

TROJANS FOOTBALL OFFENSIVE PLAYBOOK

Whole Numbering:

Gaps are numbered evenly to the right of the center and oddly to the left of the center.

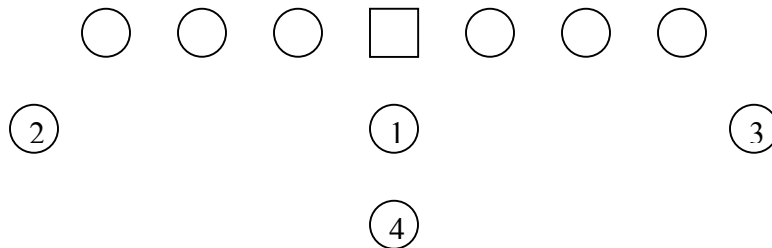
7 TE 5 T 3 G 1 C 2 G 4 T 6 TE 8

Splits:

Line splits are one foot each (if not tighter). Wings are one yard deep and one yard outside of TE.

Back Numbering:

Running backs are numbered left to right, closest to the line to farthest from the line.



Motions:

Lou – left wing motions behind fullback, keeping shoulders square to l.o.s.

Lead – left wing motions in front of fullback

Rob – right wing motions behind fullback, keeping shoulders square to l.o.s.

Read – right wing motions in front of fullback

Flood – fullback motions to play side (usually designated whole)

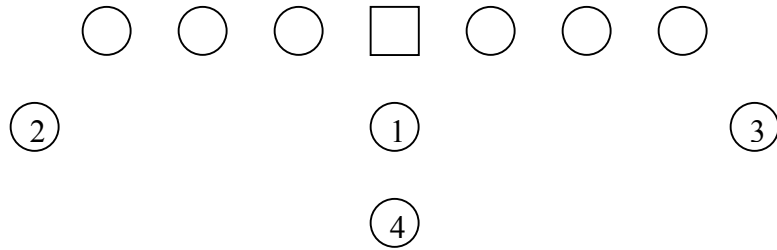
Laser/Razor – same as Lou/Rob but at a full sprint with shoulders turned

Audibles:

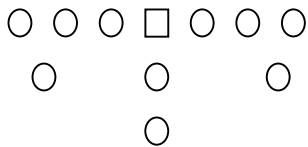
If an audible is called then the snap count automatically goes to “1.”

Formations

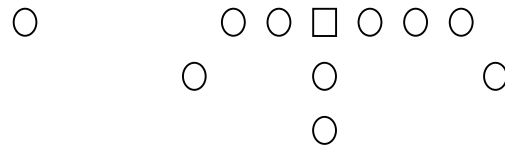
Double



Slot

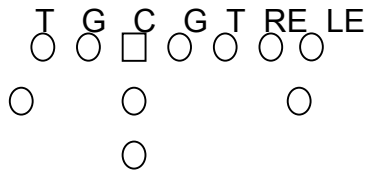


Split (Left or Right, or both)



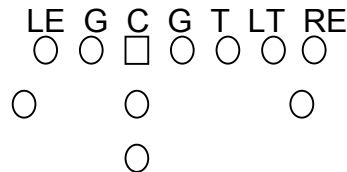
Over ("Under" is to left side)

- Left TE is overloaded

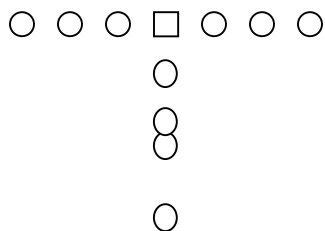


Heavy ("Light" is to left side)

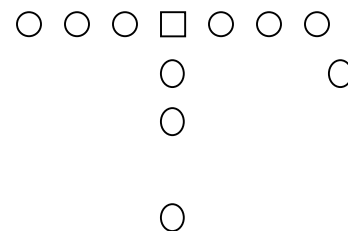
- Left T is overloaded



I (stack I)



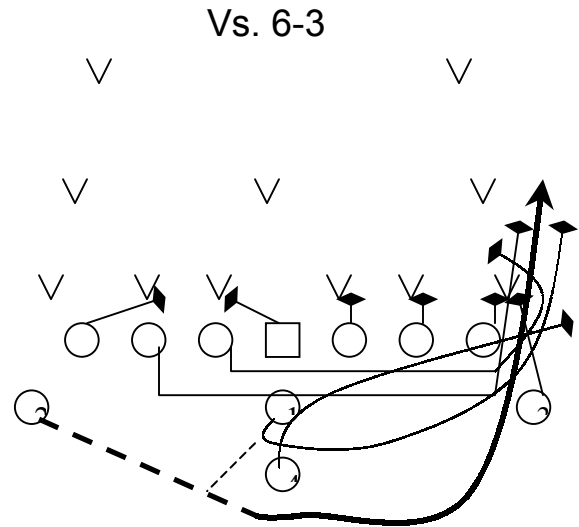
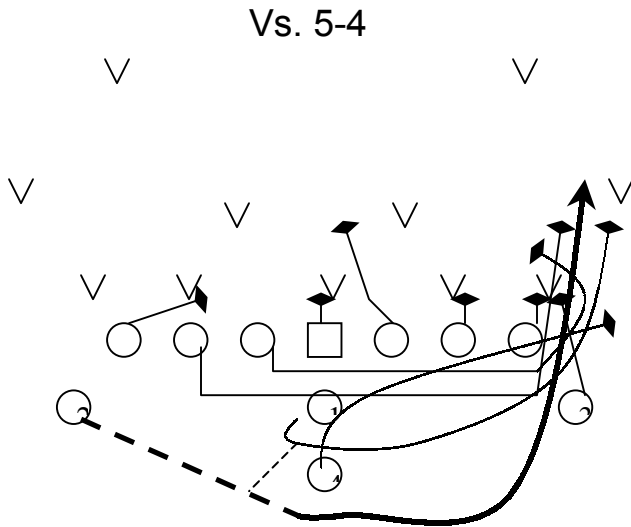
I Right (or left)



In the "I" the fullback is the "4", the stack is the "5" and the I-back is the "6" back for play numbering.

Can run numerous combinations of formations. Examples include slot split (left or right), over split (or under split), heavy split (left or right), or light split (left or right).

SUPER POWER (Lou GT 38 or Rob GT 27)



Rules:

C – man on, man away

PG – gap, on, area (protect gap first, then go to area)

PT – gap, on, area (protect gap first, then go to area), if “area” call then may get double team from PTE

PTE – gap, on (double team with PW), area, if DE is outside then call “area” and double DT and to let PW block ILB

PW – double team DE with PTE, if “area” then go straight to ILB

BG – pull (shoulders square to l.o.s.) and lead up hole, look for blitzing ILB, once through hole look inside as part of the “wall”

BT – pull (shoulders square to l.o.s.) and lead up whole, look for blitzing ILB, once through hole head up field

BTE – inside block DT (“shoeshine”)

FB – initial step is into l.o.s., run down line and block out on corner force, if “area” call then block DE, attack with upfield shoulder

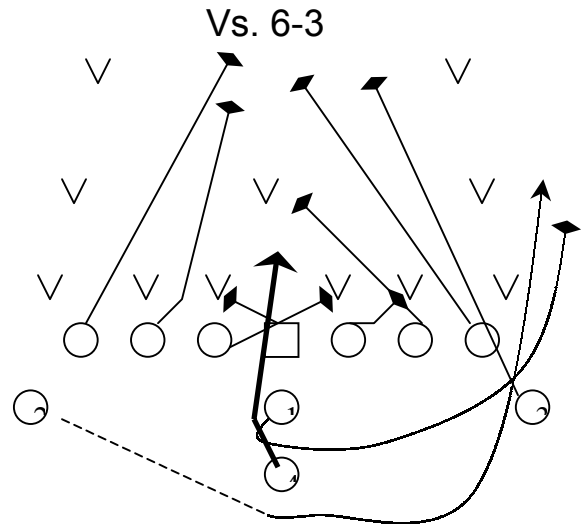
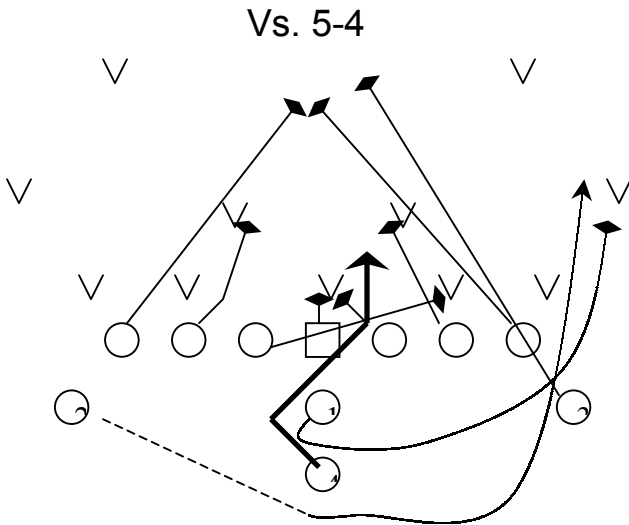
BW – motion (keeping shoulders square to l.o.s.), once pitch/hand-off then follow blockers into hole, look to cut back once through hole

QB – open to motion, pitch ball to W, continue around into hole and look upfield/outside

Other:

- From “slot” there is no motion. Can go on first sound.
- “Power” (no “super”) is a handoff and bootleg from QB. Sets up reverse (GT 325).
- “Flood” motion has FB kicking out DE right at snap and PW folding to ILB or DT

INSIDE TRAP (Lou G 42 or Rob G 41)



Rules:

C – man away, man on ***this is an exception to usual rules

PG – gap (double NG), area, if covered block outside (influence block – punch step out, then block DT), widen split to 2 feet

PT – area (do not make contact on l.o.s.)

PTE – area (do not make contact on l.o.s.)

PW – area

BG – trap first man outside hole, attack with upfield shoulder, path is through center's ribs

BT – gap, area

BTE – area

FB – punch step opposite hole to angle towards hole, wait for ball, follow trap block, vs. 5-4 path is wide, vs. 6-3 path is behind C

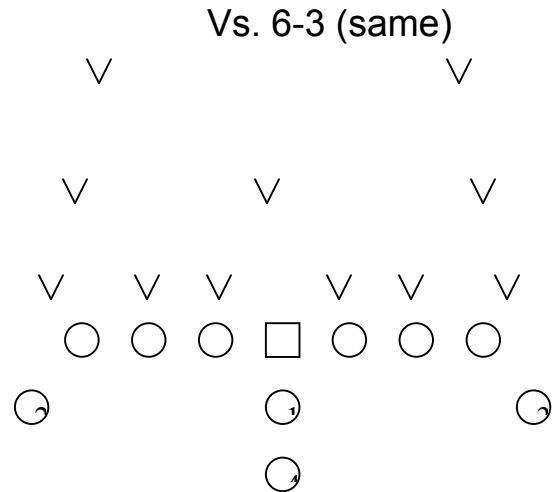
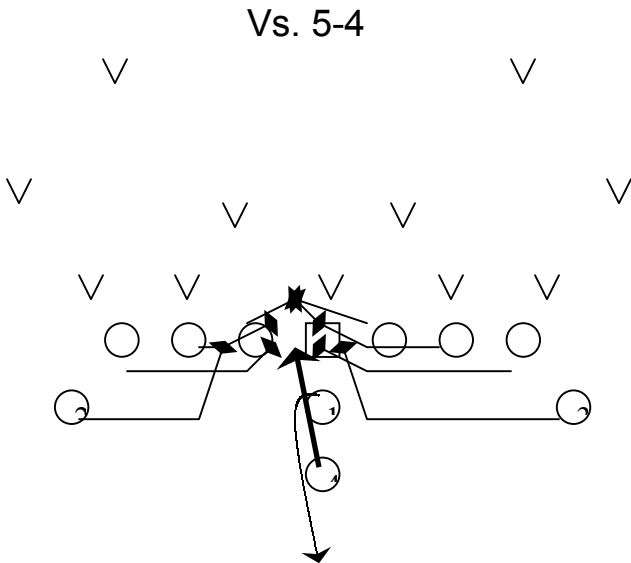
BW – motion, finish out fake by running Super Power

QB – open to motion, hand off to FB, finish out Super Power

Other:

- Audible is “Green 42” or “Green 41”

WEDGE (at 1, at 2)



Rules:

C – step to hole, get hip to hip with PG, don't allow penetration

PG – step to hole, get hip to hip with C, don't allow penetration

PT – lateral step and get inside hand on back of PG, don't allow penetration

PTE – lateral step and get inside hand on back of PT, don't allow penetration

PW – run to PG/PT gap and stop any penetration, push on PG/PT

BG – step hard to hole, get hip to hip with C, don't allow penetration

BT – lateral step to get inside hand on back of BG, don't allow penetration

BTE – lateral step and get inside hand on back of BT, don't allow penetration

FB – wait for QB to get ball, follow wedge, looking to for a gap to run through

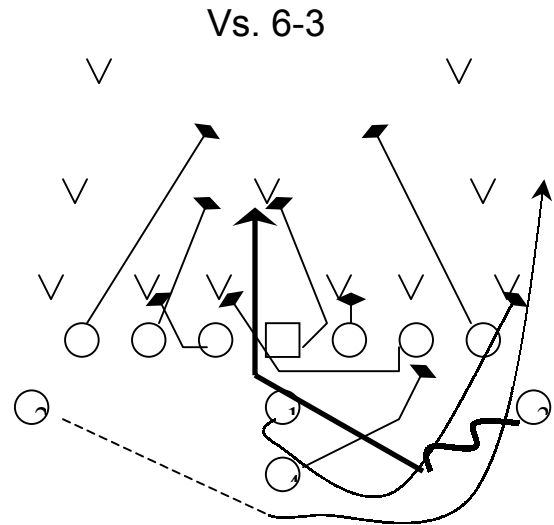
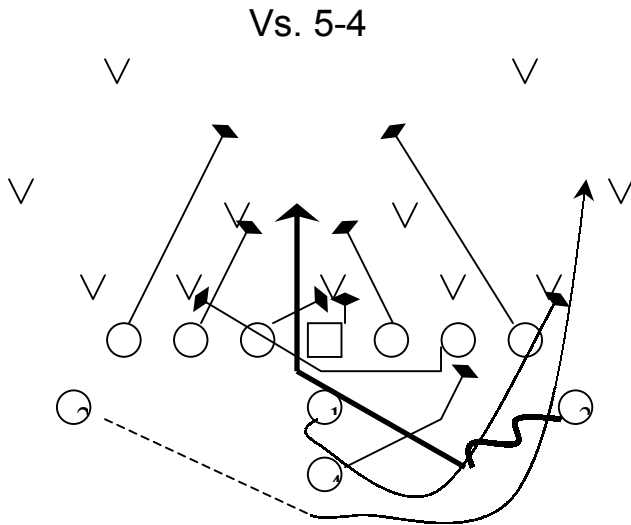
BW – if no motion then run to BG/BT gap and stop penetration, push on BG/BT

QB – open to hole side, get ball back to FB, watch for fumble

Other:

- Run on first sound.
- Run from any formation with any motion.
- Keys are to keep feet moving, don't allow penetration, keep pushing on the pile.

TACKLE TRAP (Lou T21 or Rob T32)



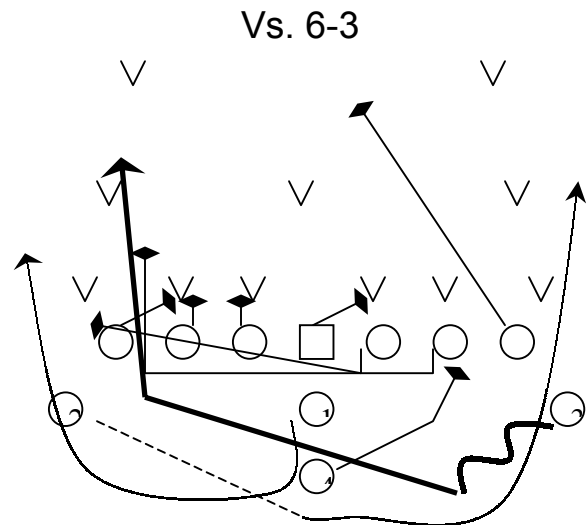
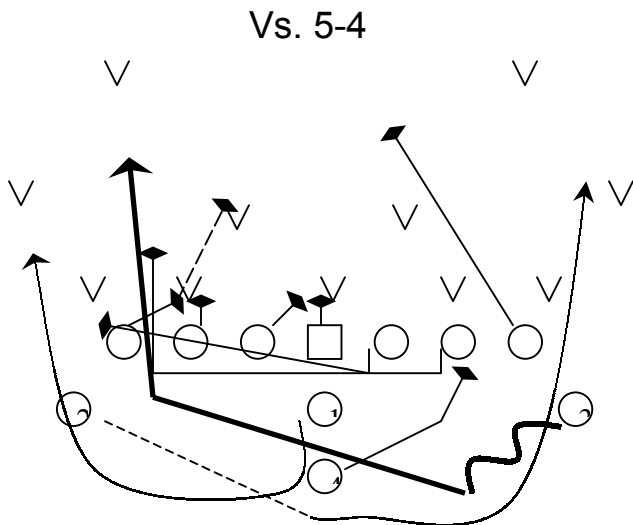
Rules:

- C – man on, man away (if not in gap, check and release to ILB)
- PG – gap (double NG), area, if covered block outside (influence block– punch step out, then block DT), widen split to 2 feet
- PT – area (do not make contact on l.o.s.)
- PTE – area (do not make contact on l.o.s.)
- PW – motion, finish out Super Power fake
- BG – gap, on, area
- BT – trap first man outside hole, must begin heading into l.o.s. at center, attack with upfield shoulder
- BTE – area
- FB – shuffle step backside and fill for pulling BT
- BW – crossover step into backfield, take inside (of QB) handoff and run inside of trap block, hit hole square, try to beat BT to the hole
- QB – open to motion and fake pitch while getting more depth and width, handoff (inside) to BW, finish out Super Power fake

Other:

- T21 Draw – QB drops as in Orange pass drop (fake to FB, etc.) and hands off to PW as draw

REVERSE (Lou GT 325 or Rob GT 236)



Rules:

C – man on, man away

PG – gap (double NG), on, area

PT – gap, on, area

PTE – gap (double team DT), area

PW – motion, hand off to BW (inside), carry out Super Power fake

BG – trap first man outside 5 gap

BT – pull and turn up inside of trap block

BTE – area

FB – shuffle step backside and fill for pulling BT

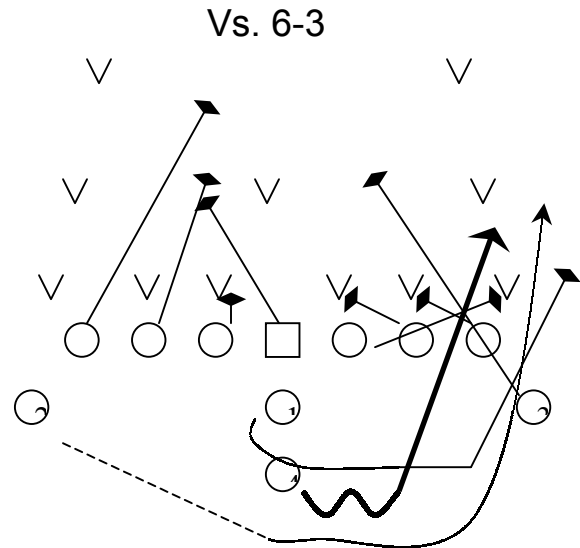
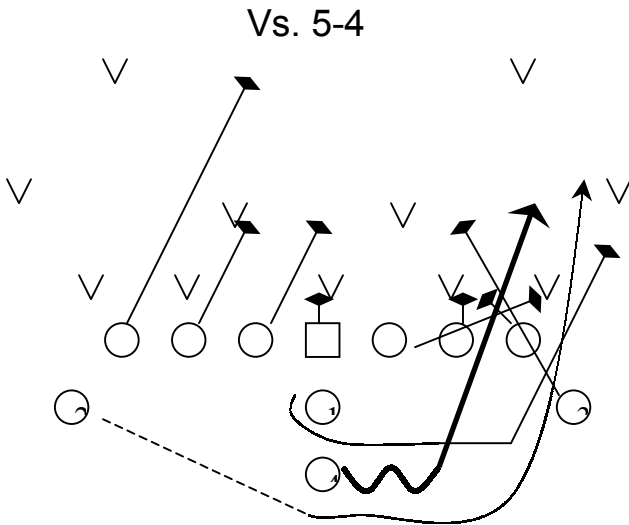
BW – crossover into backfield, take handoff from PW (inside), turn up inside of trap block

QB – hand off to motion man and bootleg, lead upfield outside DE

Other:

- can run Lou GT 25 (no reverse, QB handoff inside) and Lou GT 25 Outside (outside handoff by QB – BW can get more depth)
- GT 325 Follow – FB punch steps back side and then leads up hole inside of BG trap block (may need BTE to shoeshine block)

BELLY (Lou G46 Special or Rob G45 Special)



Rules:

C – man on, man away

PG – trap first man outside 6 gap

PT – gap, on, area

PTE – inside

PW – area (ILB), must avoid contact with DE!, if DE is wide then dip inside to ILB, if DE is tight then loop outside to ILB

BG – gap, on, area

BT – gap, area

BTE – area

FB – cross-over step to hole, hit hole square

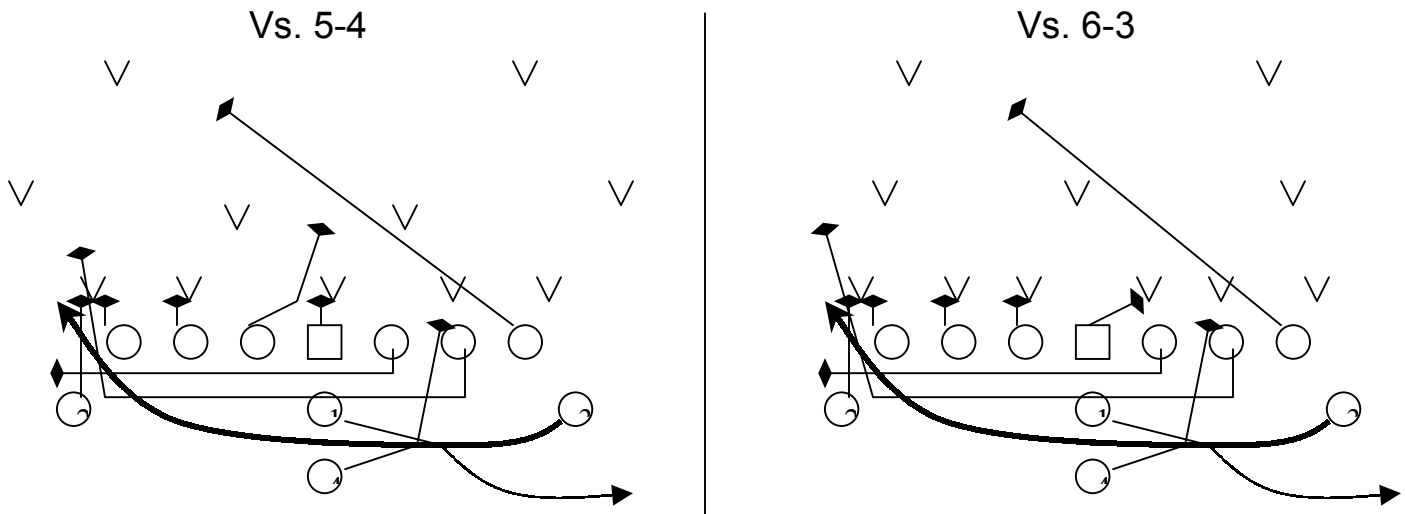
BW – motion, carry out Super Power fake

QB – turn 270° to motion (pigeon toe feet before snap to make easier), handoff to FB and continue out Super Power fake

Other:

- Run when DE is playing very wide to force him back inside

BUCK SWEEP (GT 27 or GT 38)



Rules:

C – man on, man away

PG – gap, on, area (protect gap first, then go to area)

PT – gap, on, area (protect gap first, then go to area), if “area” call then may get double team from PTE

PTE – gap, on (double team with PW), area, if DE is outside then call “area” and double DT and to let PW block ILB

PW – double team DE with PTE, if “area” then go straight to ILBBG –

BG – trap first man outside 7 gap (DE or OLB), attack upfield shoulder, if nobody to trap turn upfield

BT – pull and lead up hole inside of trap block, look inside

BTE – area

FB – shuffle step backside and fill for pulling BT, fake receiving handoff

BW – no motion, take handoff from QB (inside), cut inside trap block

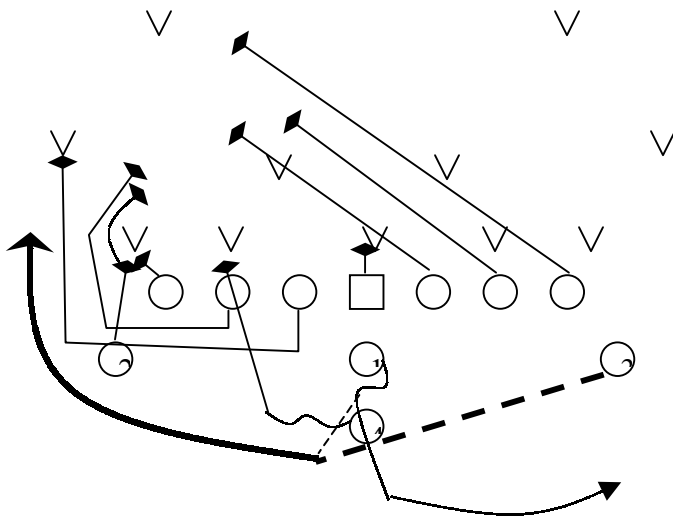
QB – open to backside and fake FB dive, handoff to BW (outside), carry out bootleg fake

Other:

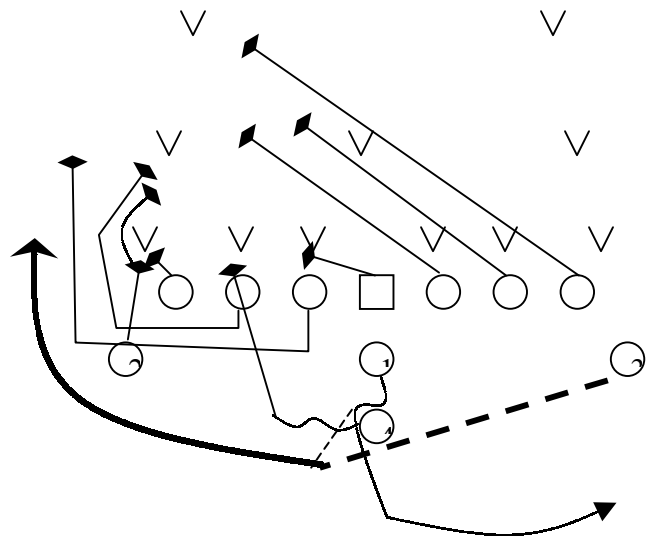
- run on first sound since no motion
- good compliment to Lou GT 38 Super Power once defense is pre-aligning

SPRINT SWEEP (Razor GT 27 Special, Laser GT 38 Special)

Vs. 5-4



Vs. 6-3



Rules:

C – playside, man on

PG – pull playside around DE and look upfield

PT – pull playside around DE and seal inside

PTE – double DE, work to outside as PW releases

PW – double DE, release to seal ILB

BG – area

BT – area

BTE – area

FB – crossover to playside and fill for pulling tackle

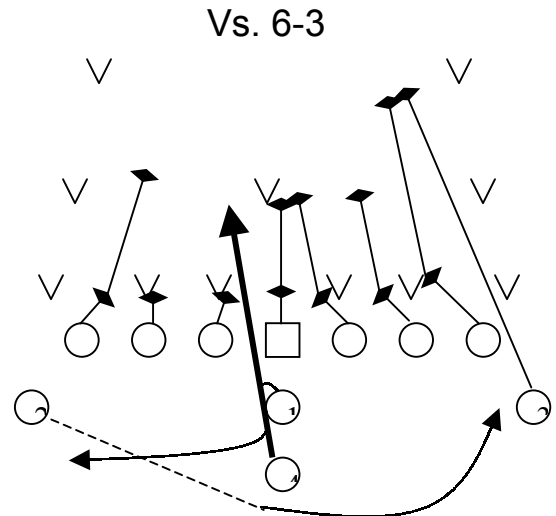
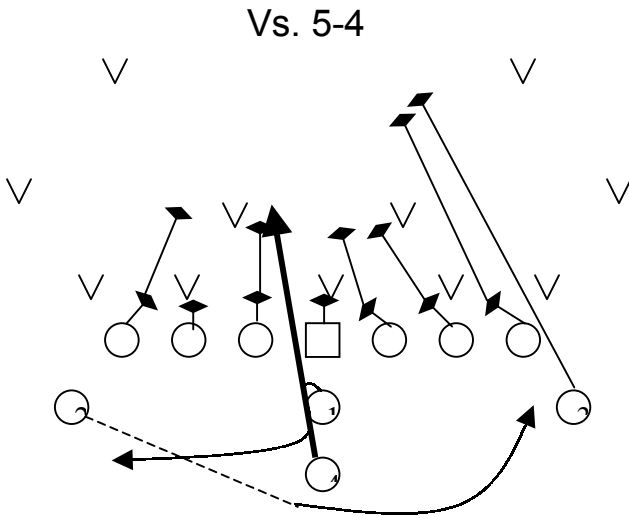
BW – sprint motion, will get pitch past C, look to run outside, once in secondary look to cut back behind BT/BTE

QB – open to motion, pitch will be past C, bootleg

Other:

- Run once 38 Super Power has influenced defense to pre-align or automatically slant

FULLBACK DIVE (O Series, Lou O 41, O 42, O 43, O 44)



Rules:

C – man on, area (ILB)

PG – gap, on, area

PT – gap, on, area

PTE – gap, area

PW – motion, carry out fake, if no motion then block area

BG – gap, area

BT – gap, area

BTE – area

FB – aiming point is middle of the hole/gap

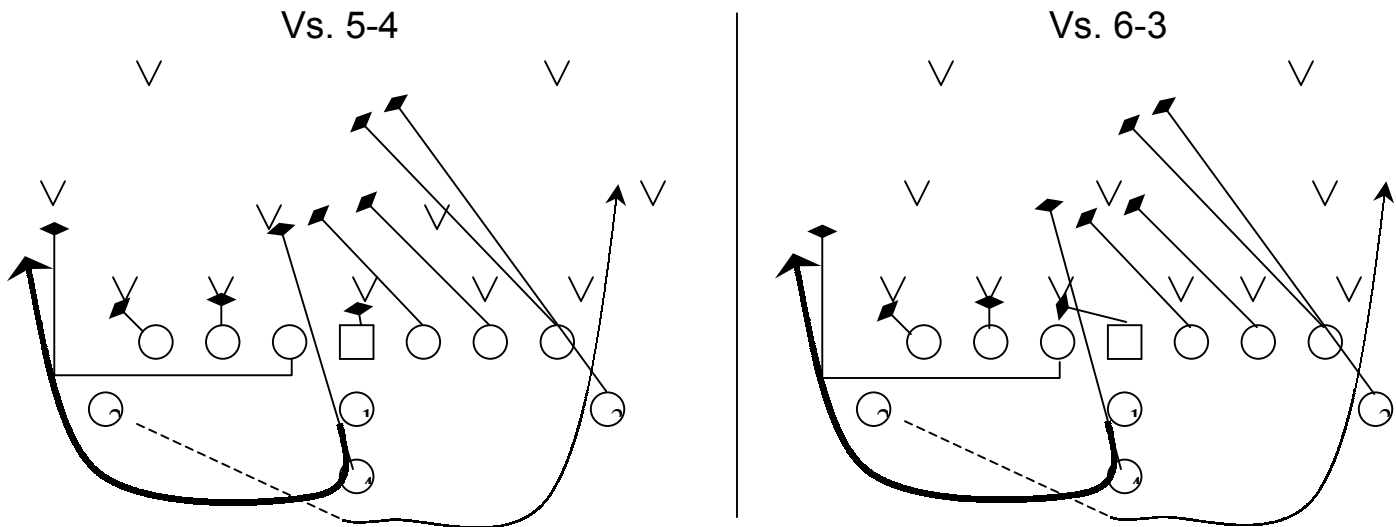
BW – area

QB – open to hole, carry out fake after handoff

Other:

-

BOOTLEG RUN (Lou G17 Special Run, Rob G18 Special Run)



Rules:

C – playside, man on

PG – pull outside DE, settle for one count, head upfield and stay in front of first defender

PT – gap, on, area

PTE – hook DE

PW – motion and fake Power

BG – area

BT – area

BTE – area

FB – punch step backside and run through playside G-C gap to block playside LB (hook if possible)

BW – area

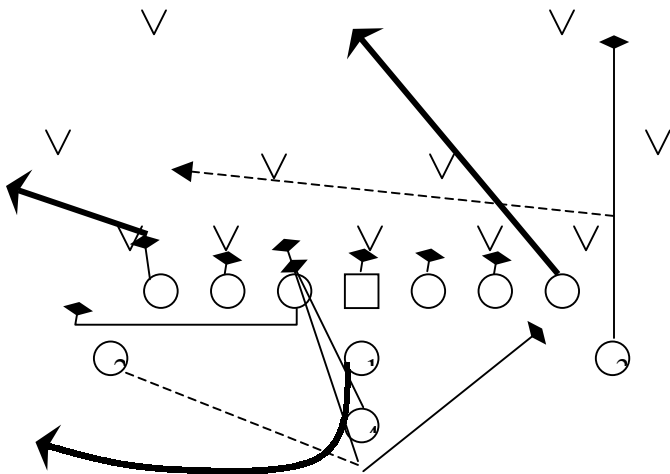
QB – fake Power and bootleg, look to run outside

Other:

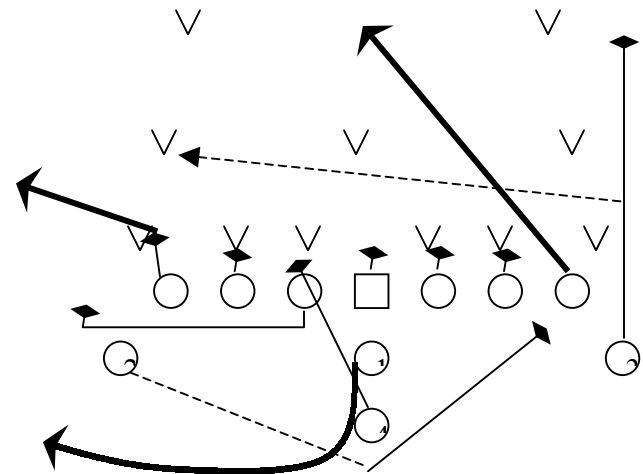
- run this from slot formation, TE has gap or hook DE
- may be necessary to have FB cheat 12 inches to backside to get through easier vs. 60 defense and out of qb's way

BOOTLEG (Lou G17 Special Bootleg, Rob G18 Special Bootleg)

Vs. 5-4



Vs. 6-3



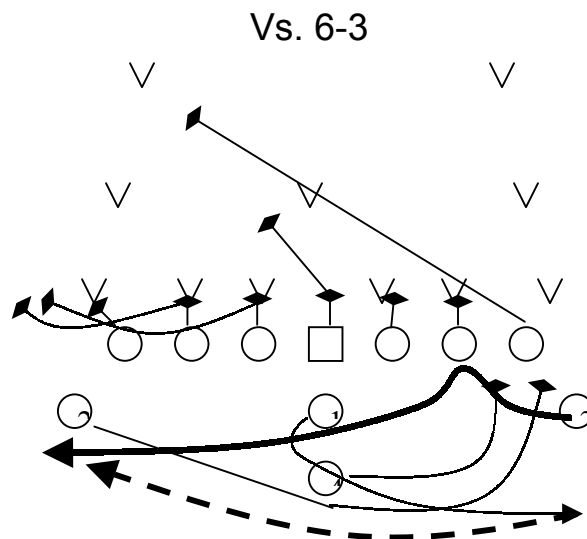
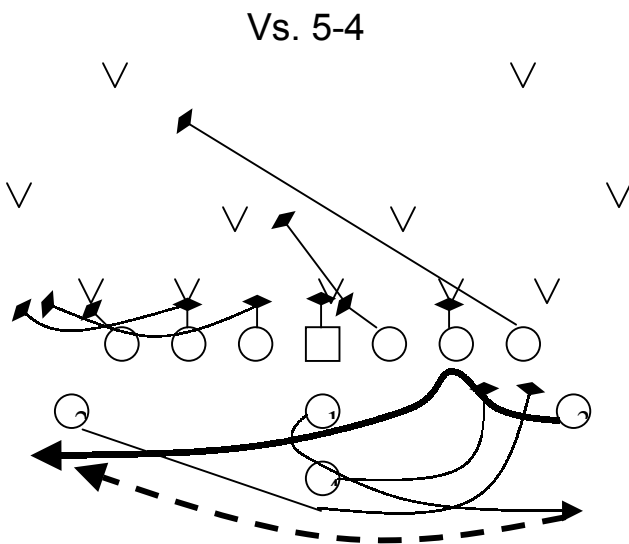
Rules:

- C – punch to playside gap and initiate contact, maintain contact
- PG – pull outside DE and settle, block first threat, do not cross LOS
- PT – punch to playside gap and initiate contact, maintain contact
- PTE – initiate contact with DE, release and run “out” route
approximately six yards deep
- PW – motion and carry out Super Power fake, block DE
- BG – punch to playside gap and initiate contact, maintain contact
- BT – punch to playside gap and initiate contact, maintain contact
- BTE – release and run a deep post, vs. 2 deep split the DB, vs. 3
deep run in front of middle DB
- FB – punch step backside and fill for pulling guard
- BW – run a “0” hold DB
- QB – fake Power handoff and bootleg, read PTE first, throw BTE if
playside DB breaks on the “out”

Other:

- may be necessary to have FB cheat 12 inches to backside to get easier block vs. 60 defense and out of qb’s way
- can also run “Lou G17 Special Bootleg Drag” to get BW crossing on a “drag” pattern (shown dashed in diagram)
-

SCREEN (Lou GT 27 Special Screen, Rob GT 38 Special Screen)



Rules: (playside is to the numbers)

C – man on, check playside, ILB

PG – gap (one count) to area, on

PT – gap, on

PTE – area (across field vs. deep)

PW – fake block behind PT, release to 4 yds behind LOS and outside TE

BG – gap/on for 1 count, pull outside TE and set up with BT, take first outside threat

BT – gap/on for 1 count, pull outside TE and set up with BT, take first inside threat

BTE – gap/on, hook DE if possible, maintain contact

FB – cross-over and block DE

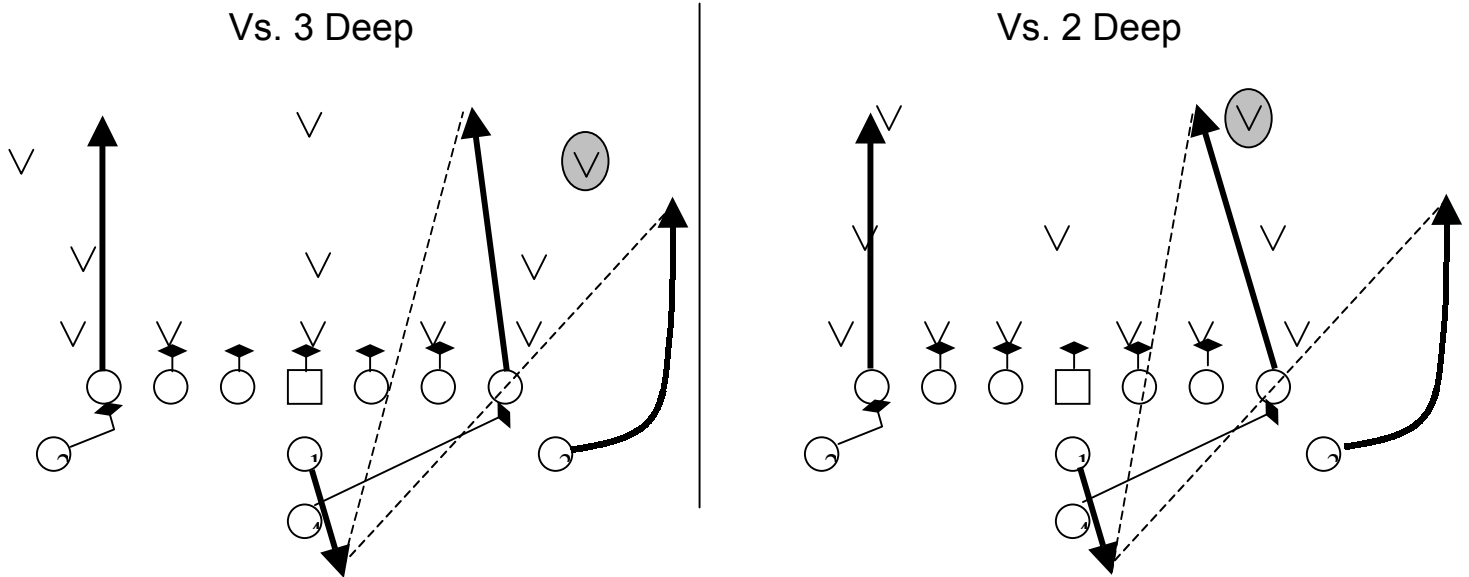
BW – motion, fake Super Power and block DE/OLB

QB – open to motion, roll behind BW and screen

Other:

- Black Lou GT 47 Special Screen (FB screen, run same as above except FB drifts to screen rather than PW)

PASS (Orange Wheel, Black Wheel)



Rules:

C – punch step play side, pass pro

PG – pass pro

PT – pass pro

PTE – post pattern (“0”), run between DB’s

PW – wheel pattern

BG – punch step play side, pass pro

BT – punch step play side, pass pro

BTE – “0” pattern, vs. 3 deep drift to the outside

FB – fake “dive” handoff, block DE

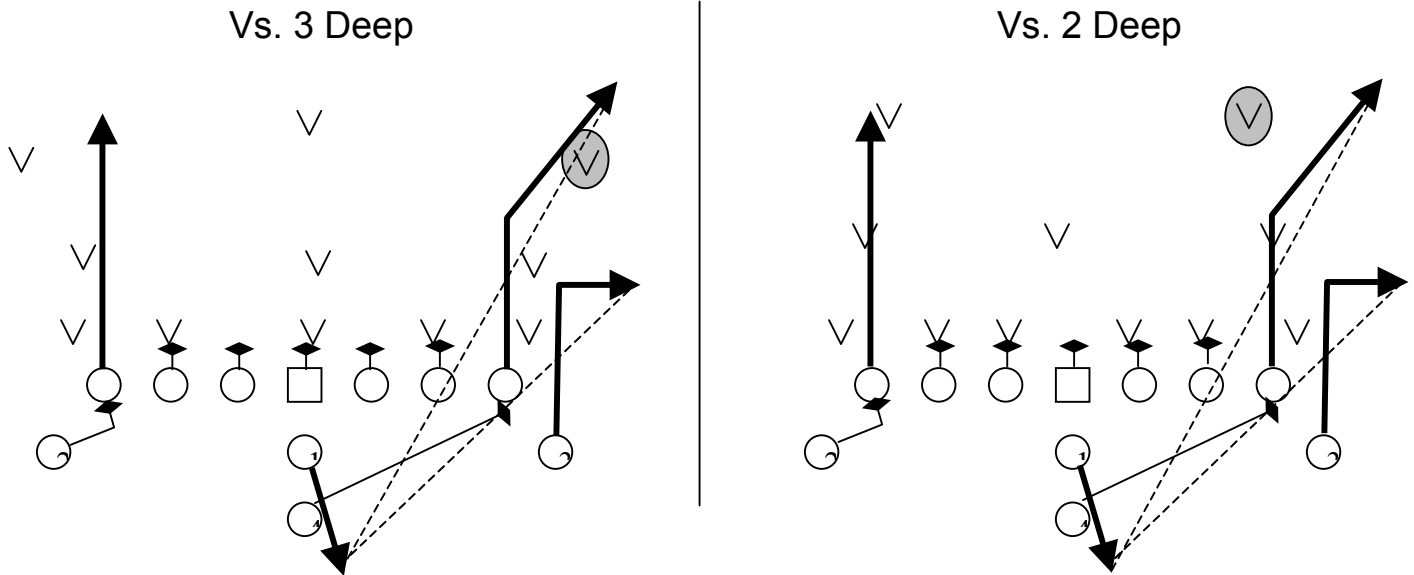
BW – punch step playside, block DE

QB – 5 step drop behind PG (quick fake dive to FB), read widest DB and throw to opposite playside receiver IMMEDIATELY!

Other:

- “Wheel Invert” switches playside pass routes, all else is same

PASS (Orange Out, Black Out)



Rules:

C – punch step play side, pass pro

PG – pass pro

PT – pass pro

PTE – corner (“7”) pattern, run behind DB

PW – out pattern (“3”), run in front of DB

BG – punch step play side, pass pro

BT – punch step play side, pass pro

BTE – “0” pattern, vs. 3 deep drift to the outside

FB – fake “dive” handoff, block DE

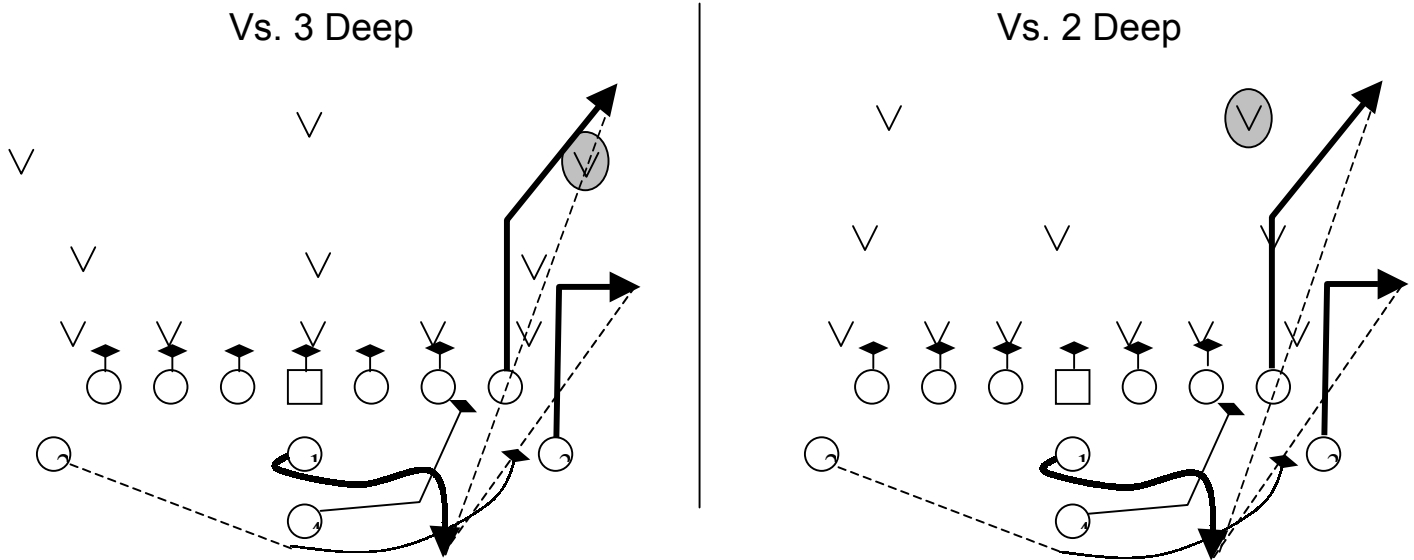
BW – punch step playside, block DE

QB – 5 step drop behind PG (quick fake dive to FB), read widest DB and throw to opposite playside receiver IMMEDIATELY!

Other:

- “Out Invert” switches playside pass routes, all else is same
- Good play action off of Super Power, BW picks up DE, FB goes backside to DE
- “Out Backside Post” is great vs. 2-Deep zone, vs. 3-Deep BTE must stay in front of FS

PASS (Orange Lou 46 Pass Out, Black Rob 45 Pass Out)



Rules:

C – punch step play side, pass pro

PG – pass pro

PT – pass pro

PTE – corner (“7”) pattern, run behind DB

PW – out pattern (“3”), run in front of DB

BG – punch step play side, pass pro

BT – punch step play side, pass pro

BTE – punch step play side, pass pro

FB – run 46 Special, block DE inside shoulder

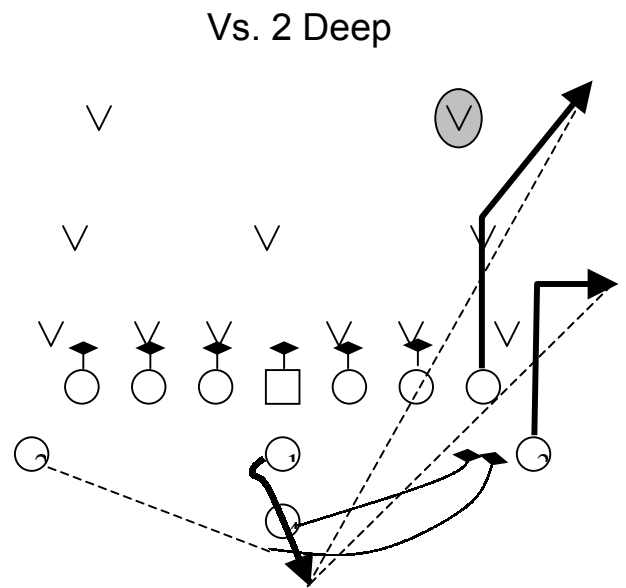
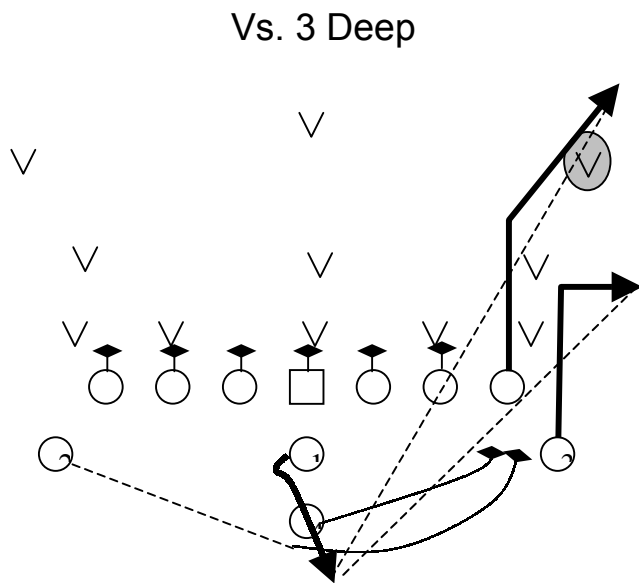
BW – motion, carry out Super Power fake, block first threat

QB – fake 46 Special, drop 3 steps and read widest DB
and throw to opposite playside receiver IMMEDIATELY!

Other:

- also can run 46 Pass Wheel
- BTE can not run a pattern, must block DE

PASS (Orange Lou 38 Pass Out, Black Rob 38 Pass Out)



Rules:

C – punch step play side, pass pro

PG – pass pro

PT – pass pro

PTE – corner (“7”) pattern, run behind DB

PW – out pattern (“3”), run in front of DB

BG – punch step play side, pass pro

BT – punch step play side, pass pro

BTE – punch step play side, pass pro

FB – run Super Power, block DE

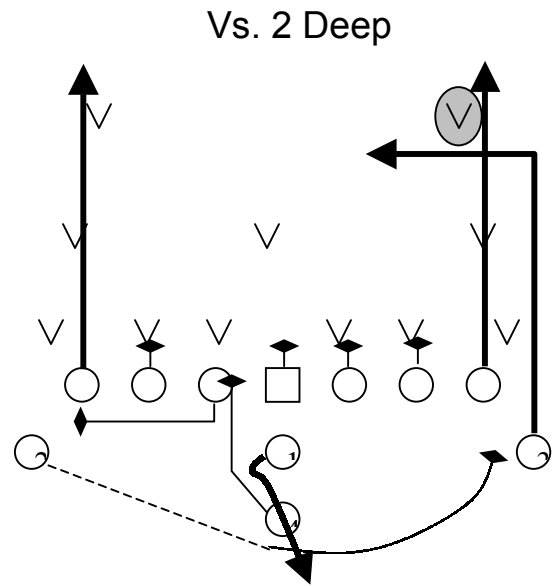
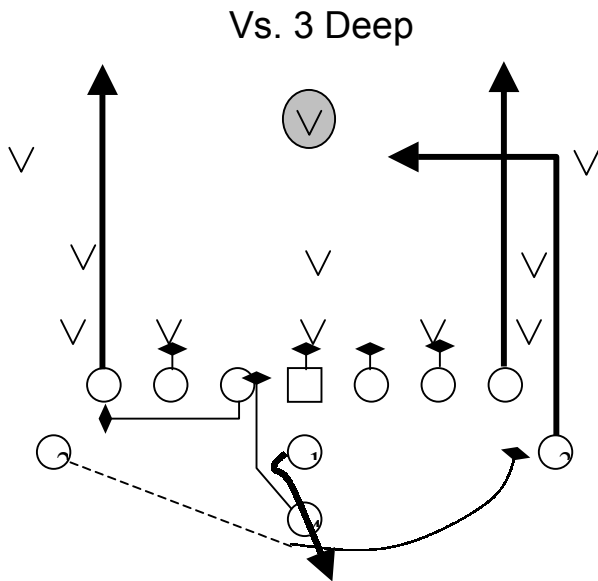
BW – motion, carry out Super Power fake, block first threat

QB – fake Super Power pitch, drop 3 steps behind PG
and read widest DB and throw to opposite playside receiver
IMMEDIATELY!

Other:

- also can run 38 Pass Wheel
- BTE can not run a pattern, must block DE

PASS (Orange Lou G Fly In, Black Rob G Fly In)



Rules:

C – punch step play side, pass pro

PG – pass pro

PT – pass pro

PTE – fly (“0”) pattern

PW – in (“8”) pattern 10-12 yds deep, run in front of DB

BG – pull as 45/46 special

BT – punch step play side, pass pro

BTE – fly (“0”) pattern

FB – punch step like G42, fill for pulling guard

BW – motion, carry out Super Power fake, block DE’s inside shoulder

QB – fake Super Power pitch, drop 3 steps behind PG

and read middle DB vs. 3 Deep – throw to in if he’s dropped at all, read outside DB’s vs 2 Deep – throw to in if they’ve widened

Other:

- also can run Red Lou G Wheel
- because of “G” the BTE can run a pattern

OTHER PASSING

From Split, Over Split, Heavy Split can run an individual pattern to the split end. They include:

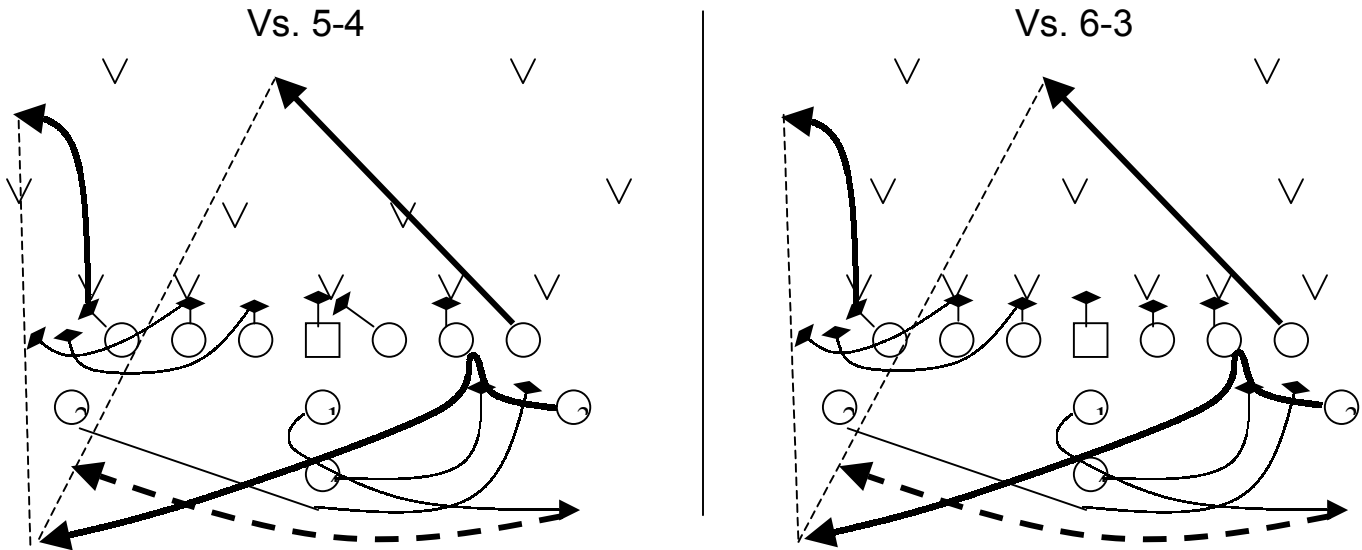
- 2 – if DB is playing off, also sets up Beetle Special
- 3 – if DB is playing head up or inside
- 5 – if DB is playing tight
- 0/1 – if DB is cheating up to stop run
- 2 out (Bluejay) – if jumping on the 2
- 9 (hook) – if DB is bailing out

Line blocking would be Orange or Black, probably no motion and FB would pick up DE.

Also, Tight End Dump can be run if LB/DB are really cheating up or outside. Fullback fakes dive to the dump side. All others block Red or Blue. TE releases easiest way possible and looks for ball approximately yards down field. Audible is Orange 88 or Black 99. Call in huddle would be Orange 88 or Black 99.

Can also use Fast Break pass plays with Orange and Black. For example, Split Right Orange Bearcat would be Bearcat run to right side only. Others include Wildcat, Indian, Chief, Casino, BlueJay.

SCREEN (DOUBLE) PASS (Lou GT 27 Special Screen Pass)



Rules:

C – man on, check playside

PG – gap, on

PT – gap, on

PTE – post pattern, vs. 2 deep split DB's, vs. 3 deep run route inside safety

PW – fake block behind PT, release to 6 yds behind LOS (one yard behind QB) and outside TE

BG – gap/on for 1 count, pull outside TE and one yard behind LOS and set up with BT, take first outside threat

BT – gap/on for 1 count, pull outside TE and one yard behind LOS and set up with BG, take first inside threat

BTE – gap/on for 1 count, run a deep out – behind OLB and in front of DB

FB – cross-over and block DE

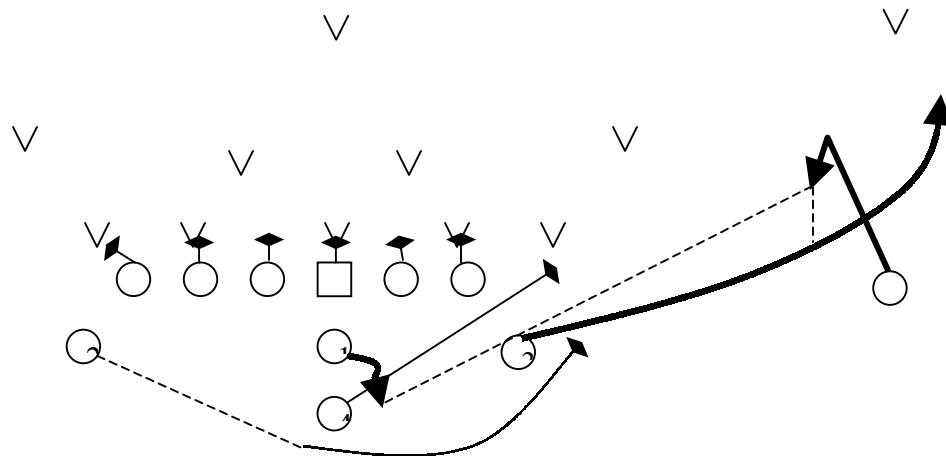
BW – motion, fake Super Power and block DE/OLB

QB – open to motion, roll behind BW and throw once BW is behind

Other:

HOOK AND LADDER (Split Right Lou Beetle Special, Split Left Beetle Special)

Vs. 5-4



Rules:

C – man on, check playside

PG – gap, on

PT – gap, on

PSE – 5yd slant hook, pitch ball to PW

PW – release to outside and approximately 3 yds behind PSE, most important is to handle pitch properly

BG – gap, on

BT – gap, on

BTE – gap, on

FB – block DE

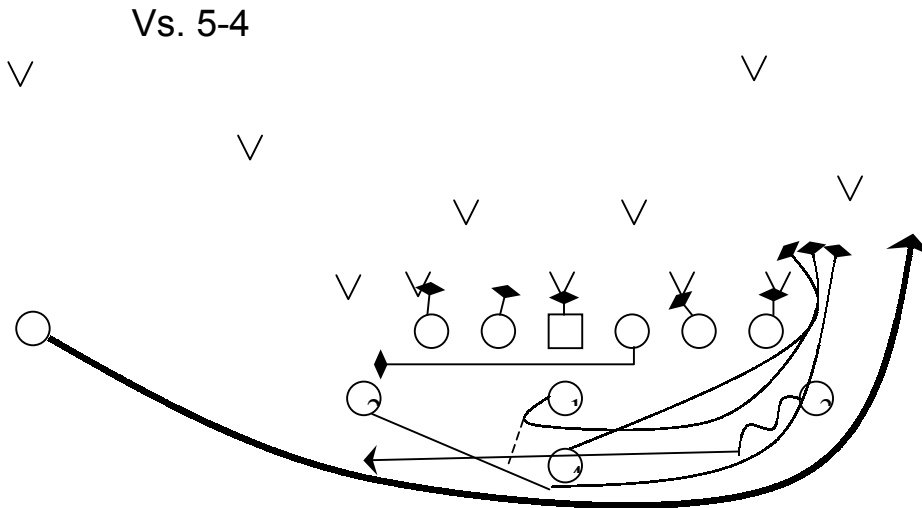
BW – motion, carry out Super Power fake wide

QB – fake dive to FB deep, throw to PSE

Other:

- also run from Over Split

DOUBLE REVERSE (Lou G 327 Double Reverse or Rob G 238 D.R.)



Rules: (playside is to the numbers, not the reverse)

C – man on, man away

PG – gap, on

PT – gap, on

PSE – at snap sprint to point 4 yards deep behind LOS, take inside handoff from BW, get outside of wall

PW – motion, inside handoff to BW, continue around end and set up wall with QB and FB

BG – pull and block DE (attack his *downfield* shoulder)

BT – gap, on

BTE – gap, on, allow DE to work inside and then lock on

FB – get around DE and set up wall with QB and PW

BW – cross-over like 325, take outside handoff, drift away from LOS and outside handoff to PSE

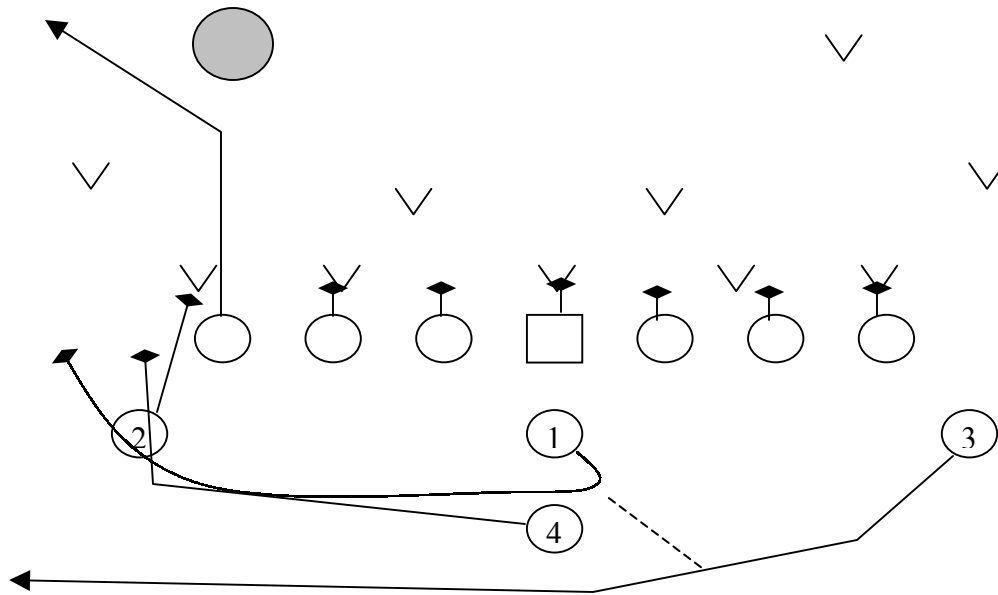
QB – open to motion, pitch, continue around end and set up wall with FB and PW

Other:

- can also be run from Over Split

HALFBACK PASS (Rob Black 27 Halfback Pass, Lou Orange 38 Halfback Pass)

Vs. 5-4



Rules:

C – pass block according to color

PG – pass block according to color

PT – pass block according to color

PTE – corner (“7”) pattern

PW – block DE, don’t get past 1 yds down field

BG – pass block according to color

BT – pass block according to color

BTE – play action so no route, must block DE

FB – wide Super Power path and set up just outside of PW, if “go” call then block downfield

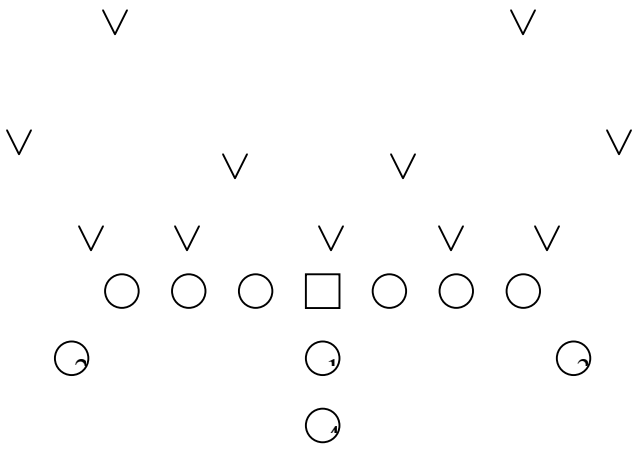
BW – motion and catch pitch, maintain depth, get outside of QB’s block and see if PTE is open (read widest DB only), if not yell “go” and run

QB – pitch and follow a wide Super Power path, set up and block outside of FB block, if “go” call then block downfield

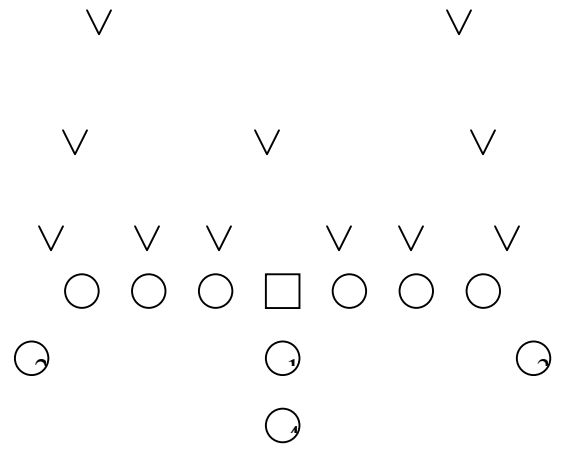
Other:

- can add “Out” to play call and PW will jam and release into out pattern, FB will pick up DE
- can add “Wheel” to play call and will be run just like “Wheel”, BW still reads widest DB

Vs. 5-4



Vs. 6-3



Rules:

- C –
- PG –
- PT –
- PTE –
- PW –
- BG –
- BT –
- BTE –
- FB –
- BW –
- QB –

Other:

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