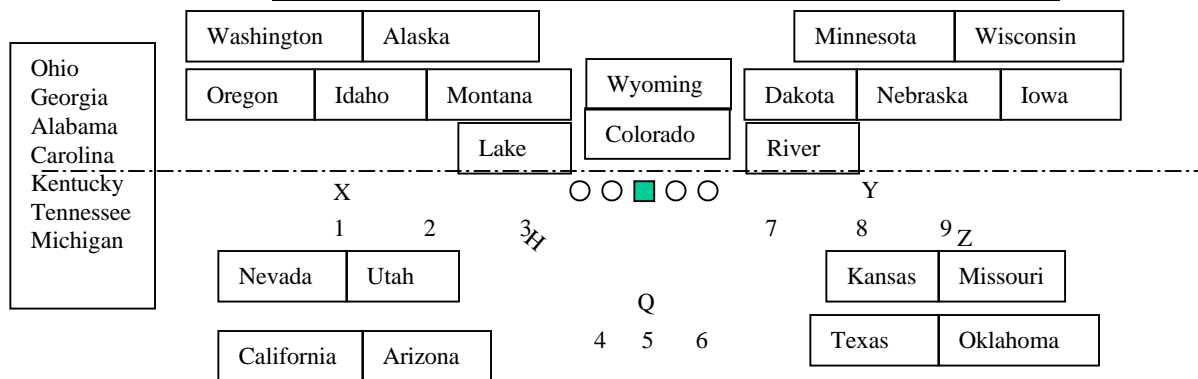


FORMATIONS, ALIGNMENTS, NUMBERING



Alignments:

All linemen split vertically as far off the football as possible. Horizontal splits per athletic ability. Tackles are in a 2 point stance when not covered by a tight end.

X- align outside the numbers always **on** the line of scrimmage.

Y - align splitting Z and the tackle **on** the line of scrimmage.

Z- align align inside the numbers always **off** the line of scrimmage.

H- align 1x2 off the tackle at a 45 degree angle in a 2 point stance when aligned as a near slot. When aligned as a wide slot normal receiver stance **off** the line of scrimmage. When aligned as a power fullback then split the Q and S in a 3 point stance.

S - align in a 2 point stance per the formation call. When in a gun formation align toe to heel behind the Q and directly behind the guard. When Q is under center then align 6 yards off his butt.

Q- align 5 yards off the centers butt when in a gun formation.

Formations:

All series 1-9 less 5 is shotgun formation. All 5 series is "I" or single back formation with Q under center.

When a formation is "right" then Y is always right. When "left" then Y is always left. Y sets the formation called. X and H always aligns opposite of Y unless tagged otherwise and Z always aligns with Y unless tagged otherwise. Q and S align per the play call.

Solo is the base formation and is changed by adding in an auto manufacturer into the play call such as Mercedes, Dodge, Ford. Foreign makers tells Y to align as a tight end. Domestic makers tells both Y and H to align as tight ends and X flexes off the line of scrimmage. Play calling is 100% no huddle with all positions using a wrist coach

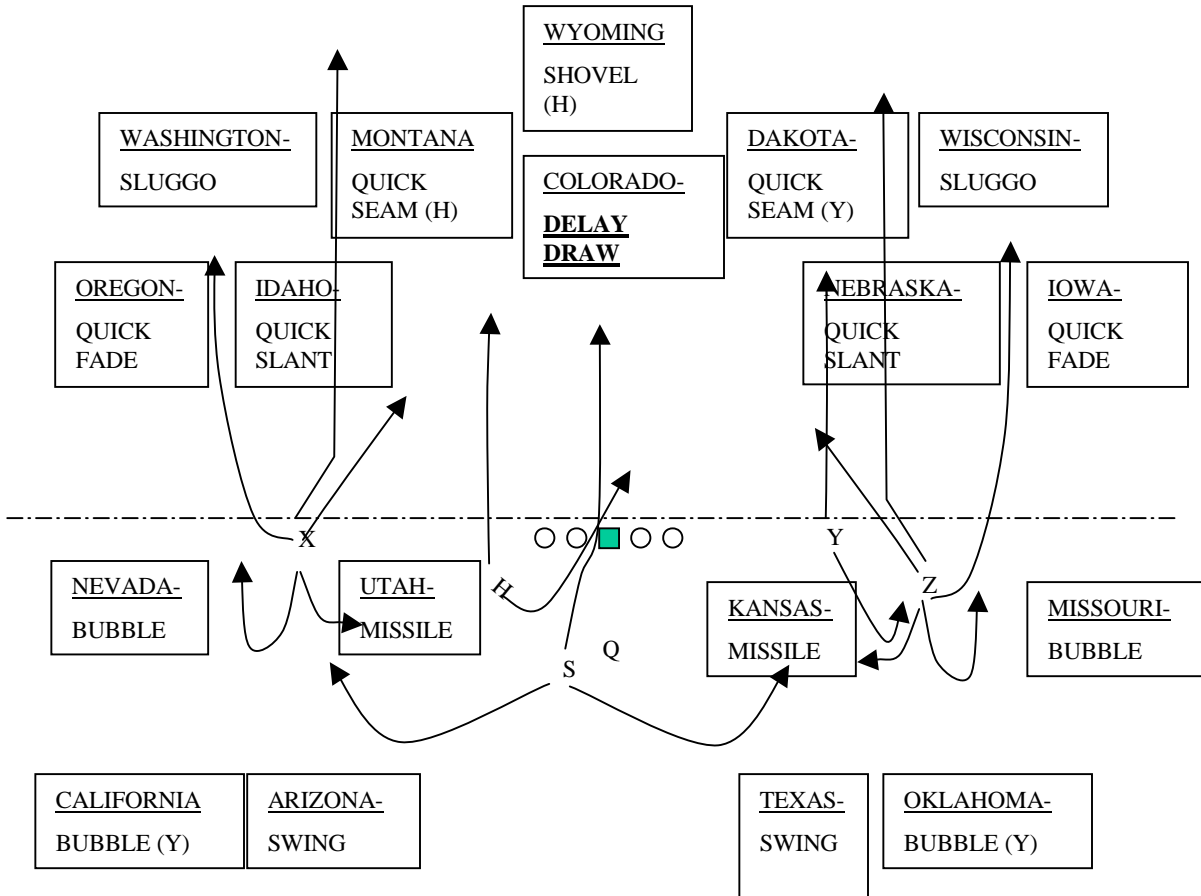
Numbering System:

Tag alignments are always from left to right starting with 1 and ending with 9. Hole numbering is deleted and replaced with zones that match up the tag numbering. 0 alignment or motion monument is at the centers butt cheek and is not part of the zone numbering system. The Super back is always tagged first, then H, then Z and then X if necessary. The Q and Y are always aligned per the formation call. Off tackle plays are 4 or 6 calls, gut plays are 5 calls, sweeps are 2 or 8 calls. The eligible positions are numbered Q-1 S -2 H-3 Z-4 X-5 Y -6.

Audible Alignments:

All audibles will be tagged by geography in conjunction with the cadence. The center of the formation is Colorado with Colorado being the only run audible. The audible from run to pass will use states left of Colorado for passing left and states to the right of Colorado for passing right. States above Colorado on the map will represent passes downfield such as fades and slants. States below Colorado on the map will represent passes behind the line of scrimmage such as bubble screens and swing routes. The cadence will always include a state east of the Mississippi to represent the shift from the huddle to position per the play call. Audibles will be represented by states west of the Mississippi using Colorado as the center of the formation. Fake audibles are colors, animals and states east of the Mississippi after the shift out of the huddle.

**AUDIBLES FOR ANY RUN PLAY CALL THAT INCLUDES THE
KEYWORD "OPTION"**



ALL AUDIBLES KILLS ANY DESIGNED MOTIONS !!!

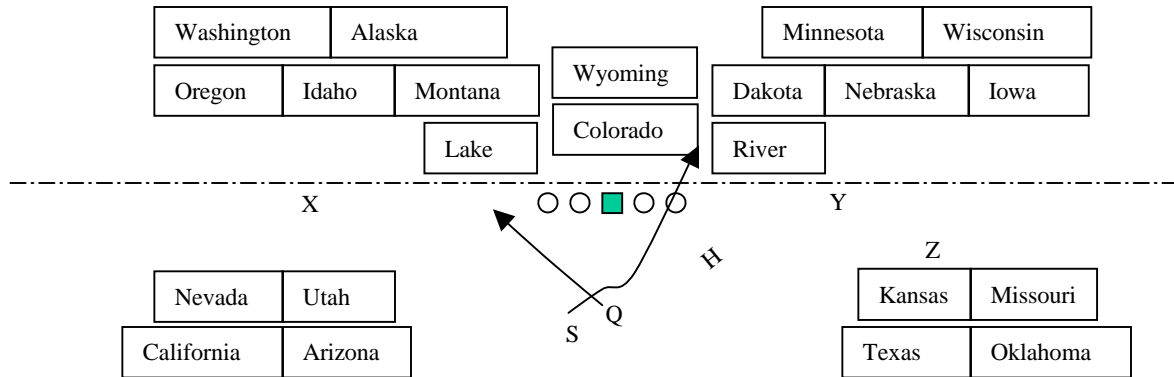
WHICH EVER BACK IS ALIGNED 44 OR 66 MUST LISTEN FOR LINE CALL RIGHT AFTER AN AUDIBLE IS CALLED....'L' KEYWORDS MEANS BLOCK TO THE LEFT SIDE B GAP..'R' WORDS MEANS BLOCK TO THE RIGHT SIDE B GAP. IF NO DEFENDER RUN OUTSIDE SHALLOW ROUTE AS AN OUTLET.

YOU MAY NOT CROSS THE LOS AND BLOCK ANY BACKER...THAT IS ILLEGAL.

IF TEXAS OR ARIZONA IS CALLED THEN IGNORE THE LINE CALL BUT GIVE THE Q A VERY QUICK TARGET.

Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

44 RIGHT-H77-26 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 7, attack inside number of near 2nd level defender

S – align 4, run to zone monument.

Q- align 5, mesh with S then away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

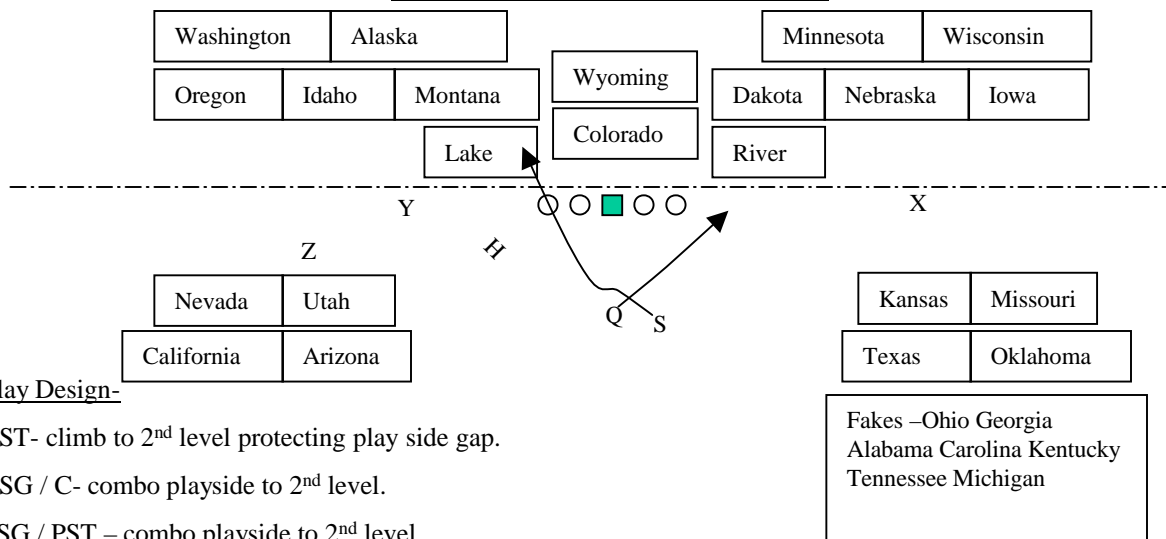
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep naked.

66 LEFT-H33-24 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 3, attack inside number of near 2nd level defender

S – align 6, run to zone monument.

Q- align 5, play action with S then run option with Z.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

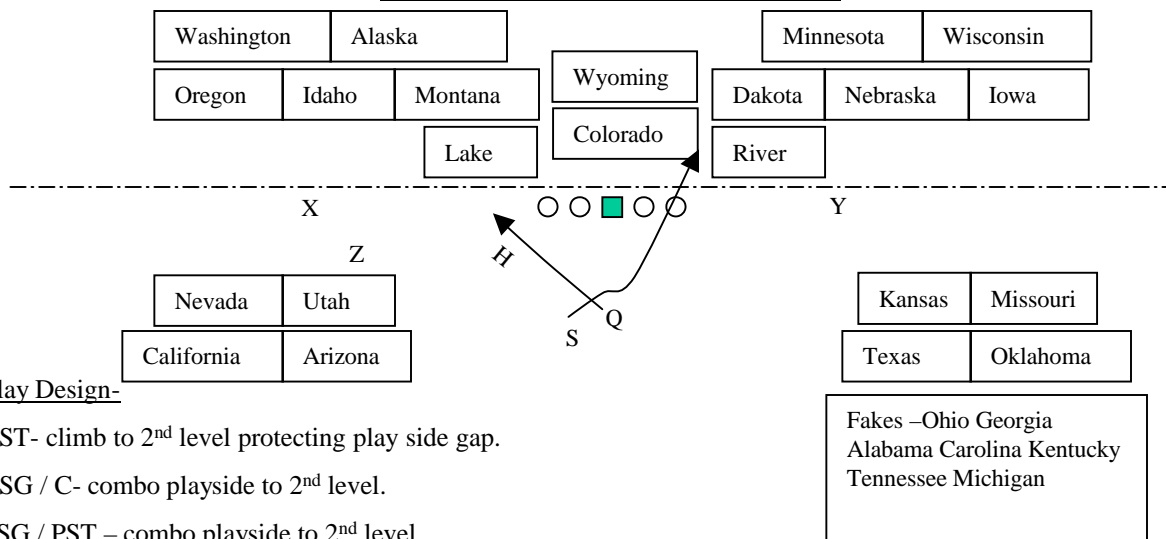
Z, X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep naked.

44 RIGHT-Z11-26 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 3, attack outside number of near 2nd level defender

S – align 4, run to zone monument.

Q- align 5, mesh with S then away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

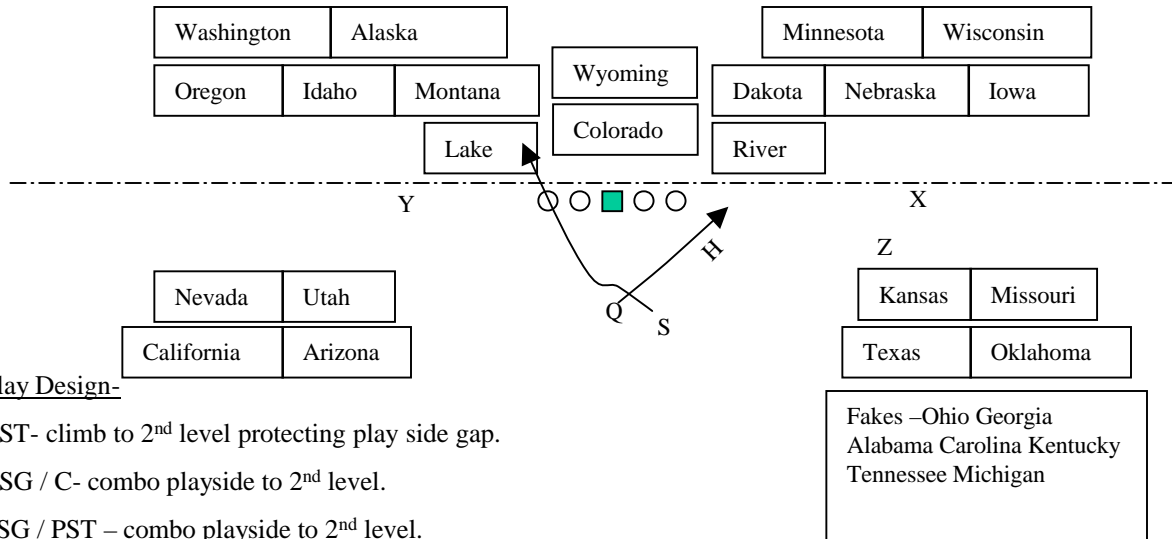
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep and play off H.

66 LEFT-Z99-24 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 7, attack outside number of near 2nd level defender

S – align 6, run to zone monument.

Q- align 5, play action with S then run option with Z.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

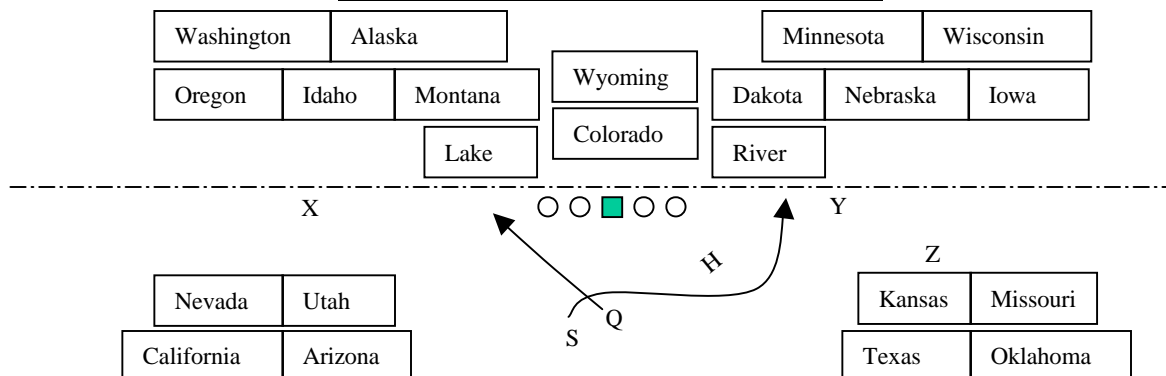
Z, X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep and play off H.

44 RIGHT-H77-28 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 7, attack inside number of near 2nd level defender

S - align 4, run to monument.

Q- align 5, mesh with S then away.

Position Technique-

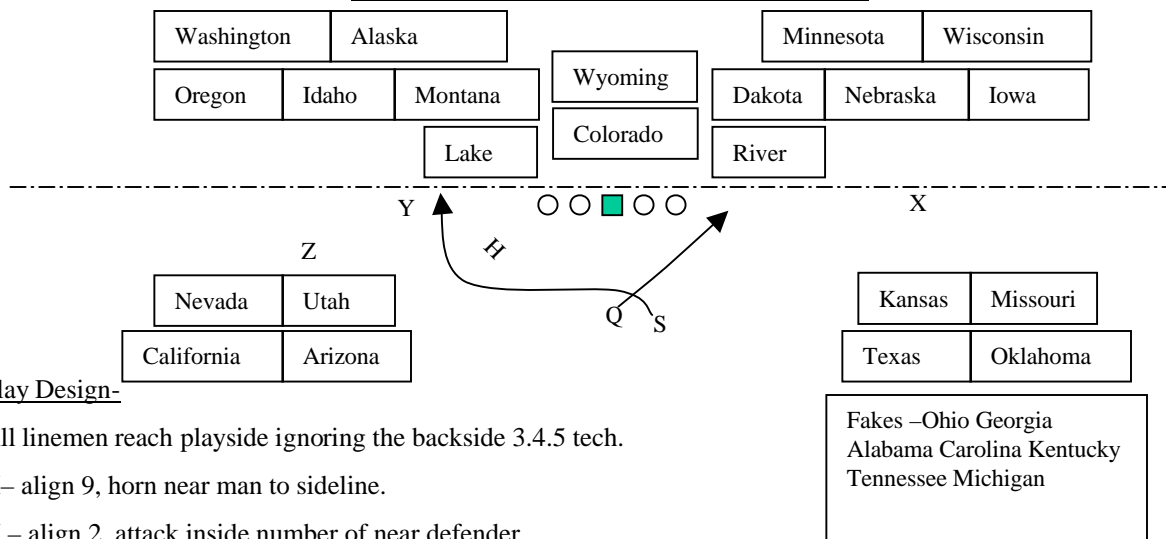
All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance. Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then get outside reading H and Y. Pick an alley and take it square. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep naked.

66 LEFT-H33-22 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 3, attack inside number of near 2nd level defender

S - align 6, run to monument.

Q- align 5, play action with S then run option with Z.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

Z, X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

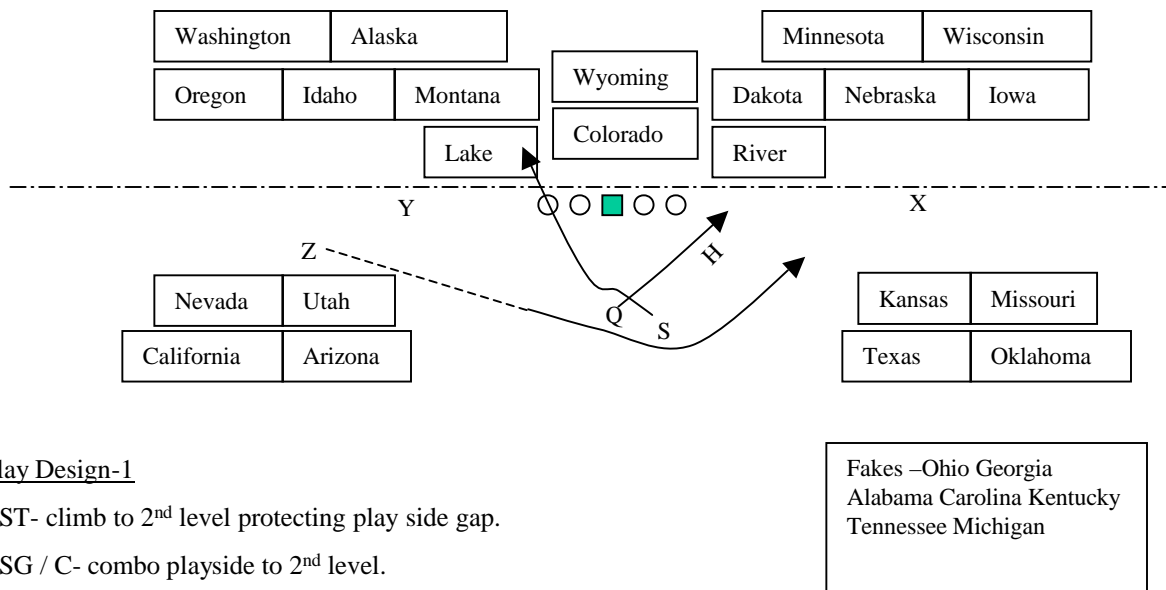
H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then get outside reading H and Y. Pick an alley and take it square. Do not move until the snap is seated.

Q must bucket step after the snap is seated and mesh with S selling the fake away. Do not ride the S back past his hip. Read the backside defensive end. If he crashes then keep naked.

66 LEFT-Z15-24 IZ READ OPTION

7



Play Design-1

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, orbit motion on queue to 5 then run option with Q.

H- align 7, attack outside number of near 2nd level defender

S – align 6, run to zone monument.

Q- align 5, play action with S then run option with Z.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

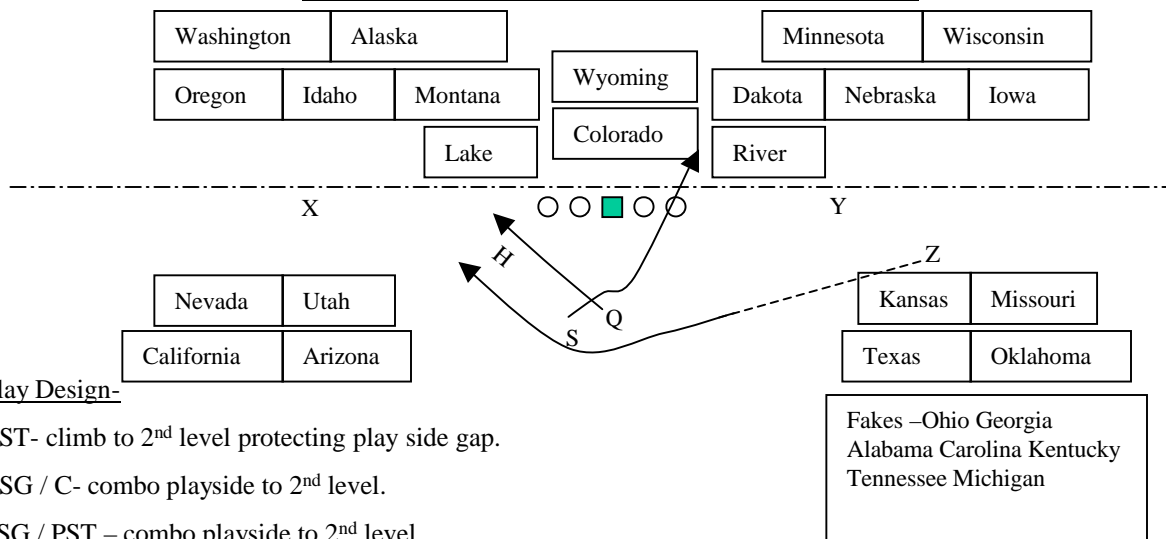
Z must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the S back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with Z. If the d-end plays contain then give to the S back. Prior to the snap count defenders in the tackle box and then read the defender on X to Y. Y must be the last read. If either the zone or the option outnumbers the box then run whichever play outnumbers. If X is being played soft run the missile screen to X. If X is being played hard with no cover support then run fade to X. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

44 RIGHT-Z95-26 IZ READ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, orbit motion on queue to 5 then run option with Q.

H- align 3, attack outside number of near 2nd level defender

S – align 4, run to zone monument.

Q- align 5, play action with S then run option with Z.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

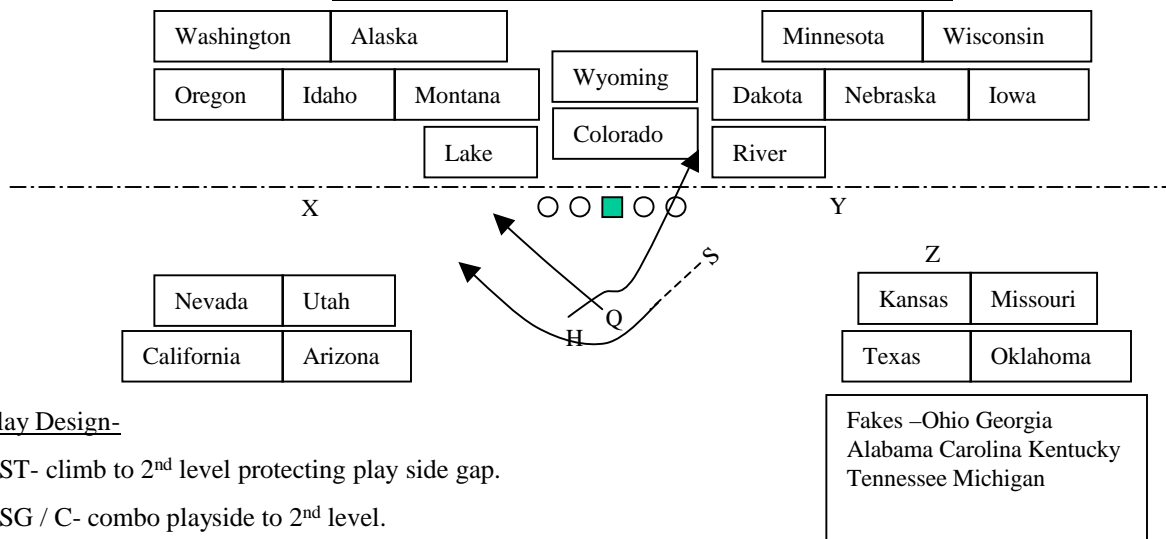
Z must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary.

H must stalk block the near defender to the second level as quickly as possible. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the S back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with Z. If the d-end plays contain then give to the S back. Prior to the snap count defenders in the tackle box and then read the defender on X to Y. Y must be the last read. If either the zone or the option outnumber the box then run whichever play outnumbers. If X is being played soft run the missile screen to X. If X is being played hard with no cover support then run fade to X. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

75 RIGHT-H44-26 IZ READ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, horn near man to sideline.

S- align 7, orbit motion on queue to 5 then run option with Q.

H – align 4, run to zone monument.

Q- align 5, play action with H then run option with S.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

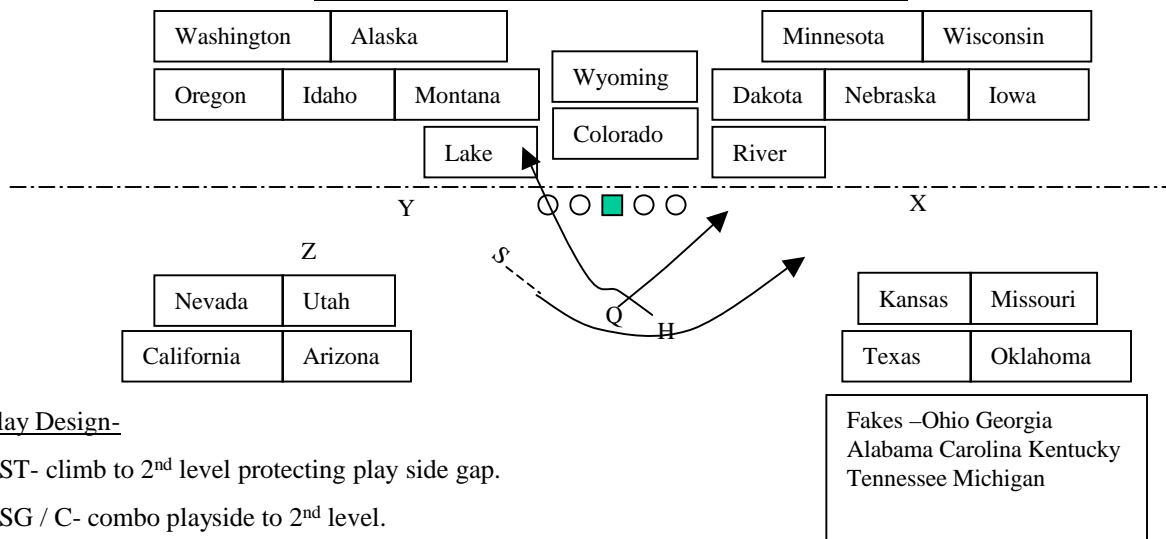
X, Y and Z must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

S must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the H back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with S. If the d-end plays contain then give to the H back. Prior to the snap count defenders in the tackle box and then read the defender on X to Z. Z must be the last read. If either the zone or the option outnumbers the box then run whichever play outnumbers. If X or Z is being played soft run the missile screen to X or Z. If X or Z is being played hard with no cover support then run fade to X or Z. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

35 LEFT-H66-24 IZ READ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, horn near man to sideline.

S- align 3, orbit motion on queue to 5 then run option with Q.

H – align 6, run to zone monument.

Q- align 5, play action with H then run option with S.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

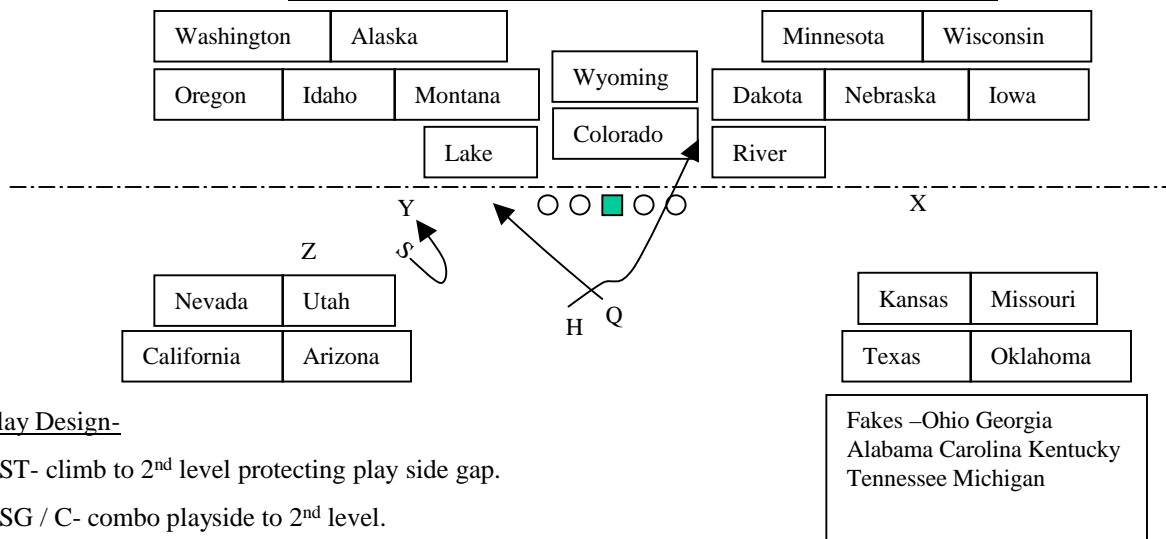
X, Z and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

S must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the H back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with S. If the d-end plays contain then give to the H back. Prior to the snap count defenders in the tackle box and then read the defender on X to Z. Z must be the last read. If either the zone or the option outnumbers the box then run whichever play outnumbers. If X or Z is being played soft run the missile screen to X or Z. If X or Z is being played hard with no cover support then run fade to X or Z. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

22 DROP LEFT-H44-26 IZ READ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, horn near man to sideline.

S- align 2, drops then run option with Q.

H – align 4, run to zone monument.

Q- align 5, play action with H then run option with S.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

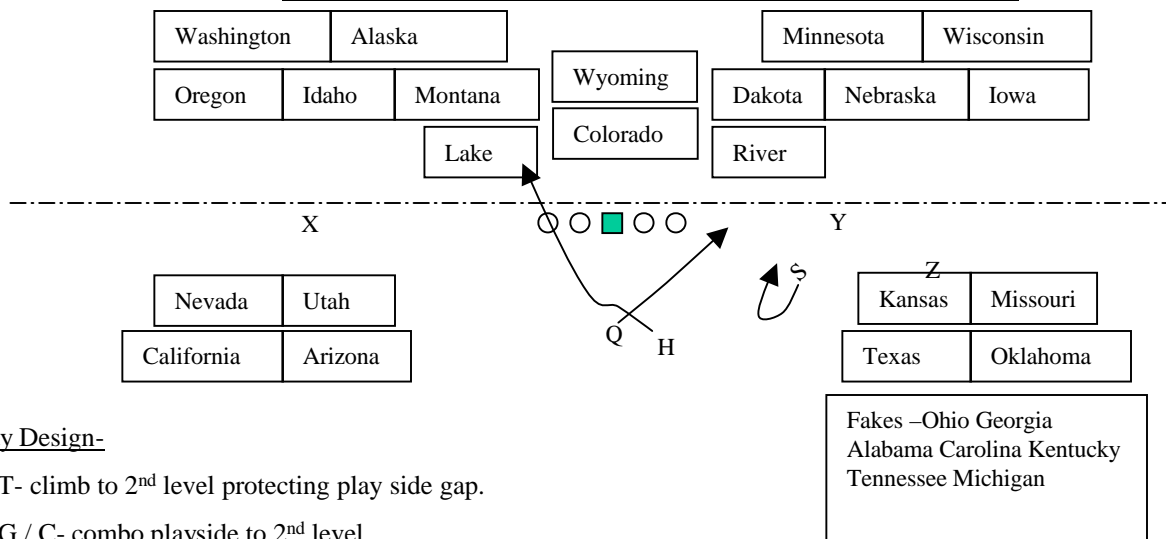
X, Z and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

S drops then breaks out towards own goal. S must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the H back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with S. If the d-end plays contain then give to the H back. Prior to the snap count defenders in the tackle box and then read the defender on X, Y to Z. Y must be the last read. If either the zone or the option outnumbers the box then run whichever play outnumbers. If X or Z is being played soft run the missile screen to X or Z. If X or Z is being played hard with no cover support then run fade to X or Z. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

88 DROP RIGHT-H66-24 IZ READ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, horn near man to sideline

S- align 8, drop then run option with Q.

H – align 6, run to zone monument.

Q- align 5, play action with H then run option with S.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

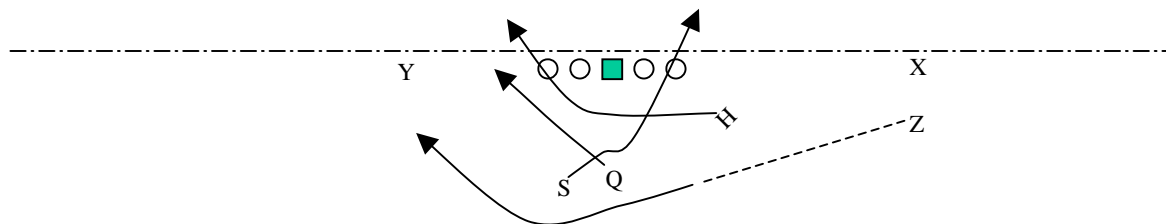
X, Z and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

S drops then breaks out towards own goal at the snap. S must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the H back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with S. If the d-end plays contain then give to the H back. Prior to the snap count defenders in the tackle box and then read the defender on X, Y to Z. Y must be the last read. If either the zone or the option outnumber the box then run whichever play outnumbers. If X or Z is being played soft run the missile screen to X or Z. If X or Z is being played hard with no cover support then run fade to X or Z. If the Y defender sugars run the Y bubble regardless of the cover support or option away from the Y defender.

44 LEFT-Z95-H SHOVEL-26 IZ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 9, orbit motion on queue to 5 then run option with Q.

H- align 7, run shovel path at the snap.

S – align 6, run to zone monument.

Q- align 5, play action with S then run option with Z and H.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

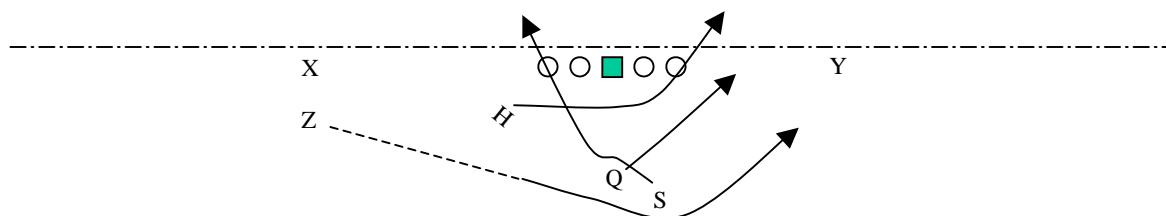
Z must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary.

H runs shovel underneath playside d-end. If the ball isn't passes turn up field to first defender. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the S back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with Z. If the d-end plays contain then give to the S back or shovel to H.

66 RIGHT-Z15-H SHOVEL-24 IZ OPTION



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 1, orbit motion on queue to 5 then run option with Q.

H- align 3, run shovel path at the snap.

S – align 6, run to zone monument.

Q- align 5, play action with S then run option with Z and H.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

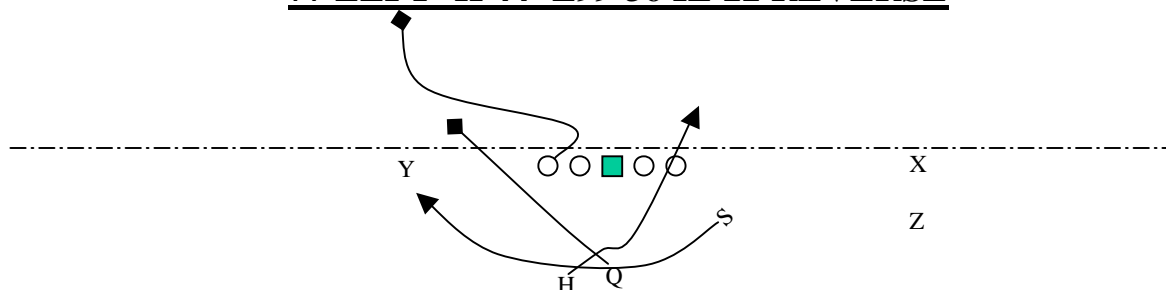
Z must maintain a 4x3 relationship with the Q for option and continue that relationship downfield if necessary.

H runs shovel underneath playside d-end. If the ball isn't passes turn up field to first defender. H is aligned 45 degrees in off parallel.

S is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then square up field reading the near d-guard to near d-end. Cut once at the line of scrimmage if necessary but not before. Do not move until the snap is seated.

Q must bucket step after the snap is seated reading the backside d-end with both feet pointing at him. Do not ride the S back past his hip. Read the d-end for the play options. If the d-end crashes keep and run option with Z. If the d-end plays contain then give to the S back or shovel to H.

77 LEFT- H 44 -Z99-36 IZ-22 REVERSE



Play Design-

BST- sell zone then get into flat to first defender.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, run fade route.

Y – align 2, attack inside number of near defender.

Z- align 9, run go route

H- align 4, run to zone monument.

S –align 7, run reverse path.

Q- align 5, play action with H then lead block.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All sell zone with backside tackle getting into the flat. Center and guards in 3 point stance, tackles in 2 point stance.

Y must stalk block the near defender.

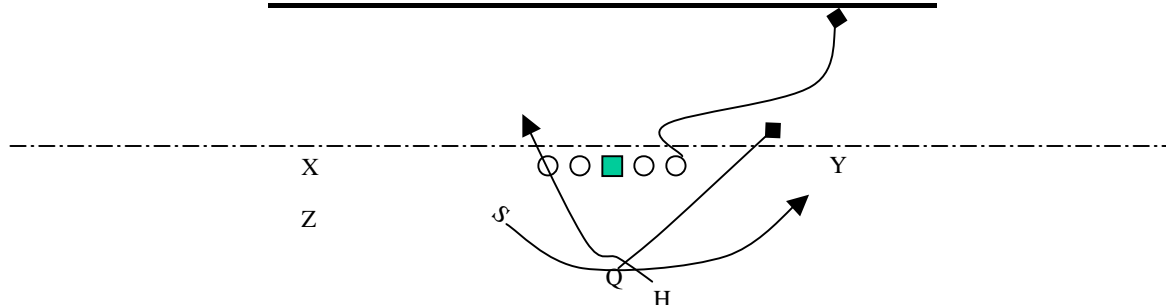
X and Z must sell pass.

S take path behind H back for handoff. Read Q to Y. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then handoff to the S back but continue path to zone monument. Do not move until the snap is seated.

Q must bucket step after the snap is seated and handoff. Lead block for the S back eyes inside while ignoring the d-end unless he plays contain. There is no pre snap read. This is a designed play.

33 RIGHT-H 66-Z11-34 IZ-28 REVERSE



Play Design-

BST- sell zone then get into flat to first defender.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, run fade route.

Y – align 8, attack inside number of near defender.

Z- align 1, run go route

H- align 6, run to zone monument.

S –align 3, run reverse path.

Q- align 5, play action with S then lead block.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All sell zone with backside tackle getting into the flat. Center and guards in 3 point stance, tackles in 2 point stance.

Y must stalk block the near defender.

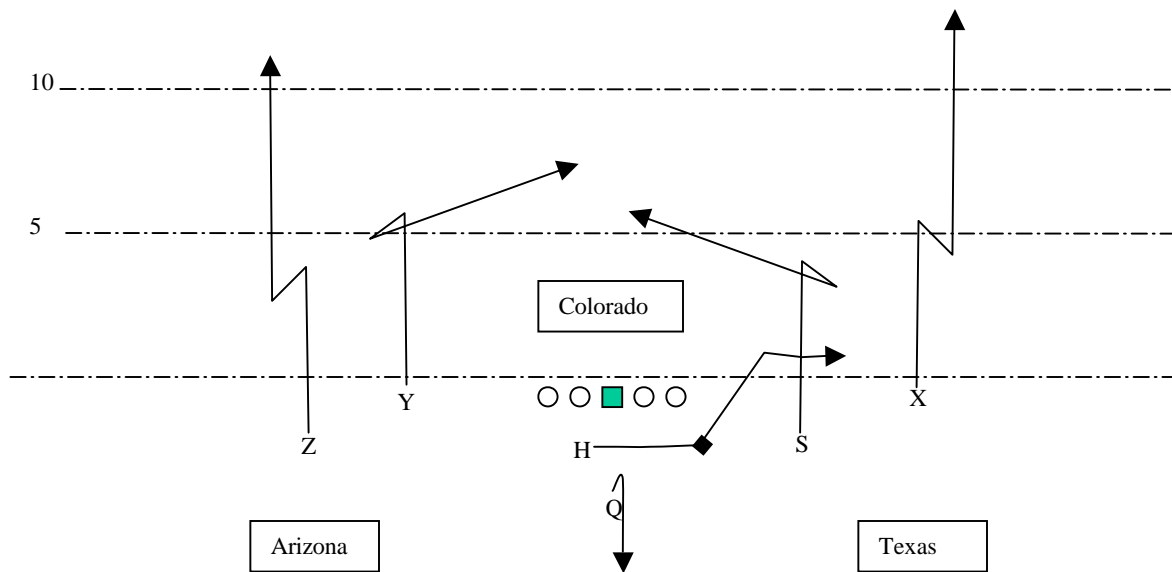
X and Z must sell pass.

S take path behind H back for handoff. Read Q to Y. S is aligned 45 degrees in off parallel.

H is responsible for the hand off. Take a 45 degree open step towards the monument then cross over step parallel to the line of scrimmage then handoff to the S back but continue path to zone monument. Do not move until the snap is seated.

Q must bucket step after the snap is seated and handoff. Lead block for the S back eyes inside while ignoring the d-end unless he plays contain. There is no pre snap read. This is a designed play.

88 LEFT- H44 SNIFF-KENTUCKY MESH - SLIDE LEFT



Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

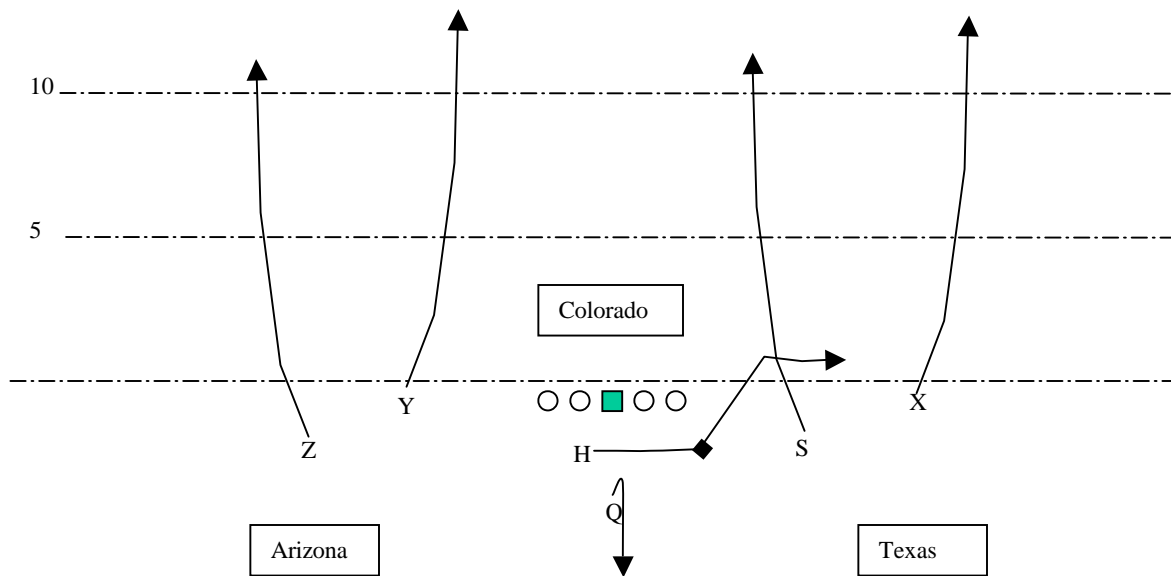
Play Design-

Lineman – Slide protect to the LEFT. H logs backside of slide then gives the Q a quick target.

Wide outs run hugos slots run inside whips.

Reads. Cover 0 go to Z or X. Cover 1 go to X or Z IF man coverage is loose. Cover 1 go to S or Y to the wide side of the field if man coverage is press. Cover 2 go to S or Y period. Cover 3 call Colorado.

88 LEFT- H44 SNIFF-KENTUCKY FLOOD - SLIDE LEFT



Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

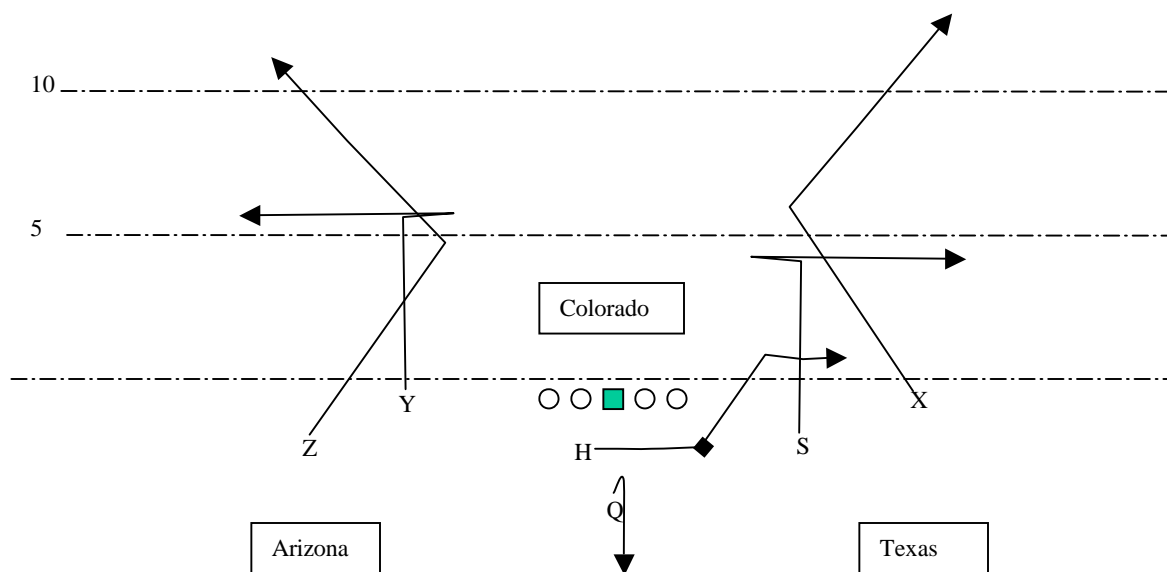
Play Design-

Lineman – Slide protect to the LEFT. H logs backside of slide then gives the Q a quick target.

All go routes.

Reads. Pick a receiver and DO IT. Coverage does not matter. Cover 3 call Colorado.

88 LEFT- H44 SNIFF-KENTUCKY SMASH - SLIDE LEFT



Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

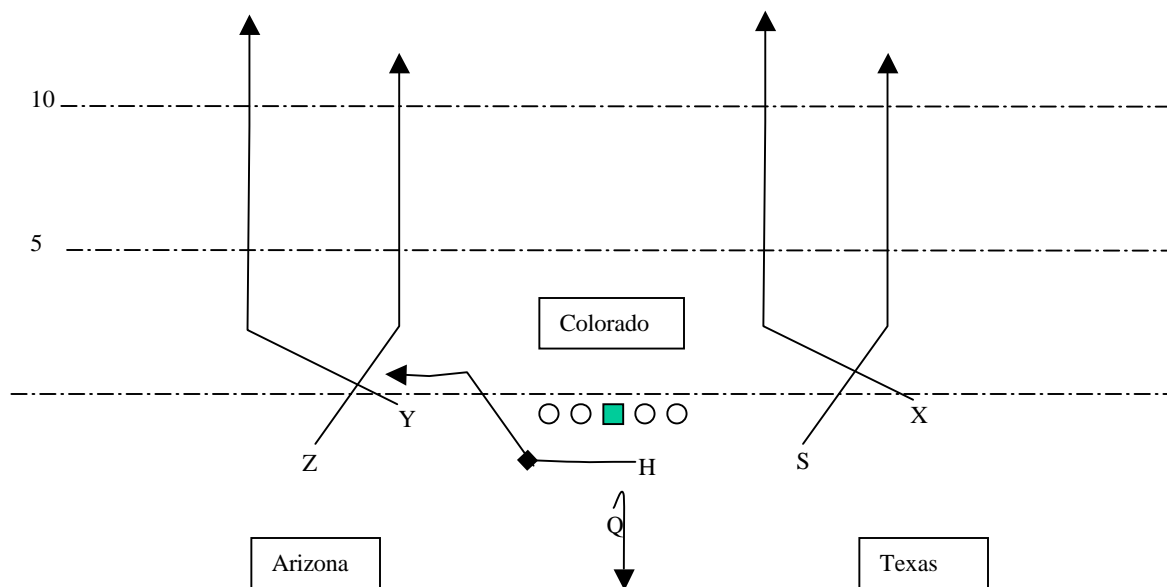
Play Design-

Lineman - Slide protect to the LEFT. H logs backside of slide then gives the Q a quick target.

Wide outs run corners slots run inside squirrels.

Reads. Cover 0 go to Z or X. Cover 1 go to X or Z IF man coverage is loose. Cover 1 go to S or Y to the wide side of the field if man coverage is press. Cover 2 go to S or Y period. Cover 3 call Colorado.

88 LEFT- H66 SNIFF-KENTUCKY RUB - SLIDE RIGHT



Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

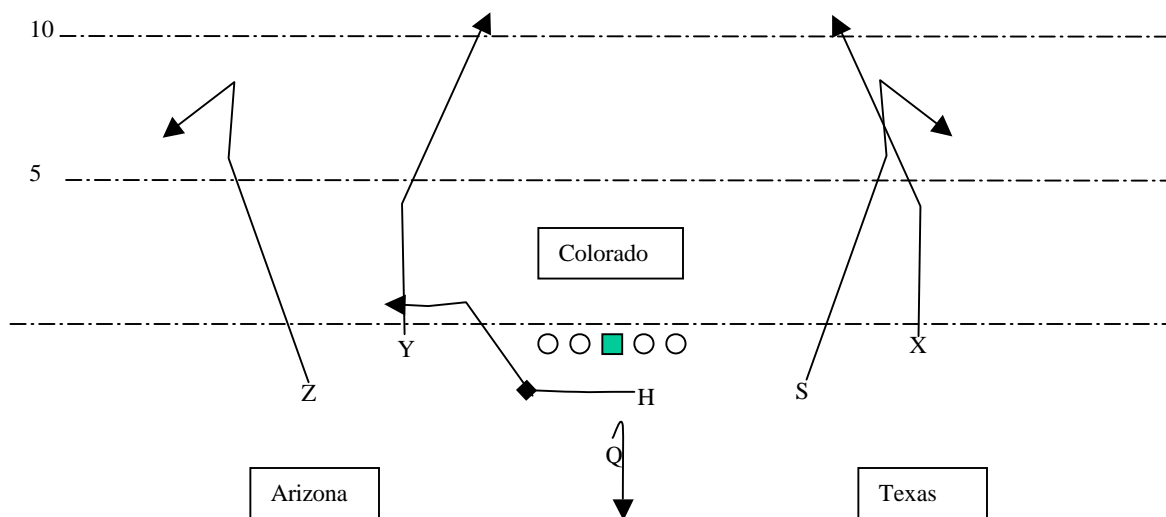
Play Design-

Lineman - Slide protect to the RIGHT. H logs backside of slide then gives the Q a quick target.

Z and S run soft rubs, Y and X run hard rubs.

Reads. Cover 0 go to Y or S. Cover 1 go to X or Z to the wide side of the field. Cover 1 go to S or Y to the wide side of the field if man coverage is press. Cover 2 go to S or Y period. Cover 3 call Colorado.

88 LEFT- H66 SNIFF-KENTUCKY STICK - SLIDE RIGHT



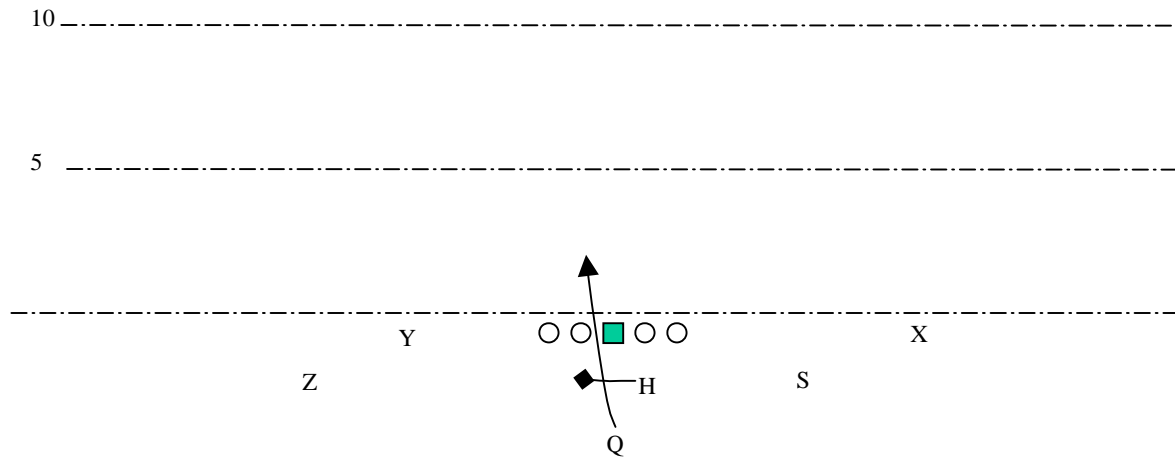
Play Design-

Lineman – Slide protect to the RIGHT. H logs backside of slide then gives the Q a quick target.

Receiver OFF the LOS run short bench routes. Receivers ON the LOS run skinny posts.

Reads. Always go to the bench route to the short side of the field verse man and the post to the wide side of the filed verse zone. If defenders are loose and showing a safety then its zone, pressing regardless of the safety its man. Cover 3 call Colorado.

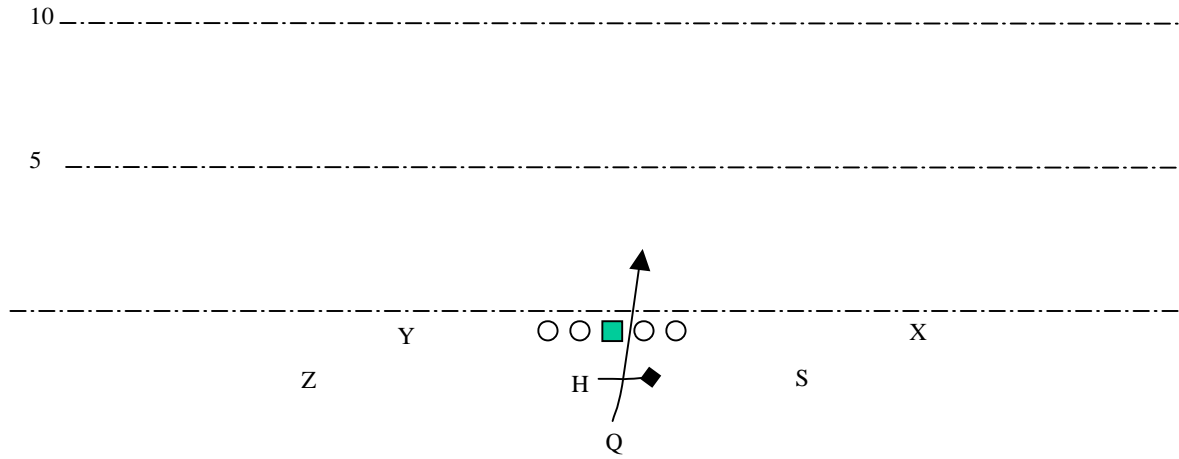
88 LEFT- H66 SNIFF-15 LUCY TRAP



Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Play Design-
Lineman – Trap rules
H runs trap block

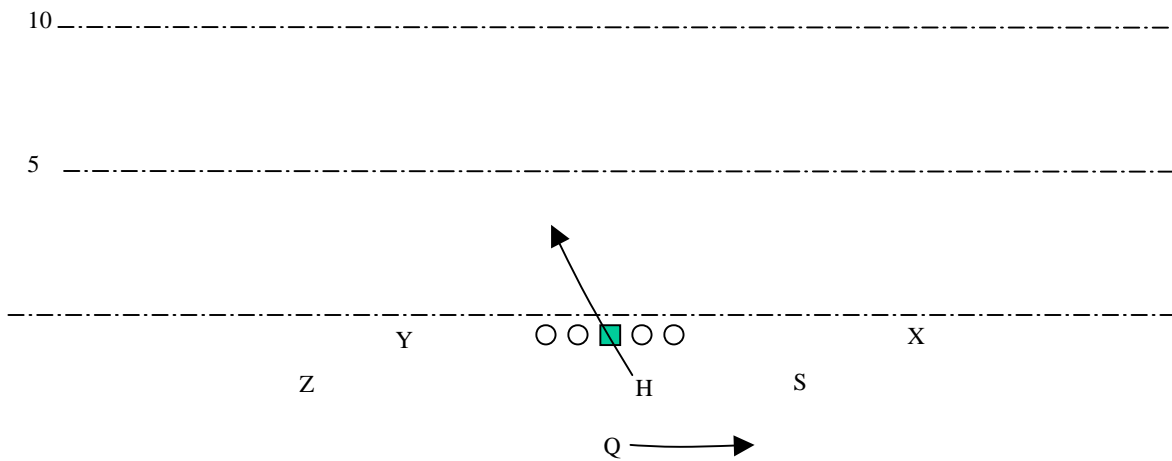
88 LEFT- H44 SNIFF-15 RICKY TRAP



Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Play Design-
Lineman – Trap rules
H runs trap block

88 LEFT- H66 SNIFF-35 DIRECT WEDGE



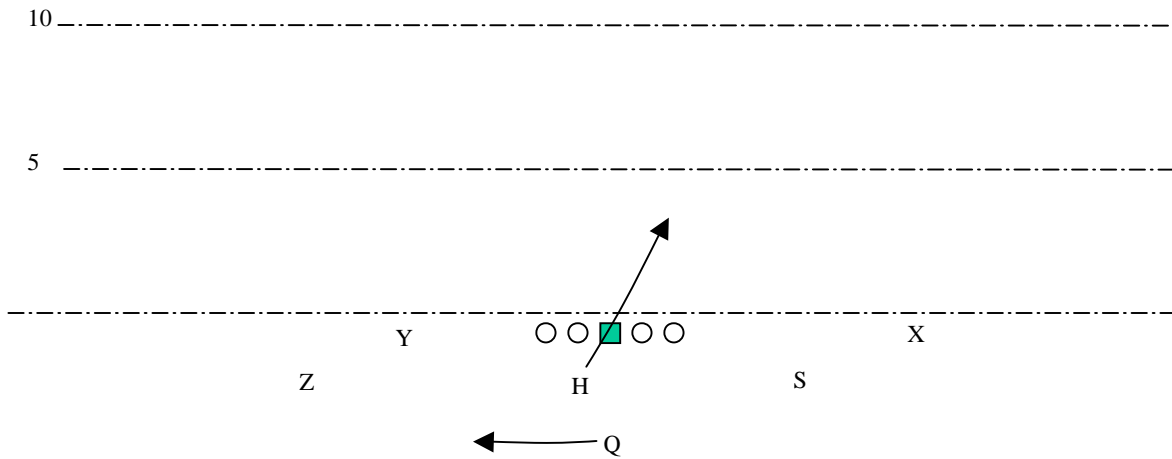
Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Play Design-

Lineman – Wedge rules direct snap to the sniffer back.

H runs counter

88 LEFT- H44 SNIFF-35 DIRECT WEDGE



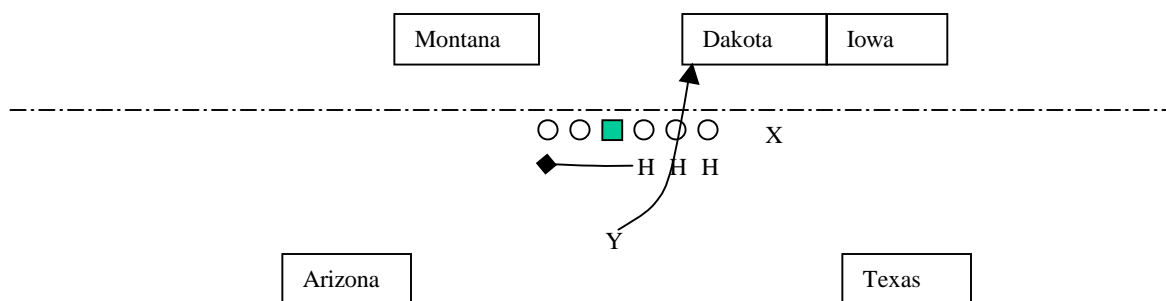
Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Play Design-

Lineman – Wedge rules direct snap to the sniffer back.

H runs counter

JUMBO RIGHT- 16 IZ READ



Play Design-

All linemen inside zone to the 6 zone. Splits are 6".

All 3 up backs sniff long guard, quick tackle and strong tackle

X- splits nasty and folds hard on near backer inside.

Y- align 5, run zone to middle back monument.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center, playside tackles and guards in 3 point stance, backside tackle and Y in 2 point stance.

X ignores any defender to his outside. He must block down on near backer.

A gap sniffer back kicks out first man to show backside. B gap sniffer back runs iso straight ahead. C gap sniffer back protects D gap first then climbs to near defender.

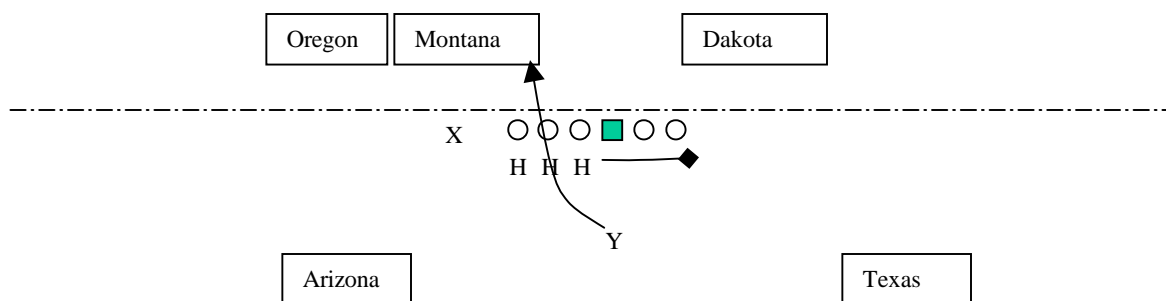
Y takes snap and runs to zone monument, find the seam and then run with the pack.

Y and all 3 sniffer backs rotate counterclockwise every play.

Backside tackle must check in a eligible every play.

Q, S and Z come off the field. QT, and 2 H backs replace.

JUMBO LEFT- 14 IZ READ



Play Design-

All linemen inside zone to the 6 zone. Splits are 6".

All 3 up backs sniff long guard, quick tackle and strong tackle

X- splits nasty and folds hard on near backer inside.

Y- align 5, run zone to middle back monument.

Fakes –Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center, playside tackles and guards in 3 point stance, backside tackle and Y in 2 point stance.

X ignores any defender to his outside. He must block down on near backer.

A gap sniffer back kicks out first man to show backside. B gap sniffer back runs iso straight ahead. C gap sniffer back protects D gap first then climbs to near defender.

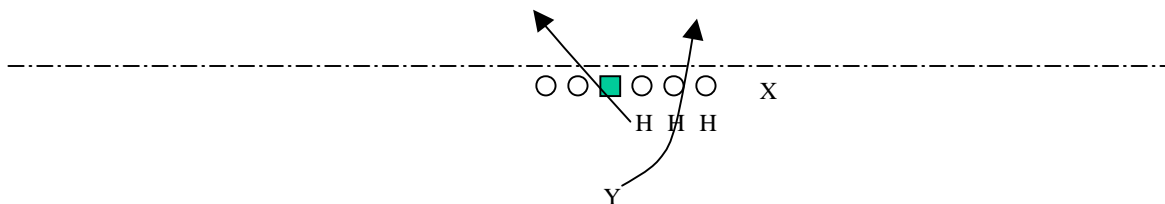
Y takes snap and runs to zone monument, find the seam and then run with the pack.

Y and all 3 sniffer backs rotate counterclockwise every play.

Backside tackle must check in a eligible every play.

Q, S and Z come off the field. QT, and 2 H backs replace.

JUMBO RIGHT- 25 DIRECT WEDGE



Play Design-

All linemen wedge. Splits are 6".

All 3 up backs sniff long guard, quick tackle and strong tackle

X- splits nasty and folds hard on near backer inside.

Y- align 5, fakes run zone to middle back monument.

Center direct snaps to the A gap sniffer back

Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Position Technique-

Sty tight and create an apex at the long guard. Get to the second level immediately. Ignore the backside end man on the d-line. Center, playside tackles and guards in 3 point stance, backside tackle and Y in 2 point stance.

X ignores any defender to his outside. He must block down on near backer.

A gap sniffer back takes direct snap from the center backside. Stay low and sell the deception. B gap sniffer back runs iso straight ahead. C gap sniffer back protects D gap first then climbs to near defender.

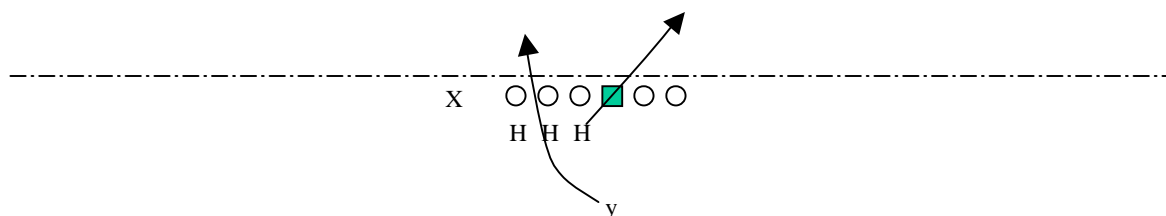
Y fakes direct snap and runs to zone monument.

Y and all 3 sniffer backs rotate counterclockwise every play.

Backside tackle must check in a eligible every play.

Q, S and Z come off the field. QT, and 2 H backs replace.

JUMBO LEFT- 25 DIRECT WEDGE



Play Design-

All linemen wedge. Splits are 6".

All 3 up backs sniff long guard, quick tackle and strong tackle

X- splits nasty and folds hard on near backer inside.

Y- align 5, fakes run zone to middle back monument.

Center direct snaps to the A gap sniffer back

Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Position Technique-

Sty tight and create an apex at the long guard. Get to the second level immediately. Ignore the backside end man on the d-line. Center, playside tackles and guards in 3 point stance, backside tackle and Y in 2 point stance.

X ignores any defender to his outside. He must block down on near backer.

A gap sniffer back takes direct snap from the center backside. Stay low and sell the deception. B gap sniffer back runs iso straight ahead. C gap sniffer back protects D gap first then climbs to near defender.

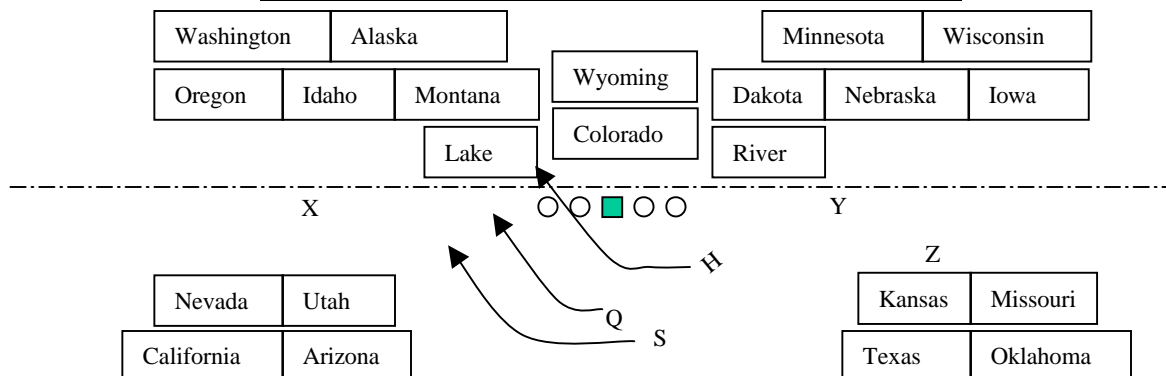
Y fakes direct snap and runs to zone monument.

Y and all 3 sniffer backs rotate counterclockwise every play.

Backside tackle must check in a eligible every play.

Q, S and Z come off the field. QT, and 2 H backs replace.

66 RIGHT-H77-22 SPEED READ OPTION



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 7, run shovel route.

S - align 6, run speed option path

Q- align 5, run triple option at first defender to show.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

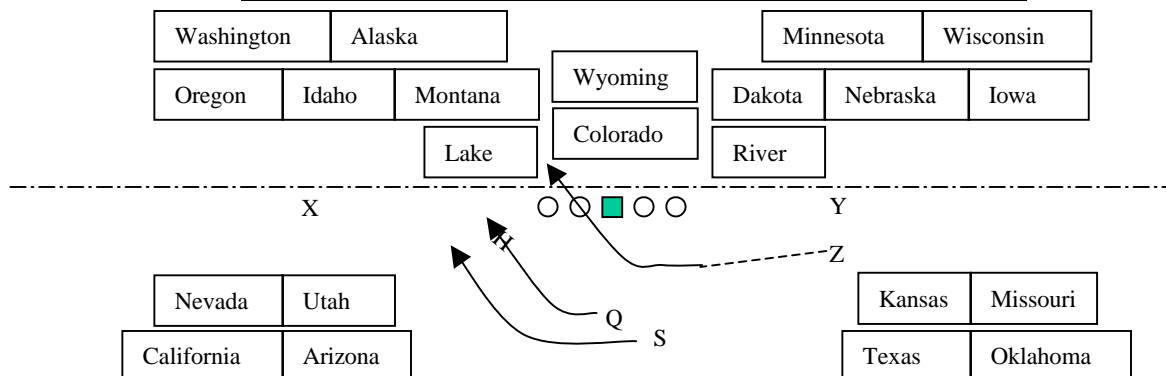
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must immediately look for the shovel. If it does not come then get up field eyes inside. H is aligned 45 degrees in off parallel.

S must maintain a good pitch relationship down field. Do not move until the snap is seated.

Q must spike to perimeter of the box looking for the shovel first, keep second, pitch third.

66 RIGHT-H33- Z87-22 SPEED READ OPTION



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 8, motion on cue then run shovel route.

H- align 3, attack near defender. .

S - align 6, run speed option path

Q- align 5, run triple option at first defender to show.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z motions on cue then must immediately look for the shovel. If it does not come then get up field eyes inside. Motion must be at tempo and not ahead of the play.

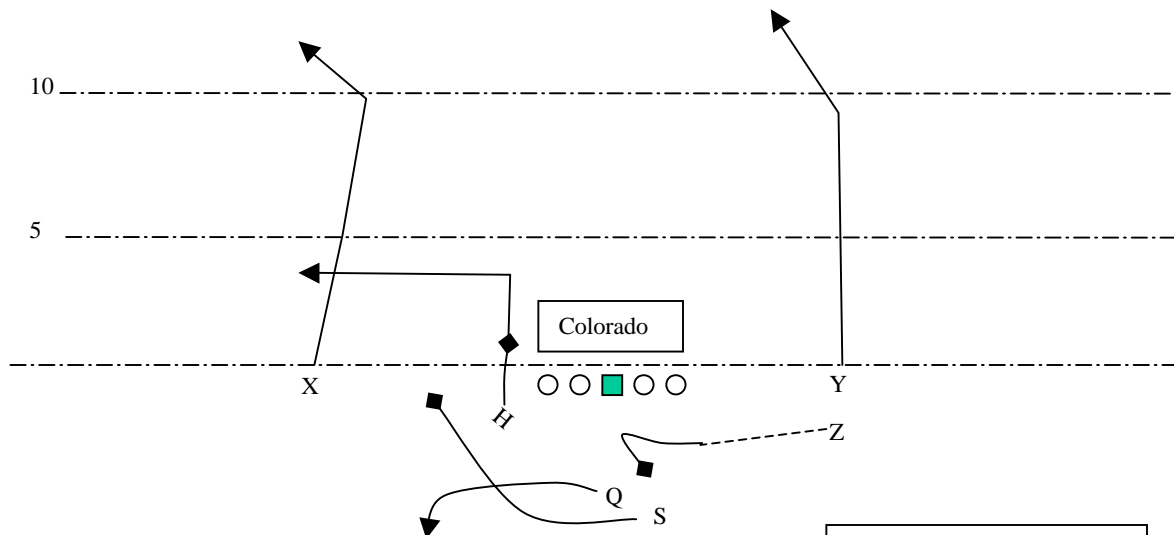
H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S must maintain a good pitch relationship down field. Do not move until the snap is seated.

Q must spike to perimeter of the box looking for the shovel first, keep second, pitch third.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

66 RIGHT-Z87 STONE-22 SPEED-867 SLIDE LEFT



Play Design-

All linemen slide protect to the left

X- align 1, run 8 route

Y - align 8, run 7 route

Z- align 8, motion on cue then stone backside.

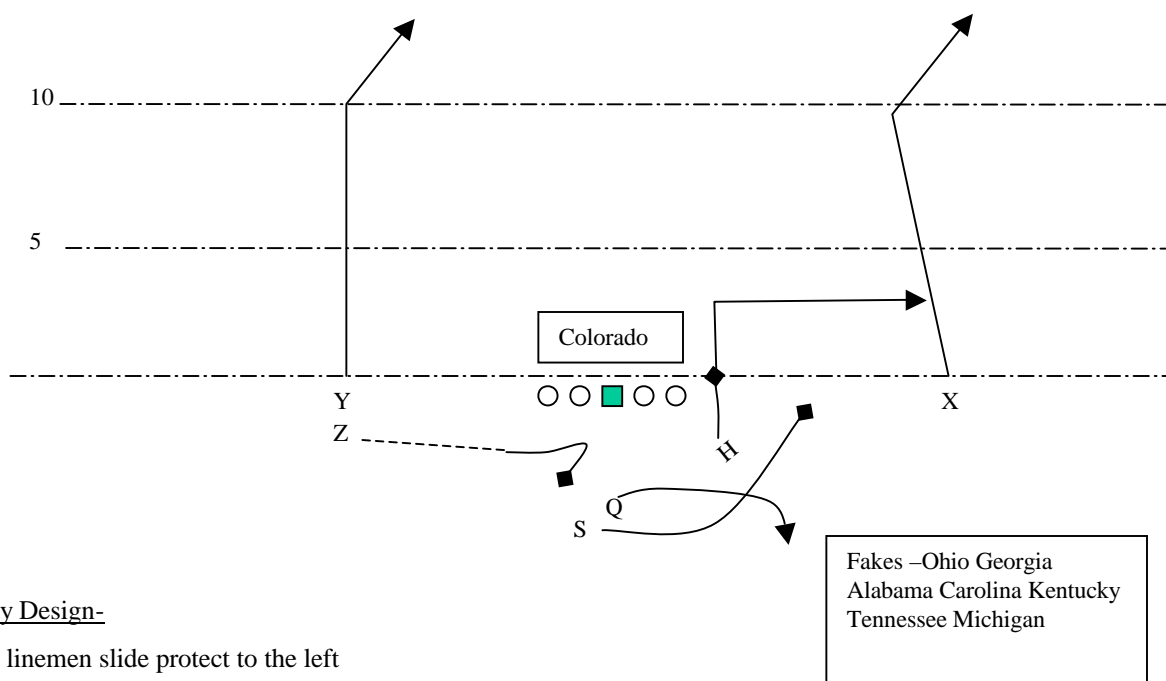
H- align 3, attack near defender then run 6 route.

S - align 6, run speed option path then block.

Q- align 5, fake triple option. Set up to throw.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

44 LEFT-Z23 STONE-28 SPEED-768 SLIDE RIGHT



Play Design-

All linemen slide protect to the left

X- align 9, run 8 route

Y - align 2, run 7 route

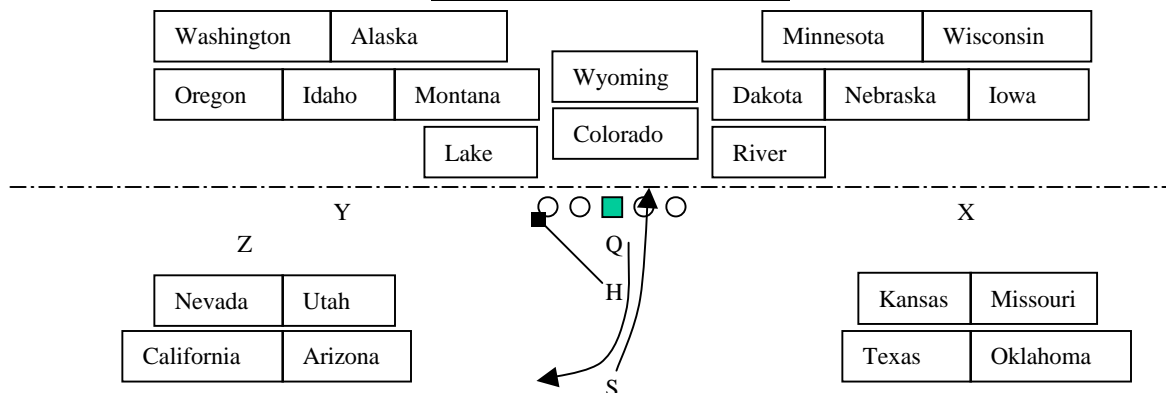
Z- align 2, motion on cue then stone backside.

H- align 7, attack near defender then run 6 route.

S - align 4, run speed option path then block.

Q- align 5, fake triple option. Set up to throw.

55 LEFT-26 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 5, log backside end

S – align 5, run to zone monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

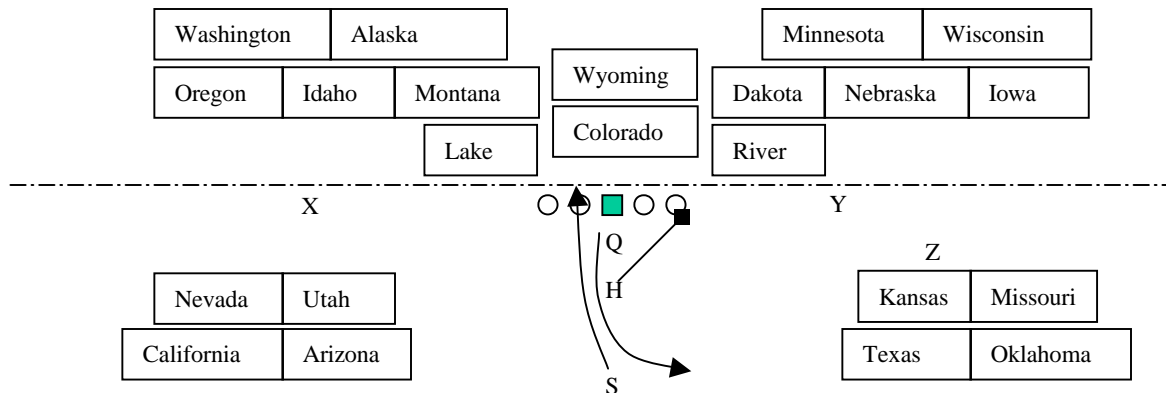
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must log backside end. If no end pre snap run iso thru backside A gap. H is aligned shallow 55.

S aligns deep 55. Monument is the inside foot of the PSG.

Q must open to the play at 11 o'clock and continue a path deep then boot away selling fake.

55 RIGHT-24 IZ READ



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 5, log backside end

S – align 5, run to zone monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

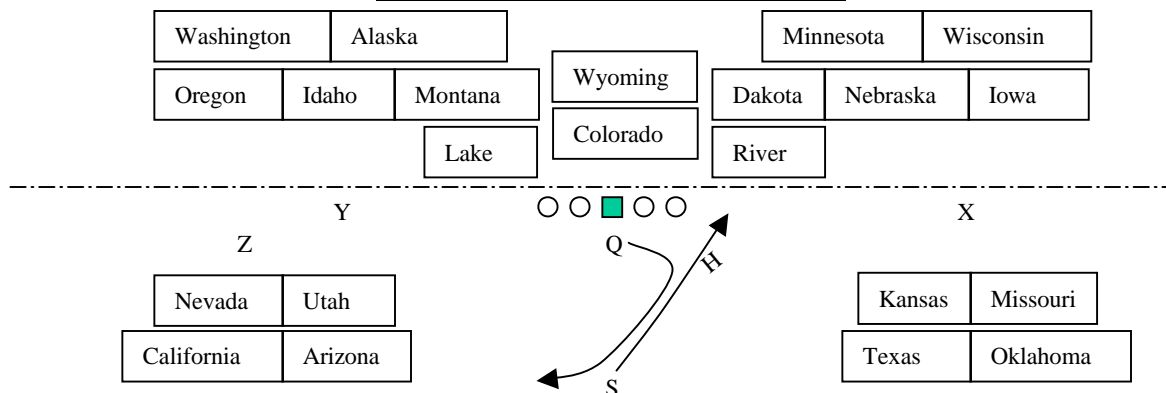
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must log backside end. If no end pre snap run iso thru backside A gap. H is aligned shallow 55.

S aligns deep 55. Monument is the inside foot of the PSG.

Q must open to the play at 1 o'clock and continue a path deep then boot away selling fake.

55 LEFT-H 77- 28 OZ READ



Play Design-

BST- scoop to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 7, attack near defender.

S – align 5, run to zone monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen if uncovered bucket step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Run your defender laterally as quick as possible. Center and guards in 3 point stance, tackles in 2 point stance.

Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

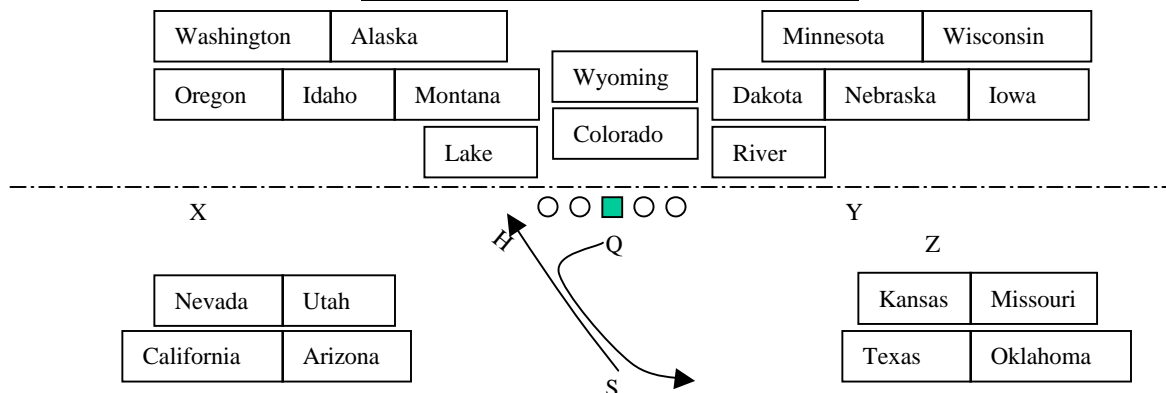
H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the inside foot of H.

Q must open to the play at 8 o'clock and continue a stretch path then boot away selling fake.

Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

55 RIGHT-H 33- 22 OZ READ



Play Design-

BST- scoop to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 3, attack near defender.

S – align 5, run to zone monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen if uncovered bucket step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Run your defender laterally as quick as possible. Center and guards in 3 point stance, tackles in 2 point stance.

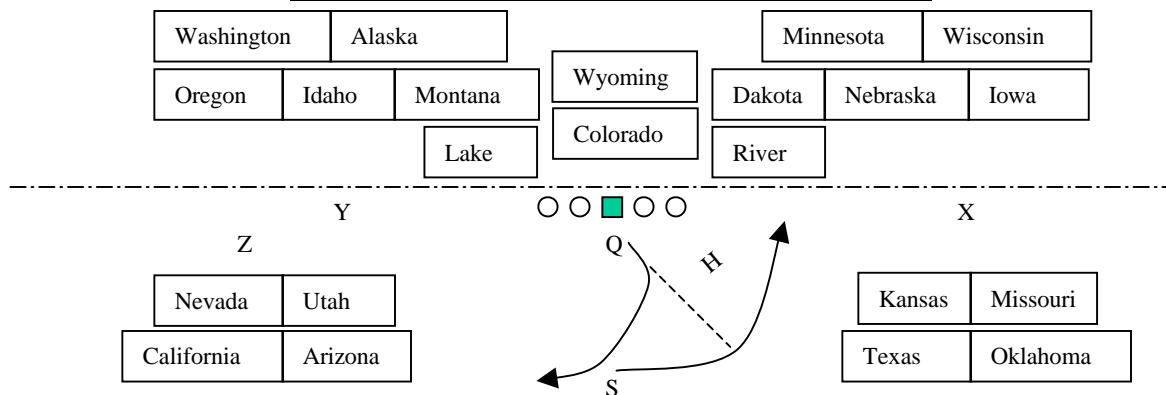
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the inside foot of H.

Q must open to the play at 4 o'clock and continue a stretch path then boot away selling fake.

55 LEFT-H 77- TOSS 28 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 1, attack inside number of near defender.

H- align 7, attack near defender.

S - align 5, run to monument.

Q- align 0, toss to S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

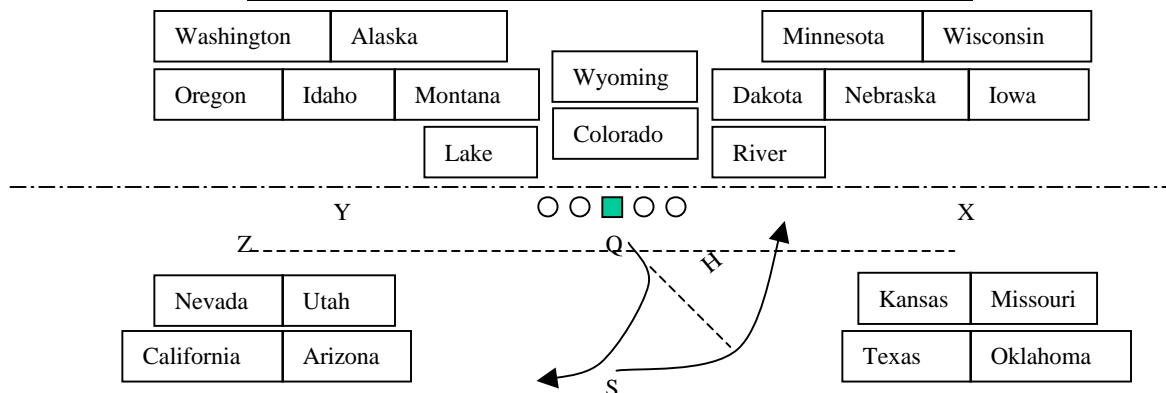
H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the outside edge of H. Receiver toss, find alley and take it.

Q must open to the play at 5 o'clock toss then boot away selling fake.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

55 LEFT-H 77- Z19- TOSS 28 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 1, motion on cue then attack inside number of near defender.

H- align 7, attack near defender.

S - align 5, run to monument.

Q- align 0, toss to S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

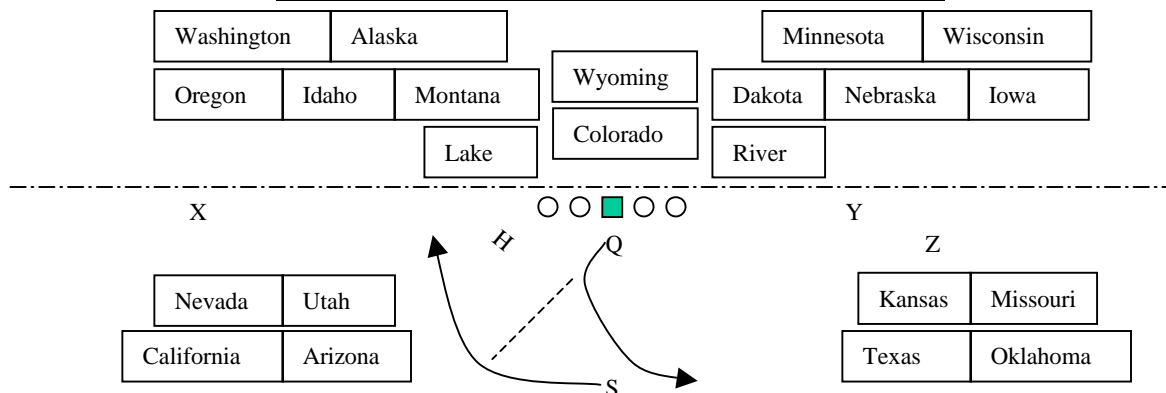
H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the outside edge of H. Receiver toss, find alley and take it.

Q must open to the play at 5 o'clock toss then boot away selling fake.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

55 RIGHT-H 33- TOSS 22 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 9, attack inside number of near defender.

H- align 3, attack near defender.

S - align 5, run to monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

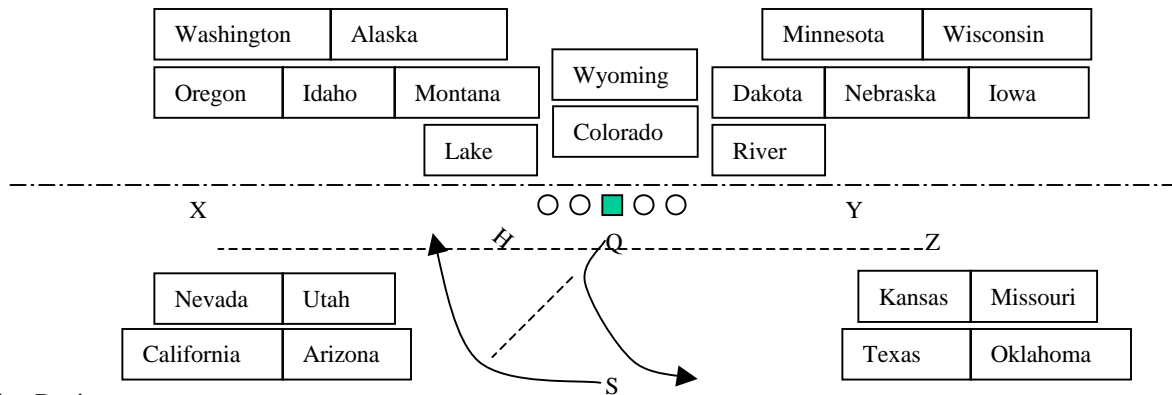
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the outside edge of H. Receiver toss, find alley and take it.

Q must open to the play at 7 o'clock toss then boot away selling fake.

55 RIGHT-H 33- Z91- TOSS 22 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 9, motion on cue then attack inside number of near defender.

H- align 3, attack near defender.

S - align 5, run to monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

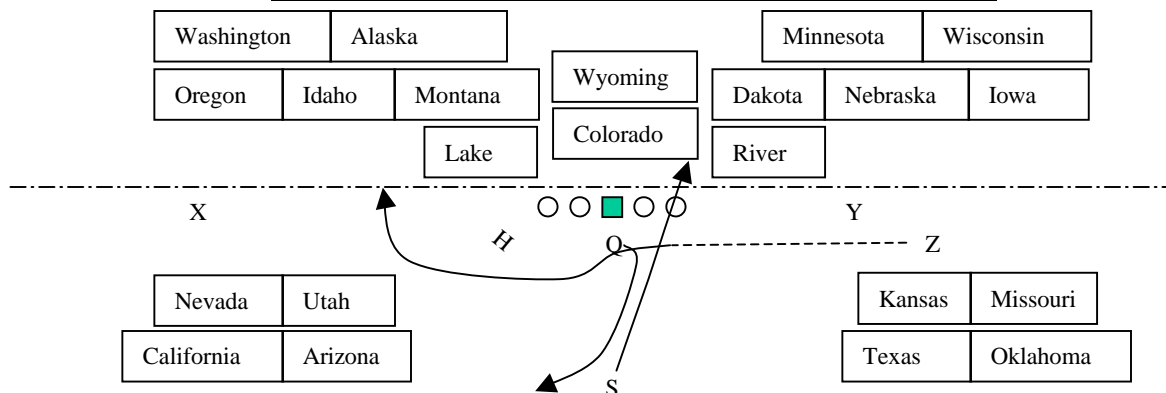
Z,X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the outside edge of H. Receiver toss, find alley and take it.

Q must open to the play at 7 o'clock toss then boot away selling fake.

55 RIGHT-H 33- Z97- JET 42 SPEED READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 9, motion on cue then attack inside number of near defender.

H- align 3, attack near defender.

S - align 5, run to monument.

Q- align 0, mesh with S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z motions on cu at full speed then receives handoff. You must take a slide step immediately losing ground to gain ground. Monument is outside H.

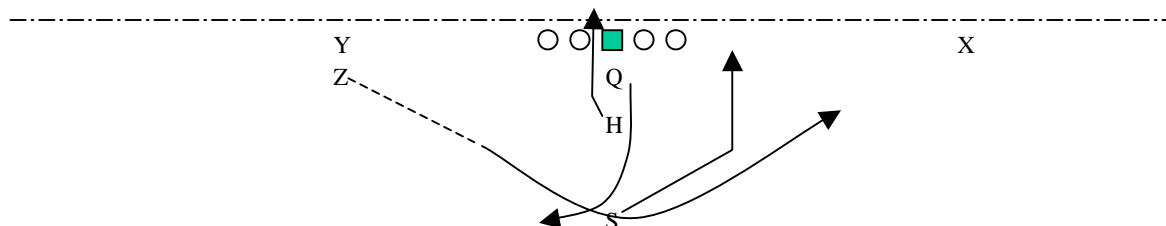
H must tap and help out the PST. H is aligned 45 degrees in off parallel.

S aligns deep 55. Monument is the backside tackle. Sell fake.

Q must open to the motion, handoff then mesh with S and boot away. Sell fake.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

55 LEFT- Z25- 35 WEDGE



Play Design-

All linemen wedge block.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 2, motion to 5 on cue.

H- align 5, jab step then run wedge

S - align 5, run 48 speed action.

Q- align 0, quick handoff to H then mesh with Z then boot away.

Position Technique-

All linemen wedge block. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z motions to 5 then runs 48 speed action. Sell fake.

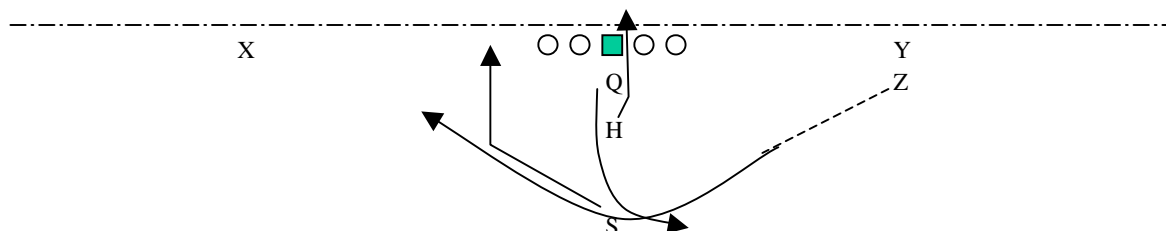
H must jab step to backside then take quick handoff. H is aligned shallow 55.

S aligns deep 55. Run 48 action.

Q must open to the play at 11 o'clock, quick handoff to H and continue a path deep then boot away selling fake.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
--

55 RIGHT- Z85- 35 WEDGE



Play Design-

All linemen wedge block.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 8, motion to 5 on cue.

H- align 5, jab step then run wedge

S - align 5, run 42 speed action.

Q- align 0, quick handoff to H then mesh with Z then boot away.

Position Technique-

All linemen wedge block. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z motions to 5 then runs 42 speed action. Sell fake.

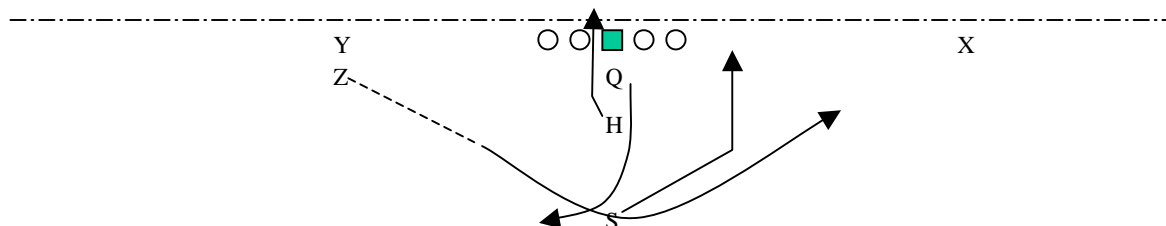
H must jab step to backside then take quick handoff. H is aligned shallow 55.

S aligns deep 55. Run 42 action.

Q must open to the play at 1 o'clock, quick handoff to H and continue a path deep then boot away selling fake.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
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55 LEFT- Z25- 48 SPEED



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 2, motion to 5 on cue.

H- align 5, jab step then run wedge action.

S – align 5, run 48 speed action.

Q- align 0, fake quick handoff to H then mesh with Z then boot away.

Fakes –Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

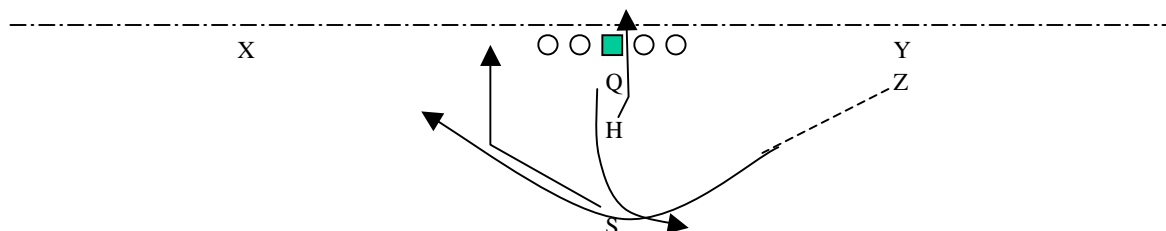
Z motions to 5 then runs 48 speed.

H must jab step to backside then fake quick handoff. H is aligned shallow 55.

S aligns deep 55. Run 48 action. Lead block first defender to show.

Q must open to the play at 11 o'clock, fake quick handoff to H and continue a path deep to Z then boot away selling fake.

55 RIGHT- Z85- 42 SPEED



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 8, motion to 5 on cue.

H- align 5, jab step then run wedge action.

S - align 5, run 42 speed action.

Q- align 0, fake quick handoff to H then mesh with Z then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z motions to 5 then runs 42 speed.

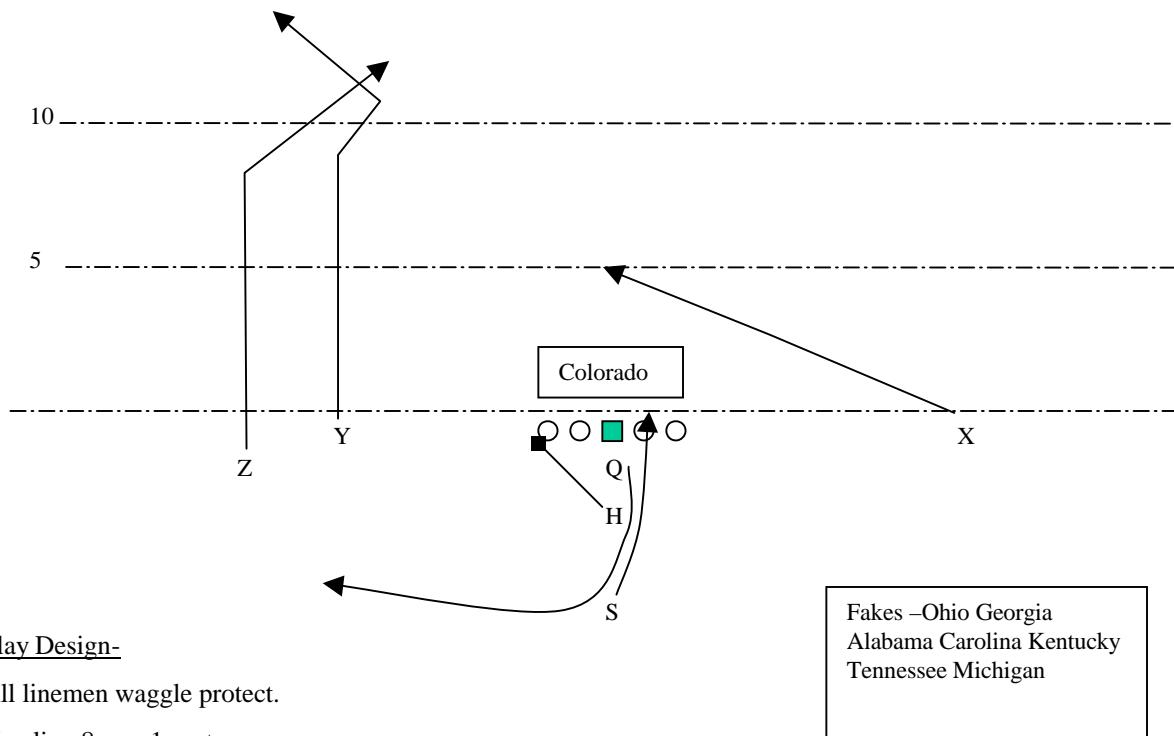
H must jab step to backside then fake quick handoff. H is aligned shallow 55.

S aligns deep 55. Run 42 action. Lead block first defender to show.

Q must open to the play at 1 o'clock, quick handoff to H and continue a path deep to Z then boot away selling fake.

Fakes -Ohio Georgia
Alabama Carolina Kentucky
Tennessee Michigan

55 LEFT-26 ACTION 781 WAGGLE



Play Design-

All linemen waggle protect.

X- align 8, run 1 route

Y - align 2, run 8 route

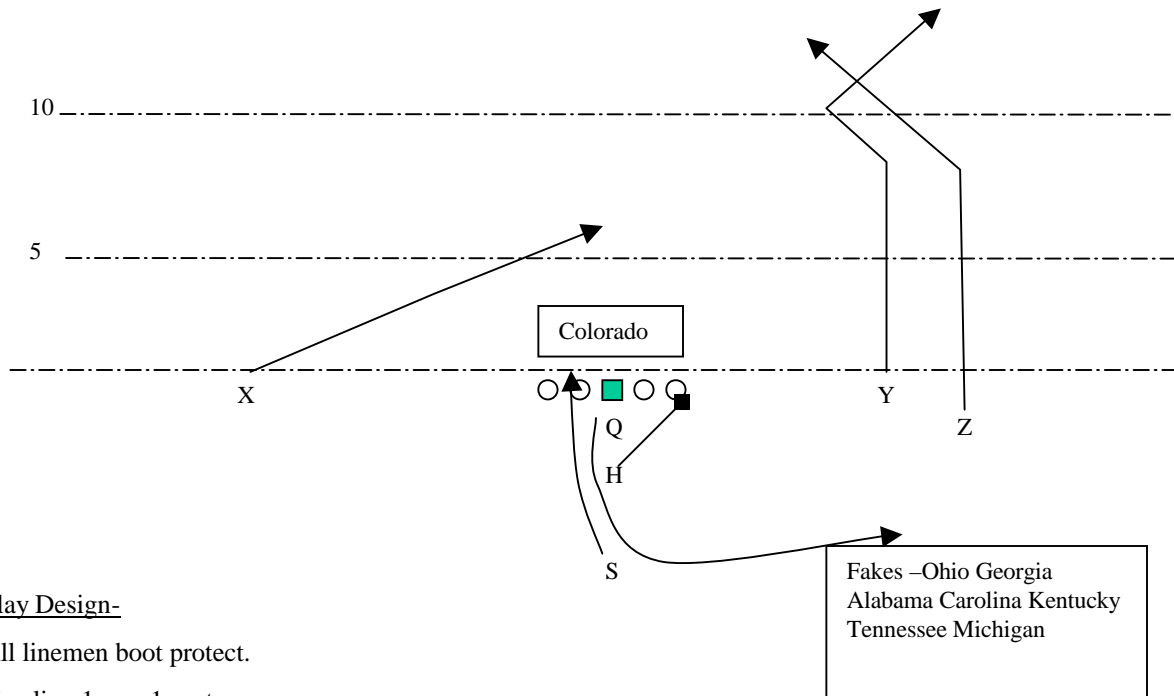
Z- align 1, run 7 route.

H- align 5, run 26 action.

S - align 5, run 26 action.

Q- align 5, fake 26 action then waggle. Set up to throw.

55 RIGHT-24 ACTION 187 BOOT



Play Design-

All linemen boot protect.

X- align 1, run 1 route

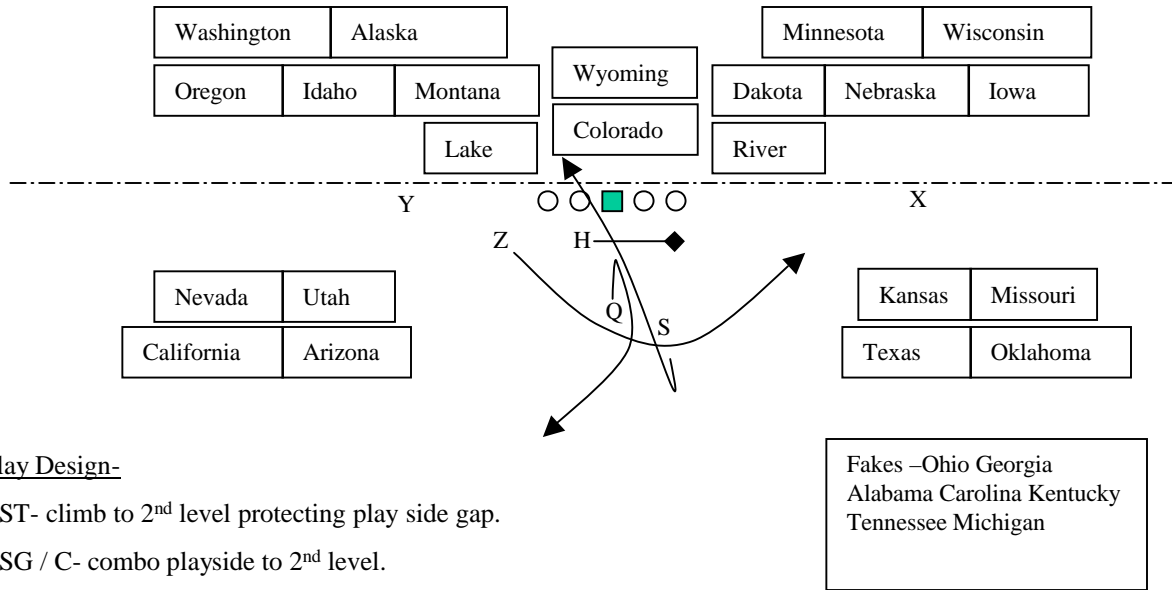
Y - align 8, run 8 route

Z- align 9, run 7 route.

H- align 5, run 26 action.

S - align 5, run 24 action.

Q- align 5, fake 24 action then boot. Set up to throw.



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 9, horn near man to sideline.

Y – align 2, attack inside number of near defender.

Z- align 3, run to Q’s feet at snap.

H- align sniff opposite S, log backside end.

S – align 6, drop and run to zone monument.

Q- align 5, play action with Z then handoff to S then boot away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z must run to Q’s feet meshing first then sell fake.

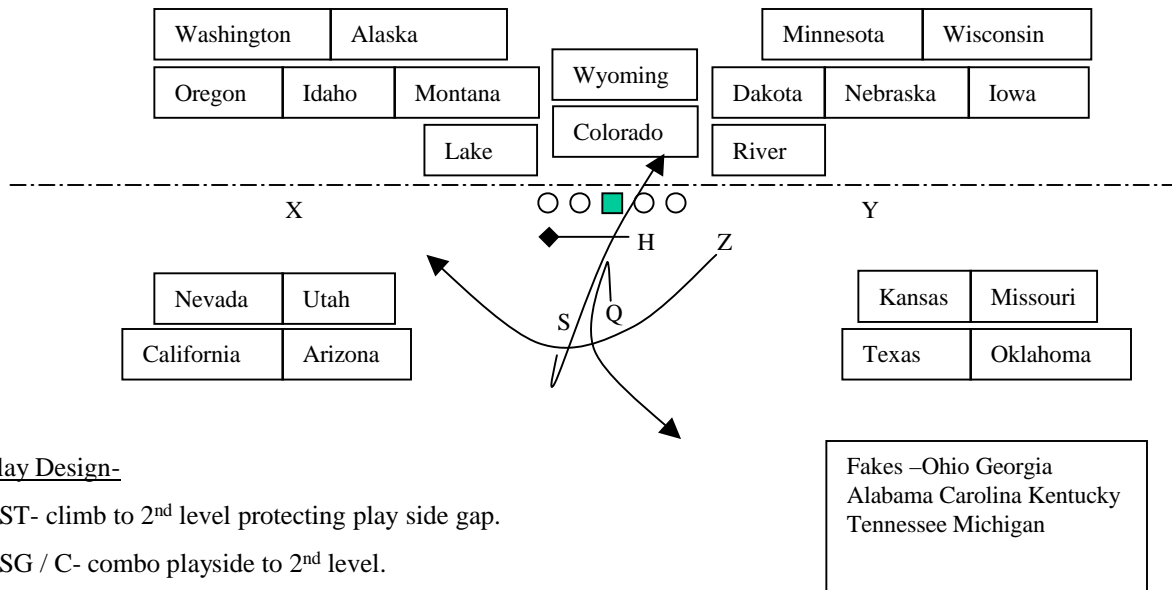
H logs backside end. H is aligned sniffer and opposite S.

S takes a drop step allowing Z to mesh with Q then runs to zone monument.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh.

44 LEFT-Z77-26 IZ SPINNER READ

54



Play Design-

BST- climb to 2nd level protecting play side gap.

BSG / C- combo playside to 2nd level.

PSG / PST – combo playside to 2nd level.

X– align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 7, run to Q's feet at snap.

H- align sniff opposite S, log backside end.

S – align 4, drop and run to zone monument.

Q- align 5, play action with Z then handoff to S then boot away.

Position Technique-

All linemen if uncovered slide step with the intention of taking over a 1st level defender, covered linemen t step with the intention of climbing to the 2nd level. If presented with a backside 1 tech then the backside guard will cut him. If presented with a back side 3 tech then the backside tackle will cut him. Ignore the backside end man on the d-line. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z must run to Q's feet meshing first then sell fake.

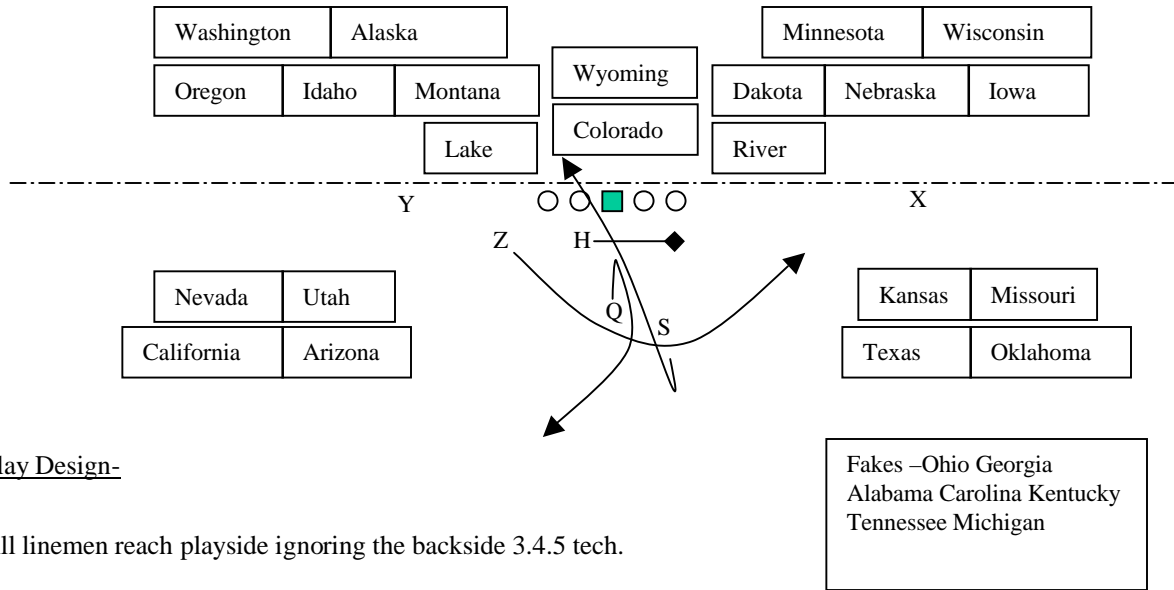
H logs backside end. H is aligned sniffer and opposite S.

S takes a drop step allowing Z to mesh with Q then runs to zone monument.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh.

66 LEFT-Z33-48 SPEED SPINNER READ

55



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 3, run to Q's feet at snap.

H- align sniff opposite S, log backside end.

S - align 6, drop and run to zone monument.

Q- align 5, handoff to Z then play action to S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

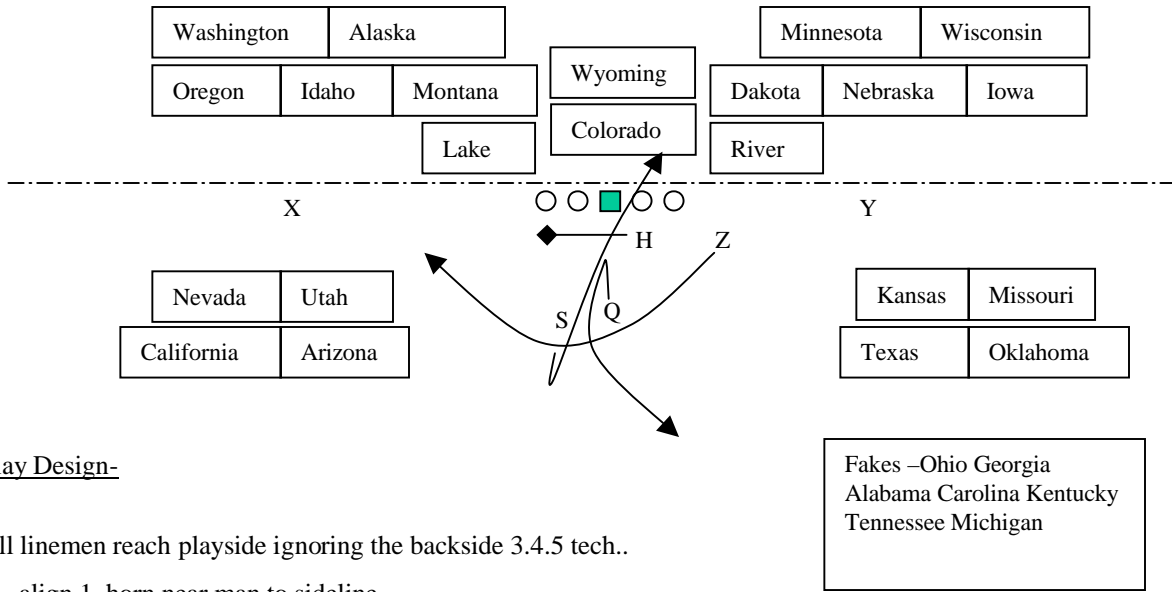
Z must run to Q's feet meshing first take handoff and get outside

H logs backside end. H is aligned sniffer and opposite S.

S takes a drop step allowing Z to mesh with Q then runs to zone monument.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh.

44 LEFT-Z77-42 SPEED SPINNER READ



Play Design-

All linemen reach playside ignoring the backside 3.4.5 tech..

X- align 1, horn near man to sideline.

Y – align 8, attack inside number of near defender.

Z- align 7, run to Q’s feet at snap.

H- align sniff opposite S, log backside end.

S – align 4, drop and run to zone monument.

Q- align 5, handoff to Z then play action to S then boot away.

Position Technique-

All linemen reach hard to the playside with the BSG and BST scooping to the second level. PST must reach the end man on the line but has help. Ignore the backside 3,4,5 techs while protecting the play side gaps. Center and guards in 3 point stance, tackles in 2 point stance.

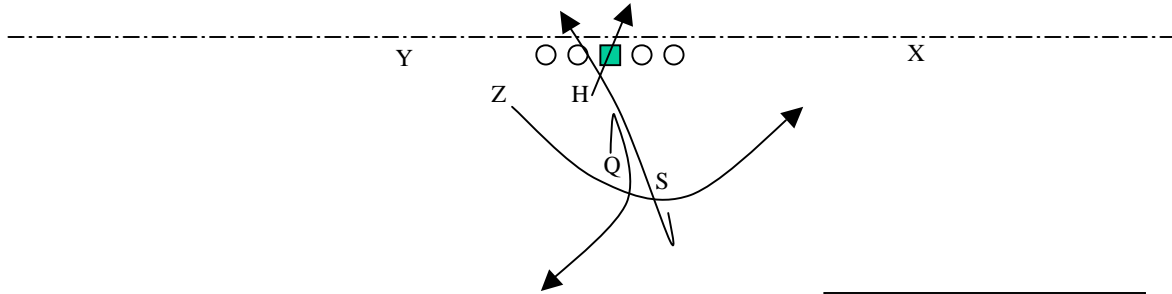
X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z must run to Q’s feet meshing first take handoff and get outside.

H logs backside end. H is aligned sniffer and opposite S.

S takes a drop step allowing Z to mesh with Q then runs to zone monument.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh.



Play Design-

All linemen wedge block.

X- align 9, horn near man to sideline.

Y - align 2, attack inside number of near defender.

Z- align 3, run to Q's feet at snap.

H- align sniff opposite S, take direct snap.

S - align 6, drop and run to zone monument.

Q- align 5, play action with Z and to S then boot away.

Position Technique-

Wedge block protecting inside first. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z must run to Q's feet meshing first then sell fake.

H takes direct snap. Tap the center so he knows where you are.

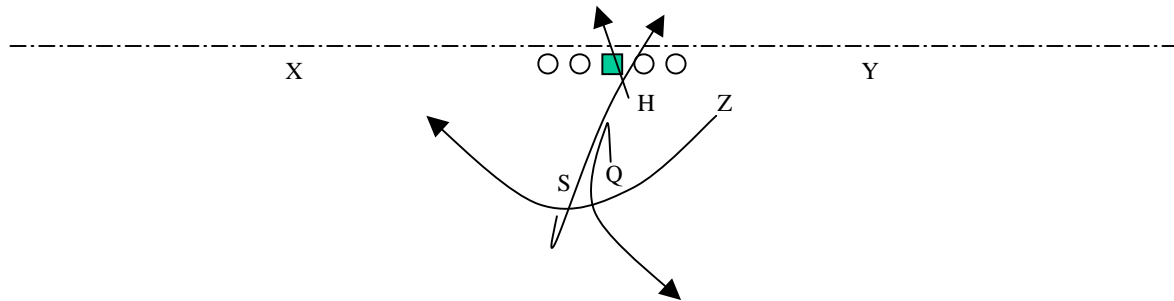
S takes a drop step allowing Z to mesh with Q then runs to zone monument. Sell fake.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh. Sell fake.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
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44 LEFT-Z77-35 DIRECT WEDGE SPINNER

58



Play Design-

All linemen wedge block.

X- align 1, horn near man to sideline.

Y - align 8, attack inside number of near defender.

Z- align 7, run to Q's feet at snap.

H- align sniff opposite S, take direct snap.

S - align 4, drop and run to zone monument.

Q- align 5, play action with Z and to S then boot away.

Position Technique-

Wedge block protecting inside first. Center and guards in 3 point stance, tackles in 2 point stance.

X and Y must stalk block the near defender. If the Y defender sugars then Y must be open for the bubble screen.

Z must run to Q's feet meshing first then sell fake.

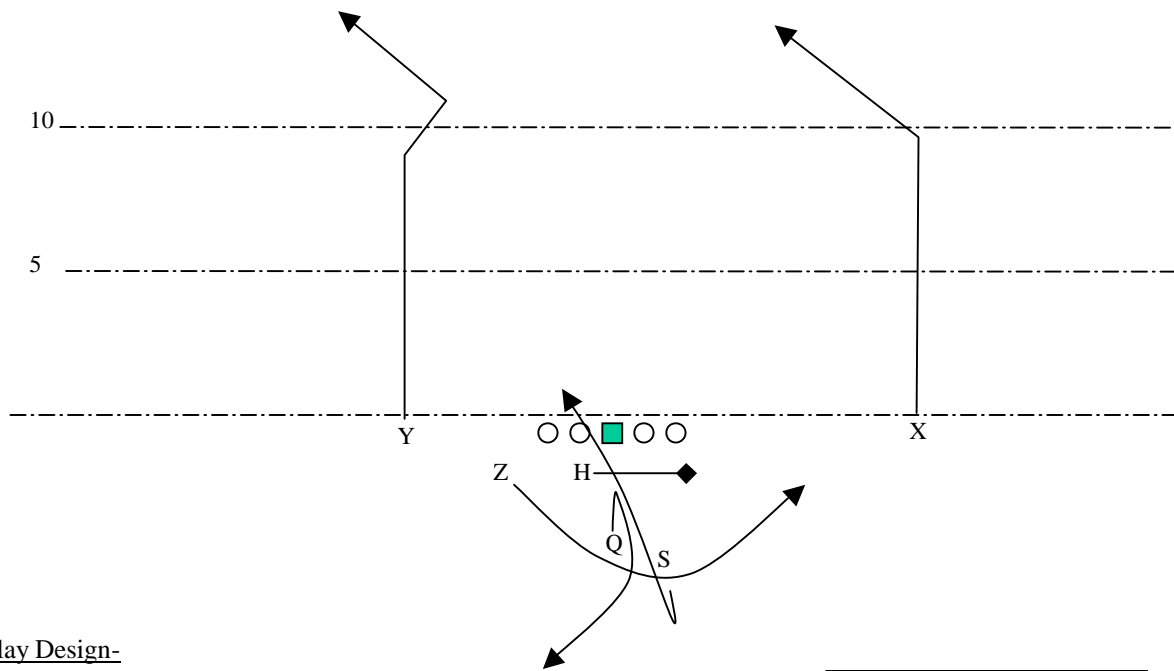
H takes direct snap. Tap the center so he knows where you are.

S takes a drop step allowing Z to mesh with Q then runs to zone monument. Sell fake.

Q must step towards the football with the backside foot and snap around facing his own goal then deal cards. Do not move through the mesh action. Z and S come to you then boot away from the last man to mesh. Sell fake.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
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66 LEFT-Z33-SPINNER ACTION- 87 WAGGLE



Play Design-

All linemen waggle protect.

X- align 9, run 7 route

Y - align 2, run 8 route

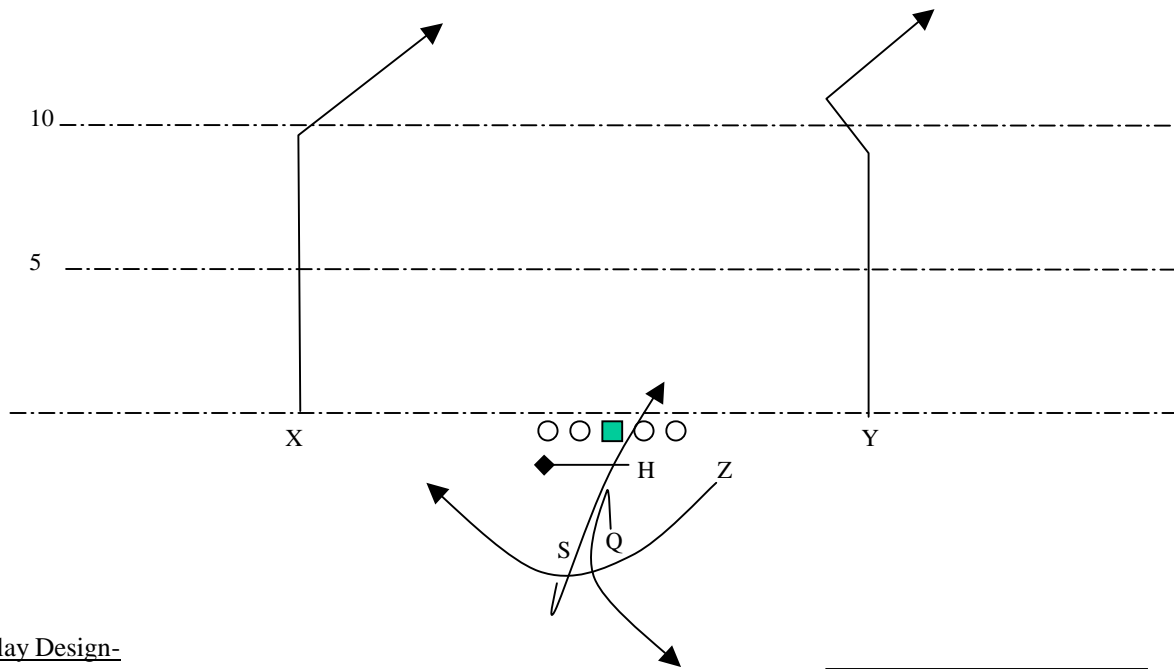
Z- spinner action

H- log backside end

S - spinner action

Q- mesh with Z then S the waggle. Set up to throw.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
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Play Design-

All linemen boot protect.

X- align 1, run 7 route

Y - align 8, run 8 route

Z- spinner action

H- log backside end

S - spinner action

Q- mesh with Z then S the waggle. Set up to throw.

Fakes -Ohio Georgia Alabama Carolina Kentucky Tennessee Michigan
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