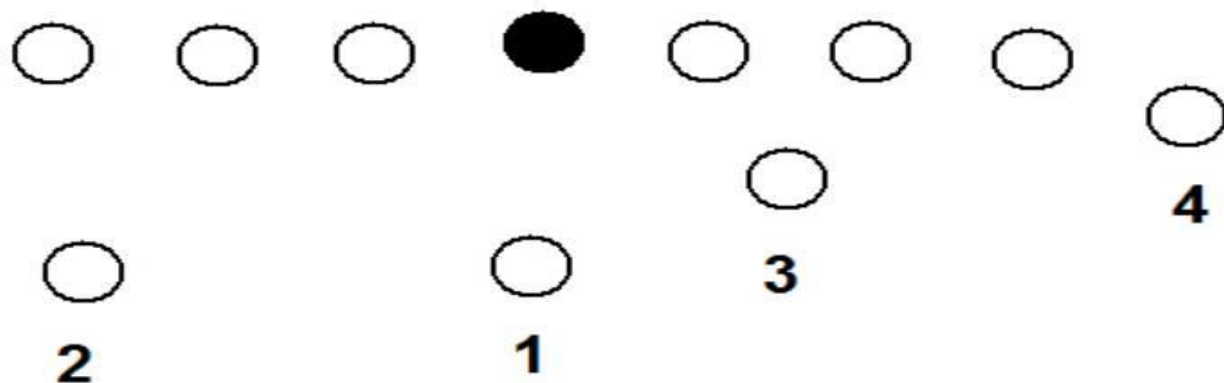


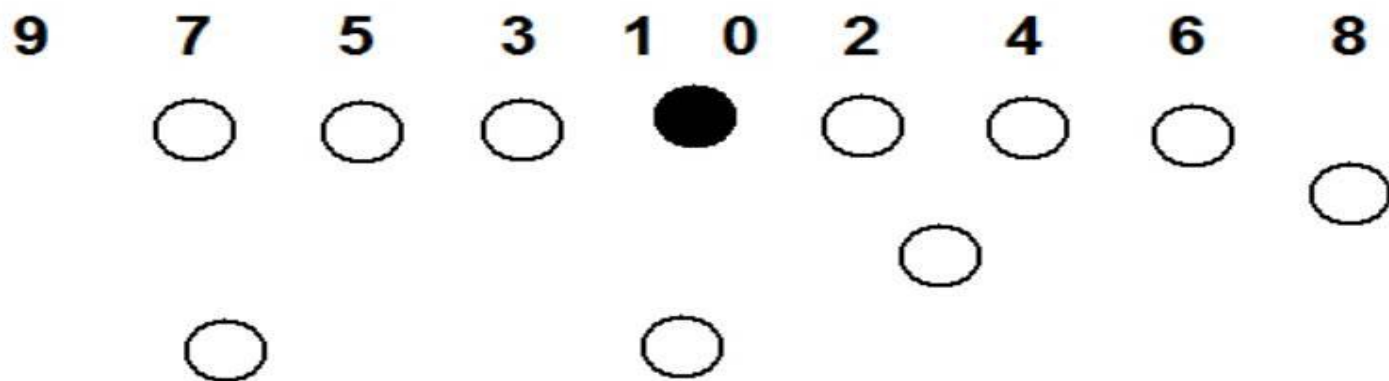


## Backfield





## 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)



- **O-LINE MUST GET OFF!**  
*"ESTABLISH A NEW LOS"*
- **PULLERS MUST READ KICK OUT/LOG**  
*"MAKE A DECISION AND GO WITH IT"*
- **PULLER MUST ATTACK**  
*"KILL OR BE KILLED"*
- **WHEN GOING THROUGH LOS  
SHOULDERS MUST BE SQUARE**  
*"CHECKMATE DEFENDER"*



- **STAY TRUE TO THE A GAPS AND HUG THE DOUBLE TEAM**

*"WINDMILL IN MINIATURE GOLF"*

- **MUST SEE SECOND LEVEL BLOCKS DEVELOPE AND CUT OPPOSITE**

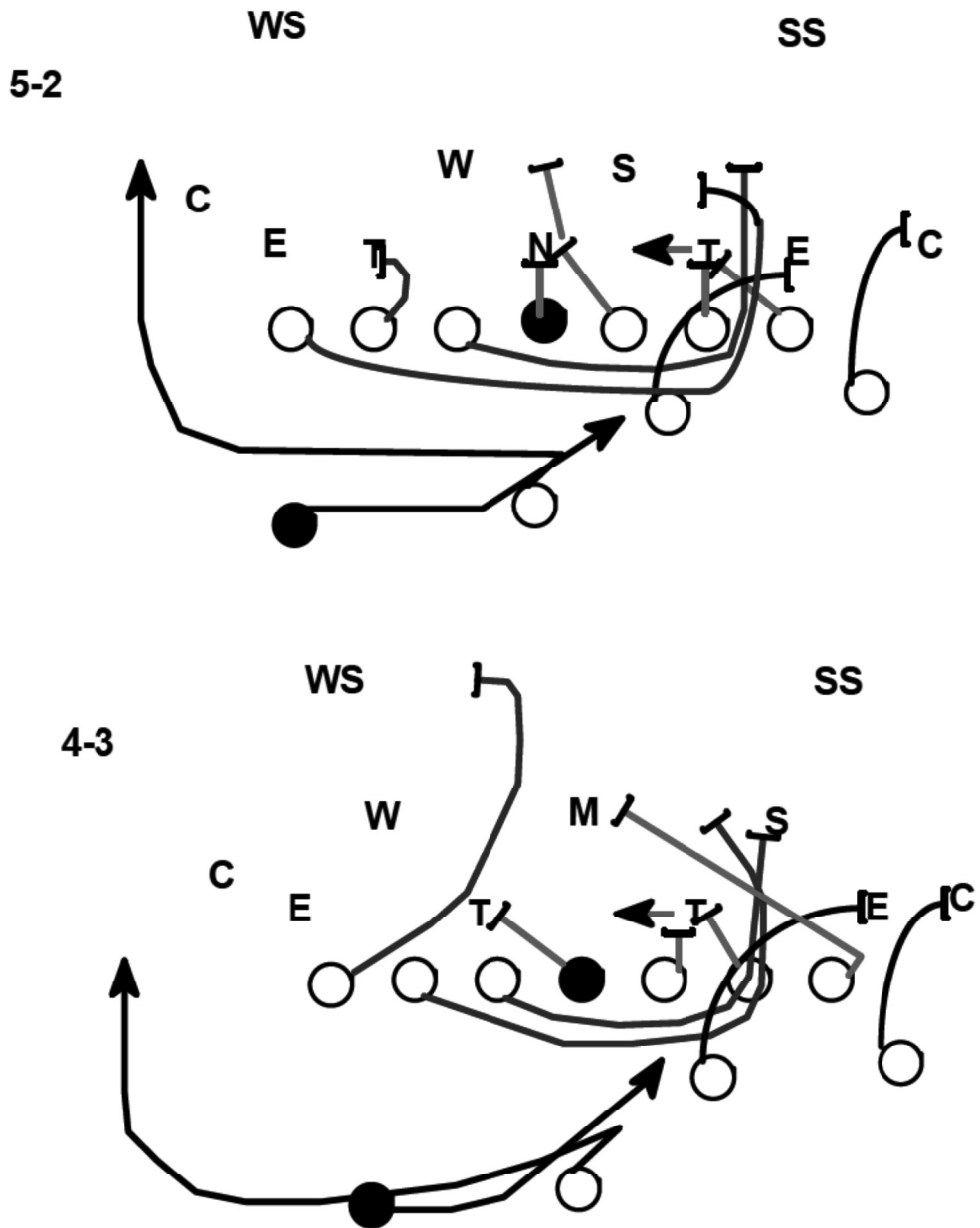
*"AGGESSIVE PATIENCE"*

- **FAKES MUST PERFECT**

*"GIVE ME 5, 10, WHISTLE, LOS, ETC,*



# PLAY: 24 POWER



Y: DOWN (DOUBLE) / 2BI

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

RG: ON (POST) / DOWN (CHIP)

C: ON / DOWN

LG: POWER 1 PULL

LT: FAST INSIDE REACH / POWER 2 PULL

X: CUT OFF / POWER 2 PULL

W: TUNNEL CONTAIN DEFENDER

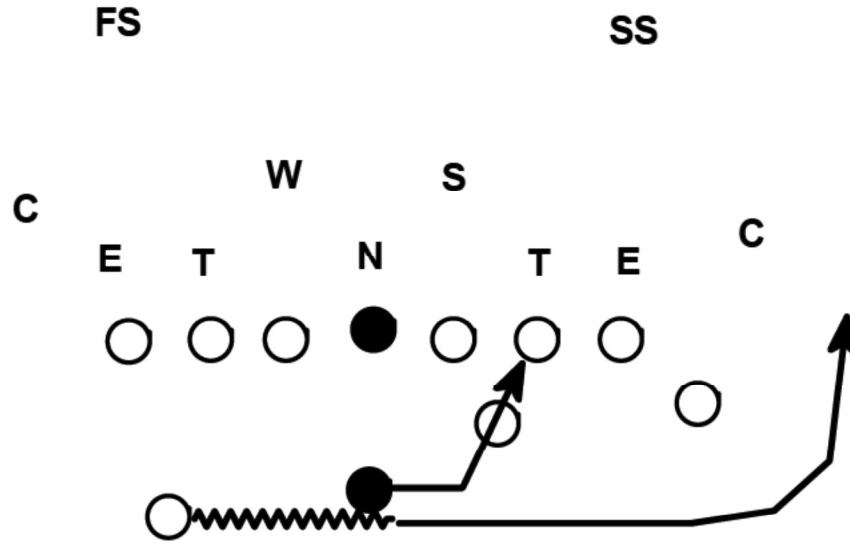
FB: AIM FOR RT, KICK-LOG 1ST MAN PAST TACKLE

TB: SQUARE SHUFFLE, AIM AT RT, READ FB FOR KICK-LOG

QB: RIDE TB, STARE AT END LOOKING FOR READ OR NAKED, COMPLETE FAKE



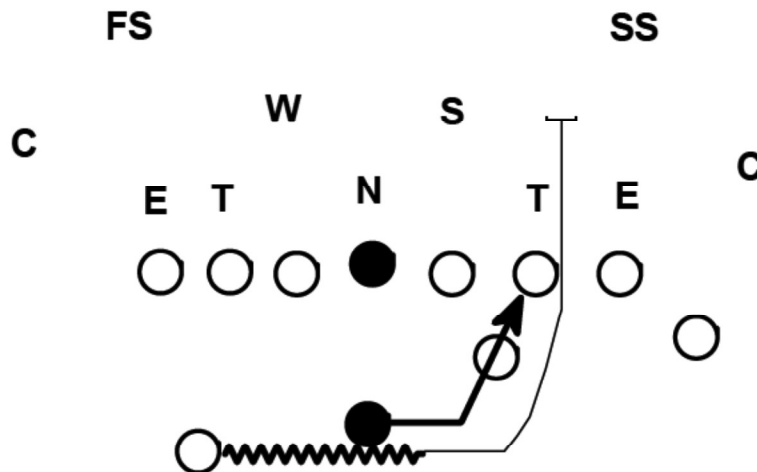
# PLAY: ROCKET 14 POWER



TB: ON "MOTION" FAKE 28 ROCKET

QB: SHUFFLE STEP AND FAKE ROCKET PITCH, AIM RIGHT TACKLE

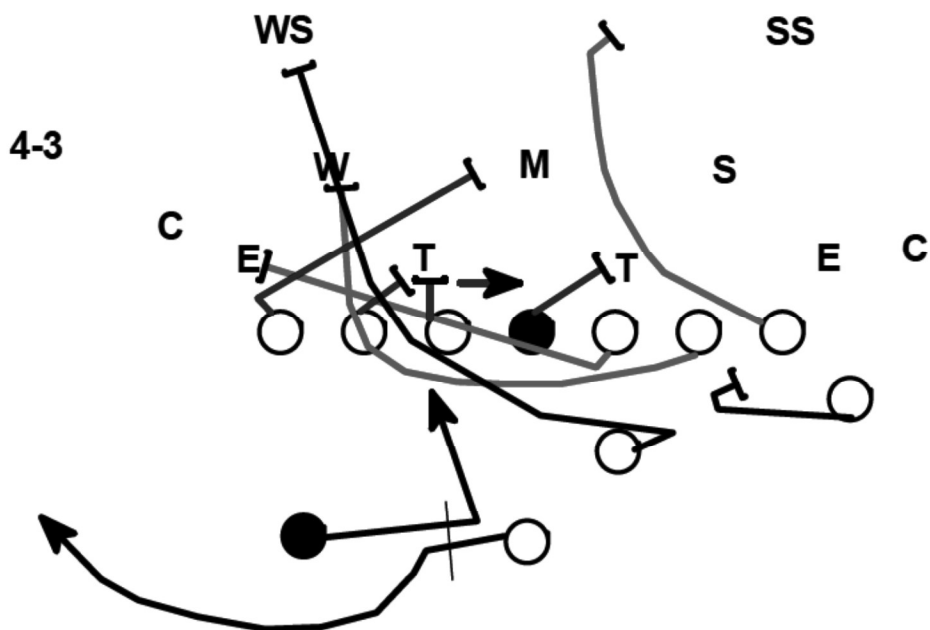
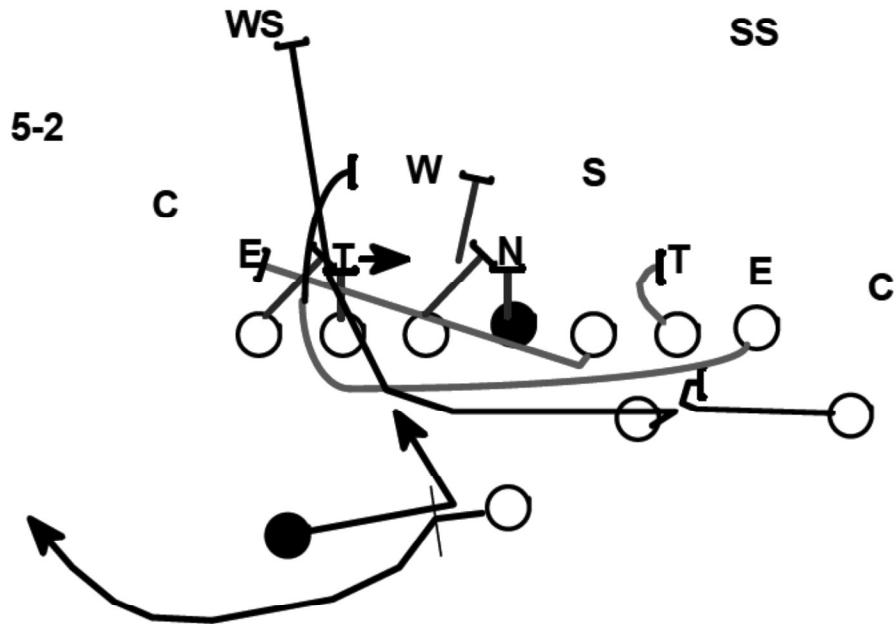
# PLAY: 14 POWER LEAD



TB: ON "MOTION" LEAD BLOCK, STAY TIGHT TO RIGHT TACKLE

QB: SHUFFLE STEP, AIM RIGHT TACKLE

# PLAY: 25 COUNTER



Y: CUT OFF / POWER PULL 2

RT: FAST INSIDE REACH / POWER PULL 1

RG: KICK-LOG 1ST MAN PAST LEFT TACKLE

C: ON / DOWN

LG: ON (POST) / DOWN (CHIP)

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

X: DOWN (DOUBLE) / 2BI

W: 3 STEP ANCHOR

FB: LEAD OFF TACKLE

TB: FAKE POWER FOR 2 STEPS, CUT BACK INTO DOUBLE TEAM

QB: GIVE BALL TO TB QUICKLY, SELL NAKED PASS

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

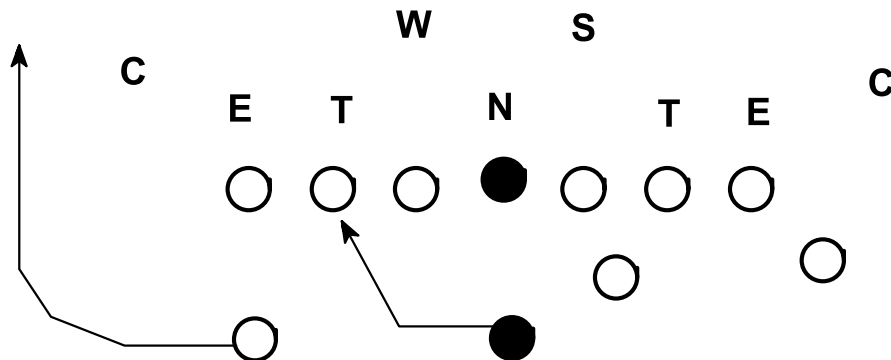
The diagram shows a curved beam element with nodes labeled E, T, N, T, E, C from left to right. The beam is supported at node E by a roller support and at node C by a fixed support. A coordinate system is defined with W as the vertical axis pointing upwards and SS as the horizontal axis pointing to the right. The beam's centerline is represented by a thick black curve. Nodes are marked with circles: open circles for E, T, T, E, and C, and a filled circle for node N. A wavy line indicates a distributed load acting downwards along the bottom chord of the beam.

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

# PLAY: 15 ROCKET COUNTER

WS

SS



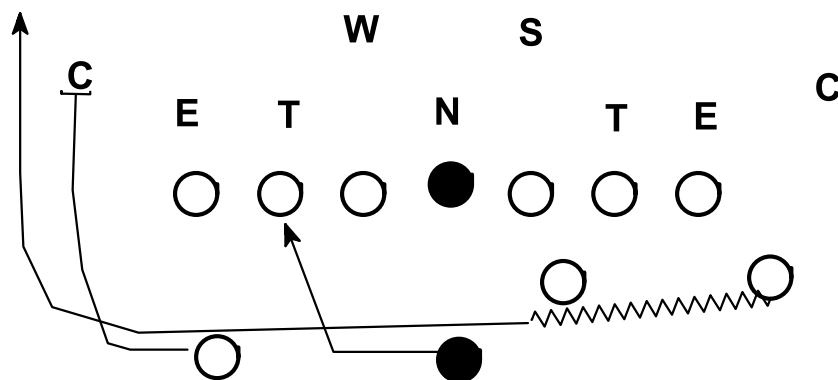
TB: FAKE 29 ROCKET SWEEP

QB: FAKE PITCH TO TB, AIM LEFT TACKLE

# PLAY: FLY 15 COUNTER

WS

SS

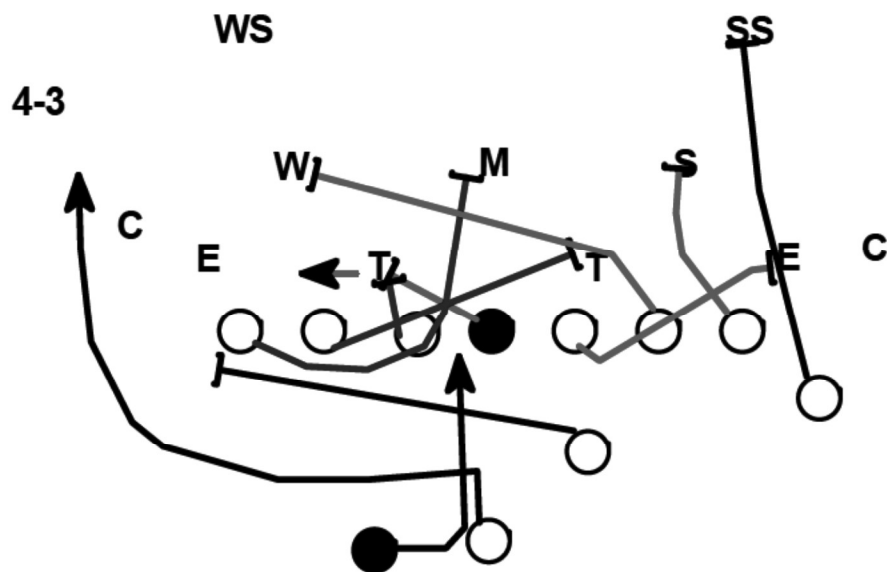
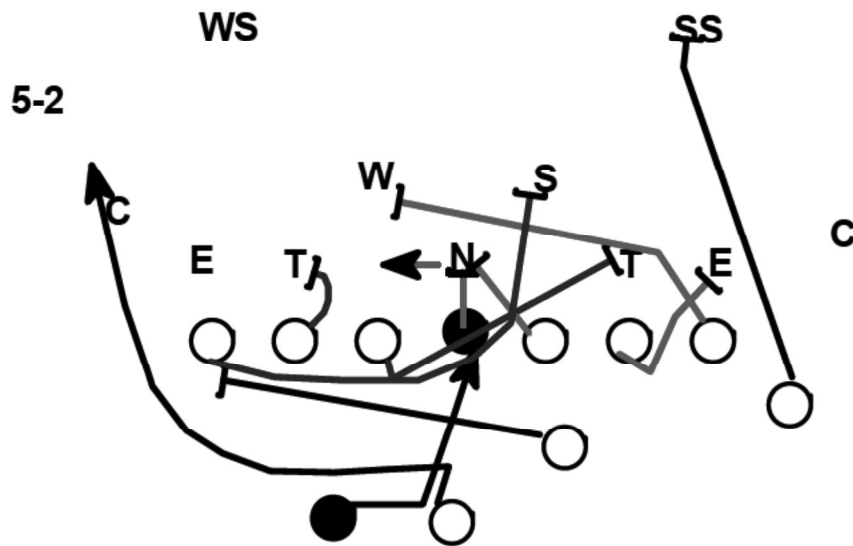


W: FAKE FLY SWEEP, ALLOW QB TO RIDE YOU

TB: FAKE REACH, THEN TUNNEL CONTAIN DEFENDER

QB: RIDE WING AND SHUFFLE STEP WITH BALL IN HIS POCKET, PULL BALL AND AIM AT LEFT TACKLE

# PLAY: 20 TRAP



Y: WILL / SAM

RT: SUBA / WILL

RG: SUBA / DOWN (DOUBLE)

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

LG: ON (POST) / TRAP 1ST MAN PAST CENTER

LT: FAST INSIDE REACH / TRAP 1ST MAN PAST CENTER

X: CUT OFF / POWER 1 PULL

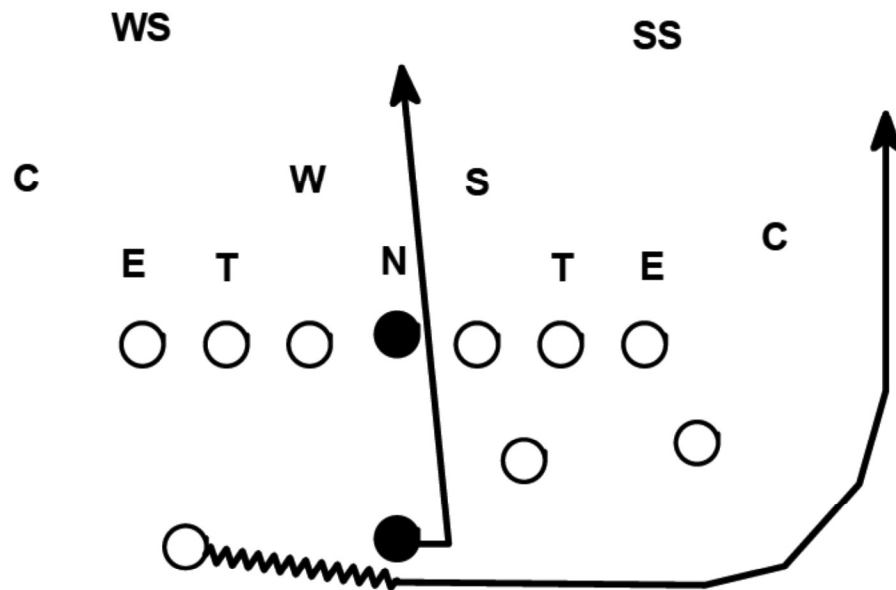
W: SS

FB: FILL BACKSIDE

TB: SQUARE SHUFFLE, AIM AT CENTER, READ KICK-LOG BLOCK

QB: QUICK RIDE FAKE 17 KEEP

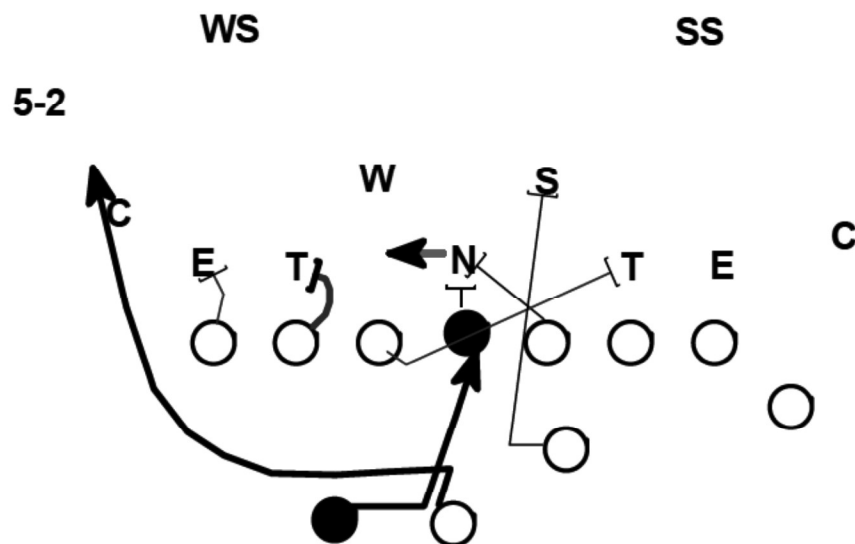
# PLAY: ROCKET 10 TRAP



**TB: SELL 28 ROCKET**

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

# PLAY: 20 TRAP F LEAD

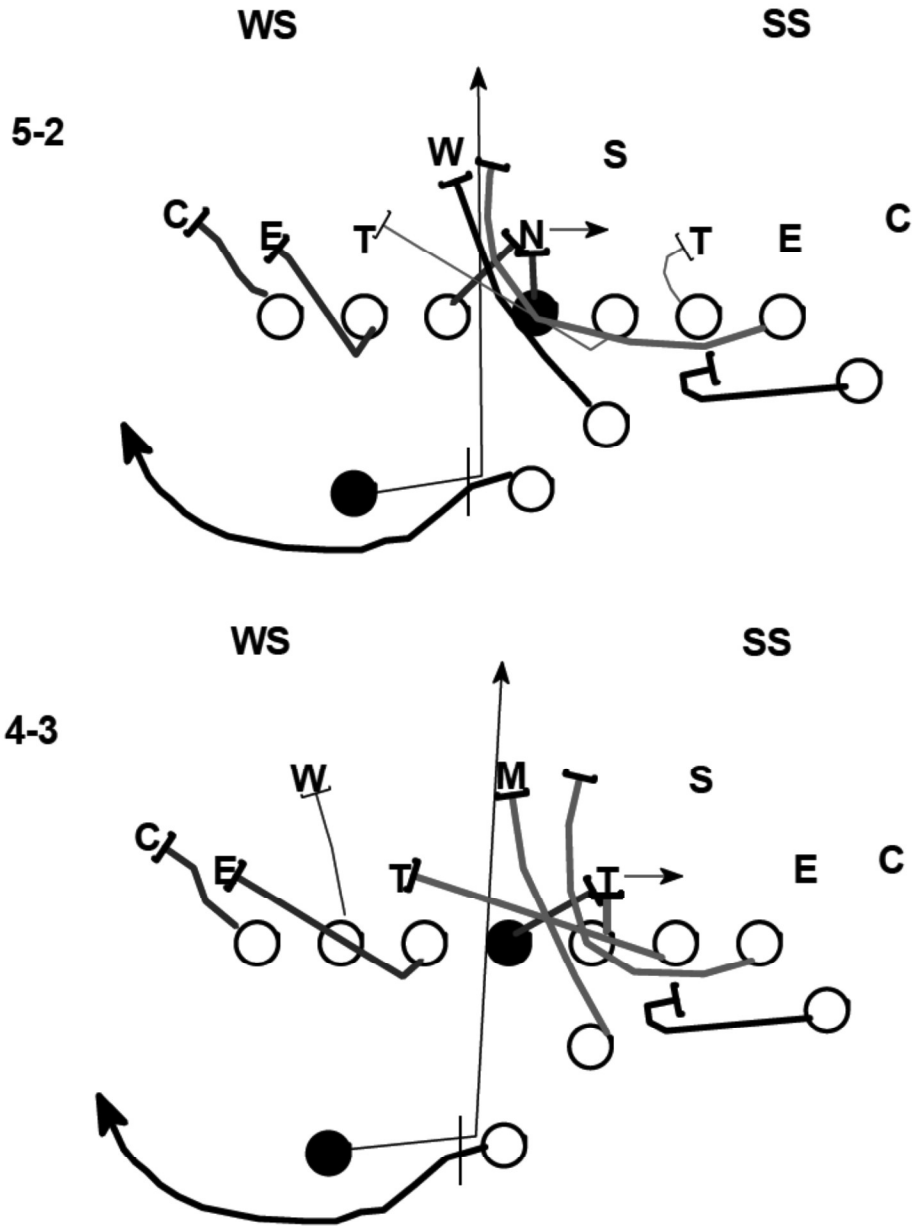


**FB: SHUFFLE STEP TO ALLOW TRAP TO PASS, LEAD ON 1ST  
BACKER THAT SHOWS**

**LT; FAST INSIDE REACH / WILL**

**X: FAST INSIDE REACH**

## PLAY: 21 TRAP



Y: POWER 1 PULL / CUT OFF

RT: FAST INSIDE REACH / TRAP 1ST MAN PAST CENTER

RG: ON (POST) / TRAP 1ST MAN PAST CENTER

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

LG: DOWN (DOUBLE) / SUBA

LT: SUBA / WILL

X: TUNNEL CONTAIN DEFENDER

W: ANCHOR

FB: LEAD A GAP

TB: SQUARE SHUFFLE, AIM AT CENTER, READ  
KICK OUT/LOG BLOCK

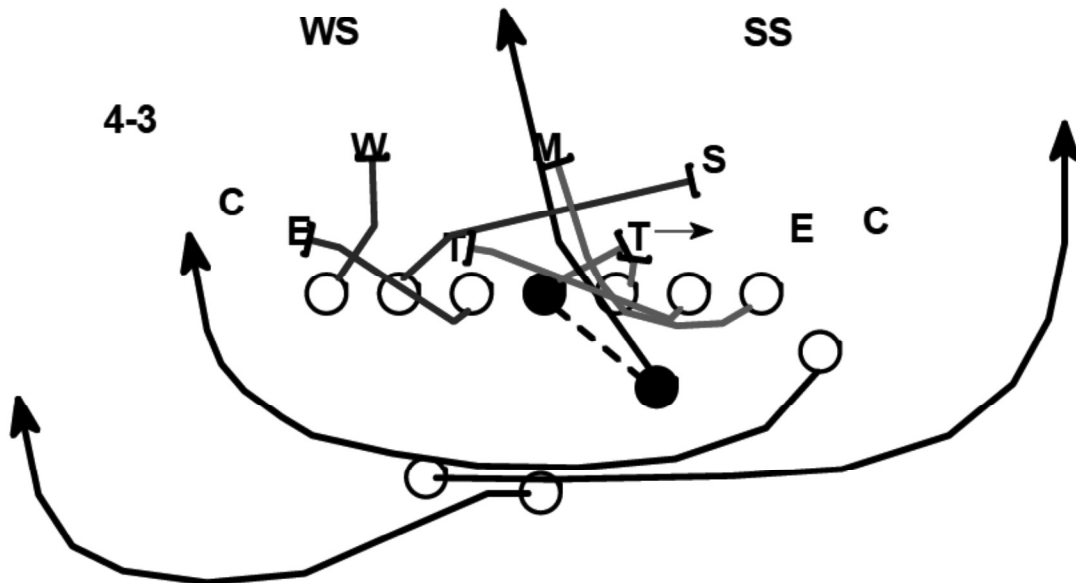
QB: GIVE BALL TO TB QUICKLY, SELL PASS



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

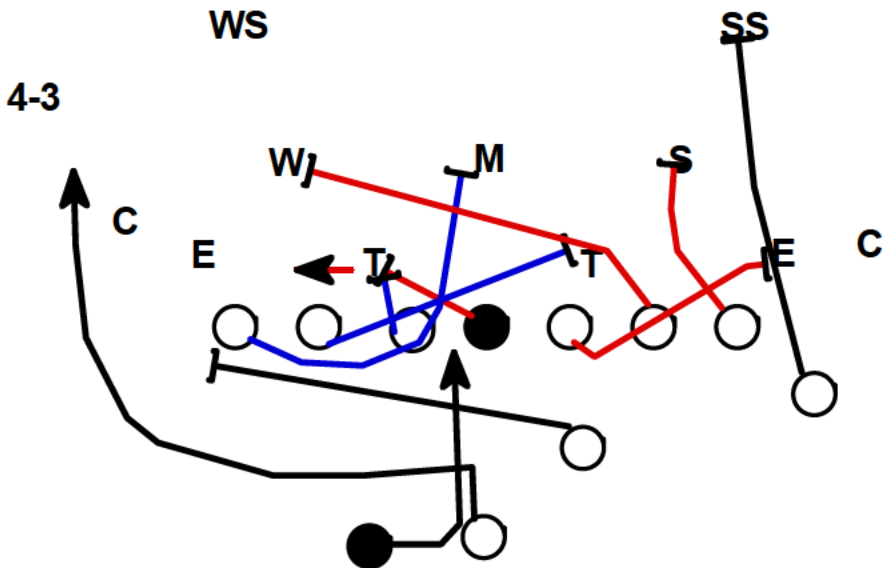
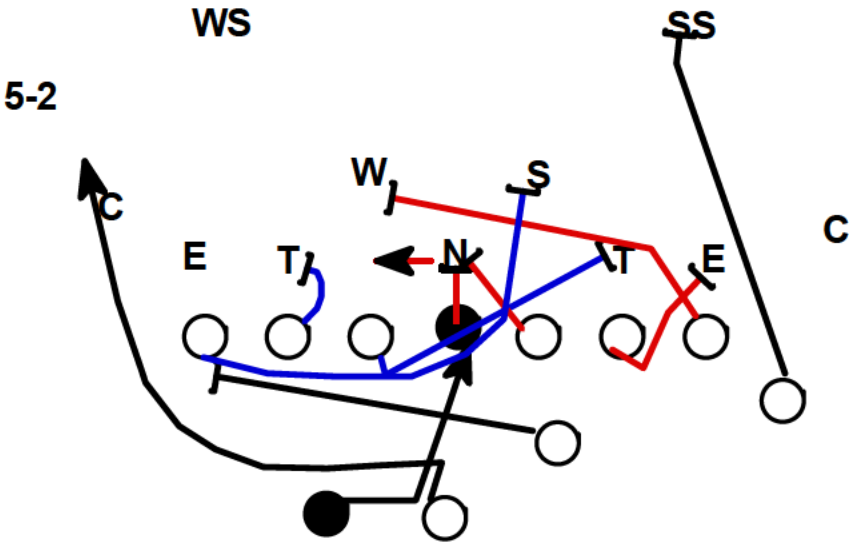
A diagram of a 2D hexagonal lattice. A path is highlighted with thick black lines, starting from a white circle at the bottom, passing through a black circle, and ending at a white circle at the top. Labels are placed around the lattice: 'WS' at the top left, 'SS' at the top right, 'C' on the far left and right, 'W' and 'S' near the top of the path, 'E' and 'T' on the left side, and 'N' and 'T' on the right side. The path is labeled 'W' and 'S' near the top, and 'N' and 'T' near the bottom.

## QB/HB: LEAD A GAP



**QB: FAKE XX**

## PLAY: 20 TRAP



**Y: WILL / SAM**

RT: SUBA / WILL

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

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

**LG: ON (POST) / TRAP 1ST MAN PAST CENTER**

**LT: FAST INSIDE REACH / TRAP 1ST MAN PAST CENTER**

**X: CUT OFF / POWER 1 PULL**

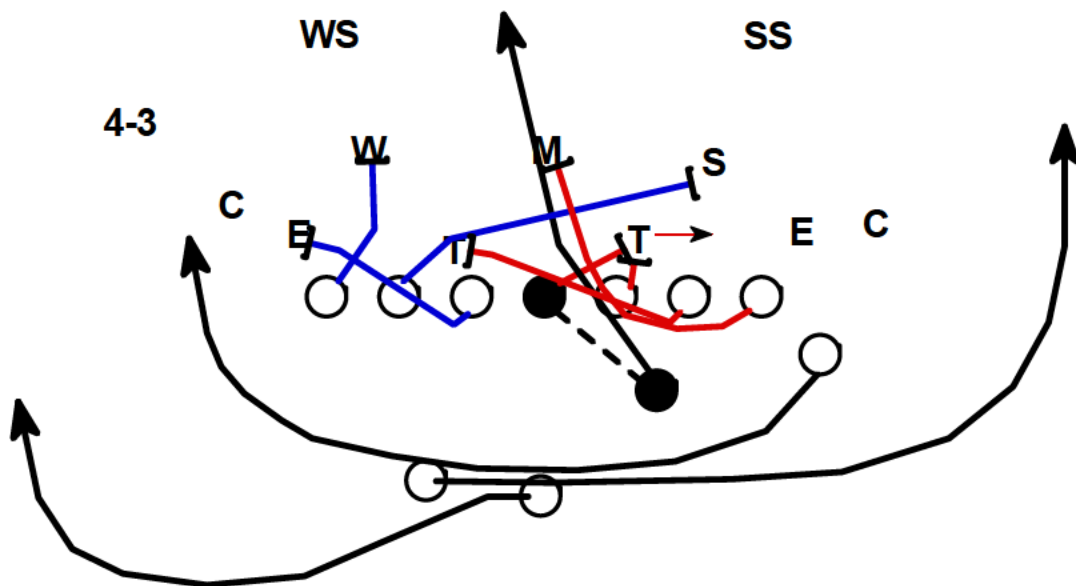
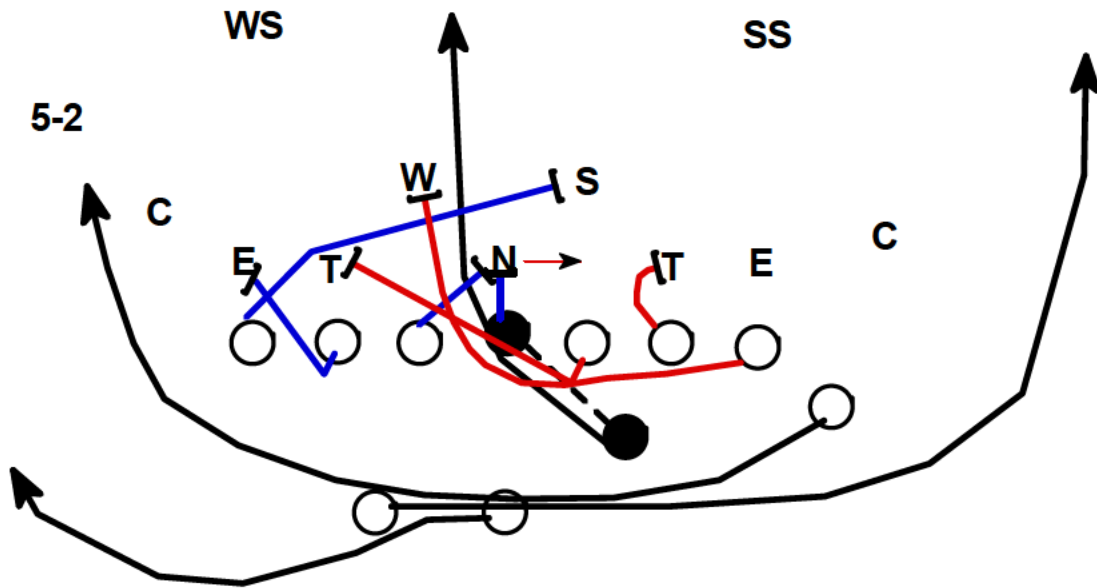
**W: SS**

**FB: FILL BACKSIDE**

**TB: SQUARE SHUFFLE, AIM AT CENTER, READ KICK-LOG BLOCK**

**QB: QUICK RIDE FAKE 17 KEEP**

## PLAY: 31 TRAP



**Y: POWER 1 PULL / CUT OFF**

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

**RG: ON (POST)**

**\*C: ON (POST) / DOWN (DOUBLE) - SNAP BALL LOW AND SOFT TO FB**

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

**LT: SUBA / SAM**

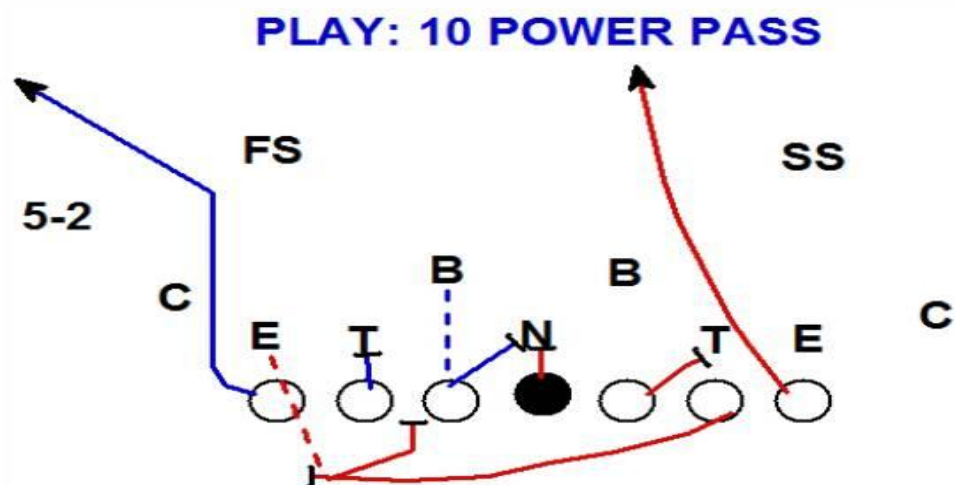
**X: SAME / WILL**

**W: FAKE XX**

**FB: CATCH BALL LOW, STAY TIGHT TO DOUBLE TEAM**

**TB: FAKE XX**

**QB: FAKE XX**



**\*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**

# PLAY: 18 SPRINT PASS

Y: 15 YD CORNER  
 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)

X: 15 YD POST

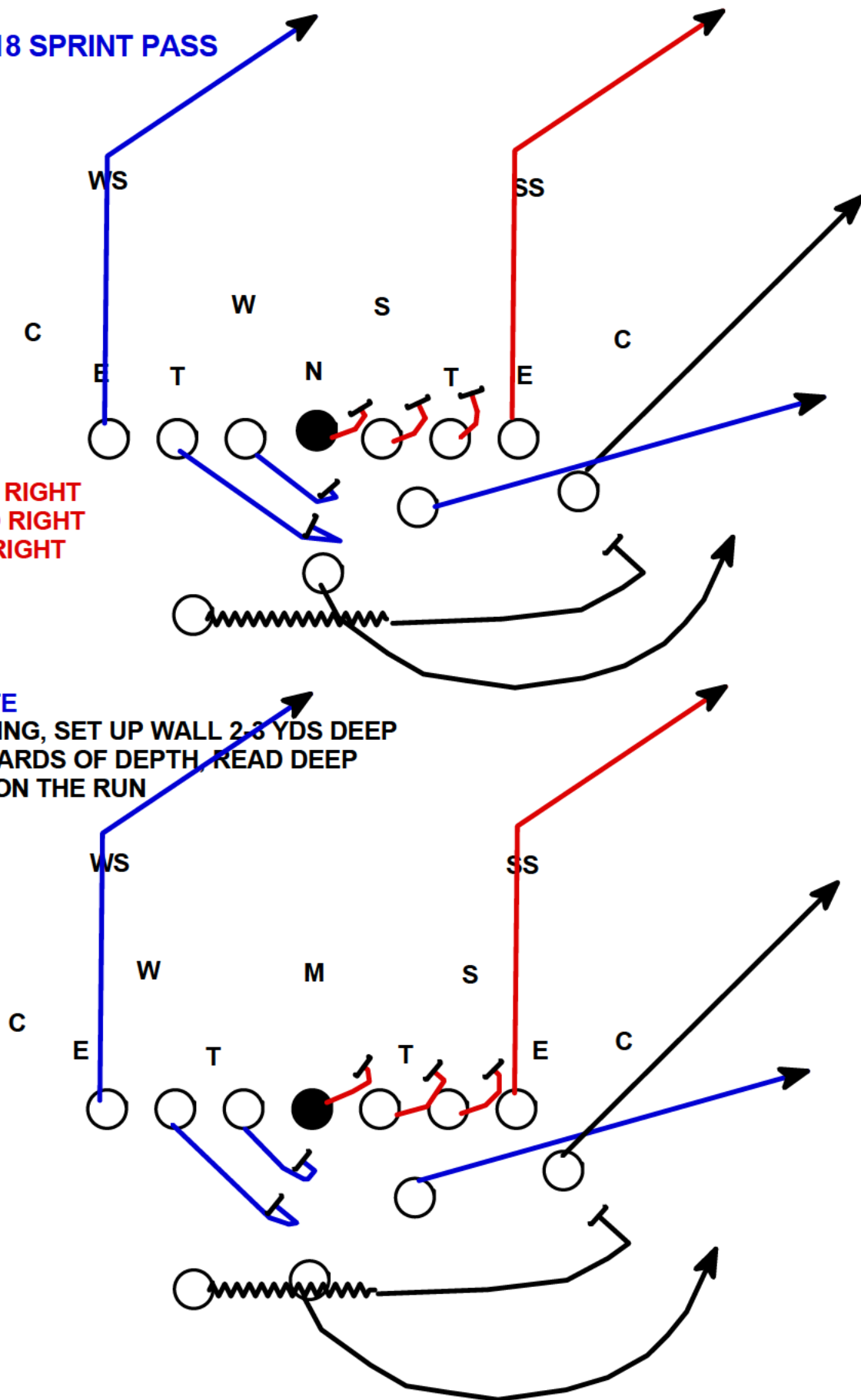
W: 15 YD ARROW

FB: 3 YD FLAT ROUTE

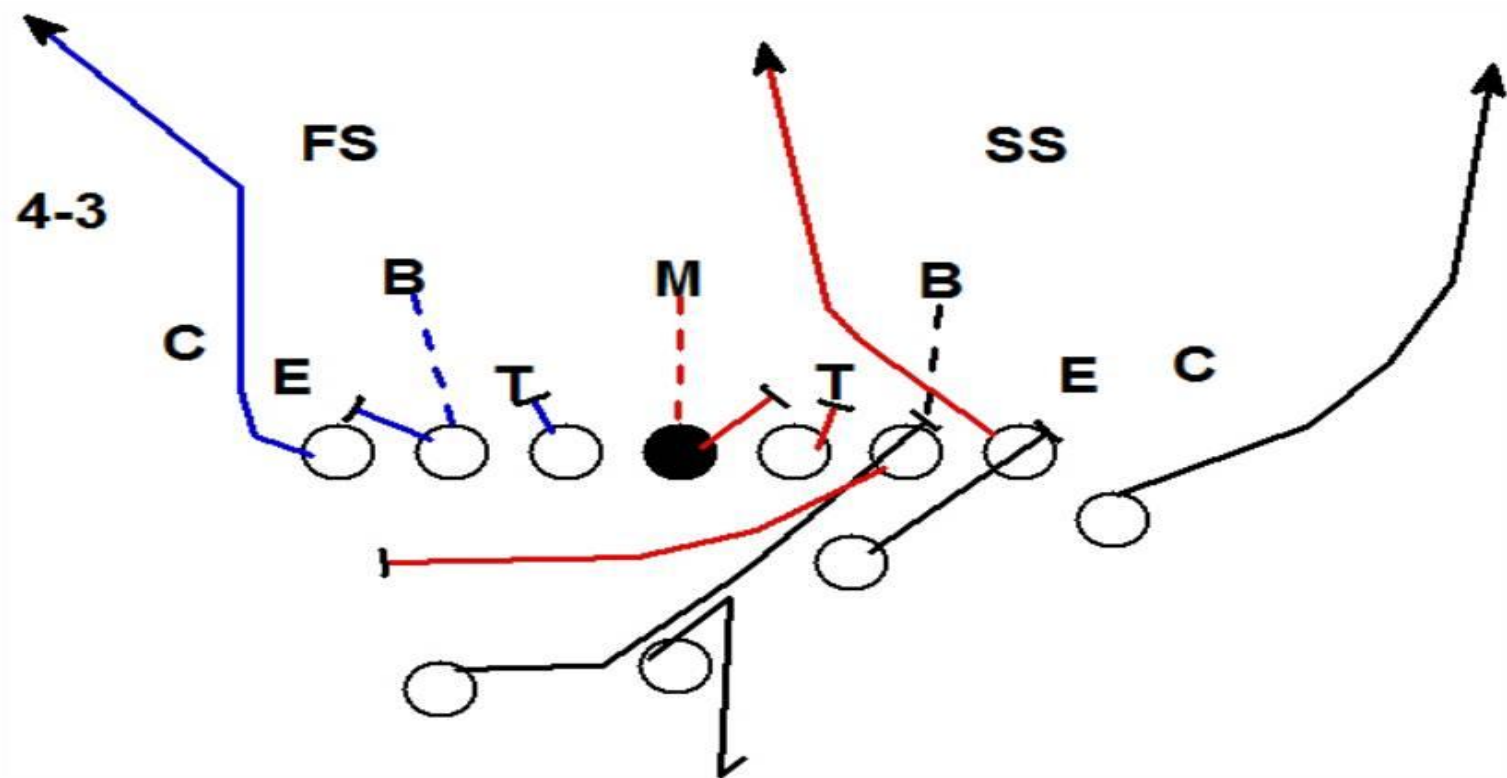
TB: GET OUTSIDE WING, SET UP WALL 2-3 YDS DEEP

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

4-3

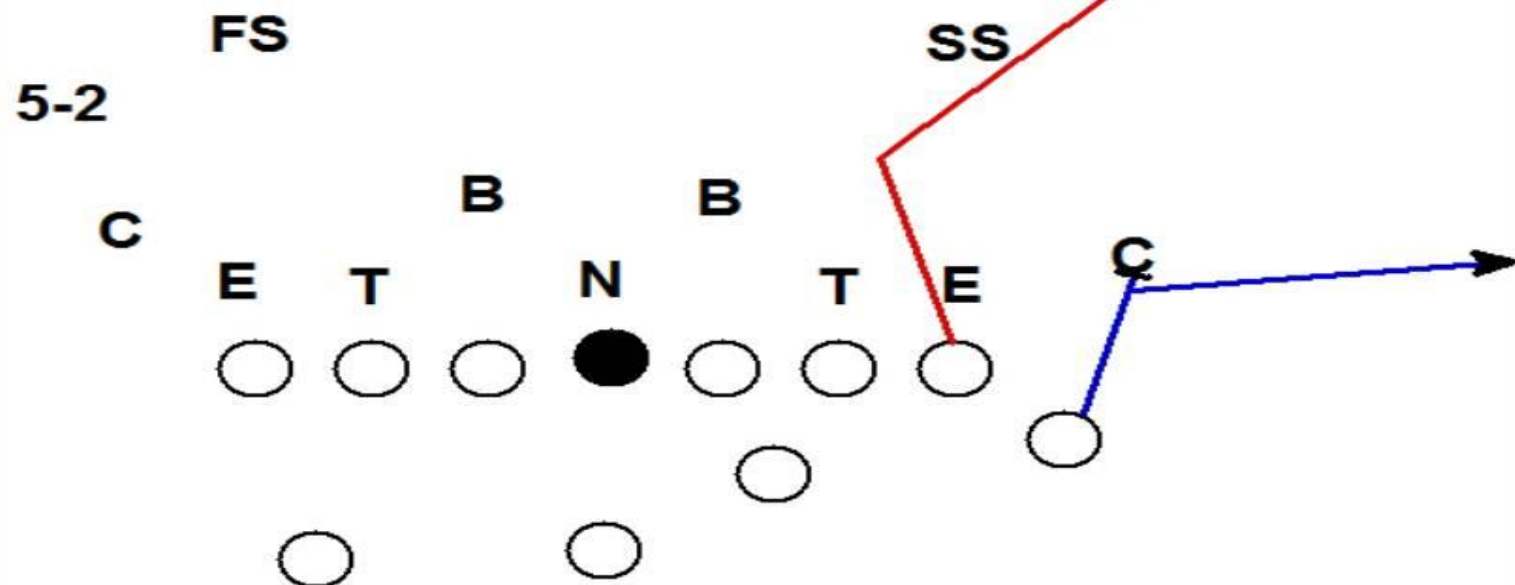


## 10 POWER PASS VS. EVEN FRONT



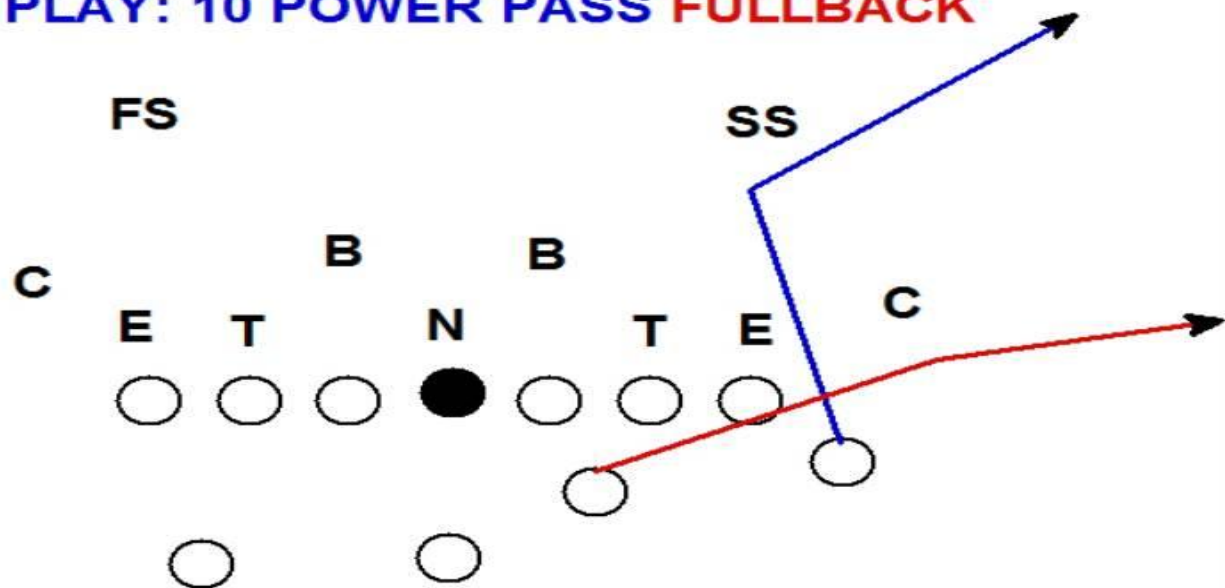


**PLAY: 10 POWER PASS**  
**WING DELAY**



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

**PLAY: 10 POWER PASS FULLBACK**

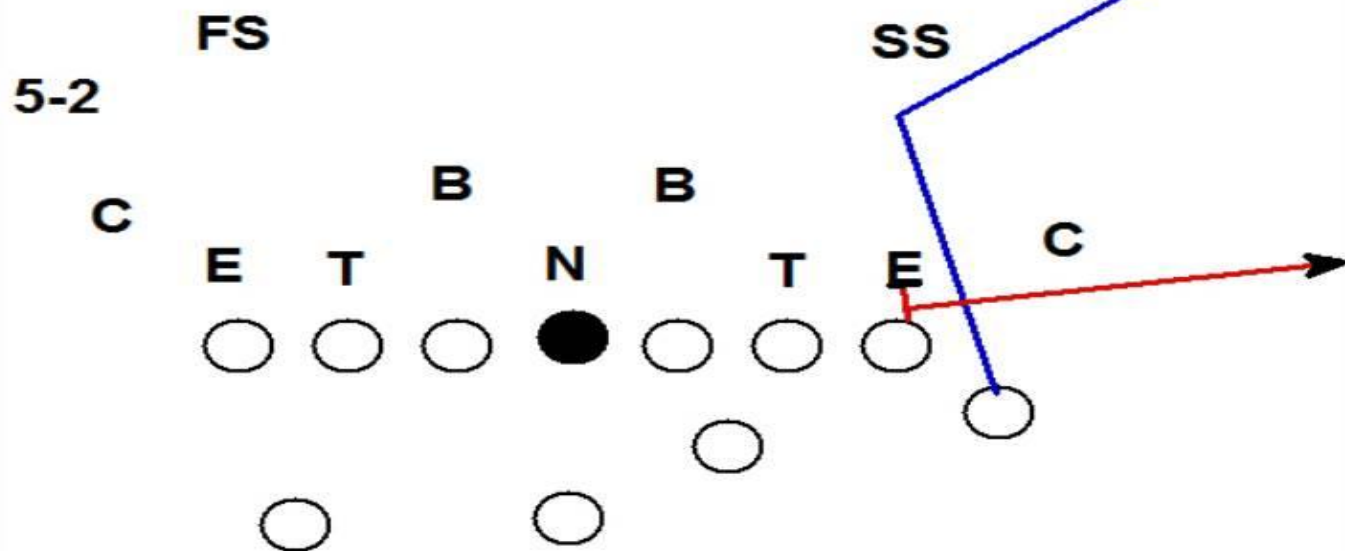


**W: FAKE BACKER BLOCK FOR 3 STEPS, 10 YD CORNER ROUTE**

**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**



