

Reverse I Offense

The Reverse I is a deception based offense. Like the Wing T and Fly offense's, the Reverse I's plays all have the same backfield motion. Every play in the Reverse I looks the same. The Defense has no idea who has the ball and they cannot play Pursuit defense but have to play a Responsibility/ Read type of defense. This hesitation will give our offense line blocking angles and takes advantage of the deception our Offense creates.

Every play has 3 Options on it.

1st is your basic I back Power Series.

2nd your QB keeper off the basic I Series

3rd a Reverse package off your I series

The Off-Tackle Power Play

The 1st series is your basic I back plays. The staple play of our I series is the, block down and kick them out, Off Tackle Power Play. At the POA we have the TE block down double teaming any DT off to the LB. The OT/TE double team is the most important block. They have to get movement and not allow any penetration from the DT. They must combo off to the LB and try to make an alley for the TB to run through. If the OT is uncovered the TE blocks down or out to the next LB. If the OT is uncovered he will Combo block with the Guard and use the same techniques and rules as the OT/TE Combo block. The C will scoop/zone block front side to the LB picking up anyone slanting to his Gap. The backside OG/OT will scoop/zone toward the play, trying to pick off any pursuit.

The backside TE will attempt a lazy reach block. He is to set up in a lazy pass stance and try to sucker the DE to his inside then drive the man down the LOS. If the DE goes up field he is to drive him out and not let get up the field. The backside TE is trying to sell the Reverse every play. If he is successful he should influence the DE and CB and maybe a LB in to not pursuing the Off Tackle Power Play. In other formations the backside WR delays his stalk block for 2 seconds to time with reverse. If he attacks to early he gives away the play and allows the CB time to adjust.

The FB is lined up 3 to 4 Yards deep. He is the main cog in the backfield. The whole offense is relied upon his blocks. If the FB cannot make the blocks to spring your TB the

entire offense will not work. If they do not respect your Power Play the defense can effectively over play the other options and stop the Reverse I offense. On the Power Play the FB takes a banana angle so he can effectively kick out the DE. If the DE wrong shoulders the FB, he should log him in. Either way we want the FB to drive his man and open up a hole. The TB is lined up at 7 yards directly behind the FB/QB. At the snap the TB is to read The DE's 1st step to see his angle of approach and decided if he is going to kick out or logged by the FB. This little key will make his read of the FB's block a lot easier. The TB then proceeds at the OT outside leg, running full speed. The TB takes the ball and reads the FB's block, hitting the hole and running to daylight.

The QB's job is to take the snap and get the ball to the TB. He needs to get him the ball deep and wide. The QB's fake off the Power Play is very vital. He gives the ball with his left hand and rides the ball into the TB's pocket and looks at his left hand as it goes with the TB. The biggest key is to LOOK at the hand as it goes with TB. With this fake we are hoping to hold the CB/FS off the Reverse Play. The QB then turns his back to the LOS and takes 3 Steps and fakes the Reverse with the WR. This fake is just like the buck sweep. The QB gives his right hand to the Reverse Back and watches his hand go with him. The Main key is to LOOK at his hand as it goes with the Reverse Back. With this fake we are trying to get the backside pursuit to stay home. Then the QB takes off at full speed on his bootleg with his right hand at his side, pretending to have the ball on his hip, trying to get eye contact with someone and make them follow him. The eye contact and his running at Full speed should grab the attention of someone.

The Reverse Back lines up 9 yards from the TE. At the snap he runs to a spot 9 yards deep behind the OT. He makes a pocket for the QB and fakes the Reverse. He makes his fake by bending over and like the QB running full speed, hand on his hip, and getting eye contact with someone. His main job is to make backside pursuit follow him. If everyone does their job we should have a scenario like this. Front side SS/CB/FS should be neutralized by the Reverse and Bootleg. Even if they see the Power Play they should be standing flat footed watching the Reverse and QB Bootleg. Backside DE/CB and maybe WB should be watching for the Reverse, that makes 5 maybe 6 players watching rather than ball pursuing, gang tackling type of defense. The defense's only option is to play a responsibility type defense.

Reverse

This play keeps the backside of the defense honest. Somebody has to be accountable for backside reverse responsibility. The Reverse play in all aspects looks like the Power Play. Front side blocking is all the same. The only difference is, instead of Zone blocking backside, we have them take the same steps but push them play side. The back side TE/WR have very vital blocks and cannot let their man get up field penetration. They are to get contact and drive their man where ever he wants to go. The Reverse back will read their blocks and run to daylight. The reason we have the QB/RB exchange at 9 yards are for 2 reasons. 1st it allows the exchange to be uninterrupted by missed block or up field penetration and this allows the RB to have room to run away from any up field

penetration from a CB/DE. Think about what you teach you DE's on Reverse responsibilities. Follow the play, Don't go up field but go as deep as the deepest back.

If the DE goes up field to the RB he sets himself up for the Counter Gap play and if he stays home he cannot stop the reverse. He's in a bind trying to cover 2 plays. To help the Reverse you can add different blocking schemes with crack blocks and pulling guards. This play needs to be ran early in the game and needs to be ran often to keep the defense honest.

QB Keeper/Bootleg

This play keeps the Front side of the defense Honest. Somebody has to be accounted for the QB Keeper and any pass coverage to that side. The entire play looks like the Power Play except the FB takes an outside release at the DE and try to log him as the TB cuts back in the hole trying to draw the defenders with him. The QB's fakes should make him able to run effectively. By looking at his hand on each fake makes the Defense think he has given the ball. He needs to run full speed toward the sideline after his reverse fake. If he nobody is covering him, he puts the ball on his hip and runs to daylight. If he runs into any pressure put the ball high and fake the pass duck under we the defender goes up to block the pass and run to daylight. If a defender is responsible for your bootleg then the defense has one less man at the Off tackle position or has no one covering the Flats in pass coverage. The Keeper pass to the FB then becomes a vital weapon to that side. To help the Keeper/Bootleg play you can add different blocking schemes, pulling guards or cracking WR. This play does not need to be ran often but it must be ran early so the defense has to add it to their responsibilities.

Flexibility

The Reverse I can be ran from almost any formation and use many different blocking schemes. Use many different looks and motions to get the match ups you want. You could even go no -huddle and let only the QB/TB/RB know who is getting the ball. There are many different options for you to use.

Companion plays

Some key's to stopping defensive problems:

1. To stop over pursuing LB's on the front side we use the Blast and Tackle Trap plays.

If we can make the LB's think about staying home for the Blast or Trap we can take pressure off the Power Play. If not, those plays can become big gainers for you.

2. To stop penetration or pursuit on the backside we use the Iso and Gap plays. If we can keep them home the reverse should be able to run wild.

3. To stop Front side blitz throw the Keeper pass to the FB in the flats or to the TE in the deep corner.

4. Screens and quick passing game can also slow the defense down.

5. FB runs really throw everything off. Quick hitting dives and traps really make for big plays as everyone is focusing on the TB and RB.

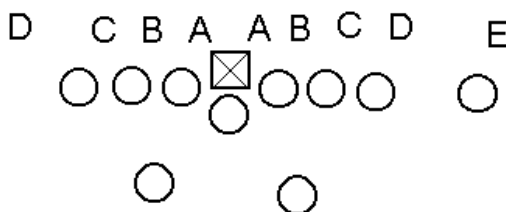
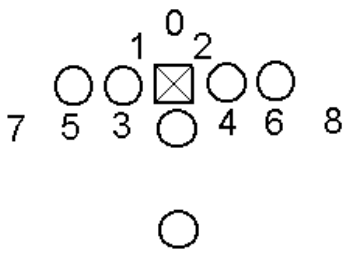
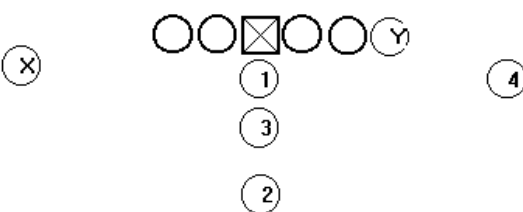
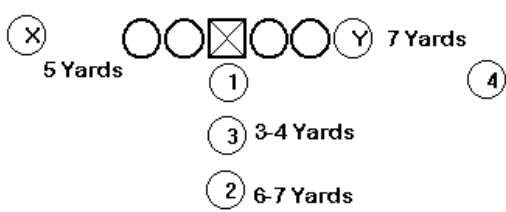
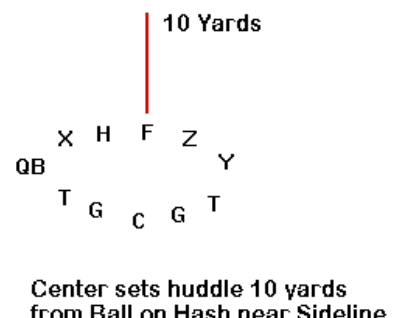
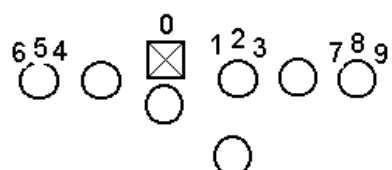
Play Sequence

The main key to the Reverse I is something will work. Do not get discourage if they stop something. If everyone makes their block and does a good job of faking something will be open.

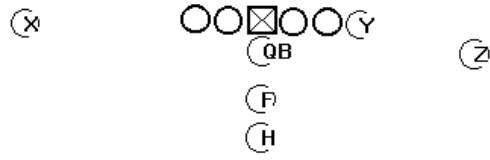
The defense has to have people responsible for Off Tackle Hole, Backside Reverse and Front side Keeper/Bootleg. Throw in inside run and pass responsibilities you see the hard time they will have covering everything the reverse I has to offer.

First you must make the defense respect your Power Game. If they can effectively stop the Power your in trouble. The Reverse needs to be ran often and should be a good yardage gainer for you. The QB keeper does not need to be ran often but it needs to be early so the defense will respect it. After that your companion plays need to be ran to take care of any over playing by the defense. The main thing is to keep them guessing. Put the pressure on them, Make them cover every option.

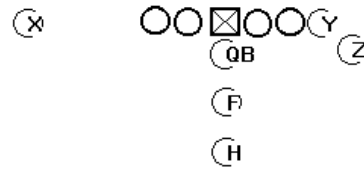
Basics

 <p>Gaps</p>	 <p>Holes</p>
 <p>Backs</p>	 <p>Alignment</p>
 <p>Huddle</p>	 <p>Shades</p>

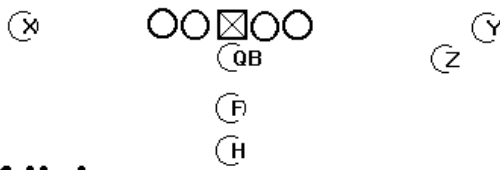
2 x 1 Formations



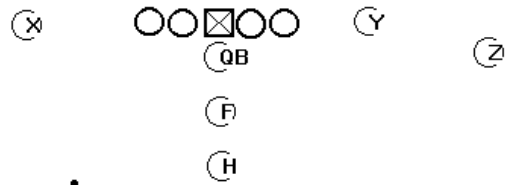
Pro



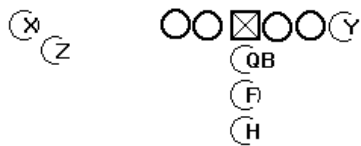
Wing



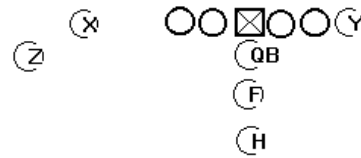
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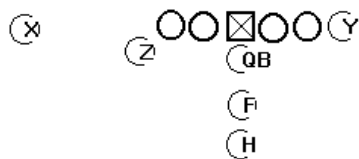
Spot



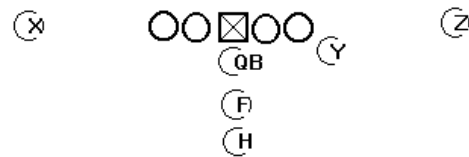
Twins



Eagle

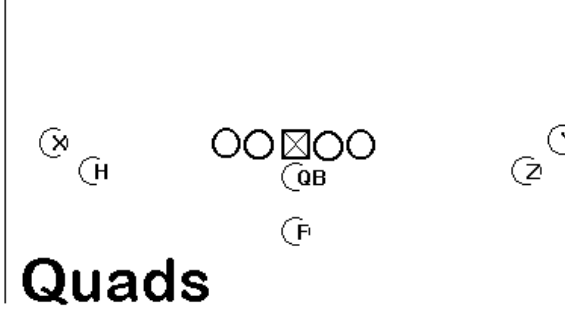
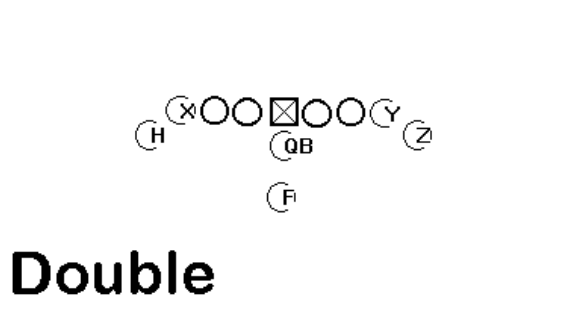
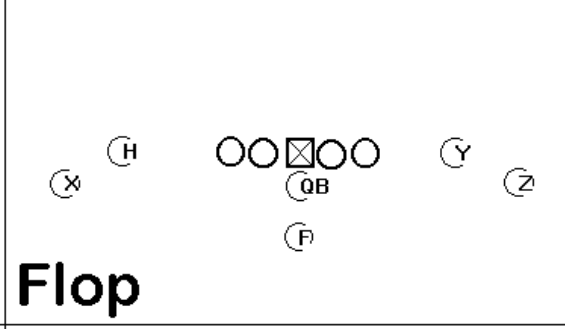
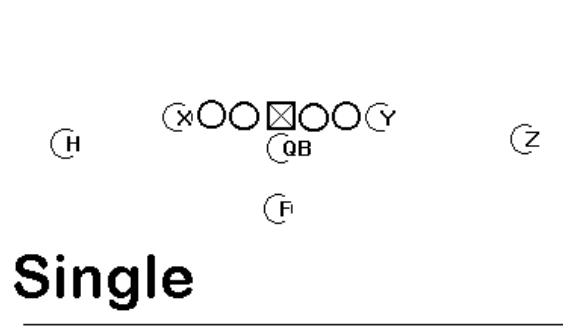
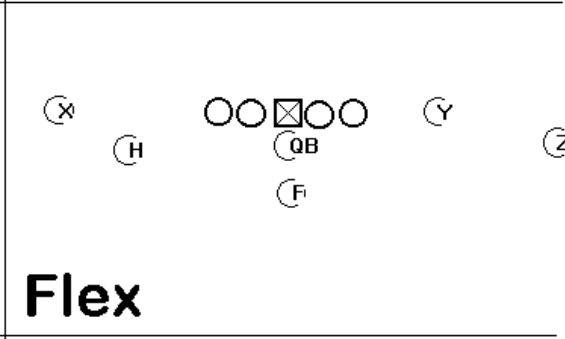
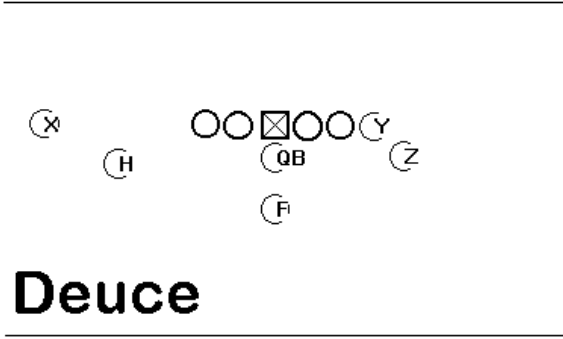
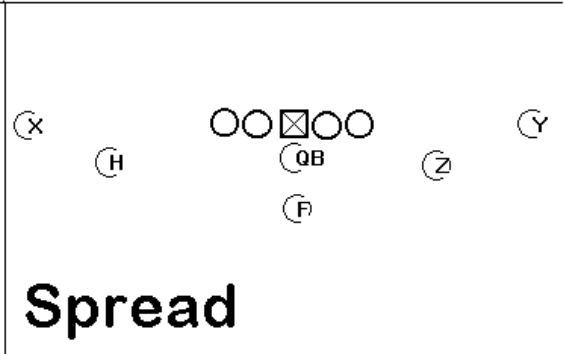
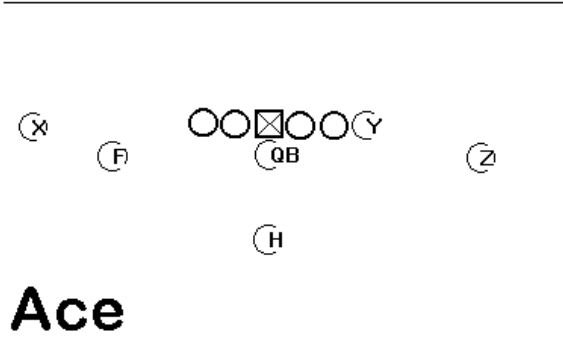


Slot



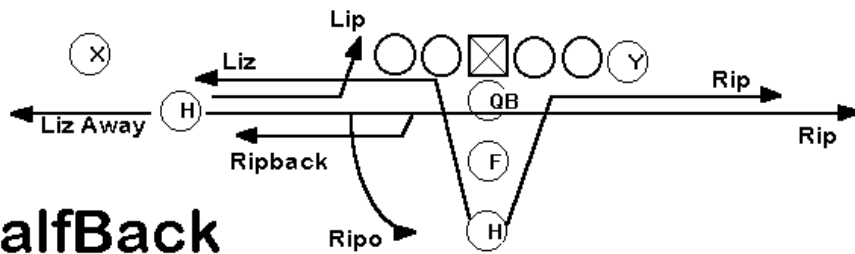
Yo

2 x 2 Formations

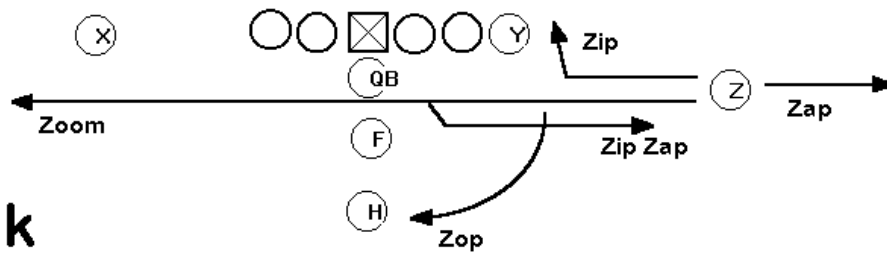


Motion

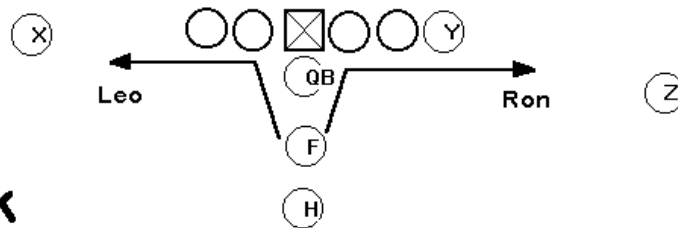
Liz = Left
Rip = Right



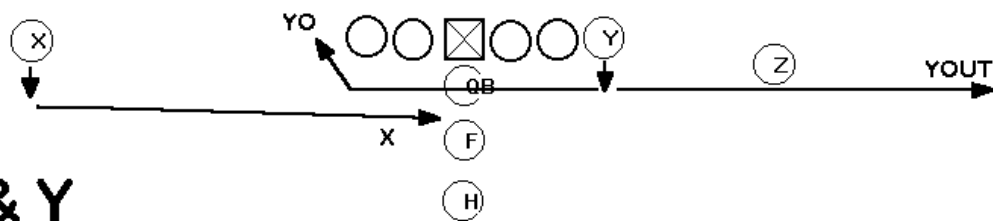
HalfBack



Z Back

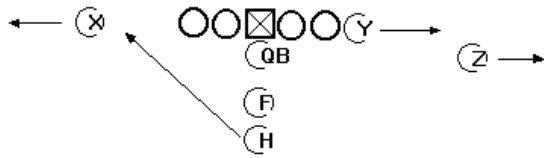


FullBack



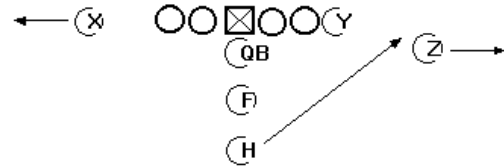
X & Y

Shifting



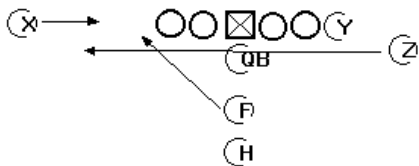
Shift

Spread to Pro
Pro to Spread



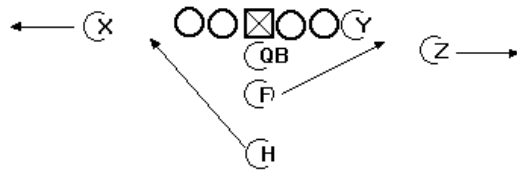
Stem

Pro to Trips
Trips to Pro



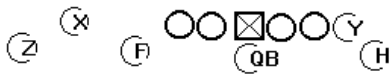
Scatter

Bunch to Pro
Pro to Bunch



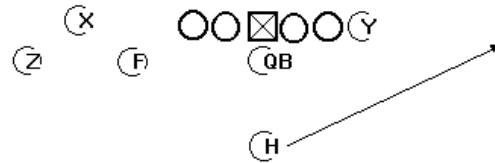
Explode

Pro to Empty
Empty to Pro



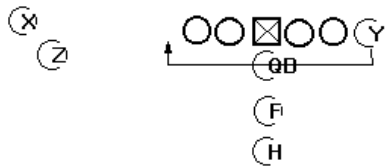
Bomb

Moves H to Wing



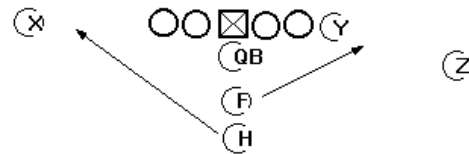
Boom

Moves H to Empty



Flop

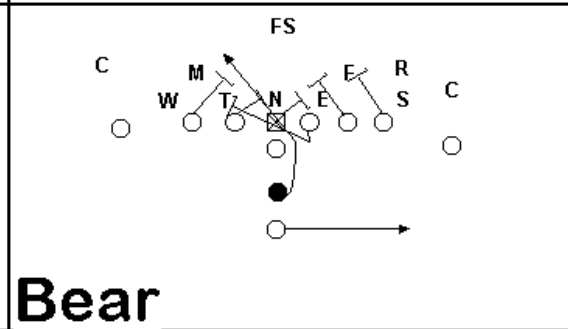
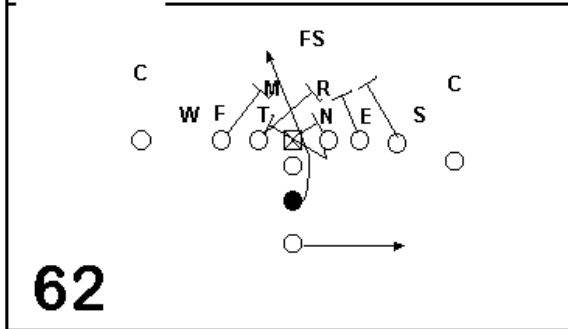
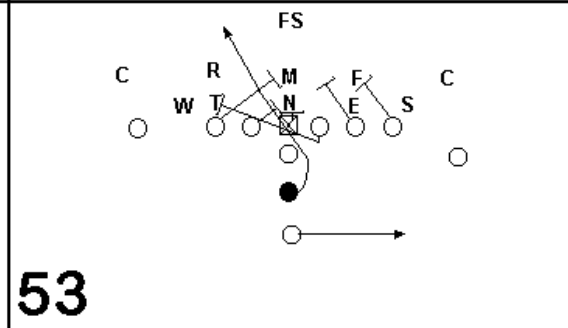
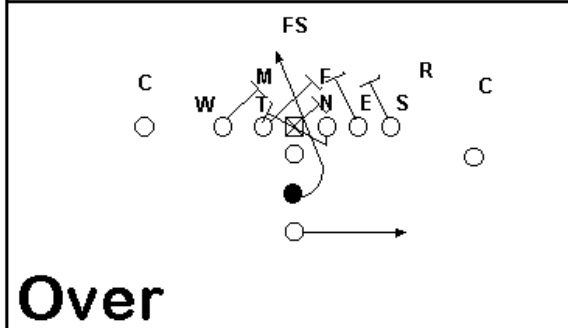
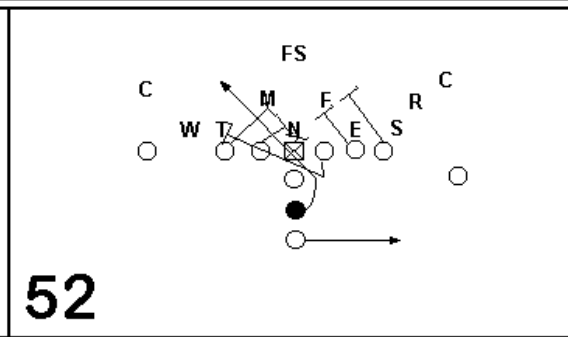
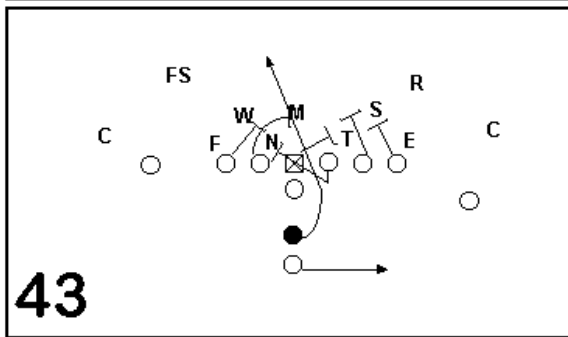
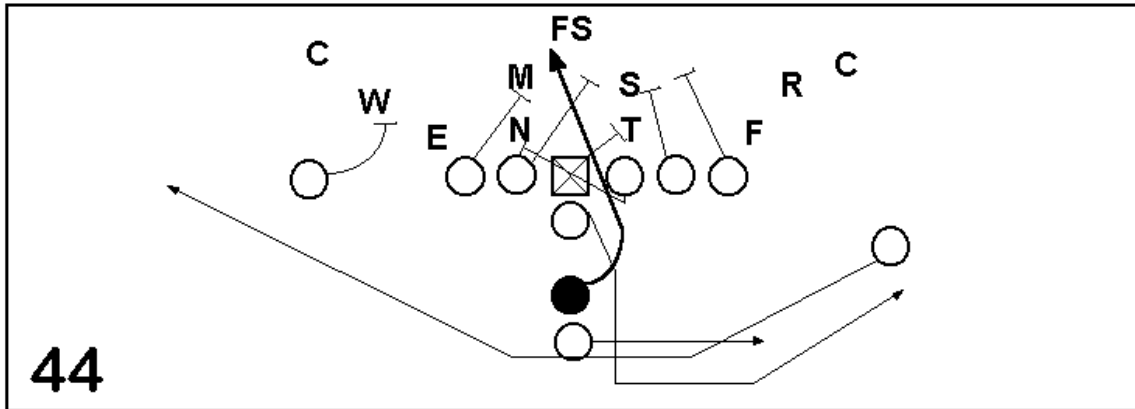
Y Flops sides



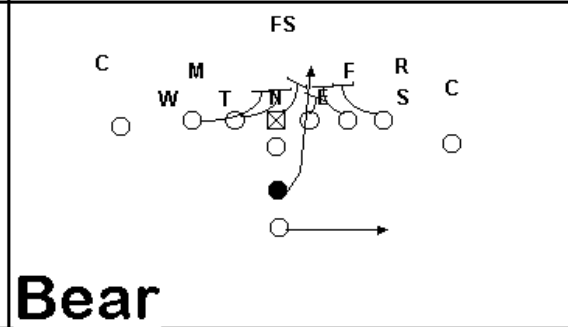
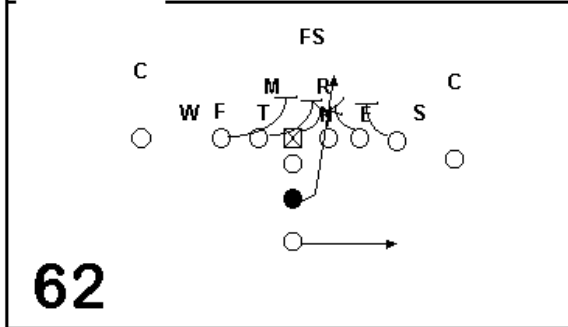
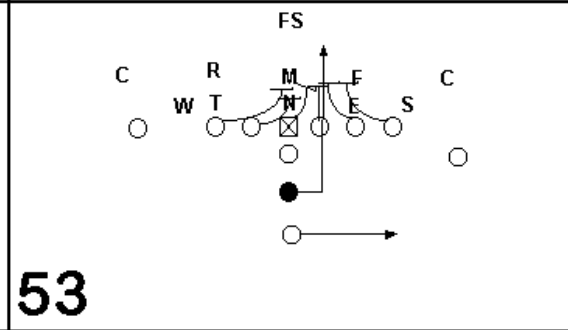
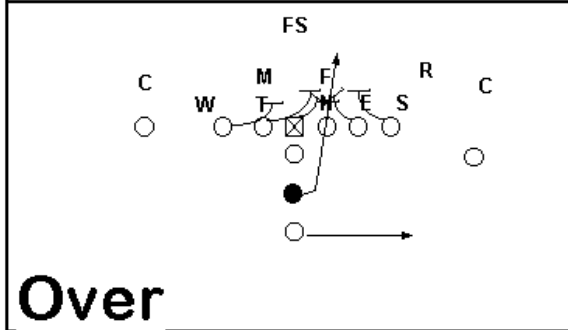
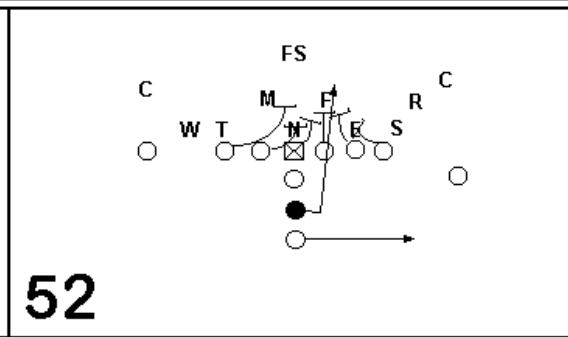
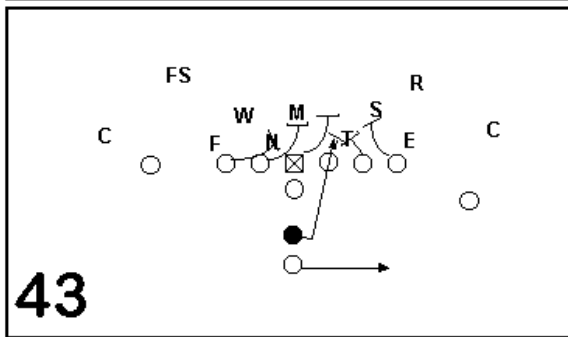
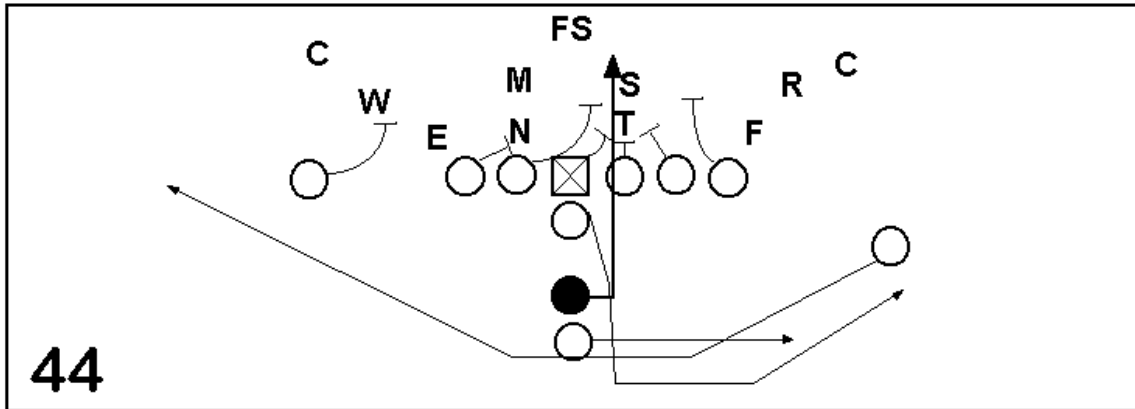
Flip

Moves F/H to Called Spot

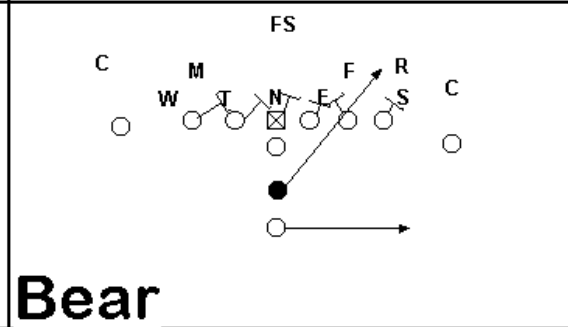
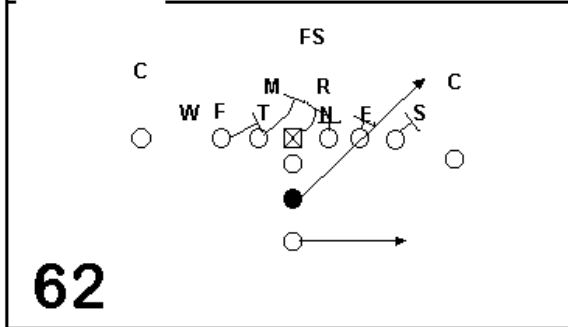
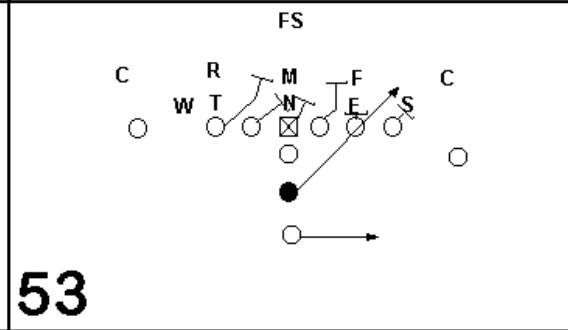
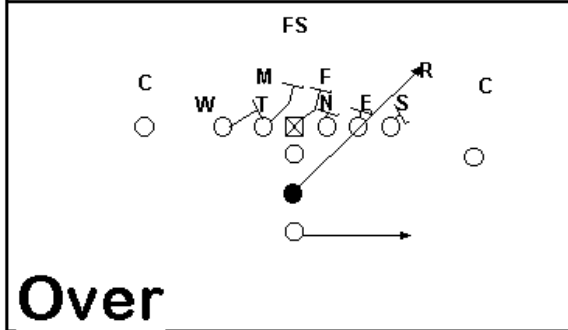
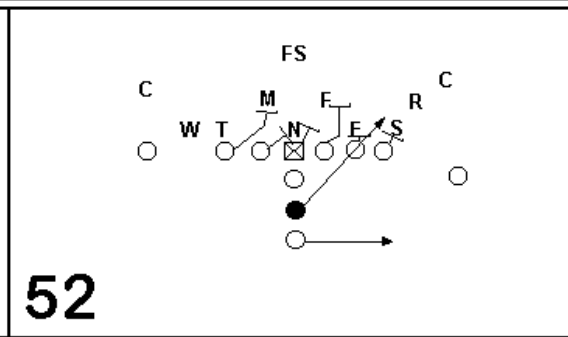
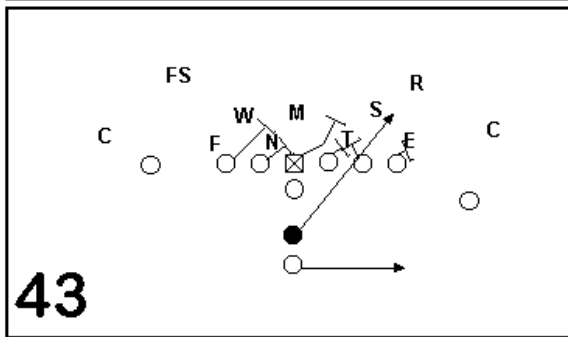
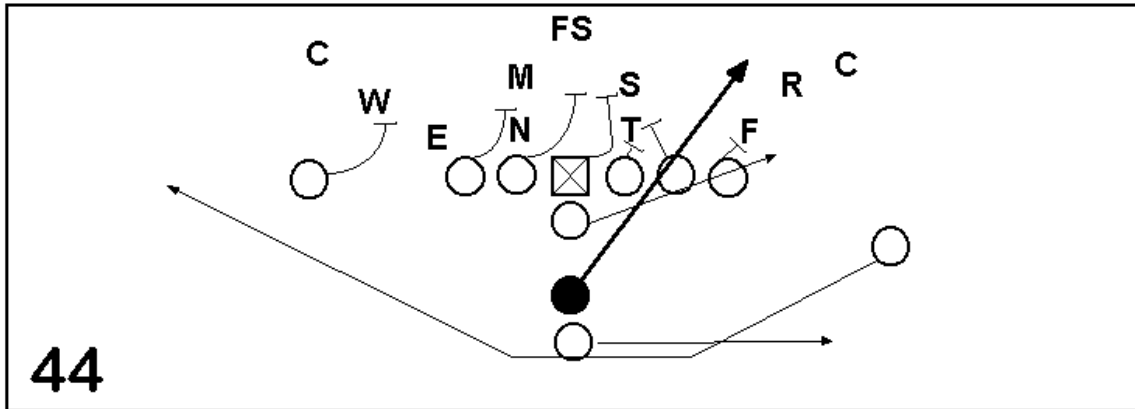
31 Trap



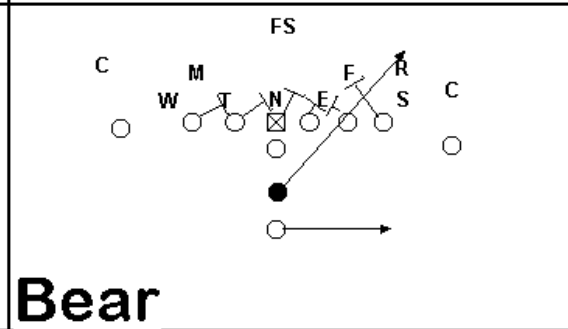
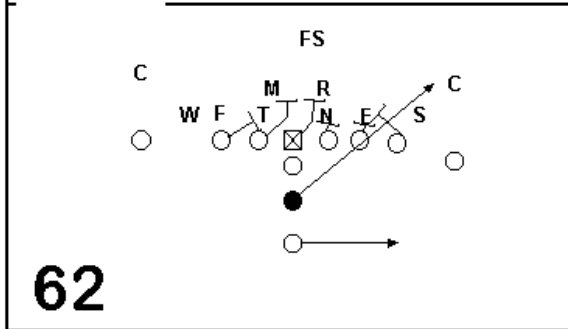
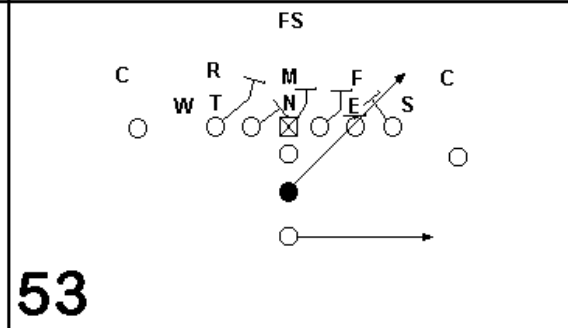
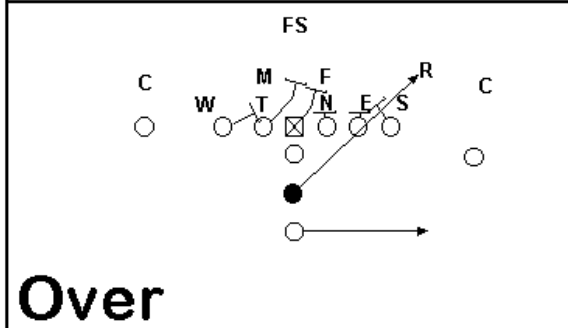
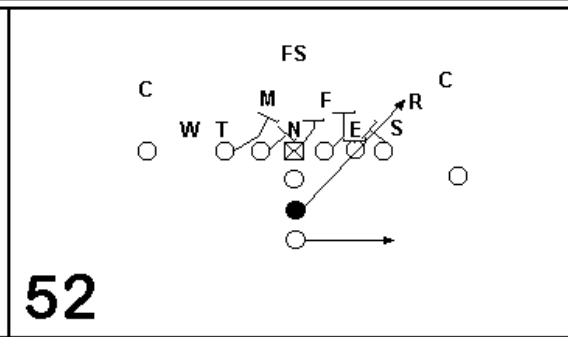
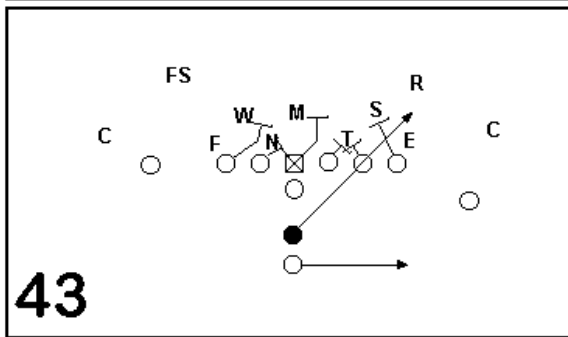
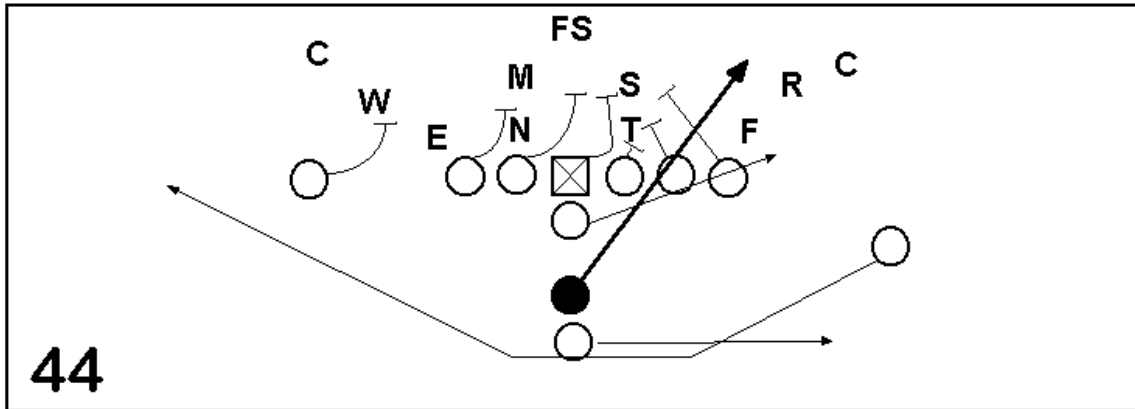
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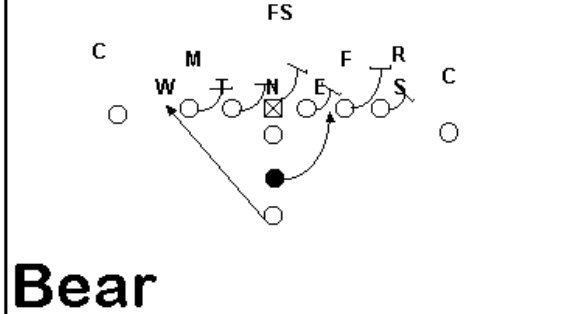
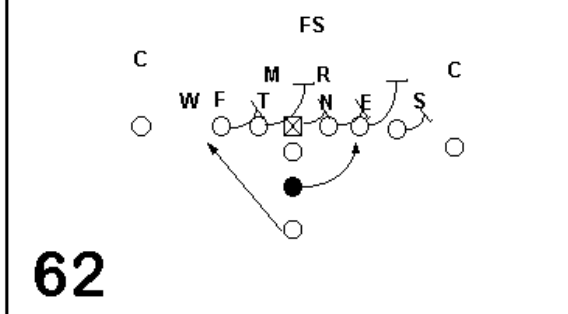
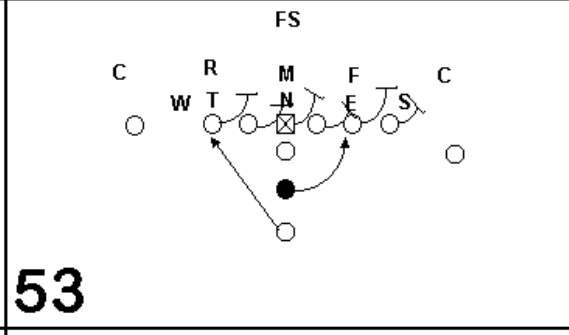
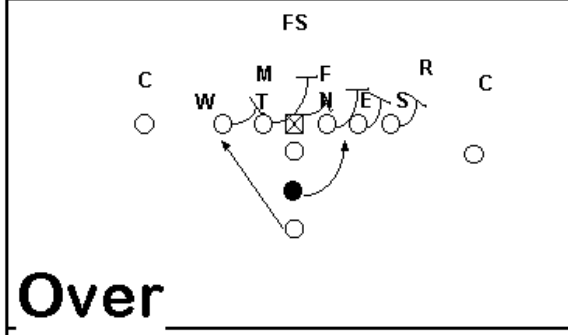
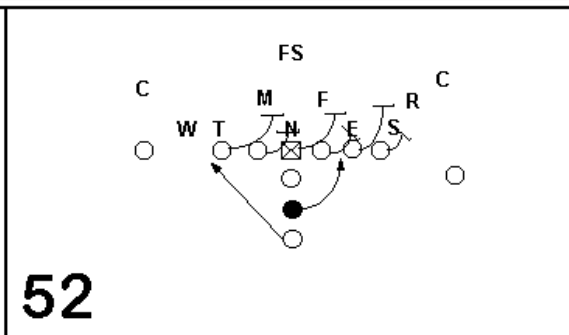
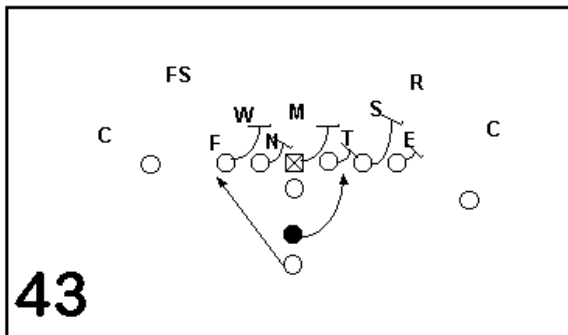
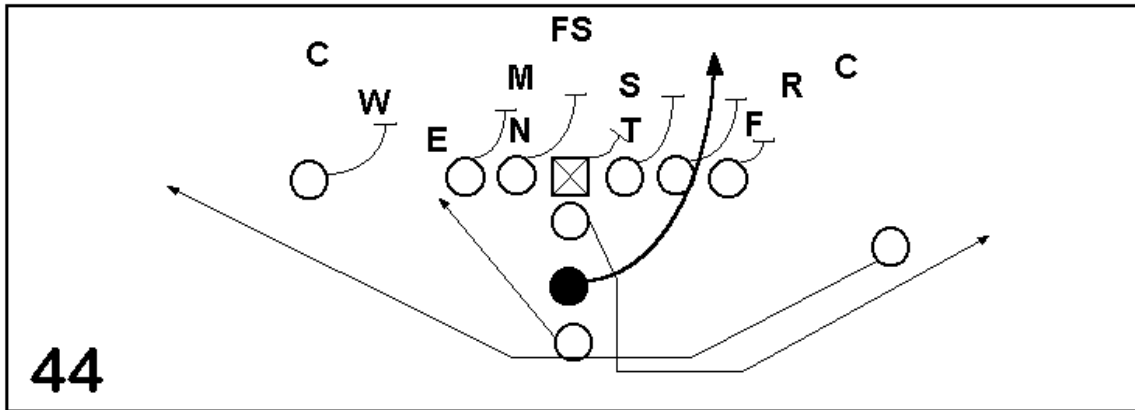
34 Belly



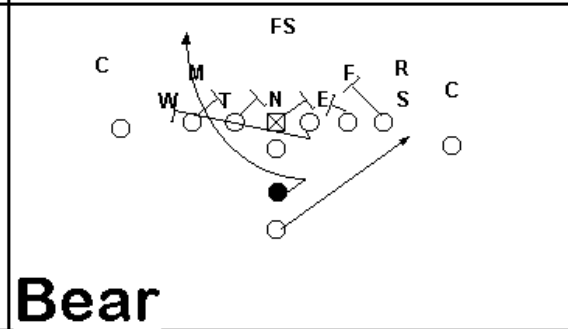
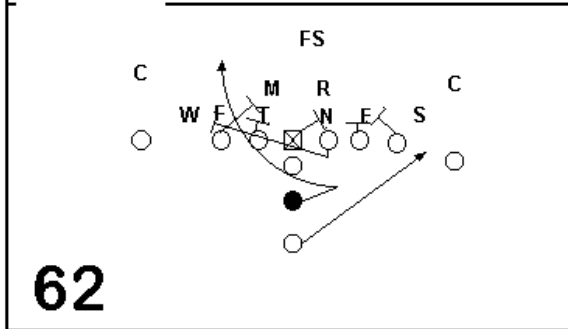
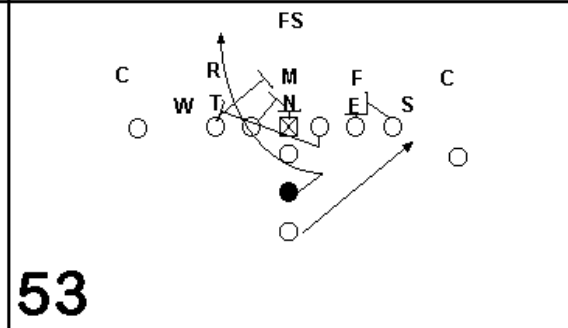
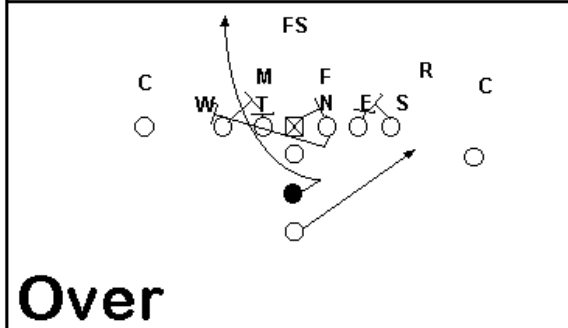
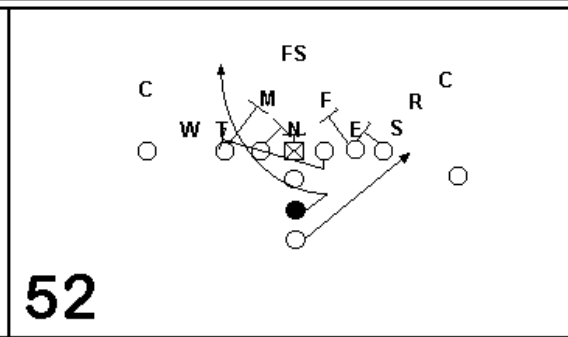
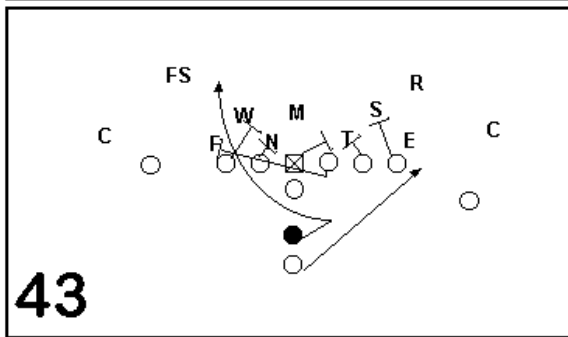
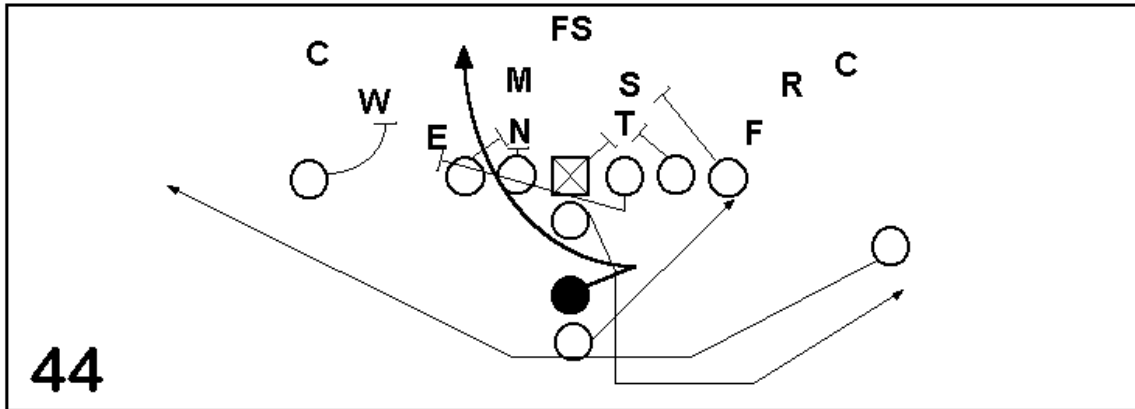
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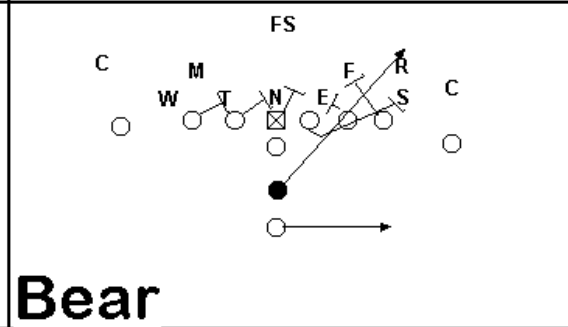
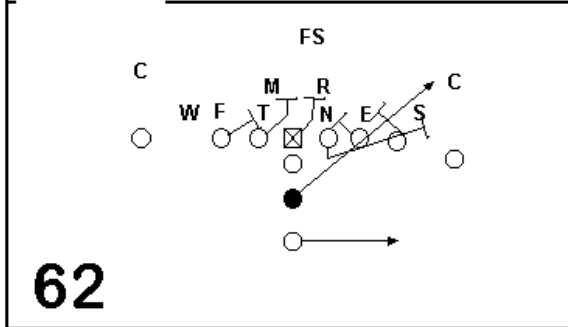
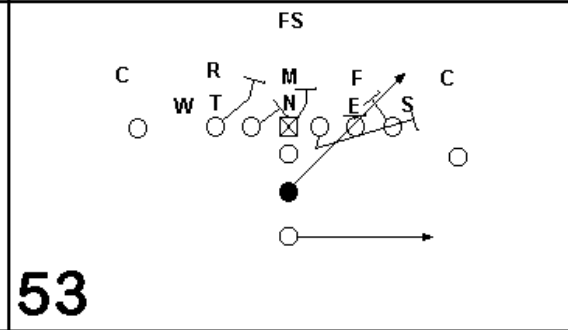
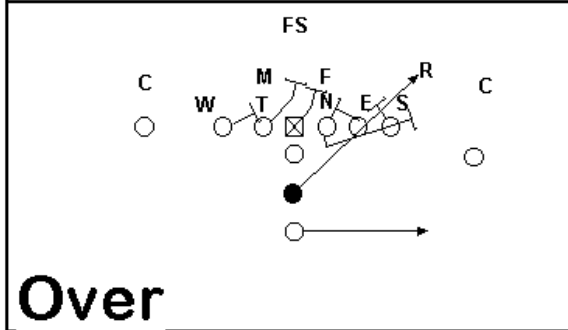
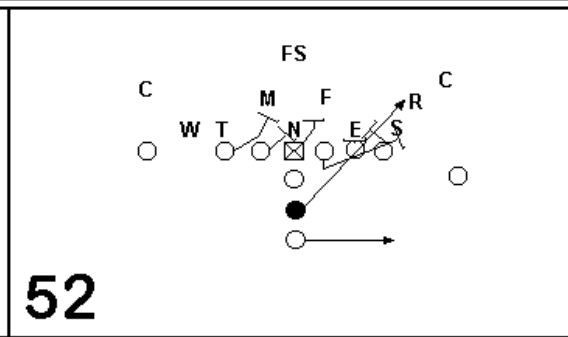
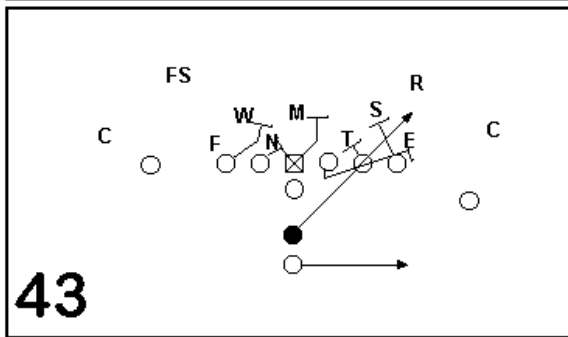
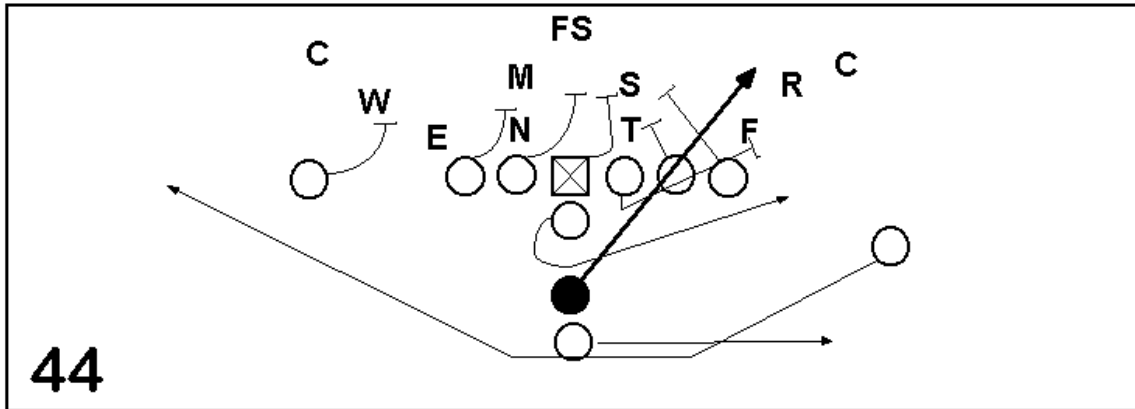
34 Zone



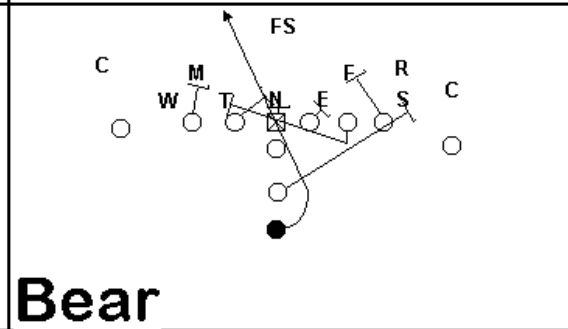
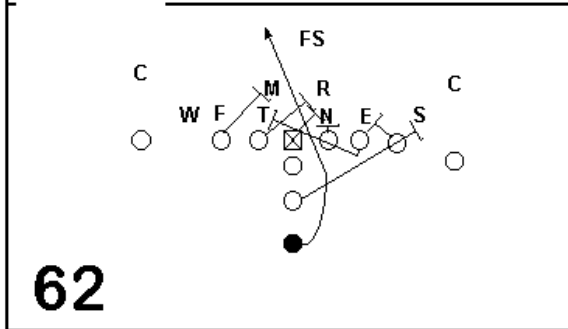
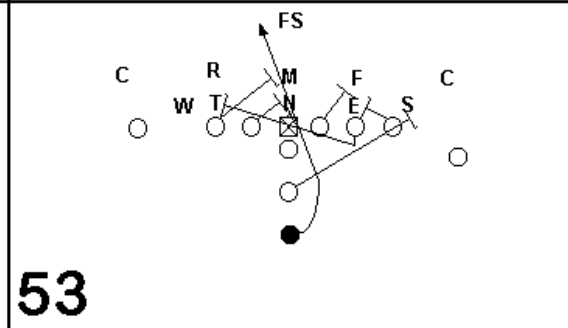
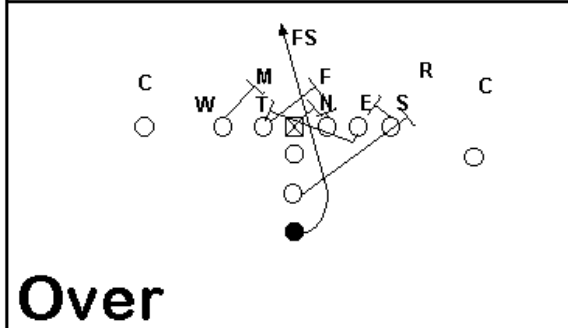
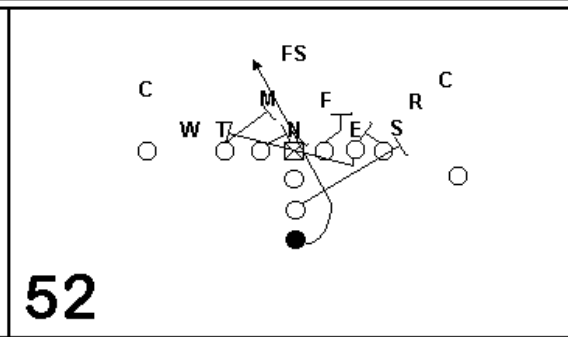
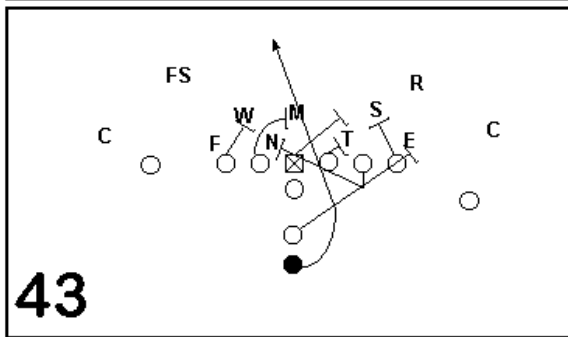
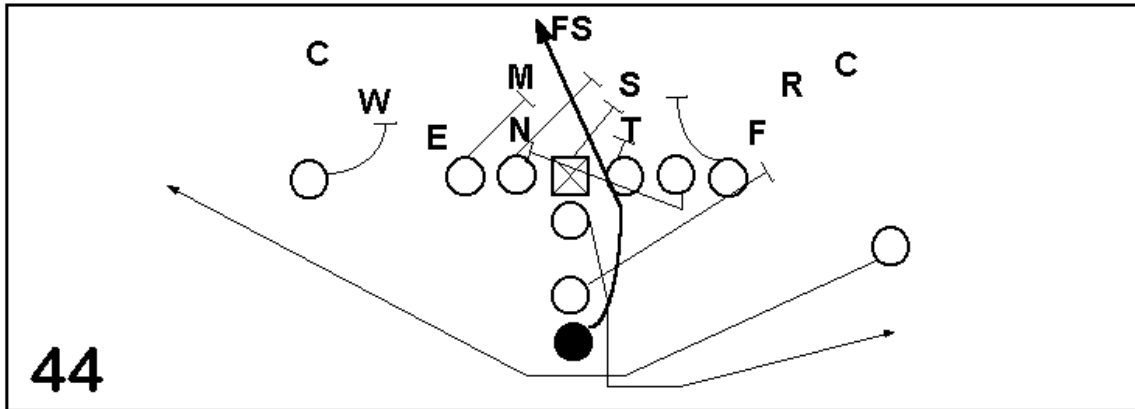
35 Twist



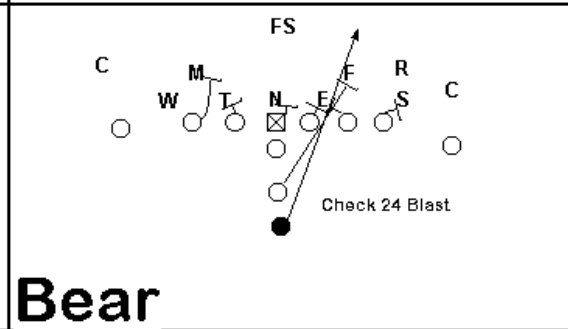
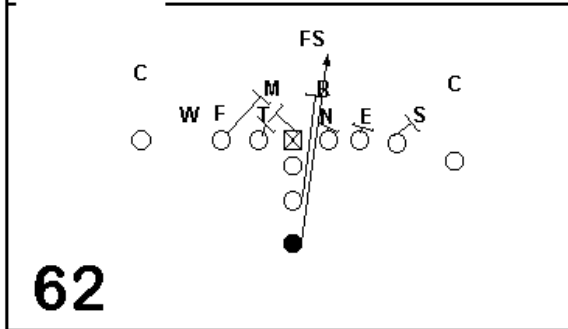
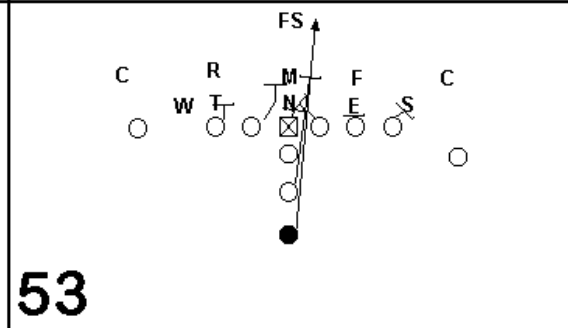
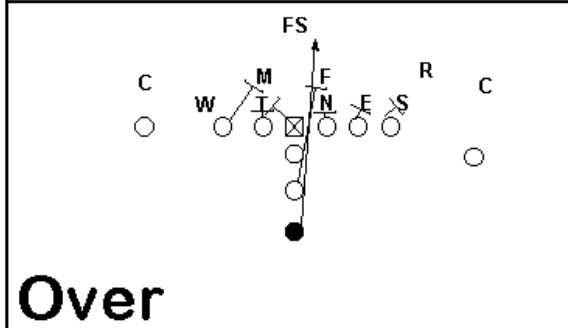
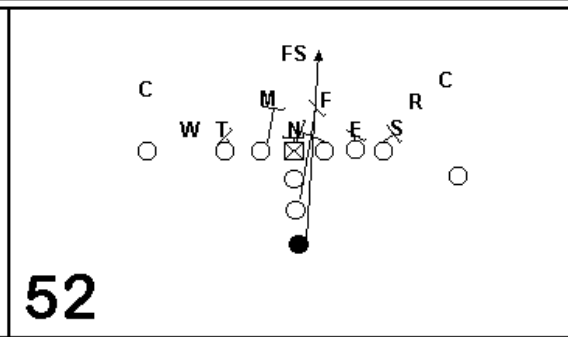
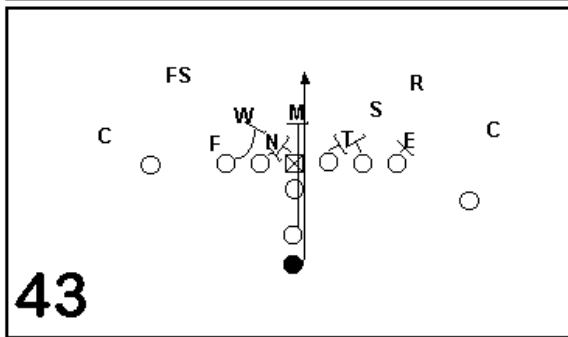
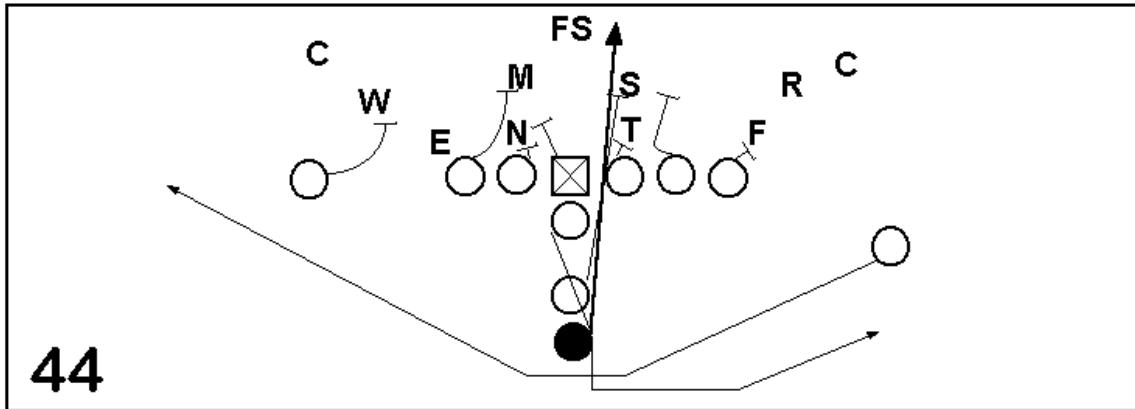
36 Down



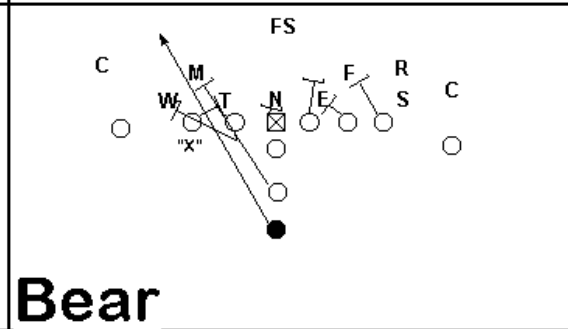
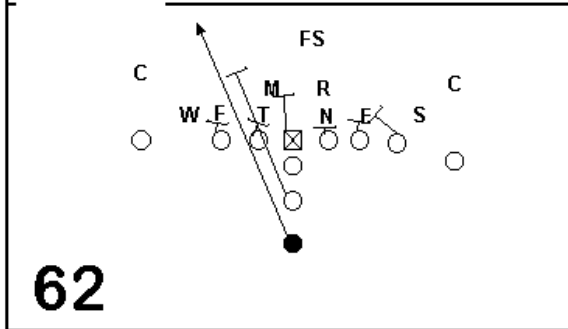
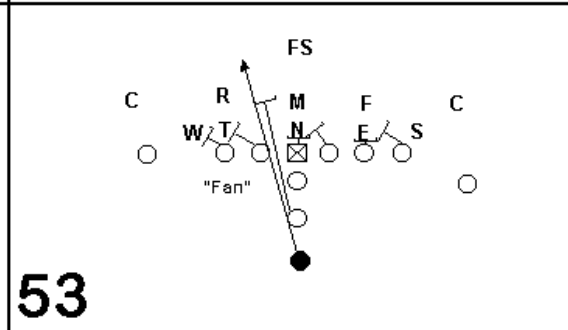
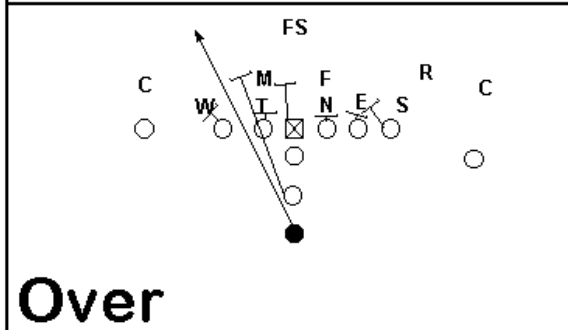
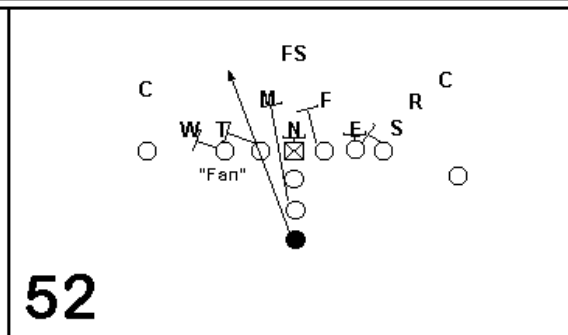
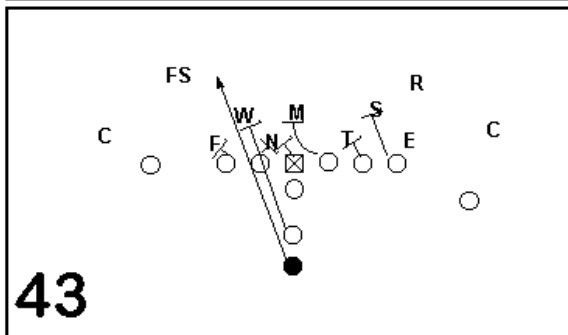
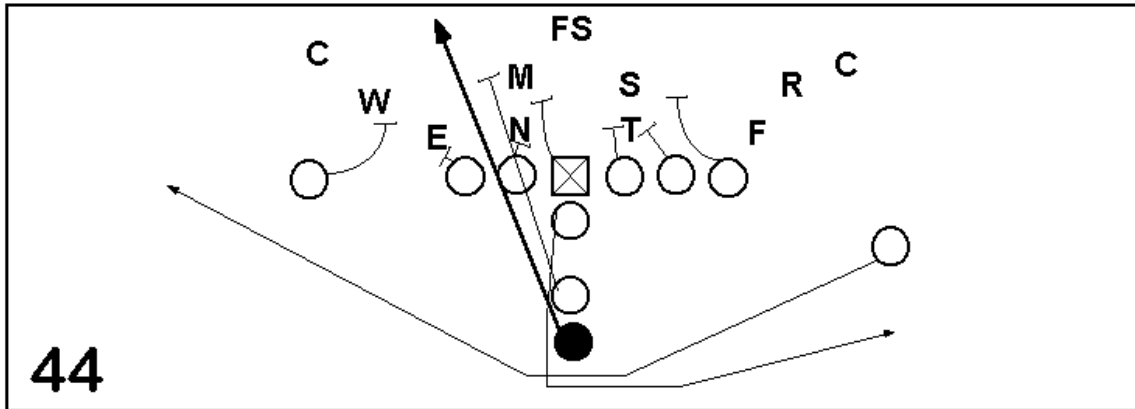
21 Truck



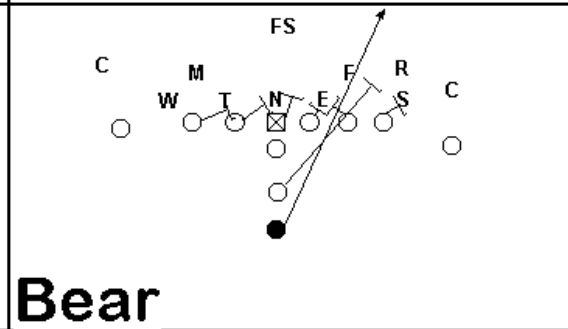
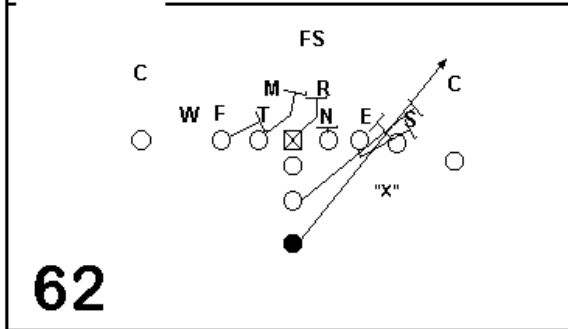
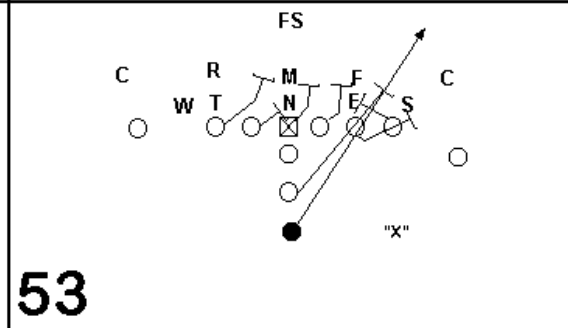
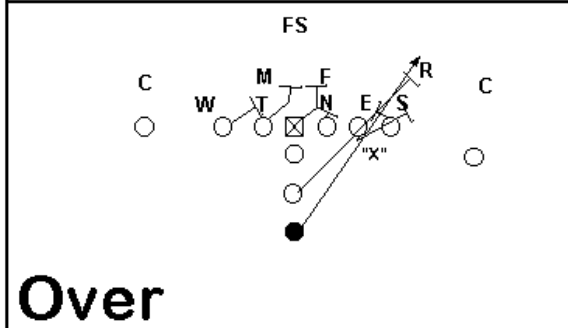
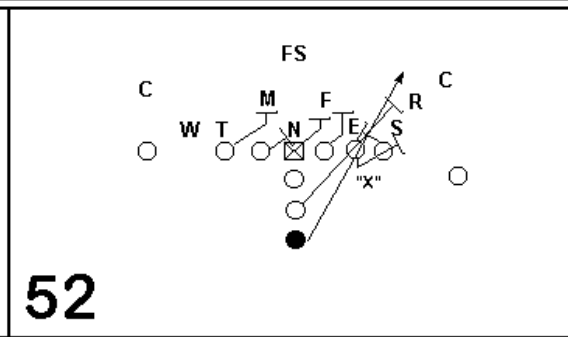
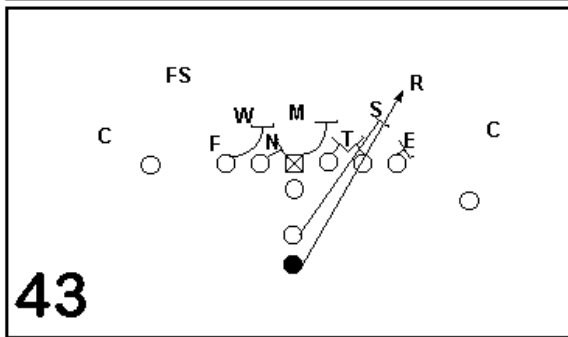
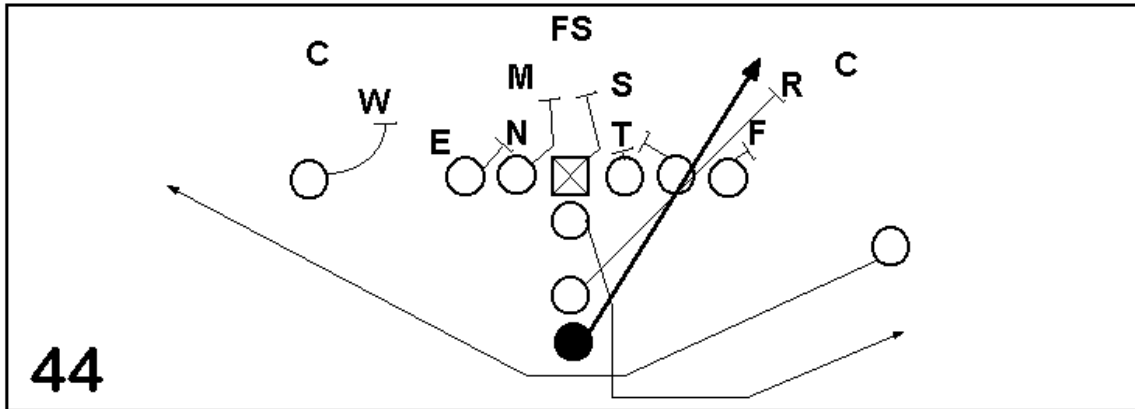
22 Blast



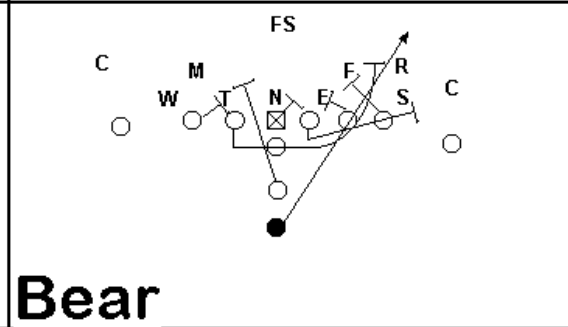
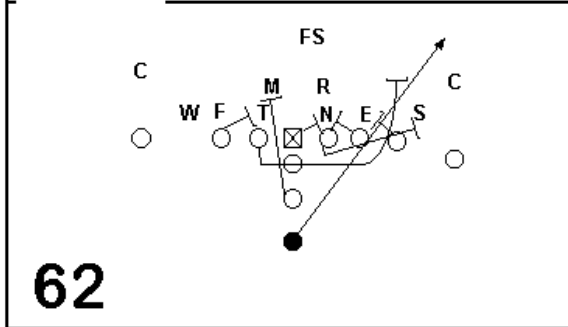
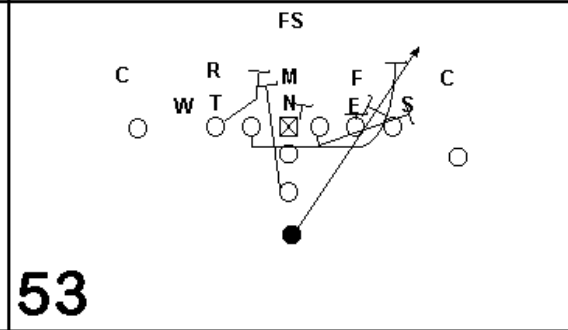
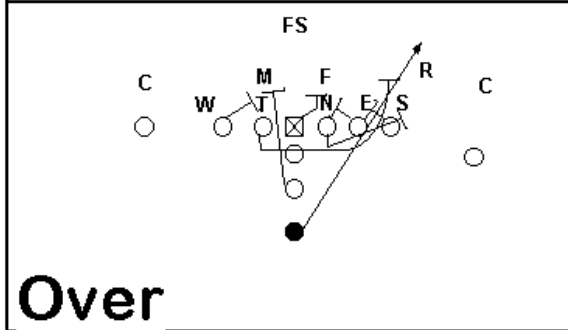
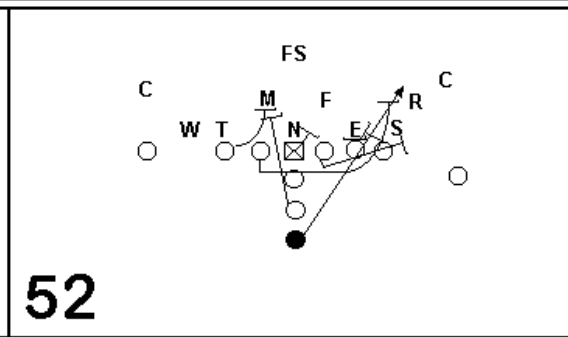
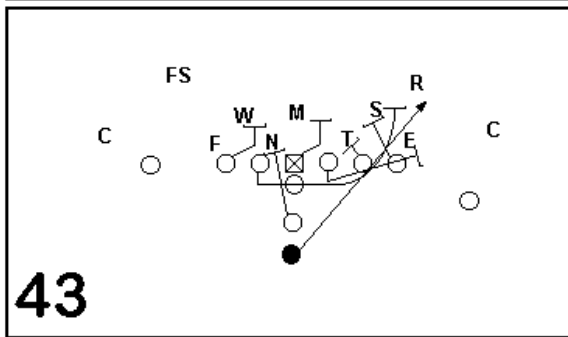
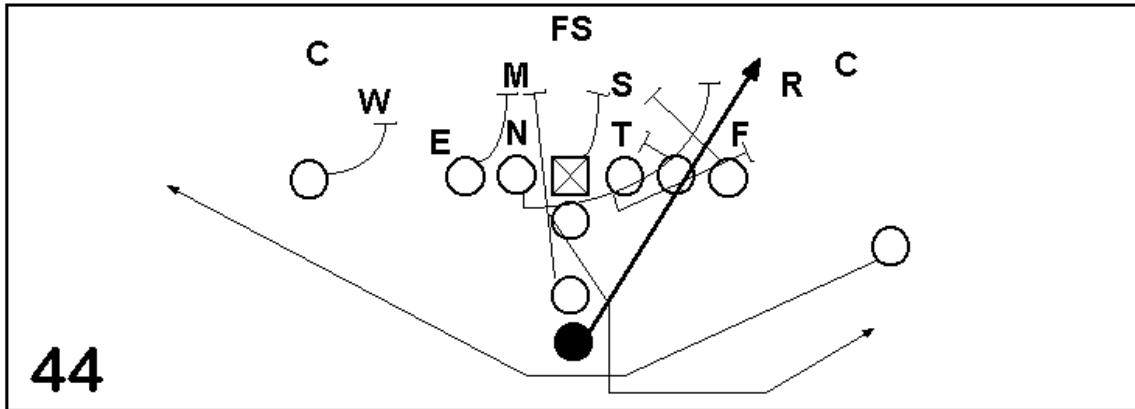
23 Iso



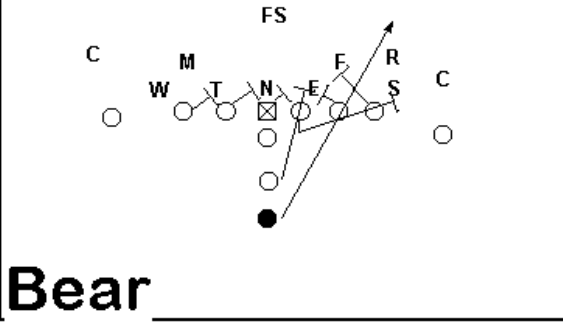
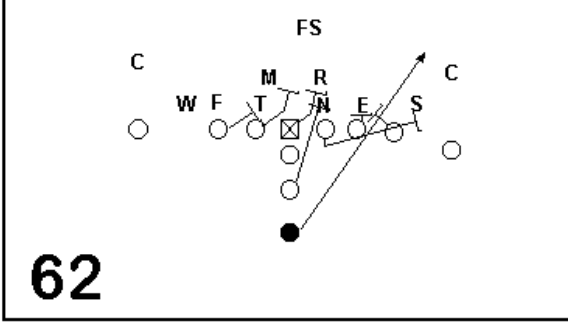
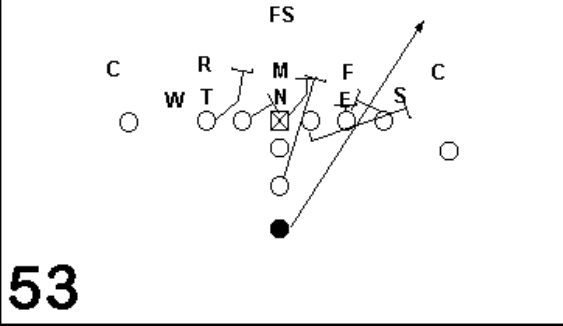
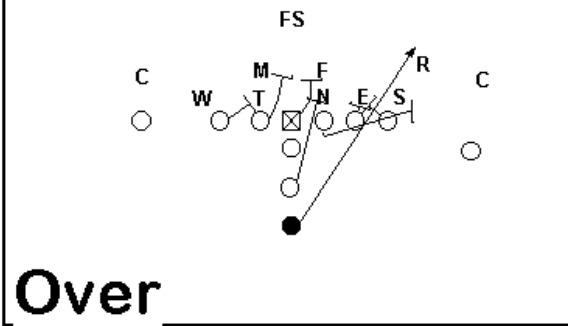
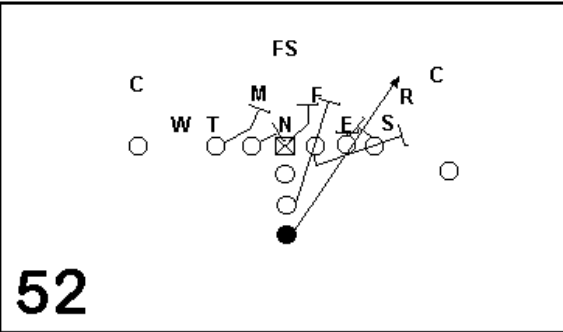
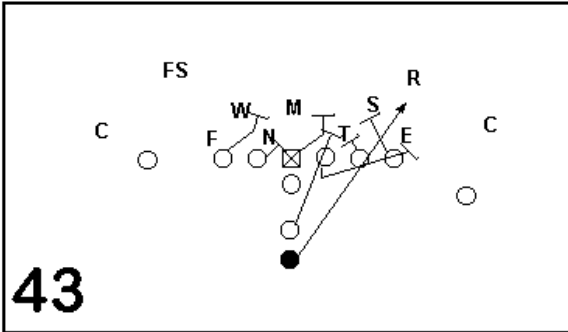
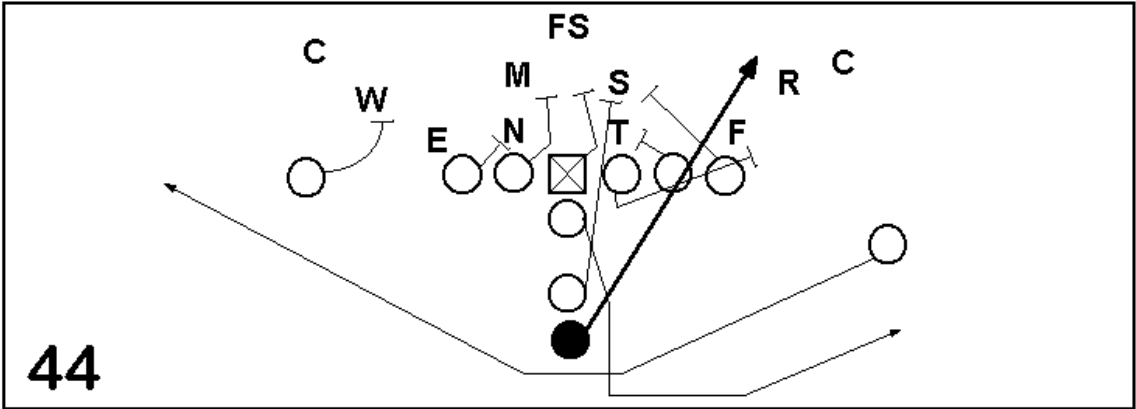
26 Blast



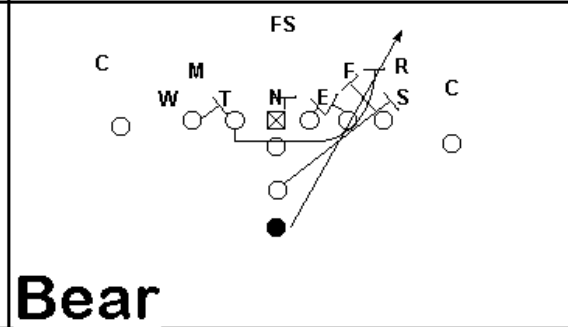
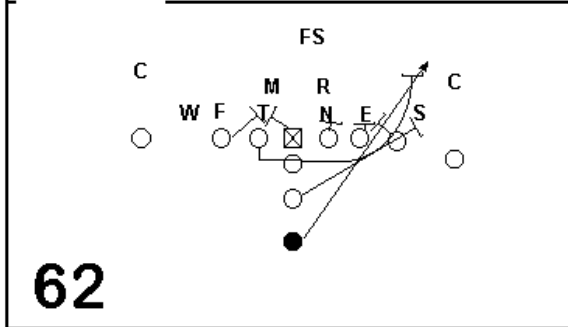
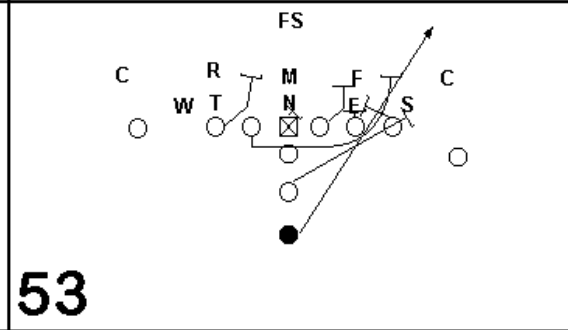
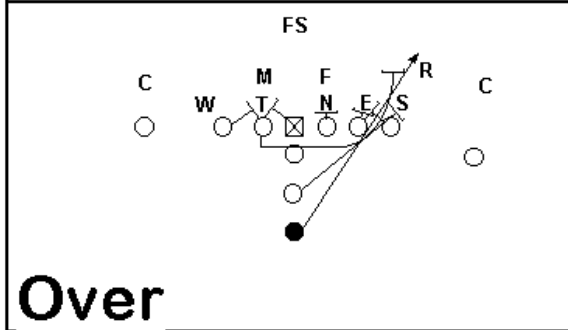
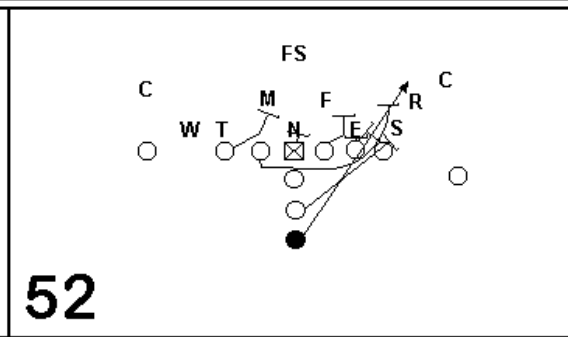
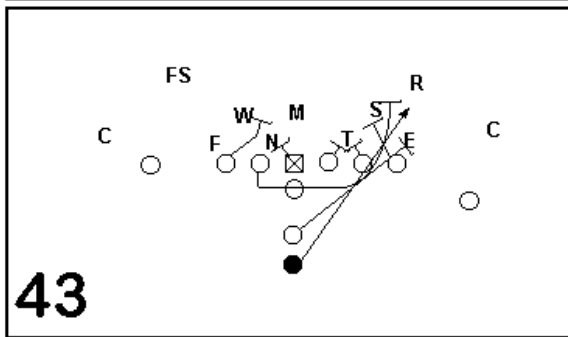
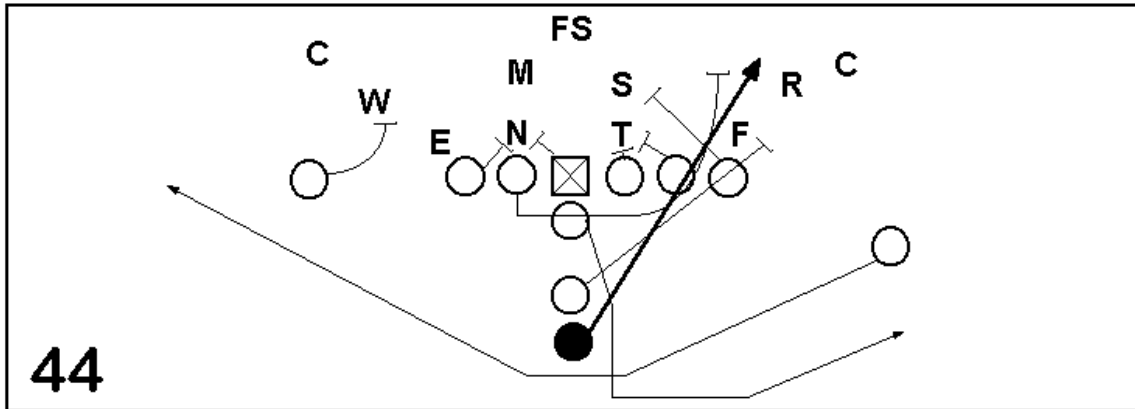
26 Counter



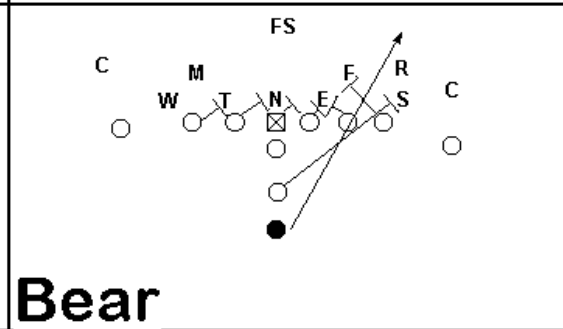
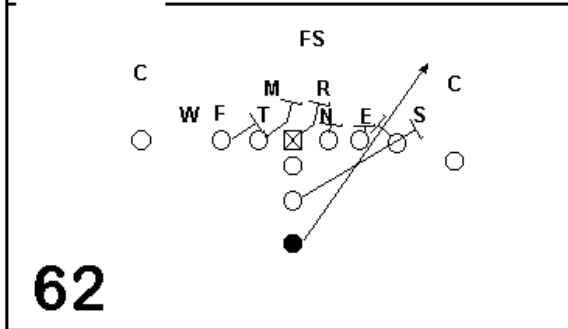
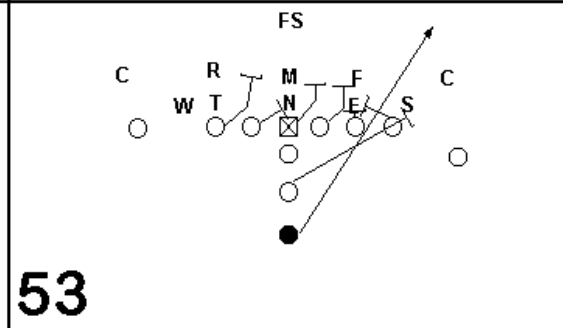
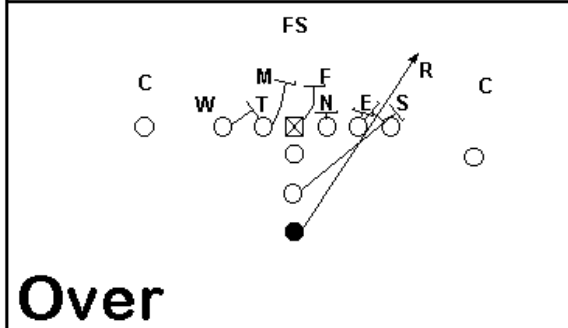
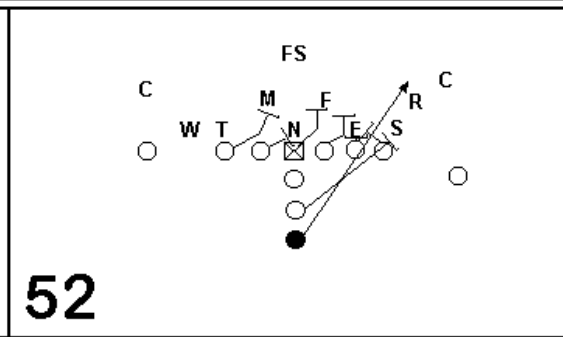
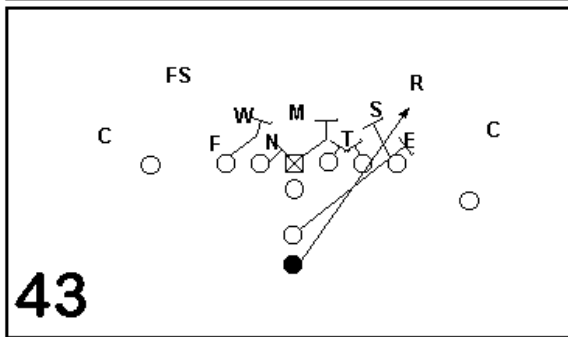
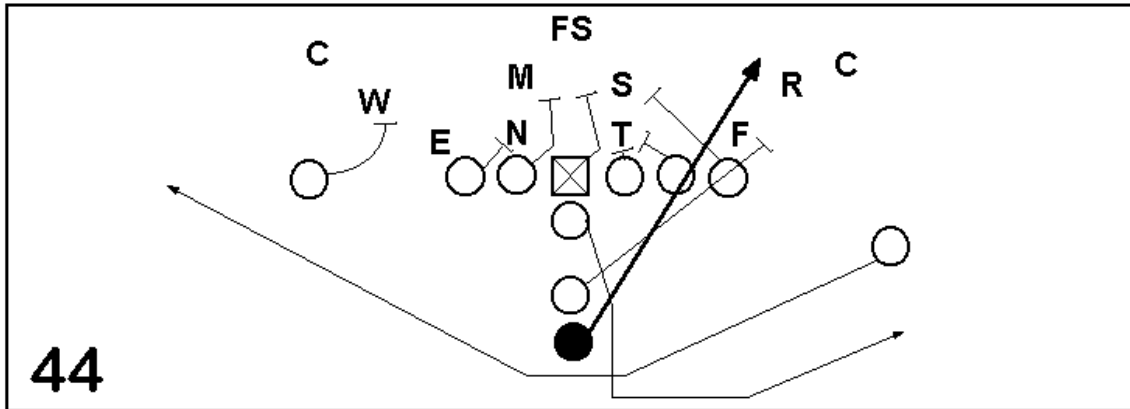
26 Georgia



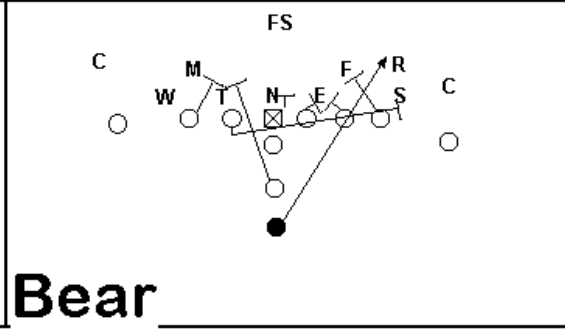
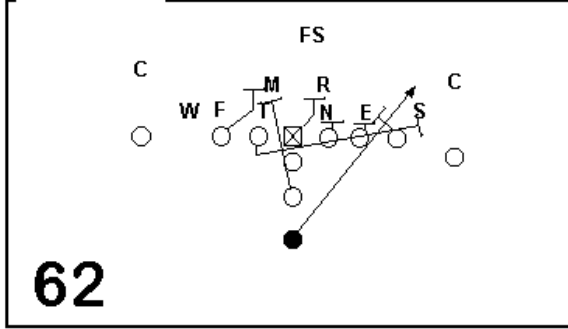
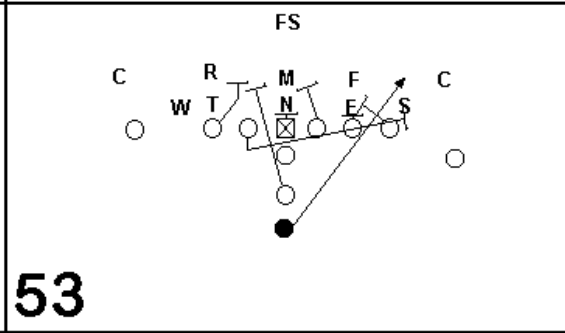
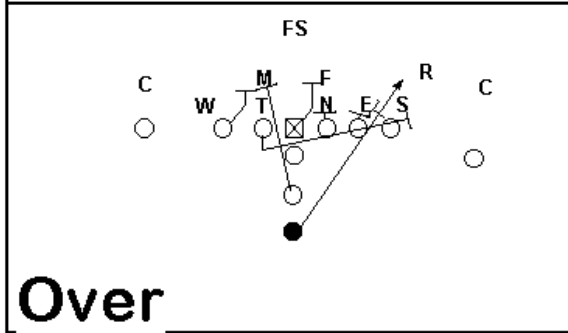
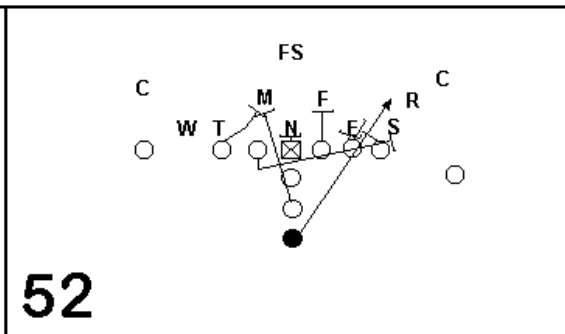
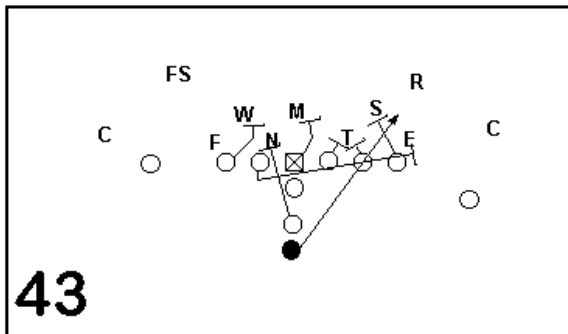
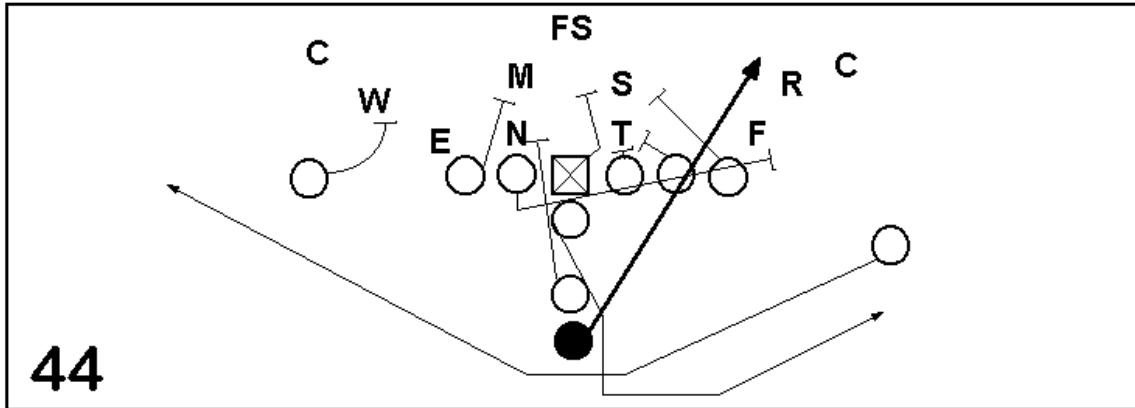
26 Ohio



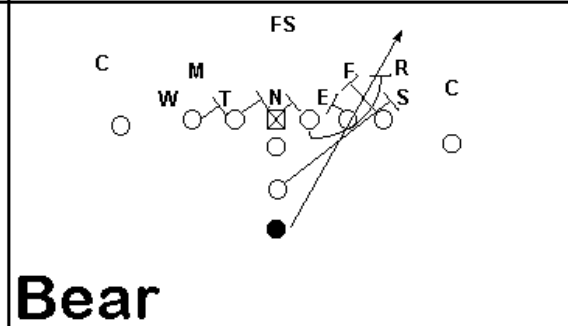
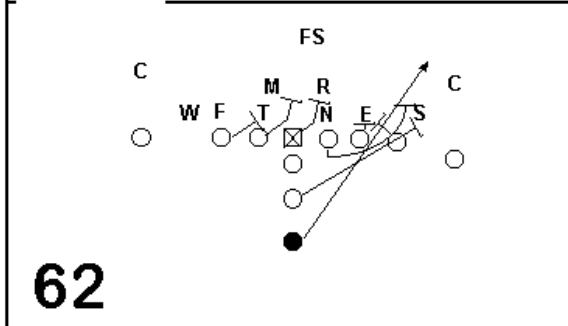
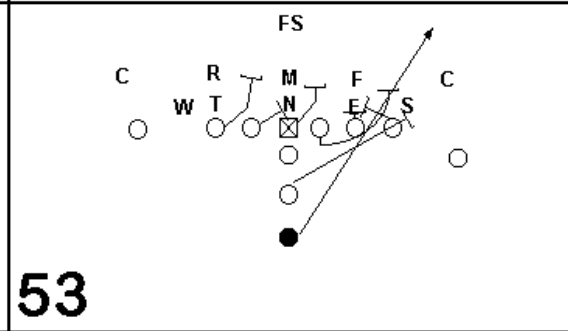
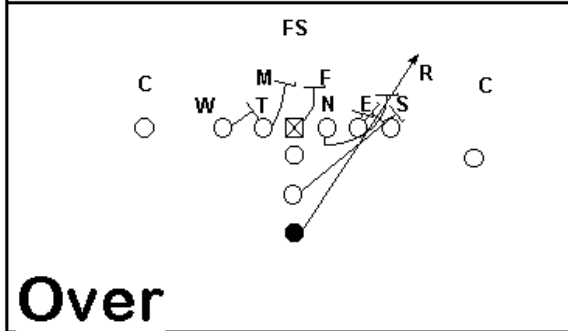
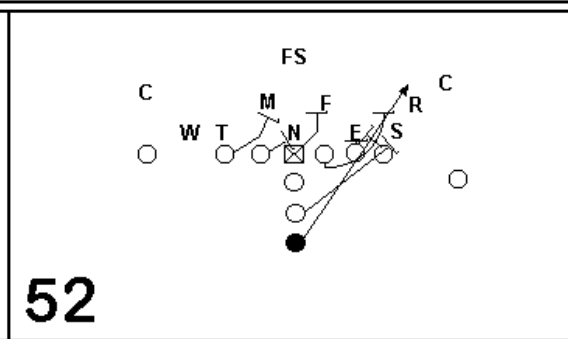
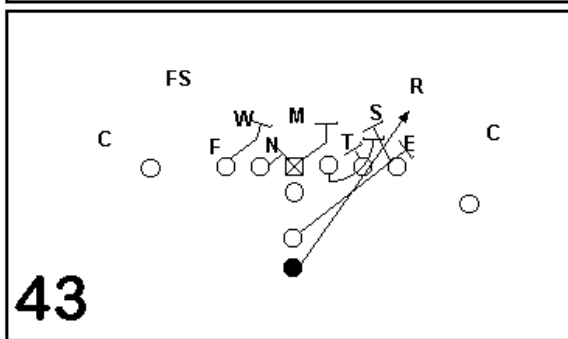
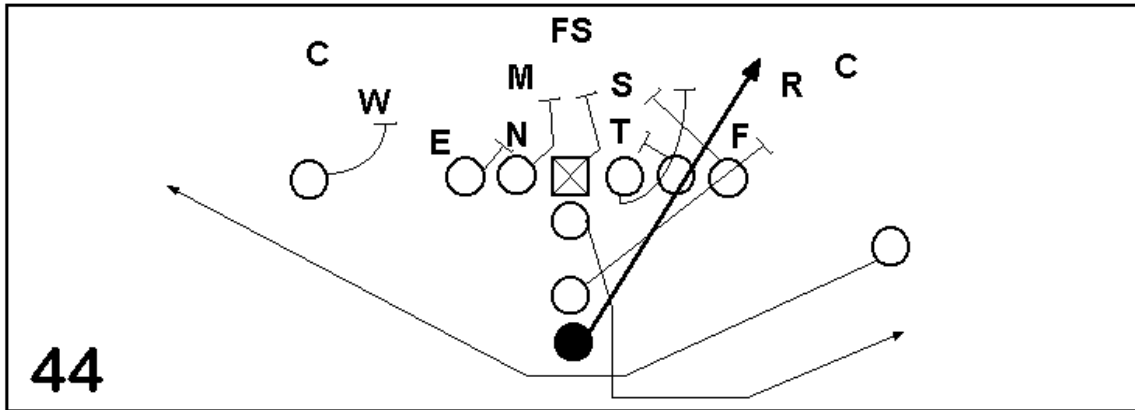
26 Power



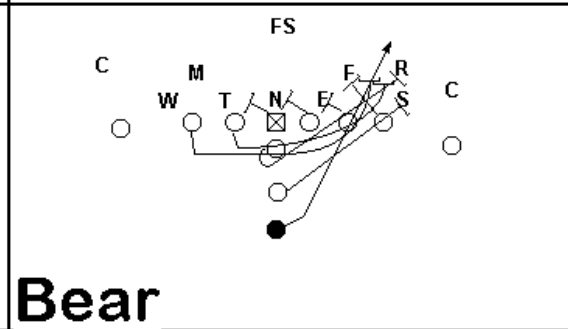
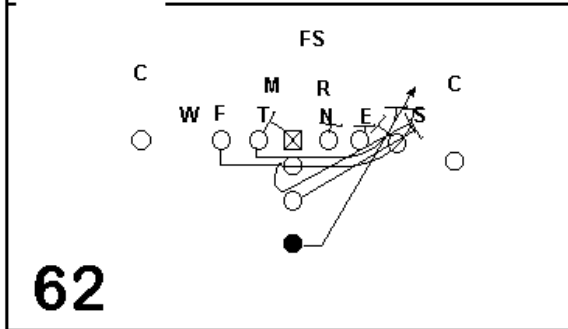
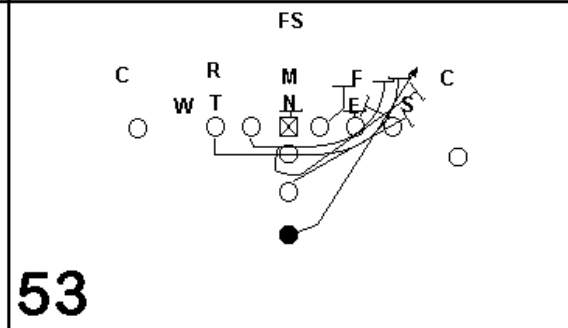
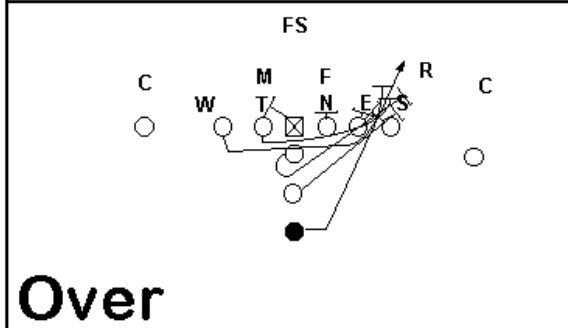
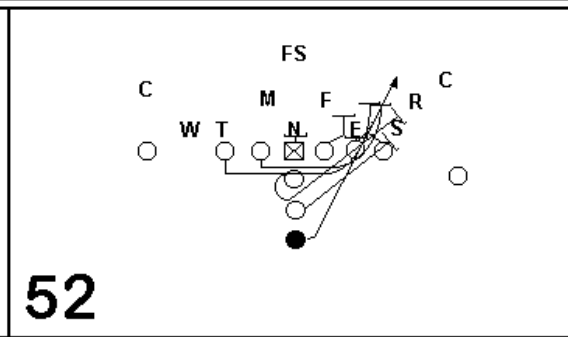
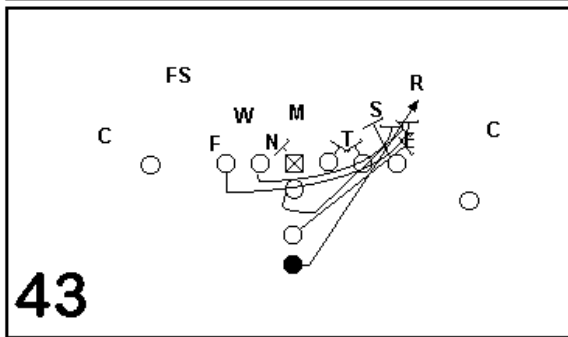
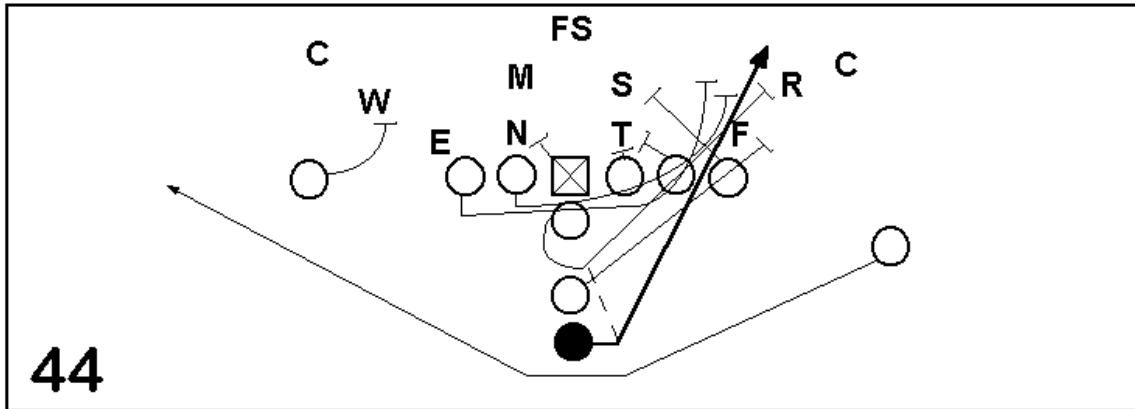
26 Scissors



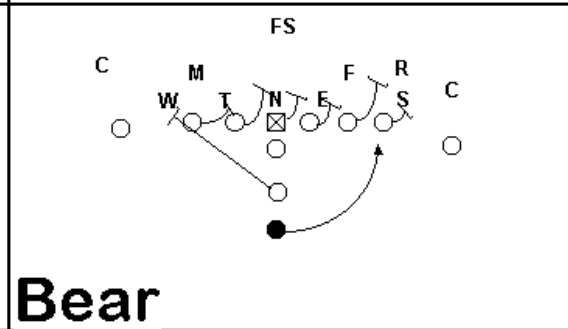
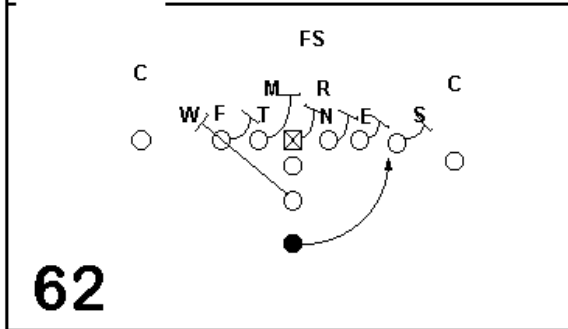
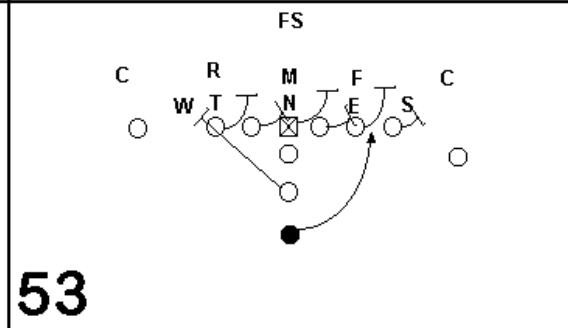
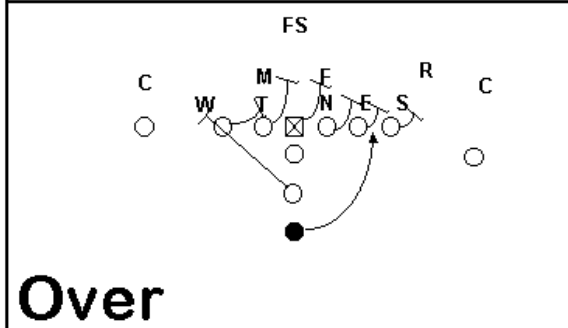
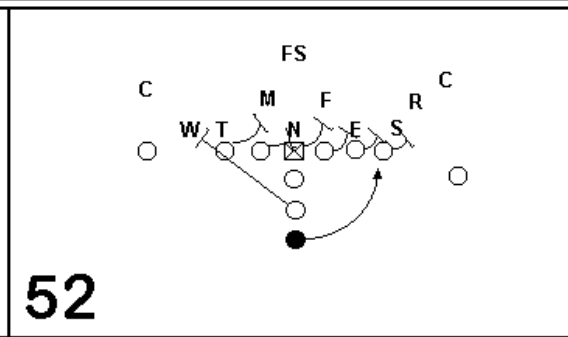
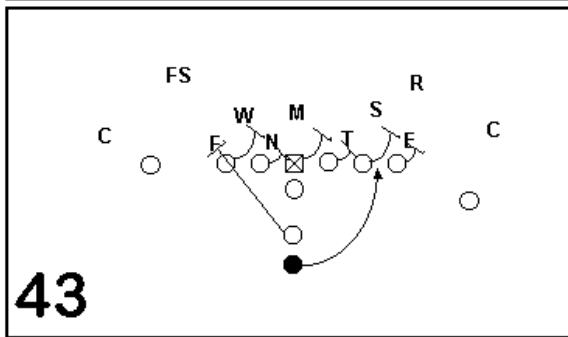
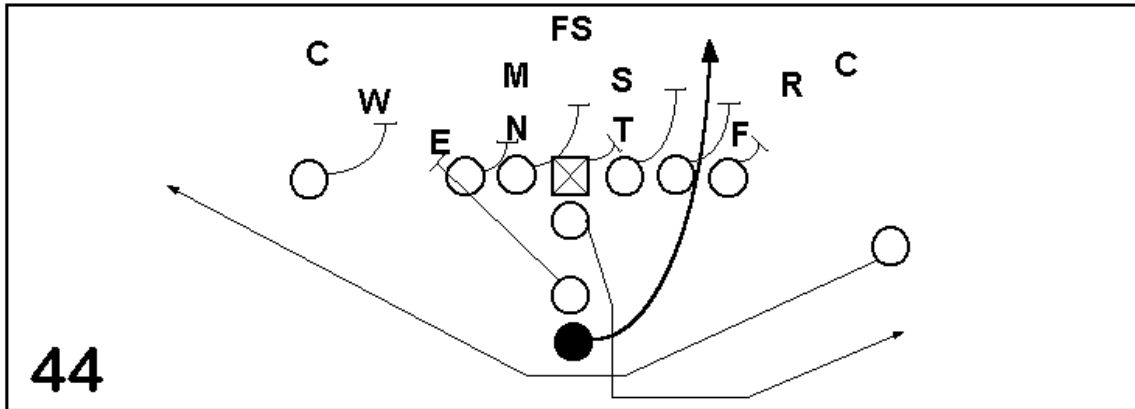
26 Step



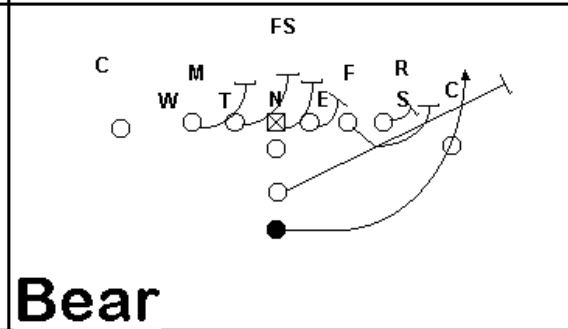
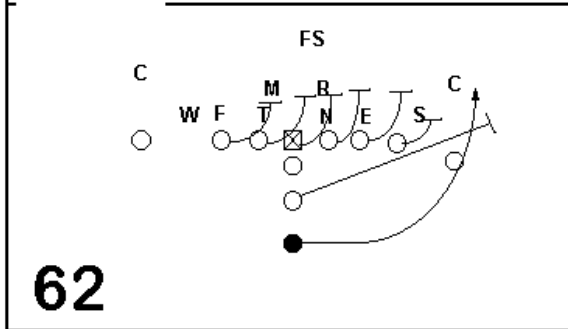
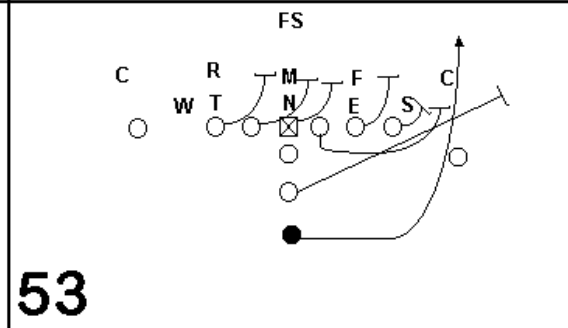
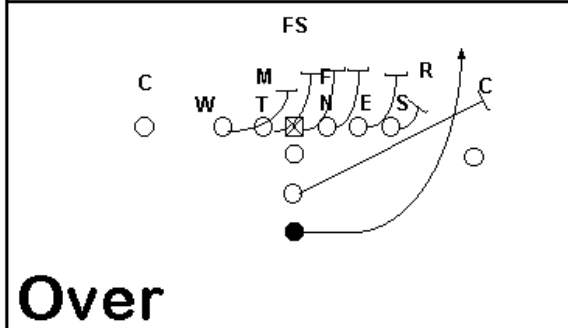
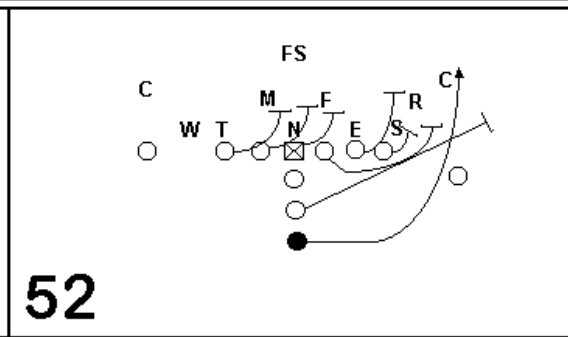
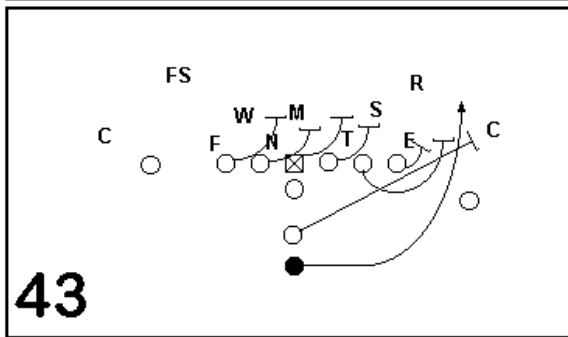
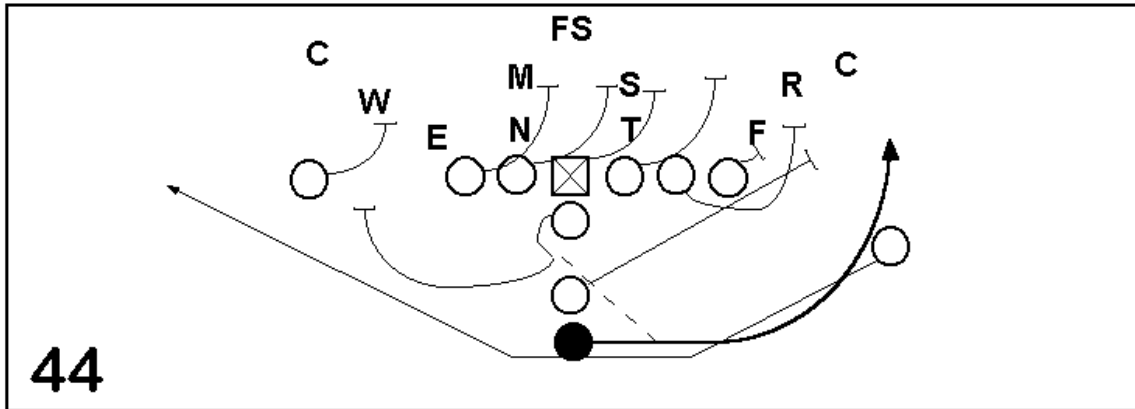
26 Toss



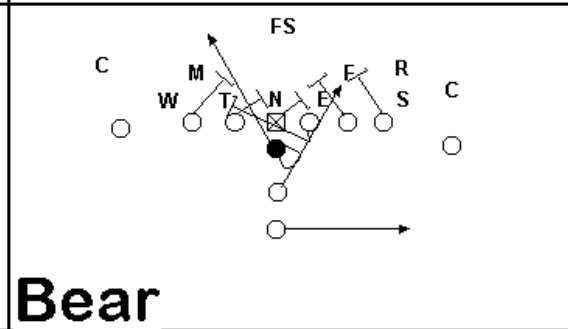
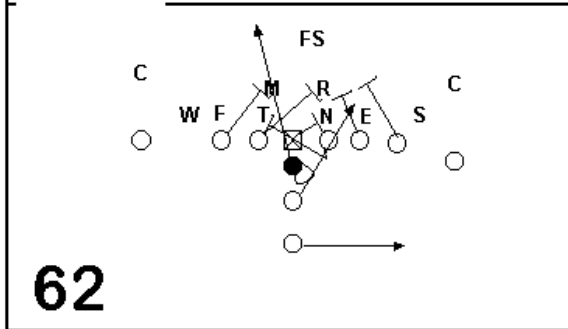
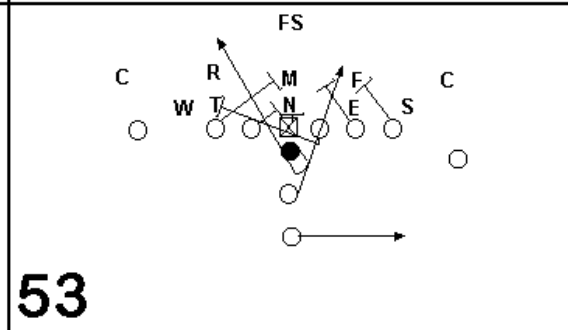
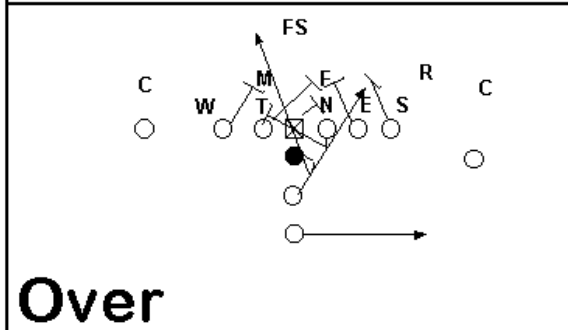
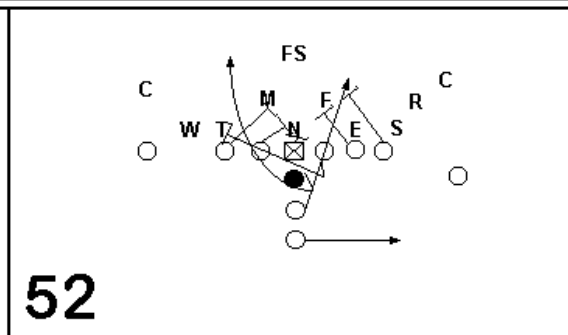
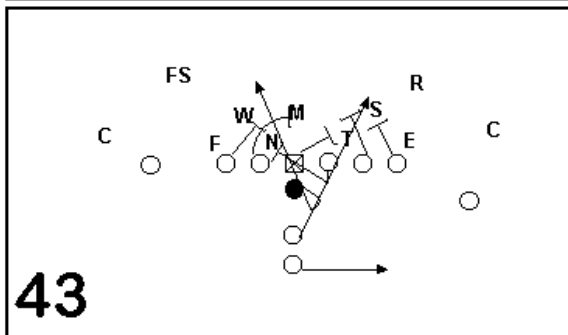
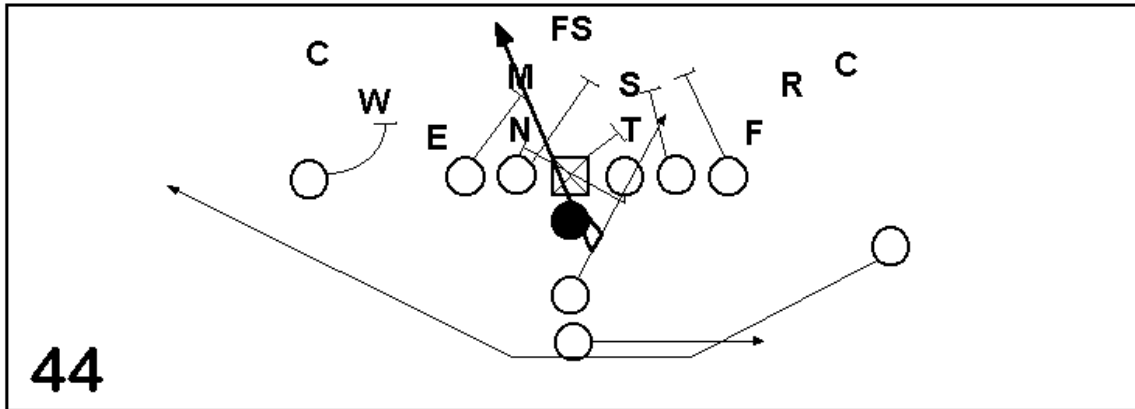
26 Zone



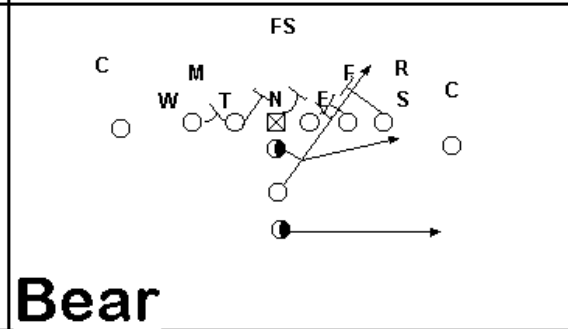
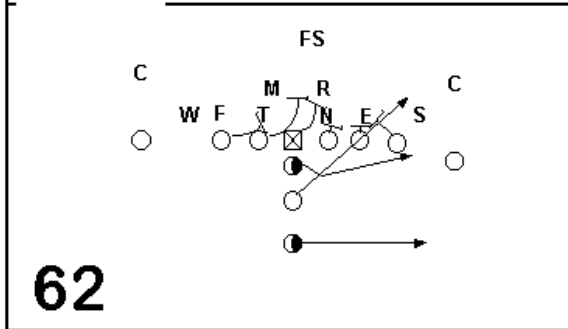
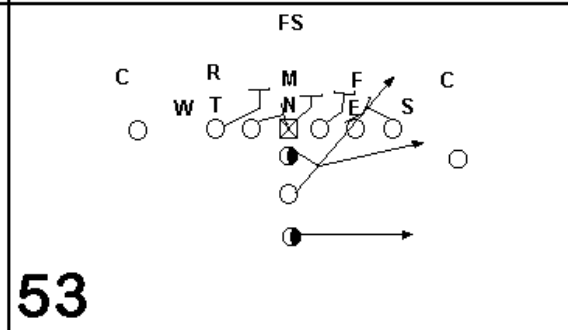
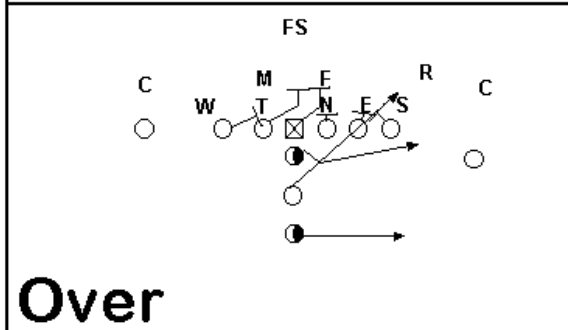
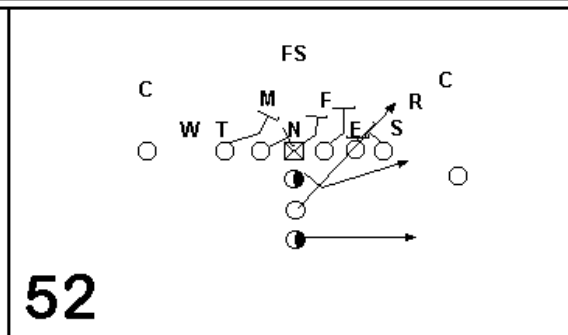
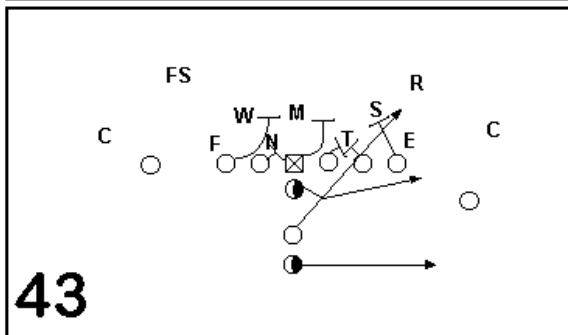
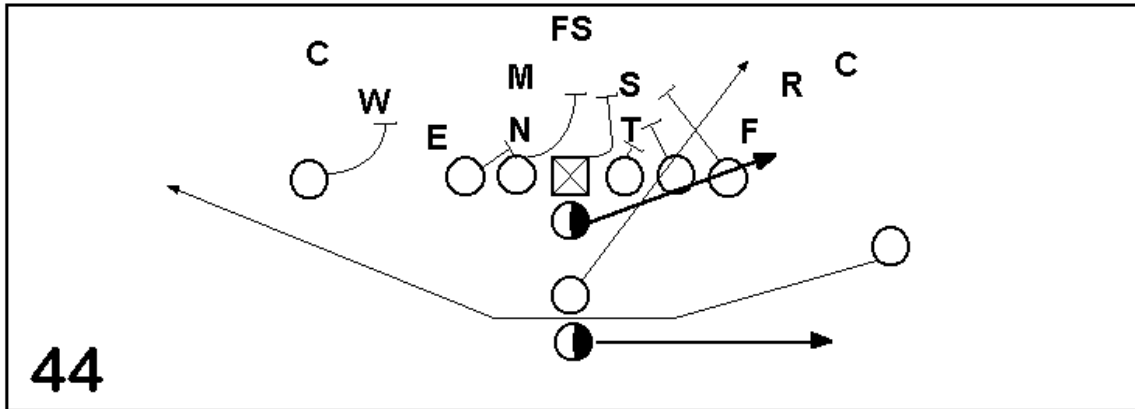
28 Sweep



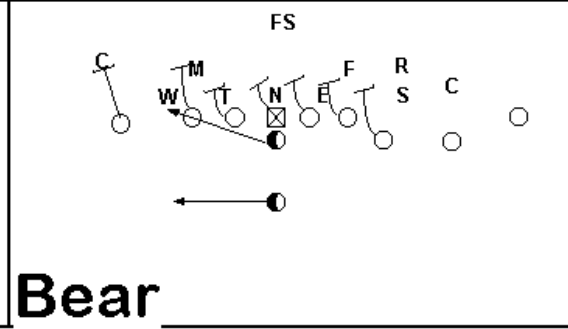
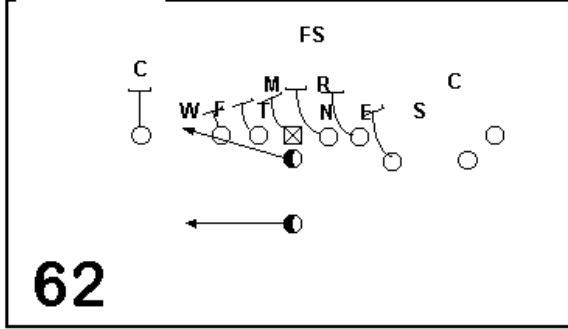
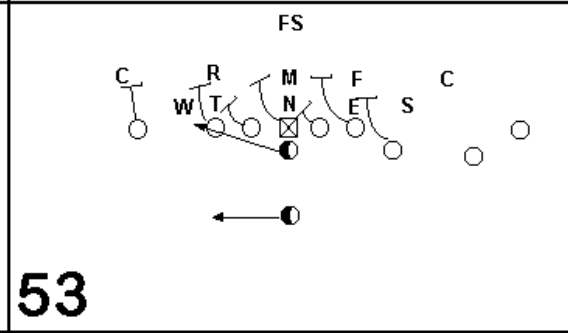
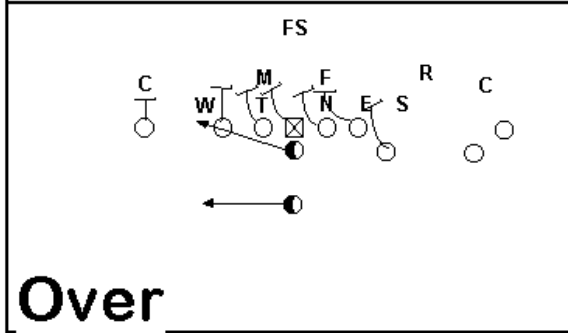
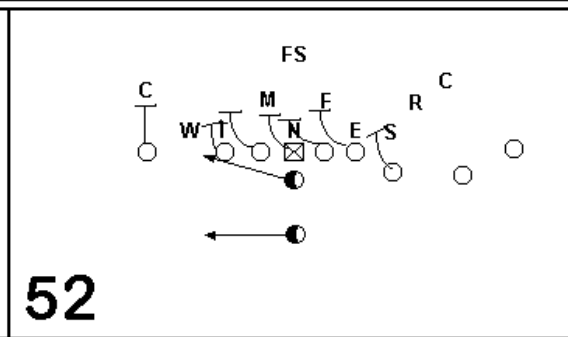
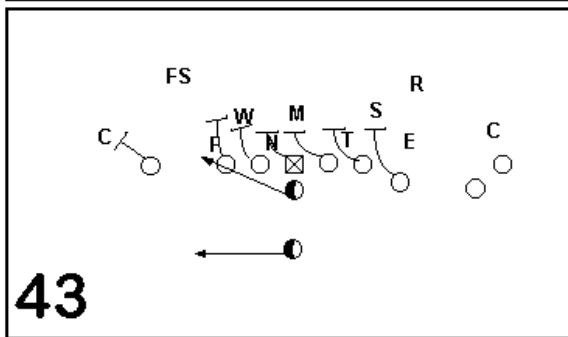
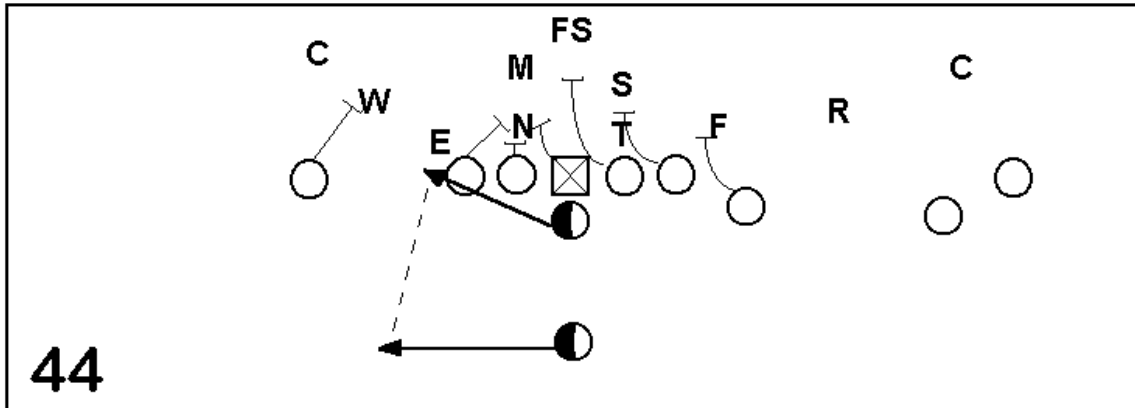
11 Spinner



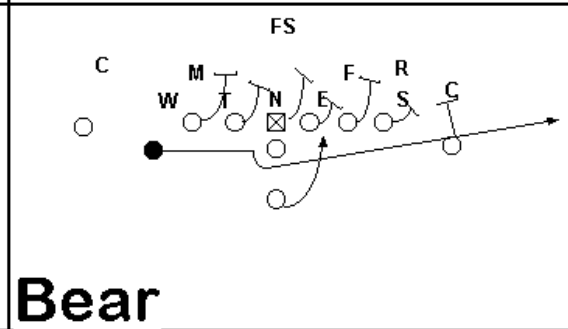
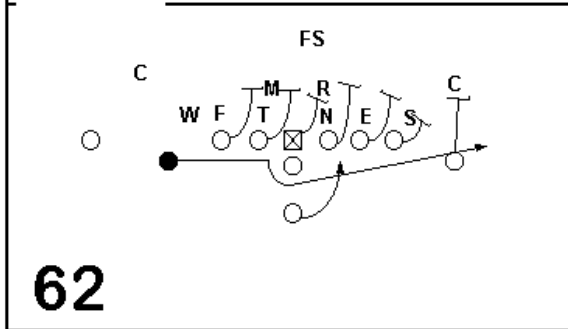
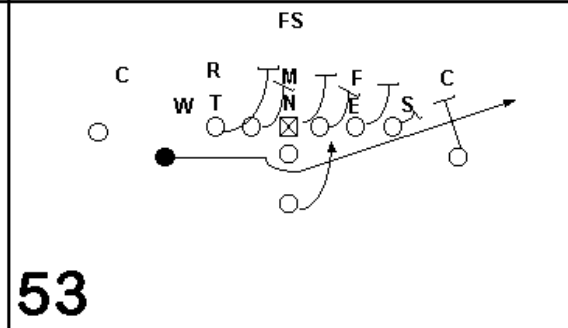
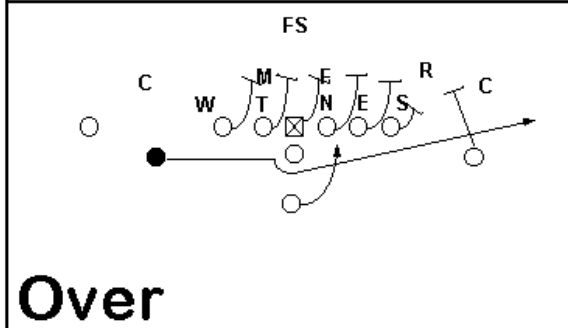
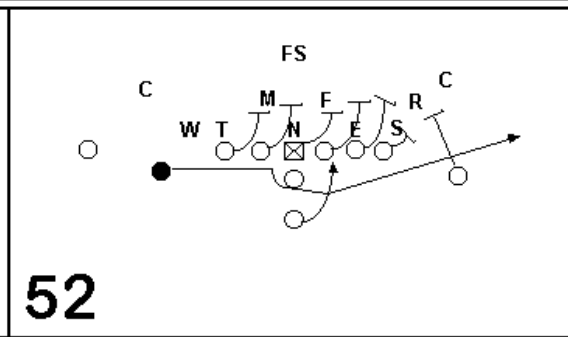
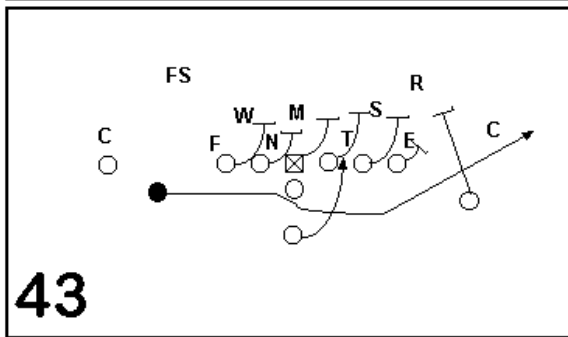
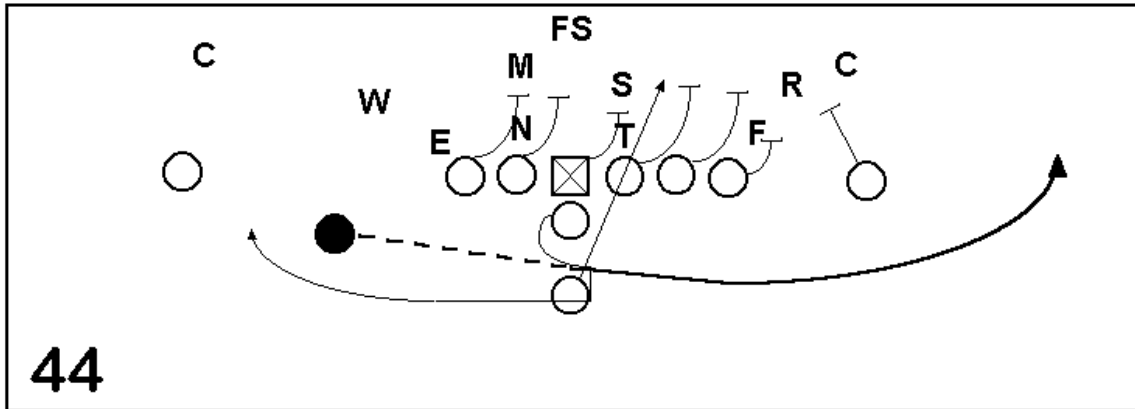
14 Option



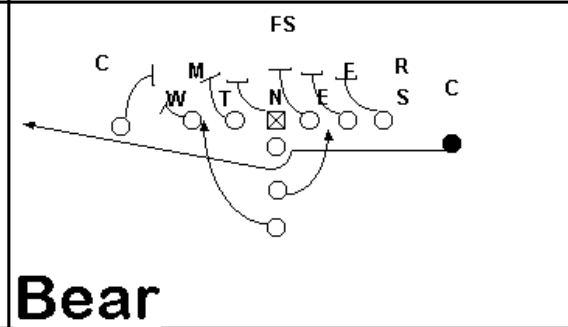
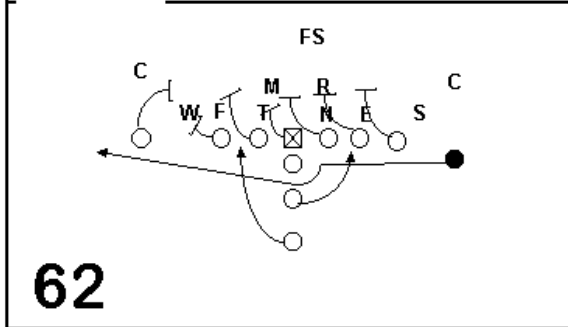
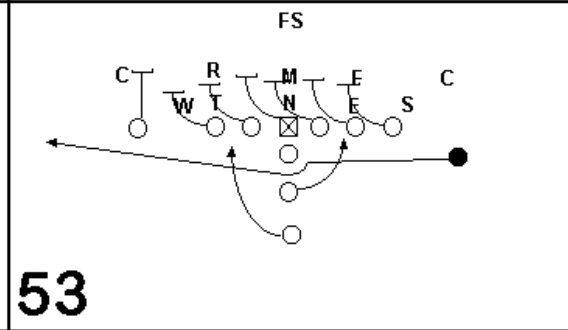
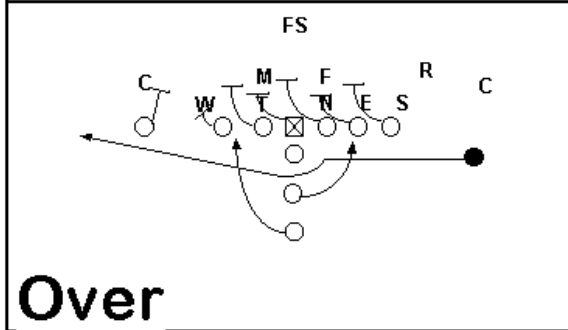
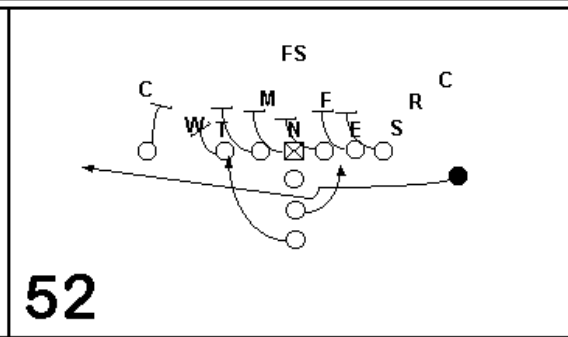
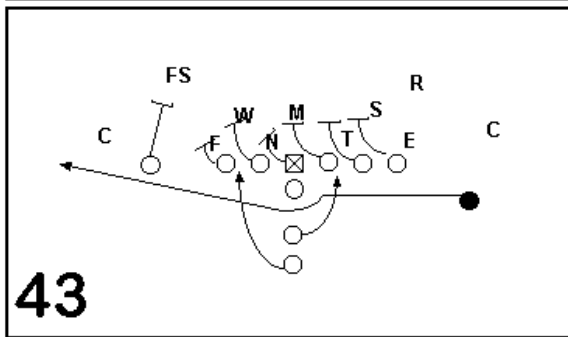
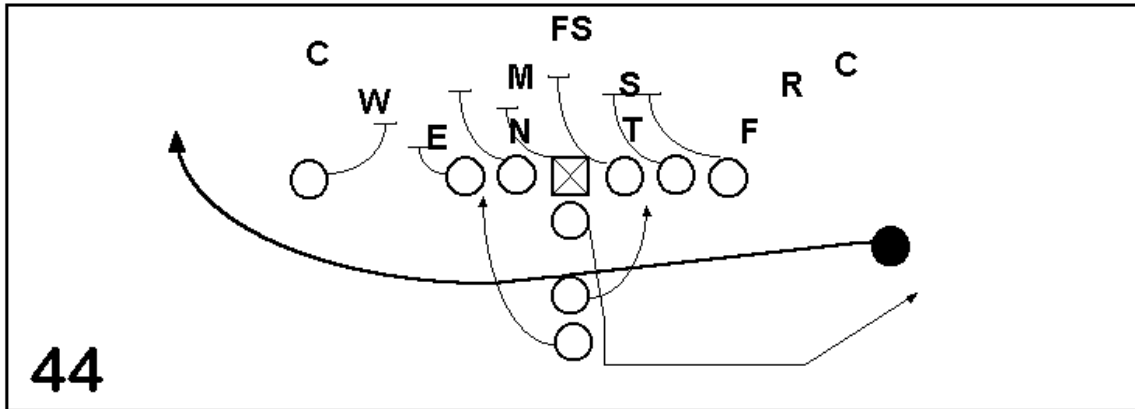
18 Speed



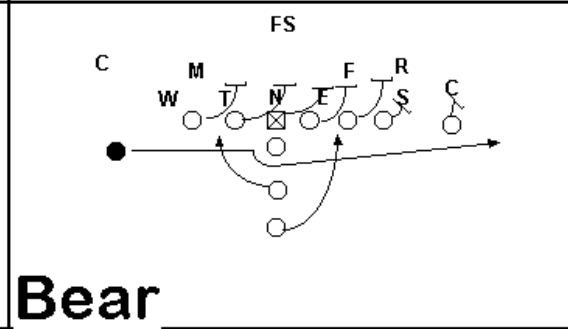
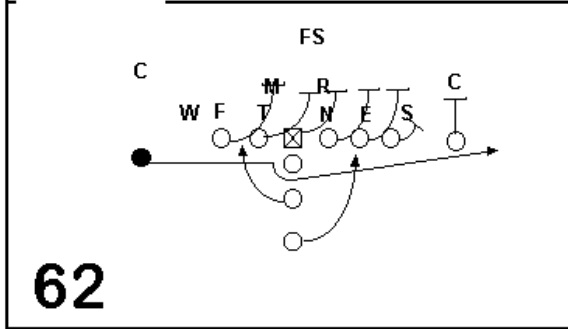
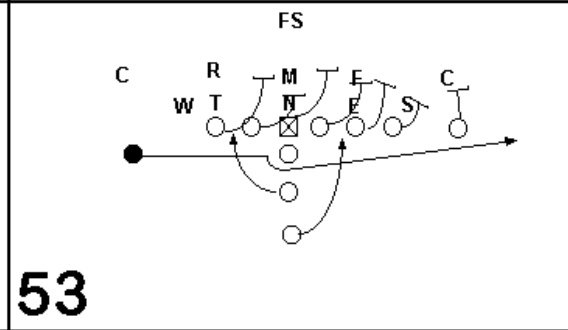
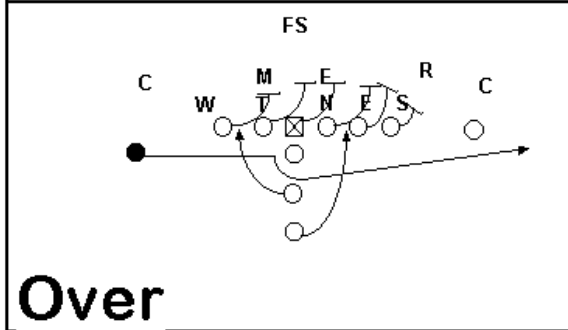
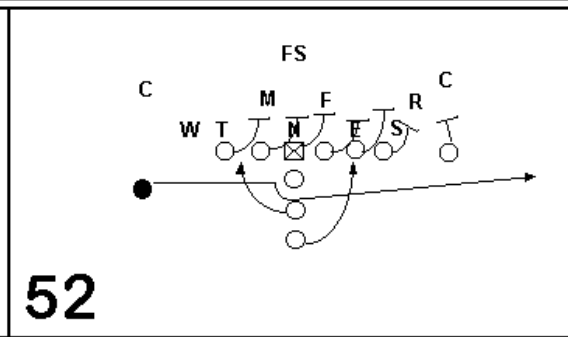
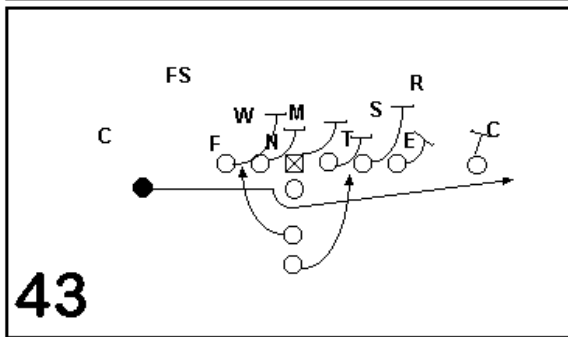
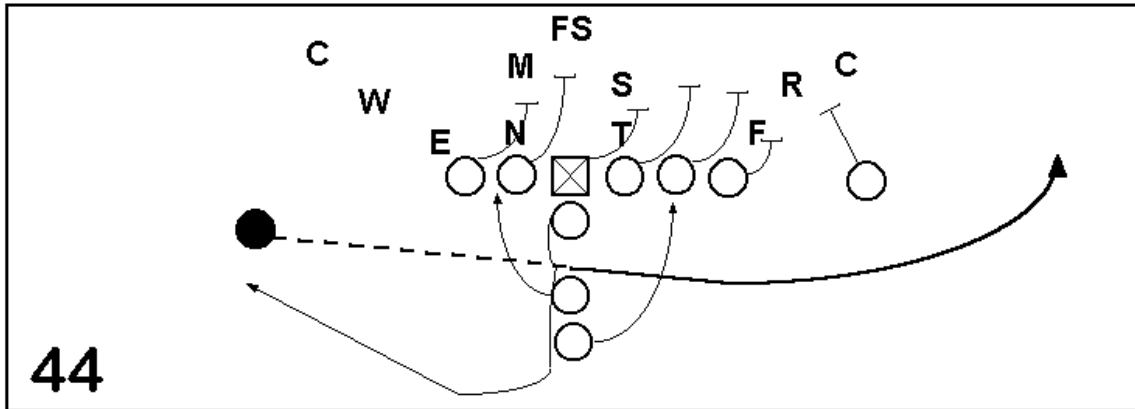
28 Fly



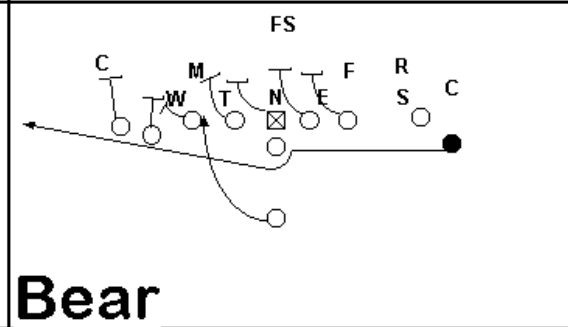
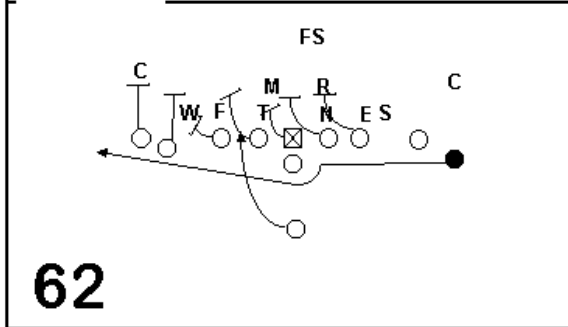
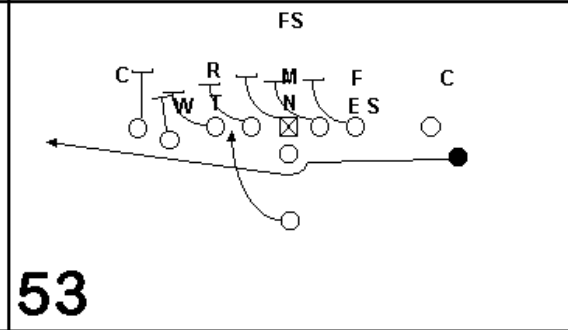
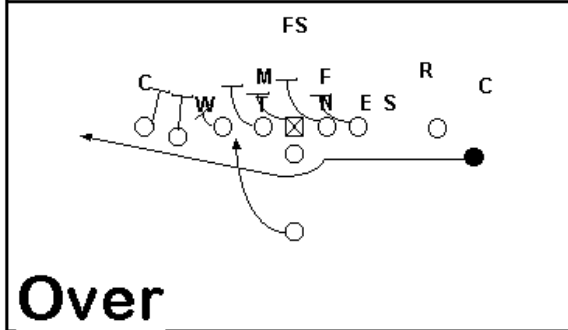
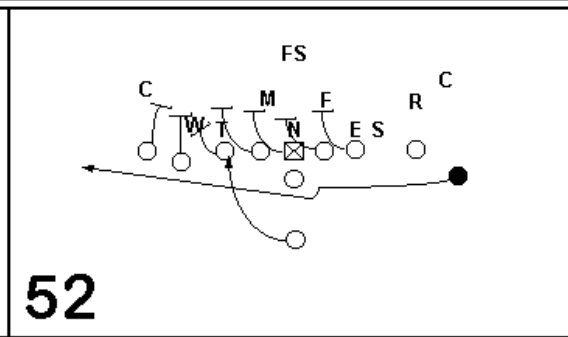
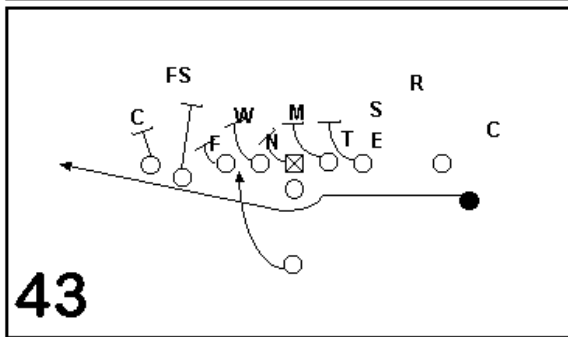
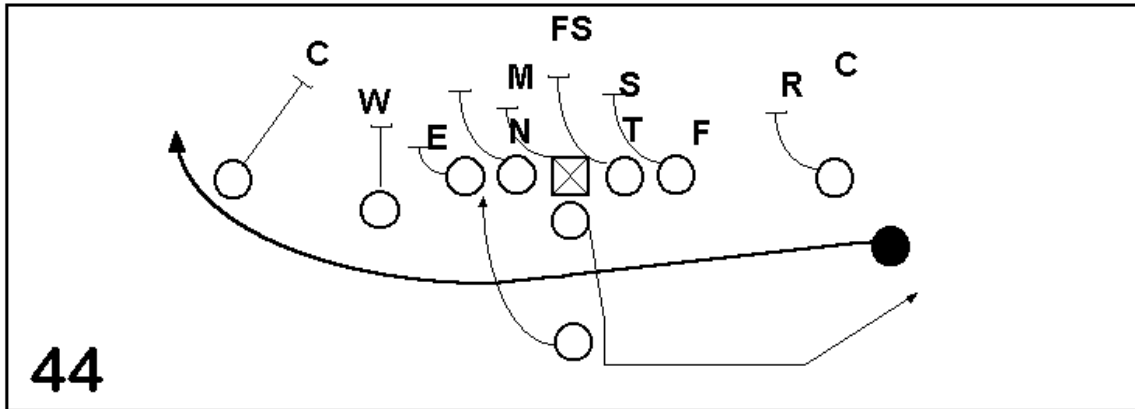
47 Fly



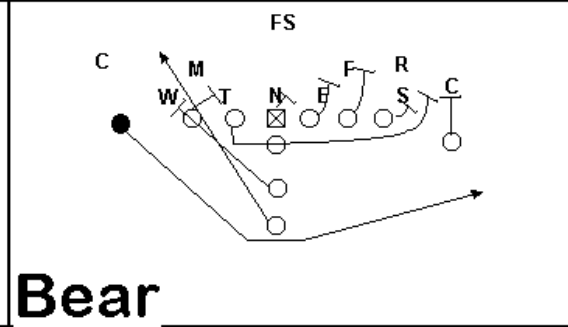
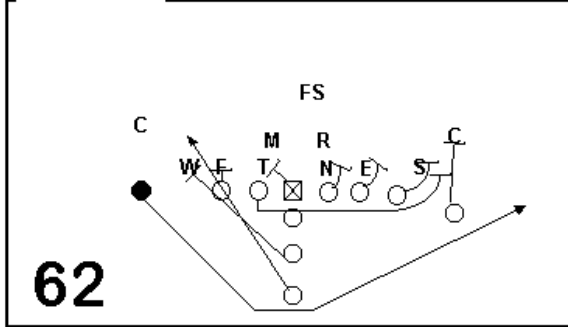
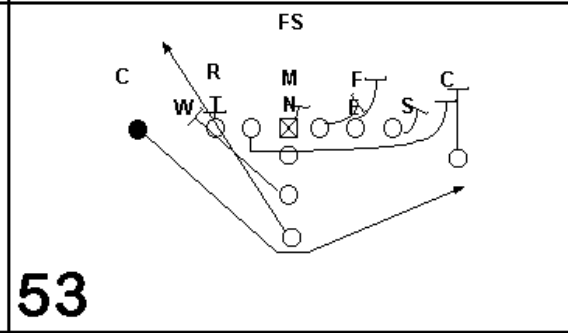
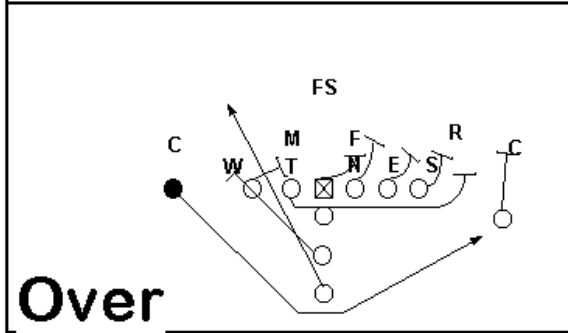
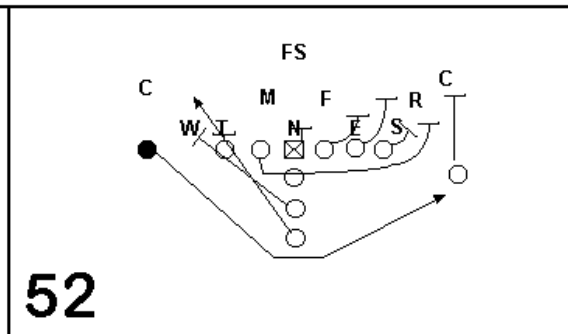
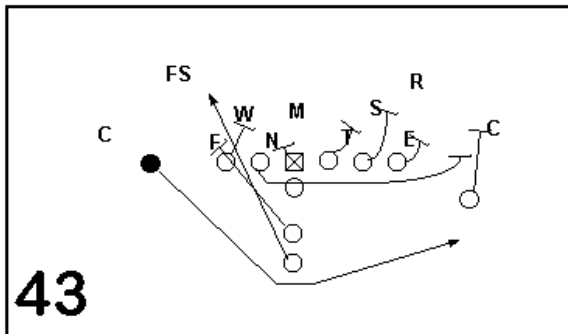
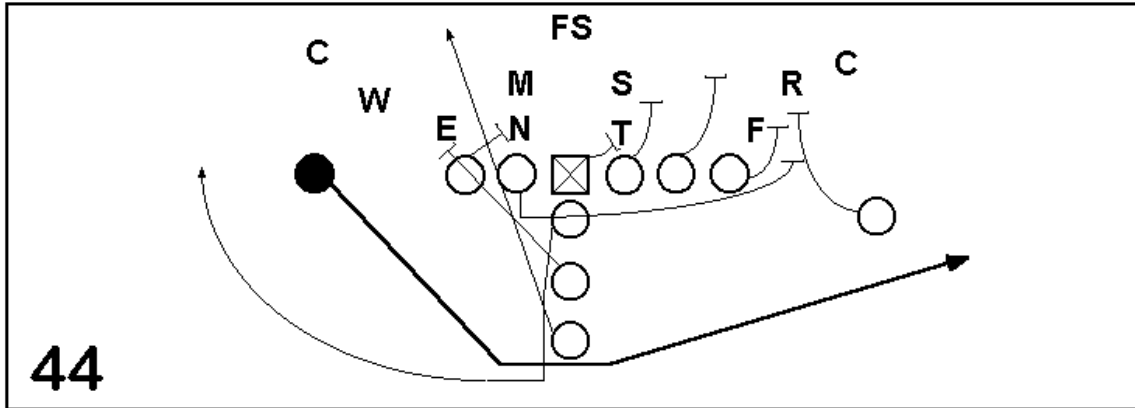
X Fly RT



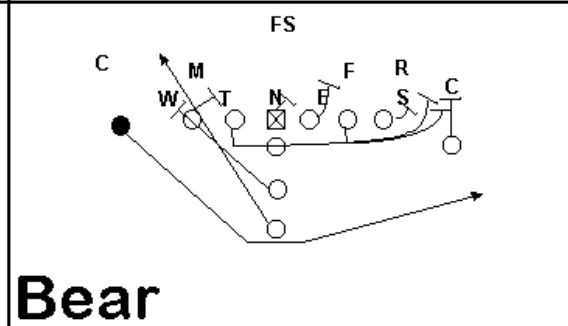
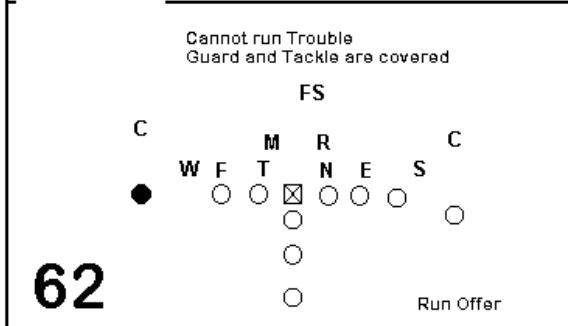
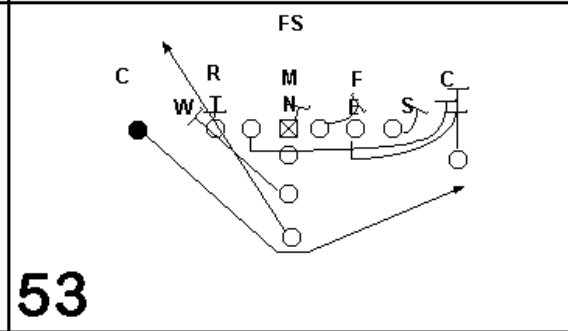
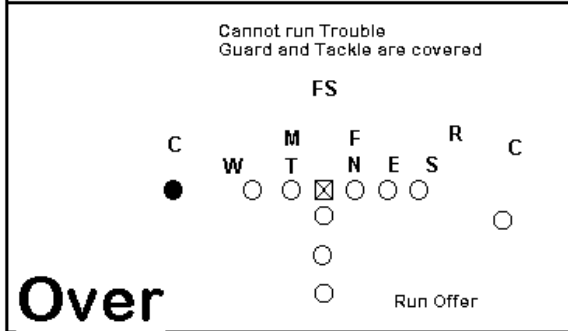
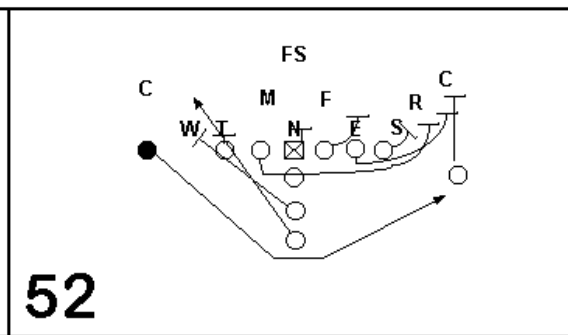
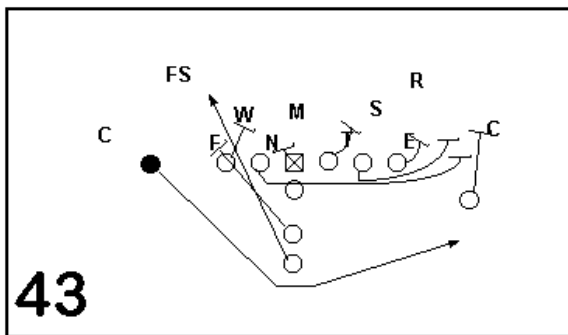
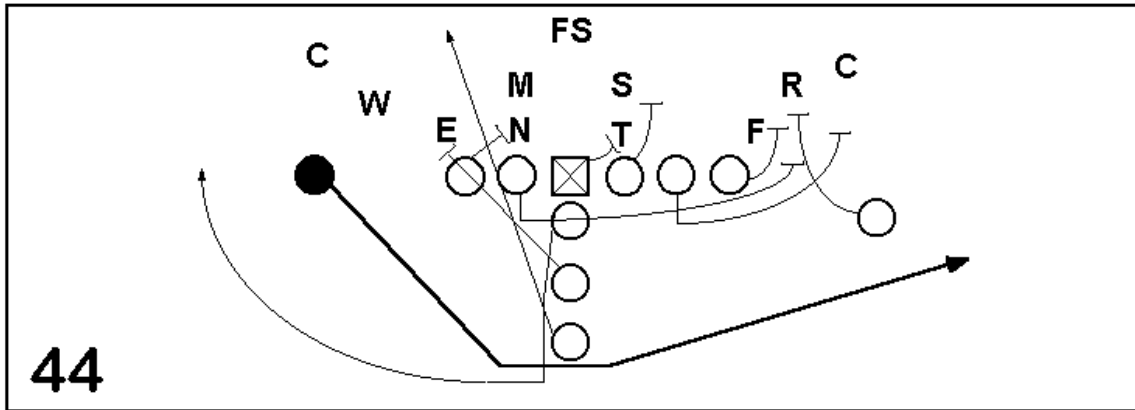
Y Fly Left



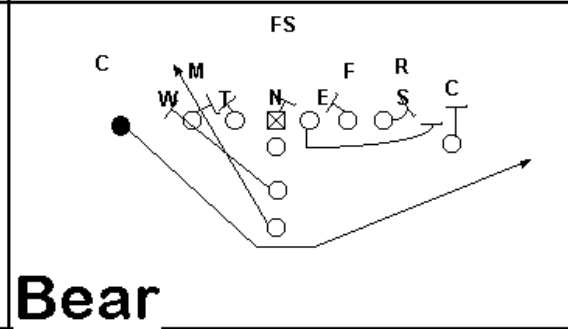
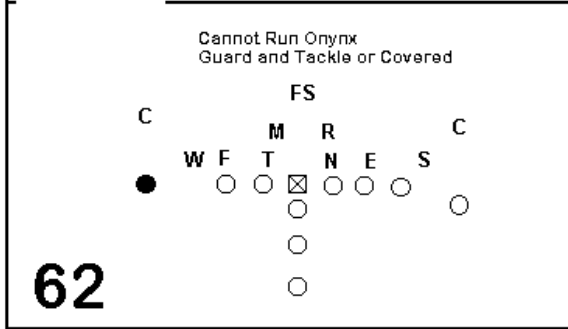
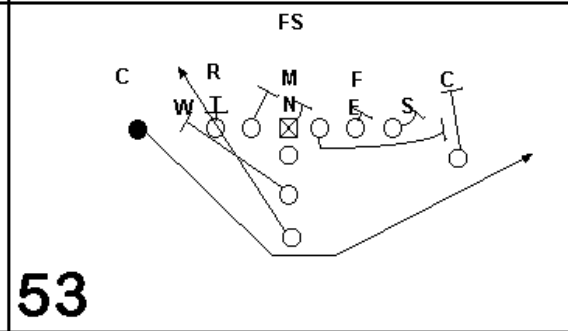
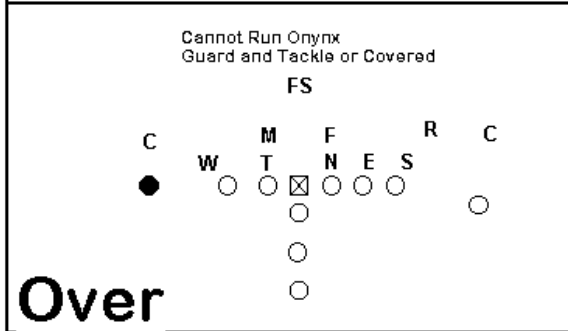
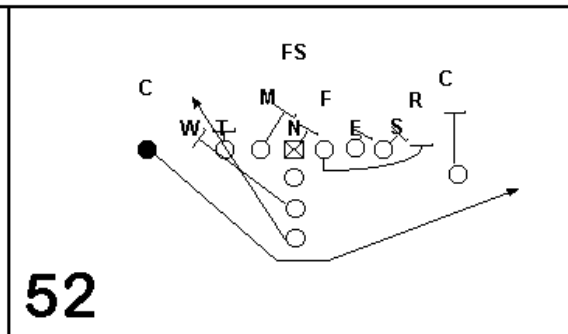
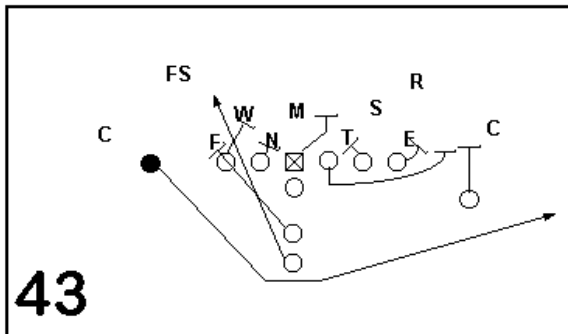
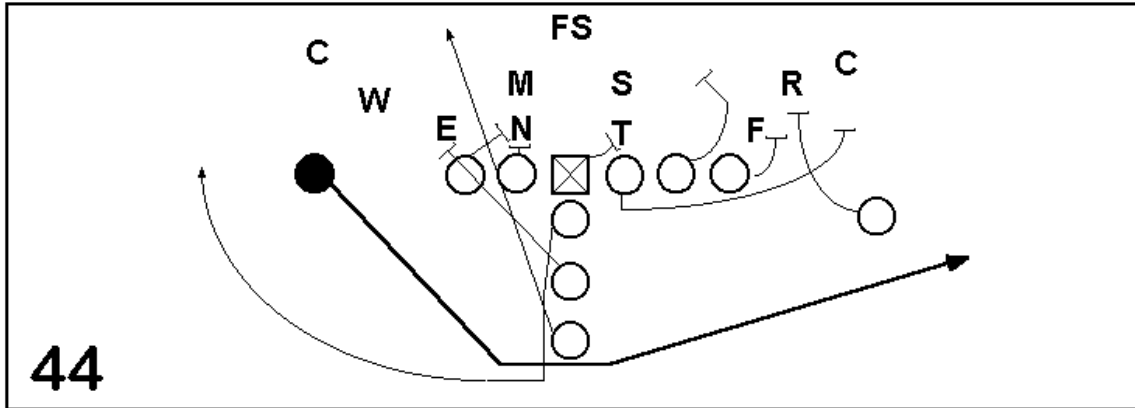
25 X Offer



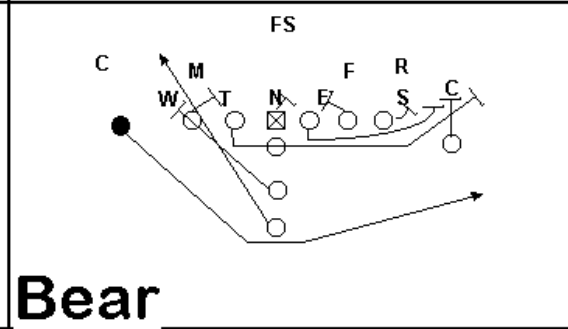
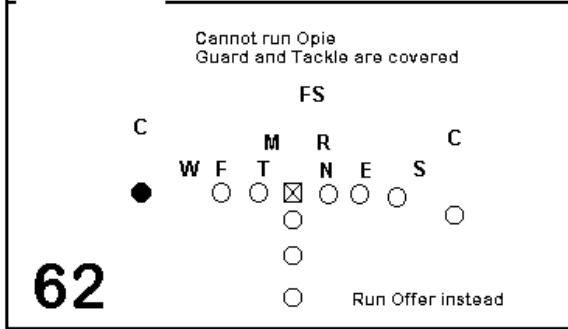
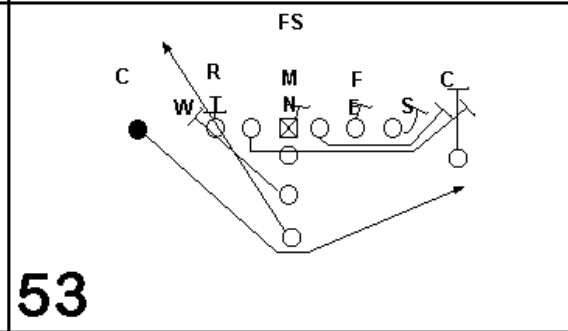
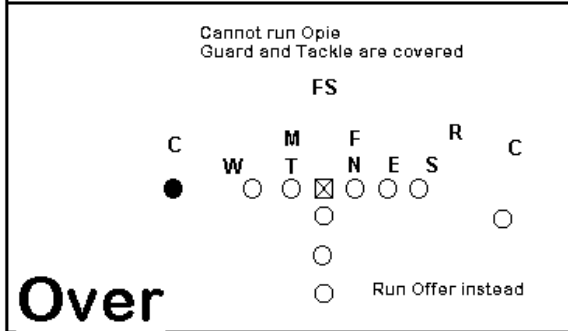
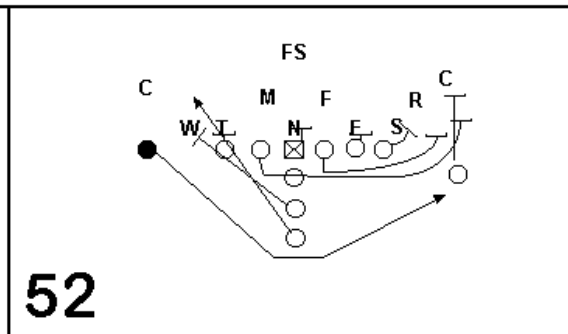
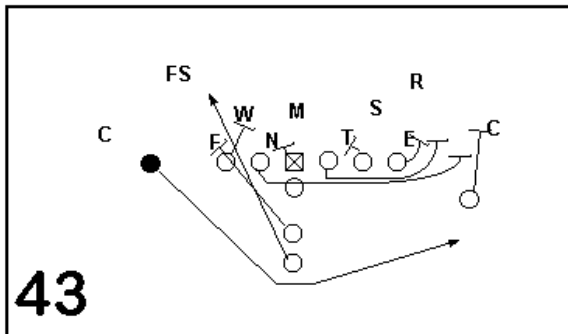
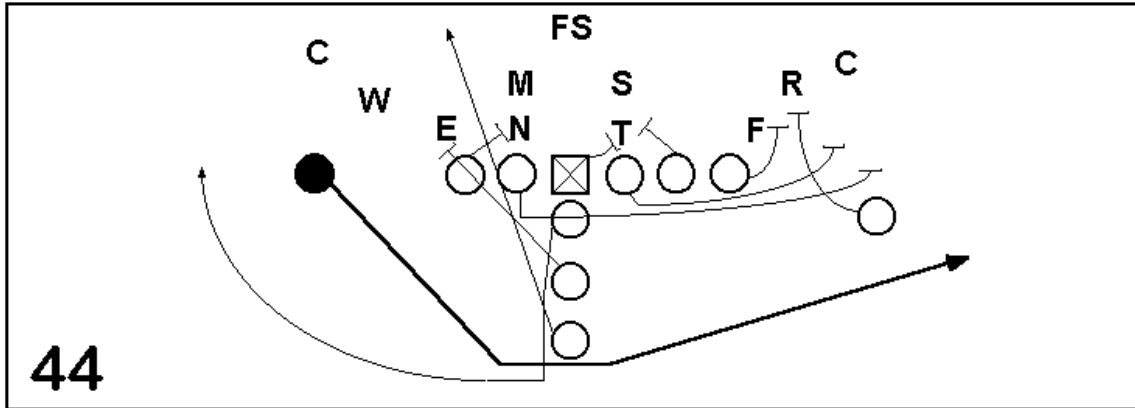
25 X Offer-Trouble



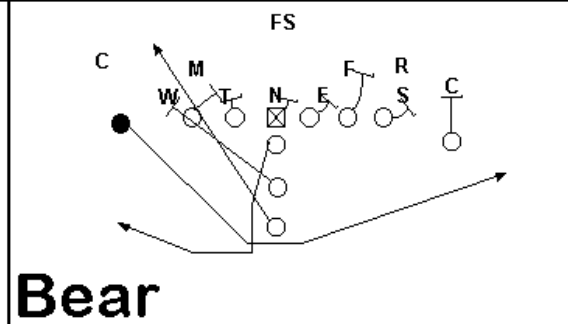
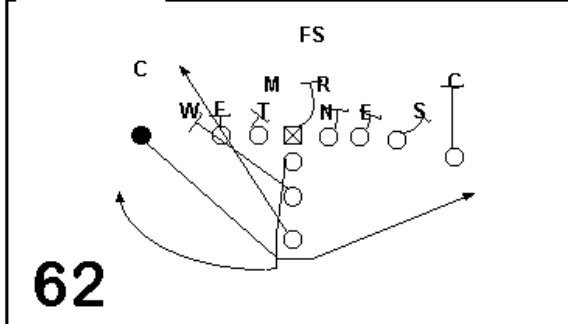
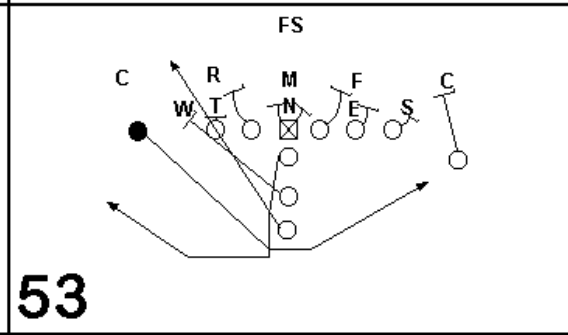
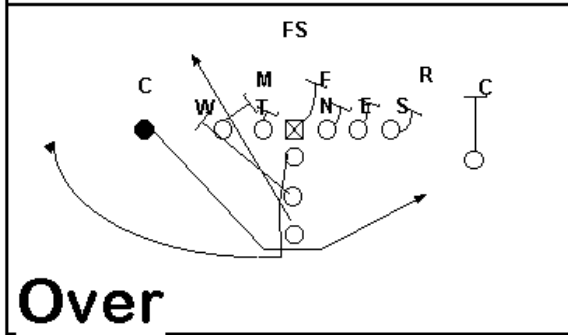
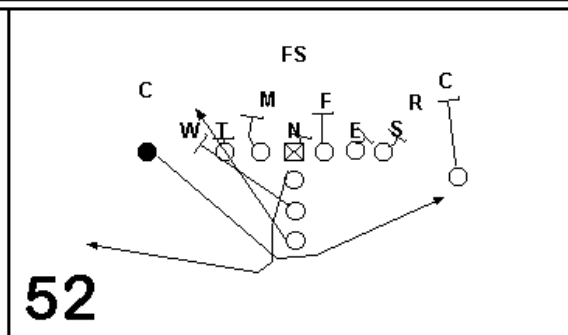
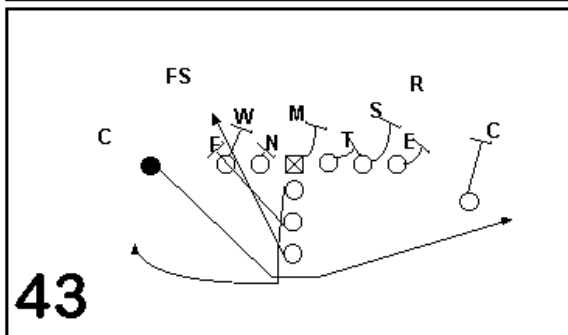
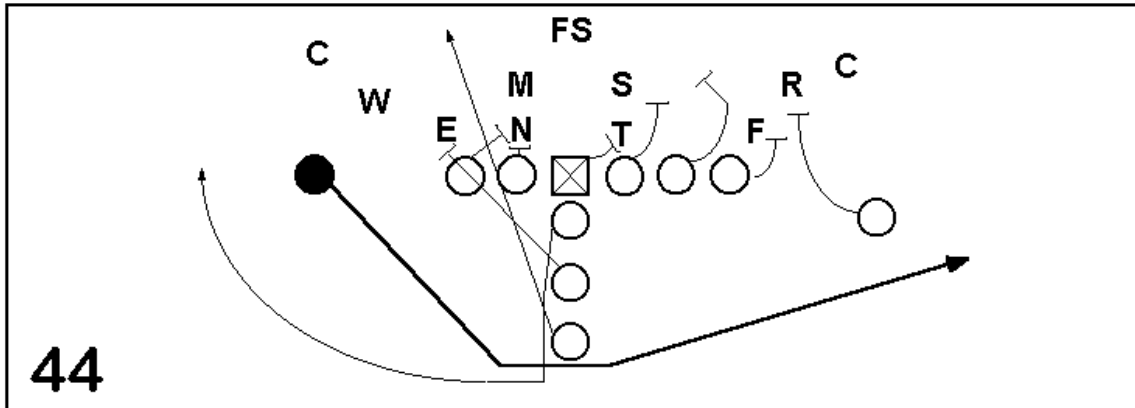
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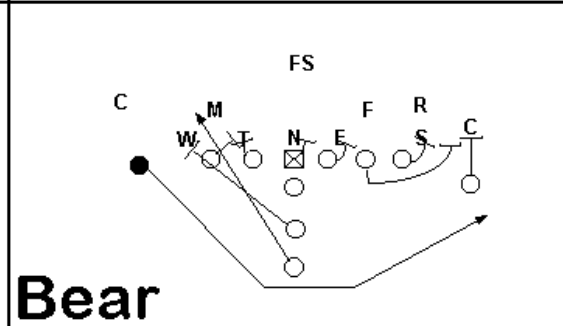
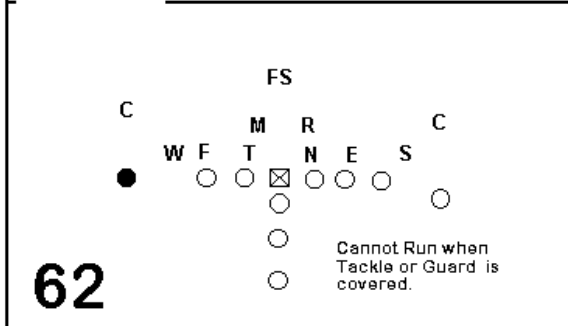
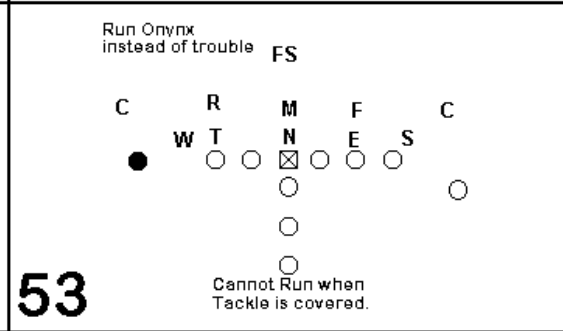
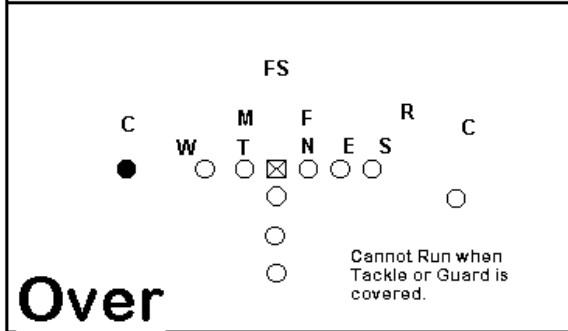
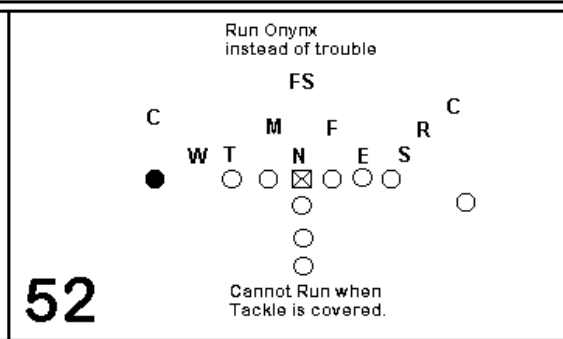
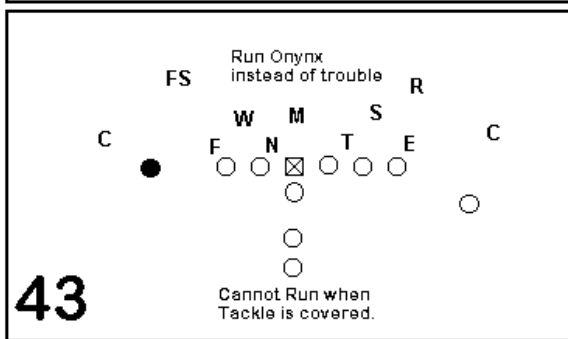
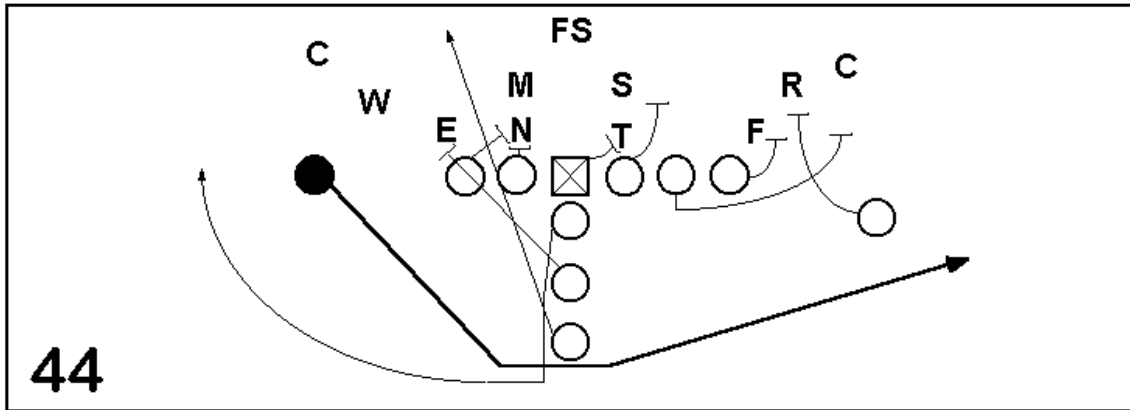
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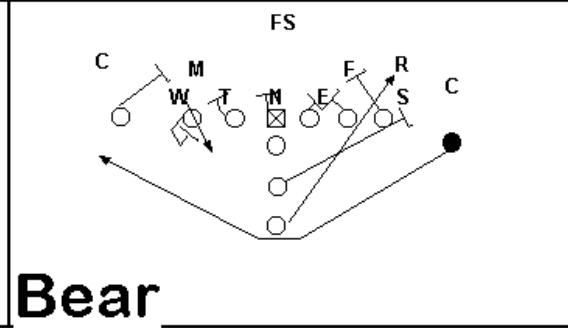
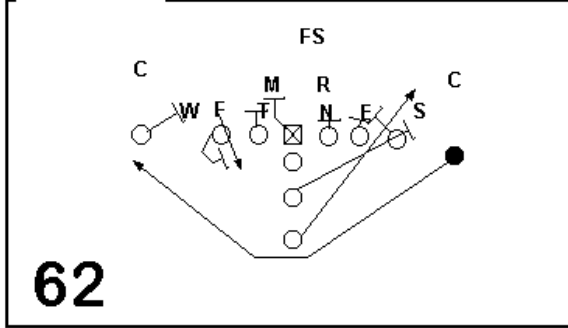
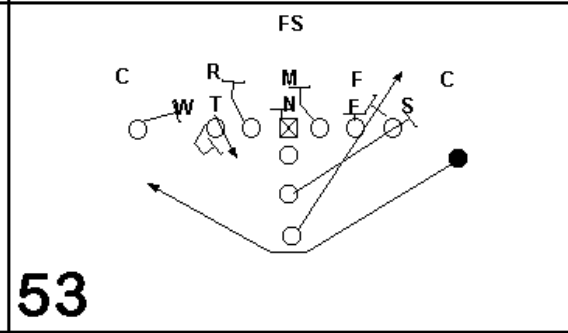
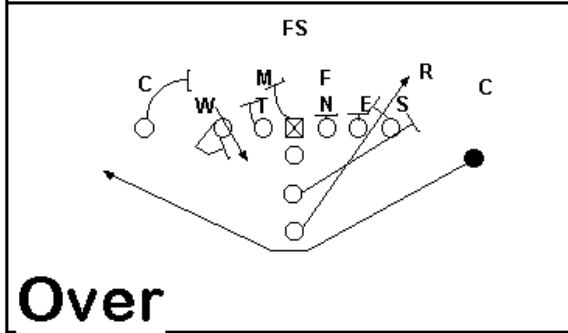
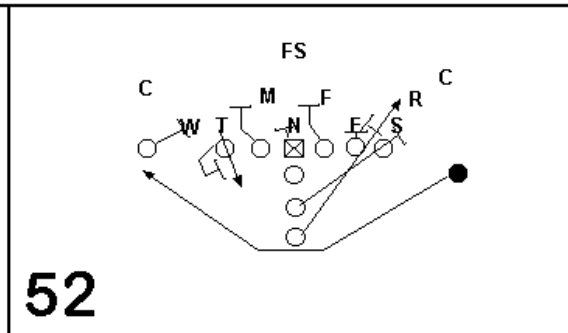
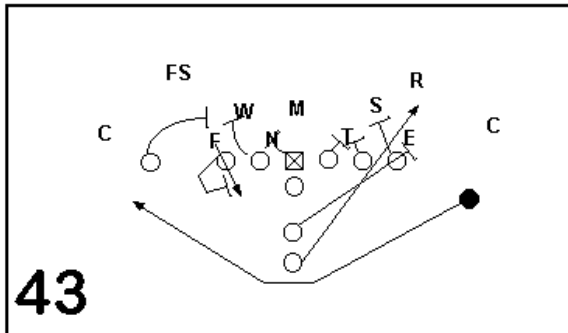
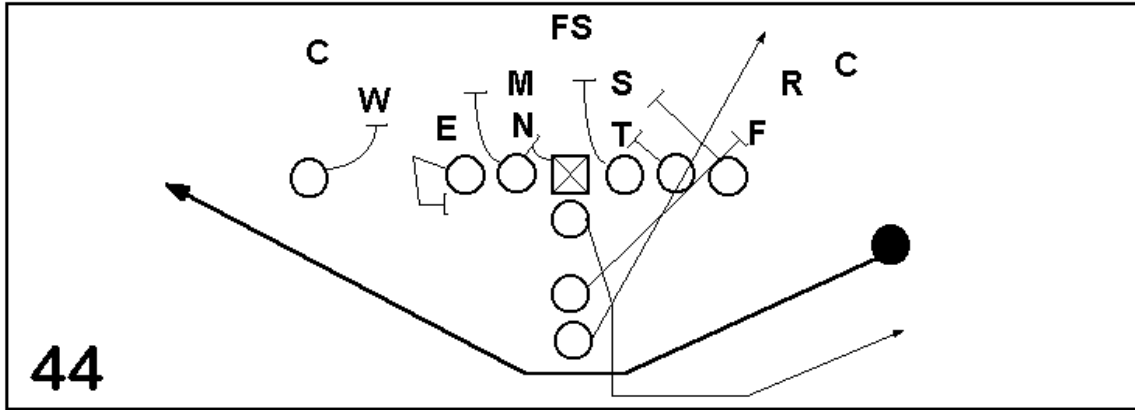
25 X Reverse



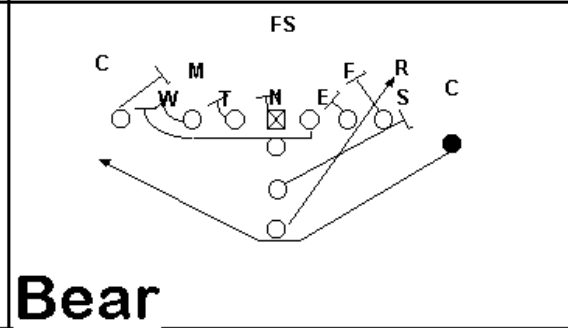
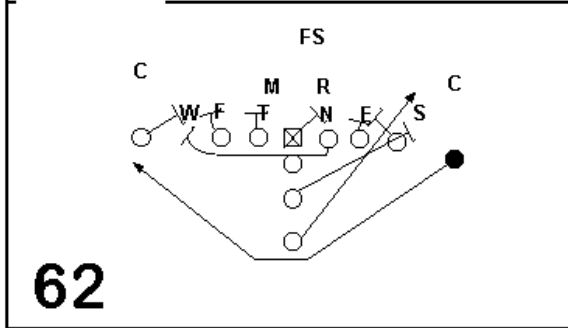
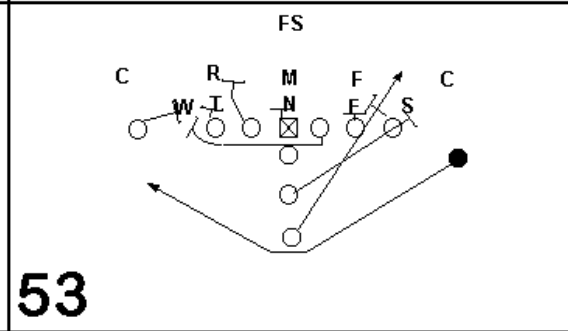
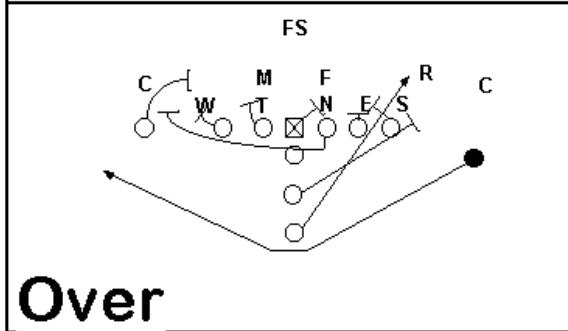
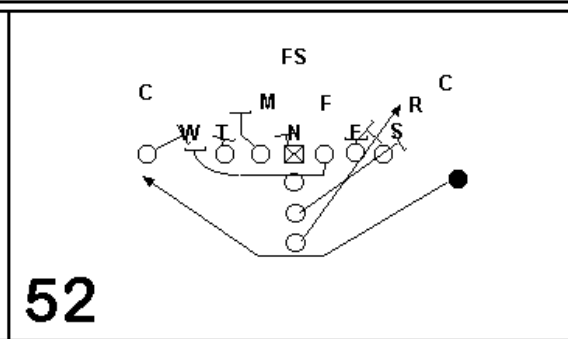
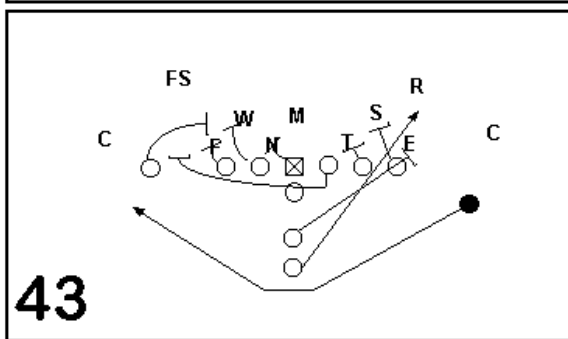
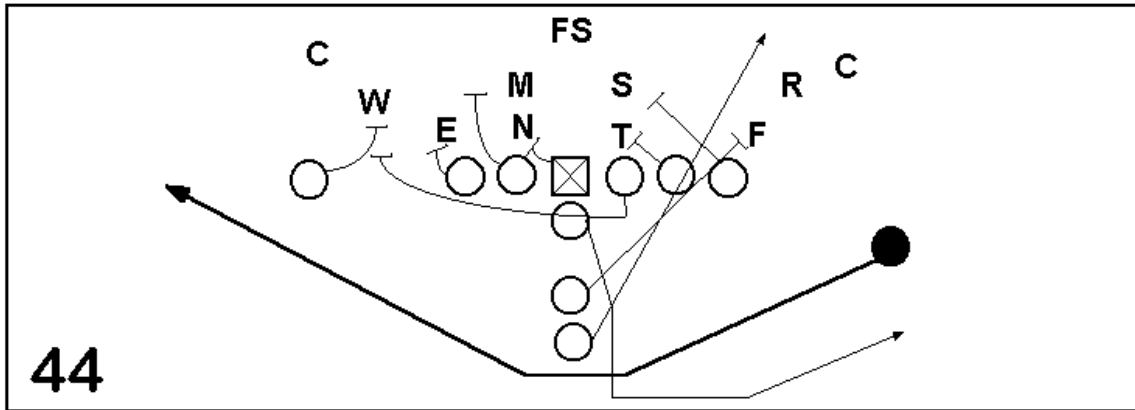
25 X Trouble



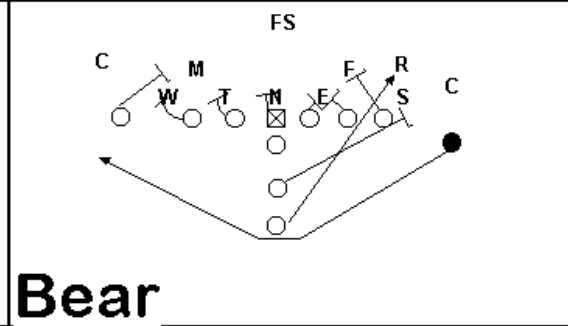
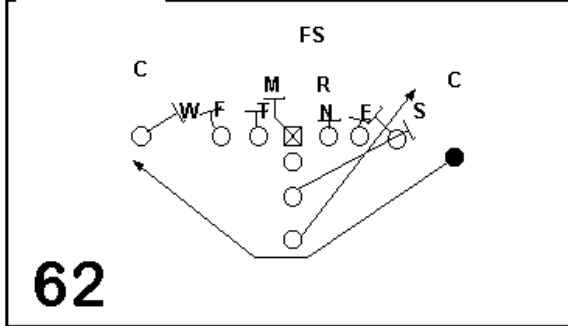
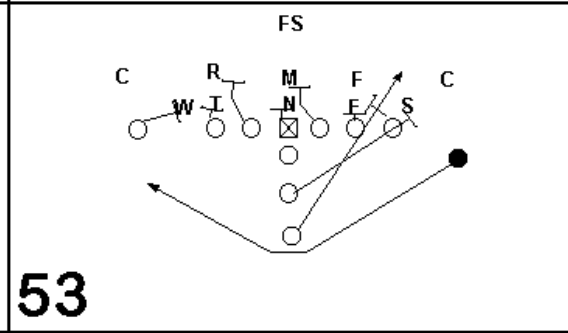
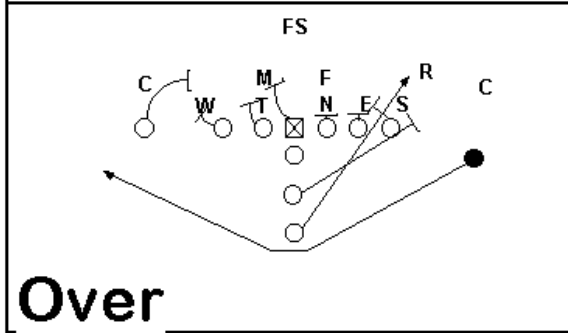
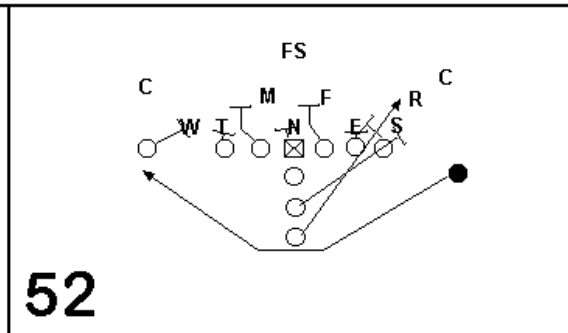
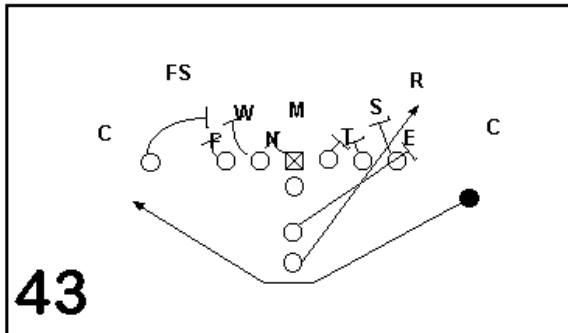
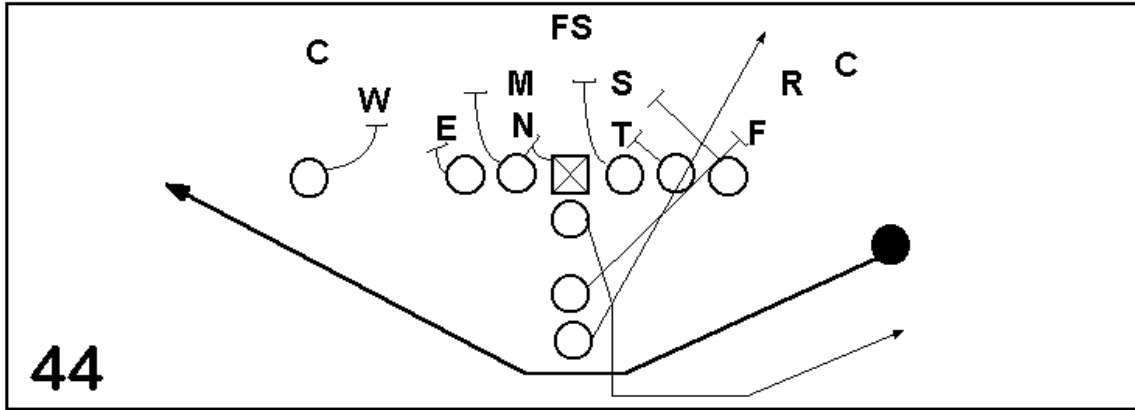
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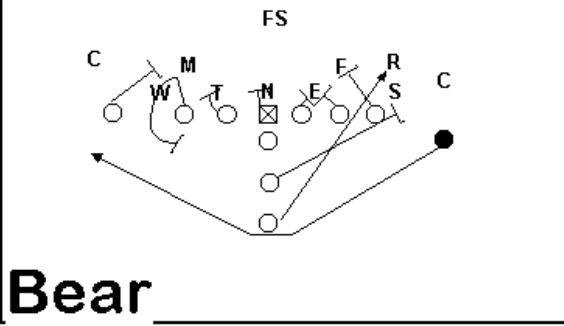
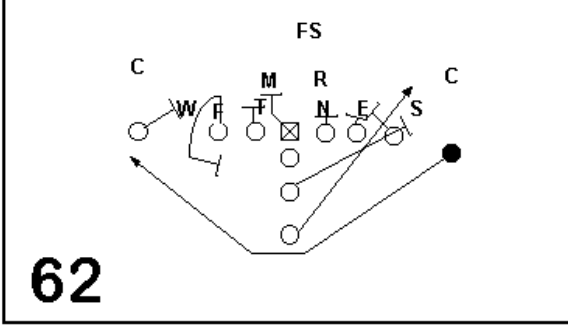
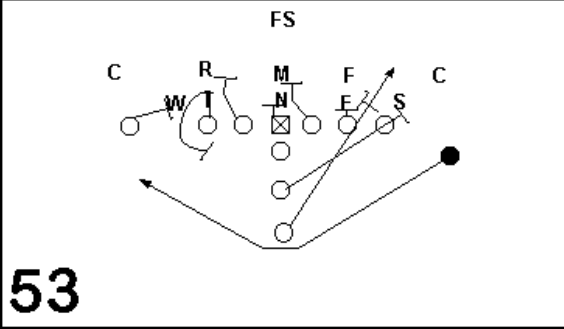
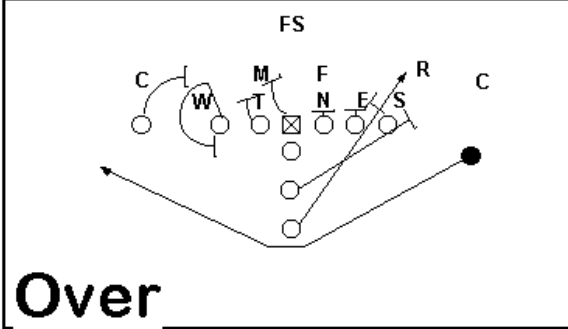
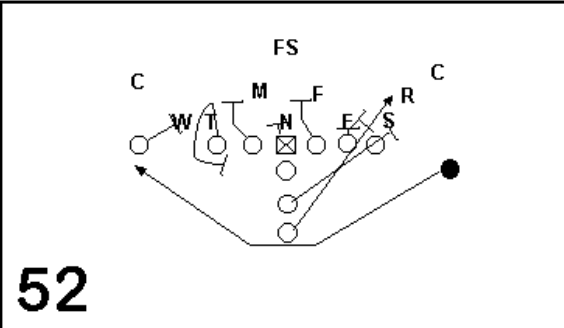
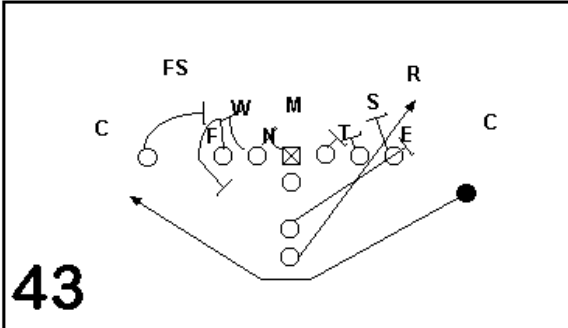
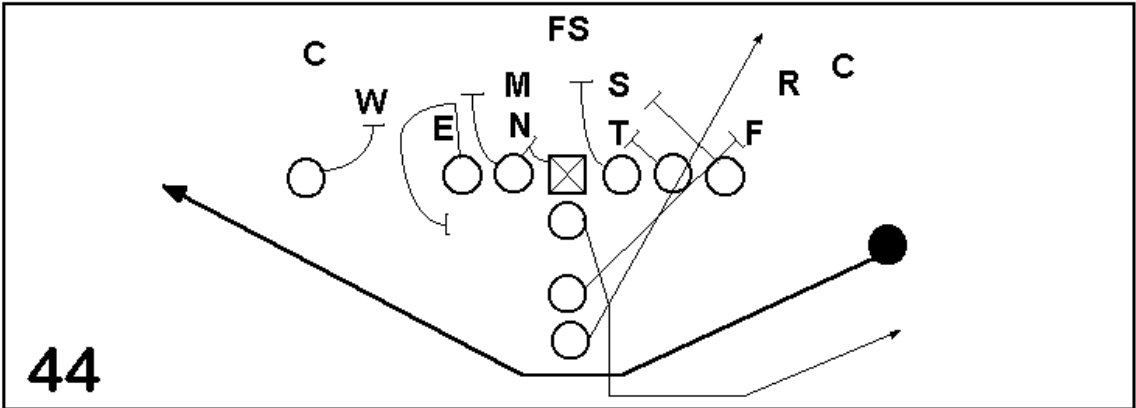
26 R Offer



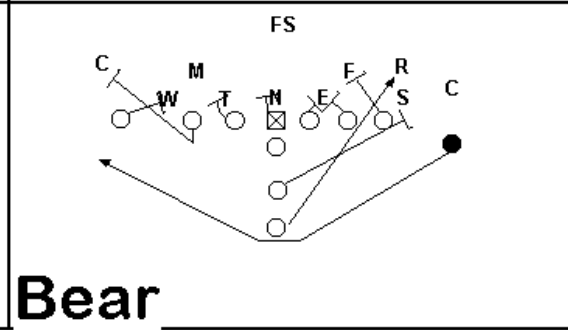
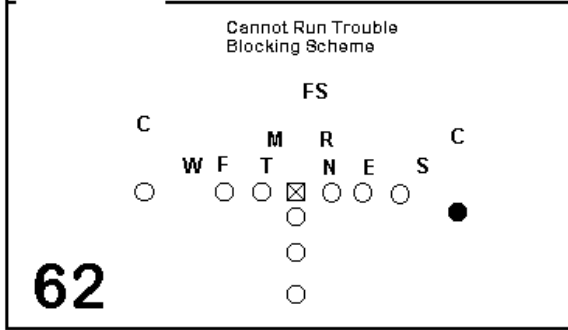
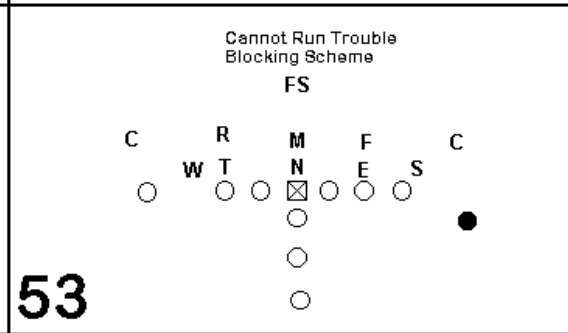
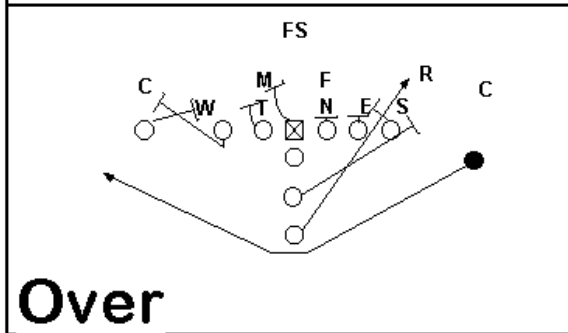
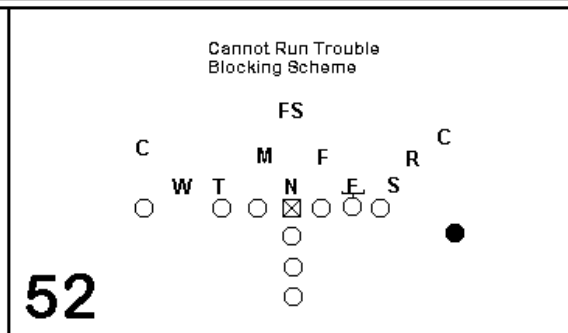
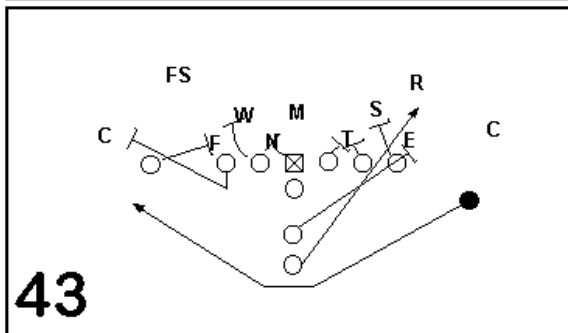
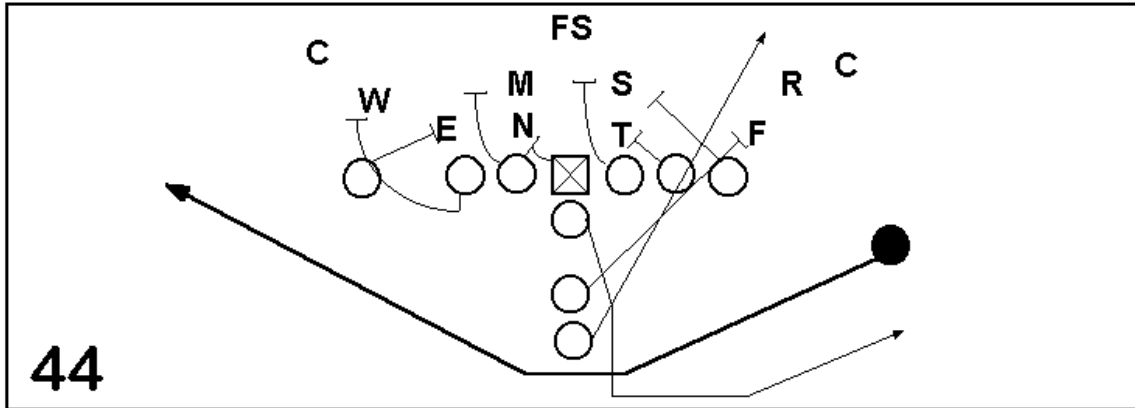
26 Reverse



26 R Sucker



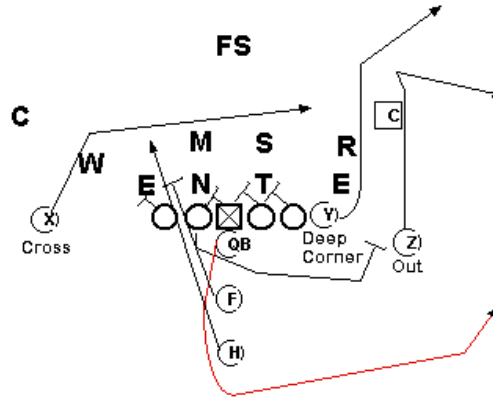
26 R Trouble



Boot Roll Action Pass

Pro RT Boot Roll Right

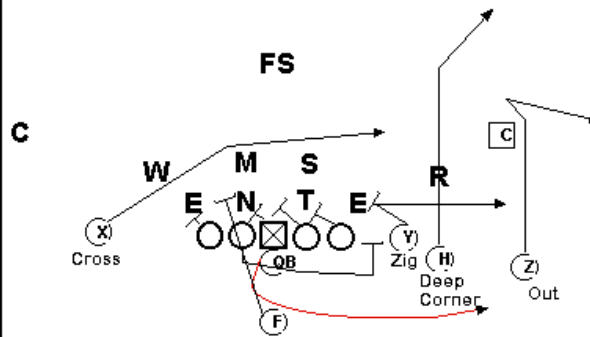
This is our Boot Roll out play out of our Pro set. Z runs a 14 yard out, turns his head around quickly looking for the ball. Y runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep Y tries to get behind him. F and H fake 23 Iso. QB fakes 23 Iso and keeps going on his keeper route. Backside Guard pulls on his bootleg and leads for QB. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. X runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. If any pressure hit F on flat or run the ball. Change- up to the play are Z running a Curl or Having Y run an Option route



Boot Roll Protection

Trey RT Boot Roll Right

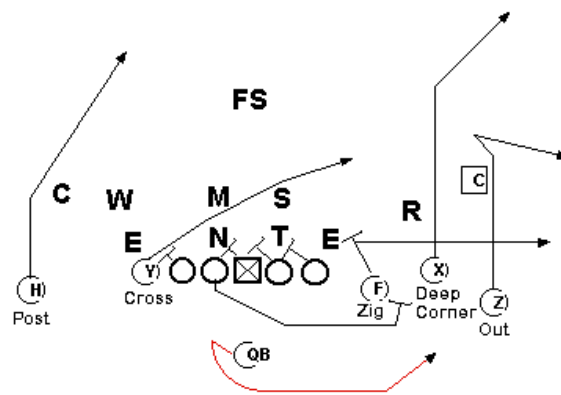
This is our Boot Roll out play out of our Trey set. Z runs a 14 yard out, turns his head around quickly looking for the ball. H runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep H tries to get behind him. Y cracks on DE and runs a Flat route. Backside Guard pulls on his bootleg and leads for QB. F fakes 33 Dive QB fakes 33 Dive and Bootlegs toward side line. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. X runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. If any pressure hit Y on flat or run the ball. Change- up to the play are Z running a Curl or Having H run an Option route



Boot Roll Protection

Empty RT Boot Roll Right

This is our Roll out play out of our Empty set. Z runs a 14 yard out, turns his head around quickly looking for the ball. X runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep X tries to get behind him. F cracks on DE and runs a Flat route. Backside Guard bootlegs and Blocks DE or any other pressure on the QB. Shot gun QB fakes QB 13 Dive and bootlegs toward side line. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. Y runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. H runs a backside Post route. If any pressure hit F on flat or run the ball. Change- up to the play are Z running a Curl or Having X run an Option route

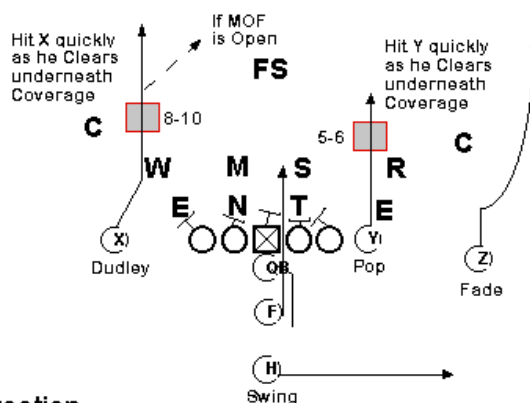


Boot Roll Protection

Dive Action Pass

134 Y Pop

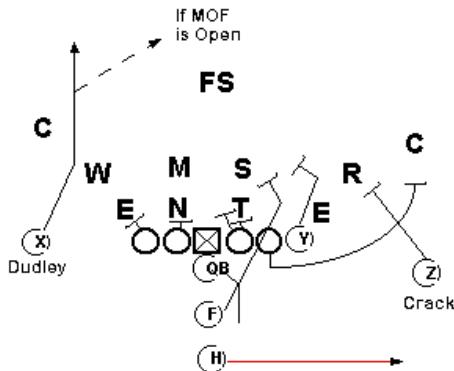
This is a play action pass off our 34 Dive. Y runs a quick streak called a Pop route, looking for the ball quickly by his 3rd or 4th step, about 5-6 Yards deep. Z runs a Fade route while X fakes blocking W and runs a Seam route. X should expect the ball at 8-10 yards. HB runs a Swing route, getting eye contact on the R, trying to draw him outside off Y's Pop route. QB fakes 34 Dive and takes a 1 step drop, hitting Y in the open seam. The Dive by FB should draw the inside LB's up. Any problems by FS or Inside LB's QB then hits X on the abckside Seam route. If any other problems occur let the ball fly on the deep fade by Z or over throw X on the Seam route.



Dive Protection

134 H Swing

This the Play Action pass off our 34 Dive. Y fakes Pop pass and turns to block the LB's. FB fakes 34 Dive and blocks LB's. Z cracks down on R, while the tackle pulls and leads through the CB. QB fakes 34 Dive and takes a 1 step drop looking at Y's Pop route. He then turns hitting HB on the Swing route, leading him up field by throwing 1 yard in front of him. HB follows the tackles block and runs to daylight. HB cannot cutback unless R or CB makes him. HB should try to out run any pressue to the side line



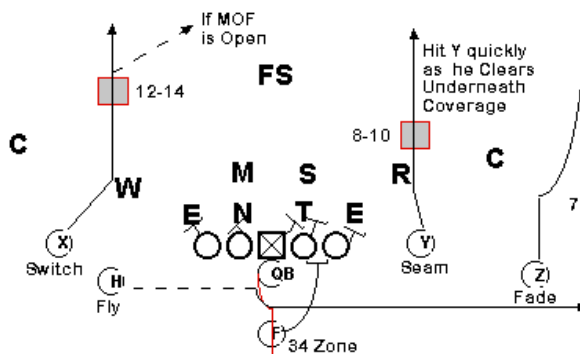
Dive Protection

Fly Action Pass

128 Fly Pass

This is the play action pass off our Fly sweep. H will go in Fly motion and after faking will run a Swing route never passing LOS. H is the outlet WR. QB fakes Fly Sweep, 34 Zone and takes a quick 3 step drop looking for Y. Y fakes a block on R and takes it up the seam looking for the ball quickly. If R bites on Fly Sweep QB will hit Y in the seam vacated by R. Z will run a fade route. If CB bites on Fly Sweep, QB will hit Z in the void area CB vacated. X fakes a block on H and runs a Dudley route. Streak if MOF is closed, Post if MOF is open. If FS jumps Y's route QB will have FS on Post.

Other Change-ups are Out or Curl routes to Z and Option, Flat or Sail routes to Y. Key to play is Fly Sweep must be a dangerous play that makes the defense forget pass and try to stop the Sweep.

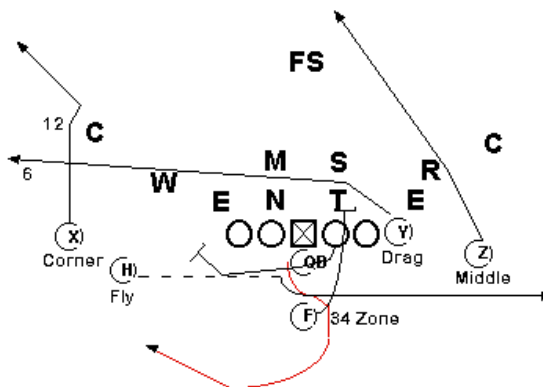


Fly Protection

128 Fly Boot

This is the Bootleg play off our Fly Sweep. H will motion and fake the Fly Sweep. QB will fake Fly Sweep, 34 Zone and bootleg away from Fly Sweep. X runs a 12 yard Corner route. If when QB bootlegs and he sees CB standing their or coming up, QB should set his feet and hit X deep on the Corner route. Y releases inside and Drags across the formation looking for a spot in the opposite flat area about 6 yards deep. As he runs for that area he needs to get eye contact with the QB. If QB has any pressure or CB has dropped with the Corner route hit Y as he clears coverage.

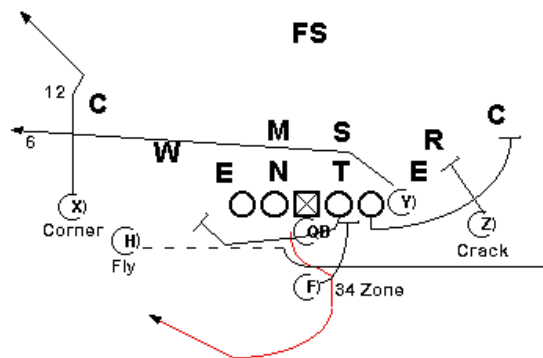
Change ups are if FS jumps Corner route Z is running a Post behind FS. Any pressure to QB throw Drag quickly or run the ball. Use the pulling guard's block for protection.



Boot Protection

128 Fly Boot Throw Back

This play is the exact same as Fly Bootleg but becomes a quick screen to the H back after faking the Fly Sweep. H fakes the Fly Sweep and becomes a lazy back faking the defense. QB fakes Fly Sweep, 34 Zone and Bootlegs away from Fly Sweep. When QB gets to an area outside the tackle he turns and throws the Swing route to H. Y runs across the formation on his drag route, trying to draw LB's with him. Z crack blocks on R. The Guard still pulls to give QB protection and the Tackle pulls to help the H on the swing pass. Any pressure run the ball or throw it out of bounds. If someone covers H dont wait for him to open up.

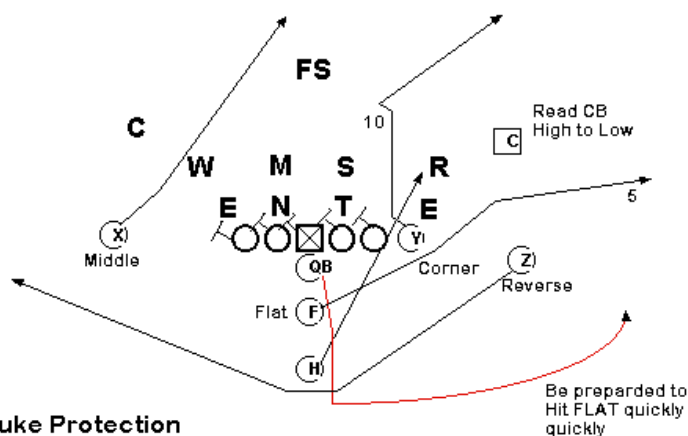


Boot Protection

Play Action Pass

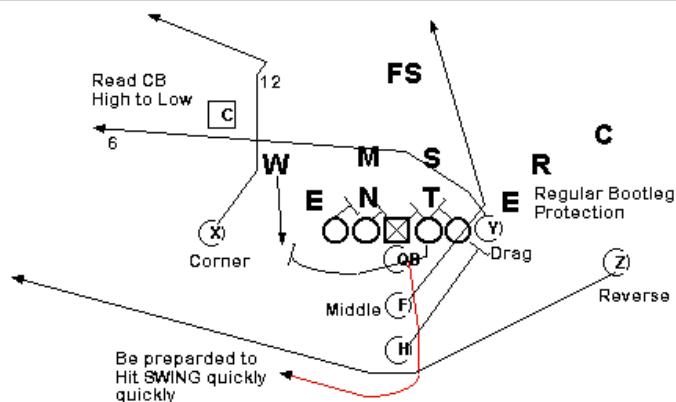
126 Keeper Pass

This is the play action pass off our 26 Reverse. Y will fake blocking down then run a 10 yard Corner route. FB will fake a kick out block and run a 5 yard Flat route. QB will fake 26 Power and Reverse and will roll away from the reverse. QB must look quickly and be prepared to throw Flat, in case the DE or R has not bit on the 26 Power fake. QB reads CB High to Low throwing to the route that CB has not covered. If CB stands there or hesitates set up and throw the Corner route. Any pressure throw Flat route. Last resort is to run the Keeper. Change up to this play is to have Y and FB switch routes or in case the FS is over playing the Corner route is to hit the X on a backside Post.



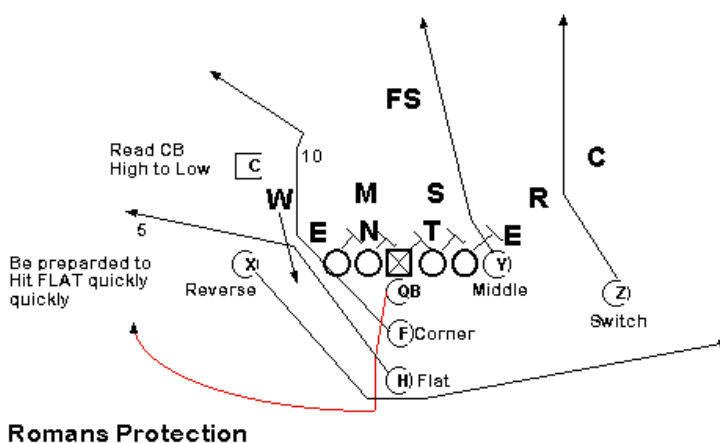
126 Keeper Boot

This is the Bootleg Pass off our 26 Power. X will fake Crack block on W and will run Corner route. Y Drags across the formation and looks for open window to sit in. FB fakes kick out block and Posts. QB fakes 26 Power & Reverse then bootlegs away from 26 Power. QB must look quickly and be prepared to throw Flat, in case the DE or W has not bit on the 26 Reverse fake. QB reads CB High to Low throwing to the route that CB has not covered. If CB stands there or hesitates set up and throw the Corner route. Any pressure throw Swing route. Last resort is to run the Keeper. Change up to this play is to have Y and X switch routes or in case the FS is over playing the Corner route is to hit the F on a backside Post. The Bubble screen to Z is also a great change up to this bootleg.



125 X Double Back

This is the play action pass off our 25 X Reverse. FB fakes his kick out block and runs a Corner route. HB fakes 25 Power and runs a Flat route. Y runs a Post route. QB will fake 25 Reverse and will roll away from the reverse. QB must look quickly and be prepared to throw Flat, in case the DE or W has not bit on the 25 Reverse fake. QB reads CB High to Low throwing to the route that CB has not covered. If CB stands there or hesitates, set up and throw the Corner route. Any pressure throw Flat route. Last resort is to run the Keeper. Change up to this play is to have FB and HB switch routes, Drag Y across like on Bootleg or in case the FS is over playing the Corner route is to hit the Y on a backside Post.



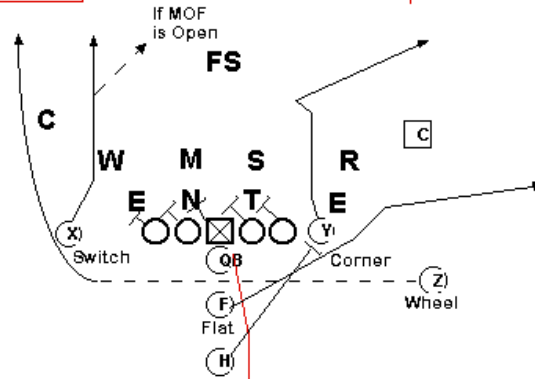
Play Action Pass

126 Power/Switch Pass

This the Play Action pass off our 26 Power Play with no Reverse Fake. Y will fake blocking down then run a 10 yard Corner route. FB will fake a kick out block and run a 5 yard Flat route. HB fakes 26 Power and blocks the DE. QB will fake 26 Power and take a 3 step drop. QB must look quickly and be prepared to throw Flat, in case the DE or R has not bit on the 26 Power fake. QB reads CB High to Low throwing to the route that CB has not covered. If CB stands there or hesitates set up and throw the Corner route. Any pressure throw Flat route. On Switch pass Z motions across and runs up side line on a Wheel route. X runs a Switch route. QB reads backside CB from Wheel to Switch route

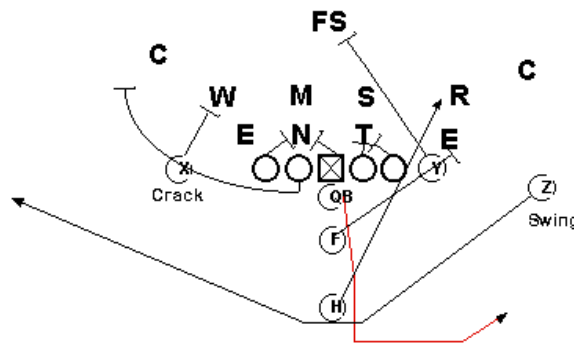
Switch Pass

Power Pass



Luke Protection

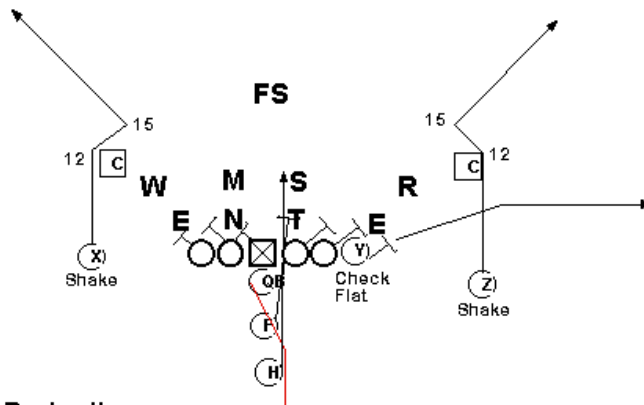
This play is the exact same as Keeper Pass but becomes a quick screen to the Z back after faking 26 Reverse. Z fakes the Reverse and becomes a lazy back faking the defense. QB fakes Reverse and rolls away from Z. When QB gets to an area outside the tackle he turns and throws the Swing route to Z. Y runs towards FS and blocks him. X crack blocks on W. The Guard pulls to help the Z on the swing pass. Any pressure run the ball or throw it out of bounds. If someone covers Z dont wait for him to open up.



Power Protection

122 Blast Pass

This is the Play action pass off our Blast. X and Z run Shake routes Posting at 12 and Corning at 15 Yards. Y stays in for Max protection and checks to a Flat route if no one comes. He is the outlet. QB fakes 22 Blast and takes a 3 step drop after the fake he looks down field at the FS and throws to the best match up. QB should throw the ball high and over the top of the WR.

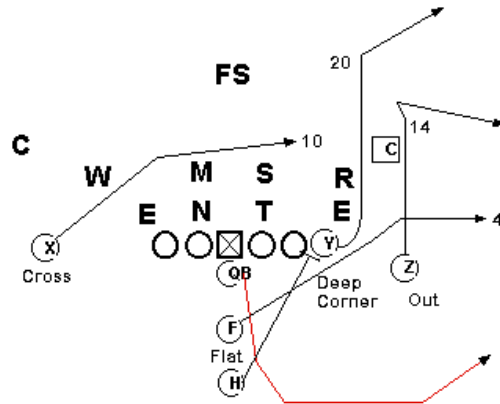


Blast Protection

Roll Action Pass

Pro RT Roll Right

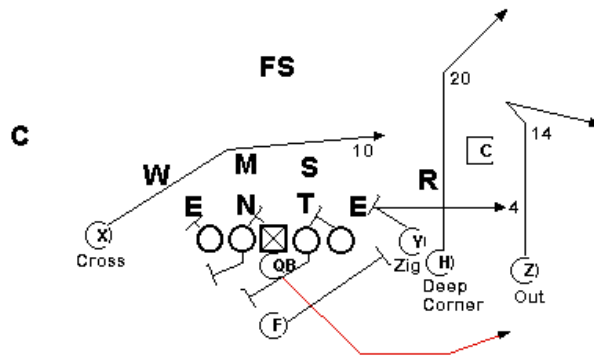
This is our Roll out play out of our Pro set. Z runs a 14 yard out, turns his head around quickly looking for the ball. Y runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep Y tries to get behind him. F fakes a kick out block on DE and runs a Flat route. FB should try and hit anyone coming in to give QB time to get into his roll. H fakes 26 Power and reaches the DE or gets tackled by him. QB fakes 26 Power and keeps going on his keeper route. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. X runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. If any pressure hit F on flat or run the ball. Change- up to the play are Z running a Curl or Having Y run an Option route



Luke Protection

Trey RT Roll Right

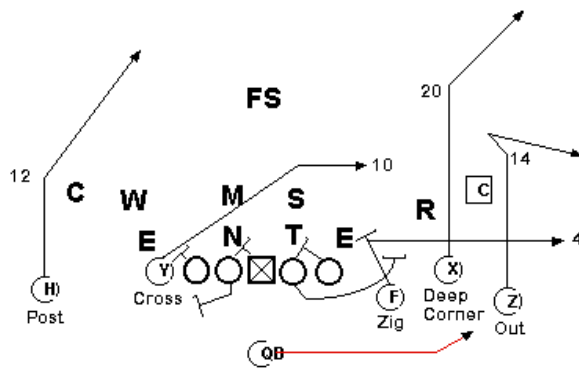
This is our Roll out play out of our Trey set. Z runs a 14 yard out, turns his head around quickly looking for the ball. H runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep H tries to get behind him. Y cracks on DE and runs a Flat route. F picks up DE after Y releases and protects QB. QB breaks contain running toward side line. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. X runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. If any pressure hit Y on flat or run the ball. Change- up to the play are Z running a Curl or Having H run an Option route



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Empty RT Roll Right

This is our Roll out play out of our Empty set. Z runs a 14 yard out, turns his head around quickly looking for the ball. X runs a 20 yard Deep Corner route. He reads the CB. When the CB breaks on the Out he Corners behind CB. If CB stays deep X tries to get behind him. F cracks on DE and runs a Flat route. Frontside Guard pulls and Blocks DE or any other pressure on the QB. Shotgun QB breaks contain running toward side line. QB reads CB High to Low. If CB hesitates or jumps Out, Stop and throw Deep Corner. If CB stays deep hit Z on Out route. Y runs a Crossing route and sits in the area around the hash mark 10 yards deep. His job is to occupy the FS and ILB's. H runs a backside Post route. If any pressure hit F on flat or run the ball. Change- up to the play are Z running a Curl or Having X run an Option route



Luke Protection