

THREE LAKES BLUEJAY FOOTBALL
OFFENSIVE PLAYBOOK

BLUEJAY OFFENSIVE PHILOSOPHY

Our offense is designed to create problems for the defenses that we face by using a progression in play calling that keeps the defense guessing as to what is going to happen next and by making the defense play balanced. We will do this by focusing on continuity in our offense, in other words, to use a number of different plays that look the same, but have very different results. To do this, we will focus on six types of plays: Running plays, play action passes, screens, straight drop back passes, roll out passes, and special and supplemental run/pass game. Through the use of these six areas, we will see that our offense is built on the idea of continuity, everything builds on itself and all of the play calls fit together. The offensive actions and intents will remain consistent throughout all phases of the offense.

We will focus on fundamentals every day, and work to be known in the conference, and in the state for being a very sound, disciplined, high powered offense.

Offensive Objectives

1. Score 20 or more points per game.
2. No penalties
3. 150 yards rushing per game.
4. 150 yards passing per game.
5. Every 10 yards of offense should translate into 1 point on scoreboard. i.e.
250 yards = 25 points
6. No turnovers (fumbles/interceptions)
7. Complete 65% or more of our passes.
8. Maintain a 10:1 TD to interception pass ratio.
9. Average 4+ yards per rushing attempt.
10. Average 6+ yards per completion.
11. Convert 75% of 3rd down situations.
12. Average 5+ yards on 1st down.
13. No rushes for loss.
14. No sacks.

CADENCE

1. In order to discuss the procedure for indicating when the ball is to be snapped, an example of our basic cadence is given:

Example: Down, Blue 34W, Blue 34W, Set, Hit, Hit, Hit (ball snapped on 3rd hit)

- a. The number/letter call tells who gets the ball, what hole it is going to go to, and the type of blocking of the play. QB=1, Z=2, B=3, A=4, W is wedge play. So 34W is FB running wedge to the 4 hole.
- b. The first thing the QB will do upon reaching the L.O.S. is to place his hands under the center and scan the defense for his reads and possible audible calls.
- c. The ball can be snapped on any count from first color (the first blue) to any number of hits.

BREAKING THE HUDDLE AND PRE-SNAP ALIGNMENT

1. When the QB breaks the huddle everyone will move sharply to the L.O.S. All players should quickly assume a ready position, no matter what the snap count is, receivers and backs in their stances, and linemen in 2 point stances.
2. On Down, the linemen get set into 4 point stances, any shifting or motion occur on first color.

AUDIBLE SYSTEM

Each week we will have a live color to be used in our audible system. Audibles will be indicated by the QB at the line of scrimmage through the use of the live color followed by the numbers of the new play. If a live color is used to change a play, **the snap count will automatically go to one.**

NOTE: If a play has been called on first sound and the QB wishes to audible he will use the word EASY in a slow and deliberate way at the beginning of the cadence so as not to make our team jump.

Example: E-E-E-Easy – Down, Green 44L, Green 44L Set Hit

NO HUDDLE OFFENSE

Each week we will also use the no huddle offense in a variety of situations. We will use it for a two-minute drill at the end of a half or game when time is running out and we have the ball. We will also use it at any time during the game that we want to put some added pressure on the defense and speed up the tempo of the game.

To run the no huddle, the coaches will give a **BINGO** call, **BINGO** tells the whole offense that we are in no huddle mode and that they need to line up in the ready position on the line of scrimmage in that week's pre-determined Bingo formation. The quarterback will go under center and make the play call. The play call will be the live color of the week, and then the play number and letter. **The snap count is always on one in the no huddle.**

Example: Down, Blue 16A Blue 16A Set Hit

As soon as the play is whistled dead, the offense sprints back to the line of scrimmage and sets up as the quarterback is getting the signals from the sidelines. We want this to be at as quick of a pace as possible in order to take advantage of the defense trying to substitute, or change defenses. By running the maximum number of plays possible, we optimize our chances of scoring, and creating confusion on the part of the defense.

FORMATIONS

We will run several different formations this year. Very little if anything changes in individual blocking assignments or pass routes from formation to formation. The different formations give us a chance to try to confuse the defense more, making them spend more time on preparing for different plays in different formations. This year's formations are:

BASE	Z	U OO□OO Y Q A	X	
I RIGHT or LEFT	Z	OO□OO Y Q B A	X	I right
X or Z OPPOSITE		U OO□OO Y Q A	Z X	Z OPPOSITE
DOUBLES	Z	U OO□OO Y Q A	X	
U or Y OPPOSITE	Z	Y U OO□OO Q A	X	Y OPPOSITE
TIGHT	Z	U OO□OO Y Q A	X	

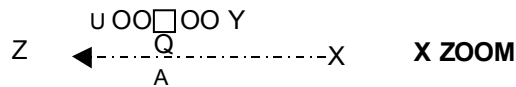
MOTION

MOTION IS CALLED BY BACK OR RECEIVER LETTER, FOLLOWED BY THE TYPE OF MOTION DESIRED. MOTION STARTS ON FIRST COLOR.

MOTION CALLS

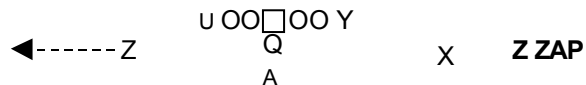
ZOOM

- motion all the way across formation, always become the #2 receiver.



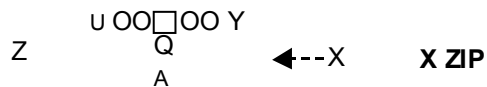
ZAP

- short motion to the outside



ZIP

- short motion in, used for cracks and loads

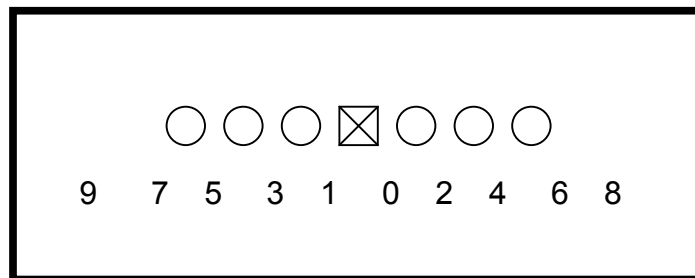


BLUEJAY RUN/PLAY ACTION GAME

Our running attack is centered around 8 basic run plays. They are:

- 1.) 8-9 Slant
- 2.) 4-5 Power
- 3.) 2-3 Cutback
- 4.) Counter
- 5.) Trap
- 6.) Draw
- 7.) Wedge
- 8.) Option

Offensive Hole Numbering



Blocking Terminology

BOB : (B)ack (O)n (B)acker or (B)ig (O)n (B)ig

Rub : Double team a D-lineman in gap or cylinder to a linebacker away from playside

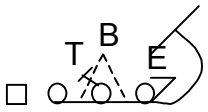
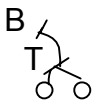
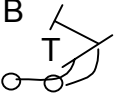


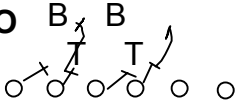
Scoop : Double team a D-lineman in gap or cylinder to a linebacker towards playside

Log : One on one seal on D-lineman in next cylinder towards playside

Down : One on one seal on D-lineman shaded or in next cylinder away from playside

Combo : Used in a stack situation with 2 linemen blocking on a down lineman w/ both looking to pick up LB, one that doesn't block down lineman

LINE BLOCKING EXAMPLES

<p>HORN</p> 	<p>RUB</p> 	<p>SCOOP</p> 
<p>LOG</p> 	<p>DOWN</p> 	<p>COMBO</p> 

PLAY ACTION PASS GAME RULES

Play action passes are designed to make the defense see and react to the run. If we have good fakes, this will put defenders out of position opening up great opportunities for big plays through the air. All play action pass plays will initially look just like the corresponding running play. Play action passes are called the same as a running play, but with the addition of a zero and a 1 or 2 as package call.

Example:

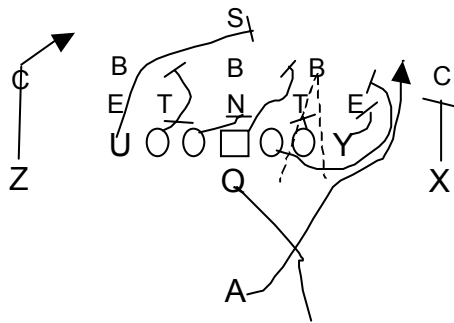
RUN: 8
PLAY ACTION: 801

The play action pass uses 3 digits in the play call, and a route package telling all receivers what route to run.

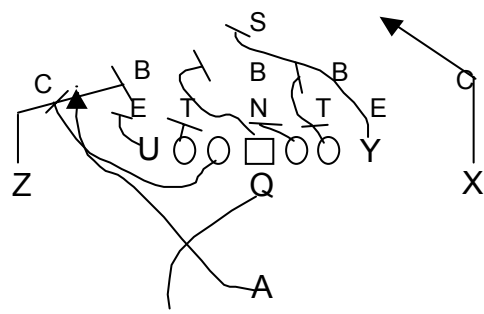
Offensive blocking techniques are the same as in the running game, but linemen must remember that they cannot go downfield on a passing play. Sell the run, if your responsibility is a linebacker, look for rush, if no rush help out teammates on either side of you, usually backside.

Tight ends or fullbacks on the line of scrimmage, the same rules apply to you. Sell run first, which means use proper technique to attack the defender you are assigned to block, then slip off of the defender and push to your route. By blocking first, linebackers and safeties read run and react losing you in your routes.

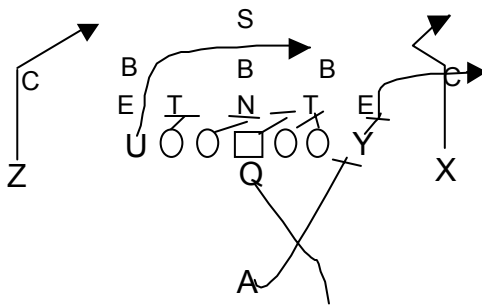
8-9 SLANT & SLANT PLAY ACTION



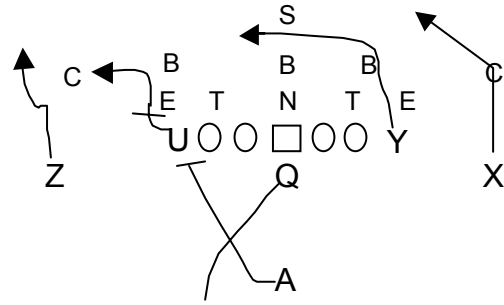
8 (SLANT)
SLANT TO RIGHT VS. 53



9 CRACK (SLANT)
SLANT TO LEFT VS 53



801
(SLANT PLAY ACTION PATTERN 1)



902
(SLANT PLAY ACTION PATTERN 2)

RULES FOR RUN PLAY

OL - PLAY SIDE GUARD (PG) HORNS TO FORCE MAN, TACKLE BLOCKS DOWN
C, BACKSIDE GUARD - COMBO TO MIDDLE BACKER, CENTER IS KEY, MUST BE
ABLE TO CUT OFF MLB. BACKSIDE TACKLE, INSIDE RELEASE, CHUCK AND
CUT OFF BACKSIDE BACKER.

HB - DIRECTIONAL STEP, AIMING POINT IS OUTSIDE HIP OF TE, CIRCLE & CUT UP
WHEN DEFENSE CROSSES FACE

Y, U - PLAYSIDE - SCOOP DE, BACKSIDE RELEASE TO SAFETY

X, Z - BACKSIDE REC RUNS POST ROUTE, FRONTSIDE RUNS POST TO BLOCK
SAFETY UNLESS CRACK CALL, THEN BLOCK OUTSIDE LB.

RULES FOR PLAY ACTION PASS

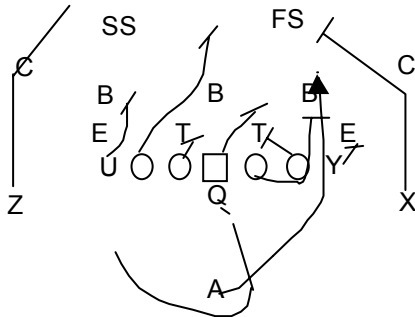
OL - SAME AS RUN PLAY, DON'T GO DOWNFIELD

HB - GOOD RUN FAKE ON SLANT PATH, GET TACKLED OR BLOCK END

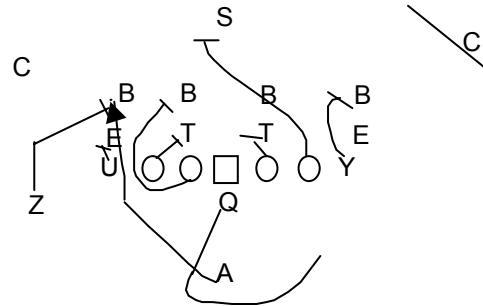
U, Y - ATTACK AS IF BLOCKING, RUN ROUTE FROM PACKAGE CALLED

X, Z - ATTACK TO COVERAGE, RUN ROUTE CALLED FROM PACKAGE

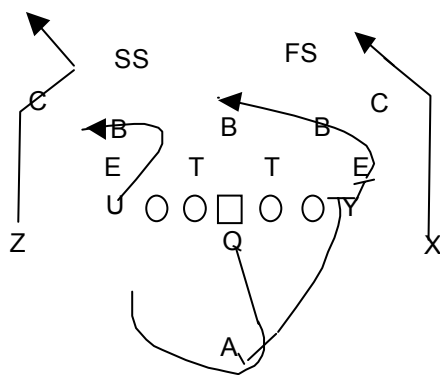
4-5 POWER & POWER PLAY ACTION



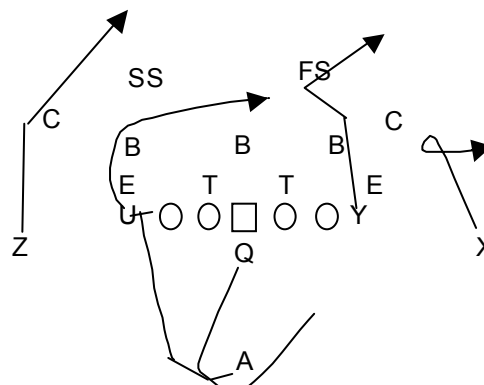
4 (POWER)
(POWER TO RIGHT)



5 CRACK (POWER)
(POWER TO LEFT)



401 (POWER)
(PLAY ACTION)



502 (POWER)
(PLAY ACTION)

RULES FOR RUN PLAY

OL - PLAYSIDE GUARD HORNS, TACKLE BLOCK DOWN HARD, C, BG COMBO, BT RELEASE FOR SAFETY

HB - FIRST 3 STEPS SAME AS SLANT, CHASE INSIDE HIP OF TE IN THE HOLE, PRESS LINE BEFORE CUTTING BACK

Y,U - STEP TO OUTSIDE AS IF SCOOP BLOCKING, THEN DRIVE TO THE OUTSIDE, BACKSIDE RELEASE FOR OUTSIDE LB

X,Z - PLAYSIDE - BLOCK MAN OVER, BACKSIDE, SELL POST HARD BLOCK SAFETY.

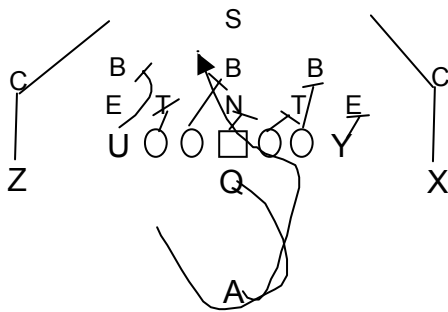
RULES FOR PLAY ACTION

OL - SAME AS RUN ACTION

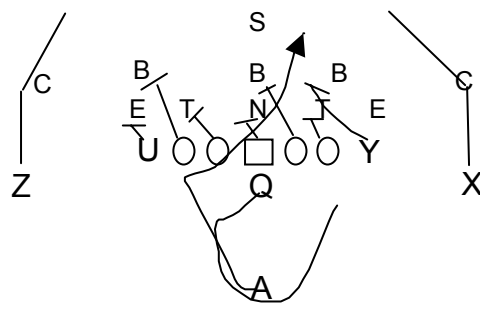
HB - SAME RUN AS POWER, GOOD FAKE, GET TACKLED, IF NOT TACKLED, BLOCK PLAYSIDE END

X,Y,Z ,U- ATTACK DEFENSE AGGRESSIVELY AS IF RUN, THEN RUN CALLED ROUTE PACKAGE

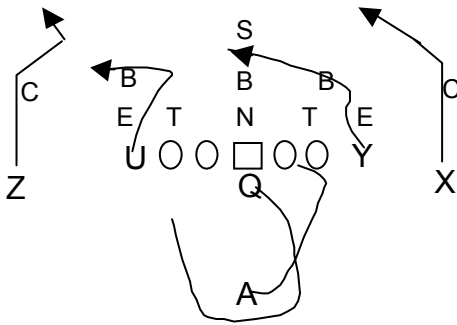
2-3 CUTBACK & CUTBACK PLAY ACTION



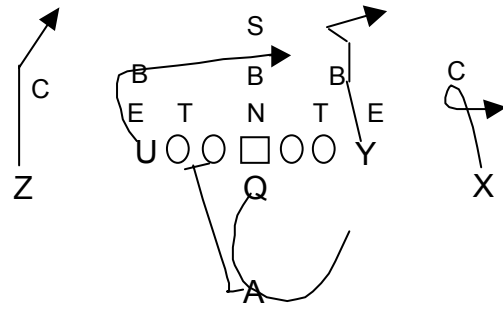
2 (CUTBACK)



3 (CUTBACK)



201 (CUTBACK)



302 (CUTBACK)

RULES FOR RUN PLAY

OL - AGGRESSIVELY ATTACK AND BLOCK DL & DL TO OUTSIDE, OR WHEREVER THEY WANT TO GO.

HB - SAME FIRST STEPS AS 8-9 OR 4-5, BUT AIMING POINT OUTSIDE HIP OF TACKLE, LOOK TO CUTBACK, CUTBACK MAY OCCUR ALL WAY ACROSS DEFENSE, READ THE BLOCKS.

U,Y - PLAYSIDE BLOCK REACH OR SCOOP DEFENSIVE END, BACKSIDE SEAL OUTSIDE LINEBACKER, IF NO OLB, THEN TO SAFETY.

X,Z - POST OR SKINNY POST LOOKING FOR SAFETY

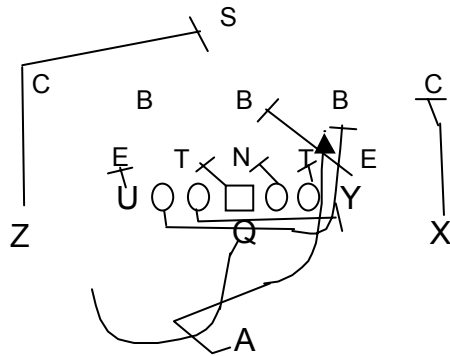
RULES FOR PLAY ACTION

OL - BLOCK SAME AS RUN PLAY, DON'T GO DOWNFIELD

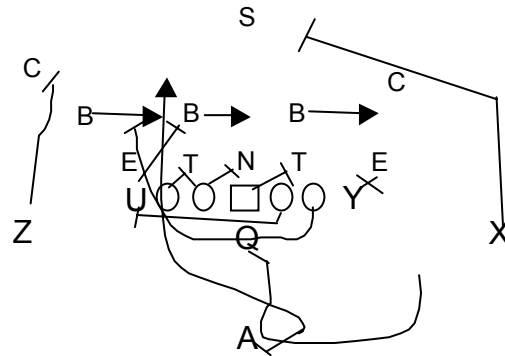
HB - SAME AS RUN, GOOD FAKE GET TACKLED AT LINE

X,Z,U,Y - MAKE PLAY LOOK LIKE RUN, THEN RUN ASSIGNED PATTERN.

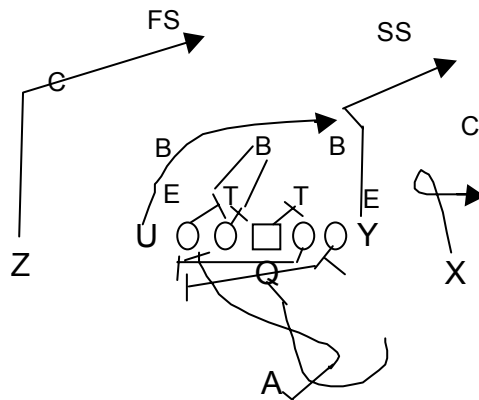
45-54 COUNTER & COUNTER PLAY ACTION



45 COUNTER



54 COUNTER



541 COUNTER

RUN PLAY RULES

BG - PULL TO BLOCK 1ST MAN OUTSIDE PT. IF MAN STAYS OUTSIDE, KICK OUT, IF HE COMES IN, LOG HIM IN.

BT - PULL WITH DEPTH TO READ BLOCK OF BG. BG KICKS OUT, TURN UPFIELD TO 1ST COLOR, LOGS IN, LEAD OUTSIDE TO 1ST COLOR.

C - BLOCK 1ST MAN ON LINE AWAY FROM PLAY CALL.

PG - IF C COVERED, BLOCK MAN OVER C, IF C NOT COVERED, LOOK TO 1ST LB, POSSIBLE DUDAD W/ PT.

PT - IF BG COVERED, BLOCK MAN OVER PG, YOU ARE COVERED BG NOT COVERED, RIP TO LB, POSSIBLE DUDAD W/ PG.

U,Y - IF PLAY AWAY, SEAL FIRST LINEMAN OVER BT TO OUTSIDE, IF PLAY TO YOUR SIDE, BLOCK 1ST MAN OUTSIDE END (FORCE)

HB - COUNTER STEP AWAY FROM PLAY CALL, STEP PLAYSIDE, TAKE OUTSIDE HANDOFF FOLLOWING TACKLE

QB - OPEN AWAY FROM PLAY CALL, OUTSIDE HANDOFF TO HB, CARRY OUT BOOT FAKE.

PLAY ACTION PASS RULES

OL - SAME RULES AS RUN, DON'T GO DOWNFIELD, BT PULL FOR GOOD DEPTH SEALING OFF THE OUTSIDE

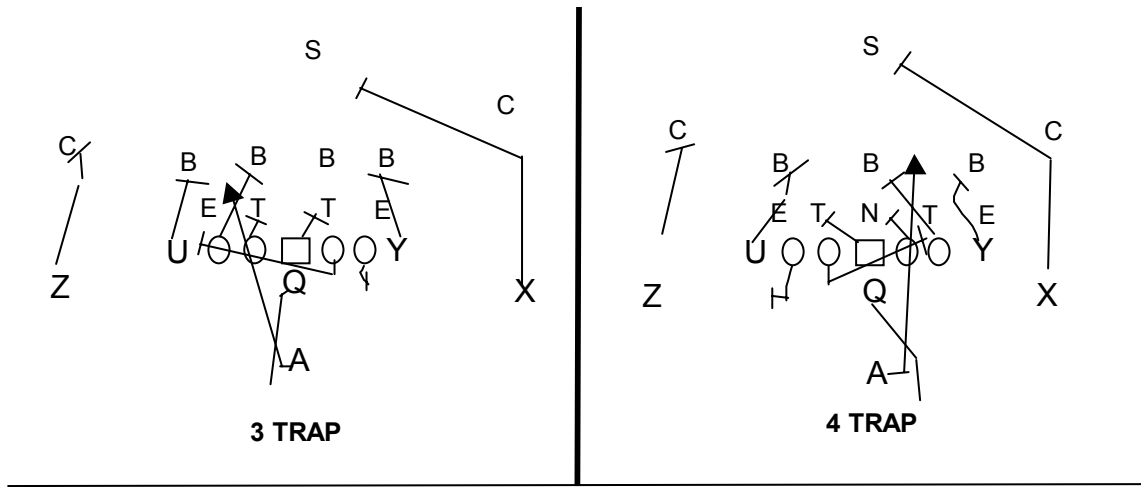
U,Y - BLOCK SAME RULES AS RUN, DELAY, RUN CALLED PATTERN

A - SAME AS RUN, GOOD FAKE, GET TACKLED

X,Z - RUN CALLED ROUTE

QB - OPEN AWAY FROM PLAY GOOD FAKE, REGULAR READS ON ROLL OUT.

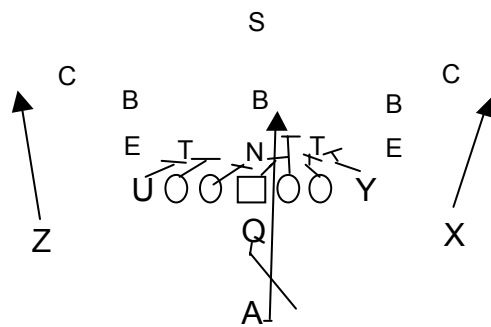
TRAP AT ANY HOLE



RULES FOR RUN PLAY

- BG - TRAP FIRST DOWN LINEMEN PAST HOLE INSIDE OUT
- BT - SLOW SCOOP, WORK TO BACKSIDE LB
- C - BLOCK DOWN TO REPLACE BG IF COVERED, IF NOT, BLOCK BACKSIDE LB
- PG - BLOCK DOWN, COVER C IF C COVERED, IF NOT BLOCK BACKSIDE LB
- PT - INFLUENCE PASS BLOCK DE IF TRAP AT YOUR HOLE OR INSIDE, IF HOLE OUTSIDE, THEN BLOCK DOWN TO LB OR COVER PG'S MAN.
- Y - BLOCK ON 1ST LB INSIDE
- X,Z - PLAYSIDE BLOCK MAN OVER, BACKSIDE POST ROUTE BLOCK SAFETY.
- FB - DIRECTION STEP, REDIRECT TO FOLLOW PULLING GUARD ON 3 TRAP, LEAD TO LB ON 4 TRAP
- HB - ON 3 TRAP, FAKE STRETCH OR TOSS, 4 TRAP, DIRECTION STEP FOLLOW FB
- QB - OPEN TO PLAYSIDE, INSIDE HANDOFF TO BACK, DROP STRAIGHT BACK WITH GOOD PASS FAKE.

0-1 WEDGE



0 WEDGE

RUN PLAY RULES

- OL - WEDGE TOGETHER ON PLAYSIDE GUARD, NO DEFENDER CAN COME INSIDE OF YOU
- Y - WEDGE W/ OL
- B - DIRECTION STEP IF NEEDED FOLLOW GUARD, BREAK TO HOLE AFTER STEP ON HEELS OF GUARD
- X,Z - BLOCK MAN OVER PLAYSIDE, POST TO SAFETY ON BACKSIDE
- QB - OPEN TO PLAY, HAND OFF TO BACK, FAKE TO A IF IN BACKFIELD ON TOSS, DROP STRAIGHT BACK
- A - IN BACKFIELD, FAKE TOSS TO PLAY SIDE, AS RECEIVER, RUN CLEARING PATTERN

BLUEJAY PASSING GAME

Our passing attack is designed to do the following:

- a. spread the defense over a much bigger area of the field, both horizontally and vertically;
- b. create mismatches in the speed, size, or number of receivers defenders try to cover;
- c. throw on any down and any distance to avoid tendencies that defenses could key on;
- d. maintain possession through the air just as other teams try to do on the ground.

We will use three, five, seven step, and roll out passes with short, intermediate, and deep routes along with our play action game to move the chains down the field, and maintain possession of the ball. Any short pass that we throw has the potential to be a big play by having our receivers be able to run with the ball after the catch.

The most important points to remember about our passing offense are that;

1. we must protect the quarterback,
2. pass timing, the receivers break must coincide with the depth of the QB's drop,
3. the receivers must have a great understanding of what a given route is trying to accomplish and how to run that route properly

To obtain offensive success, we will use multiple receivers with primary and secondary receivers all running routes that complement one another. This brings four major benefits:

- a. the quarterback gets his confidence up by completing passes;
- b. the line develops confidence in the QB because they know he will not hold the ball long enough to get sacked;
- c. all receivers will work hard to run their routes because any one of them could end up being the primary receiver;
- d. the defense must work in covering all receivers, not just the main one.

RECEIVER SPLITS

Tight.....3 feet

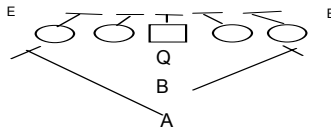
Minimum.....6 to 8 yards

Normal.....8 to 10 yards

Maximum.....over 10 yards

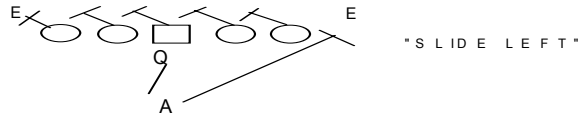
90 SERIES (2-3 STEP DROP PASS PLAYS)

BIG CUT



ALL OFFENSIVE LINEMEN STEP TOGETHER CREATING A SOLID WALL OF BLOCKERS. WAIT FOR THE DEFENDER TO GET TO WITHIN 1 FOOT OF YOU, THEN CUT THE DEFENDER HARD AT THE KNEES. DO NOT DOUBLE TEAM ANY DEFENDERS WHILE CHOPPING. NO DEFENDERS CAN PENETRATE INSIDE OF YOU. DO NOT WORRY ABOUT THE DEFENSIVE ENDS, THE ENDS OR END MEN ON THE LOS ARE THE RESPONSIBILITY OF THE BACKS. BIG CUT CAN ONLY BE RUN WHEN THERE ARE 2 BACKS IN THE BACKFIELD. IT IS THE CENTER'S JOB TO CALL THE PASS PROTECTION BEFORE LEAVING THE HUDDLE.

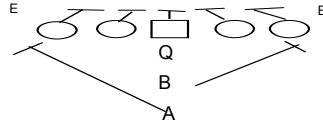
SLIDE CUT



ALL OFFENSIVE LINEMEN BLOCK DOWN TO EITHER THE NEXT DOWN DEFENDER IF THE MAN OVER YOU IS COVERED, IF NOT COVERED, STILL STEP DOWN LOOKING FOR LB BLITZ. NO BLITZ, HELP BACKSIDE. THE SINGLE BACK IN THE BACKFIELD IS RESPONSIBLE FOR THE END ON THE SIDE OF THE LINE OPPOSITE THE SLIDE CALL. SLIDE CUT WILL BE USED WHEN THERE IS ONE BACK LEFT IN THE BACKFIELD, OR ONE OF THE BACKS GOES OUT FOR A PASS. ATTACK DOWN, CUT AT THE LAST SECOND.

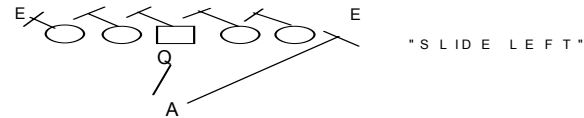
50 SERIES (5-7 STEP PASSES)

BIG



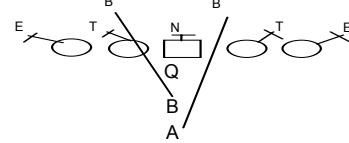
BIG IS THE SAME AS BIG CUT WITHOUT CUTTING THE DEFENDERS. THE DROP BACK IS LONGER, SO PROTECTION MUST BE MAINTAINED LONGER. WAIT FOR THE DEFENDER TO CLOSE TO WITHIN 6 INCHES, THEN PUNCH & RETREAT. PUNCH HANDS TO THE BELLY TO KEEP THE DEFENDERS HANDS DOWN. BACKS ARE RESPONSIBLE FOR THE ENDS.

SLIDE



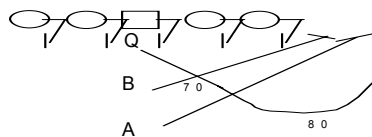
SLIDE IS AGAIN, THE SAME AS SLIDE CUT, BUT CONTACT MUST BE MAINTAINED. THIS DOWN BLOCK IS A GREAT OPPORTUNITY TO DRIVE A DEFENDER AND PICK UP A PANCAKE BLOCK. THE LONE BACK IS RESPONSIBLE FOR THE EMOL AWAY FROM THE SLIDE.

BOB (BIG ON BIG , OR BACK ON BACKERS)



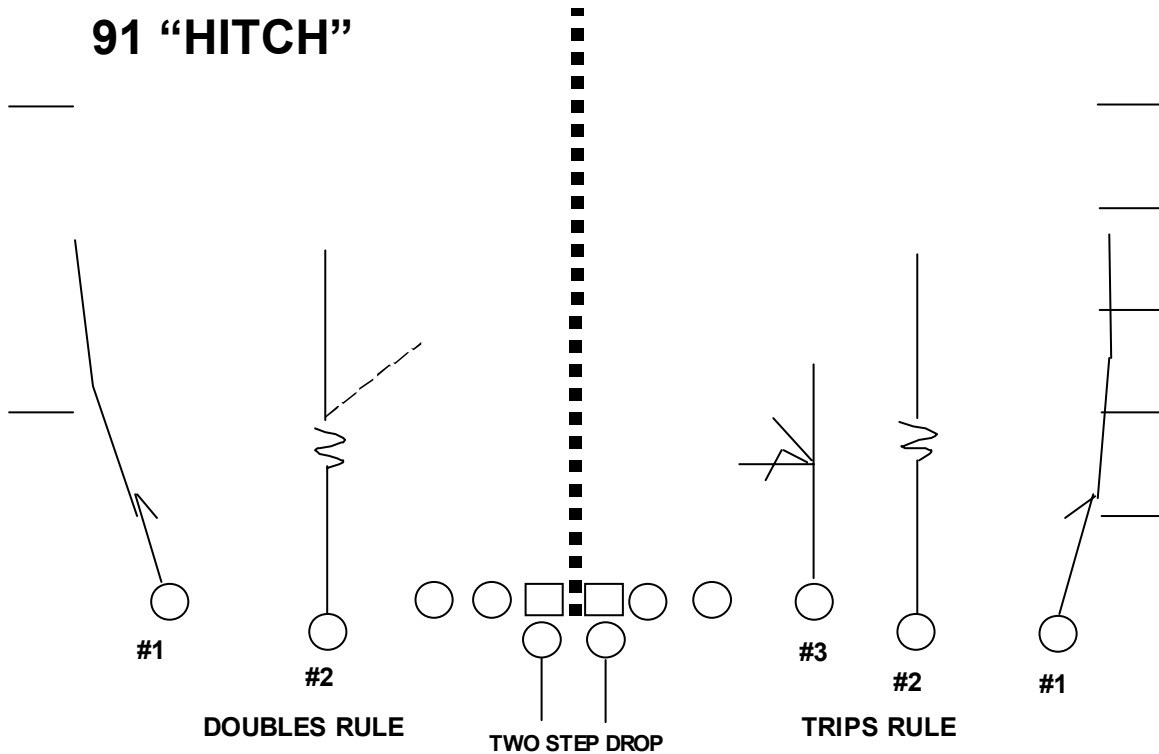
EACH OFFENSIVE LINEMEN IS RESPONSIBLE FOR A DEFENSIVE LINEMAN. HEAD UP TO OUTSIDE. ALL DL SHOULD BE PICKED UP BY LINE, BACKS RESPONSIBLE FOR CHECKING BLITZING LB'S, THEN RELEASING ON PASS ROUTES. USED MOSTLY TO RELEASE BACKS QUICKER INTO ROUTES. IF ANY OL IS UNCOVERED, WORK BACKSIDE HELP.

70-80 SERIES (HALF ROLL , FULL ROLL PASSES)



IN BOTH 70 AND 80 SERIES, EITHER RIGHT (70,80) OR LEFT (170,180), EACH LINEMEN TAKES A HARD LATERAL STEP IN THE DIRECTION OF THE CALL, THEN SWINGS THE GATE BACK TO BLOCK AWAY FROM THE PLAY CALL. AS A DEFENDER CROSSES YOUR FACE, ATTACK AND DRIVE THEM AWAY FROM THE QB. IF NO ONE CROSSES YOUR FACE, KEEP FADING BACK TO PICK UP ANY LEAKERS FROM FURTHER DOWN THE LINE. THE BACK (S) ARE RESPONSIBLE FOR THE END ON THE PLAY SIDE.

91 "HITCH"



RECEIVER

#1

ASSIGNMENT

USE A WIDE SPLIT, MAXIMIZE SPACE BETWEEN YOU AND DEFENSE'S INTERIOR. BASIC ALIGNMENT IS 14 YDS OUTSIDE TACKLE OR TE ON YOUR SIDE. ATTACK CORNER TO OUTSIDE ON INITIAL WEAVE, READING HIS FEET. UNLESS THEY ARE STOPPED AT 6 YDS OR LESS, EXECUTE GOOD HITCH TECH. BREAKING AT 6 YDS. USING GOOD ARM DRIVE, THREATEN DEEP TO GET DB OUT OF BACKPEDAL. PLANT OUTSIDE FOOT SNAP HEAD & SHOULDER TO INSIDE, HANDS READY FOR BALL. PLANT AND SNAP INTO BREAK, NOT WANDER OR ROLL. IF CORNER DOES CLOSE OR LEVEL AT 6 YDS OR LESS, ATTACK OUTSIDE SHOULDER, SWIM OUTSIDE, CONVERT TO FADE ROUTE.

#2

ALIGN 1/2 WAY BETWEEN #1 & T OR TE TO YOUR SIDE, ATTACK OUTSIDE SHOULDER OF SHORT DEFENDER OVER YOU, TRY TO "PIN" HIM TO YOUR INSIDE TO KEEP FROM GETTING UNDERNEATH. WORK STRAIGHT UPFIELD PEERING INSIDE, CUT THROTTLE SLIGHTLY AS CLEAR 1ST LEVEL DEFENDER. EXPECT BALL IMMEDIATELY, ESPECIALLY IF DEFENDER OVER YOU WIDENS QUICKLY. DO NOT CONTACT DEFENDER, AND STAY IN YOUR TUBE. MAY BEND ROUTE TO INSIDE IF NO OTHER REC. INSIDE YOU, AND SAFETY LEAVES MIDDLE FIELD.

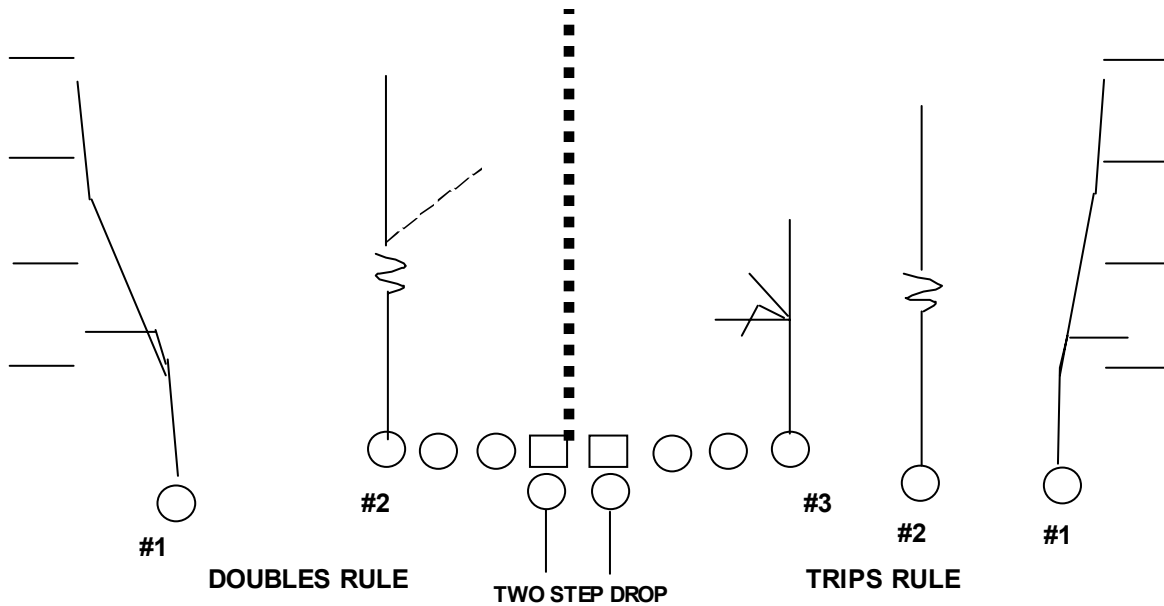
#3

YOU HAVE FREEDOM TO GET OPEN ANYWHERE ABOVE 7 YARDS OVER THE TOP OF THE BOX. IF NO FS IN MIDDLE, GET DEEP DOWN MIDDLE AS QUICKLY AS POSSIBLE. DO NOT GET JAMMED OR WANDER INTO SEAMS LANE.

QB

PRE-SNAP READ- WORK SIDE OF DEEPEST CORNERBACK. IF DEPTH SAME, WORK SIDE W/ SHORTEST THROW. IF "WALK" PLAYER EXISTS ON EITHER SIDE IN THROWING LANE, WORK BACKSIDE. POST-SNAP - READ FLAT DEFENDER, IF SHOULDERS DON'T OPEN QUICKLY, THROW HITCH OFF 2ND STEP, BALL SHOULD BE IN AIR BEFORE RECEIVER BREAKS. IF FLAT DEFENDER'S SHOULDERS DO OPEN QUICKLY, THROW BALL TO SEAM IMMEDIATELY RIGHT OFF EARHOLE OF FLAT DEFENDER. LAST OUTLET IS GET OPEN IF 3 RECEIVER SIDE. COME OFF LATE TO #3.

92 "QUICK OUT"



RECEIVER

#1

ASSIGNMENT

8 OR 9 YD SPLIT TO SHORTEN QB'S THROW AND PROVIDE MAXIMUM ROOM OUTSIDE. ATTACK CB'S TECH. READING FEET ON MOVE. IF FEET AREN'T STOPPED AT 6 YDS OR LESS OR CLOSING UP, RUN QUICK OUT USING SPEED TURN, ROLL INTO BREAK AT 4 YDS, SNAP HEAD & ARMS AROUND, FLATTEN AT 6 YDS. KEEP WEIGHT FORWARD AND DRIVE ARMS CONTINUOUSLY TO MAINTAIN ACCELERATION THROUGH BREAK, AS HEAD SNAP AROUND ON FINAL BREAK, BE READY FOR BALL IMMEDIATELY. KNOW WHERE SIDELINE IS TO KNOW WHETHER TO TOE DANCE TO STAY INBOUNDS, OR IF YOU HAVE ROOM TO TURN UP FIELD TO GAIN ADDITIONAL YDS.

#2

ALIGN 1/2 WAY BETWEEN #1 & T OR TE TO YOUR SIDE, ATTACK OUTSIDE SHOULDER OF SHORT DEFENDER OVER YOU, TRY TO "PIN" HIM TO YOUR INSIDE TO KEEP FROM GETTING UNDERNEATH. WORK STRAIGHT UPFIELD PEERING INSIDE, CUT THROTTLE SLIGHTLY AS CLEAR 1ST LEVEL DEFENDER. EXPECT BALL IMMEDIATELY, ESPECIALLY IF DEFENDER OVER YOU WIDENS QUICKLY. DO NOT CONTACT DEFENDER, AND STAY IN YOUR TUBE. MAY BEND ROUTE TO INSIDE IF NO OTHER REC. INSIDE YOU, AND SAFETY LEAVES MIDDLE FIELD.

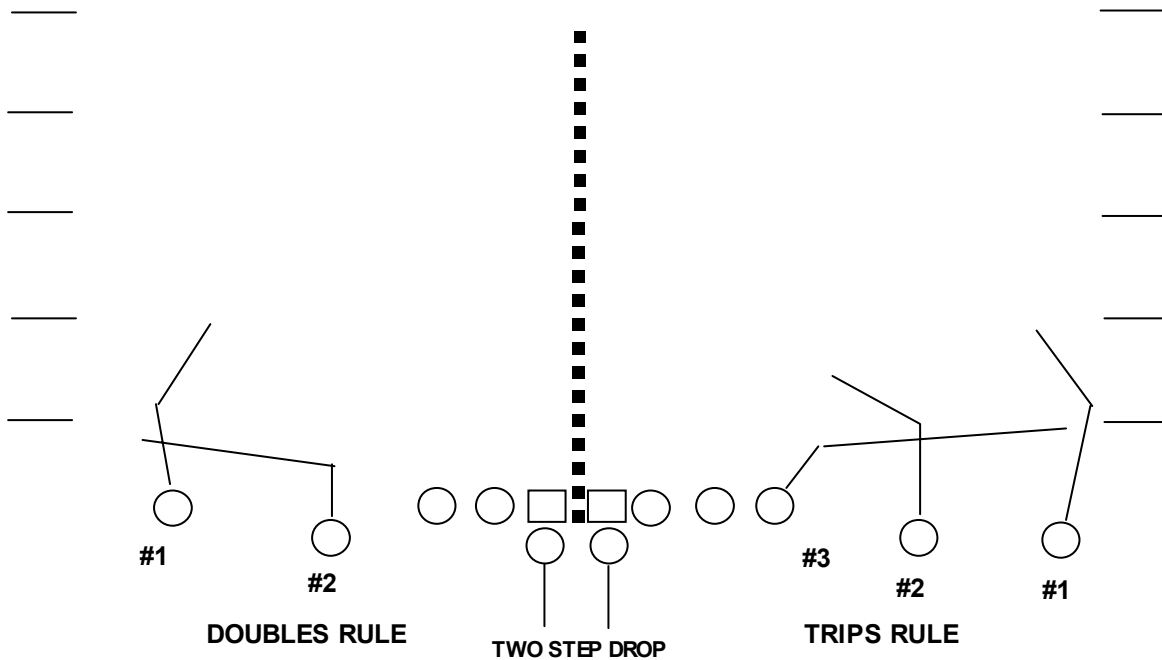
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QB

PRE-SNAP READ- WORK SIDE OF DEEPEST CORNERBACK. IF DEPTH SAME, WORK SIDE W/ SHORTEST THROW. IF "WALK" PLAYER EXISTS ON EITHER SIDE IN THROWING LANE, WORK BACKSIDE. POST-SNAP - READ FLAT DEFENDER, IF SHOULDERS DON'T OPEN QUICKLY, THROW QUICK OUT OFF 2ND STEP, BALL SHOULD BE IN AIR BEFORE RECEIVER BREAKS. IF FLAT DEFENDER'S SHOULDERS DO OPEN QUICKLY, THROW BALL TO SEAM IMMEDIATELY RIGHT OFF EARHOLE OF FLAT DEFENDER. LAST OUTLET IS GET OPEN IF 3 RECEIVER SIDE. COME OFF LATE TO #3.

93 "SLANT"



RECEIVER

#1

ASSIGNMENT

BASIC SPLIT IS 14 YDS. ATTACK DEFENDER OVER YOU AND BREAK TO SLANT AT DEPTH OF 6 YDS. FINAL BREAK ALWAYS DISTINCT, NOT ROUNDED BY PLANTING OFF OUTSIDE FOOT, SNAP HEAD & SHOULDERS, ACCELERATE OUT OF BREAK. NEED GOOD RELEASE TECH. TO GET TO "CLEAN AIR", AS COME OUT OF BREAK, HANDS MUST COME UP AS LOOK FOR BALL, BALL MAY COME IMMEDIATELY.

INSIDE MOST REC.
#2 IN DOUBLE, #3
IN TRIPS (SHOOT)

ROUTE IS A MINIATURE FLAT. QUICKLY GET TO A POSITION ABOUT 3 YDS DEEP ALONG THE SIDELINE, ONLY PUSHING UPFIELD 1 TO 2 STEPS BEFORE BREAKING OUT. WHEN TO WIDE SIDE, ANGLE MORE ON PUSH UP AND BREAK BECAUSE FURTHER TO GO TO GET TO SPOT, TO SHORT SIDE, PUSH UP FIELD MORE BEFORE BREAK, AND FINAL BREAK WILL BE FLATTER.

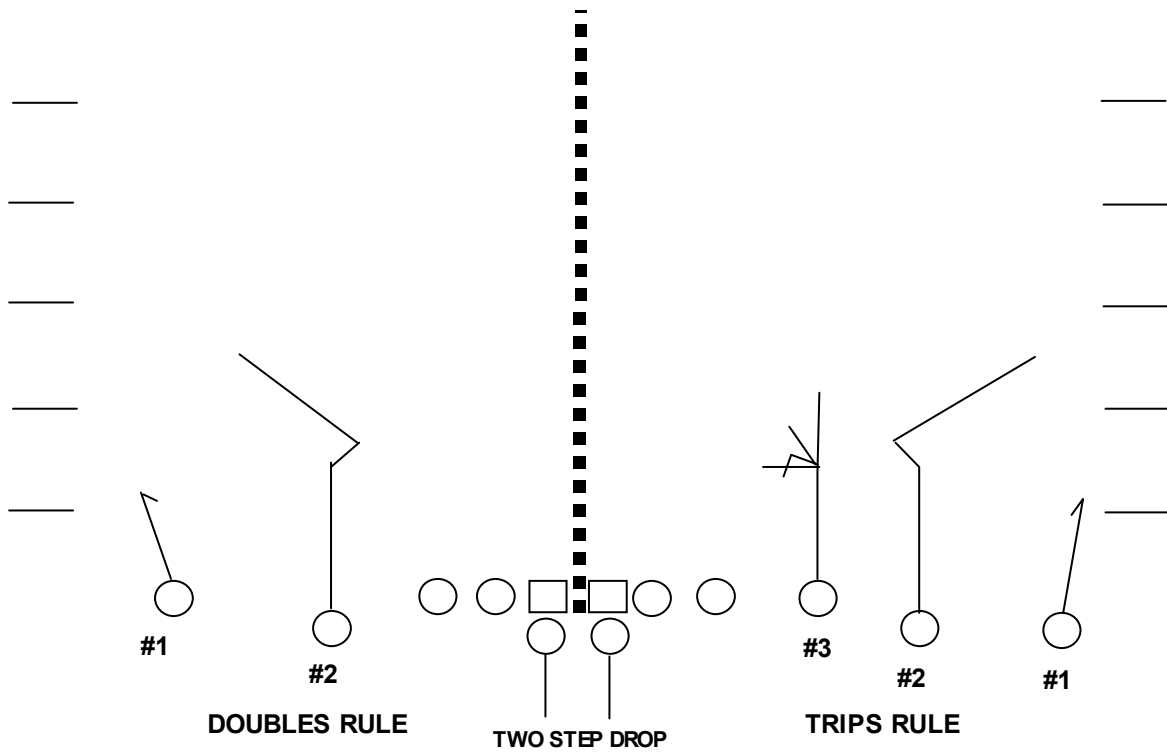
#2 OF 3 REC. SIDE

TAKE BEST RELEASE PAST SHORT DEFENDER OVER YOU, FAVORING THE INSIDE. BREAK TO SLANT AT 5 YDS, WORKING INSIDE 2ND SHORT DEFENDER, BUT AT AN ANGLE THAT KEEPS YOU OUT OF PATH OF NEXT LINEBACKER INSIDE. IF 2ND SHORT DEFENDER WIDENS PAST YOU, EXPECT BALL IMMEDIATELY. IF NO FS IN MIDDLE OF FIELD, WORK TOWARD THAT DEEP HOLE.

QB

TWO STEP DROP, 1ST PRE-SNAP RULE IS TO ALWAYS THROW SINGLED SLANT IF 1ST SHORT DEFENDER ON INSIDE GIVES THE LANE. HE IS GIVING THE LANE ANY TIME HE IS TIGHTENED INSIDE ENOUGH OR JUST OFF THE HIP OF THE DE, CONTINUE TO LOOK AT THIS KEY UNTIL THROW SO AS NOT TO BRING C, FS OR ANOTHER DEFENDER TO SLANT. ON TWO REC. SIDE, KEY SHOULDERS OF 1ST SHORT DEFENDER. IF STAY PARALLEL TO LINE OR HANG, HIT SHOOT INSTANTLY. IF OPEN FOR WIDTH, DRIVE BALL INTO HOLE RIGHT BEHIND DEF. FOR SLANT. BALL WILL BE THROWN BEFORE ACTUALLY SEES SLANT OPEN. TO 3 REC. SIDE, BE READY TO THROW SHOOT FIRST, FOLLOWED BY OUTSIDE SLANT, KNOWING INSIDE SLANT OPEN IF 2ND SHORT DEF. WORKS FOR WIDTH. IF 3 SHORT DEF. COVERING 3 REC. SIDE, THROW TO SINGLE SLANT OR CHECK TO SOMETHING ELSE.

94 "QUICK SMASH"



RECEIVER

ASSIGNMENT

#1

HITCH - RUN 6 YD HITCH NO MATTER WHAT CORNER'S ALIGNMENT OR TECH. AND EXPECT BALL.

#2

QUICK SMASH - GOAL IS TO GET INTO HOLE 1/2 WAY BETWEEN CORNER AND SAFETY. PUSH TO NO MORE THAN 5 - 6 YDS, NOD TO LOSE UNDER COVERAGE AND BREAK. OUTSIDE RELEASE A MUST, GET ENOUGH DISTANCE OVER THE TOP OF THE HITCH.

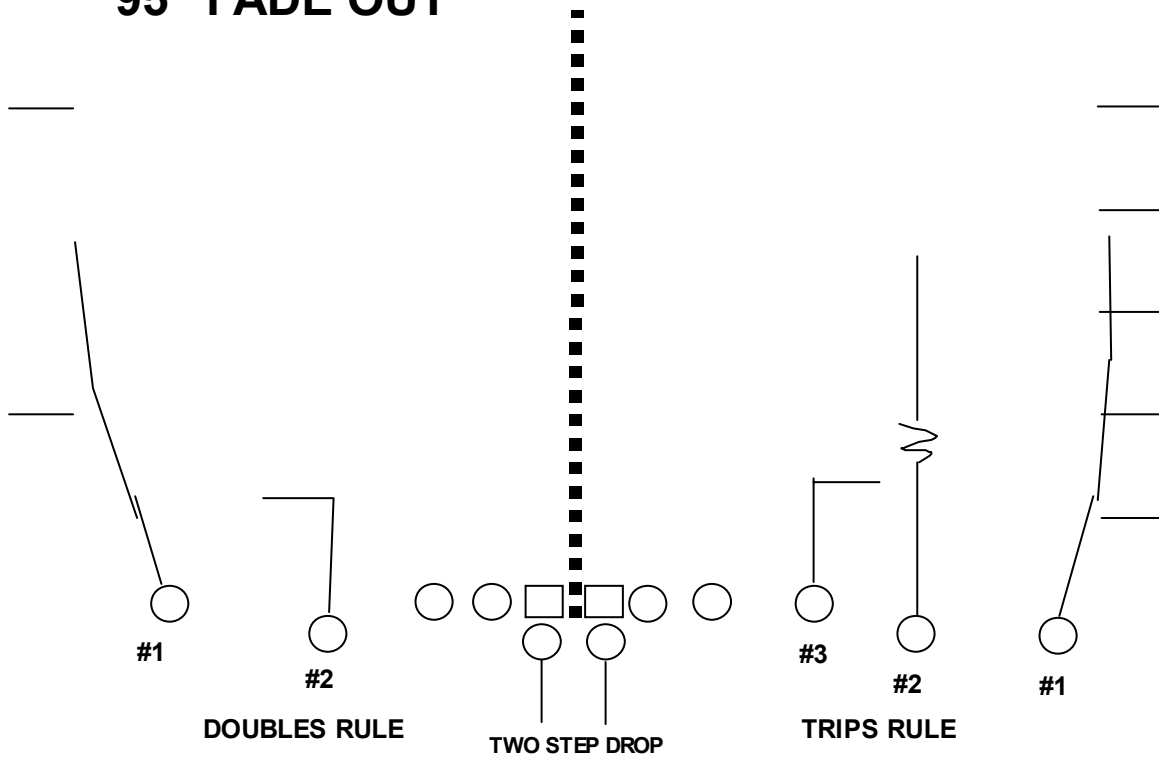
#3

GET OPEN - YOU HAVE FREEDOM TO GET OPEN ANYWHERE ABOVE 7 YARDS OVER THE TOP OF THE BOX. IF NO FS IN MIDDLE, GET DEEP DOWN MIDDLE AS QUICKLY AS POSSIBLE. DO NOT GET JAMMED OR WANDER INTO SEAMS LANE.

QB

THREE STEP DROP AND KEY CORNER. IF CORNER RETREATS, GIVING ANY GROUND AT ALL AS HIT 3RD STEP, DRIVE BALL IMMEDIATELY TO HITCH ON NUMBER AWAY FROM CORNER'S LEVERAGE. NEVER THROW A QUICK SMASH OVER THE HEAD OF A CORNER WHO IS GIVING GROUND. IF C IS COMING UP, SNAP BALL OVER HIS HEAD TO A SPOT HALFWAY BETWEEN CORNER AND SAFETY. THE QUICK SMASH MUST BE THROWN ON RHYTHM AND WITHOUT HESITATION.

95 "FADE OUT"



RECEIVER

#1

ASSIGNMENT

RELEASE OUTSIDE AND GET TO HOLE BETWEEN SAFETY AND CORNER, OR USE A WEAVE TO PIN THE CORNER ON HIP AND FADE TO BALL OUTSIDE IF SOFT COVERAGE. BOX OUT DEFENDER ON UNDERTHROW AND CATCH BALL AT HIGHEST POINT IN FRONT OF YOU. OTHERWISE CATCH BALL OVER SHOULDER, PINKIES TOGETHER, ELBOWS SQUEEZED.

INSIDE MOST REC. #2 IN DBL, #3 IN TRIPS

PUSH TO 6 YDS AND BREAK OUT. IN TRIPS COME OFF OF SEAM'S HIP. USE MOVES/MISDIRECTION VS. MAN COVERAGE. IF ZONE DEF. WAITING OUTSIDE SETTLE AND TURN BACK IN INSIDE VOID. BE READY FOR BALL OUT OF BREAK SNAPPING HEAD & SHOULDERS AROUND WITH HANDS READY. GET TO SIDELINE FOR RAC.

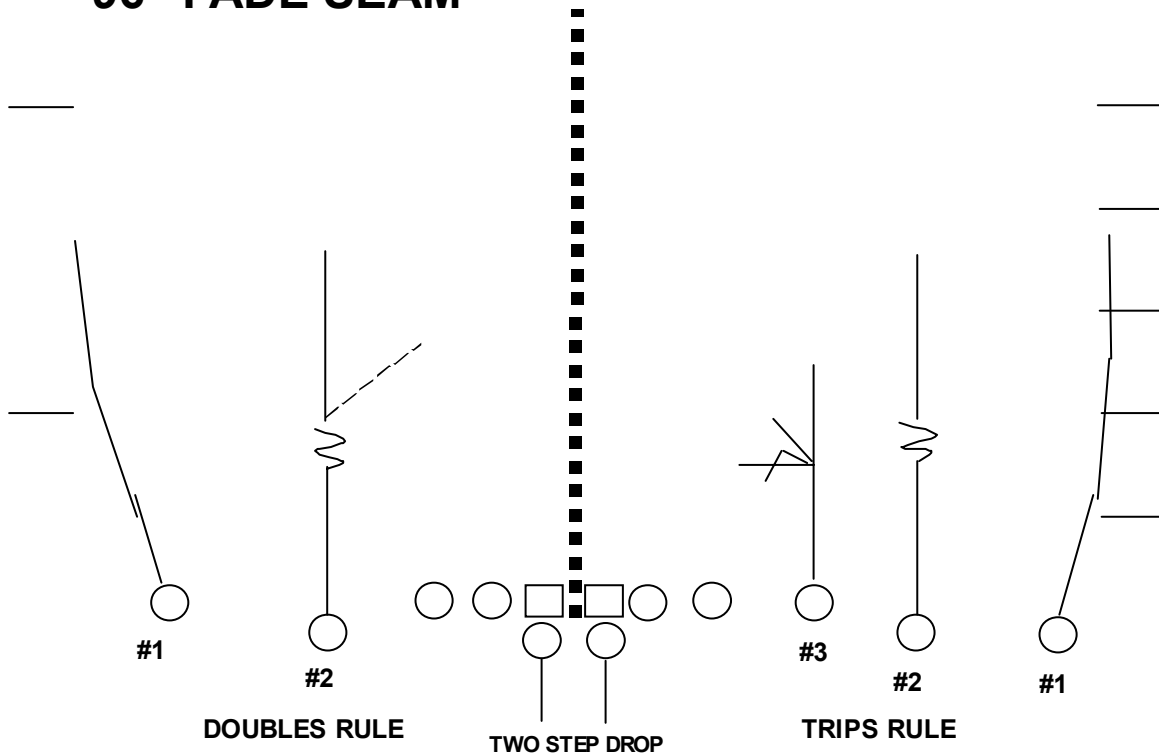
#2 OR 3 IN TRIPS

ALIGN 1/2 WAY BETWEEN #1 & T OR TE TO YOUR SIDE, ATTACK OUTSIDE SHOULDER OF SHORT DEFENDER OVER YOU, TRY TO "PIN" HIM TO YOUR INSIDE TO KEEP FROM GETTING UNDERNEATH. WORK STRAIGHT UPFIELD PEERING INSIDE, CUT THROTTLE SLIGHTLY AS CLEAR 1ST LEVEL DEFENDER. EXPECT BALL IMMEDIATELY, ESPECIALLY IF DEFENDER OVER YOU WIDENS QUICKLY. DO NOT CONTACT DEFENDER, AND STAY IN YOUR TUBE. MAY BEND ROUTE TO INSIDE IF NO OTHER REC. INSIDE YOU, AND SAFETY LEAVES MIDDLE FIELD.

QB

DBLS FORMATION PICK BEST SIDE BASED ON PRE-SNAP. DEEPEST CORNER, MISMATCH, ETC. TRIPS SET TRY TO WORK TRIPS SIDE. 3 STEP DROP, READ CORNER ON CHOSEN SIDE. IF CORNER TURNS SHOULDERS TO RUN W/ FADE, HIT BREAK OUT OUT OF CUT, IF CORNER SQUATS, DRIVE BALL DEEP TO HOLE TO FADE IMMEDIATELY ABOUT 18 YDS DEEP.

96 "FADE SEAM"



RECEIVER

#1

ASSIGNMENT

RELEASE OUTSIDE AND GET TO HOLE BETWEEN SAFETY AND CORNER, OR USE A WEAVE TO PIN THE CORNER ON HIP AND FADE TO BALL OUTSIDE IF SOFT COVERAGE. BOX OUT DEFENDER ON UNDERTHROW AND CATCH BALL AT HIGHEST POINT IN FRONT OF YOU. OTHERWISE CATCH BALL OVER SHOULDER, PINKIES TOGETHER, ELBOWS SQUEEZED.

#2

ALIGN 1/2 WAY BETWEEN #1 & T OR TE TO YOUR SIDE, ATTACK OUTSIDE SHOULDER OF SHORT DEFENDER OVER YOU, TRY TO "PIN" HIM TO YOUR INSIDE TO KEEP FROM GETTING UNDERNEATH. WORK STRAIGHT UPFIELD PEERING INSIDE, CUT THROTTLE SLIGHTLY AS CLEAR 1ST LEVEL DEFENDER. EXPECT BALL IMMEDIATELY, ESPECIALLY IF DEFENDER OVER YOU WIDENS QUICKLY. DO NOT CONTACT DEFENDER, AND STAY IN YOUR TUBE. MAY BEND ROUTE TO INSIDE IF NO OTHER REC. INSIDE YOU, AND SAFETY LEAVES MIDDLE FIELD.

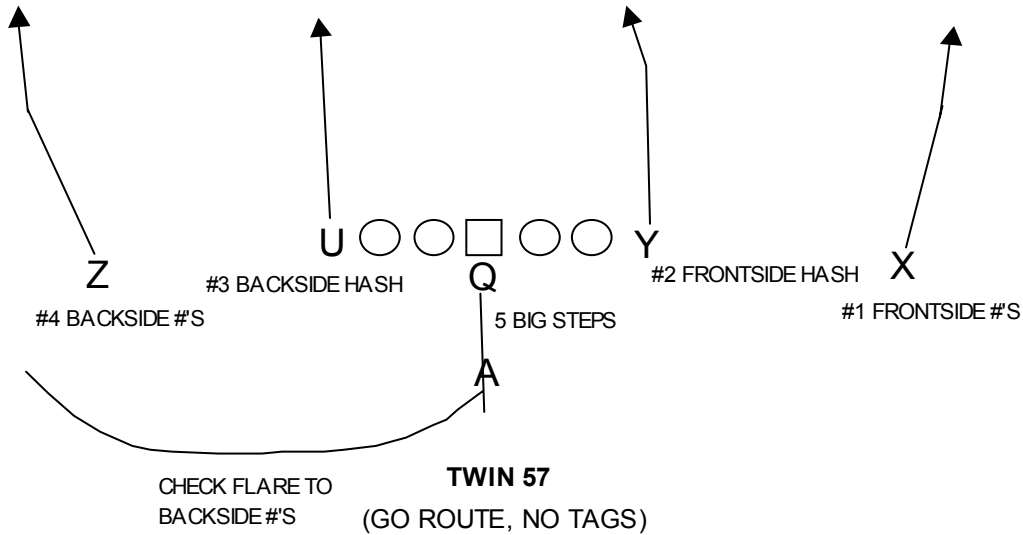
#3

YOU HAVE FREEDOM TO GET OPEN ANYWHERE ABOVE 7 YARDS OVER THE TOP OF THE BOX. IF NO FS IN MIDDLE, GET DEEP DOWN MIDDLE AS QUICKLY AS POSSIBLE. DO NOT GET JAMMED OR WANDER INTO SEAMS LANE.

QB

PRE-SNAP READ TO IDENTIFY WHICH SIDE WILL WORK BASED ON BEST MATCH-UP, FIELD WIDTH, OR SAFETY WIDTH. 3 STEP DROP AND READ SAFETY ON CHOSEN SIDE. UNLESS SAFETY WIDENS VERY QUICKLY, HIT FADE. CAN ALSO STARE SAFETY INSIDE TO SEAM, THEN THROW FADE. IF SAFETY WORKS WIDE QUICKLY TO FADE, FIND SEAM IN HOLE BEHIND SHORT DEFENDER.

57 "GO-CROSS"



NORMAL GO DISTRIBUTION

#1 & #4 - BOTH ARE RUNNING A DEFINITE LANDMARK ROUTE, THE SPOTS YOU ARE RUNNING TO ARE ALONG THE NUMBERS OF THE FIELD, OR 8 YARDS FROM THE SIDELINE. RUN A GO ROUTE (STRAIGHT) OR A FADE VS. A HARD CORNER, MAKE THE SAFETY GET OVER THE TOP OF YOUR ROUTE.

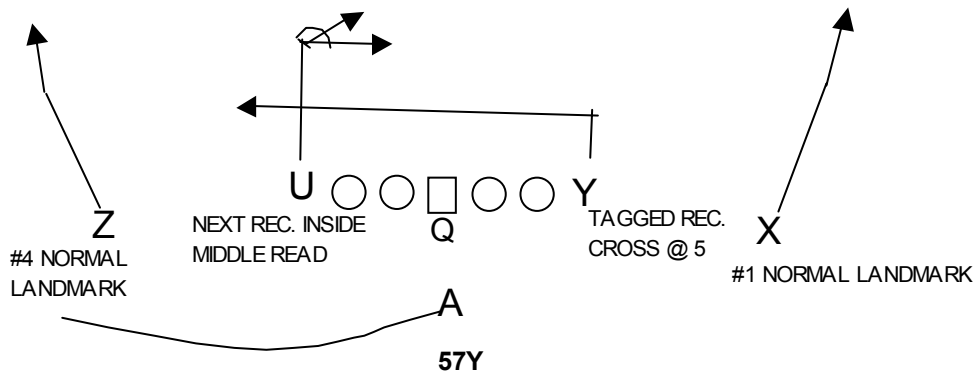
#2 & #3 - WORK FRONTSIDE AND BACKSIDE HASHES, RUNNING TO A SPOT 1-2 YARDS INSIDE YOUR HASH.

B - CHECK FLARE ROUTE TO THE BACKSIDE HASH NUMBERS, 8 YDS FROM SIDELINE

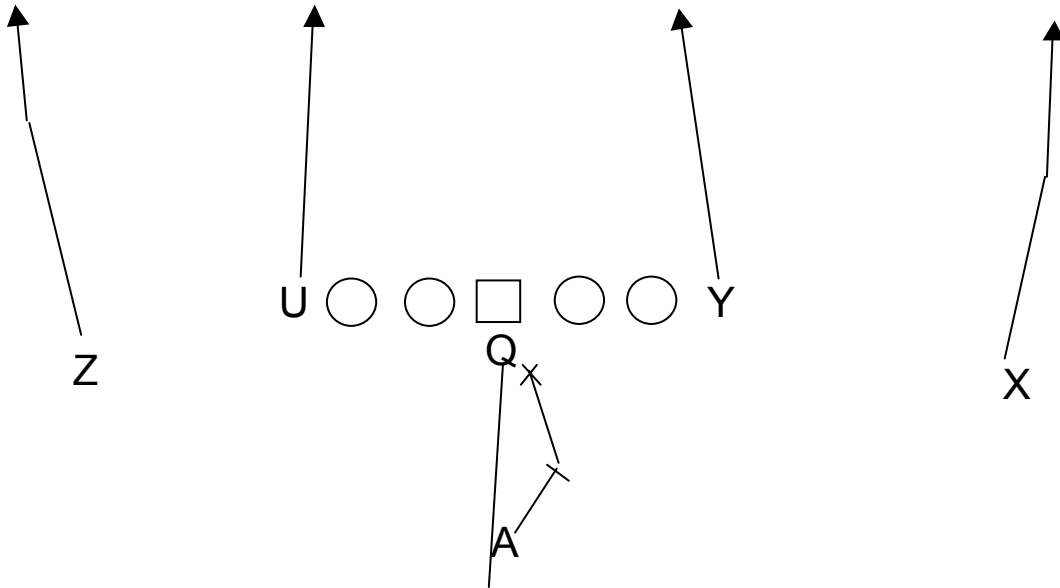
QB - FIVE BIG STEPS, THROWING TO #2 OR #3 OFF OF THE FS IF IN THE MIDDLE OF THE FIELD. IF TWO DEEP SAFETIES, PICK A SIDE, USUALLY STRONG SIDE, OR BEST MATCHUP, AND WORK OUTSIDE IN OFF OF THE HASH PLAYER ON THAT SIDE. FORCE THE HASH PLAYER TO COVER EITHER THE NUMBERS RECEIVER OR THE HASH RECEIVER, AND THROW OPPOSITE.

CHANGING TO A "CROSS" ROUTE

TO CHANGE TO A CROSS ROUTE, TAGS WILL BE ADDED TO TELL RECEIVERS TO CROSS. THE NEXT MAN INSIDE THEN RUNS A MIDDLE READ ROUTE. EVERYONE ELSE KEEPS THEIR NORMAL LANDMARKS.



MIDDLE SCREEN



X, Y, Z, U - RUN GO (7) ROUTE, GET DEEP TAKE DB'S W/ YOU

OL - PASS BLOCK 2 COUNT, GIVE CONVINCING PERFORMANCE AND GET BEAT, SET UP SHOULDER TO SHOULDER LOOKING DOWNFIELD, WAITING FOR A TO YELL "GO", THEN BLOCK EVERY OPPOSITE COLOR JERSEY. DO NOT LET ANY DEFENDERS THROUGH THE WALL WHILE WAITING FOR GO CALL. ATTACK ANY LB'S COMING UP.

QB - 7 STEP DROP, LOOK OFF TO DEEP PATTERNS, AS OL GETS BEAT, DRIFT BACK 3-4 MORE STEPS & LOB BALL OVER TOP OF DEFENDERS TO A