

THE OLIVET COLLEGE JET SERIES

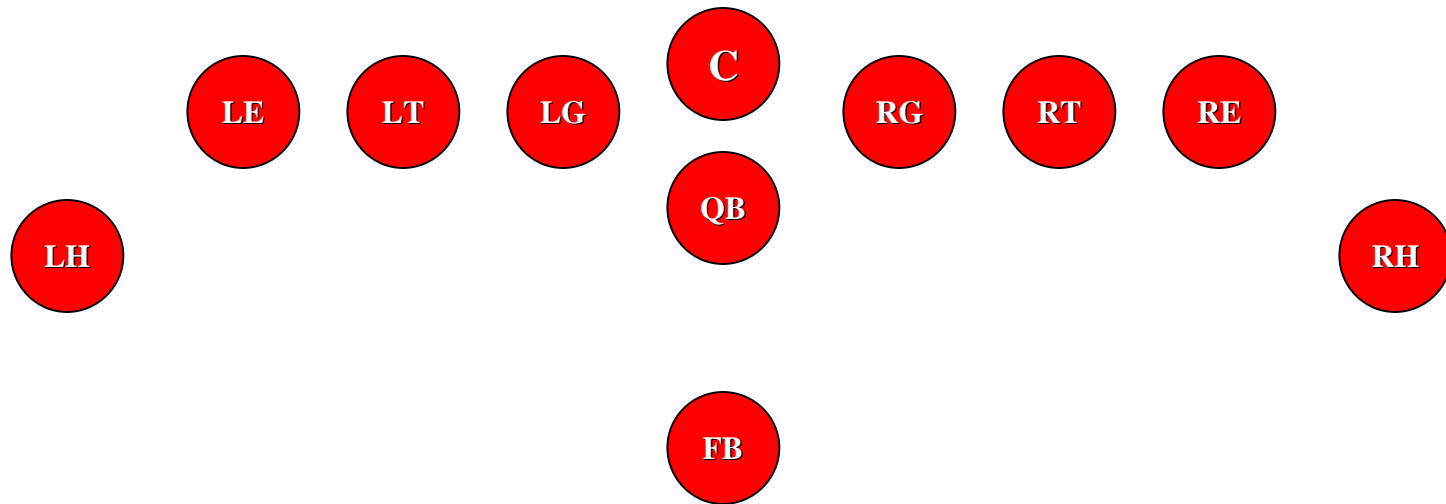


THE VISION OF A CHAMPION IS
SOMONE WHO IS BENT OVER,
DRENCHED IN SWEAT, AT THE
POINT OF EXHAUSTION WHEN
NO ONE ELSE IS WATCHING



“100” FORMATION

DOUBLE WING



THE JET RUN PLAYS

- **RUN PLAYS**
- **40-41 JET**
- **42-43 JET**
- **36-27 COUNTER JET**
- **38-29 JET**

40 - 41 JET RULES

TE:

FSE: BLOCK THE DEFENDER IN THE MIDDLE THIRD OR HALF OF THE FIELD.

BSE: BLOCK THE DEFENDER IN THE MIDDLE THIRD OR HALF OF THE FIELD.

T:

FST: BUILD A WALL WITH THE FSG AND LOOK FOR THE 1ST LB INSIDE.

BST: ARC TO THE NEAR HIP OF THE MAN THE CENTER BLOCKS AND SEAL THE A-B GAP.

G:

FSG: VS. ODD- DOUBLE THE NG WITH THE CENTER. VS. EVEN – BLOCK THE 1ST LB INSIDE.

BSG: PULL AND TRAP 1ST UGLY SHIRT PAST THE FSG's DOWN BLOCK.

C:

VS. ODD – DOUBLE THE NG W/FSG. VS. EVEN – MOST DANGEROUS SHIRT BACKSIDE.

VS. GUARDS COVERED – BLOCK THE MAN OVER THE PULLING GUARD.

QB:

PIVOT ON PLAYSIDE FOOT. PUSH BALL BACK TO BSH W/ONE HAND. FAKE TO FB. FAKE BOOT AWAY.

RUN OUTSIDE THE WIDEST DEFENDER. SELL FAKE 20 YARDS.

FB:

STEP FORWARD WITH PS FOOT. RUN BETWEEN THE DOWN BLOCK AND THE TRAPPING GUARD.

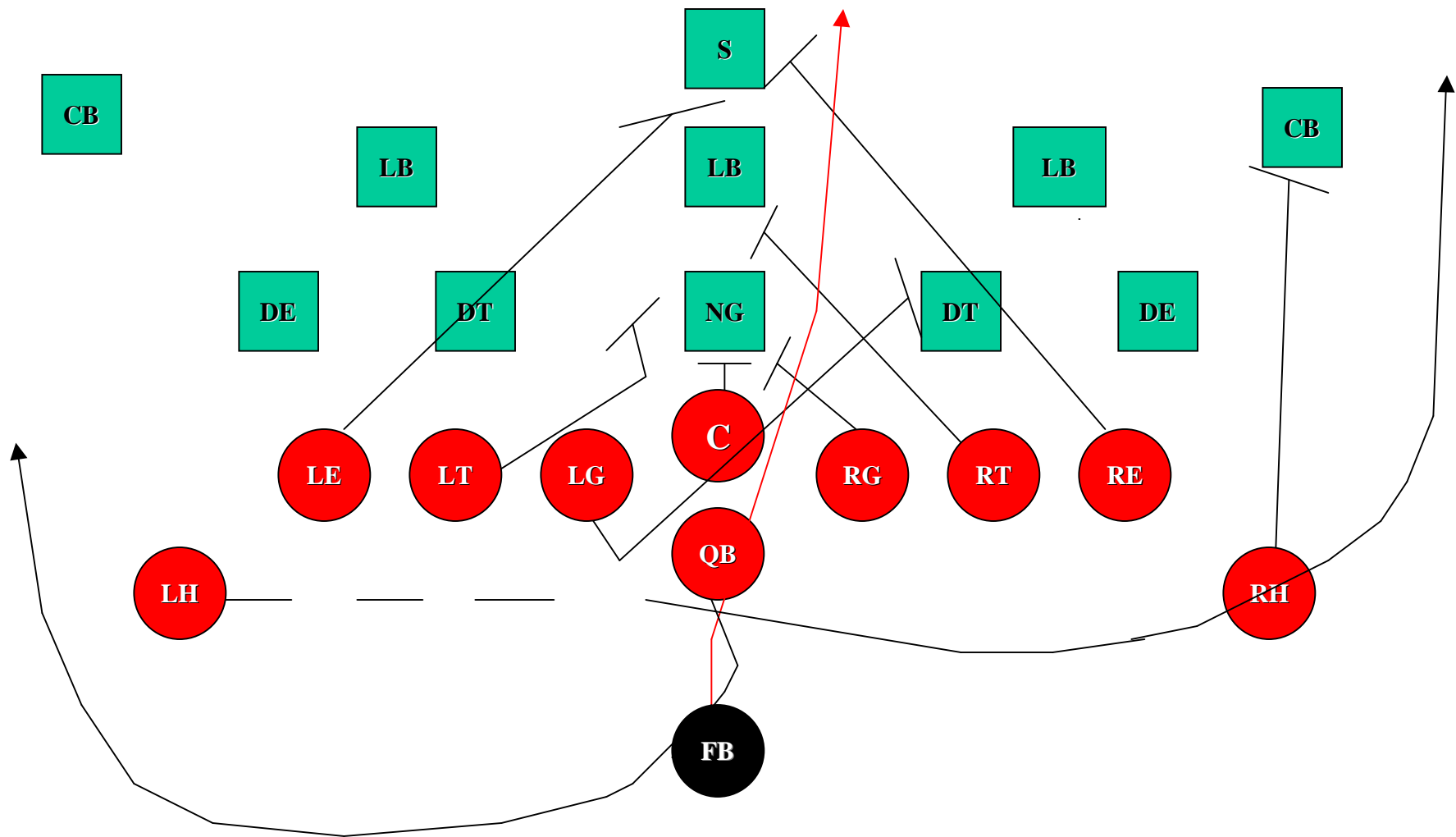
STAY IN THE FUNEL AND KEEP THE BALL WRAPPED UNTIL YOU KNOW YOU CAN SCORE!

HB:

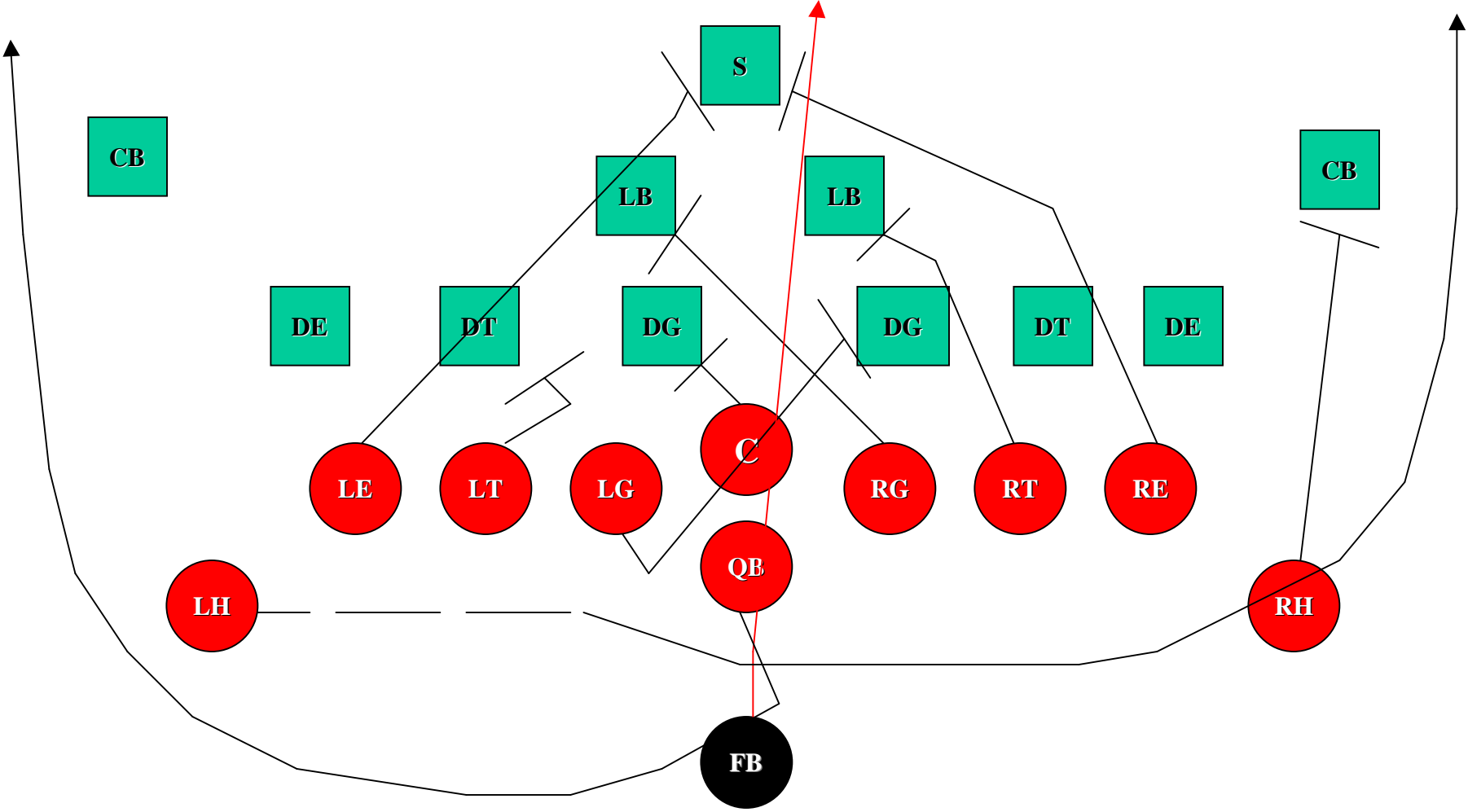
FSH: BLOCK THE DEFENDER IN THE OUTSIDE THIRD OR HALF OF THE FIELD.

BSH: RUN JET MOTION ACROSS THE FORMATION. POCKET AND RUN OVER THE QB's HANDS. RUN SWEEP FAKE. SELL FAKE FOR 20 YARDS.

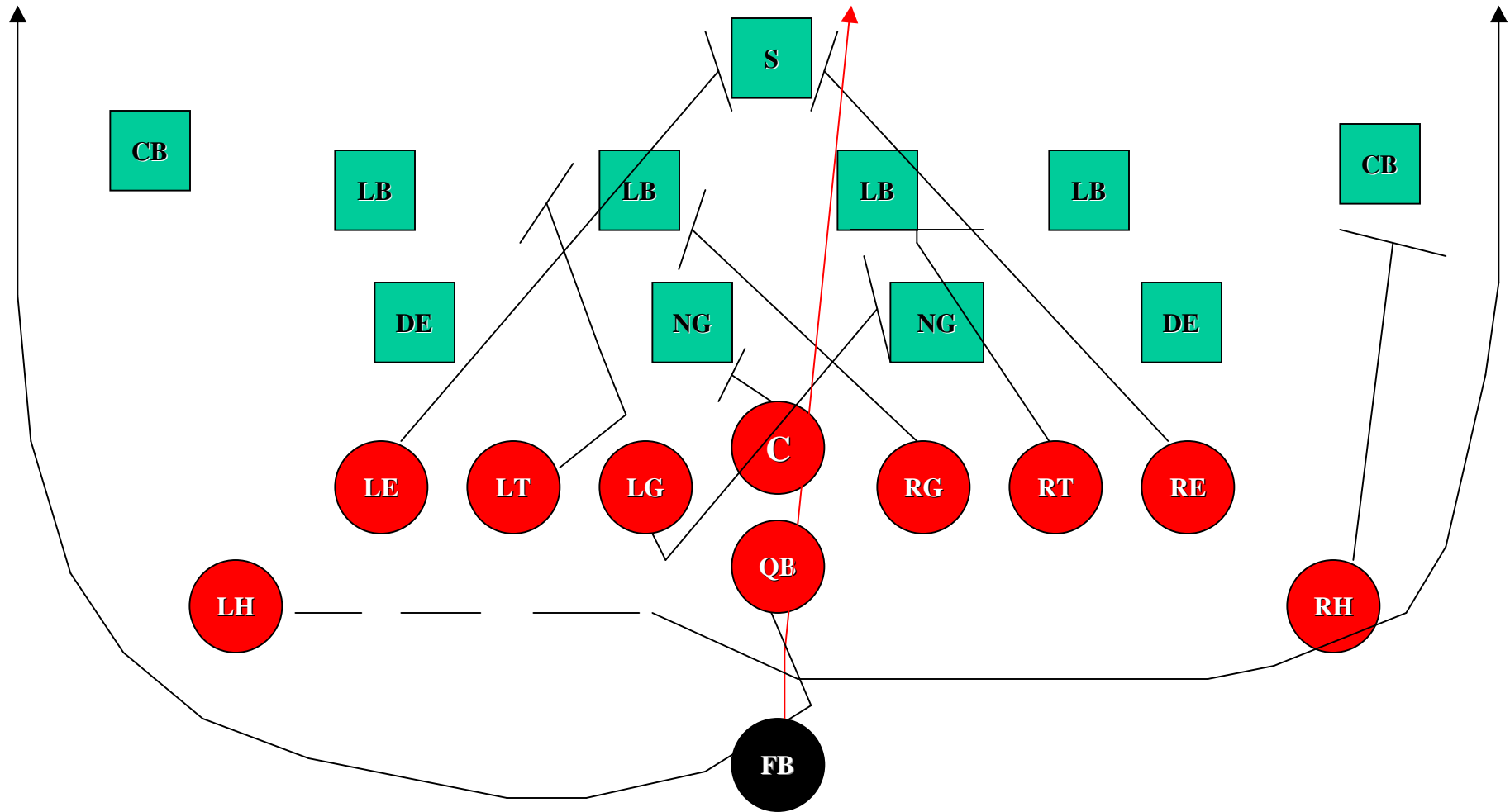
40 TRAP VS. 5-3 DEFENSE



40 JET VS. 6-2 DEFENSE



40 TRAP VS. 4-4 DEFENSE



42 - 43 JET RULES

TE:

FSE: BLOCK THE 1ST LB FROM THE CENTER OUT.

BSE: BLOCK THE DEFENDER IN THE MIDDLE THIRD OR HALF OF THE FIELD.

T:

FST: BLOCK DOWN ON 1ST DL INSIDE. IF INSIDE FSG LOOK FOR 1ST LB INSIDE.

BST: ARC TO THE NEAR HIP OF THE MAN THE CENTER BLOCKS AND SEAL THE A-B GAP.

G:

FSG: DOUBLE A 3 TECH. W/FST, SINGLE A 2 TECH. DOUBLE NOSE W/ CENTER VS. ODD FRONT.

BSG: PULL AND TRAP 1ST UGLY SHIRT PAST THE FST's DOWN BLOCK.

C:

VS. ODD – DOUBLE THE NOSE W/FSG. **VS. EVEN** – MOST DANGEROUS SHIRT BACKSIDE.

VS. GUARDS COVERED – BLOCK THE MAN OVER THE PULLING GUARD.

QB:

PIVOT ON PLAYSIDE FOOT. PUSH BALL BACK TO BSH W/ONE HAND. FAKE TO FB AND THEN FAKE BOOT BACKSIDE.

RUN OUTSIDE THE WIDEST DEFENDER. SELL FAKE FOR 20 YARDS.

FB:

STEP FORWARD WITH PS FOOT. RUN BETWEEN THE FST's BLOCK AND THE TRAPPING GUARD.

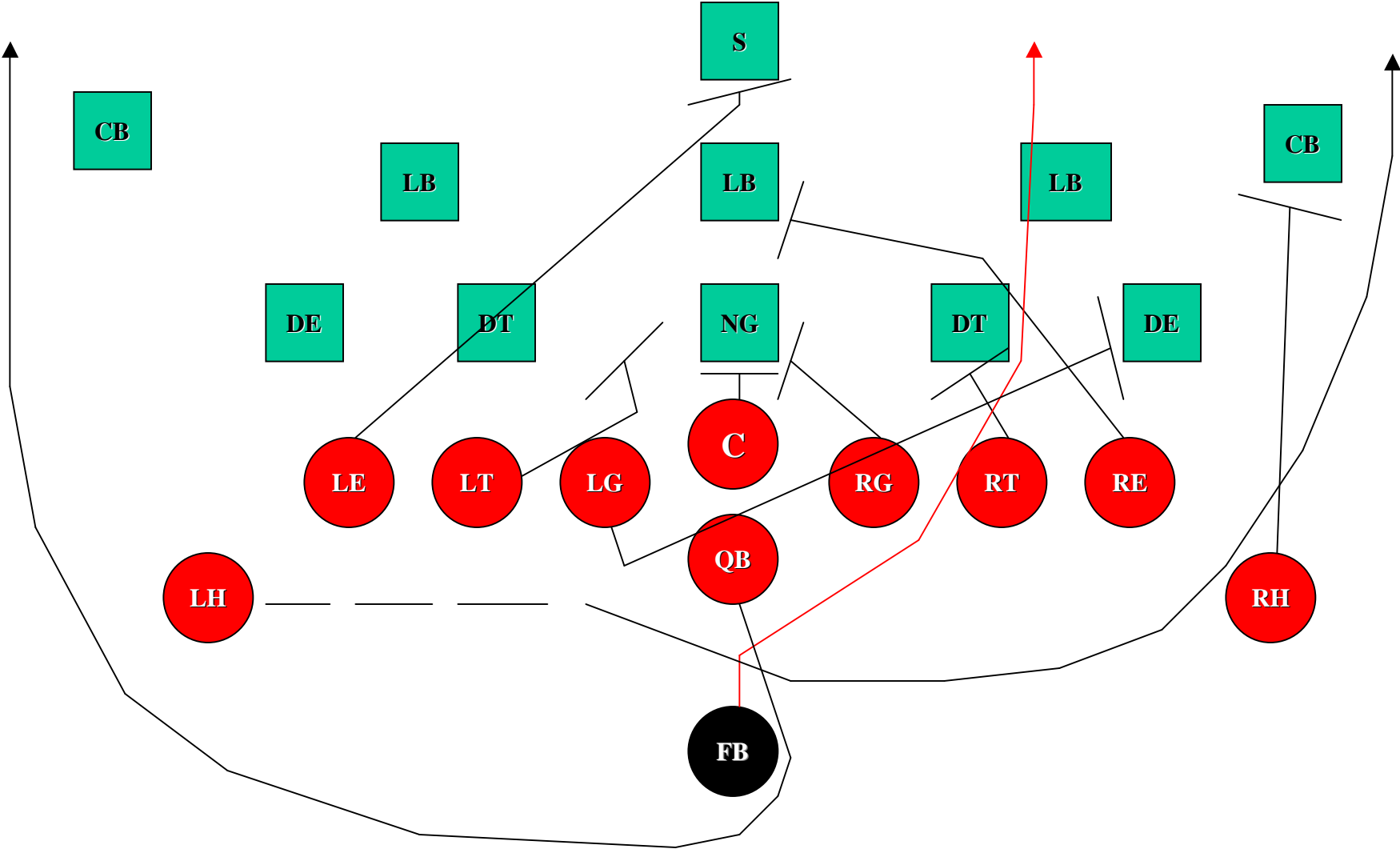
STAY IN THE FUNEL AND KEEP THE BALL WRAPPED UNTIL YOU KNOW YOU CAN SCORE!

HB:

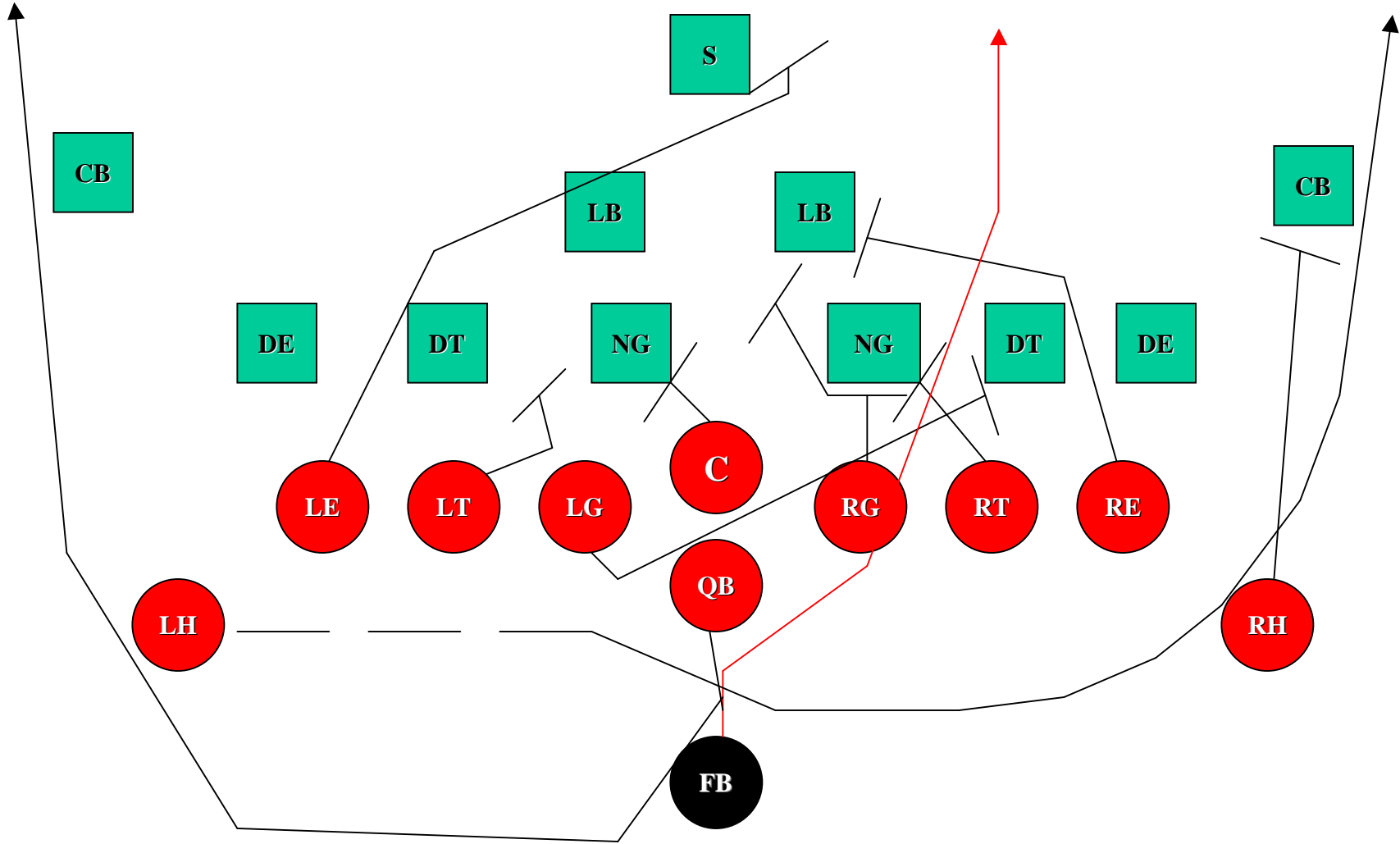
FSH: BLOCK THE DEFENDER IN THE OUTSIDE THIRD OR HALF OF THE FIELD.

BSH: RUN JET MOTION ACROSS THE FORMATION. POCKET AND RUN OVER THE QB's HANDS. RUN JUST OUTSIDE THE D-END. SELL FAKE FOR 20 YARDS.

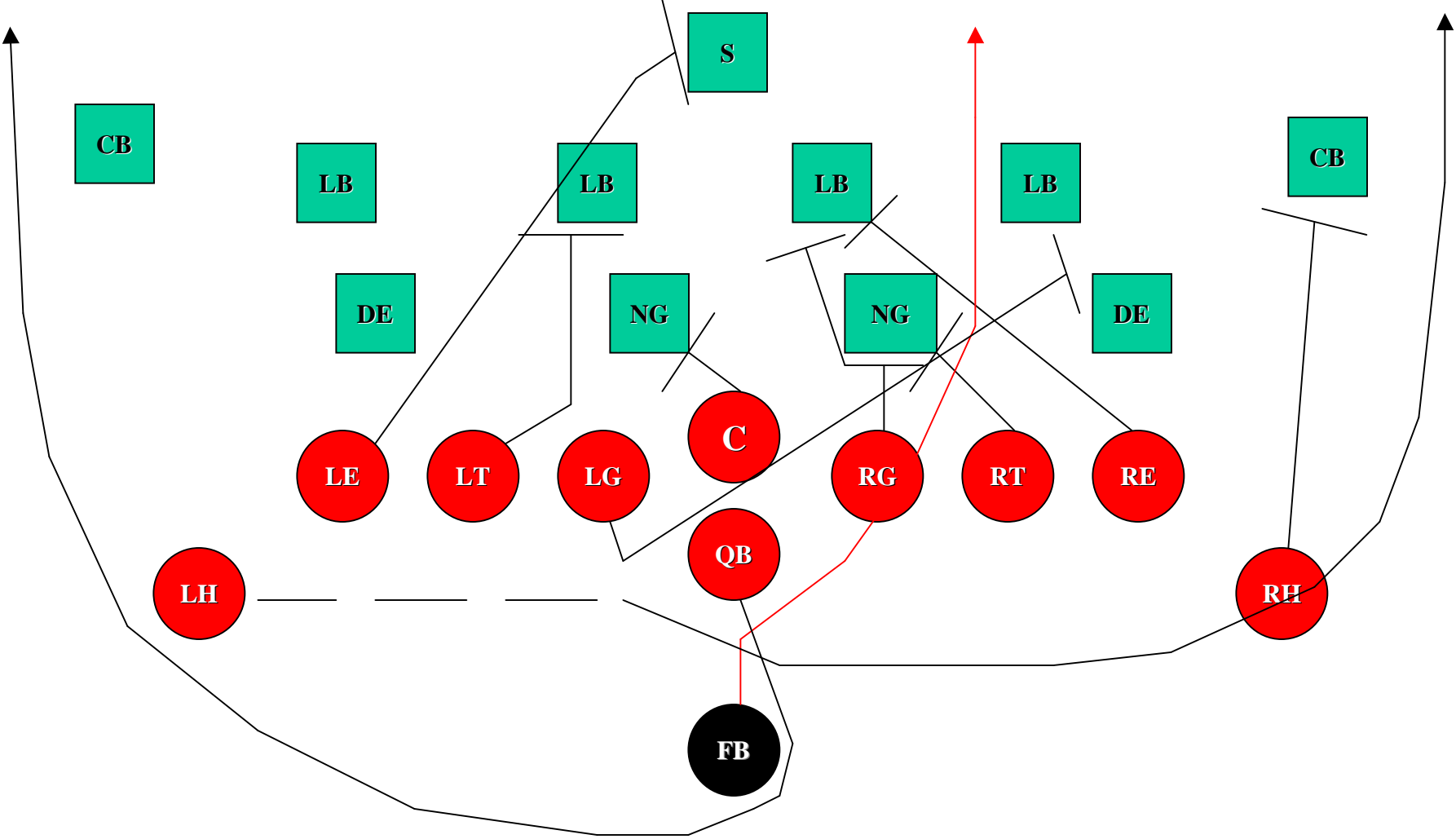
42 JET VS. 5-3 DEFENSE



42 JET VS. 6-2 DEFENSE



42 JET VS. 4-4 DEFENSE



36-27 COUNTER JET RULES

TE:

FSE: BLOCK DOWN ON THE FIRST MAN INSIDE.

BSE: ARC TO THE NEAR HIP OF THE MAN THE BSG BLOCKS AND SEAL THE HAND OFF AREA.

T:

FST: BLOCK DOWN ON THE FIRST MAN INSIDE.

BST: PULL BETWEEN THE FST'S BLOCK AND THE FB'S KICKOUT ON THE DE. BLOCK THE FIRST DANGEROUS SHIRT IN THE HOLE.

G:

FSG: BLOCK DOWN ON THE FIRST MAN INSIDE.

BSG: BLOCK DOWN ON THE FIRST MAN BACKSIDE.

C:

BLOCK DOWN ON THE FIRST MAN BACKSIDE.

QB:

PIVOT AND MAKE HANDOFF TO THE FSH AND THEN RUN BOOT FAKE TO PLAYSIDE.

WHEEL AROUND THE CORNER AND BLOCK THE FIRST DANGEROUS SHIRT.

FB:

STEP FORWARD WITH PS FOOT. BEND TO THE BACKSIDE AND KICKOUT THE FIRST DANGEROUS SHIRT PAST THE FST.

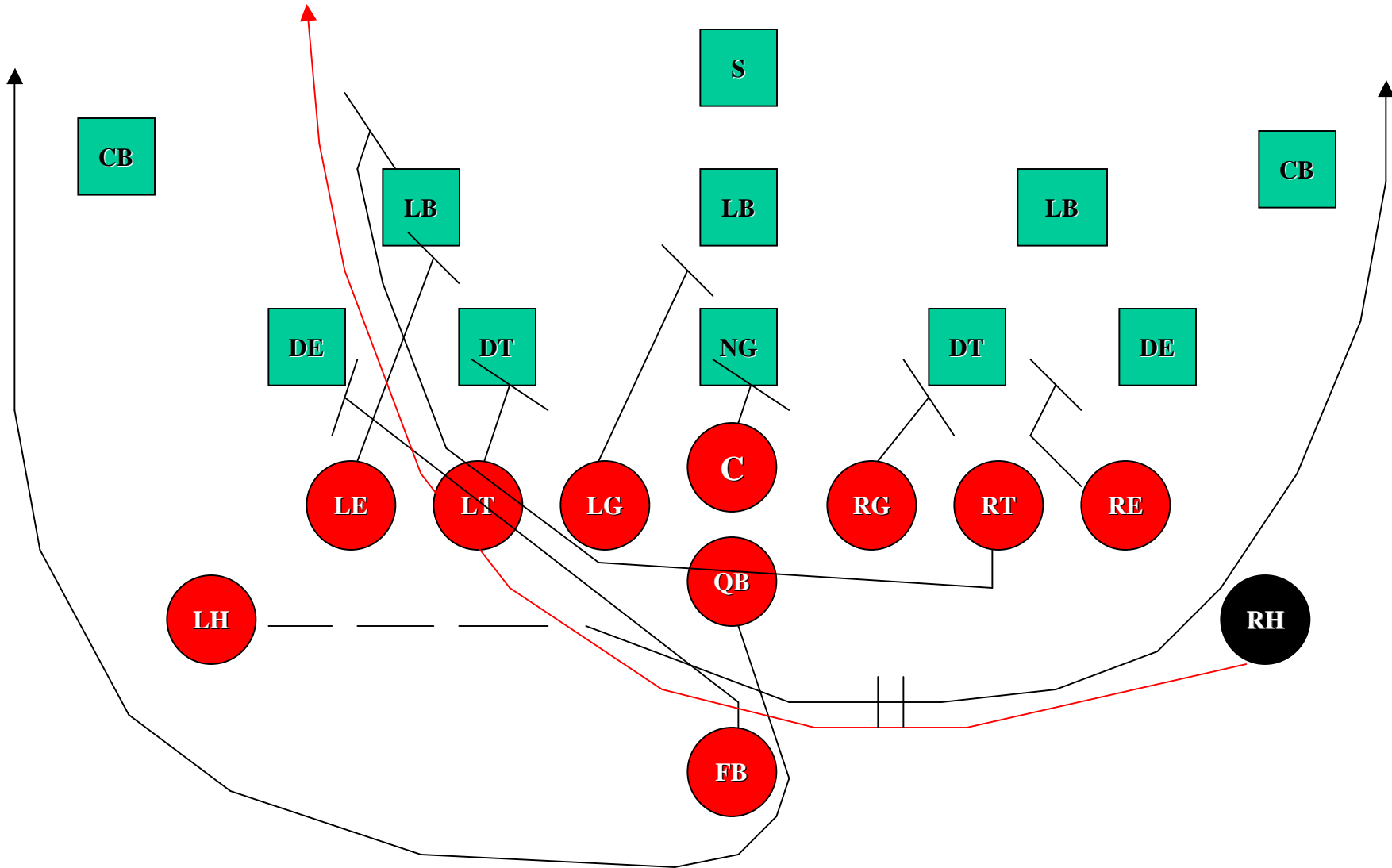
HB:

FSH: RUN JET MOTION. RECEIVE HANDOFF FROM QB AND AND GIVE OUTSIDE HAND OFF TO THE BSH. **DO NOT BE IN A HURRY!**

BSH: ON THE SNAP START TOWARDS THE FRONT SIDE. DO NOT BE IN A HURRY. RUN WITH YOUR EYES OPEN. FOLLOW THE PULLING TACKLE.

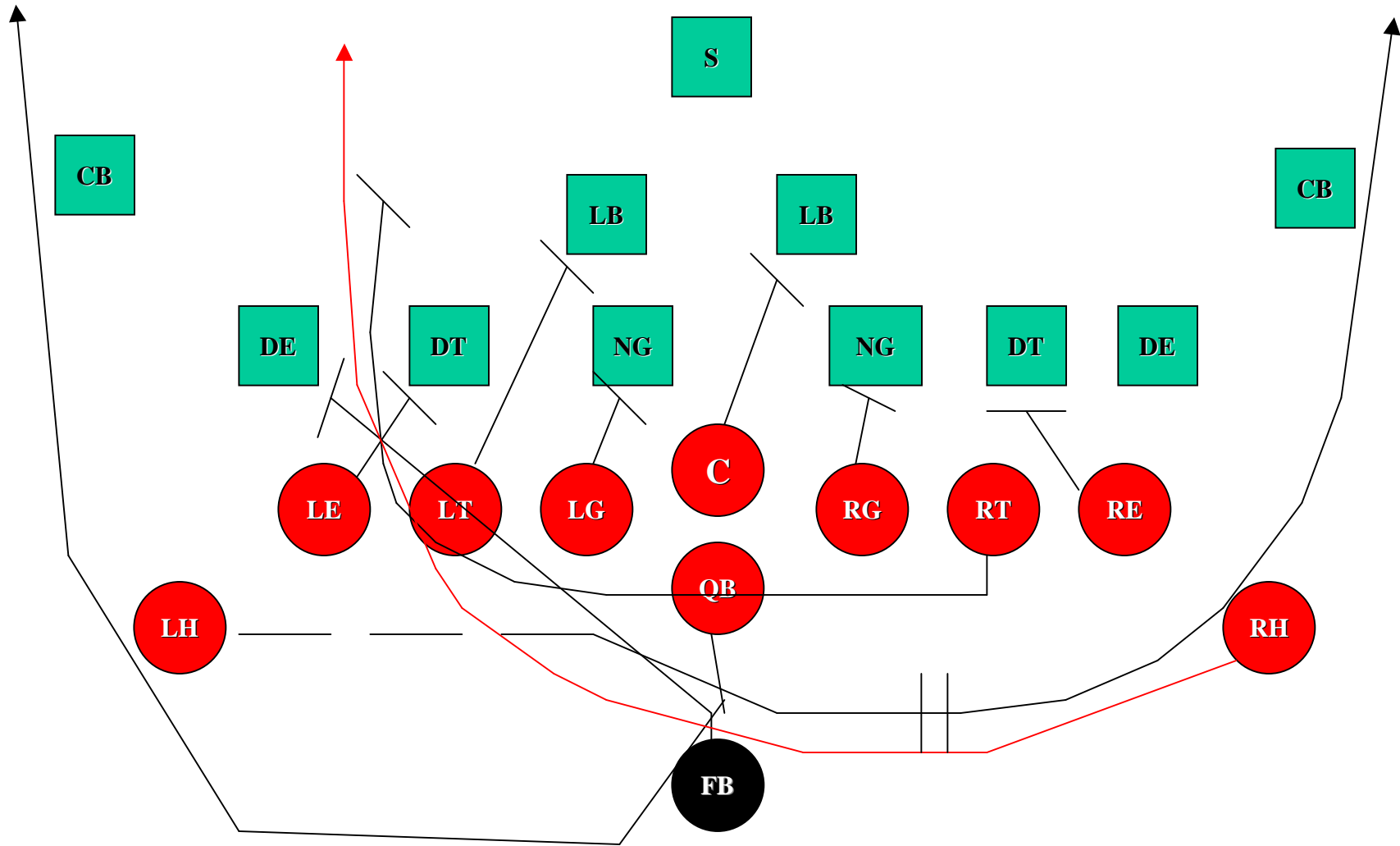
27 COUNTER JET VS. 5-3

DEFENSE



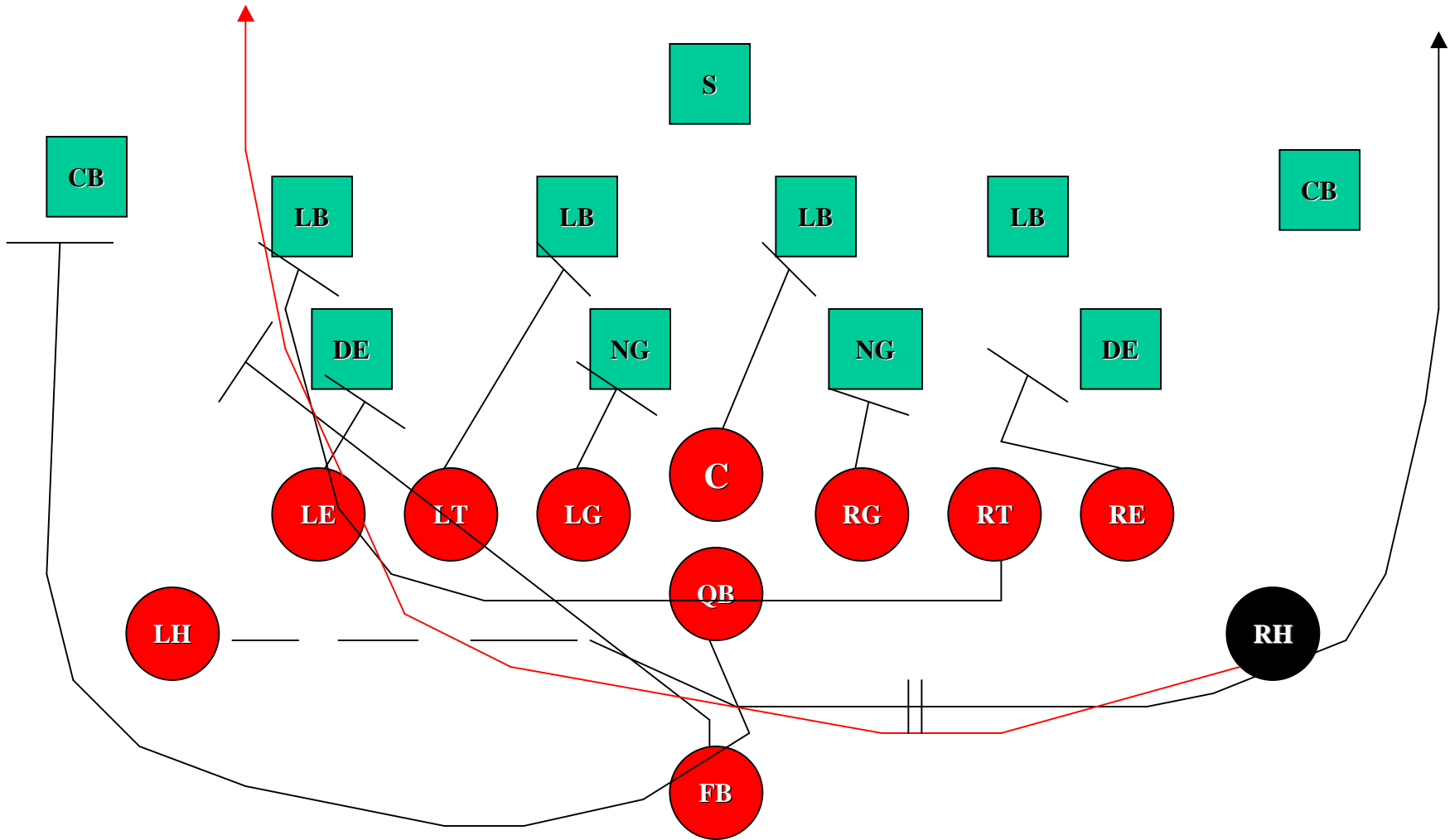
27 COUNTER JET VS. 6-2

DEFENSE



27 COUNTER JET VS. 4-4

DEFENSE



38-29 JET RULES

TE:

FSE: BLOCK THE MAN ON THE LINE OF SCRIMMAGE THAT YOU HAVE THE BEST OPPORTUNITY TO BLOCK. IDENTIFY HIM AS #3.

BSE: BLOCK THE DEFENDER IN THE DEEP 1/3 OR 1/2 OF THE FIELD.

T:

FST: BLOCK THE 1ST MAN INSIDE OF THE MAN THE FSE BLOCKS.

BST: ARC TO THE NEAR HIP OF THE MAN THE CENTER BLOCKS AND SEAL THE BACKSIDE A-B GAP.

G:

FSG: PULL PLAYSIDE. READ THE WB'S BLOCK AND BLOCK THE 1ST DANGEROUS SHIRT.

BSG: PULL AND TRAP THE 1ST UGLY SHIRT PAST THE CENTER.

C:

VS. ODD: BLOCK THE NOSE.

VS. EVEN: BLOCK THE MOST DANGEROUS SHIRT BACKSIDE.

QB:

PIVOT AND MAKE HANDOFF TO THE BSH. GIVE OPEN HAND FAKE TO FB. THEN RUN BOOT FAKE TO BACKSIDE.

RUN OUTSIDE THE WIDEST DEFENDER FOR A FAKE OF 20 YARDS.

FB:

STEP FORWARD WITH PS FOOT AND ROCK THE CRADLE INTO THE FS B-GAP.

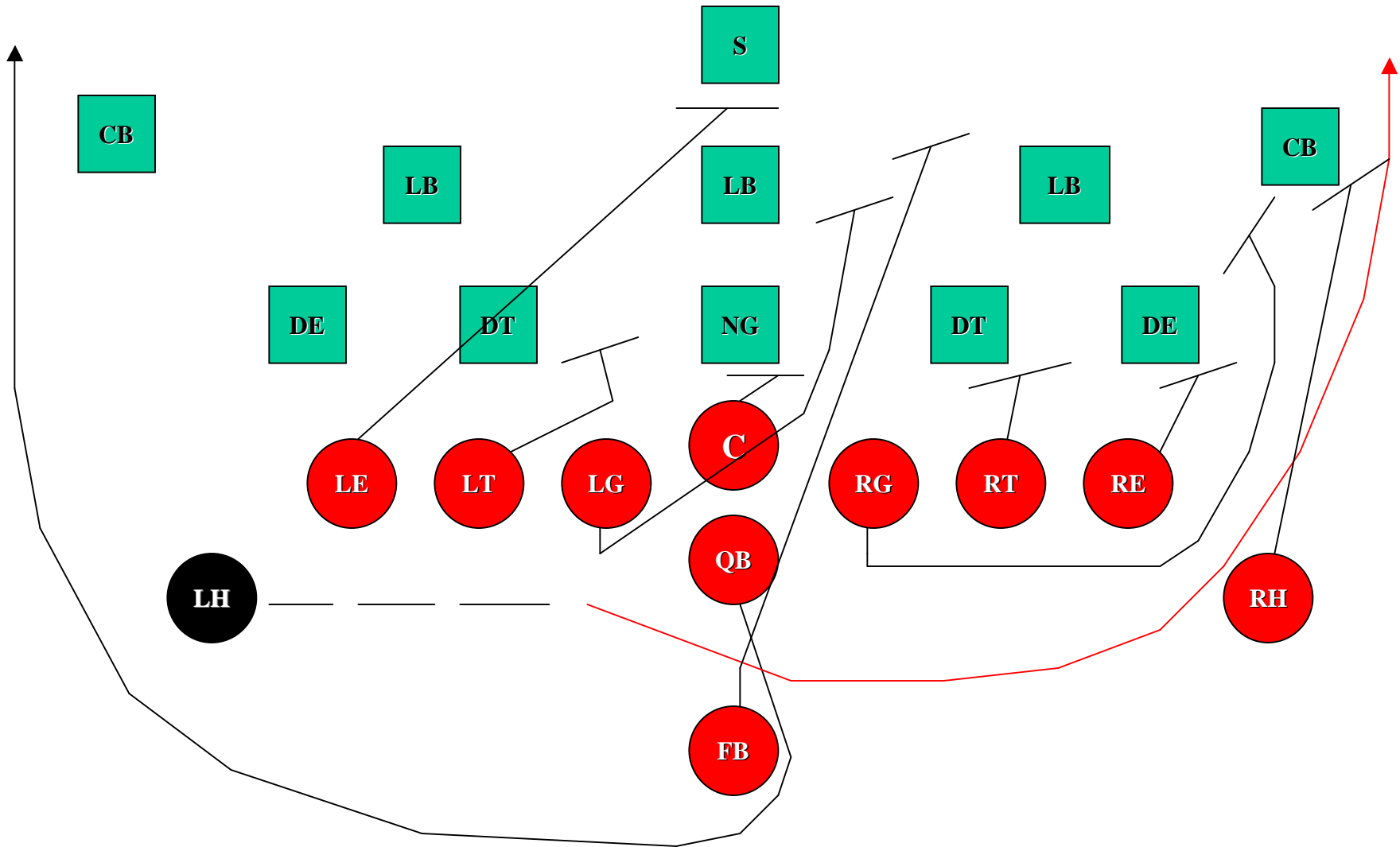
RUN OVER THE FIRST DANGEROUS SHIRT.

HB:

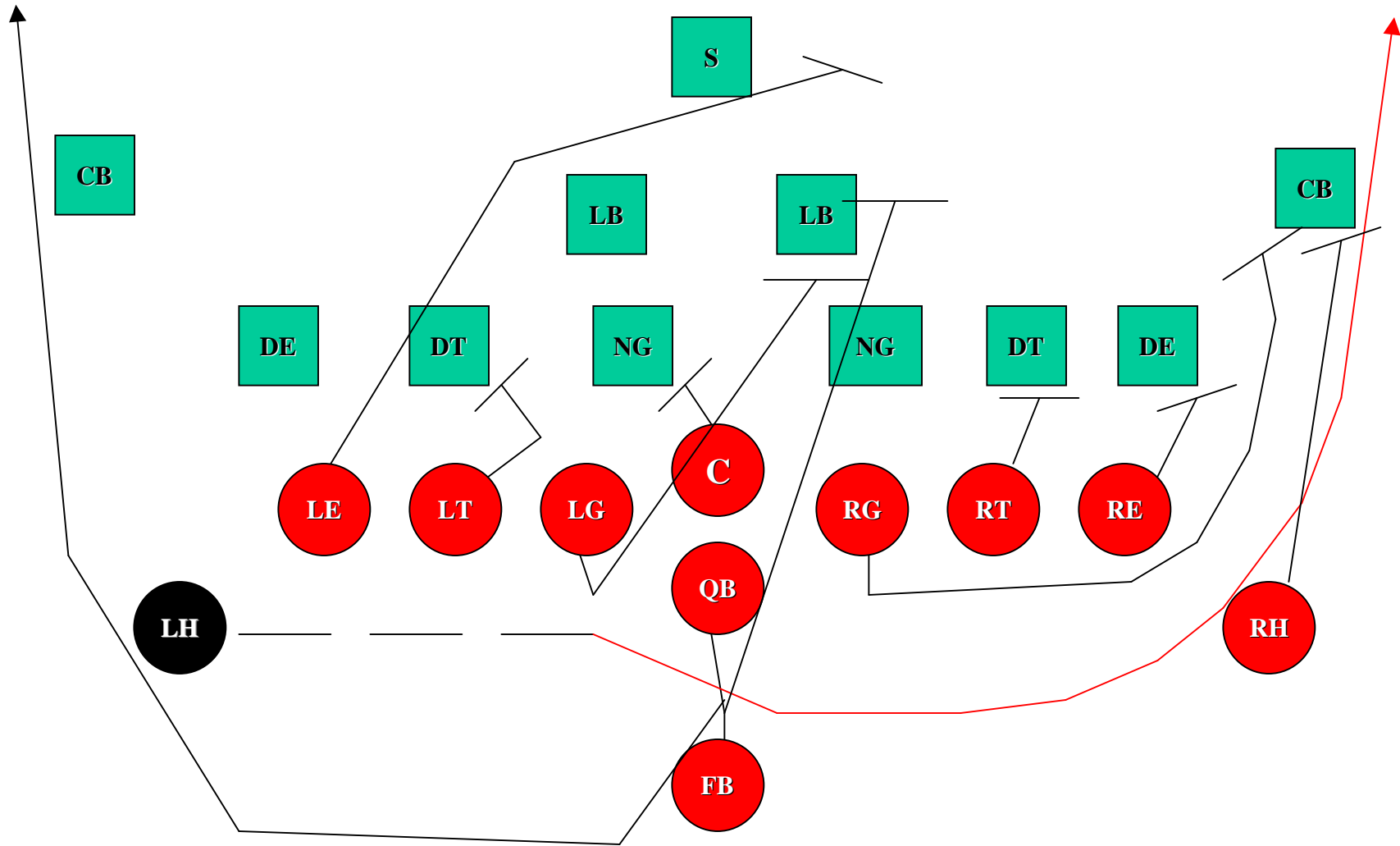
FSH: RUN JET MOTION. RECEIVE HAND OFF FROM QB AND FOLLOW THE PULLING GUARD. WE WANT TO GO WIDE IF POSSIBLE.

BSH: BLOCK THE 1ST MAN OUTSIDE OF THE MAN THE FSE BLOCKS.

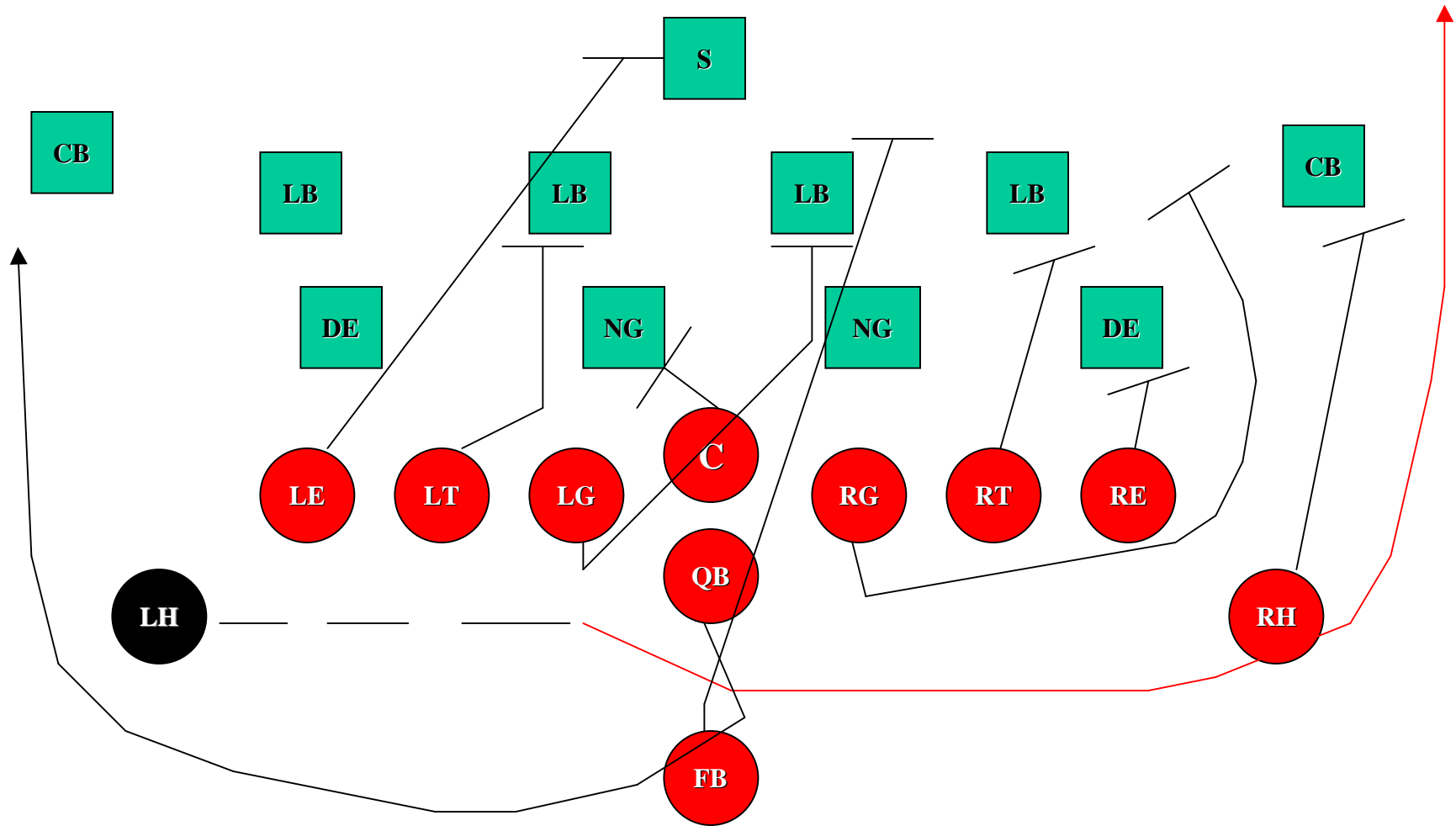
38 JET VS. 5-3 DEFENSE



38 JET VS. 6-2 DEFENSE



38 JET VS. 4-4 DEFENSE



GET UP - QUICK!

SUCCESS IS DETERMINED NOT BY HOW
MANY TIMES YOU GET KNOCKED DOWN,
BUT HOW QUICKLY YOU GET BACK UP.

YOU WILL GET KNOCKED DOWN.

GET UP!

GET OVER IT!!

GET BACK IN THE GAME!!!

