

# SHOTGUN DOUBLE WING



**TIM MURPHY  
HEAD FOOTBALL COACH  
CLAYTON VALLEY HS**

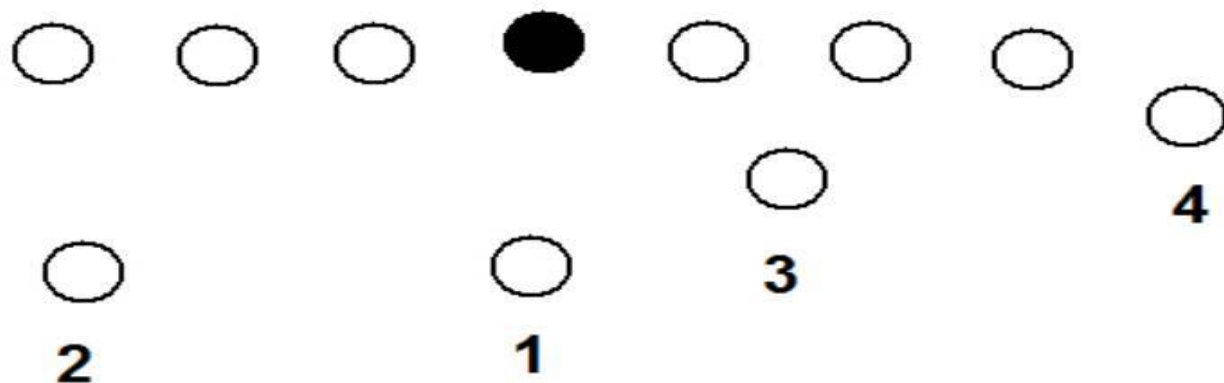


The background of the central text area is a close-up photograph of a beehive, showing the hexagonal cells of the wax and some bees. The image has a slightly grainy, artistic quality.

# **DOUBLE WING**

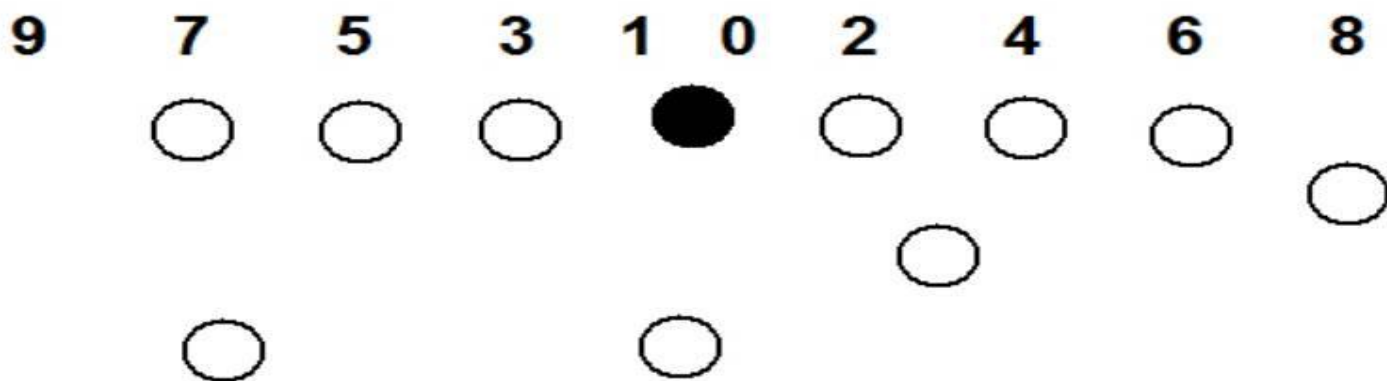


## Backfield





## Offensive Line





0,1 = **Up The Middle: A Gap Play**  
(\*Center is coach of the play)

2,3 = **Up The Middle / Tight Off Tackle:**  
**A - B Gap Play** (\*Guard is coach of the play)

4,5 = **Off Tackle: B-C Gap Play**  
(\*Tackle is the coach of the play)

6,7 = **Alley Plays: D Gap Play**  
(\*TE is coach of the play)

8,9 = **Sideline** (\*TE is coach of the play)





## Offensive Line

**Depth:** Guards place hand even with front of Center's front foot. Tackles and TE's feet even with Guards.

**Stance:** All 3 pt. and balanced. 50/50 to 60/40.

**Splits:** 0 to 1 foot.

***--Depends on:***

- 1. Defensive attack.**
- 2. Talent of players vs the players you are competing against.**



## Backfield

**Wing:** Down hand 1 yd x 1 yd from outside heel of Tight End (3 pt stance)

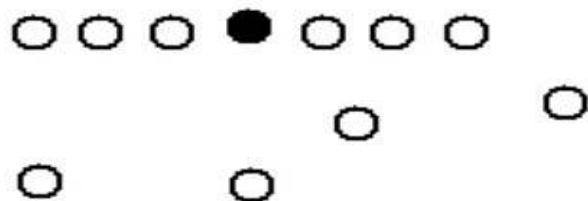
**FB:** Front foot is 3 yds deep in B gap (3 pt stance)

**QB:** Front foot at 4.5 yds (start at 5, step 1/2 yard on ready)

**TB:** 5 yards behind TE (2 pt stance)

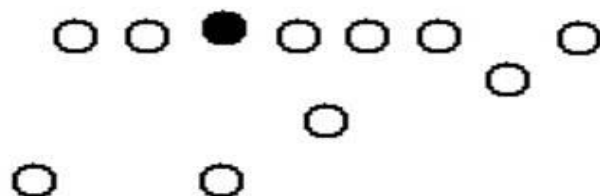


**Base**

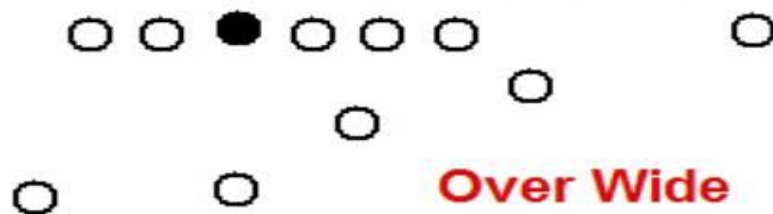


1 yd

**Over**

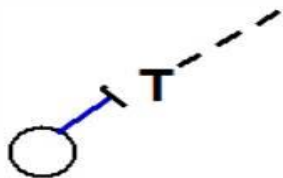


7 to 15 yds



**Over Wide**

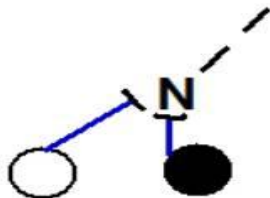




**Down: Step inside foot to inside foot of defender**



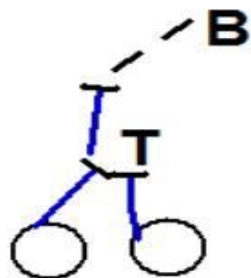
**On: Step outside foot 6 inches outside of defenders outside foot**



**Post: Step inside foot just inside of defenders inside foot**

**Double: Step inside foot to middle of defender**

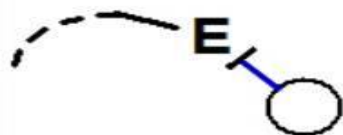
**Double Team**



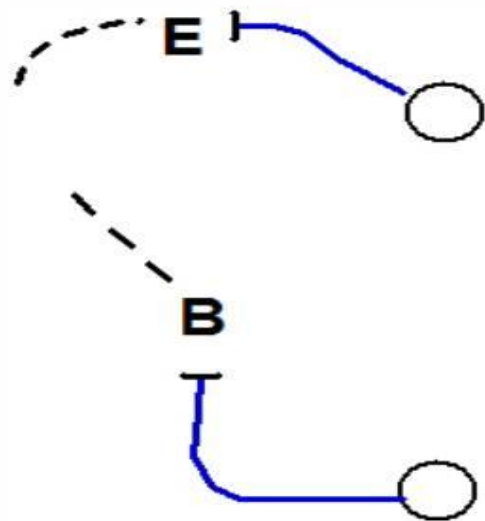
### **Double & Chip**

**Post:** Step inside foot on inside foot of defender

**Chip:** Step inside foot to outside foot of defender

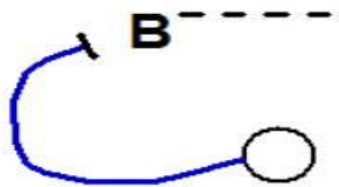


**Tunnel:** Step with inside foot 6 inches inside of defenders inside foot

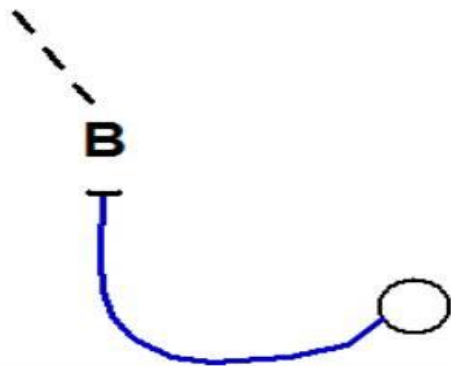


**Kick out/Trap: Step near foot to adjacent offensive linemens hip**

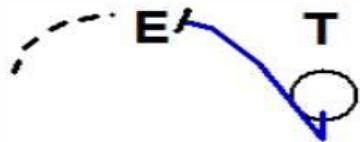
**S1 Pull: Throw near arm and step with 1 foot of depth**



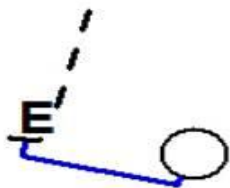
**S2 Pull: Throw near arm and step with 2 feet of depth**



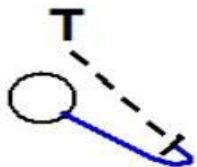
**Trojan Pull: Throw near and step with 45 degrees of depth**



**SUBA: Show pass, kick out 1st man to outside**



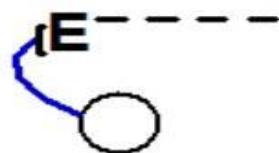
**Log: Step near foot flat**



**3 Pull: Throw near and step with 45 degrees of depth**



**Anchor: Step inside foot flat**



**Reach: Step outside foot 45 degrees outside defenders outside foot**





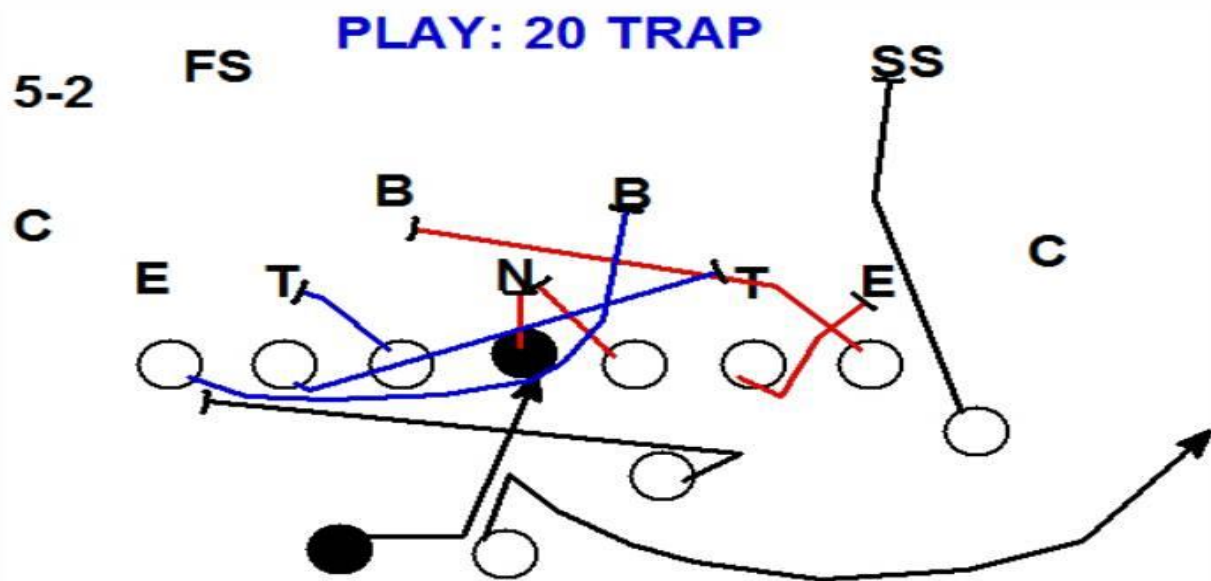
**"Ready" = Players get down**

**"Down" = Been down for a second**

**"Motion" = Rocket or Fly motion**

**"Set-go" = Ball is snapped**



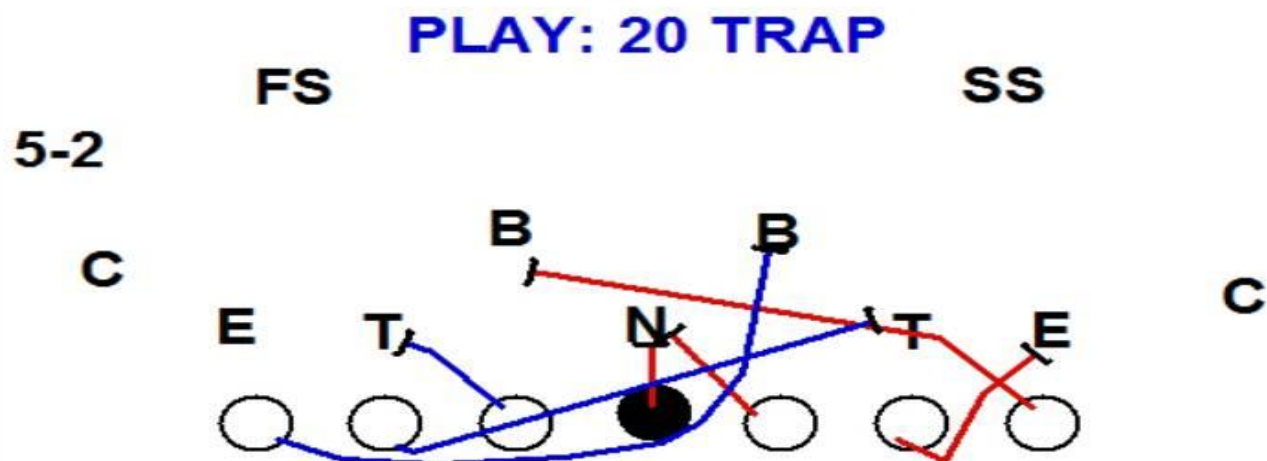


**W: PLAYSIDE SAFETY**

**FB: FILL BACKSIDE, SCRAPE LEFT  
TACKLES SHOULDER**

**TB: AIM FOR CENTER, IF UNCOVERED AIM  
AT LEFT GUARD**

**QB: RIDE TB, FAKE KEEP**



**RT: BACKSIDE BACKER / SUBA**

**RG: DOWN (DOUBLE) / SUBA**

**\*C: ON (POST) / DOWN (DOUBLE)**

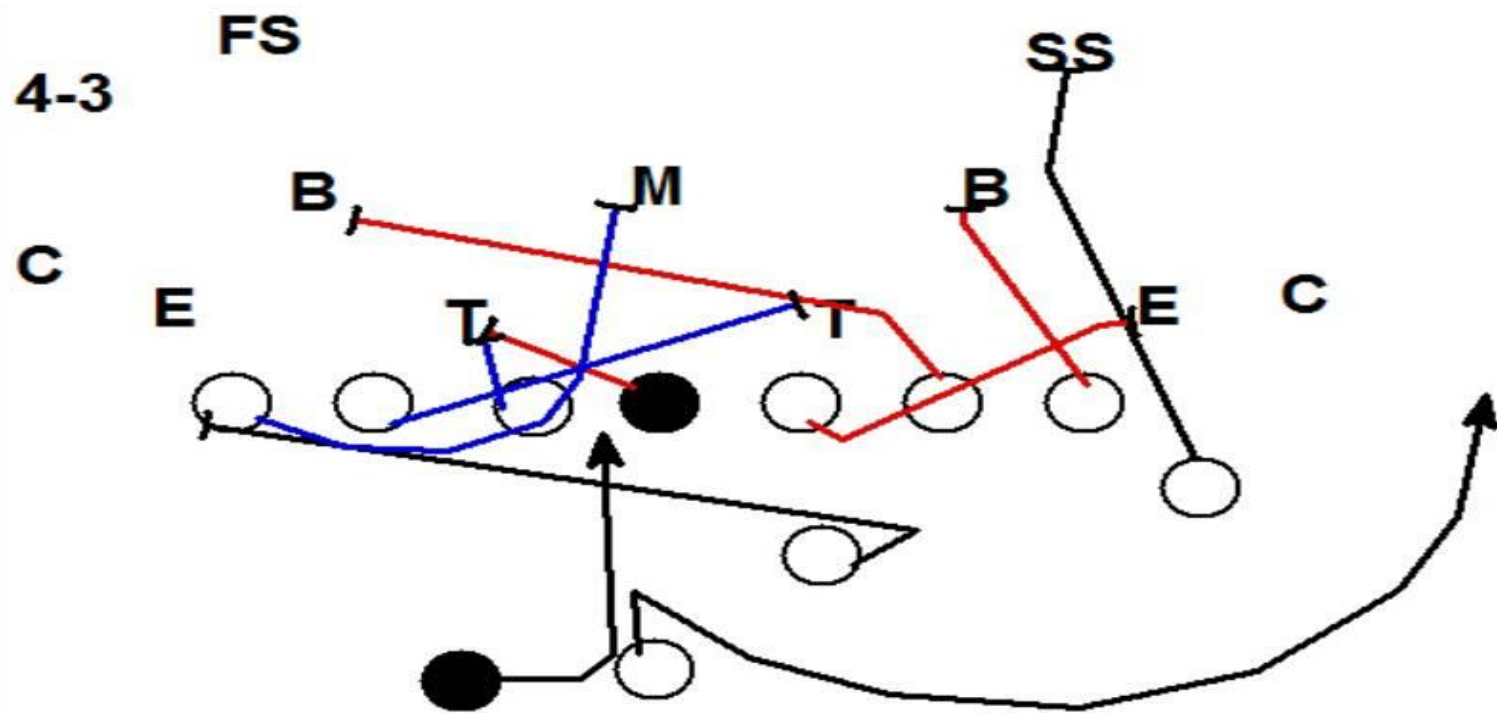
**LG: ON (POST) / OUTSIDE**

**LT: TRAP 1ST MAN PAST CENTER**

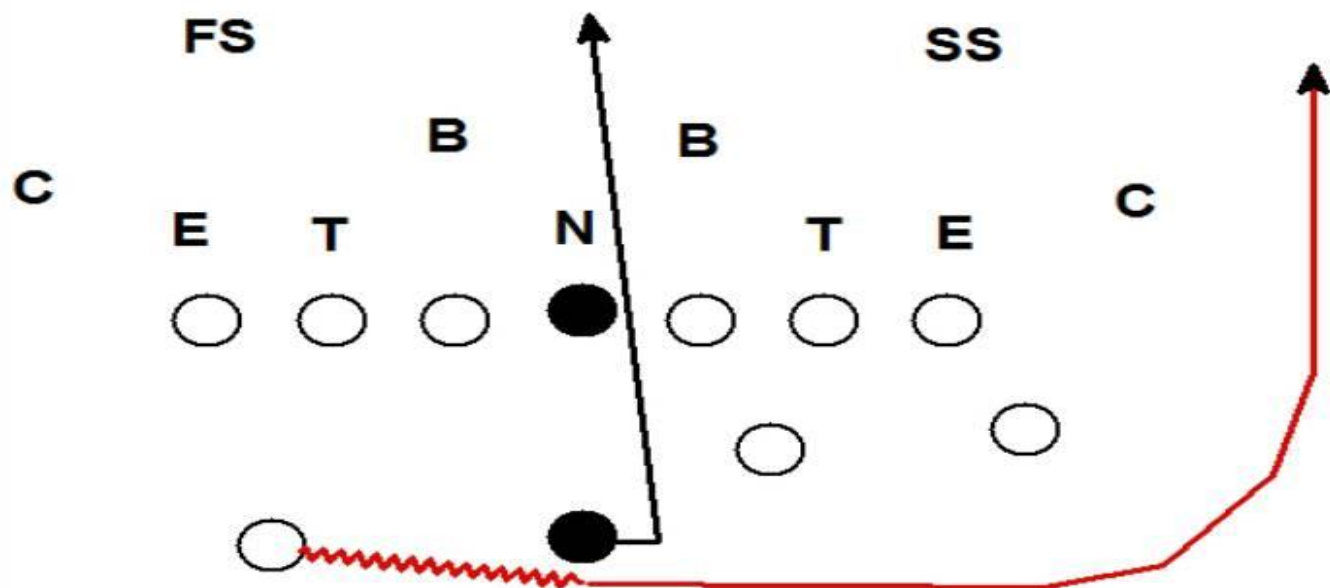
**Y: BACKSIDE / PLAYSIDE BACKER**

**X: S1 PULL**

## 20 TRAP VS. EVEN FRONT



**PLAY: 10 ROCKET TRAP**



**TB: SELL 28 ROCKET**

**QB: JAB AND HEAD FAKE TOWARD TB,  
AIM TOWARD CENTER**



The diagram illustrates a neural circuit model with several labeled components and pathways:

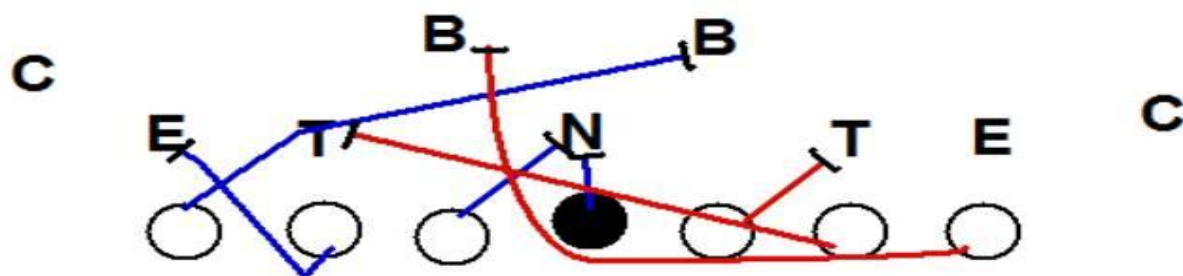
- Nodes:** A row of white circles represents a sequence of nodes. A central node is highlighted in black. Below this row, another black node is connected to a white node, which in turn connects to the central black node.
- Pathways:**
  - Blue Pathway:** Labeled with 'E', 'T', and 'B'. It shows connections from the leftmost white node to the central black node.
  - Red Pathway:** Labeled with 'T' and 'B'. It shows connections from the central black node to the rightmost white node.
  - Black Pathway:** Labeled with 'FS' and 'C'. It shows a long-range connection from the left side to the central black node.
- Labels:**
  - 5-2:** Located at the top left.
  - FS:** Located at the top center, pointing to a black line.
  - SS:** Located at the top right.
  - C:** Located on the left and right sides, pointing to specific pathways.
  - E, T, B, N:** Labels for specific nodes or pathways within the circuit.

## FB: LEAD THROUGH A GAP

**QB: GIVE BALL TO TB QUICKLY, SELL PASS**

**FS**      **PLAY: 21 TRAP**      **SS**

**5-2**



**RT: TRAP 1ST MAN PAST CENTER**

**RG: ON (POST) / OUTSIDE**

**\*C: ON (POST) / DOWN (DOUBLE)**

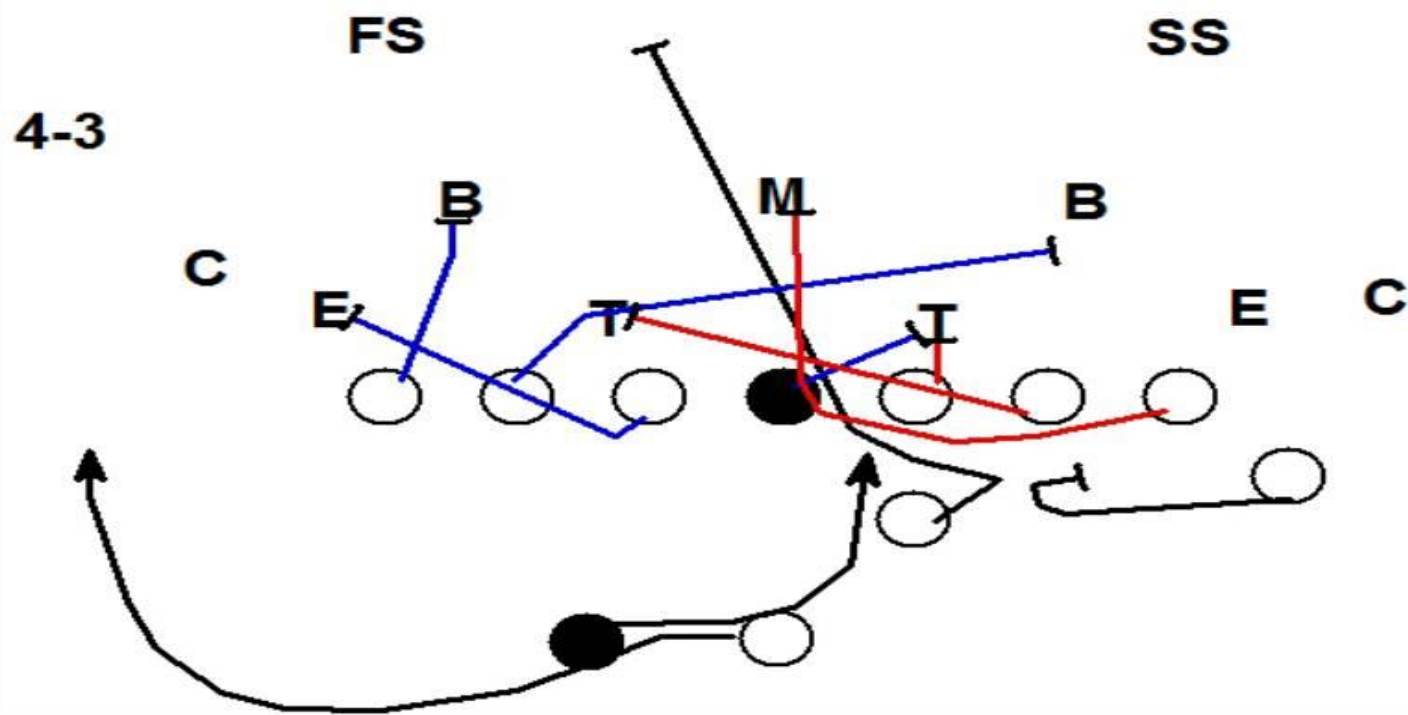
**LG: DOWN (DOUBLE) / SUBA**

**LT: BACKSIDE BACKER / SUBA**

**Y: S1 PULL**

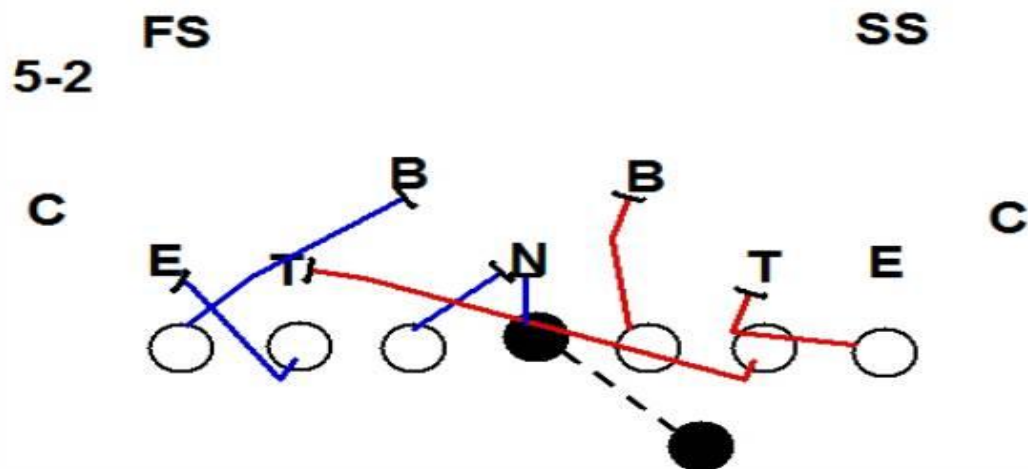
**X: BACKSIDE BACKER / PLAYSIDE BACKER**

## 21 TRAP VS. EVEN FRONT



FB: AIM AT CENTER, IF UNCOVERED AIM AT  
RIGHT GUARD  
TB: FAKE XX  
QB: FAKE XX

## PLAY: 31 TACKLE TRAP



**RT: KICK OUT 1ST MAN PAST CENTER**

**RG: ON (POST)**

**\*C: ON (POST) / DOWN (DOUBLE)**

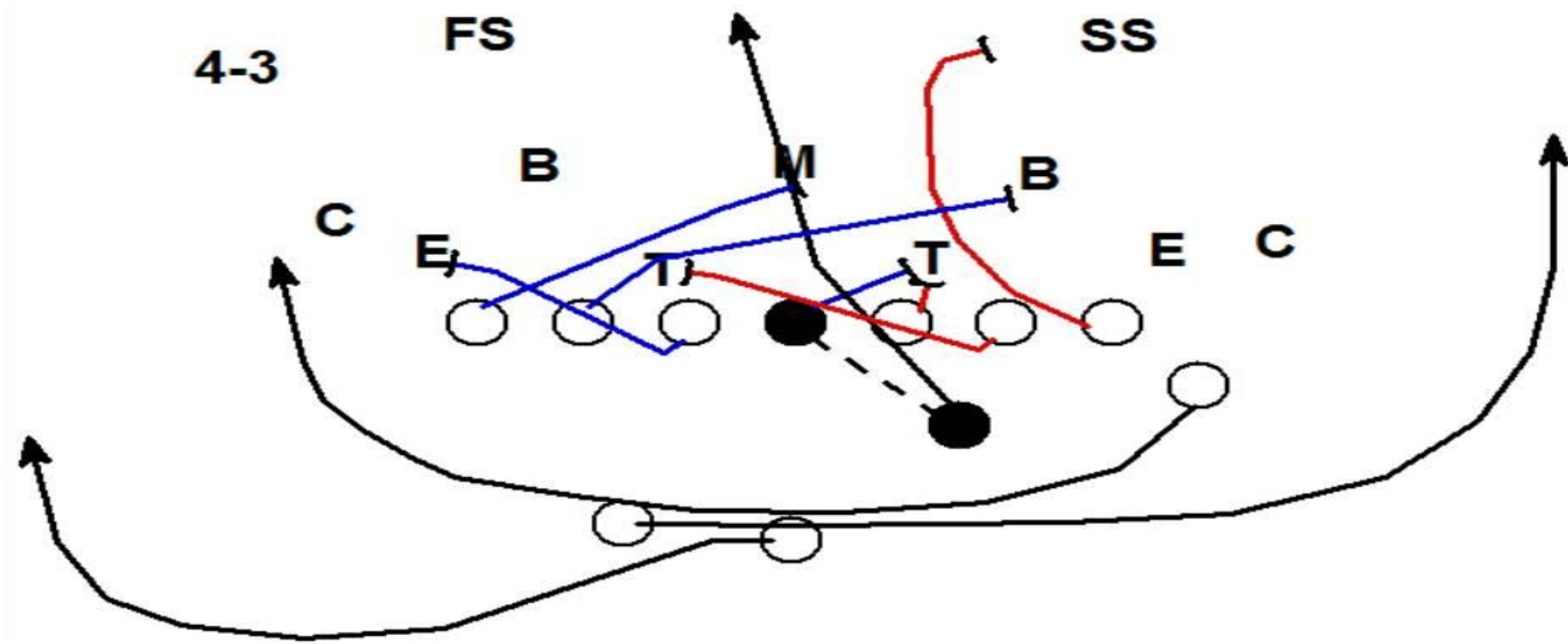
**LG: DOWN (DOUBLE) / SUBA**

**LT: BACKSIDE BACKER / SUBA**

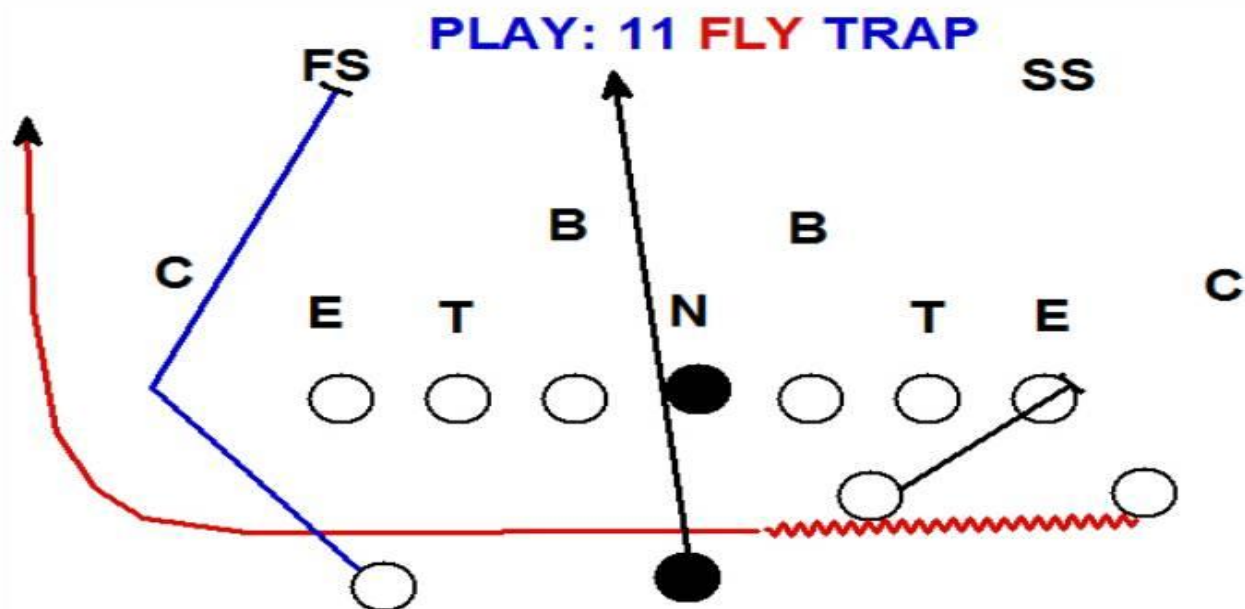
**Y: CUT / CUT OFF**

**X: 1ST BACKER FROM MIDLINE TO  
PLAYSIDE**

## 31 TACKLE TRAP VS. EVEN FRONT







**W: FAKE 49 FLY**

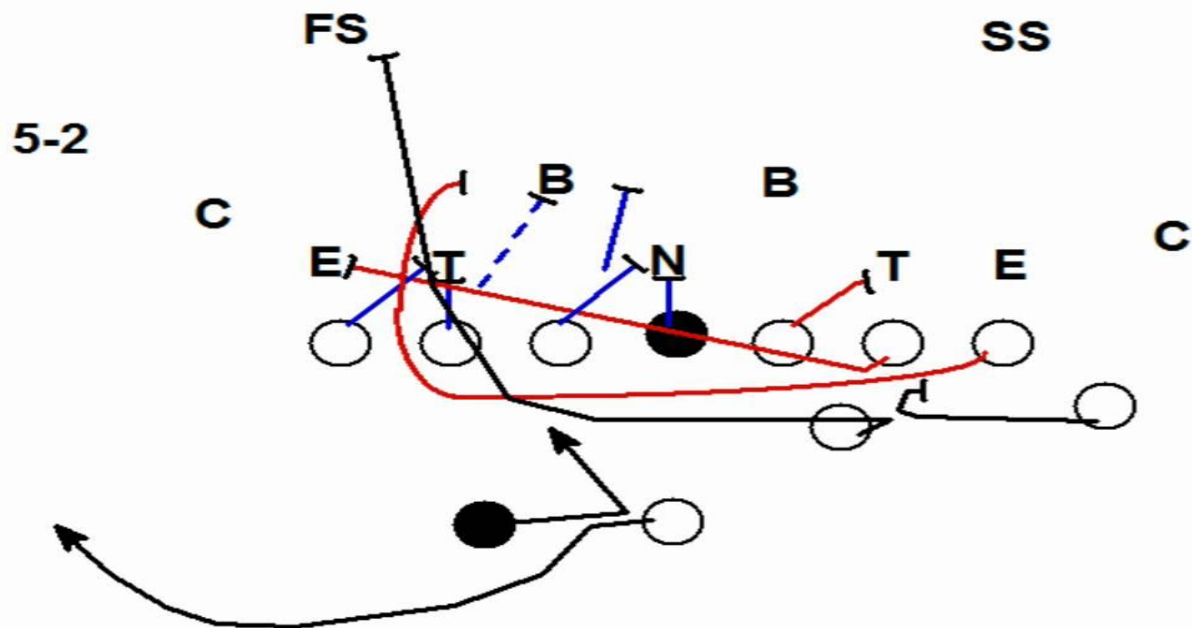
**FB: FILL FOR Y**

**TB: FAKE TUNNEL, ATTACK DEEP DEFENDER**

**QB: PUT BALL ON TABLE, STEAL BALL FROM W AIM AT CENTER**

The background of the slide is a close-up image of a book cover. It features a reddish-brown honeycomb or pebbled texture. A piece of gold-colored foil or paper is torn and layered over the texture, creating a sense of depth and wear.

# **25 COUNTER**



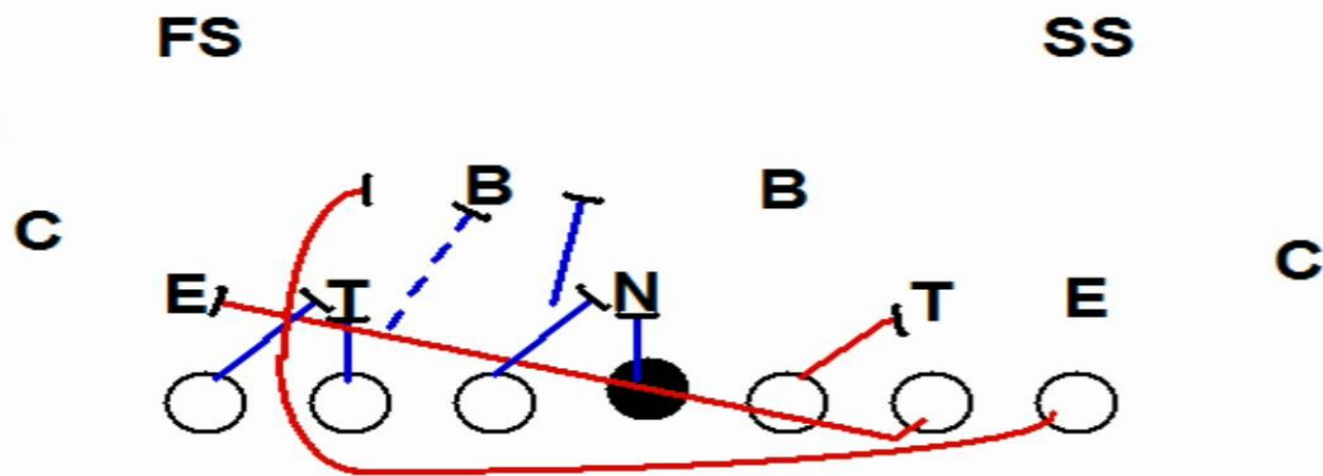
**W: ANCHOR**

## FB: LEAD THROUGH, LOOK INSIDE

**TB: FAKE TROJAN FOR 3 STEPS, CUT BACK INTO DOUBLE TEAM**

**QB: GIVE BALL TO TB QUICKLY, SELL PASS**

5-2



**RT: KICK OUT 1ST MAN PAST LEFT TACKLE**

**RG: ON / OUTSIDE**

**C: ON / DOWN**

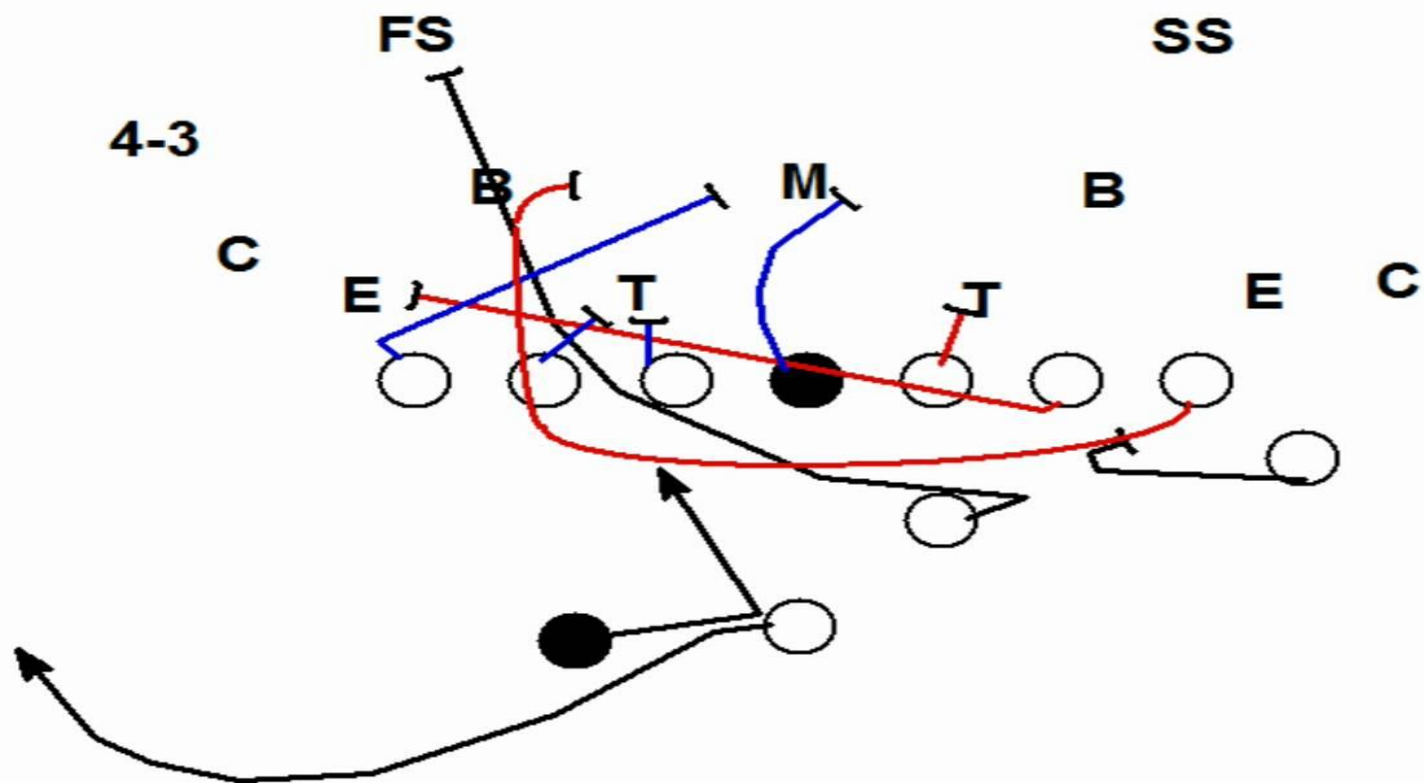
**LG: ON (POST) / DOWN (CHIP)**

**\*LT: ON (POST) / DOWN (DOUBLE)**

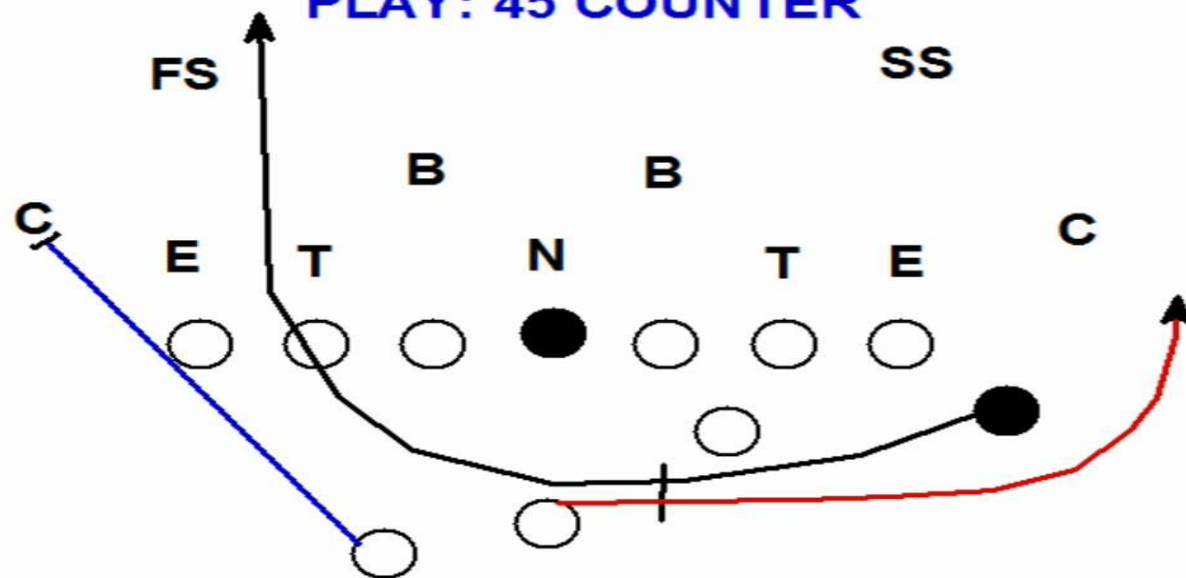
**Y: S1**

**X: DOWN (DOUBLE) / BACKER**

## 25 COUNTER VS. EVEN FRONT



## PLAY: 45 COUNTER



**W: TAKE BALL AT 3 YDS, AFTER EXCHANGE, PLANTS OUTSIDE FOOT AND AIM AT LEFT TACKLE**

**TB: V OF THE NECK OF THE CONTAIN DEFENDER**

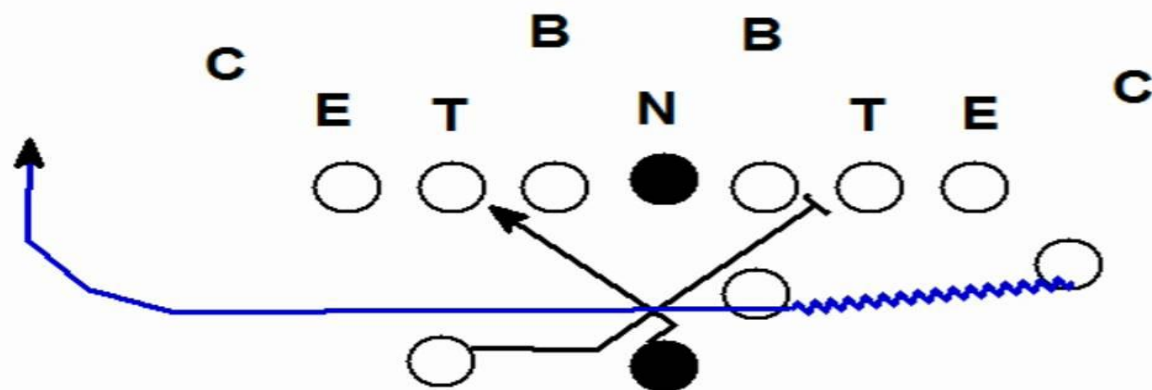
**QB: GIVE AT 3, SELL 16 TROJAN**



## PLAY: FLY 15 COUNTER

FS

SS



**TB: FAKE 24 POWER, FILL B GAP**

**SCRAPING Y'S OUTSIDE SHOULDER**

**W: ON "MOTION" AIM 1 YD IN FRONT OF  
QB, CONTINUE FAKE**

**QB: PULL POWER FROM TB, AIM LEFT  
TACKLE**



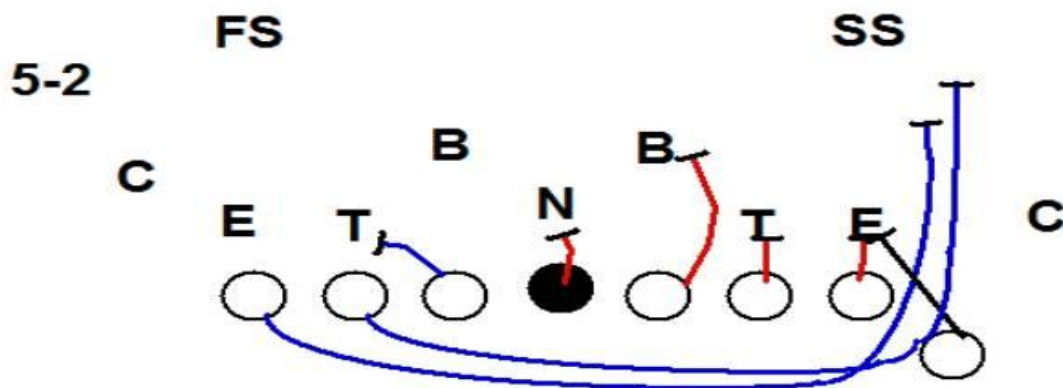
# TROJAN

**FB: AIM FOR HIP OF WING, ATTACK V OF THE NECK OF THE CONTAIN DEFENDER**  
**TB: STRETCH DEFENSE, READ BLOCK ON CONTAIN DEFENDER, LOOK FOR 1ST CREASE**  
**QB: GIVE TO TB, SELL HIDE**

**TB: STRETCH DEFENSE, READ BLOCK ON  
CONTAIN DEFENDER, LOOK FOR 1ST  
CREASE**

**QB: GIVE TO TB, SELL HIDE**

## PLAY: 26 TROJAN



**RT: ON (POST) / DOWN (CHIP)**

**RG: ON / DOWN (CHIP)**

**C: ON / DOWN (Remain ON if LG calls you off)**

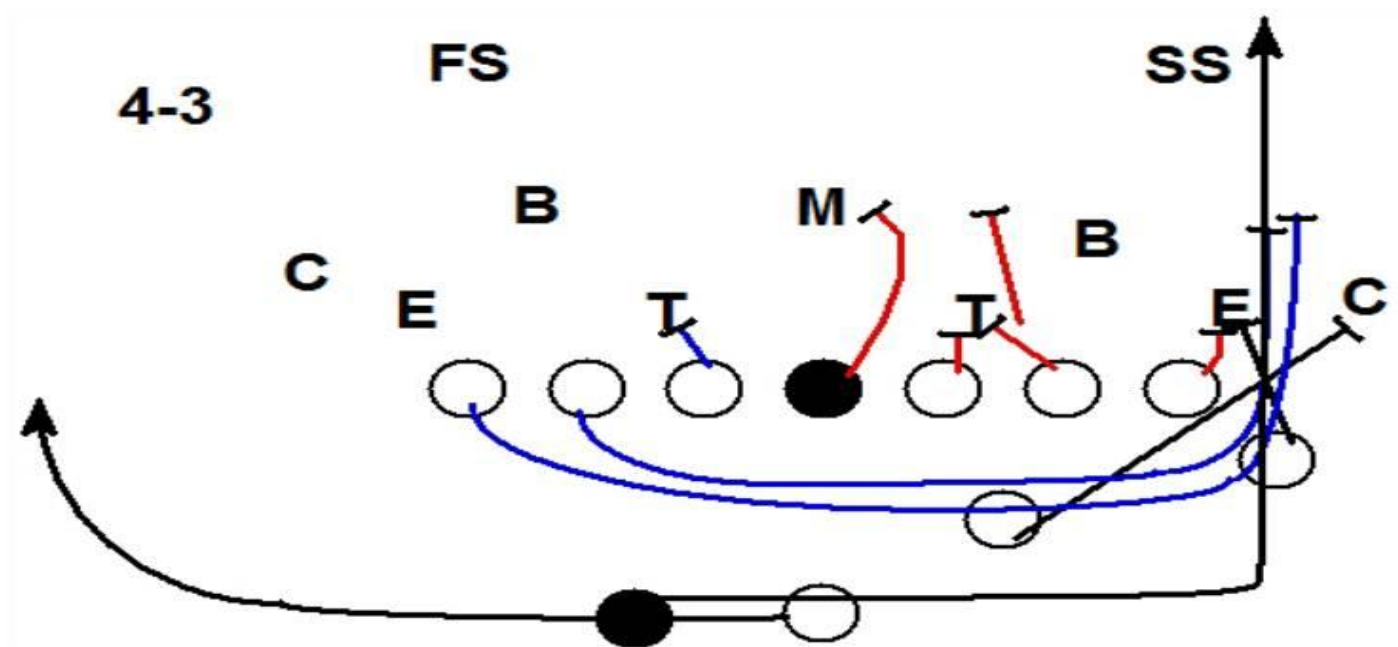
**LG: ON / OUTSIDE**

**LT: TROJAN PULL (2 YDS), READ BLOCK ON  
CONTAIN DEFENDER, LOOK FOR 1ST  
CREASE**

**\*Y: ON (POST) / DOWN (DOUBLE)**

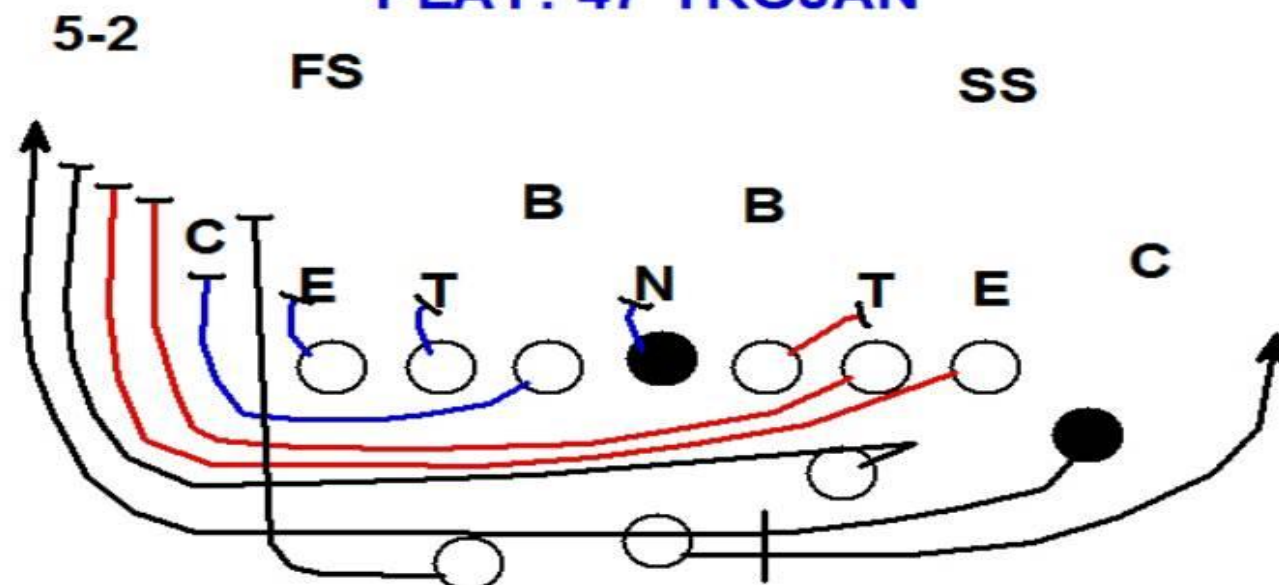
**X: TROJAN PULL (2 YDS), READ BLOCK ON  
CONTAIN DEFENDER, LOOK FOR 1ST  
CREASE**

## 26 TROJAN VS. EVEN FRONT





## PLAY: 47 TROJAN



**W: GET 1 YD DEPTH, EXCHANGE AT 4, READ  
BLOCK ON CONTAIN DEFENDER**

**FB: JAB, PULL FLAT, LEAD D GAP**

**TB: READ BLOCK ON CONTAIN DEFENDER,  
LOOK INSIDE TO OUTSIDE**

**QB: GIVE AT 4, SELL 16 TROJAN**

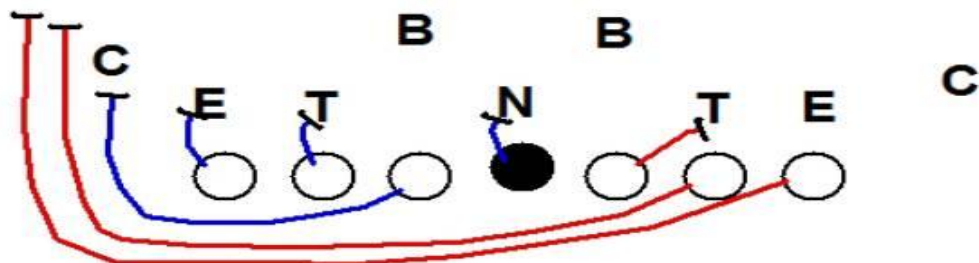


## PLAY: 47 TROJAN

5-2

FS

SS



**RT: TROJAN PULL (2 YDS), READ BLOCK ON  
CONTAIN DEFENDER, LOOK FOR 1ST  
CREASE**

**RG: ON / OUTSIDE**

**C: ON / DOWN (Remain ON if LG calls you off)**

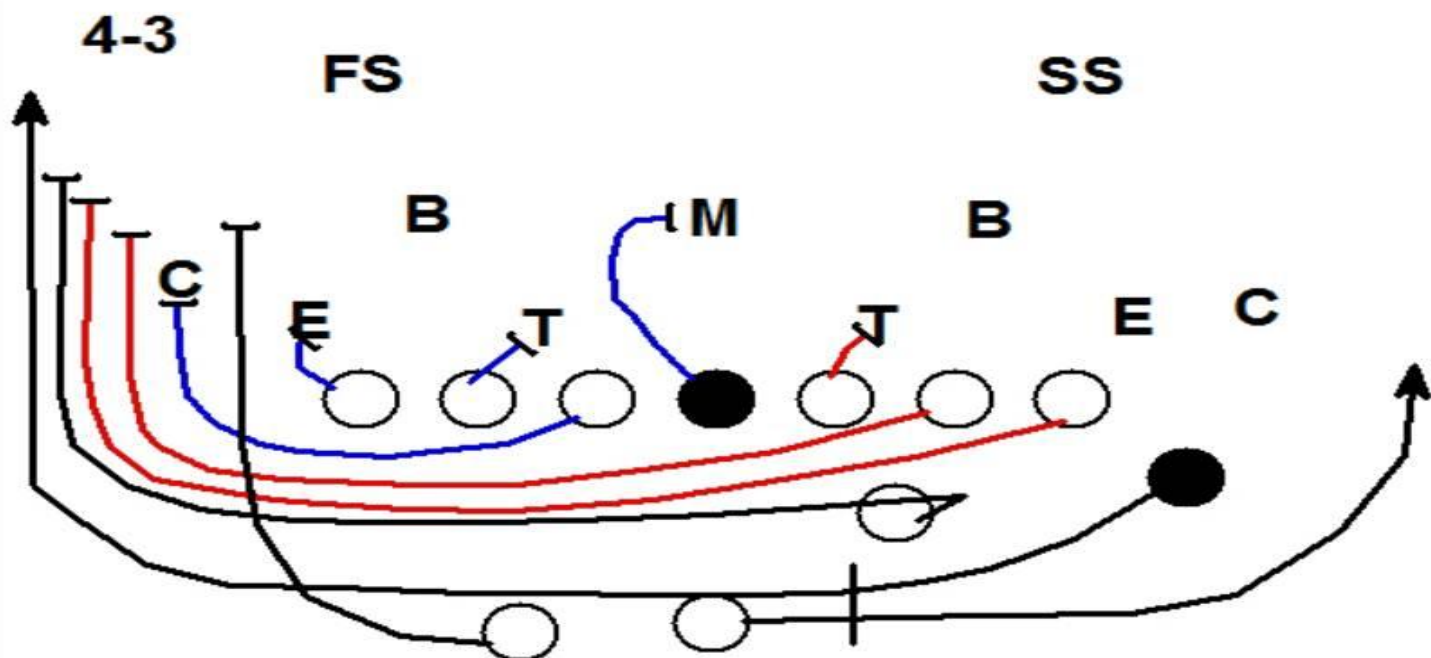
**LG: TROJAN PULL (1 YD), V OF THE NECK OF  
THE CONTAIN DEFENDER**

**LT: ON / DOWN**

**Y: TROJAN PULL (2 YDS), READ BLOCK ON  
CONTAIN DEFENDER, LOOK FOR 1ST  
CREASE**

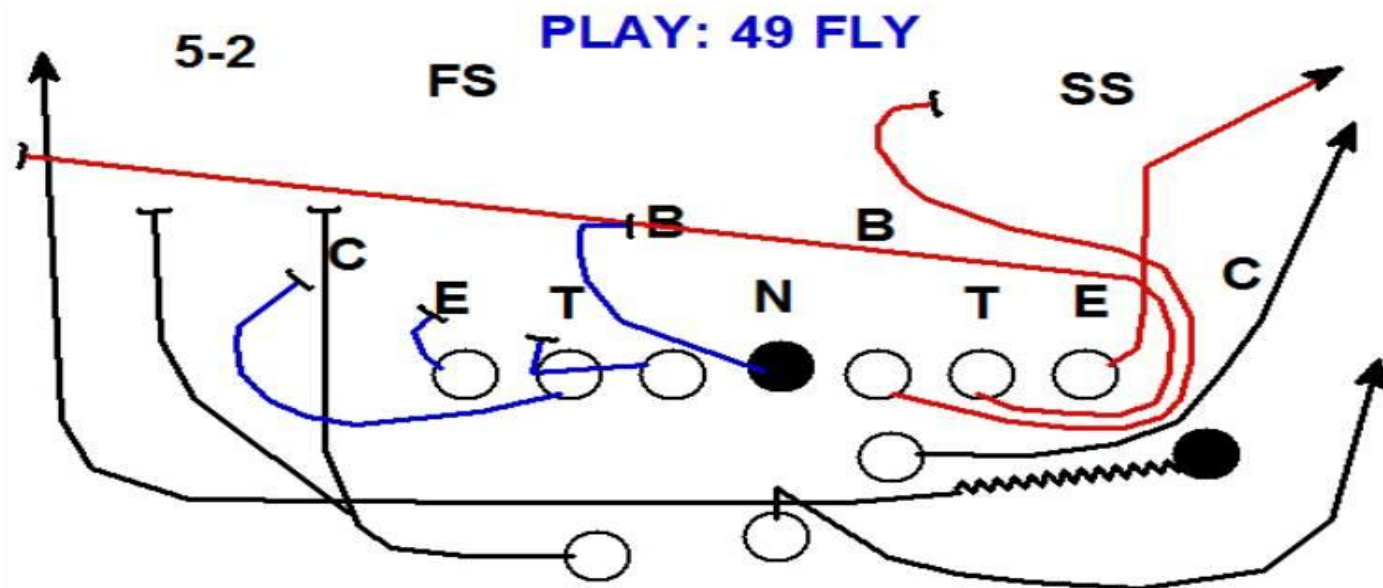
**\*X: ON / DOWN**

## 47 TROJAN VS. EVEN FRONT



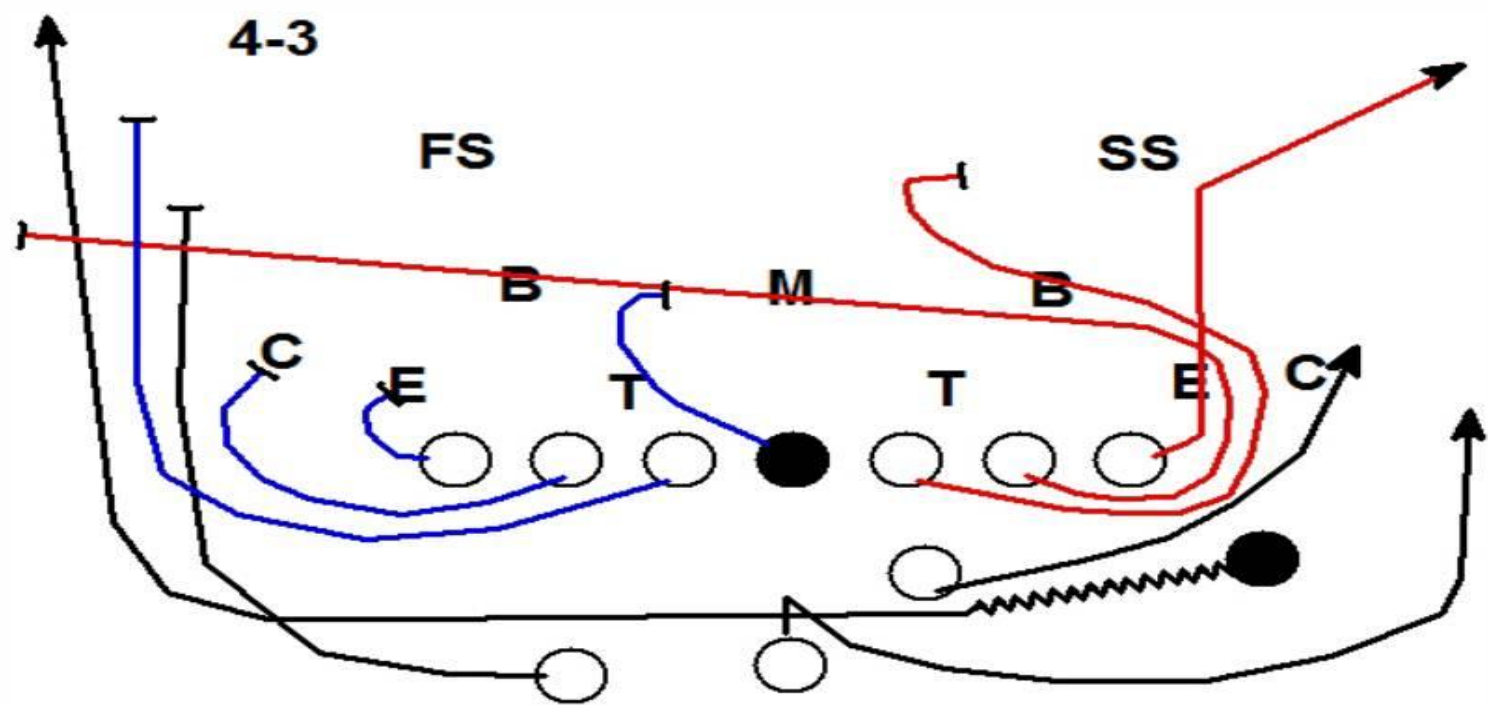
A large rectangular area with a textured, honeycomb-like background in shades of brown and gold. The text 'FLY SWEEP' is centered over this area in a bold, black, sans-serif font.

# FLY SWEEP



W: ON "MOTION" AIM FOR QB'S HANDS  
 GET WIDE FAST AND READ TB'S BLOCK  
 FB: READ TB, LOOK INSIDE TO OUTSIDE  
 TB: REACH OR KICK CONTAIN DEFENDER  
 QB: PUT BALL ON TABLE AND LET W TAKE  
 IT, SELL KEEP

## 49 FLY VS. EVEN FRONT





The background of the slide is a photograph of a beehive. The beehive is made of a reddish-brown material with a hexagonal pattern, typical of a skep. A wooden structure, possibly a landing board or a frame, is placed over the entrance of the beehive. The text 'ROCKET SWEEP' is overlaid on this image.

# **ROCKET SWEEP**



## FB: READ W, LOOK INSIDE TO OUTSIDE

**QB: SHUFFLE AND OPTION PITCH TO FAR NUMBER**

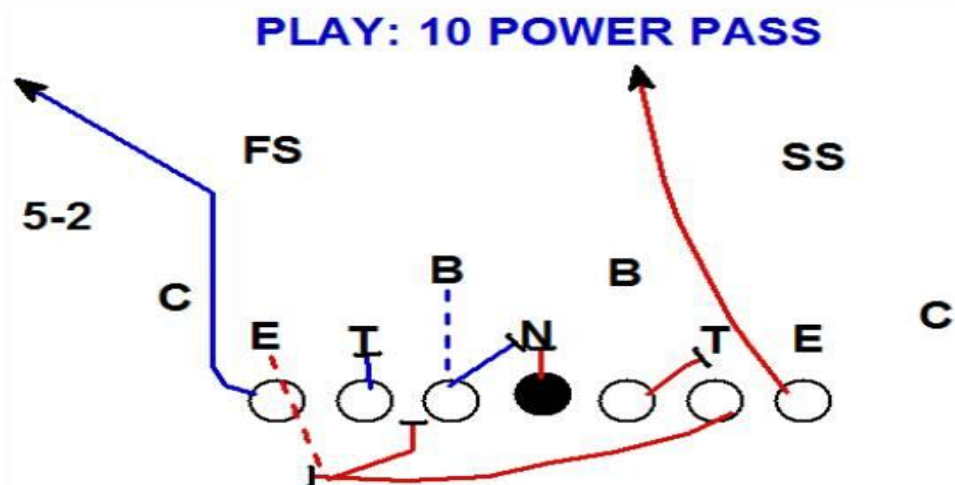
The background of the slide is a close-up, slightly blurred image of a football jersey. The jersey has a brown and gold color scheme with a hexagonal or honeycomb-like pattern. The text 'POWER PASS' is centered over this image.

# **POWER PASS**

[illegible]

**FB: FAKE KICK OUT, BLOCK 1st MAN PAST R TACKLE**

**QB: RIDE TB (SWING THE BAT), READ SS TO FS**



**\*RT: TROJAN PULL (2YDS), SET UP BEHIND LEFT TACKLE, NO ONE SHOWS, HELP INSIDE**

**RG: ON / OUTSIDE**

**C: ON / RIGHT (CHECK BACKER)**

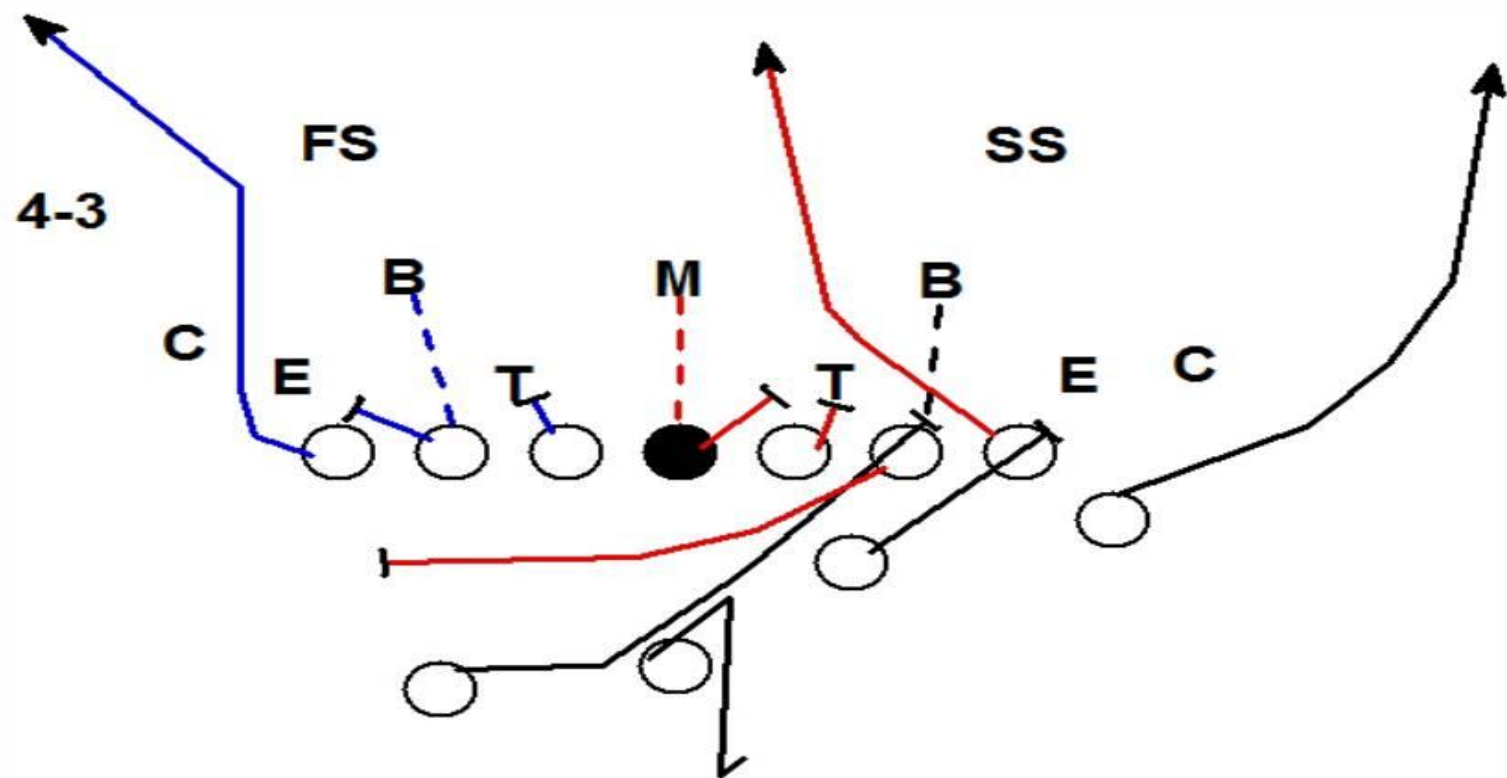
**LG: ON / HELP (HELP CENTER IF NO CALL, CHECK BACKER)**

**LT: ON / OUTSIDE**

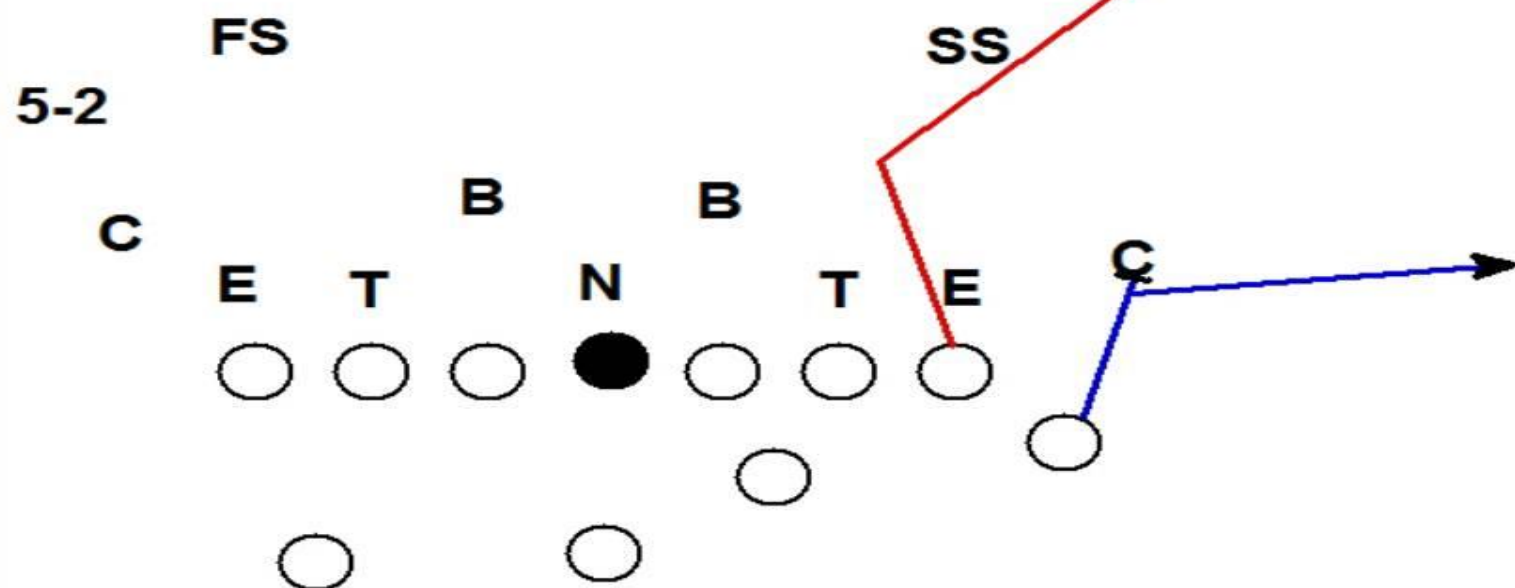
**Y: FAKE BACKER BLOCK FOR 3 STEPS, SEAM (DON'T CROSS A GAP)**

**X: OUTSIDE RELEASE 10 YRD CORNER**

## 10 POWER PASS VS. EVEN FRONT



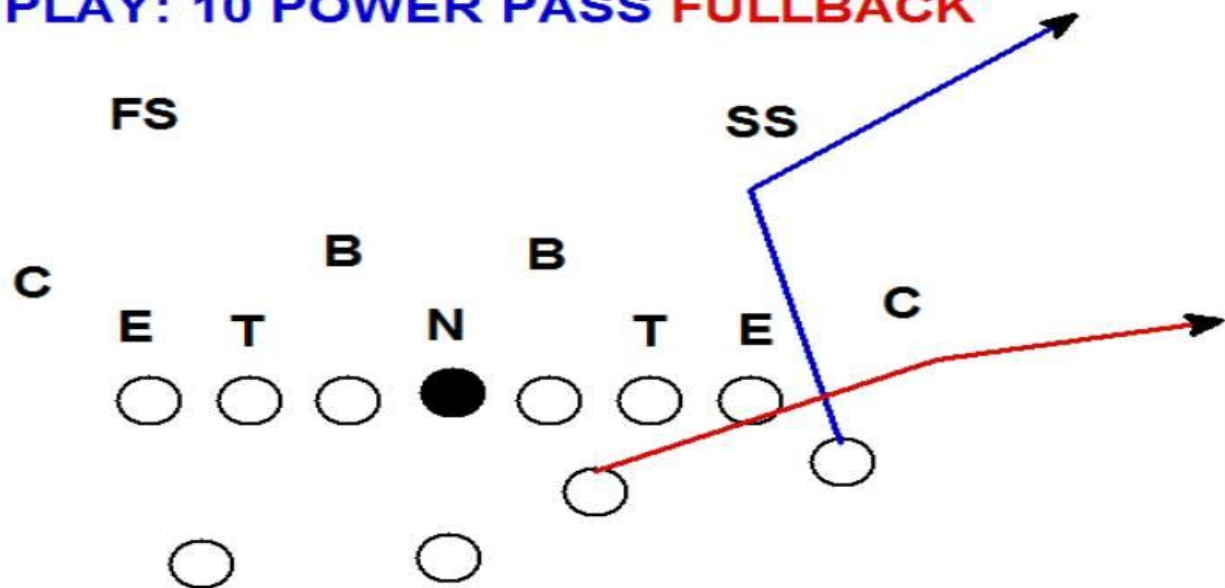
**PLAY: 10 POWER PASS**  
**WING DELAY**



**W: 2 COUNT DELAY**  
**Y: CORNER ROUTE**  
**QB: READ DEEP TO SHORT**



**PLAY: 10 POWER PASS FULLBACK**

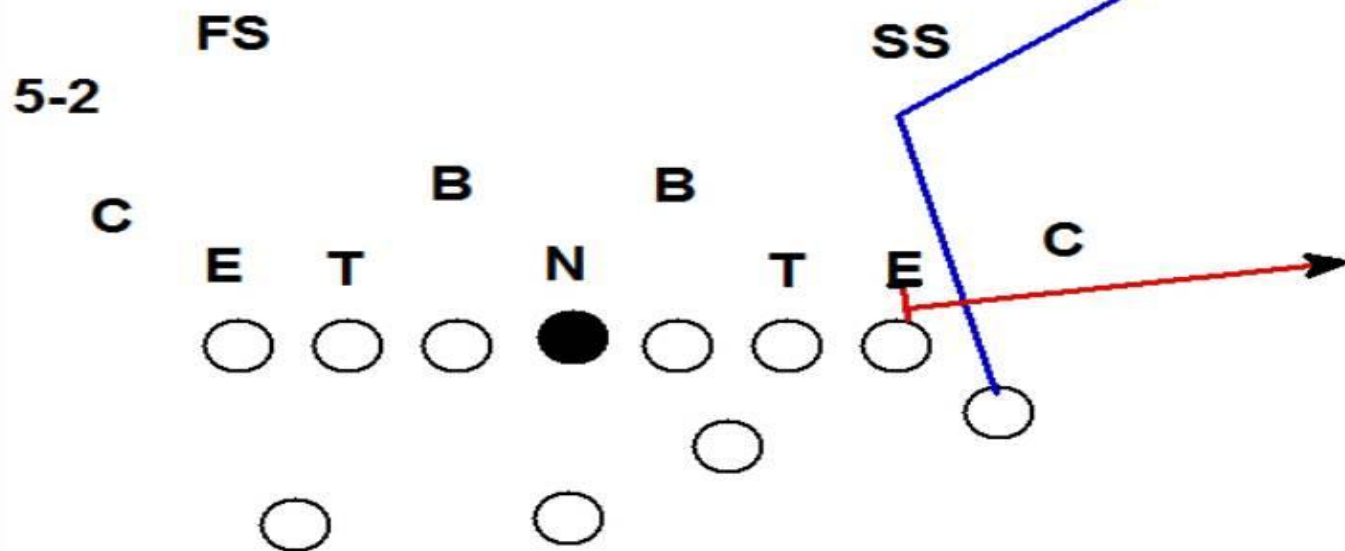


**W: FAKE BACKER BLOCK FOR 3 STEPS, 10 YD CORNER ROUTE**

**FB: FAKE KICK OUT BLOCK, 3 YD FLAT ROUTE**

**QB: READ DEEP TO SHORT**

**PLAY: 10 POWER PASS DELAY**



**W: FAKE BACKER BLOCK FOR 3 STEPS, 10 YD CORNER ROUTE**

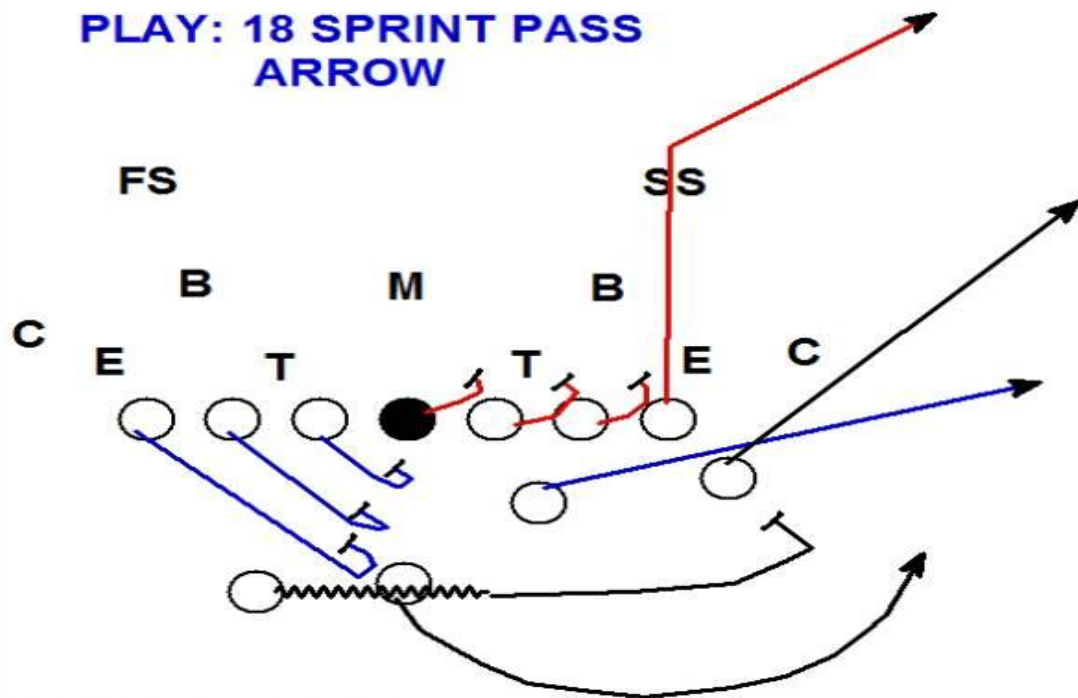
**Y: 2 COUNT DELAY ROUTE**

**QB: READ DEEP TO SHORT**



# **SPRINT PASS**

**PLAY: 18 SPRINT PASS  
ARROW**



**W: 15 YD ARROW**

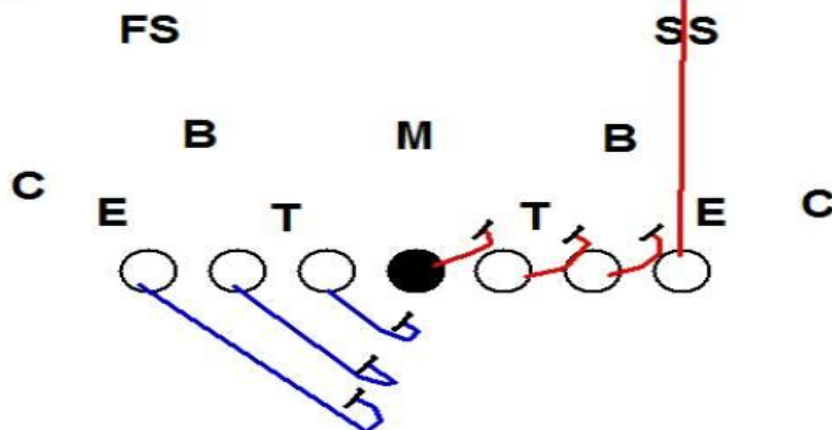
**FB: 3 YD FLAT ROUTE**

**TB: GET OUTSIDE WING, SET UP WALL 2-3  
YDS DEEP**

**QB: SPRINT OUT 4 YARDS OF DEPTH, READ  
ON THE RUN, DEEP TO SHORT**

4-3

**PLAY: 18 SPRINT PASS  
ARROW**



**RT: ON / PSG, HEAD RIGHT**

**RG: ON / PSG, HEAD RIGHT**

**C: ON / PSG, HEAD RIGHT**

**LG: 3 PULL (2 YDS)**

**LT: 3 PULL (3 YDS)**

**Y: 12 YARD CORNER ROUTE**

**X: 3 PULL (4-5 YDS)**

