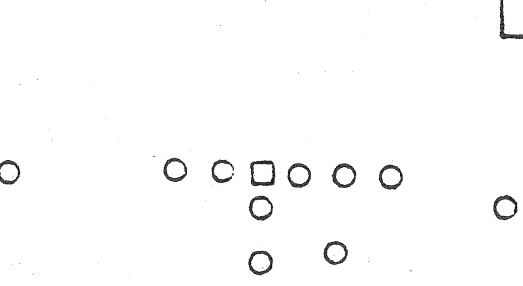


GAPS

54



51



COACHING POINTS:

FORMATION: Drown Right/Left
PLAY: 34/35 PIC

46

BLOCKING:

1. SWITCH

2. M

3.

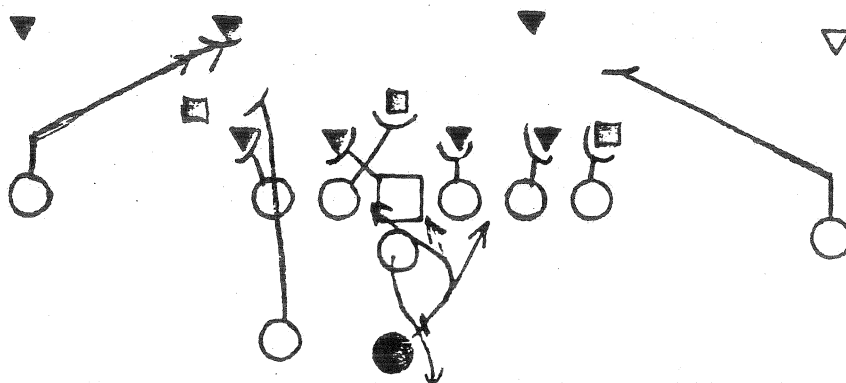
4.

5.

6.

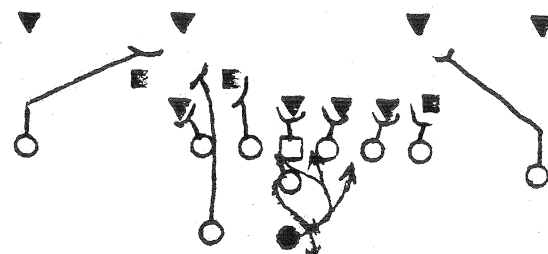
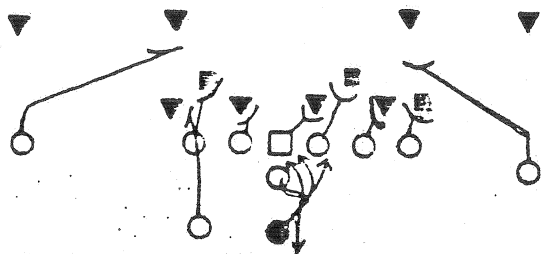
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8.



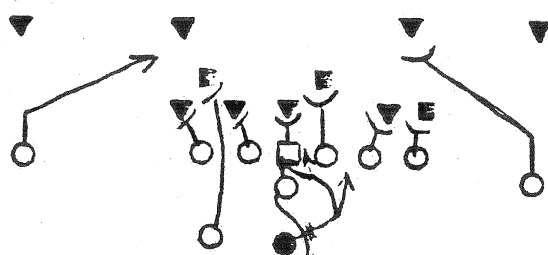
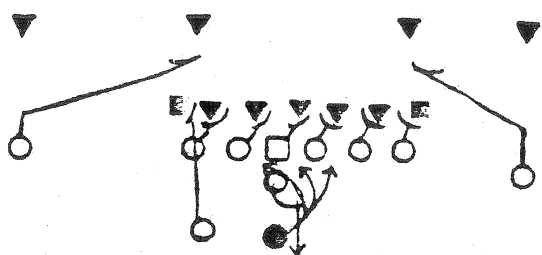
44

56

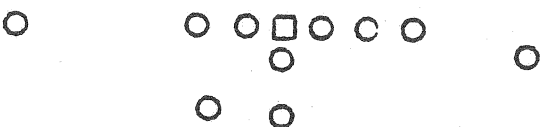
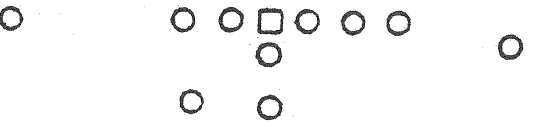
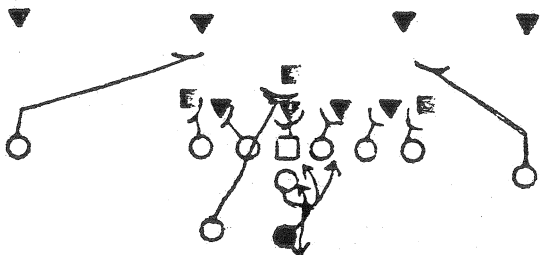
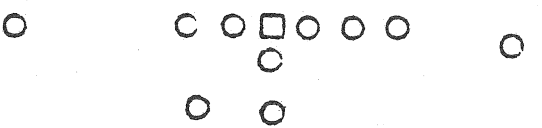


GAPS

54



51



COACHING POINTS:

FORMATION: Brown Right

PLAY: 34/35 VEER

CLOCKING:

1. CROSS

2. M

3. X

4.

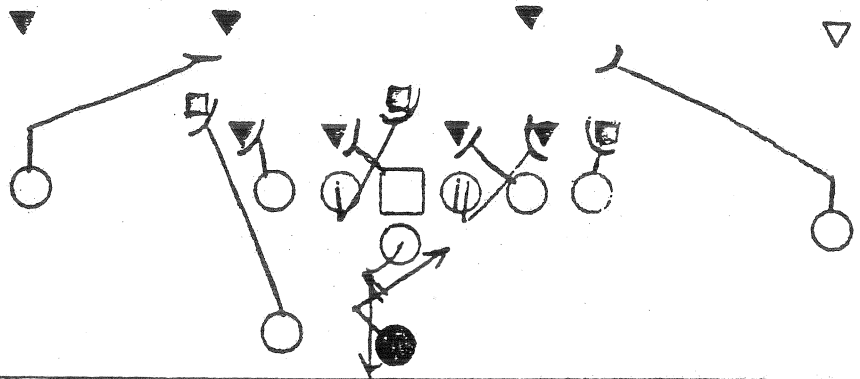
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6.

7.

8.

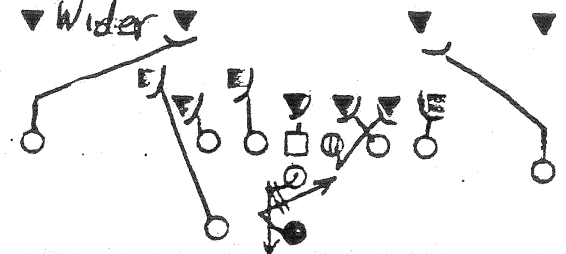
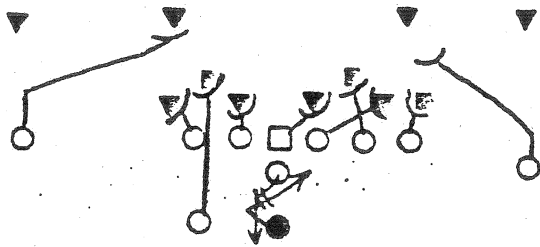
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44

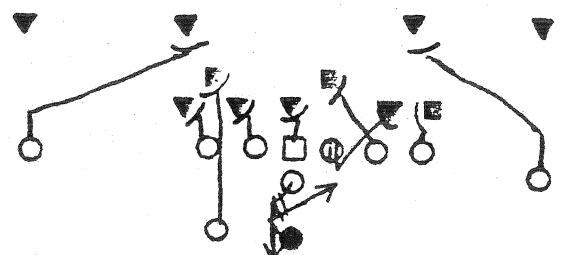
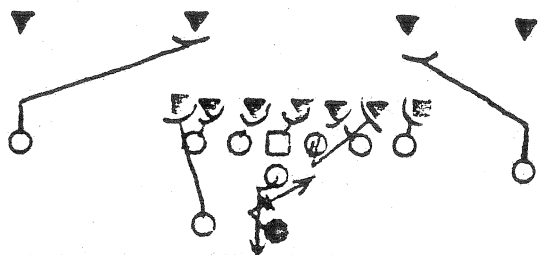
56

Hole
Wider

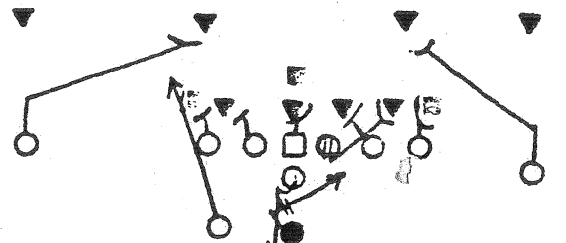
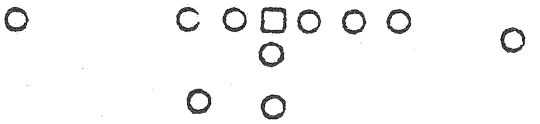


GAPS

54



51



COACHING POINTS:

B.R.#16

Page #

FORMATION: Brown Right / Left

43

PLAY: 35/34 PIC

CLOCKING:

1. SWITCH

2. M

3.

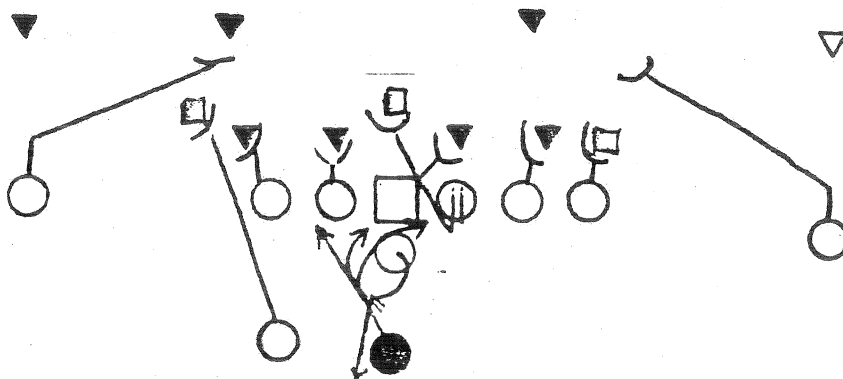
4.

5.

6.

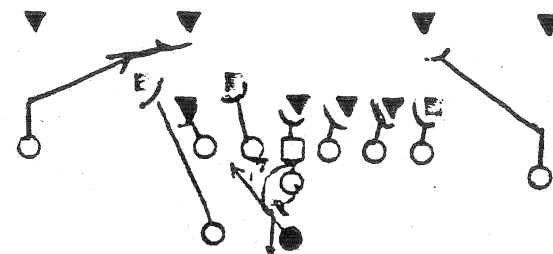
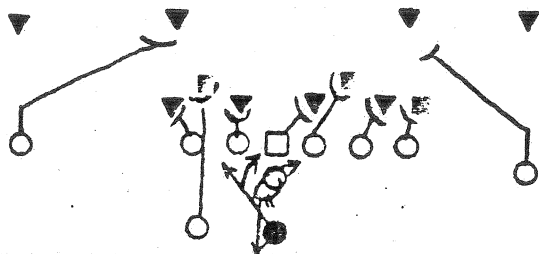
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8.



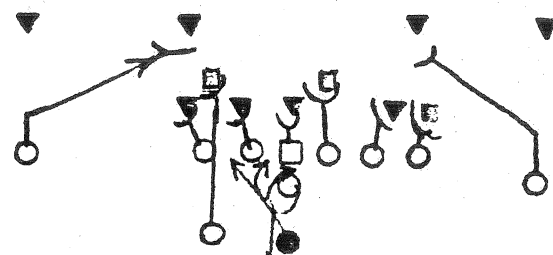
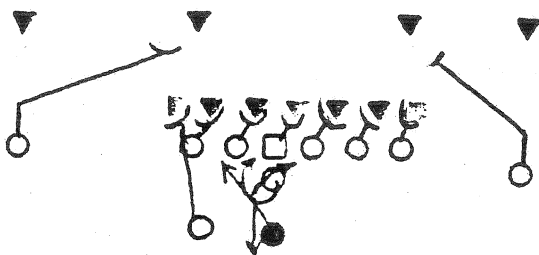
44

56

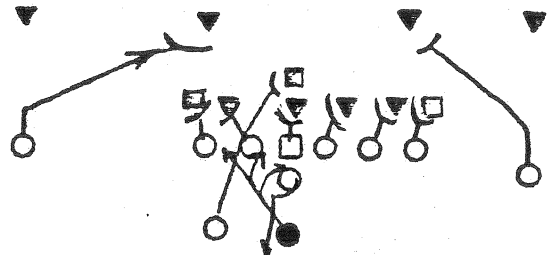
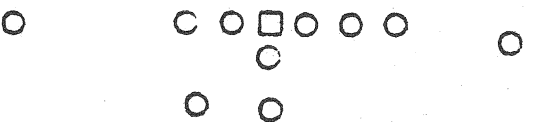


GAPS

54



51



COACHING POINTS:

B.R.#13

Page #

FORM: RED RIGHT / Left

PLAY: 25 / CRISS CROSS

46

BLOCKING:

1. M-O

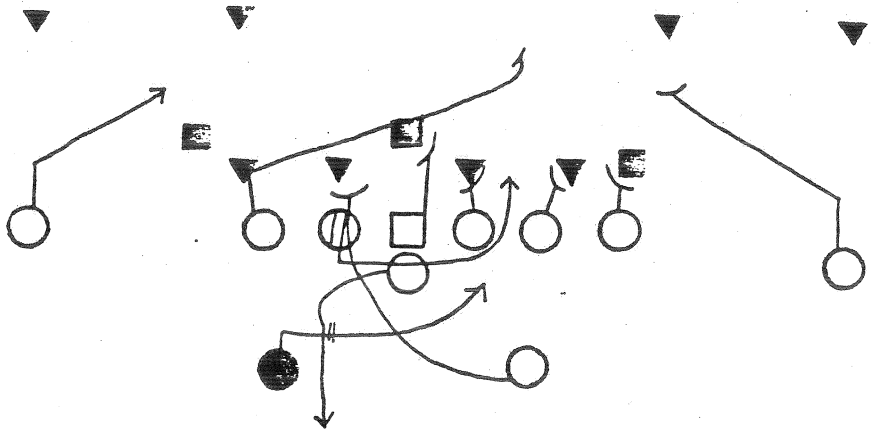
2.

3.

4.

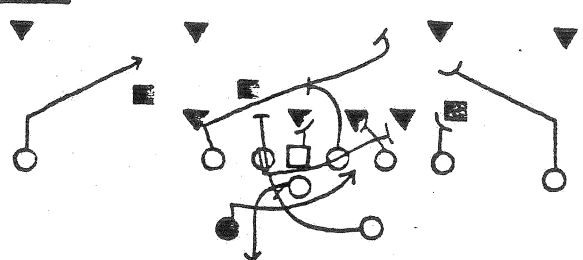
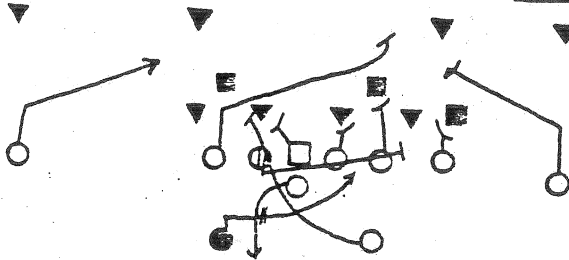
5.

6.



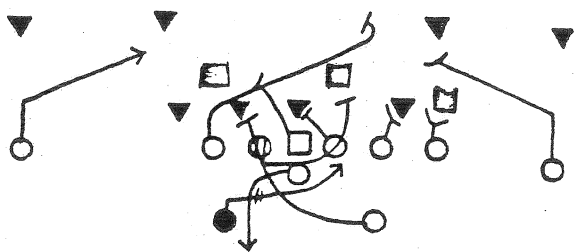
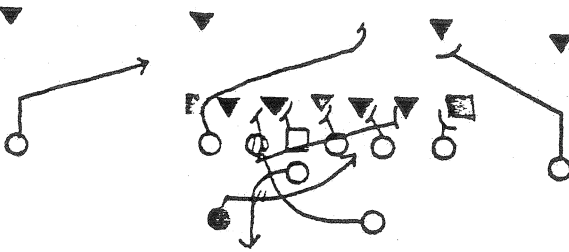
44

56

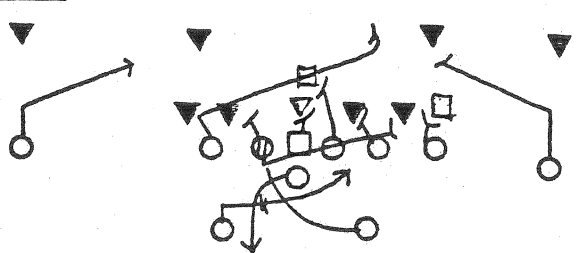
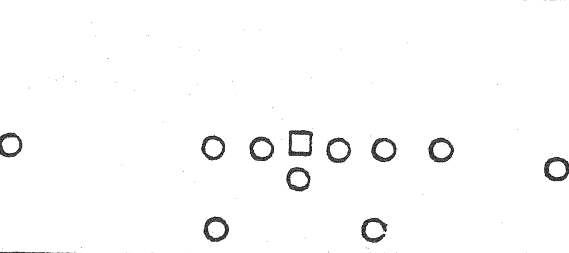


GAPS

54



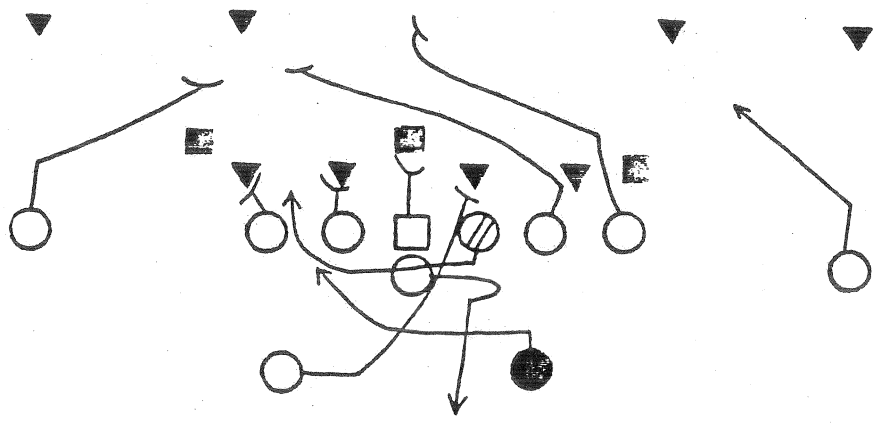
51



COACHING POINTS:

FORM: RED RIGHT / *Left*
 PLAY: *25/* 44 CRISS CROSS

- BLOCKING:
- 1. M=0
 - 2.
 - 3.
 - 4.
 - 5.
 - 6.



	<p>44</p> <p>56</p>
<p>GAPS</p>	<p>54</p>
	<p>51</p>

COACHING POINTS:

FORMATION: Blue Right/Left
 PLAY: 34/35 SUCKER

46

BLOCKING:

1. CLUB

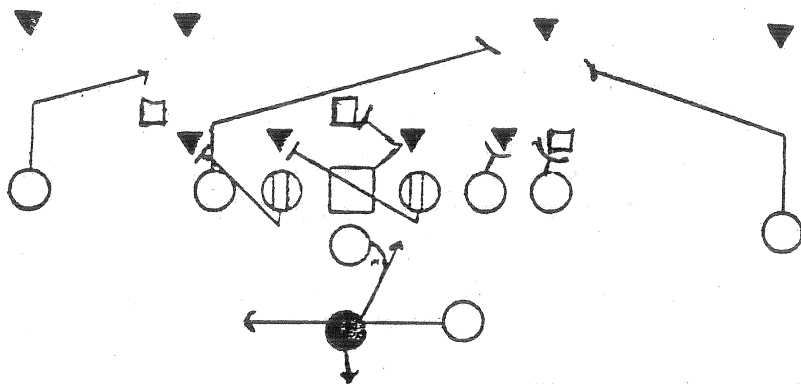
2.

3.

4.

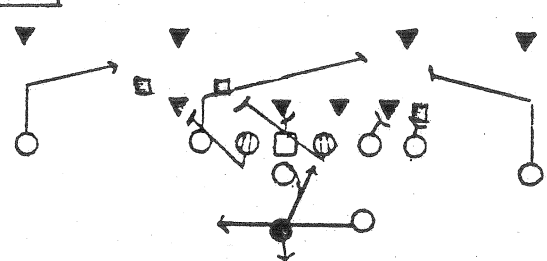
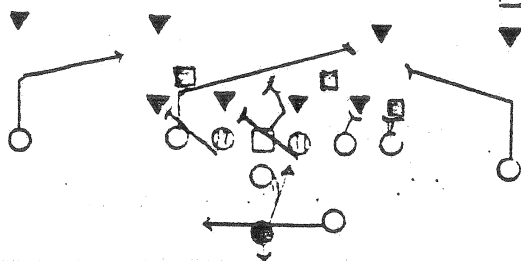
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6.



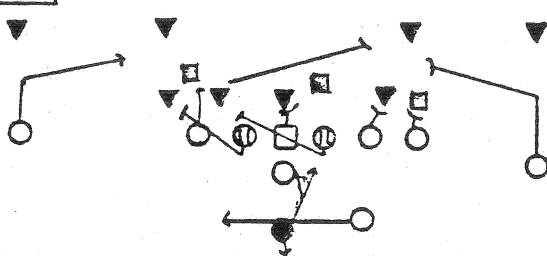
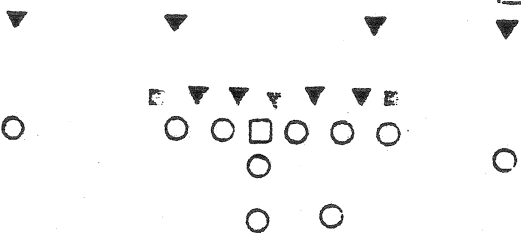
44

56

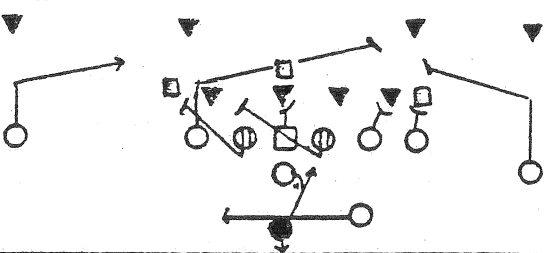
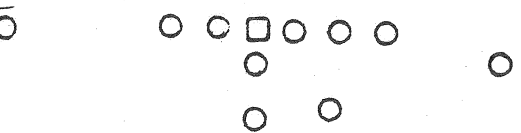


GAPS

54



51



COACHING POINTS:

BL.R.#11

Page #

FORM: Brown Right/Near

PLAY: Left

35/34 SUCKER

BLOCKING:

1. CLUB

2.

3.

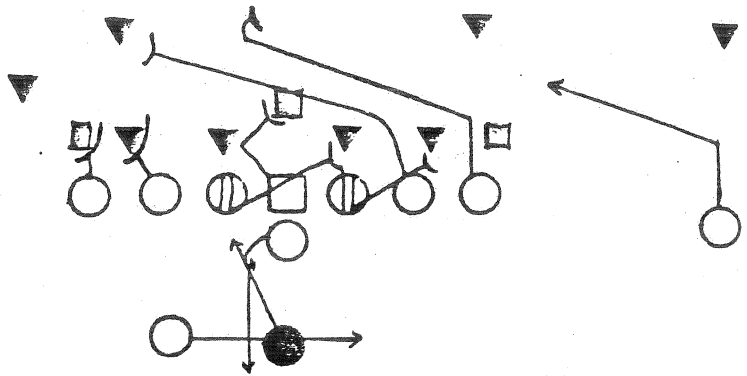
4.

5.

6.

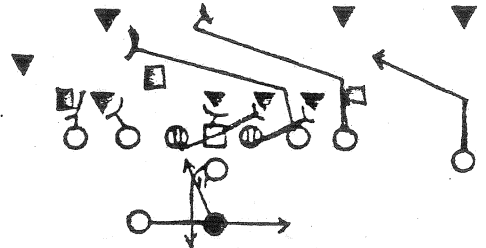
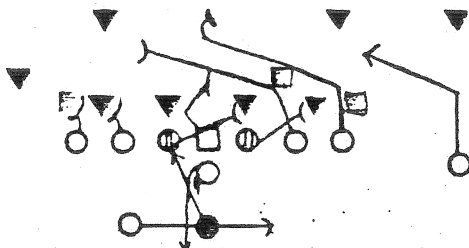
7.

46



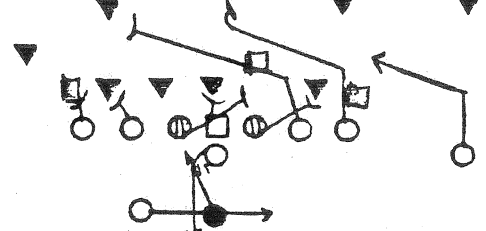
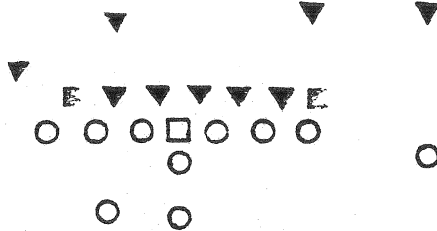
44

56

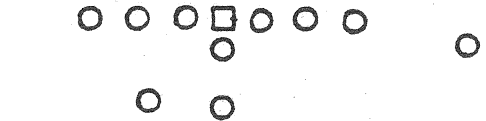
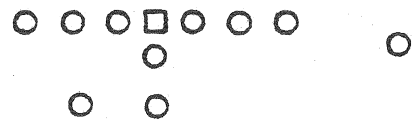
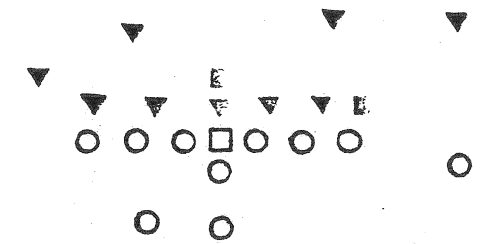
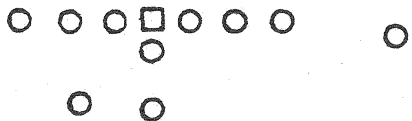


GAPS

54



51



COACHING POINTS:

FORM: Brown Right/ ^{Left} Near

PLAY: FAKE 21/FAST

TRAP 34/40

BLOCKING: 33

1. SWITCH

2.

3.

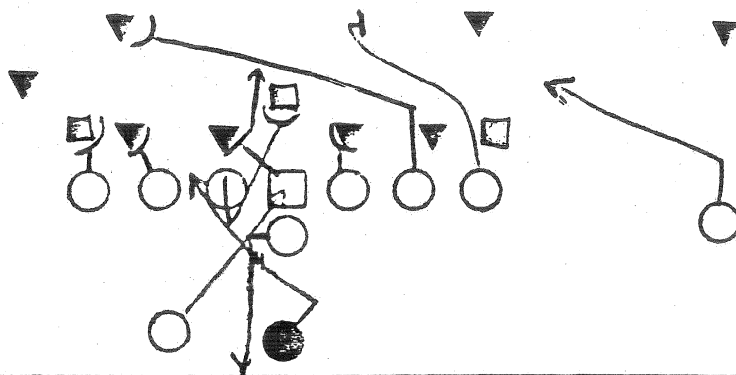
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5.

6.

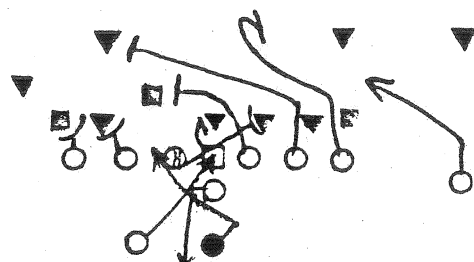
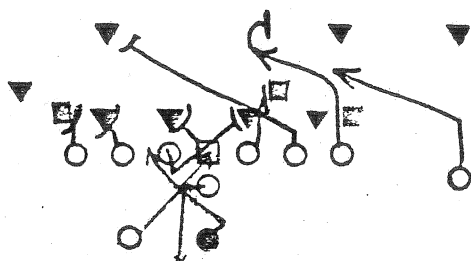
7.

46



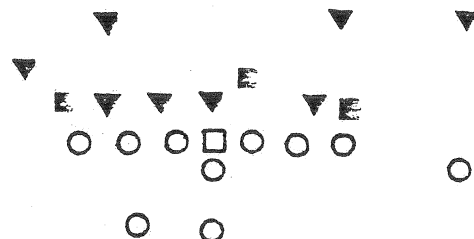
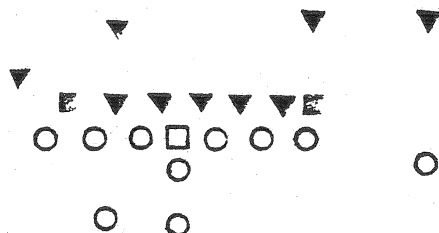
44

56

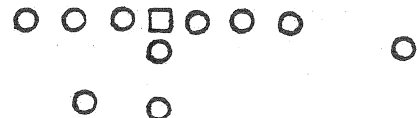
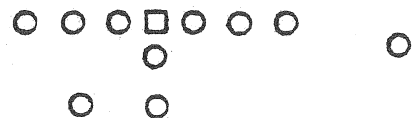
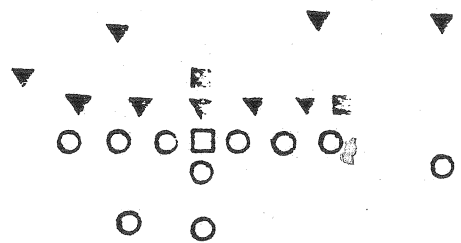
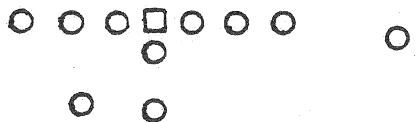


GAPS

54



51



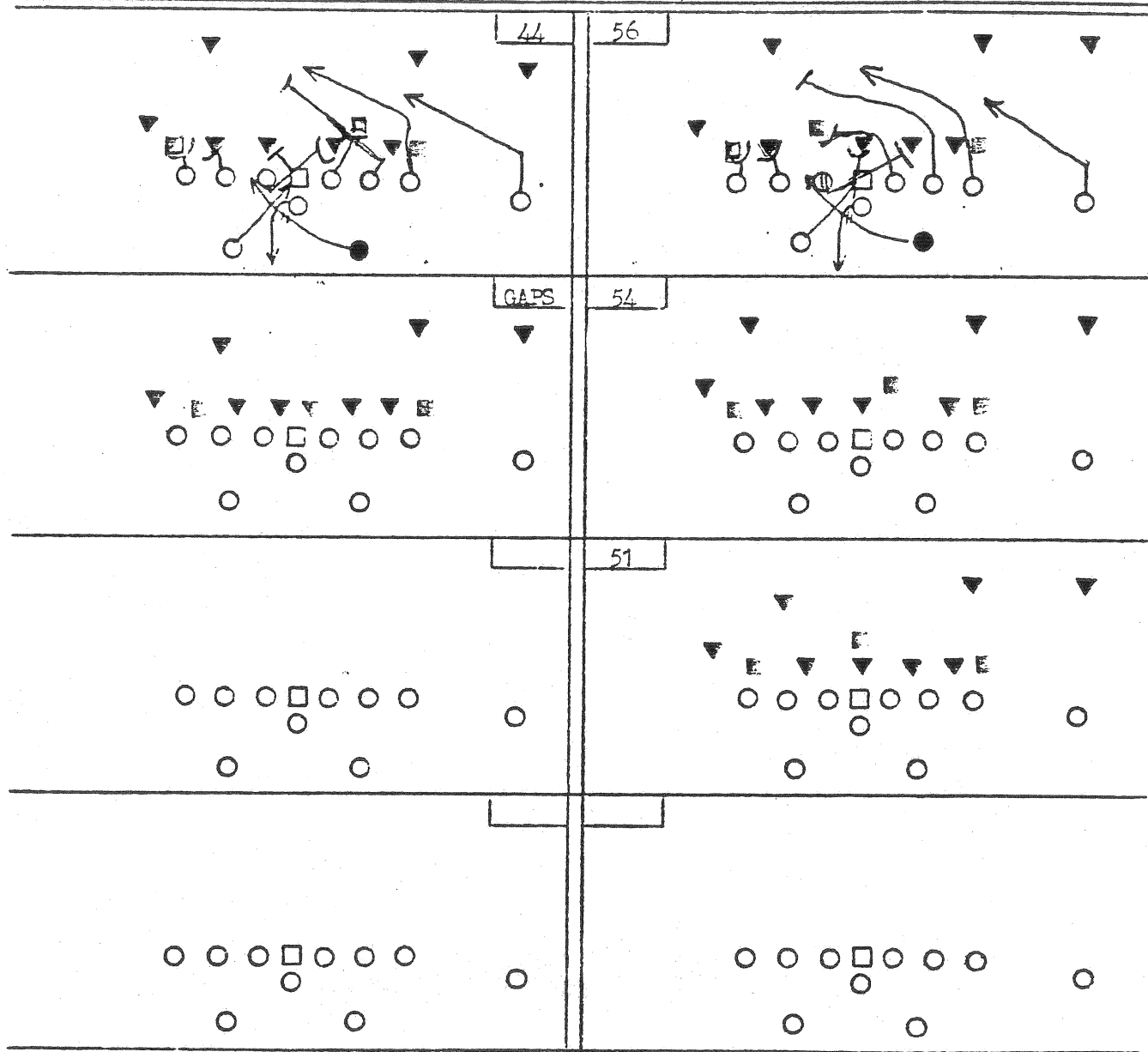
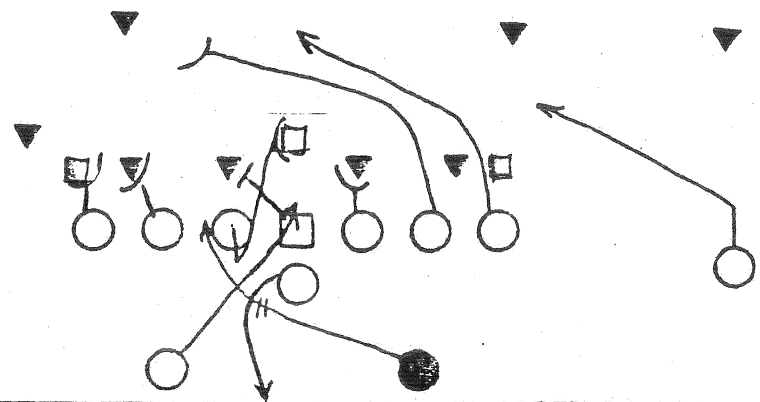
COACHING POINTS:

BN.R.#2

Page # _____

FORM: Red Right/Left
 PLAY: FAKE 21/FAST
 TRAP 44/
 BLOCKING: 125

1. SWITCH
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



COACHING POINTS:

FORMATION:

RED RIGHT

PLAY:

45 DIVE

BLOCKING:

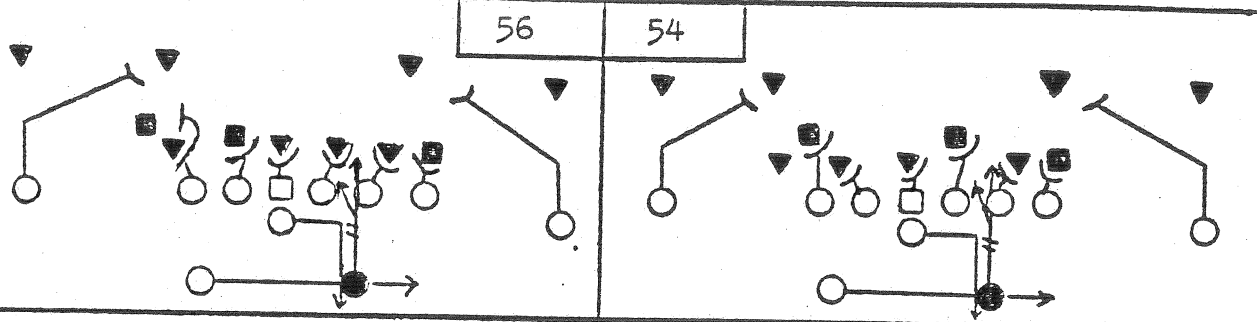
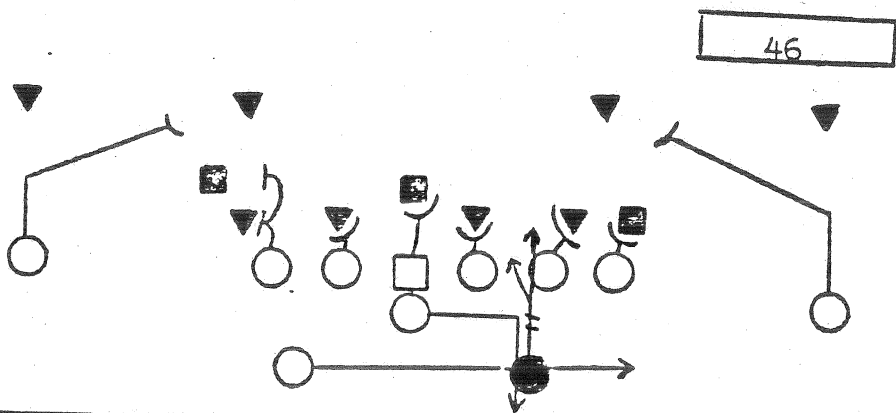
1.

2.

3.

4.

5.



COACHING POINTS:

FORMATION:

RED LEFT

PLAY:

24 DIVE

BLOCKING:

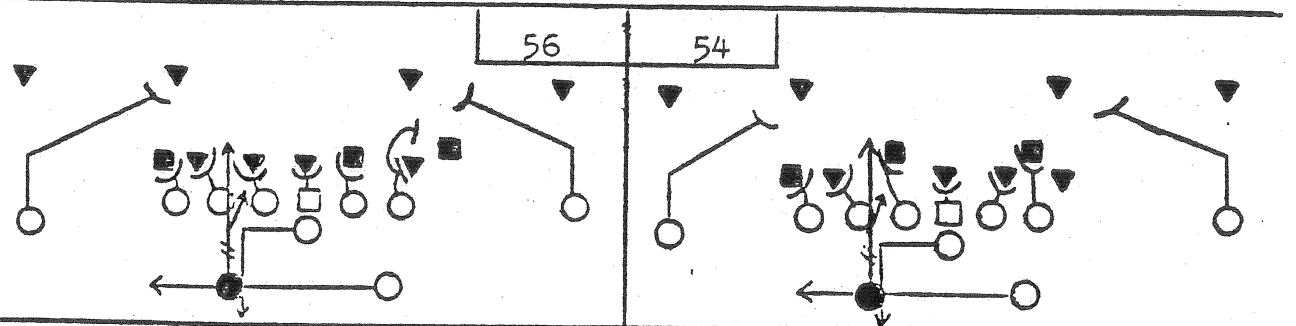
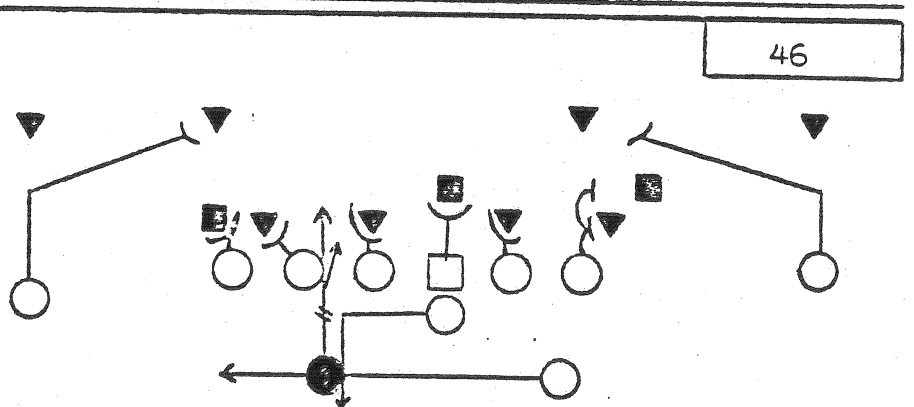
1.

2.

3.

4.

5.



COACHING POINTS:

6-7

6 and 7 HOLE BLOCKING CALLS VS EVEN AND ODD DEFENSES:

EVEN

ODD

A BLOCK

A BLOCK

EAT or POWER

EAT or POWER

B BLOCK

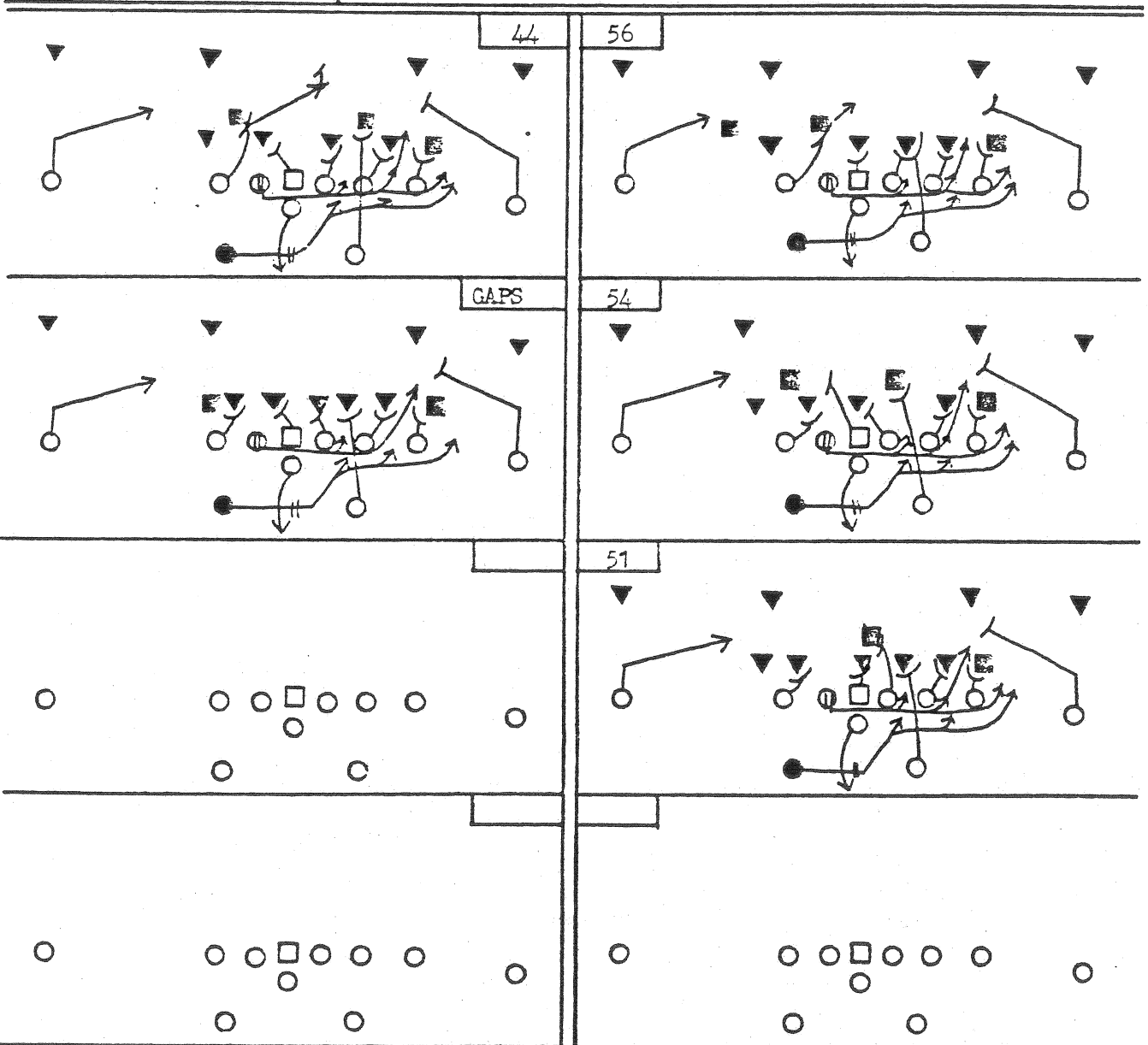
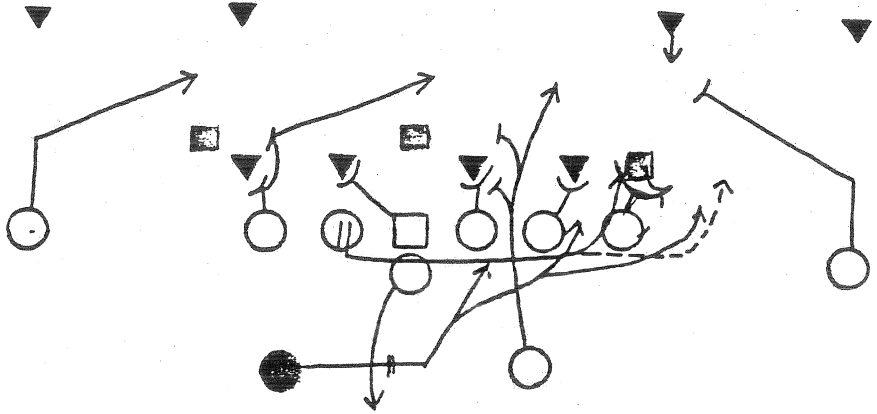
B BLOCK

FORM: RED RIGHT / Left
 PLAY: 46 / 27 M HUNCH I

46

BLOCKING:

1. M HUNCH I
2. M HUNCH O
- 3.
- 4.
- 5.
- 6.



COACHING POINTS:

FORM: Red Right/Near

PLAY: Left

27/46 M HUNCH I

BLOCKING:

1. M HUNCH I

2.

3.

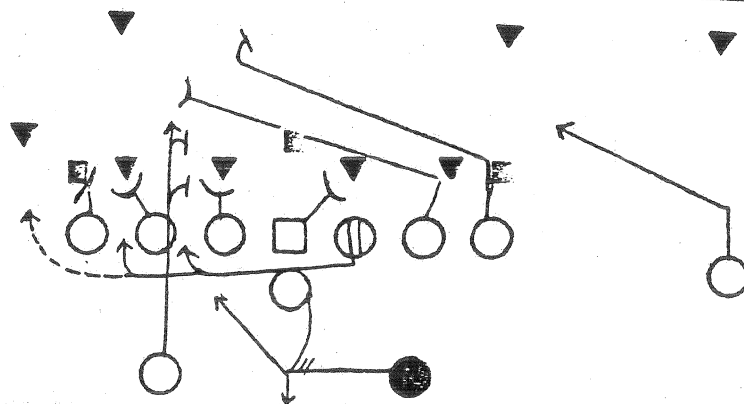
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5.

6.

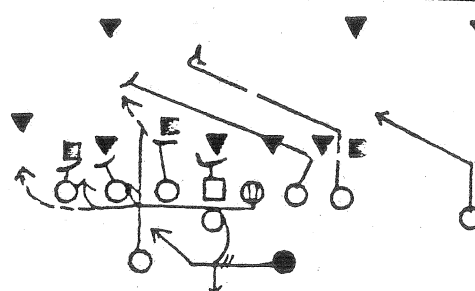
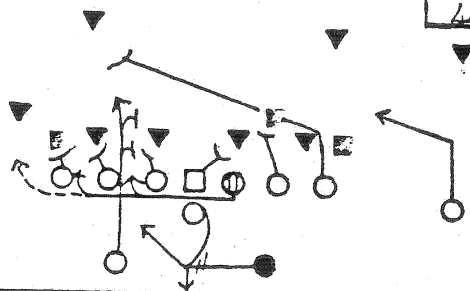
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46



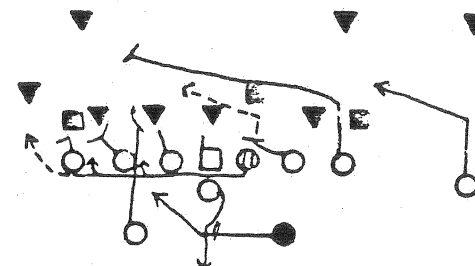
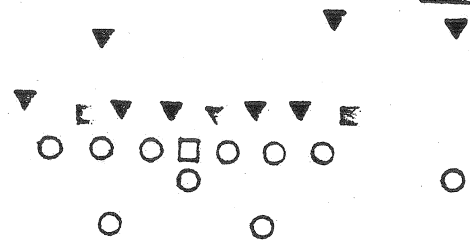
44

56

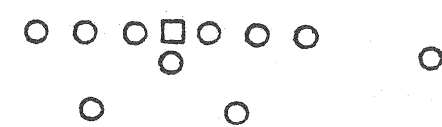
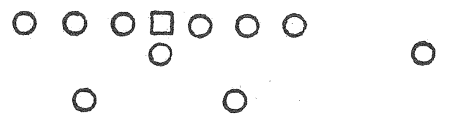
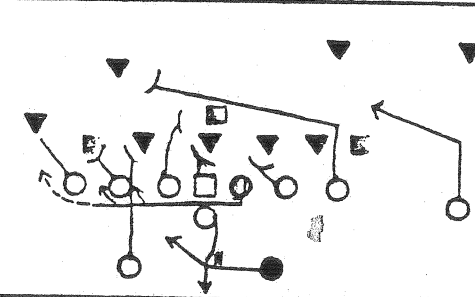
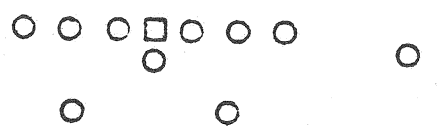


GAPS

54



51



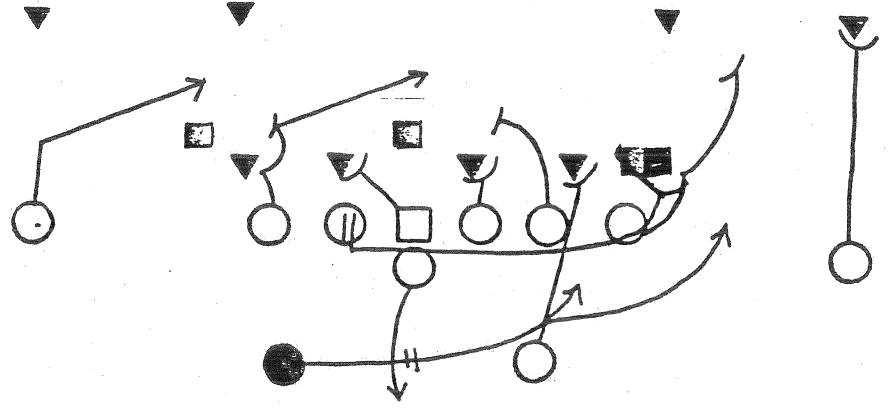
COACHING POINTS:

FORM: RED RIGHT / Left
 PLAY: 46/27 BIM I

46

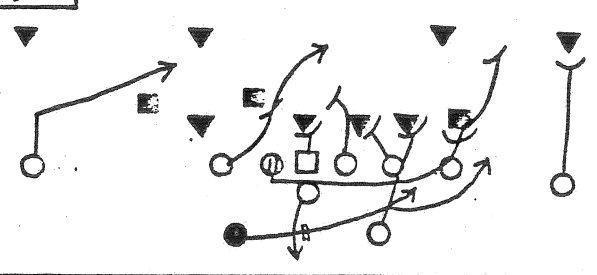
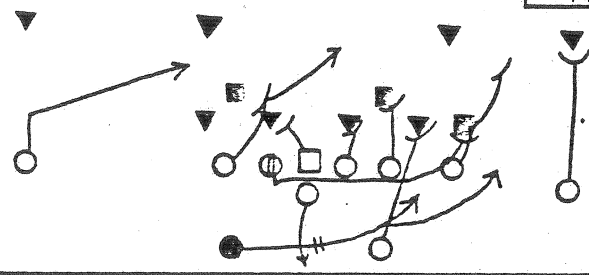
BLOCKING:

1. BIM I
- 2.
- 3.
- 4.
- 5.
- 6.



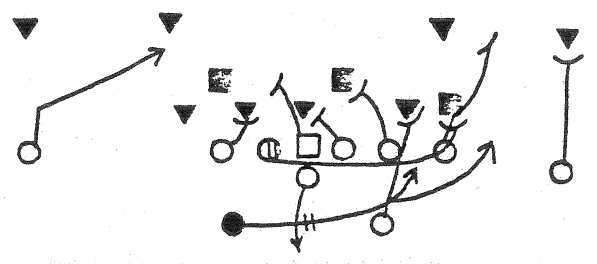
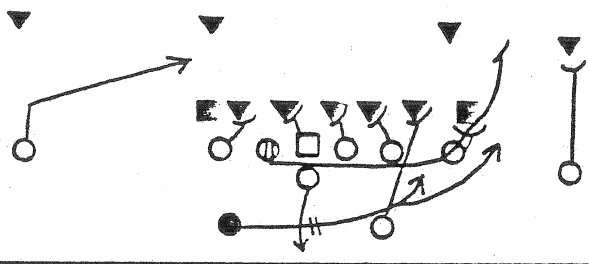
44

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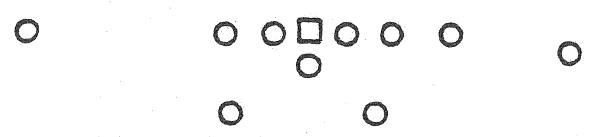
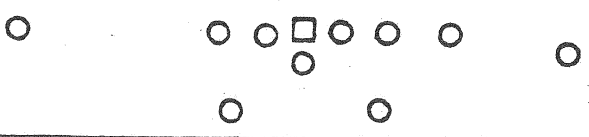
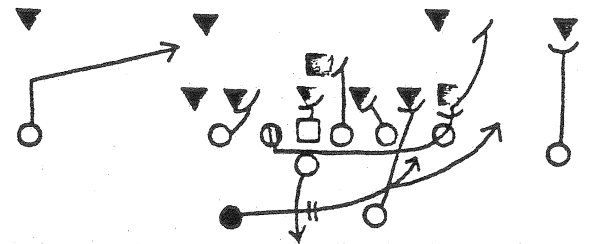
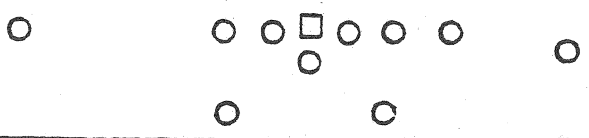


GAPS

54



51



COACHING POINTS:

BLOCKING:

1. BIM 1

2.

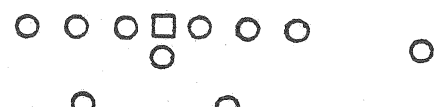
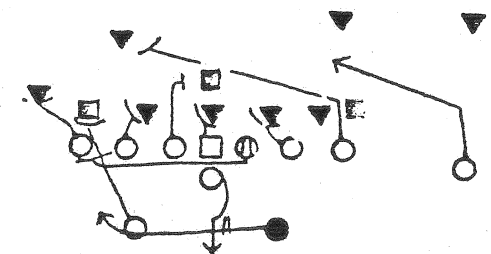
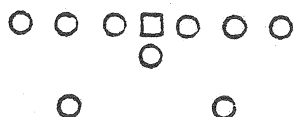
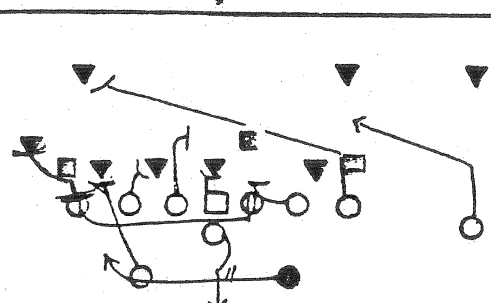
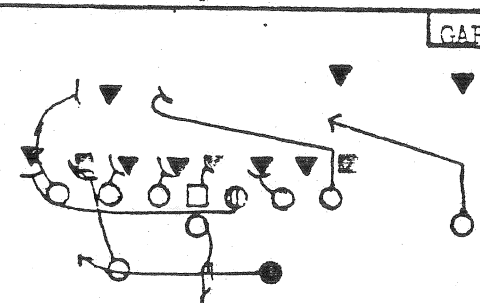
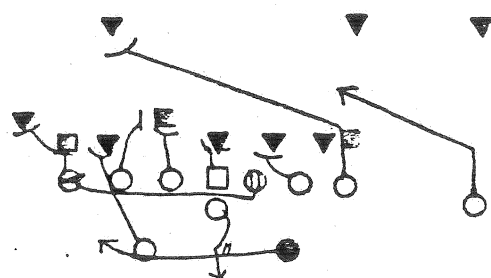
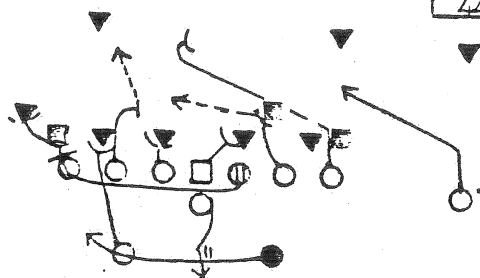
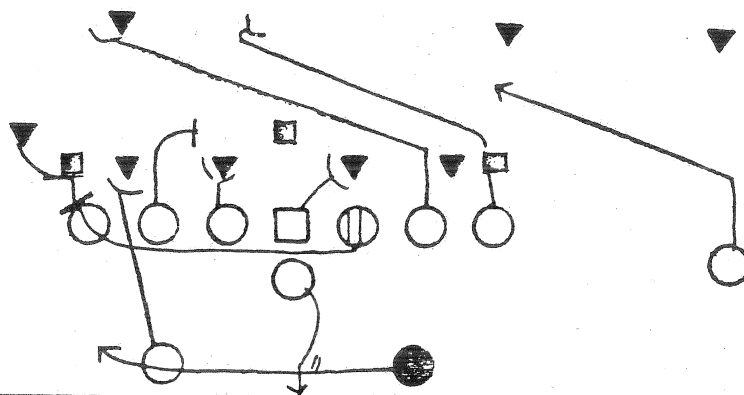
3.

4.

5.

6.

7.



COACHING POINTS:

FORM: RED RIGHT/Left

46

PLAY: 27 POWER TRAP

BLOCKING:

1. TRAP

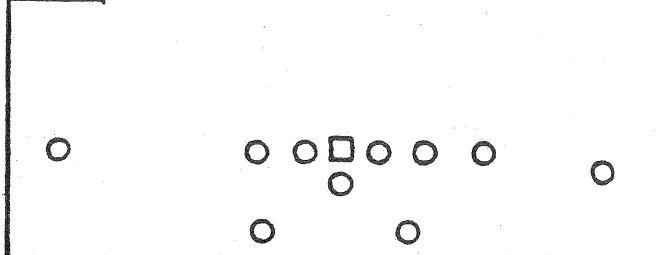
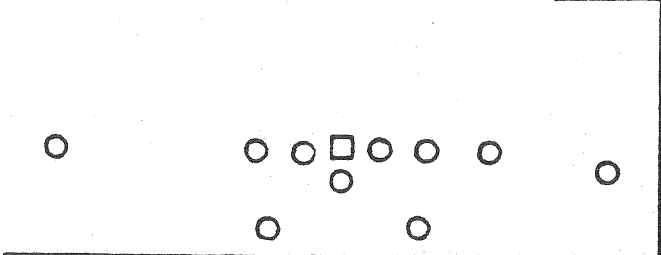
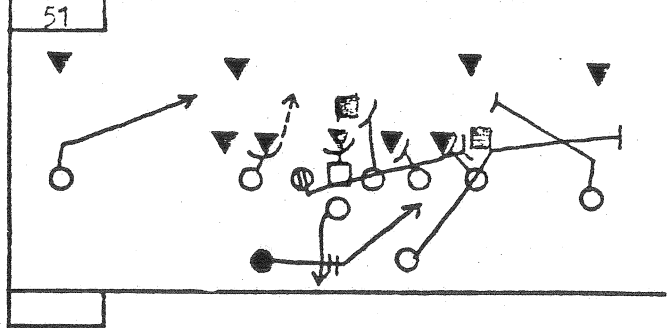
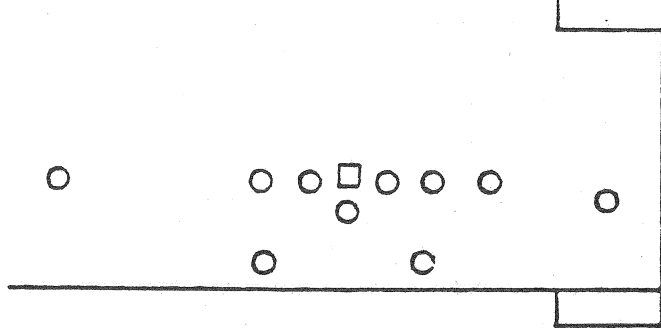
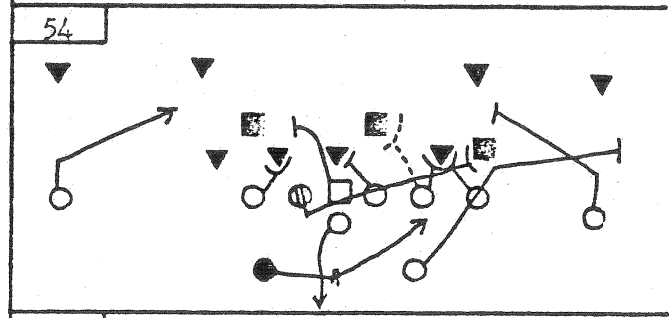
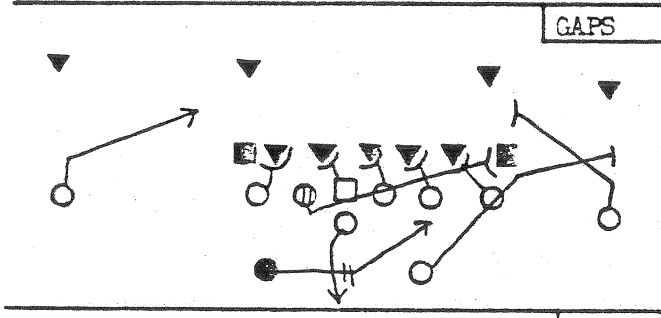
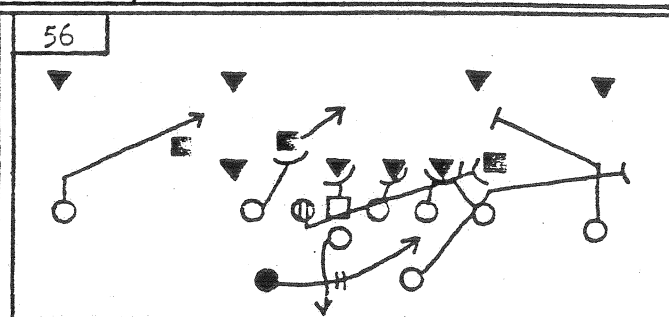
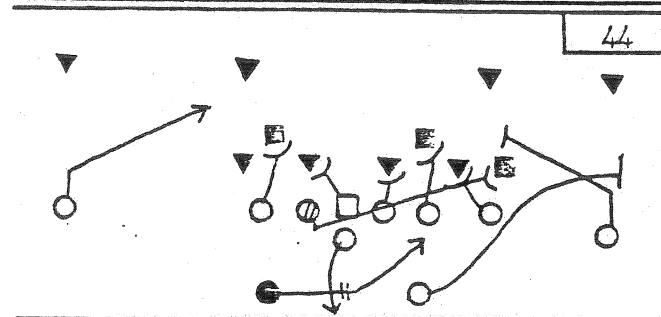
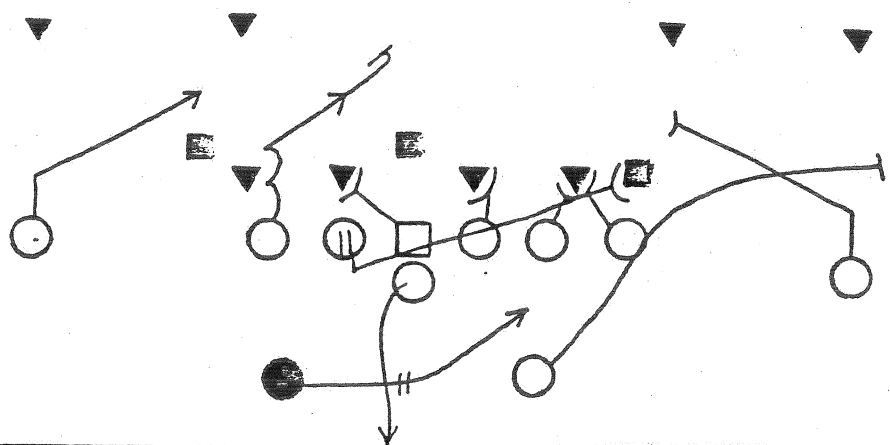
2.

3.

4.

5.

6.



COACHING POINTS:

FORM: RED RIGHT / Left

PLAY: 46 M BOB

ELOCKING:

1. M BOB

2.

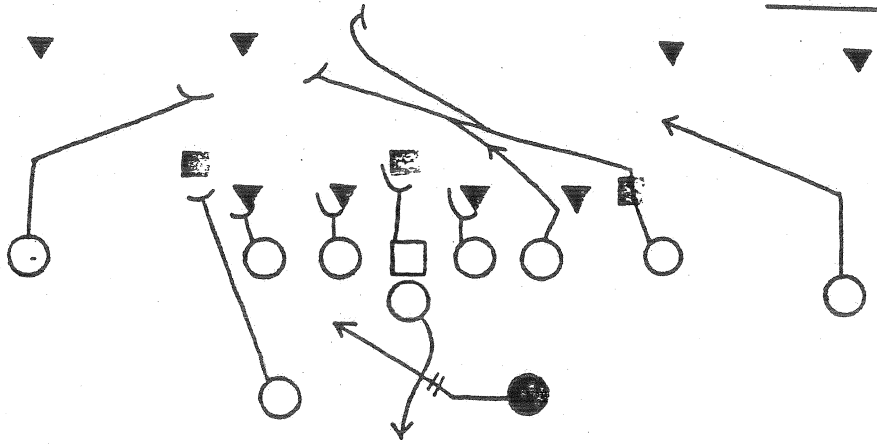
3.

4.

5.

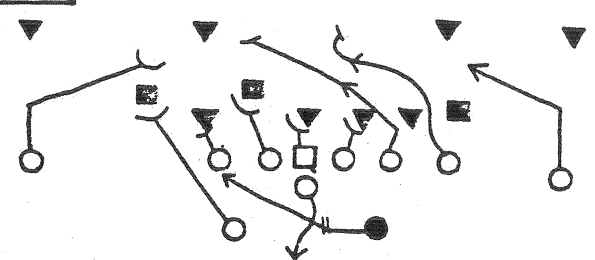
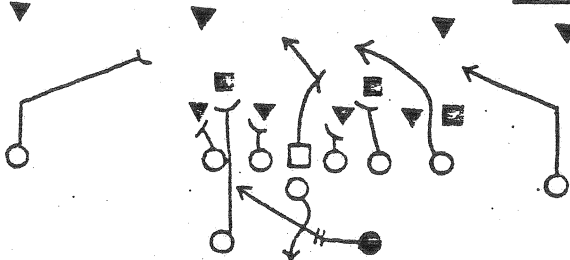
6.

46



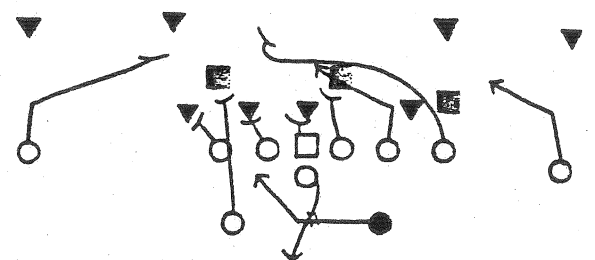
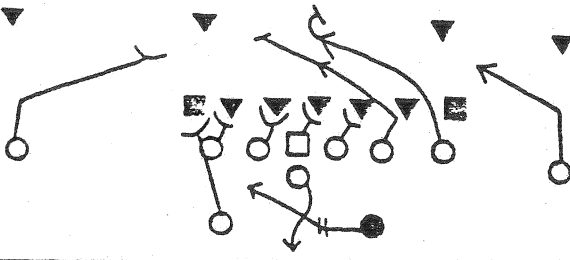
44

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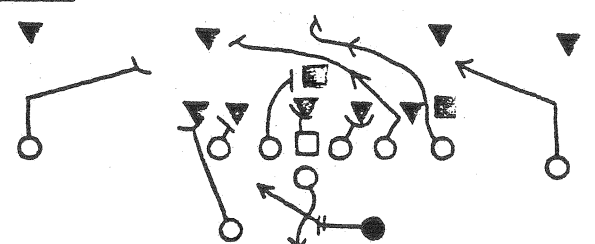
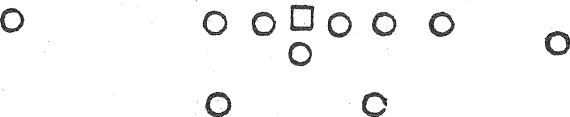


GAPS

54



51



COACHING POINTS:

FORM: Brown Right/Near

PLAY: Left

37/36 POWER BOB

BLOCKING:

1. POWER BOB

2. M BOB

3.

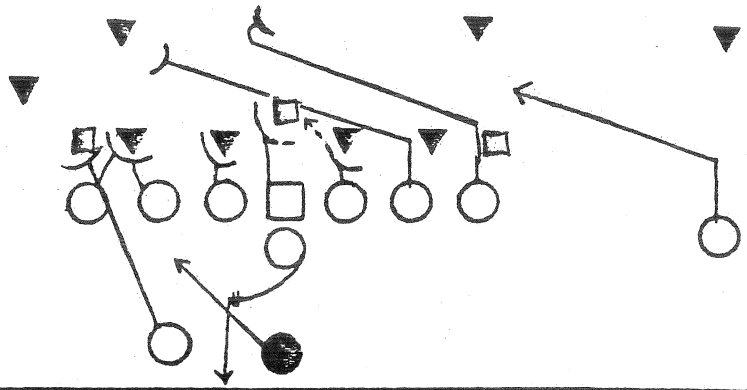
4.

5.

6.

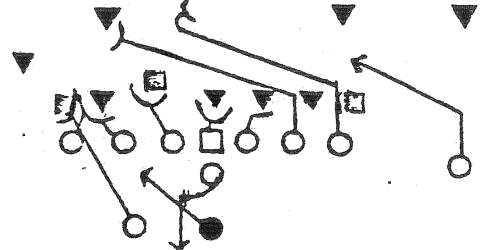
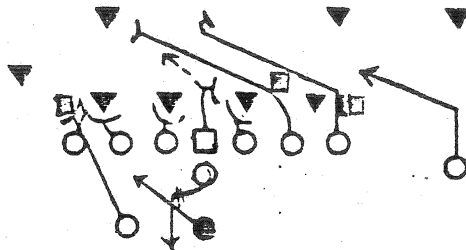
7.

46



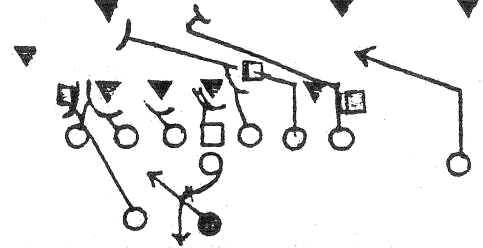
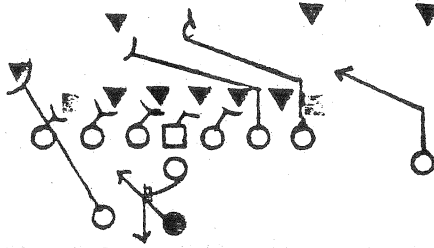
44

56

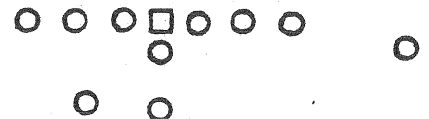
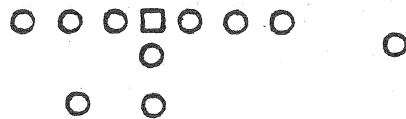
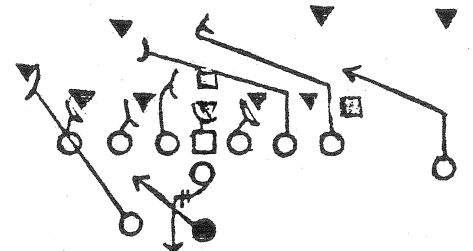
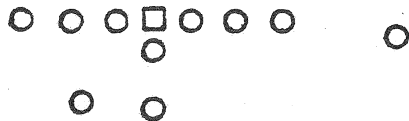


GAPS

54



51



COACHING POINTS:

BN.R.#6

Page # _____

FORMATION: Blue Right/Left

PLAY: 37/ POWER BOB

46

BLOCKING:

1. POWER BOB

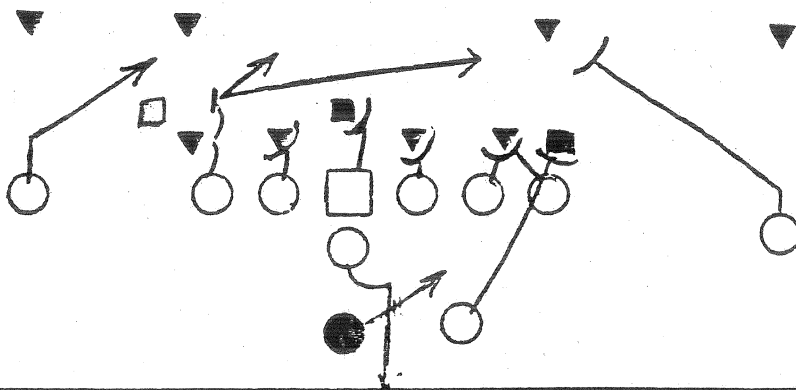
2. BOB

3. M

4.

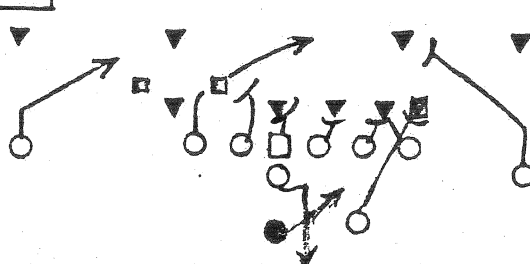
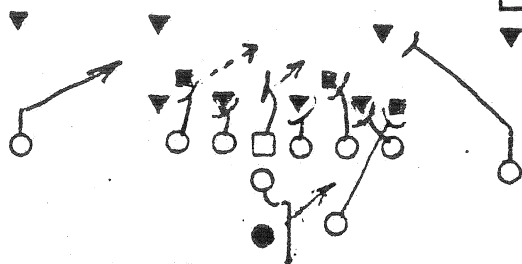
5.

6.



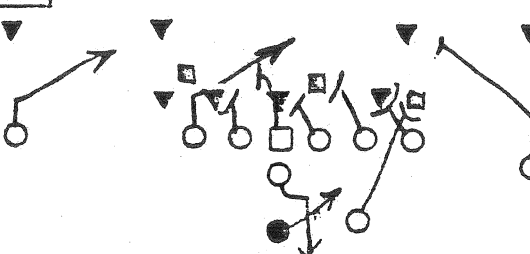
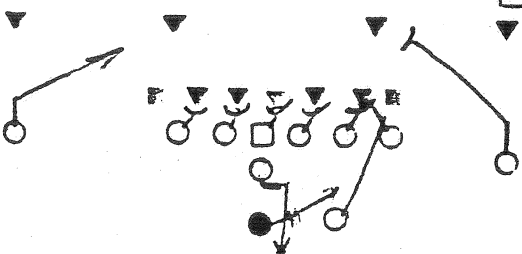
44

56

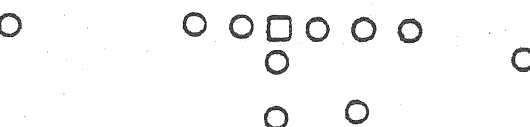
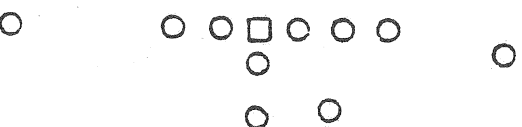
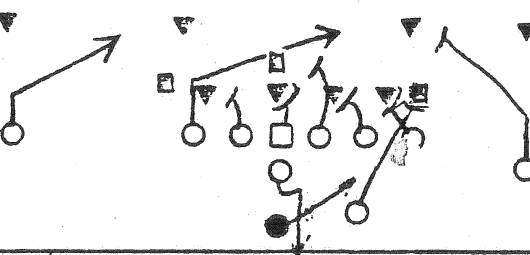
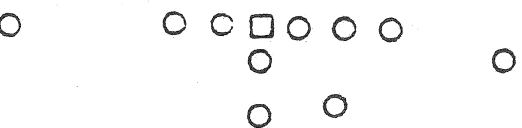


GAPS

54



51



COACHING POINTS:

BL.R.#6

Page #

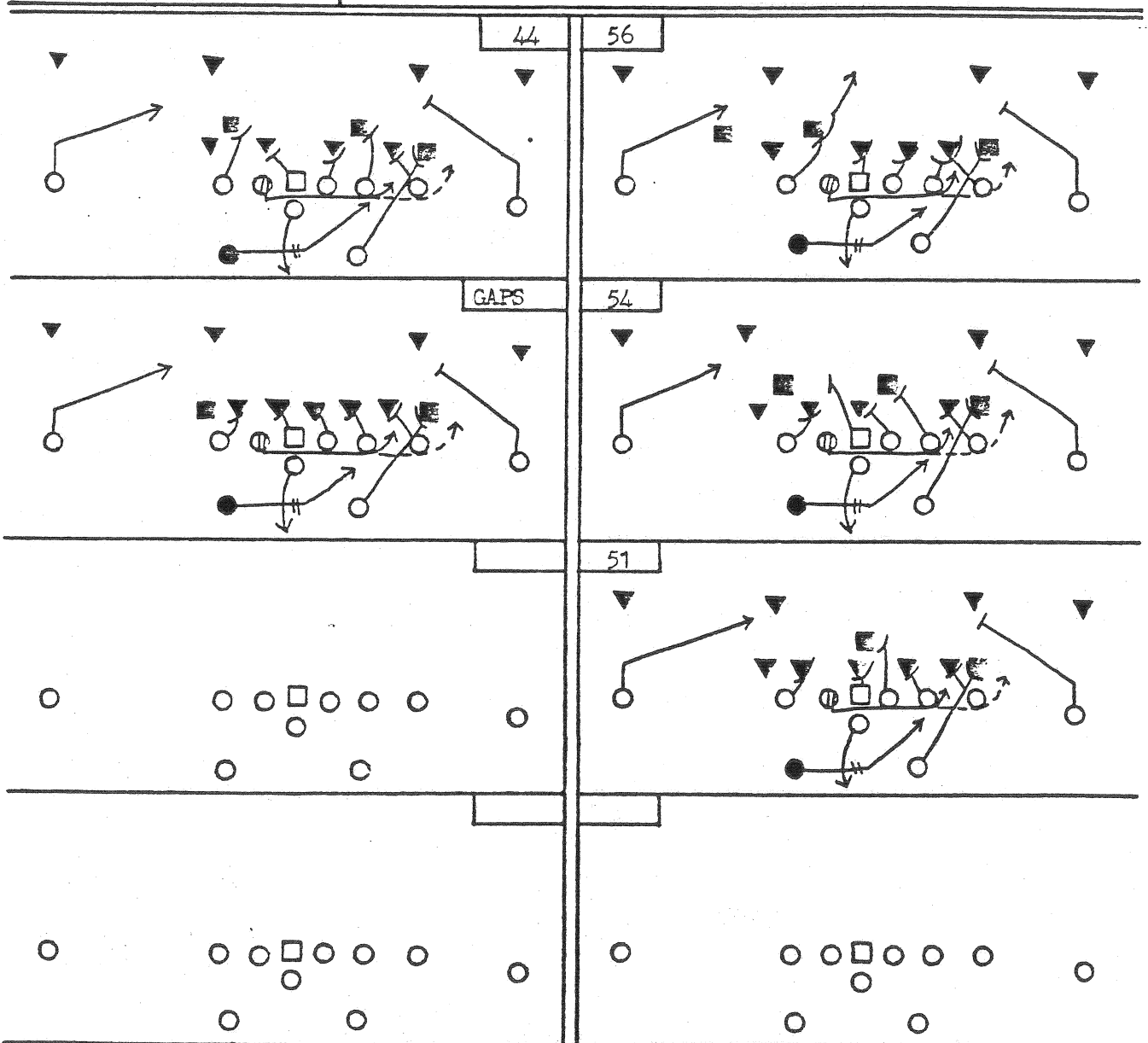
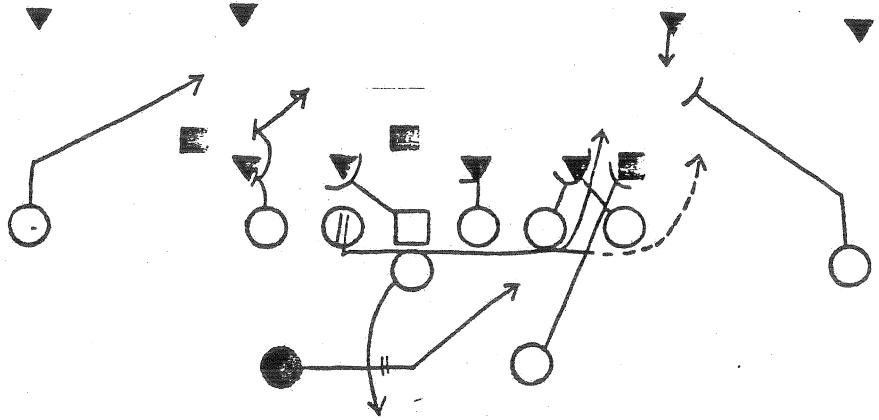
FORM: RED RIGHT/Left

PLAY: 4/27 POWER BOB I

46

BLOCKING:

1. POWER BOB I
2. BOB I
3. POWER BOB O
4. BOB O
- 5.
- 6.



COACHING POINTS:

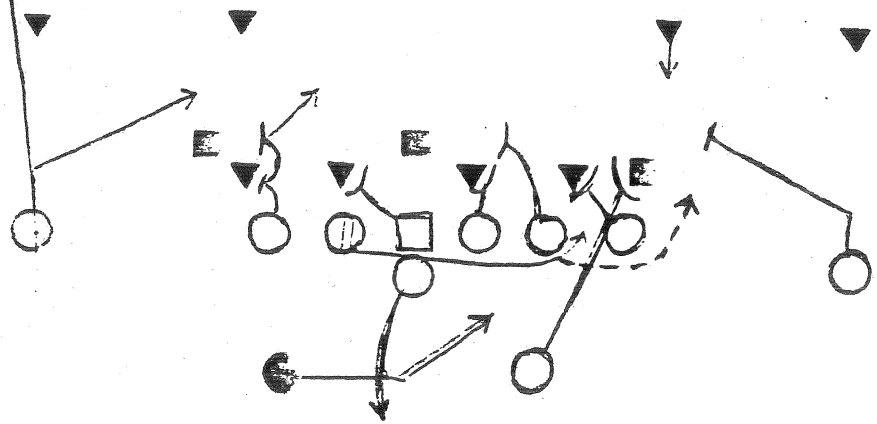
FORM: RED RIGHT *Left*

PLAY: *44* 27 BOB 1

46

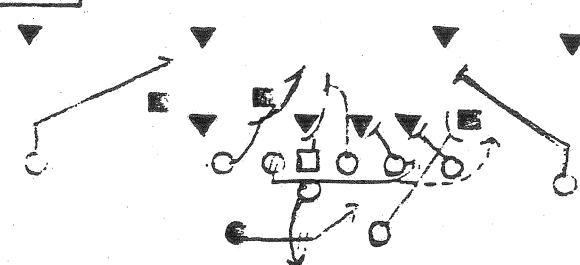
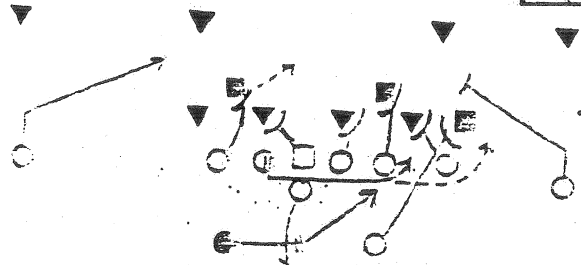
BLOCKING:

- 1. BOB 1
- 2. POWER BOB 1
- 3. BOB 0
- 4. POWER BOB 0
- 5.
- 6.



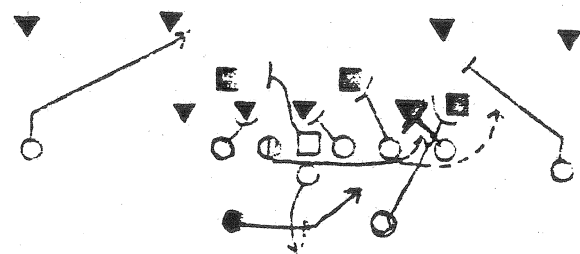
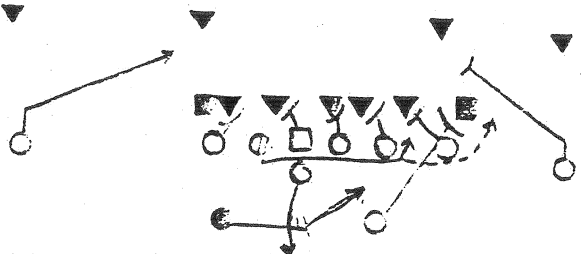
44

56

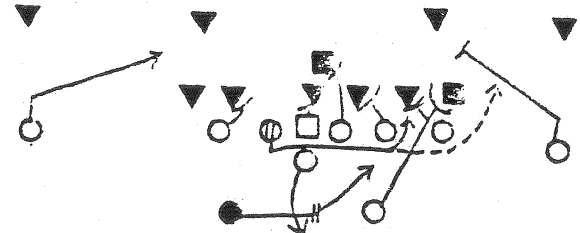
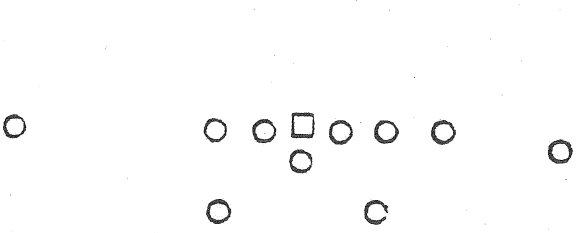


GAPS

54



51

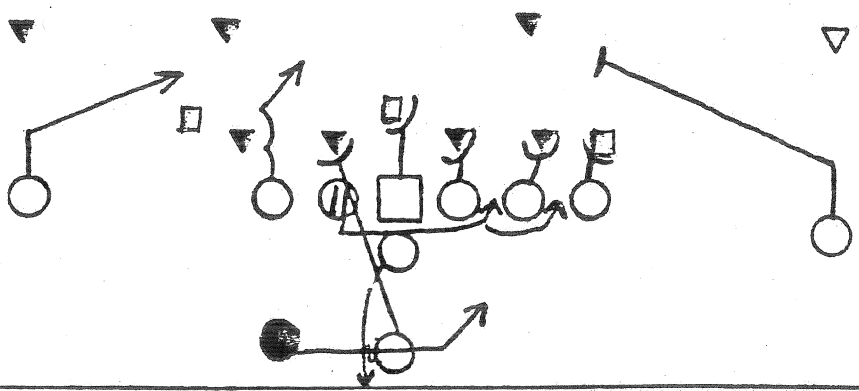


COACHING POINTS:

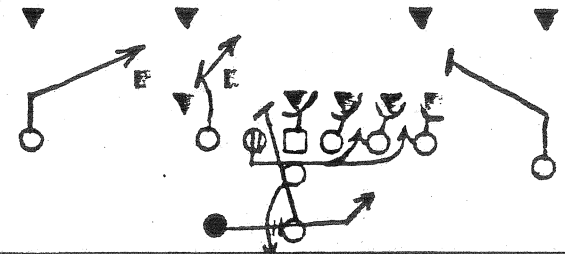
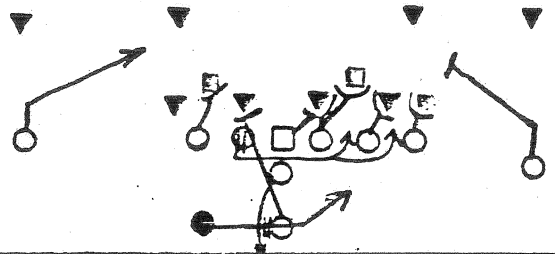
FORMATION: Brown Right/Left
 PLAY: 46/27 FULL MO

46

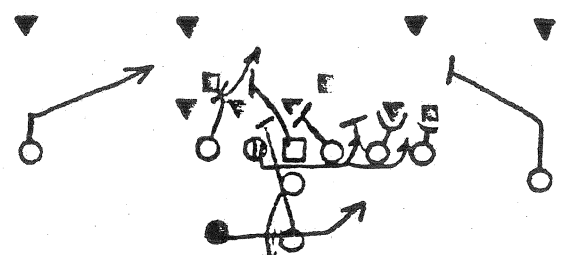
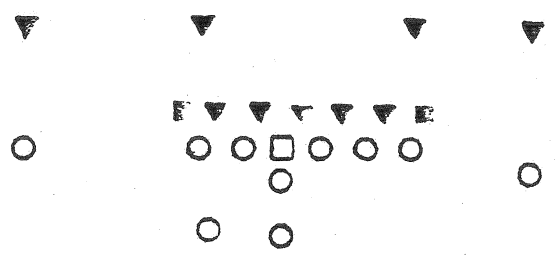
- CLOCKING:
1. M O
 2. B O
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



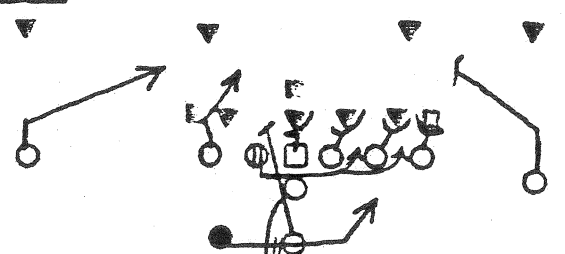
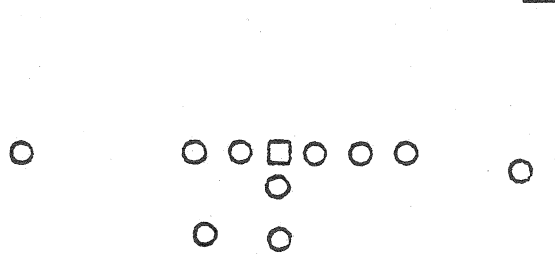
44 56



GAPS 54



51



COACHING POINTS:

FORMATION: Blue Right/left

PLAY: 46 FULL M O

27/

ELOCKING:

1. M - O

2.

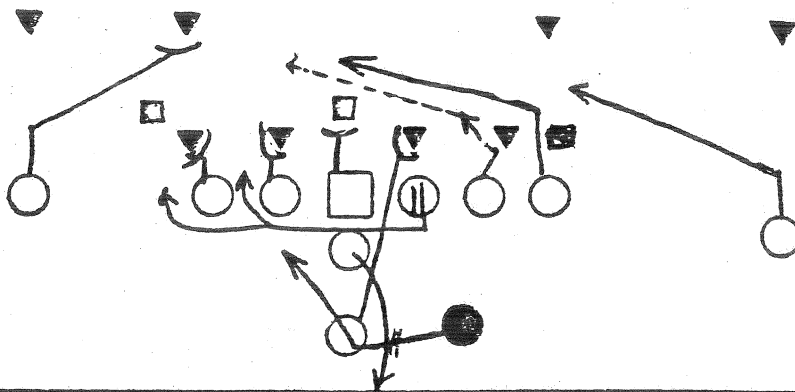
3.

4.

5.

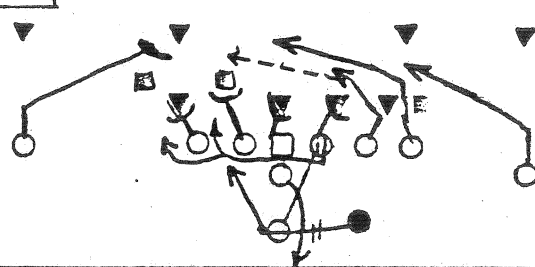
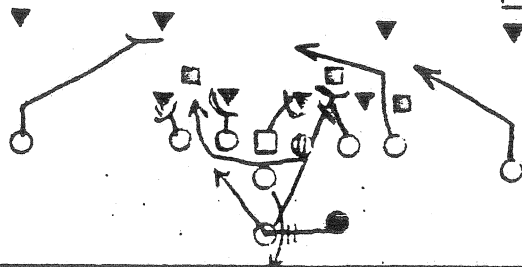
6.

46



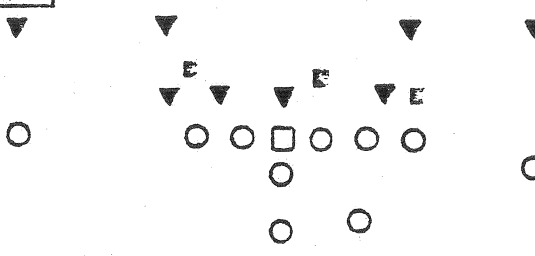
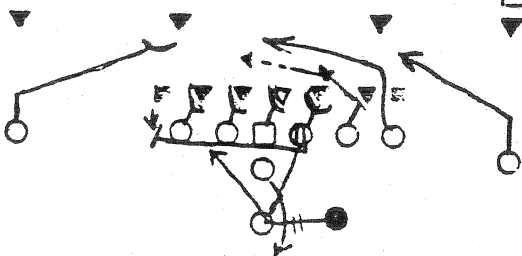
44

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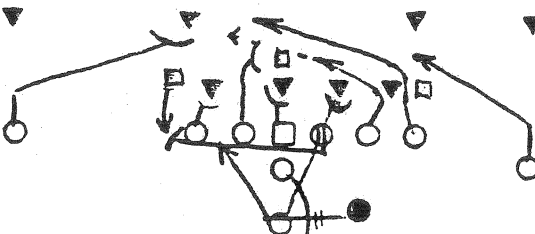
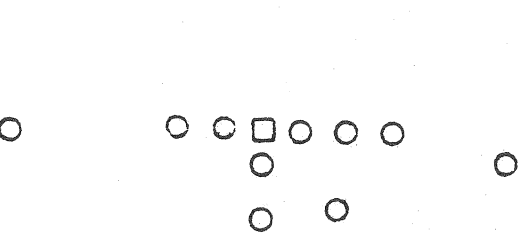


GAPS

54



51



COACHING POINTS:

BL.R.#7

Page #

FORM: Red Right/Near

PLAY:

27/46 POWER BOB I

BLOCKING:

1. POWER BOB I

2.

3.

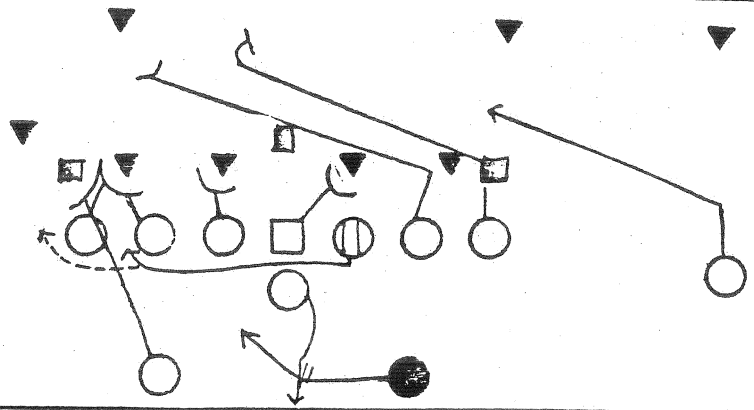
4.

5.

6.

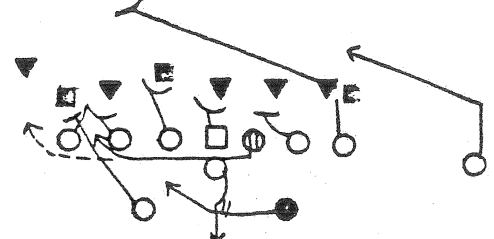
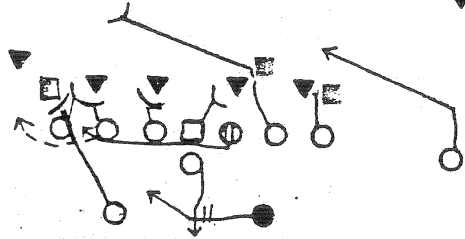
7.

46



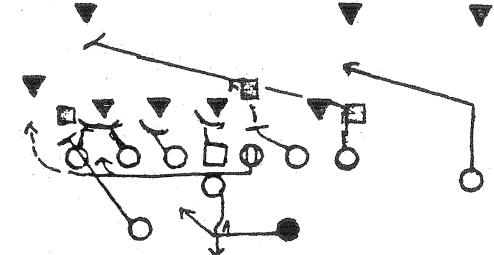
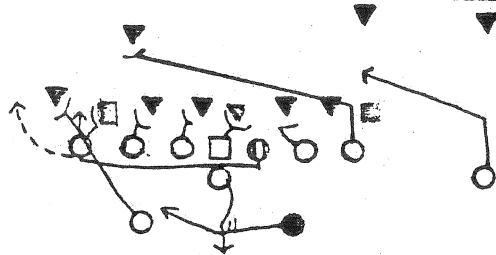
44

56

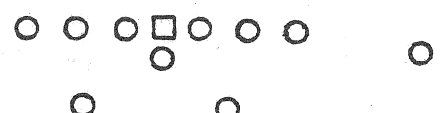
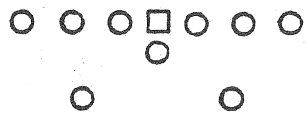
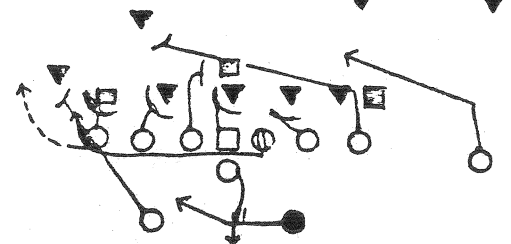
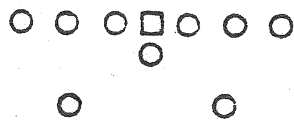


GAPS

54



51



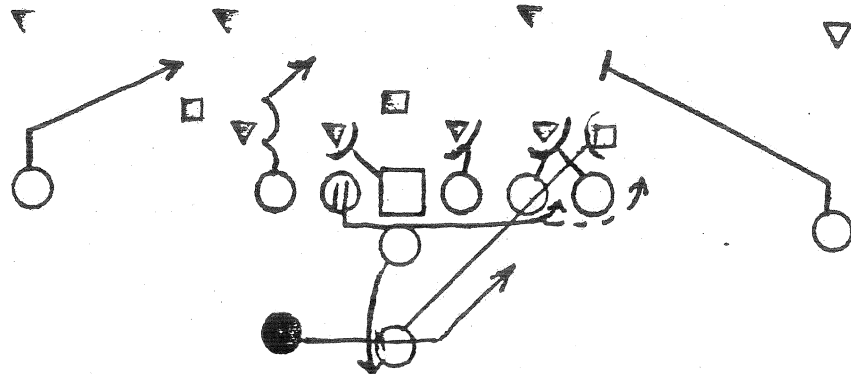
COACHING POINTS:

FORMATION: Brown Right / *Left*
 PLAY: 4/27 POWER BOB I

46

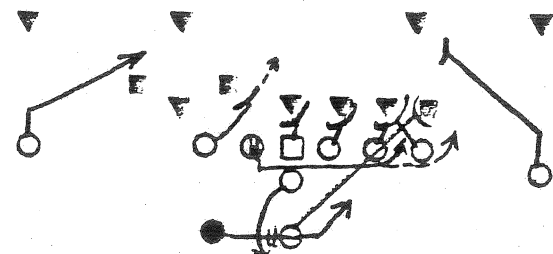
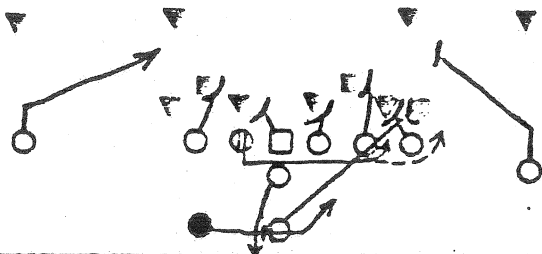
CLOCKING:

1. POWER BOB I
2. POWER BOB O
3. BOB I
4. BOB O
- 5.
- 6.
- 7.
- 8.



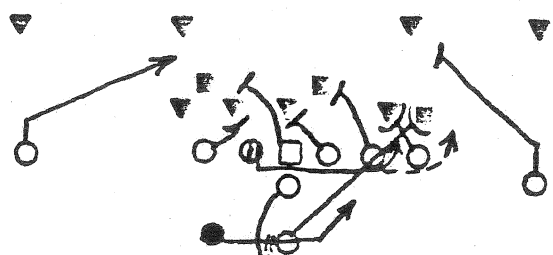
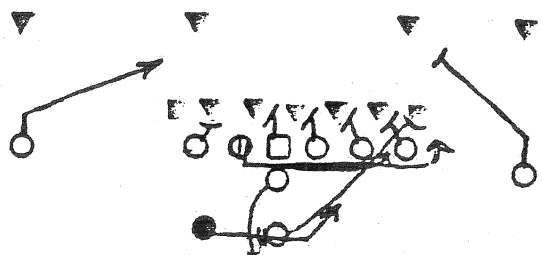
44

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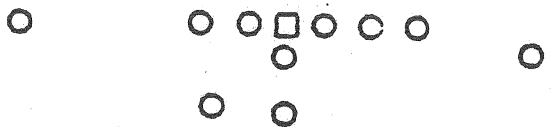
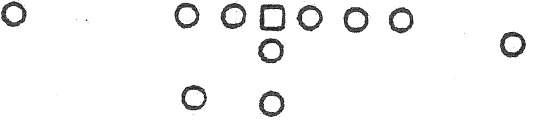
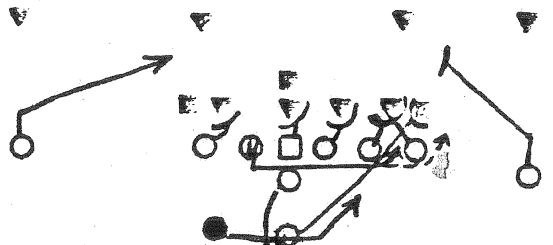
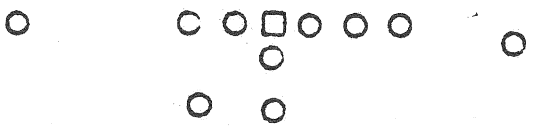


GAPS

54



51

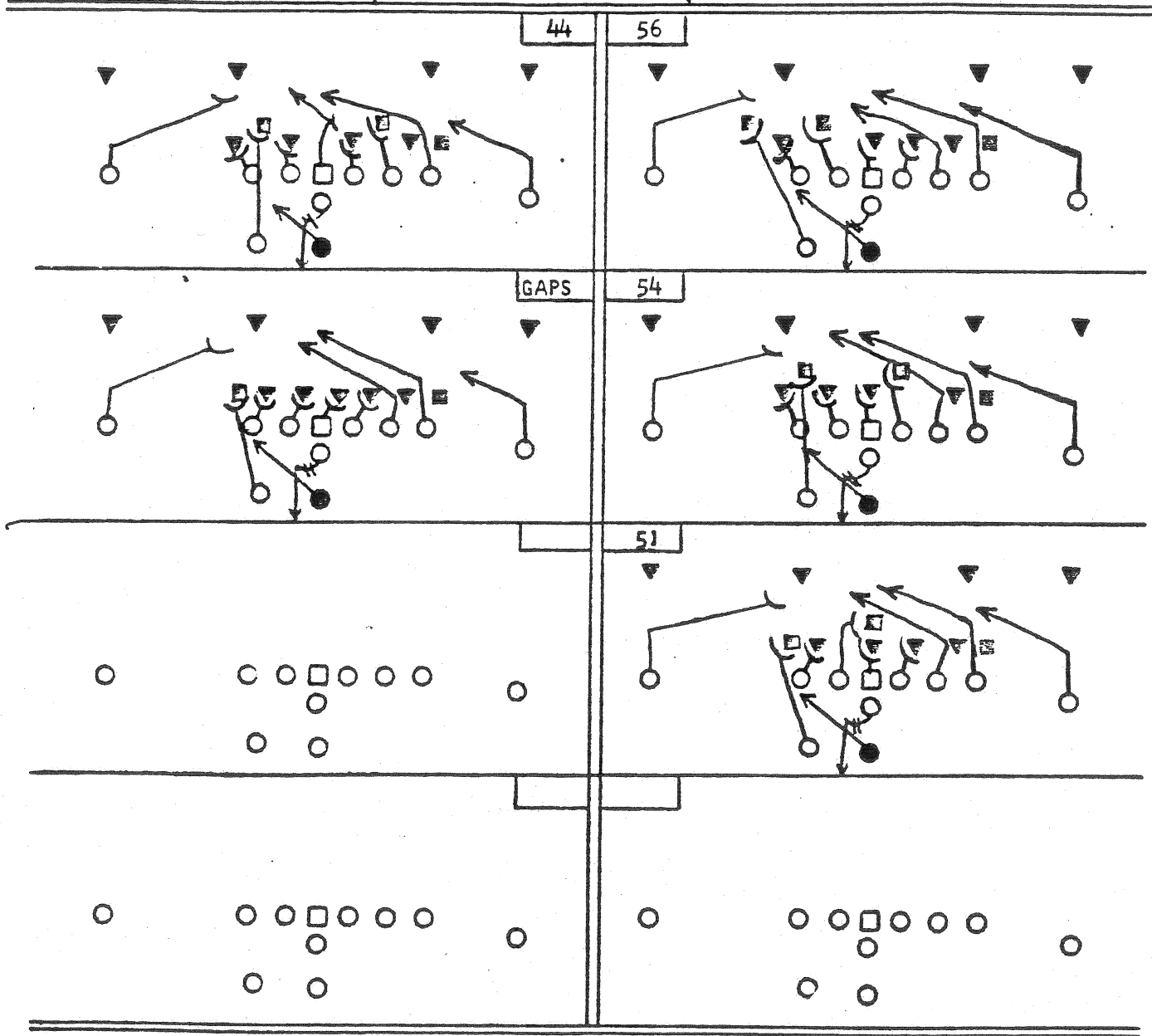
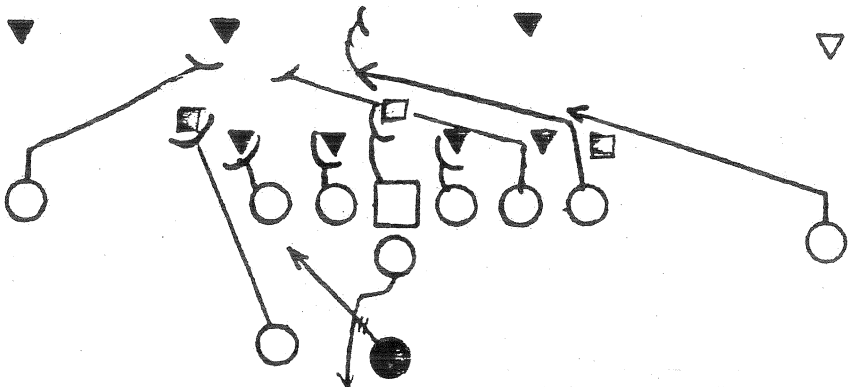


COACHING POINTS:

FORMATION: Brown Right/Left
PLAY: 37/36 M BOB

46

- CLOCKING:
1. M BOB
 - 2.
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



COACHING POINTS:

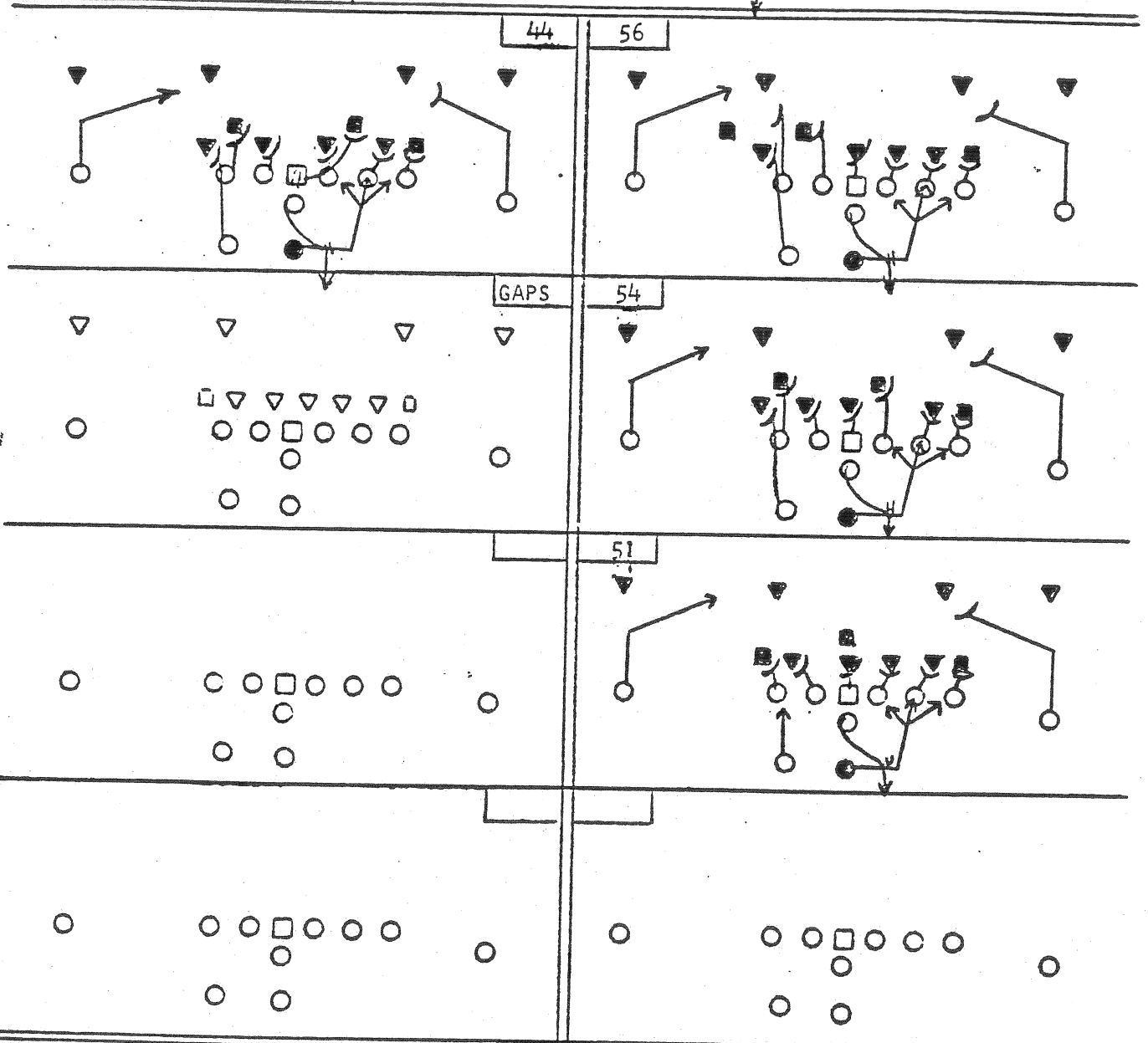
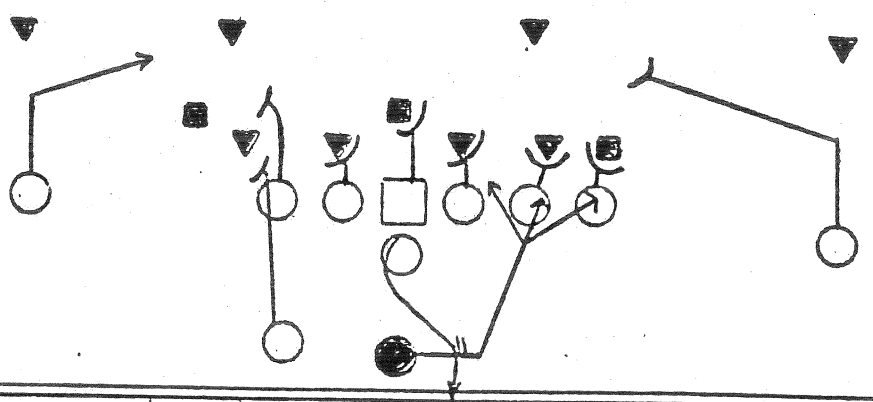
FORMATION: Drown Right

46

34/37 PIC

BLOCKING:

- 1. M
- 2. B
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.



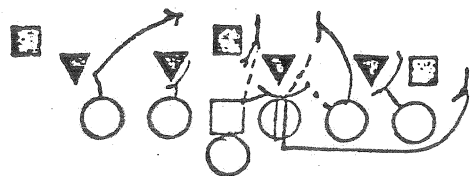
COACHING POINTS:

8-9 Holes

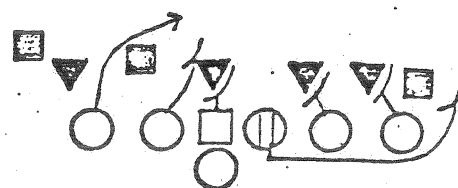
8 AND 9 HOLE BLOCKING CALLS VS EVEN AND ODD DEFENSES:

EVEN

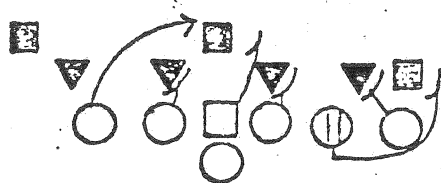
ODD



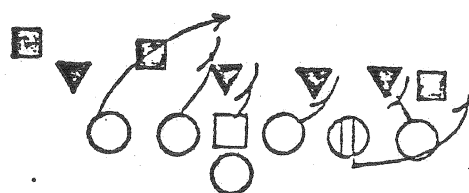
"A" BLOCK



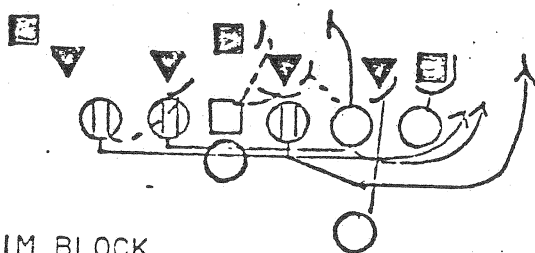
"A" BLOCK



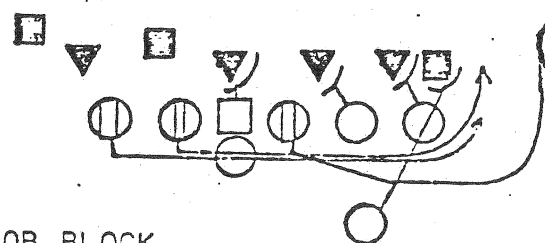
"B" BLOCK



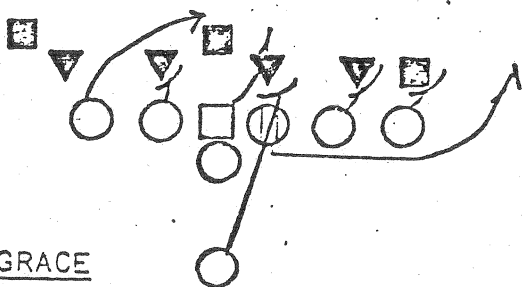
"B" BLOCK



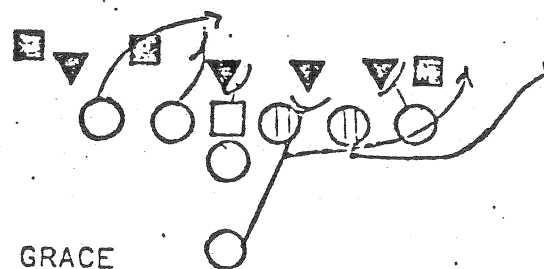
BIM BLOCK



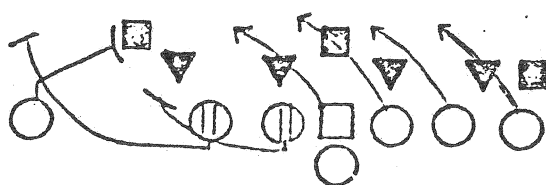
BOB BLOCK



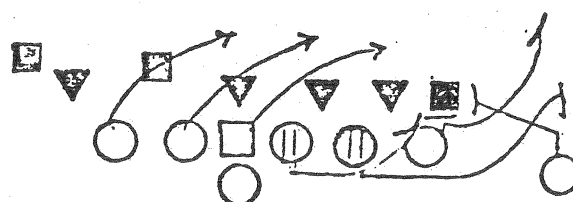
FM GRACE



FB GRACE



CRACK WEAK



CRACK STRONG

FORM: RED RIGHT/Left

46

PLAY: 48/BIM
29

BLOCKING:

1. BIM

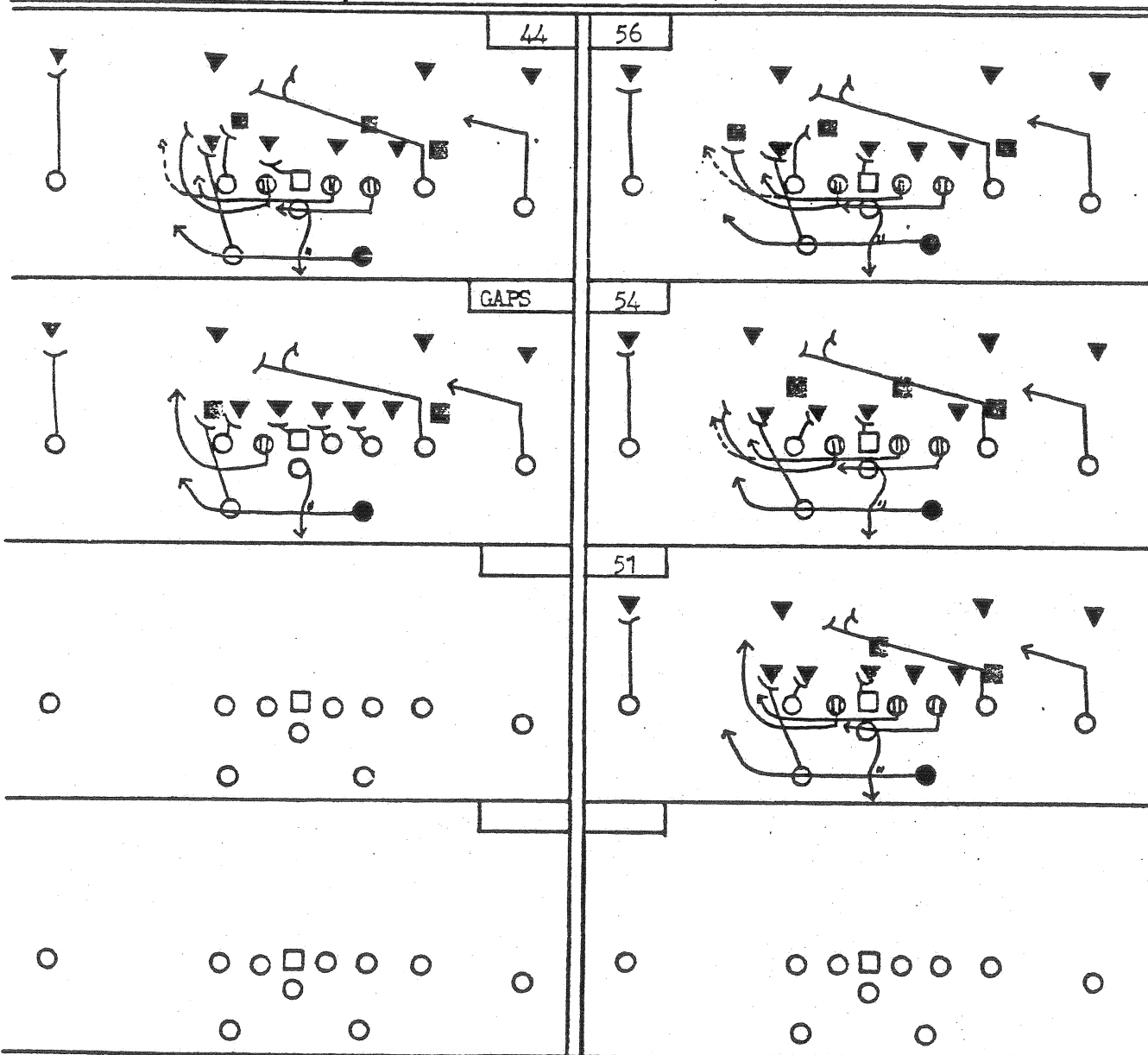
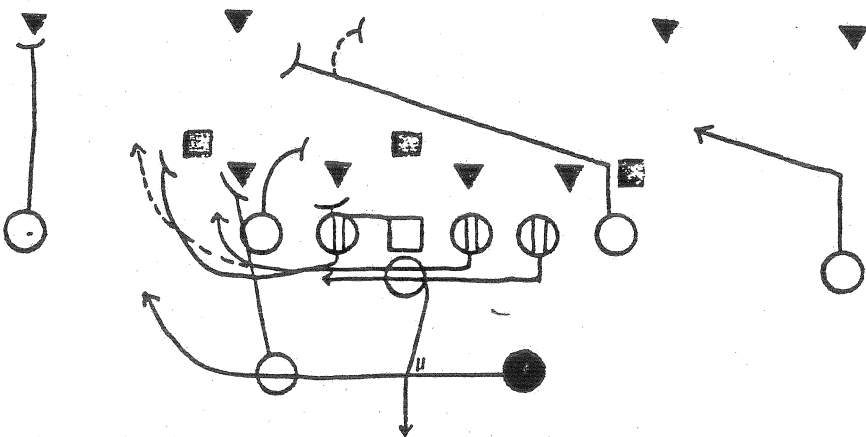
2.

3.

4.

5.

6.



COACHING POINTS:

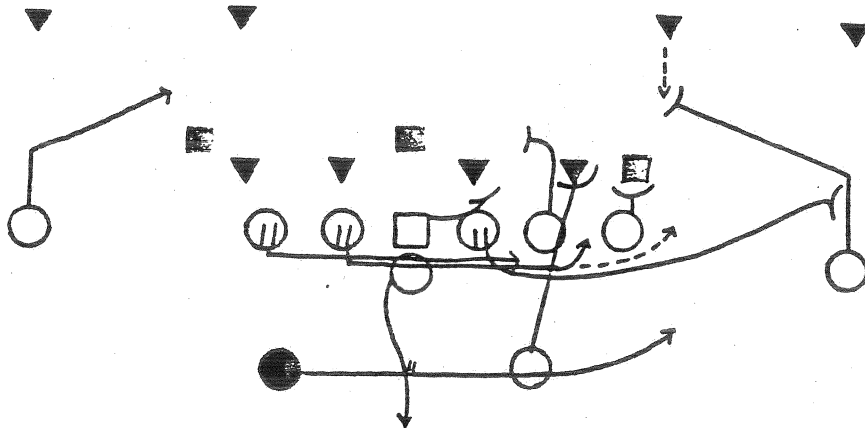
FORM: RED RIGHT/Left

PLAY: 48/29 BIM

46

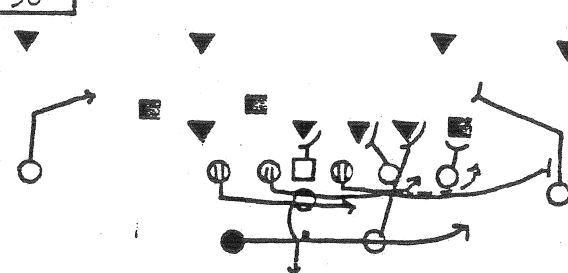
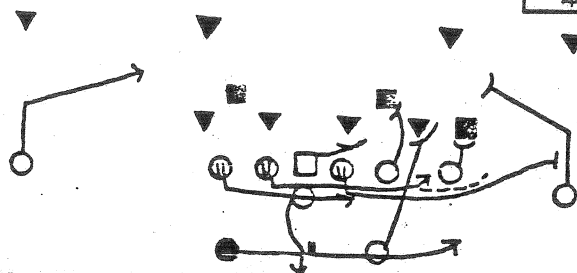
BLOCKING:

1. BIM
2. BOB
3. H M GRACE
4. M BOSS
- 5.
- 6.



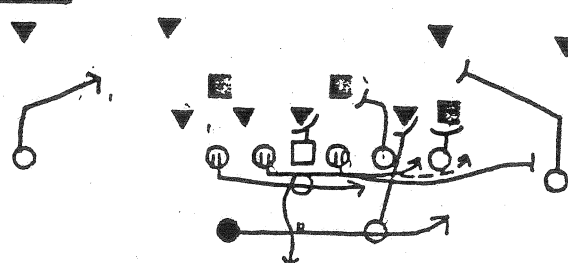
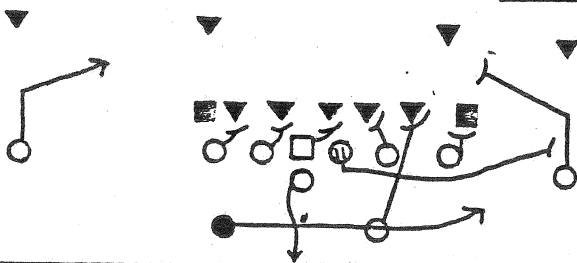
44

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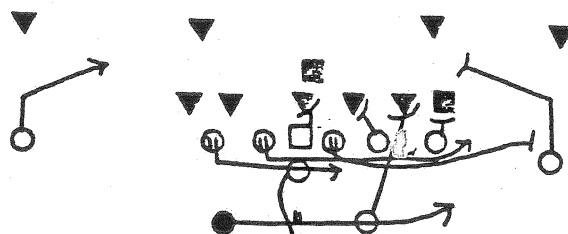
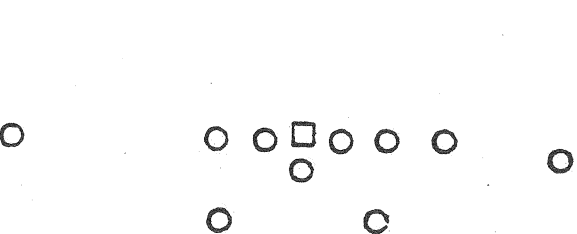


GAPS

54



51



COACHING POINTS:

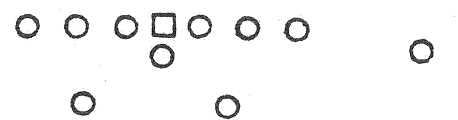
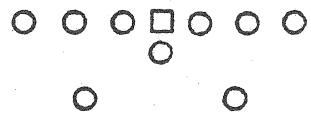
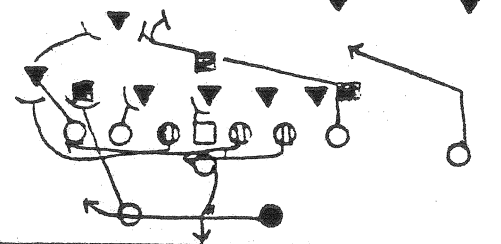
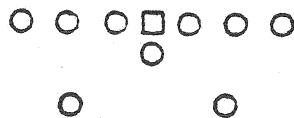
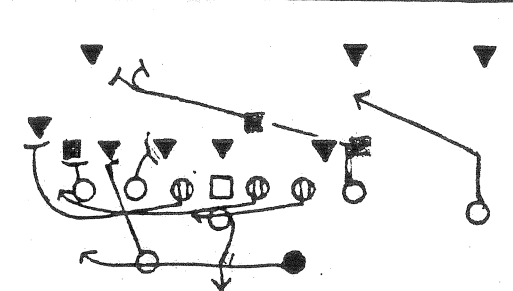
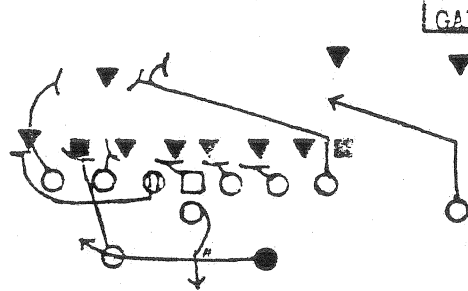
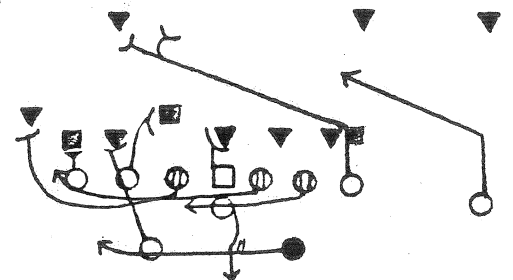
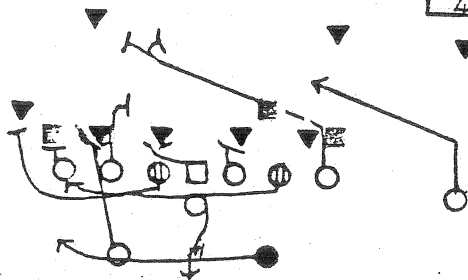
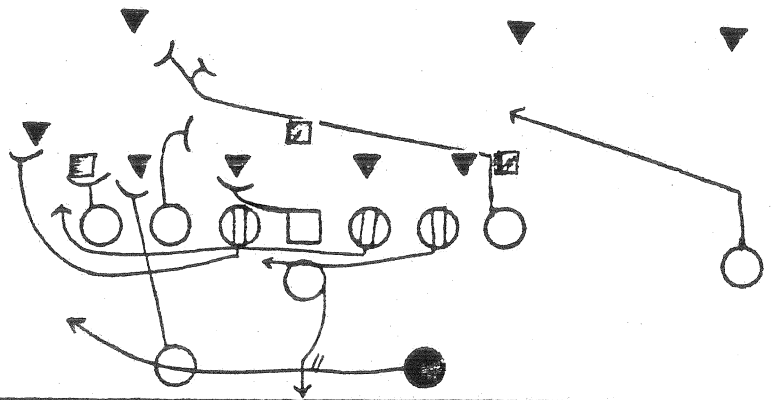
FORM: Red Right Near

PLAY: 29/48 BIM

46

BLOCKING:

1. Bim
2. Bob
3. H M Grace
4. M Boss
- 5.
- 6.
- 7.

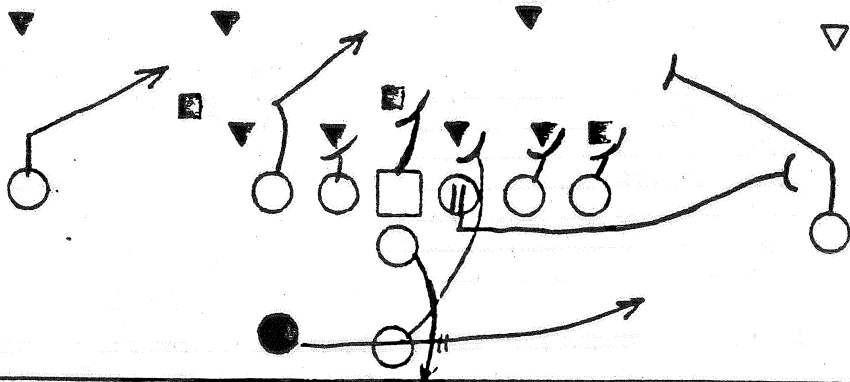


COACHING POINTS:

FORMATION: Brown Right / Left
 PLAY: 49/29 F M GRACE

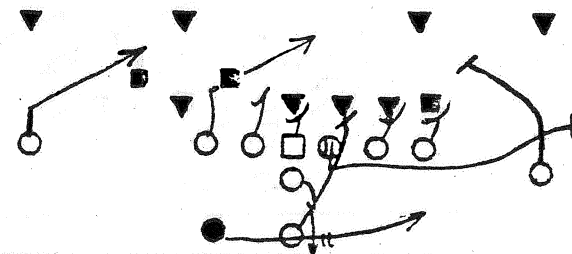
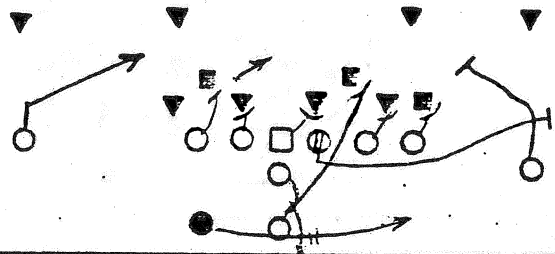
46

- BLOCKING:**
1. F M GRACE
 2. F B GRACE
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



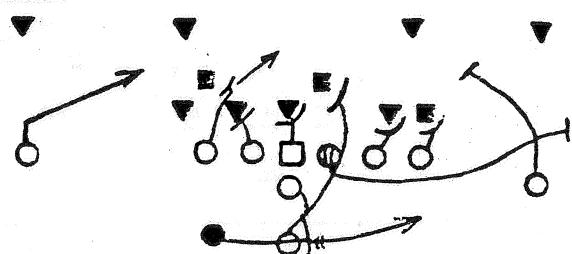
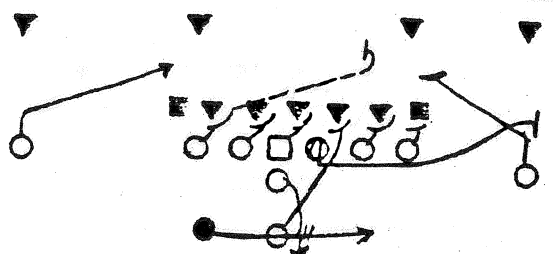
44

56

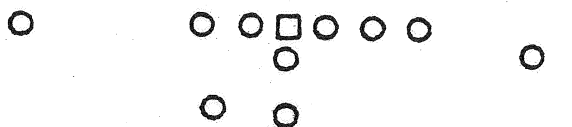
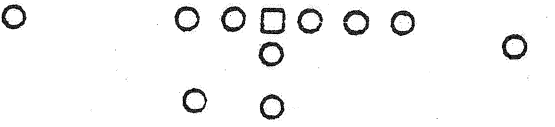
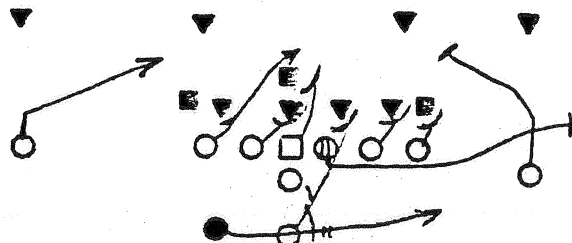
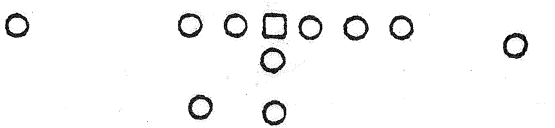


GAPS

54



51



COACHING POINTS:

FORMATION: Blue Right / Left
 PLAY: 39/48 F M GRACE

46

BLOCKING:

1. F M GRACE

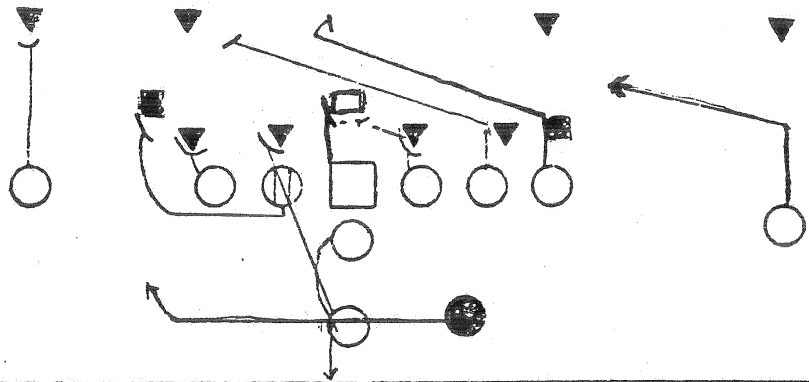
2.

3.

4.

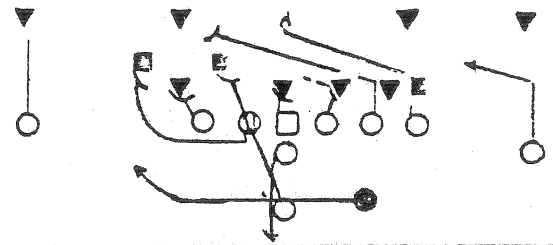
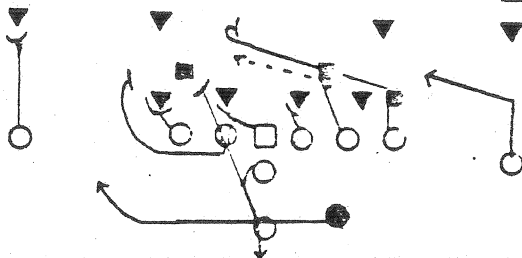
5.

6.



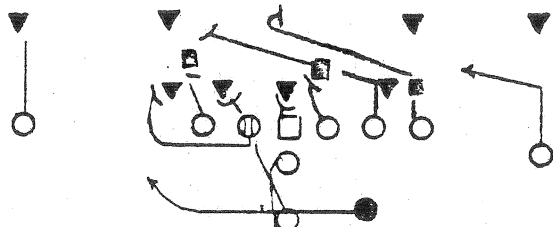
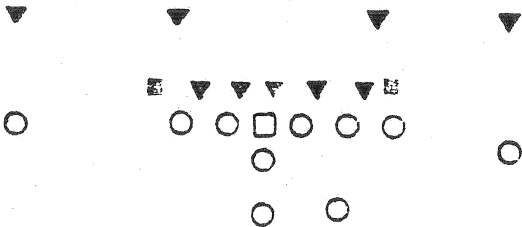
44

56

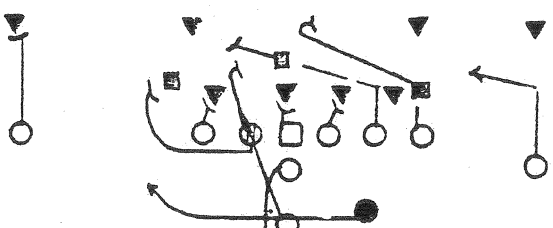
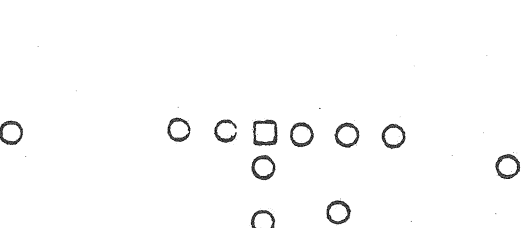


GAPS

54



51



COACHING POINTS:

BL.R.#1

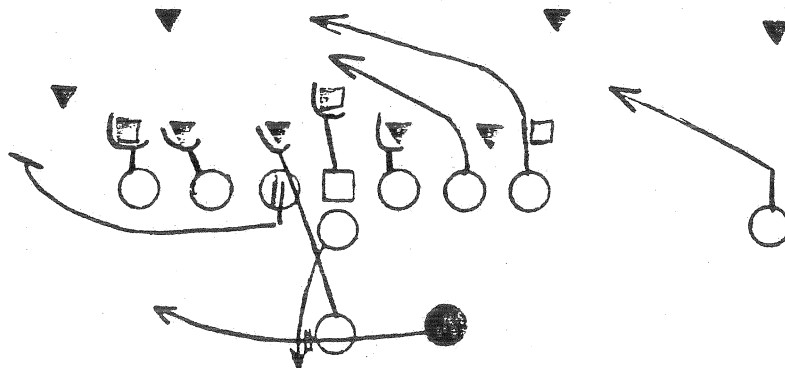
Page #

FORM: Blue ^{Left} Right Near
 PLAY: 2/48 F M GRACE

46

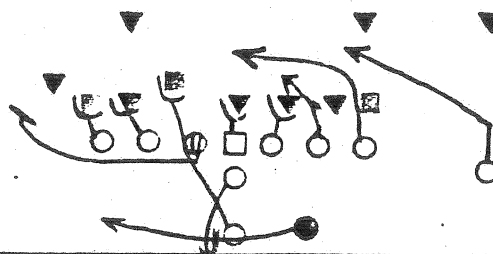
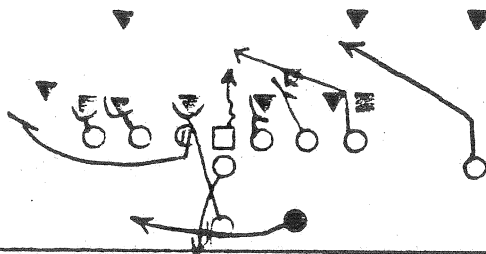
BLOCKING:

1. F M GRACE
2. F B GRACE
- 3.
- 4.
- 5.
- 6.
- 7.



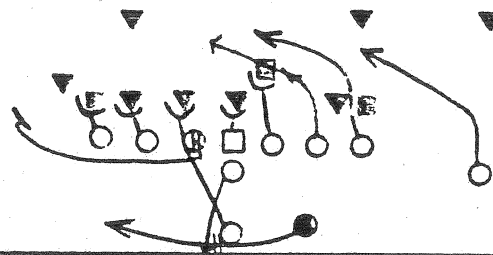
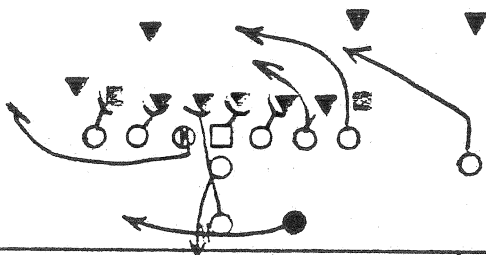
44

56

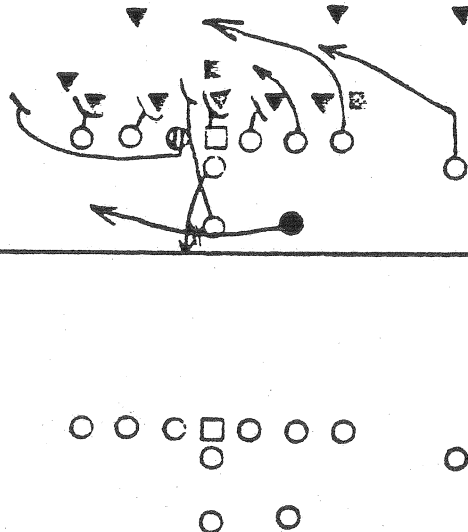
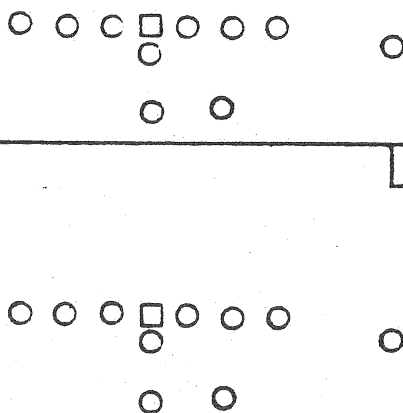


GAPS

54



51

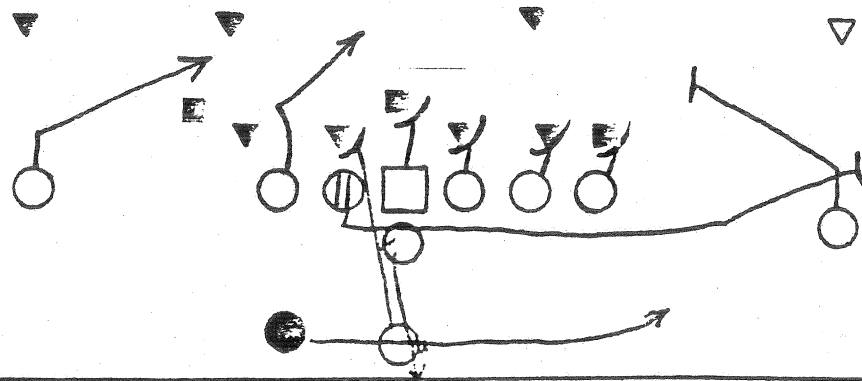


COACHING POINTS:

FORMATION: Brown Right
 PLAY: 48/29 FULL M O

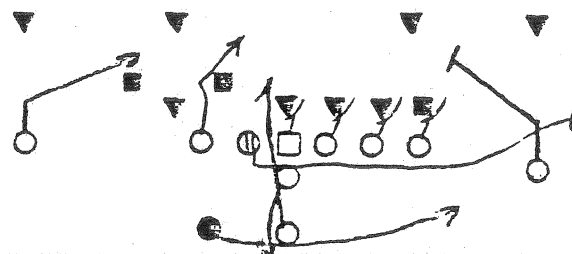
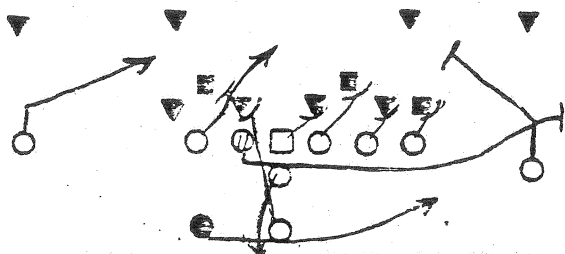
46

- BLOCKING:
1. M O
 2. B O
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



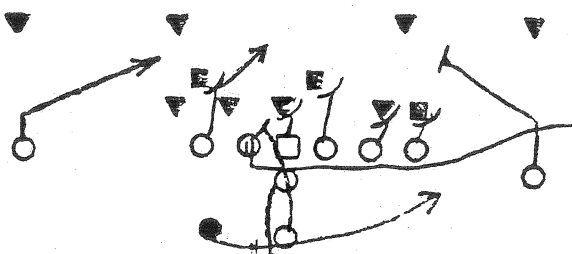
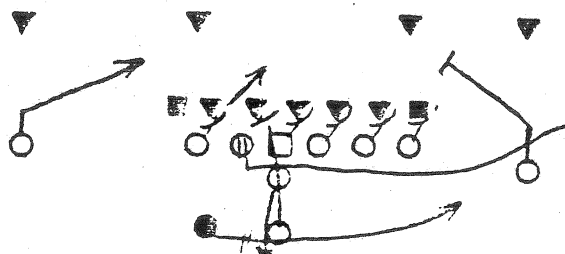
44

56

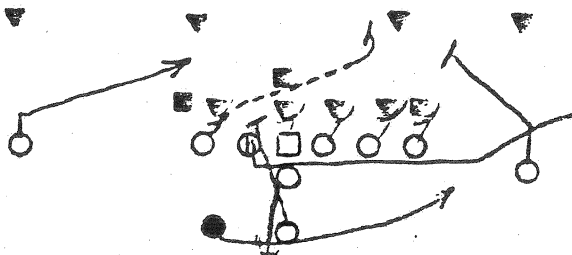
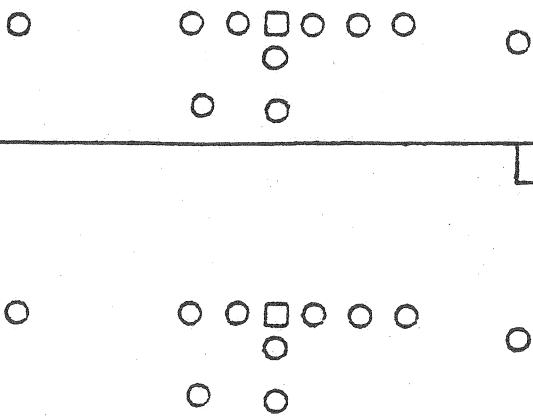


GAPS

54



51

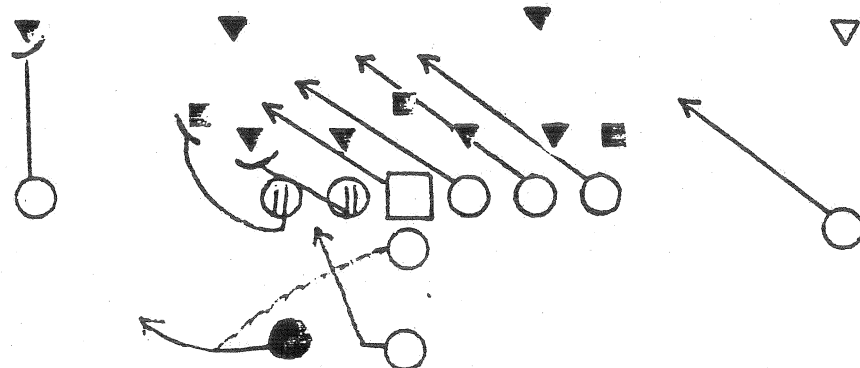


COACHING POINTS:

FORMATION: Brown Right/Left
 PLAY: 44/28 TOSS TESS

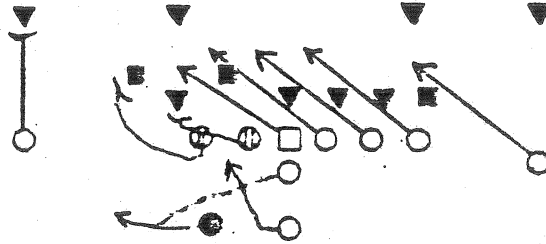
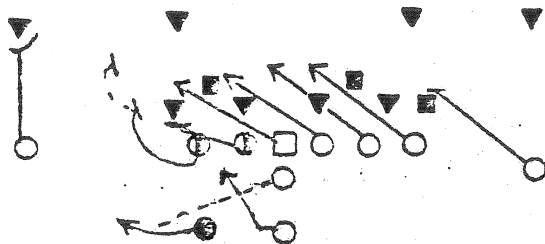
46

- BLOCKING:
1. TOSS TESS
 2. TOSS TESS CRACK
 - 3.
 - 4.
 - 5.
 - 6.
 - 7.
 - 8.



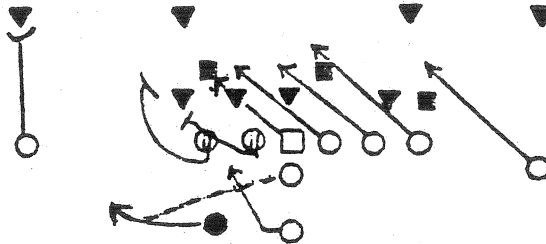
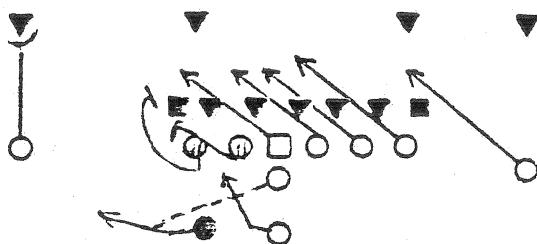
44

56

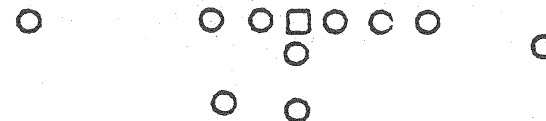
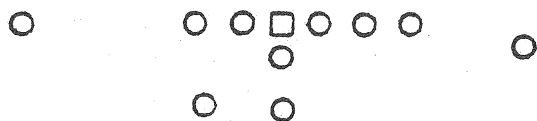
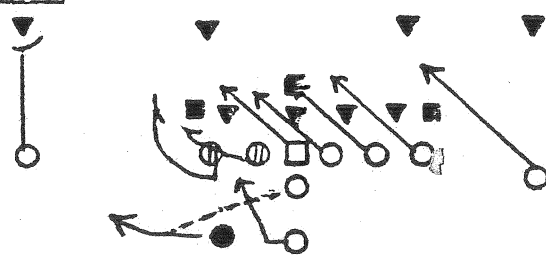


GAPS

54



51



COACHING POINTS:

PLAY:

28/49 M TOSS TESS

BLOCKING:

1. M * Tess

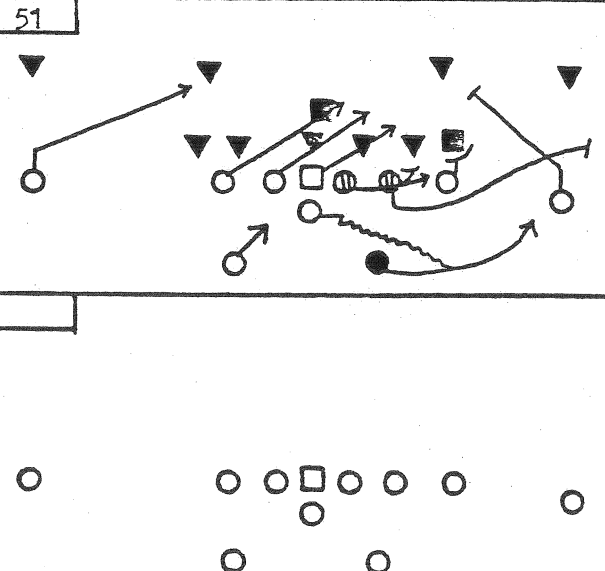
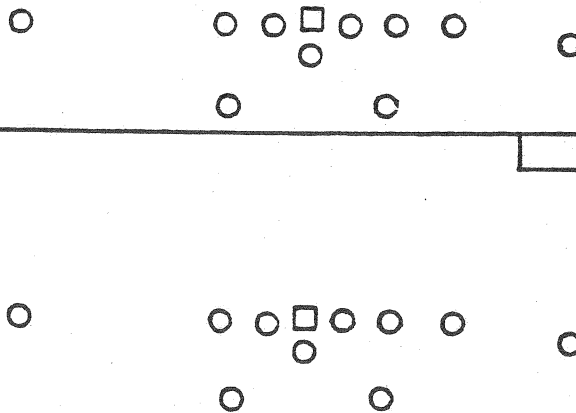
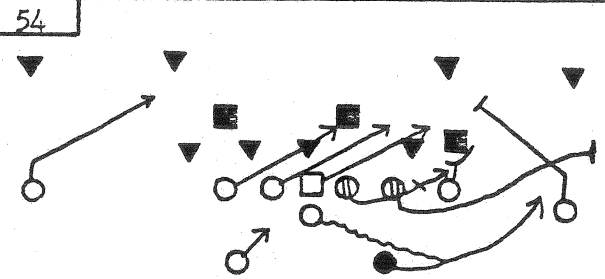
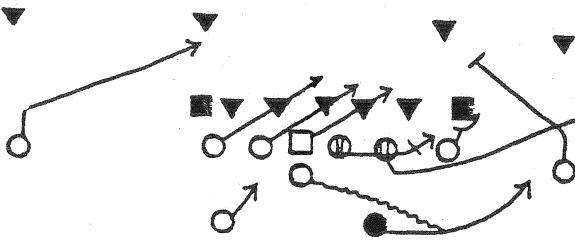
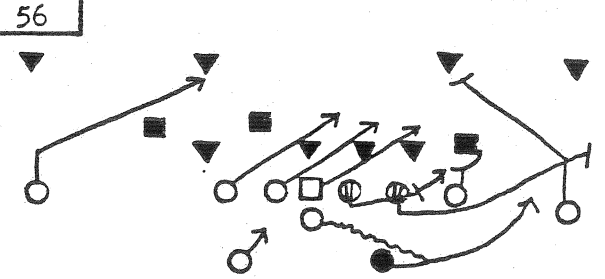
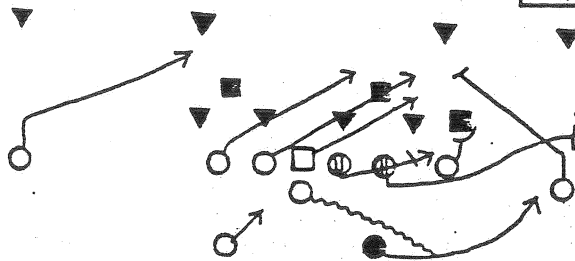
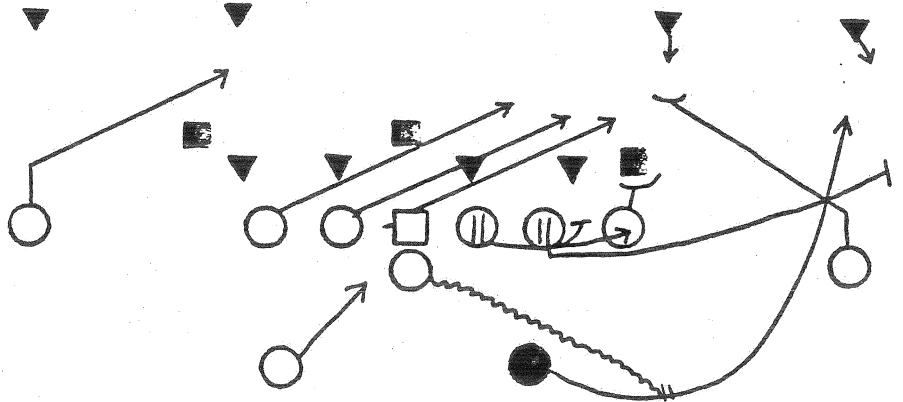
2.

3.

4.

5.

6.



COACHING POINTS:

46

BLOCKING:

1. DIP BIM

2. FLIP BIM

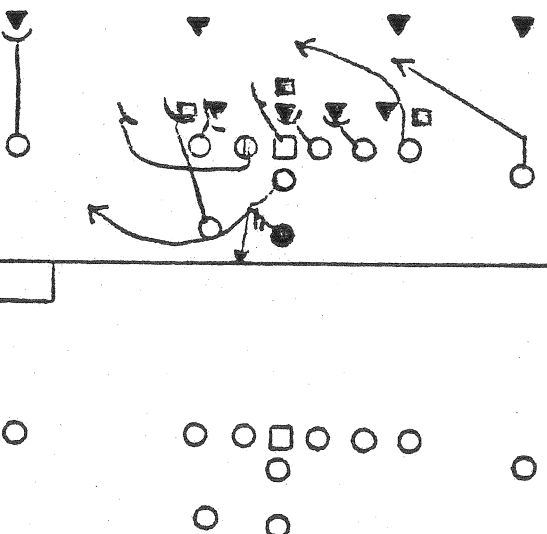
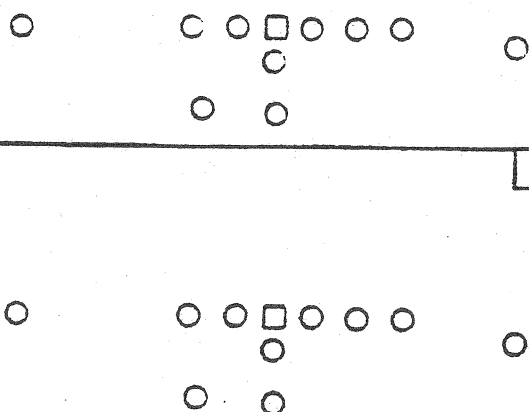
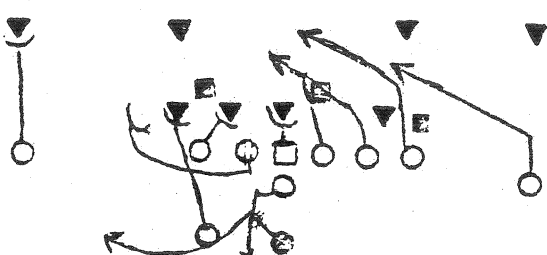
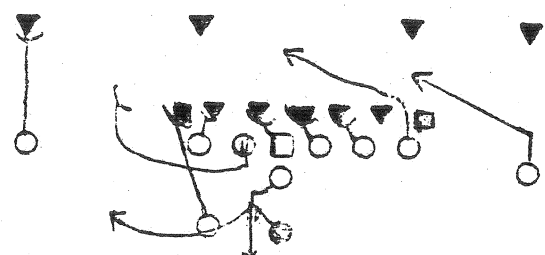
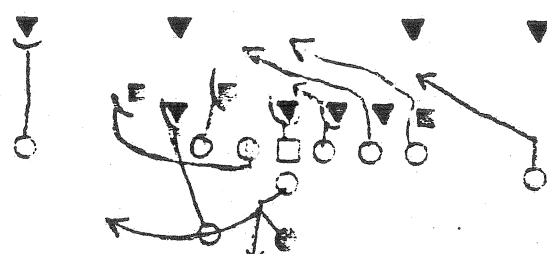
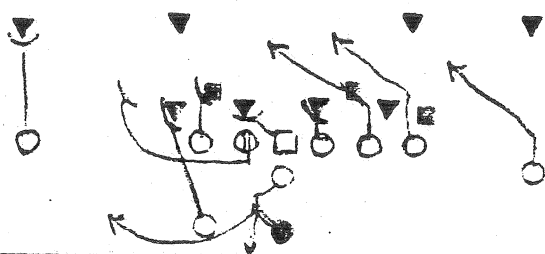
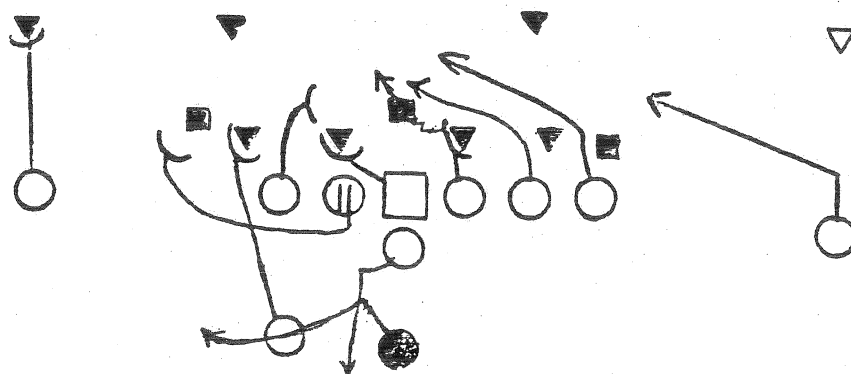
30

4.

5.

6.

7.

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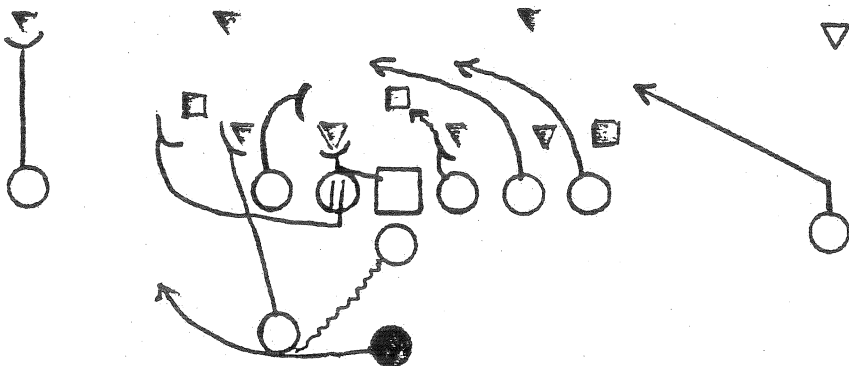
COACHING POINTS:

FORMATION: Brown Right/Left
 PLAY: 34/38 FLIP BIM

46

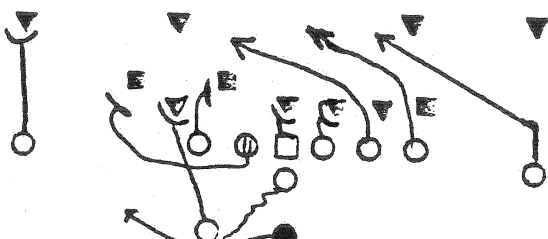
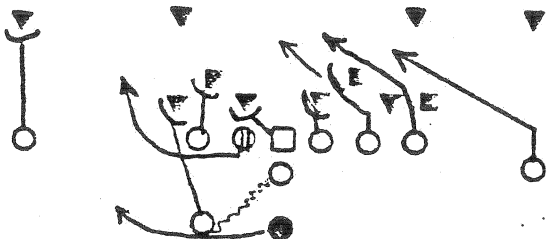
CLOCKING:

1. FLIP BIM
2. DIP BIM
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.



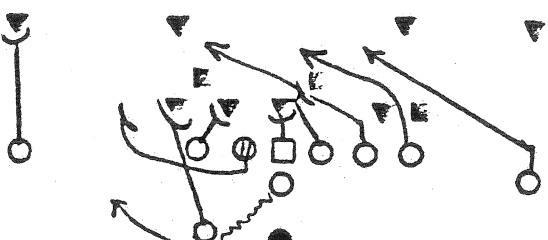
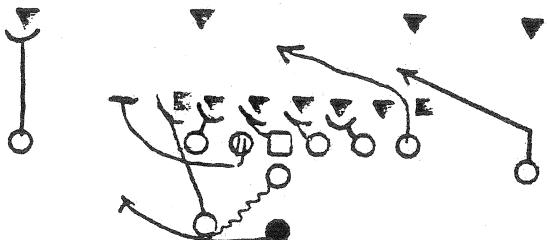
44

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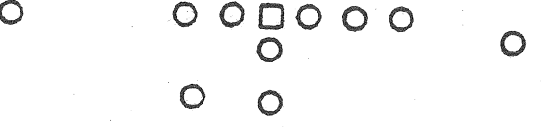
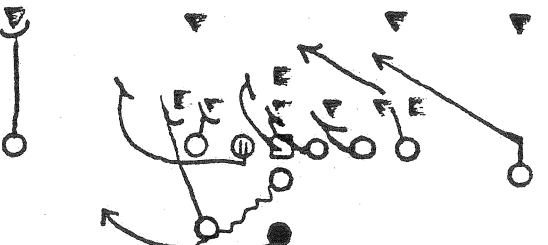
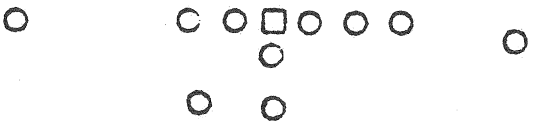


GAPS

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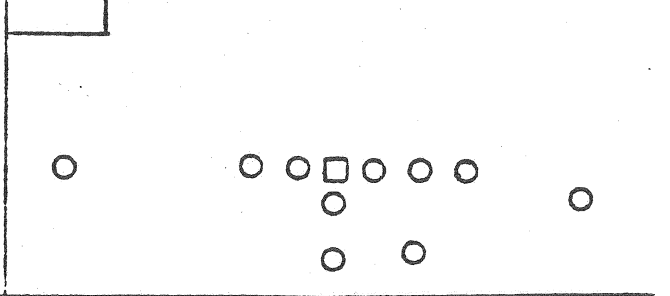
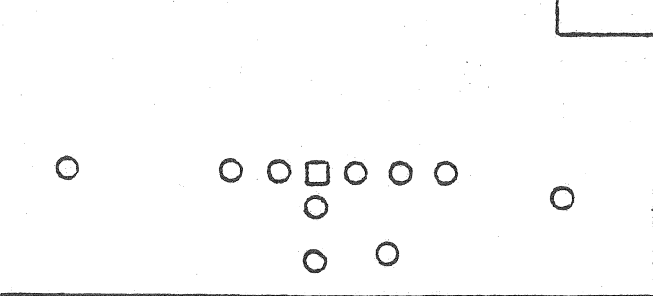
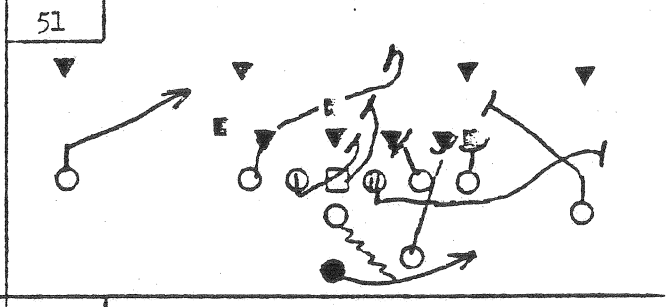
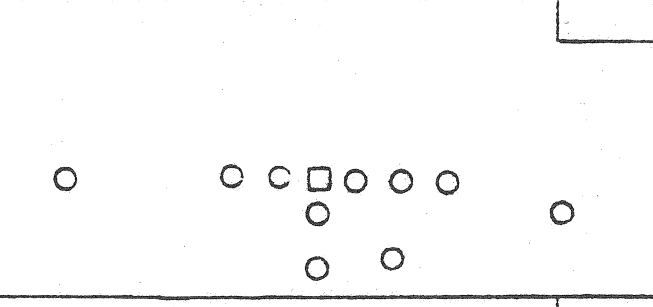
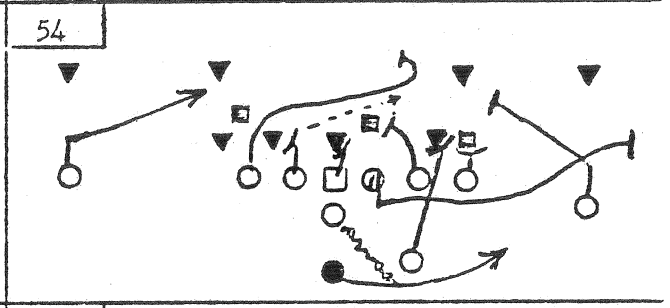
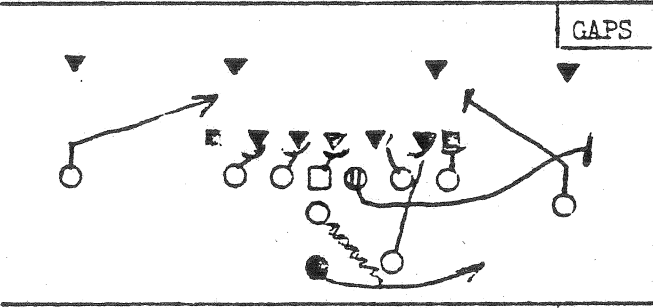
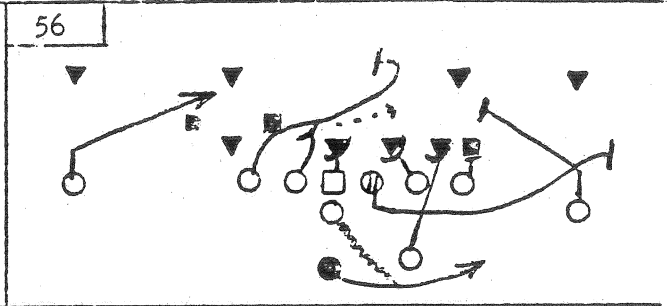
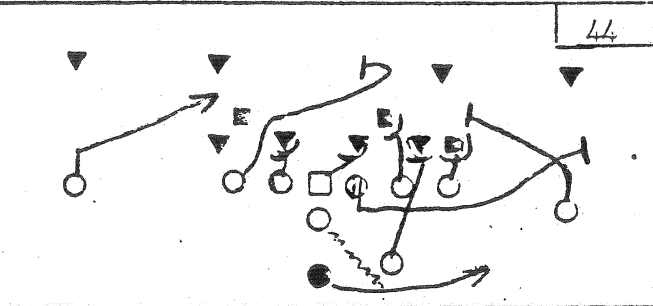
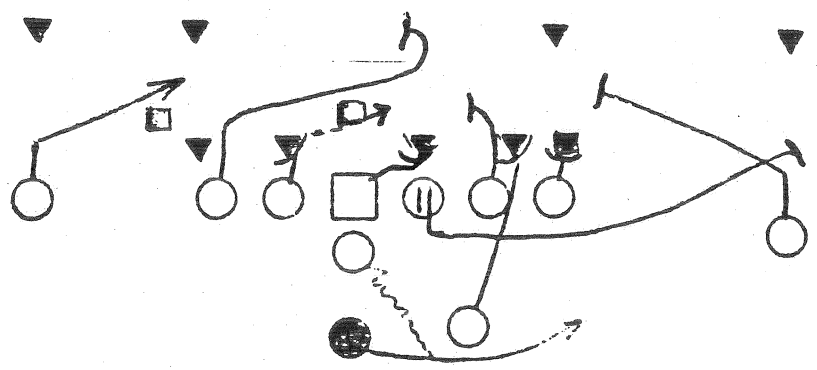


COACHING POINTS:

FORMATION: Blue Right / Left
 PLAY: 36 FLIP BIM

BLOCKING:

1. BIM
2. BOB
3. DIP
4. B GRACE
5. H M GRACE
6. M BOSS

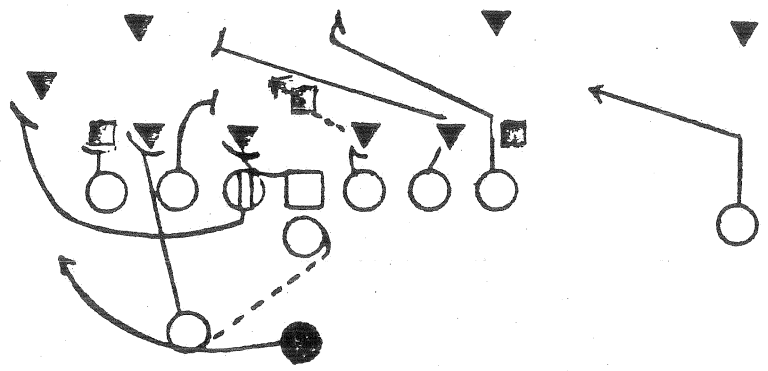


COACHING POINTS:

FORM: Brown Right/Left
 PLAY: 38/FLIP BIM
139

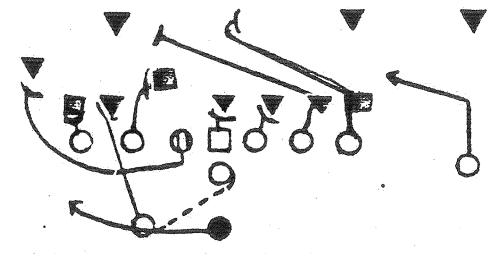
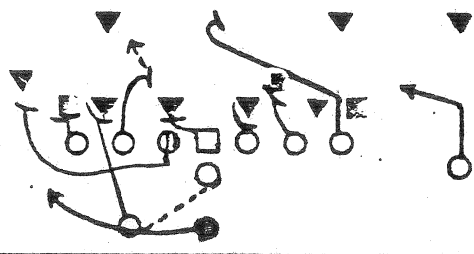
BLOCKING:

1. BIM
2. BOB
3. DIP
4. B GRACE
5. H M GRACE
6. M BOSS
- 7.



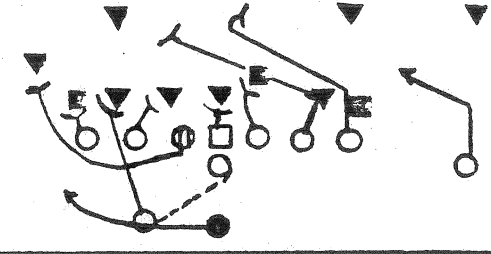
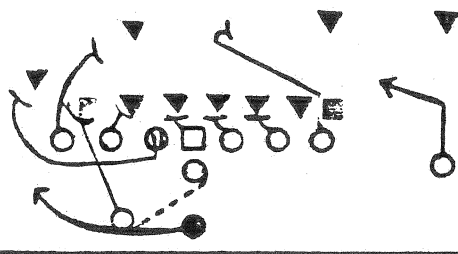
44

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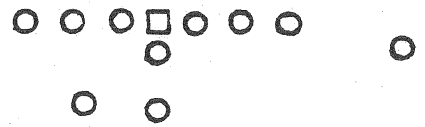
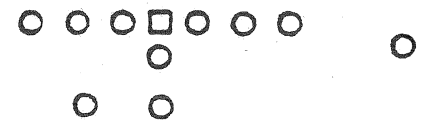
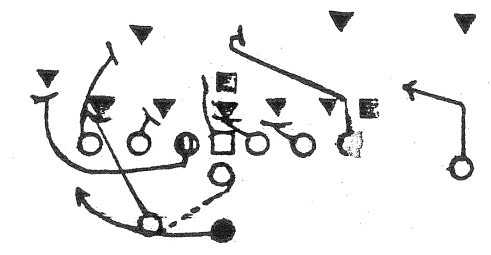
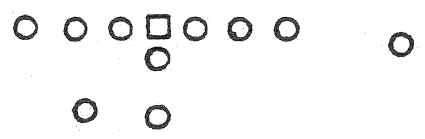


GAPS

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COACHING POINTS:

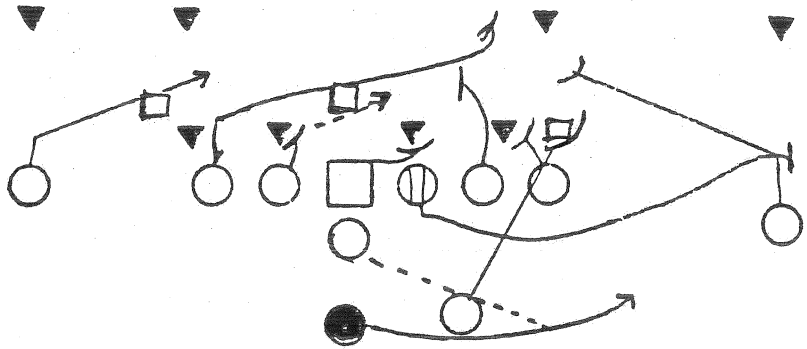
FORMATION: Blue Right / Left

46

PLAY: 38/39 FLIP BOB

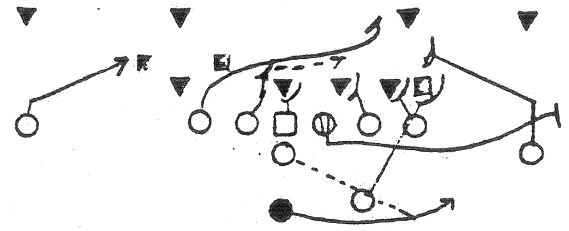
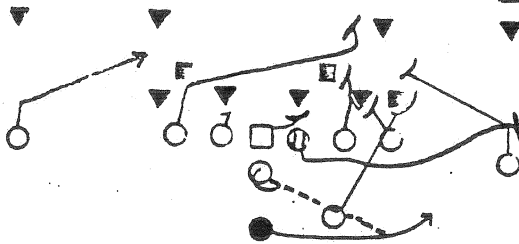
BLOCKING:

1. BOB
2. BIM
3. DIP BIM
4. B GRACE
5. H M GRACE
6. M BOSS



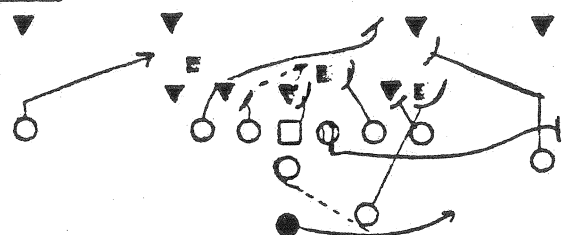
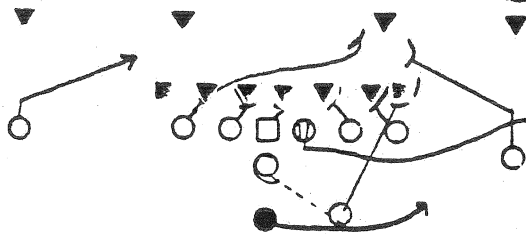
44

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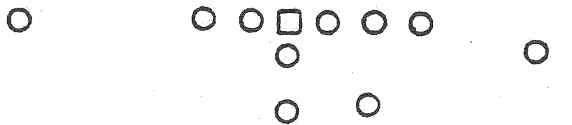
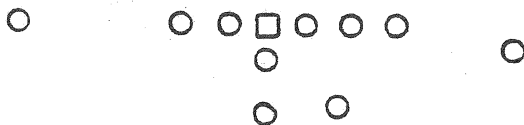
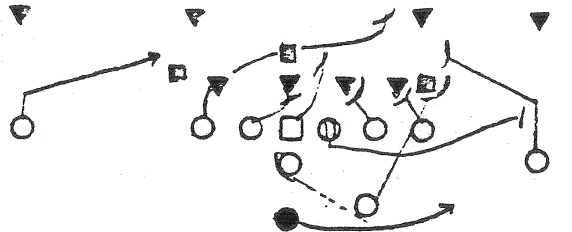
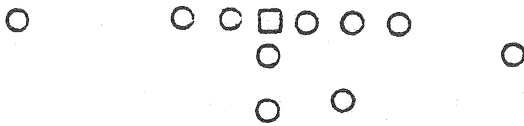


GAPS

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COACHING POINTS:

BL.R.#4

Page #

FORM: Brown Right/Near

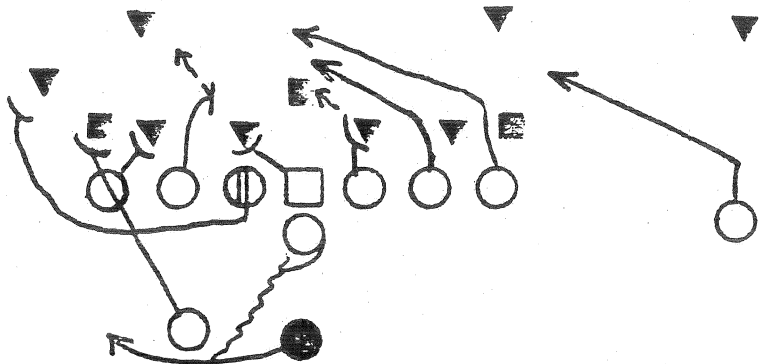
PLAY: *Left*

46

39/38 FLIP BOB

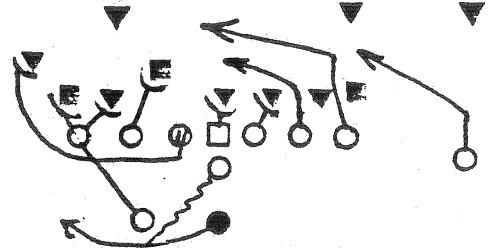
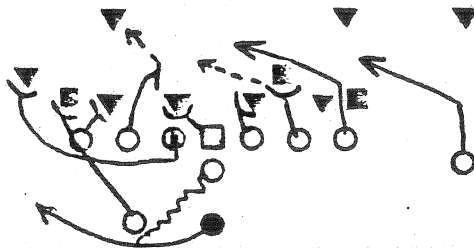
BLOCKING:

1. BOB
2. BIM
3. DIP
4. B GRACE
5. H M GRACE
6. M BOSS
- 7.



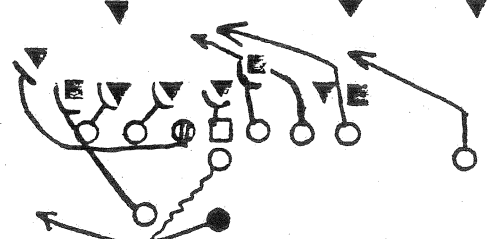
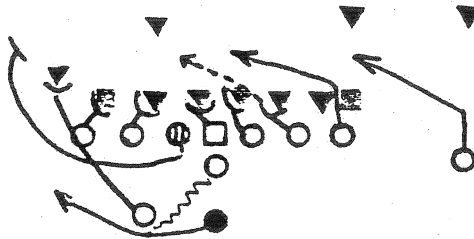
44

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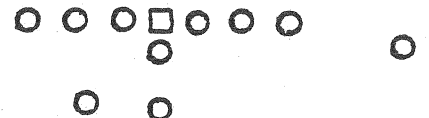
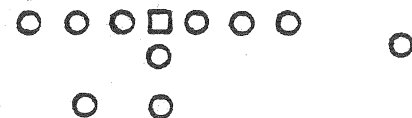
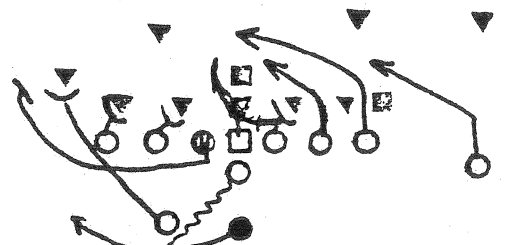
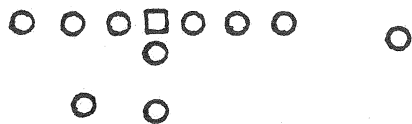


GAPS

54



51



COACHING POINTS:

BN.R.#8

Page # _____

FORMATION: Down Right / Left
 PLAY: 38/39 FLIP B GRACE

BLOCKING:

1. B GRACE

2.

3.

4.

5.

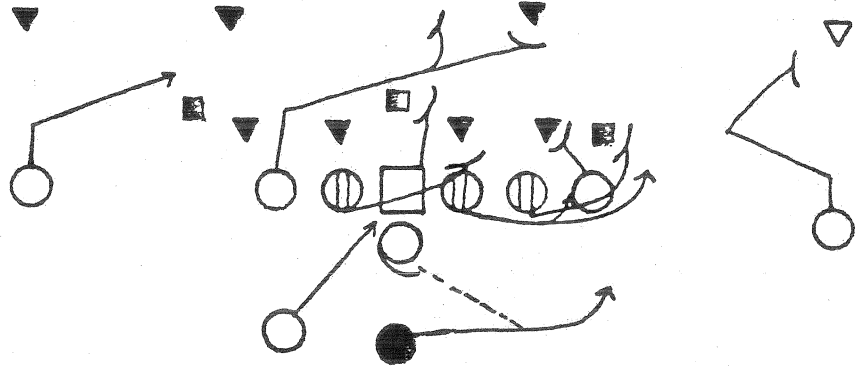
6.

7.

8.

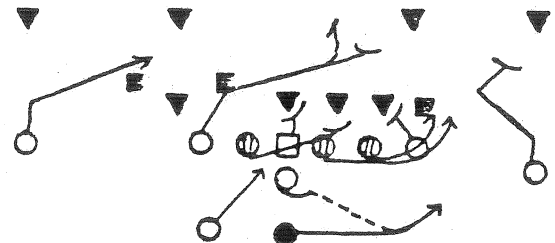
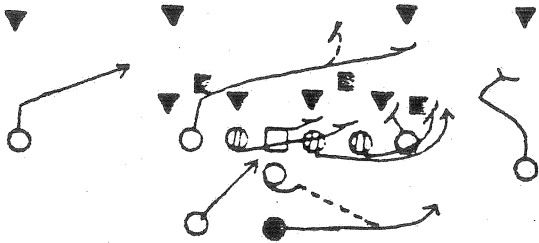
46

FB Reset 7



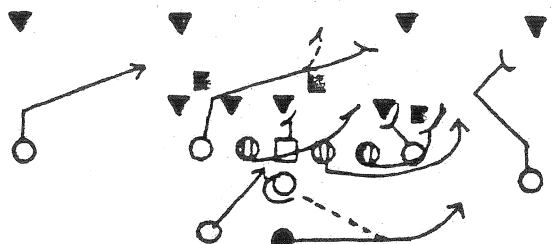
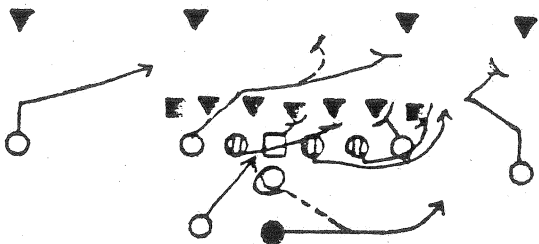
44

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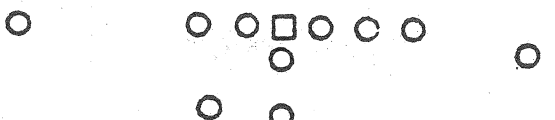
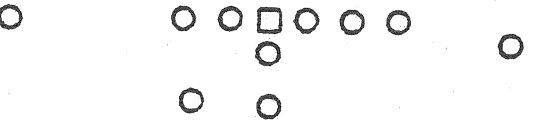
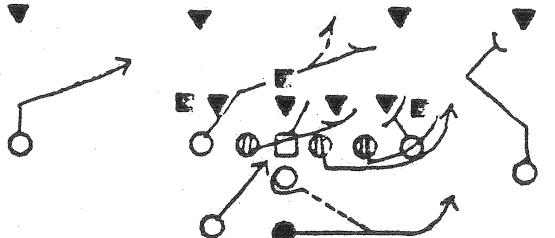
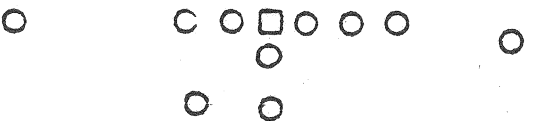


GAPS

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51



COACHING POINTS:

B.R.#3

Page #

FORMATION: Blue Right

PLAY: 39 FLIP B GRACE

38/

BLOCKING:

1. B GRACE

2. BIM

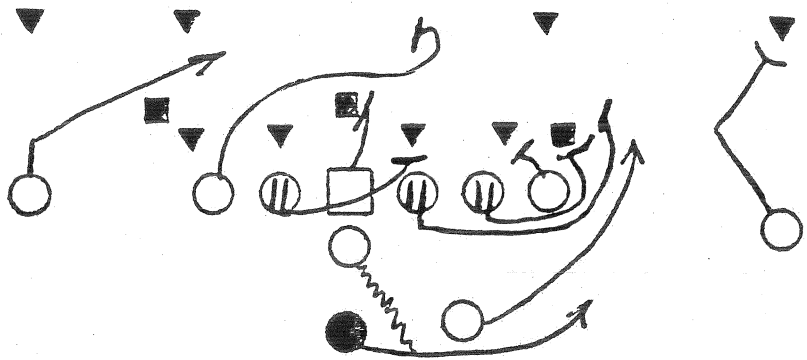
3. BOB

4. DIP

5. H M GRACE

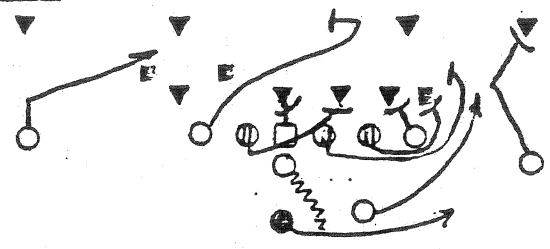
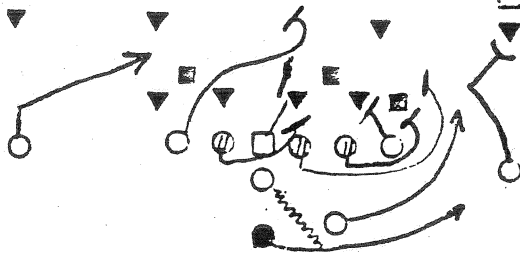
6. M BOSS

46



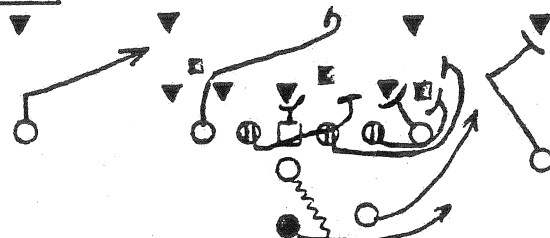
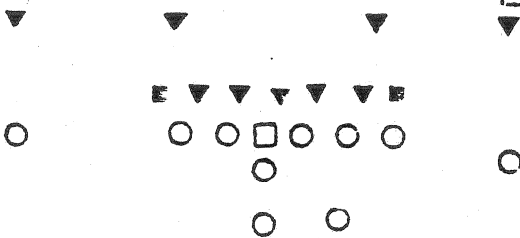
44

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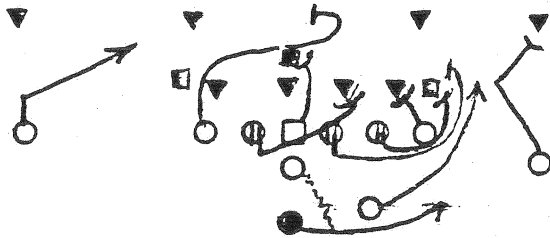
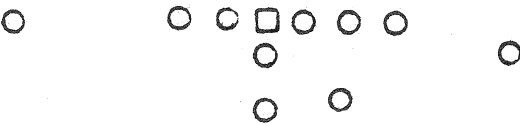


GAPS

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51



COACHING POINTS:

BL.R.#3

Pago #

FORM: Brown Right/Near

PLAY: Left

34/38 FLIP B GRACE

BLOCKING:

1. B GRACE

2. BIM

3. BOB

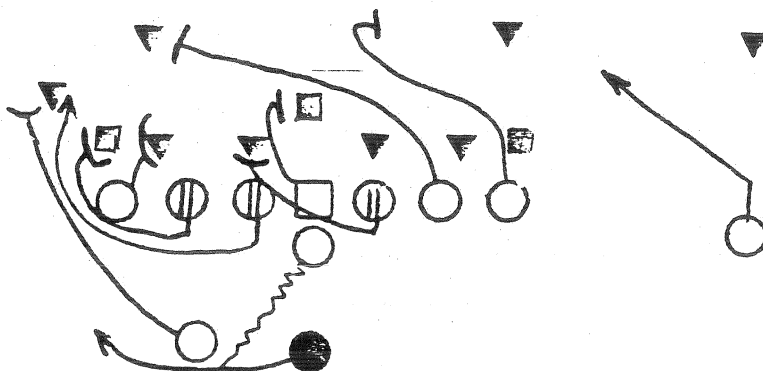
4. DIP

5. H M GRACE

6. M BOSS

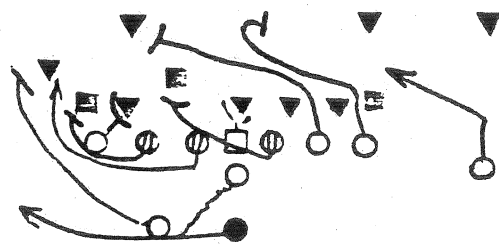
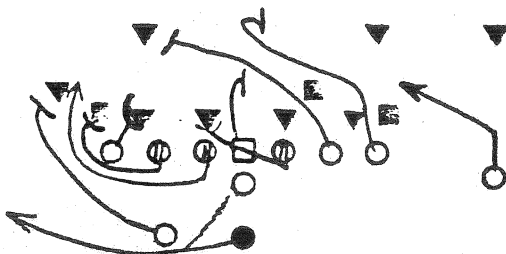
7.

46



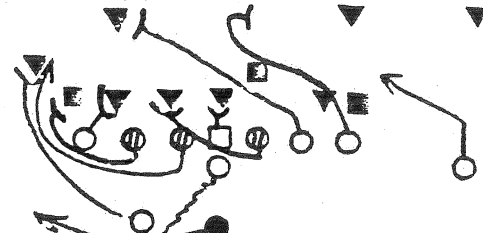
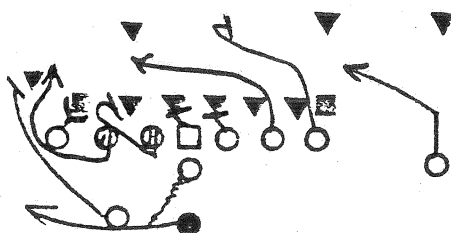
44

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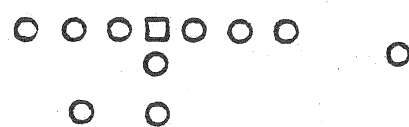
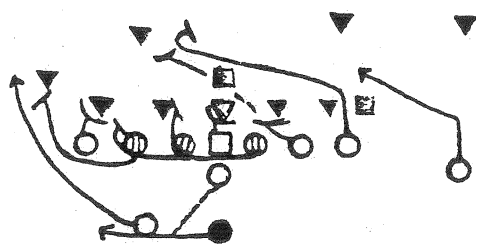
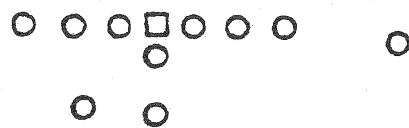


GAPS

54



51



COACHING POINTS:

BN.R.#9

Page # _____

FORMATION: Blue Right / Left

PLAY: 39 H M GRACE

38/

BLOCKING:

1. H M GRACE

2. BIM

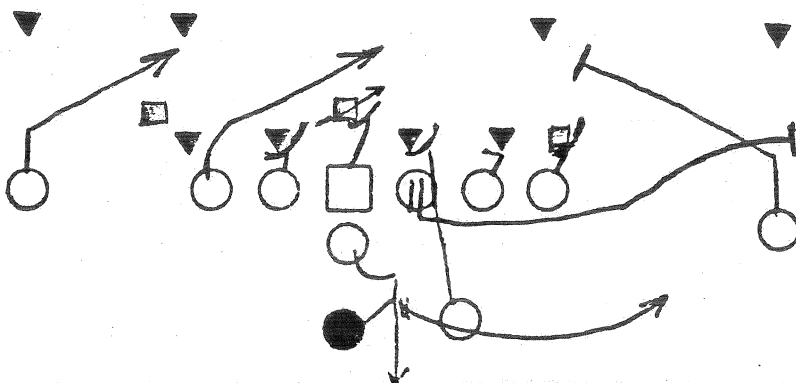
3. BOB

4. DIP

5. B GRACE

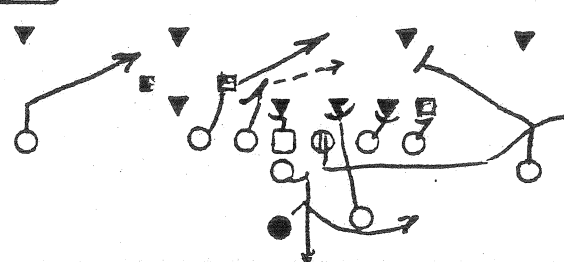
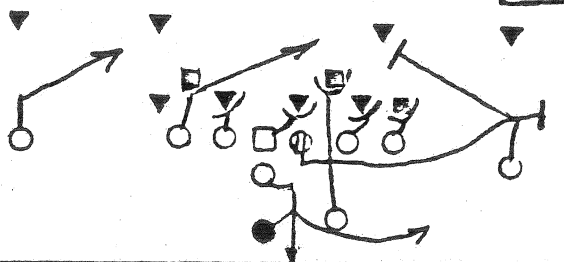
6. M BOSS

46



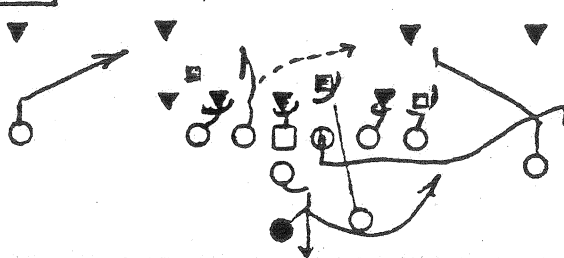
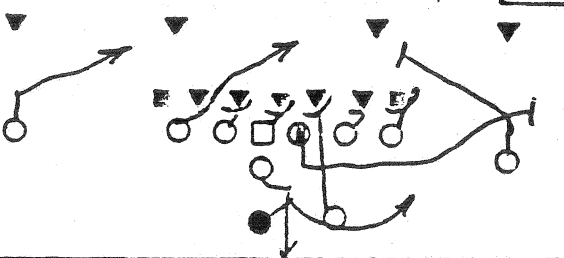
44

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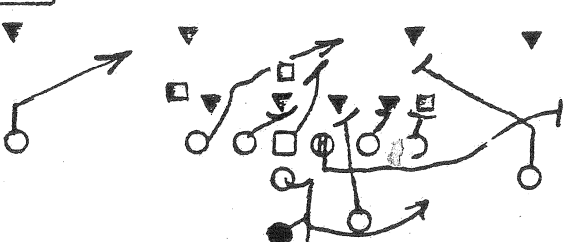
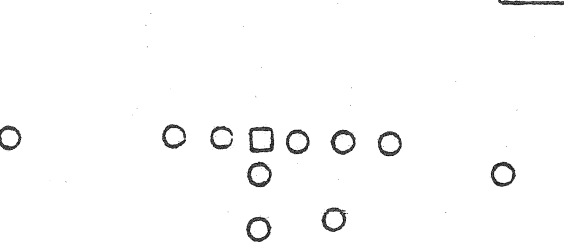


GAPS

54



51



COACHING POINTS:

BL.R.#5

Page #

FORM: Brown Right/Near

PLAY: Left

38 H M GRACE

BLOCKING:

1. H M GRACE

2. BIM

3. BOB

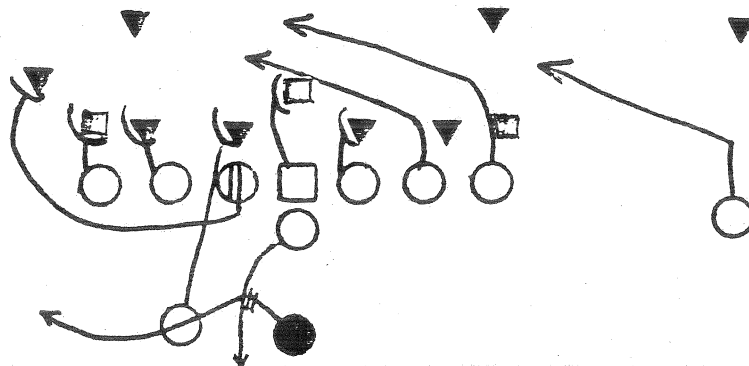
4. DIP

5. B GRACE

6. M BOSS

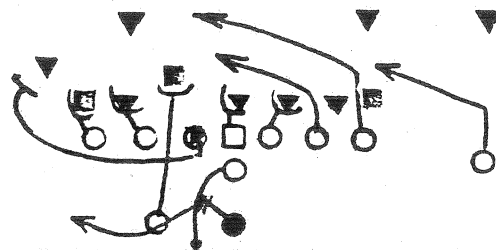
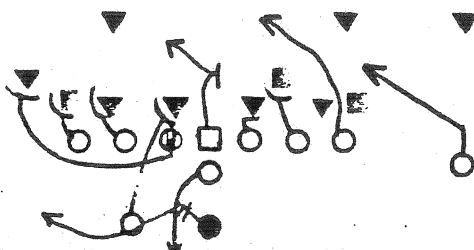
7.

46



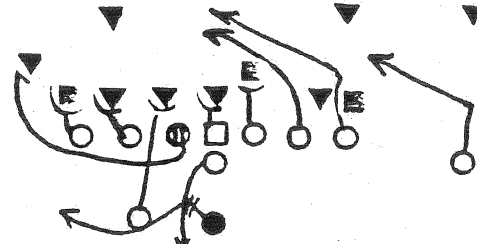
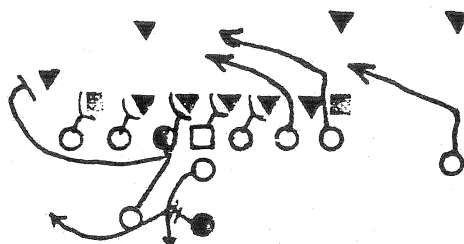
44

56

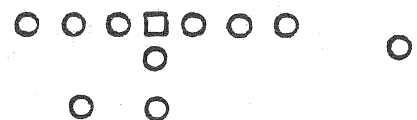
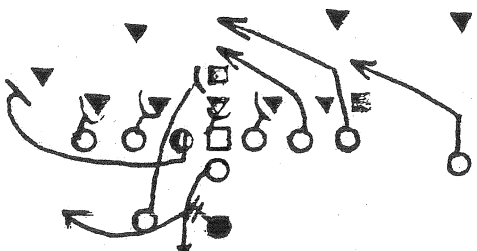
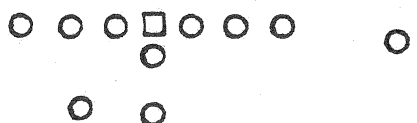


GAPS

54



51



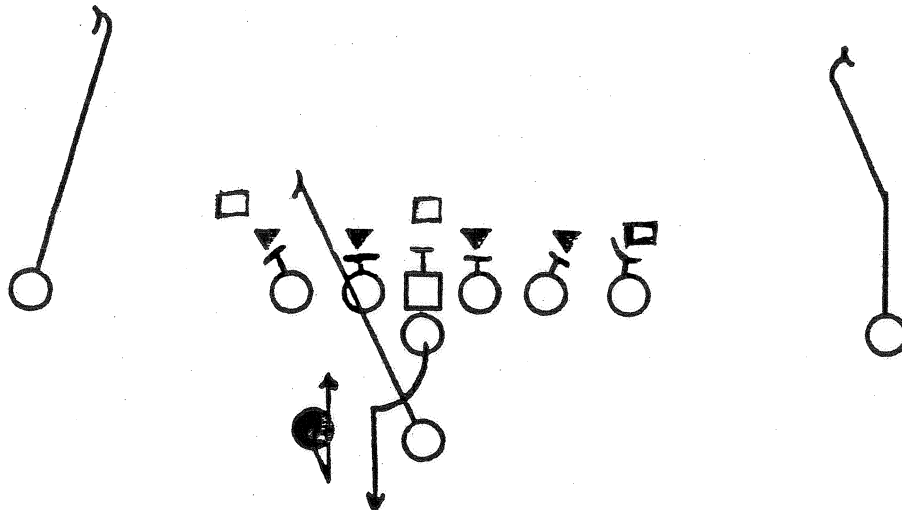
COACHING POINTS:

BN.R.#7

Page # _____

DRAWS

BROWN RIGHT
24 BALTIMORE
DRAW



LINEMEN:

FB

HB

Y

X & Z

Set up Pass Protection. Block the hole.

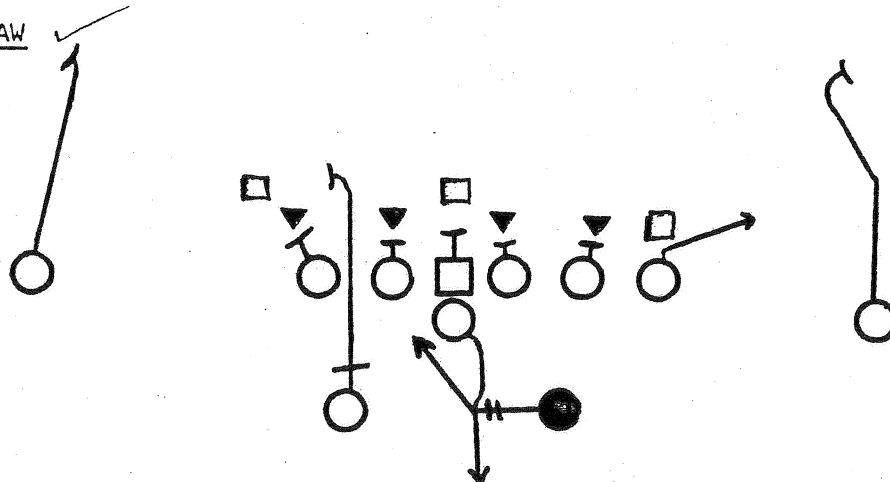
Run towards 4 hole take BUCK wherever he goes.

Take a drop step. Take off just as QB gives you the ball.

Block STUB.

Clear downfield and become blockers.

RED RIGHT
44 LEAD DRAW



LINEMEN:

HB

FB

Y

X & Z

Set up Pass Protection and block the hole.

Set up Pass Protection - alert for position of BUCK - take off just FB gets ball. Block BUCK.

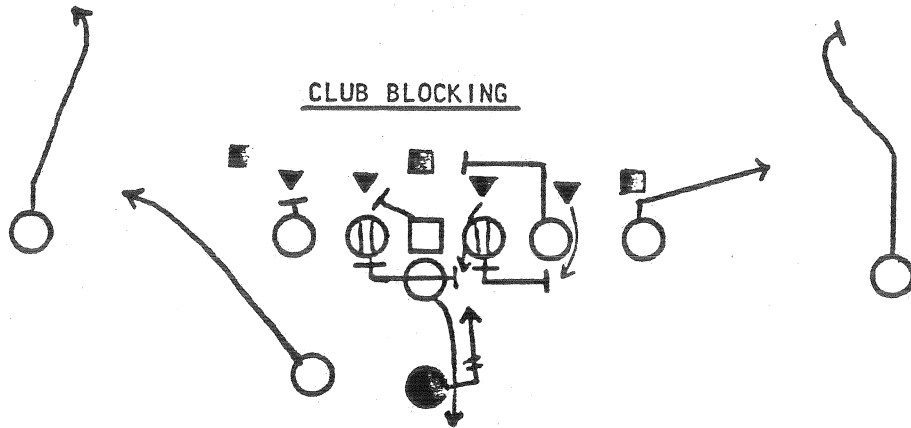
Step and slide parallel to L.O.S. towards "B" position - wait until QB brings you the ball. Key on blocking at hole.

Run straight

Clear downfield and become blockers.

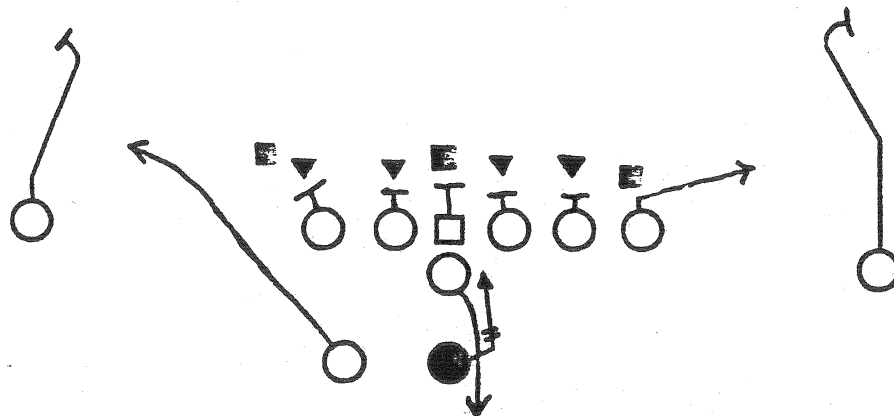
DRAWS

BROWN RIGHT
31 DRAW



- QB Same action as drop back pass - hand off to back.
- HB Run Shoot - take BUCK with you.
- FB Take step to your right - fake Pass Protection, wait until QB brings you the ball. Key blocking in the hole.
- Z Clear downfield and become blocker.
- Y Run straight.
- X Clear downfield and become blocker.
- RT Set up quick Pass Protection take MAC.
- RG Set up quick Pass Protection take LON.
- C Block back on RIC.
- LG Set up quick Pass Protection, trap LIN.
- LT Take ROY.

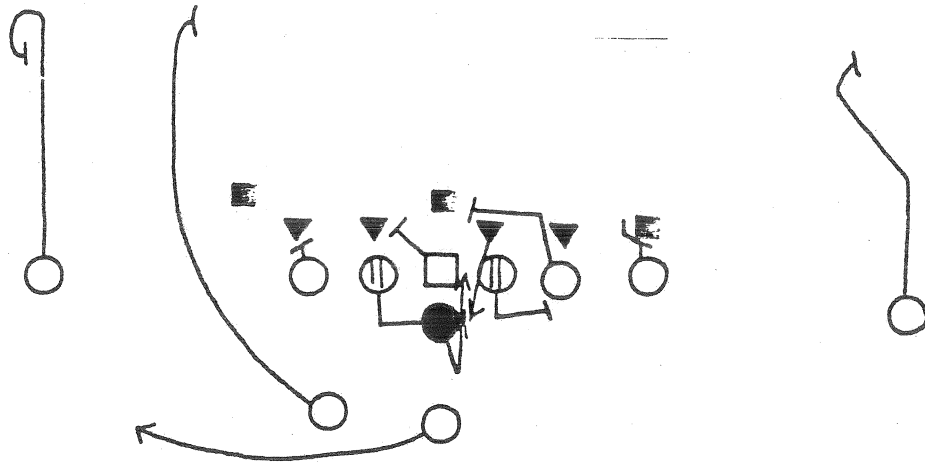
BROWN RIGHT
31 M



- BACKS AND ENDS: Same action as 31 (Club blocking).
- LINEMEN: Set up for quick Pass Protection, block the hole.

BROWN RIGHT

Q1 DRAW



LINEMEN

X & Z

HB & FB

QB

Club Draw action.

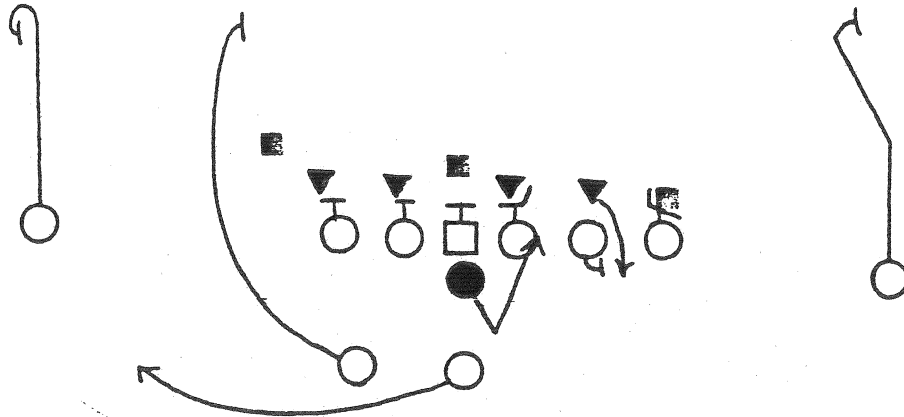
Clear downfield and become blockers.

Run 78 Action.

Drop back 3 steps - as if to pass - favoring right side slightly - take off upfield, alert for block of RT on MAC.

BROWN RIGHT

Q5 DRAW



LINEMEN

RT

RG

Y

HB & FB

QB

Block the hole.

Set up Pass protection take LON Out.

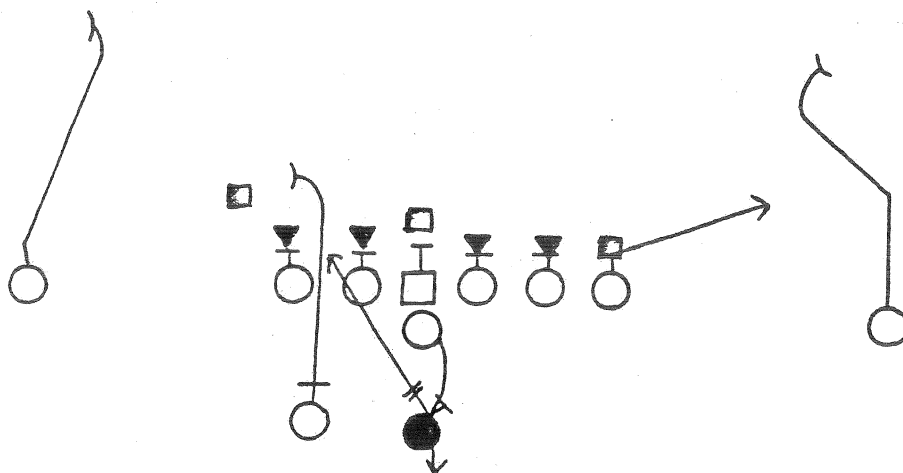
Set up Pass protection take LIN In.

Block STUB.

Run 78 Action.

Drop straight back (3 steps) as if to pass - take off in 5 hole.

BROWN RIGHT
34 LEAD DRAW

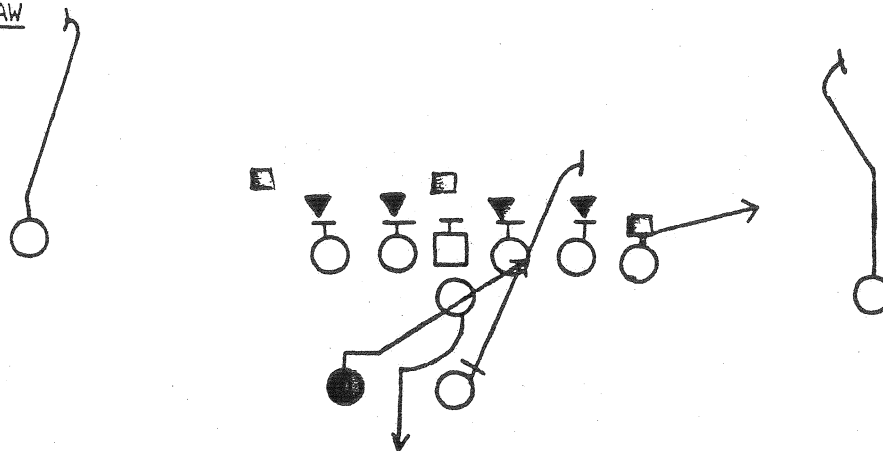


LINEMEN: Set up Pass Protection and take men head on.

HB: Set up Pass Protection - alert for position of BUCK - take off just as FB gets ball. Block BUCK.

FB: Take step to your right - fake Pass Protection. Wait until QB brings you the ball. Key blocking in the hole.

BROWN RIGHT
25 LEAD DRAW



LINEMEN: Set up Pass Protection and block the hole.

X & Z: Clear downfield and become blockers.

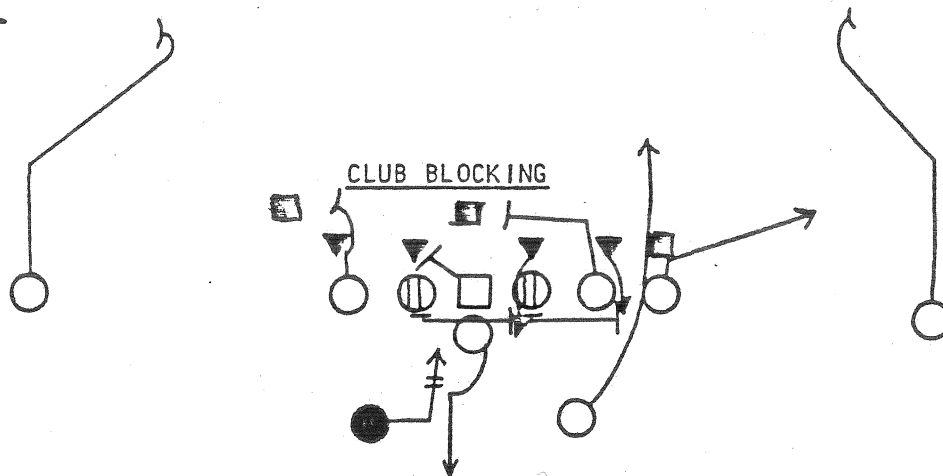
Y: Run a Straight.

FB: Slide to right, lead thru hole - basic assignment STUB.

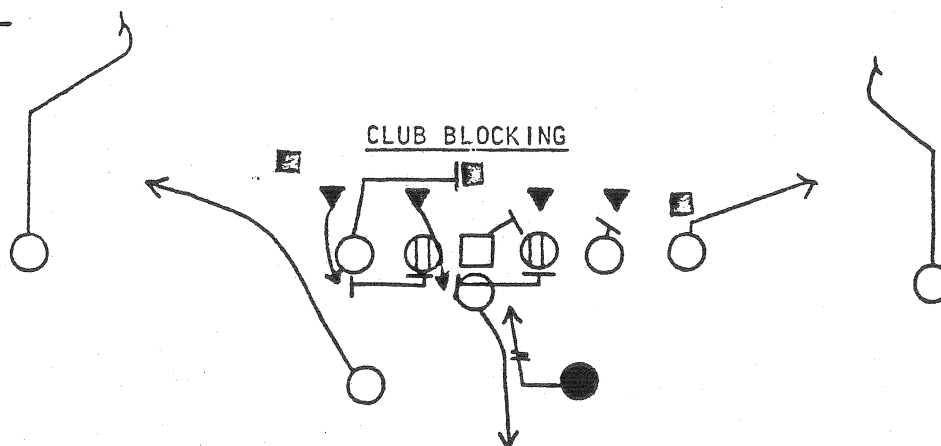
HB: Slide parallel to L.O.S. towards "3" position, wait until QB brings you the ball. Key blocking in the hole.

DRAWS

21 DRAW



- RED RIGHT



- D. #1

FORM: RED RIGHT / LFT.

PLAY: 24/48 STATUE

46

BLOCKING:

1. DRAW

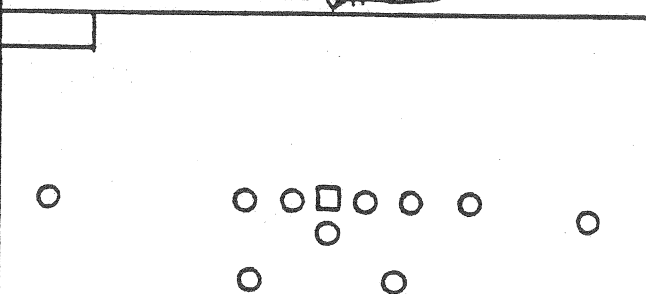
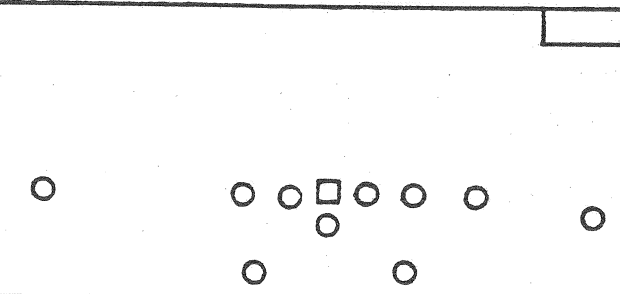
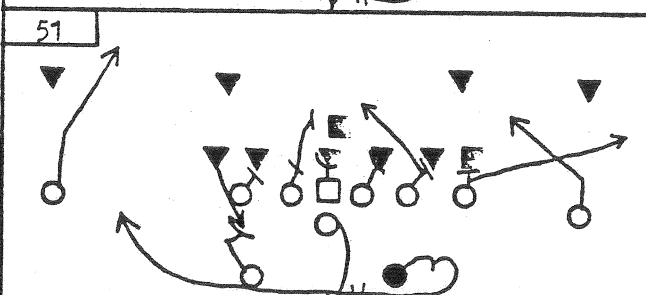
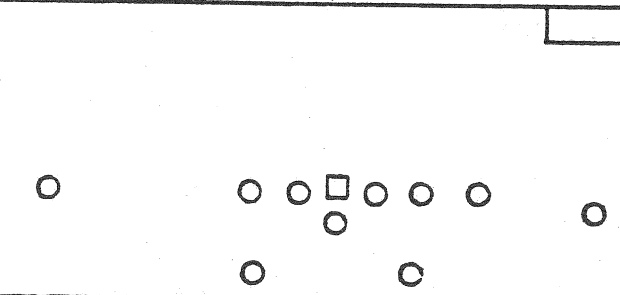
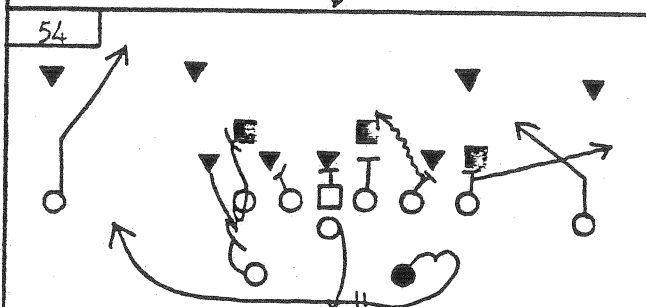
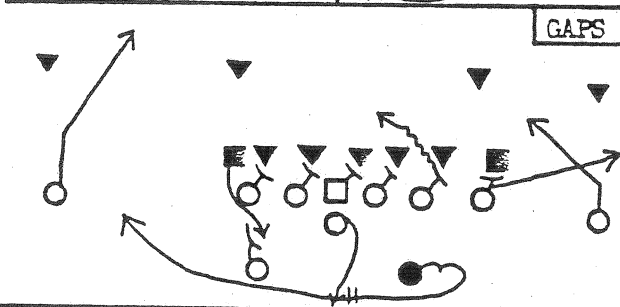
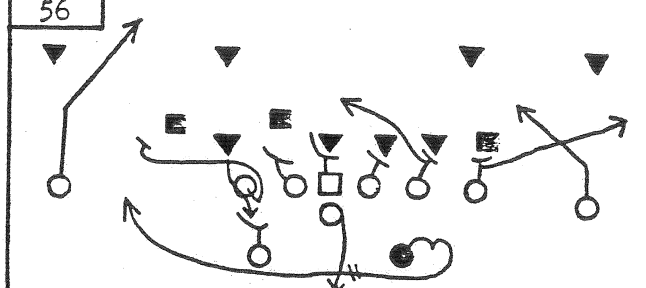
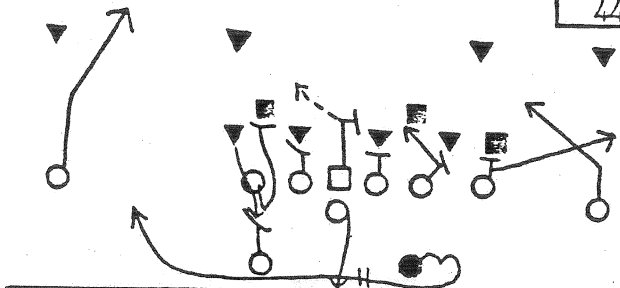
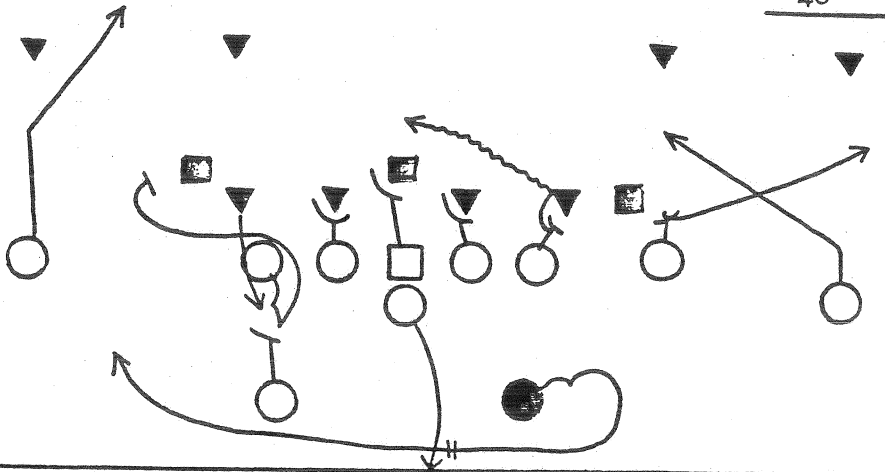
2.

3.

4.

5.

6.



COACHING POINTS:

FORMATION: Draw Right
 34/35 DRAW M

46

BLOCKING:

1. M

2.

3.

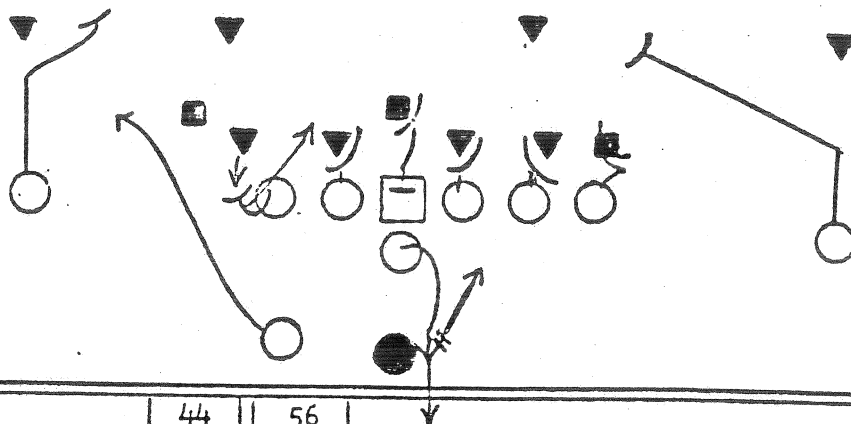
4.

5.

6.

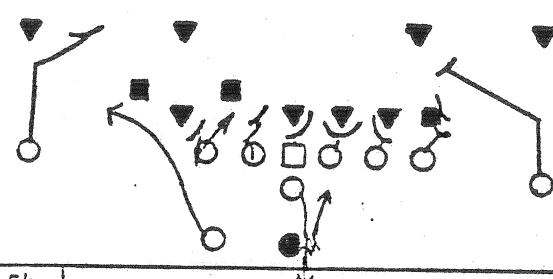
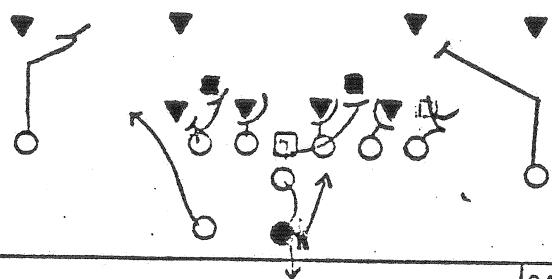
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8.



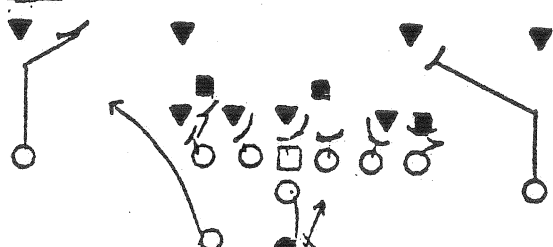
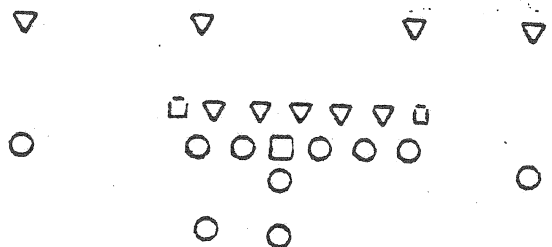
44

56

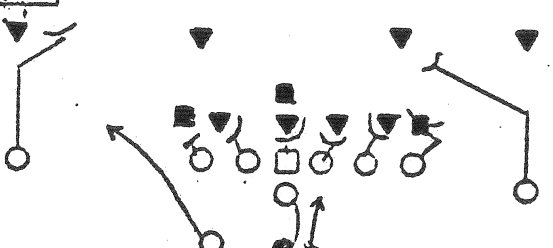
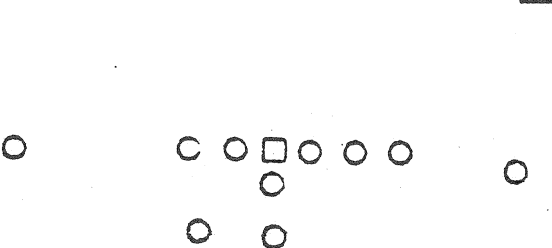


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT

PLAY: 24/45 DRAW M

46

BLOCKING:

1. M

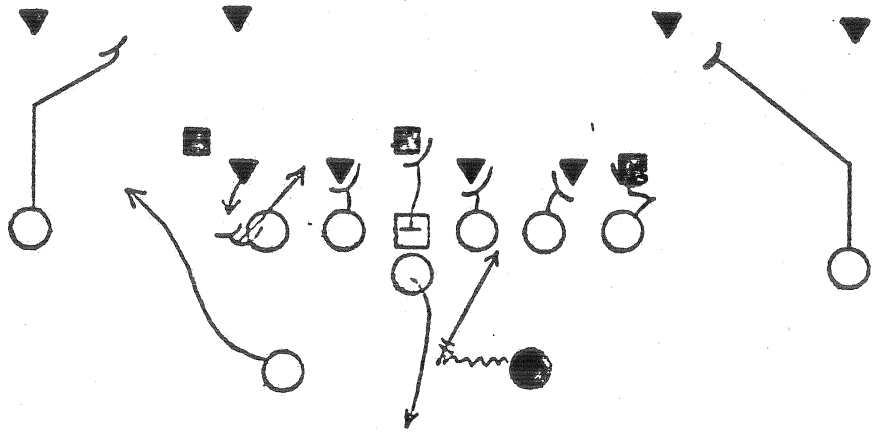
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3.

4.

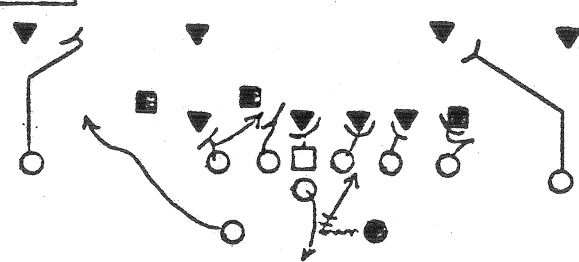
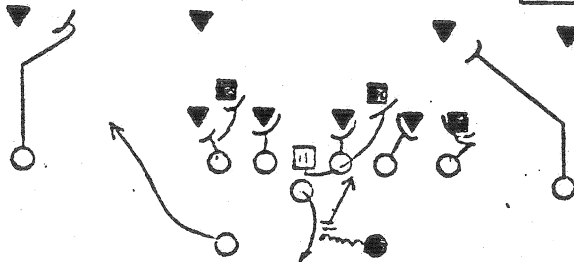
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6.



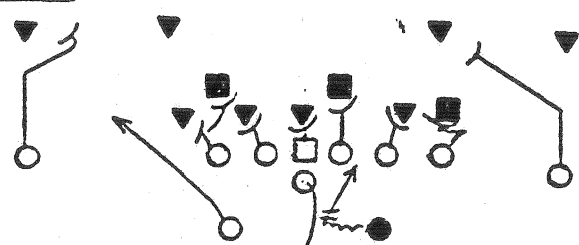
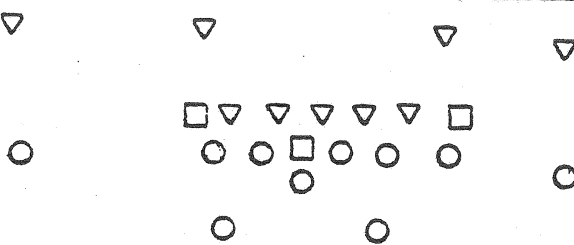
44

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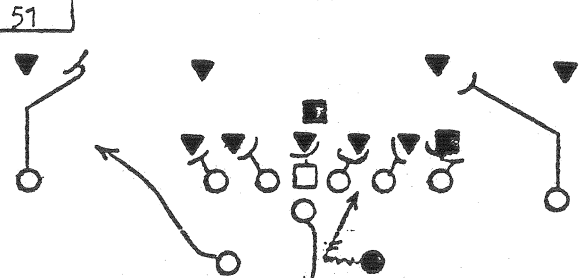
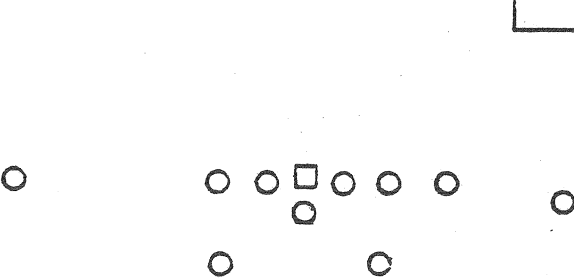


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT

PLAY: 25/ 44 LEAD DRAW

46

BLOCKING:

1. LEAD DRAW

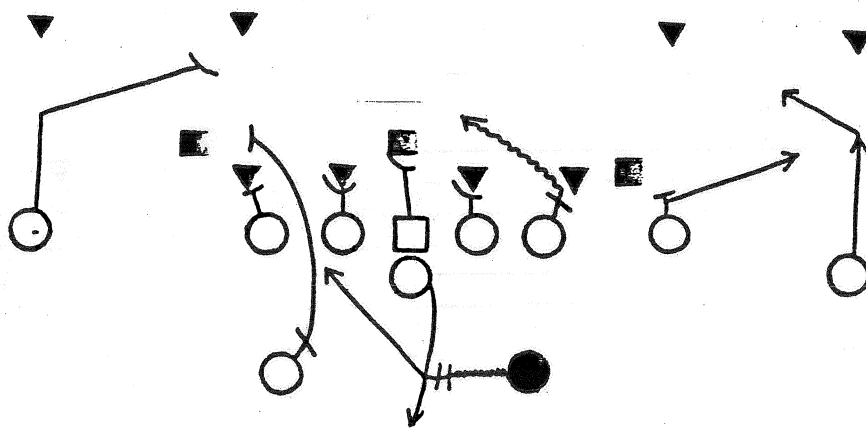
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3.

4.

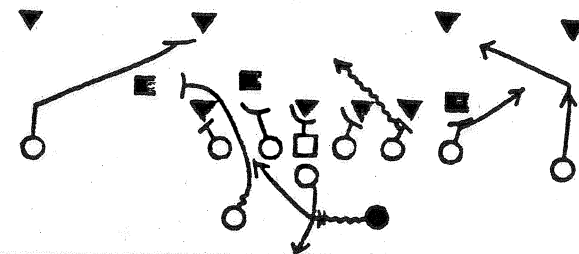
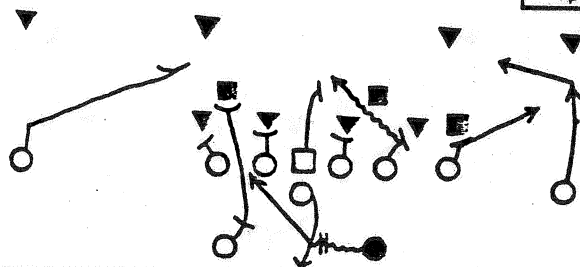
5.

6.



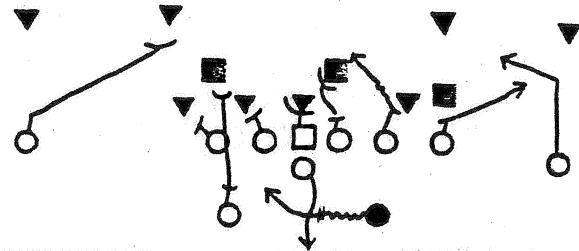
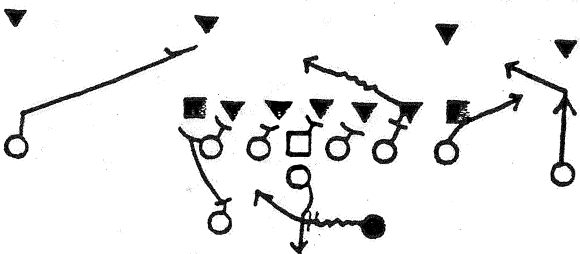
44

56

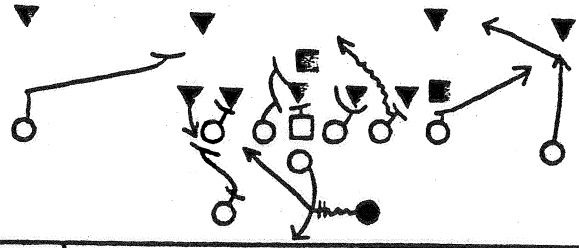
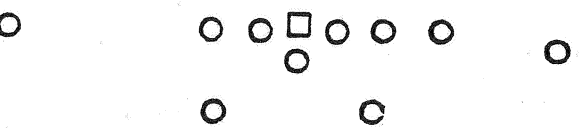


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT

46

PLAY: 44/25 LEAD DRAW

BLOCKING:

1. LEAD DRAW

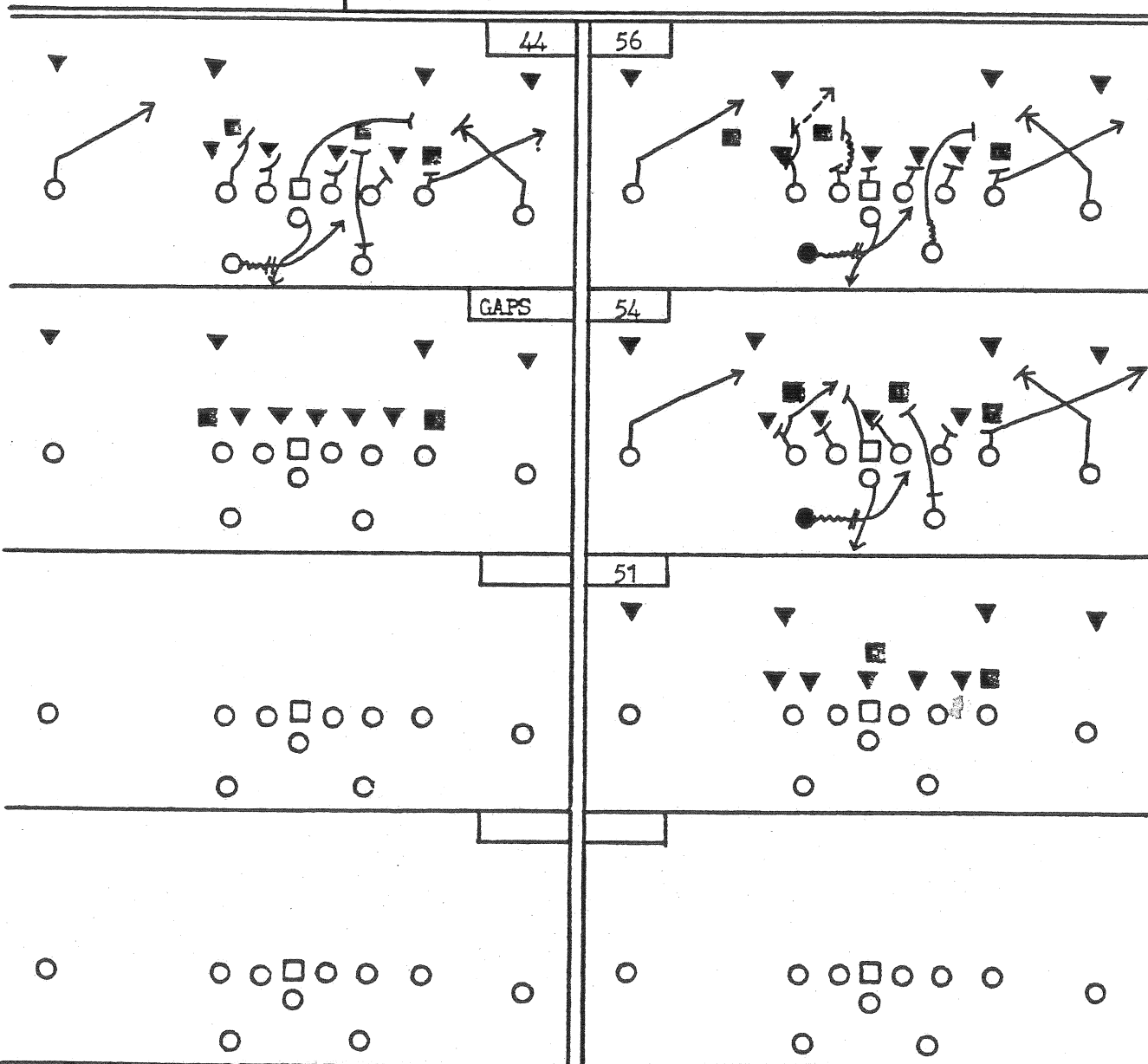
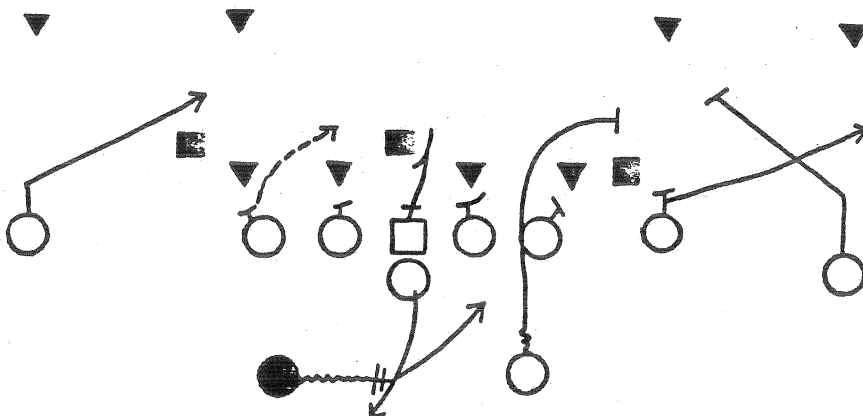
2.

3.

4.

5.

6.



COACHING POINTS:

FORMATION: Brown Right

PLAY: ⁴⁴25 LEAD DRAW

BLOCKING:

1. LEAD DRAW

2.

3.

4.

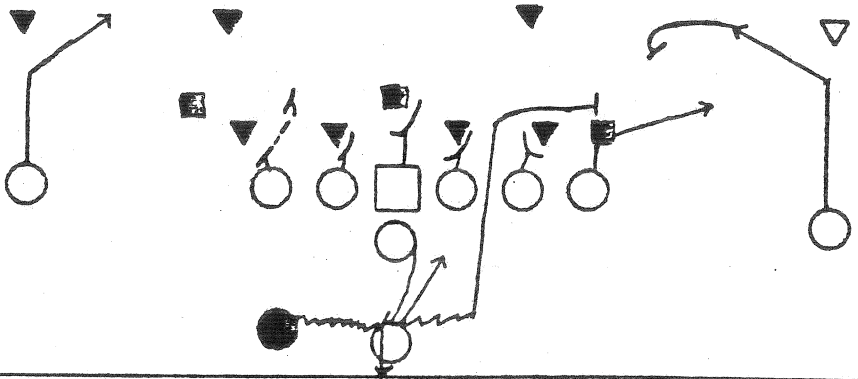
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6.

7.

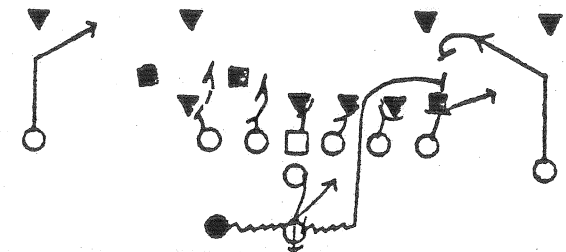
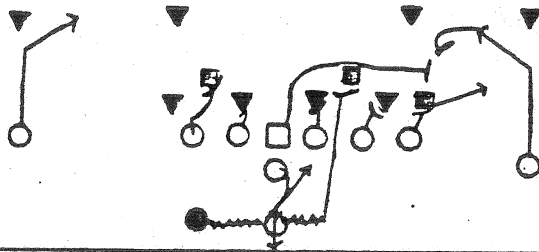
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46



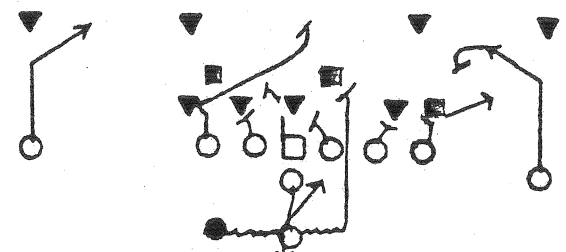
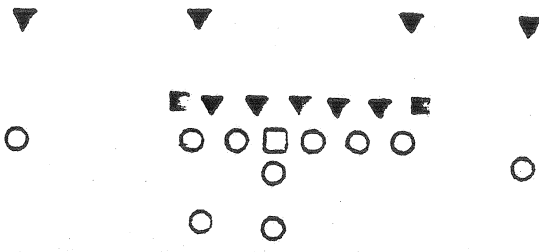
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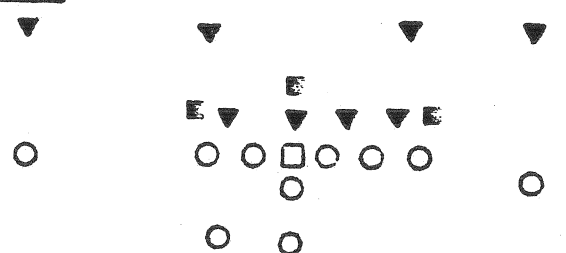
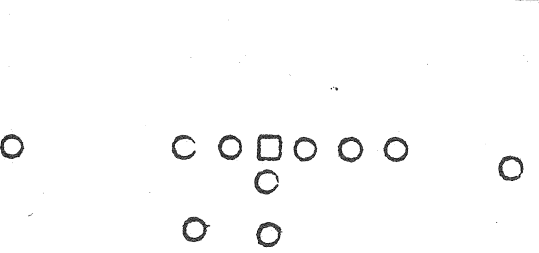


GAPS

54



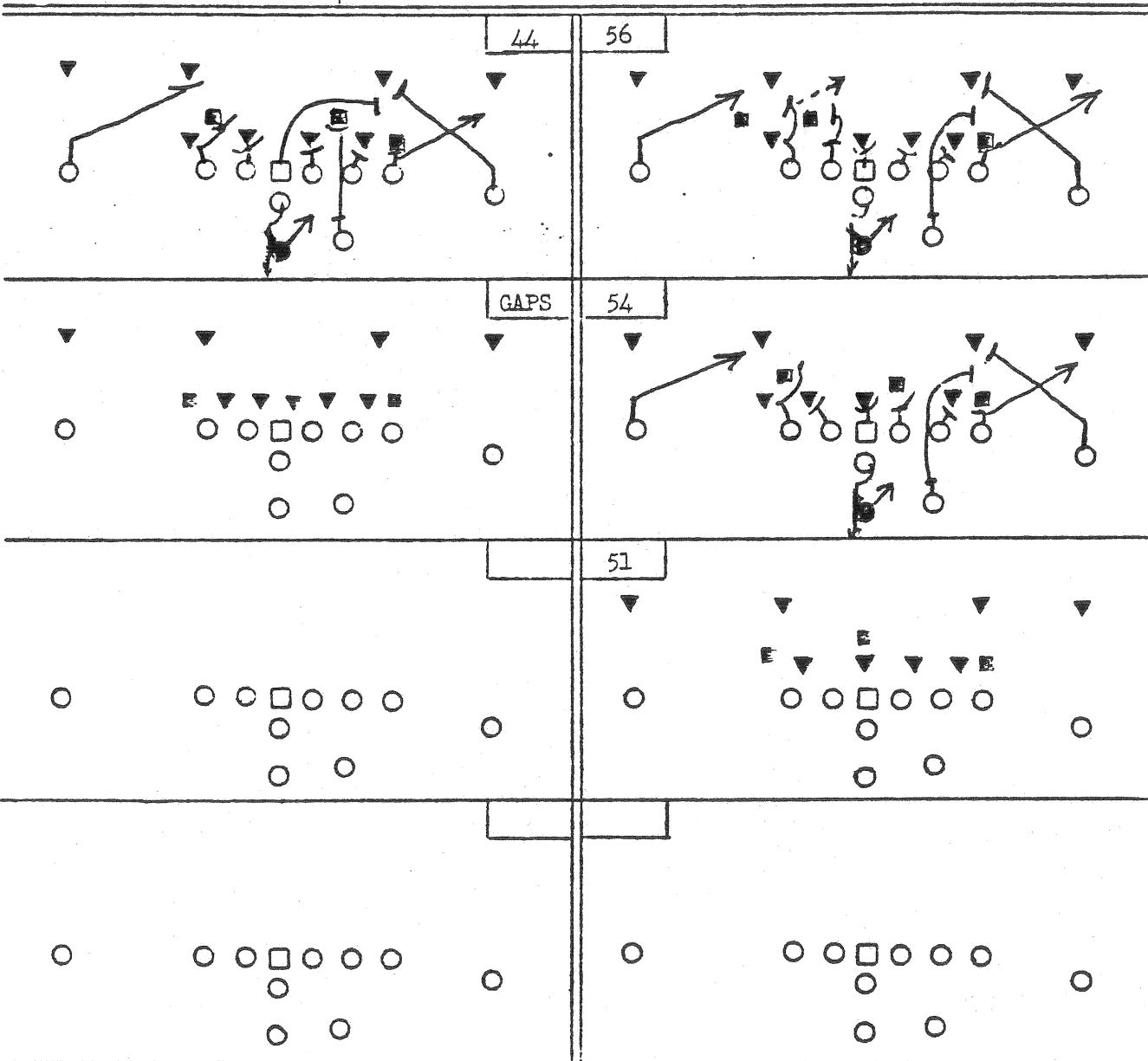
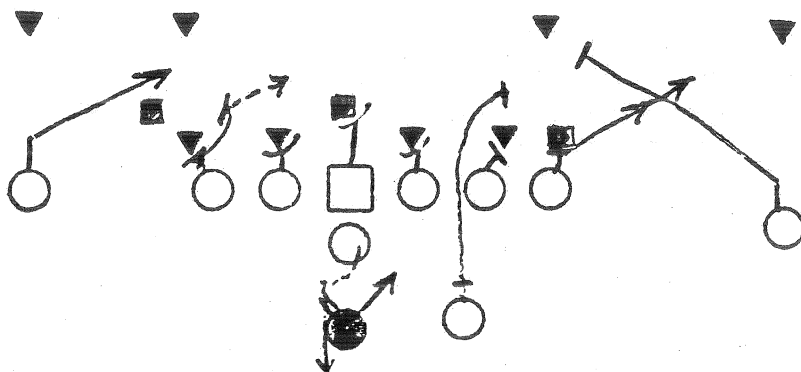
51



COACHING POINTS:

46

6.



BL.R.#9
Page #

FORMATION: Brown Right

PLAY: 34/ LEAD DRAW

BLOCKING: 35

1. LEAD DRAW

2.

3.

4.

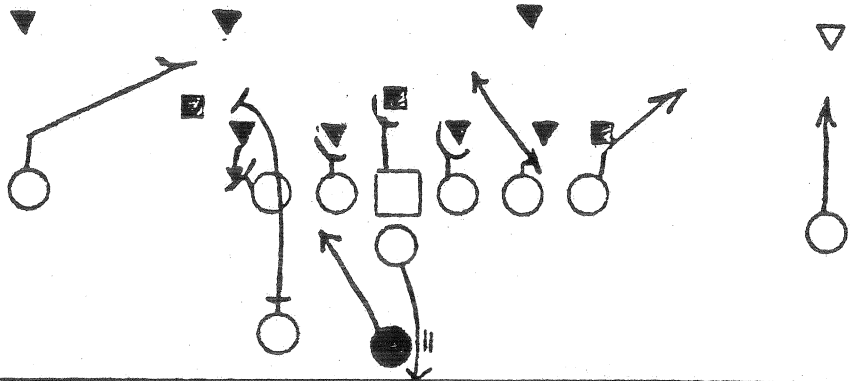
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6.

7.

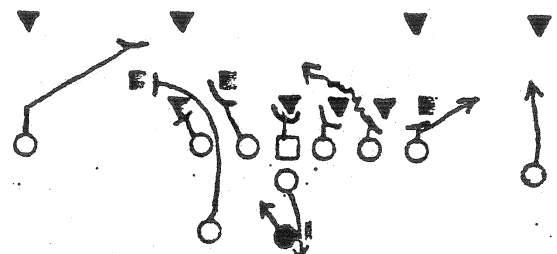
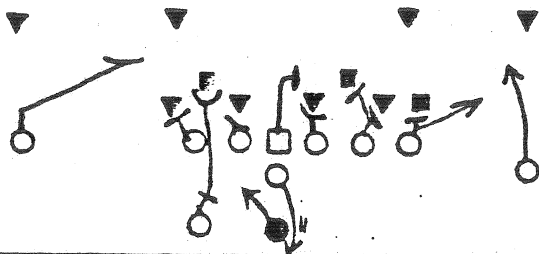
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46



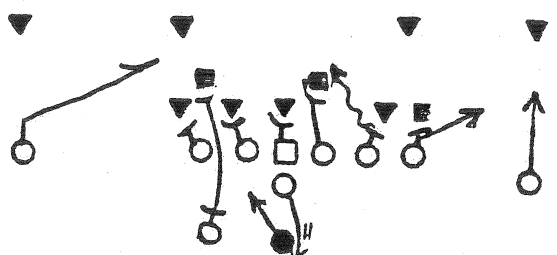
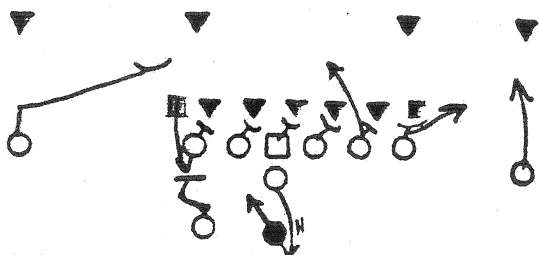
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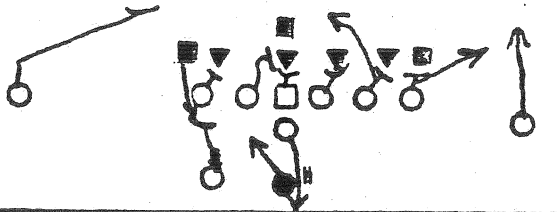
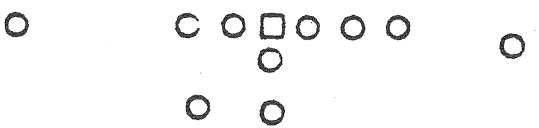


GAPS

54



51



COACHING POINTS:

FORM: RED RIGHT

PLAY: 29/STATUE
/48

BLOCKING:

1. DRAW

2.

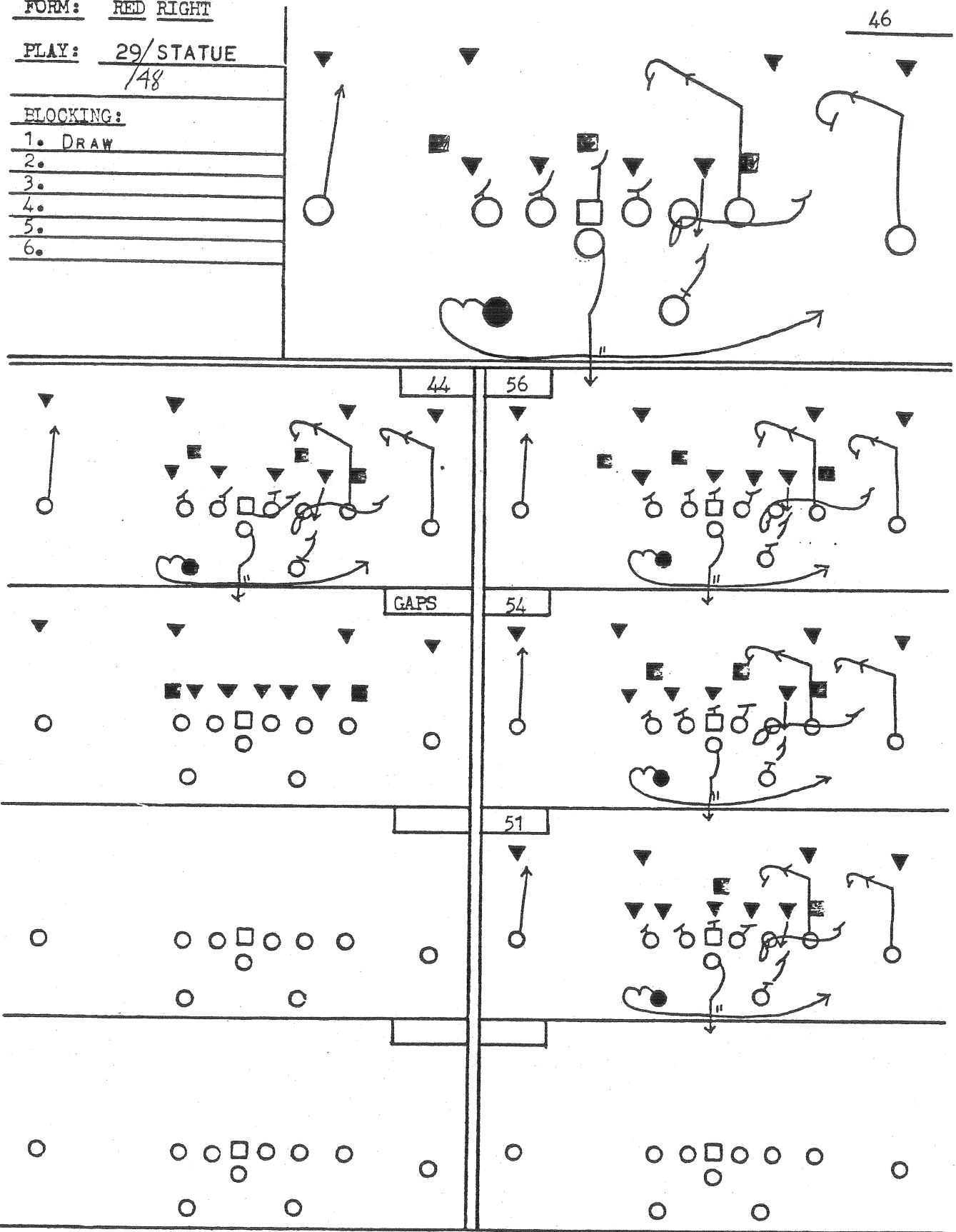
3.

4.

5.

6.

46



COACHING POINTS:

PASS OFFENSE

PASS OFFENSE

Our pass offense will consist of:

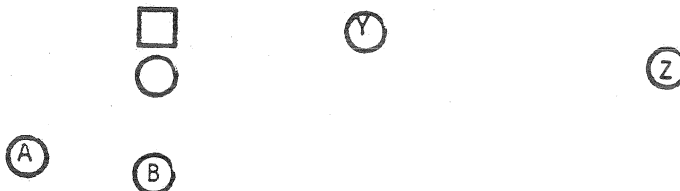
1. Drop Back Pass. Pass thrown by QB dropping straight back inside pocket protection of the linemen/and backs.
There are the three (3) types:
 - A. Name Passes - Described routes of two (2) or three (3) receivers called in huddle - can be strong side or weak side.
 - B. Numbered Passes - Pre-determined combination passes designated by double digit number, to be used as audibles.
 - C. Individuals - Routes called to certain individual receivers in the huddle, with other receivers running a complementary route. Can be called to X, Y, Z.
2. Rollout Passes - Passes thrown with QB running out behind movement of HB and FB with receivers running designated routes.
3. Waggle Passes - Passes off action of QB running away from movement of HB and FB, either strong side or weak side, with receivers running designated routes.
4. Play Passes - Passes thrown after fake of a running play, with QB throwing to receivers with pre-determined pass routes.
5. Run-Option Passes - Passes, off running action, with HB or FB running or throwing to pre-determined pass routes.
6. Screen Passes - Delayed type passes thrown from pocket protection to either the FB or HB with other receivers running pre-determined routes.
7. Quick Screen Passes - Passes thrown to HB or FB quickly on Flares. QB either drops back and throws or fakes draw or trap before dropping back to throw. Other receivers run pre-determined pass routes.

END & BACKFIELD PASSING IDENTIFICATION

BROWN

RIGHT

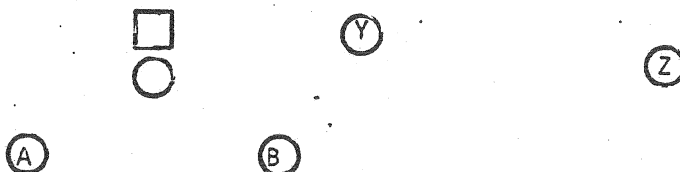
(X)
spread
over 5 yds



RED

RIGHT

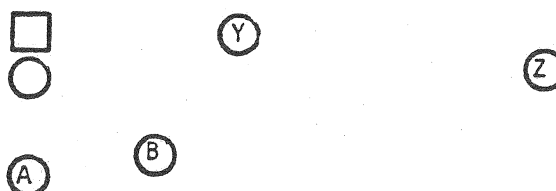
(X)
Flex
3-5 yds



BLUE

RIGHT

(X)
near
1-3 yds



END DESIGNATION

1. X Weakside end on Pass Routes. Can be in Spread, Flex or Near position. Normally the OUTSIDE receiver, AWAY from the strength of the formation.
2. Y Tight end on Pass Routes. Normally the INSIDE receiver to the strong-side of the formation.
3. Z Normally the OUTSIDE receiver to the strongside of the formation.

BACKFIELD DESIGNATION FOR PASS

1. A Weakside Back. Back FARTHEST AWAY from the strength of the formation.
2. B Strongside Back. Back NEAREST to the side of strength of the formation on Pass Routes.

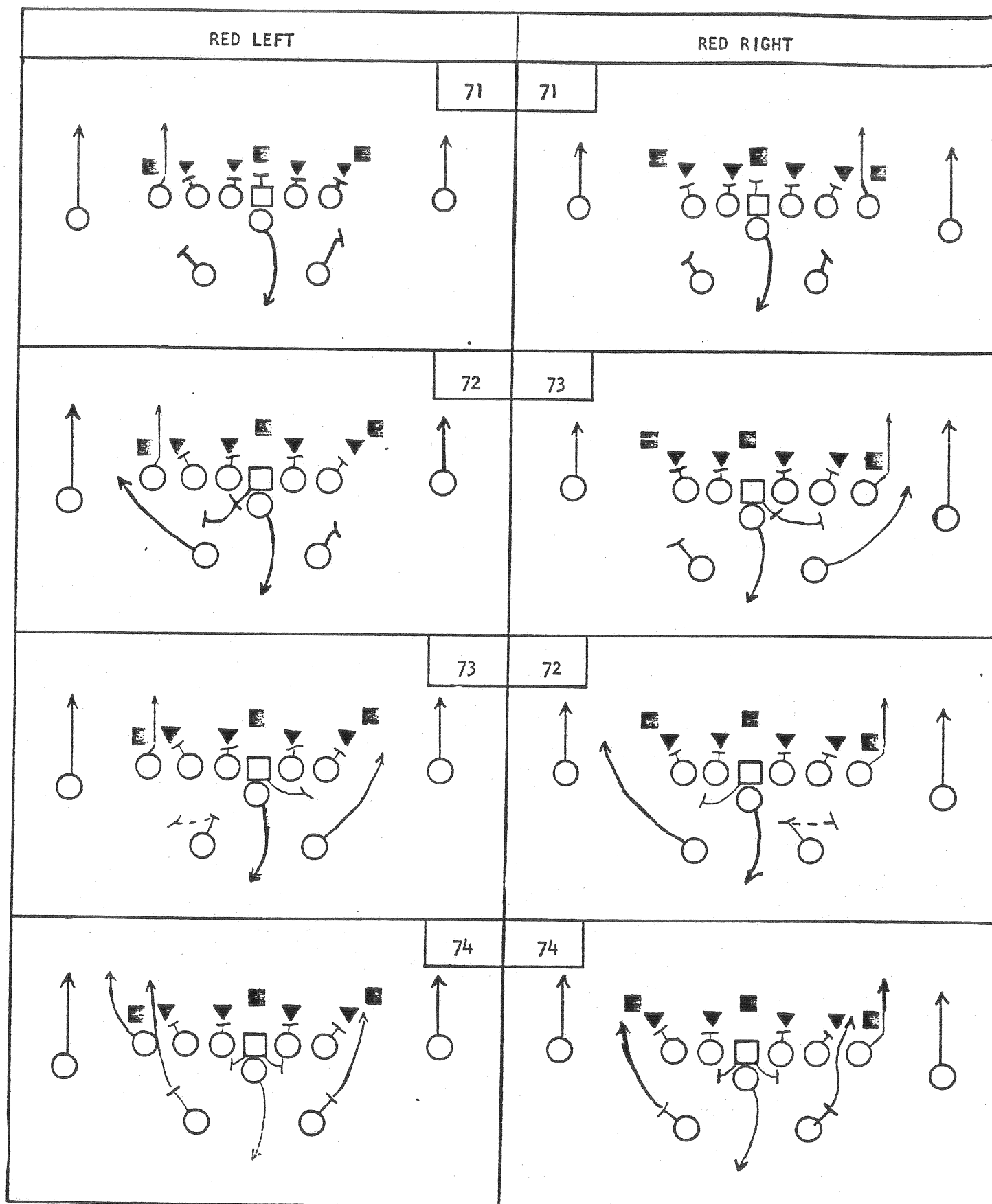
70's Pass
Protection

PASS BLOCKING PRINCIPLES AND RULES

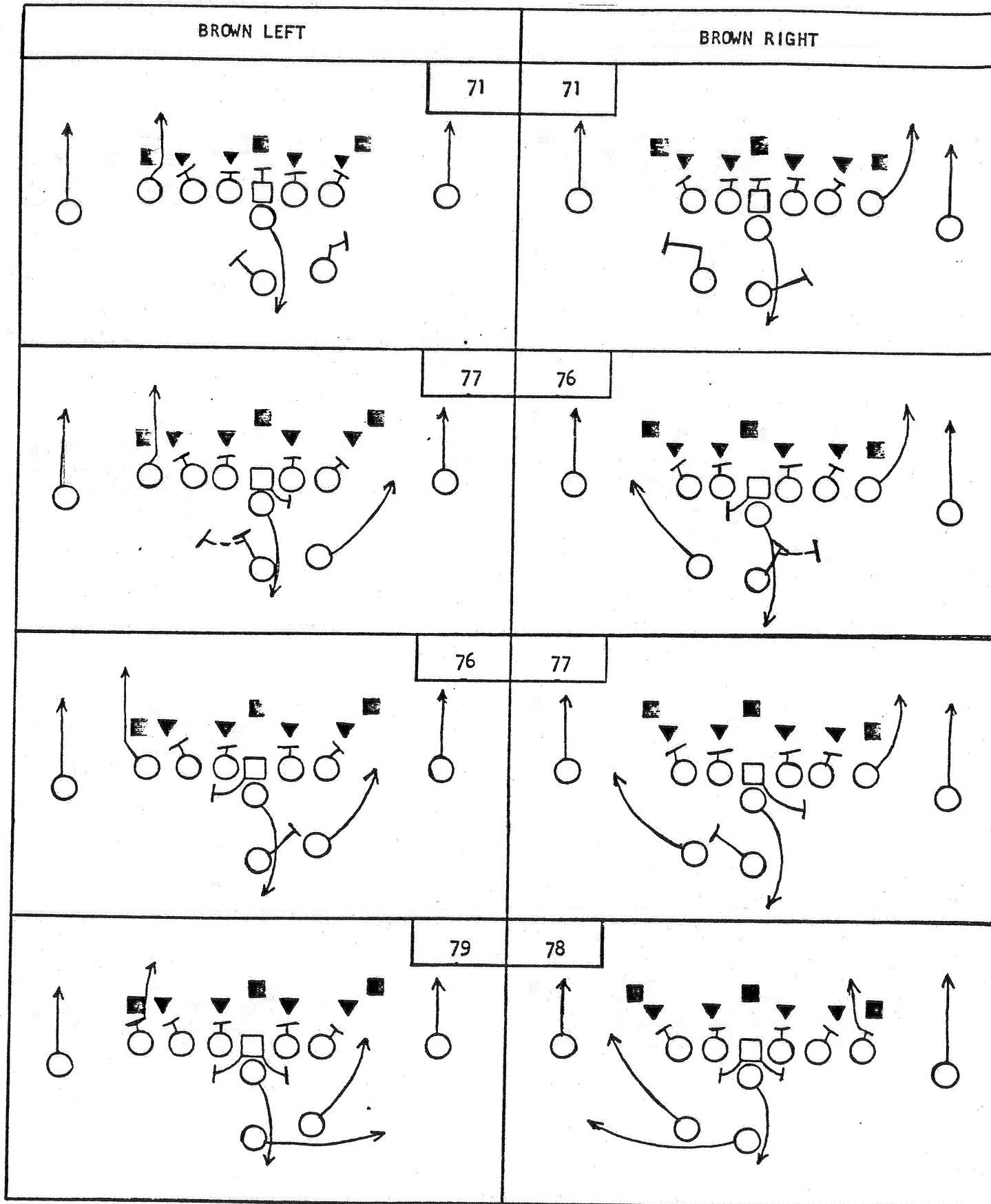
1. PASSER will take basic $7\frac{1}{2}$ yard drop. He will be consistent on dropping to this depth in order to keep the pass rush angle constant.
2. LINEMAN will always try to block and control rushes to outside and create a "CRITICAL ALLEY" for passer. Quarterback can then "STEP UP" into pocket, which is the best move he can make. If rusher takes strong determined inside move, drive him down the line.
3. BACK will always step up with inside foot. When blocking an outside linebacker rush, he will have inside position. If blocking an interior linebacker's rush, he will go to meet him.

We keep penetration down to a minimum of 3 yards and turn rush to outside, our passer has the "best" passing plane, as raised hands of rushing lineman will not interfere.

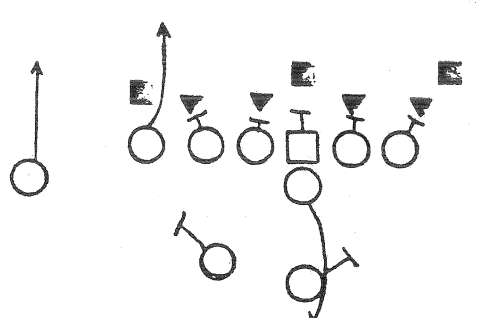
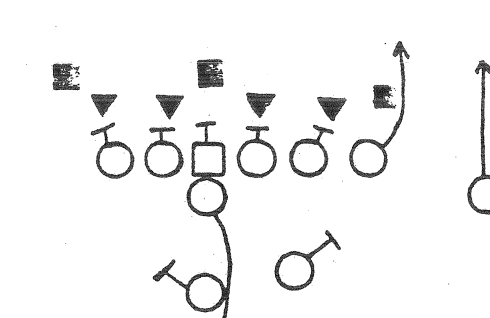
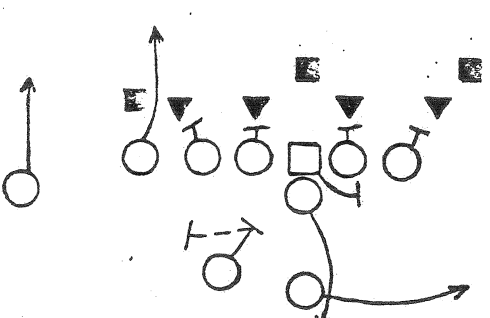
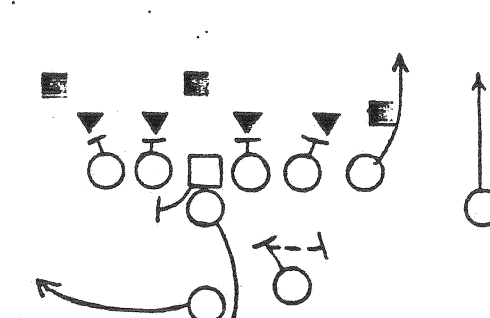
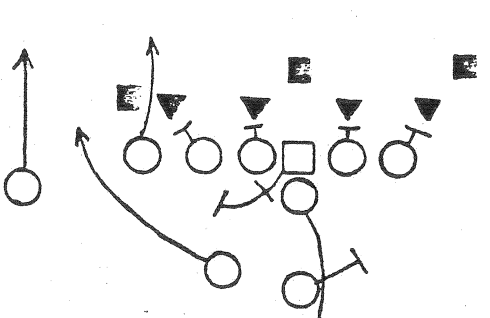
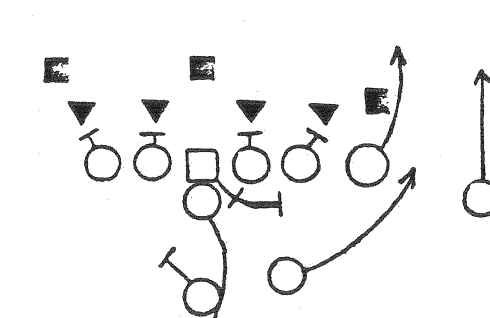
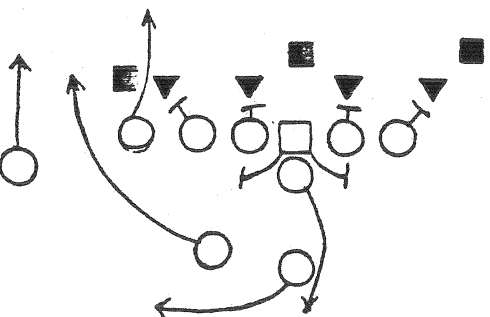
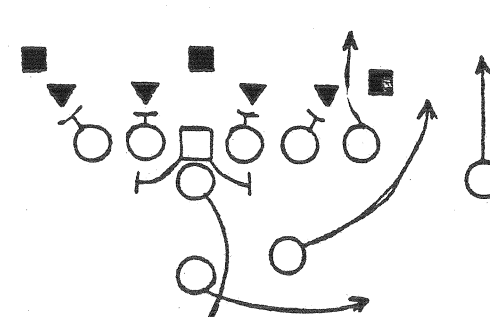
70'S PASS PROTECTION FROM 'RED' FORMATION



70'S PASS PROTECTION FROM 'BROWN' FORMATION



70'S PASS PROTECTION FROM "BLUE" FORMATION

BLUE LEFT	BLUE RIGHT
	<div data-bbox="792 296 906 363">71</div> <div data-bbox="943 296 1024 363">71</div> 
	<div data-bbox="792 711 906 779">73</div> <div data-bbox="943 711 1024 779">72</div> 
	<div data-bbox="792 1127 906 1194">76</div> <div data-bbox="943 1127 1024 1194">77</div> 
	<div data-bbox="792 1543 906 1610">78</div> <div data-bbox="943 1543 1024 1610">79</div> 

RAMS
70^s PASS
PROTECTION
VS
ALL
DEFENSES

**FORMATION LEFT
vs EVEN Man Line**

**71 PASS PROTECTION
(All formations)**

3 man pattern

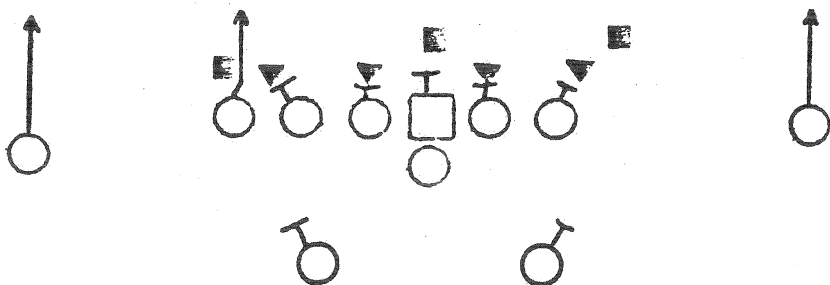
71 vs 46

GUARDS On Tackles.

TACKLES On Ends.

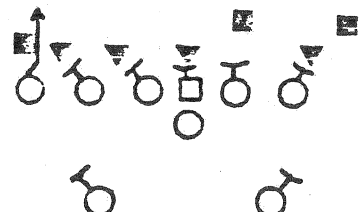
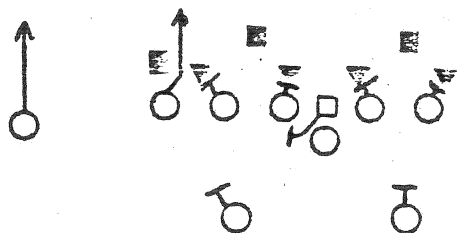
CENTER On Mac, help Guards
if Mac N/T.

BACKS Linebackers-help
Tackles if line-
backers N/T.



71 vs 44

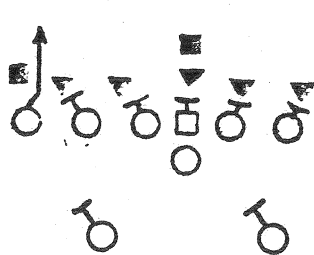
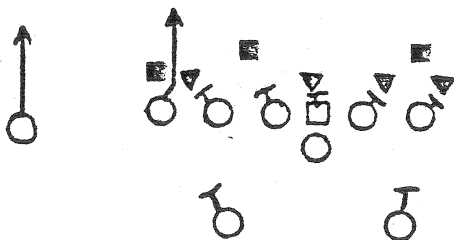
71 vs 56



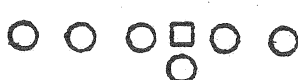
C Take man head up.
R.G. Take Mac - help center if Mac N/T.

71 vs 54

71 vs 51



C Take Man head up.
L.G. Take Mac - help Center if Mac N/T.



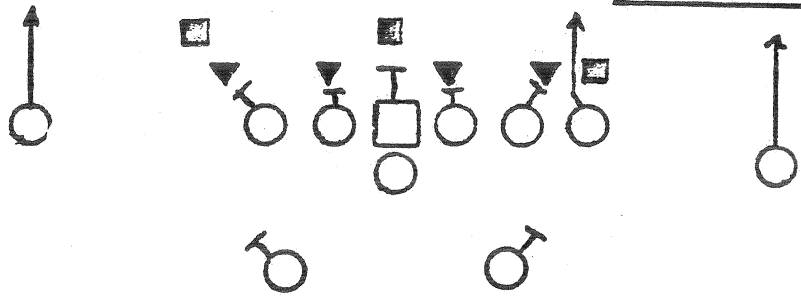
**FORMATION RIGHT
vs EVEN MAN LINE**

**71 PASS PROTECTION
(All Formations)**

3 man pattern

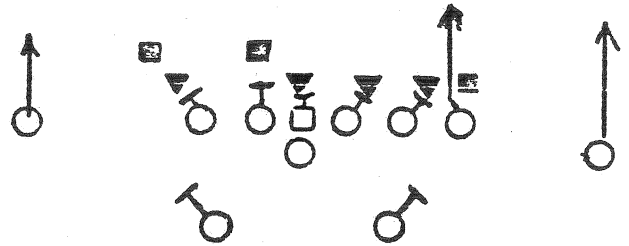
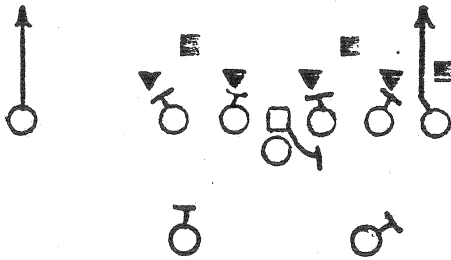
GUARDS On Tackles.
TACKLES On Ends.
CENTER On Mac - Help
Guards if Mac N/T.
BACKS On Linebackers.
Help Tackles if
LB'S N/T.

71 vs 46



71 vs 44

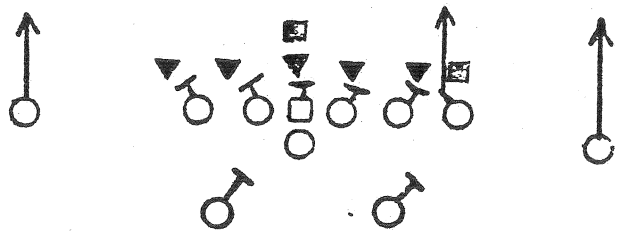
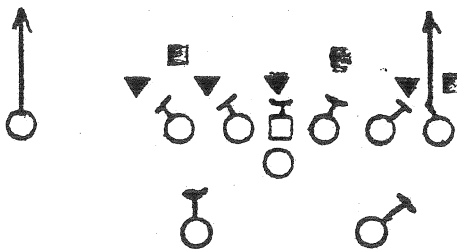
71 vs 56



C Take man head up.
L.G. Take Mac - help Center if Mac N/T.

71 vs 54

71 vs 51



C Take man head up.
R.G. Take Mac - help Center if Mac N/T.



FORMATION RIGHT/Left
vs EVEN Man Line

GUARDS On Tackles.

TACKLES On Ends.

CENTER Take Mac, Mac
does not come
check Stub.

"A" BACK Take Buck.

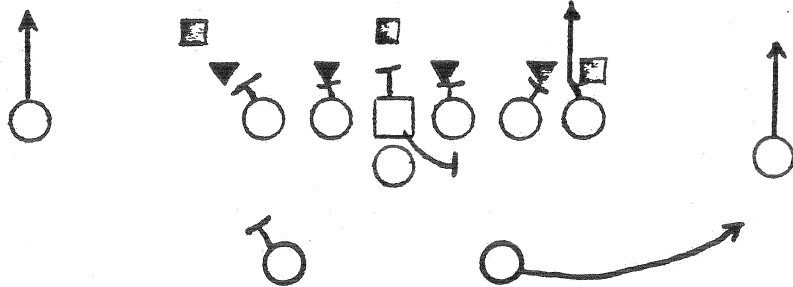
Does not pick up combin-
ation of Mac & Stub.
Red Dog.

73 PASS PROTECTION
(Red & Blue Formations)

4 man pattern

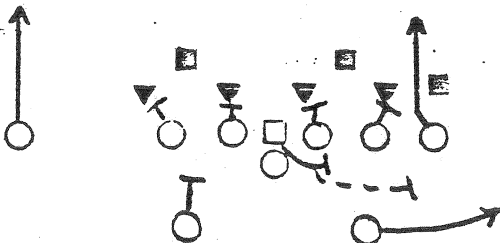
72 vs. 46

73 vs 46

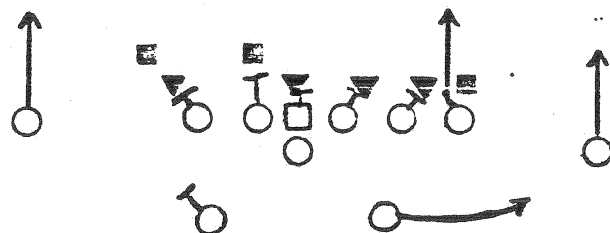


73 vs 44

73 vs 56



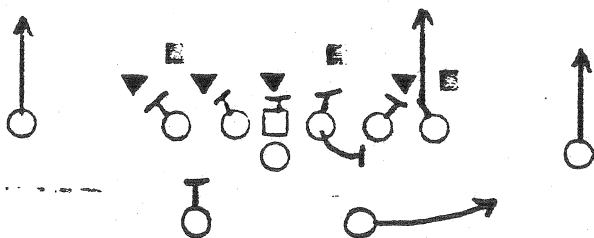
C Has option to call "Slide".



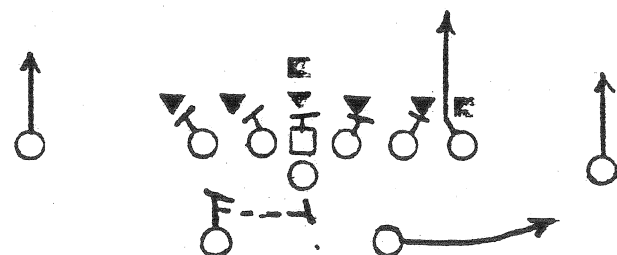
C Take man head up.
L.G. Take Mac, Mac N/T - help Center.

73 vs 54

73 vs 51



C Take man head up.
R.G. Take Mac, if Mac N/T - check Stub.



"B" Take linebacker, if N/T check Stub.



RIGHT FORMATION
vs EVEN Man Line

GUARDS On Tackles.

TACKLES On Ends.

CENTER Take Buck.

"B" BACK Take Mac, if Mac
N/T check Stub.

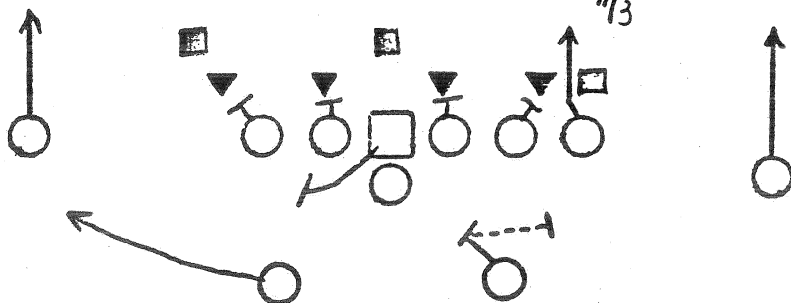
Does not pick combination
of Mac & Stub. Red Dog.

72 PASS PROTECTION
(Red & Blue Formations)

4 man pattern

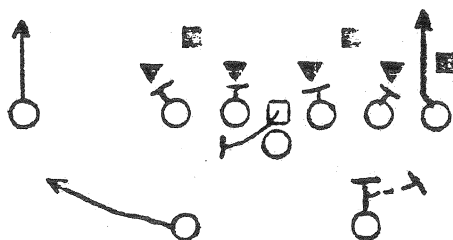
72/vs 46

173

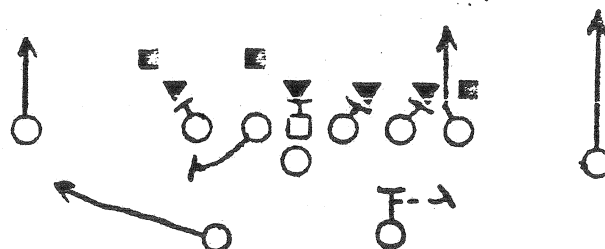


72 vs 44

72 vs 56



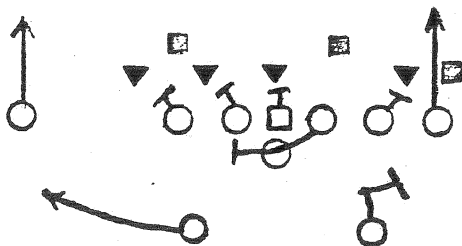
C Has option to call "Slide."



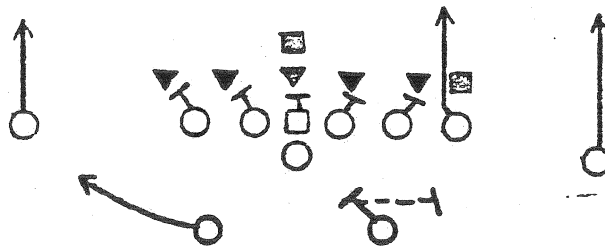
C Take man head up.
L.G. Take Buck.

72 vs 54

72 vs 51



C Take man head up.
R.G. Take Buck.



"B" Take linebacker, if N/T - check Stub.



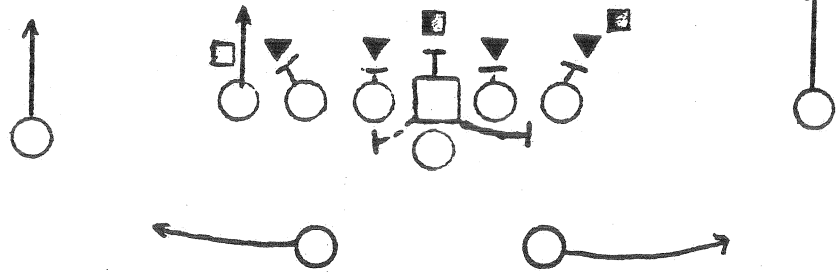
**LEFT FORMATION
vs EVEN Man Line**

GUARDS On Tackles.
TACKLES On Ends.
CENTER Take Mac - Mac N/T
 check Buck.

**74-75 PASS PROTECTION
(All Formations)**

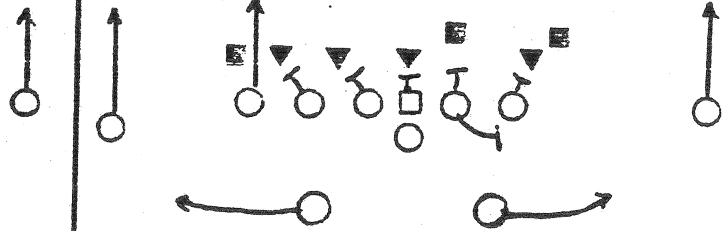
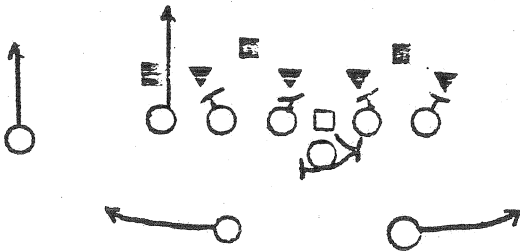
5 man pattern

74-75 vs 46



74-75 vs 44

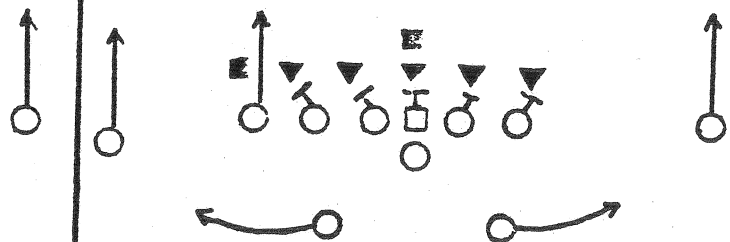
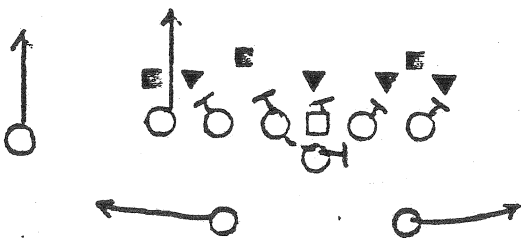
74-75 vs 56



C Take man head up.
R.G. Take Mac, if Mac N/T - check Buck.

74-75 vs 54

74-75 vs 51



C Take man head up.
L.G. Take Mac, if Mac N/T - check Buck

C Take man head up.



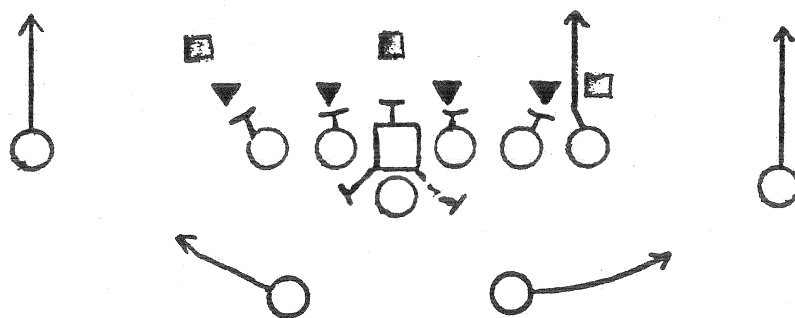
**RIGHT FORMATION
vs EVEN Man Line**

- GUARDS On Tackles.
- TACKLES On Ends.
- CENTER Take Mac, Mac N/T check Buck.

**74-75 PASS PROTECTION
(All Formations)**

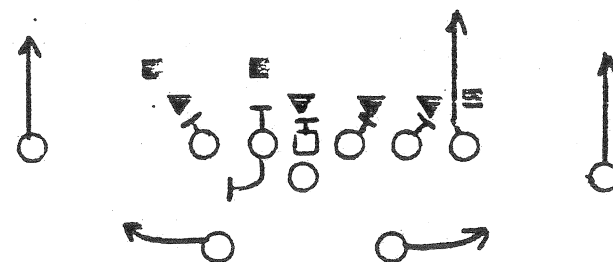
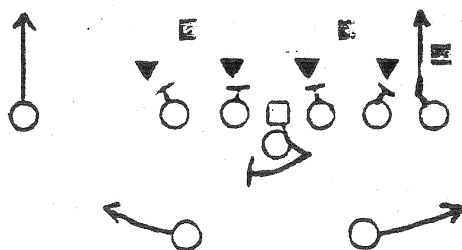
5 man pattern

74-75 vs 46



74-75 vs 44

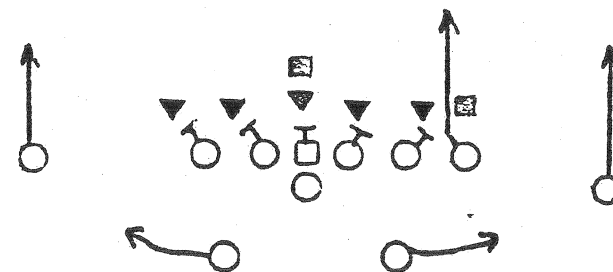
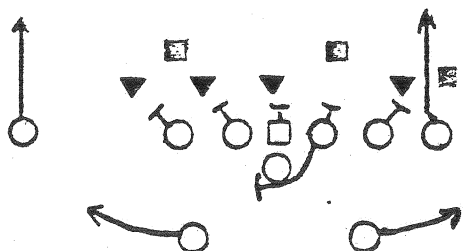
74-75 vs 56



C Take man head up.
L.G. Take Mac, if Mac N/T - check Buck.

74-75 vs 54

74-75 vs 51



C Take man head on.
R.G. Take Mac, if Mac N/T check Buck.

C Take man head up.



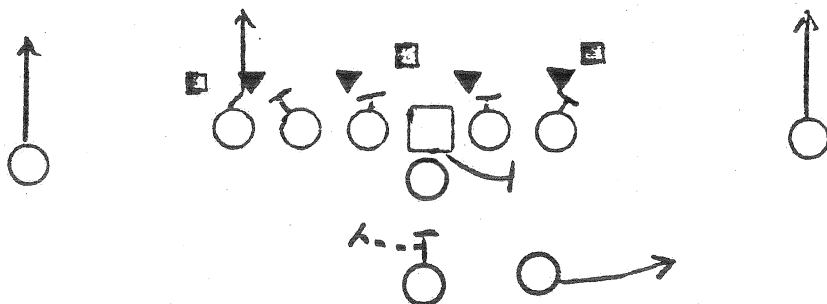
LEFT FORMATION
vs EVEN Man Line

"ARDS" On Tackles.
TACKLES On Ends.
CENTER On Buck.
"FB" Take Mac, if Mac
 N/T - check Stub.

77 PASS PROTECTION
(Brown & Blue Formations)

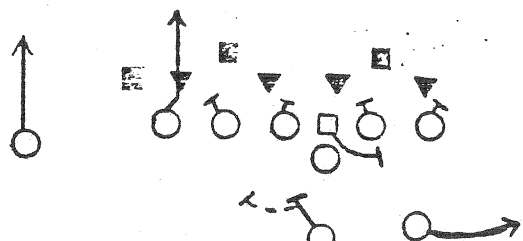
4 man pattern

77 vs 46

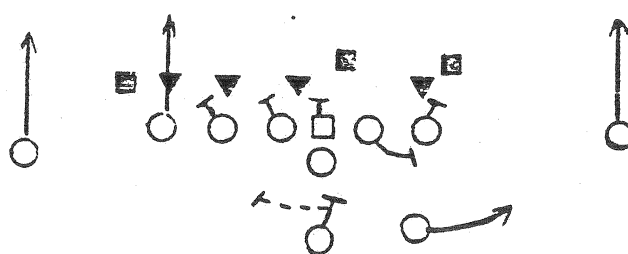


77 vs 44

77 vs 56



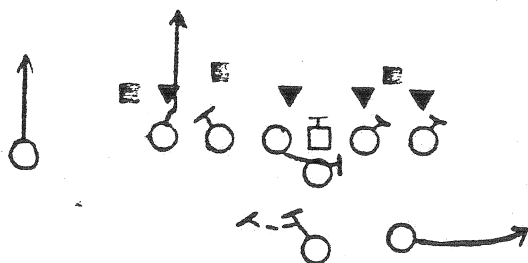
Has option to call "Slide."



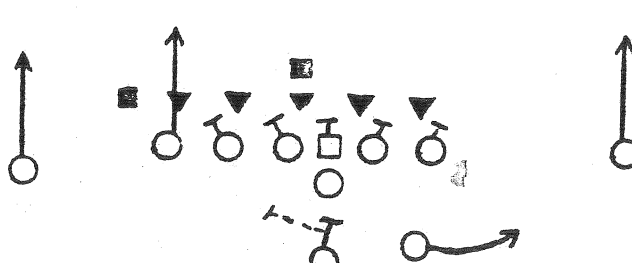
C Take man head up.
R.G. Take Buck.

77 vs 54

77 vs 51



C Take man head up.
L.G. Take Buck.



C Take man head up.



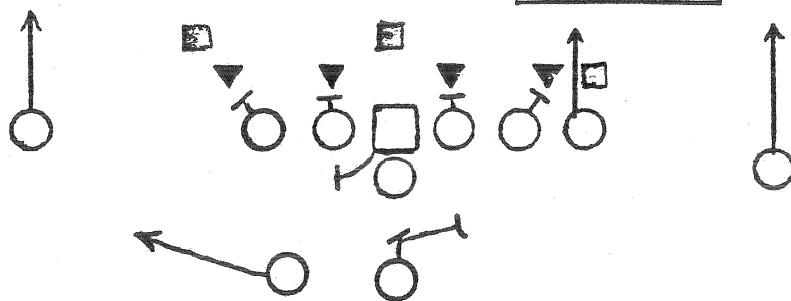
RIGHT/ ^{Left} FORMATION
vs EVEN Man Line

GUARDS On Tackles.
TACKLES On Ends
CENTER On Buck.
"FB" Take Mac, if Mac
N/T, check Stub.

76 PASS PROTECTION
(Brown & Blue Only)

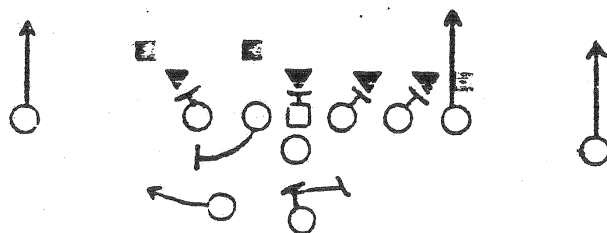
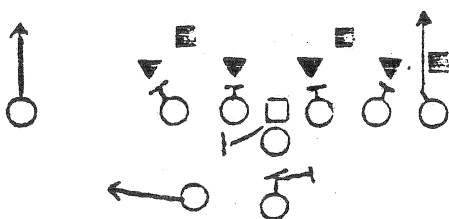
4 man pattern

76 vs 46



76 vs 44

76 vs 56

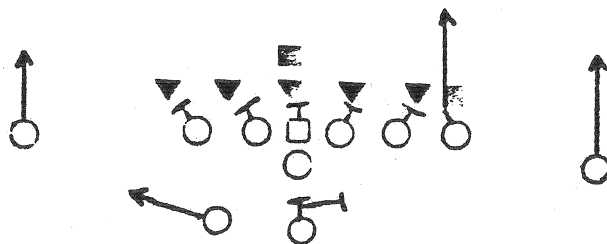
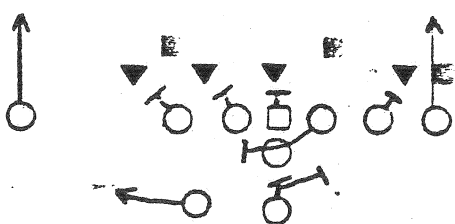


C Has option to call "Slide".

C Take man head up.
L.G. Take Buck.

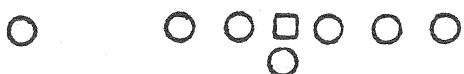
76 vs 54

76 vs 51



C Take man head up.
R.G. Take Buck.

C Take man head up.



RIGHT FORMATION
vs EVEN Man Line

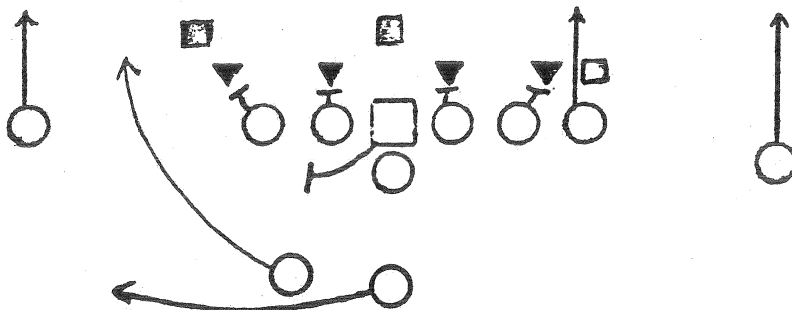
GUARDS On Tackles.
TACKLES On Ends.
CENTER Take Mac, if Mac N/T - check Buck.
"Y" Slow automatically take Stub.

78 PASS PROTECTION
(Brown & Blue Formations)

5 man pattern

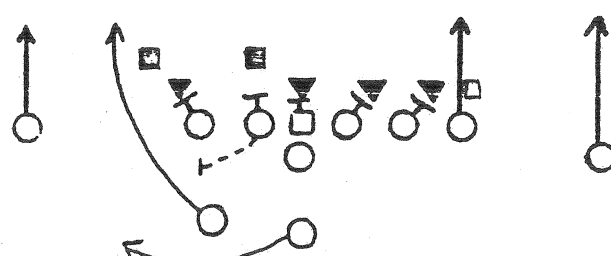
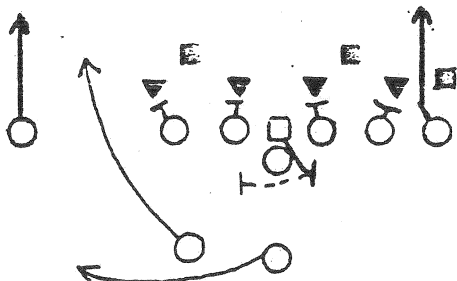
79 vs 56

78 vs 46



78 vs 44

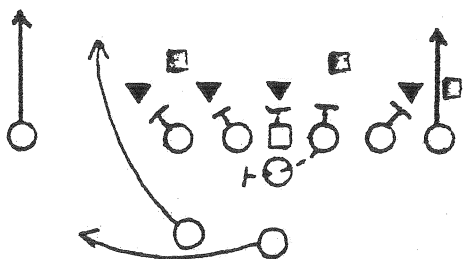
78 vs 56



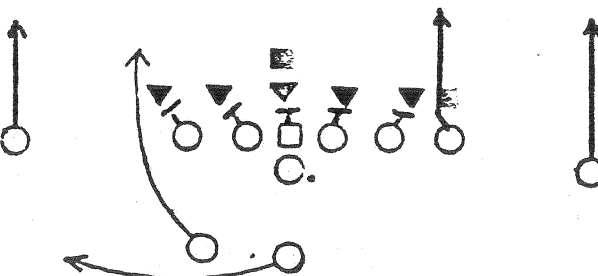
C Take man head up.
L.G. Take Mac, if Mac N/T - check Buck.

78 vs 54

78 vs 51



C Take man head up.
R.G. Take Mac, if Mac N/T - check Buck.



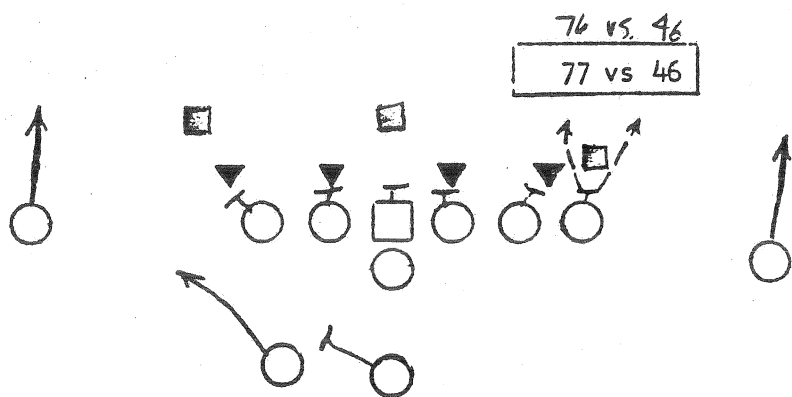
M Blocking.



BROWN RIGHT / Left
vs EVEN MAN LINE

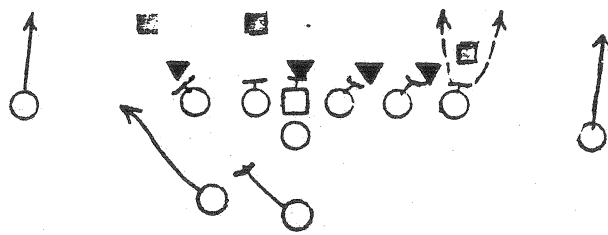
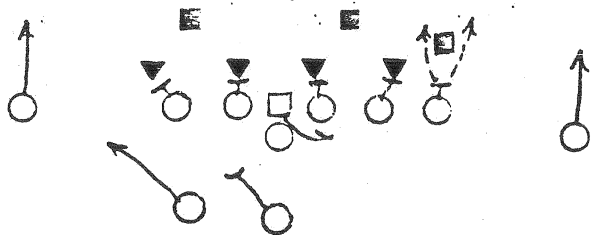
GUARDS on Tackles.
TACKLES on Ends.
CENTER take Mac.
"B" BACK take Buck.
"Y" take Stub - if Stub N/T run designated pattern.

77 Y SLOW PASS PROTECTION
(Brown Formation)



76
77 vs 44

76
77 vs 56

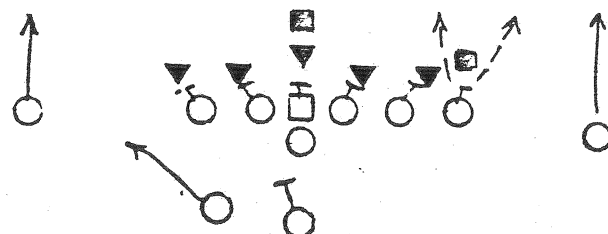
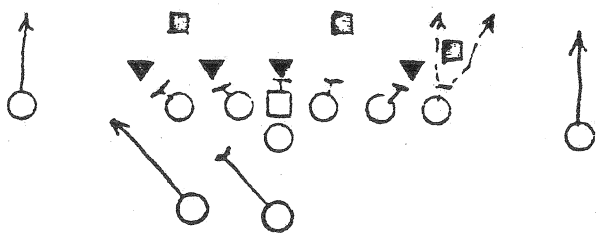


CENTER has option to call slide.

CENTER takes man head up
LT GUARD takes Mac.

76
77 vs 54

76
77 vs 51



CENTER takes Man head up.
RT GUARD takes Mac.

CENTER takes Man head up.
"B" BACK takes linebacker.



~~Left~~
RIGHT FORMATION
vs EVEN Man Line

GUARDS On Tackles.
TACKLES On Ends.
CENTER Take Mac - Mac N/T
check Stub.
"B" BACK Take Buck if N/T
check Stub.

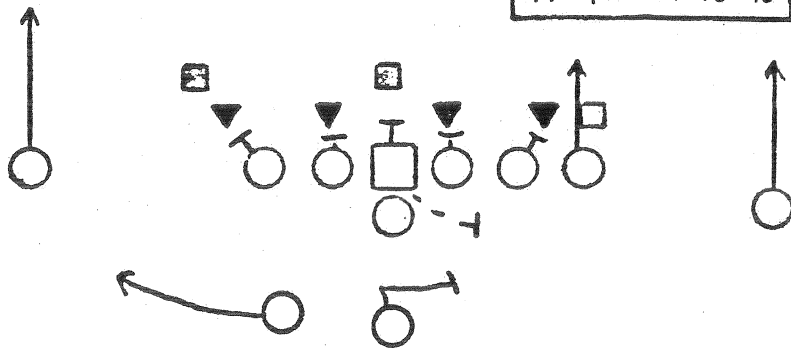
Picks up all combinations of
two man Red Dog.

⁷⁶
77/PASS SPECIAL PROTECTION
(Brown & Blue Formations)

4 man pattern

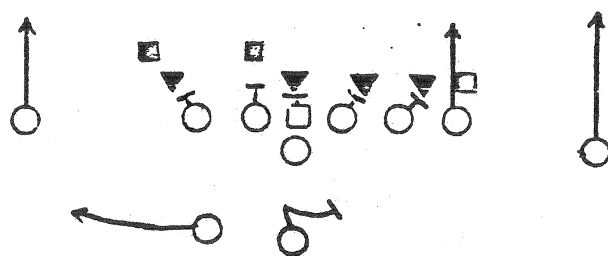
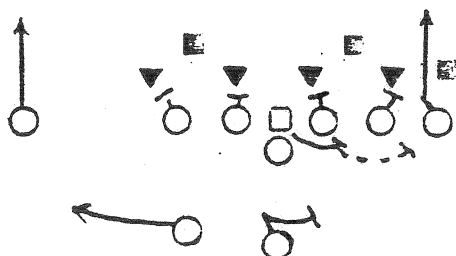
⁷⁶

77 Special vs 46



⁷⁶
77 Special vs 44

⁷⁶
77 Special vs 56

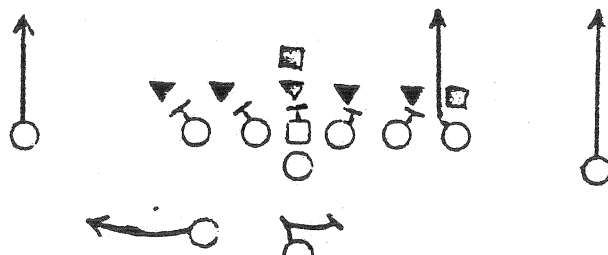
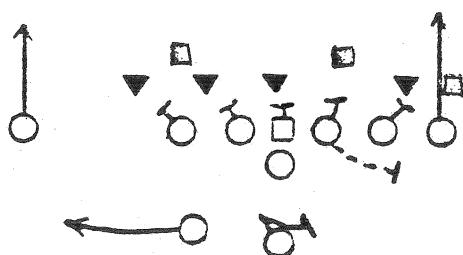


C Has option to call "Slide".

C Take man head up.
R.G./L.G. Take Mac, Mack N/T - help Center.

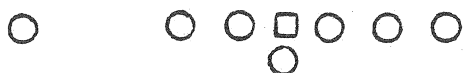
⁷⁶
77 Special vs 54

⁷⁶
77 Special vs 51



C Take man head up.
R.G. Take Mac, Mac N/T - check Stub.

C Take man head up.
"B" Take Buck, if N/T - check Stub.



BLUE RIGHT/Left
vs EVEN Man Line

GUARDS On Tackles.

TACKLES On Ends.

CENTER Take Buck.

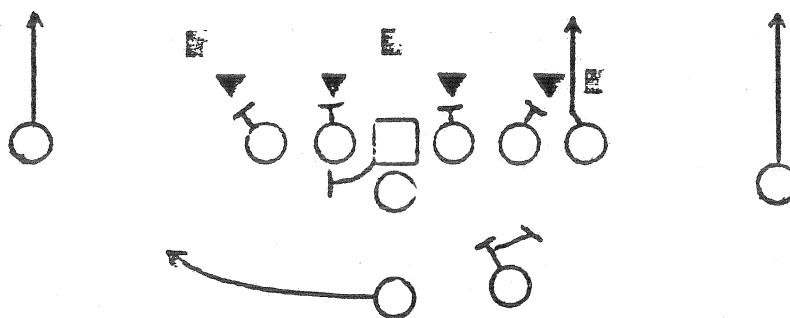
"B" BACK Take Mac, if Mac
N/T - check Stub.

This blocking does not
pick up combination of
Mac-Stub Red Dog.

73 PASS PROTECTION
(Blue Formation)

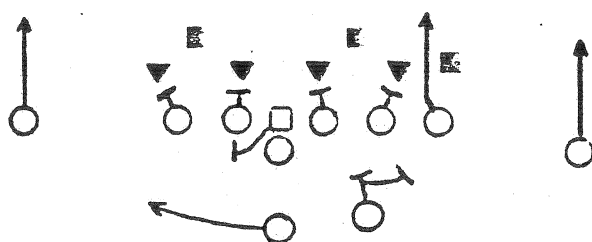
4 man pattern

72 vs 46

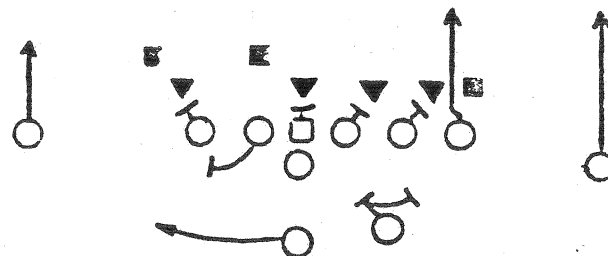


73/72 vs 44

73/72 vs 56



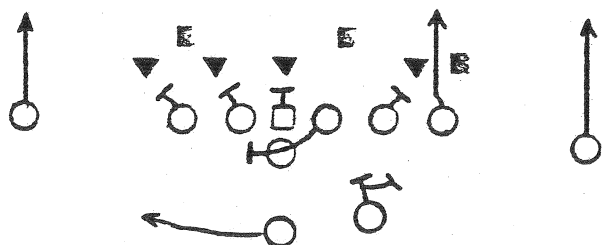
Has option to call "Slide".



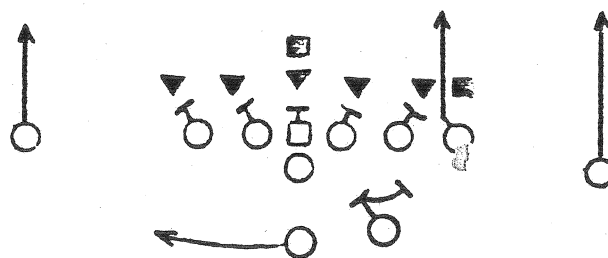
C
L.G. Take man head up.
Takes Buck.

73/72 vs 54

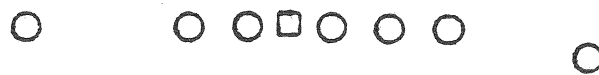
73/72 vs 51



C
R.G. Take man head up.
Takes Buck.



C
"B" Take man head up.
Take LB, -if N/T - check Stub.



BLUE RIGHT/Left
vs EVEN Man Line

GUARDS On Tackles.

TACKLES On Ends.

CENTER Take Mac, if Mac
N/T, check Stub.

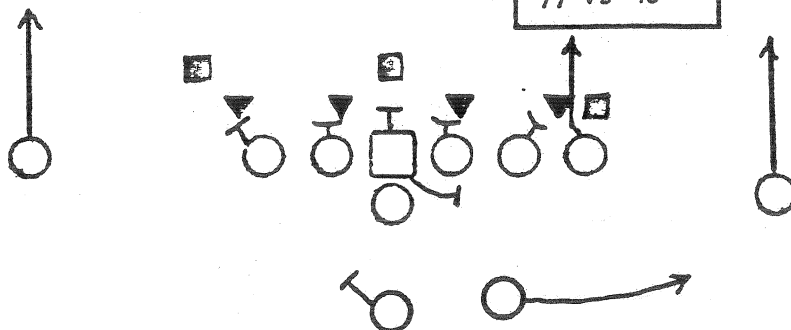
"B" Take Buck.

This blocking does not pick
up combination of Mac-Stub
Red Dog.

76/77 PASS PROTECTION
(Blue Formation)

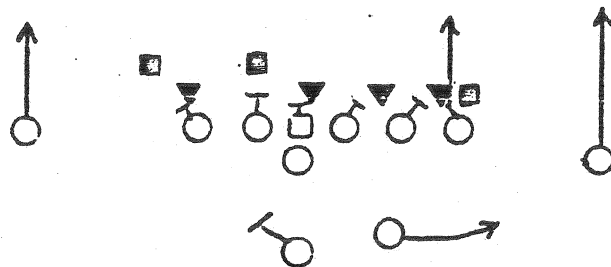
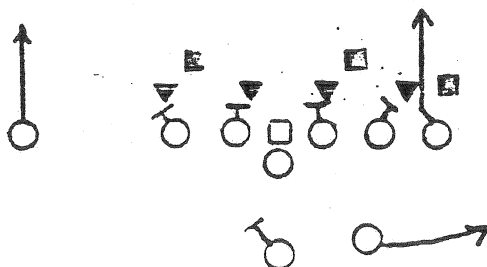
4 man pattern

76/
77 vs 46



77 vs 44

77 vs 56

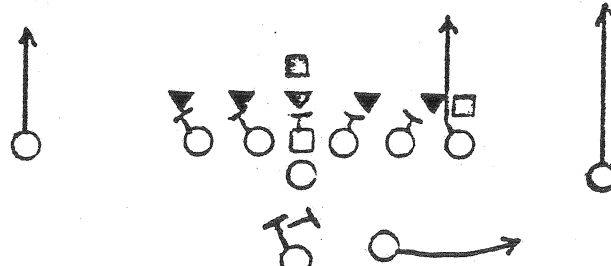
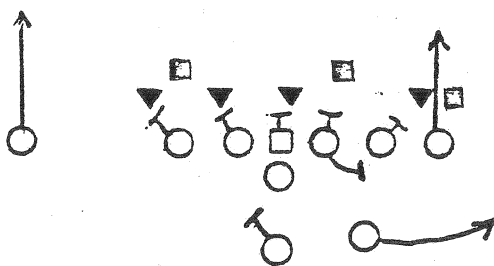


C Has option to call "Slide".

C Take man head up.
L.G. Take Mac, if Mac N/T - help Center.

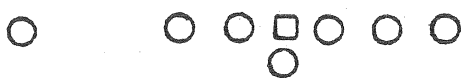
77 vs 54

77 vs 51



C Take man head up.
R.G. Take Mac, if Mac N/T - check Stub.

C Takes man head up.
"B" Takes LB, if N/T - check Stub.



BLUE RIGHT / Left
vs EVEN Man Line

78/ 79 PASS PROTECTION
(Blue Formation)

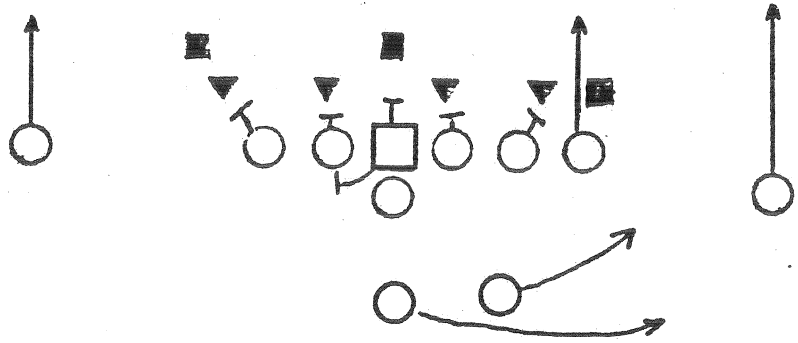
5 man pattern

78/ 79 vs 46

JARDS On Tackles.

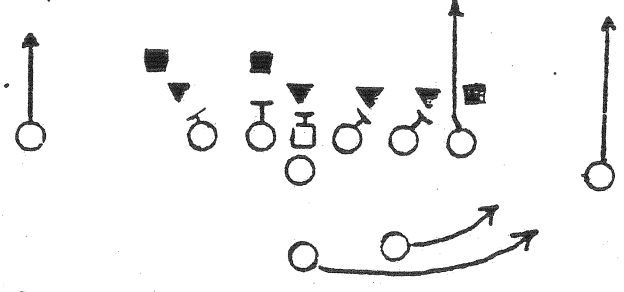
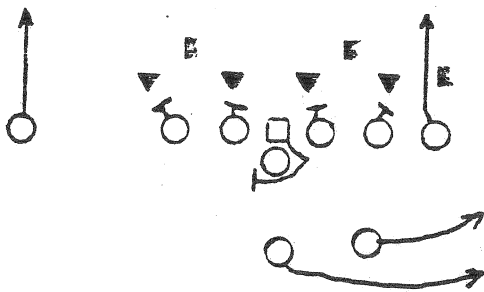
TACKLES On Ends.

CENTER On Mac, if Mac N/T
Check Buck.



78/ 79 vs 44

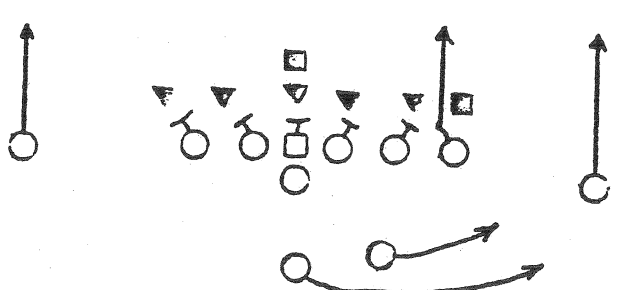
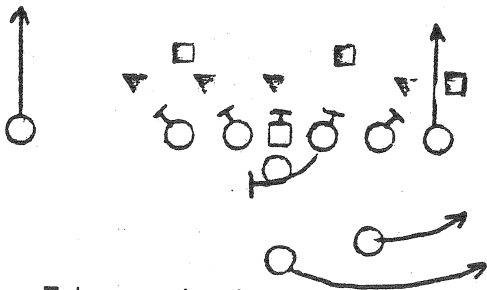
78/ 79 vs 56



C Take man head up.
L.G. Take Mac, if Mac N/T, check Buck.

78/ 79 vs 54

78/ 79 vs 51



C Take man head up.
R.G. Take Mac, if Mac N/T - check Stub.

M Blocking.

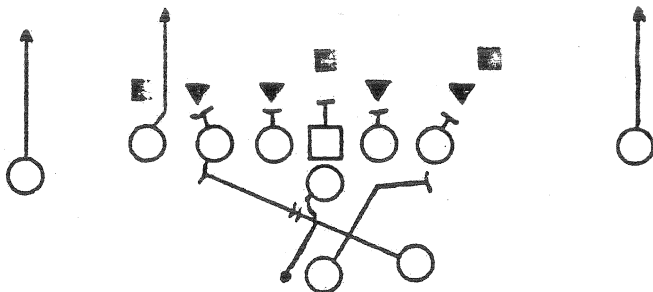


PLAY ACTION
PASSES

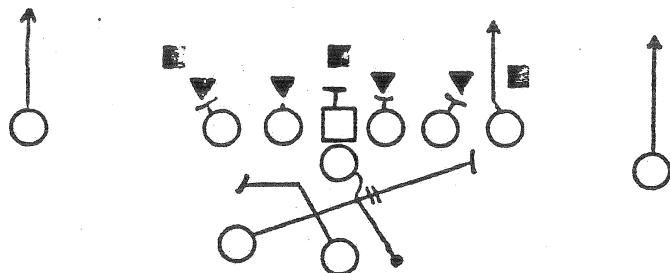
PLAY PASS PROTECTION:

Play pass will be run from a specific series for each formation.
All play pass protection is in the form of SEMI AGGRESSIVE BLOCKING.

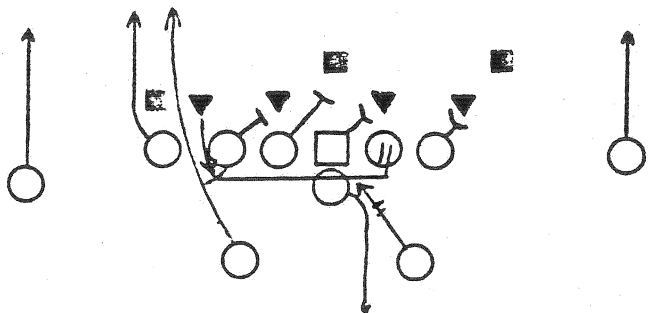
BROWN LEFT, PASS 46 FULL (Pattern)



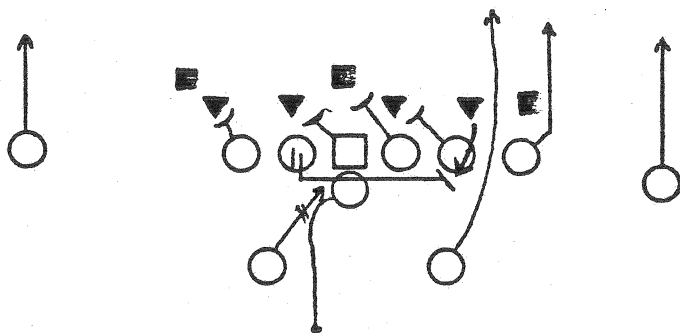
BROWN RIGHT, PASS 27 FULL (Pattern)



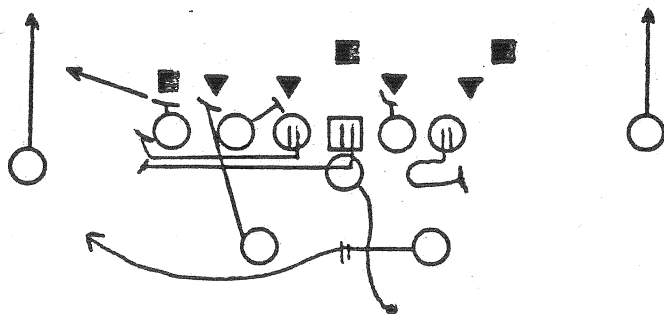
RED LEFT, PASS 44 FAST TRAP (Pattern)



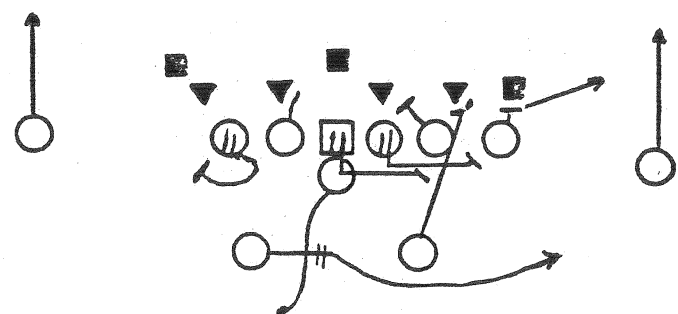
RED RIGHT, PASS 25 FAST TRAP (Pattern)



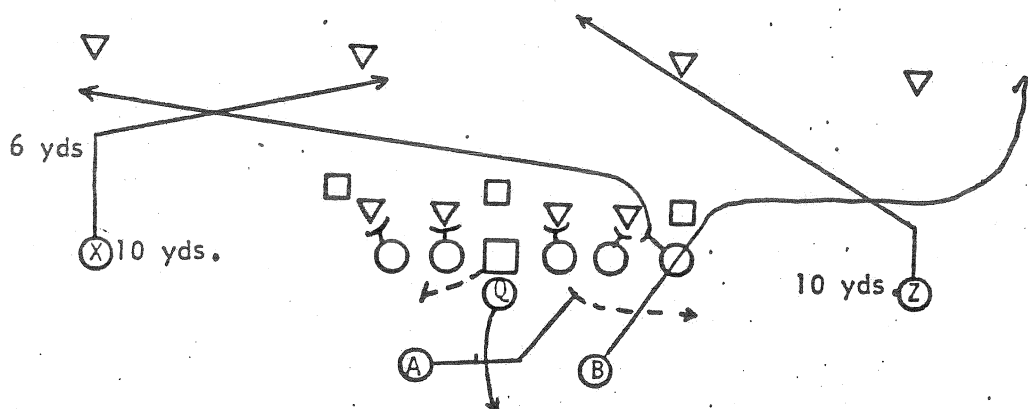
RED LEFT, PASS 48 BIM (Pattern)



RED RIGHT, PASS 29 BIM (Pattern)

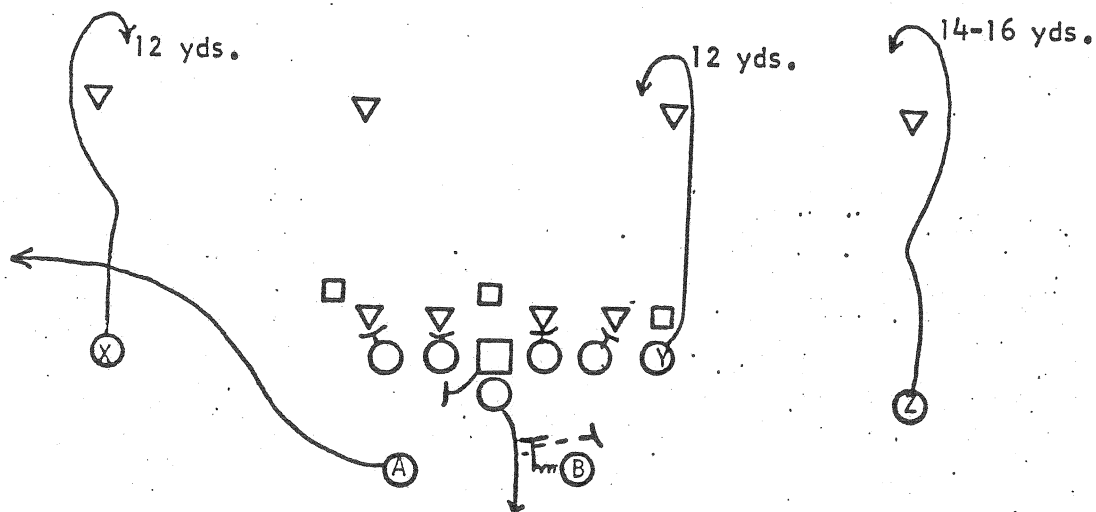


RED RIGHT PASS 27



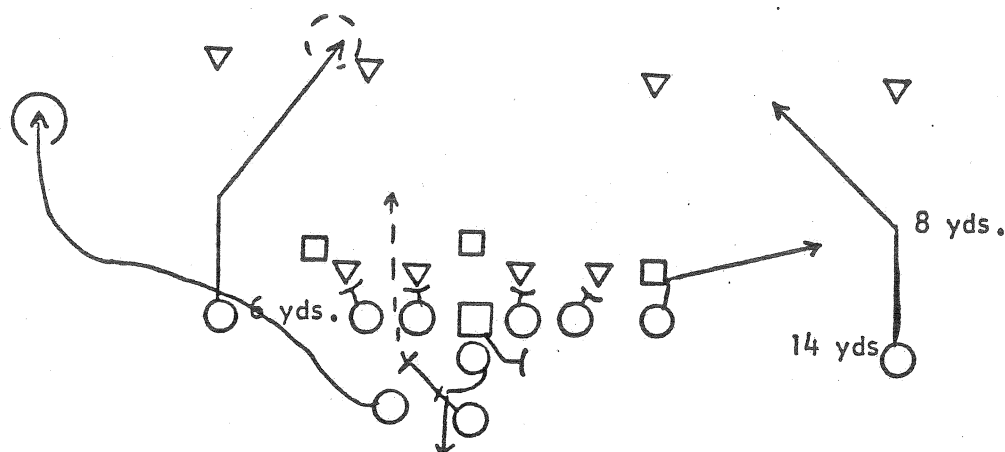
- QB Good fake to HB - roll slightly to your right - look for FB first.
A Good fake. Check MAC in 5 hole, MAC does not come - alert for STUB, check into the flat.
B Run directly at LB'er. As soon as you have beaten him, turn upfield staying to outside.
X Downfield approximately 6 yards - cut across - continue running across field.
Y Block down on LON for 1 count, slip off, come across alert for MAC & BUCK, do not get knocked off.
Z Cut down split, out-run LOU to goal pattern.

RED RIGHT - 72 WHIRL - FAKE DRAW



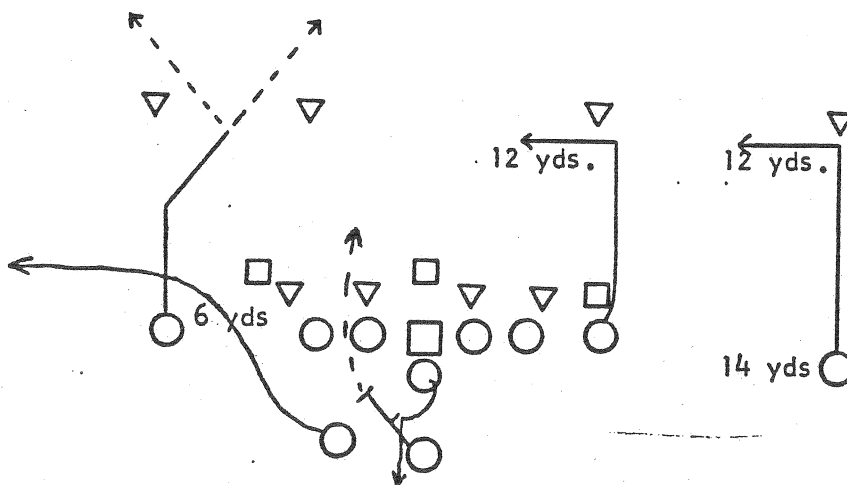
- QB Good vs. man for man or zone - Fake Draw to FB dropping back.
A Run Shoot pattern - alert for ball - occupy BUCK.
B Good fake - 72 pass protection.
X Run Whirl pattern.
Y Run Whirl pattern.
Z Run Whirl pattern.

BROWN RIGHT PASS 36



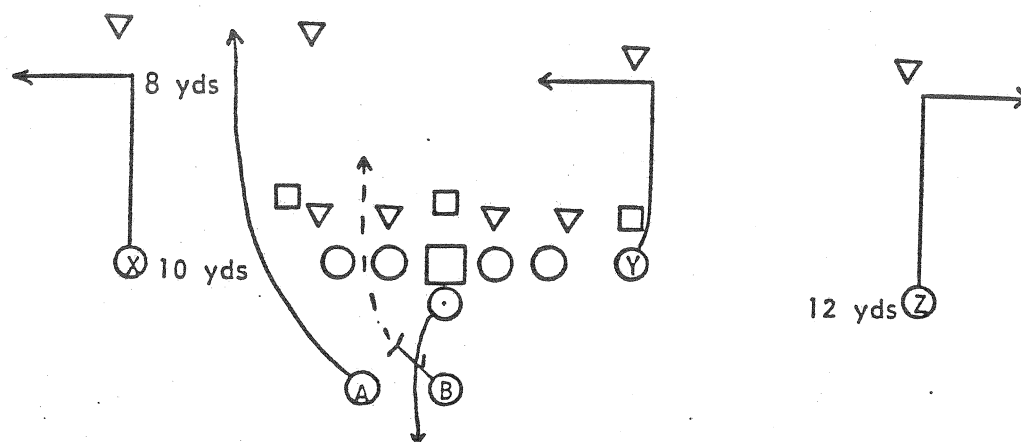
- QB Good fake, drop back to approximately 6 yds. and look for HB.
- A Run directly at LB'er as if to block him and run Shoot and Up pattern.
- B Good fake - take BUCK if he comes - checkdown.
- X Start directly downfield - alert as to position of JILL - keep JILL between you and HB.
- Y Hit into STUB and run Straight pattern.
- Z Good split - run Fast Goal pattern.

BROWN RIGHT 36 WHISK "X" OPTION



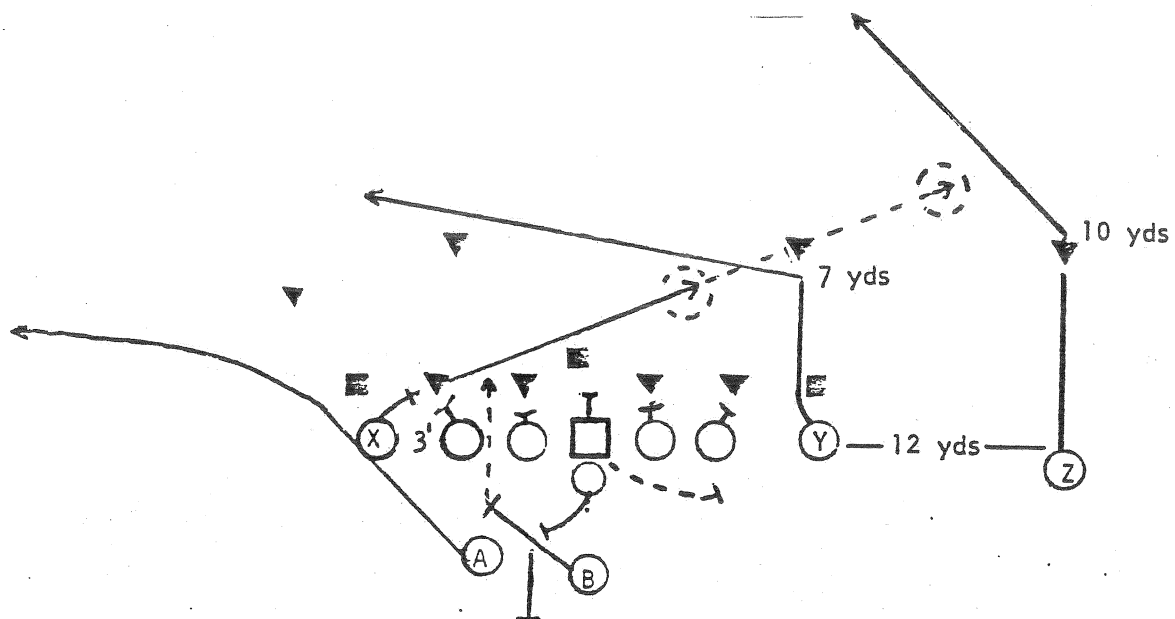
- QB Good fake to FB - drop back approximately 6 yds. - look for X as soon as possible.
- A Run directly at LB'er as if to block him and run Fan pattern.
- B Good fake - take BUCK if he comes - checkdown.
- X Run Goal or Corner pattern - according to positions of JILL and ROSE.
- Y Run In pattern - alert for ball.
- Z Run In pattern.

BROWN RIGHT - PASS 36 WOOD



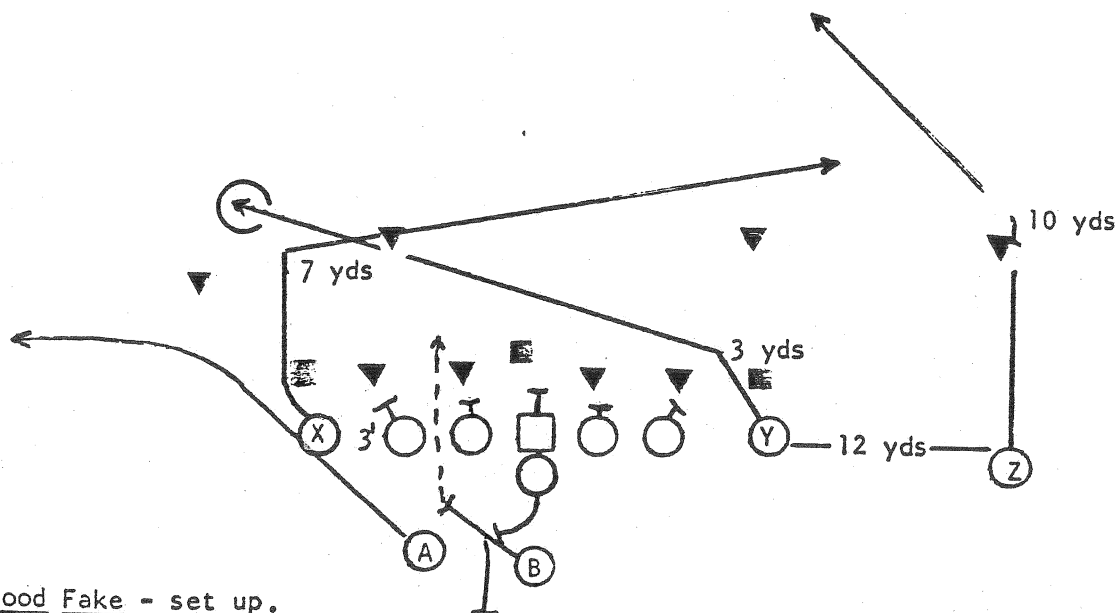
- QB Quick Fake and hit X.
A Run directly at LB as if to block him and run Circle pattern.
B Good Fake - take BUCK if he comes - checkdown.
X Run a Wood pattern at the depth designated.
Y Run In pattern.
Z Run Wood pattern.

BROWN RIGHT NEAR PASS 36 DOUBLE X



- QB Good Fake - set up.
A Run Shoot - Do not turn upfield.
B Good Fake - Buck N/T - Check Down.
X Brush Roy - continue over pattern - alert for ball & open area coming across.
Y Run Cross Pattern at 7 yds - alert for ball and position of Jill.
Z Goal Pattern - Alert for ball.

BROWN RIGHT NEAR PASS 36 X



- QB Good Fake - set up.
A Run Shoot - Do not turn upfield.
B Good Fake - take Buck - Buck does not come, checkdown.
X Outside Buck - Run Deep Slant Pattern at 7 yds - alert for ball coming across.
Y Over Pattern - coming across - alert for ball & open area.
Z Goal Pattern - alert for ball.

FORM: RED RIGHT

PASS BLOCKING vs ALL DEFENSES

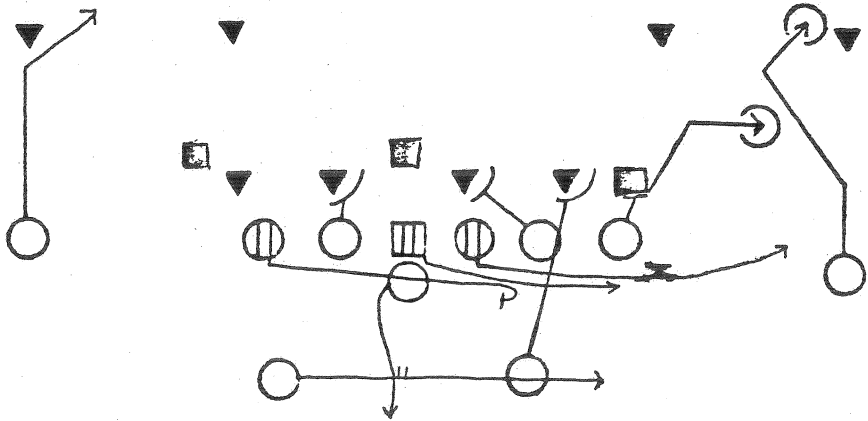
46

PLAY: PASS 29 / BIM

748

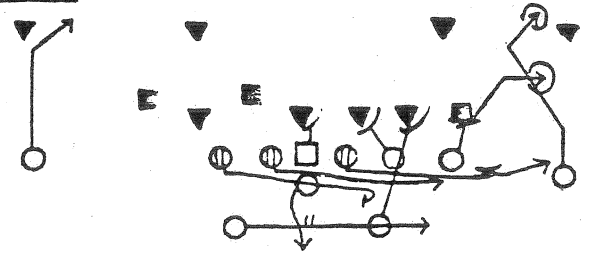
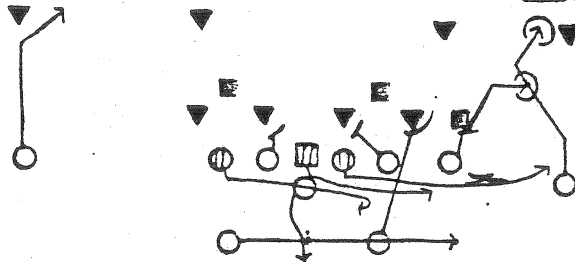
BLOCKING:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



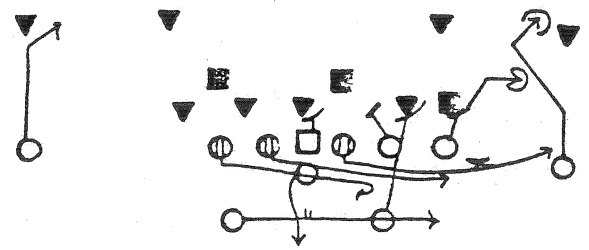
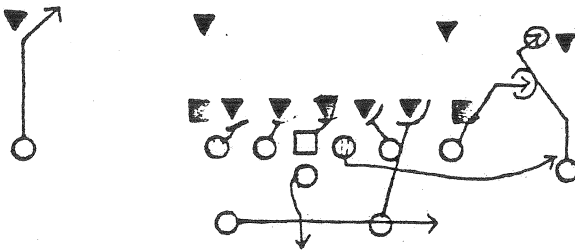
44

56

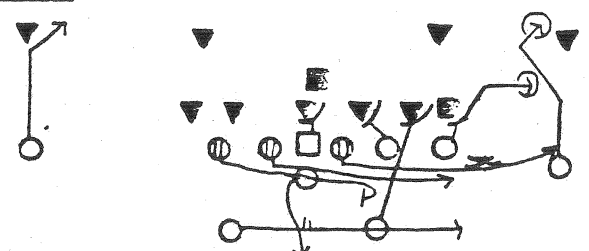
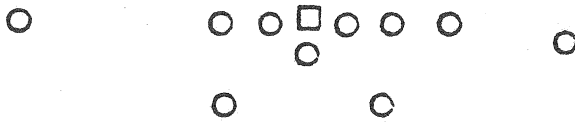


GAPS

54

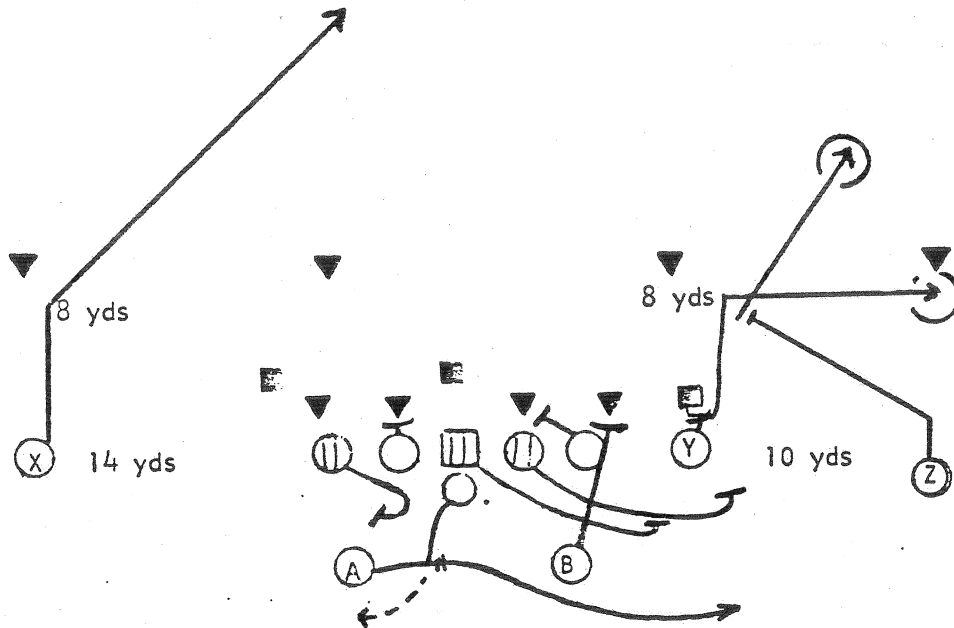


51



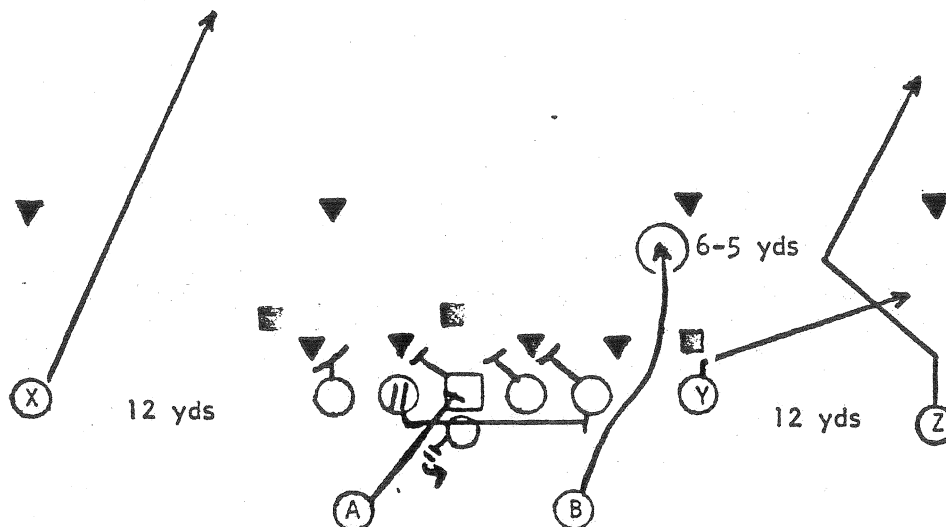
COACHING POINTS:

RED RIGHT - PASS 29 BIM OPTION



- QB Hand off & roll out to offside.
 A 29 Bim running action - keep in mind it is an option.
 B Bim block - do not allow LON to slip off.
 X Run a goal pattern.
 Y Delay approximately 2 counts - run an 8 yard drag - take a 3 yard split.
 Z Come down as if to block SAM - delay slightly & run corner pattern.

RED RIGHT - PASS 25 TRAP



- QB Good fake - raise immediately - hit at 5 yds.
 A Good fake - alert for MAC.
 B Directly at LON as if to block him - avoid him to outside and look for ball immediately - continue straight upfield - do not circle in.
 X Run between ROSE & JILL, occupy JILL.
 Y Hit into STUB - straight - alert for ball - take split.
 Z Come down as if to block SAM - delay slightly & run corner pattern.

FORMATION: Drawn Right

PASS BLOCKING vs ALL DEFENSES

46

PLAY: PASS 31 / DRAW X

BLOCKING: 30

1. Slide

2.

3.

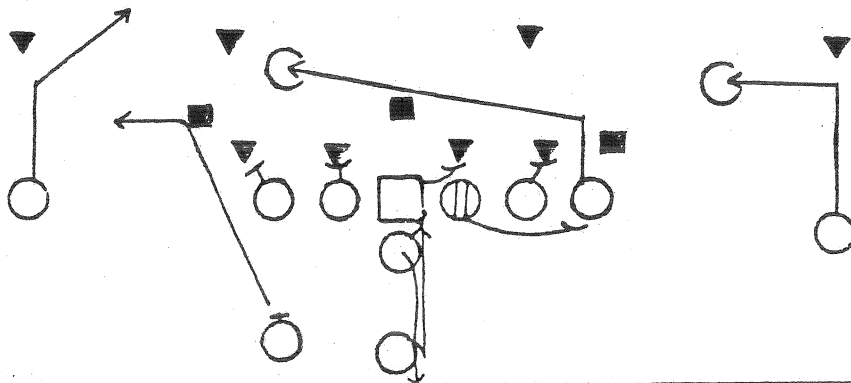
4.

5.

6.

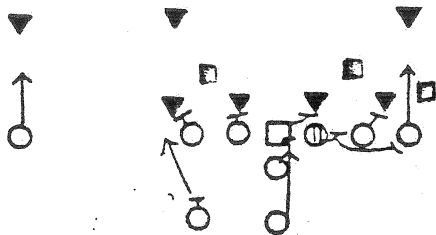
7.

8.



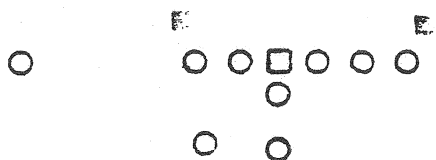
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56

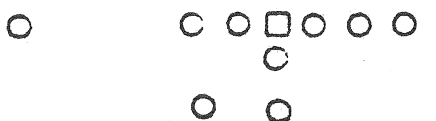


GAPS

54

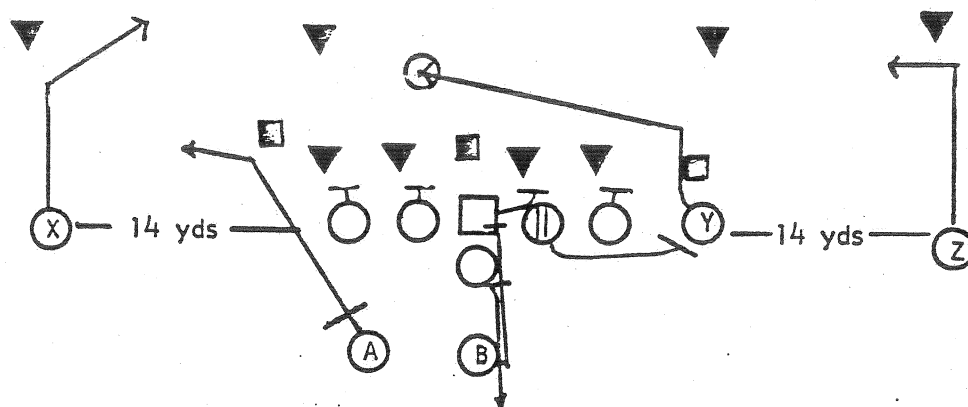


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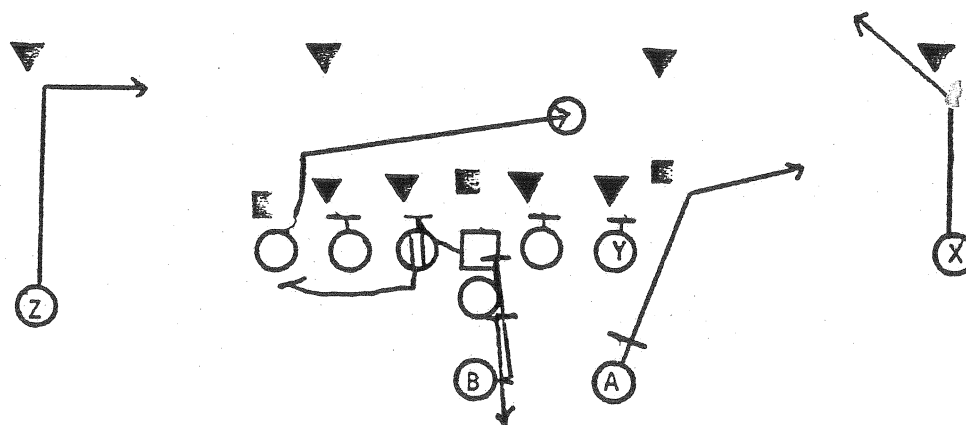
COACHING POINTS:

PASS 31 DRAW - X



- QB Fake 31 draw, drop back.
- A Check Buck N/T run shoot route.
- B Fake 31 draw, block Mac.
- X Run X Pattern.
- Y Run X Pattern.
- Z Run X Pattern.

PASS 30 DRAW - X



- QB Fake 31 draw, drop back.
- A Check Buck N/T run shoot route.
- B Fake 31 Draw, block Mac.
- X Run X Pattern.
- Y Run X Pattern.
- Z Run X Pattern.

FORMATION: Brown Right

46

PLAY: Pass 30/DRAWX

BLOCKING: 31

1. SLIDE

2.

3.

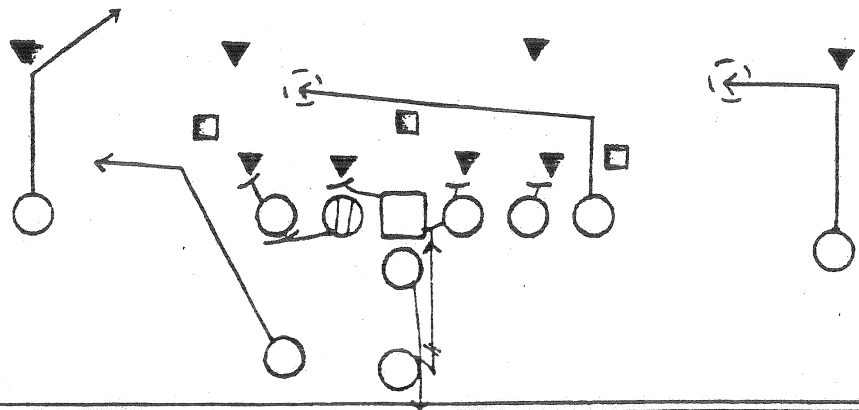
4.

5.

6.

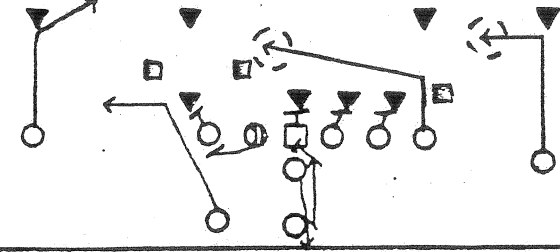
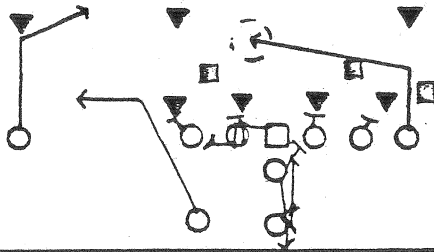
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8.



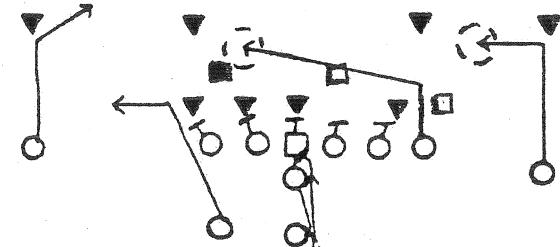
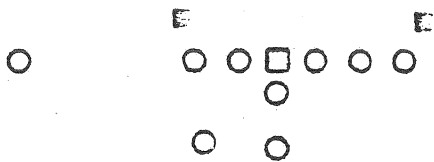
44

56

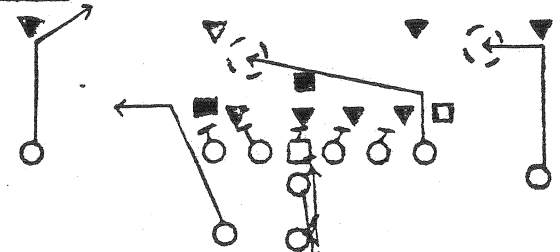
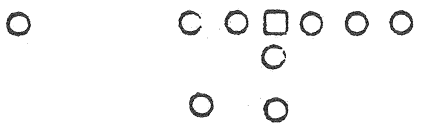


GAPS

54

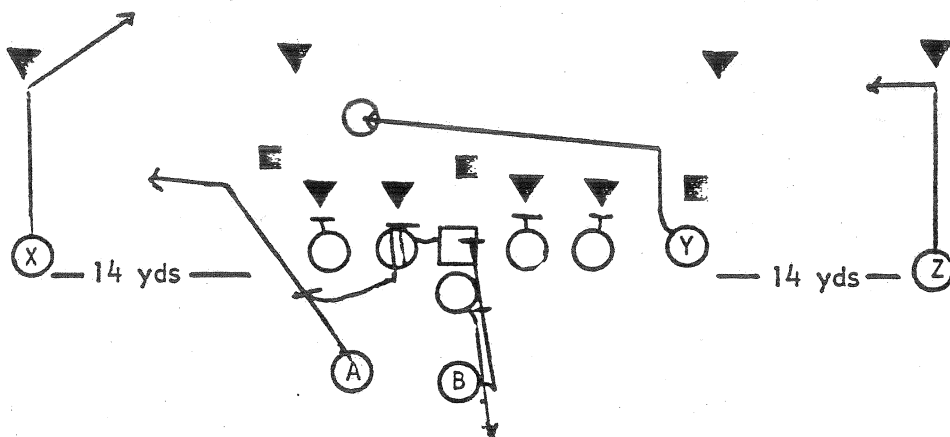


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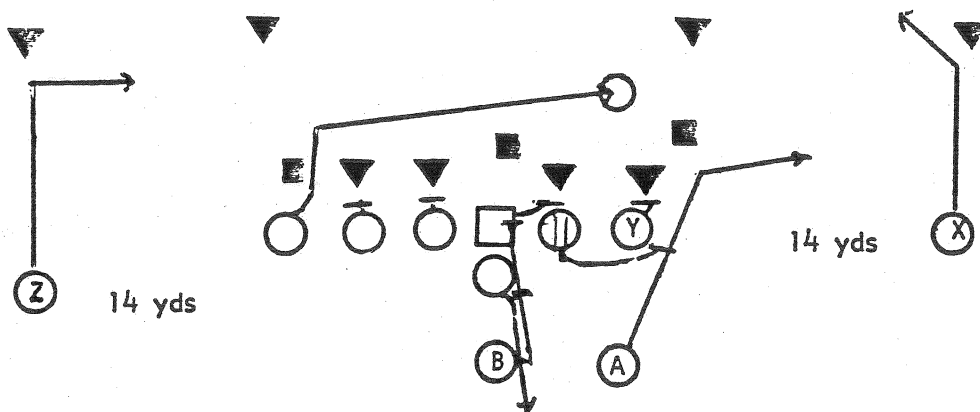
COACHING POINTS:

PASS 31 DRAW - X



<u>QB</u>	Fake 31 Draw, drop back.
<u>A</u>	Run shoot route.
<u>B</u>	Fake 31 Draw, block Mac.
<u>X</u>	Run X Pattern.
<u>Y</u>	Run X Pattern.
<u>Z</u>	Run X Pattern.

PASS 31 DRAW - X



<u>QB</u>	Fake 31 Draw, drop back.
<u>A</u>	Run shoot route.
<u>B</u>	Fake 31 Draw, block Mac.
<u>X</u>	Run X Pattern.
<u>Y</u>	Run X Pattern.
<u>Z</u>	Run X Pattern.

FORMATION: Brown Right

46

PASS: PASS 24/BALT DRAW

CLOCKING: 45

1. DRAW

2.

3.

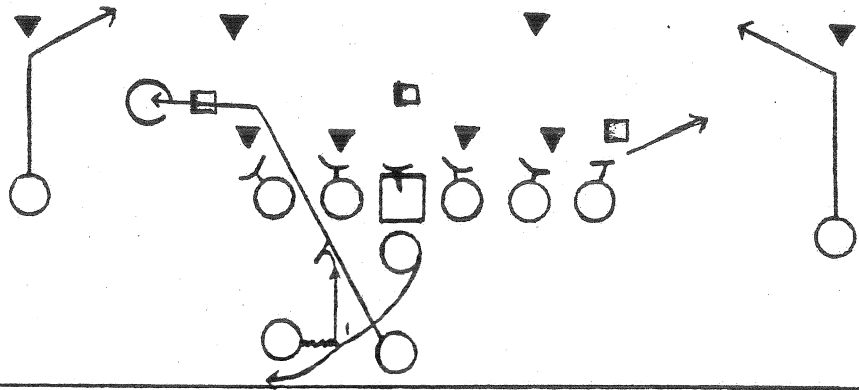
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5.

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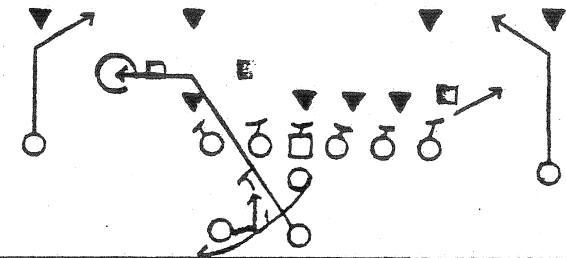
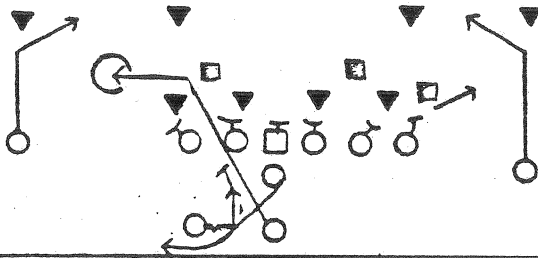
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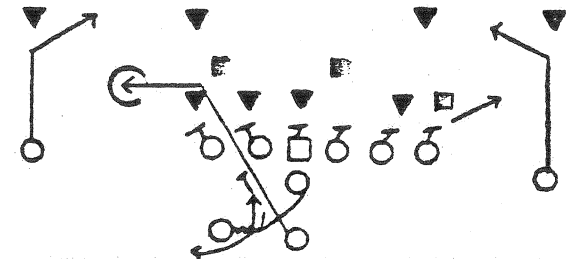
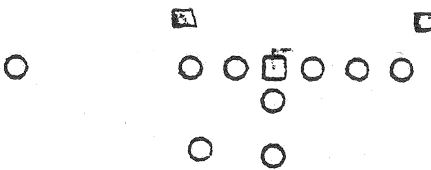
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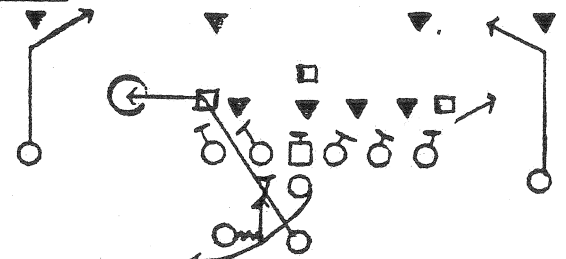
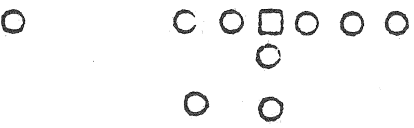


GAPS

54

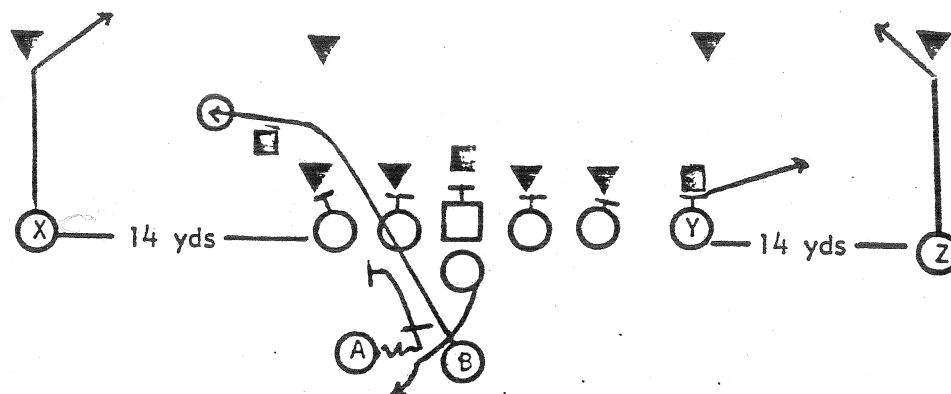


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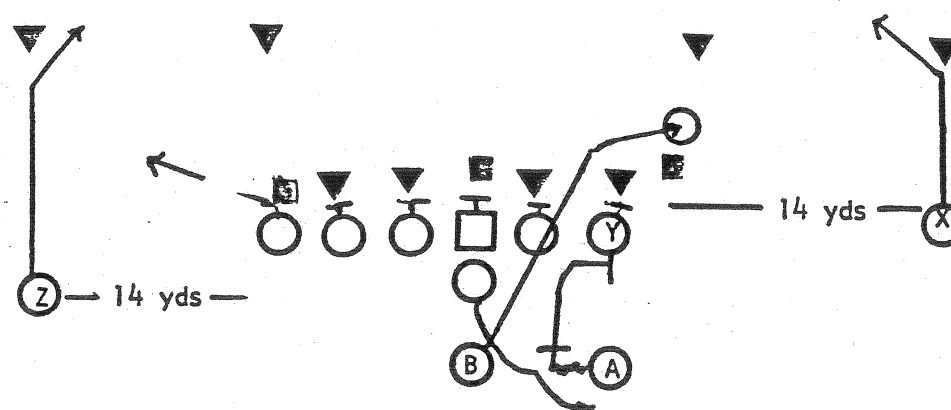
COACHING POINTS:

PASS 24 BALTIMORE DRAW



- QB Fake Baltimore Draw, Q8
- A Fake Baltimore Draw, Block Buck.
- B Fake Baltimore Draw, by pass Buck, run Fan routes.
- X Fast Goal
- Y Straight
- Z Goal

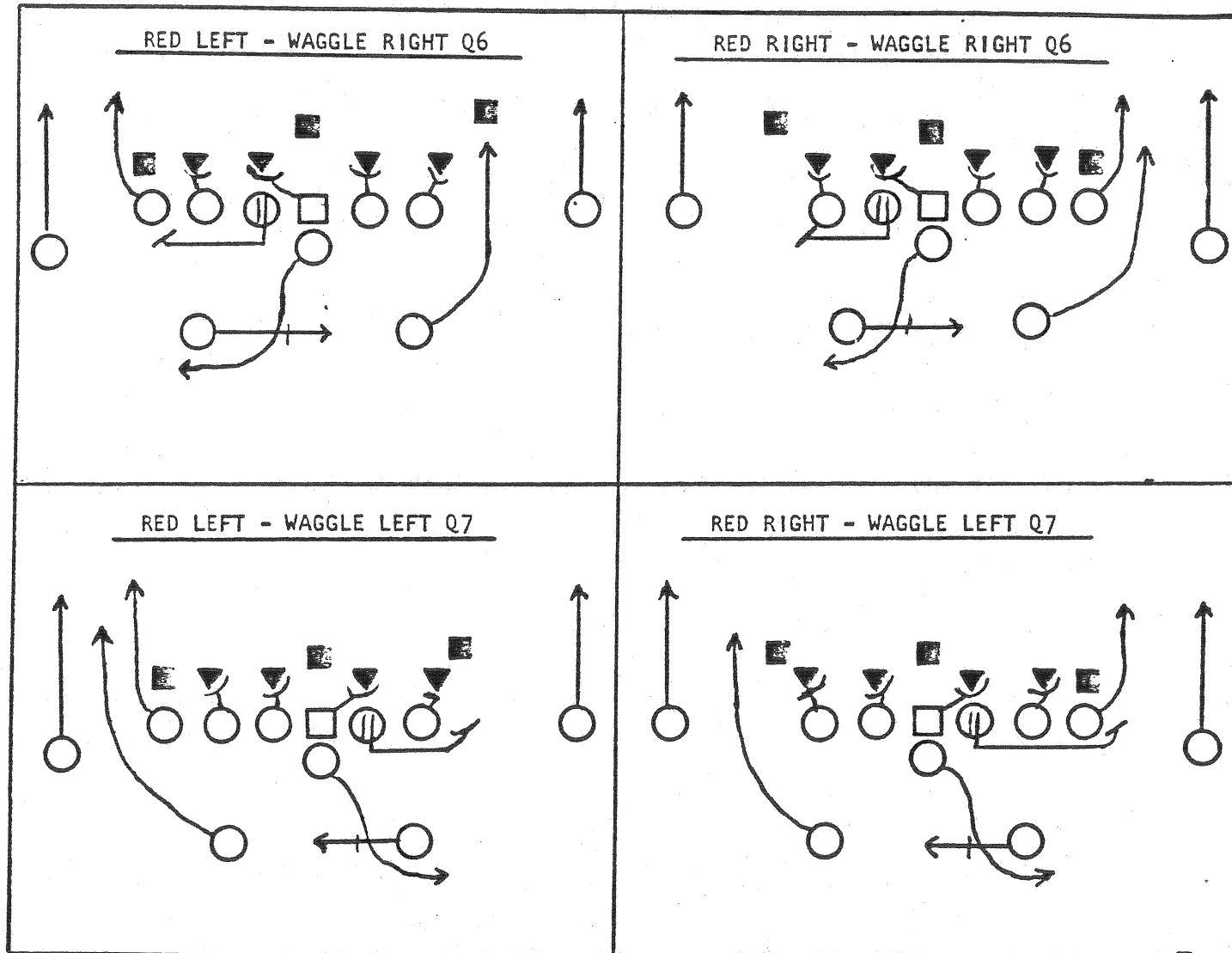
PASS 45 BALTIMORE DRAW



- QB Fake Baltimore Draw, Q9
- A Fake Baltimore Draw, Block Buck.
- B Fake Baltimore Draw, by pass Buck, run Fan routes.
- X Fast Goal
- Y Straight
- Z Goal

WAGGLE PROTECTION

Play action type protection, with slide blocking to the side of the call.



PLAY:

WAGGLE RIGHT Q6/Q7

BLOCKING:

1. SLIDE

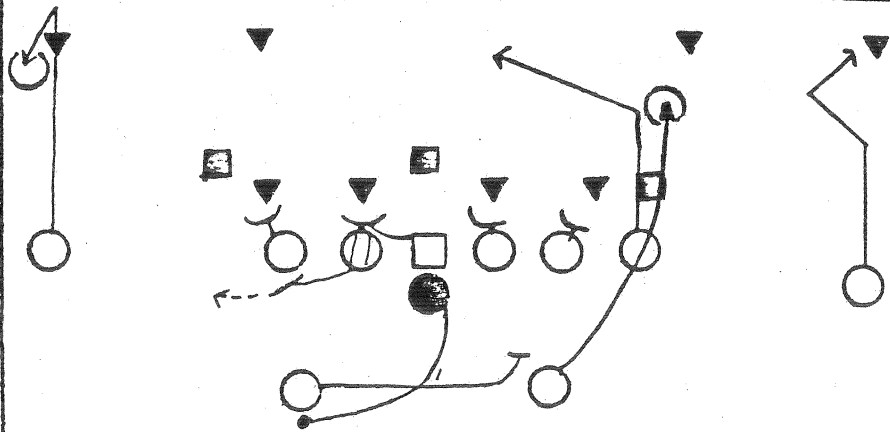
2.

3.

4.

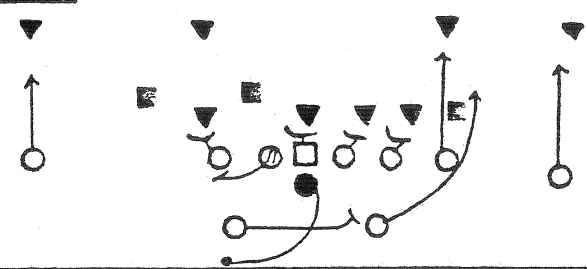
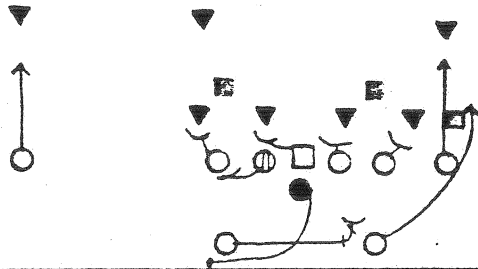
5.

6.



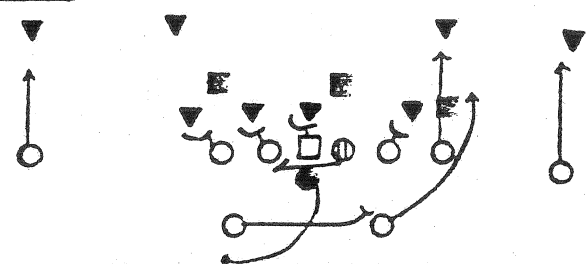
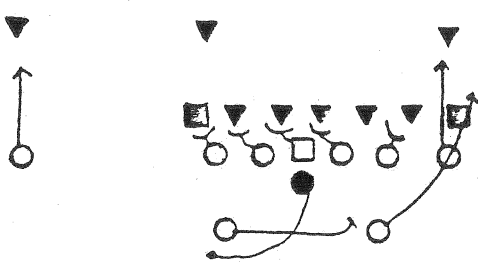
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56

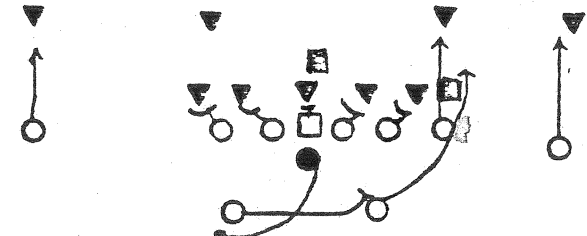
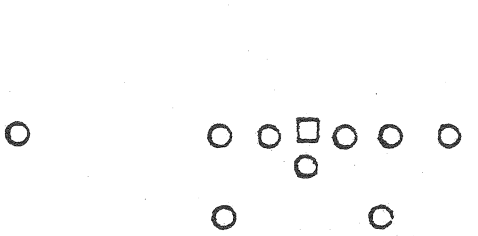


GAPS

54

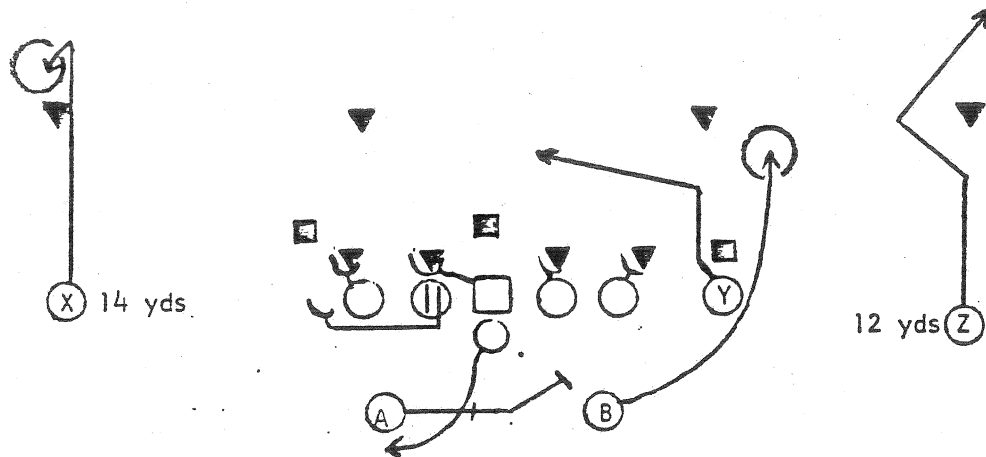


51



COACHING POINTS:

RED RIGHT - WAGGLE RIGHT Q6



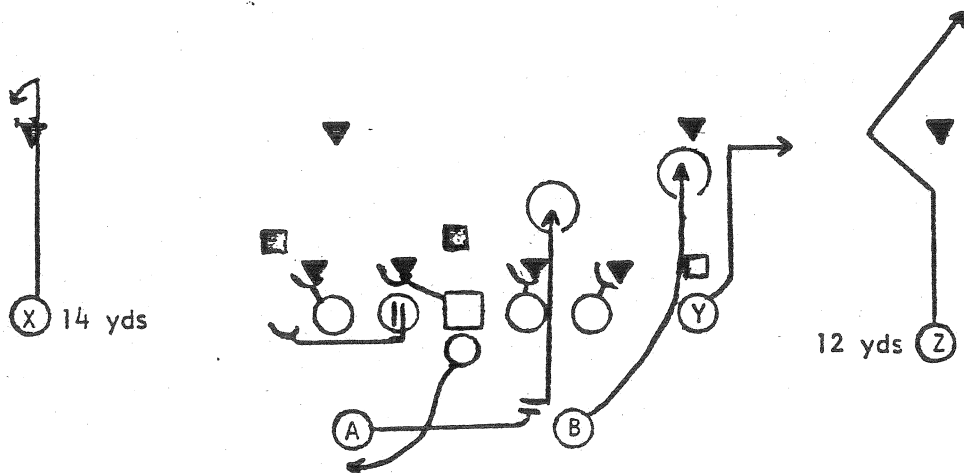
LINEMEN

A
B
X
Y
Z

Waggle Q6 protection.
Fake 29 Bim. Block MAC or STUB.
Fake 29 Bob. Run Sky route.
Run Comeback Out route.
Run Cross route.
Run Corner route.

RED RIGHT - WAGGLE RIGHT Q6

A-CHECK DOWN

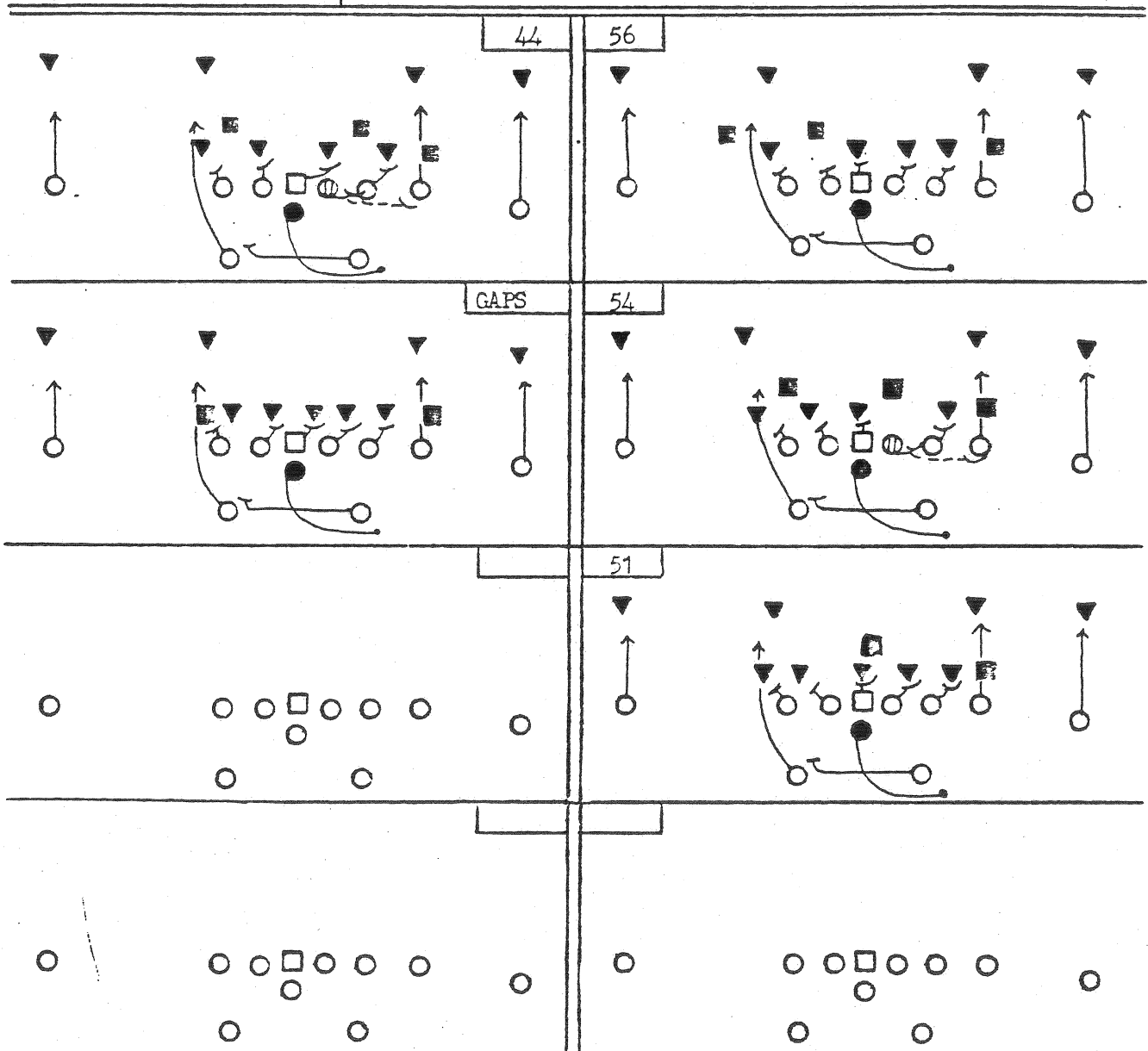
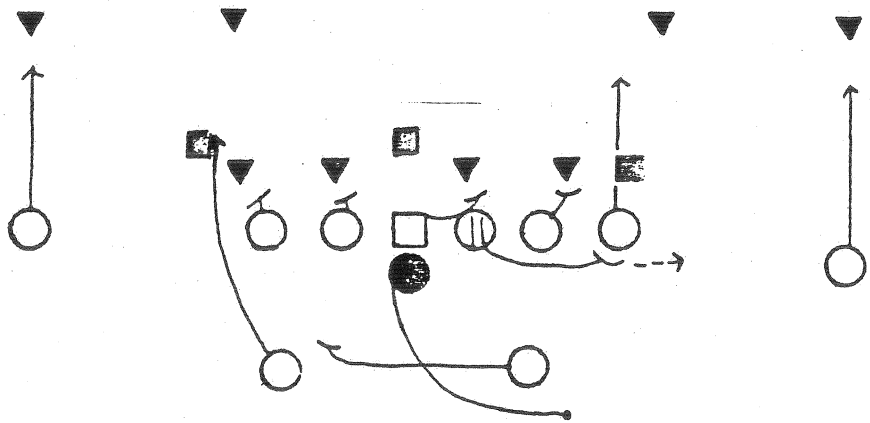


LINEMEN

A
B
X
Y
Z

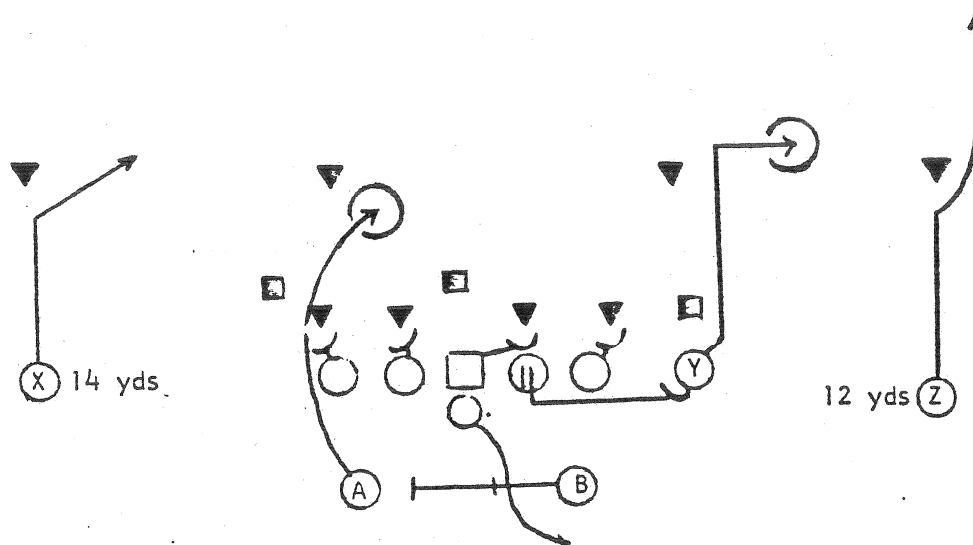
Waggle Q6 protection.
Fake 29 Bim. Block MAC or STUB and run Check Down.
Fake 29 Bob. Run Sky route.
Run Comeback Out.
Run Drag Route.
Run Corner Route.

6.



Page # PA. #31

RED RIGHT - WAGGLE LEFT, Q7

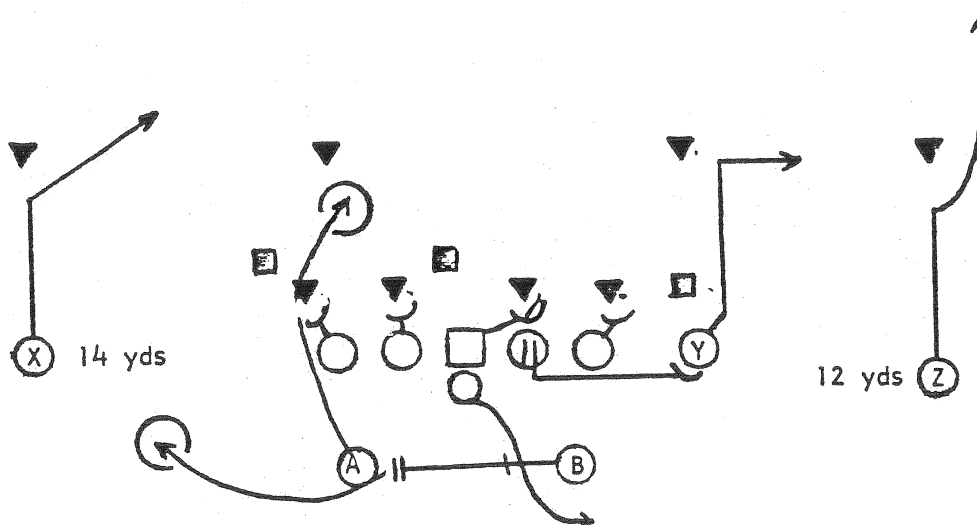


LINEMEN

A
B
X
Y
Z

Waggle Q7 protection.
Run Circle Cross route.
Fake 48 Bim. Block MAC or BUCK.
Run Goal route.
Run Deep Drag route.
Run Up route.

RED RIGHT - WAGGLE LEFT, Q7
B CHECK FLARE



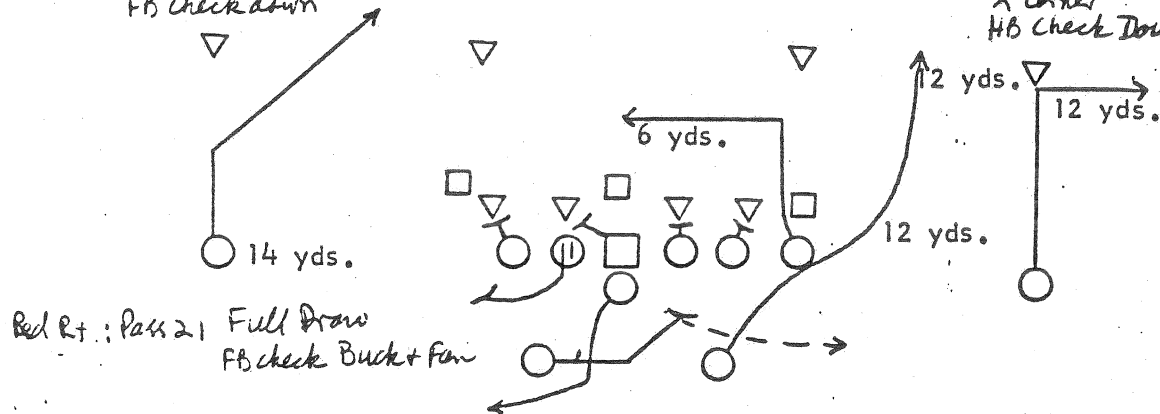
LINEMEN

A
B
X
Y
Z

Waggle Q7 protection.
Run Circle Cross route.
Fake 48 Bim. Block MAC or BUCK N/T run Check flare.
Run Goal route.
Run Deep Drag route.
Run Up route.

Left: 1 short steel
(x?) (B) 1 stop
2 short out
FB check down

- Q7: X Short Out
X Fast Goal
X Corner
HB Check Down



Red R+; Pass 21 Full Draw
FB check Buck + Fan

- QB Fake to HB, roll to a spot slightly inside of offensive tackle,
look for FB immediately.
- A Good fake - check MAC in 5 hole, MAC does not come - alert for STUB,
check into flat.
- B Directly at LB'er, be sure not to get detained, get to a point
equidistant from Y & Z - look for ball.
- X Run a Fast Goal pattern - alert for ball.
- Y Run an In pattern as soon as SAM has you come across field and look for ball.
- Z Run an Out pattern - be alert for ball.

A diagram of a golf hole layout. At the top, four inverted triangles are spaced across the width. On the left, a circle is connected to a horizontal line segment labeled "5 yds." and a vertical line segment labeled "14 yds." pointing down. In the center, a cluster of symbols includes circles, squares, and triangles, with a "6 yds." label and arrows indicating distances between them. On the right, a circle is connected to a horizontal line segment labeled "12 yds." pointing right. A curved arrow starts from the central area and points towards the top right. A dashed line with an arrow points from the bottom center towards the right.

QB Quick fake - hit X immediately.

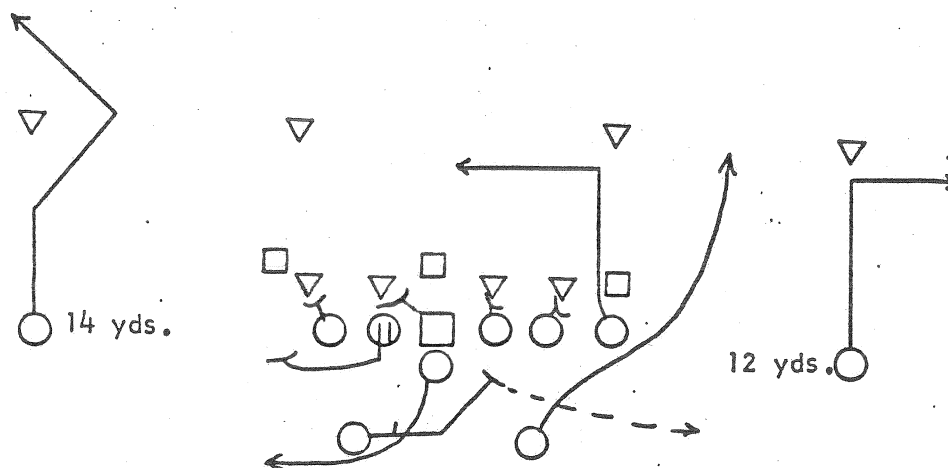
- A Good fake - check MAC in 5 hole, MAC does not come - alert for STUB,
check into flat.
- B Directly at LB'er, be sure not to get detained, get to a point
equidistant from Y & Z - look for ball.
- X Run Short Out pattern at 5 yards.
- Y Run an In pattern as soon as SAM has you come across field and look for ball.
- Z Run an Out pattern - be alert for ball.

QB Fake to HB, roll to a spot slightly inside of offensive tackle, hit HB.
A Good fake, check MAC & STUB, wait for a 3 count checkdown.
B Run a Circle pattern - take MAC with you.
X Fast Goal pattern - alert for ball.
Y Run a Steel pattern.
Z Run an Up pattern.

A diagram of a golf hole layout. It features a green with several traps marked by inverted triangles. A path leads from a circle (tee) to a square (bunker) and then to a circle (hole). Distances are marked: 14 yds. from the tee to the bunker, 6 yds. from the bunker to the hole, and 8 yds. from a square bunker to a circle bunker. A curved arrow indicates a shot from a circle bunker to a square bunker, and another curved arrow indicates a shot from a circle bunker to a circle bunker. A long curved arrow points from a circle bunker to a square bunker, labeled 12 yds. A straight arrow points from a circle bunker to a square bunker, labeled 8 yds. A straight arrow points from a circle bunker to a square bunker, labeled 6 yds. A straight arrow points from a circle bunker to a square bunker, labeled 14 yds.

QB Good fake, roll to a spot slightly inside offensive tackle, hit HB in flat.
A Good fake - run a Trail pattern.
B Directly at LB'er, be sure not to get detained, get to a point equidistant from Y & Z - look for ball.
X Run a Fast Goal pattern - alert for ball.
Y Run an In pattern as soon as SAM has you come across field and look for ball.
Z Run an Up pattern.

RED RIGHT, WAGGLE RIGHT Q6 - X CORNER



Linemen - Q6 protection.

QB Good fake to HB, toll to a spot slightly inside offensive tackle - look for X.

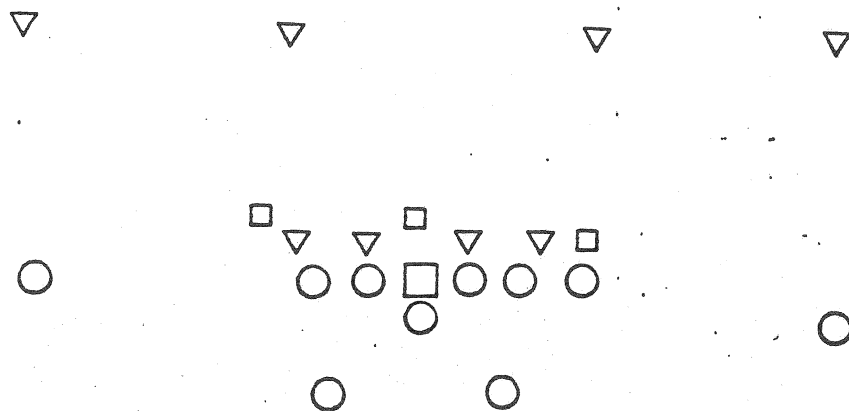
A Good fake - check MAC in 5 hole, MAC does not come - alert for STUB, check into flat.

B Directly at LB'er, be sure not to get detained, get to a point equidistant from Y & Z - look for ball.

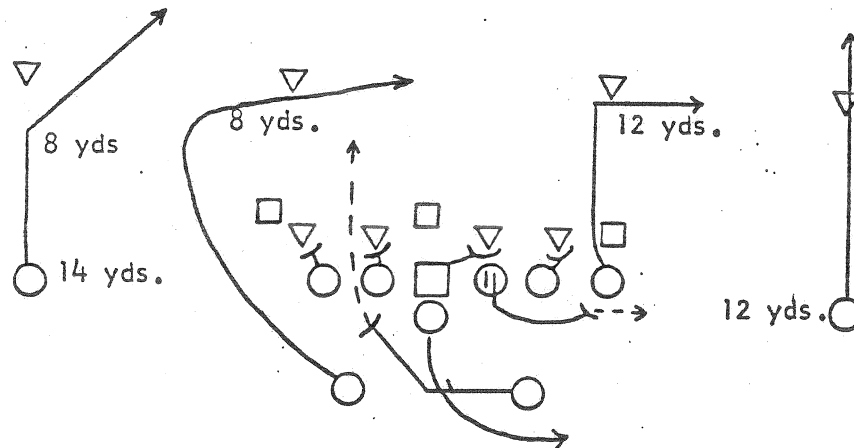
X Run Corner pattern - alert as to position of ROSE & JILL.

Y Run an In pattern as soon as SAM has you come across field and look for ball.

Z Run an Out pattern - and be alert for ball.



RED RIGHT, WAGGLE LEFT Q7 - STEEL



Linemen - waggle Q7 protection.

QB Good fake to FB, roll out behind offensive tackle.

A Run Circle Cross pattern.

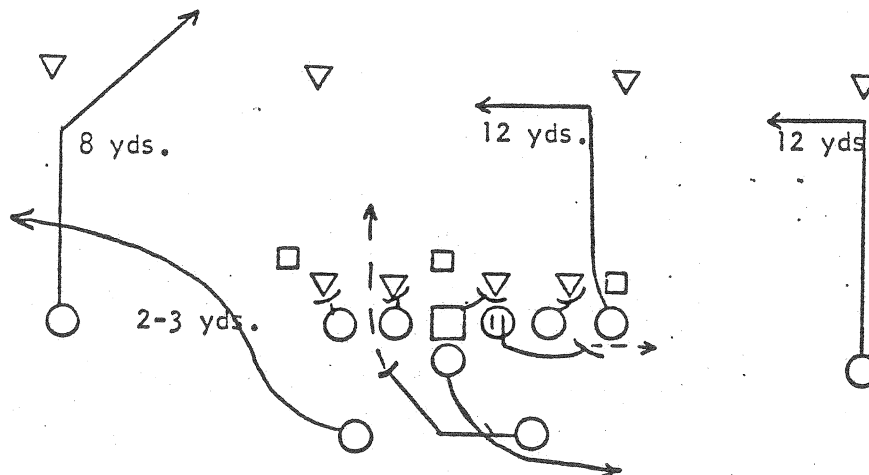
B Good fake, check MAC & BUCK - run checkdown.

X Fast Goal pattern.

Y Run Steel pattern - alert for ball.

Z Up pattern.

RED RIGHT, WAGGLE LEFT, Q7 - DOUBLE SPONGE



Linemen - waggle Q7 protection.

QB Good fake to FB, roll out behind offensive tackle.

A Run directly at LB'er, run Shoot pattern.

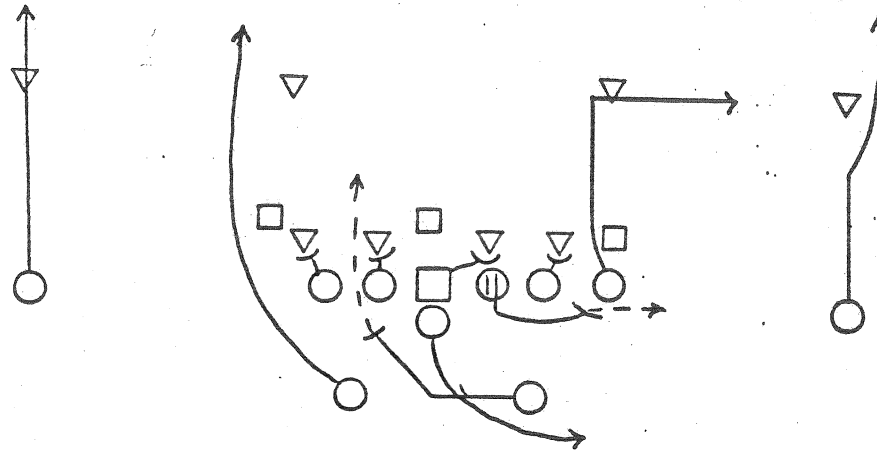
B Good fake - check MAC & BUCK - checkdown.

X Fast Goal pattern.

Y Run In pattern.

Z Run In pattern.

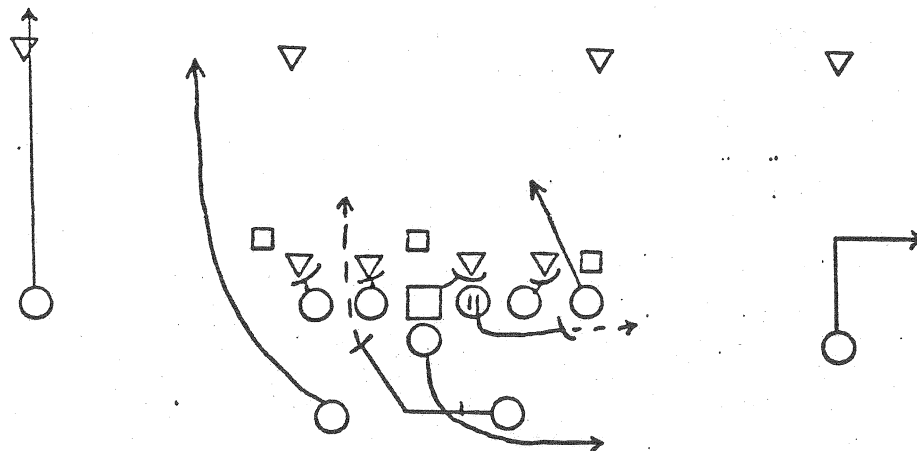
RED RIGHT WAGGLE LEFT Q7 - FB CHECKDOWN



Linemen - waggle Q7 protection.

- QB Good fake - roll behind offensive tackle.
- A Run a Circle pattern - clear MAC out of area.
- B Good fake - wait for 3 count - checkdown.
- X Up pattern.
- Y Steel pattern.
- Z Up pattern.

RED RIGHT WAGGLE LEFT Q7 - Z SHORT OUT

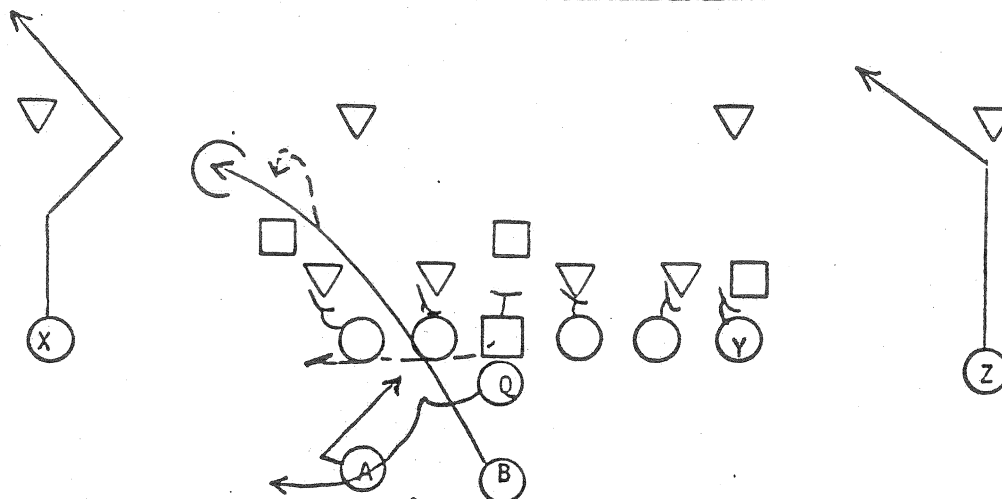


Linemen - waggle Q7 protection.

- QB Good fake - roll behind offensive tackle.
- A Run a Circle pattern - clear MAC out of area.
- B Good fake - wait for 3 count - checkdown.
- X Up pattern.
- Y Run Lookie.
- Z Run Short Out.

FORM: Brown Right

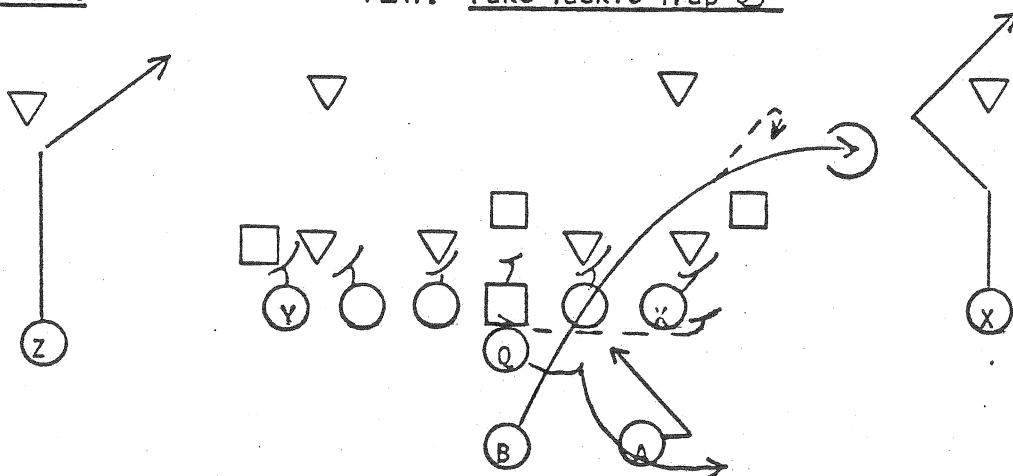
PLAY: Fake Tackle Trap Q8



Q8 - Fake Tackle Trap key Buck
 A - Alert Buck Dog - Fake Tackle Trap
 B - Release Inside end - key Buck - run Fan or Fan Hook pattern
 X - Fake hard fast Goal Pattern - Run corner
 Y - Slow Block Stub
 Z - Run Goal Pattern
 Linemen - Block Q8

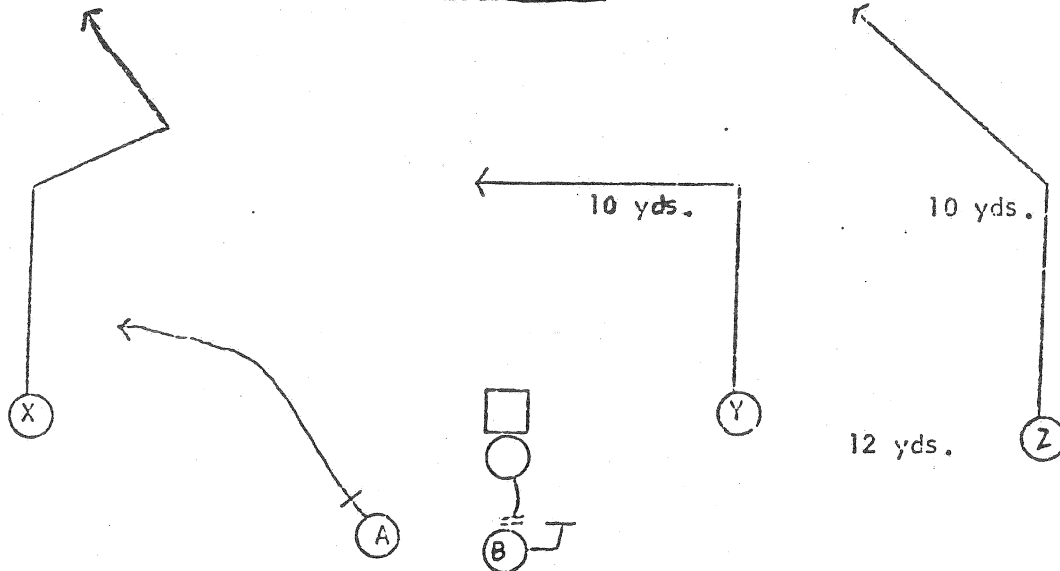
FORM: Brown Left

PLAY: Fake Tackle Trap Q9



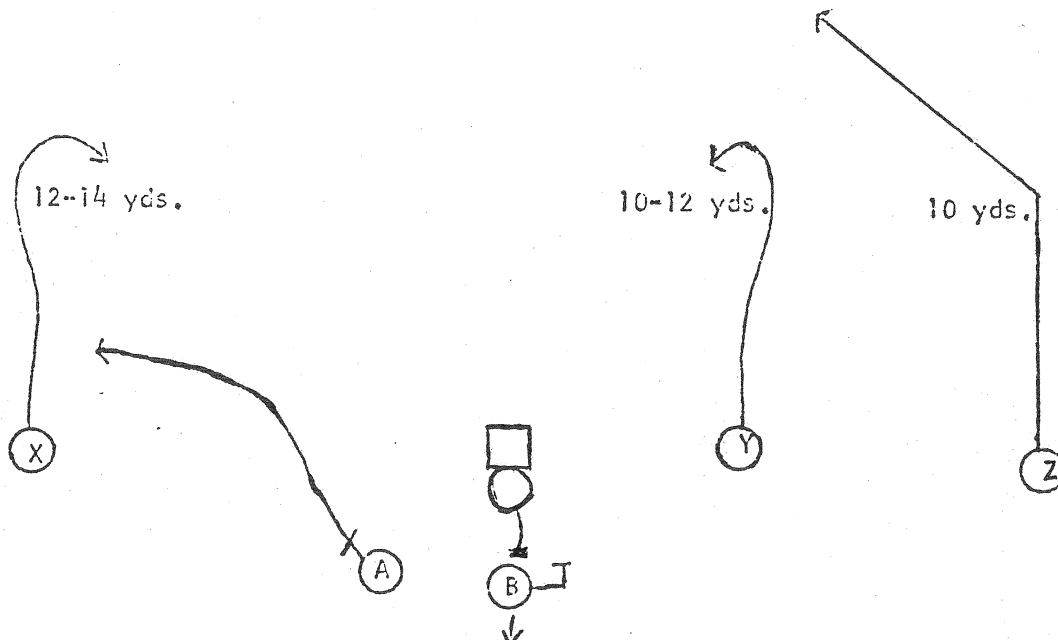
Q9 - Fake Tackle Trap - Key Buck
 A - Alert Buck Dog - Fake Tackle Trap
 B - Release Inside End - Key Buck - Run Fan or Fan Hook Pattern
 X - Fake hard fast Goal Pattern - Run corner
 Y - Slow Block Stub
 Z - Run Goal Pattern
 Linemen - Block Q9

PASS 31 DRAW



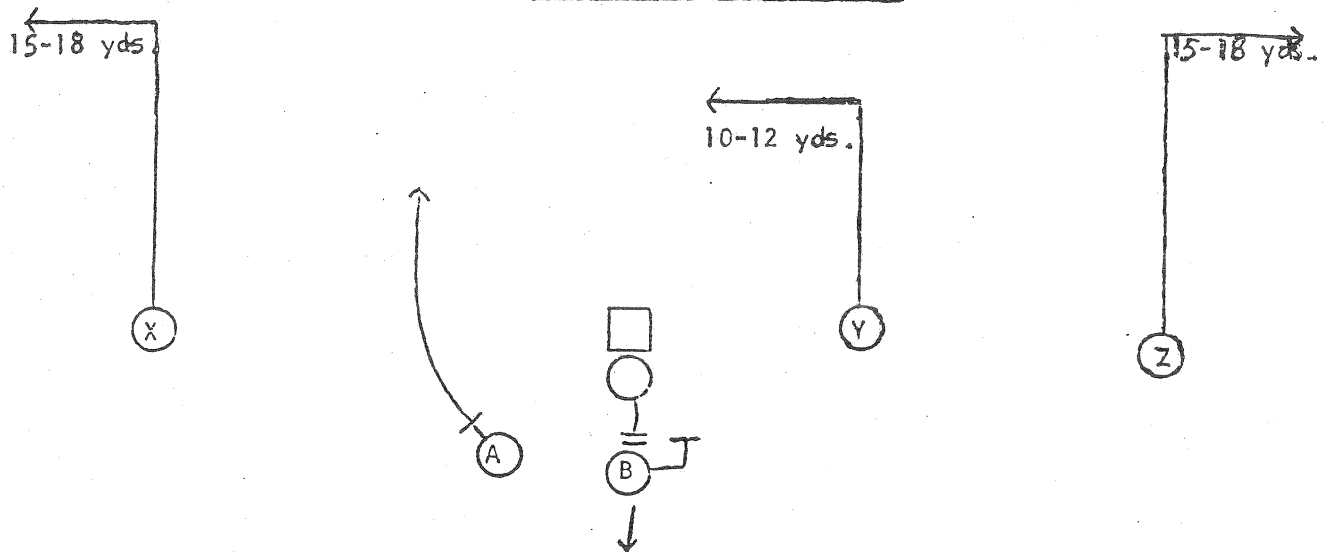
- QB Good definite fake - Drop back - Set up.
- A Check Buck, run Shoot pattern.
- B Good Draw Fake, take Mac.
- X Corner pattern.
- Y Run In pattern.
- Z Run Goal pattern.

PASS 31 DRAW WHIRL



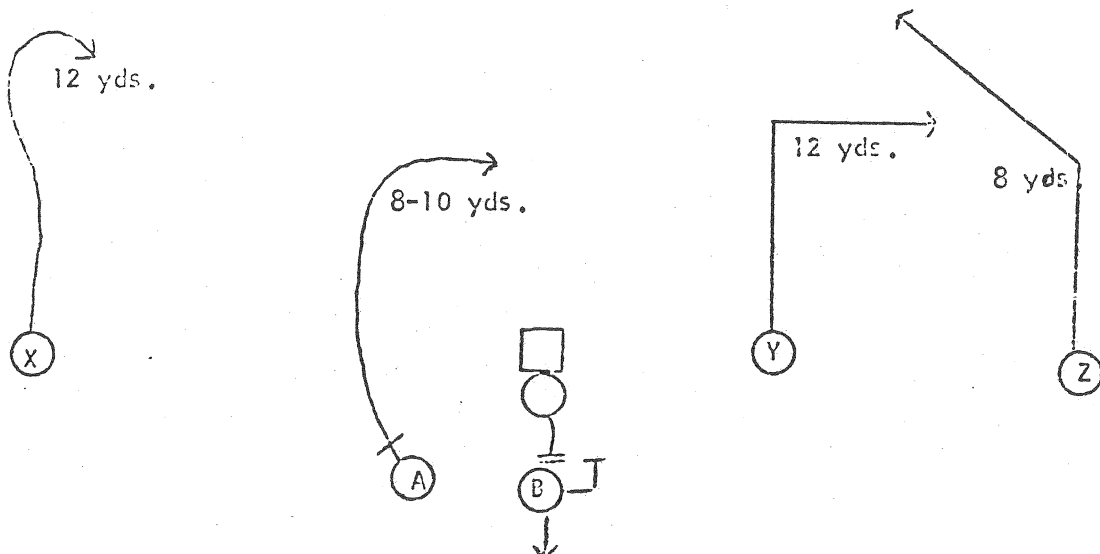
- QB Good definite fake - Drop back - Set up.
- A Check Buck, run Shoot.
- B Good Draw Fake, take Mac.
- X Run Whirl.
- Y Run Curl.
- Z Run Post.

PASS 31 DRAW - DEEP WOOD



- QB Good definite fake - Drop back - Set up.
- A Check Buck, run Circle.
- B Good Draw Fake, take Mac.
- X Run Wood at 15-18 yds.
- Y Run In pattern.
- Z Run Wood at 15-18 yds.

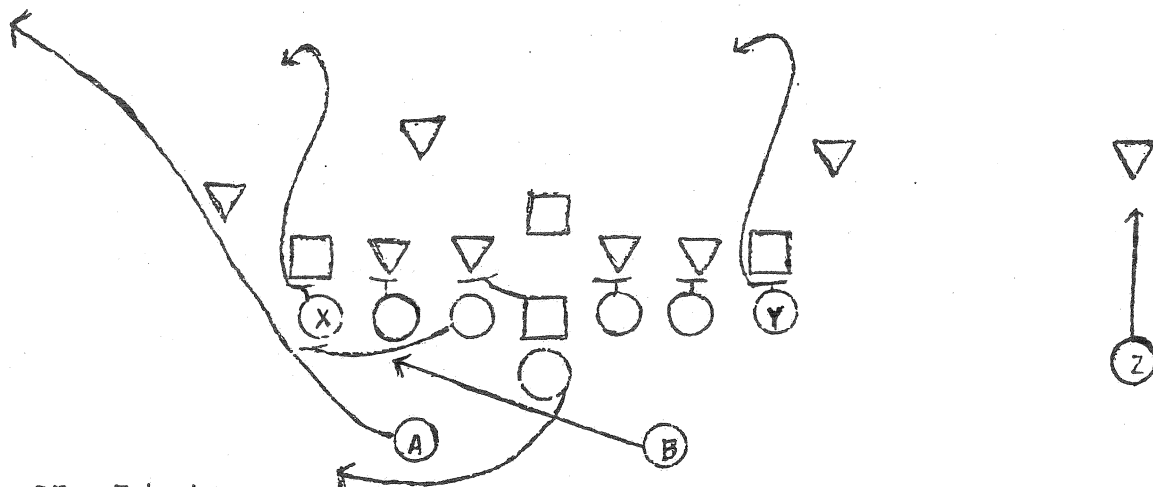
PASS 31 DRAW STEEL (SHORT STEEL)



- QB Good definite fake - Drop back - Set up.
- A Check Buck, run Circle Cross.
- B Good Draw Fake, take Mac.
- X Run Whirl.
- Y Run Steel pattern.
- Z Run Fast Goal.

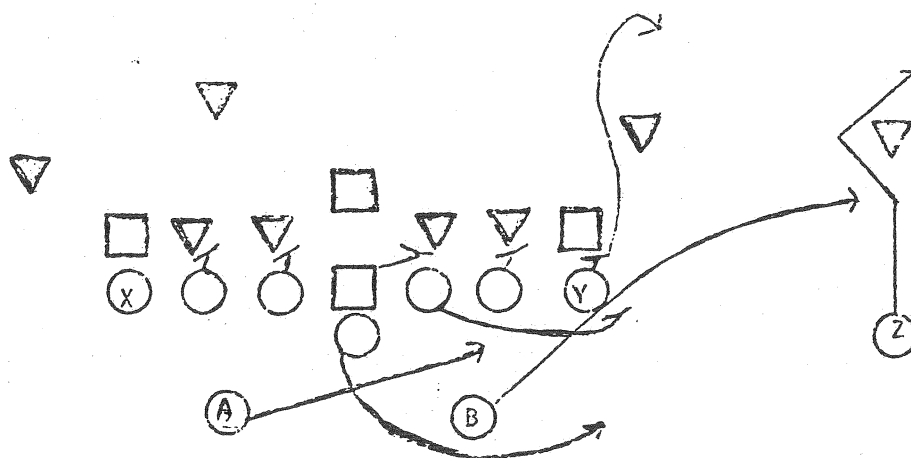
ROLL OUTS

RED RIGHT 18 ROLL A



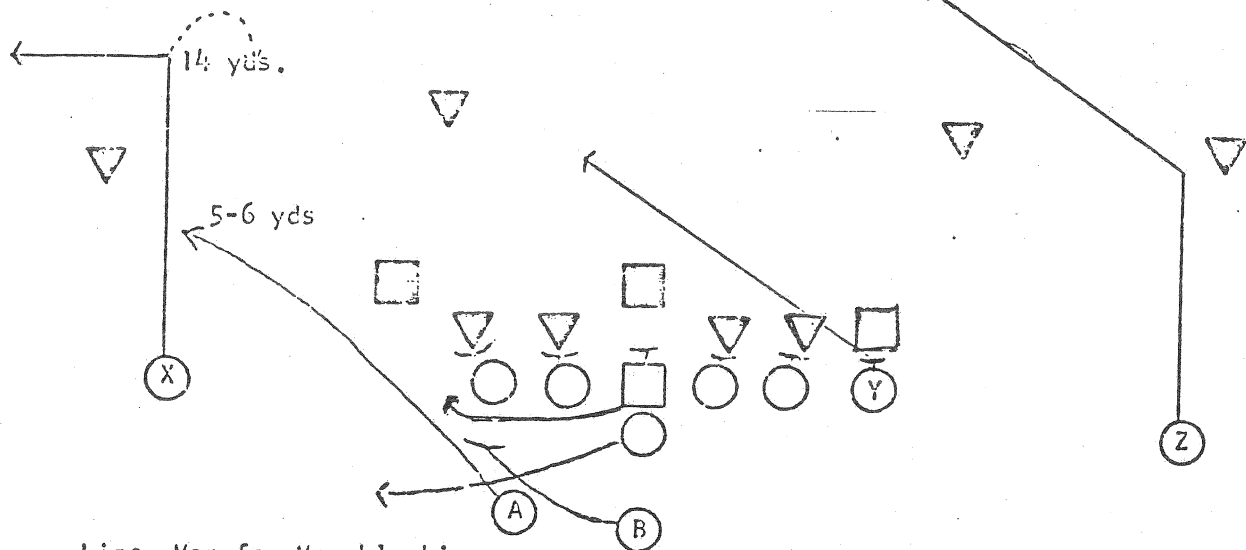
- RT Take Lon.
- RG Take Lin.
- C Take Ric.
- LG Pull and take Buck In.
- LT Take Roy.
- QB Reverse Pivot Roll Out.
- A Run to the deep corner of end zone alert for ball.
- B Come between QB and L.O.S. and get Mac.
- X Check Buck and run Stop.
- Y Check Stub and run Curl.
- Z Occupy Lou.

RED RIGHT 19 ROLL A



- RT Take Lon.
- RG Pull and take Stub In.
- C Take Lin.
- LG Take Ric.
- LT Take Roy.
- QB Reverse Pivot Roll Out.
- A Come between QB AND L.O.S. and get Mac.
- B Run Shoot alert for ball.
- X Check Buck and run Whirl.
- Y Check Stub and run Stop.
- Z Run Corner.

BROWN RIGHT Q8 (SPRINT)



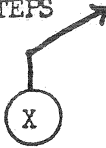
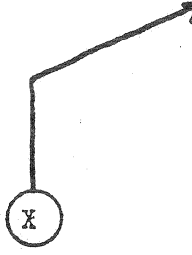


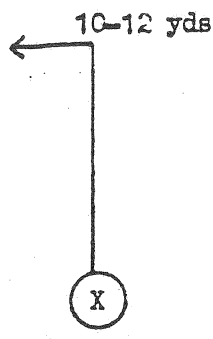
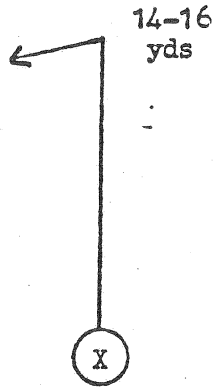
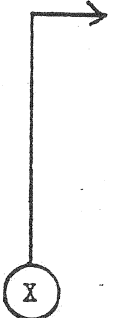


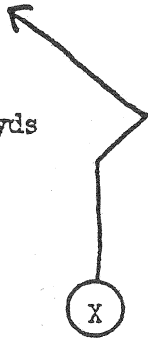





- Line Man for Man blocking.
 C Check Mac-if he does not come, pull along L.O.S. and be alert for him.
 QB Front out and sprint looking to run first.
 A Run Arrow pattern taking Buck with you alert for ball.
 B Responsible for Buck, if he does not come, help on Roy.
 X Run Wood or Whirl pattern - call will determine.
 Y Check Stub, come across middle alert for ball.
 Z Run Post.

"X" Routes

INDIVIDUAL "X" PASS ROUTES (SPREAD)

Examples from the LEFT side.

<p>1 STEP</p>  <p><u>FAST HITCH</u></p>	<p>3-4 STEPS</p>  <p><u>HITCH</u></p>	<p>2-3 STEPS</p>  <p><u>SLANT</u></p>	<p>5 yds</p>  <p><u>DEEP SLANT</u></p>
<p>2-3 yds</p>  <p><u>DELAY SLANT</u></p>	<p>5 yds</p>  <p><u>SHORT OUT</u></p>	<p>10-12 yds</p>  <p><u>OUT</u></p>	<p>14-16 yds</p>  <p><u>DEEP OUT</u></p>
<p>10-12 yds</p>  <p><u>IN</u></p>	<p>12-14 yds</p>  <p><u>CURL</u></p>	<p>14-16 yds</p>  <p><u>COMEBACK</u></p>	<p>5 yds</p>  <p><u>CORNER OR FLAG</u></p>
<p>8 yds</p>  <p><u>FAST GOAL</u></p>	<p>10-12 yds</p>  <p><u>GOAL</u></p>	<p>6-7 yds</p>  <p><u>UP</u></p>	<p>X #1</p>

INDIVIDUAL "X" PASS ROUTE (SPREAD)

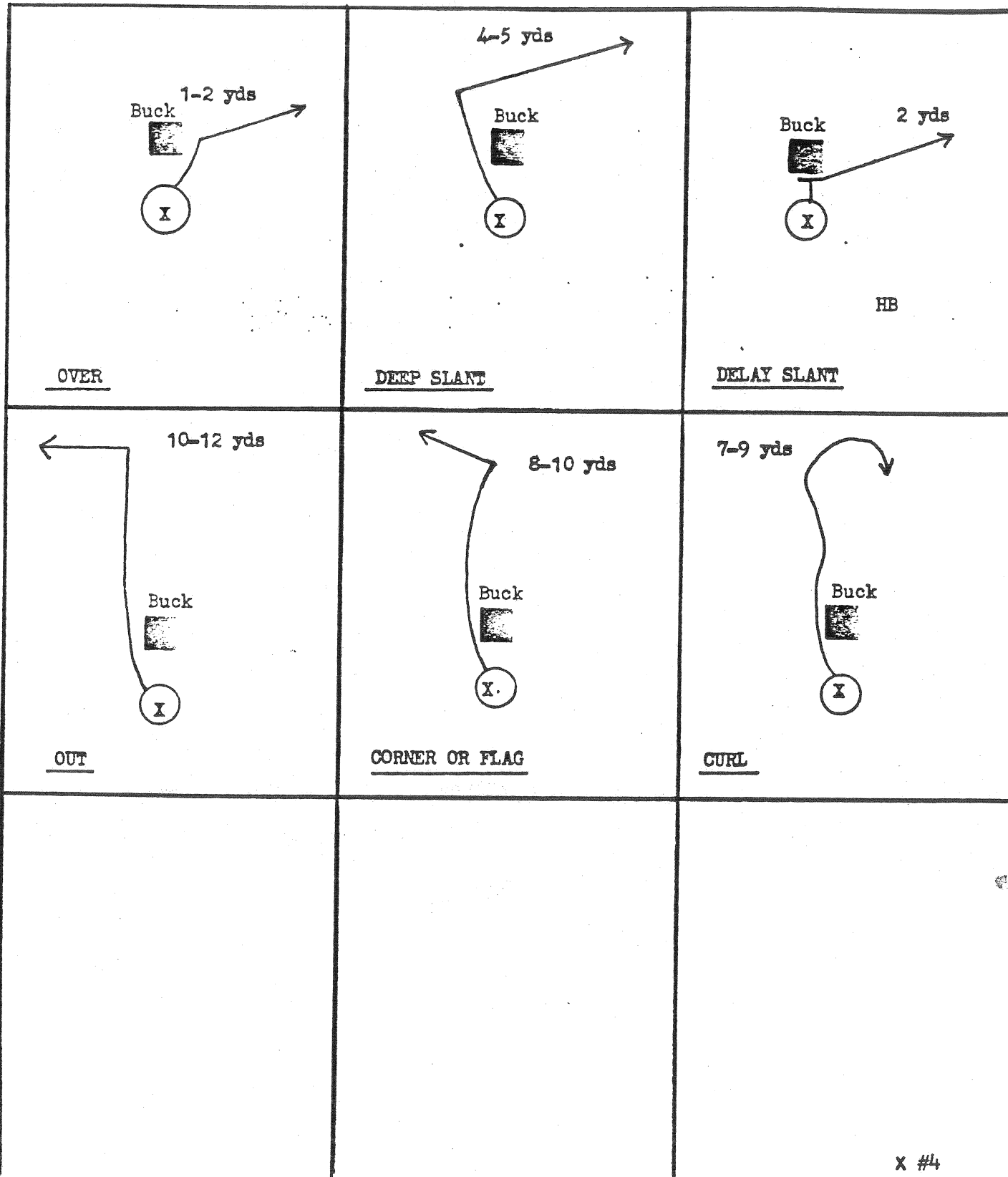
1. FAST HITCH
Take one hard step downfield, then shuffle back get head around quickly - ball will be thrown on back side hip.
2. HITCH
Explode off line, run at defensive man for 3 or 4 steps. Plant outside foot, turn to Q.B. If ball is not thrown immediately pivot to outside and run an "UP" If double covered, break off and curl.
3. SLANT
Explode off line, run at defensive man for 2 or 3 steps. Drive off outside foot to the inside at 30 degree angle. Look for ball on 1st step after break.
4. DEEP SLANT
Explode off line, run downfield for 5 yds. Drive off outside foot at 30 degree angle to inside. Look for ball on 1st step after break.
5. DELAY SLANT
Start downfield for one step, come under control and delay till pattern develops then run "SLANT". Look for ball on 1st step after break.
6. SHORT OUT
Explode off line, run at defensive man for 5 yds. Drive off the inside foot at 90 degree angle to outside. Look for ball on 1st step after break.
7. OUT
Explode off line, run at defensive man for 10-12 yds. Drive off inside foot and break at 90 degree angle to outside. Look for ball on 1st step after break.
8. DEEP OUT
Explode off line, run at defensive man for 14-16 yds. Drive off inside foot to side line, comeback at 45 degree angle. Look for ball on 1st step. Keep coming back till catch is made.
9. IN
Explode off line. Run at defensive man for 10-12 yds. Drive off outside foot to inside at 90 degree angle. Look for ball on 1st step after break.
10. CURL
Explode off line. Run at defensive man for 12-14 yds. Circle to inside finding open spot between linebackers. Get head around quickly. Comeback to ball until catch has been made. (Q.B. will call "CURL OUT" if he wants to route to outside).
11. COMEBACK
Explode off line. Run at defensive man for 14-16 yds. Drive off outside foot to inside, comeback at 45 degree angle. Get head around quickly. Comeback to meet ball till catch is made. (Q.B. will call "COMEBACK OUT" if he wants this route to outside).

INDIVIDUAL "X" PASS ROUTES (SPREAD)

12. CORNER OR FLAG Explode off line. Run at defensive man for 5 yds. Drive to inside as if running a "DEEP SLANT" for 3 steps. Drive off inside foot to corner, look for ball on 1st step after break.
13. FAST GOAL Explode off line. Run at defensive man for 8 yds. Drive off outside foot at 30 degree angle to inside. Look for ball on 1st step.
14. GOAL Explode off line. Run at defensive man for 10 yds. Drive off outside foot at 45 degree angle to inside. Look for ball on 1st step after break.
15. UP Explode off line. Run at defensive man for 6-7 yds. Accelerating past defensive man fading slightly to outside. Make catch over inside shoulder.

INDIVIDUAL "X" PASS ROUTES (NEAR)

Examples from the LEFT side.



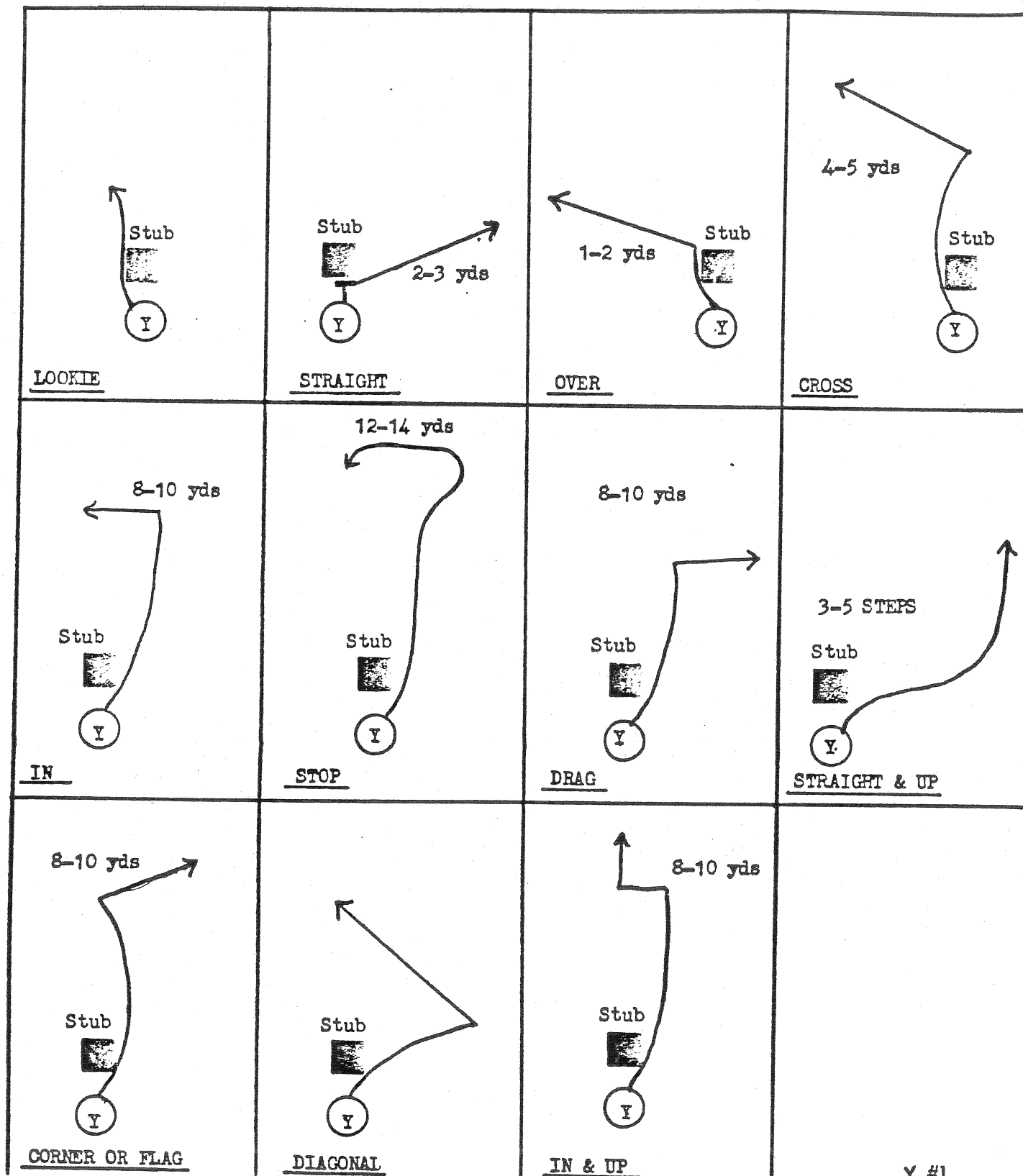
INDIVIDUAL "X" PASS ROUTE (NEAR)

1. OVER
Release inside of linebacker. After releasing linebacker, run at 30 degree angle to strong side. Look for ball quickly after release from linebacker. (Continue running to strong side if ball is not thrown quickly).
2. DEEP SLANT
Release outside of linebacker. Run downfield for 4-5 yds. Drive off outside foot to inside at 45 degree angle. Look for ball on 1st step after break. (Continue running to strong side if ball is not thrown quickly).
3. DELAY SLANT
Drive into linebacker for 2 counts. Release inside at 30 degree angle. Look for ball quickly after releasing linebacker.
4. OUT
Release outside of linebacker. Run at slight outside angle for 10-12 yds. Drive off inside foot to outside at 90 degree angle. Look for ball on 1st step after break.
5. CORNER OR FLAG
Release outside of linebacker, run at defensive man for 8-10 yds. Drive off outside foot to inside for 3 steps as if to run "CURL". Drive off inside foot to corner. Look for ball on 1st step after break. (Distance may vary).
6. CURL
Release outside of linebacker. Run at defensive man for 7-9 yds. Circle to inside finding open spot between linebacker. Get head around quickly. Comeback to meet ball until catch is made.

"Y" Routes

INDIVIDUAL "Y" PASS ROUTES:

Examples from the RIGHT side.






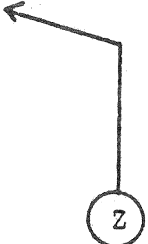











INDIVIDUAL "Y" PASS PATTERNS

1. LOOKIE
Release inside of linebacker - straighten up as soon as possible and look for ball quickly. Catch ball over inside shoulder.
2. STRAIGHT
Release into linebacker - driving him off. Release quickly to outside at 30 degree angle. Look for ball on 1st step after releasing linebacker.
3. OVER
Release inside of linebacker. After releasing linebacker, angle to weakside at 30 degree angle. Look for ball after clearing linebacker. Continue to run if ball is not thrown.
4. CROSS
Release inside of linebacker. Run up field for 4-5 yds. Drive off outside foot to inside almost parallel to line. Look for ball on 1st step after break.
5. IN
Release outside of linebacker. Run at defensive man for 8-10 yds. Drive off outside foot to inside at 90 degree angle. Look for ball on 1st step after break.
6. STOP
Release outside of linebacker. Run at defensive man for 12-14 yds. Circle to inside finding open spot between linebackers. Get head around quickly, come back till catch is made. (Q.B. will call "Stop Out" if he wants route to outside.)
7. DRAG
Release outside of linebacker. Run at defensive man for 8-10 yds. Drive off inside foot to outside at 90 degree angle. Look for ball on 1st step.
8. STRAIGHT & UP
Release outside of linebacker. Run STRAIGHT route for 3-5 steps, then turn "UP" and sprint. Catch ball over inside shoulder.
9. CORNER OR FLAG
Release outside of linebacker, run at defensive man for 8-10 yds. Drive off outside foot to inside for 3 steps as if to run a "STOP". Drive off inside foot to corner. Look for ball on 1st step after break. (Distance may vary.)
10. DIAGONAL
Release outside of linebacker as if running a straight till Sam commits, then break sharply back to inside. Look for ball on 1st step after break.
11. IN & UP
Release outside of linebacker. Run at defensive man 8-10 yds. Drive off outside foot to inside at 90 degree angle for 2-3 steps. Drive off inside foot and run an up route. Ball will be caught over inside shoulder.
12. OPTION
Release inside or out of Stub. Run at defensive man for 10-12 yards break to corner or post depending on the play of Sam.

"Z" Router

INDIVIDUAL "Z" PASS ROUTES

Examples from the RIGHT side.

 <p>1 STEP</p> <p><u>FAST HITCH</u></p>	 <p>3-4 STEPS</p> <p><u>HITCH</u></p>	 <p>2-3 STEPS</p> <p><u>SLANT</u></p>	 <p>5 yds</p> <p><u>DEEP SLANT</u></p>
 <p>2-3 yds</p> <p><u>DELAY SLANT</u></p>	 <p>5 yds</p> <p><u>SHORT OUT</u></p>	 <p>10-12 yds</p> <p><u>OUT</u></p>	 <p>14-16 yds</p> <p><u>DEEP OUT</u></p>
 <p>10-12 yds</p> <p><u>IN</u></p>	 <p>12-14 yds</p> <p><u>CURL</u></p>	 <p>14-16 yds</p> <p><u>COMEBACK</u></p>	 <p>5 yds</p> <p><u>CORNER OR FLAG</u></p>
 <p>8 yds</p> <p><u>FAST GOAL</u></p>	 <p>10-12 yds</p> <p><u>GOAL</u></p>	 <p>6-7 yds</p> <p><u>UP</u></p>	<p>Z #1</p>

INDIVIDUAL "Z" PASS ROUTES

1. FAST HITCH Take one hard step downfield, then shuffle back, get head around quickly - ball will be thrown on back side hip.
2. HITCH Explode off line, run at defensive man for 3 or 4 steps. Plant outside foot, turn to Q.B. If ball is not thrown immediately pivot to outside and run an "UP". If double covered, break off and CURL.
3. SLANT Explode off line, run at defensive man for 2 or 3 steps. Drive off outside foot to the inside at a 30 degree angle. Look for ball on 1st step after break.
4. DEEP SLANT Explode off line, run downfield for 5 yds. Drive off outside foot at 30 degree angle to inside. Look for ball on 1st step after break.
5. DELAY SLANT Drive downfield for one step, come under control and delay till pattern develops then run "SLANT". Look for ball on 1st step after break.
6. SHORT OUT Explode off line, run at defensive man for 5 yds. Drive off the inside foot at 90 degree angle to outside. Look for ball on 1st step after break.
7. OUT Explode off line, run at defensive man for 10-12 yds. Drive off inside foot and break at 90 degree angle. Look for ball on 1st step after break.
8. DEEP OUT Explode off line, run at defensive man for 14-16 yds. Drive off inside foot to side line, comeback at 45 degree angle. Look for ball on 1st step. Keep coming back till catch is made.
9. IN Explode off line. Run at defensive man for 10-12 yds. Drive off outside foot to inside at 90 degree angle. Look for ball on 1st step after break.
10. CURL Explode off line. Run at defensive man for 12-14 yds. Circle to inside finding open spot between linebackers. Get head around quickly. Comeback to ball until catch has been made. (Q.B. will call "CURL OUT" if he wants route to outside).
11. COMEBACK Explode off line. Run at defensive man for 14-16 yds. Drive off outside foot to inside, comeback at 45 degree angle. Get head around quickly. Comeback to meet ball till catch is made. (Q.B. will call "COMEBACK OUT" if he wants this route to outside).

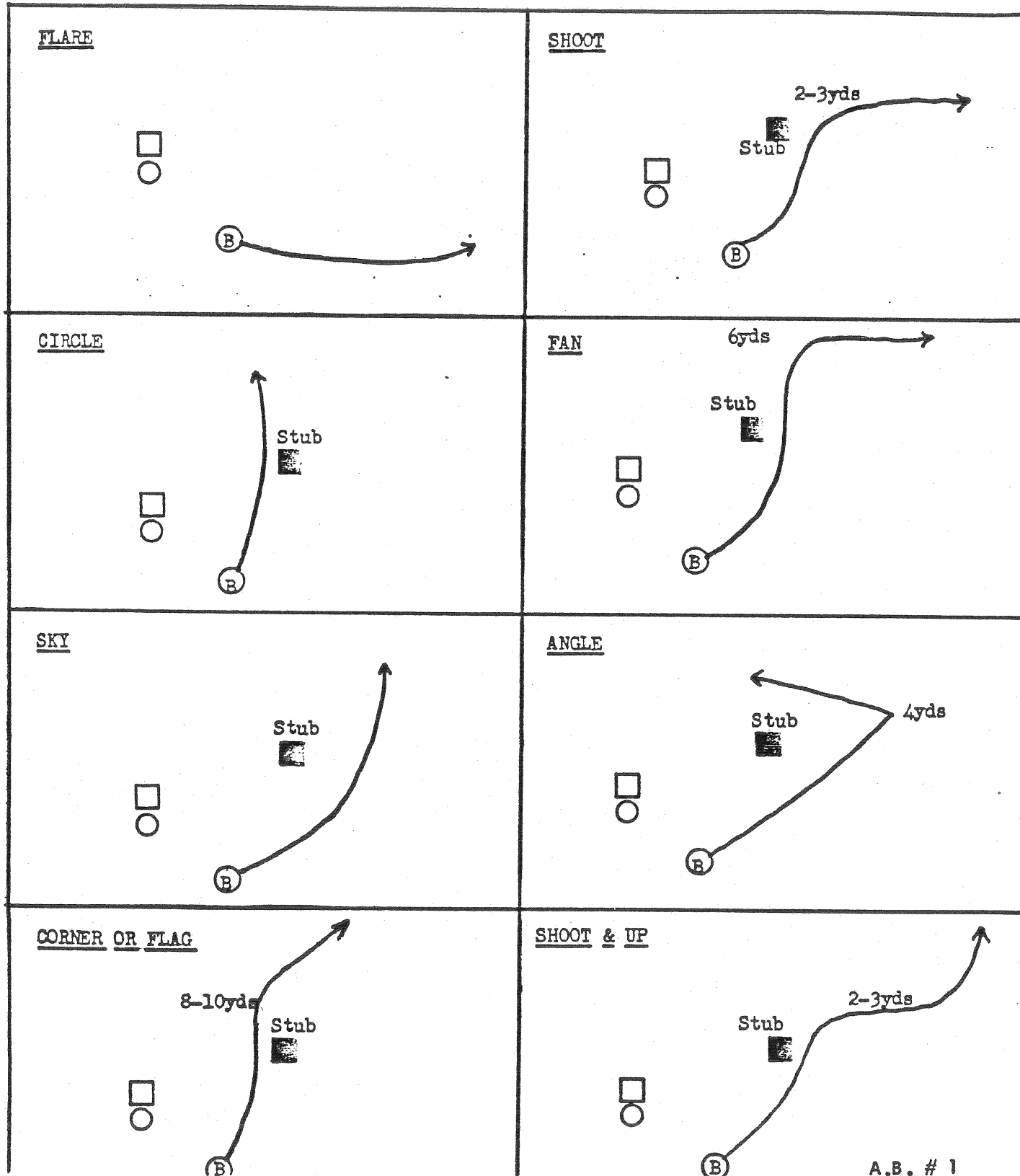
INDIVIDUAL "Z" PASS ROUTES

12. CORNER OR FLAG Explode off line. Run at defensive man for 5 yds. Drive to inside as if running a "DEEP SLANT" for 3 steps. Drive off inside foot to corner, look for ball on 1st step after break.
13. FAST GOAL Explode off line. Run at defensive man for 3 yds. Drive off outside foot at 45 degree angle to inside. Look for ball on 1st step.
14. GOAL Explode off line. Run at defensive man for 10-12 yds. Drive off outside foot at 45 degree angle to inside. Look for ball on 1st step after break.
15. UP Explode off line. Run at defensive man for 6-7 yds. Accelerating past defensive man fading slightly to outside. Make catch over inside shoulder.

"A" & "B" Router

PASS ROUTES OF BACKS: _____

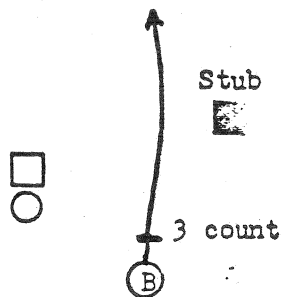
Examples from the Right Side (Strong)



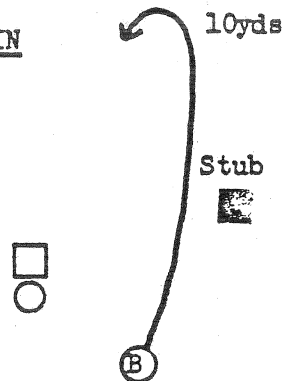
PASS ROUTES OF BACKS: (con't)

Examples from the Right Side (Strong)

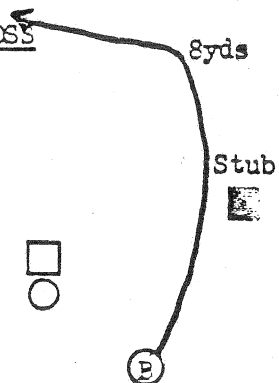
CHECK DOWN



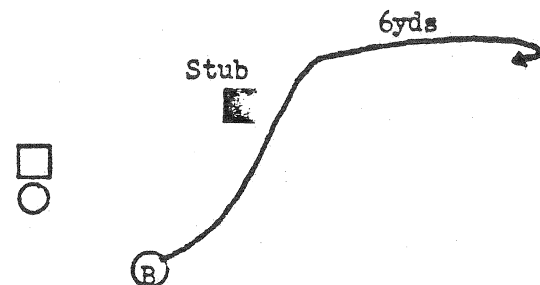
CIRCLE IN



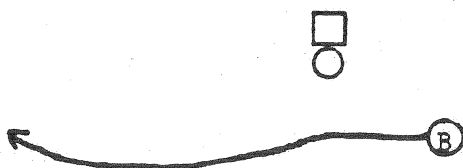
CIRCLE CROSS



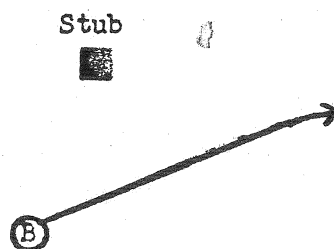
FAN CURL



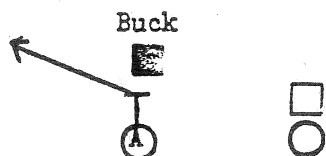
TRAIL



ARROW

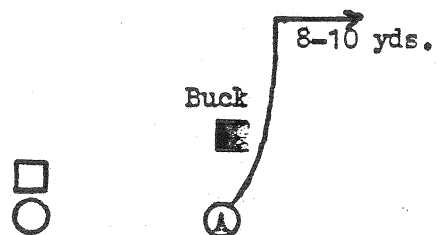


STRAIGHT



(Double Wing-Weak)

DRAG



(Double Wing-Weak)

INDIVIDUAL "A" - "B" PASS ROUTE TECHNIQUES

1. FLARE
Drive to outside with a slight belly. After driving 5 yds, look back for ball continuing on the route.
2. SHOOT
Drive at outside shoulder of linebacker to a point 2-3 yds downfield, then break parallel to L.O.S. at full speed, looking for ball over your outside shoulder on the break.
3. CIRCLE
Positive movement at linebacker as if to run a "SHOOT". Continue upfield looking for ball immediately after crossing L.O.S.
4. FAN
Drive at outside shoulder of linebacker continuing upfield full speed 6 yds. Break towards sideline at 90 degree angle looking for ball over outside shoulder as you break.
5. SKY
Start directly toward a point 3 yds outside Stub. Head upfield, look for ball over inside shoulder upon crossing L.O.S.
6. ANGLE
Drive to a point 4 yds outside of the linebacker, continuing upfield to a point where you can cut back Inside the linebacker covering you. When you cut back, drive hard to the Inside almost parallel to L.O.S. looking for ball on the break.
7. FLAG OR CORNER
Run a "CIRCLE" and at a point 8-10 yds downfield drive to the outside at a 45 degree angle looking for the ball over the outside shoulder on the break.
8. SHOOT AND UP
Run a "SHOOT" look back at the Q.B. to pull the defensive man up on you, drive full speed downfield looking for ball over inside shoulder.
9. CHECK DOWN
Emulate pass protection, delay 3 counts, then drive straight downfield between offensive guard and tackle, looking for ball immediately after clearing L.O.S. Always alert as to position of Mac or linebacker to side of delay.
10. CIRCLE IN
Run a "CIRCLE" then continue upfield about 10 yds, curl to inside.
11. CIRCLE CROSS
Run a "CIRCLE" continuing downfield about 10 yds, then drive inside almost parallel to L.O.S. looking for the ball over the inside shoulder on the break.
12. FAN CURL
Run a "FAN". When linebacker is running with you, stop, plant outside foot, look for ball, always alert for position of linebacker.
13. TRAIL
Start parallel to line of scrimmage towards remaining back. Upon reaching F.B. position begin running a flare pattern.

14. ARROW Drive as quickly as possible into the flat. Take an angle that will get you there quickest (out run Buck).
15. STRAIGHT Release outside LB for 1 or 2 steps, break quickly to outside at 30° angle. Look for ball on 1st step after break.
16. DRAG Release outside of LB. Run at Jill for 8 to 10 yds. Break to outside at 90° angle. Look for ball on 1st step.
17. SKIN Escape across L.O.S. inside defensive end. Continue up field. Look for ball quickly after you get past LIN.

NUMBERED PASSES

90'S SERIES - TROUBLE SERIES

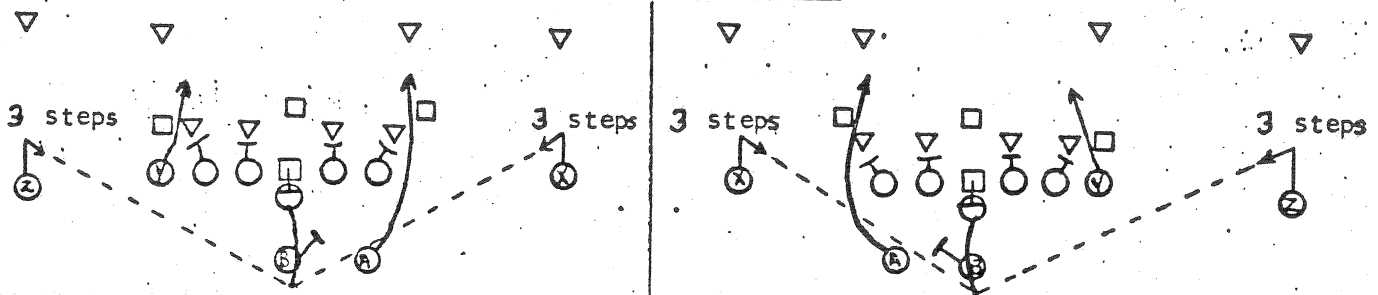
Protection is 77-76, 'Y' Slow & Go if Dog doesn't show.

Center blocks 71 protection.

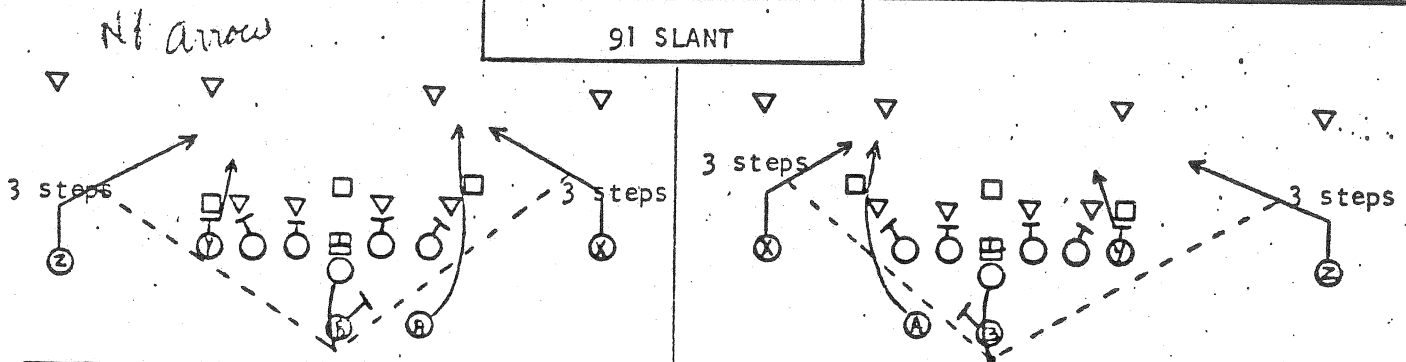
Linemen are in aggressive (knock down) protection on 90-91-92 & 93;
Regular protection on 94 & 95.

These passes are from Brown Set - to be used vs. Dogging or unusual defenses.

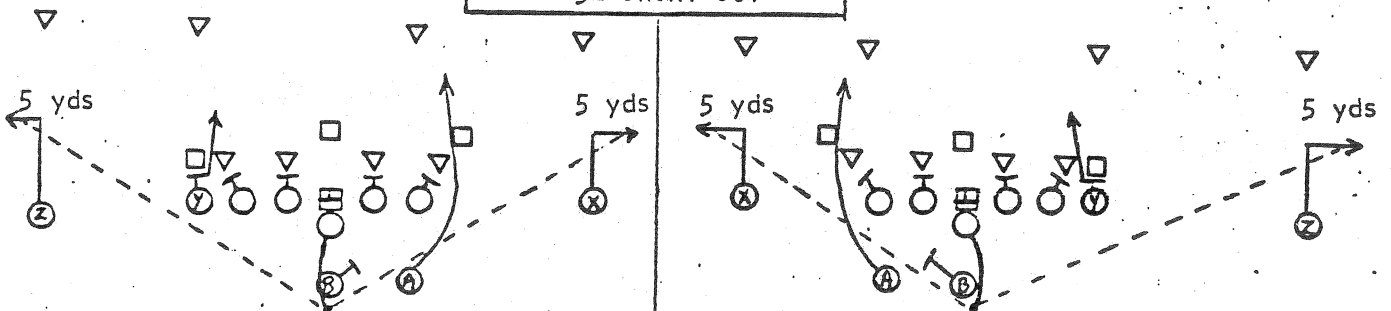
90 - HITCH



91 SLANT

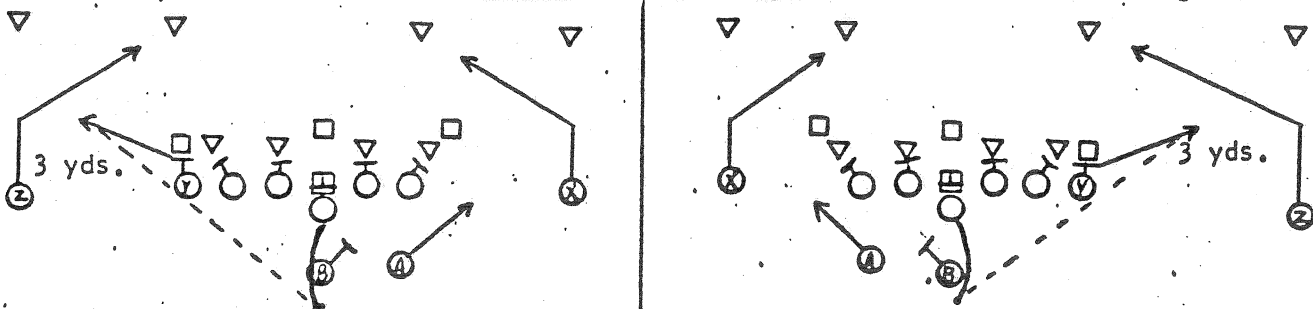


92 SHORT OUT



93 STRAIGHT

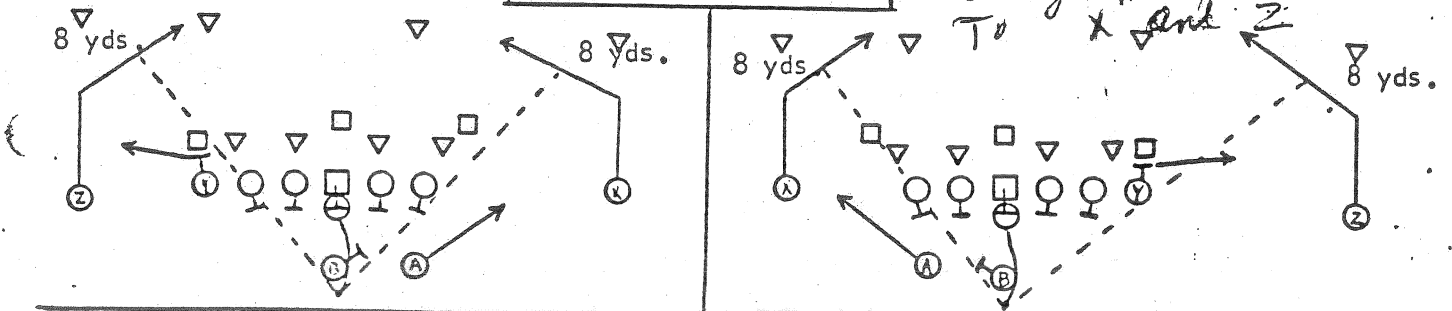
PRINCIPLE Target



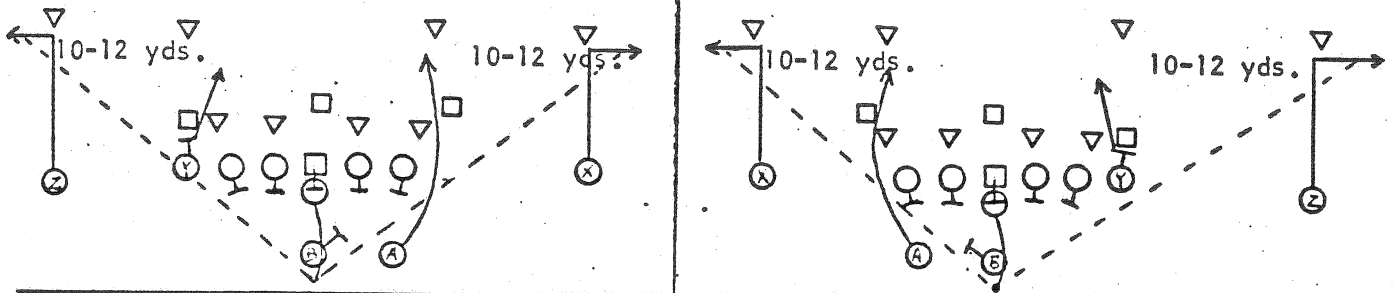
90'S SERIES - TROUBLE SERIES

94 FAST GOAL

*use against Zone
T and Z*

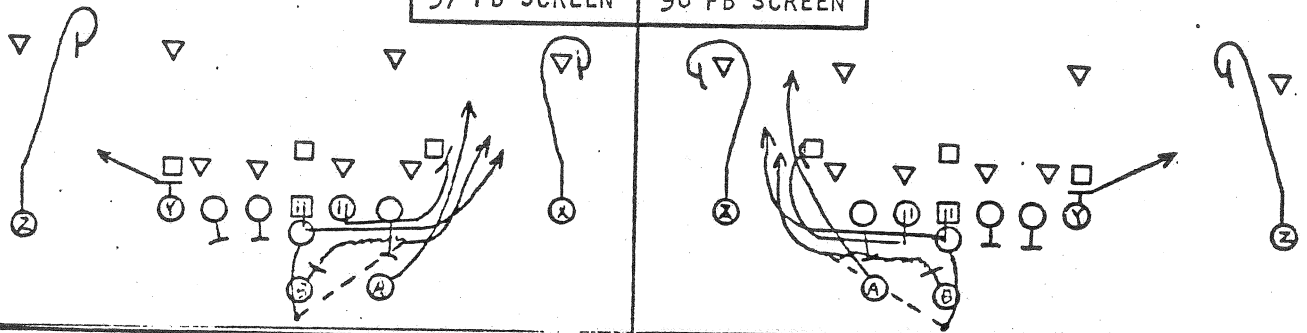


95 OUT

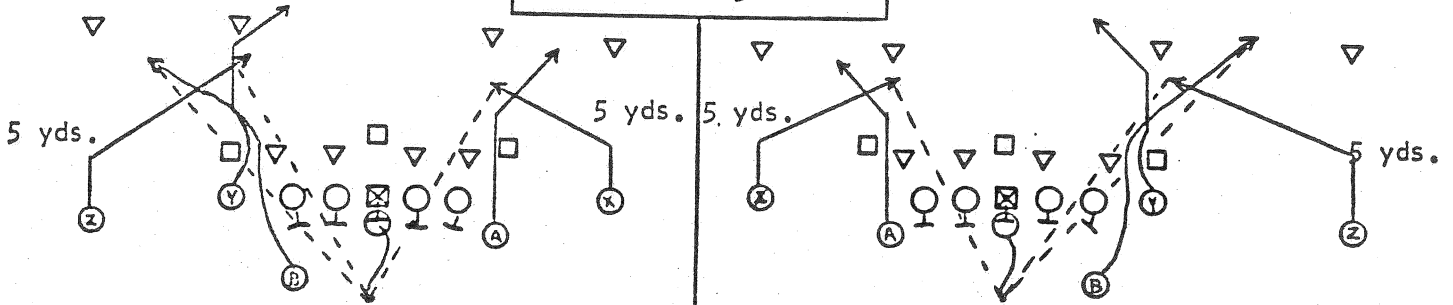


97 FB SCREEN

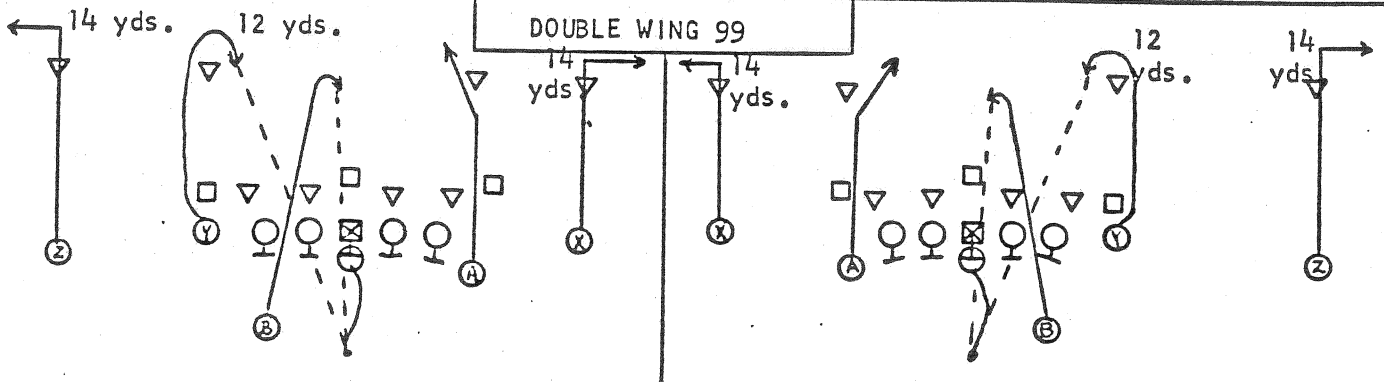
96 FB SCREEN



DOUBLE WING 98



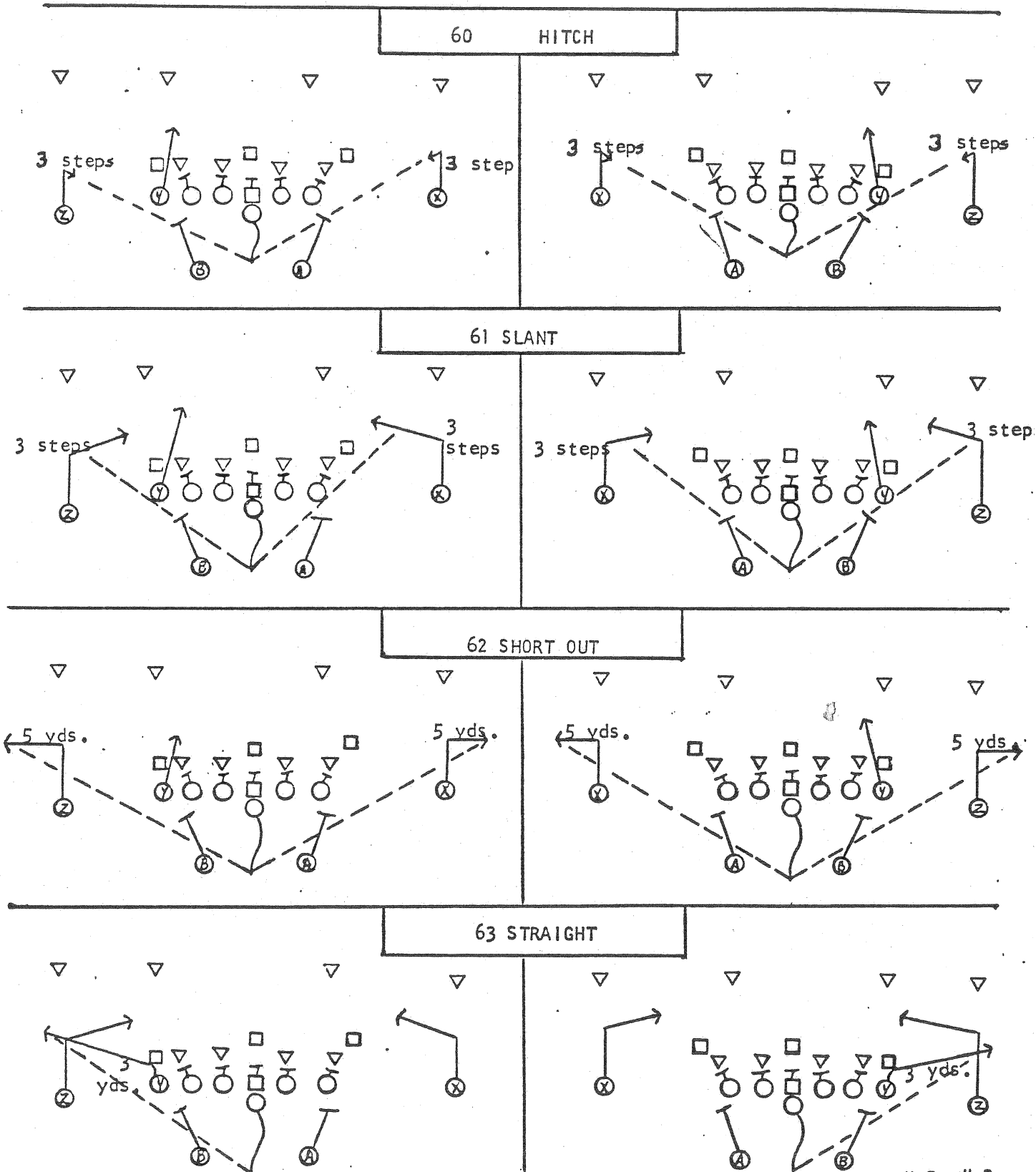
DOUBLE WING 99



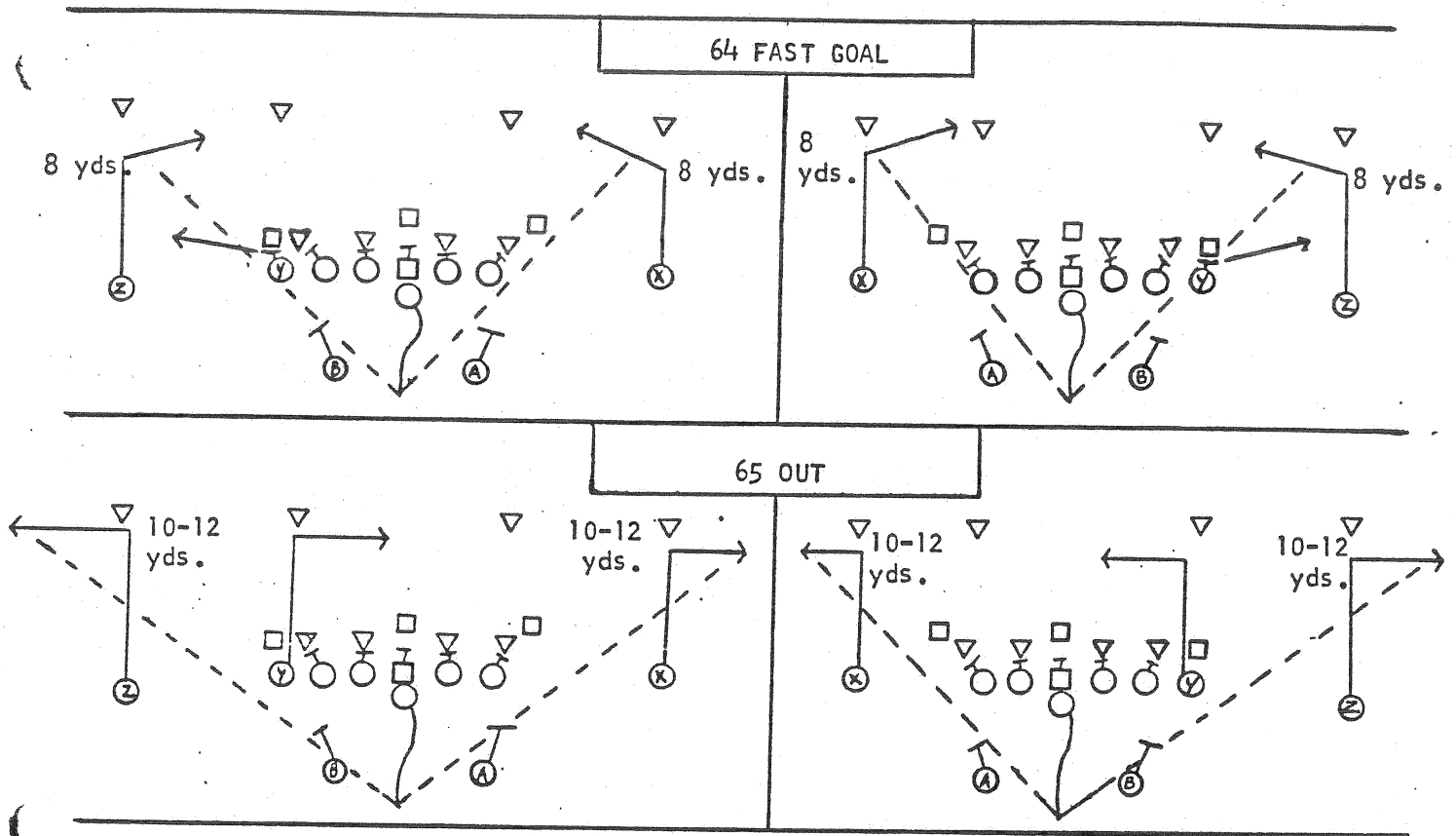
60'S SERIES - RED - TROUBLE SERIES

Protection is 71.

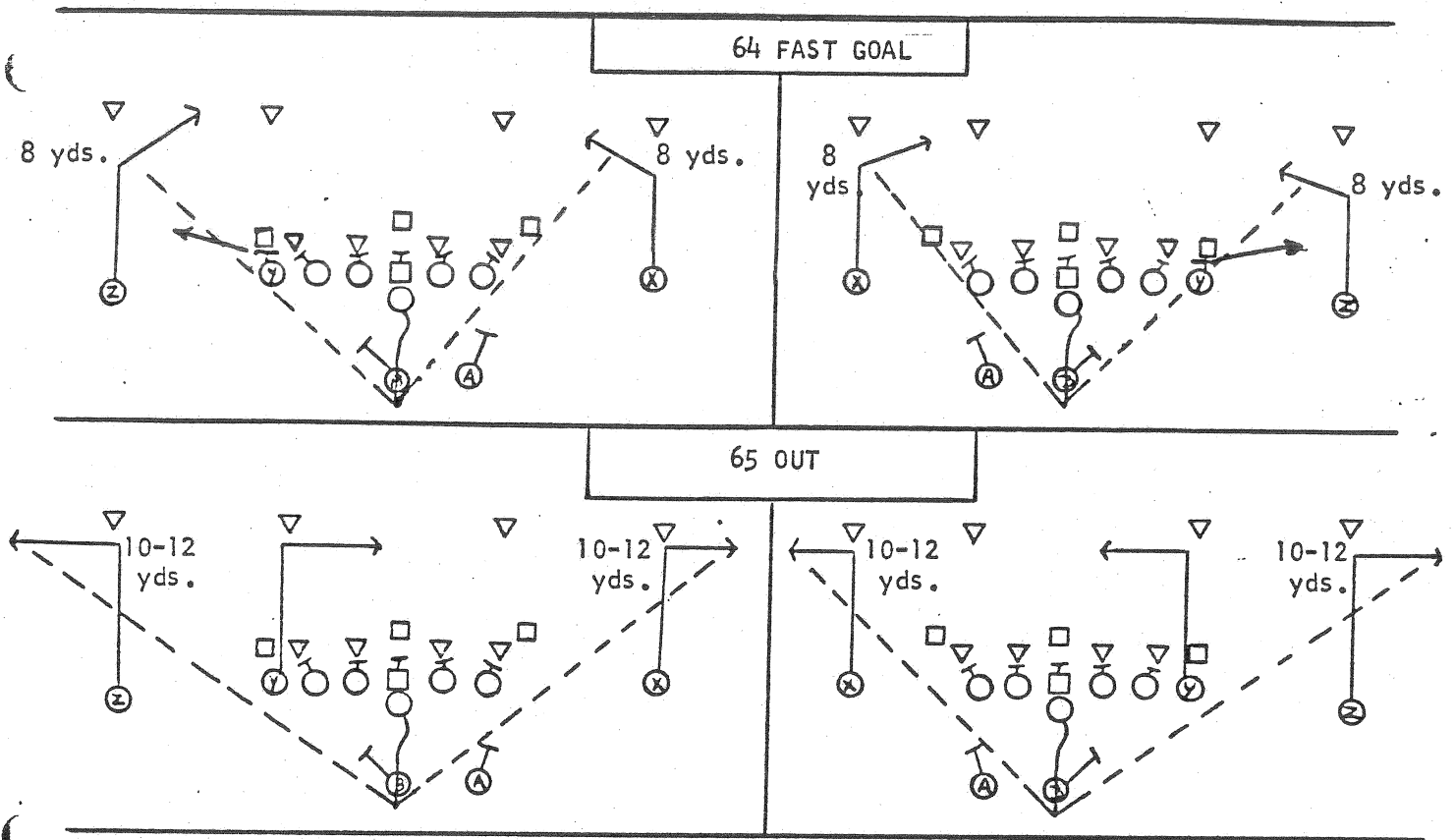
Linemen are aggressive (knock down) protection on 60-61-62-63;
Regular protection on 64 & 65.



60'S SERIES - RED - TROUBLE SERIES



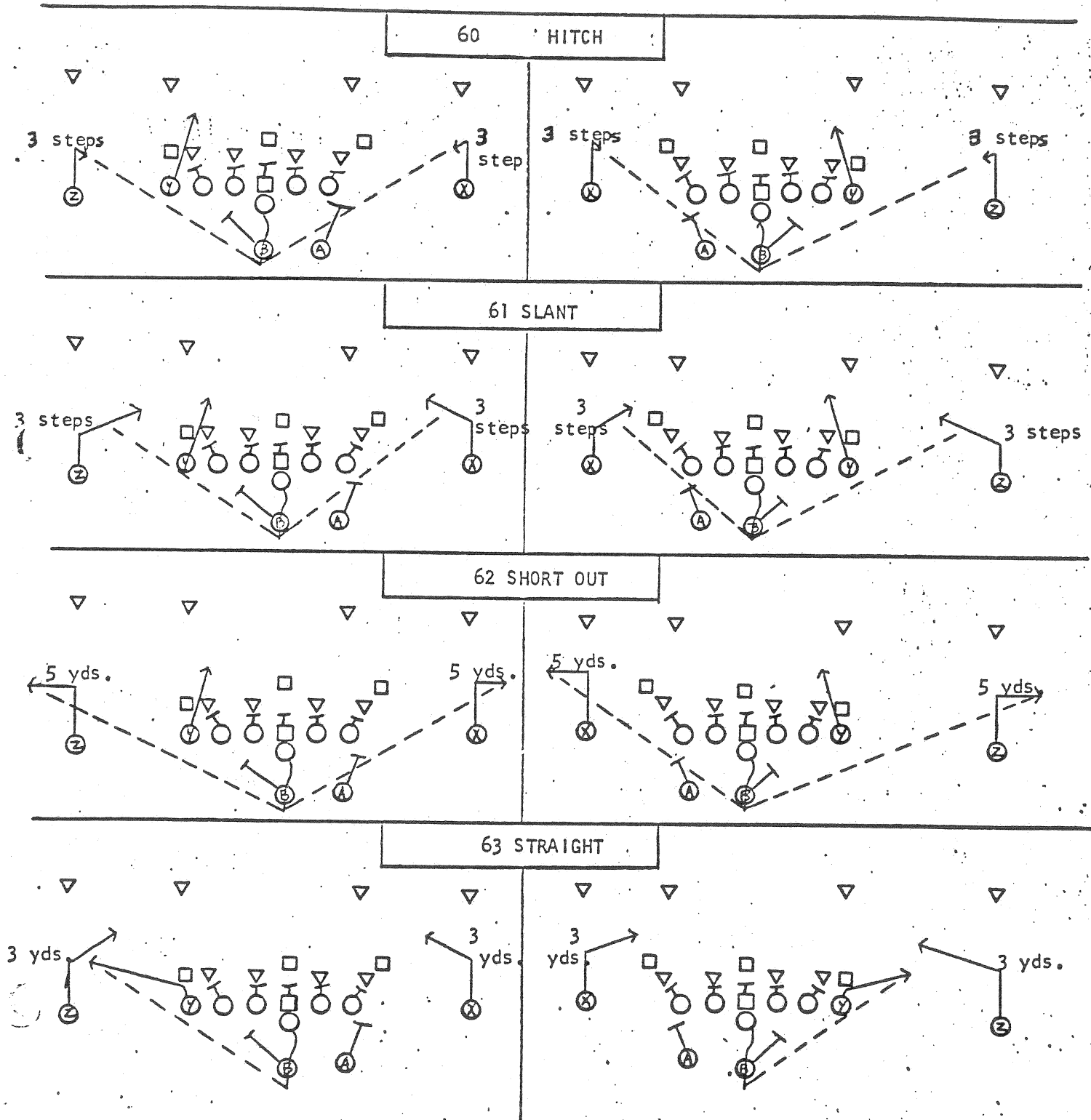
60'S SERIES - BROWN - TROUBLE SERIES



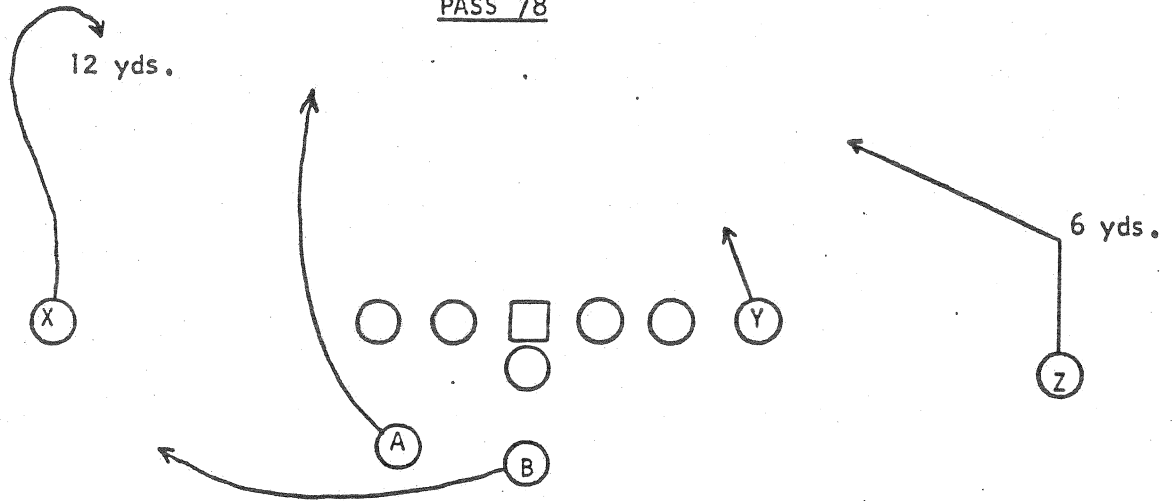
60'S SERIES - BROWN - TROUBLE SERIES

Protection is 71.

Linemen are in aggressive (knock down) protection on 60-61-62-& 63;
Regular protection on 64 & 65.

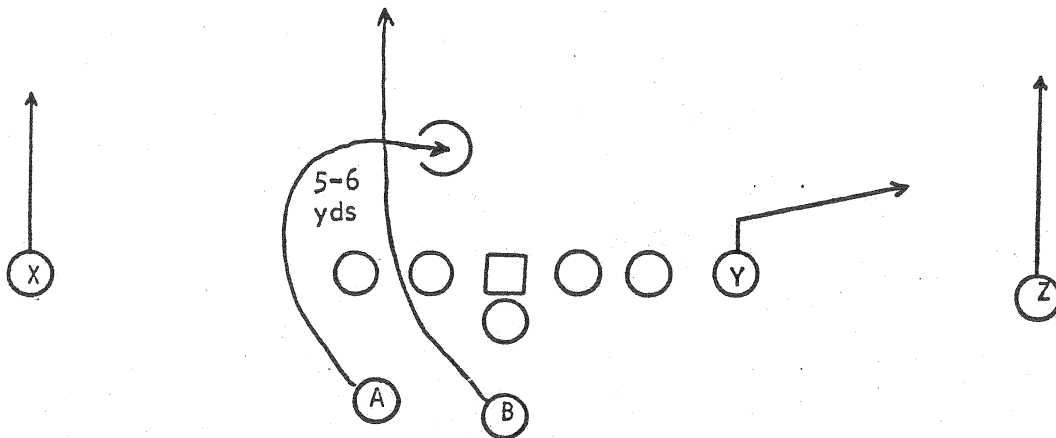


PASS 78



- QB Man for man or zone.
A Run deep circle pattern to clear area - alert for ball.
B Swing pattern alert for ball.
X Run curl pattern alert for open area.
Y Alert for lookie immediately.
Z Deep slant - alert for ball.

PASS 78 HB DELAY CROSS



- QB Good man for man or zone. Look for FB first then HB.
A Start out as though running sky pattern and then run cross pattern.
B Run circle pattern between defensive end and tackle, alert for football.
X Up pattern.
Y Run a straight pattern.
Z Up pattern.

50 SERIES (TROUBLE SERIES)

PROTECTION IS 72-73, WEAK SIDE, "Y" SLOW & GO IF DOG DOESN'T COME.

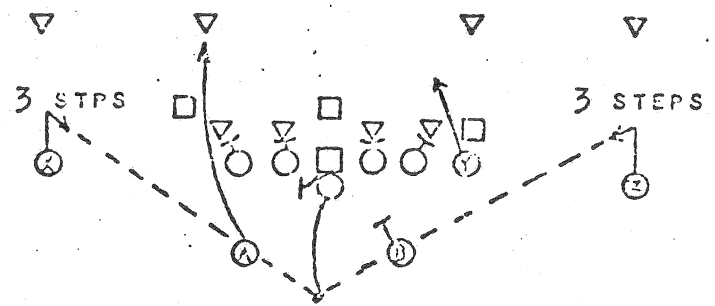
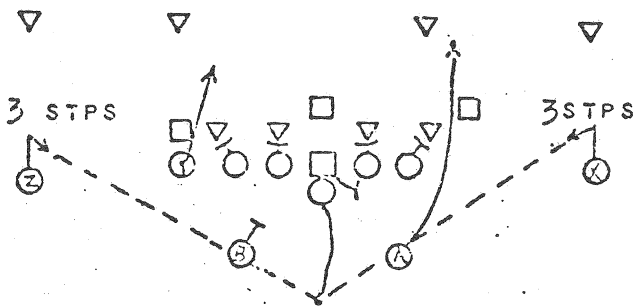
FB TAKE MAC - IF N/T, AREA BLOCK-STRONG SIDE.

LINEMEN -- AGGRESSIVE (KNOCK DOWN) PROTECTION ON 50-51-52-53
REGULAR PROTECTION ON 54-55.

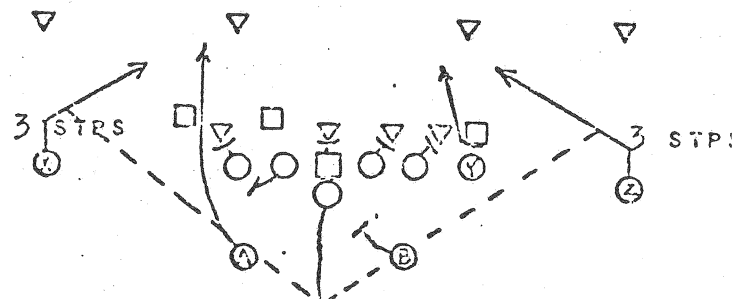
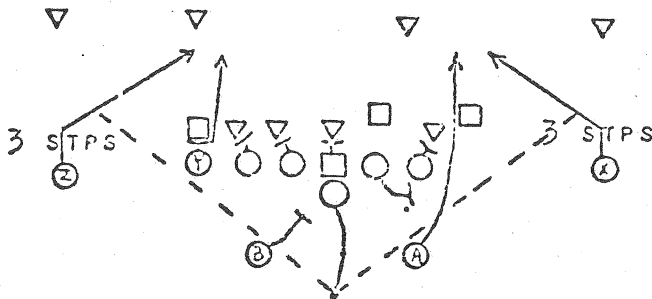
THESE PASSES ARE FROM THE RED SET - TO BE USED VS. DOGGING OR UNUSUAL DEF.

THESE PASSES HAVE BEEN DIAGRAMMED VS. VARIOUS DEFENSES FOR THE PURPOSE OF SHOWING BLOCKING ASSIGNMENTS ONLY.

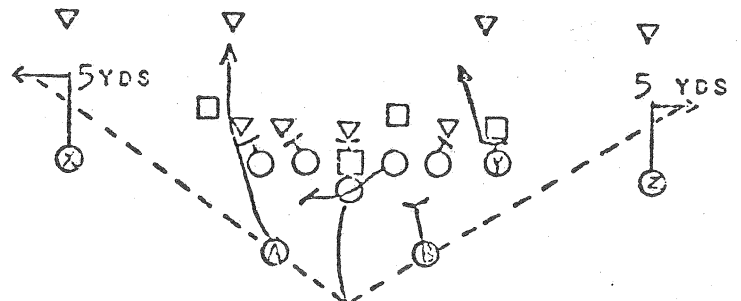
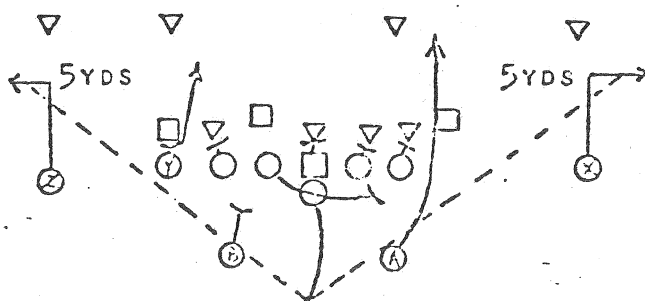
50 -HITCH vs 46



51 -SLANT vs 56

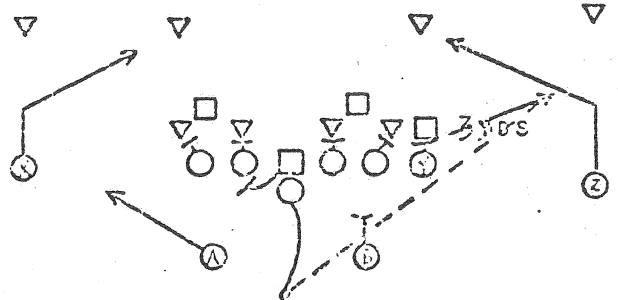
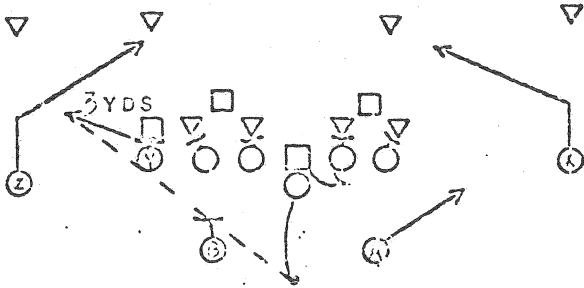


52 -SHORT OUT vs 54

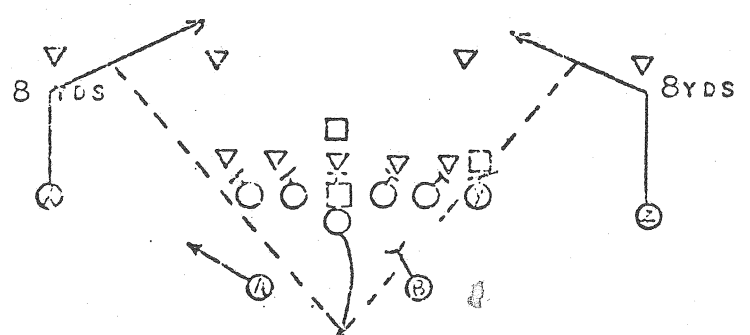
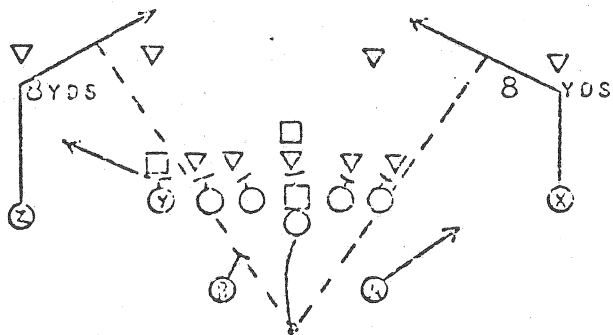


50's SERIES (CONT)

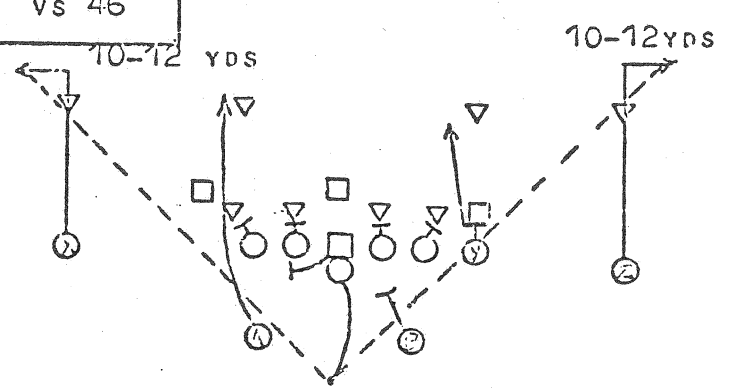
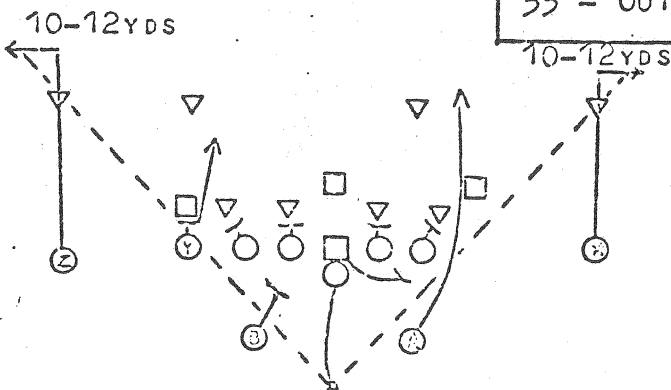
53 - STRAIGHT vs 44



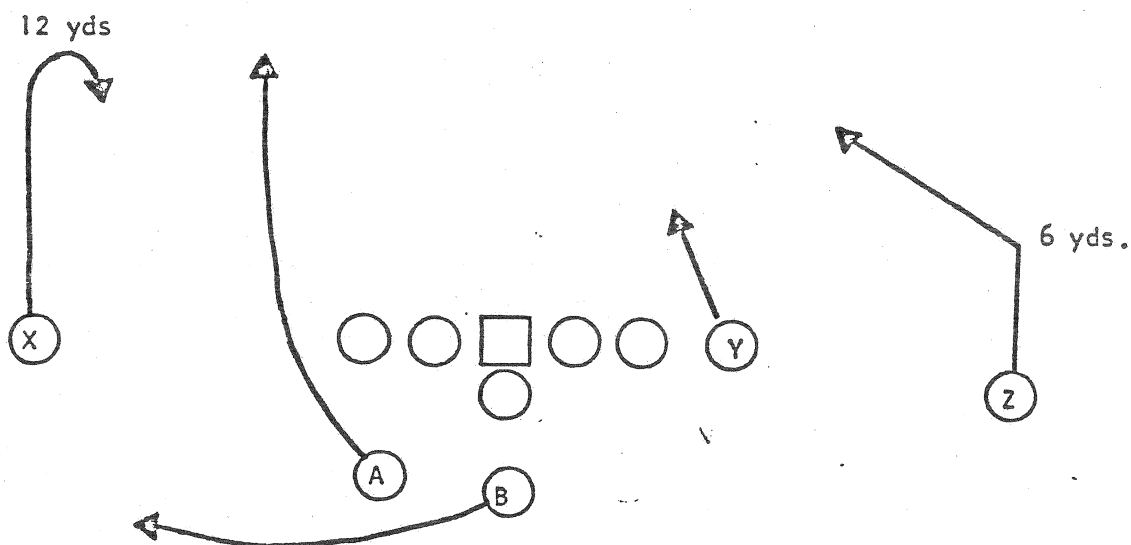
54 - FAST GOAL vs 51



55 - OUT vs 46



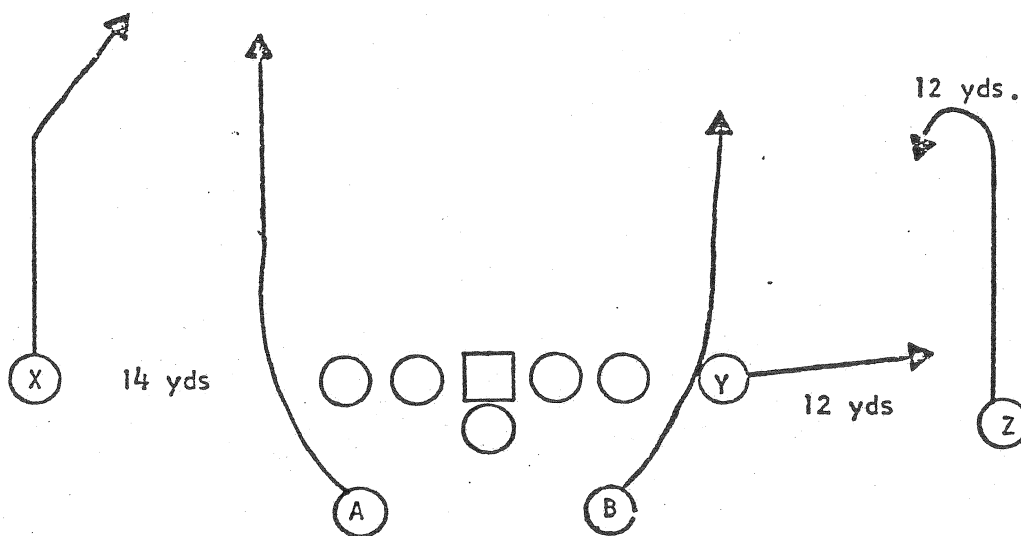
PASS 78



QB
A
B
X
Y
Z

Man for Man or Zone.
Run DEEP CIRCLE pattern to clear area - alert for ball.
SWING pattern alert for ball.
Run CURL pattern alert for open area.
Alert for LOOKIE immediately.
DEEP SLANT - alert for ball.

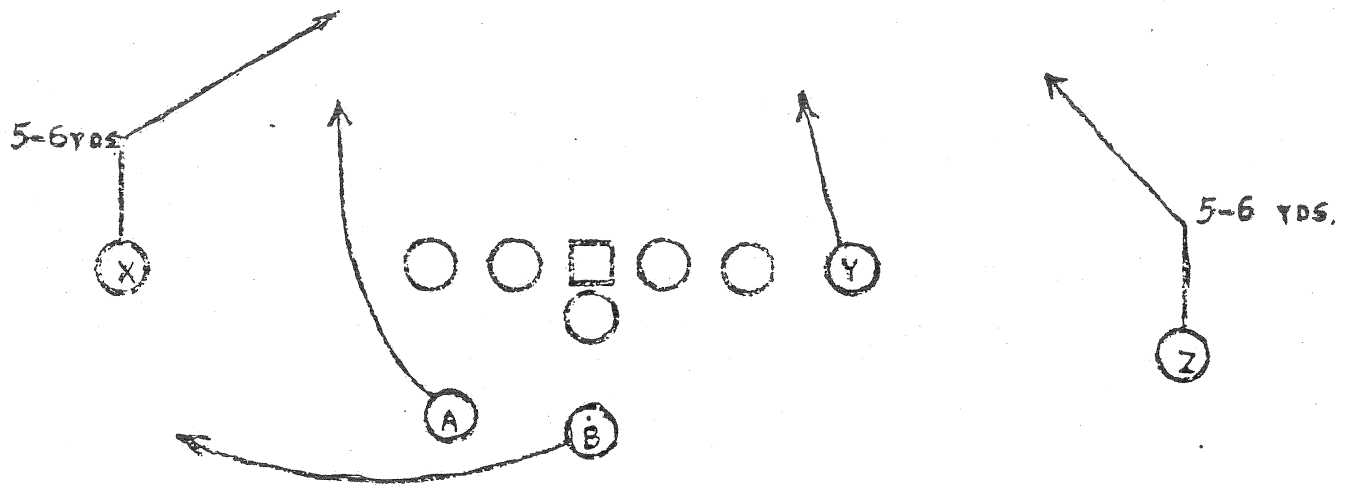
PASS 74



QB
A
B
X
Y
Z

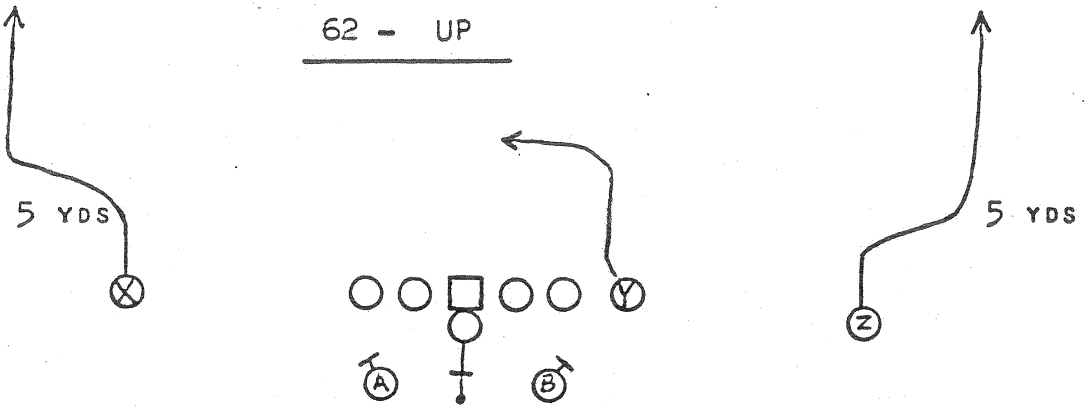
Man for Man or Zone - Key MAC.
Run CIRCLE - get head up position on BUCK.
Run CIRCLE pattern - alert for ball. Head up position on STUB.
GOAL Pattern.
STRAIGHT pattern.
STRIKE Pattern.

BROWN RIGHT PASS 78

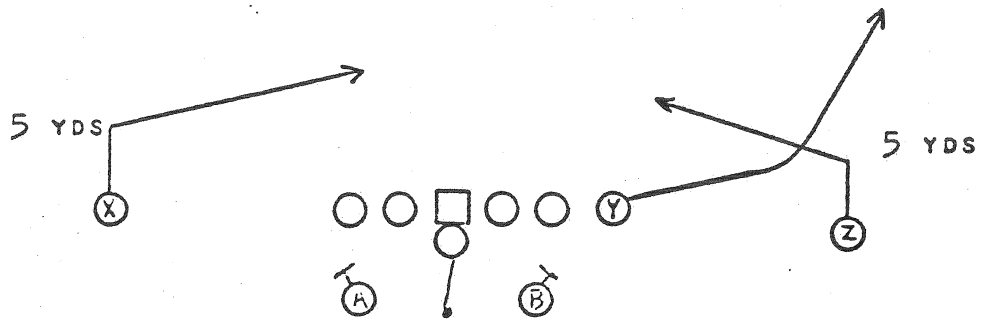


UP ROUTES FROM NUMBER PASSES

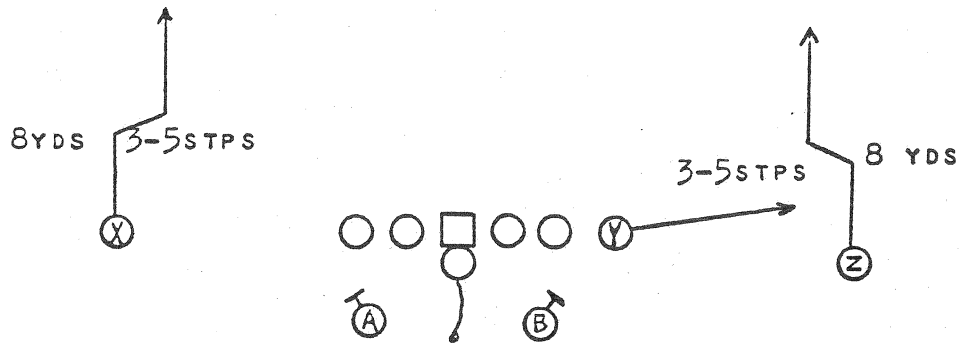
62 - UP



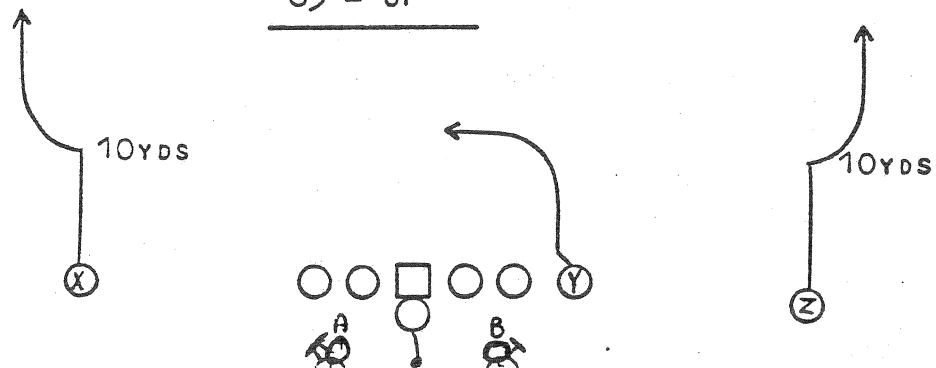
63 - UP



64 - UP

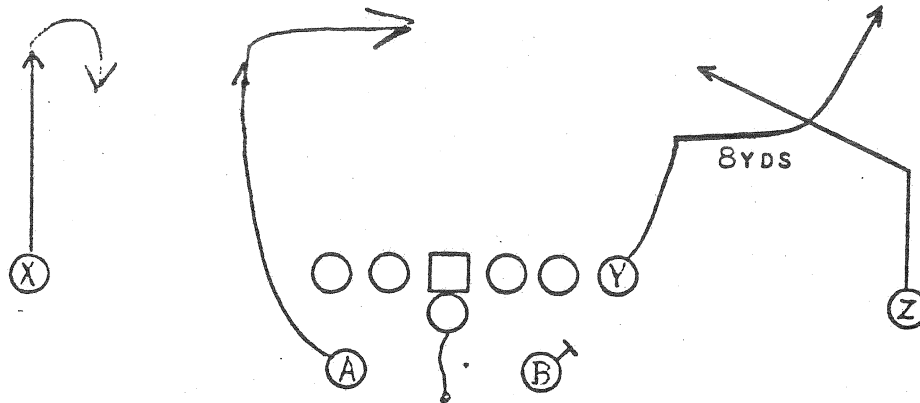


65 - UP

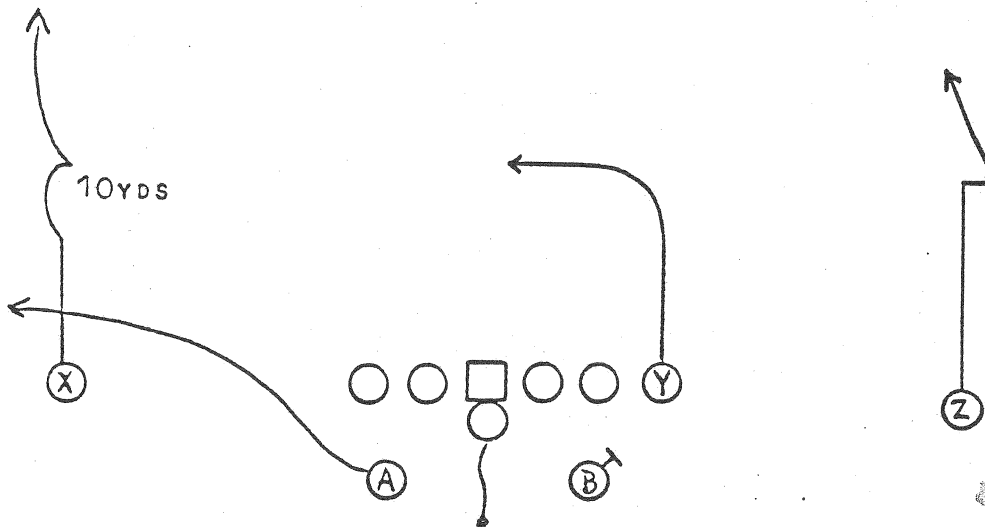


UP ROUTES FROM NAME PASSES

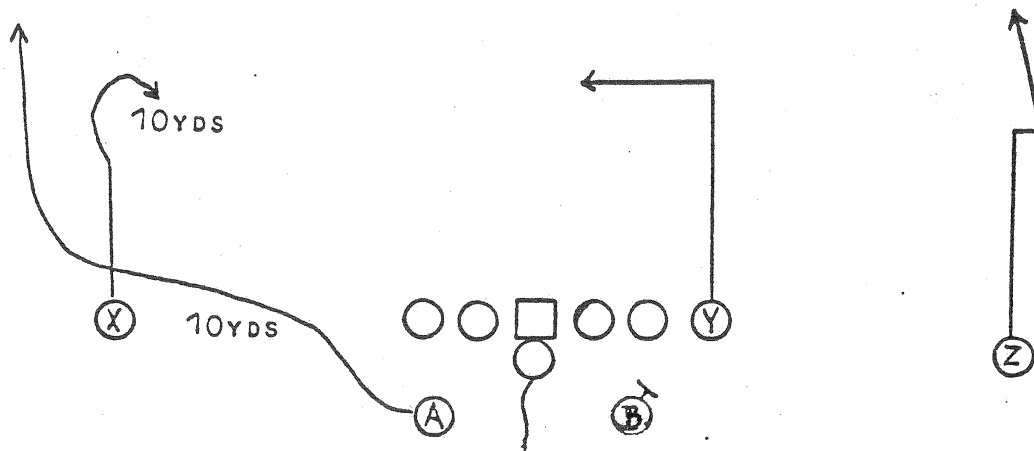
72 STEEL & UP



72 WHIRL & UP



72 WHIRL - "A" SHOOT & UP



Name Passes

NAME PASSES

The following is a list of name patterns that are preferred from each formation and each protection. The underlined patterns are the most consistent from that specific formation and protection.

I. BROWN

71 Strong

- a. Steel
- b. Strike
- c. Straight
- d. Sponge

71 Weak

- a. Wood
- b. Whirl

77-76 Strong

- a. Steel
- b. Strike
- c. Straight
- d. Sponge

77-76 Weak

- a. Wood
- b. Whirl
- c. Whisk

78-79 Strong

- a. 78 (auto)
- b. Straight

78-79 Weak

- a. Wood
- b. Whisk
- c. Whirl

II. RED

71 Strong

- a. Steel
- b. Strike
- c. Straight
- d. Sponge

71 Weak

- a. Wood
- b. Whirl

73-72 Strong

- a. Steel
- b. Strike
- c. Star

73-72 Weak

- a. Wood
- b. Whisk
- c. Whirl

78-79 Strong

(None)

78-79 Weak

(None)

III. BLUE

71 Strong

- a. Steel
- b. Strike
- c. Straight
- d. Sponge

71 Weak

- a. Whirl
- b. Wood

73-72 Strong

(None)

73-72 Weak

- a. Whirl

76-77 Strong

- a. Strike-X short out
- b. Sponge-X short out

76-77 Weak

(None)

78-79 Strong

(None)

78-79 Weak

(None)

COMPLEMENTARY PASS ROUTES

On all pass patterns or individual pass routes the off receiver or receivers will have an automatic complementary route. The rules that govern what complementary route will be seen are:

1. Clear the area of the primary receiver.
2. When it is impossible to clear the area then run the route that the quarterback can easiest find, as a secondary receiver.
3. Certain individual routes of X and Y will be reciprocal.

Examples - Primary Receiver X-IN - Compl. - Y- DRAG, Z-GOAL
- Primary Receiver Y-CROSS - Compl. - X- OUT, Z GOAL.
- Primary Receiver X-OUT - Compl. - Y-IN, Z-OUT).

The following are the complementary routes for both the strong side and the weak side.

NAME PATTERNS:

Strong Side Patterns

Strike
Stick
Steel
Sponge
Star
Score
"Y" Sneak
Streak
Double Sponge
Straight

X's Complementary Route

In
In
In
In
Out
Out
Out
Deep Out
Fast Goal
Fast Goal

Weak Side Patterns

Whisk
Whirl
Wood
Whip

Y's

In
Stop
In
Goal

Z's Complementary Route

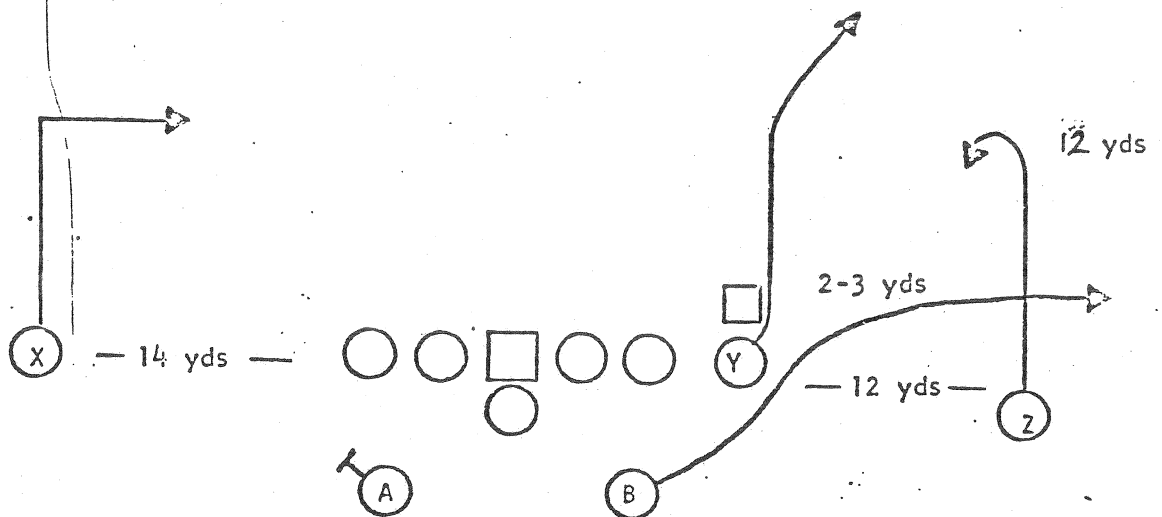
In
Curl
Out
In

CLASSIFICATION OF RAM PASSES

BY DISTANCE OF THE PRIMARY RECEIVER, PASSES BY NAME.

- | | |
|------------------|--------------|
| 1. WHIRL | 14 yds. |
| 2. WOOD | 12 yds. |
| 3. WHISK | 5-6 yds. |
| 4. STRIKE | 12 yds. |
| 5. STEEL | 12 yds. |
| 6. SPONGE | 12 yds. |
| 7. DOUBLE SPONGE | 12 yds. |
| 8. STAR | 5-6 yds. |
| 9. STRAIGHT | 3-4 yds. |
| 10. STRAW | 4-5 yds. |
| 11. SCORE | 5-8 yds. |
| 12. STREAK | over 10 yds. |
| 13. WHIP | 12 yds. |

73 STRIKE



QB

Good pattern vs Man for Man or Zone, 3rd down - ball thrown hard.

A

Block 73 protection.

B

Take off at STUB - run 'SHOOT' - hurry into flat to occupy STUB or LOU if Zone.

X

Run IN Pattern - alert for ball - continue pattern across field.

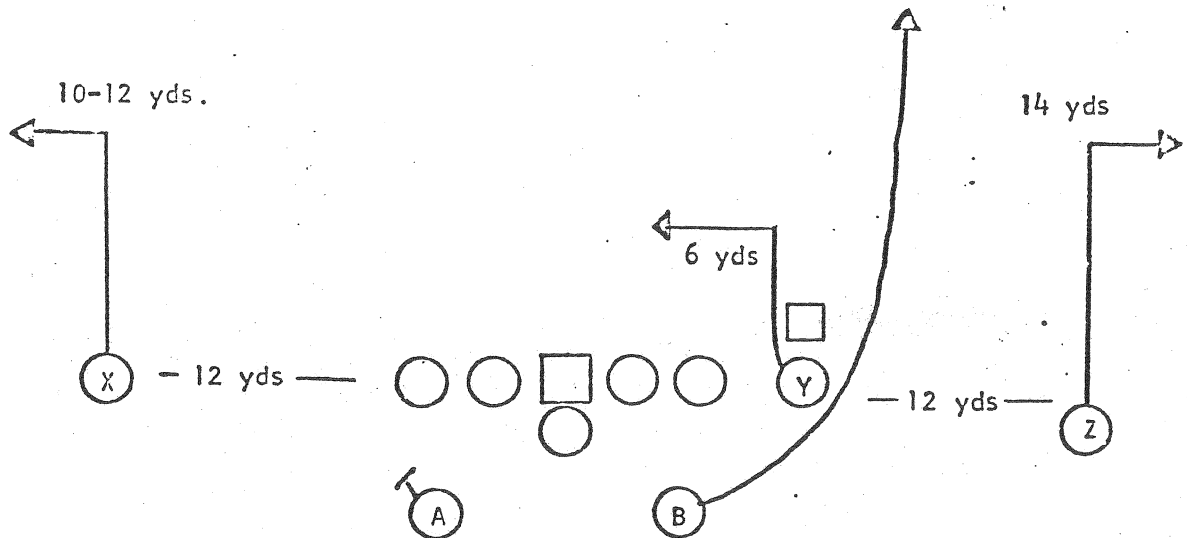
Y

Clear area for Z - do not allow STUB to force you wide -- occupy SAM in Zone or M/M.

Z

Run COMEBACK Pattern - take wide split from 'Y' - go outside Lou if Zone, alert for position of STUB.

73 STAR



QB

Pattern Best vs Zone - ball thrown medium.

A

Block 73 protection.

B

Run SKY Pattern - Equidistant from Y and Z looking for ball upon clearing L.O.S. - continuing downfield if ball not thrown.

X

Run OUT Pattern.

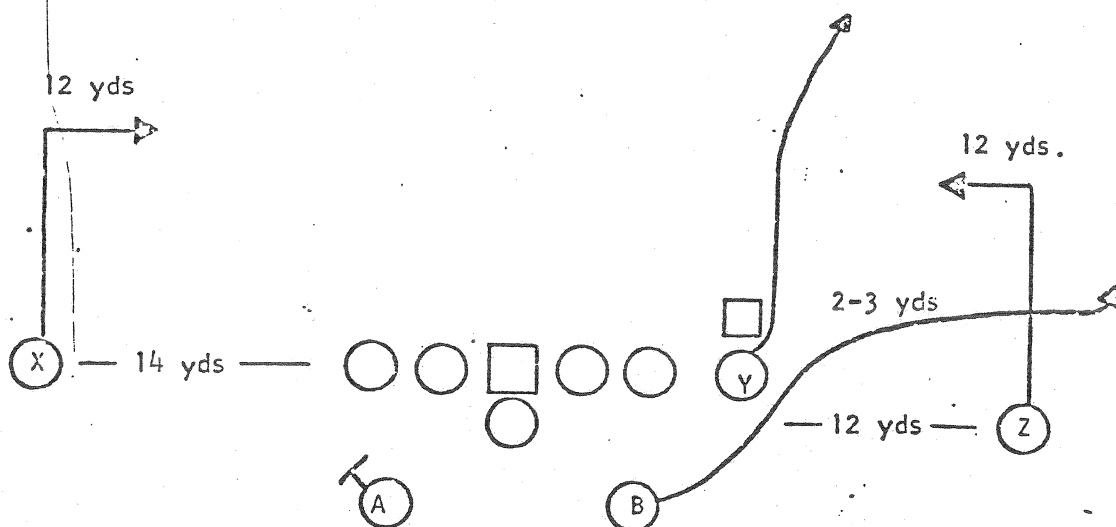
Y

Release inside of STUB - run OVER route - Alert for ball.

Z

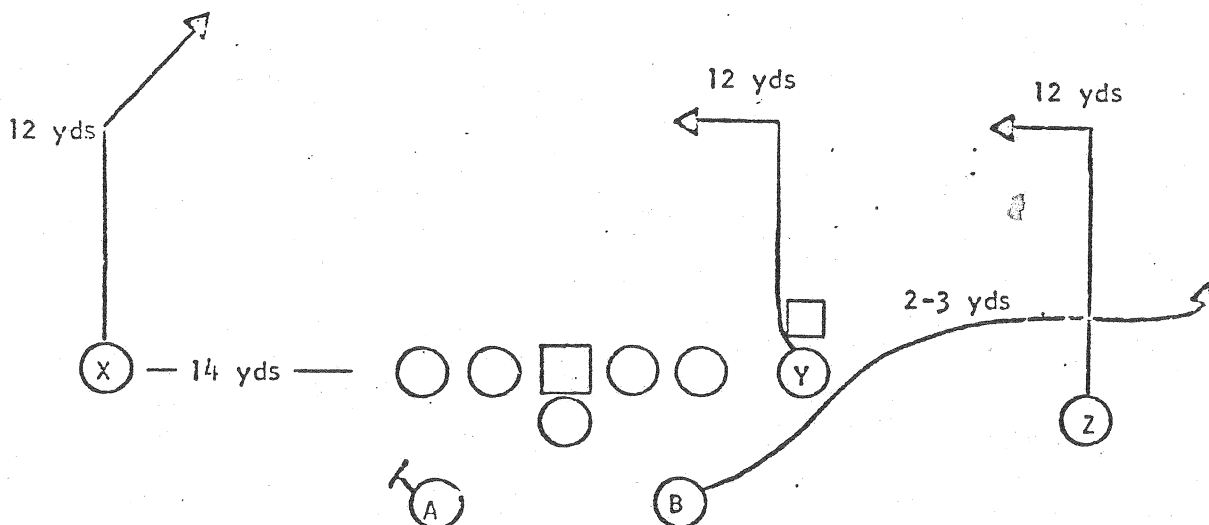
Run DEEP OUT if Man for Man - deep enough to occupy Sam if Zone - take wide split.

73 SPONGE



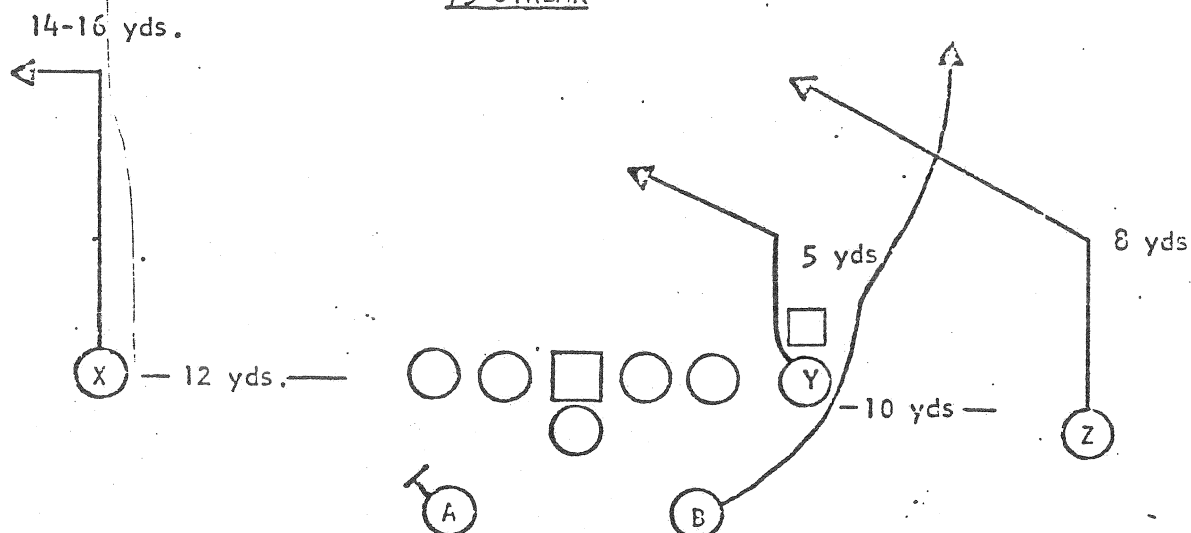
- QB Good Man for Man or Zone - 3rd Down.
A Block 73 protection.
B Run SHOOT Pattern - occupy STUB if Man for Man. Head upfield if ball is not thrown - occupy LOU if Zone.
X Run IN Pattern - alert for ball.
Y Clear area for Z - inside release - on Zone do not allow STUB to force you wide quick release.
Z Take wide split - take off downfield - give LOU outside move. Break to inside at 90° look for ball at break - go outside LOU if Zone.

73 DOUBLE SPONGE



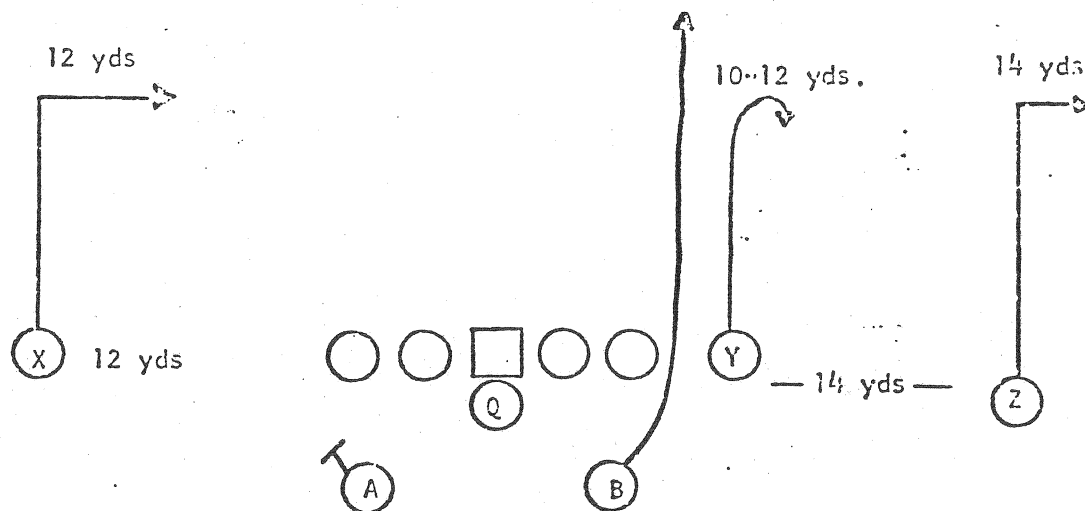
- QB Good Man for Man or Zone - 3rd down - ball thrown hard.
A Block 73 protection.
B Run SHOOT - occupy STUB to flat - head up field if ball not thrown.
X Run GOAL Pattern - watch JILL.
Y Run IN Pattern - inside release and watch for MAC if Man for Man. On Zone do not allow STUB to force you wide - continue pattern across field.
Z Take wide split - take off downfield - give LOU outside move. Break to inside at 90° look for ball at break - go outside LOU if Zone. Fine opportunity to run with ball if Man for Man defense.

73 STREAK



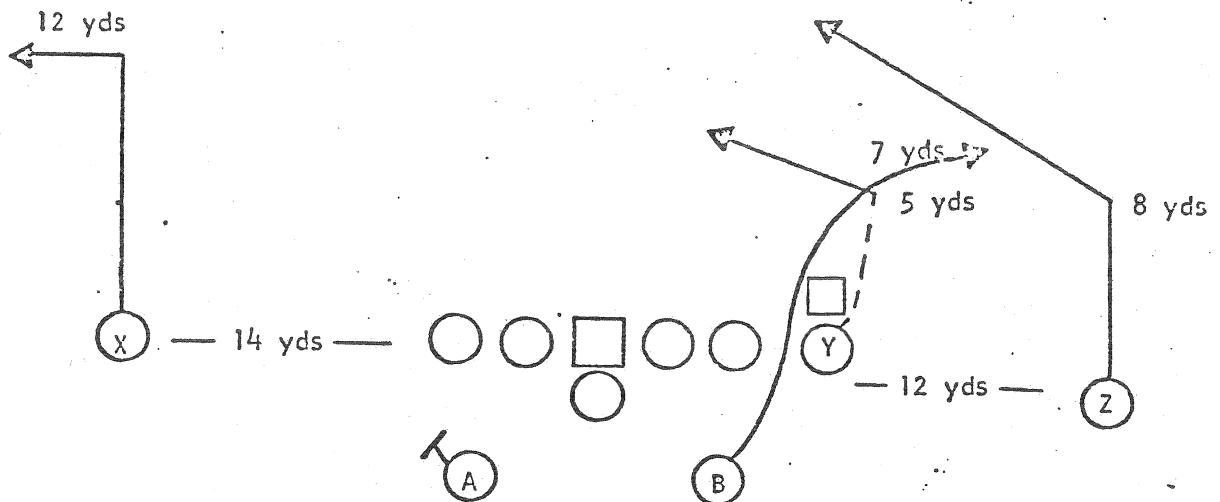
- QB Best vs Man to Man - ball thrown medium.
A Block 73 protection.
B Take-off at a point approximately 2 yds outside STUB. Outrun STUB.
 Be alert for ball - continue pattern outside.
X Outlet man - DEEP OUT in the event of double coverage on strong side.
Y Hit into STUB - run CROSS pattern - take SAM with you - alert for ball.
Z Minimum split from Y - run FAST GOAL Pattern clearing area as quickly as possible.

73 Y STOP



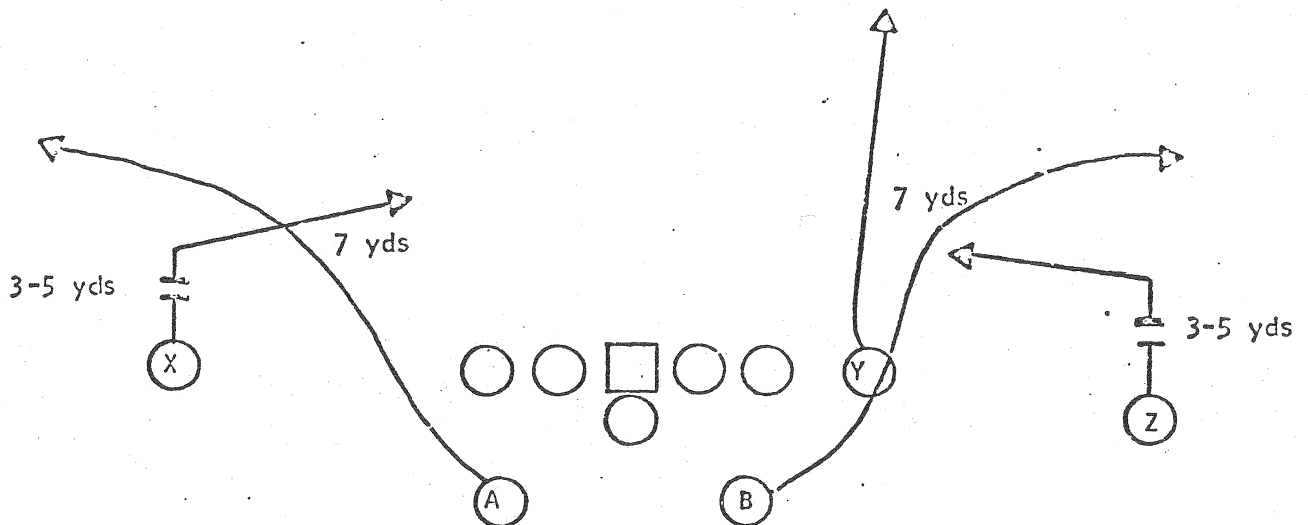
- QB Ball thrown hard - Best Vs Zone, Good M/M.
A Block 73 protection.
B Run CIRCLE Pattern.
X IN Pattern - Alert for ball.
Y Run STOP Pattern, Alert for ball on turn.
Z Run OUT and be alert for ball - If ZONE, go deep enough to occupy SAM.
 Take wide split.

73 "Y" SNEAK



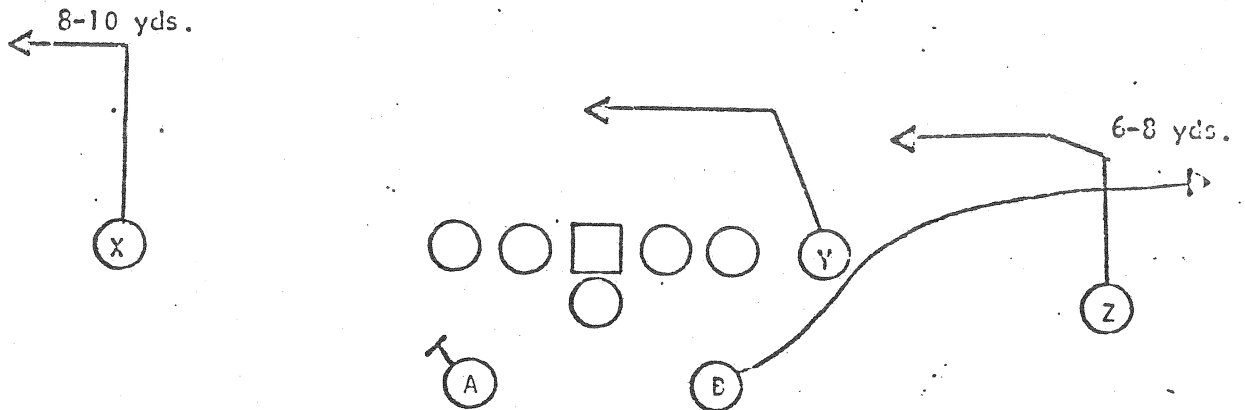
- QB Good vs. Zone or Man for Man. .
A Run CIRCLE Pattern - alert for football at all times.
B Run CIRCLE pattern at least 7 yds - occupy MAC or STUB and then break into flat being alert for ball.
X Run OUT Pattern.
Y Take good split. Work to outside of STUB. Be a good actor. When STUB leaves you or FB passes you break to inside. Good opportunity to run with ball.
Z FAST GOAL Pattern.

74 STRAW



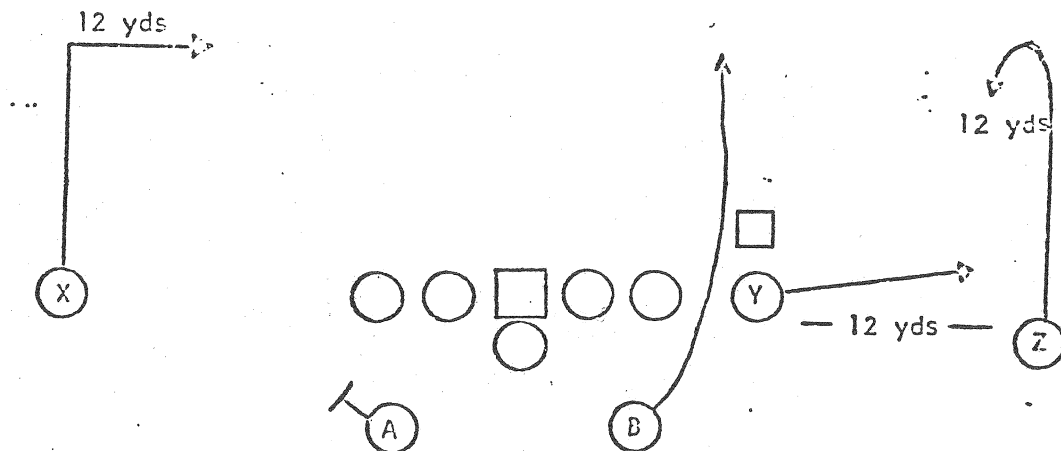
- QB Good vs. Man for Man or Zone. Ball thrown hard. Key MAC.
A Run FAN pattern - alert for ball.
B Run FAN pattern - occupy STUB - alert for ball.
X Run DELAY SLANT.
Y Clear area for Z.
Z Hesitate until B has cleared area. CROSS UNDER B, look for ball at break, take wide split.

73 SCORE



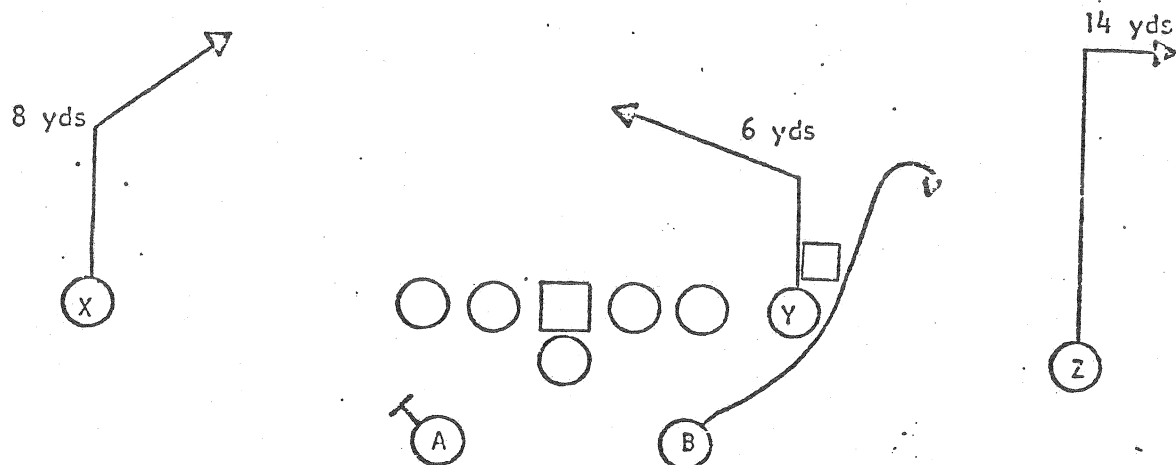
- QB Man for Man - If SAM shows Zone hit X.
A Block 73 protection.
B Run SHOOT pattern - occupy STUB immediately.
X Run an OUT at 8 yds. - be alert for ball.
Y Run LOOKIE pattern - alert for ball.
Z Run DEEP SLANT - alert for ball immediately sharp angle. Y takes SAM across field leaving an open area.

73 STRIKE CHANGE



- QB Good Pass vs SAM zone.
A Block BUC - 73 Pass Protection.
B Run CIRCLE Pattern - Alert for ball.
X Run IN Pattern - Alert for ball.
Y Go into flat quickly - occupy SAM if SAM Zone - occupy LOU if regular zone.
Z Run COMEBACK Pattern - take wide split from "Y" - go outside LOU if zone, alert for position of STUB.

73 -FULLBACK STOP



OB
A
B
X
Y
Z

Best vs 46.

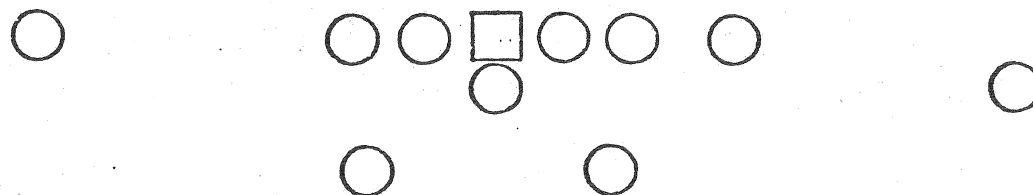
Block Buck.

Go directly at outside foot of STUB to a depth of 6 yds & TURN OUTSIDE.

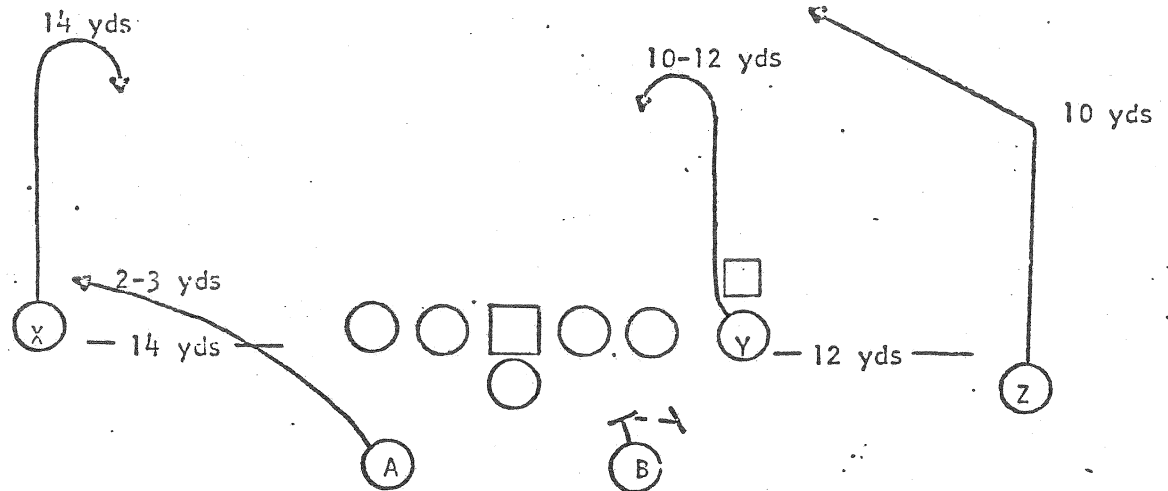
FAST GOAL.

OVER pattern at 6 yds.

OUT at 14 yds.

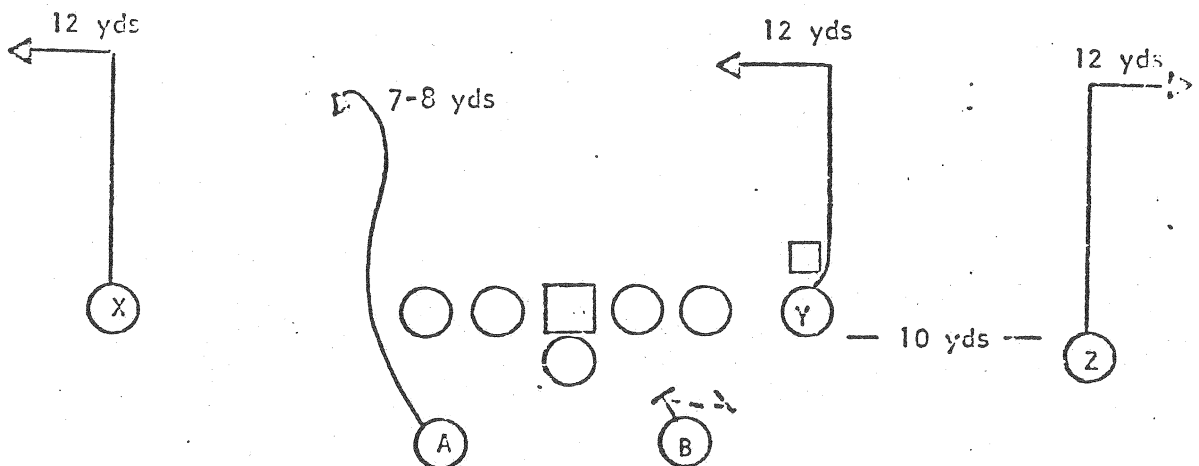


72 MIIRL



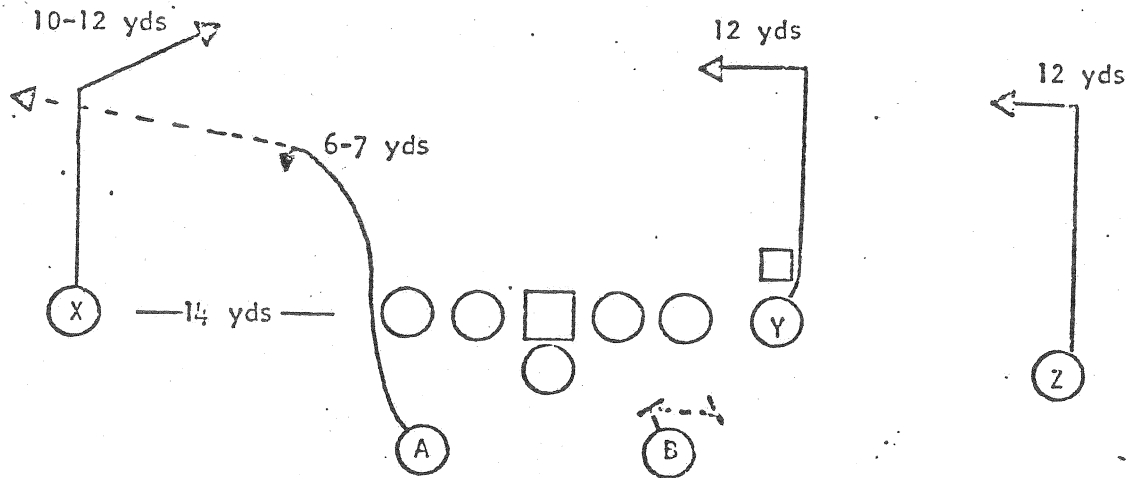
- QB Man for Man or Zone, 3rd down - ball thrown hard.
- A Run SHOOT Pattern - directly at BUCK - make him take you immediately, continue pattern upfield if ball not thrown.
- B Block 72 protection.
- X Wide split - run CURL Pattern - ball must be thrown hard at break. Come back for ball, alert as to position of BUCK or JILL.
- Y Run CURL Pattern - alert for ball and position of linebackers - Alert for LOOKIE.
- Z Run GOAL Pattern.

72 WOOD



- QB Man for Man - Zone - 3rd down - ball thrown hard.
- A Run CIRCLE Pattern - alert for ball upon crossing L.O.S. Alert for position of BUCK and MAC. TURN OUT.
- B Block 72 protection.
- X Run OUT pattern - alert for ball on break. Be prepared to come back if covered closely.
- Y Run IN Pattern - Outside release - alert for ball.
- Z Run OUT Pattern - alert for ball on break. Be prepared to come back if covered closely.

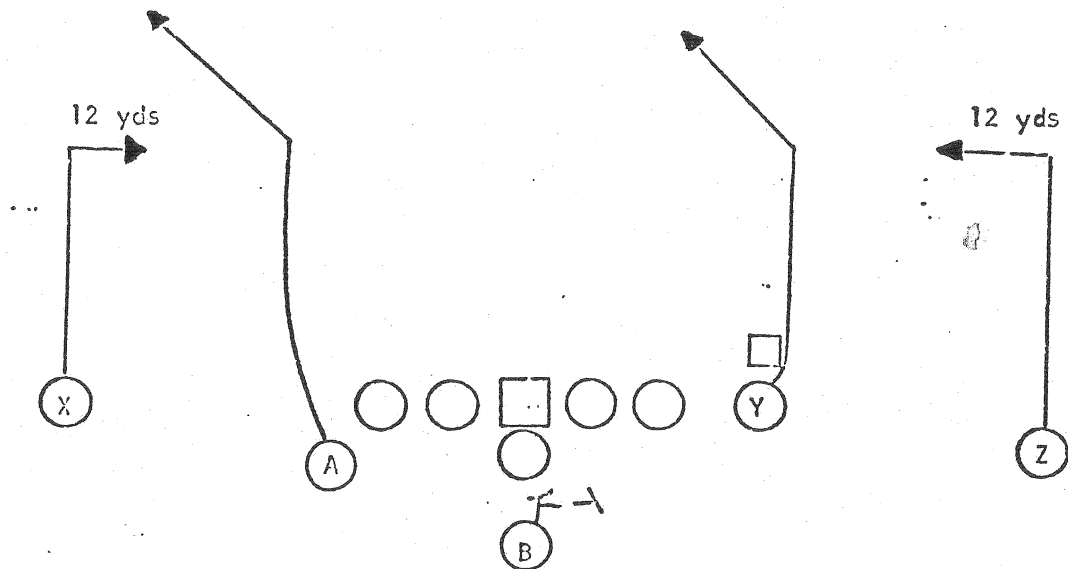
72 WHISK



- QB Good Man for Man - Zone - ball thrown hard.
A Run DEEP FAN at 6-7 yds - outside shoulder of BUCK - take him upfield. Break off at 90°. If BUCK has gone to flat, hook up.
B Block 72 protection.
X Run GOAL Pattern - alert for JILL.
Y Outside release - run IN Pattern - possible influence of JILL. Continue across field - alert for ball.
Z Run IN Pattern - continue across field - alert for ball.

DOUBLE WING ONLY

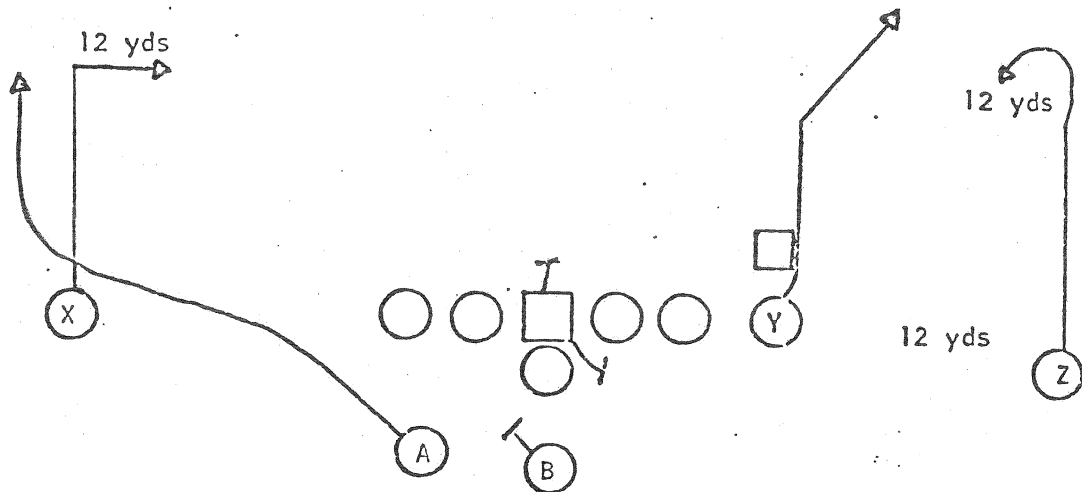
72 WHIP



- QB Man for Man or zone. Ball thrown hard.
A Run FLAG pattern - deep enough that JILL has to take you.
B 73 Protection.
X Run an IN pattern - alert for ball on break.
Y Run GOAL pattern - alert for ball. Outside release.
Z Run an IN pattern.

77 STRIKE

COUNTER KEYS



QB

Key JILL.

A

Run SHOOT AND UP - Alert for ball on Shoot.

B

77 Pass Protection.

X

Run IN Pattern - Alert for Ball.

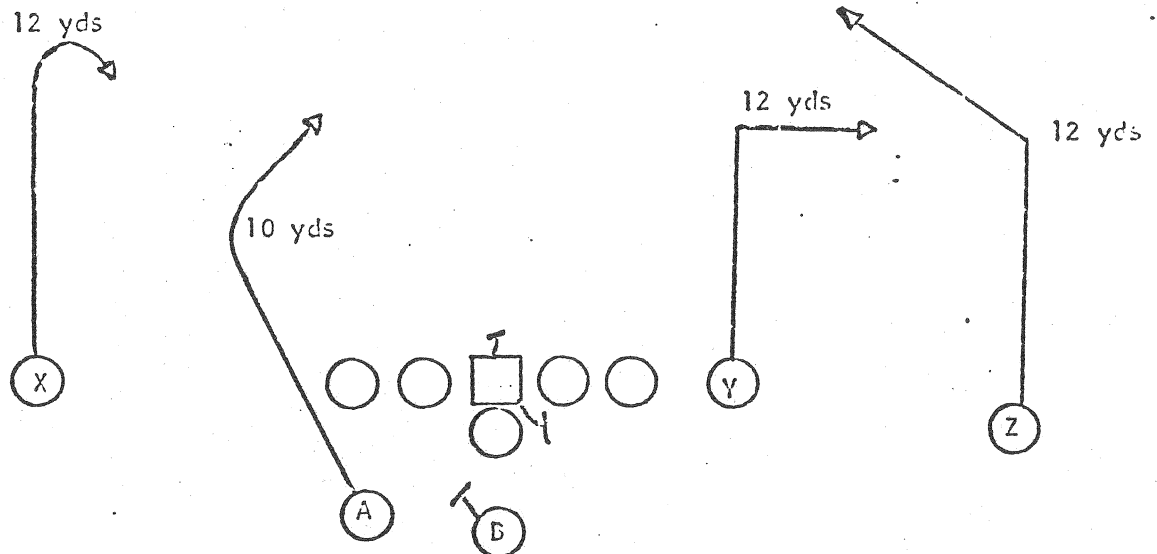
Y

Run CORNER Pattern - Alert for Ball.

Z

Run COMEBACK Pattern - Take wide split from Y - go outside LOU if Zone - Alert for position of STUB.

77 STEEL



QB

Best vs man for man - throw ball hard.

A

Run CIRCLE CROSS pattern, alert for ball.

B

77 pass protection.

X

Run CURL pattern - alert for ball.

Y

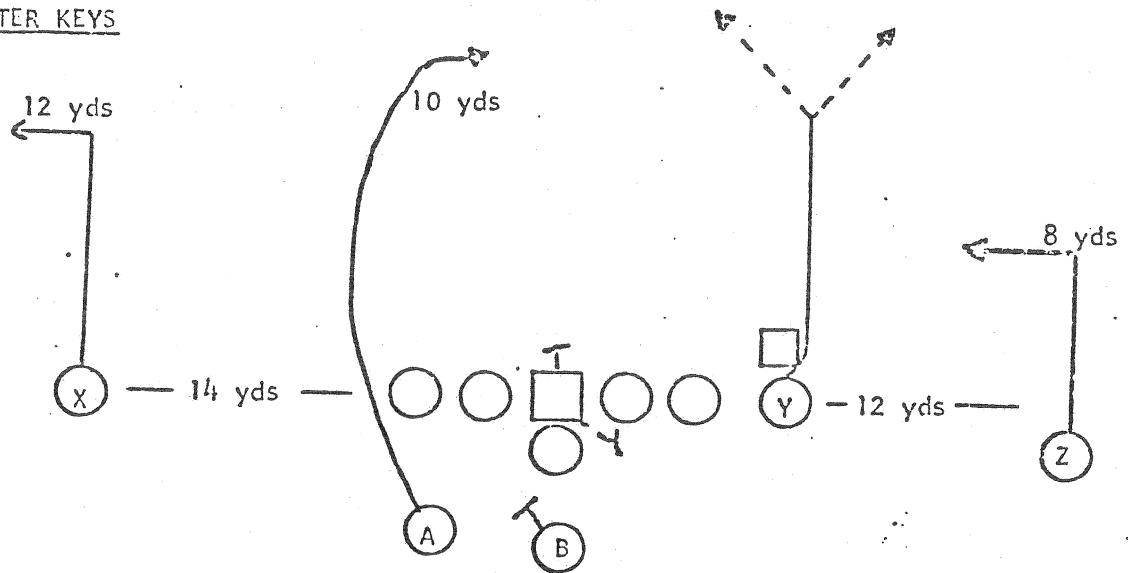
Elude STUB as quickly as possible, maneuvering to get head up position on SAM, break to OUTSIDE at 90°, looking for ball on break.

Z

Run GOAL pattern - clear area - alert for ball.

77 "Y" OPTION

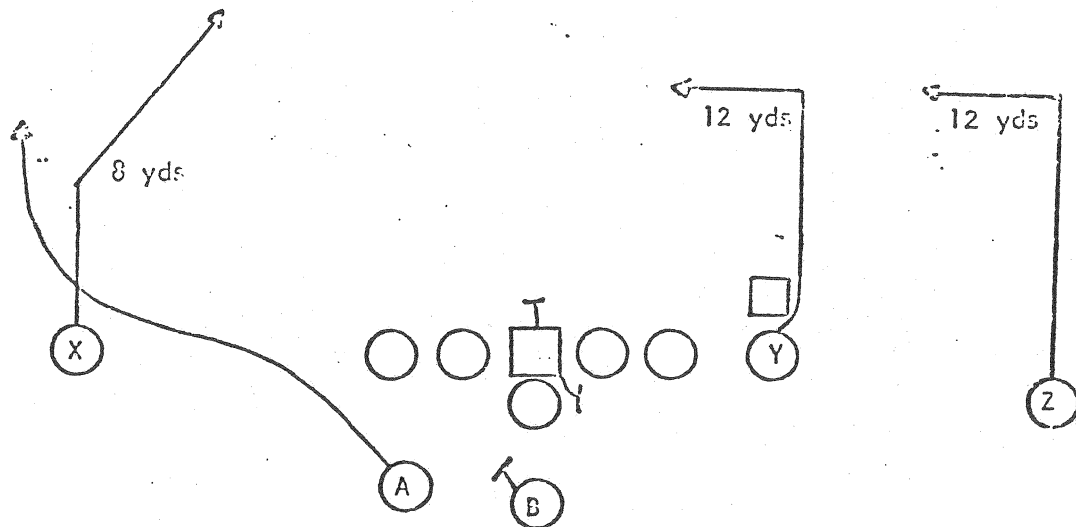
COUNTER KEYS



QB
A
B
X
Y
Z

Key SAM. Receiver will make his break according to position of SAM.
Run CIRCLE CROSS pattern - deep enough that JILL has to take you.
77 pass protection.
Run IN pattern - alert for ball on break.
Elude STUB - Break for GOAL or CORNER according to position of SAM.
Run IN pattern.

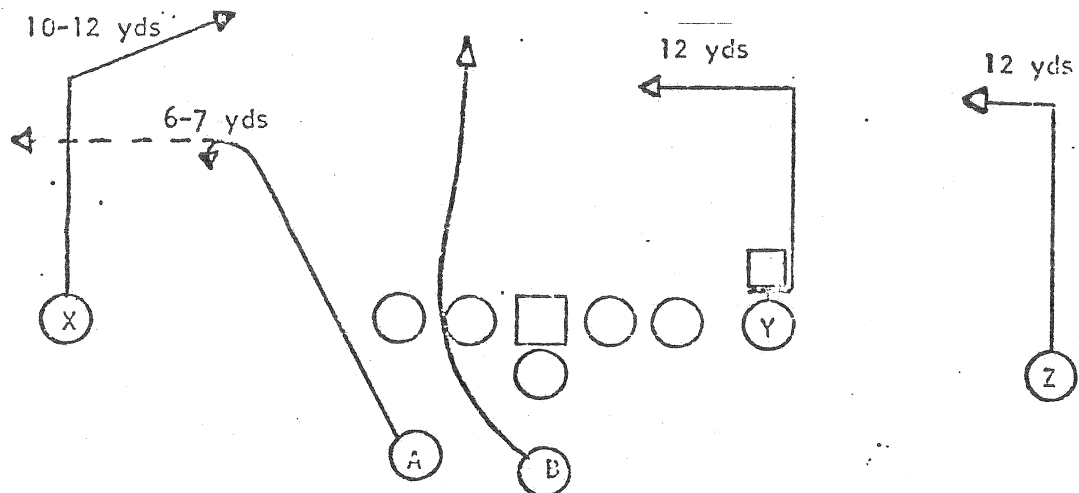
77 DOUBLE SPONGE



QB
A
B
X
Y
Z

Key JILL and also alert for buzz of STUB.
Run SHOOT & UP - Alert for ball on Shoot.
77 Pass Protection.
Run FAST GOAL Pattern - Alert for ball on break.
Elude STUB - Run III Pattern.
Run IN Pattern.

78 WHISK



QB
A
B
X
Y
Z

Used vs 46 or Zone.

WHISK pattern.

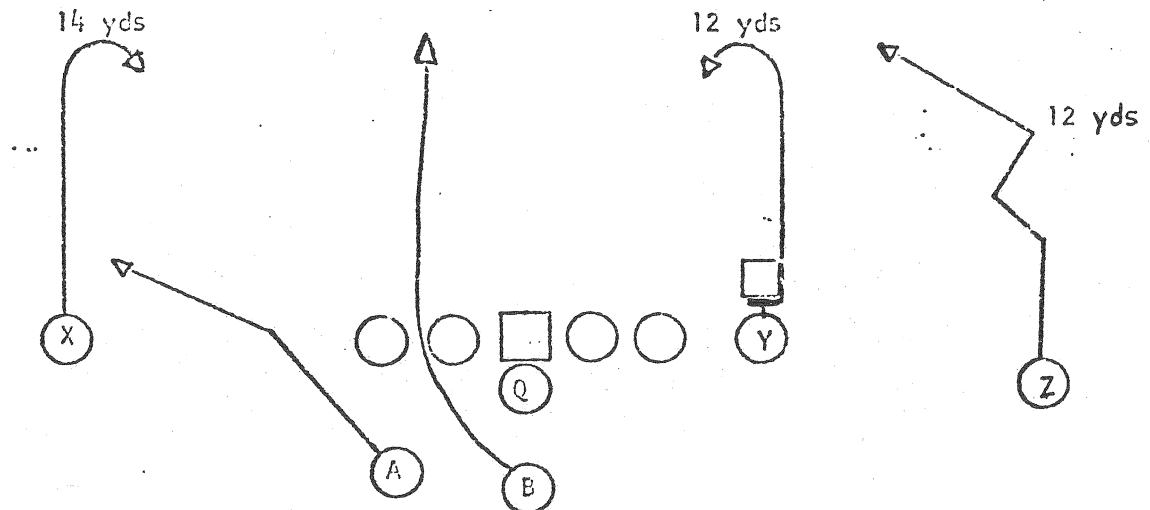
Get BUCK, if he does not come, go between tackle and guard - Occupy MAC.

FAST GOAL.

Slow on STUB, - run "IN".

IN pattern.

78 WHIRL



QB
A
B
X
Y
Z

Used vs 46 or Zone.

ARROW.

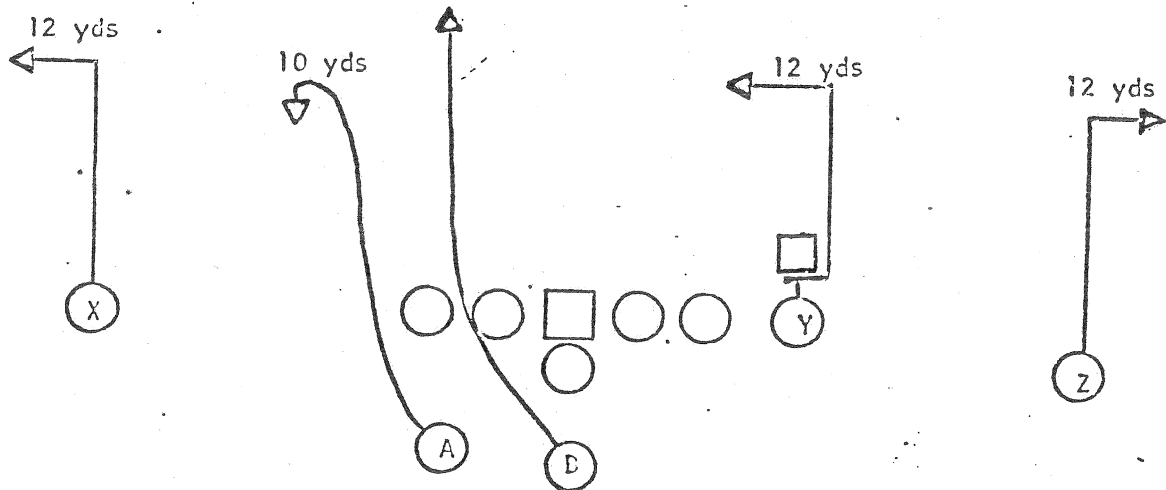
Get BUCK, if he does not come, go between tackle and guard - occupy MAC.

WHIRL.

Slow on STUB run "CURL".

Run POST Pattern.

78 WOOD



QB
A
B
X
Y
Z

Used vs 46 or Zone.

CIRCLE STOP.

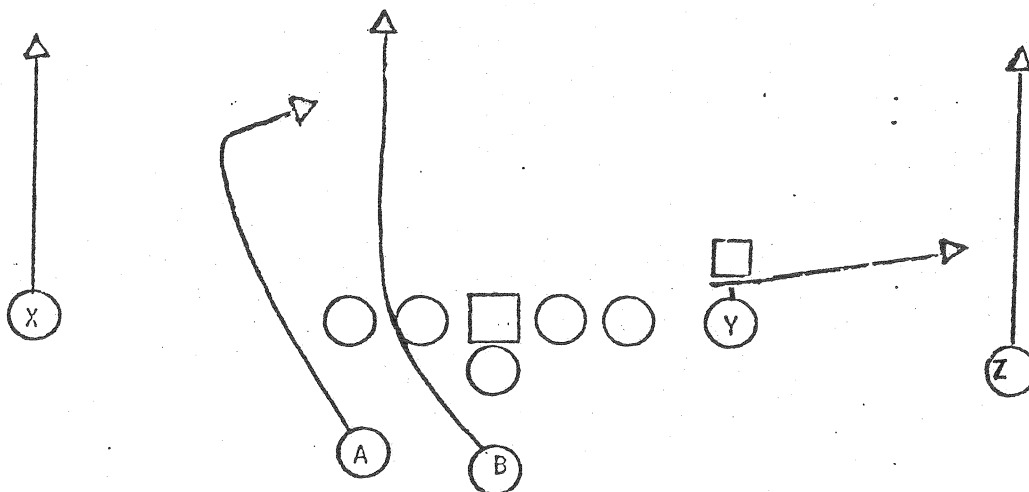
Get BUCK, if he does not come, go between tackle and guard - Occupy MAC.

OUT pattern.

Slow on STUB - run "IN".

OUT pattern.

78-HB DELAY CROSS



QB
A
B
X
Y
Z

Used vs 46 or Zone.

Start towards BUCK, CIRCLE CROSS.

Get BUCK, if he does not come, go between tackle and guard - Occupy MAC.

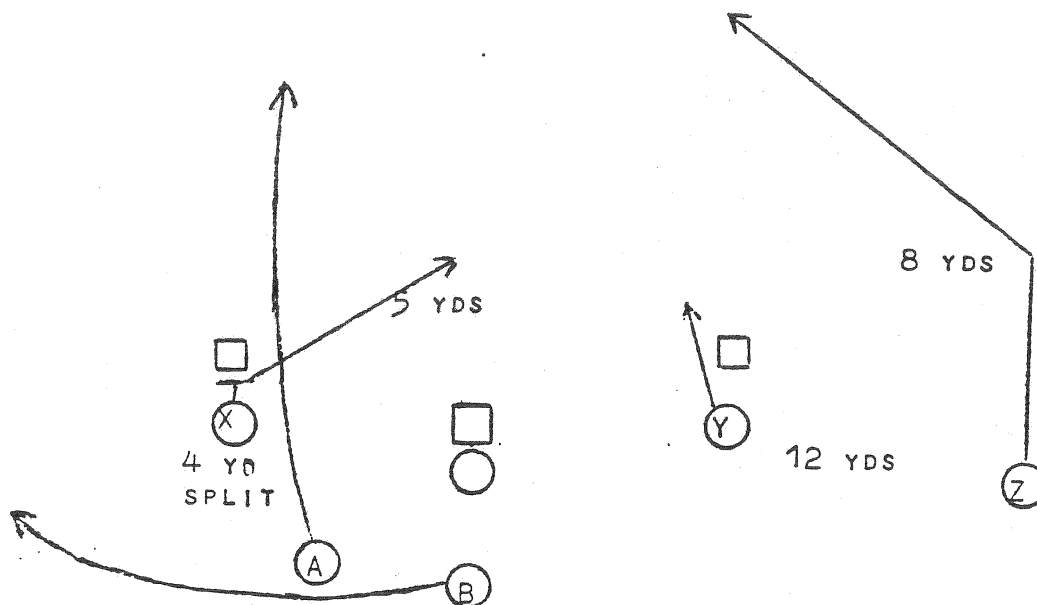
GO pattern.

Slow on STUB - run STRAIGHT.

GO Pattern.

BROWN RIGHT FLEX

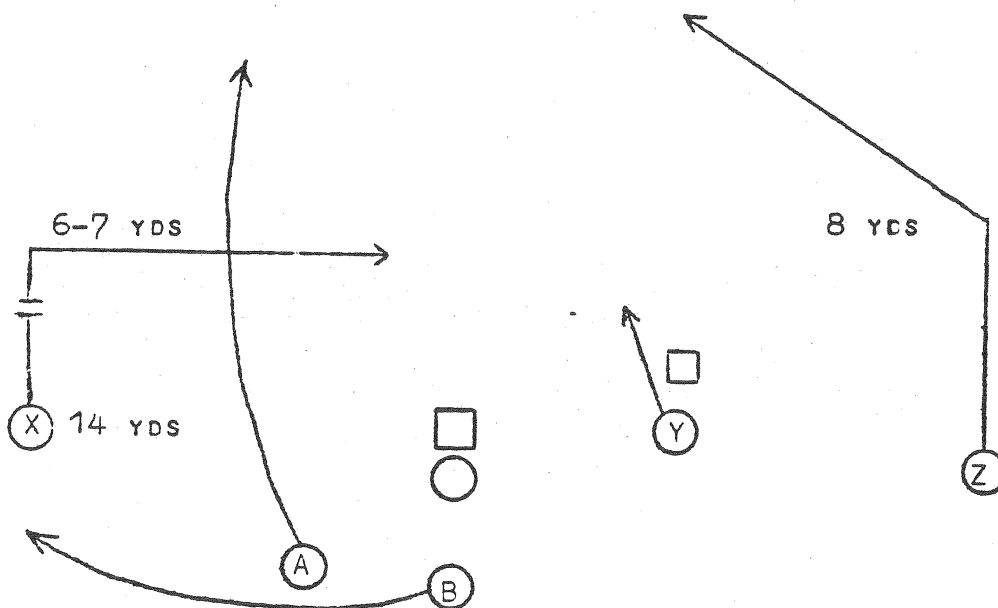
"X" DELAY SLANT



C.P. "X" ALLOW "A" BACK TO CLEAR WITH AN EYE ON MAC.

BROWN RIGHT

"X" DELAY SLANT

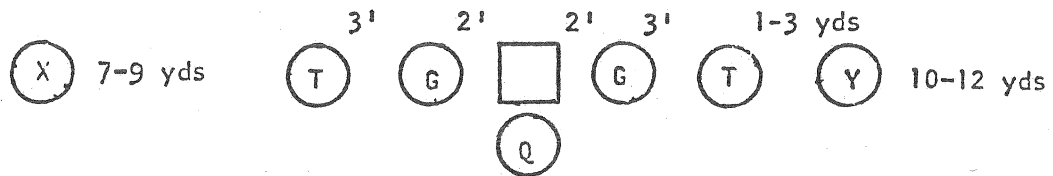


C.P. "X" ALLOW "A" TO CLEAR - ALERT FOR POSITION OF BUCK & ROSE.

I Formation

I FORMATION

BASIC DIAGRAM AND SPACING:



FB (B) 4 1/2 yds -Down

HB (A) 5 1/2 yds -Up

PHILOSOPHY:

1. The I formation will be our NORMAL "pre-shift" formation and will be used at all times -unless the QB prefixes his huddle formation call with "No I".
2. The QB will only call I if WE ARE GOING TO RUN FROM I.
3. Basically we will want to hit quickly from the I, and the snap count will normally be on AUDIBLE.
4. We do not expect to use audibles from the I, but it will be possible when snap count of other than AUDIBLE is called in huddle. This will mean that backs do not shift from I at 1st call (46-2) but remain in I.
5. If we are going to run from a REGULAR FORMATION (Brown-Red-DBL Wing, etc), the QB will call only the final formation and we will automatically line up in the I and shift to the desired formation.
6. The FB is always the 3 back in the I.
7. The HB is the 2 BACK on runs to his RIGHT.
4 BACK on runs to his LEFT.
8. When calling I plays the QB will usually use only UP or DOWN posture for the line. He can use SHIFT if he is calling for a later count in the cadence and then the line would go from 2 pt to 3 pt after the 1st sound (46-2).
9. "NO- I" called before a formation in the huddle means that we DO NOT LINE UP IN THE I but go immediately to the REGULAR FORMATION called in huddle. This will be used basically in our 2 MINUTE OFFENSE or possibly at other times when we wish to conserve time by not shifting.

I RIGHT RUNS

FB

31 TRAP
35 PIC
34 PIC
35 VEER
37 PIC A OR B
36 MO
39 FLIP B GRACE
31 DRAW

HB

25 M HUNCH
46 M BOB
46 FULL COUNTER
25 FAST TRAP
29 FM GRACE (B)
27 POWER BOB I
44 LEAD DRAW

I RIGHT PASSES

90-91-92-93-94-95
77 WHIRL
77 WOOD
77 FULL XX
Q8 SPRINT WOOD
PASS 27 B SHOOT
WAGGLES

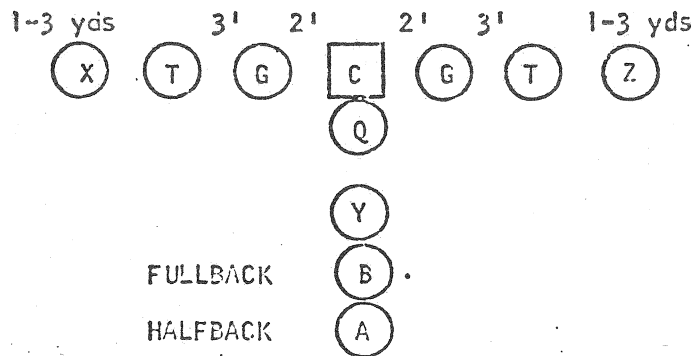
77 DOUBLE SPONGE
77 STRIKE
77 STAR
Q9 SPRINT STEEL
Q9 SPRINT WOOD

I RIGHT SCREENS

FB SCREEN OR LEFT
DOUBLE SCREEN
77 FULL HB QUICK SCREEN RIGHT

POWER I FORMATION

BASIC DIAGRAM & SPACING:



PHILOSOPHY:

1. The POWER I places "Y" in the backfield and is an additional way to run the I.
2. It can be used in the same manner as the I, as a pre-shift formation or as play formation.
3. If QB wishes to run play from this formation he will call "POWER I" in the huddle.
4. If QB wishes to shift to a REGULAR FORMATION from the POWER I, he will call POWER RED, POWER BROWN, ETC.
5. Since it is a balanced formation, we will always consider it STRONG RIGHT. Therefore, Z will line up to the RIGHT, X will line up to the LEFT.
6. The normal Tight End will be called "Y" in this formation, even though he is in the backfield.
7. The FB is always the 3 BACK.
8. The HB is the 2 BACK on Runs to his RIGHT.
4 BACK on Runs to his LEFT.
9. All cadence rules which apply in the I will also apply in the POWER I.

POWER I RUNS

FB

31 TRAP

35 PIC

34 PIC

35 VEER

37 PIC A OR B

36 MO

39 FLIP B GRACE

31 DRAW

HB

25 M HUNCH

46 M BOB

46 FULL COUNTER

25 FAST TRAP

29 FM GRACE (B)

27 POWER BOB I

44 LEAD DRAW

POWER I PASSES

PASS - 36-37

X CORNER - Z CORNER - Y CURL

DOUBLE X - Y THRU 4 HOLE

TRIPS

WHIRL
WHISK
WOOD
SHORT OUT

TRIPS RIGHT

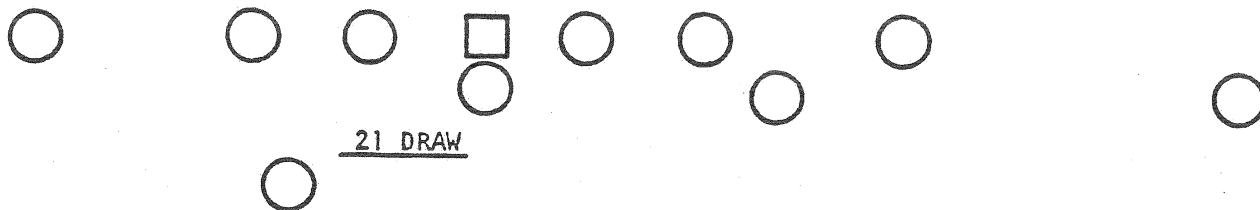
STREAK
STICK
STAR
STRIKE
STRAIGHT
SPONGE
ARROW
FAN
STEEL
CORNER
LOOKIE
FLAG

48 TOSS TESS

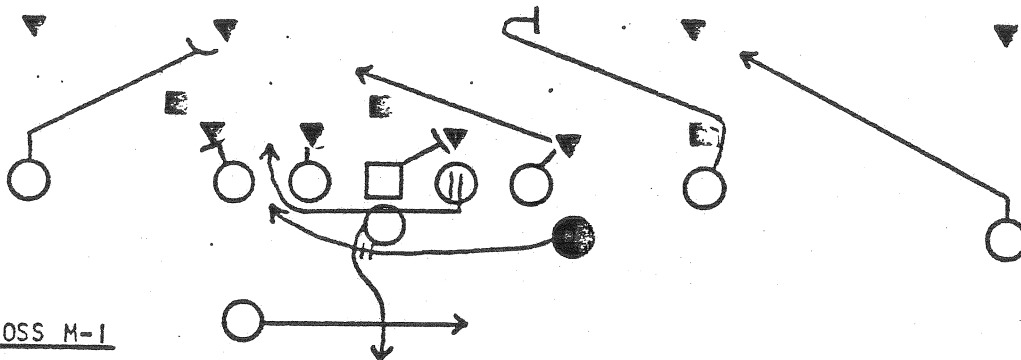
21
FAST TR

25 TR 27 BIM I

29 BIM



44 CROSS M-1



TRIPS LEFT

(PASSES SAME AS TRIPS LEFT)

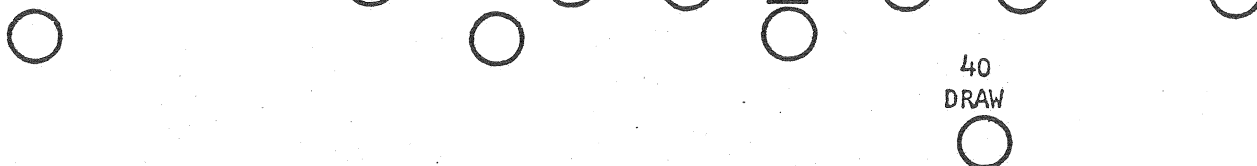
48 BIM

46
BIM I

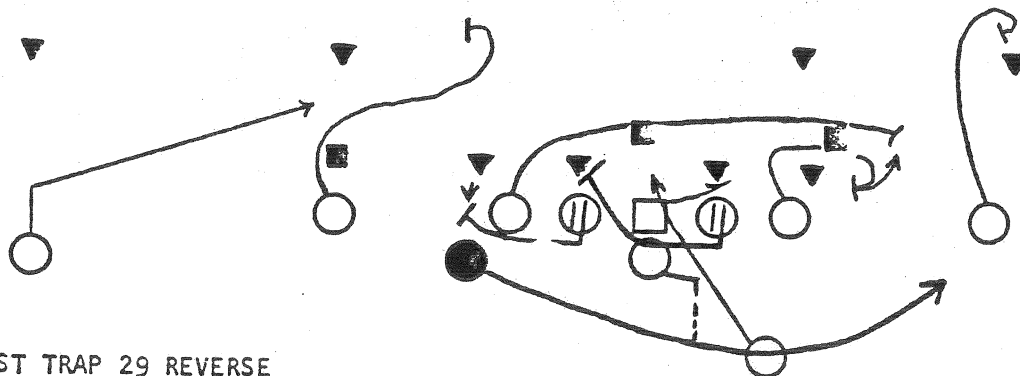
44
TR

40
FAST TR

29 TOSS TESS



FAKE 40 FAST TRAP 29 REVERSE



WHIRL
WHISK
WOOD
SHORT OUT

TRIPS RIGHT

STREAK
STICK
STAR
STRIKE
STRAIGHT
SPONGE

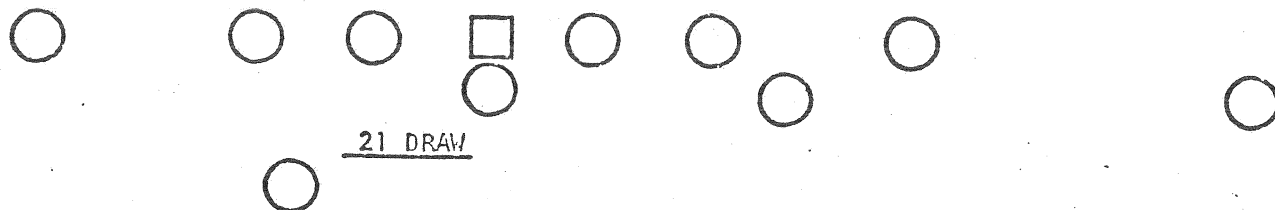
ARROW
FAN
STEEL
CORNER
LOOKIE
FLAG

48 TOSS TESS

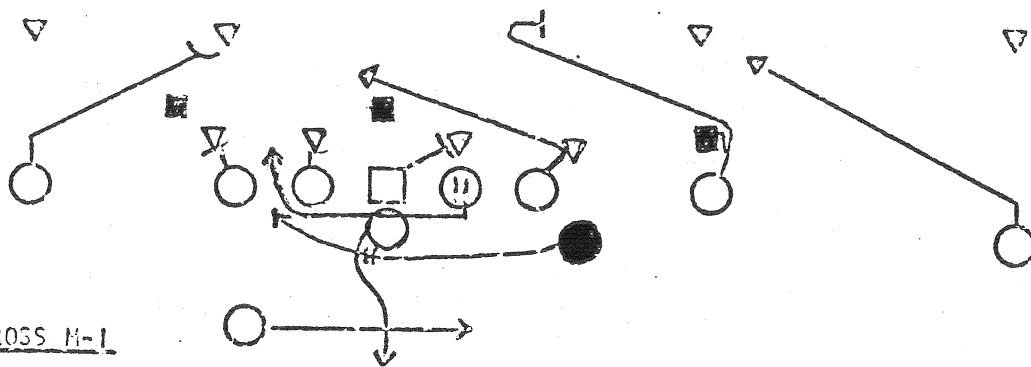
21
FAST TR

25 TR 27 BIM I

29 BIM



44 CROSS H-1



TRIPS LEFT

(PASSES SAME AS TRIPS LEFT)

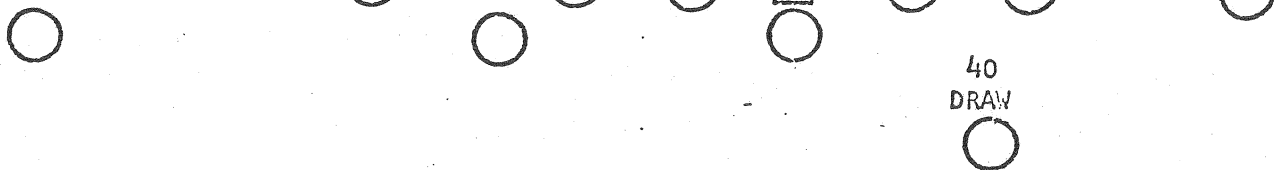
48 BIM

46
BIM I

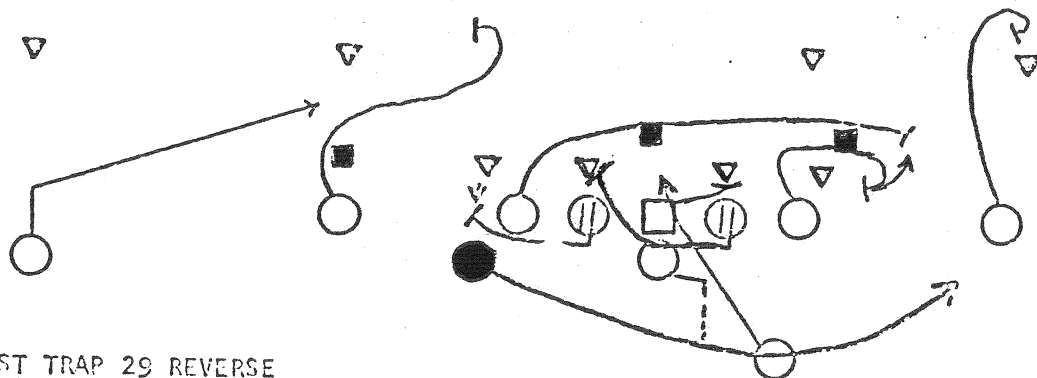
47
TR

40
FAST TR

29 TOSS TESS

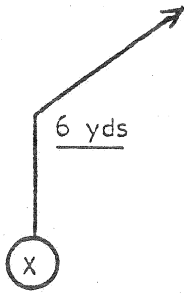


FAKE 40 FAST TRAP 29 REVERSE

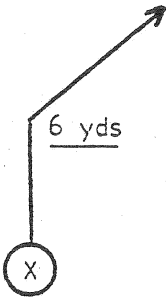
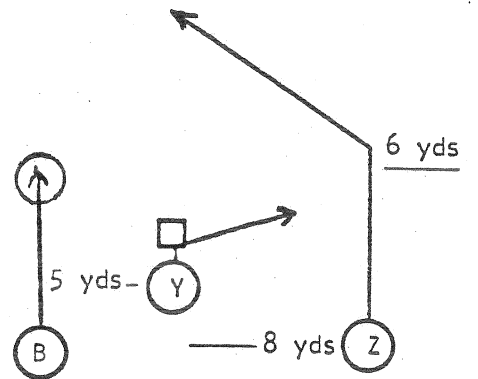


TR #1

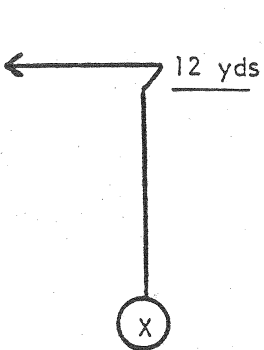
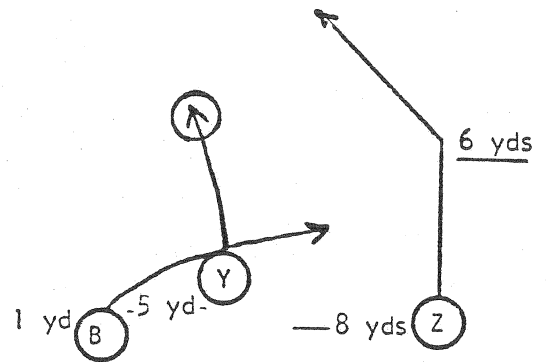
TRIPS RIGHT ROUTES



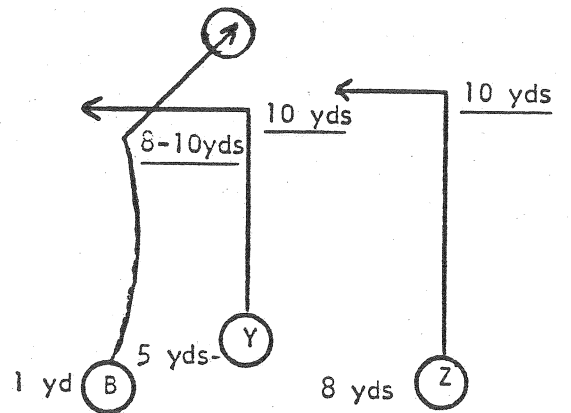
TRIPS RIGHT
73 "B" LOOKIE



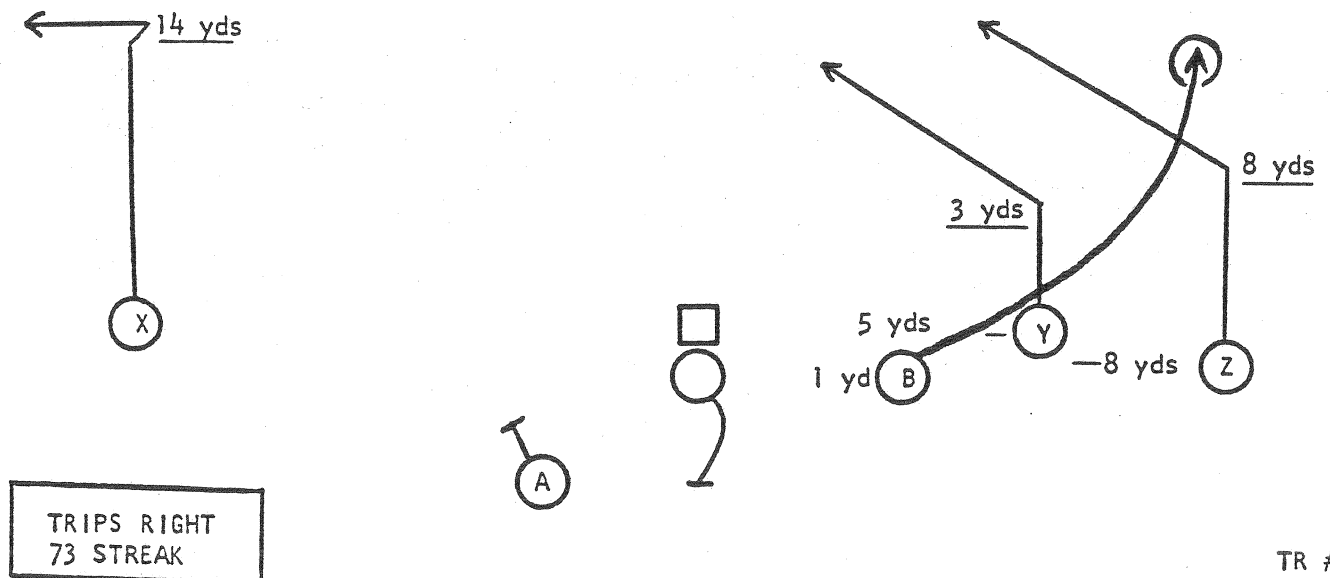
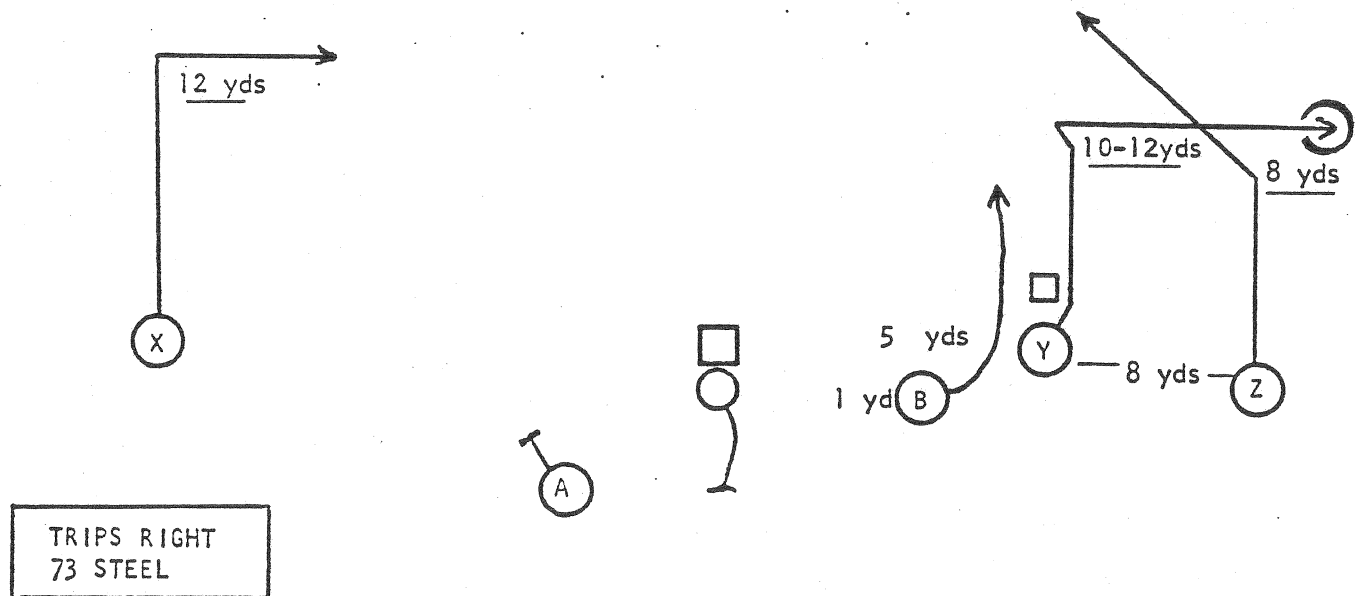
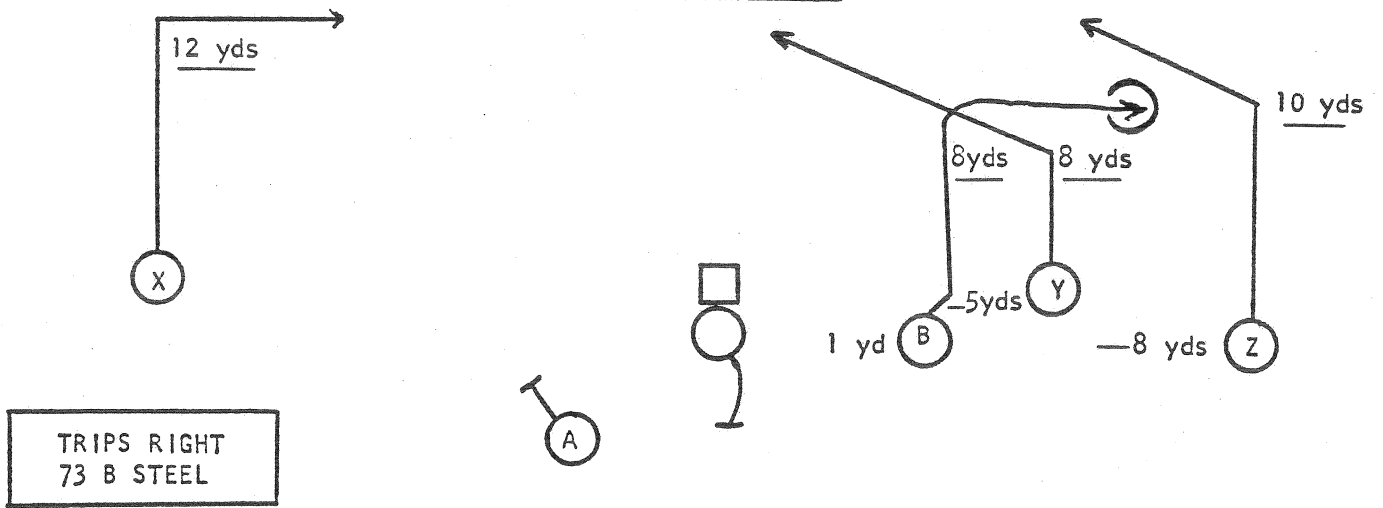
TRIPS RIGHT
73 "Y" LOOKIE



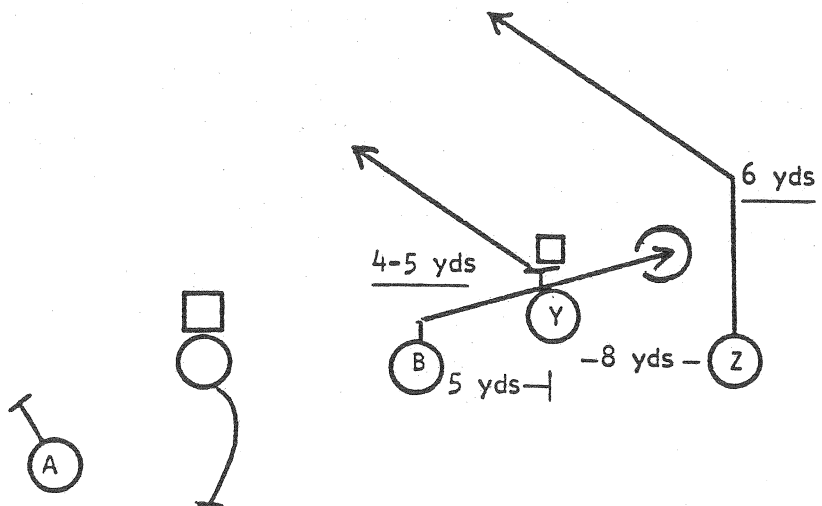
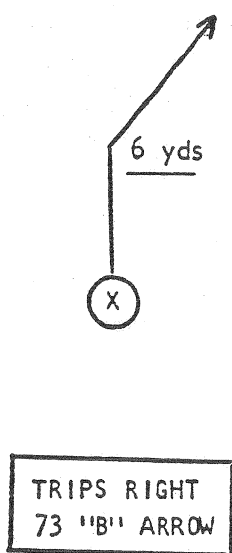
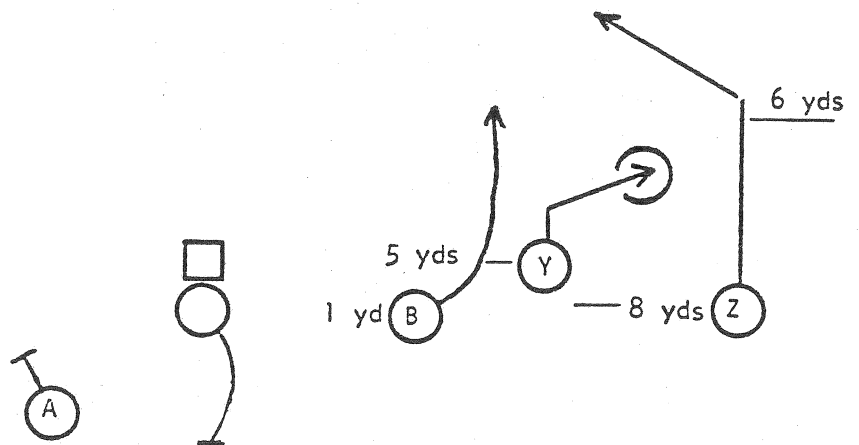
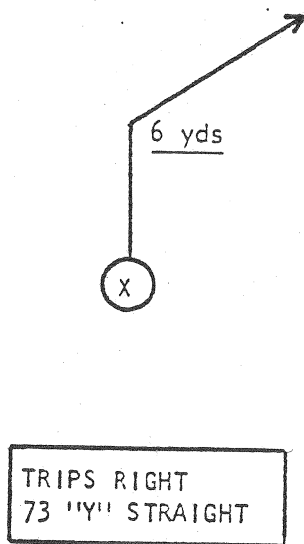
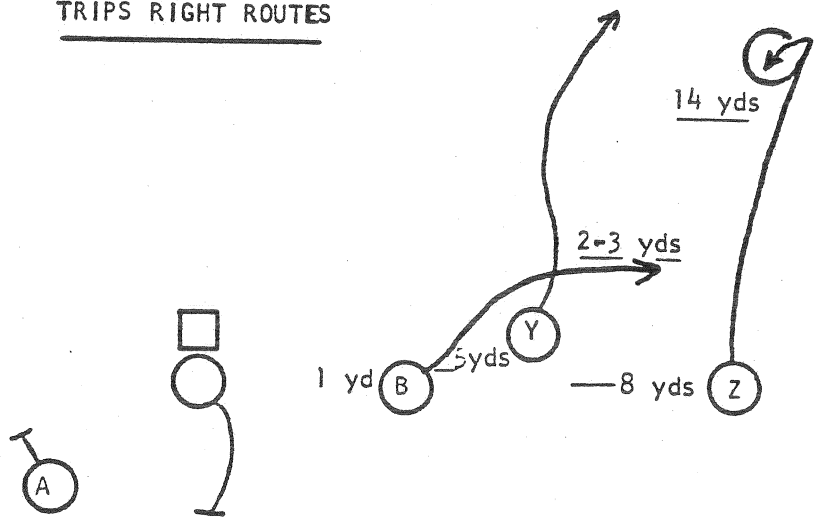
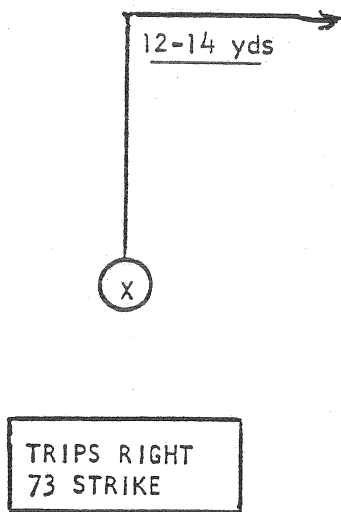
TRIPS RIGHT
73 "B" FLAG



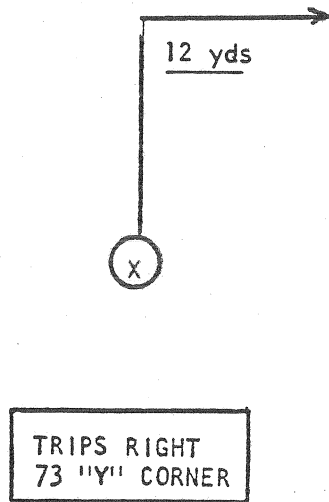
TRIPS RIGHT ROUTES



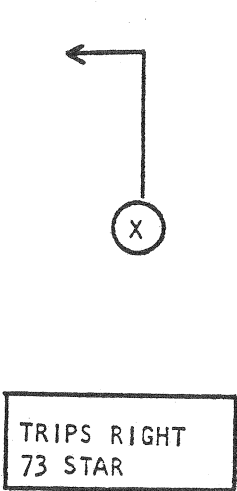
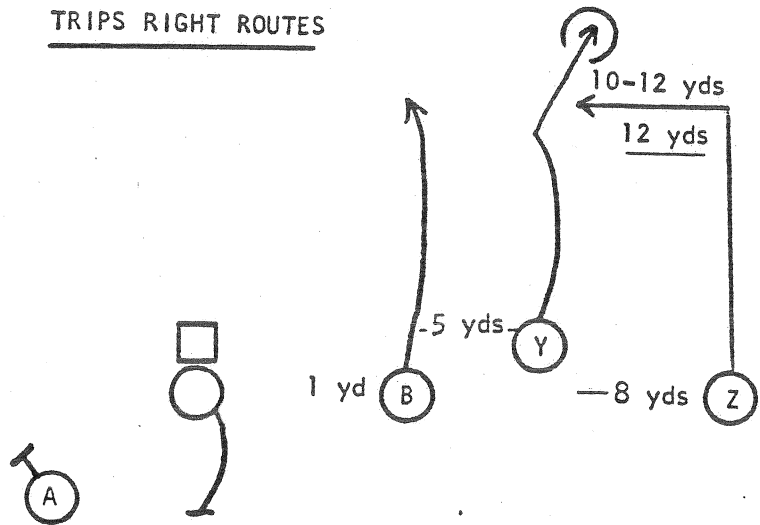
TRIPS RIGHT ROUTES



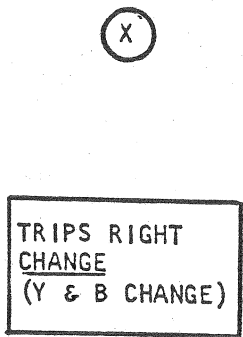
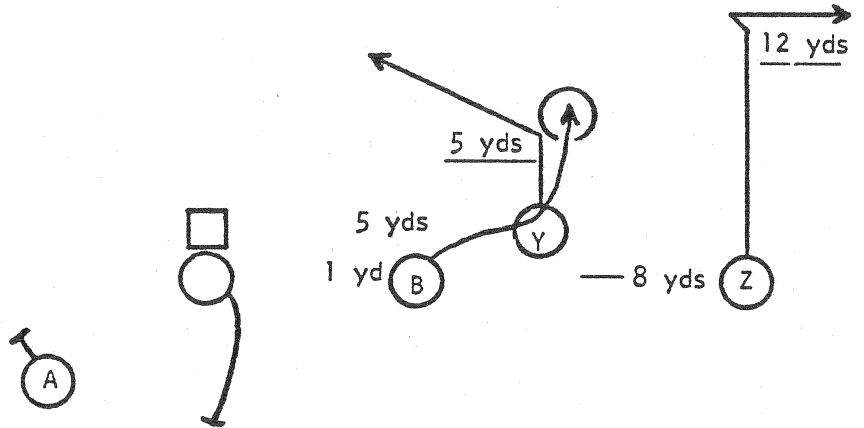
TRIPS RIGHT ROUTES



TRIPS RIGHT
73 "Y" CORNER

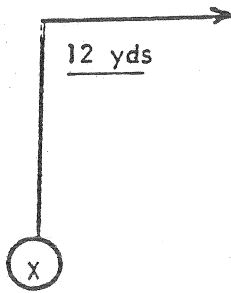


TRIPS RIGHT
73 STAR

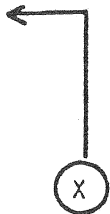
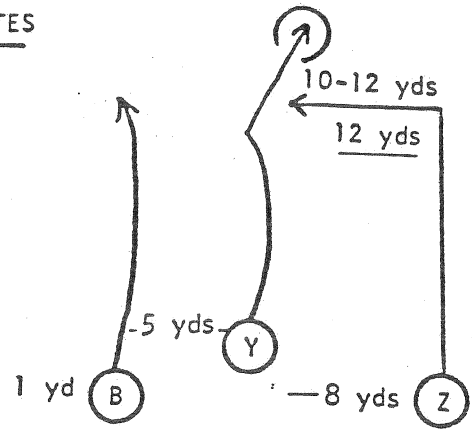


TRIPS RIGHT
CHANGE
(Y & B CHANGE)

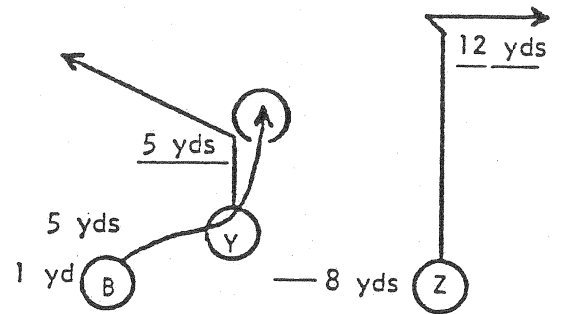
TRIPS RIGHT ROUTES



TRIPS RIGHT
73 "Y" CORNER

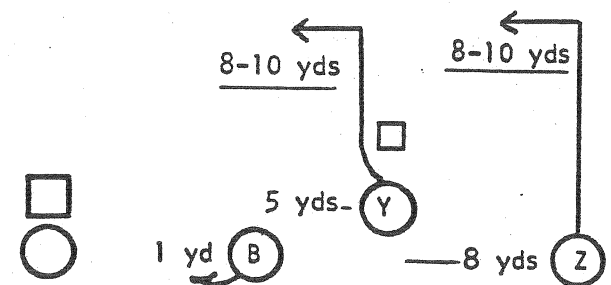
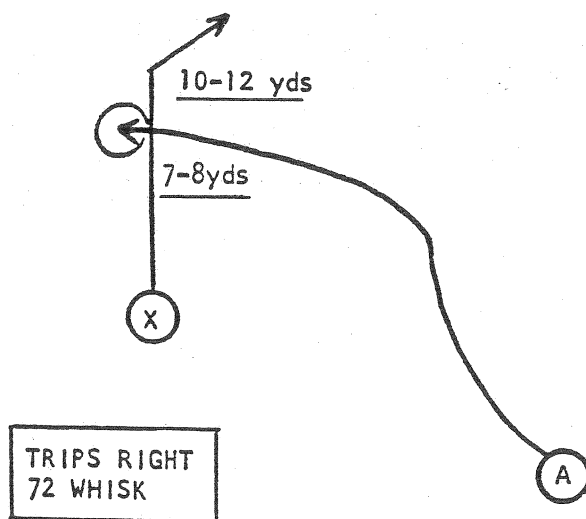
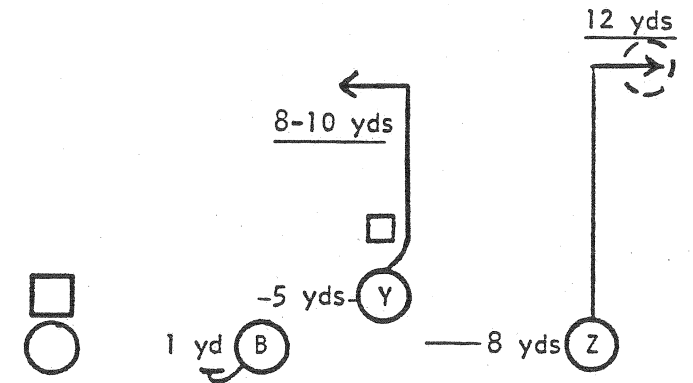
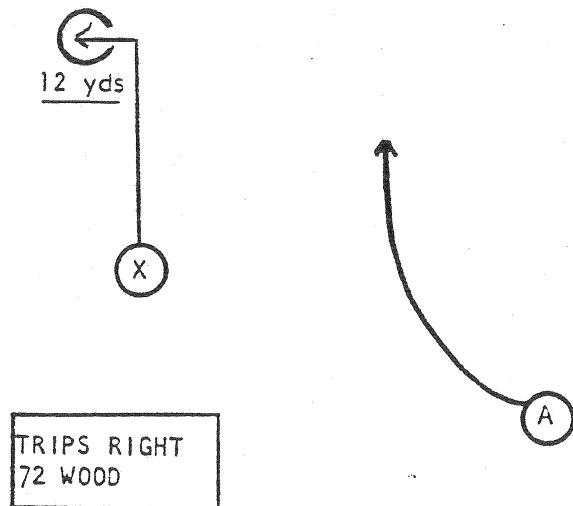
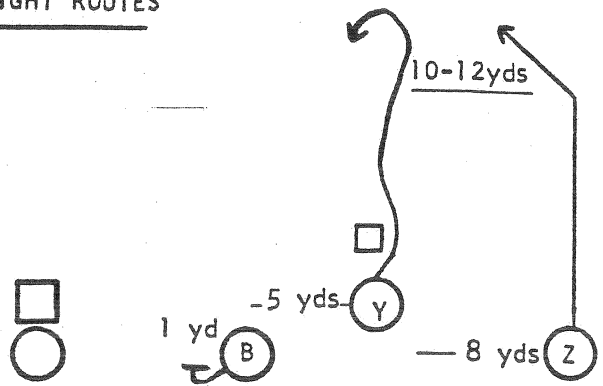
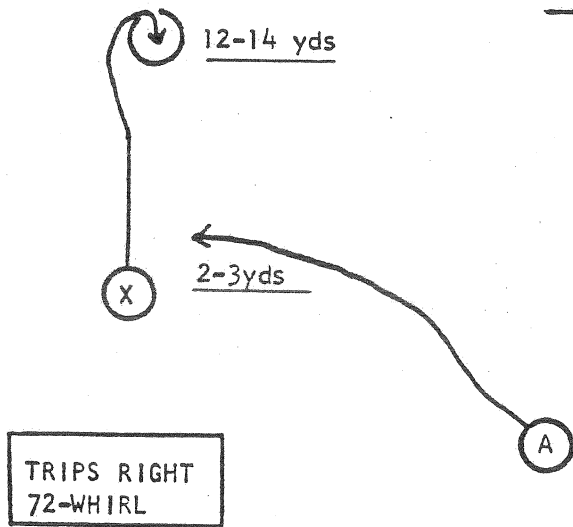


TRIPS RIGHT
73 STAR



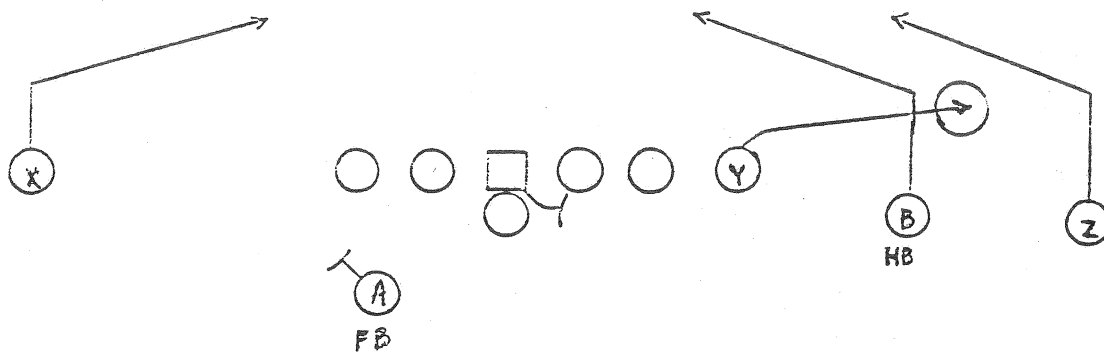
TRIPS RIGHT
CHANGE
(Y & B CHANGE)

TRIPS RIGHT ROUTES



TRIPS RIGHT SPLIT CHANGE

73 Y STRAIGHT



QB Hit Y - ball thrown hard.

A 73 protection.

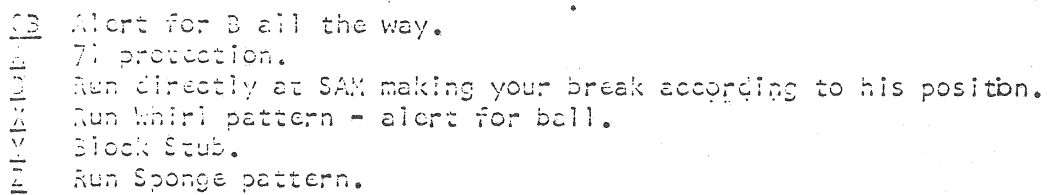
B Down field 5 yards and break across field - alert for ball.

X Deep Slant pattern.

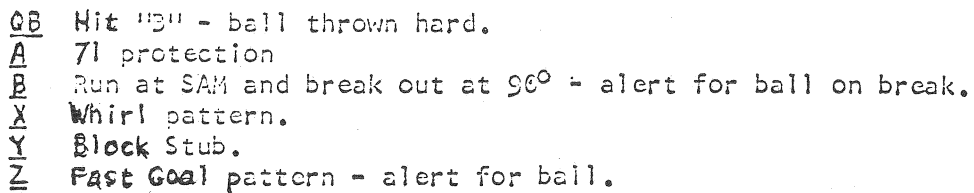
Y Run Straight pattern, alert for ball.

Z Run Deep Slant pattern.

71 Y SLOW "B" OPTION

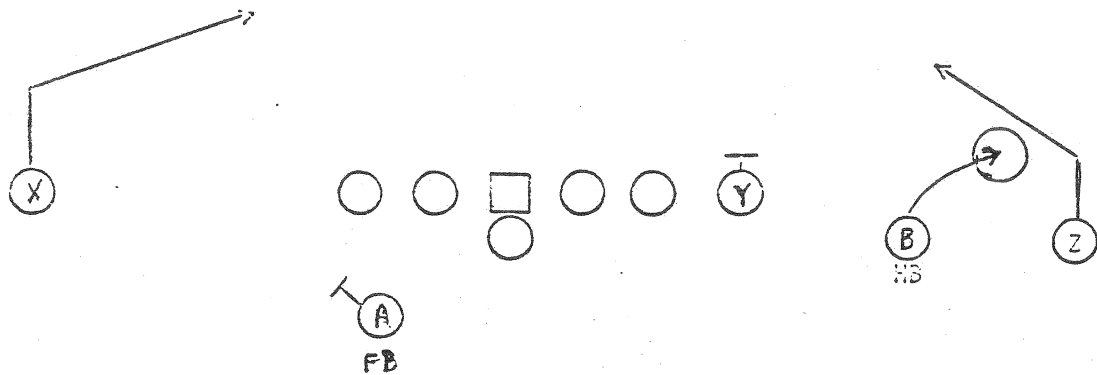


71 Y SLOW 18" STEEL



TRIPS RIGHT SPLIT CHANGE

71 Y SLOW "B" ARROW



B Hit "B" - ball thrown hard.

A 71 protection.

B Arrow pattern - start up field - break into flat, Looking for ball, over outside shoulder.

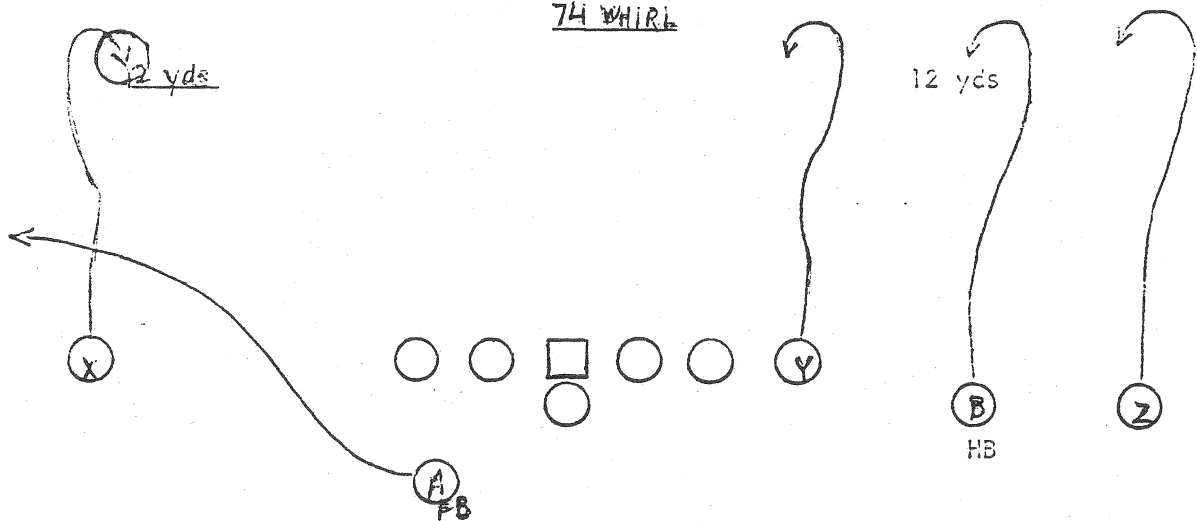
X Deep Slant pattern.

Y Block STUB.

Z Deep Slant.

TRIPS RIGHT SPLIT CHANGE

74 WHIRL



B Hit X - ball thrown hard.

A Run Shoop, alert for ball.

B Whirl pattern, alert for ball.

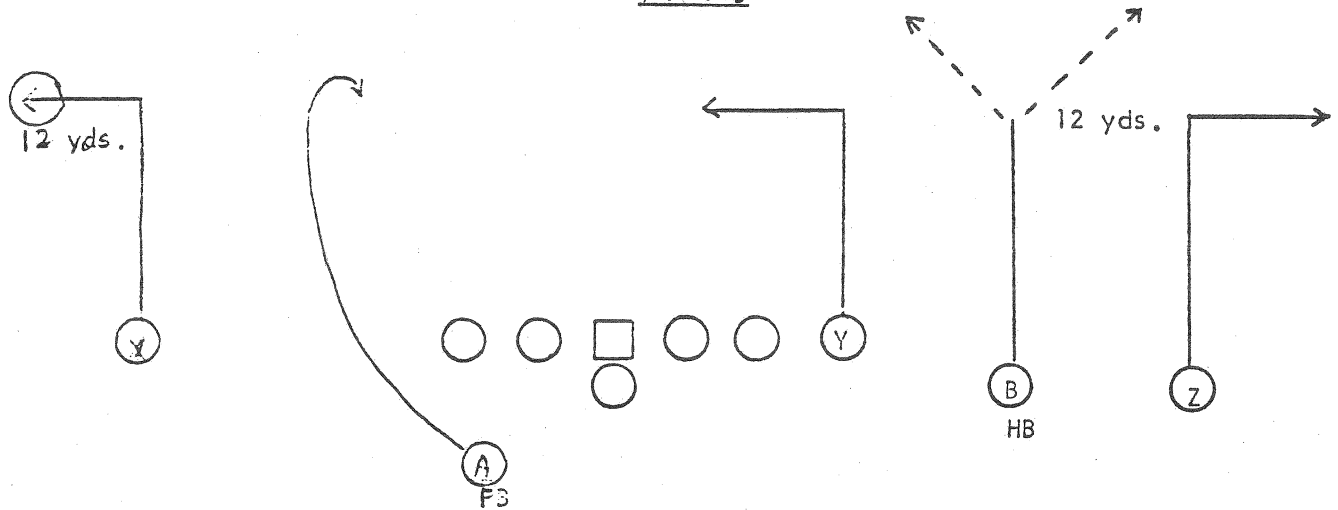
X Whirl pattern.

Y Curl pattern, alert for ball.

Z Curl pattern.

TRIPS RIGHT SPLIT CHANGE

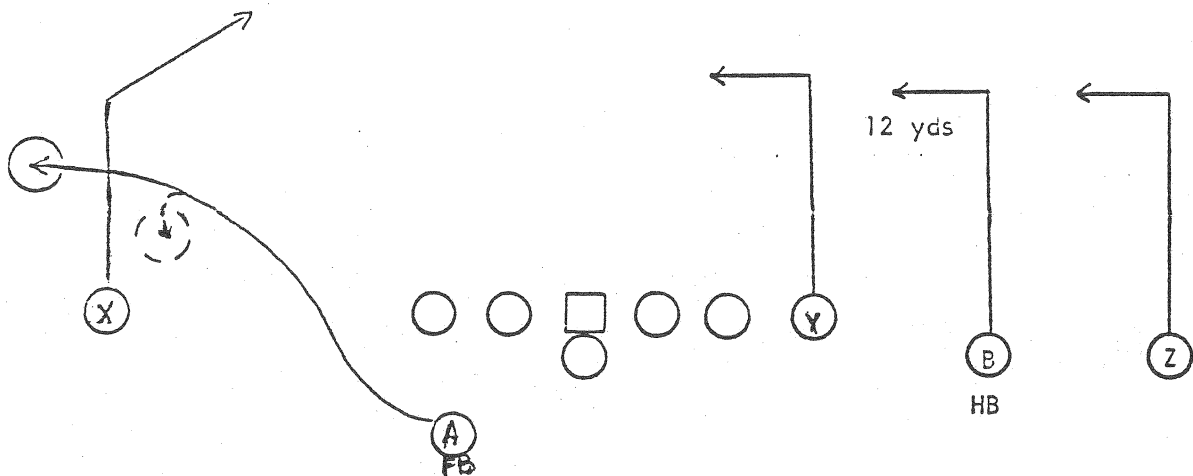
74 WOOD



- QB Hit X - ball thrown hard.
- A Run a Circle Stop - alert for ball.
- B Run Option pattern.
- X Run Wood pattern.
- Y Run In pattern.
- Z Run Wood pattern.

TRIPS RIGHT SPLIT CHANGE

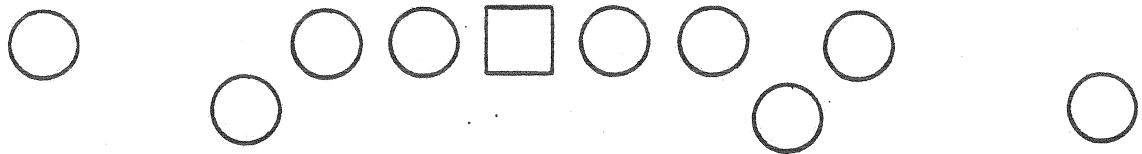
74 WHISK



- QB Watch receiver and be alert for his break.
- A Run Deep Fan at 7-8 yds. - outside shoulder of BUCK - take him upfield - break off at 90°. If BUCK runs to Flat, Hook Up.
- B Run In pattern at 12 yards.
- X Start on Goal pattern.
- Y Inside release - run In pattern - possible influence of JILL. Continue across field - alert for ball.
- Z Run In pattern - continue across field - alert for ball.

SHOTGUN

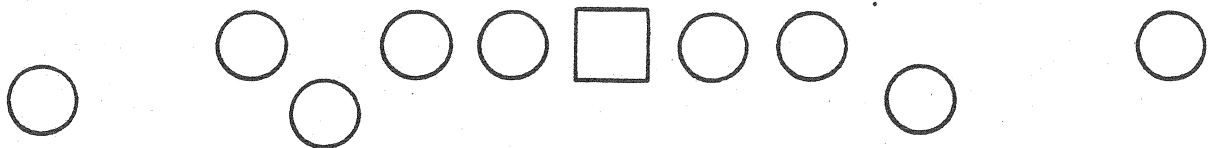
SHOTGUN RIGHT



72 WHISK
72 WHIRL
72 WOOD
74 WINSTON
HB SCREEN LEFT

73 STRIKE
73 DOUBLE SPONGE
73 SCORE
73 STOP
73 STREAK
FB SCREEN RIGHT

SHOT GUN LEFT

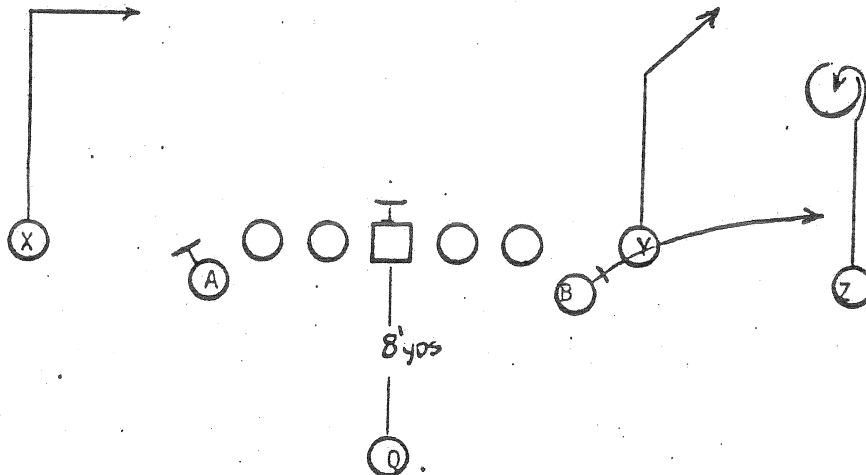


72 STRIKE
72 DOUBLE SPONGE
72 SCORE
72 STOP
72 STREAK
FB SCREEN LEFT

73 WHISK
73 WHIRL
73 WOOD
74 WINSTON
HB SCREEN RIGHT

FORM: Shotgun Right

PLAY: 73 Strike



QB - Pattern used when Jill is on weak side

A - Block Buck

B - Check Stub, Run Shoot

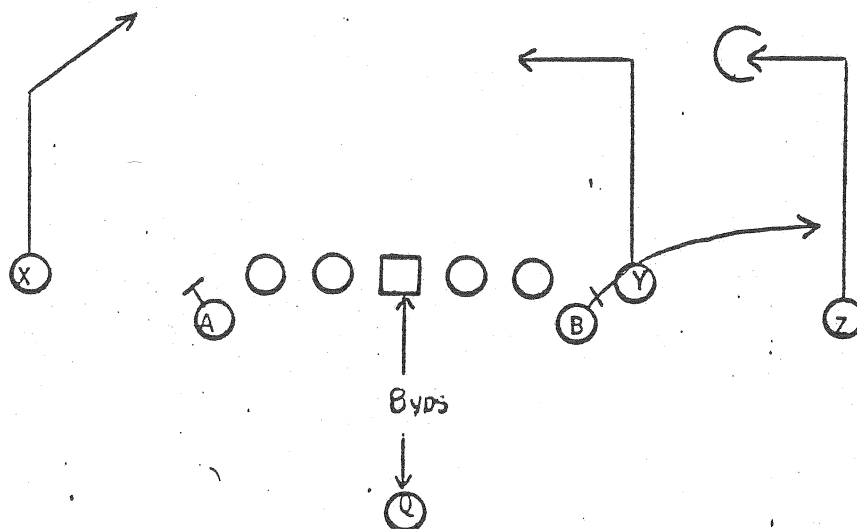
X - In pattern - alert for ball - continue across field

Y - Clear area - alert for ball

Z - Run designated pattern - alert for ball on turn - come back towards ball.

FORM: Shotgun Right

FORM: 73 Double Sponge



QB - Same as above.

A - Same as above.

B - Check Stub, run Shoot

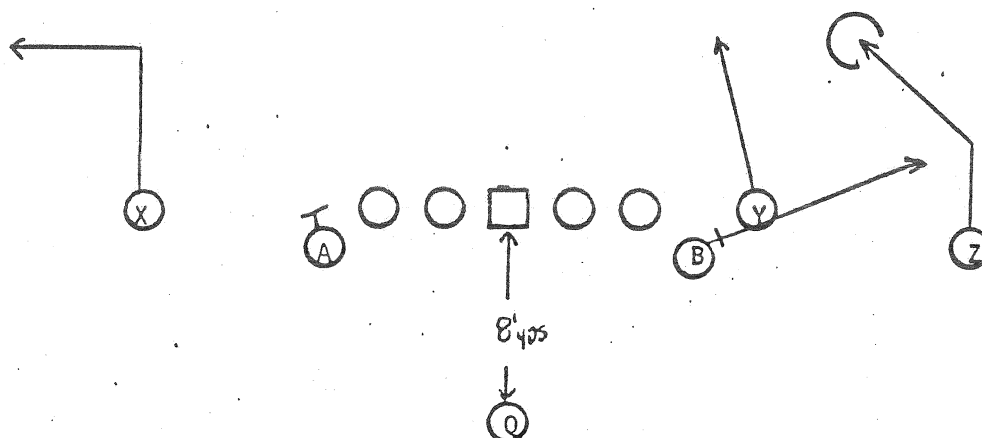
X - Fast goal pattern - alert for ball

Y - Run in pattern - alert for ball

Z - Run in pattern - alert for ball on turn

FORM: Shotgun Right

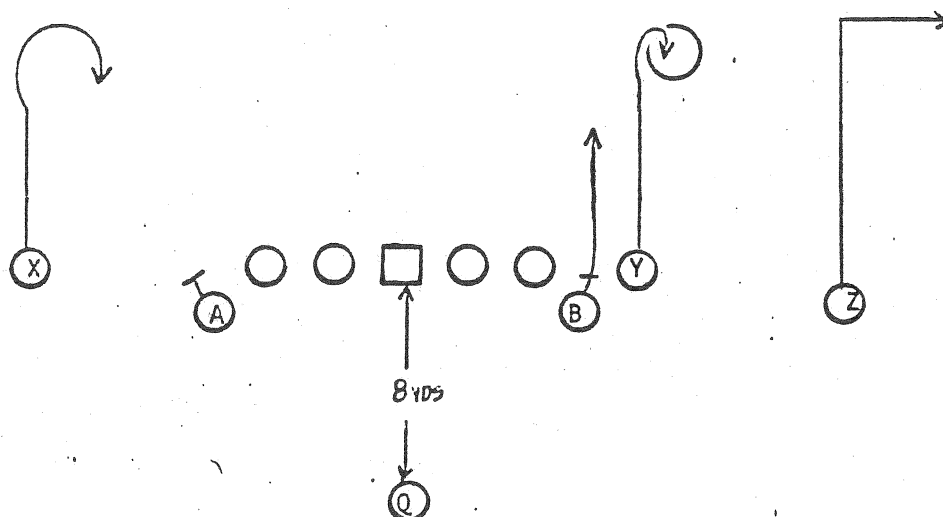
PLAY: 73 Score



- QB - Pattern used when Jill on weak side
A - Block Buck
B - Check Stub, run Shoot
X - Run out pattern - alert for ball
Y - Run Lookie pattern taking Sam with you
Z - Run deep slant pattern

FORM: Shotgun Right

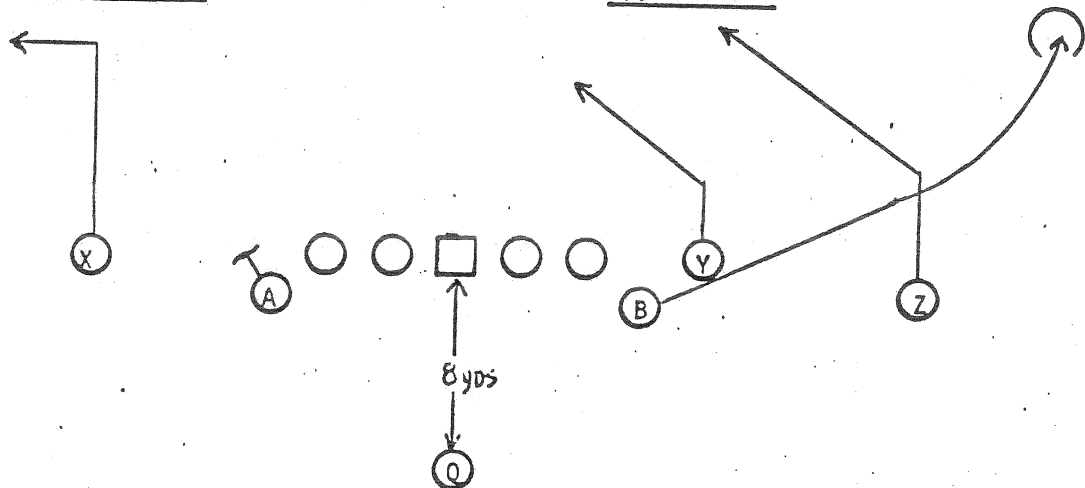
PLAY: 73 Stop



- QB - Pattern used when Jill on weak side or 47
A - Block Buck
B - Check Stub, run Circle
X - Run whirl pattern - alert for ball
Y - Run stop pattern - alert for ball on turn
Z - Run out pattern - alert for ball - deep enough to occupy Sam if zone. S.G. # 2

FORM: Shotgun Right

PLAY: 73 Streak



QB - Used when Stub covering FB

A - Block Buck

B - Outrun Stub staying to outside

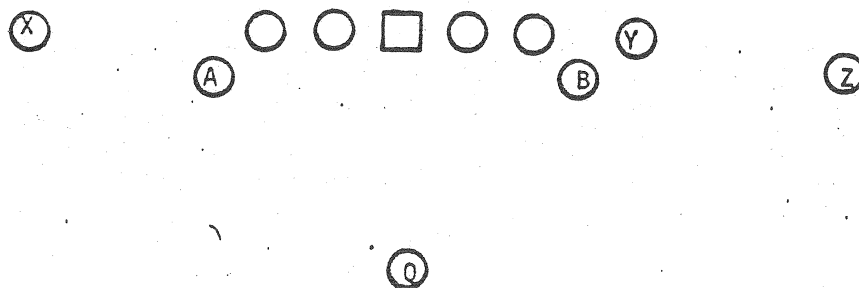
X - Outlet man - deep out

Y -- Run cross pattern - taking Sam with you

Z - Run fast goal pattern - clear area as soon as possible.

FORM: Shotgun Right

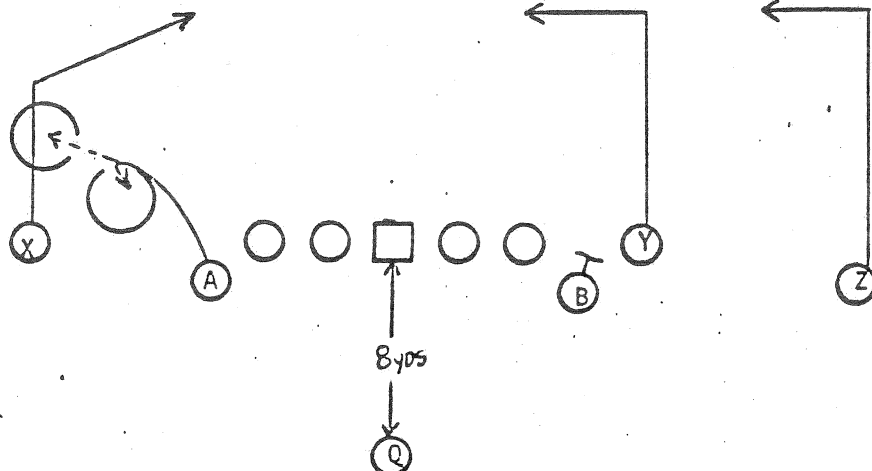
PLAY:



QB -
A -
B -
X -
Y -
Z -

FORM: Shotgun Right

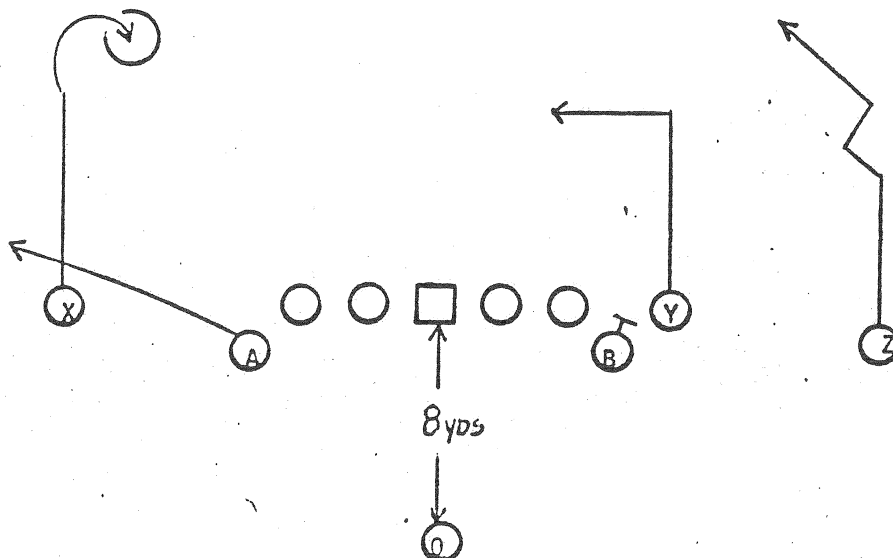
PLAY: 72 Whisk



- QB - Pattern used when Jill is on strong side
- A - Key Buck - fan if MM - hookup if Buck goes to flat
- B - Block Stub
- X - Fast goal pattern - alert for ball
- Y - In pattern - alert for ball
- Z - In pattern - alert for ball

FORM: Shotgun Right

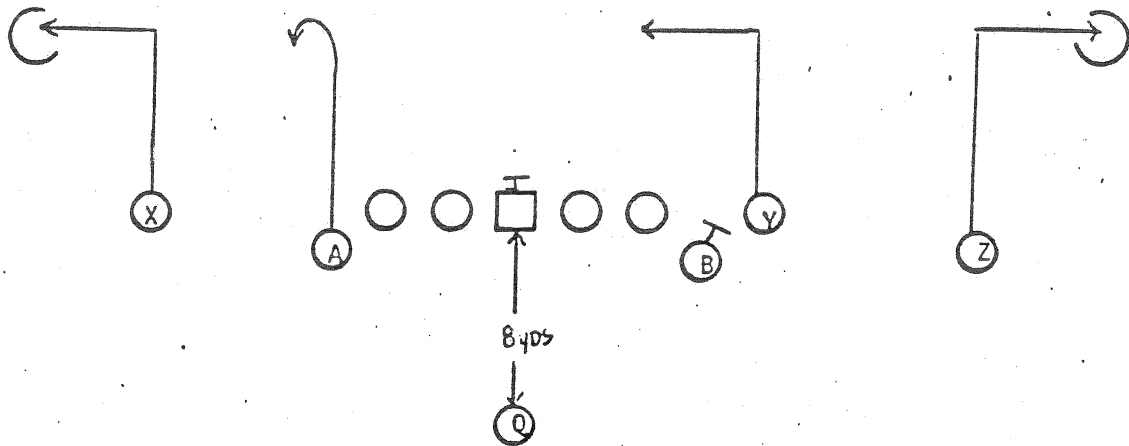
PLAY: 72 Whirl



- QB - Pattern used when Jill is on strong side
- A - Run into flat occupying Buck
- B - Block Stub
- X - Run whirl pattern
- Y - Run in pattern
- Z - Run post pattern alert for ball.

FORM: Shotgun Right

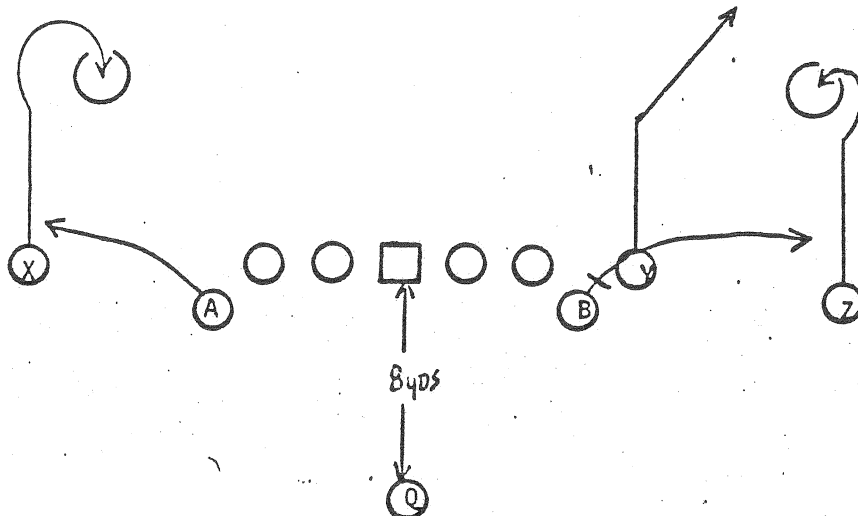
PLAY: 72 Wood



- QB - Pattern used when Jill is on strong side
- A - Run stop pattern - alert for ball
- B - Block Stub
- X - Run Wood pattern
- Y - Run In pattern
- Z - Run Wood pattern

FORM: Shotgun Right

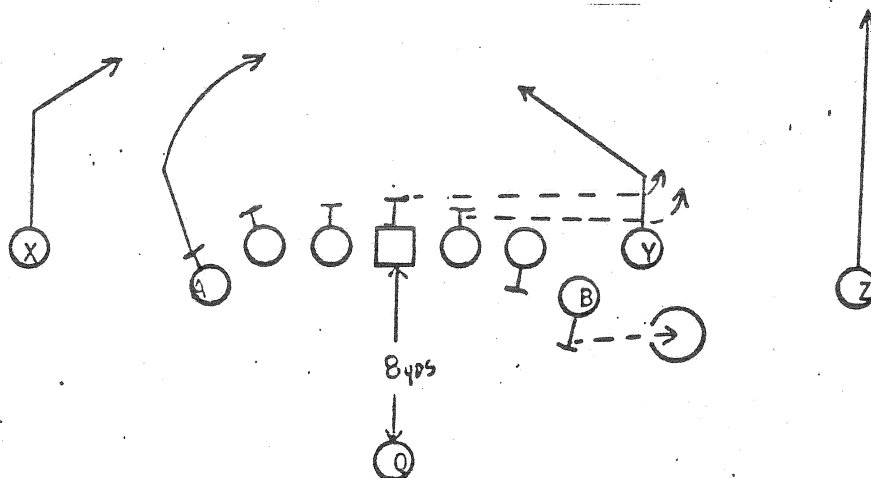
PLAY: 74 Winston



- QB - Used when Jill is window-dressing
- A - Into flat occupy Buck
- B - Check Stub - into flat
- X - Whirl
- Y - Corner
- Z - Strike

FORM: Shotgun Right

PLAY: FB Screen Right



QB - Normal screen procedure

A - Check Buck - if N/T, run circle

B - Drop back checking Stub - delay 4 counts - call "GO" slightly before receiving ball

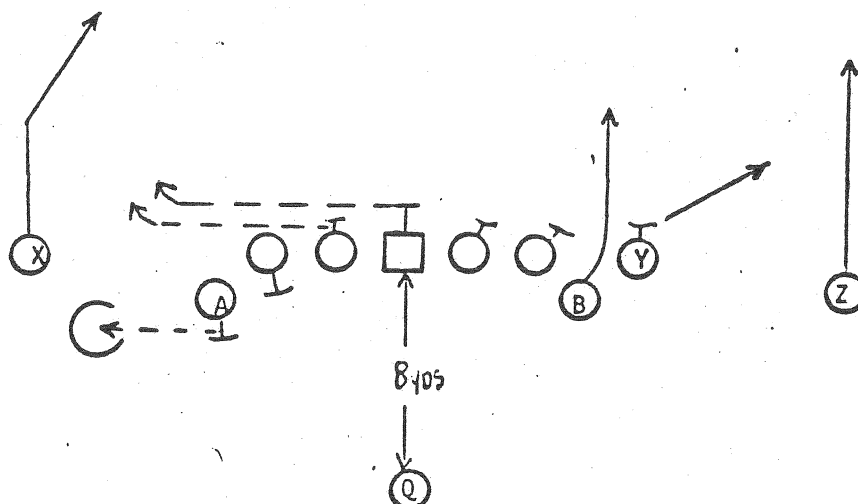
X - Clear and block

Y - Release inside

Z - Clear and block

FORM: Shotgun Right

PLAY: HB Screen Left



QB - Used when LB-ers taking deep drop

A - Drop back checking Buck - delay 4 counts - Call "GO" slightly before receiving ball

B - Run circle - engage Mac - alert to block

X - Clear and block

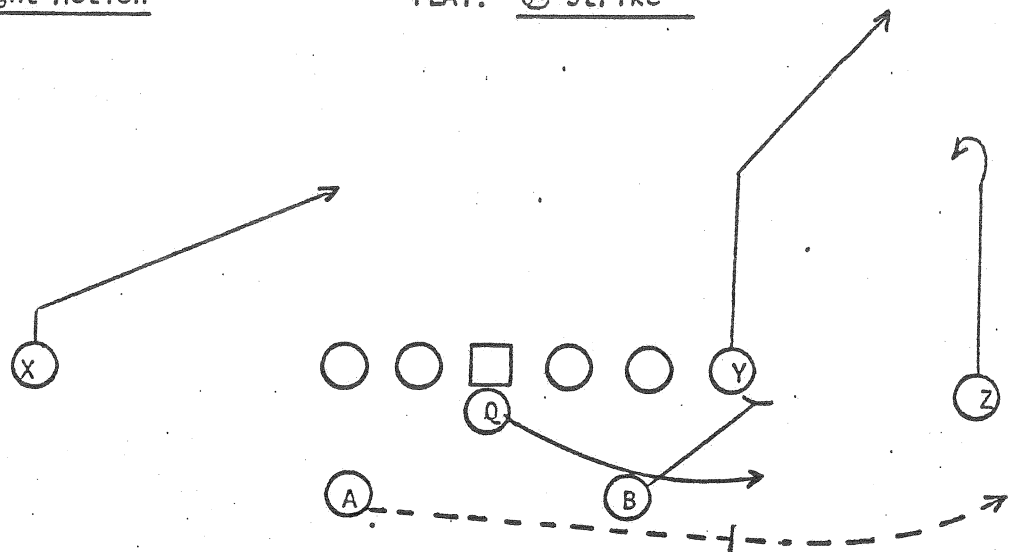
Y - Slow on Stub - run straight

Z - Clear upfield and block

Motion

FORM: Red Right Motion

PLAY: 09 Strike



QB - Pattern used against 46 coverage.

A - At Y or 1 yard outside and always alert for ball

B - Check Stub and then personal blocker for QB

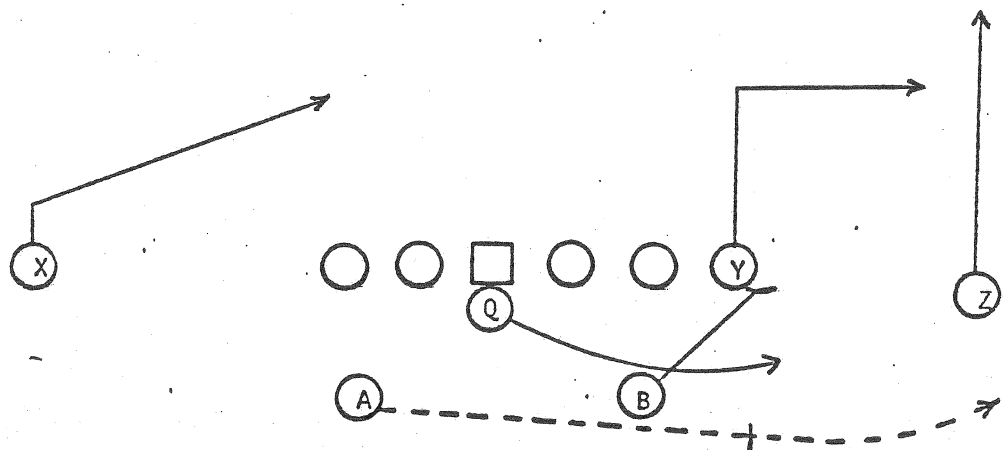
X - Cross pattern - alert for ball - continue across field.

Y - Corner pattern - alert for ball

Z - Run designated pattern - alert for ball on turn - come back towards ball.

FORM: Red Right Motion

PLAY: 09 - Steel



QB - Pattern used against 46 coverage

A - Same as above

B - Same as above

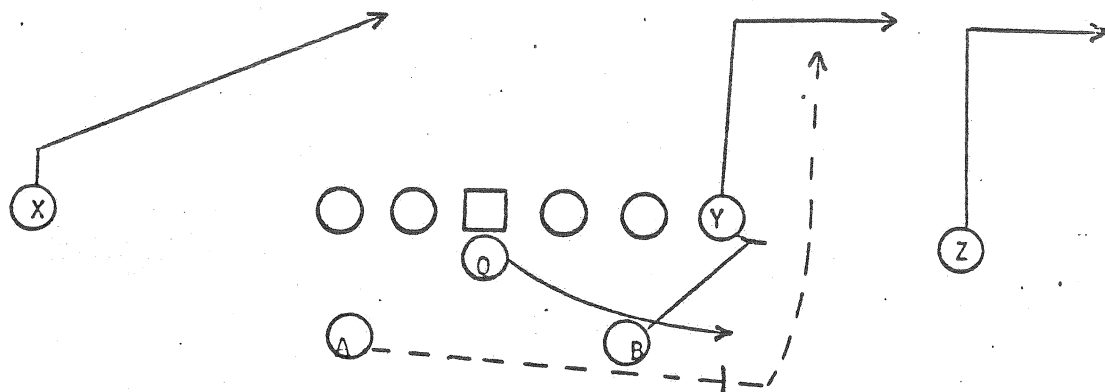
X - cross pattern

Y - Steel pattern

Z - Run up pattern

FORM: Red Right Motion

PLAY: Q9 Wood



QB - Pattern used against 46 and 47

A - At Y or 1 yard outside and turn up field

B - Check Stub and then personal blocker for QB

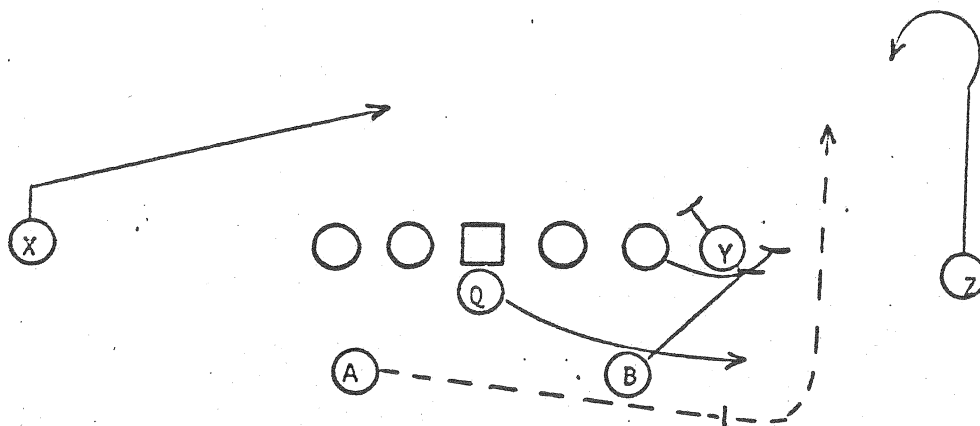
X - Come across field alert for ball

Y - Steel pattern

Z - Wood pattern

FORM: Red Right Motion

PLAY: Q9 B Strike



QB - Same as above

A - Same as above

B - Personal blocker for QB

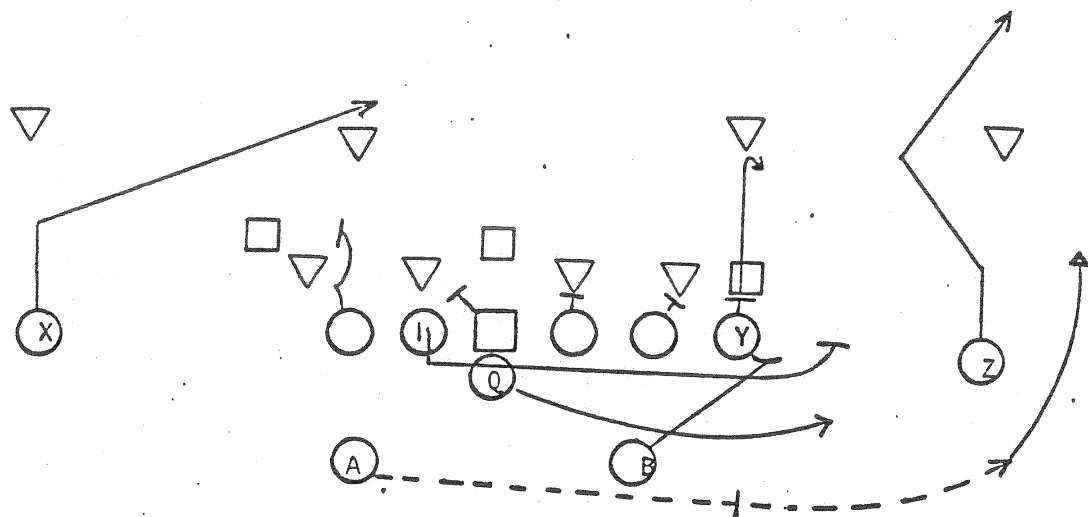
X - Same as above

Y - Block down on Lon

Z - Wood pattern

FORM: Red Right Motion

PLAY: 19 Roll "I"



QB - Option pass or run

A - Take the man covering you upfield and be alert for ball

B - Take Stub

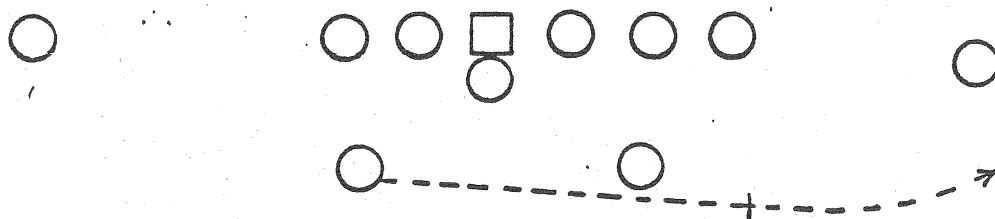
X - Come across field alert for ball

Y - Slow block on Stub - Run stop pattern alert for ball

Z - Corner pattern

FORM: Red Right Motion

PLAY



QB -

A -

B -

X -

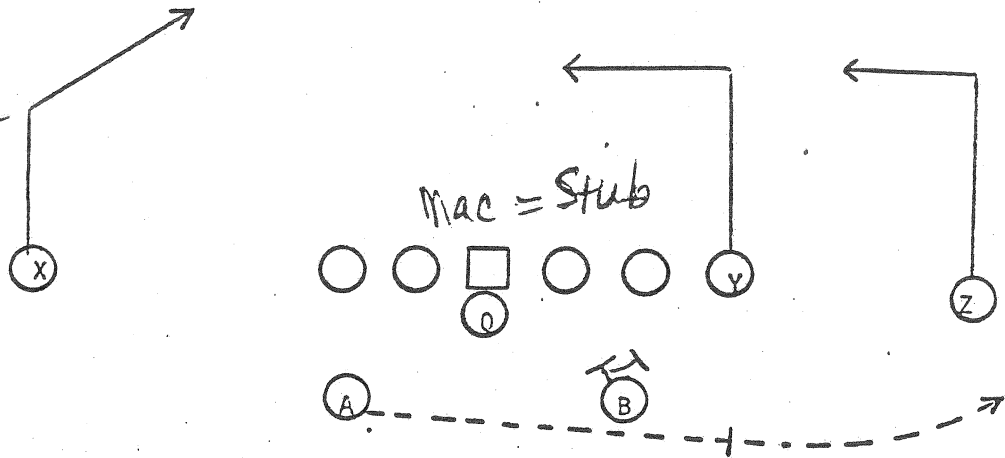
Y -

Z -

FORM: Red Right Motion

PLAY: 72 Whisk

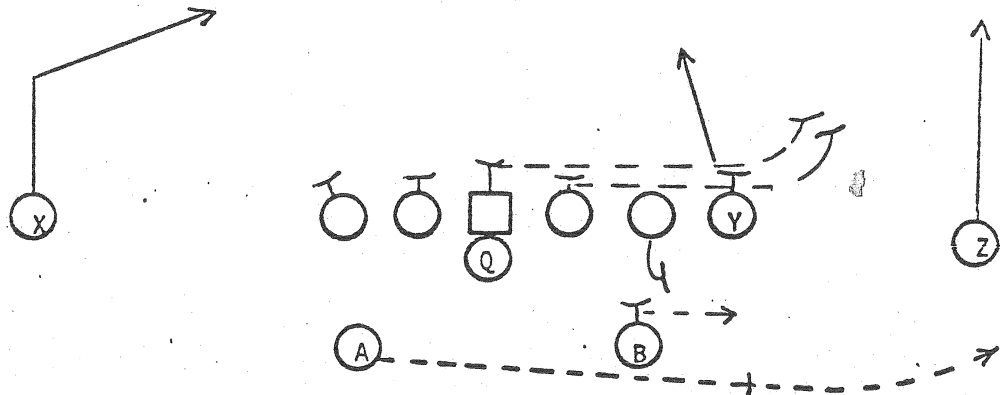
Motion Runs:
49 Toss B Grace
40 Fast Trap Hk.
40 Draw



- QB - Used when Jill becomes immediately involved with strong side coverage
- A - Same as above
- B - Check MAC and STUB
- X - Fast Goal
- Y - In Pattern
- Z - In Pattern

FORM: Red Right Motion

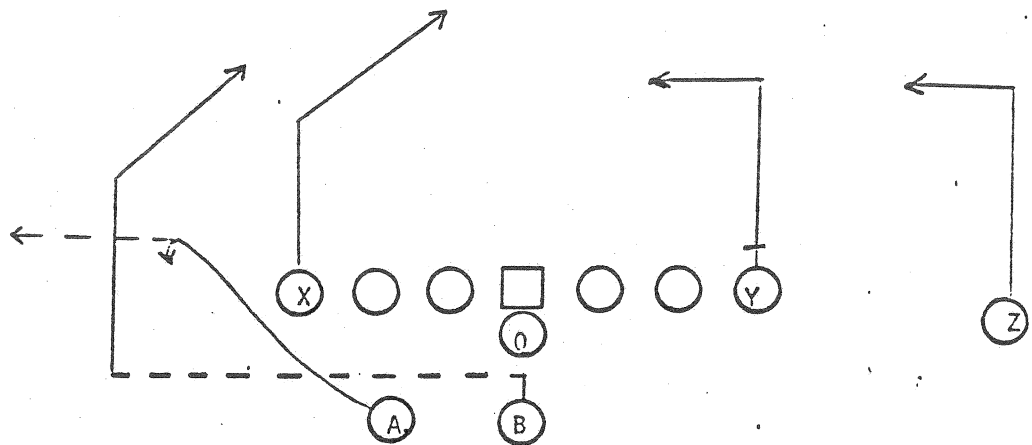
PLAY: FB Screen Right



- QB - Key Buck - alert to hit X if dog - if no dog, normal screen
- A - Take man covering you upfield - be prepared to block downfield.
- B - Normal screen procedure - check STUB
- X - Run slant, alert for ball
- Y - Block into STUB - release inside.
- Z - Clear and block

FORM: Brown Right Near Fly

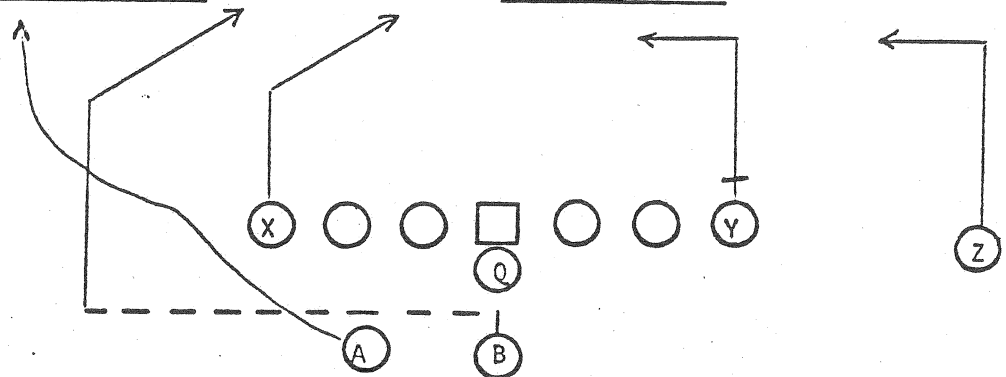
PLAY: 78 Whisk



- QB - Pattern used when either Buck or Rose takes FB
 A - Runs Whisk pattern
 B - Get at least 5 yards outside X - turn upfield
 X - Elude Buck and take Jill with you on fast goal alert for ball
 Y - Block Stub if he comes - Run "in" pattern
 Z - Run "in" pattern

FORM: Brown Right Near Fly

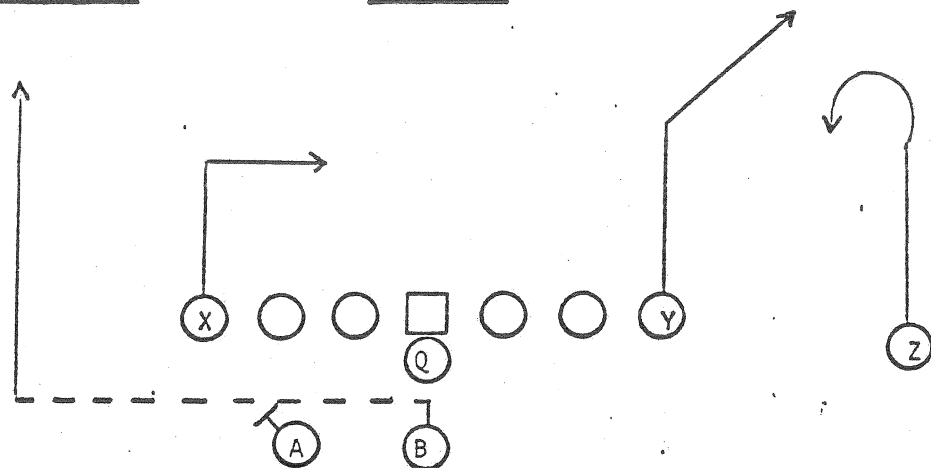
PLAY: 78 Whisk & Go



- QB - Pattern used when Rose takes fullback and linebacker covers HB
 A - Run at outside foot of Buck and outrun him.
 B - Get at least 5 yards outside X - turn upfield
 X - Elude buck and take Jill with you on fast goal alert for ball.
 Y - Block Stub if he comes - Run "in" pattern.
 Z - Run "in" pattern.

FORM: Brown Right Near Fly

PLAY: 77 Strike



QB - Used against 46 defense

A - Block Buck

B - Get at least 5 yards outside X - turn upfield

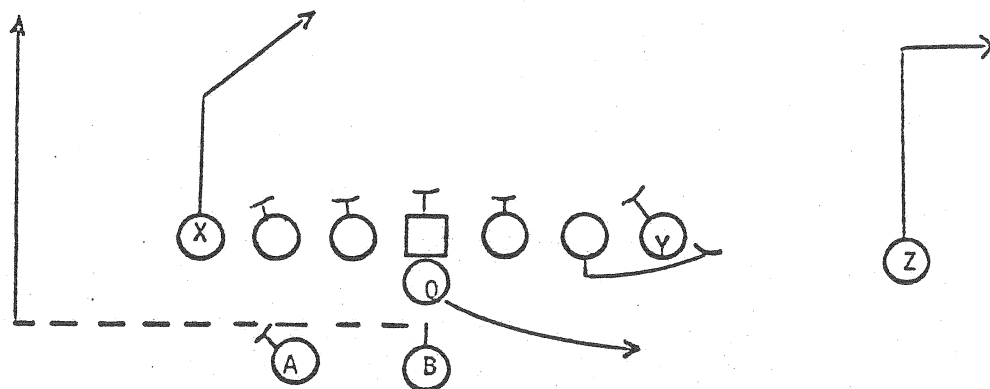
X - Run in pattern alert for ball

Y - Corner

Z - Strike

FORM: Brown Right Near Fly

PLAY: Q 9 B Wood



QB - Pattern used against 46

A - Check Buck

B - Get at least 5 yards outside X - run upfield

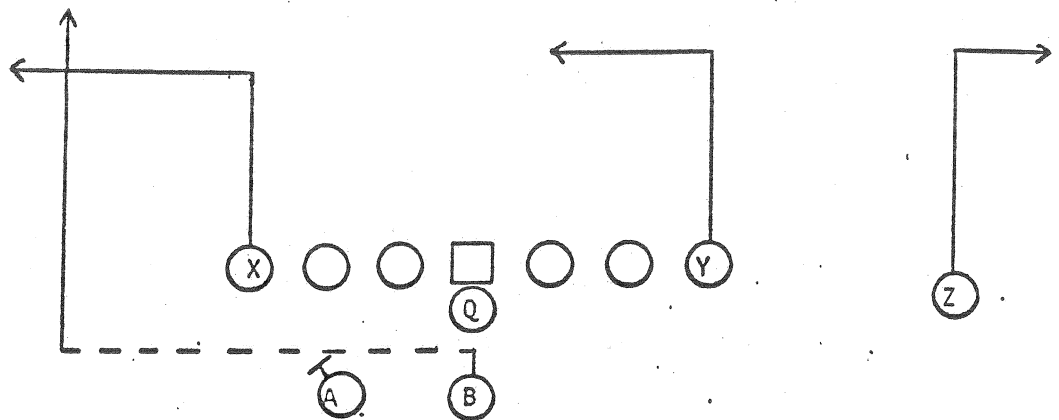
X - Deep slant

Y - Block down on Lon

Z - Wood pattern

FORM: Brown Right Near Fly

PLAY: 77 Wood



QB - Used against 46

A - Block Buck

B - Get at least 5 yards outside X, run upfield.

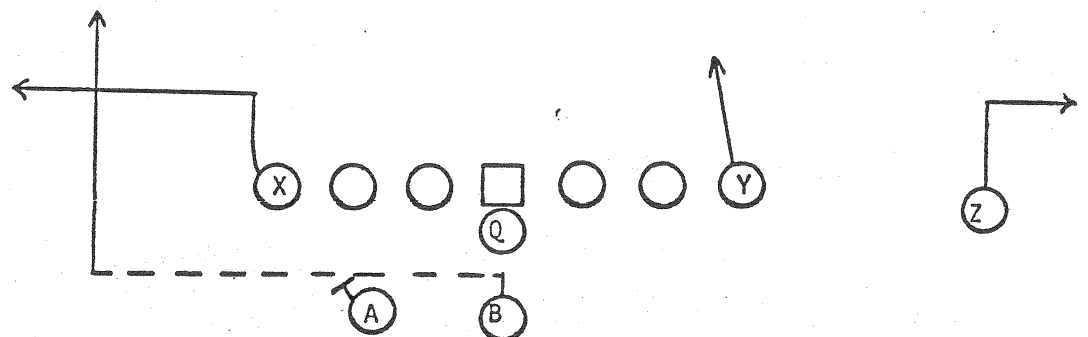
X - Run Wood pattern.

Y - In pattern

Z - Wood

FORM: Brown Right Near Fly

PLAY: 77 X & Z' Short Out



QB - Used against 46

A - Block Buck

B - Same as above

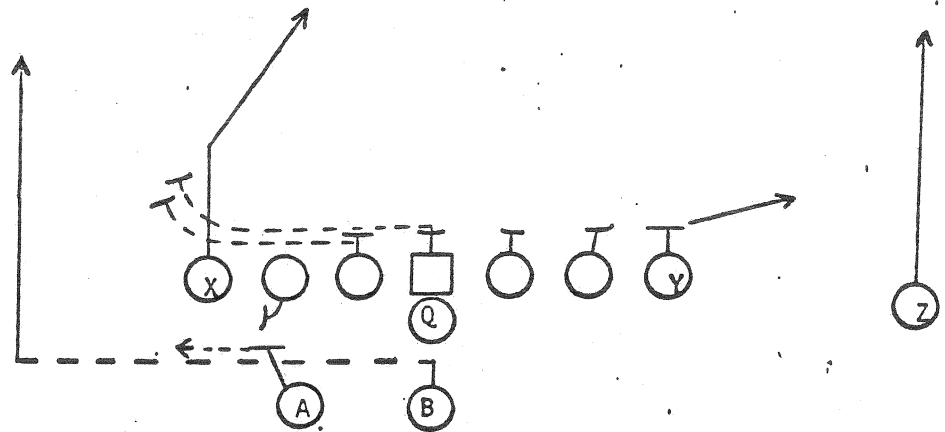
X - Short out

Y - Lookie

Z - Short out

FORM: Brown Right Near Fly

PLAY: HB Screen Left



QB - Used when LB'ers taking Deep Drop

A - Normal screen procedure.

B - Get at least 5 yards outside X - Run up pattern.

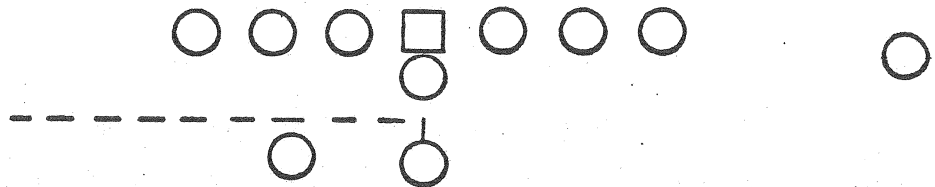
X - Clear up field and block

Y - Slow on Stub - Run straight

Z - Clear up field and block

FORM:

PLAY:



QB -

A -

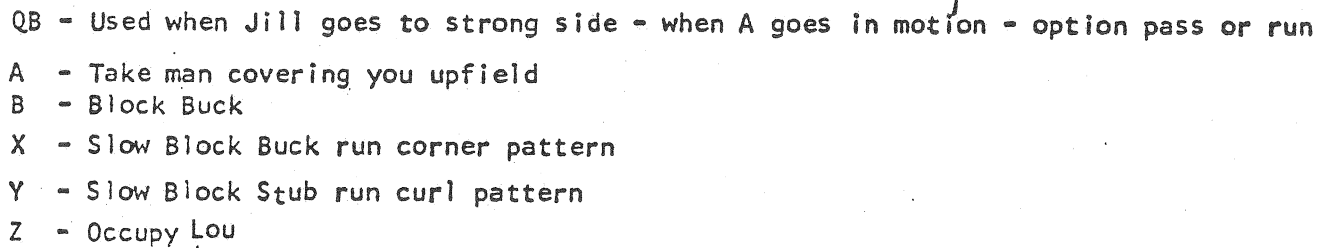
B -

X -

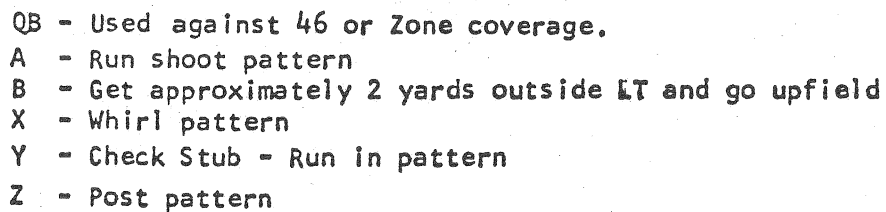
Y -

Z -

PLAY: 18 Roll 1



PLAY: 78 Whirl



Screens

FORMATION: Drown Right

(Brown Lft.)

46

DOUBLE SCREEN

CLOCKING:

1.

2.

3.

4.

5.

6.

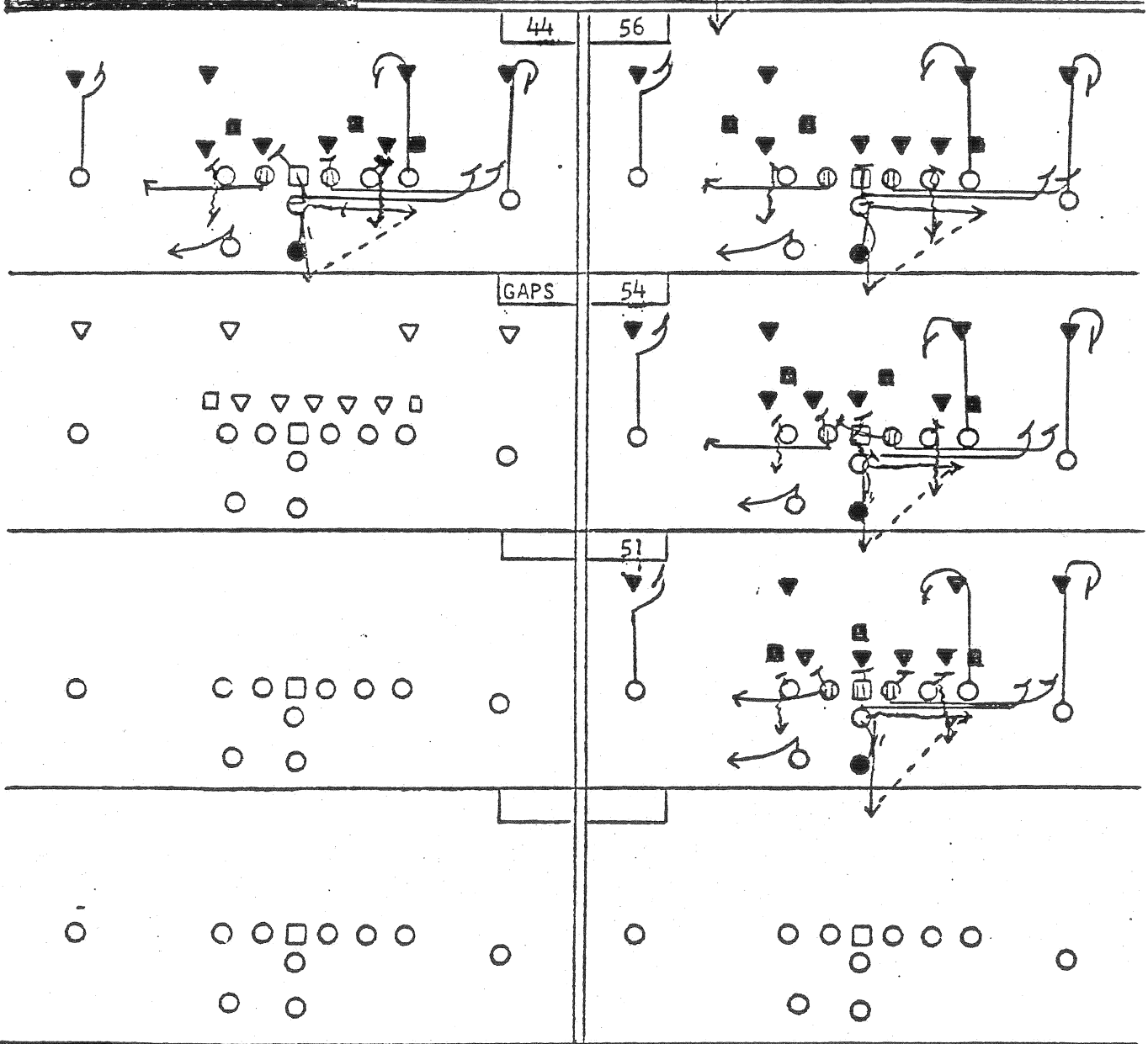
7.

8.

FAKE QUICK SCREEN LF

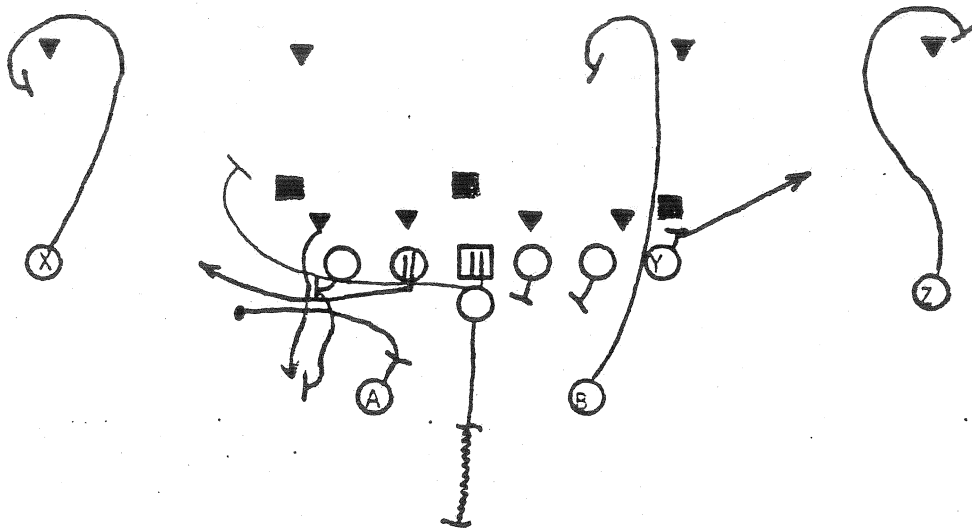
(Rt.)

FB SCREEN RIGHT (Lft.)



COACHING POINTS:

RED RIGHT - HB SCREEN LEFT



REGULAR SCREEN BLOCKING

ON TACKLE

Drop 2 yds quickly, give freely for 5 yds, then block defensive end tough, keeping him away from Q.B.

ON GUARD

Block 3 counts, release defensive man away from side of screen, if possible. Escape behind L.O.S. and look quickly for inside L.B. N/T keep going to sideline and wait for call (GO!) Block 1st man.

CENTER

Block for 3 counts, release defensive man away from side of screen, if possible. Escape behind L.O.S. looking for reading linemen. N/T keep going to sideline and wait for call (GO!) block 1st man.

* C.P. If guard gets held-up, assume his responsibility.

OFF GUARD

Stay with man until call (GO!). Release and go to side of screen.

OFF TACKLE

Stay with man till call (GO!). Release to side of screen.

11

Slow on Stub, release, run a straight route.

QB

Set up 1 yd deeper than normal, then fade to throw ball.

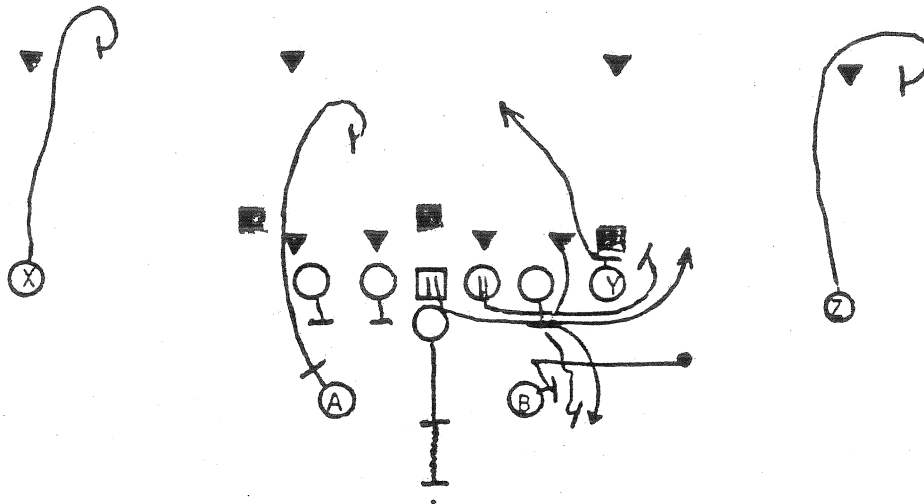
FB

Run a circle to engage Mac.

HB

Delay for four (4) counts. If there should be a Red Dog, the screen back is responsible. Block 1st, then release to screen. Call (GO!) when you receive ball.

RED RIGHT FB SCREEN RIGHT & BROWN RIGHT FB SCREEN RIGHT
(Both can also be run from Near)



LINEMEN

QB

FB

HB

Regular screen blocking.

Same as Red Right - HB screen right.

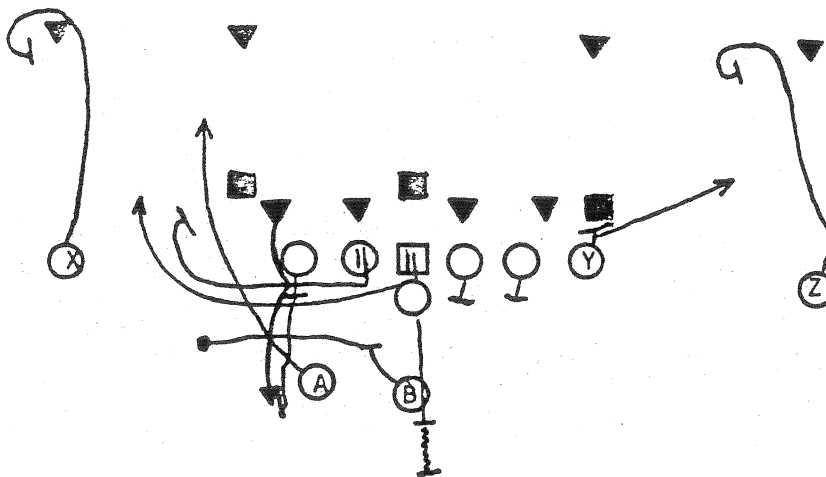
Block into Stub, release inside, engage both Mac and Sam.

Set up, check Stub, if N/T "Get Lost" inside, delay 4 counts, catch ball on run, call (GO!) when you receive ball.

Check Buck, if N/T - run circle.

BROWN RIGHT FB SCREEN LEFT

(Can also be run from Near)



LINEMEN

HB

QB

FB

Regular screen blocking.

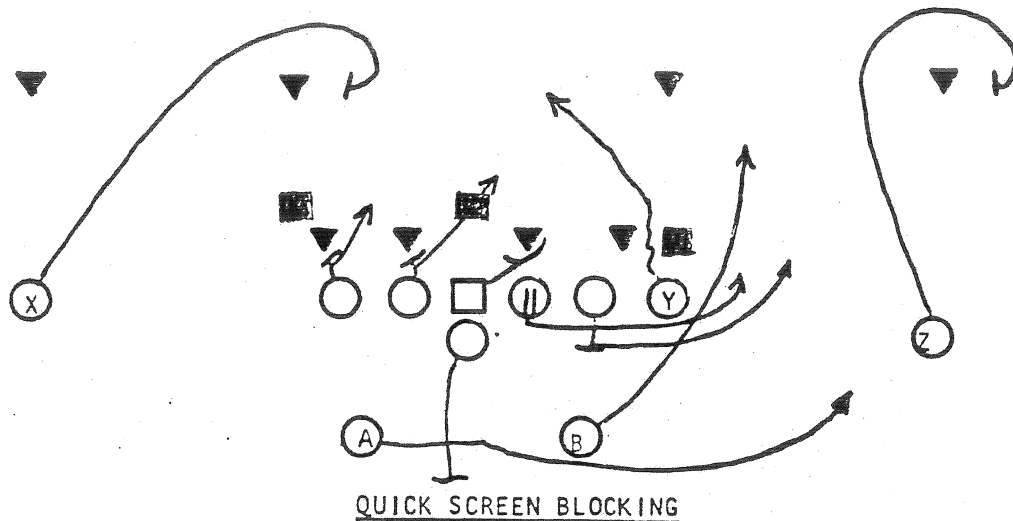
Run Sky route.

Look of to Y & Z. Then carry out normal screen.

Slow on Stub, run straight route.

Set up, check Buck, if N/T "Get Lost" inside, delay 4 counts. Catch ball on run, call (GO!) when you receive ball.

RED RIGHT HB QUICK SCREEN RIGHT



ON TACKLE:

Set up quickly, block defensive end, release on passing of the guard. Block 1st man. Odd - hit for one count then go into screen.

ON GUARD:

Release immediately passing in front of tackle and block 1st man. Odd - hit for one count then go into screen.

CENTER:

Block onside tackle - Odd first hit one count release go into screen.

OFF GUARD:

Semi-aggressive protection for 2 counts, force defensive man to release away from side of screen, if possible. Escape downfield to side of screen.

OFF TACKLE:

Semi-aggressive protection for 2 counts, force defensive man to release away from side of screen, if possible. Escape downfield to side of screen.

"Y"

Lazy release inside Stub, force Mac to escape around you.

FB

Run Sky route.

HB

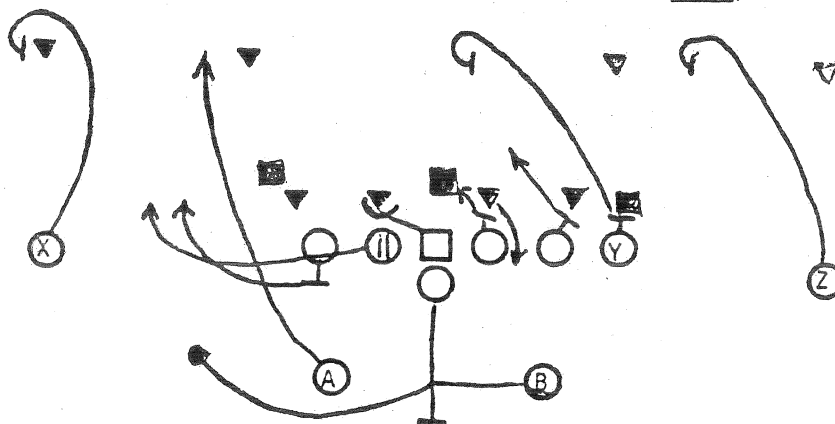
Run Trail pattern - call (GO!) when you receive ball.

QB

Get depth, make sure ball thrown is not a lateral.

RED RIGHT FB QUICK SCREEN LEFT - BROWN RIGHT FB QUICK SCREEN LEFT

(Both can also be run from Near)



LINEMEN

HB

FB

QB

Quick screen blocking

Drive through Stub, release downfield.

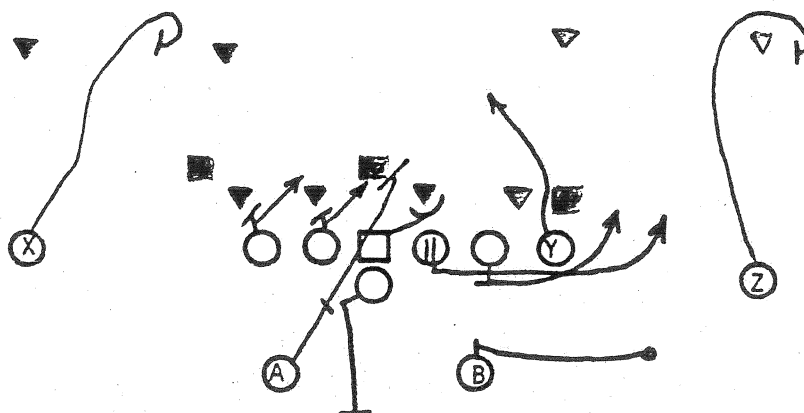
Run a Sky.

Run a trail pattern, call (GO!) when you receive the ball.

Get depth - make sure ball thrown is not a lateral.

RED RIGHT FAKE 21 FAST TRAP - FB QUICK SCREEN RIGHT

(Can also be run from Near)



LINEMEN

HB

FB

QB

Quick screen blocking.

Lazy release inside Stub, force Mac to escape around you.

Fake 21 fast trap. Responsible for Mac if dogging.

Step up, flare to screen side. Call (GO!) when you receive ball.

Fake 21 fast trap, get depth, make sure ball thrown is not a lateral.

Quick screen blocking.

Lazy release inside Stub. Force Mac to escape around you.

Fake 21 fast trap. Responsible for Mac if dogging.

Step up, flare to screen side. Call (GO!) when you receive ball.

Fake 21 fast trap, get depth, make sure ball thrown is not a lateral.

The kinship chart illustrates the following relationships:

- Individuals:** X (male), Y (male), Z (male), A (female), B (female).
- Relationships:**
 - X and Y are connected by a horizontal line, indicating a partnership or marriage.
 - Y and Z are connected by a horizontal line, indicating a partnership or marriage.
 - A and B are connected by a horizontal line, indicating a partnership or marriage.
 - Arrows indicate the flow of relationships or inheritance, such as from X to A, Y to B, and Z to A.

Quick screen blocking.

Fake 31 draw, responsible for Mac if he shoots.

Crack back, cut your split down to about 8 yds.

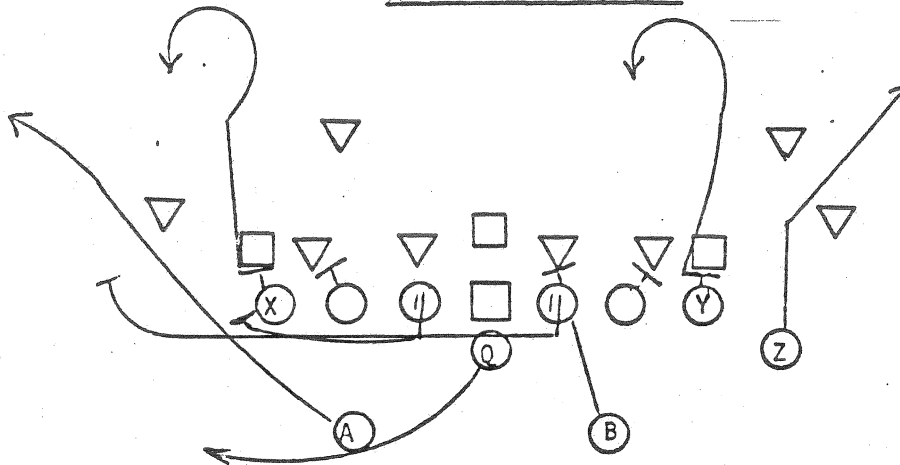
Fake 31 draw. Get depth, make sure ball thrown is not a lateral.

Step forward, run flare.

SC #6

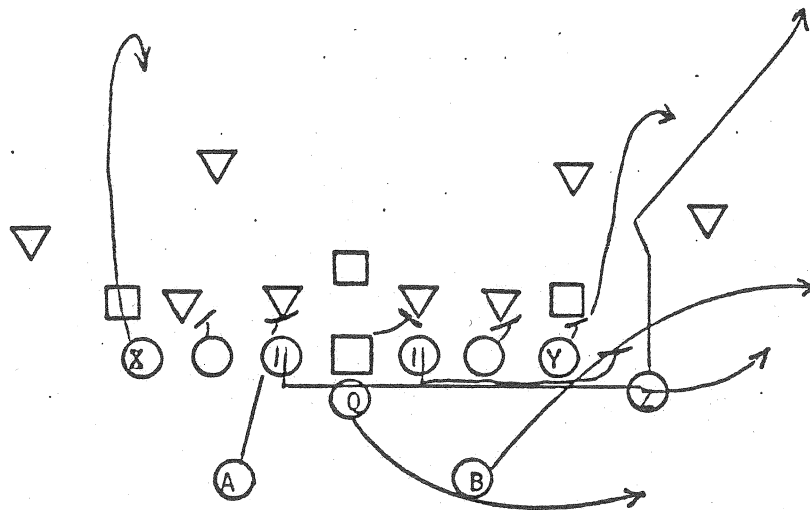
SHORT YARDAGE

RED RIGHT 18 ROLL A



- RG - Pull and lead - be alert for Mac.
- LG - Pull and take Buck in
- QB - Reverse pivot roll out
- A - Run to the deep corner of end zone alert for ball
- B - Drive over RG and take Lin.
- X - Check Buck and run Stop.
- Y - Check Stub and run Curl.
- Z - Occupy Lou

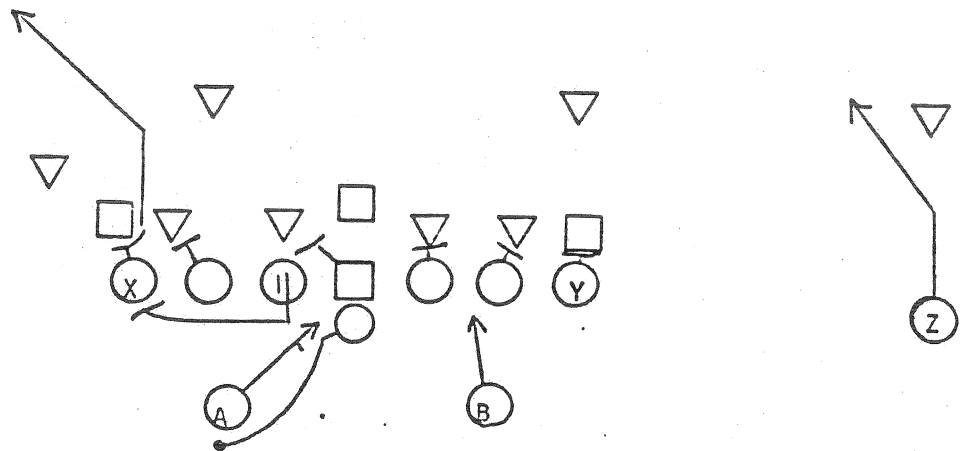
RED RIGHT 19 ROLL A



- RG - Pull and take Stub in
- LG - Pull and lead - be alert for Mac.
- QB - Reverse Pivot Roll Out
- AB - Drive over guard and block Ric
- B - Run Shoot alert for ball
- X - Check Buck and run Whirl
- Y - Check Stub and run Stop.
- Z - Run corner

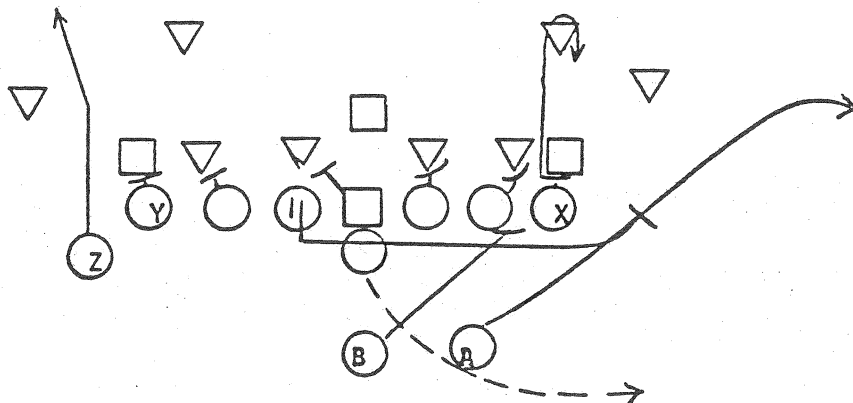
SHORT YARDAGE PASSES

RED RIGHT NEAR
PASS 21-Q-6



- QB - Good trap fake - continue rolling out - throw if ROSE comes up. Run if ROSE drops off.
- A - Good trap fake - take MAC if he should come
- B - Good fake.
- C - On tackle
- LG - Pull and take ROSE
- X - Hit into BUCK - watch ROSE - Break behind him and away from JILL

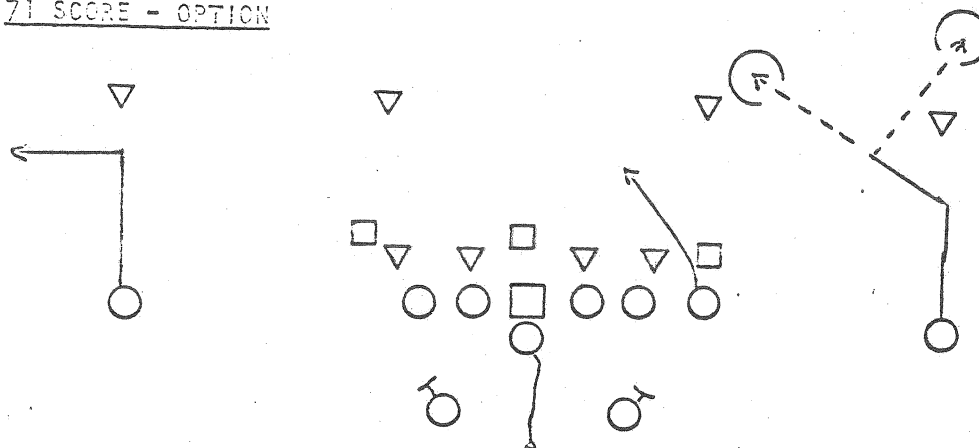
BROWN LEFT NEAR
19 ROLL 1



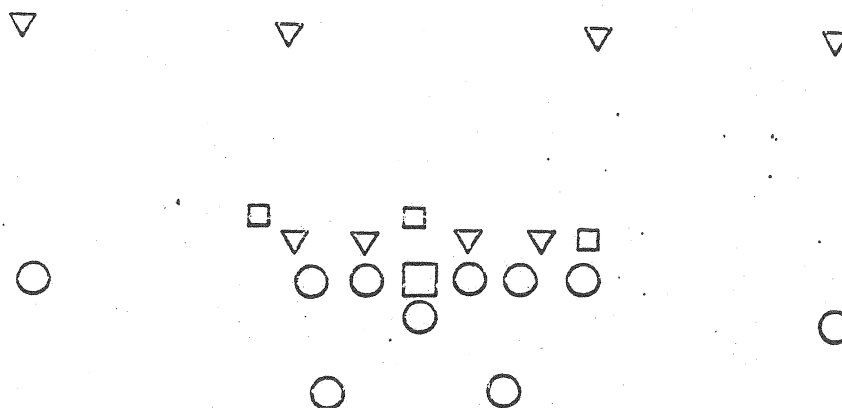
- QB - Take a slightly deeper roll than normal, look for X first, then alert as to play of LOU. If LOU goes with HB, holler "GO" and run. If LOU comes up to make tackle, throw to HB.
- A - Run a fan pattern towards deep corner of end zone - alert for ball all the way.
- B - Take BUCK who is being held up by X
- X - Hit into BUCK for 1 count, run a stop pattern - alert for football.
- Y - Slow block on STUB then run curl pattern - occupy SAM
- Z - Occupy ROSE

SHORT YARDAGE PASSES

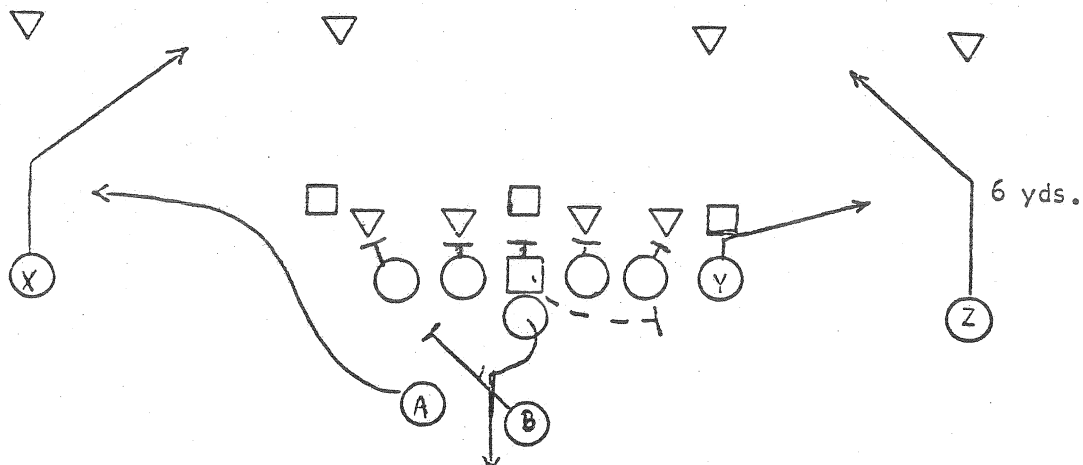
71 SCORE - OPTION



- QB Hit Z, alert for break.
- A 71 protection.
- B 71 protection.
- X Run Out pattern.
- Y Run Lookie - alert for ball.
- Z Option to break In or Out on LOU.

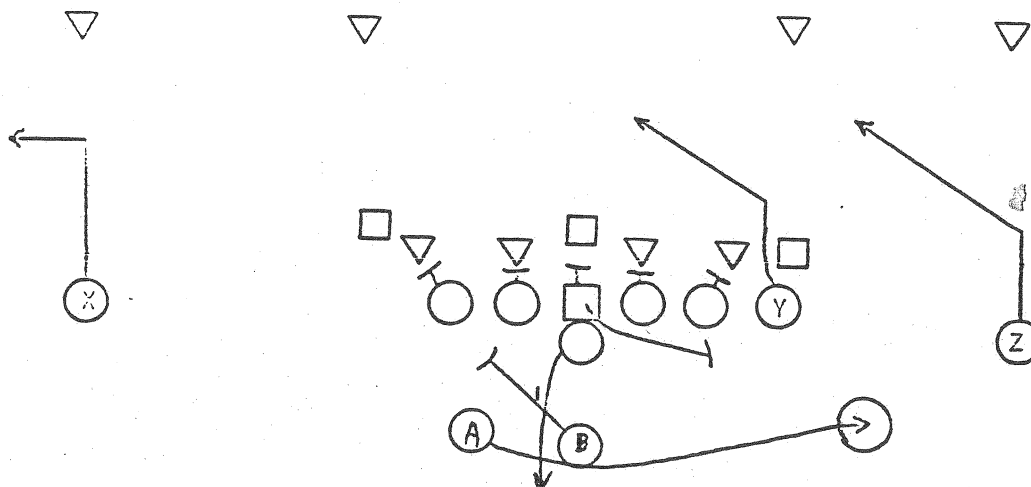


BROWN RIGHT
PASS 36



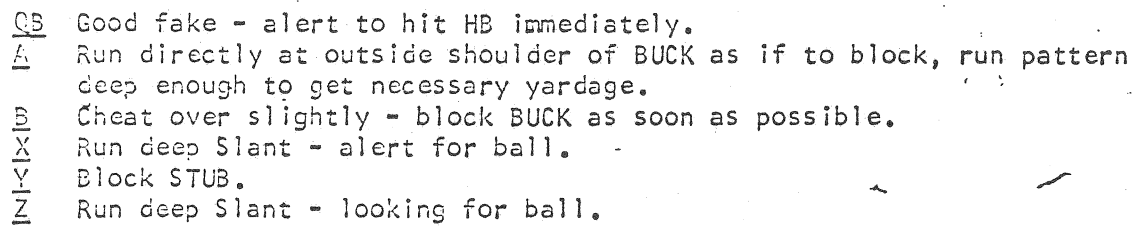
- G Good fake.
R Run Shoot - alert for ball.
G Good fake - take BUCK.
X Run Fast Goal - alert for ball on break.
Y Run Straight.
Z Downfield 6 yds. break away from LOU - alert for ball.

BROWN RIGHT
PASS 27 FULL TRAIL



- QB Quick fake to FB and HB. Hit HB on Trail pattern.
A Run Trail pattern - alert for football.
B Quick fake - take BUCK.
X Run out pattern - alert for ball - time to maneuver.
Y Run Short In pattern - alert for football.
Z Run Slant pattern - alert for football.

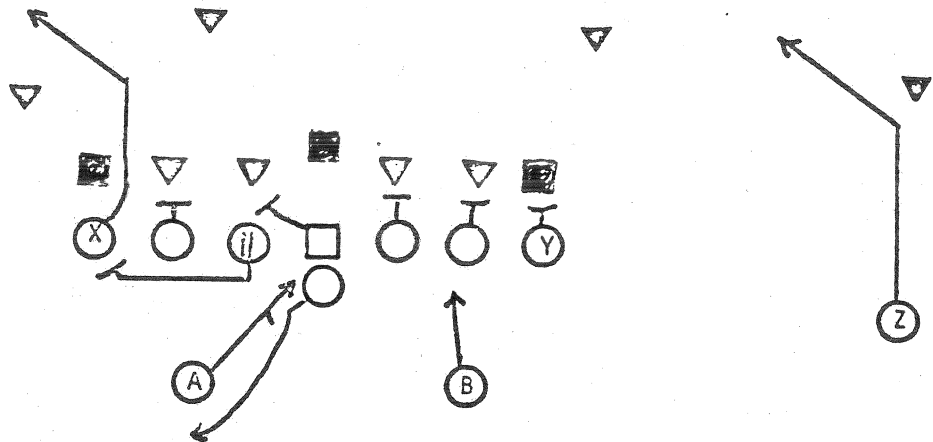
PASS 46 - BALL SHOOT



- P.SY # 3-67

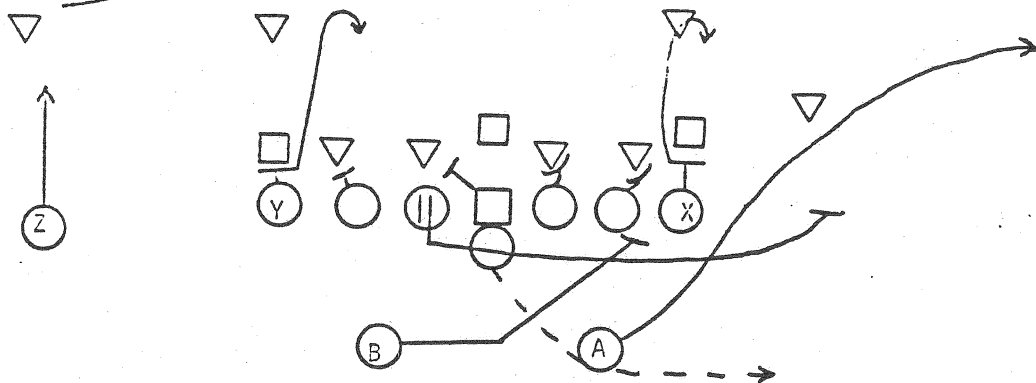
SHORT YARDAGE PASSES

RED RIGHT NEAR PASS 21-Q-6



- QB Good trap fake - continue rolling out - throw if ROSE comes up. Run if ROSE drops off.
- A Good trap fake - take MAC if he should come.
- B Good fake.
- C On Tackle.
- LG Pull and take ROSE.
- X Hit into BUCK - watch ROSE. Break behind him and away from JILL.

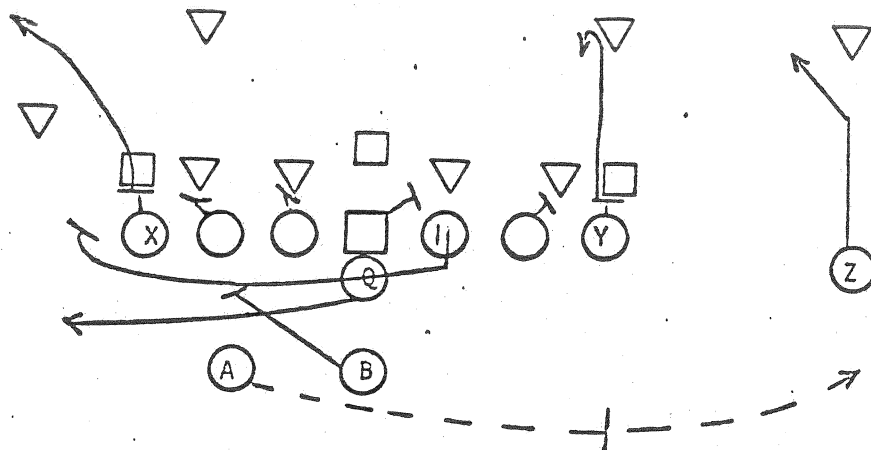
RED LEFT NEAR 19 ROLL 1



- QB Take a slightly deeper roll than normal, look for X first, then alert as to play of LOU. If LOU goes with HB holler "GO" and run. If LOU comes up to make tackle throw to HB.
- A Run a far pattern towards deep corner of end zone - alert for ball all the way.
- B Take BUCK who is being held up by X.
- X Hit into BUCK for 1 count, run a stop pattern - alert for football.
- Y Slow block on STUB then run curl pattern - occupy SAM.
- Z Occupy ROSE.

FORM: Brown Right Near Motion

PLAY: 18 Roll 1



QB - Used when Jill goes to strong side - when A goes in motion - option pass or run

A - Take man covering you upfield

B - Block Buck

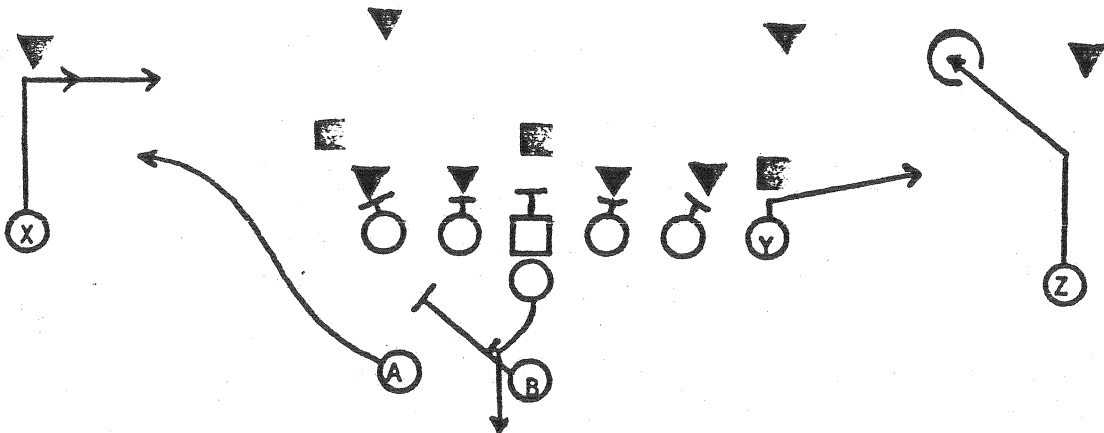
X - Slow Block Buck run corner pattern

Y - Slow Block Stub run curl pattern

Z - Occupy Lou

QB
A
B
X
Y
Z

BROWN RIGHT - PASS 36 Z GOAL

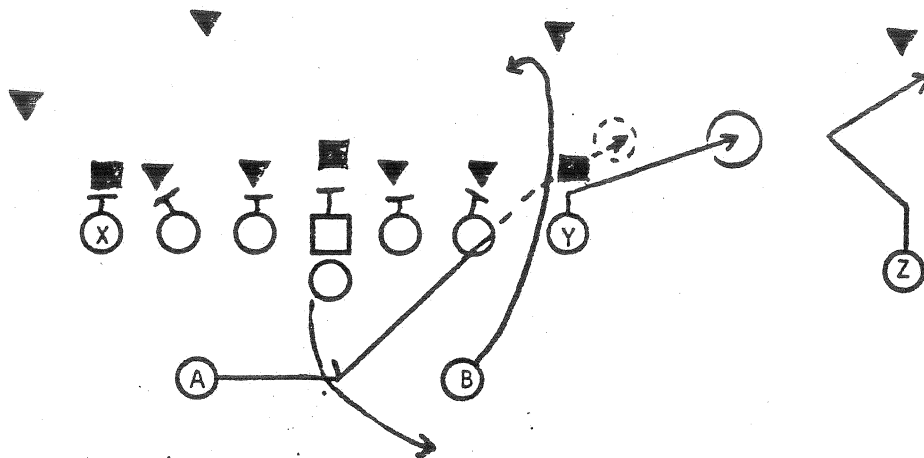


QB
A
B
X
Y
Z

SY #19

GOAL LINE

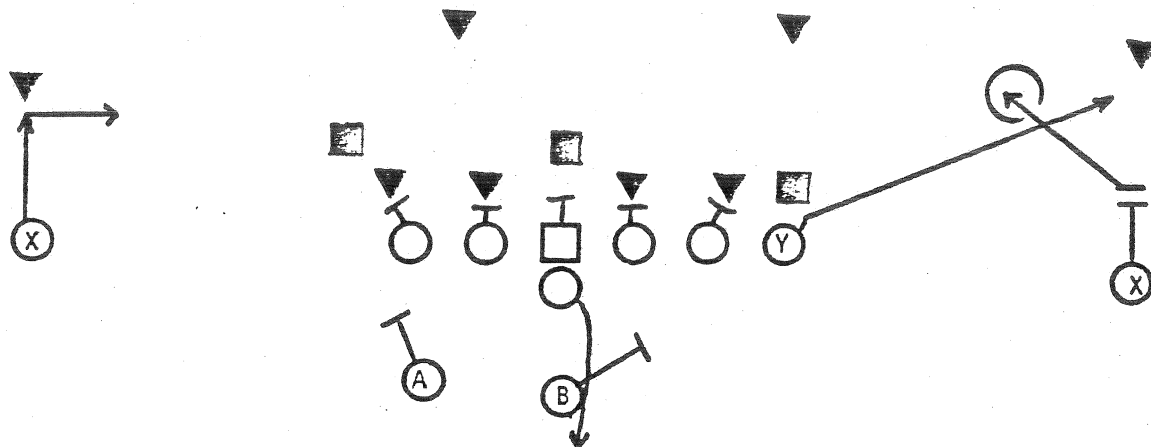
RED RIGHT NEAR
27 RAM PASS



- QB Fake 27 - drop back.
A Fake 27 - find open spot & go through line.
B Circle In route.
X Slow block.
Y Run Straight route.
Z Slant Corner.

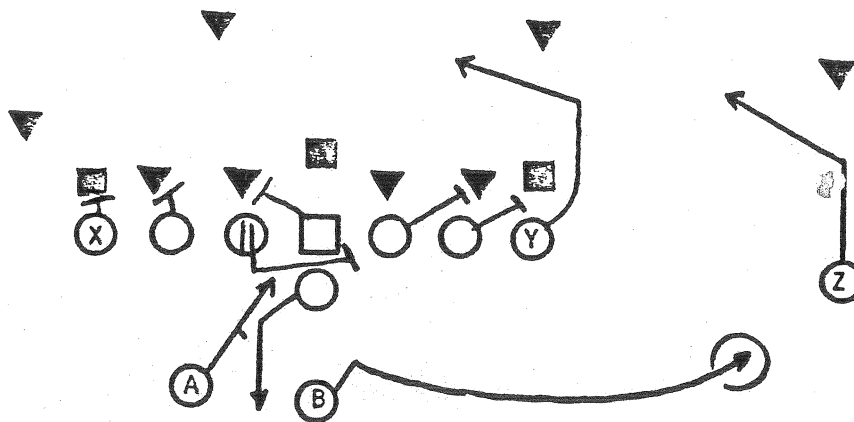
GOAL LINE

BROWN RIGHT
71 STICK



- QB Pattern vs Man for Man - ball thrown hard.
 X Run In pattern - alert for ball - become blocker upon completion.
 Y Fire toward LOU to alter his coverage on Z - do not make contact.
 Z Hesitate slightly - always having Y and LOU in vision - set up Pick, looking for ball on break.

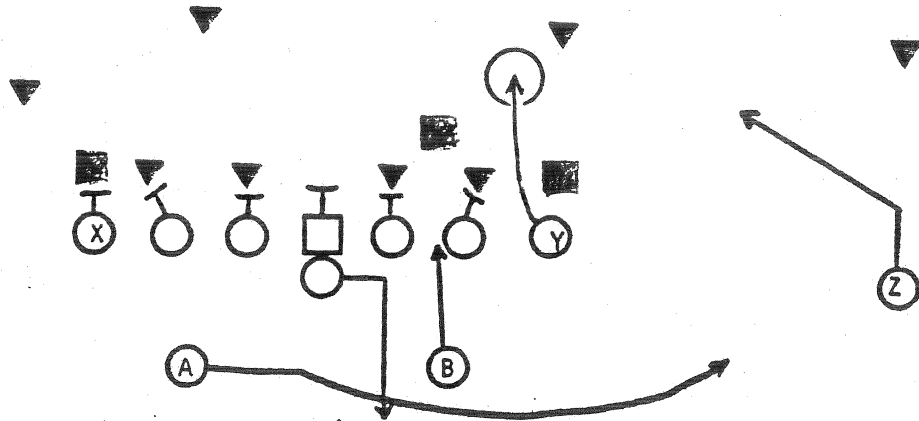
BROWN RIGHT NEAR
Pass 21-B-Flare



- QB Good fake - drop to 5 yds hit B.
 A Good Trap fake - take MAC.
 B Take jab step forward and Flare.
 X Slow block.
 Y Cross.
 Z Slant.
 LINEMEN Slide blocking to onside.

SHORT YARDAGE PASSES

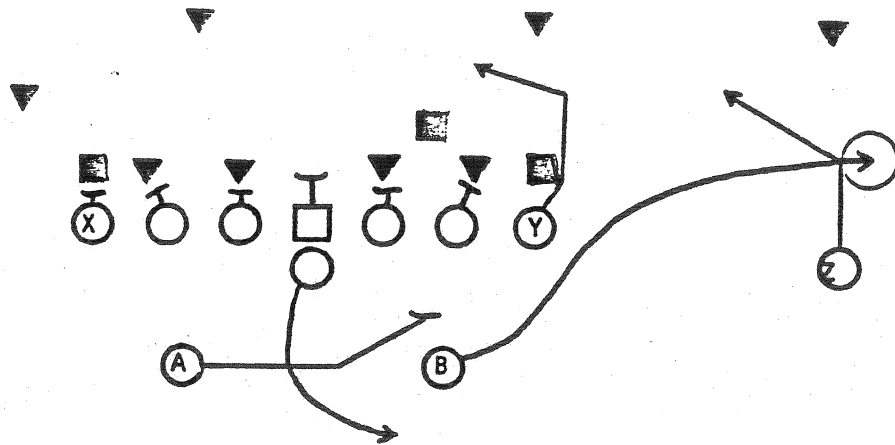
RED RIGHT NEAR
PASS 45 DIVE



QB
A
B
X
Y
Z

Quick fake - look for Y then Z, always knowing A's patter.
Run Trail pattern - always alert for ball.
Good Dive fake.
Slow block.
2 yd. split - Lookie pattern - alert for ball.
Run Deep Slant pattern.

RED RIGHT NEAR
PASS 27
B SHOOT

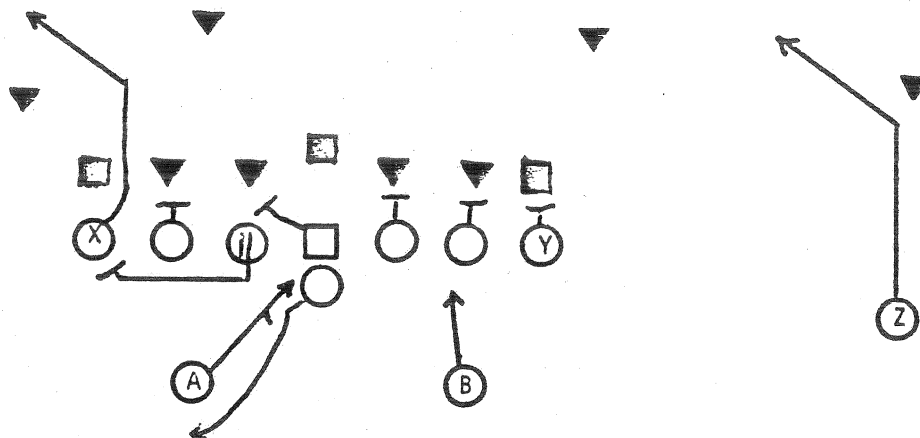


QB
A
B
X
Y
Z

Good fake - slight roll - look for B.
Good fake - look for MAC or 1st man to show.
Run towards STUB - avoid him - run Shoot - alert for yardline.
Slow block
2 yd. split - run Shoot - alert for yardline.
Deep Slant - take LOU across field

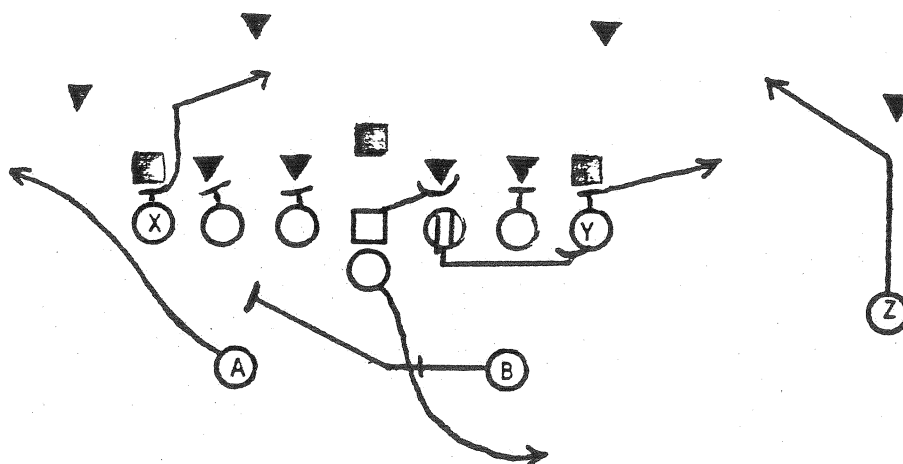
SHORT YARDAGE PASSES

RED RIGHT NEAR PASS 21-Q-6



- QB Good trap fake - continue rolling out - throw if ROSE comes up. Run if ROSE drops off.
- A Good trap fake - take MAC if he should come.
- B Good fake.
- C On Tackle.
- LG Pull and take ROSE.
- X Hit into BUCK - watch ROSE. Break behind him and away from JILL.

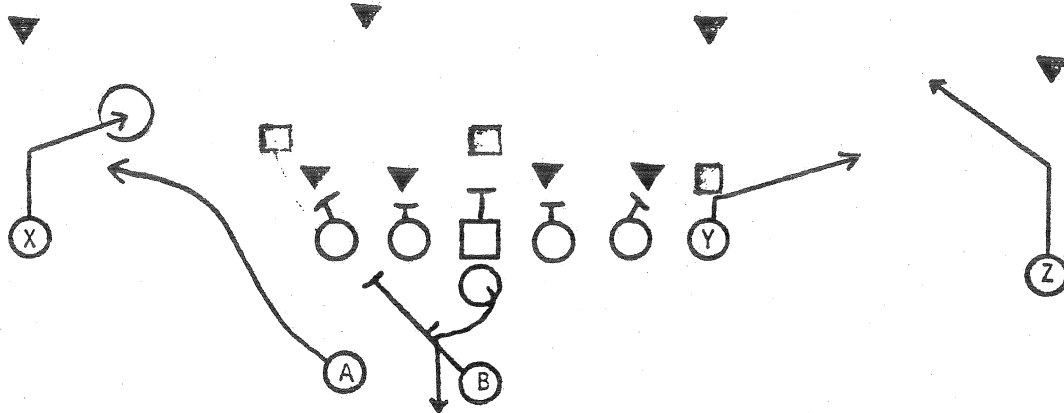
RED RIGHT NEAR, WAGGLE LEFT PASS 46-Q-7 OPTION



- QB Good fake continue roll - watch SAM if he comes up, throw to Y, if he hangs back - run.
- A Run shoot.
- B Good fake pick up BUCK
- C Block tackle - RT-Guard - pull and take STUB - Waggle protection.
- X Hit into BUCK and come across field.
- Y Check STUB - watch SAM - if he comes up go behind.
- Z Run slant pattern across field.

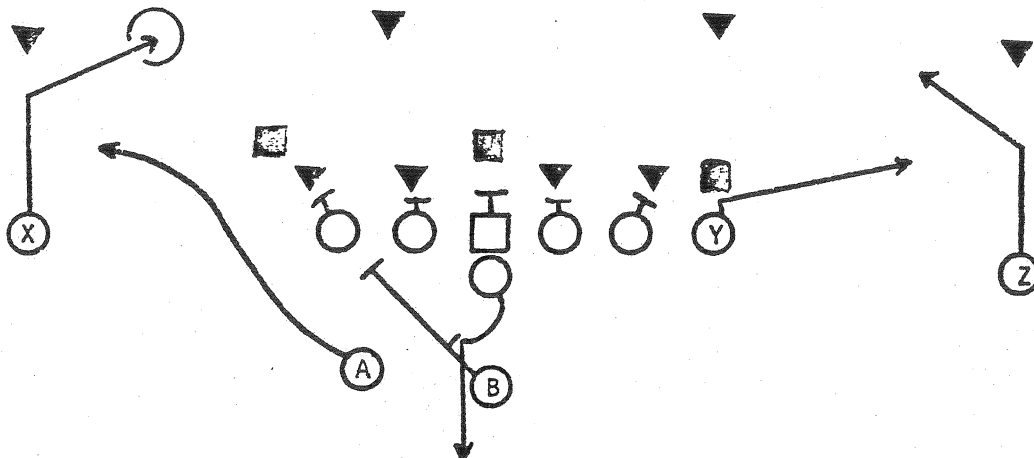
SHORT YARDAGE PASSES

BROWN RIGHT PASS 36 X SLANT



- QB Quick fake - look for X.
- A Run Shoot - alert for ball.
- B Good fake - take BUCK.
- C Take MAC - if N/T - take STUB.
- X Run Slant - break away from ROSE, alert for position of JILL.
- Y Run Straight.
- Z Run Slant.

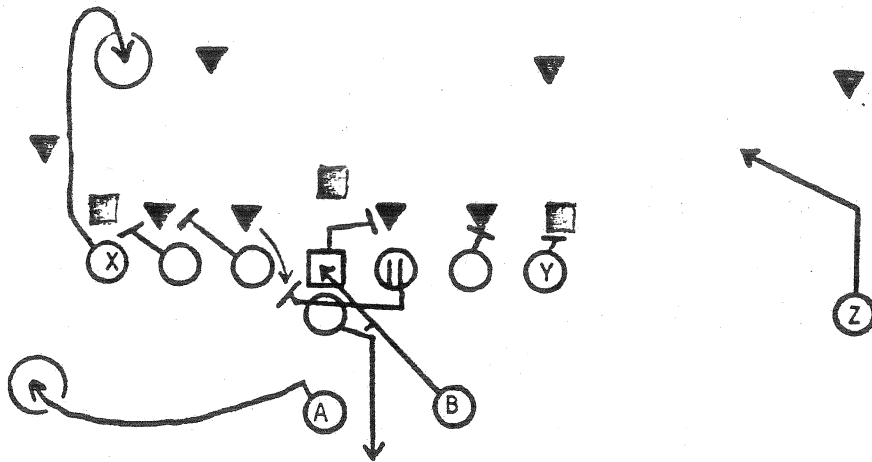
BROWN RIGHT PASS 36 - X FAST GOAL



- QB Good fake
- A Run Shoot - alert for ball.
- B Good fake - take BUCK.
- X Run Fast Goal - alert for ball on break.
- Y Run Straight.
- Z Downfield 8 yds break away from LOU - alert for ball.

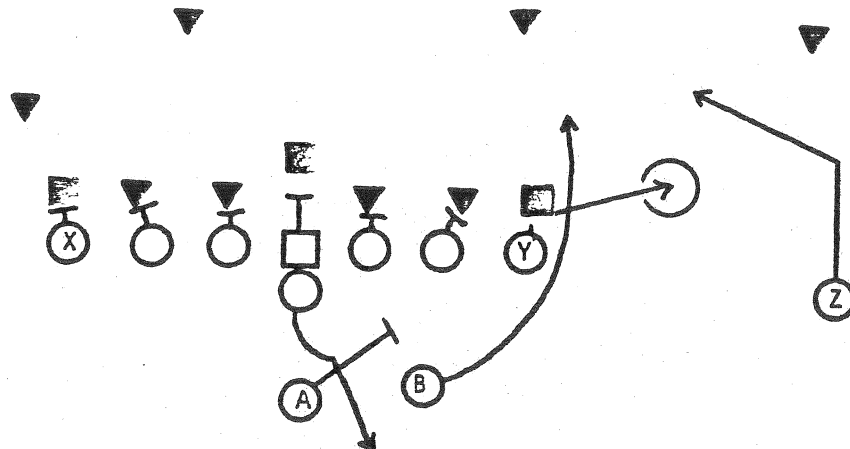
SHORT YARDAGE PASSES

BLUE RIGHT NEAR
PASS 40
A-FLARE



QB Good fake - drop back hit A.
A Jab step forward and Flare.
B Good trap fake - take MAC.
X Run Curl.
Y Take STUB.
Z Come across alert for ball.
LINEMEN Slide blocking to onside.

BLUE RIGHT NEAR
PASS 37
Y DELAY STRAIGHT-X SLOW



QB Good fake - drop back alert for Y.
A Good fake - take STUB.
B Run Sky.
X Slow block.
Y Check STUB until B has cleared and run Straight.
Z Clear area.

FORMATION:

RED RIGHT

PLAY:

21 FAST TRAP

BLOCKING:

1. ACE

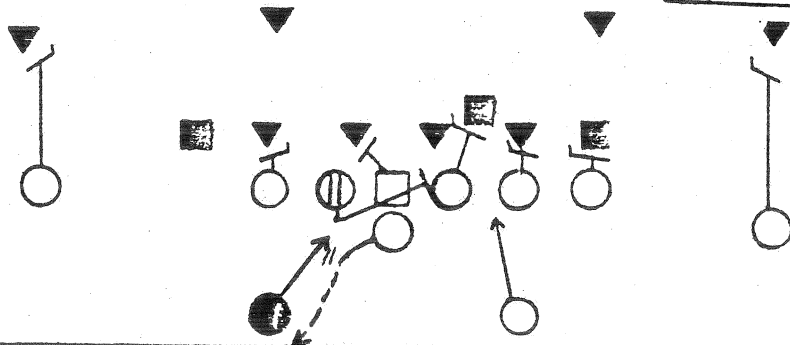
2.

3.

4.

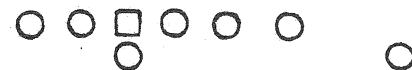
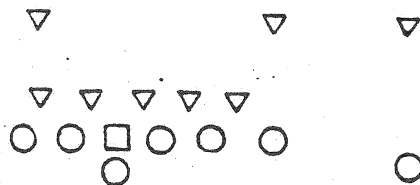
SHORT YARDAGE

vs 61 DEF.

COACHING POINTS:QB Open PivotFB Hit quick straight ahead to hold MAC.HB Hit in as fast as possible - cheat over - straddle Lt foot of Guard.RG Go thru for MAC - who will be over from normal position.LG Trap LIN.

80 GAP STRONG

SPECIAL PERSONNEL

FORMATION:

RED RIGHT

PLAY:

Q6 OPTION

BLOCKING:

1. M

2.

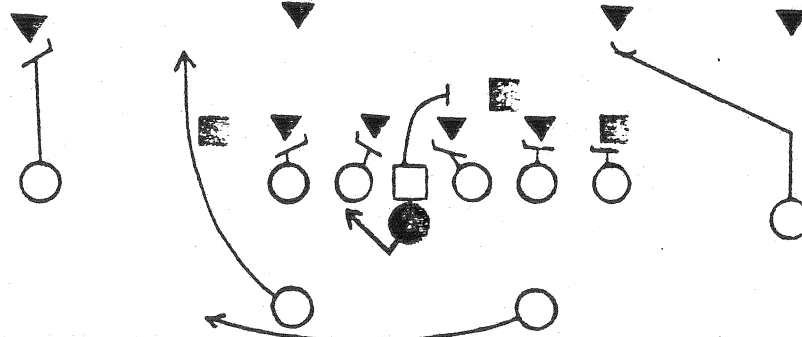
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4.

5.

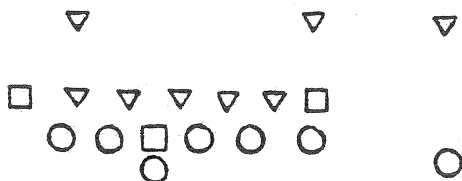
SHORT YARDAGE

vs 61 DEF.

COACHING POINTS:QB Drop step - head for RT foot of RT Tackle - run only if a man is as deep as Option Man. (Basic it is to be Optioned).

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

RED RIGHT

PLAY:

27 M HUNCH I

BLOCKING:

1. M HUNCH I

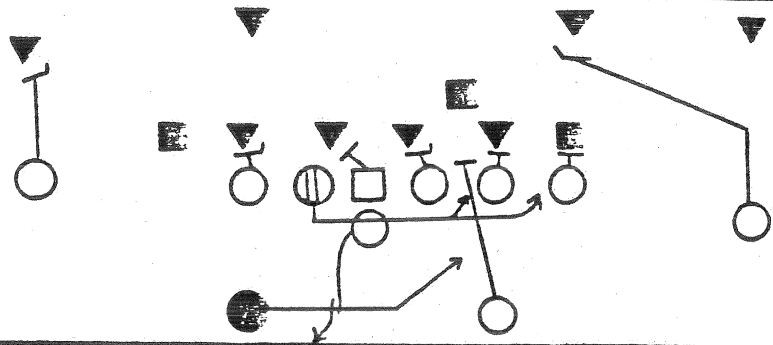
2.

3.

4.

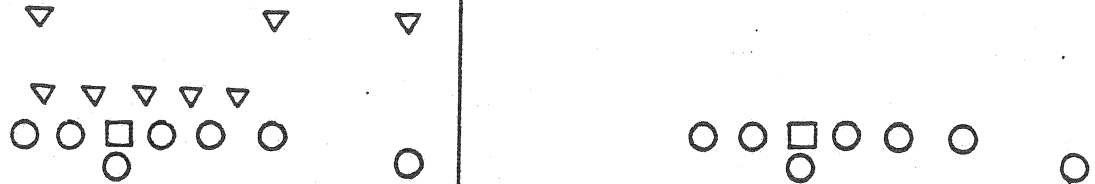
SHORT YARDAGE

vs 61 DEF.

COACHING POINTS:

RT GUARD Take LIN.
 LT GUARD Pulls & picks hole.
 RT TACKLE Take LON.

Y Take STUB.
 FB Straight ahead - drive MAC out of Hole.
 HB Hunch action - alert to pick Hole.

80 GAP STRONGSPECIAL PERSONNELFORMATION:

RED RIGHT

PLAY:

29 BOB Bill

BLOCKING:

1. BOB

2.

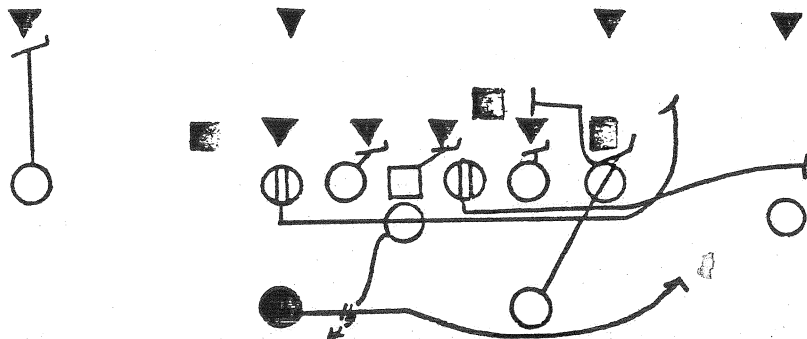
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4.

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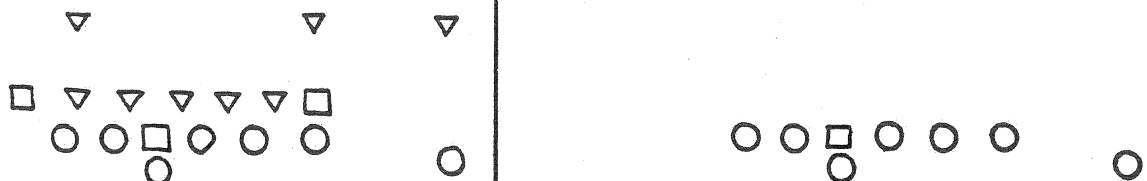
SHORT YARDAGE

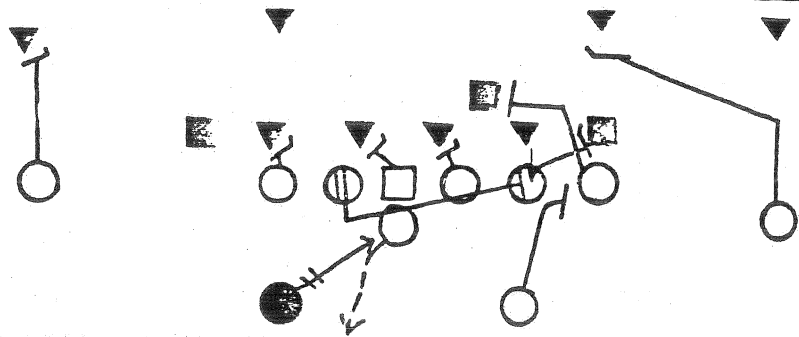
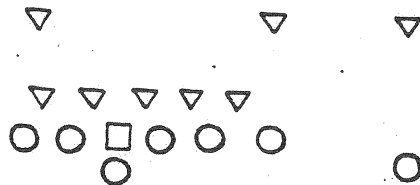
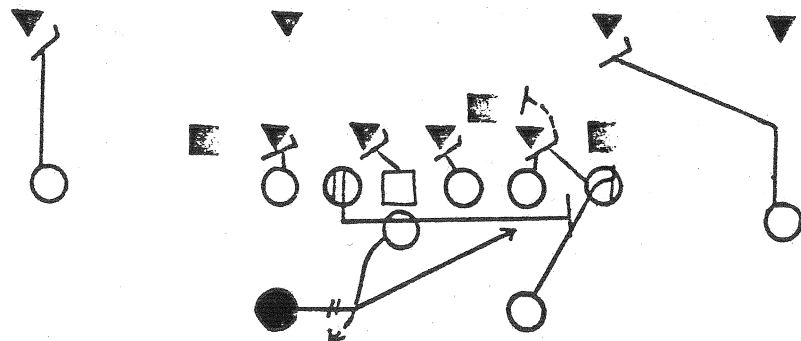
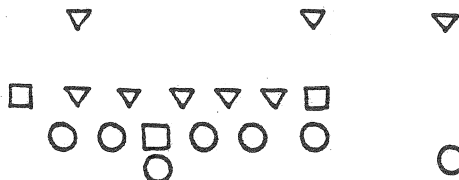
vs 61 DEF.

COACHING POINTS:

FB Directly at STUB - cut him down.
 RT Take LON in - will be charging inside.
 RT GUARD Pull and take LOU.
 C Block LIN.
 LT GUARD RIC.
 LT TACKLE Pull and lead play optional.

Y 3 yd split, take MAC.
 Z 5-6 yd split - take SAM.
 HB Follow onside Guard.

80 GAP STRONGSPECIAL PERSONNEL

FORMATION:**RED RIGHT****PLAY:****23 FAST TRAP****BLOCKING:****1. TRAP BLOCKING****2.****3.****4.****SHORT YARDAGE****vs 61 DEF.****COACHING POINTS:****Y** Tight - take MAC.**RT** Take STUB.**RG** Take LIN.**C** Block back on RIC.**LG** Trap LON.**FB** Directly at STUB.**HB** Inside hand off. Follow trapping Guard.**80 GAP STRONG****SPECIAL PERSONNEL****FORMATION:****RED RIGHT****PLAY:****27 POWER BOB I****BLOCKING:****1. POWER BOB I****2.****3.****4.****5.****SHORT YARDAGE****vs 61 DEF.****COACHING POINTS:****Y & RT** Double team (Eat) on Lon-Y alert to slide off for MAC.**RT GUARD** On LIN.**C** Block Back on RIC.**LG** Pull to double team on STUB or go thru hole.**FB** Directly at STUB - Take inside position**HB** Follow off Guard into hole.**80 GAP STRONG****SPECIAL PERSONNEL**

FORMATION:

RED RIGHT

PLAY:

45 DIVE

BLOCKING:

1. M BLOCKING WITH CUT

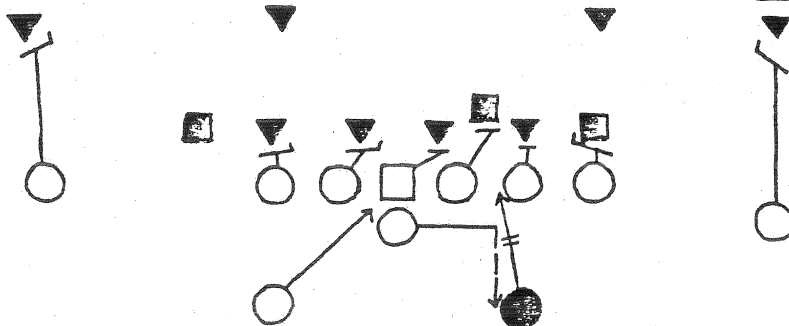
2.

3.

4.

SHORT YARDAGE

vs 61 DEF.



COACHING POINTS:

Y On STUB.

RT Take LON.

RG On MAC.

C Block onside on LIN.

FB

Hit straight ahead with power and quickness.

QB

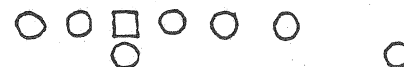
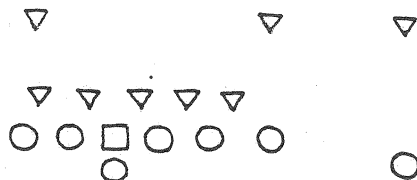
Front Pivot

HB

Hit over ball.

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

RED RIGHT NEAR

PLAY:

24 DIVE

BLOCKING:

1. M

2.

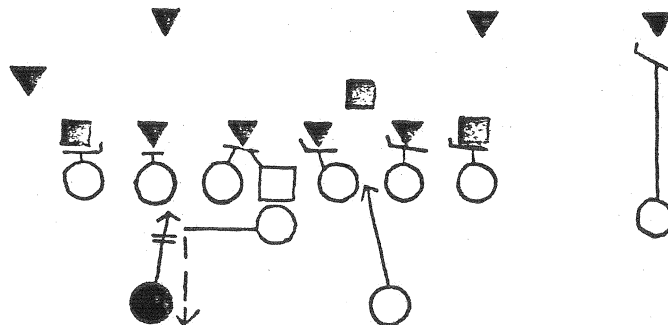
3.

4.

5.

SHORT YARDAGE

vs 61 DEF.



COACHING POINTS:

X Take BUCK.

LT Take ROY.

LG Take RIC.

C Double team on RIC if MAC is away from hole.

RG

Cut LIN off.

HB

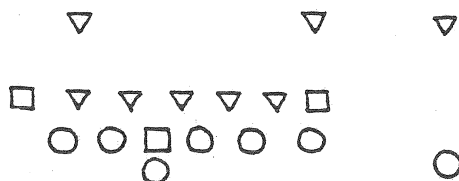
Straight ahead with power and quickness.

FB

Dive.

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

RED RIGHT NEAR

PLAY:

Q3 WEDGE

BLOCKING:

1. Wedge

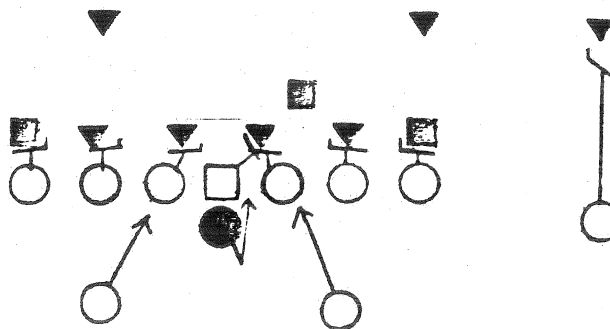
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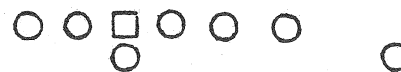
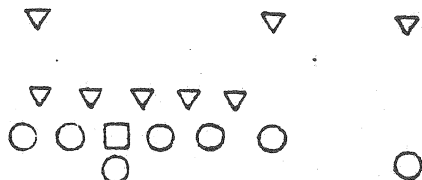
4.

COACHING POINTS:SHORT YARDAGE

vs 61 DEF.



Straight ahead blocking by linemen keying in on center.

80 GAP STRONGSPECIAL PERSONNELFORMATION:

RED RIGHT NEAR

PLAY:

44 TOSS TESS TRAP

BLOCKING:

1. TRAP

2.

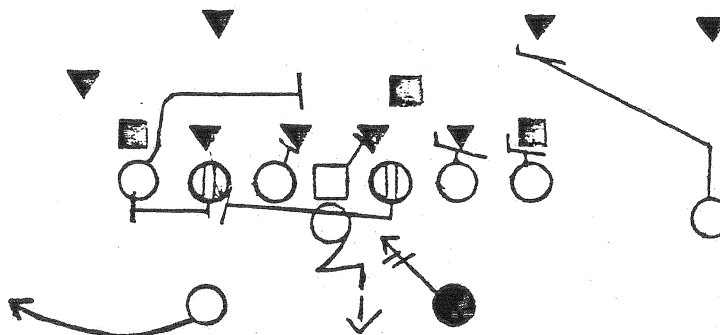
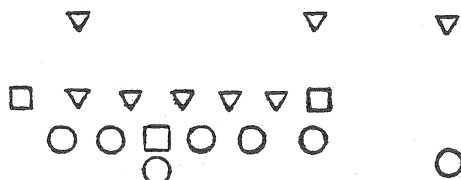
3.

4.

5.

COACHING POINTS:X Take 2 yard split - take MAC.LT Pull to outside to influence ROY and take BUCK if he steps across.LG Take RIC in.C Block back.RG Trap ROY.HB Good toss fake.FB Follow trapping Guard.SHORT YARDAGE

vs 61 DEF.

80 GAP STRONGSPECIAL PERSONNEL

FORMATION:

RED RIGHT NEAR

PLAY:

Q7 POWER OPTION

BLOCKING:

1. POWER

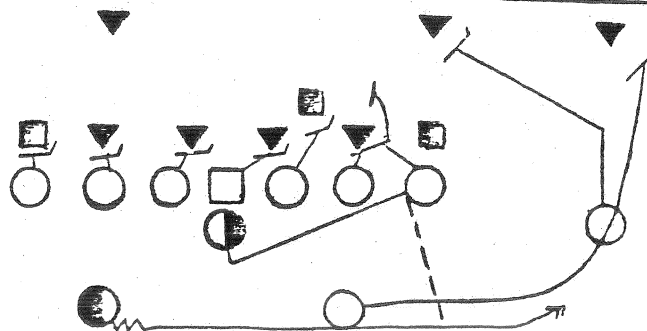
2.

3.

4.

SHORT YARDAGE

vs 61 DEF.



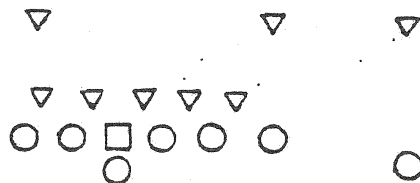
COACHING POINTS:

Y & RT: Double team on LON

QB: Drop step - head for RT. foot of RT Tackle - QB run only if a man is as deep as Option Man. (Basic it is to be optioned).

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

PLAY:

BLOCKING:

1.

2.

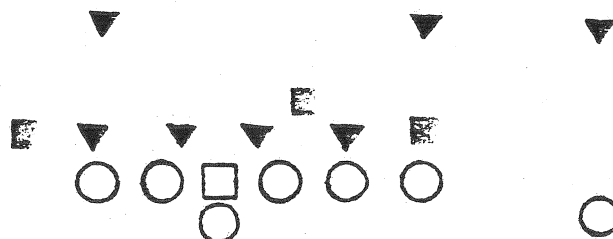
3.

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5.

SHORT YARDAGE

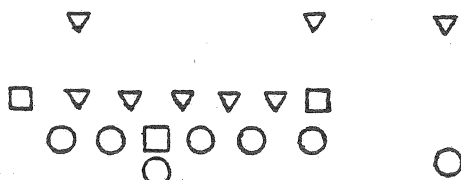
vs 61 DEF.



COACHING POINTS:

80 GAP STRONG

SPECIAL PERSONNEL



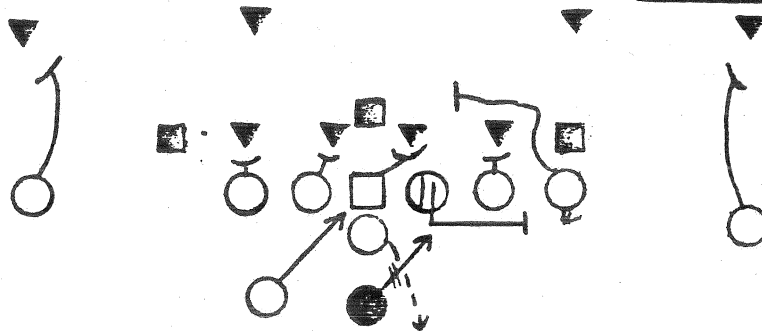
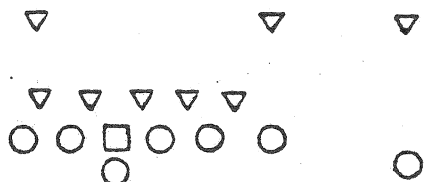
FORMATION:**BROWN RIGHT****PLAY:****35 DIVE****BLOCKING:**

1. CROSS

2.

3.

4.

SHORT YARDAGE**vs 61 DEF.****COACHING POINTS:****QB** Open Pivot**FB** Hit directly at outside foot of RT.**HB** Run 21 fast trap.**Y** Take MAC.**RT** Take LON.**RG** Pull - take STUB out.**C** Block onside on LIN.**80 GAP STRONG****SPECIAL PERSONNEL****FORMATION:****BROWN RIGHT NEAR****PLAY:****21 FAS TRAP****BLOCKING:**

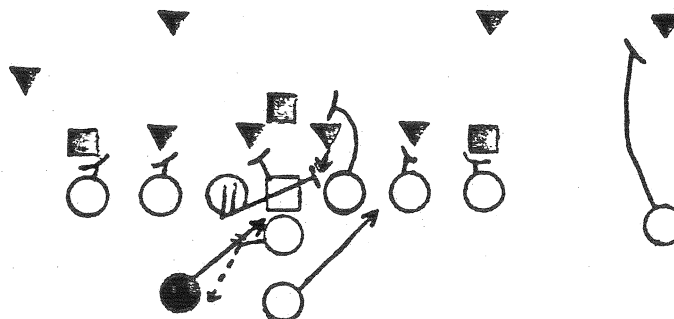
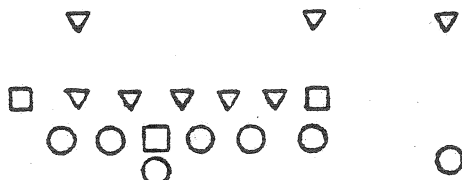
1. TRAP

2.

3.

4.

5.

SHORT YARDAGE**vs 61 DEF.****COACHING POINTS:****QB** Open Pivot**HB** Hit in as fast as possible - cheat over - straddle left foot of Guard.**FB** Hit in 5 hole - influence MAC.**RG** Go thru for MAC.**C** Block back on RIC.**LG** Trap LIN.**80 GAP STRONG****SPECIAL PERSONNEL**

FORMATION:

BROWN RIGHT

PLAY:

25 CROSS

BLOCKING:

1. CROSS

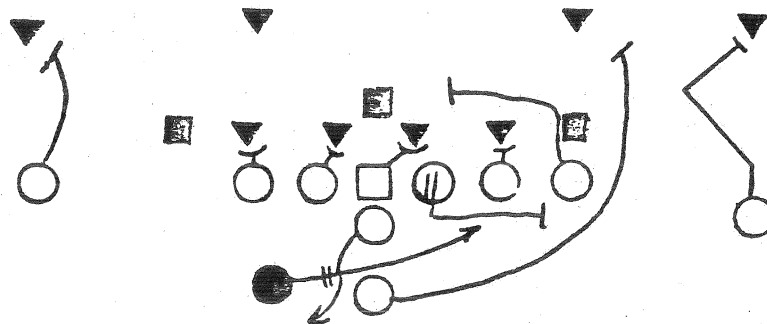
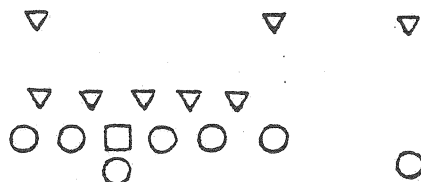
2.

3.

4.

SHORT YARDAGE

vs 61 DEF.

**COACHING POINTS:**Y 3 yard split - take MAC.RT Take LON in.RG Pull and take STUB out.C Block onside on LIN.FB Influence STUB, take SAM. Boss Block.HB Hit hard into hole.Z 5 yd split- fake coming down on safety. Take LOU out.**80 GAP STRONG****SPECIAL PERSONNEL****FORMATION:**

BROWN RIGHT

PLAY:

27 POWER BOB I

BLOCKING:

1. POWER BOB I

2.

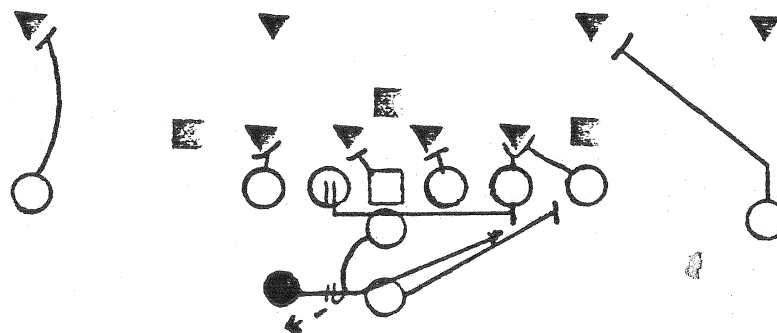
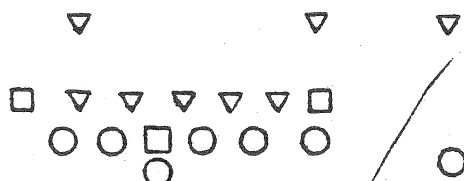
3.

4.

5.

SHORT YARDAGE

vs 61 DEF.

**COACHING POINTS:**QB Open PivotFB Directly at STUB - take inside position.HB Follow off Guard into hole.RT & Y Double team LON (Eat) Y alert to slide off for MAC.Z 5 yd split - take SAM.C Block back on RIC.LG Pull to double team on STUB or go thru hole.**80 GAP STRONG****SPECIAL PERSONNEL**

FORMATION:

BROWN RIGHT

PLAY:

Q3 SNEAK

BLOCKING:

1. M

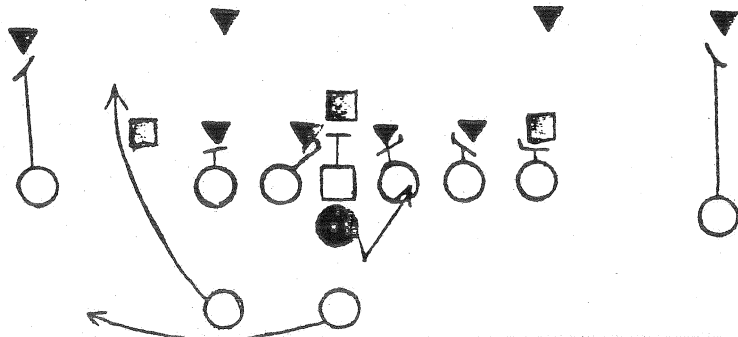
2.

3.

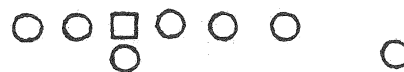
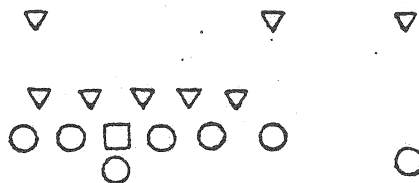
4.

SHORT YARDAGE

vs 61 DEF.

**COACHING POINTS:**

Used when RT can get inside position on LON.
Action of FB will bring MAC to weak side.

80 GAP STRONG**SPECIAL PERSONNEL****FORMATION:**

BROWN RIGHT

PLAY:

36 M BOB

BLOCKING:

1. M

2.

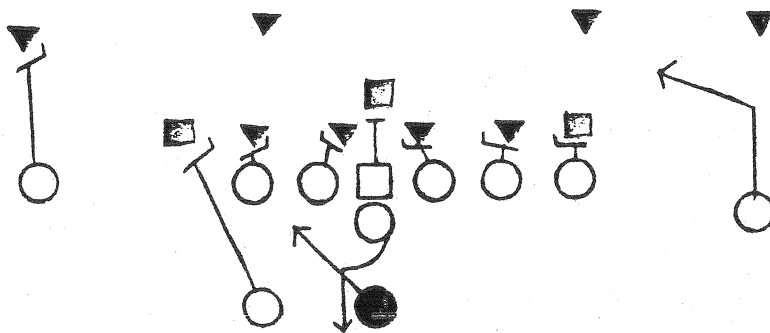
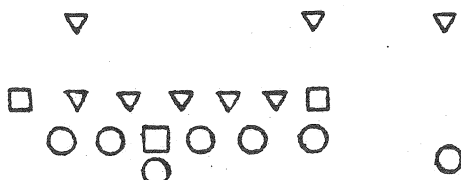
3.

4.

5.

SHORT YARDAGE

vs 61 DEF.

**COACHING POINTS:****QB** Reverse Pivot.**HB** Directly at BUCK - inside shoulder - outside knee.**FB** Directly at LT - pick hole.**C** Take MAC. (Possible cut call with LG)**RG** Cut LIN off.**X** Take ROSE.**LG** Take RIC. (Possible cut call with Center).**80 GAP STRONG****SPECIAL PERSONNEL**

FORMATION:

BLUE RIGHT NEAR

PLAY:

40 FAST TRAP

BLOCKING:

1. TRAP

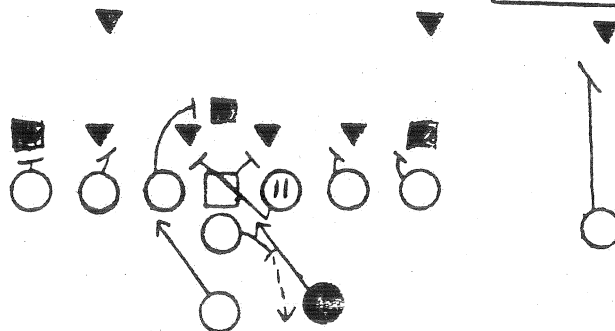
2.

3.

4.

SHORT YARDAGE

vs 61 DEF.

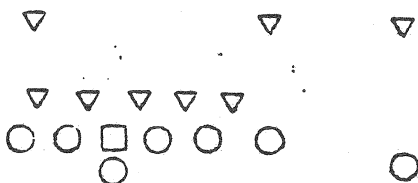


COACHING POINTS:

- QB Open Pivot.
FB Hit into 4 hole.
HB Straddle right foot of RG - hit as fast as possible.
C Block LIN.
LG Block MAC.

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

BLUE RIGHT NEAR

PLAY:

48 FM GRACE

BLOCKING:

1. FM GRACE

2.

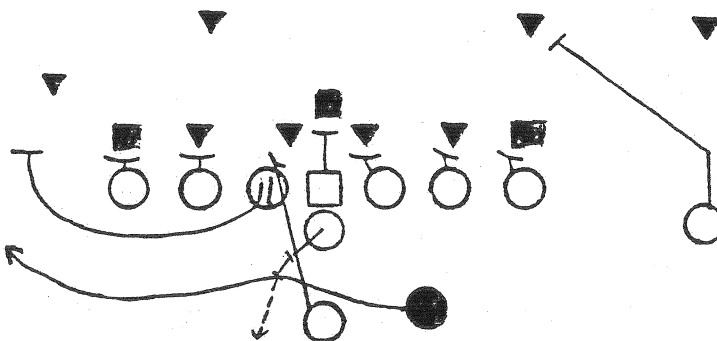
3.

4.

5.

SHORT YARDAGE

vs 61 DEF.

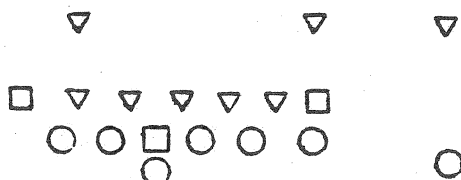


COACHING POINTS:

- QB Open pivot - quick fake to FB - hand-off to HB.
FB Directly at outside foot of defensive tackle.
HB Gain ground slightly on 1st step - take hand-off from QB, follow outside guard.

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

BLUE RIGHT NEAR

PLAY:

37 POWER BOB

BLOCKING:

1. Power

2.

3.

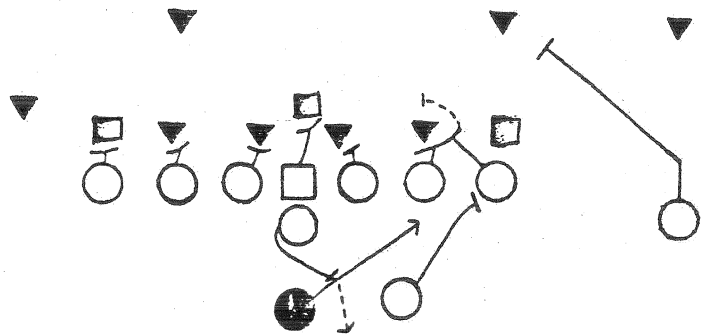
4.

COACHING POINTS:

- QB Reverse Pivot
FB Hit directly in hole - favoring double team.
HB Directly at STUB - take inside position.
Y Double team with RT (eat) on LON - alert to slide off for MAC.
RT Double team with Y (eat) on LON.
RG On LIN
C Take MAC - cut call possible.

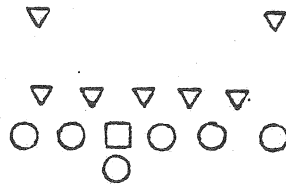
SHORT YARDAGE

vs 61 DEF.



80 GAP STRONG

SPECIAL PERSONNEL

FORMATION:SHORT YARDAGE

vs 61 DEF.

PLAY:BLOCKING:

1.

2.

3.

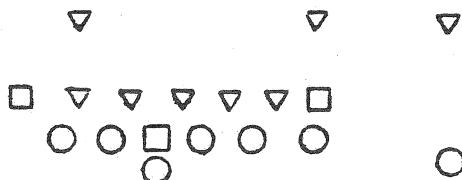
4.

5.

COACHING POINTS:

80 GAP STRONG

SPECIAL PERSONNEL



FORMATION:

BLUE RIGHT NEAR

PLAY:

37 M BOSS

BLOCKING:

1. M BOSS

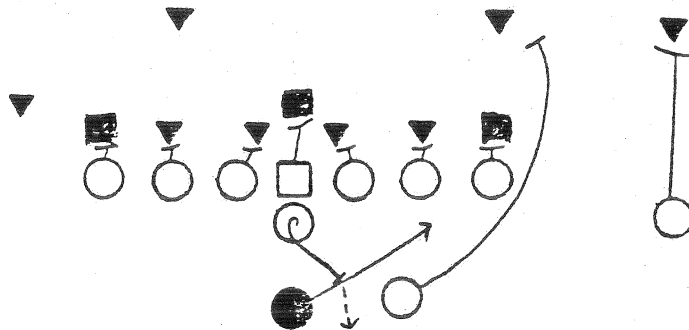
2.

3.

4.

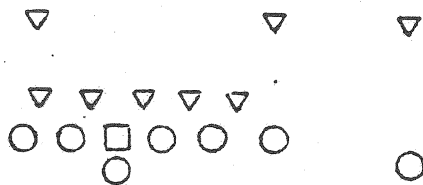
SHORT YARDAGE

vs 61 DEF.

COACHING POINTS:LINE Man for Man blocking.QB Reverse pivot.FB Hit directly at RT's outside foot - alert to break to outside always knowing down & distance.HB Outside STUB block SAM.Z Take LOU.C Cut call

80 GAP STRONG

SPECIAL PERSONNEL

FORMATION:

BLUE RIGHT NEAR

PLAY:

35 M HUNCH

BLOCKING:

1. M HUNCH

2.

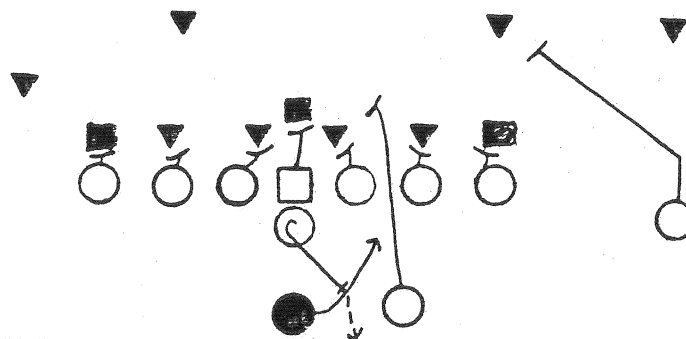
3.

4.

5.

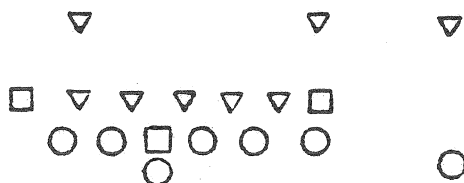
SHORT YARDAGE

vs 61 DEF.

COACHING POINTS:QB Reverse pivotFB Short cross over step - gaining ground slightly - hit hole.HB Block hole - alert for MAC.C Go thru for MAC.LINE Man for Man blocking.

80 GAP STRONG

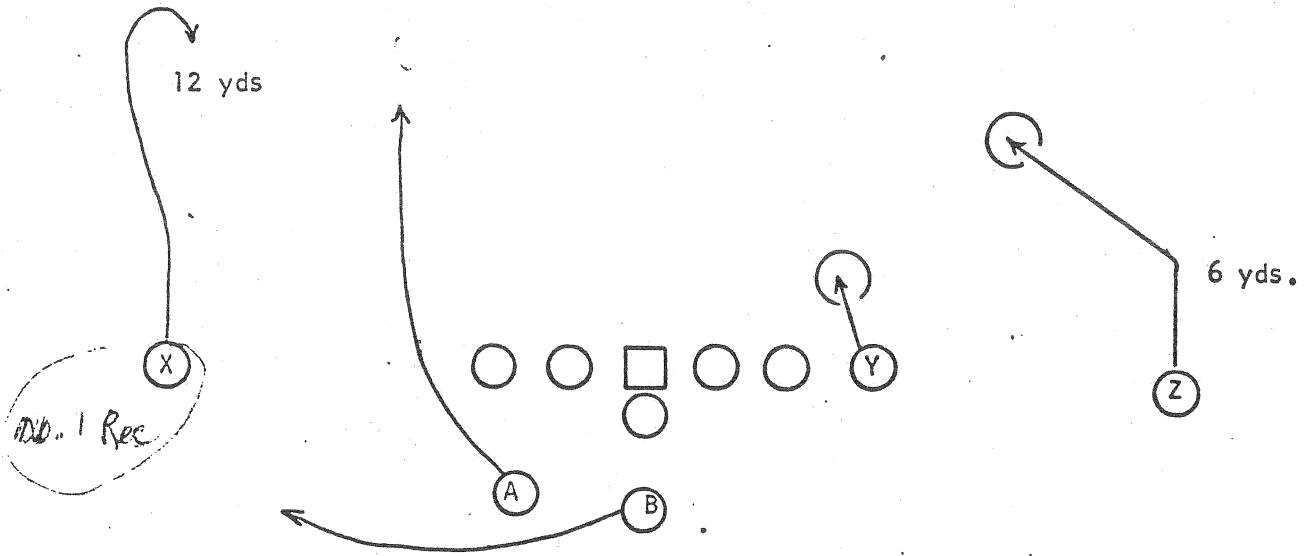
SPECIAL PERSONNEL



I Min. Off.

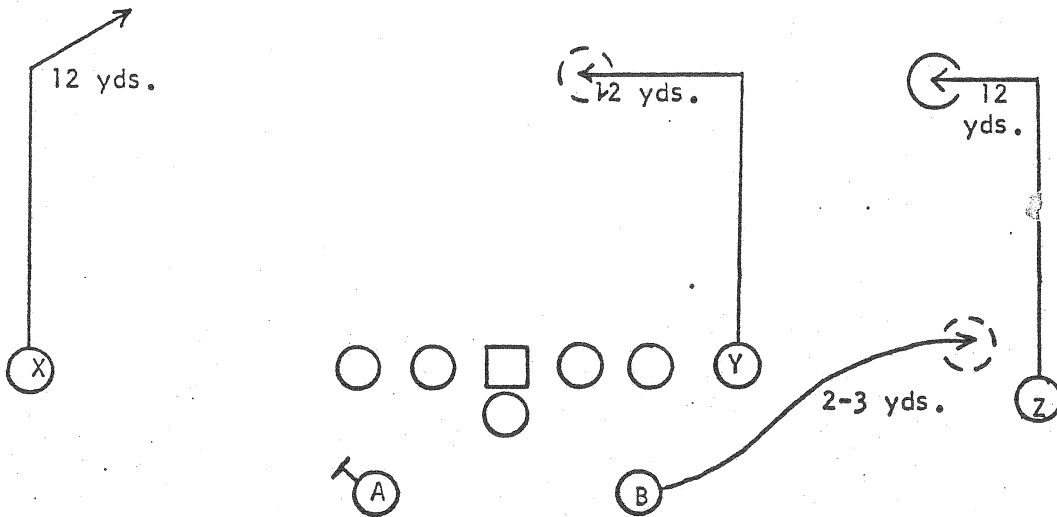
78

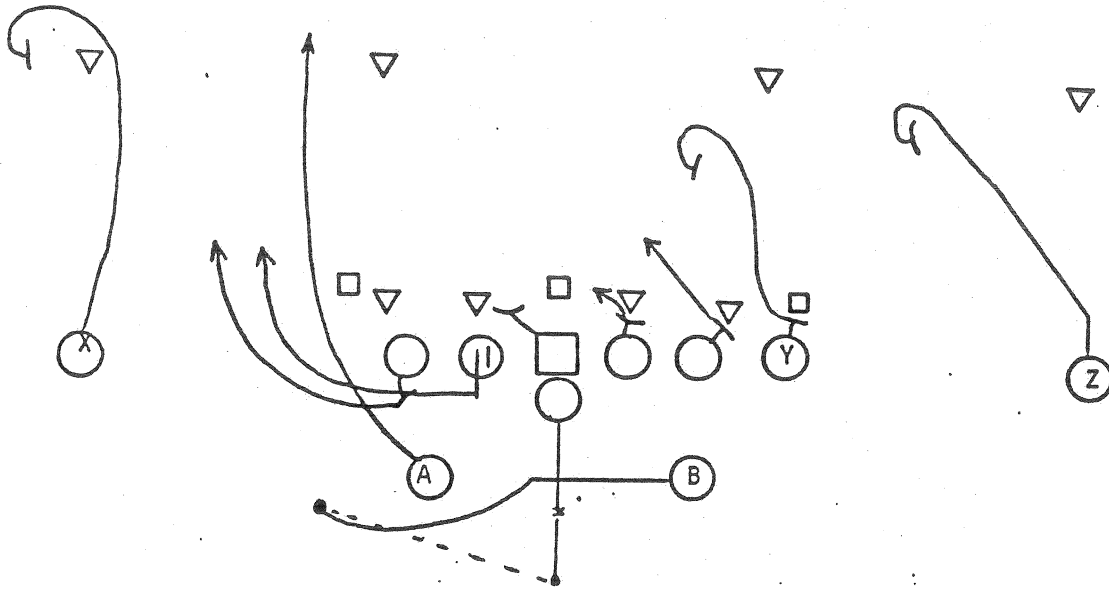
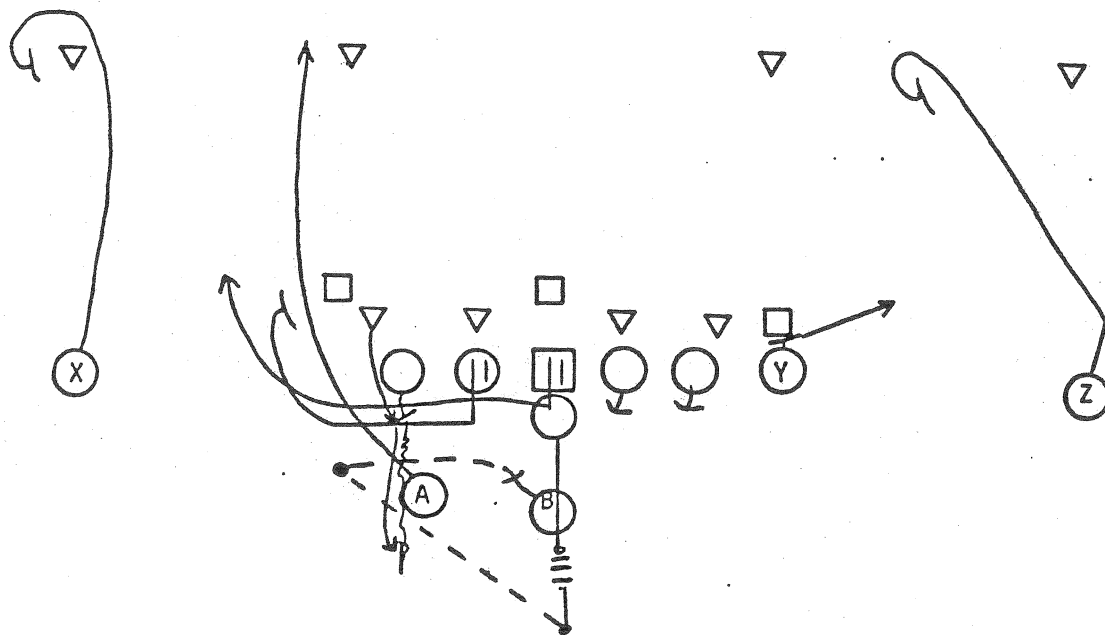
PASS 78



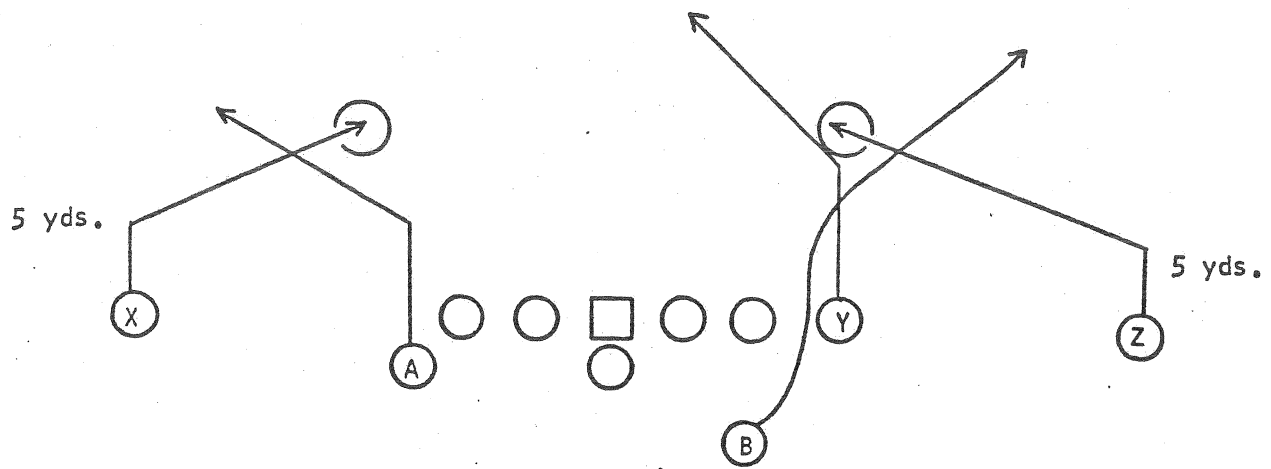
86

73 DOUBLE SPONGE

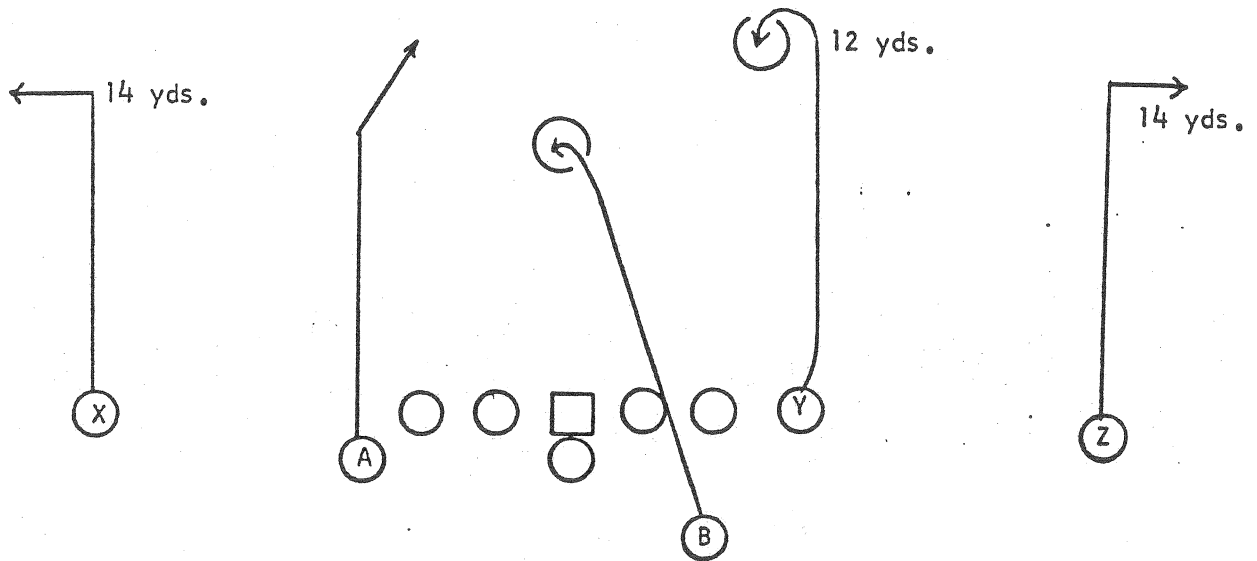


RED RIGHT FB QUICK SCREEN LEFTBROWN RIGHT - FB SCREEN LEFT

DOUBLE WING RIGHT



DOUBLE WING RIGHT



DOI: 10.1002/for

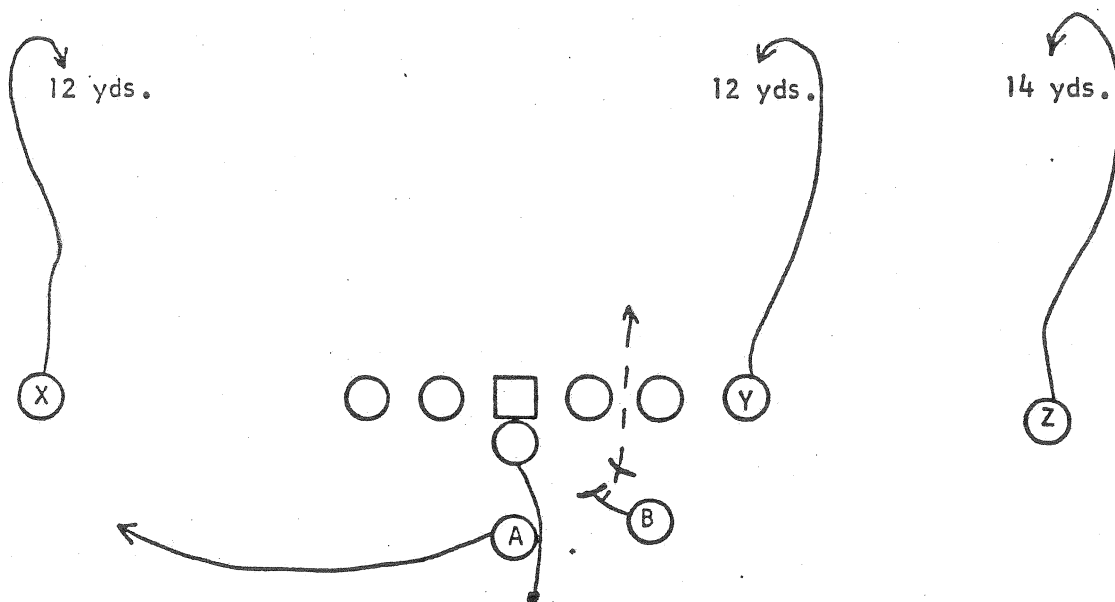


29-48

29 (48) BIM

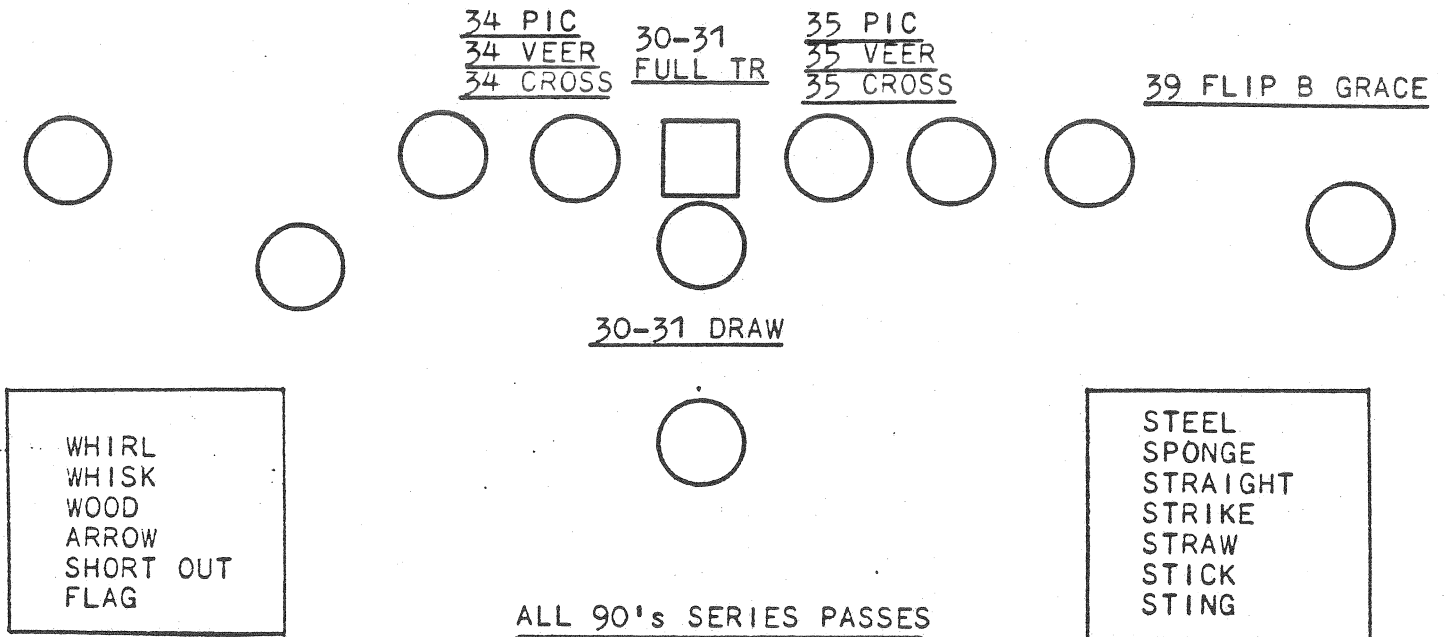


BLUE RIGHT - 72 WHIRL

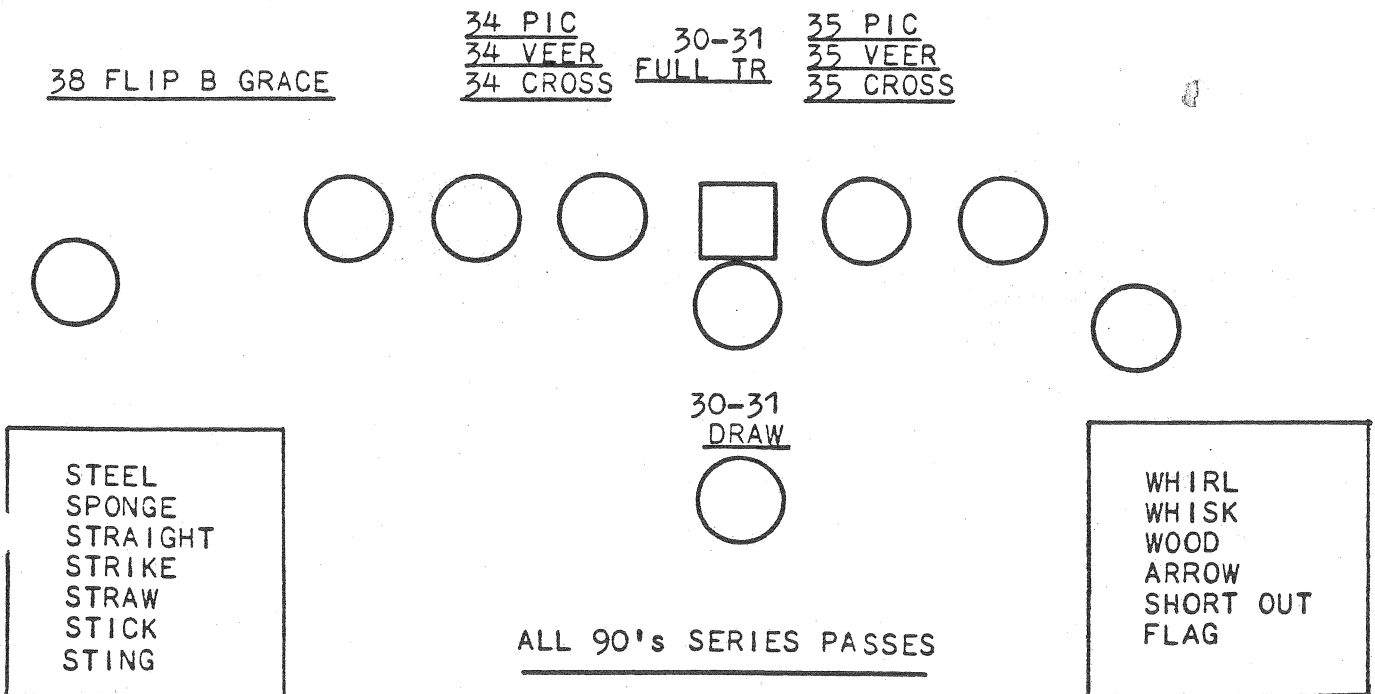


DOUBLE WING

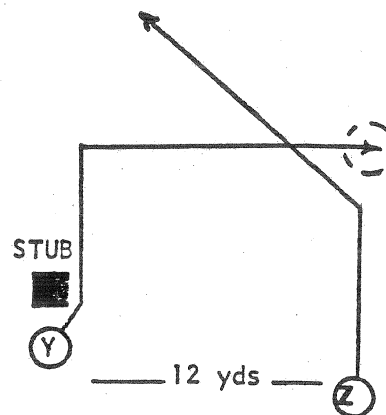
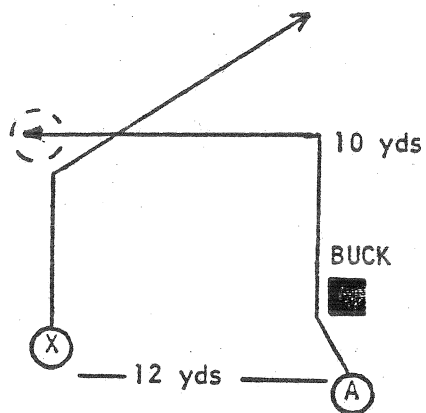
DOUBLE WING RIGHT



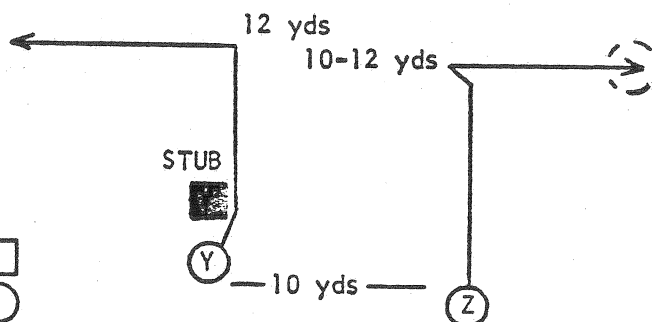
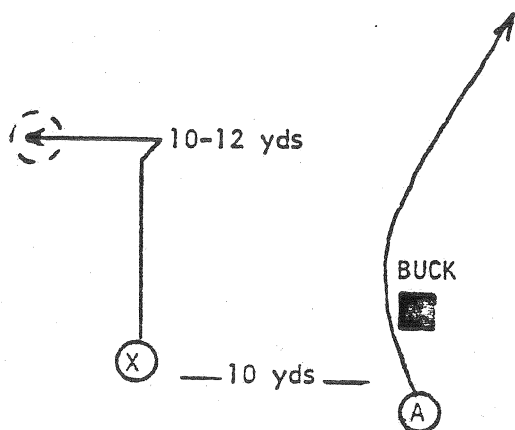
DOUBLE WING LEFT



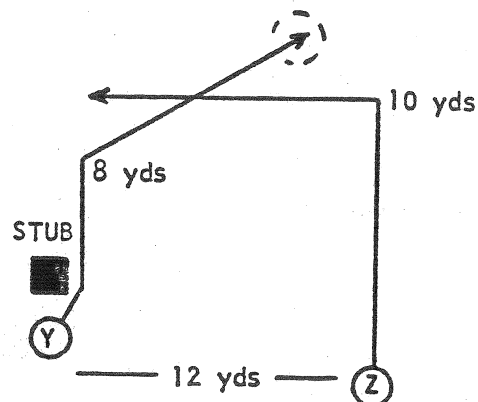
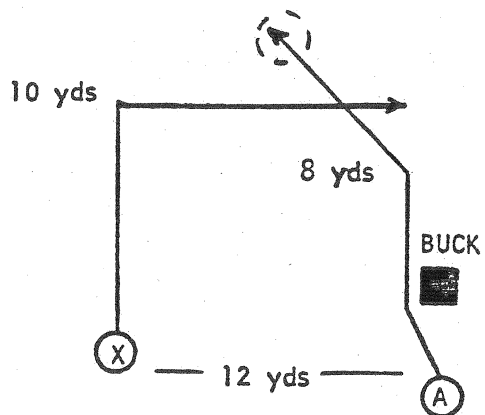
DOUBLE WING PATTERNS
(Everyone alert for ball)



DOUBLE WING RIGHT - DOUBLE STEEL

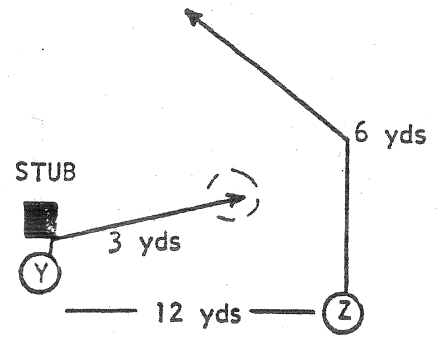
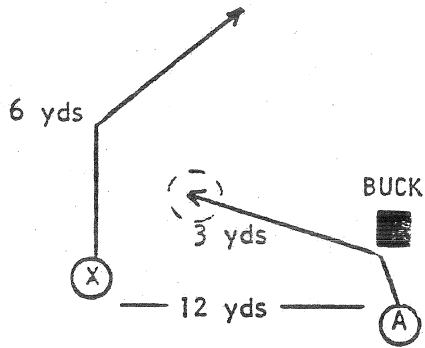


DOUBLE WING RIGHT - DOUBLE WOOD



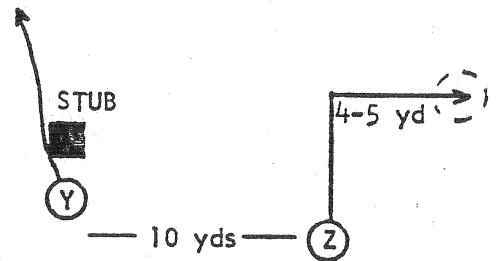
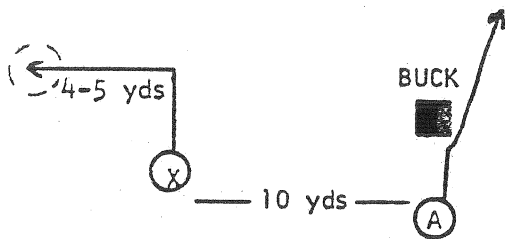
DOUBLE WING RIGHT - DOUBLE CORNER

DOUBLE WING PATTERNS
(Everyone alert for the ball)



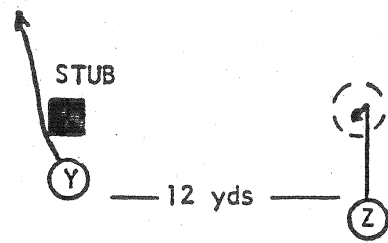
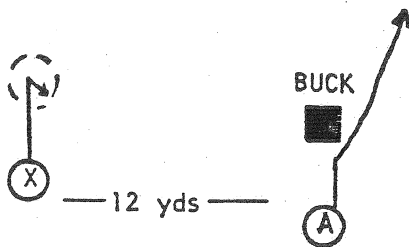
(B)

DOUBLE WING RIGHT - DOUBLE STRAIGHT



(B)

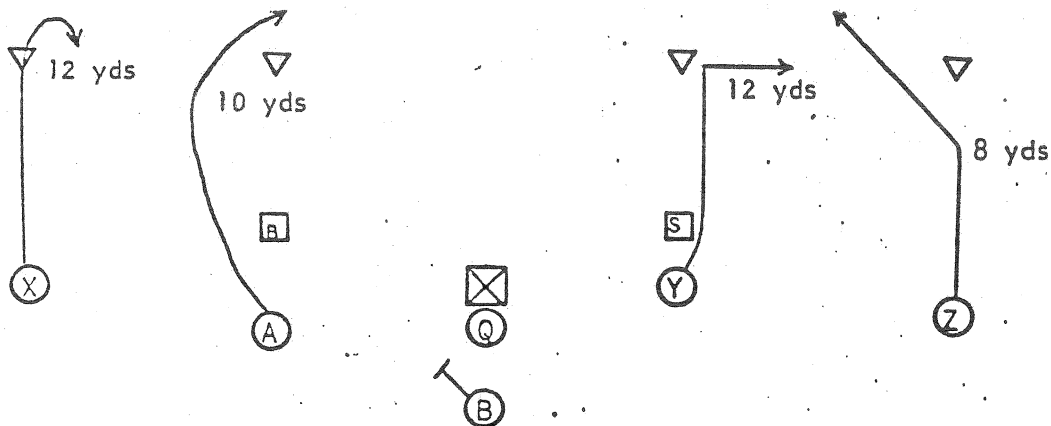
DOUBLE WING RIGHT - DOUBLE SHORT OUT



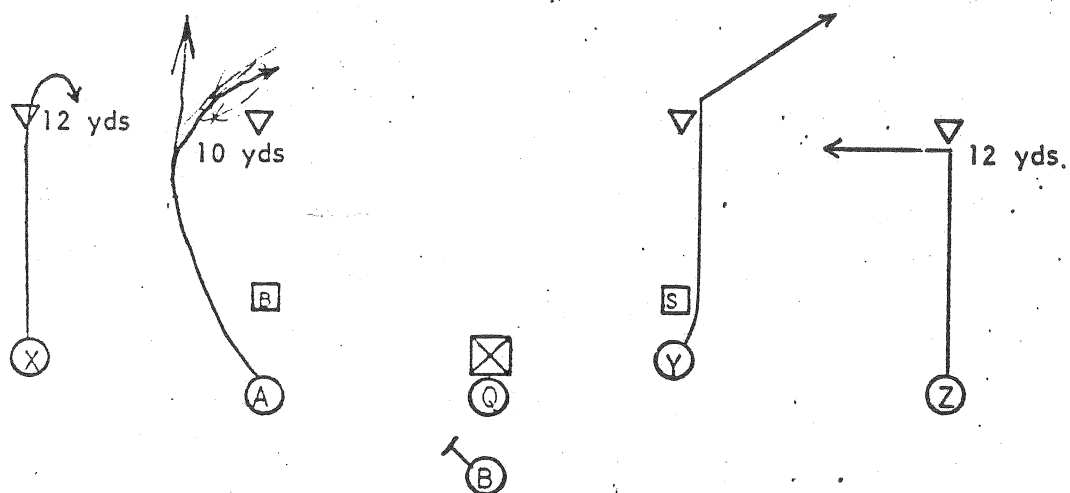
(B)

DOUBLE WING RIGHT - DOUBLE HITCH

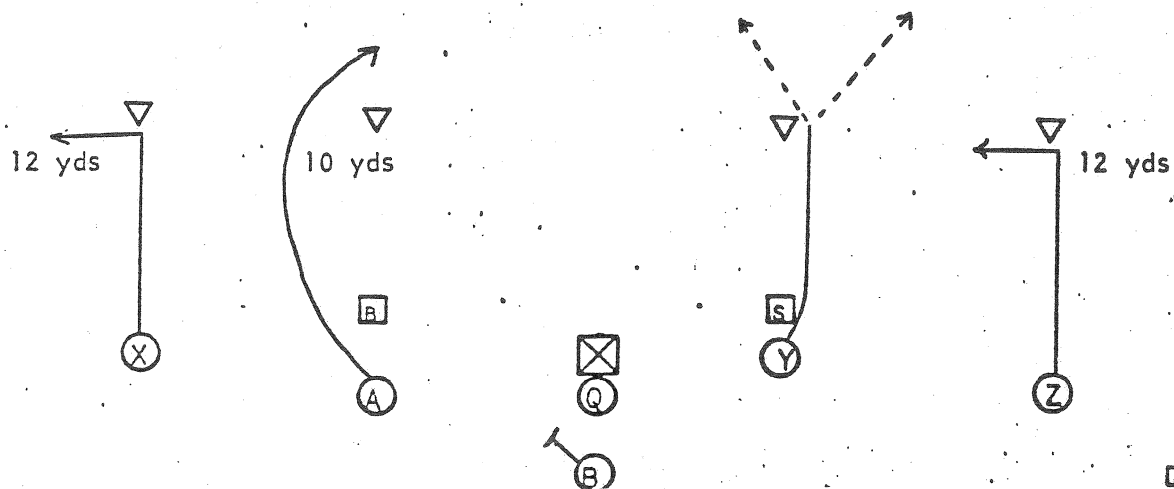
77 STEEL



77 SPONGE

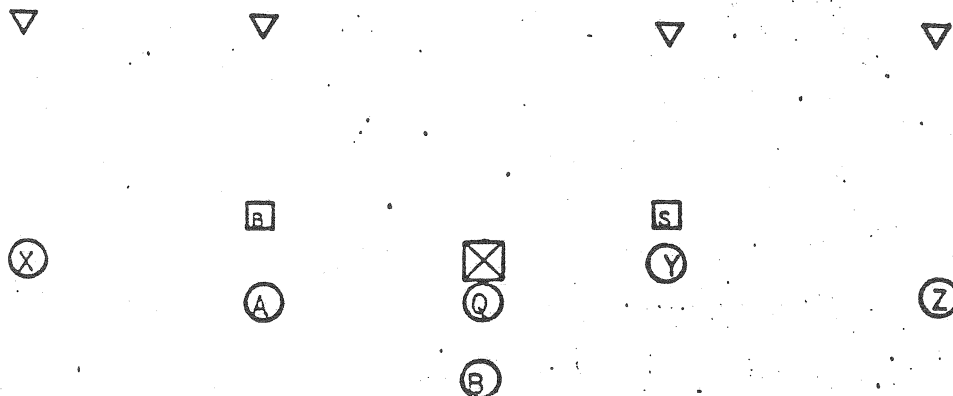
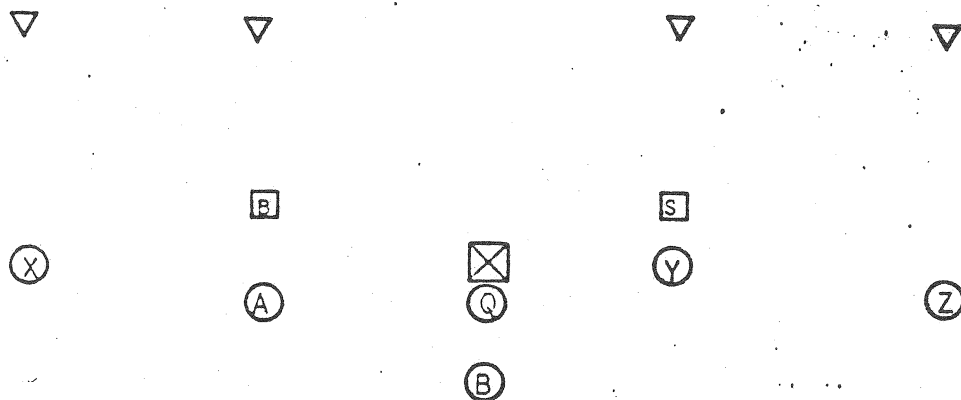
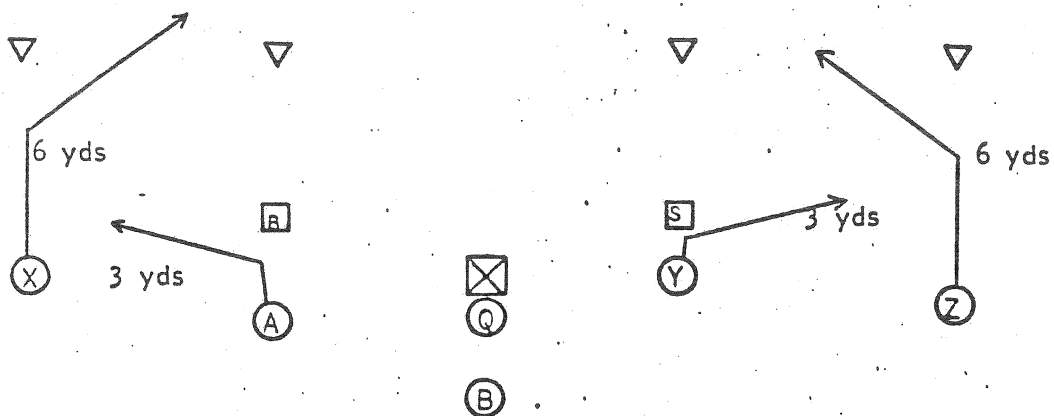


77 "Y" OPTION



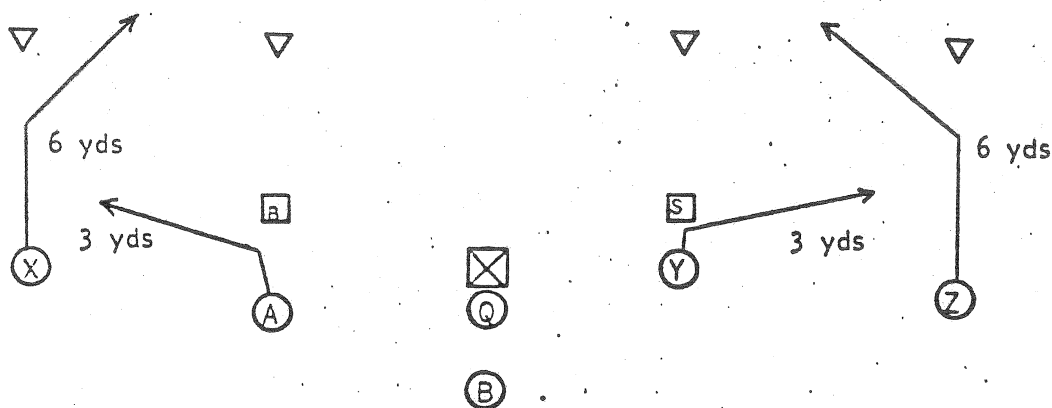
DOUBLE WING OFFENSE. (EVERYONE ALERT FOR BALL).

72 STRAIGHT

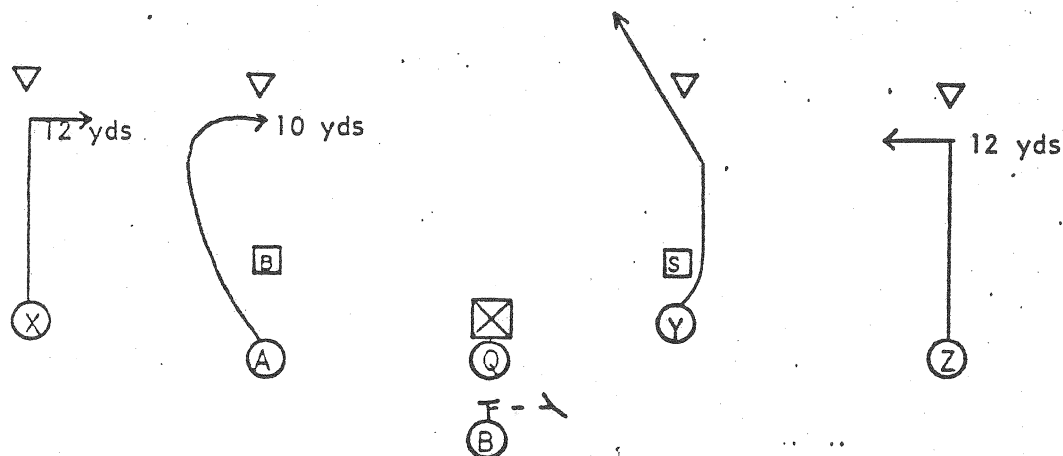


DOUBLE WING OFFENSE. (EVERYONE ALERT FOR BALL).

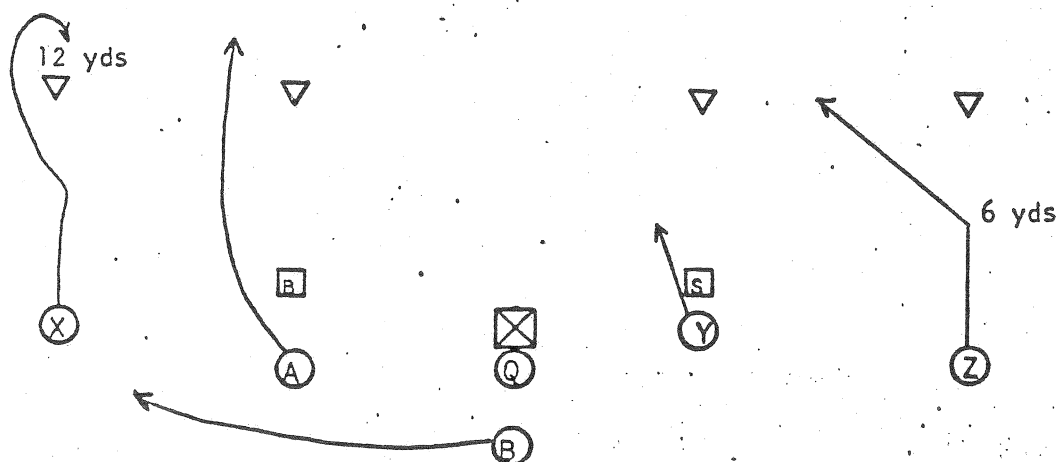
72 HB ARROW



72 WHIP

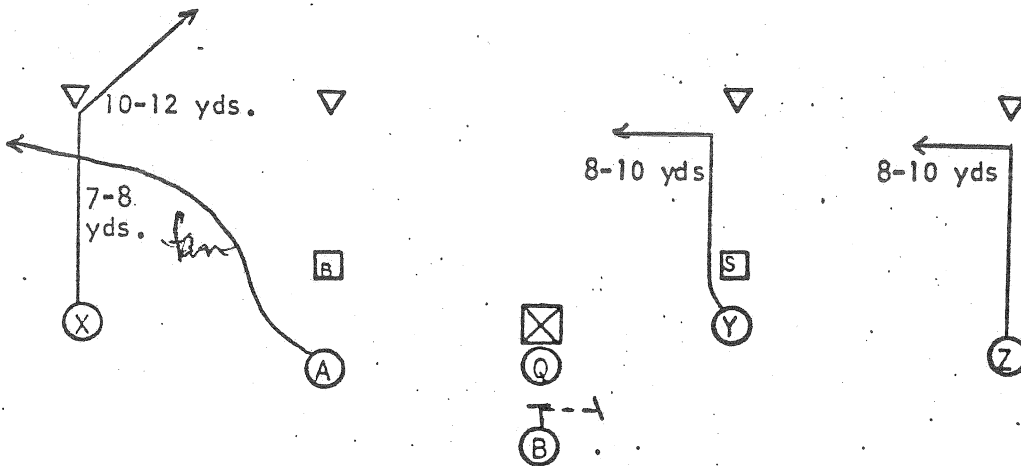


PASS 78

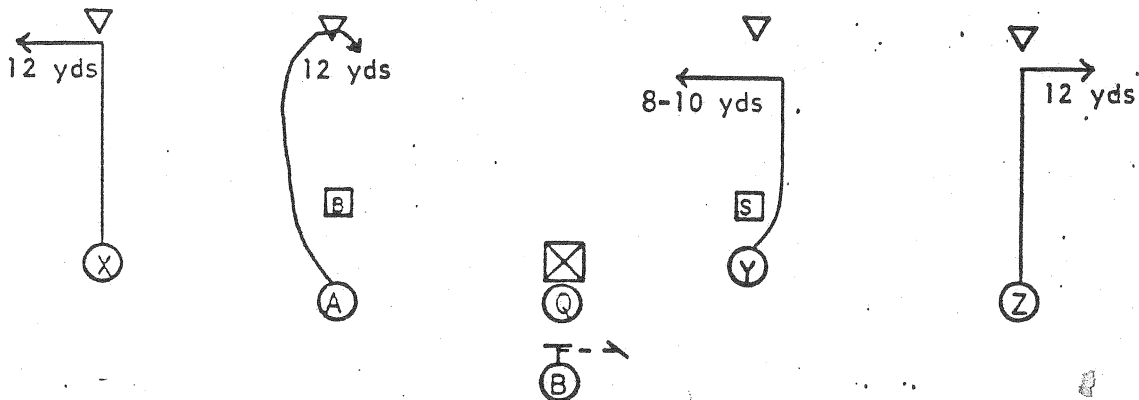


DOUBLE WING OFFENSE. (EVERYONE ALERT FOR BALL).

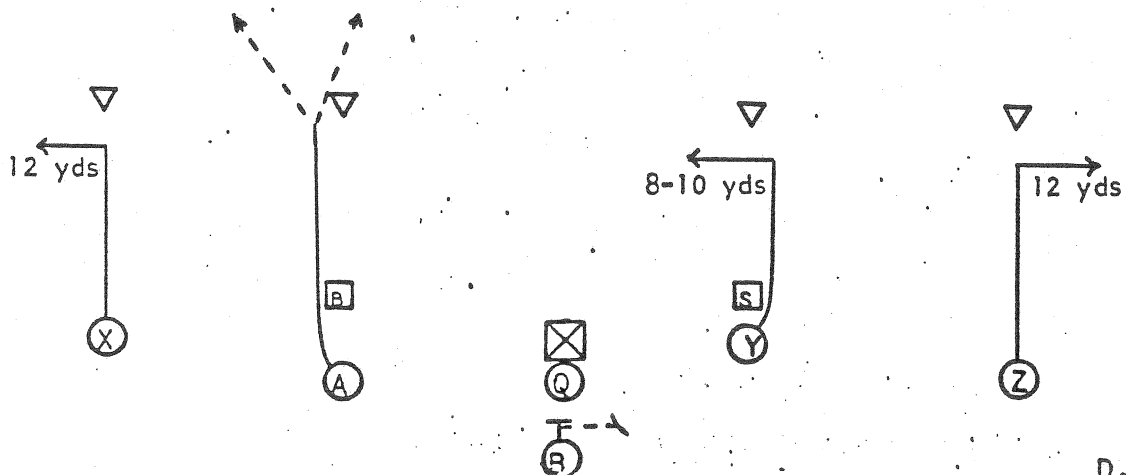
72 WHISK



72 WOOD

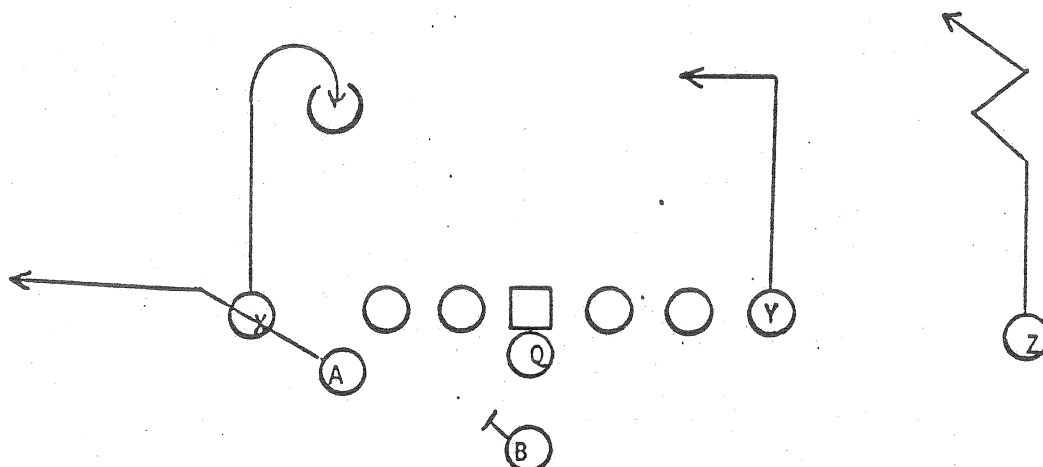


72 WOOD - HB OPTION



FORM: Double Wing Right Flex

PLAY: 77 Whirl



QB - Fine basic pass

A - Run Shoot - able to exchange patterns with X depending on position of Buck

B - Block Buck

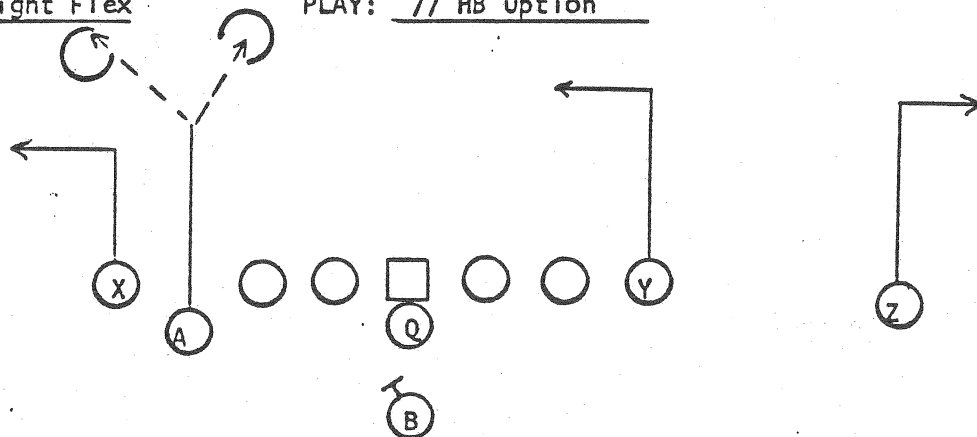
X - Whirl pattern - able to exchange patterns with HB depending on position of Buck

Y - In pattern

Z - Post pattern

FORM: Double Wing Right Flex

PLAY: 77 HB Option



QB - Used vs single coverage

A - Runs Post or Flag patterns vs Jill - able to exchange patterns with X

B - Block Buck

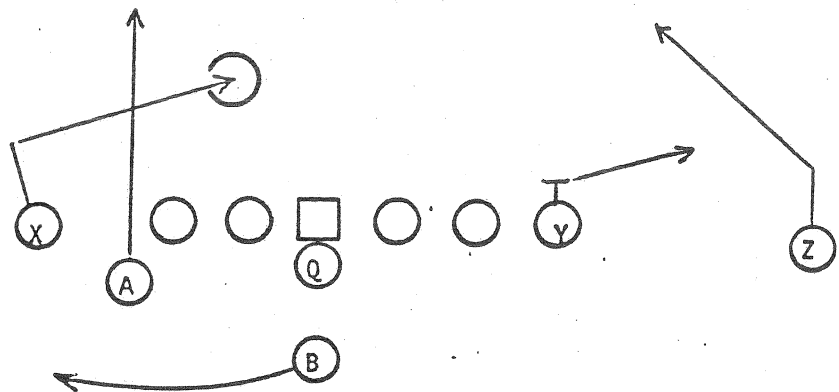
X - Run "out" pattern - able to exchange patterns with HB.

Y - Run "in" pattern

Z - Run "out" pattern

FORM: Double Wing Right Flex

PLAY: 78 X Delay Cross



QB - Used vs 46 or Zone

A - Circle pattern

B - Flare

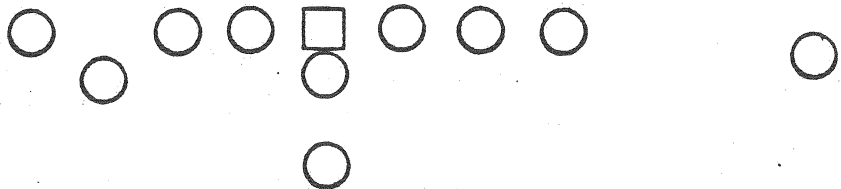
X - Hit into Buck when he goes into coverage - come accross

Y - Slow on Stub - run straight

Z - Deep slant

FORM:

PLAY:



QB -
A -
B -
X -
Y -
Z -

OTHER PLAYS FROM DOUBLE WING RIGHT FLEX

76 WHIRL	76 STRIKE
78	76 WOOD
FB SCREEN LT	92

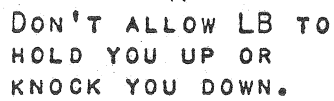
PLAYS FROM DOUBLE WING RIGHT FLEX 4

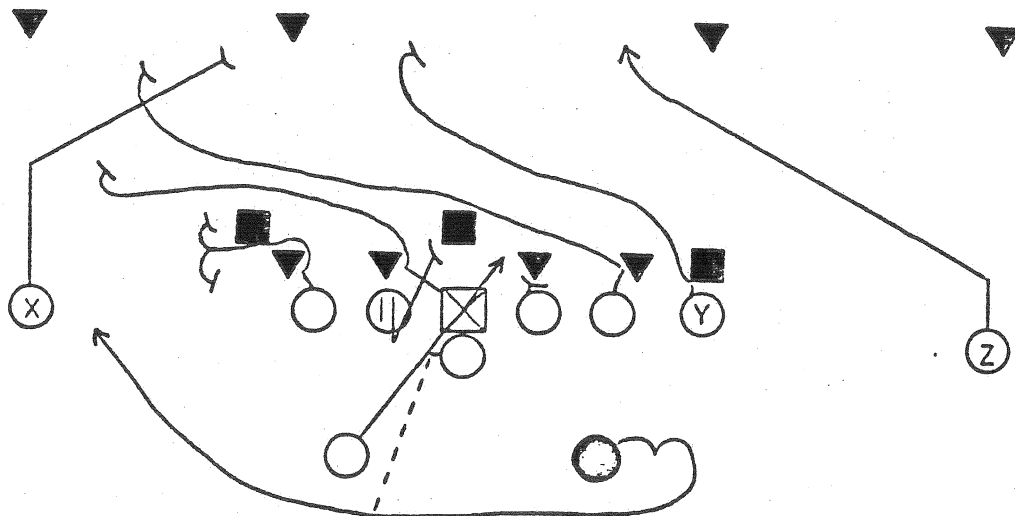
72 WHIRL	73 STRIKE
72 HB OPTION	73 SCORE
78	73 DOUBLE SPONGE
HB SCREEN LEFT	73 Y STOP
WAGGLE LEFT	73 STAR
STEEL	73 STREAK
Y STOP	FB SCREEN RIGHT
DBL SPONGE	

PLAYS FROM DOUBLE WING RIGHT FLEX 2

76 WHIRL	76 STRIKE
FB SCREEN LEFT	76 WOOD
78 X DELAY CROSS	92
78 WHIRL	
78 WHISK	
78 WOOD	
FB SCREEN LT	

Gadgets





FORM: RED RIGHT

46

PLAY: 2 48 REVERSE / 4 20 Ret.

BLOCKING:

1.

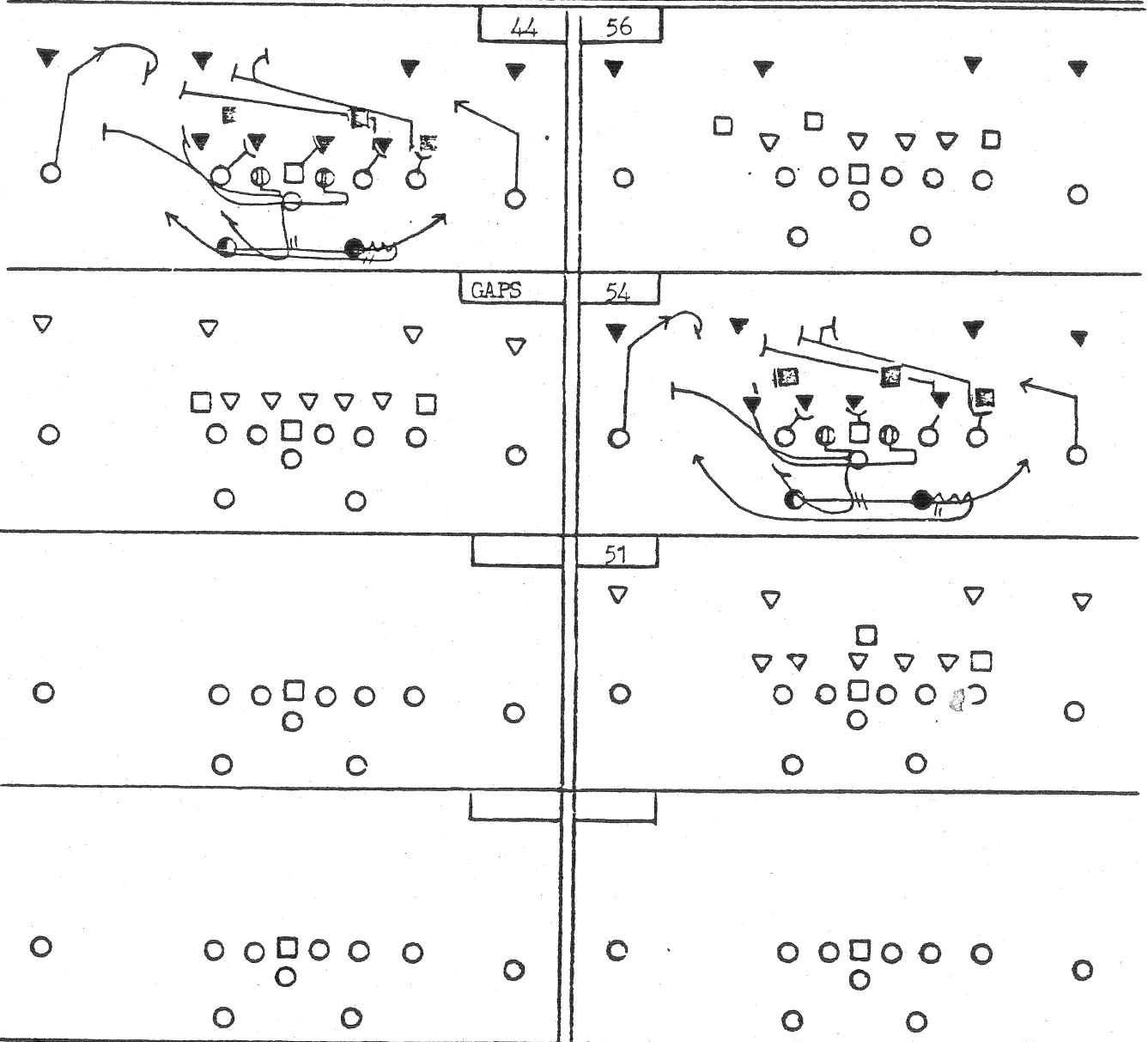
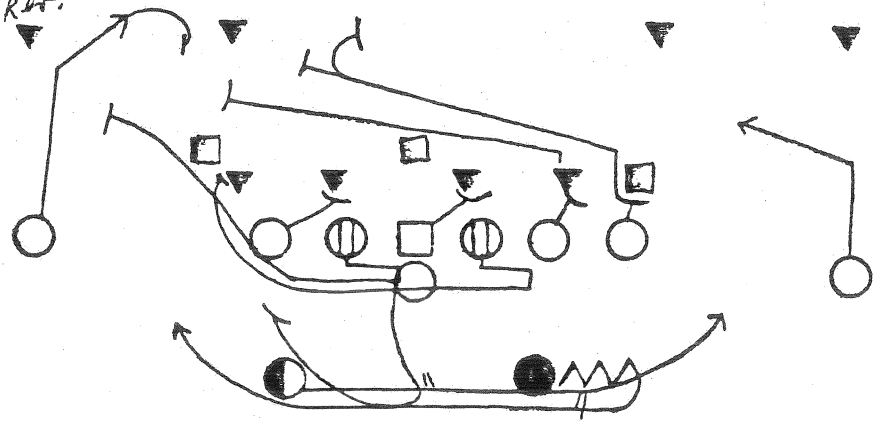
2.

3.

4.

5.

6.



COACHING POINTS:

FORM: RED RIGHT

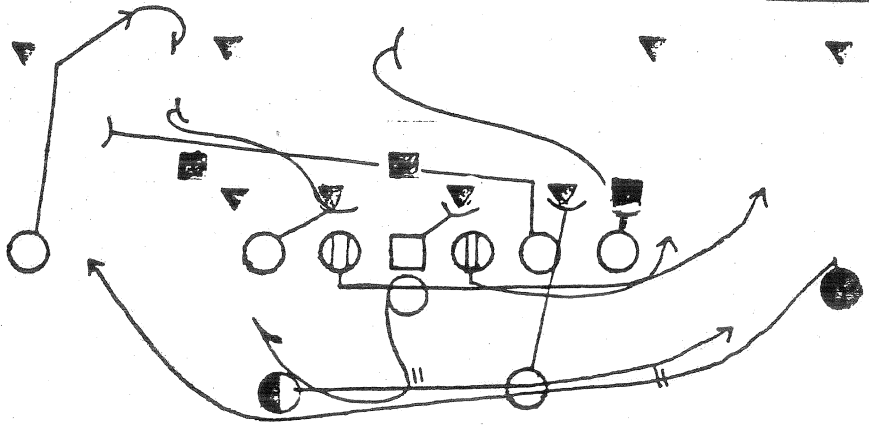
46

PLAY: 29 BIM/Z REVERSE

48 Bim

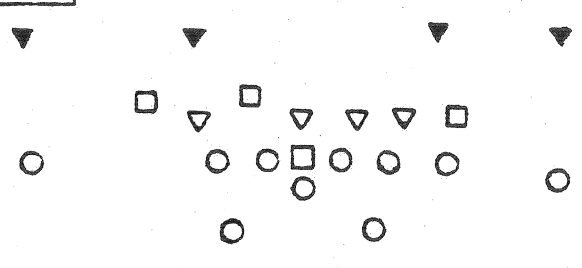
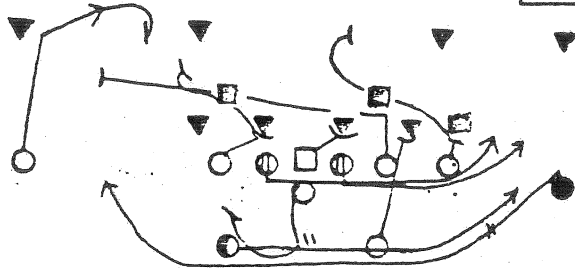
BLOCKING:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



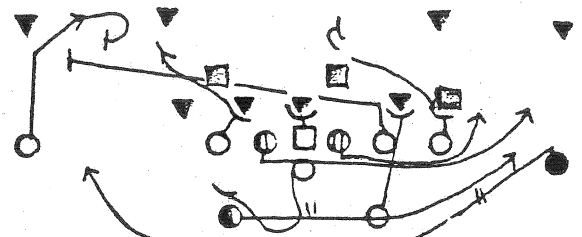
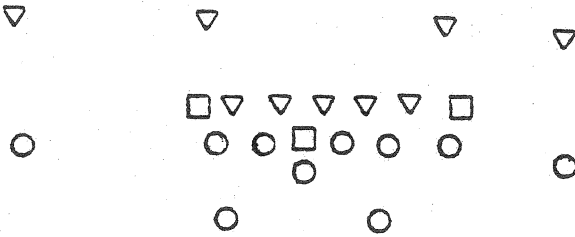
44

56

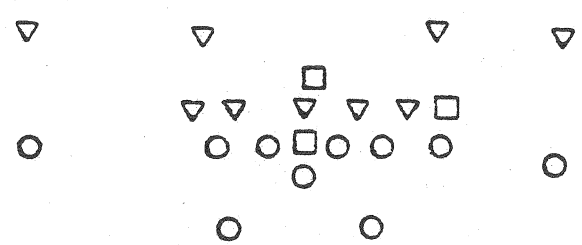
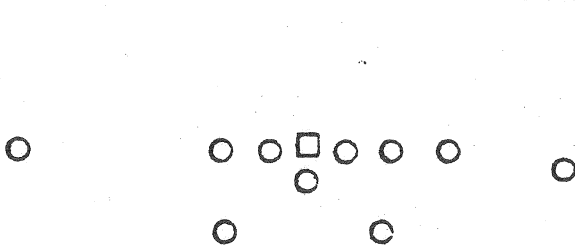


GAPS

54



51



COACHING POINTS:

FORM: Brown Right Near
 PLAY: FAKE 21/RAM TRAP
 X REVERSE

46

BLOCKING:

1. SPECIAL

2.

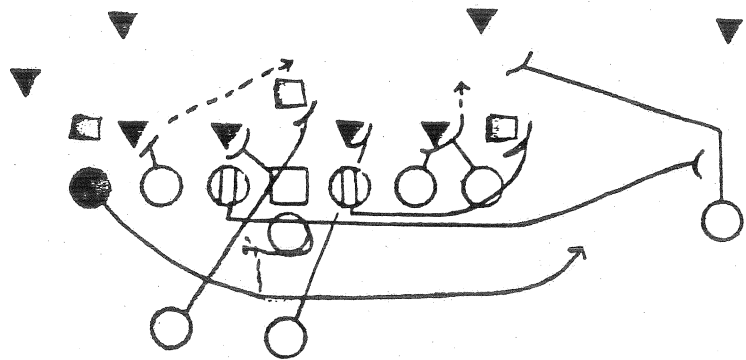
3.

4.

5.

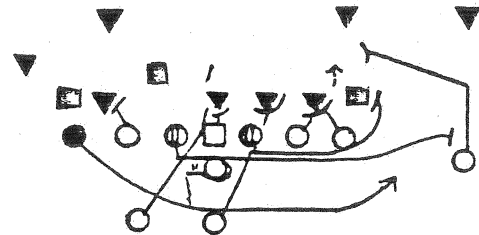
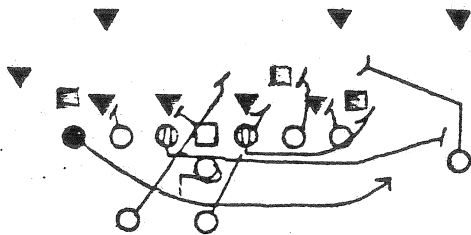
6.

7.



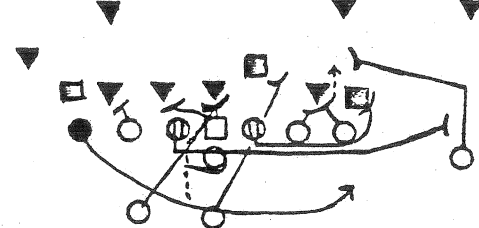
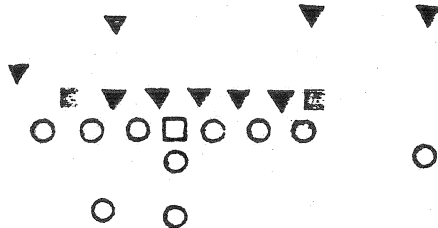
44

56

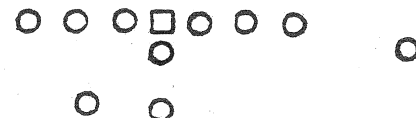
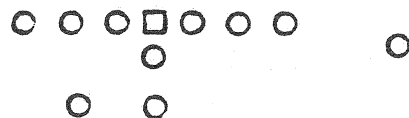
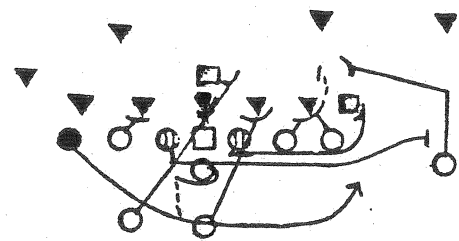
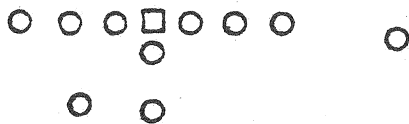


GAPS

54



51



COACHING POINTS:

BN.R.#1

Page # _____

AUDIBLES

RUNNING AUDIBLES

21-40 FAST TRAP
25-44 M HUNCH
24-45 DIVE
34-35 SLANT
36-37 M BOB
38-39 FLIP GRACE
29-48 BIM
69-68 = 29-48 F M GRACE
14-15 LEAD DRAW
18-19 ROLL I
96-97 FB SCREEN WEAK

PASSING AUDIBLES

50-60-90 HITCH
51-61-91 SLANT
52-62-92 SHORT OUT
53-63-93 STRAIGHT
54-64-94 FAST GOAL
55-65-95 WOOD
66 UP
67 Vs. SAM DOG
78 AUTO PASS FLOOD
79 AUTO PASS FLOOD
82-83 WHIRL
84 SCORE *shoot*
85 STAR *shoot*
86 DOUBLE SPONGE *st*
87 "Y" STOP
96-97 FB SCREEN WEAK
98 TWO MINUTE OFFENSE
99 TWO MINUTE OFFENSE

~~SHORT YARDAGE~~

STATS

RAMS RUNNING PLAY BREAKDOWN - 1969

PLAY	TIMES CALLED	NET YDS.	AVG. YDS.	NO. SUCC.	% SUCC.	RUN LONG	T.D.s
Q-0	2	2	1	-	-	1	1
Q-1	10	15	2	1	10%	5	3
20 FT	2	10	5	1	50%	8	0
20 FT-WK	1	3	3	0	0%	3	0
21 FT	18	86	5	11	73%	17	0
21 FT-WK	4	5	1.2	0	0%	3	0
40 FT	6	23	4	4	67%	7	0
40 FT-WK	2	11	6	1	50%	9	0
21 RT	4	17	4	2	50%	8	0
21 RT-WK	3	10	3.3	1	33%	6	0
40 RT	3	8	3	1	33%	4	0
40 RT-WK	1	6	6	1	100%	6	0
31 FT	1	6	6	1	100%	6	0
30 FT	2	2	1	0	0%	1	0
25 FT	6	12	2	1	17%	4	0
25 FT-WK	6	16	3	2	40%	7	0
44 FT	3	38	13	2	67%	31	0
44 FT-WK	3	11	4	2	67%	4	0
25 BIM TRAP	3	11	4	2	67%	5	0
44 BIM TRAP	1	10	10	1	100%	10	0
24 DIVE	2	1	1	0	0	1	0
24 DIVE-WK	2	12	6	1	50%	10	0
45 DIVE-WK	1	0	0	0	0%	0	0
25 CROSS	2	11	6	1	50%	12	0
44 CROSS	4	10	3	1	25%	5	0
25 M HUNCH	8	20	3	2	25%	6	1
25 MH WK	1	3	3	0	0	3	0
44 M HUNCH	24	87	4	7	30%	15	0
44 MH - WK	2	7	4	1	50%	4	0
25 SUCKER	1	-2	-2	0	0	0	0
25 SUCKER-WK	1	6	6	1	100%	6	0
44 SUCKER	2	20	10	2	100%	13	0
34 SUCKER	1	1	1	0	0	1	0
35 SUCKER	1	-2	-2	0	0	-2	0
34 PIC	3	14	5	2	67%	6	0
35 PIC	2	9	4	2	100%	5	0
34 VEER	4	14	4	1	25%	5	0
35 VEER	4	15	4	2	50%	6	0
36 M BOB	16	58	4	6	38%	17	0
37 M BOB	5	14	3	2	40%	11	0
36 PIC-A	1	5	5	1	100%	5	0
36 M BOSS	3	6	3	0	0	3	0
27 M BOSS	1	0	0	0	0	0	0
27 M BOSS I	1	1	1	0	0	1	0
27 M HUNCH	2	2	1.5	0	0	2	0
46 M HUNCH	2	2	1	0	0	1	0

PLAY	TIMES CALLED	NET YDS.	AVG. YDS.	NO. SUCC.	% SUCC.	RUN LONG	T.D.s
27 Po BOB	6	26	4	2	33%	11	0
46 Po BOB	15	18	1	6	40%	7	0
27 PO TRAP	1	5	5	1	100%	5	0
27 BIM I	5	15	3	3	60%	7	0
46 BIM I	3	2	1	1	33%	4	0
39 DIP BIM	2	4	2	1	50%	7	0
38 DIP BIM	7	27	4	2	29%	11	0
39 FBG	5	22	4	4	80%	6	0
38 FBG	15	43	3	7	47%	7	0
29 FMG	11	27	2	4	36%	10	0
29 FBG	2	7	4	1	50%	4	0
48 FMG	6	11	2	2	33%	4	0
29 BIM	10	26	3	6	60%	8	1
48 BIM	11	12	1	3	27%	11	0
29 BIM WK	9	67	7	7	88%	16	0
48 BIM WK	9	20	2.5	3	38%	9	0
29 BOB	4	18	5	1	25%	12	0
48 BOB	7	16	2	2	29%	13	0
28 TMT	2	6	3	1	50%	4	0
49 TMT	4	9	2	2	50%	5	0
49 TTCK	4	3	1	1	25%	5	0
28 TTCK	13	88	7	8	62%	32	0
29 REV	2	9	5	1	50%	6	0
48 REV	1	-1	-1	0	0%	0	0

DRAWS

20 DR	1	9	9	1	100%	9	0
21 DR	3	11	4	2	67%	7	0
21 DR WK	1	7	7	1	100%	7	0
21 FL DR	1	4	4	1	100%	4	0
40 DR	2	14	7	1	50%	11	0
TOTAL	8	45	12	6	83%	11	0
31 DR	7	40	6	5	71%	10	0
35 LD	3	18	6	1	33%	12	0
25 LD	9	55	6	4	44%	16	0
44 LD	14	46	3	6	43%	9	0
44 LD STR	3	3	1	1	33%	4	0
TOTAL	29	122	4.2	12	42%	16	0
ALL TOTAL	381	1307	3	159	42%	32	7

SCREENS

<u>PLAYS</u>	<u>NO. PLAYS</u>	<u>YDS. GAINED</u>	<u>% GAIN</u>	<u>NO. SUCC.</u>	<u>% SUCC.</u>	<u>#& YDS. LOST</u>	<u>LONG GAIN</u>
46 FULL FB SCR RT	1	12	12.0	1	100%	0	12
27 FULL FB SC LT.	2	0	0.0	0	0%	2/-2	-1
FB SCR. RT.	2	0	0.0	0	0%	1/-5	0
FB SCR. RT. ST.	2	11	5.5	2	100%	0	6
FB SCR LT. ST.	7	38	5.4	3	43%	0	22
HB SCR. LT. WK	7	19	2.7	2	29%	1/-2	7
HB SCR. RT. WK	8	34	4.3	3	38%	1/-5	21
TOTALS	29	114	3.9	11	38%	5/-14	22

DRAWS

20 DR	1	9	9	1	100%	9	0
21 DR	3	11	4	2	67%	7	0
21 DR WK	1	7	7	1	100%	7	0
21 FL DR	1	4	4	1	100%	4	0
40 DR	2	14	7	1	50%	11	0
TOTAL	8	45	12	6	83%	11	0
31 DR	7	40	6	5	71%	10	0
35 LD	3	18	6	1	33%	12	0
25 LD	9	55	6	4	44%	16	0
44 LD	14	46	3	6	43%	9	0
44 LD STR	3	3	1	1	33%	4	0
TOTAL	29	122	4.2	12	42%	16	0

PLAYS RUN TO PLAYS SUCCESSFUL ON 1ST DOWN

RAM OFFENSE 1969

	BALT	ATL	N.O.	S.F.	G.B.	CHI.	ATL	S.F.	PHIL	DAL	MSH	MINN	DET	BALT	TOTAL	% SUCC.	RUN DR.	% SUCC. RUN DR.
RUNS:																		
Number	16	14	15	14	17	18	10	13	14	12	16	10	6	10	185			
Succ.	3	8	4	9	12	10	5	6	4	6	10	5	2	5	-89	48%		
DRAWS:																		
Number	3	1	0	3	1	0	0	0	0	0	0	0	1	1	10		195	
Succ.	1	1	0	1	1	0	0	0	0	0	0	0	1	0	5	50%	94	48%
PASSES:																		
Number	7	10	9	13	12	7	12	8	10	13	10	14	7	6	138			
Succ.	3	6	2	4	7	2	7	3	6	4	4	11	2	2	63	45.6		
Hit	0	0	0	0	1	0	0	0	1	1	0	0	0	0	3			
Int.	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
SCREENS:																		
Number	0	2	0	3	0	0	3	1	3	1	3	2	2	1	21		159	
Succ.	0	0	0	2	0	0	2	0	2	0	0	0	0	0	6	28%	69	43%
Hit	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
Int.	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
TOTAL:																		
Number	26	27	24	33	30	25	25	22	27	26	29	26	18	18	356			
Succ.	7	15	6	16	20	12	14	9	12	10	14	16	3	7	149	42%		
Hit	0	0	0	0	1	1	0	0	0	1	0	0	1	1	5			
Int.	0	0	0	0	0	0	0	0	0	0	0	0	2	0	2			

RAM OFFENSE 1969

PLAYS RUN TO PLAYS SUCCESSFUL ON 2ND DOWN

	+ yds	15	14	13	12	TOTAL	11	10	9	8	7	6	5	4	TOTAL	3	2	1	TOTAL	GRAND TOTAL
RUNS: Number: Succ.:	5 3	0 0	1 0	2 0	4 2	12 5	4 4	24 10	4 0	6 5	9 5	15 8	13 3	12 4	87 39	7 5	10 7	11 9	28 21	127 = 51% 65
DRAW: Number: Succ.:	0 0	0 0	1 0	1 0	0 0	2 0	0 0	4 2	0 0	0 0	0 0	0 0	3 2	1 1	8 5	1 1	0 0	1 1	2 2	12 = 58% 7
PASSES: Number: Succ.:	16 8	5 2	3 2	2 0	1 0	27 15	5 4	39 20	11 5	21 11	9 5	11 5	7 1	3 2	106 53	2 1	5 2	6 6	13 9	141 = 52% 73
Hit: Int.:	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0	
SCREENS: Number: Succ.:	1 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 0 0	0 0 0	5 4 0	1 1 0	1 0 0	2 1 0	0 0 0	0 0 0	0 0 0	9 6 0	0 0 0	0 0 0	0 0 0	0 0 0	10 = 60% 6
TOTAL:	22 11	5 2	5 2	5 2	5 3	42 20	9 8	72 36	16 6	28 16	20 11	26 13	23 6	16 7	210 103	10 7	15 9	18 16	43 32	290 151
% MADE:	50%	40	40	40	60	48	89	50	37	57	55	50	26	43	48	70	60	89	75	52%

PLAYS RUN TO PLAYS SUCCESSFUL ON 3RD DOWN

RAM OFFENSE 1969

	+ yds	15	14	13	12	TOTAL	11	10	9	8	7	6	5	4	TOTAL	3	2	1	TOTAL	GRAND TOTAL
RUNS:																				
Number: 4	20-1	1	1	-	-	6	2	-	1	-	1	2	3	-	9	6	4	18	28	43
Succ. 0	25-1	0	0	-	-	0	0	-	0	-	0	0	0	-	0	2	2	16	20	20
	27-1																			
	30-1																			
DRAW:																				
Number: 1	18-1	-	-	-	-	-	-	-	-	1	-	-	1	1	3	1	-	-	1	5
Succ: 0										0	-	-	1	0	1	1	-	1	2	
PASSES:																				
Number: 12	17-2	4	3	2	6	15	-	8	5	13	11	12	10	13	82	6	6	8	20	129
Succ: 0	18-3	1	2	1	2	6	-	8	1	3	2	1	2	2	19	2	3	6	11	36
Hit:	19-1	-	-	-	1	1	-	-	-	1	2	-	2	1	6	-	-	-	0	7
Int.	22-3	-	-	-	-	-	-	-	-	-	-	-	-	1	1	-	-	1	1	2
	25-1																			
	28-1																			
	29-1																			
SCREENS:																				
Number: 3	17-1	-	-	-	-	0	1	2	1	1	1	4	1	2	13	1	-	-	1	17
Succ: 0	20-1	-	-	-	-	0	0	0	0	1	1	1	1	0	4	1	-	-	1	5
Hit:	22-1	-	-	-	-	0	-	-	-	-	-	-	-	-	0	-	-	-	-	0
TOTAL:		20	4	2	6	17	3	20	7	15	13	18	15	16	113	14	10	26	50	200
%MADE:		0	50%	50%	33%	35.6%	0%	40%	14%	27%	23%	11%	20%	13%	23%	43%	50%	84%	66%	33%

4th Down
 4-6 --Pass - Inc.
 4-1 --Pass - Good
 4-1 --Pass - Good
 4-1 --Run - Good

4 Plays/ 3 Successful = 75%

2ND DOWN PLAYS RUN TO PLAYS SUCCESSFUL ON 7-8-9-10 DOWN

RAM OFFENSE 1969

	BALT	ATL	N.O.	S.F.	G.B.	CHI	ATL	S.F.	PHIL	DAL	WSH	MINN	DET	BALT	TOTAL	% SUCC	RUN DR. TOT.	% SUCC. RUN DR.
RUNS: Number Succ.	6 3	6 2	7 3	4 2	7 3	3 1	4 2	2 1	4 3	4 3	5 2	2 1	3 1	3 0	60 27	45%		
DRAWS: Number Succ.	0 0	0 0	0 0	1 0	0 0	0 0	0 0	1 0	1 0	0 0	2 2	1 0	1 1	0 0	7 3	43%	67 30	45%
PASSES: Number Succ. Hit Int.	10 7 0 0	5 3 0 0	9 4 0 0	12 4 2 0	4 1 0 0	8 4 0 0	5 3 1 0	7 5 0 0	10 5 0 0	10 7 0 0	6 4 0 0	8 5 0 0	4 3 0 0	10 3 0 0	108 58 3 0	53%		
SCREENS: Number Succ. Hit Int.	2 0 0 0	1 0 0 0	2 1 0 0	0 0 0 0	0 0 0 0	0 0 0 0	2 2 0 0	1 0 0 0	0 0 0 0	0 0 0 0	2 2 0 0	0 0 0 0	1 1 0 0	0 0 0 0	11 6 0 0	54%	119 64	55%
TOTAL: Number Succ. Hit Int.	18 10 0 0	12 5 0 0	18 8 0 0	17 6 2 0	11 4 0 0	11 5 0 0	11 7 0 0	11 6 0 0	15 8 0 0	14 10 0 0	15 10 0 0	11 6 0 0	9 6 0 0	13 3 0 0	186 94 0 0	50%		50%

RUNS, PASSES, DRAWS & SCREENS - FORMATION AND DOWN & DISTANCE

RAM OFFENSE 1969																
1ST DOWN					2-	7+	2-	7-	2-	4-	3-	4+	3-	4-	4TH	ALL DOWNS
BROWN	Ran	66	50%	17	31%	14	61%	12	48%	5	11%	13	45%	0	127	41%
	Passed	44	34%	24	43%	8	35%	11	43%	32	73%	14	47%	1-100	134	44%
	Draw	6	4%	5	9%	1	4%	2	9%	1	2%	1	4%	0	16	5%
	Screen	15	11%	9	6%	0	0%	0	0%	6	14%	1	4%	0	31	10%
	Total	131	37.6%	55	31%	23	36%	25	58%	44	41%	29	61.6%	1	309	37%
RED	Ran	105	45%	36	29%	24	60%	13	81%	9	12%	10	59%	2-50%	199	43%
	Pass	69	30%	64	55%	12	30%	3	19%	54	70%	7	41%	2-50%	211	45%
	Draw	13	6%	4	4%	4	10%	0	0%	3	4%	0	0%	0	24	6%
	Screen	9	4%	3	3%	0	0%	0	0%	11	14%	0	0%	0	23	6%
	Total	196	55.2%	107	61%	40	62%	16	37%	77	52%	17	36.2%	4	457	57%
DBL WING	Ran	7	32%	2	22%	0	0%	2	0%	0	0%	1	100%	0	12	24%
	Pass	14	63%	10	71%	0	0%	0	0%	10	100%	0	0%	0	34	68%
	Draw	1	4%	1	7%	1	100%	0	0%	0	0%	0	0%	0	3	6%
	Screen	0	0%	1	7%	0	0%	0	0%	0	0%	0	0%	0	1	2%
	Total	22	7.2%	14	8%	1	2%	2	5%	10	7%	1	2.2%	0	50	6%
ALL FORM	Ran	178	51%	55	31%	38	60%	27	63%	14	11%	24	51%	2-40%	338	41%
	Pass	127	36%	98	55%	20	31%	14	33%	96	73%	21	45%	3-60%	379	47%
	Draw	20	6%	10	7%	6	9%	2	4%	4	3%	1	2%	0	43	5%
	Screen	24	7%	13	7%	0	0%	0	0%	17	13%	1	2%	0	55	7%
	Total	349	100%	176	62%	64	23%	43	15%	131	74%	47	26%	5	815	100%

Number of Plays Ran On:

1st Down	2nd Down	3rd Down	4th Down
349 42% (66)	283 35%	178 22.4%	5 6%
Per Game: 24.9	Per Game: 20.3	Per Game: 12.7	